spline 2 splines spline 1 Motion Model -> Spline params Calculating Speed from Spline params distance travelled Popi < Pope + Pepi < distance At limit = with more points.

Formulating tracking as a factor graph > factor defining P(x21x1) Prior P(X3/X2) P(XUIX3) ×3 m3 ×4 detection 95 Figure 1 × In figure 2, lineB exists because, update Detection of params depends on the newest observation param update factor > parameters of spline, speed line B 91 Figure 2 line > -> exists because motion model depends on the updated params of spline

xi -> random variable for pose	$p(x_1) \rightarrow prior of x_1$		-(P)	Tracking problem in the
2-> shape code U; -> param update factor				languase of factor
P; -> Surface p; -> params of motion	Tax a motion Tactor	3 × × ×		graphs