## **EE 491 WEEKLY REPORT 1**

Date: 2/13/2017

Group number: DEC1710 Project title: Autonamous Vehicle Processor Client &/Advisor: Zambreno/Jones Team Members/Role: Alex Orman - Team Leader Chris Kelley - webmaster Evan Lambert - Team Key Concept Holder Lixing Liu - Team Key Concept Holder Sean Jellison - Communication Leader Lucas Ince - Scribe

## <u>Weekly Summary (Short summary about what you did this week)</u>

During this past week, we met with our client and advisors. We agreed with our advisors and client that our team and 1709 will be working together on this project, though for now will remain as two separate teams. We set a goal of setting up a basic plan for what we want to do and set our first milestone as preparing a simple demo for the client.

NAME	Individual Contributions	<u>Hours</u> this week	HOURS cumulative
Alex Orman	Watched several videos about machine learning. Started investigating using a pre- trained NN.	6	10
Lixing Liu	Looking at tutorials, study with udacity, the machine learning course, and check the list of Jetson Tk1 approved cameras.	5	8
Chris Kelley	Looking at tutorials, study with udacity, the machine learning course.	2	6.5
Sean Jellison	Watched tutorials and practiced with Tensorflow (cpu only).	2	4
Evan Lambert	Looked into Image Processing vs Deep Learning.	2	8
Lucas Ince	Looked at methods of encapsulating NN, studying how to train NN	3	8

## o Individual contributions

## o Plan for coming week (please describe as what, who, when)

Alex Orman: Begin working on using pretrained model demo.

• Lixing Liu: Continue study the machine learning course, do project plan, Think about how to classify if the image has the object or not.

• Chris Kelley : continue working on the given tutorials, work on setting up the wiki and group website.

• Sean Jellison: Get some idea of the software architecture, including all interacting hardware components and parts to be divided up.

- Evan Lambert: Setup project plan and look into sources to retrieve data.
- Lucas Ince: Set up tensorflow with Cuda