

# Deep Learning Autonomous Cars

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# Agenda

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Types of Autonomy in Self Driving Cars

Overview of Motion Planning Paradigms

Deep Learning for Self Driving Cars

Fubar's Cars

Code Demo Time!

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Questions

## Disclaimer

The opinions expressed on this presentation are solely those of the authors and not necessarily those of their employers.

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# FUBAR Labs

Fair Use Building and Research (FUBAR) Labs is New Jersey's first Hackerspace, established in New Brunswick in 2009.

FUBAR Labs was formed as a non-profit community-based organization with the purpose of bringing makers, hackers, and tinkerers together to collaborate and share ideas and knowledge. We offer classes, workshops, study groups, and collaborative projects.



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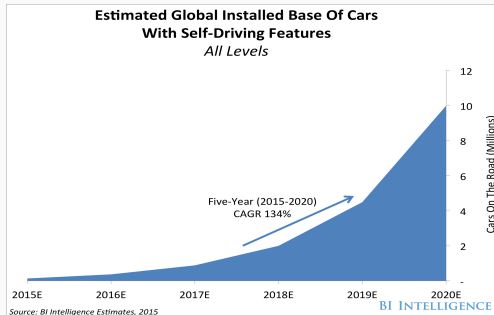
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# Autonomy in Self Driving Cars

- Self-driving cars are not some futuristic auto technology. 10 million self-driving cars will be on the road by 2020
- The barriers to self-driving cars remain significant. Costs need to come down and regulations need to be clarified around certain self-driving car features before the vehicles fully take off among mainstream consumers.



# Automation Levels

## LEVEL 0



There are no autonomous features.

## LEVEL 1



These cars can handle one task at a time, like automatic braking.

## LEVEL 2



These cars would have at least two automated functions.

## LEVEL 3



These cars handle "dynamic driving tasks" but might still need intervention.

## LEVEL 4



These cars are officially driverless in certain environments.

## LEVEL 5



These cars can operate entirely on their own without any driver presence.

SOURCE: SAE International

BUSINESS INSIDER



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# Overview of Motion Planning Paradigms

## Two Approaches: Vision vs Lidar

- Vision Sensors + Deep Learning
  - **Pros:**
    - Highest resolution information
    - Feasible to collect data at scale and **learn**
    - Roads are designed for human eyes
    - Cheap
  - **Cons:**
    - Not accurate (without **a lot** of data)
    - Not explainable, not consistent
- Lidar + Maps
  - **Pros:**
    - Explainable, consistent
    - Accurate
  - **Cons:**
    - Does not improve over time
    - Expensive



Camera



LIDAR



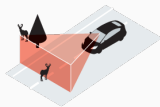
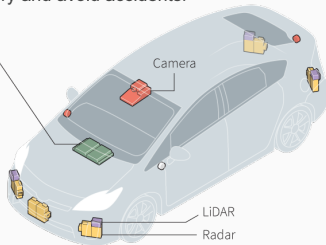
Radar

## How self-driving cars see the road

Autonomous vehicles rely on a host of sensors to plot their trajectory and avoid accidents.

- **Multi-domain controller**

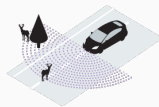
Manages inputs from camera, radar, and LiDAR. With mapping and navigation data, it can confirm decisions in multiple ways.



- **Camera**  
Takes images of the road that are interpreted by a computer. Limited by what the camera can "see".

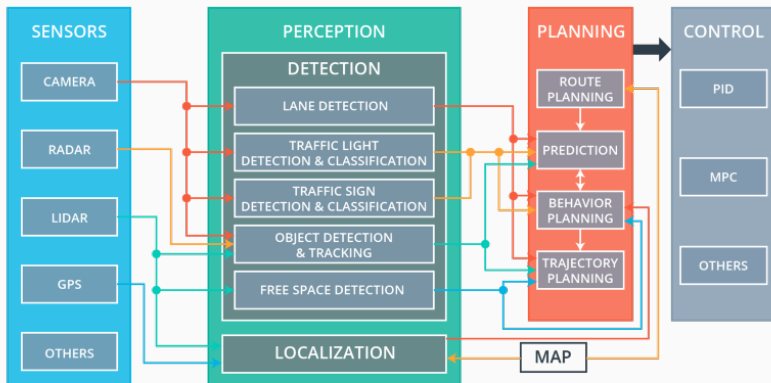


- **Radar**  
Radio waves are sent out and bounced off objects. Can work in all weather but cannot differentiate objects.



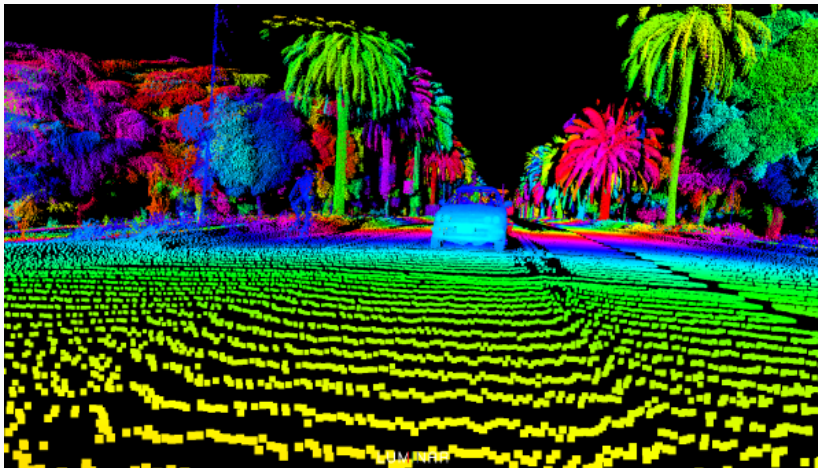
- **LiDAR**  
Light pulses are sent out and reflected off objects. Can define lines on the road and works in the dark.

# Motion Planning Paradigms - Cars with Lidars -2



## Motion Planning Paradigms - Cars with Lidars -3

This is an example of a Lidar point cloud. The Camera images are used on top of it to do image classification.



## No Lidar? No problem!

- Camera images combined with steering and throttle data
- Seminal paper: "End To End Learning for Self Driving Cars"
- Driving Paradigm: "behavioral cloning": literally cloning the behaviour of the driver. The idea is to train Convolution Neural Network(CNN) to mimic the driver based on training data from driver's driving

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## What is a Neural Network?

- **Short answer:**

The neural network makes all the decisions for our autonomous car. It learns to drive the way we do.

- **Long answer:**

- Problem solving method useful for generalizing inputs to outputs
- Works best when relationships are unknown or difficult to determine
- Based on biological model of a web of neurons and activation potentials
- Training involves lots of processing power and incremental improvement
- Models are composed of layers of neurons and connections
- Input, output, and hidden layers of nodes and activation functions

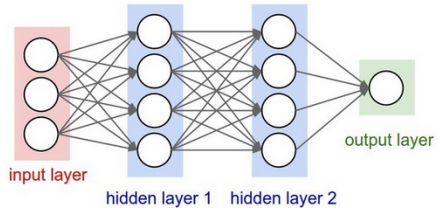


## Deep Learning for Autonomous Cars - cont

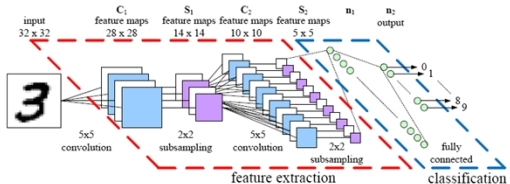
- Each node has an *activation function* determining how much signal is passed on
- Layers are connected, input values eventually reach outputs
- When finished, performance measured, error is calculated
- Network adjusted, run again ( again) until good enough, improvement stops, or runs met
- Training is computationally intensive, running is relatively lightweight

## Example Networks

Fully connected network, also called "multi-layer perceptron" network



Convolutional neural network



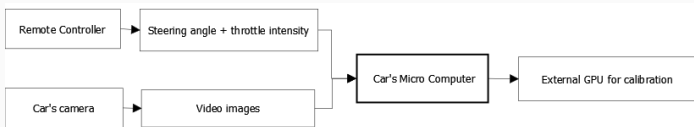
# Machine Learning Loop

## Steps

1. **Collect data**- images plus car stats
2. **Training** - training of the CNN algo
3. **Driving** - use the CNN to take driving decisions

## 1. Collect Data

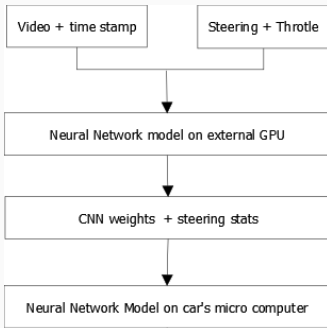
- In order to create the neural network, we need examples of how we want the car to drive– “training data”
- This data is collected by recording images from the camera along with the current values being sent by the remote control



# Machine Learning Loop - Training the Convolutional Neural Network

## 2. Training Process

- Once we're certain that we've pruned any unwanted examples from our dataset, we train the network.
- When we have a set of weights for the trained network, we transfer the weights to the car.



# Machine Learning Loop - Training the Convolutional Neural Network

## 3. Driving

- When the car is in autonomous mode, the camera takes images which are run through the network to output a command to the steering servo.
- While the car is in autonomous mode, it monitors the RC signal from the user for a remote kill signal.

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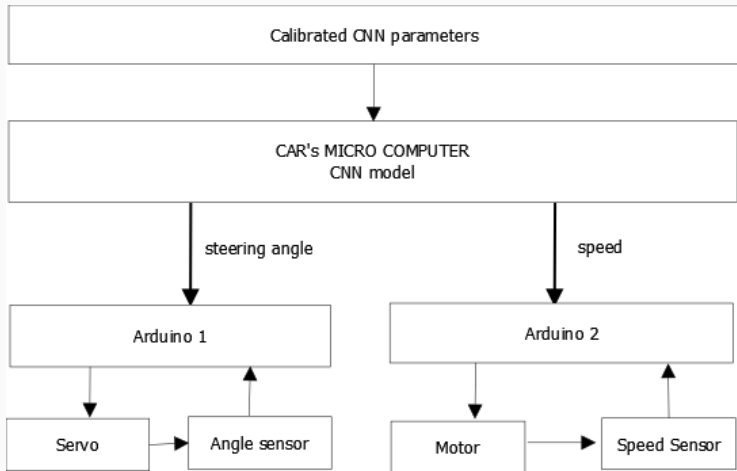
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## What is foocars?

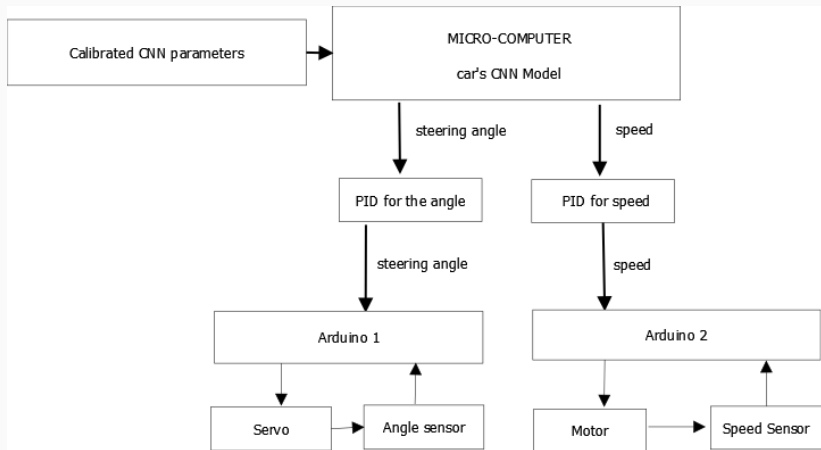
- We've been working on foocars for almost two years
- The foocars project is a codebase and a basic electronics setup:
  - RGB camera
  - Raspberry pi
  - Microcontroller
  - RC control







# Fuvette Car



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- **text** – Walk through our Github repo and do some running

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- A tour to our Github repo  
<https://github.com/fubarlabs/foocars>
- Open issues  
<https://github.com/fubarlabs/foocars/issues>
- Open projects  
<https://github.com/fubarlabs/foocars/projects>
- Tutorials  
<https://github.com/fubarlabs/foocars/tree/master/tutorials>

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