







Pedestrian Environment Model for Automated Driving

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Motivation

- Automated vehicles have to fully recognize the environment to safely navigate.
- Pedestrians use gestures to communicate with the automated vehicle.
- The special needs of pedestrians are not supported by current environment models (grid maps and object lists).
- Gesture recognition, human behavior understanding, or body pose forecasting can be performed on the pedestrians environment model.



Method Overview

Three steps to generate the pedestrian environment model:

- 1. Skeleton Extraction
- 2. Person Tracking
- 3. World Position Estimation

Input: Image sequence and ego motion data

Output: Sequence of poses with position in the world coordinate system



Skeleton Extraction & Person Tracking

Skeleton Extraction:

- CID[1] human pose estimation network trained on the COCO dataset.
- Pedestrian detection and human pose estimation combined in one network.
- Returns besides the human pose also for every keypoint a detection probability.

Person Tracking:

- Transfer the skeleton data of the last time steps to the current time step with a ego-rotation compensation that uses self-localization data.
- Assign the detected pedestrians from the current time step to them of previous time steps. (Use the Hungarian Algorithm with the negative Generalized Intersection over Union as cost)

[1] Wang, Dongkai, and Shiliang Zhang. "Contextual instance decoupling for robust multi-person pose estimation." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2022.





World Position Estimation

Divided into two steps:

Initial Position Estimation:

- Use the self-localization data to determine rays for all keypoints.
- Calculate the intersection of the keypoint rays between the perspectives of two consecutive frames.

Position Refinement:

- Initial estimation can be erroneous due to pedestrian's motion, no ego motion, or inaccuracies in the pose estimation.
- Refinement of the initial position with re-projection into the image plane and comparison of the pedestrians height.





Experimental Settings

CARLA Dataset [2]:

- Dataset simulated with the CARLA simulator [2]
- Each sequence contains RGB images, egomotion data, 2D skeletons, and 3D bounding boxes with a frequency of 10Hz.
- Use for the evaluation the generated 2D skeletons.

nuScenes Dataset [3]:

- Evaluate on the nuScenes mini-set-split.
- Camera images with a frame rate of 12 Hz, whereas labels are only available at a frequency of 2Hz.
- Detect the 2D skeletons with the CID pose estimator [1].

Evaluation Metrics:

- e_{abs} : absolute distance error in meters between the vehicle and the pedestrian.
- e_{rel} : relative distance error regarding to the distance between the vehicle and the pedestrian.

[2] A. Dosovitskiy, G. Ros, F. Codevilla, A. Lopez, and V. Koltun, "CARLA: An open urban driving simulator," in Proceedings of the 1st Annual Conference on Robot Learning, 2017, pp. 1–16.
[3] H. Caesar, et al., "nuscenes: A multimodal dataset for autonomous driving," arXiv preprint arXiv:1903.11027, 2019.

^[1] Wang, Dongkai, and Shiliang Zhang. "Contextual instance decoupling for robust multi-person pose estimation." Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. 2022.

Evaluation

Data	Absolute Error e_{abs} in [m]	Relative Error e_{rel} in [%]	Number Pedestrians
CARLA all	9.123	16.85	12771
nuScenes all	2.524	15.66	194



Conclusion

- Our pedestrian environment model contains besides the humans position in world coordinates also skeletal data which are important for further pedestrian depending tasks.
- The pedestrian environment model is generated only with RGB images from a monocular camera and selflocalization data.
- The approach is evaluated on a dataset generated with the CARLA simulator and the nuScenes mini-set-split.







Thank you for your attention!

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