

# Augmented Vehicular Reality (AVR)

Hang Qiu, Fawad Ahmad, Fan Bai, Marco Gruteser, Ramesh Govindan



# Reliable Autonomous Driving

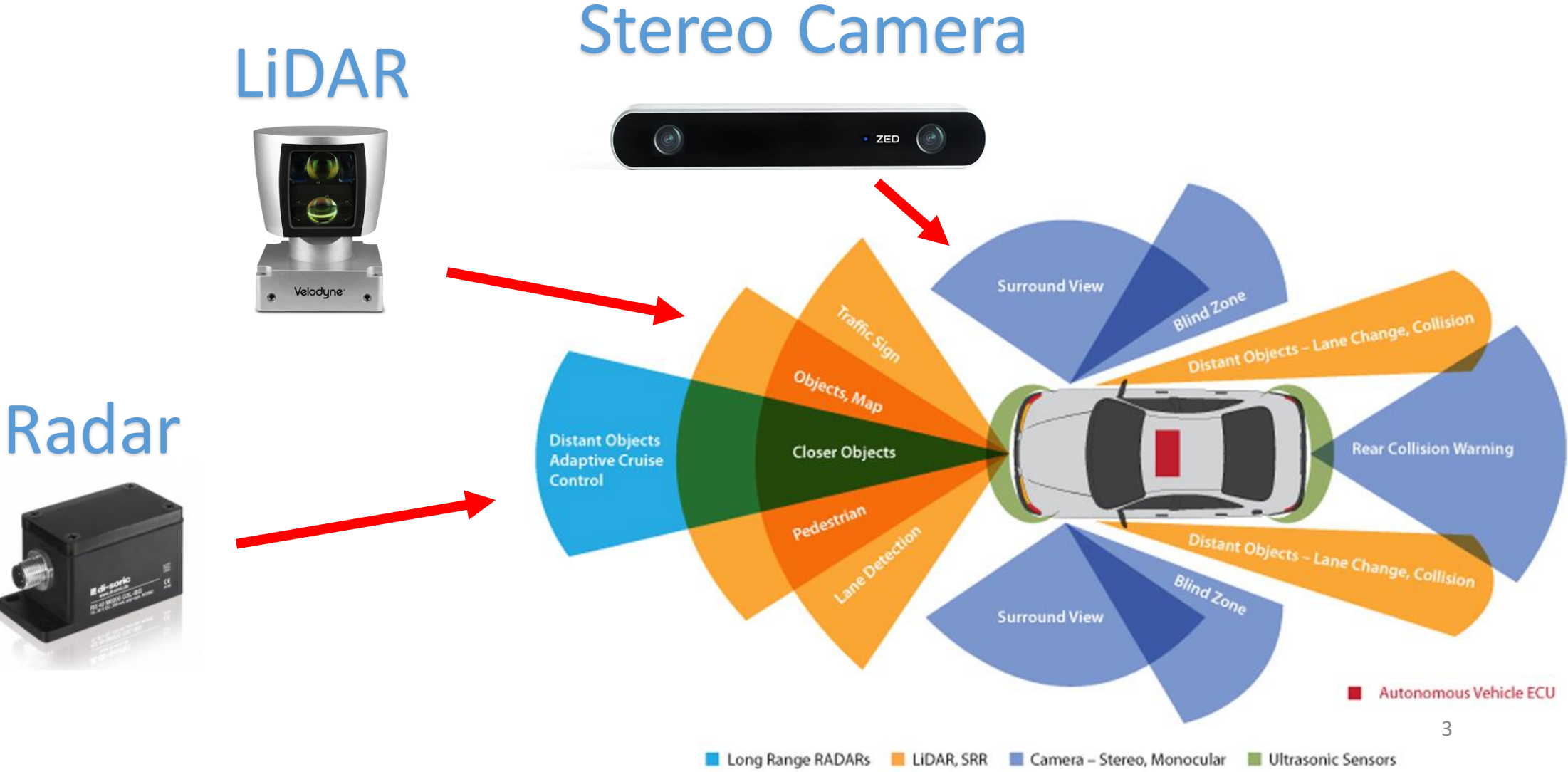


Human drivers can achieve high reliability

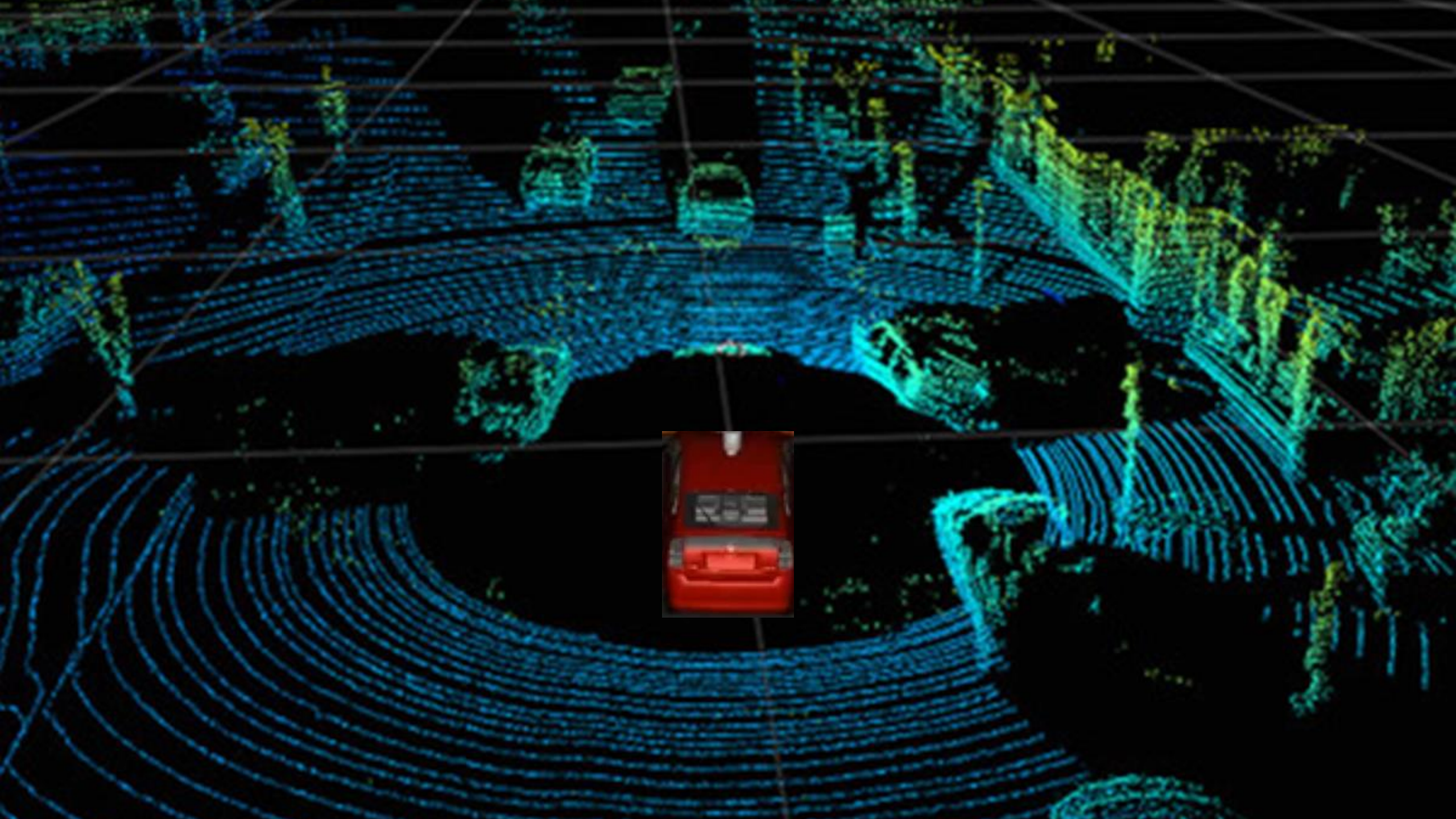
- ~ 100,000,000 miles between fatalities

Can autonomous cars reach the same level of reliability? <sup>2</sup>

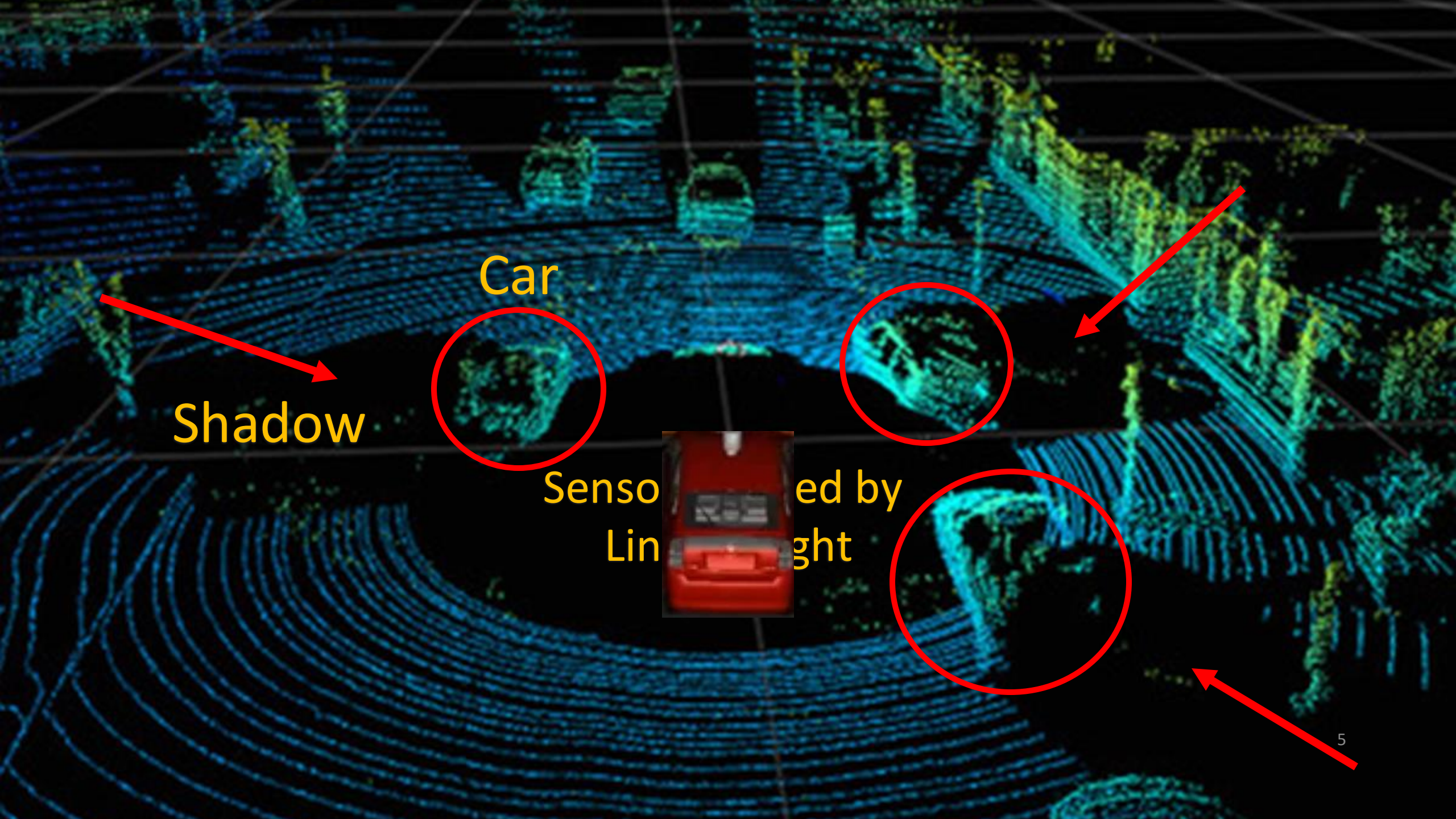
# Reliability with Advanced Sensing











Shadow

Car

Sensored by  
Light

3D perception is limited by occlusion





3D perception is limited by occlusion

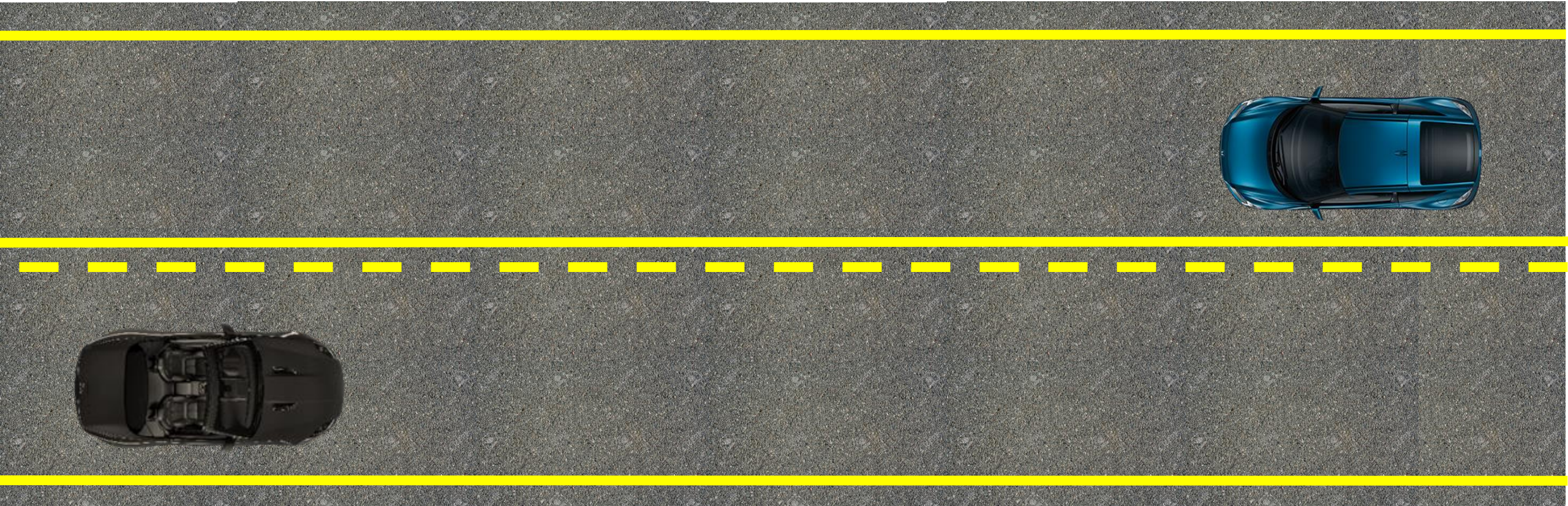


# Extended Vision





# Extended Vision Improves Safety

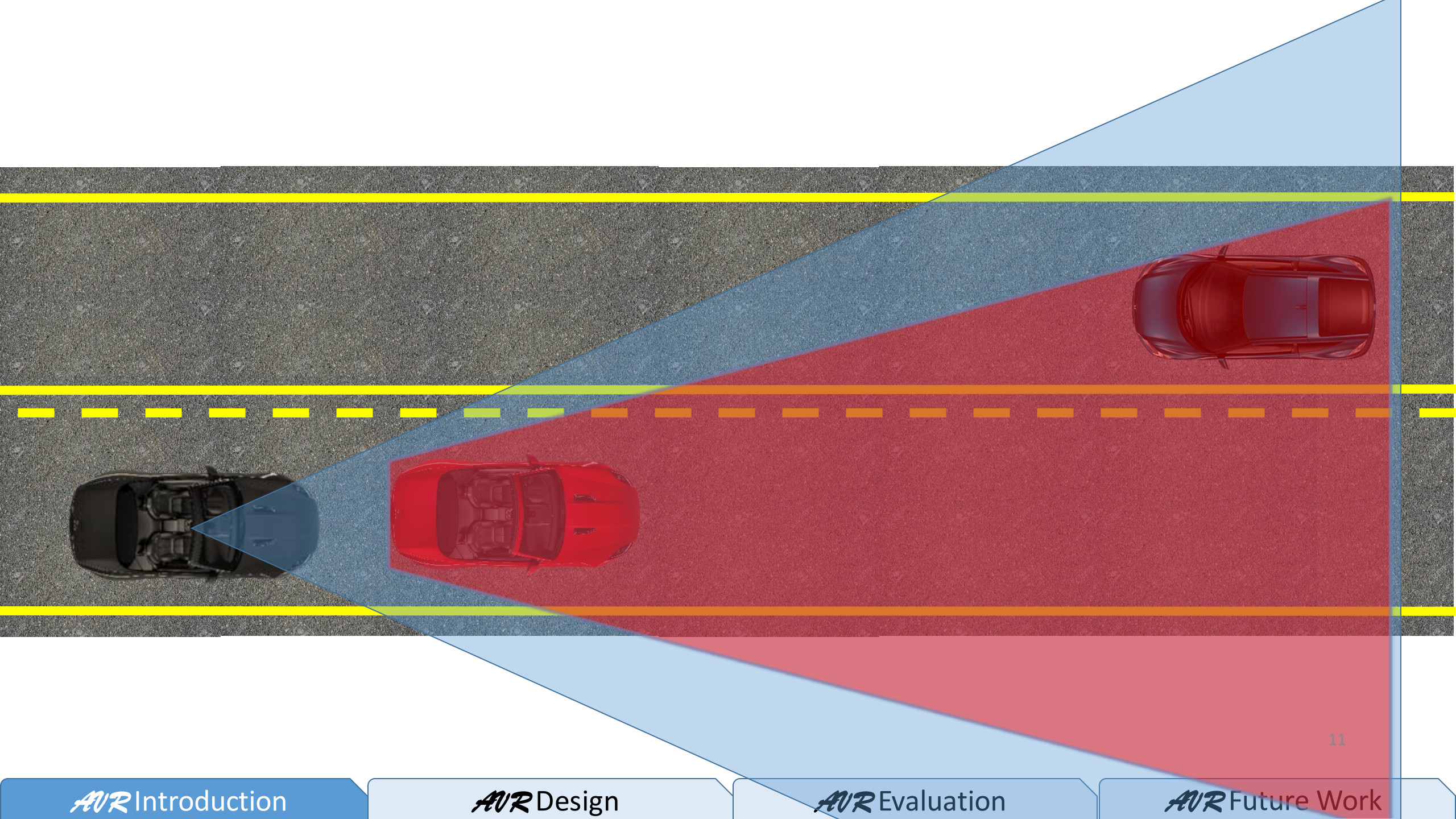




1. Use only genuine GM parts and accessories.  
2. Use proper installation and fastening techniques.  
3. Do not use power tools to install or remove parts.  
4. Do not use power tools to install or remove parts.  
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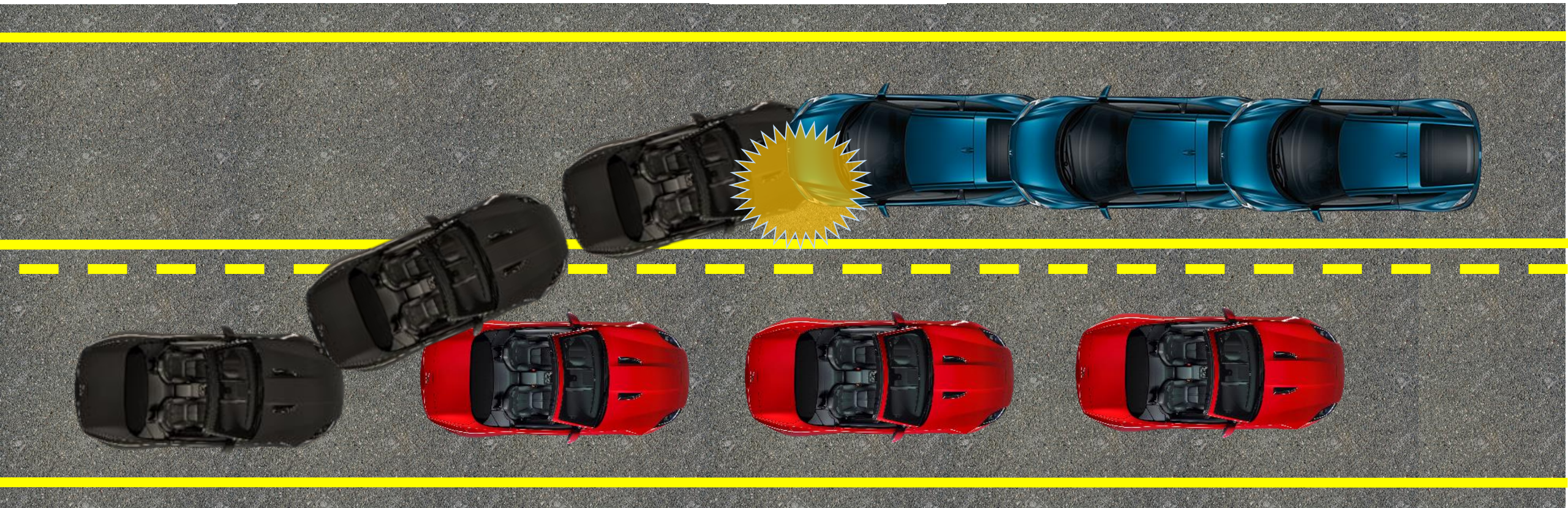




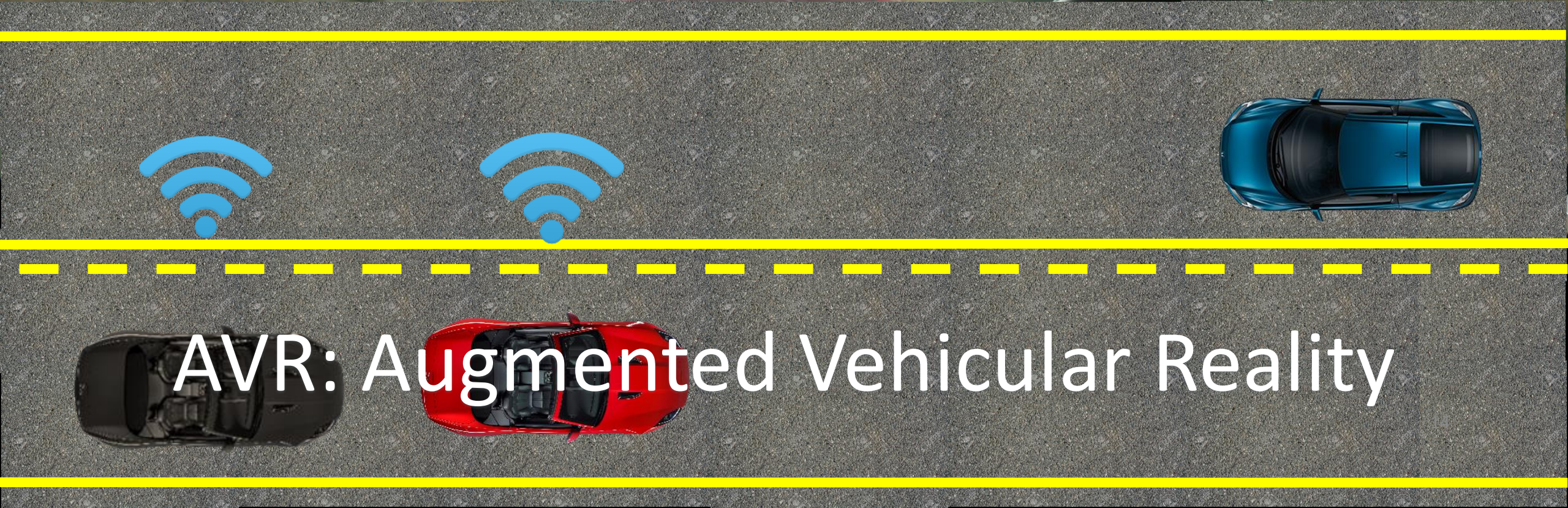




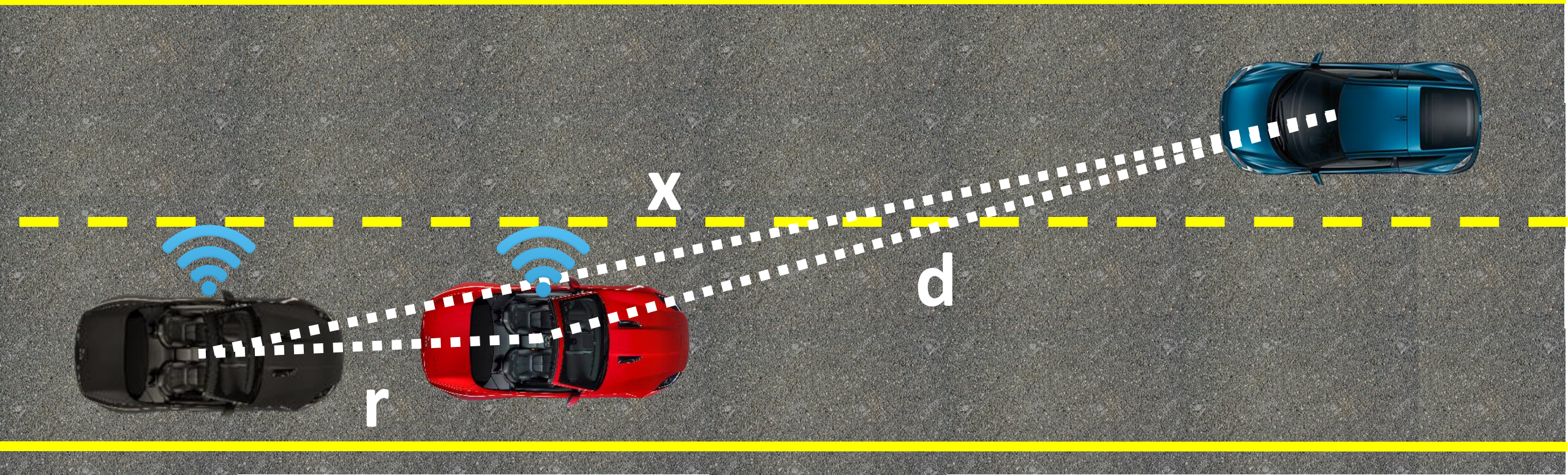












## AVX: Challenges

- Accurate Positioning
- Extremely Limited V2V Bandwidth
- Low Latency

# AVR Contributions

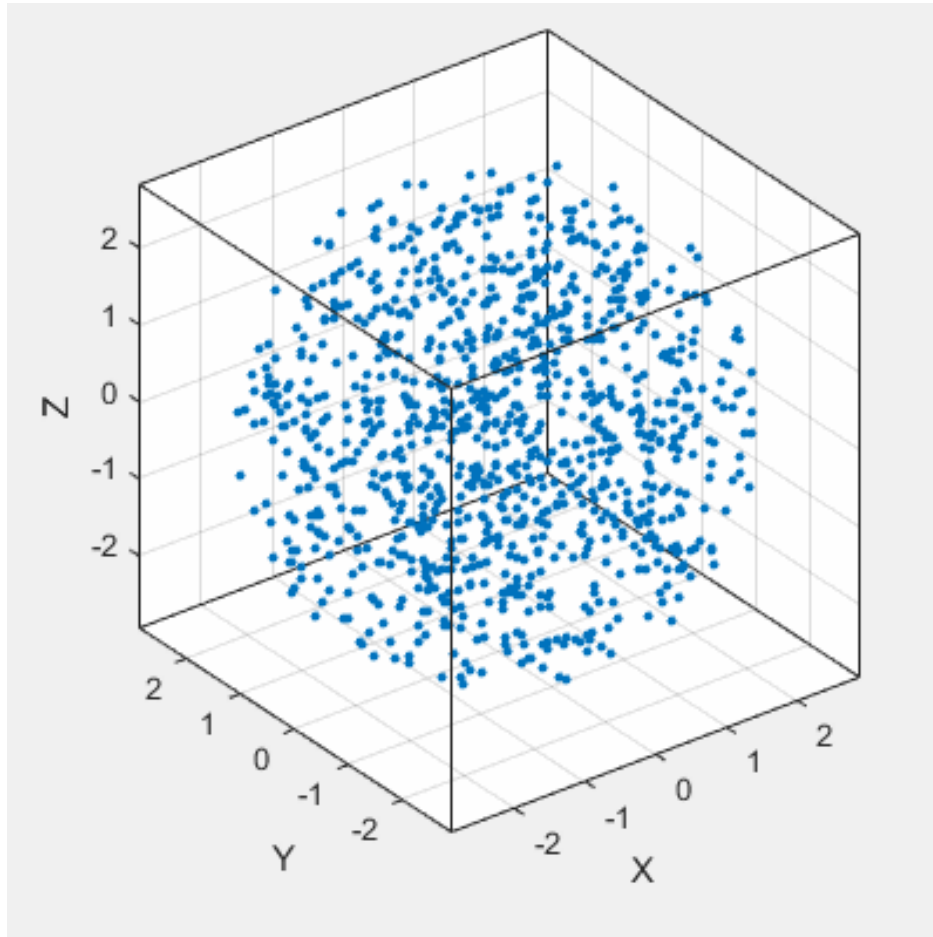
- Accurate Positioning
  - Relative Positioning using 3D Feature Map
  - Perspective Transformation
- Extremely Limited V2V bandwidth
  - Dynamic Object Extraction
  - Adaptive Motion Vector Transmission
- Low Latency
  - Pipeline Optimization
  - Motion Prediction to Hide Latency

# AVR Contributions

- **Accurate Positioning**
  - Relative Positioning using 3D Feature Map
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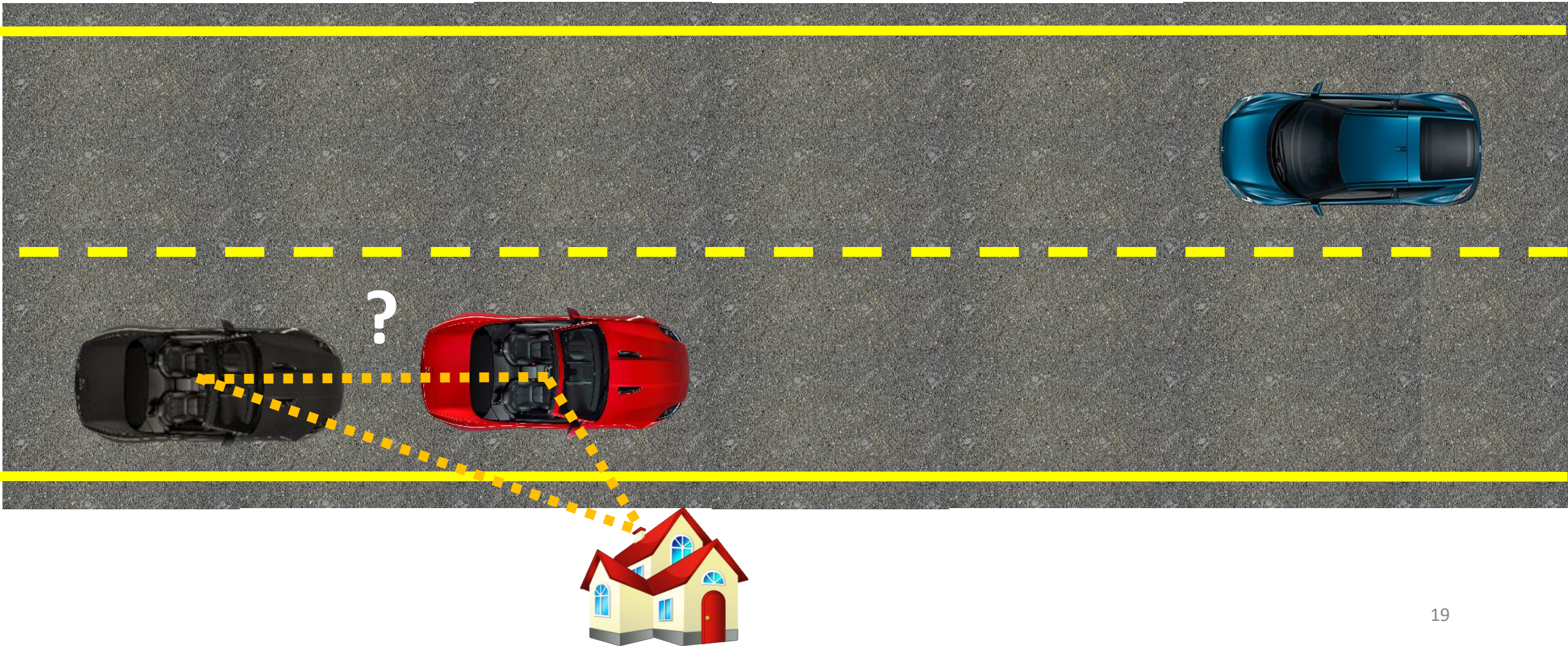


# 3D Perception: The Point Cloud



- Voxel
  - Position (x, y, z)
  - Color (R, G, B)
  - Reflection Intensity

# Relative Positioning

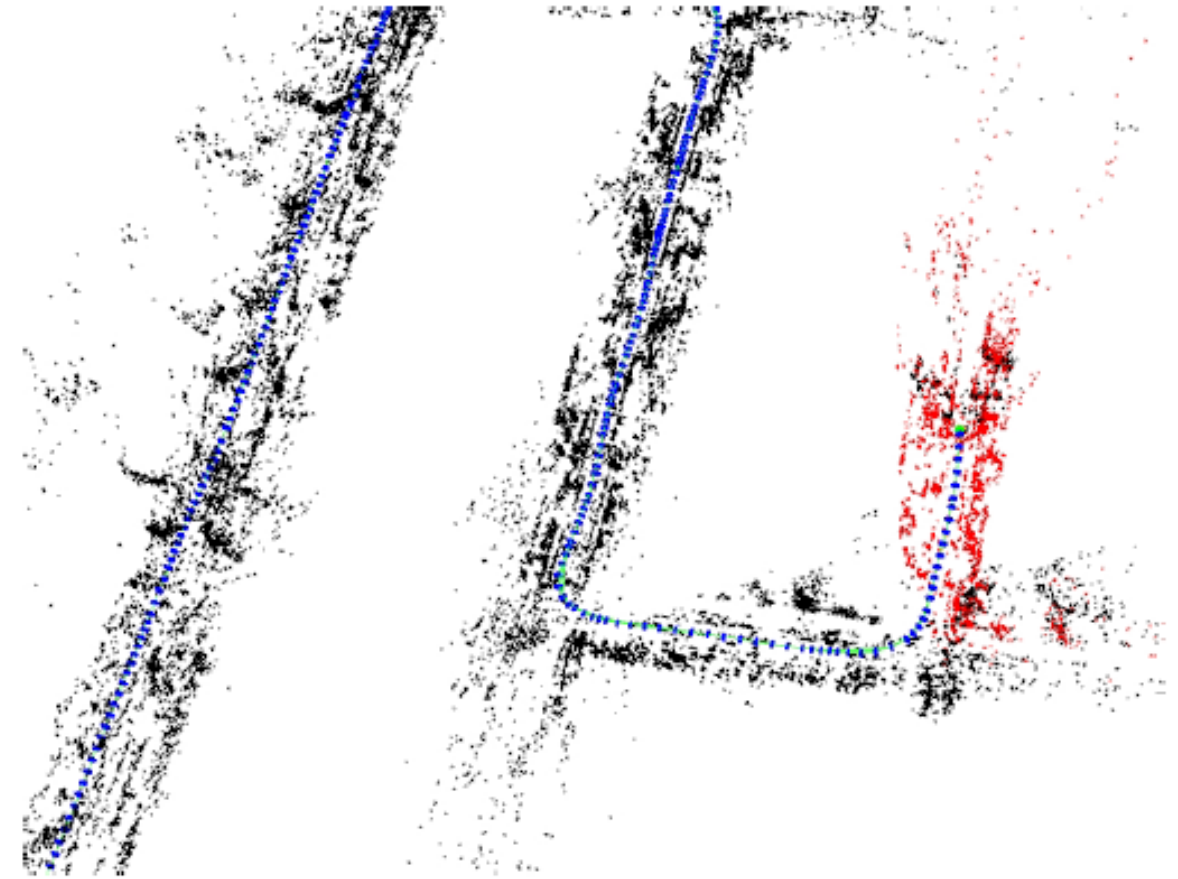
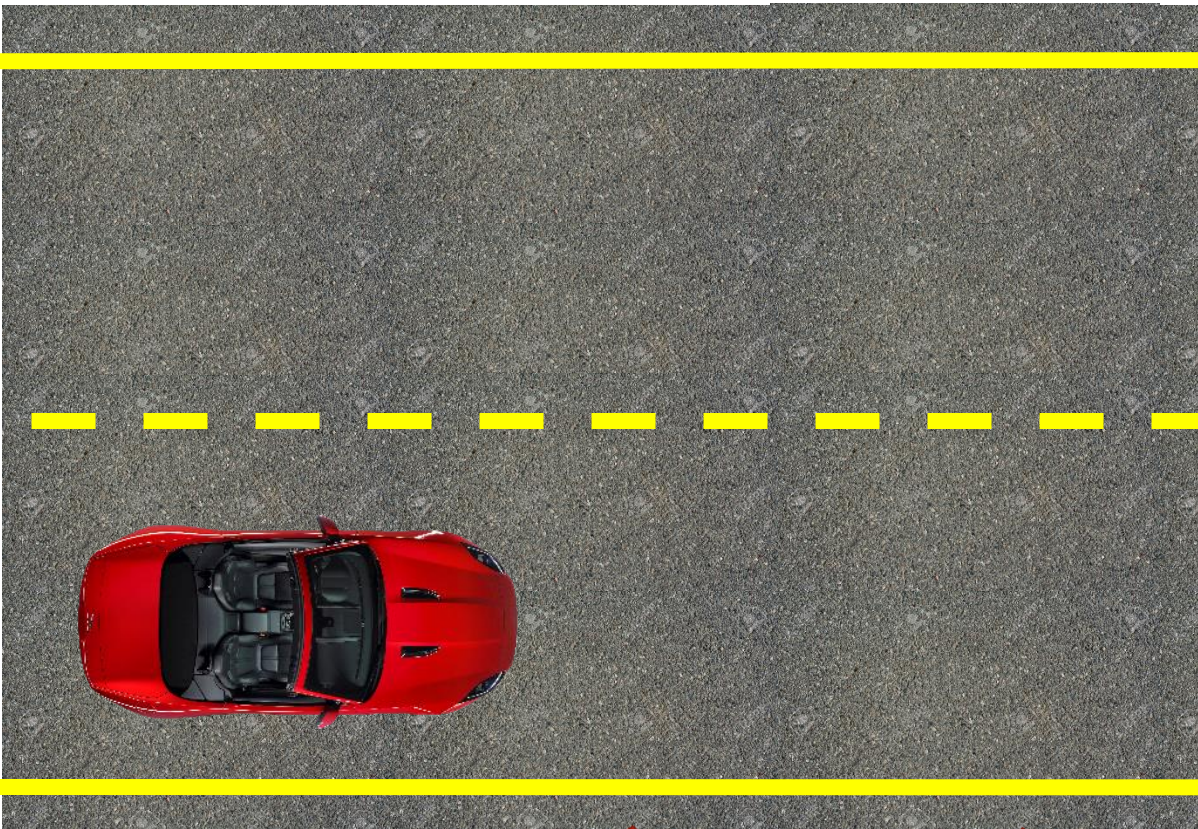


# Sparse Features for Localization





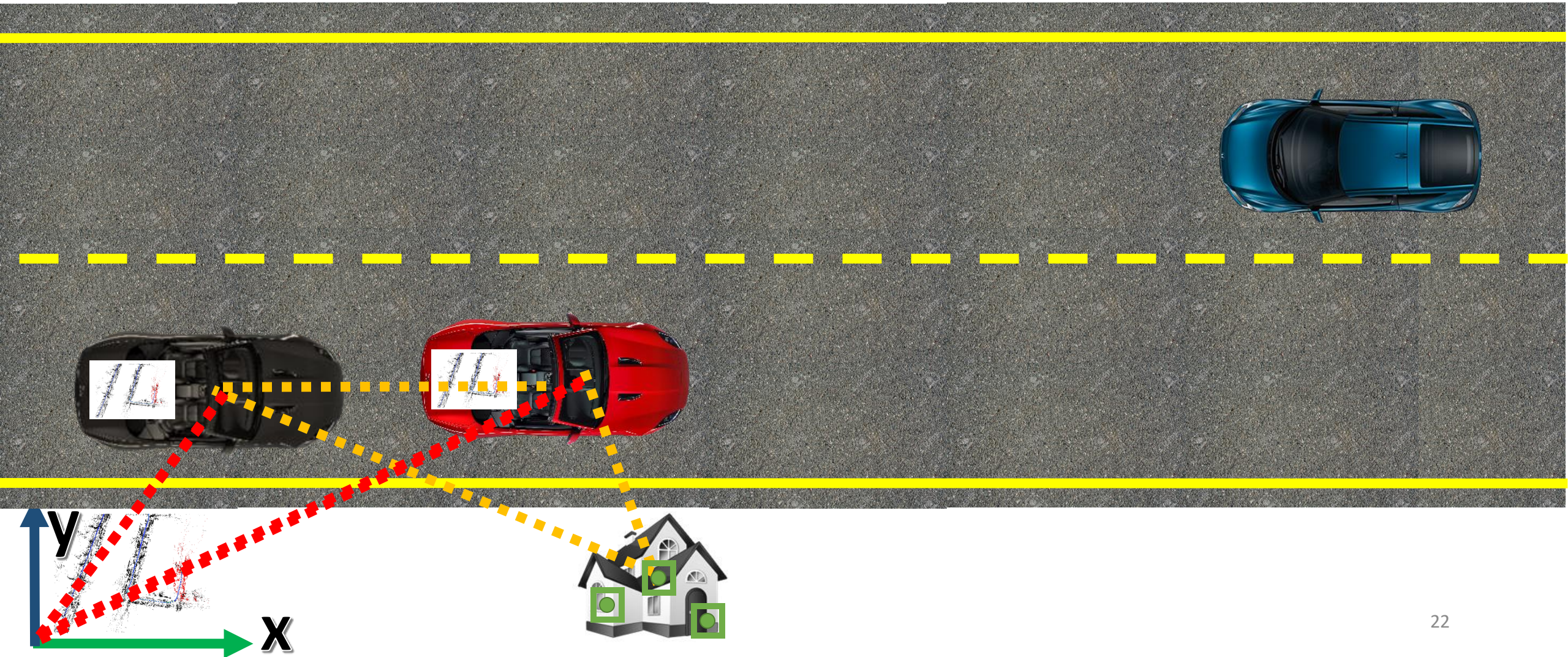
# Collecting the 3D feature map



AVR uses SLAM to build a 3D feature map

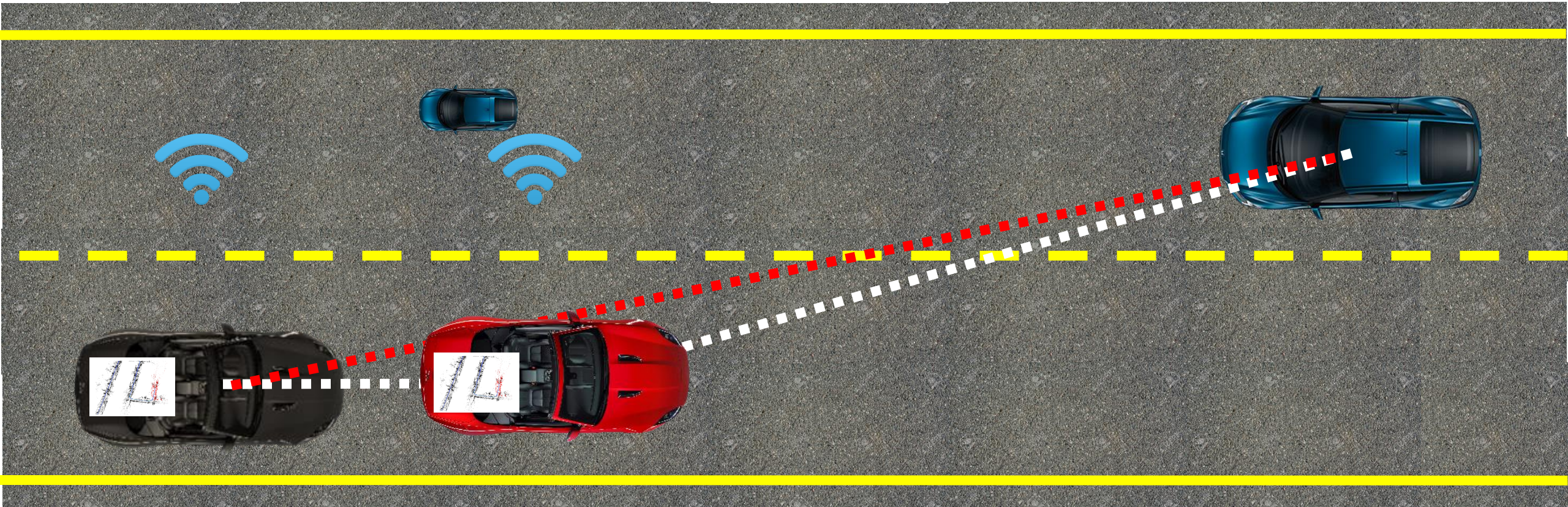


# Localization using sparse 3D map





# Perspective Transformation





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# The Bandwidth



	Data Size	Bandwidth at 30fps
Full Point Cloud	4.91 MB	1178.4 Mbps
A Single Car	0.33 MB	79.2 Mbps

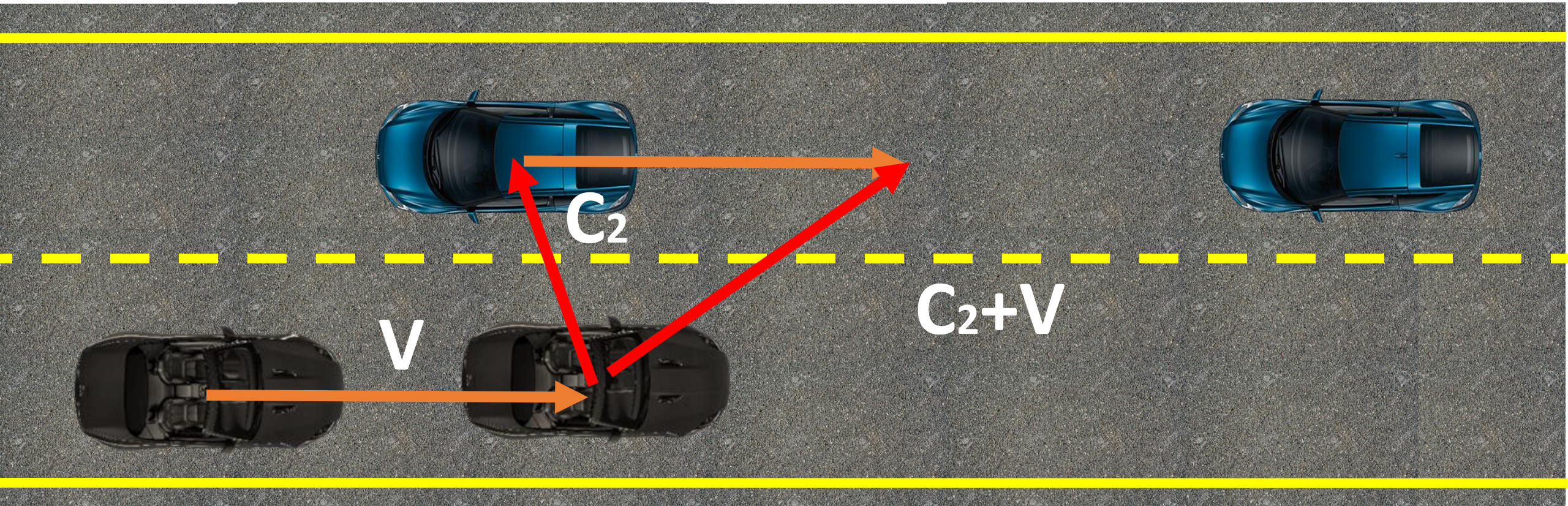
DSRC	802.11g
6 ~ 27 Mbps	6 ~ 54 Mbps

# Dynamic Object Detection

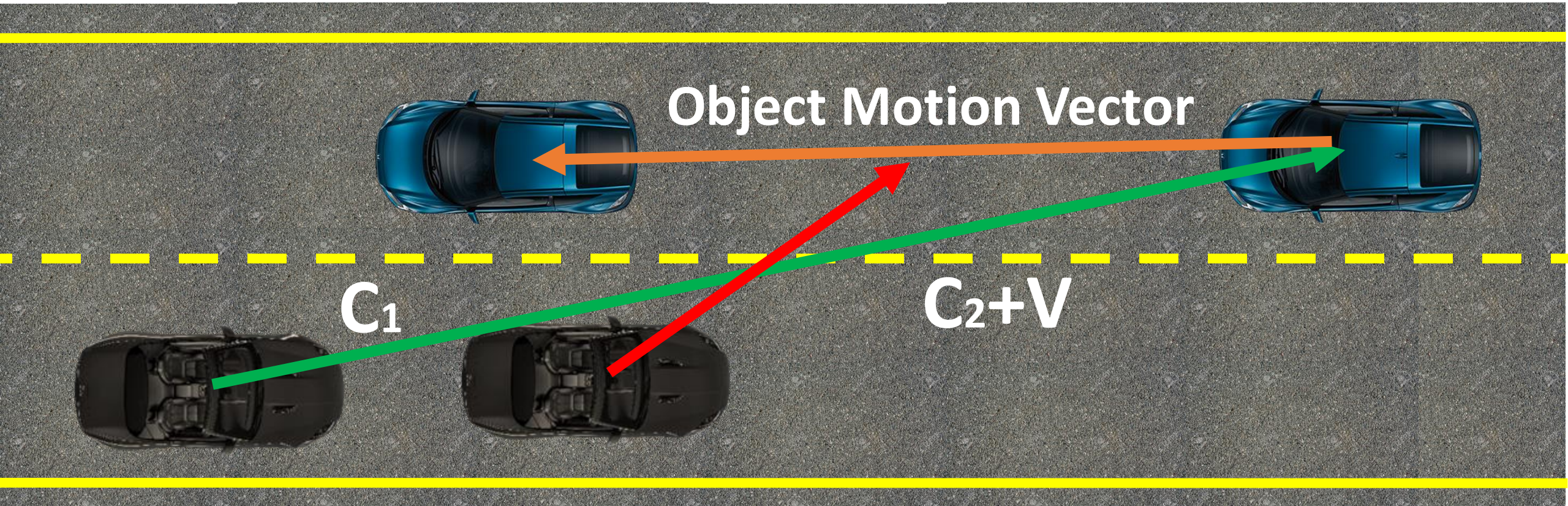




# Dynamic Object Detection

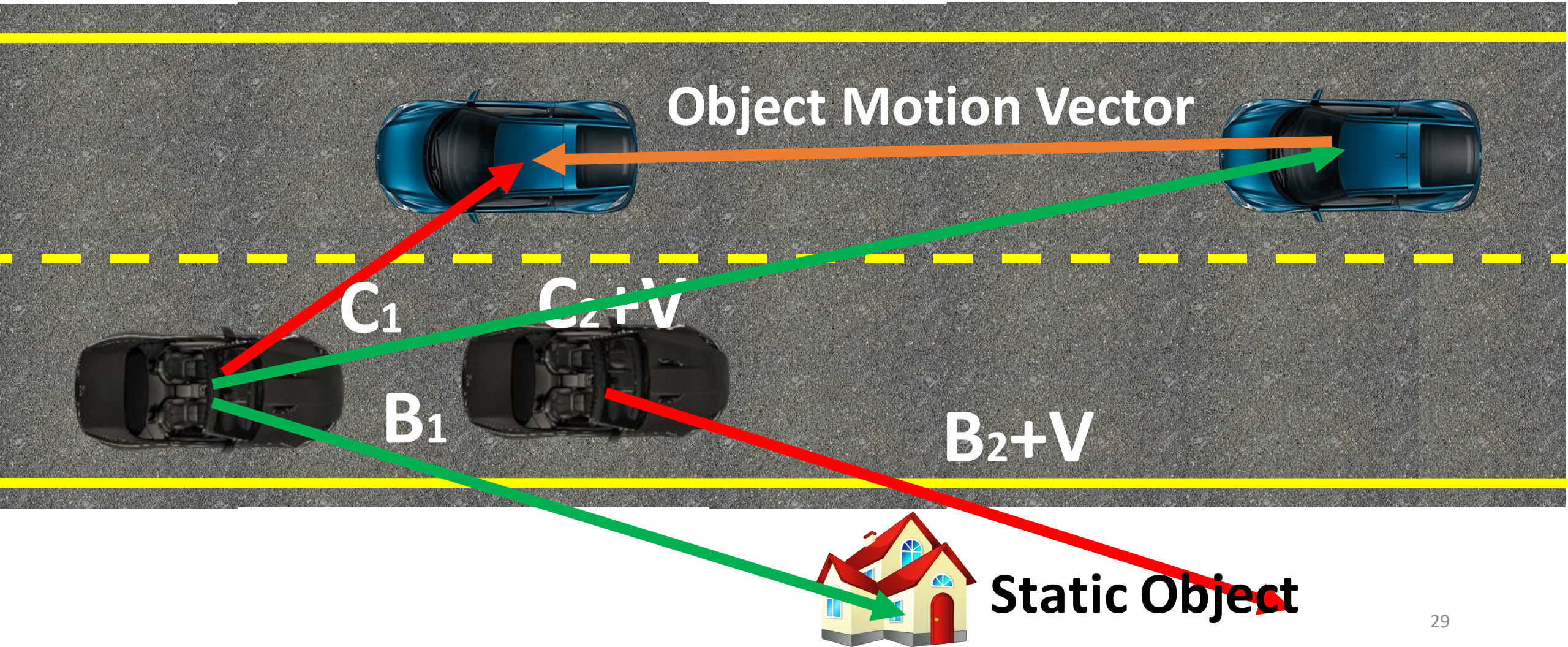


# Estimating Absolute Motion



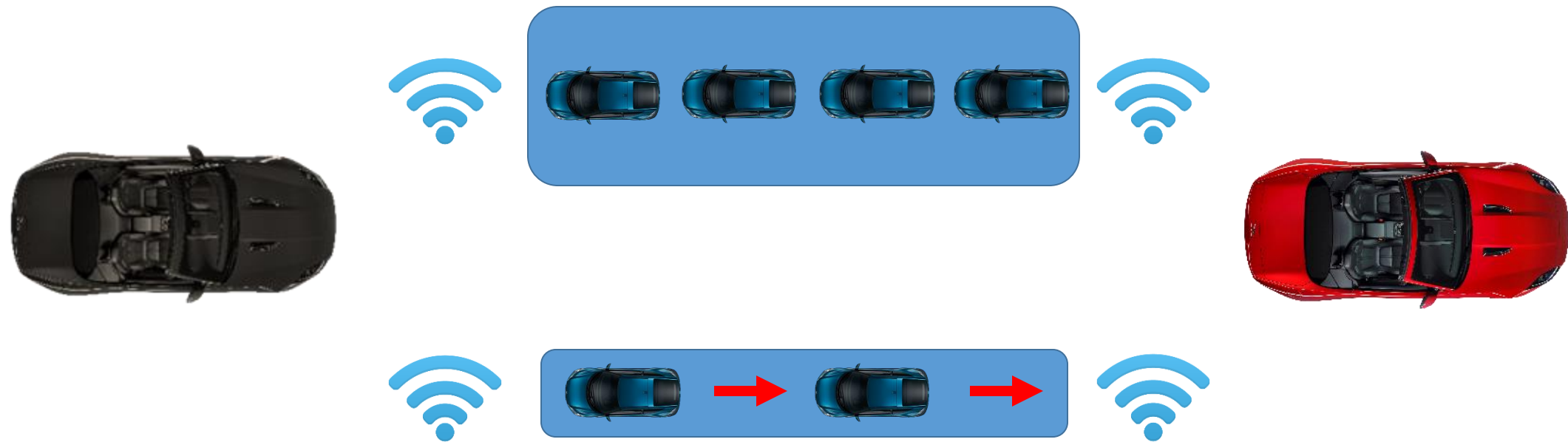


# Isolating Dynamics from Statics



# Adaptive Transmission

Transmitting Motion Vectors Adaptively based on Bandwidth Availability.

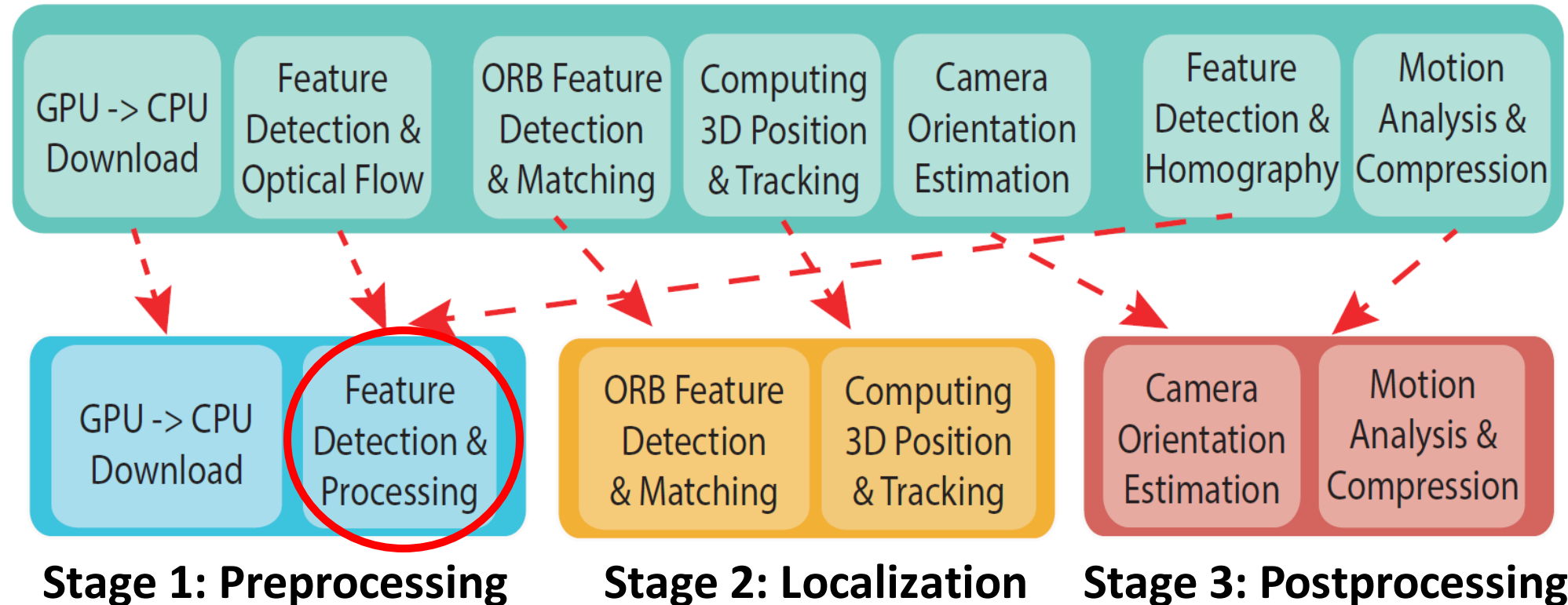




# AVR Contributions

- Accurate Positioning
  - Relative Positioning using 3D Feature Map
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# Pipeline Optimization



Decouple computation and reuse intermediate results to cut latency.  
Distribute computation evenly to 3 stages for high throughput.



# AVR Evaluation

- The Benefits of AVR in ADAS and Autonomous Driving
- End-to-end Performance
- Reconstruction Accuracy
- Bandwidth / Accuracy Tradeoff
- The Impact of Delay
- Motion Estimation Accuracy
- Throughput And Latency

# AVR Evaluation

- The Benefits of AVR in ADAS and Autonomous Driving
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- Reconstruction Accuracy
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- Motion Estimation
- Throughput And Latency



# AVR Setup



## Alienware Laptop

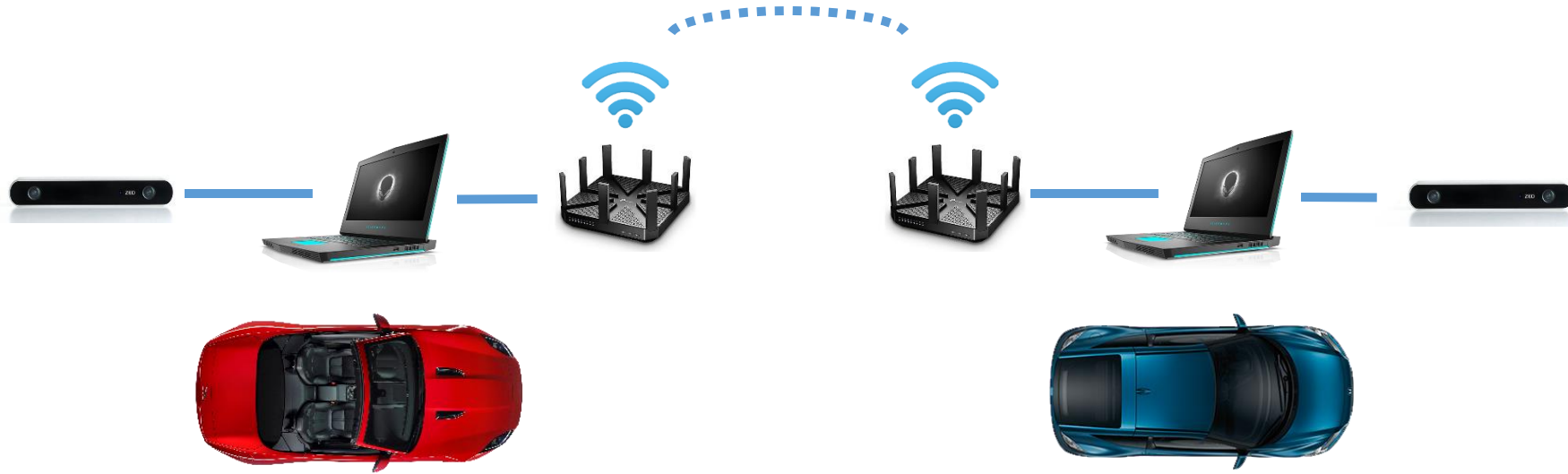
- I7 CPU, 4.4GHz
- 16GB DDR4 RAM
- Nvidia 1080p GPU, 2560 CUDA cores.

## ZED Stereo Camera

## TP-Link Talon 7200

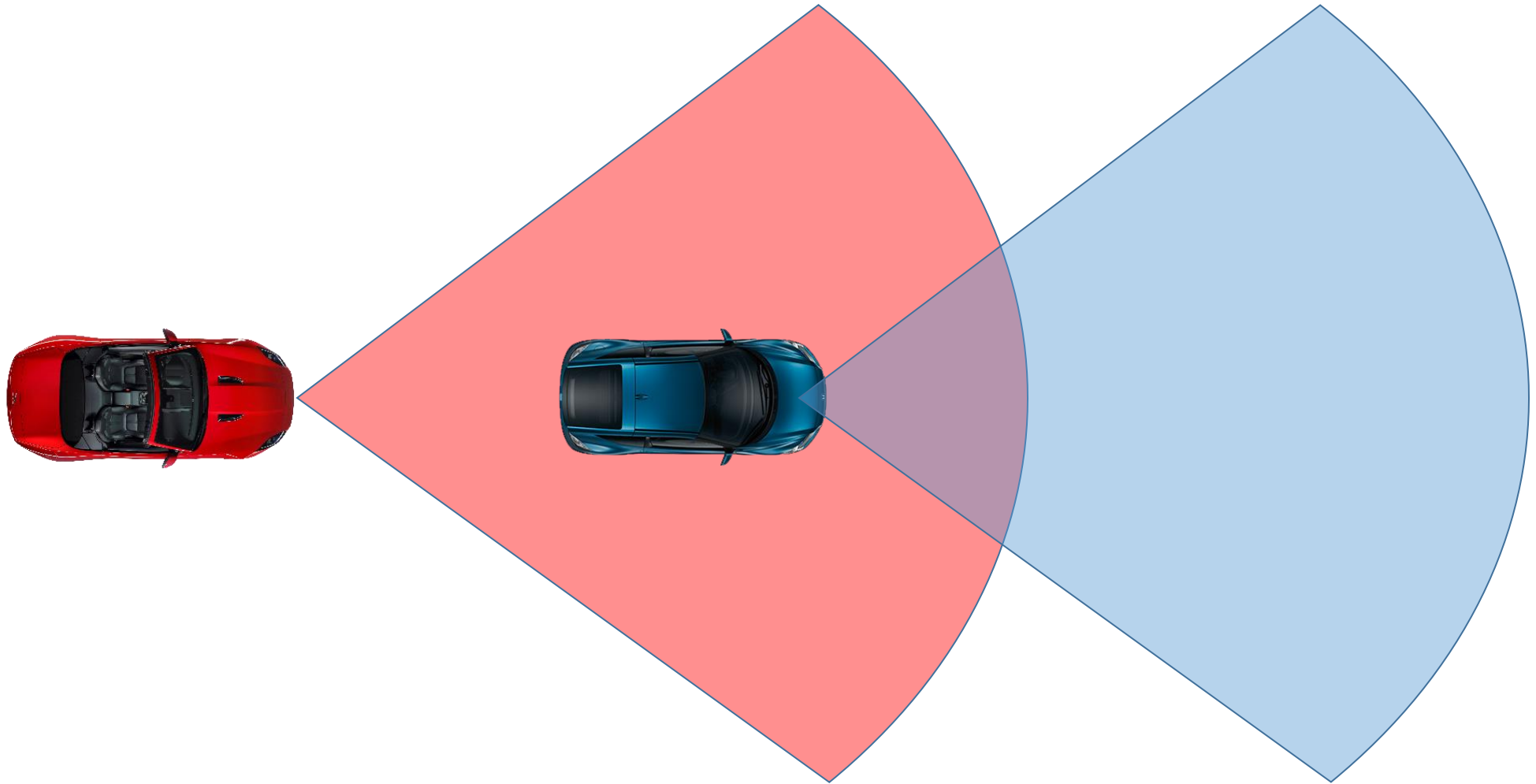
- 802.11 g/n/ac/ad
- Wireless Distributed System (WDS)

# AVR Setup

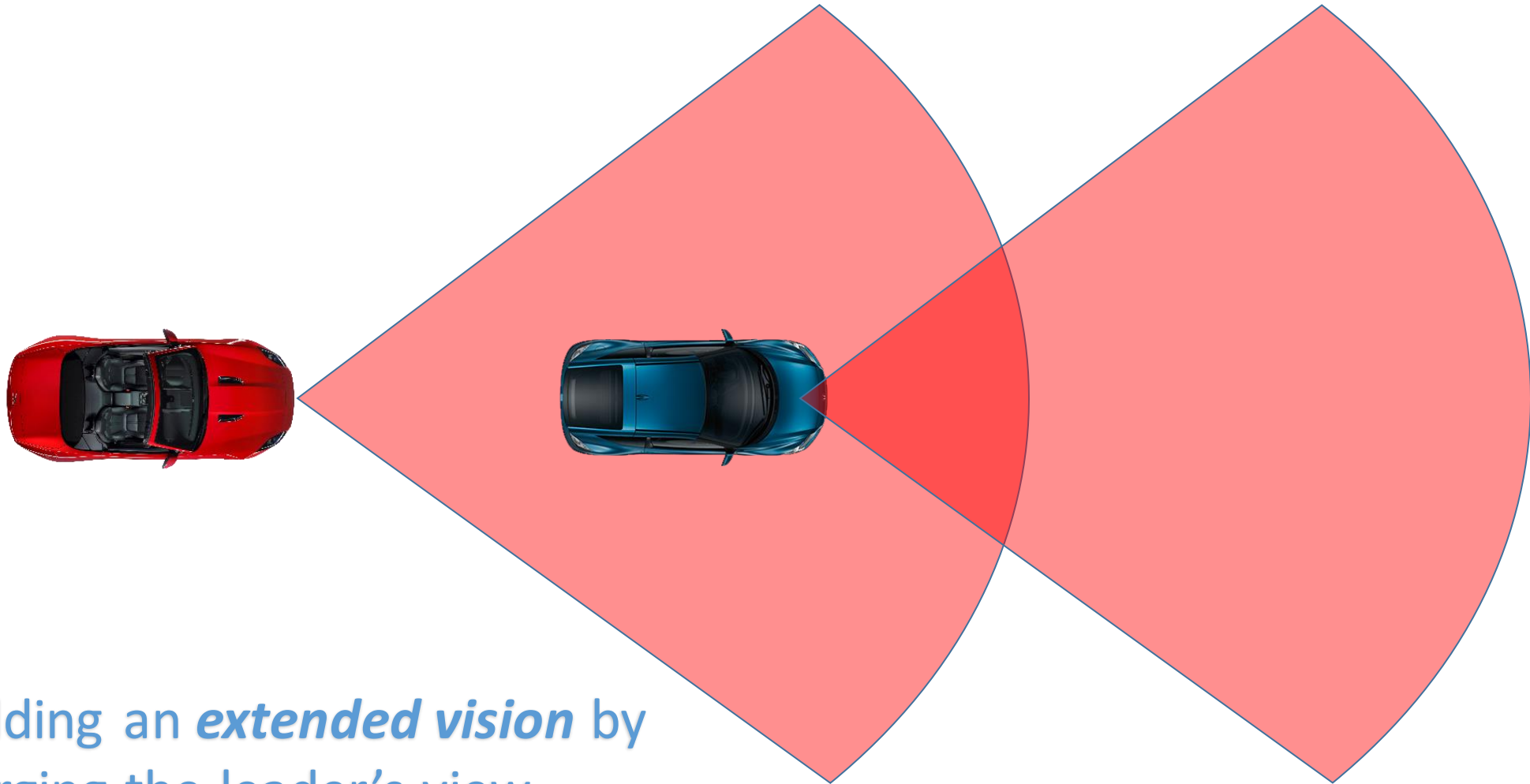




# AVR Setup



# AVR Setup

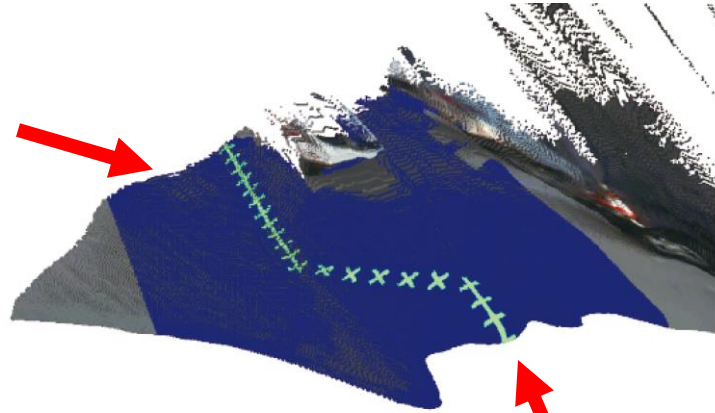


Building an *extended vision* by merging the leader's view.



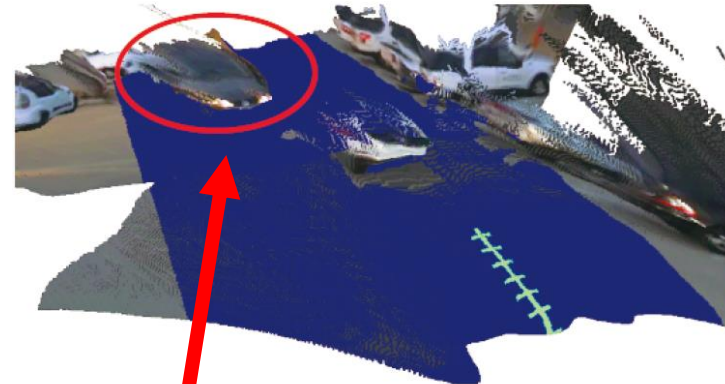
# Benefits in Autonomous Driving

Drivable Space  
(in blue)



a) Without AVR

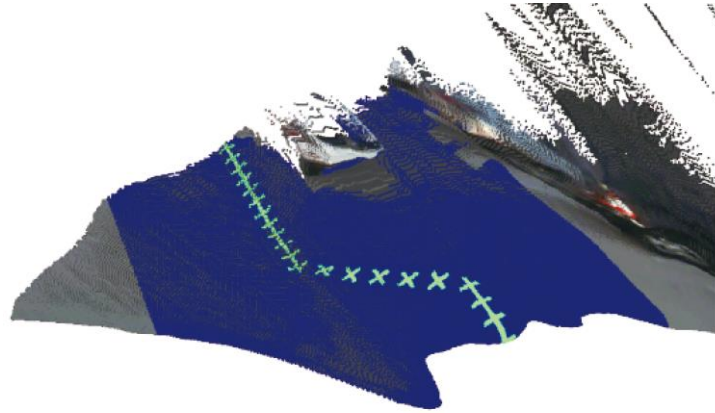
Planned Path (in green)



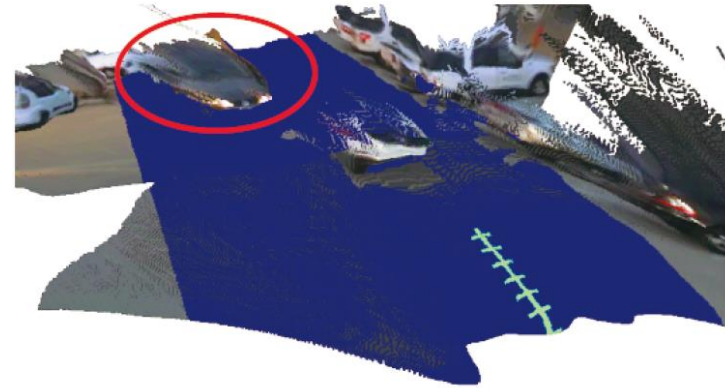
b) With AVR

Follower can see oncoming  
vehicle (in red circle)

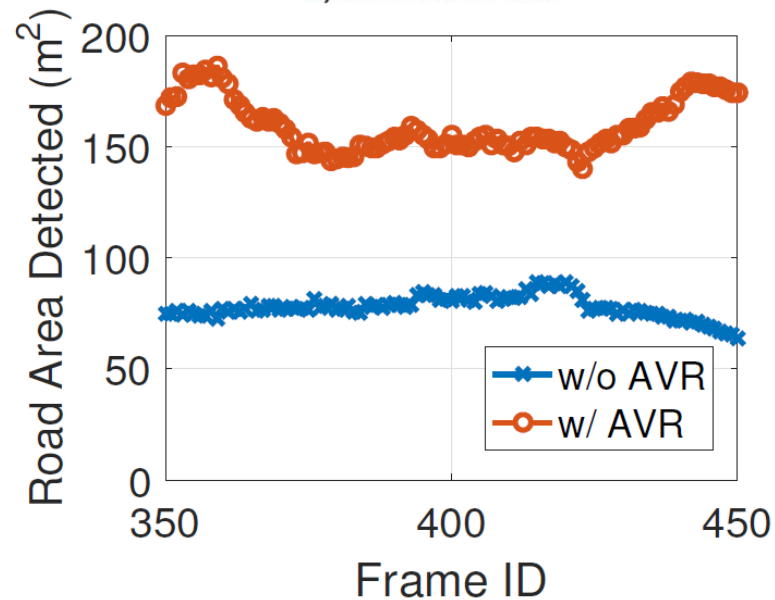
# Benefits in Autonomous Driving



a) Without AVR



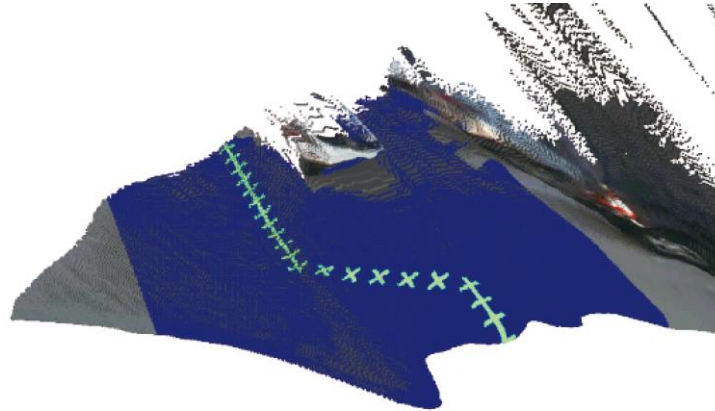
b) With AVR



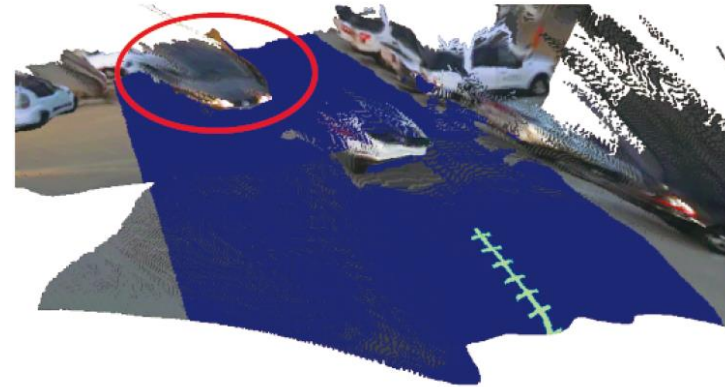
AVR can double the drivable space detected.



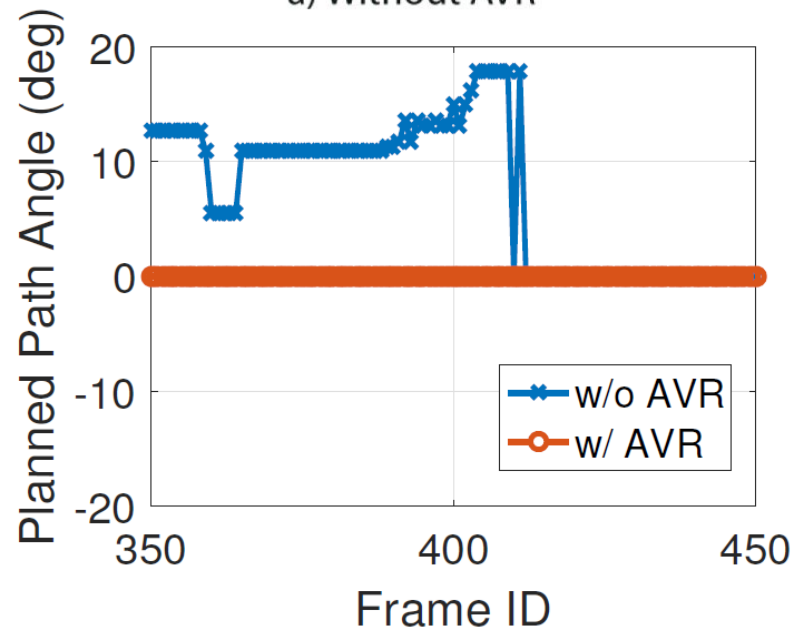
# Benefits in Autonomous Driving



a) Without AVR



b) With AVR



AVR can help path planner to avoid dangerous / wasteful lane change maneuver.

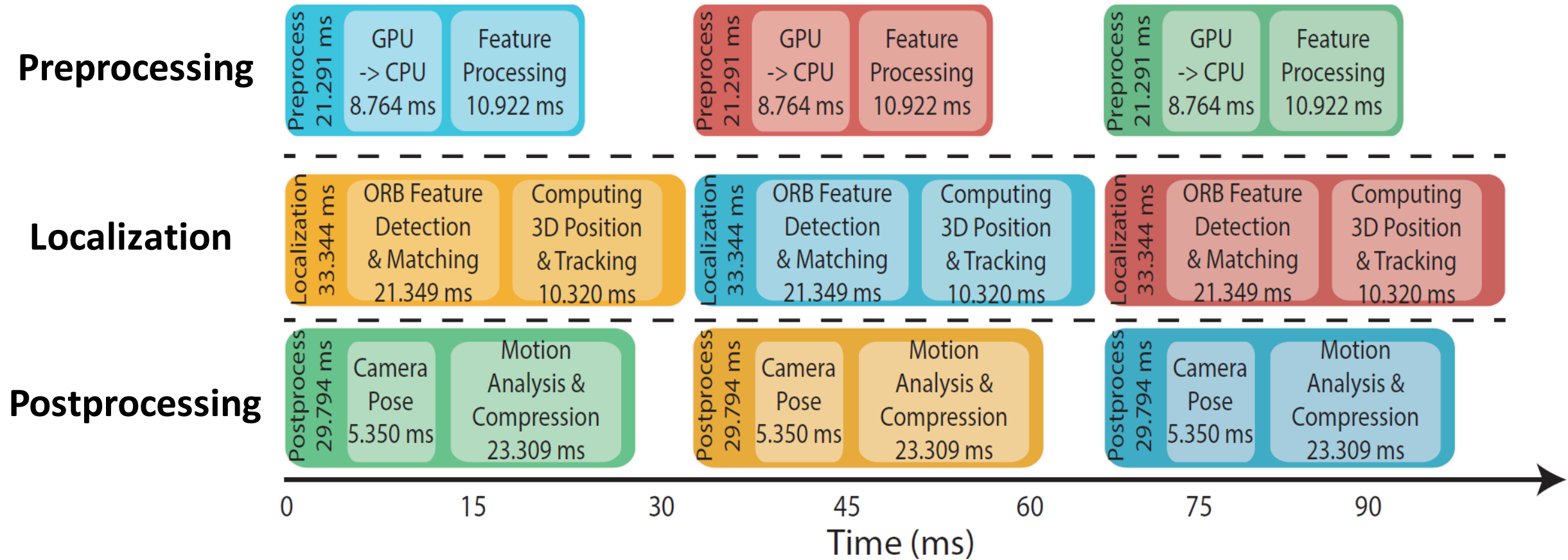
# End-to-end Result

Mean	Throughput (Mbps)	Motion Vector Streak	Motion Vector / Frame
Full	367.02	2.80	1.17
Dynamic	34.95	1	0.003

- Full: sharing the point cloud of the whole scene.
- Dynamic: sharing only the dynamic part of the scene.

AVR reduces 10x of bandwidth requirement in dynamic mode.  
AVR adapts smoothly to available bandwidth.

# End-to-end Result



AVR achieves 30 fps using a 3-stage pipeline

AVR induces 96 ms processing delay



# Reconstruction Accuracy

Error @ 20mph	Static Objects	Moving Objects
Median	0.027 m	0.070 m
90 <sup>th</sup> Percentile	0.045 m	0.193 m

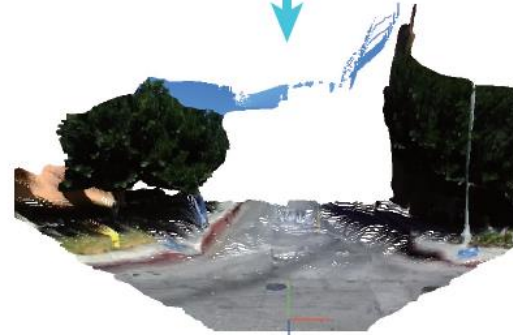
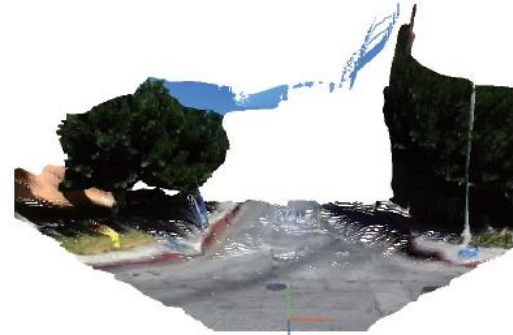
Caveat: perfect calibration, more details in the paper.

AVR achieves high reconstruction fidelity.

Major source of error: motion estimation, camera calibration.

# Limitation & Future Work

- Stereo Camera vs. LiDAR
  - Accuracy
  - Range
  - Robustness to poor visibility
- Cooperative AVR



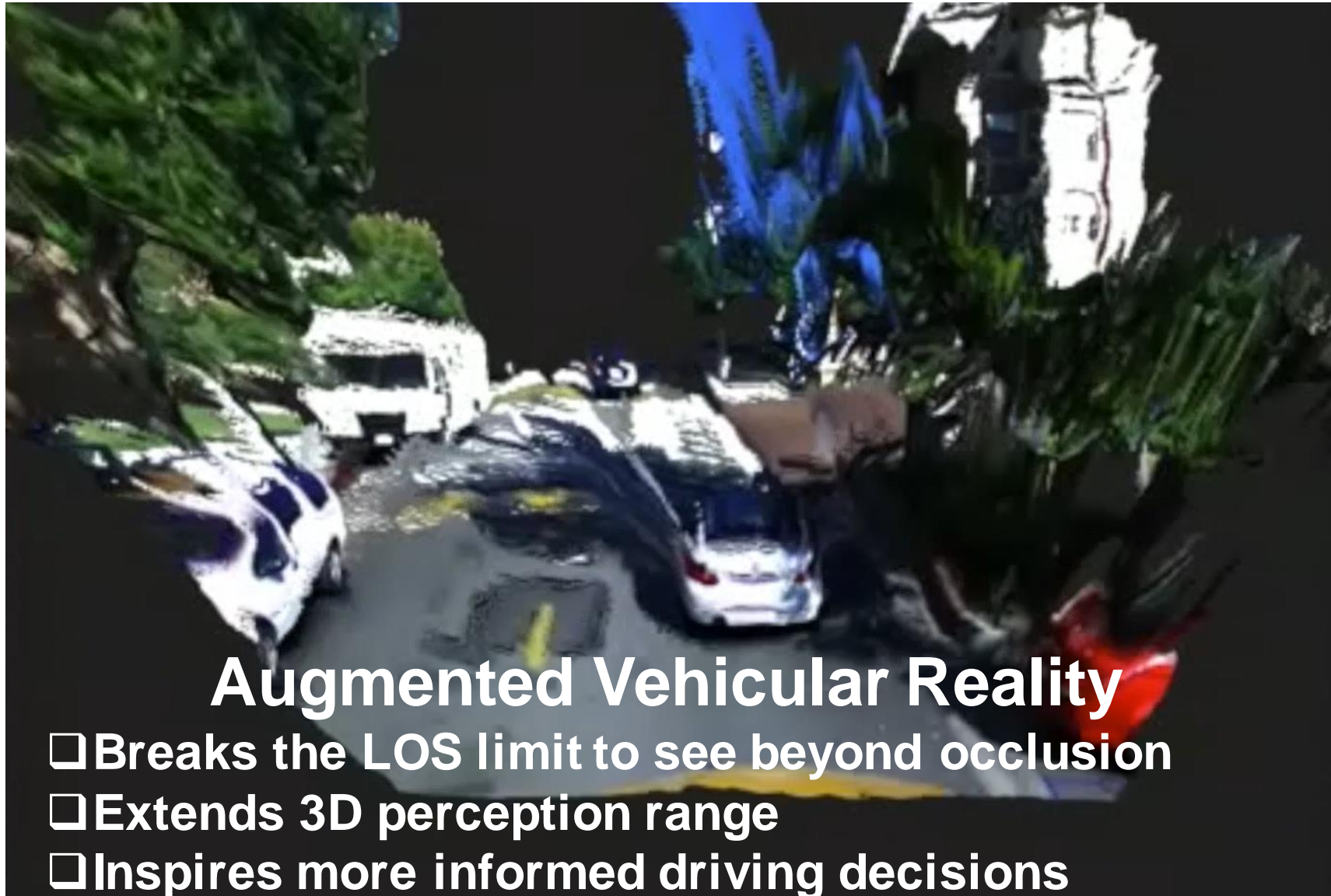
Vehicle A



Vehicle B



# AVR Demo







Q&A

*Thank You!*

Code & Dataset

<https://github.com/hangqiu/AVR16>

Q&A

Q&A