

What Makes a Place Feel Safe? Analyzing Street View Images to Identify Relevant Visual Elements

Felipe A. Moreno-Vera, Bruno Brandoli, Jorge Poco



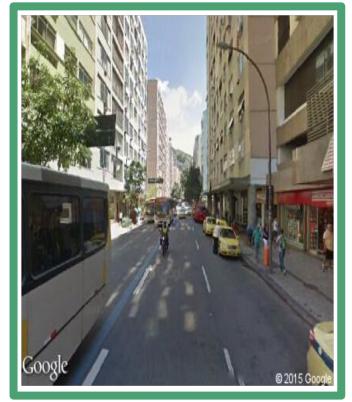




Motivation

Which one looks safer?





Bangú (RJ)

City Center (RJ)

Motivation

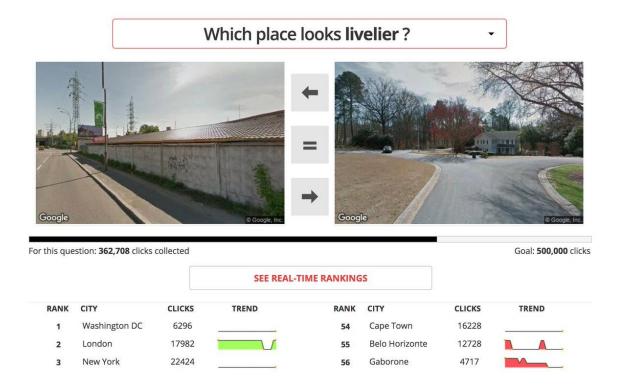
By understanding how people perceive and experience cities, we can create more inclusive, attractive, and functional urban solutions that meet the needs and aspirations of their diverse populations.

Context

Urban perception is shaped by a complex interplay of factors. Such as physical design, architectural styles, street layouts, landmarks, and the quality of infrastructure all contribute to the visual characteristics that define a city's identity.

Place Pulse

Place Pulse

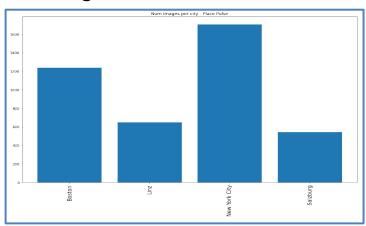


http://pulse.media.mit.edu/

^{*} Comparisons were made using two random images from random cities.

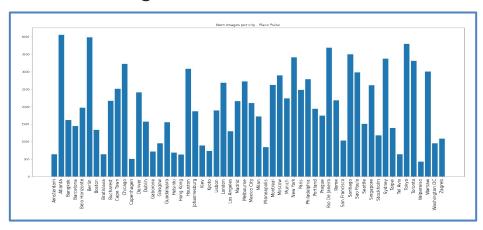
Place Pulse 1.0

- Release date: 2013
- 73 806 Comparisons
- 4 136 images
- 2 Countries
- 4 cities
- 3 categories



Place Pulse 2.0

- Release date: 2016
- 1 223 649 Comparisons
- 111 390 images
- 32 countries
- 56 cities
- 6 categories



Data Preparation

Data samples

left-id	right-id	winner	left-lat	left-long	right-lat	right-long	category
513d7e23fdc9f	513d7ac3fdc9f	equal	40.744156	-73.93557	-33.52638	-70.591309	depressing
513f320cfdc9f	513cc3acfdc9f	left	52.551685	13.416548	29.76381	-95.39 <mark>4</mark> 621	safety
513e5dc3fdc9f	5140d960fdc9f	right	48.878382	2.403116	53.32932	-6.231007	lively

Perceptual Scores

$$W_i = \frac{w_i}{w_i + d_i + l_i}$$

$$L_i = \frac{l_i}{w_i + d_i + l_i}$$

$$q_{i,k} = \frac{10}{3} (W_{i,k} + \frac{1}{n_{i,k}^w} (\sum_{j_1} W_{j_1,k}) - \frac{1}{n_{i,k}^l} (\sum_{j_2} L_{j_2,k}) + 1)$$

Rank Scores

$$\mu_{x} \longleftarrow \mu_{x} + \frac{\sigma_{x}^{2}}{c} \cdot f\left(\frac{(\mu_{x} - \mu_{y})}{c}, \frac{\varepsilon}{c}\right)$$

$$\mu_{y} \longleftarrow \mu_{y} - \frac{\sigma_{y}^{2}}{c} \cdot f\left(\frac{(\mu_{x} - \mu_{y})}{c}, \frac{\varepsilon}{c}\right)$$

$$\sigma_{x}^{2} \longleftarrow \sigma_{x}^{2} \cdot \left[1 - \frac{\sigma_{x}^{2}}{c} \cdot g\left(\frac{(\mu_{x} - \mu_{y})}{c}, \frac{\varepsilon}{c}\right)\right]$$

$$\sigma_{y}^{2} \longleftarrow \sigma_{y}^{2} \cdot \left[1 - \frac{\sigma_{y}^{2}}{c} \cdot g\left(\frac{(\mu_{x} - \mu_{y})}{c}, \frac{\varepsilon}{c}\right)\right]$$

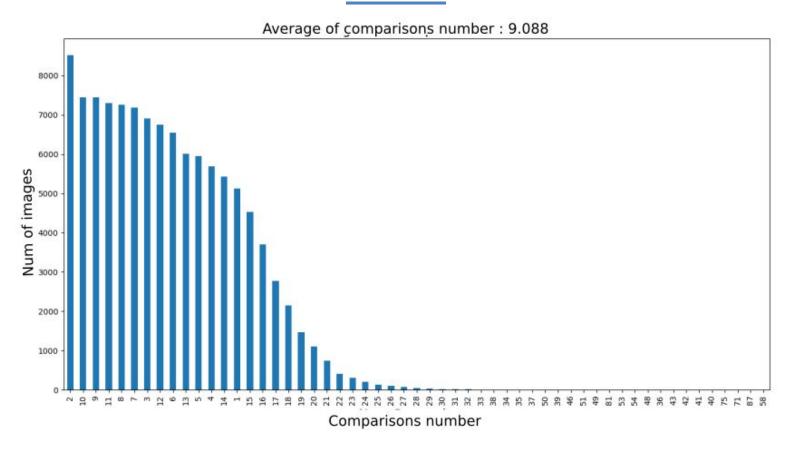
$$c^{2} = 2\beta^{2} + \sigma_{x}^{2} + \sigma_{y}^{2}$$

$$q_{i,k} = \frac{10}{c_{max,k}}(c_{i,k})$$

**Minka et al, "TrueSkill 2: An improved Bayesian skill rating system", 2018 Dubey et. al, "Deep Learning the City: Quantifying Urban Perception At A Global Scale", 2016

^{*}Nassar et al, "The evaluative image of the city", 1990 Salesse et. al, "The Collaborative Image of The City: Mapping the Inequality of Urban Perception", 2013

Number of comparisons



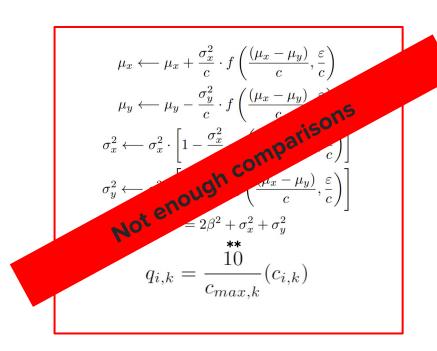
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Processed samples

Image	ID	Safety	Lively	Wealthy	Beauty	Boring	Depressive
	513d7e23fdc9f	7.42	8.58	6.5	7.3	2.64	1.23
	513f320cfdc9f	6.07	4.97	7.13	8.61	1.67	0.86

Exploratory Data Analysis

Geographical city distribution



Number of images per continent



Number of images per geographical level

Place Pulse 2.0							
Category/Level	City	Country	Continent	Global			
safety	20,143	45,640	85,890	111,390			
lively	14,803	38,216	79,788	111,349			
Beautiful	9,410	28,811	66,792	110,767			
Wealthy	7,642	24,326	57,780	107,796			
Depressing	6,556	21,171	52,504	105,496			
Boring	6,148	20,931	52,031	106,364			

Summary

Place Pulse 2.0						
Continent	#countries	#cities	#images			
Europe	19	22	38,747			
North America	3	17	37504			
South America	2	5	12,524			
Asia	5	7	11,417			
Oceania	1	2	6,097			
Africa	2	3	5,101			
Total	32	56	111,390			

Place Pulse 2.0						
Category	# comparisons	# images	mean			
Safety	368,926	111,389	5.188			
Lively	267,292	111,348	5.085			
Beautiful	175,361	110,766	4.920			
Wealthy	152,241	107,795	4.890			
Depressing	132,467	105,495	4.816			
Boring	127,362	106,363	4.810			
Total	1,223,649		,			

Urban Security Perception

Perceptual scores

Perceptual

left	right	winner		Image	Scores
		draw			,8.35)
		left	$\hat{y}_{i,k} = q_{i,k}$, 7.16
		right			,5.01)
· ·	•	•	l: (X,Y)		
ingt and		right			, 1.29
	- And	left			, 0.55

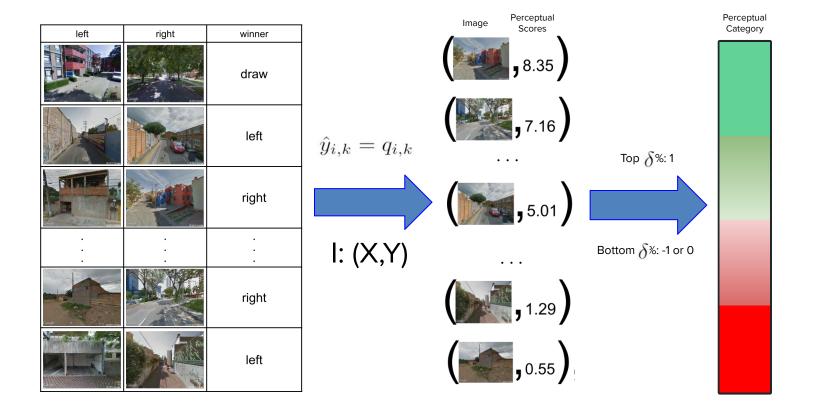
Data labeling

We define a parameter δ which will helps to labeling our data.

$$\hat{y}_{i,k} = q_{i,k}$$

$$y_{i,k} = \begin{cases} 1 & \text{if } (q_{i,k}) \text{in the top } \delta\% \\ -1 & \text{if } (q_{i,k}) \text{in the bottom } \delta\% \end{cases}$$

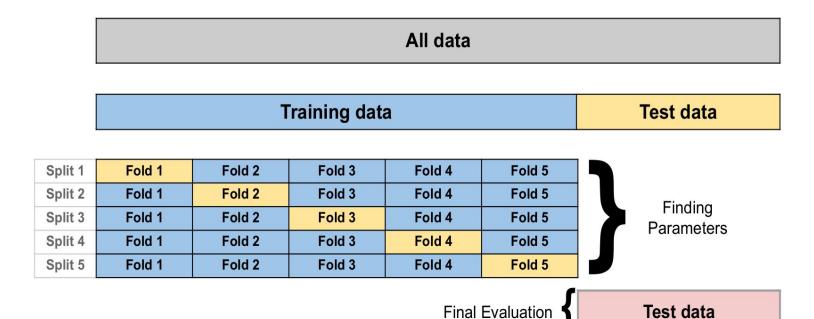
Perceptual category



Experiments and Results

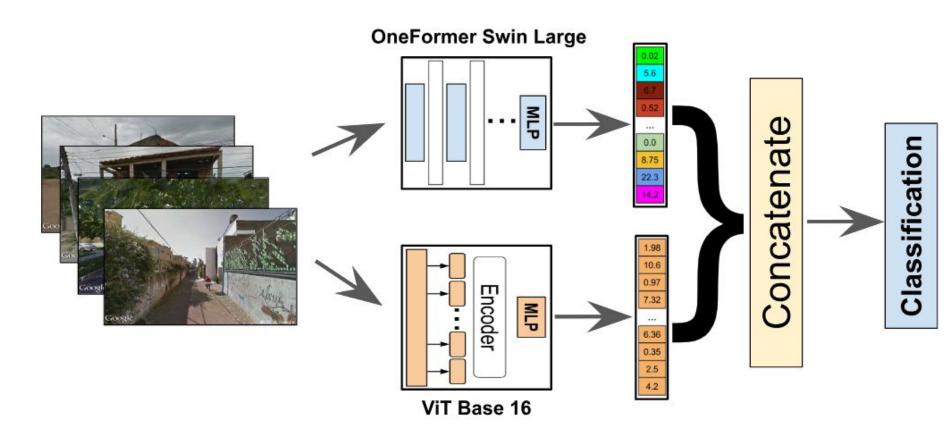
Data split

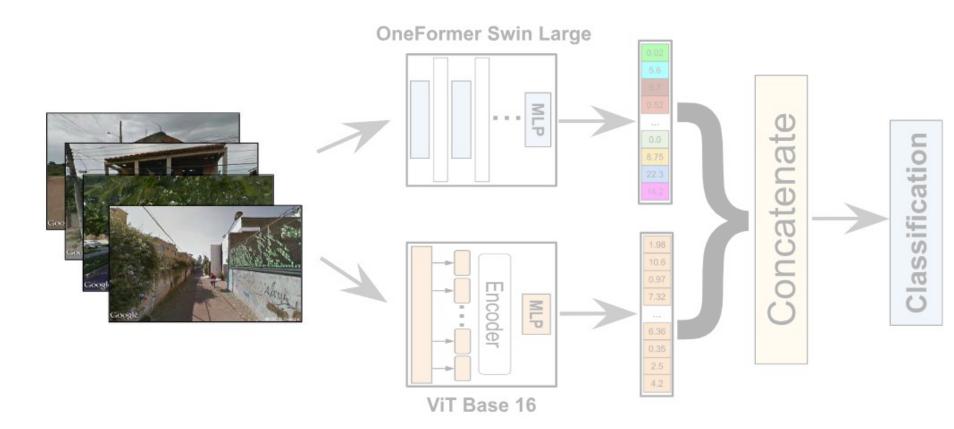
- Oversampling method to balance classes and split data into 75% and 25%, respectively
- Hyperparameters tuning: Grid search using Stratified 5 Cross-Validation

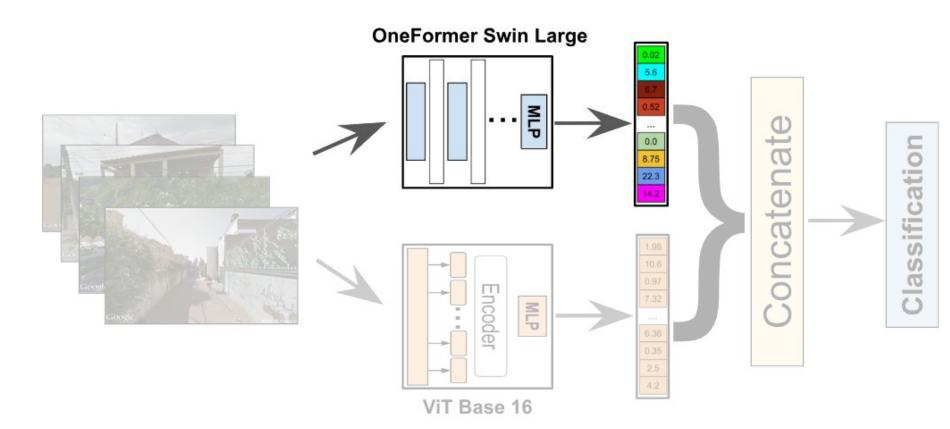


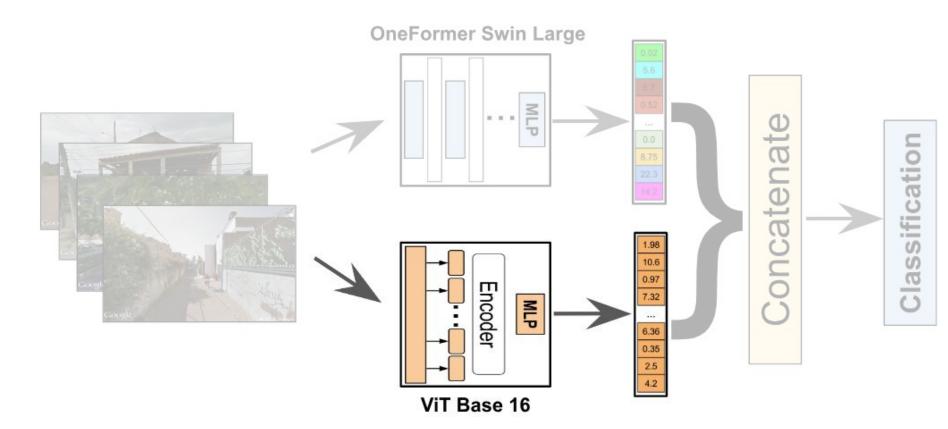
Classification details

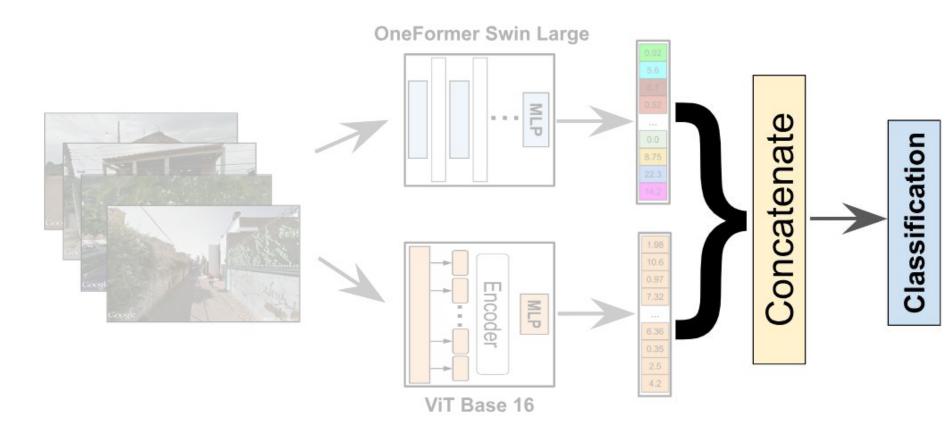
- We fuse ViT B model and OneFormar segmentation model. Then, we use a dense layers to build our classifier
- We perform two tasks: binary classification (between safe and unsafety) and 10-label classification.
- The second one is dividing the range of the scores, e.g., 0-1 is the label 0, 1-2 is label 1, and so on.
- We use the accuracy metric to compare with previous works
- We perform all experiments using a GTX 1650 Ti, 8 VRAM.











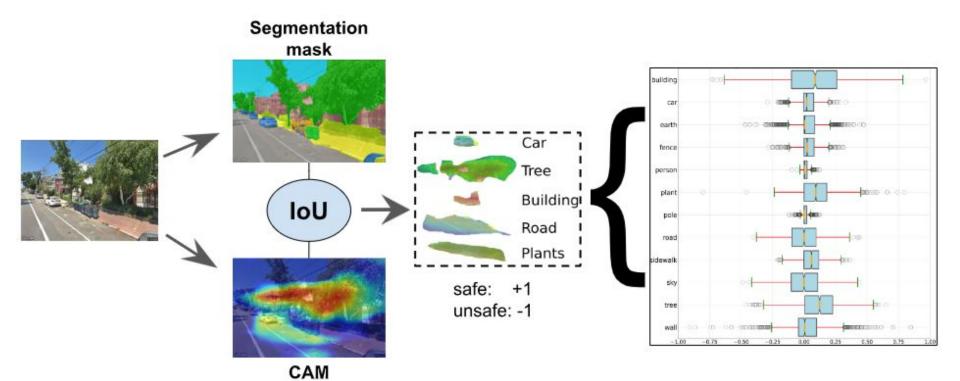
Results

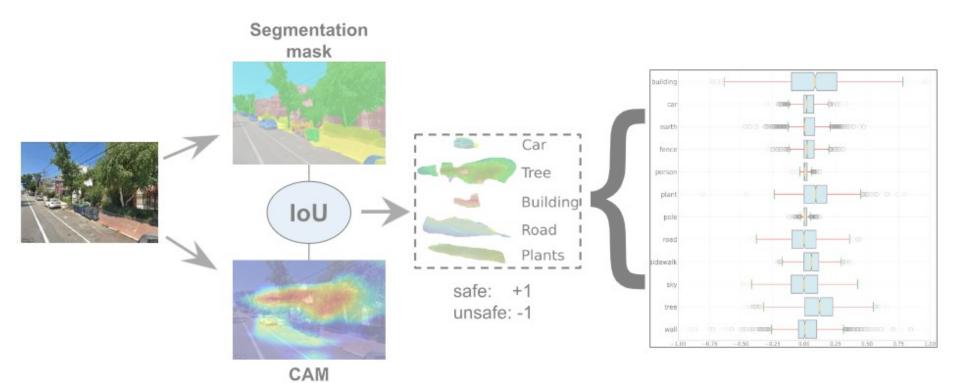
ACCURACY REPORT USING BINARY CLASSIFICATION

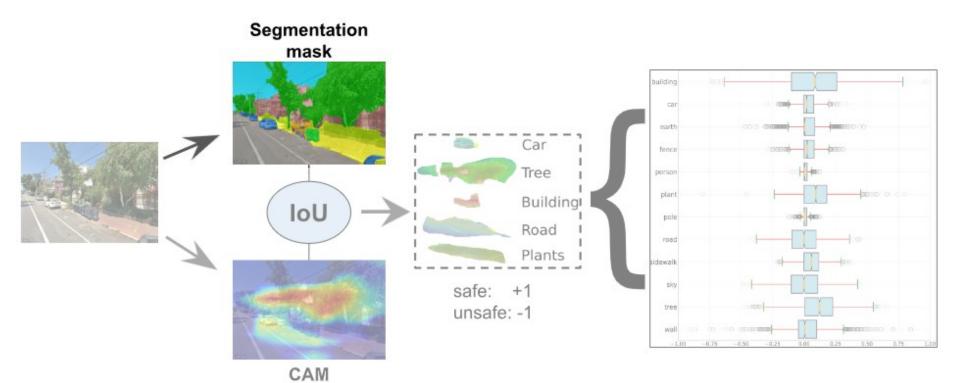
ACCURACY REPORT USING 10-LABEL CLASSIFICATION

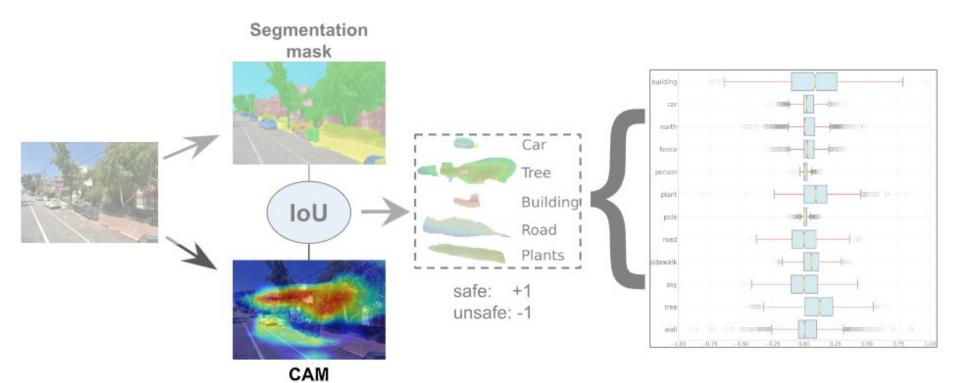
Model	Acc
PspNet+VGG [21]	48.38
DeepLabV3+VGG [21]	51.93
DSAPN+ResNet [43]	64.87
MTDRALN-LC [19]	65.07
MTDRALN-TC [19]	65.82
VGG+ImageNet [22]	65.72
VGG-GAP+ImageNet [22]	66.09
VGG+Places365 [22]	66.46
VGG-GAP+Places365 [22]	66.96
VGG19+ImageNet [4]	67.01
PSPNet+SVR [44]	70.63
DeiT+ResNet50 [32]	71.16
ViT-nn (Ours)	71.29
ViT-nn+OneFormer (Ours)	75.68

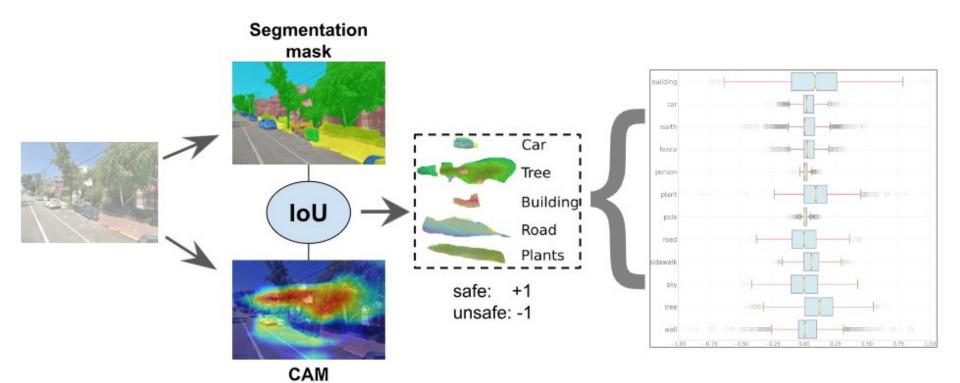
Model	Acc
ResNet50 [18]	71.33
SegFormerB5+RF [46]	42.8
VGG19 [46]	75.2
ConvNeXt-B [46]	76.4
SFB5+ConvNeXt-B+RF [46]	78.1
ViT-nn (Ours)	74.97
ViT-nn+OneFormer (Ours)	78.68



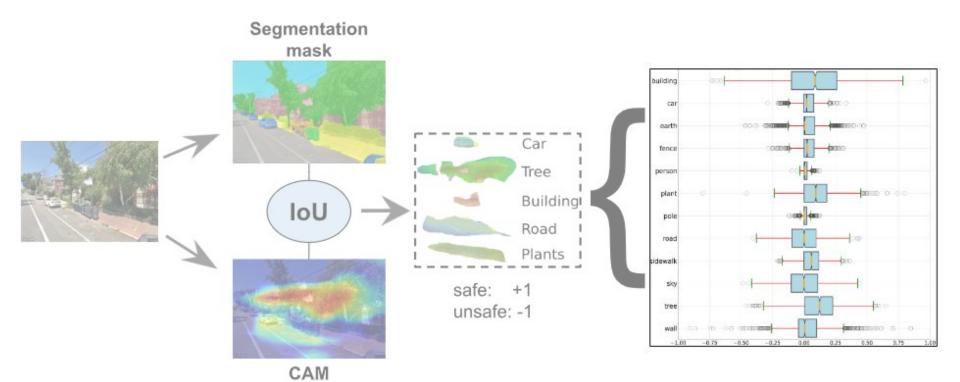




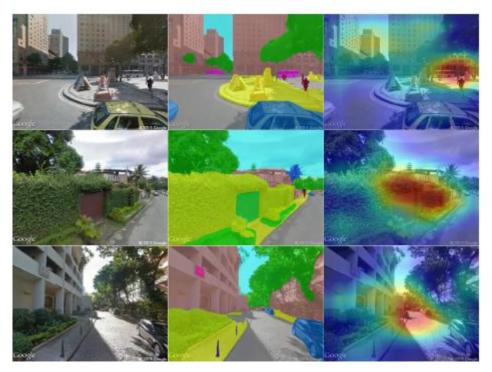


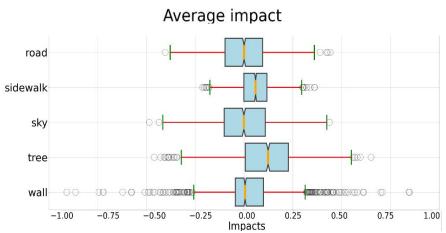


Explanation



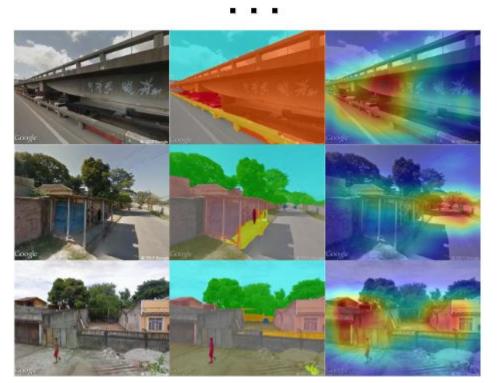
Safe samples

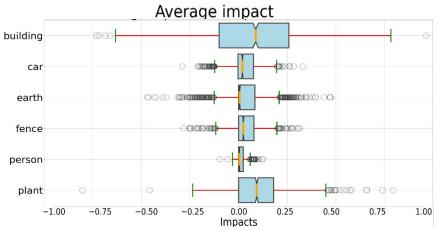




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Unsafe samples





Limitations

Individual perception

Safe perception





Unsafe perception



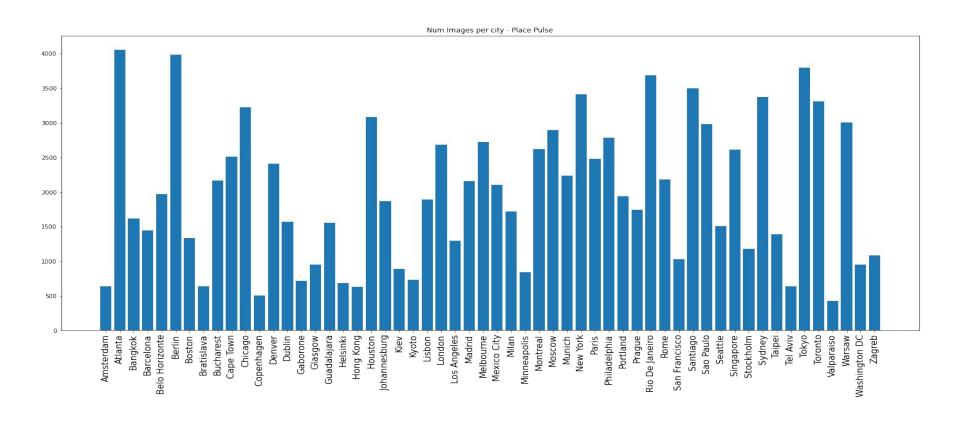
New York*



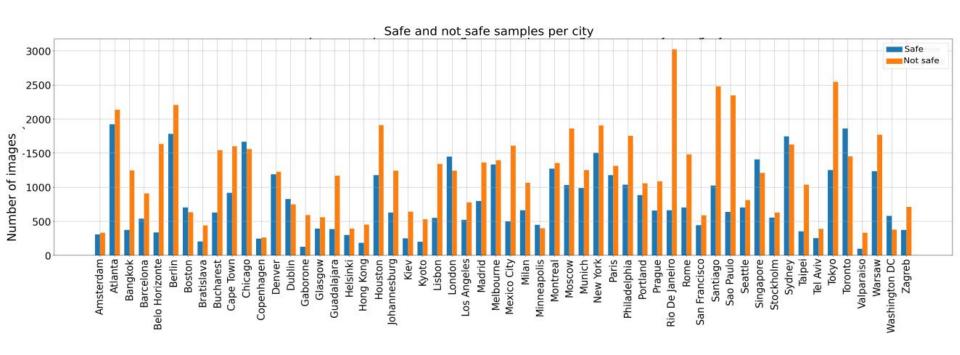
Tokyo**

^{*}https://www.nytimes.com/2019/08/08/nyregion/newyorktoday/times-square-panic-safety.html#:~:text=Actually%2C%20Times%20Square%20is%20one,23%2C000%20major%20crimes%20secreded.

Lack of samples

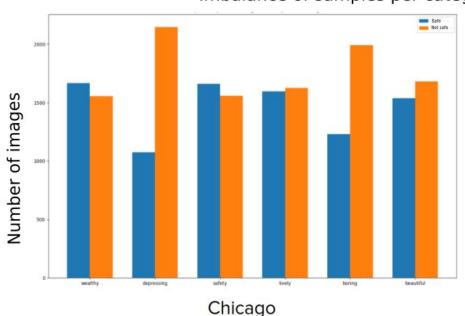


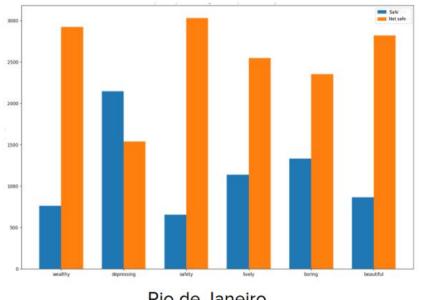
Imbalance of samples



Imbalance of samples

Imbalance of samples per category in Chicago and Rio de Janeiro



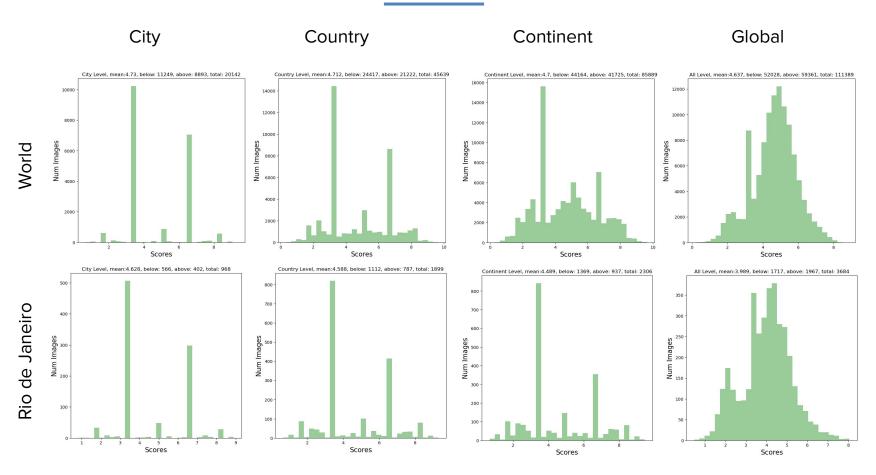


Rio de Janeiro

^{*}Positive Samples: safe, beautiful, wealthy, lively, not depressing, not boring.

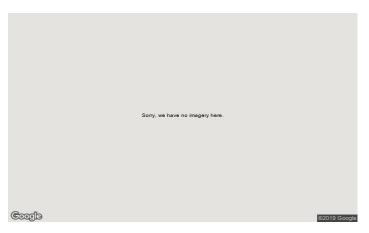
^{*}Negative Samples: not safe, not beautiful, not wealthy, not lively, depressing, boring.

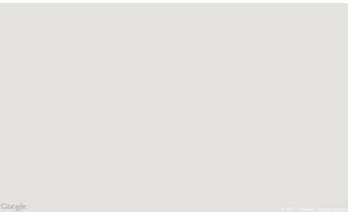
Non-Reliable Score Distribution

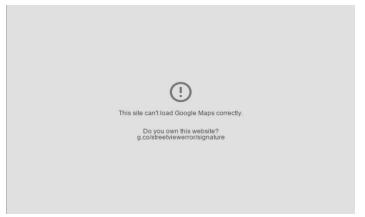


Faulty/Blank/None samples









Conclusions

Conclusions

- We propose a methodology to analyze the Place Pulse 2.0 dataset since we thought that
 is better to focus on data first instead of model complexity.
- We **develop** a new transformer-based model called **UrbanFormer**, aiming to improve street view imagery classification applied to urban safety perception
- We evaluate the importance of visual elements within images by measuring the intersection over union (IoU) between segmentation masks and model-generated explanations, providing deeper insights into model interpretability and feature relevance.
- We expose the Place Pulse limitations founded through this analysis.

THANKS!

Any Questions?