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Information Review

Related Projects

(Marr, 2020) An interesting article about a solution for a different cue sport. Discusses at a high level the approaches taken and issues encountered.

(Black, 2023) A demo project which developed as a precursor to an automatic scoring system. Supports tracking balls with video or still image inputs, and has a command line utility. Currently just tracks balls, but is a good example of how such a project can be laid out.

(Nirenshteyn, 2021) A relatively small project which just aims to display a rendered 2D view of a video input by transforming the view and tracking the balls. Demonstrates a similar approach to the other two projects so far, indicating a preferred tactic for tackling the problem of tracking balls.

(Trusov, 2022) Another project which aims to track balls and render what the system sees. The post discusses the approach to designing the algorithm and issues encountered.

Relevant Tools and Technologies

(SuperAnnotate, 2021) Discussion of popular computer vision libraries across a variety of languages and environments.

(OpenCV, 2023) Widely used, open-source computer vision library available in multiple languages. Used by all four related projects.

(SimpleCV, 2023) Open-source computer vision framework including multiple libraries; only available in Python.

(MathWorks, 2023) A MATLAB-based tool providing computer vision tools and workflows.

(BoofCV, 2023) An open-source computer vision library available for Java.

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- Nirenshteyn, D. (2021, March). *TrackingSnookerBalls*. Retrieved from GitHub: https://github.com/Dimnir/TrackingSnookerBalls
- Trusov, P. (2022, April). *Snooker balls tracking on video*. Retrieved from Kaggle: https://www.kaggle.com/code/paveltrusov/snooker-balls-tracking-on-video