



## Detecting Humans in Crowded Scenes

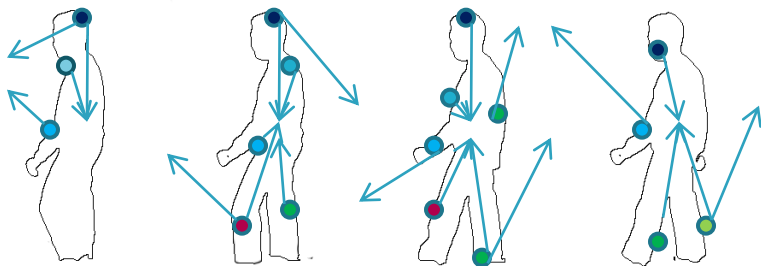
ACM Multimedia 2007, Mikel Rodriguez and Mubarak Shah

Burgstraße

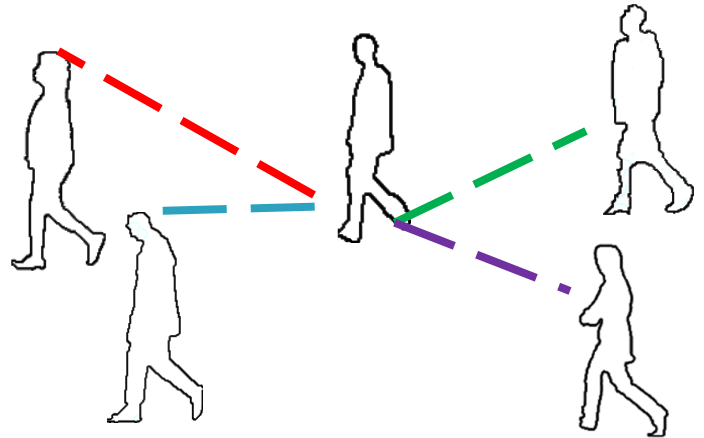


# Approach overview

- Learn the spatial distribution of local shapes to find human locations.



- Use global shape information to refine initial hypotheses.



# Learning local and global shape

Learn Global  
posture clusters

Phase  
I

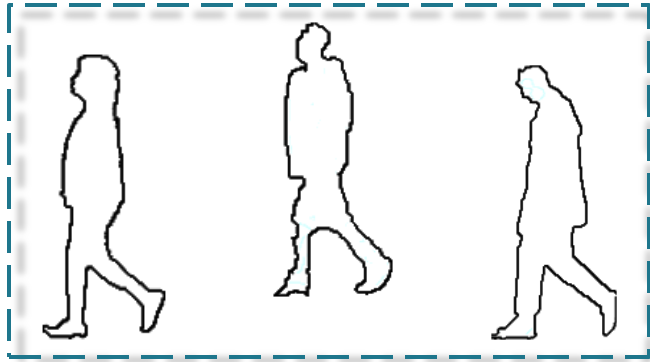
I

Learn local shape  
distribution

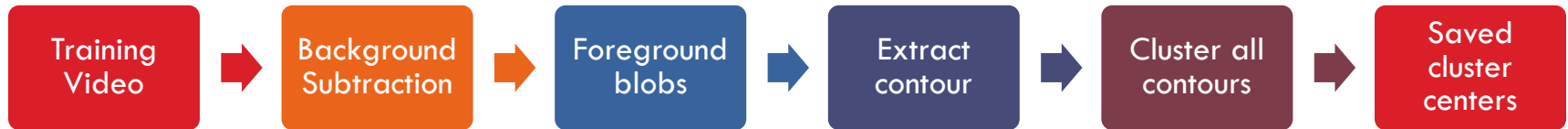
Phase  
II

II

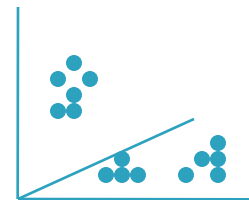
# Learning Posture Clusters (global shape)



- Intuition: Use a set of learned posture clusters to initialize segmentations.
- Initial segmentation contours can then be evolved.



# Learning Posture Clusters



Training Video



Background Subtraction



Foreground blobs



Extract contour



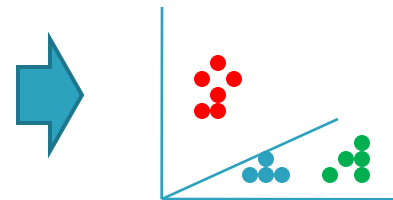
Cluster all contours



Saved cluster centers



# Learning Posture Clusters



Training Video

Background Subtraction

Foreground blobs

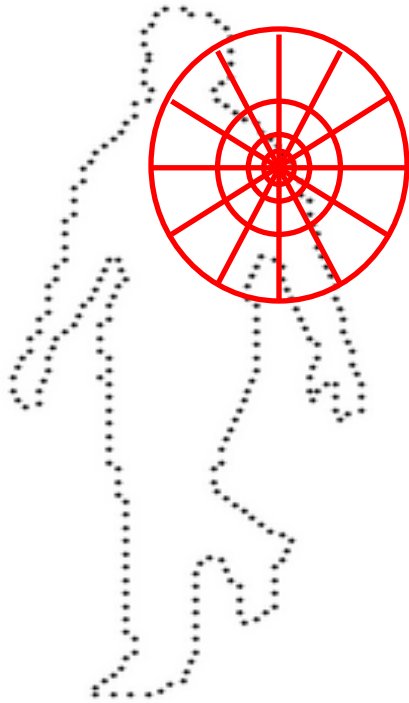
Extract contour

Cluster all contours

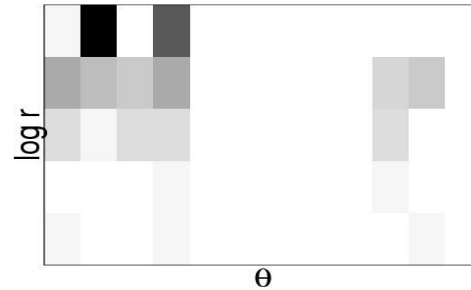
Saved cluster centers



# Learning Posture Clusters



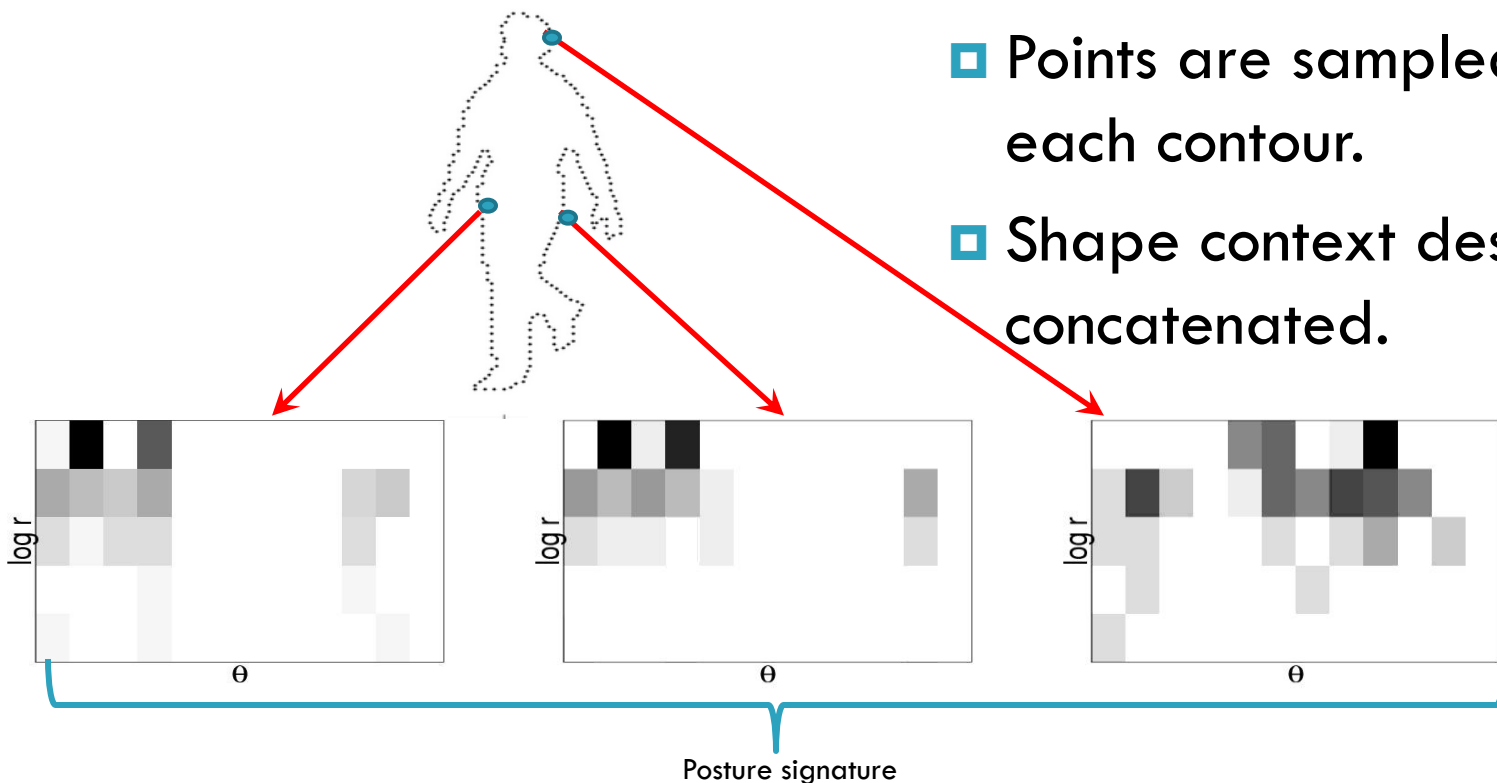
Count the number of points inside each bin, e.g.:



F A compact representation of distribution of points relative to each point (Shape context, Belongie et al)



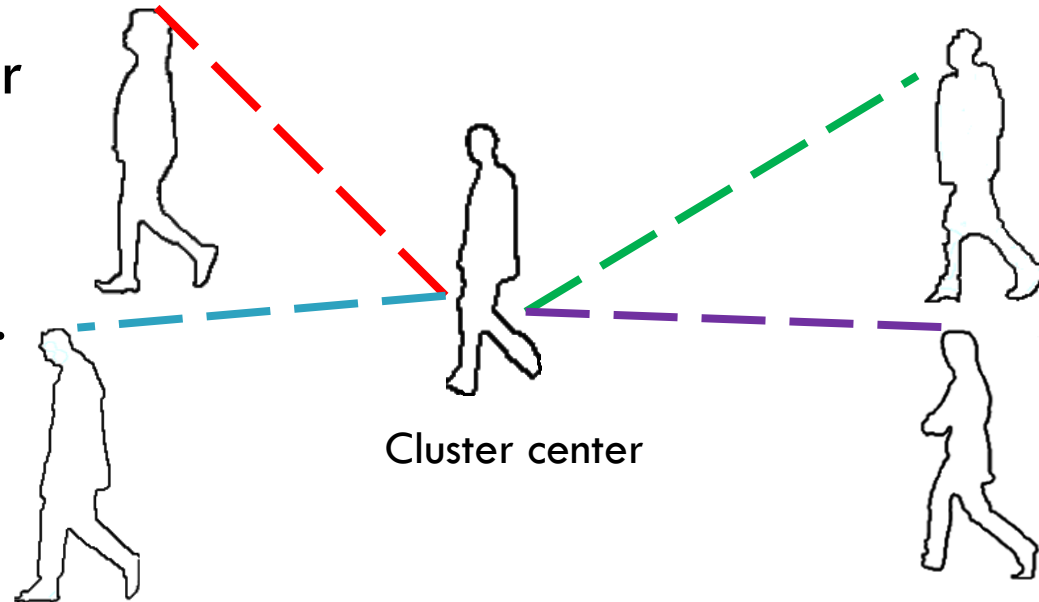
# Shape Context



- ▣ Points are sampled along each contour.
- ▣ Shape context descriptors are concatenated.

# Learning Posture Clusters (global shape)

- Posture signatures are clustered using K-means.
- The contour of each cluster center is stored.
  - Represent typical global shapes present in the data.



# Local shape codebook



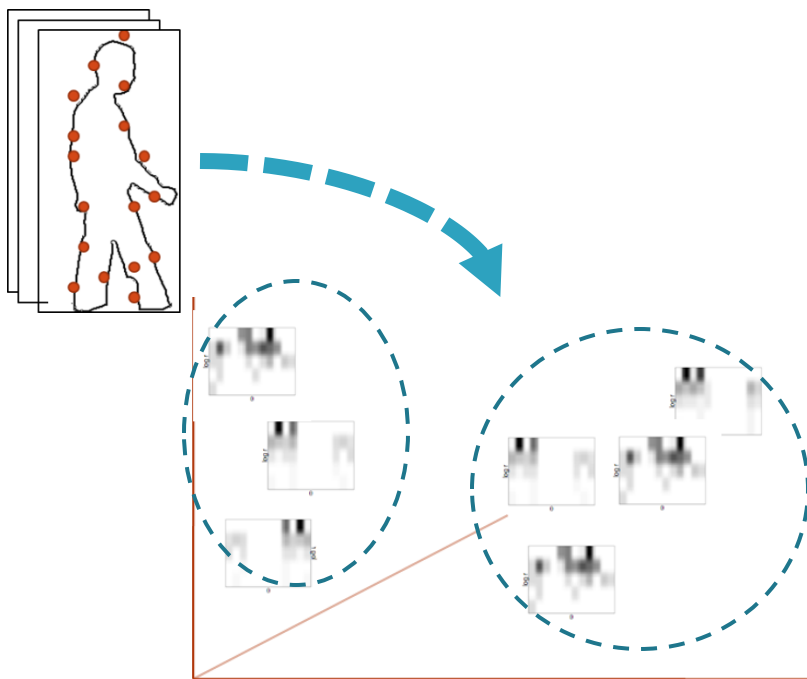
Sample  
silhouettes  
using shape  
context

Save centroid vote  
for each codebook  
entry (multiple votes  
may exist per entry)

Cluster SC  
descriptors into  $M$   
clusters.

Look for occurrences  
of codebook

# Local shape codebook



Sample silhouettes  
using shape context

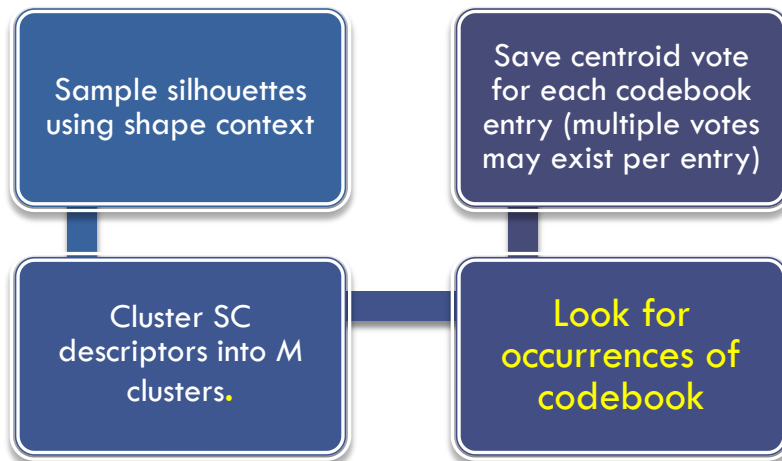
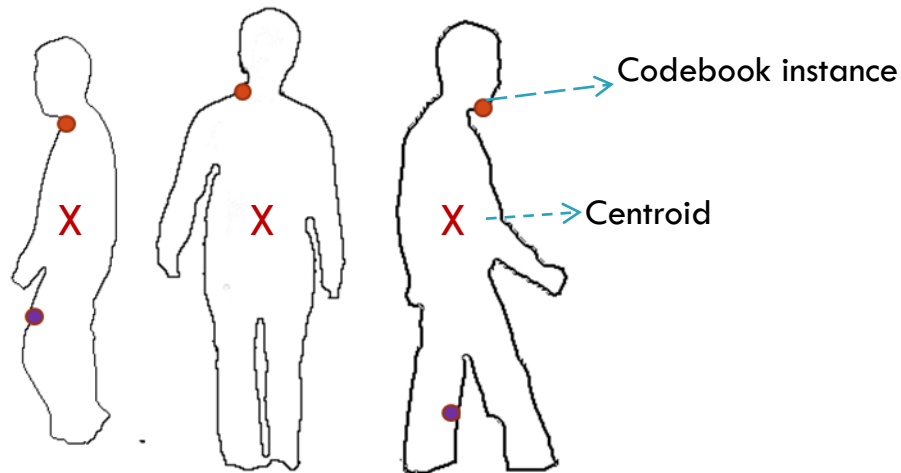
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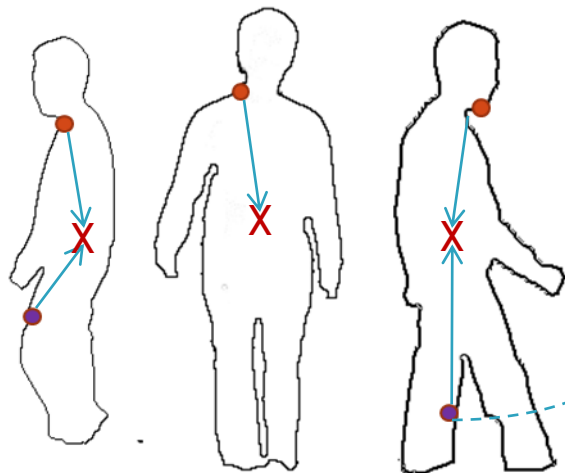
# Local shape distribution

- Learn the spatial distribution of local shapes.

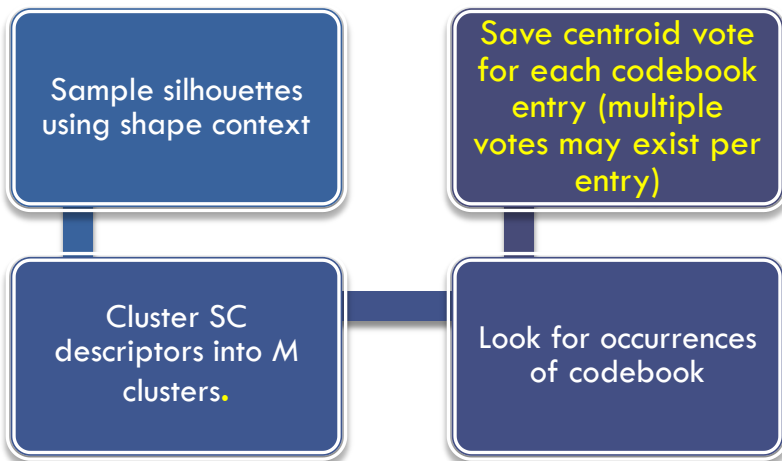


# Local shape distribution

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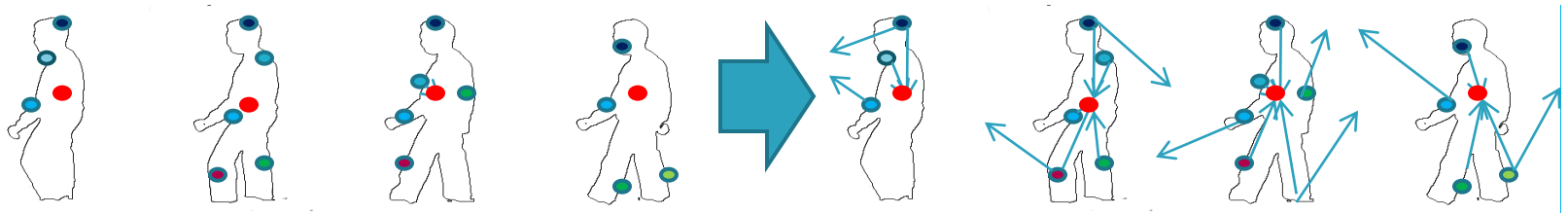


Shape Context Descriptor	Centroid Vote	Global posture cluster
...	...	...
...	...	...



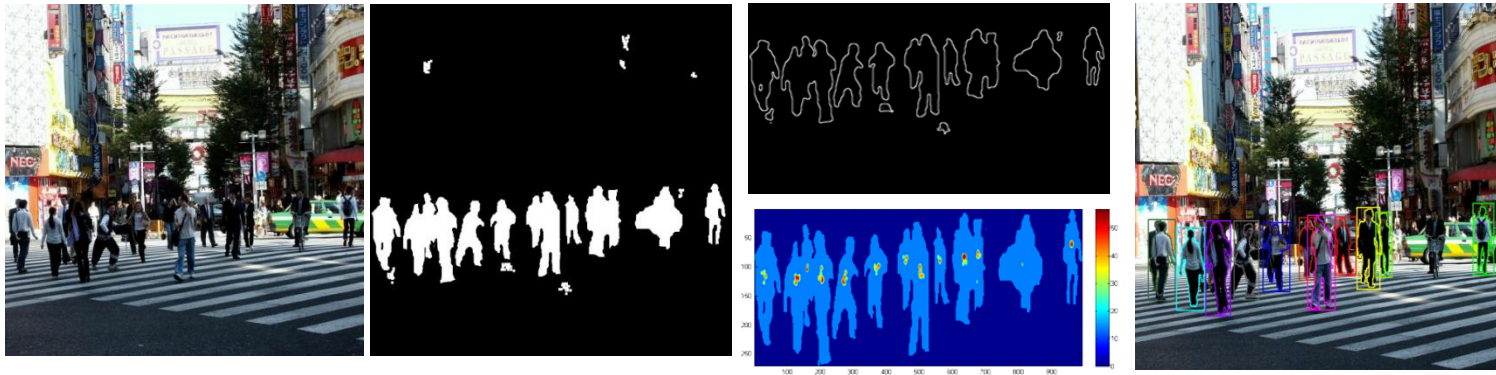
# Local shape

- Instances of local shape codebook vote for locations and postures of humans in the scene.
- We search for consisted hypothesis by finding maximums in a voting space.



# Detection

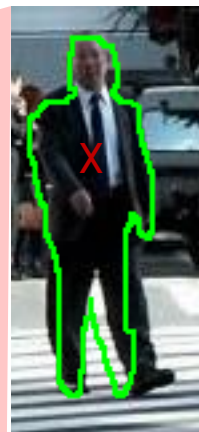
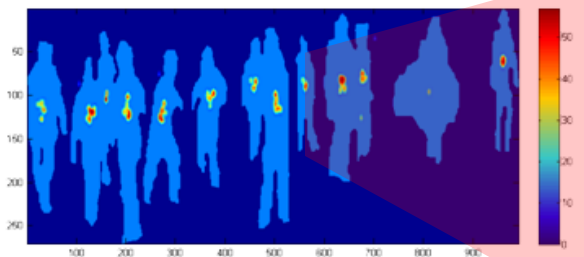
- ▣ Contours of foreground blobs are sampled.
- ▣ Centroid votes are cast
- ▣ Maximums in voting space correspond to human locations





# Segmentation

- Given the centroid locations of humans in the scene:
  - We initialize segmentations using the learned posture clusters.



# Experiments

- Our testing database consisted of a wide range of scenes, totaling 34,100 frames in size and contained a total of 312 humans for which the torso is visible.
- The size of the humans across the video sequences averaged 42x65 pixels.
- Training set sizes:
  - ▣ Run 1: 700 frames
  - ▣ Run 2: 1,000 frames
  - ▣ Run 3: 1,100 frames

# Experiments

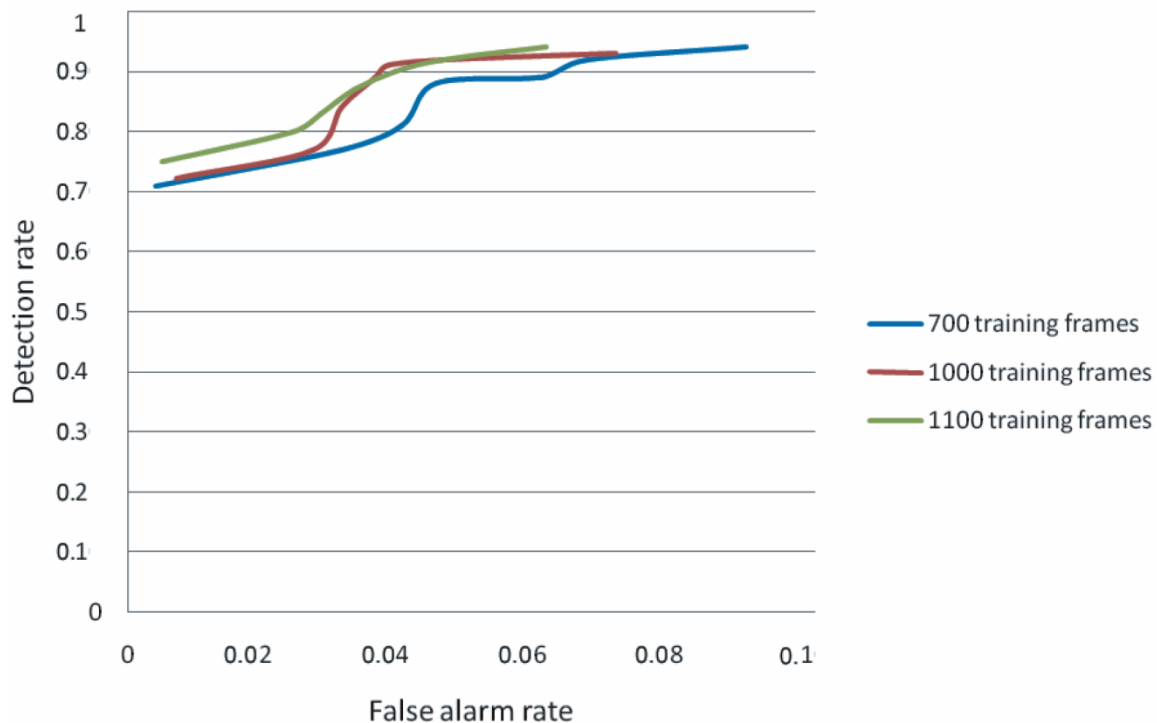


# Experiments



# Experiments and Results

Recognition performance based on a range of training set sizes.



# Conclusion

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- Local shape distribution represents a powerful cue which can be integrated into existing lines of research.
- Given a set of initial hypothesis, global shape clusters aid the segmentation process.
- Encouraging results given the difficulty of the data.



Thank you