



# Distracted Driver Detection

CAN COMPUTER VISION SPOT DISTRACTED DRIVERS?

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# Image understanding is hard!

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- "Easy for humans, hard for computers"
- Relevant XKCD (posted in 2014)



IN CS, IT CAN BE HARD TO EXPLAIN THE DIFFERENCE BETWEEN THE EASY AND THE VIRTUALLY IMPOSSIBLE.

# Outline

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- Problem introduction
- Theory
  - Neural Networks
  - ConvNets
  - Deep Pre-trained with example
- My approach
- Challenges
- Results



# Distracted Drivers competition<sup>1</sup>

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- Kaggle – Data science competitions
- Dataset:
  - Over 100 000 images (>4 Gb)
  - 100 persons performing 10 different actions (next slides)
  - Labelled training set with ~20K images, test set ~80K
- Task is to label test set with probabilities for each class
- Evaluation by *multi-class logloss*:

$$L = -\frac{1}{N} \sum_{i=1}^N \sum_{j=1}^M y_{ij} \log(p_{ij})$$

[1]: <https://www.kaggle.com/c/state-farm-distracted-driver-detection>



# Action classes

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- C0:  
Driving safely



- C2:  
Talking right



- C1:  
Texting right

- C3:  
Texting left



# Action classes cont.

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- C4:  
Talking left



- C5:  
Operating  
radio



- C6:  
Drinking



- C7:  
Reaching  
back



# Action classes cont.

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- C8:  
Hair and makeup



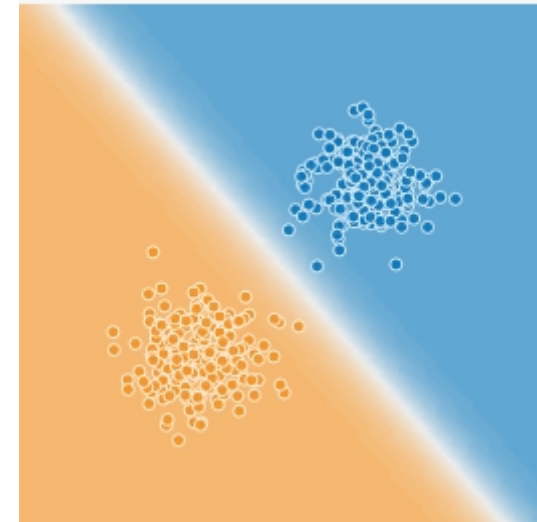
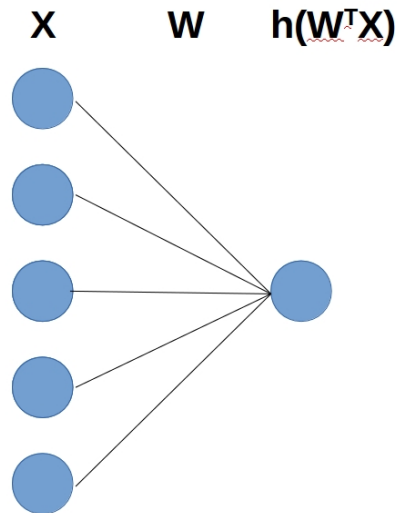
- C9:  
Talking to  
passenger



# Neural networks

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- One node with sigmoid activation = logistic regression



- Many nodes/layers → learns complex input/output relations with cheap operations

Demo<sup>2</sup>: [Link](#)

[2]: *Tensorflow Playground*: <http://playground.tensorflow.org/>





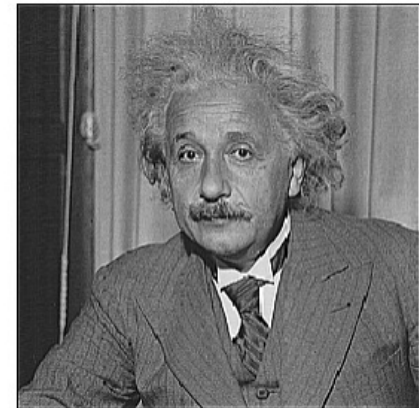
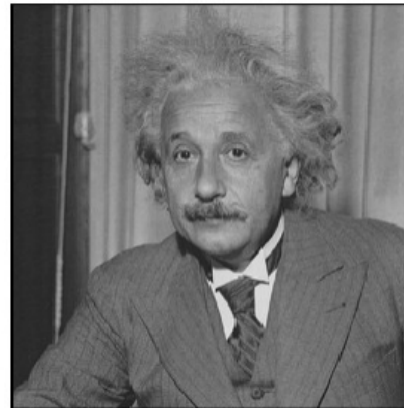
# ConvNets

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- Convolution ("faltung")
  - Fourier/Laplace transform
  - Image analysis
  - Signal Processing
- Filter on images
- Ex:
  - Gaussian Blur
  - Sharpening
  - Edge detection

Sharpening filter

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 0 \end{bmatrix} - \frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$



- ConvNets include *convolutional layers*

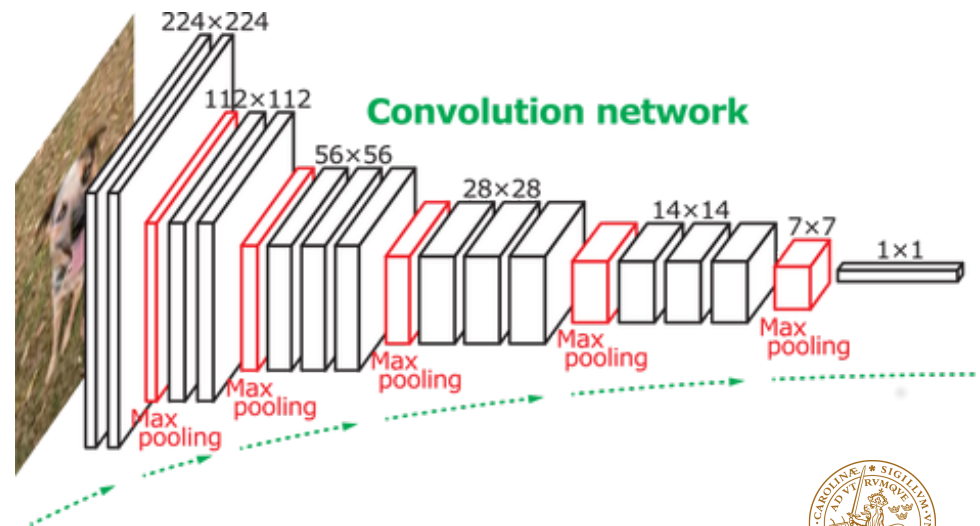


# Deep ConvNet, VGG16<sup>3</sup>

- 16 conv. Layers + 4 fully connected ("normal") layers
- > 138 million parameters

VGG16 architecture

- 2-3 weeks to train on ImageNet database
- 1.3 million images from 1000 classes



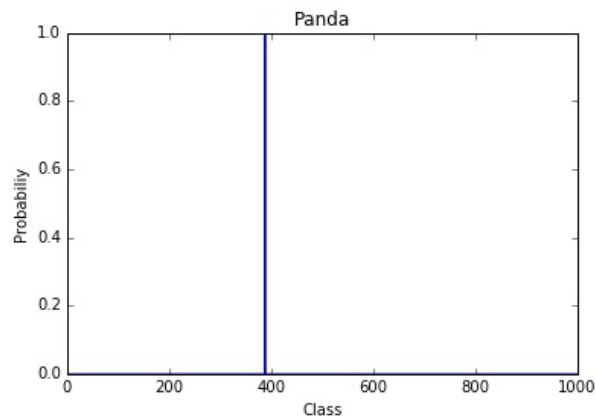
[3]: VGG-16 network [<http://arxiv.org/abs/1409.1556>]



# VGG16 Demo

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- Giant Panda image from Hong Kong Zoo
- VGG16 gives output:

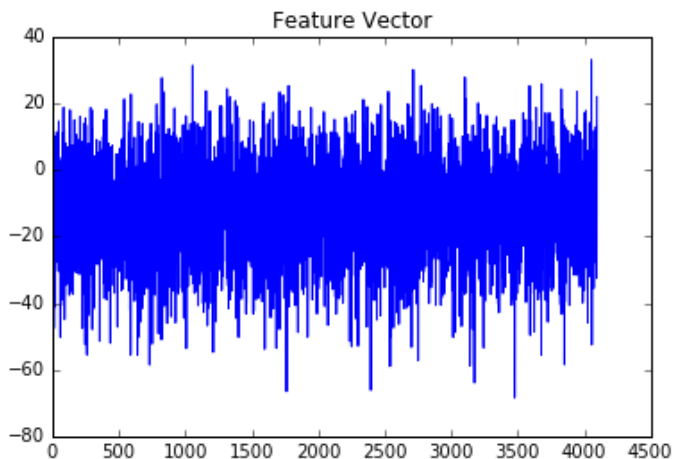


- 99.9999% confidence in class 388:  
*giant panda, panda, panda bear, coon bear, Ailuropoda melanoleuca*



# Back to the drivers!

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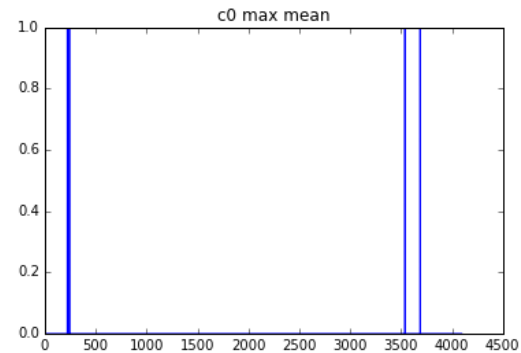
- Use pre-trained VGG16 to extract feature-vectors from images
- Use first layer after the convolutions, produces 4096-dimensional vector
- Every image takes 0.5s to process → ~20h on laptop



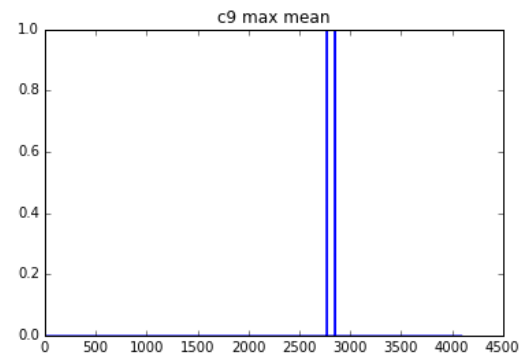
# Will it work?

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- Separability of classes
- Mean output over different classes
- Seemed to show good variability → good chance of separation
- Promising!



*Max  
activations  
Class 0*



*Max  
activations  
Class 9*



# Classification challenges

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- Many similar images taken within short timeframes → prone to overfitting
- Separate persons in train and test set
- Network learned person-specifics → bad results on test!



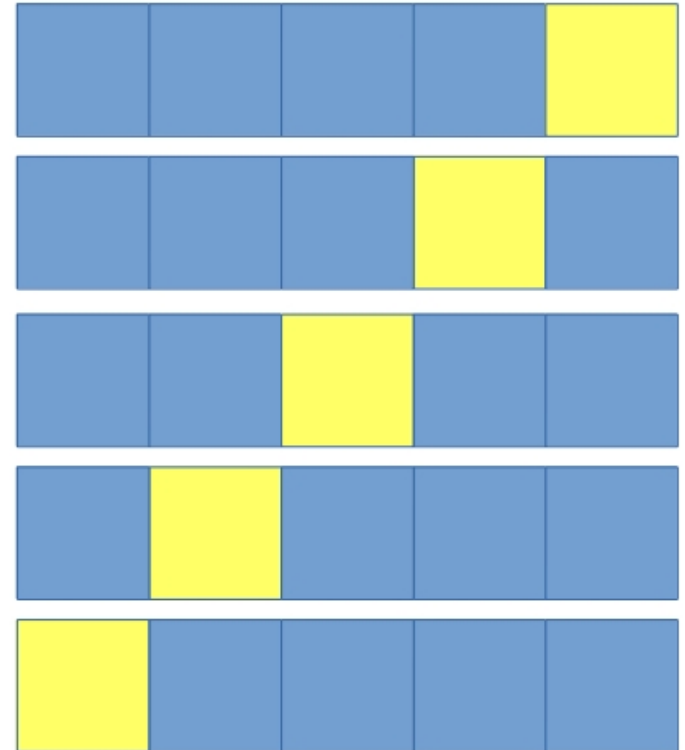
*Two similar images from C0: safe driving*



# Labelled cross-validation

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- To receive accurate test evaluations, cross-validation is required
- 26 different persons in train set
- Split my training set into 5 folds with 5 persons held out from training



# Classification

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- Now I had a:
  - train matrix 22424 x 4096
  - test matrix 79726 x 4096
- Many approaches to classification:
  - Support vector machine
  - Logistic regression
  - Random forest
  - Decision Trees
  - Gradient Boosting
- SVM and Log.Reg produced best res.  
(implemented in scikit-learn)

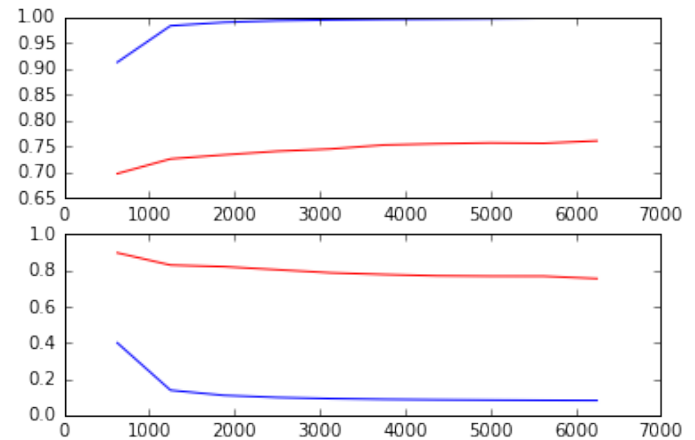




# Training

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- Using the entire 4096 feature vector for every image (testing took time!)
- Regularization:
  - Prevents overfitting by limiting size of weights
  - An additional hyperparameter to optimize
- Finding the right hyperparameters using cross-validation



*Train (blue) and validation (red) acc. (top) and logloss (bottom)*



# Improvements

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- 60-65% accuracy, 1.10 logloss → ~250 on current leaderboards
- Wanted less features per image
- Reduces training time – more time to optimize hyperparameters
- Finding the "right" features for my specific task will greatly prevent overfitting



# Dimensionality reduction

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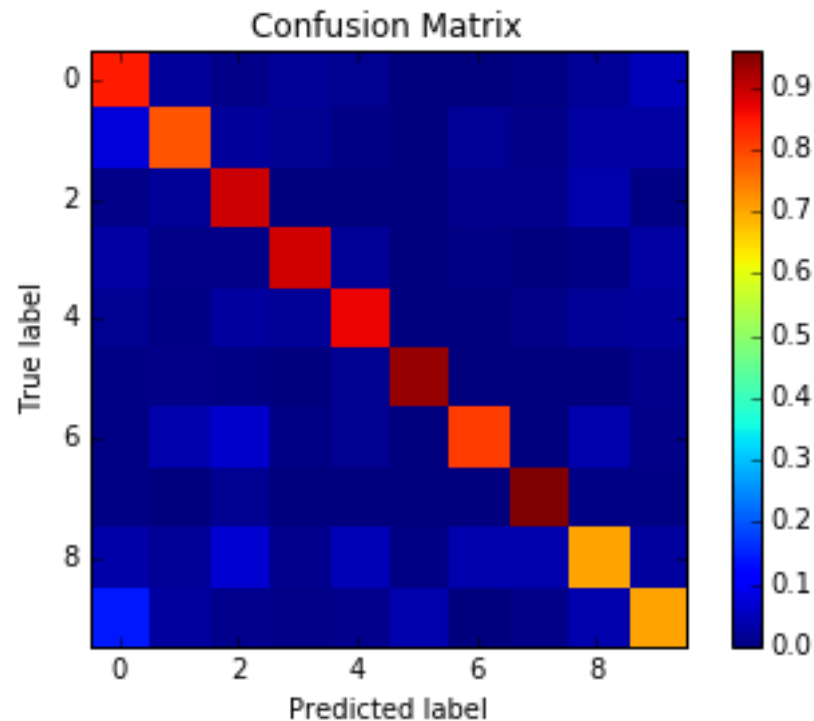
- Which features were the most important
- Removing features that coded for person-specifics
- Ended up with 887 feature vector → much faster training/testing and easier on the memory



# Final Results

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- Over 80% accuracy and  $<0.60$  logloss on cross-validation!



- Sadly nowhere close to  $<0.2$  logloss (top of LB) :(



# Thanks!

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- Dennis Medved
  - Pierre Nugues
  - Magnus Oskarsson
- 
- Have a great summer!

