

The background features several stylized traffic lights and traffic cones. There are four traffic lights: one on the far left (partially cut off), one in the upper left, one in the upper center, and one on the far right. Each traffic light has three circular lights (red, yellow, green) arranged vertically. At the bottom left and bottom right corners, there are two traffic cones, each with an orange top, a white middle section, and an orange base.

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Collaborative Control  
Of Autonomous Cars

# Milestone 2 Report

# Overall Progress

Collaborative Control Python File - 90% Complete

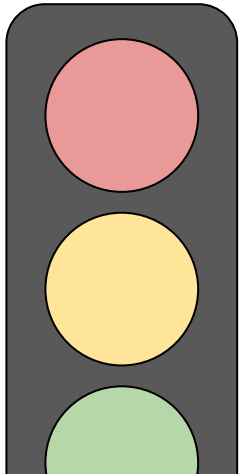
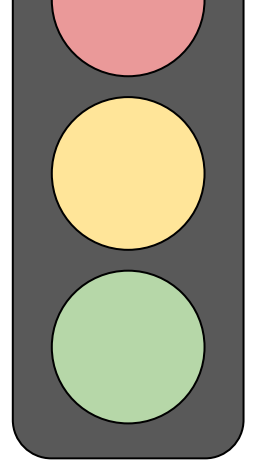
Implement Reactive Dashboard - 90% Complete

Analyze "ScenarioRunner" - 85% complete

Implement Overtaking Scenarios - 30% complete

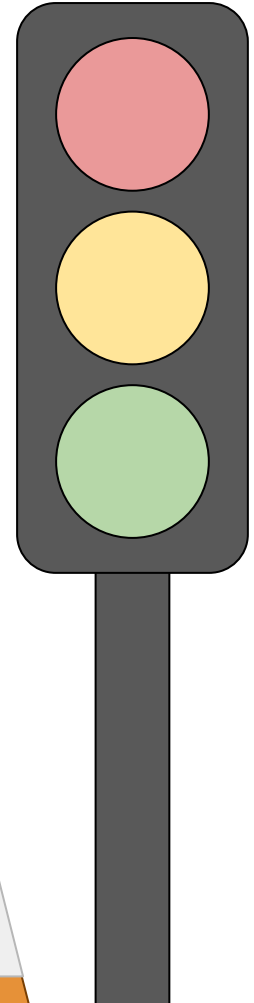
Analyze Autopilot Agents - 50% complete

Create New Viewpoint of Driver's Seat - 100% complete



# Collaborative Control Python File

- Collaborative control takes input from both user and autonomous agent
- Current action is to evenly split input from both users
- Has many annoying side effects
- Easy to modify how program handles input combination

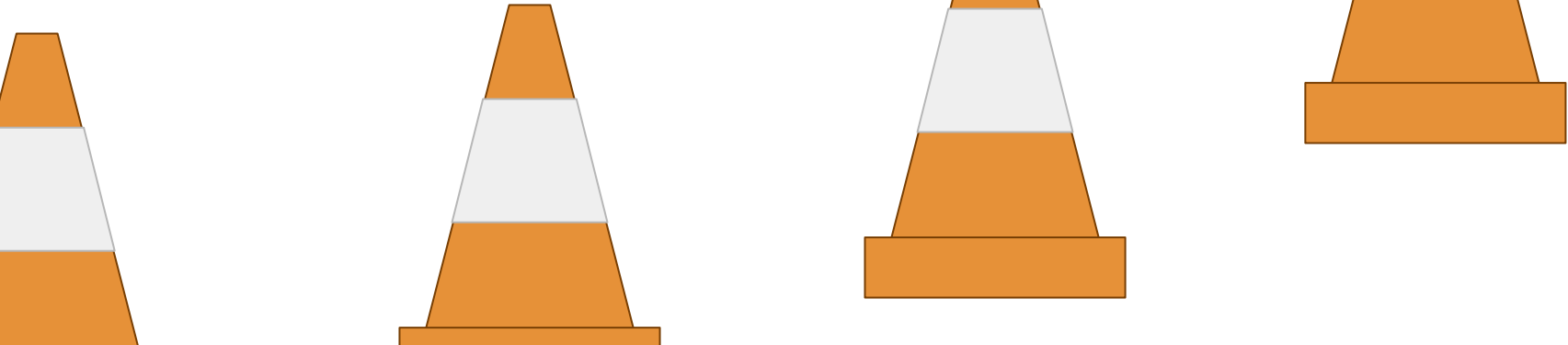


# Demo



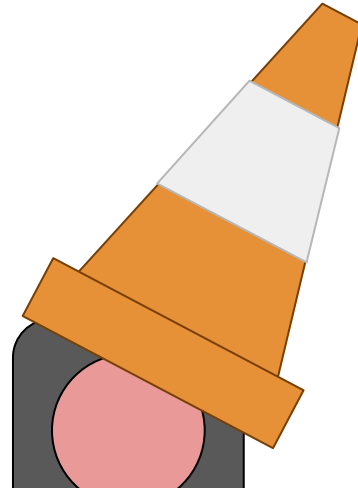
# Implement Reactive Dashboard

- Original plan was to just overlay an image to “act” as a dashboard
- As time went on, the dashboard became more intricate
  - Reactive Steering Wheel
  - Speed Display
- Implementing it into the “main” game loop has proven more difficult than originally thought



# Analyze Scenario Runner

- A tool designed for testing autonomous agents within the CARLA simulator environment.
- Main goal was to help us implement and test overtaking capabilities of autonomous agents.
- Latest Scenario Runner version has some compatibility issues with the CARLA simulator version being used.



# Implement Overtaking Scenarios

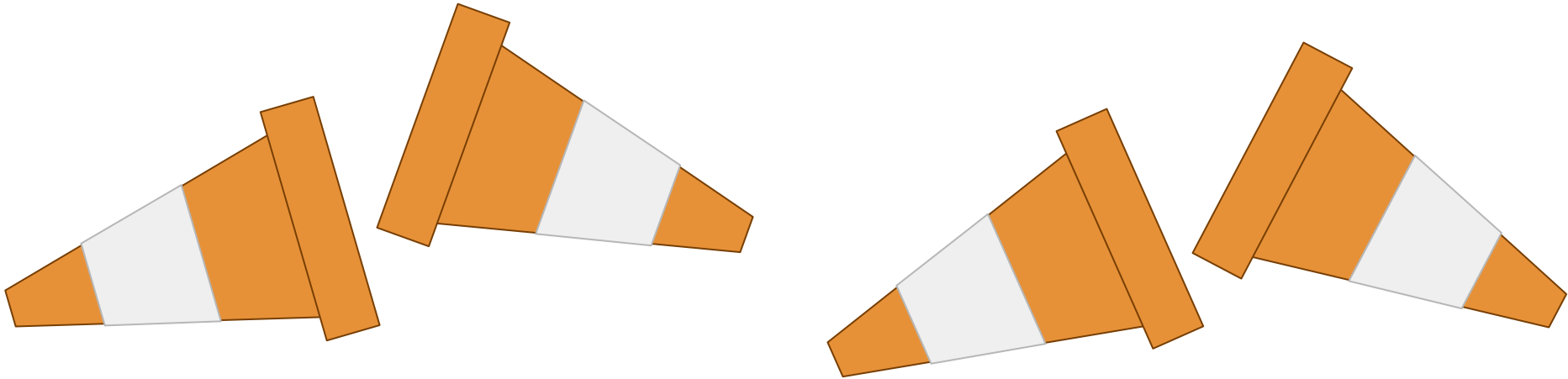
- Get waypoints based on agents current location
  - `world.get_map().get_waypoint(vehicle.get_location(), lane_type=(carla.LaneType.Driving))`
- Check if lane change based on the current waypoint is allowed
- Check for obstacles on left lane
- Perform overtaking maneuver
- Delay in implementation due to encountered ScenarioRunner compatibility issues



GO

# Analyze Autopilot Agents

- Two types of agent
- Type one: Dynamic, useful, unreachable
- Type two: Reachable, requires changes
- Using type two unless something changes





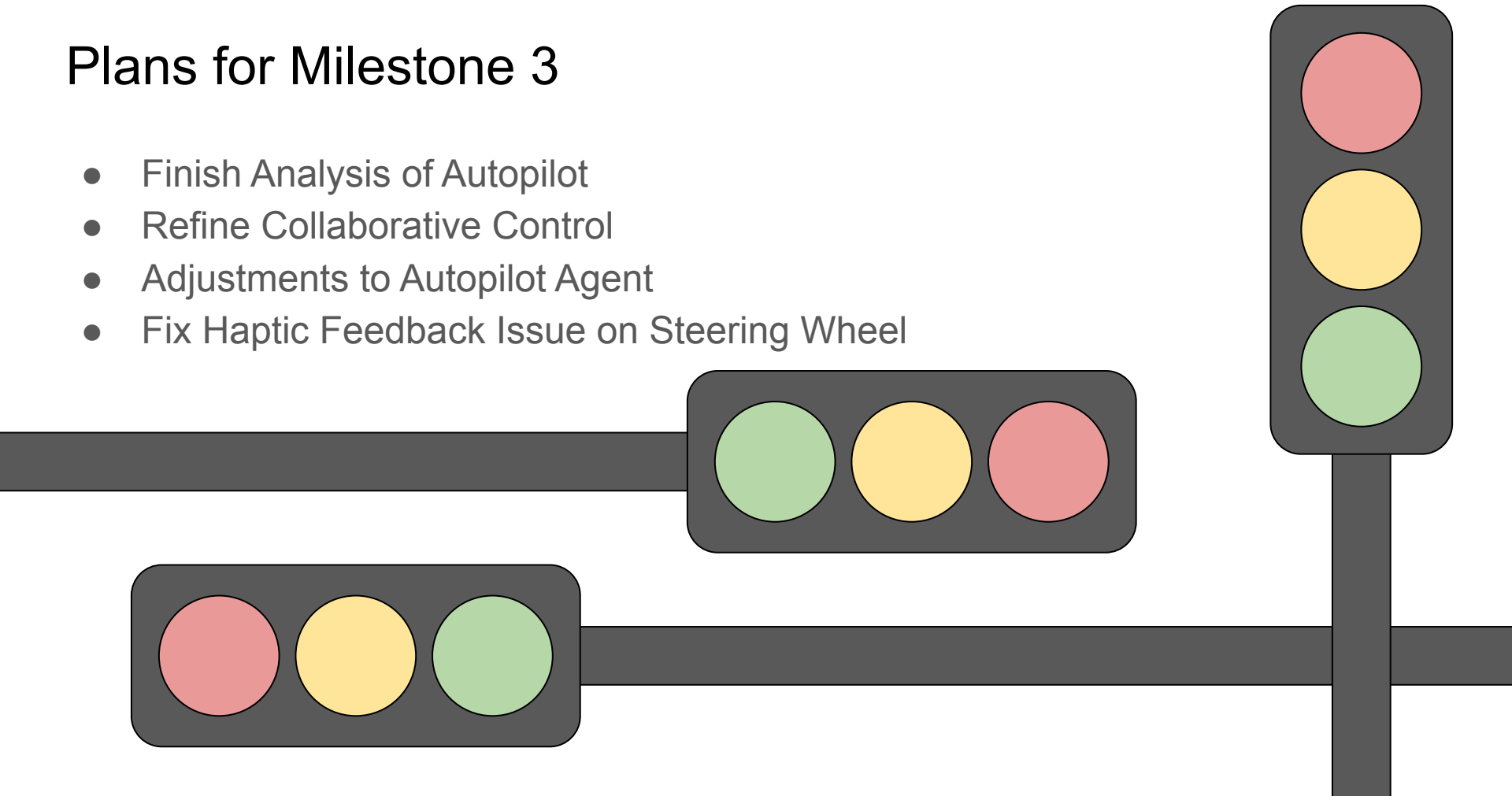
# Create a New Viewpoint of Driver's Seat

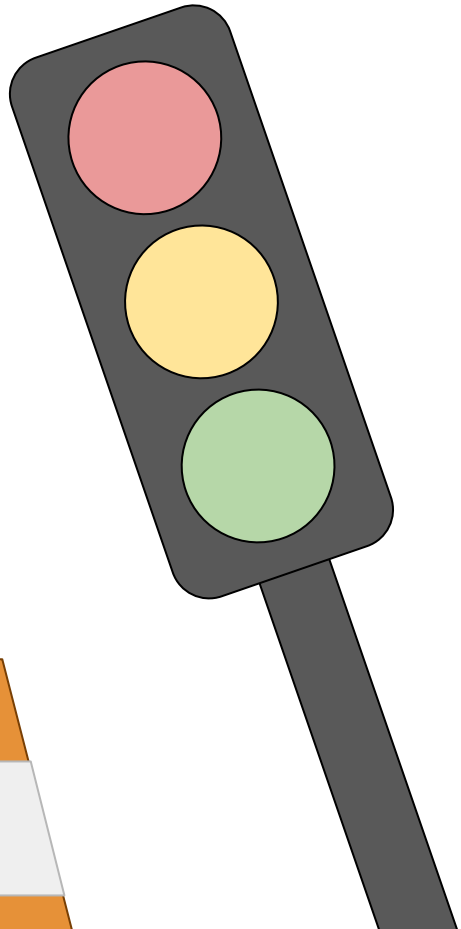
- The default viewpoints were as follows:
  - 3rd person view behind car
  - Side of car
  - Front bumper of car
- The team needed an in-car view, so a new viewpoint was created



# Plans for Milestone 3

- Finish Analysis of Autopilot
- Refine Collaborative Control
- Adjustments to Autopilot Agent
- Fix Haptic Feedback Issue on Steering Wheel





Questions?

