Applying the Observer Design Pattern to Sensor Data Monitoring in Self-Driving Cars

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Java Backend Academy MTY
August 2024

Week 3

August 30, 2024

Introduction

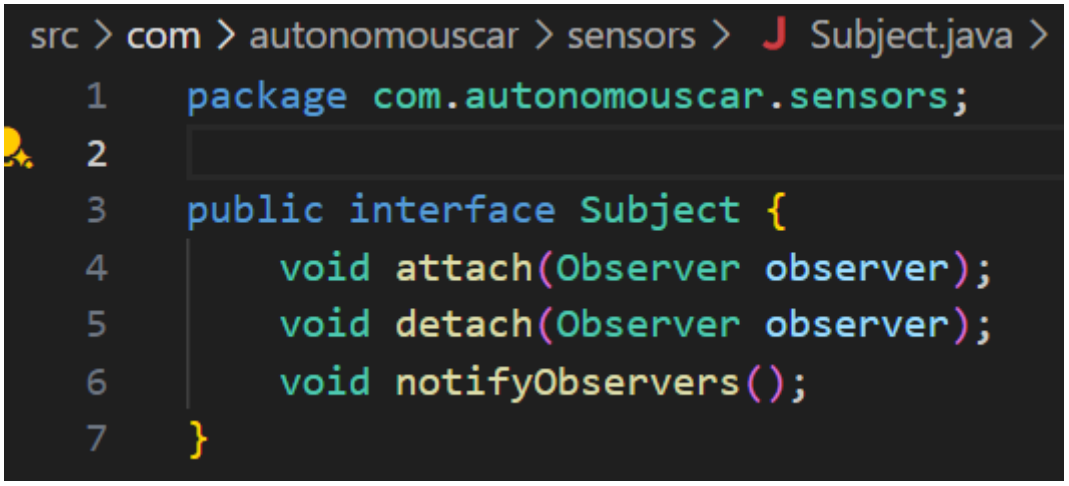
The Observer design pattern is a behavioral pattern that provides a way to notify multiple objects about changes in the state of a subject (or observable). This pattern is particularly useful in scenarios where one object needs to update multiple dependent objects without tightly coupling them. In the context of a self-driving car, where various sensors and systems need to react to real-time changes in sensor data, the Observer pattern is a powerful tool to ensure that all components stay in sync with the latest data.

This report demonstrates the implementation of the Observer design pattern in a sensor data monitoring system for a self-driving car. The focus is on managing and reacting to data from different sensors, such as cameras, LiDAR, and radar, and ensuring that various systems within the car (like obstacle detection, lane tracking, and traffic sign recognition) can stay updated with real-time data.

Project Overview

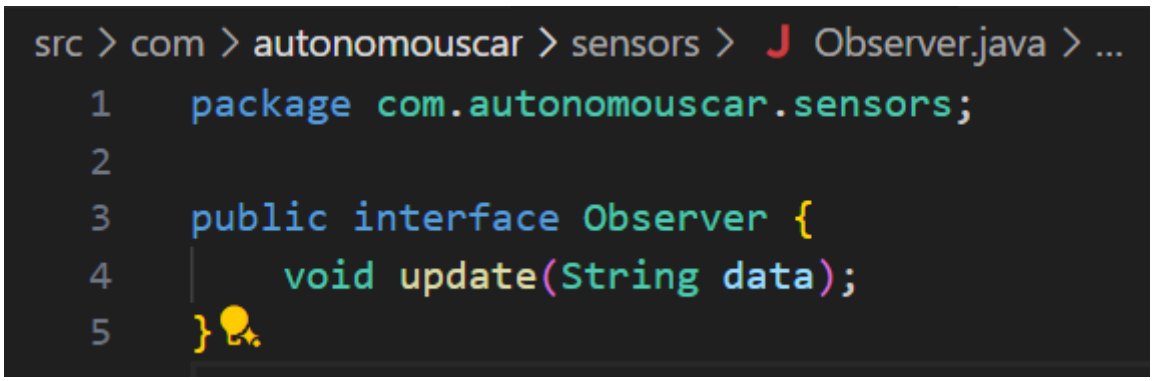
1. Subject Interface

The *Subject* interface defines the methods required to attach, detach, and notify observers. It is implemented by the sensor classes to manage and notify their observers.



2. Observer Interface

The *Observer* interface declares the *update* method, which is called by the subject to notify the observer of any changes.



3. Concrete Subject Classes

CameraSensor.java

The *CameraSensor* class is a concrete implementation of the *Subject* interface. It manages a list of observers and notifies them with new data.

src > com > autonomouscar > sensors > J CameraSensor.java

```java
package com.autonomouscar.sensors;

import java.util.ArrayList;
import java.util.List;

public class CameraSensor implements Subject {

    private List<Observer> observers = new ArrayList<>();
    private String data;

    @Override
    public void attach(Observer observer) {
        observers.add(observer);
    }

    @Override
    public void detach(Observer observer) {
        observers.remove(observer);
    }

    @Override
    public void notifyObservers() {
        for (Observer observer : observers) {
            observer.update(data);
        }
    }

    public void setData(String data) {
        this.data = data;
        notifyObservers();
    }
}
```

LiDARSensor.java

The *LiDARSensor* class is another concrete implementation of the *Subject* interface, similar to *CameraSensor*.

src > com > autonomouscar > sensors > LiDARSensor.java > ...

```java
package com.autonomouscar.sensors;

import java.util.ArrayList;
import java.util.List;

public class LiDARSensor implements Subject {

    private List<Observer> observers = new ArrayList<>();
    private String data;

    @Override
    public void attach(Observer observer) {
        observers.add(observer);
    }

    @Override
    public void detach(Observer observer) {
        observers.remove(observer);
    }

    @Override
    public void notifyObservers() {
        for (Observer observer : observers) {
            observer.update(data);
        }
    }

    public void setData(String data) {
        this.data = data;
        notifyObservers();
    }
}
```

4. Concrete Observer Classes

ObstacleDetectionSystem.java

The *ObstacleDetectionSystem* class implements the *Observer* interface and processes data updates for obstacle detection.

src > com > autonomouscar > sensors > ObstacleDetectionSystem.java > ...

```java
package com.autonomouscar.sensors;

public class ObstacleDetectionSystem implements Observer {

    @Override
    public void update(String data) {
        System.out.println("Obstacle Detection System received data: " + data);
        // Process the data to detect obstacles
    }
}
```

LaneTrackingSystem.java

The *LaneTrackingSystem* class implements the *Observer* interface and processes data updates for lane tracking.

src > com > autonomouscar > sensors > LaneTrackingSystem.java > ...

```java
package com.autonomouscar.sensors;

public class LaneTrackingSystem implements Observer {

    @Override
    public void update(String data) {
        System.out.println("Lane Tracking System received data: " + data);
        // Process the data to track lanes
    }
}
```

TrafficSignRecognitionSystem.java

The *TrafficSignRecognitionSystem* class implements the *Observer* interface and processes data updates for traffic sign recognition.

src > com > autonomouscar > sensors > TrafficSignRecognitionSystem.java > ...

```java
package com.autonomouscar.sensors;

public class TrafficSignRecognitionSystem implements Observer {

    @Override
    public void update(String data) {
        System.out.println("Traffic Sign Recognition System received data: " + data);
        // Process the data to recognize traffic signs
    }
}
```

5. Main Class

The *VisionSystem* class demonstrates how the Observer pattern is used to manage and react to sensor data updates.

Conclusion

The Observer design pattern has been effectively applied to manage and react to sensor data in a self-driving car’s perception system. By implementing this pattern, the system ensures that various modules (like obstacle detection, lane tracking, and traffic sign recognition) remain updated with real-time sensor data. This approach promotes loose coupling between sensor data producers and consumers, allowing for scalable and maintainable code. The Observer pattern enhances the system's ability to react to changes in sensor data dynamically, which is crucial for the reliable operation of autonomous vehicles.