Multi class object detection for smart cars and safe roads



About the project

Goal

- scalable multi-class object detection from the driver's perspective

Methodology

- state of the art classification and reconstruction approaches
 - Fisher vectors, DNN's, dense stereo and SfM

Frame:

- fully supported by Croatian Science Foundationunder the grant I-2433-2014
- 1 postdoc, 1 PhD student
- $\ 01.10.2014 01.10.2017$

Applications:

- smart vehicles (autonomous driving, driver's assistance)
- intelligent transportation systems (road safety inspection)

Members:

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- Axel Pinz, Albert Diosi, ...

Previous projects

MASTIF - mapping and assessing traffic infrastructure (HrZZ - IPV, 2008-2011, 1 PhD student)



VISTA - computer vision innovations for safe traffic (EU IPA IIIc, 2013-2015, 2 PhD students)



Agenda

- brief presentation of the project
- object localization
- weakly supervised localization with large Fisher vectors
- fast approximate GMM soft-assign
- semantic segmentation
- classification of traffic scenes
- discussion

Object localization

- Where are the objects of the desired class(es) (if any)?
- Classification in the sliding window
 - apply a fast classifier at 100000 image locations
 - simple features and cascaded classifiers
 - near ideal performance on traffic signs [syroco2012, mva2014]
 - further developments (DPM) allow deformable objects
 - poor performance in the multi-class scenario





Object localization (2) • Some results [mva2014] (T: 2000, E: 1000):



- Other approaches
 - weakly supervised localization [visapp2015jk, gcpr2015vz]
 - bottom-up cues: bottom-up segmentation, trained objectness
 - classify each image pixel independently (=semantic segmentation!)
 - · localize objects by detecting connected components with the corresponding labe

The quest: scalable multiclass performance

- cascades have poor representation capacity
- several alternative approaches:
 - powerful supervised features (e.g. overfeat [sermanet14iclr])
 - state of the art classifier (CNN) trained on ImageNet
 - huge complexity (can be alleviated with bottom-up proposals)
 - unsupervised middle-level features (FV) [cinbis13iccv]
 - considerable computational complexity
 - inherently multi-class due to generative modelling involved
 - classification models can be trained with weak supervision
 - pixel-level output (semantic segmentation) [farabet13pami]
 - considerable computational complexity
 - spatial layout is problematic
- in our research we explore the latter two options

Weakly supervised localization with unsupervised middle-level features

- train the model on images annotated with class labels
- use groundtruth locations only for performance evaluation
- benefit: able to collect more training samples with less effort
- difficulties: very small objects, rich background





Localization with weak supervision (2)

- Our approach:
 - disregard any bottom-up proposals
 - represent patch appearance with large Fisher vectors
 - speed-up the computations by:
 - sparse classification model [krapac15visapp]
 - novel fast GMM soft-assign [krapac15gcpr]
 - improve performance by:
 - taking into account non-linear normalizations [zadrija15gcpr]
 - represent patch layout with spatial Fisher vector [zadrija15gcpr]
 - enforcing the group sparsity of the localization model [krapac15gcpr]

Weakly supervised localization results

Table 2. Localization performance. T denotes the number of patches used to compute the object bounding box. K_w denotes the number of non-zero model components. p_{miss} denotes the miss frequency at the rightmost data point of the PR curve.

Nr.	Configuration	FV Normalization	Penalty	K_w	T	AP test	p_{miss}
1	S HOG [11]	-	l_2	_	_	88	0.05
2	M [22]	-	l_1	64	100	72	0.13
3	Μ	-	group	11	100	74	0.25
4	Μ	p, ℓ_2 intra	group	7	100	77	0.11
5	G	p, ℓ_2 intra	group	7	100	77	0.16
6	G + SH	p, ℓ_2 intra	group	7	all	75	0.14
7	G + SFV	p, ℓ_2 intra	group	7	all	81	0.11

Current and future work

- make this work for articulated classes (cars, pedestrians, etc.)
- evaluate multiclass performance

Fast approximate GMM soft assign

- GMM soft assign: the bottleneck of many classification and localization approaches based on visual words and Fisher vectors
- the idea: represent the GMM as a tree obtained by recursive agglomerative clustering
- improve the performance for an order of magnitude without a noticable performance hit



Semantic segmentation

- Assign a semantic label to each pixel
 - related to object classification
 - state of the art: texton boost, CNN
- State of the art CNN architecture [farabet13pami]
 - similar to the vanilla classification CNN
 - differences: preprocessing, multi-scale, no fully connected layer, postprocessing



Semantic segmentation (2)

- CNN results on RGBD KITTI (T: 100, E: 46):
 - 620 x 192 pixels, 8 classes: vehicle, road, building, sidewalk, vegetation, sky, traffic sign, pedestrian
 - RGB pixel accuracy: 73.6%, 75.1%
 - RGBD pixel accuracy: 78.5%, 79.1%
 - class accuracy: below 50%
 - execution speed (GTX980): 20Hz, 10 Hz







Impact of the hardware

- Desktop GPU (GTX 980, 500W): 20 Hz
- Laptop CPU (Core i5, 100 W): 0.2 Hz
- Laptop GPU (100W): 4 Hz
- NVIDIA Tegra X1 (5W): 4 Hz (estimate)

Image classification (2)

- State of the art approaches:
 - soft quantization (GMM), representation in the gradient space of the generative model (FV) [bmvc2011,iccv2011]
 - convolutional neural networks (CNN) jointly train the quantization and classification
- Example: classification on a representation budget [iv2014]
 - 8 scene classes important for fleet management
 - best performance (AP): SFV + RF, GIST + SVM
 - AP over 90% even for rb=64 (T: 1500, V: 1500, E: 3000)











(d) izlaz iz tunela











(e) naselje

(f) nadvožnjak

(g) naplatna kućica



Discussion

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