I worked on tackling the problem in 2 slightly different ways: Simple method as described in the lectures and the second method motivated to solve the challenge problem used HSV.

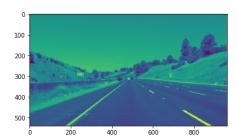
Method 1:

Method 1 involved 10 steps as under:

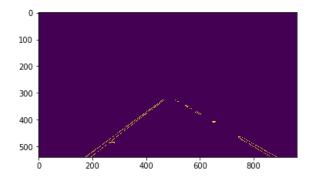
1. Gaussian blurring/smoothing to reduce the effects of noise.



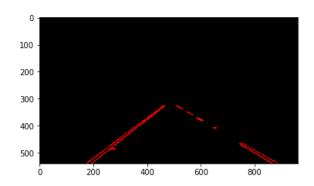
2. Conversion of image to grayscale



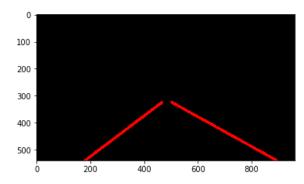
- 3. Determination of vertices identifying the region of interest. Since the camera is fixed to the car these will not change.
- 4. Canny edge detection function over the grayscale image
- 5. Masking the Canny edge detection image to isolate the ROI



6. Hough lines function applied to the Canny edge detection image



- 7. The hough line function identifies all perspective lines which are part of the lane lines
- 8. I created a function average_lines() to find the mean slope and line from the hough lines.
- 9. Using the results of average_lines() and a modified version of draw_lines function called draw_lines_cus(), I created a image which has lane lines drawn out.



10. Finally, I merged the original image with the image generated above



The Caveat was tuning of the canny edge and hough lines parameters for the videos. I also put a restriction of the slopes allowable for the lane lines in my custom function average_lines().

Method 2:

Method 2 is similar to method 1 except the initial processing of the image. In method 2 I am not using a grayscale image. Instead, I converted my image to HSV format and attempted to extract the yellow and white lines individually. I merge the 2 images generated into a single image which makes up the lane line template. The impetus to do this was to solve the challenge problem.

Shortcomings:

Method 1 is not robust enough to deal with shadows in the challenge problem. I do need to clean up the code and make it concise. Another shortcoming might be that I am relying on too may real world parameters like the lane line slope ranges for the left and right lines.

Improvements:

Identify yellow and white lines separately and incorporate a snippet of code to handle shadows and lines which are noise (paint lines, reflections, road debris)