
Autonomous Driving System Simulation

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Abstract

In this project, we built a deep learning model that can predict the steering angle of a car using images from a front-facing camera—an essential component in self-driving systems. Our main focus was on preparing the dataset, making it more balanced, and applying image augmentation techniques to mimic real-life driving situations. Then, we trained a convolutional neural network (CNN) to handle these scenarios better. This helped us improve how well the model works, especially when facing turns or changes in lighting and road conditions.

Keywords:

Self-driving car, Deep Learning, CNN, Steering angle, Data augmentation, TensorFlow

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1. Introduction

Self-driving technology is becoming more common and could reshape transportation in the near future. One key part of making it work is teaching cars how to make driving decisions—like when and how much to turn the wheel. In this project, we developed a system that takes in camera images and predicts the right steering angle using deep learning. Our goal was to make this prediction as accurate as possible, even in less-than-ideal conditions.

2. Project Context

2.1 Problem Statement

Most driving datasets have a lot of straight driving and not enough data for curves or sharp turns. This creates a bias that makes deep learning models perform poorly when faced with turns.

2.2 Objective

We set out to build a model that could predict steering angles more accurately, especially in varied and realistic driving conditions. To do that, we cleaned and balanced our dataset, and added image augmentations to better reflect real-world situations.

2.3 Methodology

We followed an agile methodology to divide the work into sprints

- Sprint 1 :
 - Data Loading and Processing
- Sprint 2 :
 - Data Balancing
 - Training and Validation split
 - Data Augmentation
 - Model Training and Evaluation
- Sprint 3:
 - image preprocessing
 - batch generator
 - implementing Nvidia model
- Sprint 4:
 - model training
 - environment and requirements setup
 - testing the model

2.3.1 Product Backlog

The product backlog outlines the main tasks prioritized by value and difficulty, while each sprint backlog details the tasks completed during that phase.

ID	User Story	Feature	Priority	Estimation (Story Points)
1	As a developer, I want to load and clean the driving dataset	Data Processing	High	5
2	As a data scientist, I want to balance the dataset to avoid steering angle bias	Data Balancing	High	8
3	As a developer, I want to apply realistic augmentations to improve generalization	Data Augmentation	High	8
4	As a model builder, I want to define and train a CNN to predict steering angles	Model Architecture & Training	High	13
5	As a tester, I want to evaluate the model and visualize predictions	Evaluation & Plotting	Medium	5
6	As a developer, I want to build a custom data generator for efficient training	Batch Generator	Medium	8
7	As an engineer, I want to implement Nvidia's CNN architecture for better performance	Nvidia Model Integration	Medium	13
8	As a developer, I want to package the environment and run final tests	Testing & Deployment	Low	5

2.3.2. Sprint Backlog

Sprint 1:

Task	Status	Story Points
Load and normalize data paths	Done	2
Visualize raw steering angles	Done	3

Sprint 2:

Task	Status	Story Points
Histogram analysis of angle distribution	Done	2
Undersample straight-driving samples	Done	4
Apply zoom, pan, brightness, flip	Done	4
Train baseline CNN	Done	8
Evaluate model (loss, plots)	Done	3

Sprint 3:

Task	Status	Story Points
Implement image preprocessing pipeline	Done	5
Develop YUV color space conversion	Done	3
Create efficient batch generator	Done	8
Integrate preprocessing with training pipeline	Done	3
Evaluate preprocessing impact on model performance	Done	2

Sprint 4:

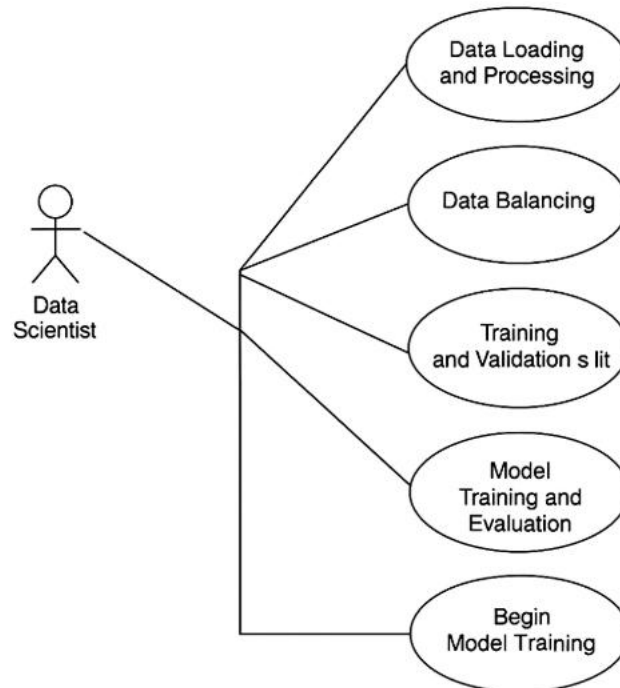
Task	Status	Story point
Prepare the environment and Requirements Setup	Done	5
Testing	Done	3

3. Tools and Technology Stack

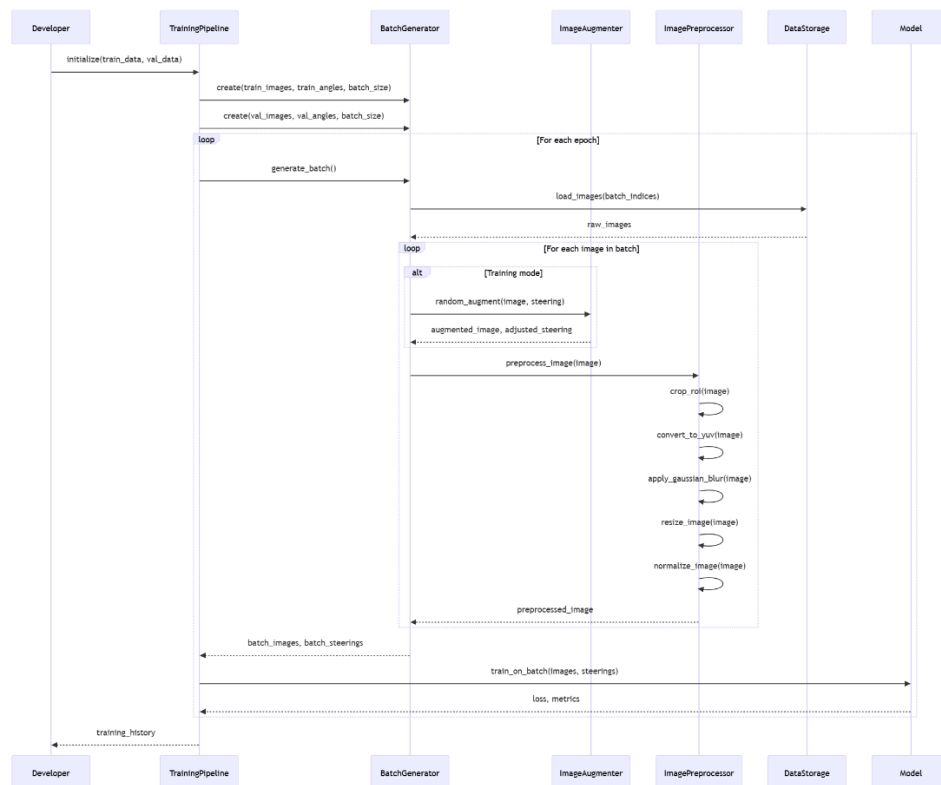
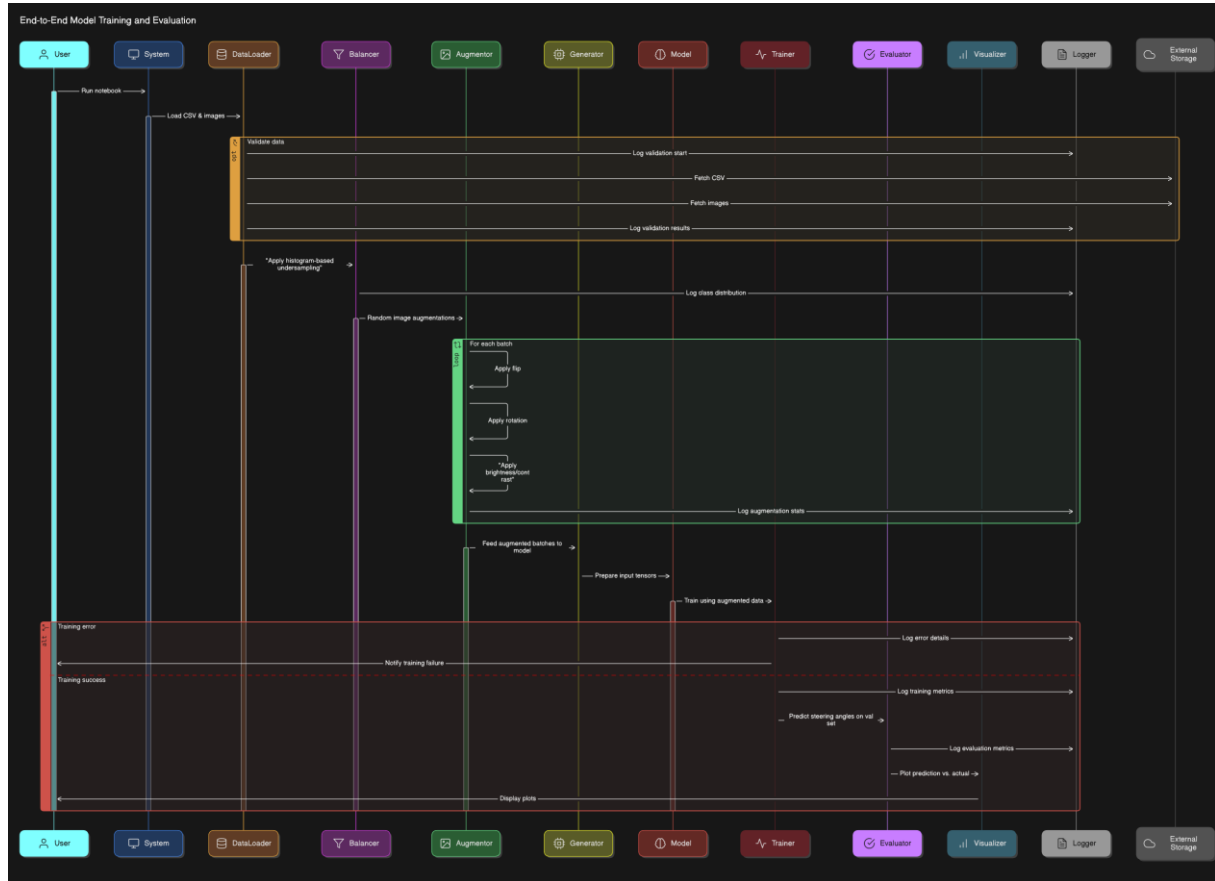
- Languages & Frameworks: Python, TensorFlow, Keras
- Libraries: Pandas, NumPy, Matplotlib, OpenCV, Albumentations
- Platform: Google Colab
- Version Control: Git

4. System Design and Architecture

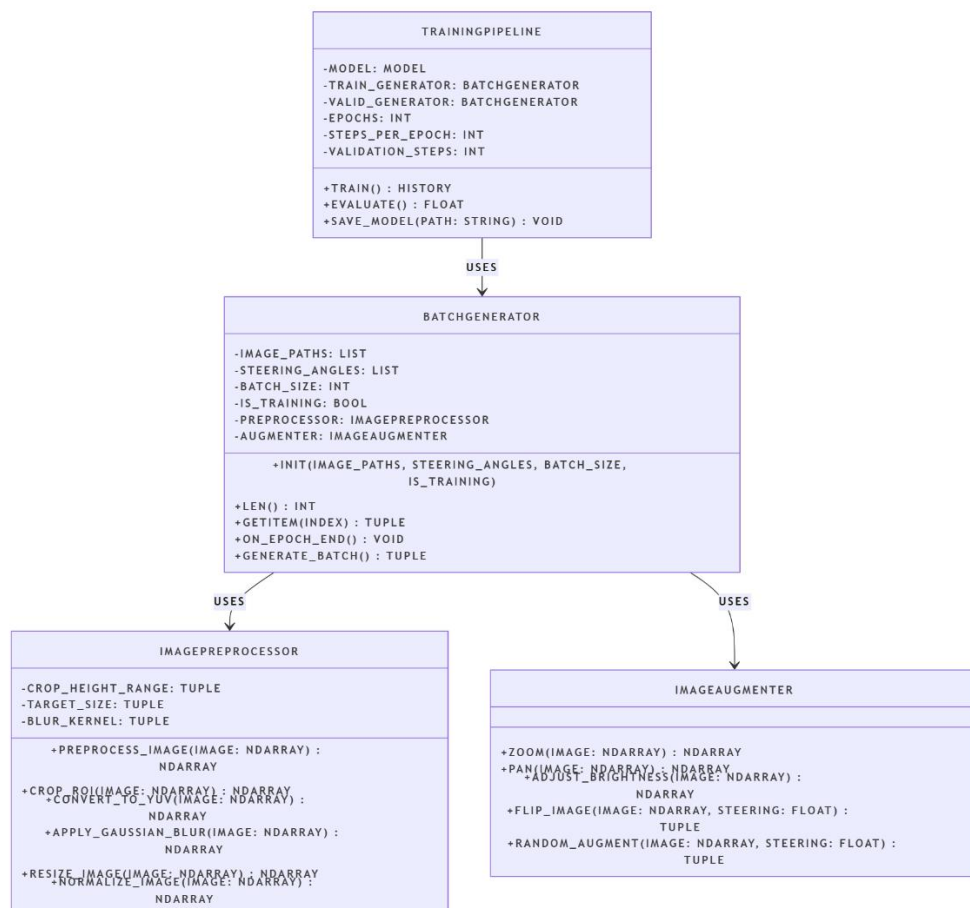
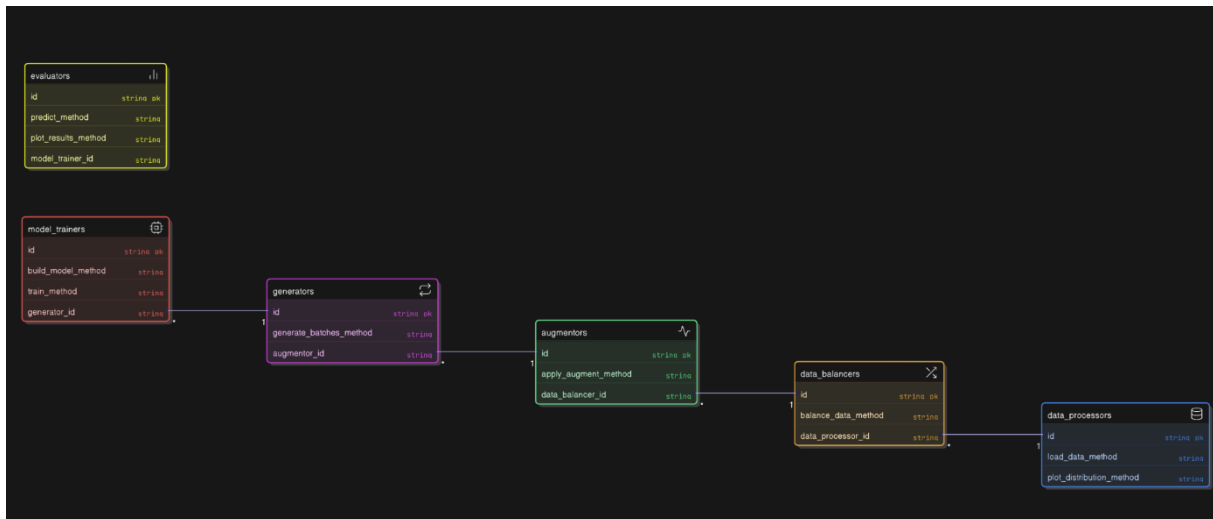
4.1. Use Case Diagram



4.2. Sequence diagram



4.3. Class diagram



5. Implementation

5.1 Data Processing

- Loaded the CSV logs with image paths and steering angles

- Cleaned and normalized the paths
- Plotted the distribution of steering angles to understand the dataset

5.2 Data Balancing

- Histogram analysis of angle frequency
- Used histogram-based undersampling to reduce the number of straight-driving samples

5.3 Data Augmentation

To simulate different driving conditions, we applied several image transformations:

- **Zooming:** To imitate a vehicle getting closer to objects
- **Panning:** Shifted the image horizontally and vertically
- **Brightness Adjustments:** To simulate different lighting scenarios
- **Flipping:** Horizontally flipped images and inverted the steering angle accordingly
- **Random Combinations:** We applied these in random order to add more variation

5.4 Model Architecture

- Built a CNN using Keras
- Layers included Conv2D, MaxPooling, Dropout, Flatten, and Dense
- Used Mean Squared Error as the loss function
- Optimized with the Adam optimizer

6. Evaluation and Results

- We tracked training and validation loss throughout the training process
- Plotted predicted steering angles and compared them with actual ones
- Observed a noticeable improvement after balancing and augmenting the data
- Discussed how well the model generalizes, and how overfitting was addressed

7. Conclusion and Future Work

Summary

We were able to successfully train a model that predicts steering angles from camera input. Thanks to data balancing and augmentation, the model became much more reliable in different driving scenarios—not just going straight.

8. References

- Youtube Channel: [deDSwithBappy](https://www.youtube.com/channel/UCdeDSwithBappy)
(link: https://youtube.com/playlist?list=PLkz_y24mlSJawbZzfJrrxZi0QNmJ5aP6&si=pqcxVFW0OXLOouoN)