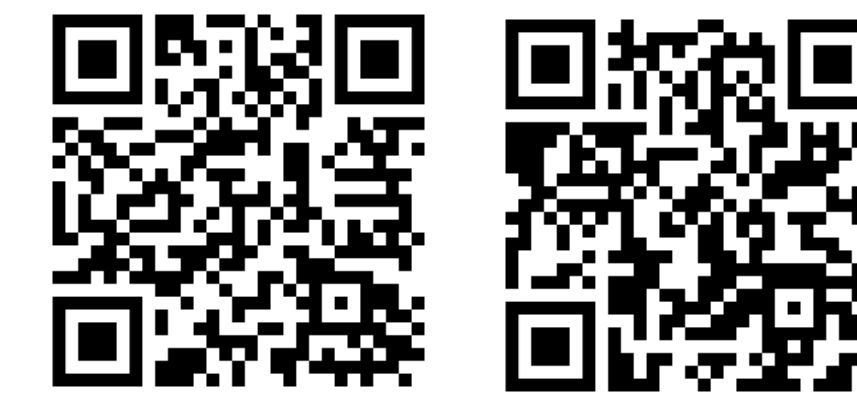


Pseudo-LiDAR from Visual Depth Estimation:

Bridging the Gap in 3D Object Detection for Autonomous Driving

Yan Wang, Wei-Lun (Harry) Chao, Divyansh Garg, Bharath Hariharan, Mark Campbell, Kilian Q. Weinberger

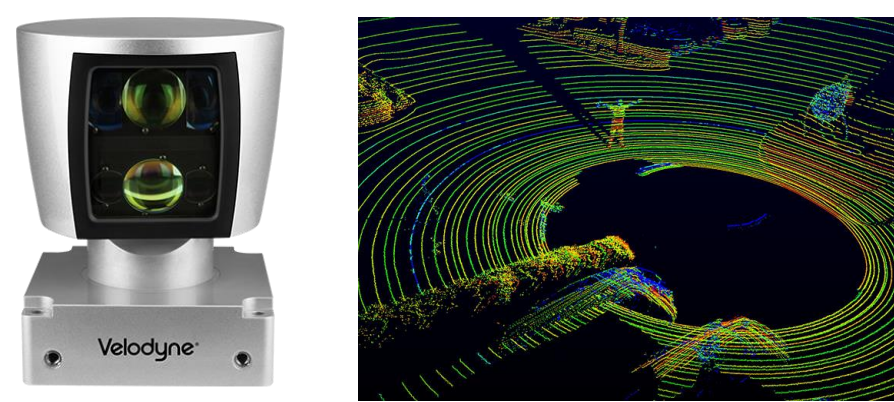


Highlights

- Propose an **image-based 3D detection framework**: converting **image-based depth maps to pseudo-LiDAR representation** enables existing **LiDAR-based 3D object detectors**
- Achieve a **45% AP_{3D}** on the **KITTI benchmark**, almost a **350% improvement over the previous SOTA**

Introduction

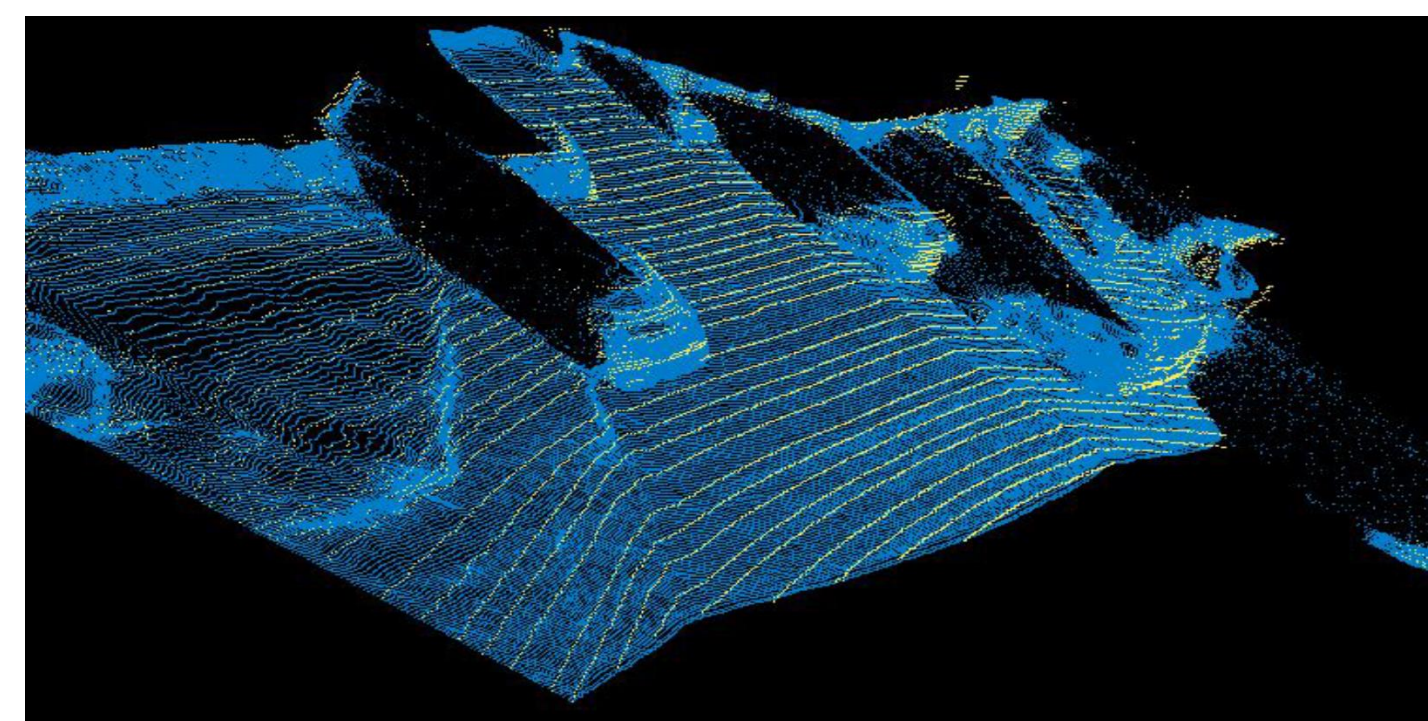
- 3D object detection is essential for autonomous driving.
- Most approaches rely on LiDAR for precise depths, but:
 - Expensive (64-line = \$75K USD)
 - Over-reliance is risky.
 - Alternatives are needed.
- Image-based approaches fall far behind (10% vs. 74% AP_{3D}), commonly attributed to *poor image-base depth estimation*.



Is image-based depth accurate?

- Image-based depth maps Z can be transformed to 3D points

$$\begin{aligned} \text{(depth)} \quad z &= Z(u, v) \\ \text{(width)} \quad x &= \frac{(u - c_u) \times z}{f_u} \\ \text{(height)} \quad y &= \frac{(v - c_v) \times z}{f_v} \end{aligned}$$

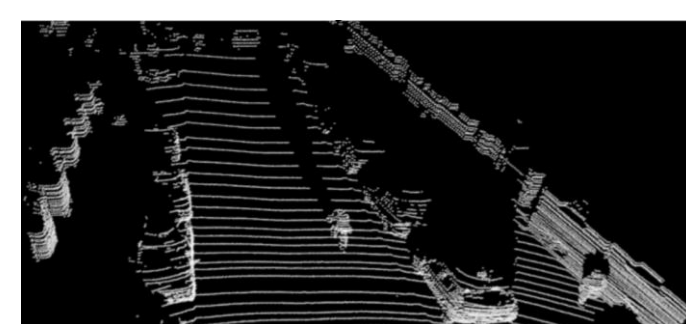


c_u, c_v : image center
 f_u, f_v : focal lengths

- Stereo depth vs. LiDAR: points are surprisingly consistent!**

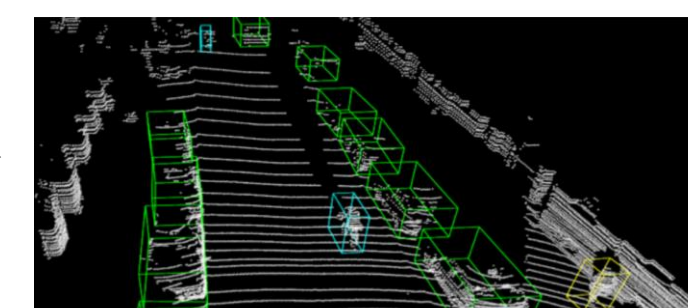
Data representation matters!

- LiDAR-based 3D detectors



Point cloud
or
bird's-eye view (BEV)

[VoxelNet, 2018]

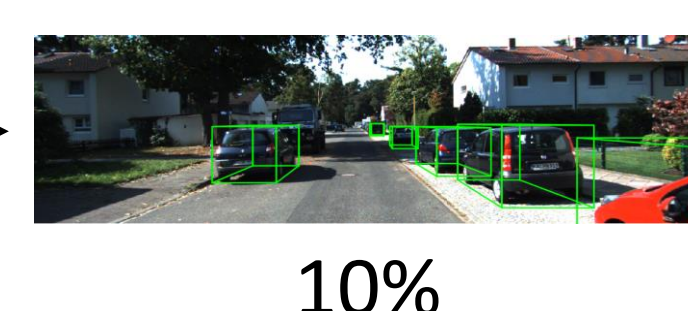


74%

- Image-based 3D detectors



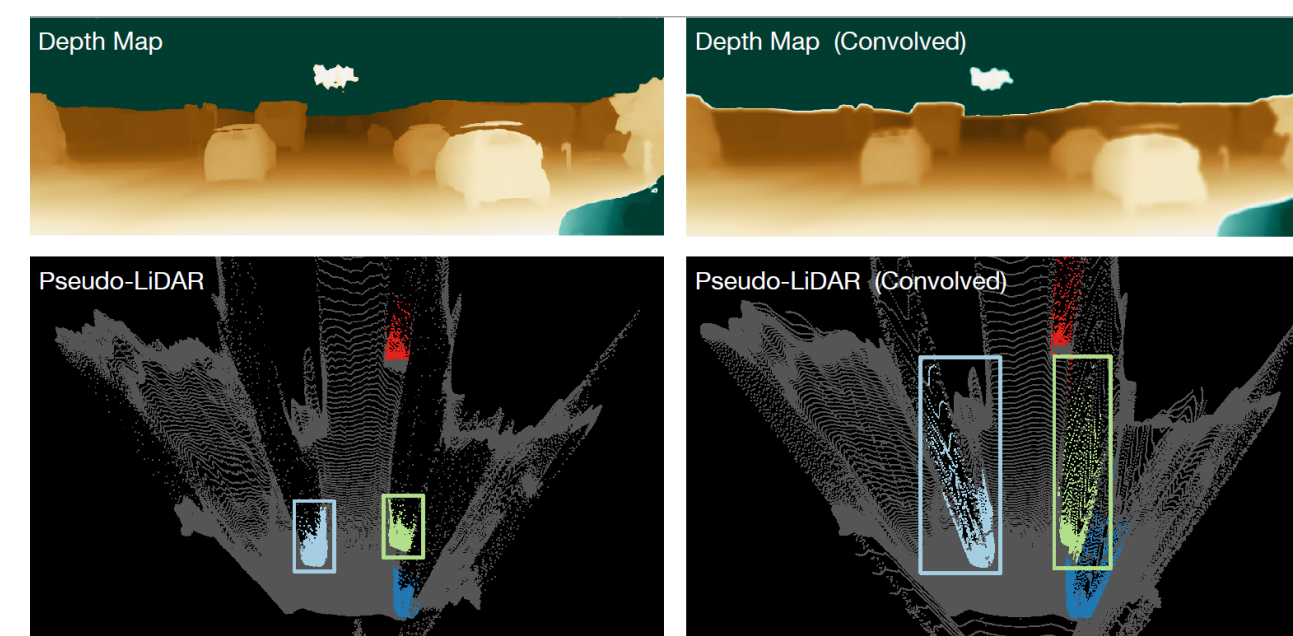
Frontal view,
followed by the
2D detection pipeline



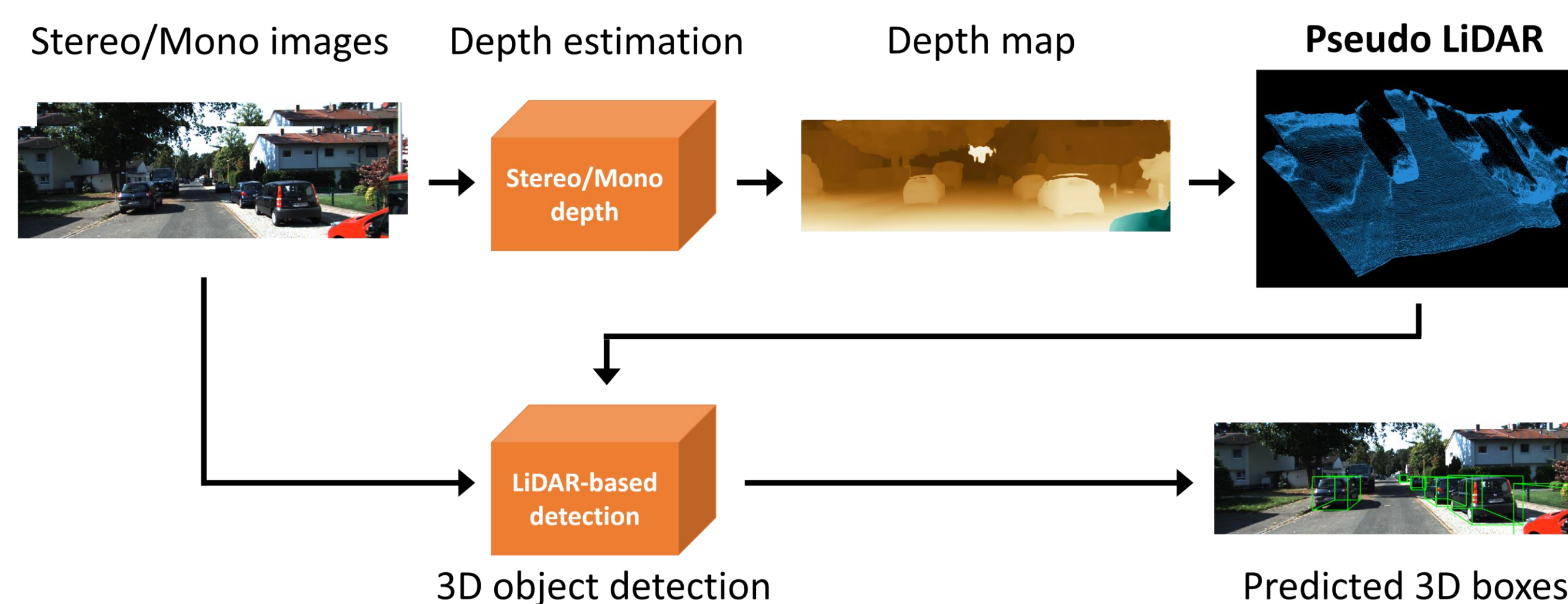
10%

- Issues with convolution from the frontal view:

- Object sizes vary with depth.
- Neighboring pixels may be far-away in 3D, making it hard for convolutional networks to precisely localize objects in 3D.



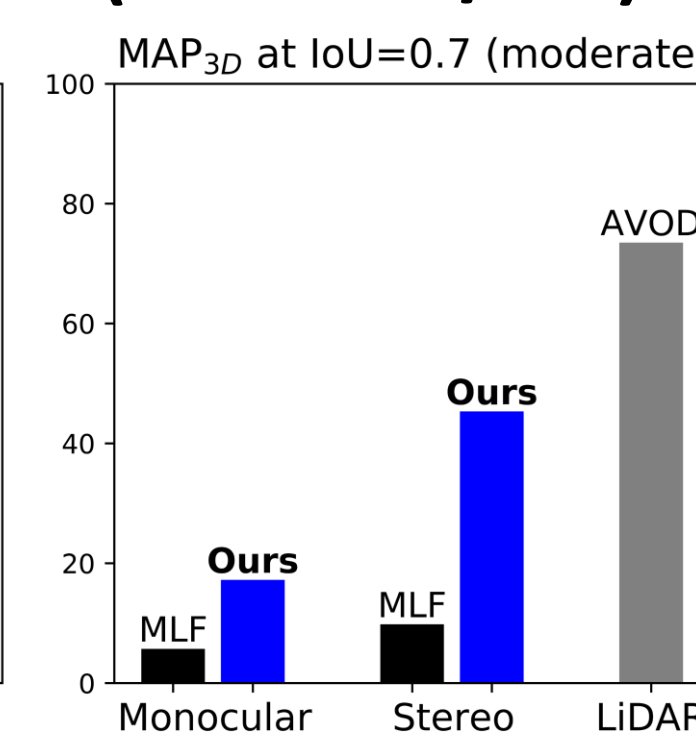
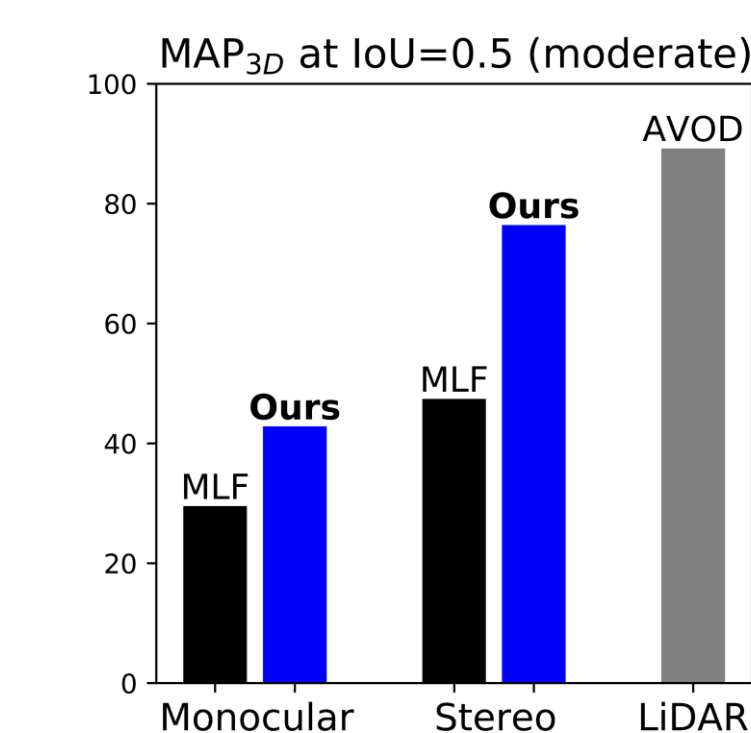
Proposed pseudo-LiDAR framework



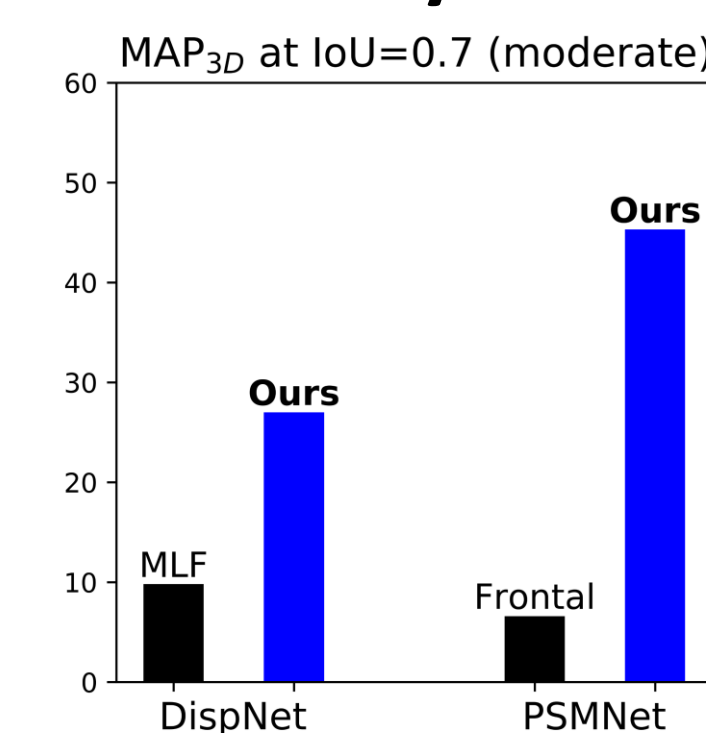
Experiments

- Dataset:** KITTI object detection (4K/4K/8K images for train/val/test), focusing on “car”
- Our approach:** PSMNet [1]/Dorn [2] for Stereo/monocular depth + AVOD detector [3]

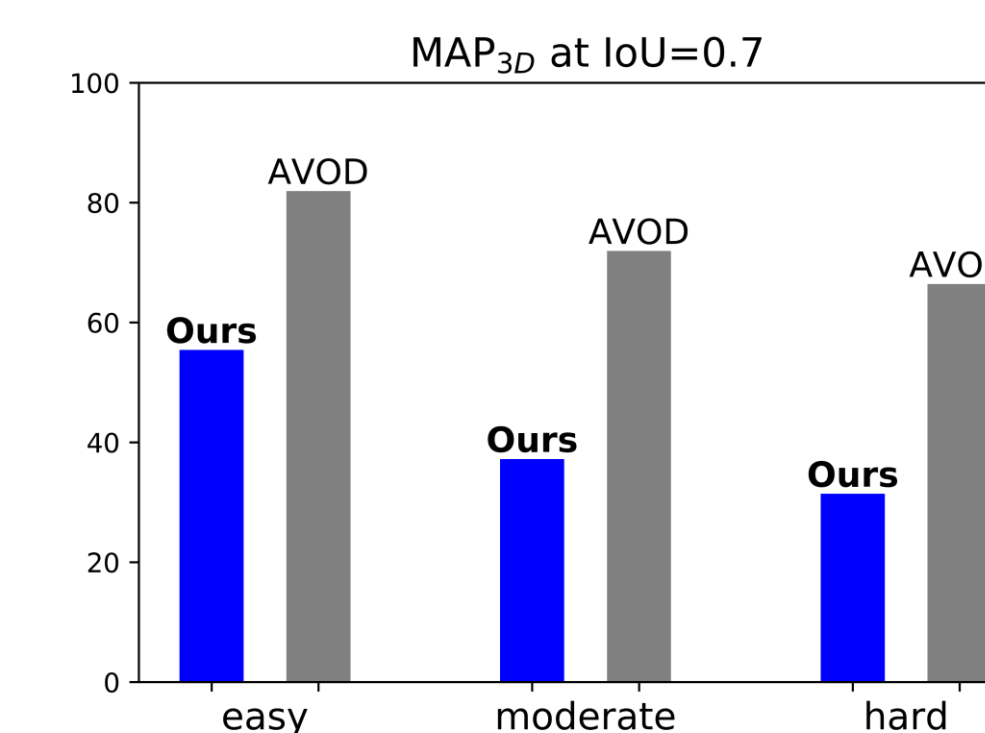
Validation results (IoU = 0.5/0.7)



Analysis



Test results



Discussion, conclusion, and future work

- The historic performance gap between image- and LiDAR-based approaches may be more due to differences in processing rather than data quality.
- Pseudo-LiDAR largely improves image-based 3D detection, and may be a promising alternative (or complimentary) to LiDAR.
- Future directions:** improve stereo depth for far-away objects and computational efficiency

Current progress:

- Novel stereo depth network: 45.3% → **50.4%**
- Fuse stereo with 4-line LiDAR: 50.4% → **63.4%**
- Code:** https://github.com/mileyan/pseudo_lidar

[1] Pyramid stereo matching network. In CVPR, 2018.
 [2] Deep ordinal regression network for monocular depth estimation. In CVPR, 2018.
 [3] Joint 3d proposal generation and object detection from view aggregation. In IROS, 2018.
 [4] Multi-level fusion based 3d object detection from monocular images. In CVPR, 2018.
 [5] A large dataset to train convolutional networks for disparity, optical flow, and scene flow estimation. In CVPR, 2016.

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