



Master in
Computer Vision
Barcelona

INTRODUCTION TO HUMAN AND COMPUTER VISION 2017

TRAFFIC SIGN DETECTION / RECOGNITION

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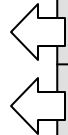
Task 1. Data analysis



Signal type	A	B	C	D	E	F
Max size	18502 pixels	9165 pixels	43809 pixels	31341 pixels	37035 pixels	52689 pixels
Min size	459 pixels	1157 pixels	1084 pixels	720 pixels	1066 pixels	1850 pixels
Form factor	1.0625	1.0178	0.9487	0.9744	0.9423	0.8268
Filling ratio	0.5007	0.4961	0.7839	0.7793	0.7846	0.9993
Frequency of appearance	0.2621	0.0356	0.1196	0.1807	0.0967	0.3053



Very indicative of the signal shape!!!



SHAPE

Group signals

COLOR (*)

Triangles

A, B



Circles

C, D, E



Quadrilaterals

F



Red

A, B, C



Blue

D, F



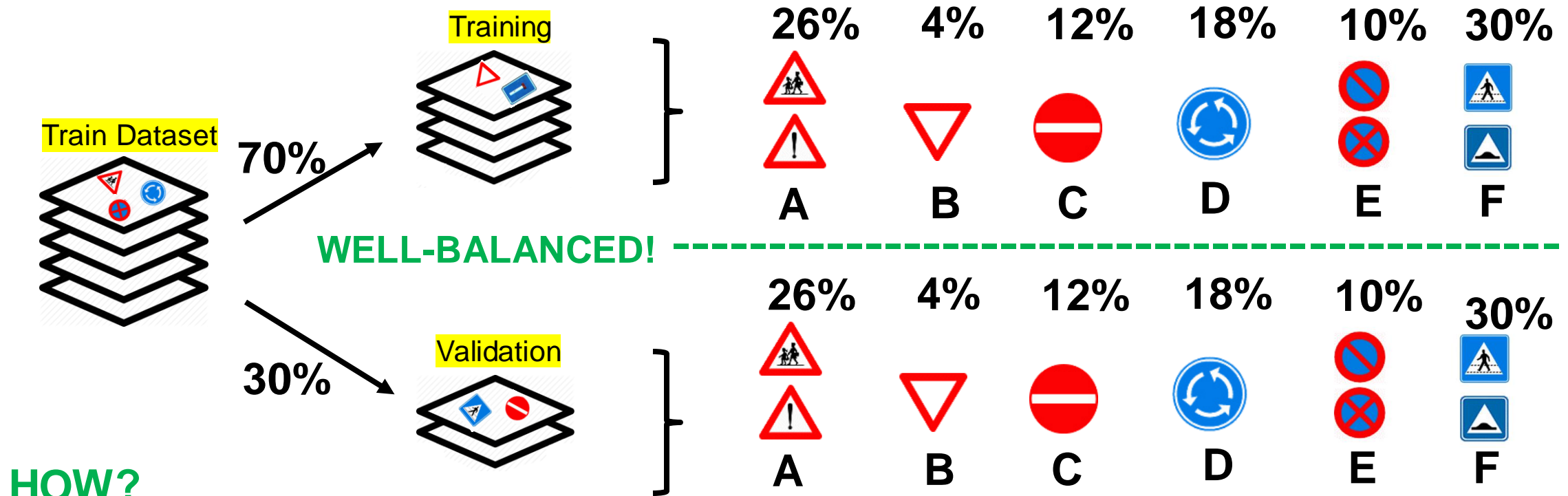
Red + Blue

E



(*) Groups at first sight. Histograms (task 3) can be used to get a better idea about the real degree of similarity.

Task 2. Create Train and Validation Sets



HOW?

while training set is not complete

pick X images / signal type **Randomly!**
where X = freq. of appear. * amount of images left to pick
remove repeated images (*)

end

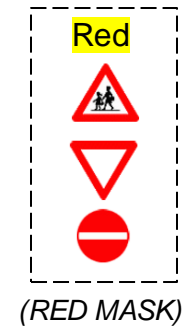


(*) Some images contain more than one type of signal
→ **Preserve only non-repeated images!**

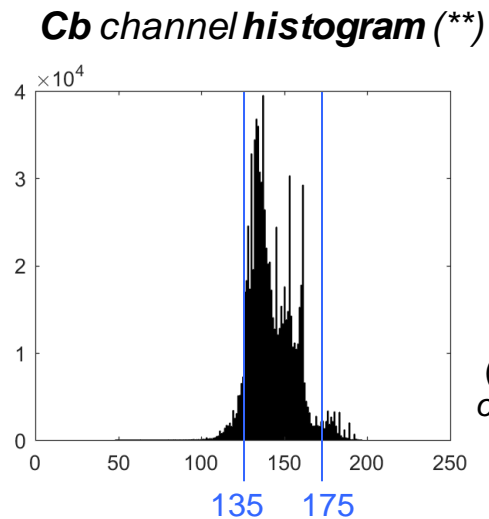
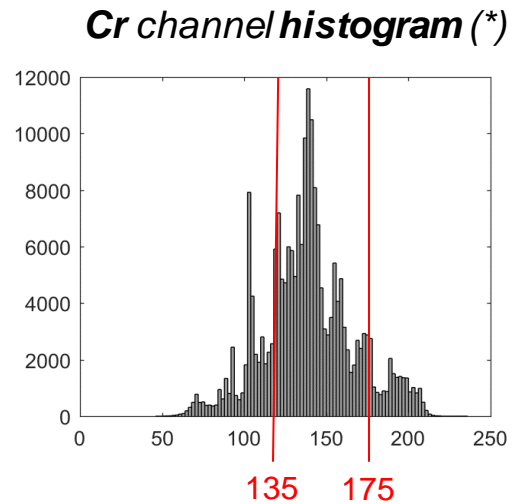
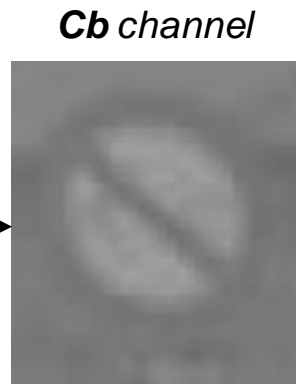
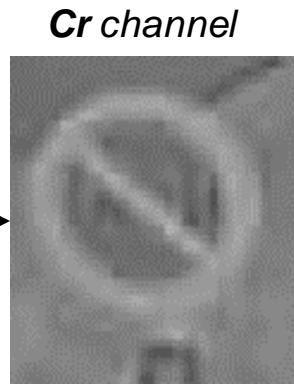
(The images that are not part of the training set form the validation set)

Task 3. Mask Generation via Color Segmentation

YCbCr Color Space



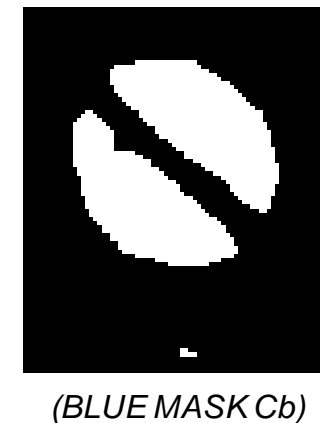
2 MASKS



$135 < \text{Cr channel} < 175$



$135 < \text{Cb channel} < 175$



Hand picked thresholds based on histograms!

Task 3. Mask Generation via Color Segmentation

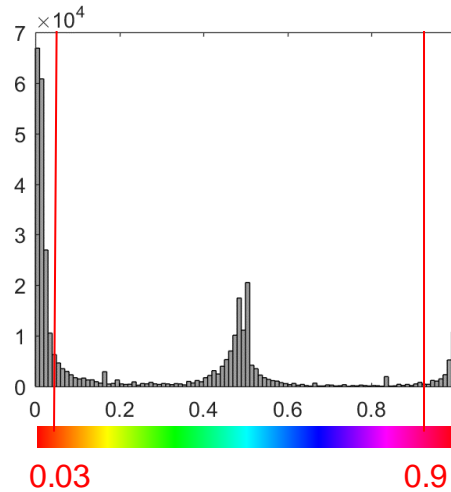
HSV Color Space



2 MASKS



Hue channel histogram (*)



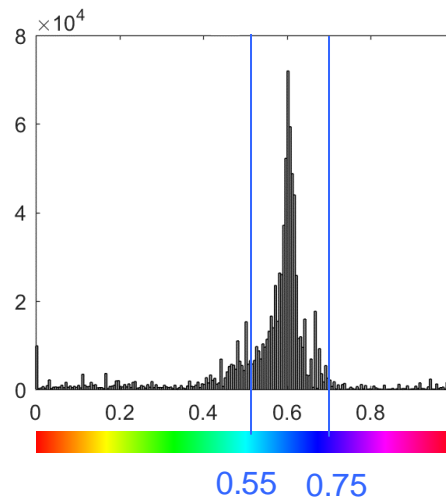
(*) from all pixels of the A, B, C signals

Hue channel < 0.03 OR Hue channel > 0.9



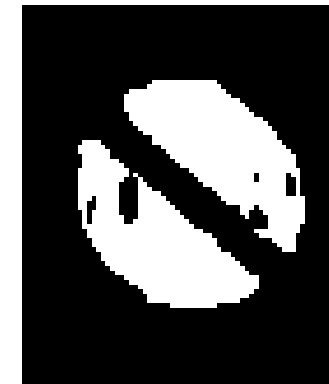
Hand picked thresholds based on histograms!

Hue channel histogram (**)

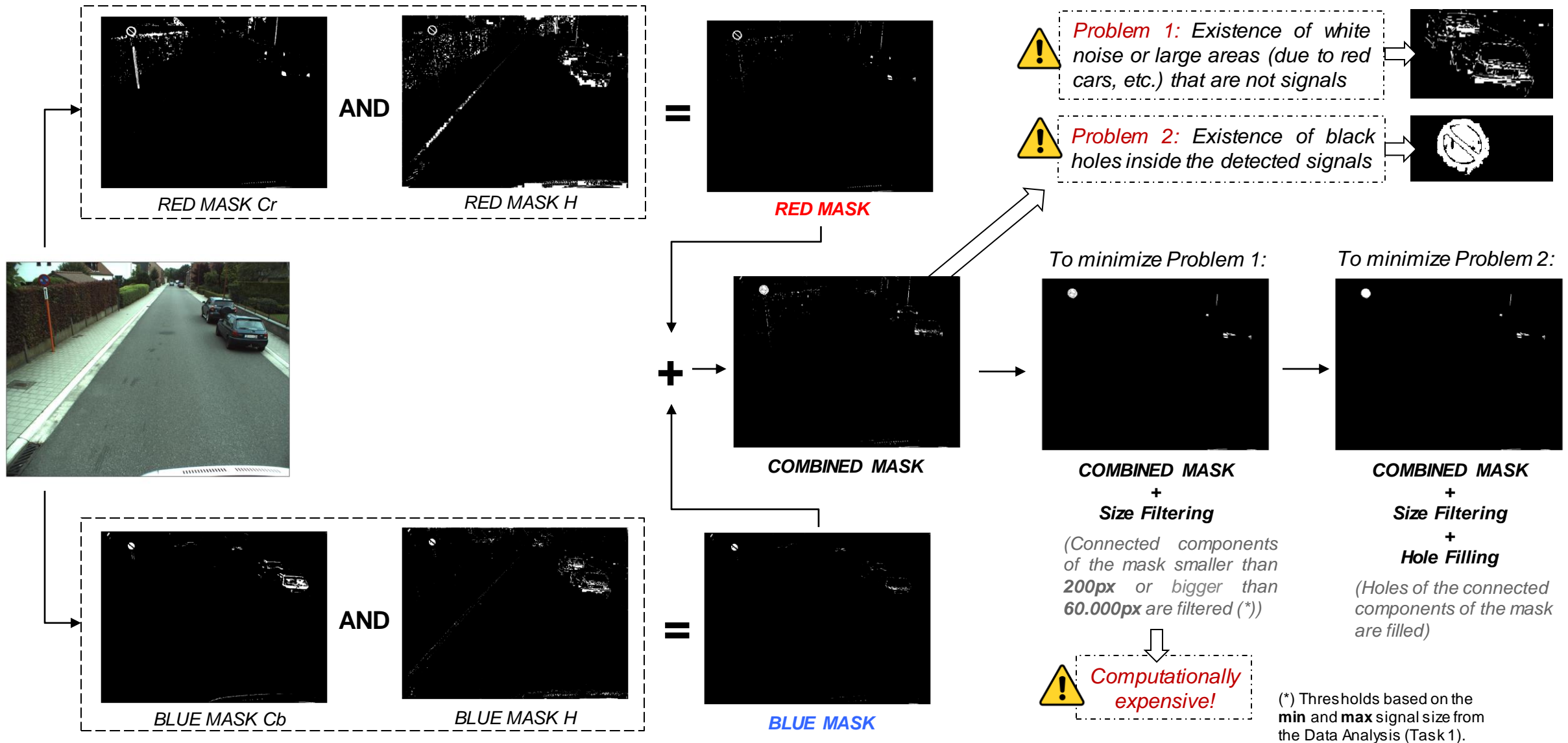


(**) from all pixels of the D, F signals

0.55 < Hue channel < 0.75



Task 3. Mask Generation via Color Segmentation



Task 4. Evaluation with Ground-Truth

We can expect the Accuracy to be high due to the large amount of TN, since the majority of pixels are not part of signals (value 0 in the mask). Not a very indicative measure in this context.

*Harmonic mean of Recall and Precision!
Very indicative!*

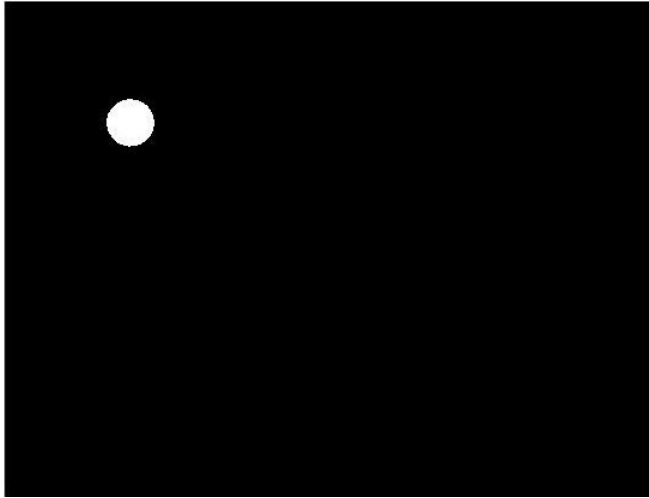
Size Filtering is computationally expensive and increases dramatically the time per frame

Methods		Precision	Accuracy	Recall	F1-mesure	TP	FP	FN	Time per frame
	Hue	0,034	0,903	0,585	0,061	4,79·10 ³	1.91·10 ⁵	3.00·10 ³	0,14 s
	CbCr	0,113	0,963	0,532	0,157	4,39·10 ³	7,18·10 ⁴	3,40·10 ³	0,13 s
	CbCr + H	0,266	0,989	0,448	0,284	3,83·10 ³	1,84·10 ⁴	3,97·10 ³	0,16 s
	CbCr + H + Size Filtering	0.449	0.994	0.421	0.384	4.18·10 ³	8.23·10 ³	4.61·10 ³	2.58 s
	CbCr + H + Size Filtering + Hole Filling	0,424	0,994	0,609	0,450	5,41·10 ³	1,04·10 ⁴	2,39·10 ³	2,93 s

- **RECALL** measures the ratio of detected signals over the total amount of signals in the validation set.
 - It is a **crucial measure**: if a signal is missed in the detection step, then there is no chance to recognize it in the later steps.
 - We can tolerate having a certain amount of FP (which can be discarded later) as long as we reach the maximum possible TP.
- **Best result (highest RECALL and F1-MEASURE) obtained in the 5th scenario.**

Task 4. Evaluation with Ground-Truth

Ground-Truth mask



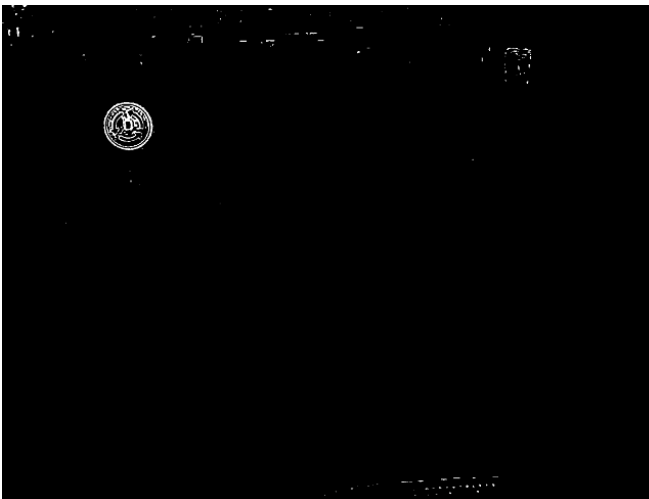
Hue



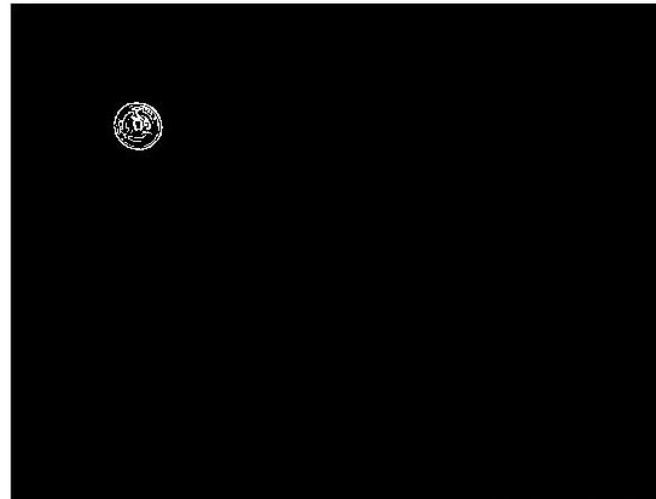
CbCr



CbCr + Hue



CbCr + Hue + Size filtering



CbCr + Hue + Size filtering + Hole filling

