

Multi-Sensors Fusion and Tracking

Multi-Face Tracking using Kanadi Lucas-Tomasi Algorithm

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Introduction

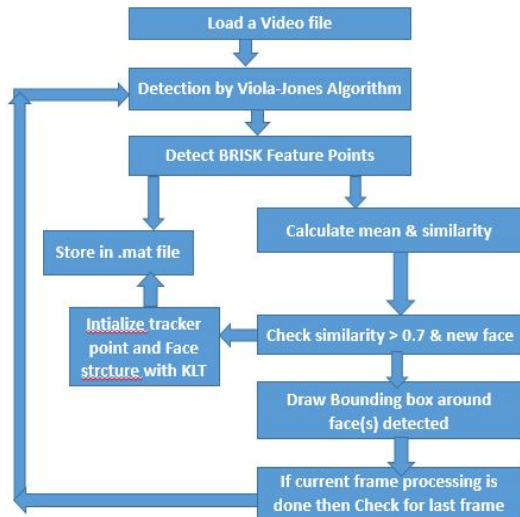


Introduction

Overview

- ▶ Methodology
 - ▶ Viola Jones Detection
 - ▶ Kanade Lucas-Tomasi Tracking
- ▶ Implementation
- ▶ Results
- ▶ Conclusion

Introduction



BLOCK REPRESENTATION OF THE PROJECT

Methodology - Viola Jones Detection

Viola-Jones method can be splitted into 4 main steps:

- ▶ Haar features comparison and differentiation
- ▶ Combination into integral image
- ▶ Adaboost enhanced classification
- ▶ Attentional cascade discarding most of the negative classification
- ▶ BRISK: applied after the VJ method

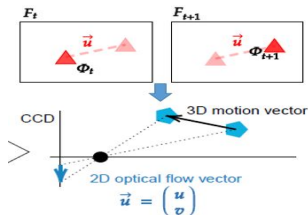
Methodology - Viola Jones Detection



Methodology - KLT

- ▶ Brisk features as input for tracker
- ▶ Detection throughout the window
(Centred around features)
- ▶ Pyramidal Fashion
- ▶ Compute the similarity
- ▶ Integrate window
Pixel -> Neighbours (Height and Width) -> Area

Methodology - KLT



$$I_x u + I_y v = -I_t$$

Optical Flow base: $\frac{d}{dt}I(x(t), t) = \nabla I^T \left(\frac{dx}{dt} \right) + \frac{\delta I}{\delta t} = 0.$

Brightness Consistency Equation:

$$\nabla I(x', t)^T v + \frac{\delta I}{\delta t} = 0$$

$$E(v) = \int_{W(x)} |\nabla I(x', t)^T v + I_t(x', t)|^2 dx'.$$

$$E(b) = \int_{W(x)} |\nabla I^T b + I_t|^2 dx'.$$

Methodology - KLT

Translation Motion and Affine Motion:

$$E(b) = \int_{W(x)} |\nabla I(x')^T S(x')p + I_t(x')|^2 dx'$$

$$S(x)p = \begin{pmatrix} x & y & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & x & y & 1 \end{pmatrix} (p_1 \ p_2 \ p_3 \ p_4 \ p_5 \ p_6)^T.$$

$$M(x) = \int_{W(x)} \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix} dx'$$

$$b(x, t) = -M(x)^{-1} \begin{pmatrix} \int I_x I_t dx' \\ \int I_y I_t dx' \end{pmatrix}$$

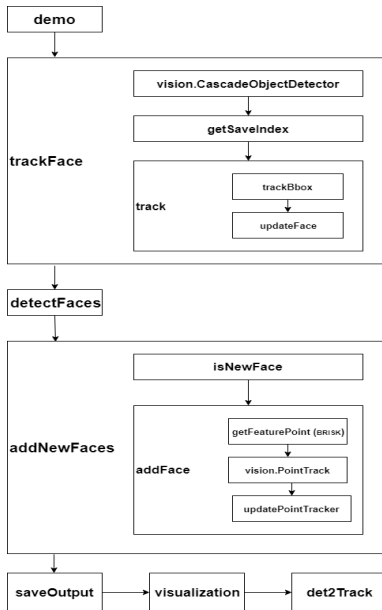
$$I_x u + I_y v = -I_t \Rightarrow \begin{bmatrix} I_x & I_y \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = -I_t$$

Minimization, Multi-scale estimation and Local Smoothness:

$$\hat{u} = (A^T A)^{-1} A^T b$$

$$A^T A = \begin{bmatrix} \sum I_x^2 & \sum I_x I_y \\ \sum I_x I_y & \sum I_y^2 \end{bmatrix}$$

Implementation



Implementation - Viola-Jones

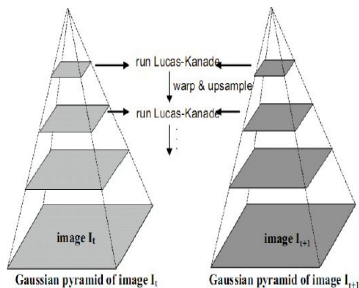
- ▶ Usage classification and reduction for Frontal Face Detection
- ▶ Algorithm loads pre-trained classification model
- ▶ Features encoded and stored in .xml files
- ▶ 12 Haar models associated to different regions of the face

$$\text{Similarity} = \left(\frac{\varphi}{\Psi_1} + \frac{\varphi}{\Psi_2} \right) / 2$$

- ▶ BRISK: applied after the bounding box is computed

Implementation - KLT

- ▶ Neighbour area increase = complexity increases (31×31)
- ▶ Max iteration search for each frame
(each point conversion rate of 10)
- ▶ Bidirectional error (tracking error) - T0 and T1 frames
- ▶ Pyramid - downsampling - displacement
increased - between frames - computation



Results

- ▶ Detection by VJ
- ▶ Brisk Features
- ▶ Tracking by KLT

FACE TRACKING IN VIDEOS

KLT Tracker

- Load Video
- Process
- Show Tracks
- Save Result

DELETE .MAT

Conclusion

- ▶ Multi-Face Applications
- ▶ Frame Rate Range
- ▶ Object Motion
- ▶ Limitations - Computational complexity

References

- ▶ Viola, Paul Jones, Michael. (2004). Robust Real-Time Face Detection. I
- ▶ Leutenegger, Stefan Chli, Margarita Siegwart, Roland. (2011). BRISK: Binary Robust invariant scalable keypoints.
- ▶ Ranganatha S, Y P Gowramma, Development of Robust Multiple Face Tracking Algorithm and Novel Performance Evaluation Metrics for Different Background Video Sequences
- ▶ Tomasi, Carlo Kanade, Takeo. (1999). Shape and Motion from Image Streams: a Factorization Method?
- ▶ Equations are referred from lecture slides of Mr. Marc Blanchon, (Centre Universitaire Condorcet MSCV2 2019-2020), VISUAL TRACKING: Multi-Sensor Fusion and Tracking.

THANKS