Report:

In cricket, decisions have to be taken on the ground based on what is observed. Hence its prone to error. The uncertainties associated with human judgment can be overcome by AI-driven detection and tracking of cricket balls.

In this work, the results of the paper titled "TrackNetV3: Enhancing ShuttleCock Tracking with Augmentations and Trajectory Rectification" have been used. This paper mainly deals with shuttlecock tracking. It is lightweight and often can be blurry. And also its rapid in motion. TrackNetV3 contains two modules: one for predicting the trajectory and the other for rectification. The additional module rectification contains an inpainting module. Sometimes the shuttlecock cannot be detected, but the trajectory is predicted from the frames where the ball is detected by this module. Assuming that these features would be useful for cricket ball detection and tracking, the pre-trained models from the paper is used directly. Most of the cases, it's detected and tracked. Please check this link:https://github.com/qaz812345/TrackNetV3/tree/master. I followed the instructions under the heading 'Inference'.

Results:

Balls are detected and tracked, except 1,2,3, and 11. For 2,3, and 11, the colour of the ball is red. Assuming that it could be one reason for not being detected.