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Positioning, navigating and tracking moving Objects

Tracking a moving object like a ship, vehicle, aircraft or even an animal or human is challenging – especially when given only noisy observations of the target's position. This problem is versatile: As it could be considered for tracking a single moving particle, a system of multiple objects or be extended to consider rigid bodies in either low or high dimensions.

Developing a methodology that could be adjusted for various applications is quite interesting. Such a method needs to be investigated for inferring its merits and optimal outperformance over other well established methods.