

Bringing semantic segmentation to DuckieTown

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1 Introduction

- Problem statement
- Environment description
- Significance of Research

2 Proposed solution

- To do
- Possible SW architecture

What is semantic segmentation

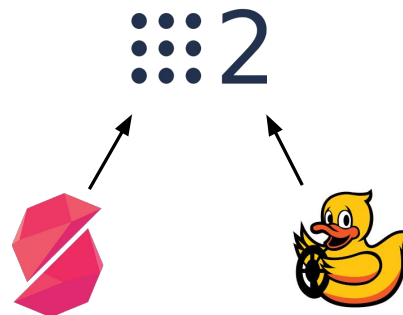
<https://www.youtube.com/watch?v=>

Problem statement

Given the simulator train a network, that can perform well in a real duckietown environment

Environment description

- Duckietown environment
- LGSVL Simulator
- ROS2



Significance of Research

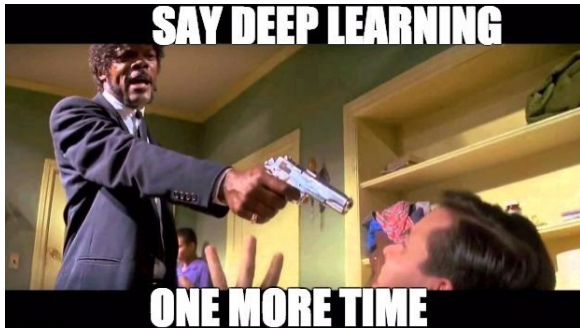
- Hands-on Deep Learning research
- Algorithms and techniques that are actually used in self-driving vehicles
- Possible contribution to ROS2 platform, which is currently under heavy-development

Proposed solution

Proposed solution



Proposed solution



- Hack the simulator to change the textures

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- Get the training data

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Possible SW architecture

Sw part