RRPN: Radar Region Proposal Network for Object Detection in Autonomous Vehicles

Ramin Nabati

Hairong Qi

Department of Electrical Engineering and Computer Science The University of Tennessee Knoxville, USA





2D Object Detection

• One-Stage Detectors

Two-Stage Detectors



(a) Basic architecture of a one-stage detector.



(b) Basic architecture of a two-stage detector.





- Task: Find candidate regions containing object
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 - RPN³: fully convolutional network that simultaneously predicts object bounds and objectness scores
- Proposal generation is usually the bottleneck in two-stage algorithms







Object Detection for Autonomous Vehicles

- Autonomous vehicles require real-time object detection
- Multiple sensors available on vehicle (camera, Radar, LIDAR, ...)
- Large areas of image usually do not contain any object of interest





Left image: https://www.nuscenes.org Right image: https://github.com/karolmajek/darknet

• Real-time algorithm generating object proposals from Radar detections







- Perspective Transformation
 - Radar detections are reported in Bird's Eye View (BEV) format
 - · Detections need to be projected to the image coordinate system
 - Projection is done using a projection matrix H
 - H is obtained from calibrating the Radar and camera







- Anchor Generation
 - Generate object proposals for every mapped Radar detection on image
 - Problems:
 - Radar detections are not always mapped to the center of objects
 - Radars usually do not report the size of the detected objects







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- Distance Compensation
 - Size of an object in image has an inverse relationship with distance
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- Distance Compensation
 - Size of an object in image has an inverse relationship with distance
 - Radar detection has the range information for the detected object
 - This information is used to adjust the size of the proposed bounding boxes

$$S_{i} = \alpha \frac{1}{d_{i}} + \beta \qquad \qquad \underset{\alpha,\beta}{\operatorname{argmax}} \quad \sum_{i=1}^{N} \sum_{j=1}^{M_{i}} \max_{1 < k < A_{i}} IOU_{jk}^{i}(\alpha,\beta)$$

 $\begin{array}{l} S_i: \text{Scale factor for object i} \\ d_i: \text{Distance to object i} \\ \alpha, \beta: \text{Parameters to adjust the scale} \end{array}$

- N : Number of training images
- M_i : Number of ground truth bounding boxes in image i
- A_i: Number of anchors generated in image i





Distance Compensation







Experiments and Results

- Simulation Setup:
 - Object Detection Network: Fast-RCNN
 - Backbone: ResNet-101 and ResNeXt-101
 - Dataset: NuScenes
 - Compared to: Selective Search
- Running time:
 - Up to 100x faster than Selective Search













Ground Truth



Selective Search



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RRPN



Ground Truth



Selective Search



RRPN







Ground Truth



Selective Search



RRPN





method	AP	AP50	AP75	AR	ARs	ARm	ARl
SS + X101 - F	0.368	0.543	0.406	0.407	0.000	0.277	0.574
SS + R101 - F	0.418	0.628	0.450	0.464	0.001	0.372	0.316
RRPN + X101 - F	0.419	0.652	0.463	0.478	0.041	0.406	0.573
RRPN + R101 - F	0.430	0.649	0.485	0.486	0.040	0.412	0.582
SS + X101 - FB	0.332	0.545	0.352	0.382	0.001	0.291	0.585
SS + R101 - FB	0.336	0.548	0.357	0.385	0.001	0.291	0.591
RRPN + X101 - FB	0.354	0.592	0.369	0.420	0.202	0.391	0.510
RRPN + R101 - FB	0.355	0.590	0.370	0.421	0.211	0.391	0.514

method	Car	Truck	Person	Motorcycle	Bicycle	Bus
SS + X101 - F	0.424	0.509	0.117	0.288	0.190	0.680
SS + R101 - F	0.472	0.545	0.155	0.354	0.241	0.722
RRPN + X101 - F	0.428	0.501	0.212	0.407	0.304	0.660
RRPN + R101 - F	0.442	0.516	0.220	0.434	0.306	0.664
SS + X101 - FB	0.390	0.415	0.122	0.292	0.179	0.592
SS + R101 - FB	0.392	0.420	0.121	0.291	0.191	0.600
RRPN + X101 - FB	0.414	0.449	0.174	0.294	0.215	0.579
RRPN + R101 - FB	0.418	0.447	0.171	0.305	0.214	0.572

F: Front camera only FB: Front and back camera SS: Selective Search





Questions?



