

# ANOMALY ACTIVITY CLASSIFICATION IN THE GROCERY STORES

POUYA BAGHERPOUR VALASHANI

A thesis submitted in fulfilment of the  
requirements for the award of the degree of  
Master of Engineering (Electrical)

Faculty of Electrical Engineering  
Universiti Teknologi Malaysia

MAY 2013

To my beloved father and mother

## **ACKNOWLEDGEMENT**

Foremost, I would like to express my sincere gratitude to my supervisor Dr. Musa for the continuous support of my study and research, for his patience, motivation, enthusiasm, and immense knowledge. His guidance helped me in all the time of research and writing of this thesis. And also, I would like to thank my family for supporting me throughout my study.

## ABSTRACT

Nowadays, because of the growing number of robberies in shopping malls and grocery stores, automatic camera's applications are vital necessities to detect anomalous actions. These events usually happen quickly and unexpectedly. Therefore, having a robust system which can classify anomalies in a real-time with minimum false alarms is required. Due to this needs, the main objective of this project is to classify anomalies which may happen in grocery stores. This objective is acquired by considering properties, such as; using one fixed camera in the store and the presence of at least one person in the camera view. The actions of human upper body are used to determine the anomalies. Articulated motion model is used as the basis of the anomalies classification design. In the design, the process starts with feature extraction and followed by target model establishment, tracking and action classification. The features such as color and image gradient built the template as the target model. Then, the models of different upper body parts are tracked during consecutive frames by the tracking method which is sum of square differences (SSD) combined with the Kalman filter as the predictor. The spatio-temporal information as the trajectory of limbs gained by tracking part is sent to proposed classification part. For classification, three different scenarios are studied: attacking cash machine, cashier's attacking and making the store messy. In implementing these scenarios, some events were introduced. These events are; basic (static) events which are the static objects in the scene, spatial events which are those actions depend on coordinates of body parts and spatio-temporal events in which these actions are tracked in consecutive frames. At last, if one of the scenarios happens, an anomalous action will be detected. The results show the robustness of the proposed methods which have the minimum false positive error of 7% for the cash machine attack and minimum false negative error of 19% for the cashier's attacking scenario.

## ABSTRAK

Kini disebabkan peningkatan gejala kecurian di pusat-pusat membeli-belah dan pasaraya, aplikasi kamera automatik menjadi keperluan penting bagi mengesan aksi ganjil. Aksi-aksi tersebut sering berlaku dengan cepat dan tanpa diduga. Maka perlu diwujudkan satu sistem yang mantap yang berupaya mengklasifikasikan perkara yang mencurigakan dalam masa sebenar dengan kesilapan isyarat kecemasan minimum. Berpandukan isu ini, objektif utama projek ialah mengelaskan perbuatan pelik yang mungkin berlaku di pusat membeli-belah. Objektif dapat dicapai dengan mempertimbangkan beberapa perkara seperti menggunakan satu kamera tetap di pasaraya dan menempatkan sekurang-kurangnya seorang petugas pada paparan kamera. Disamping itu, aksi-aksi bahagian atas tubuh manusia digunakan untuk menentukan keganjilan. Model pergerakan yang jelas digunakan sebagai asas kepada reka bentuk klasifikasi keganjilan. Proses di dalam reka bentuk ini bermula dengan ekstrak ciri diikuti dengan penubuhan model sasaran, pengesanan dan pengelasan aksi. Beberapa ciri seperti warna dan kecerunan imej membina templat sebagai model sasaran. Kemudian, model-model anggota berlainan pada tubuh bahagian atas dikesan semasa kerangka yang diambil secara berturutan melalui kaedah pengesanan iaitu jumlah berlainan persegi (SSD) yang digabungkan dengan penapis Kalman sebagai peramal. Informasi *spatiotemporal* sebagai trajektori anggota yang didapati melalui pengesanan dihantar ke bahagian klasifikasi yang dicadangkan. Tiga senario berbeza dikaji untuk tujuan pengelasan: serangan pada mesin tunai, serangan pada juruwang dan perbuatan menyelerakkan pasaraya. Bagi melaksanakan kesemua senario, beberapa peristiwa diperkenalkan. Peristiwa-peristiwa ini ialah: peristiwa (statik) asas iaitu objek statik di tempat kejadian, peristiwa berkaitan ruang yang mana aksi-aksi berkaitan dengan koordinasi anggota badan dan peristiwa-peristiwa *spatiotemporal* iaitu kejadian yang dikesan pada kerangka berturutan. Akhirnya, jika mana-mana senario berlaku, satu perlakuan ganjil akan dikesan. Pelaksanaan senario tersebut dilaksanakan, diklasifikasikan keganjilan dan hasilnya menunjukkan kemantapan kaedah yang dicadangkan dengan kesilapan positif minimum 7% bagi serangan pada mesin tunai dan kesilapan negatif minimum 19% bagi senario serangan pada juruwang.

## TABLE OF CONTENTS

CHAPTER	TITLE	PAGE
	<b>DECLARATION</b>	ii
	<b>DEDICATION</b>	iii
	<b>ACKNOWLEDGEMENTS</b>	iv
	<b>ABSTRACT</b>	v
	<b>ABSTRAK</b>	vi
	<b>TABLE OF CONTENTS</b>	vii
	<b>LIST OF TABLES</b>	x
	<b>LIST OF FIGURES</b>	xi
	<b>LIST OF APPENDICES</b>	xiii
<b>1</b>	<b>INTRODUCTION</b>	1
	1.1 Background of the study	1
	1.2 Problem statement Objective	2
	1.3 Objective	2
	1.4 Scope	3
	1.5 Contributions	3
	1.6 Thesis outline	4
<b>2</b>	<b>LITERATURE REVIEW</b>	6
	2.1 Overview	6
	2.2 Object detection	7

2.3	Target Model establishment:	9
2.3.1	Target shape Model	9
2.3.2	Target Appearance Model	11
2.4	Tracking	13
2.5	Detection of anomalies	17
2.5.1	Tracking-based Detection	17
2.5.2	Non-tracking Detection	19
<b>3</b>	<b>RESEARCH METHODOLOGY</b>	<b>21</b>
3.1	Overview	21
3.2	Tracking	25
3.2.1	Introduction	25
3.2.2	sum of square differences tracking	26
3.2.3	Bayes tracking and the Kalman filter	32
3.3	Classification	39
3.3.1	Introduction	39
3.3.2	Spatio-temporal motion-based anomaly classification	39
3.3.3	Anomaly Classification (scenario)	47
<b>4</b>	<b>RESULTS AND DISCUSSION</b>	<b>48</b>
4.1	Experimental Setup	48
4.2	Tracking	49
4.2.1	Sum of Square Differences (SSD):	49
4.2.2	Kanade-Lucas-Tomasi (KLT)	57
4.3	Classification	64
4.3.1	Cash machine attack	64
4.3.2	Cashier's attacking	66
4.3.3	Make messy	70
4.3.4	Time consumption	72
4.3.5	Errors of classification	72
4.4	Analysis	74
<b>5</b>	<b>CONCLUSIONS</b>	<b>77</b>
5.1	Future work	80

**REFERENCES**

81

Appendices A-B

90-106



**LIST OF TABLES**

<b>TABLE NO.</b>	<b>TITLE</b>	<b>PAGE</b>
3.1	The amounts of lengths and angels	31
3.2	Event category	40
4.1	Accuracy rate results for wrists' tracking.	56
4.2	Accuracy rate results for elbows' tracking.	56
4.3	Accuracy rate results for shoulders' tracking.	56
4.4	Accuracy rate for the KLT methods with the Kalman filter	63
4.5	Compare the accuracy of proposed method	63
4.6	Time consumption of each algorithm for a frame	72
4.7	False positive and false negative errors	73

**LIST OF FIGURES**

<b>FIGURE NO.</b>	<b>TITLE</b>	<b>PAGE</b>
2.1	Shape representation	10
2.2	Appearance representation	11
2.3	Gradient based trackers system	16
3.1	Upper body limbs	21
3.2	Overall system	23
3.3	Cost function output shows the probability	28
3.4	Implementing the kinematic model	30
3.5	Searching for the best match	31
3.6	Graphical model	32
3.7	Kalman predictor	38
3.8	The static concepts	41
3.9	Spatial concepts	42
3.10	Implementing the kinematic model	43
3.11	Implementing the kinematic model for angle constraints	44
3.12	First spatiotemporal concept	45
3.13	Second spatiotemporal concept.	46

3.14	Different scenarios detection	47
4.1	SSD results	50
4.2	The SSD algorithm losses the tracking in appearance changes	50
4.3	The results of proposed tracking (SSDLT)	51
4.4	The results of lost tracking in the self-full occlusion scene	52
4.5	Trajectory results of filtered SSDLT on the right wrist	53
4.6	Mean Square Error of SSD, SSDLT, SSDLKF	54
4.7	Time consumption	54
4.8	The results of KLT on the consecutive frames	57
4.9	Results of implementing four different methods of KLT	59
4.10	Time Consumption of LKT method	60
4.11	Mean Square Error	61
4.12	The results of KLT-KF on the whole upper body	62
4.13	Tracked body part and cash machine red lines	64
4.14	Anomaly detection for cash machine scenario	65
4.15	Detection of straight hand	67
4.16	Threatening detection	68
4.17	Hands-up concept	69
4.18	Fast movement of hands	70
4.19	Making messy scenario	71

**LIST OF APPENDICES**

<b>TABLE NO.</b>	<b>TITLE</b>	<b>PAGE</b>
A.1	Kanade–Lucas–Tomasi (KLT) tracker	90
A.2	Relation between SSD and cross correlation	105
B	List of published and accepted papers	106

# **CHAPTER 1**

## **INTRODUCTION**

### **1.1 Background of the study**

Recently, it has been a crucial situation for law enforcement and security guard to recognize and monitor the suspicious activities (surveillance) due to increasing crimes (anomalies), especially in the shopping mall, grocery stores. Thus, the usage of surveillance cameras begun and human personnel are hired to monitor camera footage. But it is not reliable enough due to the human subjective nature where issues such as fatigue and careless happened. The analysis of footage is made easier by arriving automated video methods which automatically recognize human activity.

Recognizing human actions for classification anomalies from video is one of the most promising applications of computer vision [1]. For approaching to identify human actions, several methods are proposed by researchers which can be categorized as model-based [2, 3, 4, 5] and model-free [6, 7] approaches. In model-based (generative model) approaches, an initial human model is constructed for matching with the features

extracted from consecutive frames to find pose estimation. On the other hand, model-free (discriminative model) approaches, investigate a direct relation between image observations and the pose estimation.

## **1.2 Problem statement**

According to the uprising number of crimes (anomalies), the usage of security camera in variety areas, such as banks, airports, shopping malls, grocery stores, is increasing. Moreover, these anomalous actions usually happen quickly and unexpectedly, hence, surveillance needs a robust automated system which classifies suspicious action in a short period of time with considering the minimum false alarms. In this thesis the problems of classifying the anomalies in small stores like grocery stores are investigated. According to the size of stores and existence of cash machine the problems of classification need to be solved based on upper body parts, because the lower body parts are not visible in the scene.

## **1.3 Objective**

The work in this thesis aims to address two important problems confronted in the anomaly classification. Furthermore, the algorithms are designed to achieve real-time performance.

- Tracking different upper body parts. The goal of tracking part is to find the trajectory of the interest states in which those states represent the location of different upper body parts like, wrists, elbows and shoulders in the consecutive frames.
- Anomaly classification. The second objective of this project is to classify anomalies which happen in the grocery stores. Variety actions may be done by customers when looking for some stuff in the grocery stores. These actions are classified as normal actions and abnormal actions (anomalies)

#### **1.4 Scope**

This research is about classifying actions happened inside the grocery stores; therefore the location is indoor place. As this work is contributed to small groceries, the usage of camera is limited to one fixed camera located behind of the cashier. Data gathering is performed by SLR Camera and the size of datasets is 240×320 pixels with the length of 30 to 100 seconds.

The number of people in the camera vision is restricted to presence of either cashier and customer or just customer. Because this project is focused on suspicious actions that occurred around counter and existence of the counter desk, the actions of upper body are investigated to classify anomalies.

In the case of actions, most of actions are normal, hence, finding the pattern for normal actions is impossible, however, anomalies can easily be defined by breaking normal conditions. Here, the scope of study is restricted to three common actions that can be classified as an anomaly. These actions are attacking to the cash machine; making the store messy and threatening cashier with gun.

## **1.5 Contributions**

This research contributes a real-time monocular upper body method for classifying anomaly in the grocery stores and can be developed for anomalies happen far from cash machine. Also, different contributions on the tracking and classification part can be drawn:

- One of the contribution of this study is to solve the problems of upper body tracking challenges such as cluttered background, occlusion, different object pose (translation, rotation and deformation) while proposing a method which fulfill the real-time aspect of the study.
- The second contribution aims to propose the classification methods based on tracked parts of upper body which classify the most common anomalies happen in the grocery stores such as attacking cash machine; cashier's attacking and making the store messy. Moreover, this classification method gains the minimum false alarm.



## **1.6 Thesis outline**

The rest of this thesis is organized as follows: Chapter 2 reviews various methods and approaches in the field of anomaly classification and tracking of moving objects in the computer vision applications, while the existing methods in the case of object detection is also provided. Chapter 3 describes the proposed framework which contains of target model establishment techniques, articulated motion model SSD Tracking and Kalman filter for the tracking part and implementation of classification method to fulfill the aim of classifying three different anomalies which are attacking cash machine, cashier threatened by gun and making messy, Chapter 4 describes the qualitative and quantitative results of proposed methods for the tracking and classification approaches and finally, conclusion and future work are presented in chapter 5.

## REFERENCES

1. Turaga. P., Chellappa. R., Subrahmanian. V.S. and Udrea. O. Machine Recognition of Human Activities: A Survey. *IEEE Transactions on Circuits and Systems for Video Technology*, 2008. 18: 1473–1488.
2. Shanon X. Ju, Michael J. Black and Yaser Yacoob. Cardboard People: A Parameterized Model of Articulated Image Motion. *International Conference on Automatic Face and Gesture Recognition (FGR'96)*, Killington, VT, 1996. 38–44.
3. Ioannis Kakadiaris and Dimitris Metaxas. Model-Based Estimation of 3D Human Motion. *IEEE Transactions on Pattern Analysis and Machine Intelligence (PAMI)*, 2000. 22: 1453–1459.
4. Ying Wu. Gang Hua. Ting Yu. Tracking Articulated Body by Dynamic Markov Network. *Ninth IEEE International Conference on Computer Vision*, 2003. 2: 1094–1101.
5. Shian-Ru Ke, LiangJia Zhu, Jenq-Neng Hwang, Hung-I Pai, Kung-Ming Lan and Chih-Pin Liao. Real-Time 3D Human Pose Estimation from Monocular View with Applications to Event Detection and Video Gaming. *7th IEEE International Conference on Advanced Video and Signal Based Surveillance*, 2010. 489-496.
6. Kristen Grauman, Gregory Shakhnarovich and Trevor Darrell. Inferring 3D Structure with a Statistical Image-based Shape Model. *Proceedings of the International Conference on Computer Vision (ICCV'03)*, Nice, France, 2003. 641–647.
7. Greg Mori and Jitendra Malik. Recovering 3D Human Body Configurations using Shape Contexts. *IEEE Transactions on Pattern Analysis and Machine Intelligence (PAMI)*, 2006. 28 (7): 1052–1062.
8. Arthur P. Shimamura. Muybridge in Motion: Travels in Art, Psychology, and Neurology. *History of Photography*, 2002, (26): 341–350.

9. H. Zhong, J. Shi, and M. Visontai. Detecting Unusual Activity in Video. *Proceedings of IEEE Conference on Computer Vision and Pattern Recognition*, 2004. 819–826.
10. German K.M. Cheung, Simon Baker and Takeo Kanade. Shape-from Silhouette of Articulated Objects and its Use for Human Body Kinematics Estimation and Motion Capture. *Conference on Computer Vision and Pattern Recognition (CVPR'03)*, Madison, WI, 2003. 77–84.
11. Jake K. Aggarwal and Qin Cai. Human Motion Analysis: a review. *Computer Vision and Image Understanding (CVIU)*, 1999. 73 (3): 428–440.
12. Thomas B. Moeslund and Erik Granum. Computer Vision-based Human Motion Capture: a survey. *Computer Vision and Image Understanding (CVIU)*, 2001. 81 (3): 231–268.
13. Jessica J. Wang and Sameer Singh. Video Analysis of Human Dynamics: a Survey. *Real-Time Imaging*, 2003. 9 (5): 321–346.
14. W. Hu, T. Tan, L. Wang, and S. Maybank. Survey on Visual Surveillance of Object Motion and Behaviors. *IEEE Transactions on Systems, Man, And Cybernetics*, 2004, 34(3): 334– 352.
15. A. M. McIvor. Background Subtraction Techniques. *In Proc. of Image and Vision Computing*, Auckland, New Zealand, 2000. 112-116.
16. Z Chaohui, D Xiaohui, X Shuoyu. An improved Moving Object Detection Algorithm based on Frame Difference and Edge Detection. *Fourth International Conference on Image and Graphics*, Sichuan, china, 2007. 519 – 523.
17. Hongxia Chu, Shujiang Ye, Qingchang Guo, Xia Liu. Object Tracking Algorithm based on Camshift Algorithm Combinating with Difference in Frame, *IEEE International Conference on Automation and Logistics*, Jinan, china, 2007, 51 – 55.
18. R. Cucchiara, C. Grana, M. Piccardi, and A. Prati, Detecting Moving Objects, Ghosts, and Shadows in Video Streams. *ZEEE Tram on Paftem Anal. and Machine Infell*. 2003, 25(10): 1337-1442.

19. C. Wren, A. Azarhayejani, T. Darrell, and A.P. Pentland, Pfinder. Real-time Tracking of the Human Body. *IEEE Trans. on Pattern Anal. and Machine Intell.* 1997, 19(7): 780-785.
20. S. C. S. Cheung and C. Kamath. Robust Techniques for Background Subtraction in Urban Traffic Video. *SPIE04*, 2004, 53(8): 881–892.
21. P.W. Power and J. A. Schoonees. Understanding Background Mixture Models for Foreground Segmentation. *In Proc. of the Image and Vision Computing*, 2002, 122-126.
22. C. Stauffer and W. Grimson. Adaptive Background Mixture Models for Real-time Tracking. *In CVPR99*, 1999. 248-252.
23. Du-Ming Tsai, Shia-Chih Lai, Independent Component Analysis-based Background Subtraction for Indoor Surveillance. *IEEE Transactions on Image Processing*, 2009, 18: 158 – 167.
24. Parks, D.H., Fels, S.S. Evaluation of Background Subtraction Algorithms with Post Processing. *IEEE Fifth International Conference on Advanced Video and Signal Based Surveillance*, Santa Fe, NM. 2008. 192–199.
25. Y. Bar-Shalom and T.E. Fortmann. Tracking and Data Association. *New York, Academic Press*, 1988, 67-74.
26. D. Comaniciu, V. Ramesh and P. Meer. Kernel-based Object Tracking. *IEEE Transaction on Pattern Analysis and Machine Intelligence*, 2003. 25(5): 564–577.
27. P. Perez, C. Hue, J. Vermaak and M. Gangnet. Color-based Probabilistic Tracking. *In Proceedings of the European Conference on Computer Vision*, Copenhagen, Denmark, May-June 2002, 661–675.
28. A. Cavallaro, O. Steiger and T. Ebrahimi. Tracking Video Objects in Cluttered Background. *IEEE Transactions on Circuits and Systems for Video Technology*, 2005. 15(4): 575–584.

29. J. Shi and C. Tomasi. Good Features to Track. *In Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition*, Seattle, USA, 1994, 593–600.
30. A. Sundaresan and R. Chellappa. Multi-camera Tracking of Articulated Human Motion using Shape and Motion Cues. *IEEE Transactions on Image Processing*, 2009. 18(9): 2114–2126.
31. A.D. Jepson, D.J. Fleet and T. El-Maraghi. Robust Online Appearance Models for Visual Tracking. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 2003. 25(10): 1296–1311.
32. S. Birchfield. Elliptical Head Tracking using Intensity Gradients and Color Histograms. *In Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition*, Santa Barbara, CA, 1998, 232–237.
33. T.L. Liu and H.T. Chen. Real-time Tracking using Trust-region Methods. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 2004. 26(3): 397–402.
34. W.T. Freeman and M. Roth. Orientation Histograms for Hand Gesture Recognition. *In Proceedings of the Workshop on Automatic Face and Gesture Recognition*, Zurich, Switzerland, 1995, 296–301.
35. J A. Amer. Voting-based Simultaneous Tracking of Multiple Video Objects. *In Proc. SPIE Int. Symposium on Electronic Imaging*, Santa Clara, USA, 2003. 500–511.
36. S. Ju, M. Black, and Y. Yacob. Cardboard people: a Parameterized Model of Articulated Image Motion. *In Proc. of the IEEE International Conference on Automatic Face and Gesture Recognition*, 1996. 38–44.
37. Haritaoglu, D. Harwood, and L.S. Davis. W4: A Real Time System for Detecting and Tracking People. *In Computer Vision and Pattern Recognition*, 1998. 962–967.
38. Buehler,P., Everingham, M., Huttenlocher, D., Zisserman, A. Upper Body Detection and Tracking in Extended Signing Sequence. *International Journal of Computer Vision*, 2011. 95: 180-197.
39. Fossati, A., Dimitrijevic, M., Lepetit, V., & Fua, P. Bridging the Gap between Detection and Tracking for 3D Monocular Videobased Motion Capture. *In Proceedings of the IEEE conference on computer vision and pattern recognition*. 2007. 1–8.

40. Lin, Z., Davis, L., Doermann, D., & DeMenthon, D. An Interactive Approach to Pose-Assisted and Appearance-based Segmentation of Humans. *In ICCV, workshop on interactive computer vision*. 2007. 28-32.
41. Y. Boykov, D. P. Huttenlocher, Adaptive Bayesian Recognition in Tracking Rigid Objects, *in Proc. IEEE Conf. on Computer Vision and Pattern Recognition*, Hilton Head, SC, 2000. 697–704.
42. A. Petland, B. Horowitz, Recovery of Nonrigid Motion and Structure, *IEEE Trans. Pattern Anal. Mach. Intell.* 1991. 13 (7): 730–742.
43. D. Metaxas, D. Terzopoulos, Shape and Nonrigid Motion Estimation through Physics-based Synthesis, *IEEE Trans. Pattern Anal. Mach. Intell.* 1993. 15 (6): 580–591.
44. D.-S. Jang, S.-W. Jang, H.-I. Choi, 2d Human Body Tracking with Structural Kalman Filter, *Pattern Recognition*. 2002. 35 (10): 2041–2049.
45. R. Rosales and S. Sclaroff. Improved Tracking of Multiple Humans with Trajectory Prediction and Occlusion Modeling. *In Proc. of IEEE CVPR Workshop on the Interpretation of Visual Motion*, Santa Barbara, CA, 1998. 223-228.
46. G. D. Hager and P. N. Belhumeur. Efficient Region Tracking with Parametric Models of Geometry and Illumination. *IEEE Transactions on Pattern Analysis and Machine Intelligence (PAMI)*, 1998. 22: 1453–1459.
47. C. H. T. Yang, S. H. Lai, and L. W. Chang. Robust Face Image Matching under Illumination Variations. *EURASIP J. Adv. Sig. Proc.*, 2004. 16: 2533–2543.
48. C. H. T. Yang, S. H. Lai, and L. W. Chang, Hybrid Image Matching Combining Hausdorff Distance with Normalized Gradient Matching, *Pattern Recognition*, 2007. 40(4): 1173–1181.
49. C. F. Olson, Maximum-likelihood Image Matching. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 2002. 24: 853–857.
50. H. Li, D. S. Doermann, and O. E. Kia. Automatic Text Detection and Tracking in Digital Video, *IEEE Transactions on Image Processing*, 2000. 9(1): 147–156.

51. K. Nickels and S. Hutchinson, Estimating Uncertainty in SSD-based Feature Tracking. *Image and Vision Computing*, 2002. 20: 47–58.
52. G. Zhu, S. Zhang, X. Chen, and C. Wang, Efficient Illumination Insensitive Object Tracking by Normalized Gradient Matching, *SPLetters*, December 2007. 14(12): 944–947.
53. X. Zhang, W. Hu, X. Wang, Y. Kong, N. Xie, H. Wang, H. Ling, and S. Maybank, A Swarm Intelligence based Searching Strategy for Articulated 3d Human Body Tracking, *Image Rochester NY*, 2010, 135-140.
54. J. M. del Rincón, D. Makris, C. Orrite-Uruñuela, and J.-C. Nebel, Tracking Human Position and Lower body Parts using Kalman and Particle filters Constrained by Human Biomechanics, *IEEE Transactions on Systems, Man, and Cybernetics*, 2011. 41(1): 26–37.
55. N. Jovic, B. Brumitt, B. Meyers, S. Harris, and T. Huang, Detection and estimation of pointing gestures in dense disparity maps. *In The fourth International Conference on Automatic Face- and Gesture-Recognition*, 2000, 468–475.
56. C. Shan, Y. Wei, T. Tan, F. Ojardias. Real time Hand Tracking by Combining Particle filtering and Mean Shift. *in Proceedings of the Sixth IEEE international conference on Automatic face and gesture recognition, FGR' 04*, IEEE Computer Society, Washington, DC, USA, 2004, 669–674.
57. M. Klsch, M. Turk. Fast 2d Hand Tracking with Flocks of Features and Multi-cue Integration. *in: IEEE Workshop on Real-Time Vision for Human-Computer Interaction (at CVPR)*, 2004, 158-162.
58. H.-J. Kim, K.-C. Kwak, J. Lee, Bimanual Hand Tracking, *in: Proceedings of the 6th international conference on Computational Science and Its Applications, ICCSA'06*, Springer-Verlag, Berlin, Heidelberg, 2006, 955–963.
59. Tao, X. and G. Shaogang. Video Behavior Profiling for Anomaly Detection. *Pattern Analysis and Machine Intelligence, IEEE Transactions on*. 2008. 30(5): 893-908.
60. V. Chandola, A. Banerjee, and V. Kumar. Anomaly detection: A survey. *ACM Computing Surveys*, 2009. 41(3):41–58.

61. V. Saligrama, J. Konrad, and P.M. Jodoin. Video Anomaly Identification. *IEEE Signal Processing Magazine*, 2010. 27:18–33.
62. A. Basharat, A. Gritai, and M. Shah. Learning Object Motion Patterns for Anomaly Detection and Improved object Detection. In *Proceedings of the IEEE Computer Society Conference on Computer Vision and Pattern Recognition*, IEEE, 2008. 1–8.
63. Li, H., A. Achim, et al. Unsupervised Video Anomaly Detection using Feature Clustering. *Signal Processing, IET*. 2012. 6(5): 521-533.
64. C. Stauffer and W.E.L. Grimson. Learning Patterns of Activity using Real-time Tracking. *IEEE Transactions on Pattern Analysis and Machine Intelligence*. 2000. 22(8):747–757.
65. X. Wang, K. Tieu, and E. Grimson. Learning Semantic Scene Models by Trajectory Analysis. In *Computer Vision ECCV 2006*, volume 3953 of *Lecture Notes in Computer Science*. Springer Berlin / Heidelberg, 2006. 110–123
66. P. Remagnino and G.A. Jones. Classifying Surveillance Events from Attributes and Behaviour. In *Proceedings of the British Machine Vision Conference*.2001. 685–694.
67. W. Hu, X. Xiao, Z. Fu, D. Xie, T. Tan, and S. Maybank. A System for Learning Statistical Motion Patterns. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 2006. 1450–1464,
68. Piciarelli, C., C. Micheloni, et al. Trajectory-Based Anomalous Event Detection. *Circuits and Systems for Video Technology, IEEE Transactions on*. 2008. 18(11): 1544-1554.
69. N. Johnson and D. Hogg. Learning the Distribution of Object Trajectories for Event Recognition. *Image and Vision Computing*, 1996. 14(8):609– 615.
70. I. Saleemi, K. Shafique, and M. Shah. Probabilistic Modeling of Scene Dynamics for Applications in Visual Surveillance. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 2008. 1472–1485.



71. S. Calderara, R. Cucchiara, and A. Prati. Detection of Abnormal Behaviors using a Mixture of Von Mises Distributions. *In Proceedings of the IEEE International Conference on Advanced Video and Signal Based Surveillance*, 2007. 141–146.
72. F. Porikli and T. Haga. Event Detection by Eigenvector Decomposition using Object and Frame Features. *In Proceedings of the Conference on Computer Vision and Pattern Recognition Workshop*, 2004. 114–118.
73. A. Adam, E. Rivlin, I. Shimshoni, and D. Reinitz. Robust Real-time Unusual event Detection using Multiple Fixed-location Monitors. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 2008. 30(3):555– 560.
74. I. Tziakos, A. Cavallaro, and L.Q. Xu. Local Abnormality Detection in Video using Subspace Learning. *In Proceedings of the 7th IEEE International Conference on Advanced Video and Signal Based Surveillance*, 2010. 519–525.
75. E.B. Ermis, V. Saligrama, P.M. Jodoin, and J. Konrad. Motion Segmentation and Abnormal Behavior Detection via Behavior Clustering. *In Proceedings of the 15th IEEE International Conference on Image Processing*, IEEE, 2008. 769–772.
76. V. Mahadevan, W. Li, V. Bhalodia, and N. Vasconcelos. Anomaly Detection in Crowded Scenes. *In Proceedings of the IEEE Computer Society Conference on Computer Vision and Pattern Recognition*, IEEE, 2010. 1975– 1981.
77. J.shi, c.Tomisito, Good Features to Track. *Proceedings, IEEE Computer Society Conference on Computer Vision and Pattern Recognition (CVPR)*, Seattle, WA, USA. 1994. 593 – 600.
78. N.P. Papanikolopoulos, Selection of Features and Evaluation of Visual Measurements during Robotic Visual Servoing Task, *Journal of Intelligent & Robotic Systems*, 1995. 13(3): 279-304.
79. Kevin Nickels, Seth Hutchinson. Estimating Uncertainty. *in SSD-based feature tracking, Image and Vision Computing*, January 2002. 20(1): 47–58.
80. Trucco,Emanuele, Verri,Alessandro. Introductory Techniques for 3-D Computer Vision. *IEEE Computer Society Conference on Computer Vision and Pattern Recognition*, 1998, 122-128.

81. D. Hogg, Model-based vision: a Program to see a Walking Person. *Image Vision Comput.* 2001, 5–20.
82. M.S. Arulampalam, S. Maskell, N. Gordon and T. Clapp. A tutorial on Particle Filters for Online non-linear/non-Gaussian Bayesian tracking. *IEEE Transactions on Signal Processing*, 2002. 50(2): 174–188.
83. Artificial Intelligence A Modern Approach *Second Edition*, chapter 15, 537-582
84. WELCH, Greg ; BISHOP, Gary An Introduction to the Kalman Filter. *UNIVERSITY OF NORTH CAROLINA AT CHAPEL HILL, DEPARTMENT OF COMPUTER SCIENCE (Hrsg.)*, 1995. 210-216.
85. K. Rangarajan, M. Shah. Establishing Motion Correspondence, *CVGIP: Image Understanding*. 1991, 54 (1): 56–73.
86. Gary Bishop, Greg Welch. An Introduction to the Kalman Filter, *SIGGRAPH*, 2001. 119-125.
87. Birchfield, Stan. KLT: An Implementation of the Kanade-Lucas-Tomasi Feature Tracker, In *Proceedings of the 10th IEEE International Conference on Image Processing*, IEEE, 1997. 769–772.