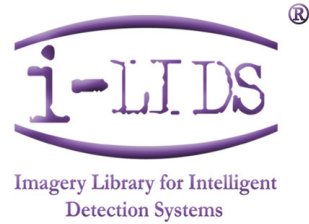


Multiple-Camera Tracking Scenario

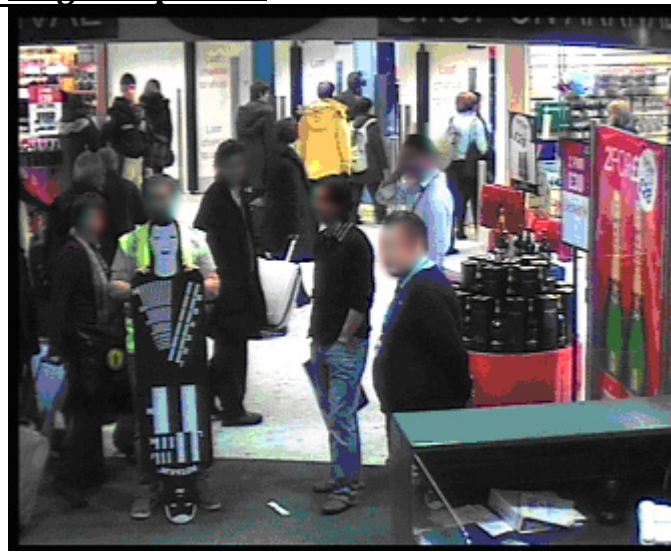
(to be read in conjunction with the i-LIDS Tracking User Guide release date TBC)



General Requirements for Tracking

The desired target will be presented to the tracking system via a set of Viper compliant XY coordinates relating to a bounding box. Systems should then track the target over the multiple cameras until the end of the target event set or when a new target is specified.

Target Acquisition

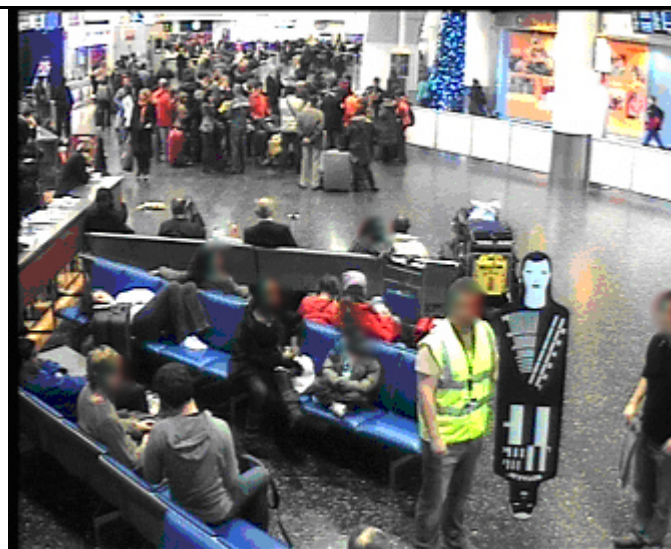


Camera 1: (Customs)

Targets should be tracked once they are:

- 10% screen height,
- 100% of their height is in the camera view,
- both shoulders can be seen.

Systems should stop tracking targets when one or more of the above statements are no longer true.

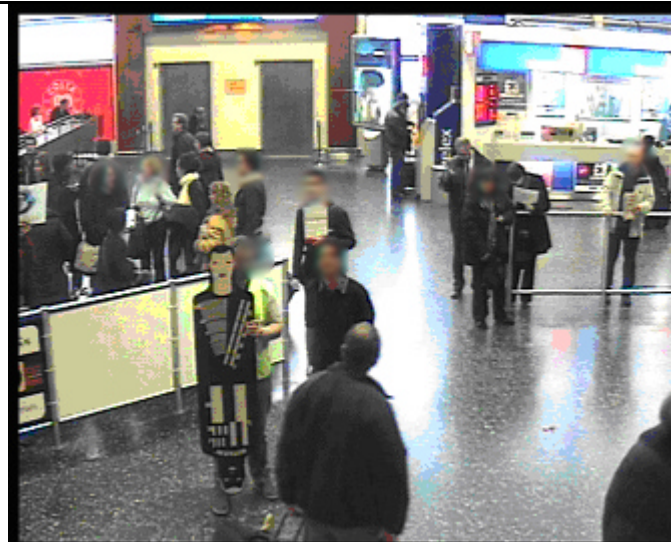


Camera 2: (Left Baggage)

Targets should be tracked once they are:

- 10% screen height,
- 100% of their height is in the camera view,
- both shoulders can be seen.

Systems should stop tracking targets when one or more of the above statements are no longer true.

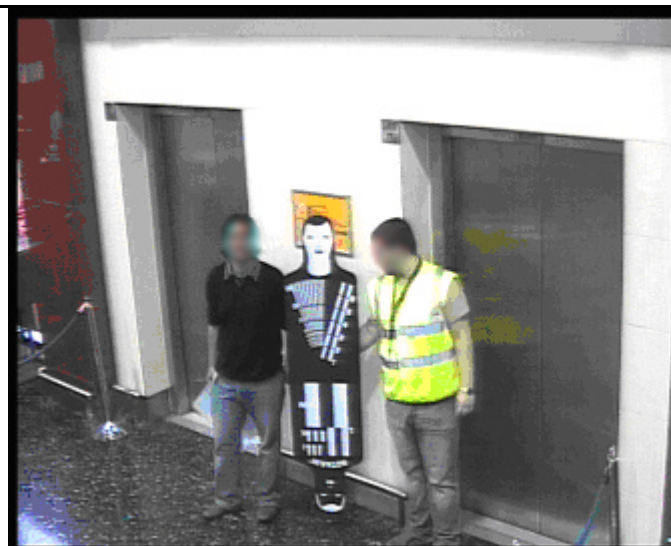


Camera 3: (Café)

Targets should be tracked once they are:

- 10% screen height,
- 100% of their height is in the camera view,
- both shoulders can be seen.

Systems should stop tracking targets when one or more of the above statements are no longer true.

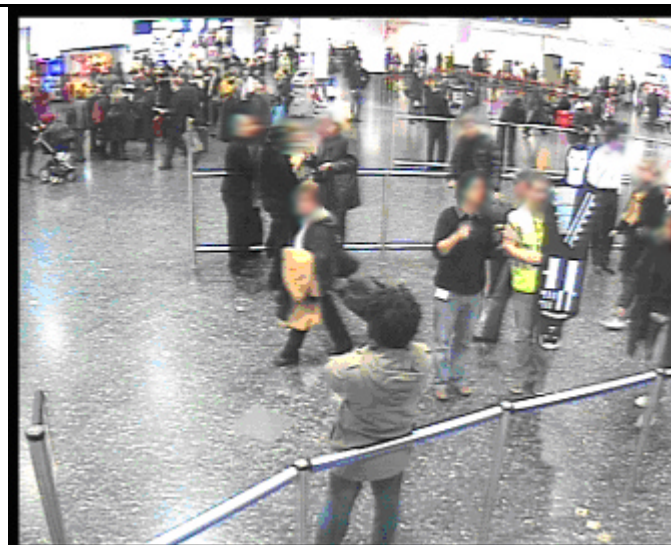


Camera 4: (Lift)

Targets should be tracked once they are:

- 10% screen height,
- 75% of their height is in the camera view,
- both shoulders can be seen.

Systems should stop tracking targets when one or more of the above statements are no longer true.

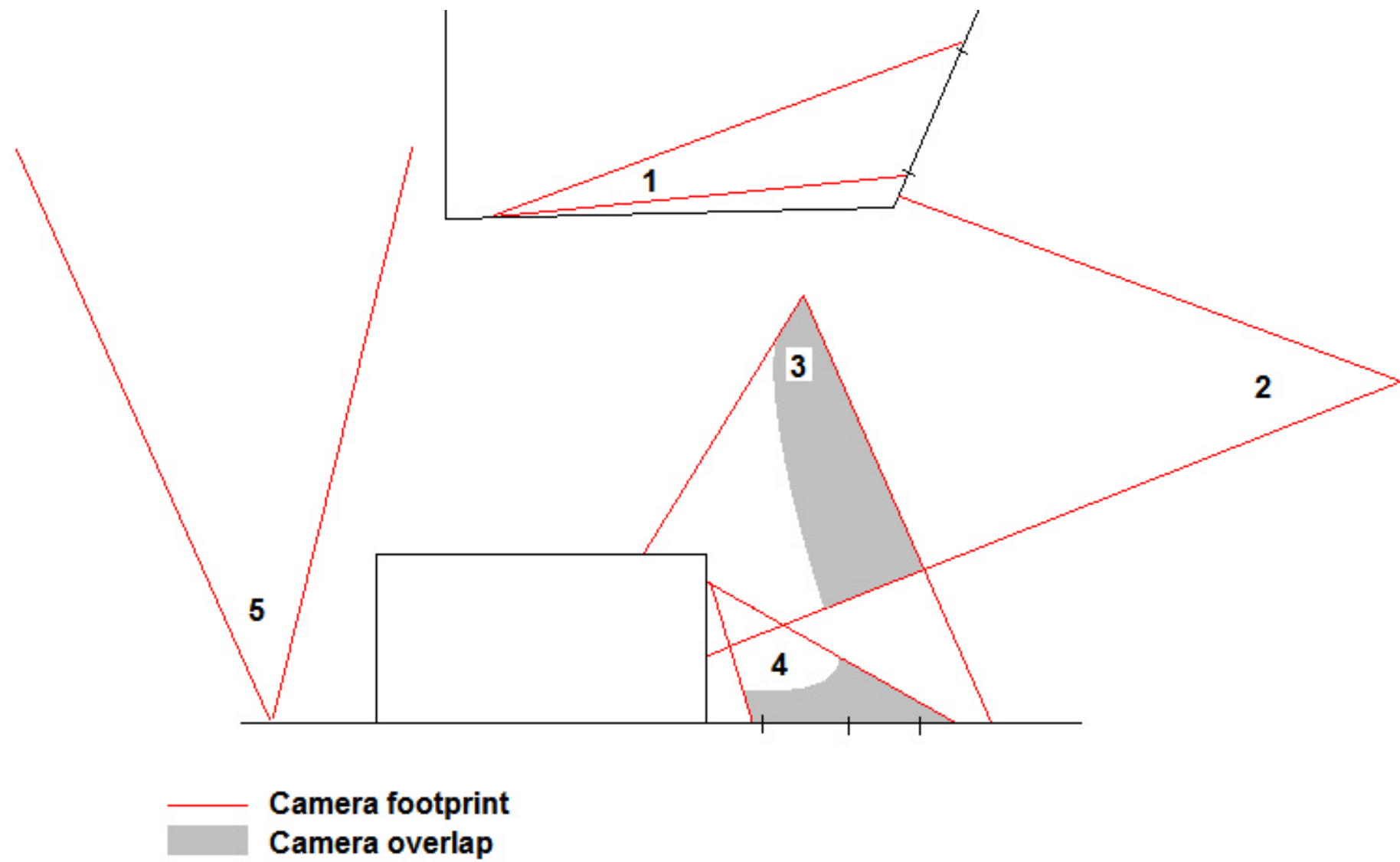


Camera 5: (Info Desk)

Targets should be tracked once they are:

- 10% screen height,
- 100% of their height is in the camera view,
- both shoulders can be seen.

Systems should stop tracking targets when one or more of the above statements are no longer true.



Viper compliant XML indexing schema for MCTS ground truth.

```
<?xml version="1.0" encoding="UTF-8" ?>
<viper xmlns="http://lamp.cfar.umd.edu/viper" xmlns:data="http://lamp.cfar.umd.edu/viperdata">
  <config>
    <descriptor name="Target" type="OBJECT">
      <attribute dynamic="false" name="NAME" type="svalue" />
      <attribute dynamic="false" name="DRESS" type="svalue" />
      <attribute dynamic="false" name="SEX" type="svalue" />
      <attribute dynamic="false" name="COLOUR" type="svalue" />
      <attribute dynamic="false" name="BAG" type="bvalue" />
      <attribute dynamic="true" name="BOUNDING-BOX" type="bbox" />
    </descriptor>
    <descriptor name="Clip" type="OBJECT">
      <attribute dynamic="false" name="DATA-SOURCE" type="svalue" />
      <attribute dynamic="true" name="Target" type="lvalue" />
    </descriptor>
    <descriptor name="Annotation" type="OBJECT">
      <attribute dynamic="false" name="NAME" type="lvalue" />
      <attribute dynamic="false" name="DATA-SET" type="lvalue" />
      <attribute dynamic="true" name="Clip" type="lvalue" />
    </descriptor>
    <descriptor name="Target-Event-Set" type="OBJECT">
      <attribute dynamic="false" name="NAME" type="svalue" />
      <attribute dynamic="false" name="TIME-OF-DAY" type="svalue" />
      <attribute dynamic="false" name="DURATION" type="svalue" />
      <attribute dynamic="false" name="DISTRACTION" type="svalue" />
      <attribute dynamic="false" name="Annotation" type="svalue" />
    </descriptor>
    <descriptor name="Camera" type="OBJECT">
      <attribute dynamic="false" name="NAME" type="svalue" />
      <attribute dynamic="false" name="CROWD-DENSITY" type="svalue" />
      <attribute dynamic="false" name="Target-Event-Set" type="svalue" />
    </descriptor>
  </config>
  + <data>
</viper>
```