

# Feature Tracking and Motion Factorization from Monocular Video

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# Outline

Feature Tracking  
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# Goal

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To develop the components of a motion-capture system based on input from a single camera.

# Components of a System

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- Main components of a single-camera mocap system:
  - Video capture (input)
  - Feature tracking
  - Structure-from-motion
  - Visualization
- We look at tracking and structure-from-motion (using factorization)

# Problem Statement

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- **INPUT:** Image sequence  $I(\mathbf{x}, t)$
- **INPUT:** Set of “feature” points in frame  $t_0$
  
- **OUTPUT:** Positions of feature points in frame  $t_0 + 1$

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- Assume the model:

$$I(\mathbf{x}, t) = I(\mathbf{x} + \mathbf{d}, t + \Delta t)$$

- Consider rectangular “windows” around each feature point
- Minimize the SSD error of pixel intensities in the window:

$$\epsilon = \int_W [I(\mathbf{x} + \mathbf{d}, t + \Delta t) - I(\mathbf{x}, t)]^2 w(\mathbf{x})$$

- $w(\mathbf{x})$  is a weighting function, usually 1

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- Using first-order Taylor expansion, and setting derivative w.r.t.  $\mathbf{d}$  to 0:

$$\mathbf{G}\mathbf{d} = \mathbf{e}$$

- $\hat{\mathbf{d}} = \mathbf{G}^{-1}\mathbf{e}$  is returned as the optimal value of displacement

## Details

$$\mathbf{G} = \sum_w \begin{bmatrix} g_1^2 & g_1 g_2 \\ g_1 g_2 & g_2^2 \end{bmatrix}$$

$$\mathbf{e} = \sum_w h \begin{bmatrix} g_1 & g_2 \end{bmatrix}^T$$

$$g_i = \frac{\partial I}{\partial x_i}, i = 1, 2$$

# Smoothing the Displacements

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- KLT ignores coherence between features on the same rigid body
- Transform (componentwise) the  $\mathbf{d}$  field to get a “smooth” field of vectors  $\mathbf{v}$
- Use a weighted average of  $\mathbf{d}$  and  $\mathbf{v}$  as the final displacement
- Smoothing is done using Hierarchical Radial Basis Function Networks

# HRBF Networks

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- Represent  $f(\mathbf{x})$  as a weighted sum of Gaussians
- Gaussians are grouped into *levels*, which determine their density and variance:
  - Gaussians at the same level have the same variance
  - Centers are on points in a regular grid

## Details

$$f(\mathbf{x}) = \sum_{i=1}^L a_i(\mathbf{x})$$

$$a_i(\mathbf{x}) = \sum_{j=1}^{M_i} w_{i,j} g(\mathbf{x} - \mathbf{x}_j; \sigma_i)$$

$$g(\mathbf{x}; \sigma) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{\|\mathbf{x}\|^2}{\sigma^2}}$$

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- Begin by computing  $a_0(x)$ , the approximation at level 0
- At subsequent levels, fit points of the form  $\{\mathbf{x}_i, \Delta^j y_i\}$  where

$$\Delta^j y_i = f(\mathbf{x}_i) - \sum_{k=1}^{j-1} a_k(\mathbf{x}_i)$$

- Stop when the residue  $(\Delta y_i^j)$  is “small” enough

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- Weights are computed by taking a local weighted mean:

$$w_{i,j} = \frac{\sum_{\mathbf{x} \in N_j} s_i(\mathbf{x}) g(\mathbf{x} - \mathbf{x}_j; \sigma_i)}{\sum_{\mathbf{x} \in N_j} g(\mathbf{x} - \mathbf{x}_j; \sigma_i)}$$

where

$$s_i(\mathbf{x}) = \begin{cases} f(\mathbf{x}) & i = 0 \\ f(\mathbf{x}) - \sum_{k=1}^{i-1} a_k(\mathbf{x}) & i > 0 \end{cases}$$

- Gaussians are inserted at levels beyond 0 only if there is sufficient residual error:

$$\sum_j \frac{\|\Delta^k y_j\|}{\|N_j\|} > \epsilon$$

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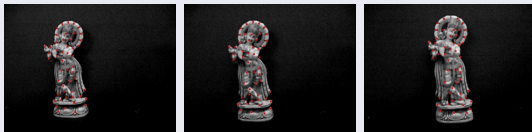
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## Standard KLT



- Select and track “best” 50 features
- Attempt to reselect lost features

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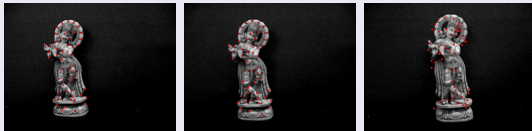
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## KLT with HRBF Smoothing



- Select and track “best” 50 features
- Attempt to reselect lost features
- Use  $\epsilon = 0.0001$  and  $w = \frac{1}{4}$

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- INPUT:  $P$  points tracked over  $F$  frames,  $\{(u_{fp}, v_{fp})\}$ , as a  $2F \times P$  matrix:

$$\mathbf{W} = \begin{bmatrix} \mathbf{U} \\ \mathbf{V} \end{bmatrix}$$

$\mathbf{W}$  is *registered* (giving  $\hat{\mathbf{W}}$ ) by subtracting from each entry the mean of the entries in its row

- OUTPUT:  $2F \times 3$  matrix  $\mathbf{R}$ , representing motion; and  $3 \times P$  matrix  $\mathbf{S}$ , representing structure

# Rigid Body Assumptions

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- Assume there is 1 rigid body, and an orthographic projection model
- In frame  $f$  with camera axes  $\mathbf{i}_f$  and  $\mathbf{j}_f$ , for a point  $\mathbf{s}_p$ :

$$u_{fp} = \mathbf{i}_f^T \mathbf{s}_p$$

$$v_{fp} = \mathbf{j}_f^T \mathbf{s}_p$$

- In other words:

$$\hat{\mathbf{W}} = \mathbf{R}\mathbf{S}$$

# Tomasi-Kanade: SVD

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- Note that  $\text{rank}(\hat{\mathbf{W}}) \leq 3$
- The Singular Value Decomposition of  $\hat{\mathbf{W}}$ :

$$\hat{\mathbf{W}} = \mathbf{O}_1 \mathbf{\Sigma} \mathbf{O}_2$$

- We define:

$$\begin{aligned}\hat{\mathbf{R}} &= \mathbf{O}_1 \mathbf{\Sigma}^{\frac{1}{2}} \\ \hat{\mathbf{S}} &= \mathbf{\Sigma}^{\frac{1}{2}} \mathbf{O}_2\end{aligned}$$

giving

$$\hat{\mathbf{W}} = \hat{\mathbf{R}} \hat{\mathbf{S}}$$

# Tomasi-Kanade: Constraints

- Previous decomposition is not unique
- For any invertible  $\mathbf{G}$ ,

$$(\hat{\mathbf{R}}\mathbf{G})(\mathbf{G}^{-1}\hat{\mathbf{S}}) = \hat{\mathbf{R}}\hat{\mathbf{S}} = \hat{\mathbf{W}}$$

- Impose the constraints:
  - Rows of  $\mathbf{R}$  are unit vectors
  - The first  $F$  rows of  $\mathbf{R}$  are orthogonal to the second  $F$
- Solve for  $\mathbf{G}$  and use  $\mathbf{R} = \hat{\mathbf{R}}\mathbf{G}$  and  $\mathbf{S} = \mathbf{G}^{-1}\hat{\mathbf{S}}$

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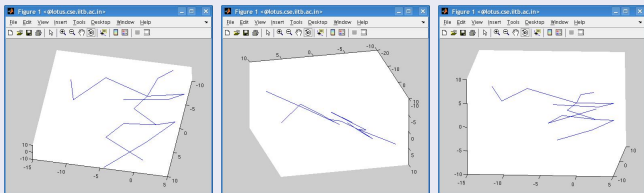
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## Input from Standard KLT



Key points from the factorization output, joined by lines to form a skeleton.

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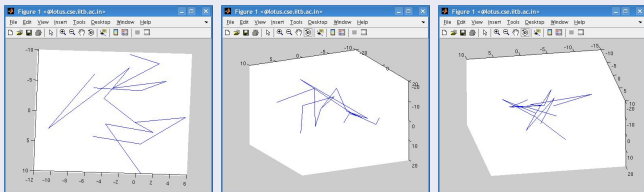
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## Input from KLT with HRBF Smoothing



Key points from the factorization output, joined by lines to form a skeleton.

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- HRBF-enhanced tracker needs fine-tuning before it can perform significantly better than standard KLT
- Both trackers have trouble with occlusions
- Tomasi-Kanade works well with the trackers
- A non-rigid factorization component is needed

# Further Work

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- Implementing a non-rigid factorization component
- Further enhancements to the tracker
- Packaging these components as a complete system, along with visualization

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