

HyperDrive: Autonomous Self-Driving Car in an Urban Setting using Deep Reinforcement Learning

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Introduction



Games

- Chess (1997)
- Atari (2013)
- AlphaGo (2016)
- AlphaZero (2017)

Robotics

Self-Driving Car

CARLA (Car Learning to Act)

Deep Reinforcement Learning

Simulated Environment

Urban & Dynamic Environment

Goal-Oriented Driving

Urban Environment of CARLA



Motivation

Automation

- Industrial
- Healthcare
- Engineering

Automation

- Industrial
- Healthcare
- Engineering

So, why not Cars ?

Literature Review

DrivingMatter [1]

- Limited Observation & Action Space
- SLAM

Robustness in Reinforcement Learning [2]

- low accuracy
- DQN

CARLA [3]

Problem

Autonomous Car's Routing in a Dynamic Urban Environment of CARLA.

How HyperDrive is Different?



How HyperDrive is Different?



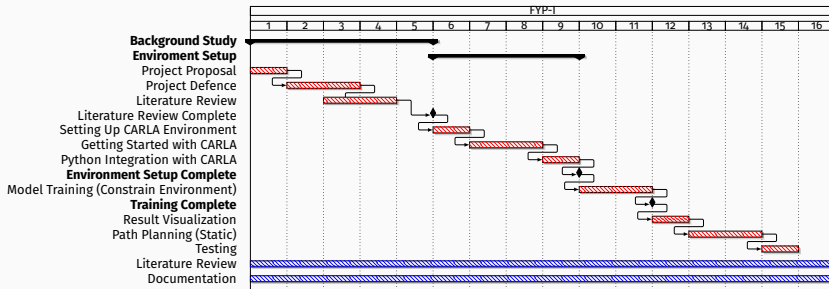
- Simulated Dynamic Urban Environment

How HyperDrive is Different?

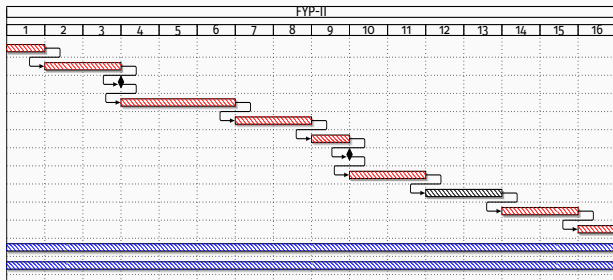


- Simulated Dynamic Urban Environment
- Route Planning for aimed driving

Work Breakdown



Sensors attachment to the Car
 Reading input and Visualizing it
Result visualization complete
 Collision and Object Detection
 Taking Optimal Action Q-Learning
 Result Visualization
Result Visualization Complete
 Implement DQN
Path Planning using DQN
 Result Visualization
 Final Product
 Testing
 Documentation



Tools

Language Utilized

- Python

Visual Library

- OpenCV

Deep Learning Library

- TensorFlow
- Keras

Plot Library

- Seaborn
- Qt

Deliverable

FYP-I

- Getting Familiar & Environment Setup of CARLA
- Static Driving
- Static Path Planning




FYP-I

- Getting Familiar & Environment Setup of CARLA
- Static Driving
- Static Path Planning

FYP-II

- Training Agent in Dense Urban Environment
- Route Planning using DQN

References

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Thank you!
Any Questions?