Deep Prediction for Uber Self-Driving Cars

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Motivation

Predicting behavior of traffic actors (vehicles/pedestrians/bicyclists) to prevent accidents and aid in better planning for Self-Driving Vehicles (SDVs)

Problem **Problem**

Simultaneously predict all possible trajectories of traffic actors given HD Maps of the surroundings of a SDV

Solution

- 1. Traditional Methods:
 - a. Constant Velocity Model
 - b. Unscented/Extended Kalman Filter
- 2. Deep Learning Methods:
 - a. Intermediate Representations
 - b. Model interactions of traffic actors
 - c. Model non-linear structure of motion

Images for educational use only. DO NOT COPY.







Past

Crowd Scenarios

Pedestrian Datasets



S. Pellegrini, A. Ess, and L. Van Gool. Improving data association by joint modeling of pedestrian trajectories and groupings. In Computer Vision–ECCV 2010, pages 452–465.Springer, 2010 L. Leal-Taix e, M. Fenzi, A. Kuznetsova, B. Rosenhahn, and S. Savarese. Learning an image-based motion context for multiple people tracking. InCVPR, pages 3542–3549. IEEE,2014

Model 1 - Constant Velocity Model (CVM)

- 1. Assumes pedestrians walk with same velocity and in the same direction as their previous two timesteps.
- 2. We compute the velocity vector and propagate it for the future timesteps.



Model 2 - Social LSTM¹





The probabilities are modeled using Mixture Density Networks²

1 - Alahi, Alexandre, et al. "Social lstm: Human trajectory prediction in crowded spaces." *Proceedings of the IEEE conference on computer vision and pattern recognition*. 2016.

2 - Bishop, Christopher M. *Mixture density networks*. Technical Report NCRG/4288, Aston University, Birmingham, UK, 1994.

Model 3 - Velocity Model (LVA-LSTM)





Xue, Hao, Du Huynh, and Mark Reynolds. "Location-Velocity Attention for Pedestrian Trajectory Prediction." 2019 IEEE Winter Conference on Applications of Computer Vision (WACV). IEEE, 2019.

Model 4 - Social GAN



- 1. Scene-scale Pooling instead of neighborhood pooling
- 2. GANs emulate more natural trajectories

Gupta, Agrim, et al. "Social gan: Socially acceptable trajectories with generative adversarial networks." *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition*. 2018.



- 1. Max-Pool helps to learn order invariant symmetric representations similar to PointNet¹
- 2. Introduction to Variety Loss

$$egin{split} \mathcal{L}_{variety} &= \min_k \left\| Y_i - \hat{Y}_i^{(k)}
ight\|_2 \ Y_i - ext{Ground Truth Prediction} \ \hat{Y}_i^{(k)} - ext{Model Prediction after sampling } z \sim \mathcal{N}(0,1) \ k - ext{hyper-prarameter} \end{split}$$

1 - Qi, Charles R., et al. "Pointnet: Deep learning on point sets for 3d classification and segmentation." *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition*. 2017.

Performance

- <u>Average Displacement Error (ADE)</u> The mean square error (MSE) over all estimated points of a trajectory and the true points
- <u>Final Displacement Error (FDE)</u> The distance between the predicted final destination and the true final destination at end of the prediction period

- Error Reported in <u>meters</u>
- Annotations are done in <u>0.4 seconds</u> each
- Predictions are done for 2 different lengths: <u>8/12 timesteps</u> (3.2/4.8 secs)

Prediction Length (8 timesteps) - ADE / FDE

	CVM	Vanilla LSTM	Social LSTM	Social GAN (k=20)	LVA LSTM
BIWI ETH	0.62 / 1.37	0.70 / 1.45	0.73 / 1.48	0.57 / 1.11	0.94/2.25
BIWI Hotel	0.27 / 0.54	0.55 / 1.17	0.49 / 1.01	0.36 / 0.72	1.40/3.05
UCY Zara1	0.25 / 0.56	0.25 / 0.53	0.27 / 0.56	0.21 / 0.41	0.26/0.64
UCY Zara2	0.23 / 0.49	0.31 / 0.65	0.33 / 0.70	0.21 / 0.43	0.23/0.59
UCY University	0.27 / 0.60	0.36 / 0.77	0.41 / 0.84	0.33 / 0.70	0.36/0.91

All errors are reported in meters

Prediction Length (12 timesteps) - ADE / FDE

	CVM	Vanilla LSTM	Social LSTM	Social GAN (k=20)	LVA LSTM
BIWI ETH	0.86 / 2.38	1.09 / 2.41	1.09 / 2.35	0.70 / 1.28	1.16/2.72
BIWI Hotel	0.37 / 0.81	0.86 / 1.91	0.79 / 1.76	0.48 / 1.02	2.15/5.18
UCY Zara1	0.41 / 0.98	0.41 / 0.88	0.47 / 1.00	0.34 / 0.69	0.48/1.14
UCY Zara2	0.36 / 0.82	0.52 / 1.11	0.56 / 1.17	0.31 / 0.65	0.39/0.99
UCY University	0.46 / 1.07	0.61 / 1.31	0.67 / 1.40	0.56 / 1.18	0.68/1.59

All errors are reported in meters

Inference Analysis

	Prediction - 8 steps (in ms)*	Prediction - 12 steps (in ms)*
CVM	1.09*e-8	1.45*e-8
Vanilla LSTM	5.9	6.2
Social LSTM	6.3	7.1
Social GAN	7	8.5
LVA LSTM	45	57

*All numbers are reported on Titan X GPU cards w/ one sample prediction

Social GAN - Some results



Social GAN - Some results



Comments from Past

- 1) Mapping interactions of pedestrians with other actors?
 - a) This is not an easy task
 - b) The resolutions at which we encode information is very different for different objects
 - c) Also, the type of interactions pedestrians and cars have with each other are very different
- 2) Metrics reported are not good?
 - a) ADE / FDE serve as decent metrics when actually using for the autonomous scenarios
 - b) But yes, uncertainties can also be predicted to facilitate better learning

Autonomous Vehicle (AV) Scenarios

Datasets

KITTI¹ Dataset



ApolloScape² Dataset



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Geiger, Andreas, Philip Lenz, and Raquel Urtasun. "Are we ready for autonomous driving? the kitti vision benchmark suite." 2012 IEEE Conference on Computer Vision and Pattern Recognition. IEEE, 2012. Huang, Xinyu, et al. "The apolloscape dataset for autonomous driving." Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition Workshops. 2018.

Model 1 - Constant Velocity Model (CVM)

- 1. Assume cars move with same velocity and in the same direction as their previous timesteps.
- 2. We compute the velocity vector and propagate it for the future timesteps.

Model 2 - DESIRE



Lee, Namhoon, et al. "Desire: Distant future prediction in dynamic scenes with interacting agents." *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition*. 2017.

Model 2 - DESIRE



- 1. Module incorporates multi-contextual cues
 - a. Scene information
 - b. Velocity Cues
 - c. Interactions among agents using multiple cues
- 2. To map interactions
 - a. Log Polar grid is taken
 - b. Average pooling done over the grid

Lee, Namhoon, et al. "Desire: Distant future prediction in dynamic scenes with interacting agents." *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition*. 2017.

Model 3 - INFER



Srikanth, Shashank, Junaid Ahmed Ansari, and Sarthak Sharma. "INFER: INtermediate representations for FuturE pRediction." *arXiv* preprint arXiv:1903.10641 (2019).

INFER Intermediate Representations



Target Vehicle.

Other Vehicles

Performance

• <u>Average Displacement Error (ADE)</u> - The mean square error (MSE) over all estimated points of a trajectory and the true points

- Error Reported in <u>meters</u>
- Predictions are done for <u>4 seconds</u> out
- History of <u>2 seconds</u> fed to the model
- To match metrics across papers, errors reported at each 1s interval

Prediction Length – 4s (ADE)

	1s	2s	3s	4s
CVM	0.70	1.41	2.12	2.99
DESIRE-SI	0.31	0.70	1.39	2.12
INFER (ConvLSTM)	0.76	1.23	1.60	1.96
INFER (SkipLSTM)	0.53	0.89	1.22	1.56

Inference Analysis

	Training Time* (in hrs)	Prediction Time* (in ms)
CVM	N/A	0.1
DESIRE-SI	96	224
INFER (ConvLSTM)	27	153
INFER (SkipLSTM)	39	189

1. Slow inference - not really transferrable to actual cars

2. But a good baseline to start working for new directions

*All numbers reported on Titan X GPU cards w/ prediction time per car

The Good, The Bad & The Ugly

Model	Multi-Agent	Multi-Modal	Stochastic	Real-time Inference
CVM	\checkmark	×	×	\checkmark
Social-LSTM	\checkmark	×	×	\checkmark
LVA-LSTM	\checkmark	×	×	×
Social-GAN	\checkmark	×	\checkmark	\checkmark
DESIRE	×	\checkmark	\checkmark	×
INFER	×	\checkmark	×	×

Present

Current Progress - Crowd Scenarios

 \checkmark

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1. LVA-LSTM

- a. Implemented and evaluation
- b. Interpretability
- 2. Social GAN
 - a. Interpretability

Current Progress - AV Scenarios

1. KITTI

2.

a.	CVM implemented and evaluation \checkmark		\checkmark
b.	DESIRE implementation and evaluation \checkmark		\checkmark
c.	INFER: implementation	and evaluation	\checkmark
d.	DESIRE: interpretability		\checkmark
e.	INFER: interpretability \checkmark		\checkmark
BAI	DU		
a.	CVM implementation	\checkmark ; evaluation	\checkmark
b.	DESIRE / INFER	X	

- b. DESIRE / INFER
 - i. No correlation between forecasting data (only numerical i/p) and image data
 - ii. Written to dataset team requesting for this

Preliminary Analysis

1. DESIRE

- a. Works with front-view images
- b. Ranking & Refinement step is very complex
 - i. Most time consuming module in inference
 - ii. Takes about 156 ms per prediction
 - iii. Delta updates to the model cause delays in inference

2. <u>INFER</u>

- a. Auto-regressive model
- b. Works with top-down intermediate representations
- c. ConvLSTMs (64 blocks being used) are very complex
 - i. Most time consuming module in inference
 - ii. Take about 128 ms per prediction

Preliminary Analysis - DESIRE







Iteration 0

Iteration 1

Iteration 3

Preliminary Analysis - INFER (Success)



Preliminary Analysis - INFER (Failure)



Future

Experimenting with Loss / MultiModal Predictions

- 1. Currently using ADE / FDE metrics (computed using MSE Loss)
- 2. Add uncertainty prediction to networks similar to [1]
- 3. Add multi-modal prediction to networks similar to [2]
- 4. Add single block for multi-step prediction similar to [1]

1 - Chou, Fang-Chieh, et al. "Predicting Motion of Vulnerable Road Users using High-Definition Maps and Efficient ConvNets." (2018). 2 - Cui, Henggang, et al. "Multimodal Trajectory Predictions for Autonomous Driving using Deep Convolutional Networks." *arXiv* preprint arXiv:1809.10732 (2018).

Experimenting for Crowd Scenarios

- 1. LVA¹ uses Vanilla LSTMs
 - a. Does not perform any agent interactions
 - b. GANs are shown to be better
 - i. Adding them to velocity models improve results?
- 2. LSTMs hard to train; short memory retention
 - a. The answer Temporal Convolutional Networks²
 - b. Shown to be successful in NLP
 - c. Will they improve results?

1 - Xue, Hao, Du Huynh, and Mark Reynolds. "Location-Velocity Attention for Pedestrian Trajectory Prediction." 2019 IEEE Winter Conference on Applications of Computer Vision (WACV). IEEE, 2019.

2 - Bai, Shaojie, J. Zico Kolter, and Vladlen Koltun. "An empirical evaluation of generic convolutional and recurrent networks for sequence modeling." *arXiv preprint arXiv:1803.01271* (2018).

Experimenting for AV Scenarios

- 1. Faster inference models for KITTI
 - a. DESIRE / INFER are slow
 - b. Use convolutional models instead for encoding essential information ?
 - c. Better intermediate representations ?
- 2. Incorporating Oxford Robotcar¹ Dataset into our model exploration

Proposed Timeline



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Baran Nama	Social LSTM
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Shashank Srikanth	INFER

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