

# Real-Time Pedestrian Tracking with Bacterial Foraging Optimization

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# The Problem

- **Track multiple pedestrians in low-resolution video**
- **Challenges include:**
  - Change in appearance
  - Non-uniform lighting, shadows
  - Uncalibrated cameras
- **Extremely useful for:**
  - Security and surveillance applications
  - Human-computer interaction

# Bacterial Foraging Optimization (BFO)

[Passino, MCS'02]

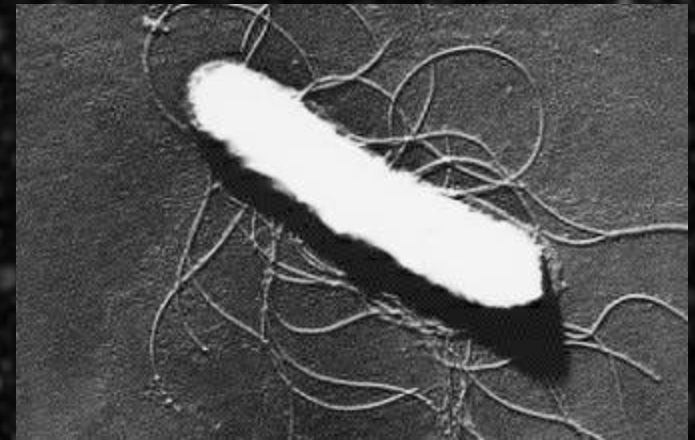
- Swarm intelligence algorithm modeled after foraging behavior of E. coli bacteria



Example: Searching for a **red** object

# Foraging Behavior of E. coli

- Motile strains possess flagellum to “swim”
- “Tumbling” orients the bacterium into a random direction
- The bacterium swims in this direction and continues to as long as the concentration of food increases



2  $\mu$ m

# Bacterial Foraging Optimization

- Randomly initialize  $n$  agents on the image
- For each frame, do  $k$  reproduction steps:
  - Do  $j$  chemotactic steps:
    - For each agent  $i$ , do this:
      - Evaluate fitness function at current location
      - Choose a random direction
      - For up to  $N_s$  times for this agent:
        - » Swim forward in a step of size  $C$  pixels
        - » Evaluate new fitness
        - » If new fitness is worse than old fitness, stop swimming
      - Sort agents by current fitness
      - Relocate  $S_r$  worst agents to position of  $S_r$  top agents
  - Dispersal: randomly relocate agents with a  $p_{ed}$ % probability to a new random position in the image

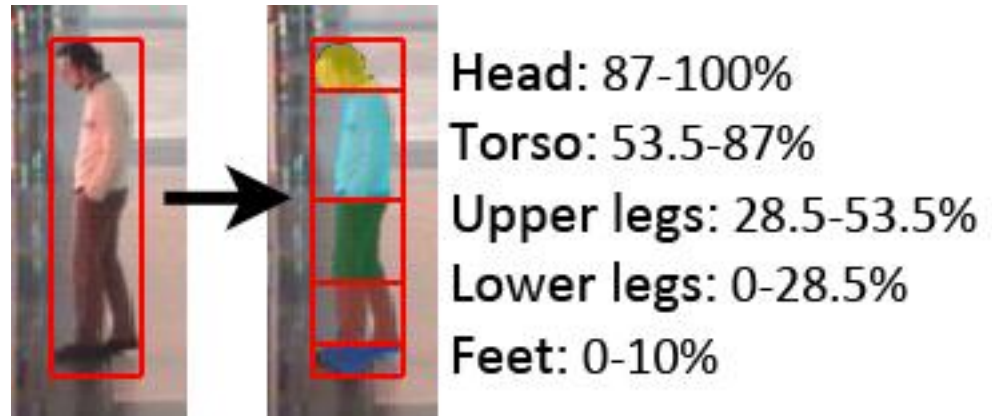


# Improvements for Tracking

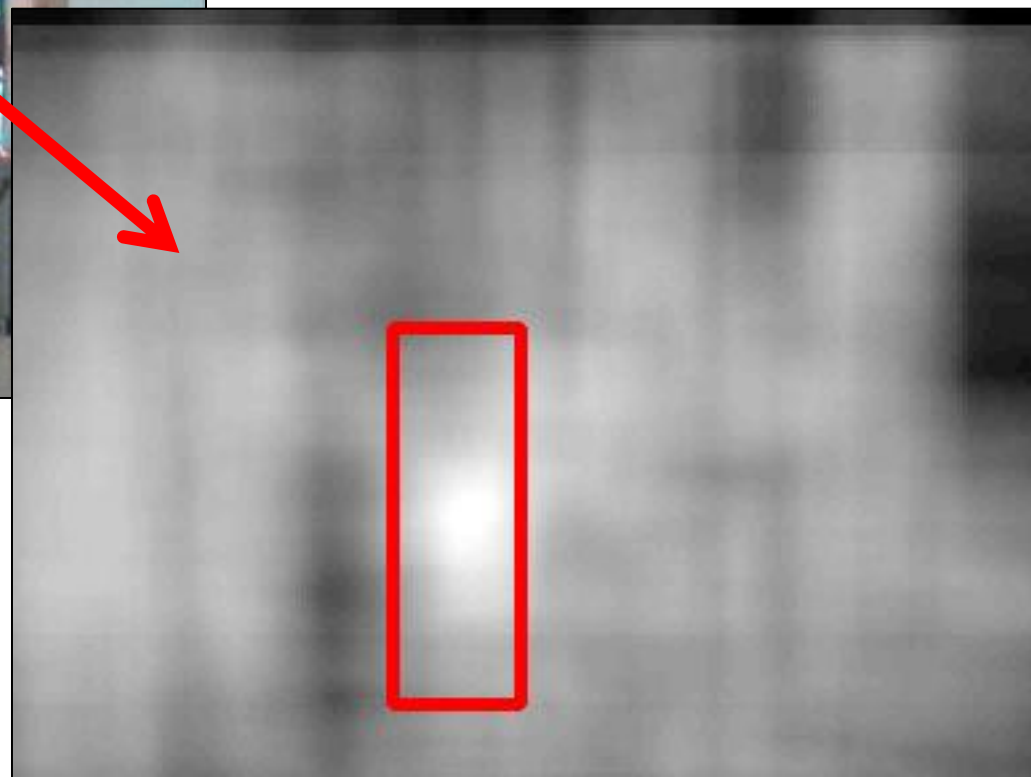
- Agents move 1 step forward and then evaluate, continuing if fitness stays constant or gets better, or stopping if worse
  - Introduced *Lookahead*
- In the same frame, all agents move at every reproduction step, including top agents of the previous iteration
  - Introduced *Elitism*
- Even if an object stops moving or does not move very far across frames, a full search is conducted every time
  - Introduced *Early Termination*

# Initialization

- Detect head and shoulders using Viola-Jones framework or Omega-shape detector
- Extend rectangle of interest (ROI) down to estimate entire body (e.g., height = height\*3.1)
- Segment body and create target signature

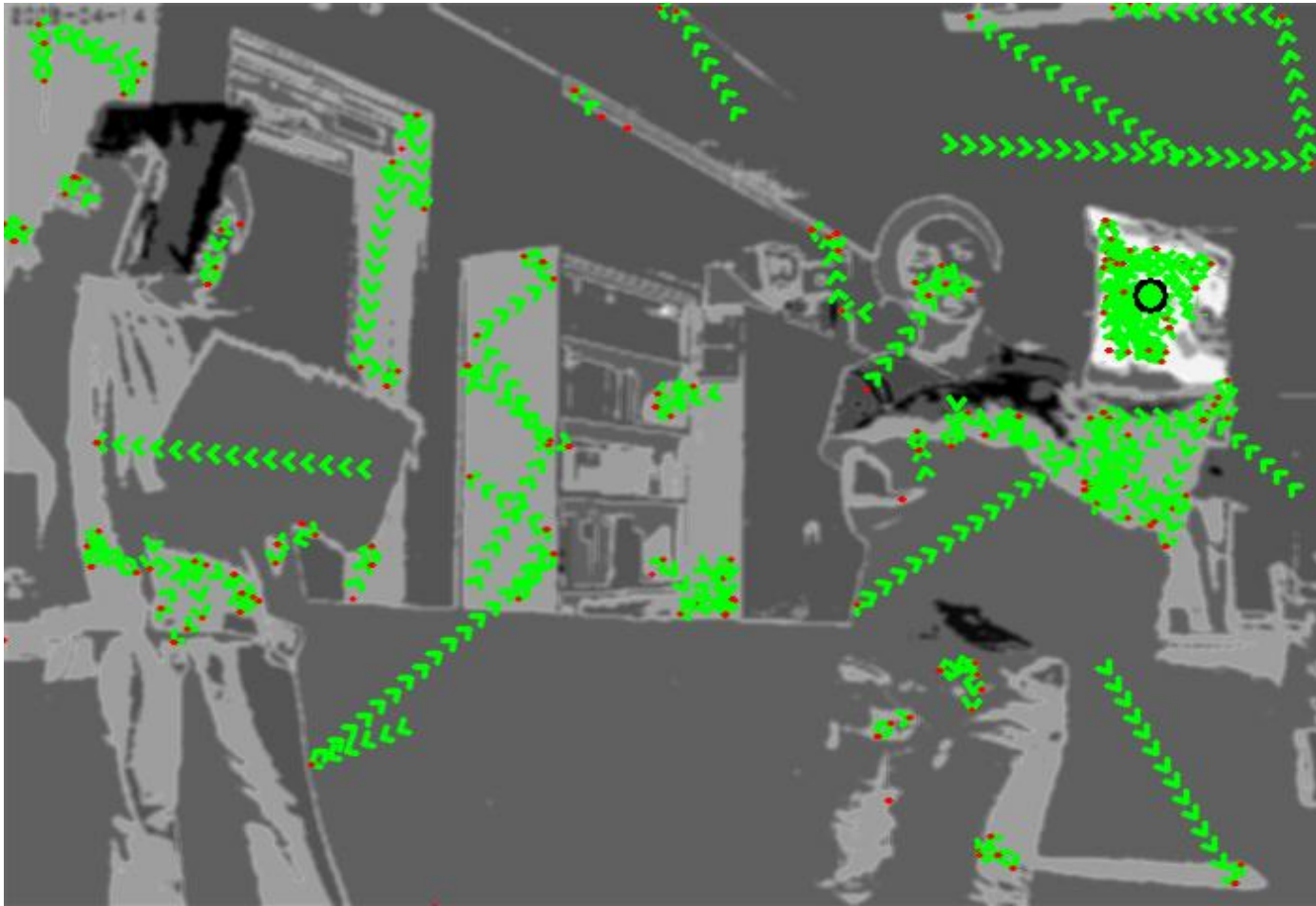


# Visualizing the Fitness Space





# Swarm's Behavior in Fitness Space



BFO = fast  
stochastic  
gradient hill  
climbing

**darker** = lower fitness, *brighter* = higher fitness

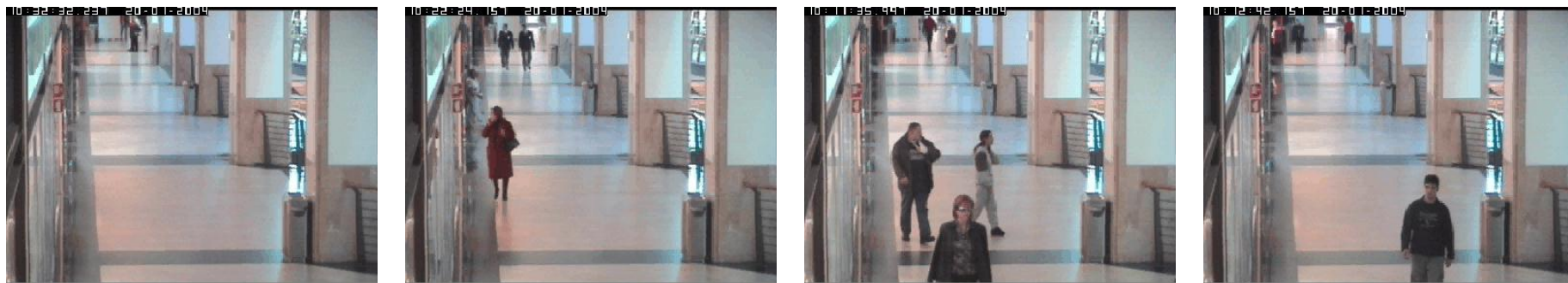
# Experiments

$$is\_tracked(ROI_{query}, ROI_{gt}) = \frac{ROI_{query} \cap ROI_{gt}}{ROI_{query} \cup ROI_{gt}} > 0.50$$

- i.e., tracking accuracy rate of “44%” means 26,000 of the 59,000 CAVIAR ROIs were correctly located with at least 50% groundtruth intersection
- **BFO**: 10 particles, 12 reproductions, 1 chemotactic step, 5 max swims per chemotaxis, 5px step size, 1 death/rebirth per reproduction, 90% dispersal rate
- **PSO**: 30 particles, 10 iterations

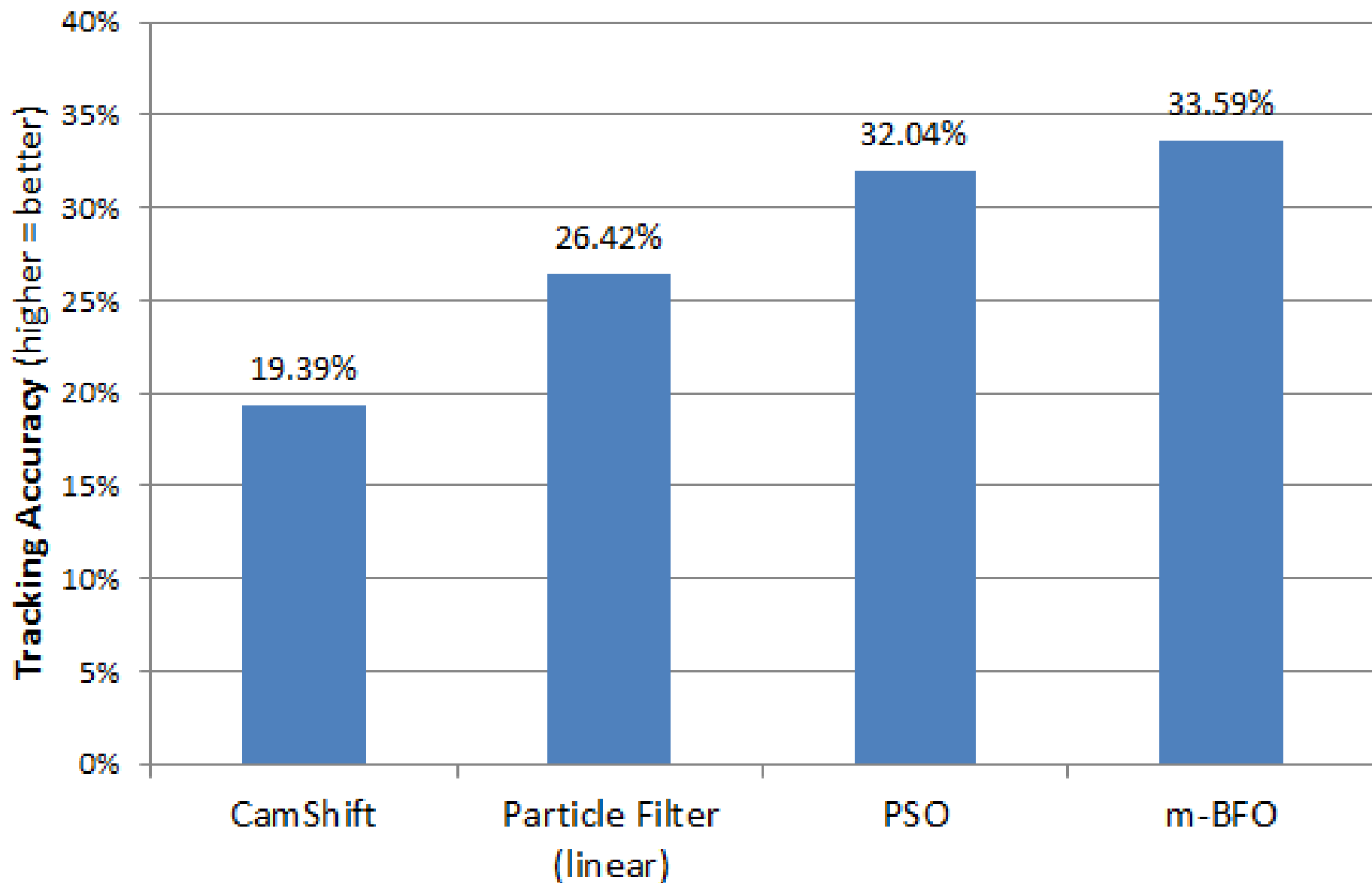
# Dataset

- 7 videos of the CAVIAR dataset considered to be the most difficult [Song, ECCV'10]

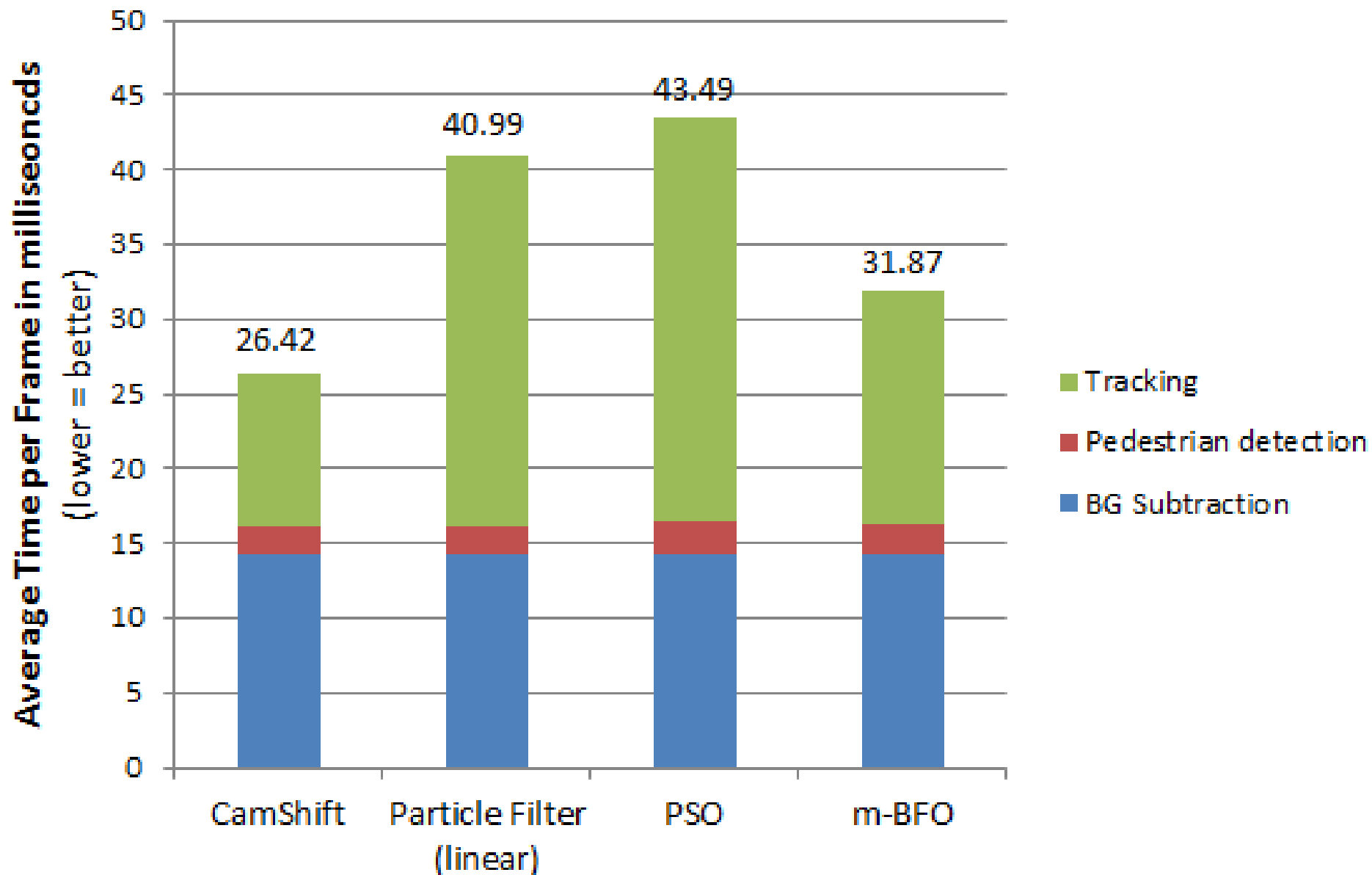


Video	# Frames	# Pedestrians	# ROIs
OneShopOneWait1cor	1,377	6	4,496
OneStopMoveEnter1cor	1,590	19	13,691
ThreePastShop1cor	1,650	8	9,642
ThreePastShop2cor	1,521	9	9,452
TwoEnterShop1cor	1,645	11	7,190
TwoEnterShop2cor	1,605	15	7,930
TwoEnterShop3cor	1,149	14	6,856
<b>Total</b>	<b>10,537</b>	<b>82</b>	<b>59,257</b>

# Tracking Accuracy on CAVIAR Videos



# Average Time per Frame on CAVIAR



# Conclusions

- **Criteria: (B) Results are equal to / better than new scientific result**
- **Best because it helps facilitate real-time tracking systems with an algorithm which improves both accuracy and speed over traditional approaches.**