**Analysis and Design of Public Places Crowd Stampede Early-Warning Simulating System**

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This paper analyzes the requirements for a public crowd stampede early-warning simulation system, outlines the fundamental design in terms of system functions and operational processes, and presents an initial implementation of the system's core functionalities.

The authors described Requirements Analysis and System Design. The implementation contains:

* Identification of moving objects
* Tracking of moving objects
* Crowd counting and calculation of crowded degree
  + Set initial values
  + Crowd searching and number calculating
  + Calculation of density and result boxes making
* The early-warning of abnormal human behaviour