ASPOGAMO: Automated SPOrt Game Analysis Model List of Publications

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

[BC1] Nicolai v. Hoyningen-Huene and Michael Beetz,
Importance Sampling as One Solution to the Data Association Problem in Multi-target Tracking,

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

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

[C2] Andreas Andreakis, Nicolai von Hoyningen-Huene and Michael Beetz,
Incremental Unsupervised Time Series Analysis Using Merge Growing Neural Gas,

[C3] Nicolai von Hoyningen-Huene and Michael Beetz,
Robust real-time multiple target tracking,
Ninth Asian Conference on Computer Vision (ACCV), Xi’an, China, Sep. 2009.

[PhD1] Suat Gedikli,
Continual and Robust Estimation of Camera Parameters in Broadcasted Sports Games,
Technische Universität München, 2009.
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