## Predicting a vehicles velocity using dashcam footage A deep learning approach

Florian Wolf, Department of Mathematics and Statistics Franz Herbst, Department of Physics

> Machine Learning using Matlab Universität Konstanz

> > January 30, 2021

### Table of content

- Motivation and initial Dataset
- 2 Analysis of the dataset
- 3 Preprocessing using optical flow
- Method selection and architecture
- 5 Fine-tuning of the model
  - Initial tuning
  - Problems and possible solutions
  - Simplified model
  - Siamese approach: flow field and frame (new splitting)
- 6 Current and further work
  - Additional noise

# The "comma ai speed challenge" 1

#### Motivation

- autonomous driving is currently one of the most prominent problems in machine learning
- but quite hard to set up on a desktop pc
- predicting a vehicles velocity from video footage is a related but also much more simplified task

#### Initial Dataset:

- training video with 20400 frames (20 fps)
- data file with velocity of the car at each frame
- test video with 10798 frames (20 fps)

### **Evaluation:**

the mean squared error (MSE) is used to measure performance

$$\mathcal{L} = \sum_{i} (p(x_i) - y_i)^2$$

<sup>&</sup>lt;sup>1</sup>https://github.com/commaai/speedchallenge

## Analysis of the dataset

#### Video data:

- frame size of (640, 480, 3) pixels
- cut off last 60 pixels, to remove black frame inside the car
- sample down the frame to half its size, to reduce computation time



Original frame



Cut off the last 60 pixels, downsampled

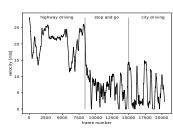
## Analysis of the dataset

#### Situation data:

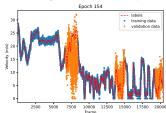
- test set with three different driving scenarios
- splitting with respect to them
  - divide dataset into different situations
  - $\blacksquare$  splitting with 80% test and 20% validation data on each

#### **Evaluation:**

- variance  $\sqrt{\mathcal{L}} \gtrsim 16$ : no fitting
- $10 \lesssim \sqrt{\mathcal{L}} \lesssim 16$ : average velocity fitted
- $5 \lesssim \sqrt{\mathcal{L}} \lesssim 10$ : qualitative detection
- $1 \leq \sqrt{\mathcal{L}} \leq 5$ : quantitative detection
- $\sqrt{\mathcal{L}} \lesssim 1$ : perfect detection



driving situations in v-t-plot



example performance on training set training:  $\sqrt{\mathcal{L}} = 0.4$ , test:  $\sqrt{\mathcal{L}} = 6.3$ 

# Optical flow using "Farneback pyramid method" [Farneback2003]

Global method to solve the optical flow equation

$$\partial_x f \cdot V_x + \partial_y f \cdot V_y + \partial_t f = 0$$

for an image sequence  $(f_t)_t$  with  $f_t:\Omega\to\mathbb{R}^3$ , for all t, and the (dense) flow field  $V: \Omega \to \mathbb{R}^2, \omega \mapsto (V_r(\omega), V_u(\omega)).$ 

- Uses a downsampling pyramid, to solve the equation for different resolutions of the image
- Parameters for the Farneback method

pyramid levels := 3

pyramid scaling := 0.5

window size := 6

pixel neighborhood size := 5

SD of the gaussian filter := 1.1

Result: Flow field with (160, 105, 3) pixels

### Visualization of the flow field

- Flow field is a two-dimensional vector field
- RGB representation via
  - Transform flow field into polar coordinates  $(V_x, V_u) \stackrel{\simeq}{\mapsto} (r, \varphi)$
  - Normalize magnitudes r for the third channel
  - Values of the second channel are all set to 255
  - Multiply angle  $\varphi$  by factor  $\frac{180}{2\pi}$  for the first channel
- Sample down the resolution again, to speed up the training



Input frame



Corresponding flow field

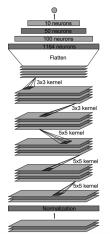
### Convolutional neural network and initial architecture

### Method selection

- speed prediction is a non-linear regression task ⇒ neural network
- task involves feature extraction ⇒ convolutional neural network (CNN)

### Initial architecture

- using paper of NVIDIA work group [NVIDIA2016] of a CNN for self-driving cars adapted on our initial data
- enough complexity and layers to handle the task and lots of possibilities to fine-tune it
- Initial results with the raw model:  $\mathcal{L} < 3$ on the training set and about  $\mathcal{L} = 18 - 20$ on the test set
  - ⇒ Improvements needed



Output: vehicle control

Fully-connected layer Fully-connected layer Fully-connected layer

Convolutional feature map 64@1x18

Convolutional feature map 64@3x20

Convolutional feature man 48@5x22

Convolutional feature man 36@14x47

Convolutional feature map 24@31x98

Normalized input planes 3@66x200

Input planes 3@66x200

Original architecture of the NVIDIA paper [NVIDIA2016]

# Batch Normalization, Dropout layers, activation function and pooling

- Batch normalization to speed up the training [BatchNorm2015]
- Initial activation function: ReLu :  $\mathbb{R} \to \mathbb{R}_0^+, x \mapsto \max\{0, x\}$ , still MSE of over 15 on the testing set, less then 2 on the training set
  - ⇒ Overfitting problems
- Dropout layers [Dropout2014] to make the model more robust and reduce overfitting
- Solve problems of dead neurons using

leakyReLU: 
$$\mathbb{R} \to \mathbb{R}, x \mapsto \begin{cases} x, x \ge 0 \\ c \cdot x, x < 0 \end{cases}$$

with c=0.01, MSE of around 11 on the testing set and less than 3 on the training set

### **Problems**

We identified three possible problems for our poor results

- Too complex model, as initially used for autonomous driving or insufficient amount of information put into the model
- Brightnesses/illumination changes in the frames, therefore unstable calculations of the optical flow
- 3 Too ambiguous splitting, as the training and testing datasets represent totally different road traffic scenarios

### Possible solutions

- Simplify model: pooling layers (maximum and average pooling) to get more compression
  - Siamese approach: put flow field and raw frame into the model or put two consecutive frames into the model
- Add additional noise: add noise before computing the optical flow filed, to get more invariance regarding illumination changes
- **Different splitting**: get better ratio between different scenarios, by using a splitting based on the different road traffic situations in the video

# Pooling layers (initial splitting)

Initial splitting, 8 epochs	ReLU		leakyReLU	
	Train	Test	Train	Test
No pooling	2.85	12.08	2.45	10.75
Max pooling	5.62	11.82	5.52	10.29
Max pooling (15 epochs)	-	-	3.22	9.63
Average pooling	7.70	11.40	6.08	13.09

Table: MSE results of the network using different pooling strategies, one dropout layer, two different activation functions and the initial splitting. We trained each of the models for eight epochs.

# Siamese approach (new splitting)

RESULTS ARE NEEDED:)

Demo videos of highway and city driving scenes under ../demos/

## Contrast and brightness augmentation

- Additional noise to frames **before** calculating the flow field.
- Change the brightness and contrast of an image via

$$\mathsf{frame}_{\mathrm{augmented}}(i,j) = \alpha(i,j) \cdot \mathsf{frame}(i,j) + \beta(i,j)$$

with functions  $\alpha$  (contrast: > 1 increase, < 1 decrease) and  $\beta$  (brightness). To get some noise into the frames, we used

$$\alpha \sim \mathcal{U}(0,1) + 0.35$$
  
 $\beta \sim \mathcal{U}(-5,35),$ 

where  $\mathcal{U}(a,b)$  is the uniform distribution in an interval [a,b] for a < b.

## Siamese approach for two consecutive frames

HERE SOME IDEAS AND/OR RESULTS ARE NEEDED

### References