

Project 3B

The Basics:

- To generate the submitted output videos: `python3 objectTracking.py -V rawVideo -O output_filename`
 - `rawVideo` is the path of the video input, either “Easy.mp4” or “Medium.mp4”
 - `output_filename` is the path of the output video that will be written to, do not add an extension
 - This code loads the pre-defined boxes that we used to generate the videos “Easy_output.avi” and “Medium_output.avi”
- To draw your own boxes: `python3 objectTracking.py -V rawVideo -O output_filename -b`
 - A window will pop up displaying the first frame of the video
 - Left-click and hold where you want the top left-corner of the box to be
 - Drag to where you want the bottom right corner of your box to be, and let go
 - Press q on your keyboard, and a window of the first frame will pop up showing the drawn boxes
 - Press q again, and the code will run

A Few Comments:

- The structure of the code was changed slightly from the assignment since it was mentioned on Piazza that this was permissible
 - There is no `estimateFeatureTranslation` – the code for that function was integrated into `estimateAllTranslation`
 - `calculateError` was added, which does a couple of things
 - Removes outliers based on a combination of thresholds, one of which is a scalar constant and the other which depends on the mean and standard deviation of all feature movements
 - Calculates the affine transformation between the starting features and the new features via least squares
 - Warps the image for the next iteration and calculates the error as the squared distance between pixel values of features
 - `estimateAllTranslation` calls `calculateError` at the end of each iteration for each bounding box, saves the new features if the error was decreased, and determines whether to continue iterating or to stop
 - `applyGeometricTransformation` applies the transformation from the bounding box last used to acquire features to that for the current frame via least squares, and it deletes a bounding box if its object has passed out of the image