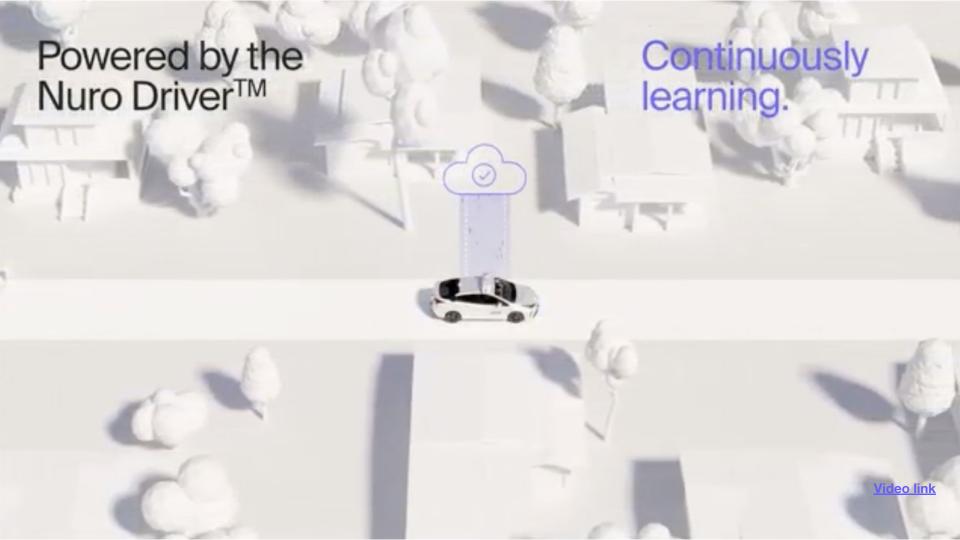


Nuro is on a mission to better everyday life through robotics.





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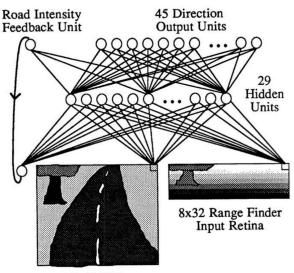
*Mentioned in the alphabetical order And former colleagues!

Content

01	Two worlds of Trajectory Generation
02	CIMRL
03	Integration with Closed-loop Sim
04	Results and Examples
05	Limitations and Conclusion



Imitation Learning



30x32 Video Input Retina

Figure 1: ALVINN Architecture

"NN can accurately drive the Ego Vehicle at a speed of 1/2 mps along a 400 m path through a wooded area under sunny fall conditions."

- Behavior Cloning from 1988 (!)

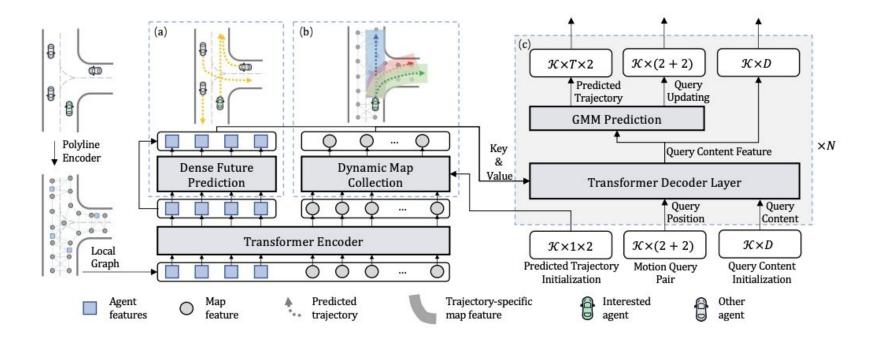




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Imitation Learning

SotA Prediction model: Motion TRansformer (MTR and MTR++) from 2022-2023



Shi, Shaoshuai, et al. "Motion transformer with global intention localization and local movement refinement." 2022. Shi, Shaoshuai, et al. "MTR++: Multi-agent motion prediction with symmetric scene modeling and guided intention querying." 2023.



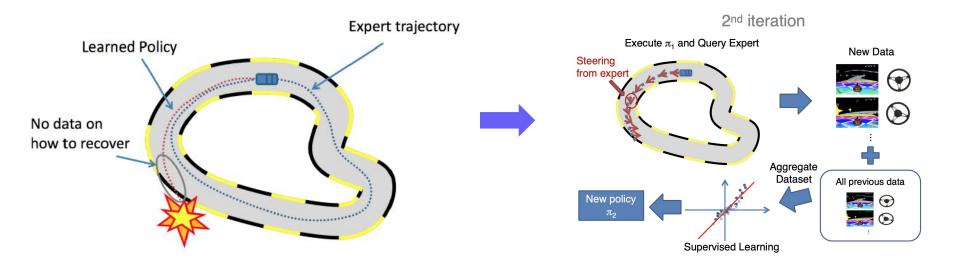
Imitation Learning

Pros:

→ Simple constructive algorithm scaling with data

Cons:

- → Hard to stay "in distribution" (error quickly accumulates)
- → Can be mitigated by Dataset Aggregation (DAgger) approach



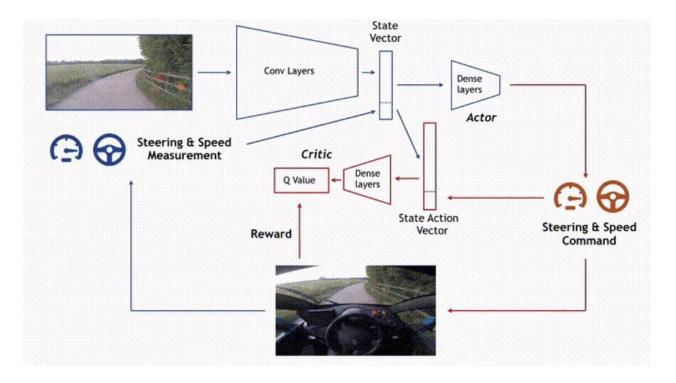
Ross, Stéphane, Geoffrey Gordon, and Drew Bagnell. "A reduction of imitation learning and structured prediction to no-regret online learning." 2011.



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Reinforcement Learning

Online, off-policy RL (DDPG) from 2018



Kendall, Alex, et al. "Learning to drive in a day." 2018.



Reinforcement Learning

Pros:

- Adaptable to unseen scenarios
- Reasoning beyond imitation (hypothetical roll-outs)

Cons:

- → Hard to define rewards (human-like behavior)
- Need reliable infrastructure for reliable estimation at scale



IL+RL

Status Quo:

- Very good imitation-based models (for Prediction, Planning)
- → Models can be of different nature (ML-based, heuristic-based, simple geometric roll-outs, LLM-based for high-level reasoning, etc)
- → RL policies need to deal with either discretization of the action space or with approximations of the policy gradients

What if:

- We will re-use the imitation-based existing models, but
- → Use RL algorithm to select from multiple IL generators

Plus:

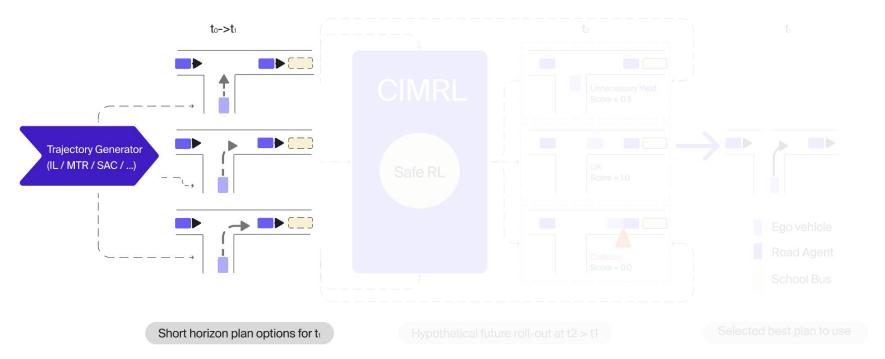
We can concentrate on safety by doing hypothetical future roll-outs and remove / downvote dangerous plans, and provide behavior realism from IL





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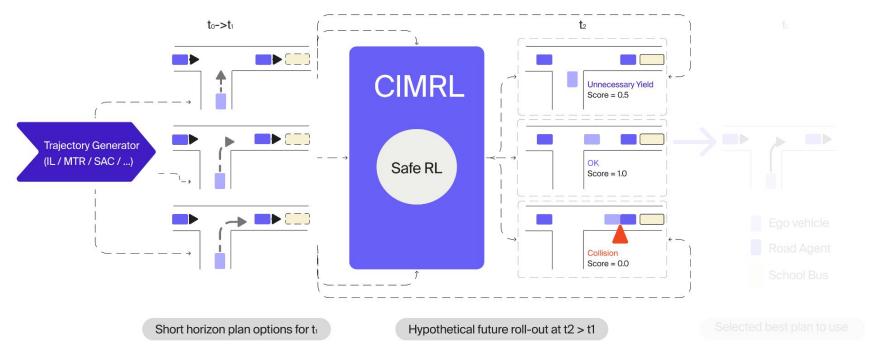
CIMRL: Combining IMitation and Reinforcement Learning



Booher, Jonathan, et al. "CIMRL: Combining IMitation and Reinforcement Learning for Safe Autonomous Driving." 2024.



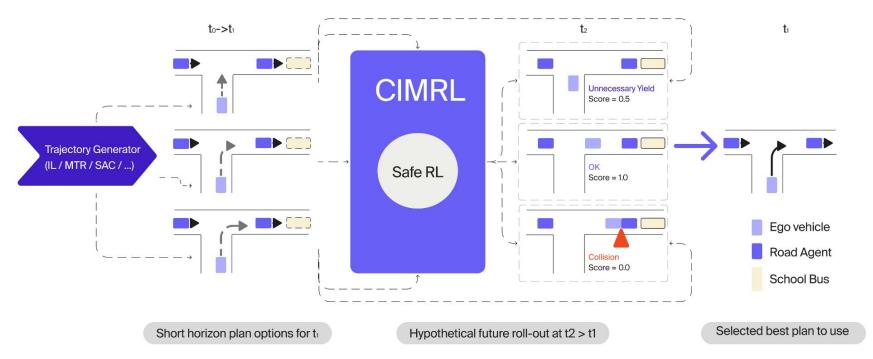
CIMRL: Combining IMitation and Reinforcement Learning



Booher, Jonathan, et al. "CIMRL: Combining IMitation and Reinforcement Learning for Safe Autonomous Driving." 2024.



CIMRL: Combining IMitation and Reinforcement Learning



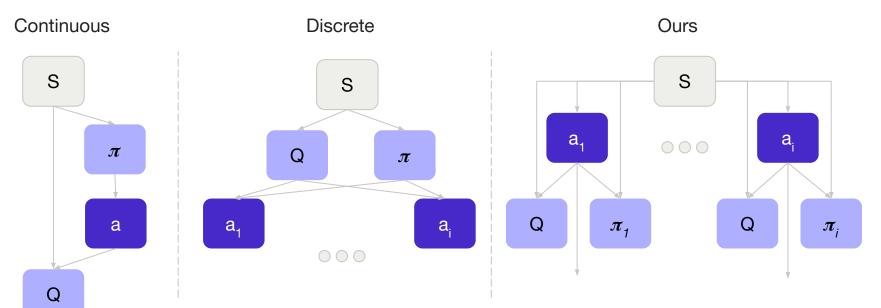
Booher, Jonathan, et al. "CIMRL: Combining IMitation and Reinforcement Learning for Safe Autonomous Driving." 2024.



CIMRL: Scoring

One more (:wink:) combination of:

- → Continuous Action Space: able to provide the scoring for literally any planned trajectory
- → **Discrete** Action Space: able to provide the correct probability distribution on top of any finite set of traject



Haarnoja, Tuomas, et al. "Soft actor-critic: Off-policy maximum entropy deep reinforcement learning with a stochastic actor." 2018.

Christodoulou, Petros. "Soft actor-critic for discrete action settings." 2019.



CIMRL: Advantages

Scalability

→ Benefits from a lot of data which is directly improving IL-based methods

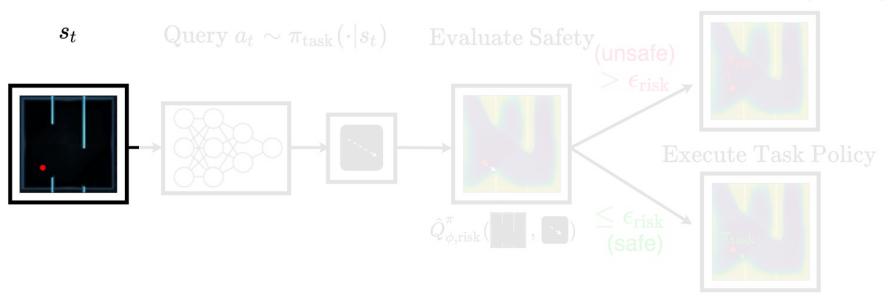
Flexibility

- → Can be used as a framework for incorporating literally any Prediction or Planning model
- → We can also incorporate the scores from those models as well!



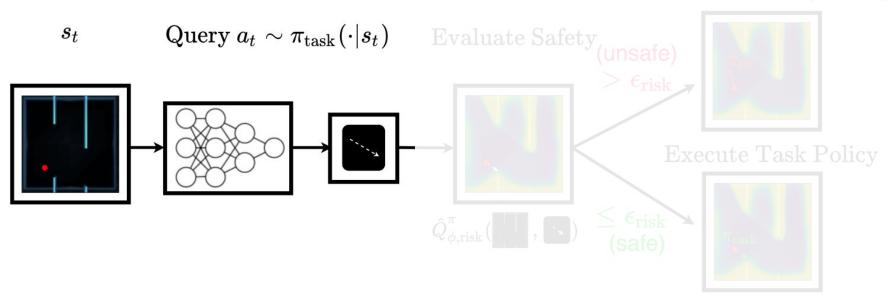


Execute Recovery Policy



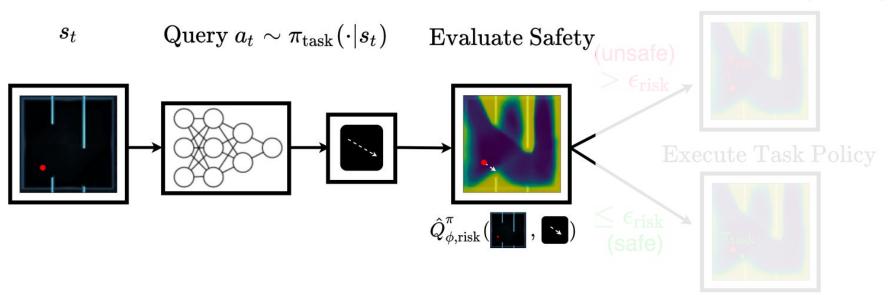


Execute Recovery Policy



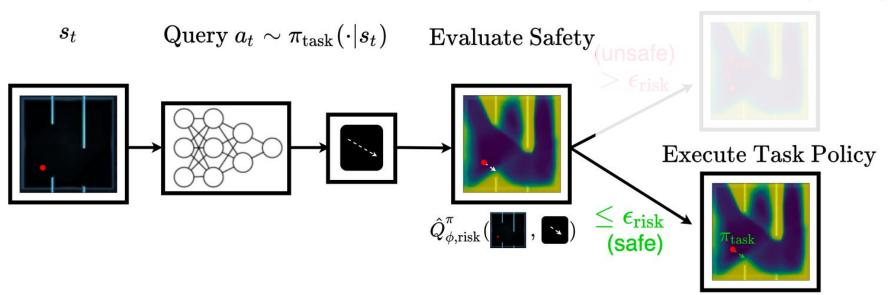


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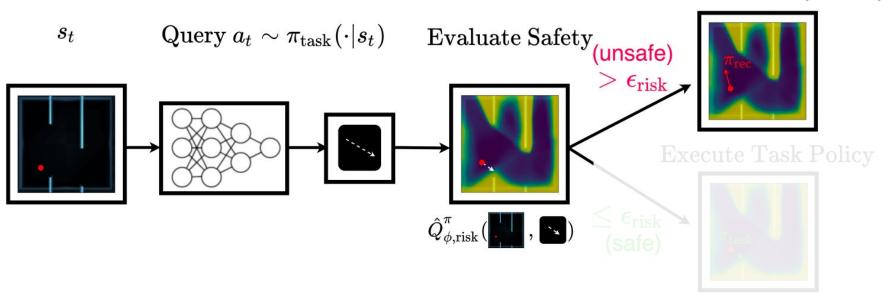


Execute Recovery Policy



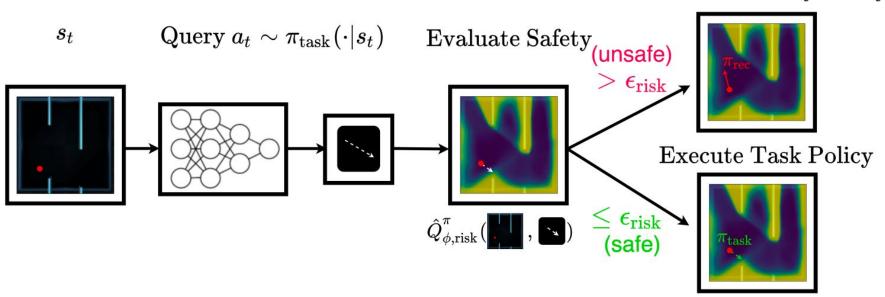


Execute Recovery Policy

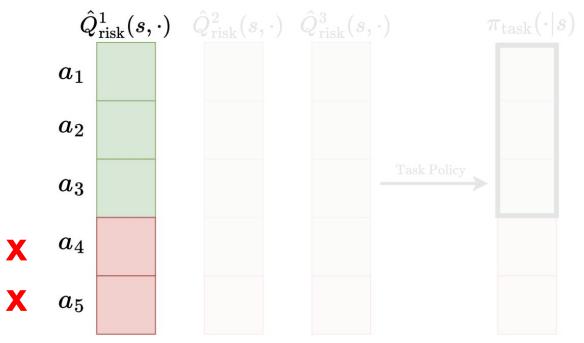




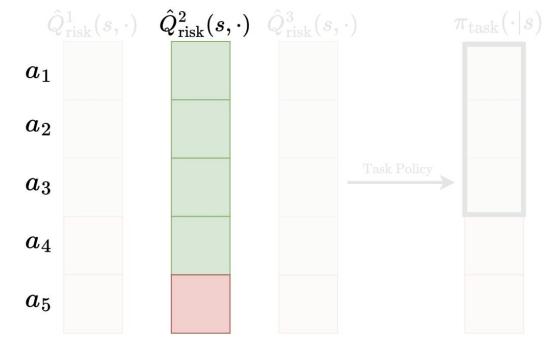
Execute Recovery Policy



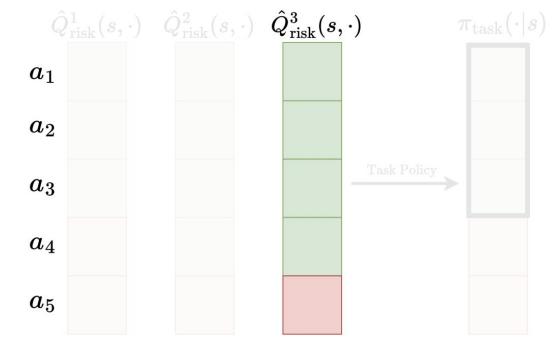






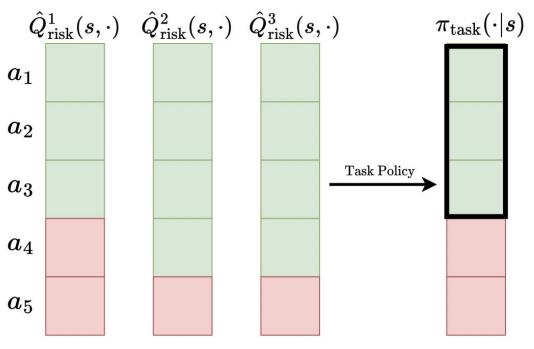




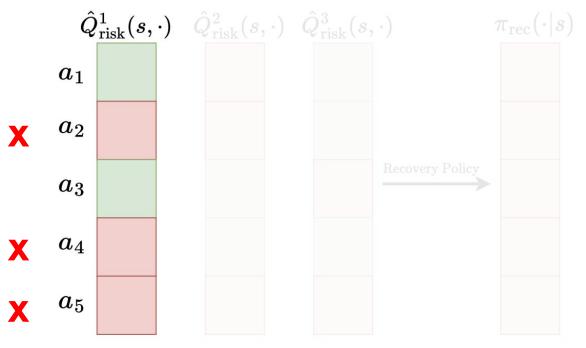




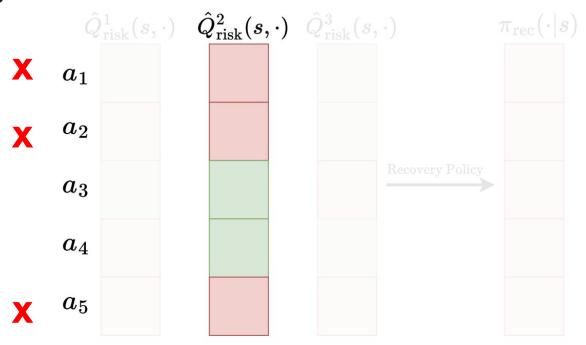
If there exist safe actions then sample from re-normalized task policy.



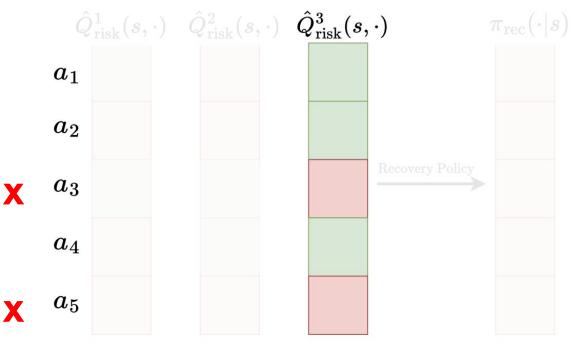






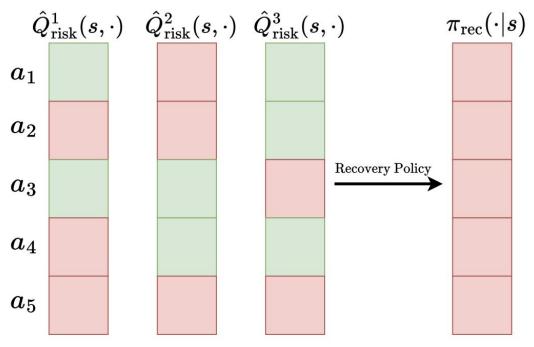




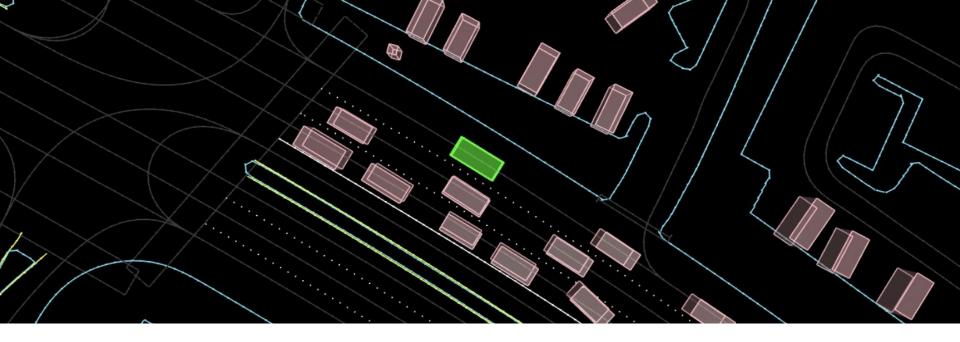




Otherwise sample from recovery policy







CIMRL

Closed-Loop Simulator

Waymax:

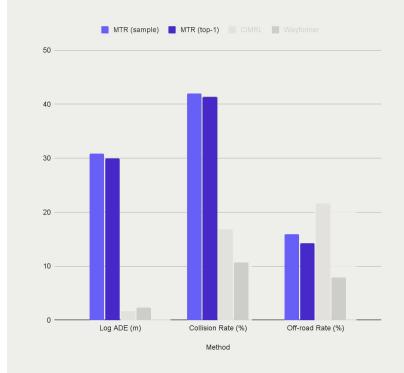
- → Can be used for training
- → Data-driven
- → TPU / GPU support



Closed-Loop Results: Waymax

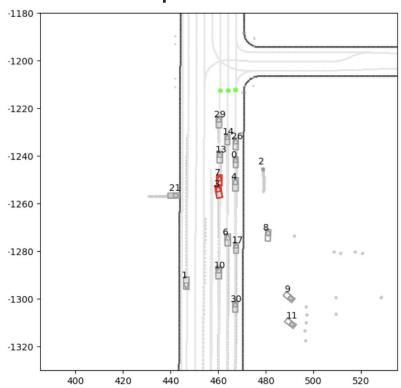
- → Kinematic Feasibility: pretty meaningless for any Prediction-based method
- → Route progress ratio: do not have the access to route info (sdc_path)

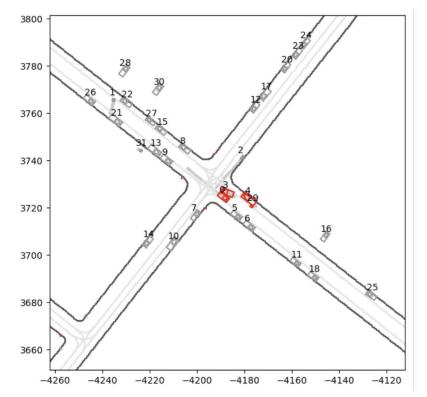
Using Waymax: No Sim Agents, Delta Action Space





Open-Loop model in Closed-Loop



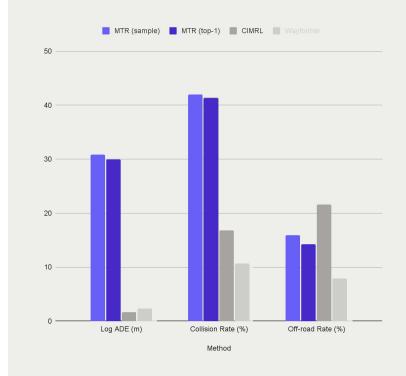




Closed-Loop Results: Waymax

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Using Waymax: No Sim Agents, Delta Action Space

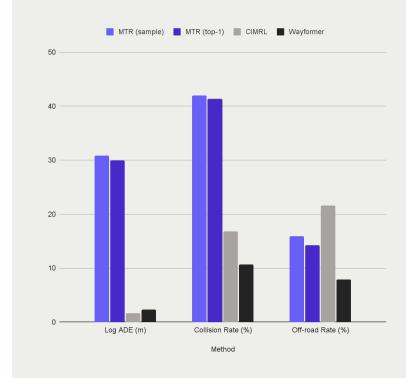




Closed-Loop Results: Waymax

Wayformer has the access to route info :)

Using Waymax: No Sim Agents, Delta Action Space

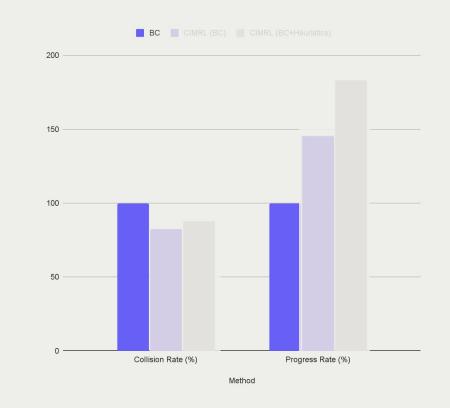




Closed-Loop Results: In-house

- → Challenging interactive in-house scenes where log pose divergence is usually inevitable
- → Route progress ratio: makes sense
- → Log ADE: doesn't

Using Internal data and Sim (Log replay)

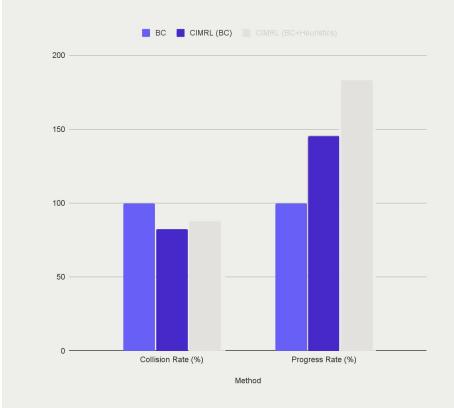




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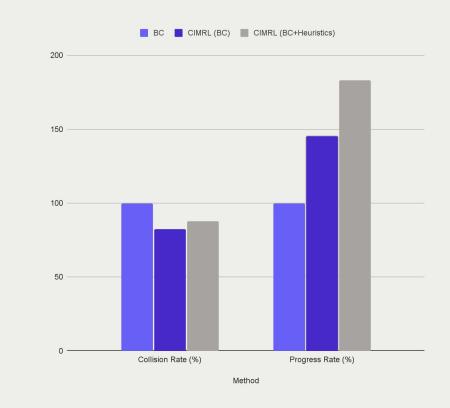




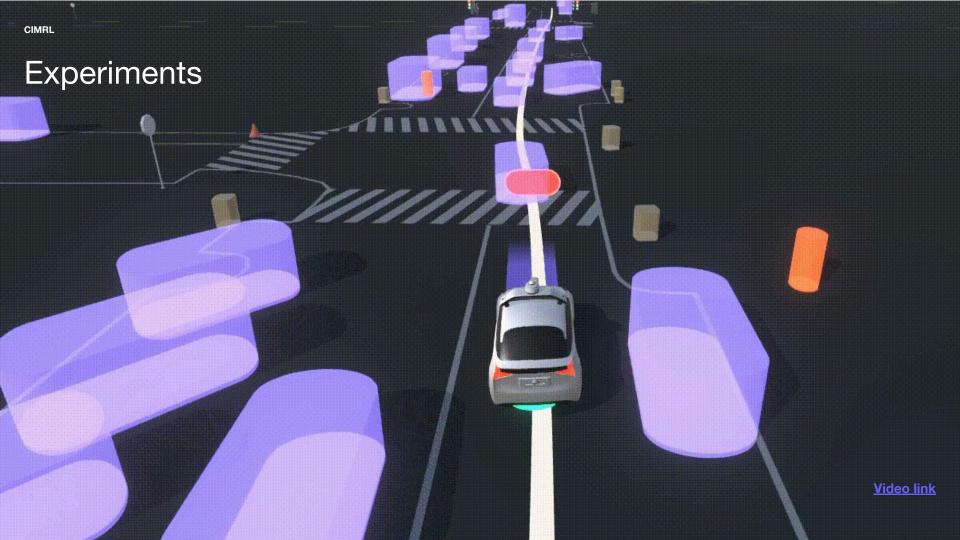
Closed-Loop Results: In-house

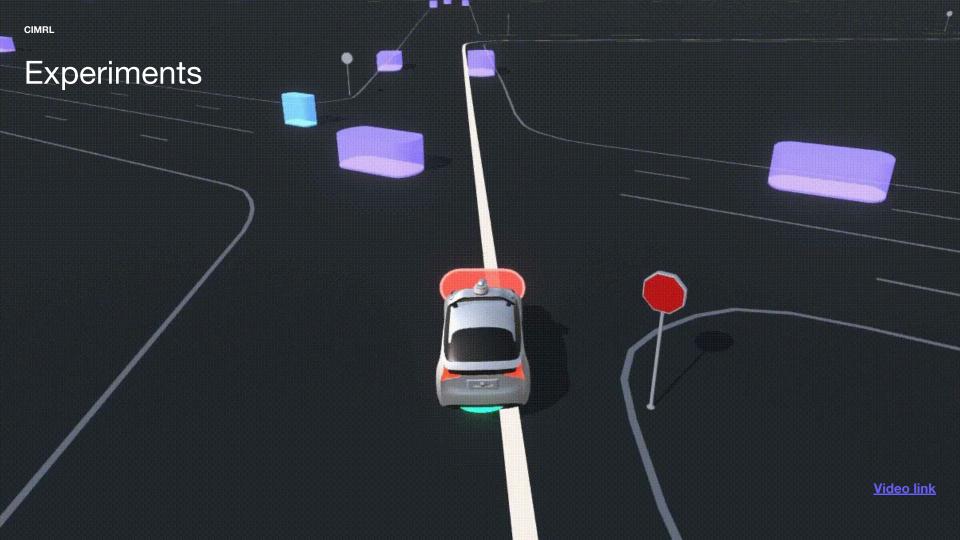
- → Challenging interactive in-house scenes where log pose divergence is usually inevitable
- → Route progress ratio: makes sense
- → Log ADE: doesn't

Using Internal data and Sim (Log replay)









CIMRL: Limitations

... And still dependent on the quality of the underlying ego plan generation procedure.

(01)

Reward definition is not straightforward (but *mitigatable*)

02

Rare sparse events are challenging to learn (i.e. *collisions*) esp. for advanced planners

(03)

Sample inefficient – takes many simulation steps to learn (huge state-action space)



Conclusions

(01)

CIMRL is really scalable and flexible framework of combining approaches

(02)

Learning selection provides long-horizon reasoning

03

There is no such a thing as "too much safety":(





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