

## Good Features to Track

- Corners
- Moravec's Interest Operator

## Corners

$$C = \begin{bmatrix} \sum f_x^2 & \sum f_x f_y \\ \sum f_x f_y & \sum f_y^2 \end{bmatrix}$$



$$C = \begin{bmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{bmatrix}$$

## Corners

- For perfectly uniform region  $\lambda_1 = \lambda_2 = 0$
- If Q contains an ideal step edge  $\lambda_2 = 0, \lambda_1 > 0$
- if Q contains a corner of black square on white background  $\lambda_1 \geq \lambda_2 > 0$

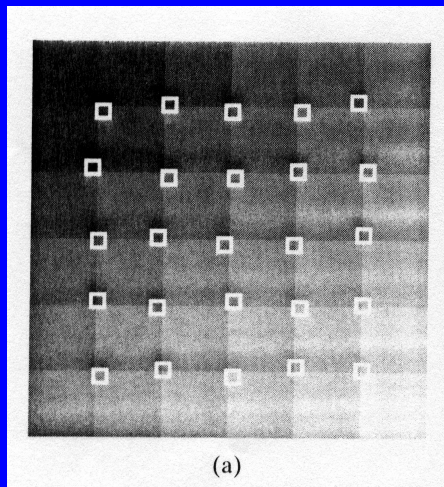
## Algorithm Corners

- Compute the image gradient over entire image f.
- For each image point p:
  - form the matrix C over  $(2N+1) \times (2N+1)$  neighborhood Q of p;
  - compute the smallest eigenvalue of C;
  - if eigenvalue is above some threshold, save the coordinates of p into a list L.

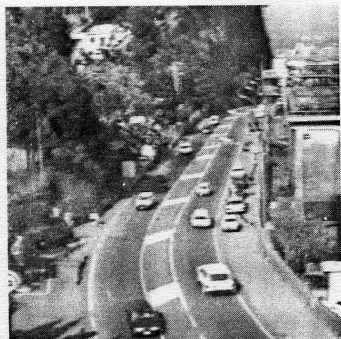
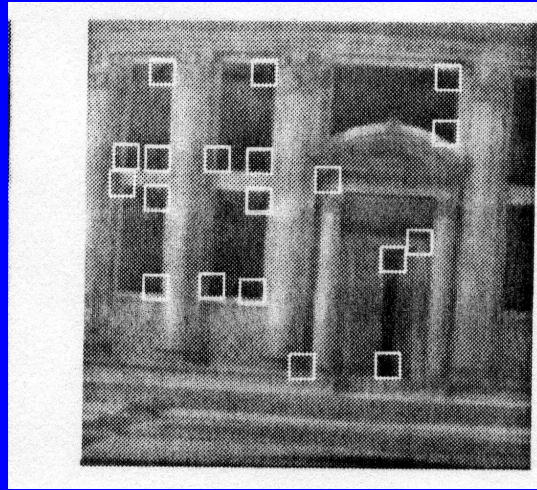
## Algorithm Corners

- Sort  $L$  in decreasing order of eigenvalues.
- Scanning the sorted list top to bottom: for each current point,  $p$ , delete all other points on the list which belong to the neighborhood of  $p$ .

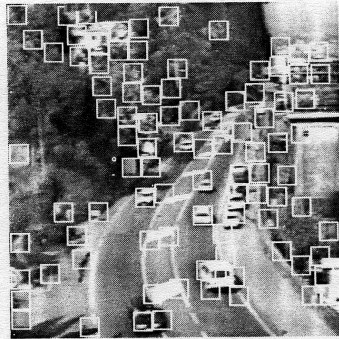
## Results



# Results



(a)



(b)

## Moravec's Interest Operator

### Algorithm

- Compute four directional variances in horizontal, vertical, diagonal and anti-diagonal directions for each 4 by 4 window.
- If the minimum of four directional variances is a local maximum in a 12 by 12 overlapping neighborhood, then that window (point) is interesting.

$F_{0,0}$	$F_{0,1}$	$F_{0,2}$	$F_{0,3}$
$F_{1,0}$	$F_{1,1}$	$F_{1,2}$	$F_{1,3}$
$F_{2,0}$	$F_{2,1}$	$F_{2,2}$	$F_{2,3}$
$F_{3,0}$	$F_{3,1}$	$F_{3,2}$	$F_{3,3}$

(a)

$P_{0,0}$	$P_{0,1}$	$P_{0,2}$	$P_{0,3}$
$P_{1,0}$	$P_{1,1}$	$P_{1,2}$	$P_{1,3}$
$P_{2,0}$	$P_{2,1}$	$P_{2,2}$	$P_{2,3}$
$P_{3,0}$	$P_{3,1}$	$P_{3,2}$	$P_{3,3}$

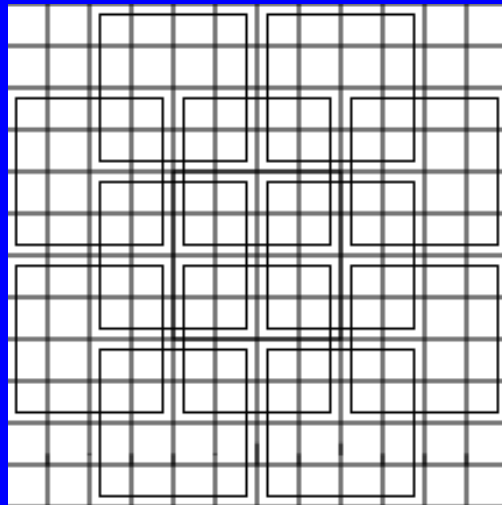
(b)

$F_{0,0}$	$F_{0,1}$	$F_{0,2}$	$F_{0,3}$
$F_{1,0}$	$F_{1,1}$	$F_{1,2}$	$F_{1,3}$
$F_{2,0}$	$F_{2,1}$	$F_{2,2}$	$F_{2,3}$
$F_{3,0}$	$F_{3,1}$	$F_{3,2}$	$F_{3,3}$

(c)

$P_{0,0}$	$P_{0,1}$	$P_{0,2}$	$P_{0,3}$
$P_{1,0}$	$P_{1,1}$	$P_{1,2}$	$P_{1,3}$
$P_{2,0}$	$P_{2,1}$	$P_{2,2}$	$P_{2,3}$
$P_{3,0}$	$P_{3,1}$	$P_{3,2}$	$P_{3,3}$

(d)



$$V_h = \sum_{j=0}^3 \sum_{i=0}^2 (P(x+i, y+j) - P(x+i+1, y+j))^2$$

$$V_v = \sum_{j=0}^2 \sum_{i=0}^3 (P(x+i, y+j) - P(x+i, y+j+1))^2$$

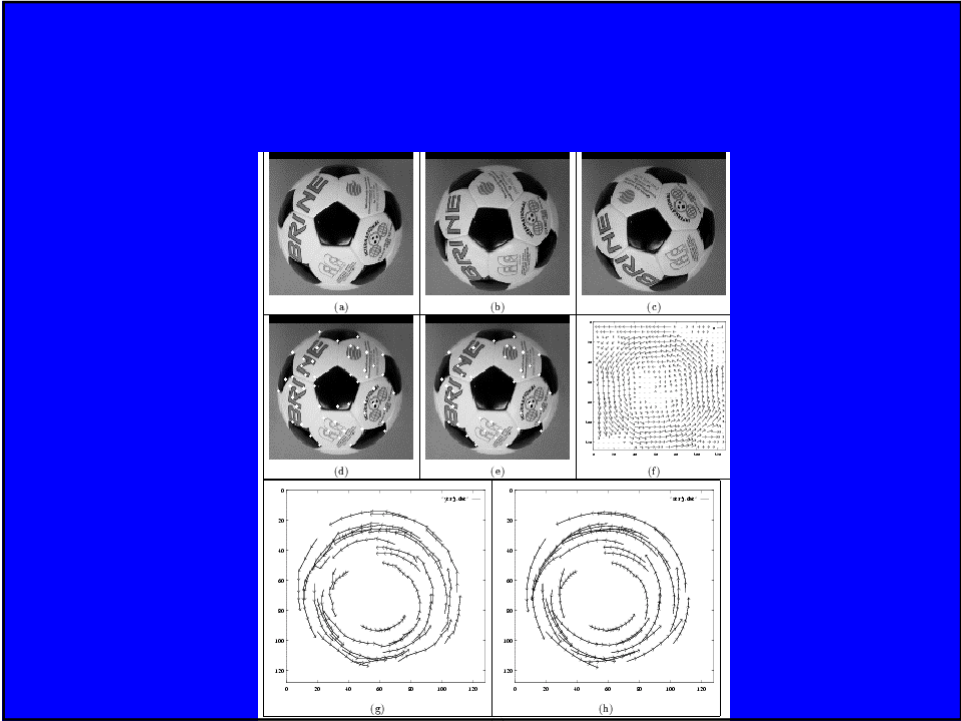
$$V_d = \sum_{j=0}^2 \sum_{i=0}^2 (P(x+i, y+j) - P(x+i+1, y+j+1))^2$$

$$V_a = \sum_{j=0}^2 \sum_{i=1}^3 (P(x+i, y+j) - P(x+i-1, y+j+1))^2$$

$$V(x, y) = \min(V_h(x, y), V_v(x, y), V_d(x, y), V_a(x, y))$$

$$I(x, y) = \begin{cases} 1 & \text{if } V(x, y) \text{ local max} \\ 0 & \text{otherwise} \end{cases}$$





# Feature-based Matching

## Feature-based Matching

- The input is formed by  $f_1$  and  $f_2$ , two frames of an image sequence, and a set of corresponding feature points in two frames.
- Let  $Q_1$ ,  $Q_2$  and  $Q'$  be three  $N \times N$  image regions.
- Let “ $d$ ” be the unknown displacement vector between  $f_1$  and  $f_2$  of a feature point “ $p$ ”, on which  $Q_1$  is centered.

## Algorithm

- (1) Set  $d=0$ , center  $Q_1$  on  $p_1$ .
- (2) Estimate the displacement “ $d_0$ ” of “ $p$ ”, center of “ $Q_1$ ”, using Lucas and Kanade method. Let  $d=d+d_0$ .
- (3) Let  $Q'$  be the patch obtained by warping  $Q_1$  according to “ $d_0$ ”.
  - Compute Sum of Square (SSD) difference between new patch  $Q'$  and corresponding patch  $Q_2$  in frame  $f_2$ .
- (4) If SSD more than threshold, set  $Q_1=Q'$  and go to step 2, otherwise exit.

## Lucas & Kanade (Least Squares)

- Optical flow eq

$$f_x u + f_y v = -f_t$$

- Consider 3 by 3 window

$$f_{x1} u + f_{y1} v = -f_{t1}$$

⋮

$$f_{x9} u + f_{y9} v = -f_{t9}$$

$$\begin{bmatrix} f_{x1} & f_{y1} \\ \vdots & \vdots \\ f_{x9} & f_{y9} \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} -f_{t1} \\ \vdots \\ -f_{t9} \end{bmatrix}$$

$$\mathbf{A} \mathbf{u} = \mathbf{f}_t$$

## Lucas & Kanade

$$\mathbf{A} \mathbf{u} = \mathbf{f}_t$$

$$\mathbf{A}^T \mathbf{A} \mathbf{u} = \mathbf{A}^T \mathbf{f}_t$$

$$\mathbf{u} = (\mathbf{A}^T \mathbf{A})^{-1} \mathbf{A}^T \mathbf{f}_t$$



$$\min \sum_{i=-2}^2 \sum_{j=-2}^2 (f_{xi} u + f_{yj} v + f_{ti})^2$$

## Lucas & Kanade

$$\min \sum_{i=-2}^2 \sum_{j=-2}^2 (f_{xi}u + f_{yi}v + f_{ti})^2$$



$$\sum (f_{xi}u + f_{yi}v + f_{ti})f_{xi} = 0$$

$$\sum (f_{xi}u + f_{yi}v + f_{ti})f_{yi} = 0$$

## Lucas & Kanade

$$\begin{bmatrix} u \\ v \end{bmatrix} = \begin{bmatrix} \sum f_{xi}^2 & \sum f_{xi}f_{yi} \\ \sum f_{xi}f_{yi} & \sum f_{yi}^2 \end{bmatrix}^{-1} \begin{bmatrix} -\sum f_{xi}f_{ti} \\ -\sum f_{yi}f_{ti} \end{bmatrix}$$

## Lucas & Kanade

$$\min \sum_{i=-2}^2 \sum_{j=-2}^2 w_i (f_{xi}u + f_{yi}v + f_{ti})^2$$



$$\mathbf{W}\mathbf{A}\mathbf{u} = \mathbf{W}\mathbf{f}_t$$

$$\mathbf{A}^T\mathbf{W}\mathbf{A}\mathbf{u} = \mathbf{A}^T\mathbf{W}\mathbf{f}_t$$

$$\mathbf{u} = (\mathbf{A}^T\mathbf{W}\mathbf{A})^{-1} \mathbf{A}^T\mathbf{W}\mathbf{f}_t$$

## Sum of Squares Differences

$$SSD = \sum_{j=-\frac{n}{2}}^{\frac{n}{2}} \sum_{i=-\frac{n}{2}}^{\frac{n}{2}} (Q'(x+i, y+j) - Q_2(x+i, y+j))^2$$

# Kalman Filter

## Main Points

- Very useful tool.
- It produces an optimal estimate of the **state vector** based on the noisy **measurements** (observations).
- For the state vector it also provides confidence (certainty) measure in terms of a **covariance matrix**.
- It integrates estimate of state over time.
- It is a **sequential** state estimator.

## State-Space Model

State-transition equation

$$\mathbf{z}(k) = \Phi(k, k-1)\mathbf{z}(k-1) + \mathbf{w}(k)$$

State model error  
With covariance  
 $\mathbf{Q}(k)$

Measurement (observation) equation

$$\mathbf{y}(k) = \mathbf{H}(k)\mathbf{z}(k) + \mathbf{v}(k)$$

State Vector

Observation  
Noise with covariance  
 $\mathbf{R}(k)$

Measurement Vector

## Kalman Filter Equations

State  
Prediction

$$\hat{\mathbf{z}}_b(k) = \Phi(k, k-1)\hat{\mathbf{z}}_a(k-1)$$

Covariance  
Prediction

$$\mathbf{P}_b(k) = \Phi(k, k-1)\mathbf{P}_a(k-1)\Phi^T(k, k-1) + \mathbf{Q}(k)$$

Kalman Gain

$$\mathbf{K}(k) = \mathbf{P}_b(k)\mathbf{H}^T(k)(\mathbf{H}(k)\mathbf{P}_b(k)\mathbf{H}^T(k) + \mathbf{R}(k))^{-1}$$

State-update

$$\hat{\mathbf{z}}_a(k) = \hat{\mathbf{z}}_b(k) + \mathbf{K}(k)[\mathbf{y}(k) - \mathbf{H}(k)\hat{\mathbf{z}}_b(k)]$$

Covariance-update

$$\mathbf{P}_a(k) = \mathbf{P}_b(k) - \mathbf{K}(k)\mathbf{H}(k)\mathbf{P}_b(k)$$

## Two Special Cases

- Steady State  $\Phi(k, k-1) = \Phi$

$$\mathbf{Q}(k) = \mathbf{Q}$$

$$\mathbf{H}(k) = \mathbf{H}$$

$$\mathbf{R}(k) = \mathbf{R}$$

- Recursive least squares

$$\Phi(k, k-1) = \mathbf{I}$$

$$\mathbf{Q}(k) = 0$$

## Comments

- In some cases, state transition equation and the observation equation both may be non-linear.
- We need to linearize these equation using Taylor series.



## Extended Kalman Filter

$$\mathbf{z}(k) = \mathbf{f}(\mathbf{z}(k-1)) + \mathbf{w}(k)$$

$$\mathbf{y}(k) = \mathbf{h}(\mathbf{z}(k)) + \mathbf{v}(k)$$

Taylor series

$$\begin{aligned} \rightarrow \mathbf{f}(\mathbf{z}(k-1)) &\approx \mathbf{f}(\hat{\mathbf{z}}_a(k-1)) + \frac{\partial \mathbf{f}(\mathbf{z}(k-1))}{\partial \mathbf{z}(k-1)} (\mathbf{z}(k-1) - \hat{\mathbf{z}}_a(k-1)) \\ \rightarrow \mathbf{h}(\mathbf{z}(k)) &\approx \mathbf{h}(\hat{\mathbf{z}}_b(k)) + \frac{\partial \mathbf{h}(\mathbf{z}(k))}{\partial \mathbf{z}(k)} (\mathbf{z}(k) - \hat{\mathbf{z}}_b(k-1)) \end{aligned}$$

## Extended Kalman Filter

$$\mathbf{z}(k) = \mathbf{f}(\mathbf{z}(k-1)) + \mathbf{w}(k)$$

$$\mathbf{z}(k) = \mathbf{f}(\hat{\mathbf{z}}_a(k-1)) + \frac{\partial \mathbf{f}(\mathbf{z}(k-1))}{\partial \mathbf{z}(k-1)} (\mathbf{z}(k-1) - \hat{\mathbf{z}}_a(k-1)) + \mathbf{w}(k)$$

$$\mathbf{z}(k) \approx \Phi(k, k-1) \mathbf{z}(k-1) + \mathbf{u}(k) + \mathbf{w}(k)$$

$$\mathbf{u}(k) = \mathbf{f}(\hat{\mathbf{z}}_a(k-1)) - \Phi(k, k-1) \hat{\mathbf{z}}_a(k-1)$$

$$\Phi(k, k-1) = \frac{\partial \mathbf{f}(\mathbf{z}(k-1))}{\partial \mathbf{z}(k-1)}$$

## Extended Kalman Filter

$$\mathbf{y}(k) = \mathbf{h}(\mathbf{z}(k)) + \mathbf{v}(k)$$

$$\mathbf{y}(k) = \mathbf{h}(\hat{\mathbf{z}}_b(k)) + \frac{\partial \mathbf{h}(\mathbf{z}(k))}{\partial \mathbf{z}(k)} (\mathbf{z}(k) - \hat{\mathbf{z}}_b(k-1)) + \mathbf{v}(k)$$

$$\tilde{\mathbf{y}}(k) \approx \mathbf{H}(k)\mathbf{z}(k) + \mathbf{v}(k)$$

$$\tilde{\mathbf{y}}(k) = \mathbf{y}(k) - \mathbf{h}(\hat{\mathbf{z}}_b(k)) + \mathbf{H}(k)\hat{\mathbf{z}}_b(k)$$

$$\mathbf{H}(k) = \frac{\partial \mathbf{h}(\mathbf{z}(k))}{\partial \mathbf{z}(k)}$$

## Multi-Frame Feature Tracking

Application of Kalman Filter

- Assume feature points have been detected in each frame.
- We want to track features in multiple frames.
- Kalman filter can estimate the position and uncertainty of feature in the next frame.
  - Where to look for a feature
  - how large a region should be searched

$$\mathbf{p}_k = [x_k, y_k]^T \quad \text{Location}$$
$$\mathbf{v}_k = [u_k, v_k]^T \quad \text{Velocity}$$
$$\mathbf{Z} = [x_k, y_k, u_k, v_k]^T \quad \text{State Vector}$$

## System Model

$$\mathbf{p}_k = \mathbf{p}_{k-1} + \mathbf{v}_{k-1} + \boldsymbol{\xi}_{k-1}$$
$$\mathbf{v}_k = \mathbf{v}_{k-1} + \boldsymbol{\eta}_{k-1}$$

noise

$$\mathbf{Z}_k = \Phi_{k-1} \mathbf{Z}_{k-1} + \mathbf{w}_{k-1}$$

$$\Phi_{k-1} = \begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad \mathbf{w}_{k-1} = \begin{bmatrix} \boldsymbol{\xi}_{k-1} \\ \boldsymbol{\eta}_{k-1} \end{bmatrix}$$

## Measurement Model

$$\mathbf{y}_k = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} \mathbf{p}_k \\ \mathbf{v}_k \end{bmatrix} + \mu_k$$

$$\mathbf{y}_k = \mathbf{H} \begin{bmatrix} \mathbf{p}_k \\ \mathbf{v}_k \end{bmatrix} + \mu_k$$

Measurement matrix

## Kalman Filter Equations

State  
Prediction

$$\hat{\mathbf{z}}_b(k) = \Phi(k, k-1)\hat{\mathbf{z}}_a(k-1)$$

Covariance  
Prediction

$$\mathbf{P}_b(k) = \Phi(k, k-1)\mathbf{P}_a(k-1)\Phi^T(k, k-1) + \mathbf{Q}(k)$$

Kalman Gain

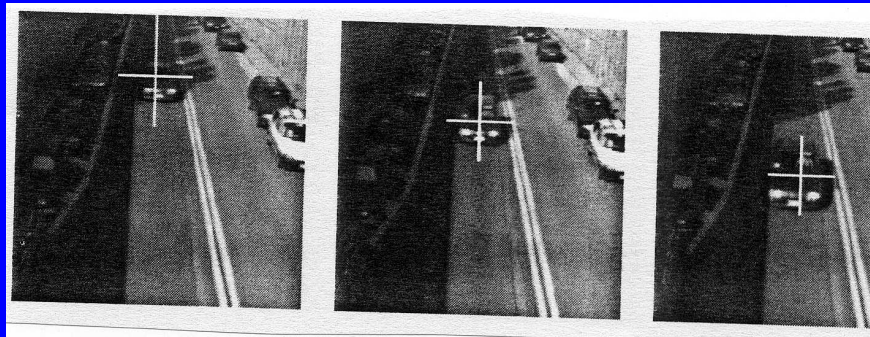
$$\mathbf{K}(k) = \mathbf{P}_b(k)\mathbf{H}^T(k)(\mathbf{H}(k)\mathbf{P}_b(k)\mathbf{H}^T(k) + \mathbf{R}(k))^{-1}$$

State-update

$$\hat{\mathbf{z}}_a(k) = \hat{\mathbf{z}}_b(k) + \mathbf{K}(k)[\mathbf{y}(k) - \mathbf{H}(k)\hat{\mathbf{z}}_b(k)]$$

Covariance-update

$$\mathbf{P}_a(k) = \mathbf{P}_b(k) - \mathbf{K}(k)\mathbf{H}(k)\mathbf{P}_b(k)$$



## Kalman Filter: Relation to Least Squares

$$f_i(\mathbf{Z}, \mathbf{y}_i) = 0 \quad \begin{array}{l} \hat{y}_i = y_i + l_i \\ E[l_i l_i^T] = A_i \end{array}$$

↓ Taylor series

$$f_i(\mathbf{Z}, \mathbf{y}_i) = 0 \approx f_i(\hat{\mathbf{Z}}_{i-1}, \hat{\mathbf{y}}_i) + \frac{\partial f_i}{\partial \mathbf{y}} (\mathbf{y} - \hat{\mathbf{y}}_i) + \frac{\partial f_i}{\partial \mathbf{z}} (\mathbf{z} - \hat{\mathbf{z}}_i)$$

$$- f_i(\hat{\mathbf{Z}}_{i-1}, \hat{\mathbf{y}}_i) + \frac{\partial f_i}{\partial \mathbf{z}} \hat{\mathbf{z}}_i = \frac{\partial f_i}{\partial \mathbf{z}} \mathbf{z} + \frac{\partial f_i}{\partial \mathbf{y}} (\mathbf{y} - \hat{\mathbf{y}}_i)$$

where

$$\mathbf{Y}_i = -f_i(\hat{\mathbf{Z}}_{i-1}, \hat{\mathbf{y}}_i) + \frac{\partial f_i}{\partial \mathbf{z}} \hat{\mathbf{z}}_{i-1}, H_i = \frac{\partial f_i}{\partial \mathbf{z}}$$

$$w_i = \frac{\partial f_i}{\partial \mathbf{y}} (\mathbf{y} - \hat{\mathbf{y}}_i)$$

$\mathbf{Y}_i = H_i \mathbf{Z} + w_i$   
 New measurement  
 $W_i = \frac{\partial f_i}{\partial \mathbf{y}} A_i \frac{\partial f_i}{\partial \mathbf{y}}^T$ , covariance matrix of new measurement

## Kalman Filter: Relation to Least Squares

$$C = (\hat{\mathbf{Z}}_0 - \mathbf{Z})^T P_0^{-1} (\hat{\mathbf{Z}}_0 - \mathbf{Z}) + \sum_{i=1}^k (\mathbf{Y}_i - H_i \mathbf{Z})^T W_i^{-1} (\mathbf{Y}_i - H_i \mathbf{Z})$$

↓ minimize

$$\hat{\mathbf{Z}} = [P_0^{-1} + \sum_{i=1}^k H_i^T W_i^{-1} H_i]^{-1} [P_0^{-1} \hat{\mathbf{Z}}_0 + \sum_{i=1}^k H_i^T W_i^{-1} \mathbf{Y}_i]$$

Batch Mode

## Kalman Filter: Relation to Least Squares

$$\hat{\mathbf{Z}}_k = [P_0^{-1} + \sum_{i=1}^k H_i^T W_i^{-1} H_i]^{-1} [P_0^{-1} \hat{\mathbf{Z}}_0 + \sum_{i=1}^k H_i^T W_i^{-1} \mathbf{Y}_i]$$

$$\hat{\mathbf{Z}}_{k-1} = [P_0^{-1} + \sum_{i=1}^{k-1} H_i^T W_i^{-1} H_i]^{-1} [P_0^{-1} \hat{\mathbf{Z}}_0 + \sum_{i=1}^{k-1} H_i^T W_i^{-1} \mathbf{Y}_i]$$

Recursive Mode

## Kalman Filter: Relation to Least Squares

$$\mathbf{Z}_k = \mathbf{Z}_{k-1} + K_k (Y_k - H_k \mathbf{Z}_{k-1})$$

$$K_k = P_{k-1} H_k^T (W_k^T + H_k^T P_{k-1} H_k)^{-1}$$

$$P_k = (I - K_k H_k) P_{k-1}$$

$$Y_k = -f^T(\mathbf{Z}_{k-1}, \mathbf{y}) + \frac{\partial f}{\partial \mathbf{Z}} \mathbf{Z}_{k-1}$$

$$H_k = \frac{\partial f}{\partial \mathbf{Z}}$$

$$W = \frac{\partial f}{\partial \mathbf{y}} A^T \frac{\partial f}{\partial \mathbf{y}}$$

$$\Phi(k, k-1) = \mathbf{I}$$

$$\mathbf{Q}(k) = 0$$

## Kalman Filter (Least Squares)

State  
Prediction

$$\hat{\mathbf{z}}_b(k) = \Phi(k, k-1)\hat{\mathbf{z}}_a(k-1)$$

$$\hat{\mathbf{z}}_b(k) = \hat{\mathbf{z}}_a(k-1)$$

Covariance  
Prediction

$$\mathbf{P}_b(k) = \Phi(k, k-1)\mathbf{P}_a(k-1)\Phi^T(k, k-1) + \mathbf{Q}(k)$$

$$\mathbf{P}_b(k) = \mathbf{P}_a(k-1)$$

Kalman  
Gain

$$\mathbf{K}(k) = \mathbf{P}_b(k)\mathbf{H}^T(k)(\mathbf{H}(k)\mathbf{P}_b(k)\mathbf{H}^T(k) + \mathbf{R}(k))^{-1}$$

$$\mathbf{K}(k) = \mathbf{P}_b(k)\mathbf{H}^T(k)(\mathbf{H}(k)\mathbf{P}_b(k)\mathbf{H}^T(k) + \mathbf{W}(k))^{-1}$$

## Kalman Filter (Least Squares)

State-update  $\hat{\mathbf{z}}_a(k) = \hat{\mathbf{z}}_b(k) + \mathbf{K}(k)[\mathbf{y}(k) - \mathbf{H}(k)\hat{\mathbf{z}}_b(k)]$

$$\hat{\mathbf{z}}_a(k) = \hat{\mathbf{z}}_a(k-1) + \mathbf{K}(k)[\mathbf{y}(k) - \mathbf{H}(k)\hat{\mathbf{z}}_a(k-1)]$$

Covariance-update

$$\mathbf{P}_a(k) = \mathbf{P}_b(k) - \mathbf{K}(k)\mathbf{H}(k)\mathbf{P}_b(k)$$

$$\mathbf{P}_a(k) = \mathbf{P}_a(k-1) - \mathbf{K}(k)\mathbf{H}(k)\mathbf{P}_a(k-1)$$



## Computing Motion Trajectories

### Algorithm For Computing Motion Trajectories

- Compute tokens using Moravec's interest operator (intensity constraint).
- Remove tokens which are not interesting with respect to motion (optical flow constraint).
  - Optical flow of a token should differ from the mean optical flow around a small neighborhood.

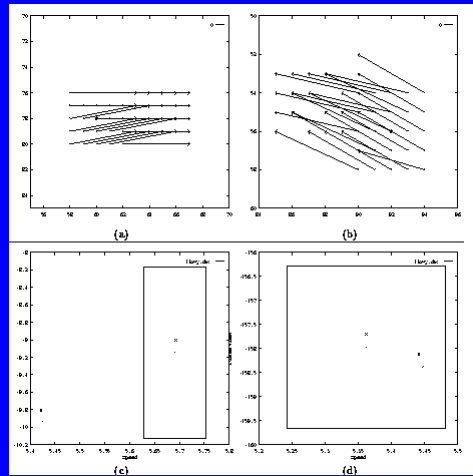
### Algorithm For Computing Motion Trajectories

- Link optical flows of a token in different frames to obtain motion trajectories.
  - Use optical flow at a token to predict its location in the next frame.
  - Search in a small neighborhood around the predicted location in the next frame for a token.
- Smooth motion trajectories using Kalman filter.

### Kalman Filter (Ballistic Model)

$$\begin{aligned}x(t) &= .5a_x t^2 + v_x t + x_0 & \mathbf{Z} &= (a_x, a_y, v_x, v_y) \\y(t) &= .5a_y t^2 + v_y t + y_0 & \mathbf{y} &= (x(t), y(t))\end{aligned}$$

$$f(\mathbf{Z}, \mathbf{y}) = (x(t) - .5a_x t^2 - v_x t - x_0, y(t) - .5a_y t^2 - v_y t - y_0)$$



## Kalman Filter (Ballistic Model)

$$\mathbf{Z}(k) = \mathbf{Z}(k-1) + K(k)(Y(k) - H(k)\mathbf{Z}(k-1))$$

$$K(k) = P(k-1)H^T(k) (W^T + H^T P(k-1)H^T(k))^{-1}$$

$$P(k) = (I - K(k)H(k))P(k-1)$$

$$Y(k) = -f^T(\mathbf{Z}(k-1), \mathbf{y}) + \frac{\partial f}{\partial \mathbf{Z}} \mathbf{Z}(k-1)$$

$$H(k) = \frac{\partial f}{\partial \mathbf{Z}}$$

$$W = \frac{\partial f}{\partial \mathbf{y}} \mathbf{A}^T \frac{\partial f^T}{\partial \mathbf{y}}$$

