

2D - Multi Vehicle Tracking in Carla Simulator

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Introduction

- Autonomous vehicles have become increasingly popular in the transportation industry, facilitating more research on vehicle detection and tracking models. As a crucial component of modular driving systems, multi-vehicle tracking is an active research area in academia.

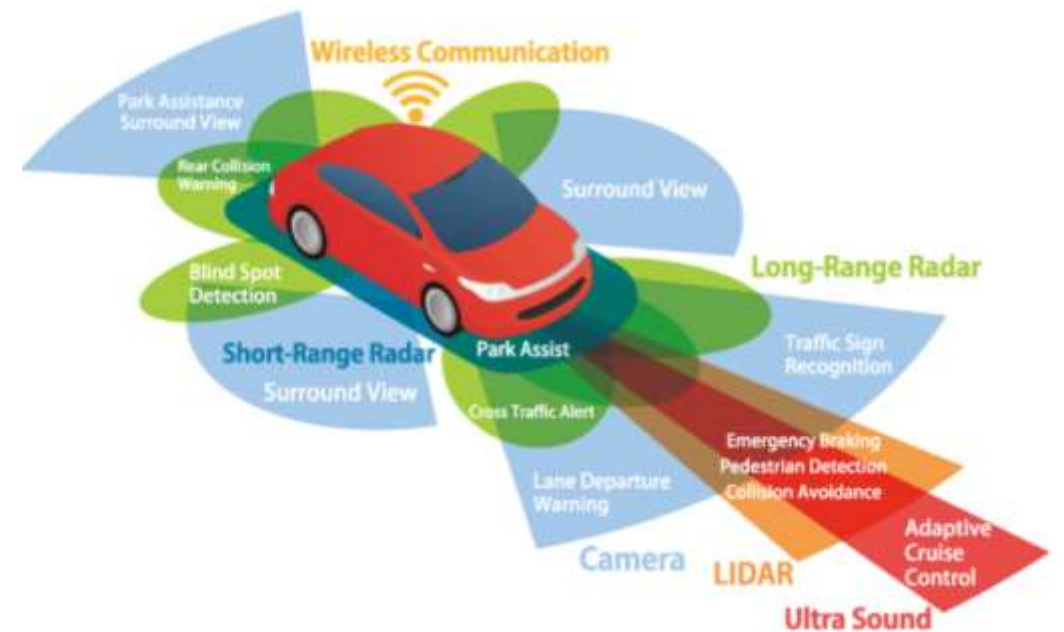


The background features a light blue-to-green gradient. On the left side, there are several overlapping, wavy, light blue shapes that curve upwards and to the right. On the right side, there are several overlapping, wavy, light green shapes that curve downwards and to the left.

Backgrounds

Autonomous Vehicles

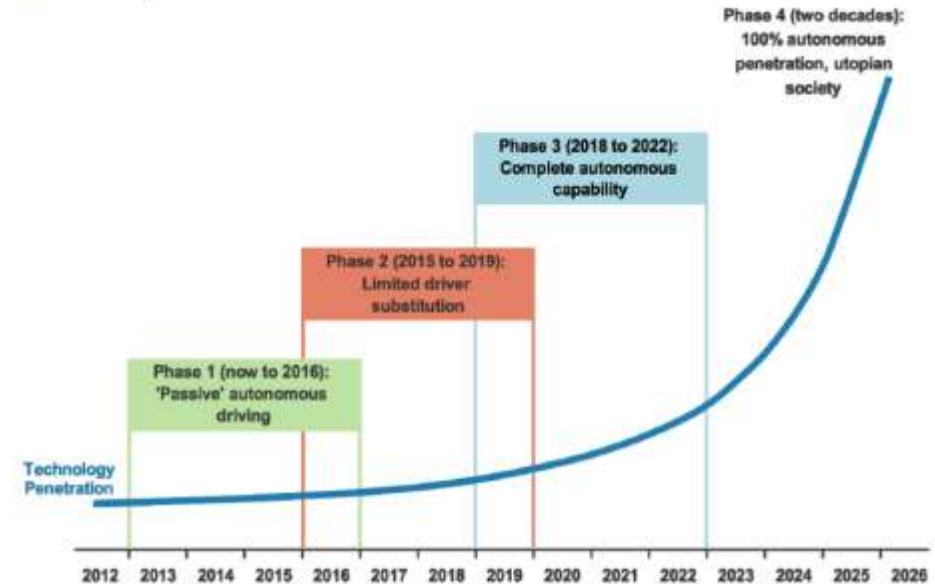
- Self-driving or autonomous vehicles are vehicles that can sense their environment and operating without human intervention.
- This technology can redefine commuting experience , mitigate workplace hazards and optimize industrial processes.



Journey of autonomous vehicles

- Started in 1920's with radio-controlled experiments.
- Google's work in 2000's lead to today's autonomous push, aided by advancements in sensor technology.
- How do they work ?

Timeline for Adoption



Carla Simulator (Car Learning to Act)

- Open-source simulator to generate realistic simulations.
- Can simulate weather conditions , vehicles , pedestrians and multiple sensors .
- Can be platform for developing , testing and validating autonomous driving algorithms in virtual environment.



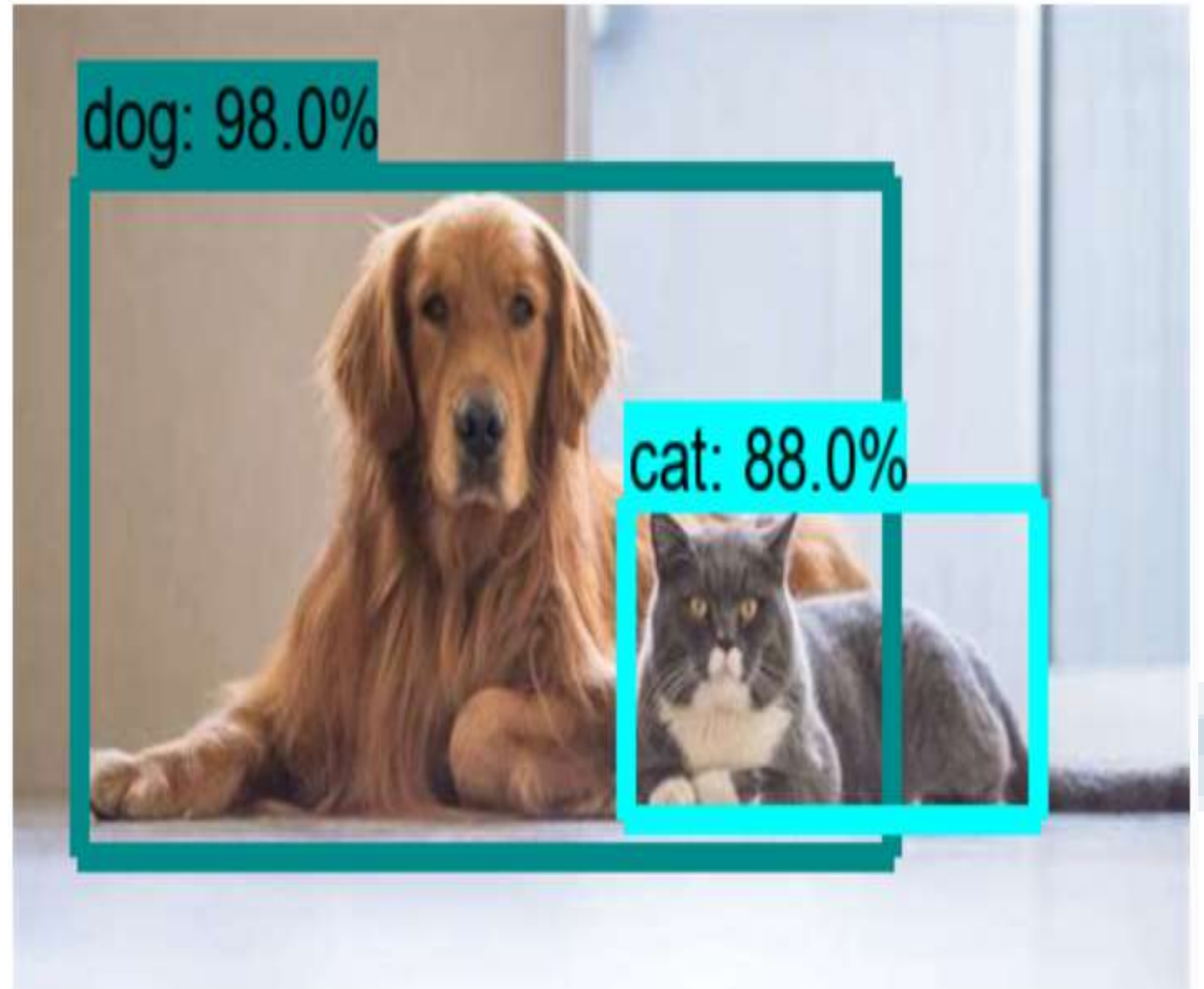
More about CARLA

- **Sensors:** Carla offers a range of sensors to simulate like LIDAR , rada, and GPS along with wide range of cameras.
- **Multi object tracking (MOT)** : can implement multiple object tracking.
- **Environment** :The environment is highly customisable and controllable , making it apt for testing in wide range of real scenarios.
- **Ground truth** : Carla provides ground truth data to evaluate models.

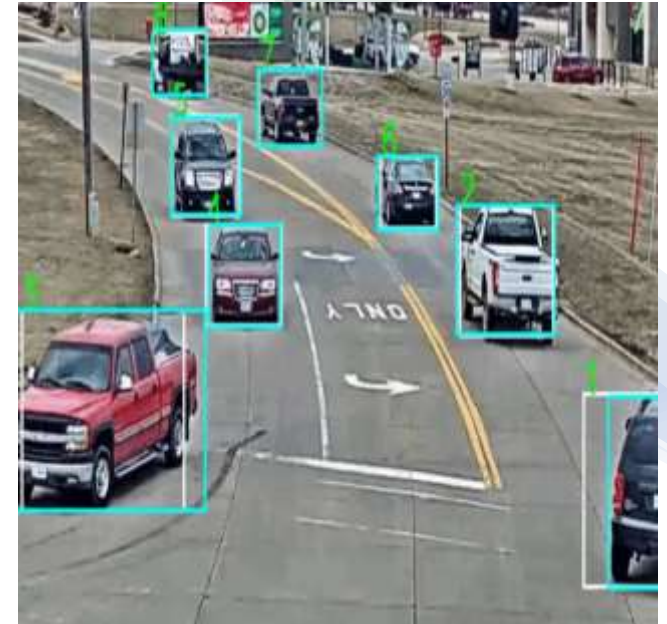
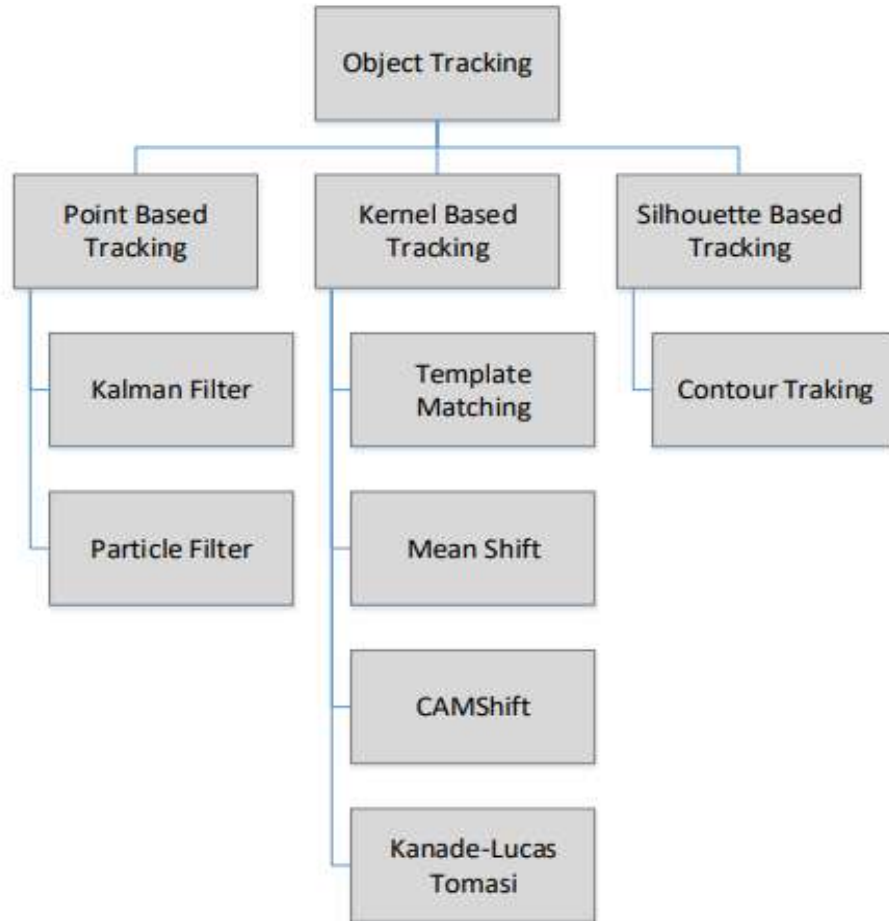


Object Detection

- Computer vision technique to detect objects
- There are one-stage and two stage models

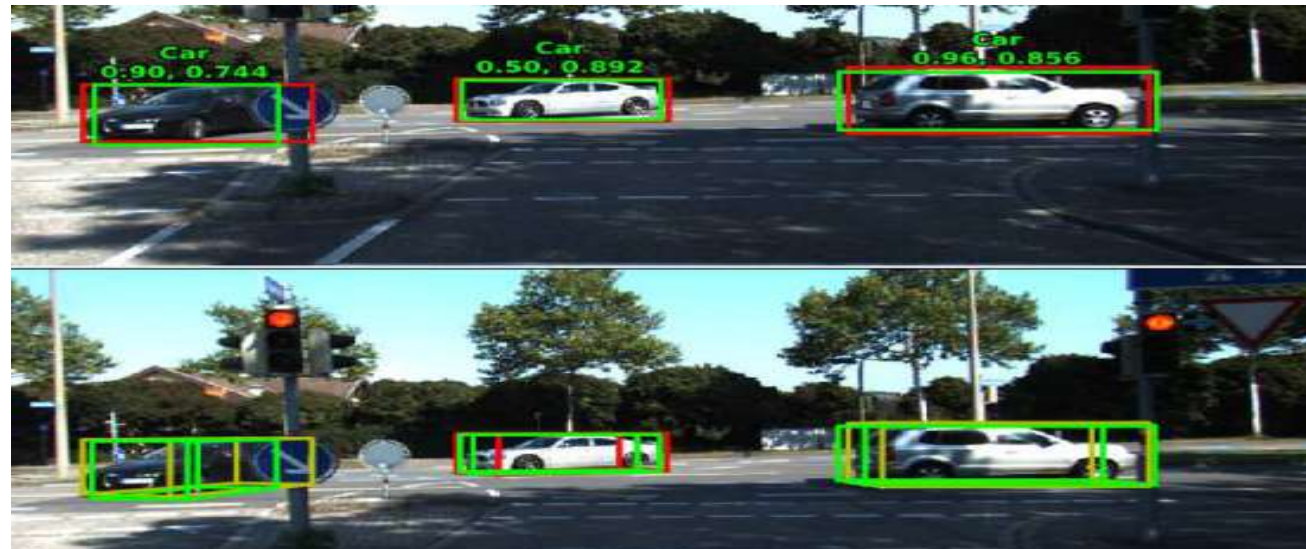


Object Tracking



2D vs 3D Tracking

- **2D tracking** :Opting for 2D tracking for its speed and efficiency.
- **Monocular Motion**: utilizing monocular camera is to capture motion of the object . 3D tracking can be done with monocular camera , but at reduced cost of efficiency
- **Depth complexity** :3D tracking required more data like depth and orientation and more sensors like LIDAR , GPS which makes it computationally expensive
- **Robustness**: 2D is more robust when depth data is not reliable .





Aims & objectives

Aim

The goal of this research is to create a real-time vehicle tracking system employing camera image analysis in the Carla simulator using YOLOv8 and Deep Sort .

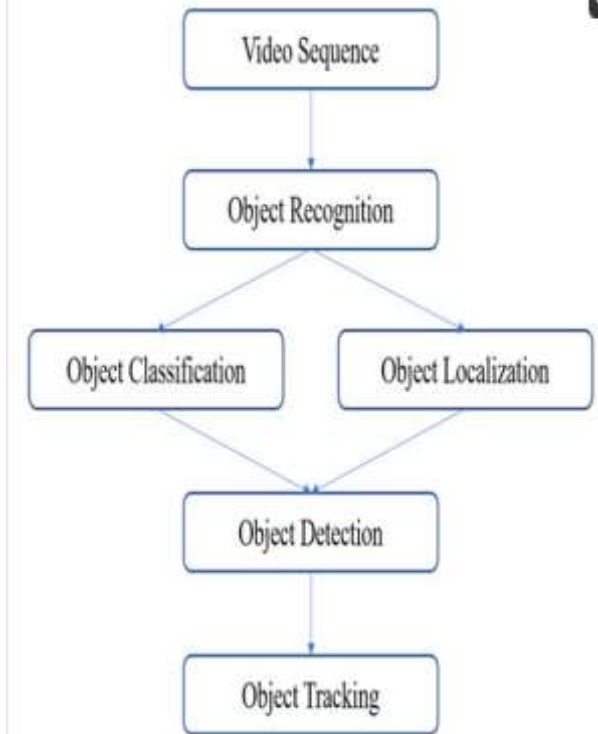
Objectives

Train the YOLO model on the custom dataset and generate best weights.

We will be using YOLO to extract the features from the raw data followed by Deep Sort to track objects over time.

Once the tracking algorithm is developed, we will be integrating the developed model with the Carla simulator to validate model in real time scenarios.

Ground truth generated from CARLA can be used to evaluate the performance of the tracking model.

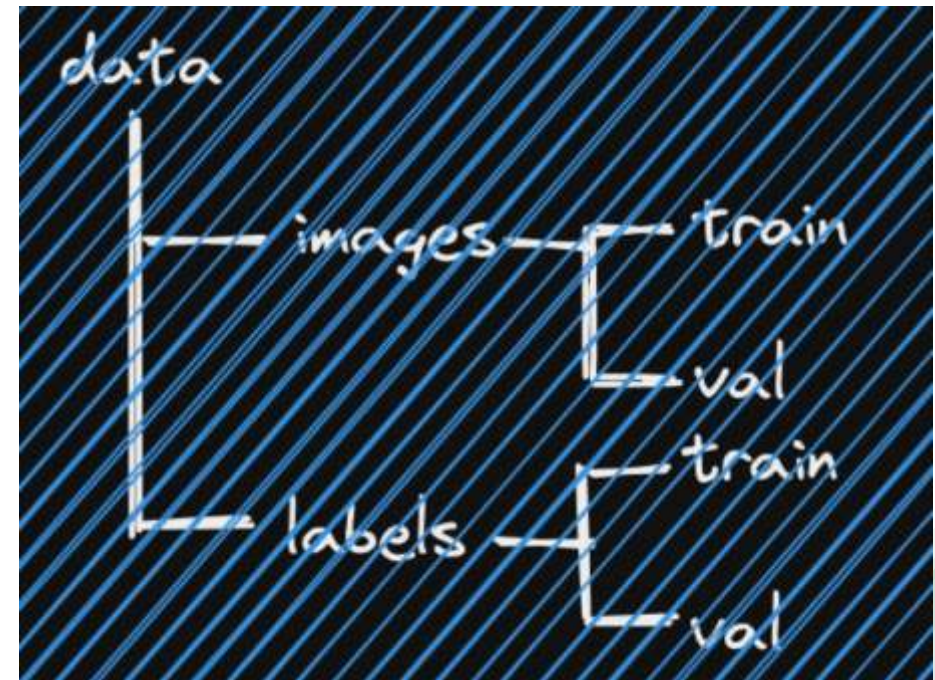


Technicalities



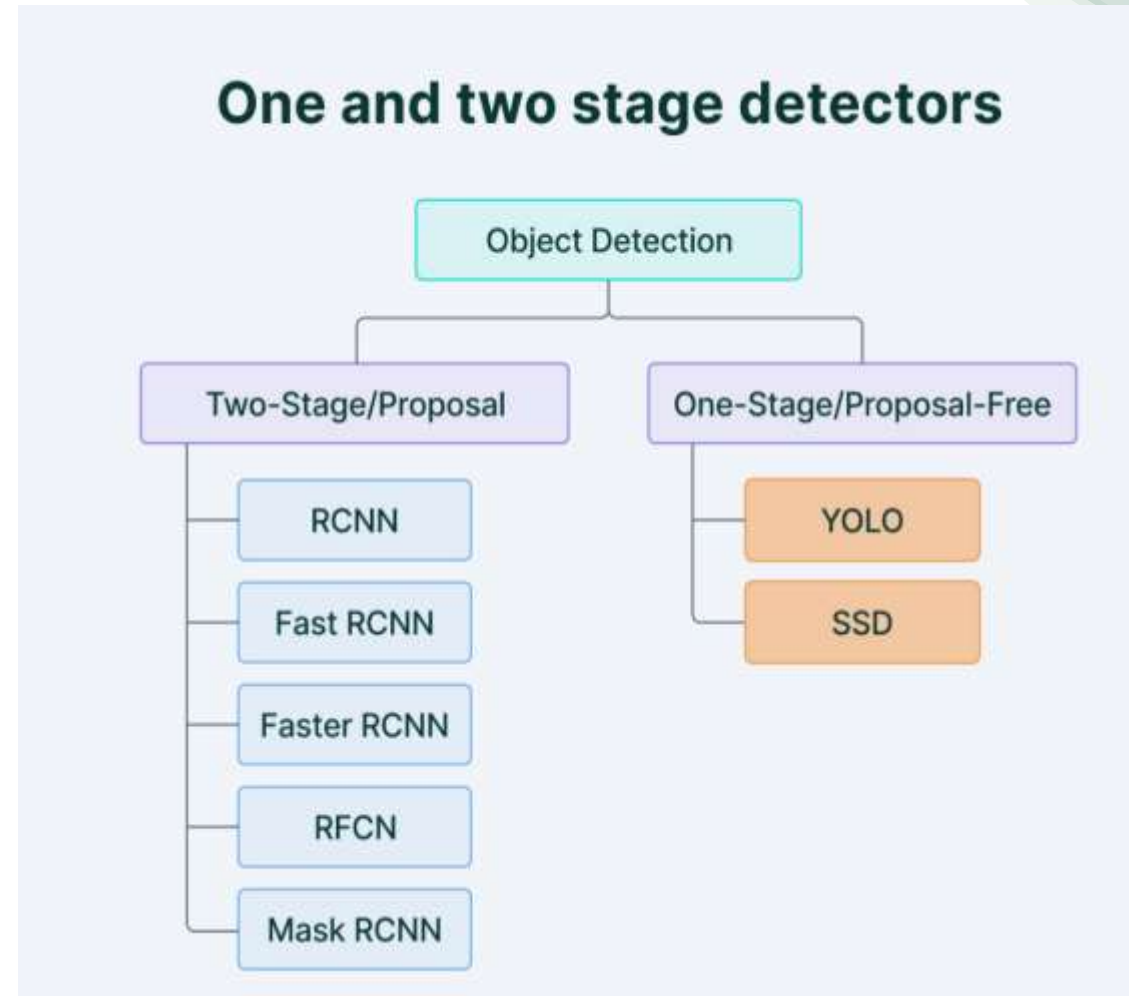
Dataset and processing

- Carla data set from Kaggle , generated by Roboflow.
- 10 different classes to train from like cars, trucks , Bikes, motobikes and more.
- Around 1800 images (train + validation) all the data is modified as per YOLO standards.

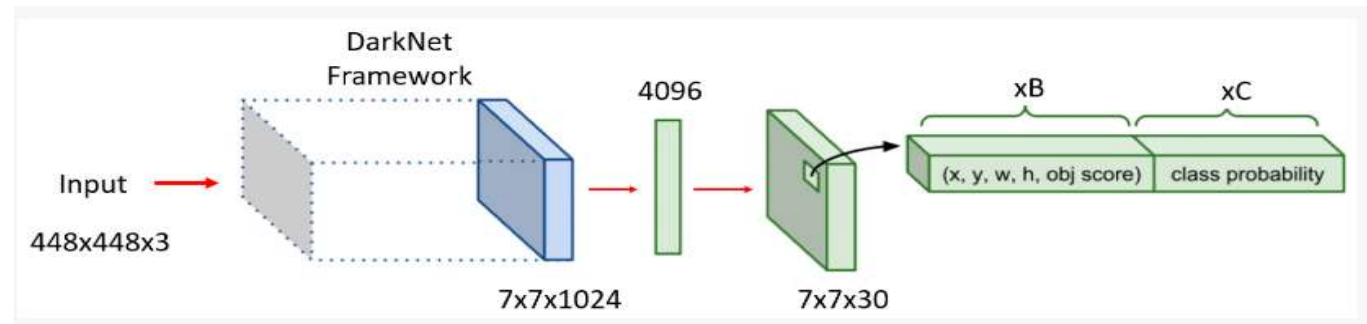


Detection models

- Single stage detection
- Two stage detection
- YOLO ,SSD and Faster RCNN are popular models

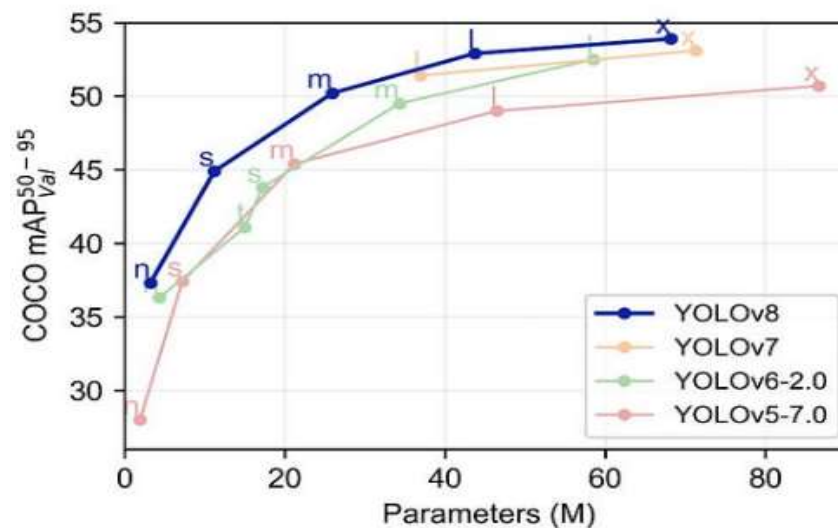


Why YOLO (You Only Look Once)



More about YOLOV8

- Latest Version of Ultralytics YOLO.
- Fast, accurate, and less expensive
- Object detection and tracking, instance segmentation, image classification and pose estimation.



Model	size (pixels)	mAP ^{val} ₅₀₋₉₅	Speed CPU ONNX (ms)	Speed A100 TensorRT (ms)	params (M)	FLOPs (B)
YOLOv8n	640	37.3	80.4	0.99	3.2	8.7
YOLOv8s	640	44.9	128.4	1.20	11.2	28.6
YOLOv8m	640	50.2	234.7	1.83	25.9	78.9
YOLOv8l	640	52.9	375.2	2.39	43.7	165.2
YOLOv8x	640	53.9	479.1	3.53	68.2	257.8



Tracking algorithms

- SORT
- Deep SORT
- Fair MOT
- OC SORT
- Deep OC SORT
- Byte SORT
- Strong SORT
- Strong SORT++

Why DeepSORT

- Extension of original SORT(Simple Online Real time Tracking)
- DeepSORT uses a better association metric that combines both motion and appearance descriptors.
- DeepSORT can be defined as the tracking algorithm which tracks objects not only based on the velocity and motion of the object but also the appearance of the object.

DeepSORT Architecture

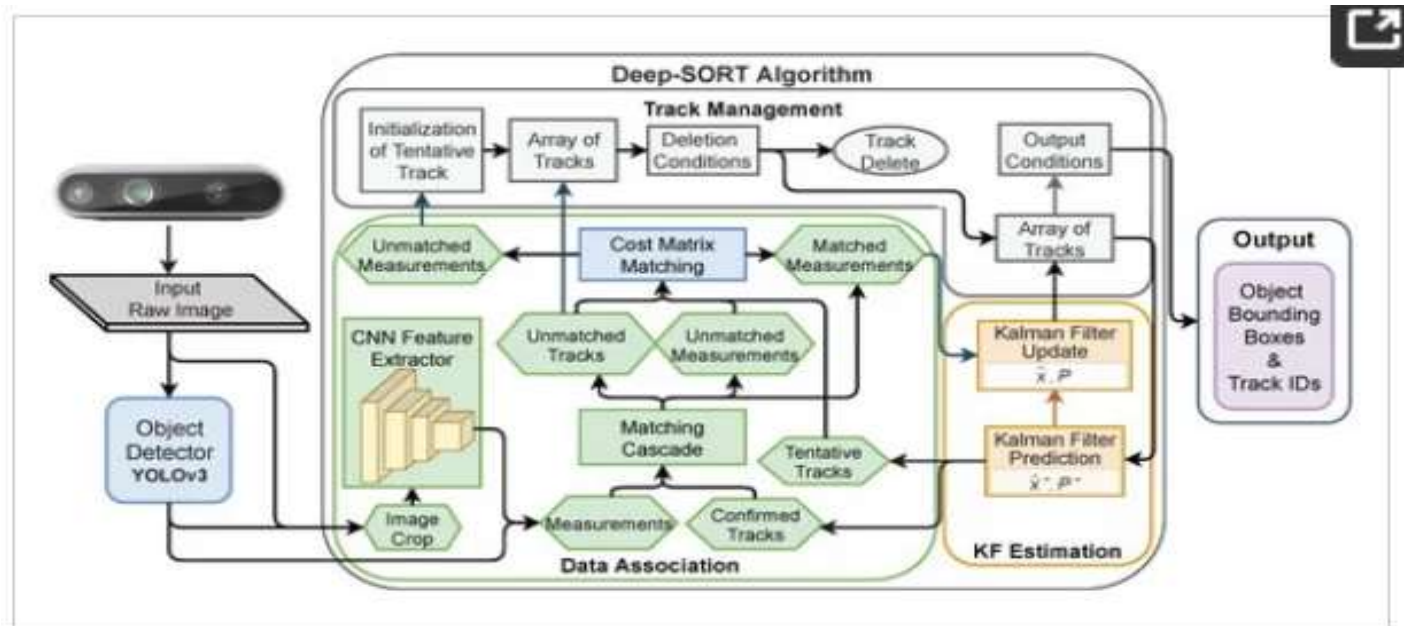
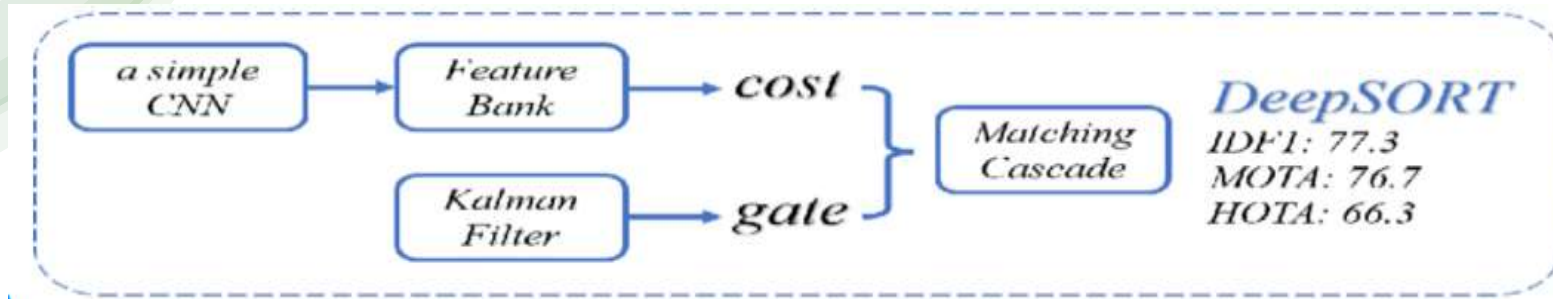
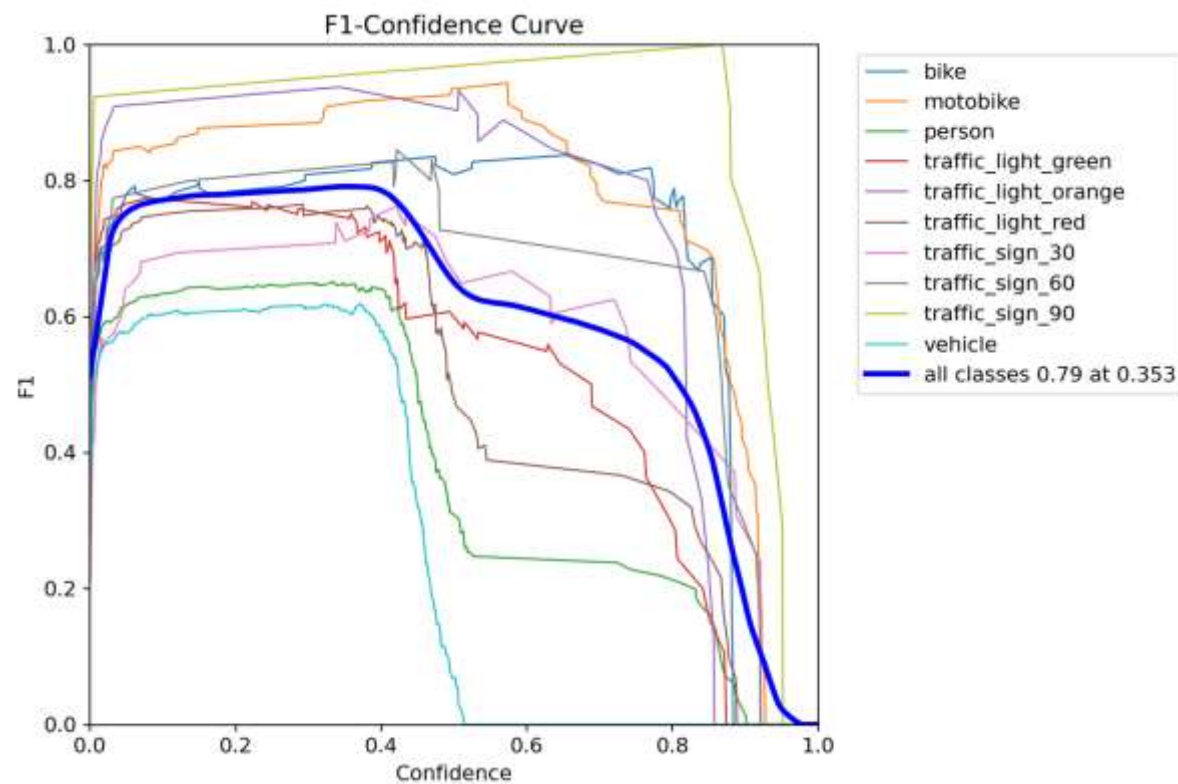
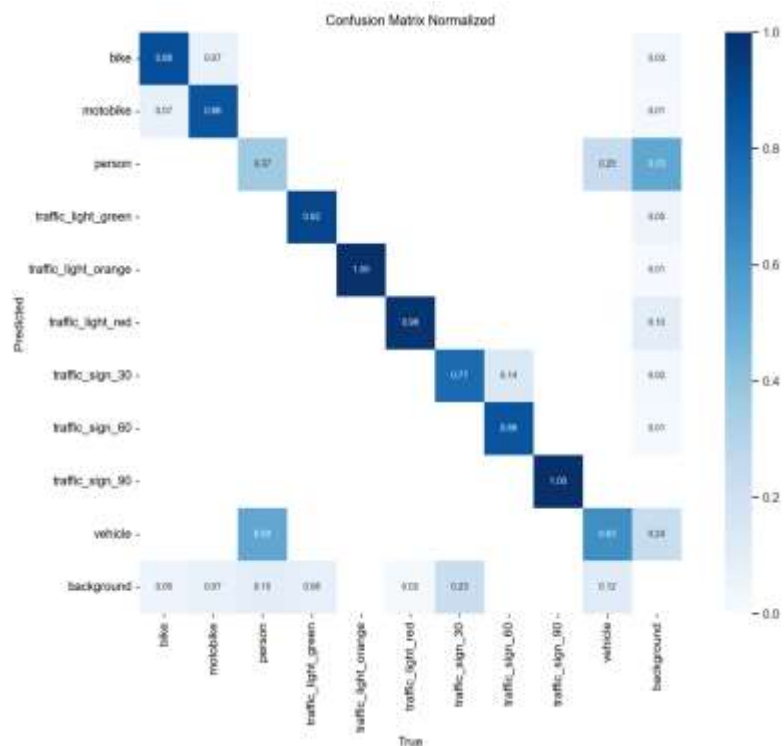


Figure 3. Overview of the object tracking Deep-SORT algorithm.

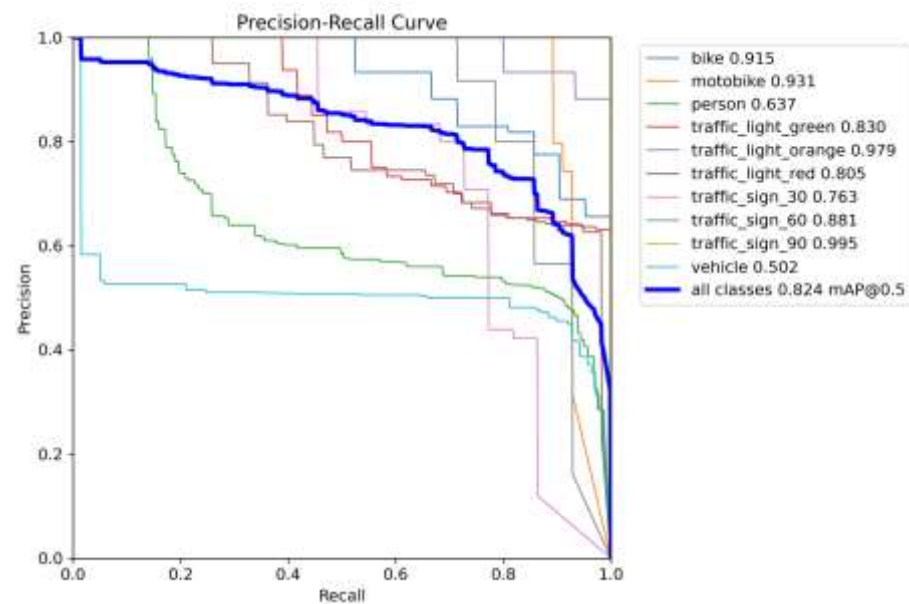
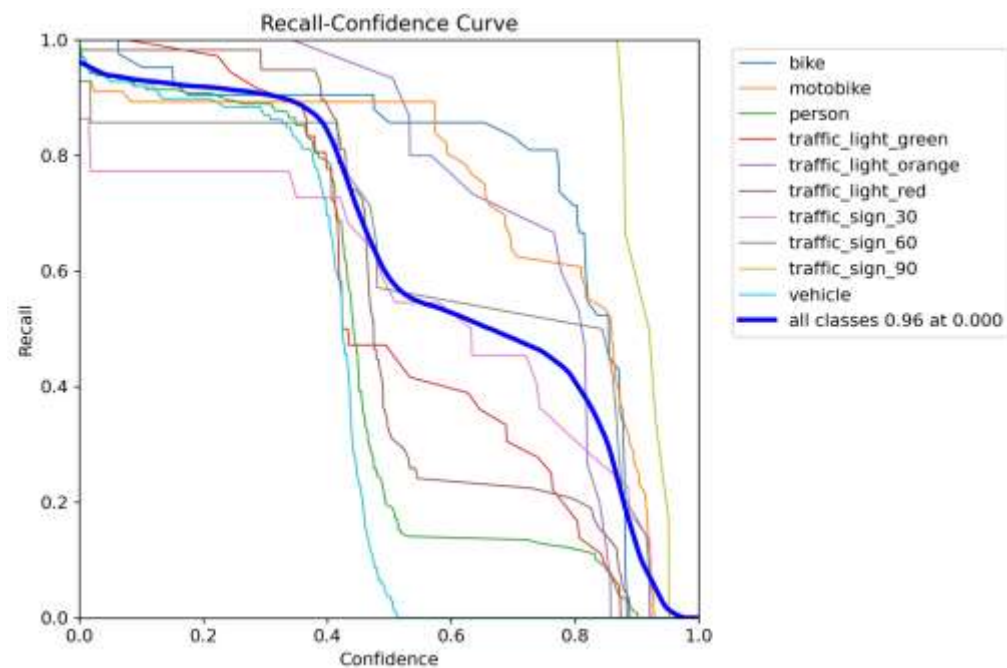
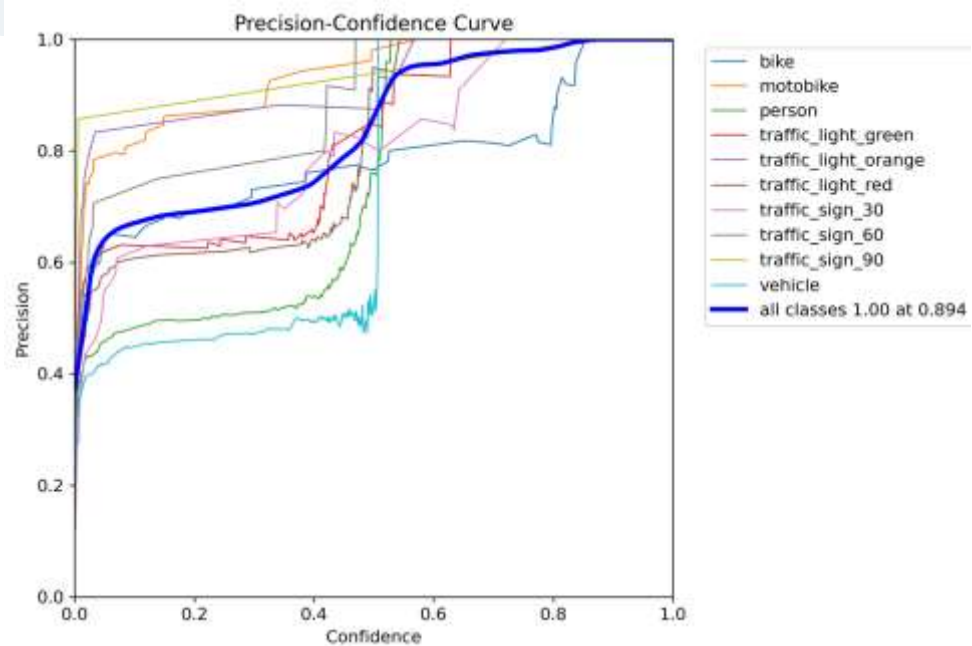


RESULTS

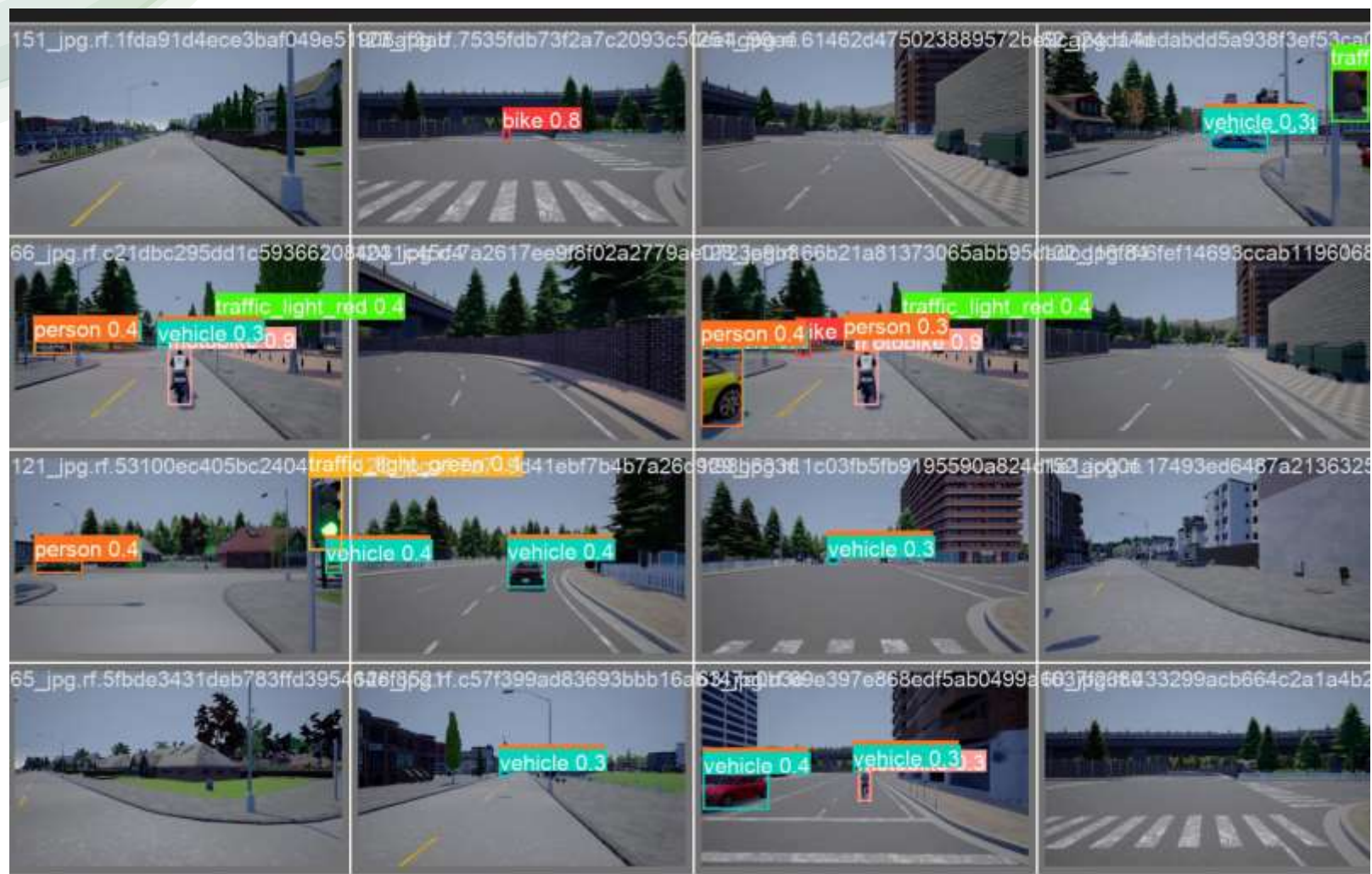
YOLO results from training



YOLO PLOTS



YOLO validation images



YOLO on CARLA Simulator

Object label

confidence score

Bounding box in xyxy format

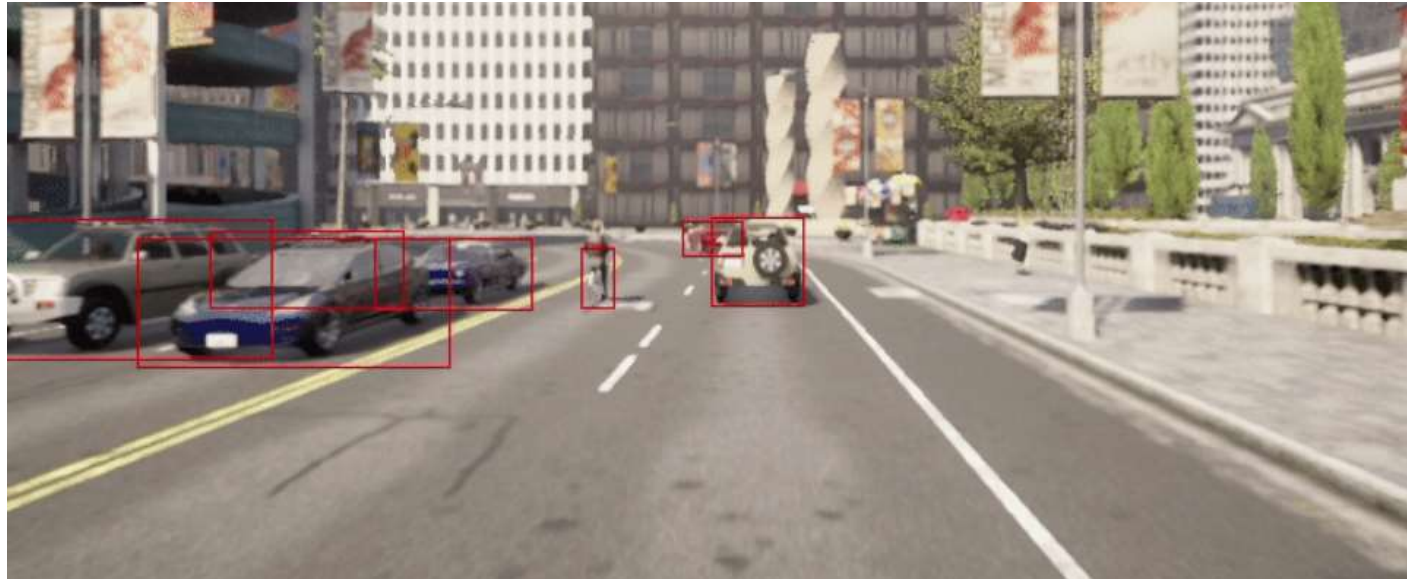


Deep SORT Output



In progress

- Ground truth values were generated for tracking model.
- To estimate the performance metrics MOTA and MOTP , need to use the generated ground truth values.



Future Scope

- Faster RCNN + Deep SORT.
- Better model of tracking like StrongSORT ++ or Transformers can be implemented to improve the over performance of the model

Video Link

- Youtube link :

<https://youtu.be/QvCtighMrE0>

- OneDrive

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THANK YOU

