Introduction to Computer Vision – Project Proposal RA192617 – Edgar Rodolfo Quispe Condori RA192618 – Darwin Ttito Concha

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Single image crowd person counting

In our project we aim to work over the crowd person counting. This is an interesting problem it has applications in safe monitoring, disaster management, design of public places, intelligence gathering, virtual environment, forensic search, among others. The problem can be defined as follow. given and image find the number of persons that appears, as can be see in figure 1 the scenarios are really general and challenging. We intend to use deep learning approach for the project, the availability of well known architectures (YOLO, Resnet, GoogleNet) and previous inspirings works [1] [2] [3] suggest that an approach with transfer learning may be feasible for the problem.





Figure 1: Examples of inputs for the crowd person counting.

In order to test our method we will use the datasets available for the problem, a technical resumo is shown in table 1

Dataset	Nro. of images	Resolution	Min	Ave	Max	Total count
UCSD	2000	158x238	11	25	46	49,885
Mall	2000	320x240	13	-	53	62, 325
UCF_CC_50	50	Varied	94	1279	4543	63,974
WorldExpo'10	3980	576x720	1	50	253	199,923
ShanghaiTech Part A	482	Varied	33	501	3139	241,677
ShanghaiTech Part B	716	768 x 1024	9	123	578	88,488

Table 1: Available datasets for crowd person couting.

References

- [1] Chuan Wang, Hua Zhang, Liang Yang, Si Liu, and Xiaochun Cao. Deep people counting in extremely dense crowds. In *Proceedings of the 23rd ACM international conference on Multimedia*, pages 1299–1302. ACM, 2015.
- [2] Yingying Zhang, Desen Zhou, Siqin Chen, Shenghua Gao, and Yi Ma. Single-image crowd counting via multi-column convolutional neural network. In *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition*, pages 589–597, 2016.
- [3] Chong Shang, Haizhou Ai, and Bo Bai. End-to-end crowd counting via joint learning local and global count. In *Image Processing (ICIP), 2016 IEEE International Conference on*, pages 1215–1219. IEEE, 2016.