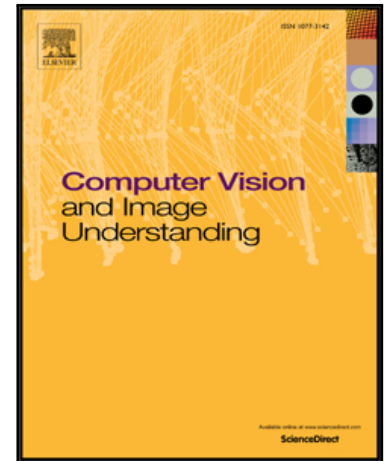


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High-order Framewise Smoothness-constrained Globally-optimal Tracking

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Highlights

- High-order smoothness and constraints are used for tracking using a graph.
- High-order smoothness is represented by object velocities in two frames or more.
- High-order constraints connect each node to two nodes or more via links.
- High-order smoothness and constraints are evaluated framewise with no preprocess.

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