

# What more can we do with videos?

Occlusion and Motion Reasoning for Tracking & Human Pose Estimation

Karteek Alahari

Inria Grenoble – Rhone-Alpes

Joint work with Anoop Cherian, Yang Hua, Julien Mairal, Cordelia Schmid

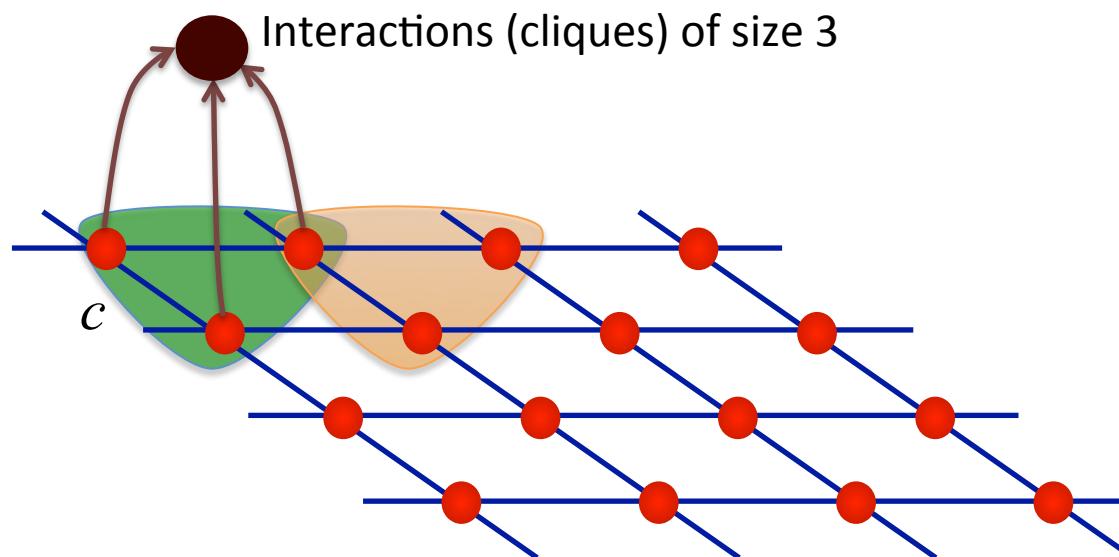


But before that... a blast from the past

# Scene Understanding

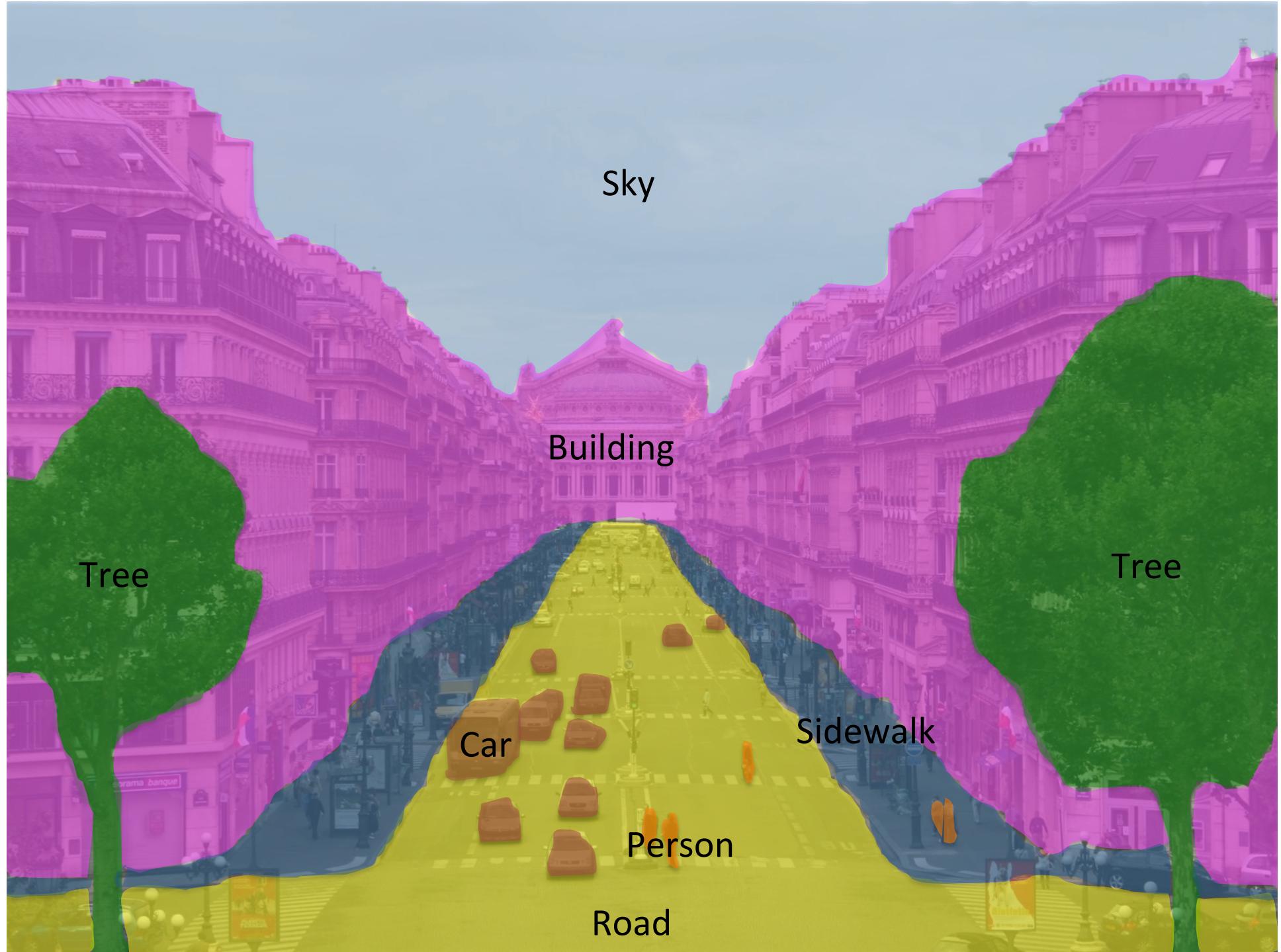
$$E(\mathbf{x}) = \sum_{i \in \mathcal{V}} \psi_i(x_i) + \sum_{(i,j) \in \mathcal{E}} \psi_{ij}(x_i, x_j) + \sum_{c \in \mathcal{S}} \psi_c(\mathbf{x}_c)$$

**New higher order potentials**



Joint work with L. Ladicky, C. Russell, P. Sturgess, P. H. S. Torr





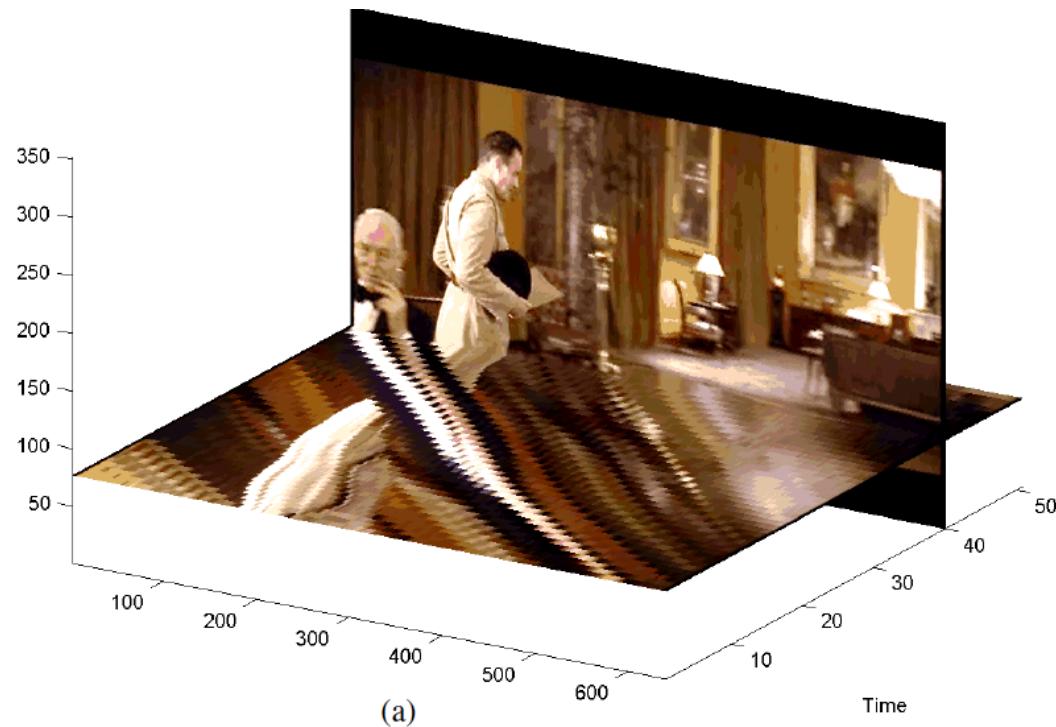
# Space-time video (over-) segmentation



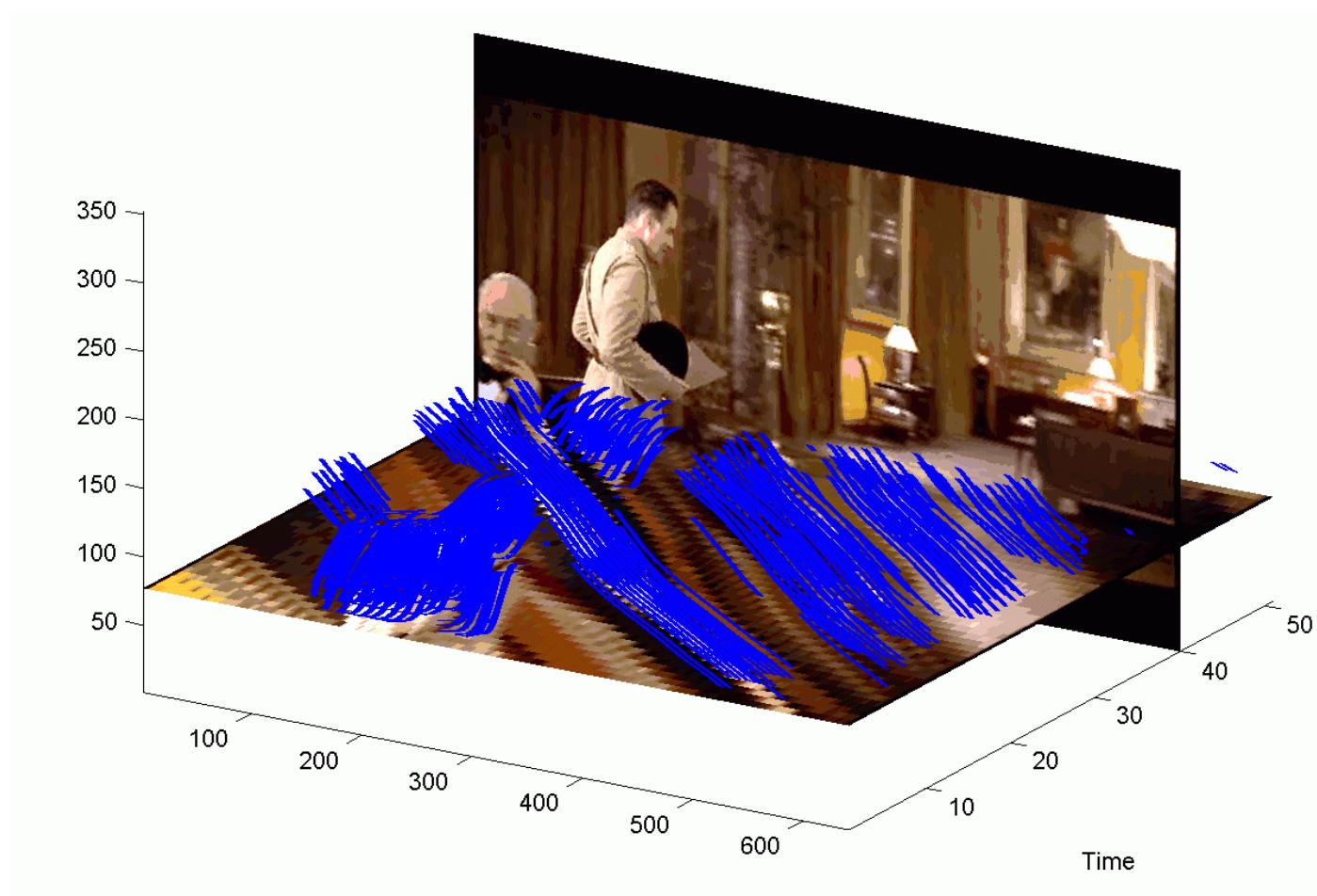
Hollywood dataset: Laptev et al., '08

Joint work with I. Laptev, J. Lezama, J. Sivic

# Video as a space-time volume

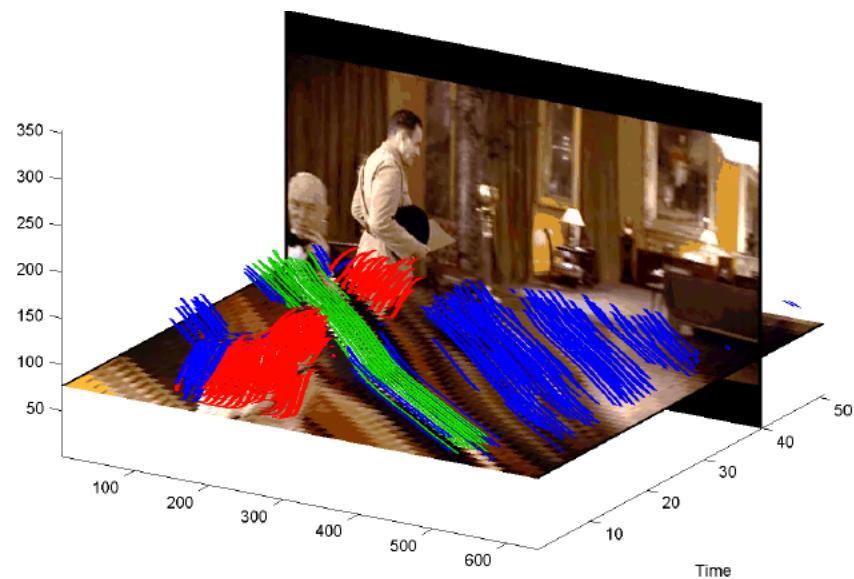
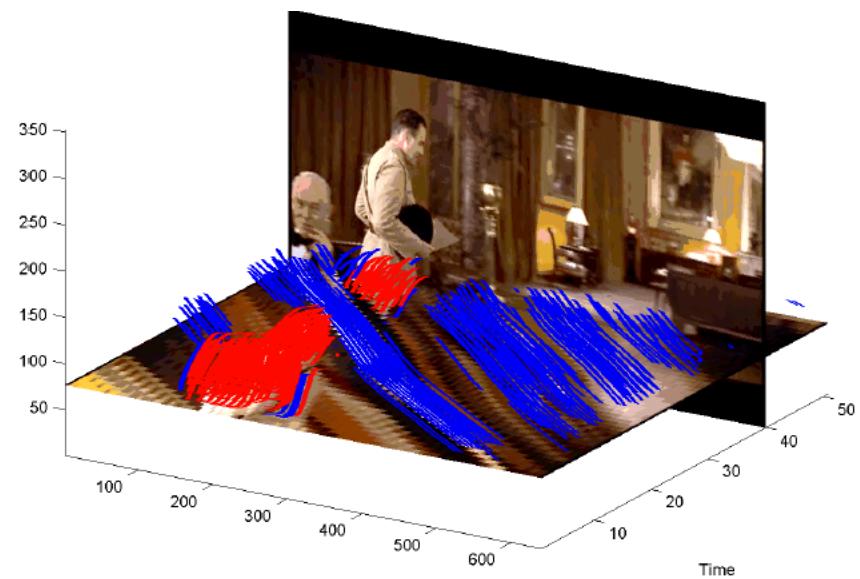


# Point-tracks to capture long-range motion



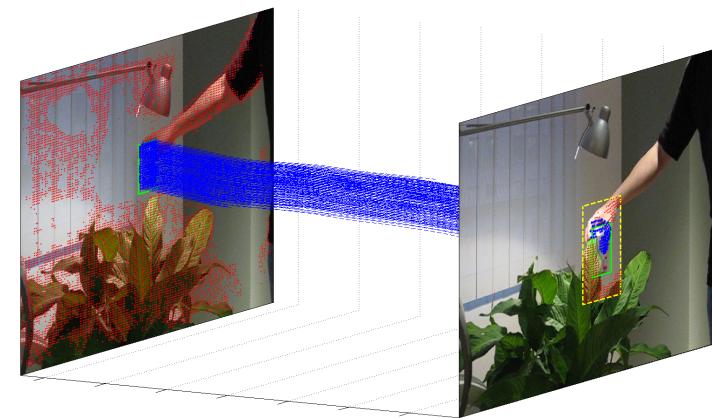
Brox and Malik, ECCV '10  
Wang et al., CVPR '11

# Track Clustering

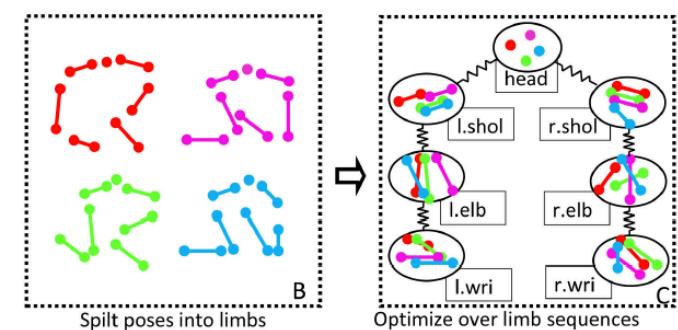


# Outline

- Use the tracks to estimate the state of the object

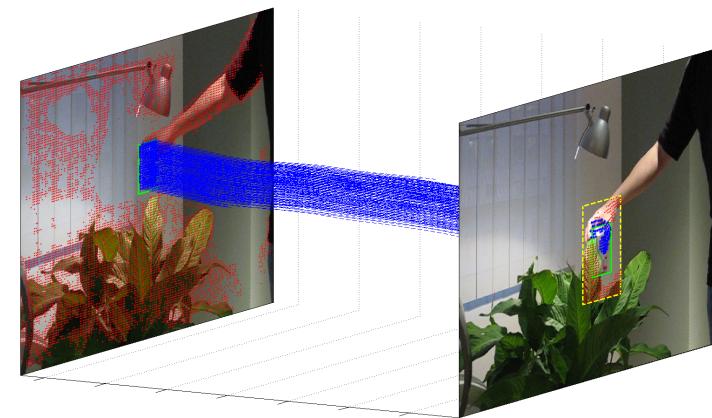


- Human pose estimation in videos

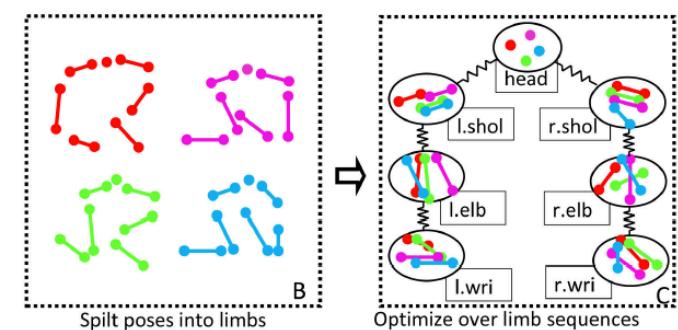


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- Use the tracks to estimate the state of the object



- Human pose estimation in videos



# Object Tracking



Joint work with Y. Hua, C. Schmid

# Object Tracking



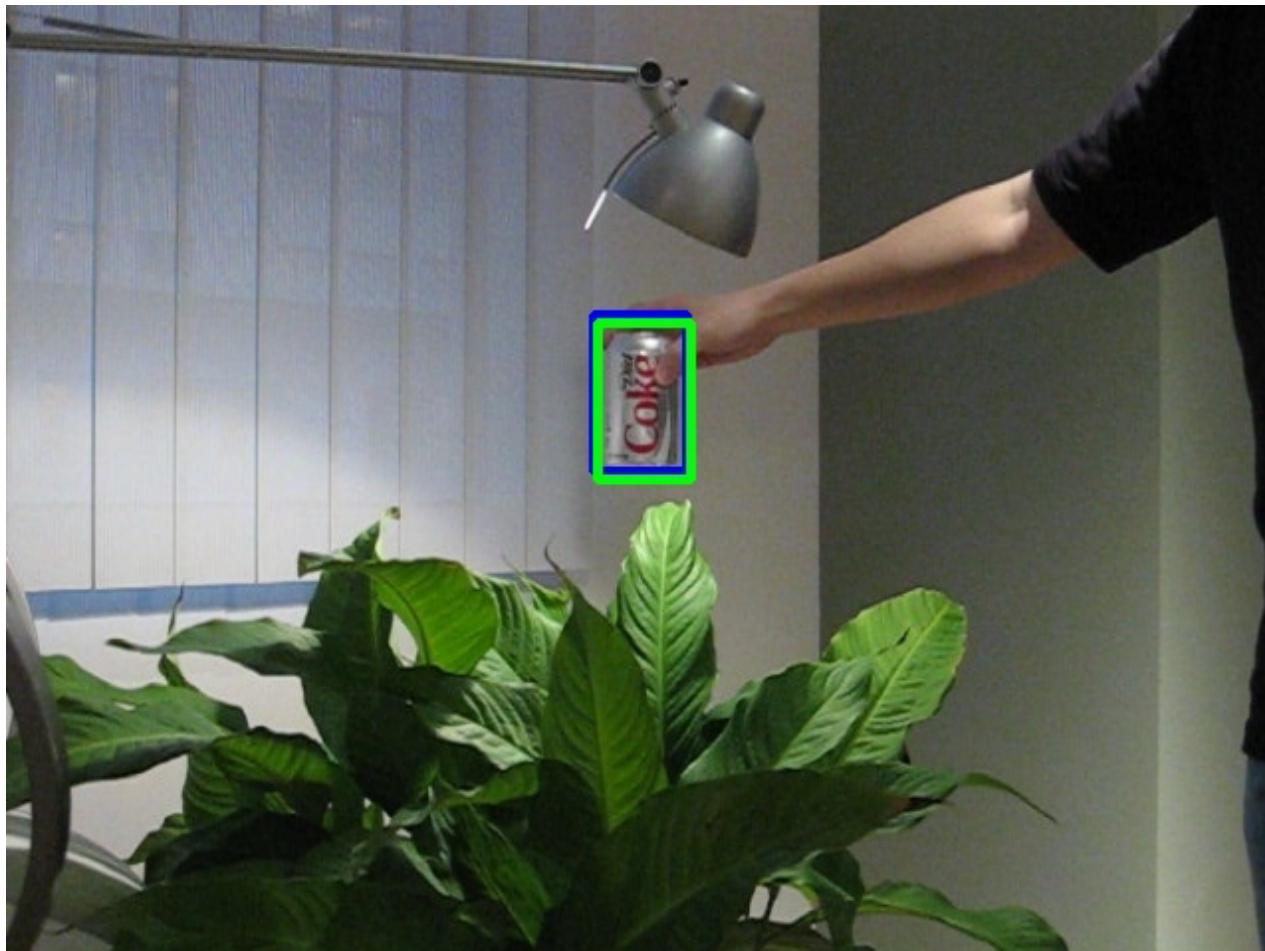
Joint work with Y. Hua, C. Schmid

# Object Tracking



Joint work with Y. Hua, C. Schmid

# Object Tracking



TLD

SPLTT

Struck

Ours

# Object Tracking

- Tracking-by-detection approaches
  - Struck [Hare et al., ICCV 2011]
  - SPLTT [Supancic III et al., CVPR 2013]

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Frame 1

# Object Tracking

- Tracking-by-detection approaches
  - Struck [Hare et al., ICCV 2011]
  - SPLTT [Supancic III et al., CVPR 2013]



Frame 1

Object labelled in frame 1

# Object Tracking

- Tracking-by-detection approaches
  - Struck [Hare et al., ICCV 2011]
  - SPLTT [Supancic III et al., CVPR 2013]



Frame 1

Object labelled in frame 1  
Learn a model with this annotation

# Object Tracking

- Tracking-by-detection approaches
  - Struck [Hare et al., ICCV 2011]
  - SPLTT [Supancic III et al., CVPR 2013]



Frame 2

Evaluate the model on new frames

# Object Tracking

- Tracking-by-detection approaches
  - Struck [Hare et al., ICCV 2011]
  - SPLTT [Supancic III et al., CVPR 2013]



Frame 2

Evaluate the model on new frames  
Update the model

# When to update?

- Struck [Hare et al., ICCV 2011]
  - With every new detection



# When to update?

- Struck [Hare et al., ICCV 2011]
  - With every new detection



# When to update?

- SPLTT [Supancic III et al., CVPR 2013]
  - A selection of detections



# When to update?

- Continuous update
  - Leads to drifting



Object occluded or leaves the frame

# When to update?

- Continuous update
  - Leads to drifting



Object occluded or leaves the frame



Object changes in appearance

# When to update?

- Continuous update
  - Leads to drifting



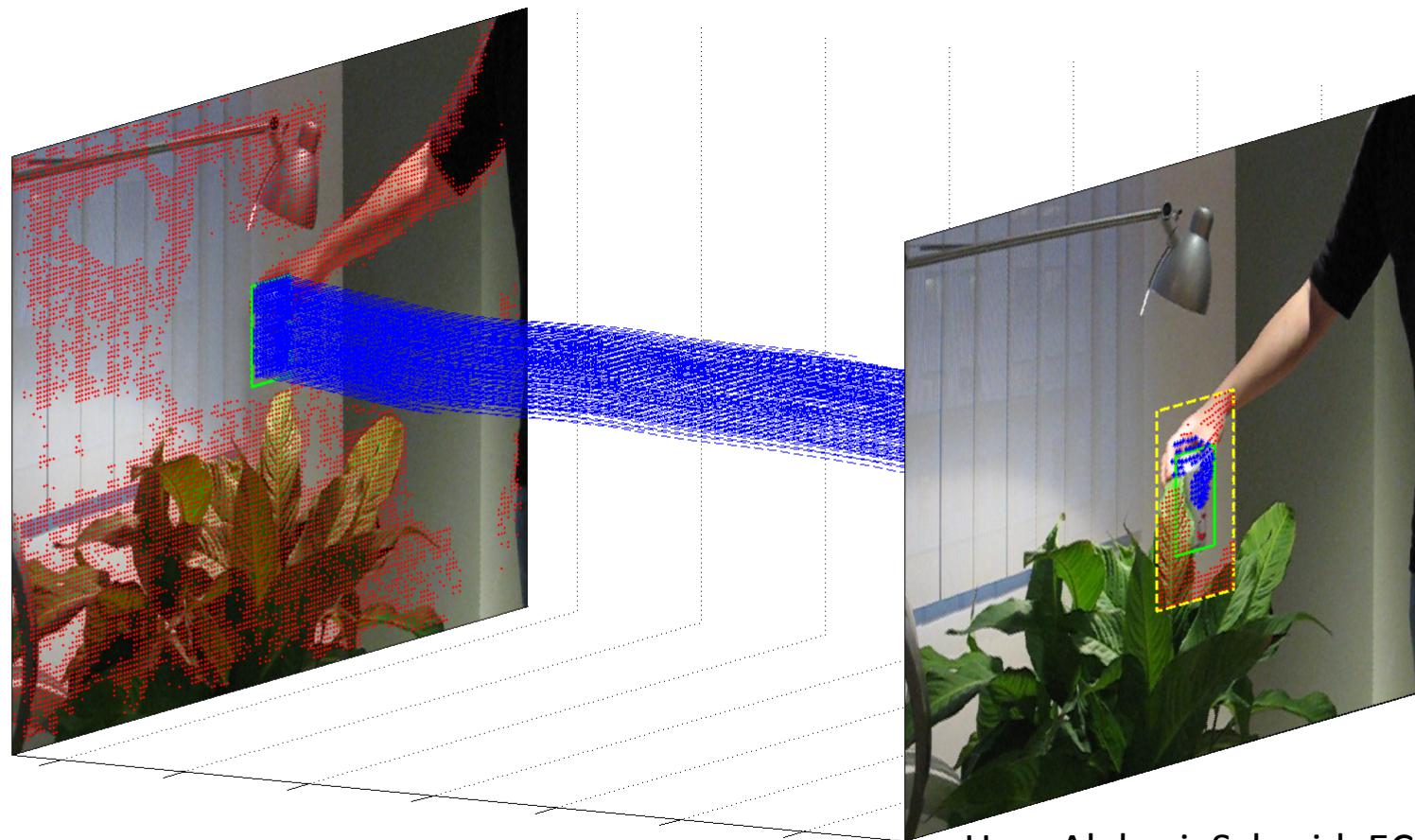
Object occluded or leaves the frame



Object changes in appearance

# Determine the object state

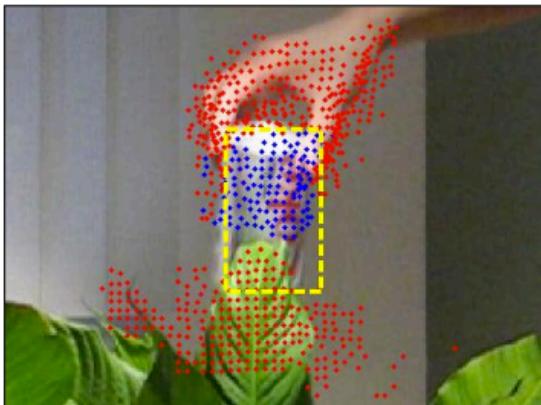
- e.g., occlusion



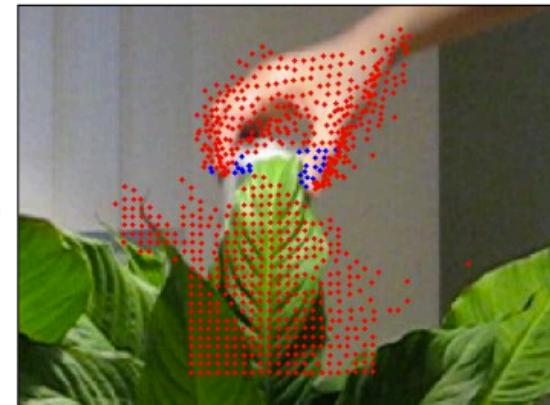
Hua, Alahari, Schmid, ECCV 2014

# Determine the object state

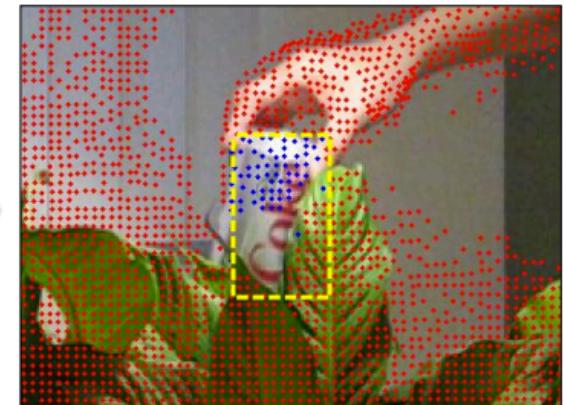
- e.g., occlusion



**Frame 251: Partial occlusion**  
Continue to track and no  
model updating



**Frame 254: Full occlusion**  
Stop tracking and no  
model updating



**Frame 269: Object reappears**  
Recover from occlusion with  
global detector scanning

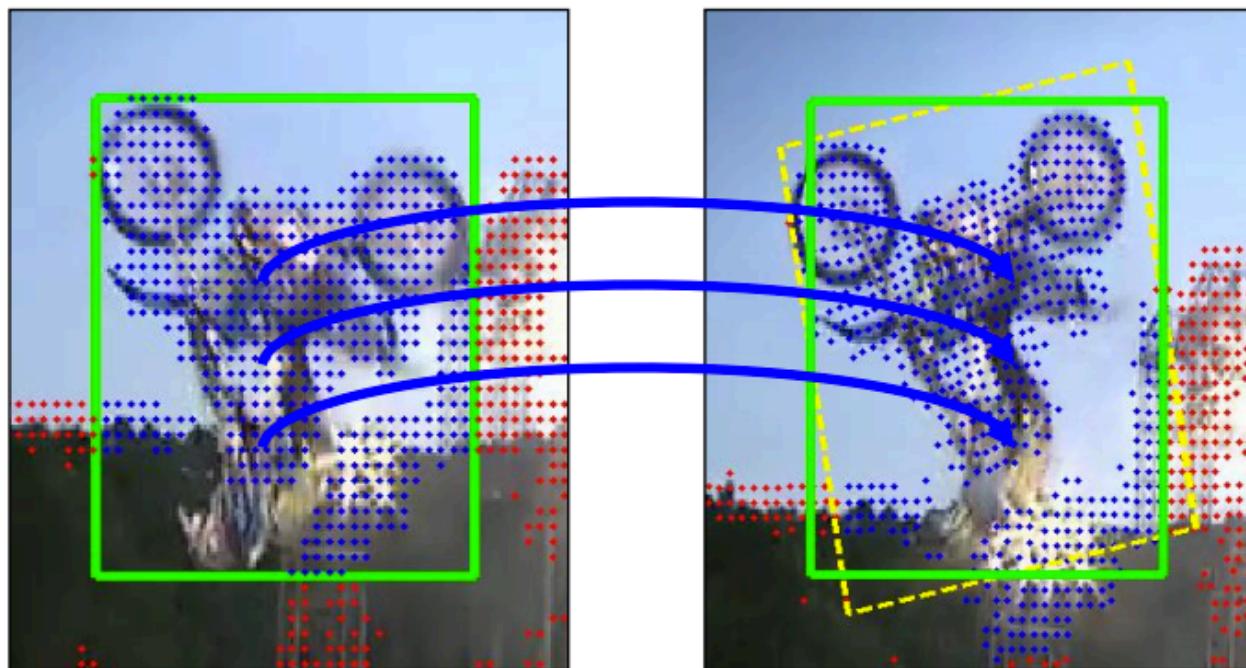
# Determine the object state

- e.g., geometric transformation



# Determine the object state

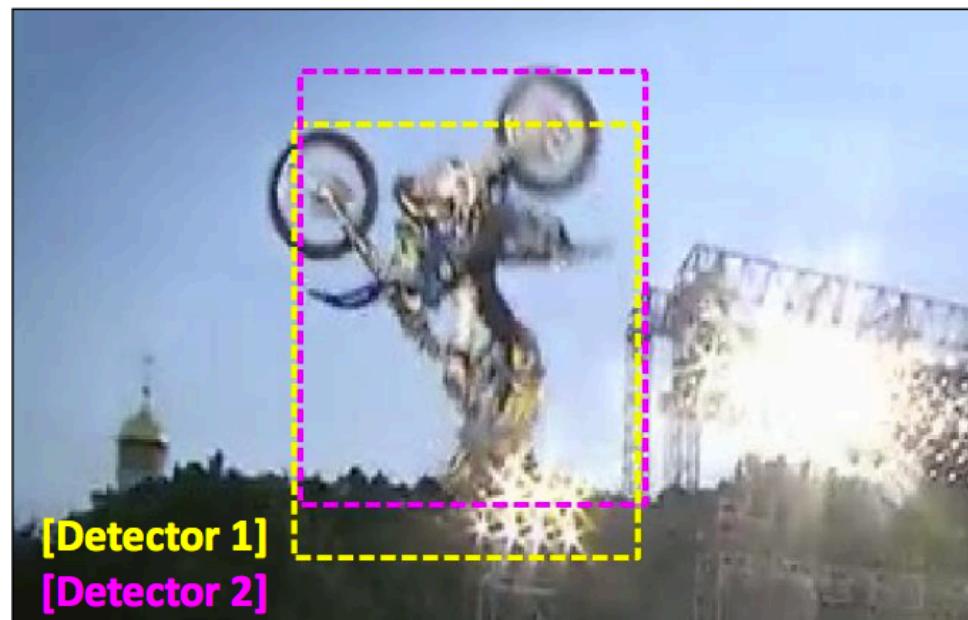
- e.g., geometric transformation



- We estimate a similarity transform

# Determine the object state

- If a significant change occurs, we
  - train a new detector; and
  - maintain a set of exemplar detectors



# Object Tracking: Results

- Evaluated on a benchmark & TLD dataset

| Dataset           | Sequence     | Struck       | TLD          | SPLTT | Ours<br>(plain) | Ours<br>(Occ + VP) |
|-------------------|--------------|--------------|--------------|-------|-----------------|--------------------|
| Benchmark Dataset | Coke         | <b>0.948</b> | 0.694        | 0.804 | 0.801           | 0.880              |
|                   | MotorRolling | 0.146        | 0.110        | 0.128 | 0.134           | <b>0.512</b>       |
|                   | Football1    | 0.378        | 0.351        | 0.554 | <b>1.000</b>    | <b>1.000</b>       |
|                   | Trellis      | 0.821        | 0.455        | 0.701 | 0.838           | <b>0.919</b>       |
|                   | Walking      | 0.585        | 0.379        | 0.541 | 0.476           | <b>0.922</b>       |
|                   | Freeman4     | 0.177        | 0.134        | 0.145 | <b>0.205</b>    | 0.004              |
| TLD Dataset       | Pedestrian2  | 0.175        | 0.500        | 0.950 | 0.107           | <b>0.979</b>       |
|                   | Carchase     | 0.036        | <b>0.340</b> | 0.290 | 0.098           | 0.312              |

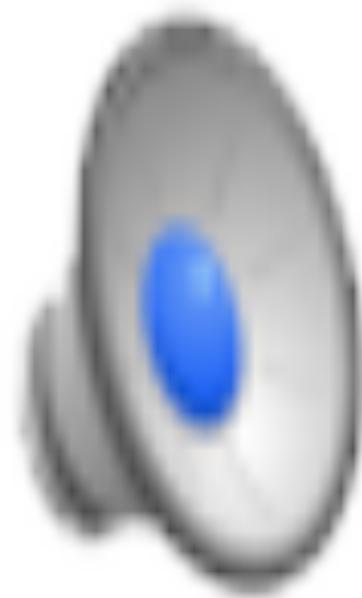
Benchmark dataset: Wu et al., 2013

SPLTT: Supancic and Ramanan, 2013

Struck: Hare et al., 2011

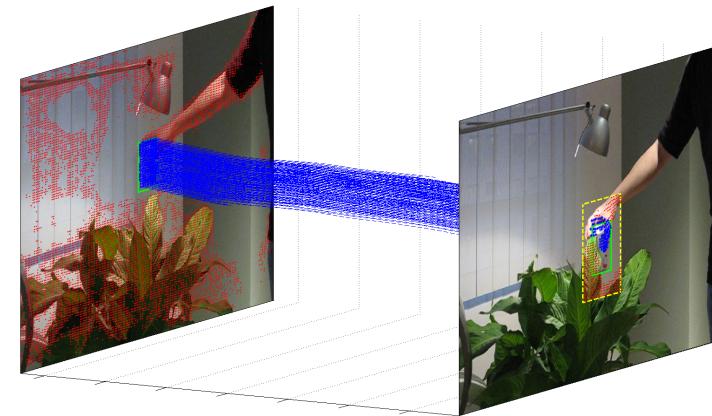
TLD: Kalal et al., 2012

# Object Tracking: Summary

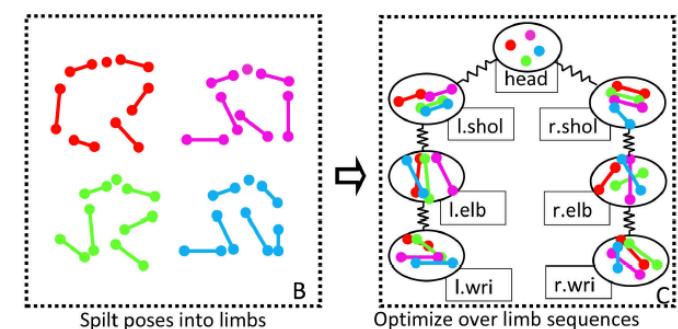


# Outline

- Use the tracks to estimate the state of the object



- Human pose estimation in videos



# Human Pose Estimation

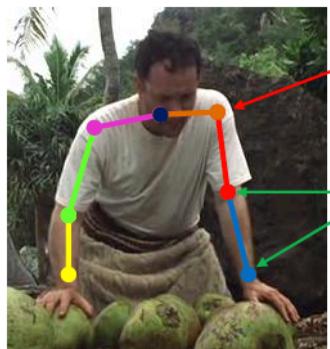


Poses in the Wild dataset

Joint work with A. Cherian, J. Mairal, C. Schmid

# Human Pose Estimation (in an image)

- Formulated as a graph optimization problem



$\phi_u$  : unary potential

$\psi_{u,v}$  : pairwise potential

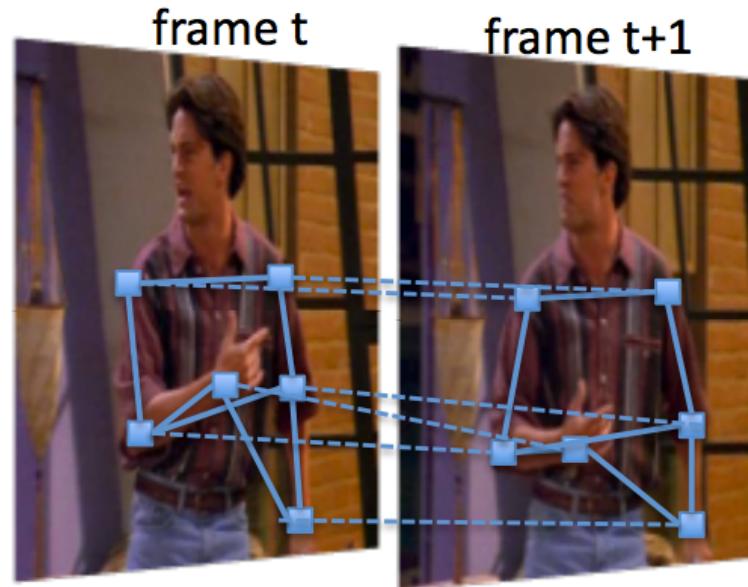
For an image  $I$ , pose model  $\mathcal{G} = (\mathcal{V}, \mathcal{E})$ , and

$$p = \{p^u = (x^u, y^u) \in \mathbb{R}^2 : \forall u \in \mathcal{V}\}$$

$$\min C(I, p) := \sum_{u \in \mathcal{V}} \phi_u(I, p^u) + \sum_{(u, v) \in \mathcal{E}} \psi_{u,v}(p^u - p^v)$$

# Human Pose Estimation

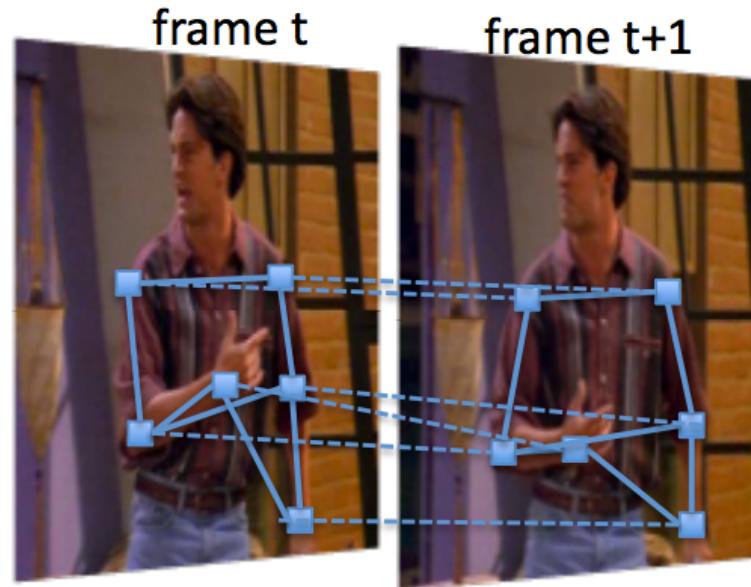
- Extension to videos: introduce temporal links



e.g., Sapp et al., '11, Tokola et al., '13

# Human Pose Estimation

- Extension to videos: introduce temporal links
- Inference is now intractable – requires approximate methods



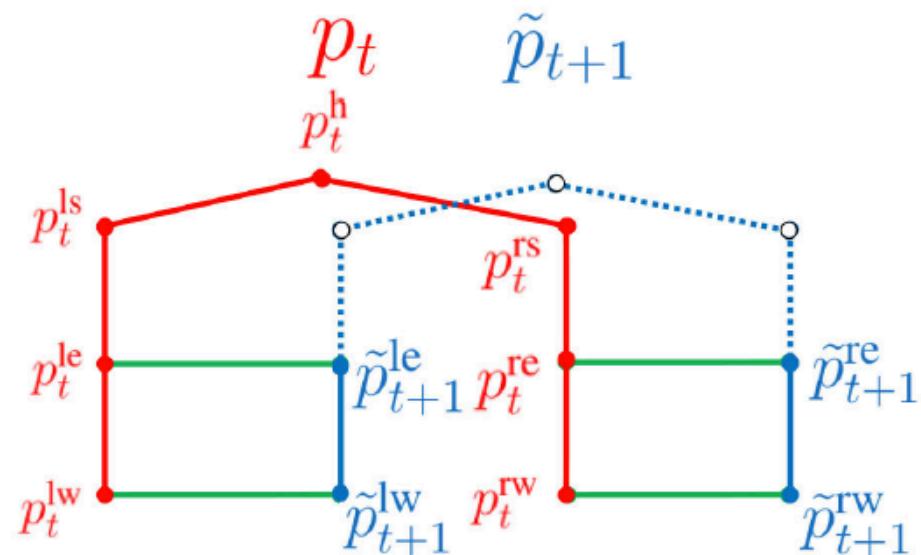
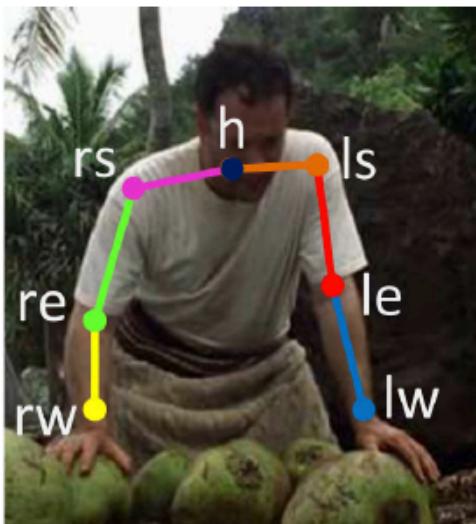
e.g., Sapp et al., '11, Tokola et al., '13

# Human Pose Estimation

- Extension to videos: introduce temporal links
- Inference is now intractable – requires approximate methods
- e.g.,
  - Sapp et al. '11: Convex combination of trees
  - Park & Ramanan '11: Candidate set of poses
  - Tokola et al. '13: Restrict the set of part tracks

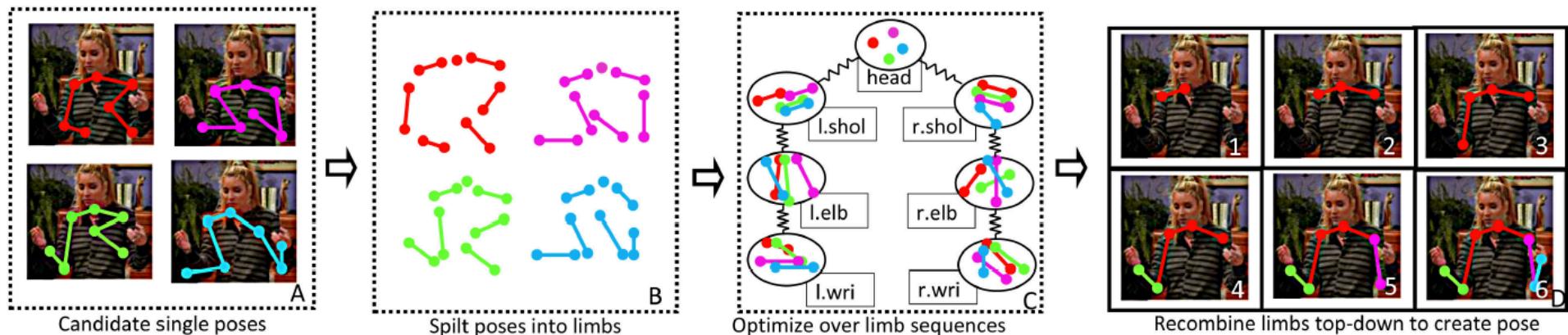
# Our Approximations

- Stabilize the lower-limb pose estimates
- Decompose poses and perform limb-tracking

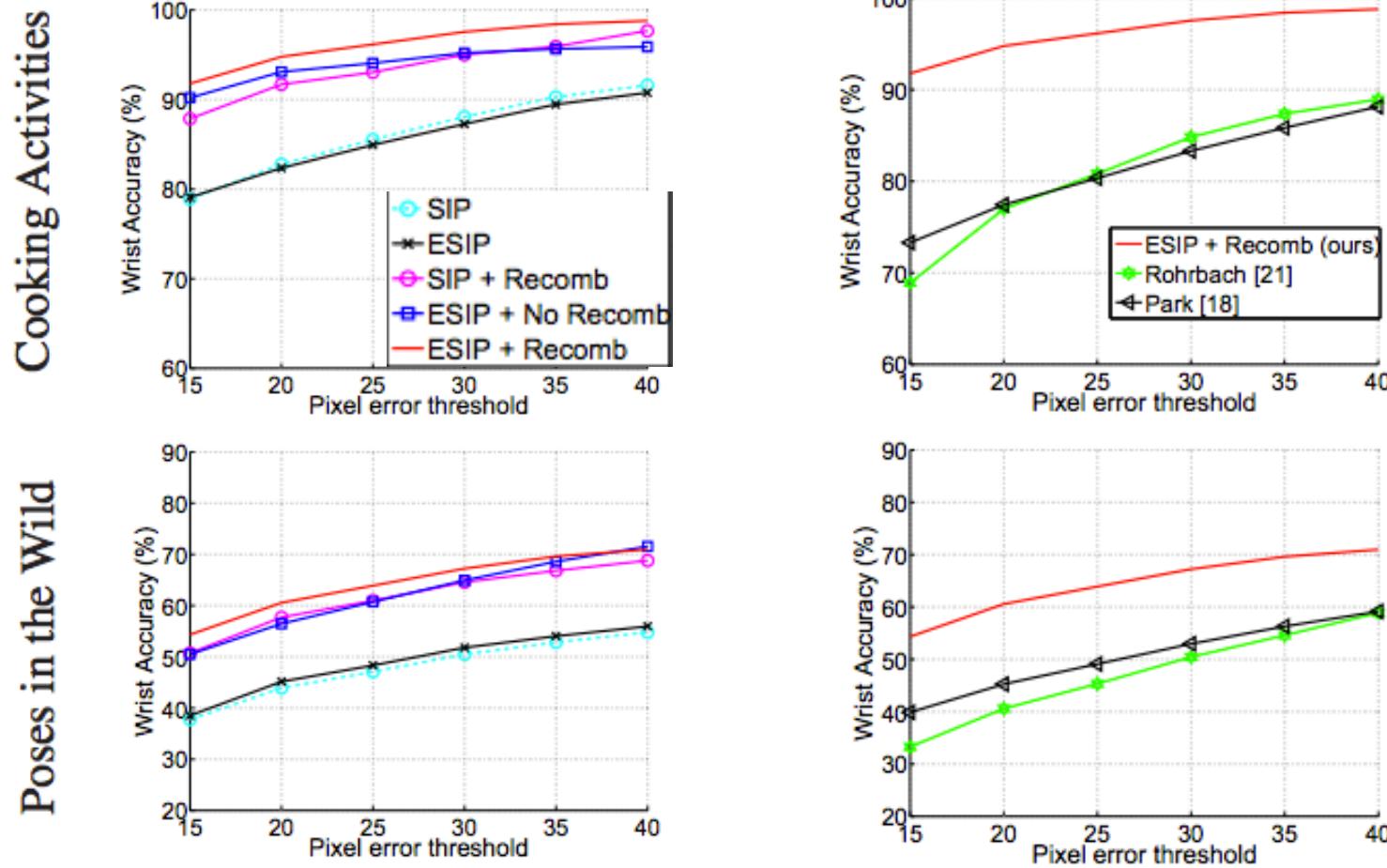


# Our Approximations

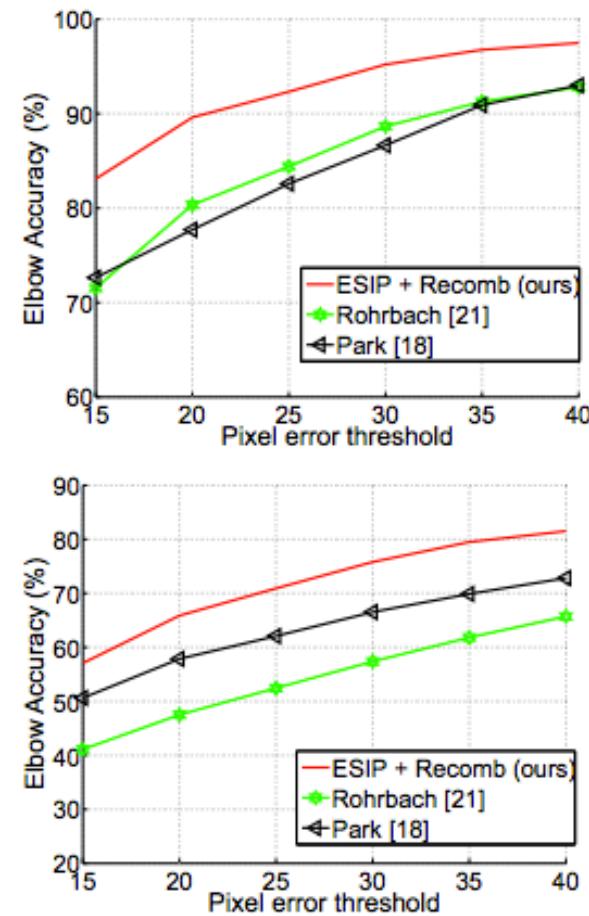
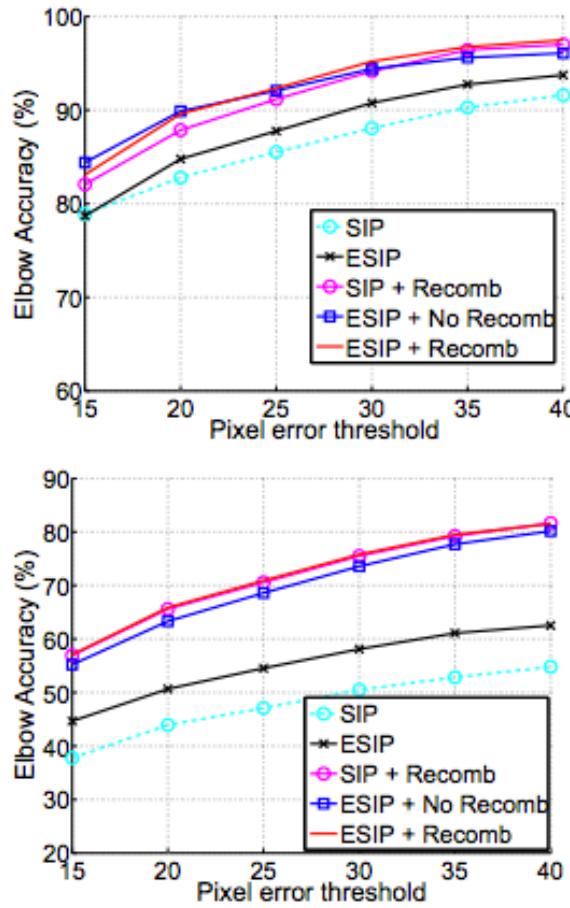
- Stabilize the lower-limb pose estimates
- Decompose poses and perform limb-tracking



# Human Pose Estimation



# Human Pose Estimation



# Human Pose Estimation

Mixing Body-part Sequences for  
Human Pose Estimation

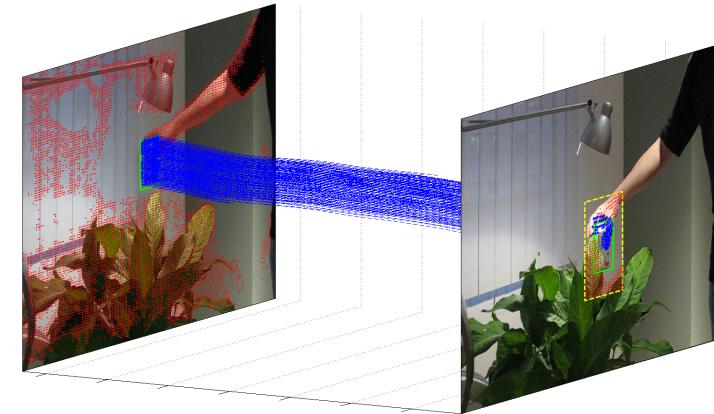
Anoop Cherian Julien Mairal Karteek Alahari Cordelia Schmid



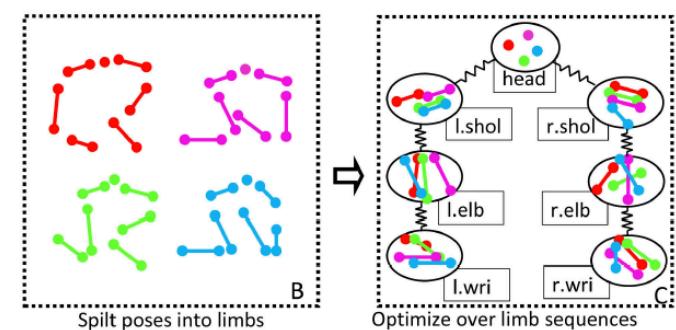
CVPR 2014

# Summary

- Use the tracks to estimate the state of the object



- Human pose estimation in videos



Thank you!