

Object Tracking using Kalman Filter

Jaikrishna
Neelkamal
Rangeesh
Riya



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Motivation



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Motivation | Hawk-eye

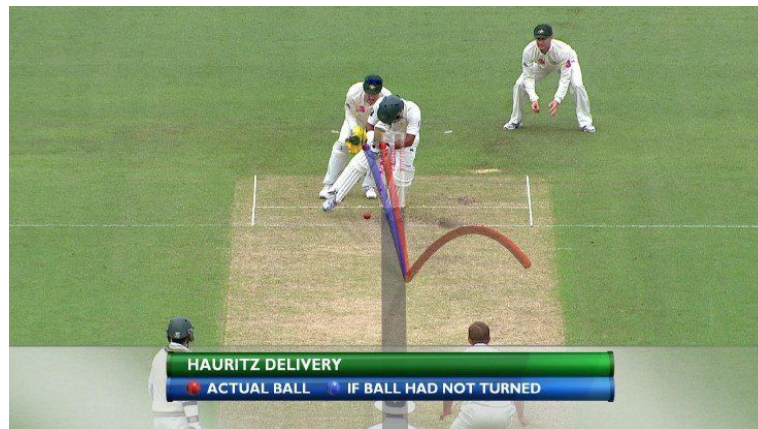
Crucial Decisions in Sports



Ball Tracking



Future Path Prediction



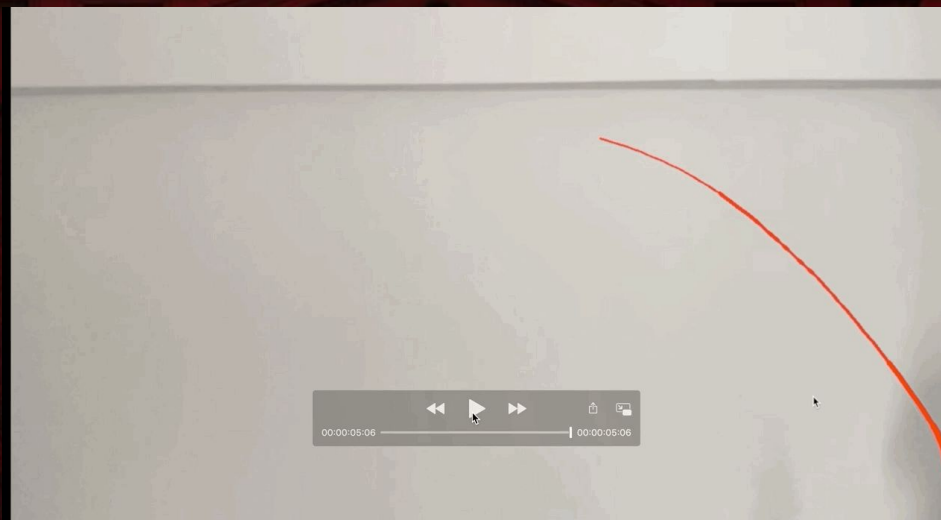
Path Deviation Prediction

Motivation | Hawk-eye

- Multiple cameras
 - Camera calibration
- Image Processing
 - Ball Recognition
 - Ball Characteristics
- Filtering
 - State Model
 - Measurement Model
 - UKF parameters
 - LSE
- Results



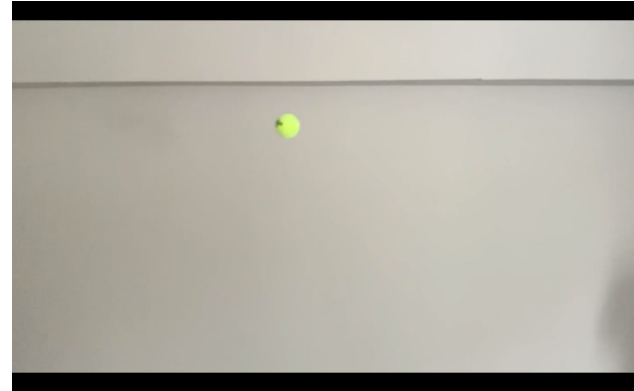
Computer Vision



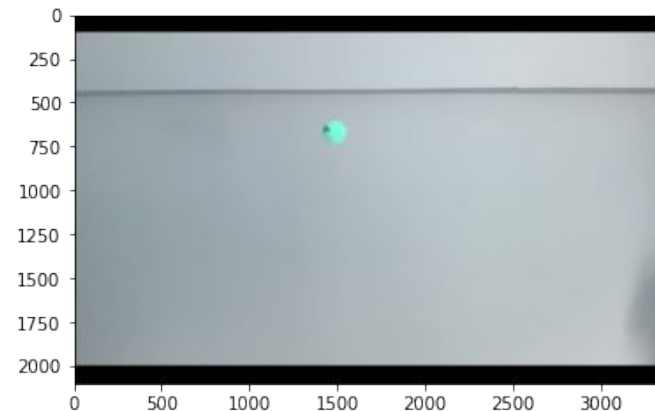
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Image Processing | Ball Recognition

- Single camera
 - Camera calibration
- **Image Processing**
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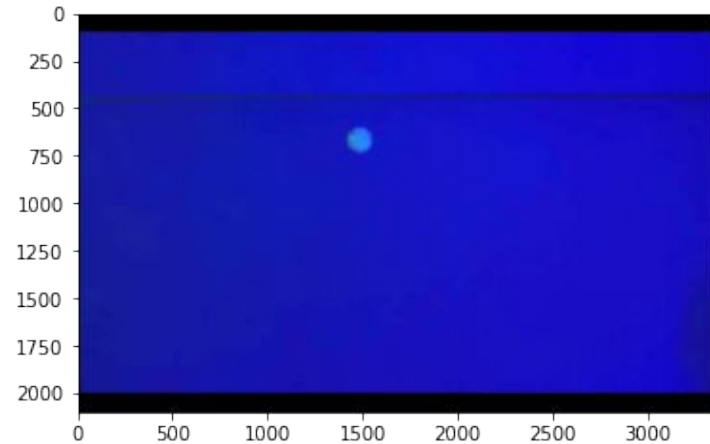
Imported Picture



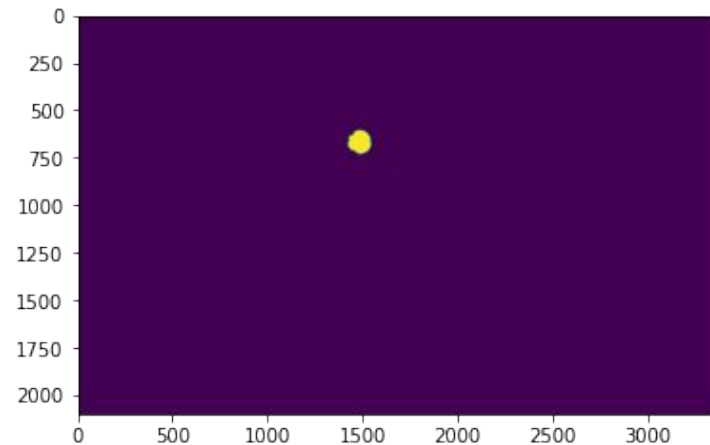
Smoothed Image after
Gaussian Blur Filtering

Image Processing | Ball Recognition

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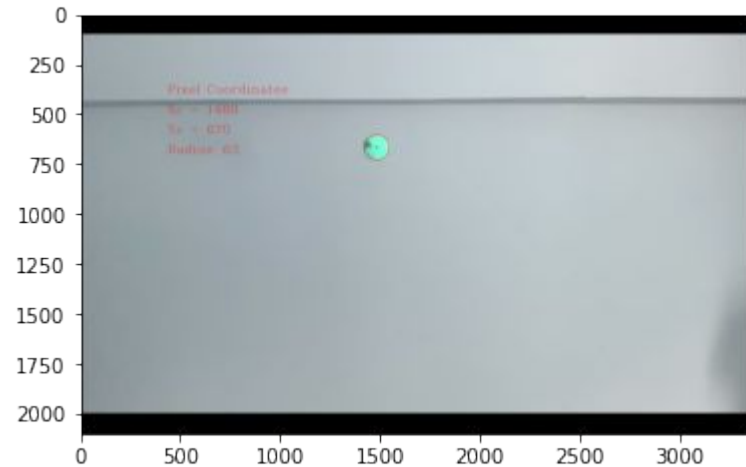
Masked Image



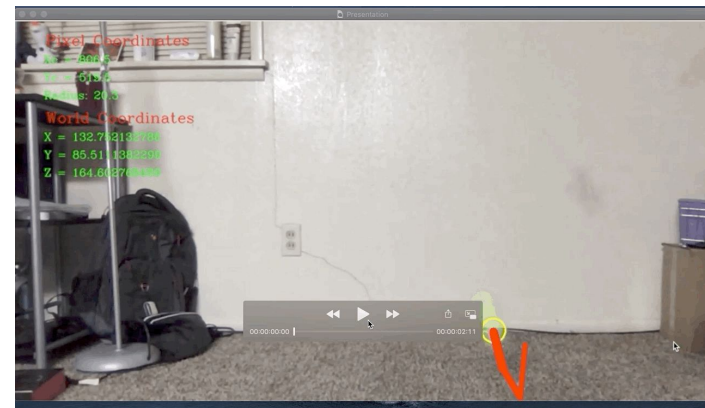
White Noise Cancellation

Image Processing | Ball Characteristics

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Coordinates and Radius of the Ball



Object Tracking - Real Time

Camera | Calibration

- **Single camera**
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Camera Options

- Phone Camera
 - Real-Time & Offline
- **Laptop Camera**
 - **Real-Time & Offline**
- DSLR
 - Offline
- USB Cam
 - Real-Time & Offline



Camera | Calibration

Origin Determination and Focal Length Calibration

- **Single camera**
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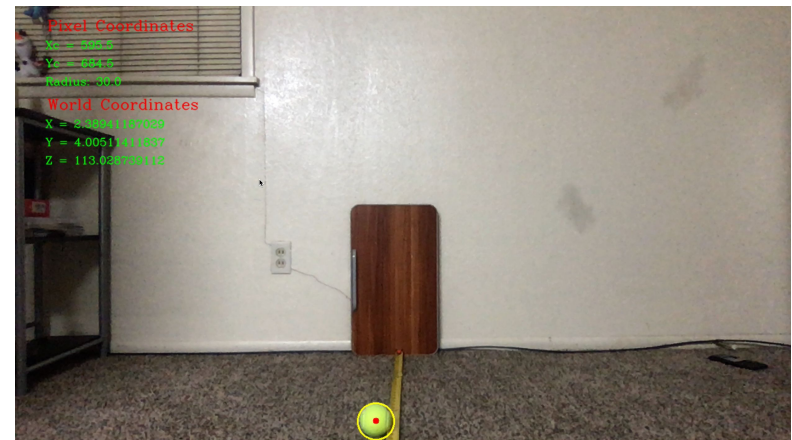
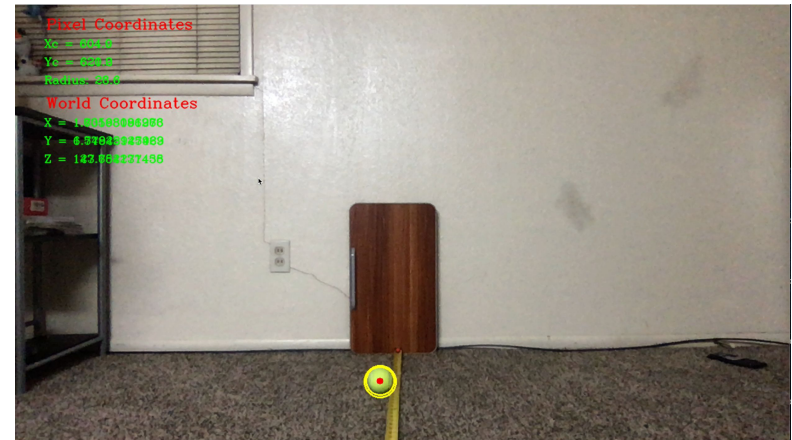


Image Processing | Real-time Ball Tracking

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Filtering



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Filtering | State Model

- Single camera
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Input to Model



2D Projectile motion

Filtering | State Model

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State : (x, y, z)

Ball coordinates in world frame

State Equations

$$x_{k+1} = x_k + \frac{(x_k - x_0)}{\Delta t} dt$$

$$y_{k+1} = y_k + V_{yo} dt - g * \Delta t * dt$$

$$z_{k+1} = z_k + \frac{(z_k - z_0)}{\Delta t} dt$$

Filtering | Measurement Model

- Single camera
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Measurements : (u, v, r)
Ball coordinates in image
frame and Ball Radius

Measurement Equations

$$u = 617 - \frac{fx}{z}$$

$$v = 360 - \frac{f}{z} \left(y + \frac{z}{20} - 18 * 2.54 \right)$$

$$r = \frac{fR}{z}$$

Filtering | UKF Parameters

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$$Q := \begin{bmatrix} 0.1 & 0 & 0 \\ 0 & 0.1 & 0 \\ 0 & 0 & 0.1 \end{bmatrix} \quad R := \begin{bmatrix} 10 & 0 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Noise Q and R matrix

- The states x,y,z are uncorrelated. So the Q matrix is diagonal.
- Tennis ball is dense enough for its projectile to be assumed perfect. Hence we picked low process variance.
- The measurements u,v,r are uncorrelated. So the R matrix is diagonal.
- The state y in the model heavily depends on the initial conditions. So measurement v was entrusted with higher confidence (low variance)
- Variation in r is much smaller as distance from the screen is fixed. Low Variance.

Filtering | UKF Parameters

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Unscented Transform

$$\lambda = \alpha^2(n + \kappa) - n$$

$$\begin{cases} \mathcal{X}_0 = \mu \\ \mathcal{X}_i = \mu + [\sqrt{(n + \lambda)\Sigma}]_i, & \text{for } i = 1..n \\ \mathcal{X}_i = \mu - [\sqrt{(n + \lambda)\Sigma}]_{i-n}, & \text{for } i = (n + 1)..2n \end{cases}$$

$$W_0^m = \frac{\lambda}{n + \lambda}$$

$$W_0^c = \frac{\lambda}{n + \lambda} + 1 - \alpha^2 + \beta$$

$$W_i^m = W_i^c = \frac{1}{2(n + \lambda)} \quad i = 1..2n$$

- α, β and κ are the parameters to be chosen
- Larger α spreads the sigma points further
- $\alpha = 0.1$ was a good choice (trial and error)
- $\beta = 2$ is advisable for gaussian problems
- $\kappa = 3-n$ is advisable in general

Filtering | LSE

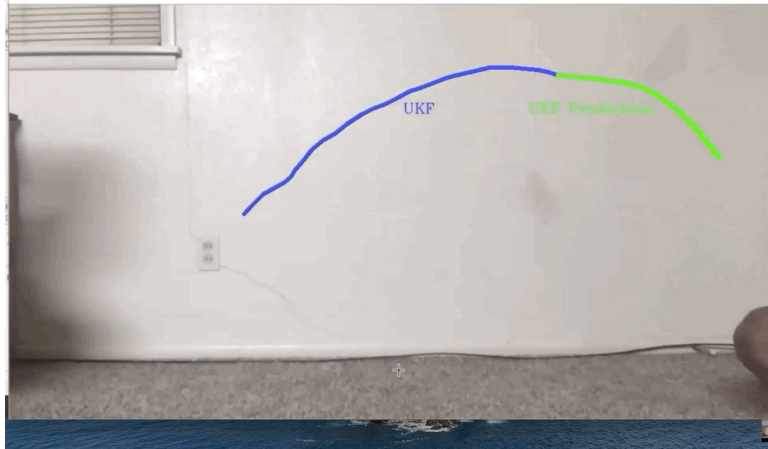
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- The general trajectory of a projectile with velocity components along x and y as parameters was curve fit onto the measurements using least squares approach.
 - Assumption: 2D projectile
 - Susceptible to errors due to outliers but reasonable approach in the absence of extreme outliers.

Cost Function

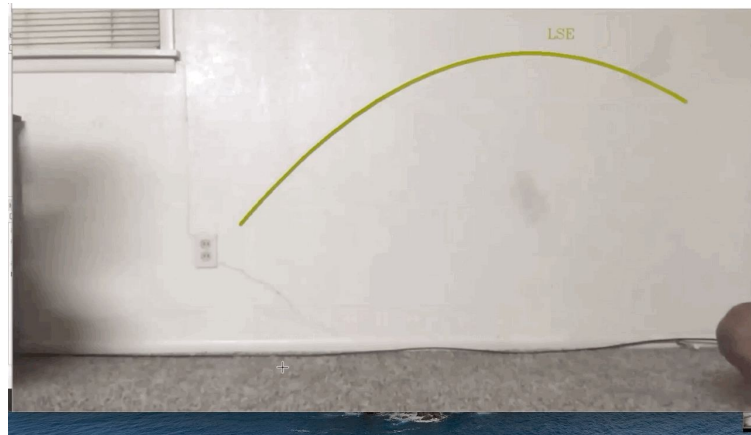
$$\sum_{i=1}^N \left[y - \frac{V_{yi}(x - x_o)}{V_{xi}} - y_o + \frac{g}{2} \left(\frac{x - x_o}{V_{xi}} \right)^2 \right]^2$$

Filtering | Results

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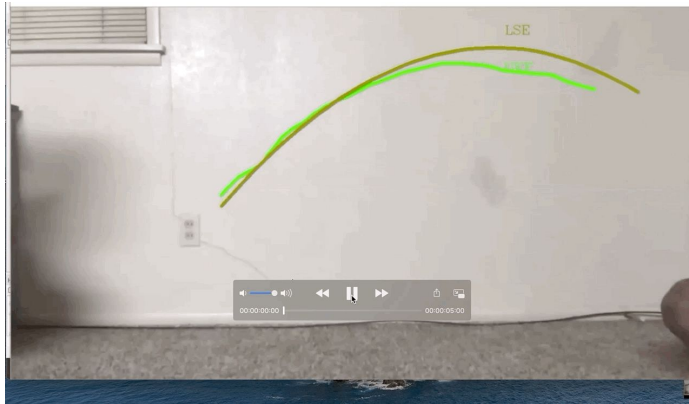


UKF

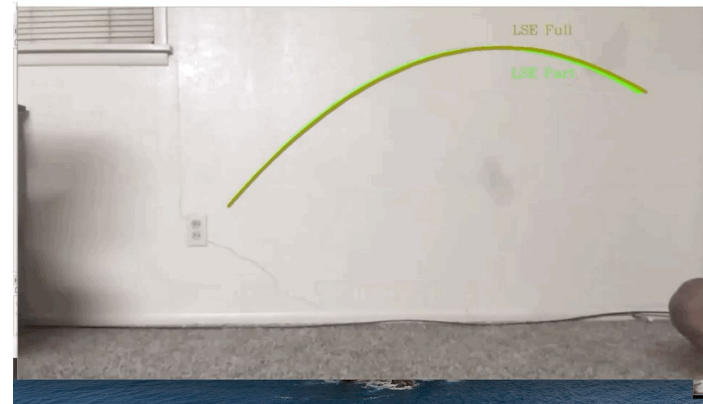


LSE

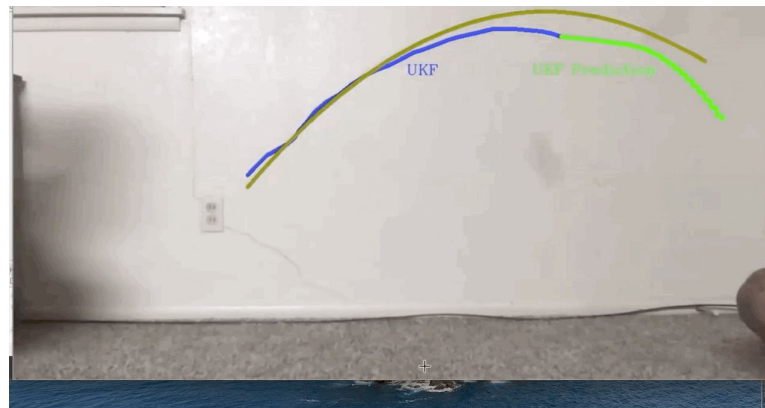
Filtering | Results - Comparison



LSE vs UKF Full



LSE Part vs LSE Full



UKF Part vs LSE

The background of the slide is a photograph of the Texas A&M University building, featuring a large, ornate dome and a classical facade. In the foreground, there is a statue of a man on a pedestal, surrounded by trees and landscaping. The entire image is overlaid with a semi-transparent dark red filter.

Thank You.



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