

### 1. Target appearance

PCA: eigenspace  
RVQ: centroids  
TSVQ: centroids

### 2. Target observations

PCA: DFFS (distance to feature space)  
RVQ: 1NN (distance to nearest neighbor, i.e., centroid)  
TSVQ: 1NN (same as RVQ)

### 3. Target representation

Bounding quadrilateral  
with affine deformation

### 4. Target motion

Brownian

### 5. Target state inference

Particle filter