

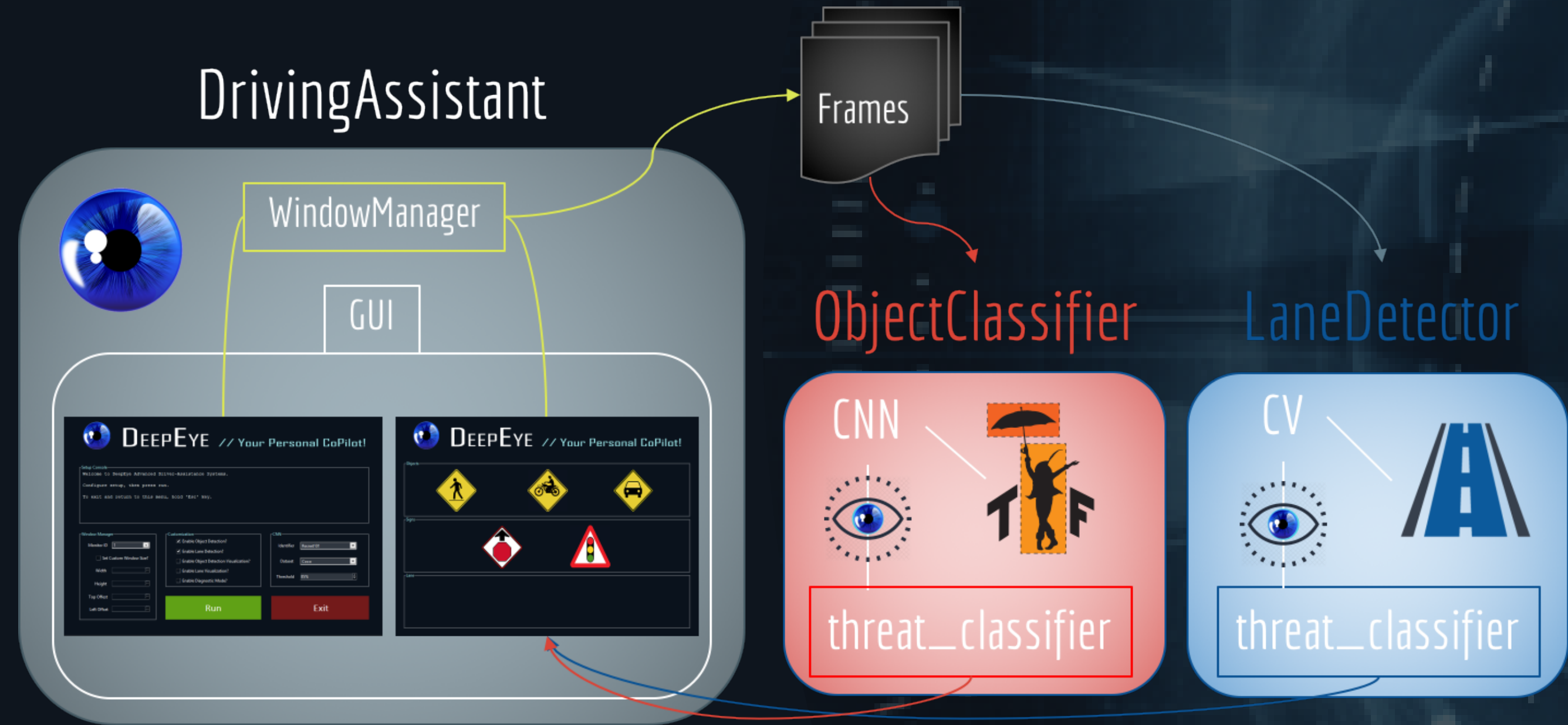
Abstract

DeepEye is a driving copilot system which uses a combination of computer vision and Artificial Intelligence techniques to:

- Detect and classify the following objects in and around the road: vehicles, bikes, pedestrians, stop signs, and traffic lights
- Detect lanes and determine if driver is in them
- Detect possible imminent collisions

All of this information is displayed on an interface that could be on a drivers dashboard in order to notify them

Methods



The DrivingAssistant class controls the program

- Manages frames analyzed by the program
- Controls GUI which allows user interaction

The ObjectClassifier is a Convolutional Neural Network

- Analyzes frames for objects, looking for feature Identifiers
- Icons pop up in the interface when a corresponding object is identified through the threatClassifier
- If object is within a certain small region at the bottom of the frame, collision warning is given

The LaneDetector uses OpenCv filters to detect road lanes

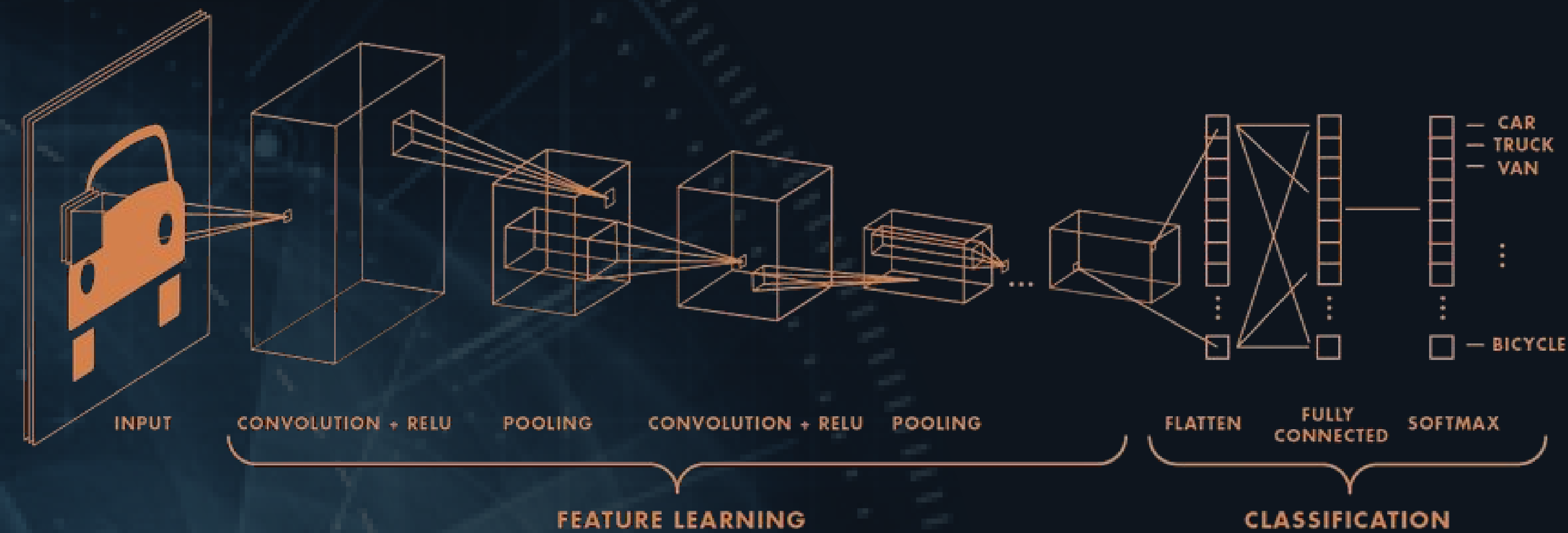
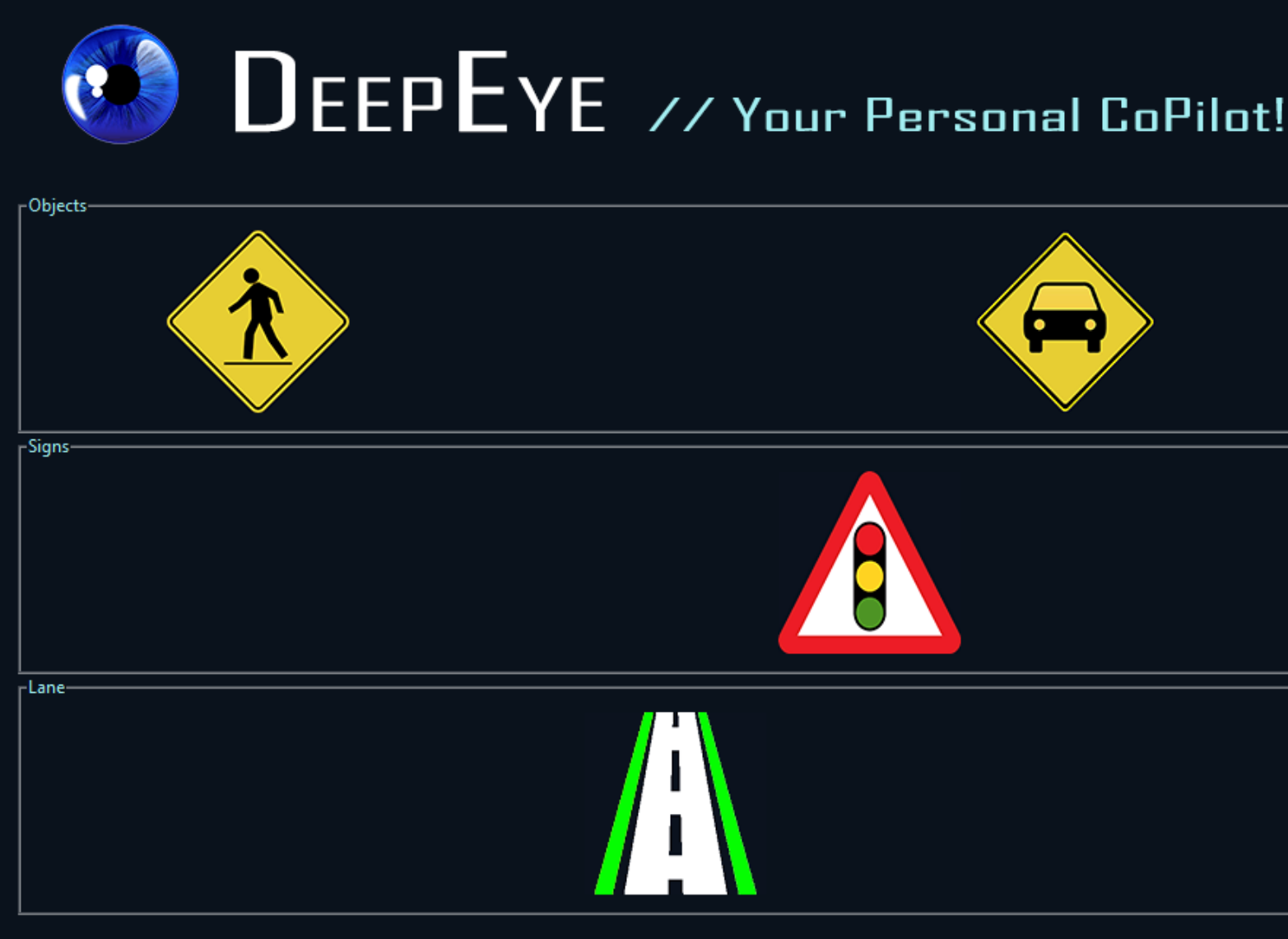
- An icon will be displayed in the interface corresponding to the drivers position in the lane

DEEPEYE

A Capstone Project

By

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Results

GTA-V

- We tested with two environments:
- Grand Theft Auto V, for a variety of environments, times of day, and weather conditions
 - Stock Dash Camera Footage, for more realistic driving

We compared two data logs; One created by the program listing relevant objects on screen, and one filled out going through each frame

Overall Performance	
≈ 30 (minutes)	
count	422 frames
mean	0.874596
std	0.114521
min	0.428571
25%	0.857143
50%	0.857143
75%	1.000000
max	1.000000

Dash-Cam

Overall Performance	
≈ 26 (minutes)	
count	274 frames
mean	0.915537
std	0.114775
min	0.428571
25%	0.857143
50%	1.000000
75%	1.000000
max	1.000000

