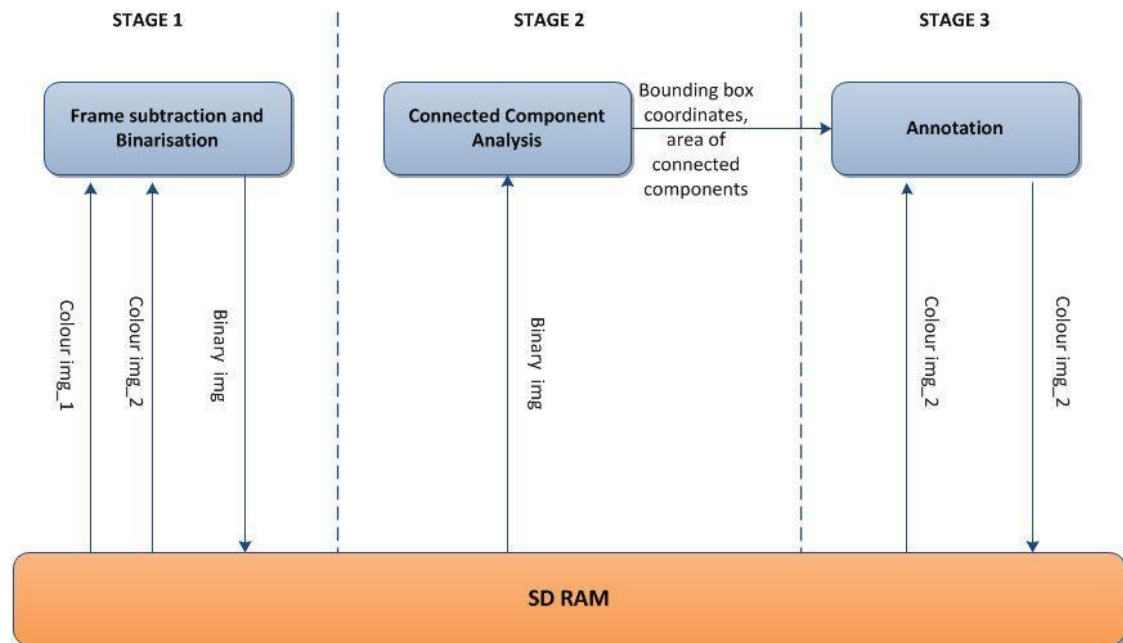# Pipelined object tracking

The above figure shows the pipelined stages in object tracking. The image frames of video of moving objects are stored in the SDRAM.   The stage 1 finds the difference between two successive image frames and binarizes the difference image. Connected component analysis is performed on the binary image. Those components with area greater than a pre-defined threshold (SIZE_THRESHOLD in app_conf.h) are only considered for annotation. Bounding boxes of these components are drawn over the original image frames. The annotated frames are finally displayed one after another on LCD.