

Independent Study (W2016)

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1 Ground and obstacles classification

Algorithm 1 Ground and obstacles classification

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1: procedure POINTS CLASSIFICATION
2:    $P \leftarrow$  point cloud
3:    $threshDist \leftarrow 0.3$  m
4:    $G \leftarrow$  empty 3D cubic voxels for ground points
5:    $U \leftarrow$  empty 3D cubic voxels for above ground points
6:   for  $m$  different hypothesis planes do
7:      $[inliers, outliers] = RANSAC(P, threshDist)$ 
8:     add  $inliers$  into  $G$ 
9:     add  $outliers$  into  $U$ 
10: procedure OBSTACLES IDENTIFICATION
11:    $C \leftarrow$  an empty list of clusters
12:    $Q \leftarrow$  an queue of the points that need to be checked
13:   Adjacency threshold  $d \leftarrow 2$ 
14:   for each  $p_{i,j,k} \in P$  do
15:     add  $p_{i,j,k}$  into  $Q$ 
16:     for each  $p_{i,j,k} \in Q$  do
17:       for each  $p_{i',j',k'} \in P$  do
18:         if  $p_{i',j',k'}$  hasn't been processed and  $(|i - i'| < d \text{ or } |j - j'| < d \text{ or } |k - k'| < d)$  then
19:           add  $p_{i',j',k'}$  into  $Q$ 
20:         else continue
21:   if all points in  $Q$  has been processed then
22:     add  $Q$  to  $C$  and reset  $Q$ 
23:   if  $\forall p_{i,j,k} \in P$  have been processed and  $p_{i,j,k} \in C$  then return
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2 Image parsing module

Algorithm 2 Image parsing

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1: procedure BOTTOM-UP CLASSIFICATION
2:    $S \leftarrow$  segments of one image [1]
3:    $C \leftarrow$  an empty list of categories of all patches
4:   for each  $s_i \in S, c_i \in C$  do
5:      $F = \text{featureExtraction}(s_i)$  [2]
6:     add  $c_i \leftarrow \text{MLP}(s_i, F)$  into  $C$ 
7: procedure TOP-DOWN CORRECTION
8:    $O \leftarrow$  an empty list of components
9:   for each category do
10:    find the set of  $s_i$  with the same  $c_i$ 
11:    add all  $s_i$  into  $O_i$ 
12:   for each  $O_i \in O$  do
13:     $N_i \leftarrow$  find the neighbor categories of  $O_i$ 
14:     $\text{flag}_i \leftarrow$  Check if  $O_i$  is adjacent to boundaries
15:     $P_i \leftarrow \text{BayesianNetwork}(O, N, \text{flag})$ 

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3 Fuzzy logic based sensor fusion

Algorithm 3 Fuzzification

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1: procedure FUZZIFICATION
2:    $O \leftarrow$  a list of obstacles
3:    $\text{Size} \leftarrow$  size of candidate obstacles, Lidar
4:    $\text{Class} \leftarrow$  image classification results, camera
5:    $H \leftarrow$  absolute heights
6:    $SC \leftarrow$  empty list of spatial context
7:    $TC \leftarrow$  empty list temporal context
8:    $k \leftarrow$  the number of current frame
9:   for each  $O_i \in O$  do
10:    if the number of neighboring ground pixels  $> 4$  then
11:       $SC_i \leftarrow \text{'OBS'}$ 
12:    else
13:       $SC_i \leftarrow \text{'NOBS'}$ 
14:    if  $\text{Size}_i^k = \text{Size}_i^{k-1}$  and  $\text{Class}_i^k = \text{Class}_i^{k-1}$  then
15:       $TC_i \leftarrow \text{'HIG'}$ 
16:    else
17:       $TC_i \leftarrow \text{'LOW'}$ 
18:     $Rc_i \leftarrow \text{KnowledgeRules}(\text{Size}_i, \text{Class}_i)$ 

```

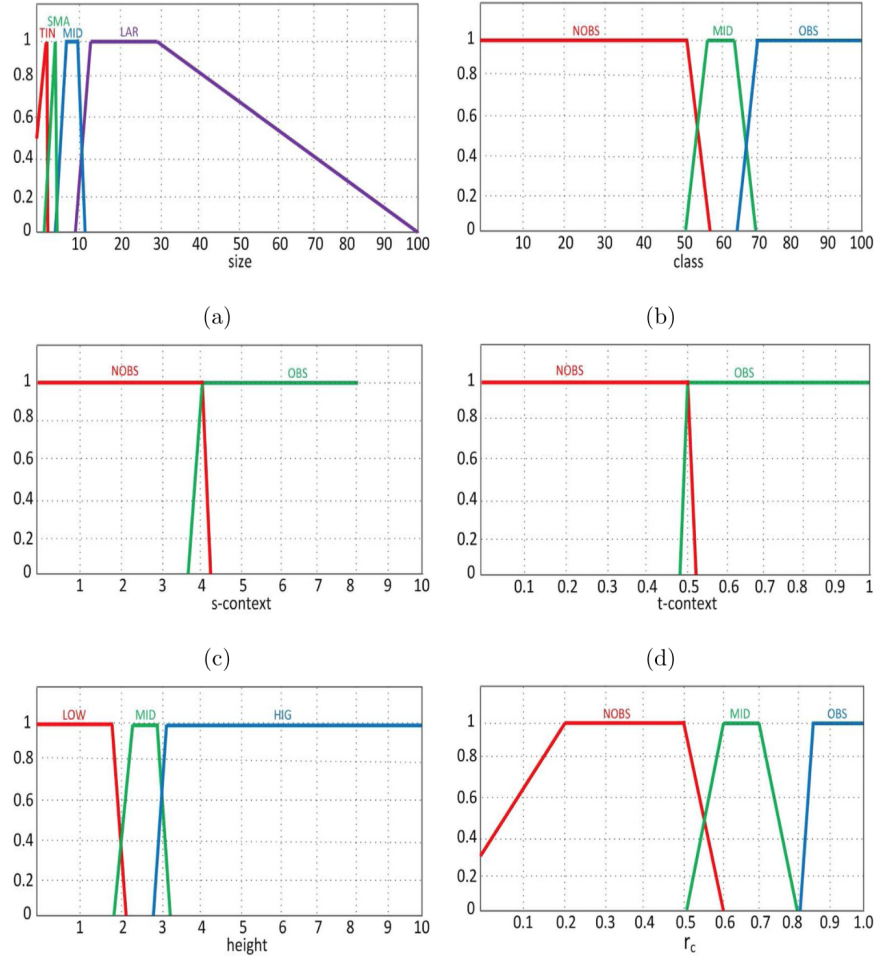


Figure 1: Caption

The membership functions of the labels are presented in Fig.1. For example, the membership function presented in Fig.1(a) when the size of obstacle is identified as 'LAR' can be notated as $U_{LAR}(Size)$. Similarly there are $U_{LAR}(Size)$, $U_{MID}(Size)$, $U_{SMA}(Size)$, $U_{TIN}(Size)$, $U_{OBS}(Class)$...

Algorithm 4 Knowledge rules of scene classification, Lidar

```
1: procedure 20RULES
2:   R1: if Size is 'LAR' and Class is 'OBS' then Rc is 'OBS';
3:   R2: if Size is 'LAR' and Class is 'MID' then Rc is 'MID';
4:   R3: if Size is 'LAR' and Class is 'NOBS' then Rc is 'NOBS';
5:   R4: if Size is 'LAR' and Class is 'NOBS' and SC is NOBS then Rc is 'NOBS';
6:   R5: if Size is 'LAR' and Class is 'NOBS' and TC is NOBS then Rc is 'NOBS';
7:   R6: if Size is 'LAR' and Class is 'NOBS' and SC is OBS then Rc is 'OBS';
8:   R7: if Size is 'MID' and Class is 'OBS' then Rc is 'OBS';
9:   R8: if Size is 'MID' and Class is 'MID' then Rc is 'MID';
10:  R9: if Size is 'MID' and Class is 'NOBS' then Rc is 'MID';
11:  R10: if Size is 'MID' and Class is 'MID' and SC is NOBS then Rc is 'NOBS';
12:  R11: if Size is 'MID' and Class is 'NOBS' and SC is NOBS then Rc is 'NOBS';
13:  R12: if Size is 'MID' and Class is 'NOBS' and TC is NOBS then Rc is 'NOBS';
14:  R13: if Size is 'MID' and Class is 'NOBS' and H is MID then Rc is 'NOBS';
15:  R14: if Size is 'SMA' and Class is 'OBS' then Rc is 'MID';
16:  R15: if Size is 'SMA' and Class is 'OBS' and SC is OBS then Rc is 'OBS';
17:  R16: if Size is 'SMA' and Class is 'OBS' and SC is NOBS then Rc is 'NOBS';
18:  R17: if Size is 'TIN' then Rc is 'MID';
19:  R18: if Class is 'NOBS' and H is MID then Rc is 'NOBS';
20:  R19: if Class is 'MID' and H is MID then Rc is 'NOBS';
21:  R20: if H is HIG then Rc is 'NOBS';
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Algorithm 5 Fuzzy reasoning

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1: procedure FUZZY REASONING
2:    $L \leftarrow$  empty list of labels candidate obstacles
3:   for each  $L_i \in L$  do
4:     for each  $R_i \in 20RULES$  do
5:        $U_{label}^i(Rc^*) = \min(U_{label}^i(Size^*), U_{label}^i(Class^*), U_{label}^i(H^*), U_{label}^i(SC^*), U_{label}^i(TC^*))$ 
6:        $U_{OBS}(Rc^*) = \max(U_{OBS}^1(Rc^*), \dots, U_{OBS}^2(Rc^*))$ 
7:        $U_{MID}(Rc^*) = \max(U_{MID}^1(Rc^*), \dots, U_{MID}^2(Rc^*))$ 
8:        $U_{NOBS}(Rc^*) = \max(U_{NOBS}^1(Rc^*), \dots, U_{NOBS}^2(Rc^*))$ 
9:        $U_O(Rc) = \max(\min(U_{OBS}(Rc^*), U_{OBS}(Rc)), \min(U_{MID}(Rc^*), U_{MID}(Rc)), \min(U_{NOBS}(Rc^*), U_{NOBS}(Rc)))$ 
10:       $Rc^* = \frac{\int U_O(Rc) RcdRc}{\int U_O(Rc) dRc}$ 
11:      if  $Rc^* > 0.65$  then
12:         $L_i \leftarrow 'OBS'$ 
13:      else  $L_i \leftarrow$  labels of other categories
```

References

- [1] P. F. Felzenszwalb and D. P. Huttenlocher, "Efficient graph-based image segmentation," in *International Journal of Computer Vision*, vol. 59, no. 2, 2004, pp. 167–181.
- [2] J. Zhang, M. Marszalek, S. LAZEBNIK, and C. SCHMID, "Local features and kernels for classification of texture and object categories: A comprehensive study," in *International Journal of Computer Vision*, vol. 72, no. 2, 2007, pp. 213–238.

Algorithm 6 Temporal fusion of consecutive frames

- 1: **procedure** CONSECUTIVE FRAMES FUSION
 - 2: $f_k \leftarrow$ Markov random field model
 - 3: $corr \leftarrow DenseOpticalFlowMethod(f_k, f_{k-1})$
 - 4: $BeliefPropagation(f_k, f_{k-1}, corr)$
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