Data Fusion of 2D Perception Algorithm and 3D Spatial Data for Social Distancing Awareness Application

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REU Project: Artificial Intelligence for Smart Cities

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NSF Engineering Research Center for Smart StreetScapes (CS3)

 The Center for Smart Streetscapes (CS3) is a Gen-4 <u>NSF</u> Engineering Research Center based at Columbia University (New York) taking a new approach to smart cities with 80+ stakeholders industry partners, community organizations, municipalities, and K-12 schools – both as collaborative co-producers of knowledge and as auditors of technology research and development.









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NSF Engineering Research Center for Smart StreetScapes (CS3)

With its extensive network of partners, CS3 unites diverse research communities through a convergent research model that delivers innovations across five engineering and scientific areas:

Wi-EdgeCurrent 5G & 6G bandwidth, latency, and density concentrationsSituational AwarenessHigh-accuracy recognition & tracking across fields of view from sensors in
complex, dynamic scenes.Security, Privacy, & FairnessEmerging technologies pose new challenges that may compromise social equity.Public Interest TechnologyTechnology can intentionally or unintentionally produce or reproduce social
harms, amplified for data collection in underserved communities.Streetscape ApplicationsCross-layer coordination and optimization, human-streetscape interaction,
generalizability, and future streetscape design.

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NSF Engineering Research Center for Smart StreetScapes (CS3)

• **Student Leadership Council** -The Student Leadership Council (SLC) serves as a liaison between the CS3 student body and the center leadership, representing both the undergraduate and graduate levels across all core partner institutions. Its goal is to support open communication, provide leadership development, and create opportunities for collaboration.

• Research Thrusts & Al for Smart Cities: *Wi-Edge, Streetscape Applications, Situational Awareness*

- Fixed Sensing with Cameras (Emily)
- Tracking with LiDAR Sensors (Jennifer)
- Scooter & Motor Vehicle Sensing (Ethan)
- Simulation Environments (Abigail)
- 3D Data Visualization (Ariana)





Future of Streetscapes with CS3

Machine Vision Helping Humanity in Urban Environments

- New opportunity: AI camera intelligence can detect objects in real-time
- This helps us understand human behavior and public safety





Research Goals

We will test and implement real-time object tracking and classification algorithms, which can contribute to the CS3 WPB testbed.





Research Goals

Diagram demonstrating YOLOv5 algorithm mechanisms.





2D camera + 3D point cloud data





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Object Detection & Classification

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metrics/precision tag: metrics/precision



Training Set
88%

Validation Set
8%

Testing Set
4%

96 images



Object Tracking & Relative Distance





Conclusion

This is just a quick and simple example of how **computer vision algorithms** can be directly combined with LiDAR data. *Since this project is just a proof of concept, we've made some shortcuts in the interest of time.*

- The custom weights of the YOLOv5s model were trained with only 1,000 images. We could try collecting more data to increase the accuracy in different scenes.
- We could try adjusting the color-space and aspect ratio of the reflectivity layer to further improve the detection accuracy.
- Currently, the code only works with recorded data. We could try adding the capability to do object detection and distance calculation from an Ouster lidar live stream.



Questions & Feedback

