

Kanade-Lucas-Tomasi (KLT) Tracker

16-385 Computer Vision (Kris Kitani)

Carnegie Mellon University



Feature-based tracking

Up to now, we've been aligning entire images but we can also track just small image regions too!

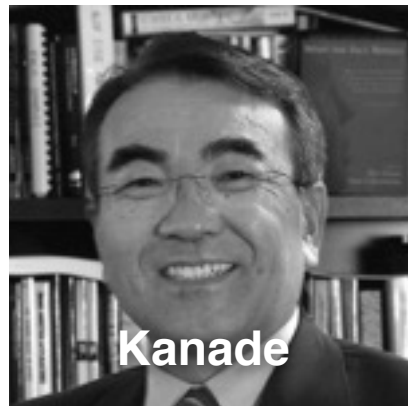
How should we select features?

How should we track them from frame to frame?

History of the Kanade-Lucas-Tomasi (KLT) Tracker



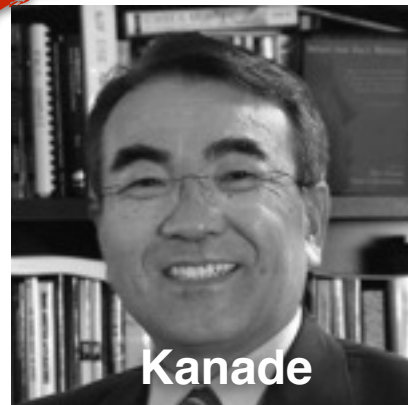
Lucas



Kanade

An Iterative Image Registration Technique
with an Application to Stereo Vision.

1981



Kanade



Tomasi

Detection and Tracking of Feature Points.

1991

The original KLT algorithm



Tomasi

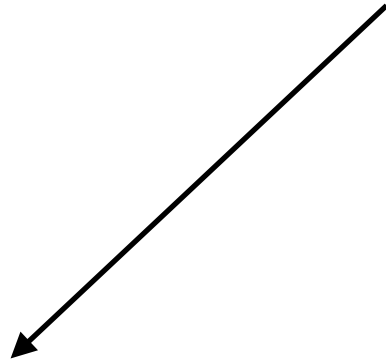


Shi

Good Features to Track.

1994

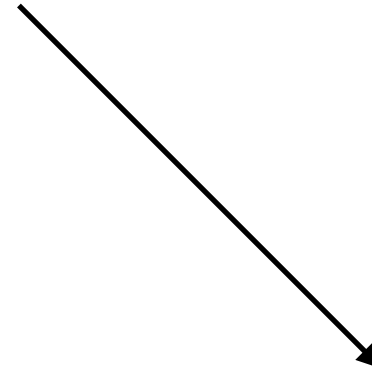
Kanade-Lucas-Tomasi



How should we track them from frame
to frame?

Lucas-Kanade

Method for aligning
(tracking) an image patch



How should we select features?

Tomasi-Kanade

Method for choosing the
best feature (image patch)
for tracking

What are good features for tracking?

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Intuitively, we want to avoid smooth regions and edges. But is there a more principled way to define good features?

What are good features for tracking?

Can be derived from the tracking algorithm

What are good features for tracking?

Can be derived from the tracking algorithm

‘A feature is good if it can be tracked well’

Recall the Lucas-Kanade image alignment method:

error function (SSD) $\sum_{\mathbf{x}} [I(\mathbf{W}(\mathbf{x}; \mathbf{p})) - T(\mathbf{x})]^2$

incremental update $\sum_{\mathbf{x}} [I(\mathbf{W}(\mathbf{x}; \mathbf{p} + \Delta \mathbf{p})) - T(\mathbf{x})]^2$

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linearize $\sum_{\mathbf{x}} \left[I(\mathbf{W}(\mathbf{x}; \mathbf{p})) + \nabla I \frac{\partial \mathbf{W}}{\partial \mathbf{p}} \Delta \mathbf{p} - T(\mathbf{x}) \right]^2$

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Gradient update $\Delta \mathbf{p} = H^{-1} \sum_{\mathbf{x}} \left[\nabla I \frac{\partial \mathbf{W}}{\partial \mathbf{p}} \right]^\top [T(\mathbf{x}) - I(\mathbf{W}(\mathbf{x}; \mathbf{p}))]$

$$H = \sum_{\mathbf{x}} \left[\nabla I \frac{\partial \mathbf{W}}{\partial \mathbf{p}} \right]^\top \left[\nabla I \frac{\partial \mathbf{W}}{\partial \mathbf{p}} \right]$$

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Update $\mathbf{p} \leftarrow \mathbf{p} + \Delta \mathbf{p}$

Stability of gradient decent iterations depends on ...

$$\Delta \mathbf{p} = \underbrace{H^{-1}}_{\text{red circle}} \sum_x \left[\nabla I \frac{\partial \mathbf{W}}{\partial \mathbf{p}} \right]^\top [T(\mathbf{x}) - I(\mathbf{W}(\mathbf{x}; \mathbf{p}))]$$

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Inverting the Hessian

$$H = \sum_{\mathbf{x}} \left[\nabla I \frac{\partial \mathbf{W}}{\partial \mathbf{p}} \right]^\top \left[\nabla I \frac{\partial \mathbf{W}}{\partial \mathbf{p}} \right]$$

When does the inversion fail?

Stability of gradient decent iterations depends on ...

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Inverting the Hessian

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When does the inversion fail?

H is singular. But what does that mean?

Above the noise level

$$\lambda_1 \gg 0$$

$$\lambda_2 \gg 0$$

both Eigenvalues are large

Well-conditioned

both Eigenvalues have similar magnitude

Concrete example: Consider translation model

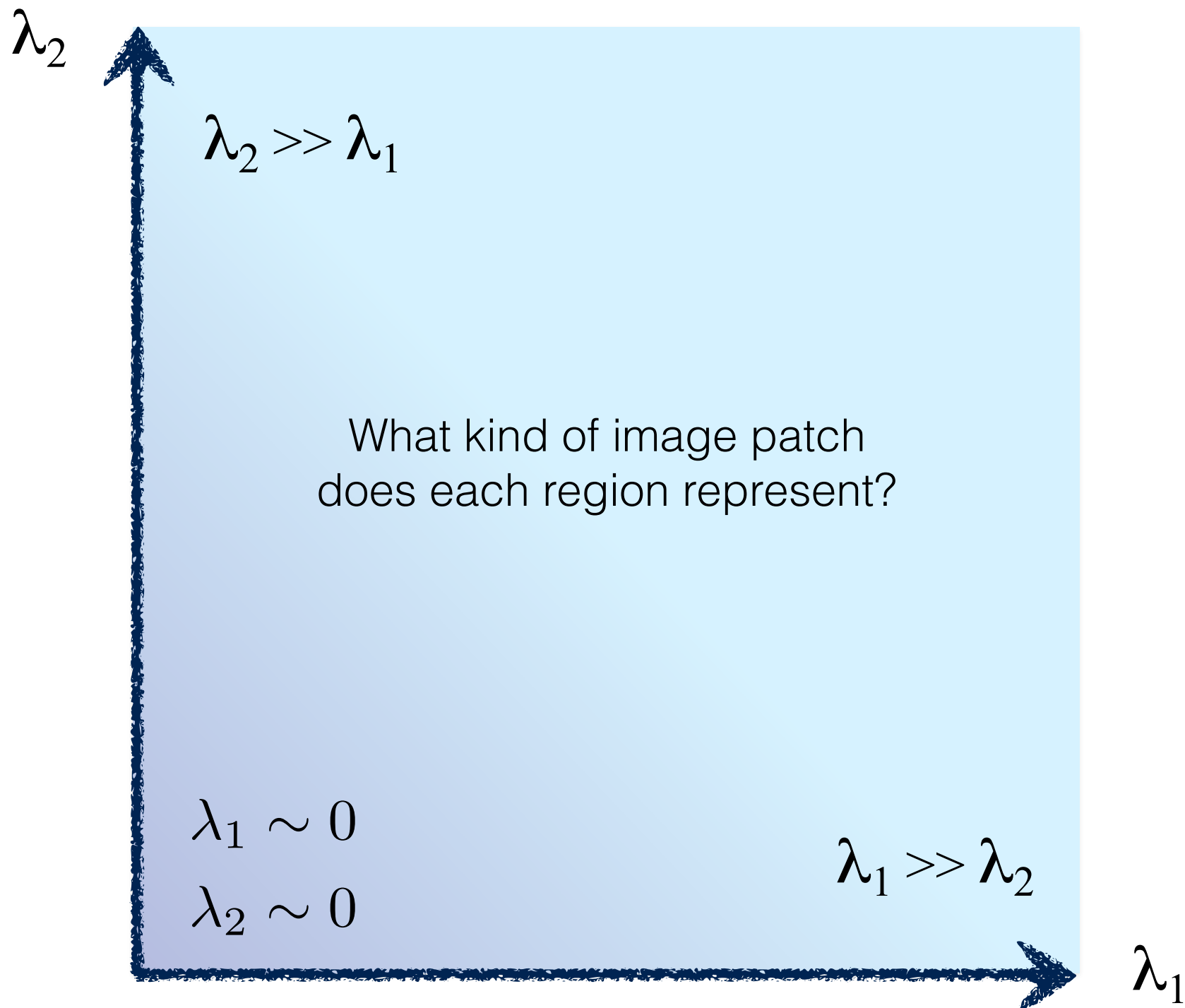
$$\mathbf{W}(\mathbf{x}; \mathbf{p}) = \begin{bmatrix} x + p_1 \\ y + p_2 \end{bmatrix} \quad \frac{\partial \mathbf{W}}{\partial \mathbf{p}} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

Hessian

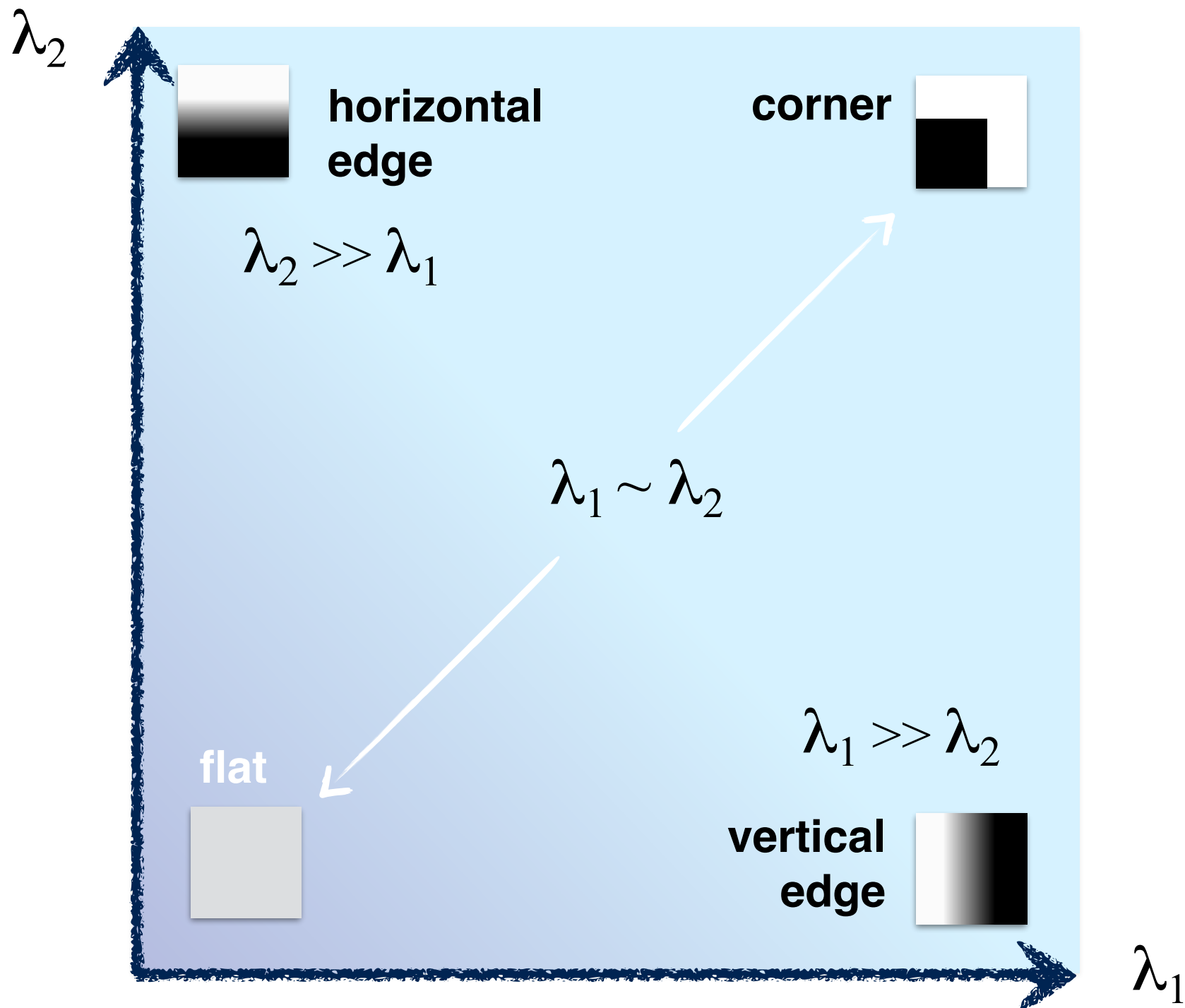
$$\begin{aligned} H &= \sum_{\mathbf{x}} \left[\nabla I \frac{\partial \mathbf{W}}{\partial \mathbf{p}} \right]^\top \left[\nabla I \frac{\partial \mathbf{W}}{\partial \mathbf{p}} \right] \\ &= \sum_{\mathbf{x}} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} I_x \\ I_y \end{bmatrix} \begin{bmatrix} I_x & I_y \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \\ &= \begin{bmatrix} \sum_{\mathbf{x}} I_x I_x & \sum_{\mathbf{x}} I_y I_x \\ \sum_{\mathbf{x}} I_x I_y & \sum_{\mathbf{x}} I_y I_y \end{bmatrix} \end{aligned}$$

How are the eigenvalues related to image content?

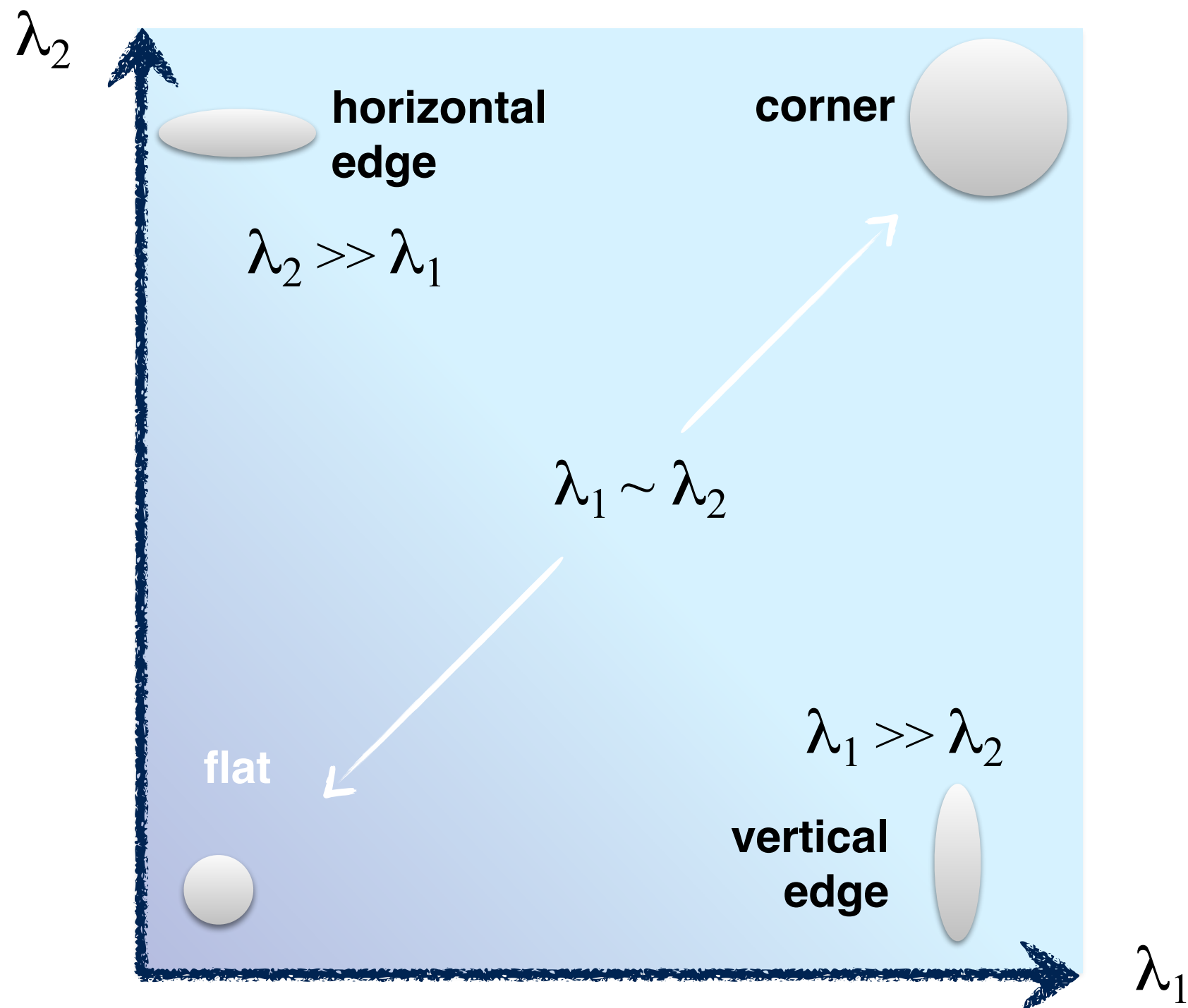
interpreting eigenvalues



interpreting eigenvalues



interpreting eigenvalues



What are good features for tracking?

What are good features for tracking?

$$\min(\lambda_1, \lambda_2) > \lambda$$

KLT algorithm

1. Find corners satisfying $\min(\lambda_1, \lambda_2) > \lambda$
2. For each corner compute displacement to next frame using the Lucas-Kanade method
3. Store displacement of each corner, update corner position
4. (optional) Add more corner points every M frames using 1
5. Repeat 2 to 3 (4)
6. Returns long trajectories for each corner point