Model		HOTA$_{(\alpha=.05-.5)}$ [17]			Identity[23]		CLEAR [7]			Count		Speed
Tracker	ReID	HOTA↑	AssA↑	DetA↑	IDF1↑	IDSW↓	MOTA↑	FP↓	FN↓	% #Dets	% #IDs	FPS↑
2D Bounding Box Tracker, using [28] as detections.												
OC-Sort [8]	✗	49.660	27.054	91.158	40.089	566	79.575	849	**566**	102.92	362.26	850
ByteTrack [30]	✗	58.430	37.451	91.163	52.705	312	75.946	950	1071	98.75	141.50	997
Strong Sort [11]	RGB	57.965	36.783	91.347	43.378	377	72.729	679	744	**99.33**	164.15	20
Boost Track [26]	RGB	54.848	33.013	91.130	42.989	511	77.420	622	1057	95.52	1,037.74	60
Deep OC-Sort [19]	RGB	78.359	66.348	**92.545**	73.007	200	**85.256**	**437**	793	97.36	239.62	34
BoT Sort [1]	RGB	80.825	71.309	91.612	74.686	266	78.936	837	940	98.94	139.62	32
3D Human Pose Tracker, using [24] as detections.												
KSP Tracker[†] [5]	✗	54.037	36.086	80.918	46.369	462	51.768	1566	2650	88.82	158.49	115
Nearest-Neighbor [21]	✗	73.366	65.813	81.787	66.496	86	55.686	1564	2648	88.82	113.21	2365
Kalman Filter [16]	✗	71.047	62.441	80.840	63.317	**80**	54.686	1543	2772	88.82	**101.88**	1121
TrackOR (Ours)	Depth	**82.216**	**82.300**	83.685	**76.362**	125	55.284	1564	2648	88.82	130.19	17