



# P2PNet for Crowd Counting

A Point-to-Point  
Regression Framework

Presented By

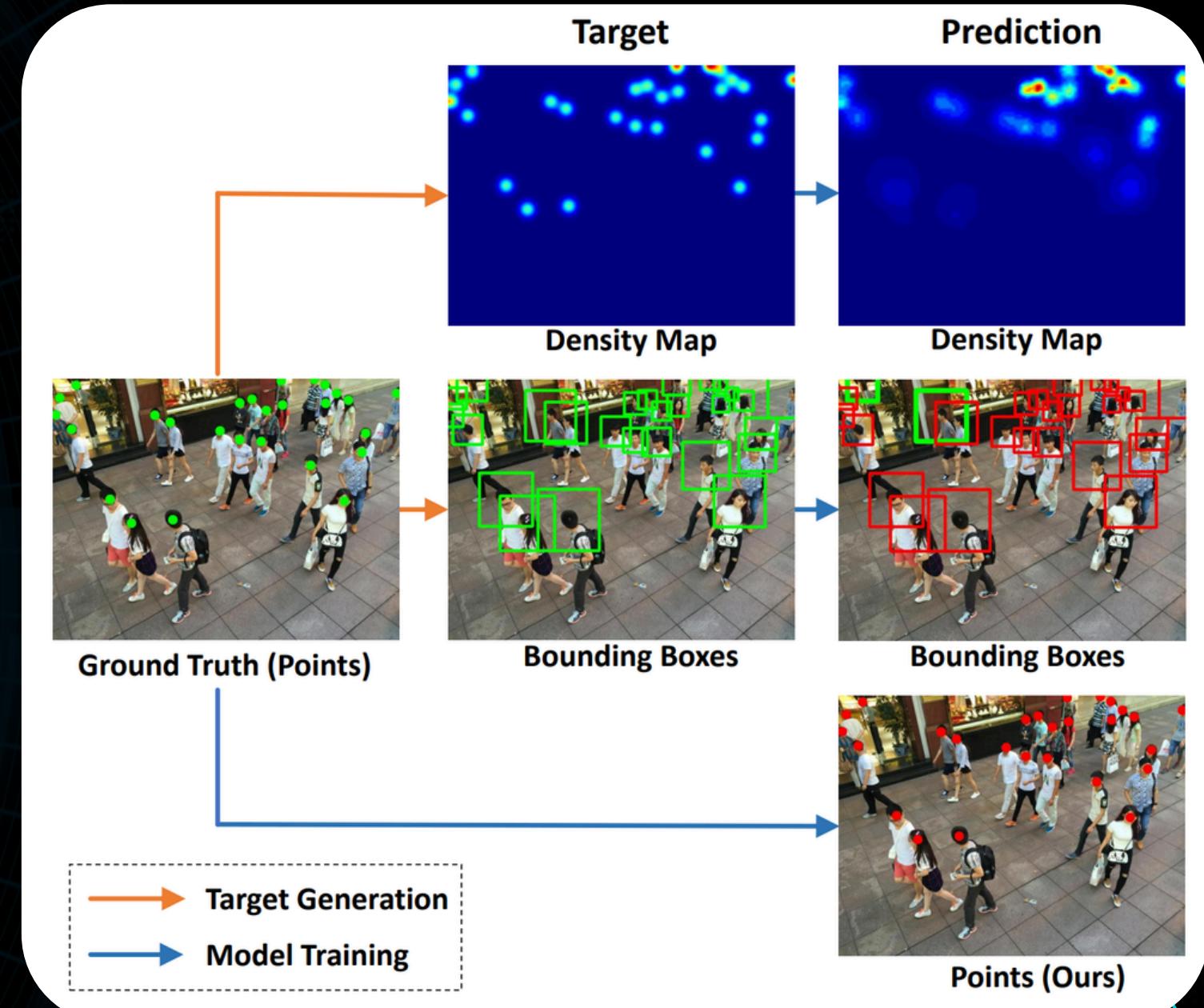
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# Project Objective & Background

**Counting people in dense crowds is hard  
(Occlusion, Scale variation)**

Traditional methods estimate density maps, which can be blurry. Our objective is to implement P2PNet, which directly predicts the exact (x, y) coordinate for each person. This is an end-to-end approach that simplifies the pipeline.



# Dataset & Preprocessing

## Creativity Unleashed

Dataset: ShanghaiTech Part A (Highly congested scenes).

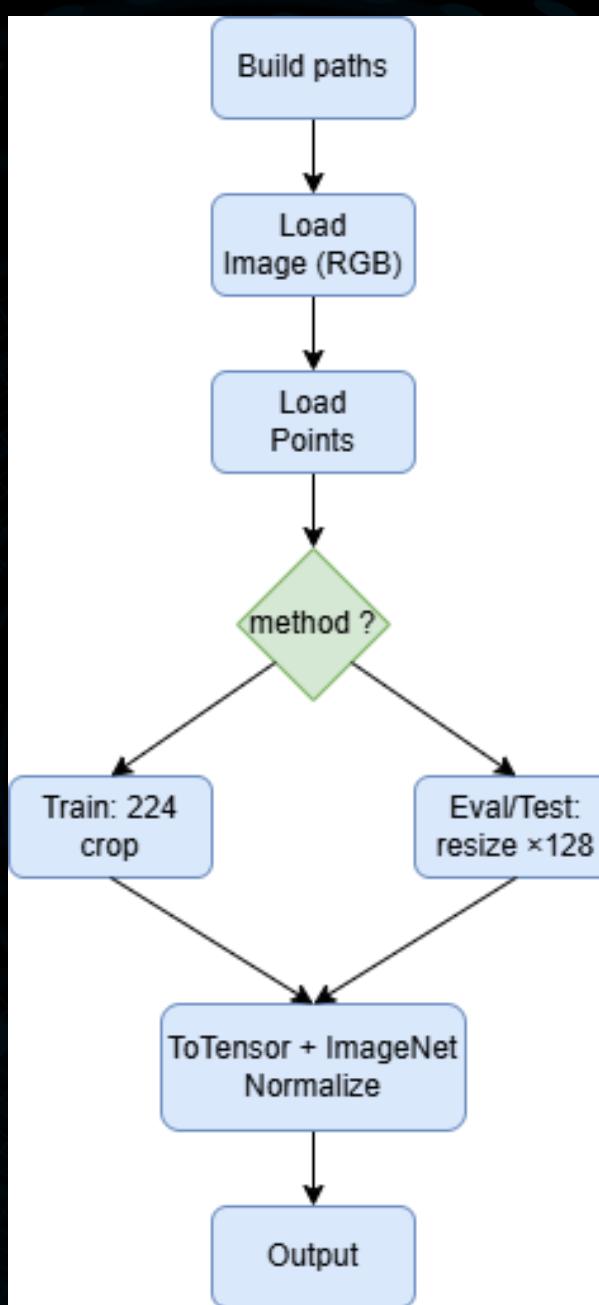
Source: Internet images, variable resolutions.

Preprocessing (dataset.py):

Fixed Size Training: Random Crop to 224x224 and (Data Augmentation).

Augmentation: added random flip and jitter

Testing: Resize to multiples of 128 (to fit VGG16 strides), but keep original aspect ratio.



# Neural Network Architecture

## Revolutionizing Health and Wellness

- **Backbone:** VGG16-BatchNorm (backbone.py). Uses features from different layers (C3, C4, C5).
- **Neck:** FPN (Feature Pyramid Network) to fuse deep (semantic) and shallow (detail) features.
- **Heads:** Two branches for every point:
  1. Regression: Where is the point? ( $\Delta x$ ,  $\Delta y$ )
  2. Classification: Is this a person? (Score)
- Our model architecture, defined in p2pnet.py, uses a VGG16 backbone. We extract features at strides 8 and 16. These features are fed into two parallel heads: one predicts the coordinate offset, and the other predicts the confidence score.

# The "Hungarian" Matcher

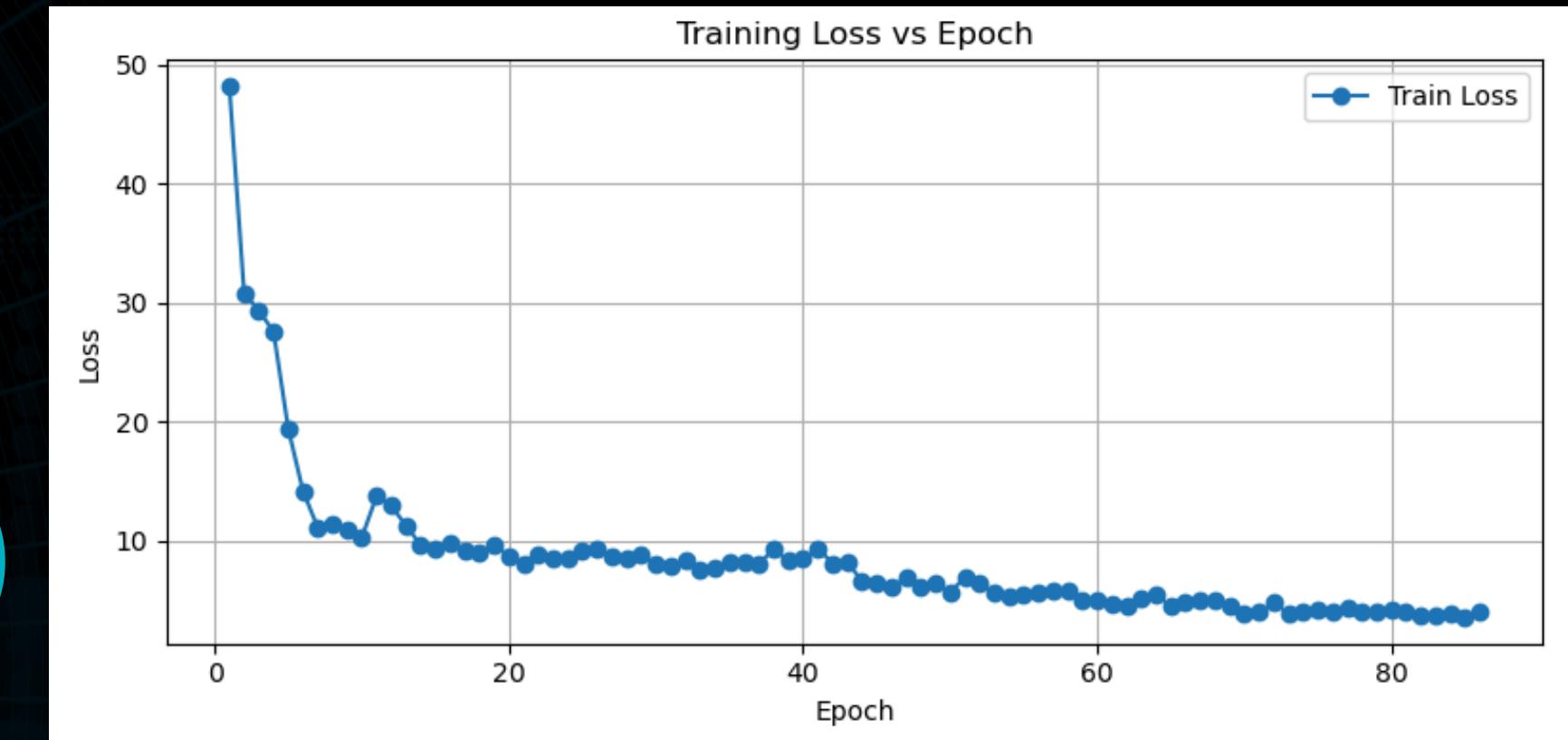
## The Rise of Smart Machines

- The Problem: Model predicts 10,000 points, but there are only 200 people. Which prediction corresponds to which person?
- The Solution: One-to-One Matching (matcher.py).
- Mechanism: Hungarian Algorithm minimizes the global cost (Classification Score + Point Distance).

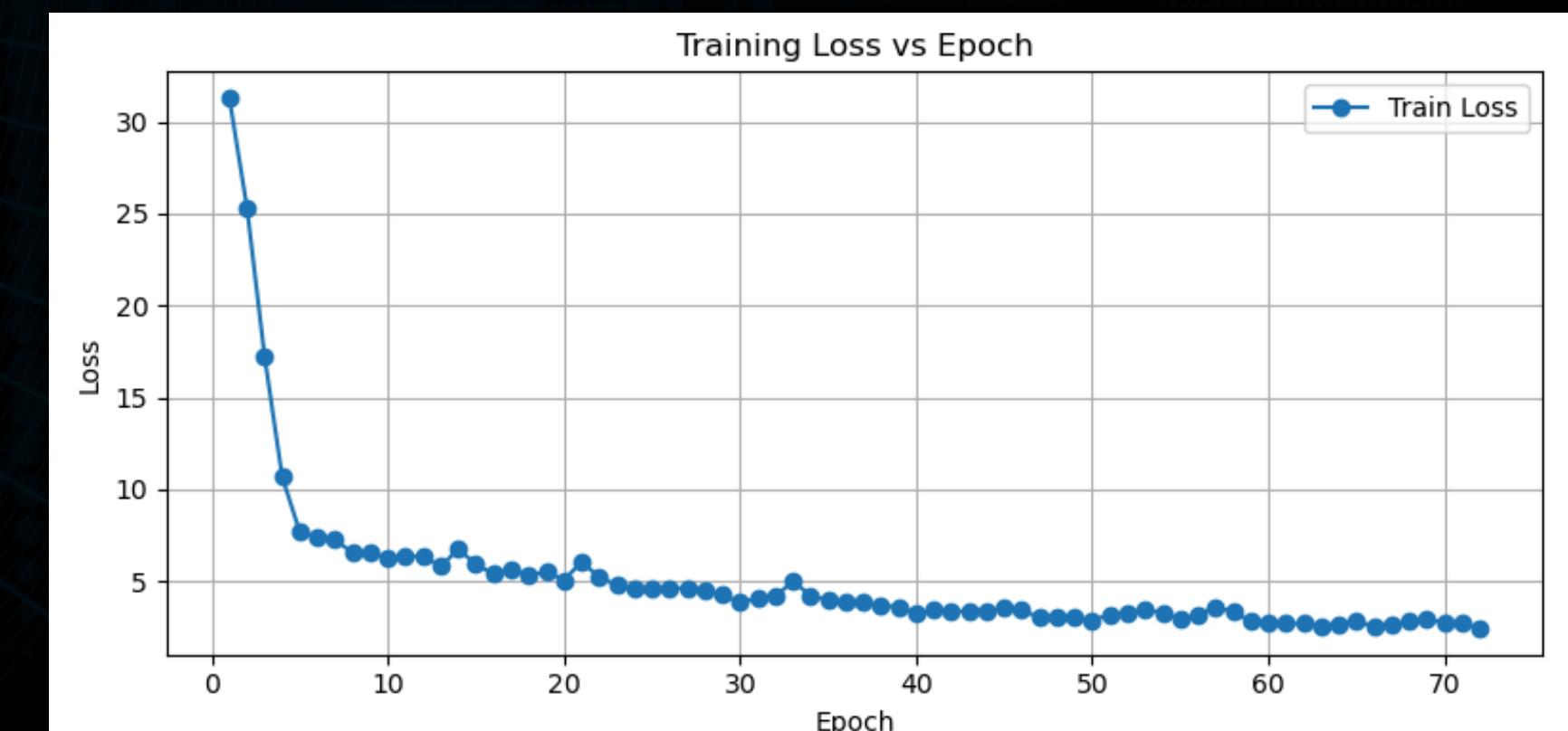


# Loss Function & Training

✓ Lcls: BCE with logits (Focus on matched points).



✓ Lpoint: MSE Loss (Only for matched points).

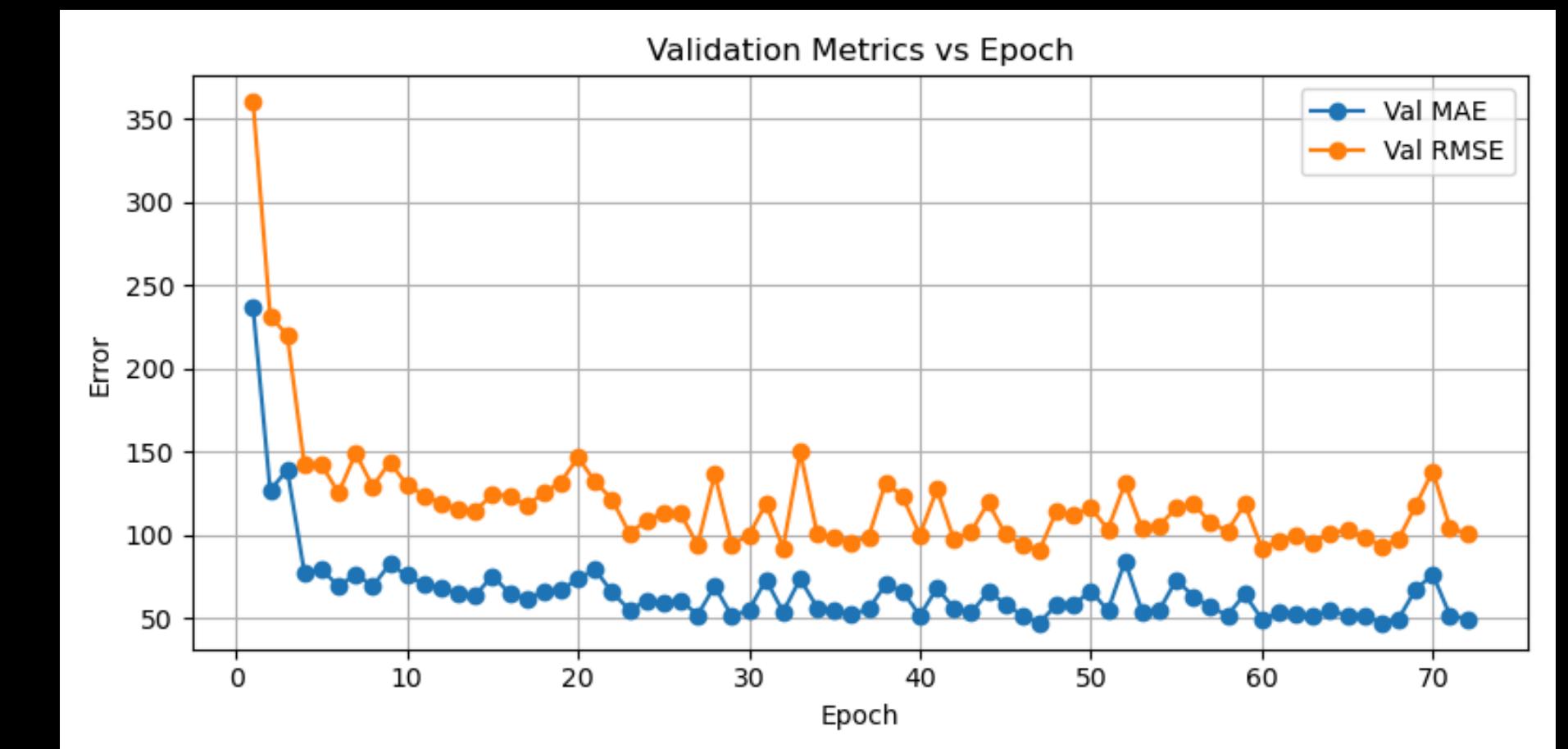


# Fine Tuning

Freezed the backbone first  
to stabilize the training.

unfreeze later with a  
smaller LR (backbone).

Early stopping on validation MAE to  
prevent overfitting.



# Evaluation & Conclusion



There are some “good” results...

...and some problems



# Conclusion & Future Work

- Summary: P2PNet is effective, end-to-end, and removes complex post-processing.
- Future: Try stronger backbones (ResNet-50 or Swin Transformer). Improving detection on extremely small scales.
- Add localization metrics (Precision/Recall)



# Thank You !

