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.


