

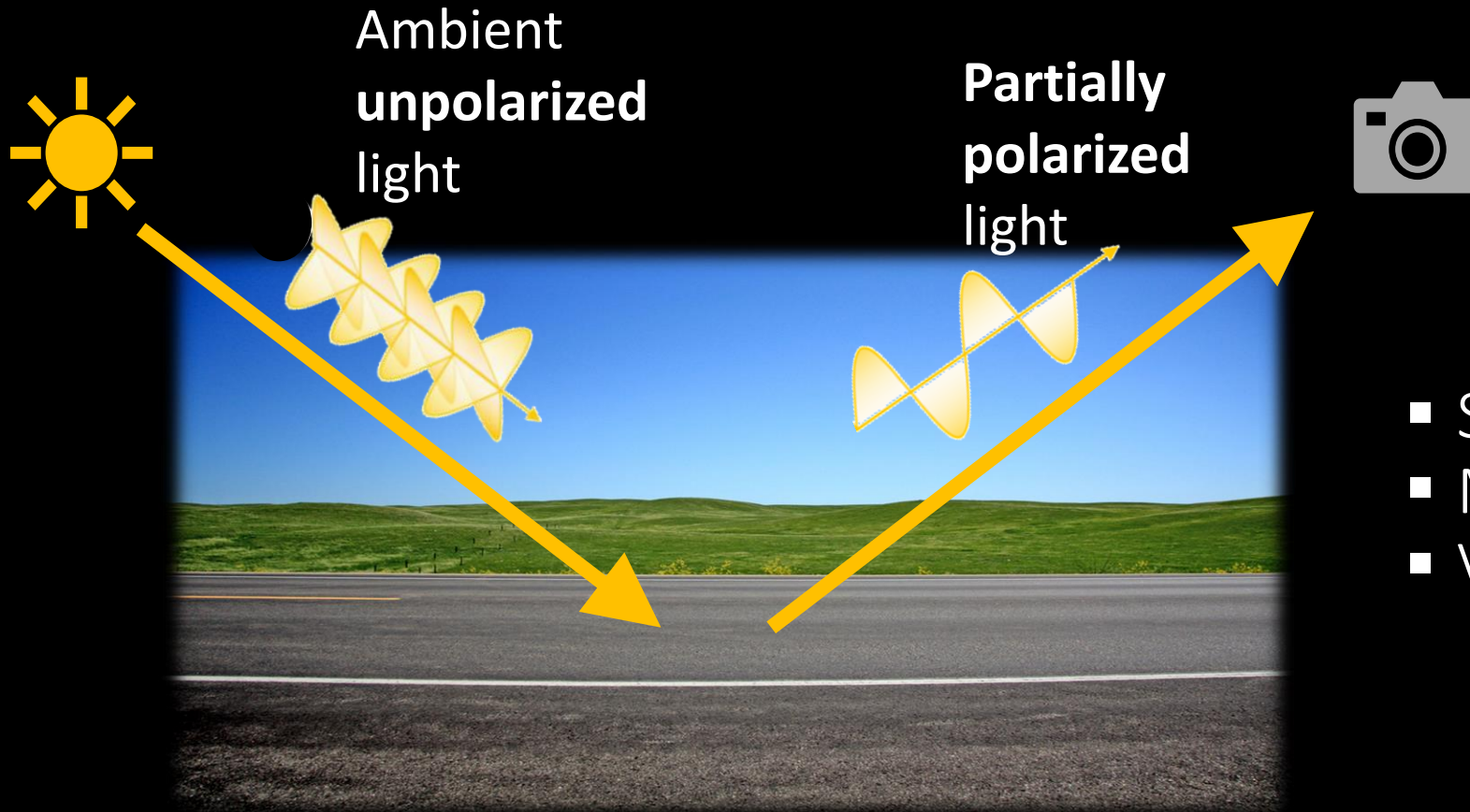


IMVC 2024

# Polarimetric Imaging for Perception

Michael Baltaxe, Tomer Pe'er, Dan Levi  
General Motors

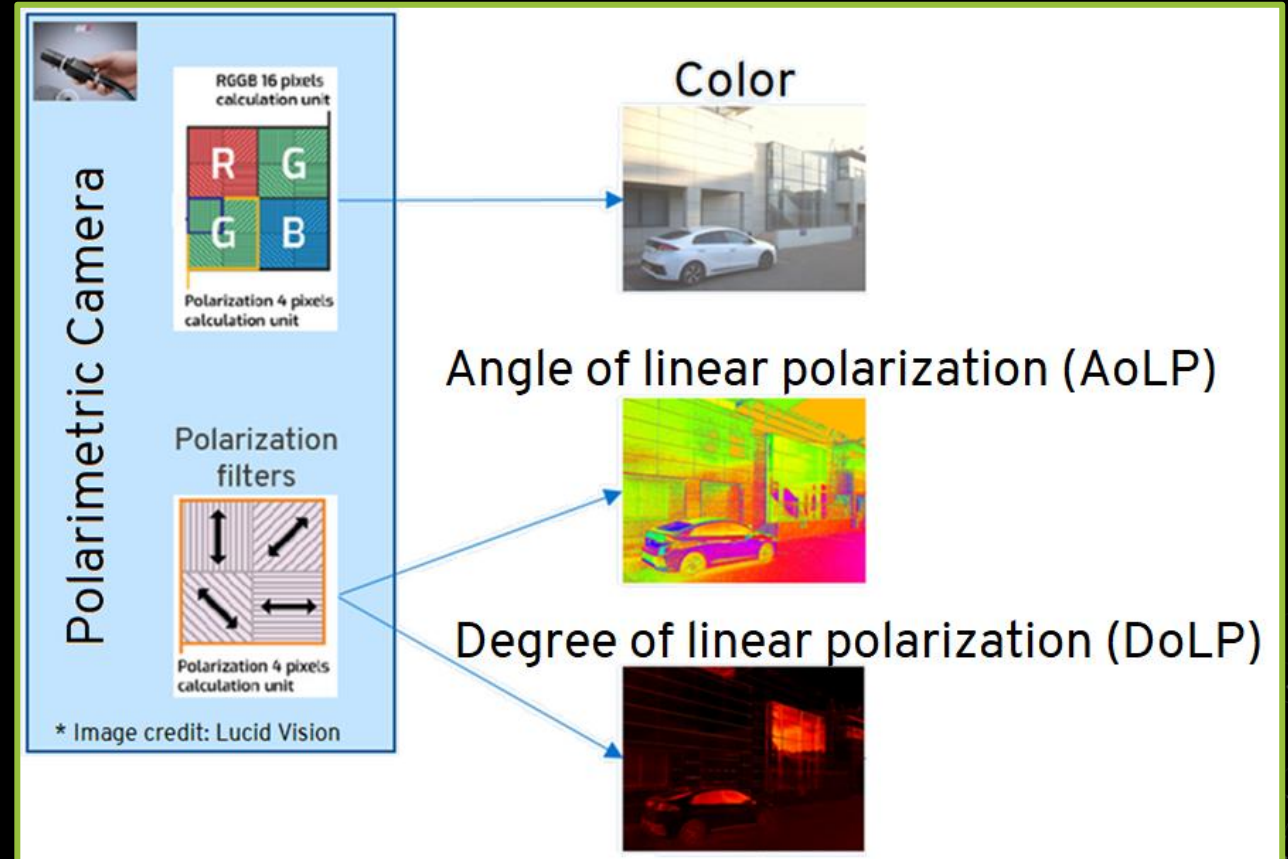
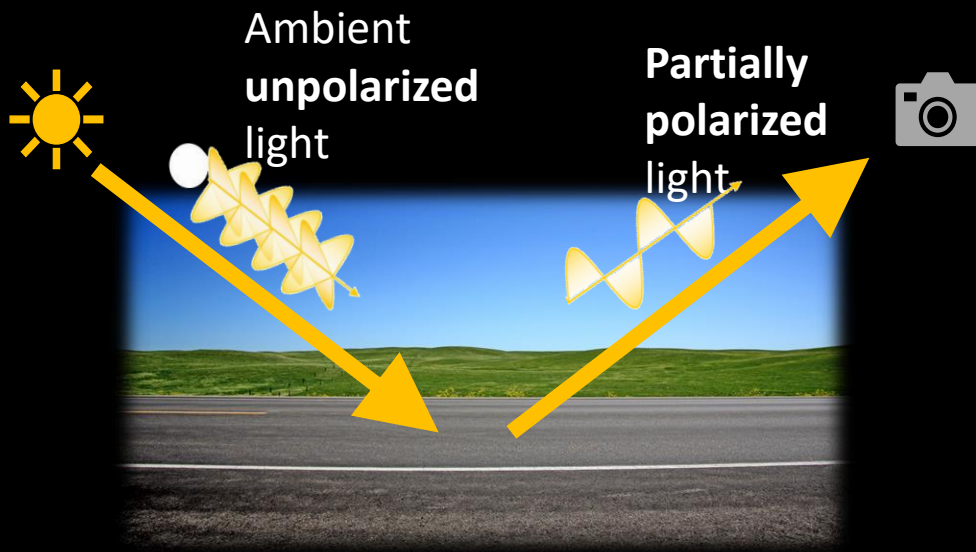
# Polarization of Light



## Polarization State

- Surface orientation
- Material properties
- Viewing direction

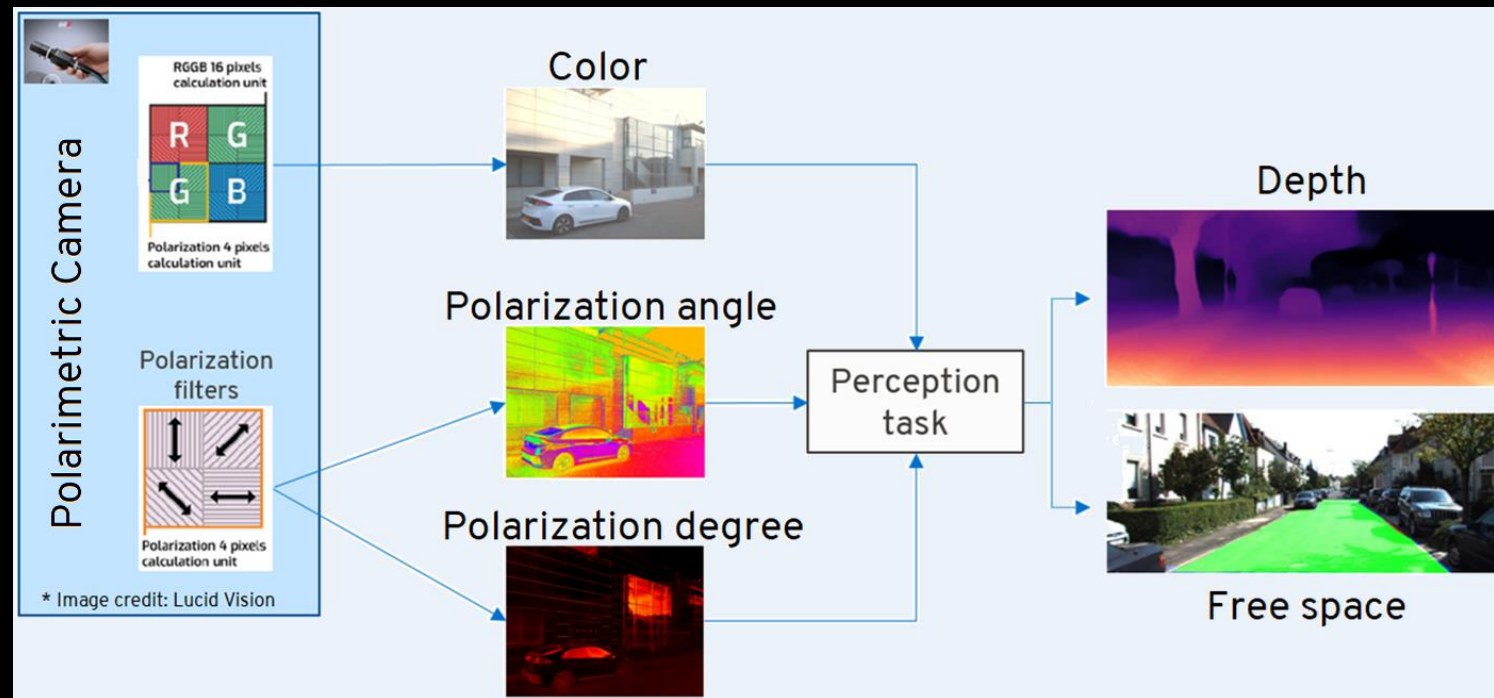
# Polarization of Light



RGB-polarimetric (RGBP) camera

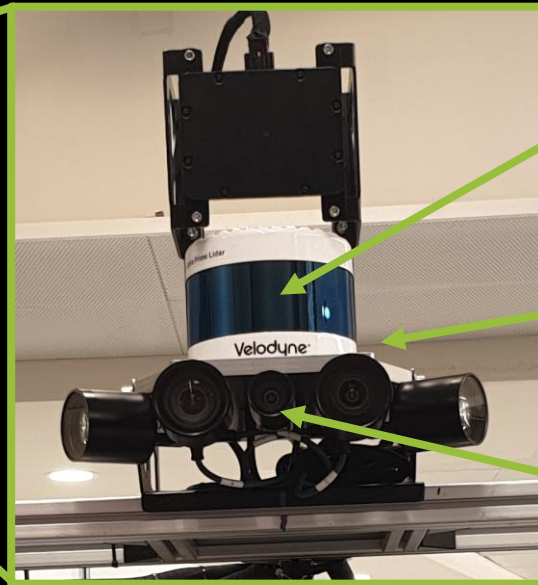
# Polarimetric Imaging for Perception

**Goal:** Explore the potential improvement of perception tasks, when using an RGBP camera.



# RGBP Dataset – Data Collection

- Setup built in-house.
- Full calibration: camera – lidar – [GPS + inertial system].



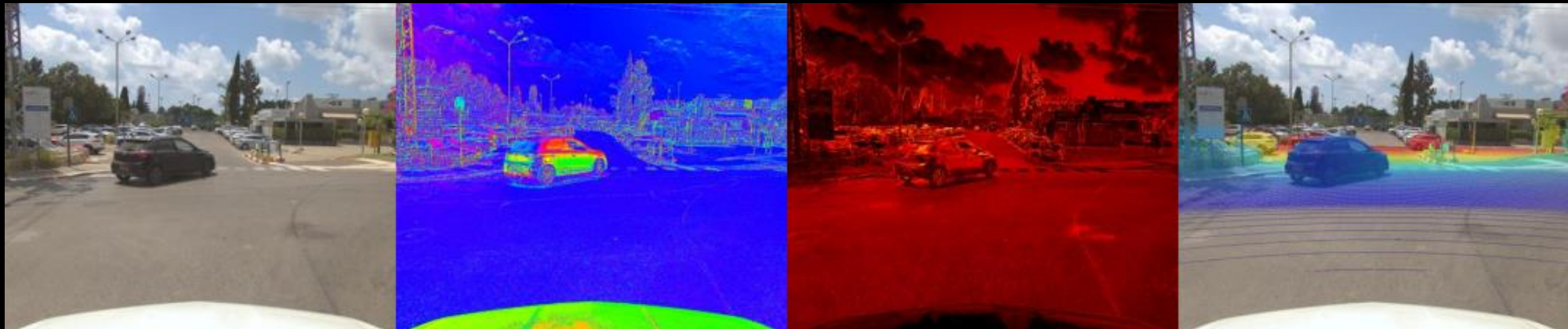
HD lidar  
(Velodyne Alpha Prime)

GPS + INS  
(OxTS RT3000)

RGBP camera  
(Lucid Vision)

# RGBP Dataset

- 12K samples: RGB, AoLP, DoLP, lidar and pose.
- 8K images with free space annotated.
- Noon-time to avoid heading dependency.



RGB

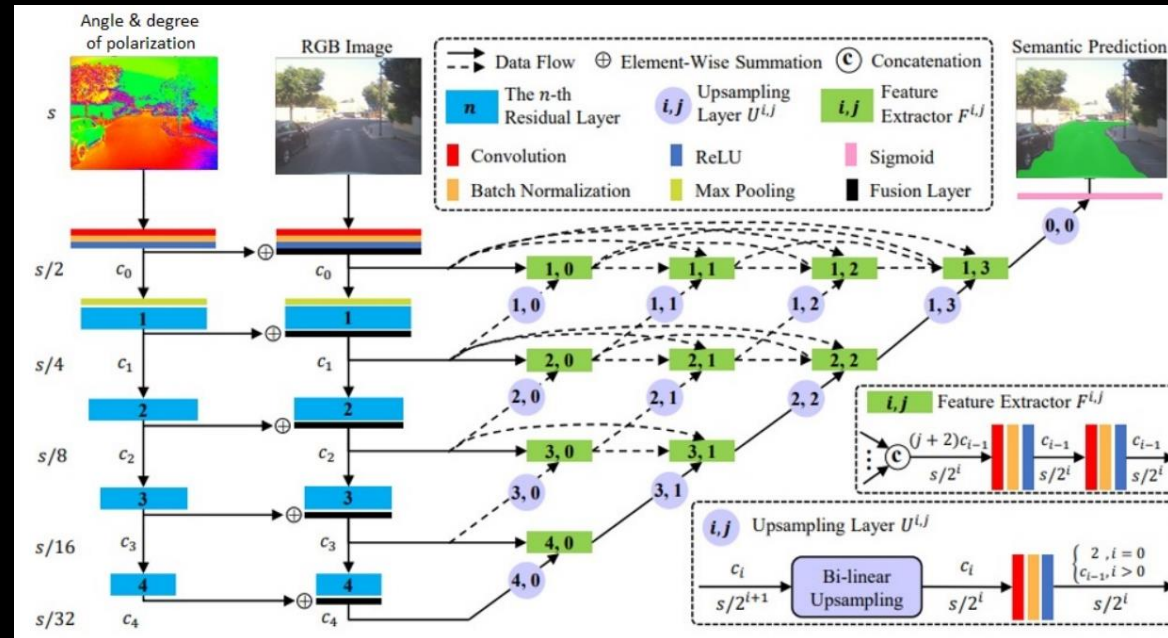
AoLP

DoLP

Lidar

# Free Space Estimation

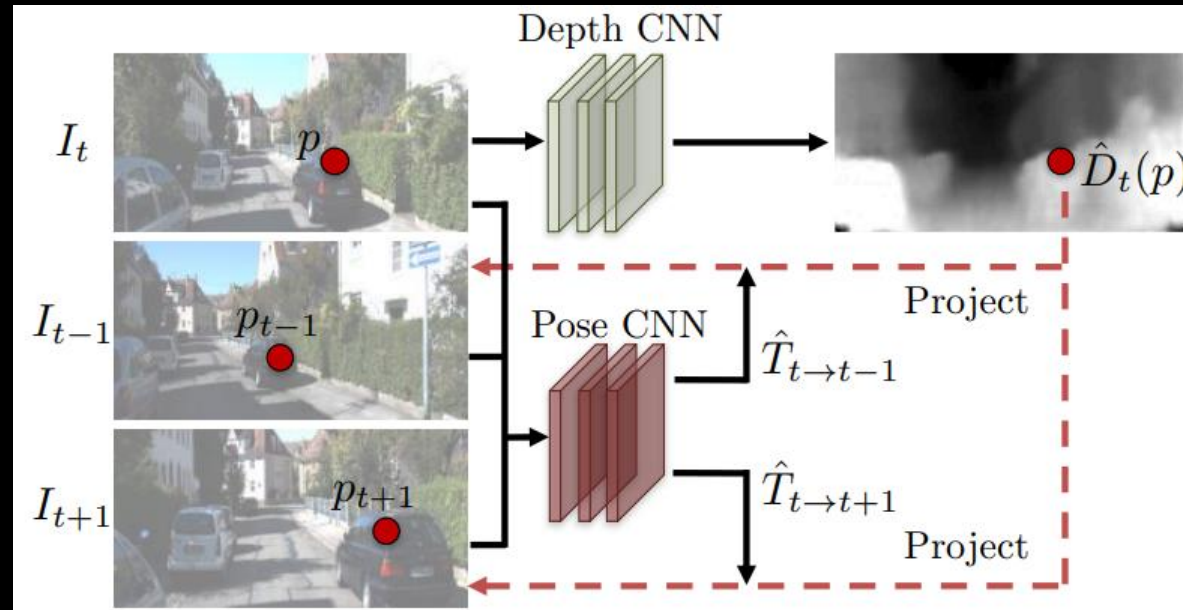
- Adapted SNE-RoadSeg network [1]. Removed normals estimation.
- Polarization features added:  $[\sin(2 \cdot AoLP), \cos(2 \cdot AoLP), 2 \cdot DoLP - 1]$ .



[1] Fan, Rui, et al. "Sne-roadseg: Incorporating surface normal information into semantic segmentation for accurate freespace detection." ECCV, 2020.

# Depth Estimation

- Adapted self-supervised monodepth v2 [2].
- Polarization features added:  $[\sin(2 \cdot AoLP), \cos(2 \cdot AoLP), 2 \cdot DoLP - 1]$ .



[2] Godard, Clément, et al. "Digging into self-supervised monocular depth estimation." ICCV, 2019.



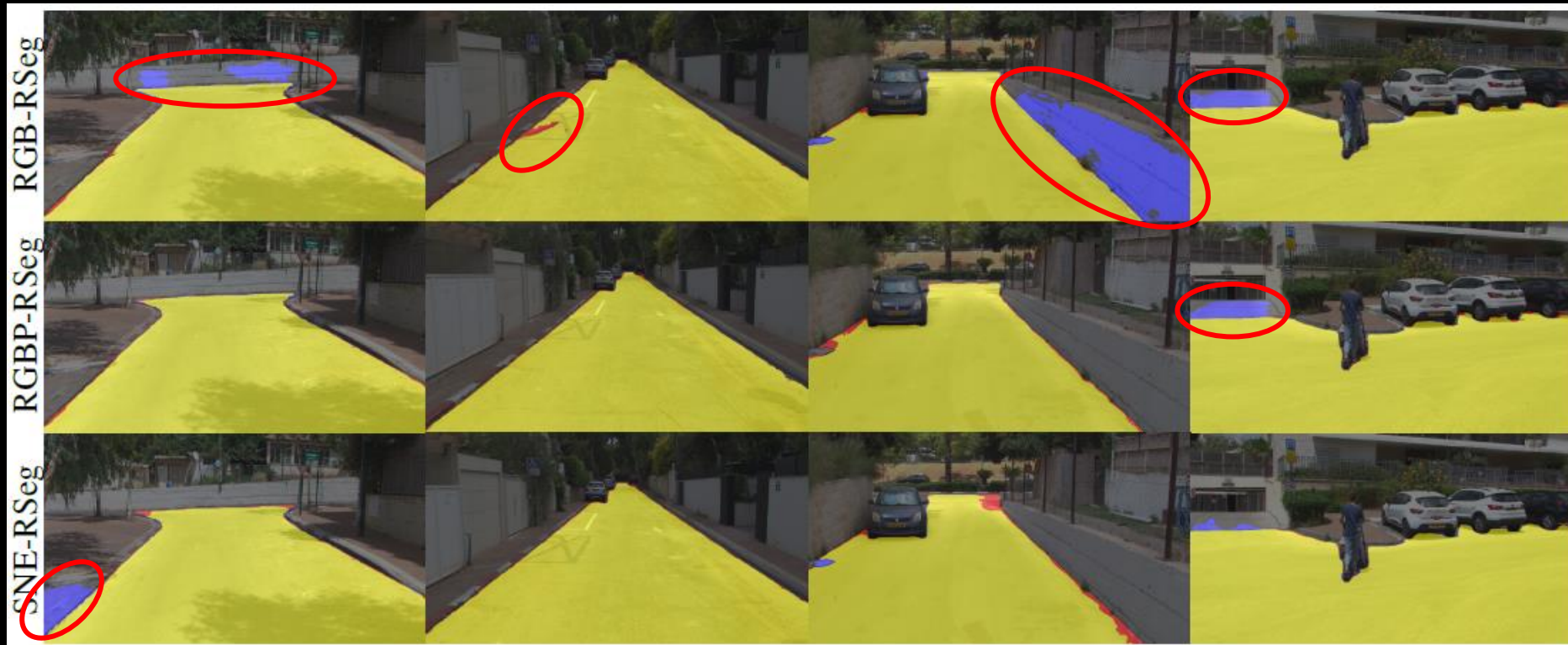
# Results – Free Space

RGBP outperformed RGB.

Method	Accuracy	Precision	Recall	F <sub>max</sub>	IoU	AP
RGB-RoadSeg	0.979	0.949	0.968	0.953	0.902	0.974
P-RoadSeg	0.865	0.845	0.534	0.641	0.467	0.634
RGBP-RoadSeg	<b>0.986</b>	<b>0.966</b>	<b>0.972</b>	<b>0.968</b>	<b>0.939</b>	<b>0.994</b>
SNE-RoadSeg	0.985	0.967	0.967	0.965	0.934	0.993

# Results – Free Space

RGBP outperformed RGB.



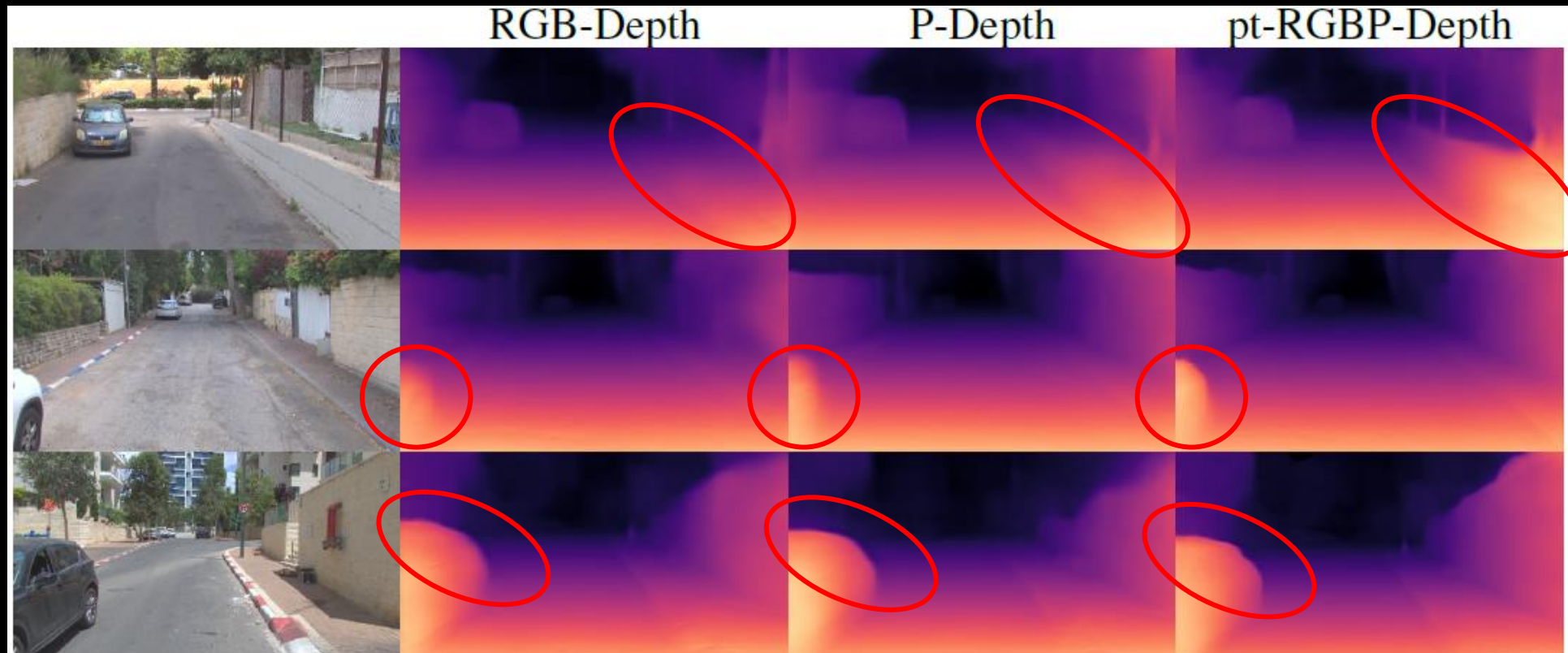
# Results – Depth Estimation

RGBP and RGBP pre-trained on RGB (pt-RGBP) outperformed RGB.

Method	Error metric ↓				Accuracy metric ↑		
	Abs Rel	Sq Rel	RMSE	RMSE Log	$\delta < 1.25$	$\delta < 1.25^2$	$\delta < 1.25^3$
RGB-Depth	0.094	0.838	6.389	0.166	0.904	0.964	0.984
P-Depth	0.091	0.811	6.325	0.164	0.907	0.966	0.985
RGBP-Depth	0.089	0.770	6.172	0.161	0.911	<b>0.968</b>	<b>0.986</b>
pt-RGBP-Depth	<b>0.086</b>	<b>0.767</b>	<b>6.109</b>	<b>0.158</b>	<b>0.915</b>	<b>0.968</b>	0.985

# Results – Depth Estimation

RGBP and RGBP pre-trained on RGB (pt-RGBP) outperformed RGB.

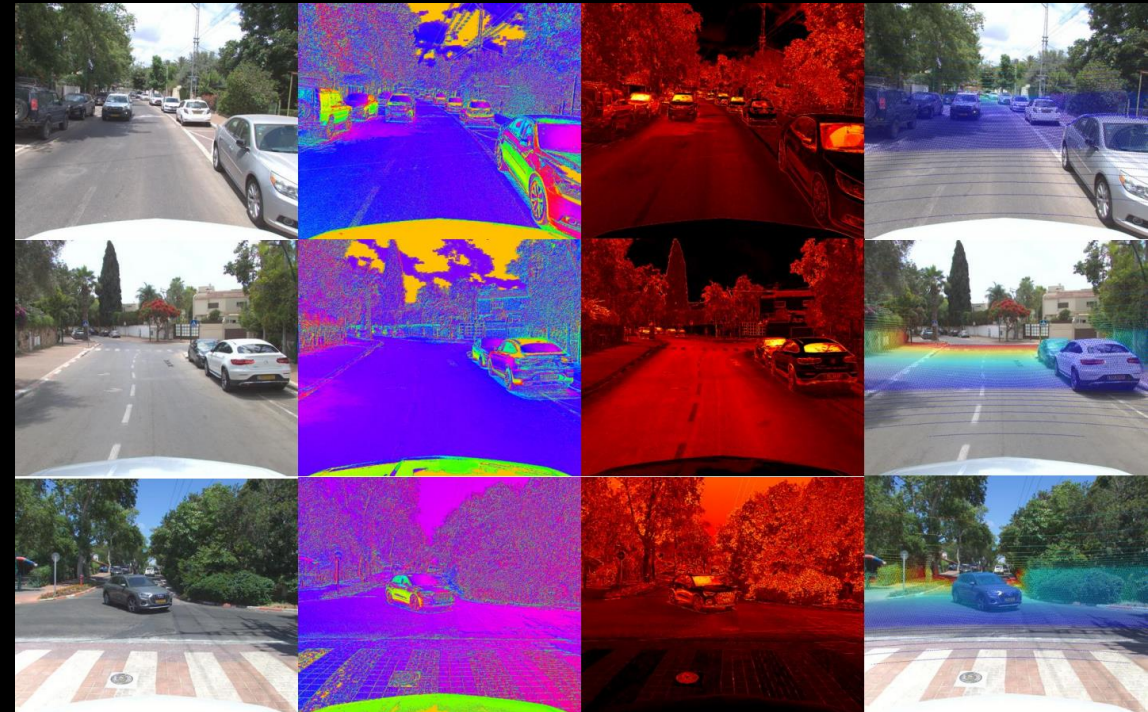


# Conclusions

- New polarimetric dataset released for perception tasks.
- Polarization data improved free space and depth estimation systems.
- Minimal architectural changes needed for quantitative improvement.

# Thanks!

Download the dataset!



RGB

AoLP

DoLP

Lidar

[https://michaelbaltaxe.github.io/polarimetric\\_perception](https://michaelbaltaxe.github.io/polarimetric_perception)