

# Learning To Count Objects in Images

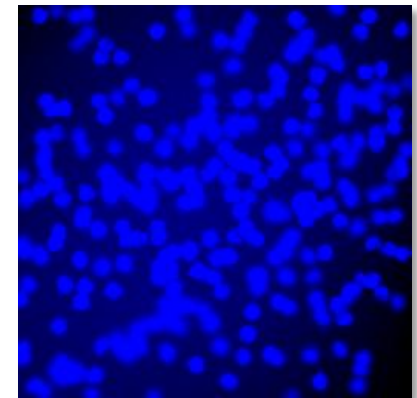
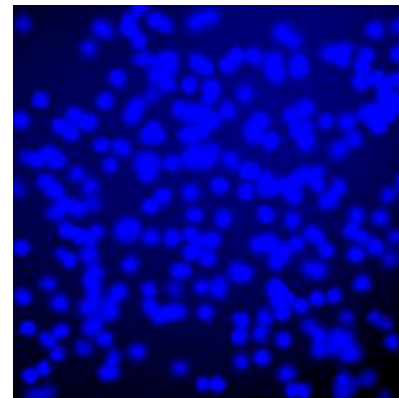
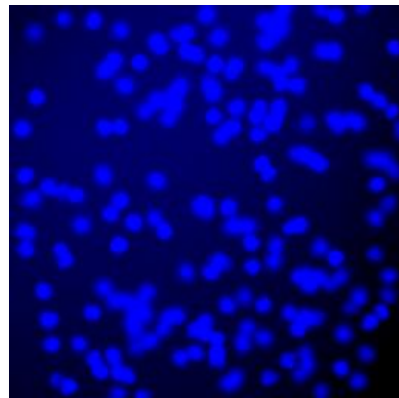
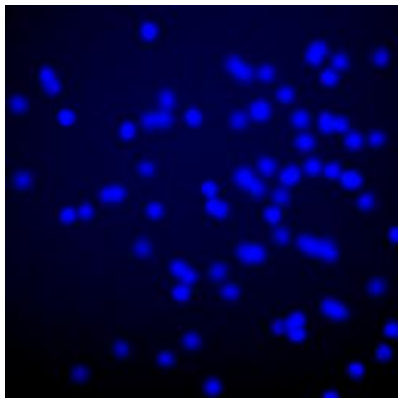


**NIPS 2010**  
Vancouver

Victor Lempitsky

Andrew Zisserman

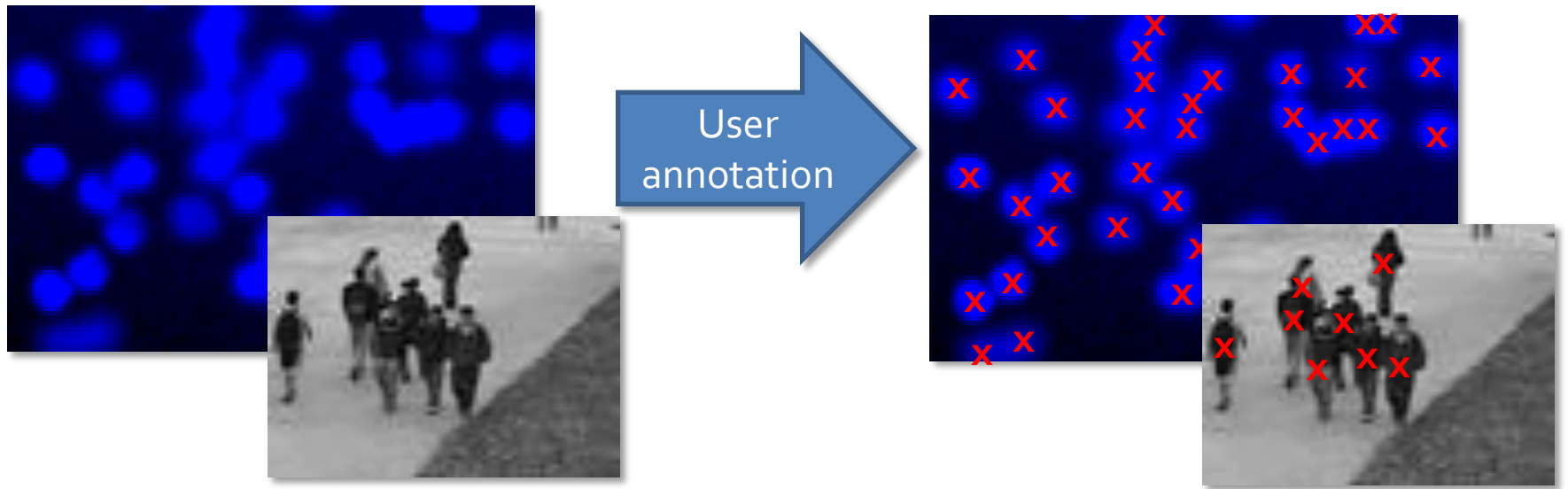
Visual Geometry Group  
University of Oxford



*How many cells in each image?*



*How many people in each image?*

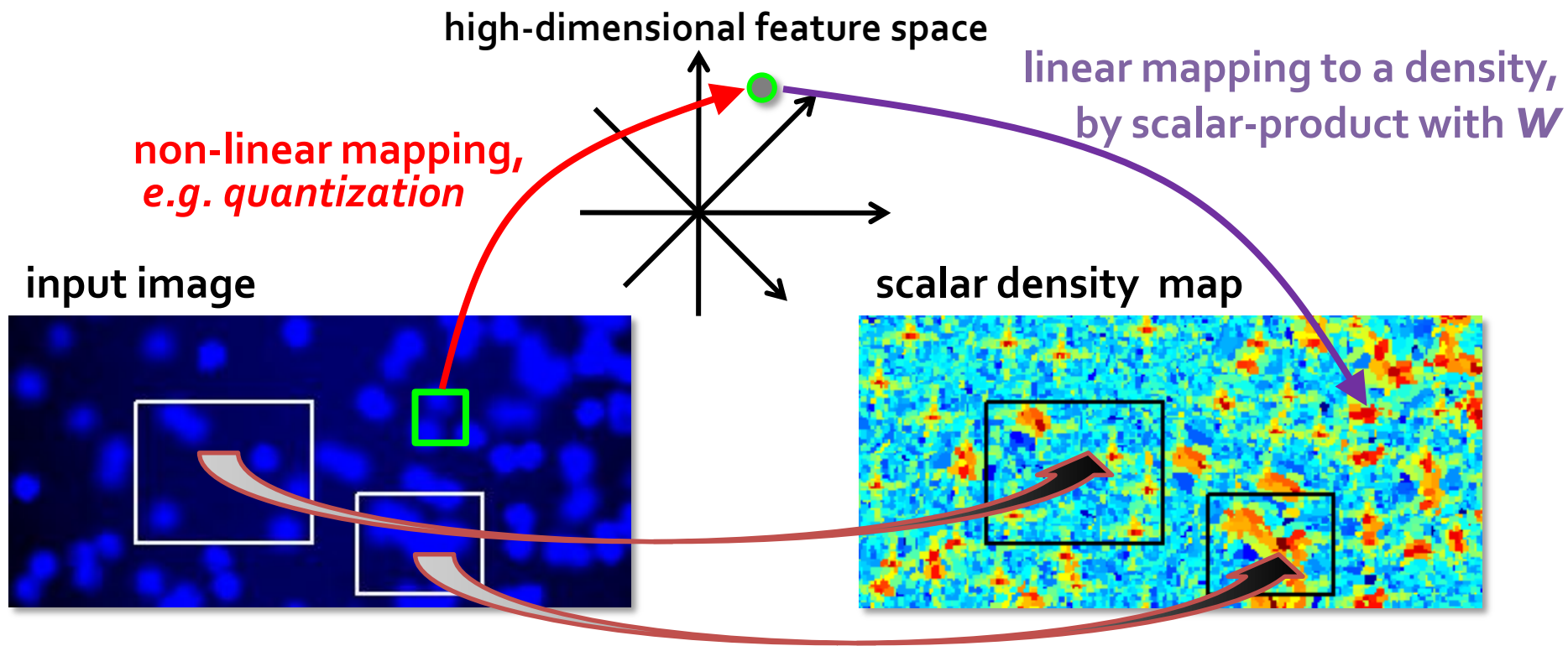


## Our method:

- ... is trained based on minimalistic *dotted* annotations
- ... is trained discriminatively via convex optimization
- ... is fast at test time
- ... turns each training image into a combinatorial number of training samples

## We avoid:

- ... detection of individual object instances
- ... building and fitting generative models



We learn  $w$  by minimizing

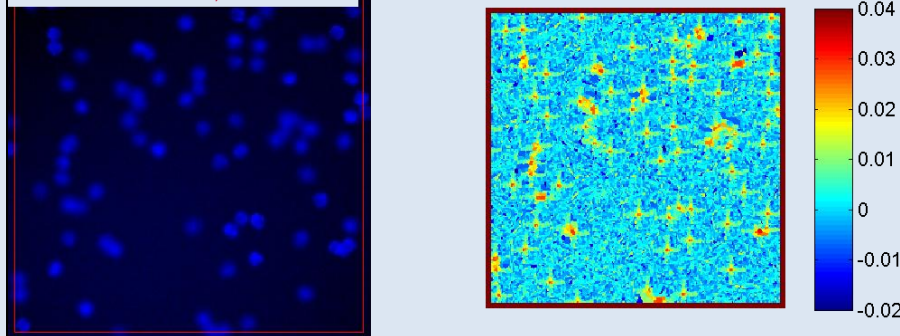
1. **MESA-loss**: the **sum** [over training images] of **max** [over all sub-images] of abs. difference between **the true counts** and **the density sums**
2. Regularization (e.g. squared L2-norm) on  $w$

- Minimization can be posed as a **convex quadratic program** (with combinatorial number of constraints)

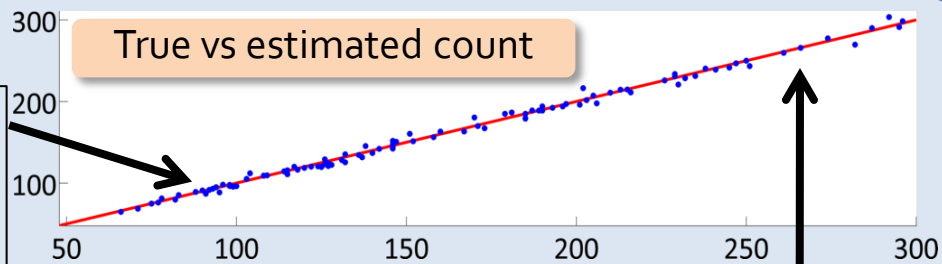
- Exact and efficient *constraint generation* via **2D-maximum subarray** algorithm

# Cell counting

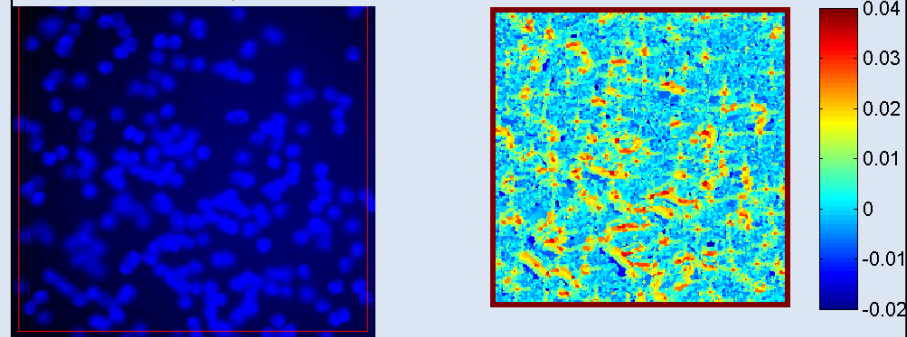
Frame 120. True:88, Estim.:89.18



- Extensive comparisons with several baselines
- For all sizes of the training set (1 to 32) our method achieves the lowest counting error



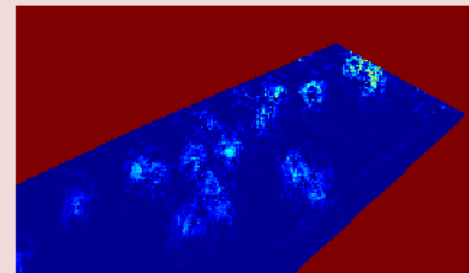
Frame 124. True:266, Estim.:265.79



# Crowd counting



Frame 2000. True:17, Estim.:16.44



- Our method is on par with the state-of-the-art method that uses more detailed annotations for training