PROJECT SPECIFICATION

Vehicle Detection and Tracking

Writeup / README

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Provide a Writeup / README that includes all the rubric points and how you addressed each one. You can submit your writeup as markdown or pdf. Here is a template writeup for this project you can use as a guide and a	The writeup / README should include a statement and supporting figures / images that explain how each rubric item was addressed, and specifically where in the code each step was handled.

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starting point.	

Histogram of Oriented Gradients (HOG)

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Explain how (and identify where in your code) you extracted HOG features from the training images. Explain how you settled on your final choice of HOG parameters.	Explanation given for methods used to extract HOG features, including which color space was chosen, which HOG parameters (orientations, pixels_per_cell, cells_per_block), and why.
Describe how (and identify where in your code) you trained	The HOG features extracted from the training data have been used to train a classifier, could be SVM, Decision Tree or other. Features should be scaled to zero mean and unit variance before training the classifier.

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a classifier using your selected HOG features (and color features if you used them).	

Sliding Window Search

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Describe how (and identify where in your code) you implemented a sliding window search. How did you decide what scales to search and how much to overlap windows?	A sliding window approach has been implemented, where overlapping tiles in each test image are classified as vehicle or non-vehicle. Some justification has been given for the particular implementation chosen.

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Show some examples of test images to demonstrate how your pipeline is working. How did you optimize the performance of your classifier?	Some discussion is given around how you improved the reliability of the classifier i.e., fewer false positives and more reliable car detections (this could be things like choice of feature vector, thresholding the decision function, hard negative mining etc.)

Video Implementation

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Provide a link to your final video output. Your pipeline should perform reasonably well on the entire project video (somewhat wobbly or unstable	The sliding-window search plus classifier has been used to search for and identify vehicles in the videos provided. Video output has been generated with detected vehicle positions drawn (bounding boxes, circles, cubes, etc.) on each frame of video.

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bounding boxes are ok as long as you are identifying the vehicles most of the time with minimal false positives.)	
Describe how (and identify where in your code) you implemented some kind of filter for false positives and some method for combining overlapping bounding boxes.	A method, such as requiring that a detection be found at or near the same position in several subsequent frames, (could be a heat map showing the location of repeat detections) is implemented as a means of rejecting false positives, and this demonstrably reduces the number of false positives. Same or similar method used to draw bounding boxes (or circles, cubes, etc.) around high-confidence detections where multiple overlapping detections occur.

Discussion

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Briefly discuss any problems / issues you faced in your implementation of this project. Where will your pipeline likely fail? What could you do to make it more robust?	Discussion includes some consideration of problems/issues faced, what could be improved about their algorithm/pipeline, and what hypothetical cases would cause their pipeline to fail.

Suggestions to Make Your Project Stand Out!

A stand out submission for this project will be a pipeline that runs in near real time (at least several frames per second on a good laptop) and does a great job of identifying and tracking vehicles in the frame with a minimum of false positives. As an optional challenge, combine this vehicle detection pipeline with the lane finding implementation from the last project! As an additional optional challenge, record your own video and run your pipeline on it to detect vehicles under different conditions.