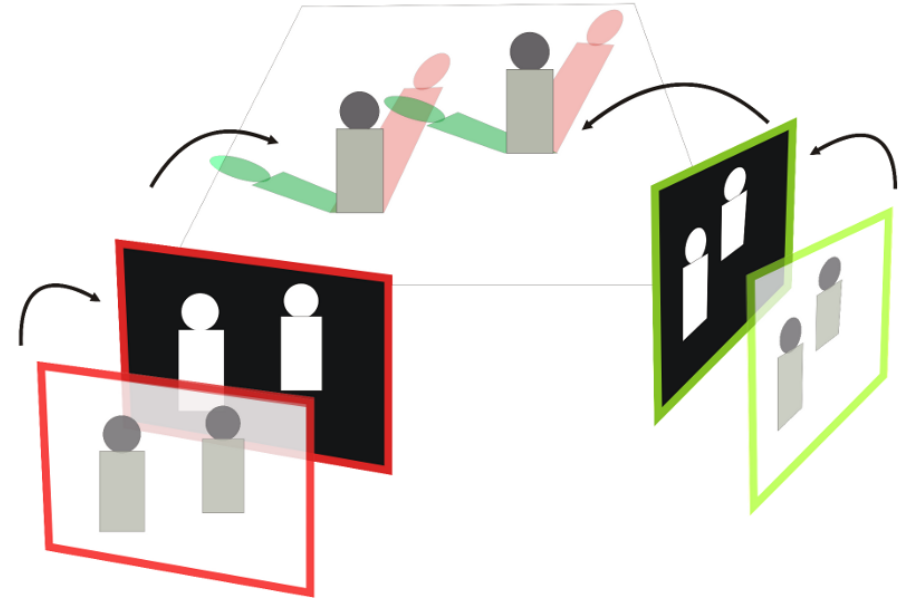
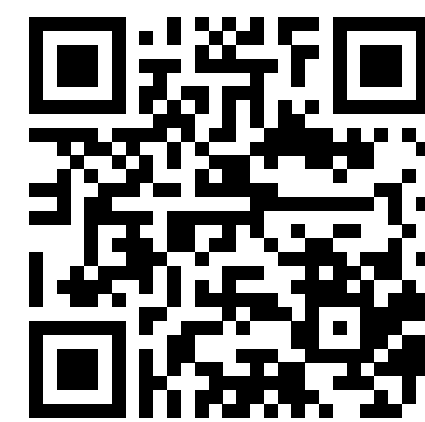


Motivation

- Multi-object tracking from overlapping views
- Standard approaches use planar projections [2, 4]:
 - Common ground-plane assumption
 - Cannot handle out-of-plane motion
 - Projection artifacts
- Volumetric reconstructions [3, 6] overcome these limitations



- Goals:**
 - Real-time capable multi-object tracking based on local mass densities of visual hull reconstructions
 - Exploit 3D knowledge to obtain a geometric tracking cue and robustly extract features to train discriminative classifiers on-line
- Evaluations demonstrate significant improvements compared to state-of-the-art
- Annotated datasets and evaluation protocol publicly available (scan QR-code)



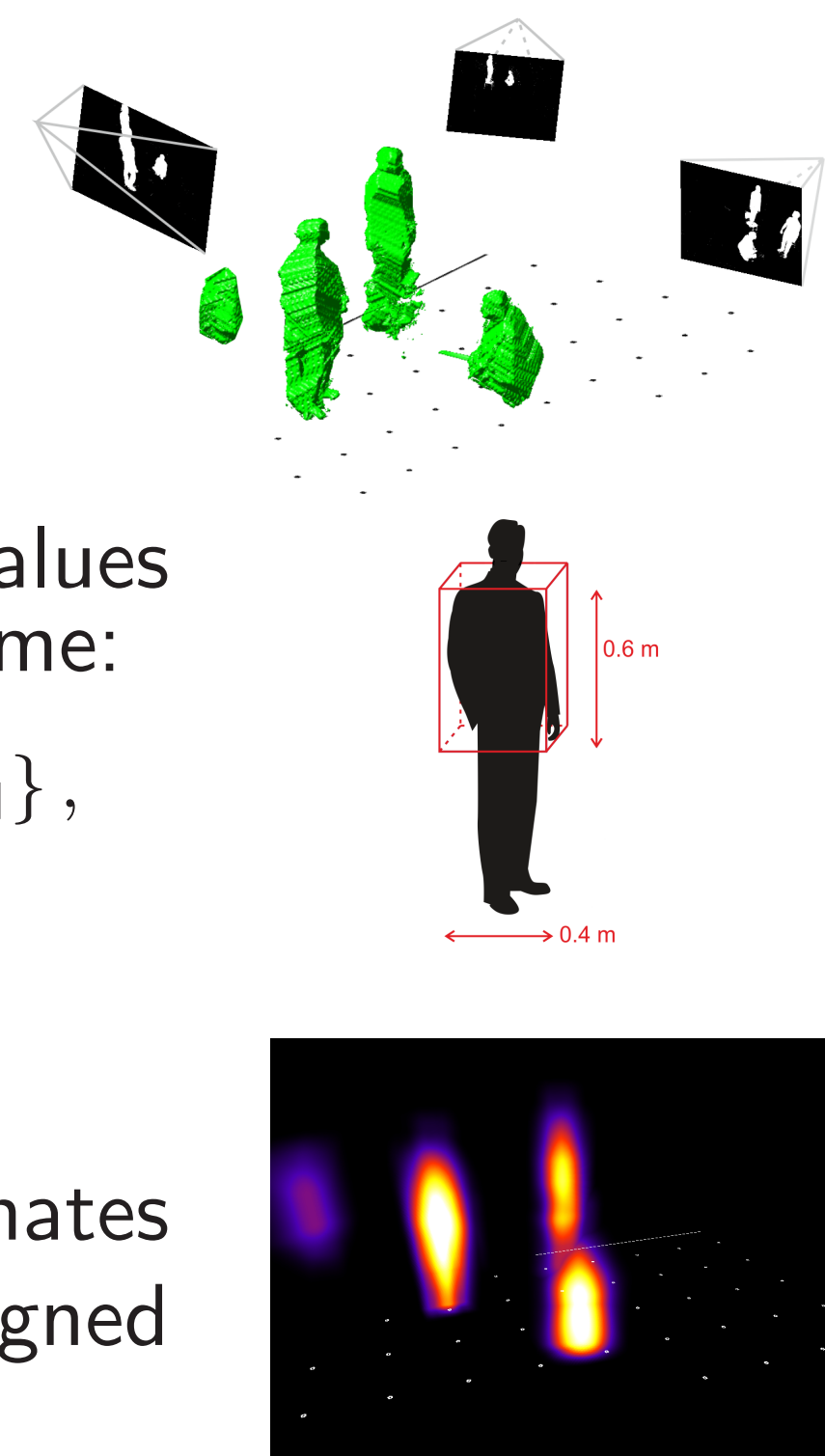
Volumetric Mass Densities

- Visual hull representation:

$$v_i \in \mathcal{V}_{\text{VH}} = \begin{cases} 1 & \text{if } v_i \text{ foreground} \\ 0 & \text{otherwise} \end{cases}$$
- Compute local mass density values to obtain the occupancy volume:

$$\mathcal{V}_0 = \{m_D(v_i) \mid \forall v_i \in \mathcal{V}_{\text{VH}}\},$$

$$m_D(v_i) = \frac{\sum_{v_j \in N_{v_i}} v_j}{|N_{v_i}|}$$



- Local neighborhood approximates the human torso by an axis-aligned cuboid:

$$N_{v_i} = \left\{ v_j \mid |v_{j,x} - v_{i,x}| \leq r \wedge |v_{j,y} - v_{i,y}| \leq r \wedge |v_{j,z} - v_{i,z}| \leq h/2 \right\}$$

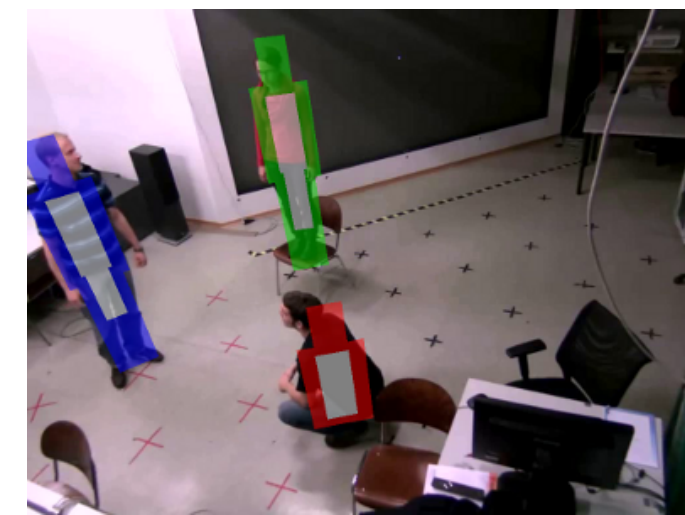
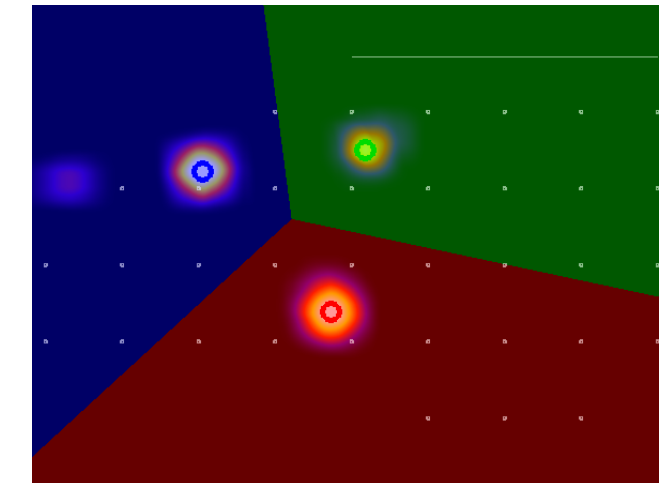
(2+1)D Tracking

- To overcome a computationally expensive 3D search, the tracking part is split into two separate steps:
 - Estimate Cartesian coordinates:
 - Particle filtering on top-view occupancy map \mathcal{M} :

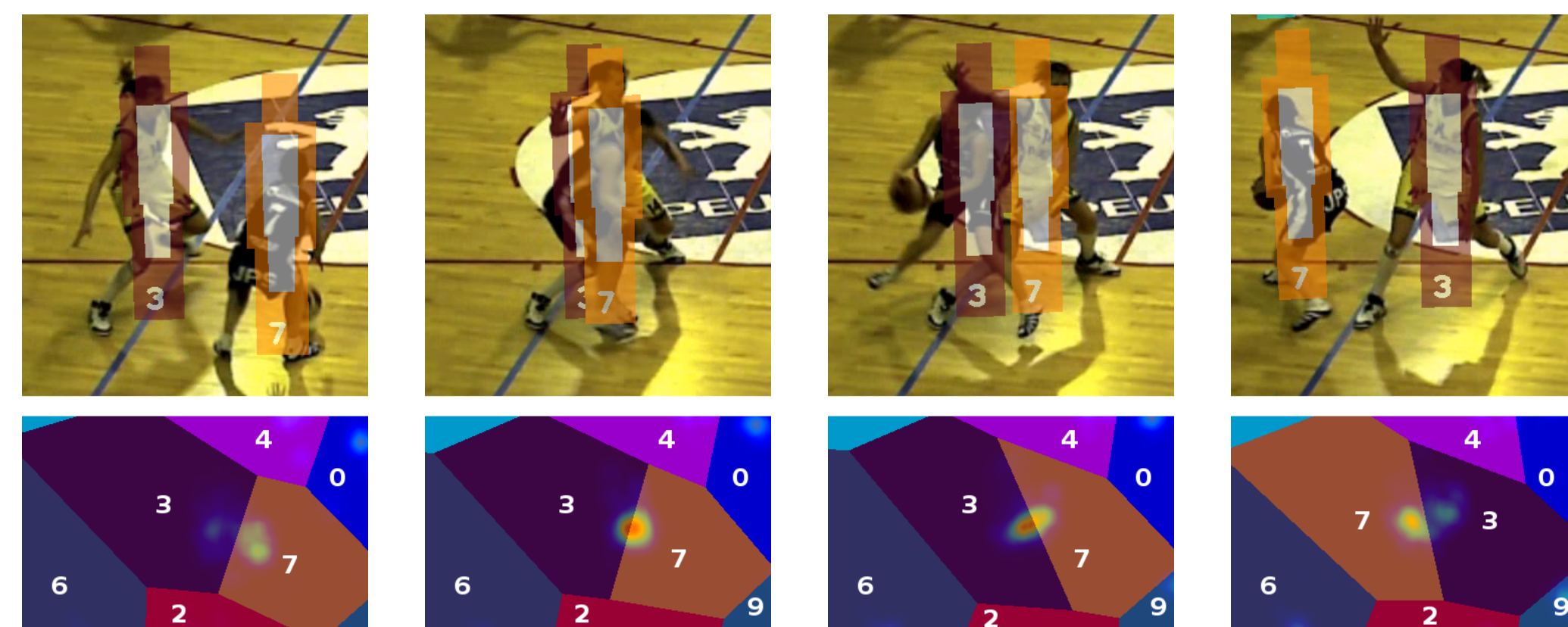
$$\mathcal{M}_{x,y} = \max m_D(v_i),$$

$$v_{i,x} = x, v_{i,y} = y,$$

$$v_{i,z} \in [z_{\min}, z_{\max}]$$
 - Second-order auto-regressive transition model and exponentially distributed likelihood model
 - Voronoi partitioning [5] allows for efficiently restricting the particle transition
- Given the (x, y) positions, obtain full 3D location by searching for the vertical mass center



Resolving Geometric Ambiguities



- Collect valuable samples \mathbf{f} (HS histograms) at torso regions by exploiting 3D knowledge
- Ensure up-to-date appearance samples by FIFO updated feature bags:

$$\mathcal{F}_i = \left\{ \left\{ \mathbf{f}_l^{(c)} \right\}_{l=1}^{N_F} \right\}_{c=1}^{N_C}$$
- Cluster ambiguous hypotheses into pools \mathcal{P}_m and train one-vs-all logistic regression classifiers on-demand:

$$\min_{\mathbf{w}_i} \frac{1}{2} \mathbf{w}_i^\top \mathbf{w}_i + C_i \sum_l \log \left(1 + e^{-y_{i,l} \mathbf{w}_i^\top \mathbf{f}_l} \right)$$

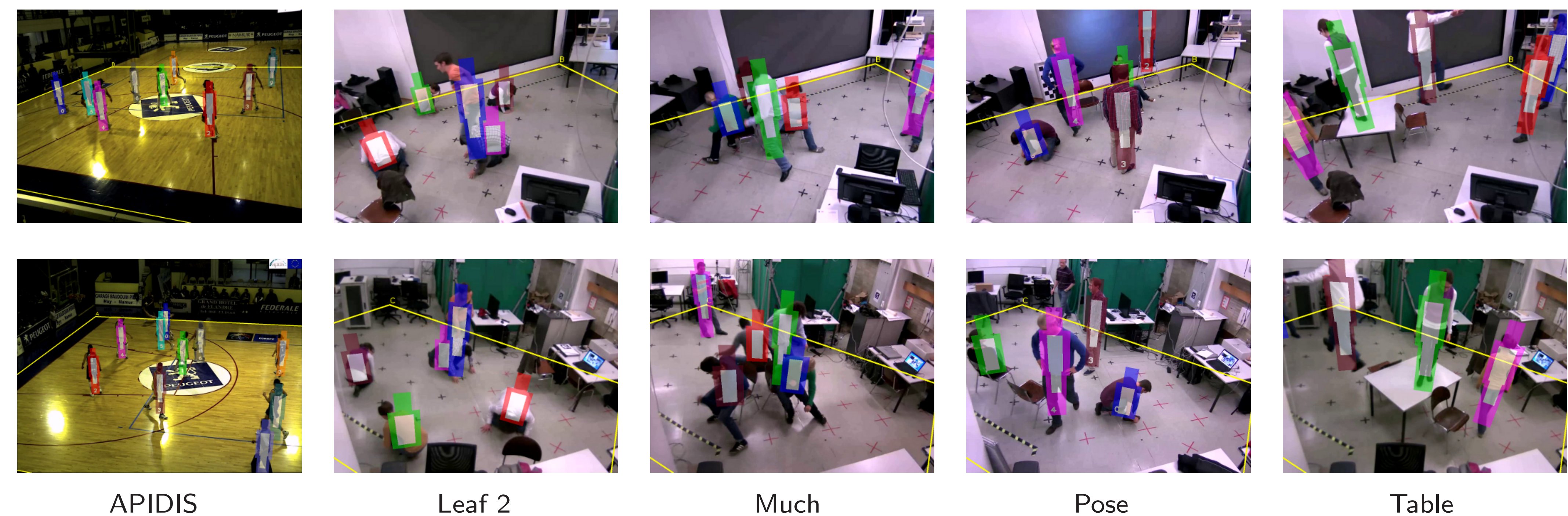
- Extract \mathbf{f}_{NMS} at local maxima of conflict regions and re-assign trackers:

$$\hat{i} = \arg \max_{i \in \mathcal{P}_m} p_i (y_{i,\text{NMS}} = +1 \mid \mathbf{f}_{\text{NMS}}, \mathbf{w}_i)$$

Evaluation and Results

- Comparison to the state-of-the-art KSP tracker [1] on top of POM detections
- Standard CLEAR MOT metrics with assignment cut-off $\tau_d = 0.5$ [m]

Dataset	Frames	Algorithm	MOTP [m]	MOTA	TP	FP	FN	IDS	FPS
APIDIS	1500	Proposed	0.205	0.675	656	88	172	9	4.42
		Prop. w/o Color	0.211	0.597	625	121	202	10	6.16
		KSP/POM	0.231	0.490	607	156	220	46	80.70, 0.03
Chap	3760	Proposed	0.102	0.994	1555	2	6	1	9.89
		Prop. w/o Color	0.102	0.719	1316	193	241	4	12.67
		KSP/POM	0.167	0.952	1607	50	21	7	43.49, 0.02
Leaf 1	1800	Proposed	0.107	0.991	464	2	2	0	9.88
		Prop. w/o Color	0.107	0.721	436	83	44	7	10.34
		KSP/POM	0.169	0.976	495	6	1	5	63.84, 0.04
Leaf 2	2400	Proposed	0.097	0.916	930	41	41	0	7.65
		Prop. w/o Color	0.116	0.727	856	115	117	34	9.04
		KSP/POM	0.175	0.819	913	87	66	24	229.77, 0.05
Much	2400	Proposed	0.111	0.977	783	9	9	0	12.08
		Prop. w/o Color	0.116	0.736	694	99	99	11	13.21
		KSP/POM	0.218	0.754	770	139	32	26	185.28, 0.06
Pose	1820	Proposed	0.123	0.944	485	14	14	0	10.27
		Prop. w/o Color	0.128	0.822	456	42	44	3	12.99
		KSP/POM	0.201	0.555	427	156	31	17	132.49, 0.05
Table	1760	Proposed	0.112	0.898	599	30	28	6	8.03
		Prop. w/o Color	0.120	0.818	577	56	51	7	9.60
		KSP/POM	0.210	0.719	573	105	58	14	208.51, 0.07



References and Acknowledgments

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