

# Human Detection in Difficult Scenarios by Combining Motion and Appearance

C. Beleznai, J. Puckmayr, N. Viertl, P. Sommer

# Motivation

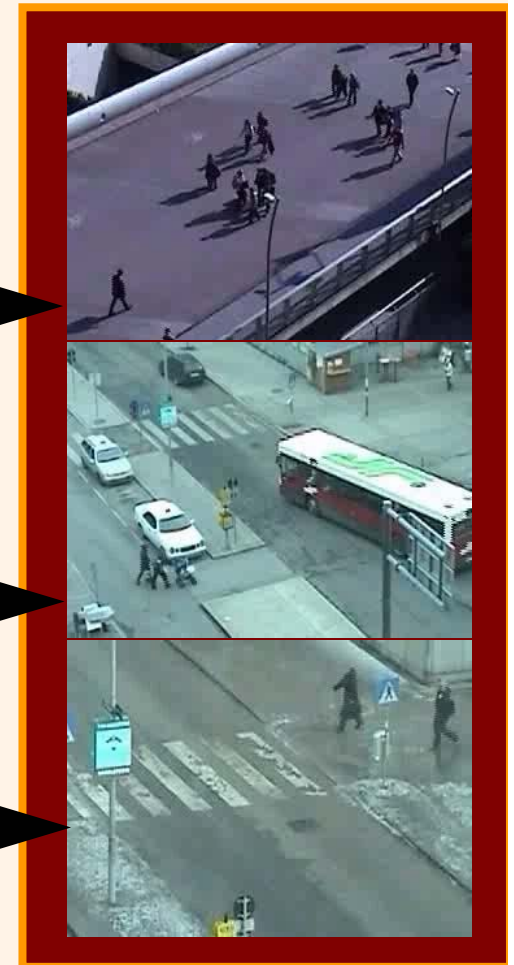
## Reliable detection of moving humans by a static camera.

### Detection probabilities less than one

- Occlusions
- Low contrast

### False alarms by:

- Shadows
- Moving vehicles
- Shaking camera



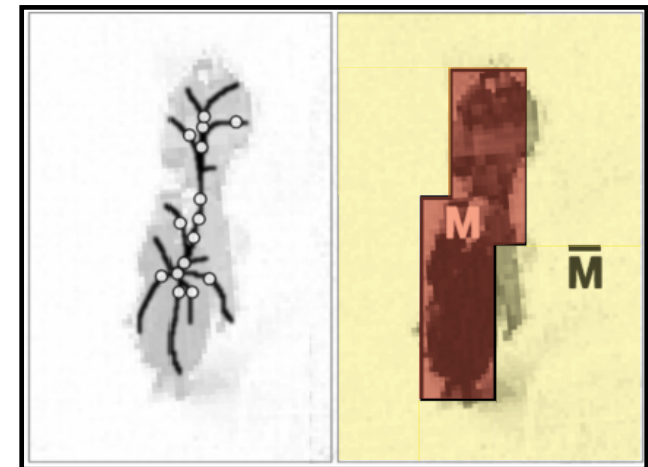
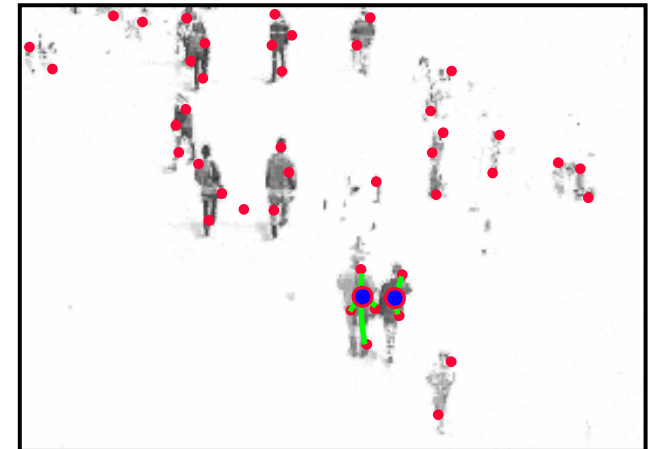
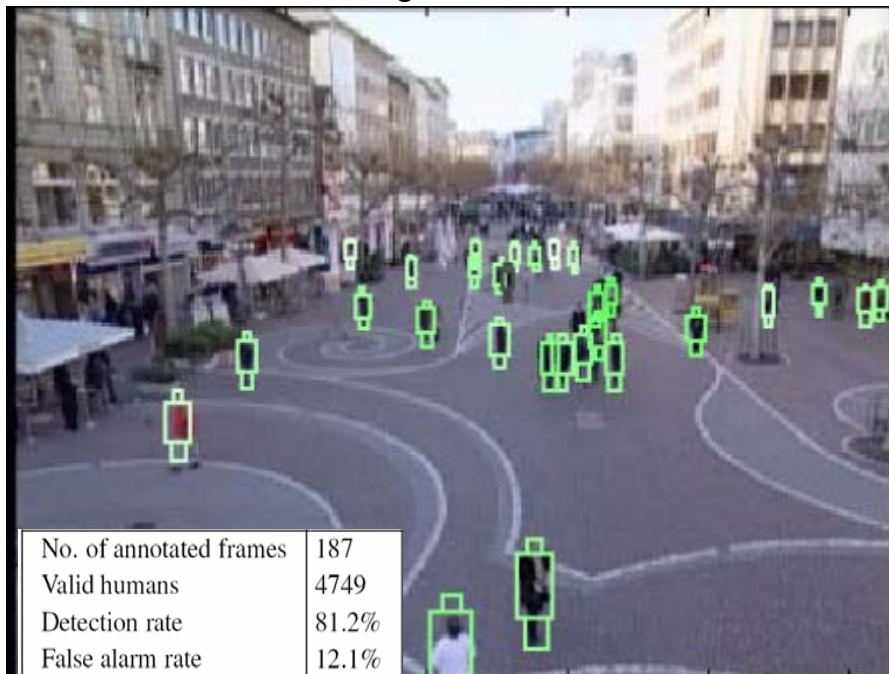
# Contents

- **Detecting humans by motion detection**
  - Data-driven clustering complemented with the use of a human model.
- **Combining motion detection with statistical learning**
- **Results**
  - Crowd
  - Shadows
  - Moving vehicles, low contrast, shaking camera
- **Outlook**
  - Video data sets for evaluation / basis for cooperation

# Motion-based human detection

## ■ Fast clustering of the difference image

- Mean Shift procedure using integral images.
- Model-based validation of hypothesized configurations:
  - Removing spurious detections
  - Occlusion handling



C. Beleznai, B. Frühstück and H. Bischof,  
"Tracking Multiple Humans using Fast Mean Shift Mode Seeking",  
PETS 2005 Workshop

# Dual-hypothesis propagation

## Problem:

Model-based human detection is not discriminative enough.

## Ambiguity:

- Group of humans
- Vehicles, motion clutter

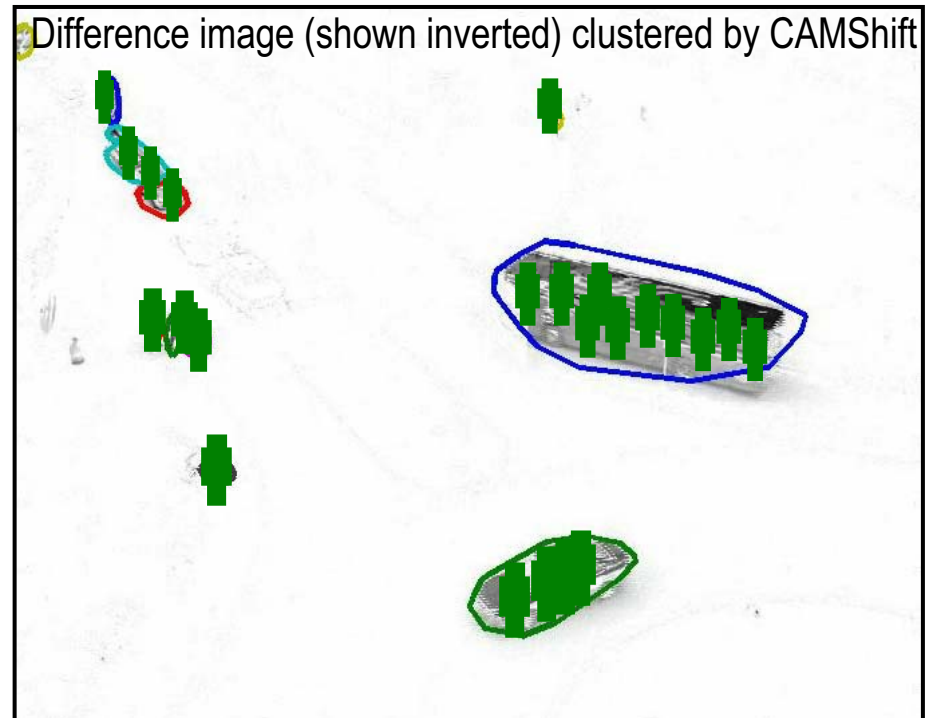
## Approach:

1. Data-driven clustering (CAMShift)

2. Model-based human detection

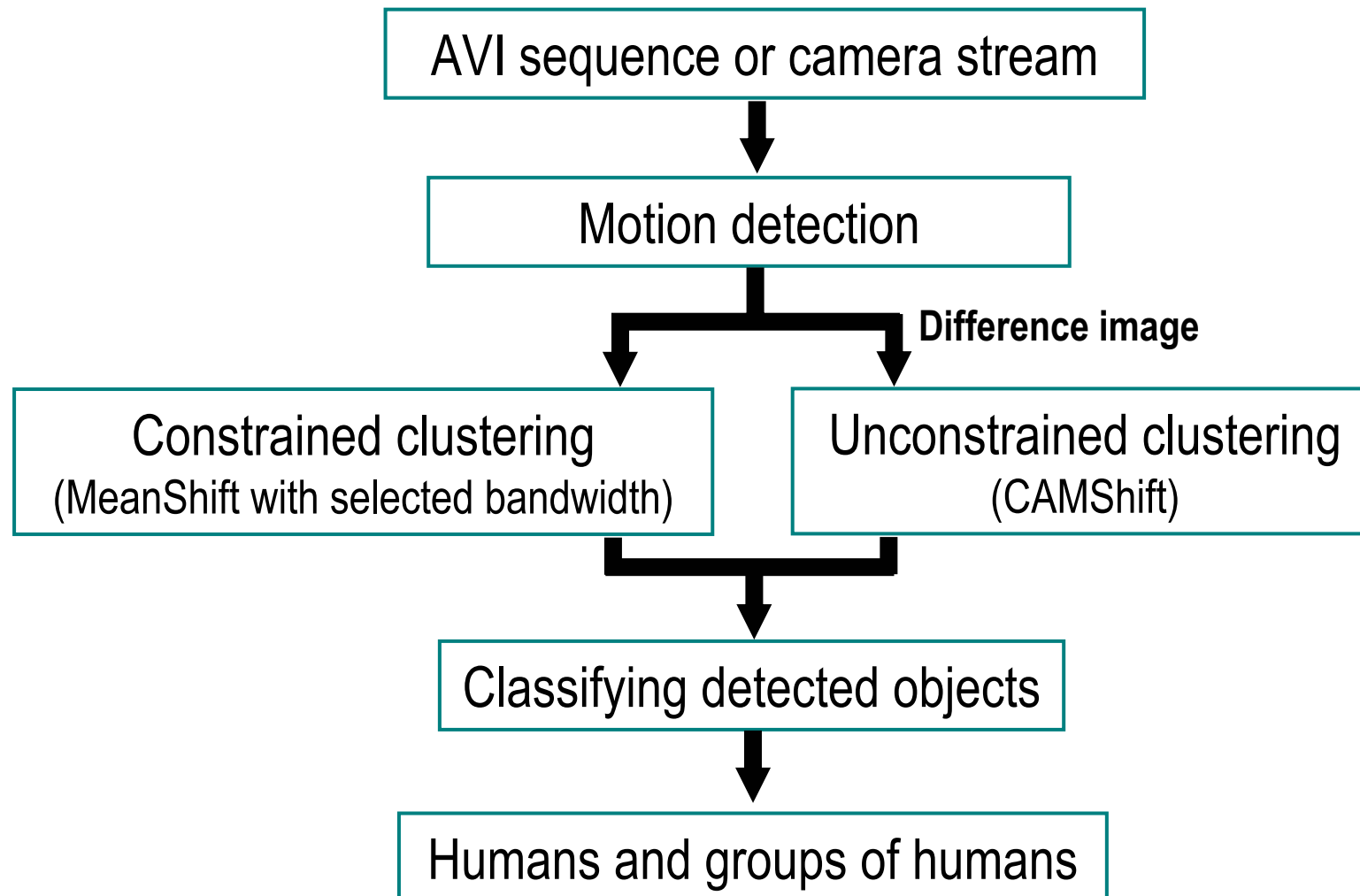
3. Classifying the output of motion detection  $\{human, other\}$

4. Region-based statistics  $\{group\ of\ humans, other\}$





# Combining motion detection with classification



# Classifier-based human detector

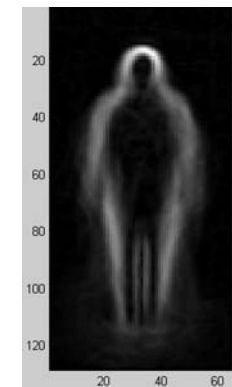
- **Features:**
  - Integral orientation histograms
- **Classifier:**
  - Cascade of weak classifiers trained by AdaBoost



First 16 eigenvectors



Mean edge strength



# Detection and tracking results – Visual Surveillance Sequence A

## Sequence VS\_A

- 3930 frames
- 25 fps
- 720 × 576 pixels
- human size:  
22-32 pixels



## Difficulties:

- shadows cast by humans
- crowded situations
- moving flag
- moving vehicles



# Detection and tracking results – Visual Surveillance Sequence B

## Sequence VS\_B

- 4773 frames
- 25 fps
- 720 × 576 pixels
- human size:  
18-34 pixels



## Difficulties:

- crowded situations
- moving vehicles
- reflections



# Results: Shaking camera



# Results: low (human - background) contrast



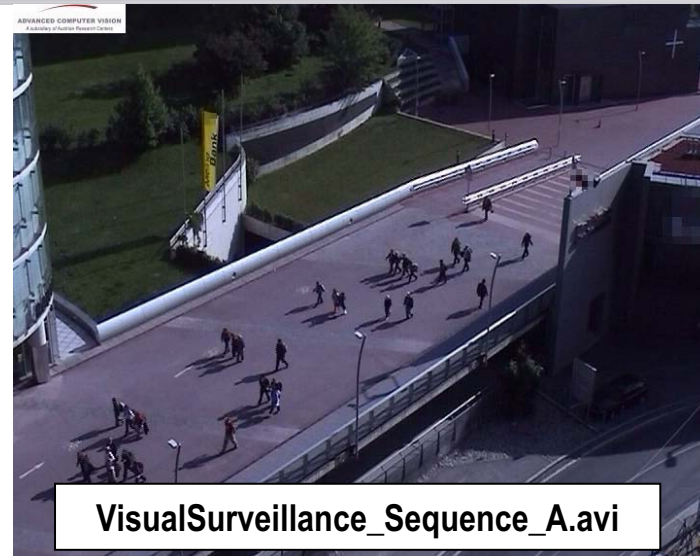


# Video data

## ■ Ground truth will be soon available

- Annotation according to the CAVIAR ground-truthing scheme
- Bounding box positions
- Trajectories

## ■ Testing your algorithms on the data



# Conclusion

- **Promising detection and tracking improvements for challenging data:**
  - No ghost objects.
  - Eliminating detections caused by shadows.
  - Spurious detections by motion clutter greatly reduced.
  - Operating in real-time (8-12 fps, 3 GHz PC)
- **Quantitative analysis is needed to assess improvements.**