1. Target appearance → PCA: eigenspace
RVQ: centroids
TSVQ: centroids

2. Target representation → Bounding quadrilateral
with affine deformation

3. Target motion → Brownian

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

5. Target state inference → Particle filter