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,
AlpeshKumar Ranchordas and Helder Araujo(Eds.), VISIGRAPP 2009, Springer-Verlag

[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,
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[PhD1] Suat Gedikli,
Continual and Robust Estimation of Camera Parameters in Broadcasted Sports Games,
Technische Universität München, 2009.
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[C1] Nicolai v. Hoyningen-Huene, Bernhard Kirchlechner and Michael Beetz,
GrAM: Reasoning with Grounded Action Models by Combining Knowledge Representation and Data Mining,

[C2] Michael Beetz, Suat Gedikli, Jan Bandouch, Bernhard Kirchlechner, Nico von Hoyningen-Huene and Alexander Perzylo,
Visually Tracking Football Games Based on TV Broadcasts,
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[C3] Suat Gedikli, Jan Bandouch, Nico von Hoyningen-Huene, Bernhard Kirchlechner and Michael Beetz,
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