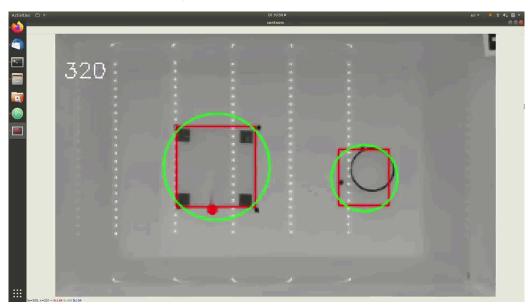
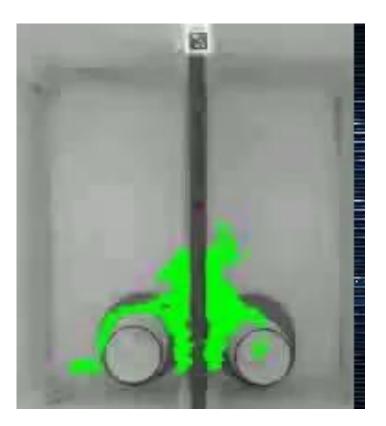
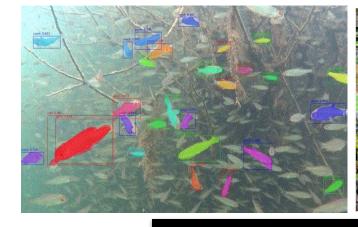
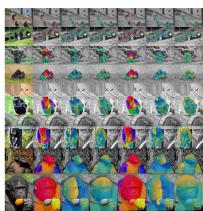
- Very low quality video (~300 x 400 px)
- 2D (x,y coordinates)
- Single individual or multiple IDs in easily distinguishable sectors (two sides of tank)
- No annotations required
- Automatic object detection, for regions of interest
- Quick and dirty





- High quality videos (2040x2046 px)
- 2D (x,y coordinates) or 3D (x,y,z)
- Multiple IDs
- Annotations required
- Automatic object detection, for regions of interest, food detection, dealing with occlusions
- Slow and robust









- High quality videos (2040x2046 px)
- 2D (x,y coordinates) or 3D (x,y,z)
- Multiple IDs
- Annotations required
- Automatic object detection, for regions of interest, food detection, dealing with occlusions
- Slow and robust

Methodology Article | Open Access | Published: 23 June 2020

High-resolution, non-invasive animal tracking and reconstruction of local environment in aquatic ecosystems

Fritz A Francisco, Paul Nührenberg 2 & Alex Jordan

Movement Ecology 8, Article number: 27 (2020) Cite this article

1132 Accesses | 22 Altmetric | Metrics

Supplemental material: TrackUtils for manual correction



- High quality videos (2040x2046 px)
- 2D (x,y coordinates)
- No annotations required
- Designed to maintain identities of multiple (n~200) individuals
- Slow and somewhat robust



#### Table of Contents

- Installation and requirements
- · Guidelines for good videos
- Quickstart
- Graphical user interface (GUI)
- Validation GUI
- · Tracking from the terminal
- Advanced parameters
- Experimental setups
- Tutorials
- What's new in idtracker.ai v3
- Jupyter Notebooks for analysis
- Gallery
- FAOs
- Code documentation
- Data
- Contact

#### GitLab repo

#### Welcome to idtracker.ai's documentation!

idtracker.ai allows to track groups of up to 100 unmarked animals from videos recorded in laboratory conditions.



#### New release: idtracker.ai v3

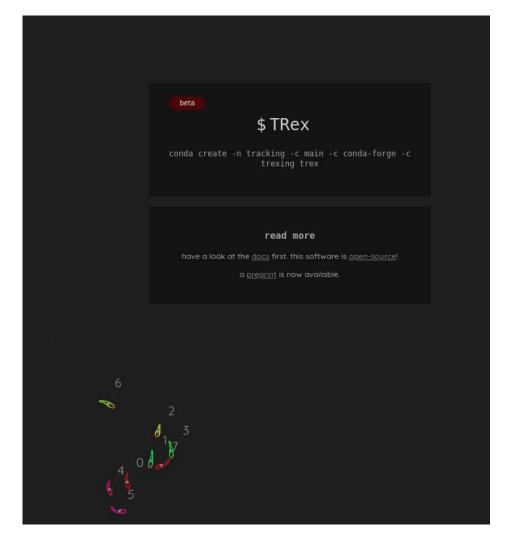
- . A more robust Graphical user interface (GUI),
- . Possibility of Tracking from the terminal which allow for a higher throughput pipeline.
- . Modify Advanced parameters to optimize memory management and other features of the algorithm.

Check What's new in idtracker.al v3 and join the idtracker.al users group to get announcements about new releases.

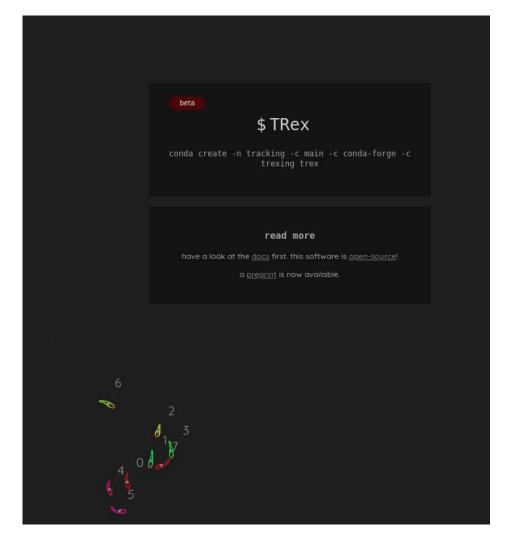
#### Start using idtracker.ai

Check the installation and requirements to find the best installation mode for your usage case

- High quality videos (2040x2046 px)
- 2D (x,y coordinates)
- Minimal annotations required
- Designed to maintain identities of multiple (n~200) individuals
- Fast and robust



- High quality videos (2040x2046 px)
- 2D (x,y coordinates)
- Minimal annotations required
- Designed to maintain identities of multiple (n~200) individuals
- Fast and robust



...or the art of "Telling the computer what to detect"

- This approach is useful for occlusions and difficult settings
- Initial time investment may be high
- Results in a prediction model (network) which can be used to detect objects in images

#### The Process:

- 1. Annotating images: Marking object of interest
- 2. Training a neural network/model to distinguish object of interest
- 3. Predicting on new images using the trained model

"What is the question?"

#### Does the question require individual identities to be kept over time?

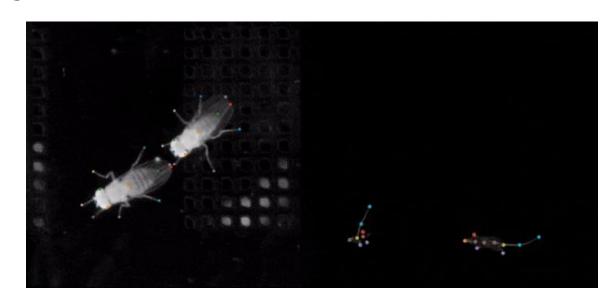
- If so you may want to use AI assisted detection and tracking, or else you can use much easier approaches and don't have to use complex models and algorithms
- The process generally has two stages: detection and tracking/keeping identity

# Is the setting complex or simple, are the many occlusions and lighting differences?

 If so you you would use a AI assisted system to determine the object you would like to track. In simple cases Background subtraction or color thresholding can be sufficient.

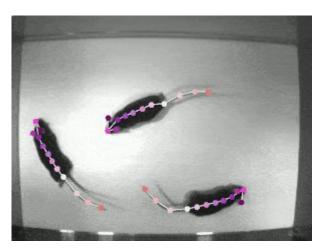
## SLEAP https://sleap.ai/

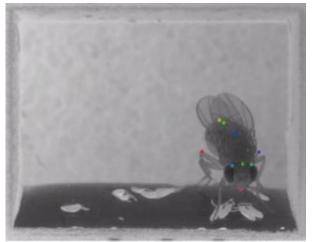
- Requires manual annotations
- Estimates body posture (key points, skeleton)
- Frame-by-Frame analysis
- Output: Time, X, Y



DeepLabCut
<a href="https://github.com/DeepLa">https://github.com/DeepLa</a>
<a href="bcut/DeepLabCut">bCut/DeepLabCut</a>

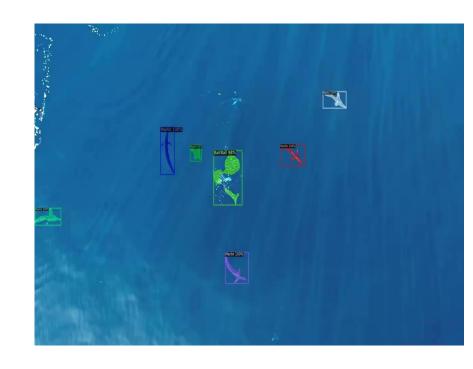
- Requires manual annotations
- Estimates body posture (key points, skeleton)
- Frame-by-Frame analysis
- Output: Time, X, Y





## Home-made approach:

- Using <u>Detectron2</u> and <u>makesense.ai</u>
- Very much work in progress
- Can be used online using <u>Google</u>
   <u>Colab</u>



Source code can be found here:

https://github.com/fritzfrancisco/TrackingUtilities