Soccer Analysis

List of Publications

[J1] Hoernig, Martin, Herrmann, Michael, Radig and Bernd,
Real-Time Segmentation Methods for Monocular Soccer Videos,
Pattern Recognition and Image Analysis, To appear, 2015.

[J1] Michael Herrmann, Martin Hoernig and Bernd Radig,
Online Multi-player Tracking in Monocular Soccer Videos,
AASRI Procedia, 8(0): 30 - 37, 2014.

[C1] Andreas Bigontina, Michael Herrmann, Martin Hoernig and Bernd Radig,
Human Body Part Classification in Monocular Soccer Images,
9-th Open German-Russian Workshop on Pattern Recognition and Image Understanding,
Koblenz, 12 2014.

[C2] Martin Hoernig, Michael Herrmann and Bernd Radig,
Multi Temporal Distance Images for Shot Detection in Soccer Games,
EUSIPCO 2014 (22nd European Signal Processing Conference 2014) (EUSIPCO 2014),
Lisbon, Portugal, September 2014.

[PhD1] Durus and Murat,
Ball Tracking and Action Recognition of Soccer Players in TV Broadcast Videos,
Technische Universitt Munchen, Munchen, 2014.

[PhD2] Siles Canales and Francisco,
Automated Semantic Annotation of Football Games from TV Broadcast,
Technische Universitt Munchen, Munchen, 2014.

[C1] Hoernig, Martin, Herrmann, Michael, Radig and Bernd,
Real Time Soccer Field Analysis from Monocular TV Video Data,
11th International Conference on Pattern Recognition and Image Analysis (PRIA-11-2013),

[PhD1] von Hoyningen-Huene and Nicolai,
Real-time Tracking of Player Identities in Team Sports,
Technische Universitt Munchen, 2011.

[J1] Beetz, Michael, Hoyningen-Huene, Nicolai von, Kirchlechner, Bernhard, Gedikli, Suat, Siles, Francisco, Durus, Murat, Lames and Martin,
ASpoGAMo: Automated Sports Game Analysis Models,
Soccer Analysis

List of Publications

[C1] Hoyningen-Huene, Nicolai von, Beetz and Michael,
Rao-Blackwellized Resampling Particle Filter for Real-Time Player Tracking in Sports,

[PhD1] Gedikli and Suat,
Continual and Robust Estimation of Camera Parameters in Broadcasted Sports Games,
Technische Universit"at M"unchen, 2009.

[C1] Beetz, Michael, Gedikli, Suat, Bandouch, Jan, Kirchlechner, Bernhard, Hoyningen-Huene, Nico von, Perzylo and Alexander,
Visually Tracking Football Games Based on TV Broadcasts,
*Proceedings of the Twentieth International Joint Conference on Artificial Intelligence (IJCAI)*, 2007.

[C2] Gedikli, Suat, Bandouch, Jan, Hoyningen-Huene, Nico von, Kirchlechner, Bernhard, Beetz and Michael,
An Adaptive Vision System for Tracking Soccer Players from Variable Camera Settings,

[C1] Beetz, Michael, Bandouch, Jan, Gedikli, Suat, Hoyningen-Huene, Nico von, Kirchlechner, Bernhard, Maldonado and Alexis,
Camera-based Observation of Football Games for Analyzing Multi-agent Activities,

[J1] Beetz, Michael, Kirchlechner, Bernhard, Lames and Martin,
Computerized Real-Time Analysis of Football Games,

[C1] Beetz, M., Fischer, F., Flossmann, S., Kirchlechner, B., Unseld, A., Holzer and C.,
Watching Football with the Eyes of Experts: Integrated Intelligent Systems for the Automatic Analysis of (Simulated) Football Games,

[C2] Beetz, Michael, Flossmann, Sven, Stammmeier and Thomas,
Motion and Episode Models for (Simulated) Football Games: Acquisition, Representation, and Use,