

# Comparative study of path normalization for path prediction

Yuji Shinomura<sup>†</sup>  
Toshiyuki Amano<sup>‡</sup>

Tomotaka Harano<sup>†</sup>  
Kazufumi Kaneda<sup>†</sup>

Toru Tamaki<sup>†</sup>  
Seiich Uchida<sup>††</sup>

<sup>†</sup>  HIROSHIMA UNIVERSITY

<sup>‡</sup> NAIST

<sup>††</sup>  KYUSHU UNIVERSITY

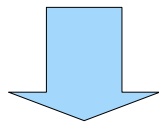
# Background

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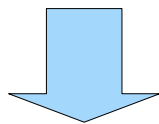
## Surveillance camera system

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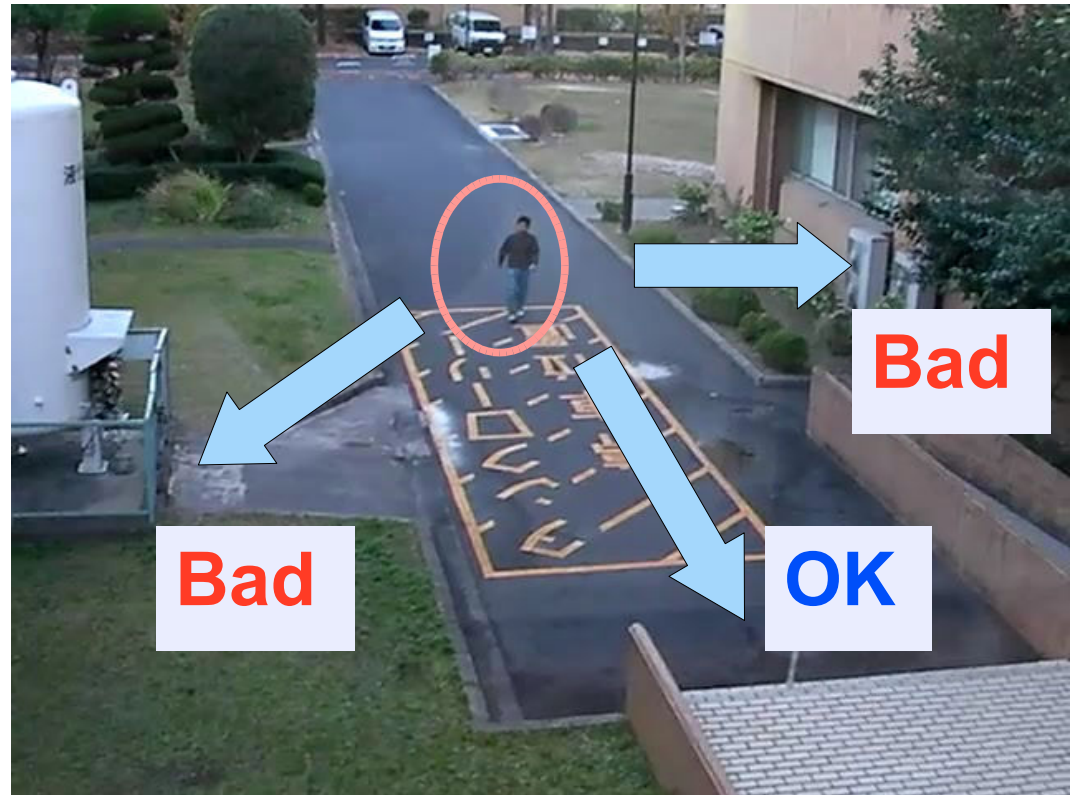
Current : Tracking



Next step ...  
Judgment of suspicious person



Future...  
Walking path prediction



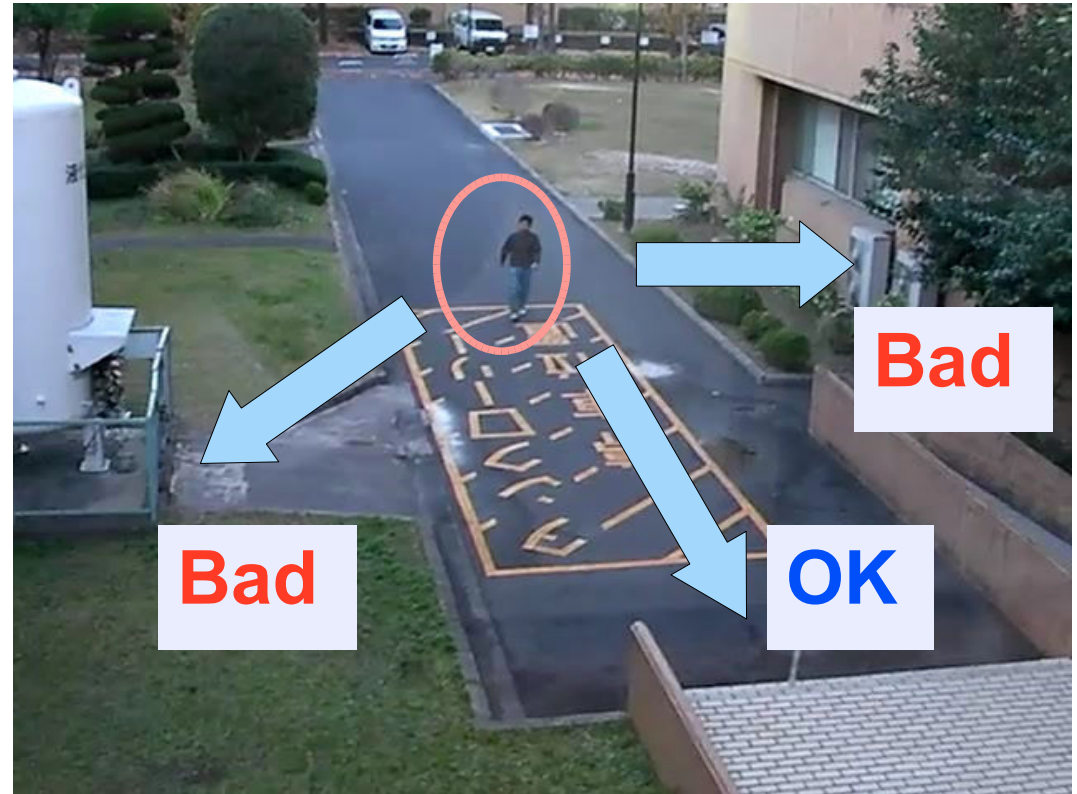
# Literature review

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## Path prediction methods

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- Kalman Filter
- Autoregressive(AR) model
- - Eigenspace-based prediction (Yamamoto, 2004)

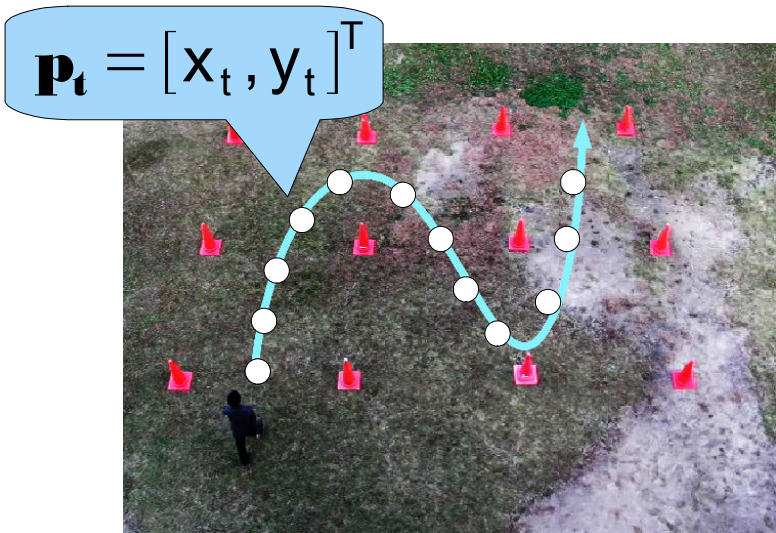


## Walking path condition

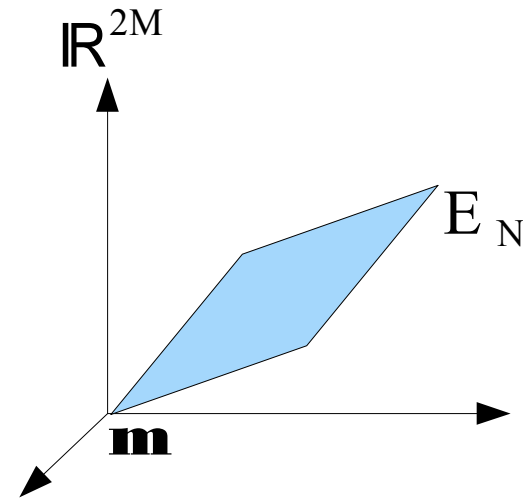
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- Not simple
- Depend on walking environment

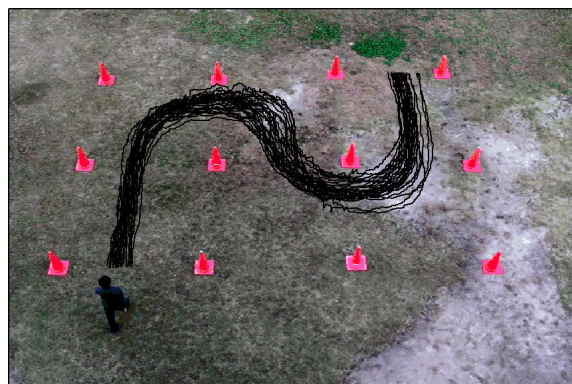
# Learning



Walking path  $[\mathbf{p}_1^T, \mathbf{p}_2^T, \dots]^T$

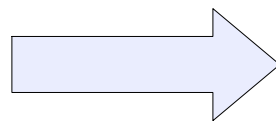


Making Eigenspace  $E_N$

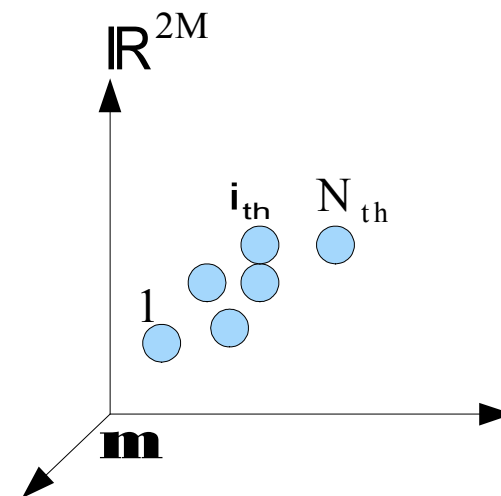


Learning  $N$  paths

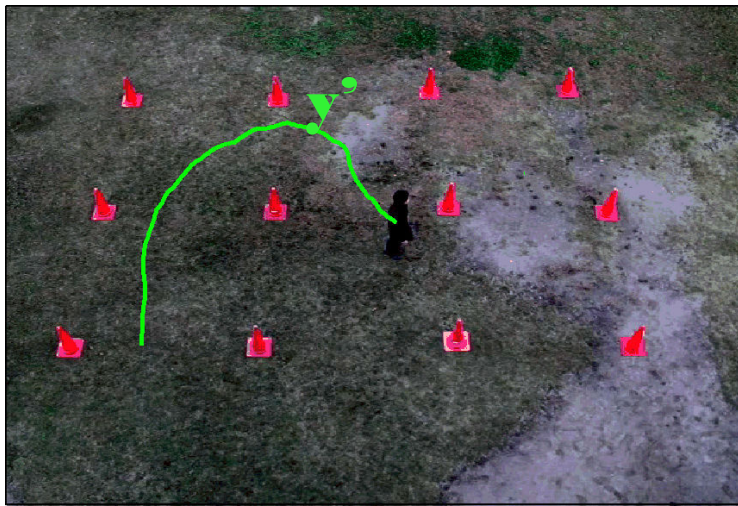
Normalization



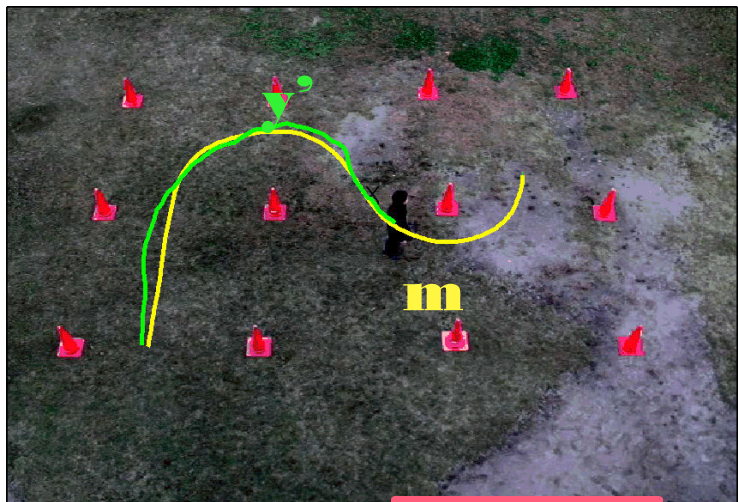
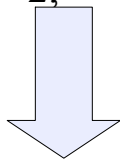
$$\mathbf{y} = [\mathbf{p}_1^T, \mathbf{p}_2^T, \dots, \mathbf{p}_M^T]^T$$



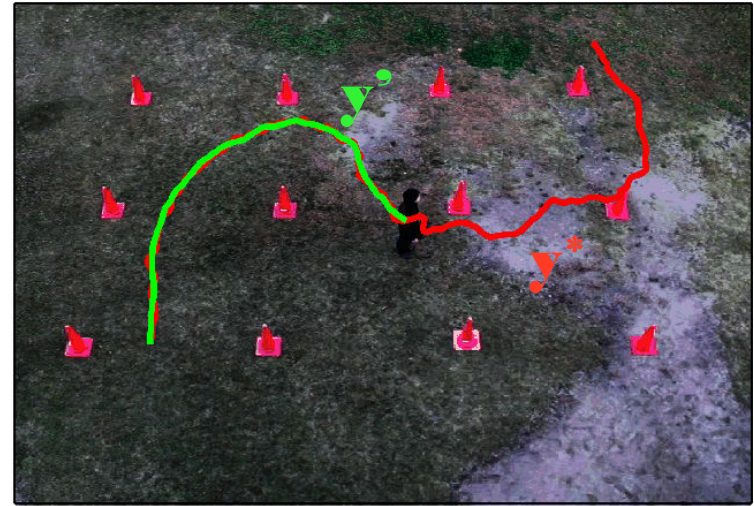
# Prediction



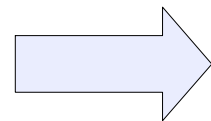
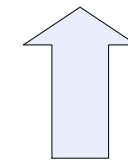
$$\mathbf{y}' = [\mathbf{p}_1^T, \mathbf{p}_2^T, \dots, \mathbf{p}_s^T]^T \in \mathbb{R}^{2s}$$



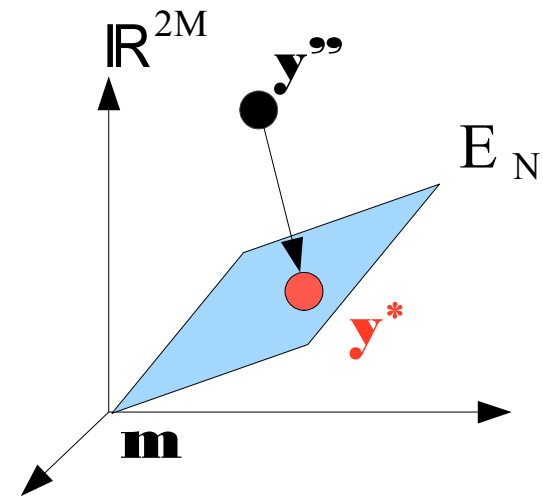
$$\mathbf{y}'' = [\mathbf{p}_1^T, \mathbf{p}_2^T, \dots, \mathbf{p}_s^T, \mathbf{m}_{s+1}, \dots, \mathbf{m}_M]^T \in \mathbb{R}^{2M}$$



Inverse Projection



Projection



# Problem & Objective

## Problem

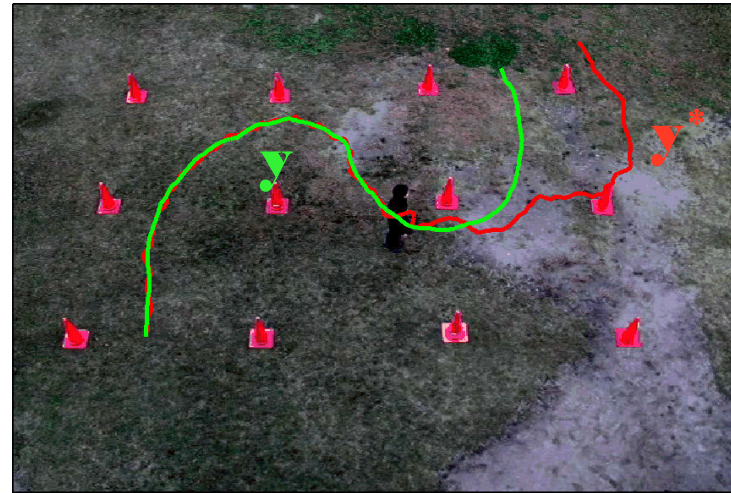
- Prediction path does not correspond to actual path

## Reason

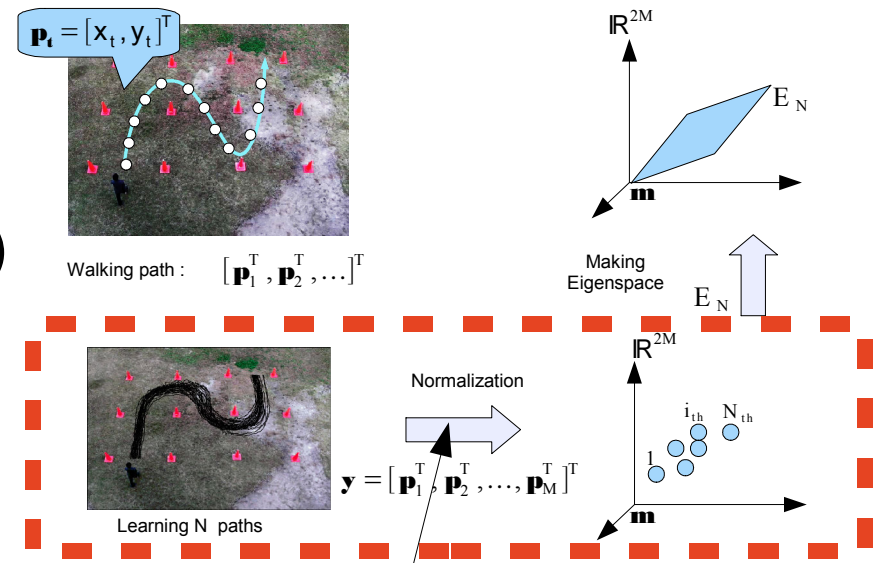
- Normalization of paths

## Objective

- Investigation of the effect of Normalization
  - Resampling (Yamamoto, 2004)
  - DP (Proposed)

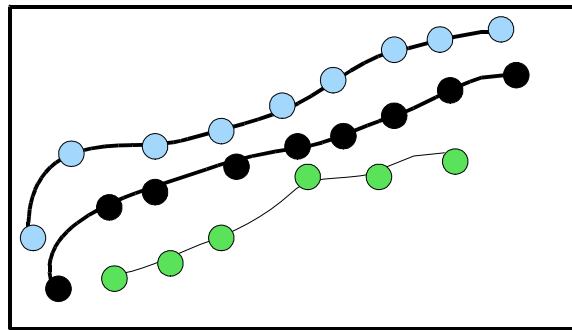


## Learning

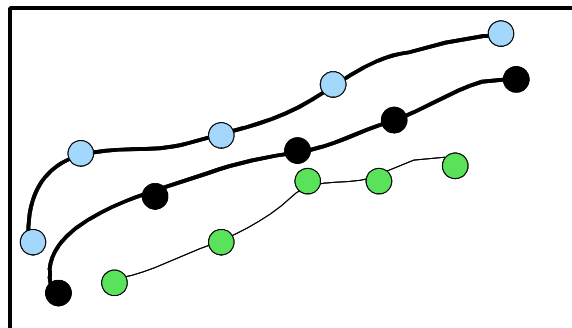
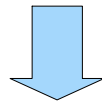


Normalization: Resampling or DP

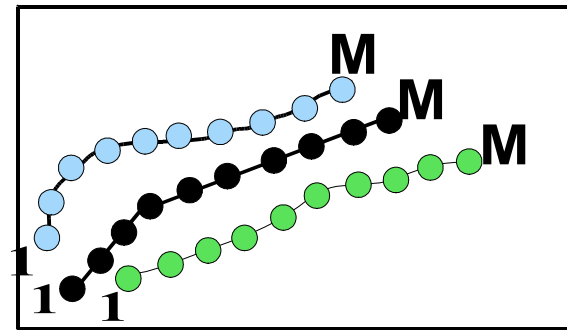
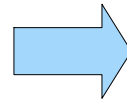
# Normalization by resampling



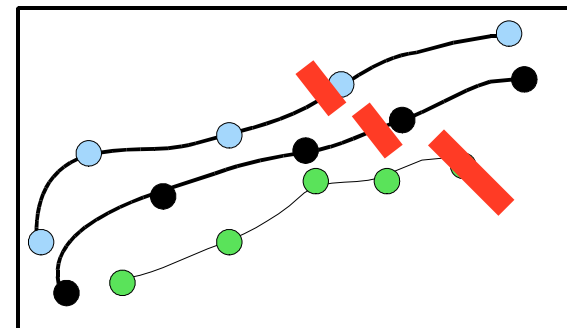
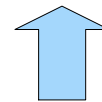
Learning



Downsampling



Resampling



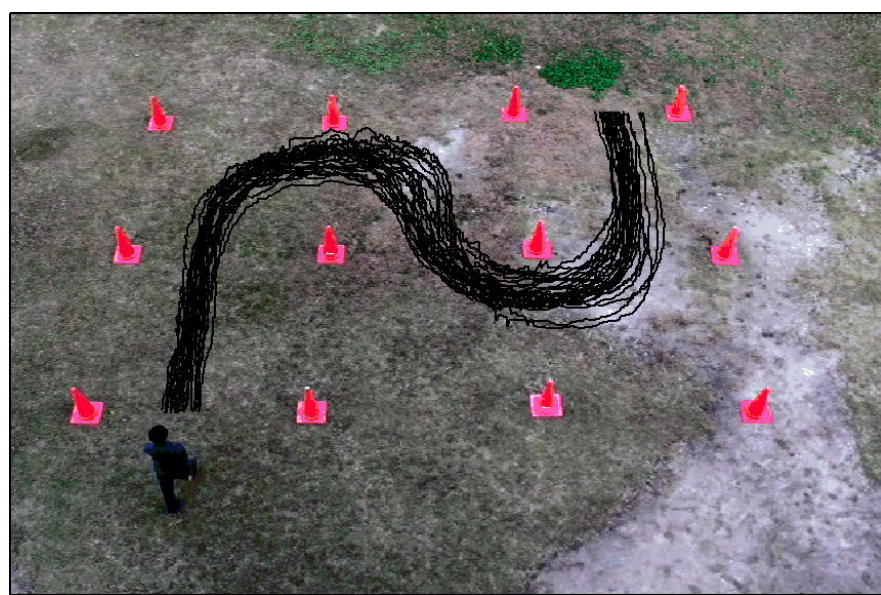
Cutting

## Features

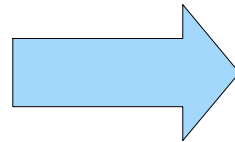
- Smoothing shape of paths
- Not considering the influence of nonlinear relationship of walking speed between frames

# Experimental setting

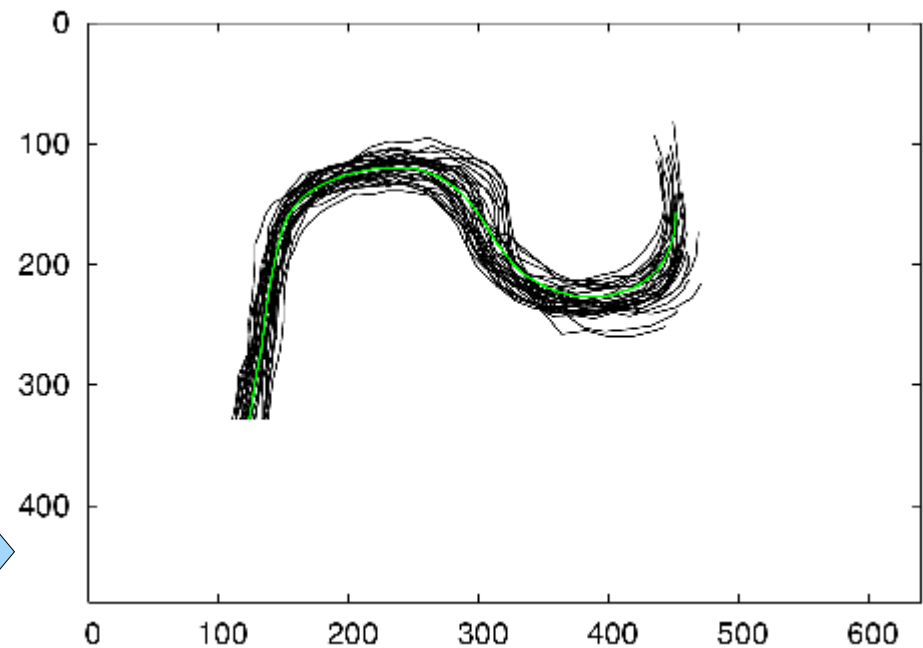
- Sample path: 30
- Resampling : 300 coordinates



Sample paths



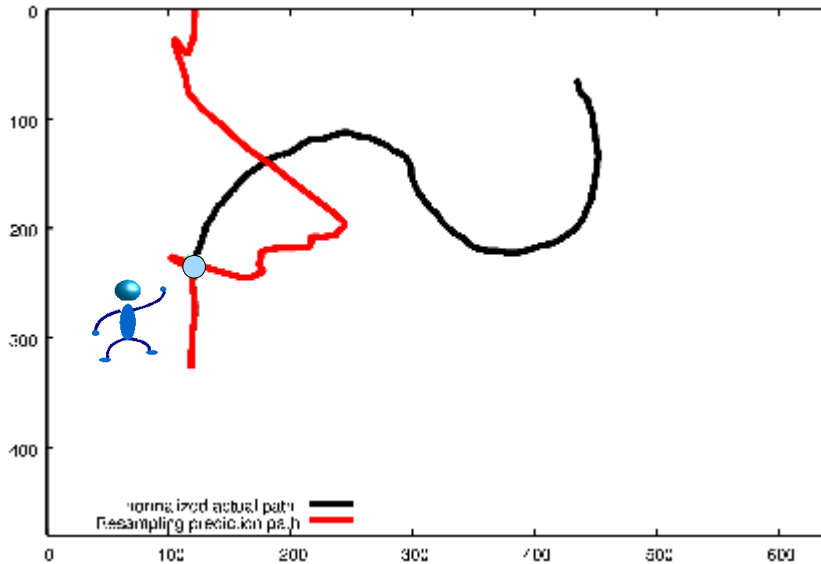
Normalization  
(Resampling)



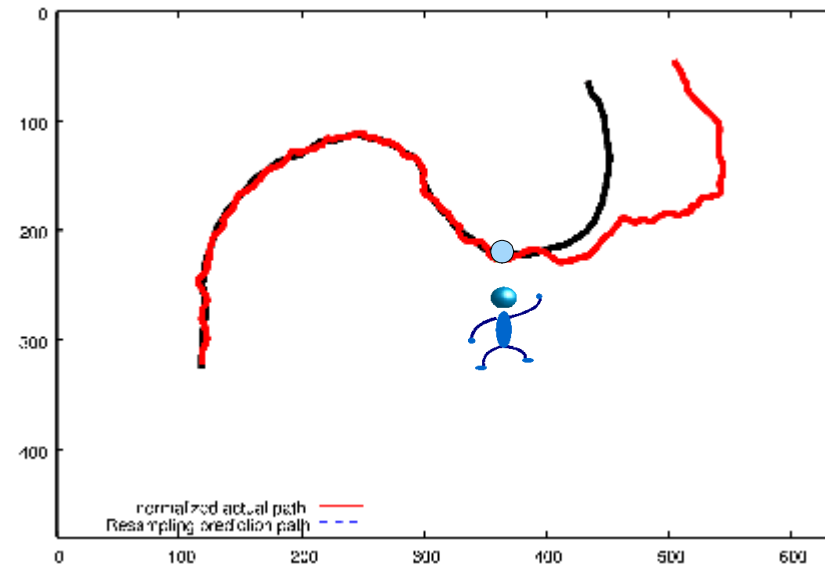
Resampling result



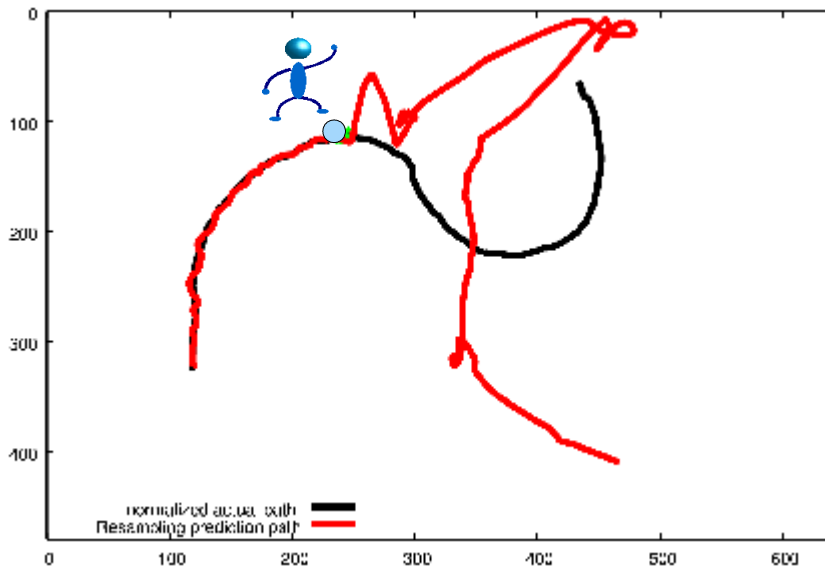
# Prediction Results by Resampling



50<sup>th</sup> frame(39 coordinates are known)



250<sup>th</sup> frame(199 coordinates are known)



150<sup>th</sup> frame(120 coordinates are known)

Black line: actual path  
Red line: prediction path

## Features

- Prediction paths do not correspond

# Problem & Objective

## Problem

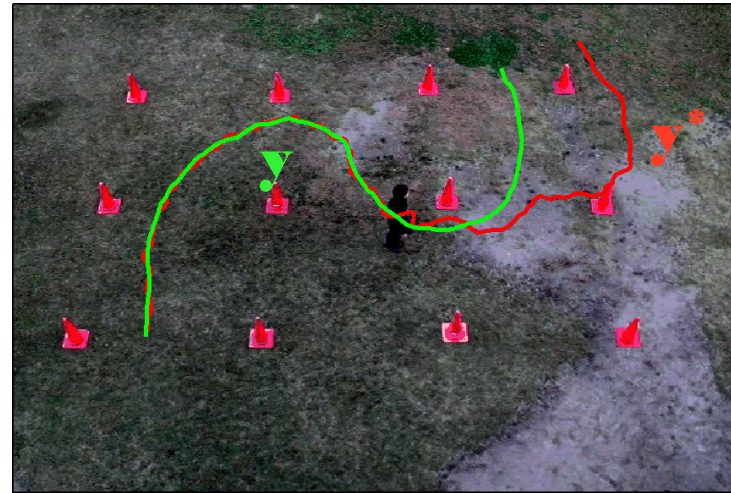
- Prediction path does not correspond to actual path

## Reason

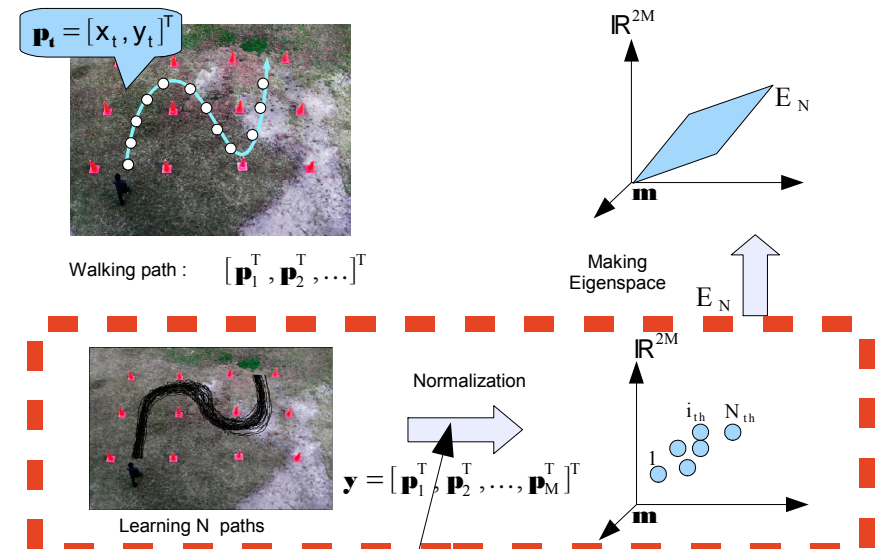
- Normalization of paths

## Objective

- Investigation of the effect of Normalization
  - Resampling (Yamamoto, 2004)
  - DP (Proposed)



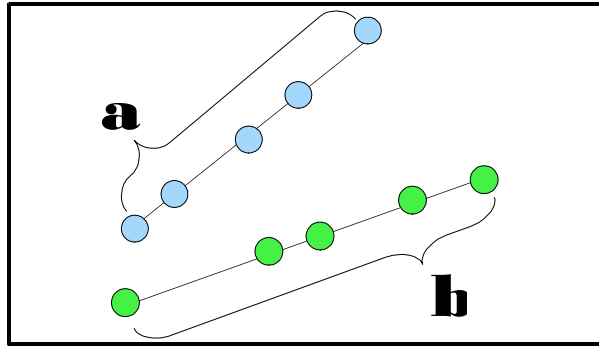
## Learning



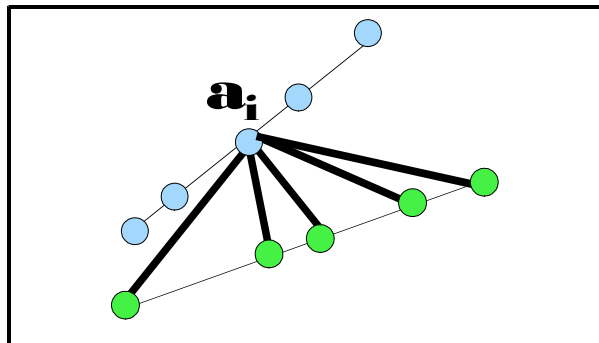
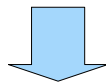
Normalization: Resampling or DP

# Normalization by DP

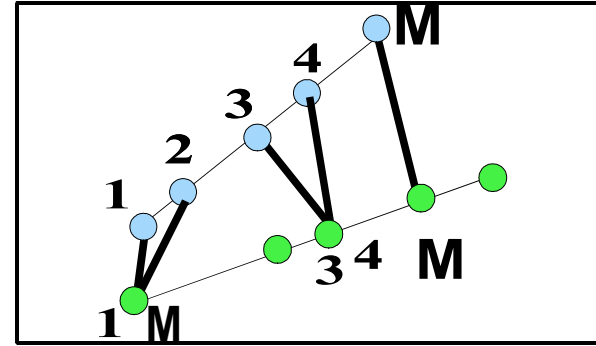
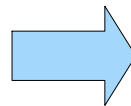
- DP (Dynamic programming)



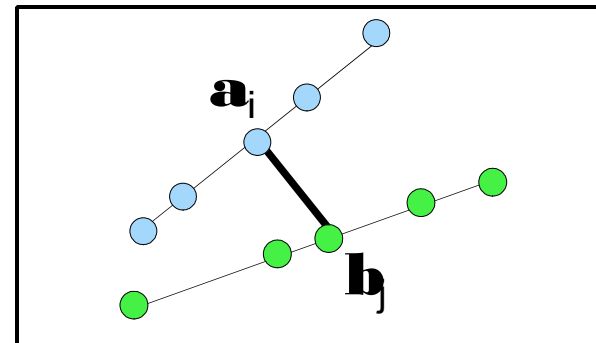
Reference pattern **a**  
and input pattern **b**



Calculate the Euclidean  
distance between  $a_i$   
and input pattern

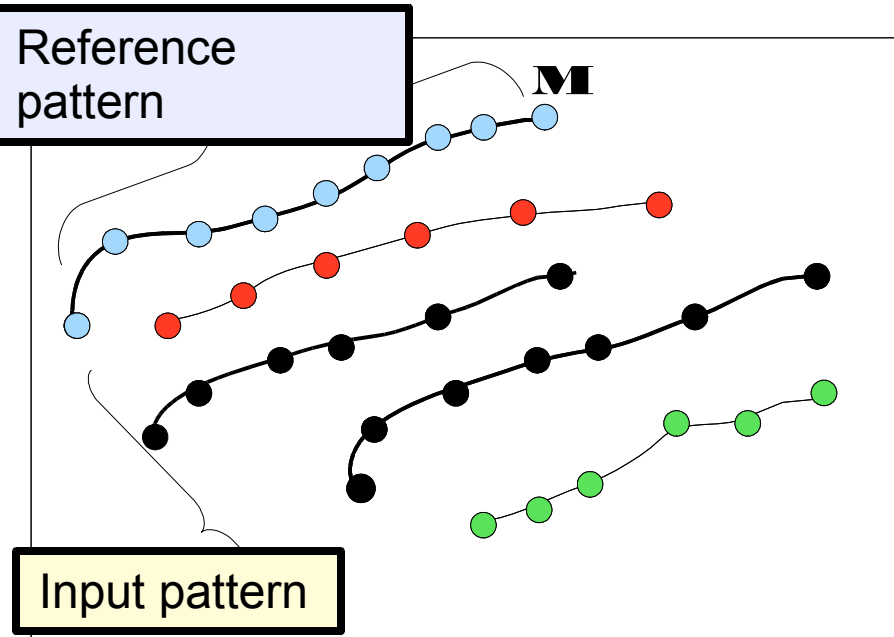


Matched patterns **a**  
and **b**

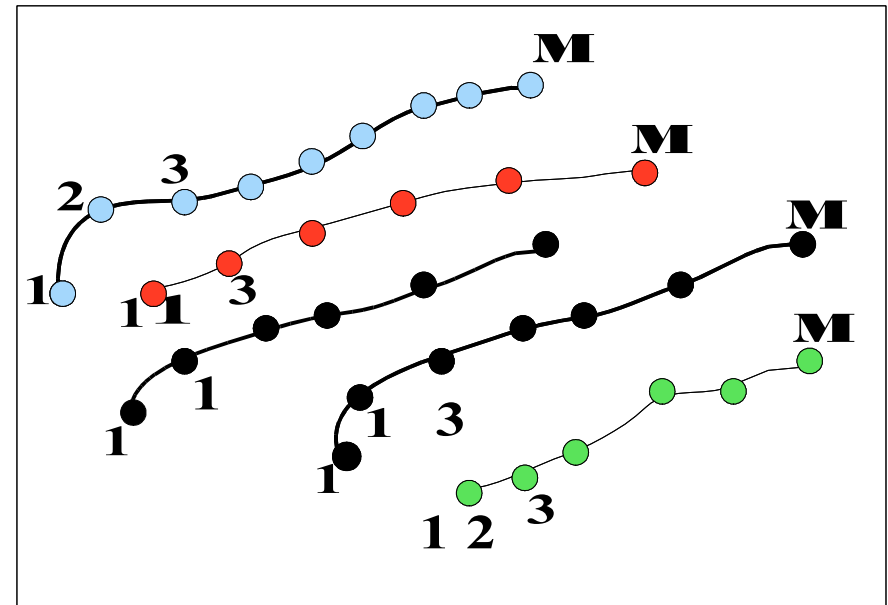
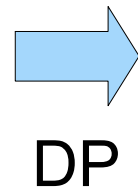


Choose the minimum  
Euclidean distance  
between  $a_i$  and  $b_j$

# Normalization by DP



Learn N paths and choose reference pattern



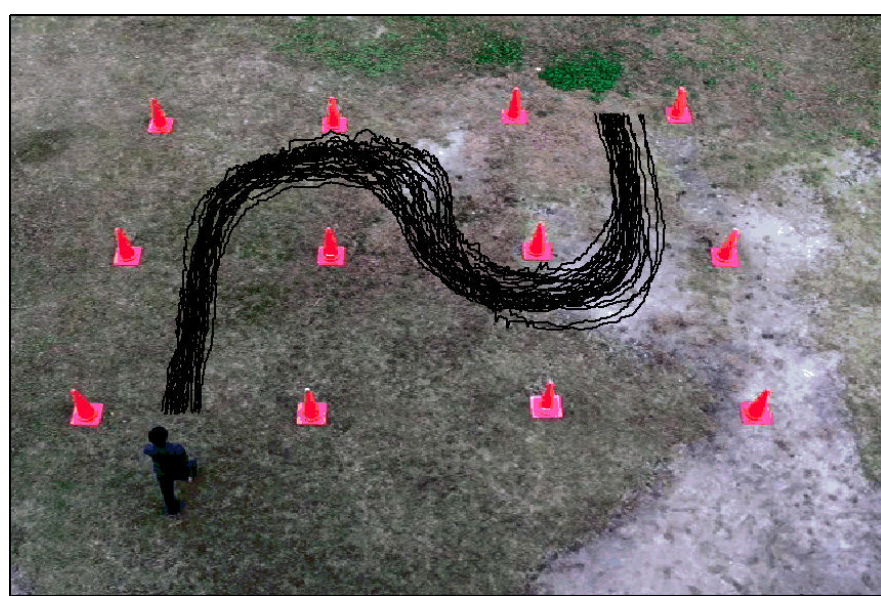
Correspond to reference pattern

## Features

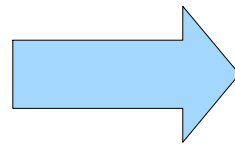
- Make correspondence among paths
- Choose actual coordinates

# Experimental setting

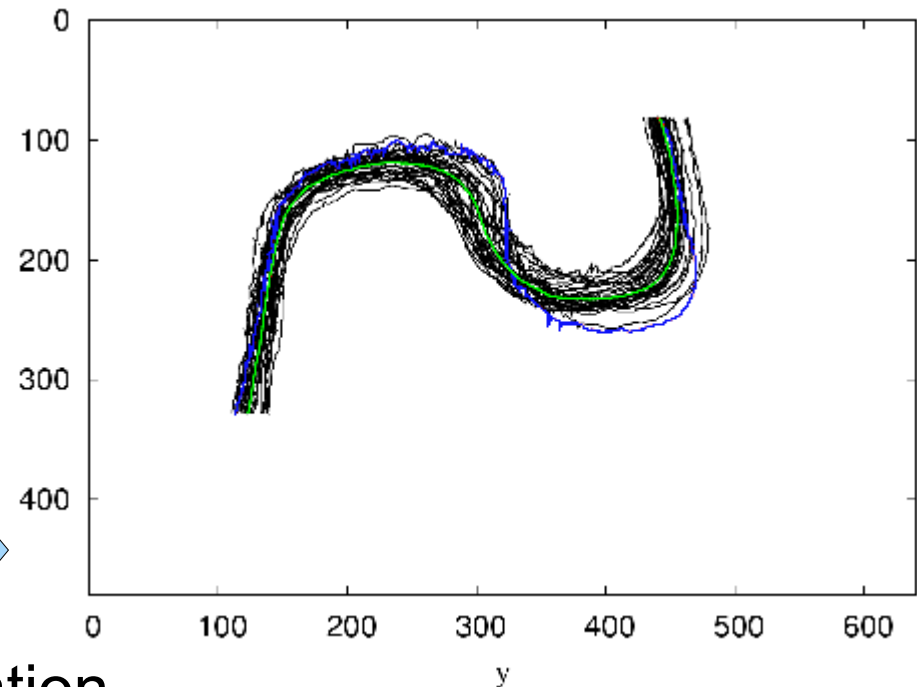
- Sample path: 30
- DP: 548 coordinates



Sample paths



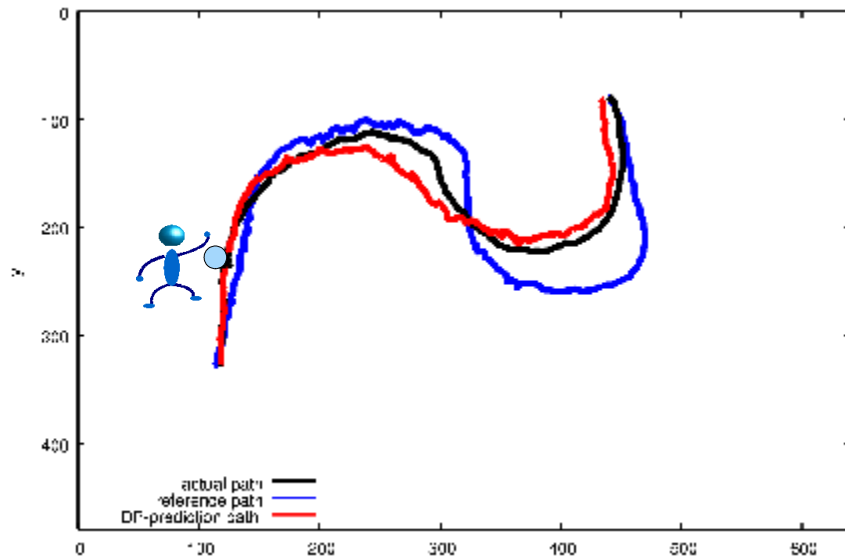
Normalization  
(DP)



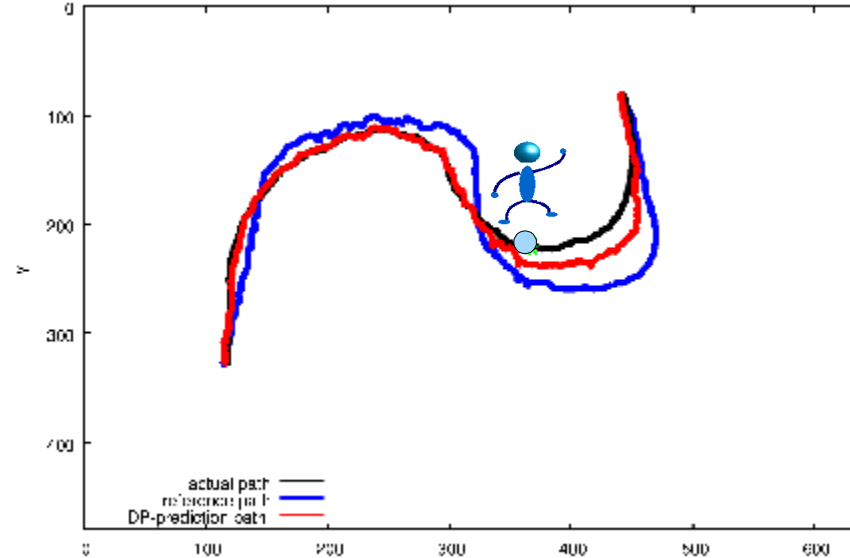
DP matching result

Blue line: reference path  
Green line: average path

# Prediction results by DP



50<sup>th</sup> frame(50 coordinates are known)

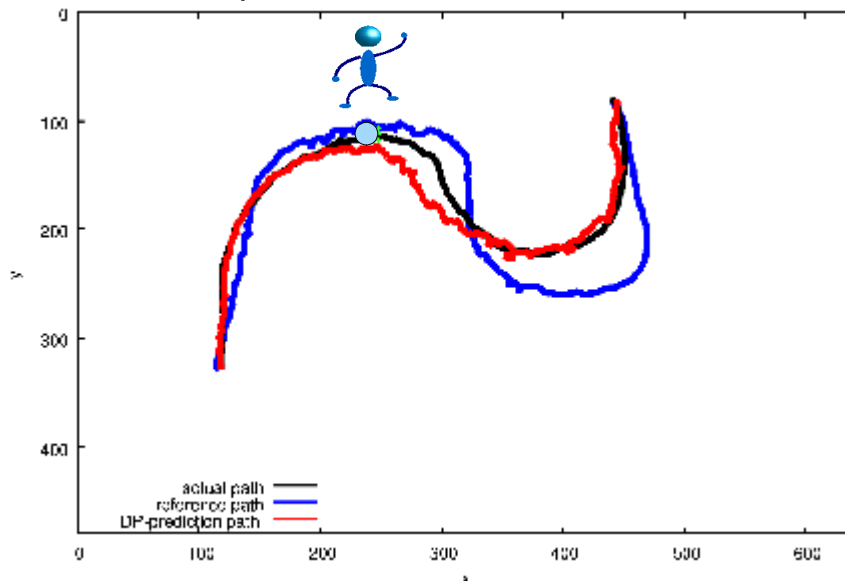


250<sup>th</sup> frame(250 coordinates are known)

Black line: actual path

Red line: prediction path

Blue line: reference path



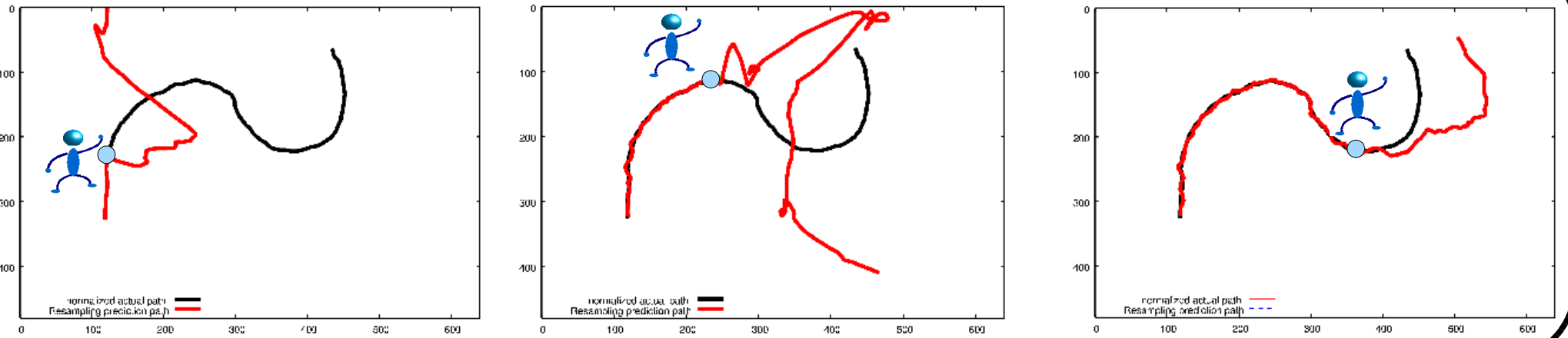
150<sup>th</sup> frame(150 coordinates are known)

## Features

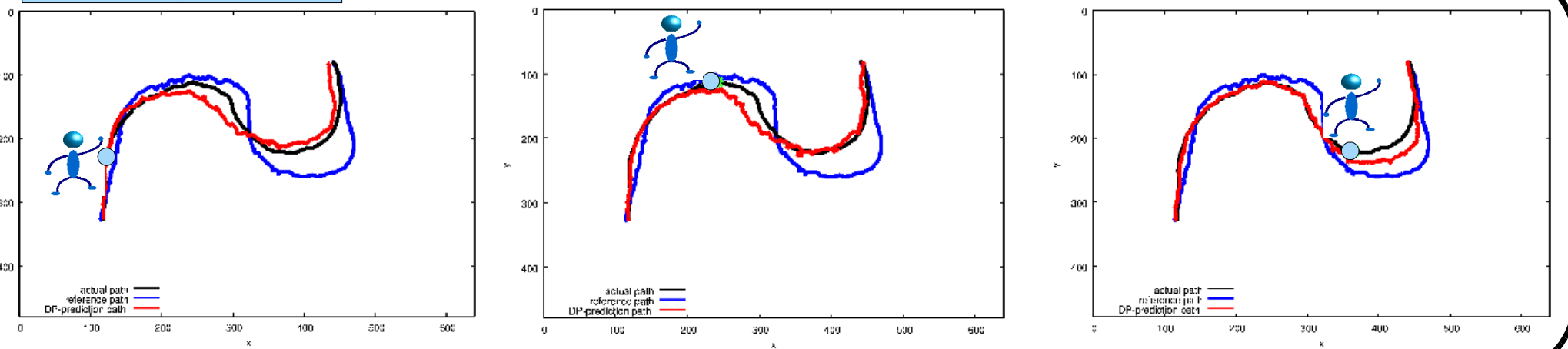
- Prediction paths are similar course to actual path at each frame
- Not smooth

# Prediction results

## Resampling



## DP

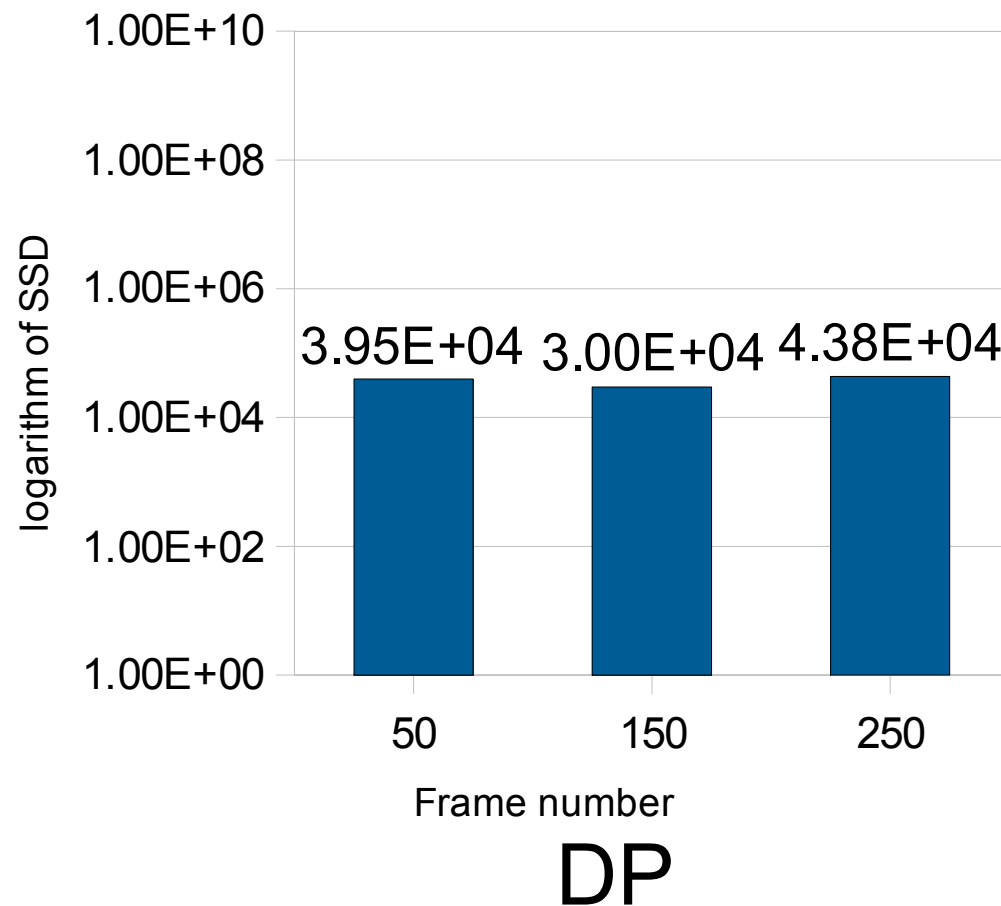
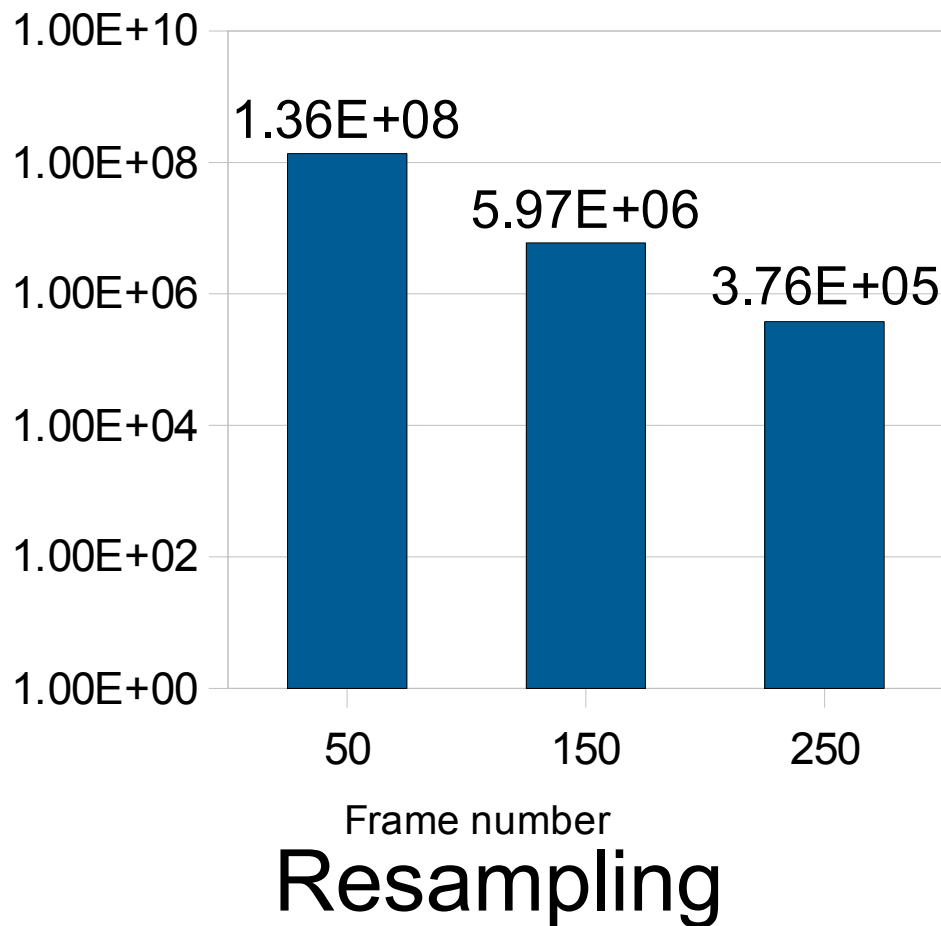


Prediction by DP is similar with actual path than by resampling

# Quantitative Evaluation

- Compare resampling and DP in Logarithm of SSD

→ Prediction by DP is better than by resampling





# Conclusions

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- Investigation of two normalization methods, resampling and DP
- the experimental results show that
  - Resampling result is smooth but does not correspond
  - DP result is close course but not smooth

## Future work

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- Investigation of other normalizations
- The effect of the number of eigenvector