

Robust Visual Tracking via Deep Discriminative Model

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1. Overview

Goal

 \geq Develop a robust discriminative model for visual tracking.

Approach

- \geq Design a deep discriminative model (DDM) by deep features with two sub-models, i.e., deep object-background model (DOBM) and deep object-distractor model (DODM).
- \geq Generate object candidates with saliency proposal, which is able to help search target from a global area.
- \geq Choose tracking result by evaluating each candidate with the DDMs.

2. Related Works

- \succ Convolutional neural networks (CNNs) [1] have drawn extensive interests in computer vision [2, 3, 4] due to their powerfulness in feature extraction.
- \geq Color features have been successfully utilized to develop discriminative model for tracking [5]. However, only using this (hand-crafted)color feature is less robust to deal with complex scenes in tracking.
- \succ A simple method [6] used to estimate the saliency parts in image is able to generate object candidates from a global area, which helps to alleviate model drift problem.

3. The Proposed Method

Deep object-background model (DOBM):

Denote object region, background region and search region as *O*, *B* and *R*, respectively. Let F_{Ψ}^{R} be the histogram of deep feature extracted over $\Psi \in R$, $F_{\Psi}^{R}(b)$ the b^{th} bin of F, and $b_{\mathbf{x}}$ the b^{th} bin assigned to $R(\mathbf{x})$. Thus, we can obtain the object likelihood at location **x** by Bayesian

$$P(\mathbf{x} \in \mathcal{O}|O, B, b_{\mathbf{x}}) \approx \frac{P(b_{\mathbf{x}} | \mathbf{x} \in O) P(\mathbf{x} \in O)}{\sum_{\Psi \in \{O, B\}} P(b_{\mathbf{x}} | \mathbf{x} \in \Psi) P(\mathbf{x} \in \Psi)} \quad (1)$$

In particular, we can compute the likelihood terms by

$$P(b_{\mathbf{x}}|\mathbf{x} \in O) \approx \frac{F_O^R(b_{\mathbf{x}})}{|O|}, \ P(b_{\mathbf{x}}|\mathbf{x} \in B) \approx \frac{F_B^R(b_{\mathbf{x}})}{|B|} \quad (2)$$

Where $|\cdot|$ is cardinality. Likewise, we can derive the prior probabilities $P(\mathbf{x} \in O)$ and $P(\mathbf{x} \in B)$ as follows:

$$P(\mathbf{x} \in O) \approx \frac{|O|}{|O| + |B|}, \ P(\mathbf{x} \in B) \approx \frac{|B|}{|O| + |B|}$$
 (3)

Substituting (2) and (3) into (1), we get the DOBM as follows

$$F_O^n(b_{\mathbf{x}}) = (O \cup D) \quad (1)$$

Tracking:







(a) Input

Figure 2: Illustration of generating candidates.

First, we generate a set of candidates denoted in frame t as $C^t = \{c_i^t\}_{i=1}^N$ (see Fig. 2), and we compute the confidence value for each candidate

$$V(c_k^t) = \sum_{(i,j)\in c_k^t} P_{final}^t(i,j) \tag{8}$$

The tracking result $\Phi^t = \operatorname{argmax} V(c_k^t)$. To adapt our tracker to changing appearance, we adopt a simple linear interpolation strategy to update mode.

4. Pipeline **VGG Networks** alienc

Figure 3: Tracking pipeline of the proposed method.

5. Results

We evaluate the proposed method on a large-scale tracking benchmark [7]. Fig. 4 and Fig. 5 show the results and comparisons with other methods.





$$P(\mathbf{x} \in \mathcal{O}|O, B, b_{\mathbf{x}}) = \frac{1}{F_O^R(b_{\mathbf{x}}) + F_B^R(b_{\mathbf{x}})}, \mathbf{x} \in (O \cup B)$$
(4)

For unseen pixels, i.e., $x \notin (O \cup B)$, their object likelihoods are set to 0.5.

Deep object-distractor model (DODM):

DODM is used to reduce the risk of model drift caused by similar distractors, and it is similar to DOBM except that the background region is replaced with a set of distracting regions D. Thus, similar to (4), the DODM is defined with

$$P(\mathbf{x} \in \mathcal{O}|O, D, b_{\mathbf{x}}) = \frac{F_O^R(b_{\mathbf{x}})}{F_O^R(b_{\mathbf{x}}) + F_D^R(b_{\mathbf{x}})}, \mathbf{x} \in (O \cup D) \quad (5)$$

Deep discriminative model (DDM):

Combining DOBM and DODM, we can get the DDM as follows

 $P(\mathbf{x} \in \mathcal{O}|b_{\mathbf{x}}) = \alpha P(\mathbf{x} \in \mathcal{O}|O, B, b_{\mathbf{x}}) + (1 - \alpha)P(\mathbf{x} \in \mathcal{O}|O, D, b_{\mathbf{x}})$ (6) where α is a pre-defined parameter. Using DDM, we can obtain an object-background confidence map, as shown in Fig. 1.



Construct multiple DDMs:

Considering that both spatial information from lower layers and sematic information from higher layers benefit tracking, we construct multiple DDMs, and each of them corresponds one layer from VGG-16 network [4]. The final object-background confidence map *P_{final}* is

$$P_{final} = \sum_{l=1}^{L} w^l P^l(\mathbf{x} \in \mathcal{O}|b_{\mathbf{x}}) \tag{7}$$

where $P^{l}(\mathbf{x} \in \mathcal{O}|b_{\mathbf{x}})$ is the DDM of layer l, and w^{l} is its weight. Outside the search region, we set the confidence values of pixels to zeros.

Figure 4: Comparisons of precision and success plots.



Figure 5: Qualitative results of five trackers on eight sequences.

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