

Team B7 | CarMa

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Use Cases



> 1,550 deaths/yr

> 40% sleepy drivers

> \$12.5 billion in losses

Requirements

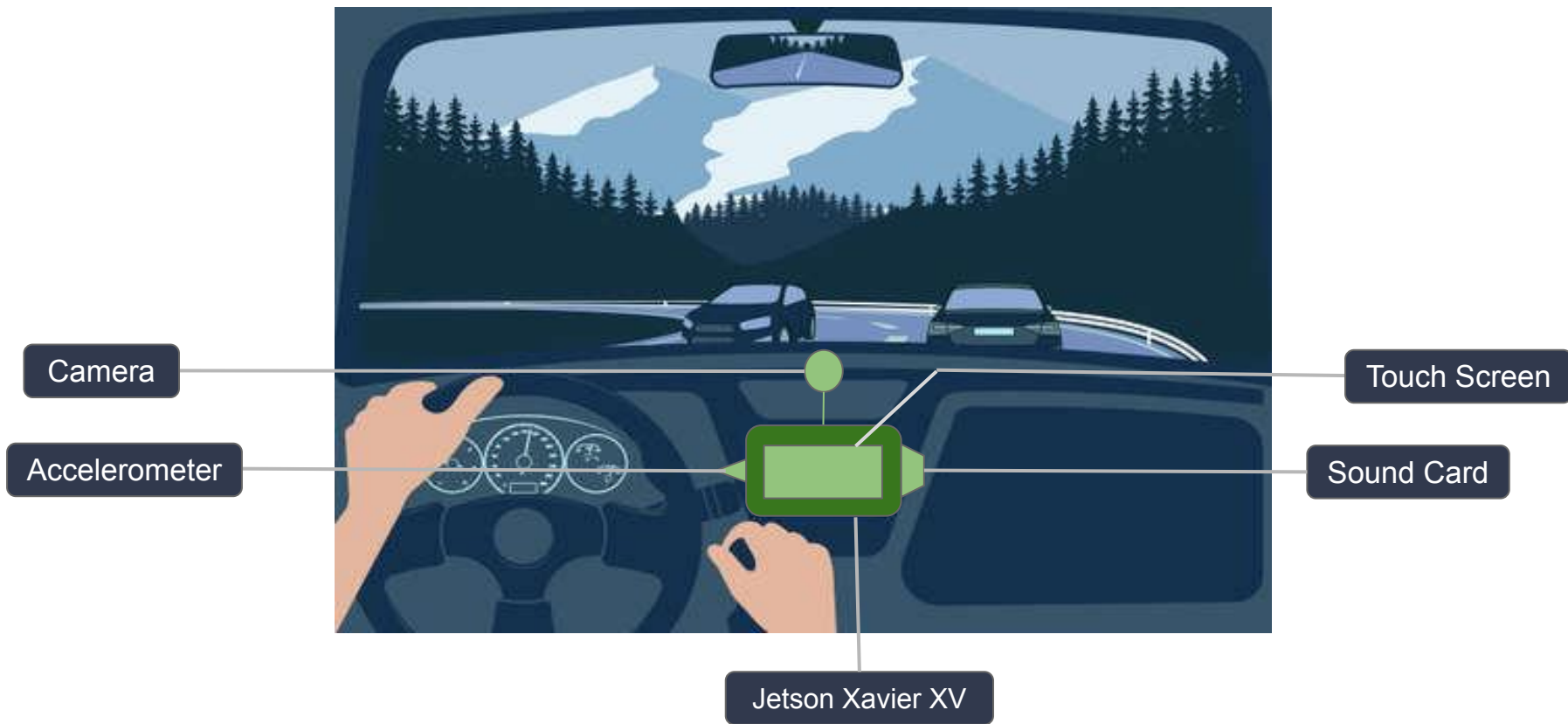
Detect when driver's eyes are distracted for > 2 secs	Drivers should never take eyes off the road for > 2 secs - NHTSA
Computation Time < 1000ms	Drivers should never take eyes off the road for > 2 secs (RTT < 2 secs) - NHTSA
Use accelerometer component to ensure driver monitoring past 55 mph	70% fatal car accidents occur past 55 mph

Requirements

<p>≥ 5 frame/sec (fps)</p>	<p>Dlib detection expects 5 fps with the Intel i5 which has a slower GPU compared to the Jetson Xavier</p>
<p>Accuracy of model against test suite $\geq 75\%$</p>	<p>Given the time frame and complexity of the project</p>

Technical Challenges

- Given limited latency, need to be able to detect if eyes are closed for 2 seconds
 - Determined by the algorithm we go with + board
- Variations that exist while driving
 - Shadows
 - Bad lighting
 - We are limiting our scope to daylight driving
- Board needs to handle the computation
- Need to power the board in moving car



Solution Approach: Hardware

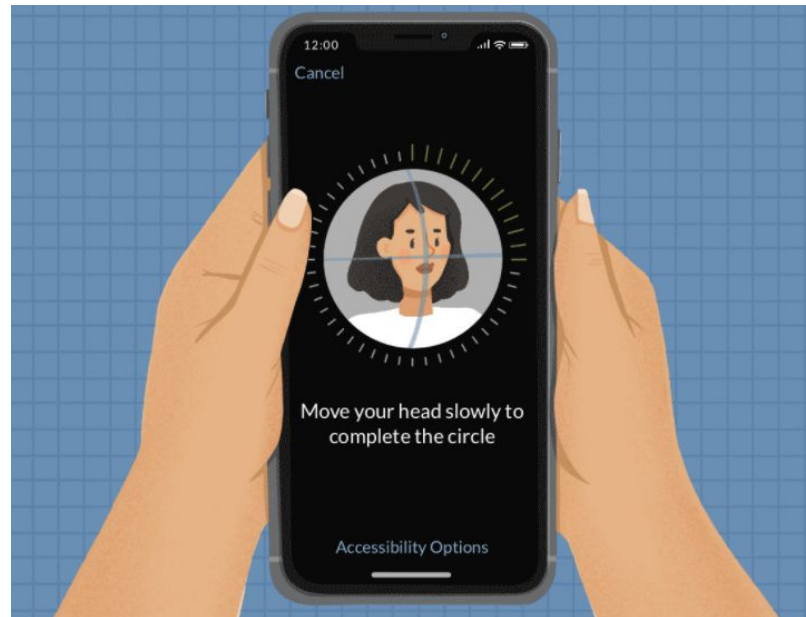
Solution Approach: Software

Warning Signs of Drowsy / Distracted Driving

- Blinking frequently → Eyes detection
- Head movement → Pose detection

Step 1: Calibration Process

- Get user's face dimensions & background lighting to improve facial detection
- Thresholding to find an optimal value against which we can segment out the eyeballs in current setting

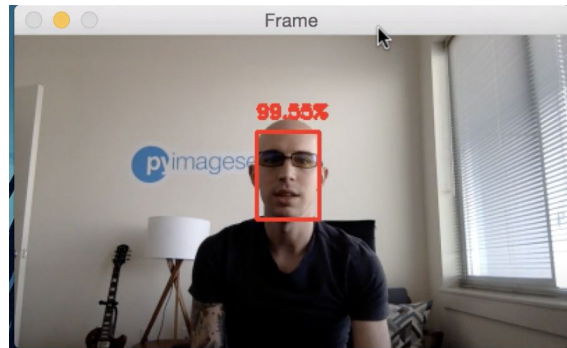


Solution Approach:

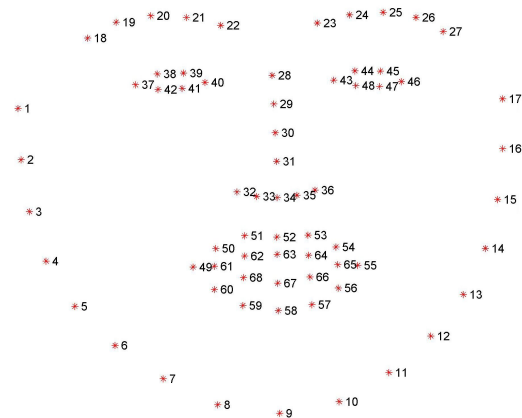
OpenCV's DNN Facial Detection

First Choice: OpenCV's DNN

- Use Caffe model and utilizes the SSD framework with ResNet as the base network
 - Works with side faces and occlusion
- Recent support with NVIDIA GPUs, CUDA, cuDNN
 - Requires Ubuntu
- Face detection: 12.95 fps



Solution Approach: Dlib's Facial Detection



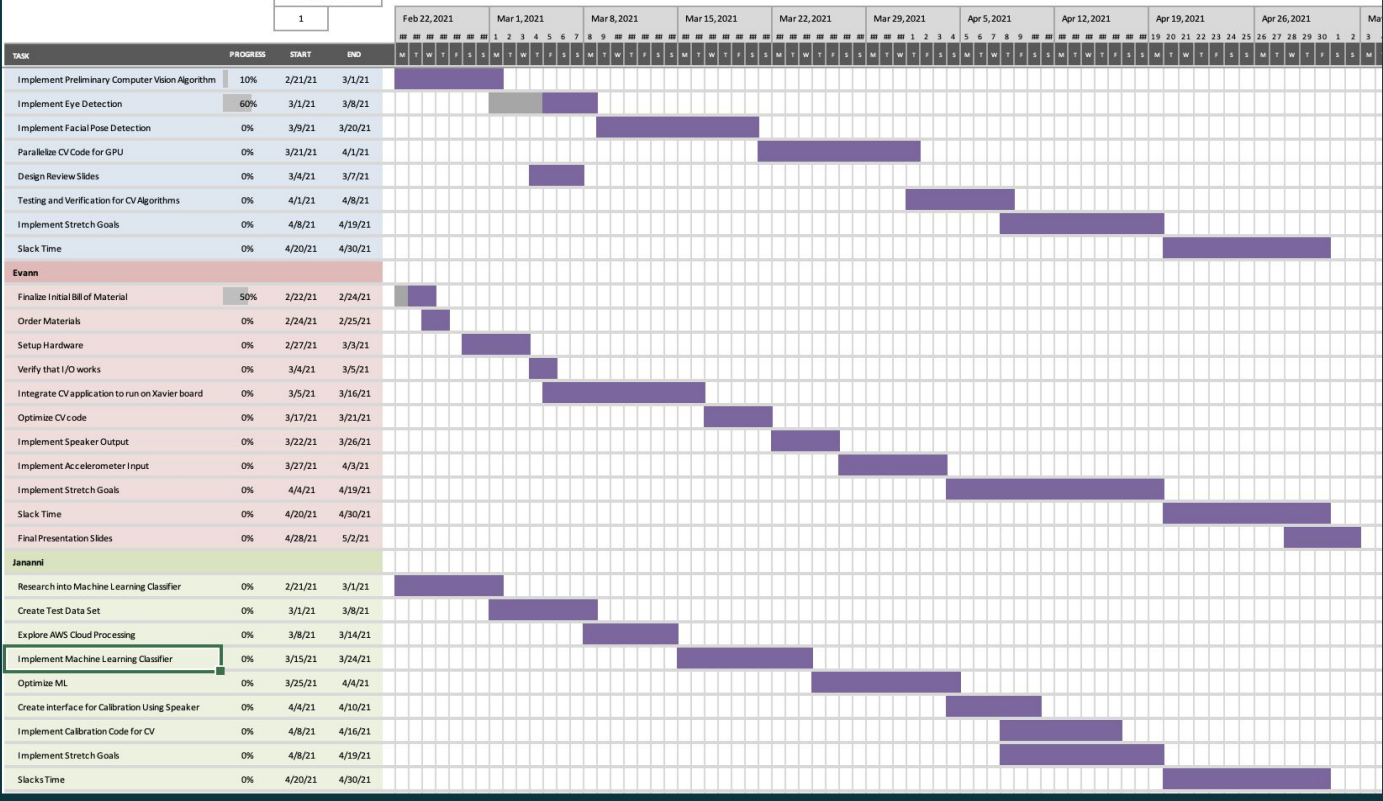
- Dlib's 68 Face Features
 - Locates human face & returns x,y,w,h
 - Match 68 face features to points
- OpenCV for tracking the pupil
- Utilizes HOG and linear SVM
 - Good "frontal" face detector
- Runs on Jetson Xavier GPU
- Face detection: ~5 fps

Testing, Verification and Metrics

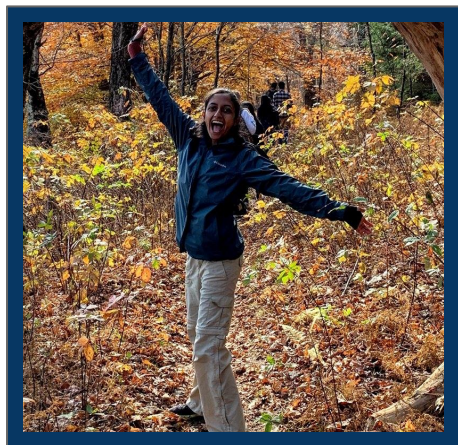
- Test suite of videos to show that it accurately accomplishes behaviour
 - DrivFacce: DB of videos to test blinking eyes when people are driving
 - Verify on different sets of people
 - Contains shadows/different lighting conditions
- For each algorithm, for the same environment test and compare:
 - Latencies
 - Accuracies of the models
- Keep track of actual vs. expected accuracies
 - finding driver's face, detecting "sleepy eyes" for frontal, detecting "sleepy eyes" for turned face, detecting driver's pose detection

Carma Project Schedule

Sun, 2/21/2021
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Schedule



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Use CarMa for better karma on the road :)