

# Deep Sensor Fusion for ADAS Applications

Vijay John, Seiichi Mita,  
Smart Vehicle Research Center



# Title of Content

- Deep Learning-based ADAS Application
- Why Sensor Fusion (Depth + Texture) ?
- How to Fuse Depth & Intensity
- Proposed Deep Learning Model for Fusion
- Results and Evaluation

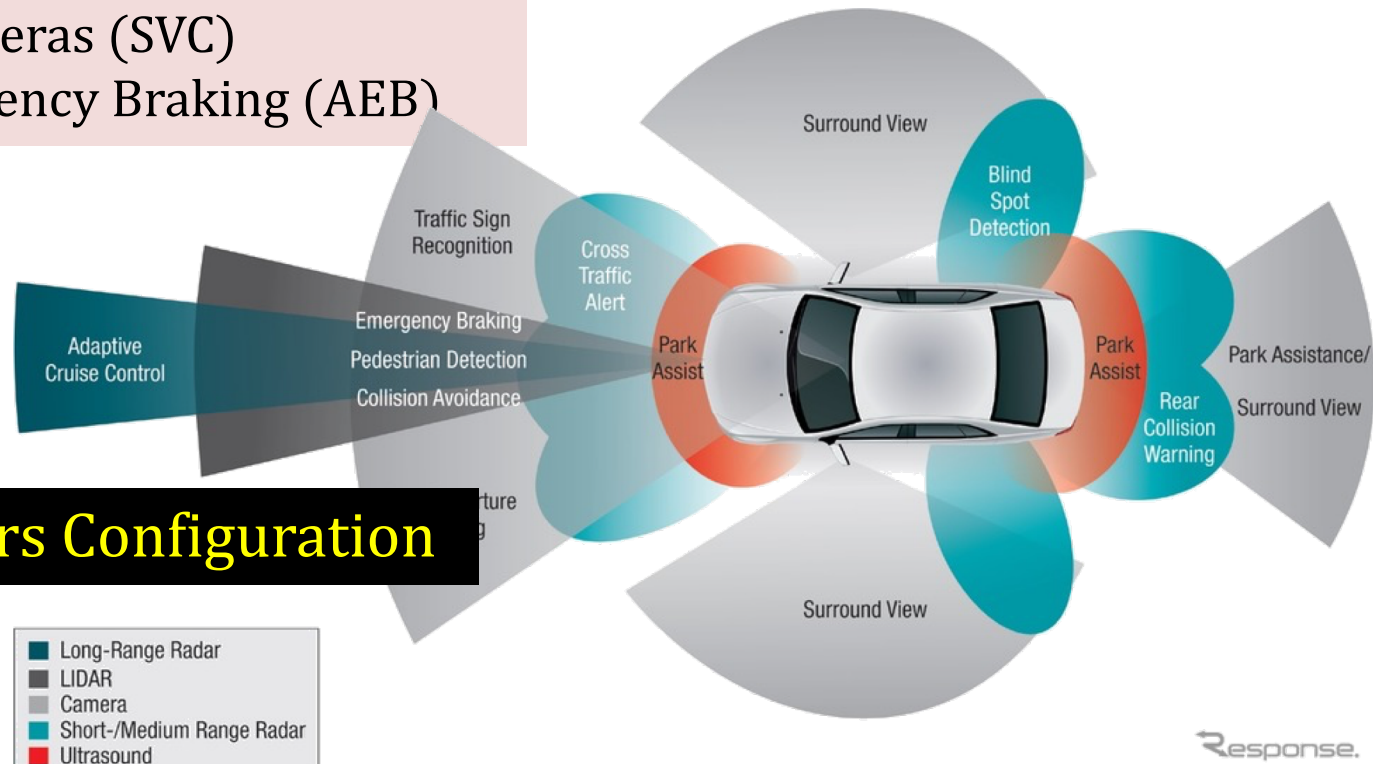


# Popular ADAS Applications

## ADAS Applications

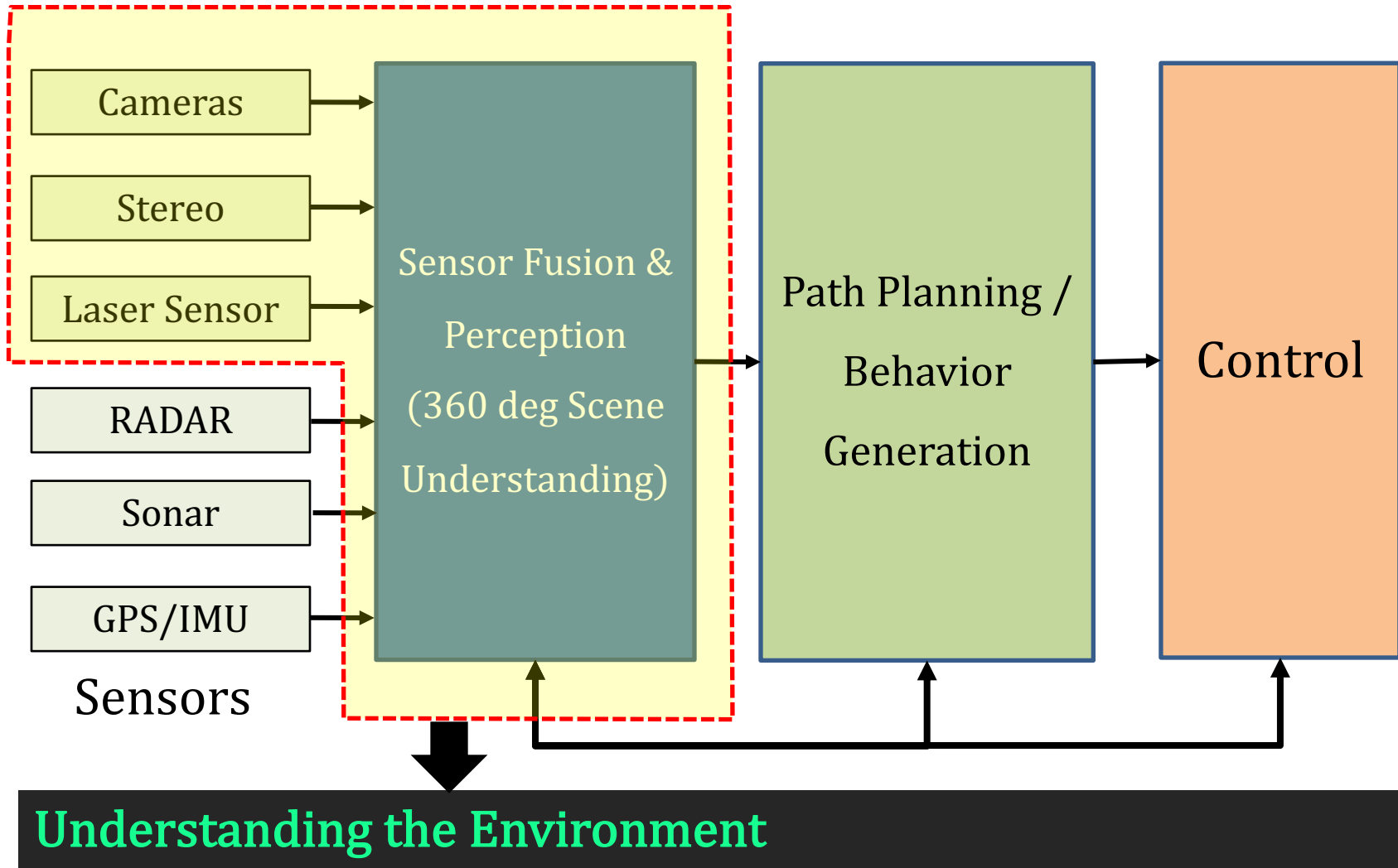
- Adaptive Cruise Control (ACC)
- Adaptive Front Lights (AFL)
- Driver Monitoring System (DMS)
- Forward Collision Warning (FCW)
- Intelligent Speed Adaptation (ISA)
- Lane Departure Warning (LDW)
- Pedestrian Detection System (PDS)
- Surround-View Cameras (SVC)
- Autonomous Emergency Braking (AEB)

## TTI Research Vehicle



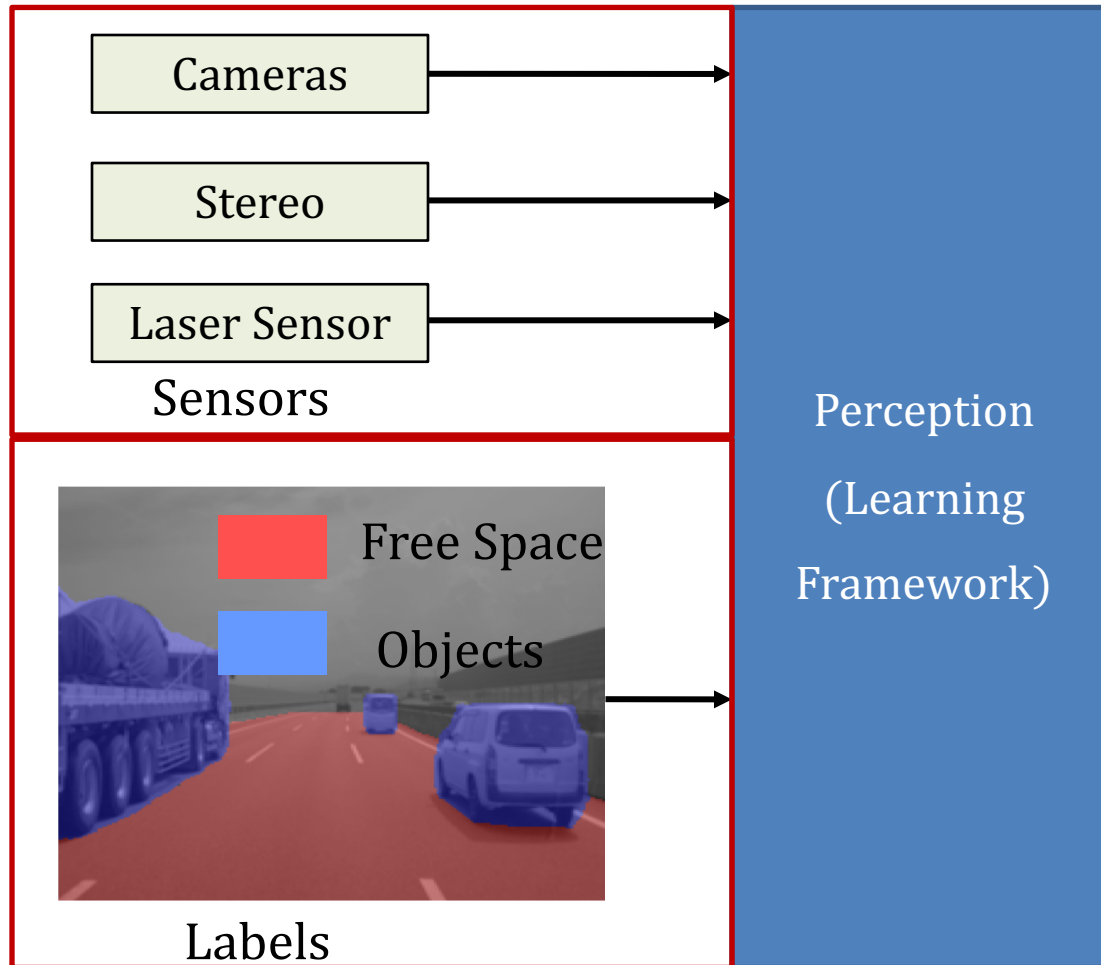
## Standard Sensors Configuration

# General Framework for ADAS and AD



# Learning Framework for Perception

## Training a learning framework for perception tasks



### Traditional Learning

**Feature Extraction** (HOG, DPM etc)

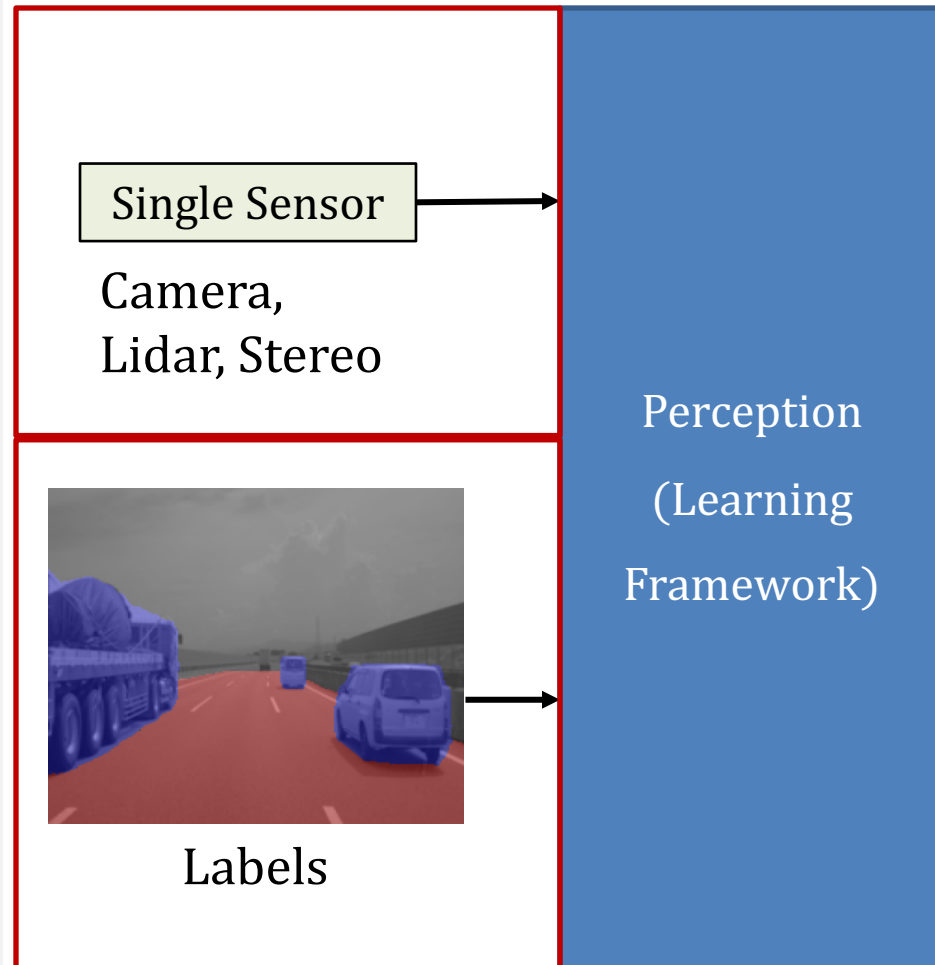
**Feature Classification**  
(SVM, Random Forest etc)

### Deep learning

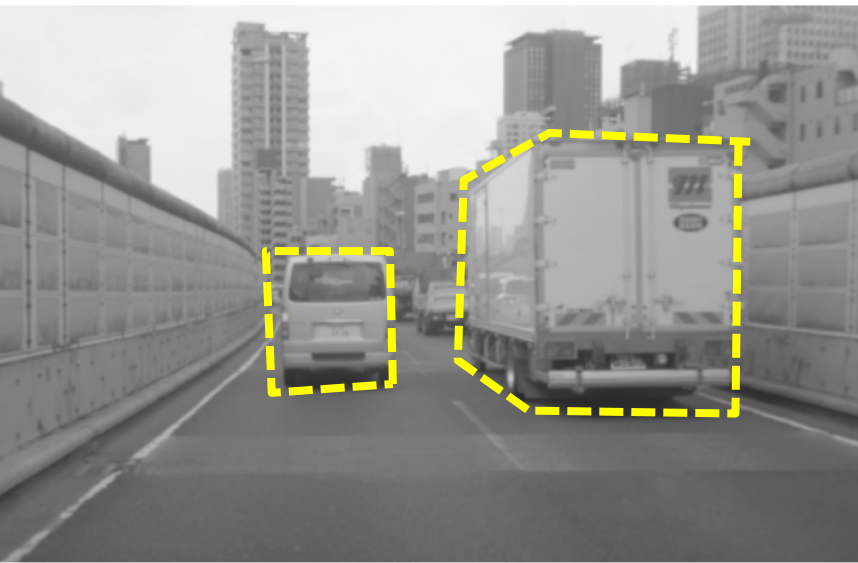
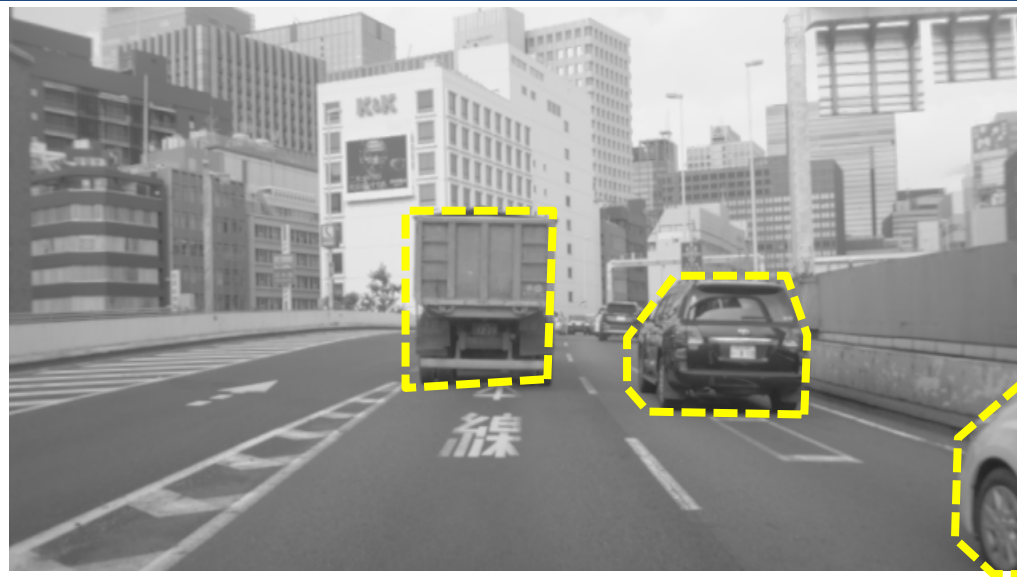
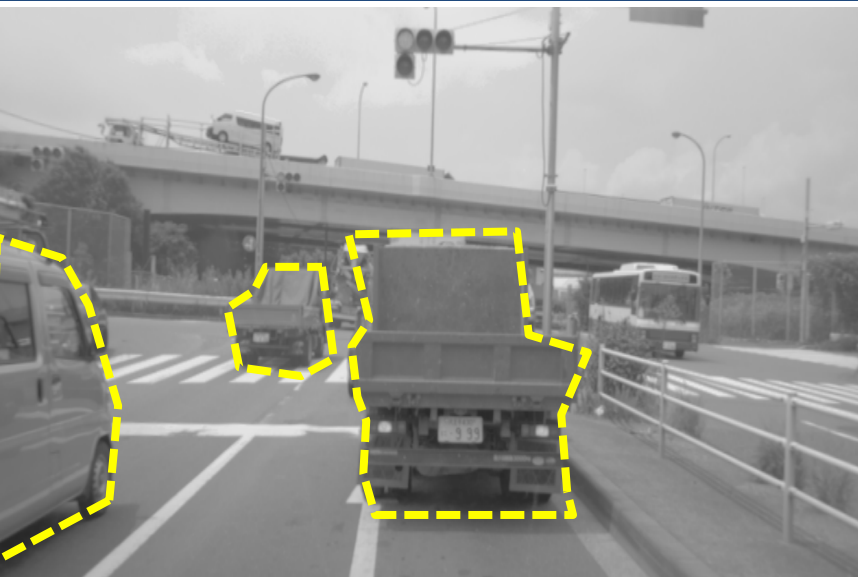
(Feature Extraction +  
Feature Classification)

# Single Sensor-based learning

- Single sensor-based learning is not robust or descriptive enough
- **Challenges**
  - Environmental Variation (**occlusion, illumination variation, etc.**)
  - High Inter-Class and Intra-Class Variability



# Intra-class Vehicle Variations

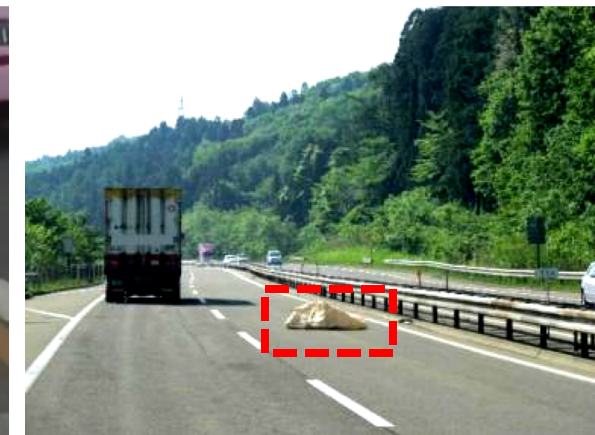
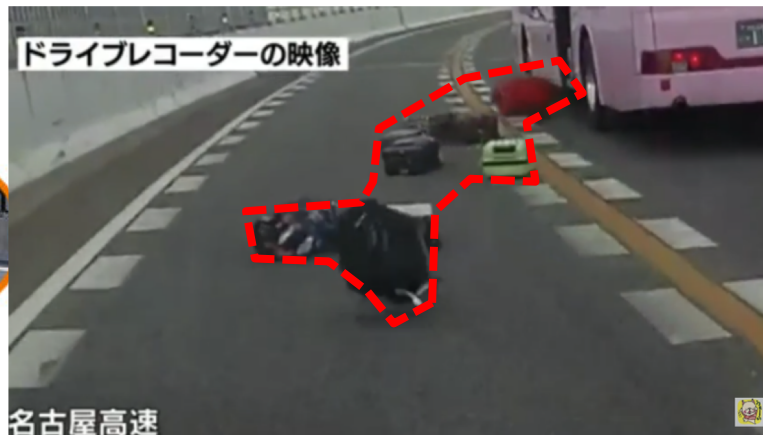
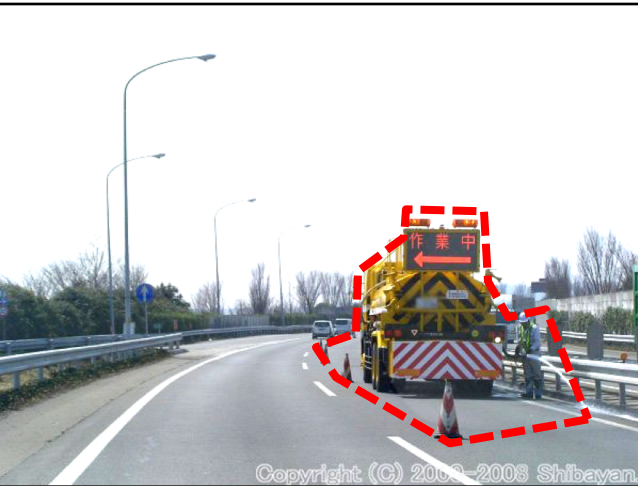


**There are many vehicle varieties with different orientations**



# Intra-class On-Road Objects Variations

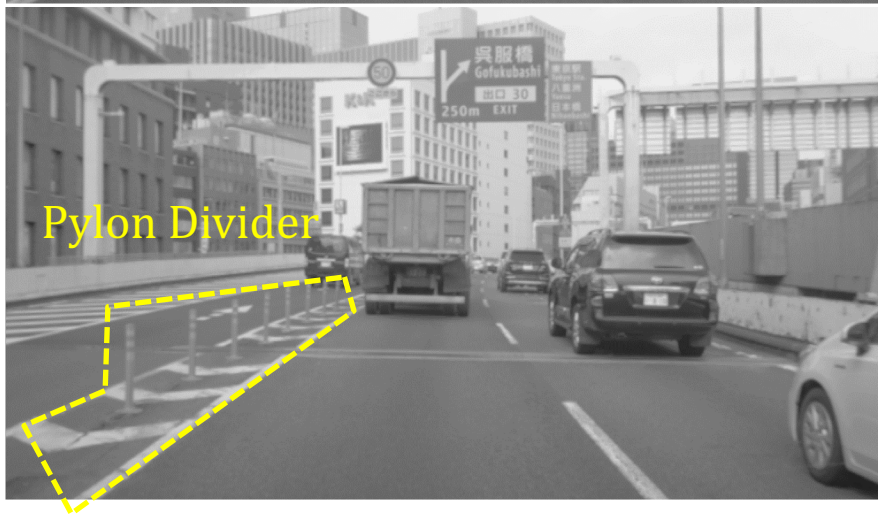
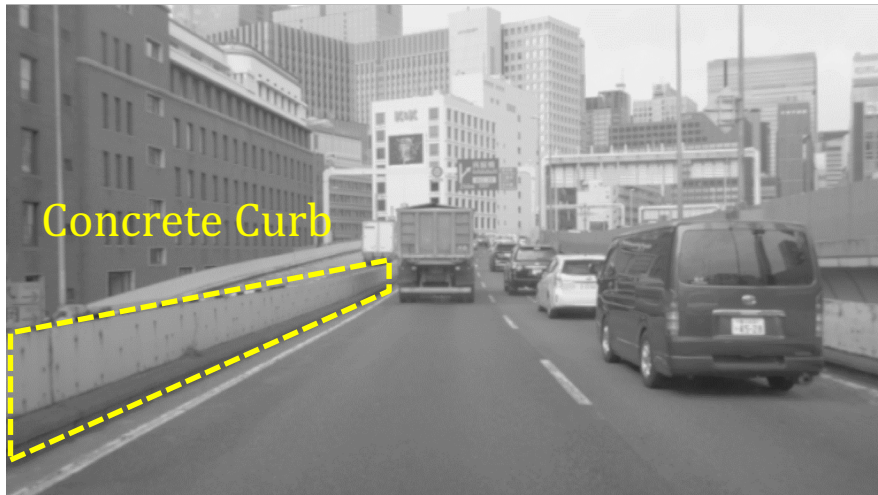
We have a large number of On-Road Objects



We have a lot of variety of on road objects!!!!

# Intra-Class Free Space Boundary Variations

We have the different type of road boundaries



We have a lot of variety of Free Space Boundary!!!!



# Environmental Variation

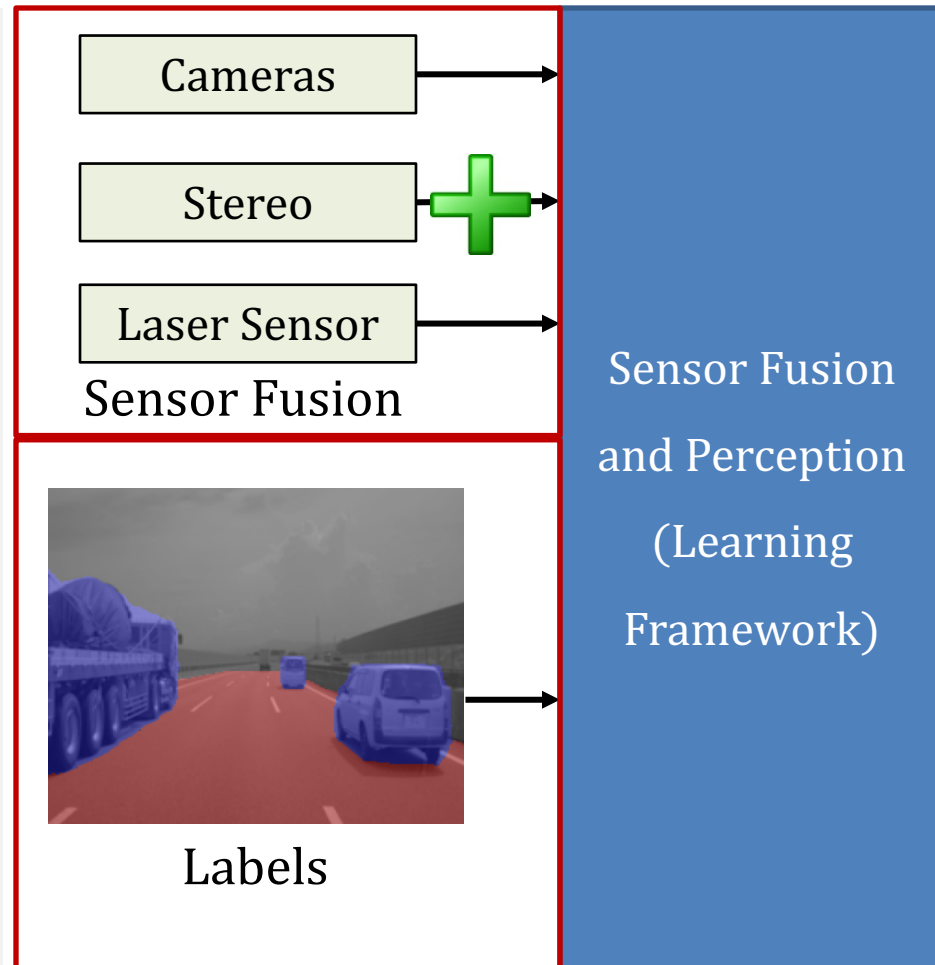
Illumination variation as observed by a monocular camera image with appearance features





# Sensor fusion-based learning

- Sensor Fusion-based learning with **complementary sensors** addresses these issues
- Monocular Camera appearance features and depth features are **complementary features**



# Complementary sensors

## Monocular camera

Monocular camera provides rich appearance information

Inexpensive

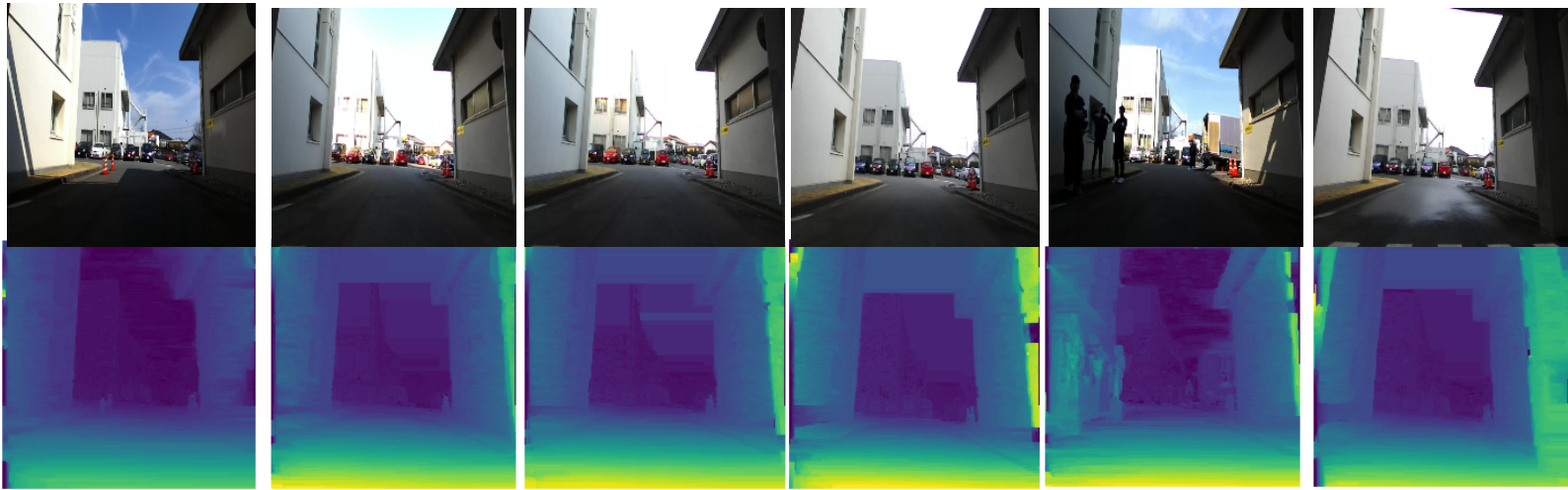
Illumination variation

## Depth camera

Depth camera provides depth information

Stereo-based depth inexpensive

Illumination invariant due to robust stereo algorithm [1]



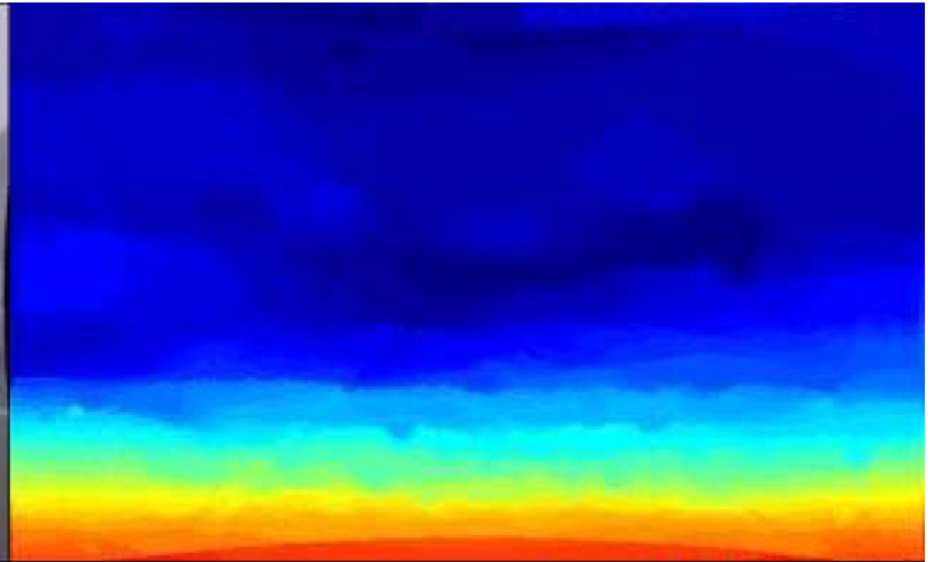
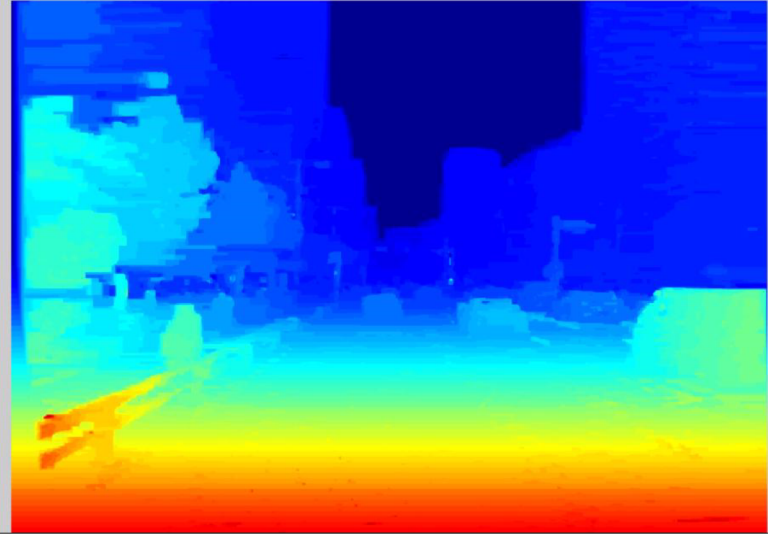
**Depth information from stereo camera robust to illumination variation**

# Robust Stereo Vision

data034\L000000.bmp



3 Scale MPV with road info



**Stereo processing for 1280x960 image: 15ms/frame on Geforce GTX**

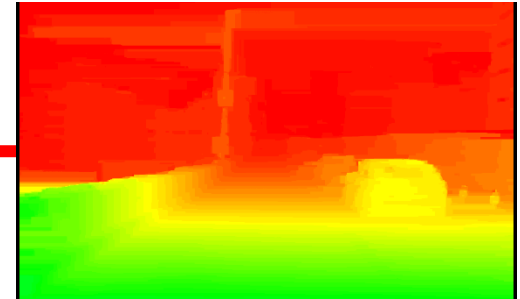
# Complementary Sensor Fusion for Deep Learning

**Appearance** and **Depth Features** are Fused within a Deep learning Framework for Environment Perception

Sensor fusion with complementary features



- Appearance  
(Monocular camera)  
**Descriptive  
appearance features**



Depth  
(Stereo  
Camera/Laser)  
**Illumination invariant  
depth features**

Deep learning  
framework

Environment  
Perception

# How to Fuse Sensors Data ??

## ❑ Sensor Fusion : Raw Data Level Fusion

Image & Depth



Image + Feature  
Feature Extraction

Deep Features

Free Space Detection

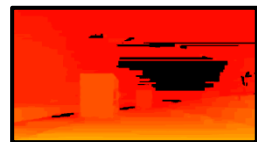


Object Detection



## ❑ Sensor Fusion : Feature Level Fusion

Image



Depth

Image Feature  
Extraction

Depth Feature  
Extraction

Feature  
Integration



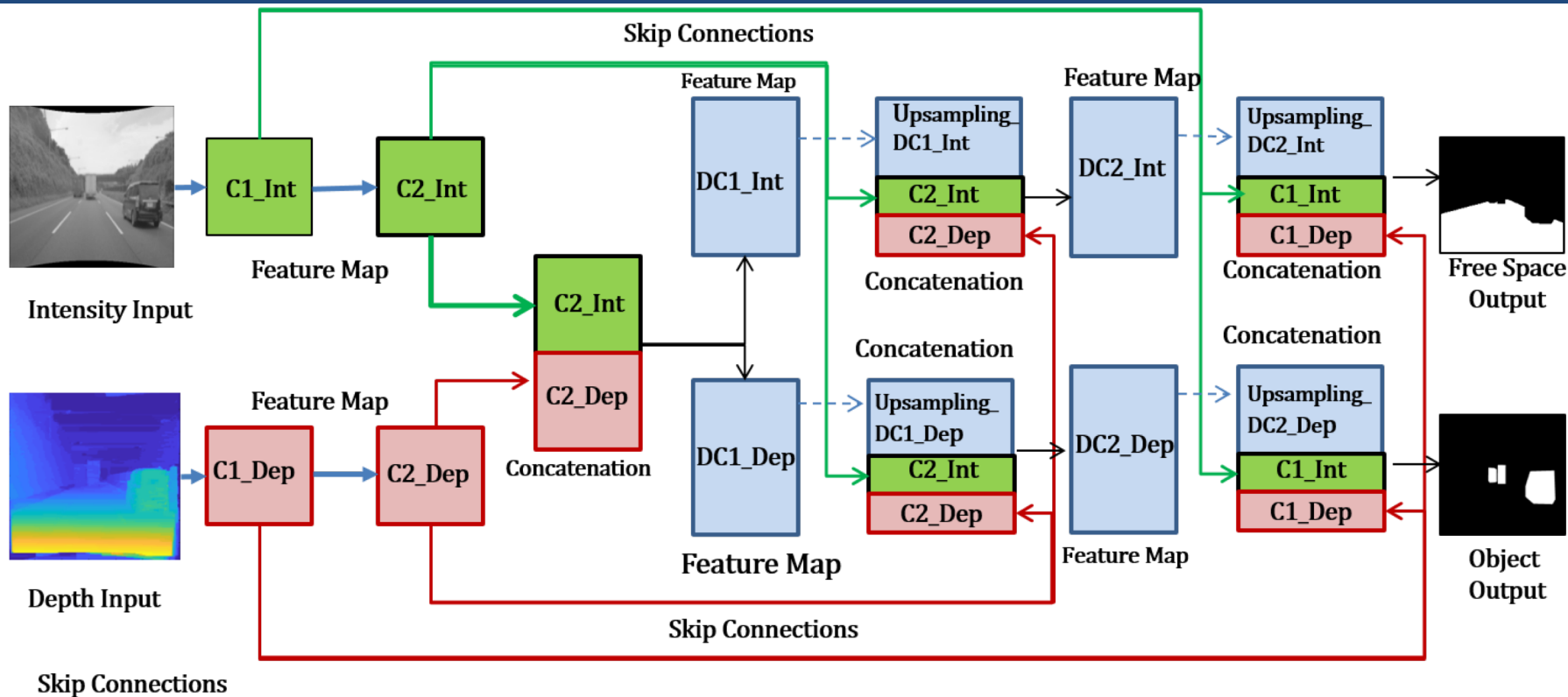
Free Space Detection



Object Detection



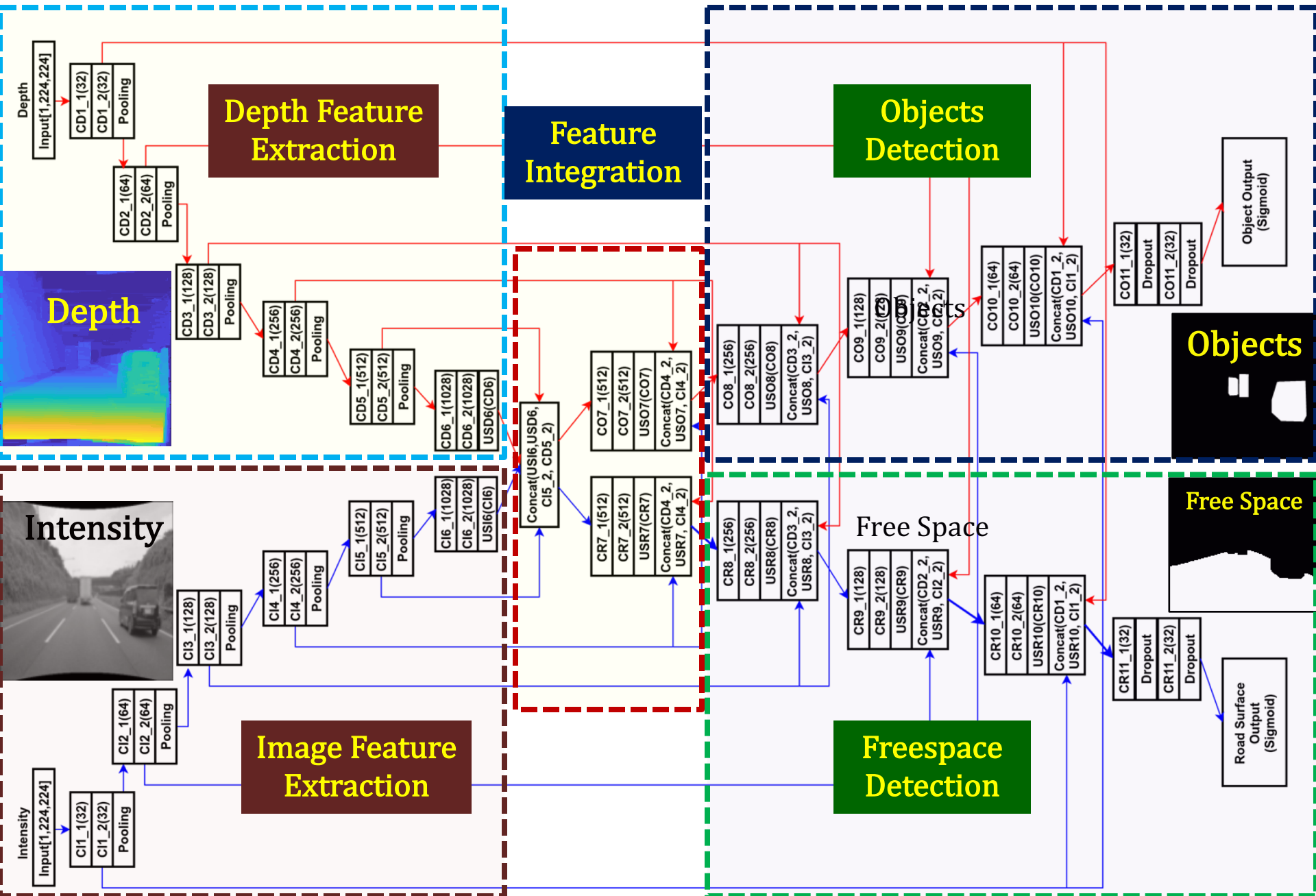
# Proposed Model



- Skip Connections**
- Entire Depth Encoder Feature Maps ( $m, n, n$ ) are transferred to Free Space and Object Decoder Feature Maps ( $o, n, n$ ) for Concatenation ( $m+o, n, n$ )
  - Entire Intensity Encoder Feature Maps ( $m, n, n$ ) are transferred to Free Space and Object Decoder Feature Maps ( $o, n, n$ ) for Concatenation ( $m+o, n, n$ )

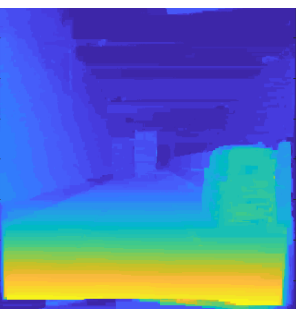


# Final Proposed Architecture

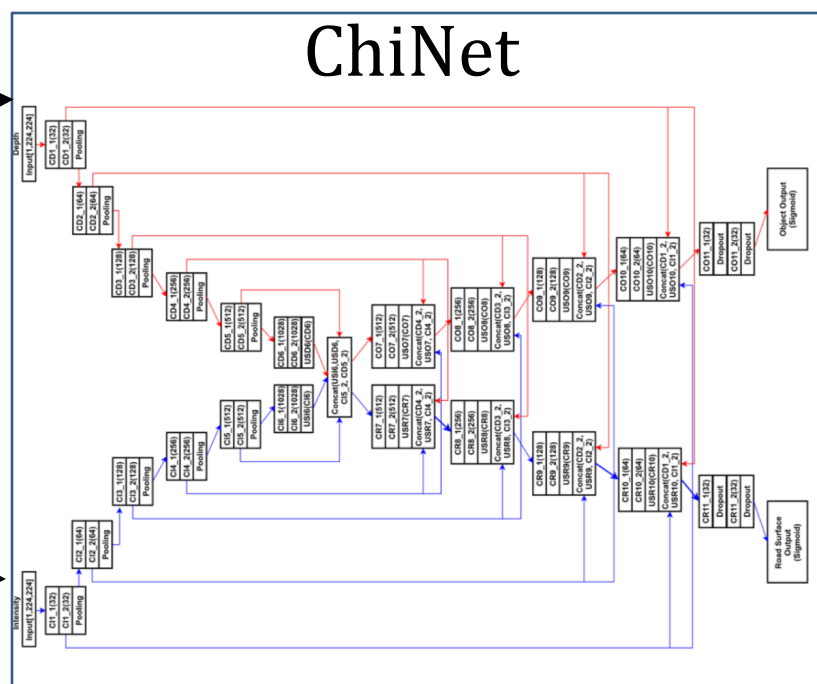


# Proposed Method: ChiNet

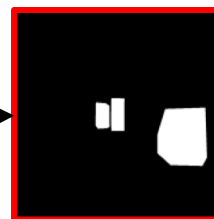
Disparity Image



Intensity Image



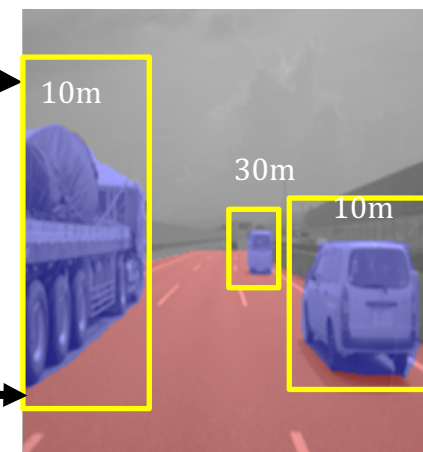
Objects



Free Space



Segmented Image with Depth Information

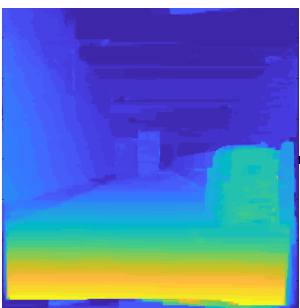


Free Space  
Objects

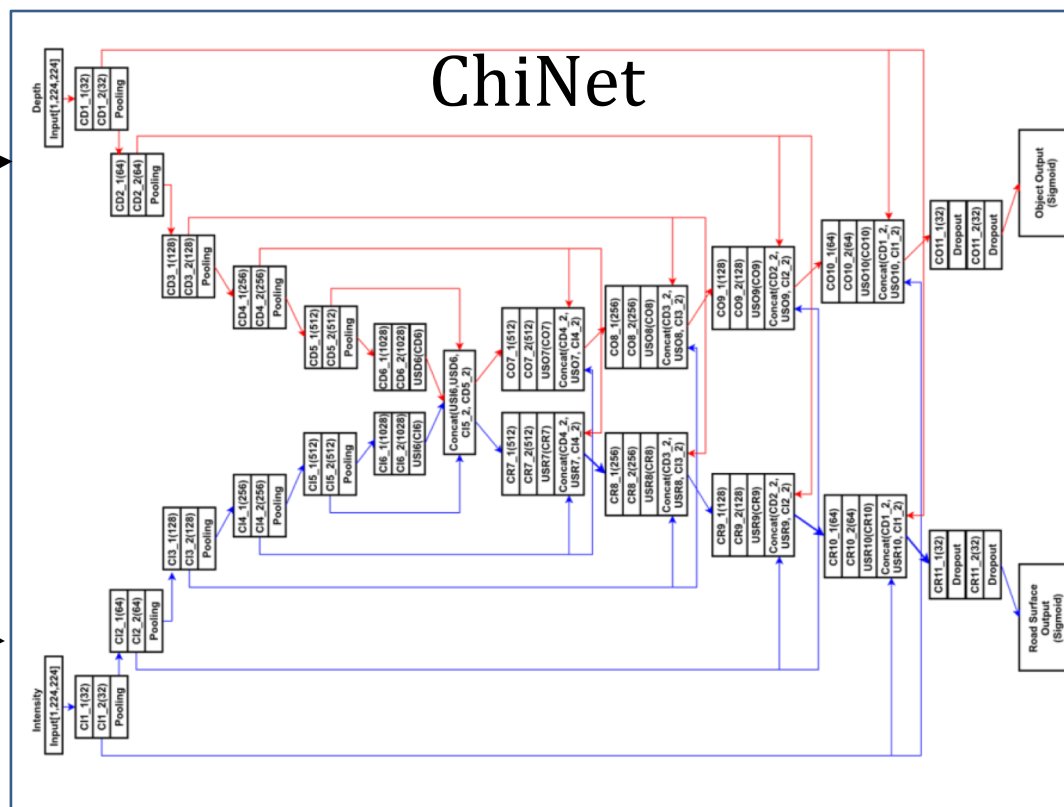


# Learning ChiNet

Disparity Image



Intensity Image



Objects



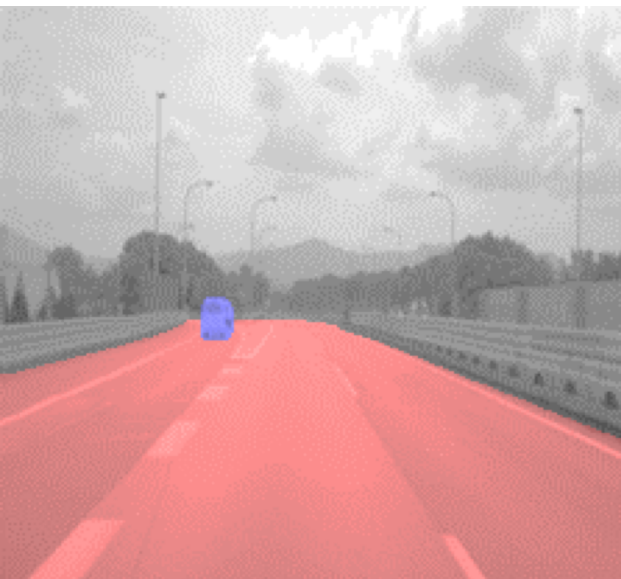
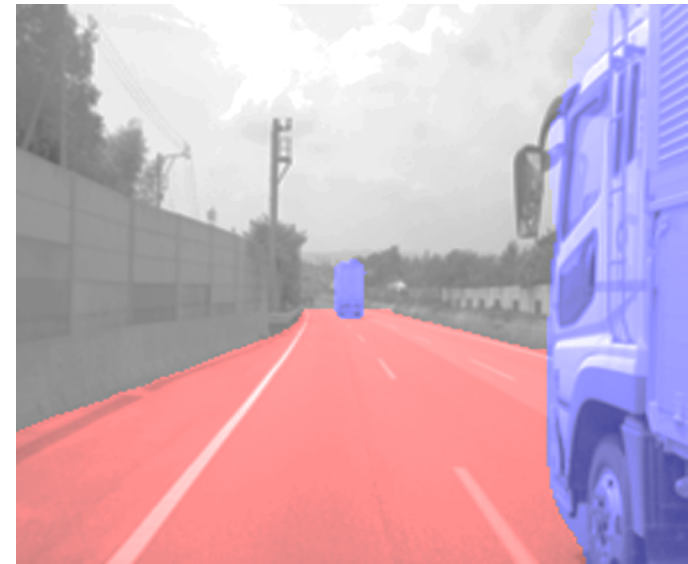
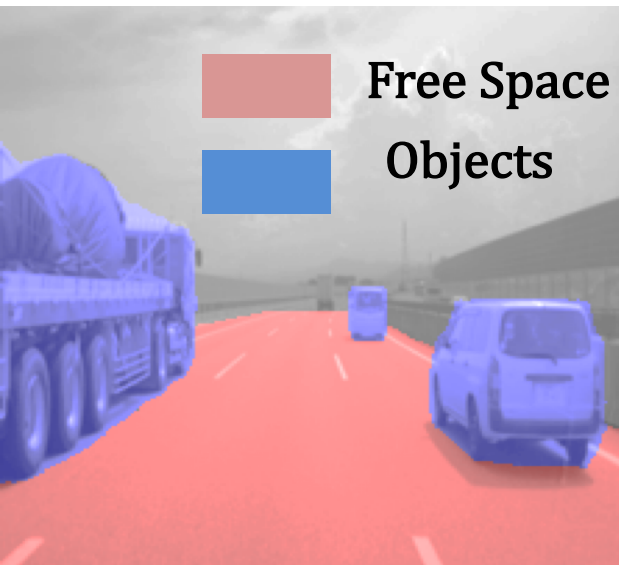
Free Space



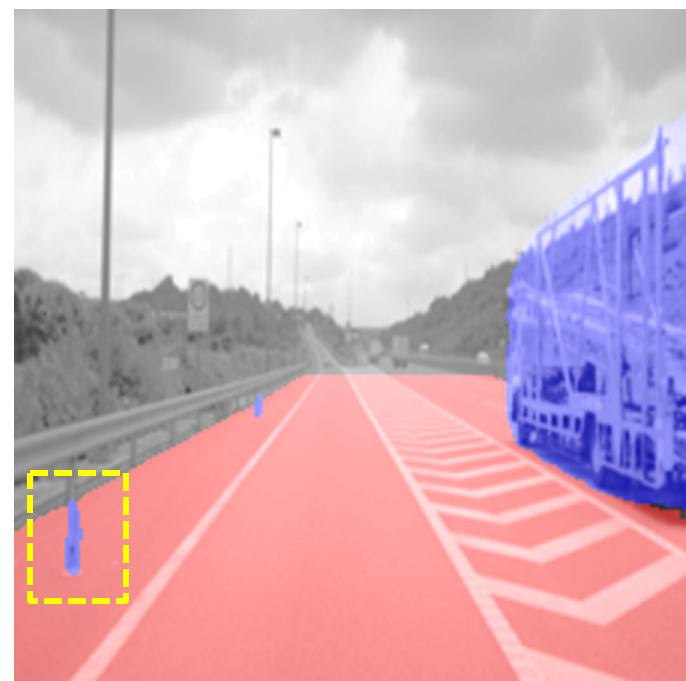
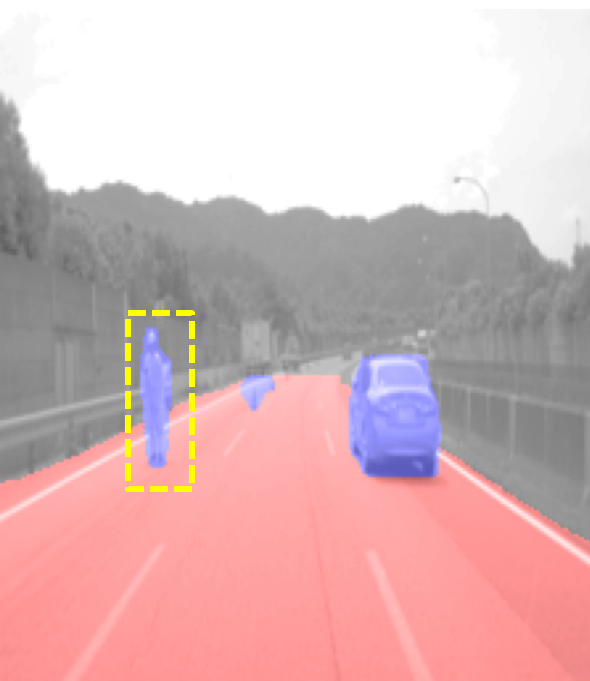
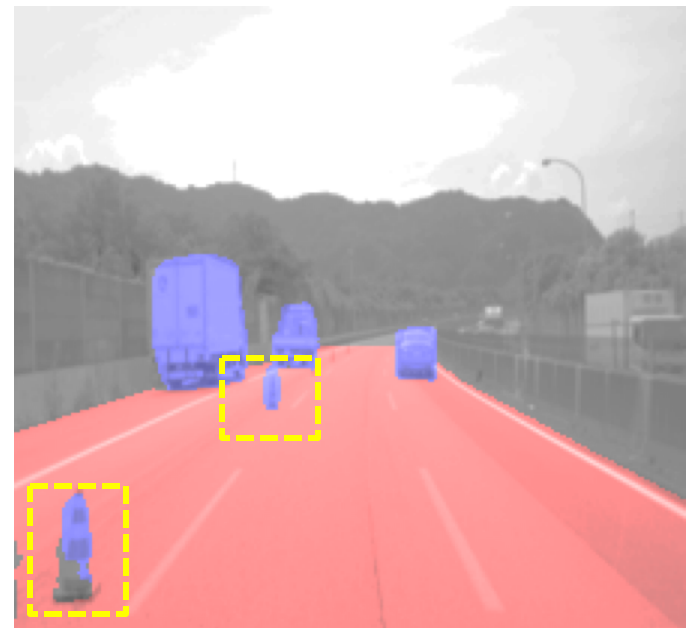
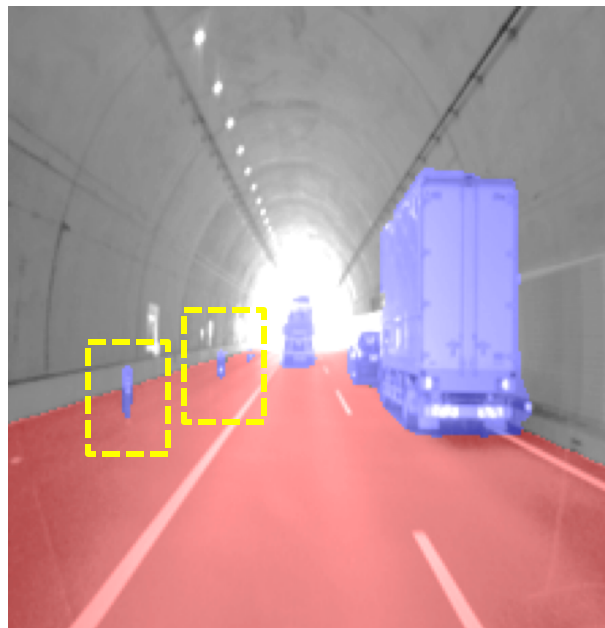
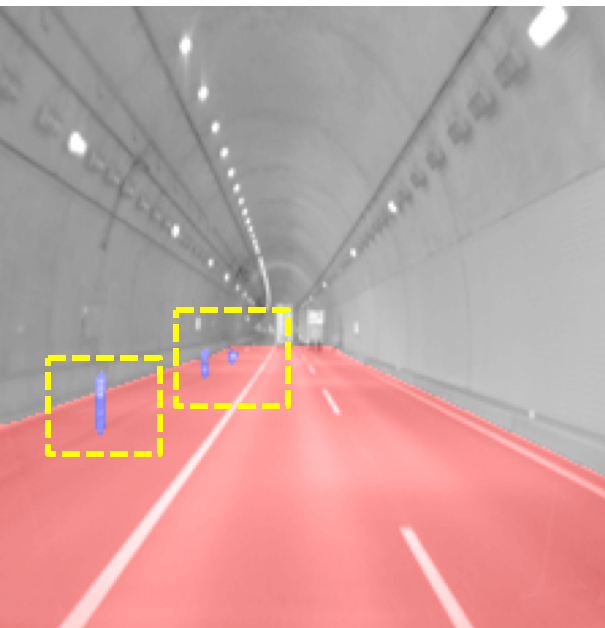
- Trained with **9000 Samples** from Japanese Highway dataset
  - Manually annotated free space and objects
- Trained on **Keras with theano backend**
- Trained with **Nvidia Titan X GPU**



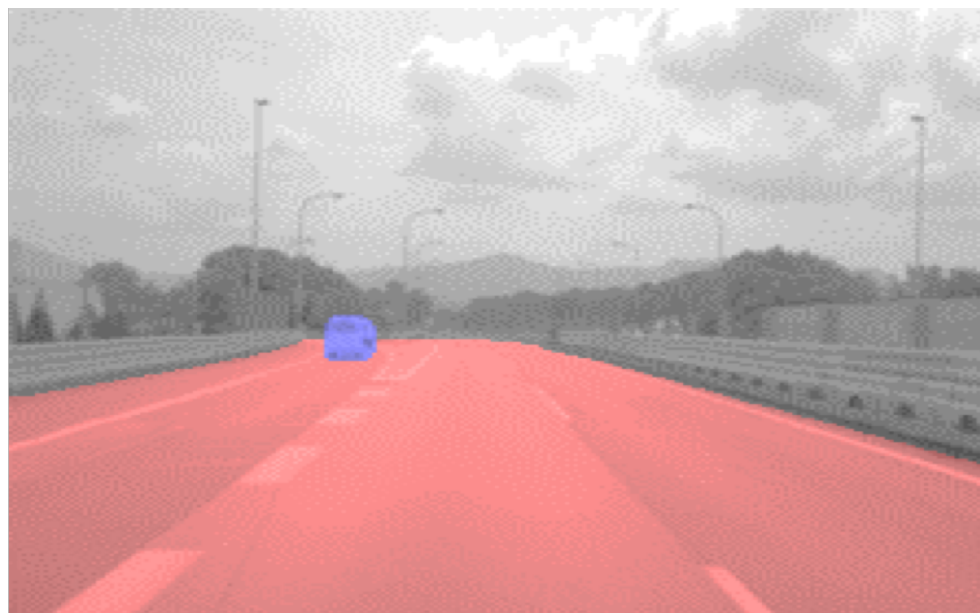
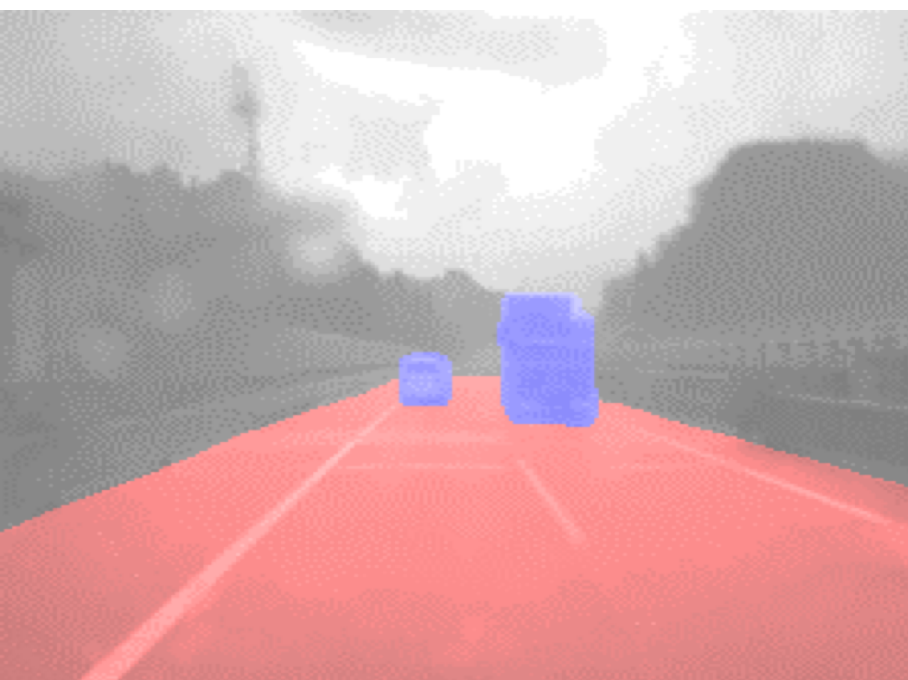
# Results for Tomei Highway



# Small Objects Detection

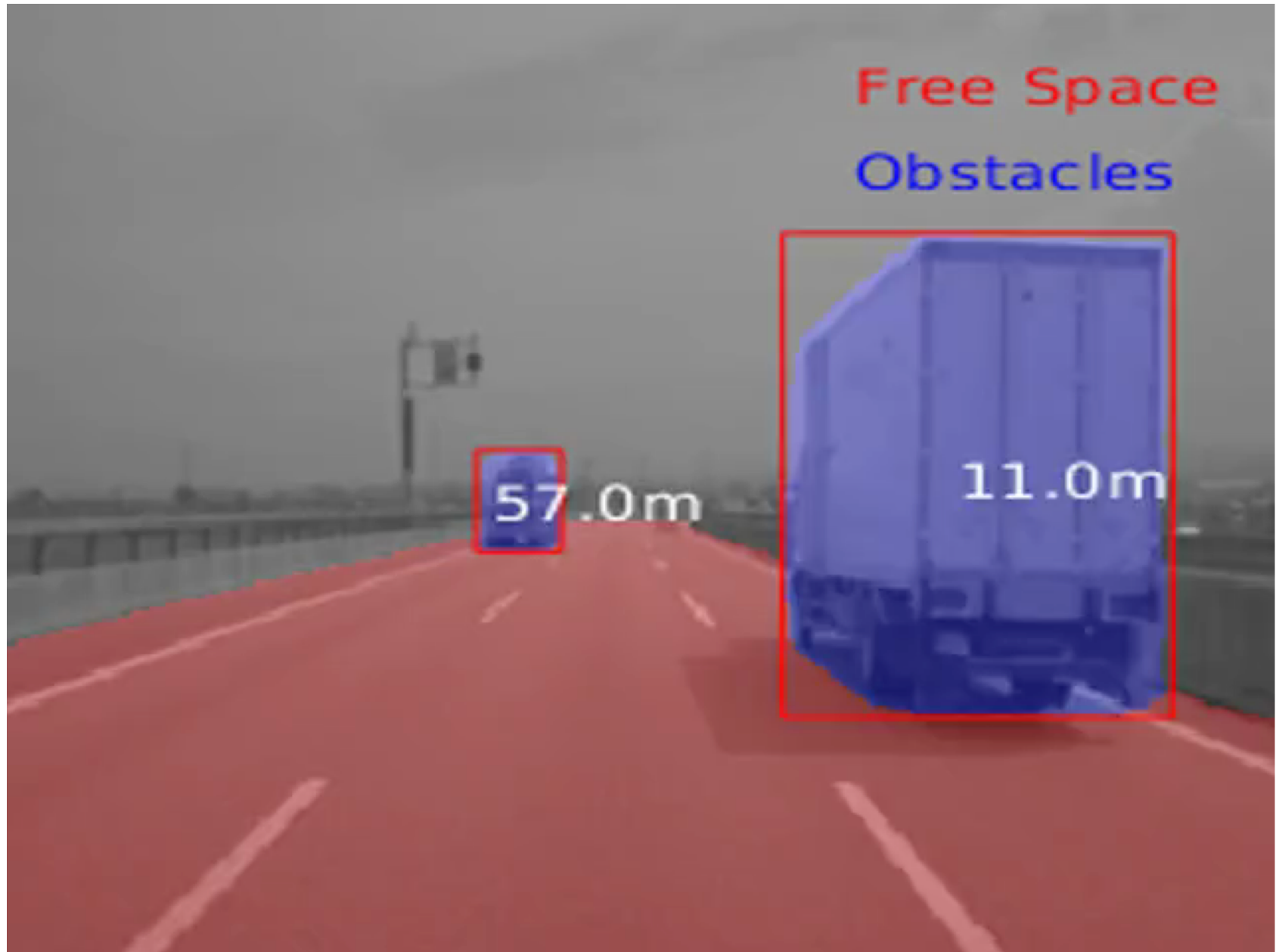


# Raining Weather





# Sample Movie



# ChiNet vs Baseline

Algorithm	Acc.	Time
ChiNet	97.35	192ms
U-Net [1]	94.2	82ms
FuseNet[2]	95.2	125ms

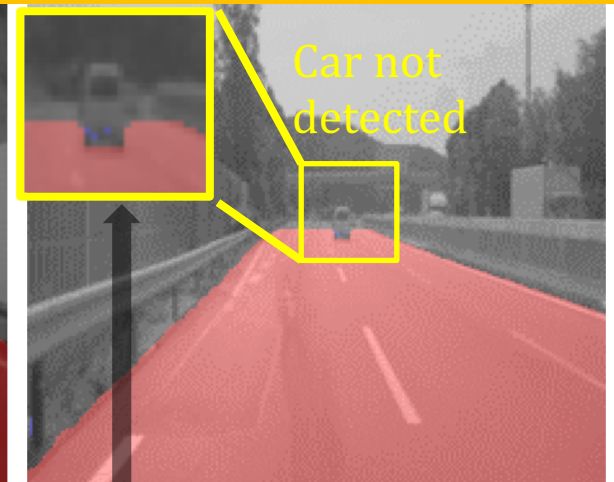
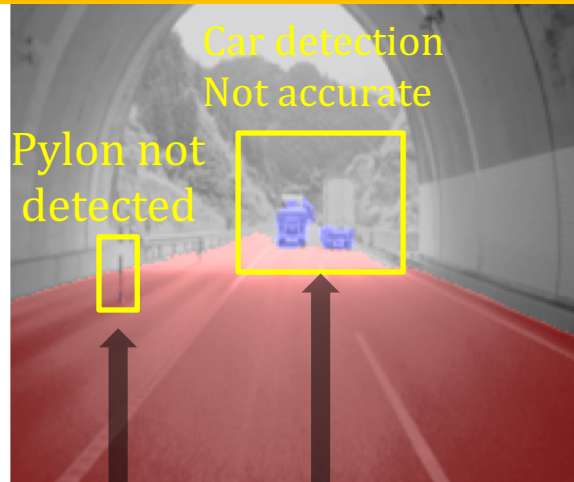
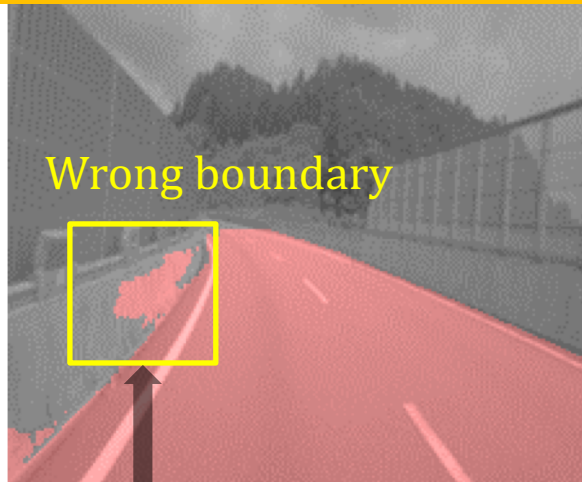
Implemented on  
**GeForce Titan X**  
using Keras with  
Theano backend



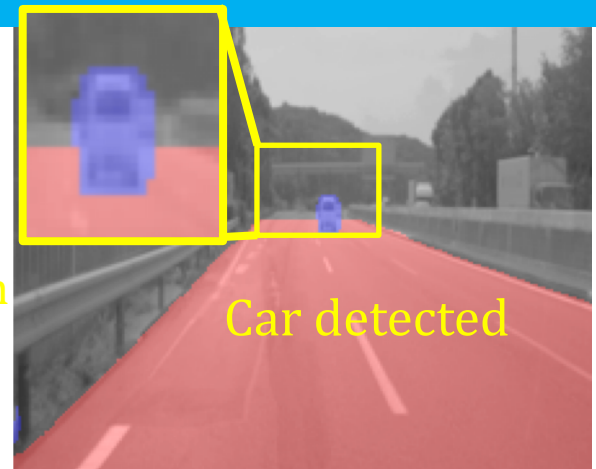
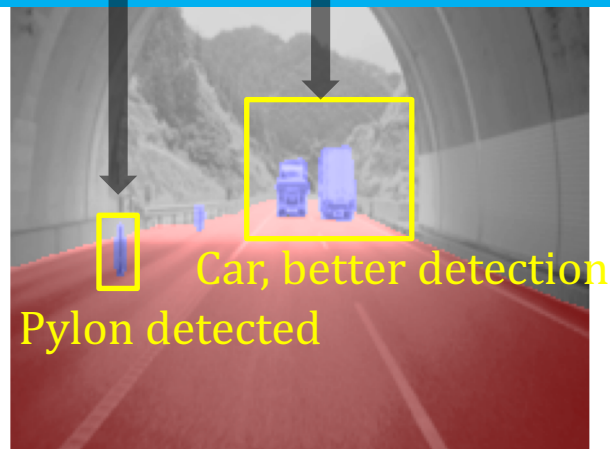
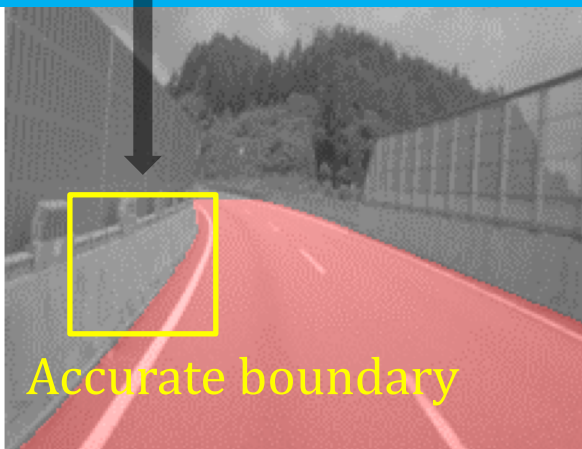
# Evaluation Result

## Comparison : “Intensity” vs “Intensity and Depth”

### Intensity image only



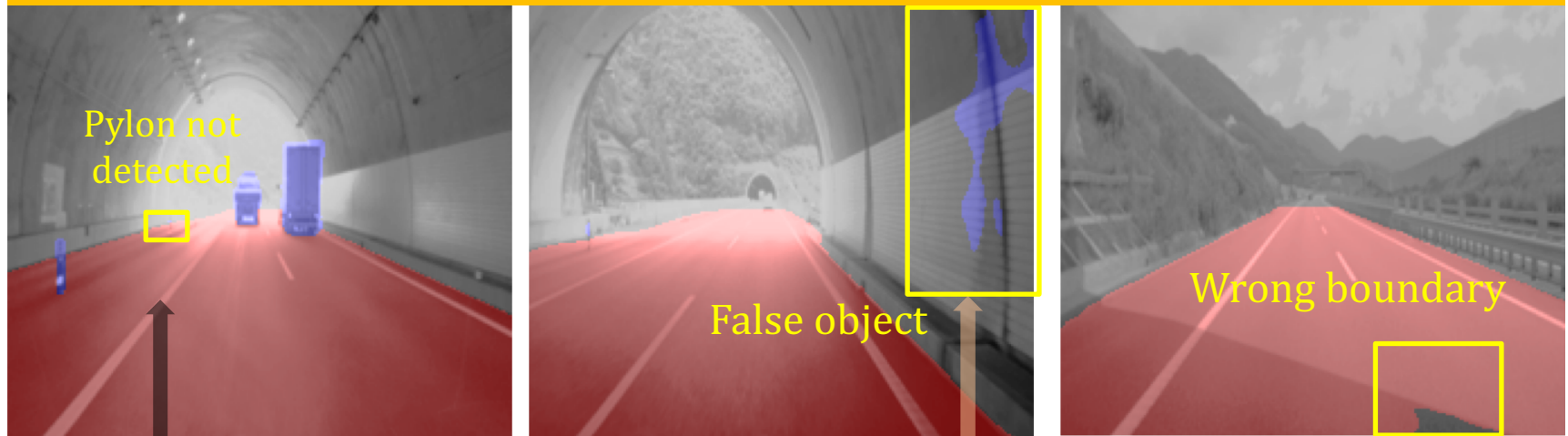
### Intensity and Disparity fusion



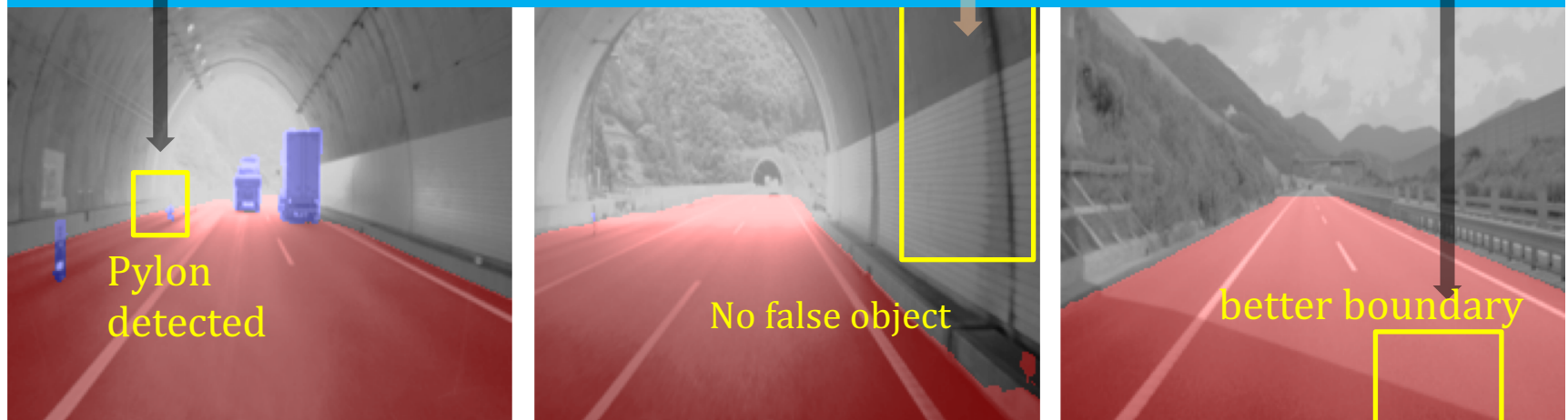
# Evaluation Result

## Comparison : “Intensity” vs “Intensity and Dept

Intensity image only



Intensity and Depth Fusion



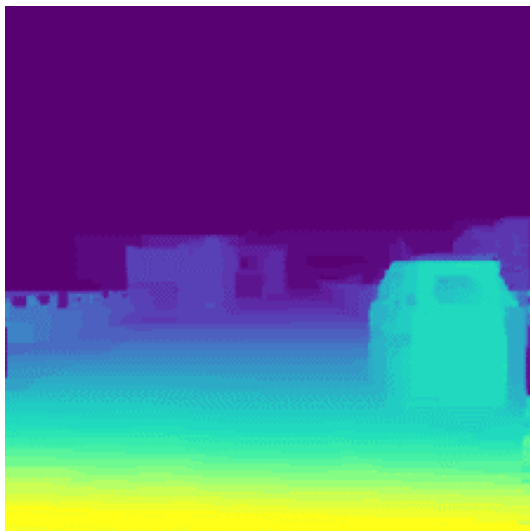


# Learned Features by Chi-Net

Intensity Image

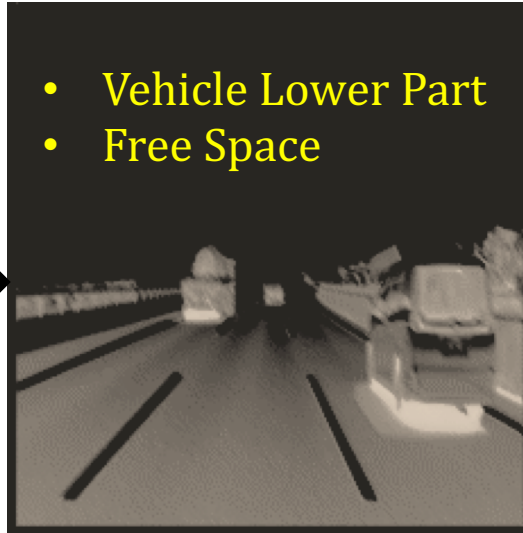


Depth



## Some of Learned Image Feature

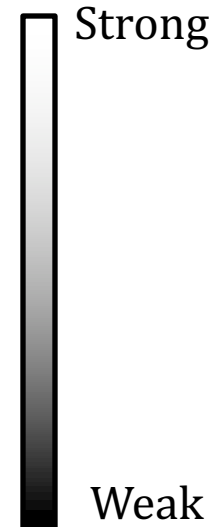
- Vehicle Lower Part
- Free Space



- Edge
- Free Space



- Sky
- Driving Lane

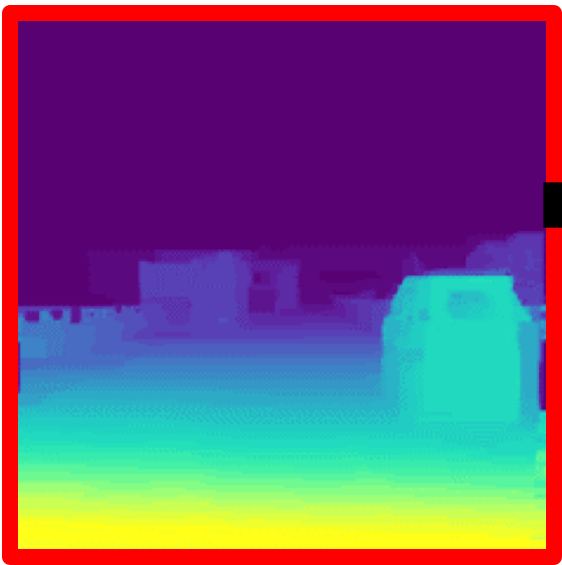


# Learned Features by Chi-Net

Intensity Image



Depth



## Some of Learned Depth Features

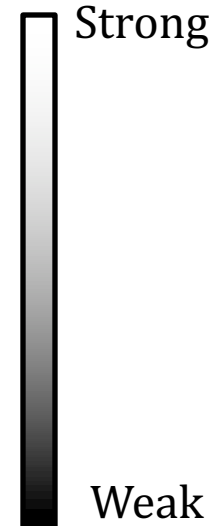
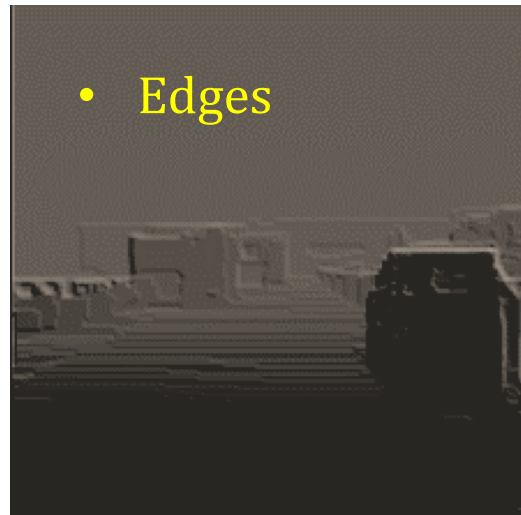
- Close Distance Objects
- Close Free Space



- Far Distance Objects
- Far Free Space



- Edges



# Conclusion

- Sensor fusion of appearance and depth features for environment perception
- Increased robustness and perception accuracy
- **ChiNet advantages**
  - Precise object boundary detection
  - Detection of small objects in the road
  - Detection of far-away objects
- Computational time
  - Reduction of computational time to  $\sim 50\text{ms}$  possible with optimized CUDA libraries and advances in GPU computing

THANKS AND QUESTIONS