



Datasets

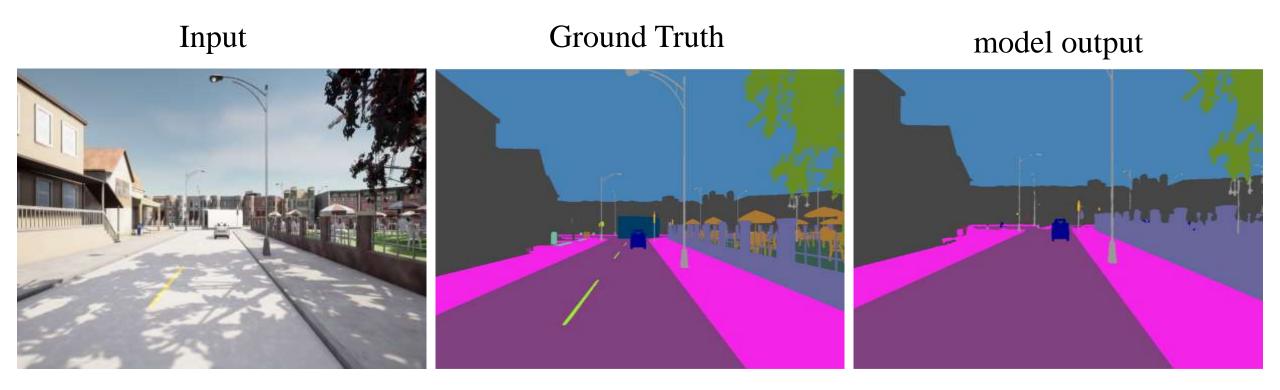
Methods

Our Works



Tesla on Autopilot Crashes into Overturned Truck on Busy Highway





Model trained on data without truck class label incorrectly labels the overturned white truck as a background building.





Closed-set VS Open World Environment



Perception Tasks

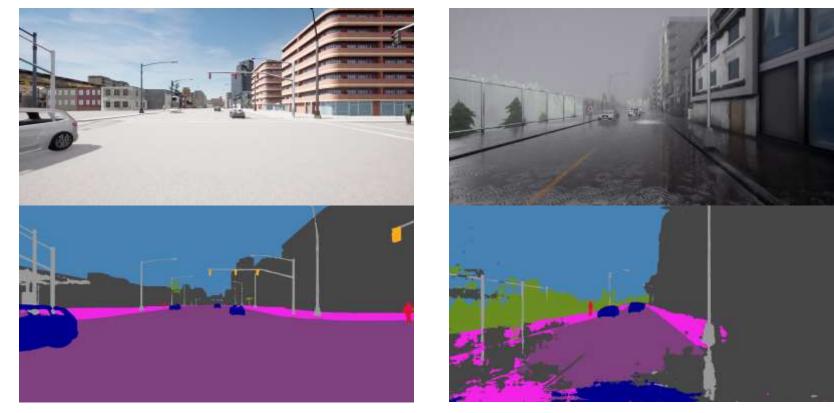


Methods(From CNN to Transformer, From single modality to Fusion) work under the assumption that **all the classes and condition in the testing environment would be available** at training phase



Closed-set VS Open World Environment

Model trained on normal Closed-set datasets suffer significant performance drop in open world condition.







Anomaly (Corner Case) : no clear and consistent definition
 unknown, unseen, unusual

Breitenstein et al. define different corner case levels based on **detection complexity**:

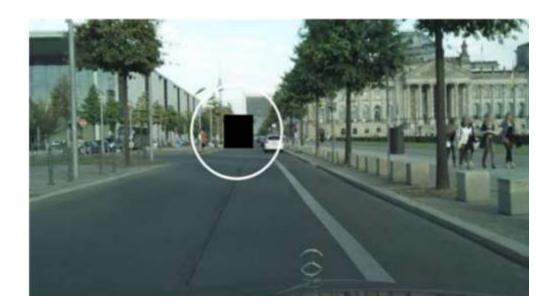
- Pixel Level
- Domain Level
- Object Level
- Scene Level
- Scenario Level

Breitenstein, J.; Term öhlen, J.-A.; Lipinski, D.; and Fingscheidt, T. 2020. Systematization of corner cases for visual perception in automated driving. In 2020 IEEE Intelligent Vehicles Symposium (IV), 1257–1264. IEEE.



• Pixel Level





A **global outlier** on pixel level: Overexposure image

A **local outlier** on pixel level: Pixel errors (dead pixels)



• Domain Level

Domain shifts: a large, constant shift happens in the appearance. For example, different weather conditions such as **snow, rain or fog,** different lighting conditions such as **daytime, dusk, night**



Example domain shifts: snow weather



• Object Level

Unknown objects : instances that have not been seen during training



A carriage on the road



• Scene Level

non-conformant with the expected patterns, require model not to only detect objects, but also **understand** the entire scene.





Collective Anomaly : Multiple known objects, but in an unseen quantity,e.g. Traffic jam

Contextual Anomaly : A known object, but in an unusual location, e.g. Person lying on the road



Scenario Level

Scenario-level corner cases denote the observation of patterns with **temporal context**. Risky or Novel scenarios that contains potential for collision



A person is walking unexpectedly onto the street from behind a car.





Fishyscapes

CAOS

SegmentMeIfYouCan

CODA



• Fishyscapes

Fishyscapes is proposed for **anomaly segmentation** for urban driving, which evaluates pixel-wise uncertainty estimates towards the **detection of anomalous objects** in front of the vehicle.



Input



DeepLabv3+ Prediction

H. Blum et al., "Fishyscapes: A Benchmark for Safe Semantic Segmentation in Autonomous Driving," in International Conference on Computer Vision (ICCV) Workshop, 2019.



• Fishyscapes

FS Static: Images from **Cityscapes** (Cordts et al. 2016) are overlayed with objects from **Pascal VOC** (Everingham et al. 2010) dataset;



overlay objets from classes that cannot be found in Cityscapes: *aeroplane, bird, boat, bottle, cat, chair, cow, dog, horse, sheep, sofa, tvmonitor.*



• Fishyscapes

FS Web : similarly to FS Static with overlay objects crawled from the **internet**

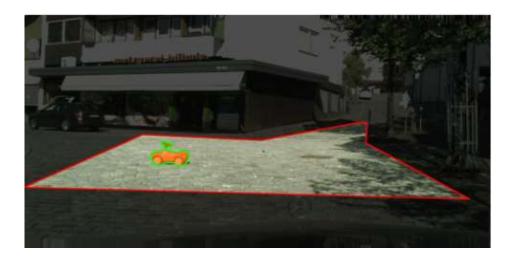




• Fishyscapes

FS Lost & Found : based on the original **Lost & Found** dataset, original dataset only included annotations for the **anomalous objects** and a **coarse annotation of the road**.





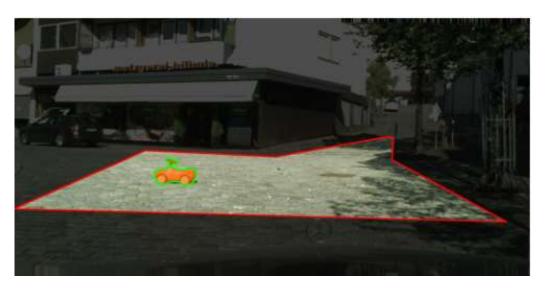
Original L&F

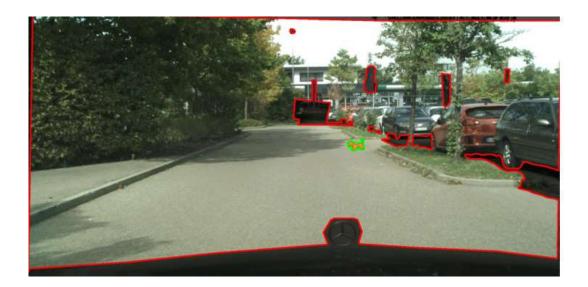
P. Pinggera, S. Ramos, S. Gehrig, U. Franke, C. Rother, and R. Mester, "Lost and found: Detecting small road hazards for self-driving vehicles," in 2016 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS), 2016.



• Fishyscapes

FS Lost & Found: add pixel-wise annotations that distinguish between <u>objects</u> (the anomalies), <u>background</u> (classes contained in Cityscapes) and <u>void</u> (anything not contained in Cityscapes classes).





Original L&F

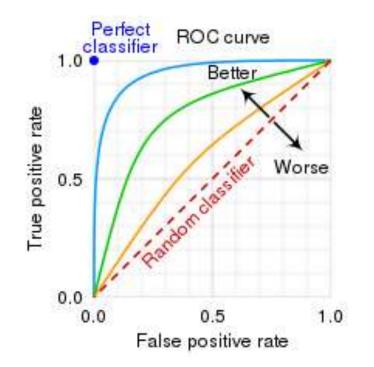
FS Lost & Found



• Fishyscapes

Metrics : metrics associated with a binary classification task, anomaly / not anomaly

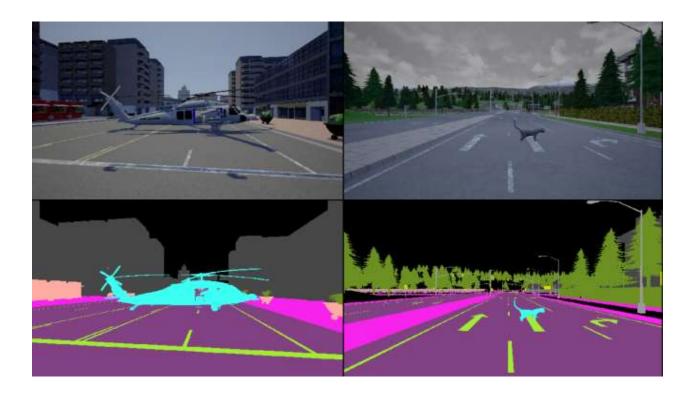
- *AP* ↑
- **FPR**₉₅ \downarrow :false positive rate (FPR) at 95% true positive rate (TPR)





• CAOS (Combined Anomalous Object Segmentation benchmark)

StreetHazards : anomaly **segmentation** dataset that leverages simulation to provide anomalous objects. use the Unreal Engine along with the **CARLA simulation environment**



avoids the issues of inconsistent chromatic aberration, inconsistent lighting, edge effects,

Insert in any location, change lighting and weather



• CAOS (Combined Anomalous Object Segmentation benchmark)

StreetHazards : 12 classes used for training:, thirteenth class is **the anomaly class**

Anomalies are taken from the Digimation Model Bank Library and semantic ShapeNet (ShapeNet-Sem) (Savva et al., 2015)





• CAOS

BDD-Anomaly : real images, choose *motorcycle, train*, and *bicycle* as the anomalous object classes and remove all images with these objects from the training and validation sets.

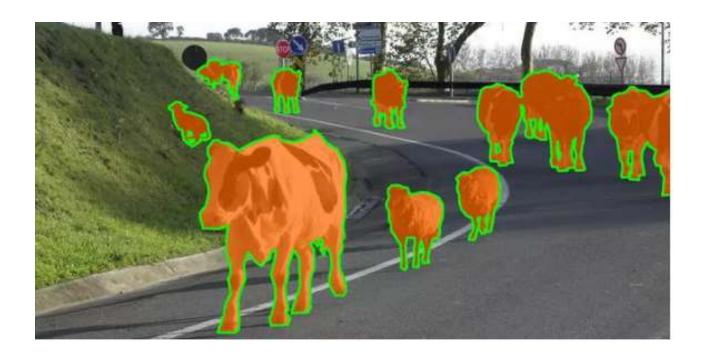
Metric:

- *FPR*95 ↓
- AUROC↑
- AUPR↑



SegmentMeIfYouCan

RoadAnomaly21: real images, any object **that strictly cannot be seen in the Cityscapes data** as anomalous,







SegmentMeIfYouCan

RoadObstacle21: the task of obstacle segmentation, whose goal is to identify all objects on the road, may they be from **known classes or from unknown ones**. focuses only on the road as region of interest.





SegmentMeIfYouCan

Metric: model with a binary classifier providing anomaly scores, discriminates between the two classes **anomaly and non-anomaly**

Pixel level : AUPRC, *FPR*95 ↓
Component level : sIoU

$$sIoU(k) := \frac{|k \cap K(k)|}{|(k \cup \hat{K}(k)) \setminus \mathcal{A}(k)|} \quad with \quad \hat{K}(k) = \bigcup_{\hat{k} \in \hat{\mathcal{K}}, \hat{k} \cap k \neq \emptyset} \hat{k} \qquad \mathcal{A}(k) = \{z \in k' : k' \in \mathcal{K} \setminus \{k\}\}$$

$$Target 1 \quad Prediction \\ k \in \mathcal{K}(x) \quad \hat{k} \in \hat{\mathcal{K}}(x) \qquad IoU(k) = 0.50 \\ sIoU(k) = 0.50 \qquad Target 1 \\ k \in \mathcal{K}(x) \quad Target 2 \& \\ djustment \\ \mathcal{A}(k) \qquad IoU(k) = 0.50 \\ sIoU(k) = 0.99 \end{cases}$$



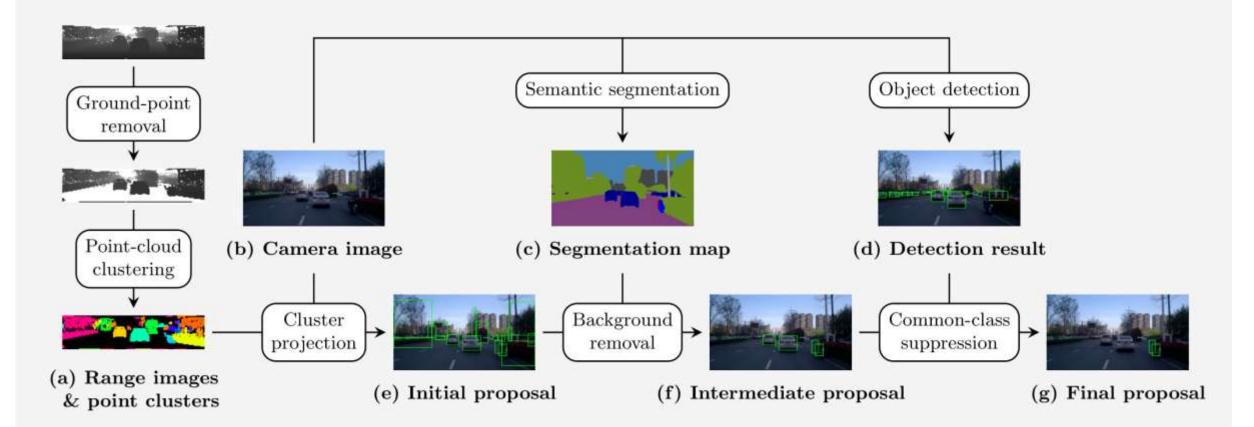
• CODA

CODA is a novel dataset of **object-level corner cases** designed for **object detection**. CODA is constructed from 3 major object detection benchmarks for autonomous driving—**KITTI, nuScenes, ONCE**





• CODA

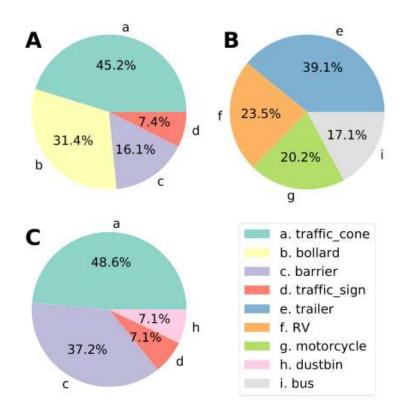


Pipeline for generating proposals of corner case (COPG)



• CODA

corner cases can be generally grouped into 7 super-classes: *vehicle, pedestrian, cyclist, animal, traffic facility, obstruction, and misc.* these classes can be divided into **novel classes** and **common classes**

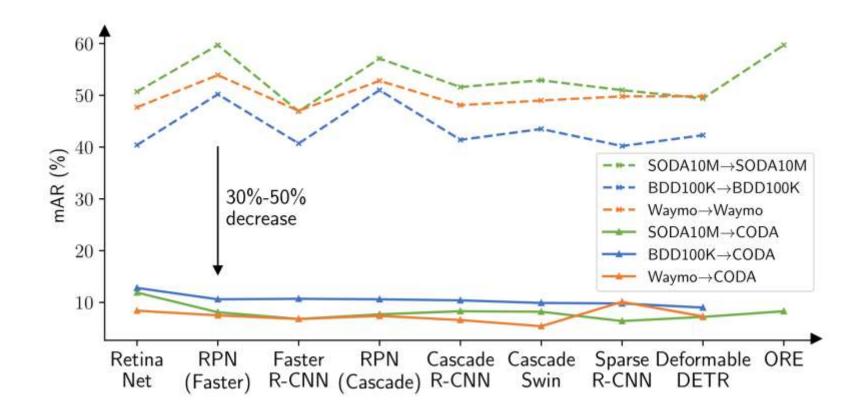


Distribution of the top-4 classes in the three domains of CODA: A ONCE, **B** KITTI, and **C** nuScenes.

Traffic facilities such as **traffic cone** and **barrier** take up a majority of the corner cases



• CODA



detectors suffer from a significant 30%-50% performance drop , $A \rightarrow B$ represents that the detector is **trained on** dataset A and **evaluated on** dataset B





Open World Object Detection : ORE

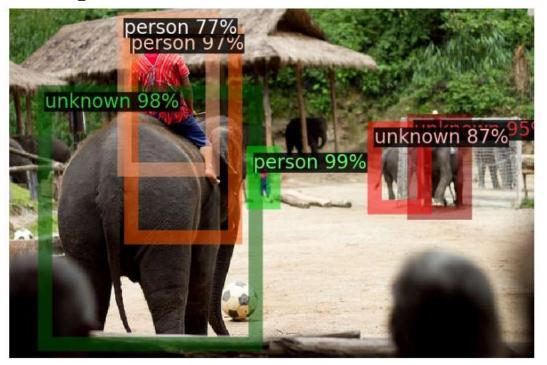
Anomaly Segmentation : SML

Misbehavior detection : SelfOracle



• ORE (Open World Object Detector)

Identify objects that have not been introduced to it as 'unknown', without explicit supervision to do so



K J Joseph, Salman Khan, Fahad Shahbaz Khan, and Vineeth N Balasubramanian. Towards Open World Object Detection. In IEEE/CVF Conference on Computer Vision and Pattern Recognition, 2021.



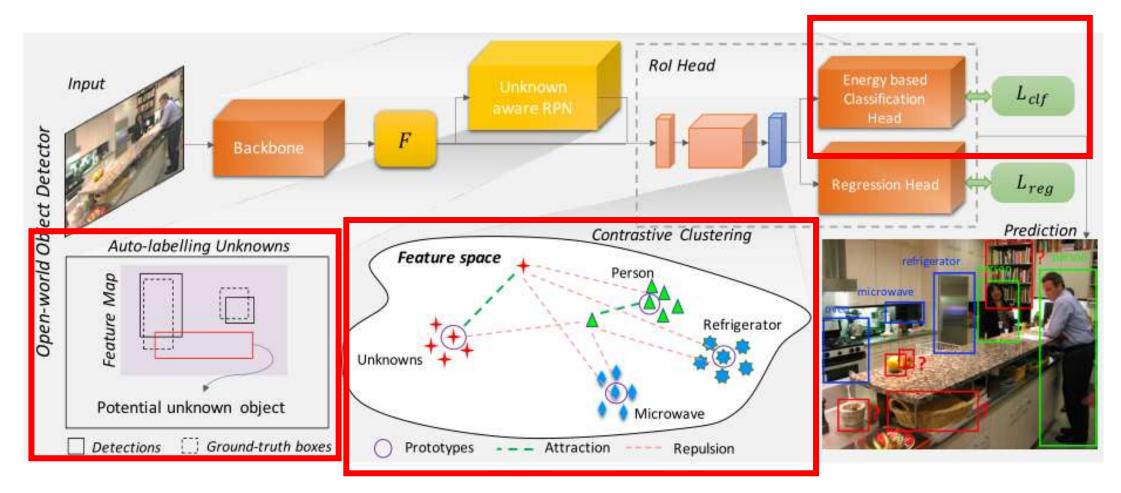
• ORE (Open World Object Detector)

Recognizing an unknown as an unknown requires strong generalization.

Difficulty : The object detector is trained to detect unknown objects as **background.**

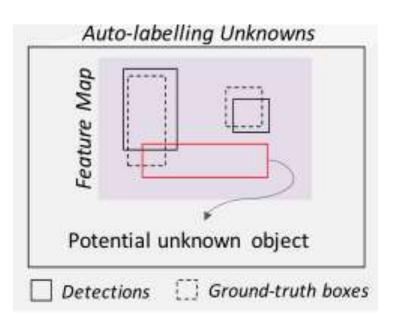


High-level architectural overview of ORE, choose Faster-RCNN as the base detector





Auto-labelling mechanism based on the Region Proposal Network

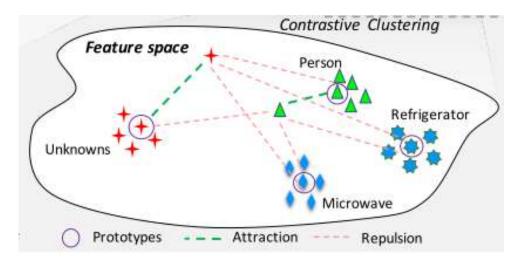


have high **objectness score**, but do **not overlap with a ground-truth object** as a potential unknown object

Simply put, select the **top-k background region proposals**, sorted by its objectness scores, as unknown objects.



Contrastive Clustering : Separate Class in latent space.



Instances of same class would be forced to **remain close-by**, while instances of dissimilar class would be **pushed far apart**

contrastive loss:

$$\mathcal{L}_{cont}(\boldsymbol{f}_c) = \sum_{i=0}^{C} \ell(\boldsymbol{f}_c, \boldsymbol{p}_i), \text{ where,}$$
(1)
$$\ell(\boldsymbol{f}_c, \boldsymbol{p}_i) = \begin{cases} \mathcal{D}(\boldsymbol{f}_c, \boldsymbol{p}_i) & i = c \\ \max\{0, \Delta - \mathcal{D}(\boldsymbol{f}_c, \boldsymbol{p}_i)\} & \text{otherwise} \end{cases}$$

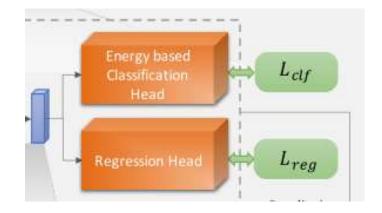
p_i : prototype vector for each class i

- f_c : Feature vector
- D : distance function

 Δ : defines how close a similar and dissimilar item can be



Energy Based Unknown Identifier



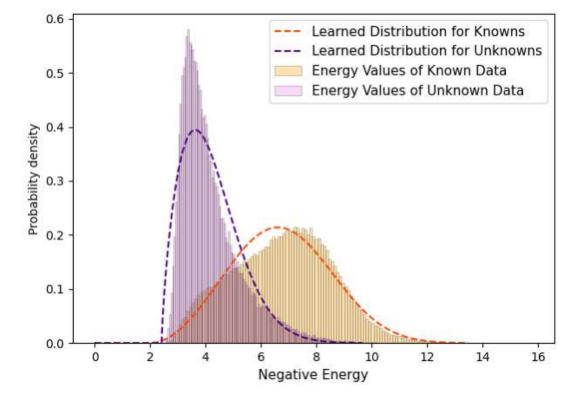
Free energy in terms of their logits

$$E(\boldsymbol{f};g) = -T\log\sum_{i=1}^{C}\exp(\frac{g_i(\boldsymbol{f})}{T}).$$

f: feature $g_i(f)$: the i^{th} classification logit of classification head g(.) T: temperature parameter



Energy Based Unknown Identifier



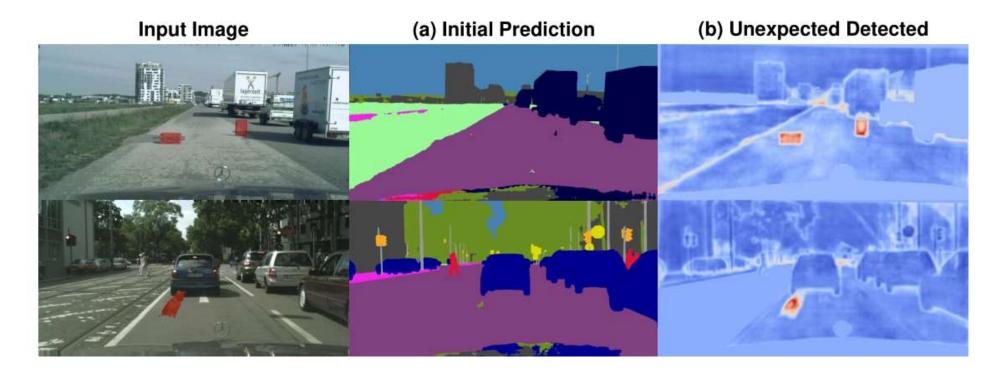
The energy values of the known and unknown datapoints exhibit clear separation

fit a **Weibull distribution** on each of them and use these for identifying unseen known and unknown samples



• SML (Standardized Max Logits)

Identify unexpected objects on roads in semantic segmentation

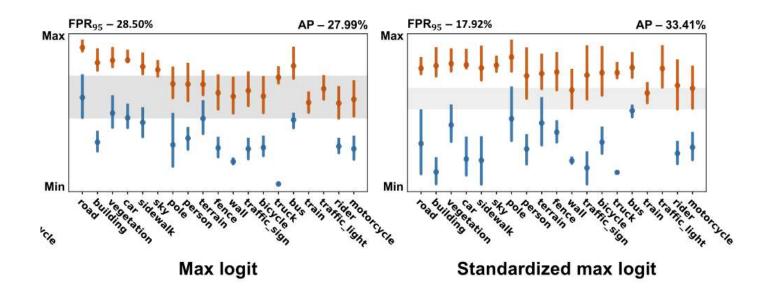


Sanghun Jung, Jungsoo Lee, Daehoon Gwak, Sungha Choi, and Jaegul Choo. Standardized max logits: A simple yet effective approach for identifying unexpected road obstacles in urban-scene segmentation. In IEEE/CVF International Conference on Computer Vision, 2021



• SML (Standardized Max Logits)

The distribution of max logits of each predicted class is significantly different from each other



Red and blue represent the distributions of values in in-distribution pixels and unexpected pixels, respectively

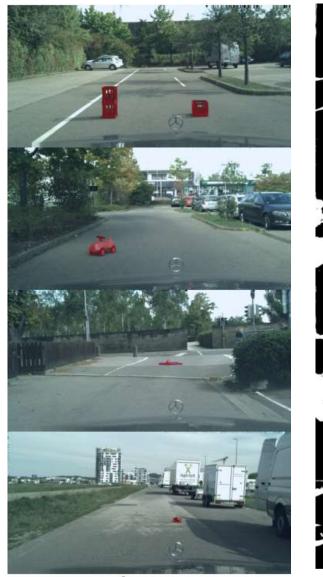


- SML (Standardized Max Logits)
 - 1. Obtain the mean μ_c and variance σ_c^2 of class c from the training samples

$$\mu_{c} = \frac{\sum_{i} \sum_{h,w} \mathbb{1}(\hat{\boldsymbol{Y}}_{h,w}^{(i)} = c) \cdot \boldsymbol{L}_{h,w}^{(i)}}{\sum_{i} \sum_{h,w} \mathbb{1}(\hat{\boldsymbol{Y}}_{h,w}^{(i)} = c)}$$
(3)
$$\sigma_{c}^{2} = \frac{\sum_{i} \sum_{h,w} \mathbb{1}(\hat{\boldsymbol{Y}}_{h,w}^{(i)} = c) \cdot (\boldsymbol{L}_{h,w}^{(i)} - \mu_{c})^{2}}{\sum_{i} \sum_{h,w} \mathbb{1}(\hat{\boldsymbol{Y}}_{h,w}^{(i)} = c)}, \quad (4)$$

i : i-th training example*Ŷ*: prediction label*L* : max logit score





Image



Achieve SOTA performance on **Fishyscapes Lost&Found**

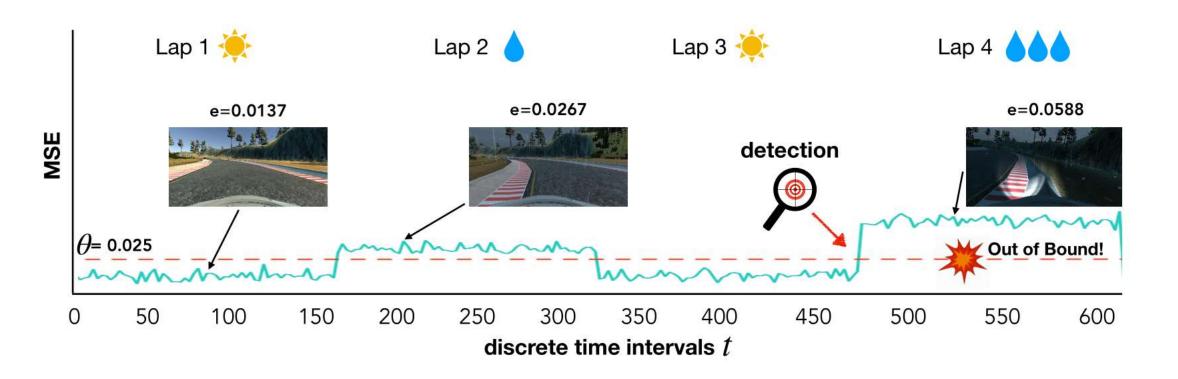
Ours





• SelfOracle

Monitors the DNN confidence at **runtime**, to predict unsupported driving scenarios in advance.







• SelfOracle

Reconstruct & Probability Distribution Fitting

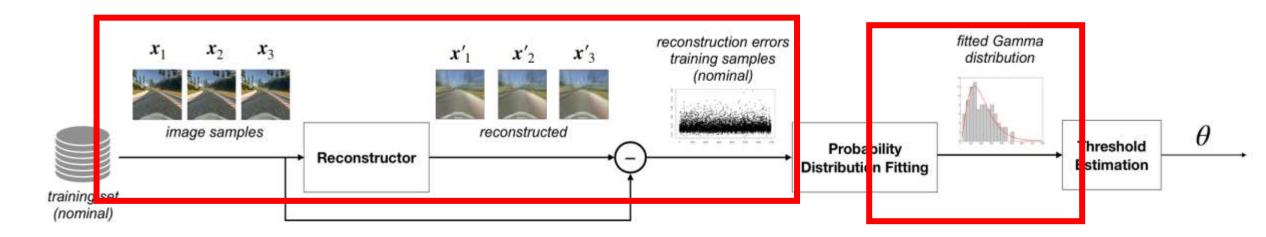
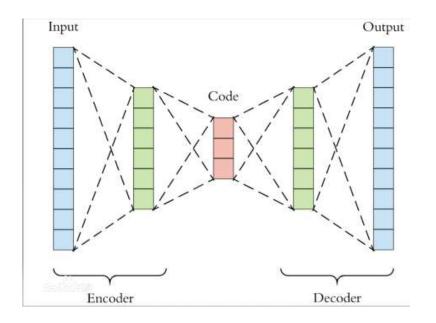


Figure 2: Model Training under Nominal Driving Behaviour.

• SelfOracle

Reconstructor: Autoencoder



x: input f(.): encoder g(.): decoder

Autoencoder minimises a loss function L(x, g(f(x)))which measures the distance between the original data and reconstruction





• SelfOracle

Reconstruction error
$$d(x, x') = \frac{1}{WHC} \sum_{i=1, j=1, c=1}^{W, H, C} (x[c][i, j] - x'[c][i, j])^2$$

Images have width W, height H and C channels, assume that the pixel-wise error

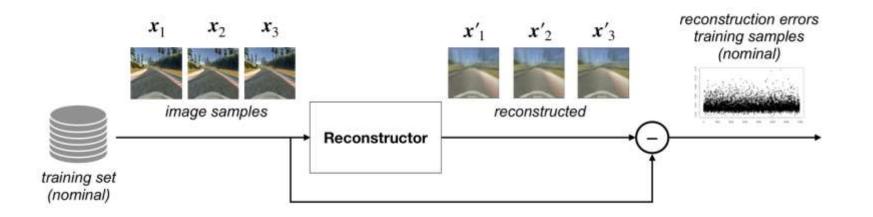
$$e[c][i,j] = x[c][i,j] - x'[c][i,j]$$
 $e[c][i,j] \sim \mathcal{N}(0,\sigma_{c,i,j}).$

Then

$$d(x,x') \sim \Gamma(\alpha,\beta).$$



• SelfOracle

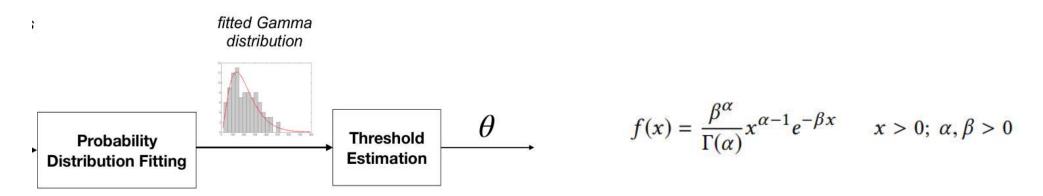


Training Set: user manually controls the car in **Udacity simulator** while the simulator records the actions

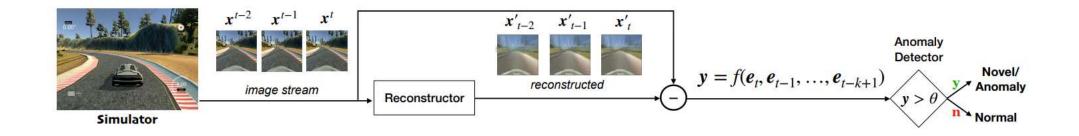
Reconstructor: Autoencoder



• SelfOracle



Fit the data (reconstruction errors) by maximum likelihood estimation (MLE).



Ours Works



Sythetic datasets and scenarios for Autonomous Driving testing



Our Works



• Scenario Description language for Road network





Scenario Description

Road network data

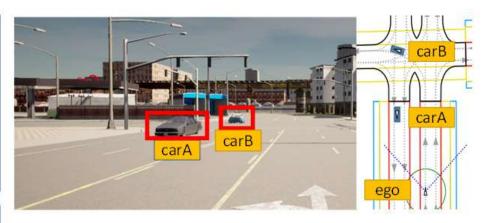
Property graph Model

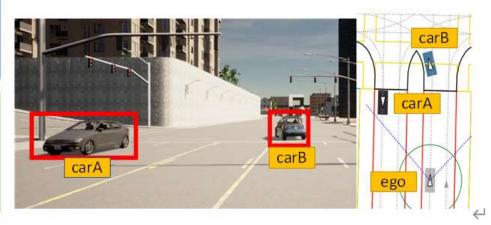
Our Works



• Scenario Description language for Road network

```
1 r1 : Road, is2Way = True
 2 g1 : Group , laneNum = 2
 3 g2 : Group , laneNum = 2
4 g1.road = r1
 5 \text{ g2.road} = r1
 6 \text{ g1.opposite} = g2
 7 ego_lane : Lane, index = 1
8 12 : Lane, index = 2
 9 ego lane.group = g1
10 \ 12.group = g2
11 j1 : Junction, is4Way = True
12 13 : Lane, turn = LEFT
13 13.junction = j1
14 ego_lane.succ = 13
```





《嵌入路网图模型的自动驾驶场景描述语言》 软件学报, CCF A 中文



