

# Predicting Motion of Vulnerable Road Users using High-Definition Maps and Efficient ConvNets

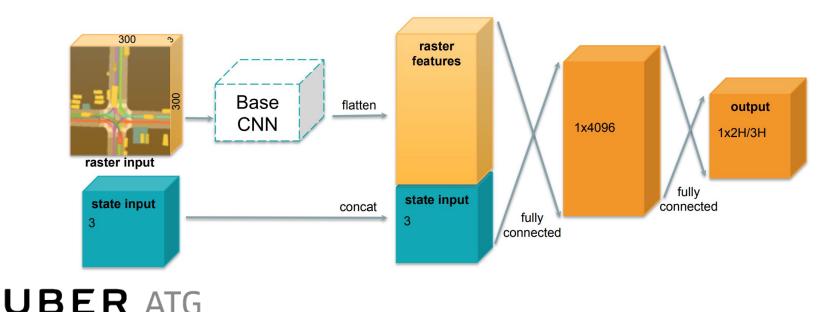
Fang-Chieh Chou, Tsung-Han Lin, Henggang Cui, Vladan Radosavljevic, Thi Nguyen, Tzu-Kuo Huang, Matthew Niedoba, Jeff Schneider, Nemanja Djuric

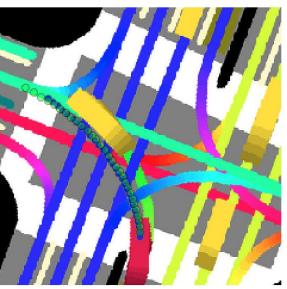
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# **Trajectory prediction in autonomous driving**

- Goal: predicting future trajectory (x,y positions) of traffic actors around the ego vehicle.
- Inputs:
  - Reliable detection and tracking (current and past states of actors).
  - Scene context: HD map with lane graph, traffic light.
- Previous work (RasterNet) rasterizes the scene context and fuses the state input in one convolutional network for accurate vehicle trajectory predictions.





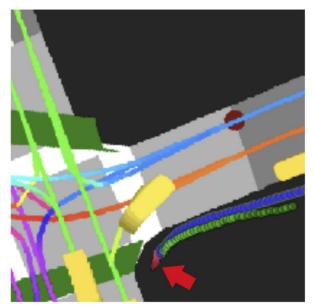
Djuric, N., et al. "Uncertainty-aware short-term motion prediction of traffic actors for autonomous driving." WACV 2020.

# **Key Contributions**

- Extended RasterNet for VRU (vulnerable road users, i.e. pedestrians and bicyclists in this work) trajectory prediction.
- Improved network architecture for backbone layers and raster-state fusion, for faster inference and more accurate predictions.
- Performed detailed ablation study on different rasterization settings to identify the optimal setting, and to provide insights into which parts of the system contribute the most to the accuracy.

# **Trajectory prediction for VRUs**

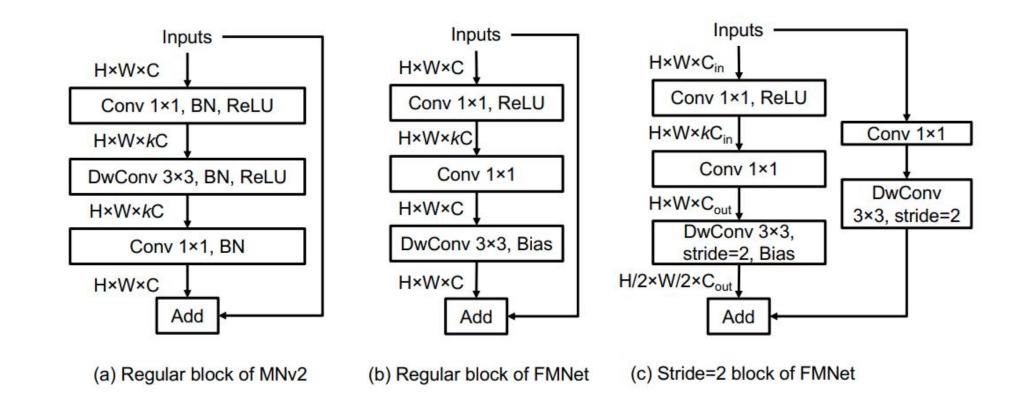
- We rasterize the target actor and surrounding scene context into an RGB image.
- By default, target actor is placed at bottom-center.
- Raster is rotated such that the target actor's orientation points to north.
- Traffic light information:
  - Colored circles represents the traffic light color of the lane.
  - Green crosswalks means the vehicles have the right of way.





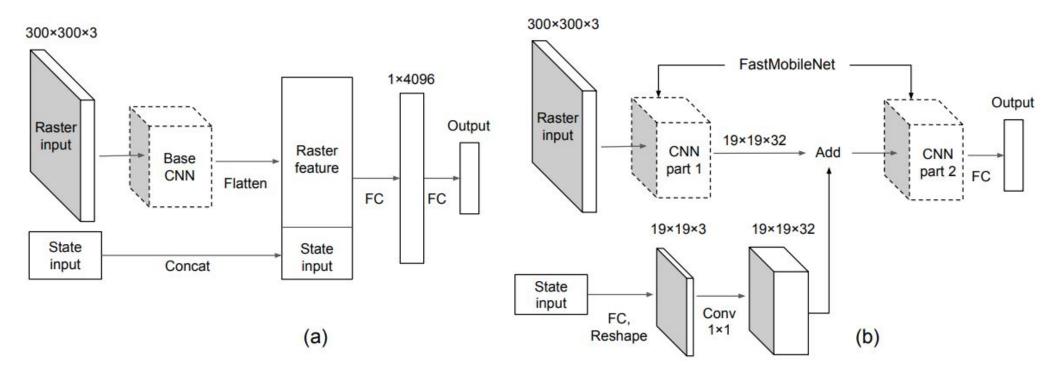
# Improved backbone networks (FastMobileNet, FMNet)

- Modified MobileNet-V2 (MNv2) architecture with faster inference.
- Moved the depthwise convolution to operate on less channels .
- Removed BatchNorm for faster inference.



### **Improved state-raster spatial fusion**

- Learned projection of state inputs to the 2D CNN feature map.
- Benefits: better metrics due to spatial fusion. Faster inference without expensive final FC fusion layer.



## **Network architecture improvement results**

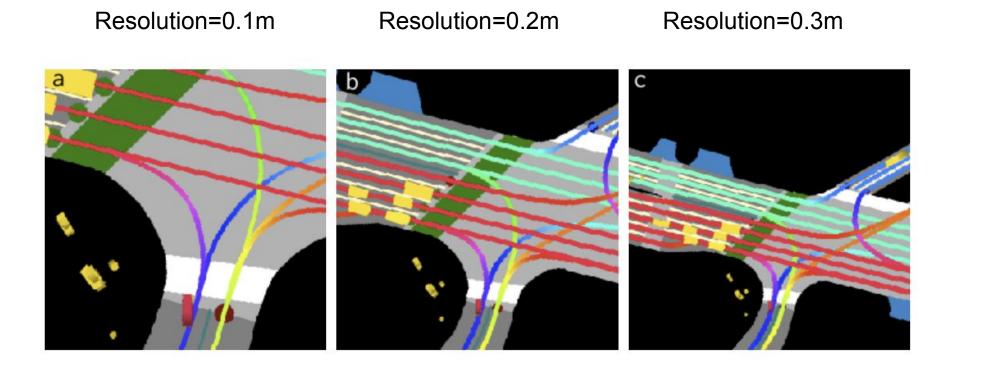
- Latency is measured at batch-size=32 on a GTX 1080Ti.
- FMNet has much improved latency due to less number of tensor operations and memory access operations (MAC).
- Spatial fusion further improves latency and average displacement error (ADE).

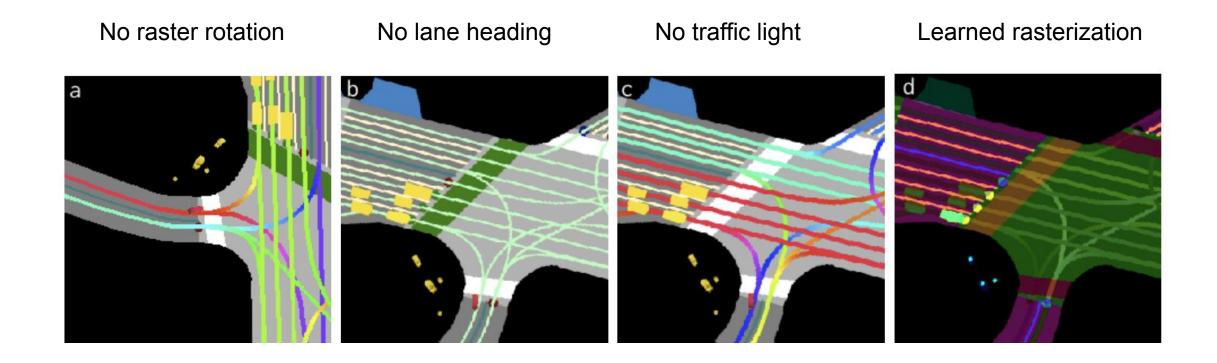
Architecture	ADE [m]	Latency [ms]	FLOPS	Num. parameters	MAC	Num. ops
AlexNet	1.36	15.8	2.63G	70.3M	364 MB	131
ResNet18	1.29	36.2	6.26G	11.7M	163 MB	641
MNv2-0.5	1.27	21.3	308M	598K	146 MB	1542
MnasNet-0.5	1.28	18.3	323M	844K	113 MB	1490
FMNet	1.28	12.1	340M	565K	55 MB	336
FMNet with spatial fusion	1.24	10.4	285M	558K	47 MB	370

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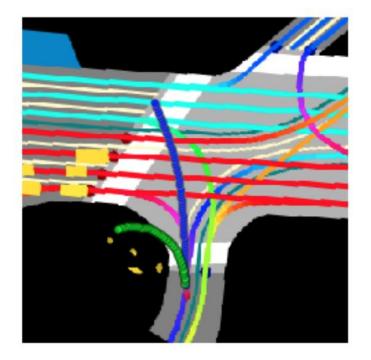


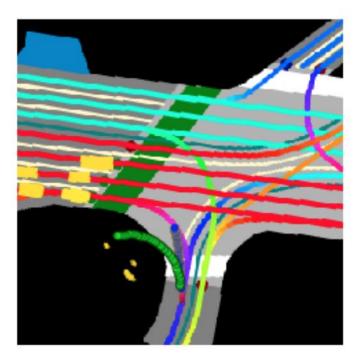
		Bicyclists			Ped	Pedestrians		
Approach	Resolution	Average	@1s	@5s	Average	@1s	@5s	
UKF	—	2.89	0.80	6.60	0.67	0.22	1.22	
Social-LSTM	_	3.79	1.85	6.61	0.53	0.29	0.95	
RasterNet	0.1 <i>m</i>	1.07	0.43	2.73	0.51	0.17	0.90	
RasterNet	0.2m	1.07	0.44	2.72	0.52	0.18	0.93	
RasterNet	0.3 <i>m</i>	1.09	0.45	2.80	0.53	0.18	0.95	
RasterNet w/o rotation	0.2m	1.29	0.49	3.30	0.58	0.20	1.02	
RasterNet w/o traffic lights	0.2m	1.11	0.44	2.86	0.55	0.20	0.96	
RasterNet w/o lane headings	0.2m	1.07	0.43	2.72	0.52	0.18	0.93	
RasterNet with learned colors	0.2m	1.05	0.42	2.70	0.53	0.18	0.93	

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# **Qualitative examples**

• Model prediction reacts the traffic light state changes.







### Conclusions

- Successfully applied prior vehicle trajectory prediction method (RasterNet) to VRUs.
- Proposed architecture improvements, both in model backbone and raster-state input fusion, lead to better inference latency and prediction.
- Detailed rasterization ablation analysis reveals the factors that are important to accurate VRU trajectory prediction.
- Following completion of offline tests the system was successfully tested onboard SDVs.