

# Final Project: Lane Detection

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# Introduction

- Lane detection is an important and fundamental task in self-driving car.
- We are trying to implement through three different techniques.
- Dataset : TuSimple ([tusimple-benchmark](https://github.com/TuSimple/tusimple-benchmark))



Contains 6,408 road images on US highways.

Image resolution is 1280×720.

# Outline

- **Traditional**
  - Method 1: Edge detection + Hough transform
  - Method 2: Perspective transform
- **Deep learning**
  - Hourglass Network
- **Result comparison**
- **Conclusion**

# Traditional Method

- We implement 2 different lane detection pipeline
- Break through: We can detect more than 2 lane lines
- The challenging part is extracting out edges of lane lines.



# Method 1

Edge detection + Hough transform



# Method 1 : Edge detection + Hough transform

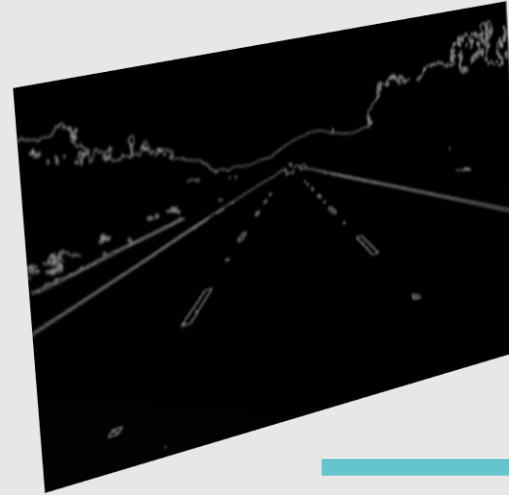
Input image



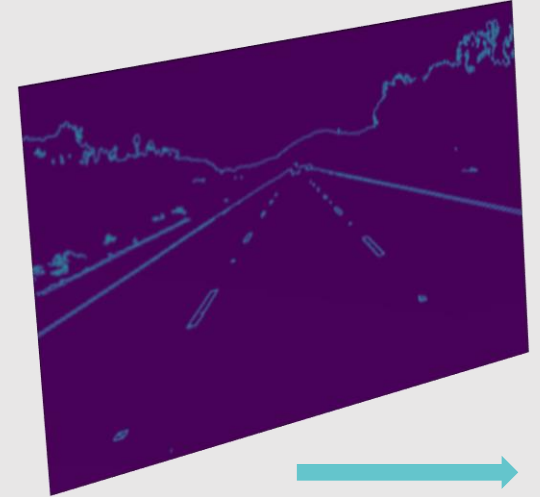
Grayscale image



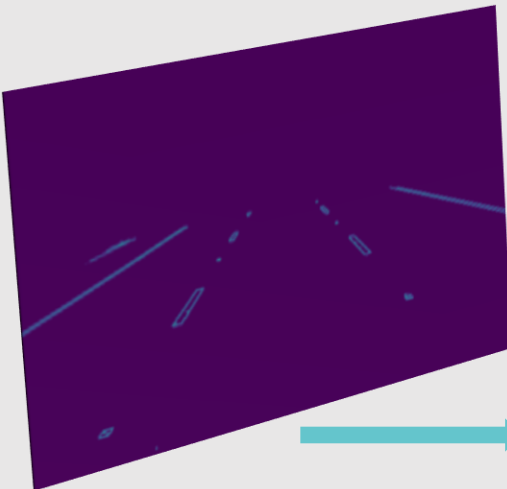
Gaussian blur



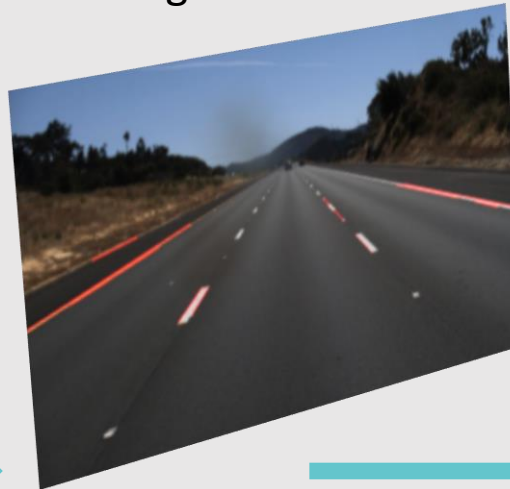
Canny edge



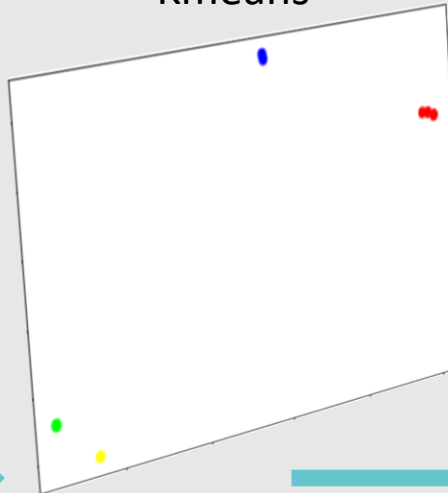
Circle region of interest



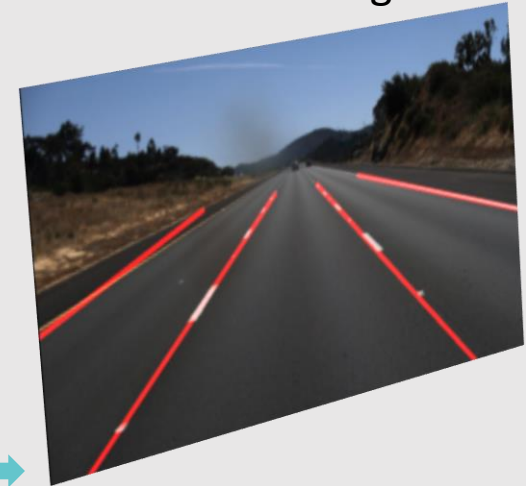
Hough transform



Kmeans



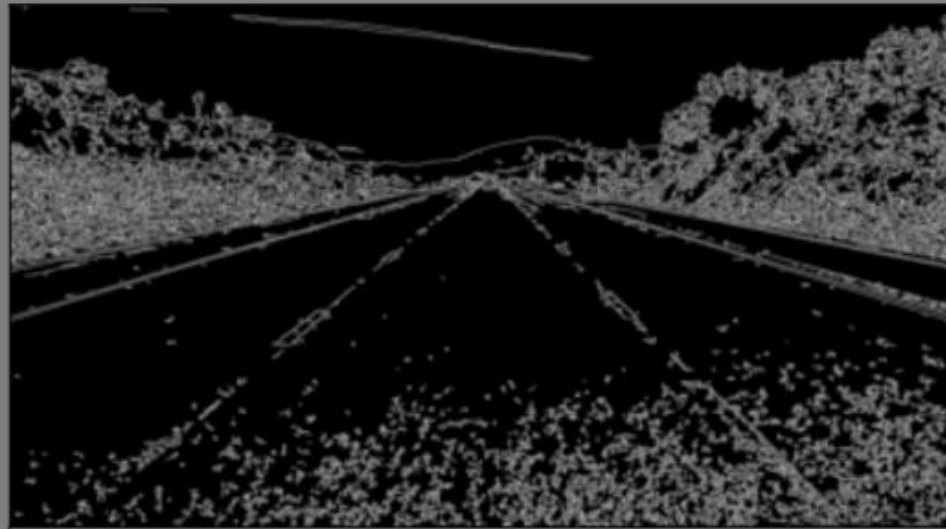
Curve Fitting



# Canny Edge Detector

Idea: Lane lines they will survive the blurring, because they are long and have strong gradient.

Without Smoothing



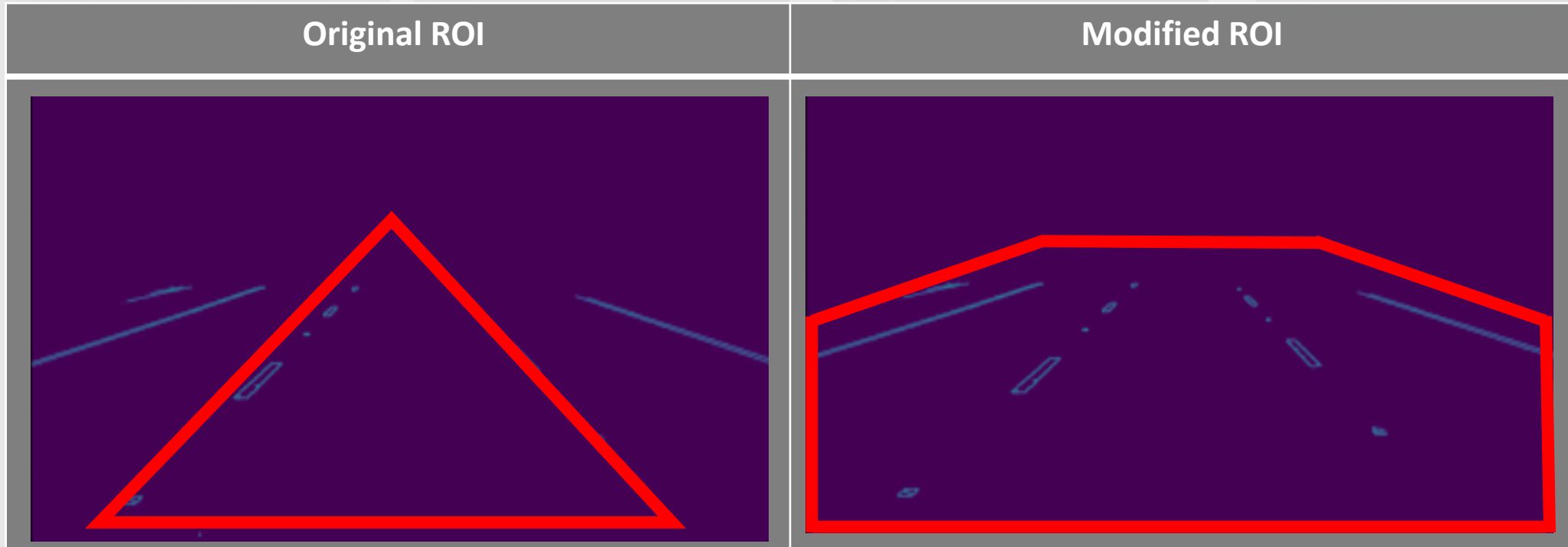
Gaussian Blur with kernel\_size = 15



# Region of interest

Lanes are normally restricted in particular regions of the image.

Instead of circle a triangle, we circle polygon for more lane to be detect



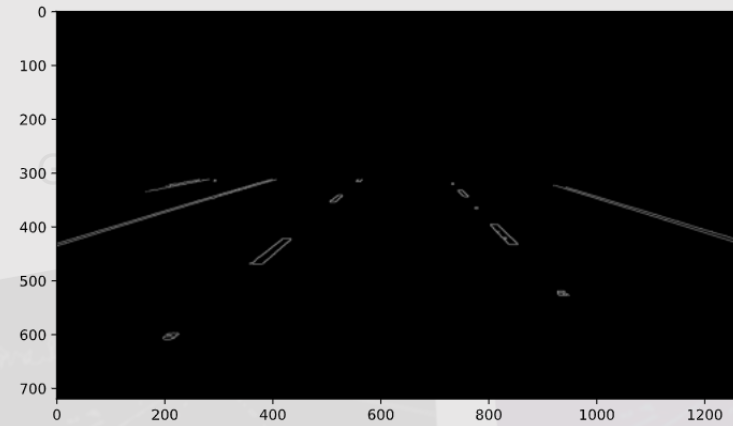


# Hough Line Transform

Input image

Grayscale image

Idea: Lane lines are straight.



**max\_line\_gap = 50**



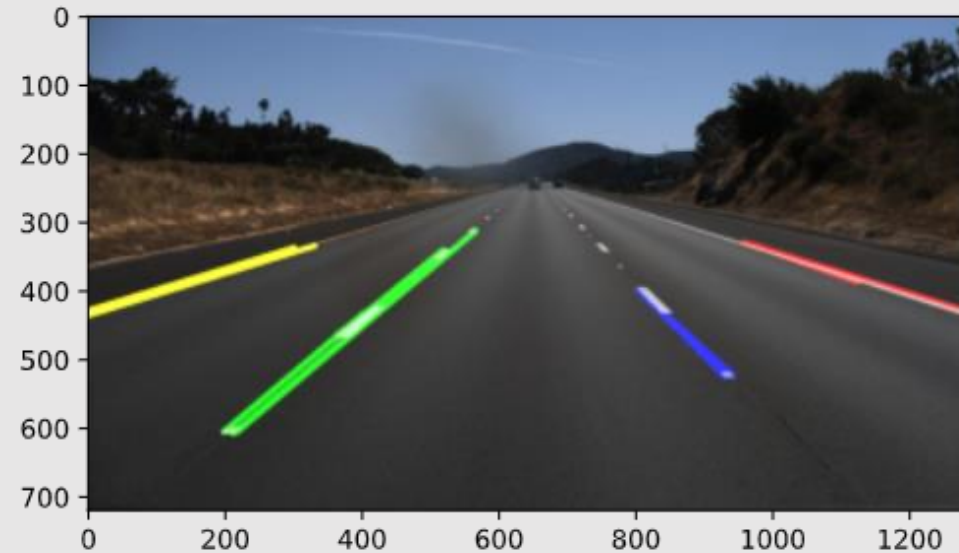
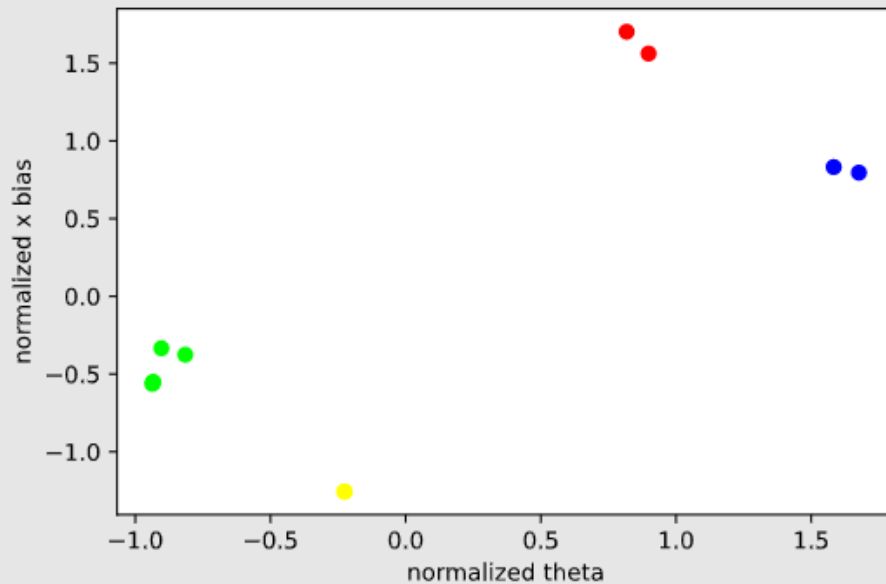
**Max\_line\_gap = 300**



# Kmeans

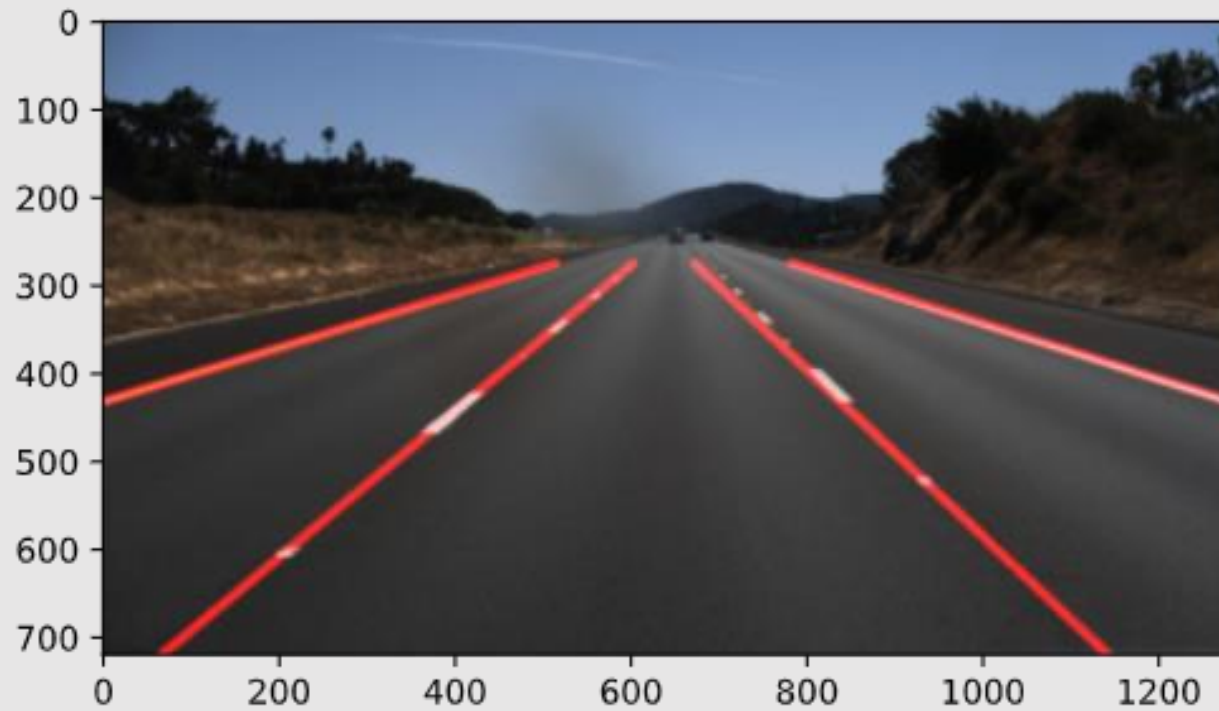
Cluster the line segments in to several lanes.

- Different Lane lines have different slope and x-intercepts.
- We can find more than two lanes by Kmeans.



# Curve fitting

Fit the end points of the line segments with mse



# Method 2

Perspective transform

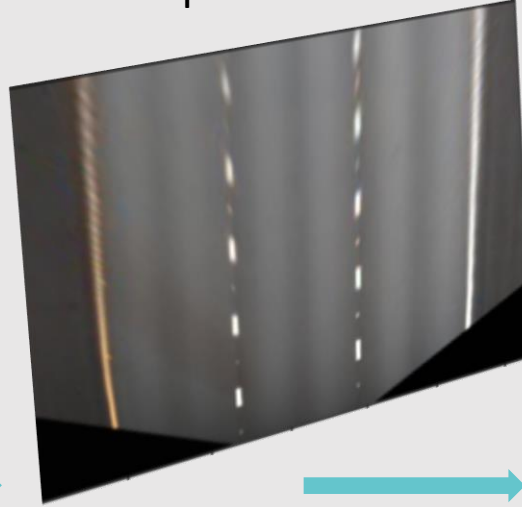


# Method 2 : Perspective transform

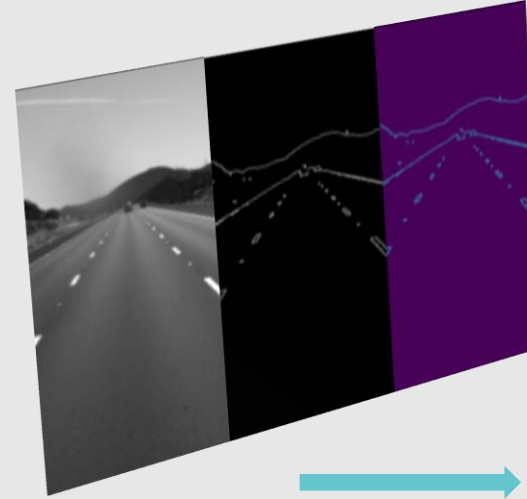
Input image



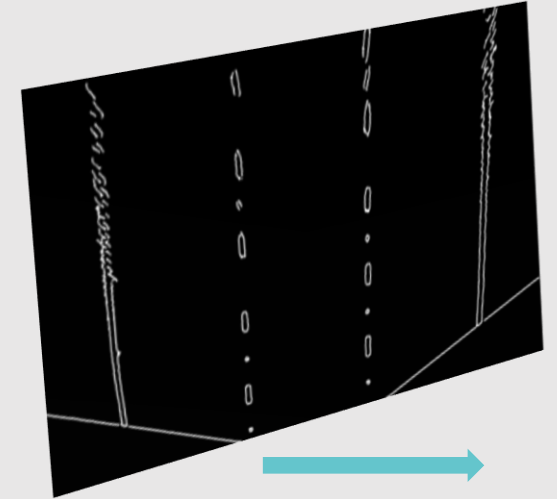
Perspective transform



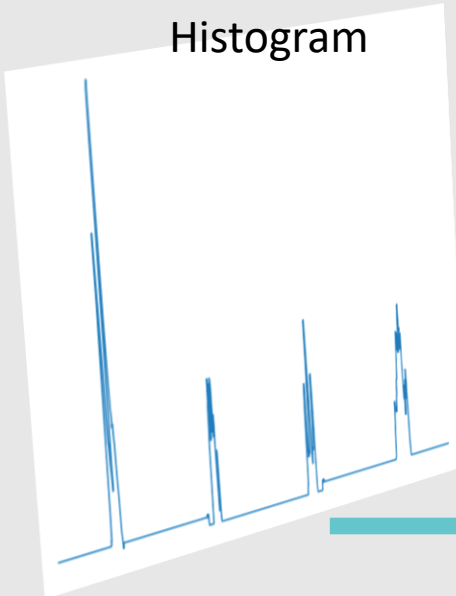
Grayscale + Gaussian + Canny



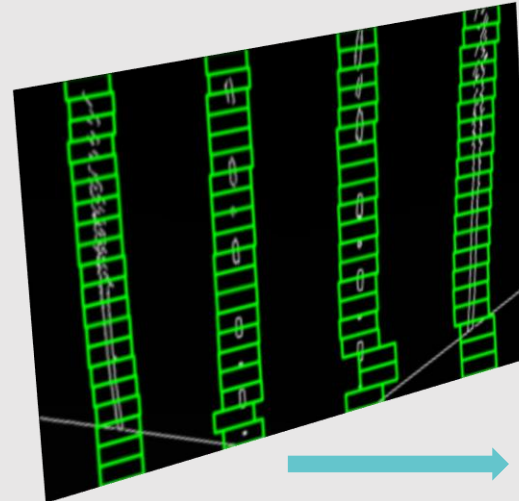
Binary image



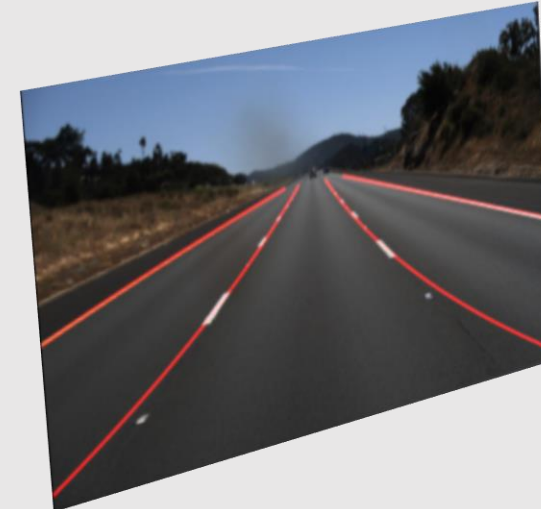
Histogram



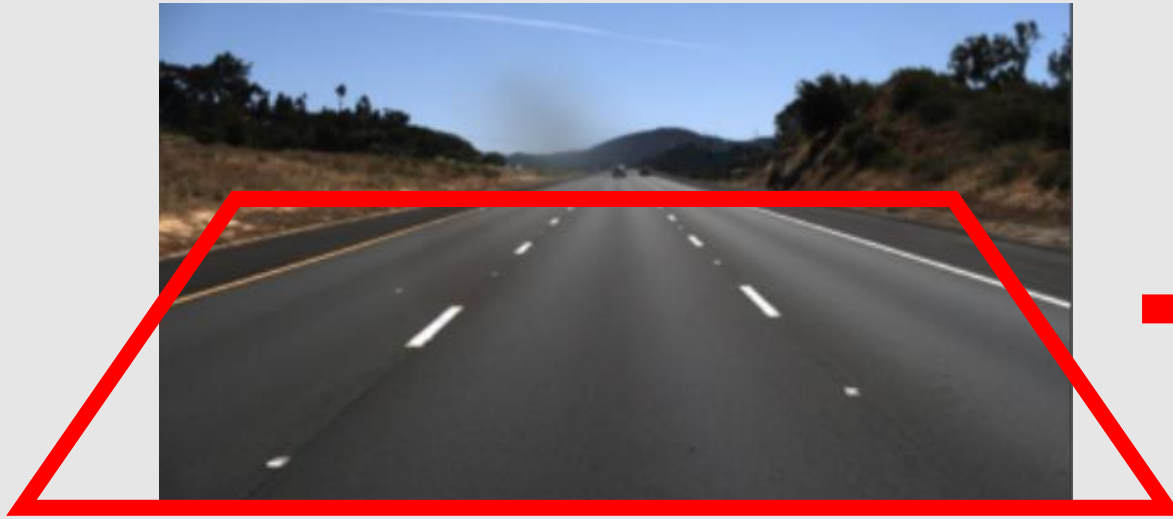
Sliding window address lane



Curve Fitting



# Perspective transform



Region of interest

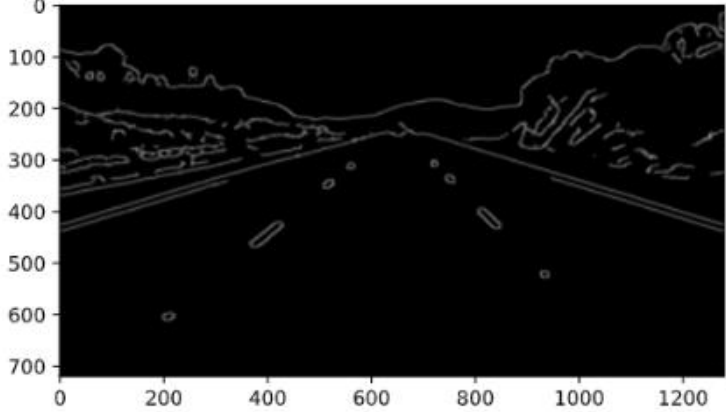
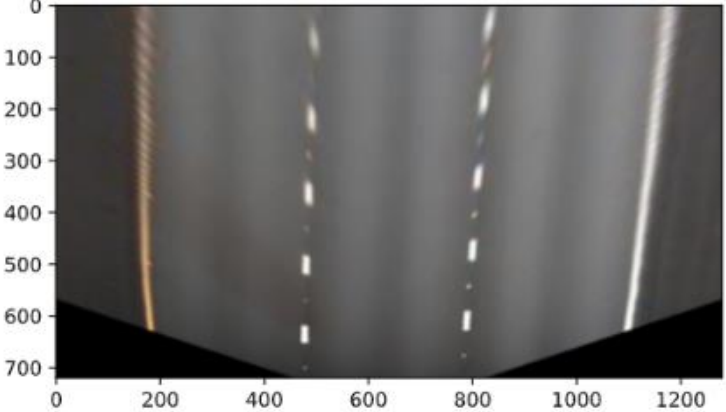
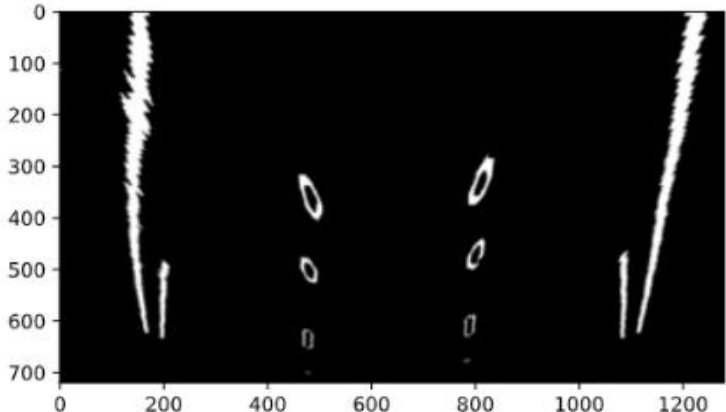
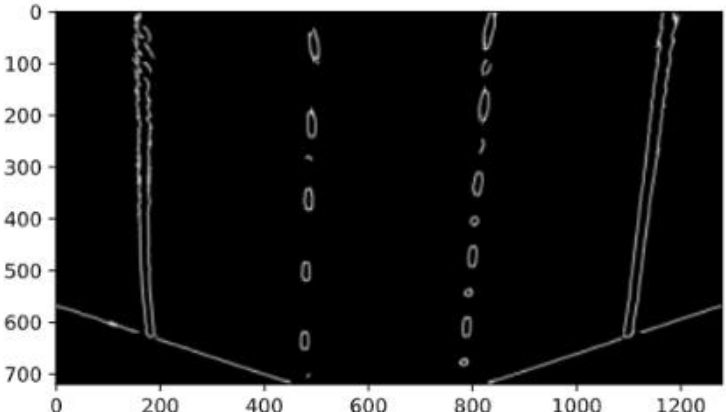


Warped Image

Benefits of Bird's eye view perspective:

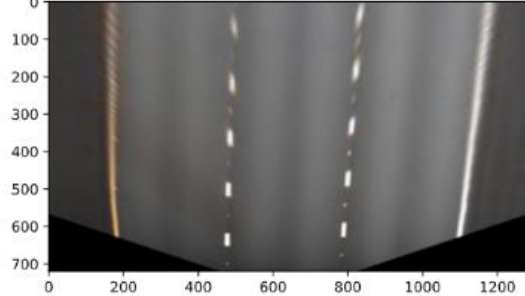
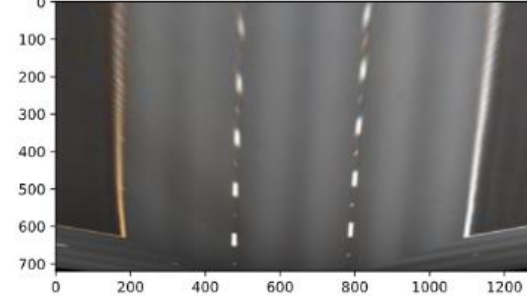
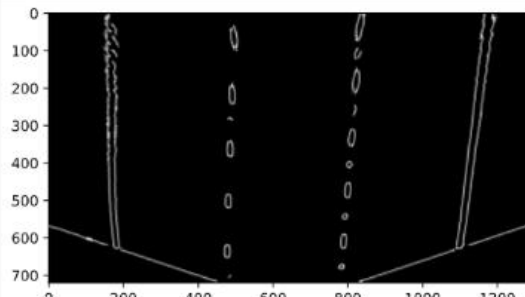
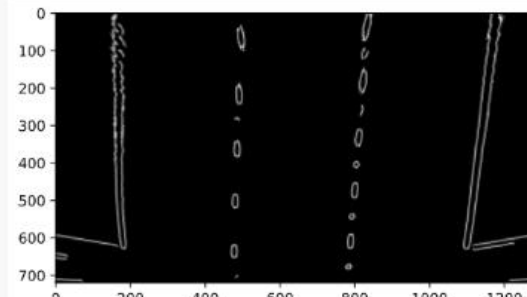

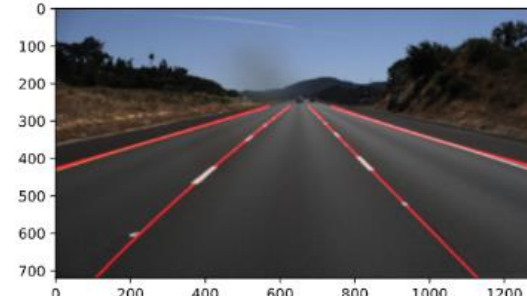
- We can use x values to separate different lane lines
- We can trace points on a same lane along vertical direction

# Canny Edge detection

	Canny -> Warp	Warp -> Canny
Step1	 <p>A grayscale image showing the result of Canny edge detection on the original image. The edges are highlighted in white against a black background. The image shows a landscape with a horizon line and some structures. The axes are labeled from 0 to 700 on the y-axis and 0 to 1200 on the x-axis.</p>	 <p>A grayscale image showing the result of warping the Canny edge detection result. The edges are distorted, appearing as curved lines. The image shows a landscape with a horizon line and some structures. The axes are labeled from 0 to 700 on the y-axis and 0 to 1200 on the x-axis.</p>
Step2	 <p>A grayscale image showing the result of Canny edge detection on the warped image. The edges are highlighted in white against a black background. The image shows a landscape with a horizon line and some structures. The axes are labeled from 0 to 700 on the y-axis and 0 to 1200 on the x-axis.</p>	 <p>A grayscale image showing the result of warping the Canny edge detection result of the warped image. The edges are distorted, appearing as curved lines. The image shows a landscape with a horizon line and some structures. The axes are labeled from 0 to 700 on the y-axis and 0 to 1200 on the x-axis.</p>



# Canny Edge detection

	Warp original image (Before Modification)	Warp circular repeated image (After Modification)
After Warping	 A grayscale image of a road scene, warped to a perspective view. The image is dark with some vertical lines and a curved horizon. The x-axis ranges from 0 to 1200, and the y-axis ranges from 0 to 700.	 A grayscale image of a road scene, warped to a perspective view. The image is dark with some vertical lines and a curved horizon. The x-axis ranges from 0 to 1200, and the y-axis ranges from 0 to 700.
After Canny Edge	 A grayscale image showing the edges of the road scene from the first column. The edges are highlighted in white against a black background. The x-axis ranges from 0 to 1200, and the y-axis ranges from 0 to 700.	 A grayscale image showing the edges of the road scene from the second column. The edges are highlighted in white against a black background. The x-axis ranges from 0 to 1200, and the y-axis ranges from 0 to 700.
Final Result	 A color image of a road scene, warped to a perspective view. The road is dark, and the sky is blue. The x-axis ranges from 0 to 1200, and the y-axis ranges from 0 to 700.	 A color image of a road scene, warped to a perspective view. The road is dark, and the sky is blue. The x-axis ranges from 0 to 1200, and the y-axis ranges from 0 to 700.

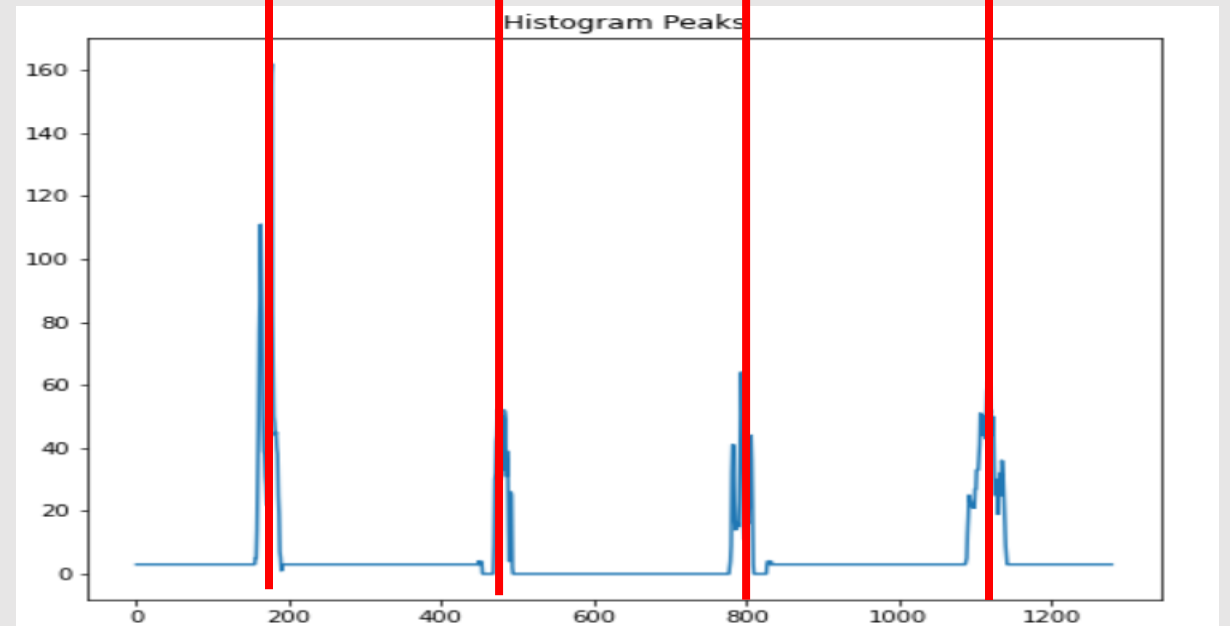
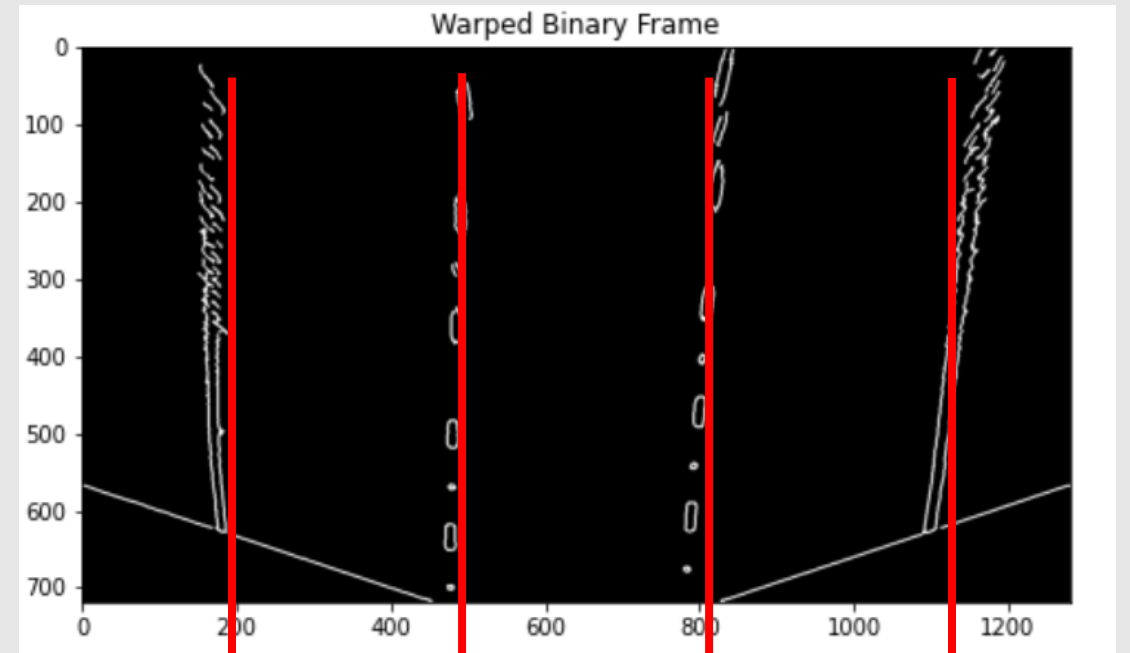


# Histogram

After binary the image into black/white, we sum up the values along y axis

The peak represent that there are high frequency appearance of values  
→ candidate position for lanes

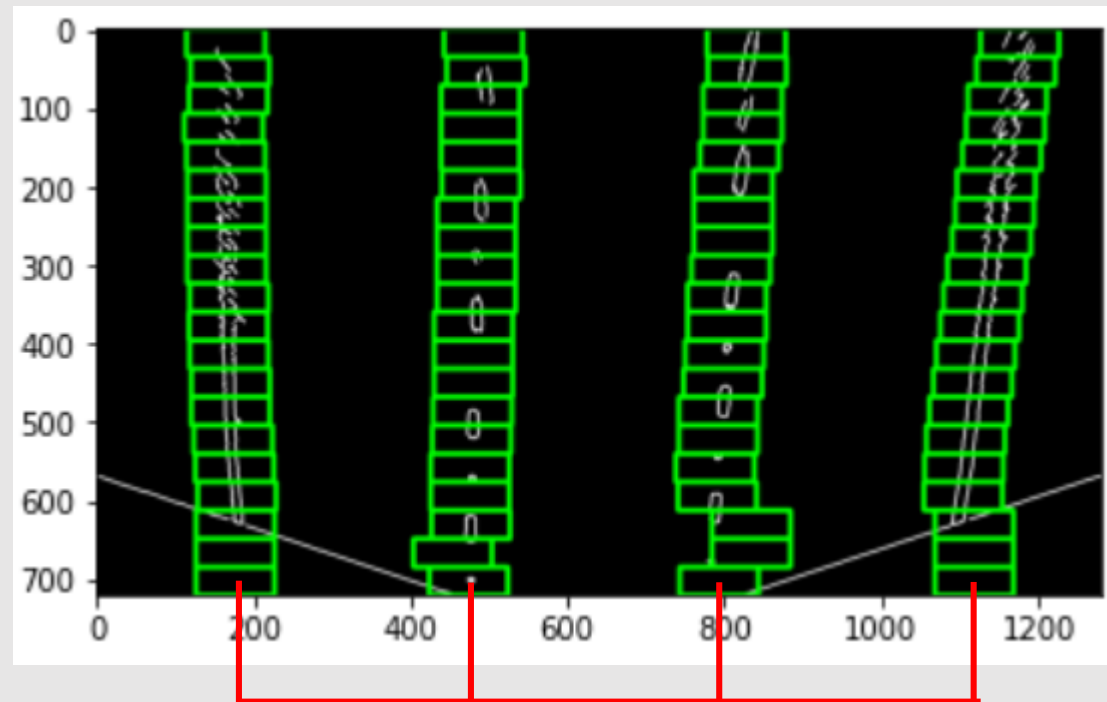
If the shape of each distribution is narrow, then the quality of lane will be better



# Sliding windows

According to result of histogram, we are able to identify the position of lanes

1. Apply sliding window from bottom to top of image
2. we can gradually adjust our position if the mean in sliding window get change



Starting position according to the result of histogram

# Curve Fitting

- Transform the edge pixels captured by sliding windows back to original coordinate.
- Fit each lane line with a degree 1 or degree 2 polynomial



Raw image



Result  
[ Good ]

Method 1

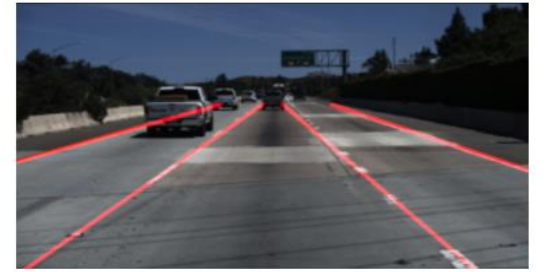


Method 2

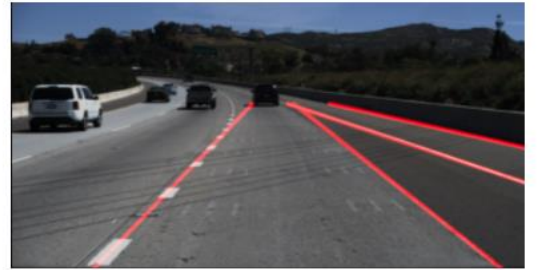


# Method 1

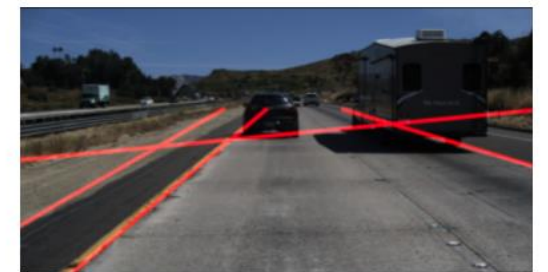
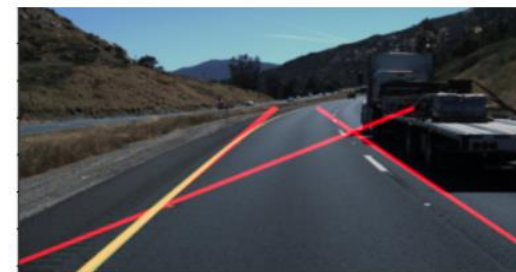
Good



Okay



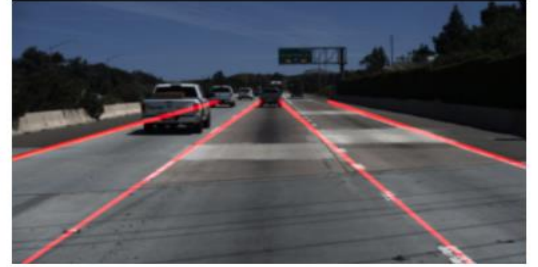
Shitty



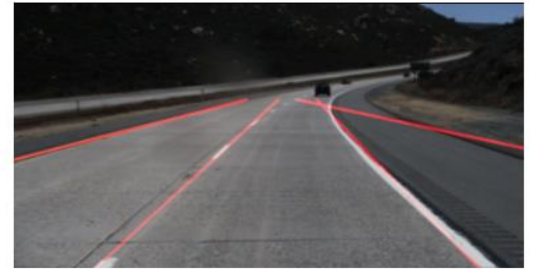


## Method 2

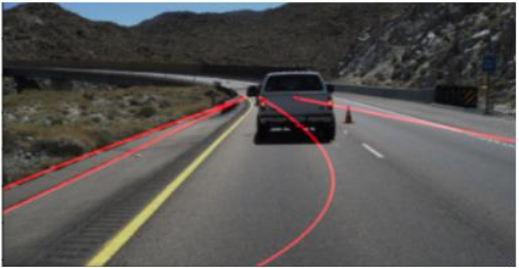
Good



Okay



Shitty

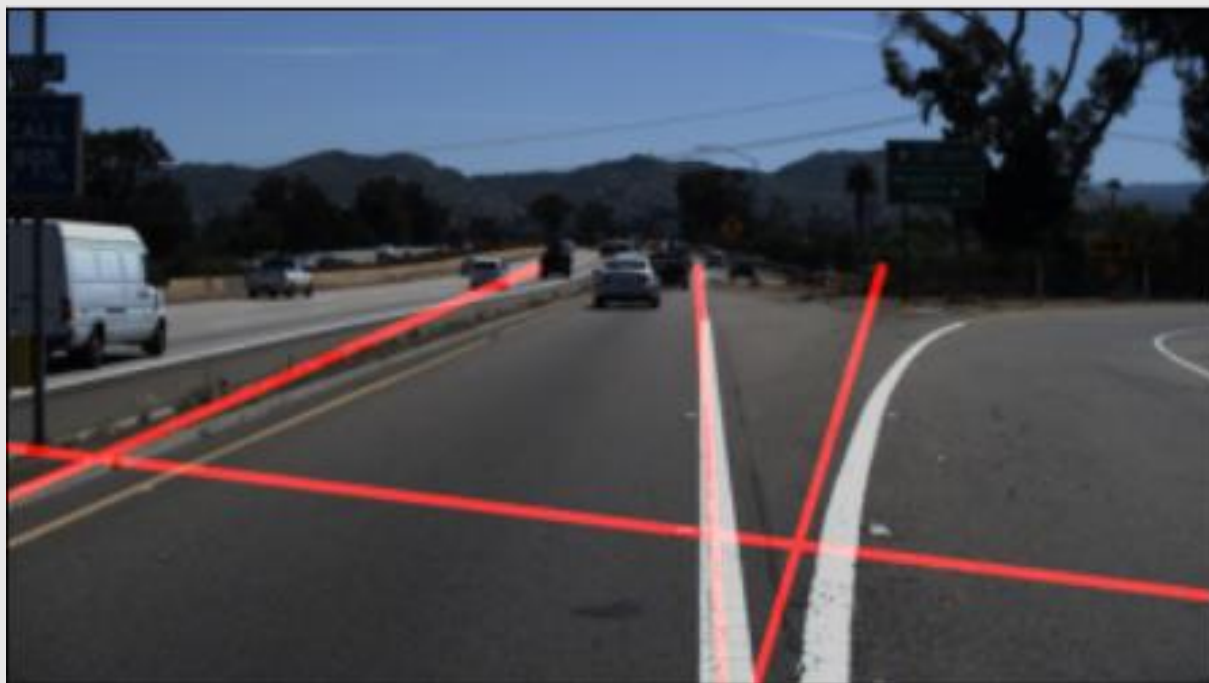


Result  
[ Good ]

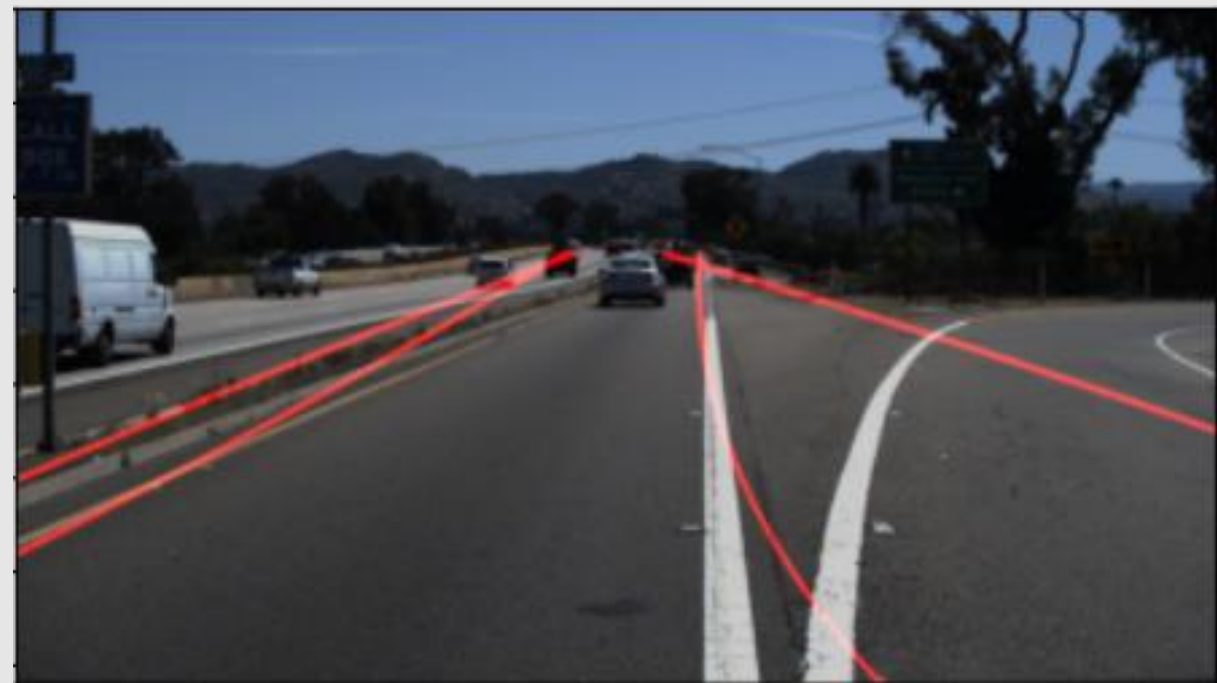
Raw image



Method 1

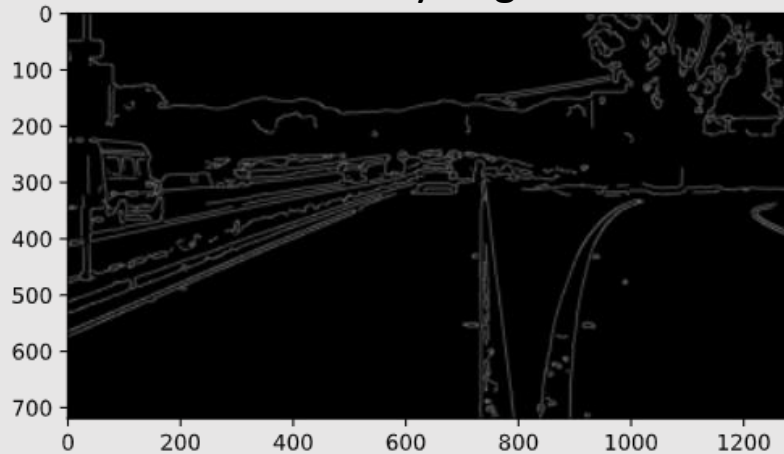


Method 2

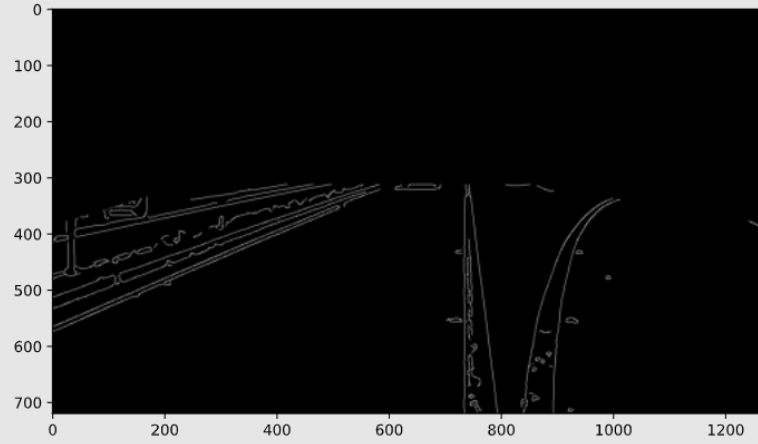


# Method 1 – which step makes it broken?

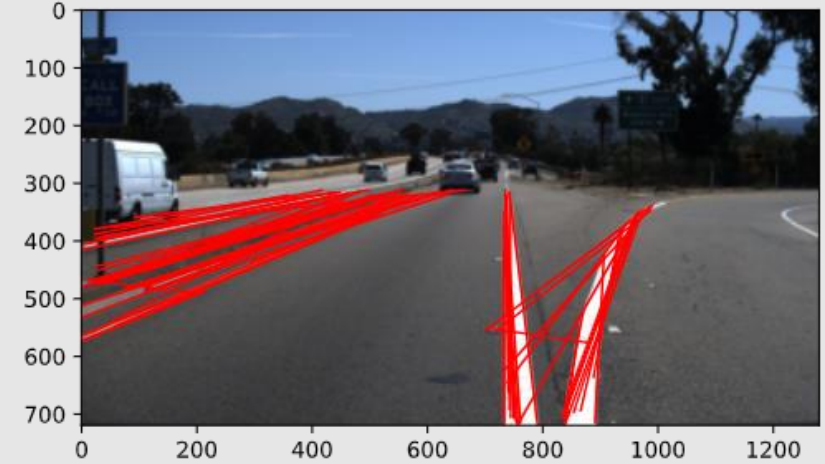
Canny edge



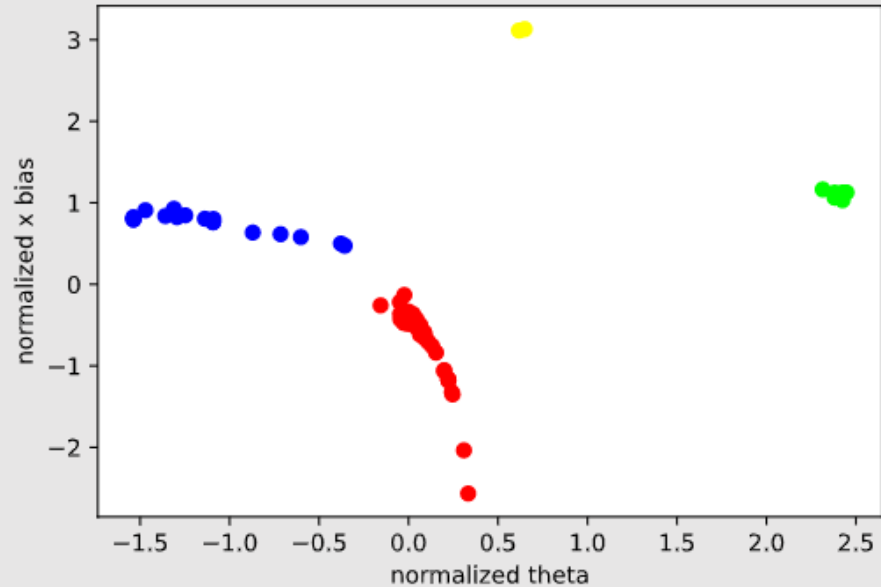
Region of interest



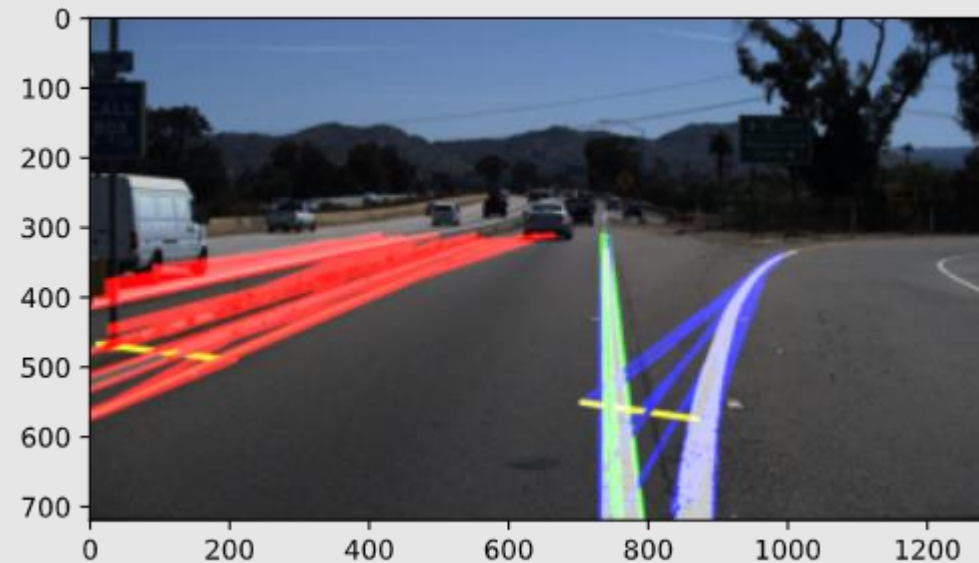
Hough transform



Kmeans



Result after Kmeans



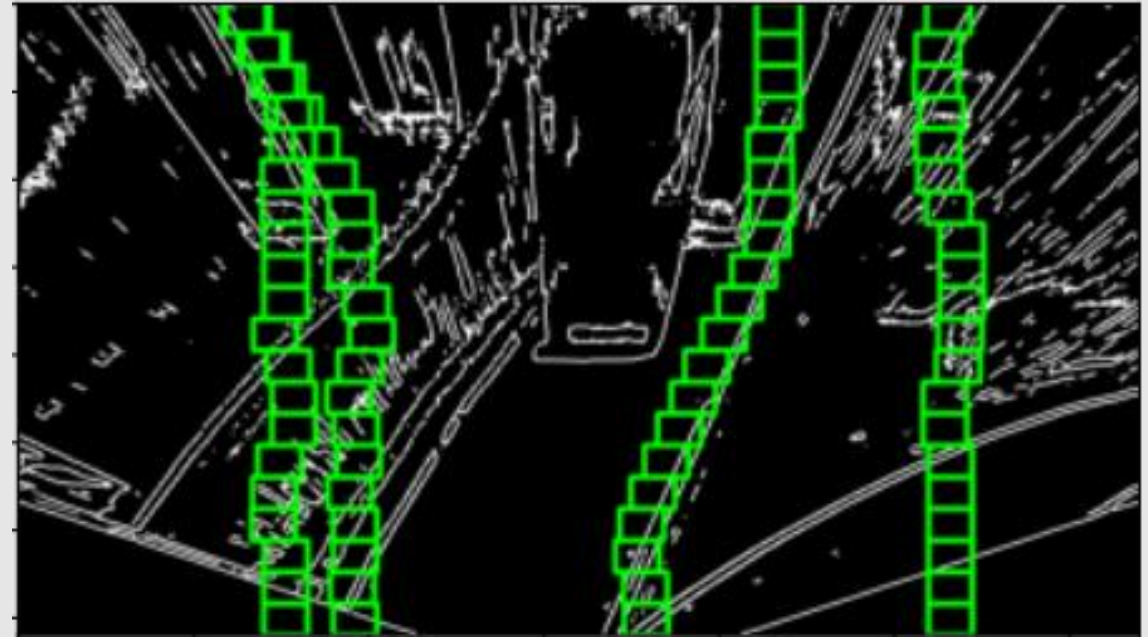


## Method 2 – which step makes it broken?

Perspective transform



Sliding windows

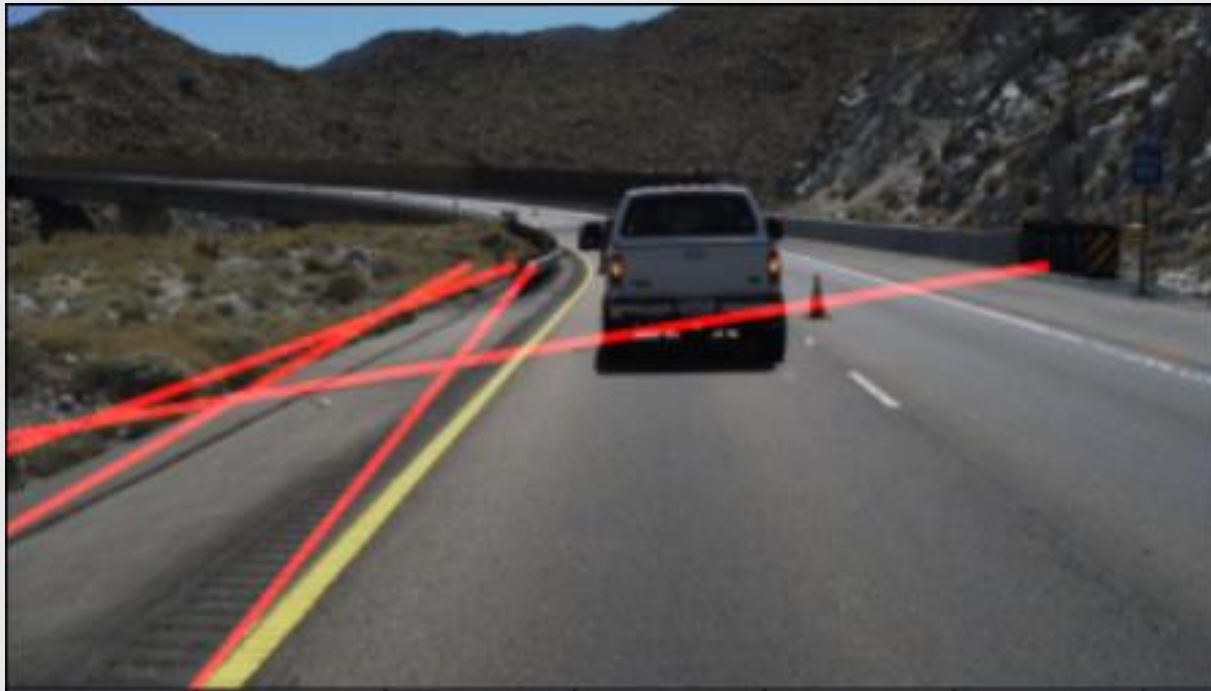


Result  
[ Good ]

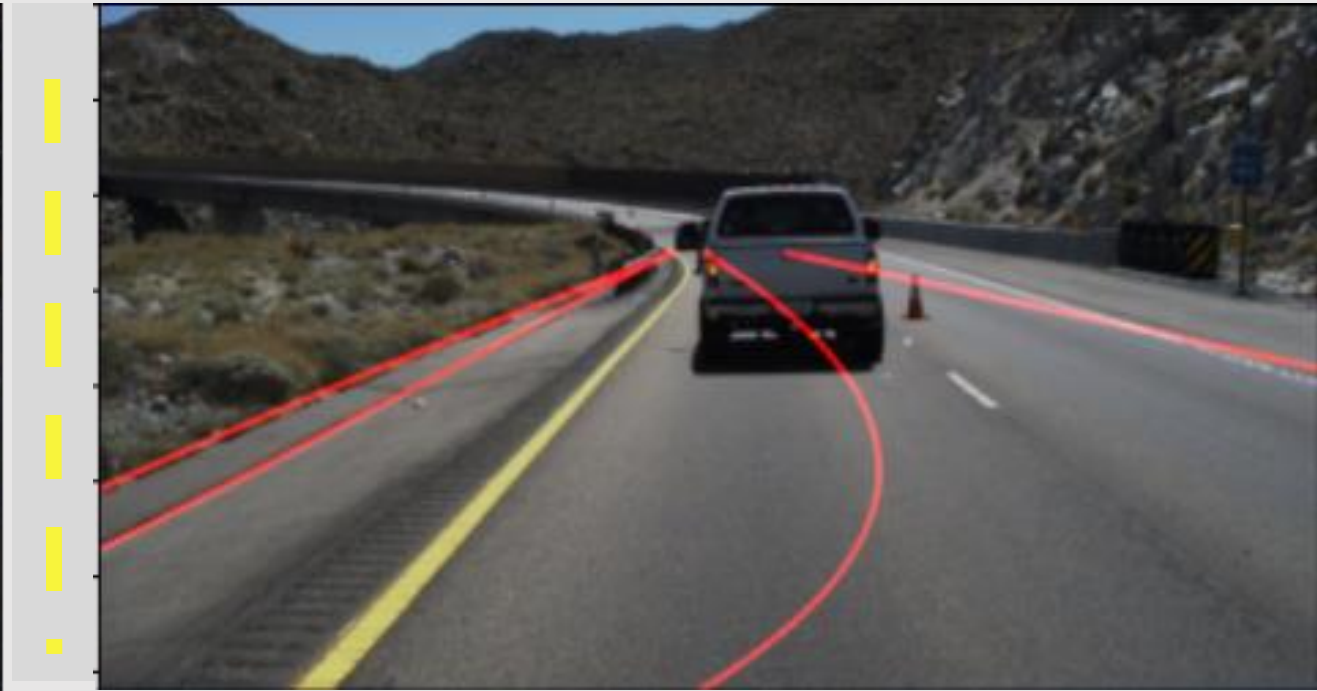
Raw image



Method 1

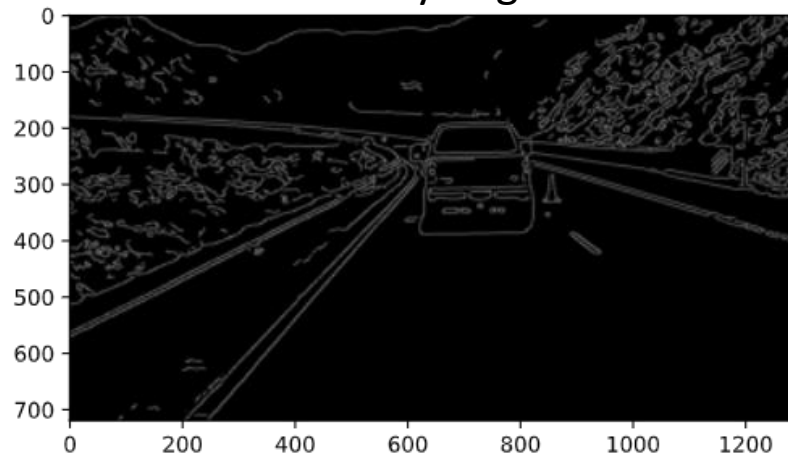


Method 2

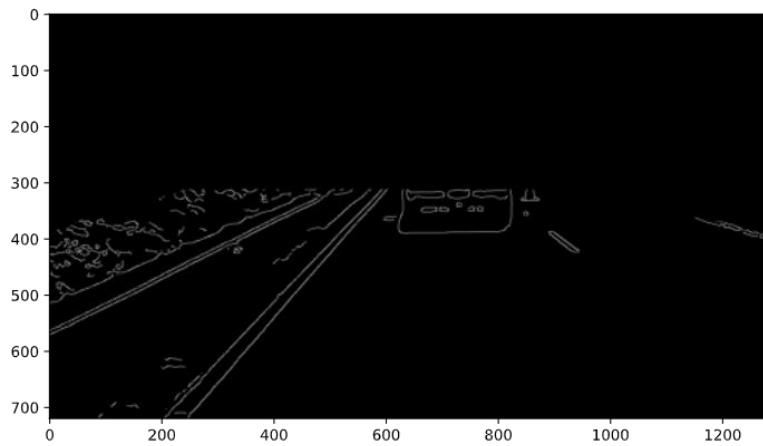


# Method 1 – which step makes it broken?

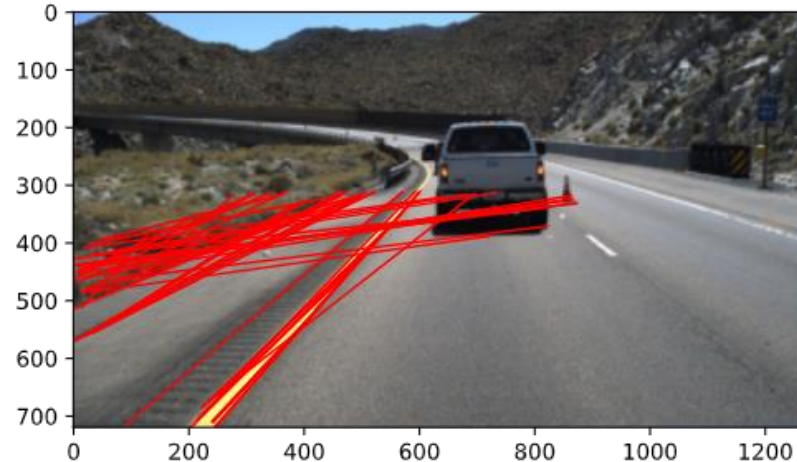
Canny edge



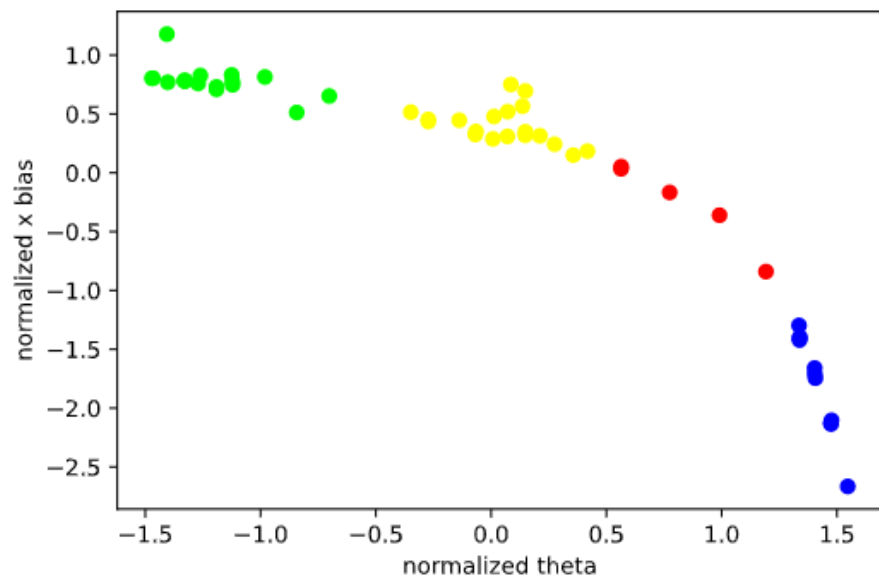
Region of interest



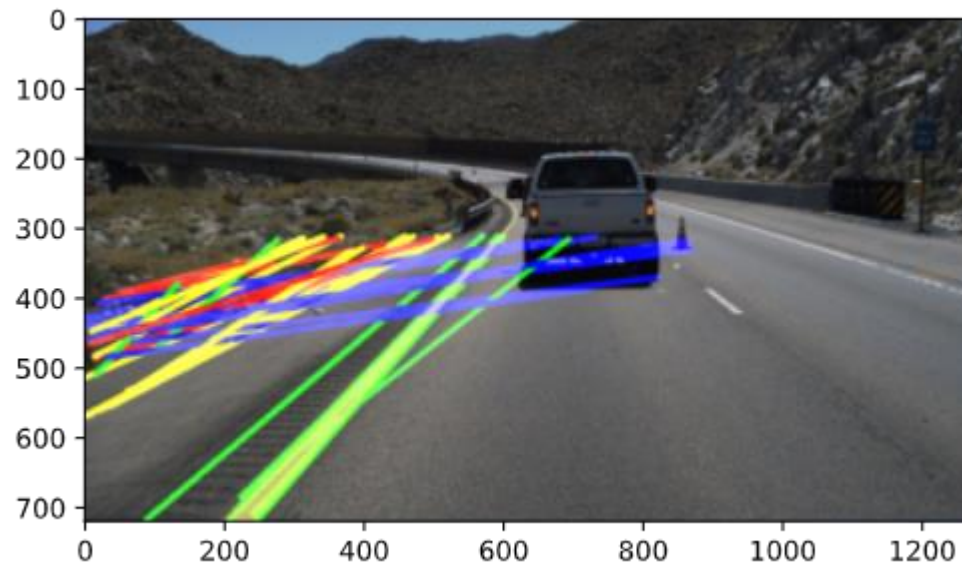
Hough transform



Kmeans



Result after Kmeans



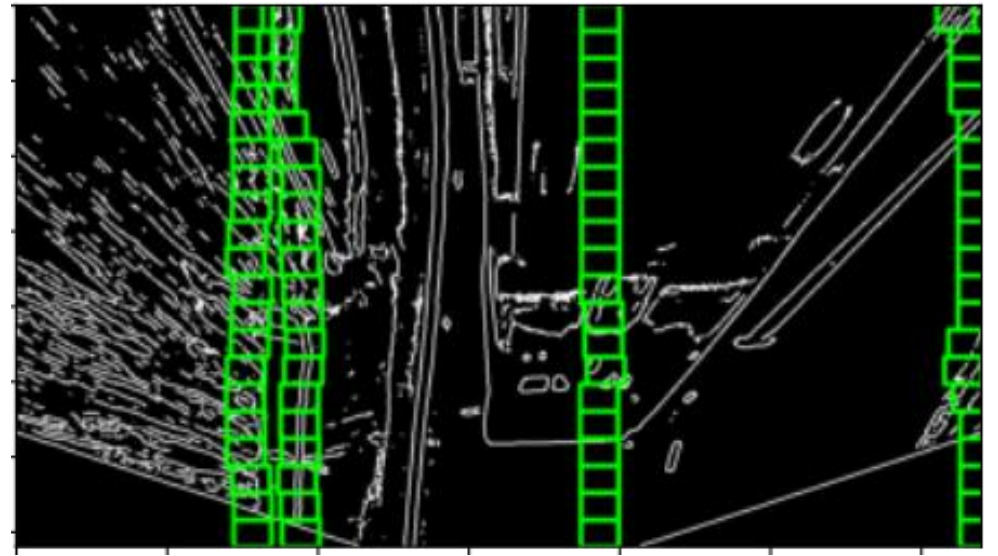


## Method 2 – which step makes it broken?

Perspective transform



Sliding windows



# Deep learning

## Hourglass Network



# Dataset

- In every clip folder, there will be a json file that contains the ground truth coordinates
- We split the data by its number



Num	Training set	Test set
Five	239	569
Four	2982	468
Three	404	1740
Two	1	5
Total	3626	2782

## Directory Structure:

```
|
|----readme.md                # description
|
|----clips/                   # video clips, 3626 clips
|-----|
|-----|----some_clip/       # Sequential images for the clip, 20 frames
|-----|-----...
|
|----label_data_0313.json      # Label data for lanes
|----label_data_0531.json      # Label data for lanes
|----label_data_0601.json      # Label data for lanes
```

# Data Preprocess

For each image we have done some changes:

- Random flip
- Random translation (affine transformation)
- Random rotation
- Add random Gaussian noise
- Random change the intensity of the image
- Add random shadow to the image

## Training: Read data

We set our batch size to 8. For each image, we generate a random number between [0,1] and from the random number we decide which category we choose and pick an image from there and go into training.

```
for _ in range(start, end):
    choose = random.random()
    if 0.8 <= choose:
        data = random.sample(self.train_data_five, 1)[0]
    elif 0.3 <= choose < 0.8:
        data = random.sample(self.train_data_four, 1)[0]
    elif 0.05 <= choose < 0.3:
        data = random.sample(self.train_data_three, 1)[0]
    elif choose < 0.05:
        data = random.sample(self.train_data_two, 1)[0]
```



## Training--- Read Data (Continued)

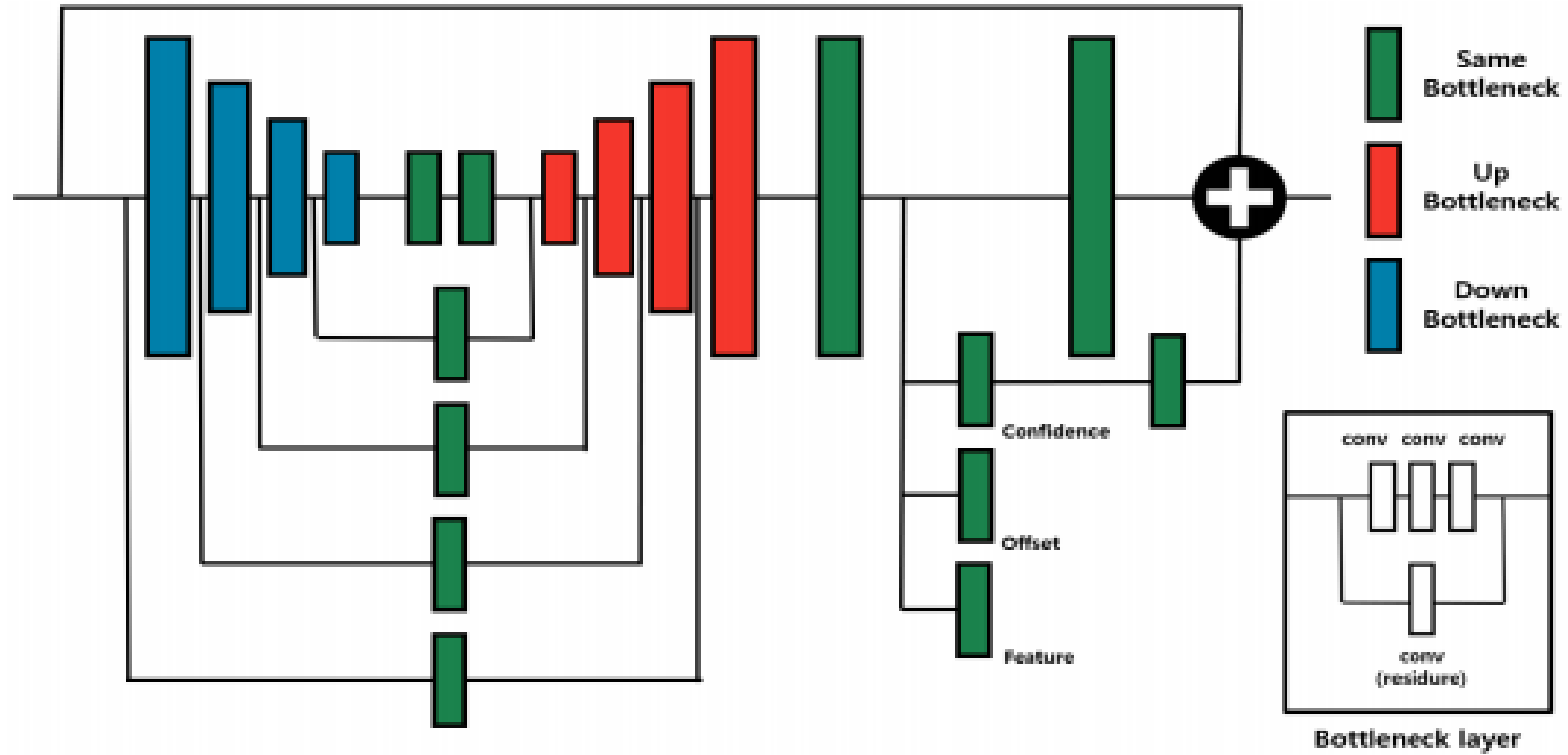
1. Make ground truth point: x, y coordinates of the lane's ground truth sort by y coordinates and return
2. Make ground truth instance: classify the ground truth points into each instance and class
  - a. Same instance (same lane): 1
  - b. Different instance but same class (different lane but close point): 2
  - c. Different instance and different class: 3

Because all the image have been resize to the same size, so the coordinates should adjust according to resize ratio

### Format

```
{
  'raw_file': str. Clip file path.
  'lanes': list. A list of lanes. For each list of one lane, the elements are width values on image.
  'h_samples': list. A list of height values corresponding to the 'lanes', which means len(h_samples) == len(lanes[i])
}
```

# Training--- Model



Two hourglass network

# Training--- SGPN Loss

- Lane Loss
  - Exist confidence loss → if the predicted point exist
  - Non-exist confidence loss → if the predicted point not exist
  - Offset loss
- Instance Loss
  - Same instance
  - Different instance but same class

$$L_{SIM} = \sum_i^{N_p} \sum_j^{N_p} l(i, j)$$

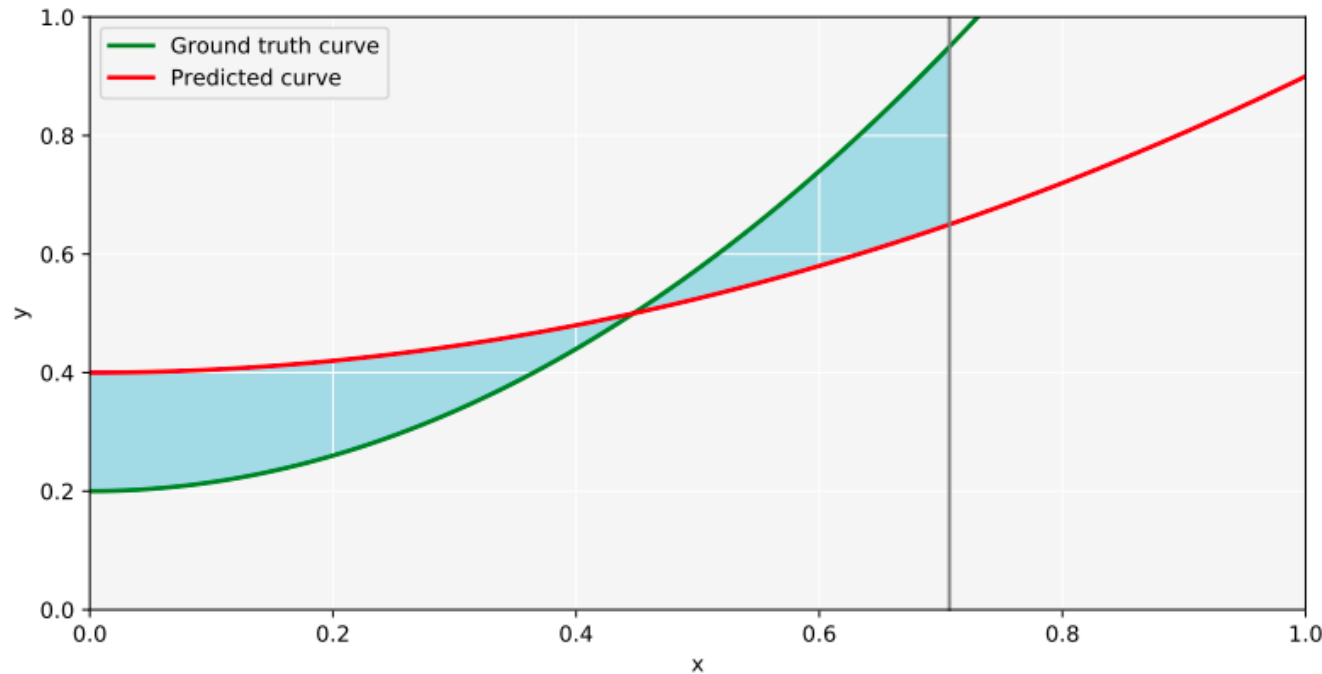
$$l(i, j) = \begin{cases} \|F_{SIM_i} - F_{SIM_j}\|_2 & C_{ij} = 1 \\ \alpha \max(0, K_1 - \|F_{SIM_i} - F_{SIM_j}\|_2) & C_{ij} = 2 \\ \max(0, K_2 - \|F_{SIM_i} - F_{SIM_j}\|_2) & C_{ij} = 3 \end{cases}$$

Total Loss = Lane Loss + Instance Loss

Reference: SGPN: Similarity Group Proposal Network for 3D Point Cloud Instance Segmentation

# Training--- Add OLE Loss

OLE Loss is the modified version of Geometric Loss



It minimizes the (squared) area between the predicted curve and ground truth curve up to a point

# Evaluation

- We do evaluation every 10 epochs
- We calculate loss, accuracy, FP and FN

Before adding OLE Loss:

We train for 500 epochs the best evaluation result we can get right now is in the 100th epoch

Loss	Accuracy	FP	FN
1.11	0.97	0.02	0.14

After adding OLE Loss

We train for 1000 epochs the best evaluation result we can get right now is in the 543th epochs

Loss	Accuracy	FP	FN
1.57	0.94	0.08	0.20

# Testing and Post Processing

We do testing (output with lanes on testing image) every 1000 iterations (an epoch is 454 iterations)

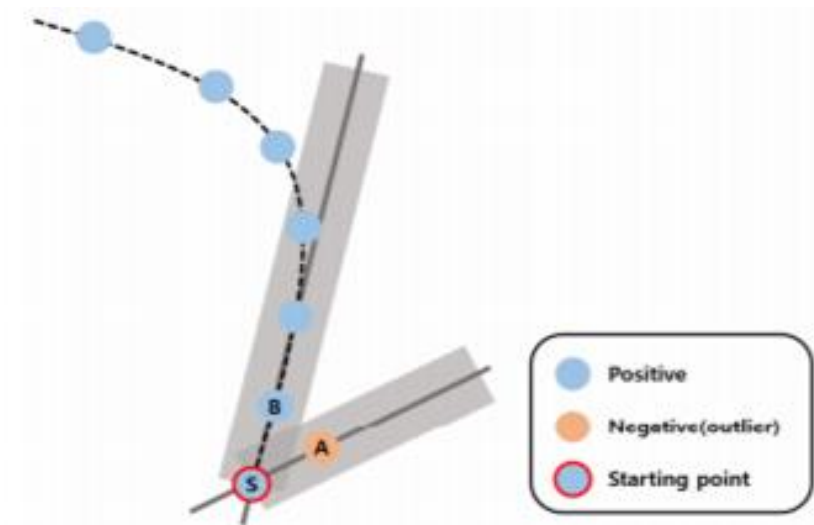
Post processing:

- Step 1: Find six starting points. Starting points are defined as the three lowest points and the three leftmost or rightmost points. If the predicted lane is on the left related to the center of the image, the leftmost point are selected
- Step 2: Select three closest points to the starting point among points that are higher than each starting point
- Step 3: Consider a straight line connecting two points that are selected at step 1 and 2
- Step 4: Calculate the distance between the straight line and other points
- Step 5: Count the number of the points that are within the margin. The margin  $\gamma$ , is set to 1

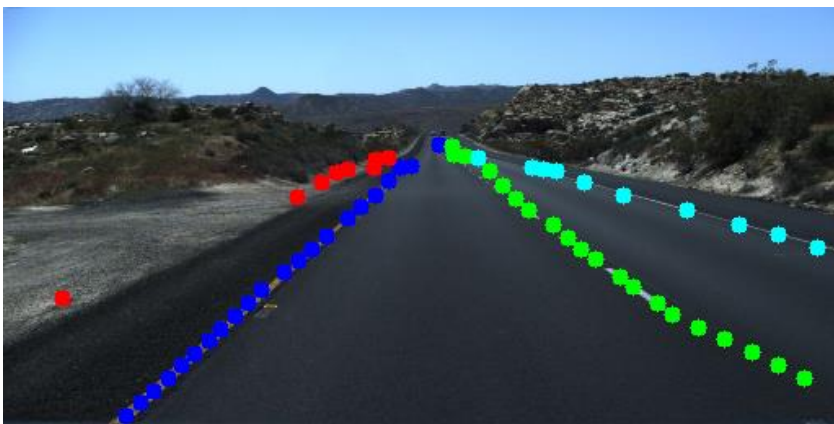
# Testing and Post Processing (Continued)

Post processing:

- Step 6: Select the point that has maximum and larger count than threshold as new starting point, and consider that the point to the same cluster with starting point. We set the threshold to twenty percent of the remaining points
- Step 7: Repeat from step 2 to step 6 until no points are found at step 2
- Step 8: Repeat from step 1 to step 7 for all starting point, and consider the maximum length cluster as a result lane
- Step 9: Repeat from step 1 to step 8 for all predicted lanes



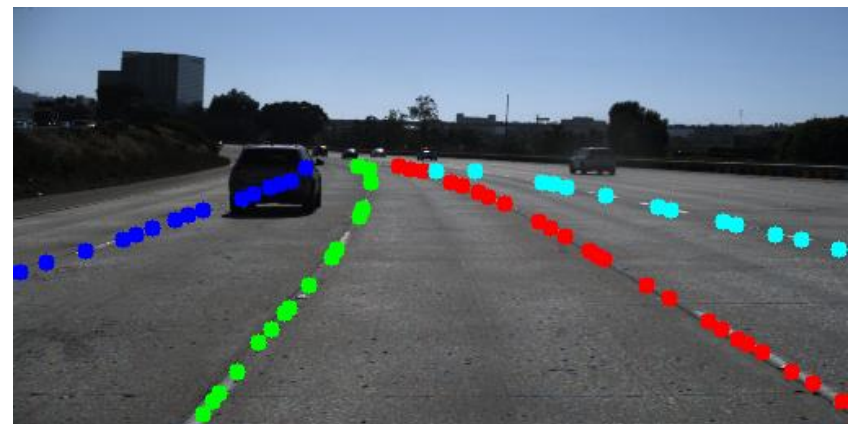
## Results - In TuSimple test set



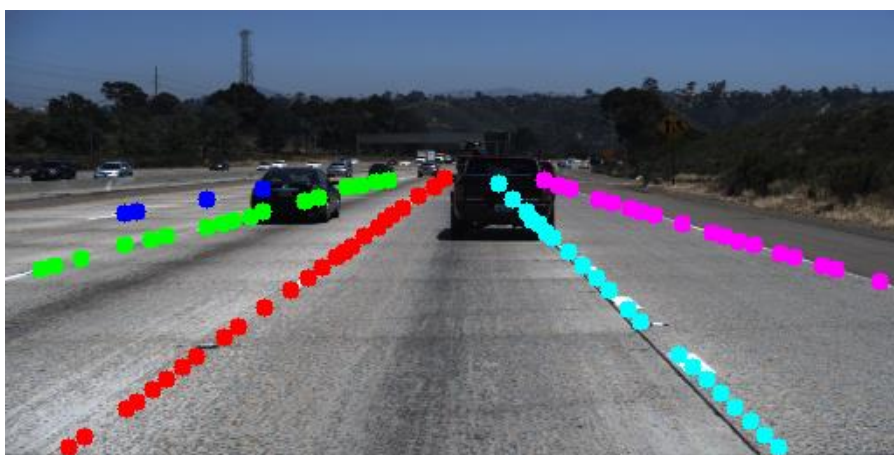
2000 iterations



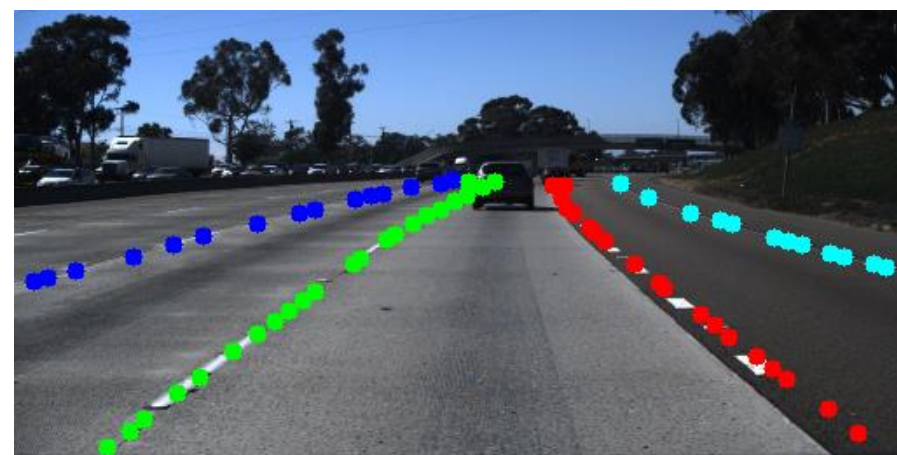
56000 iterations



102000 iterations



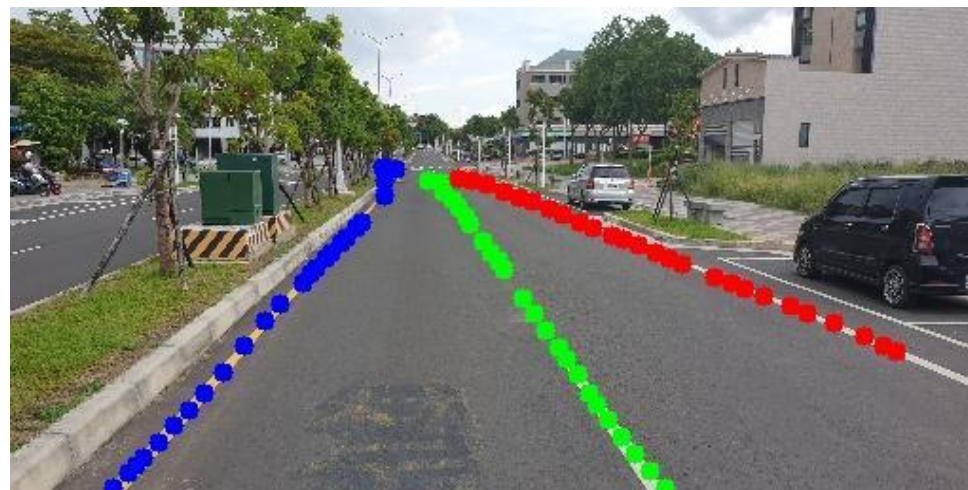
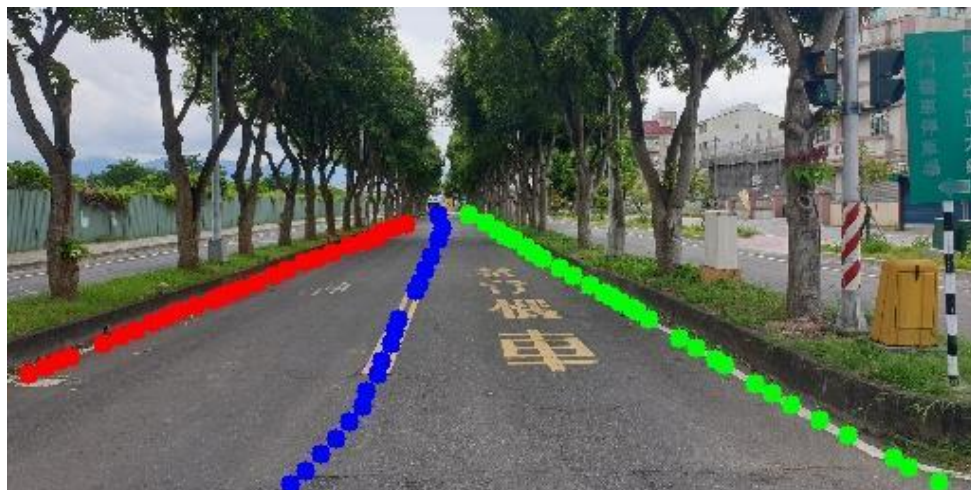
143000 iterations



225000 iterations



# Results





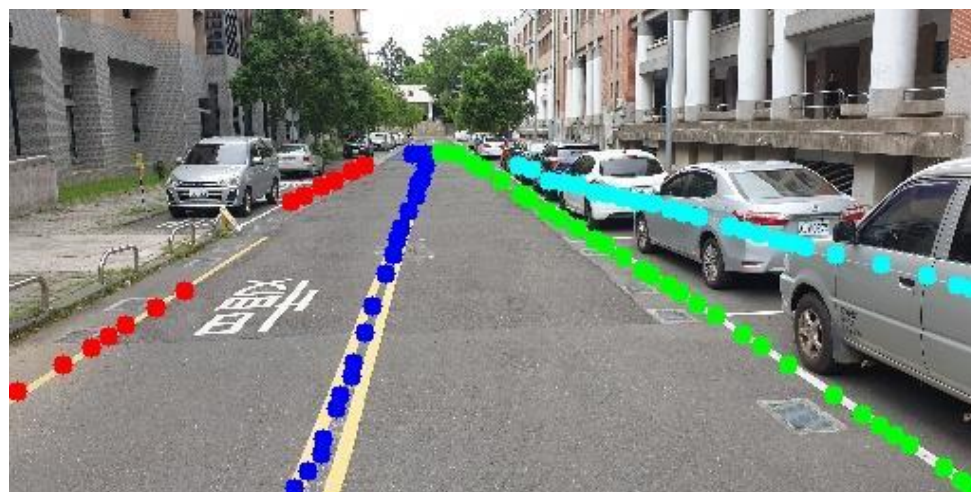
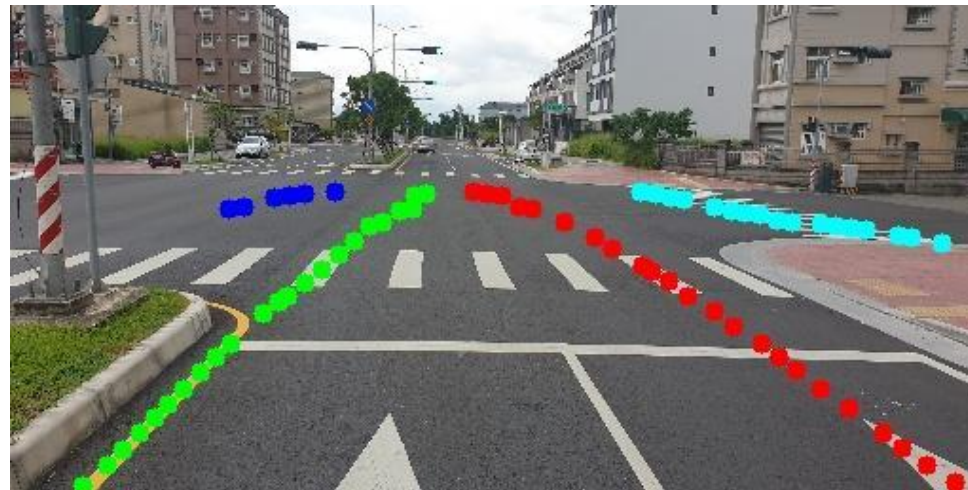
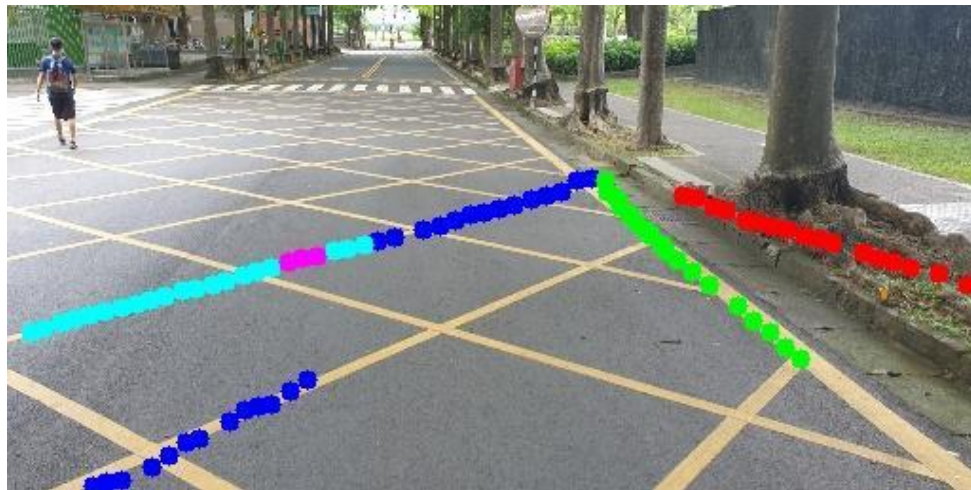
# Results

The images recorded from different angle may lead to different accuracy.



# Results

But in this situation...

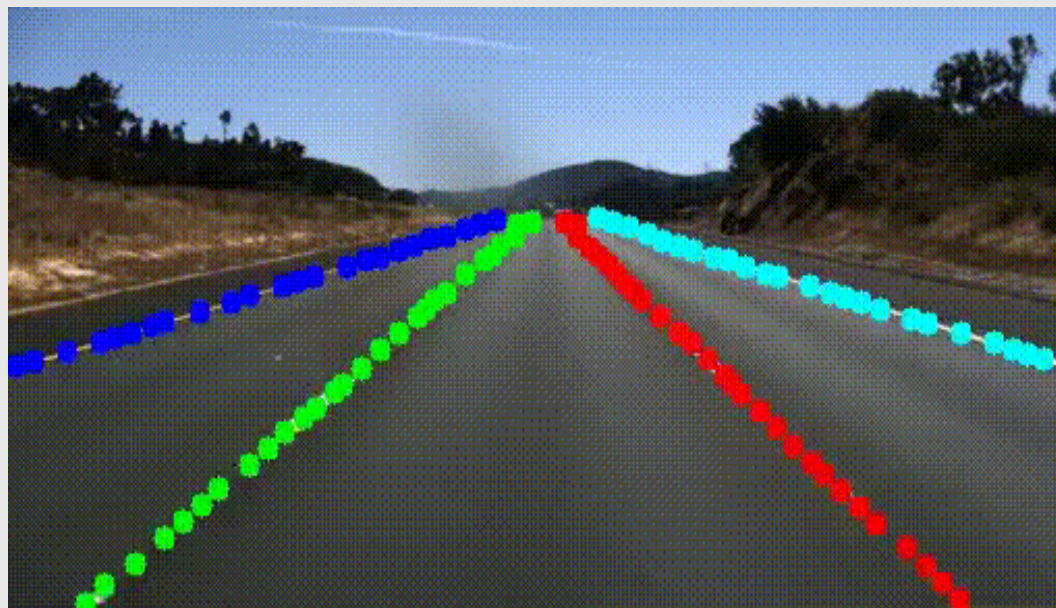


# Result comparison

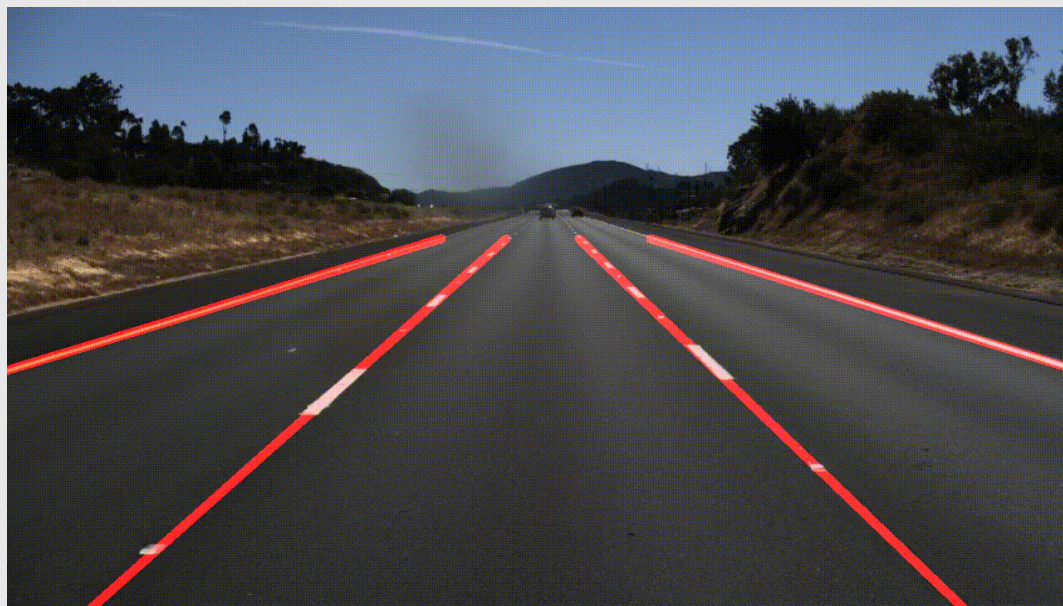




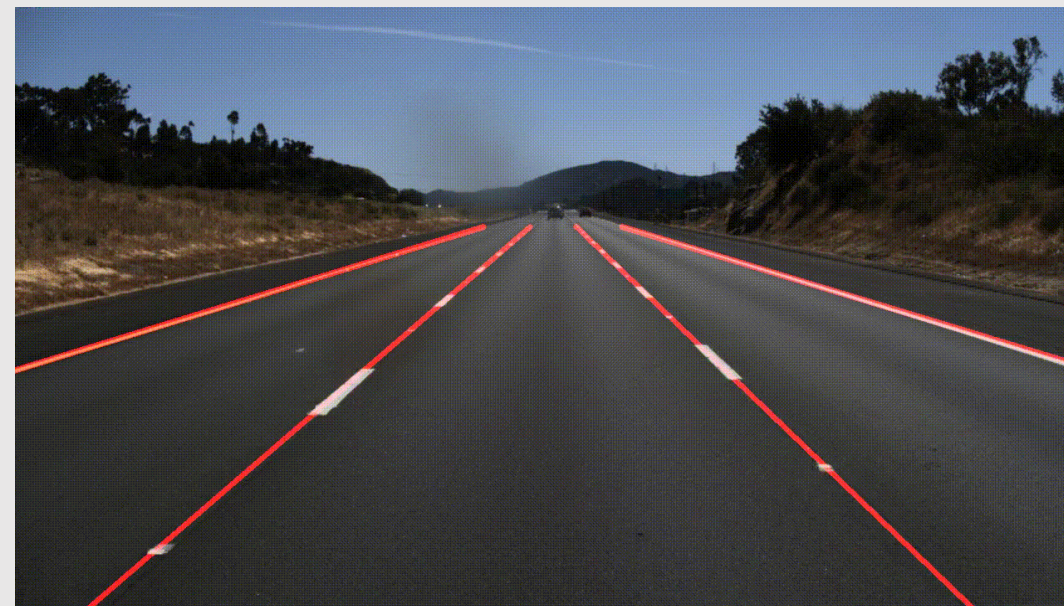
Method 3 ►



▼ Method 1



▼ Method 2



# Accuracy:

For Method1 and Method2 we only test for the first 500 images in the test set

	Method 1	Method 2	Method 3
Accuracy	0.73	0.86	0.97
FP	0.57	0.40	0.02
FN	0.48	0.27	0.14

# Conclusion

- In this final project, we successfully detect multiple lanes with both traditional and deep learning methods.
- Traditional methods has limited accuracy, and the quality of result can be easily affected by cars and obstacles in the image.
- Using Hourglass network and SGPN loss, deep learning method achieve very high accuracy.
- Both traditional and deep learning methods are sensitive to camera perspective. However, deep learning methods still output reasonable result in those condition where traditional methods fails dramatically.



Thank you for listening!

