

Topic	SELF DRIVING CAR 2	
Class Description	Students will learn how to attach a camera to the car and create an algorithm for the “self driving car”.	
Class	PRO C299	
Class time	50 mins	
Goal	<ul style="list-style-type: none"> <li>Attaching a camera node to the car.</li> <li>Algorithm for the self driving car.</li> </ul>	
Resources Required	<ul style="list-style-type: none"> <li>Teacher Resources:               <ul style="list-style-type: none"> <li>Laptop with internet connectivity</li> <li>Earphones with mic</li> <li>Notebook and pen</li> <li>Smartphone</li> </ul> </li> <li>Student Resources:               <ul style="list-style-type: none"> <li>Laptop with internet connectivity</li> <li>Earphones with mic</li> <li>Notebook and pen</li> </ul> </li> </ul>	
Class structure	<b>Warm-Up</b> <b>Teacher -Led-Activity 1</b> <b>Student-Led Activity 1</b> <b>Wrap-Up</b>	<b>5 mins</b> <b>20 mins</b> <b>20 mins</b> <b>5 mins</b>
Credit & Permissions:	This project uses <b>Webots</b> , an open-source mobile robot simulation software developed by Cyberbotics Ltd. <a href="#">License</a>	
<b>WARM-UP SESSION - 10 mins</b>		
<b>Teacher Action</b>		<b>Student Action</b>

<p>Hey &lt;student's name&gt;. How are you? It's great to see you! Are you excited to learn something new today?</p> <p><b>Following are the WARM-UP session deliverables:</b></p> <ul style="list-style-type: none"> <li>• Greet the student.</li> <li>• Revision of previous class activities.</li> <li>• Quizzes.</li> </ul>	<p><b>ESR:</b> Hi, thanks! Yes I am excited about it!</p> <p>Click on the slide show tab and present the slides</p>
<p style="text-align: center;"><b>WARM-UP QUIZ</b> Click on In-Class Quiz</p>	
<p><b>Activity Details</b></p> <p><b>Following are the session deliverables:</b></p> <ul style="list-style-type: none"> <li>• Appreciate the student.</li> <li>• Narrate the story by using hand gestures and voice modulation methods to bring in more interest in students.</li> </ul>	
<p style="text-align: center;"><b>TEACHER-LED ACTIVITY - 15 mins</b></p>	
<p style="text-align: center;"><b>Teacher Initiates Screen Share</b></p>	
<p style="text-align: center;"><b><u>ACTIVITY</u></b></p> <ul style="list-style-type: none"> <li>• <b>Adding a camera node to the BMW X5 car node.</b></li> </ul>	
<p style="text-align: center;"><b>Teacher Action</b></p>	<p style="text-align: center;"><b>Student Action</b></p>
<p>Do you remember what we did in the last class?</p> <p>Great, if you have any doubts from the last class, please ask.</p> <p><i>Note : Teacher will clear the doubts, if students have any.</i></p> <p>Now that you don't have any questions from the previous classes, let's learn something new today.</p>	<p><b>ESR :</b> Yes, we started creating a self driving car.</p>

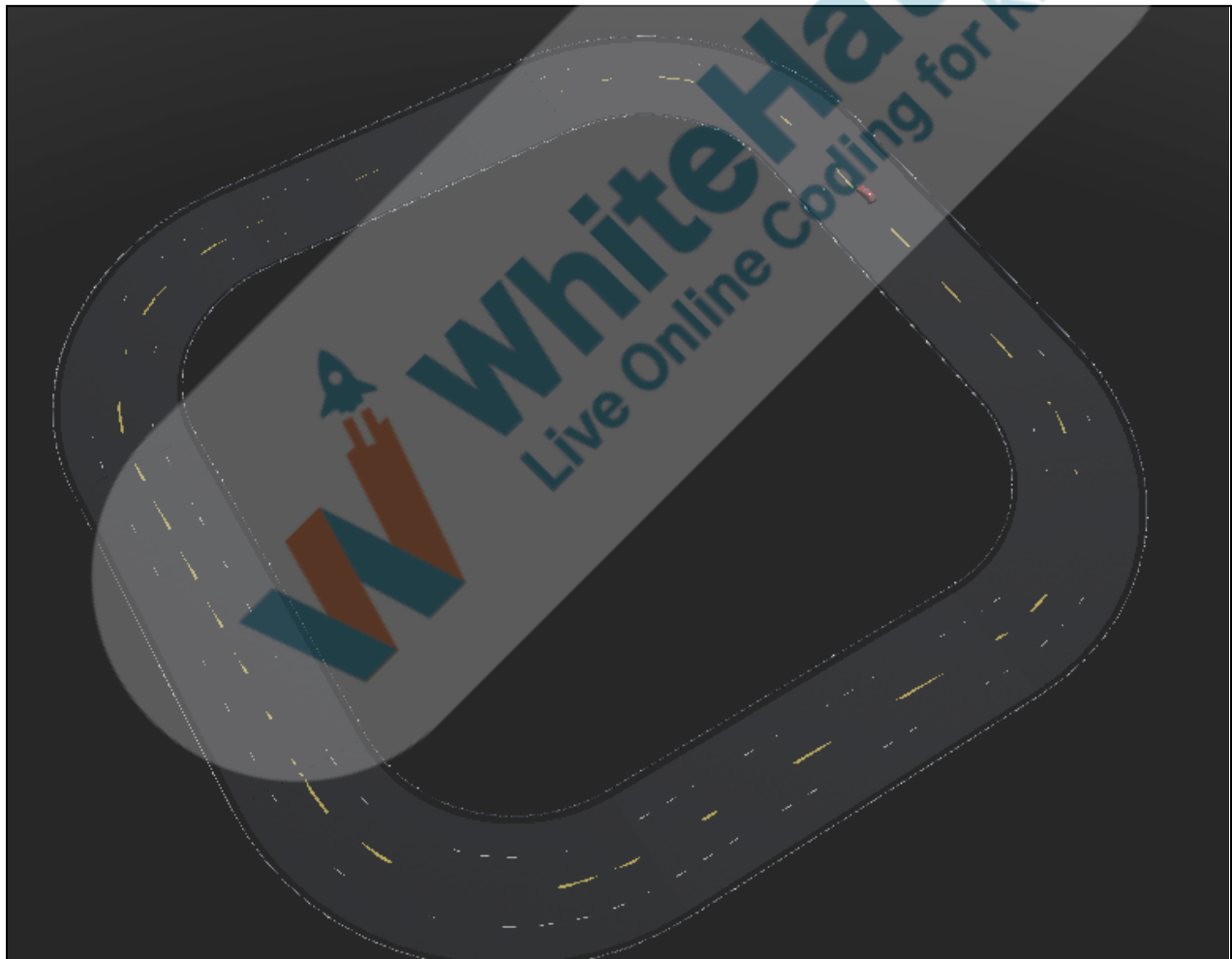
In the previous class, we were able to successfully move the car, but there was one problem. Can you tell me what the problem was?

Great, if we want to make a **self driving car**, let's first attach a **camera node** with it, so that it can get information from its external surroundings.

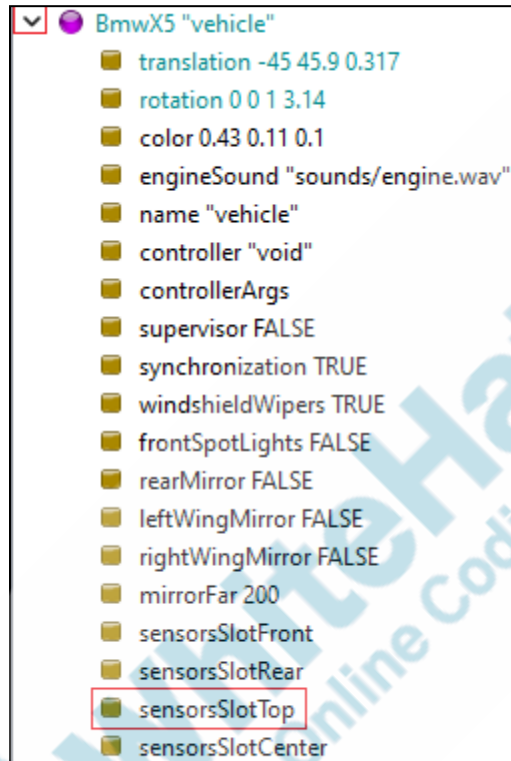
For that, let's first open the [Teacher Activity 1](#) and download all the files from here.

*Note : The boilerplate link has the file with a bigger and a modified track.*

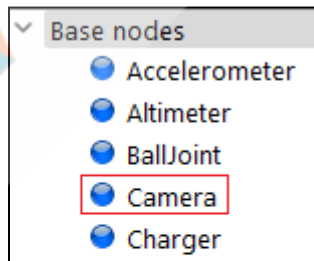
ESR : Yes, the car was just moving straight.



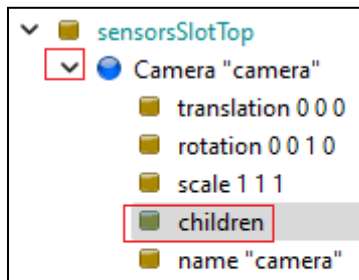
Once you have opened the downloaded files in the webots software, **expand** the **BMW X5 node** and **double click** on the **sensorsSlotTop** property.



A window will open which will ask you to add a new node. **Expand** the **Base nodes** and add a **camera** node.



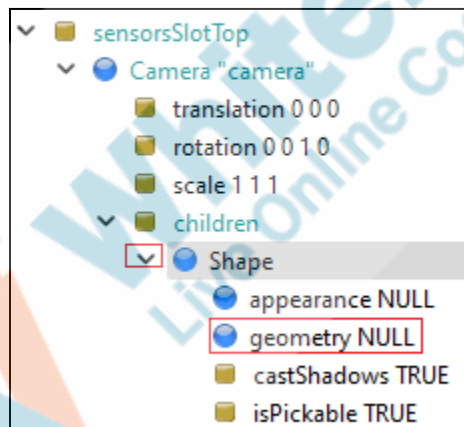
To give our camera a **definite shape** and **appearance**, **expand** the **camera node** and **double click** on the **children** property.



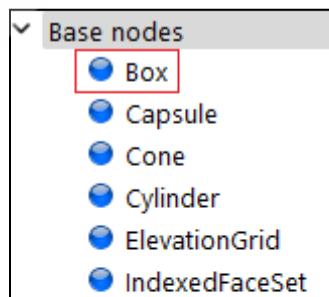
Search for the **Shape** node and add it.



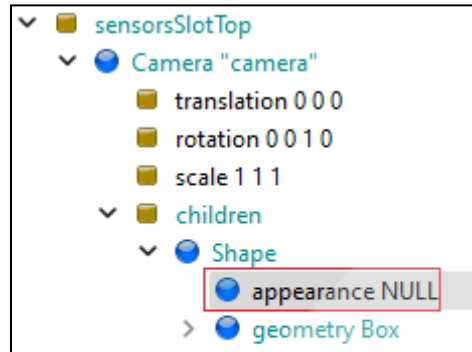
To add a **definite geometry**, expand the **Shape** node and **double click** on the **geometry** property.



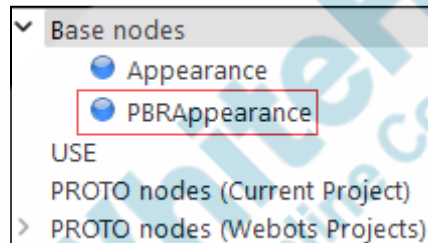
Add the **Box** node and don't change its **size**.



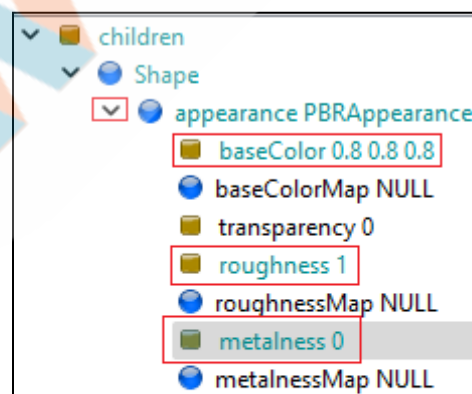
Next, let's give our box an appearance. For that, **double click** on the **appearance** property.



Expand the **Base nodes** and add the **PBR Appearance** node.

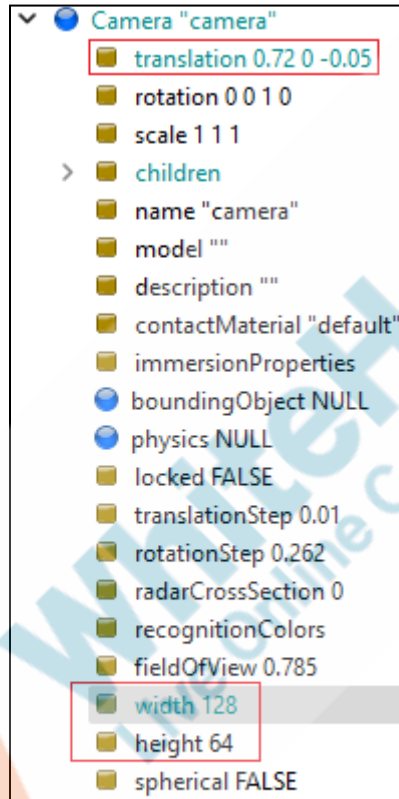


To change the appearance property, let's first **expand** it. Next, change the **base color** to **0.8** in **red, green and blue**. Also change the **roughness** to **1** and **metalness** to **0**.

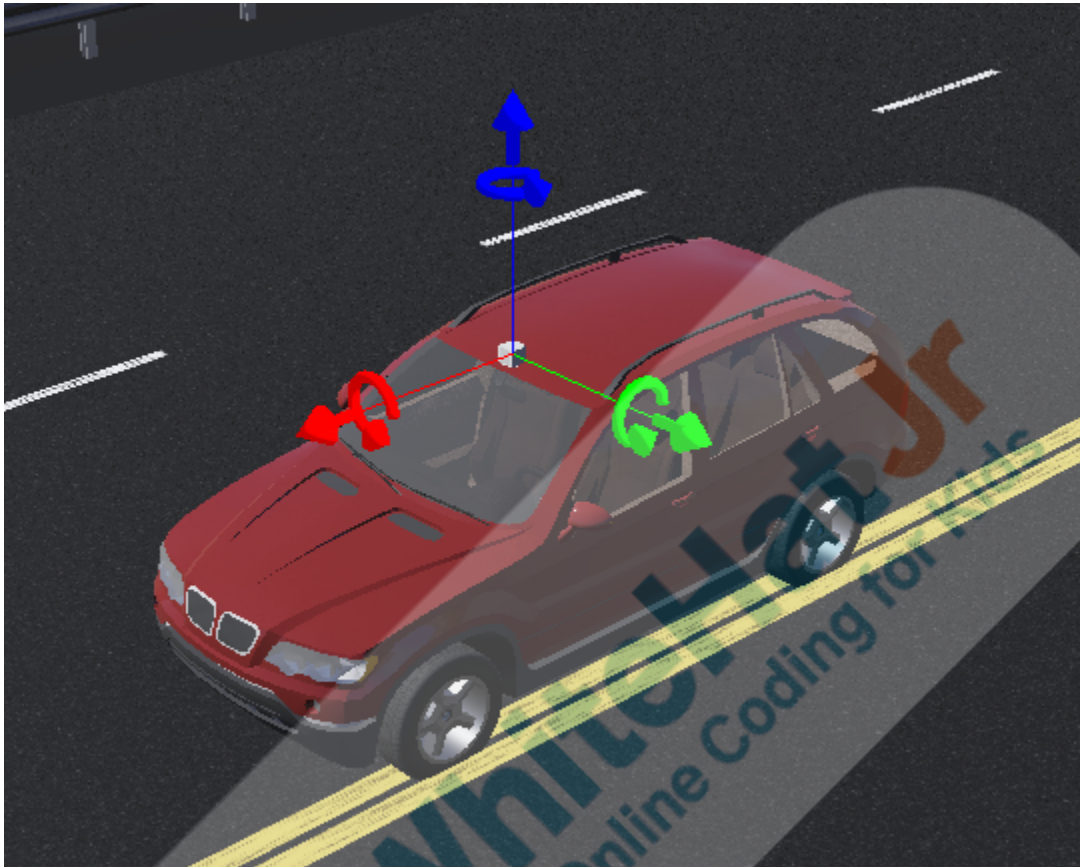


Next, let's change the camera **translation** to **0.72** in the **X direction** and **-0.05** in the **Z direction**.

Also, for better image processing, let's change the **resolution** of the camera to **128 pixels** in **width** and **64 pixels** in **height**.



Finally we are all set with our camera. Save your work till here.



So now it's your turn.

Please share your screen with me.

### STUDENT-LED ACTIVITY 15 mins

- Ask the student to press the ESC key to come back to the panel.
- Guide the student to start Screen Share.
- The teacher gets into Full Screen.

**Student Initiates Screen Share**

### ACTIVITY

- **Writing an algorithm for driving a car autonomously.**



Teacher Action	Student Action
<p>Once we have added the camera, let's write an appropriate code so that we can drive the vehicle autonomously.</p> <p>But before writing the algorithm, let's discuss what you think could be the algorithm for a self driving car.</p> <p>There are multiple algorithms for creating autonomous vehicles. We are going to use a simple one.</p> <p>We know we have <b>yellow colored track</b> on the <b>road</b>, we will write an algorithm where the car will <b>move</b> or <b>turn</b> in such a way, such that the yellow track is always in the <b>center</b> of the <b>camera vision</b>.</p> <p>To understand it better, let's break the algorithm into its child steps,</p> <ul style="list-style-type: none"> <li>● Get the <b>image</b> from the <b>camera</b>.</li> <li>● Look for all the <b>yellow pixels</b> in the <b>image</b> and <b>store</b> the <b>x coordinates</b> of all the <b>yellow pixels</b> in a <b>list</b>.</li> <li>● Find the <b>average x coordinate</b> of all the <b>yellow pixels</b>.</li> <li>● Find the <b>center x coordinate</b> of the <b>image</b>.</li> <li>● <b>Steer</b> the <b>car</b> in such a way, so that the <b>average x coordinate</b> calculated in <b>step 3</b>, remains in the <b>center</b> of the image.</li> </ul> <p>For that, let's open the <a href="#">student boilerplate link</a>, and download all the files from it. Open the downloaded files in webots software.</p> <p>In the <b>sd1.py</b> file,</p> <ul style="list-style-type: none"> <li>● Fetch the device named <b>"camera"</b> using the <b>.getDevice()</b> method.</li> <li>● <b>Enable</b> is using the <b>.enable()</b> method.</li> </ul>	<p><b>ESR</b> : Varied</p>

```
from controller import Robot

bot = Robot()

timestep = 64

# getting devices
cam = bot.getDevice('camera')
left_wheel = bot.getDevice('left_front_wheel')
right_wheel = bot.getDevice('right_front_wheel')
l_steer = bot.getDevice('left_steer')
r_steer = bot.getDevice('right_steer')

# initialisations
cam.enable(timestep)
left_wheel.setPosition(float('inf'))
right_wheel.setPosition(float('inf'))
l_steer.setPosition(0)
r_steer.setPosition(0)
left_wheel.setVelocity(0)
right_wheel.setVelocity(0)
```

Next, in the main loop,

- Get an **image** from the camera using the **.getImage()** method.
- Get the **image width** using the **.getWidth()** method.
- Get the **image height** using the **.getHeight()** method.

```
# main loop
while bot.step(timestep) != -1:

    # image data
    img = cam.getImage()
    image_width = cam.getWidth()
    image_height = cam.getHeight()
```

Next,

- Let's take an **empty list** and name it as **x\_yellow**.
- Let's traverse through each and every pixel of our image and calculate the **red** content in the pixel color using the **.imageGetRed()** method.

- Similarly, find the **green** content in the pixel color using the **.imageGetGreen()** method.
- Similarly, find the **blue** content in the pixel color using the **.imageGetBlue()** method.
- Once you have the **red, green** and **blue** content of the pixel color, check if it is a **yellow colored pixel** or not by using the **if** statement.
- If it's a **yellow** pixel, add its **x coordinate** in the **x\_yellow list** using the **.append()** method.

*Note : The red, green and blue content in yellow color is 190, 180 and 90 respectively.*

```
x_yellow = []
for x in range(0, image_width):
    for y in range(0, image_height):
        red_val = cam.imageGetRed(img, image_width, x, y)
        green_val = cam.imageGetGreen(img, image_width, x, y)
        blue_val = cam.imageGetBlue(img, image_width, x, y)
        if red_val > 190 and green_val > 180 and blue_val > 90:
            x_yellow.append(x)
```

Next,

- Let's check if the **x\_yellow** list is **empty** or **not**.
- If it's **not empty**, let's traverse through the list and calculate the **average x coordinate** for all the yellow pixels in the list.

```
if x_yellow: # if there are any yellow pixels
    x_total = 0
    for x in x_yellow:
        x_total = x_total + x
    x_average = x_total / len(x_yellow)
```

Next, let's find the **x coordinate** of the **center pixel** of the image by simply **dividing** the **image width** by **2**.

```
x_center = image_width / 2
```

Next,

- Let's compare the **average x coordinate** and the **center x coordinate** using the **conditional statements**.
- If **x\_average** is **less than x\_center**, which means maximum yellow pixels are on the **left** side of the image, which means we have to take a **left** turn.
- To take a **left** turn, set the positions of the **steering motors** to **-0.1**.
- If **x\_average** is **more than x\_center**, which means maximum yellow pixels are on the **right** side of the image, which means we have to take a **right** turn.
- To take a **right** turn, set the positions of the **steering motors** to **0.1**.

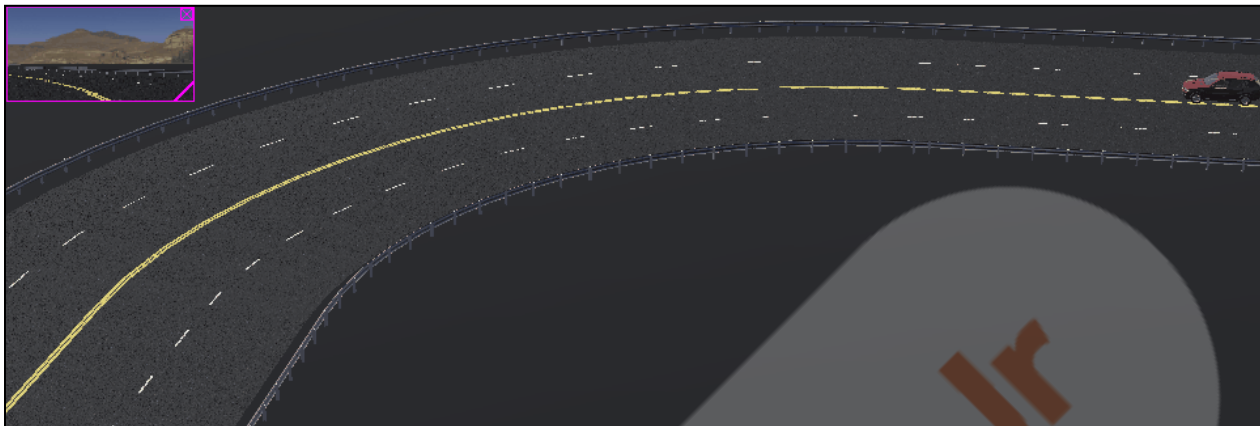
```
if x_average < x_center: # max pixels are on the left, take a left turn
    l_steer.setPosition(-0.1)
    r_steer.setPosition(-0.1)
elif x_average > x_center: # max pixels are on the right, take right turn
    l_steer.setPosition(0.1)
    r_steer.setPosition(0.1)
```

Finally, let's move our car in the **forward** direction by giving a **velocity** of **10 rad/s** to the **wheels**.

```
# move forward
left_wheel.setVelocity(10)
right_wheel.setVelocity(10)
```

Save your work till here and run the simulation.

**Reference Output:**



[Click here](#) to view the reference video.

### Teacher Guides Student to Stop Screen Share

### WRAP-UP SESSION - 5 mins

#### Activity details

#### Following are the WRAP-UP session deliverables:

- Appreciate the student.
- Revise the current class activities.
- Discuss the quizzes.

### WRAP-UP QUIZ

Click on In-Class Quiz

#### Activity Details

#### Following are the session deliverables:

- Explain the facts and trivia
- Next class challenge
- Project for the day
- Additional Activity (Optional)

### FEEDBACK

- **Appreciate and compliment the student for trying to learn a difficult**

<b>concept.</b> <ul style="list-style-type: none"> <li>Get to know how they are feeling after the session.</li> <li>Review and check their understanding.</li> </ul>	
Teacher Action	Student Action
<p>You get “hats-off” for your excellent work!</p> <p>In the next class, we will complete our self-driving car by adding obstacle detection abilities to it.</p>	<p><i>Make sure you have given at least 2 hats-off during the class for:</i></p> <div> <div>Creatively Solved Activities +10</div> <div>Great Question +10</div> <div>Strong Concentration +10</div> </div>
<b>PROJECT OVERVIEW DISCUSSION</b> Refer the document below in Activity Links Sections	
Teacher Clicks	<div>✕ End Class</div>

ACTIVITY LINKS		
Activity Name	Description	Links
Teacher Activity 1	Teacher Boilerplate Code	<a href="https://github.com/procodingclass/PRO-C299-Teacher-Boilerplate">https://github.com/procodingclass/PRO-C299-Teacher-Boilerplate</a>
Teacher Reference 1	Project	
Teacher Reference 2	Project Solution	

Teacher Reference 3	In-Class Quiz	<a href="https://s3-whjr-curriculum-uploads.whjr.online/66130515-6618-490f-bb46-d076d83efcff.pdf">https://s3-whjr-curriculum-uploads.whjr.online/66130515-6618-490f-bb46-d076d83efcff.pdf</a>
Teacher Reference 4	Reference code	<a href="https://github.com/procodingclass/PRO-C299-Reference-Code.git">https://github.com/procodingclass/PRO-C299-Reference-Code.git</a>
Teacher Reference 5	Final output gif	<a href="https://s3-whjr-curriculum-uploads.whjr.online/94234701-bb62-4a99-ab52-ecfe7637590f.gif">https://s3-whjr-curriculum-uploads.whjr.online/94234701-bb62-4a99-ab52-ecfe7637590f.gif</a>
Student Activity 1	Student Boilerplate Code	<a href="https://github.com/procodingclass/PRO-C299-Student-Boilerplate">https://github.com/procodingclass/PRO-C299-Student-Boilerplate</a>