# Computer vision, wearable computing and the future of transportation

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Hebrew University, Mobileye, OrCam

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## Computer Vision that will Change Transportation

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Mobileye



Making "Computer See and Understand What they See"



Major branch of A.I. goes together with "Machine Learning".



Major progress in the last decade. Human level perception is achievable in some narrow domains (face recognition, object detection).



**Camera: lowest cost sensor with highest information density.** 



### **Avoiding Collisions: Under the Hood**





### **Technology: Machine Perception & System-on-Chip**

• Lane Detection

- Lane Departure Warning
- Lane Keeping and Support
- Vehicle Detection
  - Forward Collision Warning
  - Adaptive Cruise Control
  - Traffic Jam Assistant
  - Emergency Braking

#### Pedestrian Detection

- Collision Warning
- Emergency Braking
- Traffic Sign Recognition
  Intelligent High Beam Control

### **Autonomous Driving**

- Free-space Estimation
- Environmental Model
- Holistic Path Planning
- General Object Detection
- Road Profile Reconstruction
- Traffic Light Detection
- Surround Vision (Hyper-AVM)
- Multi-focal configurations
- 360 awareness







### **The Camera Disruption**

### The functional territory taken by the camera is rapidly increasing:

- 2011: warning against collisions
- 2013: ACC, partial brake AEB, TJA
- 2015: full brake AEB

### WHY?

- Richest source of raw data about the scene only sensor that can reflect the true complexity of the scene.
- The lowest cost sensor nothing can beat it, not today and not in the future.
- Cameras are getting better higher dynamic range, higher resolution

Radars/Lidar/Ultrasonic: for redundancy, robustness



## **EyeQx Vision Application Processor**



PMA-Program Macro Array VMP-Vector Microcode Processor MPC-Multi-Thread Processor Cluster

Our Vision. Your Safety.™

MOBILEV

### **EyeQ System on Chip Roadmap**

### Performance of EyeQ Chip has Increased Rapidly over Time











Safety equipment is standard across the model range unless stated otherwise

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Mobileye

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1.1.7004

3 pts

Pass

Pass

1 pts

#### TEST RESULTS

#### SAFETY ASSIST

- ESP

SPEED ASSISTANCE SYSTEM	1,7 pts	SEATBELT REMINDER
Standard		- driver and passenger
Speed Information	Pass	- rear
Speed Assistance (manual)	Pass	LANE SUPPORT SYSTEMS
ELECTRONIC STABILITY CONTROL (E	SC) 3 pts	Optional (meeting fitment requirements)

Meets requirements

ot	al	10	pts	17	9%

Meets requirements

AEB INTERURBAN SYSTE	MS 1,7 pts	Crash avoided
Forward Emergency Braking	Optional (meeting fitment requirements)	Speed reduced
luman machine interface	Default On	No cresh mitigation
Performance	Adequate	No crash magadon
		Not applicable

Lane Departure Warning

Approaching speed (km/h)	10	20	30	40	50	60	70	80	1	
Auto brake	(111)					,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,111111	1111		0
Forward collision warning									10-80 km/h	Einth

#### APPROACHING A SLOW MOVING VEHICLE



#### APPROACHING A BRAKING VEHICLE WITH SHORT HEADWAY



#### APPROACHING A BRAKING VEHICLE WITH LONG HEADWAY





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**Mobileye in Numbers** 

2007-2012: 1,000,000 EyeQ 2013: 1,300,000 EyeQ 2014: 2,700,000 EyeQ H1 2015: ~2.5M EyeQ



2010: 36 car models, 7 auto-makers2014: 160 car models, 18 auto-makers2016: 240 car models, 25 auto-makers



## Increasing Awareness: Hyundai Super Bowl 2014 Commercial



### Still running on Times Square (as of 5/2015)

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### **Autonomous Emergency Braking**



### Volvo S60 - launched 5/2010 - tests by Polish "warriors"

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## ADAS 2016-2020







Human Level Perception is possible - already achieved in narrow domains.

- ADAS -> HLP requires:
  - Extending list of objects (cars at all angles, general objects, ~1000 traffic signs, traffic lights,...)
  - Using context to predict path ("holistic path planning")
  - Detailed Road interpretation: free-space, curbs, barriers, guard rails, construction, highway exits,...
  - Deep Layered Networks is the tool required for the leap.



The Need for Context (the rise of Deep Layered Networks)

- Path planning: fuse all the information available from the image, not only lane marks.
- Environmental Model: ultimately a category label for every pixel in the image
- "3D" Model for Vehicles (VD at any angle, Viewed from any angle).
- "Scene Recognition": Stop-line, Bumps, Road Surface...



## **Deep Networks**



### **Convolutional Neural Network**



### Krizhevsky, A., Sutskever, I., & Hinton, G. (2012)

### 60M parameters 832M MAC ops



Figure 3. Architecture of our 8 layer convnet model. A 224 by 224 crop of an image (with 3 color planes) is presented as the input. This is convolved with 96 different 1st layer filters (red), each of size 7 by 7, using a stride of 2 in both x and y. The resulting feature maps are then: (i) passed through a rectified linear function (not shown), (ii) pooled (max within 3x3 regions, using stride 2) and (iii) contrast normalized across feature maps to give 96 different 55 by 55 element feature maps. Similar operations are repeated in layers 2,3,4,5. The last two layers are fully connected, taking features from the top convolutional layer as input in vector form ( $6 \cdot 6 \cdot 256 = 9216$  dimensions). The final layer is a C-way softmax function, C being the number of classes. All filters and feature maps are square in shape.

© upper diagram A. Krizhevsky et al (2012 NIPS conference); lower diagram Matthew Zeiler and Rob Fergus (2014 ECCV conference). All rights reserved. This content is excluded from our Creative Commons license. For more information, see https://ocw.mit.edu/help/faq-fair-use/.



Zeiler & Fergus, 2013

### **Breakthroughs in object recognition**



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### Imagenet: 1000 classes, 1.2M images

Top 5 err. 2011	Top 5 err, 2012
25.8% .	<b>1.Krizhevsky-et-al 16.4%</b> 2. ISI 26.2%

![](_page_21_Picture_5.jpeg)

Number of Deep Net approaches / Total	Top 5 error (%)	Winning Team, Year
1/6	16.4	Supervision Kizhevsky et al, 2012
17 / 24	11.7	Clarifai Zeiler & Fergus, 2013
31 / 32	6.66	GoogLe Net Szegedy et al, 2014

### Imagenet object recognition competitions

### **Recent results:**

Top 5 err. (%)	Team/Company
6.8	VGG,Simonyan'14
5.98	Baidu, Wu'15
4.94	Microsoft, He'15
4.82	Google, loffe'15

Human: 5.1% (estim)

### Note: Error was 25.8% in 2011!

All subsequent years : DNN solutions

Wide adoption in industry: Google, Microsoft, Baidu, Apple, Nuance, Mobileye, etc integrate deep network solutions

![](_page_22_Picture_9.jpeg)

### **'Human Level' Face Recognition**

### Labeled Faces in the Wild LFW benchmark

![](_page_23_Picture_2.jpeg)

Image credit: Wang'09

99.70% 99.62%	NUS-LV* Baidu*	Î
99.50%	Face++, Megvii	
99.47%	DeepId2+, CUHK	
97.35%	DeepFace, Facebook, 2014	
91.37%	LBP/SVM	

\*Newest results, no publications yet

![](_page_23_Picture_6.jpeg)

![](_page_23_Picture_7.jpeg)

Figure 2. Outline of the DeepFiner architecture: A front end of a single convolution pooling annivolution filtering on the rectified input, followed by three locally connected layers and two fully connected layers. Colors illustrate outputs for each layer. The net includes more than 120 million parameters, where more than 97% come from the local and fully connected layers.

### Human performance ~97.5%

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![](_page_23_Picture_11.jpeg)

### **Breakthrough's in Speech and NLP**

### Deep Speech: Scaling up end-to-end speech recognition

Awni Hannun, Carl Case, Jared Casper, Bryan Catanzaro, Greg Diamos, Erich Elsen, Ryan Prenger, Sanjeev Satheesh, Shubho Sengupta, Adam Coates, Andrew Y. Ng

Baidu Research - Silicon Valley AI Lab

![](_page_24_Picture_4.jpeg)

Figure 1: Structure of our RNN model and notation.

![](_page_24_Picture_6.jpeg)

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### **Potential Impact of DNN for Automotive**

- Networks are at their best for multi-class problems enables a rich vocabulary of objects (vehicles, pedestrians, types-of, traffic signs, etc.)
- Networks are very good at using "context" holistic perception. Case in point: Path Planning.
- Network design is ideal for "pixel-level" labeling objects that do not fit into a bounding-box. Examples, barriers, curbs, guard-rails,... Case in point: Semantic Free-space.
- Networks can be used for Sensor Integration and Control decisions. The classical "control point" can be determined using a holistic process.

![](_page_25_Picture_5.jpeg)

### **Challenges for using DNN for Automotive**

- Networks are very large ~1.5B parameters
- Require huge training sets
- Not real-time driven
- Success for "easy" problems: Object detection. Academic research on higher-level perception (like pixel-level labeling) are sketchy.

![](_page_26_Picture_5.jpeg)

## **DNNs at Mobileye**

![](_page_27_Picture_1.jpeg)

The Need for Context (the rise of Deep Layered Networks)

- Path planning: fuse all the information available from the image, not only lane marks.
- Environmental Model: ultimately a category label for every pixel in the image
- "3D" Model for Vehicles (VD at any angle, Viewed from any angle).
- "Scene Recognition": Stop-line, Bumps, Road Surface...

![](_page_28_Picture_5.jpeg)

# Holistic Path Planning (HPP)

![](_page_29_Picture_1.jpeg)

### Path Planning using Holistic Cues

![](_page_30_Picture_1.jpeg)

![](_page_30_Picture_2.jpeg)

### Path Planning using Holistic Cues

![](_page_31_Picture_1.jpeg)

![](_page_31_Picture_2.jpeg)

### **HPP: Increasing Availability of Road**

![](_page_32_Picture_1.jpeg)

![](_page_32_Picture_2.jpeg)

## **Semantic Free Space (SFS)**

![](_page_33_Picture_1.jpeg)

![](_page_34_Picture_1.jpeg)

![](_page_34_Picture_2.jpeg)

![](_page_34_Picture_3.jpeg)

[nnfs\_simple] ...c\_2804\_

![](_page_35_Picture_2.jpeg)

![](_page_35_Picture_3.jpeg)

[refs\_points] ...eNew1

![](_page_36_Picture_2.jpeg)

![](_page_36_Picture_3.jpeg)

[refs\_points] ...eNew10

![](_page_37_Picture_2.jpeg)

![](_page_37_Picture_3.jpeg)

[refs\_points] ... eNew1

![](_page_38_Picture_2.jpeg)

![](_page_38_Picture_3.jpeg)

[refs\_points] ... eNew1

![](_page_39_Picture_2.jpeg)

![](_page_39_Picture_3.jpeg)

[refs\_points] ... eNew1

![](_page_40_Picture_2.jpeg)

![](_page_40_Picture_3.jpeg)

# SFS from Various Viewpoints and Fields of View

![](_page_41_Picture_1.jpeg)

[nnfs] SideCam

![](_page_42_Picture_2.jpeg)

![](_page_42_Picture_3.jpeg)

![](_page_43_Picture_1.jpeg)

![](_page_43_Picture_2.jpeg)

![](_page_44_Picture_1.jpeg)

![](_page_44_Picture_2.jpeg)

![](_page_45_Picture_1.jpeg)

![](_page_45_Picture_2.jpeg)

# **3D Modeling of Vehicles** (**3DVD**)

![](_page_46_Picture_1.jpeg)

**3DVD** 

[vd] moreClips

![](_page_47_Picture_2.jpeg)

**3DVD** 

![](_page_48_Picture_1.jpeg)

![](_page_48_Picture_2.jpeg)

## **Scene Recognition**

![](_page_49_Picture_1.jpeg)

### **Bump Detection (non-geometric)**

![](_page_50_Picture_1.jpeg)

![](_page_50_Picture_2.jpeg)

## **Bump Detection (non-geometric)**

![](_page_51_Picture_1.jpeg)

![](_page_51_Picture_2.jpeg)

### Long Range Stop Line

[SLI\_main] GV

![](_page_52_Picture_2.jpeg)

![](_page_52_Picture_3.jpeg)

### Lane Assignment

[lane\_assign] ... kFloati386

![](_page_53_Picture_2.jpeg)

![](_page_53_Picture_3.jpeg)

### **Road Surface Recognition**

![](_page_54_Figure_1.jpeg)

![](_page_54_Picture_2.jpeg)

## **Traffic Light Detection**

![](_page_55_Picture_1.jpeg)

- Detect Traffic Lights (some are country specific)
- Decide "Relevancy" for each TFL in a Junction
- Detect Stop Line
- Detect Road Markings
- Decide on "Lane Assignment"

# Scene Recognition: detection junctions in general (as a Prior)

![](_page_56_Picture_7.jpeg)

### **TFL: main building blocks**

![](_page_57_Picture_1.jpeg)

![](_page_57_Picture_2.jpeg)

## **Multiple Cameras**

![](_page_58_Picture_1.jpeg)

![](_page_59_Figure_0.jpeg)

### **Hardware Architecture**

![](_page_60_Picture_1.jpeg)

![](_page_60_Picture_2.jpeg)

![](_page_60_Picture_3.jpeg)

### **Automated Driving**

![](_page_61_Picture_1.jpeg)

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![](_page_61_Picture_3.jpeg)

- Hands-free on Highways (no lane change) Now on Tesla, 2016 GM, Audi,... Driver has primary responsibility (and Alert)
- Highway to Highway: on and off-ramps executed autonomously. Early 2016. Driver has primary responsibility (and Alert)
- ~2018-2020: Driver responsible but not alert. Driver is "attendant" (transition from "primary responsibility" to Monitoring - like in Aviation). The beginnings of disruption.
- ~2020-2022: Driverless cars without passengers. Big disruption.
- ~2025-2030: No driver. Transformative.

![](_page_62_Picture_6.jpeg)

### **Automated Driving**

![](_page_63_Picture_1.jpeg)

![](_page_63_Picture_2.jpeg)

MIT OpenCourseWare https://ocw.mit.edu

Resource: Brains, Minds and Machines Summer Course Tomaso Poggio and Gabriel Kreiman

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