

# Forecasting Human Trajectory from Scene History



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# Background



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“History Doesn't Repeat Itself, but It Often Rhymes”  
– Mark Twain.



Look up a representative trajectory in the trajectory bank.



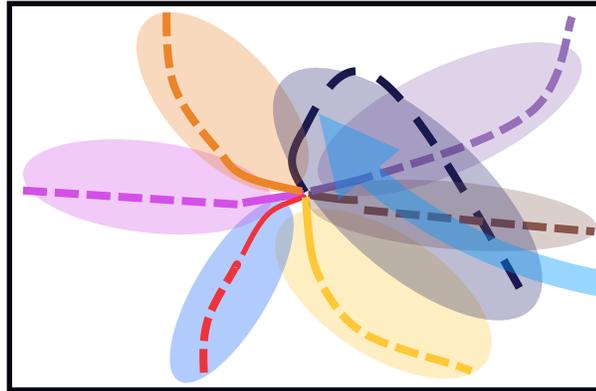
## Human trajectory prediction (HTP)

### Introduction

- Predicting a target person's future path from a video clip.
- Applied in many intelligent systems, including autonomous vehicles, care robots, and surveillance systems.

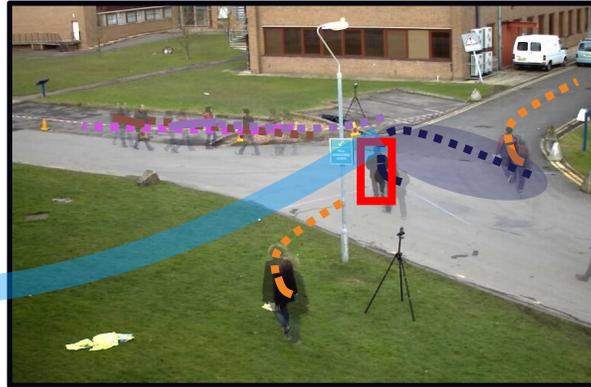
### Challenge & Motivation

- Randomness and subjectivity of human movement (e.g., abrupt and sharp turns))
- The moving patterns of human in a constrained scenario typically conform to a limited number of regularities. ✓



Historical group trajectories

Similarity



Observation



Interaction



Surroundings

## Main ideas

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**01.**

Since a person's subsequent trajectory has likely been traveled by others, we design a group trajectory bank module to extract representative group trajectories as the candidate for future path.

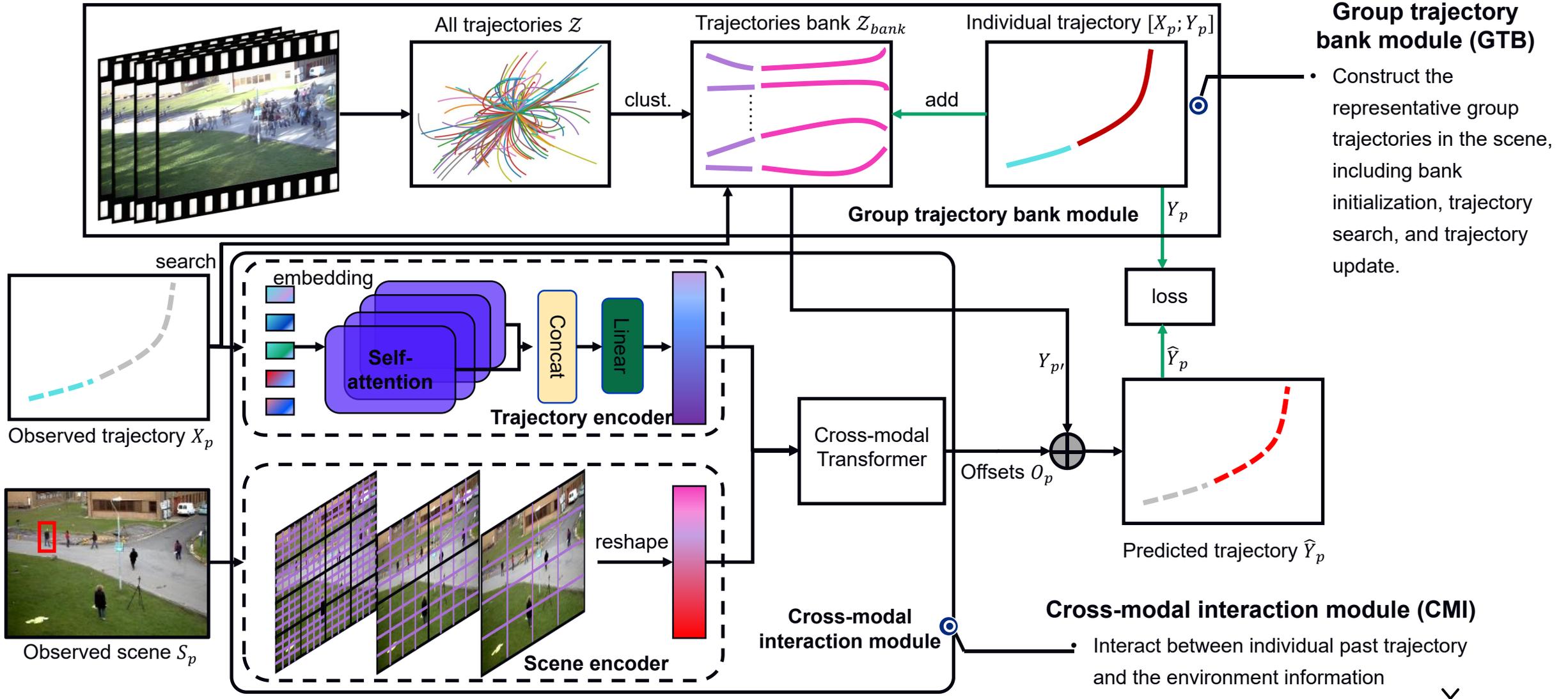
**02.**

The moving patterns of human are constrained by the current scenario, thus we propose a cross-modal interaction module to model the interaction between individual past trajectory and its surroundings.

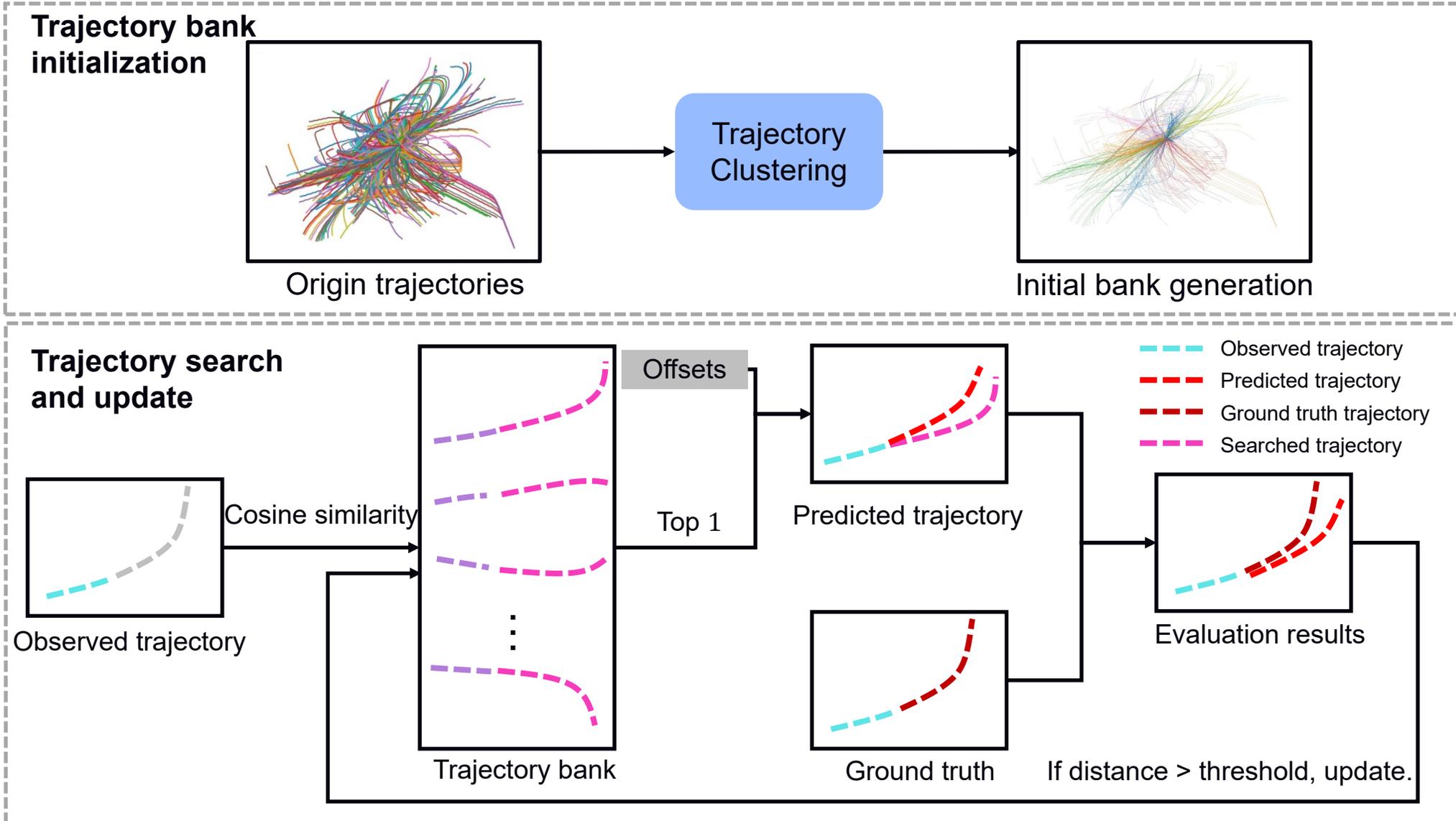
**03.**

To alleviate the uncertainty from randomness and subjectivity, we introduce curve smoothing (CS) into current evaluation metrics. Finally, We validate the efficacy of our framework on common benchmarks.

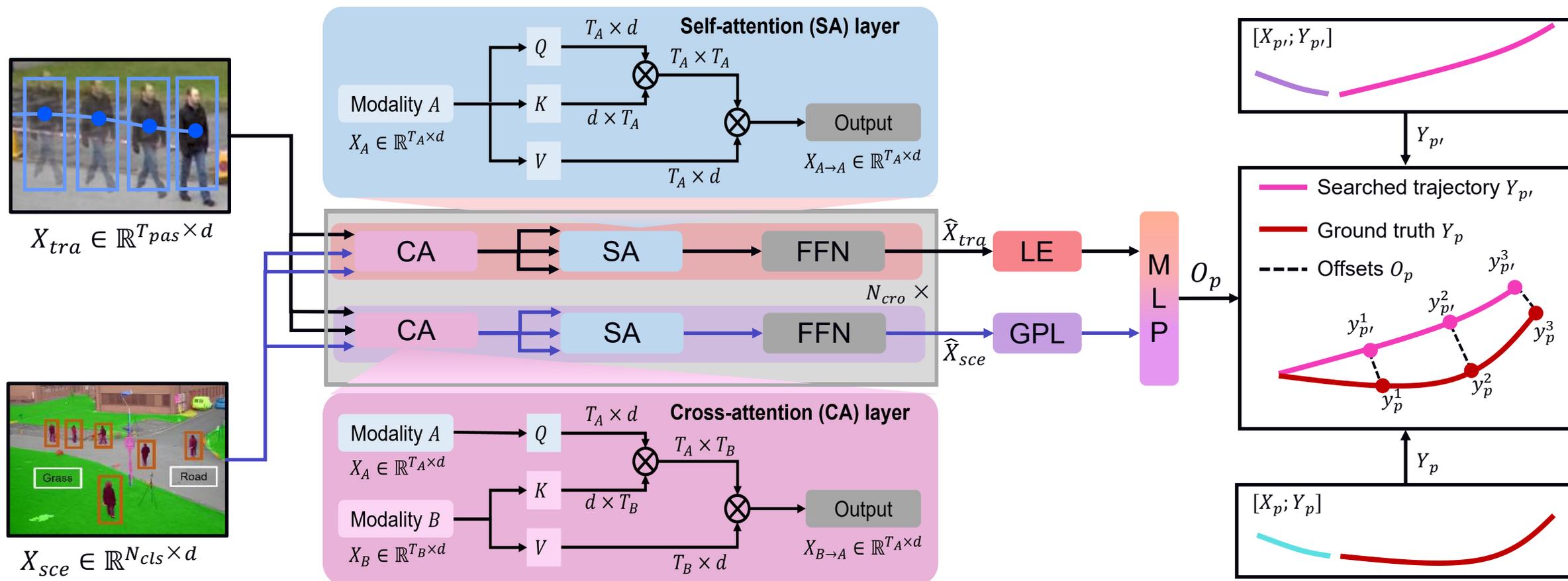
# Method



# Method



# Method

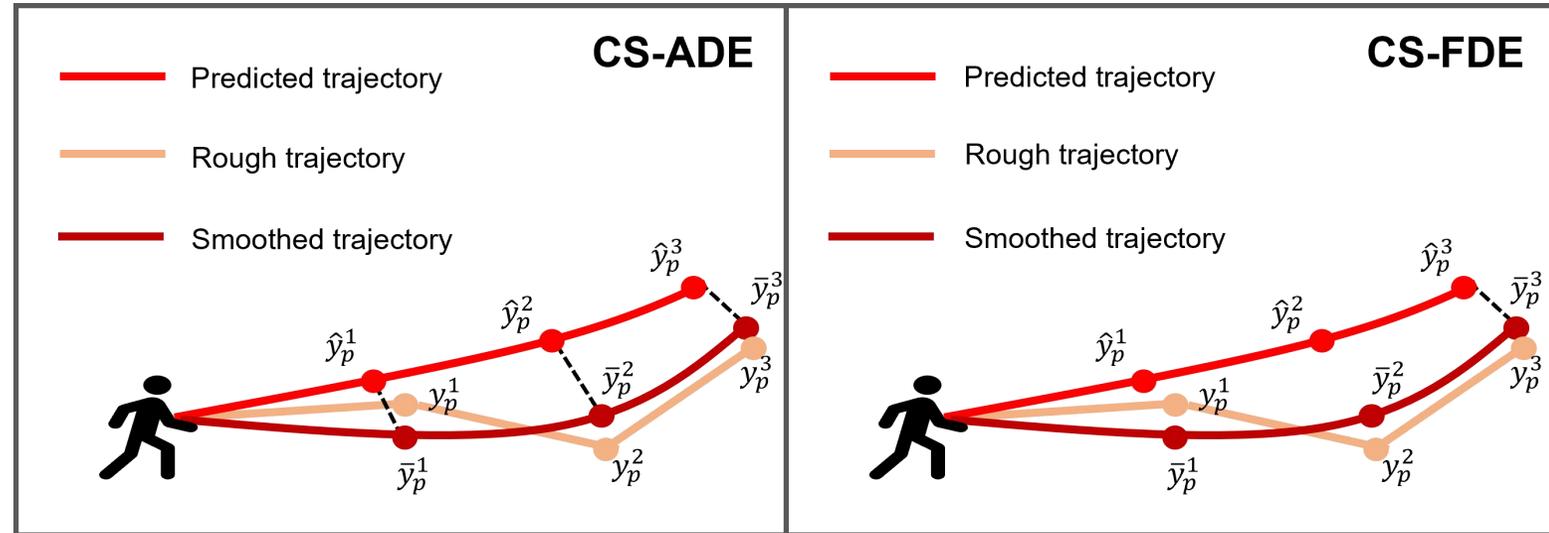


An illustration of cross-modal transformer. The trajectory features and scene features are fed into the cross-modal transformer to learn the offsets between the searched trajectory and the ground-truth trajectory.

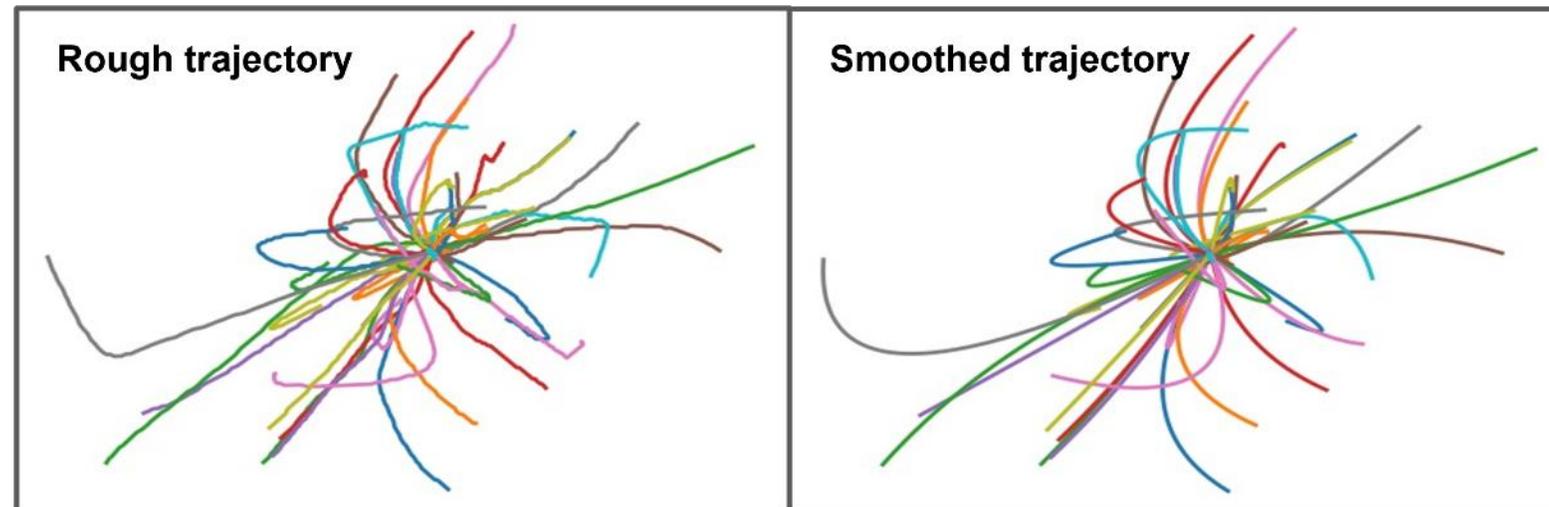
# Method



The illustration of our proposed metrics, CS-ADE and CS-FDE.



Visualization of some samples after curve smoothing.



## Comparison of SOTA methods on PAV dataset.

Method	Evaluation metrics: CS-ADE↓ / CS-FDE↓ (in pixels)			
	PETS	ADL	VENICE	AVG
SS-LSTM (WACV'18)	39.42 / 107.24	16.52 / 50.40	10.37 / 23.63	22.10 / 60.42
Social-STGCN (CVPR'20)	43.40 / 117.85	24.34 / 57.22	14.42 / 38.66	27.39 / 71.24
Next (CVPR'19)	37.54 / 98.56	16.82 / 46.39	8.37 / 19.32	20.91 / 54.76
MANTRA (CVPR'20)	39.05 / 106.89	17.26 / 50.64	12.50 / 29.08	22.94 / 62.20
Ynet (ICCV'21)	<u>36.46</u> / <b>93.53</b>	<u>15.07</u> / <u>41.64</u>	<b>7.10</b> / <b>16.11</b>	<u>19.54</u> / <u>50.43</u>
SHENet (Ours)	<b>34.49</b> / <b>78.40</b>	<b>14.42</b> / <b>38.67</b>	<u>7.76</u> / <u>18.31</u>	<b>18.89</b> / <b>45.13</b>

## Comparison of SOTA methods on ETH/UCY datasets.

Method	Evaluation metrics: ADE↓ / FDE↓ (in meters)					
	ETH	HOTEL	UNIV	ZARA1	ZARA2	AVG
SS-LSTM (WACV'18)	1.01 / 1.94	0.60 / 1.34	0.71 / 1.52	0.41 / 0.89	0.31 / 0.68	0.61 / 1.27
Social-STGCN (CVPR'20)	0.75 / 1.38	0.61 / 1.40	0.58 / 1.03	0.42 / 0.70	0.43 / 0.71	0.56 / 1.05
MANTRA (CVPR'20)	0.70 / 1.76	0.28 / 0.68	0.51 / 1.26	0.25 / 0.67	0.20 / 0.54	0.39 / 0.98
AgentFormer (ICCV'21)	0.52 / 0.84	0.15 / 0.22	0.34 / 0.72	<b>0.18</b> / <u>0.33</u>	<u>0.16</u> / 0.30	0.27 / 0.48
Ynet (ICCV'21)	<u>0.47</u> / <b>0.72</b>	<b>0.12</b> / <b>0.18</b>	<u>0.27</u> / <u>0.47</u>	<u>0.20</u> / 0.34	<b>0.15</b> / <b>0.24</b>	<u>0.24</u> / <u>0.39</u>
SHENet (Ours)	<b>0.41</b> / <b>0.61</b>	<u>0.13</u> / <u>0.20</u>	<b>0.25</b> / <b>0.43</b>	0.21 / <b>0.32</b>	<b>0.15</b> / <u>0.26</u>	<b>0.23</b> / <b>0.36</b>

# Results



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Qualitative visualization of our method and SOTA methods.

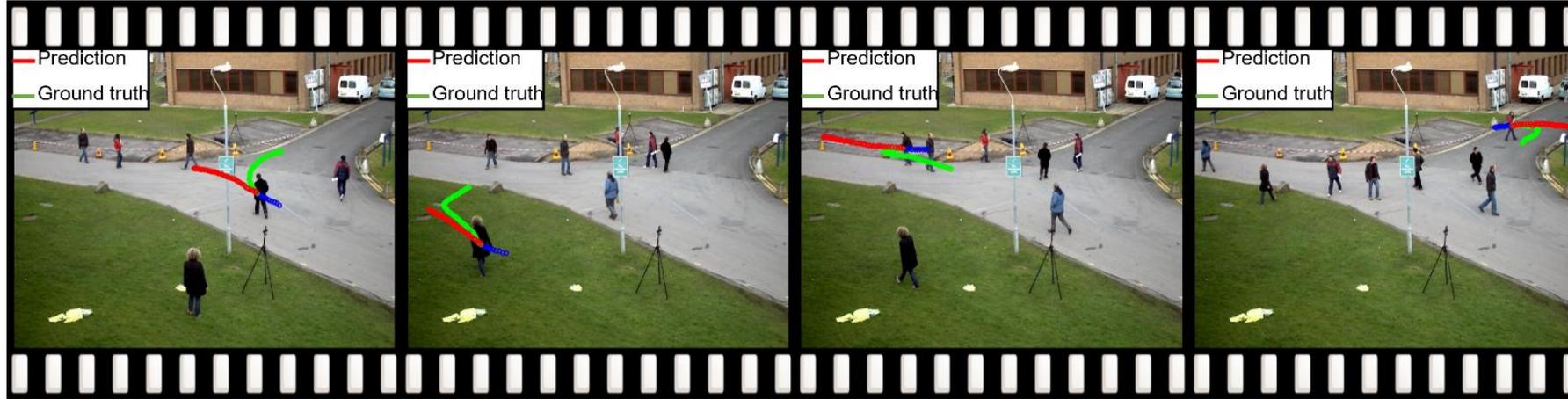


# Results



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Results without curve smoothing



Results with curve smoothing



# Conclusion



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- A novel method that fully utilizes scene history for human trajectory prediction.



Please check our project page for more details:  
<https://github.com/MaKaRuiNah/SHENet>

