Trailer Backer Upper

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Problem Formulation

Backing up a trailer is hard. (Still)

Problem Formulation

- Learning to back up a trailer is an important skill for many occupations
- Very applicable to everyday life
  - Fishing boat, transporting any large machine (lawn mowers, snowmobiles, etc)
- Commercial Applications
  - Semi trucks, farm equipment

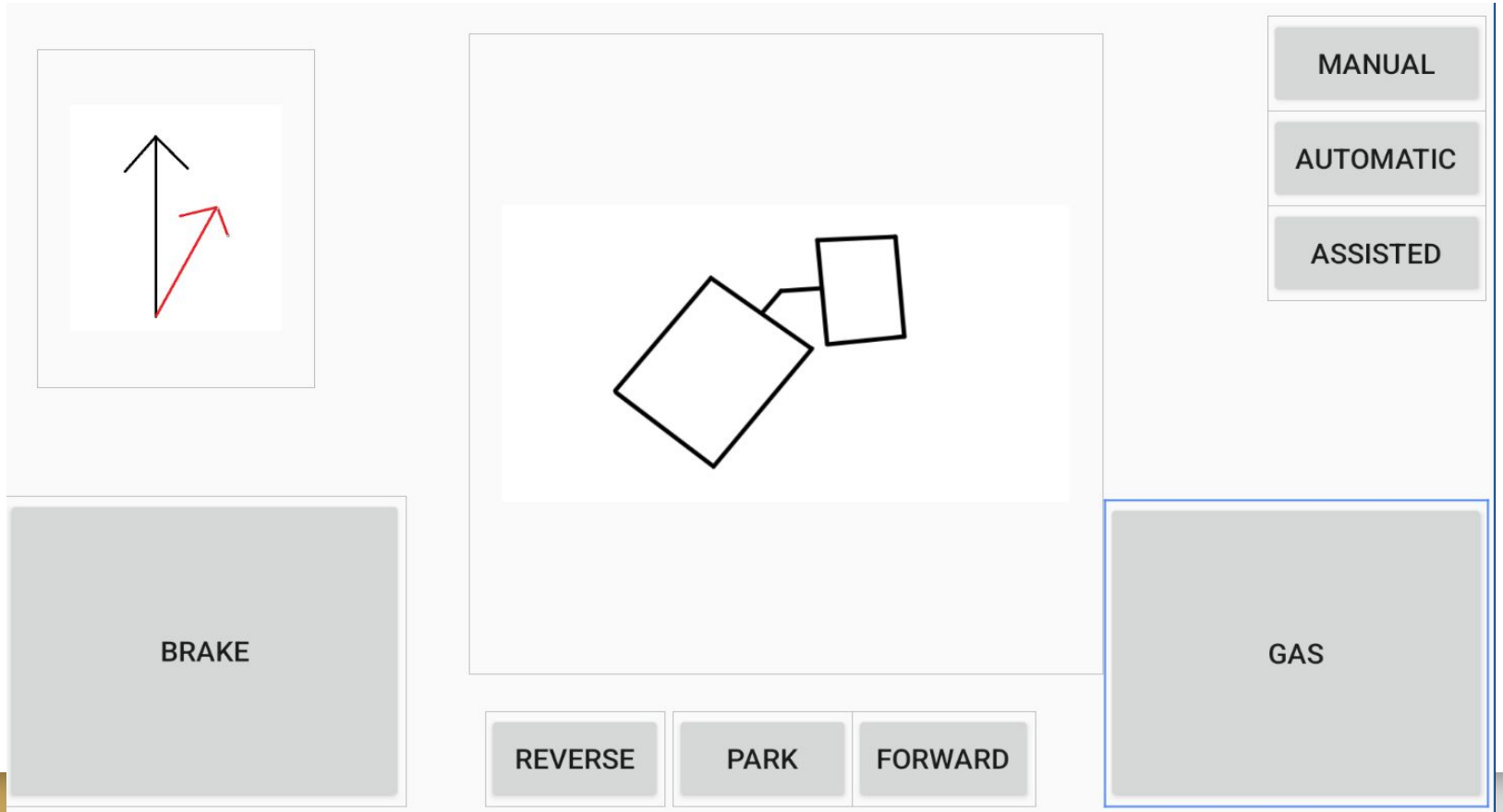
Approach

- Create an app that will:
  - Guide users to back up the vehicle optimally
  - Display vital information about the position of the trailer and vehicle
  - Take control of the vehicle and back it up for the user
- Create a system for the Model Trailer to:
  - Get information about its surroundings using a camera
  - Be able to back up on its own within lanes, or
  - Broadcast suggested steering angle from backing algorithm

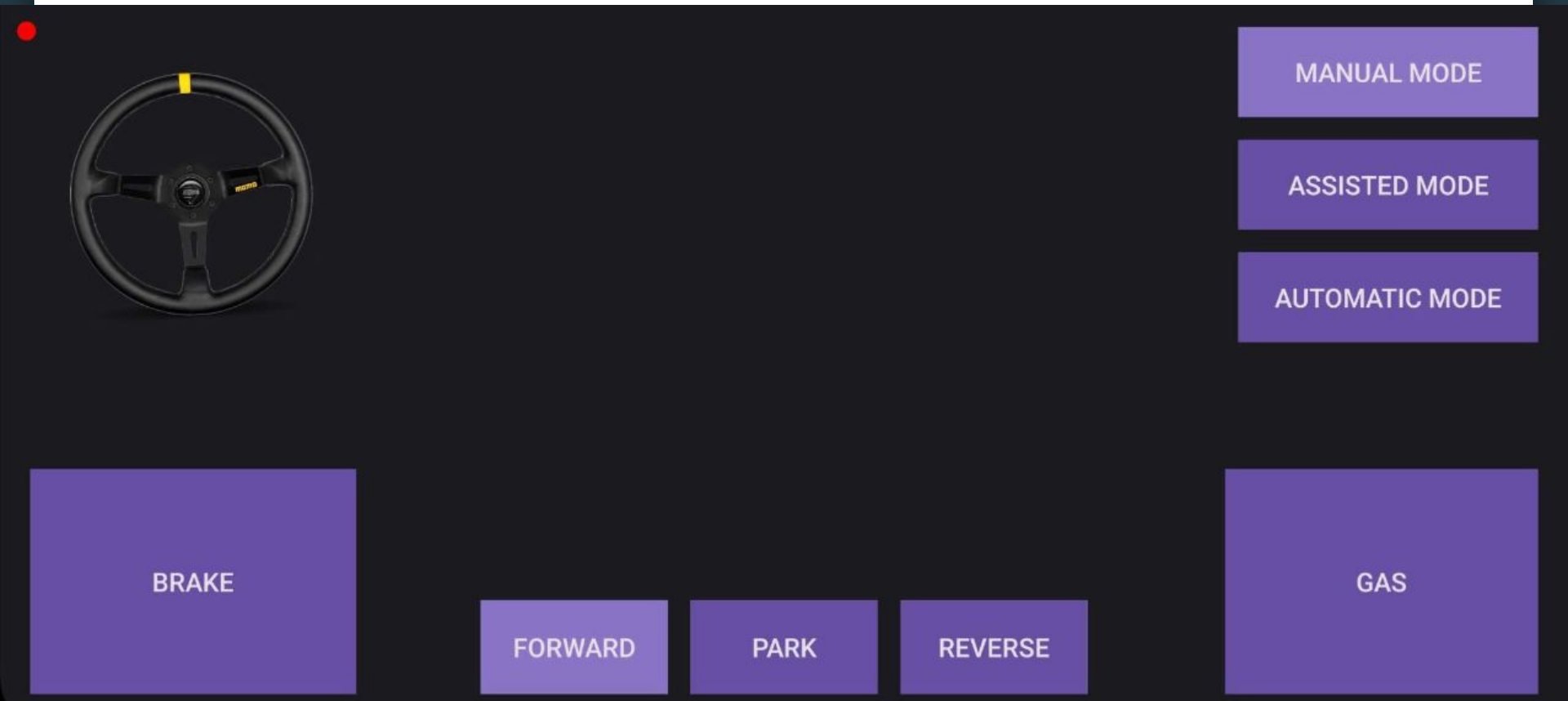
App Design

- Wanted to create an app that is easy to use, develop, and control the robot
  - Give the user feedback on inputs
  - Intuitive design
  - Give user several options on how to back up the trailer
  - Option to see more information about the system (a debug mode)
- Easy ways to transition state:
  - Gears: Forward, Park, Reverse
  - Control states: Manual, Assisted, Automatic

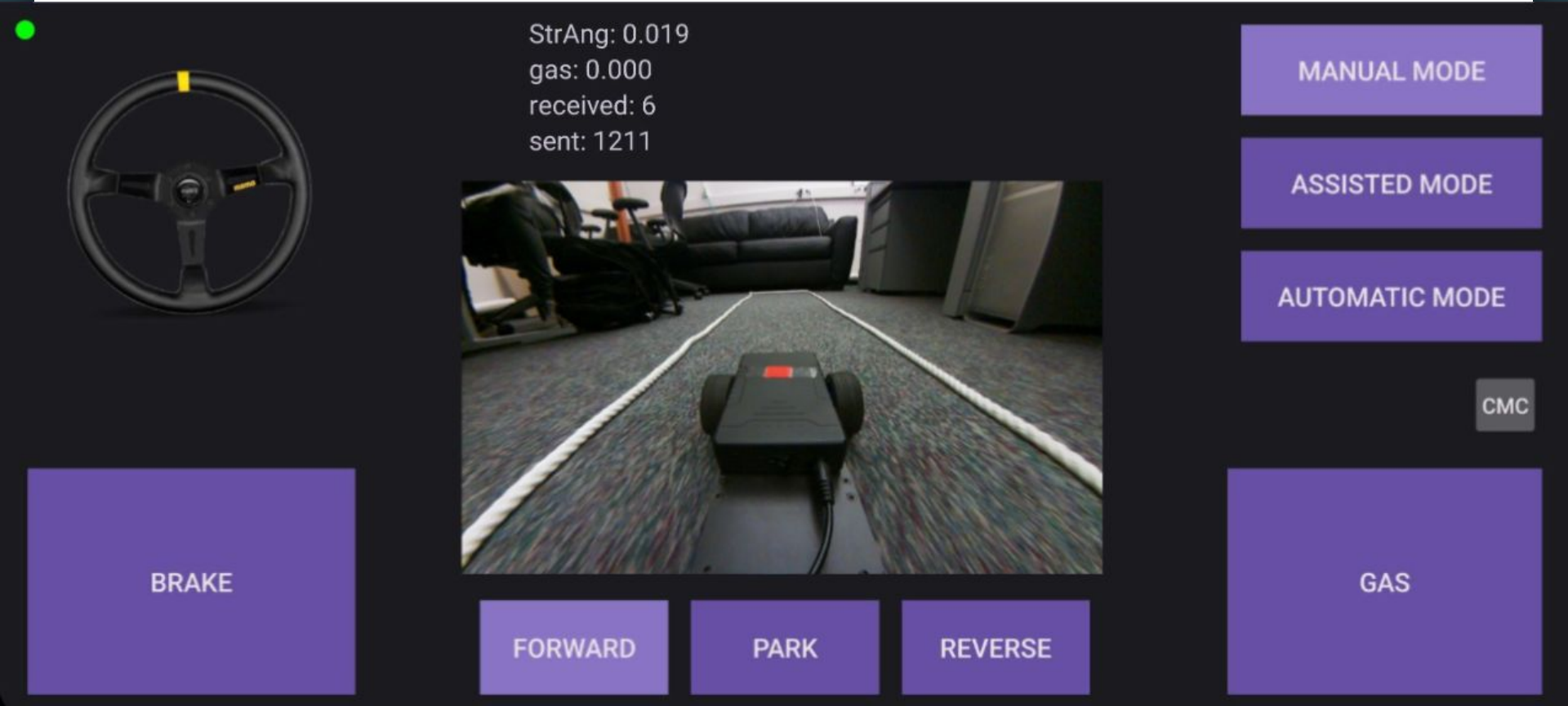
Initial design then:



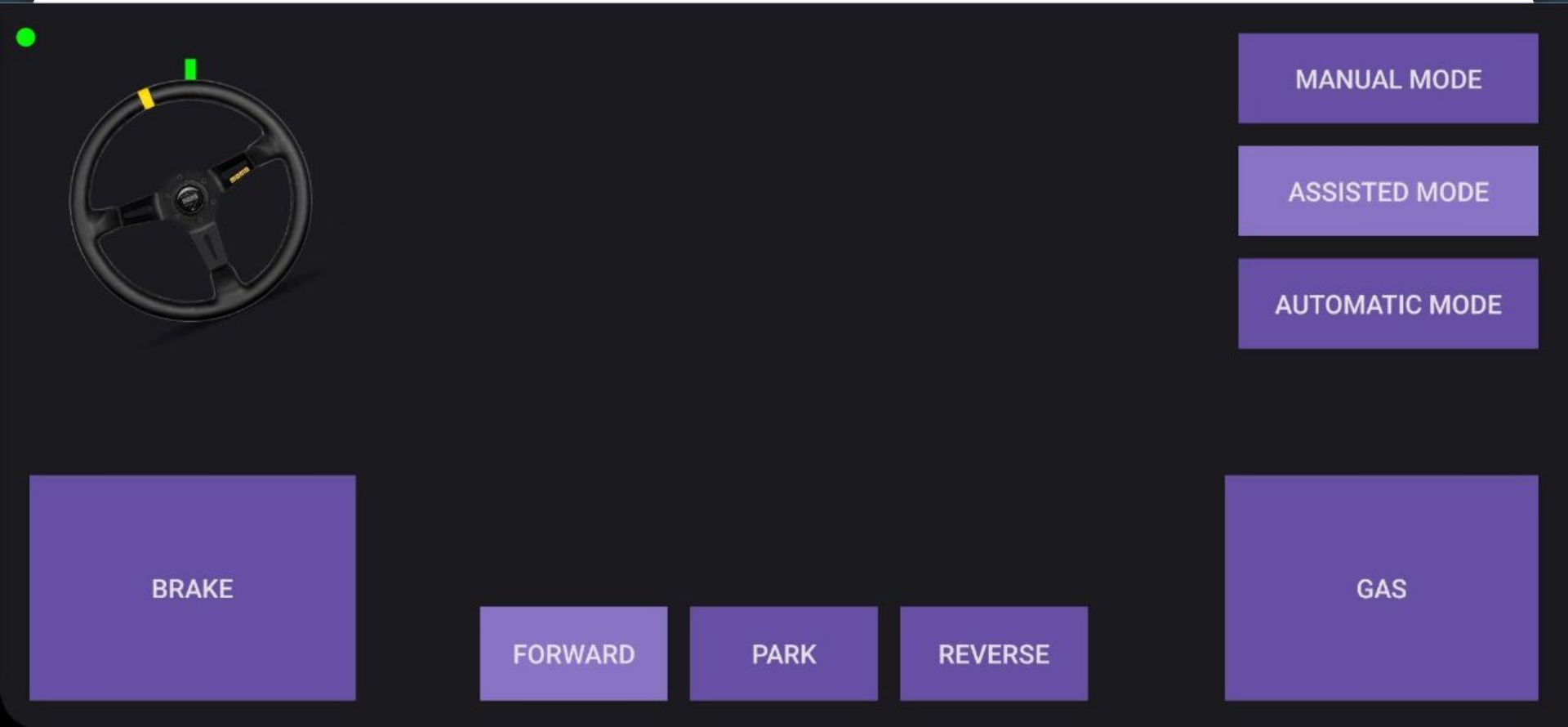
Starting Screen



Debug Mode


StrAng: 0.019
gas: 0.000
received: 6
sent: 1211
MANUAL MODE
ASSISTED MODE
AUTOMATIC MODE
CMC
BRAKE
FORWARD
PARK
REVERSE
GAS

Assisted Mode



Automatic Mode

MANUAL MODE

ASSISTED MODE

AUTOMATIC MODE

BRAKE

FORWARD

PARK

REVERSE

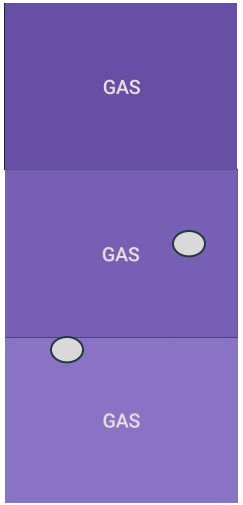
GAS

Important UI Features - Gas Feedback

```
switch (event.getAction()) {
    case MotionEvent.ACTION_DOWN:
    case MotionEvent.ACTION_MOVE:
        double realVal = Filter.bound(((v.getHeight() - event.getY()) / v.getHeight()),  lower: 0,  upper: 1);
        if(controlState == DefaultOnlineCommands.ASSISTED_MODE){
            gasVal = gasDir* getGasPercent(realVal,  min: 0.4,  max: 0.65 );
        } else{
            gasVal = gasDir* getGasPercent(realVal,  min: 0.35,  max: 1);
        }
```

```
private double getGasPercent(double realPercent, double min, double max){
    if(realPercent == 0){
        return 0;
    }
    return min + realPercent*(max-min);
}
```

```
double colorWeight = Math.abs(gasVal);
int r = (int) (Color.red(BUTTON_ENABLED) * (1-colorWeight) + Color.red(BUTTON_HILIGHTED)*(colorWeight));
int g = (int) (Color.green(BUTTON_ENABLED) * (1-colorWeight) + Color.green(BUTTON_HILIGHTED)*(colorWeight));
int b = (int) (Color.blue(BUTTON_ENABLED) * (1-colorWeight) + Color.blue(BUTTON_HILIGHTED)*(colorWeight));
gasButton.setBackgroundColor(Color.rgb(r,g,b));
```



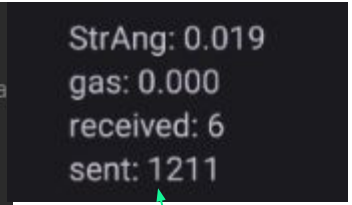
Optimization - Send Only Necessary Packets

```
while(me.isRunning()){
    long now = System.currentTimeMillis();
    if(now - last >= 1000/SEND_RATE){ /* 1000 milliseconds is equal to 1 second, the conta

        steeringAngle = Math.toDegrees(wheelView.getSteeringAngle());
        if(!Filter.areSimilar(steeringAngle, lastSAVal,  tolerance: 0.25)){
            me.sendGyroReading(steeringAngle);
            lastSAVal = steeringAngle;
        }
        if(!Filter.areSimilar(gasVal, lastGasVal,  tolerance: 0.05) && !gasDisabled) {
            me.sendGasReading(gasVal);
            lastGasVal = gasVal;
        }

        last = now;
```

```
public static boolean areSimilar(double a, double b, double tolerance){
    return Math.abs(a-b) <= tolerance;
}
```

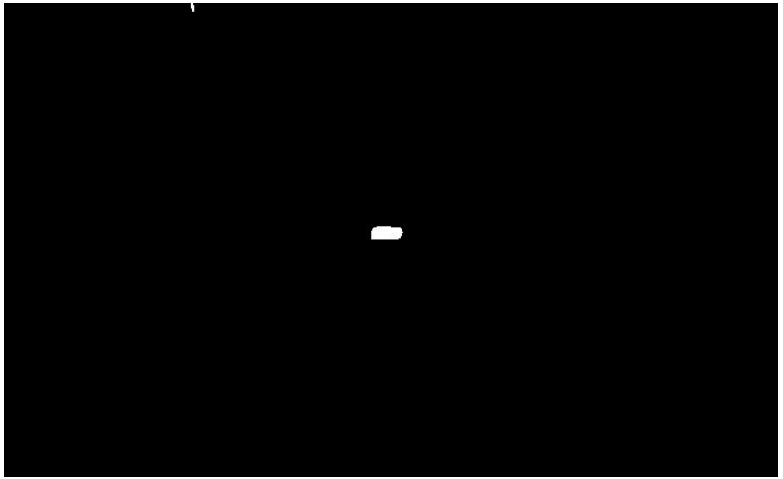


Want to keep the rate at which this number grows as small as possible

Image Processing Pipeline

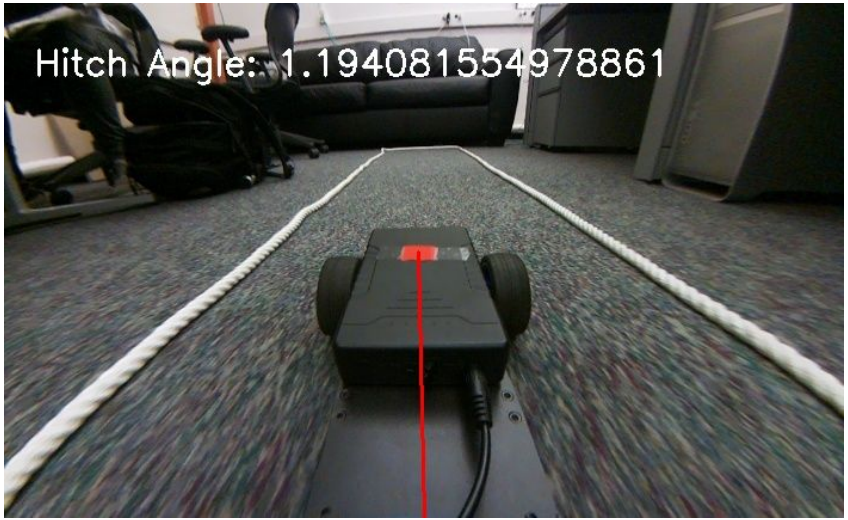
```
filtered_for_red = iu.filter_red(image)
```

Image Processing Pipeline



```
trailer_x, trailer_y = iu.weighted_center(filtered_for_red)
```

Image Processing Pipeline




```
cam_x, cam_y = CAMERA_LOCATION
trailer_to_cam_line = math.dist(trailer_pos, CAMERA_LOCATION)
trailer_to_frame_bottom_line = cam_y - trailer_y
rad = math.acos(trailer_to_frame_bottom_line / trailer_to_cam_line)
deg = -math.degrees(rad)
if _is_on_left(trailer_pos):
    deg *= -1 # angles on left are  represented with negative
return deg
```

Image Processing Pipeline

```python
def get_transformation_matrix(image):
    try:
        height, width, _ = image.shape
    except:
        height, width = image.shape

    tl = [width *2/9, height *.3]
    tr = [width * 7/9, height * .3]
    bl = [0, height* .45]
    br = [width, height* .45]


    src = np.float32([tl, tr, bl, br])

    tl = [0,0]
    tr = [image.shape[1], 0]
    bl = [0, image.shape[0]]
    br = [image.shape[1], image.shape[0]]

    dst = np.float32([tl, tr, bl, br])

    matrix = cv2.getPerspectiveTransform(src, dst)
    return matrix
```

```python
def warp_perspective(image, transformation_matrix):
    res = cv2.warpPerspective(image, transformation_matrix, (image.shape[1], image.shape[0]) )
    return res
```

Image Processing Pipeline

```python
# Returns an image filtered for edges.
def edge_detector(img: cv2.Mat) -> cv2.Mat:
    gray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY)
    thresholded_image = cv2.threshold(gray,    200, 255, cv2.THRESH_BINARY)[1]
    filtered_image = cv2.bitwise_and(gray, thresholded_image)
    try:
        gray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY)
    except:
        gray = img # already gray if it throws exception I think
    coeff = .25 # higher = ignore more stuff (noise filtering I think?)
    thresh = int(max(gray[0]) * coeff)
    blur = cv2.GaussianBlur(filtered_image, (21, 21), 0)
    _, binary = cv2.threshold(blur, thresh, 255, cv2.THRESH_BINARY)
    edges = cv2.Canny(binary, 200, 400)
    return edges
```

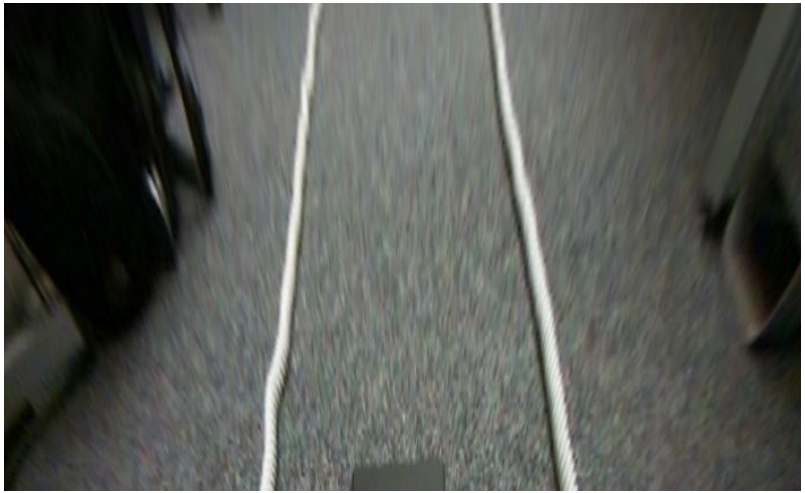
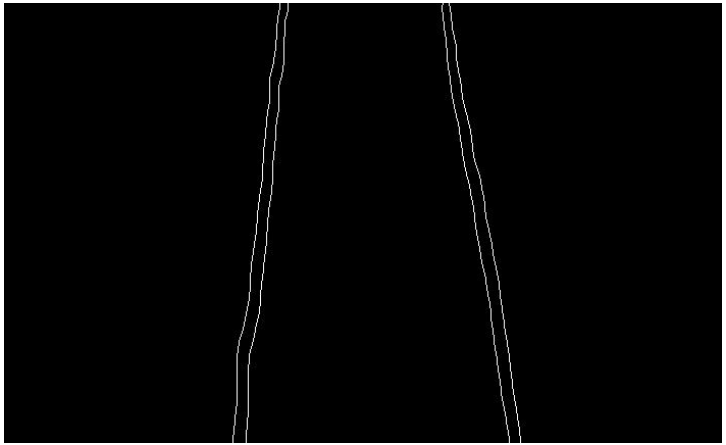


Image Processing Pipeline



```
line_segments = ip.detect_line_segments(edges)
lane_lines = ip.average_slope_intercept(edges, line_segments)
self.lanes = lane_lines
```

Image Processing Pipeline

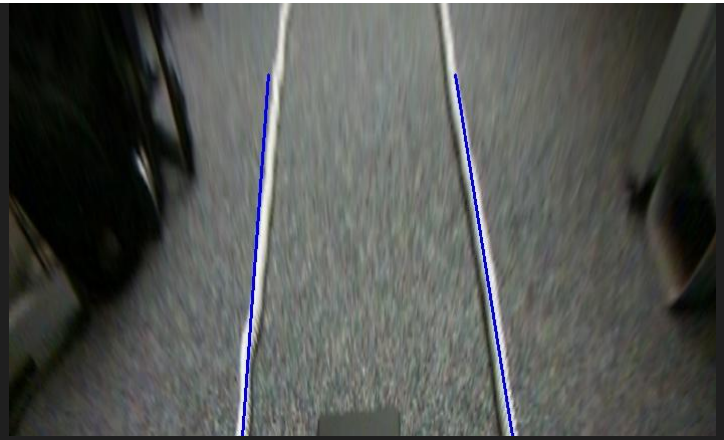
```
def update_lane_center_pos(self):
   # Relies on: update_lanes()
    if len(self.lanes)==2:
        #print(iu.slope(self.lanes[0]))
        if abs(iu.slope(self.lanes[0]))-1 < .1:
            #print(iu.slope(self.lanes[0]))
            self.lanes.remove(self.lanes[0])
        elif abs(iu.slope(self.lanes[1]))-1 < .1:
            self.lanes.remove(self.lanes[1])
    if len(self.lanes) == 2:


        lane1 = self.lanes[0]
        lane1_x1, lane1_y1, lane1_x2, lane1_y2 = lane1

        lane2 = self.lanes[1]
        lane2_x1, lane2_y1, lane2_x2, lane2_y2 = lane2


        lane1_upper_point = (lane1_x1, lane1_y1) if lane1_y1 < lane1_y2 else (lane1_x2, lane1_y2)
        lane2_upper_point = (lane2_x1, lane2_y1) if lane2_y1 < lane2_y2 else (lane2_x2, lane2_y2)
        self.lane_center_pos = iu.midpoint(lane1_upper_point, lane2_upper_point)


    elif len(self.lanes) == 1:
        cam_x, cam_y =self.CAMERA_LOCATION
        trailer_x, trailer_y = self.trailer_pos
        center_x, center_y = self.lane_center_pos
        self.lane_center_pos = (trailer_x + 100, center_y) if self._is_on_left((self.lanes[0][0], self.lanes[0][1])) else (trailer_x-100, center_y)
```

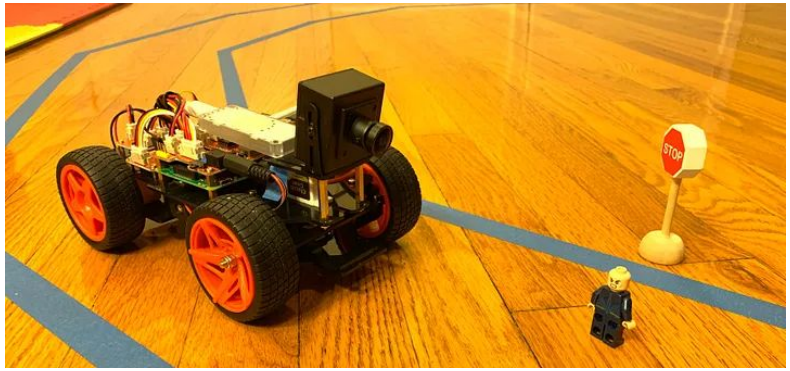


Experimentation

- Inspect image for lanes
- Minimize time from image taken to driving angle received
- Lots of trial and error
- Lighting conditions important
- Brief attempt at deep learning

Related Works

[DeepPiCar]



Initial Model Predictive Control algorithm provided by Chris Schwarz

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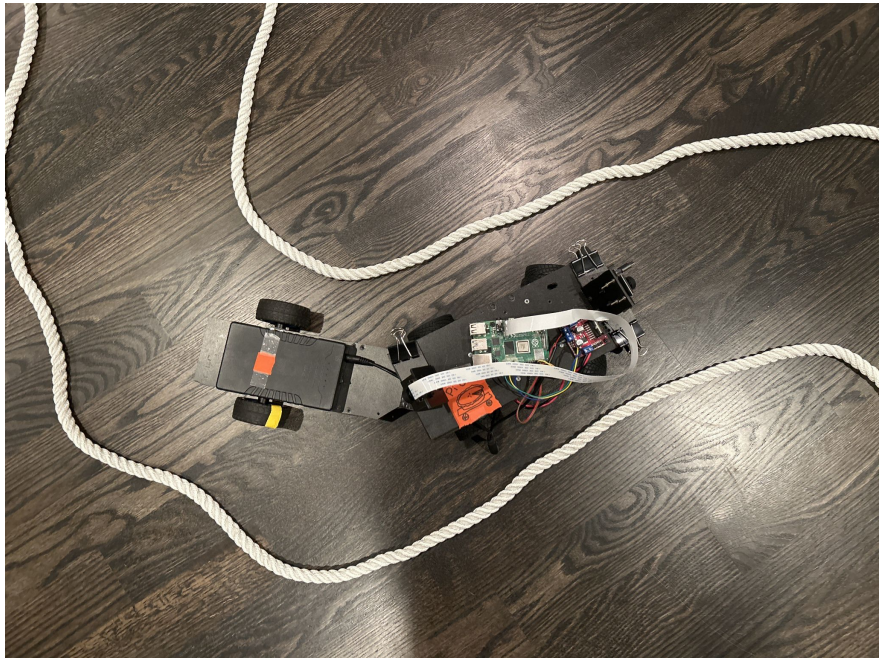
Demo!



Whoops!