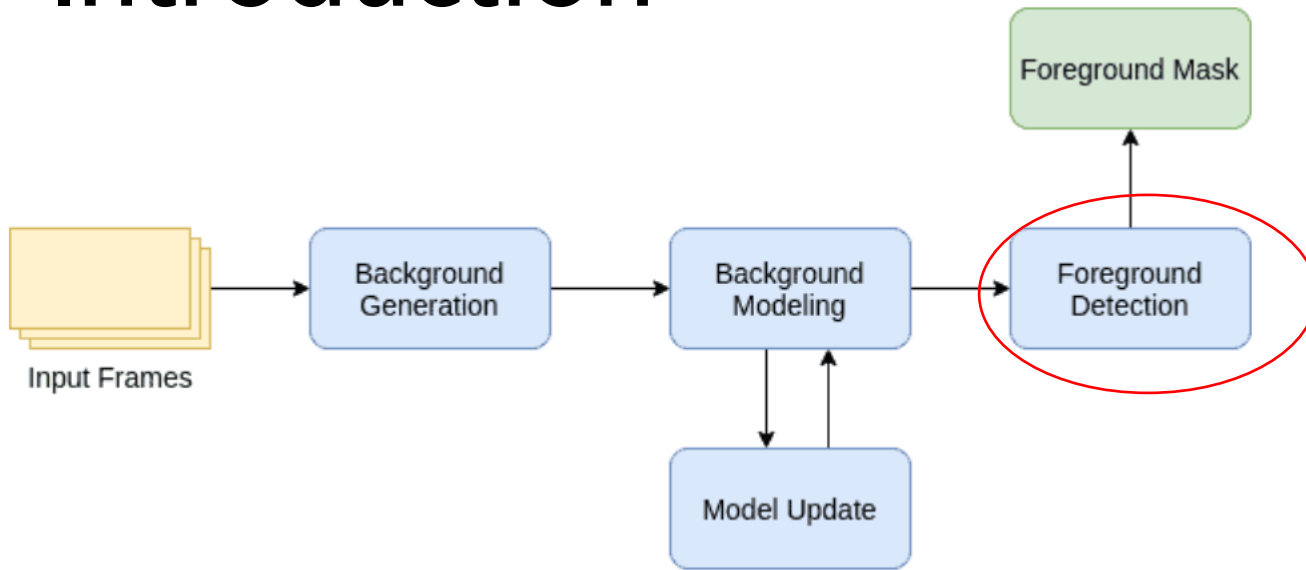


Background Subtraction of Videos by Mixtures of Gaussians

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Introduction



(Stauffer & Grimson, 1999)



Methods:

Running Gaussian Average

Temporal Median Filter

Mixture of Gaussians

Kernel Density Estimation

...

Pixel Process

- It is the collection of the values of a particular pixel location (x_0, y_0) over time t : $\{X_1, X_2, \dots, X_t\} = \{I(x_0, y_0, i): 1 \leq i \leq t\}$
- I values are scalars for BW images, and vectors for RGB images.

Running Gaussian Average

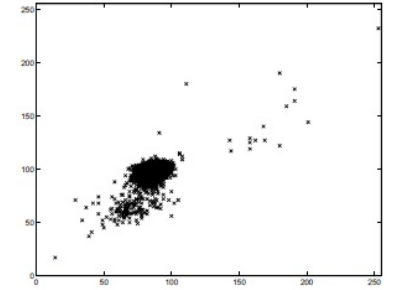
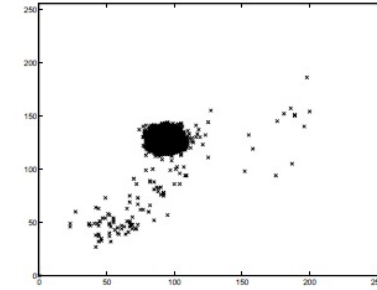
- The pixel process (last n values) at each pixel location is modeled with a **Gaussian probability density function** (pdf).
- At each new frame time t , a running average is calculated:
$$\mu_t = \alpha X_t + (1 - \alpha)\mu_{t-1}$$
- Threshold for classifying background values: $|X_t - \mu_t| \leq k\sigma_t$

Problems

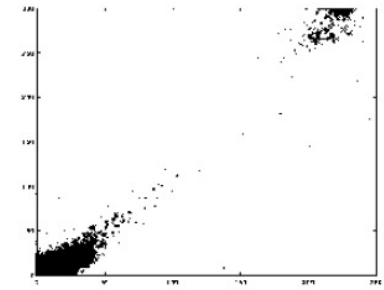
- (a): luminance changing in background (the two process are 2 min apart)
- (b) & (c): bimodal distribution of the pixel process due to flickering



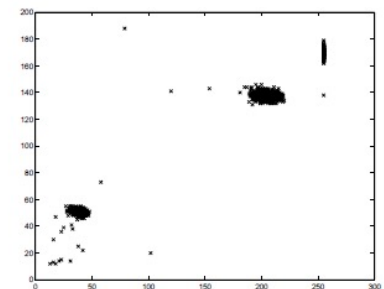
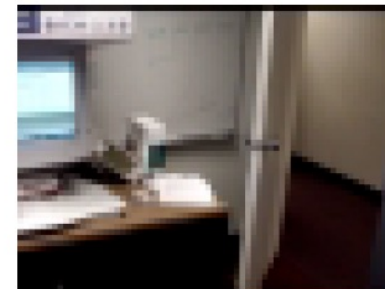
Calls for adaptive multimodal systems with automatic thresholds



(a)



(b)

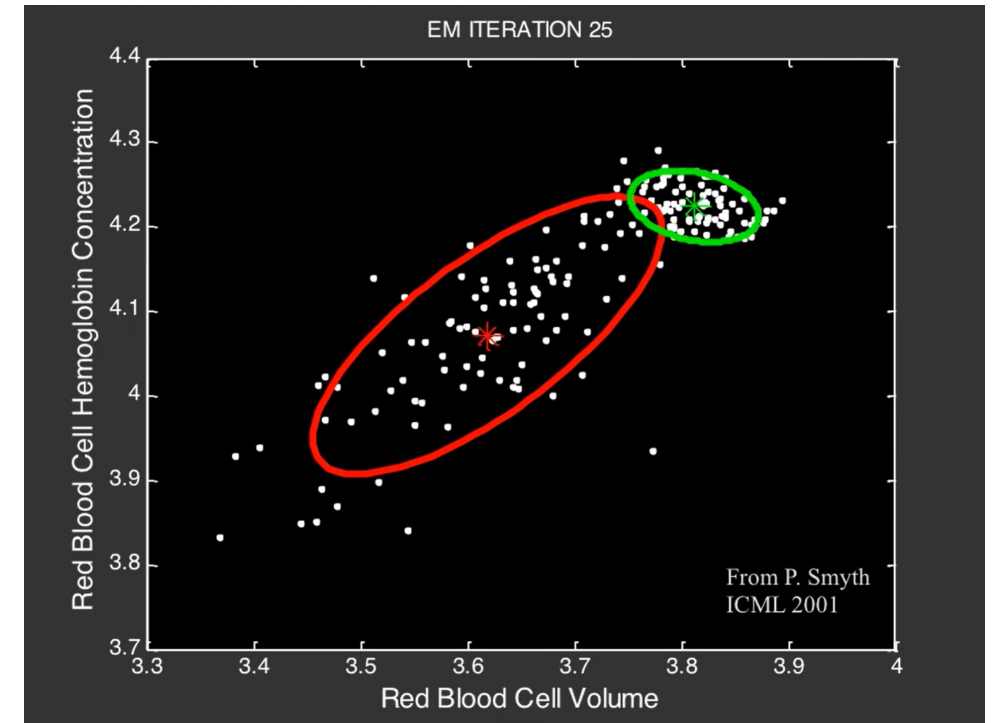


(c)

Mixture of Gaussians

- The pixel process at each pixel location $\{X_1, X_2, \dots, X_t\}$ is modeled with a **mixture of Gaussians**: $P(X_t) = \sum_{i=1}^K \omega_{i,t} * \eta(X_t, \mu_{i,t}, \Sigma_{i,t})$
- K : number of distributions (3-5)
- $\mu_{i,t}$: mean value of the i th Gaussian at time t
- $\omega_{i,t}$: the weight of the i th Gaussian at time t
- $\Sigma_{i,t}$: covariance matrix of the i th Gaussian at time t ($\approx \sigma_k^2 I$)
- η : Gaussian probability density function (pdf)

A 2-D example of modeling data using mixtures of Gaussians. (Alexander Ihler, 2015)



Updating the model

- Standard way: expectation maximization (too costly)

→ K-means approximation

1. Every new X_t is checked if it matches any of the K existing distribution (threshold: $|X_t - \mu_{k,t}| \leq 2.5 * \sigma_{k,t}$)

2. Update parameters:

- $\omega_{k,t} = (1 - \alpha)\omega_{k,t-1} + \alpha(M_{k,t})$, where $M_{k,t} = 1$ for matches and 0 for unmatched
- If matched, $\mu_t = (1 - \rho)\mu_{t-1} + \rho X_t$, $\sigma_t^2 = (1 - \rho)\sigma_{t-1}^2 + \rho(X_t - \mu_t)^T(X_t - \mu_t)$, where $\rho = \alpha\eta(X_t|\mu_k, \sigma_k)$

3. If none of the K distributions match the current pixel value, the least probable distribution is replaced with a distribution with the current value as its mean value

Background Model Estimation

- 1. The Gaussians are ordered by $\frac{\omega}{\sigma}$
- 2. The first B distributions are chosen as the background model, where $B = \operatorname{argmin}_2 \left(\sum_{k=1}^b \omega_k > T \right)$
- T : a measure of the minimum portion of the data that should be accounted for the background.
- Larger T allows multi-modal distribution by repetitive background motions (e.g. leaves shivering)

Code Implementation

- Steps:
 - Background Initialization
 - Background Update.

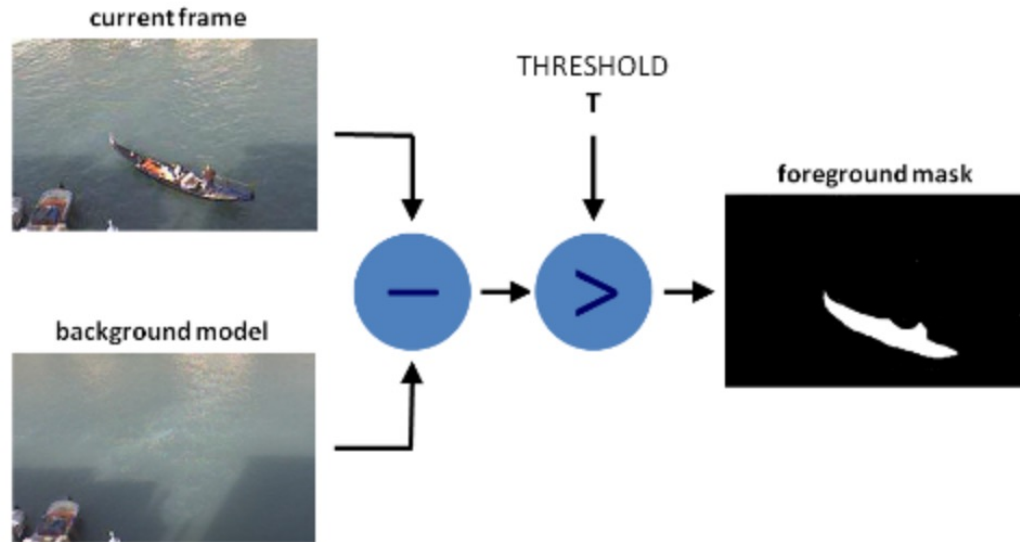


Image from https://docs.opencv.org/4.x/d1/dc5/tutorial_background_subtraction.html

Video from <https://pythonprogramming.net/mog-background-reduction-python-opencv-tutorial/>

Code Implementation

- Tutorial:
 - Read data from videos or image sequences using `cv2.VideoCapture`
 - Create and update the background model using `cv2.BackgroundSubtractorMOG2()`
 - Get and show the foreground mask using `cv2.imshow()`

Code Implementation

- API in OpenCV

```
cv2.createBackgroundSubtractorMOG2 ( )
```

- A Gaussian Mixture-based Background/Foreground Segmentation Algorithm
- Based on two papers:
 - "Improved adaptive Gaussian mixture model for background subtraction" in 2004
 - "Efficient Adaptive Density Estimation per Image Pixel for the Task of Background Subtraction" in 2006
- Feature of the algorithm: selects the appropriate number of gaussian distribution for each pixel

Code Implementation

- API in OpenCV

`cv.BackgroundSubtractorMOG2` (history = 500, varThreshold = 16, detectShadows = true)

- Parameters:

- History: length of history
- varThreshold: Threshold on the squared distance between the pixel and the sample to decide whether a pixel is close to that sample
- detectShadows: If true, the algorithm will detect shadows and mark them. It decreases the speed a bit, so if you do not need this feature, set the parameter to false

- Return:

- An instance

- Generate foreground mask using 'Apply'

Code Implementation

- API in OpenCV

`cv.BackgroundSubtractorMOG2` (history = 500, varThreshold = 16, detectShadows = true)

- Return:
 - An instance
- Generate foreground mask using 'Apply'

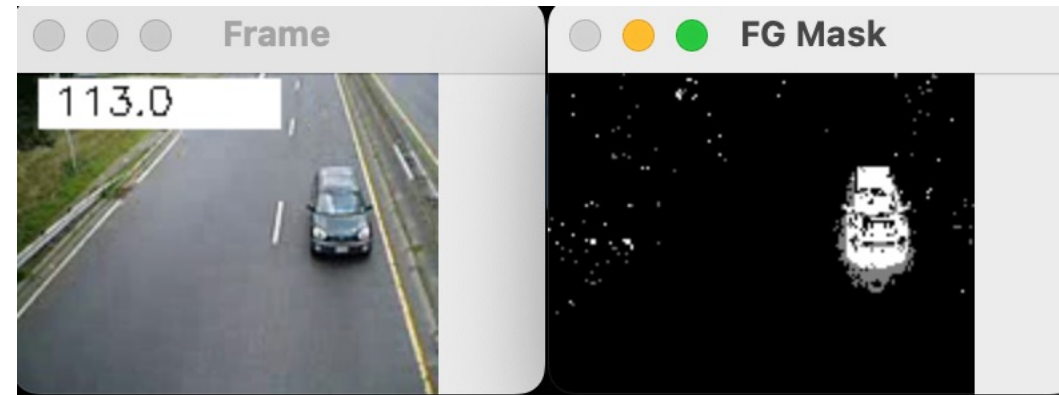
`apply` (image, fgmask, learningRate = -1)

- Parameters:
 - Image: Next video frame. Floating point frame will be used without scaling and should be in range [0,255]
 - fgmask: The output foreground mask as an 8-bit binary image
 - learningRate: The value between 0 and 1 that indicates how fast the background model is learnt. Negative parameter value makes the algorithm to use some automatically chosen learning rate. 0 means that the background model is not updated at all, 1 means that the background model is completely reinitialized from the last frame

Code Implementation



background_sub.ipynb



References

- Alexander Ihler (Director). (2015, March 7). *Clustering (4): Gaussian Mixture Models and EM*. <https://www.youtube.com/watch?v=qMTuMa86NzU>
- OpenCV. Background Subtraction Available online: https://docs.opencv.org/3.4/de/df4/tutorial_js_bg_subtraction.html
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- Santoyo-Morales, J. E., & Hasimoto-Beltran, R. (2014). Video Background Subtraction in Complex Environments. *Journal of Applied Research and Technology. JART*, 12(3), 527–537. [https://doi.org/10.1016/S1665-6423\(14\)71632-3](https://doi.org/10.1016/S1665-6423(14)71632-3)
- Stauffer, C., & Grimson, W. E. L. (1999). Adaptive background mixture models for real-time tracking. *Proceedings. 1999 IEEE Computer Society Conference on Computer Vision and Pattern Recognition (Cat. No PR00149)*, 2, 246-252 Vol. 2. <https://doi.org/10.1109/CVPR.1999.784637>