Probabilistic Tracking using Stereo Cameras

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Chapter 1

Data Structure Documentation

1.1 annotatePosPose Class Reference

Class for annotating both positions and poses of the people in the images.

Data Structures

- struct ANNOTATION

  A structure that stores annotations.

Public Types

- enum POSE { **SITTING**, **STANDING**, **BENDING**, **ORIENTATION** }

  All considered poses.

Static Public Member Functions

- static void mouseHandlerAnn (int event, int x, int y, int flags, void ∗param)

  Mouse handler for annotating people's positions and poses.

- static void showMenu (cv::Point center)

  Draws the "menu" of possible poses for the current position.

- static int runAnn (int argc, char ∗∗argv)

  Starts the annotation of the images.

- static void trackbar_callback (int position, void ∗param)

  The "on change" handler for the track-bars.

- static void trackBarHandleFct (int position, void ∗param)

  A function that starts a new thread which handles the track-bar event.

1.2 annotatePosPose::ANNOTATION Struct Reference

A structure that stores annotations.

Data Fields

- cv::Point **location**
- vector< unsigned int > **poses**

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