### **CountGD**: Multi-Modal Open-World Counting

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Project Page ArXiv Code App







#### Contributions

- 1. We introduce the first open-world counting model, CountGD, where the prompt can be specified by a text description or visual exemplars or both.
- 2. We show the performance of CountGD significantly improves the state-of-the-art on multiple counting benchmarks.
- 3. We carry out a preliminary study into different interactions between the text and visual exemplar prompts, including the cases where they reinforce each other and where one restricts the other.

![](_page_2_Picture_4.jpeg)

Visual Exemplars & Text Input text is in quotes, and input visual exemplars are boxec

![](_page_2_Picture_6.jpeg)

Text Only tions are plotted and overlaid on top of eac

# CountGD Architecture

: Added to GroundingDINO

![](_page_3_Figure_2.jpeg)

![](_page_4_Figure_0.jpeg)

![](_page_5_Figure_0.jpeg)

Getting the final count.

2.

![](_page_5_Picture_3.jpeg)

![](_page_5_Figure_4.jpeg)

: Added to GroundingDINO

Loss (same as GroundingDINO's but with center points  $c_i$  instead of boxes)

![](_page_6_Figure_2.jpeg)

#### <u>Training – Dataset</u>

- Trained on open-world object counting dataset FSC-147 [1] with text and visual exemplars.
- Text encoder and image encoder frozen during finetuning.

![](_page_7_Picture_3.jpeg)

1. Viresh Ranjan, Udbhav Sharma, Thu Nguyen, and Minh Hoai. Learning to count everything. In *Proc. CVPR*, 2021.

### <u>Results – Qualitative</u>

![](_page_8_Figure_1.jpeg)

From FSC-147 test set

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Dataset 1

### **Results – Qualitative Continued**

"car"

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![](_page_9_Picture_2.jpeg)

"the world's greatest "the beautiful butterfly magicians" wall stickers"

![](_page_9_Picture_4.jpeg)

**Dataset 3** 

From CARPK Dataset 2

\*\*Zero-shot results with no fine-tuning\*\*

### **Results – Qualitative Continued**

![](_page_10_Picture_1.jpeg)

1 🧕 🛱

![](_page_10_Picture_3.jpeg)

Predicted Co	ount
574	

From real-world application of trying to understand the influence of climate change on seabird populations. Zeroshot, no fine-tuning.

What would you like to count?

### <u>Results – Quantitative</u>

• CountGD achieves SOTA for open-world object counting. *lower is better*.

![](_page_11_Figure_2.jpeg)

### App Demo

#### CountGD Multi-Modal Open-World Counting - a Hugging Face Space by nikigoli

#### https://www.robots.ox.ac.uk/~vgg/research/countgd/

![](_page_12_Picture_3.jpeg)

![](_page_13_Picture_0.jpeg)

## Thank you!

![](_page_13_Picture_2.jpeg)

https://www.robots.ox.ac.uk/~vgg/research/countgd/