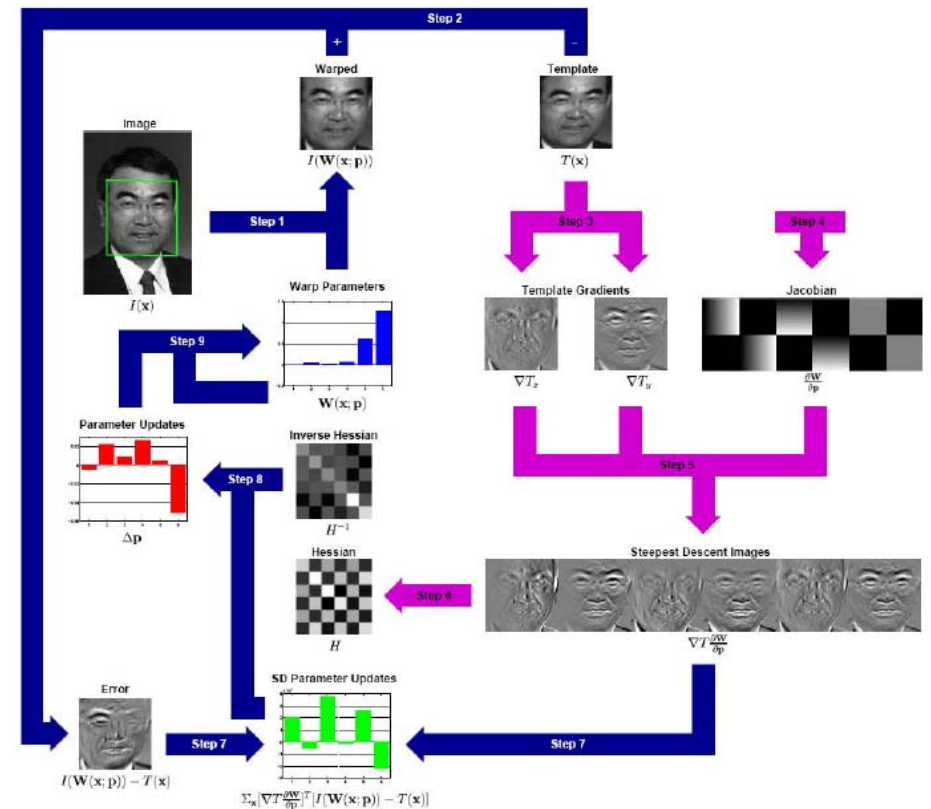


KLT Tracker

Tracker

1. Detect Harris corners in the first frame
2. For each Harris corner compute motion between consecutive frames (Alignment).
3. Link motion vectors in successive frames to get a track
4. Introduce new Harris points at every m frames
5. Track new and old Harris points using steps 2-4.

Alignment





Mean-Shift Tracking

Lecture-11

Mean-Shift Tracking





Mean-Shift Tracking



Mean-Shift Tracking





Presentations

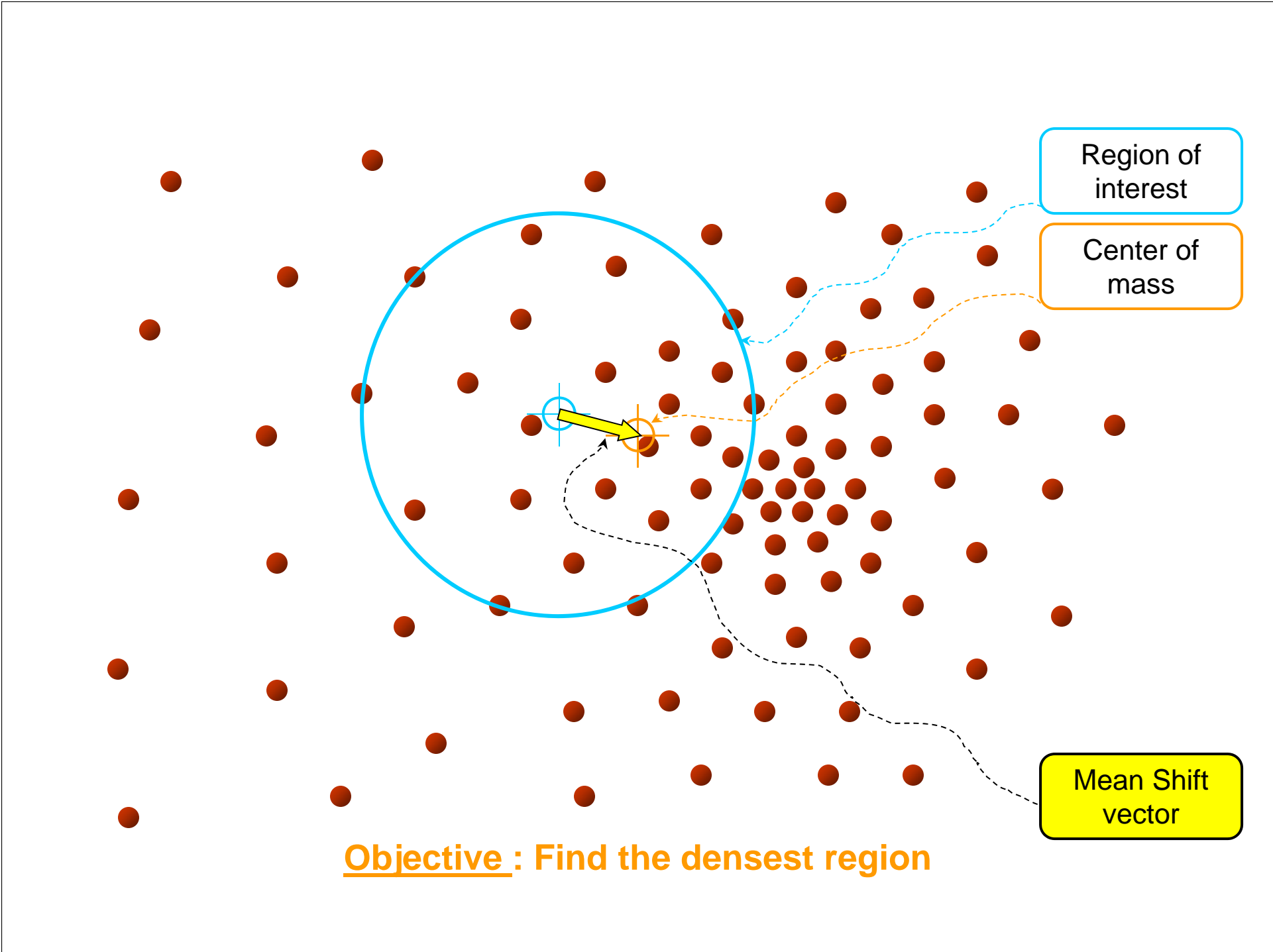
- ***Comaniciu et al***
- **Alper Yilmaz**
- **Afshin Dehghan**

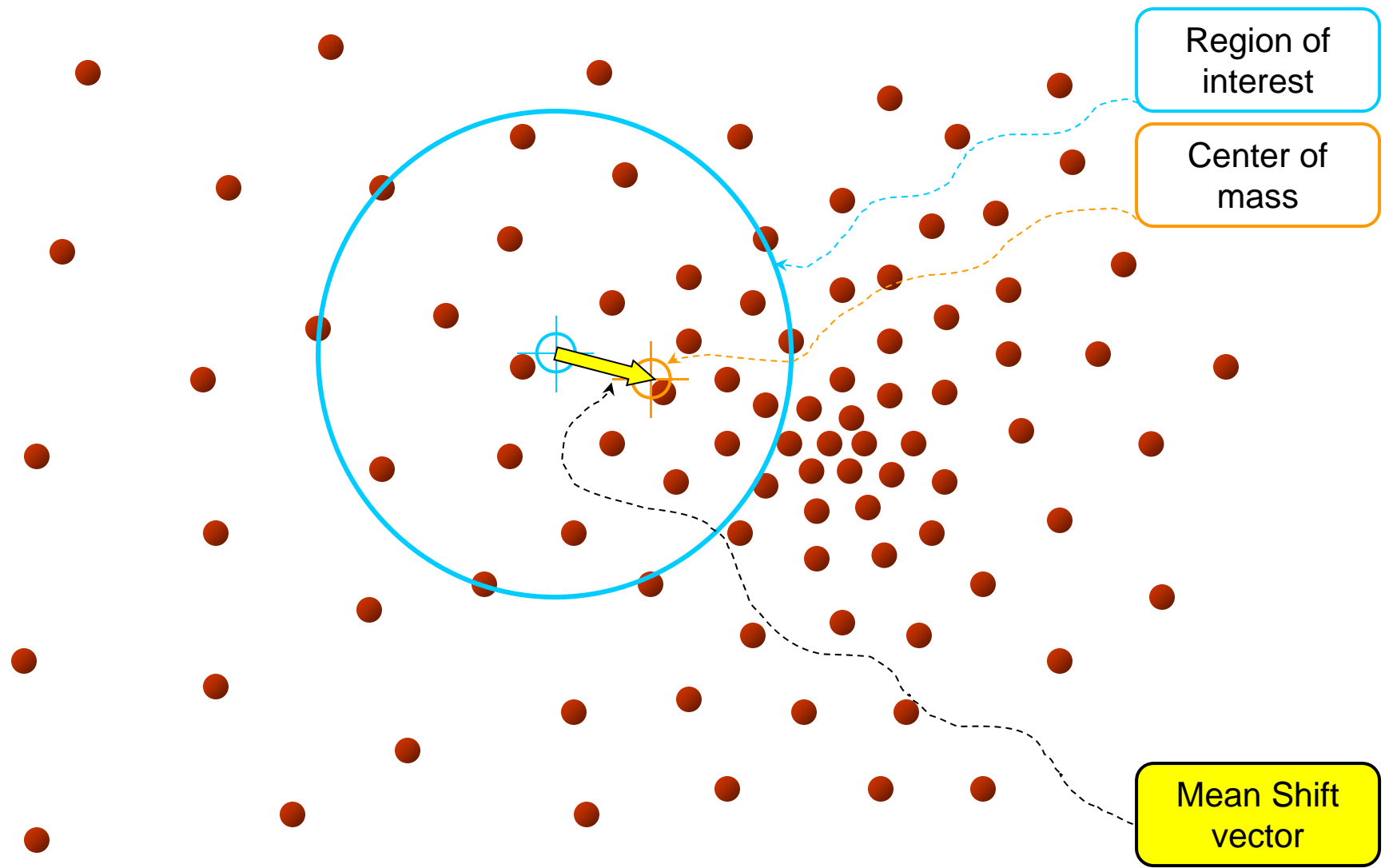


Mean-Shift Theory and Its Applications

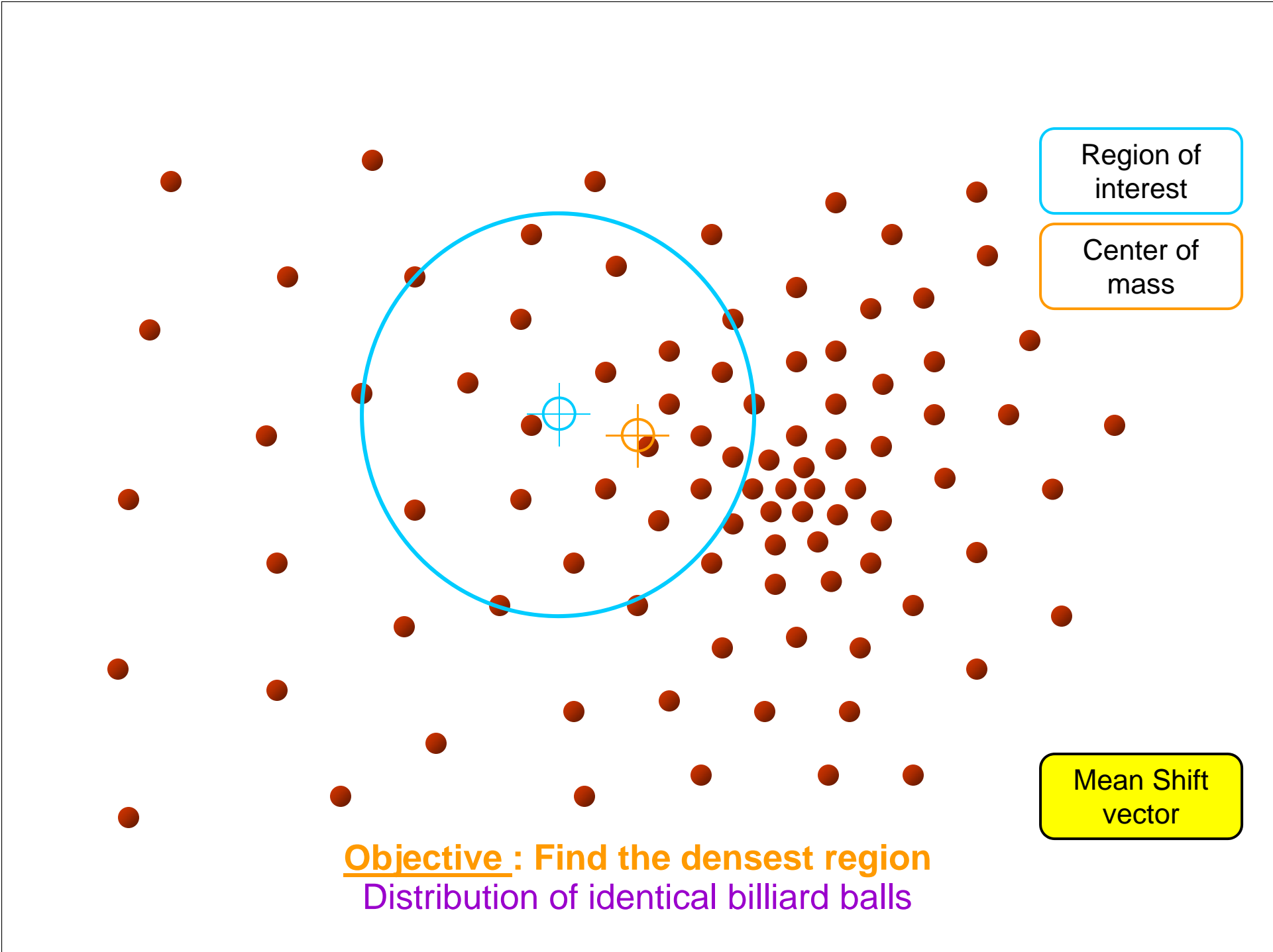
Lecture-18

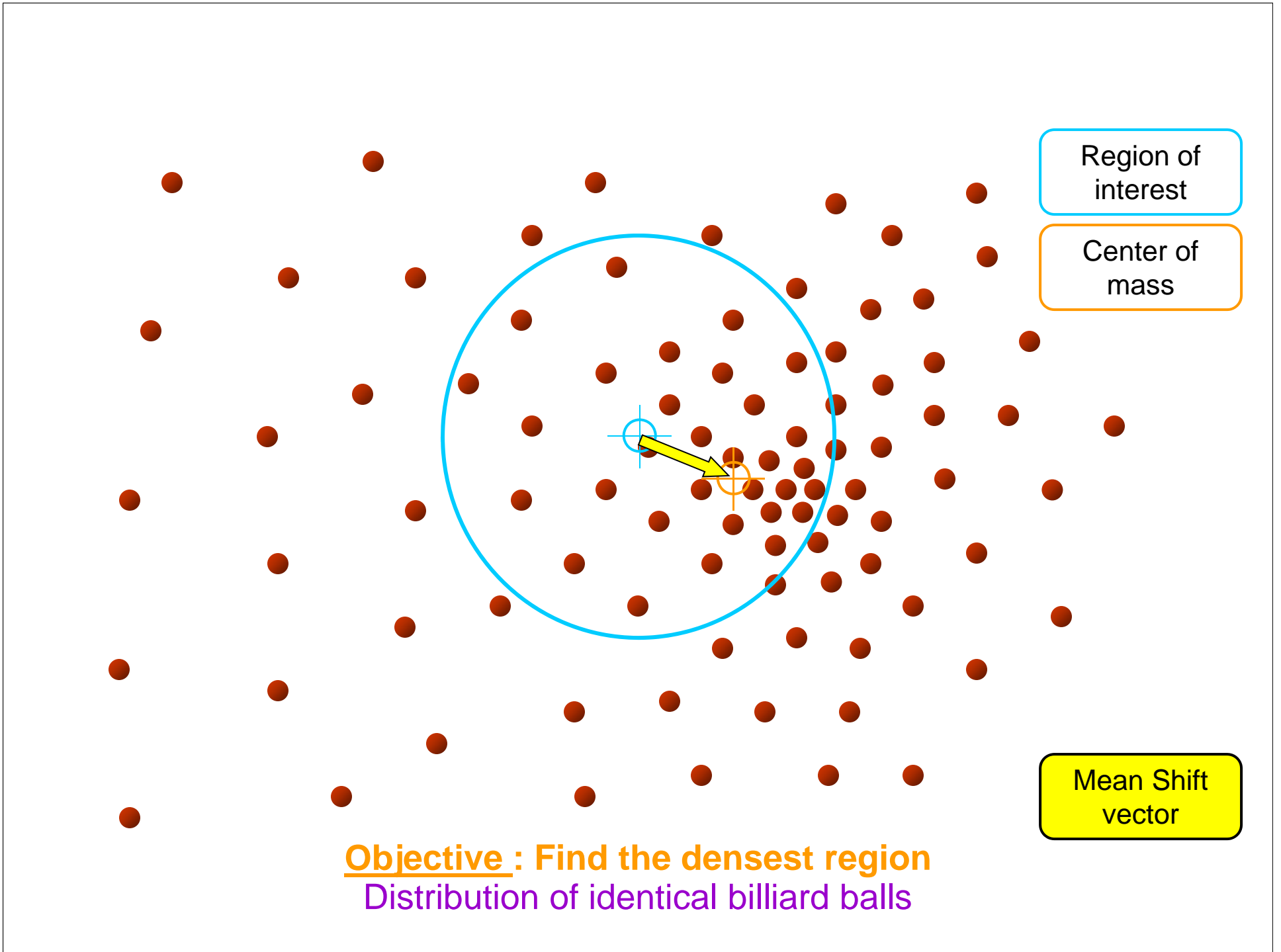
*Mean Shift : A robust Approach Toward Feature Space
Analysis, by Comaniciu, Meer, IEEE PAMI, Volume 24, No
5, May 2002, pages 603-619.*

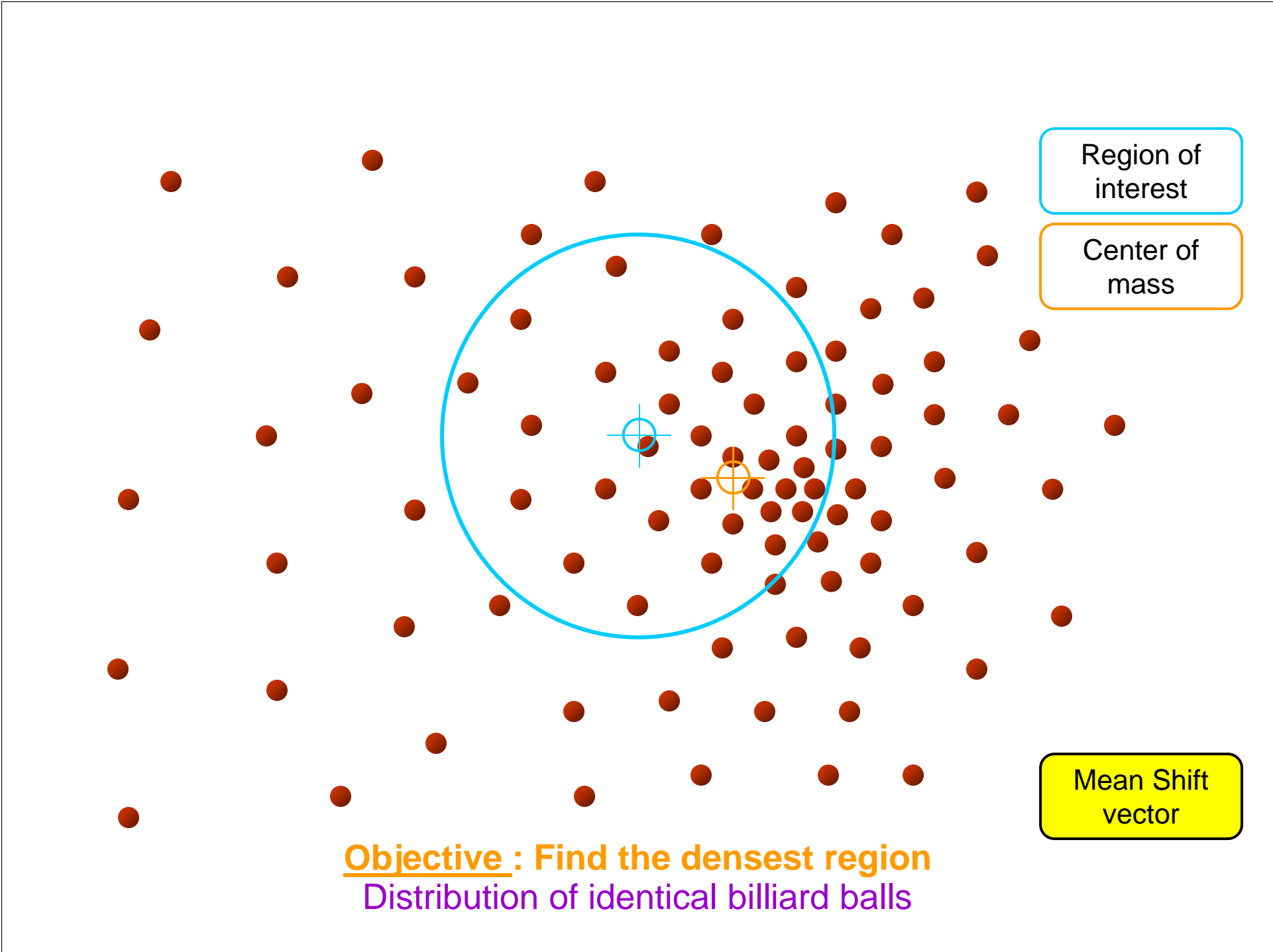


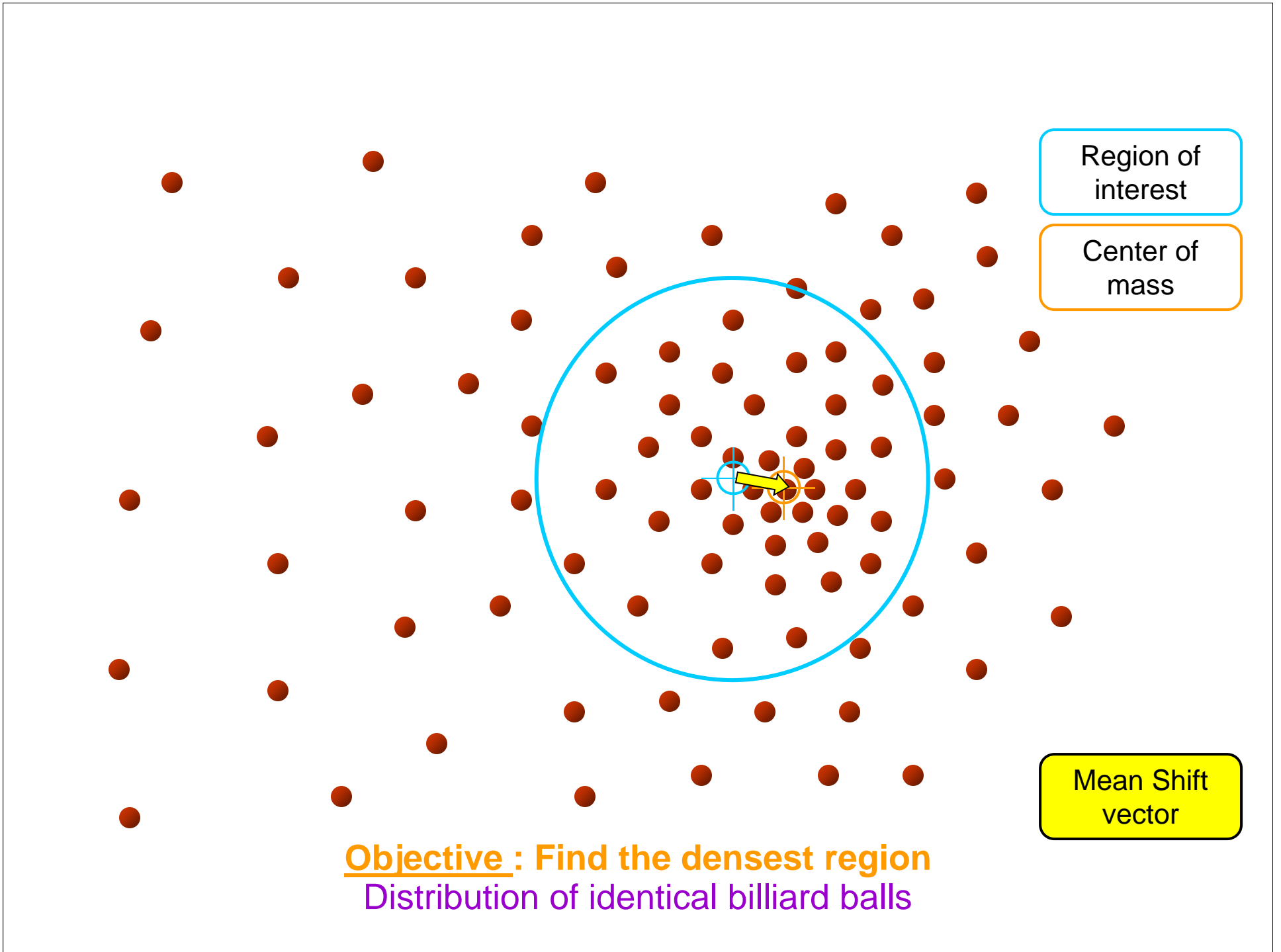


Objective : Find the densest region
Distribution of identical billiard balls







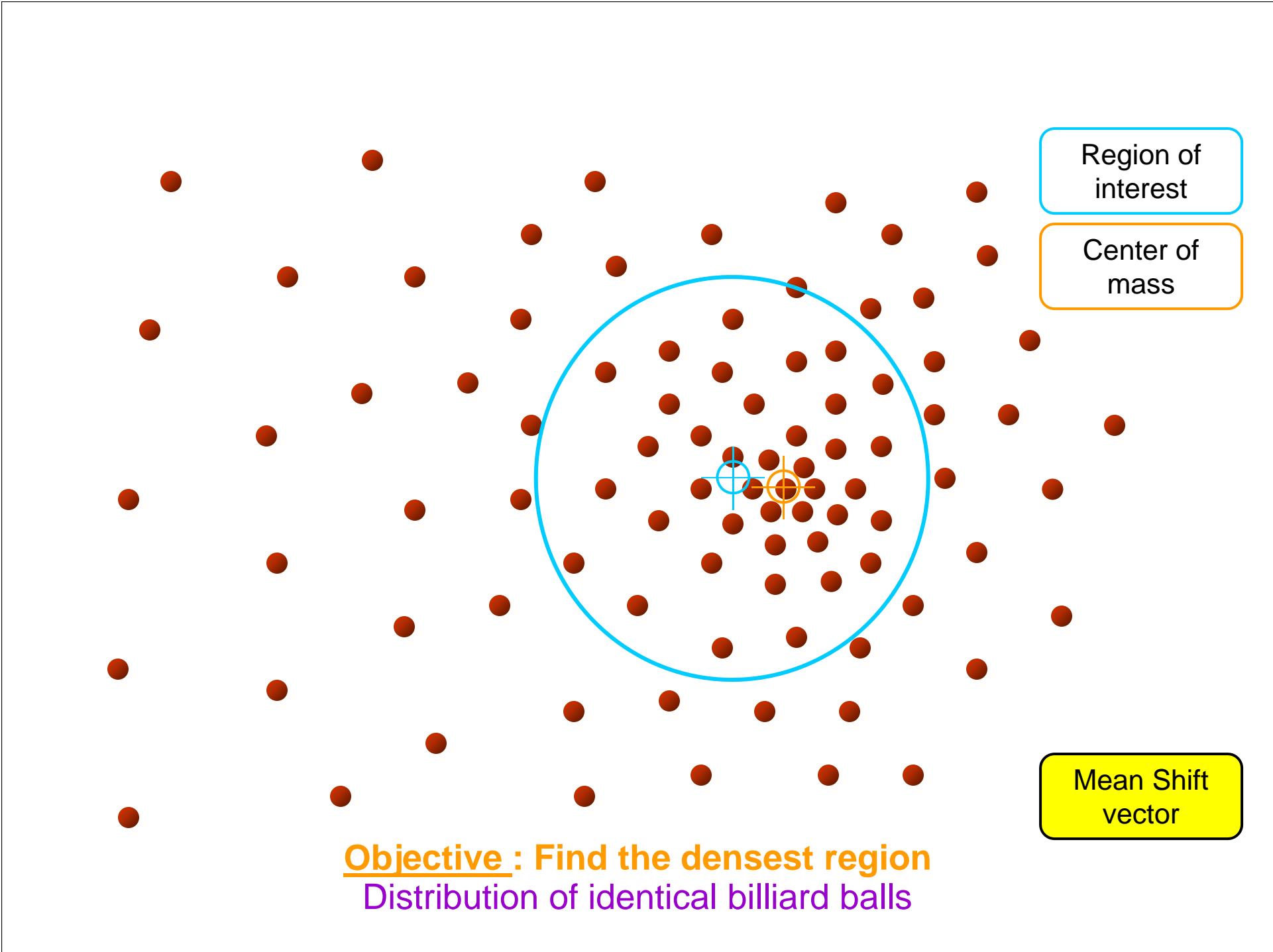


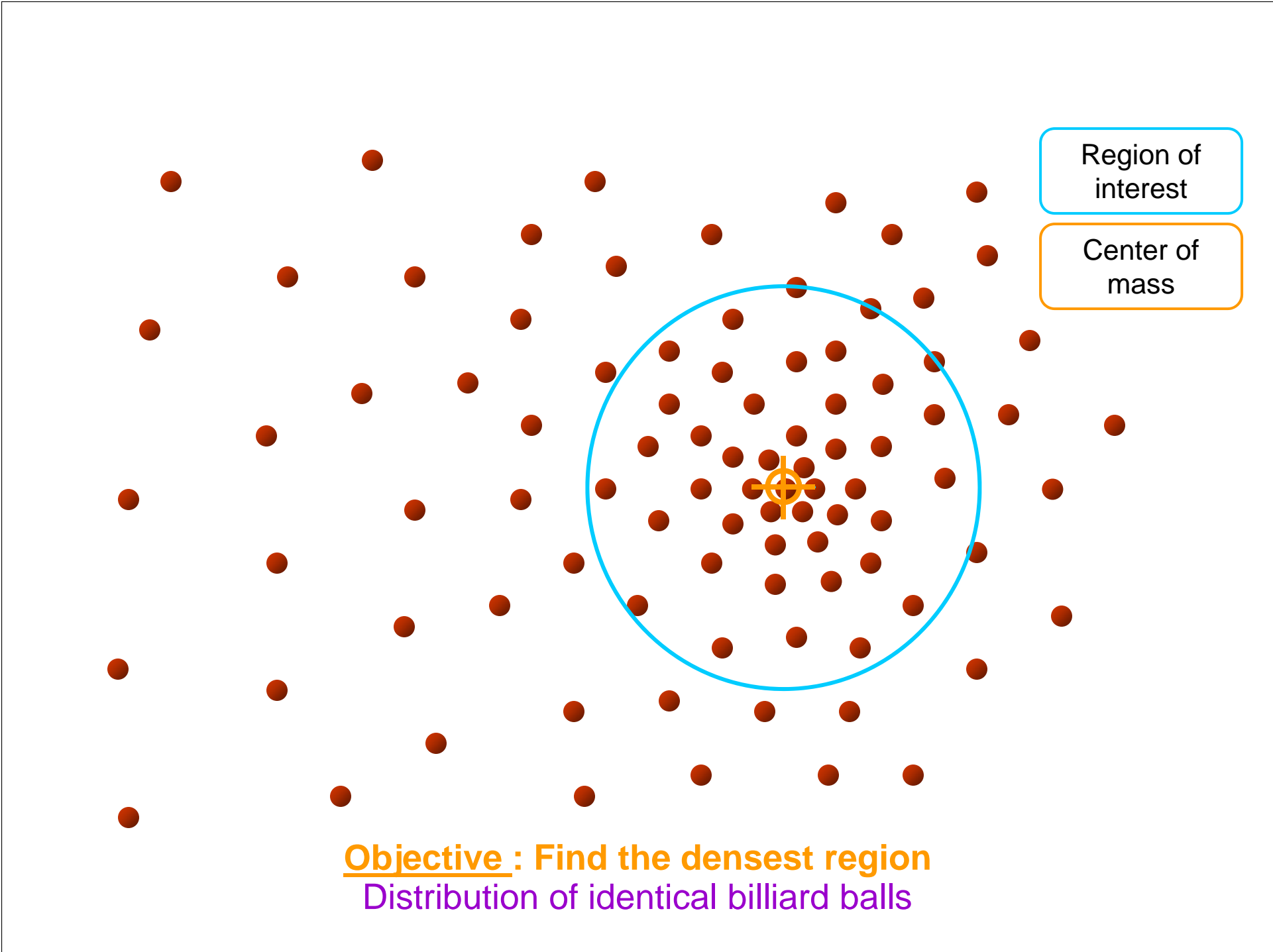
Region of interest

Center of mass

Mean Shift vector

Objective : Find the densest region
Distribution of identical billiard balls





Objective : Find the densest region
Distribution of identical billiard balls



Mean Shift Vector

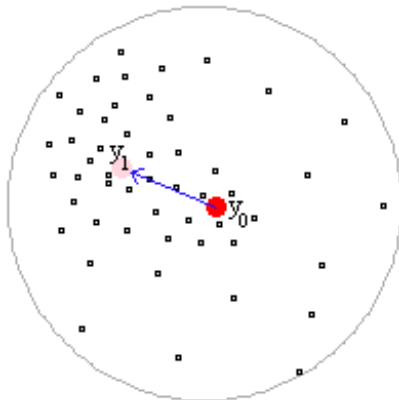
Given:

Data points and approximate location of the mean of this data:

Task:

Estimate the exact location of the mean of the data by determining the shift vector from the initial mean.

Mean Shift Vector Example



$$M_h(\mathbf{y}) = \left[\frac{1}{n_x} \sum_{i=1}^{n_x} \mathbf{x}_i \right] - \mathbf{y}_0$$

Mean shift vector always points towards the direction of the maximum increase in the density.



Mean Shift (Weighted)

$$M_h(\mathbf{y}_0) = \left[\frac{\sum_{i=1}^{n_x} w_i(\mathbf{y}_0) \mathbf{x}_i}{\sum_{i=1}^{n_x} w_i(\mathbf{y}_0)} \right] - \mathbf{y}_0$$

n_x : number of points in the kernel

\mathbf{y}_0 : initial mean location

\mathbf{x}_i : data points

h : kernel radius

Weights are determined using kernels (masks):
Uniform, Gaussian or Epanechnikov

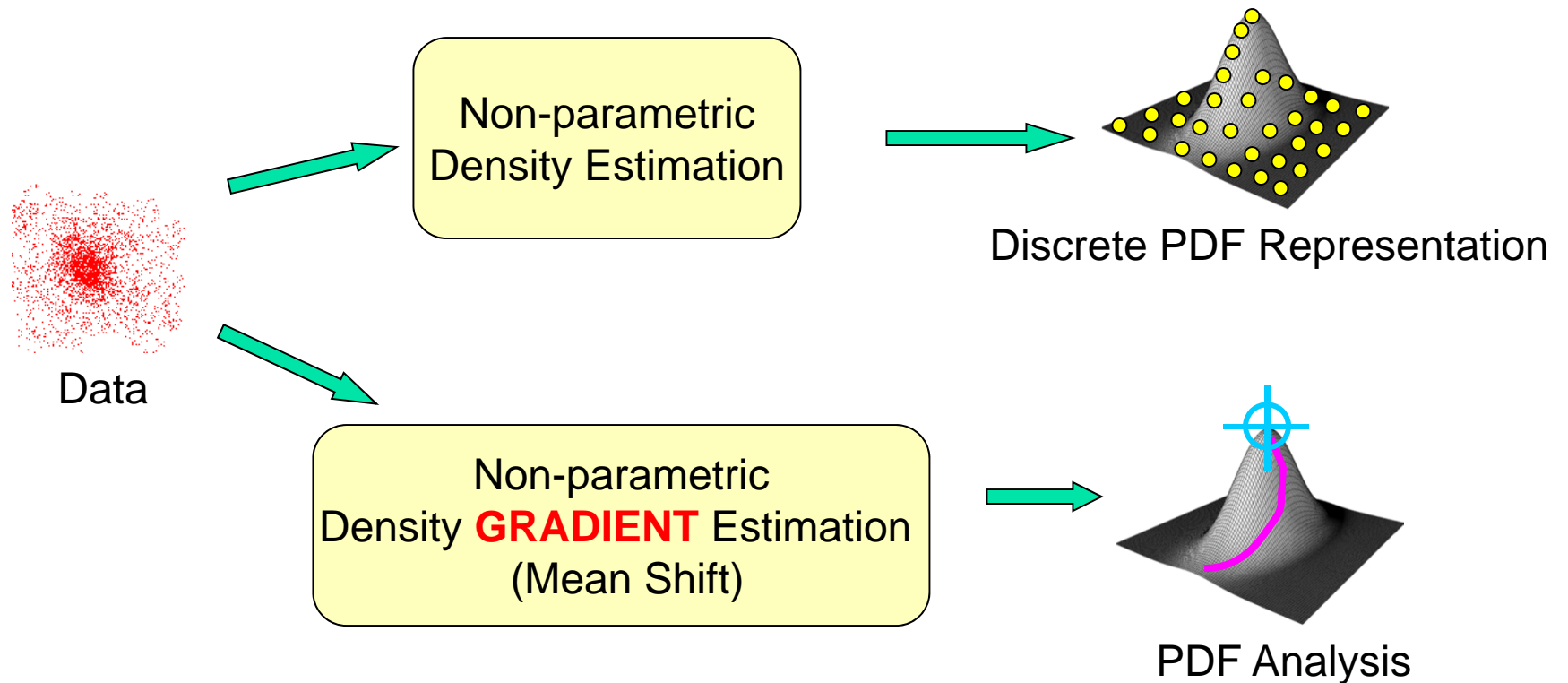


Properties of Mean Shift

- Mean shift vector has the direction of the **gradient of the density estimate**.
- It is computed iteratively for obtaining the maximum density in the local neighborhood.

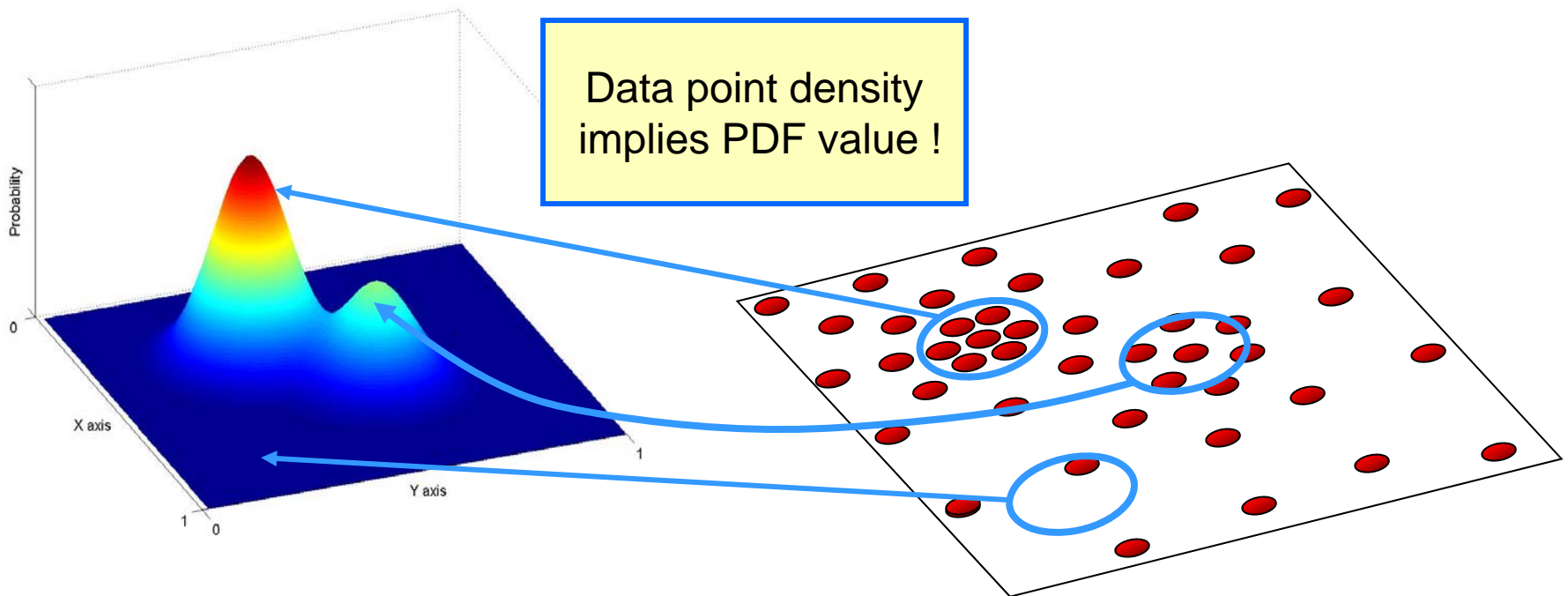
What is Mean-Shift?

- A tool for finding **modes** in a set of data samples, manifesting an underlying **probability density function** (PDF) in R_N



Non-Parametric Density Estimation

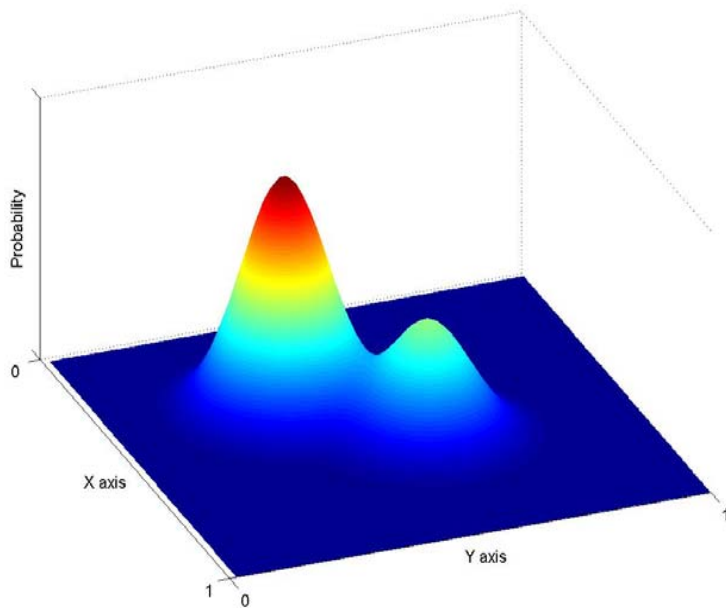
- Assumption : The data points are sampled from an underlying PDF



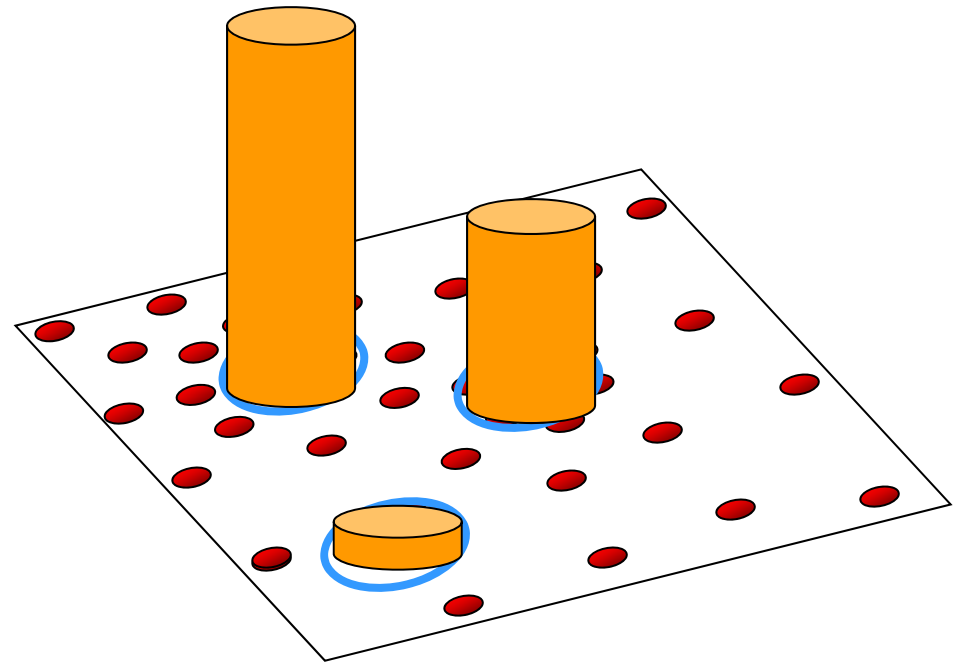
Assumed Underlying PDF

Real Data Samples

Non-Parametric Density Estimation

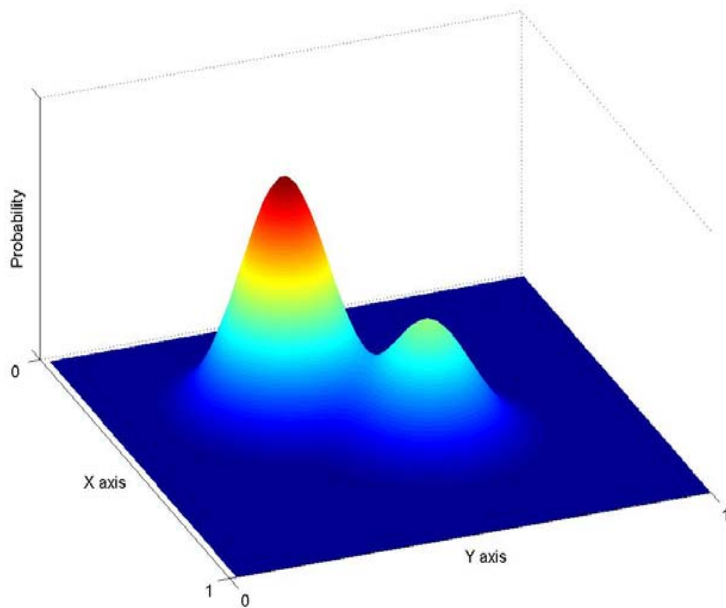


Assumed Underlying PDF

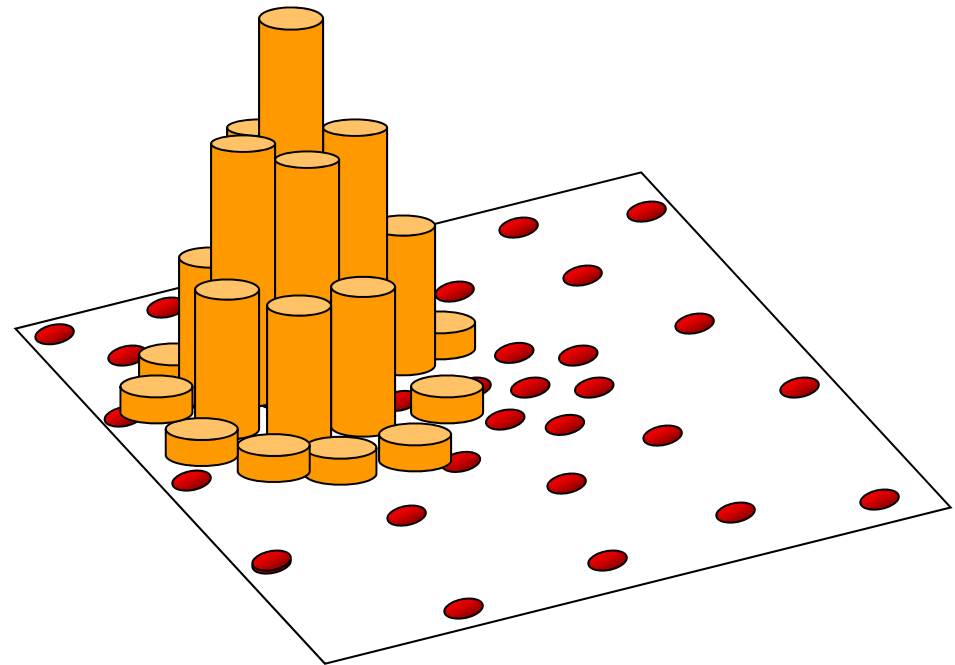


Real Data Samples

Non-Parametric Density Estimation



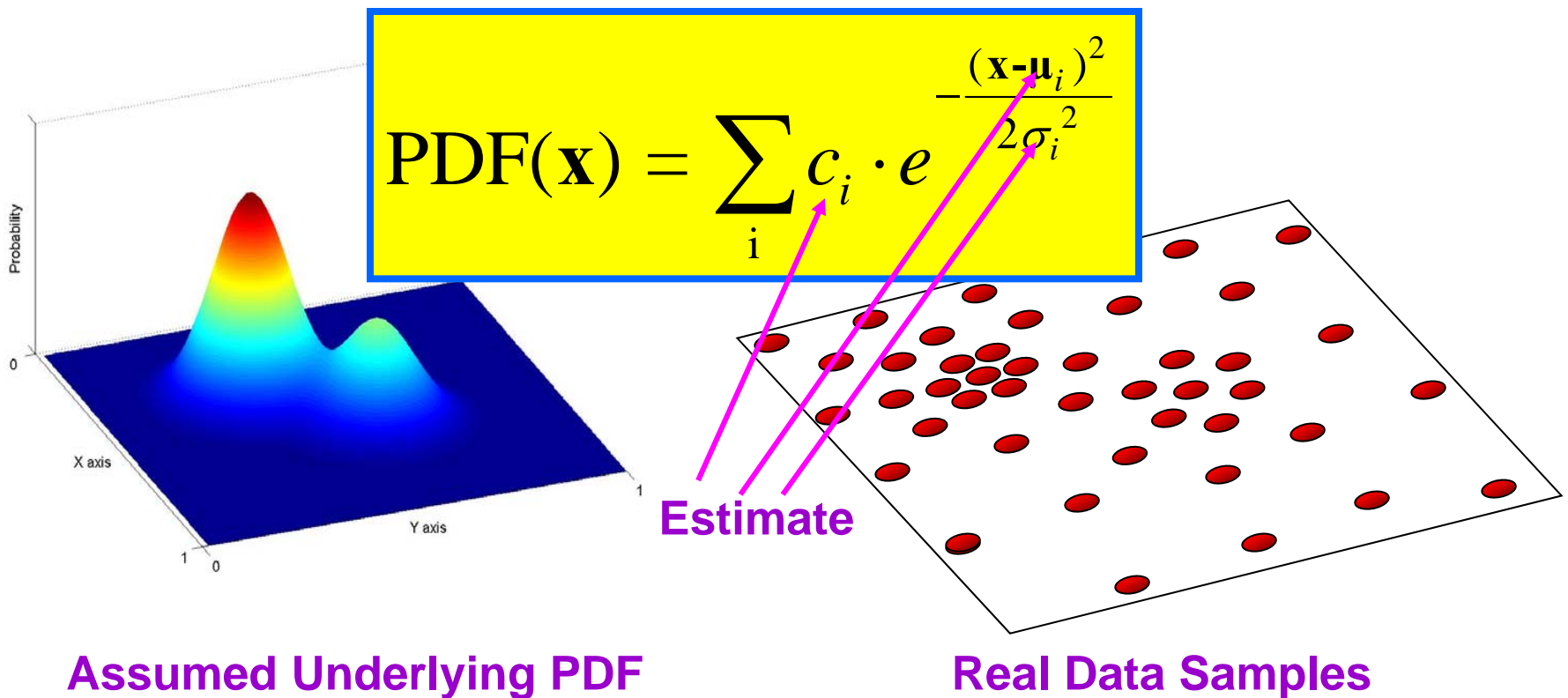
Assumed Underlying PDF



Real Data Samples

Parametric Density Estimation

- Assumption : The data points are sampled from an underlying PDF

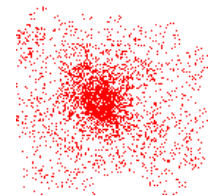


Kernel Density Estimation

Various Kernels

$$P(\mathbf{x}) = \frac{1}{n} \sum_{i=1}^n K(\mathbf{x} - \mathbf{x}_i)$$

A function of some finite number of data points
 $\mathbf{x}_1, \dots, \mathbf{x}_n$

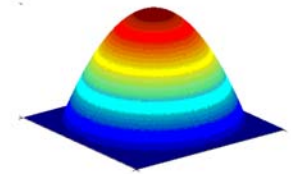


Data

Examples:

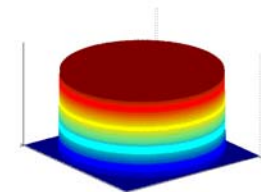
- Epanechnikov Kernel

$$K_E(\mathbf{x}) = \begin{cases} c(1 - \|\mathbf{x}\|^2) & \|\mathbf{x}\| \leq 1 \\ 0 & \text{otherwise} \end{cases}$$



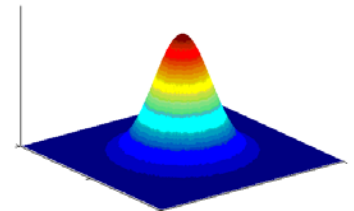
- Uniform Kernel

$$K_U(\mathbf{x}) = \begin{cases} c & \|\mathbf{x}\| \leq 1 \\ 0 & \text{otherwise} \end{cases}$$



- Normal Kernel

$$K_N(\mathbf{x}) = c \cdot \exp\left(-\frac{1}{2}\|\mathbf{x}\|^2\right)$$





Profile and Kernel

Radially symmetric Kernel

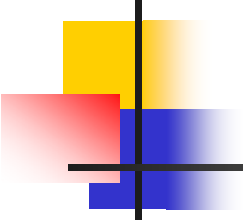
$$K(\mathbf{x}) = ck(\|\mathbf{x}\|^2)$$

Profile



$$P(\mathbf{x}) = \frac{1}{n} \sum_{i=1}^n K(\mathbf{x} - \mathbf{x}_i) = \frac{1}{n} c \sum_{i=1}^n k(\|\mathbf{x} - \mathbf{x}_i\|^2)$$

Kernel Density Estimation



$$P(\mathbf{x}) = \frac{1}{n} c \sum_{i=1}^n k(\|\mathbf{x} - \mathbf{x}_i\|^2)$$

$$\nabla P(\mathbf{x}) = \frac{1}{n} c \sum_{i=1}^n \nabla k(\|\mathbf{x} - \mathbf{x}_i\|^2)$$

$$\nabla P(\mathbf{x}) = \frac{1}{n} 2c \sum_{i=1}^n (\mathbf{x} - \mathbf{x}_i) k'(\|\mathbf{x} - \mathbf{x}_i\|^2)$$

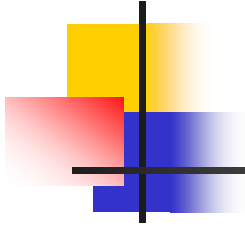
Kernel Density Estimation

$$\nabla P(\mathbf{x}) = \frac{1}{n} 2c \sum_{i=1}^n (\mathbf{x} - \mathbf{x}_i) k'(\|\mathbf{x} - \mathbf{x}_i\|^2)$$

$$\nabla P(\mathbf{x}) = \frac{1}{n} 2c \sum_{i=1}^n (\mathbf{x}_i - \mathbf{x}) g(\|\mathbf{x} - \mathbf{x}_i\|^2)$$

$$\nabla P(\mathbf{x}) = \frac{1}{n} 2c \sum_{i=1}^n \mathbf{x}_i g(\|\mathbf{x} - \mathbf{x}_i\|^2) - \frac{1}{n} 2c \sum_{i=1}^n \mathbf{x} g(\|\mathbf{x} - \mathbf{x}_i\|^2)$$

$$\nabla P(\mathbf{x}) = \frac{1}{n} 2c \sum_{i=1}^n g(\|\mathbf{x} - \mathbf{x}_i\|^2) \left[\frac{\sum_{i=1}^n \mathbf{x}_i g(\|\mathbf{x} - \mathbf{x}_i\|^2)}{\sum_{i=1}^n g(\|\mathbf{x} - \mathbf{x}_i\|^2)} - \mathbf{x} \right] \quad g(\mathbf{x}) = k'(\mathbf{x})$$



$$\nabla P(\mathbf{x}) = \frac{1}{n} 2c \sum_{i=1}^n g(\|\mathbf{x} - \mathbf{x}_i\|^2) \left[\frac{\sum_{i=1}^n \mathbf{x}_i g(\|\mathbf{x} - \mathbf{x}_i\|^2)}{\sum_{i=1}^n g(\|\mathbf{x} - \mathbf{x}_i\|^2)} - \mathbf{x} \right]$$

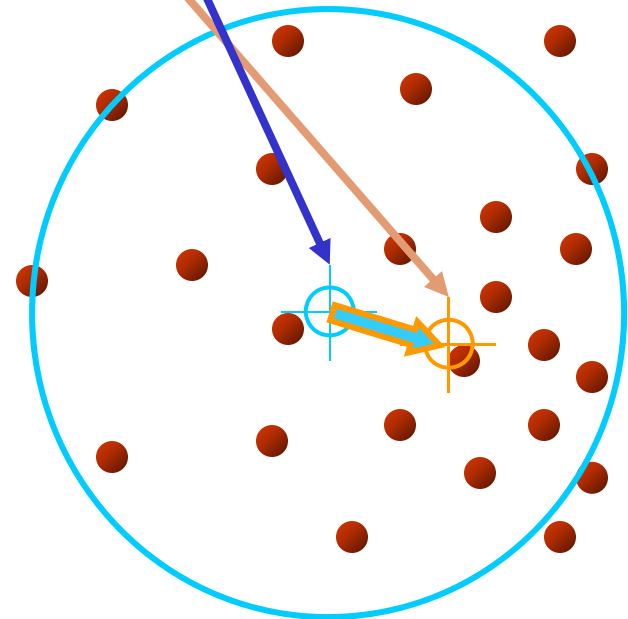
$$\nabla P(\mathbf{x}) = \frac{1}{n} 2c \sum_{i=1}^n g_i \left[\frac{\sum_{i=1}^n \mathbf{x}_i g_i}{\sum_{i=1}^n g_i} - \mathbf{x} \right]$$

Computing The Mean Shift

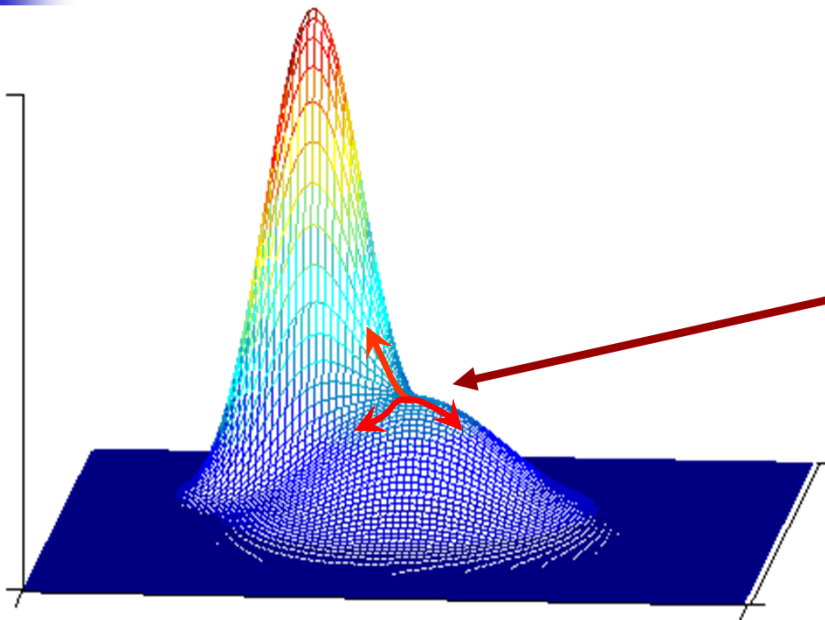
$$\nabla P(\mathbf{x}) = \frac{c}{n} \sum_{i=1}^n \nabla k_i = \frac{c}{n} \left[\sum_{i=1}^n g_i \right] \left[\frac{\sum_{i=1}^n \mathbf{x}_i g_i}{\sum_{i=1}^n g_i} - \mathbf{x} \right]$$

$$\nabla P(\mathbf{x}) = \frac{c}{n} \sum_{i=1}^n g_i \times \mathbf{m}(\mathbf{x})$$

$$\mathbf{m}(\mathbf{x}) = \frac{\nabla P(\mathbf{x})}{\frac{c}{n} \sum_{i=1}^n g_i}$$



Mean Shift Mode Detection



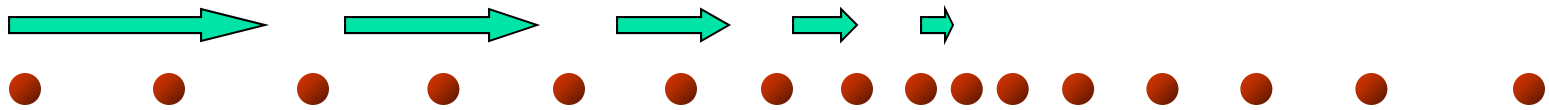
What happens if we reach a saddle point?




Perturb the mode position and check if we return back

Updated Mean Shift Procedure:

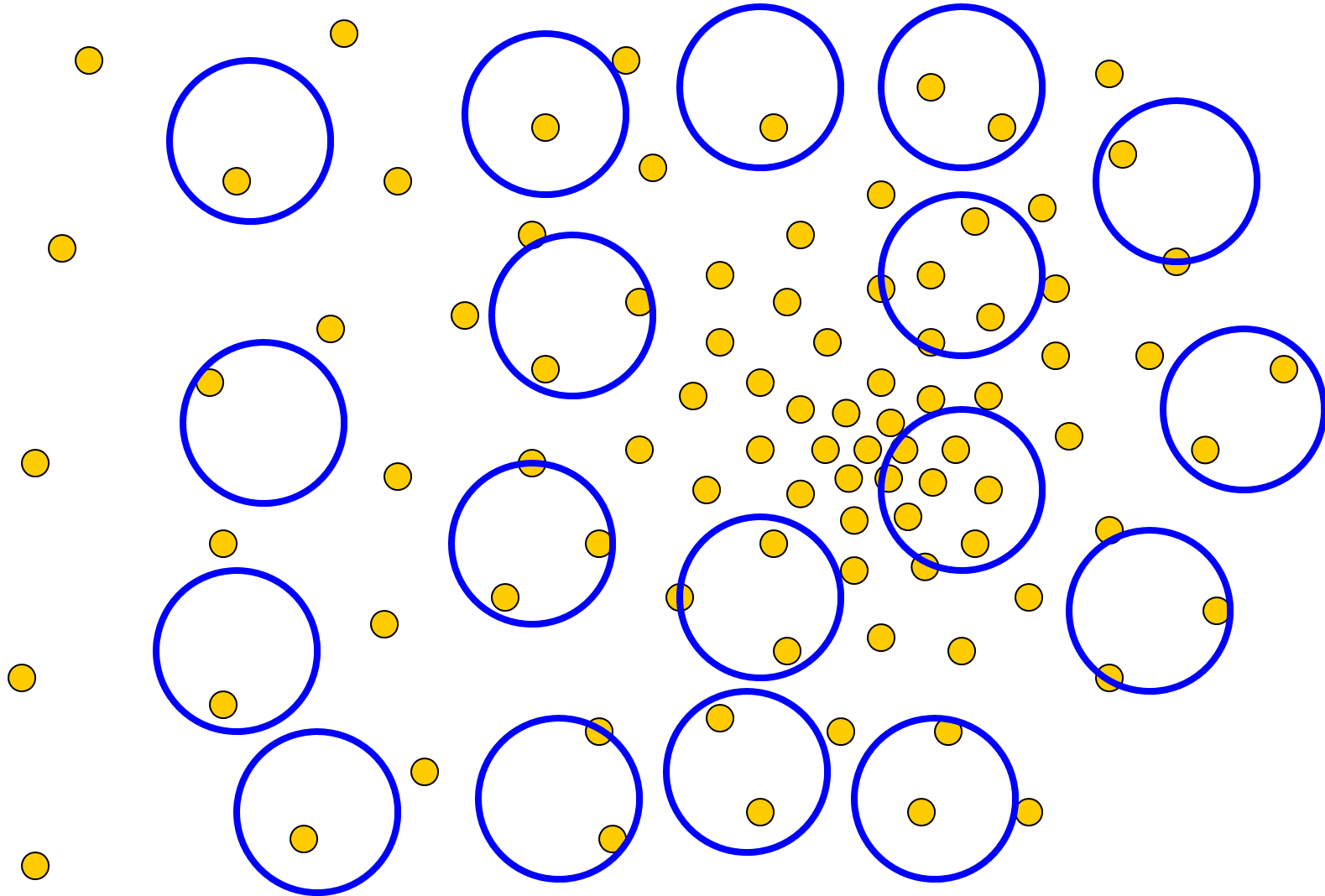
- Find all modes using the Simple Mean Shift Procedure
- Prune modes by perturbing them (find saddle points and plateaus)
- Prune nearby – take highest mode in the window

Mean Shift Properties



- Automatic convergence speed
 - mean shift vector size depends on gradient.
 - Near maxima, the steps are small and refined
- } Adaptive Gradient Ascent
- Convergence is guaranteed for infinitesimal steps only, (therefore set a lower bound)
 - For Uniform Kernel (), convergence is achieved in a finite number of steps
 - Normal Kernel () exhibits a smooth trajectory, but is slower than Uniform Kernel ().

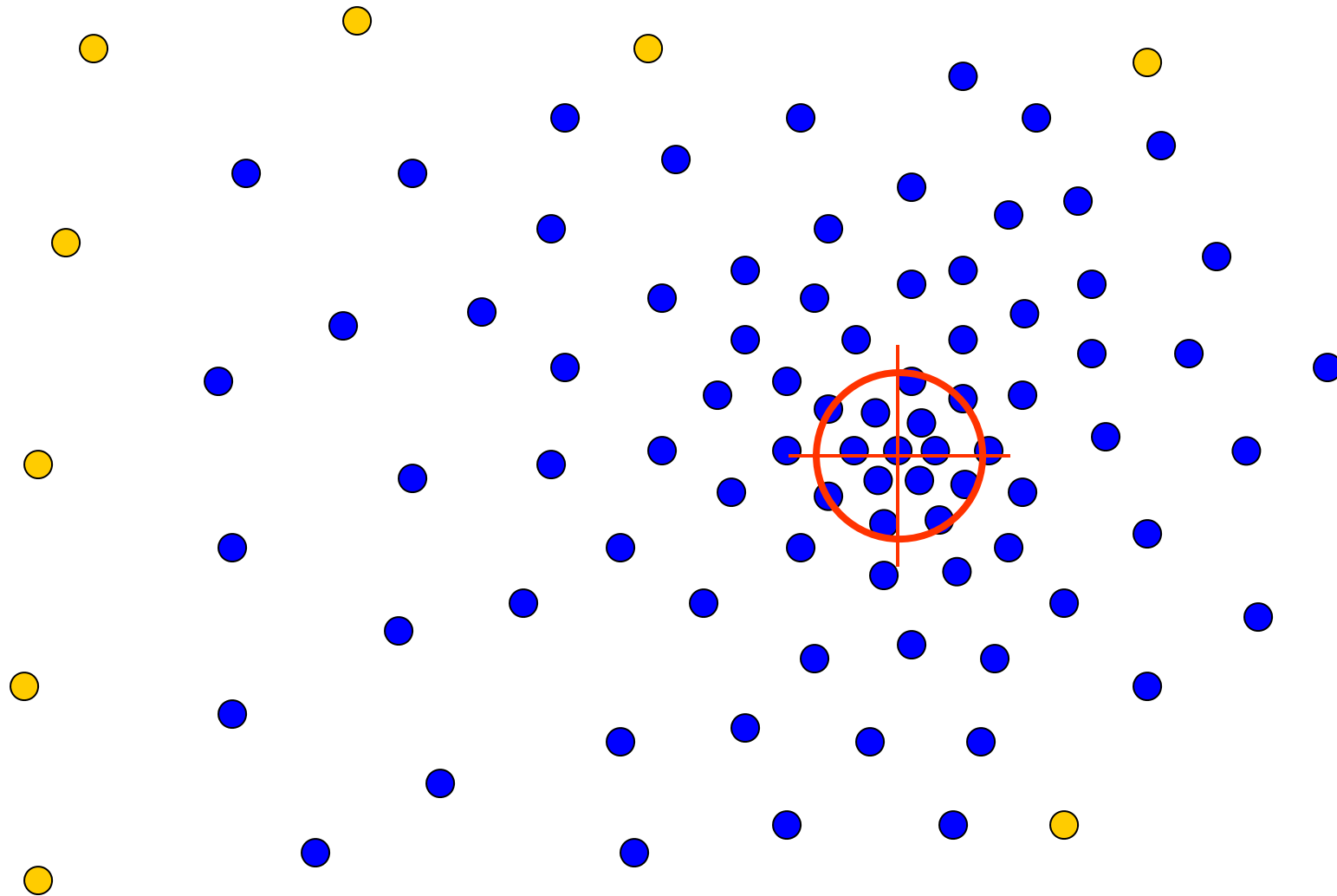
Real Modality Analysis



**Tessellate the space
with windows**

Run the procedure in parallel

Real Modality Analysis



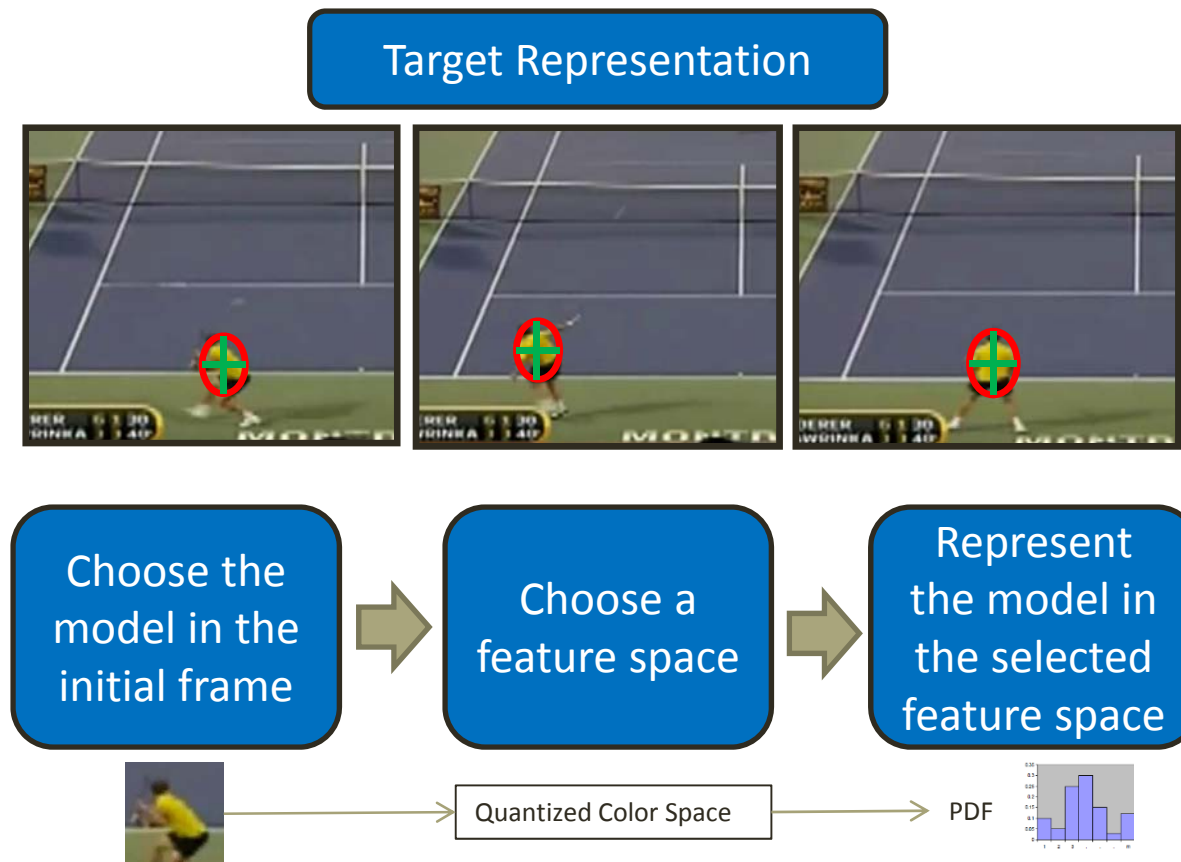
The blue data points were traversed by the windows towards the mode



Mean Shift Applications

Mean-Shift Object Tracking

- General Framework

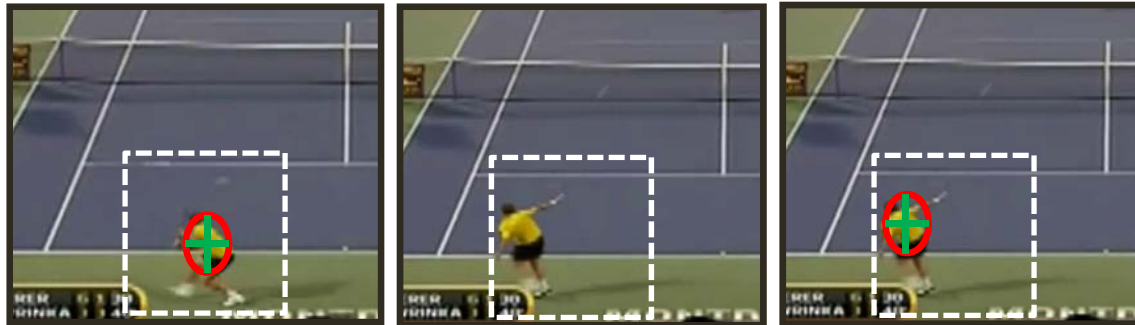


- The object is being modeled using color probability density

Mean-Shift Object Tracking

- General framework

Target Localization-Tracking



Select a ROI
around the
target location in
current frame

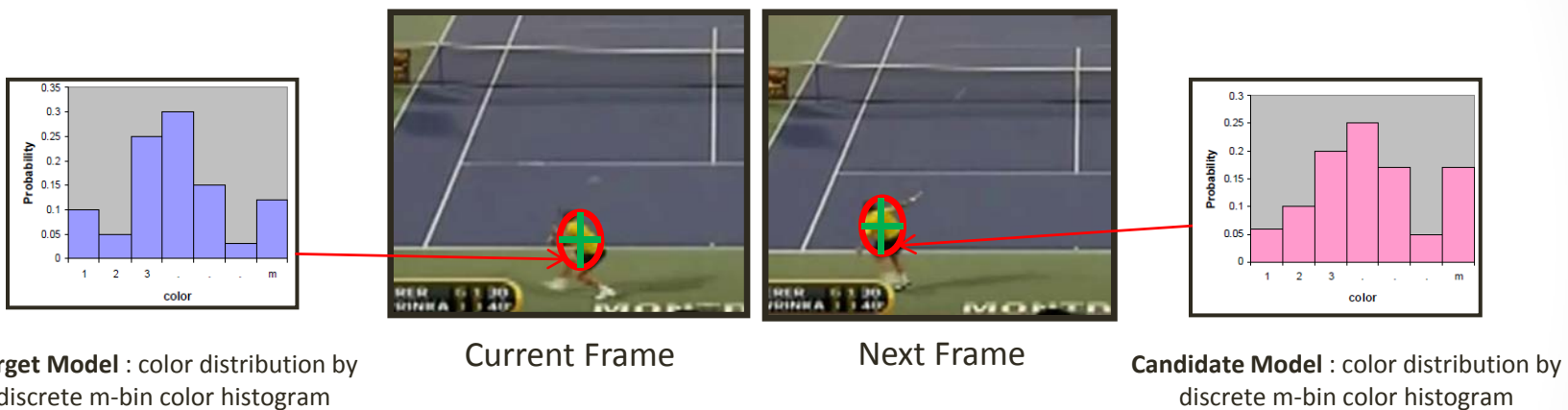


Find the most
similar candidate
based on the
similarity func



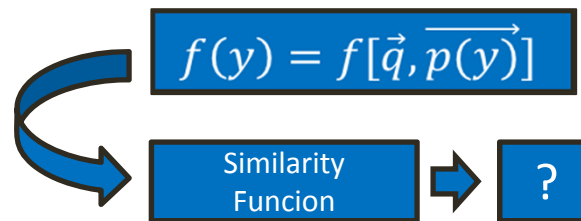
Mean-Shift Object Tracking

- PDF Representation



$$\vec{q} = \{q_u\}_{u=1,\dots,m}$$

$$\sum_{u=1}^m q_u = 1$$



$$\overline{p}(y) = \{p_u(y)\}_{u=1,\dots,m}$$

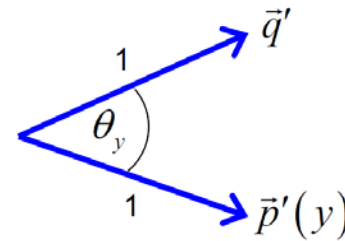
$$\sum_{u=1}^m p_u = 1$$

The Bhattacharyya Coefficient

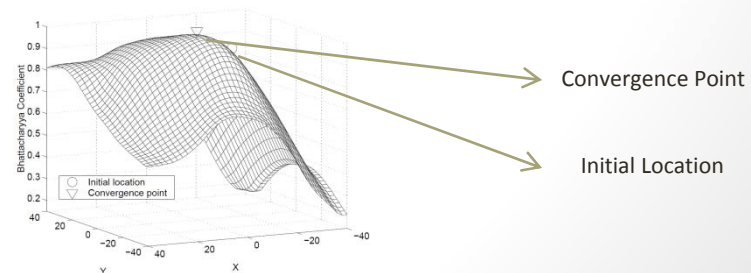
Mean-Shift Object Tracking

- The Bhattacharyya Coefficient
 - Measures similarity between object model q and color p of target at location y

$$\rho(p(y), q) = \sum_{u=1}^m \sqrt{p_u(y)q_u}$$



- ρ is the cosine of vectors $(\sqrt{p_1}, \dots, \sqrt{p_m})^T$ and $(\sqrt{q_1}, \dots, \sqrt{q_m})^T$.
- Large ρ means good match between candidate and target model
- In order to find the new target location we try to maximize the Bhattacharyya coefficient

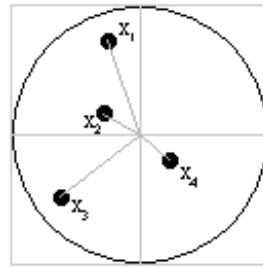
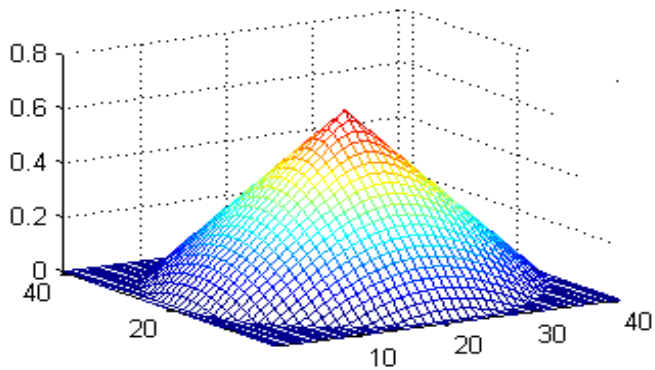




Target Model for Tracking

- Features used for tracking include:
 - Gray level
 - Color
 - Gradient
- Feature probability distribution are calculated by using [weighted histograms](#).
- The weights are derived from [Epanechnikov profile](#).

Distribution

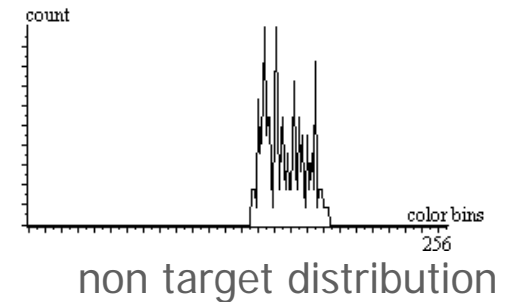
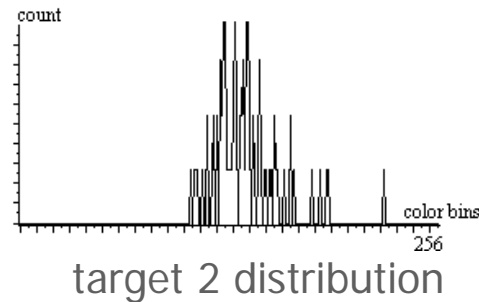
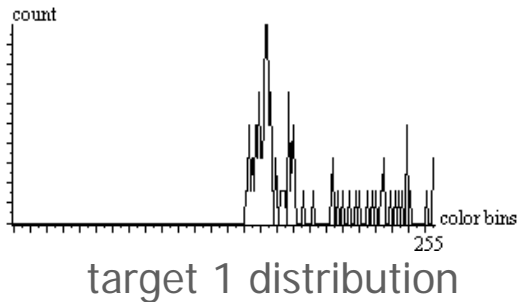
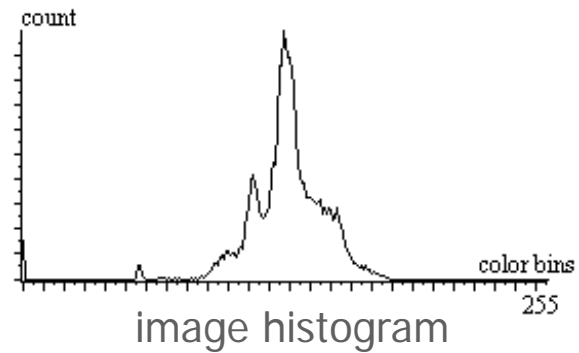
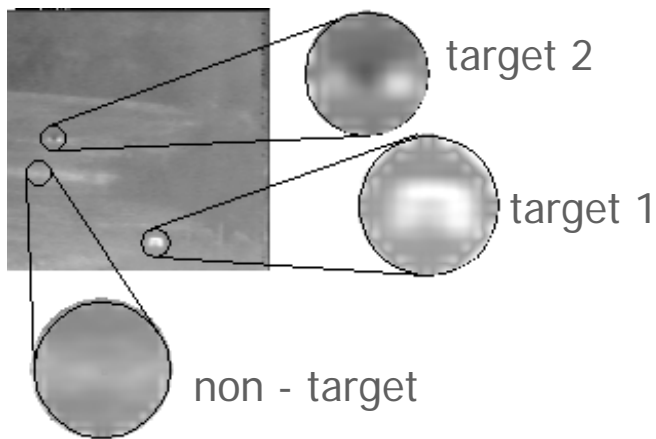


x_1, x_2, x_3, x_4 have the same feature, such as gray level.

$$p(u) = C \sum_{\mathbf{x}_i \in \mathcal{S}} k(\|\mathbf{x}_i\|^2) \delta[S(\mathbf{x}_i) - u]$$

$S(\mathbf{x}_i)$ is the color at x_i

Target Gray Level Feature





Similarity of Target and Candidate Distributions

Target : q_u
Candidate : \hat{p}_u

$$d(\mathbf{y}) = \sqrt{1 - \rho(\mathbf{y})}$$

$$\rho(\mathbf{y}) = \rho[\hat{p}(\mathbf{y}), q] = \sum_{u=1}^m \sqrt{\hat{p}_u(\mathbf{y}) q_u}$$

$\rho(\mathbf{y})$: Bhattacharya coefficient.



Distance Minimization

Minimizing the distance corresponds to maximizing Bhattacharya coefficient.

$$\rho[\hat{p}(\mathbf{y}), \mathbf{q}] = \sum_{u=1}^m \sqrt{\hat{p}_u(\mathbf{y}) q_u}$$

Taylor expansion around $\hat{p}(\mathbf{y}_0)$

$$\rho[\hat{p}(\mathbf{y}), \mathbf{q}] \cong \rho[\hat{p}(\mathbf{y}_0), \mathbf{q}] + \frac{1}{2} \sum_{i=1}^m \hat{p}_i(\mathbf{y}) \sqrt{\frac{q_i}{\hat{p}_i(\mathbf{y}_0)}}$$

Maximizing Bhattacharya coefficient can be obtained by *maximizing the blue term*.

Likelihood Maximization

$$\rho[\hat{\mathbf{p}}(\mathbf{y}), \mathbf{q}] \cong \rho[\hat{\mathbf{p}}(\mathbf{y}_0), \mathbf{q}] + \frac{1}{2} \sum_{i=1}^m \hat{p}_u(\mathbf{y}) \sqrt{\frac{q_u}{\hat{p}_u(\mathbf{y}_0)}}$$

$$\frac{C_h}{2} \sum_{i=1}^{n_x} \left[\sum_{u=1}^m \delta[S(\mathbf{x}_i) - u] \sqrt{\frac{q_u}{\hat{p}_u(\mathbf{y}_0)}} \right] k\left(\left\| \frac{\mathbf{y} - \mathbf{x}_i}{h} \right\|\right)$$

- h : radius of sphere
- C_h : normalization constant
- $S(\mathbf{x}_i)$: gray level at \mathbf{x}_i
- \mathbf{y} : kernel center
- m : number of bins

likelihood maximization
depends on maximizing W_j .



Likelihood Maximization Using Mean Shift Vector

Maximization of the likelihood of target and candidate depends on the weights:

$$w_i(\mathbf{y}_o) = \sum_{u=1}^m \delta[S(\mathbf{x}_i) - u] \sqrt{\frac{q_u}{\hat{p}_u(\mathbf{y}_o)}} \quad \text{where } 0 \leq w_i \leq 1$$

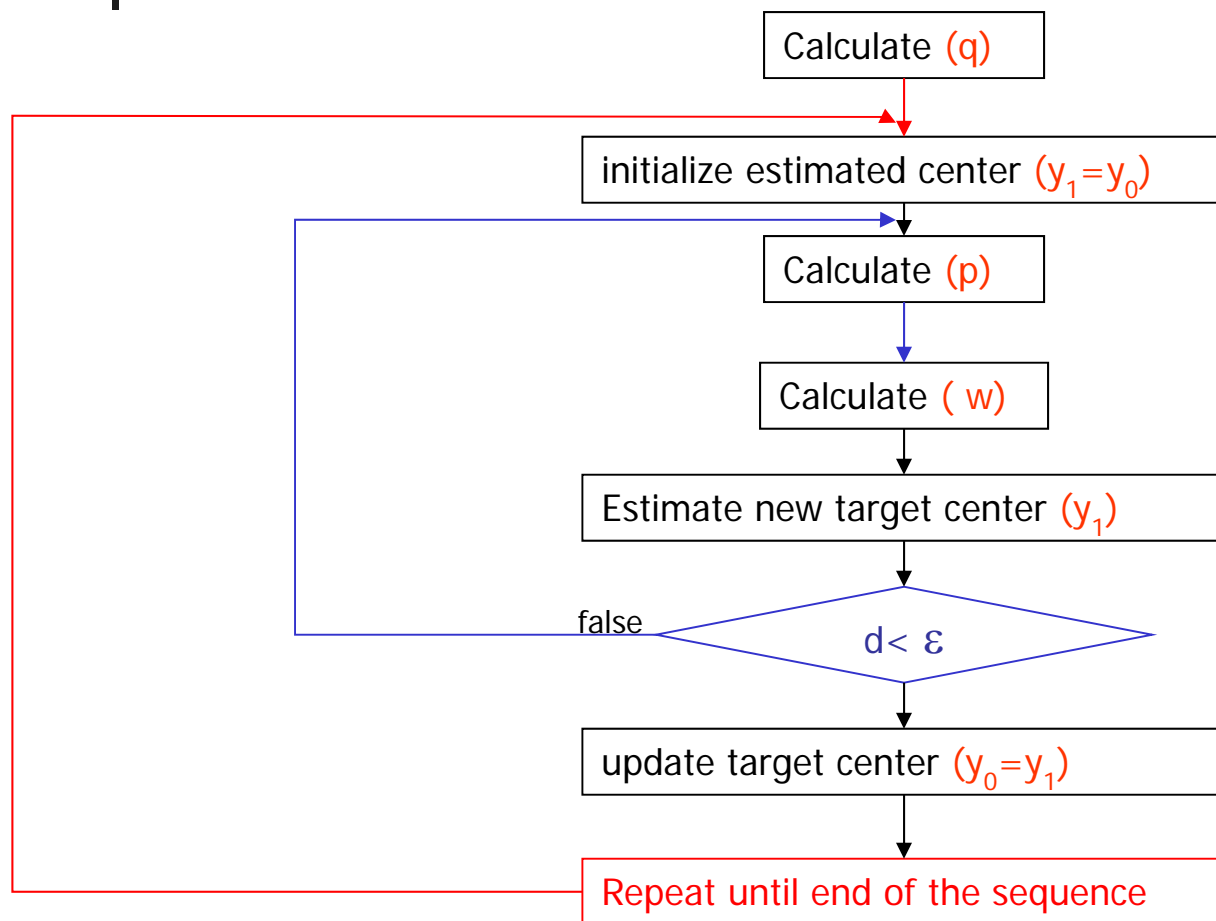
Since $\sum_{i=1}^{n_x} w_i(\mathbf{y}_o)$ is strictly positive, mean shift vector can be written as

$$M_h(\mathbf{y}_o) = \frac{\sum_{i=1}^{n_x} w_i(\mathbf{y}_o) \mathbf{x}_i}{\sum_{i=1}^{n_x} w_i(\mathbf{y}_o)} - \mathbf{y}_o$$

Thus, new target center is

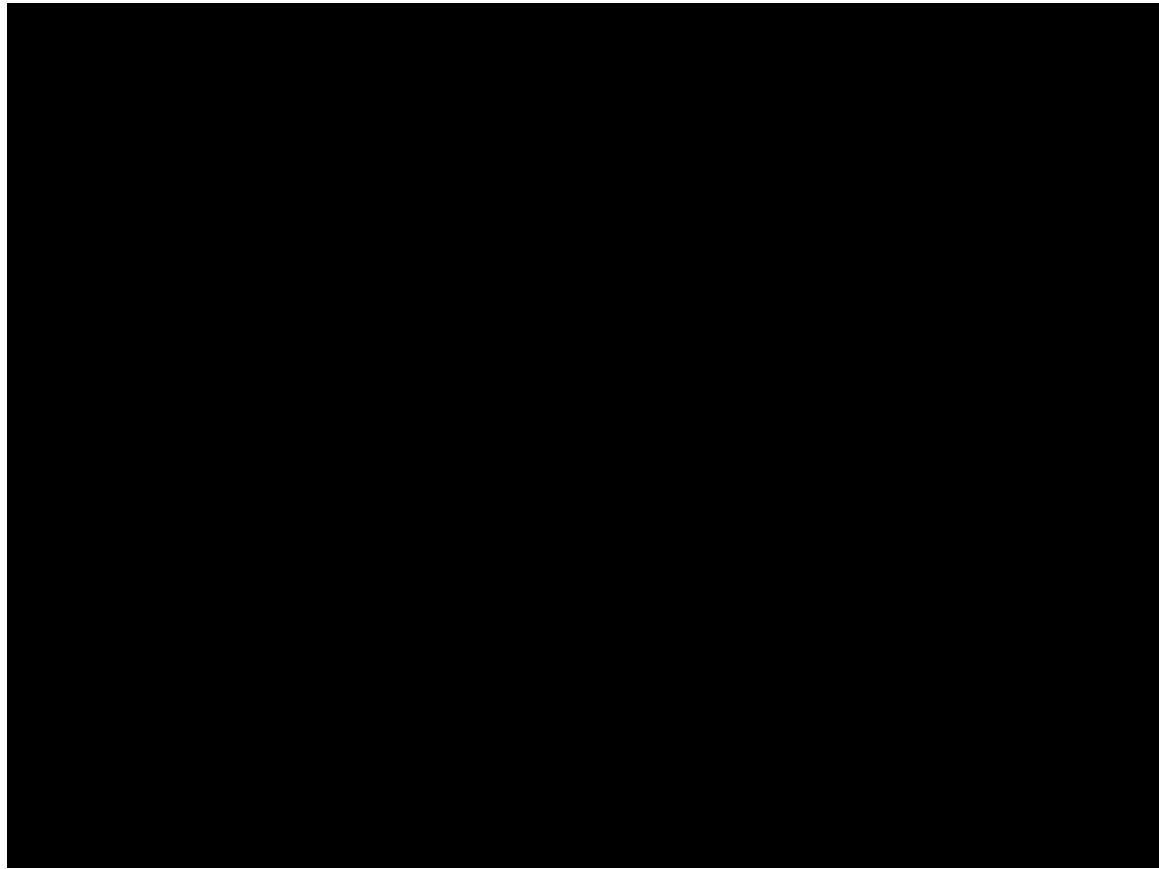
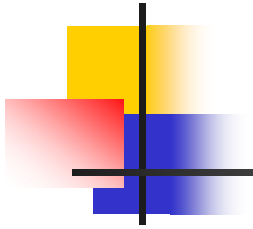
$$\hat{\mathbf{y}} = \mathbf{y}_o + M_h(\mathbf{y}_o)$$

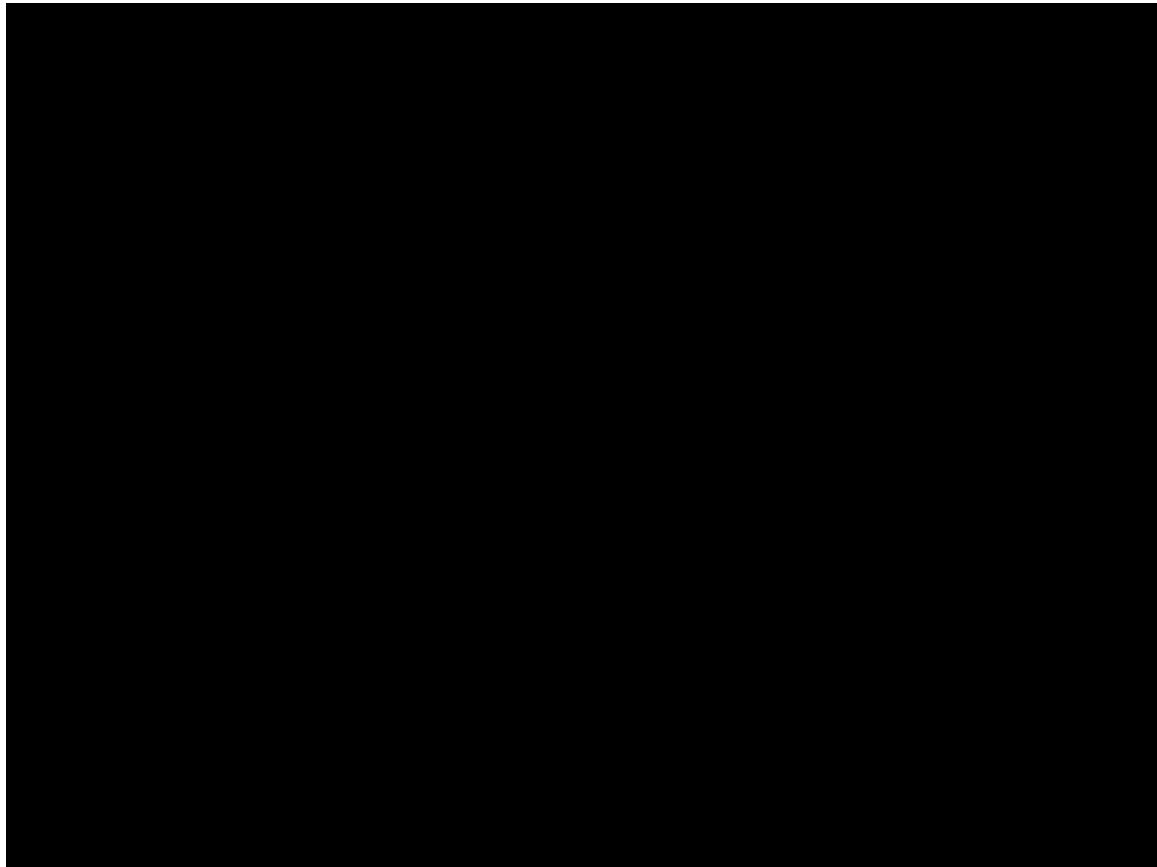
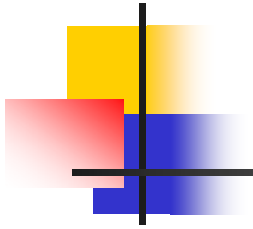
Algorithm

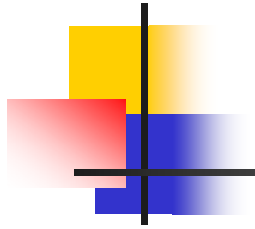


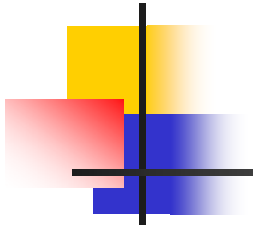
Tracking A Single Point

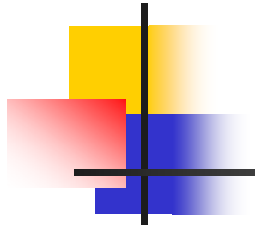












A decorative graphic consisting of overlapping colored squares (yellow, red, blue) and a black crosshair.

References

- D. Comaniciu, V. Ramesh, and P. Meer. Real-time tracking of non-rigid objects using mean shift. In IEEE Proc. on Computer Vision and Pattern Recognition on, pages673–678, 2000.
- D. Comaniciu, V. Ramesh, and P. Meer. Mean shift: A robust approach towards feature space analysis. IEEE Trans. on Pattern Analysis and Machine Intelligence, 24(5):603–619, 2002.