



Team B4: Ride-ar
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Use Case and Problem Statement

- Significant number of accidents happen with cyclists due to vehicle or human interference
- Over 40,000 bicycle accidents and 800 deaths occurred in the US in 2019
- Products available to help but accidents still arise

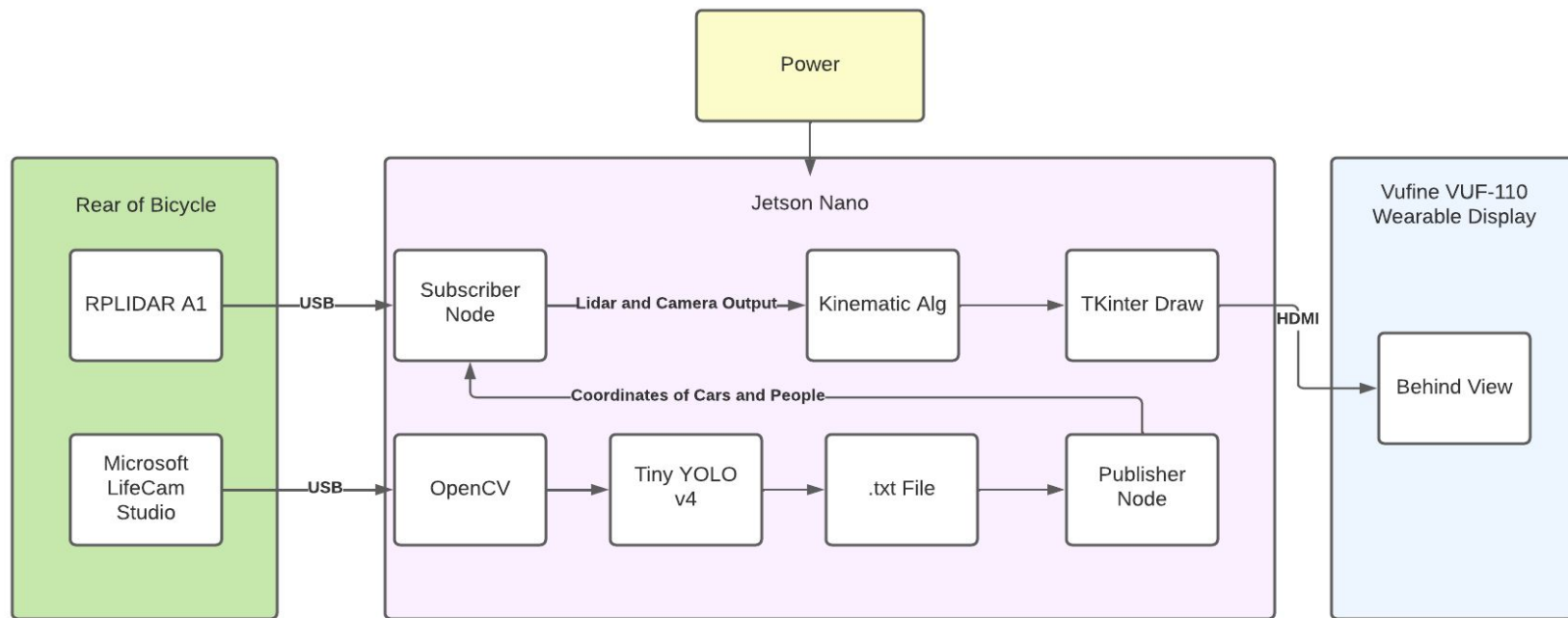


Solution Approach

- Improve biker situational awareness through two different sensors. Camera and Lidar.
- Use glasses with mini HUD to inform user



System Design



Complete Solution

- System is housed inside physical component that looks out and is connected to glasses running scripts to effectively detect cars and people and their position
- Cars are rather tricky to test so will try to test cut outs and showcase videos of outside testing.

Video



Testing Plans

- Metrics to Test
 - Latency of end-to-end system ($<0.3\text{ms}$)
 - Detection accuracy people and cars at different positions/ranges from the system ($<5\%$)
- Other Requirements
 - LIDAR detect car within 12m
 - Object recognition detect car within 30m ($<10\%$ error rate)

Testing Plans

- Difficult to test with real cars in current environment
 - Testing mainly using people as a proof of concept
 - Going to use pictures of cars in place of real cars

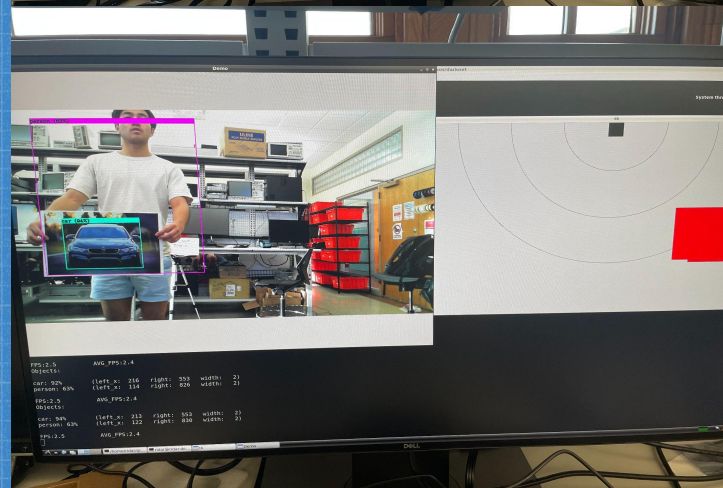
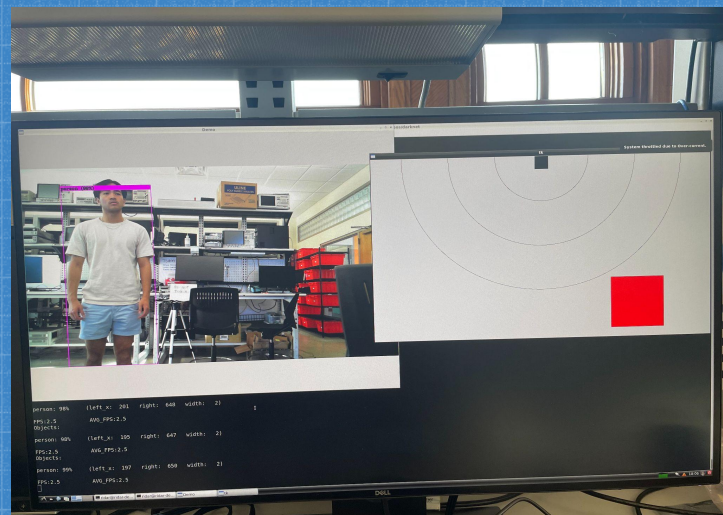
Results

Average Accuracy:

Cars	Persons
82%	98%

Average Latency:

Tiny-Yolov4	GUI display
0.4s	0.03s



Trade-offs

- Decided to use one Jetson Nano instead of two as the Lidar processing isn't as intensive as initially anticipated.
- Decided to use darknet Yolov4 as it has better accuracy and speed results than Yolov3.
Tiny-Yolov4 mAP(mean average precision) is 40.2% compared to Tiny-Yolov3 which is 33.1%.
 - Tiny version of Yolov4 as it was the most lightweight and could run fairly well on the Jetson Nano along with ROS.

Lessons Learned

- Integration takes time
- Account for bugs and errors
- If something not working, look to pivot

Schedule

