Real time vehicle detection and tracking on multiple lanes



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INTRODUCTION	MOTIVATION
 Video sensors or cameras combined with image processing algorithms are becoming a common approach to today's road traffic monitoring and control Video sensors allow robust and continuous measurement of road traffic parameters High level traffic information can be extracted, i.e. incident detection, vehicle classification, origin-destination (OD) matrix estimation, etc. 	 Typical commercial computer vision based traffic monitoring systems use one camera per lane to ensure accurate and robust traffic parameters measurement – drawback since many cameras are needed for roads with multiple lanes which makes such systems expensive Proposed system tackles the mentioned problem by modified image processing part to enable vehicle detection and tracking on multiple lanes in real time
IMAGE PROCESSING	
VEHICLE DETECTION	VEHICLE TRACKING AND COUNTING
Basic work flow of vehicle	 In the proposed system, spatio-temporal tracking of objects in a scene is

detection consists of:

- Original image (a) downsampling and bluring (b)
- Creation of background image model and comparison of background image model and current image (c)
- Pixel clusterization (d)





- Every currently tracked object in the scene is compared with each cluster detected in the current image
- When a vehicle passes through marker and a hit is detected, counter for that marker is incremented



EXPERIMENTAL RESULTS



COMPUTER VISION INNOVATIONS FOR SAFE TRAFFIC (VISTA)

- Faculty of Electrical Engineering and Computing (UNIZG-FER) leading institution
- Faculty of Transport and Traffic Sciences (UNIZG-FTTS) partner institution
- Development of:
 - > Detection of road-side vegetation for traffic infrastructure maintenance
 - Surround-view parking visualization
 - > Traffic sign detection and recognition
- Lane detection and recognition
- Lane departure and collision warning
- > Automatic headlight detection
- > Driver mental state recognition

— Application with GPU support, 8 threads on CPU (optimized)

Application without GPU support with single thread on CPU

Application without GPU support with 8 threads on CPU

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