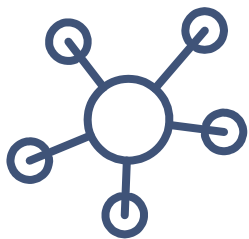


A Machine Learning approach for automatic sports production



HELLO!

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1

Overview

Architecture and Advantages



Camera Streams

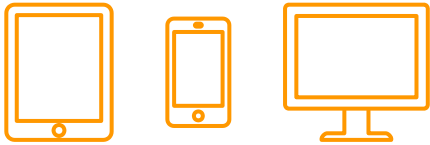


Tracking



Detection

Virtual Cameras





ADVANTAGES

Simple



Easier deployment since only a single IP camera is needed.

Cheaper



No need for more hardware, all processing is done in the cloud.

2

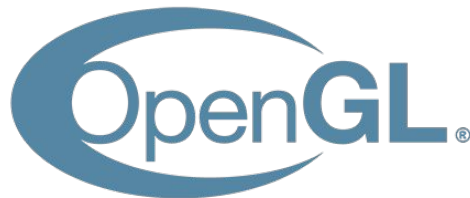
Technical Overview

Implementation and Details



Technologies

- C++
- OpenCV
- Tensorflow
- OpenGL
- CUDA





Solution

Detection



Computer Vision algorithm detects players.

Tracking



The system decides where to point the virtual cameras.

Streaming

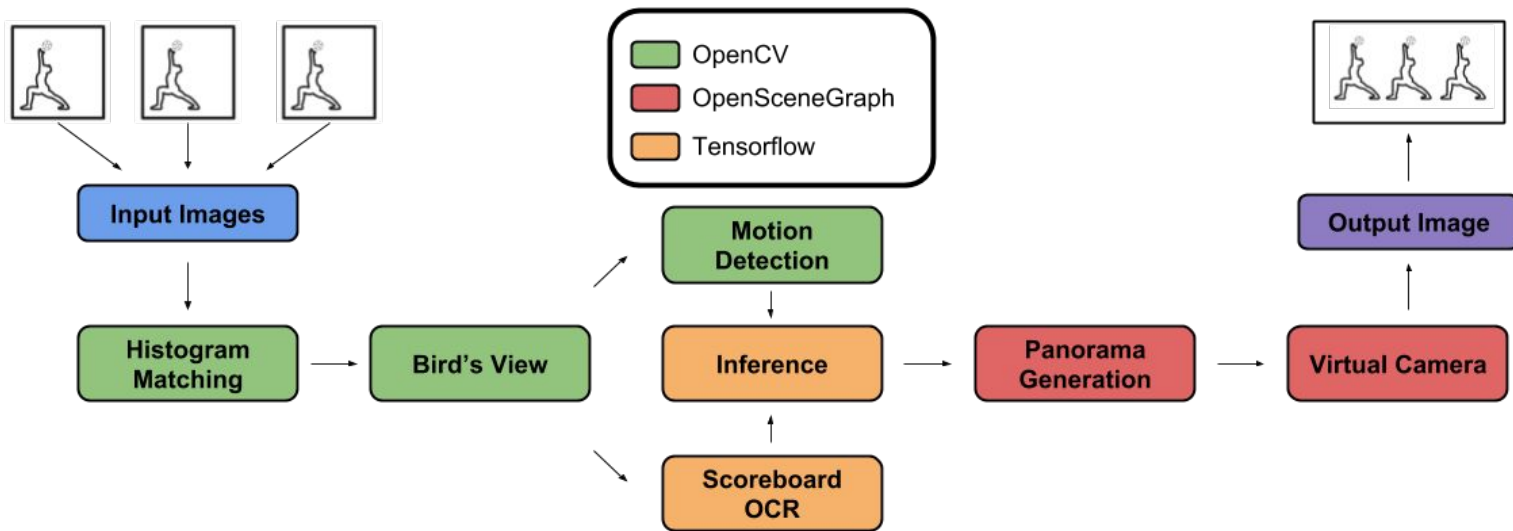


It streams the resulting virtual cameras to the world.





Architecture





Goldie Xiria - Balonmán Culleredo

XIR 5 - 6 BC

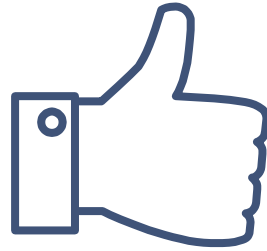
Periodo 1 16:28

Carballo Deporte

Carballo Deporte
MUNICIPIO DE CULLEREDO

24:05 / 1:30:10

The video player interface includes a title bar, a score display (XIR 5 - 6 BC), a period and time indicator (Periodo 1 16:28), a central video frame showing the court, a progress bar at the bottom, and standard playback controls (play, pause, volume, full screen).



THANKS!

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