# DETECTION OF CONCENTRIC CIRCULAR PATTERNS THROUGH FILTERS, OVAL DETECTION AND METAHEURISTICS.

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## UNIVERSIDAD CATÓLICA DE SAN PABLO MASTER IN COMPUTER SCIENCE

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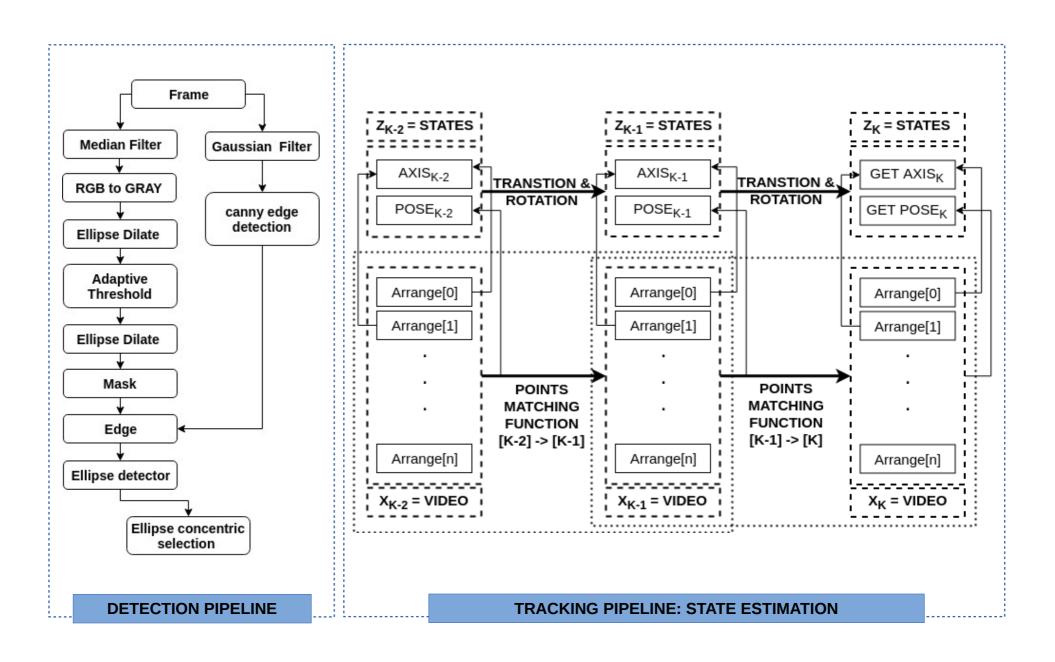








#### **DETECTION AND TRACKING STEP**



#### **DENSITY DISTRIBUTION**

The sector density method include quad segmentation over scene, in our case we define 4x5 sectors due the window size and proportion. To set the maximum number of points per zone or density (p), we establish a maximum number of frames to use in calibration process  $(N_{frames})$ , then based on number of elements per arrange  $(N_{arrange})$  and total number of sections  $(N_{sections})$ , we define equation 1:

$$p = \frac{N_{frames} * N_{arrange}}{N_{sections}}$$
 (1)

Algorithm Density Distribution (Vector of IFrames):

```
p = N_{frames} * N_{arrange}/N_{sections}

for S = 1 to N_{sections} do

for F = 1 to N_{frames} do

Evaluate density with Iframes[F]

if Pass evaluation then

Add frame to OFrames

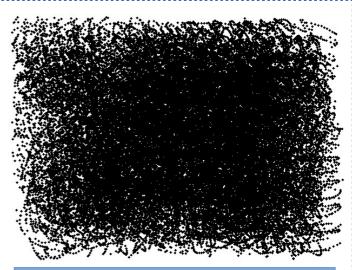
end if

end for

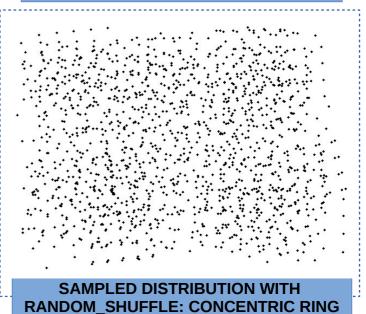
end for

return Vector of OFrames
```

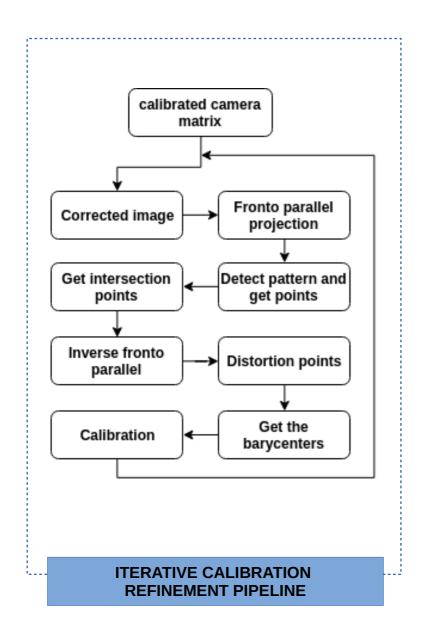
**DENSITY DISTRIBUTION ALGORITHM** 



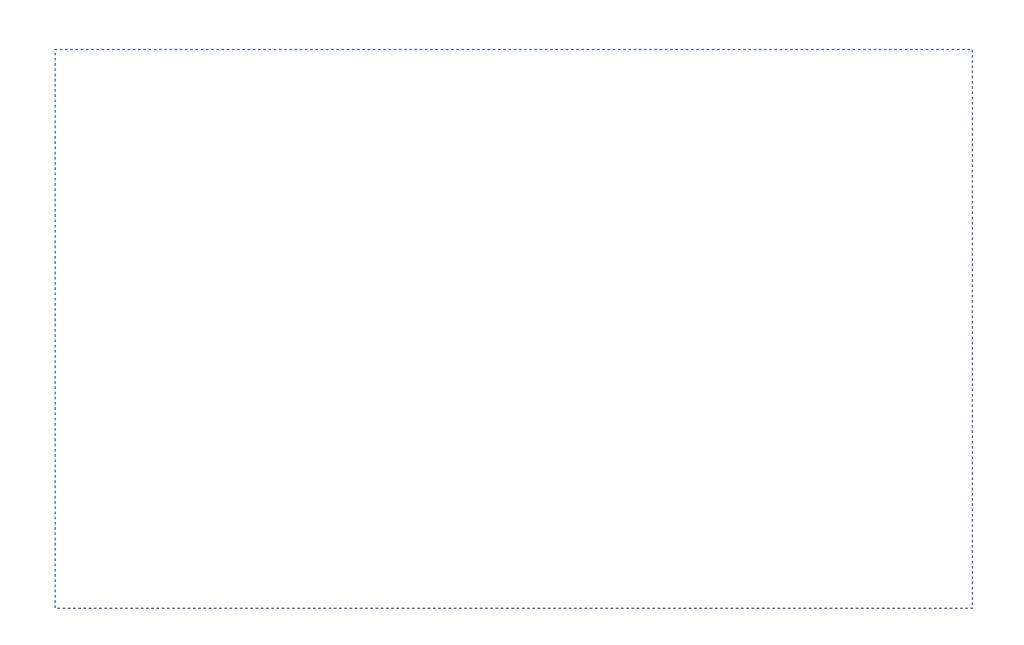
NO SAMPLED DISTRIBUTION: CONCENTRIC RING



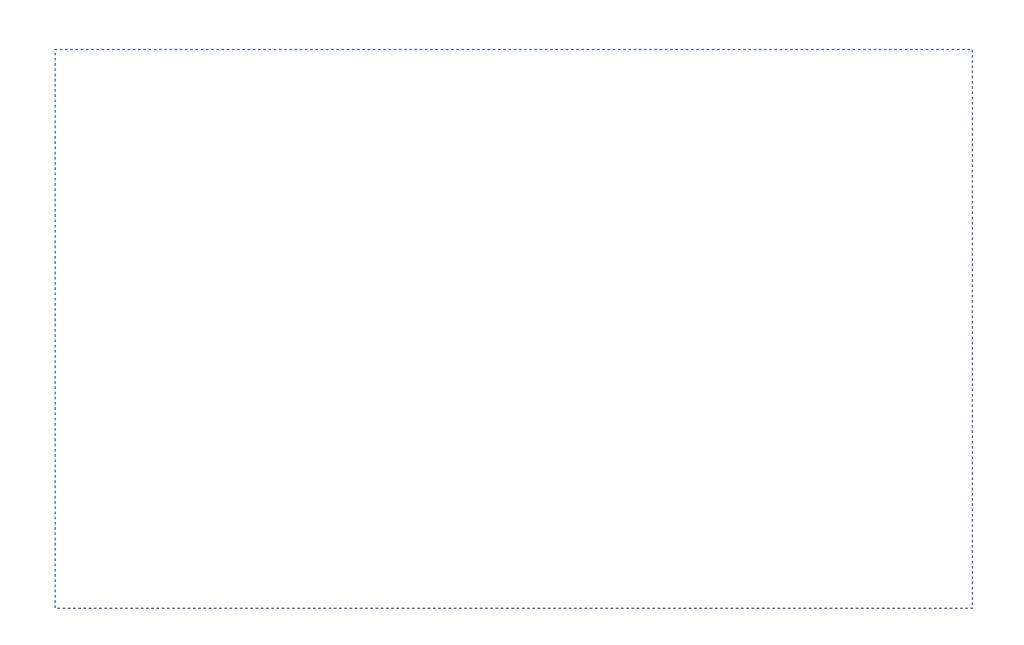
#### **ITERATIVE CALIBRATION REFINEMENT**



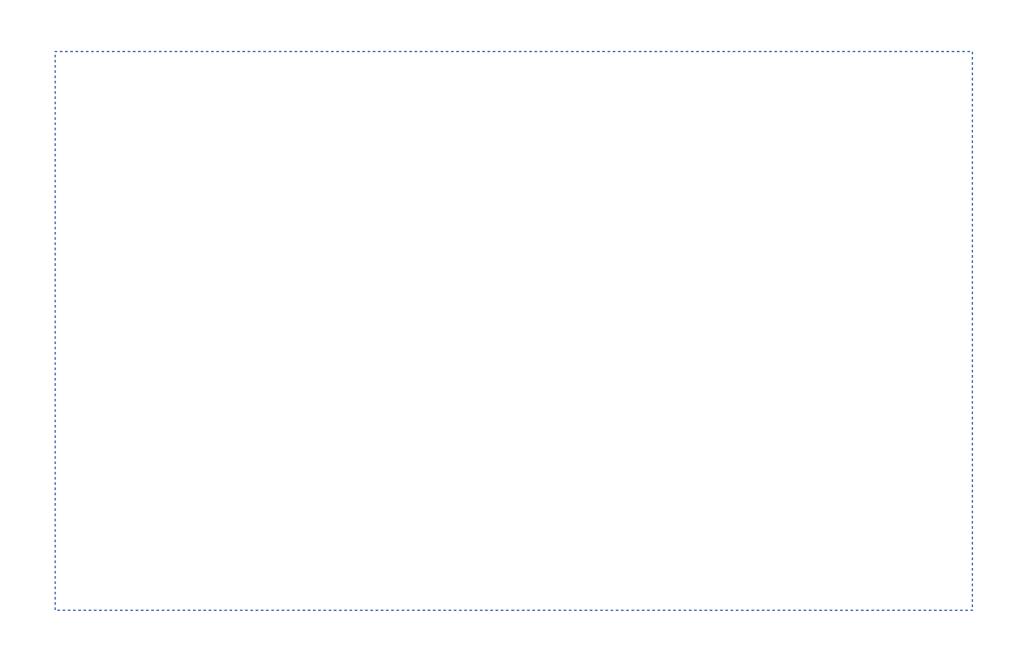
### **RESULTS: ASYMMETRIC DISCS**



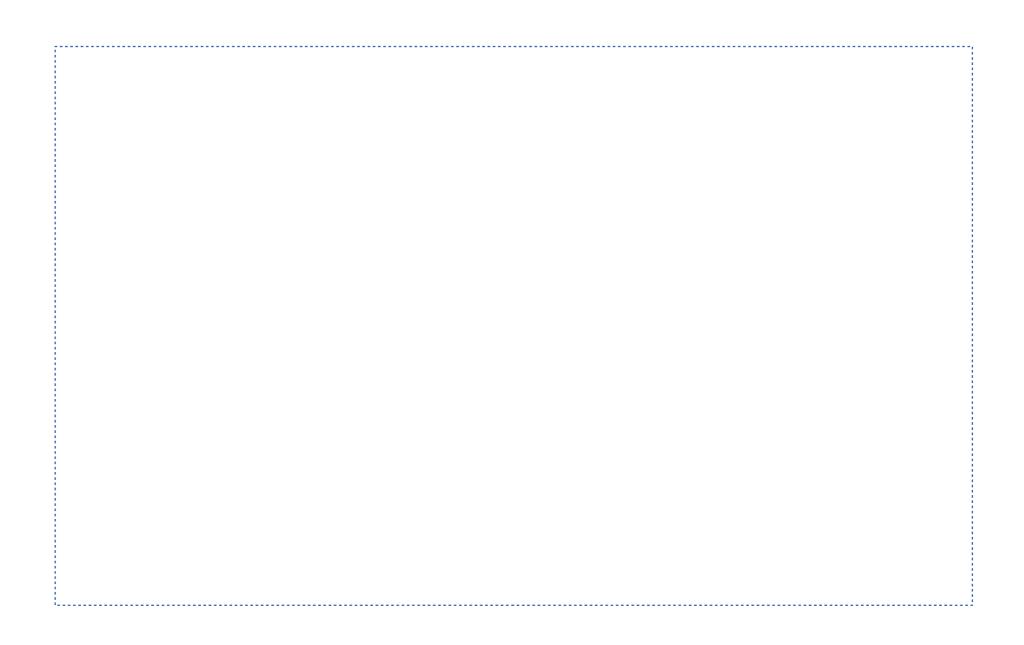
### **RESULTS: CHESSBOARD**



### **RESULTS: CONCENTRIC RINGS**



### **RESULTS: FINAL COMPARATIONS**



## **CONCLUSIONS**

