

Visual Object Recognition and Tracking System



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The Problem



- Using only vision, how does one track a moving object?
- Can this be modeled?
- Can this be implemented?

Project Objectives

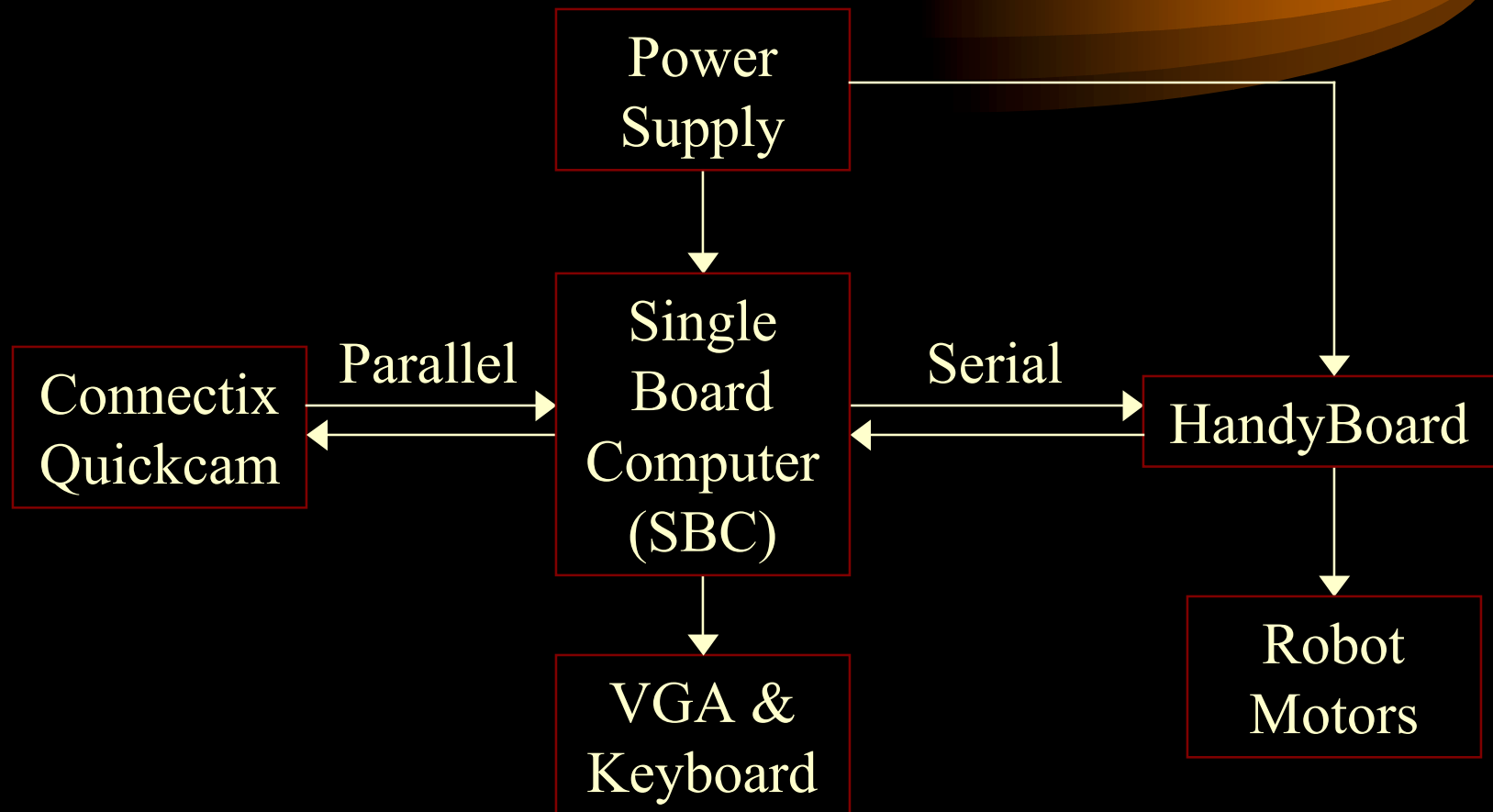
- Develop an object tracking algorithm
- Recommend suitable hardware platform
 - Price
 - Size
 - Performance
- Build a demonstration robot

Current Research



- Is Template Matching Obsolete?
- Feature tracking
- MIT Cheap Vision Machine Project
- ASSET-2 Project

System Components



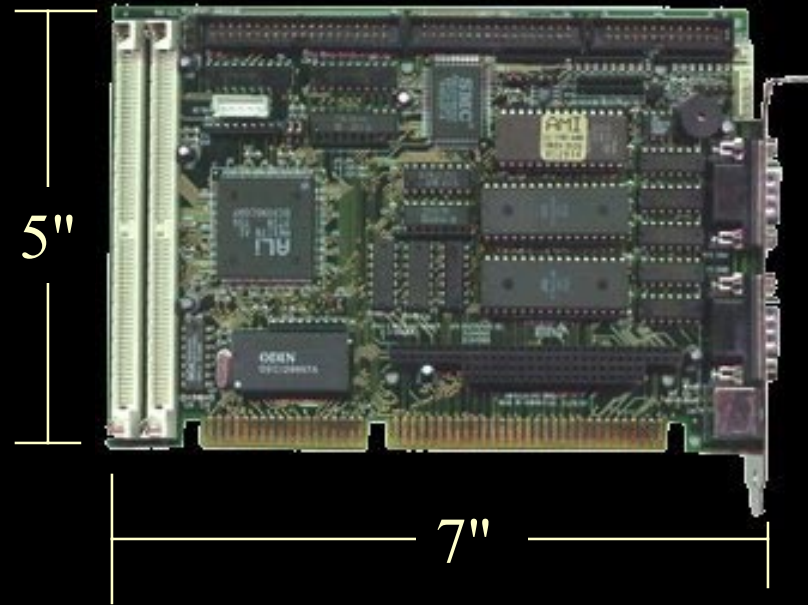
Connectix Color Quickcam

- Max Resolution
640x480
- Operating Resolution
80x30
- Color Depth: 24-bit
RGB
- Field of view
 - 21° horizontal view
 - 18 inches to 12 feet



Single Board Computer (SBC)

- 40 MHz 386sx
 - Familiar PC architecture
 - DOS Compiler and Debugger
- Keyboard, VGA, serial, & parallel interfaces
- 1 Mbyte Flash Disk



HandyBoard

- Motorola 68HC11
- Serial interface
- I/O and Motor Ports

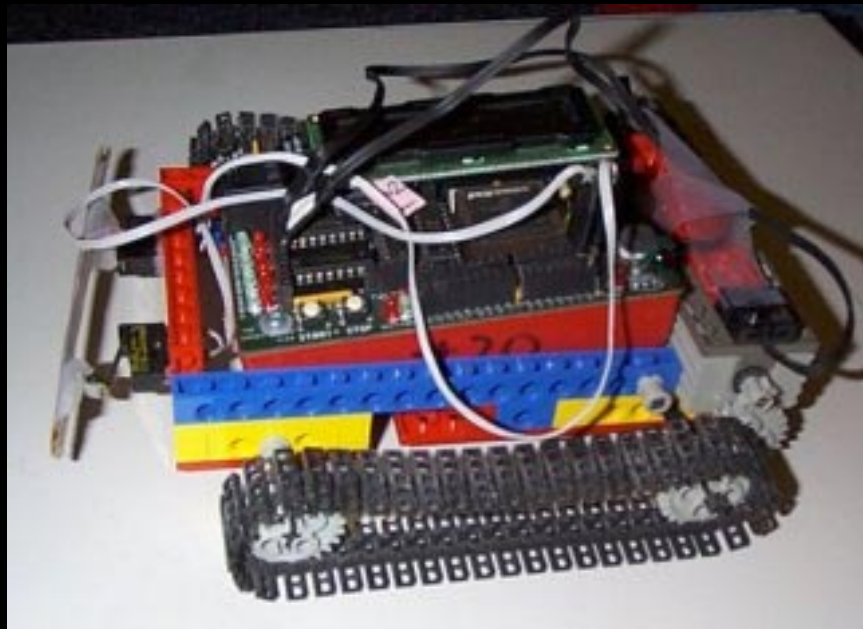


Mobile Robot

- Constructed of LEGOs
- Extended power connector
- Wheels vs. Treads
- Mounting location of Quickcam
 - ~4 inches off ground
 - Angled slightly downward



Drone Robot

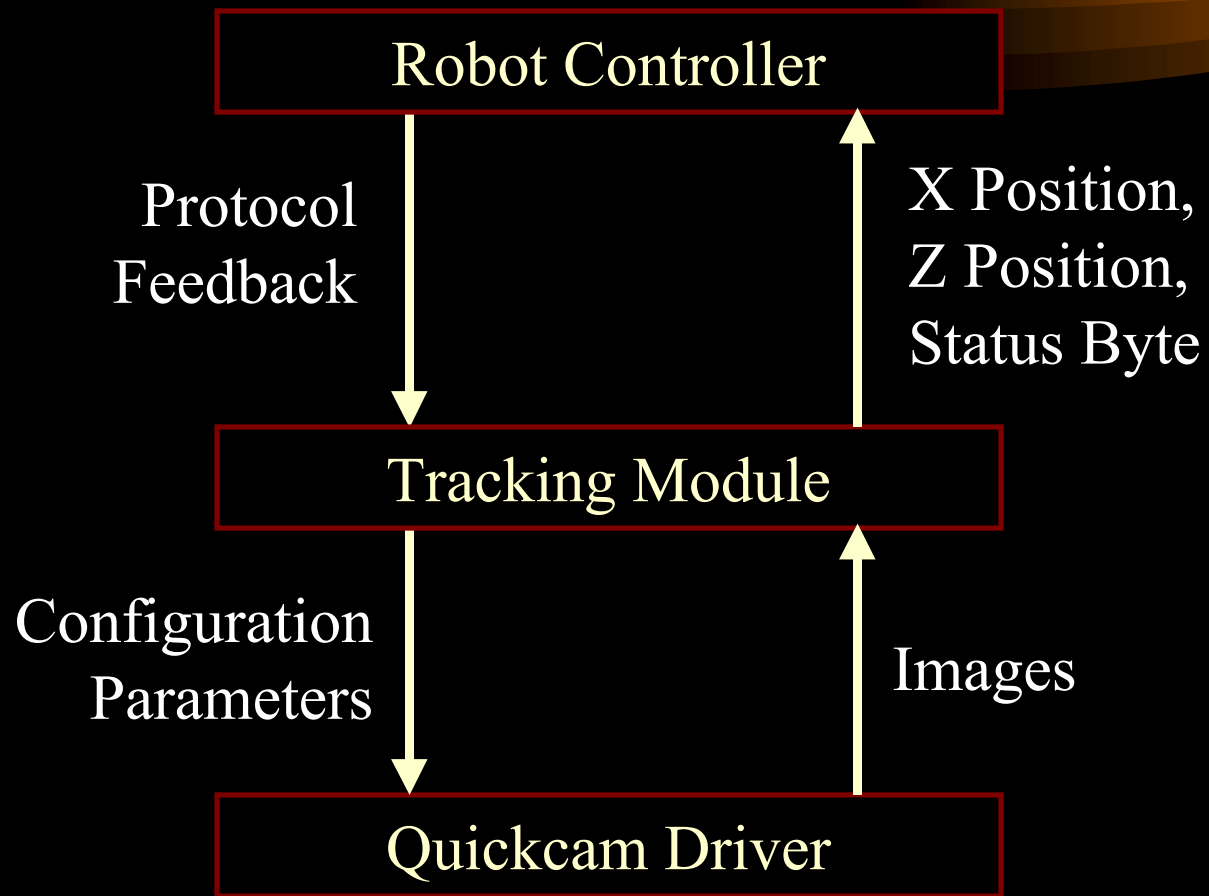


Software Design



- Software Modules
 - Quickcam Driver
 - Runtime configurable
 - Simple C interface
 - Tracking Code
 - Robot Controller

Software Design



Visual Tracking



- Optical Flow
 - Continuous to Discrete
 - Local Motion
 - Global Motion
- Algorithms
 - Motion Detection
 - Object Recognition

Algorithm Selection



Neural Networks

- + Accurate
- + Insensitive to noise
- Must be trained
- Grow for color images
- Requires floating point

Template Matching

- + Scalable
- + No training
- + Computationally simple
- Sensitive to noise

Correlation Matrix

Template

1	1	1
1	1	1
1	1	1

Image

1	1	1	0	0
1	0	1	0	1
1	1	1	0	0
0	0	0	0	0
0	1	0	0	1

Correlation
Matrix

Correlation Matrix

Template

1	1	1
1	1	1
1	1	1

Image

1	1	1	0	0
1	0	1	0	1
1	1	1	0	0
0	0	0	0	0
0	1	0	0	1

Correlation
Matrix

1

Correlation Matrix

Template

1	1	1
1	1	1
1	1	1

Image

1	1	1	0	0
1	0	1	0	1
1	1	1	0	0
0	0	0	0	0
0	1	0	0	1

Correlation
Matrix

1	4
---	---

Correlation Matrix

Template

1	1	1
1	1	1
1	1	1

Image

1	1	1	0	0
1	0	1	0	1
1	1	1	0	0
0	0	0	0	0
0	1	0	0	1

Correlation
Matrix

1	4	5
---	---	---

Correlation Matrix

Template

1	1	1
1	1	1
1	1	1

Image

1	1	1	0	0
1	0	1	0	1
1	1	1	0	0
0	0	0	0	0
0	1	0	0	1

Correlation
Matrix

1	4	5	x	x
4				

Correlation Matrix

Template

1	1	1
1	1	1
1	1	1

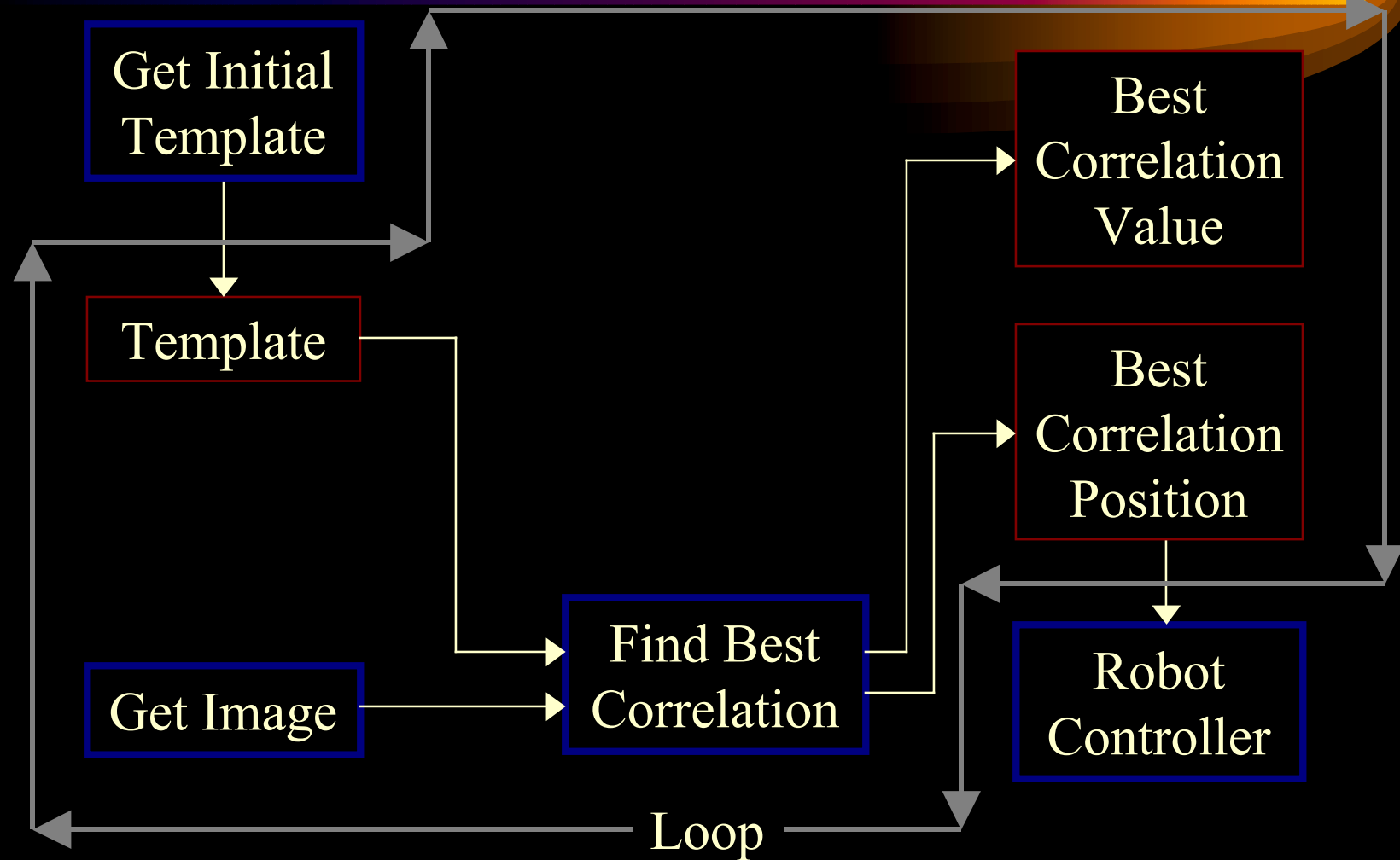
Image

1	1	1	0	0
1	0	1	0	1
1	1	1	0	0
0	0	0	0	0
0	1	0	0	1

Correlation
Matrix

1	4	5	x	x
4	4	6	x	x
5	6	7	x	x
x	x	x	x	x
x	x	x	x	x

Template Matching

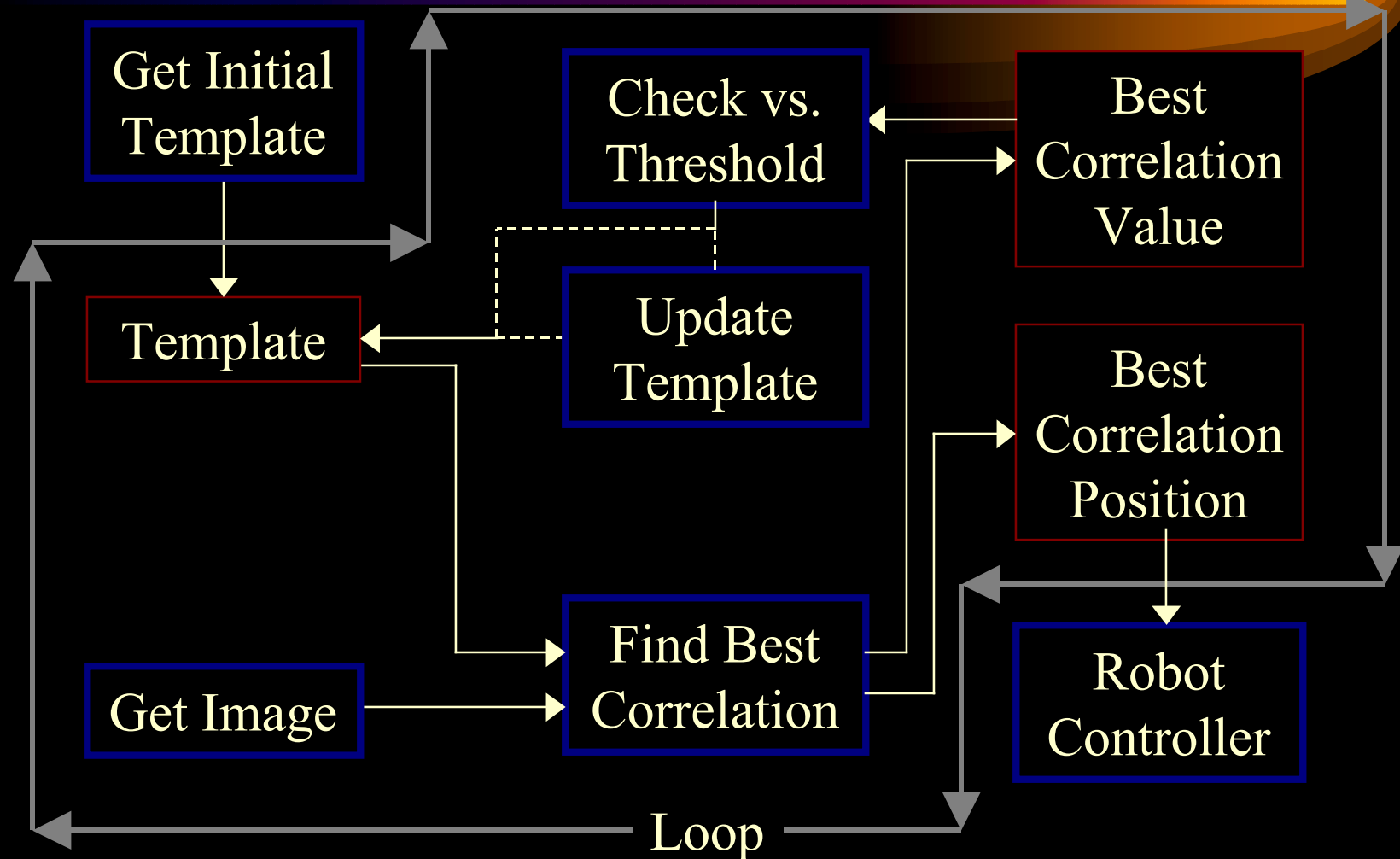


Limitations



- Sensitive to:
 - Lighting
 - Target orientation
 - Target Size
 - Image Noise

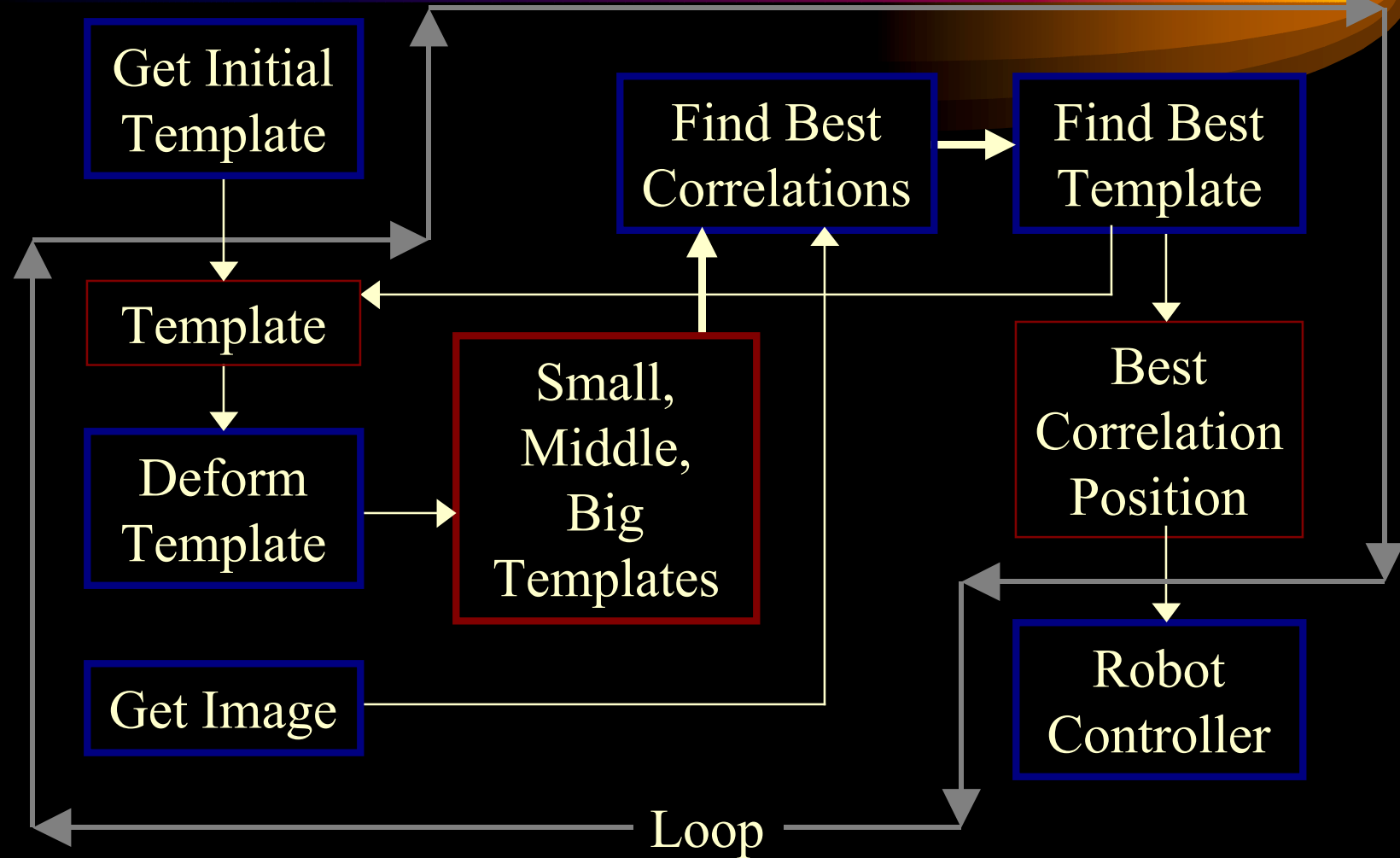
Dynamic Template Matching



Dynamic Template Matching

- **Benefits**
 - Less sensitivity to changes in:
 - lighting
 - noise
 - orientation
 - No additional processing overhead
- **Limitations**
 - Sensitivity to changes in target size
 - Constant aspect ratio
 - Reliance on frame rate
 - Template Drifting

Dynamic Template Matching With Deformations

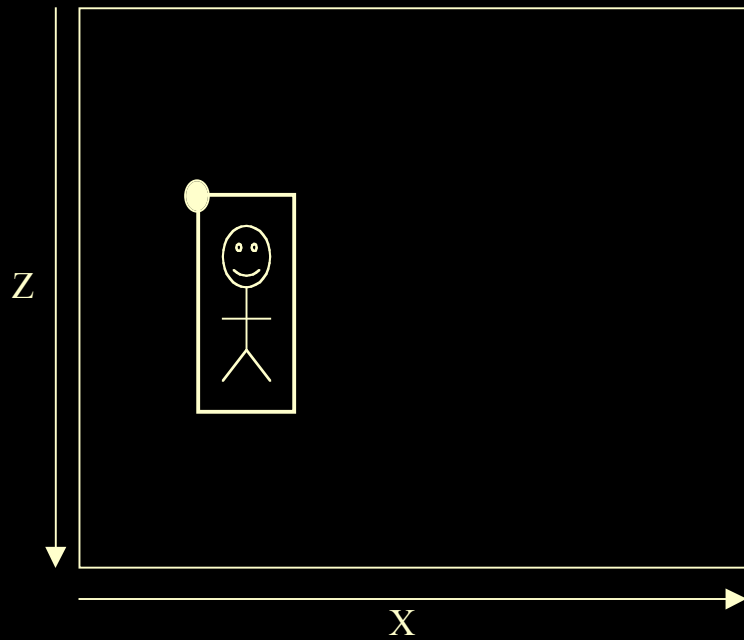


Dynamic Template Matching With Deformations

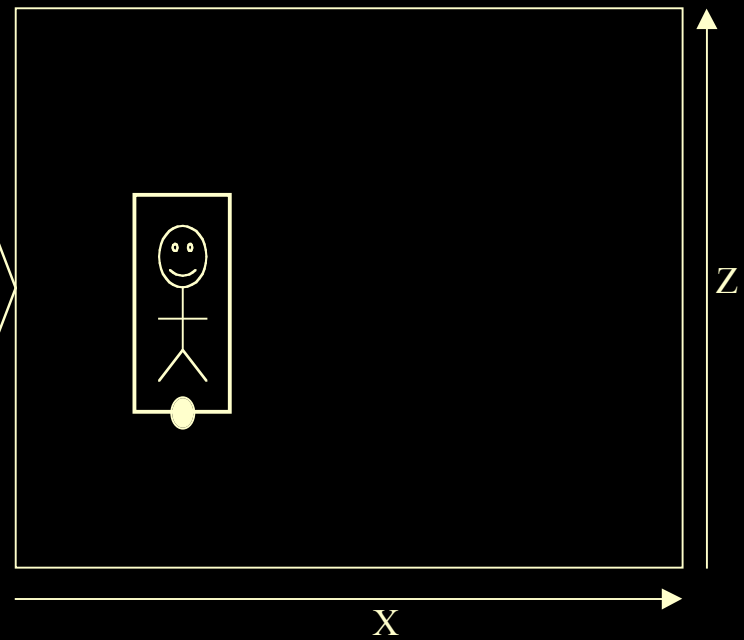
- **Benefits**
 - Less sensitivity to changes in size
 - Adaptability to other deformations
- **Limitations**
 - “Infinite Shrinkage” effect
 - Constant aspect ratio
 - Processor overhead
 - Reliance on frame rate

Coordinate Systems

SBC
Coordinates



HandyBoard
Coordinates

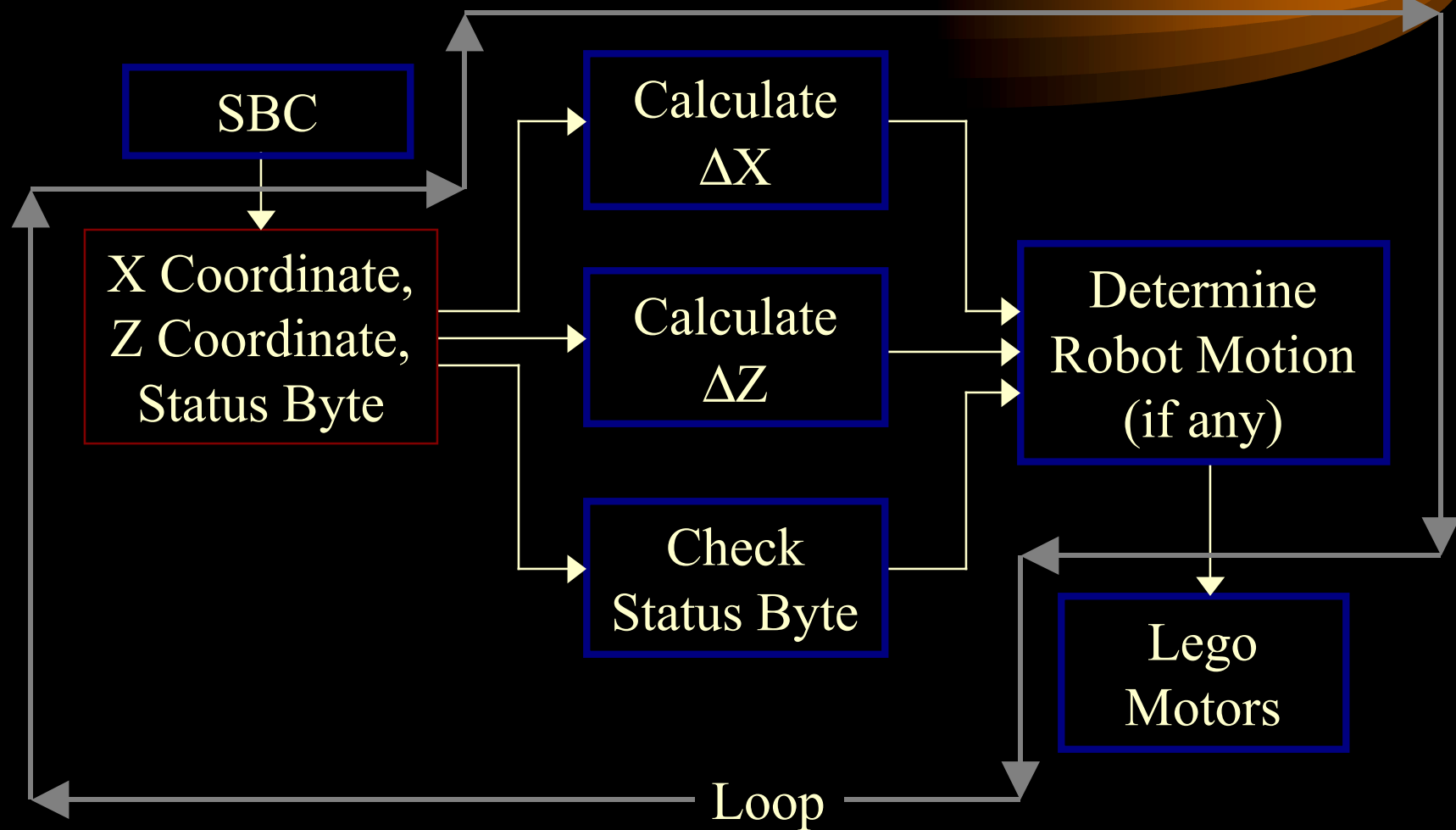


Robot Controller

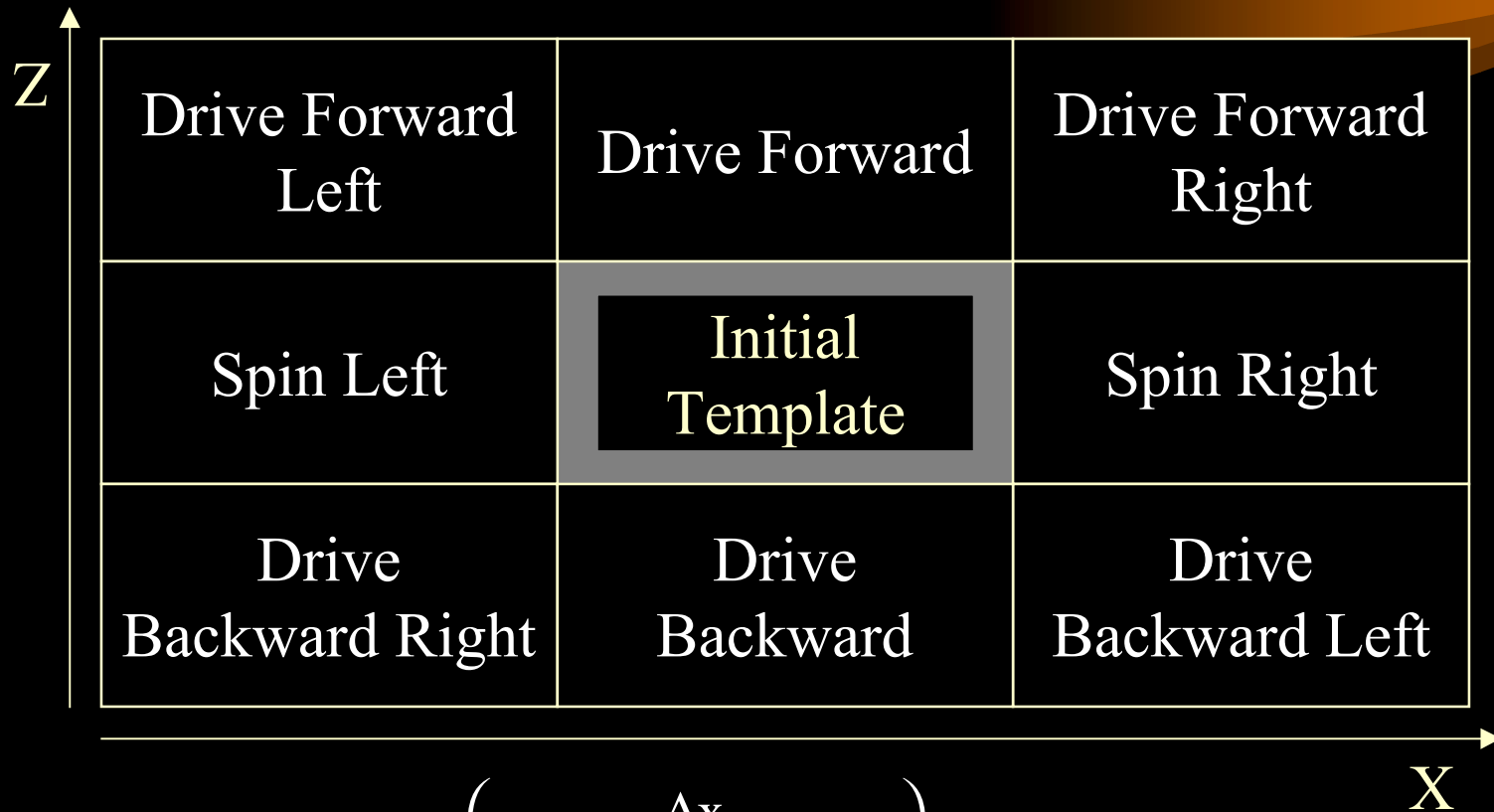


- Modular design
- Constant distance behavior

Robot Controller



Robot Motion



$$\text{Spin Time} = \left(\frac{\Delta x}{(\text{Frame Width} / 2)} \right) * \text{Max. Spin Time}$$

Results



- Subjective Evaluation
 - Maintain constant distance
 - React to lateral motion
 - Follow a wandering target
- Objective Evaluation
 - Frames Per Second (fps)

Accuracy vs. Frame Rate

- 80x30 24-bit color images (\uparrow fps, \downarrow acc.)
- Closed environment (\uparrow acc.)
- Disablement of deformations (\uparrow fps, \downarrow acc.)
- Localized template searches (\uparrow fps, \downarrow acc.)
- Disabling video output (\uparrow fps)
- Overexposure (\uparrow acc.)
- Modified template correlation (\uparrow fps, \downarrow acc.)

Modified Template Correlation

Template

1	x	1
x	x	x
1	x	1

Image

1	1	1	1	0
0	1	1	1	0
0	1	1	1	0
0	1	0	0	0
0	1	0	0	1

Correlation
Matrix

MatchResolution = 2

SearchMatchProb = 0.5

Modified Template Correlation

Template

1	x	1
x	x	x
1	x	1

Image

1	1	1	1	0
0	1	1	1	0
1	1	1	1	0
0	1	0	0	0
0	1	0	0	1

Correlation
Matrix

0

MatchResolution = 2

SearchMatchProb = 0.5

Modified Template Correlation

Template

1	x	1
x	x	x
1	x	1

Image

1	1	1	1	0
0	1	1	1	0
1	1	1	1	0
0	1	0	0	0
0	1	0	0	1

Correlation
Matrix

0	x
---	---

MatchResolution = 2

SearchMatchProb = 0.5

Modified Template Correlation

Template

1	x	1
x	x	x
1	x	1

Image

1	1	1	1	0
0	1	1	1	0
1	1	1	1	0
0	1	0	0	0
0	1	0	0	1

Correlation
Matrix

0	x	2
---	---	---

MatchResolution = 2

SearchMatchProb = 0.5

Modified Template Correlation

Template

1	x	1
x	x	x
1	x	1

MatchResolution = 2

Image

1	1	1	1	0
0	1	1	1	0
1	1	1	1	0
0	1	0	0	0
0	1	0	0	1

Correlation
Matrix

0	x	2	x	x
x				

SearchMatchProb = 0.5

Modified Template Correlation

Template

1	x	1
x	x	x
1	x	1

Image

1	1	1	1	0
0	1	1	1	0
1	1	1	1	0
0	1	0	0	0
0	1	0	0	1

Correlation
Matrix

0	x	2	x	x
x	1	3	x	x
2	x	x	x	x
x	x	x	x	x
x	x	x	x	x

MatchResolution = 2

SearchMatchProb = 0.5

Results

Match Resolution	SearchMatchProb	Size Deformations	Video	Image Resolution	Tracking Accuracy	FPS
1	1	Off	Off	80x30	Good	~0.8
2	1	Off	Off	80x30	Good	~2
2	0.5	Off	Off	80x30	Fair	~3.5
4	0.5	Off	Off	80x30	Poor	~4.5

Processor: 40 MHz 386

Template Size: 10x4

Lost Template



- When is object lost?
- Confusion caused by:
 - Low resolution
 - Monocular vision
- Lost template threshold

Conclusion



- Identified hardware platform
 - Quickcam / 386 SBC
 - Reusable
 - Total cost: \$170
- Developed algorithm
 - Scalable
 - Adaptable
- Built Demonstration Robot

Applications



- Automated vehicles
 - Smart cars
 - Convoys
- Security cameras

Recommendations



- Use of motion detecting algorithm
- Complete autonomy
- Selective Zoom
- Feature tracking using mini-templates
- Use of preprocessing segmentation

Acknowledgments



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 - Dr. Richard Drushel
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