



Driving Through Learning With NVIDIA's JetBot

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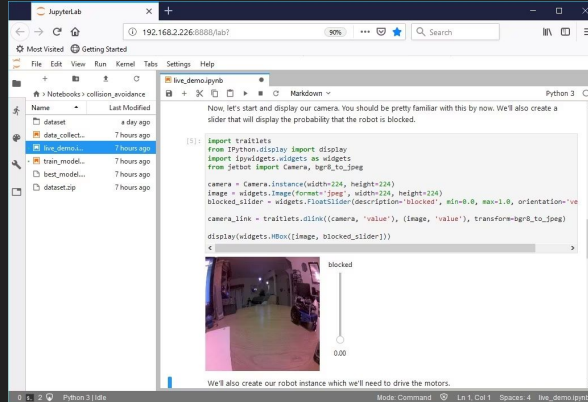
What we have learned so far

- Basic hardware/ individual parts of the jetbot
- Basic software functions of Jupyter Notebook (built-in library)
- The Jetbots all have varying technical issues (that could be due to not enough cache, older jetpack version, not enough storage, slow internet leading to no remote connection,, etc.)



What we've done so far

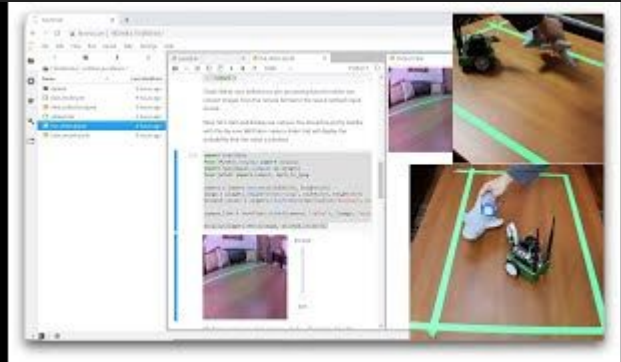
- Tried configuring version 1 Jetbots
- Some varying success in wifi connection, movement, telecommunication, and camera control
- Started configuring version 3 Jetbots



Objectives



- Make new version 3 Jetbots
- Train JetBot to recognize more queues and act accordingly
- Use the Jetbot Orin + add an extra camera
- Train JetBot to recognize other vehicles and stop/move around
- Work with 3D modeling group to scan environment around vehicle



Timeline

- Next few weeks - have fully functioning jetbot
- By Mid-presentation - have bot that can travel on an path given by “driver” and in process of training queues and vehicle recognition
- End of summer - have vehicle that can navigate a “road” and other vehicle interruptions in its path





Questions?