

Always Look on the Bright Side of the Field: Merging Pose and Contextual Data to Estimate Orientation of Soccer Players

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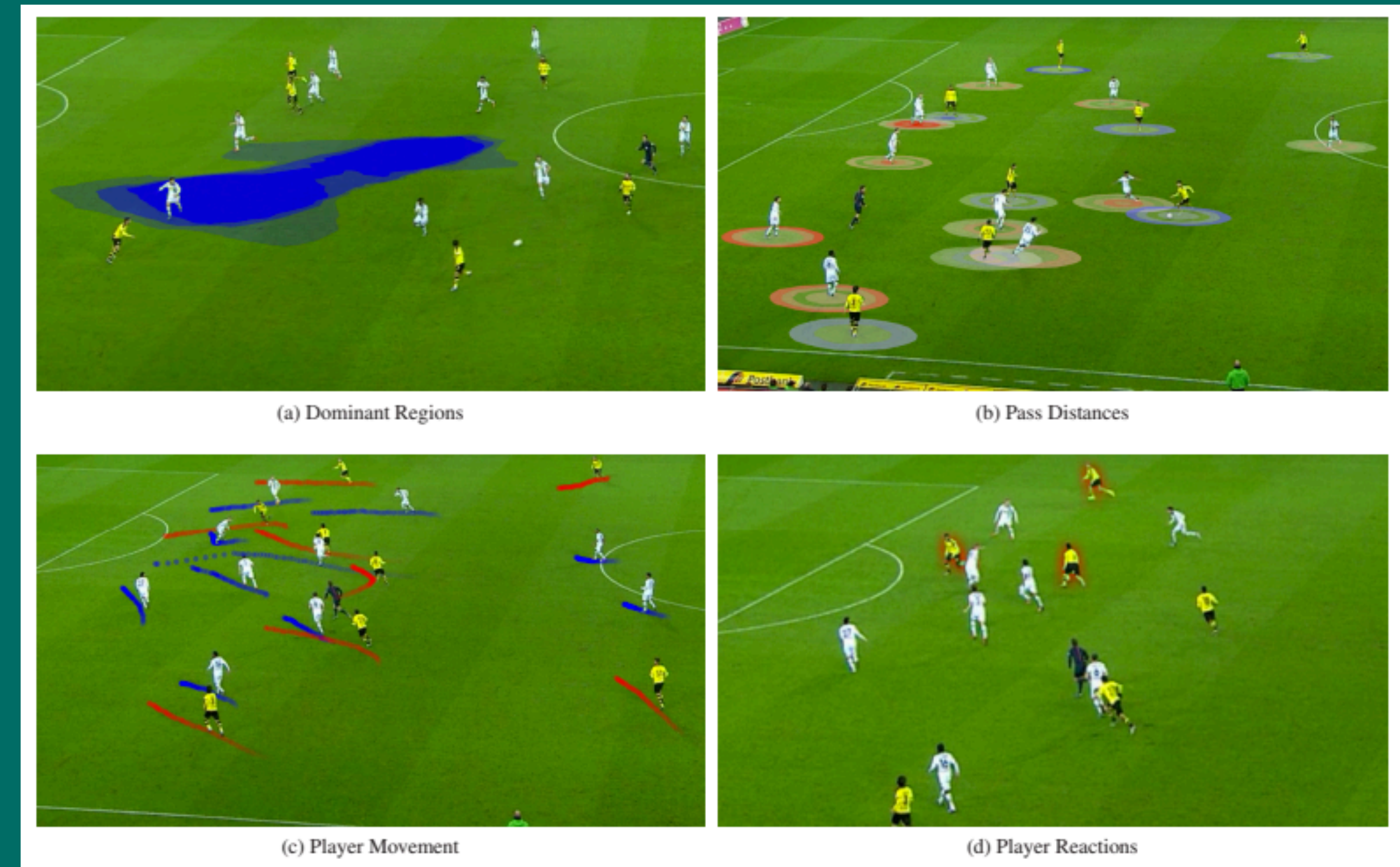


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Introduction



[1] Decomposing the Immeasurable Sport: a Deep Learning Expected Possession Value Framework for Soccer [Fernández *et al.*]



[2] A Winning Combination: Pairing Video and Movement Data to Enhance Sports Data Analysis [Stein *et al.*]

Introduction



-Yesteryear soccer:

1

Control

2

Look

3

Pass

Source: @toppng.com
[Pinterest]

Introduction



- Yesteryear soccer:

1

Control

2

Look

3

Pass

- Today's faster soccer:

1

Orient

2

Control

3

Pass

Source: @toppng.com
[Pinterest]

Introduction



Introduction

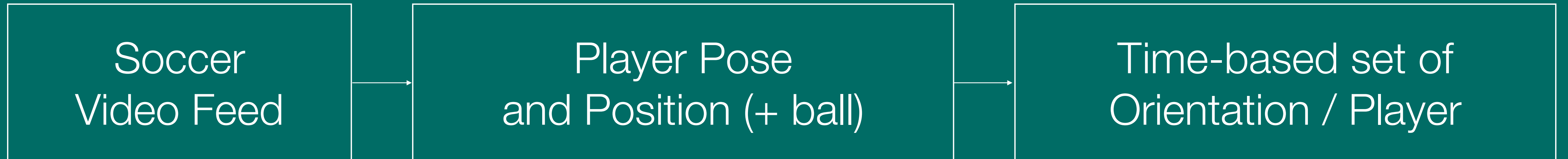


Introduction

Problem Statement:

-Player Orientation: missing critical piece of information in soccer analytics.

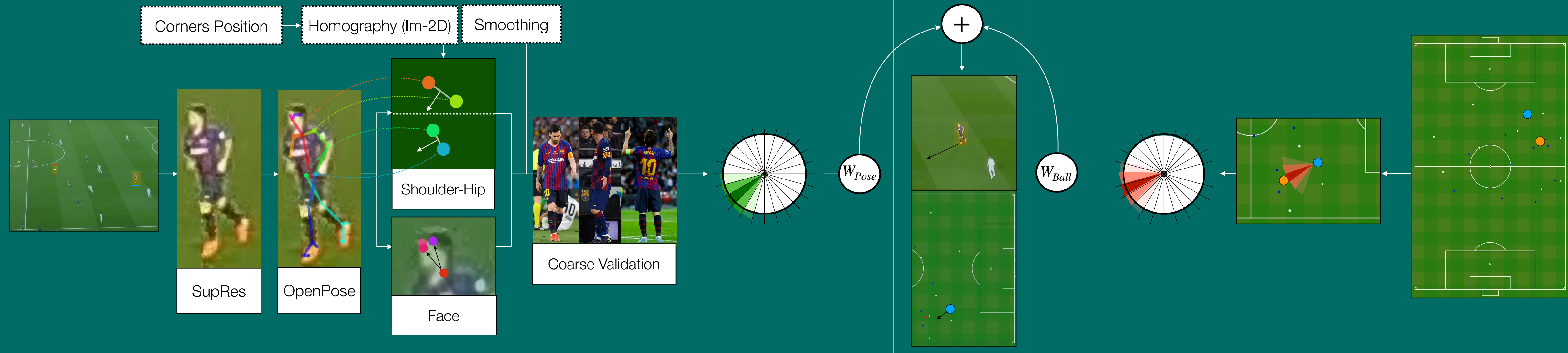
Goal:



Proposed Method Pipeline

Pose Orientation

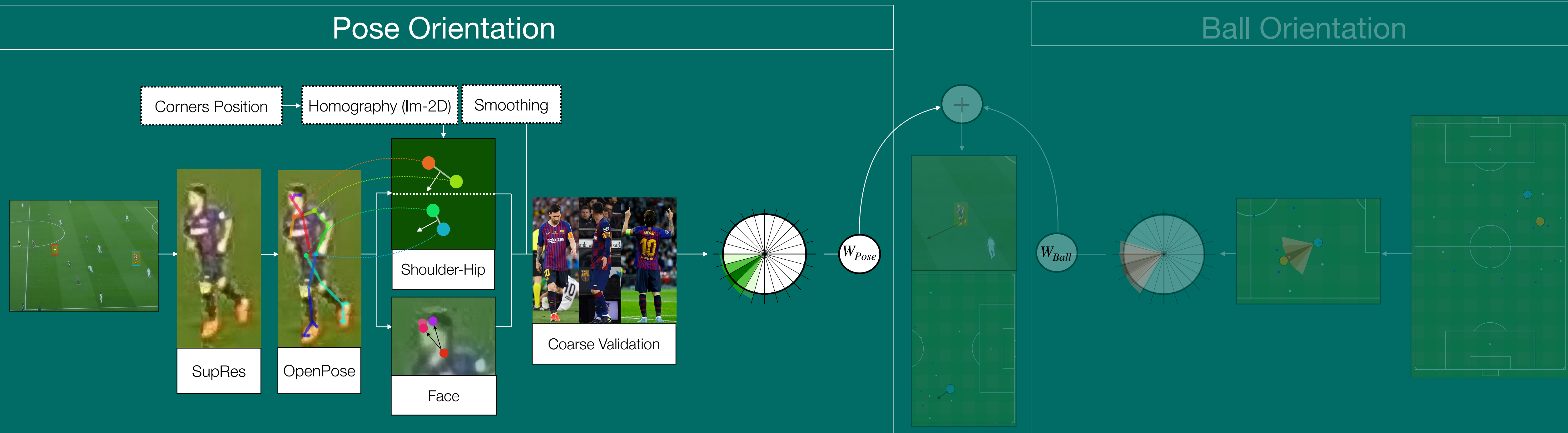
Ball Orientation



Proposed Method Pipeline

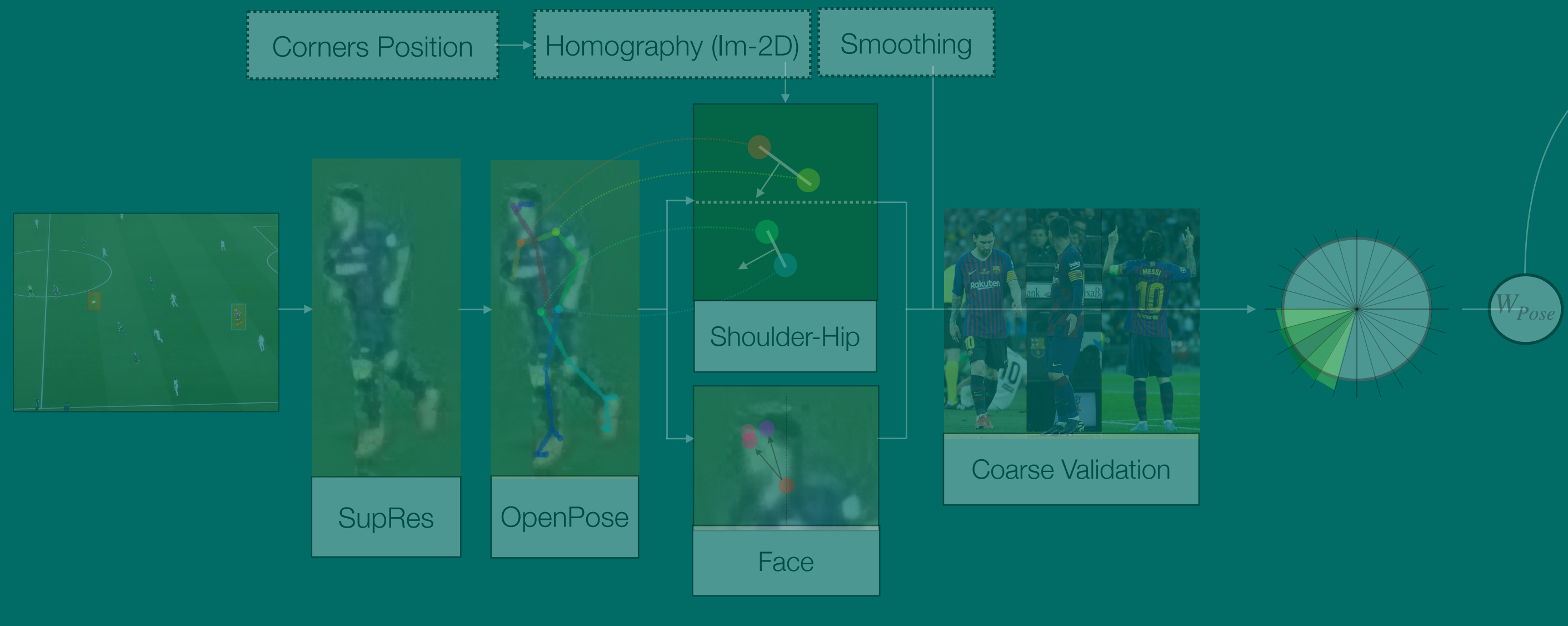
Pose Orientation

Ball Orientation

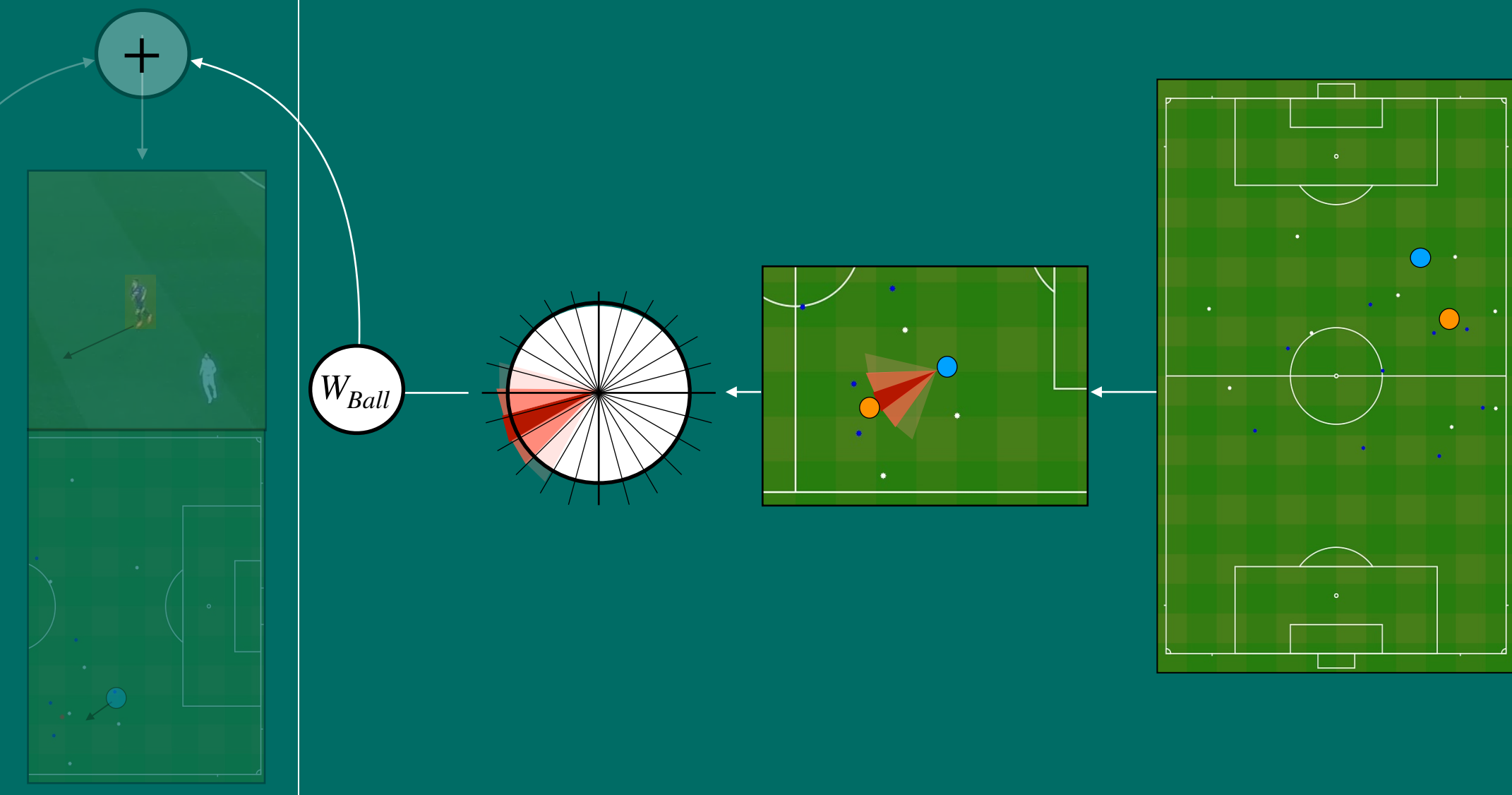


Proposed Method Pipeline

Pose Orientation

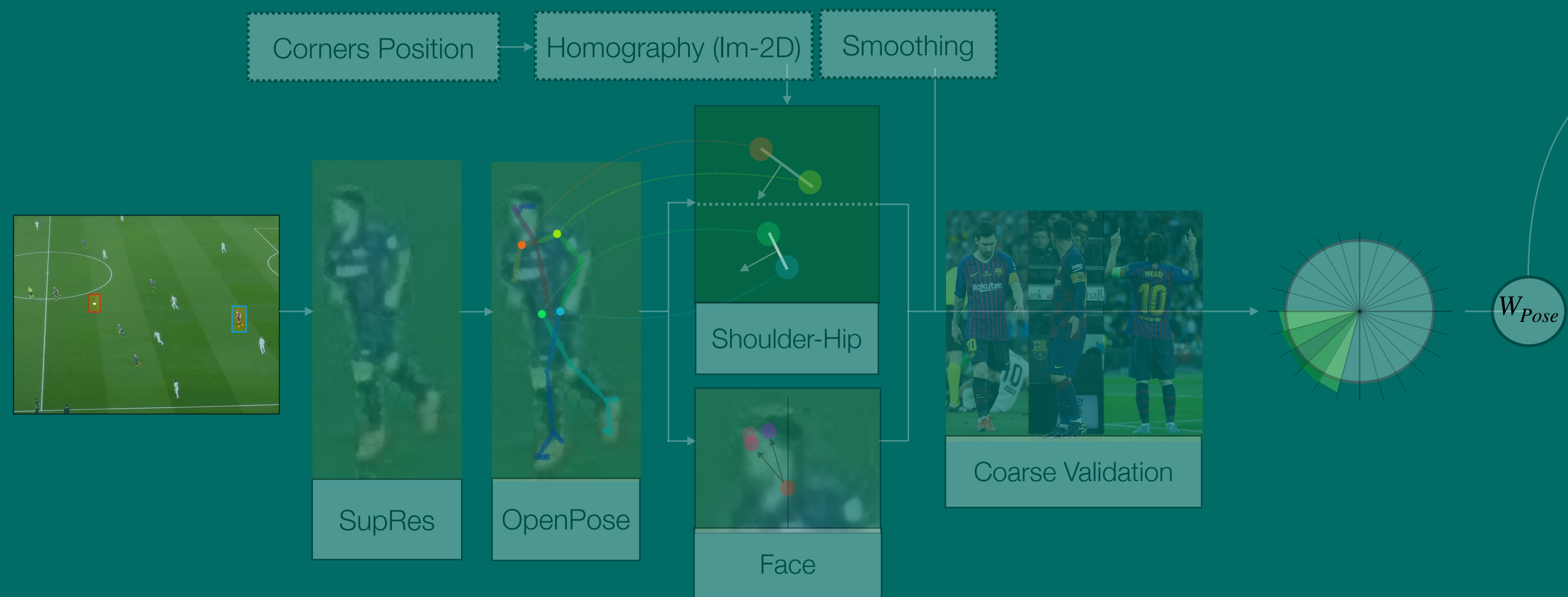


Ball Orientation

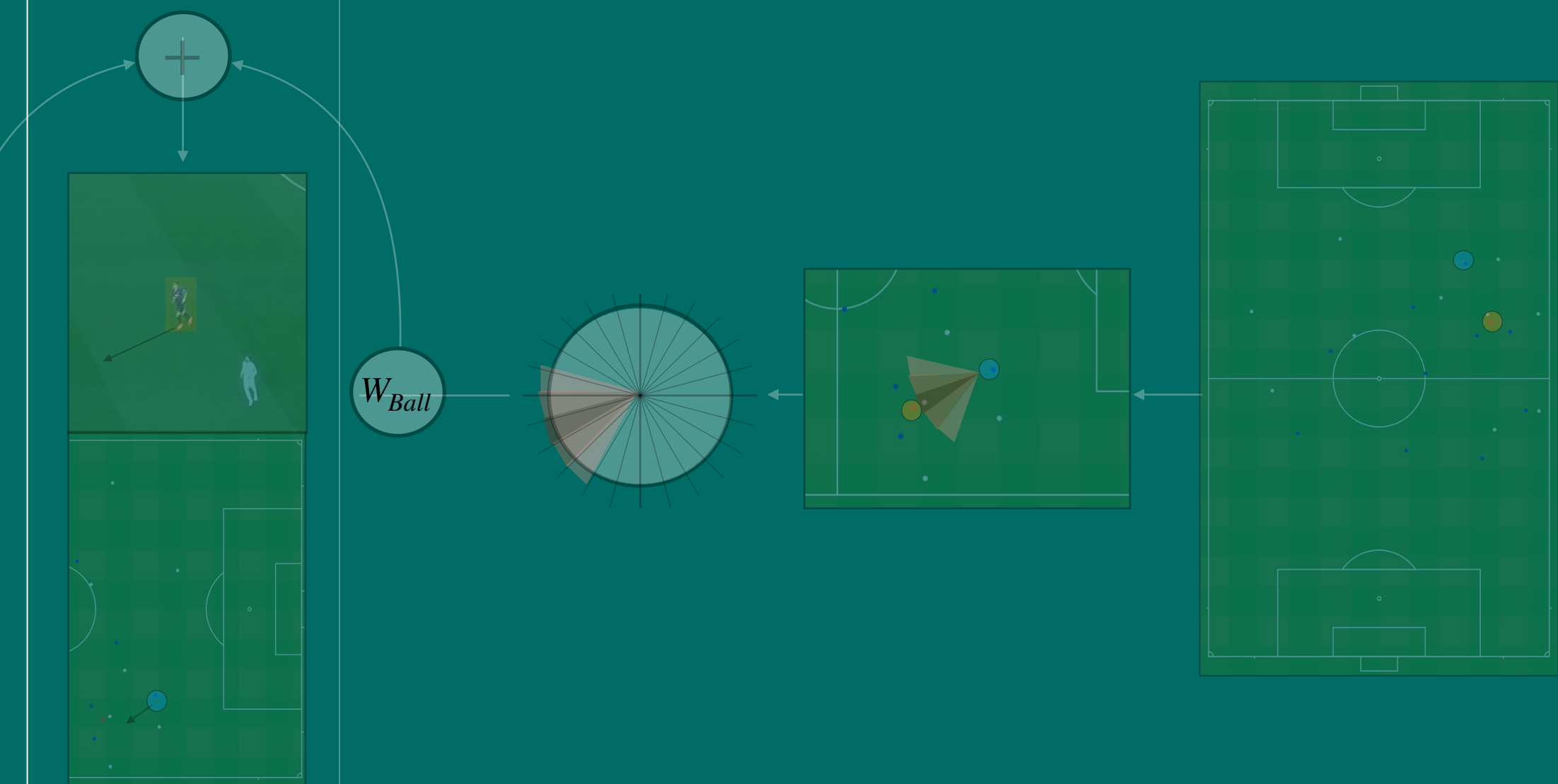


Proposed Method

Pose Orientation



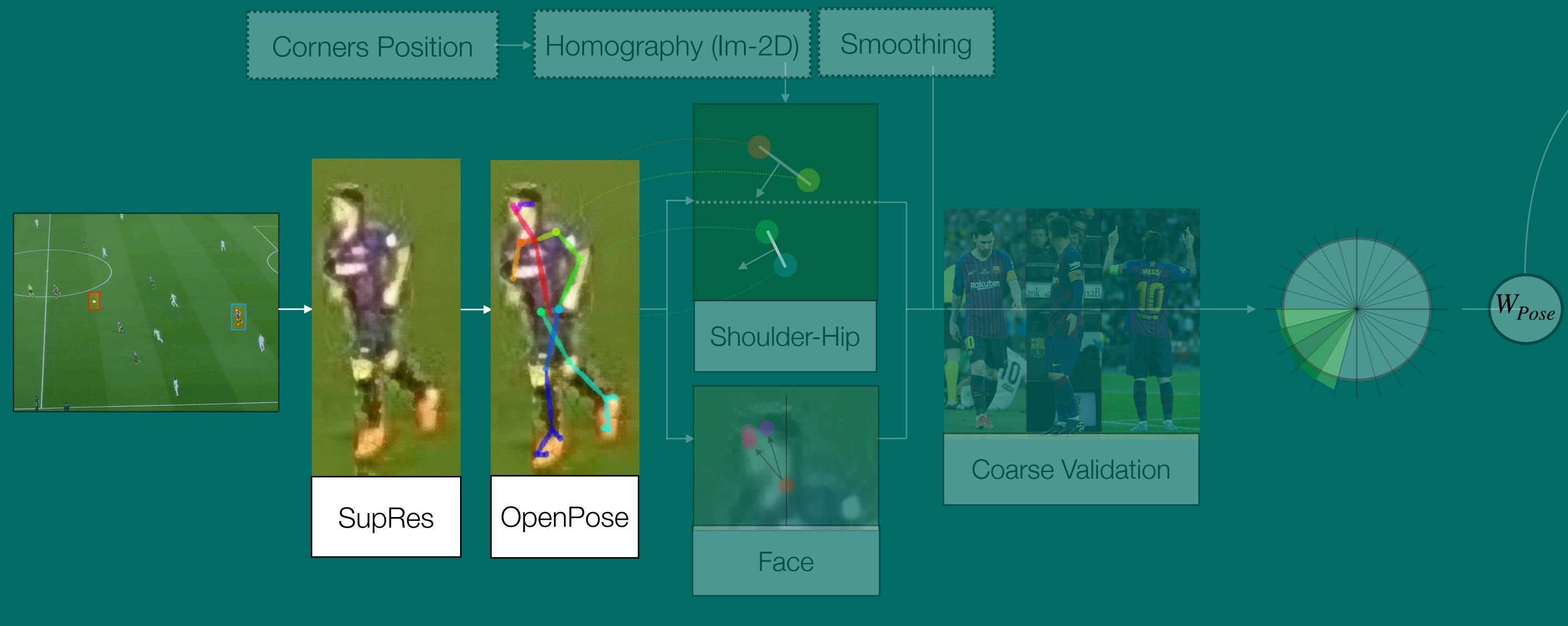
Ball Orientation



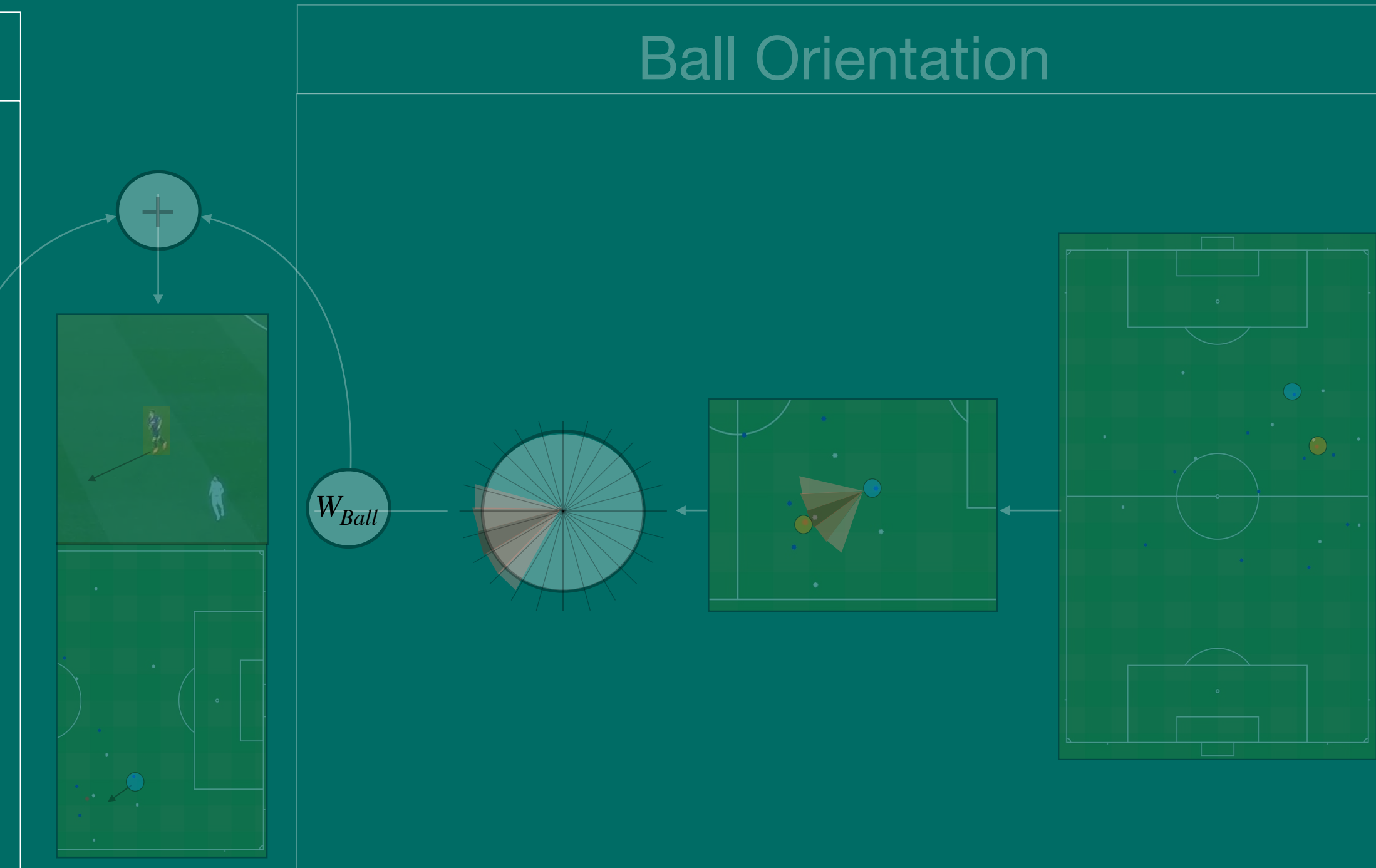
Proposed Method

OpenPose + SuperResolution

Pose Orientation



Ball Orientation



Proposed Method

OpenPose + SuperResolution



[3] Realtime Multi-Person 2D Pose Estimation using Part Affinity Fields
[Cao et al.]

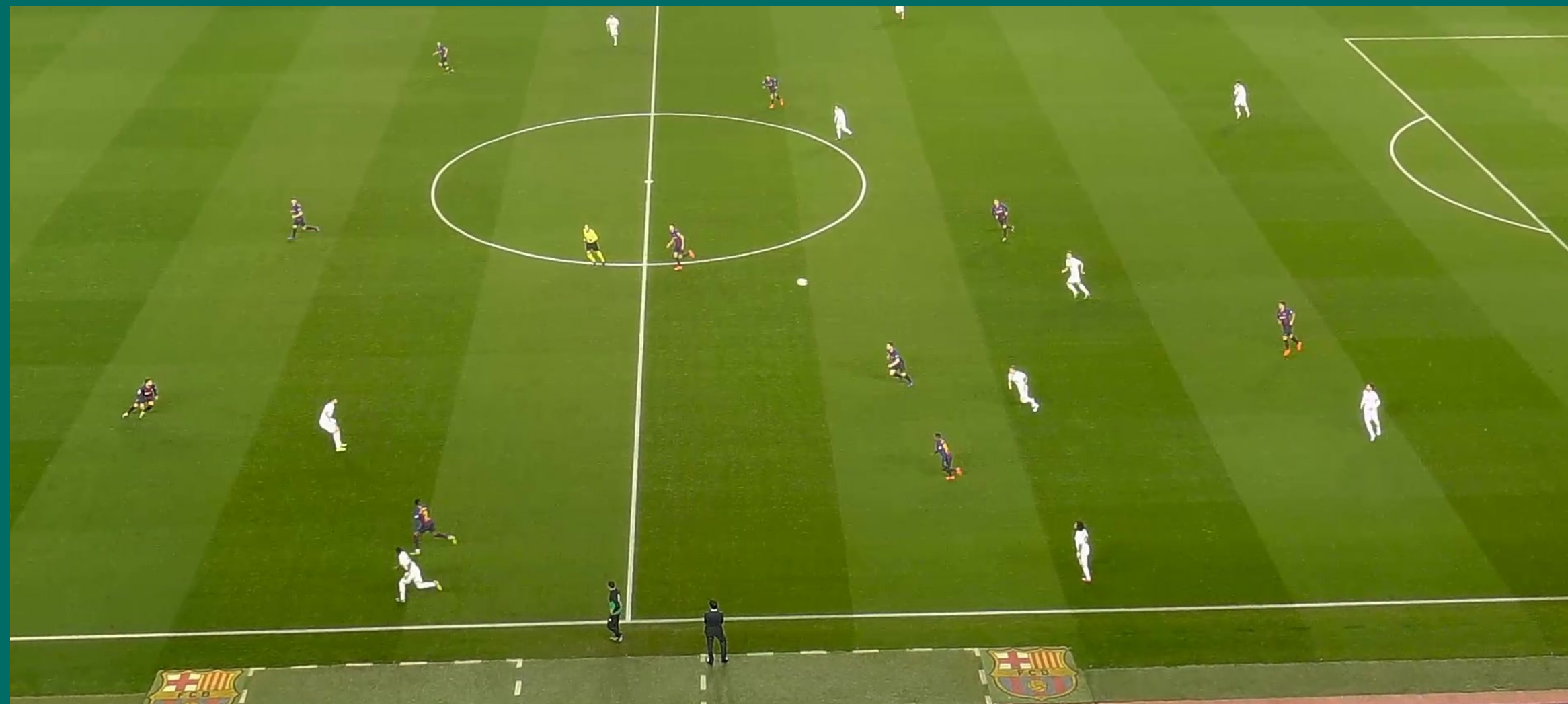
Up to 25 parts
detected / person

Associated confidence
value / part

Output: 1 heatmap / part
+ PAFs (limbs)

Proposed Method

OpenPose + SuperResolution



Full-HD Frame

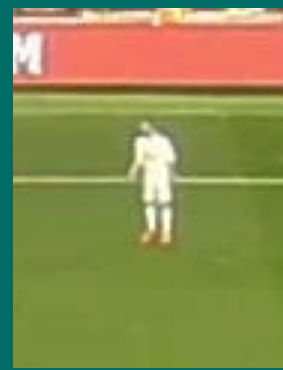


Tiny Pixel Resolution / Player

Not enough for OpenPose to
produce a decent result

Proposed Method

OpenPose + SuperResolution



Original Crop



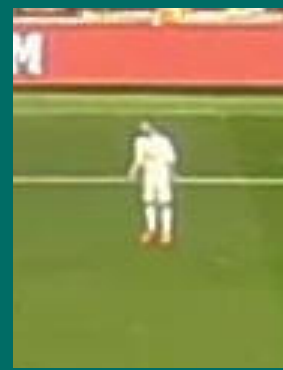
Upscaling by
Bicubical Interpolation



Upscaling by
Convolutional Networks

Proposed Method

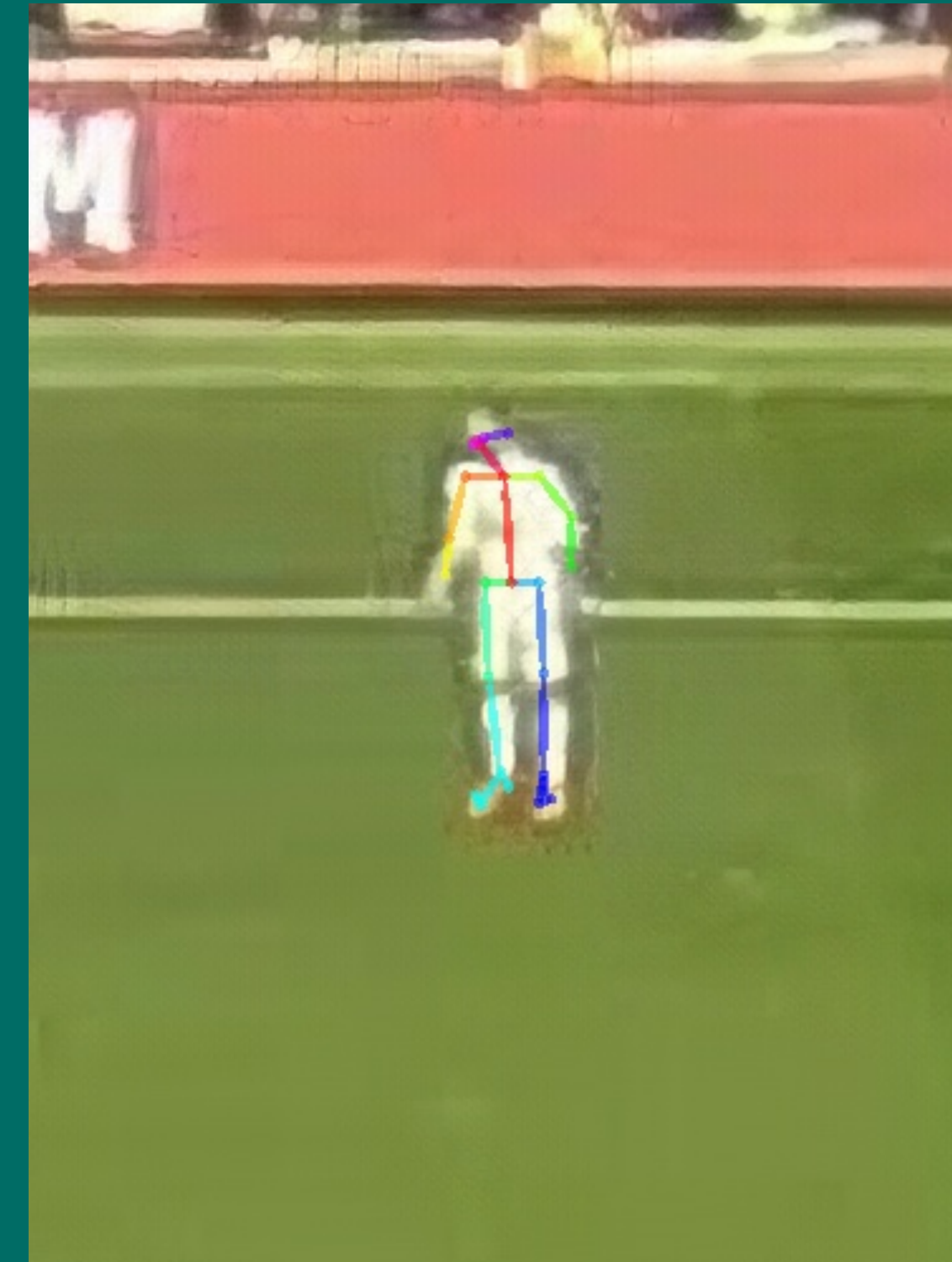
OpenPose + SuperResolution



Original Crop



Upscaling by
Bicubical Interpolation



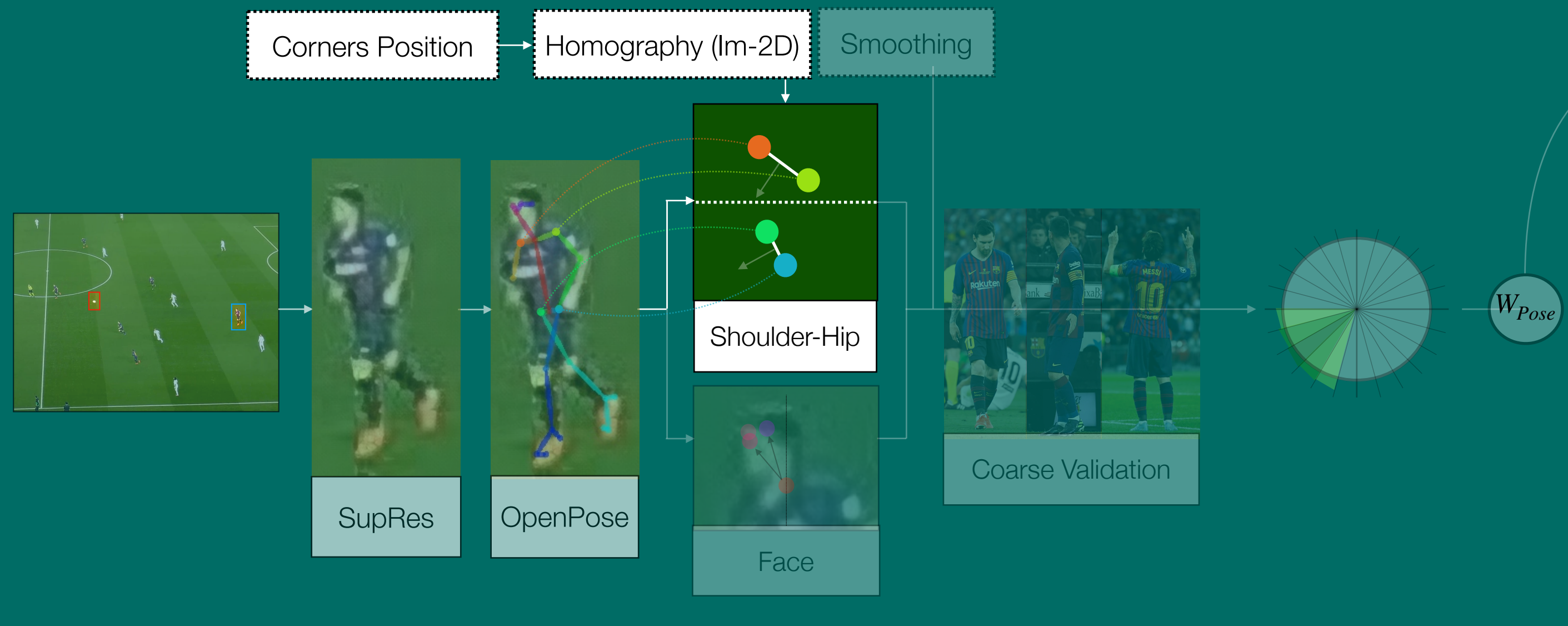
Upscaling by
Convolutional Networks

[4] Residual Dense Network for Image Super-Resolution [Cardinale *et al.*]

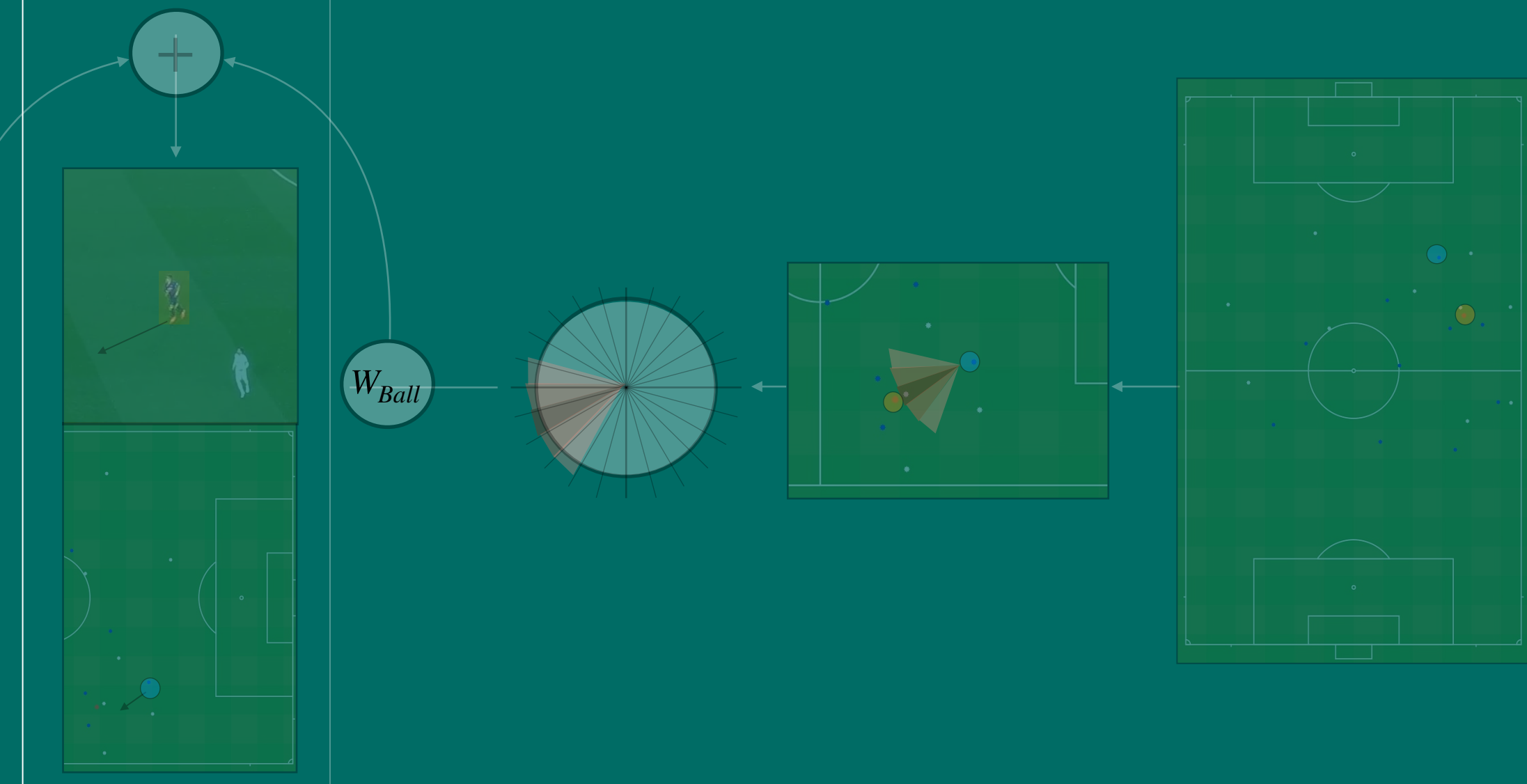
Proposed Method

Shoulder / Hip Orientation

Pose Orientation



Ball Orientation



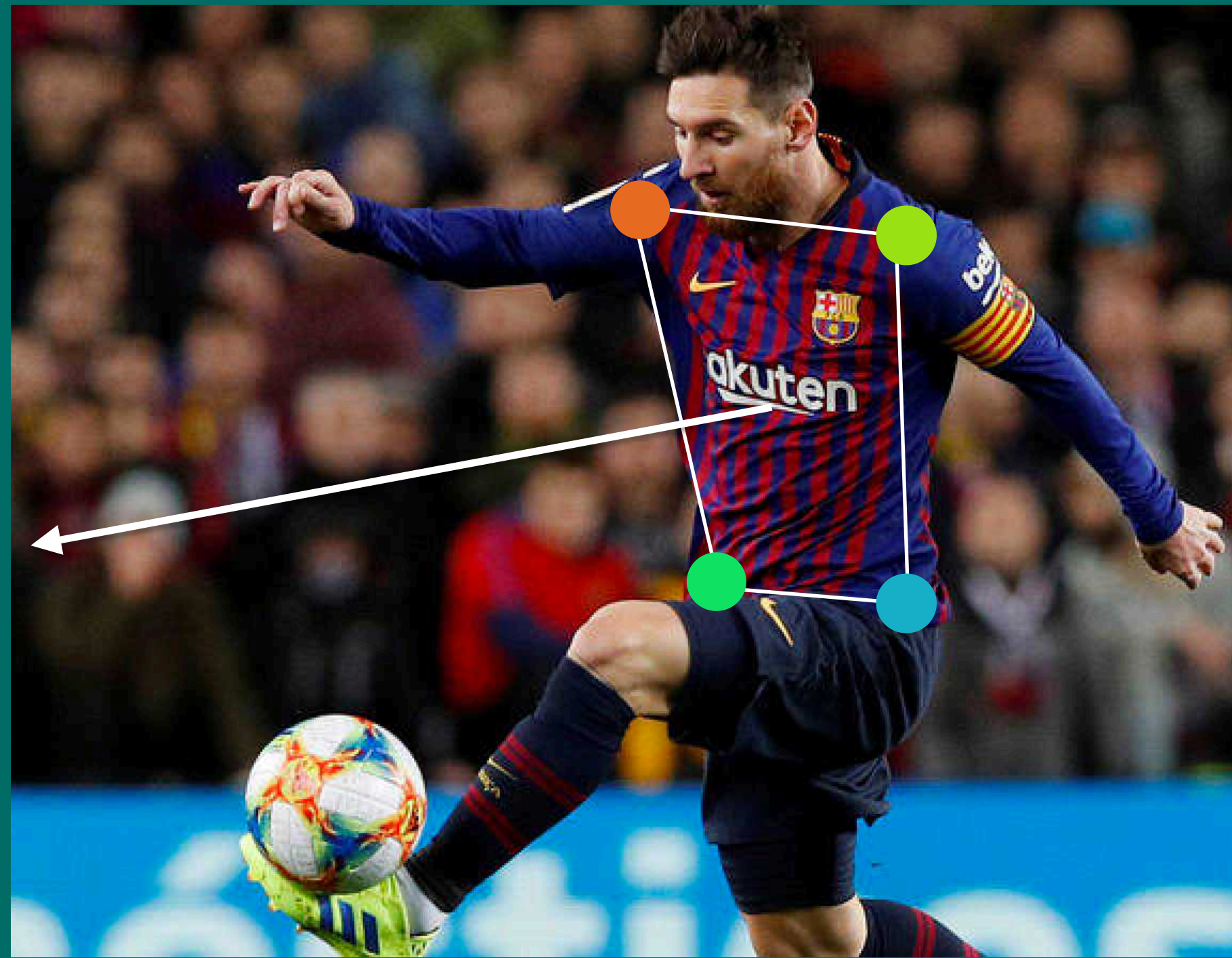
Proposed Method

Shoulder / Hip Orientation



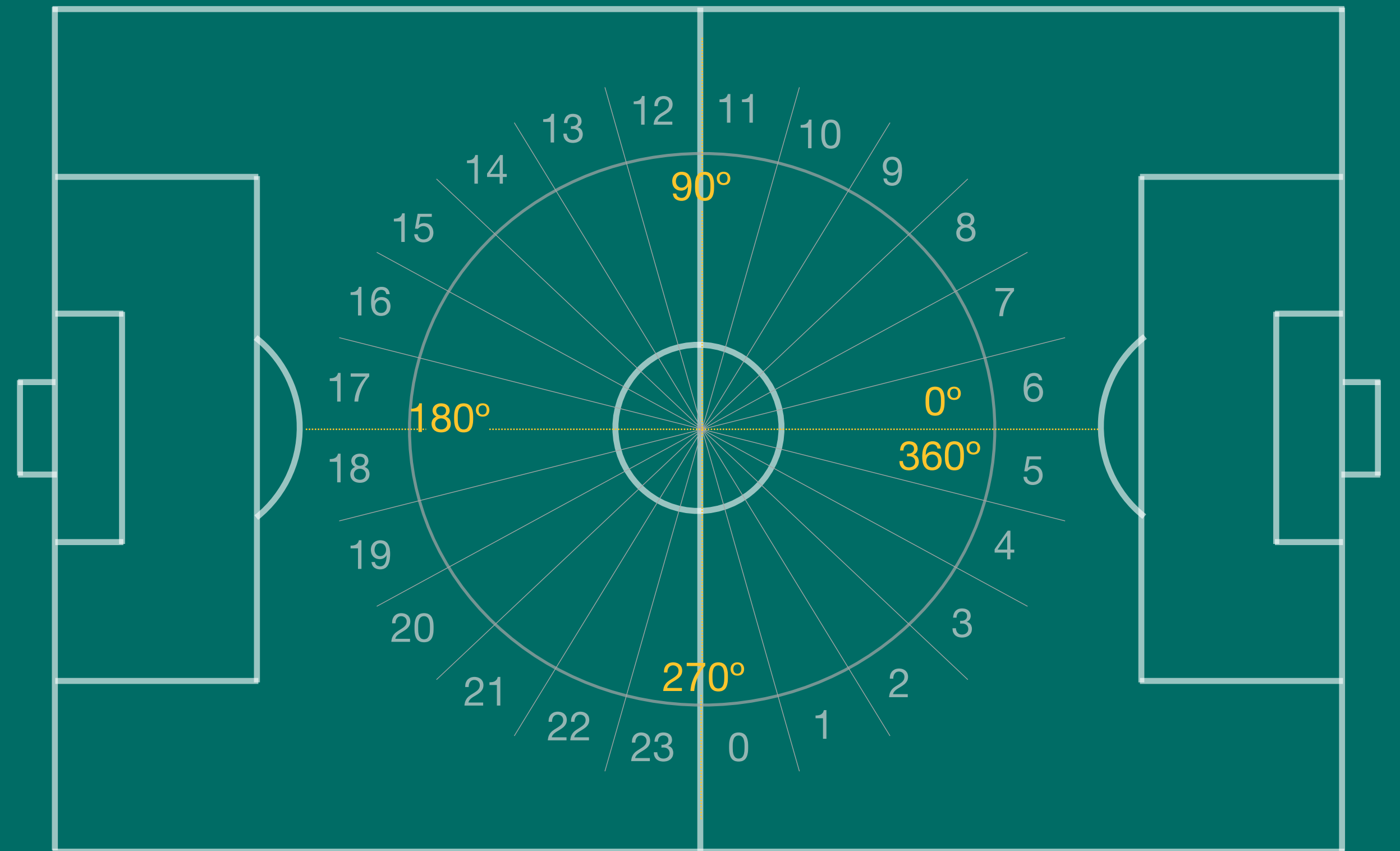
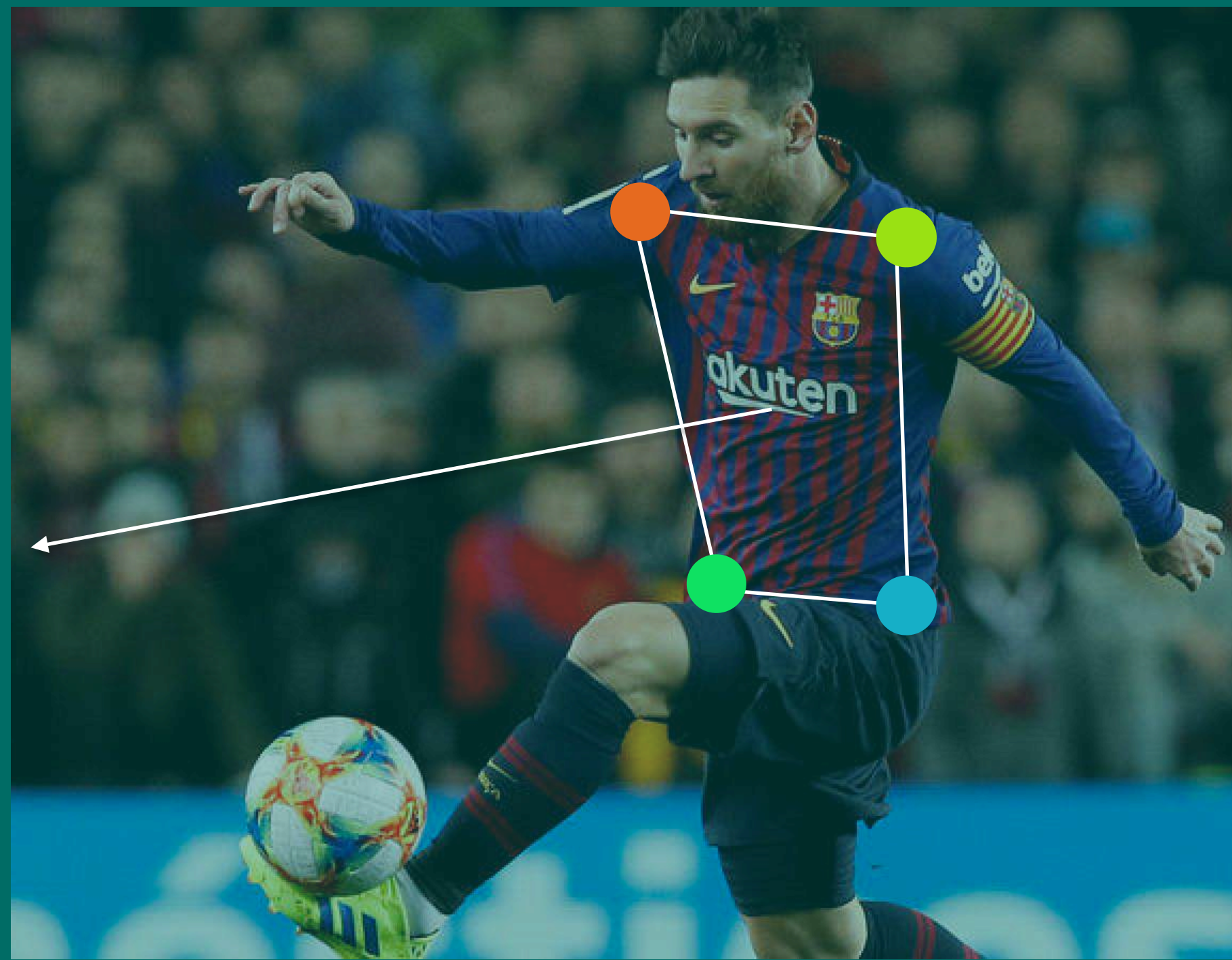
Proposed Method

Shoulder / Hip Orientation



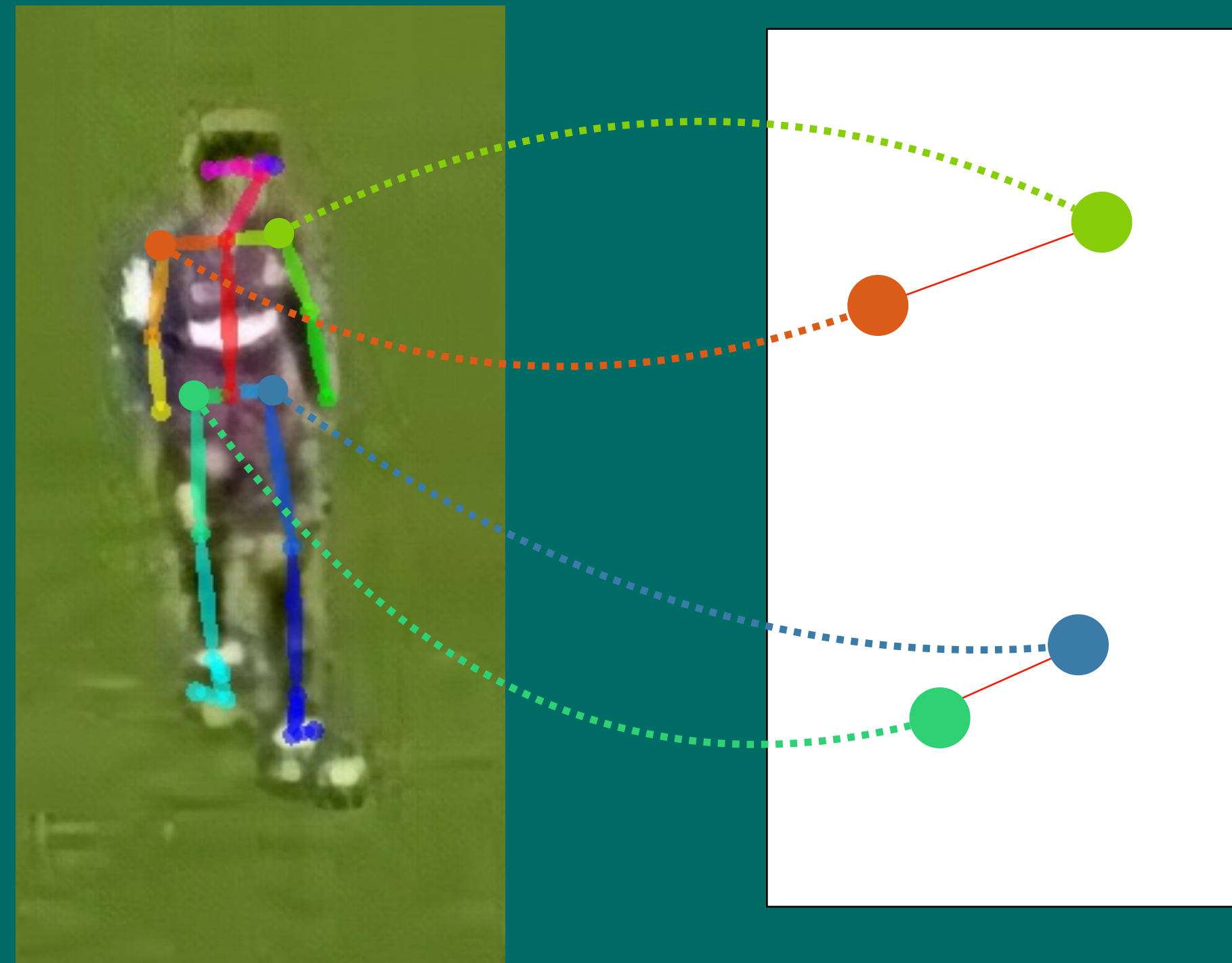
Proposed Method

Shoulder / Hip Orientation



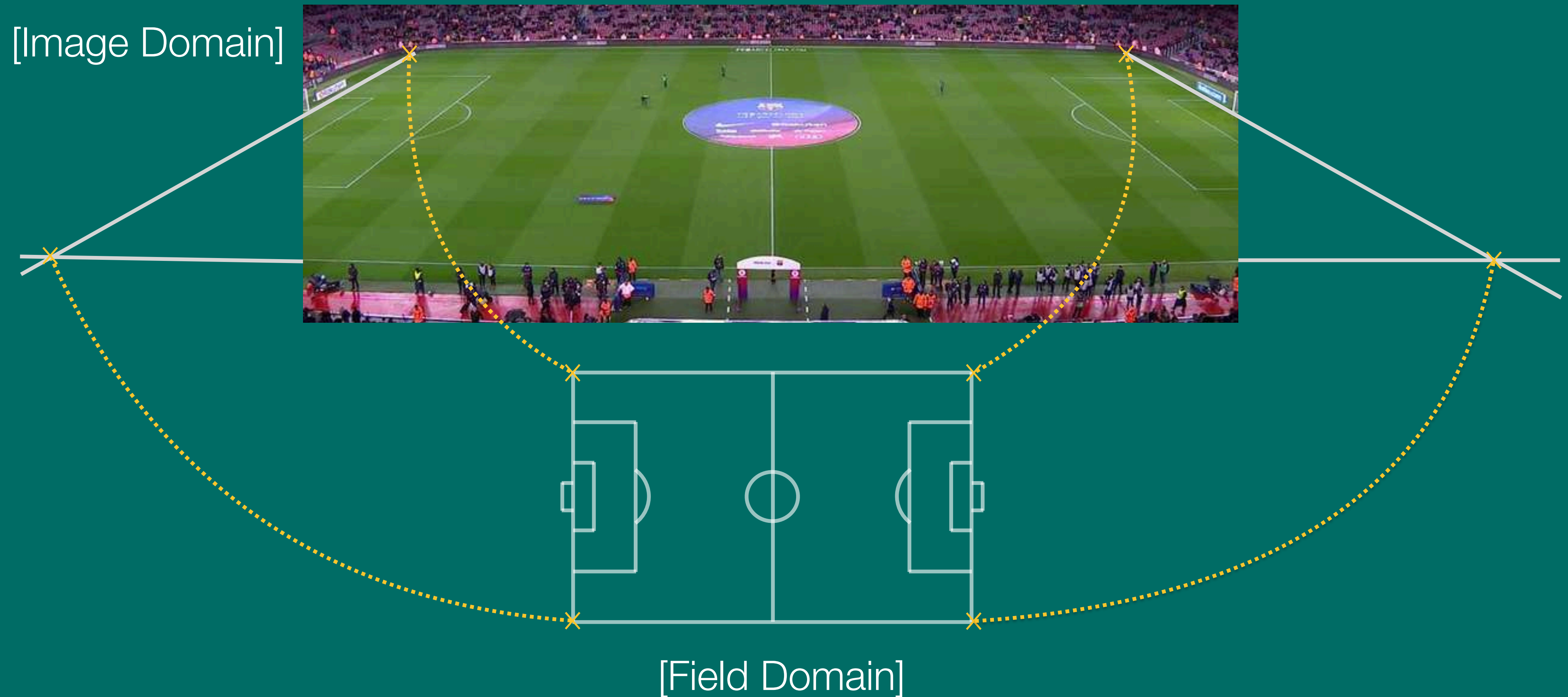
Proposed Method

Shoulder / Hip Orientation



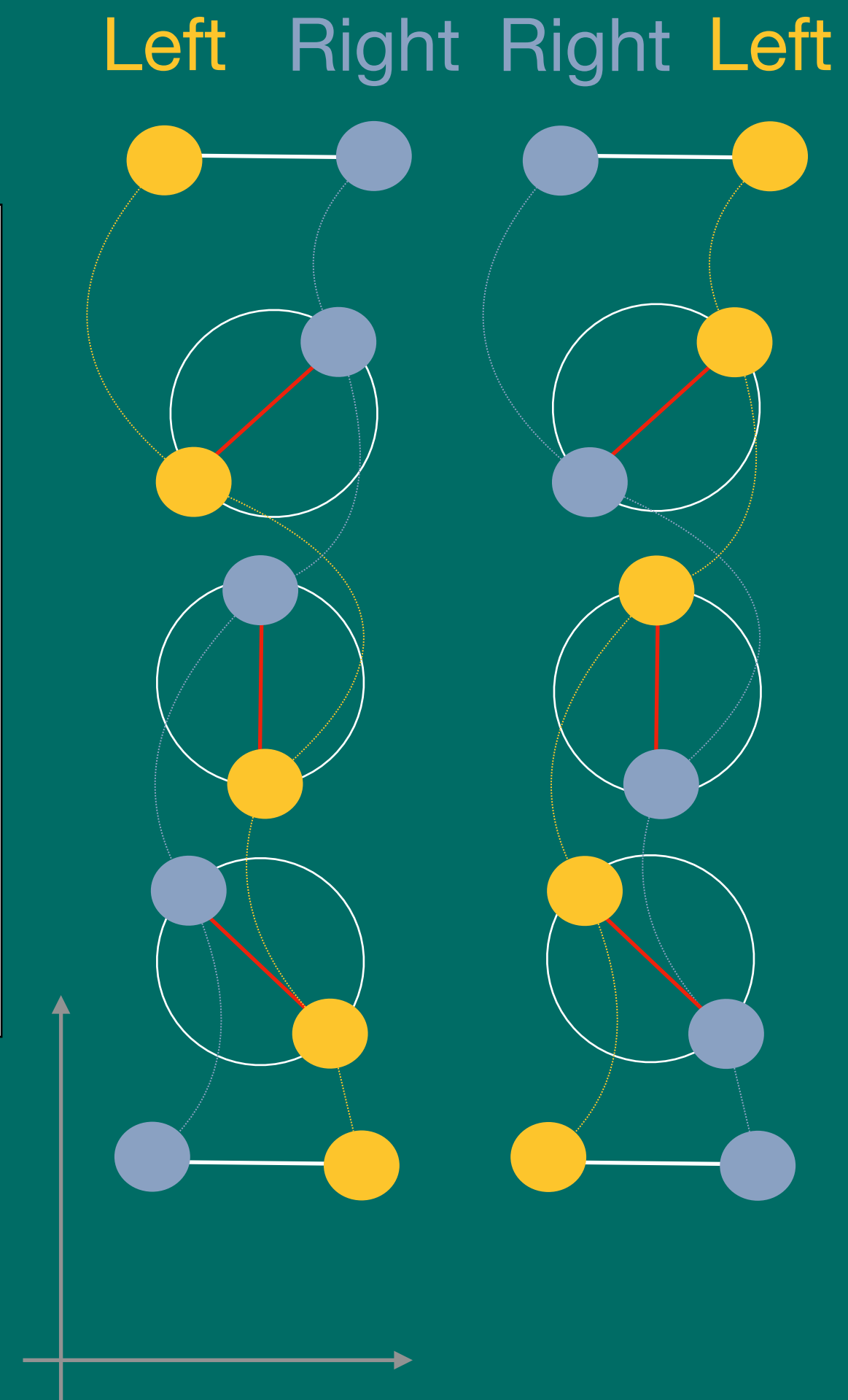
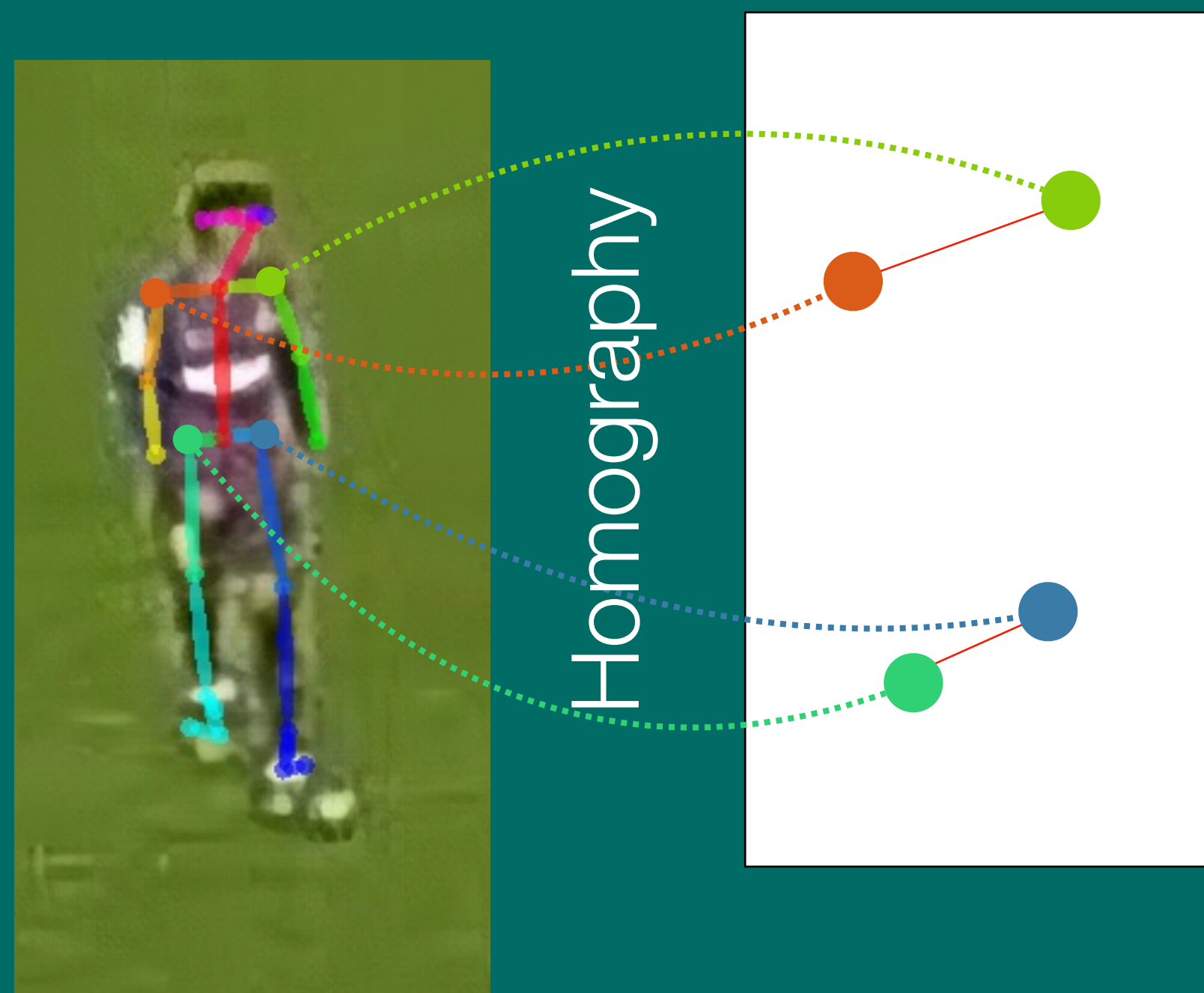
Proposed Method

Shoulder / Hip Orientation, Homography Estimation



Proposed Method

Shoulder / Hip Orientation



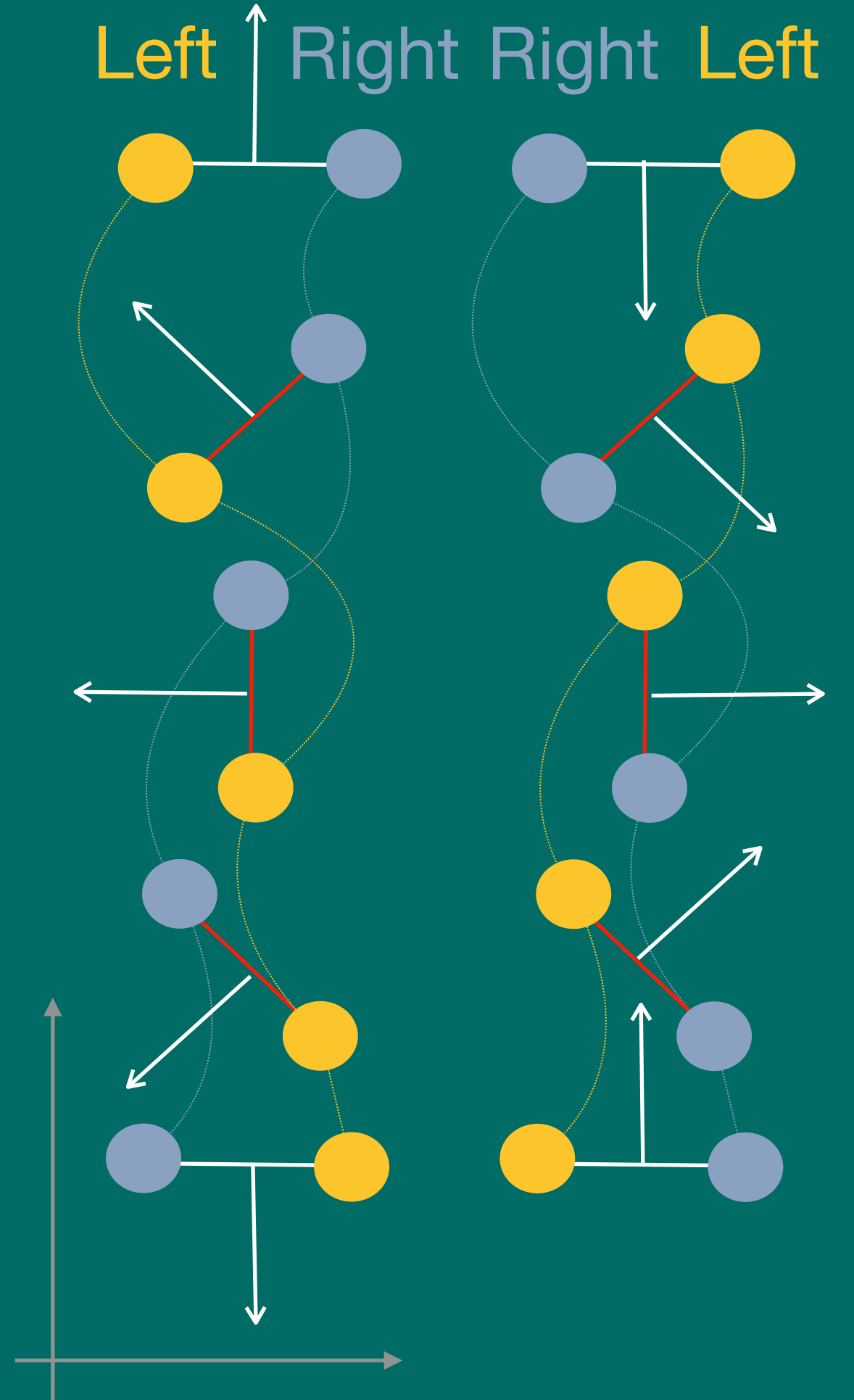
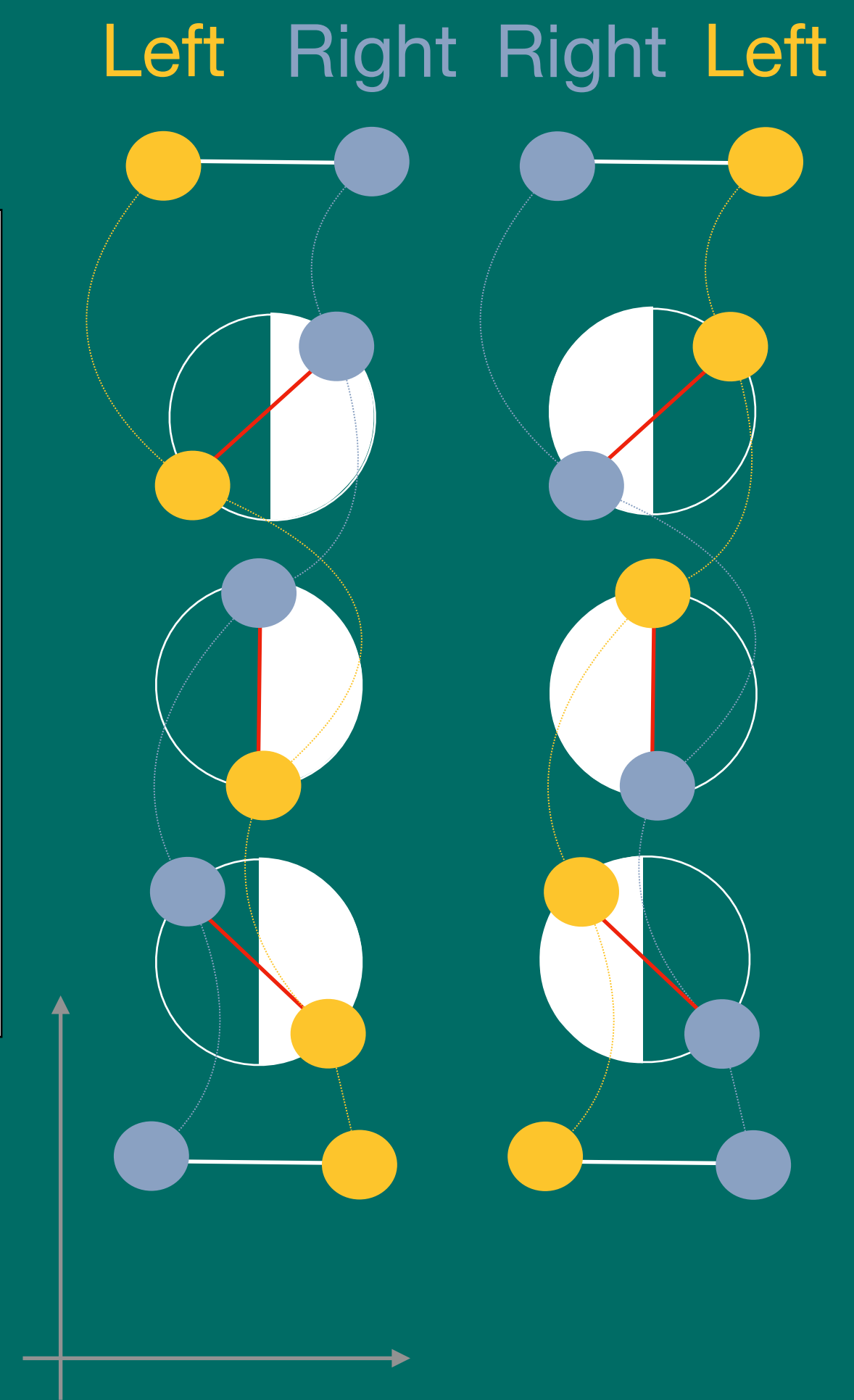
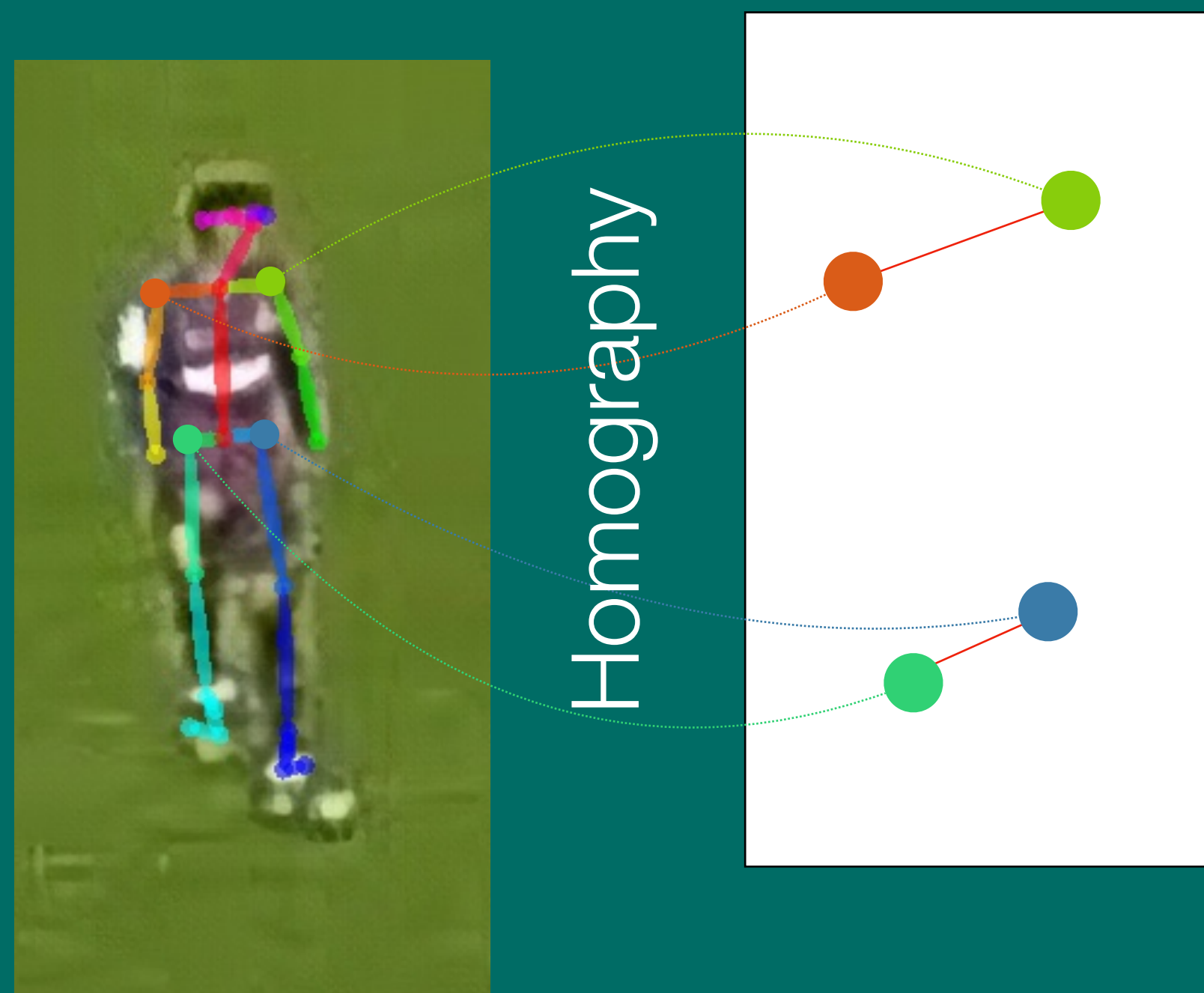
Proposed Method

Shoulder / Hip Orientation



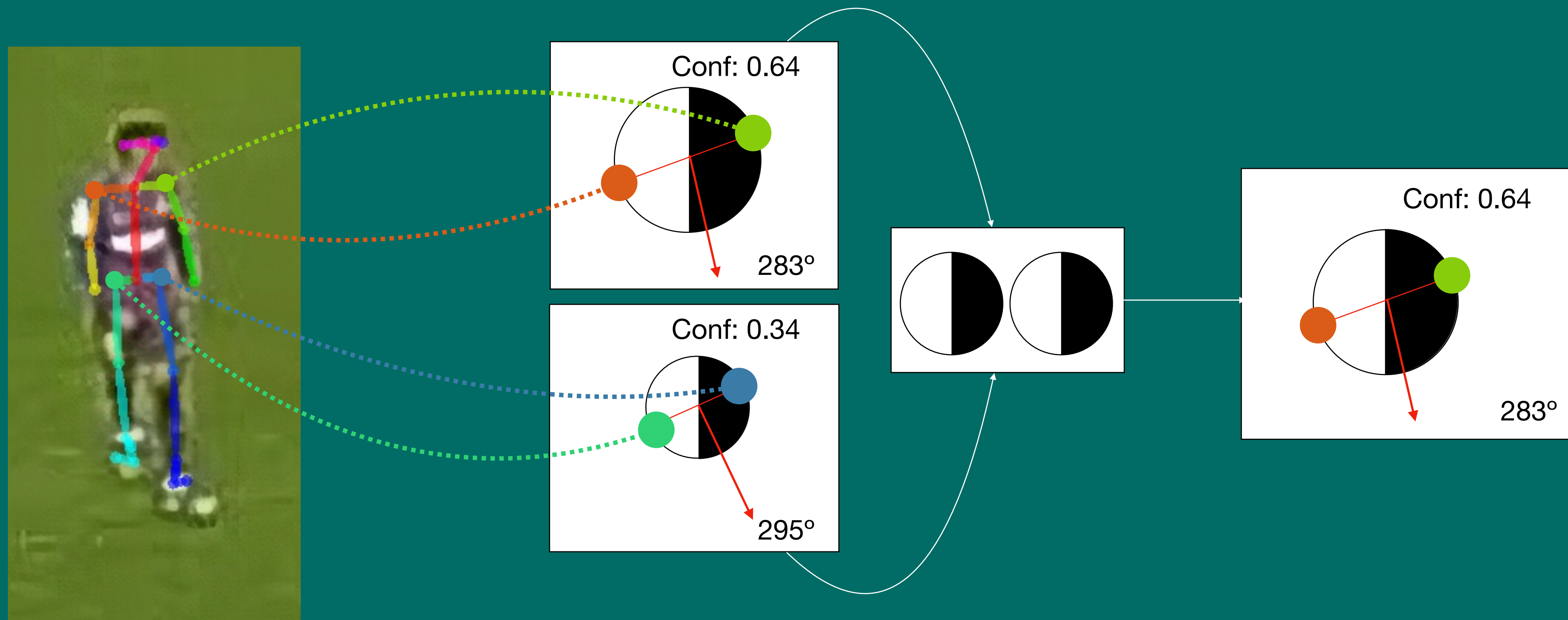
Proposed Method

Shoulder / Hip Orientation



Proposed Method

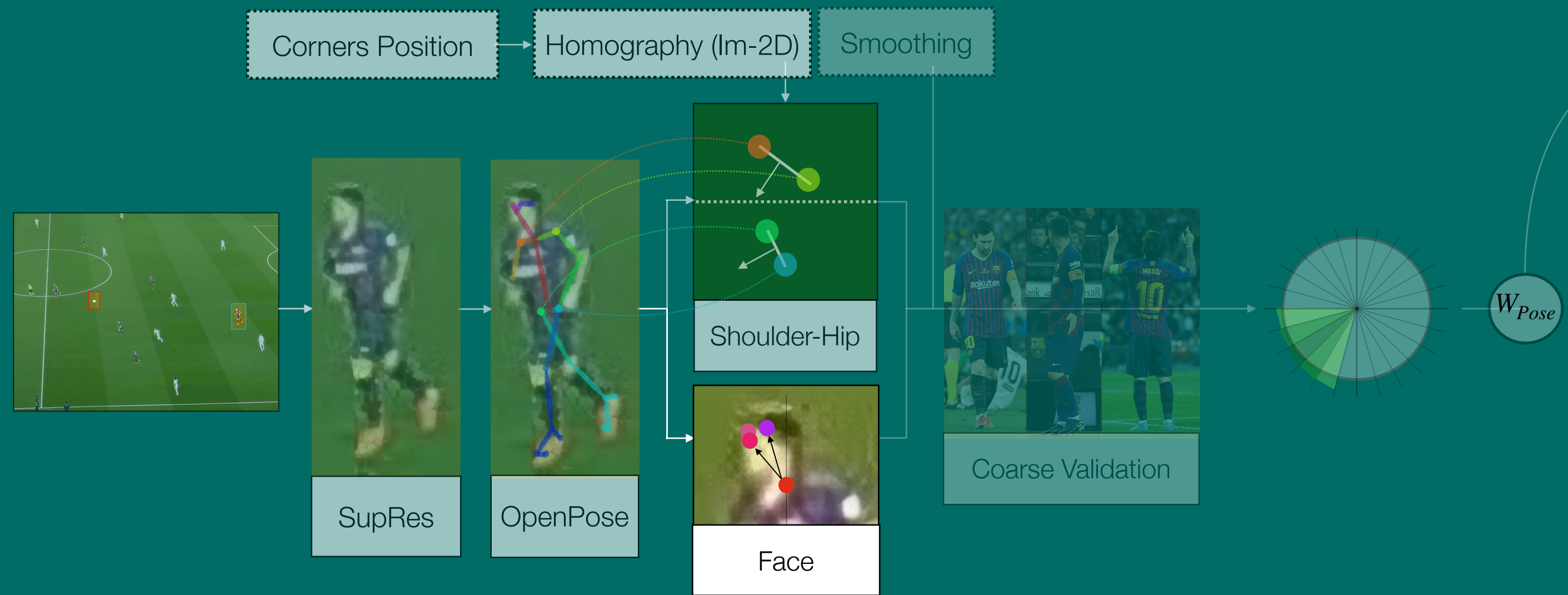
Shoulder / Hip Orientation



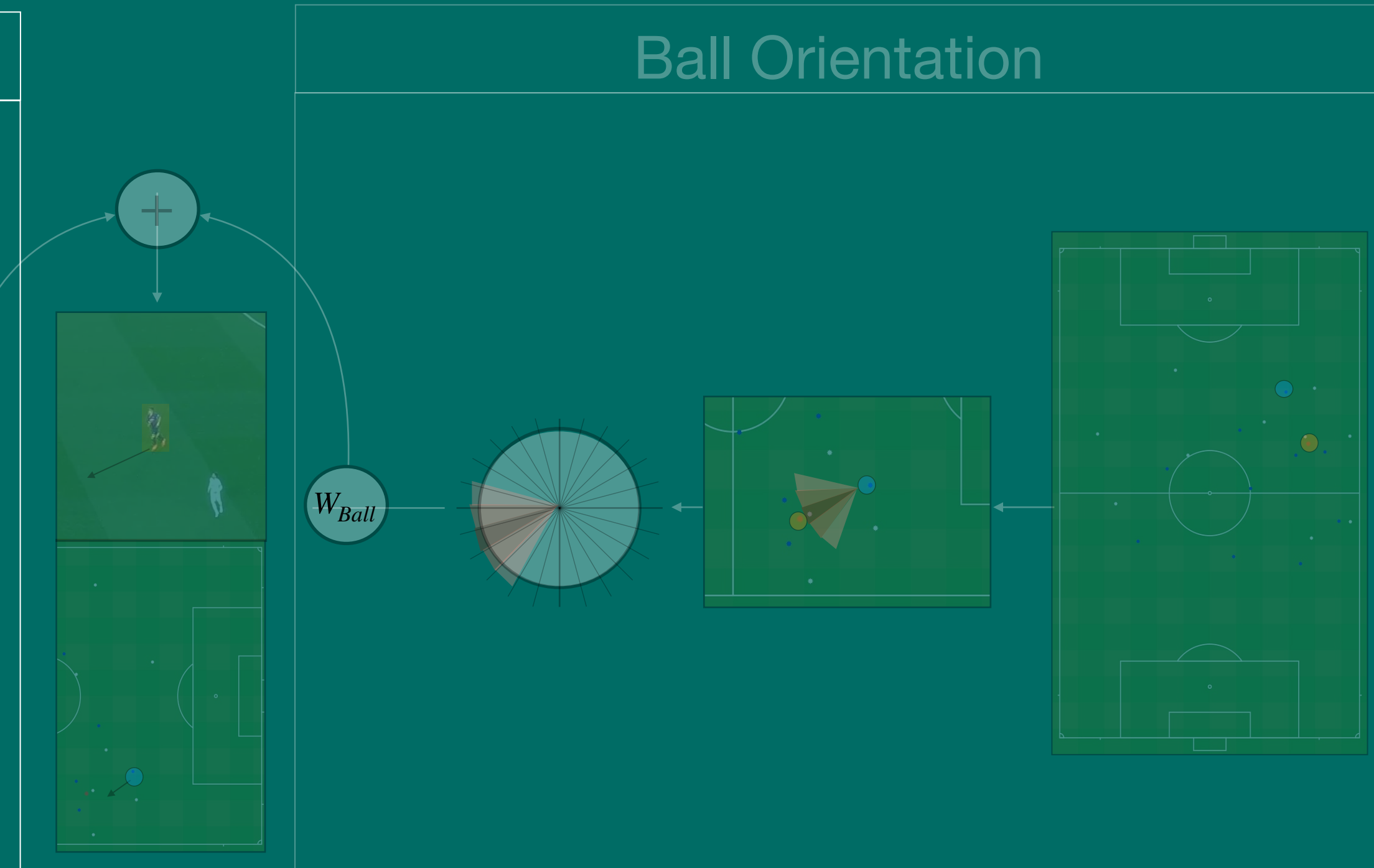
Proposed Method

Face Orientation

Pose Orientation

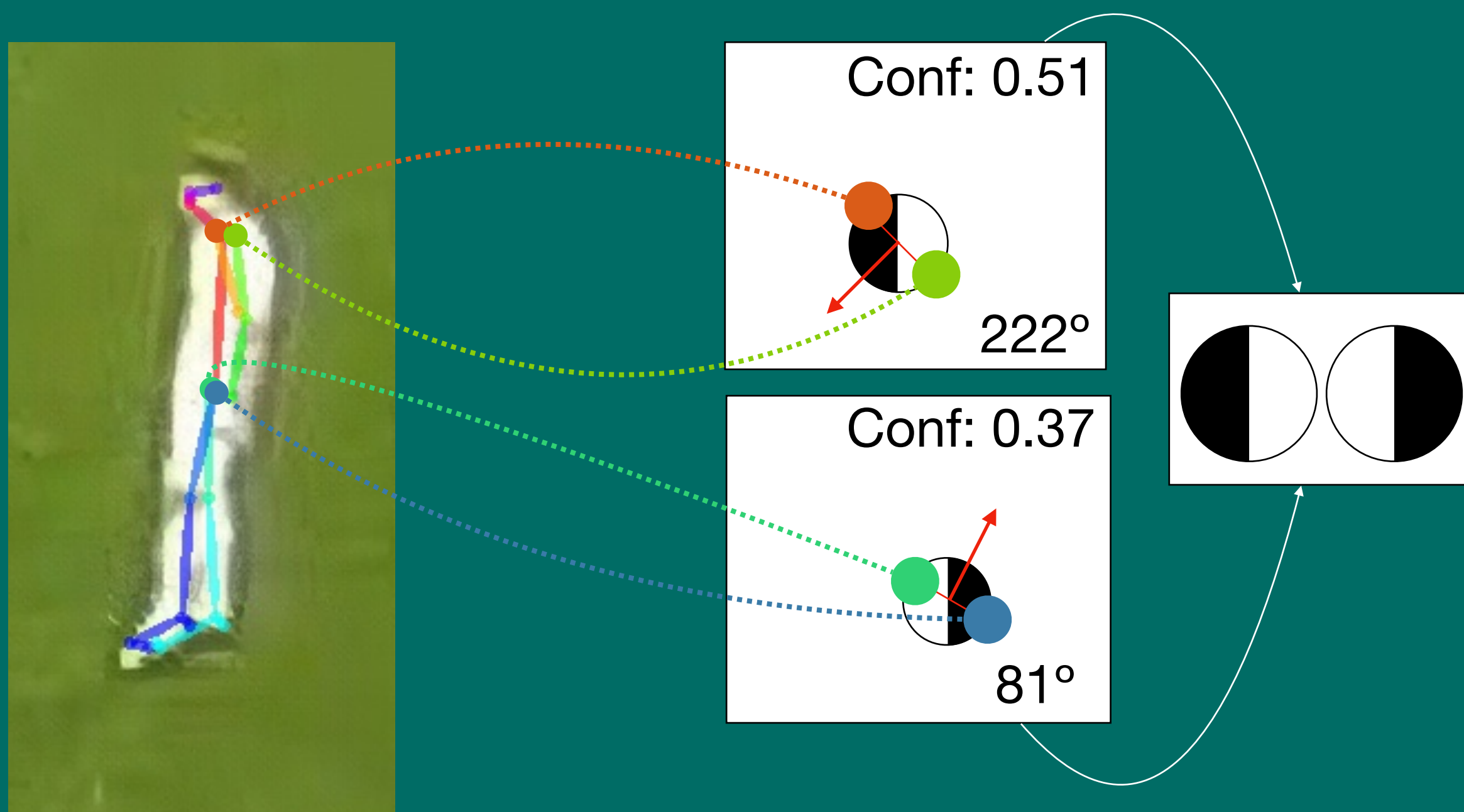


Ball Orientation



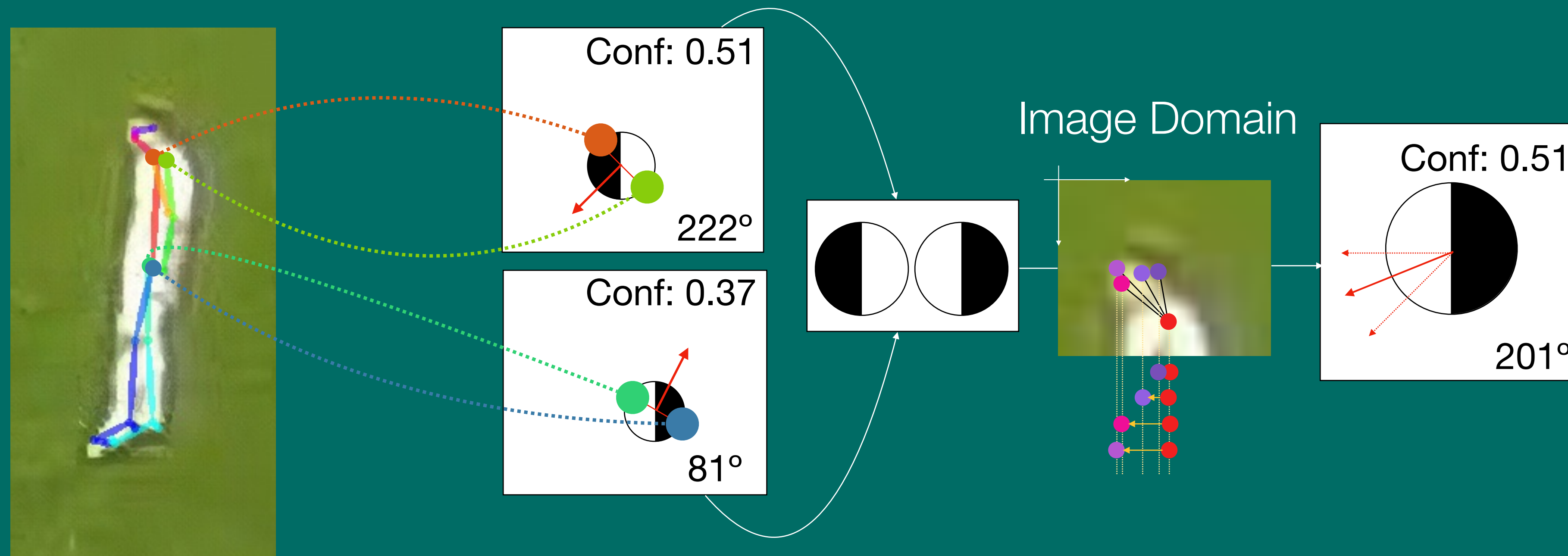
Proposed Method

Face Orientation



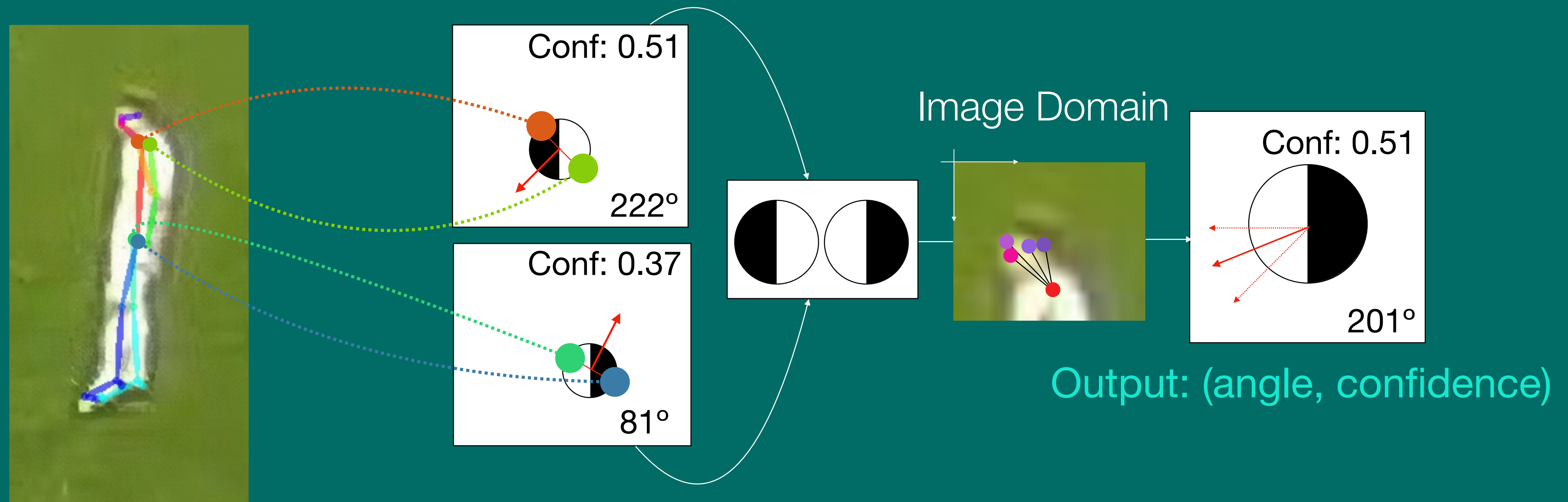
Proposed Method

Face Orientation



Proposed Method

Face Orientation

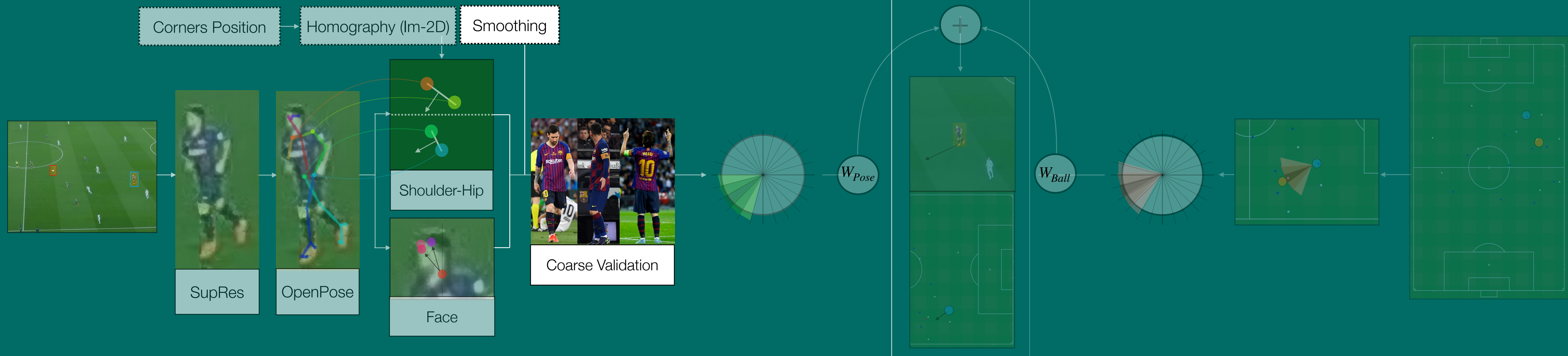


Proposed Method

Coarse Validation

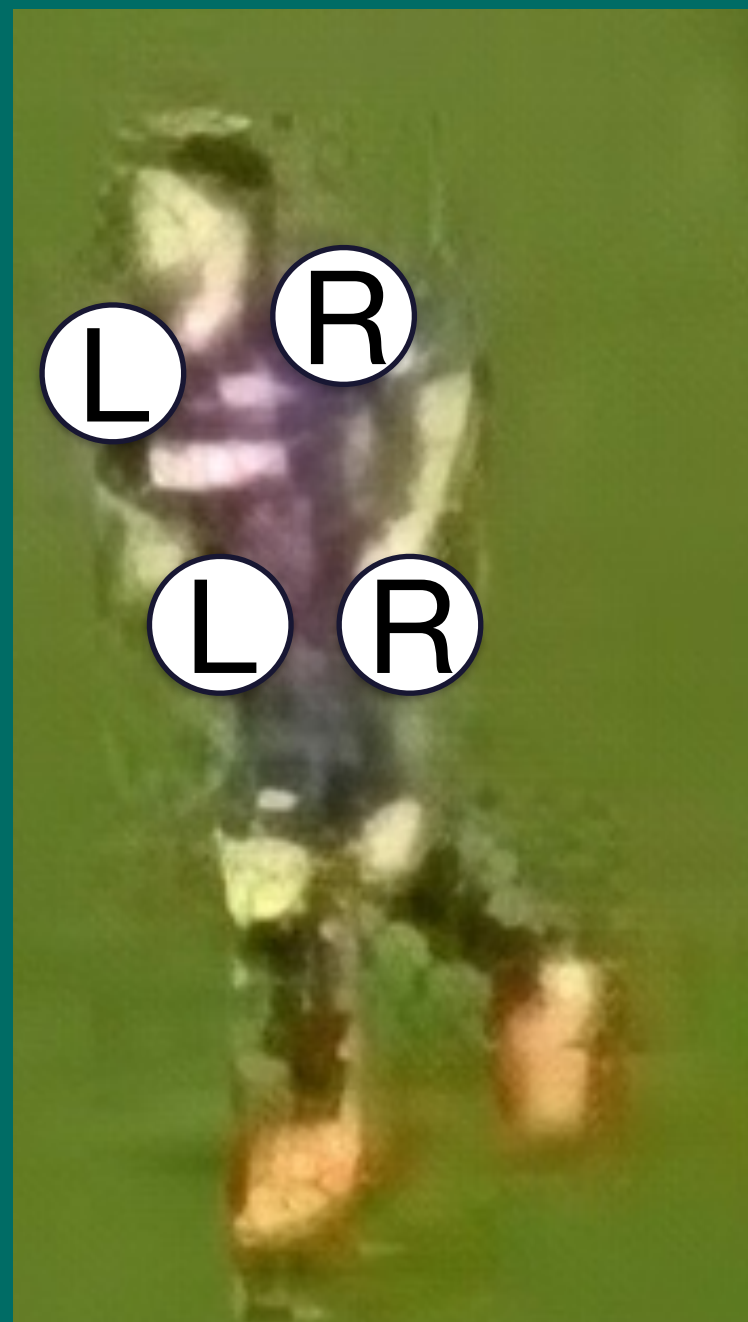
Pose Orientation

Ball Orientation



Proposed Method

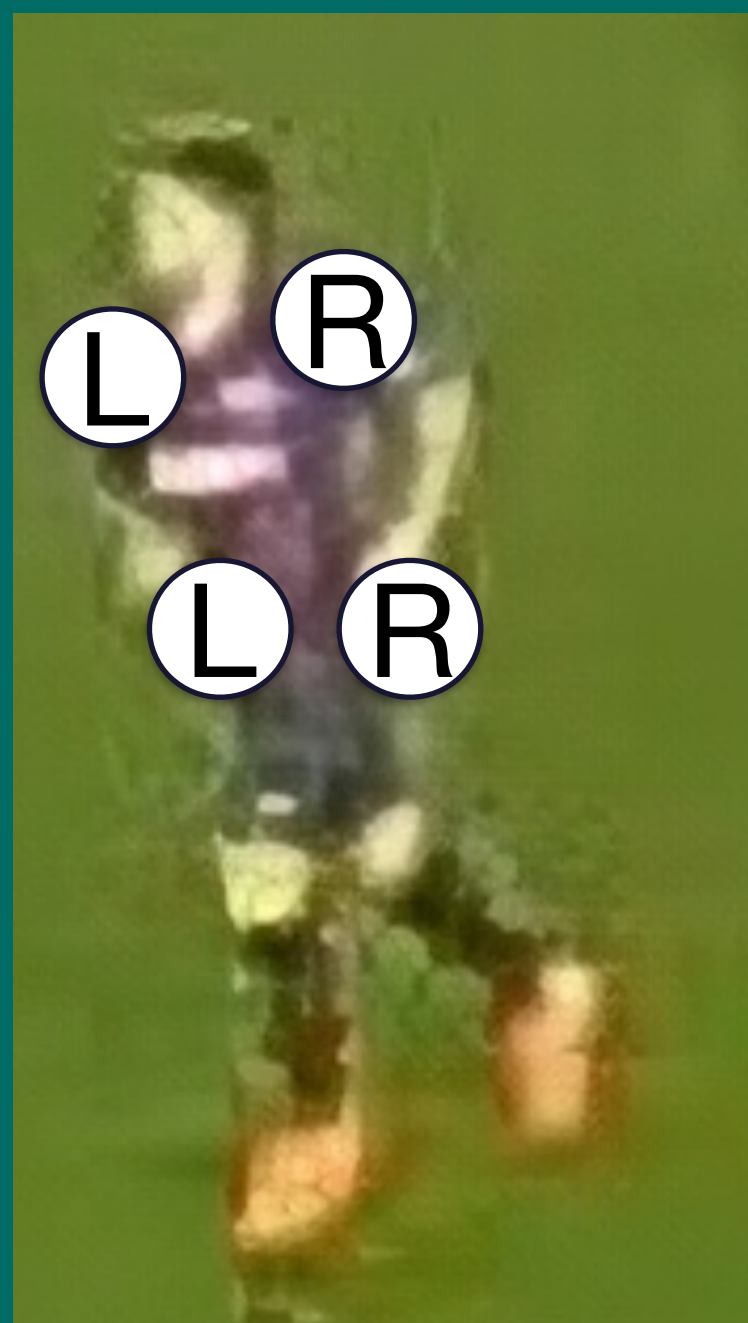
Coarse Validation



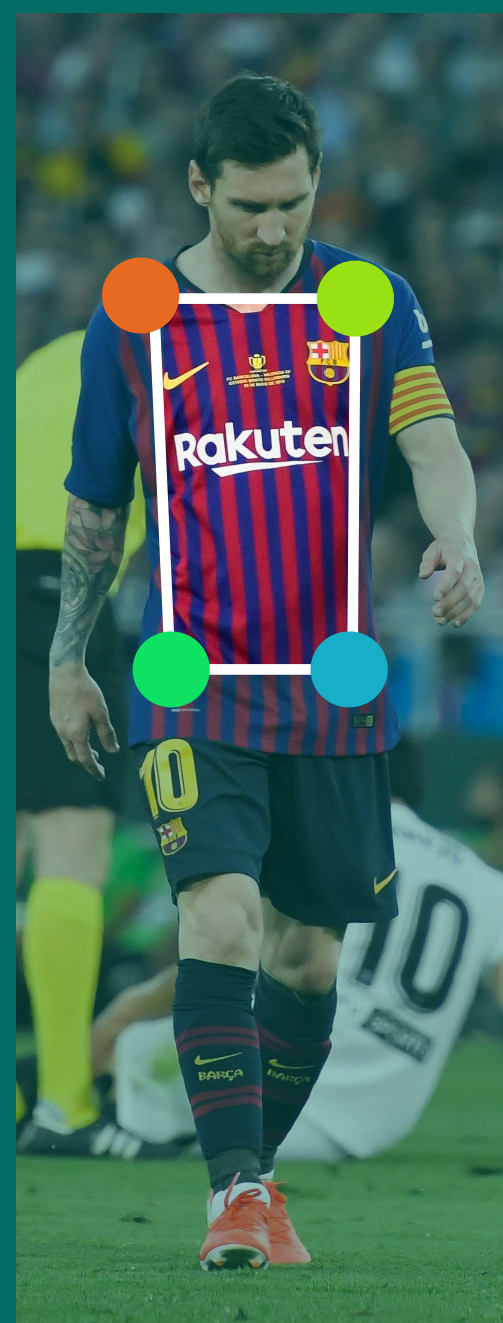
Main Open-Pose
drawback at low-resolution

Proposed Method

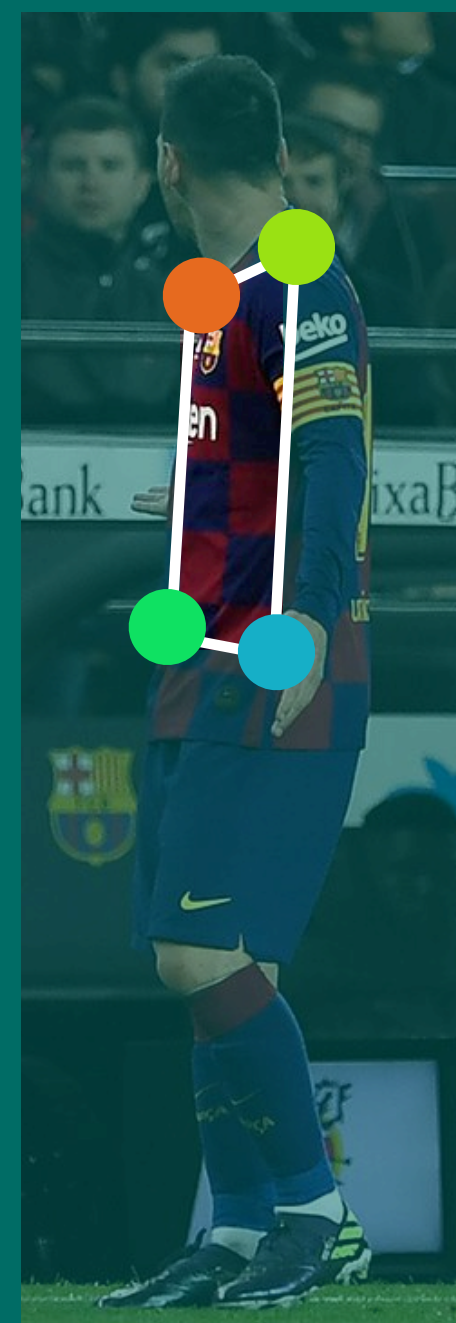
Coarse Validation



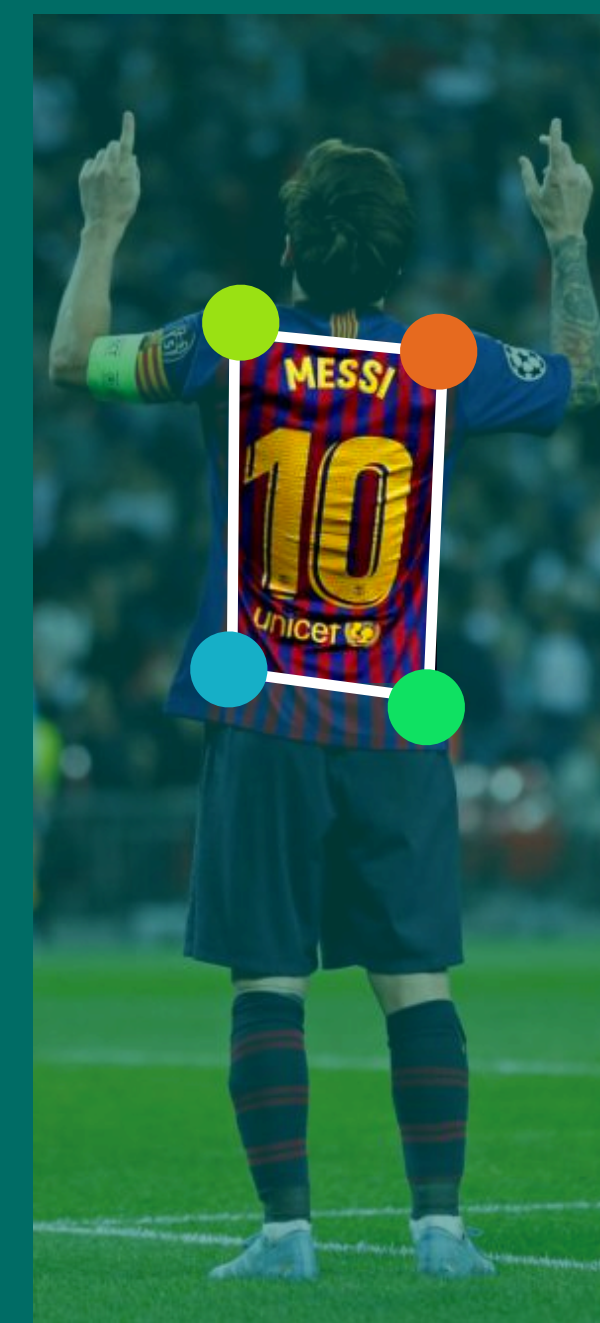
Main Open-Pose
drawback at low-resolution



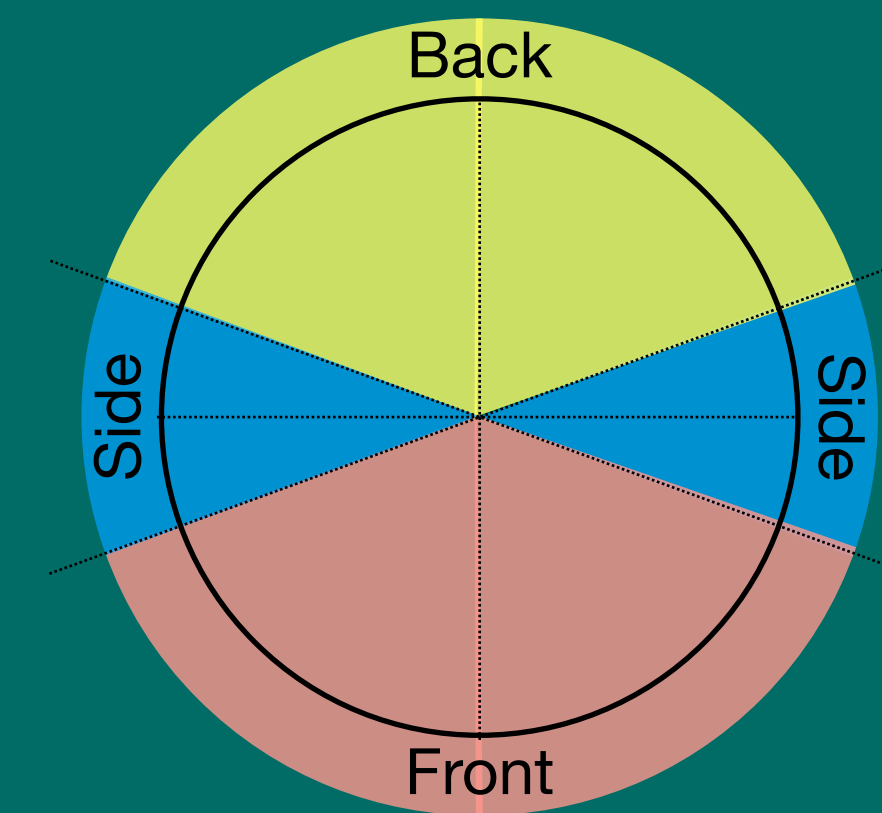
(a) Front



(b) Side



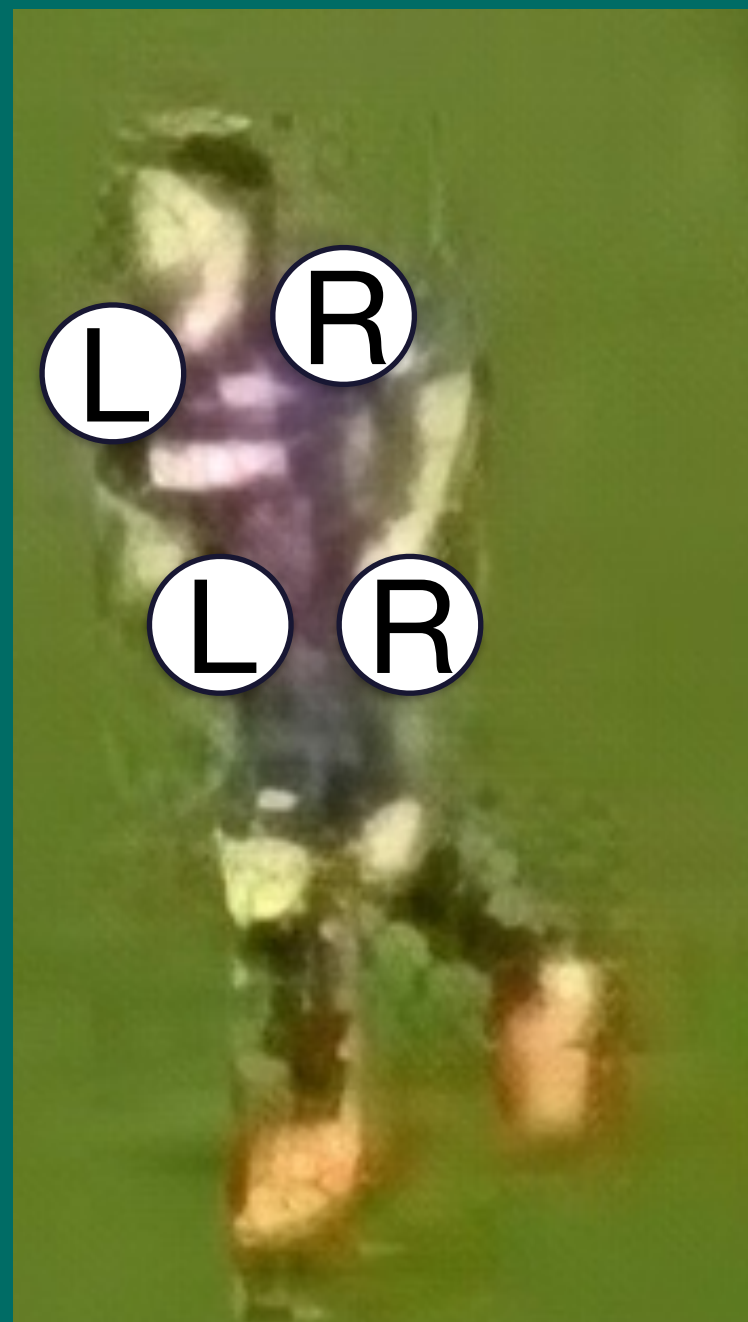
(c) Back



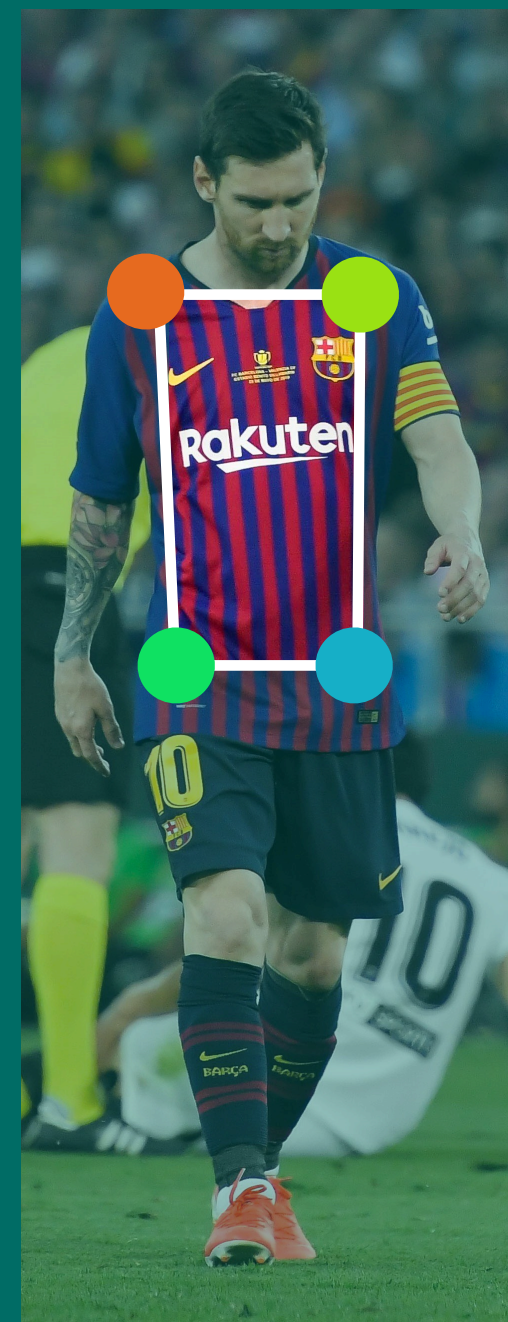
(d) Profile
Orientations

Proposed Method

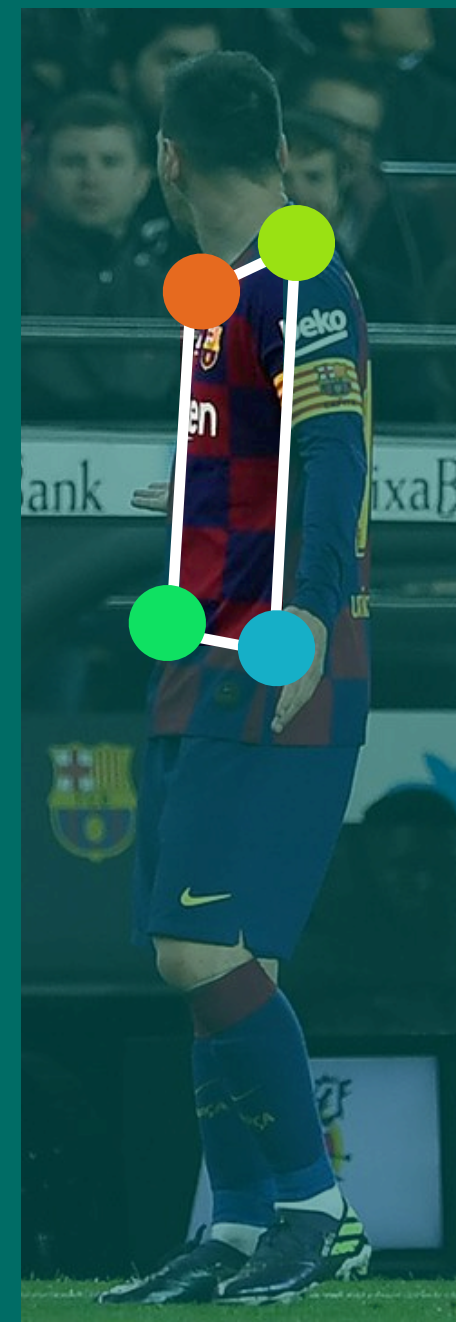
Coarse Validation



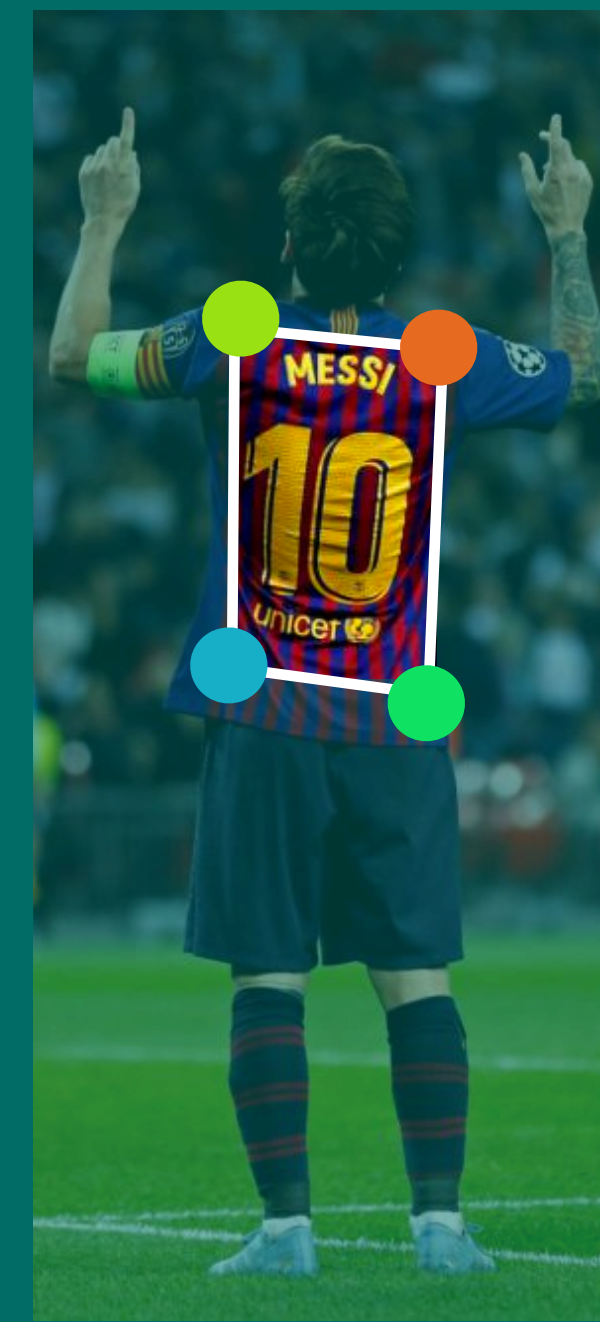
Main Open-Pose
drawback at low-resolution



(a) Front



(b) Side



(c) Back

Extract color (HSV) and
geometrical features from
the upper-torso

Annotate 14.000 instances
with 3 possible labels:
front / side / back

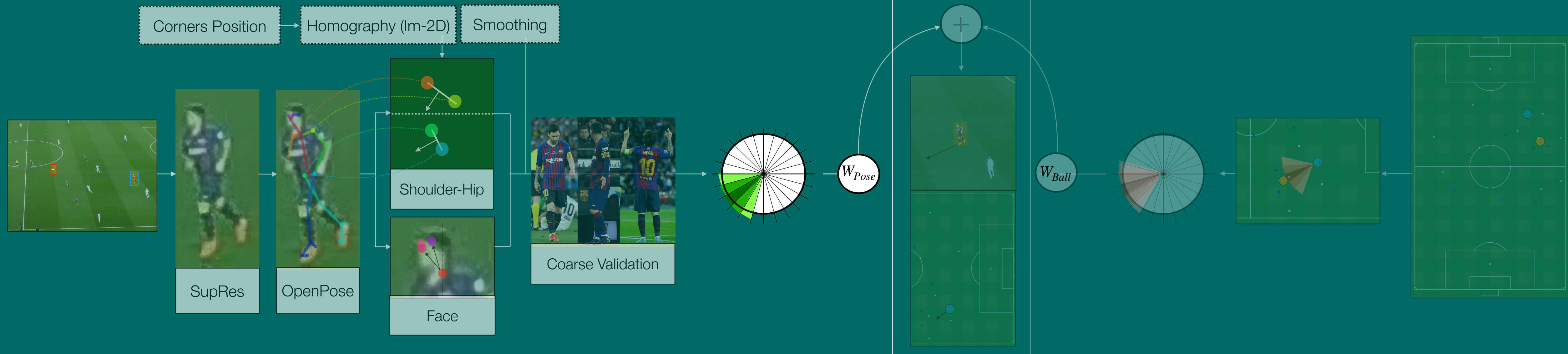
Train SVM model to
perform a double-check

Proposed Method

Pose Estimation Discretization

Pose Orientation

Ball Orientation



Proposed Method

Pose Estimation Discretization

| | | | | | | | | |
|-----------------|-------|--------|--------|--------|-------|----------|----------|----------|
| Bin N° | 1 | 2 | 3 | 4 | (...) | 22 | 23 | 24 |
| Included Angles | 0-15° | 15-30° | 30-45° | 45-60° | (...) | 315-330° | 330-345° | 345-360° |

Orientation Expressed with Probability Vectors (Gaussian Support)

Proposed Method

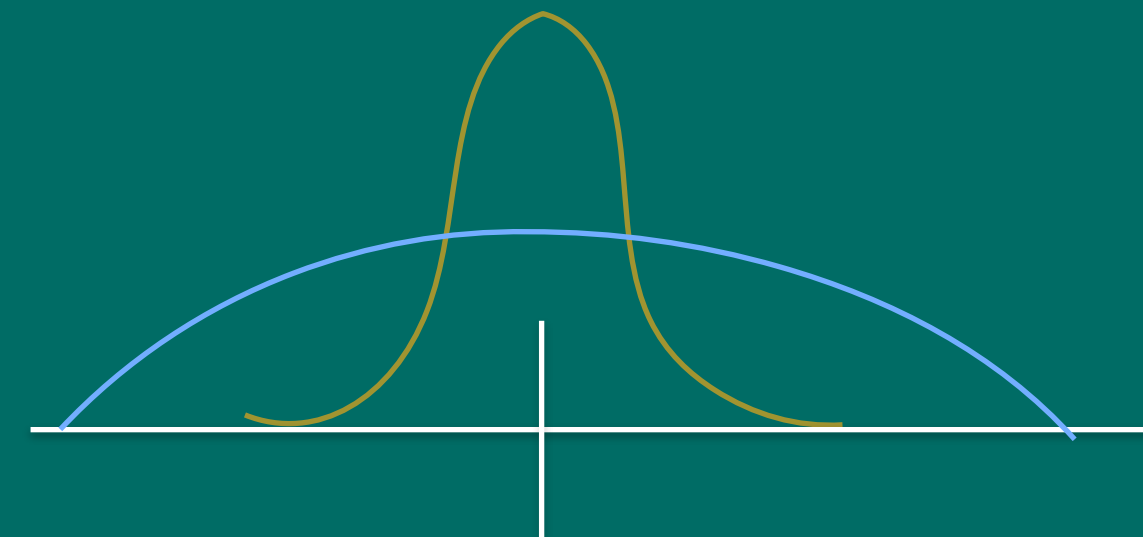
Pose Estimation Discretization

| | | | | | | | | |
|-----------------|-------|--------|--------|--------|-------|----------|----------|----------|
| Bin N° | 1 | 2 | 3 | 4 | (...) | 22 | 23 | 24 |
| Included Angles | 0-15° | 15-30° | 30-45° | 45-60° | (...) | 315-330° | 330-345° | 345-360° |

Orientation Expressed with Probability Vectors (Gaussian Support)

Example 1: (angle, confidence) - (50°, 0.8)

Example 2: (angle, confidence) - (155°, 0.4)



| | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|-----|-----|-----|---|---|---|-----|-----|-----|-----|-----|----|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 0 | 0 | 0.1 | 0.8 | 0.1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0.1 | 0.2 | 0.4 | 0.2 | 0.1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Proposed Method

Pose Estimation Discretization



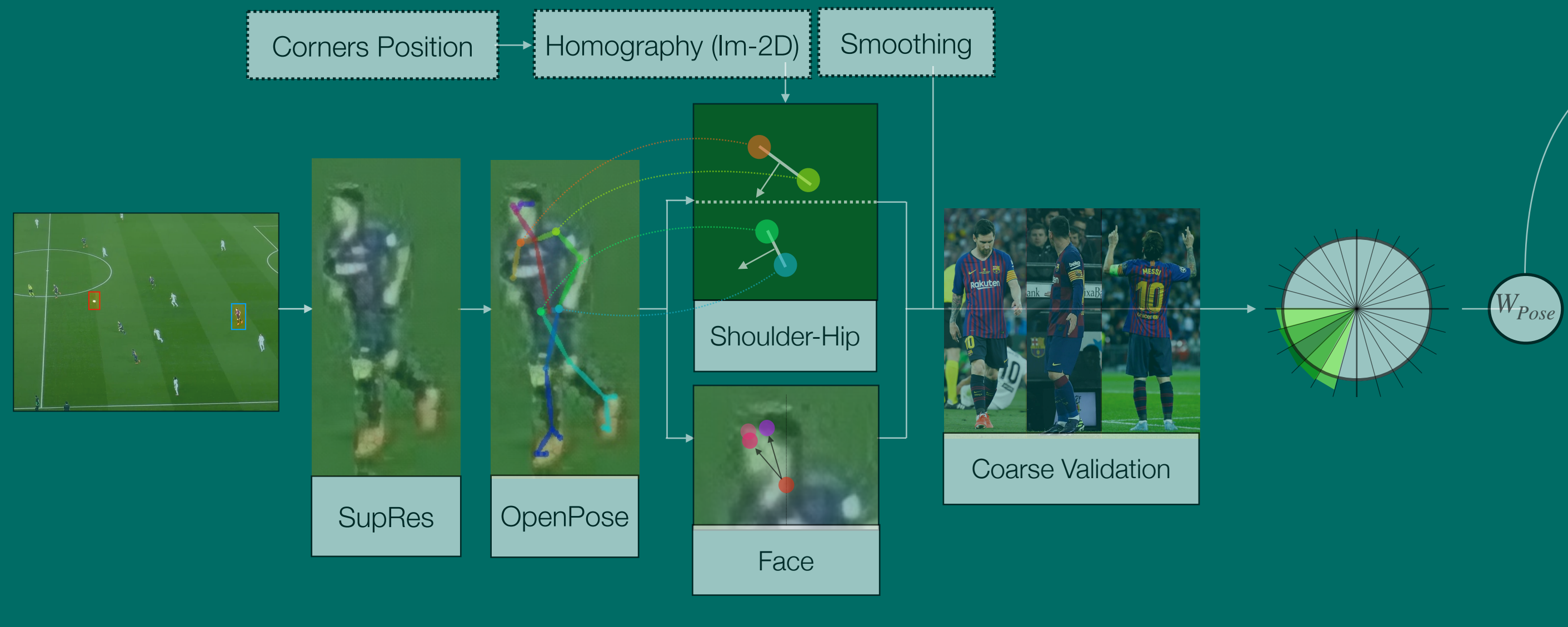
$$N_P = \max \left(\left\lfloor N_{bins} \left(\frac{1 - C_P}{2} \right) \right\rfloor, 1 \right)$$

$$or_P = \begin{cases} \left\lfloor \frac{\alpha_P}{360/N_{bins}} + \frac{N_{bins}}{4} \right\rfloor & \text{if } \frac{\alpha_P}{360/N_{bins}} < 18 \\ \left\lfloor \frac{\alpha_P}{360/N_{bins}} + \frac{N_{bins}}{4} \right\rfloor - N_{bins} & \text{if } \frac{\alpha_P}{360/N_{bins}} \geq 18 \end{cases}$$

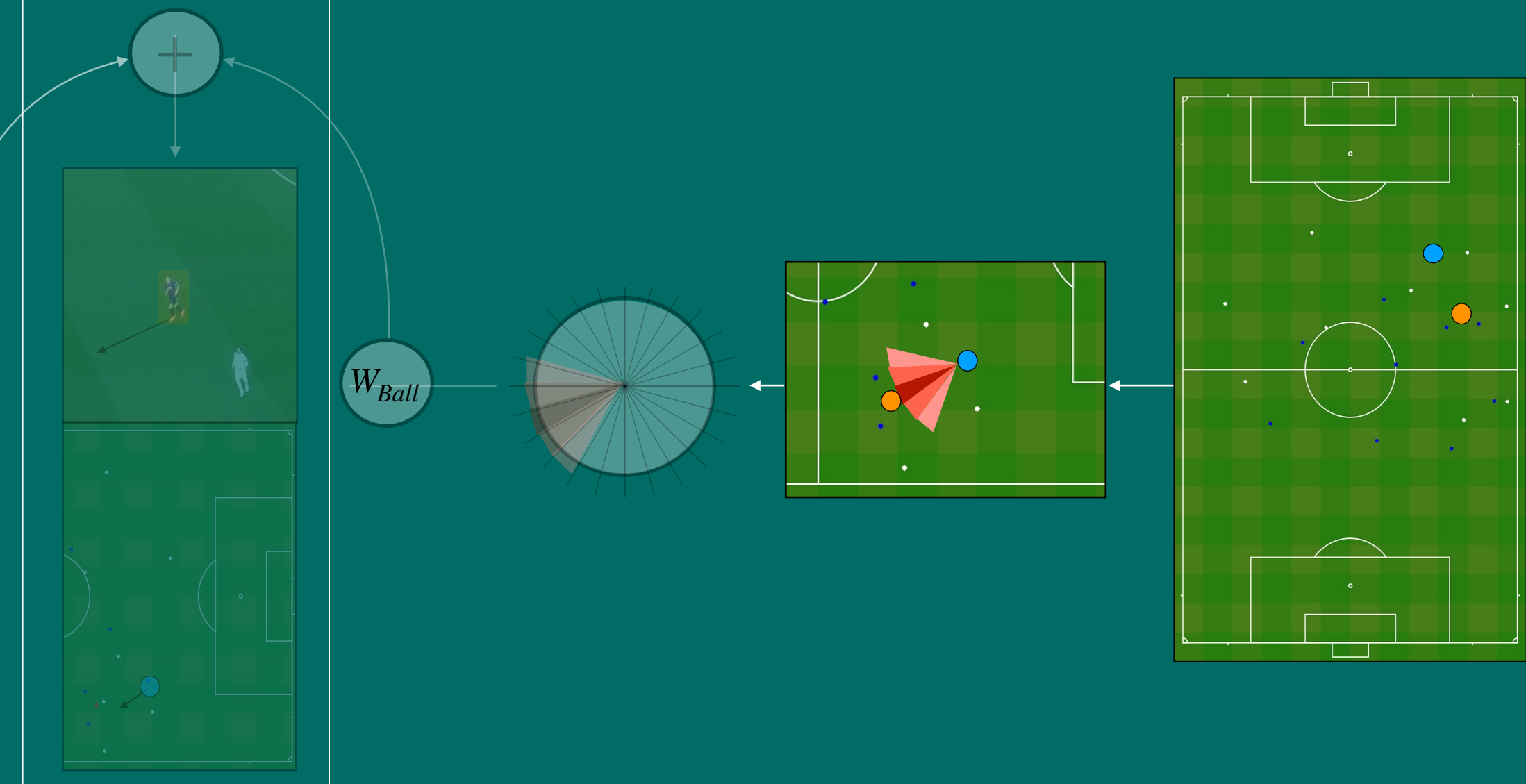
Proposed Method

Ball Orientation

Pose Orientation

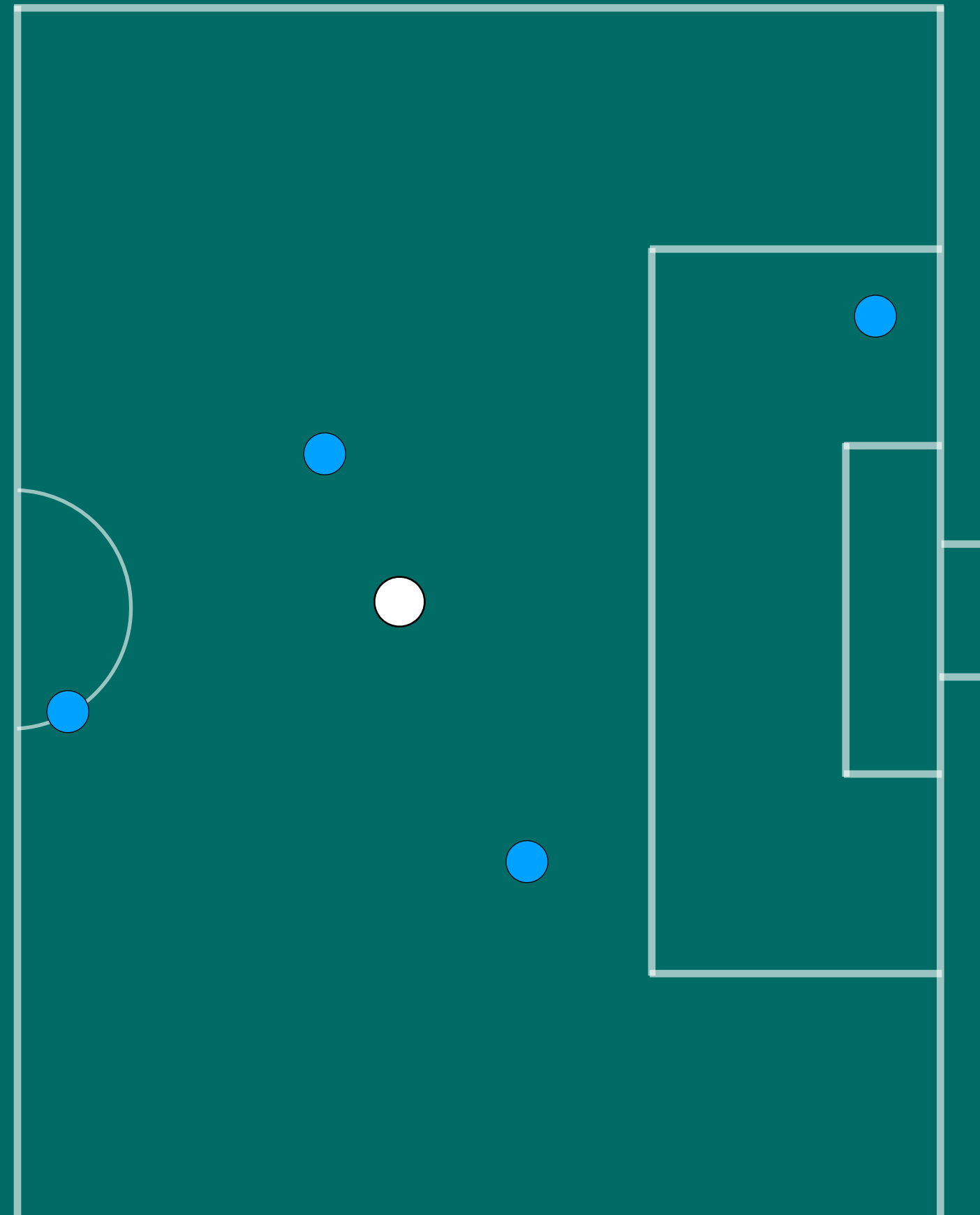


Ball Orientation



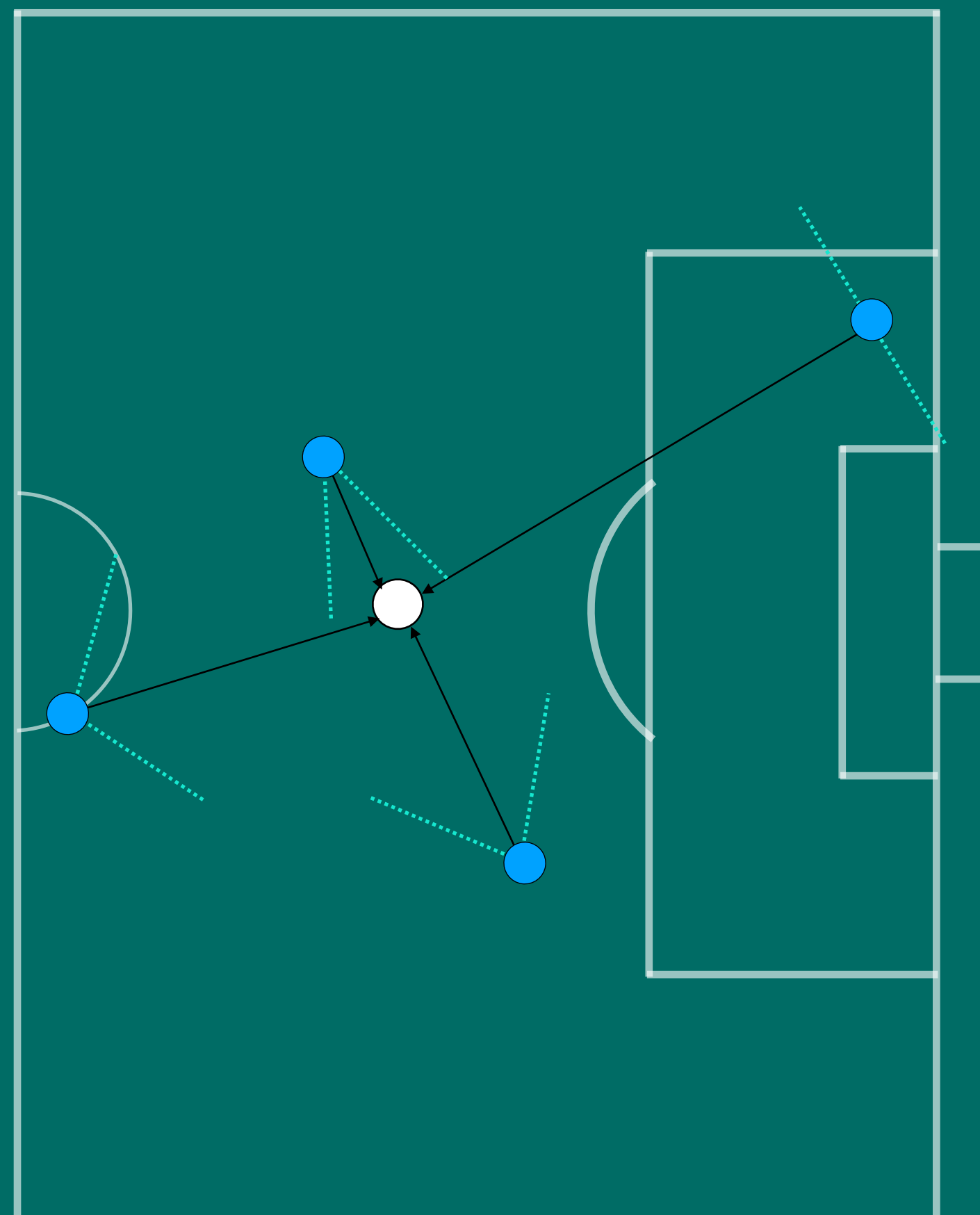
Proposed Method

Ball Orientation



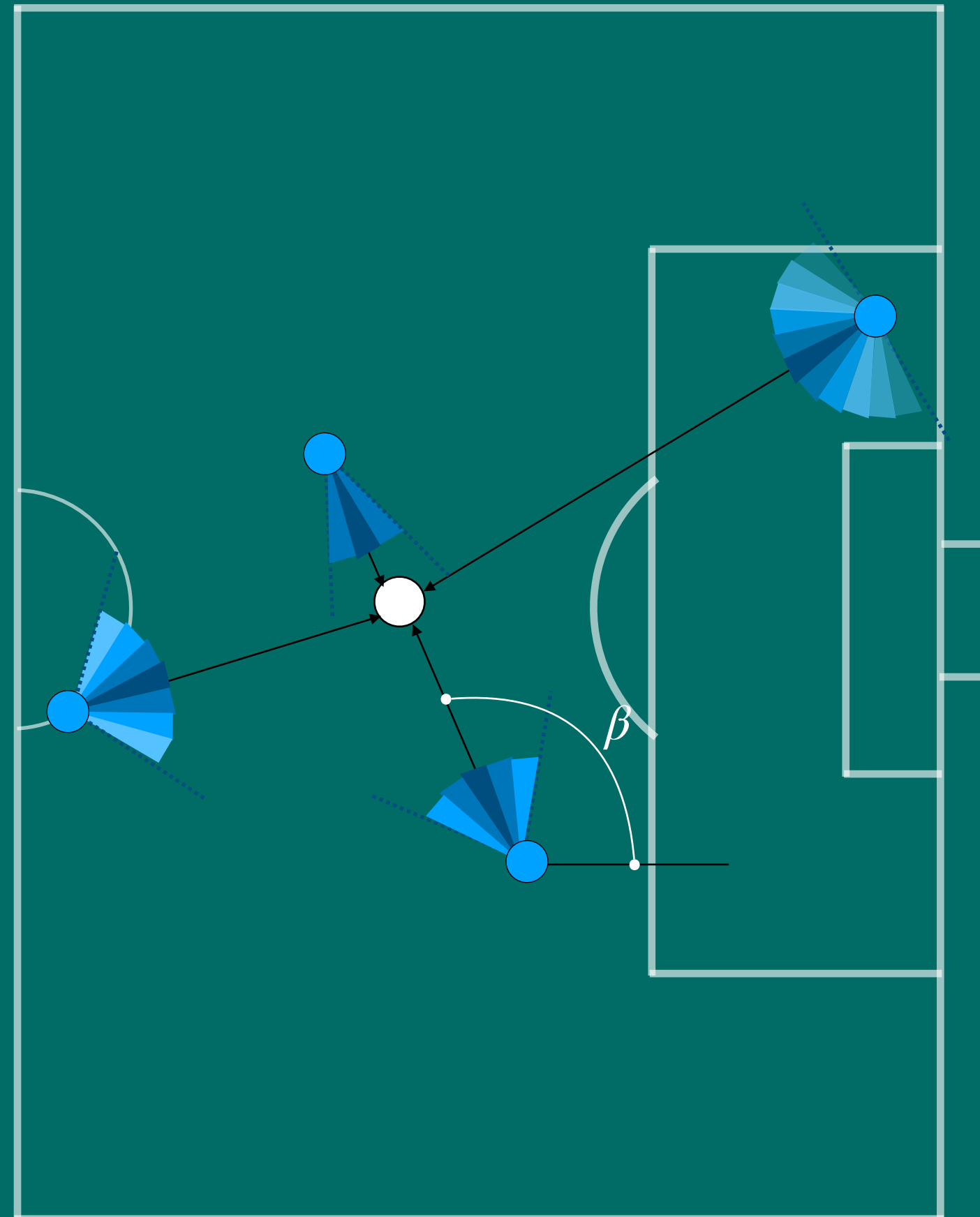
Proposed Method

Ball Orientation



Proposed Method

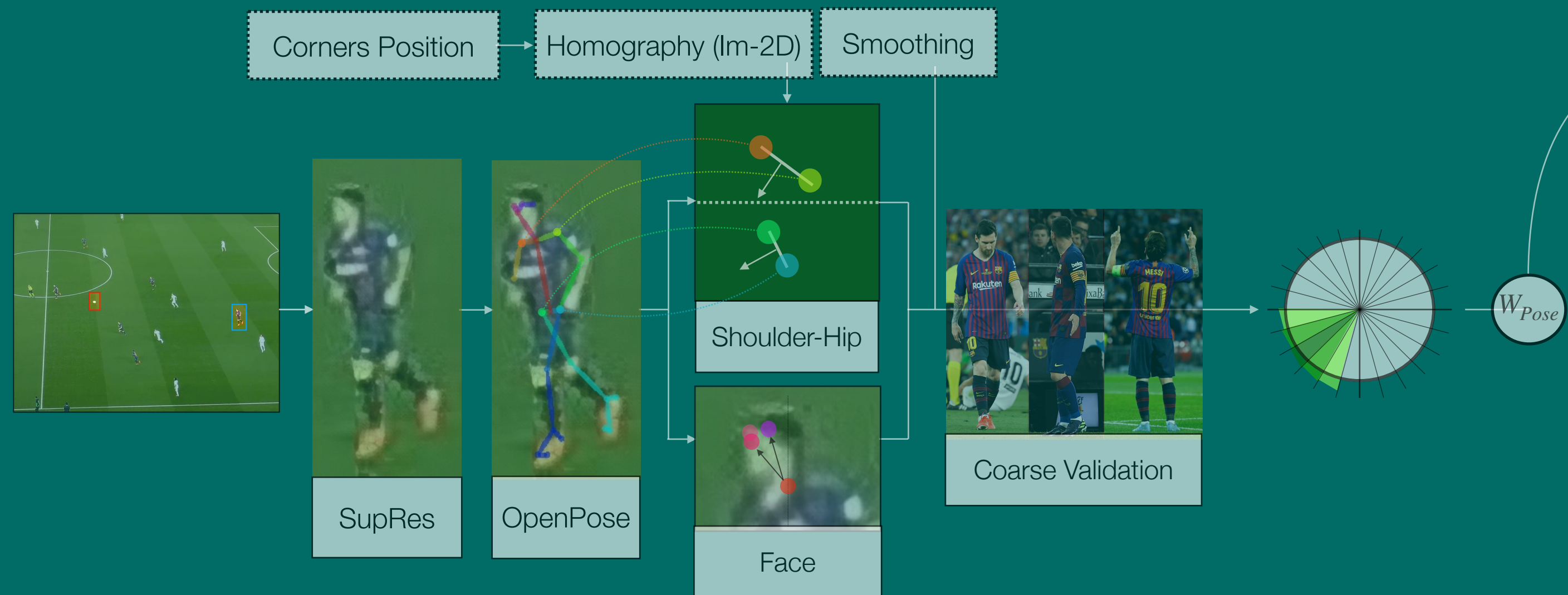
Ball Orientation



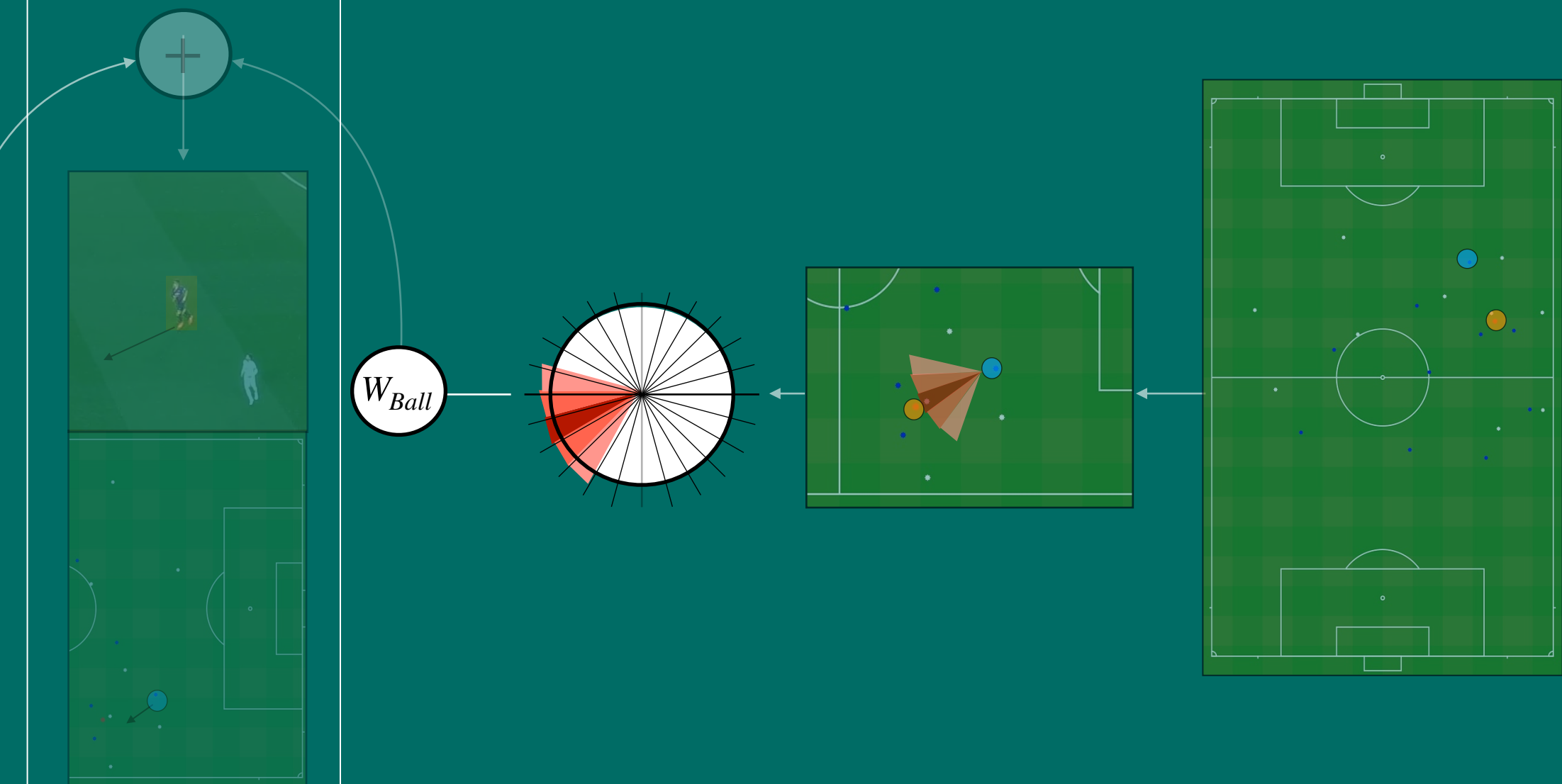
Proposed Method

Ball Estimation Discretization

Pose Orientation

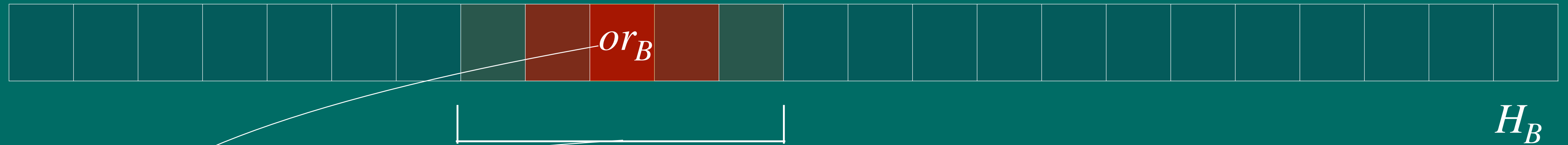


Ball Orientation



Proposed Method

Ball Estimation Discretization



$$N_B = \frac{N_{bins}}{4} \left[1 - \frac{MD - \sqrt{(P_x^2 - B_x^2) + (P_y^2 - B_y^2)}}{MD} \right] + \frac{N_{bins}}{8}$$

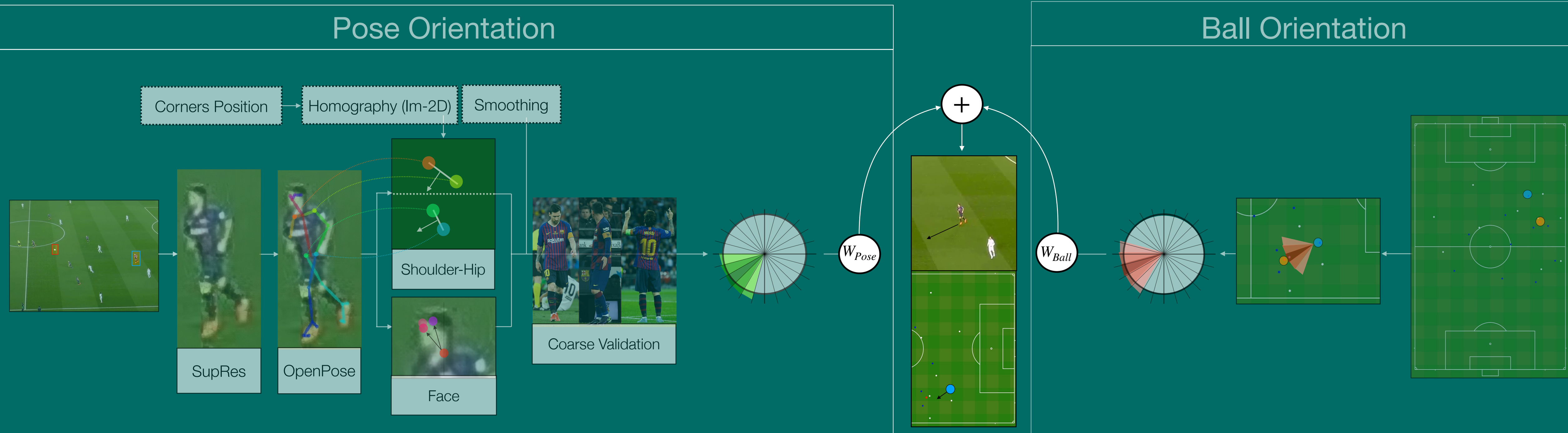
$$or_B = \begin{cases} \left\lfloor \frac{\beta}{360/N_{bins}} + \frac{N_{bins}}{4} \right\rfloor & \text{if } \left\lfloor \frac{\beta}{360/N_{bins}} \right\rfloor < 18 \\ \left\lfloor \frac{\beta}{360/N_{bins}} + \frac{N_{bins}}{4} \right\rfloor - N_{bins} & \text{if } \left\lfloor \frac{\beta}{360/N_{bins}} \right\rfloor \geq 18 \end{cases}$$

Proposed Method

Contextual Weighting

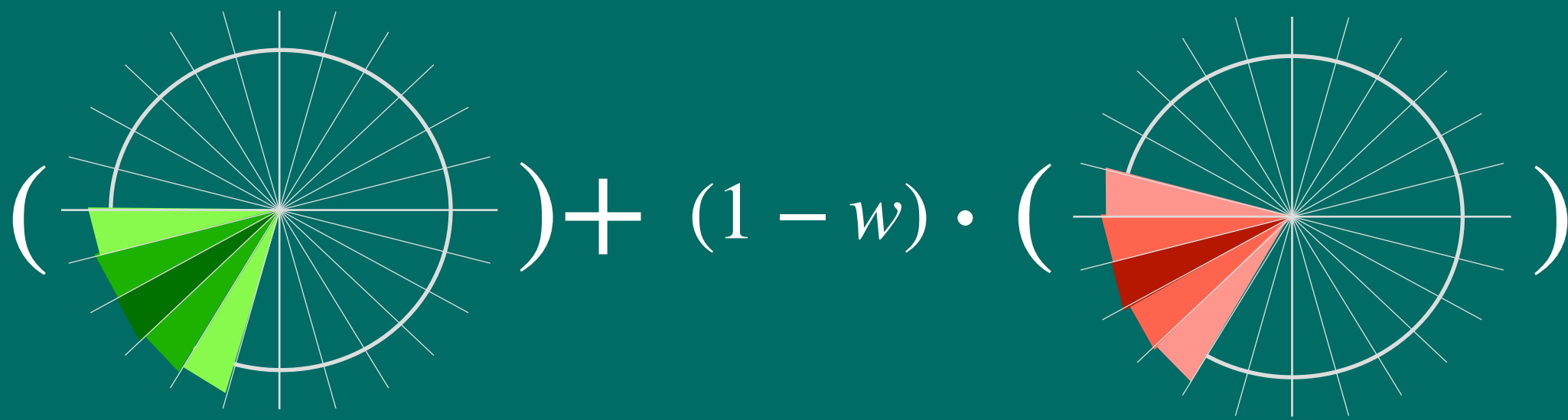
Pose Orientation

Ball Orientation



Proposed Method

Contextual Weighting

$$H_{TOT} = w \cdot \left(\text{Pose Orientation } H_P \right) + (1 - w) \cdot \left(\text{Ball Orientation } H_B \right)$$


Pose Orientation H_P

Ball Orientation H_B

Final orientation: central value of the bin in H_{TOT} with a higher weight

Proposed Method

Visualization



Results

Dataset

Content:

- La Liga: video footage (25 fps, Full-HD), smoothed tracking data (image and field domains) and corners positions, eventing data.
- Youth games: video footage, raw data from EPTS devices (100 samples/second).
Ground-truth orientation.

Validation:

- Subsampling to 1/3 of original frame rate; 2000 frames, 30000 players.

Results

Dataset 

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Ground-truth orientation.



Results

Metrics

OpenPose + Super-Resolution



Detection Rate: 89.69%

Results

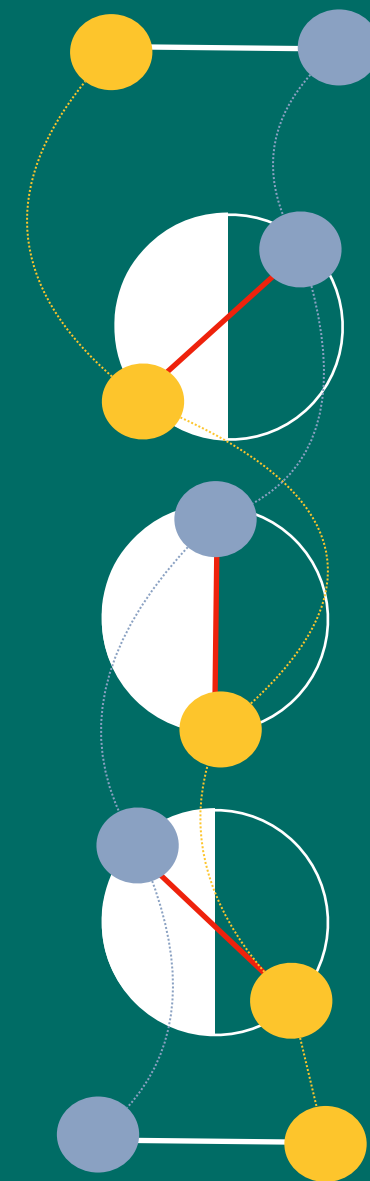
Metrics

OpenPose + Super-Resolution



Detection Rate: 89.69%

LR-Side



LR Accuracy: 92.43%

Results

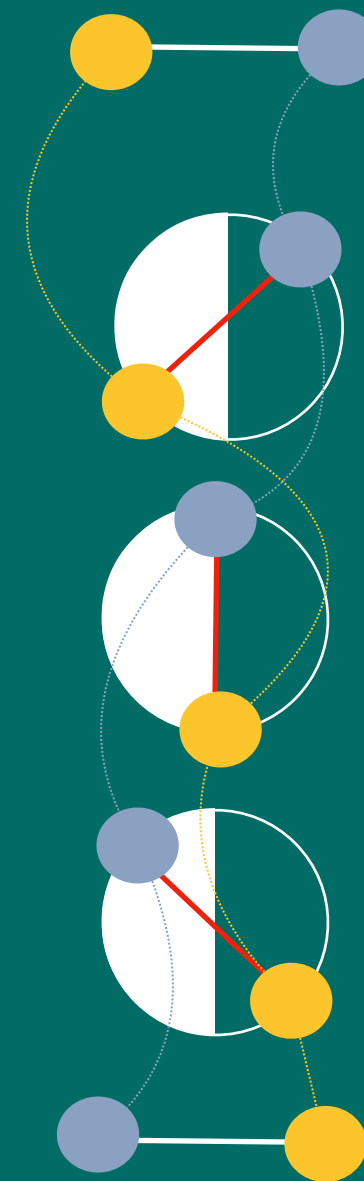
Metrics

OpenPose + Super-Resolution



Detection Rate: 89.69%

LR-Side



LR Accuracy: 92.43%

Coarse Validation
(80-20 train-test)



Accuracy: 85.91%

Results

Parameter Adjustment

$$OD_{i_t} = \min(|\alpha_{i_t} - \omega_{i_t}|, 360 - |\alpha_{i_t} - \omega_{i_t}|)$$

Best Combination: $H_{TOT} = 0.7 \cdot H_P + 0.3 \cdot H_B$

Mean: 29.78°

Median: 27.66°

Results

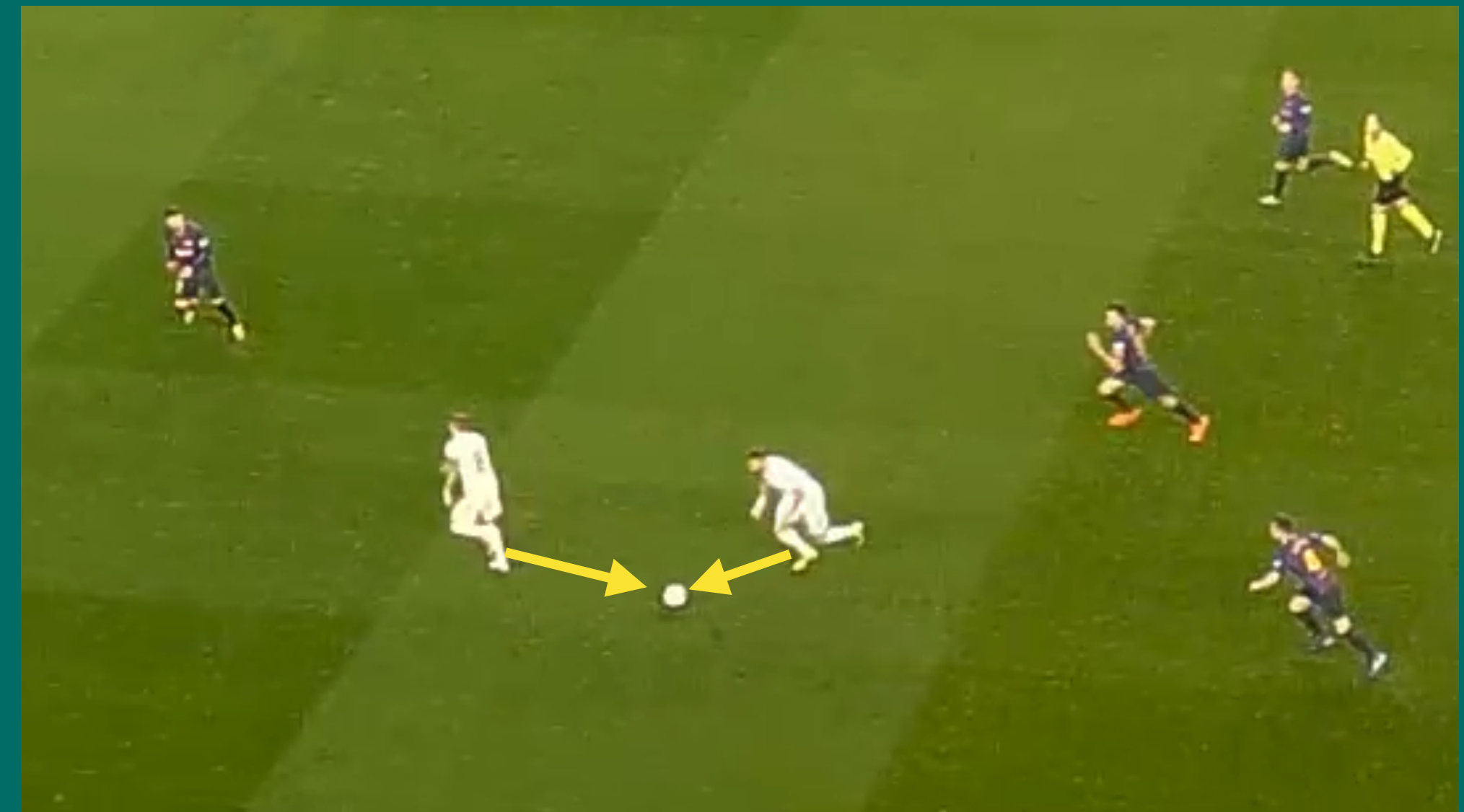
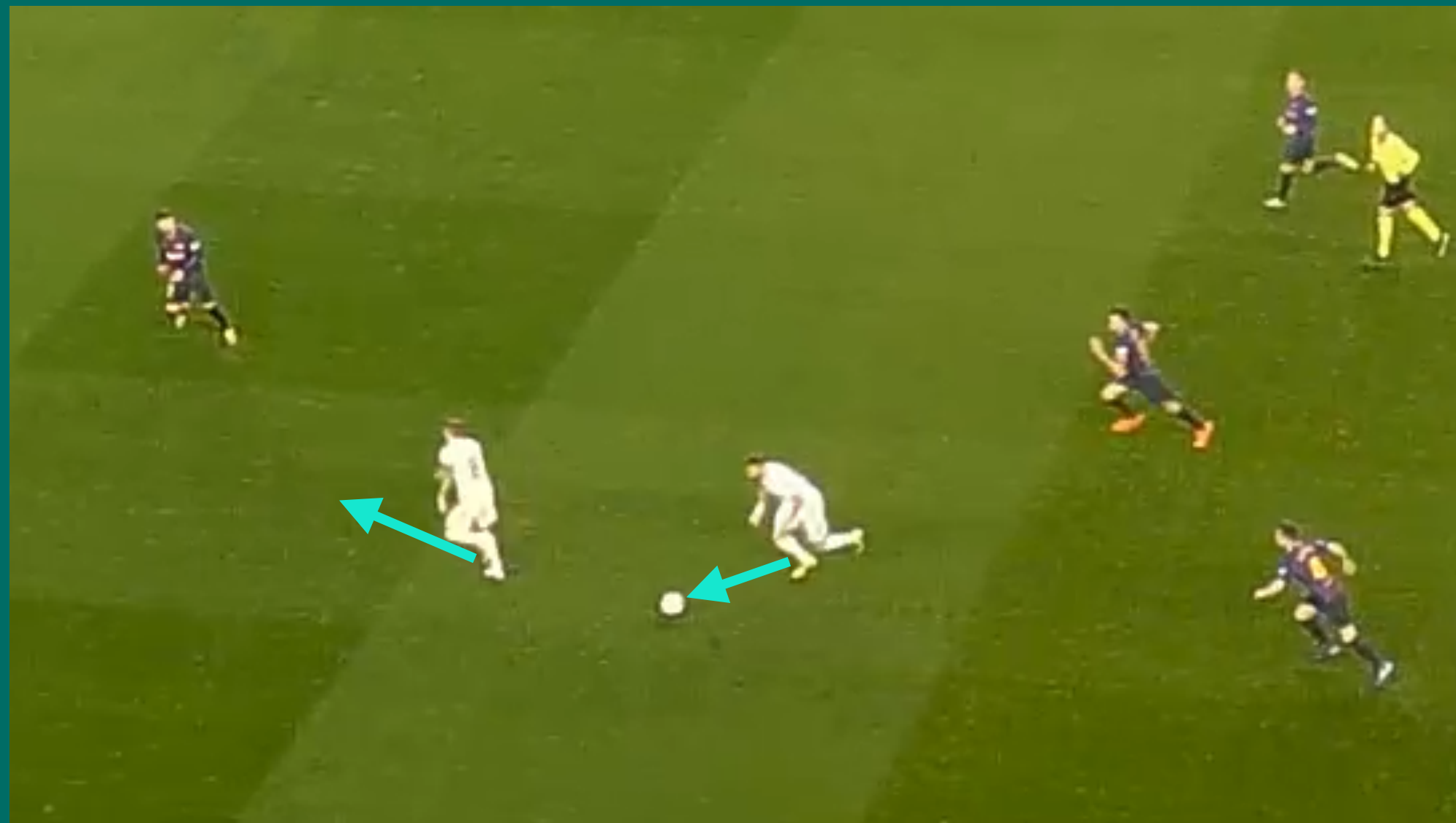
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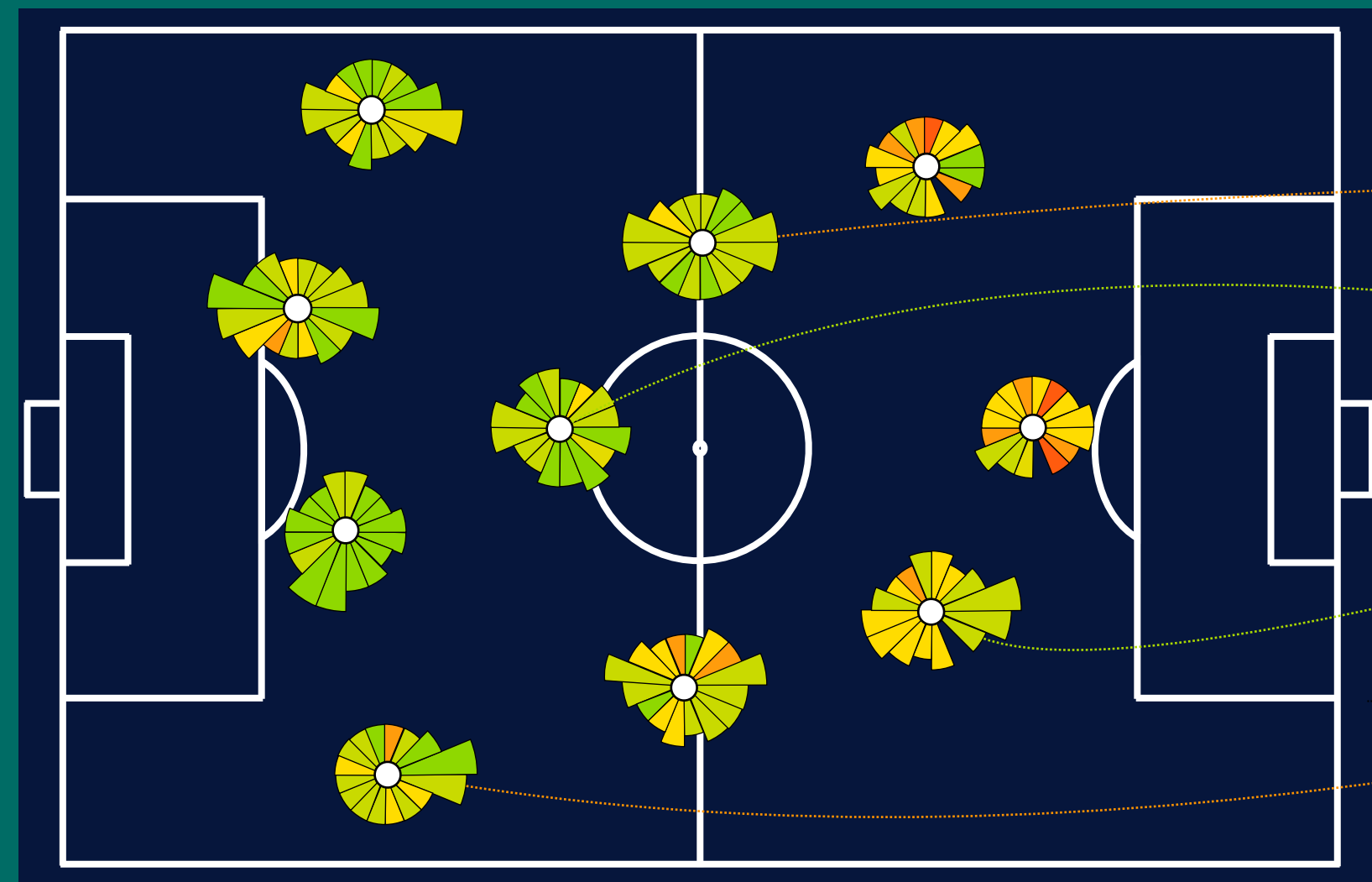


Results

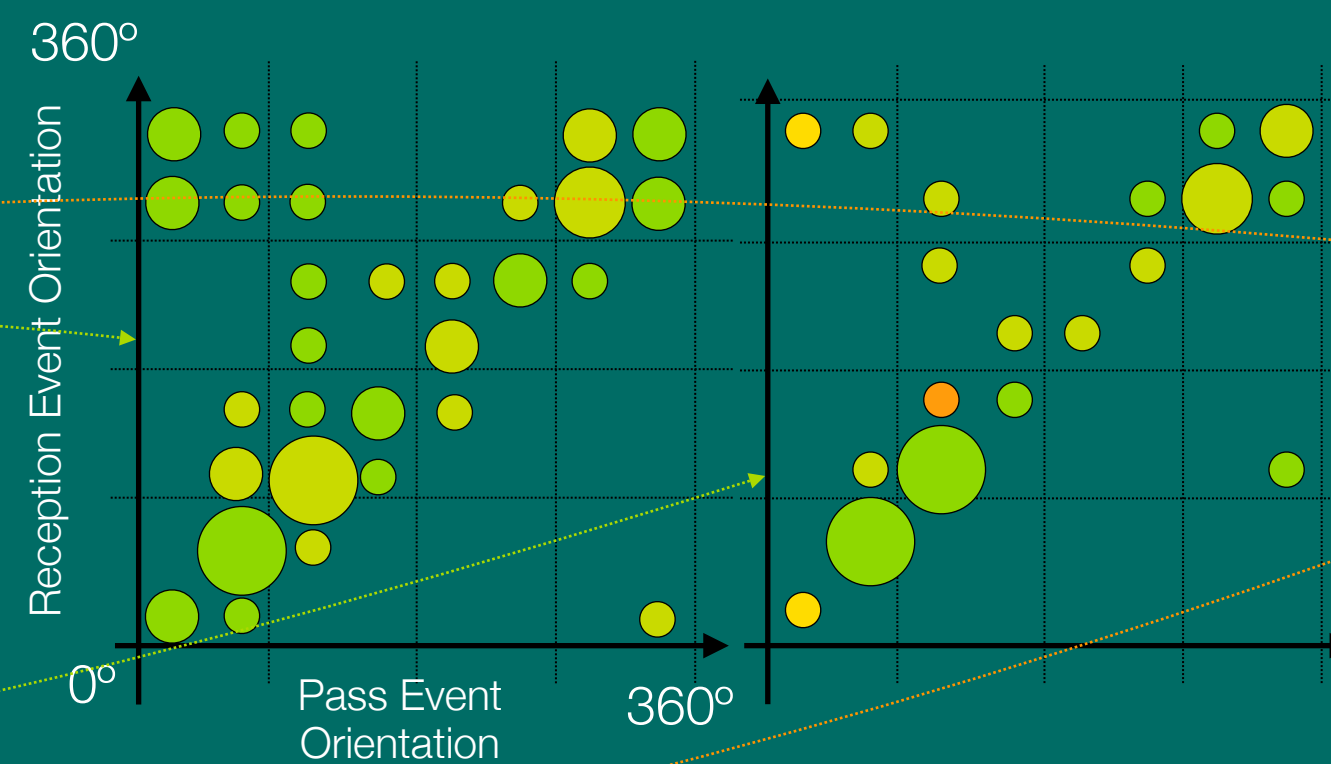


Practical Applications

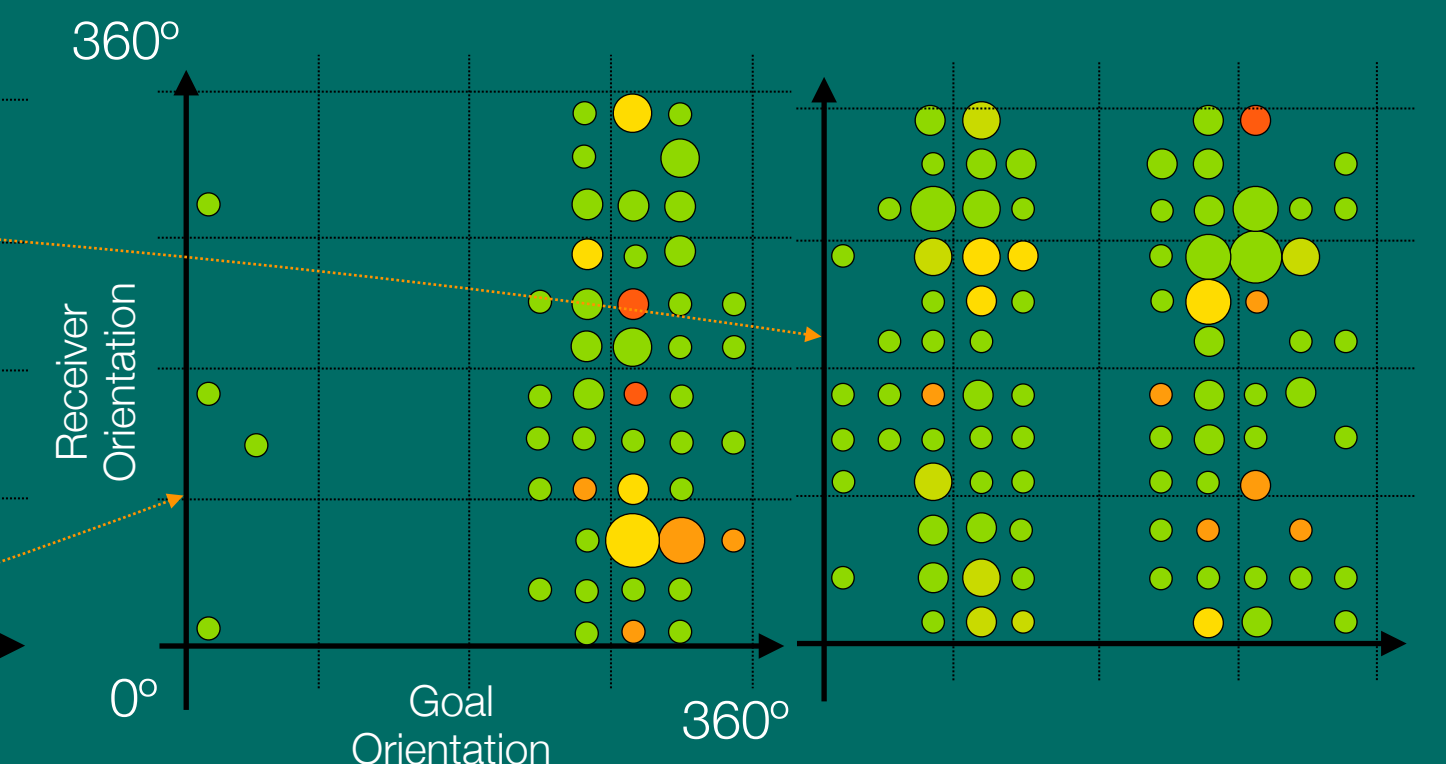
OrientSonar Maps



Reaction Maps



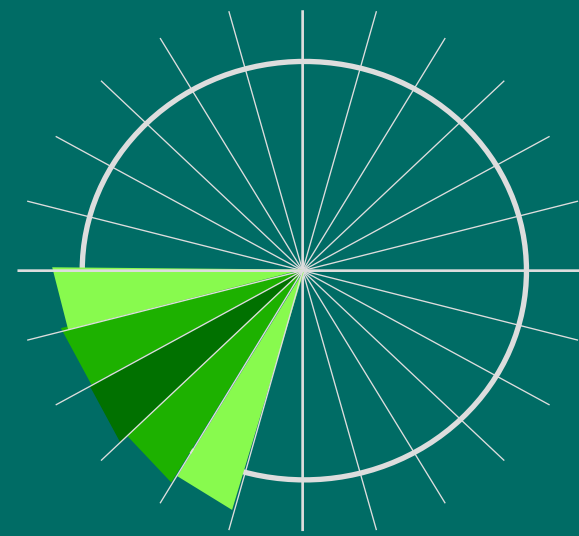
On-Field Maps



Conclusions

Body orientation estimator for soccer scenarios through the combination of:

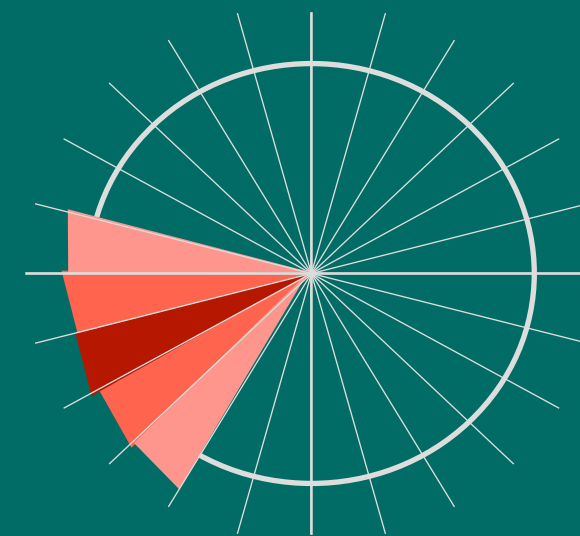
Pose
Orientation



Detection Rate: 89.69%

Mean Error: 29.78°

Ball
Orientation



LR Accuracy: 92.43%

Median Error: 27.66°

Future Work: Quantify the relevance of body orientation

[5] Using Player's Body Orientation to Model Pass Feasibility in Soccer [Arbués-Sangüesa et al.]

References

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- [3] Realtime Multi-Person 2D Pose Estimation using Part Affinity Fields [Cao et al.] - CVPR 2016
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Thank you for your attention!

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