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Self-Organizing Cameras



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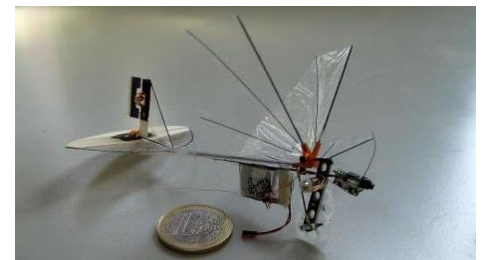
Institut für Vernetzte und Eingebettete Systeme

Bernhard Rinner

<http://bernhardrinner.com>

Ubiquitous Cameras

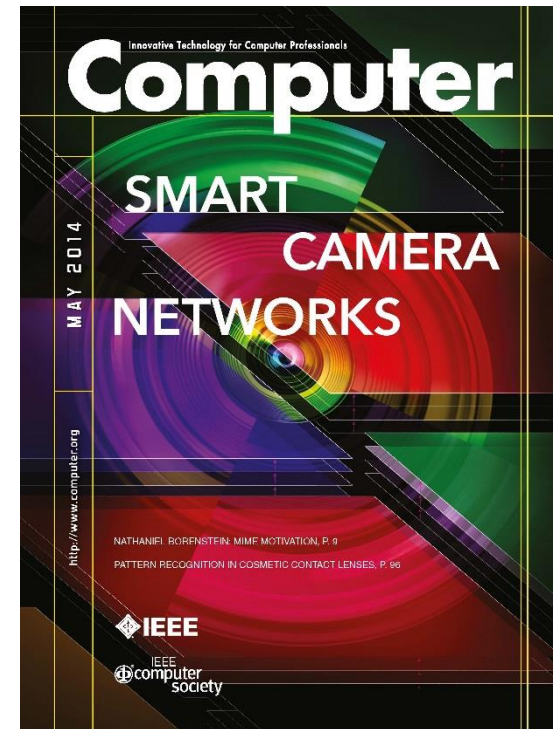
- We are surrounded by **billions of cameras** in public, private and business spaces
- Various well-known domains
 - Transportation
 - Security
 - Entertainment
 - Mobile
- Cameras serve a **purpose** and provide some **utility**
 - Providing documentation/archiving
 - Increasing security
 - Enabling automation
 - Fostering social interaction



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Paradigma Shifts in Video Processing

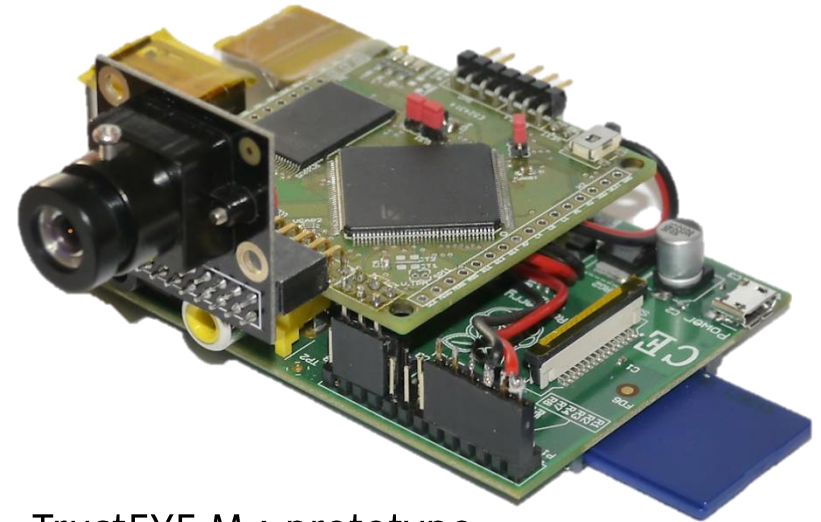
- Towards **online/onboard processing**
- Towards **distributed, in-network analysis**
- Towards **ad-hoc deployment**
and **mobile and open** platforms
- Towards **user-centric** applications



Emergence of Smart Camera Networks !

Smart Cameras as Enabling Technology

- Smart cameras combine
 - sensing,
 - processing and
 - communicationin a single embedded device



TrustEYE.M4 prototype
on top of RaspberryPI

- perform **image and video analysis** in **real-time** closely located at the sensor and transfer only the results
- **collaborate** with other cameras in the network

[Rinner, Wolf. [A Bright Future for Distributed Smart Cameras](#). Proc. IEEE, 2008]

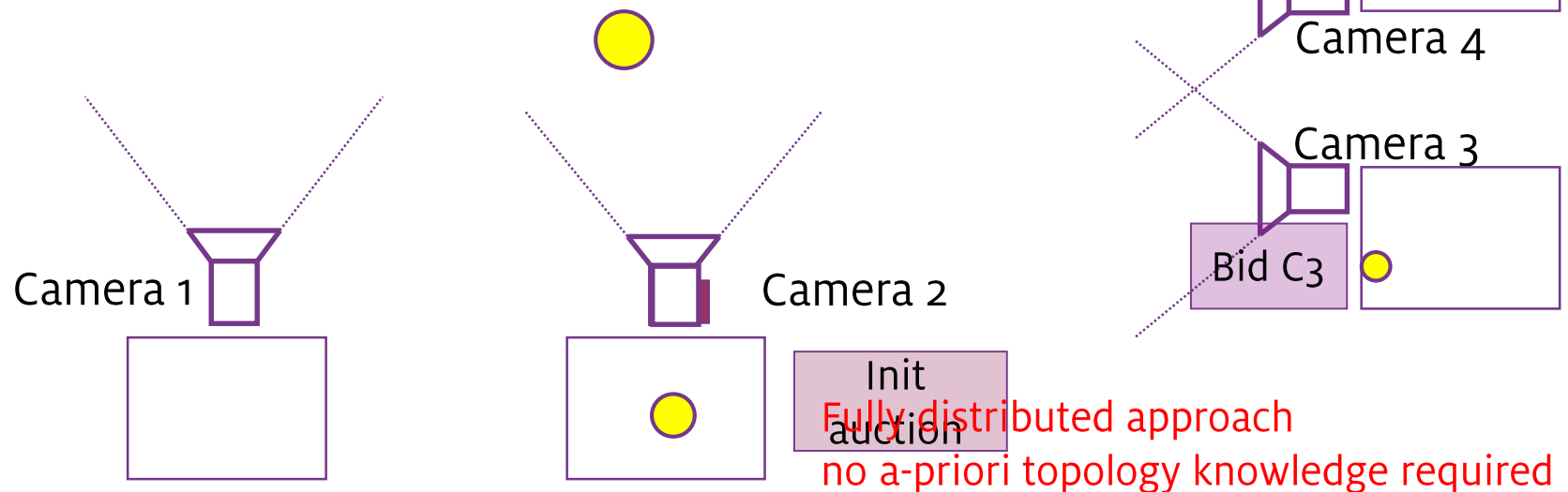
Autonomous In-Networking Analysis

Self-organizing Camera Network

- Perform autonomous, decentralized and resource-aware network-wide analysis
- Demonstrate **autonomous multi-object tracking** in camera network
 - Exploit single camera object detector & tracker
 - Perform camera handover
 - Learn camera topology
- **Key decisions** for each camera
 - When to track an object within its FOV
 - When to initiate a handover
 - Whom to handover

Virtual Market-based Handover

- Initialize **auctions** for exchanging tracking responsibilities
 - Cameras act as self-interested agents, i.e., maximize their own utility
 - Selling camera (where object is leaving FOV) **opens the auction**
 - Other cameras **return bids** with price corresponding to “tracking” confidence
 - Camera with highest bid continues tracking; trading based on **Vickrey auction**



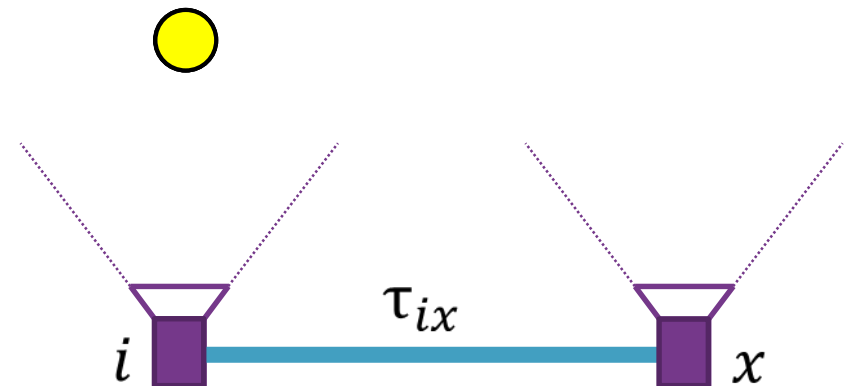
Camera Control

- Each camera acts as agent maximizing its **utility function**
- **Local decisions**
 - When to initiate an auction
(at regular intervals or specific events)
 - Whom to invite
(all vs. neighboring cameras)
 - When to trade
(depends on valuation of objects in FOV)
- Learn **neighborhood relations** with trading behavior (“pheromones”)
 - Strengthen links to buying cameras
 - Weaken links over time

$$U_i(O_i) = \sum_{j \in O_i} [c_j \cdot v_j \cdot \Phi_i(j)] - p + r$$

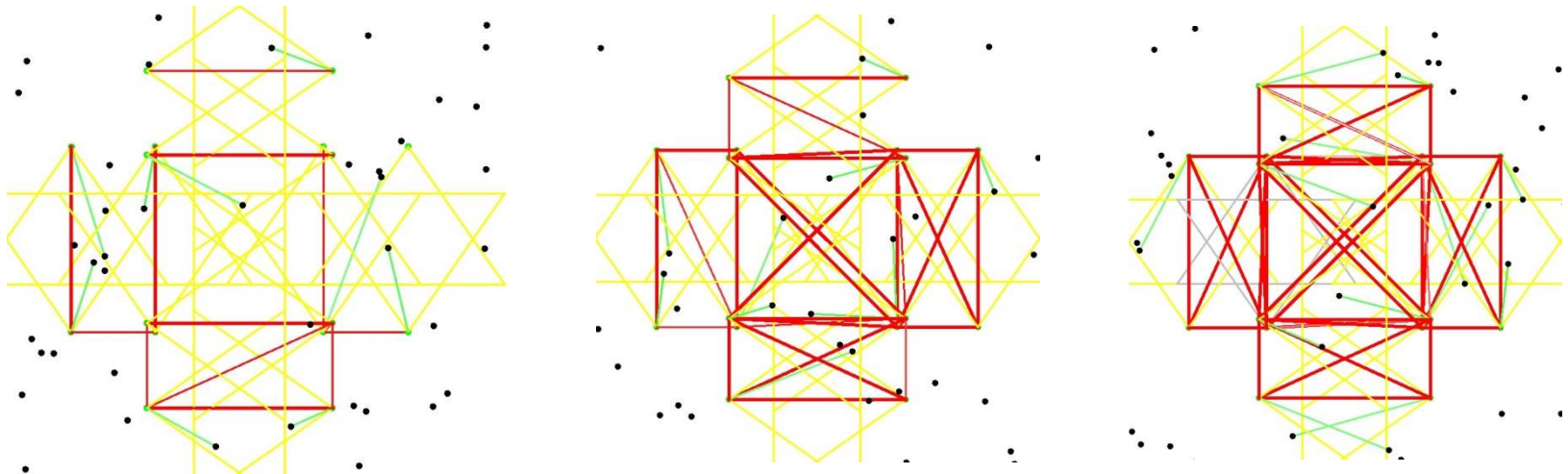
Learn the Camera Topology

- **Artificial pheromones** inspired by the ant foraging process
- The selling camera i creates a link τ_{ix} to the buying camera x for future trading purpose.
- Local **vision graph** for each camera representing the local neighborhood.
- Multiple trades with the same camera strengthens the link between cameras.
- Decay pheromone level when no trade occurs



Learn Neighborhood Relationships

- Gaining knowledge about the **network topology** (vision graph) by exploiting the trading activities
- Temporal evolution of the vision graph



Exploit the Camera Topology

- In addition to broadcast auctions to all cameras, we define two multicast communication policies

- **STEP**

Probability to communicate with another node is based on the strength of the link. All others have only a small probability to get the invitation as well.

$$P_{STEP(i,x)} = \begin{cases} 1 & \text{if } \tau_{ix} > \varepsilon \\ \eta & \text{otherwise} \end{cases}$$

- **SMOOTH**

Probability to communicate with another node is based on the strength of the link relative to strongest link.

$$P_{SMOOTH(i,x)} = \frac{1 + \tau_{ix}}{1 + \tau_{im}}$$

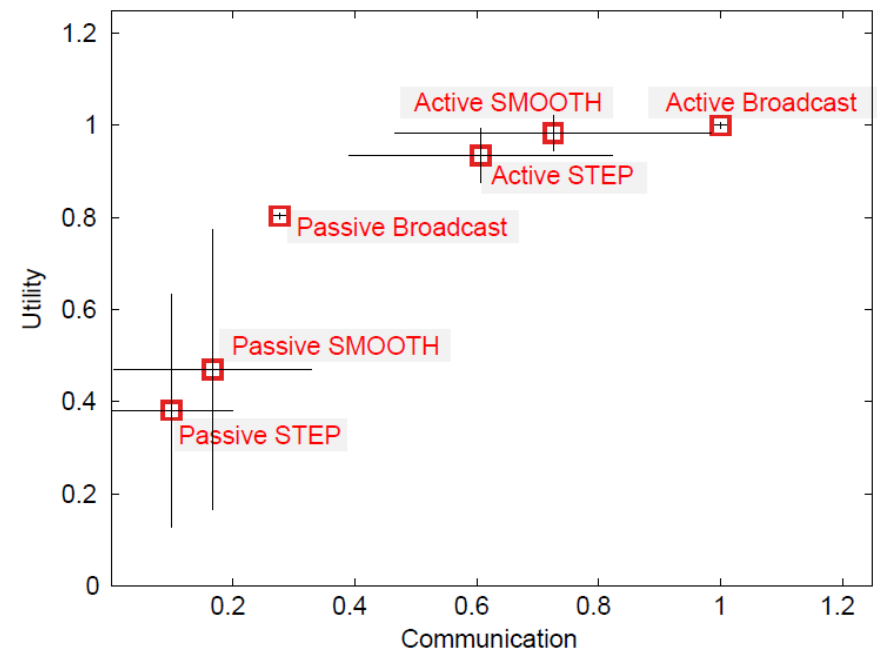
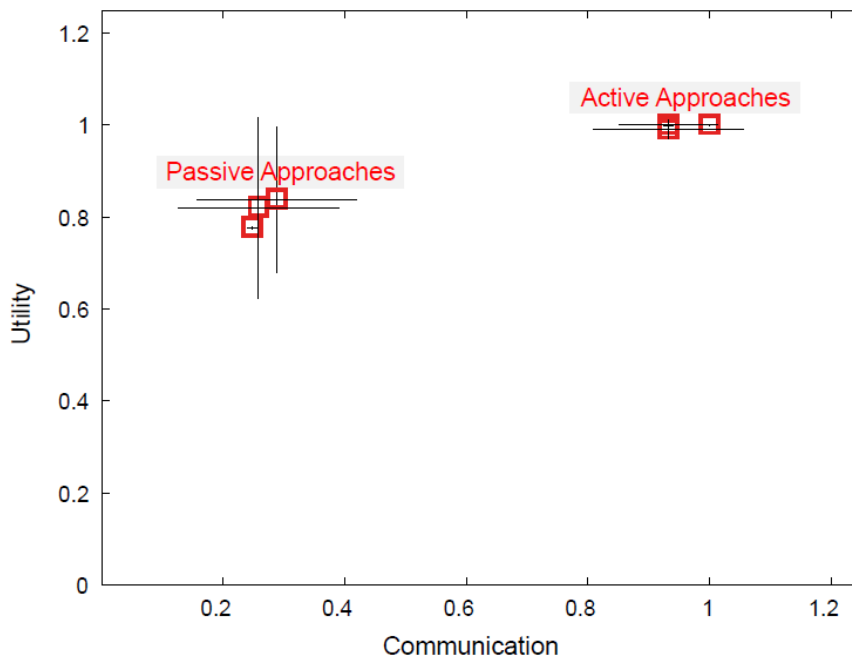
$$m = \underset{y}{\operatorname{argmax}} \tau_{iy}, \forall y$$

Six Camera Strategies

- **Auction initiation**
 - “Active”: at regular intervals (at each frame)
 - “Passive”: only when object is about to leave the FOV
- **Auction invitation**
 - “Broadcast”: to all cameras
 - “Smooth”: probabilistic proportional to link strength
 - “Step”: to cameras with link strengths above threshold (and rest with low probability)
- Selected strategy influences network performance (utility) and communication effort

Tracking Performance

- Tradeoff between **utility** and **communication effort**



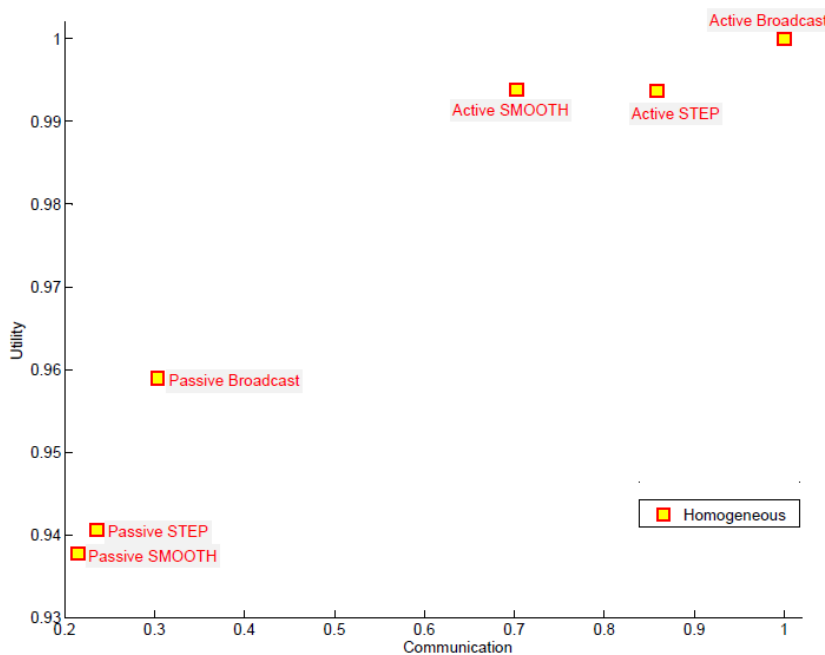
Scenario 1 (5 cameras, few objects) Scenario 2 (15 cameras, many objects)

- Emerging **Pareto front**

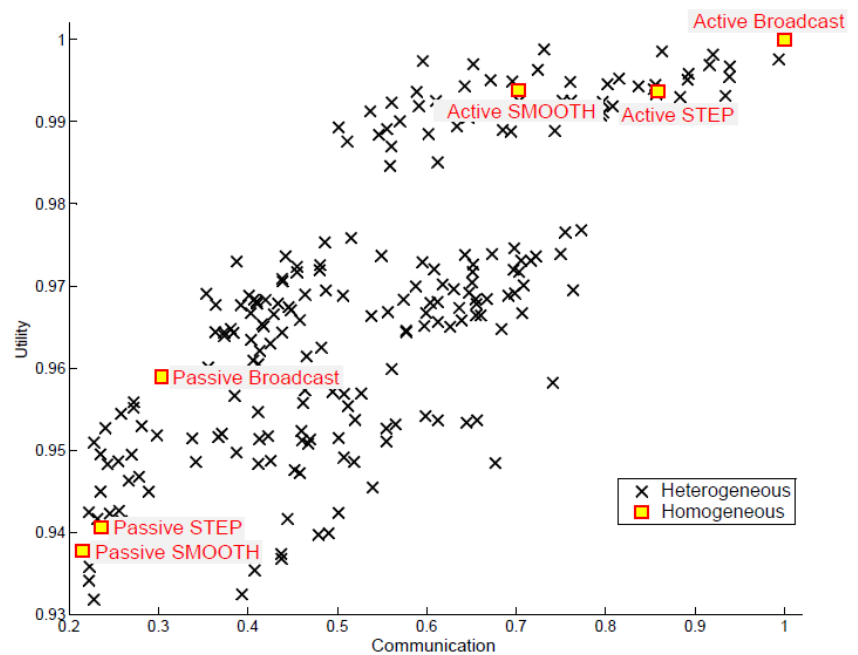
[Esterle et al. [Socio-Economic Vision Graph Generation and Handover in Distributed Smart Camera Networks](#). ACM Trans. Sensor Networks. 10(2), 2014]

Assigning Strategies to Cameras

- Identical strategy for all cameras may not achieve best result



Homogeneous strategies (3 cameras)

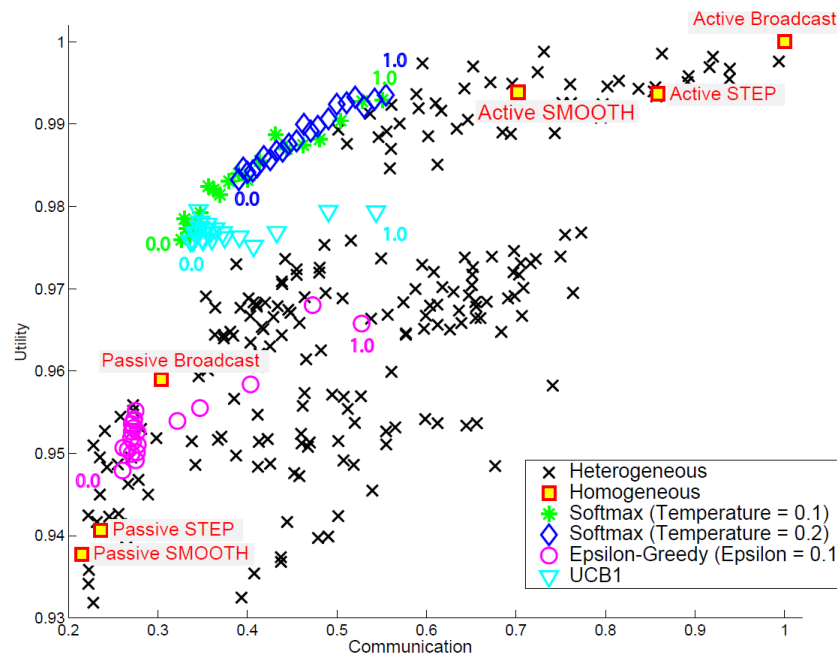


Heterogeneous strategies (3 cameras)

- Strategy depends on various parameters (FOV, neighbors, scene ...)
 - Let cameras **learn their best strategy**

Decentralized Multi-Agent Learning

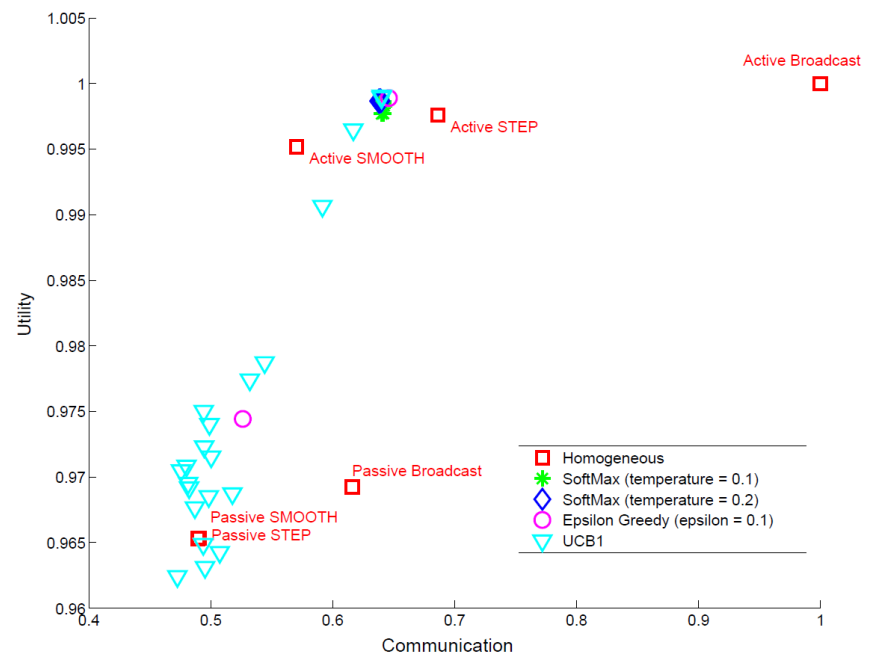
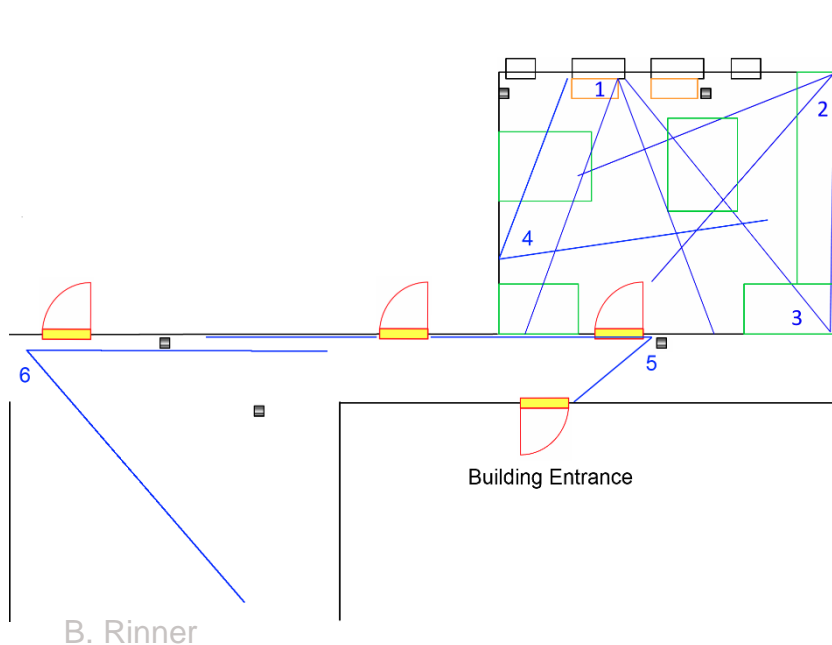
- Exploit **bandit solver** framework to maximize global performance
 - Co-dependency among agents' performance
 - Complex relationship between local reward global performance



[Lewis et al. [Learning to be Different: Heterogeneity and Efficiency in Distributed Smart Camera Networks](#). In Proc. SASO 2013]

Multi-camera Experiment

- Indoor demonstrator with 6 cameras tracking 6 persons
- Each camera performs
 - Color-based tracking
 - Fixed or adaptive handover strategies (bandit solvers)
 - Exchange of color histograms for person re-identification



Conclusion

- Smart cameras process **video data onboard** and **collaborate autonomously** within the network
- Our cartooning approach **protects image data “at the sensor”** but still provides reasonable utility with low resource usage
- We apply **socio-economic techniques** to learn control strategies for autonomous multi-camera tracking
 - Global configurations emerge from local decision using local metrics
 - Adaptive strategies extend Pareto front of best static configurations
- Techniques applicable to various decentralized networked systems (e.g., Internet of Things)

Acknowledgements & Further Information



Pervasive Computing group

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Embedded Systems

<http://nes.aau.at>

<http://bernhardrinner.com>