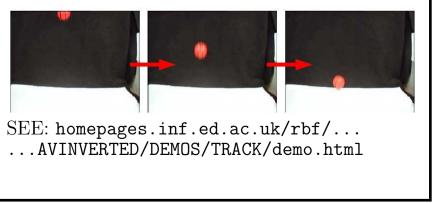


O2014, School of Informatics, University of Edinburgh

Detection and Tracking Introduction

# TARGET TRACKING WITH NOISE AND BOUNCING

PROBLEM: track a ball falling and bouncing



 $\bigodot 2014,$  School of Informatics, University of Edinburgh

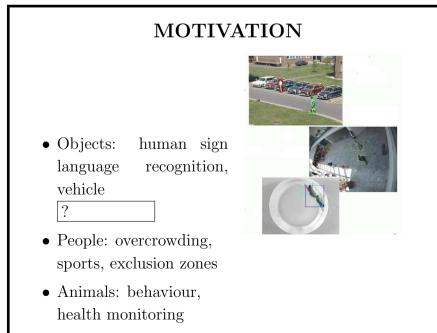
**Detection and Tracking Introduction** 

Robert B. Fisher School of Informatics University of Edinburgh

©2014, School of Informatics, University of Edinburgh

Detection and Tracking Introduction

Slide 3/9



©2014, School of Informatics, University of Edinburgh

### THE TARGET

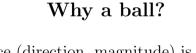
### PLAN:

- 1. Removal of irrelevant background + detection of changes
- 2. Tracking ? motion with Kalman filter
- 3. Coping with events and noise with **condensation tracking**

©2014, School of Informatics, University of Edinburgh

#### Detection and Tracking Introduction

Slide 7/9



- Ball bounce (direction, magnitude) is hard to model without precise knowledge of mass, forces, elasticity
- ?
- of n + 1 position using first n frames
- Simple shape allows us to concentrate on tracking issues without 3D shape problems



©2014, School of Informatics, University of Edinburgh

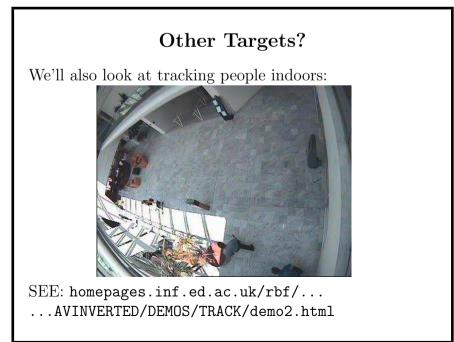
### Issues & Constraints

- + Constant background
- + Color difference with background: Realistic for controlled environments, less realistic for public places: plazas, streets, shopping areas
- + ? motion model

Problems: Motion blur & the bounce

C2014, School of Informatics, University of Edinburgh

Detection and Tracking Introduction



O2014, School of Informatics, University of Edinburgh

## What We Have Learned

- 1. Some applications of tracking
- 2. Key steps: detection, track, ?

©2014, School of Informatics, University of Edinburgh