

Finding Lane Lines on the Road

1. Describe your pipeline. As part of the description, explain how you modified the draw_lines() function.

My pipeline consisted of multiple steps:

INPUT: The pipeline takes **an image as in input**. This image may be an isolated image or a single frame of a video. Here are example inputs to the pipeline.



1-First step: Convert RGB image to grayscale and apply a Gaussian blur to the grayscale images as shown:



2-Then apply Canny transformation to find edges on the blurred image using the parameters:

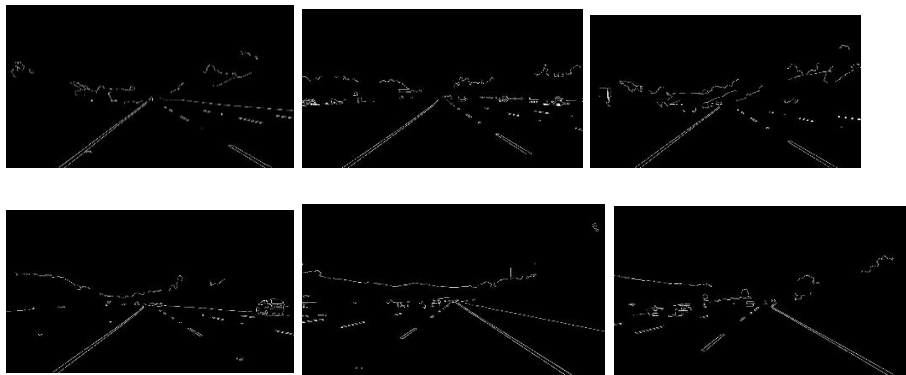
low threshold: 80

high threshold: 240

Algorithm neglects all edges below 80 and only detects:

-strong edges above high threshold

-between the two numbers only if they are connected to strong edges

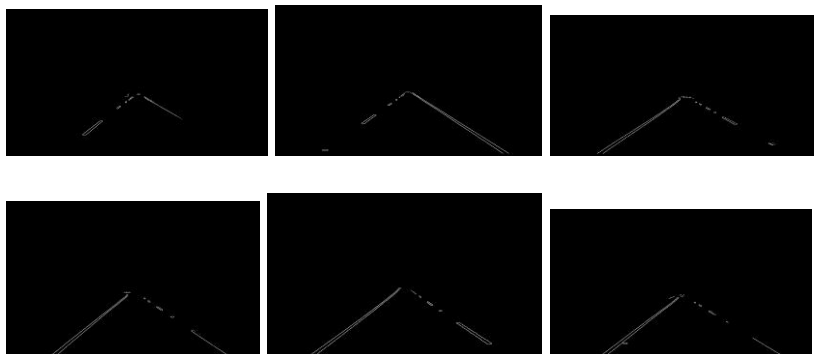


3- Then set the area of interest to only the area we are interested in.

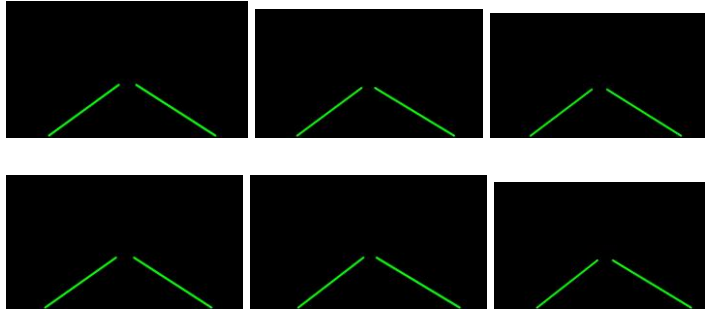
This differs from video size to another.

So I used (130,500),(450, 310), (470, 310), (900,500) for the images and the two videos .

And used (190,680),(580, 400), (640, 400), (1100,680) for the challenge video.



4- Then use `hough_lines` function to **find lines from the edges** in our area of interest and use these lines to **draw only 2 solid lines** that represents all lane lines.



5- Now we have an image of only lines. **Draw these lines in the original RGB image.**



Improving `draw_line()` function:

We want to draw 2 lines: one representing positive slope lines and the other representing negative slope lines

To draw a solid line, we should have 2 points (x_1, y_1) , (x_2, y_2)

Let's use `avg_x1` as the average of all X_1 s in the lines we want to replace with a solid line. And so `avg_x2`, `avg_y1`, `avg_y2` for both positive slope line and negative slope line.

Since $\text{slope} = ((y_2 - y_1) / (x_2 - x_1))$, we have an equation of 5 variables. If we have 4, Calculate the fifth

We have average of slopes, average of x(s), average of y(s), one y point since we know exactly the y area of interest.

So we can calculate the corresponding x from the slope equation

$$\text{slope} = (\text{avg_}y_1 - y_1) / (\text{avg_}x_1 - x_1)$$

$$(\text{avg_}x_1 - x_1) = (\text{avg_}y_1 - y_1) / \text{slope} \quad , \quad (\text{avg_}x_2 - x_2) = (\text{avg_}y_2 - y_2) / \text{slope}$$

$$x_1 = \text{avg_}x_1 - (\text{avg_}y_1 - y_1) / \text{slope} \quad , \quad x_2 = \text{avg_}x_2 - (\text{avg_}y_2 - y_2) / \text{slope}$$

Let's set the y area of interest from 330 to 530

So we have 4 points (x_{1_pos}, y_{1_pos}) , (x_{1_neg}, y_{1_neg}) , (x_{2_pos}, y_{2_pos}) , (x_{1_neg}, y_{1_neg})

$$y_1 = y_{1_pos} = y_{1_neg} = 330 \quad , \quad y_2 = y_{2_pos} = y_{2_neg} = 530$$

So apply following equation 4 times: $x = \text{avg_}x - (\text{avg_}y - y) / \text{slope}$

Then draw 2 lines. Each line is drawn using 2 points (x corresponding to y_1 , y_1), (x corresponding to y_2 , y_2)

2. Identify potential shortcomings with your current pipeline

One potential shortcoming would be what would happen when the size of video changes, so each video size has a different area of interest.

Another shortcoming could be the shadows in the challenge.

Third one is drawing a curved line that represents curved lane lines in the road.

3. Suggest possible improvements to your pipeline

A possible improvement would be to make the area of interest dynamic so that we mustn't change it every video.

Another potential improvement could be to draw more than a line or a polynomial to act as a curve.

Files (Images and videos):

[test_images](#): This folder contains the six example images and 3 images from the challenge video.

[test_images_output](#) : This folder contains the six images after drawing solid lines.

[test_video_output](#): This folder contains the 2 videos and the challenge video.

[Each_step_output](#): This folder contains six subfolders each of them contain the six images after one step of the pipeline.