



STUDY OF PEDESTRIAN DETECTION IN SELF DRIVING CARS

¹ATHIRA C.S, ²GEETHU WILSON

¹Msc Scholar, ²Assistant Professor

^{1,2}Department of Computer Science

^{1,2}St.Joseph's College (Autonomous), Irinjalakuda, Thrissur, India

ABSTRACT

Computer vision is the science and technology of visual acuity. It deals with the theory, design and implementation of algorithms that can automatically process visual data to identify objects, track and restore their structure and shapes. With growing interest in Computer vision use scenarios such as self-driving cars, face recognition, intelligent transport systems and more to detect and classify objects. Self-driving is currently one of the most exciting areas in which modern computer-aided technology operates. In this paper, a discussion of the current state of Computer vision on self-driving cars is discussed. The key points discussed here are self-driving car units, self-driving car parts and more focused on pedestrian identification. This paper provides a lesson for others known methods for pedestrian detection as well Tracking in photos. Some benchmark data sets are being discussed, Performance analysis metrics are also displayed.

KEYWORDS: Computer vision, Self Driving Cars, Computer Aided Technology, Pedestrian Identification.

1.INTRODUCTION

Computer imaginative and prescient is a multidisciplinary topic that provides how computer systems can be developed to achieve the highest level of professionalism in visual images or videos. At Computer Vision we strive to teach the computer how to see and how to see can talk to technology scenes, reconstruct 3-d objects, visual objects, etc. Artificial intelligence and pc imaginative and prescient provide the answers to the ability of autonomous vehicle navigation in a random area, location analysis, separation, etc. Significant improvements in the last decade are in the advanced automotive technology. These new capabilities could have profound global implications that could dramatically change society, we no longer mention the significant improvements they are making to the overall efficiency, comfort, and protection of our roads and transport structures. Dealing with the anxiety associated with self-deprecation technology is important, especially in view of those powerful forces at large. Computer Vision frameworks are skilled with a large number of skilled maths and in case you get unattended math then the job you can do is just get the math and one way or another to rearrange it the way you do. Feel for yourself. One of the main requirements of the motors he uses is associated with the problems of roaming in an uncertain or unstable environment. A walker who uses car buildings allows you to make the road safety better and remove many of the site visitors' problems.

2. The main component of self-driving cars

1. Computer vision
2. Sensors
3. Identify the location
4. Control everything

2.1 Computer vision

Computer vision is a scientific space that explains how systems can understand images or videos. In humans, we use our eyes and mind to reason and to act accordingly. But in self-driving cars they use different cameras and sensors for this task. Deep neural network shown Objects on the road with coloured boxes. Different colours will be used to identify paths, pedestrians, cars etc. This picture shows a vision of a car riding on it. The blue colour represents the road, the red colour represents cars, the pink colour represents pedestrians, the yellow colour represents buildings and so on.

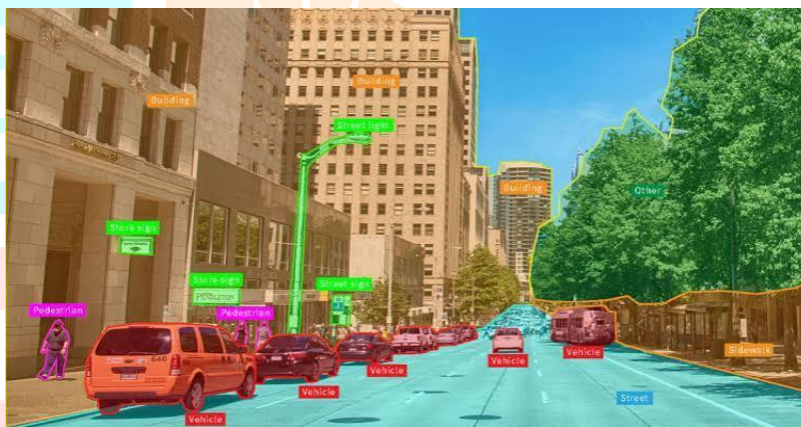


Fig.1 computer vision

2.2 Sensors

As human beings, self-driving cars need to feel the environment around them in order to travel safely. People use senses such as hearing, sight, taste, smell, and touch to interact with their environment. Independent car technology developers provide self-driving cars with technological sensor systems to feel the same way. Different types of sensors are available for object detection and distance measurements. Some sensors only provide distance and speed measurements but some sensors will also measure weather conditions. Sensors are an important part of a safe driving system.

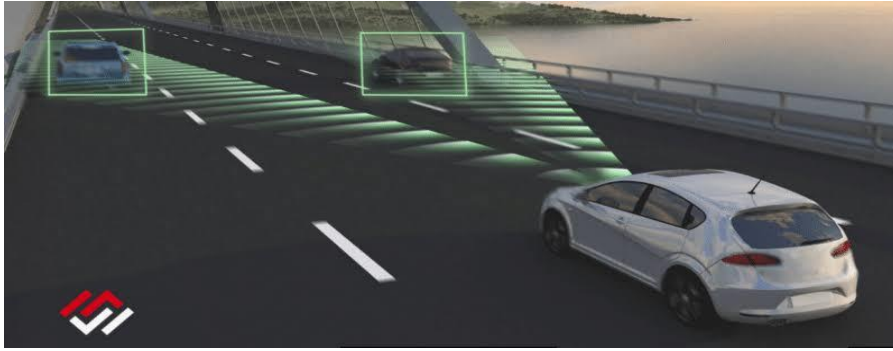


Fig 2. Sensor detection

2.3 Identification of location

Sensors will help identify obstacles in front of the car. Then the next step is to find the current location as it stands. This high accuracy allows self-driving vehicles to understand their surroundings and create a sense of road and track structures. These objectives will also determine route planning. First it will predict what other cars around us will do. Then we decide which movement works because we want to carry the load of other vehicles. We finally found a clear path and rode freely.



Fig.3 Planning the path

2.4 Control everything

Control is the last step in the pipeline. Once we have a route from our planning block, the car needs to turn steering wheel and hitting the throttle or brake, to follow that direction. If you have ever tried to make a hard turn at a high point speed, you know this can be tricky! Sometimes you have an idea of how you want the car to follow, but you actually get the car following that path requires effort. Racing car drivers are amazing at this, and computers are very good at it, too!

3. Item Recognition

In self-driving cars, the most important purpose is to recognize objects and images on the road. Cameras are mounted on the side of the car and will take a photo and view it. We have to take millions of photos on each object and train the camera by inserting a set of collected data. Image training will improve the accuracy of object acquisition. Mainly to use hardware for the purposes of obtaining LIDAR, RADAR and CAMERA.

3.1 LIDAR:

LIDAR stands for Light Detection And Ranging. It was a machine that emitted millions of light bulbs and would measure the distance between an object and a car. It will also provide a 3dimensional view next to the car. LIDAR has been an important part of self-driving cars because it will see something in front of the car and will also find obstacles along the way like other cars, pedestrians, signal boards etc.

3.2 RADAR:

RADAR stands for Radio Detection And Ranging. This device will use radio waves to detect the object and its width. RADAR will work in all weather conditions such as rain, snow and fog. RADAR was used less in automobiles than LIDAR. But it is also an important tool in self-driving programs.

3.3 CAMERA:

Cameras are a very important part of the self-driving system. That's the car. If someone is going to ride a car they can see a clear picture of the outside. Then the default driving system uses cameras for this purpose. It will rotate the 360degree angle of the car. More than one camera goes into cars for better viewing outside.

4. Pedestrians detection

The ability to see and understand the environment is important for self-driving vehicles, especially those with complex environmental conditions and road users, to anticipate potential threats and carefully planned a reliable response. The main purpose of improving driving systems was to improve public safety and reduce road problems. The most important purpose of self-driving cars is to identify people or pedestrians on the road. Pedestrian detection is a major problem in computer vision, with a few applications that have the potential to have a positive impact on quality of life. In recent years, the number of ways to find pedestrians in monocular images has grown steadily. One of the technical aspects you need to focus on refers to the discovery of pedestrians. Pedestrians represent one of the most unexpected characters at the scene of a multi-vehicle incident. So, extra attention is needed to the case awareness programs and Screening, tracking, and if possible, movement prediction is the basis for avoiding accidents to humans. The discovery of pedestrians has been identified as one of the most important neurological problems. Risks studied by the European Commission. The situation is similar in the US, in which 35,000 people died and 2.44 million were injured in the more than 6.3 million reported accidents to the authorities in 2015. Pedestrian detection has been dealt with by equipping various sensors in vehicles and to compile data generated by some of them. Cameras and stereoscopic machine vision, laser sensors, aircraft cameras, and 3D laser sensors are some examples of sensor type used to accomplish this purpose. Despite all the progress made in the acquisition of Pedestrians, this work still faces major challenges. One of them involves honest gain Operating under very flexible light conditions, as it does under real driving conditions.

4.1 FEATURES OF AVAILABLE PEDESTRIANS

Pedestrian detection can be considered as a two-step process which includes the removal of a feature and its classification. There are different types of features used to find pedestrians and discuss this part.

a) Gradient-based features: Gradient-based features are used gradients as features for extracting useful information from the pictures. They are better off taking a stand for thing. In author Dalal et al. proposed shape of an adjective called the Histogram of oriented gradients namely based on the concept of the appearance of the place and its shape the object can be seen by the distribution of gradients and directions. The first step is to calculate gradients with the help of masks. The second step, each pixel It counts the vote with the weight

of the histogram shape a channel based on the shape of a gradient element is focused on it, and votes are collected from it orientation of barrels of cells. In the next step the cells are sorted into blocks and normalization is done to i effects of changes in light and contrast the differences between the front and the back are reduced. The feature identifier is then calculated as a combined vector made up of values from all blocks. I compiled histograms represent a vector feature i.e. provided as an input into the Vector support machine (SVM) a category that classifies us as pedestrian or pedestrian. Dense grids, common histograms as well smooth gradients improve HOG performance interpreter. However, the functionality of the HOG-factor the release degrades the dense images.

b) Motion-based features: Motion-based features are and it helps in finding pedestrians as the movement of pedestrians are different. The strategy combines mobility information with appearance information. They describe a different movement filters and Adaboost used to select features as well to create a separator. Integrated action-based adjectives extracted from the visual flow through the Oriented Histogram Gradient adjectives. Then the feature vector is given as input to Linear SVM Classifier.

c) Shape-based features: Shape-based features play a an important role in finding pedestrians. Shape-based object discovery used distance to compare feature of an image with a template image. The distance you get is limited better match. In a previous process used for a shamplet is described features learned from the information provided by the gradients separating the pedestrian category from non-pedestrians class. The Adaboost algorithm used for the selection of a small set of features and divisions.

d) Section-based features: Pedestrians are modeled as a collection of parts. Part-based models refer to the wider class detection algorithms are also used in images. Various parts of the image are used separately to determine if and where the object of interest is. These features are better than Haar wavelets also perform better at closing the closure. I chances are points are attached to the compilation of parts that improves human perception. Adaboost is sed for learning and choosing the best features.

4.2 Pedestrian detection by connecting sensors

As the use of LiDAR or the camera independently reveals its limitations, it becomes exciting research a guide to integrating different sensory pathways. In this setting, Improvements can be achieved in multi-use Pedestrian ideas by reading a solid section on that captures both different 3D viewing points and more flexible expressions. . These methods of combining the nerves are very focused on both combining feature information from different sensors or generate candidate circuits from a single sensor and place these maps candidate regions for some sensory information. For example, the partial detector is trained using optical imaging and the depth of images generated by 3D point clouds are used upsampling technique. Other fusion techniques include LiDAR point cloud to produce candidate regions as well map these regions in the image frame for pedestrians. Many of these methods are time consuming performance while improving acquisition accuracy. Therefore, A balanced integration approach is needed trade between accuracy and speed.

LIDAR uses LASER to measure and generate a point cloud around the globe providing the vehicle with precise location x and stop values y . It can detect objects near the vehicle (20-40m) with very high accuracy. However LIDAR is not very accurate in bad weather or when it feels dirty. The LIDAR CLOUD looks like this:

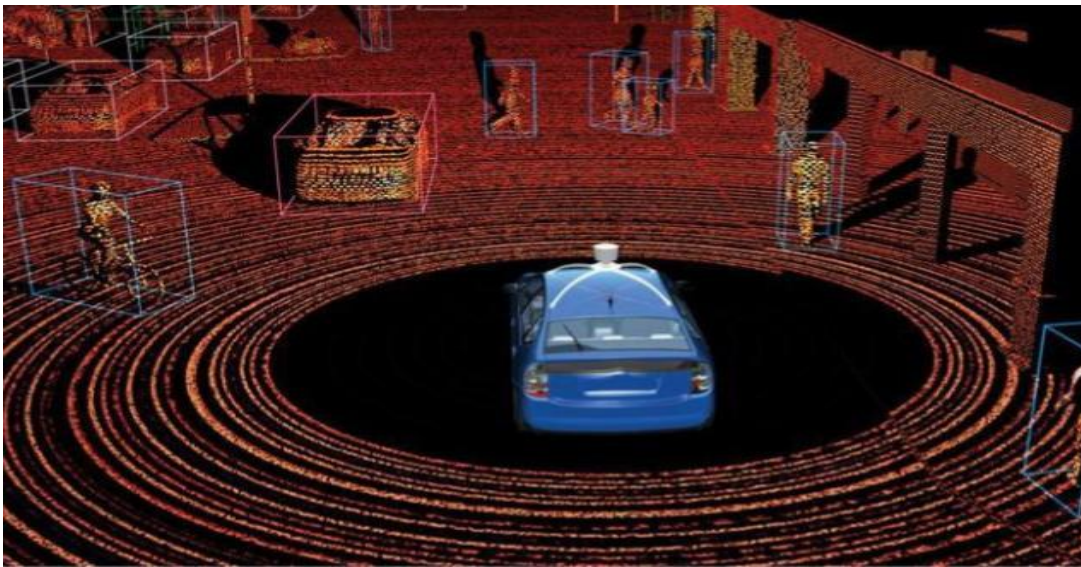


Fig.4 LIDAR point cloud

The camera image and its synchronized LiDAR scanner are input of this framework. First, the LiDAR scanner is converted into a deep image and integrated with a camera image. Next, a combined feed in the pedestrian detection module and exits are included in a single camera image map by translating the locations of the detected boxes. Finally, in pedestrian tracking the Kalman filter is used when input into these translated connecting boxes and visual flow installation image. These shown in the figure 5.

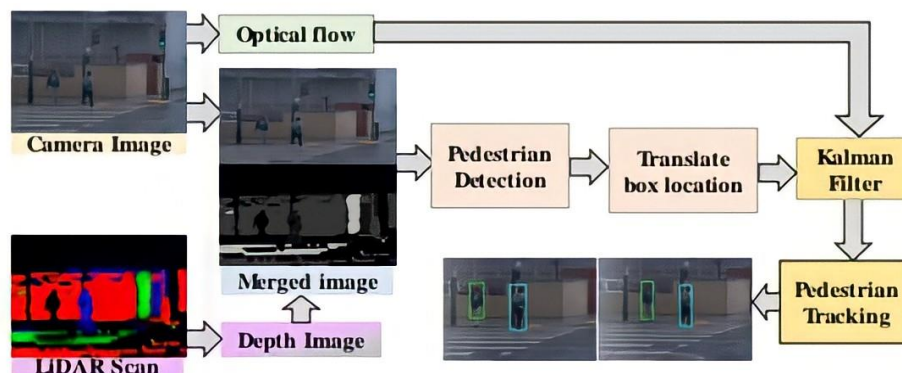


Fig 5. LIDAR working

4.3 Pedestrian Detection Using 3D LIDAR Information

The introduction of high-resolution LIDAR 3D sensors has shown the possibility of this technology for finding pedestrians under real driving conditions. One of the first attempts at this find pedestrians with LIDAR 3D described in Premevida work and done using LIDAR multilayer. The author uses a multi-stage method to find pedestrians at a distance of 30 m. Supports his approach to the line and 2D data rotation (data range) of feature release; by increasing this method in 3D data, the calculation time increases significantly. Spinello then worked with a 3D point cloud and split it into various 2D point clouds. This is achieved by cutting the 3D point cloud at different heights, which helps Spinello determine whether the point organizations may or may not be part of pedestrians. This approach shows great sensitivity in the viewing range and is not recommended

by ADAS. Navarro-Serment paves the way extracting information from the point cloud acquired by LIDAR with high resolution by splitting the cloud into three parts corresponding to the human body of the foot and the legs. This process uses the difference of the 3D points of each component as a distinctive feature. Highlights of benefit low computer load, but uninterrupted due to the weak behavior it has there viewing range increases.

3D LIDAR developed by DENSO (40° horizontal viewing platform with 0.1° Solution, vertical viewing area 4° with 1° resolution) defined in Ogawa. The authors also describe a pedestrian Laser identification system, based on flight time, laser intensity and width, and performing pedestrian tracking using a multi-model filter that interacts calculate student position, speed and acceleration. Authors focus on their work on the discovery of pedestrians whose trail could collide with a car. Recently, Kidono proposed a method based on 3D point cloud analysis obtained with high definition LIDAR. Unlike previous writers, Kidono does not to separate the cloud, but rather to form clusters of points that follow the terms of length ground plane and proximity / separation between them, and you gain the separation of various objects in case. The author then classifies the objects that can be pedestrians with different output features from each component of different points. This approach, according to its authors, offers the best the visual level of pedestrians within a range of 50 m.

4.4 How to find News travelers

Usually pedestrian detection can be done both a step process that combines the subdomain and its element segmentation to check that the image or video contains pedestrians or not. This process is described as an internal flowchart shown in the figure 6.

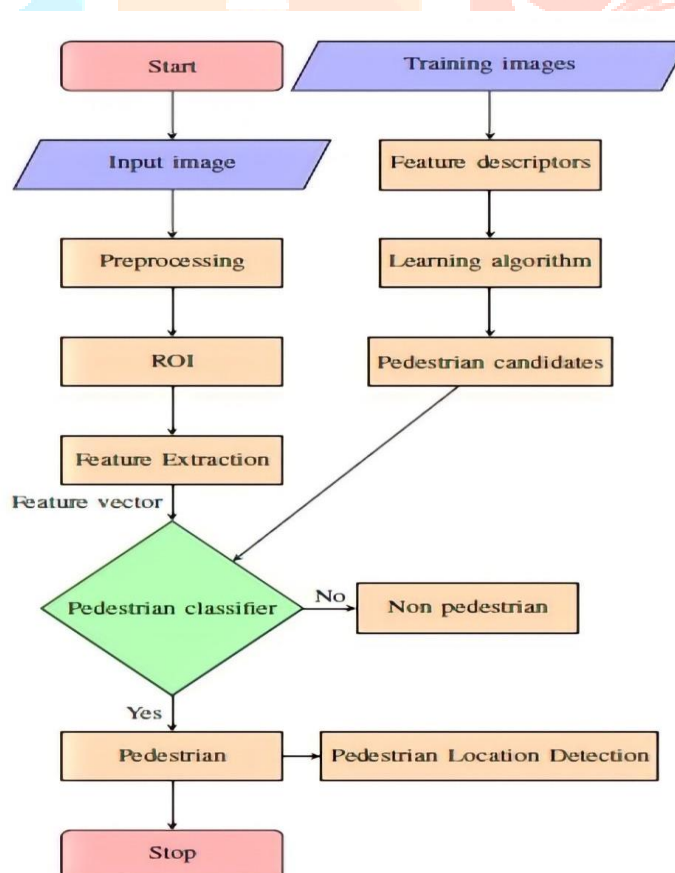


Fig 6. Flowchart of pedestrian detection

Pre-processing image capture is a process is useful for removing unwanted noise, light to improve, remove all blurs etc. Then find the ROI where the chances of finding pedestrians are high. Use different strategies,

relevant features pedestrians are available. Then the obtained element vector is given as included in the partition algorithm that has been provide training to learn the various aspects of a prediction about the presence or absence of pedestrians. If the pedestrian is present in the photo or video and then a binding box is usually a rectangular box that defines the pedestrian zone built around it pedestrians. Previous techniques used the sliding window method. Here the image is scanned in a few windows. These windows are drawn in various places and scales. Pedestrians only exist on another candidate windows. This method is most commonly used in still images. Because video sequence, movement associated with background to remove useful techniques. In the process of moving objects are identified by making computer differences between current image and reference background image. Different strategies are used depending on applications.

4.5 DETAILS AND MATHEMATICS ESTIMATES

A. Data sets :

Several benchmark data sets are publicly available exploring different pedestrian identification techniques. These databases contain various images taken from them different situations. Has a comprehensive list of applications such as vehicle safety, surveillance etc. where they are used. Table 1 shows the pedestrian acquisition data sets commonly used in tests such as Caltech, INRIA pedestrian test database, ETH pedestrian data set, TUDBussels pedestrian data set, Daimler pedestrian detection.

Dataset	No. of negative images		No. of positive images	
	Training	Testing	Training	Testing
Caltech	61k	56k	67k	65k
INRIA	1218	453	614	288
ETH			499	1804
TUD-Brussels	218			508
Daimler	15.6			21.8

Table 1. Pedestrian detection data set

B. Performance Testing Standards:

Separate pedestrians can be classified as binary isolation problem where the output is or pedestrian or absent. Activity detection for the algorithm can be represented with the help of the Receiver Operating Characteristic (ROC) curve representing a graph inserted between True Positive Rate (TPR) and False Positive Rate (FPR). TPR and FPR are computerized by following formulas 1 and 2 respectively.

$$\text{TPR} = \text{No: true detection} / \text{No: Positive images} \quad (1)$$

$$\text{FPR} = \text{No: false detection} / \text{No: negative images} \quad (2)$$

In some ways the True Positive Rate is changed by Miss Rate (MR) defined as $\text{MR} = 1.0 - \text{TPR}$

Good False Position as Good False Each Window (GFPW). In the status of the data sets does not explicitly provide samples to them that case instead of the ROC curve, the Precision-Recall (PR) curve states used as a performance measure in the presence of Precision Recall calculated in the following formulas 3 and 4 respectively.

$$\text{Recall} = \text{No: of true positive} / (\text{No: true positive} + \text{No: for false negative}) \quad (3)$$

$$\text{Precision} = \text{No: of true detection} / (\text{No: true positive} + \text{No: false positive}) \quad (4)$$

The discovery of pedestrians is one of the most important tasks for self-driving vehicles. Lidar makes it easy for self-driving cars to have a 3D view of their location. Provides shape and depth in the surrounding vehicles and pedestrians as well as the road world. After performing various sensory or camera functions, the system will identify pedestrians and vehicles in boxes similar to the figure 7.

It will help the car system to move smoothly and prevent road accidents. Anticipation of safety issues is evidenced by a safety study of at-risk road users (i.e. pedestrians and cyclists) which showed that the risk levels were very high in surveys. In addition many pedestrian accidents have been found to occur as a result of pedestrians making crossings between blocks. Properly located self-propelled vehicles will reduce problems and provide additional road safety.



Fig 7. Pedestrian detection

CONCLUSION

Due to the wide range of applications the problem of the discovery of pedestrians gained much attention. Lots of paper published based on the discovery of pedestrians but still there are some challenges to consider. Because for example, many strategies can detect pedestrians in images containing pedestrians in a specific location position. In some cases such as when they are carrying a certain load, accommodation, etc. then the accuracy of the acquisition algorithm decreases. Pedestrian detection is traditionally done using machine vision and cameras, but these methods are affected by changing lighting conditions. 3D LIDAR technology provides very accurate data (more than 1 million points per version), which can be used effectively to do so find pedestrians in any type of light conditions. The high level of achievement and rating of machine learning algorithms will enable the discovery of different things during car roaming. This paper explains that the different hardware acquisition hardware is also very focused on pedestrian access using LIDAR.

REFERENCES

- 1.Premebida, C.; Batista, J.; Nunes, U. Pedestrian Detection Combining RGB and Dense LiDAR Data. In Proceedings of the 2014 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS 2014), Chicago, IL, USA, 14–18 September 2014; pp. 4112–4117.
- 2.Spinello, L.; Arras, K.; Triebel, R.; Siegwart, R. A Layered Approach to People Detection in 3D Range Data. In Proceedings of the AAAI Conference on Artificial Intelligence, Atlanta, GA, USA, 11–15 July 2010; pp. 1625–1630.
- 3.Navarro-Serment, L.E.; Mertz, C.; Hebert, M. Pedestrian Detection and Tracking Using Three-dimensional LADAR Data. *Int. J. Robot. Res.* 2010, 29, 1516–1528. [CrossRef]
- 4.Ogawa, T.; Sakai, H.; Suzuki, Y.; Takagi, K.; Morikawa, K. Pedestrian detection and tracking using in-vehicle LiDAR for automotive application. In Proceedings of the IEEE Intelligent Vehicles Symposium (IV), Baden-Baden, Germany, 5–9 June 2011; pp. 734–739.
- 5.Kidono, K.; Miyasaka, T.; Watanabe, A.; Naito, T.; Miura, J. Pedestrian recognition using high-definition LIDAR. In Proceedings of the IEEE Intelligent Vehicles Symposium (IV), Baden-Baden, Germany, 5–9 June 2011; pp. 405–410
- 6.N. Dalal, and B. Triggs, “Histograms of oriented gradients For human detection,” In Computer Vision and Pattern Recognition, IEEE Computer Society Conference on Vol. 1, pp. 886-893, 2005
- 7.K. Mikolajczyk, C. Schmid and A. Zisserman, “Human Detection based on a probabilistic assembly of robust Part detectors,” In European Conference on Computer Vision pp. 69-82, May 2004.
8. P. Dollar, C. Wojek, B. Schiele, and P. Perona, “Pedestrian Detection: An evaluation of the state of the art,” *IEEE Transactions on pattern analysis and machine Intelligence*, 34(4), 743-761, 2012.
9. C. Premebida, O. Ludwig, and U. Nunes, “LIDAR and vision-based Pedestrian detection system,” *Journal of Field Robotics*, vol. 26, no. 9, pp. 696–711, 2009.
10. C. Premebida and U. Nunes, “Fusing LIDAR, camera and semantic information: A context-based approach for pedestrian detection,” *The International Journal of Robotics Research*, vol. 32, no. 3, pp. 371–384, 2013.
11. C. Premebida, J. Carreira, J. Batista, and U. Nunes, “Pedestrian Detection combining RGB and dense LIDAR data,” in *IEEE/RSJ*

12. D. Matti, H. K. Ekenel, and J.-P. Thiran, "Combining LiDAR space Clustering and convolutional neural networks for pedestrian detection," In 2017 14 th IEEE International Conference on Advanced Video and Signal Based Surveillance (AVSS). IEEE, 2017, pp. 1–6.
13. T. Kim, M. Motro, P. Lavieri, S. S. Oza, J. Ghosh, and C. Bhat, "Pedestrian detection with simplified depth prediction," in International Conference on Intelligent Transportation Systems (ITSC). IEEE, 2018, pp. 2712–2717.
14. Anguelov, D., Dulong, C., Filip, D., Frueh, C., Lafon, S., Lyon, R., Ogale, A.S., Vincent, L., & Weaver, J. (2010). Google street View: Capturing the world at street level. IEEE Computer.
15. Arbel'aez, P. A., Pont-Tuset, J., Barron, J. T., Marques, F., & Malik, J. (2014). Multiscale combinatorial grouping. In Proc. IEEE Conf. On Computer Vision and Pattern Recognition (CVPR).
16. Arnab, A., & Torr, P. H. S. (2017). Pixelwise instance segmentation with a dynamically instantiated network. In Proc. IEEE Conf. On Computer Vision and Pattern Recognition (CVPR).
17. Audebert, N., Saux, B. L., & Lefevre, S. (2016). Semantic segmentation of earth observation data using multimodal and multiscale deep networks. arXiv.org.
18. Badino, H., Franke, U., & Mester, R. (2007). Free space computation using stochastic occupancy grids and dynamic Programming. In Proc. Of the IEEE International Conf. On Computer Vision (ICCV) Workshops.
19. Badino, H., Franke, U., & Pfeier, D. (2009). The stixel world – a compact medium level representation of the 3d-world. In Proc. Of the DAGM Symposium on Pattern Recognition (DAGM).
20. Badino, H., Huber, D., & Kanade, T. (2012). Real-time topometric localization. In Proc. IEEE International Conf. On Robotics And Automation (ICRA).
21. Badino, H., Yamamoto, A., & Kanade, T. (2013). Visual odometry by multiframe feature integration. In Proc. Of the IEEE International Conf. On Computer Vision (ICCV) Workshops.
22. Badrinarayanan, V., Budvytis, I., & Cipolla, R. (2014). A mixture of trees probabilistic graphical model for video segmentation. International Journal of Computer Vision (IJCV), 110, 14–29.
23. Badrinarayanan, V., Galasso, F., & Cipolla, R. (2010). Label propagation in video sequences. In Proc. IEEE Conf. On Computer Vision and Pattern Recognition (CVPR).
24. Badrinarayanan, V., Kendall, A., & Cipolla, R. (2015). Segnet: A deep convolutional encoder-decoder architecture for image Segmentation. arXiv.org.
25. Bai, M., Luo, W., Kundu, K., & Urtasun, R. (2016). Exploiting semantic information and deep matching for optical flow. In Proc. Of the European Conf. On Computer Vision (ECCV).
26. Bai, M., & Urtasun, R. (2016). Deep watershed transform for instance segmentation. arXiv.org.
27. Baker, S., Scharstein, D., Lewis, J., Roth, S., Black, M., & Szeliski, R. (2011). A database and evaluation methodology for Optical flow. International Journal of Computer Vision (IJCV).
28. Ban, Y., Ba, S., Alameda-Pineda, X., & Horaud, R. (2016). Tracking multiple persons based on a variational bayesian model. In Proc. Of the European Conf. On Computer Vision (ECCV) Workshops.
29. Bansal, M., Sawhney, H. S., Cheng, H., & Daniilidis, K. (2011). Geolocalization of street views with aerial image databases. In Proc. Of the International Conf. On Multimedia (ICM)