

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

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



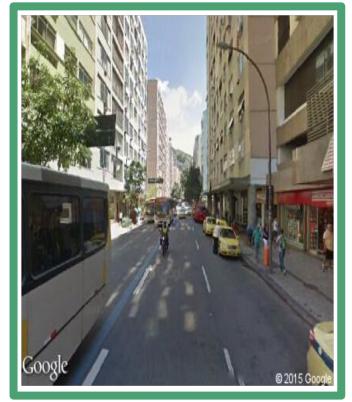




# **Motivation**

## Which one looks safer?





Bangú (RJ)

City Center (RJ)

#### **Motivation**

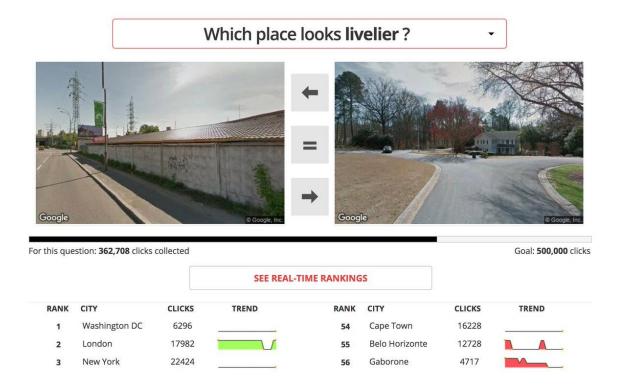
By understanding how people perceive and experience cities, we can create more complex models to analyze the perception and obtain insights from inferences.

## 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**

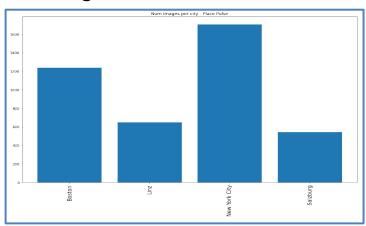


#### http://pulse.media.mit.edu/

<sup>\*</sup> Comparisons were made using two random images from random cities.

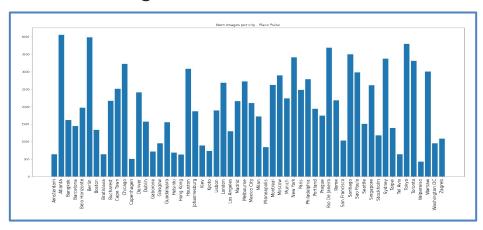
## Place Pulse 1.0

- 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

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

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

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

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

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

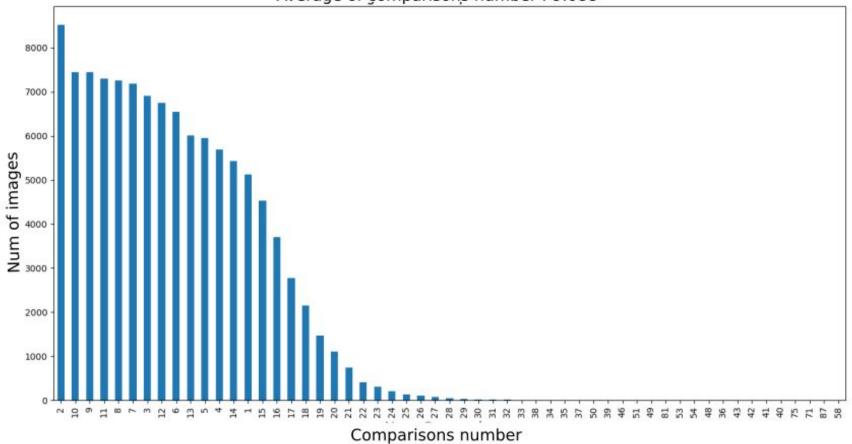
$$q_{i,k} = \frac{10}{c_{max,k}}(c_{i,k})$$

\*\*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

<sup>\*</sup>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

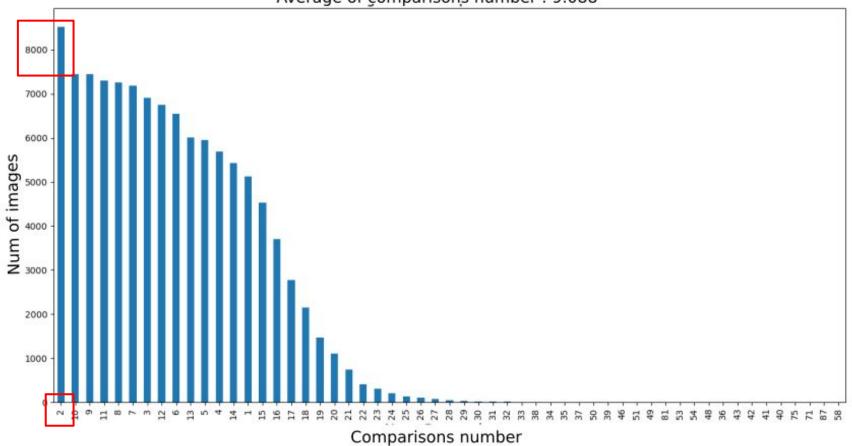
## **Number of comparisons**

Average of comparisons number: 9.088



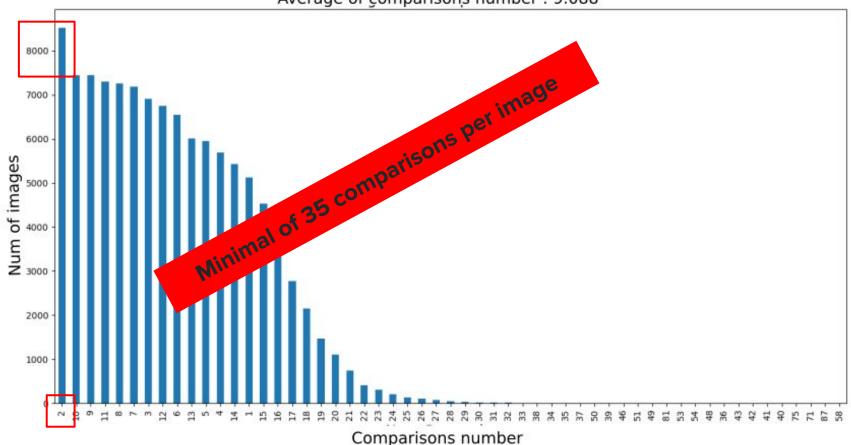
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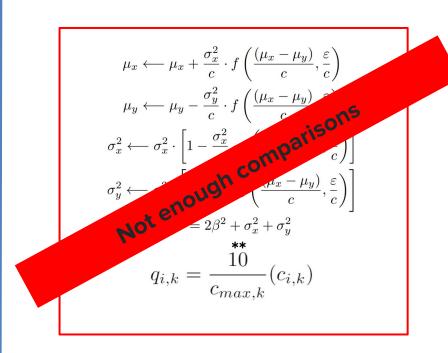
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## **Processed samples**

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

## **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		<del>,</del>		

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# **Urban Safety Perception**

## **Number of images per continent**



## **Geographical city distribution**



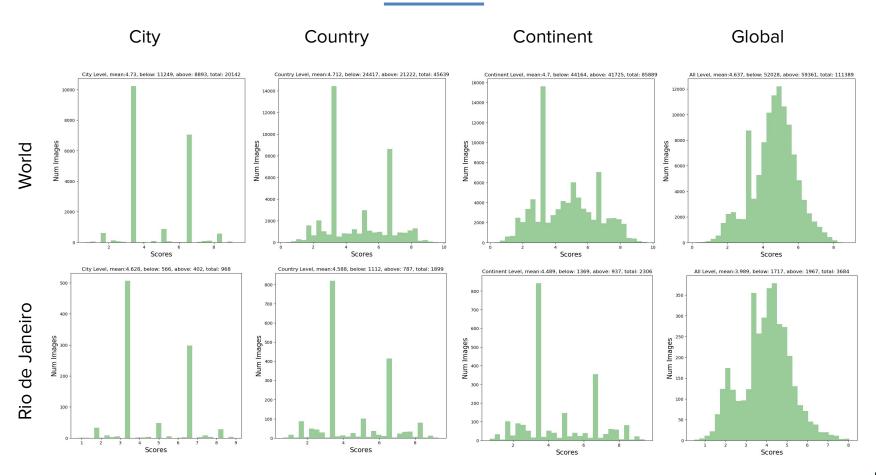
## **Perceptual scores**

			1	Image	Perceptual Scores
left	right	winner draw			,8.35)
		left	$\hat{y}_{i,k} = q_{i,k}$		<b>,</b> 7.16
BRASIL		right			,5.01)
:	•	•	l: (X,Y)		
Logic		right			<b>,</b> 1.29
		left			, 0.55

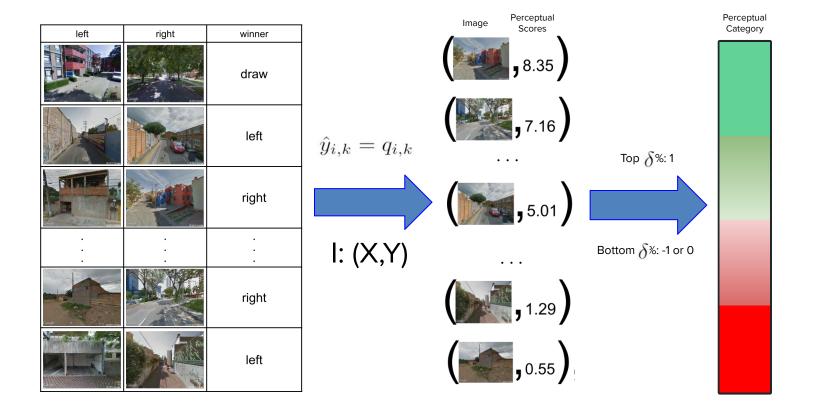
## Number of images per geographical level

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			

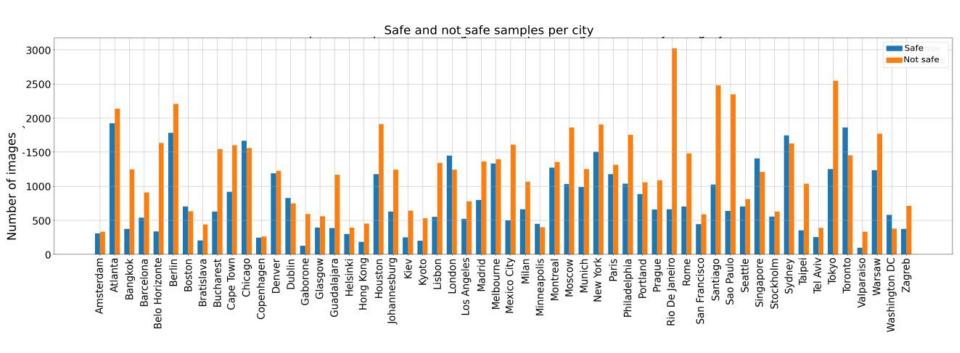
## **Non-Reliable Score Distribution**



## **Perceptual category**

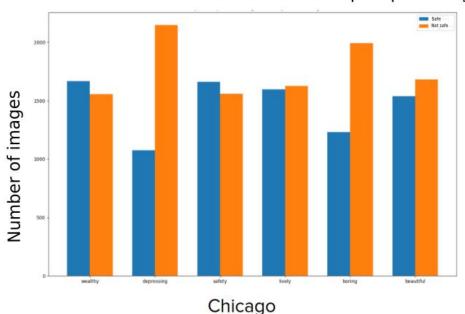


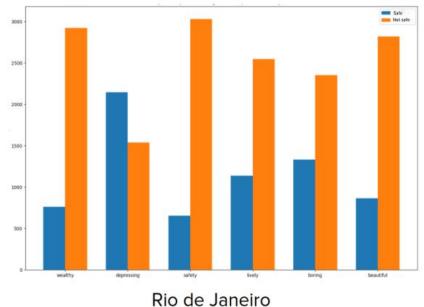
## Imbalance of samples



## **Imbalance of samples**

#### Imbalance of samples per category in Chicago and Rio de Janeiro





<sup>\*</sup>Positive Samples: safe, beautiful, wealthy, lively, not depressing, not boring.

<sup>\*</sup>Negative Samples: not safe, not beautiful, not wealthy, not lively, depressing, boring.

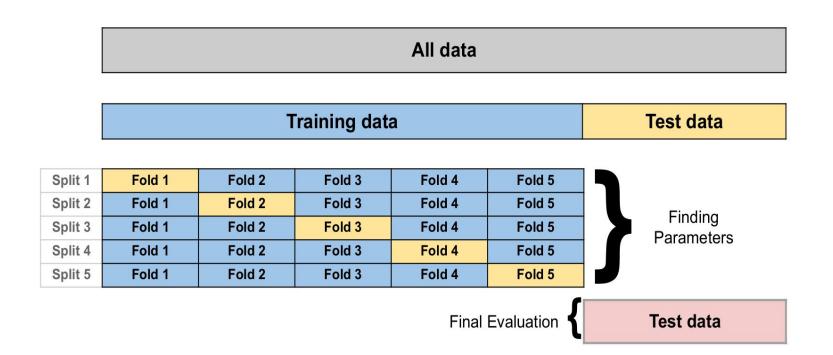
# **Experiments and Results**

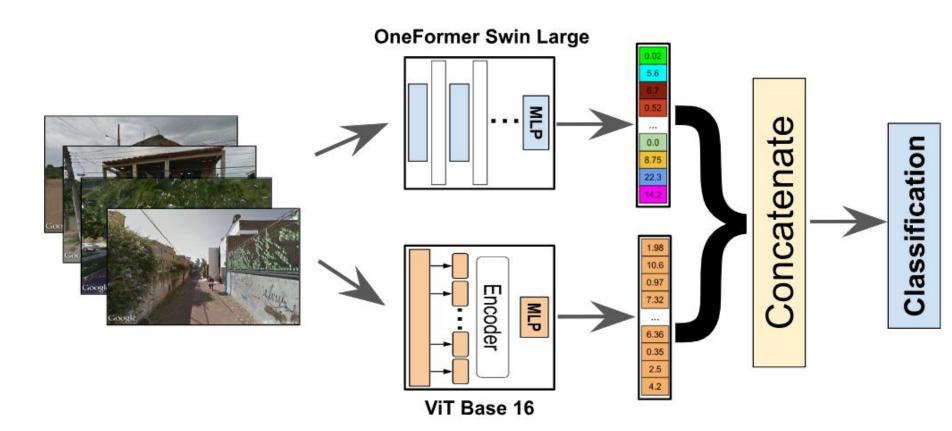
#### **Classification details**

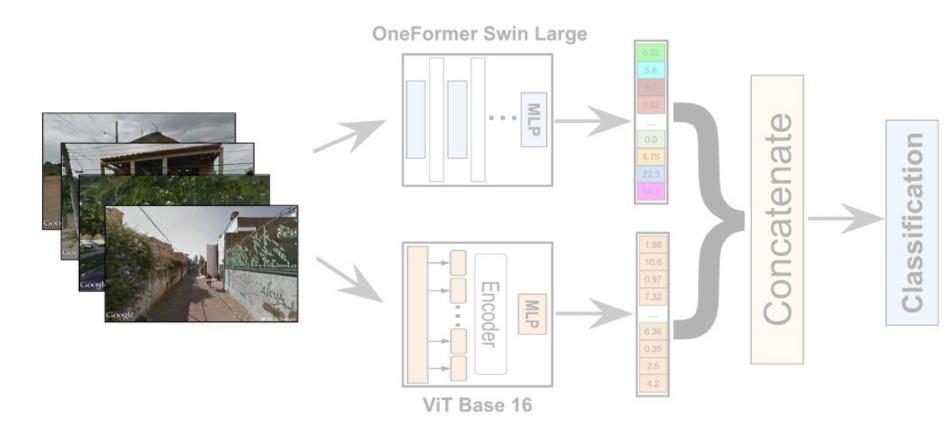
- We fuse ViT B-16 model and OneFormer segmentation model. Then, we use a dense layers to build our classifier
- We perform two tasks: binary classification (between safe and unsafe) and
   10-label classification. The second one is dividing the range of the scores, e.g., 0-1 is the label 0, 1-2 is label 1, and so on.
- We use the accuracy metric to compare with previous works.
- Hyperparameters tuning: Grid search using Stratified 5 Cross-Validation
- We perform all experiments using a NVIDIA GTX 1650 Ti, 8 VRAM.

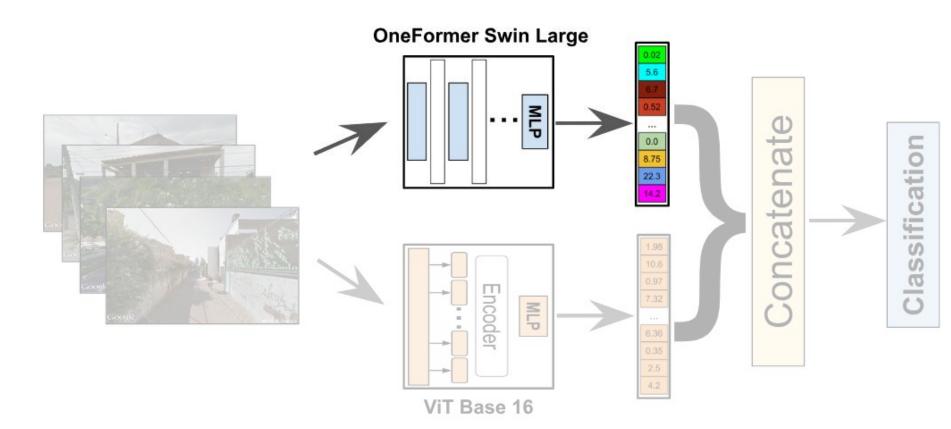
## **Data split**

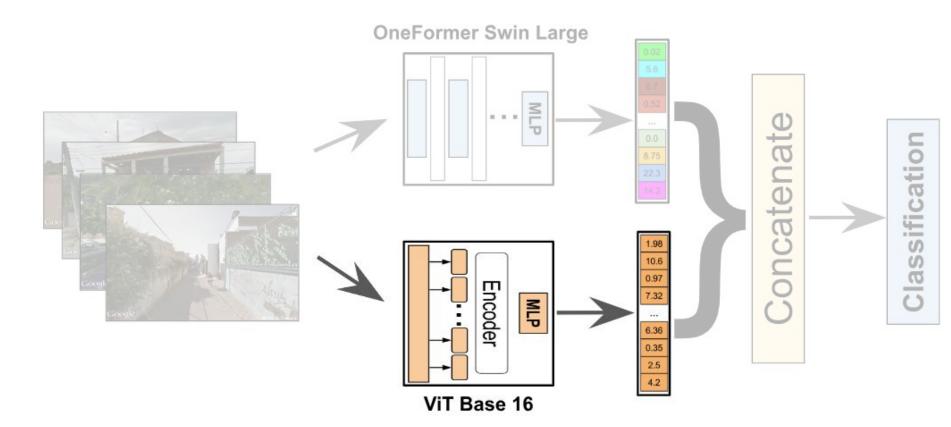
- Oversampling method to balance classes and split data into 75% and 25%.

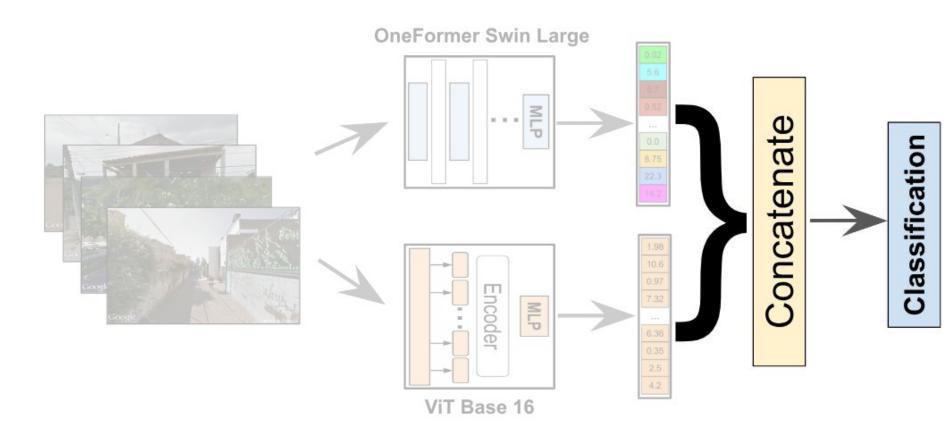












## **Results**

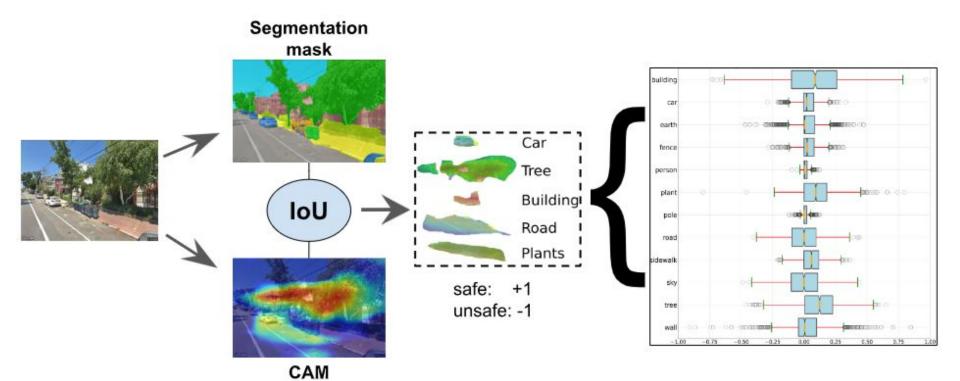
#### ACCURACY REPORT USING BINARY CLASSIFICATION

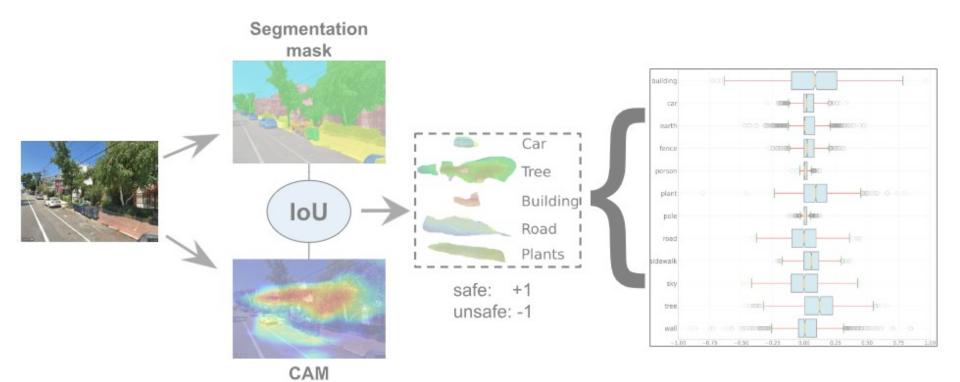
#### ACCURACY REPORT USING 10-LABEL CLASSIFICATION

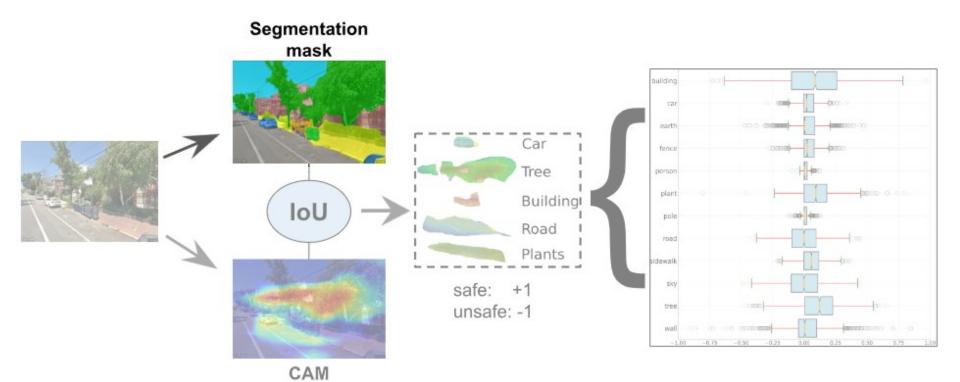
Model	Acc
PspNet+VGG [21]	48.38
DeepLabV3+VGG [21]	51.93
DSAPN+ResNet [43]	64.87
MTDRALN-LC [19]	65.07
MTDRALN-TC [19]	65.82
VGG+ImageNet [22]	65.72
VGG-GAP+ImageNet [22]	66.09
VGG+Places365 [22]	66.46
VGG-GAP+Places365 [22]	66.96
VGG19+ImageNet [4]	67.01
PSPNet+SVR [44]	70.63
DeiT+ResNet50 [32]	71.16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

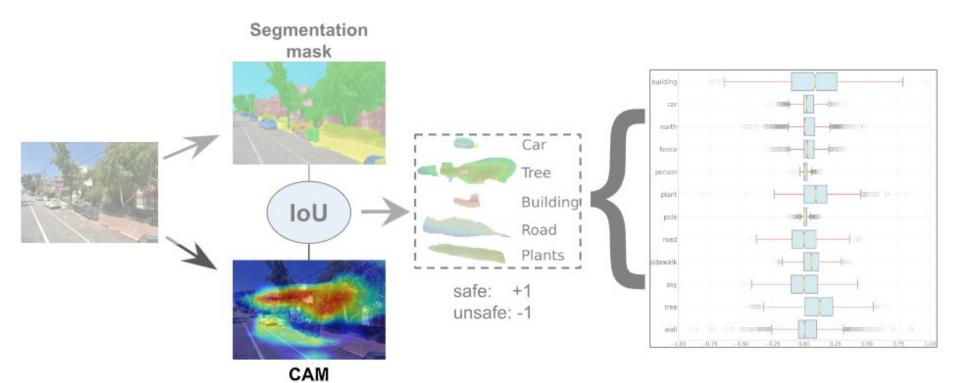
Model	Acc
ResNet50 [18]	71.33
SegFormerB5+RF [46]	42.8
VGG19 [46]	75.2
ConvNeXt-B [46]	76.4
SFB5+ConvNeXt-B+RF [46]	78.1
ViT-nn (Ours)	74.97
ViT-nn+OneFormer (Ours)	78.68

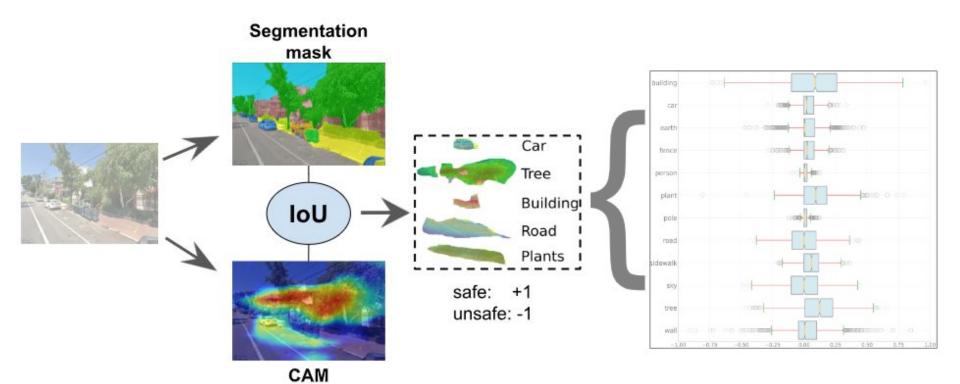
## **Explanation**

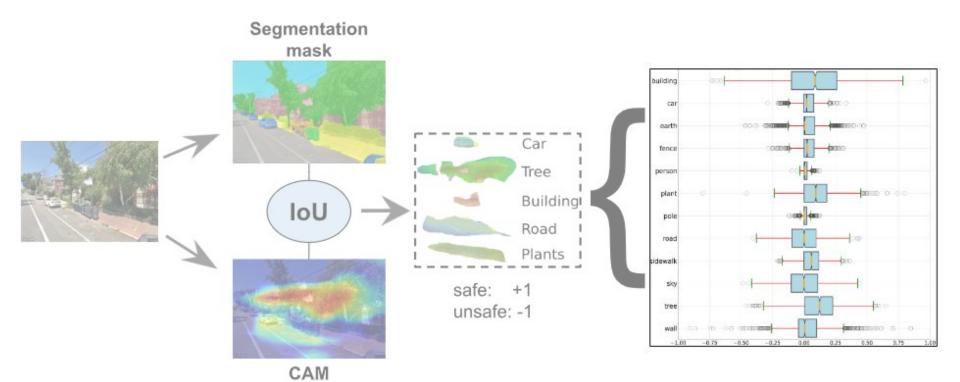




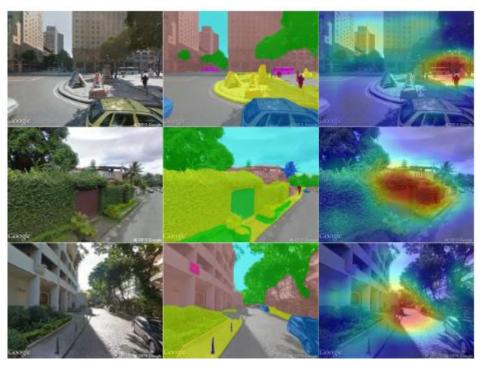


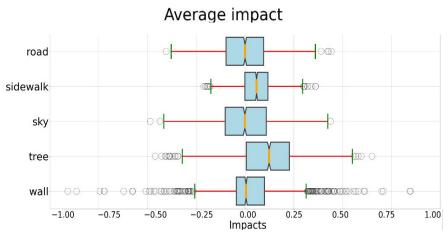






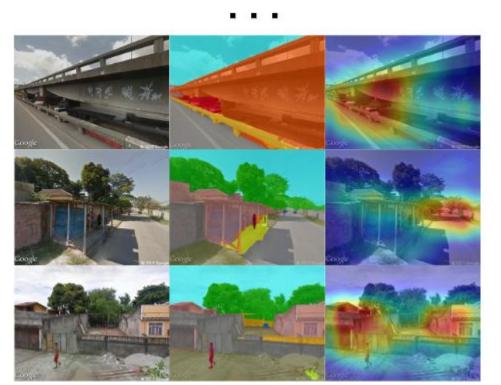
### **S**afe samples

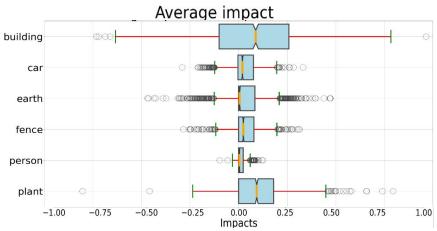




. . .

# **Unsafe samples**





# Limitations

### **Individual perception**

Safe perception







Unsafe perception



New York\*

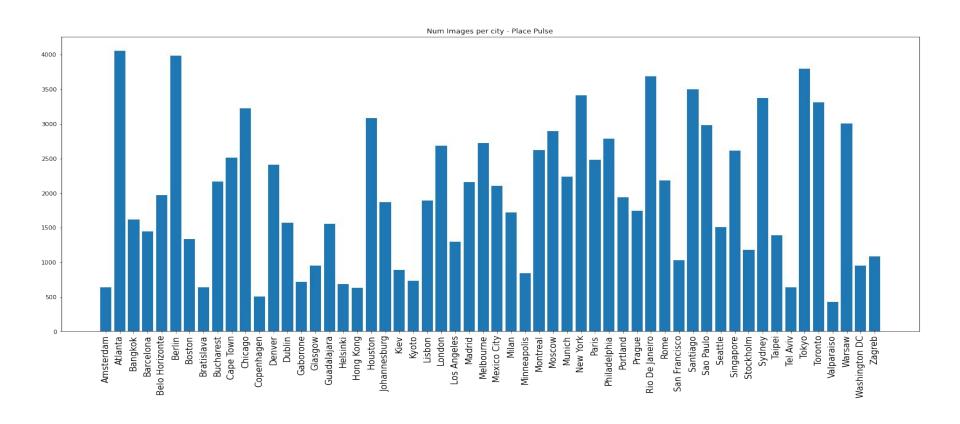


Tokyo\*\*

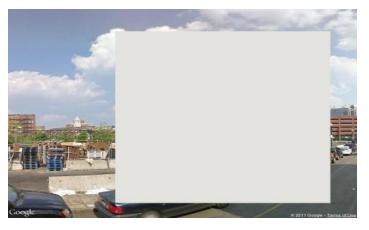
<sup>\*</sup>https://www.nytimes.com/2019/08/08/nyregion/newyorktoday/times-square-panic-safety.html#:~:text=Actually%2C%20Times%20Square%20is%20one,23%2C000%20major%20crimes%20were%20recorded.

<sup>\*\*</sup>https://www.japantimes.co.jp/news/2019/10/04/national/media-national/rip-off-bars-japan-tourist-boom/

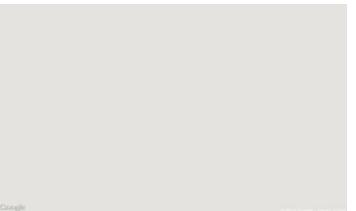
### Lack of samples

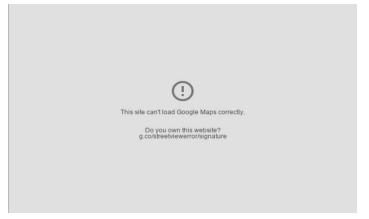


# Faulty/Blank/None samples









# **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 identify limitations that impacts in our analysis generating a bias in classifying perceptions.

# THANKS!

Any Questions?