

Pidur või gaas? Takistuste tuvastamisest.

Edgar Sepp
Isejuhtivate sõidukite labor
<https://adl.cs.ut.ee/>

29.10.2025
Tallinn



UNIVERSITY OF TARTU
Institute of Computer Science

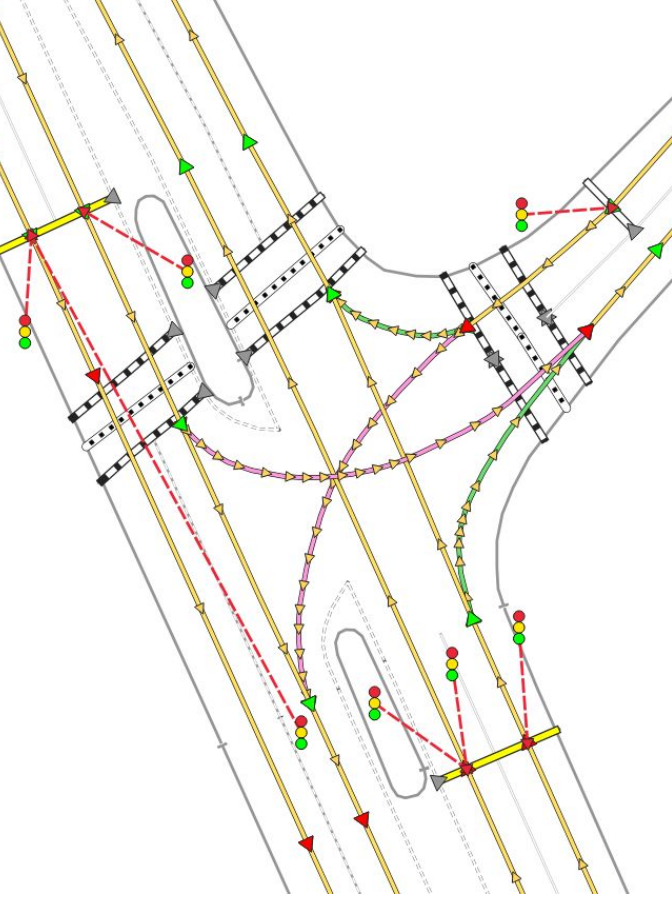
Autonomous Driving Lab

Autonomous Driving Lab

We help to lay foundations
for the autonomous driving
industry in Estonia

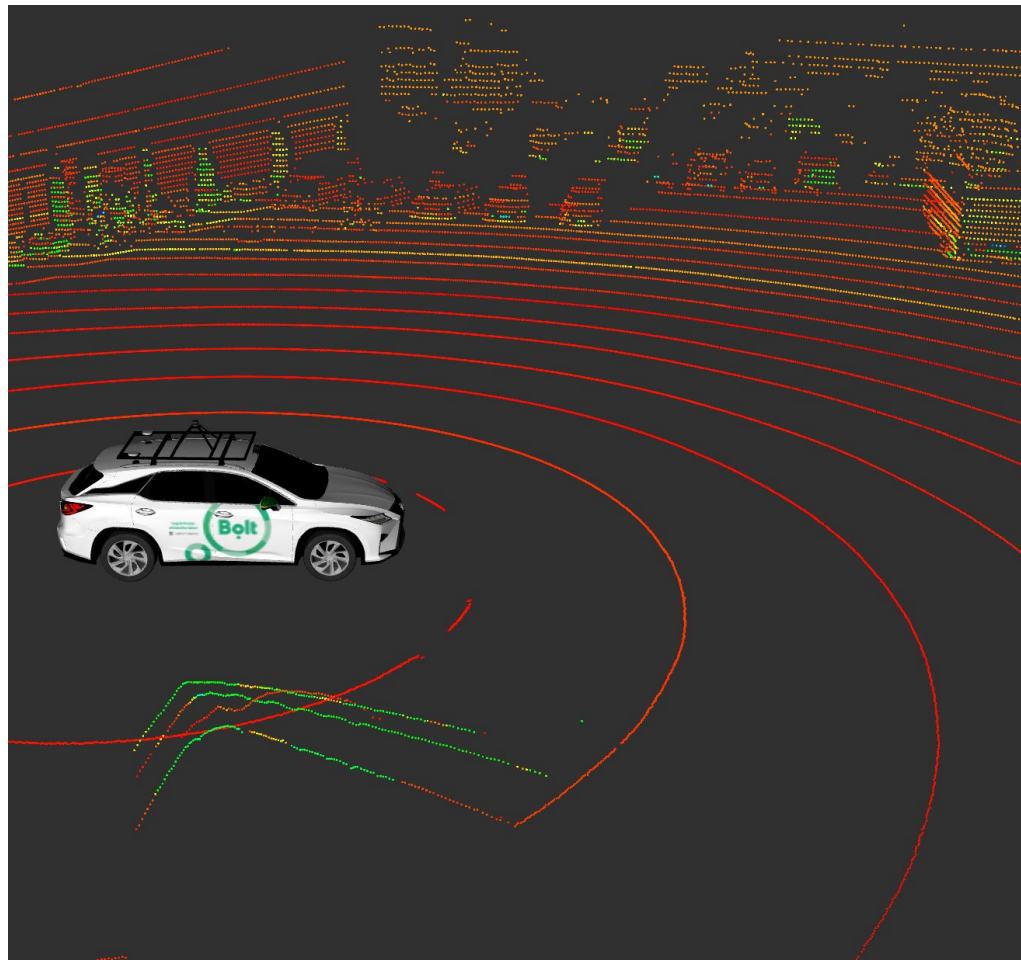
Discover our lab



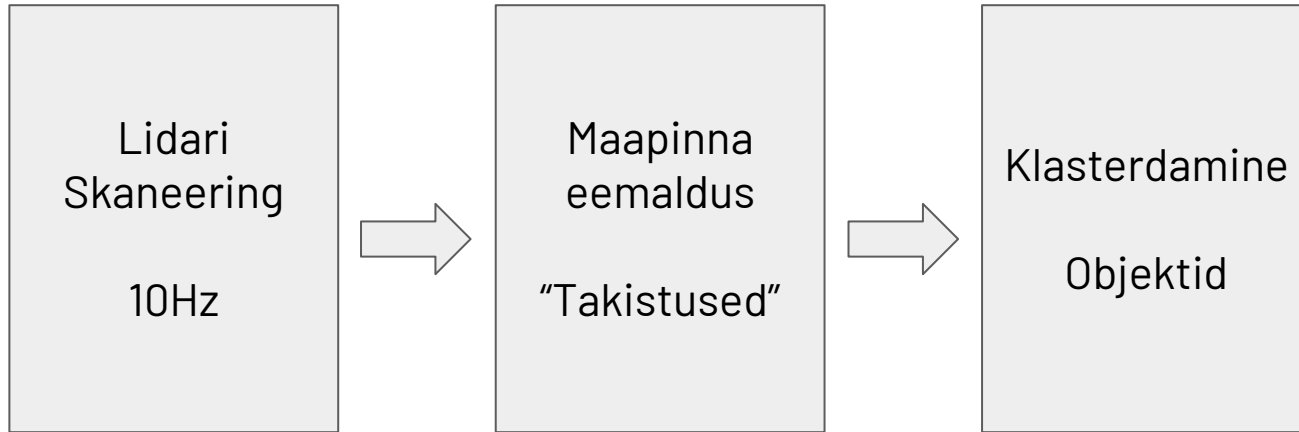


Lidar auto katusel

demo

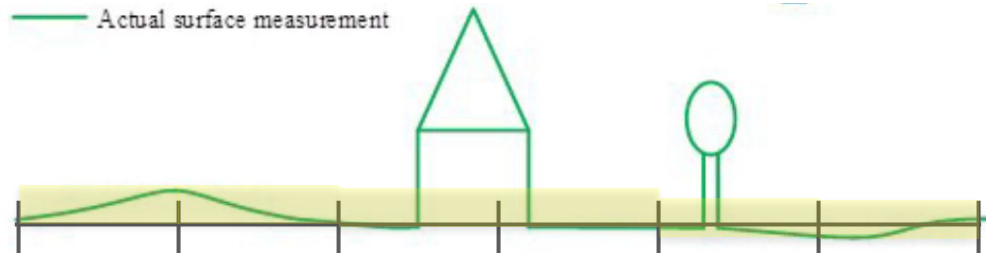


Objektid (takistused)



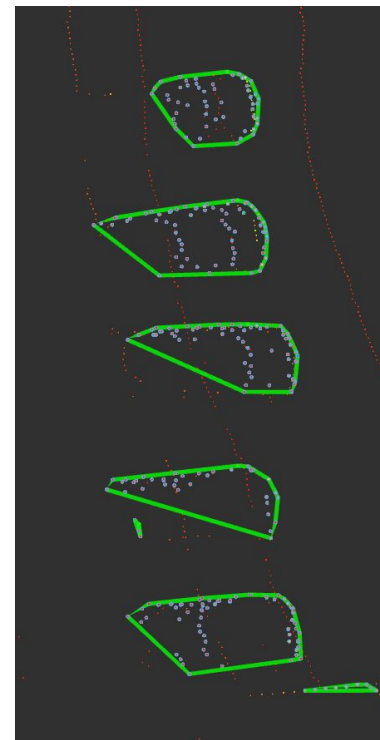
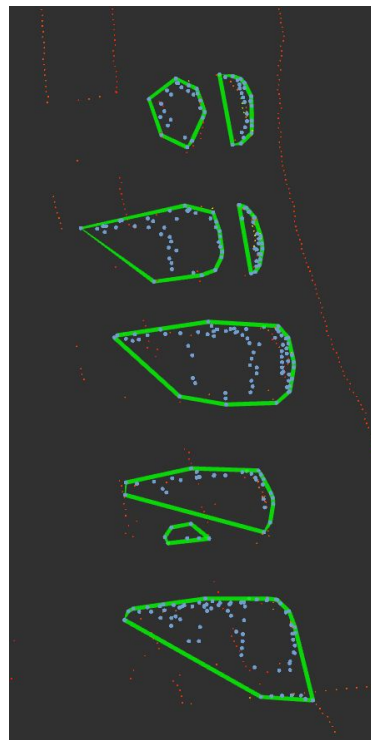
Maapinna eemaldus - lihtsustatud

1. Jagame ümbruse ruutudeks (2D)
2. Leia iga ruudu kõige madalam punkt
3. Määra sellest z puhvri sisse jäävad punktid maapinnaks
4. Kõik teised punktid on mingid takistused (mitte maapind)

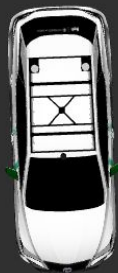


Klasterdamine - DBSCAN algoritm - 2D

- Ei pea täpsustama klastrite arvu
- 2 hästi interpreteeritavat parameetrit
 - Minimaalne punktide arv
 - Kaugus
- Oskab kasutada ruumi indekseid
- Saab hästi hakkama müraga
- Ei tekita ühenduslülisid läbi üksikute punktide



Objektid



unknown 52 (0 km/h)

unknown 41 (0 km/h)

unknown 51 (0 km/h) unknown 57 (0 km/h)

unknown 25 (0 km/h)

unknown 53 (0 km/h)

unknown 42 (0 km/h)

unknown 43 (0 km/h)

unknown 44 (0 km/h)

unknown 55 (0 km/h)

unknown 22 (0 km/h)

unknown 37 (0 km/h)

unknown 48 (0 km/h)

unknown 64 (0 km/h)

unknown 21 (0 km/h)

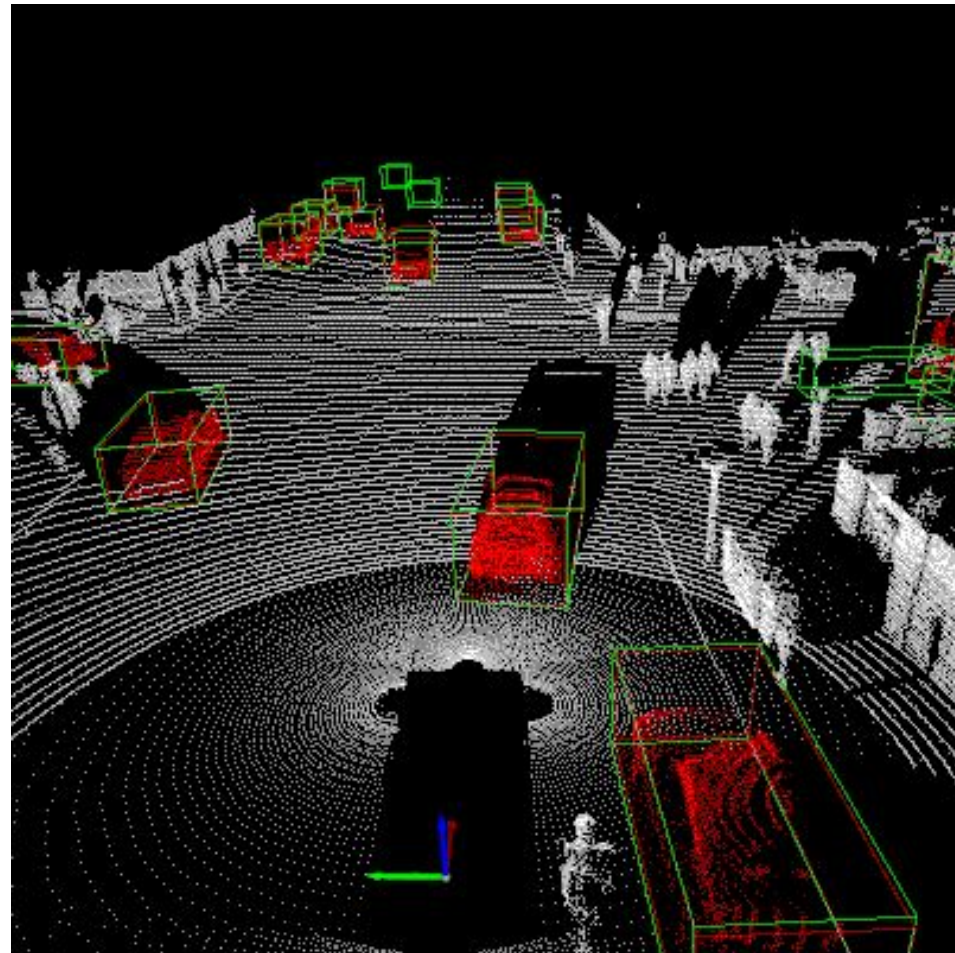
unknown 35 (0 km/h)

unknown 36 (0 km/h)

unknown 66 (0 km/h)

Masinõpe vs algoritmiline lähenemine

- Programmeerimine
 - Kood (ja parameetrid) vs andmed
- Tundmatu objekti / klassi probleem
- "Avatud ukse" probleem

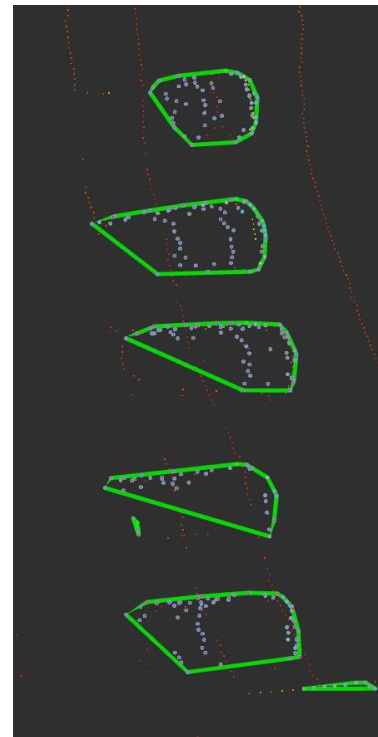


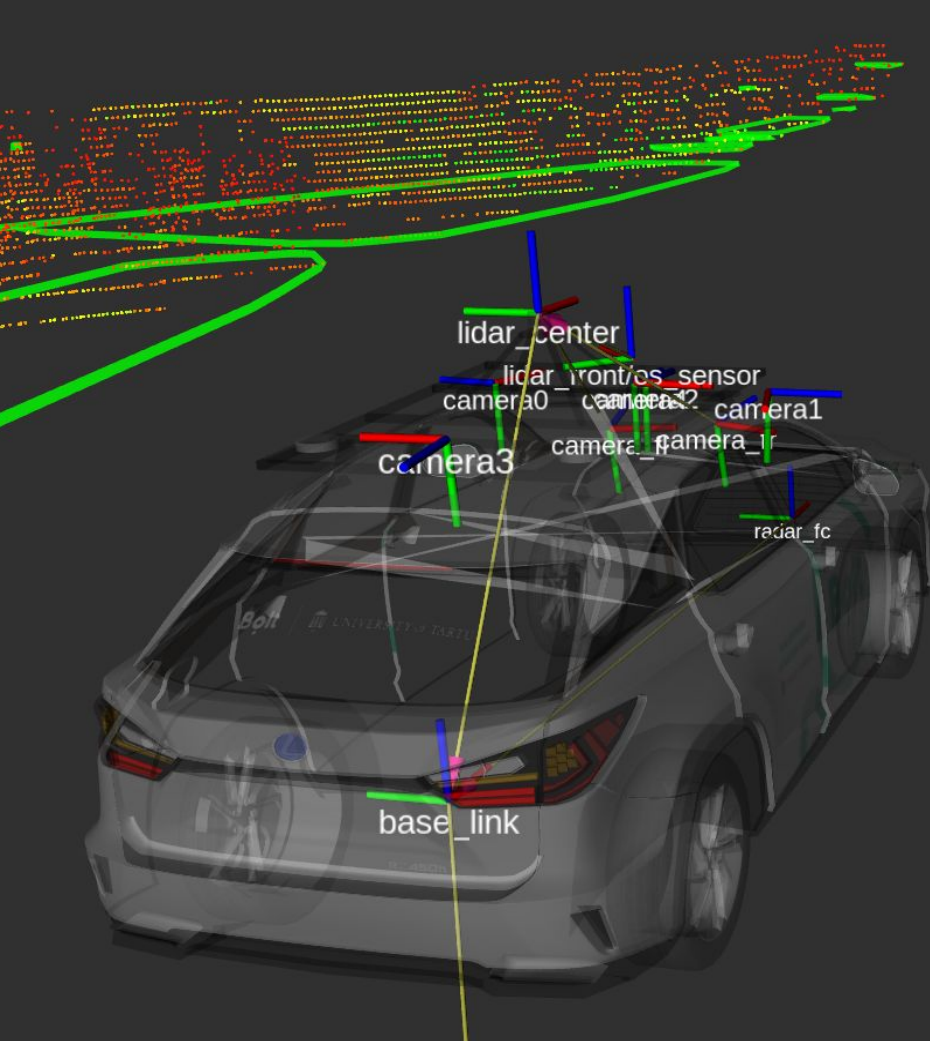
Algoritmiline lähenemine Kuidas parandada?

Lisame juurde 2. Lidari

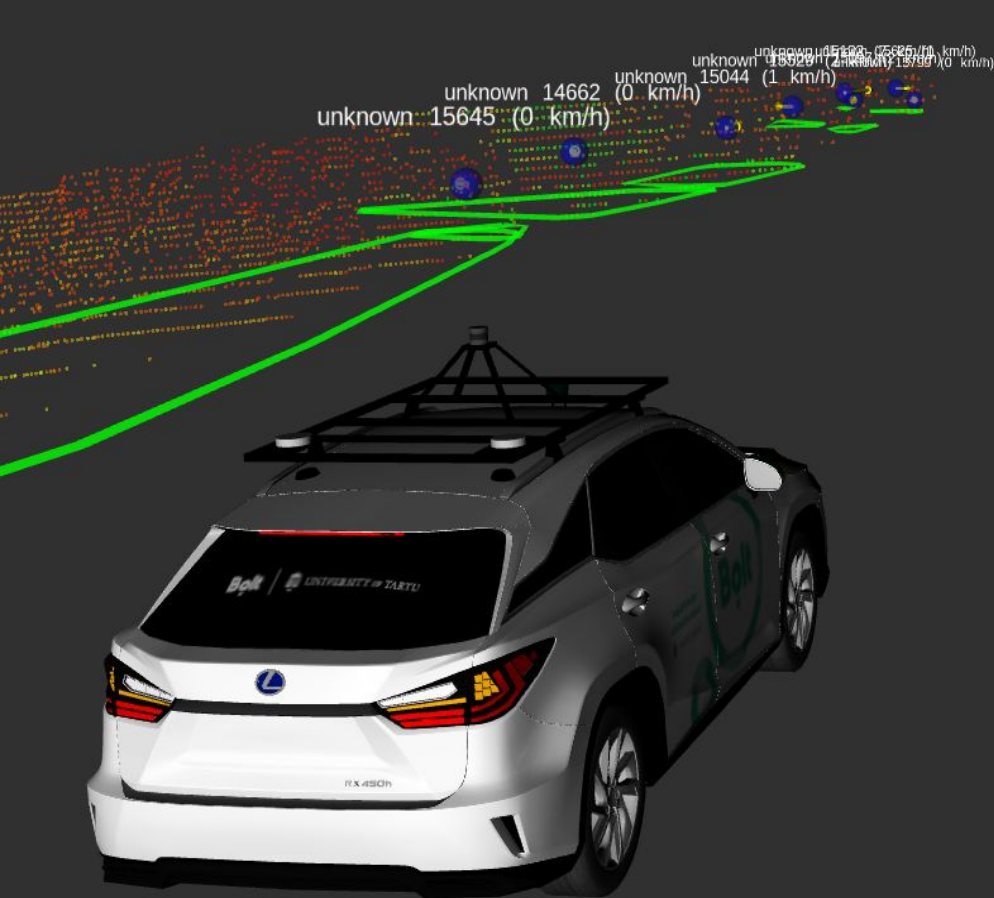
Saame tihedama punktipilve

- Ajaline sünkroniseerimine
- Skaneerimise algussuund
- Transformatsioonid
- Auto liigub ja kõigub
- Probleemid maapinna eemaldamisel

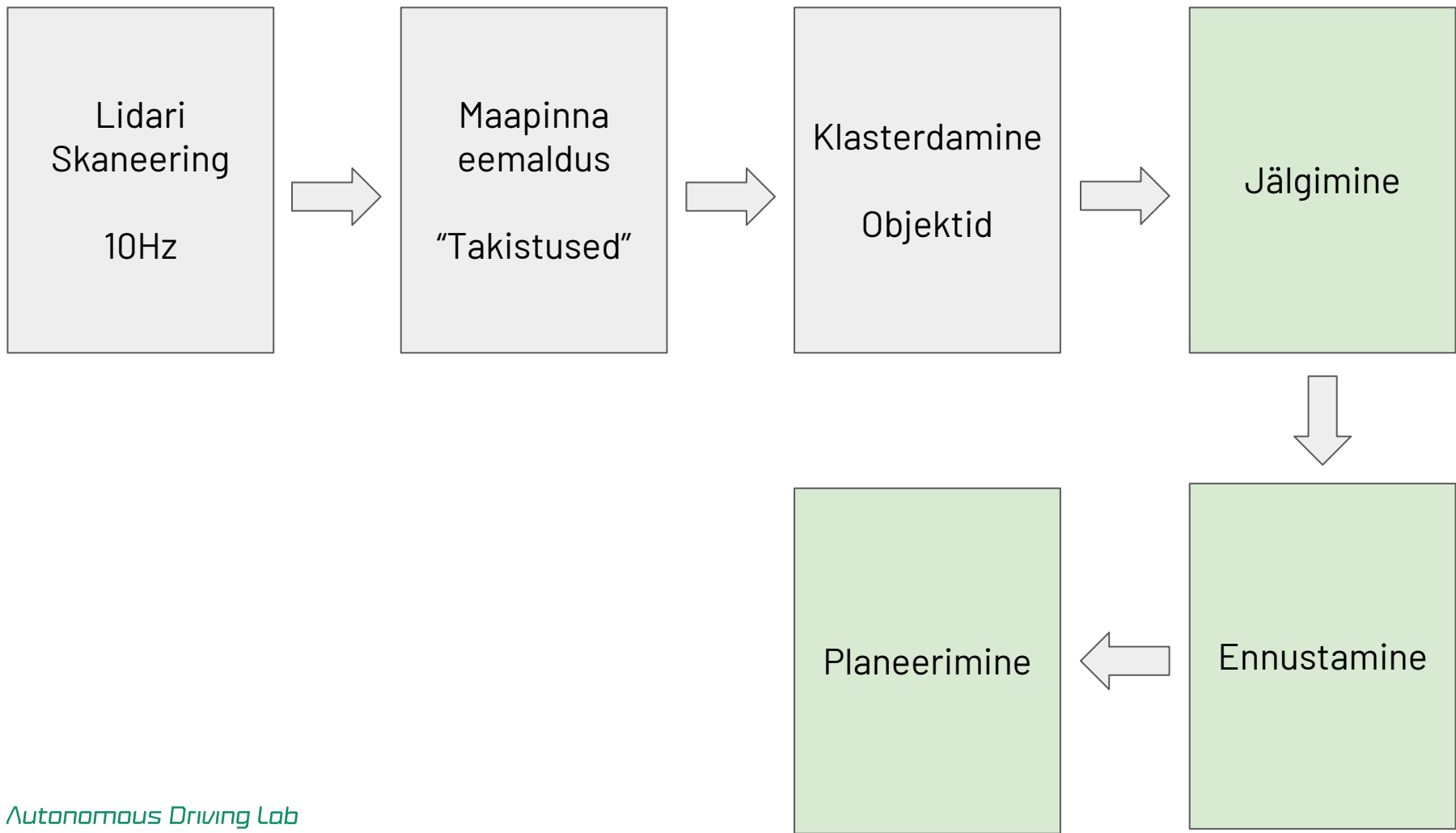




Transformatsioonid

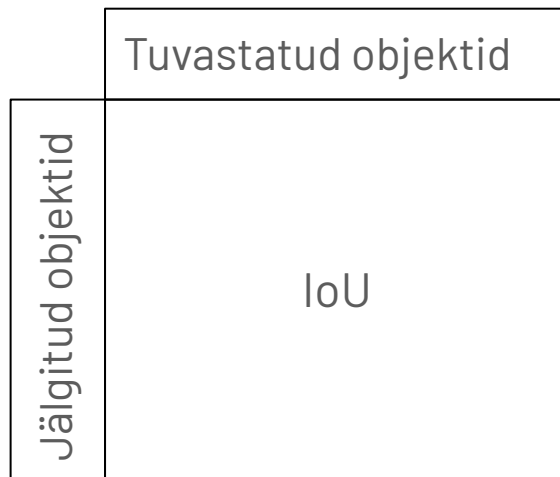


Mida tahame objektide
kohta veel teada?



"Tracking" - Jälgimine

- Lihtsustus ja arvutuslik kiirus - *Axis Aligned Bounding Box*
- *Intersection over Union*
- Ungari meetod
- Objektide liikumisega arvestamine



$$\text{IoU} = \frac{\text{Area of Overlap}}{\text{Area of Union}}$$

The diagram shows two overlapping blue squares. The intersection area is highlighted in a darker blue, and the union area is the combined area of both squares.

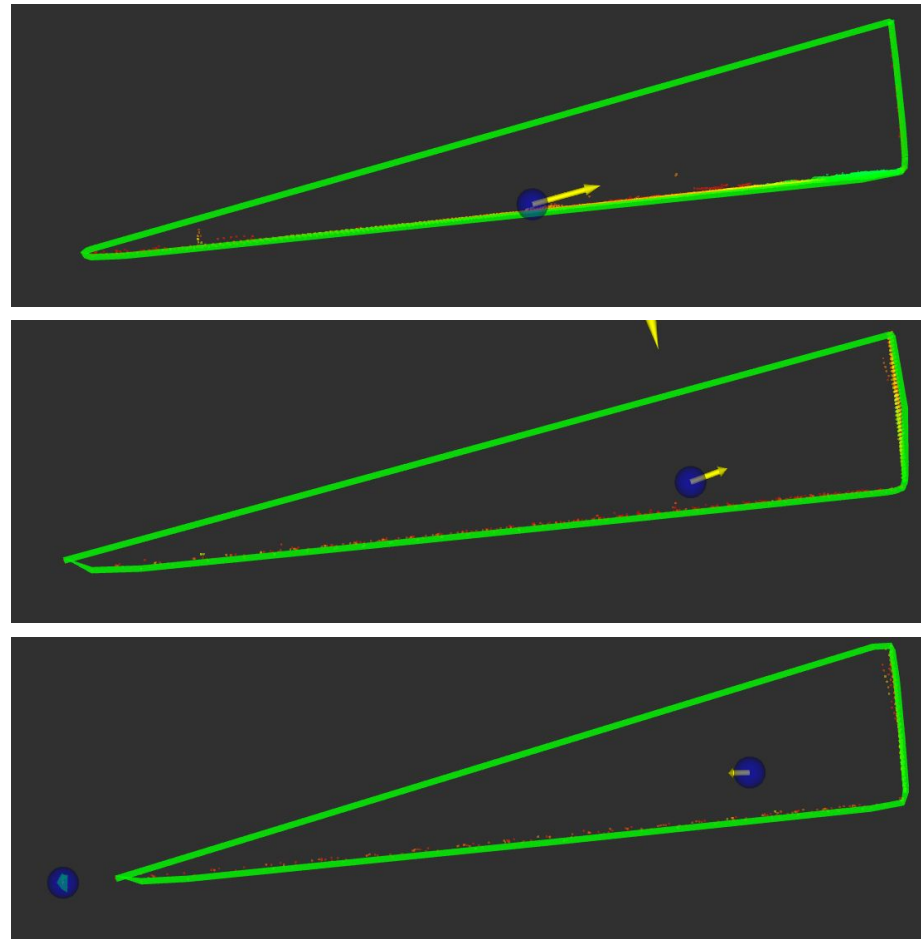
Objekti kiirus

Objekti esinduspunkt

- Klastri keskpunkt (*convex hull*)
- lidari punktide (filtreeritud / filtreerimata) keskmine

Esinduspunkti nihkumine läbi aja (0,1 sek)

Kiiruse keskmistamine
(*Exponential moving average*)





AUTONOMOUS



REC

258930

Stopping for traj. collision

Following path	12.5s
Following object	3.7s
Following path	0.1s
Following object	0.1s
Following path	0.1s
Localization	49.9 Hz 0.002 s
Object Detection	9.9 Hz 0.175 s
Traffic Lights	10.0 Hz 0.010 s
Local Planner	10.0 Hz 0.028 s
Control	49.6 Hz 0.004 s



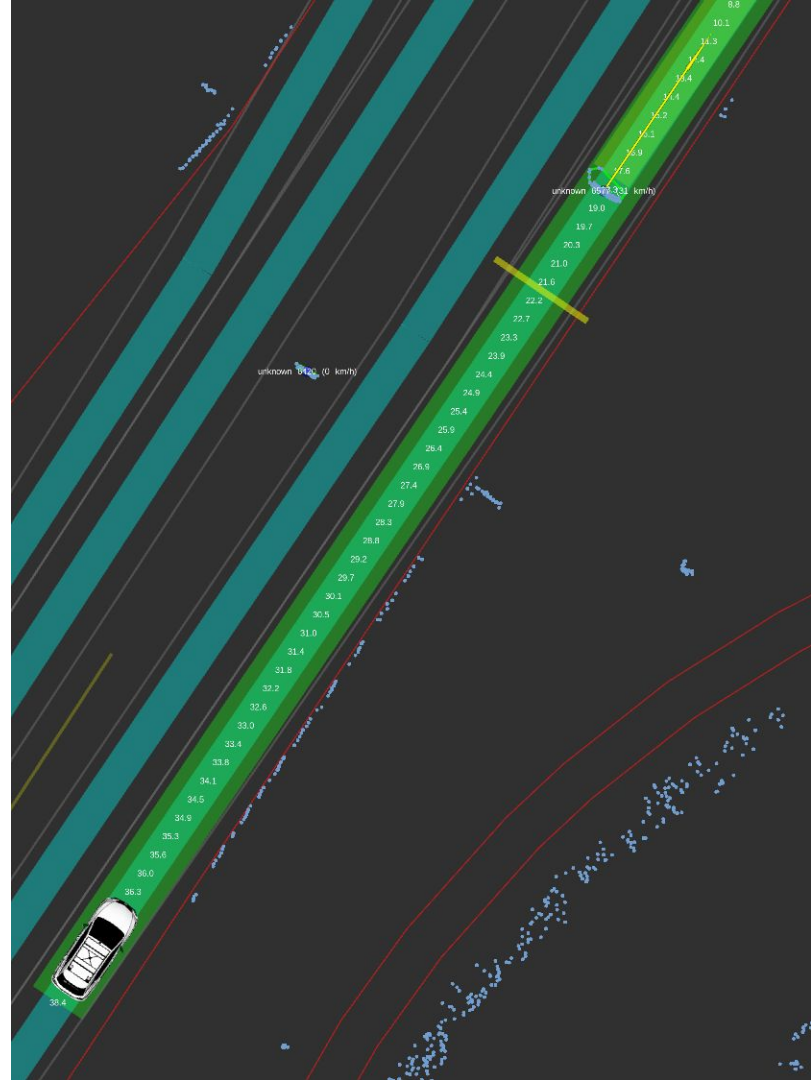
unknown 242 (9 km/h)

Kokkupõrke "ennustamine"

Olukord 1

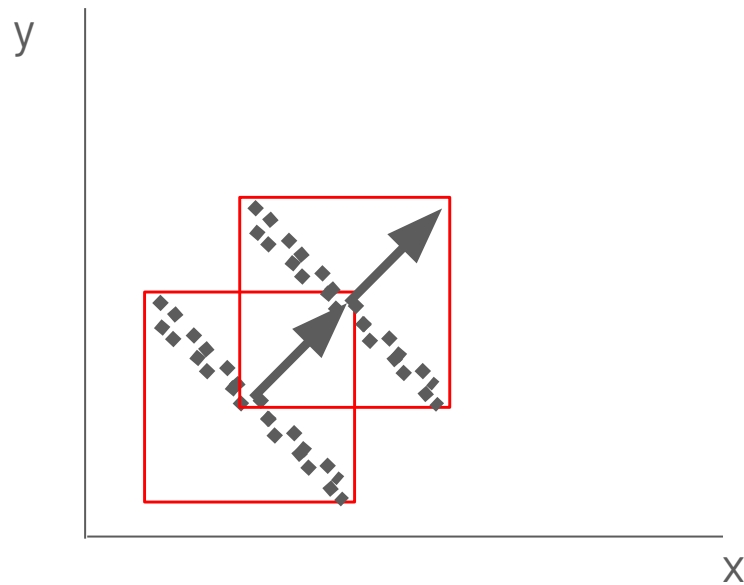
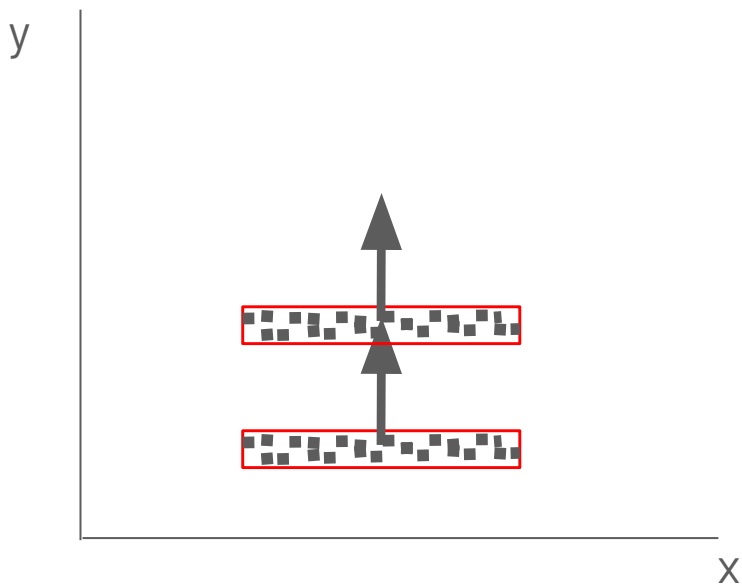
demo

- Reageerimine eesolevale autole



Kaardivõrk ja objektide sobitamine

- Axis-aligned bounding box
- IoU



Radar

- Ajaline sünkroniseerimine ja transformatsioonid
- Radari kiirus vs kiiruse vektor

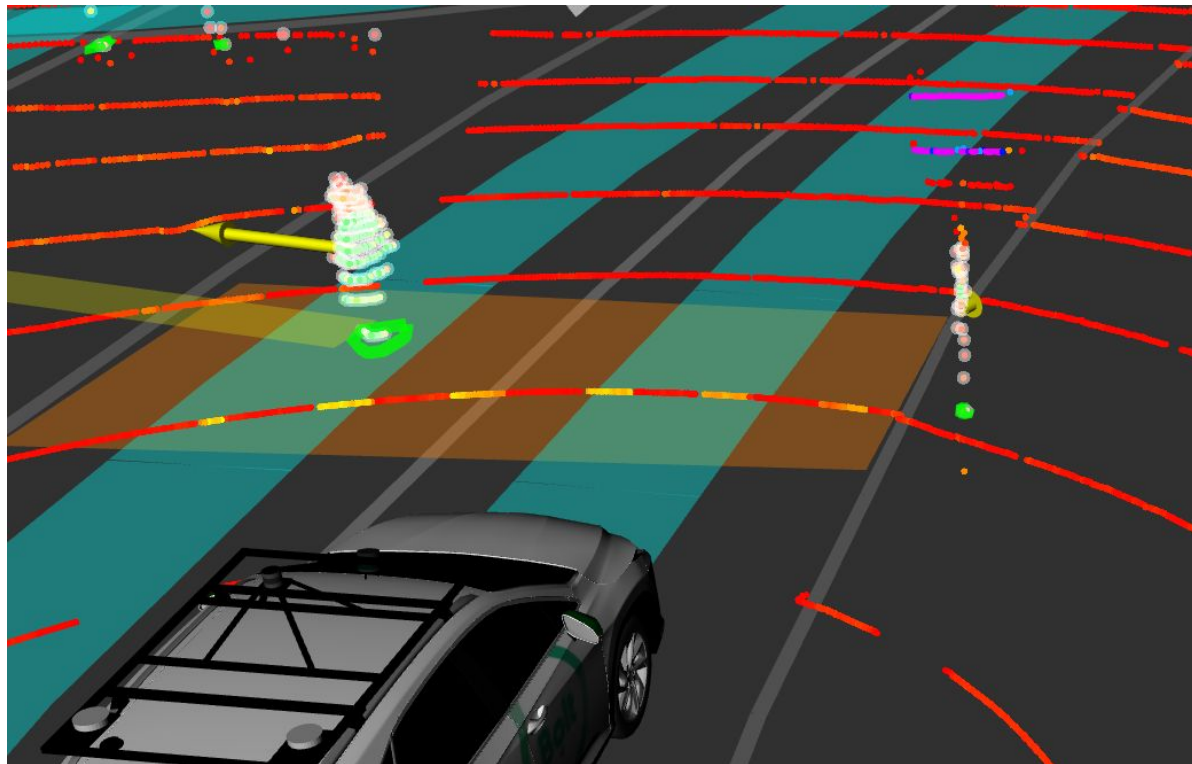
Jälgija: objekti tekitamine ja elus hoidmine

demo

Olukord 2

demo

- Jalakäija tuvastamine



Aitäh!

Edgar Sepp

edgar.sepp@ut.ee

Isejuhtivate sõidukite labor

adl.cs.ut.ee



UNIVERSITY OF TARTU

Institute of Computer Science

Autonomous Driving Lab

Autonomous Driving Lab