

Long-term Correlation Tracking

Supplementary Document

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Quantitative Evaluation. We quantitatively evaluate the proposed long-term correlation tracking (LCT) algorithm on the 50 benchmark sequences with comparisons to the 11 state-of-the-art trackers, CSK [4], STC [10], KCF [5] MIL [1], Struck [3], CT [11], ASLA [6]), TLD [7], SCM [12], MEEM [9], and TGPR [2]). We report the distance precision at a threshold of 20 pixels in Table 1 and the overlap success rate at a threshold of 0.5 in Table 2. We report the distance precision plots over eight tracking challenges in our attribute-based evaluation in Figure 1 as mentioned on line 643 in the manuscript.

Additional Qualitative Evaluation. We present the tracking results of our algorithm with comparison to other five state-of-the-art trackers (KCF [5], MEEM [9], STC [10], Struck [3], and TLD [7]) on 20 more benchmark video sequences [8] in Figure 2-5. Note that a case of tracking failure is denoted by \times in the upper right of the image frame in the manuscript and this supplementary material. Due to the limitation of 100 MB size, these sequences are not included in the video of this supplementary material. In addition, we compare the center location errors frame-by-frame on these 20 sequences in Figure 6.

References

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Table 1. Comparisons with state-of-the-art trackers on the 50 benchmark sequences in the distance precision at a threshold of 20 pixels. Our LCT algorithm performs favorably against the state-of-the-art algorithms.

	LCT	CSK	STC	KCF	MIL	Struck	CT	ASLA	TLD	SCM	MEEM	TGPR
<i>basketball</i>	1.000	1.000	0.560	0.923	0.284	0.120	0.299	0.599	0.028	0.661	0.250	0.993
<i>bolt</i>	1.000	0.034	0.046	0.989	0.014	0.020	0.011	0.017	0.306	0.031	0.054	0.026
<i>boy</i>	1.000	0.844	0.761	1.000	0.846	1.000	0.930	0.440	1.000	0.440	1.000	1.000
<i>car4</i>	0.989	0.355	0.967	0.953	0.354	0.992	0.281	1.000	0.874	0.974	0.686	1.000
<i>carDark</i>	1.000	1.000	1.000	1.000	0.379	1.000	0.005	1.000	0.639	1.000	1.000	1.000
<i>carScale</i>	0.730	0.651	0.647	0.806	0.627	0.647	0.718	0.742	0.853	0.647	0.813	0.806
<i>coke</i>	0.914	0.873	0.155	0.838	0.151	0.948	0.113	0.165	0.684	0.430	0.945	0.942
<i>couple</i>	0.571	0.086	0.086	0.257	0.679	0.736	0.693	0.086	1.000	0.114	1.000	0.107
<i>crossing</i>	1.000	1.000	0.533	1.000	1.000	1.000	1.000	1.000	0.617	1.000	1.000	0.950
<i>david</i>	1.000	0.499	0.837	1.000	0.699	0.329	0.815	1.000	1.000	1.000	0.979	0.987
<i>david2</i>	1.000	1.000	1.000	1.000	0.978	1.000	0.004	1.000	1.000	1.000	1.000	1.000
<i>david3</i>	1.000	0.659	0.925	1.000	0.738	0.337	0.413	0.548	0.111	0.496	0.988	1.000
<i>deer</i>	0.817	1.000	0.042	0.817	0.127	1.000	0.042	0.028	0.732	0.028	1.000	1.000
<i>dog1</i>	1.000	1.000	0.700	1.000	0.919	0.996	0.950	0.997	1.000	0.976	0.979	1.000
<i>doll</i>	0.981	0.579	0.763	0.968	0.732	0.919	0.684	0.923	0.983	0.978	0.978	0.971
<i>dudek</i>	0.907	0.807	0.554	0.877	0.688	0.897	0.418	0.755	0.597	0.883	0.788	0.681
<i>faceocc1</i>	0.915	0.947	0.250	0.730	0.221	0.575	0.330	0.180	0.203	0.933	0.665	0.831
<i>faceocc2</i>	1.000	1.000	0.974	0.972	0.740	1.000	0.681	0.792	0.856	0.860	0.975	0.979
<i>fish</i>	1.000	0.042	1.000	1.000	0.387	1.000	0.882	1.000	1.000	0.863	1.000	1.000
<i>fleeftface</i>	0.546	0.567	0.481	0.460	0.358	0.639	0.438	0.301	0.506	0.529	0.574	0.393
<i>football</i>	1.000	0.798	0.801	0.796	0.790	0.751	0.798	0.735	0.804	0.765	0.992	1.000
<i>football1</i>	0.973	0.757	0.514	0.959	1.000	1.000	0.351	0.797	0.554	0.568	1.000	0.986
<i>freeman1</i>	0.975	0.555	0.371	0.402	0.939	0.801	0.396	0.390	0.540	0.982	0.923	0.985
<i>freeman3</i>	0.793	0.572	0.596	0.911	0.048	0.789	0.209	1.000	0.767	1.000	0.965	0.122
<i>freeman4</i>	0.951	0.187	0.233	0.534	0.201	0.375	0.064	0.219	0.410	0.509	0.565	0.519
<i>girl</i>	1.000	0.554	0.594	0.864	0.714	1.000	0.608	1.000	0.918	1.000	1.000	0.904
<i>ironman</i>	0.145	0.133	0.151	0.217	0.108	0.114	0.096	0.133	0.120	0.157	0.036	0.096
<i>jogging-1</i>	0.971	0.228	0.228	0.235	0.231	0.241	0.231	0.231	0.974	0.228	0.456	0.225
<i>jogging-2</i>	0.977	0.186	0.186	0.163	0.186	0.254	0.166	0.182	0.857	1.000	0.961	0.997
<i>jumping</i>	0.968	0.051	0.054	0.342	0.997	1.000	0.096	0.450	1.000	0.153	1.000	0.109
<i>lemming</i>	0.778	0.436	0.312	0.487	0.823	0.628	0.677	0.168	0.859	0.166	0.731	0.275
<i>liquor</i>	0.824	0.223	0.403	0.976	0.199	0.390	0.209	0.226	0.588	0.276	0.565	0.657
<i>matrix</i>	0.360	0.010	0.100	0.170	0.180	0.120	0.020	0.050	0.160	0.350	0.090	0.110
<i>mhyang</i>	1.000	1.000	1.000	1.000	0.460	1.000	0.819	1.000	0.978	1.000	1.000	1.000
<i>motorRolling</i>	0.043	0.043	0.073	0.049	0.043	0.085	0.037	0.061	0.116	0.037	0.043	0.061
<i>mountainBike</i>	0.996	1.000	1.000	1.000	0.667	0.921	0.175	0.904	0.259	0.969	0.934	1.000
<i>shaking</i>	0.981	0.564	0.981	0.019	0.282	0.192	0.047	0.485	0.405	0.814	0.970	0.641
<i>singer1</i>	1.000	0.670	1.000	0.843	0.501	0.641	0.840	1.000	1.000	1.000	0.419	0.219
<i>singer2</i>	0.975	0.036	0.571	0.948	0.404	0.036	0.005	0.036	0.071	0.112	0.033	0.954
<i>skating1</i>	1.000	0.988	0.690	1.000	0.130	0.465	0.090	0.765	0.318	0.768	0.445	0.700
<i>skiing</i>	0.136	0.099	0.136	0.074	0.074	0.037	0.086	0.136	0.123	0.136	0.136	0.111
<i>soccer</i>	0.885	0.135	0.135	0.791	0.191	0.253	0.219	0.122	0.115	0.268	0.349	0.143
<i>subway</i>	1.000	0.240	0.246	1.000	0.994	0.983	0.989	0.229	0.251	1.000	1.000	1.000
<i>suv</i>	0.980	0.568	0.805	0.979	0.123	0.572	0.250	0.575	0.909	0.978	0.958	0.531
<i>sylvester</i>	0.993	0.910	0.897	0.843	0.651	0.995	0.901	0.821	0.949	0.946	0.967	0.946
<i>tiger1</i>	0.868	0.255	0.261	0.851	0.095	0.175	0.215	0.226	0.456	0.126	0.831	0.269
<i>tiger2</i>	0.696	0.110	0.145	0.356	0.414	0.630	0.364	0.142	0.386	0.112	0.490	0.792
<i>trellis</i>	1.000	0.810	0.738	1.000	0.230	0.877	0.387	0.861	0.529	0.873	0.956	0.981
<i>walking</i>	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	0.964	1.000	0.998	1.000
<i>walking2</i>	0.404	0.468	0.794	0.434	0.406	0.982	0.432	0.404	0.426	1.000	0.432	0.996
<i>woman</i>	0.940	0.250	0.615	0.938	0.206	1.000	0.204	0.203	0.191	0.940	1.000	0.940
Average	0.854	0.545	0.547	0.741	0.475	0.656	0.406	0.532	0.608	0.649	0.744	0.705

Table 2. Comparisons with state-of-the-art trackers on the 50 benchmark sequences in the overlap success rate at a threshold of 0.5. Our LCT algorithm performs well compared to the state-of-the-art algorithms.

	LCT	CSK	STC	KCF	MIL	Struck	CT	ASLA	TLD	SCM	MEEM	TGPR
<i>basketball</i>	0.906	0.874	0.236	0.898	0.274	0.102	0.259	0.556	0.025	0.611	0.236	0.850
<i>bolt</i>	0.720	0.017	0.043	0.934	0.011	0.017	0.006	0.014	0.146	0.014	0.037	0.014
<i>boy</i>	0.998	0.842	0.663	0.992	0.385	0.975	0.688	0.439	0.935	0.439	0.987	0.990
<i>car4</i>	1.000	0.276	0.225	0.367	0.276	0.398	0.275	1.000	0.792	0.973	0.349	0.398
<i>carDark</i>	0.885	0.992	0.997	0.723	0.178	1.000	0.003	1.000	0.529	0.997	1.000	1.000
<i>carScale</i>	0.702	0.448	0.528	0.444	0.448	0.433	0.448	0.690	0.437	0.651	0.373	0.421
<i>coke</i>	0.914	0.739	0.089	0.722	0.117	0.942	0.093	0.148	0.289	0.337	0.942	0.914
<i>couple</i>	0.507	0.086	0.086	0.243	0.671	0.543	0.686	0.086	1.000	0.107	0.750	0.107
<i>crossing</i>	1.000	0.317	0.175	0.925	0.983	0.942	0.983	1.000	0.517	1.000	0.983	0.808
<i>david</i>	0.907	0.236	0.584	0.622	0.229	0.236	0.427	0.958	0.970	0.913	0.588	0.771
<i>david2</i>	0.972	1.000	0.752	1.000	0.324	1.000	0.002	0.946	0.952	0.911	1.000	1.000
<i>david3</i>	0.790	0.627	0.333	0.992	0.683	0.337	0.349	0.508	0.103	0.484	0.853	0.988
<i>deer</i>	0.817	1.000	0.042	0.817	0.127	1.000	0.042	0.028	0.732	0.028	1.000	1.000
<i>dog1</i>	0.929	0.653	0.573	0.653	0.650	0.653	0.652	0.921	0.673	0.847	0.636	0.713
<i>doll</i>	0.968	0.218	0.100	0.552	0.433	0.688	0.531	0.922	0.624	0.987	0.726	0.714
<i>dudek</i>	0.987	0.947	0.724	0.976	0.857	0.980	0.852	0.897	0.842	0.976	0.985	0.879
<i>faceocc1</i>	0.901	1.000	0.243	1.000	0.765	1.000	0.854	0.311	0.834	1.000	1.000	0.982
<i>faceocc2</i>	0.649	1.000	0.980	0.996	0.936	1.000	0.744	0.809	0.829	0.874	0.998	0.993
<i>fish</i>	1.000	0.042	0.372	1.000	0.387	1.000	0.889	1.000	0.964	0.863	1.000	1.000
<i>fleefface</i>	0.687	0.676	0.463	0.669	0.537	0.666	0.638	0.608	0.567	0.706	0.795	0.610
<i>football</i>	0.989	0.657	0.619	0.682	0.738	0.660	0.785	0.652	0.412	0.586	0.959	0.970
<i>football1</i>	0.770	0.392	0.351	0.959	0.784	0.878	0.081	0.419	0.392	0.405	0.919	0.811
<i>freeman1</i>	0.623	0.144	0.169	0.160	0.153	0.215	0.101	0.307	0.212	0.807	0.224	0.218
<i>freeman3</i>	0.578	0.330	0.207	0.274	0.009	0.200	0.002	0.937	0.580	0.930	0.309	0.067
<i>freeman4</i>	0.693	0.170	0.170	0.184	0.021	0.155	0.004	0.166	0.269	0.244	0.336	0.332
<i>girl</i>	0.912	0.398	0.302	0.756	0.294	0.980	0.178	0.906	0.764	0.882	0.938	0.882
<i>ironman</i>	0.114	0.127	0.042	0.157	0.048	0.048	0.090	0.127	0.066	0.133	0.018	0.060
<i>jogging-1</i>	0.967	0.225	0.208	0.225	0.225	0.225	0.225	0.225	0.967	0.212	0.397	0.225
<i>jogging-2</i>	0.941	0.182	0.173	0.160	0.163	0.248	0.140	0.182	0.831	0.990	0.948	0.990
<i>jumping</i>	0.936	0.048	0.048	0.281	0.476	0.799	0.006	0.166	0.847	0.121	0.987	0.096
<i>lemming</i>	0.778	0.429	0.153	0.431	0.811	0.640	0.680	0.168	0.594	0.166	0.701	0.268
<i>liquor</i>	0.841	0.278	0.251	0.982	0.201	0.406	0.209	0.239	0.582	0.321	0.609	0.681
<i>matrix</i>	0.250	0.010	0.100	0.130	0.110	0.120	0.020	0.020	0.070	0.300	0.090	0.040
<i>mhyang</i>	0.926	1.000	0.860	1.000	0.389	1.000	0.730	1.000	0.893	0.997	1.000	0.982
<i>motorRolling</i>	0.024	0.073	0.140	0.079	0.073	0.159	0.055	0.098	0.171	0.073	0.079	0.110
<i>mountainBike</i>	0.965	1.000	0.873	0.991	0.575	0.855	0.171	0.899	0.259	0.961	0.816	1.000
<i>shaking</i>	0.951	0.581	0.852	0.014	0.227	0.167	0.041	0.378	0.400	0.896	0.932	0.433
<i>singer1</i>	0.681	0.296	0.507	0.276	0.276	0.299	0.248	1.000	0.991	1.000	0.274	0.228
<i>singer2</i>	0.527	0.036	0.459	0.970	0.475	0.036	0.011	0.036	0.101	0.164	0.036	1.000
<i>skating1</i>	0.890	0.368	0.230	0.363	0.103	0.370	0.100	0.690	0.228	0.423	0.315	0.535
<i>skiing</i>	0.099	0.074	0.111	0.062	0.074	0.037	0.074	0.111	0.074	0.086	0.111	0.086
<i>soccer</i>	0.648	0.138	0.115	0.390	0.156	0.156	0.202	0.125	0.122	0.237	0.319	0.130
<i>subway</i>	1.000	0.223	0.223	0.994	0.794	0.909	0.766	0.217	0.229	0.994	0.674	0.994
<i>suv</i>	0.980	0.575	0.513	0.985	0.130	0.575	0.231	0.580	0.839	0.984	0.960	0.535
<i>sylvester</i>	0.855	0.717	0.610	0.819	0.546	0.929	0.828	0.749	0.928	0.886	0.926	0.923
<i>tiger1</i>	0.917	0.264	0.052	0.857	0.097	0.183	0.246	0.244	0.456	0.129	0.865	0.272
<i>tiger2</i>	0.619	0.107	0.090	0.364	0.447	0.649	0.370	0.142	0.173	0.112	0.488	0.816
<i>trellis</i>	0.937	0.591	0.580	0.840	0.244	0.784	0.350	0.858	0.473	0.854	0.819	0.793
<i>walking</i>	0.981	0.519	0.721	0.515	0.541	0.566	0.502	0.998	0.383	0.959	0.519	0.738
<i>walking2</i>	0.406	0.388	0.442	0.378	0.380	0.434	0.384	0.398	0.340	1.000	0.350	0.706
<i>woman</i>	0.687	0.245	0.258	0.936	0.188	0.935	0.159	0.194	0.166	0.858	0.930	0.935
<i>Average</i>	0.769	0.443	0.365	0.622	0.373	0.559	0.341	0.511	0.521	0.616	0.649	0.628

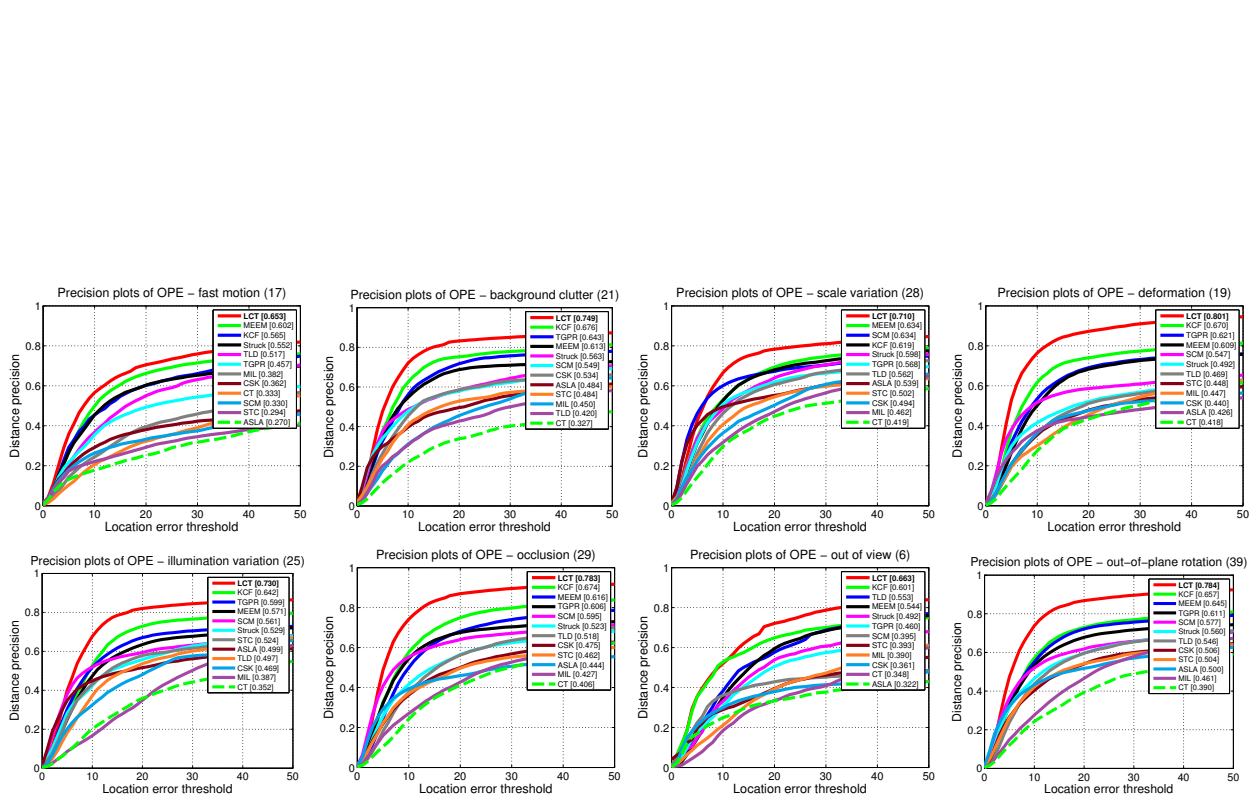


Figure 1. Distance precision plots over eight tracking challenges of fast motion, background clutter, scale variation, deformation, illumination variation, occlusion, out-of-view, and out-of-plane rotation. The legend contains the AUC score for each tracker. The proposed LCT method performs well when evaluating with eight challenging factors.



Figure 2. Tracking results of our proposed algorithm, KCF, STC, and TLD methods on six challenging sequences (from top to down are *Basketball*, *Bolt*, *CarDark*, *Crossing*, and *David2*, respectively). A case of tracking failure is denoted by \times .

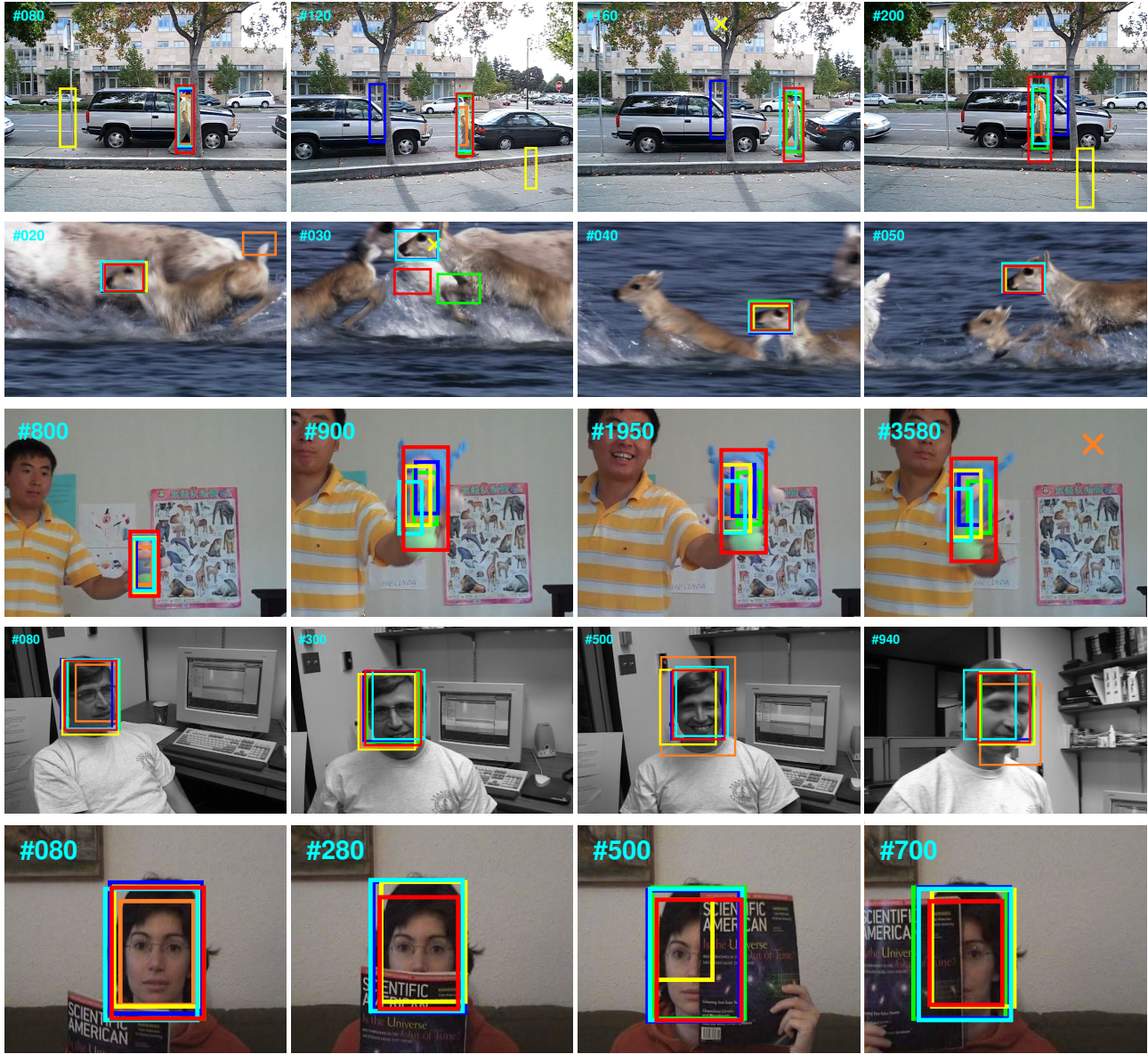


Figure 3. Tracking results of our proposed algorithm, KCF, STC, and TLD methods on six challenging sequences (from top to down are *David3*, *Deer*, *Doll*, *Dudek*, and *FaceOcc1*, respectively). A case of tracking failure is denoted by \times .

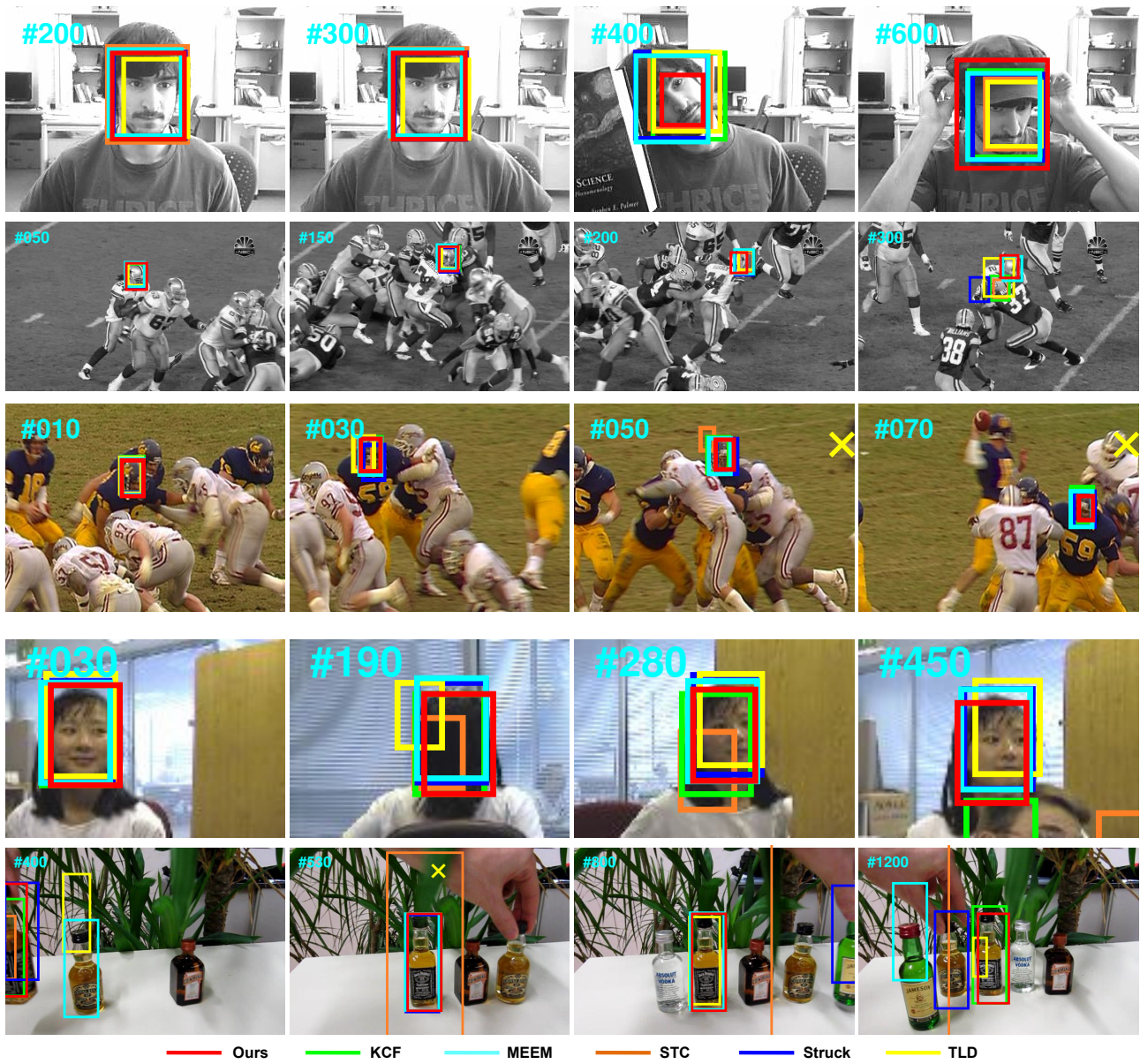


Figure 4. Tracking results of our proposed algorithm, KCF, STC, and TLD methods on six challenging sequences (from top to down are *FaceOcc2*, *Football*, *Football1*, *Girl*, and *Liquor*, respectively). A case of tracking failure is denoted by \times .



Figure 5. Tracking results of our proposed algorithm, KCF, STC, and TLD methods on six challenging sequences (from top to down are *Soccer*, *Sylvester*, *Tiger1*, *Walking*, and *Woman*, respectively). A case of tracking failure is denoted by \times .

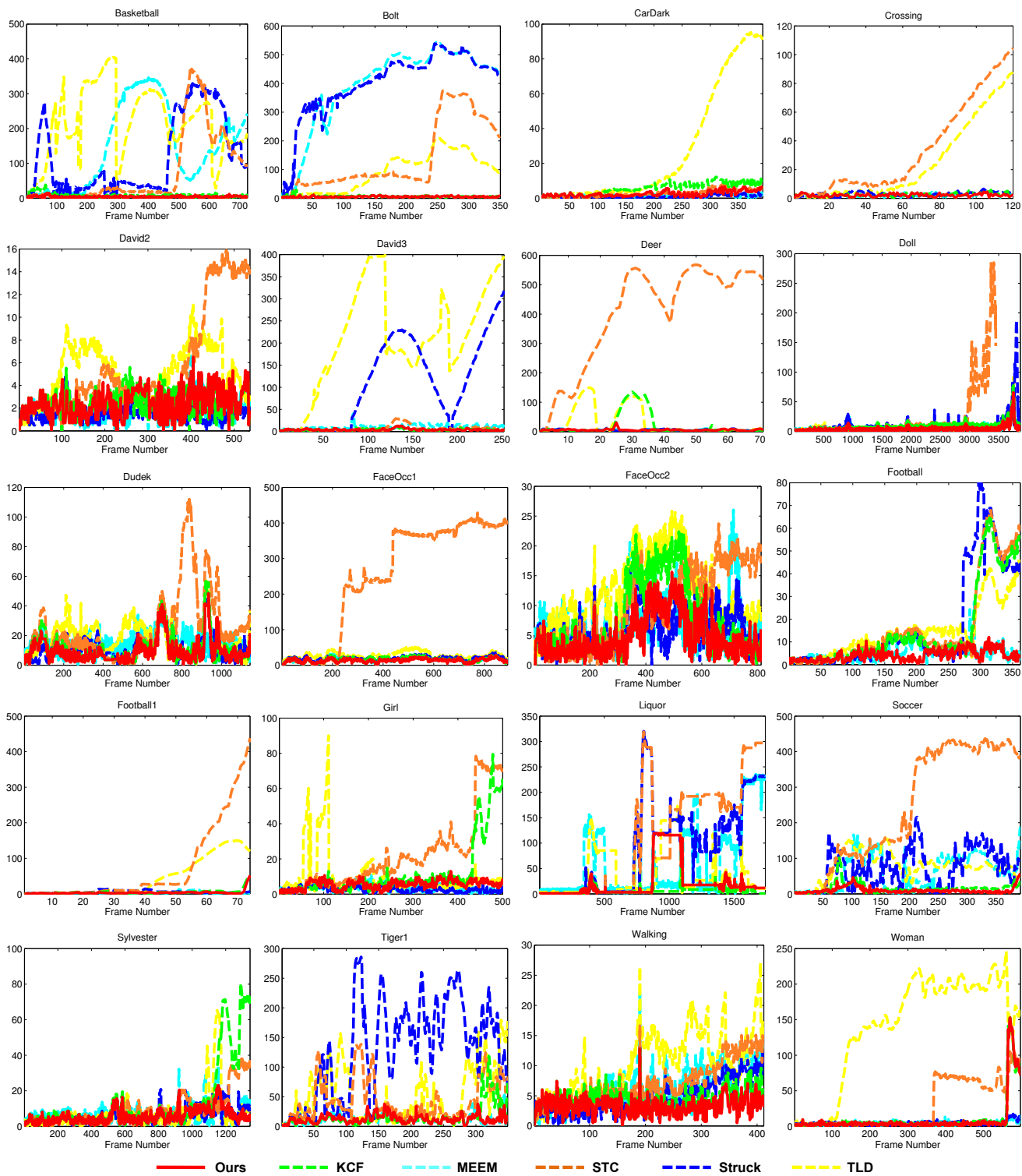


Figure 6. Frame-by-frame comparisons of the center location errors (in pixels) on twenty challenging sequences in Figure 2-5. Our method performs favorably against the state-of-the-art trackers.