New instance

Near a previously tracked one? → Update the tracked instance
position = new_position
counter = counter + 1

Near a previously candidate one? → Update the candidate instance
position = new_position
counter = counter + 1

New candidate instance
position = new_position
counter = 1

1) For a new instance in the current frame

Candidate instance

counter >= 0 ? → counter == thresh ? → New tracked instance
position = candidate_pos
counter = thresh

Delete this candidate instance

Penalize candidate
counter =- 1
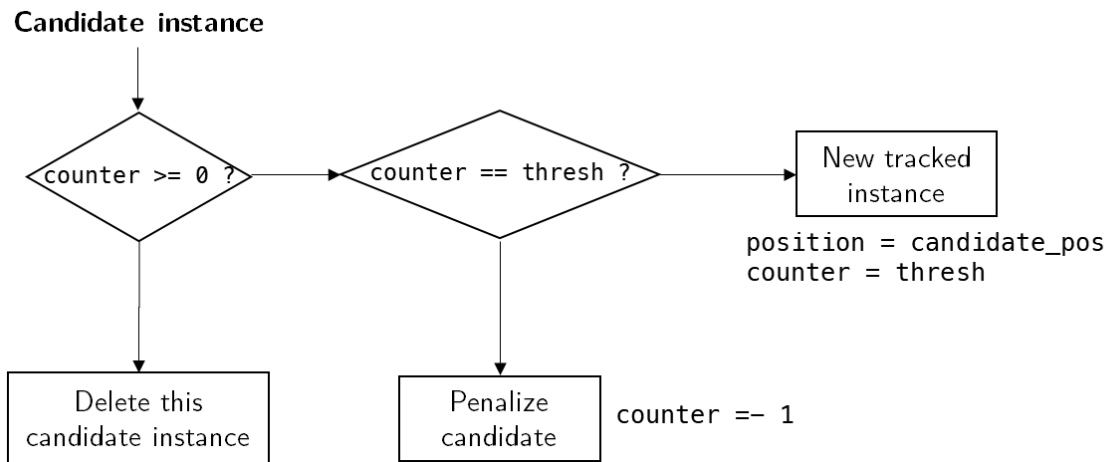
2) Iteration over all candidate instances

Tracked instance

counter >= 0 ? → Penalize tracked

Delete this tracked instance
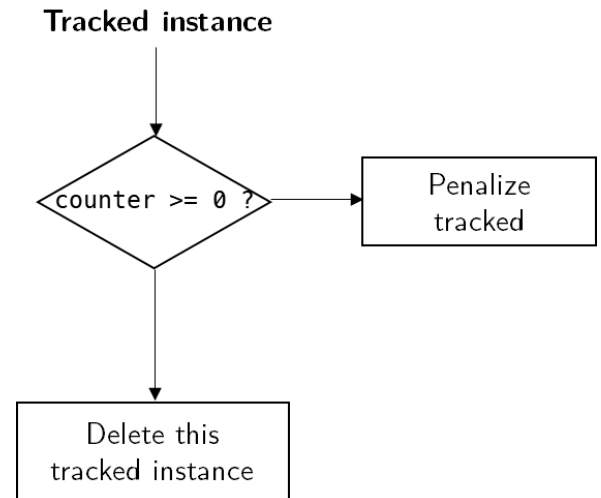
3) Iteration over all tracked instances