Self-driving*: Introduction, Challenges and Open Questions



Aleksandr Petiushko

Nuro

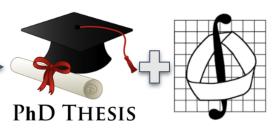
Lomonosov MSU



Alex's Intro

- **Motto:** Standing on the shoulders of giants
- Approach: to combine Academia and Industry Research
 - Academia: Ph.D., lecturer on theory of ML/DL

<u>Industry</u>: TLM, Autonomy Interaction Research -> Behavior Research

























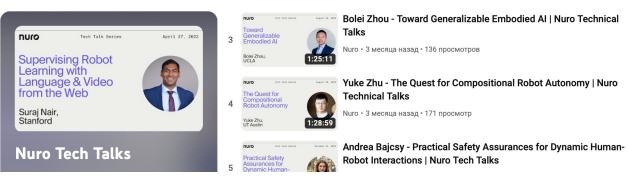






Nuro's intro

- Motto: Better everyday life through robotics
- Approach: to build a self-driving electric last mile delivery bot w/o any driver/passenger
 - Self-driving: ML/DL/AI/Robotics in SW
 - Electric: HW Research
 - Last mile delivery: Restriction of Operation Design Domains
 - Driverless/passenger-free: Slightly different implementation constraints (both SW and HW)



nuro

Three generations of custom electric vehicles.

1st



AV to receive NHTSA-approved exemption.



Seven leading brands who are trusted partners.

2

States with autonomy operations on public roads—CA & TX.

Nuro's Tech Talks on YouTube: playlist

What is Autonomy Stack itself?



AD and SDV

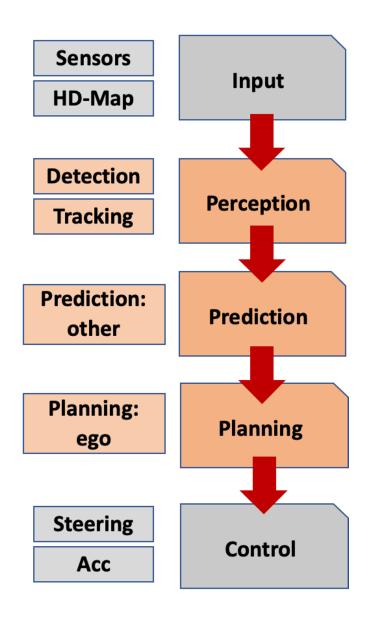
- **AD** = Autonomous Driving: the *task*
- **SDV** = Self-Driving Vehicle: the *car*
- AD is one of the most complex and difficult tasks, both theoretically and practically



<u>Safety</u> of SDV and other agents on the road is crucial

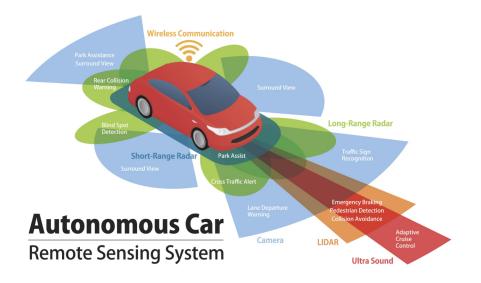
AD: ML Stack of Technologies

- The main software parts are the so-called P³:
 - Perception, Prediction and Planning
- Hardware parts:
 - Input: Sensors
 - Output: Control (steering, acceleration)
- High-Definition Map as the helper
 - HD-Map contains info about the road

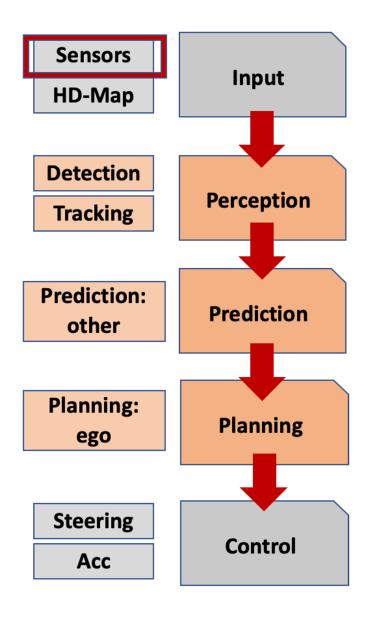


SDV: Sensors

- Various sensors are used:
 - LIDAR
 - Radar
 - Ultra Sound
 - Cameras (x N)



- Problems:
 - Expensive
 - Hard to synchronize

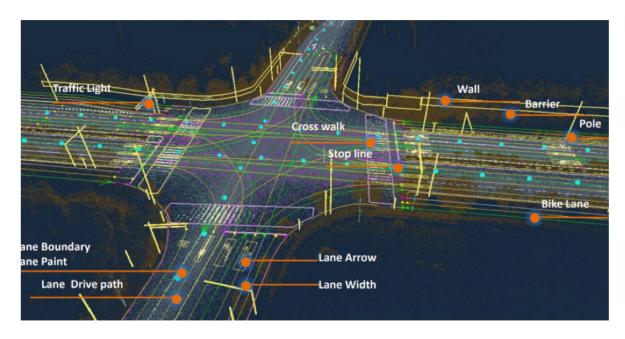


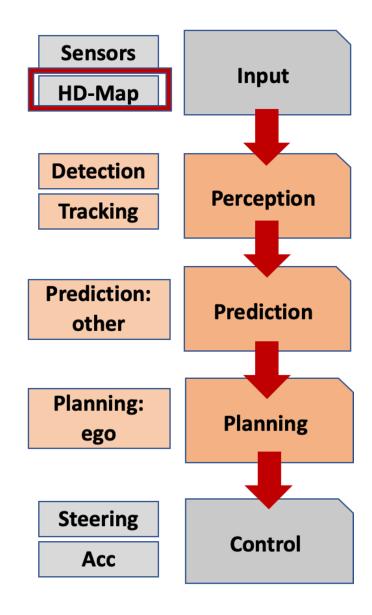
AD: HD-Map

- Helpful for prediction and planning
 - Contains information about a road:
 - Lanes, crosswalks, traffic lights, etc.

• Problems:

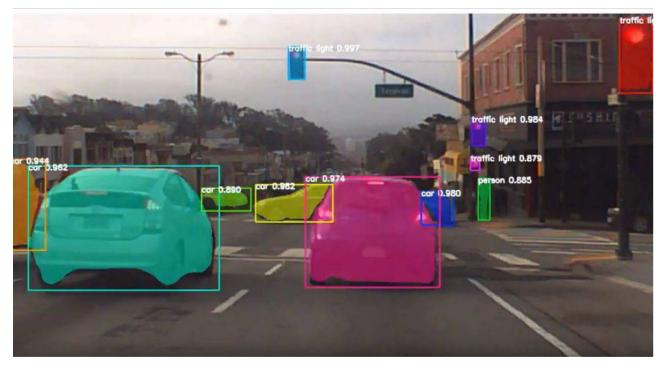
- Every company has its own format
- Significant overhead

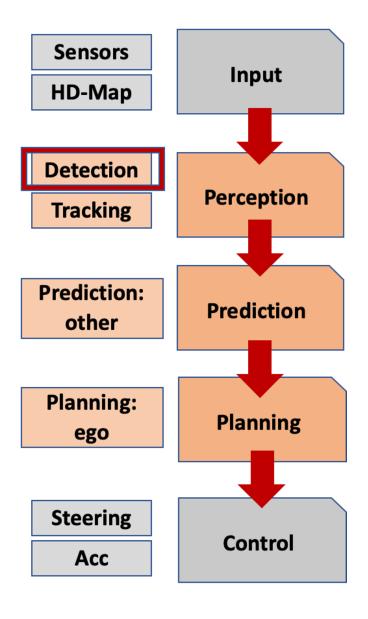




AD: Detection

- The first step of the Perception part:
 - **Detection** (segmentation, depth-estimation, etc.) of the objects around
- Problems:
 - Long tail (small and unusual objects) and anomalies

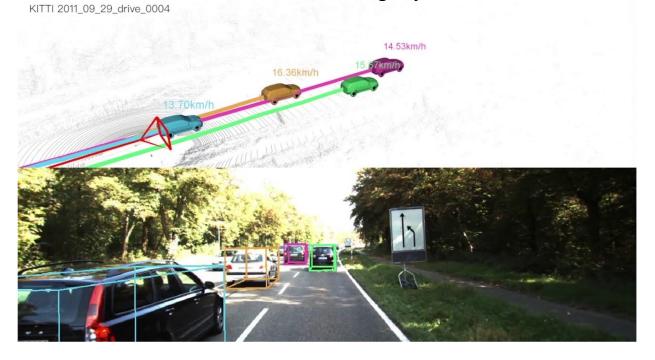


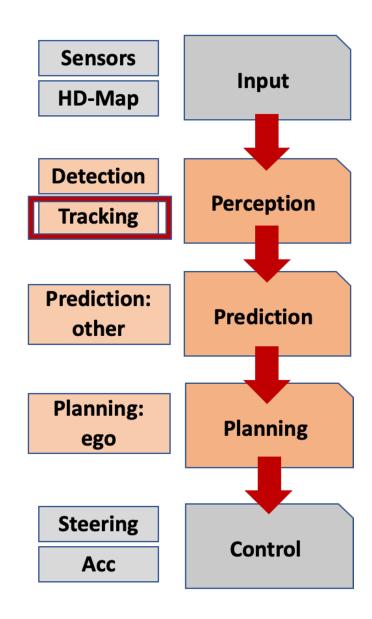


AD: Tracking

- The second step of the Perception part:
 - Tracking of the detected objects and estimation of their coordinates for the Prediction part
- Problems:

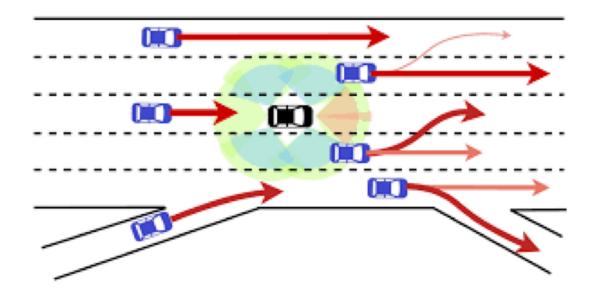
Track association of flickering objects

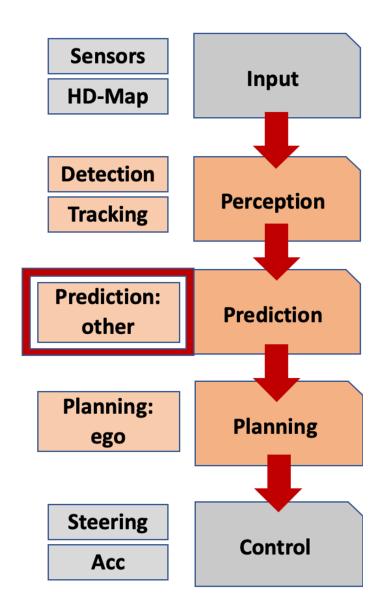




AD: Prediction

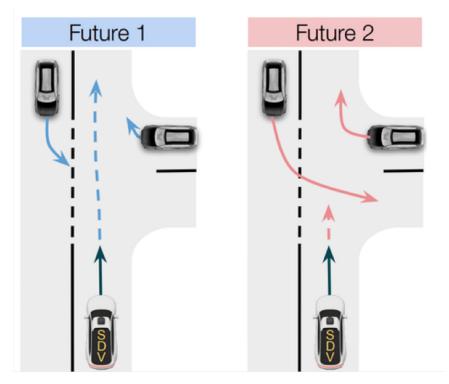
- Future trajectories prediction of all surrounding objects based on the tracking history and HD-Map
 - Usually, 1-10 second
- Problems:
 - Multi-modality for recall

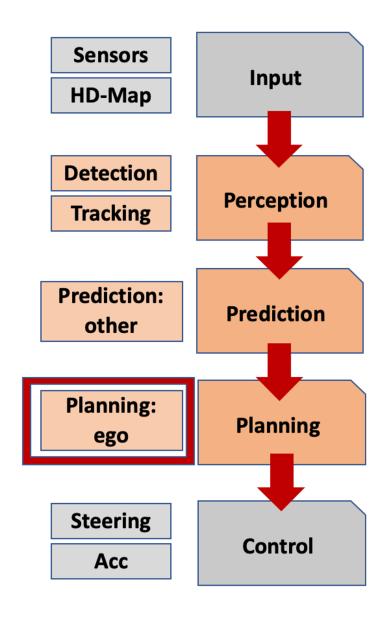




AD: Planning

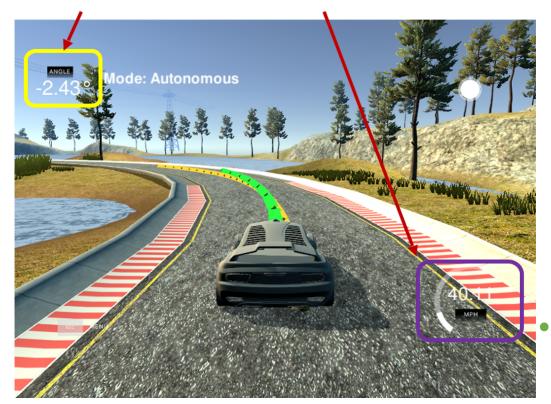
- Planning of SDV future actions based on the predictions and HD-Map
- Problems:
 - Consistent joint prediction and planning





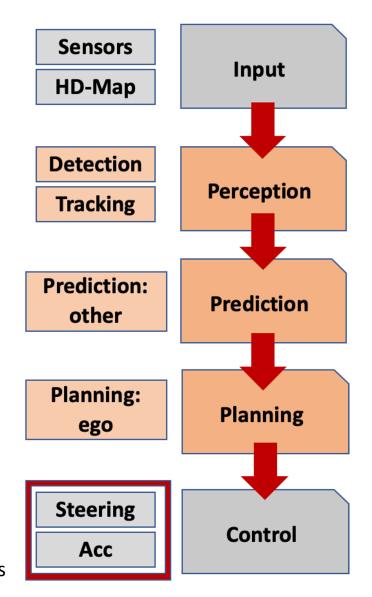
SDV: Control

- Realization and control of SDV actions based on motion plan
 - Steering control, acceleration control, etc.



Problems:

 Dynamic and kinematic limitations

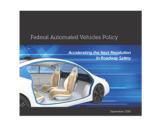


Let's go deeper and start with regulations



US Department of Transportation

USDOT: Automated Vehicles activities



Sep 2016

Federal Automated Vehicles Policy: Accelerating the Next Revolution In Roadway Safety



Sep 2017 <u>Automated Driving Systems 2.0: A Vision for Safety</u>





Oct 2018

<u>Automated Vehicles 3.0: Preparing for the Future of Transportation</u>



Jan 2020

<u>Automated Vehicles 4.0: Ensuring American</u> <u>Leadership in Automated Vehicle Technologies</u>



Automated Vehicles Comprehensive Plan

202X

YYY

Five Eras of Safety

1950-2000

Safety/Convenience Features

Cruise Control Seat Belts Antilock Brakes

According to National Highway Traffic Safety Administration (NHTSA)

2000-2010

Advanced Safety Features

2010-2016

Advanced Driver Assistance Features

2016-2025

Partially Automated Safety Features

2025+

Fully Automated Safety Features

Electronic Stability Control Blind Spot Detection Forward Collision Warning Lane Departure Warning

Rearview Video Systems
Automatic Emergency Braking
Pedestrian Automatic Emergency Braking
Rear Automatic Emergency Braking
Rear Cross Traffic Alert
Lane Centering Assist

Lane Keeping Assist Adaptive Cruise Control Traffic Jam Assist

Everything?

* probably not only above things but even more and/or wider adoption

Levels of Automation

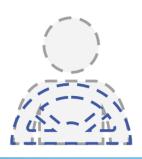












0

Dr

2

3

7

5

No Automation

Zero autonomy; the driver performs all driving tasks.

Driver Assistance

Vehicle is controlled by the driver, but some driving assist features may be included in the vehicle design.

Partial Automation

Vehicle has combined automated functions, like acceleration and steering, but the driver must remain engaged with the driving task and monitor the environment at all times.

Conditional Automation

Driver is a necessity, but is not required to monitor the environment.
The driver must be ready to take control of the vehicle at all times with notice.

High Automation

The vehicle is capable of performing all driving functions under certain conditions. The driver may have the option to control the vehicle.

Full Automation

The vehicle is capable of performing all driving functions under all conditions.

The driver may have the option to control the vehicle.





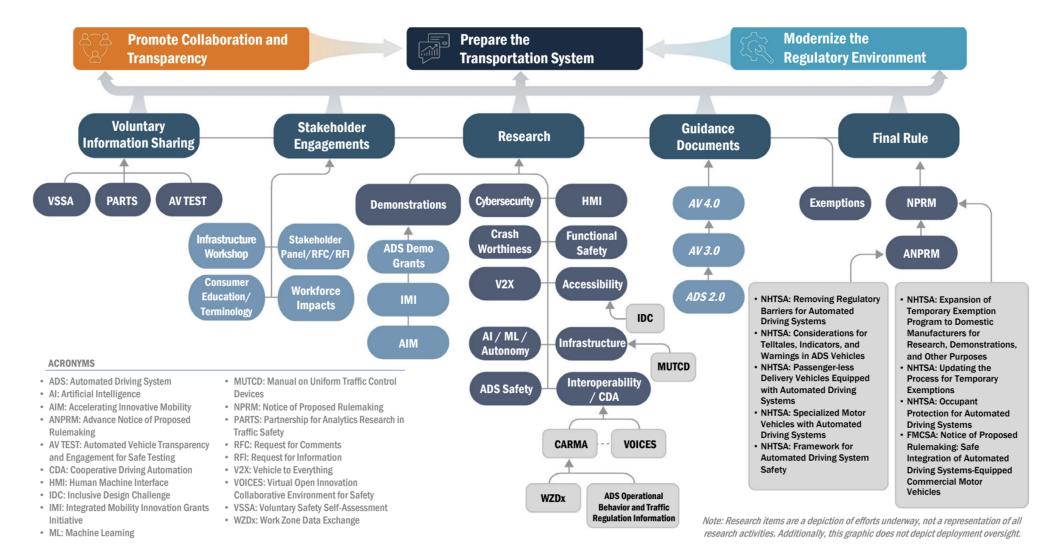








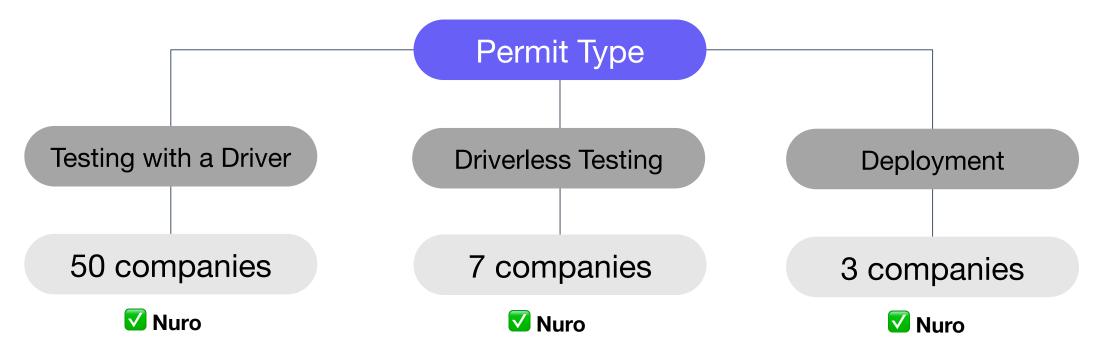
AV Holistic Plan



USDOT: Automated Vehicles Comprehensive Plan

State Regulations

CA DMV Autonomous Vehicle <u>Testing Permit</u> <u>holders</u>



CA and NV are the only states that allow deployment and require a permit.

^{*} And NV's process is much simpler

State Regulations: metrics

Main metrics to report:

- Collisions
- <u>Disengagements</u>
- Mileage (in addition to Disengagement)

California Department of Motor Vehicles (CA DMV)

Article 3.7. Testing of Autonomous Vehicles

(Effective 4/13/2022)

- § 227.00. Purpose.
- § 227.02. Definitions.
- § 227.04. Requirements for a Manufacturer's Testing Permit.
- § 227.06. Evidence of Financial Responsibility.
- § 227.08. Instrument of Insurance.
- § 227.10. Surety Bond.
- § 227.12. Certificate of Self-Insurance.
- § 227.14. Autonomous Test Vehicles Proof of Financial Responsibility.
- § 227.16. Identification of Autonomous Test Vehicles.
- § 227.18. Manufacturer's Testing Permit and Manufacturer's Testing Permit Driverless Vehicles.
- § 227.20. Review of Application.
- § 227.22. Term of Permit.
- § 227.24. Enrollment in Employer Pull Notice Program.
- § 227.26. Prohibitions on Operation on Public Roads.
- § 227.28. Vehicles Excluded from Testing and Deployment.
- § 227.30. Manufacturer's Testing Permit Application.
- § 227.32. Requirements for Autonomous Vehicle Test Drivers.
- § 227.34. Autonomous Vehicle Test Driver Qualifications.
- § 227.36. Autonomous Vehicle Test Driver Training Program.
- § 227.38. Manufacturer's Permit to Test Autonomous Vehicles that DO Not Require a Driver.
- § 227.40. Refusal of Autonomous Vehicle Testing Permit or Testing Permit Renewal.
- § 227.42. Suspension or Revocation of Autonomous Vehicle Testing Permit.
- § 227.44. Demand for Hearing.
- § 227.46. Reinstatement of Testing Permit.

§ 227.48. Reporting Collisions.

§ 227.50. Reporting Disengagement of Autonomous Mode.

- § 227.52. Test Vehicle Registration and Certificates of Title.
- § 227.54. Transfers of Interest or Title for an Autonomous Test Vehicle.

International Standards

- International Electrotechnical Commission
- Functional Safety of Electrical/Electronic/Programmable Electronic Safety-related Systems (IEC 61508)

Risk class matrix

	Consequence					
Likelihood	Catastrophic Critic		Marginal	Negligible		
Frequent	I	I	I	II		
Probable	ı	I	II	III		
Occasional	I	II	III	III		
Remote	II	III	III	IV		
Improbable	III	III	IV	IV		
Incredible	IV	IV	IV	IV		

Likelihood of occurrence

Category	Definition	Range (failures per year)		
Frequent	Many times in lifetime	> 10 ⁻³		
Probable	Several times in lifetime	10 ⁻³ to 10 ⁻⁴		
Occasional	Once in lifetime	10 ⁻⁴ to 10 ⁻⁵		
Remote	Unlikely in lifetime	10 ⁻⁵ to 10 ⁻⁶		
Improbable	Very unlikely to occur	10 ⁻⁶ to 10 ⁻⁷		
Incredible	Cannot believe that it could occur	< 10 ⁻⁷		

Risk Analysis

- Class I: Unacceptable in any circumstance;
- Class II: Undesirable: tolerable only if risk reduction is impracticable or if the costs are grossly disproportionate to the improvement gained;
- Class III: Tolerable if the cost of risk reduction would exceed the improvement;
- Class IV: Acceptable as it stands, though it may need to be monitored.

Consequences

Category	Definition		
Catastrophic	Multiple loss of life		
Critical	Loss of a single life		
Marginal	Major injuries to one or more persons		
Negligible	Minor injuries at worst		

International Standards

 International Organization for Standardization

 $ASIL = S \times E \times C$

Road vehicles – Functional safety (<u>ISO</u>

<u> 26262</u>)

		C1	C2	C3
S1	E1	QM	QM	QM
S1	E2	QM	QM	QM
S1	E3	QM	QM	ASIL A
S1	E4	QM	ASIL A	ASIL B
S2	E1	QM	QM	QM
S2	E2	QM	QM	ASIL A
S2	E3	QM	ASIL A	ASIL B
S2	E4	ASIL A	ASIL B	ASIL C
S3	E1	QM	QM	ASIL A
S3	E2	QM	ASIL A	ASIL B
S3	E3	ASIL A	ASIL B	ASIL C
S3	E4	ASIL B	ASIL C	ASIL D
	\$1 \$1 \$2 \$2 \$2 \$2 \$2 \$3 \$3 \$3	S1 E2 S1 E3 S1 E4 S2 E1 S2 E2 S2 E3 S2 E4 S3 E1 S3 E2 S3 E3	S1 E1 QM S1 E2 QM S1 E3 QM S1 E4 QM S2 E1 QM S2 E2 QM S2 E3 QM S2 E4 ASIL A S3 E1 QM S3 E2 QM S3 E3 ASIL A	S1 E1 QM QM S1 E2 QM QM S1 E3 QM QM S1 E4 QM ASIL A S2 E1 QM QM S2 E2 QM QM S2 E3 QM ASIL A S2 E4 ASIL A ASIL B S3 E1 QM QM S3 E2 QM ASIL A S3 E3 ASIL A ASIL B

Autonomous Driving: ASIL D => acceptable probability of system / component failure of one in a hundred million

Severity Classifications (S):

- S0 No Injuries
- S1 Light to moderate injuries
- S2 Severe to life-threatening (survival probable) injuries
- S3 Life-threatening (survival uncertain) to fatal injuries

Exposure Classifications (E):

- E0 Incredibly unlikely
- E1 Very low probability (injury could happen only in rare operating conditions)
- E2 Low probability
- E3 Medium probability
- E4 High probability (injury could happen under most operating conditions)

Controllability Classifications (C):

- C0 Controllable in general
- C1 Simply controllable
- C2 Normally controllable (most drivers could act to prevent injury)
- C3 Difficult to control or uncontrollable

Safety integrity level (SIL)

SIL	Low demand mode: average probability of failure on demand	High demand or continuous mode: probability of dangerous failure per hour		
1	$\geq 10^{-2} \text{ to} < 10^{-1}$	$\geq 10^{-6} \text{ to} < 10^{-5}$		
2	$\geq 10^{-3}$ to $< 10^{-2}$	$\geq 10^{-7} \text{ to} < 10^{-6}$		
3	$\geq 10^{-4} \text{ to} < 10^{-3}$	$\geq 10^{-8}$ to $< 10^{-7}$ (1 dangerous failure in 1140 years)		
4	$\geq 10^{-5}$ to $< 10^{-4}$	$\geq 10^{-9} \text{ to} < 10^{-8}$		

Automotive Safety integrity level (ASIL) vs SIL

Domain	Domain-Specific Safety Levels					
Automotive (ISO 26262)	QM	ASIL A	ASIL B	ASIL C	ASIL D	-
General (IEC 61508)	-	SIL-1	SIL-2		SIL-3	SIL-4

All these regulations are about physical (onroad) metrics.

How to ensure the safe & fast development cycle?



Simulators

Q: How to **safely test** the autonomous capabilities?

A: Using the **simulator**!

Main challenges:

- Sensors simulation
- Behavior simulation

CARLA simulator



- +NVIDIA DRIVE Sim, Deepdrive, LGSVL, SUMMIT, Flow, ...
- +Internal and specific to any AV company simulators

Simulators reliability

Reliability questions:

- How to guarantee the generalization of simulation results?
- Can we really rely on any metrics inside the simulation?

SIMULATION

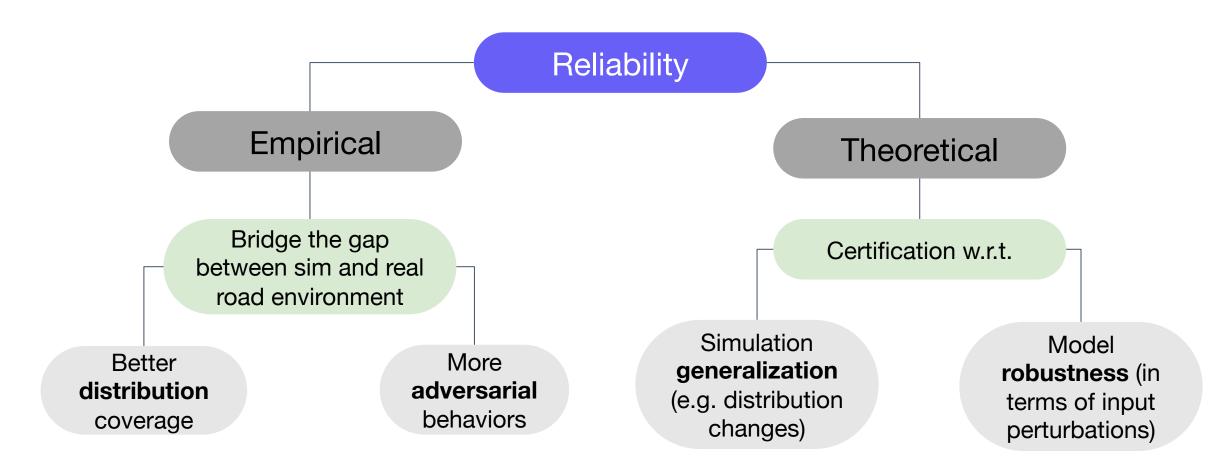


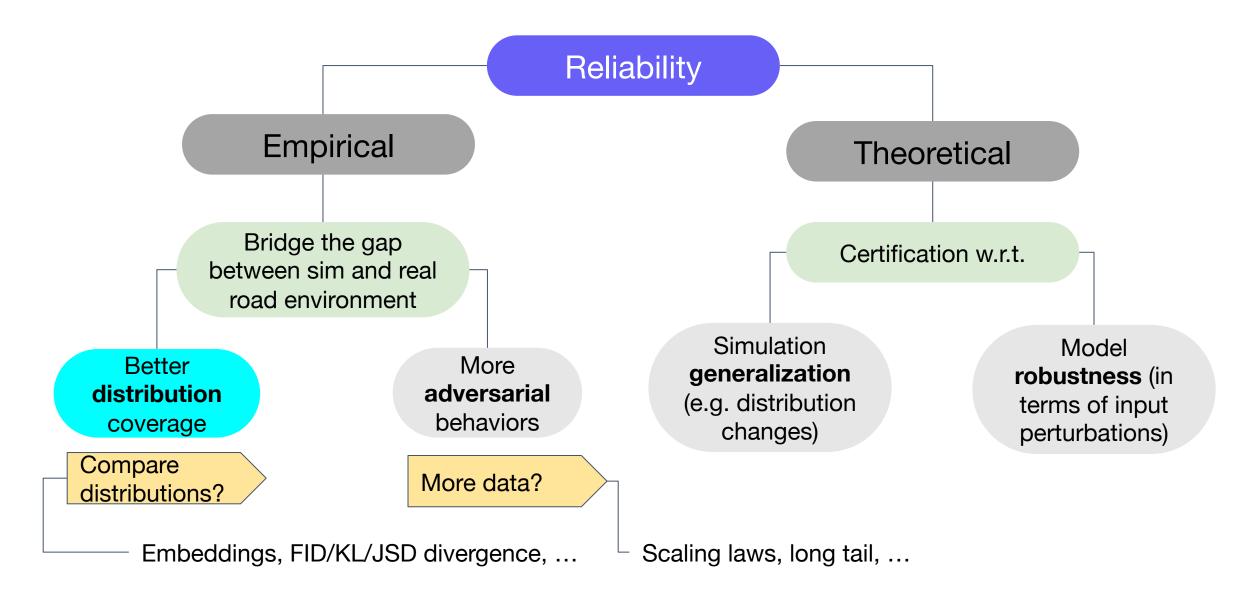


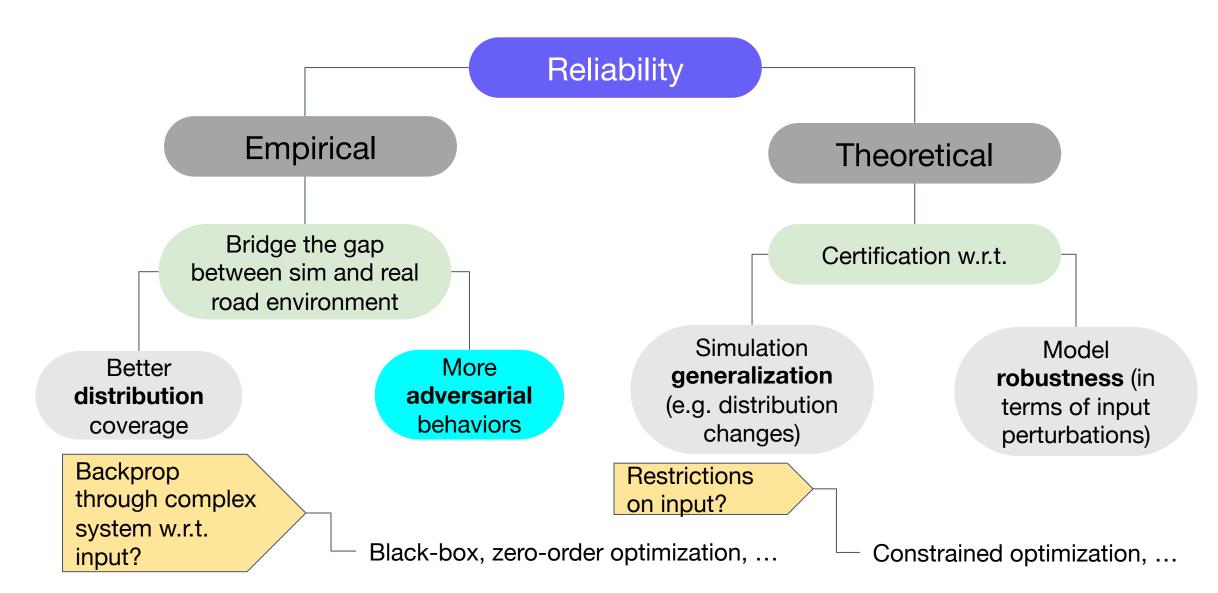


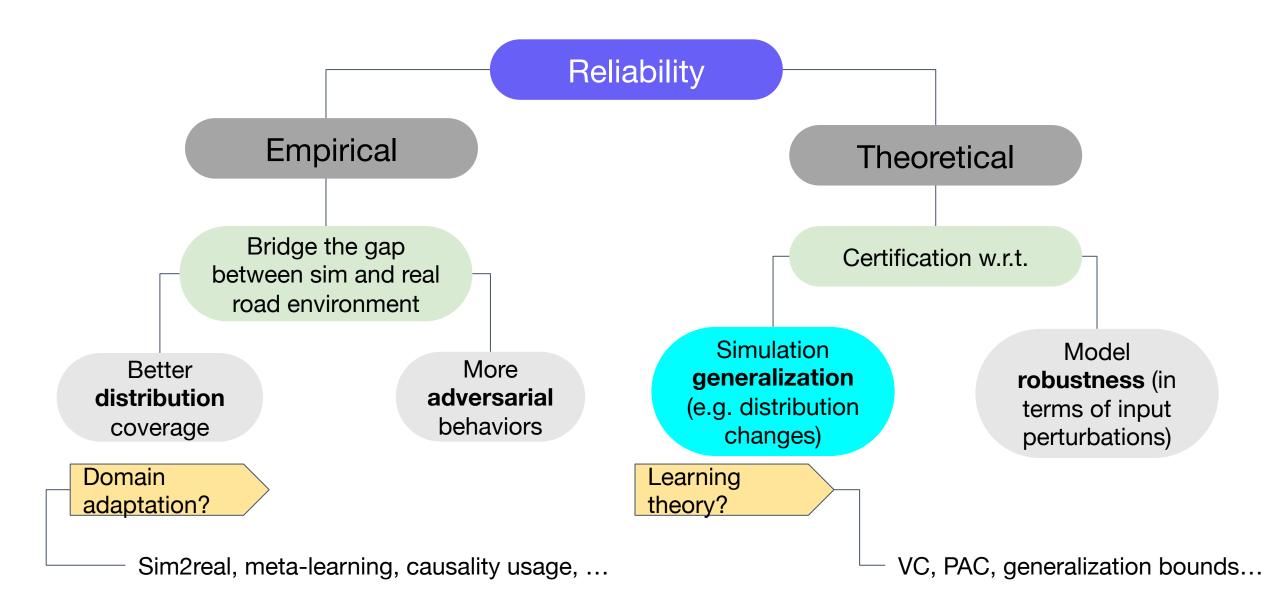
Paperswithcode.com: <u>Domain (distribution) shift</u>

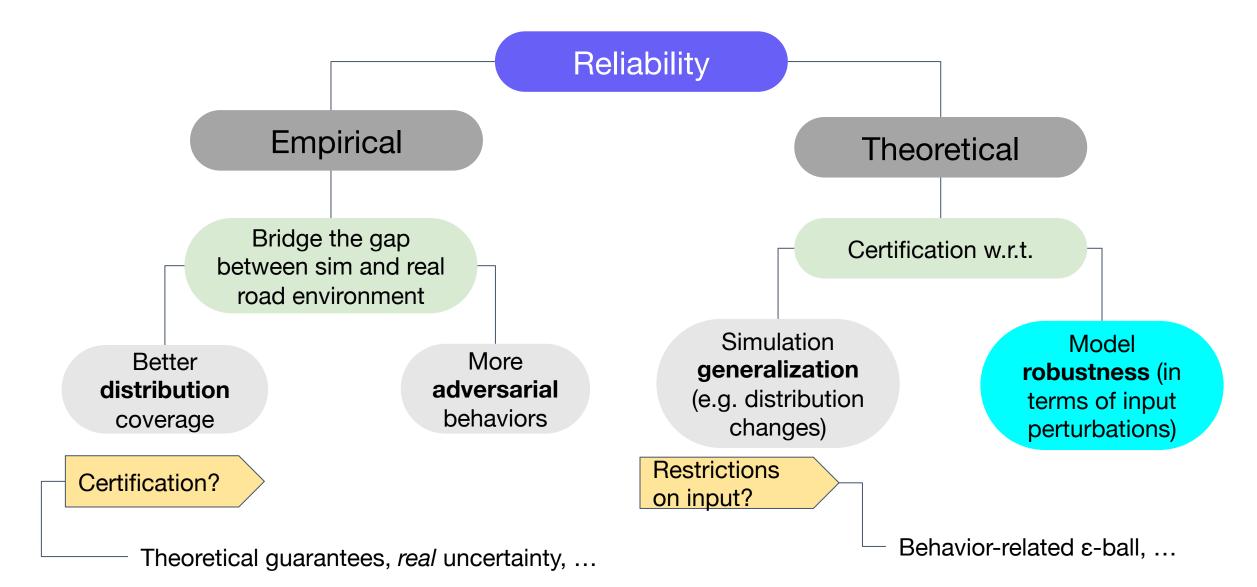
Medium.com: Simulation vs Reality in Marketing











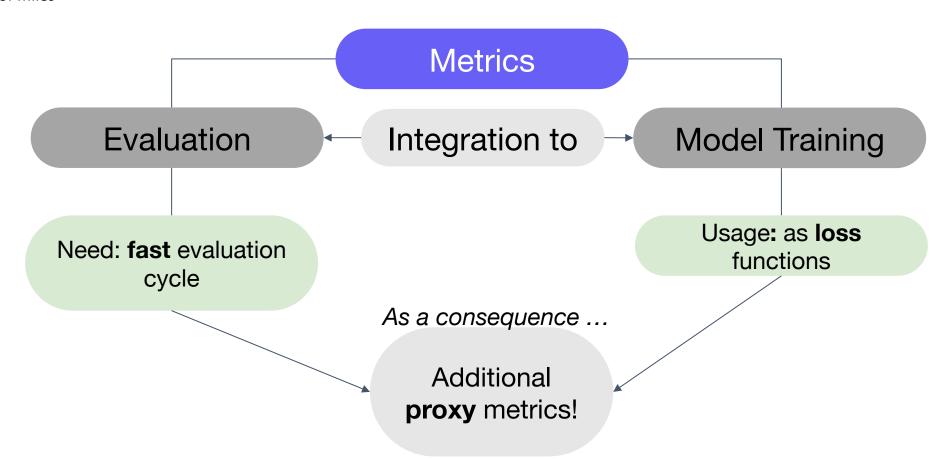
How to ensure the safe & fast development cycle?



Metrics

Common metrics of AV:

- Miles per (critical) disengagement (MPD, MPCD)
- Inverse: number of disengagements per thousand of miles



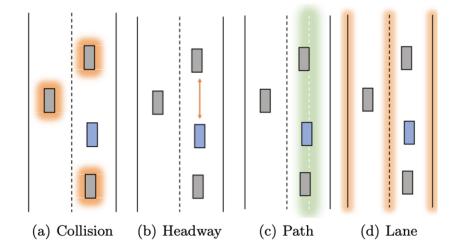
Metrics in the literature

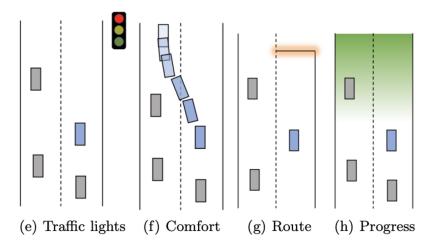
Proxy metrics:

- Time to Collision
- Collision rate
- Off-road rate
- Off-route rate
- L2-based
- Comfort-based
 - Jerk
 - Lateral acceleration
- ...

Metrics:

- Open-loop vs Closed-loop
 - L2-distance is not very important for closed-loop eval
- Eval-only vs Train+eval
 - The earlier to get the signal for the model, the better
- Correlation of MPCD/Disengagements with proxy metrics?
 - What are just regularization metrics for better train / faster eval?



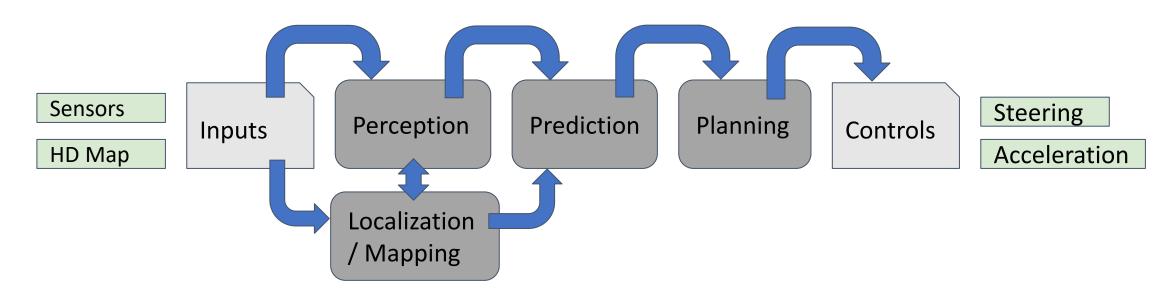


Do we really need to stick to the classical Autonomy Stack?



Stack

Classical modular structure



Each module:

- Has its **own** training / validation **data**
- Can be developed independently

Stack: unification?

Modular system being very useful still has cons:

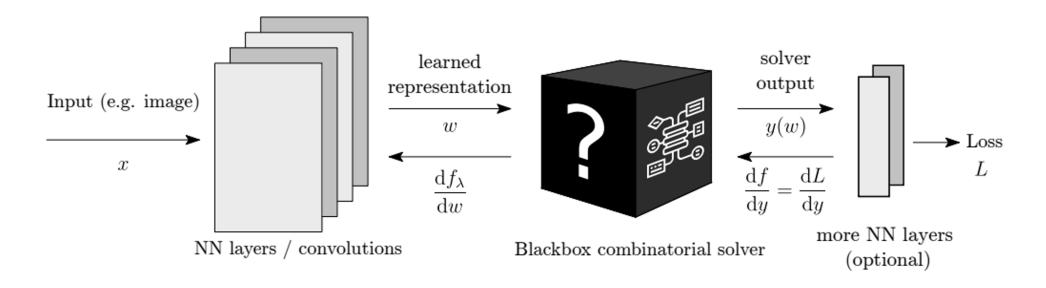
- Sub-optimal optimization and performance
- Hard to propagate uncertainty estimations

Would be helpful:

- To propagate the learning signal through the whole stack
- (Probably) **not to do end2end** approach like *Behavior Cloning* (or even *Imitation Learning*)

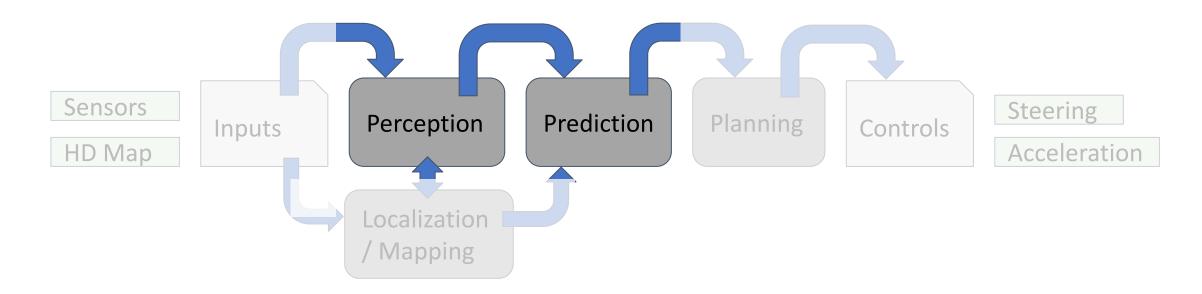
Is it real?

- The "**Theorem of existence**" provides the way to incorporate the non-differentiable modules into the pipeline
 - Although done for some narrow class of tasks



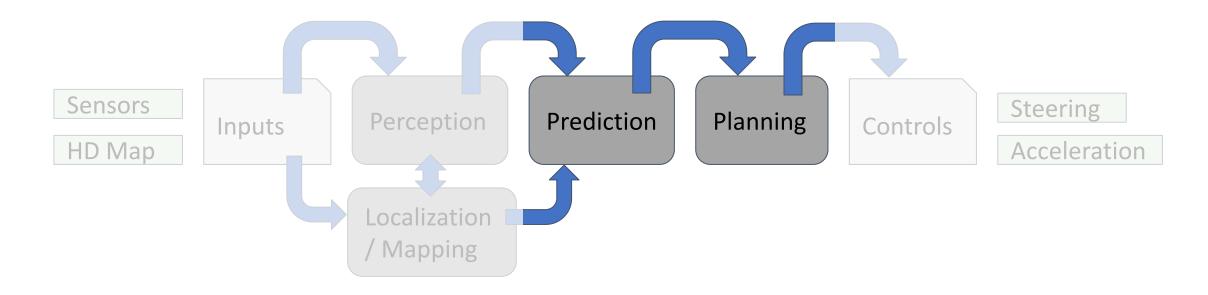
Stack: unification I

Combine: **Perception** + **Prediction**



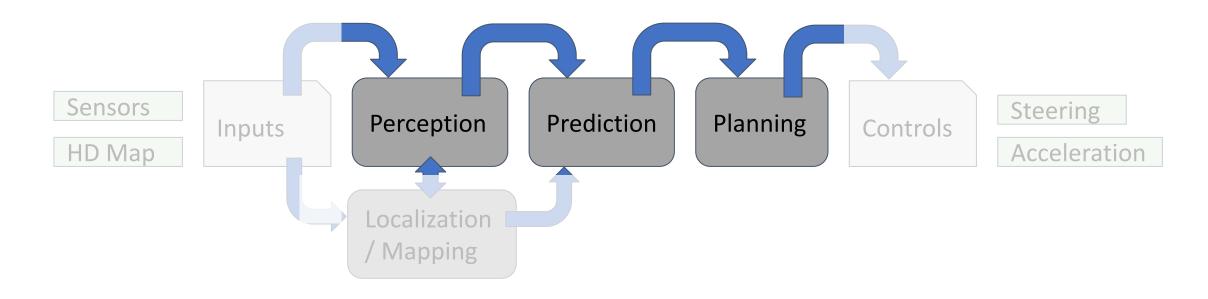
Stack: unification II

Combine: Prediction + Planning



Stack: unification III

Combine: Perception + Prediction + Planning

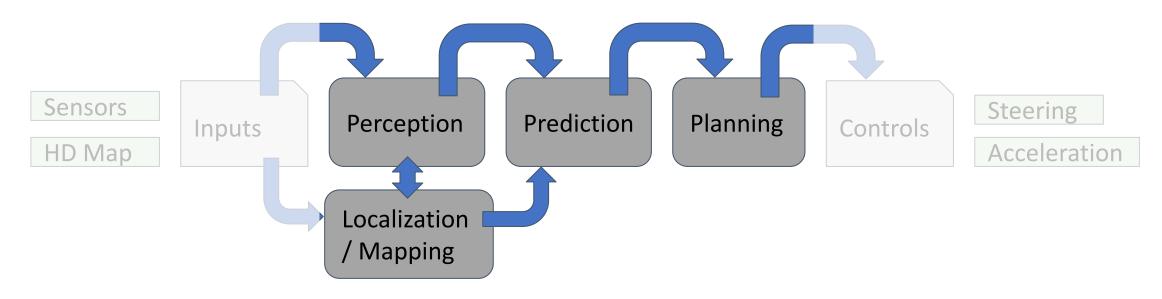


Sadat, Abbas, et al. "Perceive, predict, and plan: Safe motion planning through interpretable semantic representations." 2020.

Stack: unification IV

Combine: Mapping + Perception + Prediction

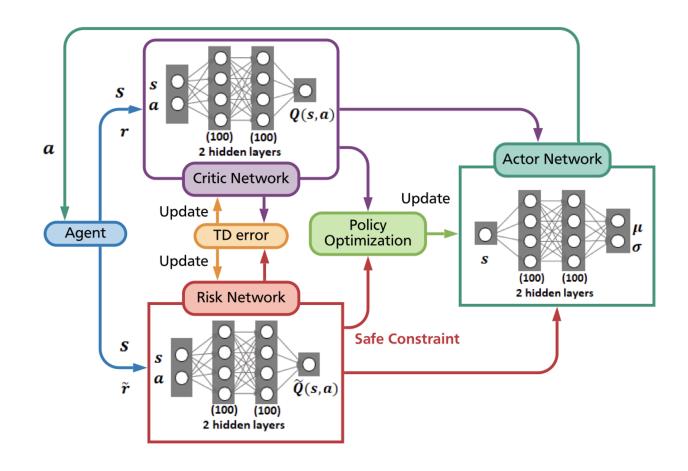
+ Planning



Stack and RL

Reinforcement Learning can be added for some of the modules combination

- Naturally integrates planning
- State defines the amount of input information (and the combination of modules as well)



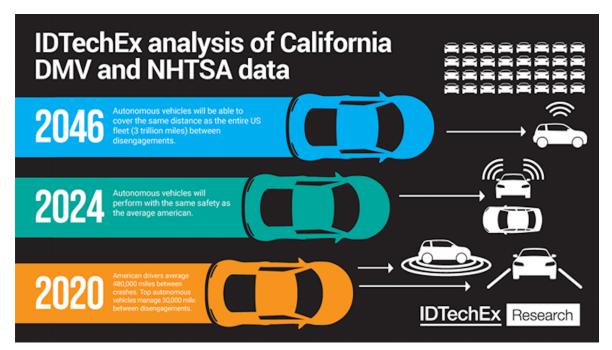
Intermediate Takeaways

- → Hard to use common AV metrics for research
- → Current closed-loop evaluation is still imperfect
- Need to understand what are discrepancies w.r.t. the real environments (distribution shift) and how to certify the current results (analytical guarantee)
- Eventually the technological approach can be much (or even completely) different from the classical one

Bright Future

Great **change** of paradigm:

- 1. Be as a human driver:
 - N years?
- 2. Be **much better** as a human driver:
 - ∘ Is it really a jump of $N \rightarrow NN$ years?



Source: <u>IDTechEx</u>

Do we have the clear understanding / roadmap for introducing high Automation levels?



Levels of Automation













No

Automation

Driver **Assistance**

Partial

Automation

Conditional **Automation**

3

High Automation

The vehicle is capable of performing all driving functions under certain conditions. The driver may have the option

Full **Automation**

Zero autonomy; the driver performs all driving tasks.

Vehicle is controlled by the driver, but some driving assist features may be included in the vehicle design.

Vehicle has combined automated functions, like acceleration and steering, but the driver must remain engaged with the driving task and monitor the environment at all times.

Driver is a necessity, but is not required to monitor the environment. The driver must be ready to take control of the vehicle at all times with notice.

The vehicle is capable of performing all driving functions under all conditions. The driver may have the option to to control the vehicle. control the vehicle.













Conditional Automation

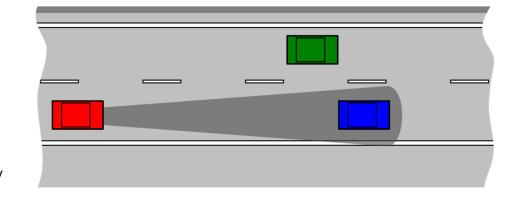
Q: how to make **notice** for driver *in advance*? Is it **realistically** doable and useful?

Problem:

- Example: collision avoidance signal¹
- Time of human reaction: 1-2 seconds²
- **False** positives avoidance **vs true** positives coverage

W/ and w/o waiting for the human feedback:

- Automatic Emergency Braking
- Pros: greatly reduces rear-end collisions (by 40-50%)
- Cons: still not ideal (have *hundreds per year* accidents caused by drivers placing too much confidence in automatic brakes)



- 0.7 sec -- about as fast as it gets
- 1.0 sec -- old standard
- 1.5 sec -- common use
- 2.0 sec -- common use
- 2.3 sec -- AVERAGE
- 2.5 sec -- used in a few states
- 3.0 sec -- NSC and UK Standard

Driver reaction times

High vs Full Automation

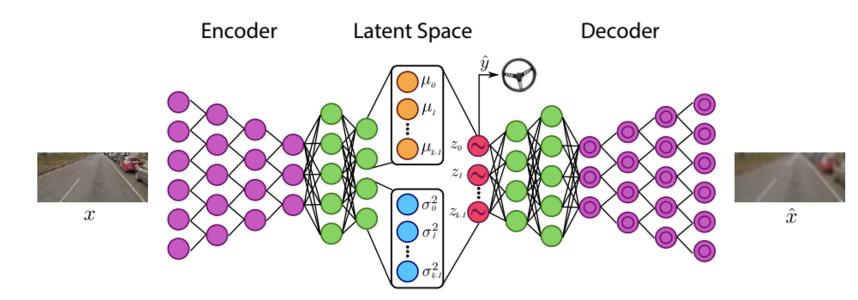
Q: how to understand that we are **in** or **out** of our "**certain** conditions"?

Problem:

- need to understand the input distribution
 shift
- need to understand it for every single module inside the Autonomy Stack (e.g., Perception, Prediction, Planning, etc)

Possible **solution**:

- (Variational) Autoencoders1
- Cons: How to behave if *OOD/Anomaly* (see "Conditional Automation")?



Full Automation

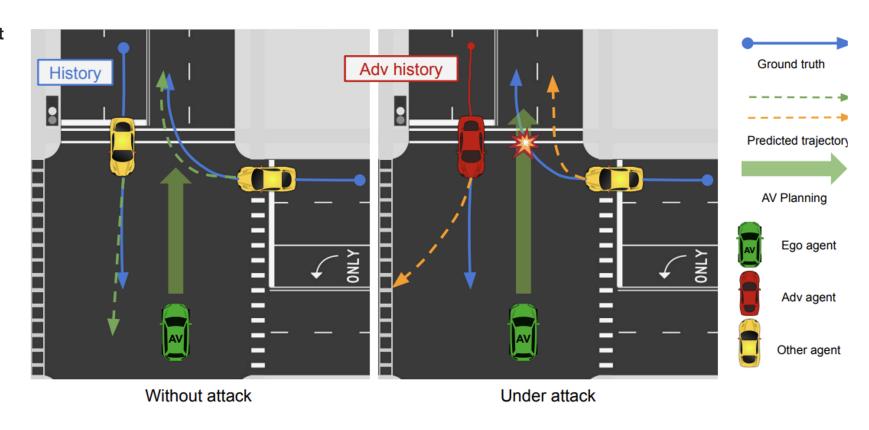
Q: how to make the model **working** for **all input** (even weird) conditions?

Problem:

- **known unknowns**: specific adversarial RL agents for the specifically designed scenario
- **unknown unknowns**: some physically plausible input providing "bad" outputs (e.g., collisions)

Possible **solutions**:

- Adversarial RL agents
- Cons: *limited* by scenario generation and RL engine capabilities
- Backpropagation¹ w.r.t. Input
- Cons: full-stack usually *hardly* backpropagatable, constraints on Input



What could be the development stepping stones for reaching the self-driving?



Differentiability

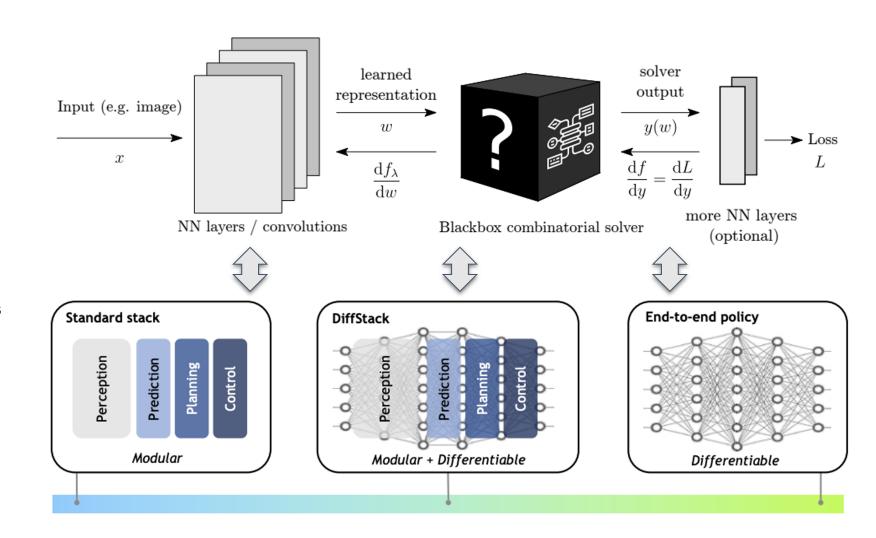
Q: how to propagate the learning signal (and uncertainty estimations) through the whole stack?

Problem:

- avoid end2end approach like Behavior
 Cloning
- **re-use** the existing modules and *expert* knowledge

Possible solutions:

- Approximation of non-differentiable modules by:
- differentiable wrapping¹
- differentiable approximation²
- Cons:
- constraints on modules inside wrapping
- hard / slow to approximate some existing modules (iLQR, sampling)



Jointness I

Q: how to **ensure consistency** between:

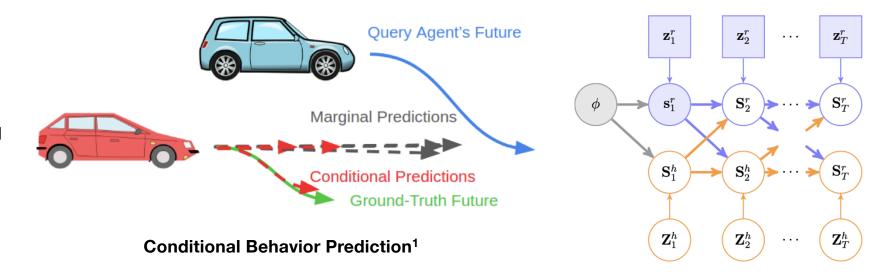
- between prediction and planning,
- different predictions, and how to evaluate it?

Problem:

- feedback loop between the robot future and other road agents futures
- mining of **interactivity** scenes

Possible **solutions**:

- **Heuristically** (e.g., by distance) defining the interactive scenes/agents
- Conditional Behavior Prediction by the **new model input** (robot planned future)
- Conditioning in the autoregressive way



PRECog²

Tolstaya, Ekaterina, et al. "<u>Identifying driver interactions via conditional behavior prediction</u>." 2021 Rhinehart, Nicholas, et al. "<u>Precog: Prediction conditioned on goals in visual multi-agent settings</u>." 2019

Jointness II

Q: how to **ensure consistency** between:

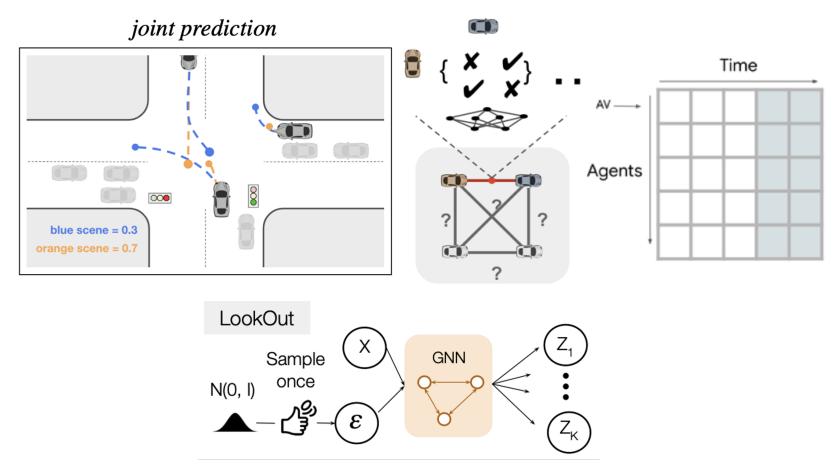
- between prediction and planning,
- different predictions, and how to evaluate it?

Problem:

- working on top of marginals is error-prone
- considering all the combinations of agents leads to a **combinatorial** complexity **explosion**

Possible **solutions**:

- Different mitigations:
- Joint pairwise by message passing¹
- Jointness by **transformer decode**r²
- Jointness by the unified latent³
- These are still mitigations



Luo, Wenjie, et al. "<u>JFP: Joint Future Prediction with Interactive Multi-Agent Modeling for Autonomous Driving</u>." 2023 Ngiam, Jiquan, et al. "<u>Scene Transformer: A unified architecture for predicting multiple agent trajectories</u>." 2021 Cui, Alexander, et al. "<u>Lookout: Diverse multi-future prediction and planning for self-driving</u>." 2021

Jointness III

Q: how to **ensure consistency** between:

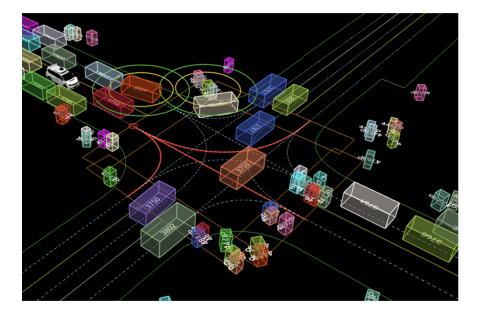
- between prediction and planning,
- different predictions,
 and how to evaluate it?

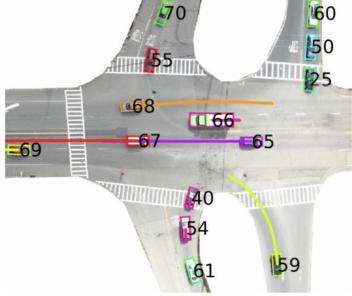
Problem:

- need new joint metrics
- need public datasets and challenges supporting it

Possible **solutions**:

- Scene-level analogs of marginals
- minSADE vs minADE
- Waymo¹ (pairwise joint) and Interaction²
 (pairwise and fully joint conditional) datasets





$$minADE = \frac{1}{l} \sum_{i=1}^{l} \min_{k} ||x_{i}^{k} - x_{i}^{gt}||$$
 $minSADE = \frac{1}{l} \min_{k} \sum_{i=1}^{l} ||x_{scene,i}^{k} - x_{i}^{gt}||$

Ettinger, Scott, et al. "Large scale interactive motion forecasting for autonomous driving: The waymo open motion dataset." 2021 Zhan, Wei, et al. "Interaction dataset: An international, adversarial and cooperative motion dataset in interactive driving scenarios with semantic maps." 2019

RL for AV

Q: how to incorporate Reinforcement Learning (RL) into the Autonomy Stack taking into account safety requirements?

Problem:

- Explicit Planning by RL is unstable / unreliable
- Hard to balance and optimize multiple safety constraints

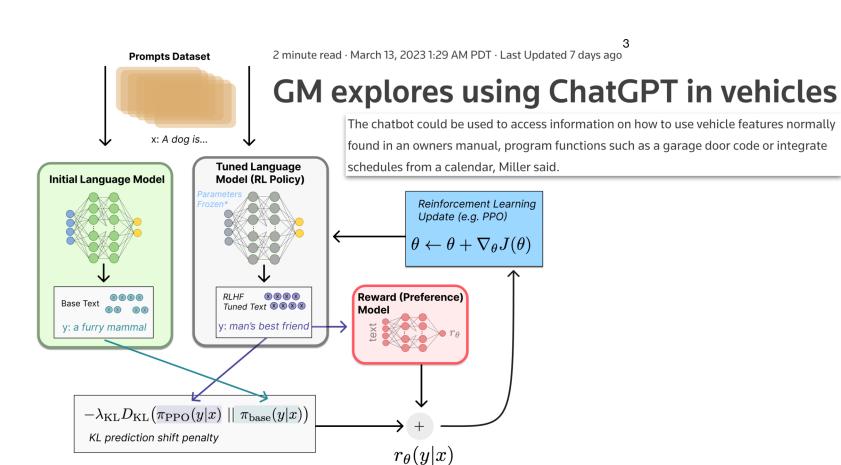
Possible solutions:

- Instead of explicit Planning by RL, fine-tuning by RL rollouts
- Cons: having the good model is a *chicken-egg* problem
- Usage of **Human Preference²** labels (RL from Human Feedback (HF)): ChatGPT¹-like approach
- Cons: 1) absence of a good foundation model for AD; 2) hard to get lots of HF labels for AV
- Still unknown what is the best way to **inject** safety constraints (and is it needed explicitly?)

OpenAI: ChatGPT

Hugginface: RL from HF

Reuters: GM explores using ChatGPT in vehicles



How to evaluate our progress being engineers?



Evaluation

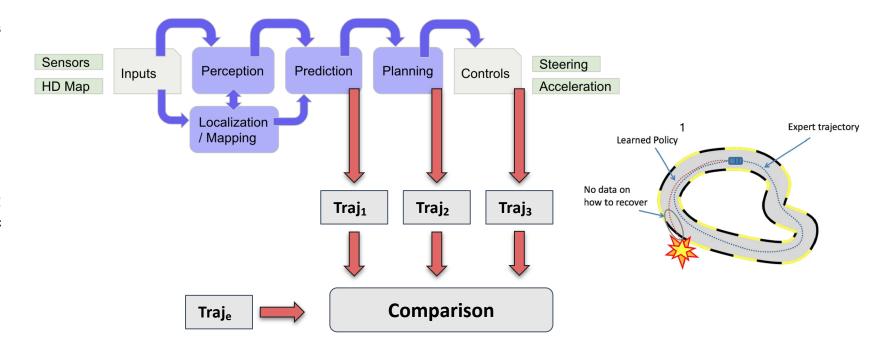
Q: how to make the evaluation process be **less costly** and **faster**?

Problem:

- how (metrics) and where (modular vs end2end) to evaluate?
- need in **submodular** eval?

Possible **solutions**:

- End2end comparison with the human expert
- Cons: it is only Imitation Learning-like metric
- Submodular comparison with the human expert
- Cons: need to produce the robot trajectory as soon as possible
- Necessity vs sufficiency



Medium: Imitation Learning, 2019

Conclusion

- → Formal Automation Levels definition are not clarifying the possible approaches to reach them
- Stepping stones towards the full self-driving are reasonable but not set in stone
- Consistency in a model output is going to be a trend; but need deeper support from datasets/metrics/challenges
- → Evaluation is painful
- → "ADGPT" to the rescue?

Links

- Introduction: Autonomy: Introduction of ML for High School
- Part I: Autonomy Challenges (presentation, video)
- Part II: Autonomy: Open Questions

Thank you!