

# Autonomous Driving

## Bachelor Project

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Nina Pant • Max Roth • Yvan Satyawan

# OUTLINE

## 1. Project Overview



## 2. Data Gathering



## 3. Network Architecture



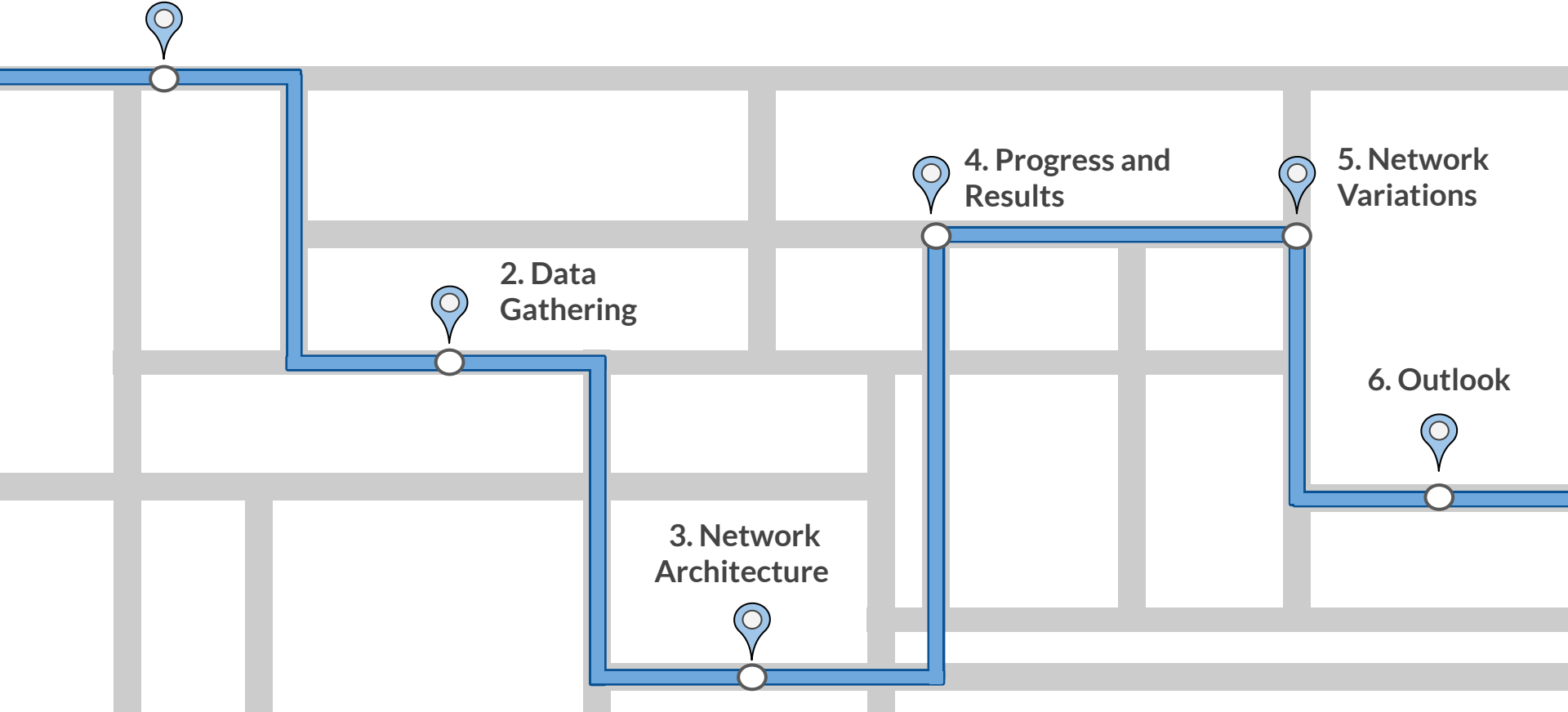
## 4. Progress and Results



## 5. Network Variations



## 6. Outlook



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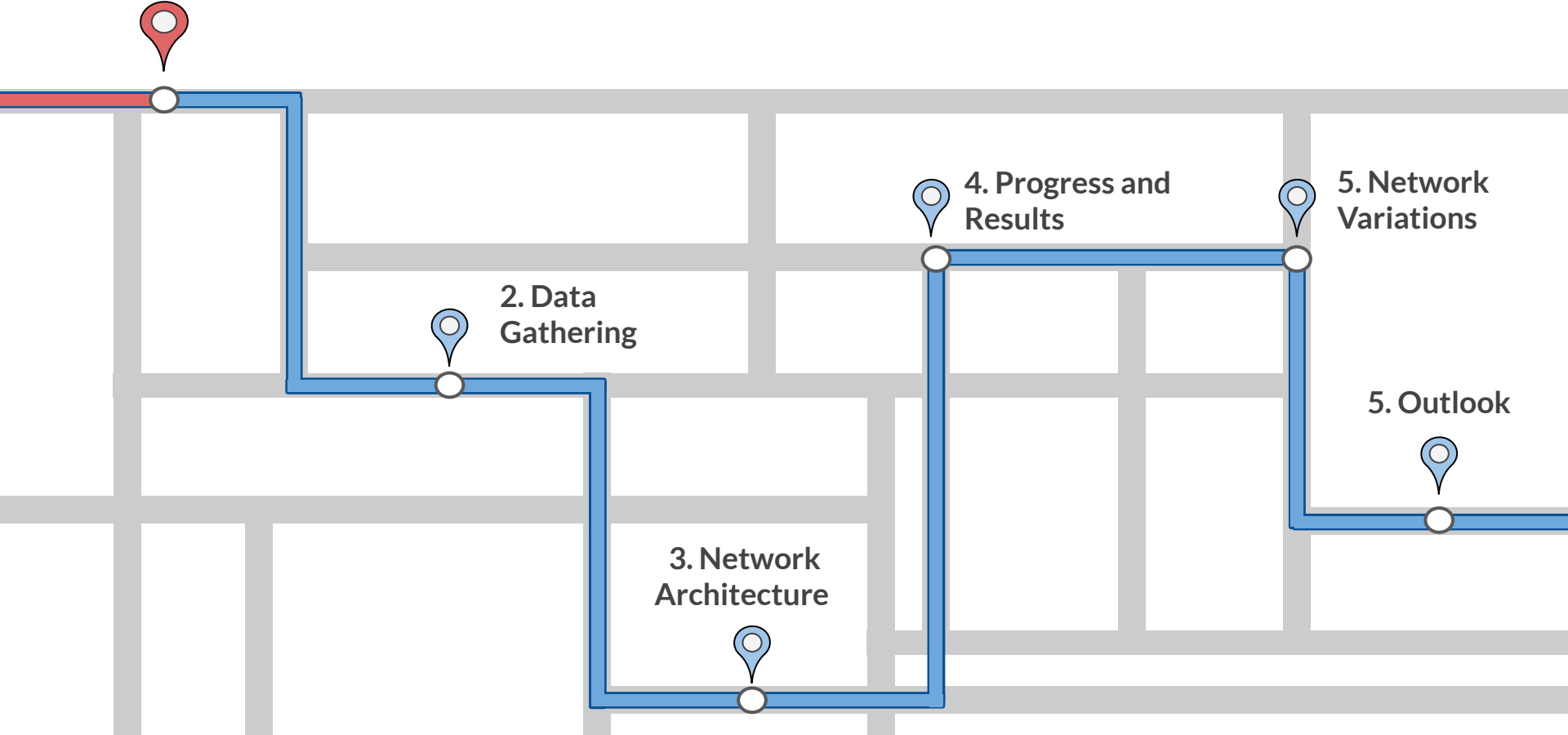
## 4. Progress and Results



## 5. Network Variations



## 5. Outlook



# Project Overview

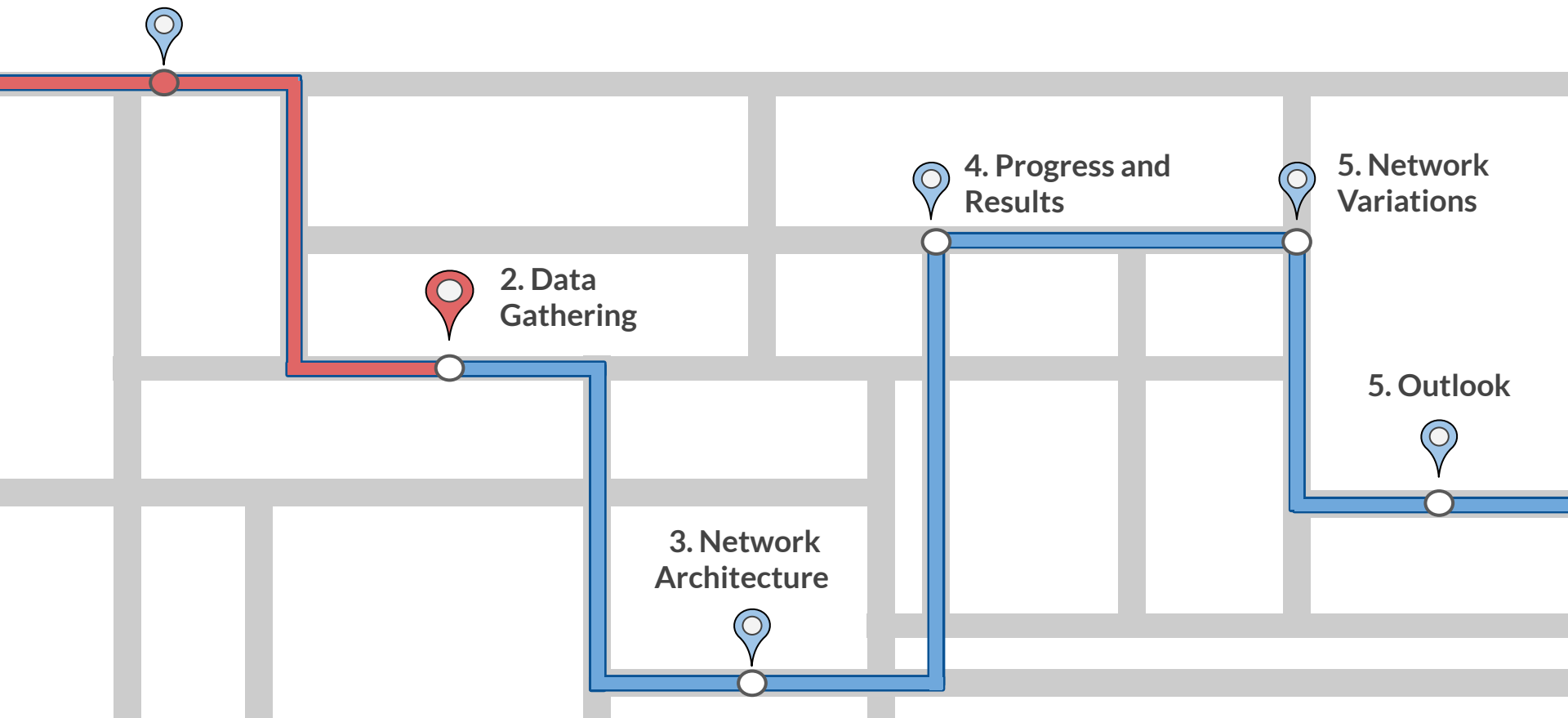
- Paper : End-to-end via Conditional Imitation Learning
- Goal : car simulation that drives with user given higher commands

FPS: 17 Direction: Left  
Steering: -0.11  
Throttle: 0.35

Asset: 1.000000  
Scale: 1.000000  
Position: 0.000000  
Rotation: 0.000000  
Velocity: 0.000000

# OUTLINE

## 1. Project Overview



# Data Gathering

Camera 1

Camera 2

Normal



Segmented



CSV File

	A	B	C	D	E	F
1	No.	Steering	Throttle	Brakes	Gear	Requested_Direction
2	10	-0.216528825	0.350010681	0	1	0

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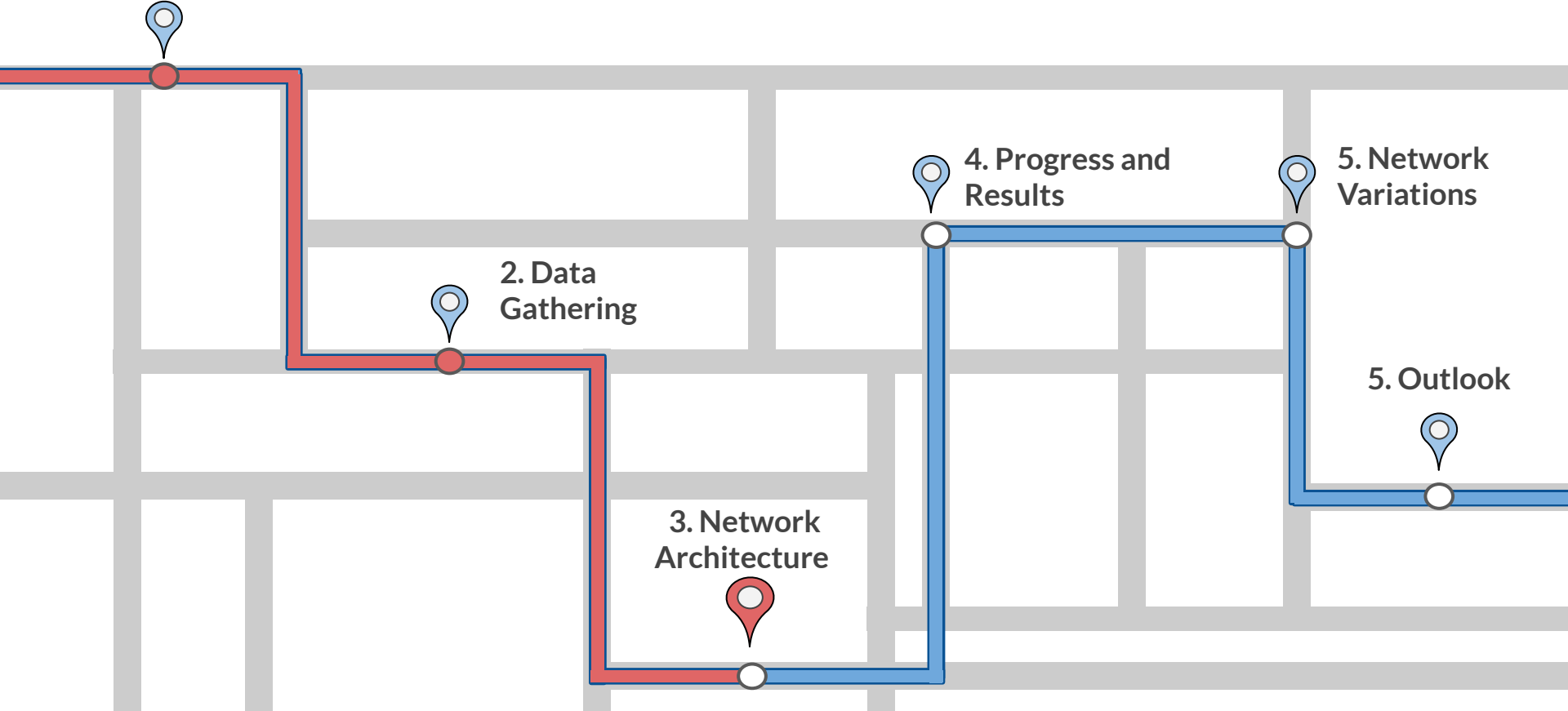
## 4. Progress and Results



## 5. Network Variations

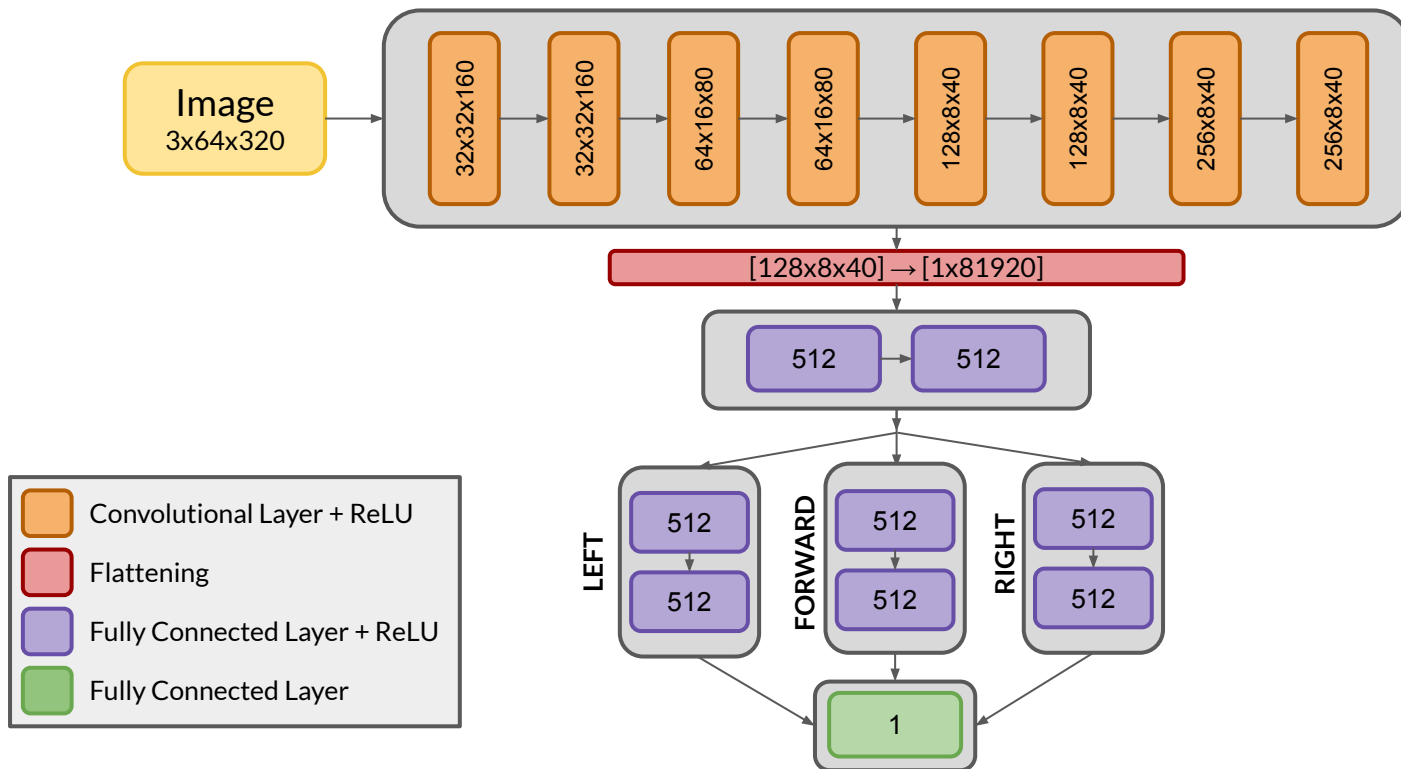


## 5. Outlook



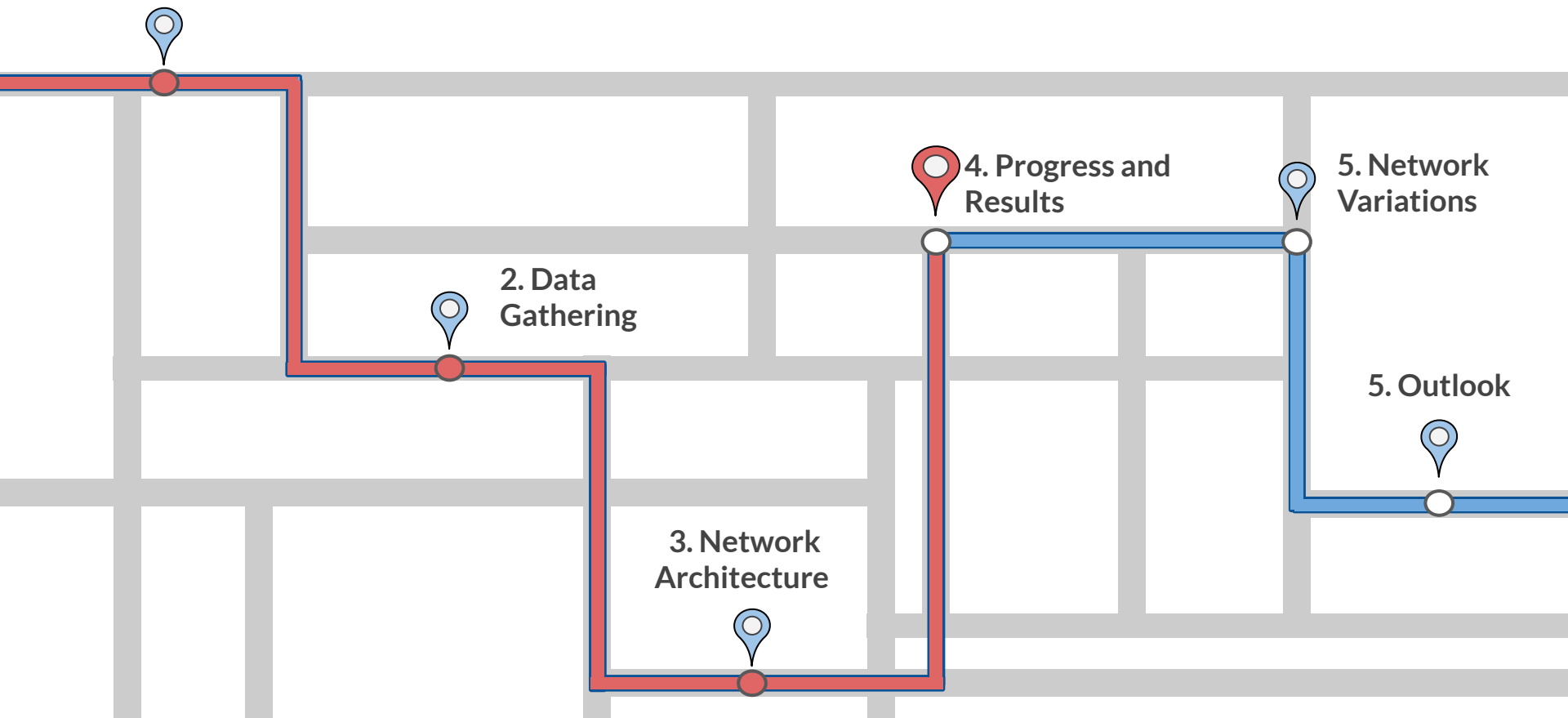


# Network Architecture



# OUTLINE

## 1. Project Overview



# Problems and Progress

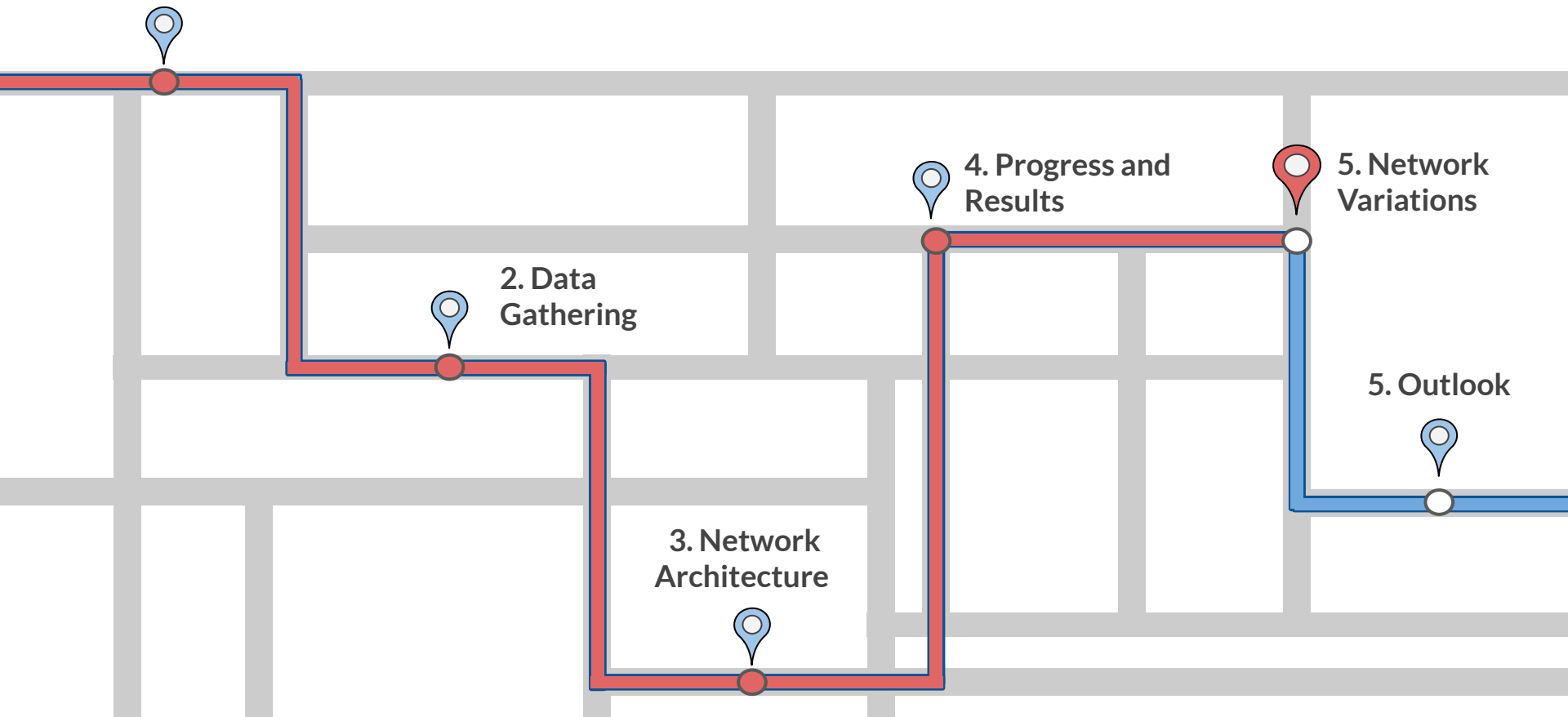
- High loss values
- Ignoring high level commands
- 4 Lane road switch
- Using SGD instead of Adam
- Use High level command for each batch image not first for all
- Use segmentation (helped)

# Results



# OUTLINE

## 1. Project Overview



# Network Variation Experiments

Normal

Ground Truth  
Segmented

Ground Truth  
Segmented  
+  
Image

Two Cameras

Image  
+  
Previous

Self Made  
Segmentation



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Ground Truth  
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Ground Truth  
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# Network Variation Experiments

Normal

Ground Truth  
Segmented

Ground Truth  
Segmented  
+  
Image

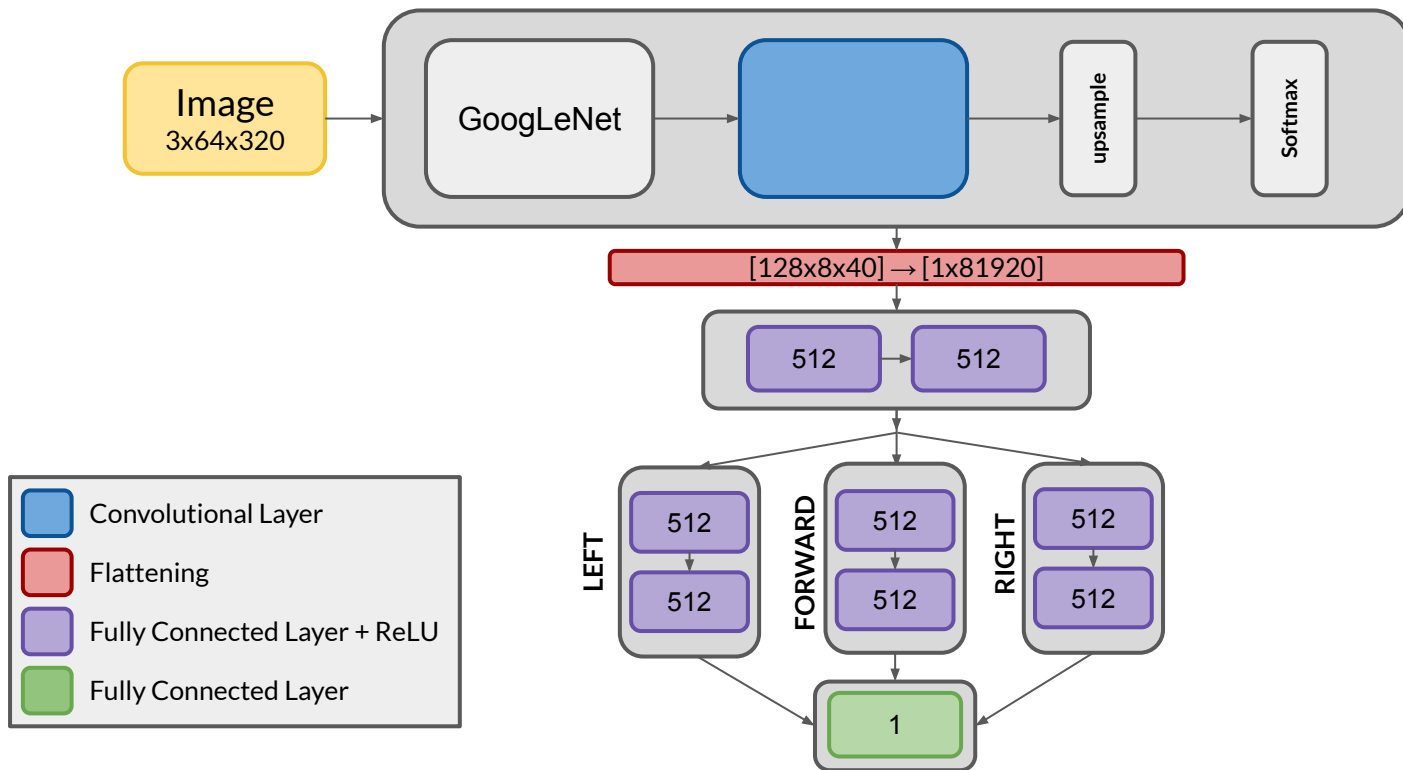
Two Cameras

Image  
+  
Previous

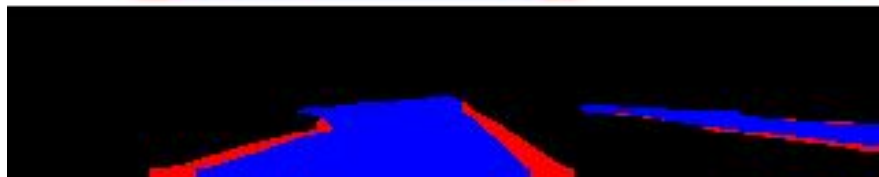
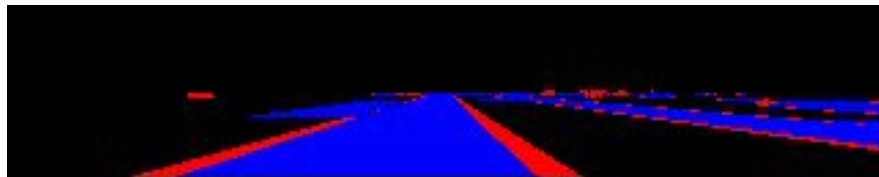
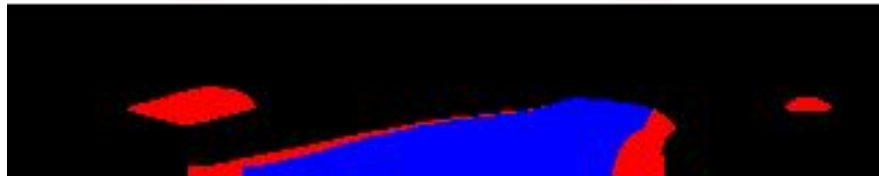
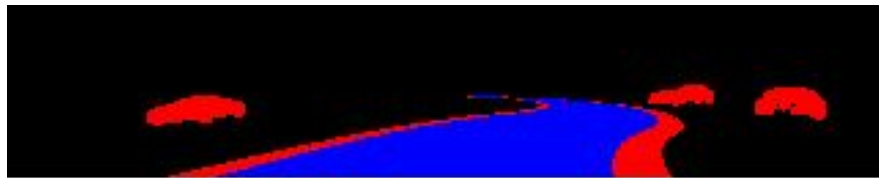
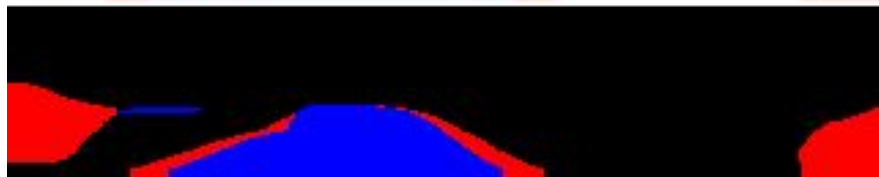
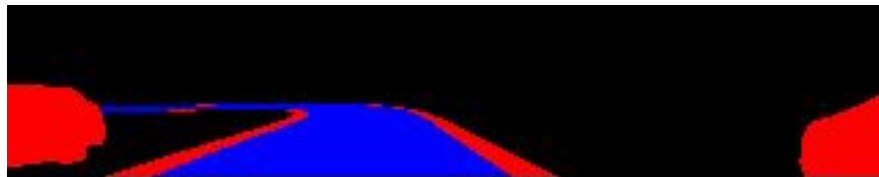
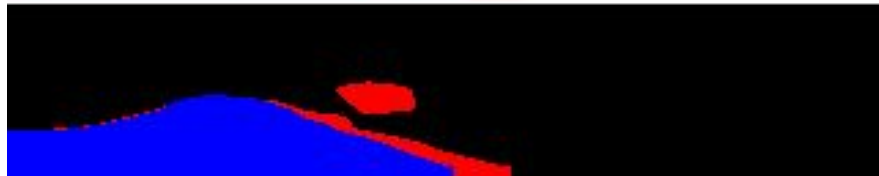
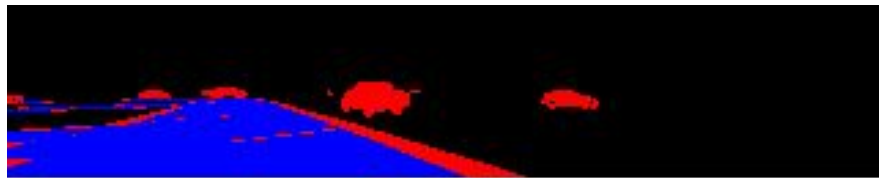
Self Made  
Segmentation



# Segmentation Network Architecture

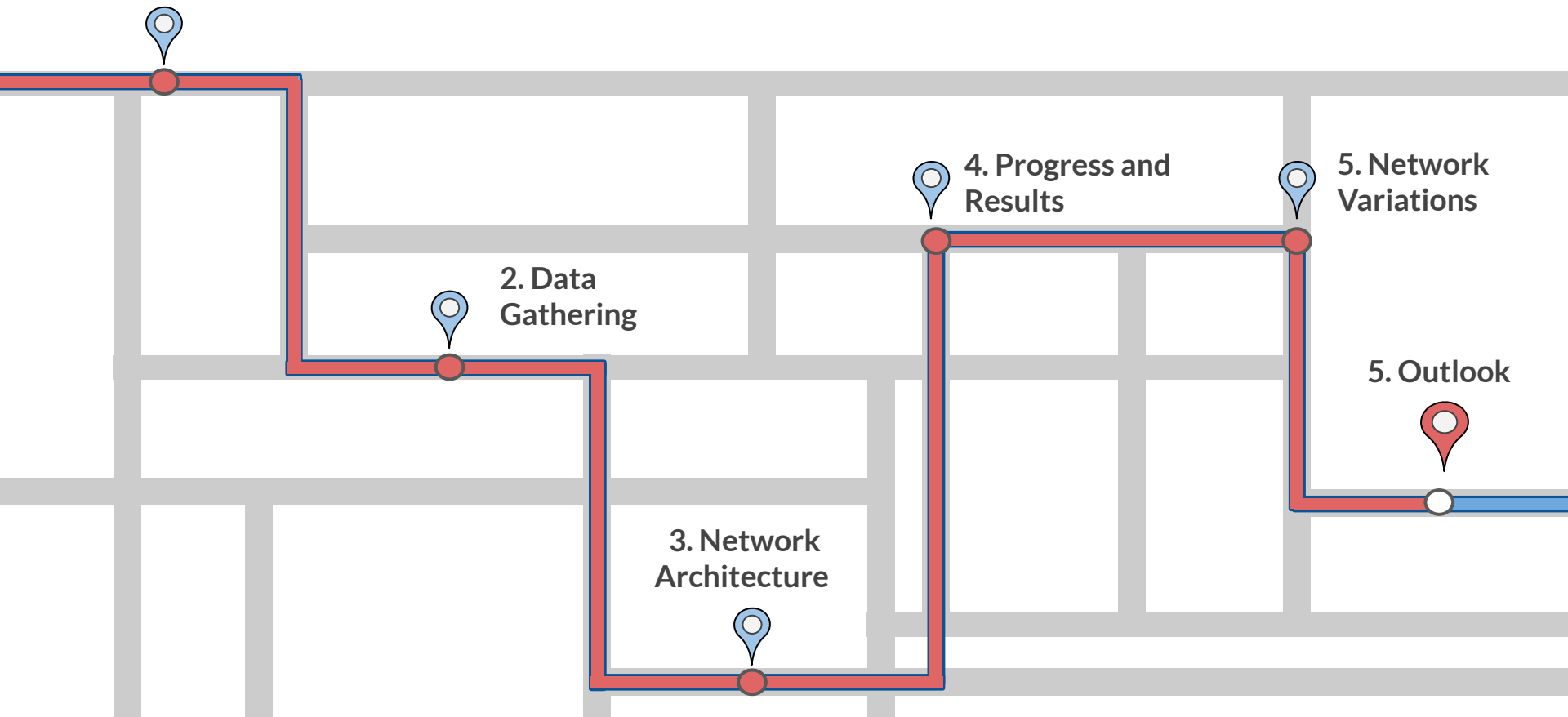


# Segmentation Results



# OUTLINE

## 1. Project Overview

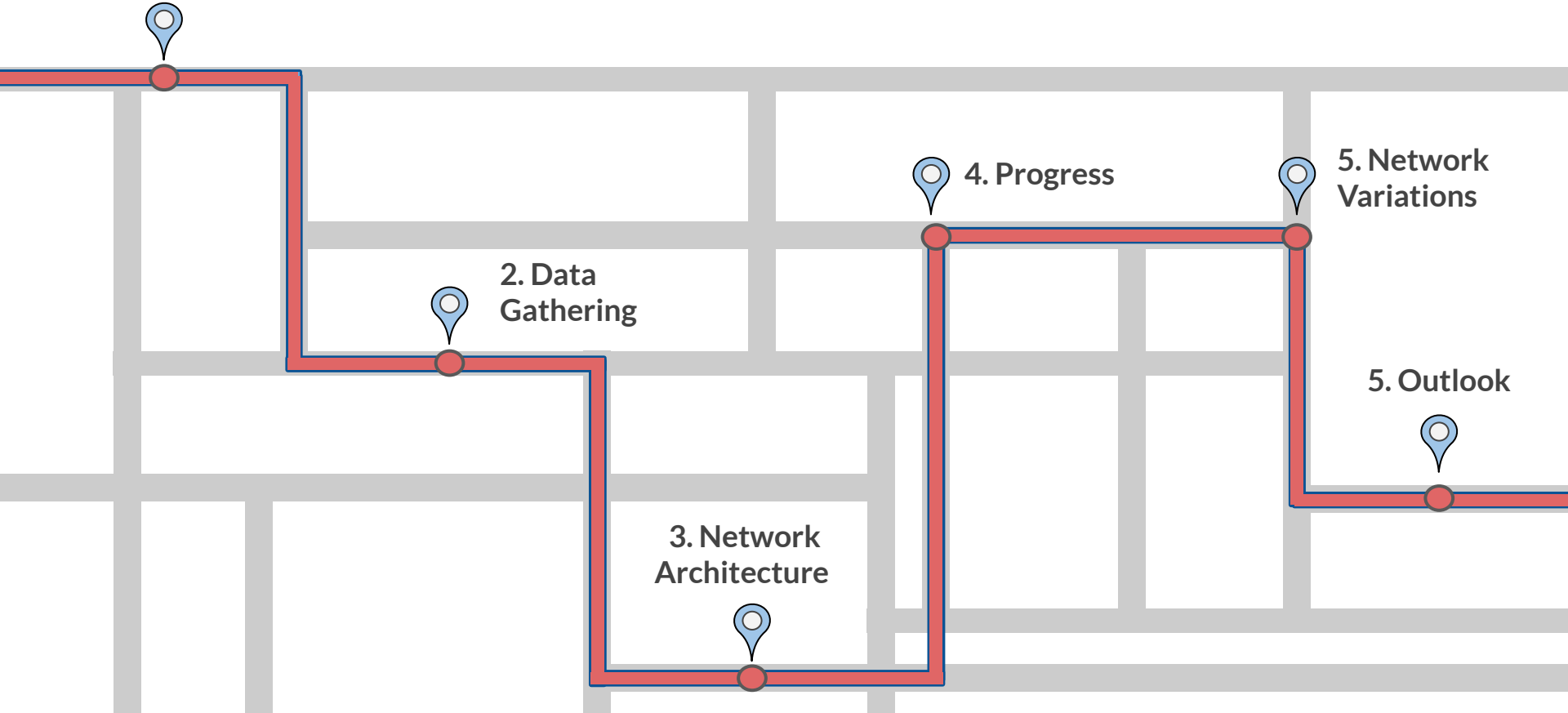


# Outlook

- Automated teaching
- Increased amount of training data
- Object Avoidance
- Better road segmentation
- Turn by turn navigation integration
- Second camera with offset

# SUMMARY

1. Project Overview



# Sources

An Overview of Gradient Descent Optimization Algorithms. Ruder S.

<https://arxiv.org/abs/1609.04747>

End-to-end Driving via Conditional Imitation Learning. Codevilla, F. et al.

arXiv:1710.02410v2 [cs.RO] 2 Mar 2018.

Fully Convolutional Networks for Semantic Segmentation. Shelhamer E., Long J.,

Darrell T. arXiv:1605.06211v1 [cs.CV] 20 May 2016.

Going Deeper with Convolutions. Szegedy C. et al.

arXiv:1409.4842 [cs.CV] 17 Sep 2014.

Improving Generalization Performance by Switching from Adam to SGD. Keshar N.,

Socher R. <https://arxiv.org/pdf/1712.07628.pdf>

# Sources cont.

<https://ai-mrkogao.github.io/reinforcement%20learning/conditionalImitationLearning/>

<https://github.com/carla-simulator/imitation-learning/>

<https://github.com/mvpcom/carlaLLTrainer>

<http://cs231n.github.io/convolutional-networks/>

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<http://cs231n.github.io/convolutional-networks/>

# Training Problems

- Spiking
- Overfitting due to batches being pre sorted into the 3 different high level commands
- Randomized the batches so that within a batch all 3 branches were being fed
- High loss values (no decreasing over multiple epochs)
- Batch normalization was removed (why did this help?)



# Ignoring High Level Commands

- Show a very short video (either with the new map cover or old map)
- Not being able to see the road (covered by another object) : other camera/segmentation
- Possible solutions : use ground truth segmented images
- Possibly more training data?
- Less epochs? Overfitting?

# Batch Formation

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