Correction to: A Deep-Fusion Network for Crowd Counting in High-Density Crowded Scenes

Sultan Daud Khan¹ · Yasir Salih² · Basim Zafar² · Abdulfattah Noorwali³

© The Author(s) 2021

Correction to:
International Journal of Computational Intelligence Systems (2021) 14:168
<https://doi.org/10.1007/s44196-021-00016-x>

In this article the author name Yasir Salih was incorrectly written as Yasir Saleh. The corrected author list is given above. The original article has been corrected.

Open Access This article is licensed under a Creative Commons Attribution 4.0 International License, which permits use, sharing, adaptation, distribution and reproduction in any medium or format, as long

as you give appropriate credit to the original author(s) and the source, provide a link to the Creative Commons licence, and indicate if changes were made. The images or other third party material in this article are included in the article's Creative Commons licence, unless indicated otherwise in a credit line to the material. If material is not included in the article's Creative Commons licence and your intended use is not permitted by statutory regulation or exceeds the permitted use, you will need to obtain permission directly from the copyright holder. To view a copy of this licence, visit <http://creativecommons.org/licenses/by/4.0/>.

Publisher's Note Springer Nature remains neutral with regard to jurisdictional claims in published maps and institutional affiliations.

The original article can be found online at <https://doi.org/10.1007/s44196-021-00016-x>.

✉ Sultan Daud Khan
sultandaud@nutech.edu.pk

¹ National University of Technology, Islamabad, Pakistan

² Expert Vision Consulting, Makkah, Saudi Arabia

³ Umm Al-Qura University, Makkah, Saudi Arabia