Developing and Testing a Vehicular AI Agent

Advisors and Mentors: Professor Jorge Ortiz and Navid Salami Pargoo Team: William Ching, Romany Ebrhem, Haejin Song, Eddie Ward, Donald Yubeaton, Vibodh Singh, Aditya Kaushik Jonnavittula





Motivation: Exploring Interactions

- **Develop** an AI agent that can interact and communicate with drivers in real-time
- **Test** AI Agent by creating realistic simulation environments using the CARLA Simulator to replicate **real-world traffic scenarios**



What is CARLA?

 An open-source platform for autonomous driving and research development that uses Python.

 Supports various sensors and enables interaction with the simulation programmatically.



Carla PazNet





Depth



RGB



Instance Segmentation



Semantic Segmentation

Sensor Data

Scenario Runner



Town 12

- Vast map that spans 10x10 km² (compared to the standard map which was 1.2 km²).
- Consists of various sections such as a downtown area, farmland, woods, city, suburbs, and highways.
- Great to run larger experiments.
- Obstacles:
 - FPS
 - Storage



GPS Map

WORLD 109 FPS Server: Client: 62 FPS Simulation Time: Map Name: Carla/Maps/Townl0HD_Opt HERO Hero Mode: Hero ID: Hero Vehicle: Ford Crown Hero Speed: 0 km/h Hero Affected by: Traffic Light: None Speed Limit: 30 km/h NEARBY VEHICLES 29 Lincoln Mkz 2017 51 Ford Ambulance 1 36 Citroen C3 27 Kawasaki Ninja 44 Mini Cooper S 45 Tesla Cybertruck 31 Dodge Charger Police 43 Carlamotors Firetruck 50 Ford Crown 53 Ford Crown 52 Diamondback Century 30 Mini Cooper S **↓** j 54 Audi A2 28 Gazelle Omafiets 40 Jeep Wrangler Rubicon

Map, Route, and Voice Agent Demonstration



Data Collection

• Question: How do we decide what is a "good" run or not?

• Need to collect two types of data: Voice agent vs. no voice agent

Results









With voice agent

Future Plans

• Loading the Town-12 and having more scenarios in it for large-scale testing with the help of better hardware support.

• Integrating the Carla PazNet model and training the model using the data collected from scenarios.

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