

Basketball analytics:

Library used

- Computer vision 2 -- to read the images and perform the analytics
- Imutils – defining the frame size
- Time – frame and output control
- Collections - This module implements specialized container data types providing alternatives
- Numpy – create the classification model for the images

Video processing logic:

The video logic is based on the absolute difference between the images and to achieve that. We are using gray scaling the image for pixel identification to be smoother identification of images.

The difference is then highlighted via creating the cascade around the image and transiting over each frame.

Work flow structure:



