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Deep learning approach for Counting the presence of the people in real-time using OpenCV

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ABSTRACT

The people counting detection is used to detect the object by using a deep neural network. By using this process we can get more accuracy. Before that, we used the k means algorithm. But we can get only less accuracy. So, we can move to the neural network. It gives better accuracy. For the identification, we are taking blob to detections. Used in commercial applications, face identification, object tracking, image retrieval, and automated parking system. In this project, we will dive deeper and look at various algorithms that can be used for object detection.

Keywords: Cardiac event, Acute myocardial infarction (AMI), Deep neural network, Decision support system, Deep learning-based MACE prediction model, Knowledge and personal computing.

1. INTRODUCTION

The recognition of articles is applied to the person's objects, not just a person we can distinguish any kind of pictures. This procedure will be enforced to recognize the article for the utilization of wide scope of businesses, picture recovery and so on calculation applies a neural system to a whole picture. The system isolates the image into the framework S x S and concocts bounding boxes, which are boxes drawn around pictures, with anticipated probabilities for each of these areas. The technique accustomed to devise these probabilities is calculated relapse. The probabilities are used to weight the bounding boxes. For class expectations, free strategic classifiers are utilized. Right now, will exhibit how to actualize the YOLO calculation with a pre-prepared model. To begin with, we must introduce Darknet. It's an open-source neural network structure. Furthermore, we may distinguish the image by the square shape box by utilizing mass location. Using this approach, we can easily discern between queries.

2. EXISTING SYSTEMS

2.1. *Edge Recognition*

Edge recognition- "Edge recognition alludes to a bunch of numerical procedures for identifying edges, or bends in an advanced picture when the brilliance of the picture unexpectedly changes or, all the more officially, has discontinuities. Step recognition is the test of tracking down discontinuities in one-layered signals, and change location is the issue of setting a side signal discontinuities across opportunity. In picture handling, machine vision, and PC vision, edge identification is a basic method, particularly in the fields of component acknowledgment and extraction."[1]

The objective of recognizing sharp changes in picture brilliance are to keep huge occasions and changes on the planets ascribes. It very well might be shown that picture brilliance discontinuities are probably going to compare to [2][3]

- discontinuities top to bottom,
- discontinuities in surface direction,
- changes in material properties and
- varieties in scene enlightenment..

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In the best-case scenario, applying an edge detector to an image would result in a set of connected curves that indicate object borders, surface marking boundaries, and curves that correspond to surface orientation discontinuities. Applying an edge detection method to a picture can reduce the quantity of data that has to be processed and thus filter out information that isn't as vital while keeping the image's important structural qualities. If the edge detection step is successful, the work of analysing the information content in the original image may be significantly streamlined.

Nevertheless, obtaining such perfect edges from real-life photos of modest complexity is not always attainable.

Edges recuperated from non-inconsequential pictures are much of the time hindered by fracture, which brings about detached edge bends, missing edge portions, and misleading edges that don't relate to huge events in the picture, confounding crafted by dissecting the picture information.[4]

In image processing, image analysis, image pattern recognition, and computer vision techniques, edge detection is one of the most important phases.

Although the identification of ideal step edges has been discussed in certain works, the edges derived from natural images are rarely ideal step edges. Instead, they are usually influenced by one or more of the following factors:

- focal blur caused by a finite depth-of-field and finite point spread function.
- penumbral blur caused by shadows created by light sources of non-zero radius.
- shading at a smooth object

For simulating the effects of edge blur in actual applications, several researchers have adopted a Gaussian smoothed step edge (an error function) as the simplest extension of the ideal step edge model. [4] [5] As an example, a one-dimensional image with exactly one edge at can be described as:


A number of researchers have used a Gaussian smoothed step edge (an error function) as the simplest extension of the ideal step edge model for modeling the effects of edge blur in practical applications.[4][5]
Thus, a one-dimensional image f that has exactly one edge placed at $x = 0$ may be modeled as:
$$f(x) = \frac{I_r - I_l}{2}\left(\operatorname{erf}\left(\frac{x}{\sqrt{2}\sigma}\right)+1\right)+I_l.$$

2.2. *Morphological Filter*

The idea of the morphological filter is to shrink and let grow process. The word “shrink” means using the median filter to round off the large structures and to remove the small structures and in grow process, the remaining structures are grown back by the same amount.[6]

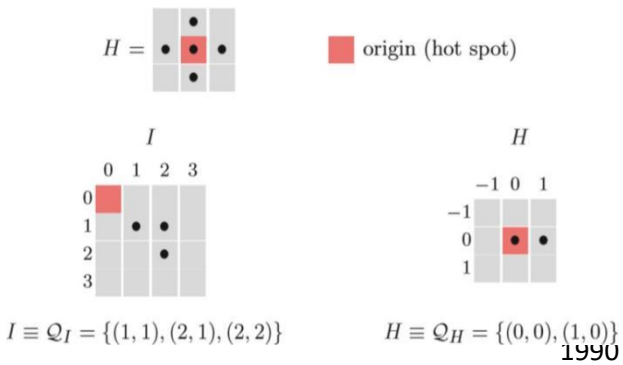
The morphological operation of the binary image is described first and will talk in the following outline.

Outliners

- The structuring element of a binary filter
- Dilation and Erosion
- Composite Operation

The Structuring Element

In morphological filter, each element in the matrix is called “structuring element” instead of the coefficient matrix in the linear filter.[9]The structuring elements contain only values 0 and 1. And the hot spot of the filter is the dark shade element.



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The binary image is described as a set of two-dimensional coordinate points. This is called “Point Set” Q and the point set consists of the coordinate pair p = (u,v) of all foreground pixels. Some operations of the point set are similar to the operation in other images.[7] For inverting binary image is complement operation and combining two binary image use union operator. Shifting binary image I by some coordinate vector d by adding vector d to point p.[8] Or reflection of the binary image I by multiplying -1 to point p.

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Dilation and Erosion

Dilation is a morphological operator which works for the grow process as I mentioned before. The equation of this operator is definedas

$$I \oplus H \equiv \{(\boldsymbol{p}+\boldsymbol{q}) \mid \text{for every } \boldsymbol{p} \in I, \boldsymbol{q} \in H\}.$$

Erosion is a morphological operator which works for the shrink process as I mentioned before a swell and the equation is defined as

Properties of dilation and erosion

$$I \ominus H \equiv \{\boldsymbol{p} \in \mathbb{Z}^2 \mid (\boldsymbol{p}+\boldsymbol{q}) \in I, \text{ for every } \boldsymbol{q} \in H\}.$$

- Commutative: only in dilation
- Associative: only in dilation

Note that: erosion is in contrast to dilation, not have commutative property.

In addition, erosion and dilation are duels, for dilation of the foreground can be accomplished by erosion of background and subsequent of the result in two different properties but work similarity

Composite Operation

In the morphological process, dilation and erosion work together in composite operation.[10] There is a common way to represent the order of these two operations, opening, and closing. Opening denotes an erosion followed by dilation and closing works oppositely.

$$I \circ H = (I \ominus H) \oplus H.$$
$$I \bullet H = (I \oplus H) \ominus H.$$

Opening and Closing process respectively

The opening a$I \oplus H \equiv \overline{(\bar{I} \ominus H^*)},$n the sense that opening the foreground is equal to closing the background.

$$I \ominus H \equiv \overline{(\bar{I} \oplus H^*)},$$
$$I \circ H = \overline{(\bar{I} \bullet H)} \quad \text{and} \quad I \bullet H = \overline{(\bar{I} \circ H)}.$$

Morphological Filter can also apply to a gray-scale image but in a different definition. It is a generalization with MIN and MAX operators. I will describe in the following outline.

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Outlines

- Structuring Elements
- Dilation and Erosion
- Opening and Closing

Structuring Element

The structuring elements in gray-scale morphology are defined as real-value 2D functions instead of point sets

$$H(i,j) \in \mathbb{R}, \qquad \text{for } (i,j) \in \mathbb{Z}^2.$$

The value in H can be negative or zero value. But in contrast to linear convolution, zero elements are used to compute the result. And if you do not want to use the elements in some location, you can put no element in that location.

$$\begin{array}{|c|c|c|} \hline 0 & 1 & 0 \\ \hline 1 & 2 & 1 \\ \hline 0 & 1 & 0 \\ \hline \end{array} \neq \begin{array}{|c|c|c|} \hline & 1 & \\ \hline 1 & 2 & 1 \\ \hline & 1 & \\ \hline \end{array}$$

Dilation and Erosion

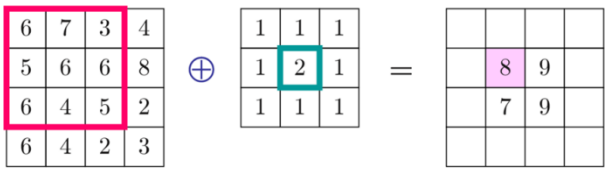
The result of dilation and erosion in gray-scale morphology is contributed from the maximum and minimum operation.

For dilation, the result is the maximum value of the value in H added to the current sub-image.

$$(I \oplus H)(u,v) = \max_{(i,j)\in H} \{I(u+i, v+j) + H(i,j)\}.$$

For erosion, the result is the minimum value of the difference.
These operations can cause a negative value, so we need to clamp the result after calculation.

$$(I \ominus H)(u,v) = \min_{(i,j)\in H} \{I(u+i, v+j) - H(i,j)\}.$$



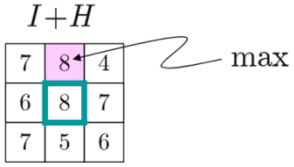


Fig. Example of dilation in gray-scale morphology Opening and Closing

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Gray-scale morphology operates similarly to binary morphology in terms of opening and closing.[11] In terms of dilation and erosion, the only difference is the operator..

For implementation in Python 3 using OpenCV module, you can use the function cv2.erode(input,size) and cv2.dilate(input,size)

This is the result of the program, erosion and dilation, opening and closing.

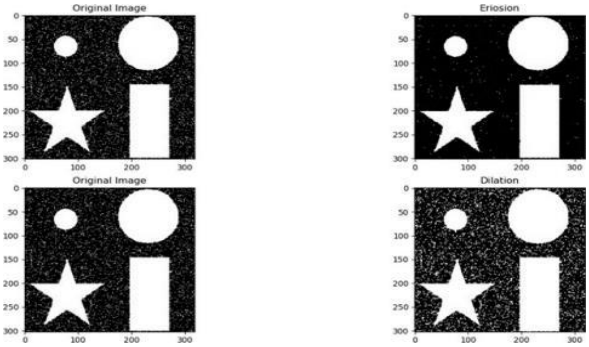


Fig. The result of erosion and dilation of the program.

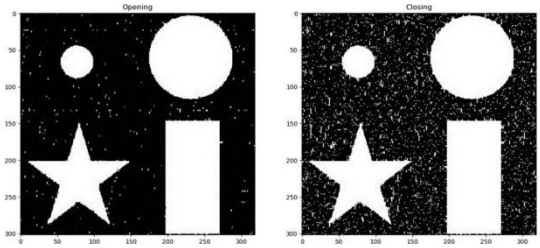


Fig. The result of opening and closing from the program.

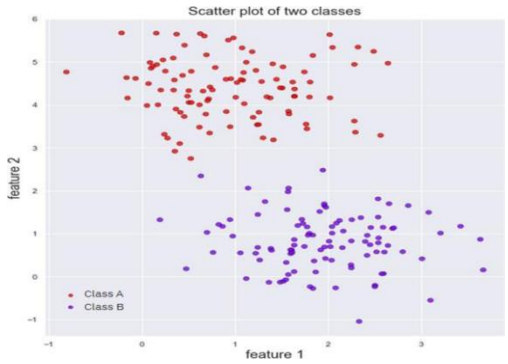
SVM order- SVMs, or Support Vector Machines, are a type of Machine Learning model that can address a wide range of problems, including “linear and non-linear classification, regression, and even outlier detection.”
Being said that, they work superlative when used to classify small or medium-sized, complex datasets.

It's advisable to start with Linear SVMs, hard, and soft margin classifications to get a better understanding of how SVMs function.

2.3. *Linear SVM Classification*

Consider the following collection of data, which has only two features (feature 1 and feature 2) that indicate two distinct classes (Class A and Class B).

Fig. *Scatter plot of our data*



A traditional linear classifier would try to create a line that perfectly divides both groups of data in our case. However, as

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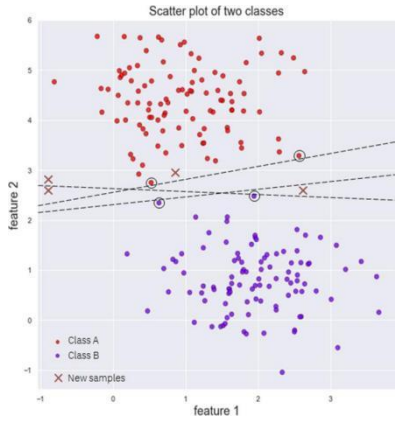
the accompanying diagram shows, numerous lines can do this. Which option should we take?



Separating both classes using linear classifiers Using linear classifiers, separate the two groups. The prior decision boundaries did an excellent job of separating the training data, but they are so close to the training instances (the red and purple dots with a black circle around them) that they would most likely perform poorly on fresh data (the new samples on the figure

The prior decision boundaries did an excellent job of separating the training data, but they are so close to the training instances (the red and purple dots with a black circle around them) that they would most likely perform poorly on fresh data (the new samples on the figure).

DISADVANTAGES:

- Not a real-time application
- Information of objects is very less

PROPOSED METHODOLOGY

- Video streaming
- Pre-preprocessing
- Deep Learning Classification (CNN)

Advantages

- Identification is attained accurately
- The pattern is classified by the neural network

3. WHAT IS OPEN CV

"OpenCV" is well known as quite possibly the most outstanding PC vision library accessible.[12] It likewise gives highlights for executing profound learning derivation. The point of convergence is that it permits us to stack various models from different structures, permitting us to play out an assortment of profound learning capacities. Since rendition 3.3, "OpenCV" has upheld models from a few structures.

Regardless of this, numerous amateurs in the business know nothing about OpenCV's noticeable element. Therefore, understudies pass up a ton of friendly and instructive conceivable outcomes.

3.1. What are the benefits of using the“OpenCV DNN Module”?

Profound learning derivation on pictures and recordings is upheld by the "OpenCV DNN module." Fine-tuning and

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preparing are not advanced.[13]

The "OpenCV DNN module" is profoundly improved for Intel processors, which is perhaps its best element. While executing "surmising on constant recordings for object discovery and picture division applications", we can get high edges each second. While utilizing a model pre-prepared utilizing a specific structure, we frequently get more noteworthy FPS utilizing the DNN module. Take, for instance, the speed with which various structures can derive picture order.
Inference timing for the “DenseNet121 model” is shown above. Surprisingly, “OpenCV” outperforms “TensorFlow's original

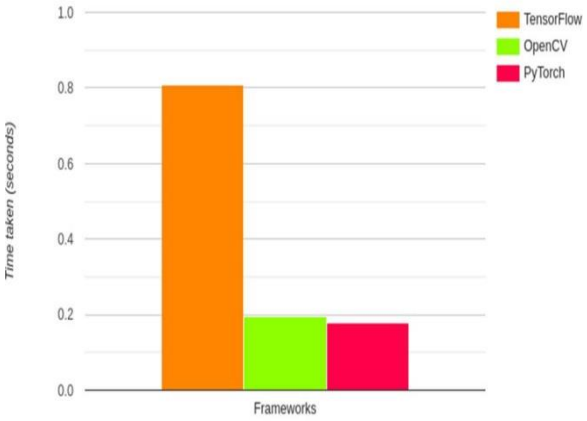


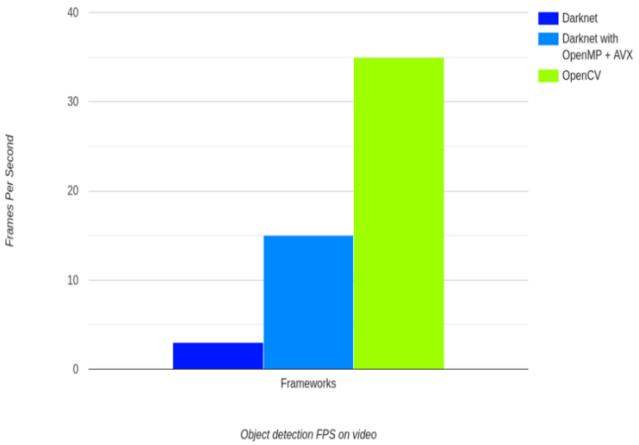
Image Classification Time Comparisons (Average of three images)

Induction timing for the "DenseNet121 model" is displayed previously. Shockingly, "OpenCV" outflanks "TensorFlow's unique executions" while following PyTorch by a couple of moments. The derivation time for TensorFlow is near 1 second, while OpenCV takes under 200 milliseconds.

The gauge displayed above were performed with the latest forms accessible at the hour of composing. PyTorch 1.8.0, OpenCV 4.5.1, and TensorFlow 2.4 are the apparatuses. All testing are led on Google Colab, which is furnished with Intel Xeon .3GHz processors.[14]

Indeed, even on account of article identification, this is valid.

Object detection speed comparison on CPU for various frameworks



Object detection FPS on video

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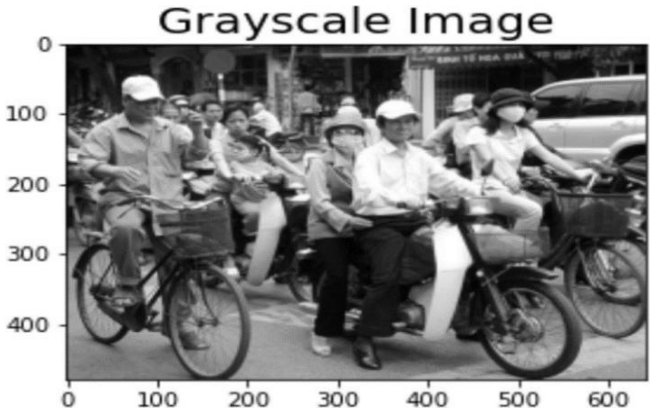
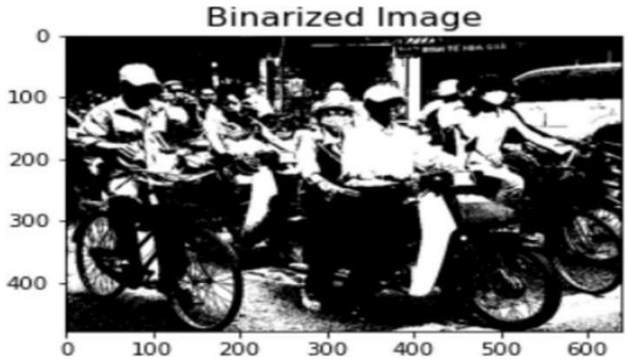


4. IMAGE PROCESSING — BLOB DETECTION

The main purpose of image processing is to extract different information from a picture. Because digital photos contain a variety of objects and information, it is obvious that this type of data is taken from them. To do this, image processing techniques can be used to identify and detect such features and objects[15]. Blob Detection is one of the most promising approaches. In pictures, we can generalize a blob as a bunch of pixel values that create a sort of colony or a huge item that is distinct from its background. We may detect such blobs in an image using image processing. Different functions in Scikit-Image can be used to display different blobs in an image. Let's take a look at each one individually.



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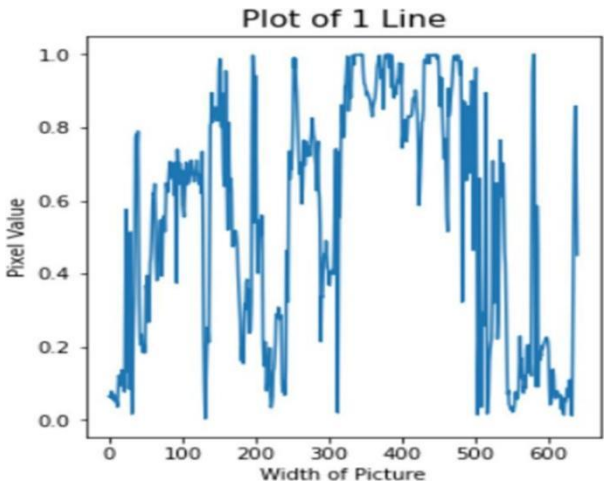
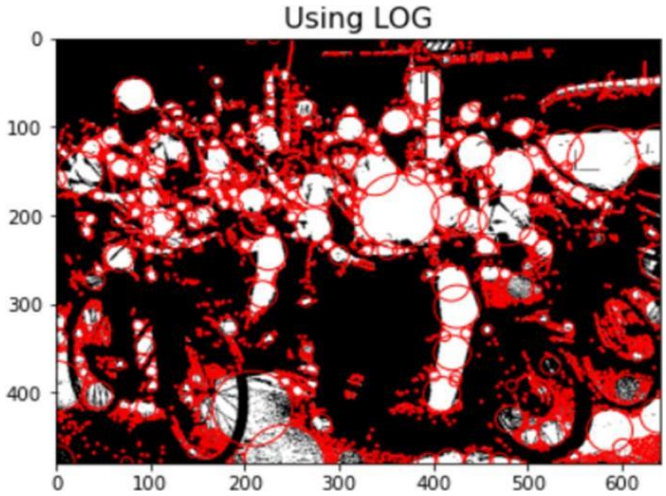
We set a pixel value threshold of 0.6 for binarizing because we can notice a separation within this value on the sample plotline.
We normally binarize our image before blob detection because the smaller dimensions and normalised data make it easier to deal with



There are a number of useful functions in scikit-image that allow you to detect blobs in a picture using various ways, including the following:

3.2. *Laplacian of Gaussian(LOG)*



To assess the forecast models of the MACE events in AMI patients, we analyzed the presentation of expectation.

Connected Components (Labelling)

Other method for dealing with blob detection is to use the image's linked component. We can simply detect all shapes using this method.
In order to do so, we'll have to tidy up our binarized image a little bit. We may easily clean the binarized image by performing a morphological operation on it.[18]
We were able to make the white roses more whole and intact by using a dilation effect. This will make labelling much easier and less time consuming.[16]
To label the transformed image, you can use a handy function from the scikit-image package.

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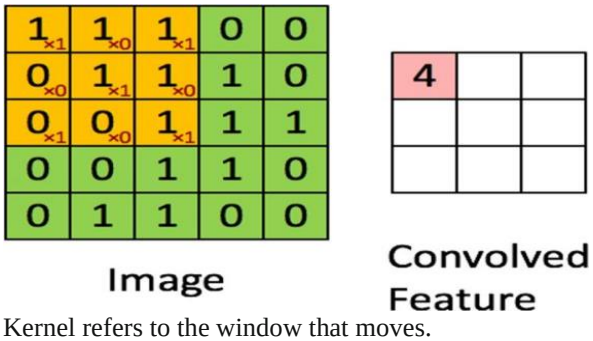
CNN (Convolutional Neural Network) Extricating highlights from the substance set is quite possibly the most principal part of applying Machine Learning to take care of any issue." with regards to picture handling, the list of capabilities basically comprises of every pixel that makes up the picture.
The list of not set in stone by the picture's goal and size The number of pixels in a Megabyte is determined by the picture's colour mode.

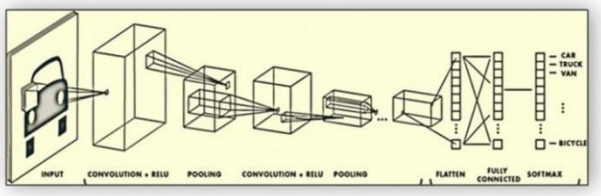
- One megabyte contains 1048576 pixels, or 1024 X 1024 pixels, in an 8-bit (256-color)image.
- A megabyte comprises 524288 (1024 X 512) pixels in a 16-bit (65536 colour) image.
- One megabyte contains roughly 349920 (486 X 720) pixels in a 24-bit RGB (16.7 million colour) image.
- One megabyte has 262144 (512 X 512) pixels in a 32-bit CYMK (16.7 million colours) image.

One megabyte contains only 174960 (486 X 360) pixels in a 48-bitimage.

CNN is based on the basic premise that not all pixels are necessary to recognize some visual elements.
To settle the grouping challenge, we'll search for limits/edges inside photographs and order them into one of the classifications recorded.[17] Thus, we will utilize CNN to handle an edge discovery issue.
In convolutional brain organizations, the significant structure components are convolutional layers. "Convolution is the fundamental course of applying a channel to a contribution to enact it. At the point when a similar channel is applied over and over to an info, an element map is made, addressing the positions and strength of a perceived component in the information, like a picture."
"The limit of convolutional brain organizations to get familiar with countless channels in equal specific to a preparation dataset under the limitations of a specific prescient displaying issue, like picture arrangement, is its interesting element." subsequently, incredibly exact attributes show up on input photos that can be recognized all over.
To comprehend CNN, we must first comprehend how convolutions work. Consider an image that is represented as a 5x5 value matrix, each cell representing a single pixel. Then you may slide a 3x3 window around the image using a 3x3 matrix. The 3x3 matrix visit on the image is matrix multiplied with the values at the current image position at each point.
Succinctly, convolution works as follows



Kernel refers to the window that moves.
The stride is the distance travelled by the window each time ittravels.
“Filtering is the purpose of a convolutional layer.” We basically check for patterns in a segment of an image as we go over it.[19] Filters, which are stacks of weights expressed as a vector and multiplied by the values output by the convolution, make this work.
A typical architecture of CNN involves the following components.



Pooling works in basically the same manner to convolution, with the exemption that the portion and picture window capacities aren't direct. "Max pooling" and "Normal pooling" are the two most successive pooling capacities. Normal pooling takes the normal of the multitude of values in the window, though max pooling takes the greatest worth from the

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window.
RELU is an activation function that condenses values into a narrow range, usually [0,1] or [-1,1].
A probabilistic function that allows us to define discrete probability distributions from our inputs is SoftMax.

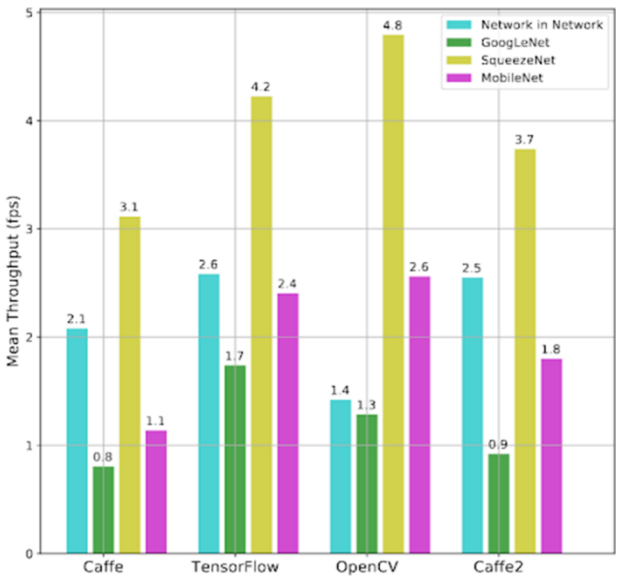
4. IMPLEMENTATION

The "implementation" will constitute the following steps:

1. Collect trainingdata.
2. Label the data andstore.
3. Train the model usingCNN.

OpenCV DNN Module supports a variety of models. Heaps of pre-trained models will be needed in order to support all of the applications discussed above.
Furthermore, there are various cutting-edge models to pick from. The table below lists

Image Classification	Object Detection	Image Segmentation	Text detection and recognition	Human Pose estimation	Person and face detection
Alexnet	MobileNet SSD	DeepLab	Easy OCR	Open Pose	Open Face
GoogLeNet	VGG SSD	UNet	CRNN	Alpha Pose	Torchreid
VGG	Faster R-CNN	FCN			Mobile FaceNet
ResNet	EfficientDet				OpenCV FaceDetector
SqueezeNet					
DenseNet					
ShuffleNet					
EfficientNet					



The models recorded above are not extensive. There are different various models open. As of late said, it is incredibly challenging to depict or discuss each lengthy in a single blog[20]. The summary referred to displays how supportive the "DNN module" can for research "significant learning" in "PC vision".

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5. VARIOUS FRAMEWORKS THAT “OPENCV DNN MODULE” SUPPORTS

a) TensorFlow

To stack TensorFlow, two documents will be required that have proactively been prepared. "The model setup is contained in a model loads record and a protobuf text document. The.pb expansion on the weight record shows that it is a protobuf document holding the pre-prepared loads in general. Assuming you've utilized TensorFlow previously, you'll perceive the.pb document as the model designated spot we get in the wake of saving the model and freezing the loads. The model design is put away in a protobuf text record with the augmentation pbtxt."

b) Darknet

The Darknet framework is also supported by the “OpenCV DNN module”. It may ring a bell if they have used the Darknet framework with official YOLO models.[21]

Substantially, one model weights file with the. Weights extension is required to load Darknet models. For a Darknet model, the organization design record will constantly be a.cfg document.

The “OpenCV DNN Module: A Complete Guide to Image Classification”

We'll utilize the OpenCV DNN module to sort a picture in this segment. We'll go over each progression inside and out so that we're sure about everything before the finish of this segment.

Utilizing the Caffe system, we will prepare a "brain network model" on the notable "ImageNet dataset". For the characterization challenge, we'll utilize the "DensNet121" profound brain network model. The advantage is that it has proactively been pre-prepared on 1000 classes from the "ImageNet dataset".[22] One can expect that the model has proactively seen the picture we're attempting to distinguish. This permits us to choose from an enormous number of photos.

Basically, the methods we will take to group a picture are as per the following:

1. Open the text file with the class names from the disk and extricate the vital labels.
2. Load the neural network model from disc that has already been pre-trained.
3. Prepare the image for the deep learning model by loading it from disc and converting it to the correct input format.
4. Obtain the outputs by forward propagating the input image through the model.

Read the Image and Prepare it for Model Input

We will use OpenCV's imread() method to read the image from the disk, as normal. It's worth noting that there are a few other details to attend to. The read picture is not directly input to the “pre-trained models” that we load using the “DNN module”. Before that, we'll need to do some preprocessing.

We presume that the image resides two directories prior to the current directory and within the input folder while reading it. The steps that follow are crucial. The blob From Image() function prepares the picture for feeding into the model by converting it to the correct format. Let's go over each argument one by one and learn everything there is to know about them.

- picture: This is the picture that was perused utilizing the imread() workprior.
- scalefactor: This number diminishes the picture's size by the sum indicated. Its default esteem is 1, which shows no scaling is finished.
- size: The picture will be scaled to this size. Most characterization models prepared on the ImageNet dataset expect this size just, along these lines we've given it to you as224×224.
- mean: The mean contention is significant. These are the mean qualities deducted from the RGB variety channels of the picture. This standardizes the information and guarantees that the last result is invariant across various light scales.

There's one more item to mention in this context. All deep learning models require batch input. We just have one image here, though. Despite this, the blob output has the shape [1, 3, 224, 224]. The blobFromImage() function has gained an

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extra batch dimension, as you can see. For the neural network model, this is the final and accurate input format. Forward Propagate the Input Through the Model Predictions are made in two steps and they are as follows:

- To start, we should set the info mass to our brain network model that we stacked from plate.
- To forward propagate the blob through the model using the forward() function, which returns all of the outputs.

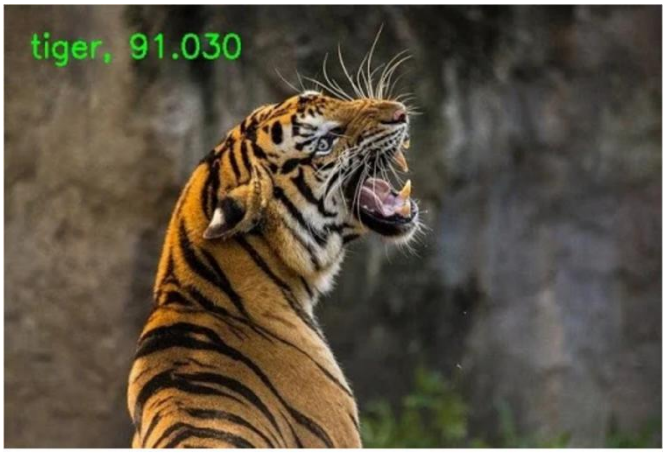
Both of the steps in the code block above are being implemented.

Every one of the forecasts are put away in the results, which is an exhibit. Nonetheless, there are a couple preprocessing methods that should be finished before we can see the results and class marks suitably.

The results as of now have a type of (1, 1000, 1, 1), making it challenging to separate the class marks. Therefore, the following square of code reshapes the results, permitting us to rapidly acquire the right class marks and make an interpretation of the name ID to the class names.[23]

The most elevated mark file is separated and saved in the name id variable. However, these aren't likelihood scores. To sort out how likely the model is to anticipate the most elevated scoring mark, we want to get the softmax probabilities.

Explaining the class name and rate on top of the picture would be the last advance. The picture is then imagined, and the outcome is likewise saved to plate

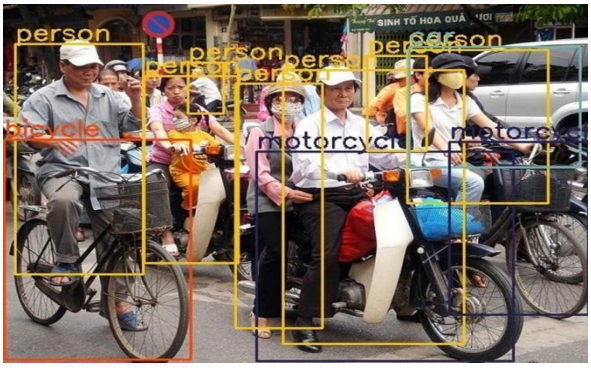


The DenseNet121 model is predicting the image as that of a tiger with almost 91% confidence which is pretty good.

Object Detection in Images utilizing OpenCV DNN

We will utilize pre-prepared models here also, similarly as with arrangement. The MS COCO dataset was utilized to prepare these models, which is the ongoing benchmark dataset for "profound learning-based object location models." “MS COCO” features around 80 object types, ranging from people to cars to toothbrushes. There are 80 different types of daily things in the sample. For object detection, we will additionally utilise a text file to load all of the labels from the “MS COCO” dataset.

The following image will be used to detect objects.



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Picture to be utilized as a contribution for object recognition. Since there are various clogged things, like individuals, bikes, and bicycles, this will be a decent test for the model.
We'll use "Mobile Net SSD" (Single Shot Detector), which was prepared utilizing the TensorFlow profound learning structure on the MS COCO dataset.. In contrast with other article identification calculations, SSD models are generally quicker. They're likewise less register serious because of the Mobile Net spine. Thus, it's a great model to find out about object identification utilizing OpenCV DNN.
We additionally have a COLORS exhibit, which contains tuples containing three whole number qualities. These are inconsistent tones that can be utilized to draw the bouncing box for each class.[24]The most delightful angle is that each class will have an alternate shaded bouncing box, making it exceptionally simple to recognize the classes in the end yield.
In the blobFromImage() function, we use slightly different argument values for object discovery.
We set the size to 300x300 on the grounds that this is the standard info size for SSD models in essentially all structures. The equivalent might be said around TensorFlow.

This time, we're additionally utilizing the swap RB contention. The picture is perused in BGR design by OpenCV, and the models for object recognition maintain that the information should be in RGB design. Subsequently, the swapRB boundary will switch the picture's R and B channels, changing it over to RGB design.
We then, at that point, set the mass to the "MobileNet SSD model" and utilize the forward() capacity to spread it forward.
Drawing Bounding Boxes and Looping Through the Detections
We're prepared to push through the identified articles in result and draw jumping boxes around every one. The code to circle through the identifications is as per the following. This is all the code we'll need to use OpenCV DNN to recognise objects in images. The following is the outcome of running the code.

Using MobileNet SSD, we were able to detect objects. Almost every object in the image is detected by the model. However, you should beaware that some of the detections are inaccurate.
We can see that the findings appear to be satisfactory in the image above. Almost every observable object is detected by the model. There are, however, a few predictions that are inaccurate. On the right side, the Mobile Net SSD model, for example, detects the bicycle as a motorcycle. Mobile Net SSDs are inclined to making such blunders since they are intended for ongoing applications and compromise accuracy for speed.

Object Detection in Videos utilizing OpenCV DNN
The article recognition code for recordings will be genuinely like that for photographs. There will be a few adjustments since we will anticipate video outlines as opposed to photographs.

- The beginning time before there cognitions is put away in the beginning factor, and the end time after the identifications is put away in the end factor.
- The time factors recorded above help us in working out the "FPS" (Frames Per Seconds). We're registering the edge rate and putting away it in outlines each second (fps).
- In the last segment of the code, we compose the assessed FPS on top of the ongoing edge to get an idea of the exhibition we might anticipate while using the OpenCV DNN module to run MobileNet SSD models.

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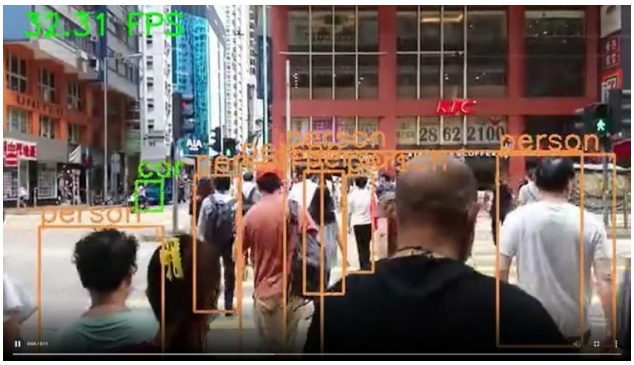
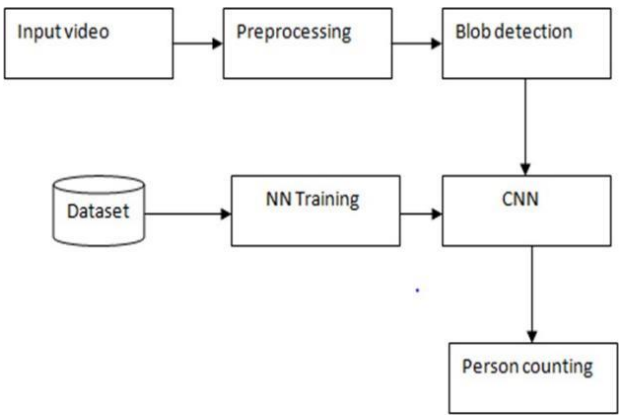
- Finally, each edge is pictured on the screen and saved to plate.



BLOCK DIAGRAM



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6. CONCLUSION

On an i7 8th Gen laptop CPU, we're getting roughly 33 frames per second. Given the quantity of detections, this isn't appalling. Almost all people, moving cars, and even traffic signals are detected by the model. When it comes to detecting small goods like handbags and backpacks, it still has some issues. In exchange for the loss of precision and fewer detections of smaller objects, we gain 33 frames per second on the CPU.

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