TRACKING FAST MOVING OBJECTS BY SEGMENTATION NETWORK mage

Zita, A., Šroubek, F. Department of Image Processing Institute of Infomation Theory and Automation Czech Academy of Sciences



```
Institute of Information Theory
and Automation of the AS CR
```

World of Fast Moving Objects

- A (F)ast (M)oving (O)bject is loosely defined as an object traveling the distance larger than its size in a single video frame or image.
- **FMO** appears as a blurred streak in the direction of motion.
- Tracking **FMO**s is a challenging problem due to lack of any texture on the blurred object.





The proposed solution is based on the U-Net Inception type network called ENet trained on synthetic data. The network input is a 15-channel image consisting of 5 consecutive RGB frames. The resulting output is a segmentation map of the FMO.



Goal:

Real-time tracking algorithm of balls in sports videos where the balls undergo motion characteristic for FMOs. \rightarrow Learning-based approach (segmentation neural network)

Synthetic data generator

To train the network, a synthetic-data generator synthesizes the data on the fly.





Tracking

The output of the network is a segmentation map with false positives. The most probable blob is identified using blob size and shape heuristics. The selected blob is used as a trajectory estimation for the tracker. Kalman filter is used for prediction and connection of broken trajectories.



- YouTube sport videos were filtered using the median filter to erase any unwanted FMOs. These sequences are used as a background for synthetic data.
- 2. Motion-trajectory generator simulates plausible motion and creates synthetic trajectories.
- 3. Trajectories are split into individual frames.
- 4. Finally, the generated trajectories are convolved with the foreground (ball) and alpha-blended with the background to generate realistic FMOs.

Given that :

 $I_t(\mathbf{x})$ - composed image; $P_t(x)$ - generated path; - overexposure factor; b_f F(x) - foreground image (ball); M(x) - foreground image mask; B(x)- background image

The image synthesis can be described using following formula :















 $I_t(x) = [P_t * b_f F](x) + (1 - [P_t * M])B(x)$