

Building a player detection and tracking system in football videos using YOLO

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Abstract: This topic focuses on building an automated system to detect and track players in soccer videos. The practical context shows a high demand for improving the performance of monitoring and analyzing match videos, especially in the field of professional sports. The objective of the topic is to build a system based on the YOLO detection algorithm to solve this problem. The research method involves applying the YOLO algorithm in practice through a training and testing process, thereby ensuring high performance in player tracking. This topic not only contributes to the field of artificial intelligence technology but also has the potential for wide application in various video analysis systems.

Keywords: YOLO, Detection and tracking, Football video