

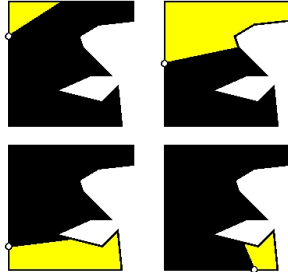
## Target Tracking

### Chairs: Gregory Hager, A. Zelinsky

#### Pursuit-Evasion Using Beam Detection

B. Simov, G. Slutzki and S. M. LaValle  
Iowa State University

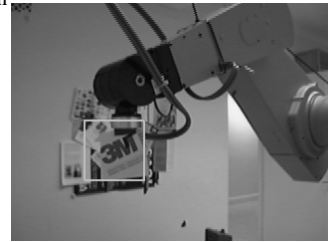
- We present an algorithm for detecting an evader in a polygonal region
- The algorithm provides a schedule for single or multiple pursuers each of them equipped with a beam



#### Tracking Techniques for Visual Servoing Tasks

D. Kragic and H. Christensen  
Royal Institute of Technology

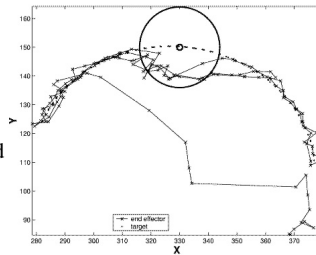
- Region tracking for manipulation tasks.
- Gradient vs. correlation based approach.
- Different motion models (T, R, A) and comparison results.
- Adaptive model selection as a future goal.



#### Uncalibrated Target Tracking with Obstacle Avoidance

J. A. Piepmeier<sup>1</sup>, G. V. McMurray<sup>2</sup>, A. Pfeiffer<sup>3</sup> and H. Lipkin<sup>3</sup>  
<sup>1</sup>U.S. Naval Academy, <sup>2</sup>Georgia Tech Research Institute, and <sup>3</sup>Georgia Institute of Technology

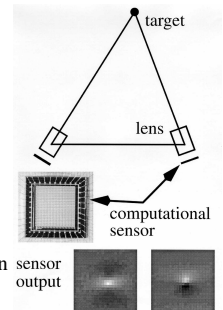
- Moving target tracking while avoiding an obstacle in path.
- Uses quasi-Newton method and RLS Jacobian estimation.
- Obstacle avoidance demonstrated with 2-link robot.
- Objective function used to effect desired behavior.



#### Visual Tracking with Subpixel Resolution Using an Analog VLSI Computational Sensor

Z. Lu and B. E. Shi  
Hong Kong University of Science and Technology

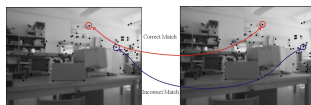
- Active binocular vision system performs target tracking
- Computational sensors provide visual feedback at 250Hz
- Subpixel resolution of target motion via Gabor filter phase
- Estimation of 3D target motion via triangulation



#### 3D Motion Tracking of a Mobile Robot in a Natural Environment

P. Saeedi, P. Lawrence and D. Lowe  
University of British Columbia

- To estimate the real-time 3D ego-motion of the camera from 2D images.
- Motion is estimated by tracking reconstructed 3D world features over the time.
- An average translational error of 15
- The algorithm demonstrates that this camera motion tracking method is feasible in unknown environments.



#### Visual Hand Posture Tracking in a Gripper Guiding Application

Fabienne Lathuiliere and Jean-Yves Herve  
Ecole Polytechnique de Montreal

- Visual hand posture tracking in a gripper guiding application
- Kinematic hand model and pose estimation using a video camera and colored markers
- Validation on synthetic and real hand sequences and teleoperated gripping simulation
- Real-time hand pose tracking system improving grasp control

