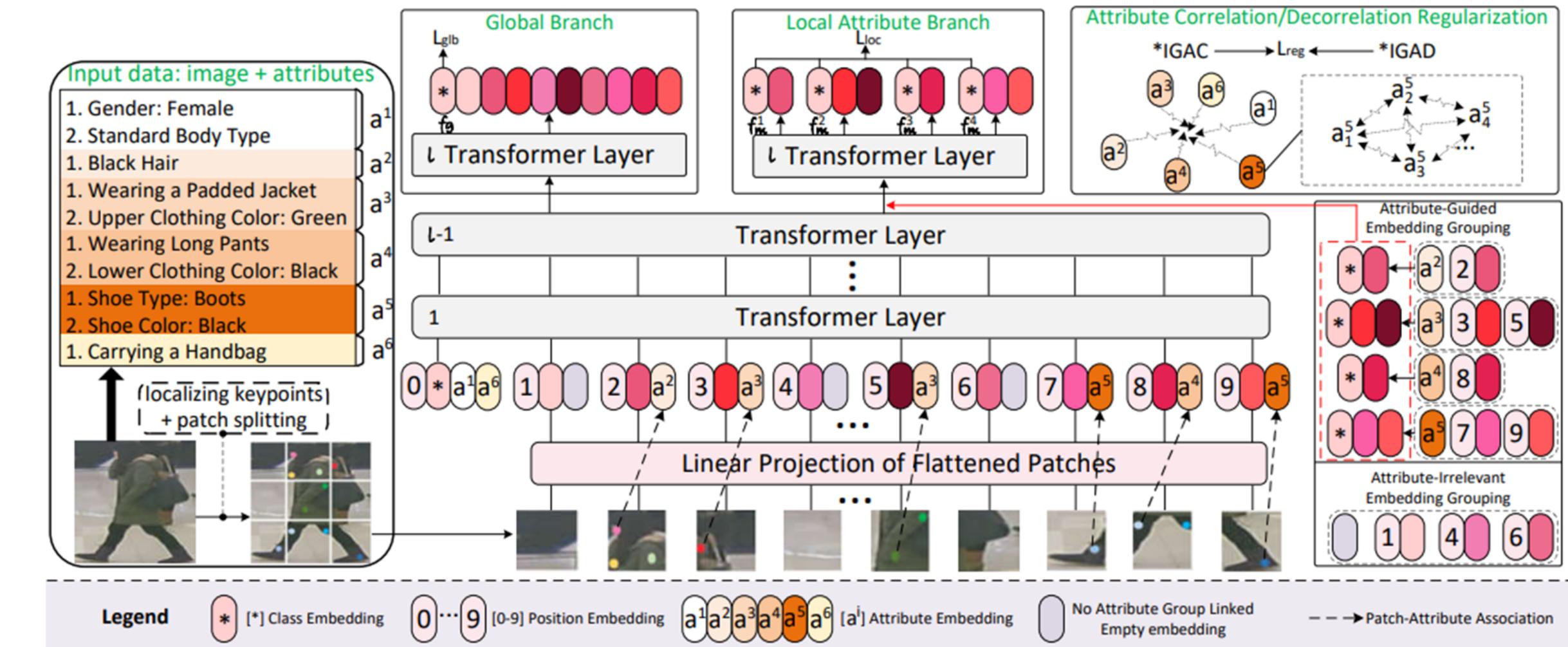


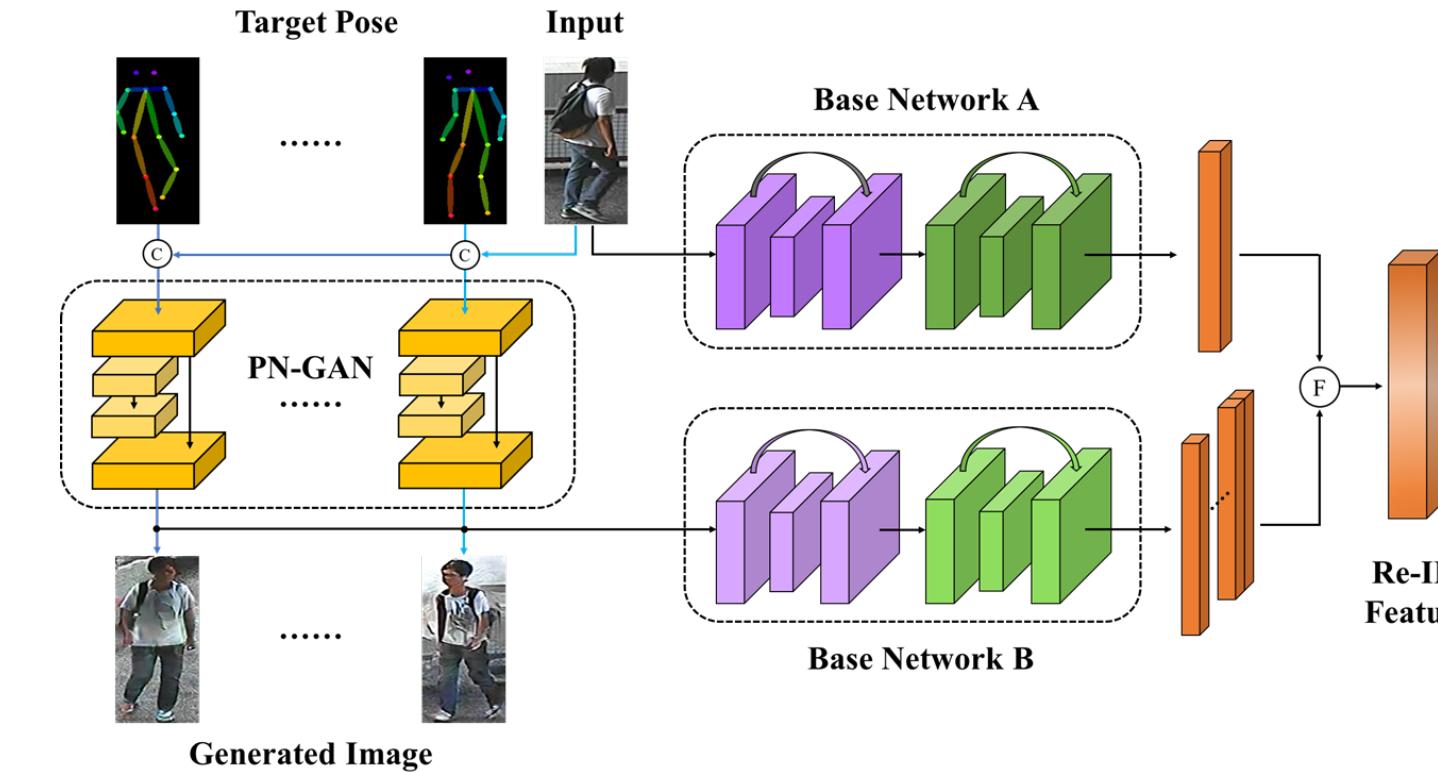
# REID of people in the stream

# Research

## Transformer Feature Board

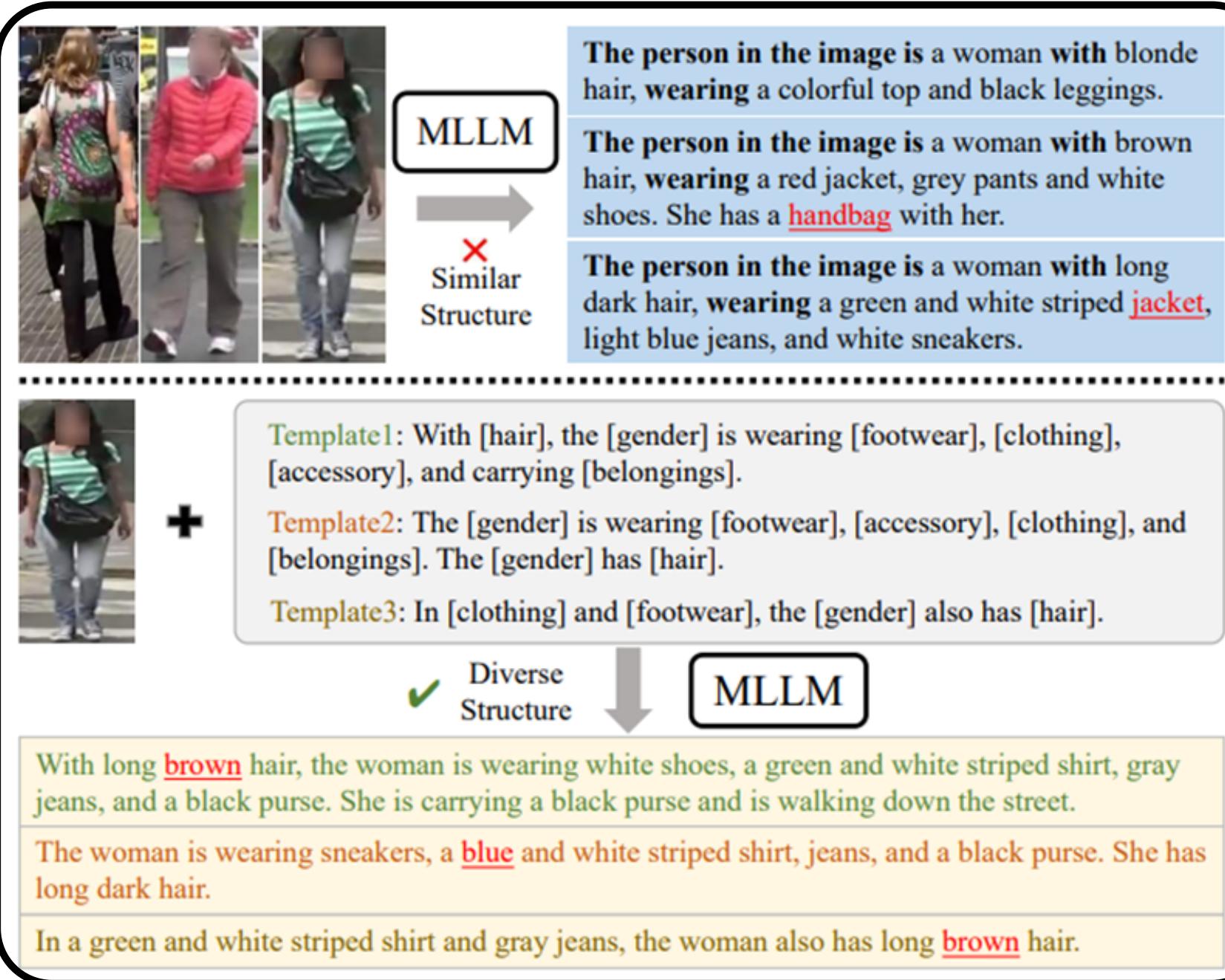


## Generative pose extraction



# Research

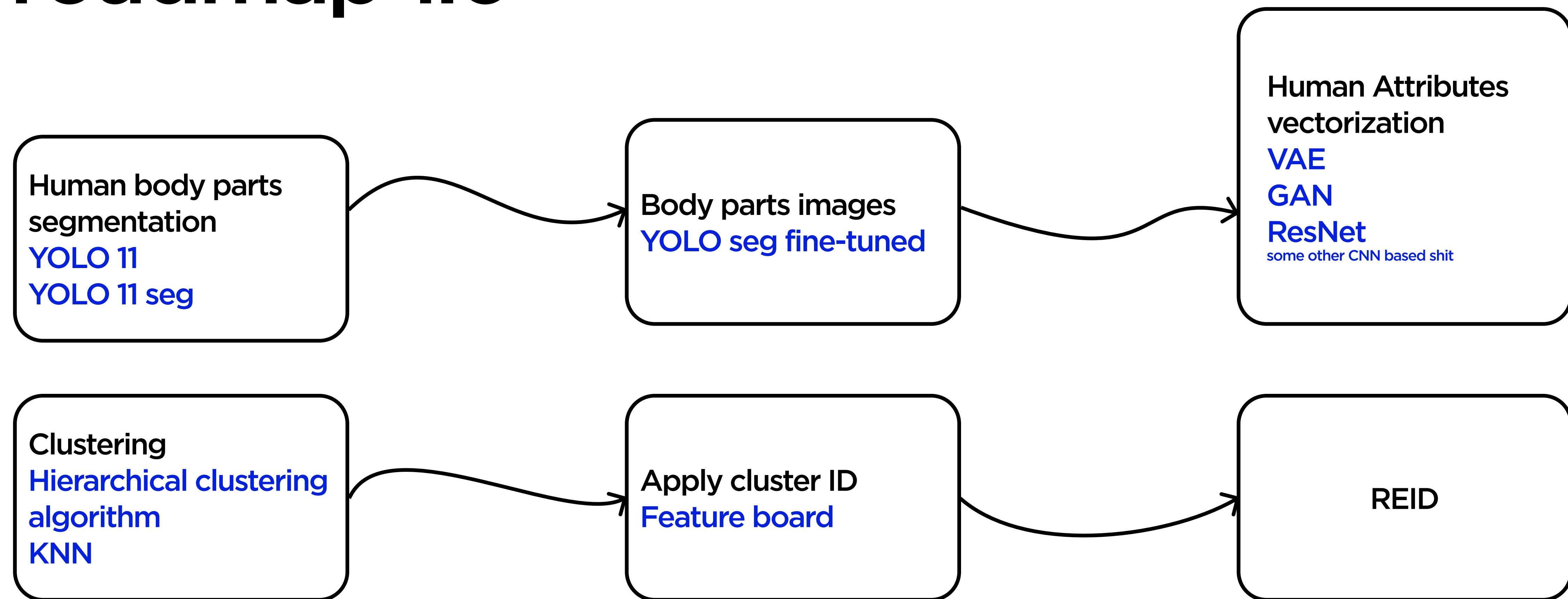
## MLLM



## Body parts extraction

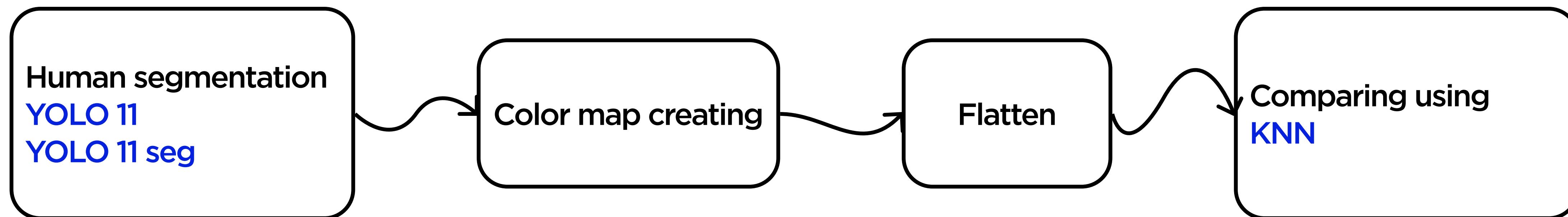
# Our Idea roadmap 1.0

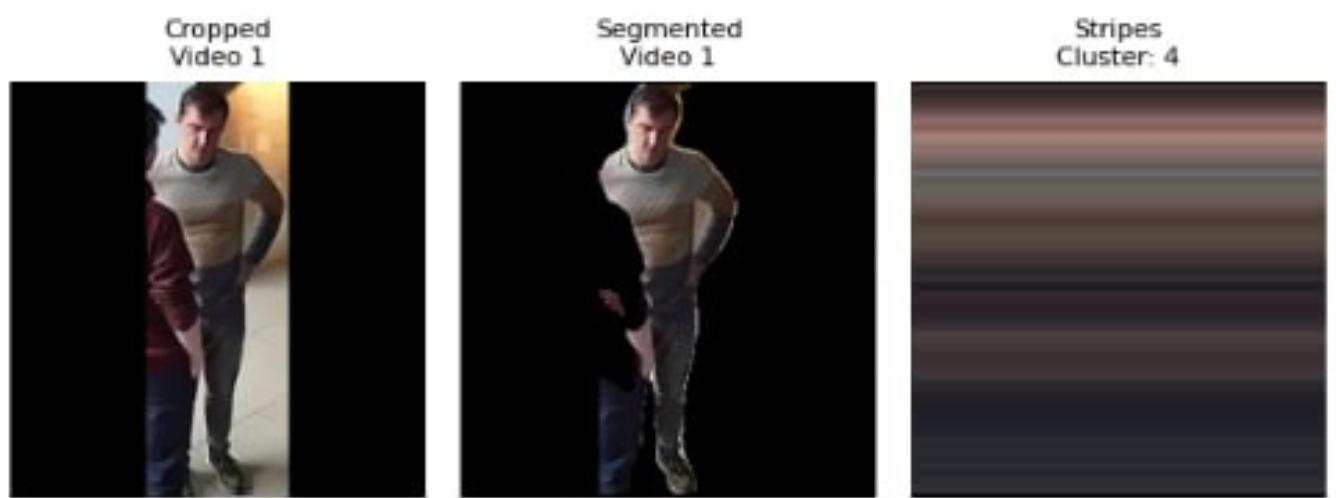
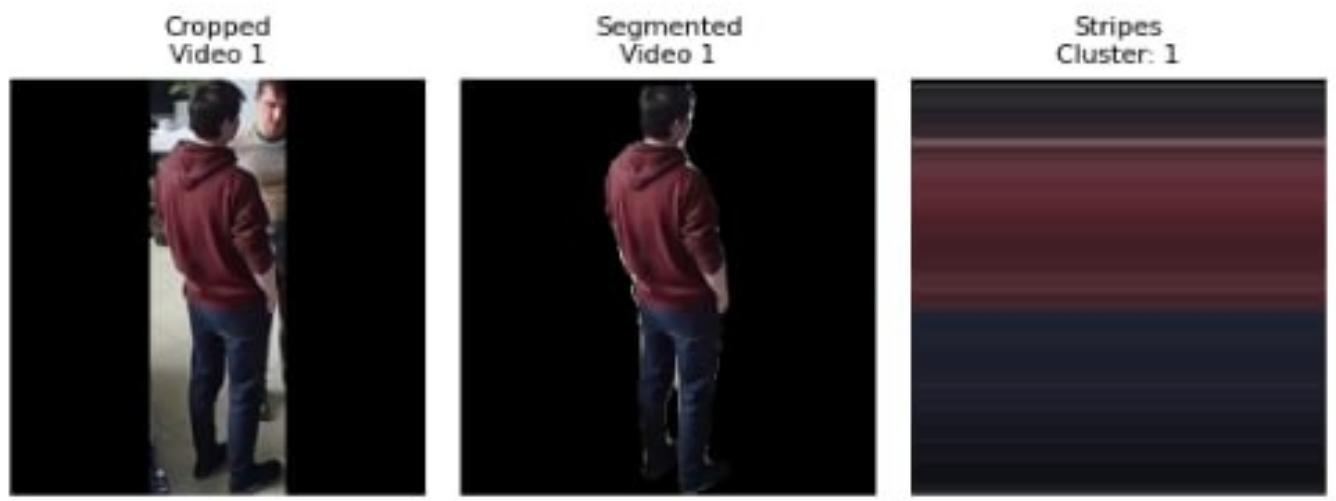
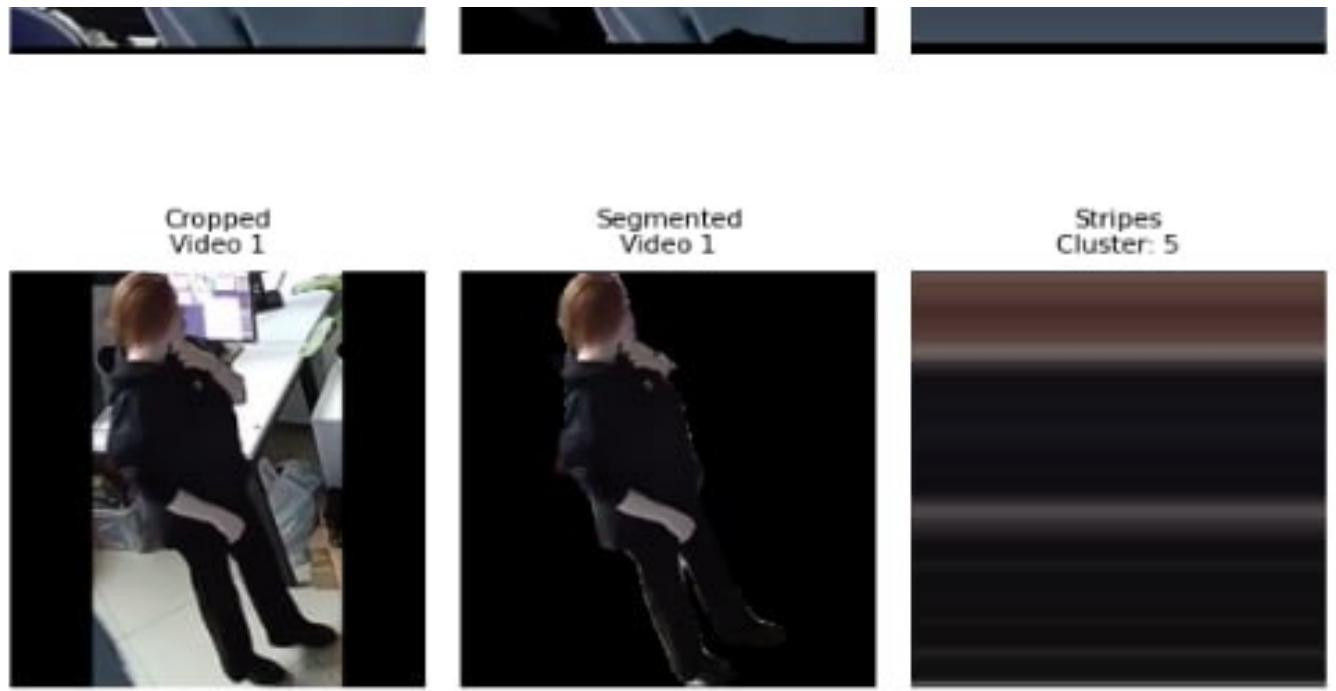
After YOLO detection and segmentation



# Our Idea roadmap 2.0

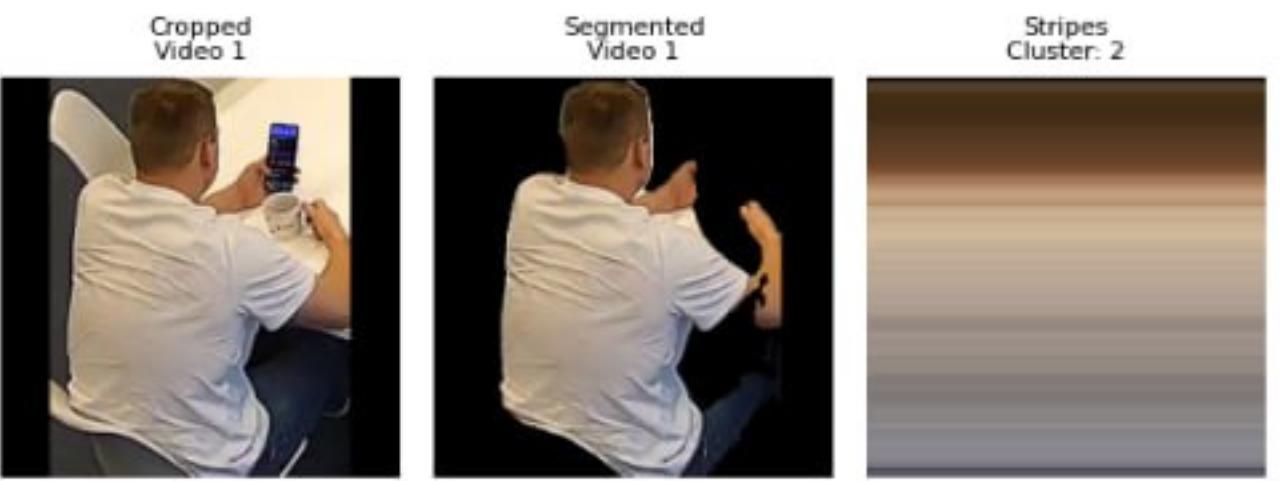
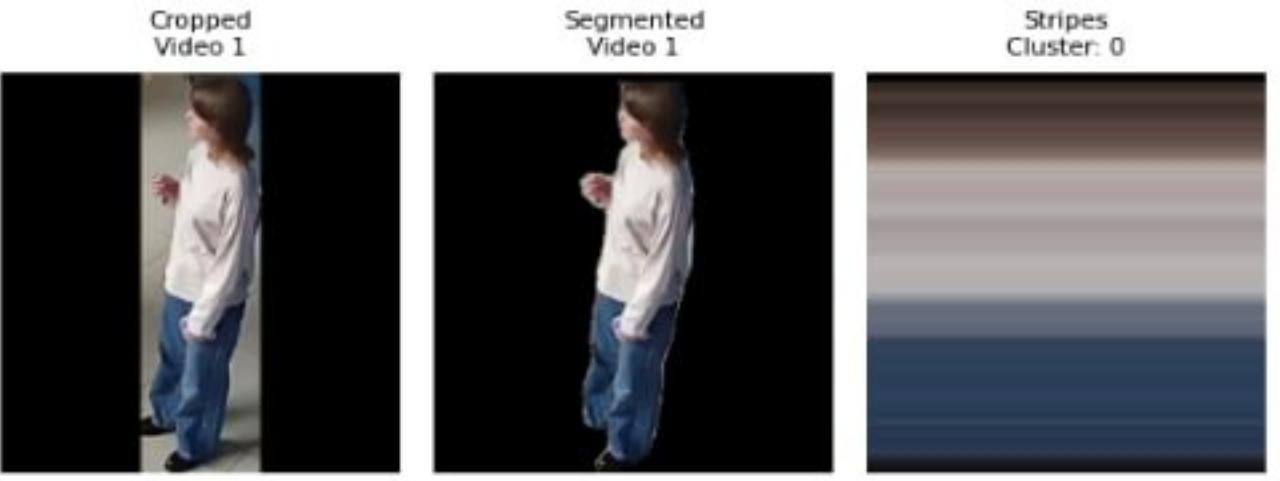
Implemented approach.  
16 ms/frame - avg. processing time





# Visual

## Basic KNN clustering



Обработка кадра 2

# Scaling

We consider [1.O](#) approach to be more efficient and therefore time-consuming.

## 1. Integration of Vector databases

Using databases to store vector representations such as [Pinecone](#), [Weaviate](#), or [Milvus](#)

## 2. Multilevel Clustering

The transition to more subtle methods, for example, [Hierarchical clustering](#) or [HDBSCAN](#) for local clusters.

## 3. Performance improvement

Using [Redis](#) as a cache pad.  
Parallelization via GPU clusters using [Dask](#) or [Payspark](#).

## 4. Multi features control

At the prediction stage, you can check several different features. [Clothing](#), [physique](#), [location](#).