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### Video-Based Moving Object Detection

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# TARGET DETECTION BY BACKGROUND SUBTRACTION

If:

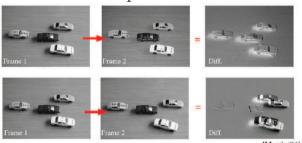
- Camera stationary with no autofocus/gain
- Illumination constant
- Largely isolated moving objects

use background subtraction

||current - background| > threshold

# TARGET DETECTION BY IMAGE DIFFERENCING

If you don't know anything about the video other than frames are consecutive and video rate is fast compared to scene motion



**Problems:** Illumination changes, overlapping changes, scene vibrations

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## BACKGROUND SUBTRACTION CODE

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```
% do bubble sort (large to small) on regions in case
% there are more than 1
for i = 1 : N
  id(i) = i:
                 % aux variable to hold region id
end
for i = 1 : N-1
 for j = i+1 : N
   if stats(i).Area < stats(j).Area</pre>
      tmp = stats(i);
      stats(i) = stats(j);
      stats(j) = tmp;
      tmp = id(i);
      id(i) = id(j);
      id(j) = tmp;
% get center of mass and radius of largest
```

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# DETECTION RESULTS INPUT BACKGROUND REMOVED CLEANED DETECTED

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```
centroid = stats(1).Centroid;
radius = sqrt(stats(1).Area/pi);
```

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### What's wrong?

- Moving ball blurred
- Noisy observations
- Potentially poor contrast

We can track of positions for ball in frames  $0 \dots N$ 

Would like ability to predict position in frame N+1

So: incorporate motion model in tracker

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### What We Have Learned

- 1. Moving object detection by background subtraction or inter-frame differencing
- 2. Some problems that arise with the methods

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