20201207091932_nvidia1.h5

Intensity Multiplie: 4

Acquired image

Added rain

Type: torrential

Slant: -+20

Frame: 346

Evaluation of self-driving cars using CNNs in the rain

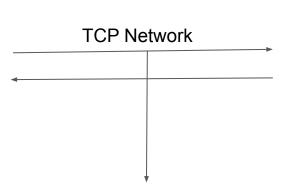
Daniel Sikar - MSc Data Science candidate
City University of London

Prediction Engine and Simulator Setup



Prediction Engine

https://youtu.be/mDjtnnVZdic





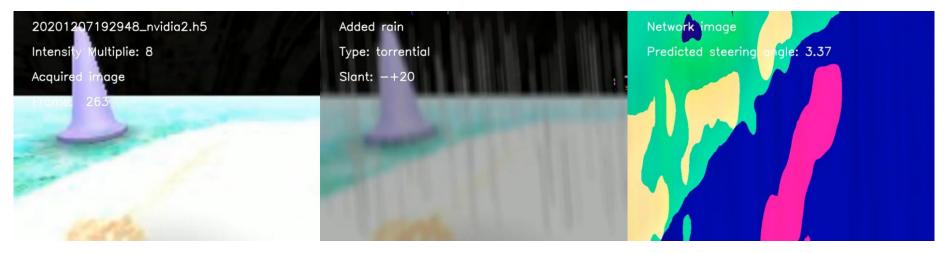
tcpflow network monitor



Unity SDSandbox Simulator

{"msg_type": "control",
"steering": "-0.0020742654",
"throttle":
"0.04071302339434624", (...)

Prediction engine self-driving in the rain



https://youtu.be/W1eRN5DWPXw

\$ python predict_client.py

- --model=../trained_models/nvidia2/20201207192948_nvidia2.h5
- --modelname=nvidia2 --record=True --rain='torrential' --slant=20

https://github.com/dsikar/sdsandbox/blob/master/src/utils/RecordVideo.py

Motivation 1

- CNNs trained end to end are SOTA for Computer Vision, used by AVs (Autonomous Vehicles)
- Investigate safety of AVs in the rain
- Comparing different deep convolutional network architectures
- Trained with public AV datasets



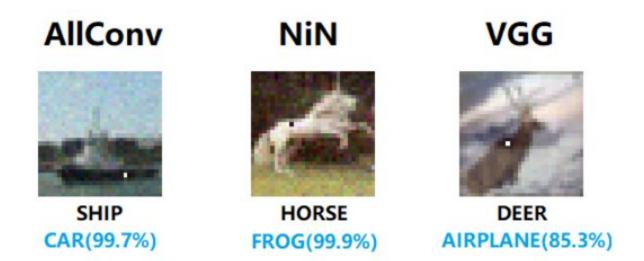
DAVE, LeCun et al. 2004



End to End Learning for Self-Driving Cars, Bojarski et al. 2016

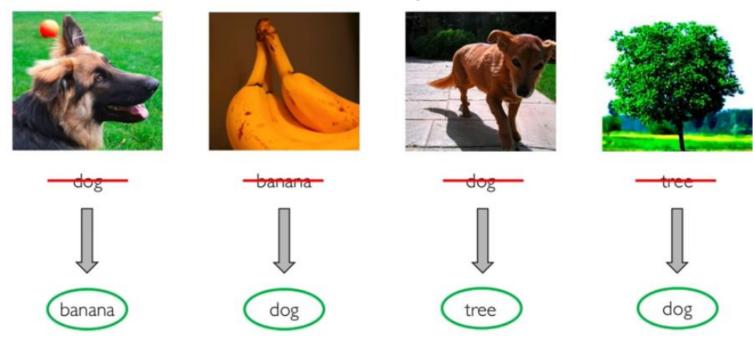
Motivation 2

CNNs have been shown to lack robustness - Su et al. 2019



Motivation 3

CNNs have been shown to overfit - Zhang et al. 2017



Self-driving testing environments considered



NVIDIA DRIVE AGX Developer Kit



Udacity Carla Simulator



DIY Robocars maker/racers



Udacity Legacy Simulator



SDSandbox Simulator



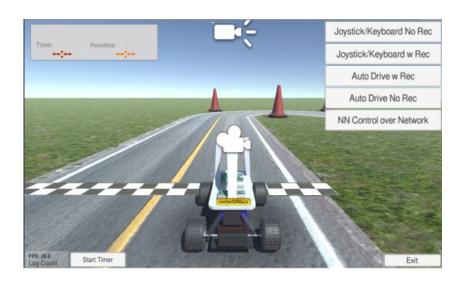
Donkey Car

SDSandbox Simulator Setup 1



FIGURE B.2: Left to right: Unity Hub, SDSandbox home screen and simulation ready to run

SDSandbox Simulator Setup 1

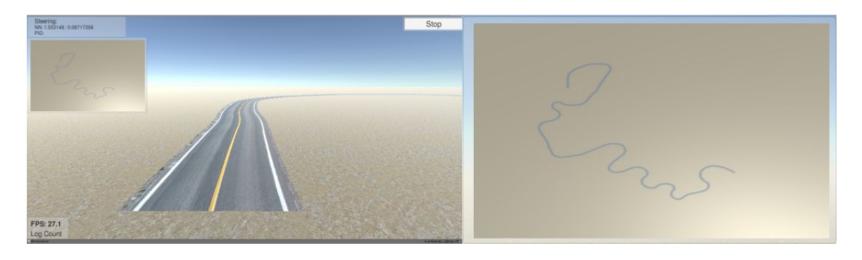


Unity SDSandbox Simulator



small_looping_circuit track

SDSandbox Simulator Setup 2



"Generated Road" simulation running in "NN Control over Network" mode

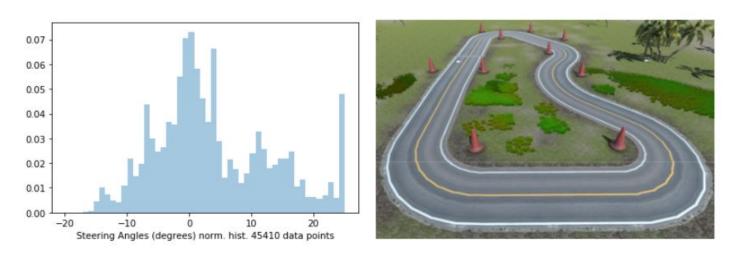


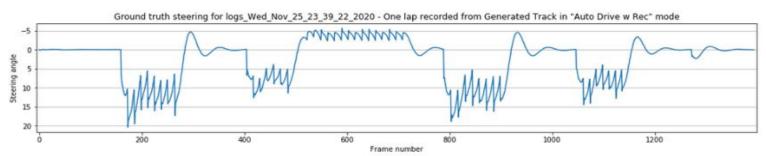
```
logs_Wed_Nov_25_23_39_22_2020/400_cam-image_array_.jpg
logs_Wed_Nov_25_23_39_22_2020/record_400.json
{"cam/image_array":"400_cam-image_array_.jpg","user/throttle":0.0,"user/angle
":-0.0017995497910305858, (...)
}
```



```
logs_Wed_Nov_25_23_39_22_2020/1000_cam-image_array_.jpg
logs_Wed_Nov_25_23_39_22_2020/record_1000.json
{"cam/image_array":"1000_cam-image_array_.jpg","user/throttle":0.300000011920
92898,"user/angle":-0.016777465119957925, (...)
}
```

```
$ . count.sh
871403 files in directory .
25562 files in directory ./roboRacingLeague
25795 files in directory ./log_sample
82245 files in directory ./warehouse
44496 files in directory ./quarantine
90842 files in directory ./smallLoop
516997 files in directory ./genRoad
16570 files in directory ./genTrack
68886 files in directory ./smallLoopingCourse
```





Evaluation of self-driving cars using CNNs in the rain

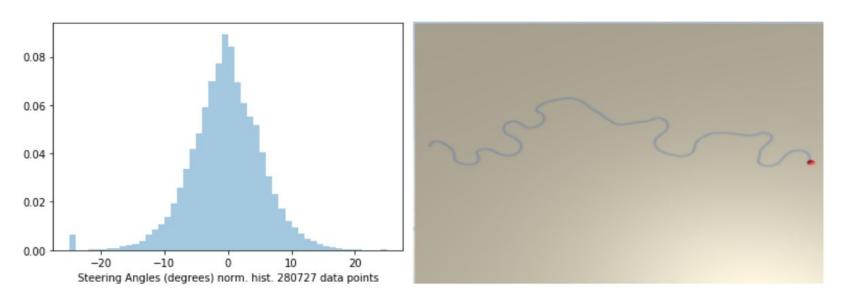
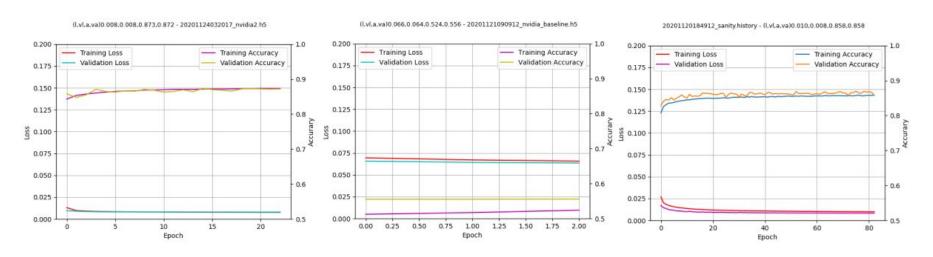


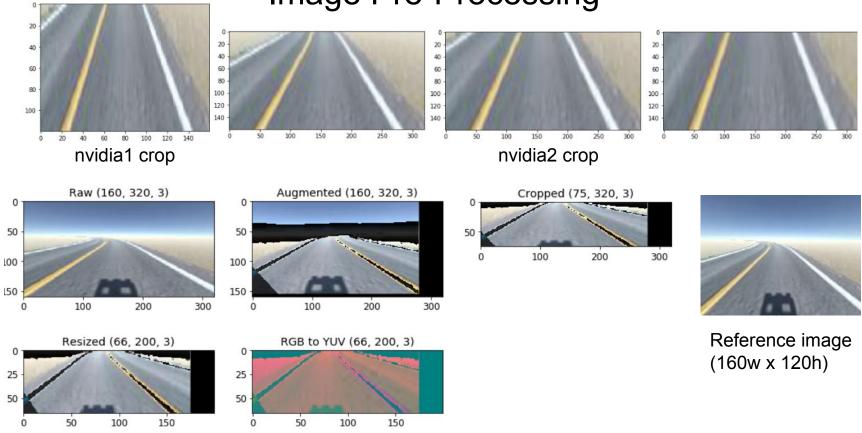
FIGURE 4.5: Normalized histogram of Unity 3D SDSandbox generated road, steering angles for 280727 image frames. A sample randomly generated road is shown on the right. Outliers in negative range are due to oversteering when vehicle reached the end of the road and simulator was left recording.

Training environments



- Intel DevCloud shared cloud
- Camber City shared cloud
- Dell 12-core Xeon CPU 32MB RAM local machine, also testing environment

Image Pre-Processing



nvidia2 image pre-processing pipeline

Evaluation of self-driving cars using CNNs in the rain

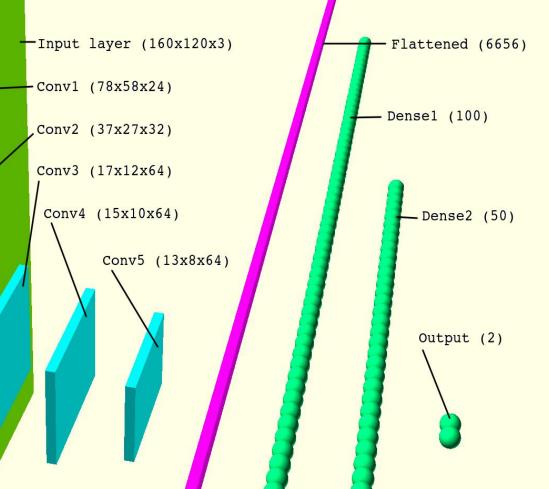
Image pre-processing at inference time

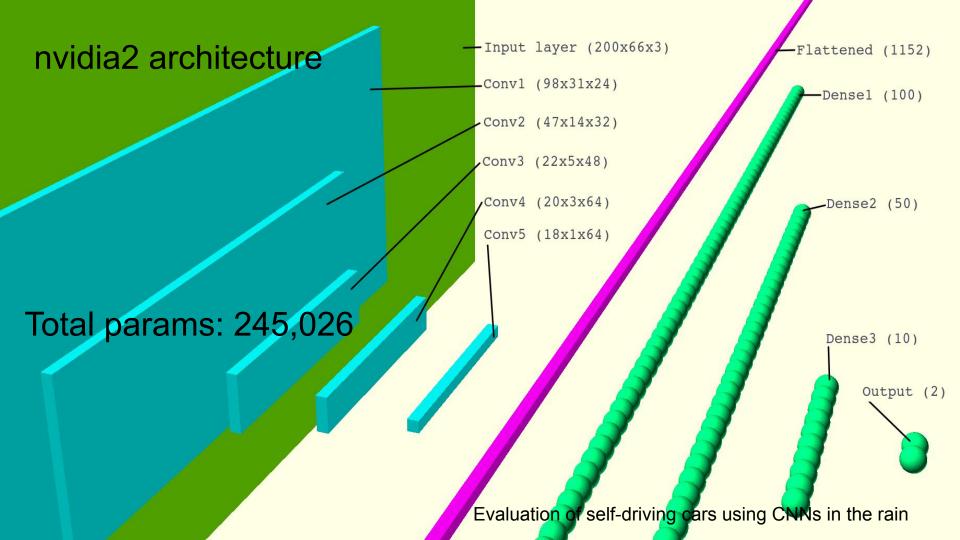


FIGURE 4.8: Video still from run 41 video https://youtu.be/LEmZJJzJkEE showing simulator image as sent over TCP network on the left with added CNN (20201123162643_ sanity.h5 model) steering angle prediction and processed image (as presented to CNN) on the right

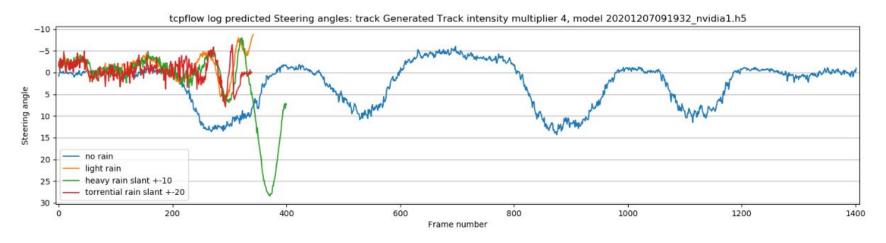
nvidia1 architecture

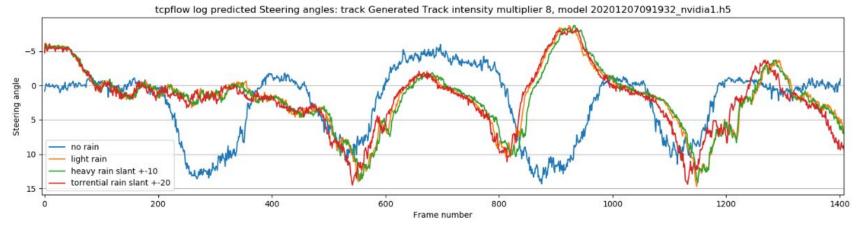
Total params: 817,028



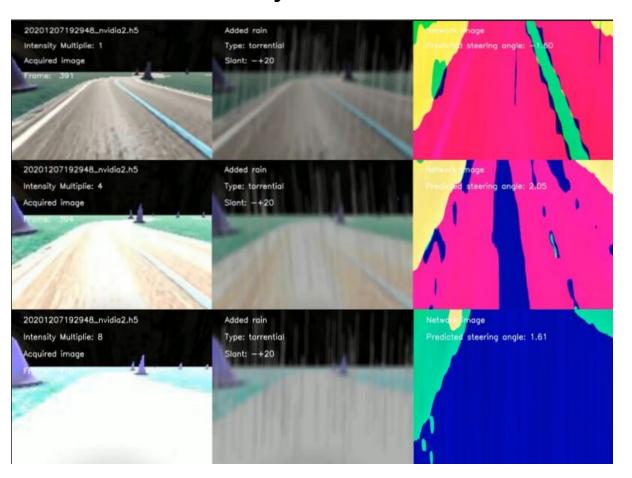


Qualitative Analysis 1, nvidia1 model





Qualitative Analysis 2, nvidia1 model



Quantitative Analysis

| Goodness-of-steer results - Generated Track and Generated Road SDSandbox logs | | | | | |
|---|----------------------------|------------|------------|-------|--------|
| Generated Track log: logs_ Wed_ Nov_ 25_ 23_ 39_ 22_ 2020 (1394 images) | | | | | |
| ID | Keras model file name | Model | Rain Type | Slant | g_s |
| 1 | 20201207192948_ nvidia2.h5 | nvidia2 :) | | 0 | 1.68 * |
| 2 | 20201207192948_ nvidia2.h5 | nvidia2 | light | 0 | 2.12 |
| 3 | 20201207192948_ nvidia2.h5 | nvidia2 | heavy | 10 | 2.17 |
| 4 | 20201207192948_ nvidia2.h5 | nvidia2 | torrential | 20 | 2.30 |
| 5 | 20201207091932_ nvidia1.h5 | nvidia1 | | 0 | 1.82 * |
| 6 | 20201207091932_ nvidia1.h5 | nvidia1 | light | 0 | 2.11 |
| 7 | 20201207091932_ nvidia1.h5 | nvidia1 | heavy | 10 | 2.13 |
| 8 | 20201207091932_ nvidia1.h5 | nvidia1 | torrential | 20 | 2.28 |

(...)

$$g_s(p,g) = rac{\sum_i^N |p(i) - g(i)|}{N} imes n_c \qquad G_s(p,g) = \left(rac{\sum_i^N |p(i) - g(i)|}{N} imes n_c + C_c
ight)^{-1}$$

Conclusions

- Geometry matters input size, cropping, feature maps
- Image pre-processing, augmentation, RGB to YUV matters
- Same image pre-processing pipeline (minus flipping, random shadows and shifting) must be applied to image at inference time
- Small datasets work
- Outliers ruin training
- Models train quickly once cropping and geometry are right
- Models generalise! Trained on one circuit, drives on the other, trained in dry weather, drives in wet weather

Future work

- Try alternative network architectures (Inception, VGGNet, Alexnet, ResNet, etc)
- Try turning regression into classification, if binned quantised value is acceptable minimal steering value
- Better understanding of camera characteristics
- Explore possibilities with "sliver" feature-map geometries, horizontal and vertical
- Given small datasets, short training times and small model sizes, explore ensembles

Thanks for watching!

- Questions?
- Feedback?

daniel.sikar@city.ac.uk

Source code: https://github.com/dsikar/sdsandbox/tree/master/src

SDSandbox: https://github.com/tawnkramer/sdsandbox/tree/master/sdsim