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# Long-Term Tracking Through Failure Cases K. Lebeda<sup>1</sup>, S. Hadfield<sup>1</sup>, J. Matas<sup>2</sup>, R. Bowden<sup>1</sup>

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## MOTIVATION

#### **Conventional Tracking**

uses features (blobs, corners,...) that are distinct (Harris condition) and provide point-to-point correspondence.



But what if there's not enough of these? Or if the majority lie on the object contour  $\Rightarrow$  influenced by the background.



Virtual straight lines - tangents - are present, but they have the

Aperture Problem!



**Correspondence of Edge Tangents** 

- edge point  $\mathbf{a}^{t*}$ , the true correspondence to  $\mathbf{a}^{t-1}$  is difficult to find
- instead, edge point  $\mathbf{a}^t$  is found by 1D search
- however, tangents at  $\mathbf{a}^{t*}$  and  $\mathbf{a}^{t}$  are the same ( $\mathbf{k}^{t}$ )
- note that  $\mathbf{k}^{t}$  corresponds to  $\mathbf{k}^{t-1}$
- $\Rightarrow$  correspondence of intersection points **c** gives the correct transformation
- 1D perpendicular search; similarity of gradient angle, position, appearance

**Frame-to-frame Transformation** 

- similarity (T+R+S); estimated by LO-RANSAC
- sample: line triplet, using intersection points
- maximizing inlier count combined with image evidence (modified Chamfer distance, gives the fit of points to edges in the second image)

### **Online learning of reliable (tangent) points**

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- store a quality field of edge points which have predicted correct motion
- fitting points to the map decreases drift

Long-Term FeatureLess Object tracker

track



Frame-to-Frame Tracking



#### **Global Corrections**

– executed after full occlusions – analogous to local corrections



– instead of the last pose, random ones are drawn from observed probability distribution - semi-global, more efficient than a sliding window



– succesful redetections, very low drift





#### **Low-textured Sequences**

Frame index (-



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More results and the new sequences are available at: http://cvssp.org/ မီ Personal/KarelLebeda/

- edge-based tracker, low reliance on texture and brightness - robust to drift, redetects after full occlusions – on high-textured scenes comparable to SOTA – on low-textured scenes superior
- successfully tracks a sequence\* of almost 30,000 frames!

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– achieved mean F-measure 0.49, compared to 0.36 of TLD