3D Road Scene understanding with soft continuous occlusion modeling

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Aim of the project

- Use output of various sub-systems
 - Ego motion
 - ▶ Detection bounding boxes
 - Detection orientation
 - Maps, GPS
 - Point tracks on objects

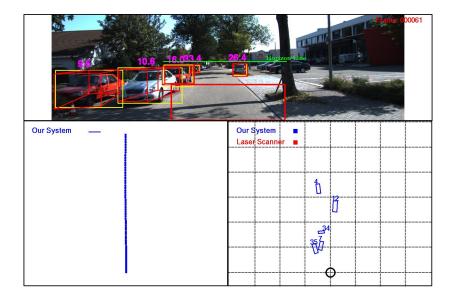
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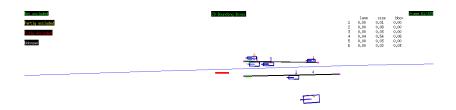
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- Output the most likely configuration of scene that best fits the output of various sub-systems and our heuristic knowledge

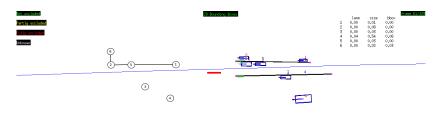
Before



After

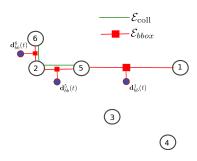


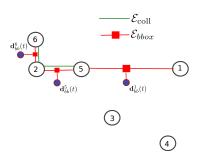




lon=8,43678;8,43925 lat=49,00872;49,00962



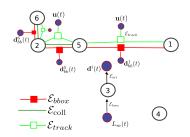




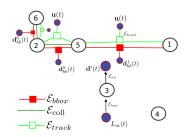
$$\mathcal{E}_{\text{col}}^{ijt} = \frac{|\Sigma_{i}|^{\frac{1}{4}} |\Sigma_{j}|^{\frac{1}{4}}}{|\frac{1}{2}\Sigma_{i} + \frac{1}{2}\Sigma_{j}|^{\frac{1}{2}}} e^{-\frac{1}{8} \left(\mathbf{p}^{(i)}(t) - \mathbf{p}^{(j)}(t)\right)^{\top} \left(\frac{1}{2}\Sigma_{i} + \frac{1}{2}\Sigma_{j}\right)^{-1} \left(\mathbf{p}^{(i)}(t) - \mathbf{p}^{(i)}(t)\right)}$$
(1)

$$\mathcal{E}_{\text{occ}}^{ijt}(\Omega^{i}(t), \mathbf{B}^{i}, \Omega^{j}(t), \mathbf{B}^{j}) = \sum_{k} p_{ik}^{\text{track}}(\pi_{\Omega^{i}(t)}(\mathbf{B}^{i}) - \mathbf{d}^{k}(t))^{\top} \boldsymbol{\rho}(i, j, t)$$
(2)

where p_{ik}^{track} is the probability of kth detection being the right track for i hypothesis. (to be computed from tracklet score)



$$\mathcal{E}_{\text{ori}}^{it} = (1 - \cos(\omega_{\text{det}}^i - \omega^{(i)}(t))$$
 (3)



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$$\mathcal{E}_{\text{track}}^{it}(\{\Omega^{k}(t)\}_{k}, \{\Omega^{k}(t-1)\}_{k}, \mathbf{B}^{i}, \mathbf{B}^{j},) = \sum_{k=1}^{N} \sum_{j=1}^{M} a_{j}^{i}(t) \|u_{j}(t) - \pi_{\Omega^{i}(t)}(\pi_{\Omega^{i}(t-1)}^{-1}(u_{j}(t-1)))\|^{2}$$
 (4)

where $a^i_j(t)$ is the probability of association of $u_j(t)$ with tracklet i.



 $a^i_j(t)$ is soft occlusion dependent probability. Assume the projection of tracklet is given by 2D bounding box $[u^i_l,v^i_t,u^i_r,v^i_b]=\pi_{\Omega^i(t)}(\mathbf{B}^i)$. Approximate bounding box by ellipse

$$\mu_i = \frac{1}{2} \begin{bmatrix} u_l^i + u_r^i \\ v_t^i + v_b^i \end{bmatrix} \tag{5}$$

$$\Sigma_i = \begin{bmatrix} \frac{2}{(u_i^i - u_r^i)^2} & 0\\ 0 & \frac{2}{(v_t^i - v_b^i)^2} \end{bmatrix}$$
 (6)

The occlusion function

Following [?] we model occlusion as soft continuous probablistic function that varies with distance from camera and distance of the center of projection of the object.

$$f_{\text{occ}}^{i}(u, v, \lambda) = \frac{N(u, v; \mu_{i}, \Sigma_{i})}{1 + e^{-\frac{\lambda - \mu_{i}^{(d)}}{\beta}}} \text{where}$$
 (7)

$$\beta = \frac{\mathbf{B}_z^i}{2\log(49)} \tag{8}$$

$$\mu_d = \Omega^i(t)_z \tag{9}$$

Soft occlusion modeling using can be viewed as if the traffic participant are being viewed as translucent objects with the probability of reflection as $P_{\text{reflection}} = f_{\text{occ}}^i$. Given a point (u, v) on the image, the probability of its association to the i tracklet is given by

$$a_j^i(t) = f_{\text{occ}}^i(u, v, \mu_i^{(d)}) \prod_{k: \mu_k^{(d)} < \mu_i^{(d)}} (1 - f_{\text{occ}}^k(u, v, \mu_i^{(d)}))$$
 (10)

where the second term determines the probability of ray being *not* occluded by the *k* objects in front of the *i*th object and the first term is the probability of the ray being finally occluded by the *i* object.

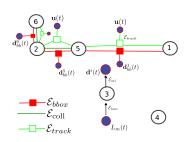
Since our occlusion function f_{occ}^i is dependent upon depth as well, we can remove the explicit condition over $k: \mu_k^{(d)} < \mu_i^{(d)}$.

$$a_{j}^{i}(t) = f_{\text{occ}}^{i}(u, v, \mu_{i}^{(d)}) \prod_{k} (1 - f_{\text{occ}}^{k}(u, v, \mu_{i}^{(d)}))$$
 (11)

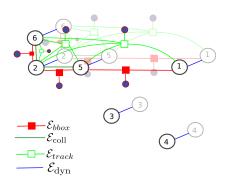
Also, in practice we compute this association only for the tracklets that have overlapping 2D bounding boxes.

$$a_{j}^{i}(t) = \begin{cases} f_{\mathsf{occ}}^{i} \prod_{k:(u,v) \in \pi_{\Omega^{k}(t)}(\mathbf{B}^{k})} (1 - f_{\mathsf{occ}}^{k}) & \text{if } i:(u,v) \in \pi_{\Omega^{i}(t)}(\mathbf{B}^{i}) \\ 0 & \text{otherwise} \end{cases}$$

$$(12)$$



$$\mathcal{E}_{lane}^{it} = \sum_{m: \mathsf{DIST}(L_m(k), \mathbf{p}^{(i)}(t)) < 50} \frac{1 - \omega^{(i)}(t) \cdot \mathsf{TAN}(L_m(k), \mathbf{p}^{(i)}(t))}{1 + exp(-q(w_{\mathsf{road}} - \mathsf{DIST}(L_m(k), \mathbf{p}^{(i)}(t))))}$$
(13)



$$\mathcal{E}_{\text{dyn-hol}}^{it} = 1 - \omega^{(i)}(t-1) \cdot (\mathbf{p}^{(i)}(t) - \mathbf{p}^{(i)}(t-1))$$
 (14)

$$\mathcal{E}_{\mathsf{dyn-ori}}^{it} = \|\omega^{(i)}(t) - \omega^{(i)}(t-1)\|^2$$
 (15)

$$\mathcal{E}_{\mathsf{dyn-vel}}^{it} = \|(\mathbf{p}^{(i)}(t) - 2\mathbf{p}^{(i)}(t-1)) + \mathbf{p}^{(i)}(t-2)\|^2$$
 (16)

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- We will need simpler smooth analytical approximation of messages for continuous state spaces.
- ► The approximation will need to be done for each message passing step

