

## Project: Advanced line Finding

### 1. Pipeline

The following is the pipeline to detect lane lines. Each steps output is an input to the next.

- a. Get a frame from the video to work with
- b. Get a combined binary image
  - i. Binary from gradient thresholding
  - ii. Binary from color thresholding
- c. Apply mask with a region of interest (to flush out unwanted pixels)
- d. Perspective transform (Birds-eye view)
- e. If first frame or when lost lane confidence
  - i. Apply histogram on the lower half of the image
  - ii. Dynamic window search using histogram peak positions as a starting point
  - iii. Fit a 2<sup>nd</sup> order polynomial
- f. For non-first frames or with a prior confidence
  - i. Search for lane pixels around previously fitted 2<sup>nd</sup> order polynomial (with a margin)
  - ii. Fit a new 2<sup>nd</sup> order polynomial
- g. Measure radius of curvature and center error
- h. Unwarp the and post-process the image with lane markings and text.

### 2. Shortcomings

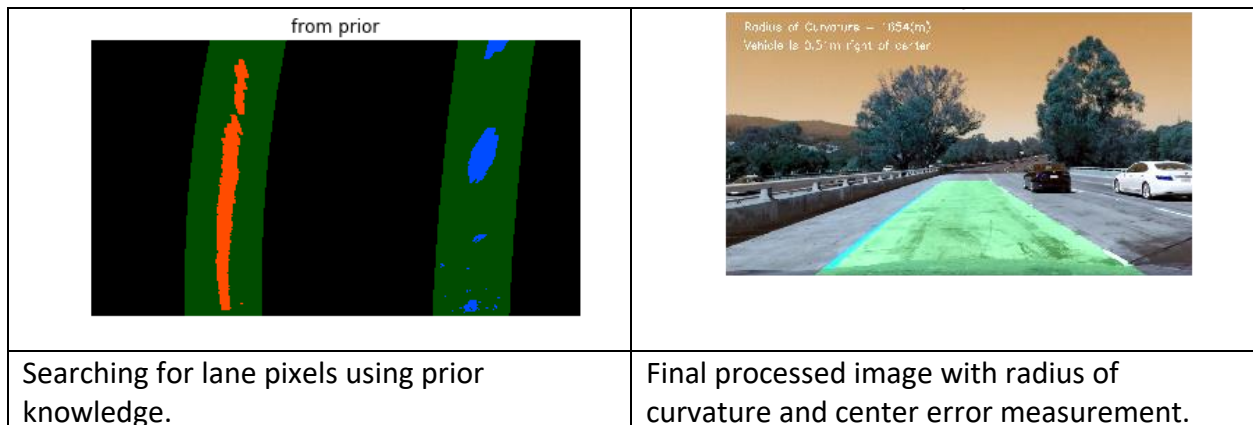
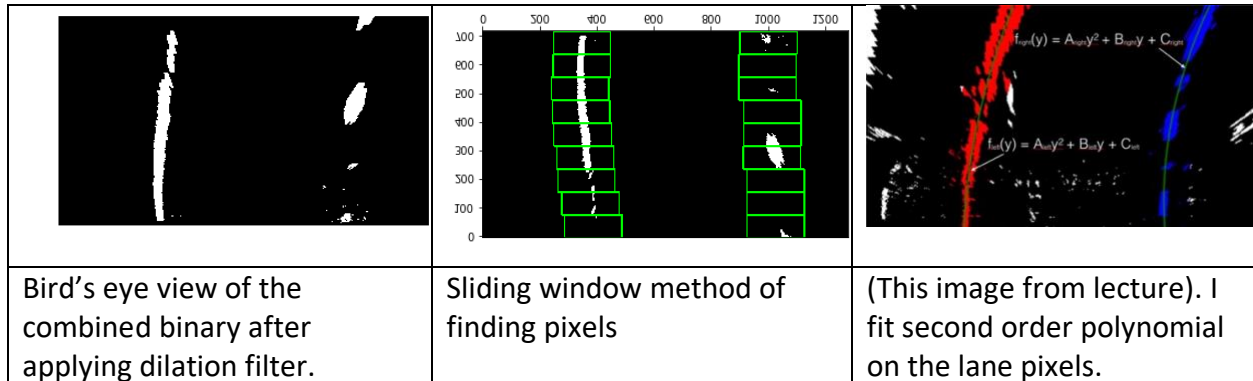
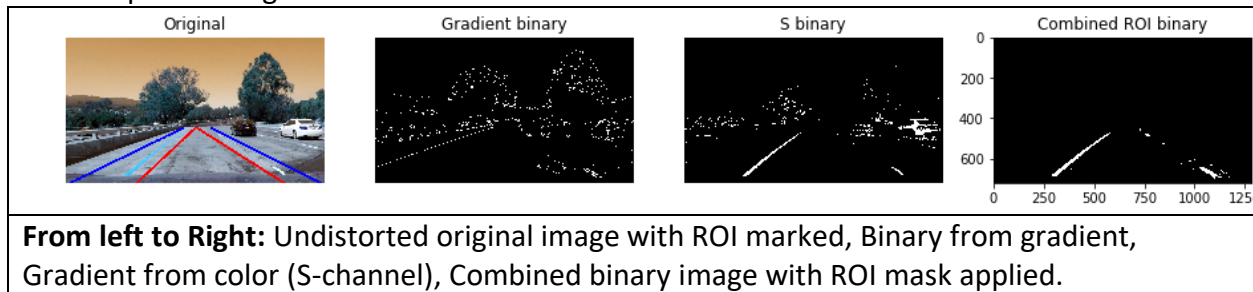
This is a great lane finding approach. However, this approach didn't address the following challenges:

- a. What happens when changing lanes
- b. We had some assumptions like ROI, points for perspective transform. Will these assumptions hold in real implementation?

### 3. Possible improvements

- a. My code doesn't work great on the challenge video, I will extract some sample frames to work with.
- b. I am sure, Deep learning has an answer to some of the limitation in this project. I will get back to this project once I finish all the lessons. Excited for the next project!

#### 4. Pipeline images



The code is self-explanatory, and the functions were named meaningfully. Please go through the code for a detailed understanding of the project.

Happy Learning!!!  
Santosh.