

# Pillar-based Object Detection for Autonomous Driving

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## Supplementary Material

### Longer training

One recent work [1] shows object detection models exhibit better performance if it is trained longer. We find the methods we compared to use different training scheduling: StarNet [3] is trained for 75 epochs; MVF [5] and PointPillars [2] re-implemented by [5] are trained for 100 epochs, while ours in the main text is only trained for 30 epochs. To have a fair comparison to these methods and investigate the effect of training schedule, we report the results of the model trained for 75 epochs. Table 1 (for vehicles) and Table 2 (for pedestrians) show that when being trained longer, the proposed method has additional performance boosting. Also, compared to MVF [5] which is trained for 100 epochs, our method improves by 6.19 3D mAP for vehicle and 5.32 3D mAP for pedestrian.

### Parameter Specification

In this section, we provide details on the parameters of the model. The model consists of three parts: a multi-view feature learning network; a birds-eye view pillar backbone network; and a detection head. We show the pipeline in Figure 1 and the additional parameter specification in Table 3.

Method	BEV mAP (IoU=0.7)				3D mAP (IoU=0.7)			
	Overall	0 - 30m	30 - 50m	50m - Inf	Overall	0 - 30m	30 - 50m	50m - Inf
StarNet [3] (75 epochs)	-	-	-	-	53.7	-	-	-
PointPillars¶ [2]	80.4	92.0	77.6	62.7	62.2	81.8	55.7	31.2
PointPillars† [2] (100 epochs)	75.57	92.1	74.06	55.47	56.62	81.01	51.75	27.94
MVF [5] (100 epochs)	80.4	93.59	79.21	63.09	62.93	86.3	60.2	36.02
Ours (30 epochs)	<b>86.14</b>	<b>95.59</b>	<b>83.62</b>	<b>70.85</b>	<b>67.71</b>	<b>87.46</b>	<b>64.38</b>	<b>39.88</b>
Ours (75 epochs)	<b>86.65</b>	<b>95.41</b>	<b>84.51</b>	<b>71.19</b>	<b>69.12</b>	<b>88.26</b>	<b>65.67</b>	<b>41.44</b>
Improvements (over MVF)	<b>+6.25</b>	<b>+1.82</b>	<b>+5.30</b>	<b>+8.1</b>	<b>+6.19</b>	<b>+1.96</b>	<b>+5.47</b>	<b>+5.42</b>

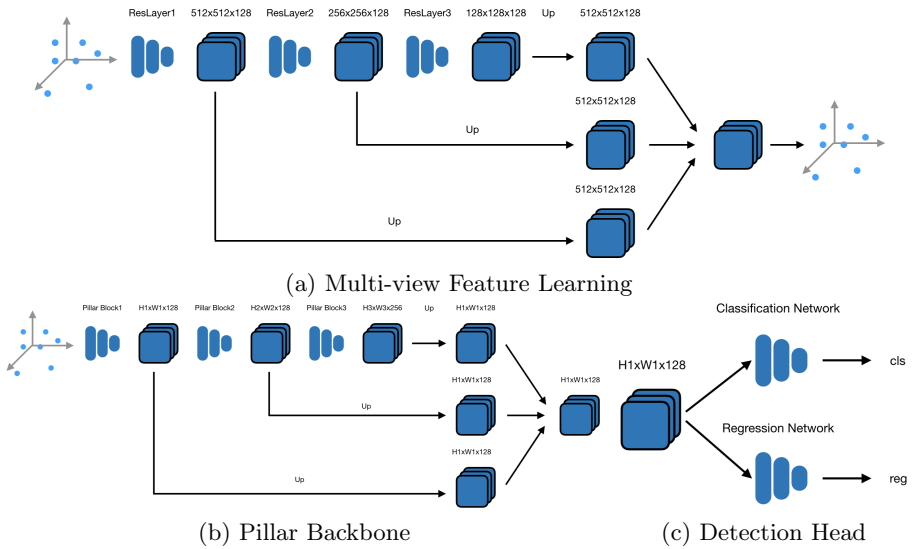
**Table 1.** Results on vehicle. ¶: re-implemented by [4], the feature map in the first PointPillars block is two times as big as in others; †: re-implemented by [5].

Method	BEV mAP (IoU=0.7)				3D mAP (IoU=0.7)			
	Overall	0 - 30m	30 - 50m	50m - Inf	Overall	0 - 30m	30 - 50m	50m - Inf
StarNet [3] (75 epochs)	-	-	-	-	66.8	-	-	-
PointPillars¶ [2]	68.7	75.0	66.6	58.7	60.0	68.9	57.6	46.0
PointPillars† [2] (100 epochs)	68.57	75.02	67.11	53.86	59.25	67.99	57.01	41.29
MVF [5] (100 epochs)	74.38	80.01	72.98	62.51	65.33	72.51	63.35	50.62
Ours (30 epochs)	<b>76.45</b>	<b>82.42</b>	<b>74.38</b>	<b>64.91</b>	<b>67.69</b>	<b>75.42</b>	<b>64.88</b>	<b>51.48</b>
Ours (75 epochs)	<b>76.85</b>	<b>82.9</b>	<b>77.15</b>	<b>63.82</b>	<b>70.65</b>	<b>77.87</b>	<b>70.37</b>	<b>54.48</b>
Improvements (over MVF)	<b>+2.47</b>	<b>+2.89</b>	<b>+4.17</b>	<b>+1.31</b>	<b>+5.32</b>	<b>+5.36</b>	<b>+7.02</b>	<b>+3.86</b>

**Table 2.** Results on pedestrian. ¶: re-implemented by [4]. †: re-implemented by [5].

Stage	Vehicle Model		Pedestrian Model	
	Kernel	Output Size	Kernel	Output Size
Multi-view Feature Learning	3x3, 128, stride 1	512x512x128	3x3, 128, stride 1	512x512x128
	3x3, 128, stride 2	256x256x128	3x3, 128, stride 2	256x256x128
Pillar Backbone Block1	3x3, 128, stride 2	256x256x128	3x3, 128, stride 1	512x512x128
	{3x3, 128, stride 1}x3	256x256x128	{3x3, 128, stride 1}x3	512x512x128
Pillar Backbone Block2	3x3, 128, stride 1	256x256x128	3x3, 128, stride 2	256x256x128
	{3x3, 128, stride 1}x5	256x256x128	{3x3, 128, stride 1}x5	256x256x128
Pillar Backbone Block3	3x3, 256, stride 2	128x128x256	3x3, 256, stride 2	128x128x256
	{3x3, 256, stride 1}x5	128x128x256	{3x3, 256, stride 1}x5	128x128x256
Detection Head	{3x3, 256, stride 1}x4	256x256x256	{3x3, 256, stride 1}x4	512x512x256

**Table 3.** Parameters of convolutional kernels and feature map sizes.



**Fig. 1.** Details of the proposed model: (a) the multi-view feature learning module, we show the network for one view; (b) Pillar backbone network; (c) the detection head, we show both the classification network and the regression network. For details on the parameters and the feature map sizes, refer to Table 3.

## References

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