|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Scenario | Difference | Contours | Max\_Area(A) | BG Update | FrameCounter Update |
| 1 | < TH | = 0 | - | YES |  |
| 2 | < TH | > 0 | < MN | YES |  |
| 3 | < TH | > 0 | MN<A<MNV |  |  |
| 4 | < TH | > 0 | >MNV |  |  |
| 5 | > TH | = 0 |  |  |  |
| 6 | > TH | > 0 |  |  |  |
| 7 | > TH | > 0 |  |  |  |
| 8 | > TH | > 0 |  |  |  |