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LIDAR Guided Autonomous Car

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Abstract

In the United States, over 37,000 people die in car crashes every year. 1,600 of these people are below the age of 15, 2.35 million people are injured, and the overall cost to the U.S is over 230 billion USD every year. Around the world, road crashes are the leading cause of death between the ages of 15-29. 1.3 million people every year, an average of 3,287 people everyday, and 20 to 50 million are injured as a result. This makes road crashes responsible for 2.2% of all deaths, making it the ninth leading cause of death around the world. The overall cost is estimated to exceed 518 billion USD every year^[1].

This grim description of the world's auto accidents shows a great need for increasingly automated cars capable of preventing crashes. Car manufacturers are adding more and more safety features like blind spot detection and automatic braking. One feature that has yet to been implemented in commercial models is short range communication networking. To increase safety, cars would send each other data about their relative positions and velocities to ensure they all remain a safe distance from one another. In the event of a an accident, the cars could communicate with one another and circumnavigate any debris efficiently.

The effects of this feature have incredible potential. Car related deaths would plummet since the cars would relay data to minimize damage, less people would be injured or disabled in accidents, and people would spend less on repairing their vehicles, which could lead to lower insurance premiums for everyone as well. A short range communication network could also decrease travel times and allow passengers to spend more time at their destinations and less time getting there.

Currently, other technologies are being utilized to create self driving vehicles. One of the biggest areas of research is deep learning, which uses multiple Graphics Processing Units (GPU) to process raw data that is analyzed by neural networks. In 2016, NVIDIA developed a self driving vehicle that used a convolutional neural network (CNN) to map pixels from a front facing camera. The result was a vehicle that can drive in a standard driving environment (e.g., a paved road or highway) and environments with little to no guidance (e.g., a parking lot or an unpaved road with no lane markings)^[2]. Volvo is using NVIDIA's DRIVE PX2 in 100 self driving vehicles to test them in real world conditions^[3]. In September of 2017, Tesla announced a partnership with AMD to produce a new chip for the autopilot on their self driving vehicles, such as the Tesla Model S^[4]. Intel also announced it would be working with Waymo, formerly known as Google's self driving car, to implement a better self driving vehicle^[5].

1. Project Goals

With input from our principal sponsor, Dr. Fallah, one of his Ph.D students, Nitish Gupta, and a fellow Ph.d researcher fellow, Behrad Toghi, we plan on creating two to five smaller scale vehicles that utilize wireless communication to navigate around one another safely. These cars will then be used by Dr. Fallah in his laboratory to improve upon the technology The cars will be small so they can be tested in Dr. Fallah's lab, low cost, send highly accurate data to one another in real time, and have communication ranges and maximum speeds relative to the final size of the product.

The vehicle network will model concepts of "deep learning" in machine intelligence; that is, to form a neural network between units in order to react cooperatively to each other's motion. By utilizing sensor input, the vehicles may project a data signal to all receiving units, simultaneously. Thus, each unit will predict the collective path(s) to avoid a collision scenario.

LIDAR, SONAR, and camera sensor inputs paired with probability algorithms are the operative means of achieving computer vision. A LiDAR scanner introduces laser range sensing capabilities to each unit, allowing a multi-planar representation of the vehicle's surroundings at each rotation of the LiDAR mount. By utilizing an infrared camera calibrated to LiDAR sensitivity, one may receive the signal reflected off of the surroundings and model the real-time position and orientation of nearby objects. SONAR may be utilized in addition to LiDAR for accurate short-range applications.

Methods of communication must be considered; to form a viable network, DSRC (Dedicated Short Range Communication). Outfitting the vehicles with modules capable of broadcasting a DSRC high-frequency signal 5.9 GHz optimizes the transmission of signals due to the "unlicensed" nature of this spectrum. In 1999, the Federal Communications Commission designated the 5.9 GHz band to be used exclusively by intelligent transportation systems; the standard of which is denoted within IEEE 802.11p.

2. Requirement Specifications

2.1. Communication Requirements

- 2.1.1. The vehicle-to-vehicle data communication range must be at least 10 meters in any direction.
- 2.1.2. The signals sent between units will be transmitted at a frequency of approximately 5.9 GHz to achieve exclusivity of frequency bandwidth

2.2. Physical Requirements

- 2.2.1. The chassis of each car will be approximately 1/16th that of the size of an average car.
- 2.2.2. The cars must be able to move at a speed equivalent to 30 miles per hour multiplied by the scale of the car e.g a car that is 1/16th of the size of a Toyota Camry must move at 1.875 miles per hour.
- 2.2.3. Vehicle chassis equipped with a rechargeable electric battery.
- 2.2.4. Motor capable of producing power to reach desired speed.
- 2.2.5. Vehicle module capable of steering, forward and backward motion.

2.3. Sensor Requirements

- 2.3.1. LIDAR sensors must be positioned such that a 360 degree field of vision is given around the car.
- 2.3.2. LIDAR must be able to detect anything within the minimum communication range.
- 2.3.3. SONAR must must be able to detect anything within the minimum communication range.

2.4. Power Requirements

- 2.4.1. The unit must be able to run for at least 20 minutes before it needs to be recharged.
- 2.4.2. Battery must be able to simultaneously provide appropriate operating voltage to all modules on the chassis.
- *2.5. Camera Requirements*
	- 2.5.1. Must provide a field of vision within the minimum communication range.

2.6. *Hardware Requirement*s

- 2.6.1. Vehicle chassis equipped with a rechargeable electric battery.
- 2.6.2. On-board controller with the ability to send, receive, and process information.
- 2.6.3. On-board transceiver for wireless communication.
- 2.6.4. Controller capable of autonomously manipulating the motor and steering.

2.7. PCB Requirements

- 2.7.1. PCB will be outfitted with an LCD display that will display the direction, speed, and remaining battery life of the car.
- 2.7.2. PCB will be outfitted with 4 LEDs to indicate the car's state.
	- 2.7.2.1. The 4 states are: stopped, forward, turning left, turning right.
	- 2.7.2.2. The signal indicating what state the car is in will be sent to the LEDs via an arduino.
- 2.7.3. PCB will include temperature sensor and fan control for temperature stabilization
- *2.8. Software Requirements*
	- 2.8.1. System shall take in inputs from LiDAR sensors.
	- 2.8.2. System shall process sensor input to localize itself.
	- 2.8.3. System shall make use of wireless connection to communicate with other systems.
	- 2.8.4. System shall take a continuous stream of video and send it to a processor.
	- 2.8.5. System shall respond to obstacles in its path.
	- 2.8.6. System shall find routes in coordination with other nearby system(s).
	- 2.8.7. System shall be switchable between user-control and autonomy for testing.
	- 2.8.8. System shall be functional in fully autonomous mode.

3. Project Constraints

- 3.1. Cost
	- 3.1.1. Limits the quality of modules and components
	- 3.1.2. Limits the number of autonomous vehicles we can create
- 3.2. Power Consumption
	- 3.2.1. Unit run time is limited by overall power consumption between modules
- 3.3. Processing Speed
	- 3.3.1. Limits the reaction time of sensors and mechanic responses
- 3.4. Software Robustness
	- 3.4.1. System intelligence limited by software
- 3.5. Sensor / Camera Resolution
	- 3.5.1. Limits accurate modeling of surroundings
- 3.6. Network Strength
	- 3.6.1. Limits the potential number of cooperative units

4. Project Standards

- 4.1. Independence
	- 4.1.1. Ensures delegation of driver / vehicle responsibility
- 4.2. Safety
- 4.2.1. Ensures the vehicle's autonomy will abide within a given model
- 4.3. Power Efficiency
	- 4.3.1. Ensures the system will operate within reasonable means of power supply
- 4.4. Network Security
	- 4.4.1. Ensures local and uncorrupted transmission of data between units

7. Software Operational Flowchart

Fig. 1

A green box represents an initial or terminal state A blue box represents a process or method The orange parallelogram represents a decision

8. Software Class Diagram

Fig. 3

A double-bar indicates only one instance of the connected class is present. The triangle with one line over it indicates at least one instance is present. The white triangle points to the base class for inheritance.

9. House of Quality

Fig. 4 The vehicle-to-vehicle DSRC communication, stopping distance, and straight-away speed of the autonomous vehicle mode quality characteristics will be verified to the panel during the design showcase demonstration.

10. Budgeting and Finance

Cost Constraints: The primary goal is to design the vehicle at a cost of no greater than \$2500 per car and to build at least two vehicles before the project showcase. The cost analysis displayed below is for a single car.

11. Milestones / Timeline

References

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