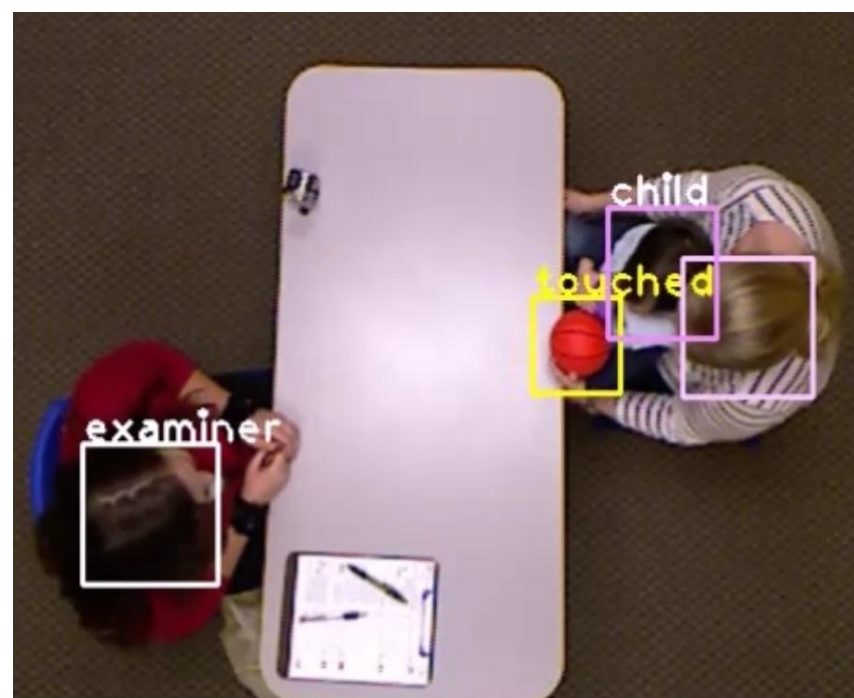


Tracking People and Objects with a Tracker Hierarchy and Template Ensembles for Engagement Estimation

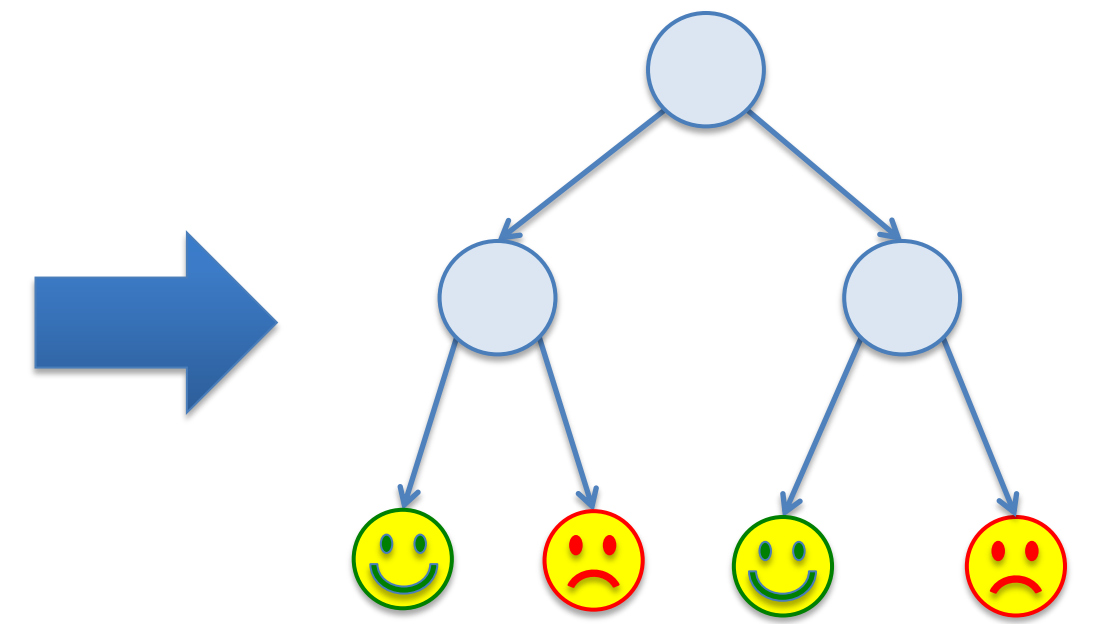
Jianming Zhang, Liliana Lo Presti, Stan Sclaroff



Detecting & tracking objects

Features	
Ball visibility	# frames the ball is detected
Ball touched	# frames the ball is touched
Ball touched by child	# frames the child touches...
.....

Feature extraction by trajectory analysis



Easy to engage vs. not easy to engage

Template Ensemble and Tracker Hierarchy

Template Ensemble Management:

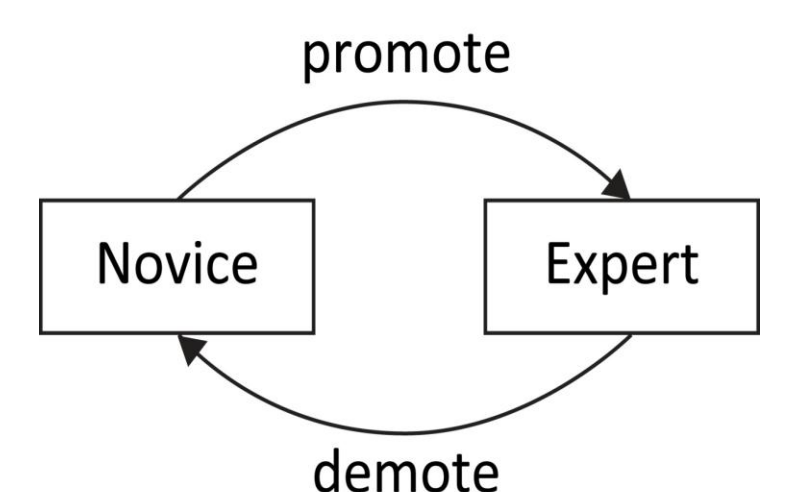
- Based on the template scores, each tracker
- discards templates with negative scores;
- keeps at most the best N templates.

$$Score(f) = \underset{(i,j) \in f}{mean}(BP(i,j)) - \max_{w:w \cap f = \emptyset} \underset{(i,j) \in w}{mean}(BP(i,j))$$

Tracker Management:

- Tracker initialization based on frequency of the detection association;
- Online promotion/demotion of trackers to select the tracking strategy based on their demonstrated reliability.

Definition	Search Area	Tracking Strategy	Effect
Expert: a tracker with more than K templates	constant and small	mean-shift and Kalman filter	robust to false alarms
Novice: otherwise	increasing and large	links detection over time	fast recover of the tracking



Paper: J. Zhang, L. Lo Presti, S. Sclaroff, "Online MultiPerson Tracking by Tracker Hierarchy," IEEE AVSS, 2012.

Tracker source code: <http://www.cs.bu.edu/groups/ivc/software/TrackerHierarchy/>

"Easy to Engage" Score Prediction

Experiments on the RABC sessions to predict the "easy to engage" vs. "not easy to engage" for ball and book stages

- 16 training sequences (used in leave-1-out cross-validation);
- 15/14 test sequences.

Features	Raw Features	Mid-Level Features	Decision Tree	Confusion Matrix																															
<table border="1"> <thead> <tr> <th colspan="2">Features</th> </tr> </thead> <tbody> <tr> <td>✓Ball visibility</td> <td># frames the ball is detected</td> </tr> <tr> <td>Ball touched by examiner</td> <td># frames the examiner touches the ball</td> </tr> <tr> <td>Ball showed</td> <td># frames the examiner shows the ball</td> </tr> <tr> <td>✓Ball on examiner side</td> <td># frames the ball is in the left side</td> </tr> <tr> <td>✓Effort of the examiner</td> <td>ball showed + ball touched by examiner</td> </tr> </tbody> </table>	Features		✓Ball visibility	# frames the ball is detected	Ball touched by examiner	# frames the examiner touches the ball	Ball showed	# frames the examiner shows the ball	✓Ball on examiner side	# frames the ball is in the left side	✓Effort of the examiner	ball showed + ball touched by examiner	Raw Features	Mid-Level Features	Decision Tree	<table border="1"> <thead> <tr> <th rowspan="2">Predicted</th> <th colspan="2">Actual</th> <th colspan="2">Actual</th> </tr> <tr> <th>P</th> <th>N</th> <th>P</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>P</td> <td>4</td> <td>0</td> <td>P</td> <td>2</td> </tr> <tr> <td>N</td> <td>1</td> <td>11</td> <td>N</td> <td>0</td> </tr> </tbody> </table> <p>On training set On test set</p>	Predicted	Actual		Actual		P	N	P	N	P	4	0	P	2	N	1	11	N	0
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Accuracy: in cross-validation: 93.75%, in testing: 92.85%

Features	Raw Features	Linear SVM	Confusion Matrix																													
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Accuracy: in cross-validation: 62.50%, in testing: 73.33%