Human Count SK

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Human Detection to Mitigate Excessive Electrical Energy Usage in Communal Spaces

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***Abstract*—The purpose of this study is to investigate the issue of increased electrical energy consumption in communal settings, with a specific focus on areas such as restrooms and multiplexes as the primary areas of investigation. Not only does the observed behavior increase the financial requirements of end-users and facility operators, but it also places a major strain on energy grids, which in turn leads to a rise in carbon emissions and an intensification of environmental concerns. A unique approach that makes use of the TensorFlow Object Counting API is proposed by the current inquiry as a means of addressing the concern that was highlighted earlier. The purpose of this strategy is to develop a system that can precisely count human subjects in real-time when they are present. To effectively reduce the amount of electricity that is not required, the primary objective of this cutting-edge system is to precisely identify and count the number of people that are present in shared spaces. When it comes to the development of advanced object counting systems, the open-source framework that has been developed on the TensorFlow platform offers a method that is both user-friendly and efficient. Within the realms of item identification, tracking, and counting, the system exhibits capabilities that are both spectacular and resilient. By addressing the dual problems of rising electricity bills and negative effects on the environment, this technology offers a potential solution to the problem. Through this study, an attempt is made to investigate the factors that lead to excessive energy use and to propose a practical solution to this significant problem.**

***Index Terms*—Electrical Energy Saving, Human Detection, Single Shot Detector, Object Tracking Algorithm**

I. Introduction

In the current setting, one of the most important criteria that must be satisfied is to make the most of the available resources and to spend them as efficiently as possible. Currently, the problem at hand is the unregulated and ongoing consumption of electrical energy, which frequently surpasses the requirements that are being met. Because it raises a considerable concern, this constitutes a significant problem that calls for an immediate solution. There is a wide variety of various communal settings in which the observed predominance of wastefulness is apparent. Restrooms, public restrooms, and multiplexes are some examples of these types of locations; however, this list is not exhaustive. The analysis of the data reveals a discernible pattern in which the lighting fixtures located within the designated areas consistently tend to remain activated, even when there are no occupants present. This is particularly obvious in situations where there are no people around. Even when there are no other individuals in the vicinity, this is still the case.

To solve the issue of increased energy consumption, the primary objective of the current research is to offer a real-time human counter system as a means of tackling the problem. The current system has been painstakingly constructed with the idea of accomplishing the primary objective of optimizing energy efficiency through the removal of superfluous electricity usage [1]. This target has been the fundamental inspiration for the construction of the system. When it comes to creativity and originality, the open-source framework that is currently being evaluated demonstrates an impressive amount of exceptional qualities. To construct this framework, the TensorFlow platform was utilized. The system provides users with a methodology that is not only user-friendly but also very efficient. This is done to simplify the creation of sophisticated object-counting systems. The system that is the focus of this investigation has an outstanding level of adaptability and efficiency in its operation. The resilient capabilities of the system in the areas of object recognition, tracking, and counting may be principally responsible for this particular consequence [2]. Taking into consideration the possibilities of this technology, there is a significant likelihood that it will bring about a revolutionary change in the management and operation of lighting systems in public spaces.

The technology that is being investigated demonstrates promising capabilities in properly recognizing the presence of individuals in public places and accurately monitoring the movements of those individuals. It is being taken into mind that certain skills are available. In addition to this, it will ensure that the lighting conditions within these specific regions are not only adequate but also excellent in terms of the amount of energy that they consume. When it comes to the study that we are conducting, our major purpose is not simply to cut down on the amount of electricity that is used [3]. The methodology that has been shown may be a unique approach that has the potential to result in considerable reductions in both the amount of energy that is used and the costs that are associated with both of these things.

A thorough analysis of our real-time human counting system is going to be carried out in the subsequent sections, which will thereafter be presented [4]. It will be important to perform a comprehensive examination of the technological components to properly execute the endeavor that has been recommended. This investigation will encompass the intricate mechanisms that are involved in the process of object recognition and tracking. As an additional point of interest, the primary objective of this research endeavor is to conduct a comprehensive examination into the combination of the system that was mentioned earlier with various techniques for the management of lighting. A thorough examination will also be carried out to evaluate the possible implications of this technology concerning the conservation of electricity in a range of public contexts [5]. This investigation will be carried out to examine the potential implications of this technology. The fundamental objective of the current study, which intends to provide in-depth information on these implications, is to provide a thorough understanding of the larger implications of our research in effectively addressing the existing challenges related to energy conservation. This is the primary objective of the study.

II. Related Works

The discipline of computer vision has recognized the significance of object detection, which is a key component that possesses tremendous utility across a wide variety of applications [4]. There has been a perceptible shift toward the growth of real-time detection systems over the past ten years. The Single Shot Detector (SSD), which was first presented in [4], represents a considerable departure from traditional two-shot detectors such as R-CNN. The current investigation presents a fresh strategy that provides a methodology that has the potential to be more efficiently utilized. Through the implementation of a unified strategy that combines the production of region suggestions and the detection of objects simultaneously in a single pass, the methodology known as SSD can accomplish its goals. A significant paradigm shift has occurred within the relevant domain as a result of the strategy, particularly in situations when expediency and effectiveness are of the utmost significance.

One of the most innovative approaches to object identification in computer vision was provided in the research article titled "You Only Look Once: Unified, Real-time Object Detection" [2]. Through the introduction of a unified model that analyzed the full image in a single pass, the work addressed the constraints of existing methods. The paper was published in the Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition. A whole new paradigm in real-time object detection was established as a result of the breakthrough, which marked a substantial departure from the multi-pass methodologies that were previously dominant.

One of the most important highlights is the You Only Look Once (YOLO) algorithm that was proposed in the paper. The image was first segmented into a grid by Redmon et al., and then bounding boxes and class probabilities were predicted for each grid cell. The elimination of the requirement for separate passes for object localization and classification was made possible by this unified method, which resulted in object detection that was both quicker and more effective. The straightforwardness and efficiency of the YOLO architecture served as the basis for later study in the sector.

A big step forward in the field of computer vision, notably in the area of instance segmentation, is represented by the research article titled "Mask R-CNN" [3]. A revolutionary architecture that is capable of simultaneously predicting object bounding boxes, class labels, and pixel-level masks is introduced by the Mask R-CNN model, which is built upon the Faster R-CNN framework. Within the context of the field of computer vision, this literature review investigates the most significant contributions, methodologies, and impacts that the Mask R-CNN model has achieved. The capacity of the Mask R-CNN article to execute instance segmentation by extending the Faster R-CNN architecture is the key contribution that the study makes. In addition to the branches that were already in place for bounding box detection and class classification, the model also included a parallel branch to predict segmentation masks. Using this method, it was possible to accurately delineate the boundaries of objects at the pixel level, which was a vital need in applications that required exact object localization and differentiation. When it came to incorporating pixel-level mask prediction into the object identification framework, the innovation that was presented by Mask R-CNN represented a break from the conventional methods that were previously used. The adaptability of the model was demonstrated in challenges that required a fine-grained comprehension of spatial relationships through the simultaneous prediction of masks, bounding boxes, and class labels. Since then, the pixel-wise segmentation capabilities of Mask R-CNN have established themselves as a standard in the industry, which has prompted future research and applications in a variety of fields, respectively.

One of the most important contributions to the field of object identification is the research article titled "Fast R-CNN" [4]. A unified framework that merged region proposal generation and object identification into a single model was established by Fast R-CNN to address the computational inefficiencies that were present in its predecessors. Girshick's Fast R-CNN has had a significant impact on the field of object identification, inspiring following research and becoming a reference point for benchmarking new algorithms. This literature review examines the key principles, contributions, and impact of Girshick's Fast

R-CNN. As a result of the model's effectiveness in simultaneously handling region proposal and object identification tasks, more developments have been inspired, such as Faster R-CNN and later versions. There are applications for Fast R-CNN in fields such as surveillance, autonomous systems, and image-based search, which means that its influence goes beyond the realm of academics.

Feature Pyramid Networks for Object Detection address the challenge of scale variance in the field of object recognition [5]. After the authors realized how crucial it is to accurately detect features by capturing them at a variety of scales, they came up with the concept for the Feature Pyramid Network (FPN), which is an acronym for the framework. The most significant contributions, methodology, and impacts of FPN are investigated in this literature review, which focuses on object detection as its primary topic of investigation. The most significant addition that the study has made is the presentation of the design for the Feature Pyramid Network, which should be examined first and foremost. The formation of a feature pyramid, which is then employed to address the difficulty of scale variance, is accomplished by the utilization of a single convolutional network. Each of these feature maps gathers information at a specific scale, and their resolutions range from low to high. Features are the building blocks of this pyramid. The design, which enables high-level semantic properties to be paired with exact geographical information, makes it feasible to perform object recognition that is both more accurate and scalable. This functionality is made possible by the architecture.

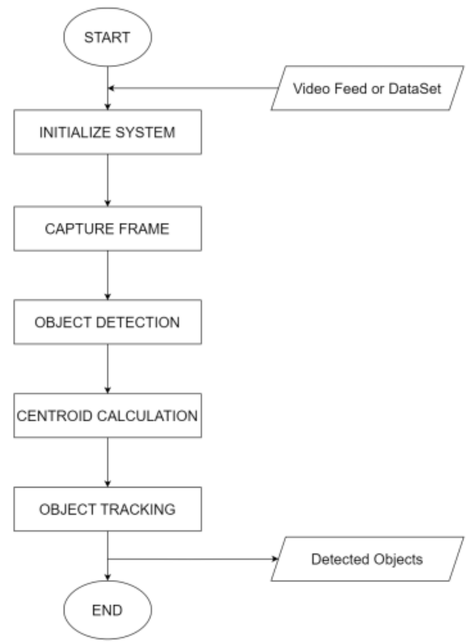

Fig. 1. Flow Chart

III. Proposed System

In the system that is currently under investigation, two counting functions are considered to be of critical importance. The power to quantify the influx of individuals entering a certain location and the capability to monitor the count of individuals leaving that same area are both examples of these functionalities. To properly achieve the intended outcome, it is vitally necessary to focus one's attention solely on the persons who have passed the threshold of intrusion. This is a requirement that cannot be avoided. By establishing the direction of the movement, specifically, whether it is oriented in a downward or upward trajectory, it is possible to make the completion of this aim easier to execute. By utilizing bounding boxes, which enable a more comprehensive visual representation, it is possible to generate a visual depiction of the detection of human things. These bounding boxes intend to enclose the human items that have been recognized as belonging to these categories. Additionally, a one-of-a-kind identification number is attached to each bounding box. This number serves the purpose of indicating the order in which the human artifacts were found. The architecture of the system has been painstakingly designed by the specifications through the use of a cascade method. The methodology that has been proposed begins with the identification of a human entity, which is then followed by the monitoring and tracking of that individual throughout a series of frames that are located close to one another. A high level of proficiency in the execution of counting precisely and tracking a large number of items at the same time is demonstrated by the methodology that has been proposed. Additionally, it can efficiently cope with situations in which a human-made thing that has never been seen before comes into view, and it immediately assigns it a distinct identity. This is a capability that it possesses.

Therefore, to ensure the proper execution of this system, it is necessary to incorporate two essential components, which are as follows: both a human detection module that is only devoted to the identification of human beings and a tracking mechanism that is exclusively designed to monitor the human objects that have been recognized are included in this system.

IV. Methodology

By utilizing a computer vision investigation that is centered around the utilization of the Single Shot Detector (SSD) in conjunction with the Mobile Net architecture for real-time object detection , the researchers have used a computer vision investigation in the defining of the project. One of the most important aspects of improving the functionality of mobile devices, IP cameras, and scanners is the incorporation of this cutting-edge amalgamation, which efficiently optimizes both speed and efficiency demonstrated in Figure 3. In contrast to two-shot detectors like R-CNN, SSD can identify objects in a single iteration, which is a significant advantage over the latter. A sort of object detection model known as the SSD is distinguished from two-shot detectors by the strategy that it takes. In contrast to two-shot detectors, which

Algorithm 1 Object Tracking Algorithm

```
Initialize:
- List of detected objects
- Dictionary to store object IDs and their respective centroids
function DETECT_OBJECTS(frame)
    # Utilize Single Shot Detector (SSD) to detect objects
    detected_objects ← SSD.detect(frame)
    return detected_objects
end function
function TRACK_OBJECTS(detected_objects)
    for each object in detected_objects do
        if object is new then
            Assign a unique ID
            Add object ID and centroid to dictionary
        else
            Update centroid for existing object
        end if
    end for
end function
function DISPLAY_TRACKING_RESULTS(frame)
    for each object ID and centroid in dictionary do
        Draw bounding box around object using centroid
        Display object ID and bounding box on frame
    end for
end function
Main Loop:
while video is running do
    Capture frame from video
    detected_objects ← DETECT_OBJECTS(frame)
    TRACK_OBJECTS(detected_objects)
    DISPLAY_TRACKING_RESULTS(frame)
end while
```

Fig. 2. Algorithm

normally carry out the duties of region proposal and object identification in consecutive processes, SSD is capable of carrying out both functions concurrently. This indicates that SSD is capable of generating region proposals and detecting objects in a single run over the network, which ultimately results in processing that is both quicker and more precise. Real-time object detection is made possible in a variety of applications thanks to this approach, which eliminates the need for additional computing stages. As opposed to two-shot detectors like R-CNN, the efficiency of SSD is significantly higher. An important departure from the traditional multi-stage object detection methods is represented by the employment of SSD. By incorporating region proposal and object detection, which is made possible by the utilization of SSD, the system increases both its efficiency and its speed. The ability to make decisions quickly, based on the recognition of objects inside a given scene, is required for real-time applications for them to function well. Centroid tracker is a well-established method that is used to track objects across multiple frames. It is essential to make use of this tracking technique to maintain regularity and difference over consecutive frames to guarantee a thorough evaluation of the items selected by SSD. The determination of the centroid of a bounding box is considered to be the core idea that is at play here. It is possible to significantly improve the accuracy of object localization and tracking in visual images by employing this computational

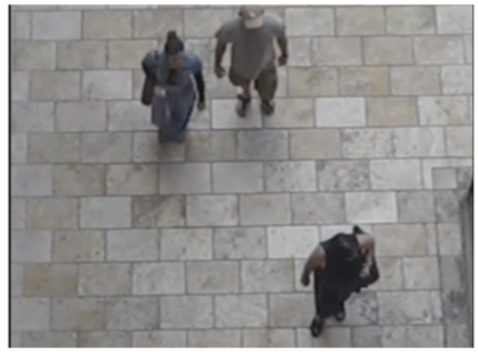

Fig. 3. Stock video

strategy. A centroid tracker is made use of to determine the centroid of the bounding boxes that are produced by the Single Shot MultiBox Detector (SSMD). To encapsulate and delineate items that have been successfully detected inside specific frames of a given dataset or video sequence, bounding boxes are comprised of a set of two-dimensional coordinates, which are denoted as (x, y). Bounding boxes serve the aim of encapsulating and outlining things. To find the centroid of the bounding boxes, the tracker technique makes use of a computational approach. This makes it possible to discover the point within the frame that is the most central to the item. By making use of the concept of an object's centroid, it is possible to achieve the capability of monitoring and determining the trajectory and spatial coordinates of an object across numerous frames.

To ensure that the Centroid Tracker can perform its functions correctly and effectively, every object that is being observed must be assigned a unique and customized identity demonstrated in Figure 4. This enables the system to monitor and record the object's spatial displacement over consecutive frames. The tracking mechanism of the system is dependent on the unique identification (ID) that is issued to each object. As a result of the system's consistent establishment of a correlation between the unique identification and the object in question, it can monitor and record the trajectory of the object throughout the procedure. In circumstances that involve several different items, the fact that it can independently track distinct things and provide a unique identity for each of them makes it extremely significant. The numerical IDs that have been provided are permanent, which ensures that continuity will be maintained and makes the process of reconstructing the line of travel of the object easier to accomplish.

V. RESULTS ANALYSIS

To accomplish the goals of this investigation, the system that is being studied is put through a series of tests on the graphics processing unit (GPU) of a computer that is located in the investigation area. The dataset that is being utilized in these experiments has been selected with considerable care. The central processing unit (CPU) was placed in the

Fig. 4. After applying algorithm

TABLE I
ACCURACY RESULT OF NORMAL MODEL WITH HIGHER ACCURACY

No.	Camera orientation	Expected up count	Expected down count	Actual up count	Actual down count
1	Front view	2	5	2	5
2	Front view	7	4	8	4
3	Overhead view	12	12	12	13
4	Overhead view	3	7	3	6
5	Overhead view	3	5	2	4

TABLE II
ACCURACY RESULT WITH FASTER PERFORMANCE

No.	Camera orientation	Expected up count	Expected down count	Actual up count	Actual down count
1	Front view	2	5	3	4
2	Front view	7	4	4	2
3	Overhead view	12	12	11	10
4	Overhead view	3	7	3	7
5	Overhead view	3	5	1	6

role of the target machine during the initial testing of the system. Regardless of this, it was quickly rejected because GPU displayed substantially higher levels of performance than previously thought. Only the number of line incursions going up and down are significant for counting. Tables I and II display the accurate manual count and the predicted count using the proposed technique for various camera angles. To get the final accuracy percentage, determine the error count by subtracting the expected count from the actual count. The final accuracy is 91.66% for the more precise normal model and 78.33% for the speedier model. Both calculations are detailed and presented individually below.

Error rate = sum of error count/(sum of expected up count and down count) $\times$ 100%
= (0+1+1+1+2)/(2+5+7+4+12+12+3+7+3+5)$\times$ 100%
= (5/60) $\times$ 10 %
= 0.0833 $\times$ 100%
= 8.33%
Overall accuracy = total expected count - error rate
= 100% - 8.33%
= 91.66%

Error rate = sum of error count/(sum of expected up count and down count)$\times$ 100%
= (2+5+3+0+3)/(2+5+7+4+12+12+3+7+3+5)$\times$ 100%
= (13/60)$\times$100%
= 0.2166$\times$100%
= 21.66%
Overall accuracy = total expected count - error rate
= 100% - 21.66%
= 78.33%

VI. CONCLUSION

The research embarked on a computer vision study aimed at leveraging the Single Shot Detector (SSD) approach alongside the Mobile Net architecture to enable real-time object detection. This integration significantly enhances speed and efficiency crucial for mobile devices, IP cameras, and scanners. Unlike two-shot detectors like R-CNN, SSD can identify objects in a single iteration, combining region proposal and object identification into a unified phase, eliminating the need for a separate region proposal network (RPN). This consolidation streamlines processing, optimizes resources, and simplifies the detection pipeline. SSD's efficacy surpasses that of traditional two-shot detectors like R-CNN, offering a notable departure from multi-stage object detection techniques. Its benefits extend to various computer vision tasks, enhancing both efficiency and speed, crucial for real-time applications requiring swift decision-making based on object recognition within a scene.

The proposed solution incorporates a centroid tracker for object tracking across successive frames, ensuring consistency and clarity in evaluating items identified by the Single Shot Detector (SSD). Centroid computation within bounding boxes enhances tracking accuracy and geographic localization of objects. By utilizing a centroid tracker alongside the SSD, the system computes centroids to encapsulate and track identifiable objects across frames. Each object is assigned a unique identification (ID) by the tracker, facilitating independent tracking and consistent recording of object movement over time. This unique ID system enables efficient tracking of multiple objects by maintaining a constant relationship between the ID and the object, ensuring uninterrupted record-keeping and simplifying the process of recreating object trajectories. The permanent nature of these identification numbers streamlines the tracking process, making it easier to reconstruct object movements over time.

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