**Tracking Traces**

**data**

in tracker.h:

struct TrackState (nameOfTrace, listOfBlobs, listOfOcclusions, listOfTracks)

in snippet.cpp:

vector<list<TrackState>> g\_trackState

**fill trace data**

in tracker.cpp:

add elements to g\_trackState while updating Tracks (e.g. before and after blob assignment)

**show trace data**

in util-track-test-cases.cpp:

examineTrackState: loop through g\_trackState vector

underlying print functions defined in frame\_handler.h and .cpp

**Test Cases**

reversing blobs

starting from left border

variations in velocity

monotonic changing velocity in occlusion (accelerating / decelerating vehicles)

missing blobs

**Results**

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| **Test Case** | **Trace** |
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Assign in Occlusion - asymmetric occlusion

fix: intersection between blob and occlusion rect: 80% 🡪 70%

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fixed in Occlusion::updateRect()

* enlarge rect to roi border from which track is entering

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| --- | --- |
|  | fix assignment of blob (to green track instead of red:  OcclusionIdList::assignBlobs  if hasPassed 🡪 if isMarkedForDeletion  if hasPassed 🡪  if occlusion started at left border 🡪 assign blob to rightMovingTrack to blob  if occlusion started at right border 🡪 assign blob to leftMovingTrack to blob  set occlusion isMarkedForDeletion |
|  | fixed in setOcclusion 🡪 by using iterator to track instead of reference to track |
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|  |  |