**Report**

**Collision Detection**

**University of Minho**

**Master in Informatics Engineering**

Computer Graphics

Image Processing and Computer Vision

January 2016

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# Abstract

Resumo final do trabalho.---------------------------------------------

# Introduction

The objective of this work assignment was to detect general movement in a video, with one or more objects. This movement consists in travels from one side to the other of the screen, collision with the camera and approaching/receding objects.

For this task a script was developed in MatLab 2015 which reads a video, detects its background and starts detecting and tracking an object. Finally it studies its route do determine which type of movement described before is the object performing. The results are then printed on the console output, in real time.

# Object Tracking

To track the various possible objects in a given video it was implemented a previously created algorithm. This motion-based multiple object tracking algorithm is available online [1]. As the name suggests this algorithm is capable of detecting and tracking multiple objects. It displays a mask in which we can see the objects detected, as well as the respective bounding box for each object. The centroid of each object is also calculated, but not shown in the original algorithm (the centroid is the arithmetic mean position of all the points in the shape). Later a function from our authoring was added and the centroid is also shown.

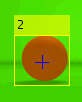


Figure 1 - Object with Bounding Box and centroid

Figure 1 represents a ball moving towards the camera, the bonding box and the calculated centroid in one particular frame of the video. Figure 2 represents the same scenario, but with background noise. We can see by these two examples that the algorithm is precise in most tested cases.

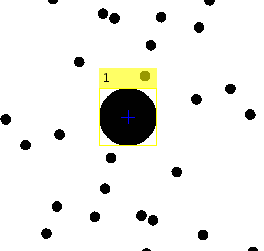


Figure 2 – Object Detection with noise

With this stage concluded we were able to use the centroid and bounding box information to detect the direction of the object’s movement, and consequently detect collisions.

# Collision Detection

We achieved collision detection be studying the centroid and bounding box of a certain object. For example, if the centroid is always in the center of the video, and the bounding box is progressively increasing, that means that the object is approaching, and if said bounding box occupies most of the screen we can conclude that there was a collision.

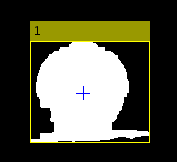
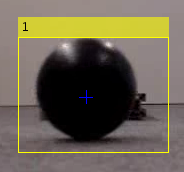


Figure 3 - Detected Object and its mask

To tune the script in order to satisfy the most part of the test videos and avoid false positives, the script does not perform the calculations explained before every frame. Instead it calculates the average centroid and bounding box throughout four frames, and only then classifies its movement.

The output for a uniformly approaching object throughout the length of the video is:

Object Approaching

Object Approaching

…

Object Approaching

Collision Detected!

Each new line is printed every four frames, as explained before, which gives us the real time movement detection. Another output for a translating and then receding object is:

Movement to the right

Movement to the right

Movement to the right

Object Receding

Object Receding

…

# Unsuccessful Cases

Falar dos videos que nao funcionaram com imagens como exemplo.

# Conclusion

Sucesso na maioria dos casos de teste

Referir que em certos casos pode detetar movimento que não acontece (afastamentos e assim)

Referir frames insuficientes em alguns videos

Referir necessidade de frames de aprendizagem para deteção de background

Como melhorar: se pudessemos dar tunning para 1 caso, os resultados sairiam muito melho.

# References

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| [1] | MathWorks, "Motion-Based Multiple Object Tracking," [Online]. Available: http://www.mathworks.com/help/vision/examples/motion-based-multiple-object-tracking.html. |
| [2] | MathWorks, "Computer Vision," [Online]. Available: http://www.mathworks.com/products/computer-vision/. |