Term Project - Project Proposal

Course Number	CPS 843/CP8307
Course Title	Introduction to Computer Vision
Semester/Year	Fall 2025
Professor	Prof. Omar Falou

Student Name	Student ID
Simon Lin	501103322
Rohan Chedde	501123581
Sina Jabbari	501102033
Jahmil Ally	501045419
Brandon Wong	501104164

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Project Overview
Basketball Action Recognition Using Computer Vision

The purpose of our project is to develop a tool able to recognize and identify various basketball actions performed in games including but not limited to shooting the ball, dunking the ball, and players blocking other players. Additionally, our tool will be capable of tracking the current location of the ball on the court as well. Our tool will take in and analyze footage of basketball games, whether professional or amateur leagues, to record and display the amount of times a specific action was performed in play. This will be helpful towards performance analysis and the effectiveness of certain techniques.

Project Objectives *revised some objectives as a result of new project outlook, purpose and constraints
- ☐ Train a Computer Vision model capable of detecting basketball actions with high accuracy.
- ☐ Classify and label objects where the model believes is an action.
- ☐ Recognize when the ball has entered the basket.
- ☐ Recognize when a specific action was performed in play.
- ☐ Track the basketball in play with high accuracy and precision.
- ☐ Keep track of the total shots made in a game scenario.

Technology Stack
- Python
- OpenCV
- YOLOv5/YOLOv8, SpaceJam, etc. (Pre-existing sports trained model we can build upon)
- Tensorflow or PyTorch (for potential model training and fine tuning of pretrained models.)
- Ultralytics
- Roboflow (training the object detection model)

Potential Challenges
Some potential challenges we may run into are tracking the ball, potential variability of movements as basketball is a very dynamic game. For instance, if there is a situation where the ball is obstructed by a crowd of players, the model may struggle keeping track of the basketball. In other situations, the ball may be moving too fast for the camera or out of frame, these challenges are primarily due to the hardware and setting rather than the actual program. Furthermore, some courts may look different than others. Taking this into account, our model will train off images/videos from various NBA courts to ensure that our model is not confused by the sudden color shifts and court layouts. We will also have to consider any false positives that may be triggered as a result of players faking certain actions common in play (faking a shot, faking a pass, etc). Lastly, we will have to consider the computational resources that real-time computer vision requires to optimize the performance of our tool while still remaining accurate.