Using time-to-collision in the loss function of deep learning algorithm to improve pedestrian trajectory predictions

RAPHAEL KORBMACHER¹, HUU-TU DANG², ANTOINE TORDEUX¹

¹ School for Safety Engineering and Mechanical Engineering, University of Wuppertal, Germany ² UMR 5505 IRIT, University Toulouse 1 Capitole, Toulouse, France



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Motivation

• **Pedestrian trajectory prediction** is a hot topic due to many real world applications like autonomous vehicles or social robots.

Objectives

- We train and test the algorithm with ETH and UCY pedestrian trajectory datasets.
- Deep Learning algorithms have shown to outperform the physicsbased models in terms of distance error.
- Nevertheless, the predictions show too many collision and overlaps, especially at higher densities.
- In this work, we want to implement **Time-To-Collision** into the architecture of the Deep learning algorithms to improve collision avoidance.
- The predictions are evaluated with the distance based **average displace**ment error (ADE) and a distance-based collision metric (Col).
- We use the Social LSTM from Alahi et al. [1] as baseline and as core for the new TTC-SLSTM algorithm.
- The prediction results with **SLSTM and TTC-SLSTM are compared** using the two evaluation metrics ADE and Col.

TTC error metric

- The TTC metric estimates how long it would take for two pedestrians to collide with each other if they continue to move at their current velocity.
- error metric L_{τ} , low TTC resulting in high loss.



New TTC-SLSTM algorithm

• The core of the TTC-SLSTM is the SLSTM. We keep the settings, but add TTC in the loss function L

Future works

By incorporating not only the distance-error metric, but also the TTC error metric into the training loss function, we could significantly improve the trajectory predictions. In further work we aim to:

- Investigate whether the predictions improve in different environments and espe- \bullet cially higher densities.
- Explore the performance of **other hybrid deep learning architectures** including \bullet time-to-collision and pedestrian-related metrics.

References

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