



Vehicle controls & KineticFlow™ visual neural network per-pixel distance map



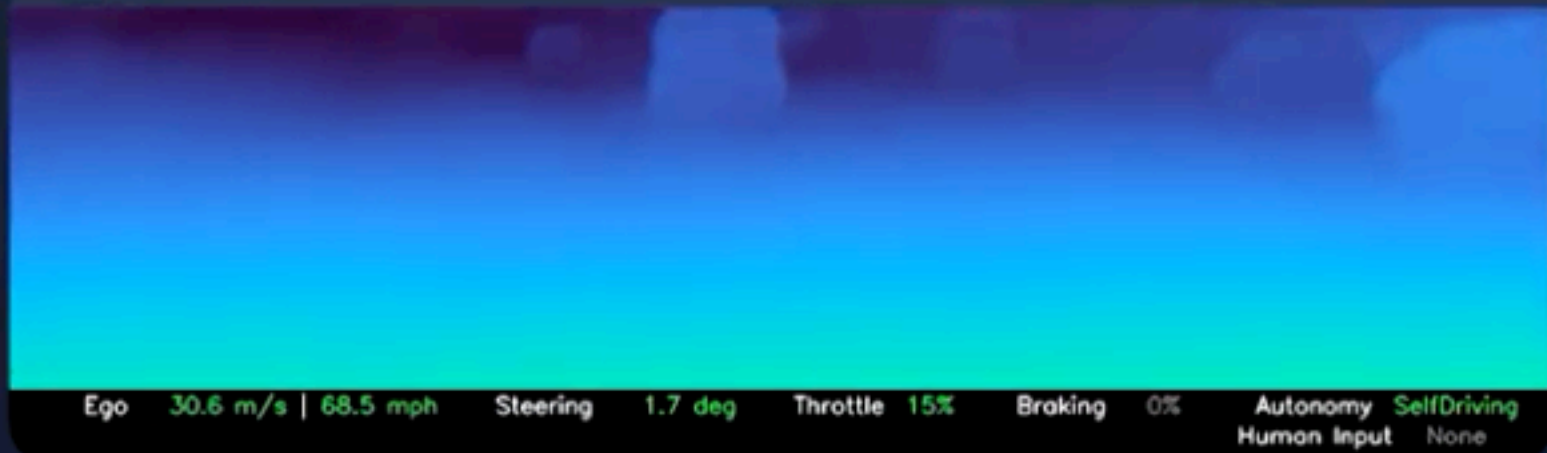
Ego 30.6 m/s | 68.5 mph Steering 1.7 deg Throttle 15% Braking 0% Autonomy SelfDriving
Human Input None

Lane & object detection — calculated distance of first object in lane





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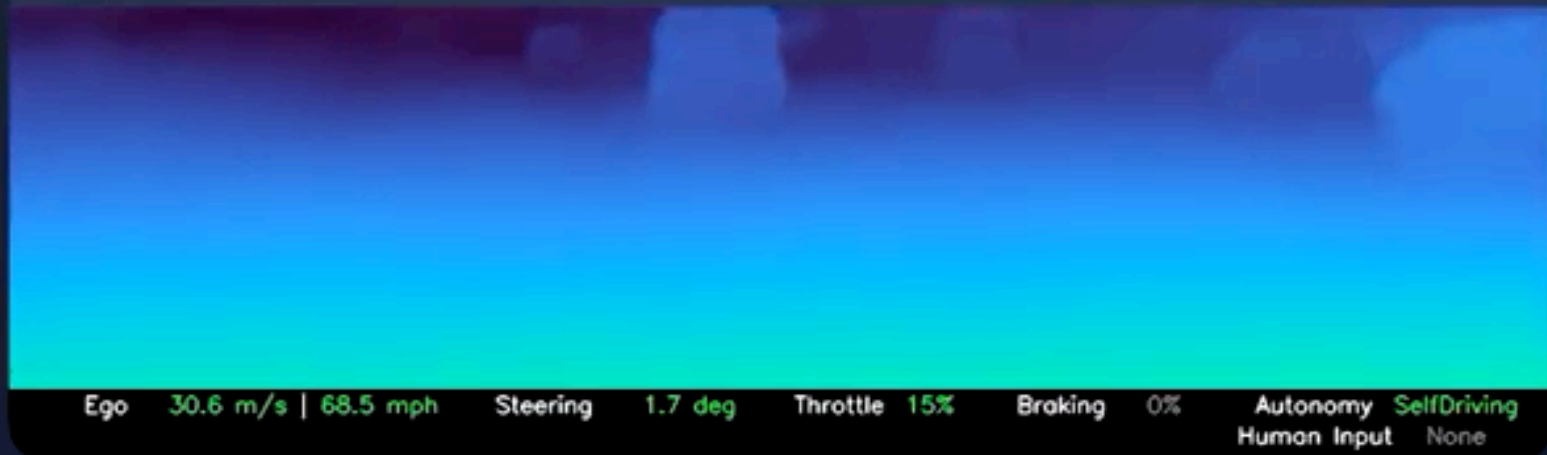


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I also used data that was rendered after the drive to better inform how we can push this information from post-facto to real time. This is a video pipeline I invented in Adobe AfterEffects that consumes a mix of JSON, Video and CSV files and renders a composite video.

As the scale of the in-vehicle experience grew, the overall UI began to offer more real estate and better ergonomics around expert tools. Internal and external users equally enjoyed seeing how the data flowed in our system, so making data visuals a first class citizen in the Ghost OS made sense.

