Project 1: Finding Lane Lines on the Road

The goals / steps of this project are the following:

* Make a pipeline that finds lane lines on the road

* Reflect on your work in a written report

Input images:

Are in the folder \test_images

solidWhiteCurve.jpg,
solidWhiteRight.jpg,
solidYellowCurve.jpg,
solidYellowCurve2.jpg,
solidYellowLeft.jpg,
whiteCarLaneSwitch.jpg

Output images:

Are in the folder \test_images

solidWhiteCurvelane.jpg,
solidWhiteRightlane.jpg,
solidYellowCurvelane.jpg,
solidYellowCurve2lane.jpg,
solidYellowLeftlane.jpg,
whiteCarLaneSwitchlane.jpg

Image pipeline: imagepipeline(image)

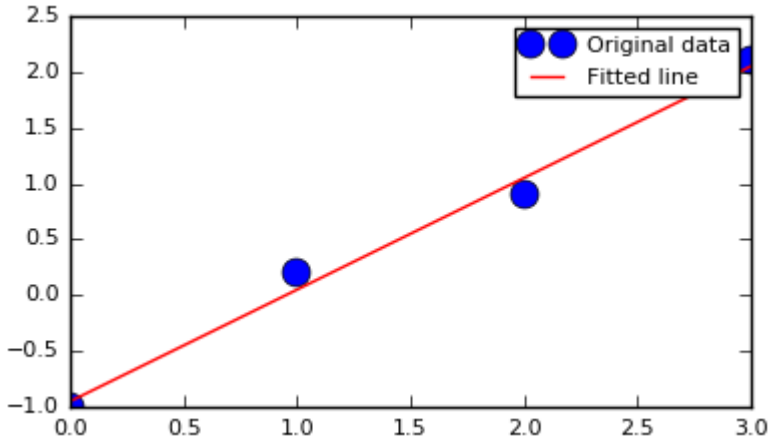
Purpose of this pipeline Is to detects lane in an image and draw lines to connect the complete lane

Steps involved achieving the above-mentioned goals:

1. Converted the images to grayscale
2. Reduce image noise by applying Guassian smoothing to image
3. Detect edges in the image by running Canny edge detector
4. Extract the region of the interested in the image, which is projection in front of the vehicle lane it is defined by the quadruple polygon points
5. Detect line segment which intersects at a common point and draw the line which red color and thickness 5

In order to draw a single line on the left and right lanes modified the draw_lines() function as explained below.

1. First separate the line segments by their slope ((y2-y1)/(x2-x1))
2. Fit a line through data-points for both left and right lines using linear regression , which uses numpy API : numpy.linalg.lstsq



3. Since we have the line from above, we can find beginning and ending point of the line
4. Draw the line for left and right lane with color red connecting top (x,y) and bottom (x,y)

Potential shortcomings with your current pipeline

1. Region Extraction problem:
   Triangle points are fine-tuned for all the example images and video, but limitations are
   - Detects the White or yellow car at the end of the line driving in middle of the line
   - Line at the end will mix few y axis pixels because it Is not quadruple polygon
   - Line drawing towards farthest y the x is bit inside from the actual Lane because of triangle apex
   - It will not filter out If the image or video with white or yellow objects other than Lane are closer to the current lane at beginning point(y)

2. External Conditions problem :
   - Some shadow in the lanes
   - Lane marking is missing for distance less or equal to y axis Region of interest
   - Traffic sign boards on the road edge will be detected also if they are close to end lane

Improvements to your pipeline

1. Draw dynamic quadruple polygon to extract region of interests, which solved problem described in above problem 1.
2. Discard other objects which is yellow and white in color
3. Filter the image to only include yellow and white pixels at first step
4. Use data from Navigation, curvature clothoids information to adjust the line drawing accuracy

Updates after review

1. Solved Region Extraction problem:
   Changed from 3 points to quadruple polygon to extract region of interest
2. Fine-tuned threshold, min_line_length, max_line_gap values of HoughLinesP to further extend the line drawing and it also improved the drawing at the center