Case Study on Interior Monitoring featuring Time-of-Flight 3D Imaging for Resource-Constrained Mixed-Critical Systems

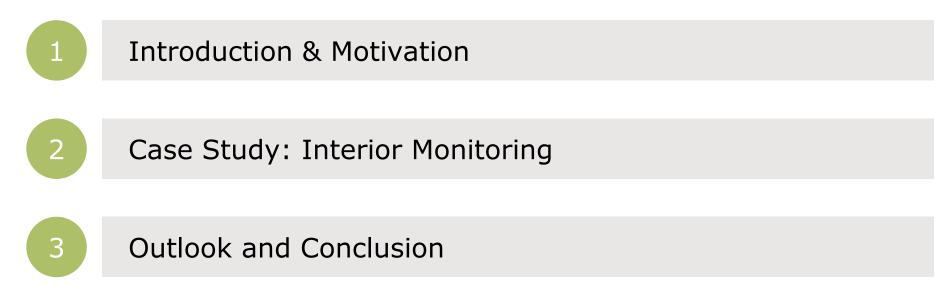
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V01.00 January 24, 2017



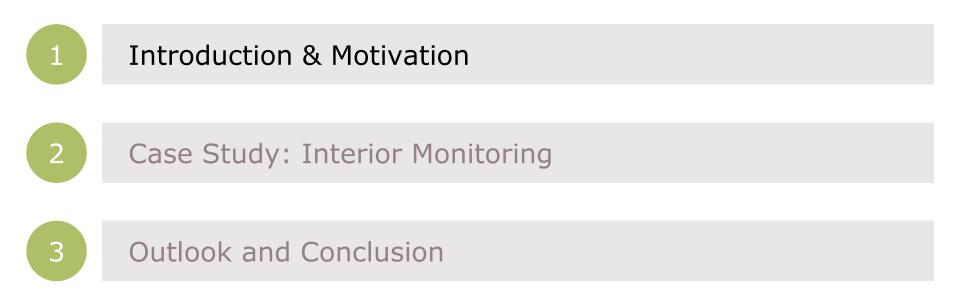


#### Agenda



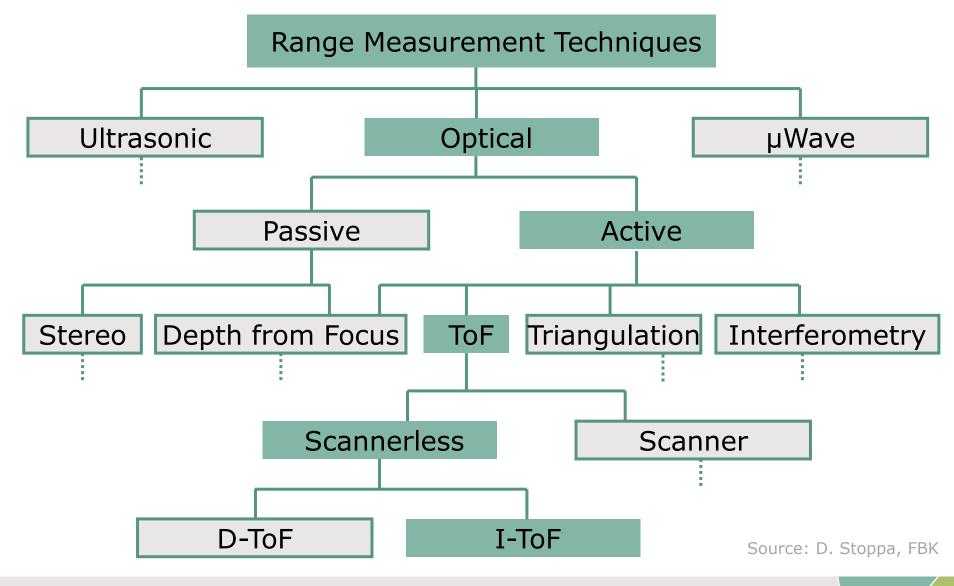


#### Agenda





# Introduction, 3D Taxonomy

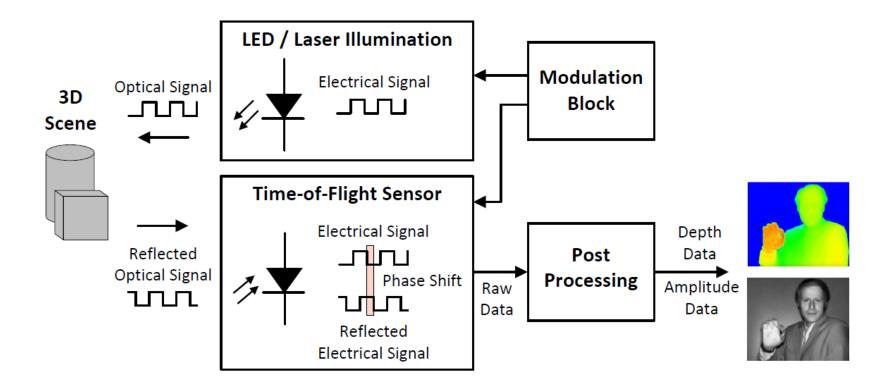


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# Introduction, Time-of-Flight 3D Imaging

- > Time-of-Flight depth sensing working princip
  - Delivers also a robust infrared image





# Introduction, Time-of-Flight 3D Imaging

- Consumer
  - 3D Scanning
  - Virtual Reality
- Consumer
  - Touchless gesture control
  - Gaming

#### > Automotive Interior

- Gesture Control
- Driver awareness monitoring
- Automotive Exterior
  - Surround view
  - Parking aid
- Industrial
  - Surveillance
  - Factory automation











Many Applications

**One Sensor** 



### Introduction, Time-of-Flight 3D Imaging



#### 2016 @ Hannover Messe

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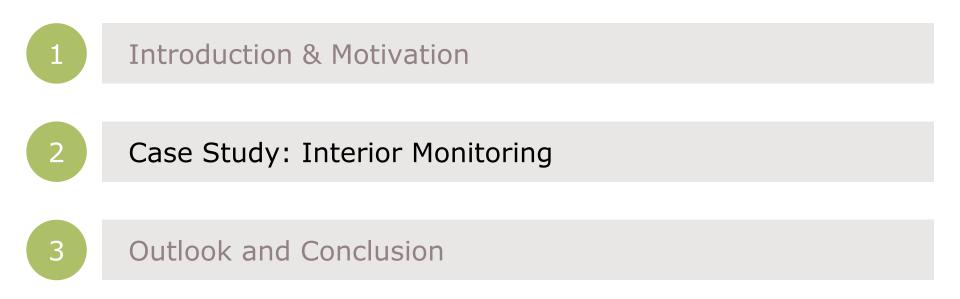


### Motivation – Interior Monitoring

- > Why interior / driver monitoring at all?
  - Company Healthyroad implemented a driver monitoring system for professional truck drivers
  - 88,810 km monitored (approx. 2 times the equator)
    - 9,439 km of fatigue
    - 1,470 km of distraction
    - 390 km of sleepiness!!
- > Why Time-of-Flight 3D imaging?
  - Provides robust infrared image during day and night
    - Makes computer vision algorithms easier
  - Provides 3D image for, e.g., head pose tracking



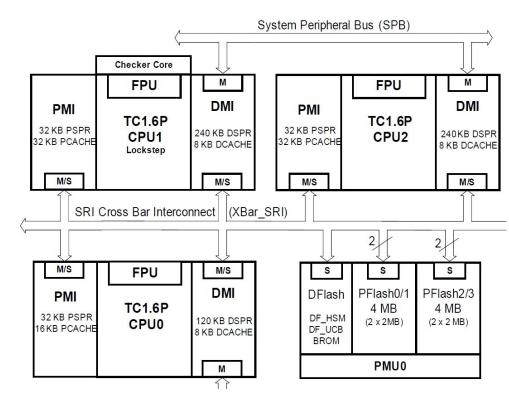
#### Agenda





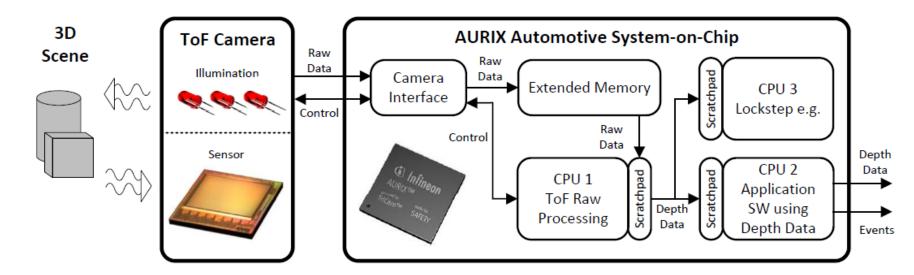
- > Requirements
  - Seat occupant / human detection use-case
  - Use Infineon's AURIX automotive micro controller
  - Perform use-case isolated on one core in order to enable a mixed critical system design
- Major question: How to implement human detection in a very resource constrained environment
- > Approach: Cleverly exploit the ToF 3D information!

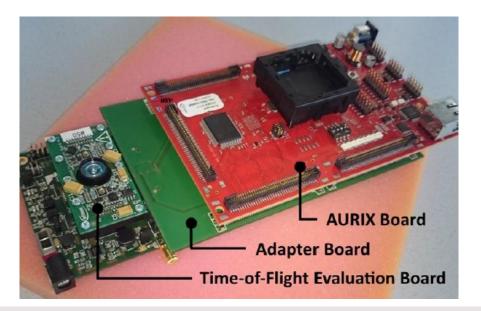
- AURIX TC299 target platform
  - Compliant to ISO 26262, ISO 25119, IEC 61501
  - 32-Bit SoC, 300 MHz, 2728 kBytes SRAM
    - 2048 kBytes global mem
    - up to 240 kByte scratchpad for each CPU
  - Integrates three independent Tri-Cores
  - Each Tri-Core represents a unified RISC/MCU/DSP processor





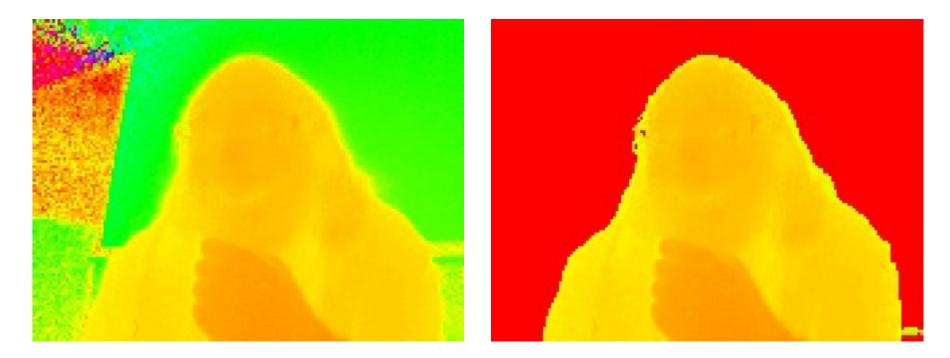








- > Step 1: Background removal
  - Reduce the search space for the human detection algorithm
  - Use, e.g., Otsu or simple arithmetic mean to remove background



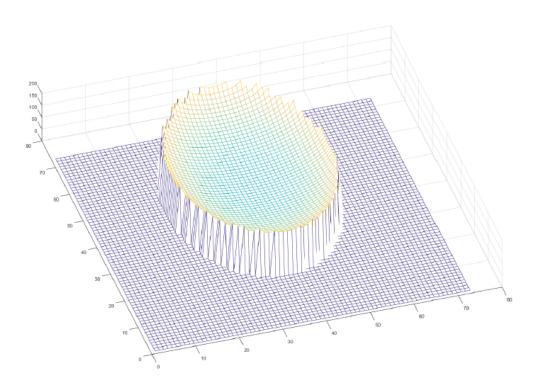


- > Step 2: Foreground area checking
  - Check whether the foreground area can contain a head
  - If area is too small -> end calculation with negative result
- Step 3: 3D Haar-like filtering
  - Implement an adapted Viola-Jones algorithm using 3D data
    - E.g., there is likely no object left and right of the head



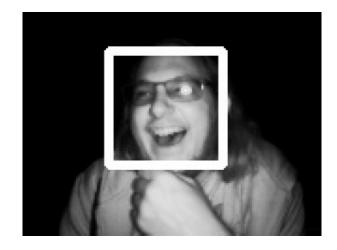


- Step 4: 3D template matching
  - Check whether the 3D region of interest matches a somehow a 3D ellipsoid





- > Final Step: Simplified Viola-Jones
  - Use a reduced cascade of classifiers to detect a face in the ROI of the amplitude image



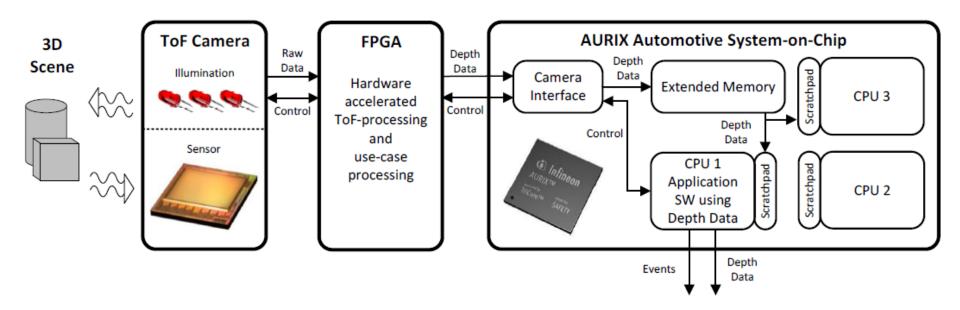
- > Results:
  - Total memory consumption: 211 kB
    - Fits into AURIX's local scratchpad memory -> runs isolated!!
  - Detection rate: 1-2 FPS (data dependency), >80%
  - False positives <5%

# infineon

# **Interior Monitoring**

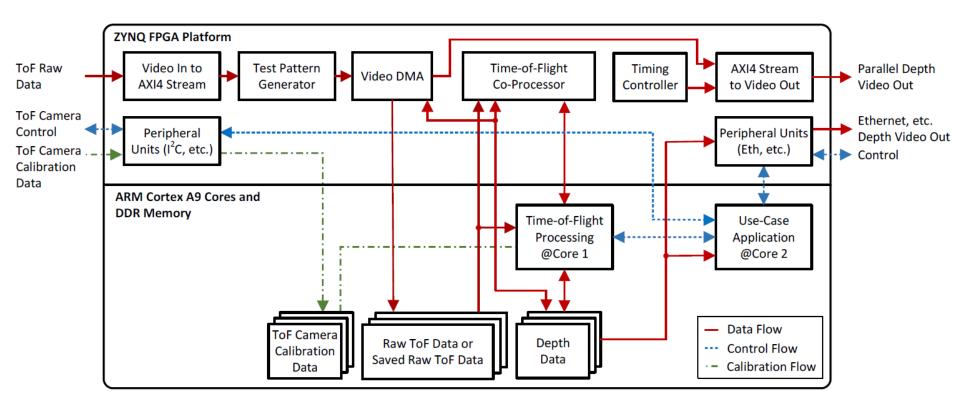
- Comparison with OpenCV?
- > Does our approach bring any benefits at all?

2<sup>nd</sup> generation system design



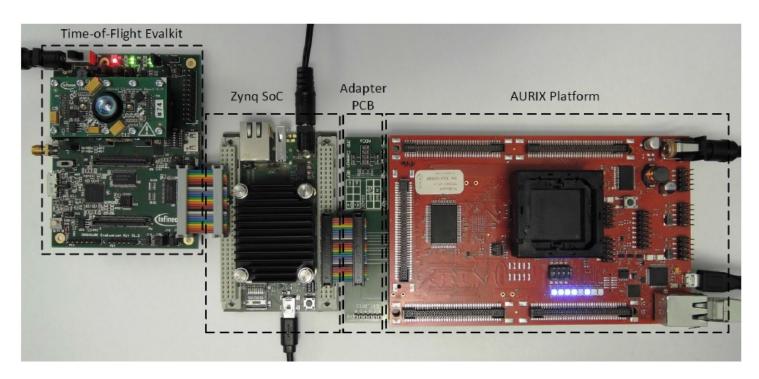


- > Xilinx Zynq: asymmetric multi-processing platform
  - Core 1: Time-of-Flight processing
  - Core 2: Linux and interior monitoring use-case application



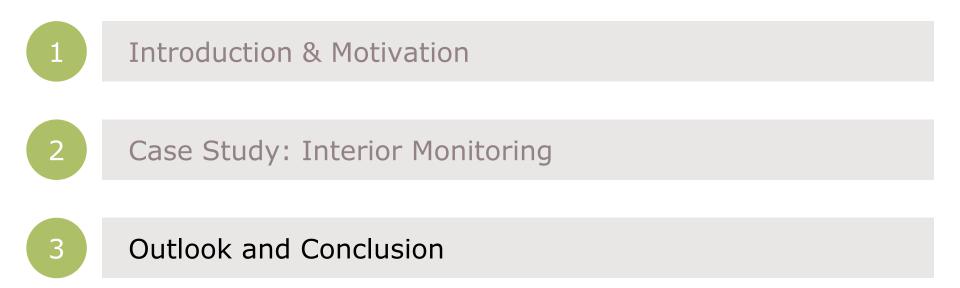


- > Results:
  - OpenCV standard Viola-Jones face detection
  - Without any Time-of-Flight preprocessing: ~507 ms
  - With Time-of-Flight preprocessing: ~277 ms





#### Agenda





## Outlook and Conclusion

- > Implemented two prototypes for interior monitoring
- > Enables new use-cases for assisted and automated driving
  - E.g., drowsiness detection, passenger-based payment and car-pooling
- Time-of-Flight 3D imaging can drastically improve computer vision algorithms
- > Outlook
  - Together with Kostal we are developing an automotivequalified driver monitoring system based on Time-of-Flight 3D imaging



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