

INTRODUCTION & BACKGROUND

- Reliable visual perception plays a critical role in enabling autonomous vehicles to safely navigate unseen, unstructured environments.
- In order to anticipate and avoid obstacles, such a perception system needs to detect, classify, localize, and track dynamic objects within range of the vehicle.
- Many perception systems in state-of-the-art autonomous vehicles rely on LiDAR (light detection and ranging) to produce an accurate geometric representation of the vehicle's environment; however, such systems can be costly to acquire and maintain.
- Our project focuses on object detection and tracking from 2D RGB camera inputs, owing to their relative low cost and capacity to capture dense representations of scene textures.

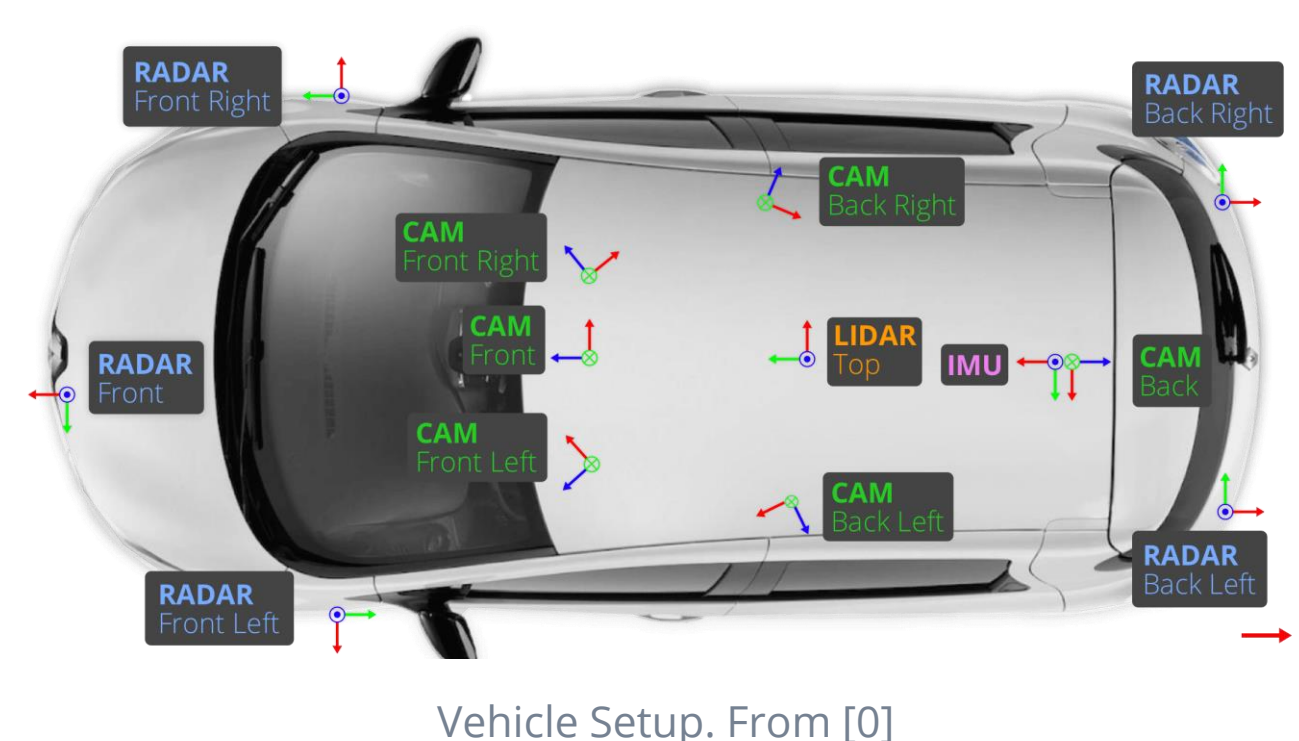
SYSTEM REQUIREMENTS

- Inputs to the system are a stream of RGB images captured by each camera: $\{\dots, I_{t-2}, I_{t-1}, I_t\}, I_t \in [0, 1]^{H \times W \times 3}$
- Objects are represented as 3D cuboid "bounding boxes", parameterized by their center point $(x, y, z) \in \mathbb{R}^3$, size dimensions $(length, width, height) \in \mathbb{R}^3$, orientation in the plane of the ego vehicle $\theta \in \mathbb{R}^3$, and their class - one of $\{bicycle, motorcycle, pedestrian, bus, car, trailer, truck\}$ - and a unique identity signature s .
- The tracker attempts to associate the identity signatures of detected objects to the same objects detected at previous time steps, thereby generating a trajectory of each object's path across time.

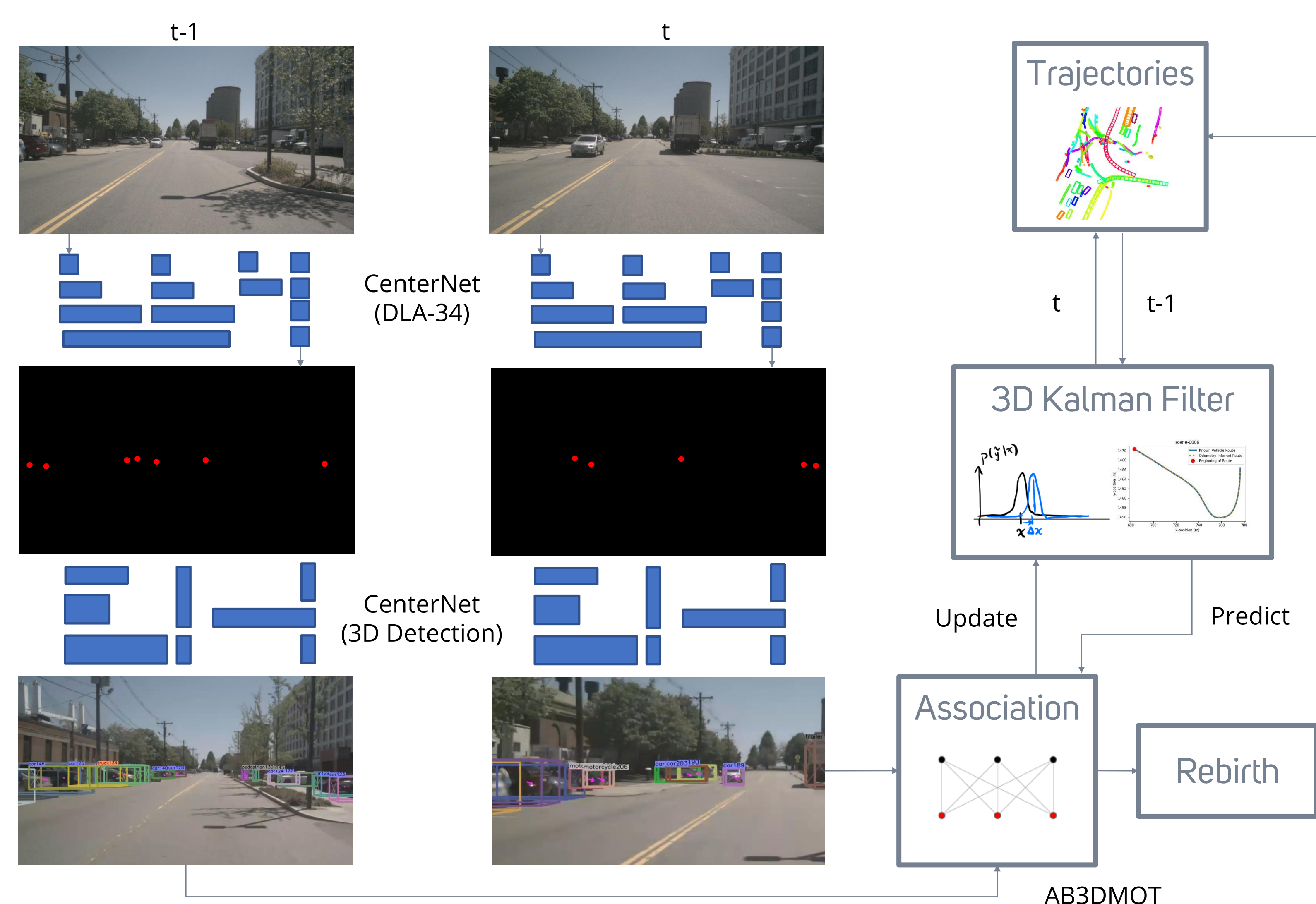


HARDWARE & DATA CONFIGURATION

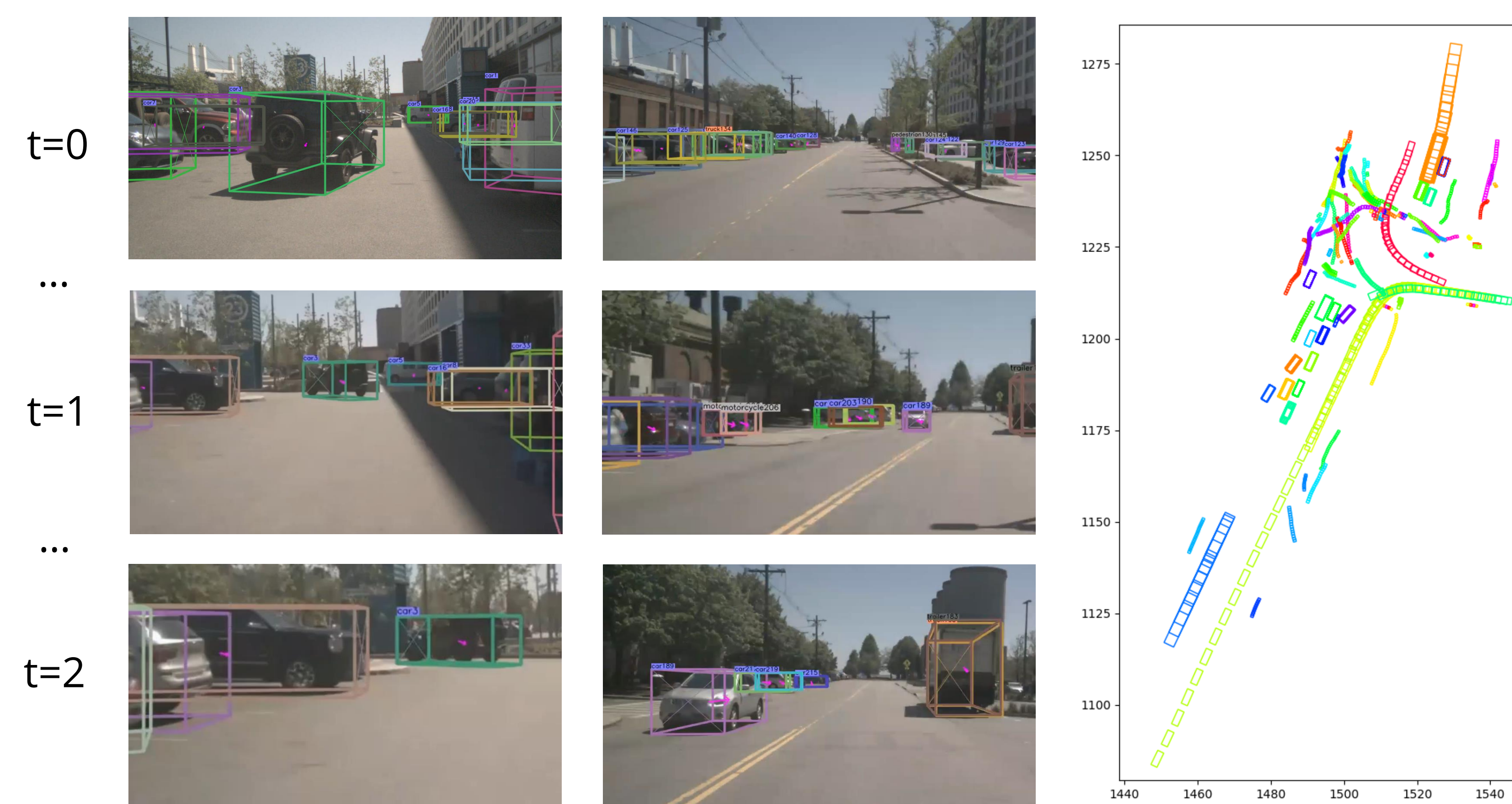
- We evaluate the system on the nuScenes dataset [0], which consists of 15h of driving data in Boston and Singapore across a variety of urban traffic scenarios, times, and weather conditions.
- Ground truth annotations are provided 2 Hz.
- All objects that are not directly visible to cameras or greater than 40m away from the ego vehicle are removed prior to evaluation.
- Ego Vehicle: Renault Zoe
- Cameras: 6x Basler acA1600-60gc, Lens F1.8 f5.5mm 1/1.8" @ 12 Hz
- Radar: 5x Continental ARS 408-21 @ 13 Hz
- IMU & GPS: 1x Advanced Navigation Spatial
- LiDAR point clouds are not provided as input to the perception pipeline.



SYSTEM DESIGN



QUALITATIVE RESULTS



IMPLEMENTATION DETAILS

- We use the DLA-34 implementation of CenterNet [2] with deformable convolutions as the backbone feature extractor, with additional layers to infer the 3D bounding box characteristics of all objects in the environment.
- All object states are transformed and compensated by odometry estimates from the ego vehicle's CAN data.
- Overlapping objects from different views are resolved via NMS (non-maximum suppression).
- Data association is performed via the Hungarian algorithm method over 3D IOU (intersection-over-union) as in AB3DMOT [3]. Unmatched tracks are kept for $t = 3$ before they are deleted.
- Object states are tracked with a 3D Kalman Filter [3] with a velocity augmented state. Motion models and uncertainty estimates are tuned based on the class of the tracked object $\{vehicle, cyclist, pedestrian\}$.
- At inference time, full sweeps of the data at native sensor sampling rates are used for detection and tracking.

FUTURE WORK

- Depth estimation is challenging with a single camera - a stereo camera setup provides more robust 3D resolution and may be better suited to safety critical applications.
- Radar was underutilized in this project due to its sparsity, high prevalence of false positives; however, radar returns instantaneous radial velocity estimates which can be used to refine vehicle motion estimates.

CONCLUSION & ACKNOWLEDGEMENTS

- We present a camera-based perception pipeline for 3D object classification, detection, and tracking of dynamic objects in an autonomous driving context. The system runs in near real-time on a desktop GPU and generates object tracks that can be fed downstream to a motion planning and control system for navigation in autonomous driving.
- Acknowledgements: We thank Austin Thind, Prof. Blake Hannaford, Prof. Payman Arabshahi, and Daniel King for their valuable feedback throughout this project.

REFERENCES

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