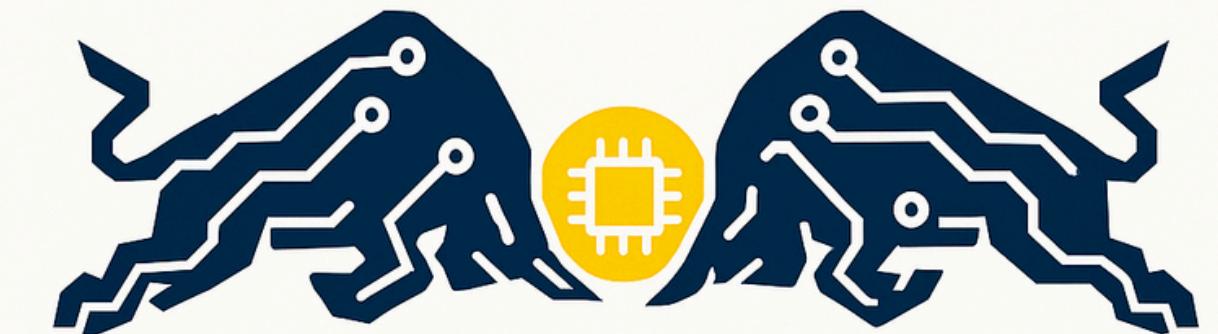


# **VISION-BASED NAVIGATION**

**TEAM A3**

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Noah Ndambuki, Armaan Braich



**RED BULL**  
**F1TENTH**

# PROJECT MISSION



## Allow F1Tenth Car to Detect and React to Traffic Signs

Car detects:

- STOP and Yield Signs
  - Slow down and stop
- Speed Limits
  - Adjust driving speed
- U - Turn Sign
  - Turn around

Small set of sign detection and reactions  
→ Proof of concept  
→ More additions for future

# PROPOSED SOLUTION



## Perception

- Train YOLOv1s model on RGB images
- Depth map fusion to compute average distance to sign

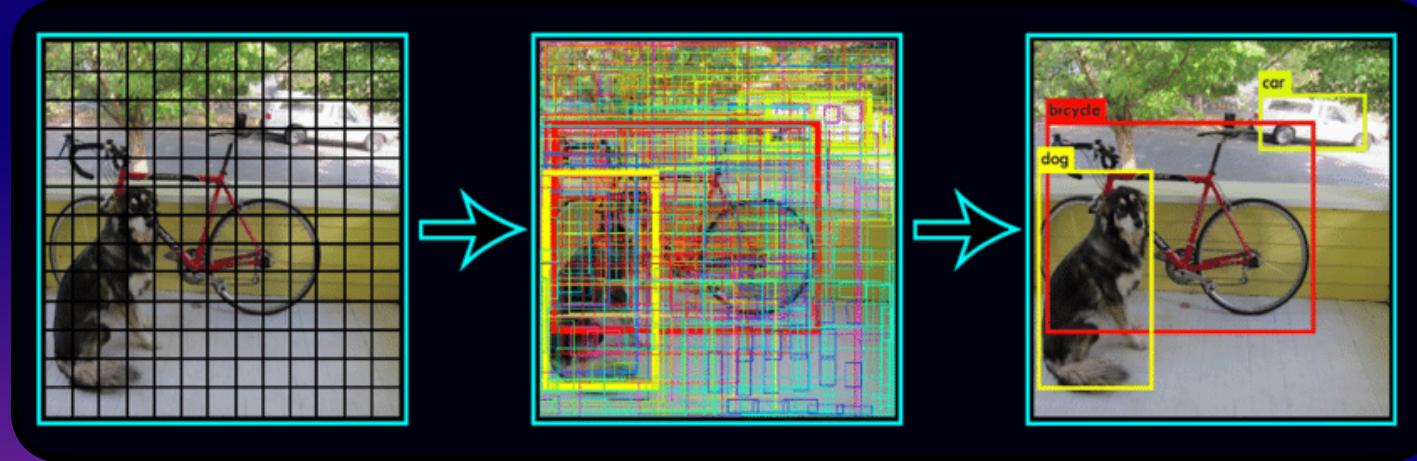
## Decision

- Object timers: estimate time-to-reach  
 $= (\text{distance} - \text{threshold}) / \text{avg\_speed}$
- When timer expires  $\rightarrow$  trigger sign action
- Cooldown periods for each action

## Control

- LiDAR-based gap-following as default
- Sign detected  $\rightarrow$  jump to U-Turn state machine, change speed, etc.

# YOLO MODEL TRAINING



**Architecture:** custom-trained YOLOv1s model

**Data:** ~500 labeled images per class (Stop, Yield, U-Turn, 20 kph, 100 kph)

**Training:** 100 epochs, batch = 16, lr = 1e-3

**Inference pipeline:**

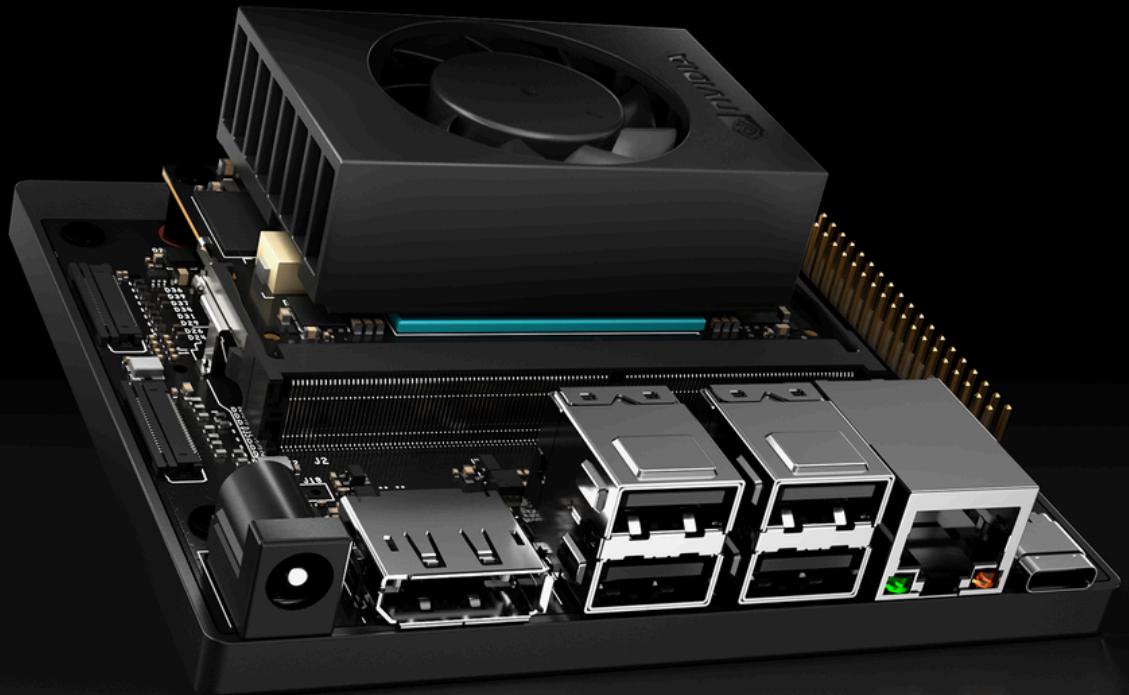
- Acquire RGB frame via ROS Image topic
- Run model(rgb) on GPU (Jetson CUDA)
- Filter by confidence  $\geq 0.7$   
→ get boxes & class IDs



Typical 70% to 90% confidence

Most confusion between 100 and 20 speed limit signs

# NVIDIA ENVIRONMENT



## Requirements and Set Up

In virtual environment, install:

- JetPack 5.1.4
- CUDA 11.4
- Python 3.8

Install correct version frameworks:

- PyTorch
- TorchVision
- Onnx

Finally, install the following:

- Ultralytics
- Onnx
- Onnxslim

# MAKING CAR REACTIVE



## LiDAR gap-following

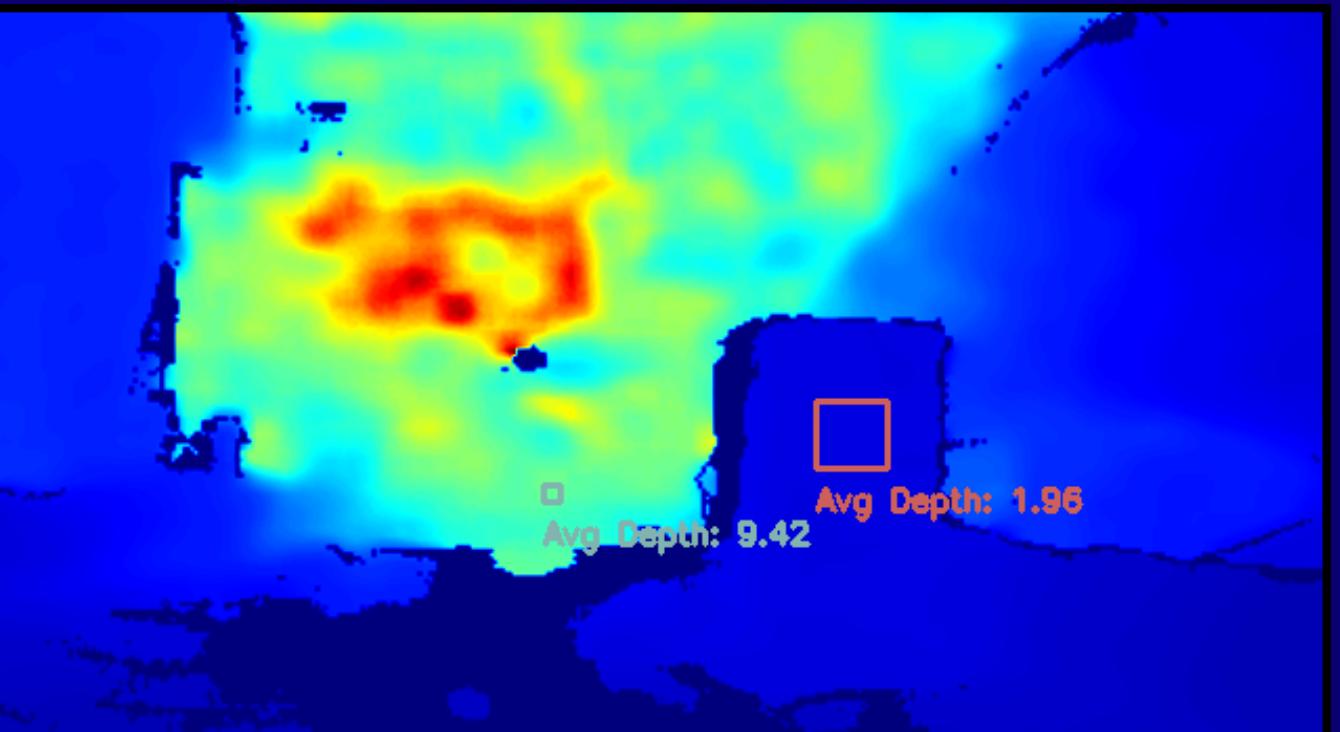
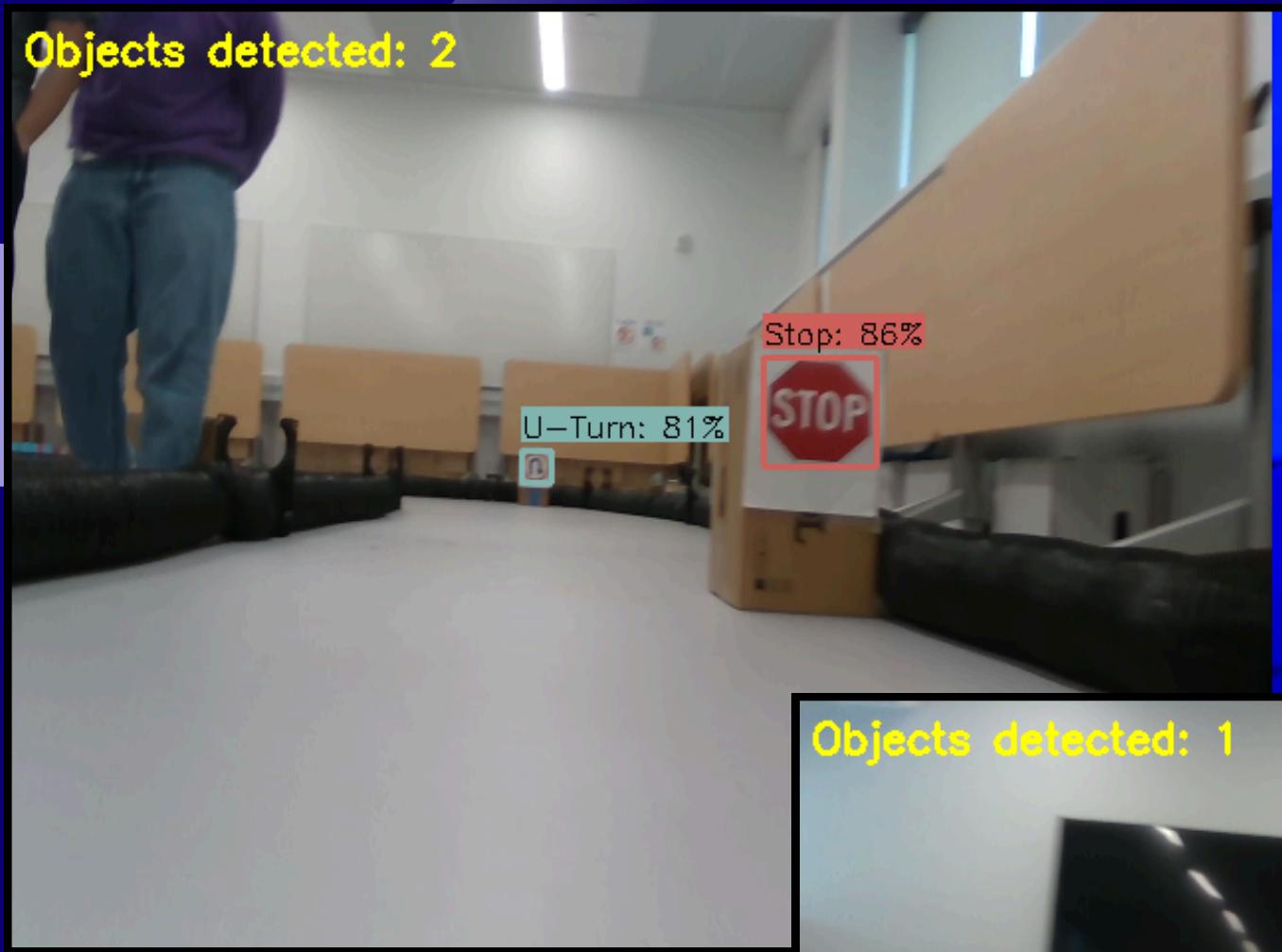
- Truncate → filter → smooth ranges
- Safety bubble around nearest obstacle
- PID-steer toward largest gap center

## Sign-to-action bridge

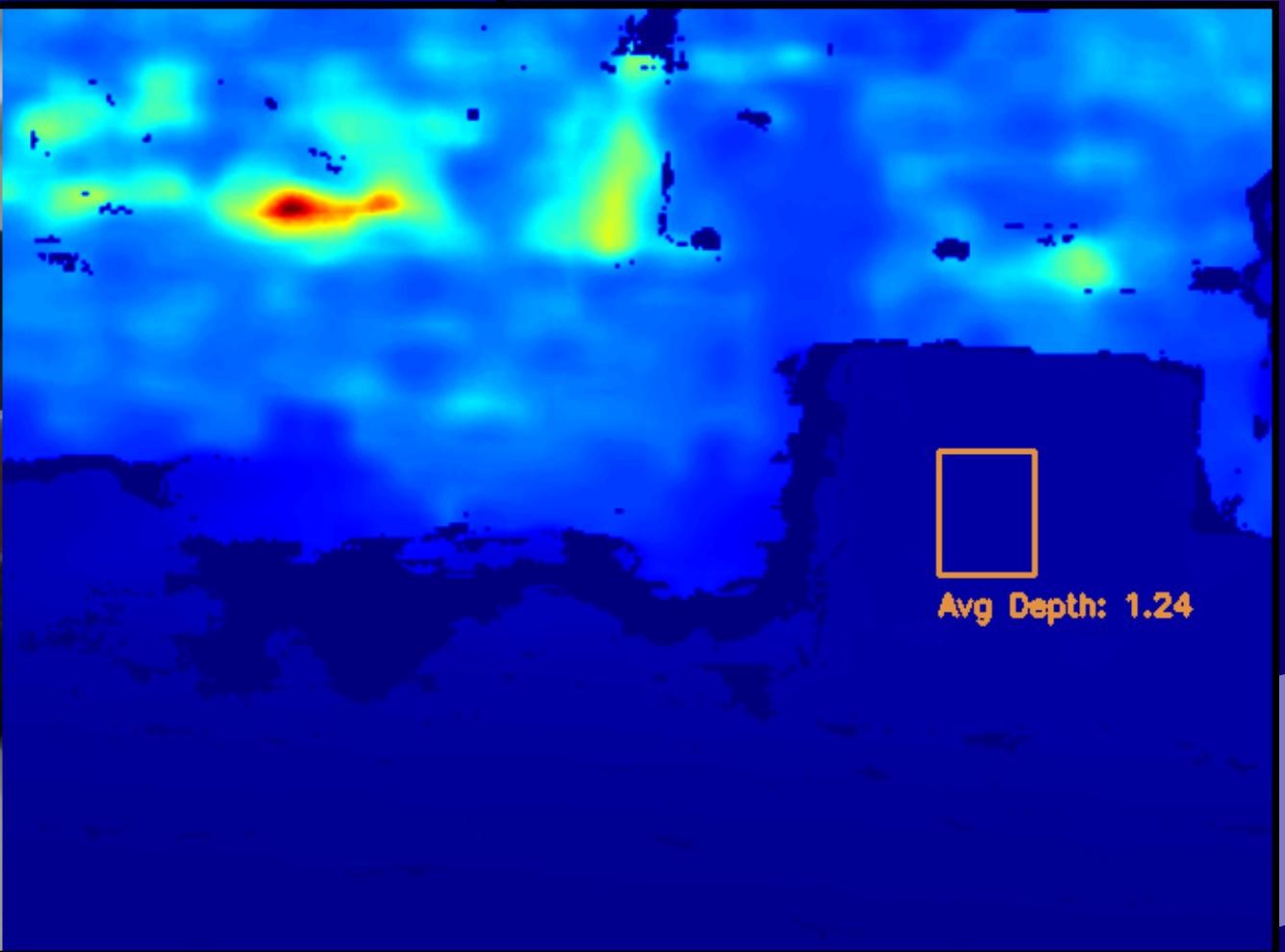
- On detection: compute time-to-reach, store in object\_timer\_end[label]
- Periodic check → when expired, call trigger\_object\_action(label)

## Actions implemented

- Stop: full brake + 3 second pause
- Yield: placeholder / slow-down behavior
- Limit-20/100: adjust relative speed
- U-Turn: launch U-Turn state machine



What does the car see?



Traffic sign type and average distance from sign

# DEMO

[https://drive.google.com/file/d/164ozK4v\\_fZUIWy7NwiIK1Sc-7xdN4c9e/view?usp=sharing](https://drive.google.com/file/d/164ozK4v_fZUIWy7NwiIK1Sc-7xdN4c9e/view?usp=sharing)

# FUTURE REVISIONS



## Detection System

- Expand dataset (rain/low-light), add semantic segmentation
- Temporal smoothing of detections

## Navigation Control

- Adaptive speed via MPC (model predictive control)
- Adaptive cooldown periods based on car speed and other factors
- Fuse IMU for more robust yaw estimation

## Software

- ROS-nav stack integration for global path planning
- Real-time logging & playback (ROS bags + metrics dashboard)

# THANKS FOR LISTENING!



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