



# Event-based vision and Deep Learning for dynamic scene analysis

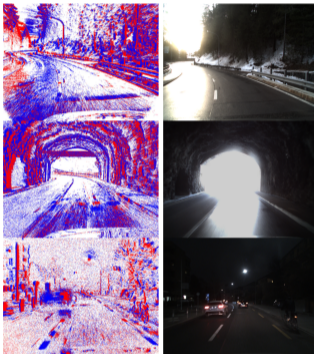
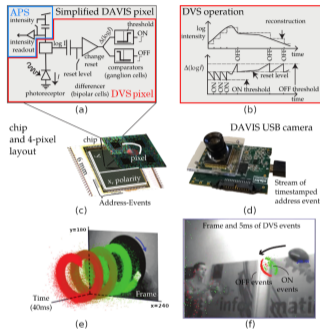
Vincent Frémont

Workshop PPNIV 2022 – Round table

October 23th, 2022, Kyoto, Japan

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# Event-based camera, Sensing Principle



[Gallego et al., IEEE PAMI 2020]

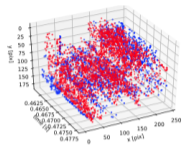
- Response to brightness changes in the scene asynchronously and independently for every pixel.
- Each event  $e$  is a tuple  $\langle x, y, t, p \rangle$ , where  $(x, y)$  are the pixel coordinates of events,  $t$  is the timestamp of the event, and  $p = \pm 1$  is the polarity of the event.
- **Advantages**
  - High Temporal Resolution
  - Low Latency
  - Low Power
  - High Dynamic Range (HDR)
- **Challenges**
  - Different space-time output
  - Different photometric sensing
  - Noise and dynamic effects

# Commercial and Prototype Event Cameras

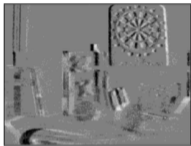
| Supplier                           | iniVation    |              |             | Prophesee |           |           |             | Samsung   |           |             | CelePixel   |             | Insightness   |
|------------------------------------|--------------|--------------|-------------|-----------|-----------|-----------|-------------|-----------|-----------|-------------|-------------|-------------|---------------|
| Camera model                       | DVS128       | DAVIS240     | DAVIS346    | ATIS      | Gen3 CD   | Gen3 ATIS | Gen 4 CD    | DVS-Gen2  | DVS-Gen3  | DVS-Gen4    | CeleX-IV    | CeleX-V     | Rino 3        |
| Year, Reference                    | 2008 [2]     | 2014 [4]     | 2017        | 2011 [3]  | 2017 [67] | 2017 [67] | 2020 [68]   | 2017 [5]  | 2018 [69] | 2020 [39]   | 2017 [70]   | 2019 [71]   | 2018 [72]     |
| Resolution (pixels)                | 128 × 128    | 240 × 180    | 346 × 260   | 304 × 240 | 640 × 480 | 480 × 360 | 1280 × 720  | 640 × 480 | 640 × 480 | 1280 × 960  | 768 × 640   | 1280 × 800  | 320 × 262     |
| Latency (μs)                       | 12μs @ 1klux | 12μs @ 1klux | 20          | 3         | 40 - 200  | 40 - 200  | 20 - 150    | 65 - 410  | 50        | 150         | 10          | 8           | 125μs @ 10lux |
| Dynamic range (dB)                 | 120          | 120          | 120         | 143       | > 120     | > 120     | > 124       | 90        | 90        | 100         | 90          | 120         | > 100         |
| Min. contrast sensitivity (%)      | 17           | 11           | 14.3 - 22.5 | 13        | 12        | 12        | 11          | 9         | 15        | 20          | 30          | 10          | 15            |
| Power consumption (mW)             | 23           | 5 - 14       | 10 - 170    | 50 - 175  | 36 - 95   | 25 - 87   | 32 - 84     | 27 - 50   | 40        | 130         | -           | 400         | 20-70         |
| Chip size (mm <sup>2</sup> )       | 6.3 × 6      | 5 × 5        | 8 × 6       | 9.9 × 8.2 | 9.6 × 7.2 | 9.6 × 7.2 | 6.22 × 3.5  | 8 × 5.8   | 8 × 5.8   | 8.4 × 7.6   | 15.5 × 15.8 | 14.3 × 11.6 | 5.3 × 5.3     |
| Pixel size (μm <sup>2</sup> )      | 40 × 40      | 18.5 × 18.5  | 18.5 × 18.5 | 30 × 30   | 15 × 15   | 20 × 20   | 4.86 × 4.86 | 9 × 9     | 9 × 9     | 4.95 × 4.95 | 18 × 18     | 9.8 × 9.8   | 13 × 13       |
| Fill factor (%)                    | 8.1          | 22           | 22          | 20        | 25        | 20        | > 77        | 11        | 12        | 22          | 8.5         | 8           | 22            |
| Supply voltage (V)                 | 3.3          | 1.8 & 3.3    | 1.8 & 3.3   | 1.8 & 3.3 | 1.8       | 1.8       | 1.1 & 2.5   | 1.2 & 2.8 | 1.2 & 2.8 |             | 1.8 & 3.3   | 1.2 & 2.5   | 1.8 & 3.3     |
| Stationary noise (ev/pix/s) at 25C | 0.05         | 0.1          | 0.1         | -         | 0.1       | 0.1       | 0.1         | 0.03      | 0.03      |             | 0.15        | 0.2         | 0.1           |
| CMOS technology (nm)               | 350          | 180          | 180         | 180       | 180       | 180       | 90          | 90        | 90        | 65/28       | 180         | 65          | 180           |
|                                    | 2P4M         | 1P6M MIM     | 1P6M MIM    | 1P6M      | 1P6M CIS  | 1P6M CIS  | BI CIS      | 1P5M BSI  |           |             | 1P6M CIS    | CIS         | 1P6M CIS      |
| Grayscale output                   | no           | yes          | yes         | yes       | no        | yes       | no          | no        | no        | no          | yes         | yes         | yes           |
| Grayscale dynamic range (dB)       | NA           | 55           | 56.7        | 130       | NA        | > 100     | NA          | NA        | NA        | NA          | 90          | 120         | 50            |
| Max. frame rate (fps)              | NA           | 35           | 40          | NA        | NA        | NA        | NA          | NA        | NA        | NA          | 50          | 100         | 30            |
| Max. Bandwidth (Meps)              | 1            | 12           | 12          | -         | 66        | 66        | 1066        | 300       | 600       | 1200        | 200         | 140         | 20            |
| Interface                          | USB 2        | USB 2        | USB 3       |           | USB 3     | USB 3     | USB 3       | USB 2     | USB 3     | USB 3       |             |             | USB 2         |
| IMU output                         | no           | 1 kHz        | 1 kHz       | no        | 1 kHz     | 1 kHz     | no          | no        | 1 kHz     | no          | no          | no          | 1 kHz         |

[Gallego et al., IEEE PAMI 2020]

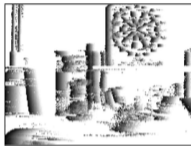
# Event Representations



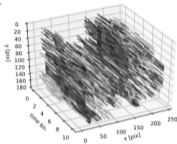
(a)



(b)



(c)



(d)



(e)

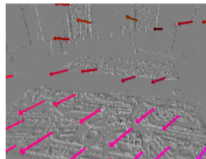
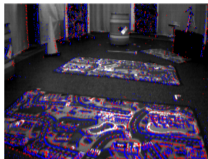


(f)

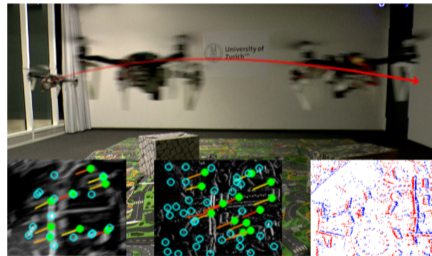
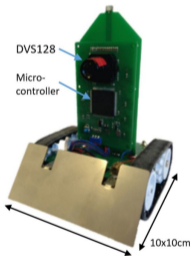
- (a) Events in space time
- (b) Event frame
- (c) Time surface
- (d) Interpolated voxel-grid
- (e) Motion-compensated event image
- (f) Reconstructed intensity image [Rebecq et al., IEEE PAMI 2019]

# Algorithms

- Feature Detection and Tracking
- Optical Flow Estimation
- 3D reconstruction. Monocular and Stereo
- Pose Estimation and SLAM
- Visual-Inertial Odometry (VIO)
- Image Reconstruction
- Motion Segmentation
- Recognition
- Neuromorphic Control



[Zhu et al., IEEE RAL 2018]

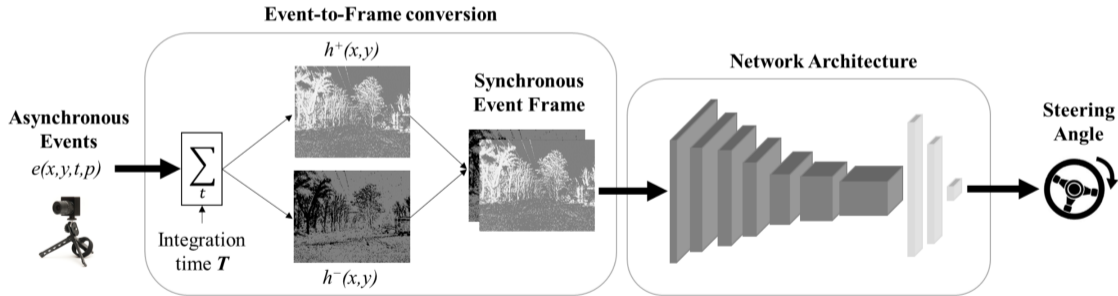


[Rosinol et al., IEEE RAL 2018]

# Neuromorphic Control

Event-based Vision meets Deep Learning on Steering Prediction for Self-driving Cars

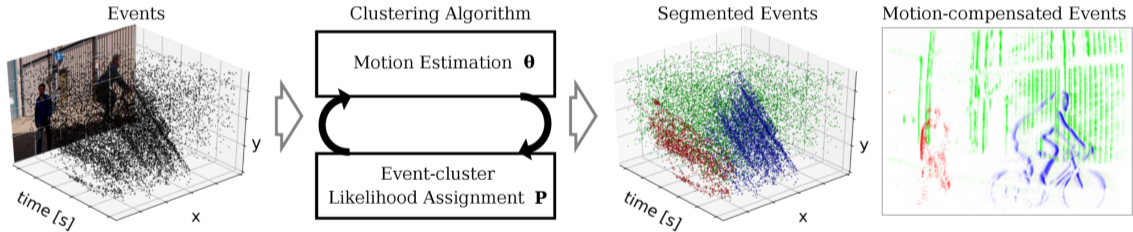
[Maqueda et al., IEEE CVPR 2018]



# Motion Compensation

## Event-Based Motion Segmentation by Motion Compensation

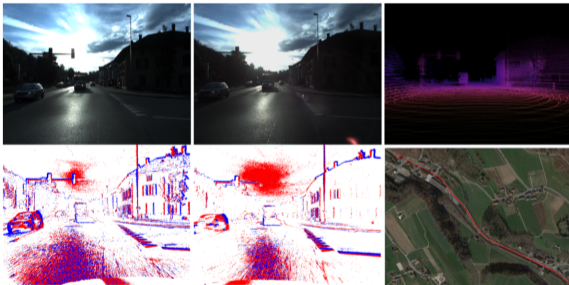
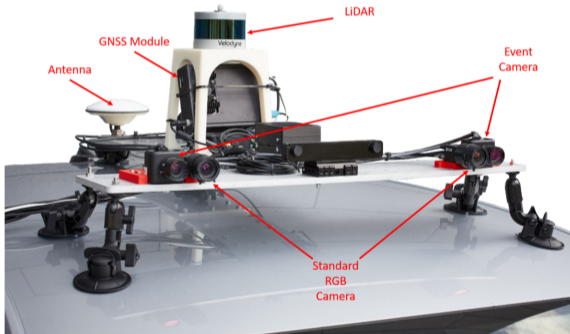
[Stoffregen et al., IEEE ICCV 2019]



# Event Camera Dataset

## DSEC: A Stereo Event Camera Dataset for Driving Scenarios

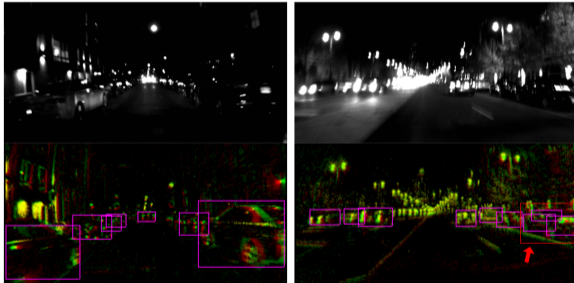
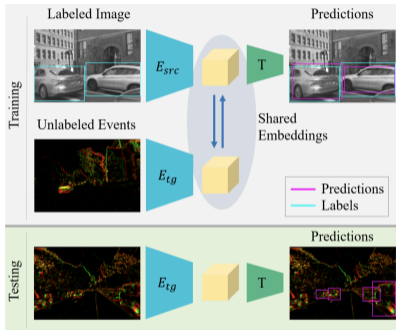
[Gehrig et al., IEEE RAL 2021]





# Object Detection

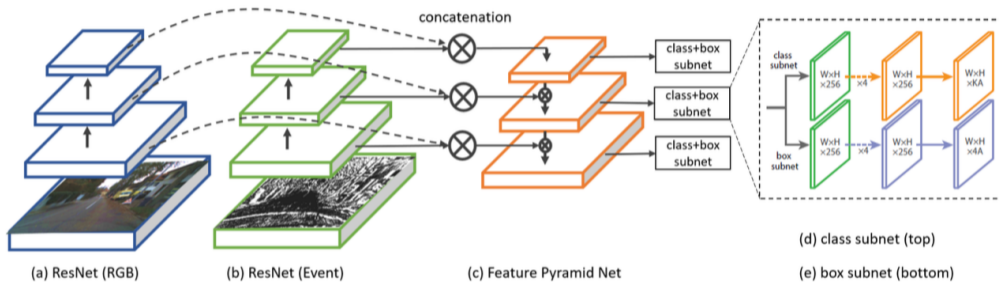
## Unsupervised Domain Adaptation



[Messikommer et al., IEEE RAL 2021]

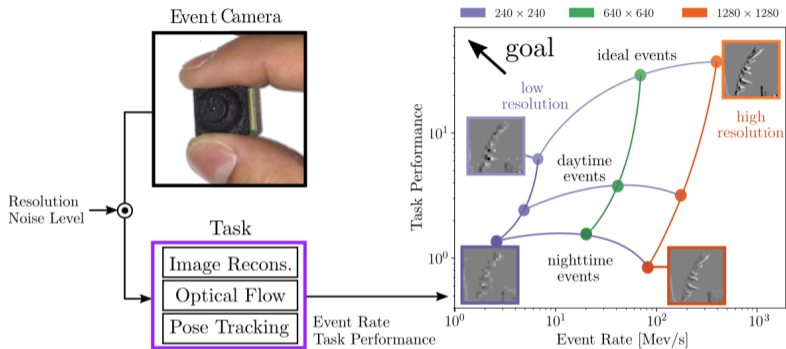
# Object Detection

## Object Detection in Adverse Conditions



[Tomy et al., IEEE ICRA 2022]

# Impact of Camera Resolution

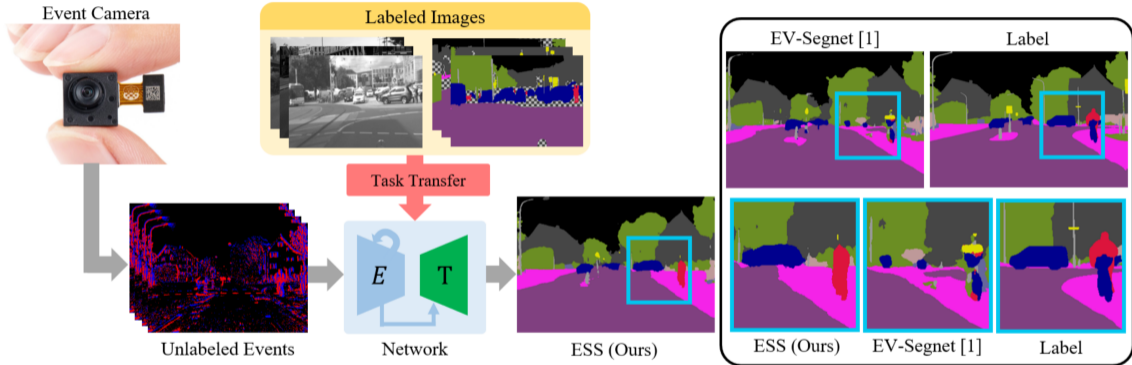


[Gehrig et al., arXiv 2022]

- Higher resolution sensors significantly increase the required data bandwidth, while burdening downstream tasks
- Higher resolution cameras are also more sensitive to temporal effects such as slow pixel response times
- When used in challenging high-speed scenarios and in low light, lower-resolution sensors often show a better performance while using lower bandwidth

# Semantic Segmentation

## Unsupervised Domain Adaptation



[Sun et al., ECCV 2022]

# Conclusion

- Event cameras pose a paradigm shift in the way visual information is acquired, so many challenges arise
- Many advantages over frame-based cameras: low latency, low power, high speed and high dynamic range
- Event cameras pose the challenge of rethinking perception, decision and control, especially when using deep learning approaches
- In autonomous vehicles applications, event-based vision will be helpful to catch the dynamic nature of the scene and to increase the robustness against adverse conditions
- Open questions: Event representations, end-to-end Deep Neural Networks architectures, training data, dedicated hardware processing, multi-sensors architecture, etc.