



Fusing Camera and LiDAR to Detect and Recognize Motion

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Content

Introduction

Sensor Fusion

Motion

Conclusion & Future Works

References

Literatur

1. Introduction

Camera

LiDAR

LiDAR Calculation

Motion Detection & Recognition

2. Sensor Fusion

Competitive

Complementary

Cooperative

Demo

Fusion

3. Motion

Movement

Relative to Absolute

4. Conclusion & Future Works

5. References



Introduction / Motivation

[Introduction](#)[Sensor Fusion](#)[Motion](#)[Conclusion & Future Works](#)[References](#)[Literatur](#)

- ▶ Autonomous Robots/Cars
- ▶ Multiple Sensors
 - ▶ Camera
 - ▶ LiDAR
 - ▶ ...
- ▶ Sensor Fusion
 - ▶ Complete View of the World
 - ▶ combining advantages of dif. Sensors
 - ▶ Motion Planing



Camera

Introduction

Sensor Fusion

Motion

Conclusion & Future Works

References

Literatur

- ▶ advantage
 - ▶ cheap
 - ▶ passive
 - ▶ small
 - ▶ high resolution
- ▶ disadvantage
 - ▶ no depth Informations
 - ▶ fog / rain
 - ▶ intensive Computing



- ▶ LiDAR (Light detection and Ranging)
- ▶ Laser
- ▶ Sensor
- ▶ advantage
 - ▶ high distance
 - ▶ depth Information
 - ▶ density Information
- ▶ disadvantage
 - ▶ expensive
 - ▶ no color Informations
 - ▶ active

LiDAR Calculation

Introduction

Sensor Fusion

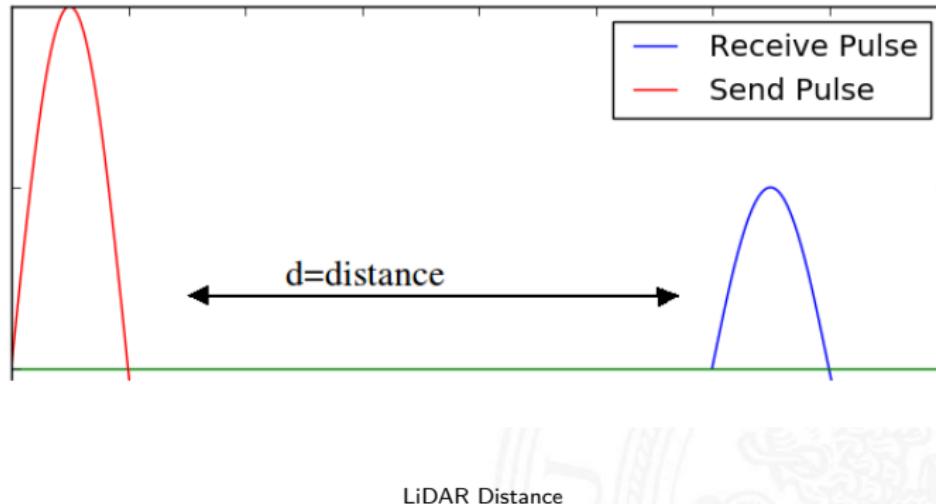
Motion

Conclusion & Future Works

References

Literatur

▶ Calculation Distance



▶ $d = \frac{c \cdot t}{2}$

LiDAR Calculation (cont.)

Introduction

Sensor Fusion

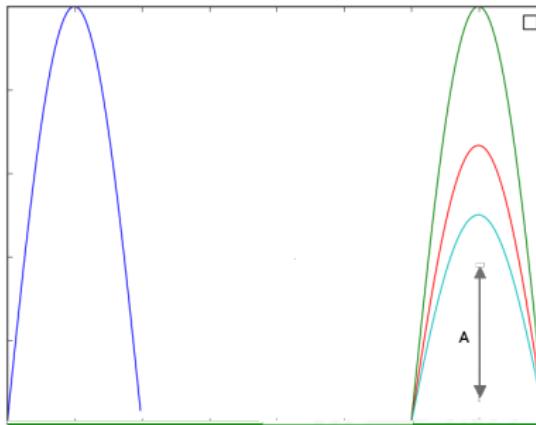
Motion

Conclusion & Future Works

References

Literatur

▶ Calculation Density



LiDAR Density

- ▶ $A = \text{Amplitude}$
- ▶ higher Amplitude = higher Density



Motion Detection & Recognition

Introduction

Sensor Fusion

Motion

Conclusion & Future Works

References

Literatur

- ▶ Motion Detection
 - ▶ Detects if an object is moving
- ▶ Motion Recognition
 - ▶ Detects which moving a Object doing
- ▶ Gesture Example



- ▶ Combination of Sensor Data
- ▶ Redundancy
- ▶ Same or different Sensors
- ▶ Frequency or Resolution loose

Definition

„is the combining of sensory data ... so the resulting information is in some sense better than would be possible when these sources were used individually“^a

^aElmenreich 2001.

Competitive

Introduction

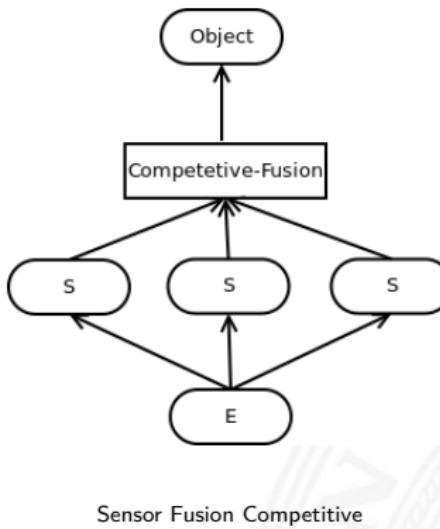
Sensor Fusion

Motion

Conclusion & Future Works

References

Literatur



- ▶ Airplane → Redundancy

Complementary

Introduction

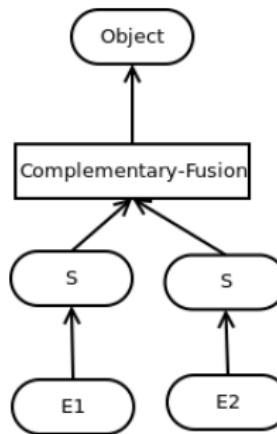
Sensor Fusion

Motion

Conclusion & Future Works

References

Literatur



Sensor Fusion Complementary

- ▶ Camera in the Front/Back

Cooperative

Introduction

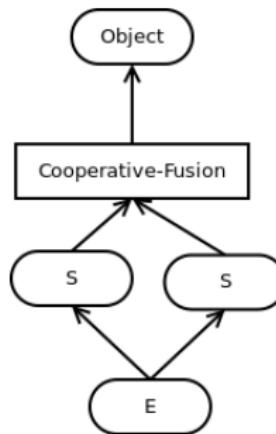
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Motion

Conclusion & Future Works

References

Literatur



Sensor Fusion Cooperative

- ▶ LiDAR Cameras Systems in Cars/Robots
- ▶ 2 Sensors to increase accuracy

A Short Video Demo



Fusion

Introduction

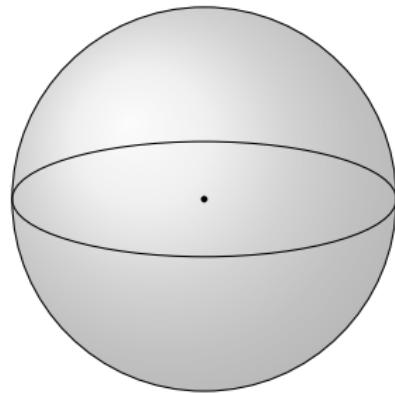
Sensor Fusion

Motion

Conclusion & Future Works

References

Literatur



Lidar View



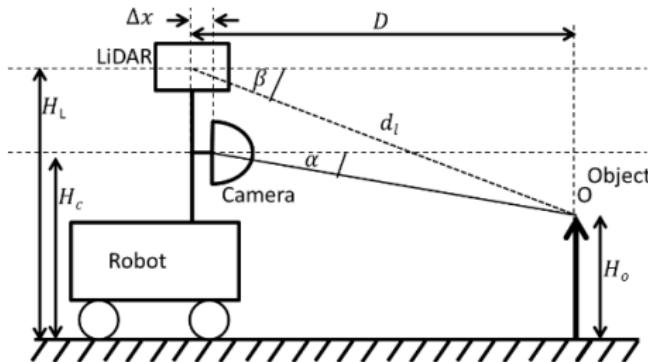
Fused View



Camera View

Fusion (cont.)

- ▶ First we need to calibrate



Side view of the sensor setup¹

¹Silva, Roche und Kondoz 2018b.



Movement

[Introduction](#)[Sensor Fusion](#)[Motion](#)[Conclusion & Future Works](#)[References](#)[Literatur](#)

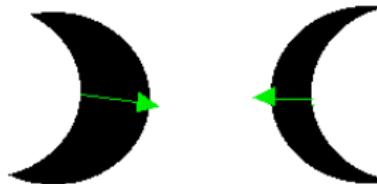
First Picture



Second Picture



Movement (cont.)

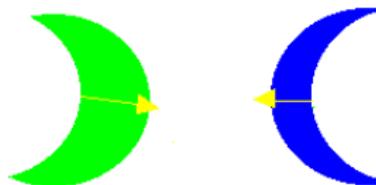
[Introduction](#)[Sensor Fusion](#)[Motion](#)[Conclusion & Future Works](#)[References](#)[Literatur](#)

Colliding Picture

- ▶ Possible Direction
- ▶ Maybe complete Wrong
- ▶ adding LiDAR Data



Movement (cont.)

[Introduction](#)[Sensor Fusion](#)[Motion](#)[Conclusion & Future Works](#)[References](#)[Literatur](#)

Colliding Picture

- ▶ represented with a color transition
 - ▶ green = 0 Speed, blue = negative Speed , red = positive Speed
- ▶ speed on Axis
- ▶ Movement between object



Movement (cont.)

Introduction

Sensor Fusion

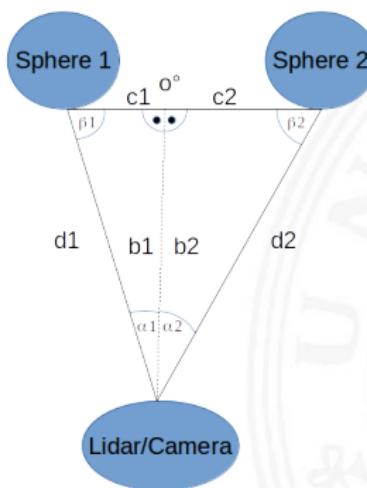
Motion

Conclusion & Future Works

References

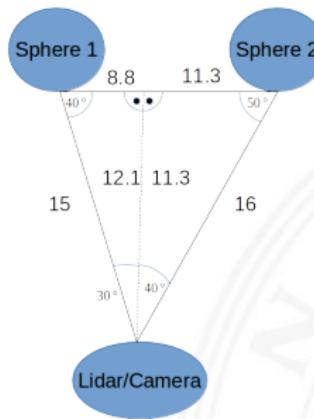
Literatur

- ▶ trigonometric functions
- ▶ Arithmetic





Movement (cont.)

[Introduction](#)[Sensor Fusion](#)[Motion](#)[Conclusion & Future Works](#)[References](#)[Literatur](#)

Angle calculation Sphere

Movement (cont.)

Introduction

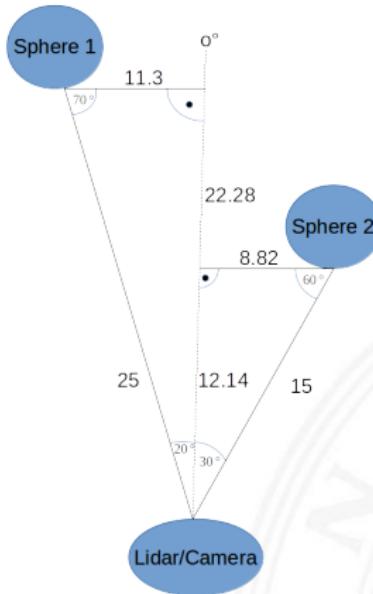
Sensor Fusion

Motion

Conclusion & Future Works

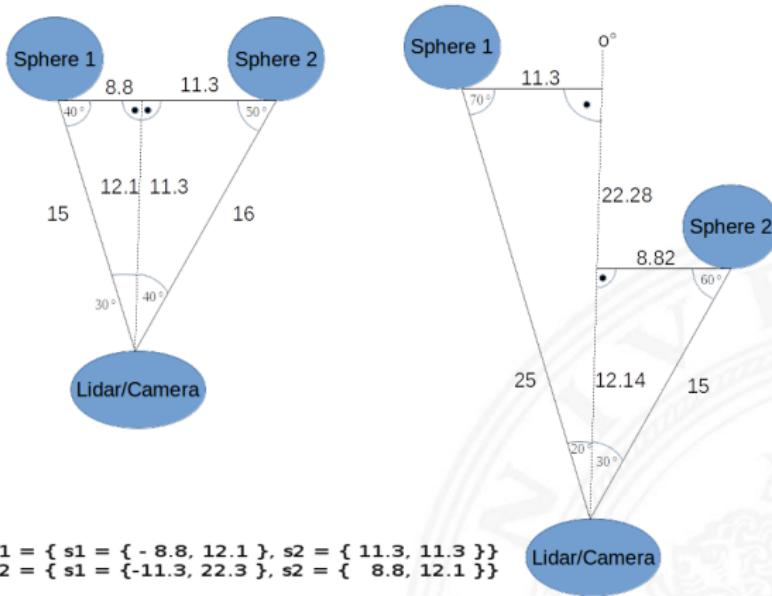
References

Literatur



Angle calculation Sphere Second

Movement (cont.)

[Introduction](#)[Sensor Fusion](#)[Motion](#)[Conclusion & Future Works](#)[References](#)[Literatur](#)

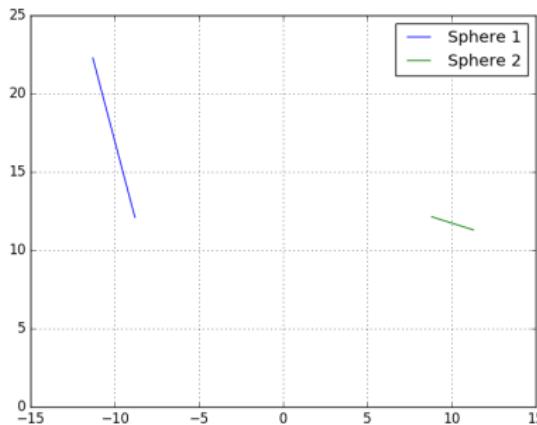
Calcualte Points in Cordinate System



Movement (cont.)

[Introduction](#)[Sensor Fusion](#)[Motion](#)[Conclusion & Future Works](#)[References](#)[Literatur](#)

- ▶ Plot in a Grid
- ▶ (0/0) is the Lidar/Camera Position



Movement between Picture 1 and Picture 2



Conclusion

[Introduction](#)[Sensor Fusion](#)[Motion](#)[Conclusion & Future Works](#)[References](#)[Literatur](#)

- ▶ More complete picture of the environment
- ▶ Problems with different Frequencies, Resolutions ..
- ▶ LiDARs are expensive
- ▶ We can build a 3D environment
- ▶ Possibly Something data lost
- ▶ Accurate the Interpolation with higher Polynoms
- ▶ Tests with a real LiDAR
- ▶ exact Positions of detected Object can calculate
- ▶ calculation are Simple trigonometric and normal arithmetic



Questions

Introduction

Sensor Fusion

Motion

Conclusion & Future Works

References

Literatur

- ▶ Thanks for your attention
- ▶ Questions ?



References

[Introduction](#)[Sensor Fusion](#)[Motion](#)[Conclusion & Future Works](#)[References](#)[Literatur](#)

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[Introduction](#)[Sensor Fusion](#)[Motion](#)[Conclusion & Future Works](#)[References](#)[Literatur](#)

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