

Run-time Monitoring of 3D Object Detection in Automated Driving Systems Using Early **Layer Neural Activation Patterns**

Overview

Problem:

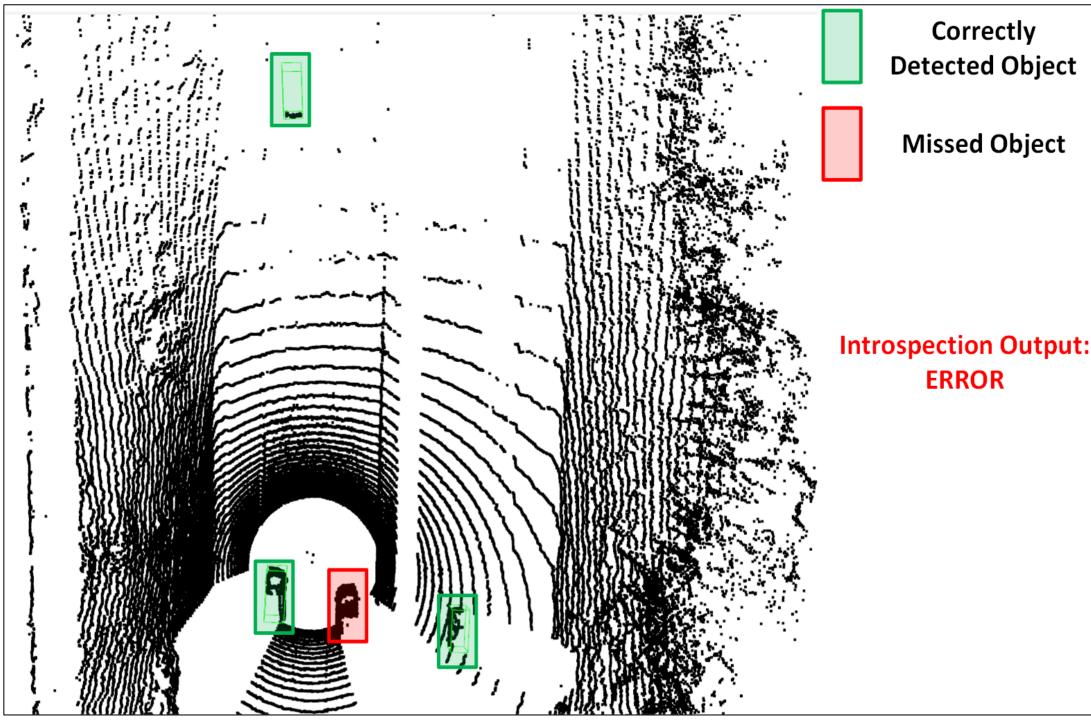
- Detecting objects in the scene is crucial for automated driving systems (ADS). However, widely used deep neural network-based object detectors are susceptible to errors.
- > Developing and deploying a run-time monitoring mechanism to identify erroneous cases is essential for safety.
- \succ Existing studies primarily focus on 2D object detection and use final layer activations which may not be sufficient for 3D detection.

Contributions:

- Focusing on run-time monitoring of 3D object detection, which is not widely investigated.
- \succ Investigating the use of earlier activation layers for error detection.
- Proposing a concatenation-based mechanism to combine activation patterns from multiple layers for better error detection.

Findings:

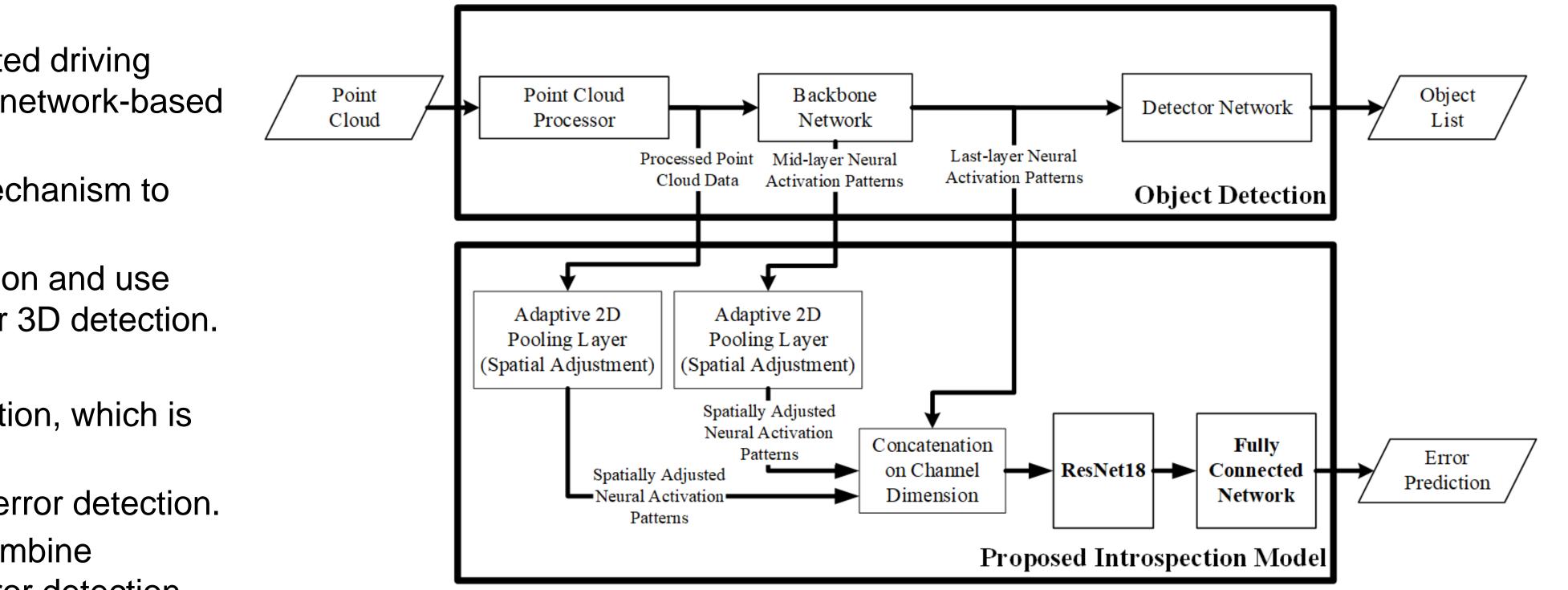
- \succ Early layer activations provide better error detection capabilities at the cost of increased computational complexity.
- > Proposed method offers a balanced performance in terms of accuracy and computational requirements.



Detected Object

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Proposed Mechanism



Experimental Settings Datasets: KITTI and NuScenes. **Object Detectors:** PointPillars (for KITTI), CenterPoint (for NuScenes). Metrics: AUROC, Recall_{Error (+)}, Recall_{No-Error (-)}.

Performance Evaluations

Dataset / Model	Input	Rec.(-)	Rec.(+)	AUROC	_
Kitti / PointPillars	SF	0.1479	0.9408	0.6000	 Statistical Features (SF Processed Point Cloud (PPC). Middle-Layer Activation (MLA). Last-Layer Activations (LLA). Proposed concatenation
	PPC	0.7764	0.7524	0.8420	
	MLA	<u>0.7500</u>	<u>0.7460</u>	<u>0.8368</u>	
	LLA	0.6268	0.8104	0.8036	
	Proposed	0.7077	0.7858	0.8309	
NuScenes / CenterPoint	SF	0.2607	0.9217	0.7322	
	PPC	0.7945	0.8995	0.9198	
	MLA	0.7945	0.9060	0.9330	Best result is in bold. Second best is underlined
	LLA	0.7123	0.8581	0.8919	
	Proposed	<u>0.8650</u>	<u>0.8630</u>	<u>0.9288</u>	

Method	CPU Time (ms)	GPU Time (ms)	FLOPs (G)
PPC	54.32 (9.54)	11.47 (1.21)	36.32
MLA	9.43 (3.26)	2.01 (0.10)	3.68
LLA	5.01 (0.47)	1.80 (0.06)	1.60
Proposed	<u>4.94 (0.32)</u>	<u>1.95 (0.07)</u>	<u>2.60</u>

- RTX 3090 GPU.
- provides its output

Introspection Input



Introspection Activation Map



Example Error Scene from NuScenes

- Boxes show missed object locations.
- dark blue: low)
- the locations of missed objects.
- on the missed objects.

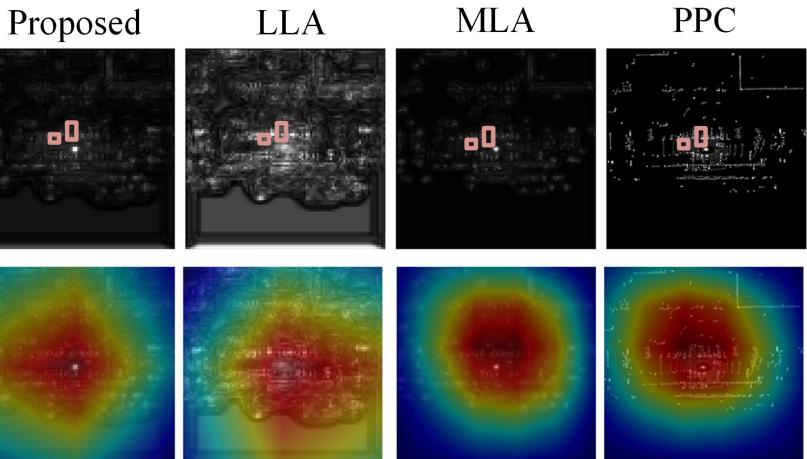


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> The statistics are calculated based on 1000 iterations excluding initial warmup (700-800 ms), on an Intel(R) Core(TM) i9-10980XE CPU and NVIDIA

 \succ The time-lapse is measured from the point where the backbone network outputs all activation patterns till the point where the introspection model



Driving direction is from left to right in the example.

 \succ Attention of the introspection network shown with a heatmap (red : high,

> All introspection models identified the error in the scene.

> High activation areas in PPC, MLA, and proposed methods correspond to

> The proposed mechanism is attending the drivable area with a high focus