Abstract

The aim of this project is to make a machine learning system which will detect the direction in which the offensive team is playing in football videos. This information is necessary when we have to make automated computer vision systems which will provide us with analysis of the footabll games for coaching purposes. To develop such a system, we have used KLT Tracking system to track seemingly interesting points in the videos and then, use Machine Learning algorithms of Decision Tree and Decision Stump with Boosting to identify which player tracks are important in making the decision for the direction of the offensive play.

Introduction