

Autonomous Driving

Introduction, Technologies, and the Planning Problem



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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

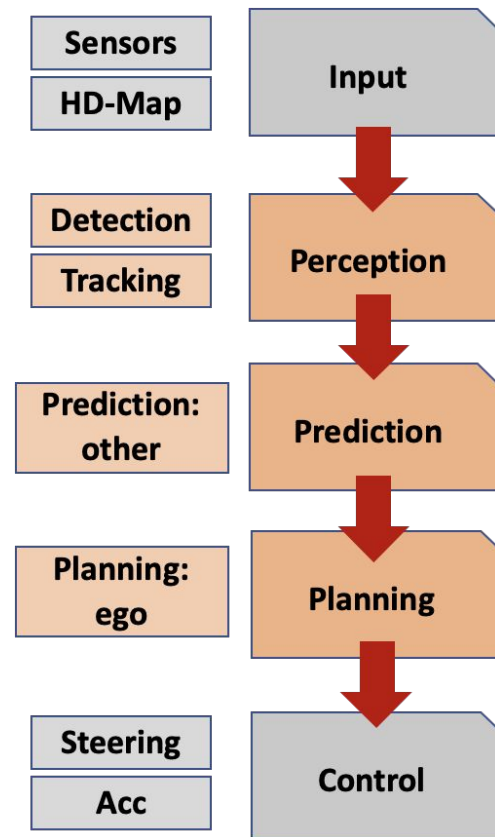


Image [source](#)

Safety of SDV and other agents on the road is crucial

AD: Classical ML Stack of Technologies

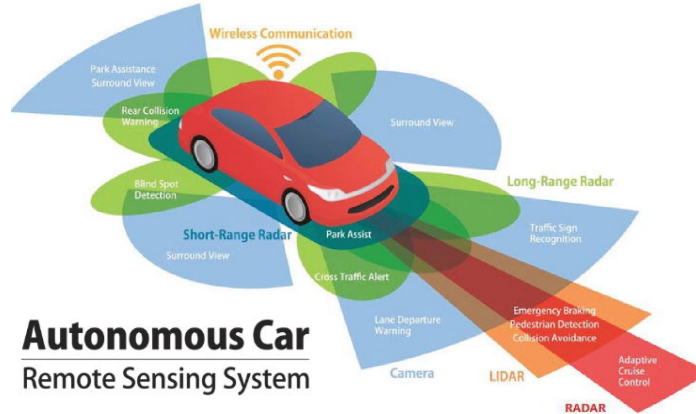
- The main **software** parts are the so-called **P³**:
 - Perception, Prediction and Planning
- **Hardware** parts:
 - Input: Sensors
 - Output: Control (steering, acceleration)
- High-Definition Map as the helper
 - **HD-Map** contains info about the road



SDV: Sensors

- Various **sensors** are used:

- LIDAR
- Radar
- Ultrasonic
- Cameras (x N)

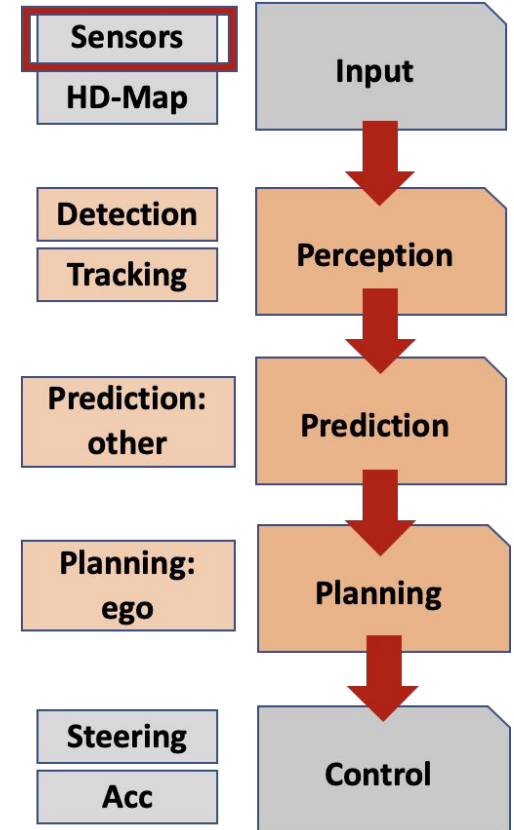


Autonomous Car
Remote Sensing System

Image [source](#)

- 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

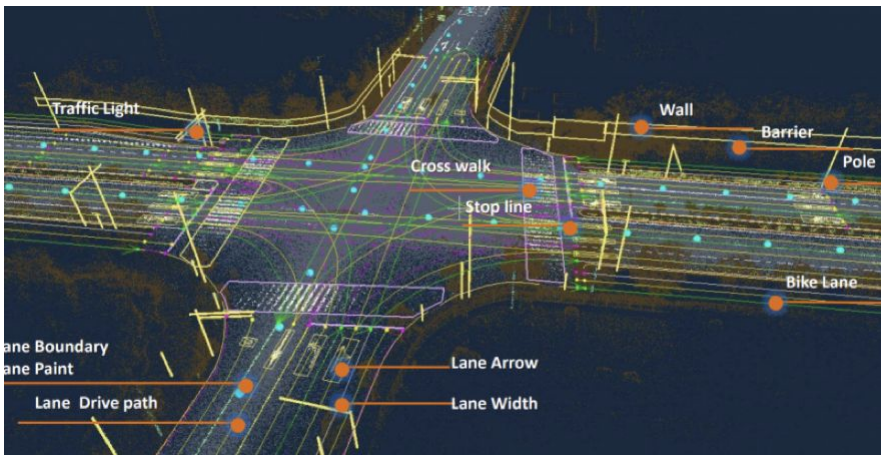
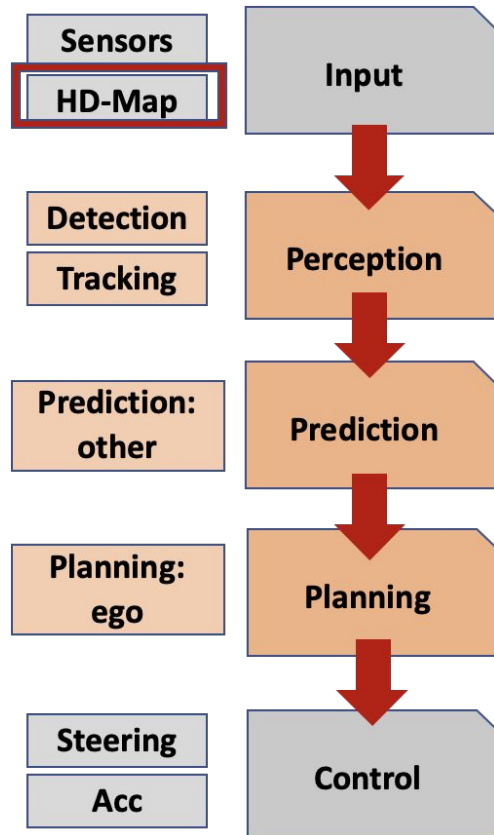


Image [source](#)



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

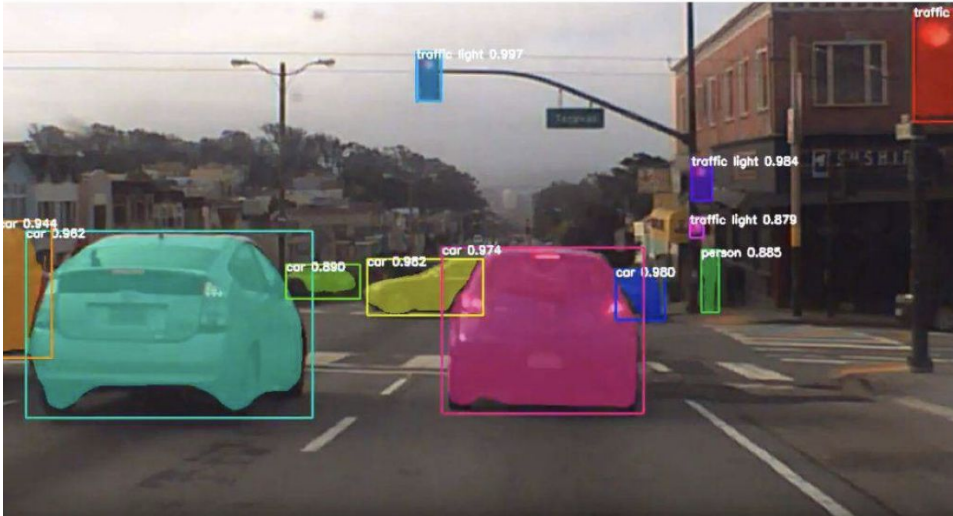
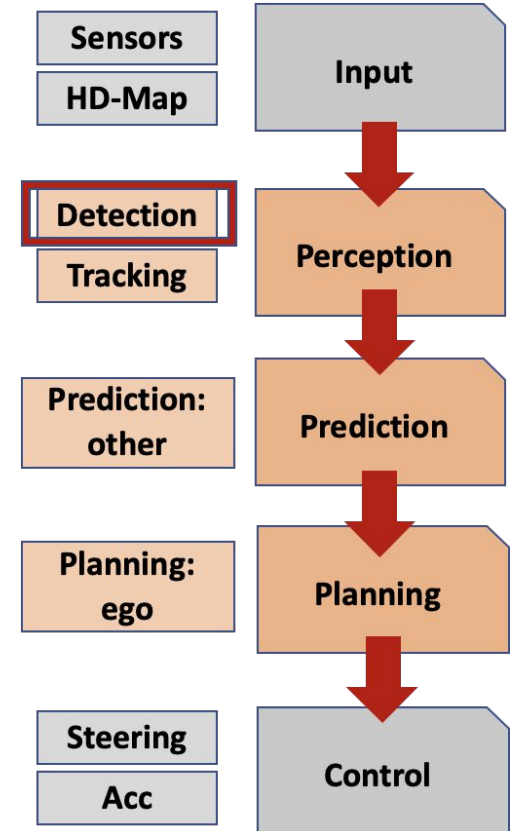


Image [source](#)



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

KITTI 2011_09_29_drive_0004

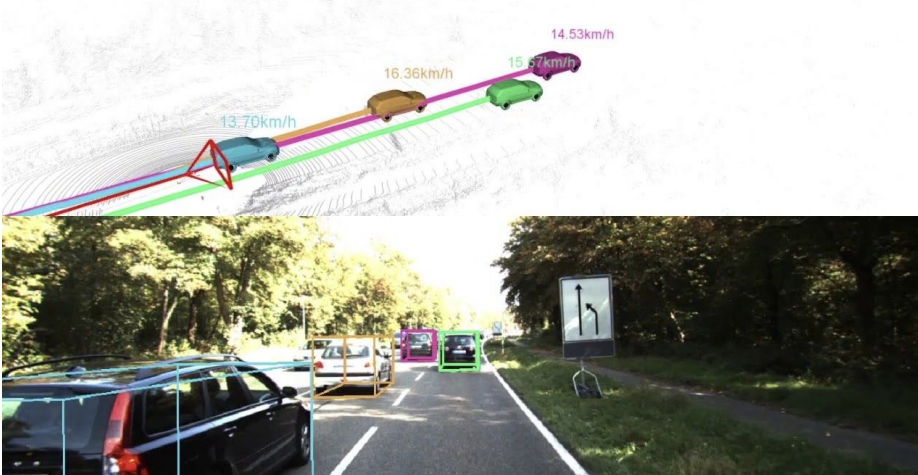
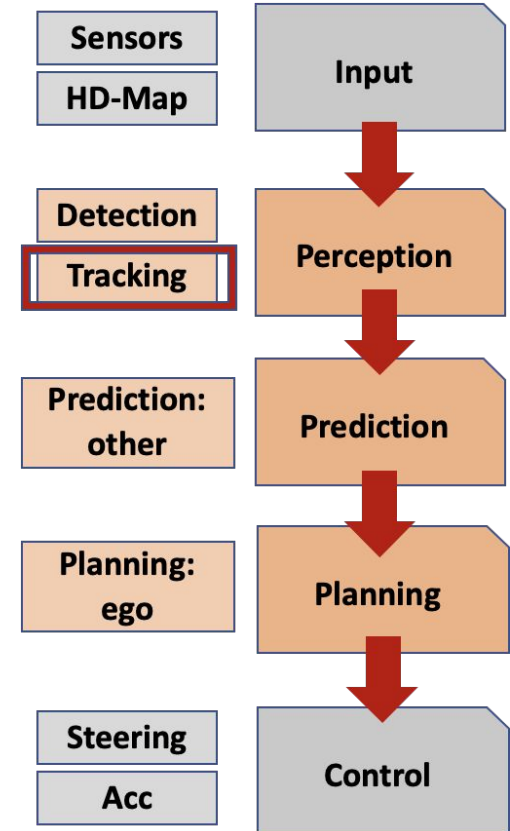


Image [source](#)



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

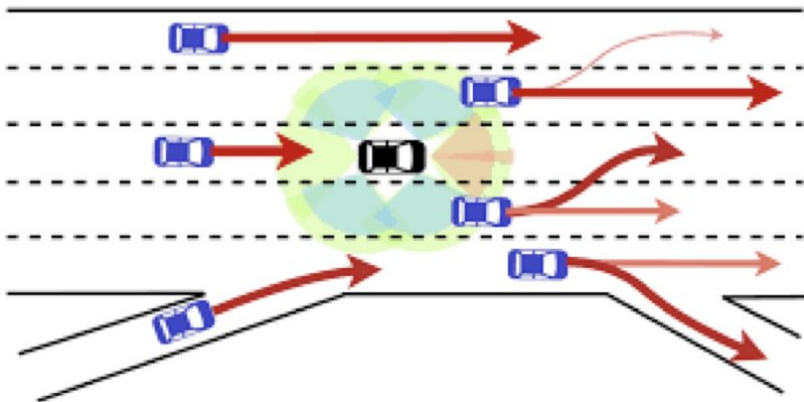
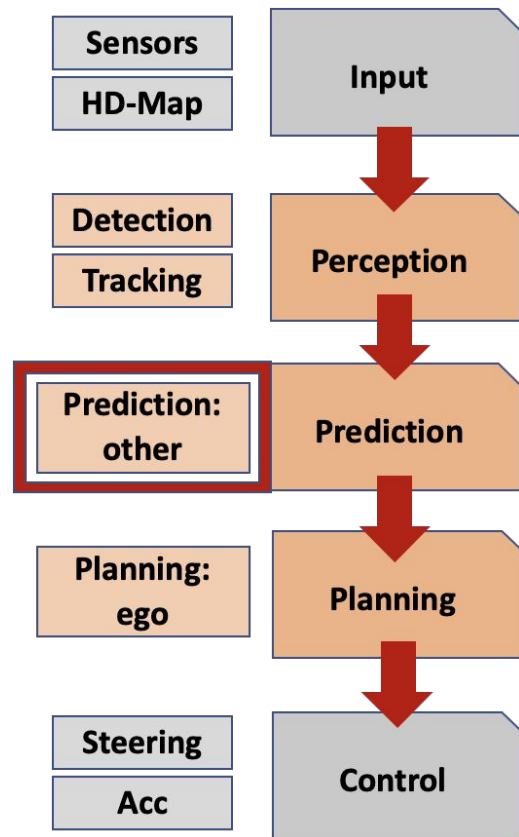


Image [source](#)



AD: Planning

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

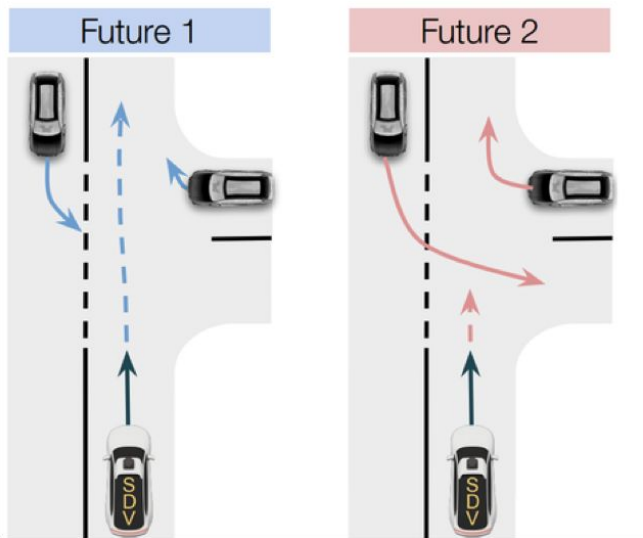
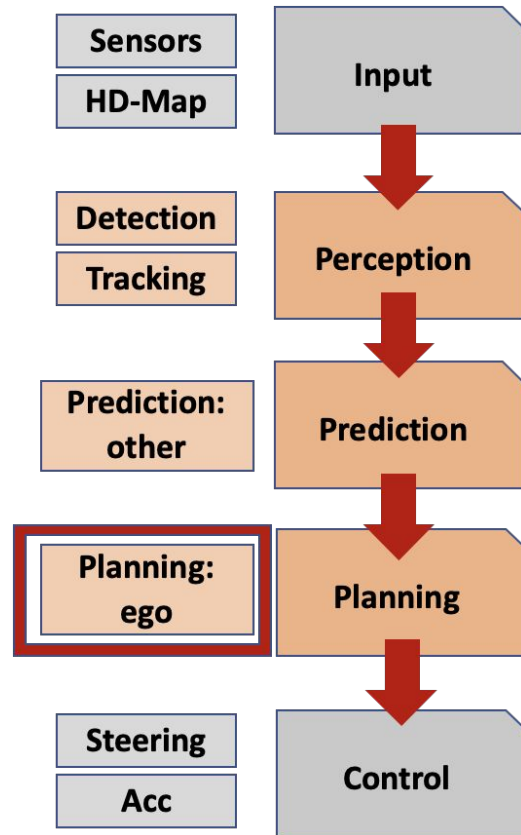


Image [source](#)



SDV: Control

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

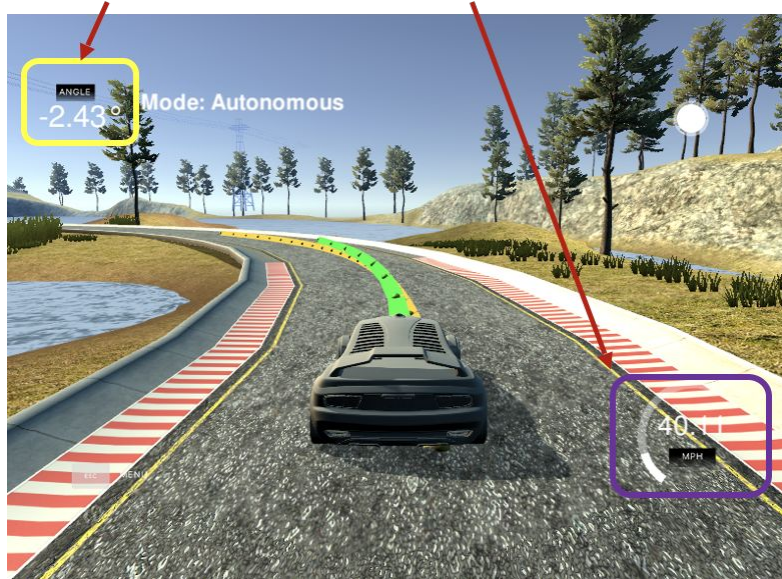
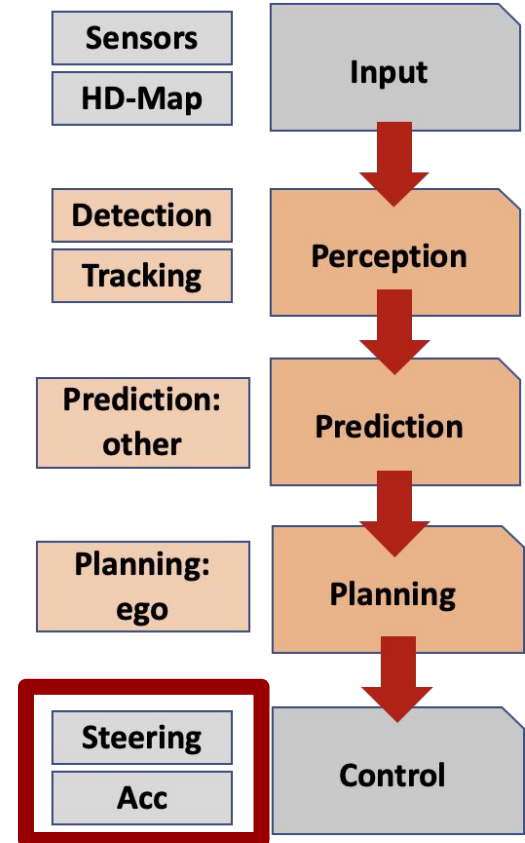


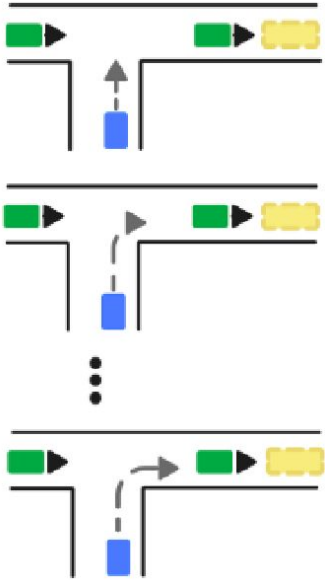
Image [source](#)

- Problems:**
 - Dynamic and kinematic limitations

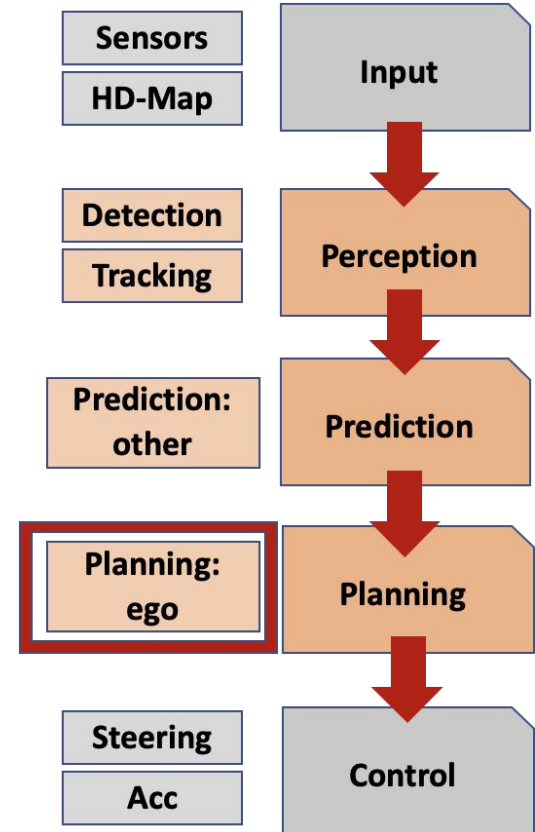


How to choose the right plan?

- Need a scorer!

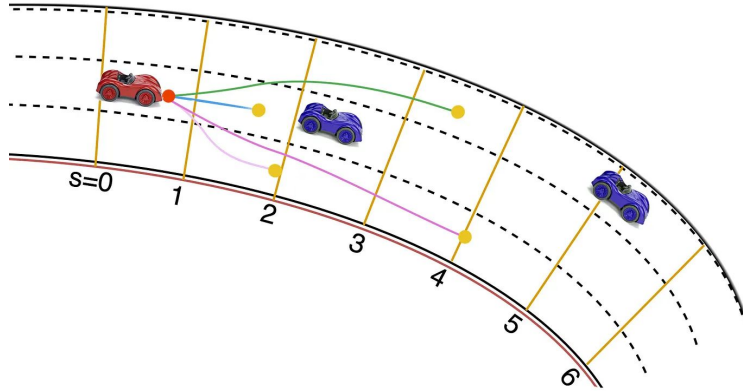


?

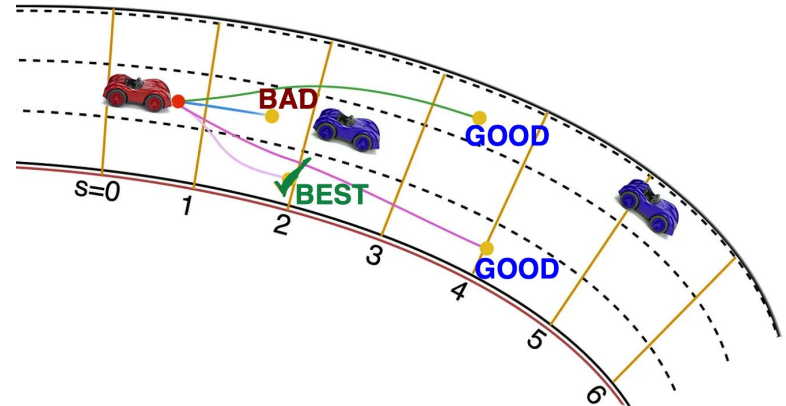


Plan Generation vs Plan Selection

Generation



Selection



Plan Generation vs Plan Selection (Image [source](#))

Let's **combine** two worlds!

Imitation Learning

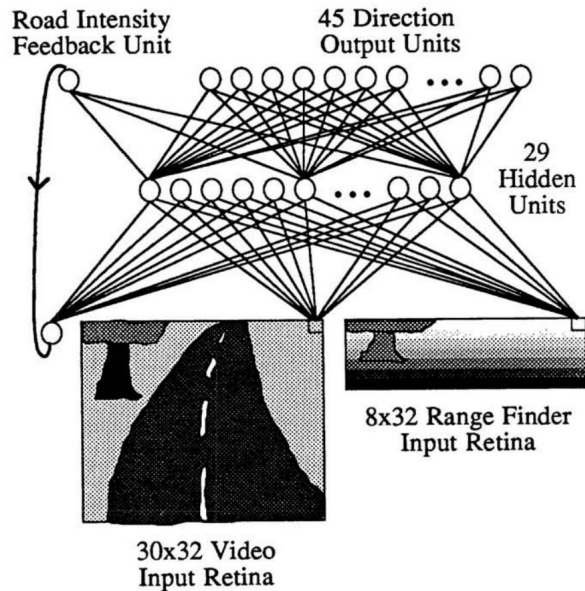


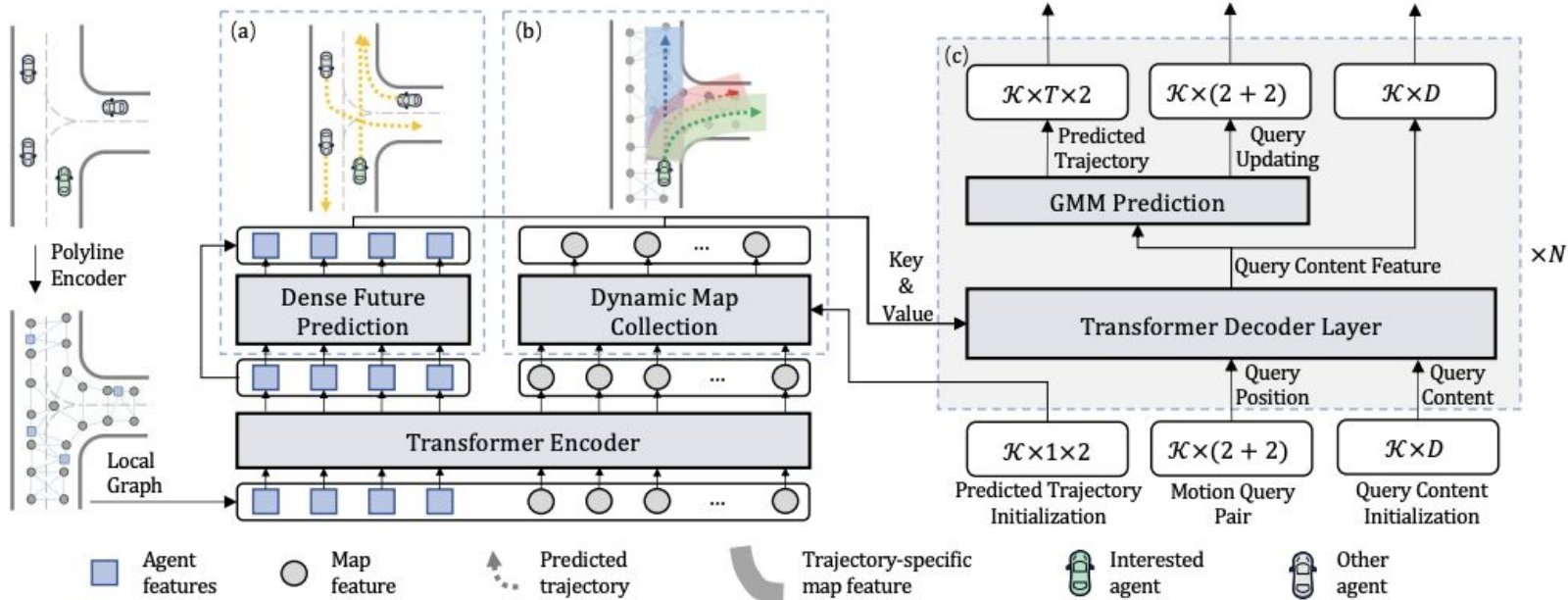
Figure 1: ALVINN Architecture

“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 (!)

Imitation Learning

SotA Prediction model:
Motion Transformer (MTR and MTR++)



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.

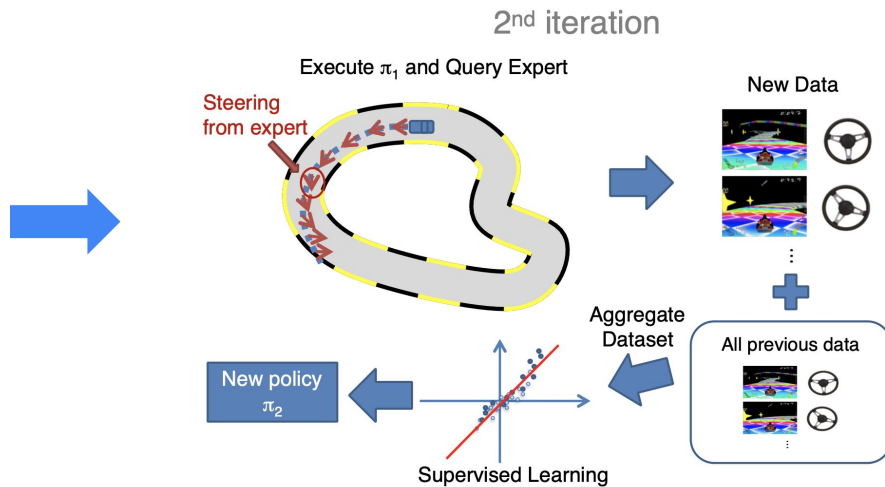
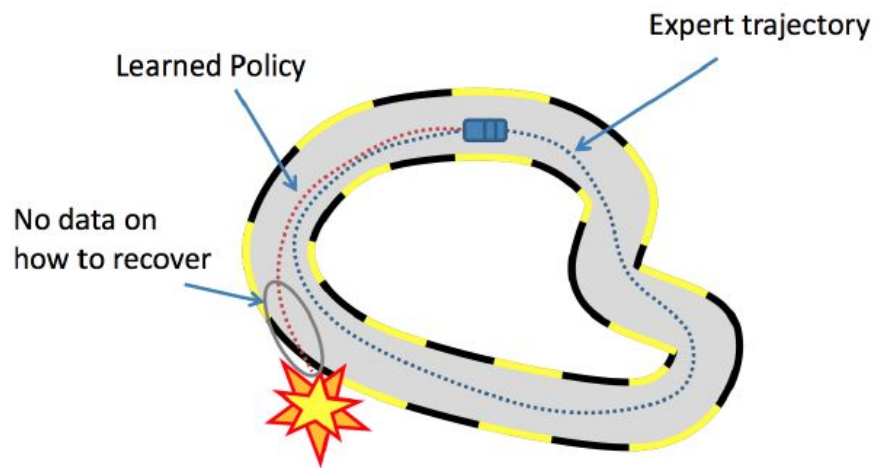
Imitation Learning

Pros:

- Simple constructive algorithm scaling with data

Cons:

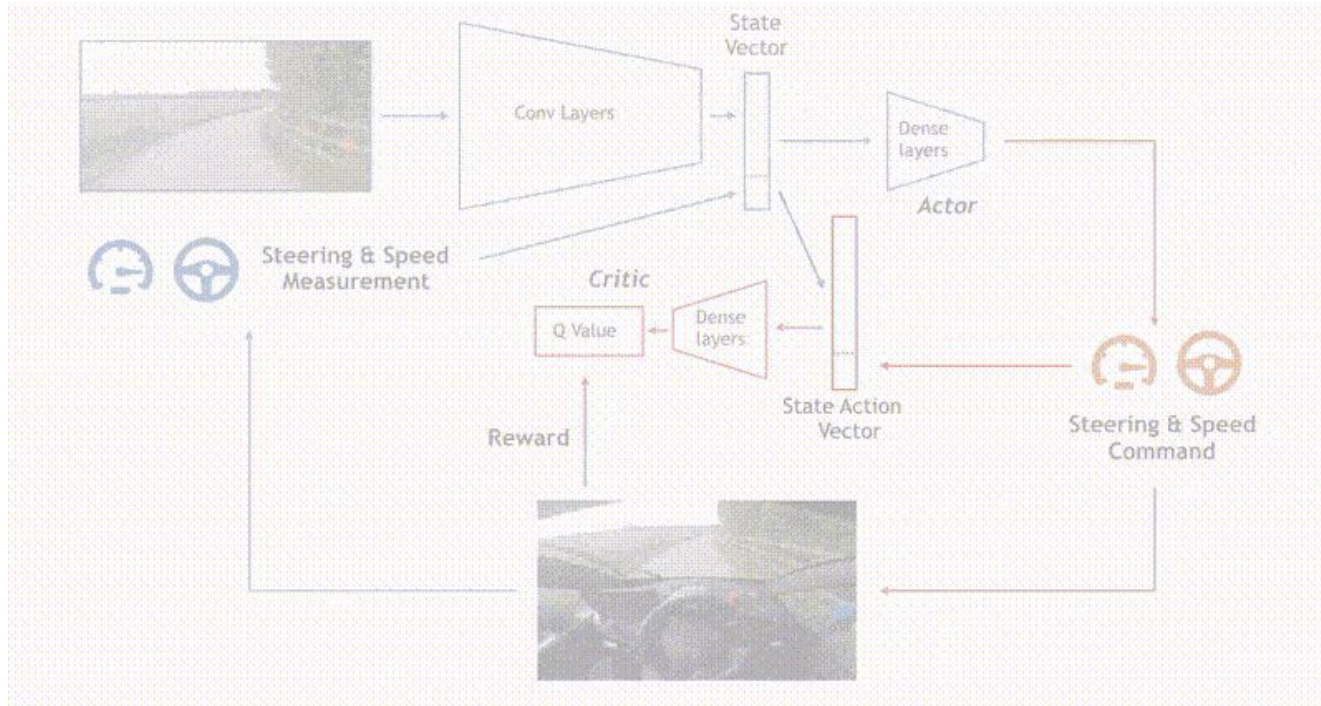
- Hard to stay "in distribution" (error quickly accumulates)
- Can be mitigated by Dataset Aggregation (DAgger) approach



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

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:

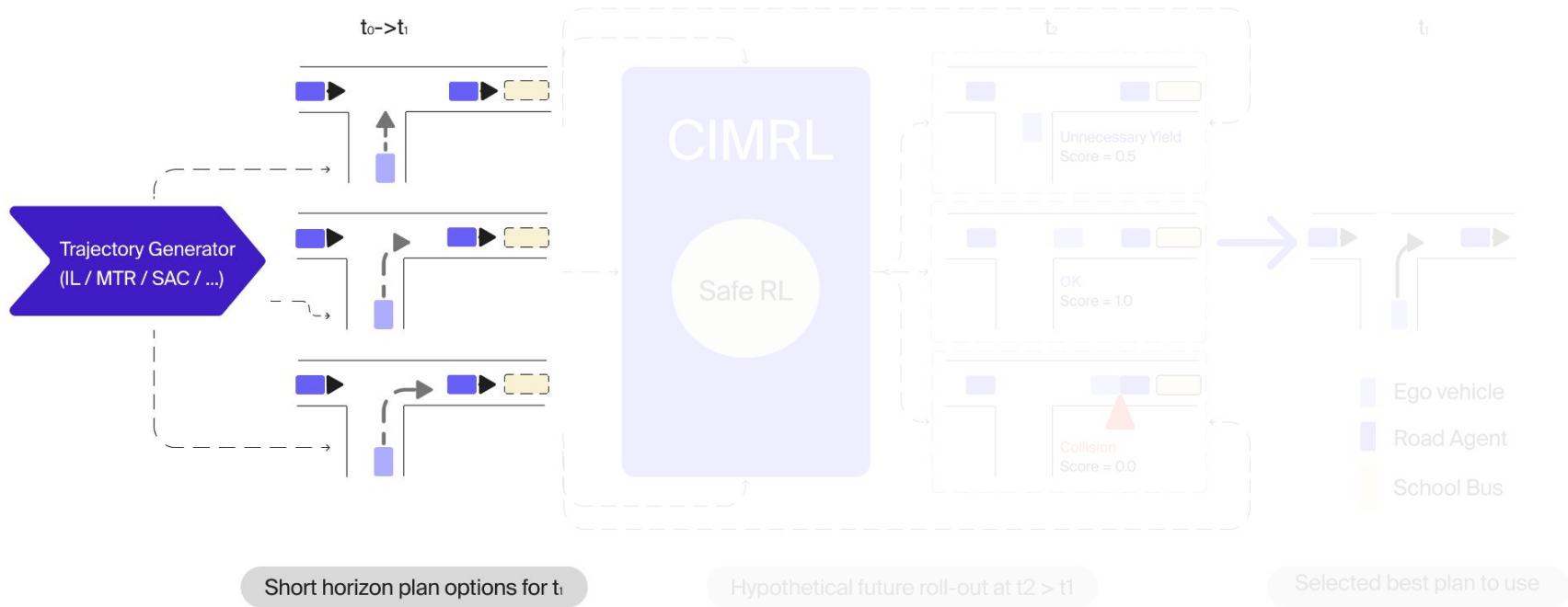
- We will re-use the imitation-based existing models, but
- Use RL algorithm to select from multiple IL generators



Plus:

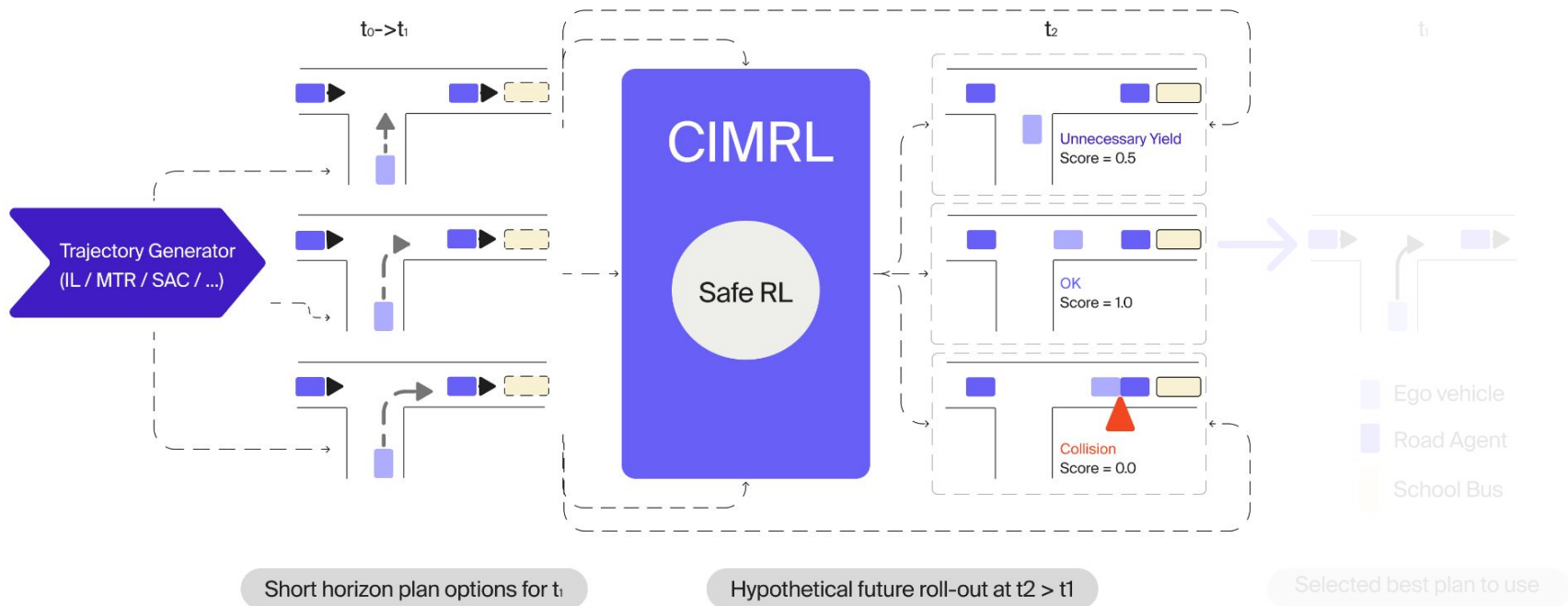
- We can concentrate on safety by doing hypothetical future roll-outs and remove / downvote dangerous plans, and provide behavior realism from IL

CIMRL: Combining IMitation and Reinforcement Learning



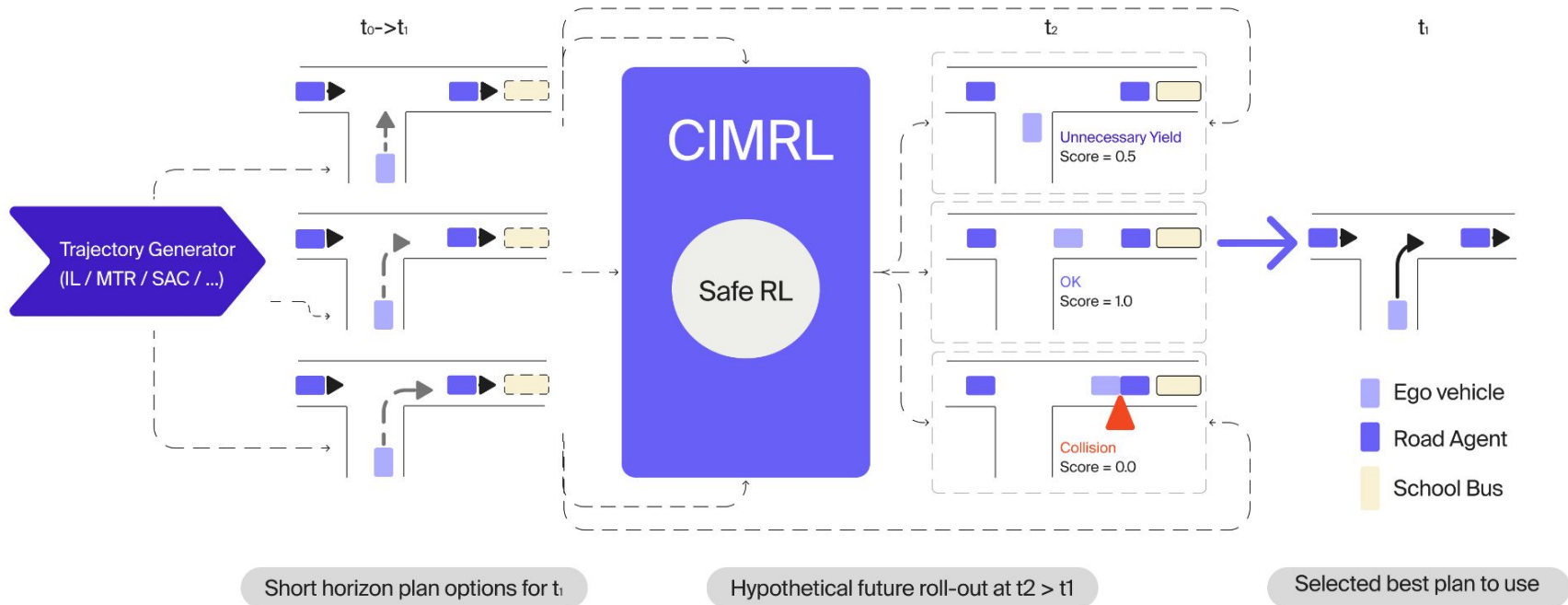
Booher, Jonathan, et al. "CIMRL: Combining IMitation and Reinforcement Learning for Safe Autonomous Driving." 2024.
<https://arxiv.org/abs/2406.08878>

CIMRL: Combining IMitation and Reinforcement Learning



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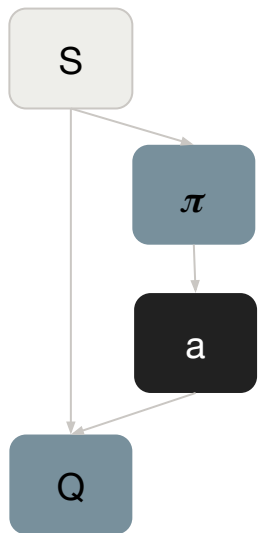
Booher, Jonathan, et al. "CIMRL: Combining IMitation and Reinforcement Learning for Safe Autonomous Driving." 2024.
<https://arxiv.org/abs/2406.08878>

CIMRL: Scoring

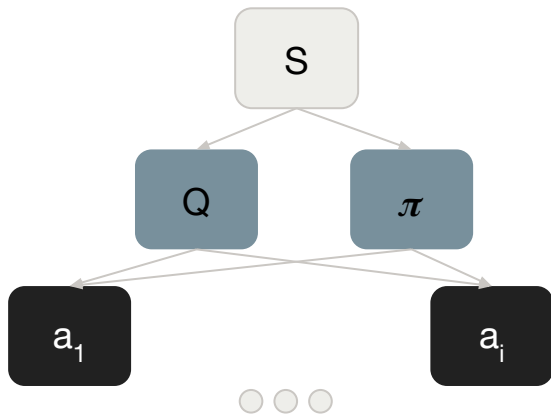
One more (:wink:) combination of:

- **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

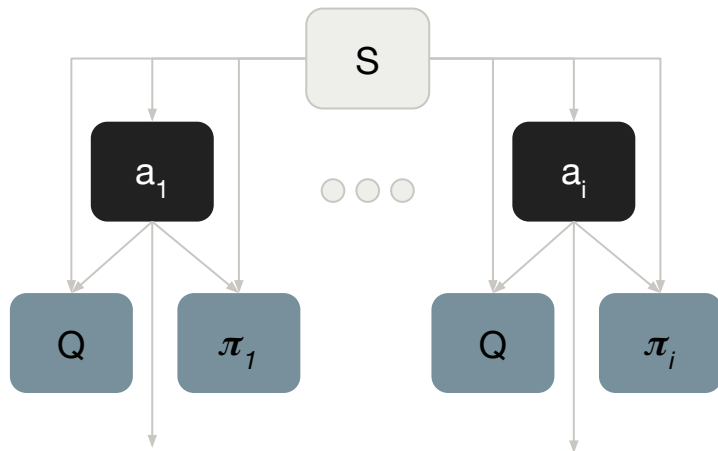
Continuous



Discrete



Ours



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

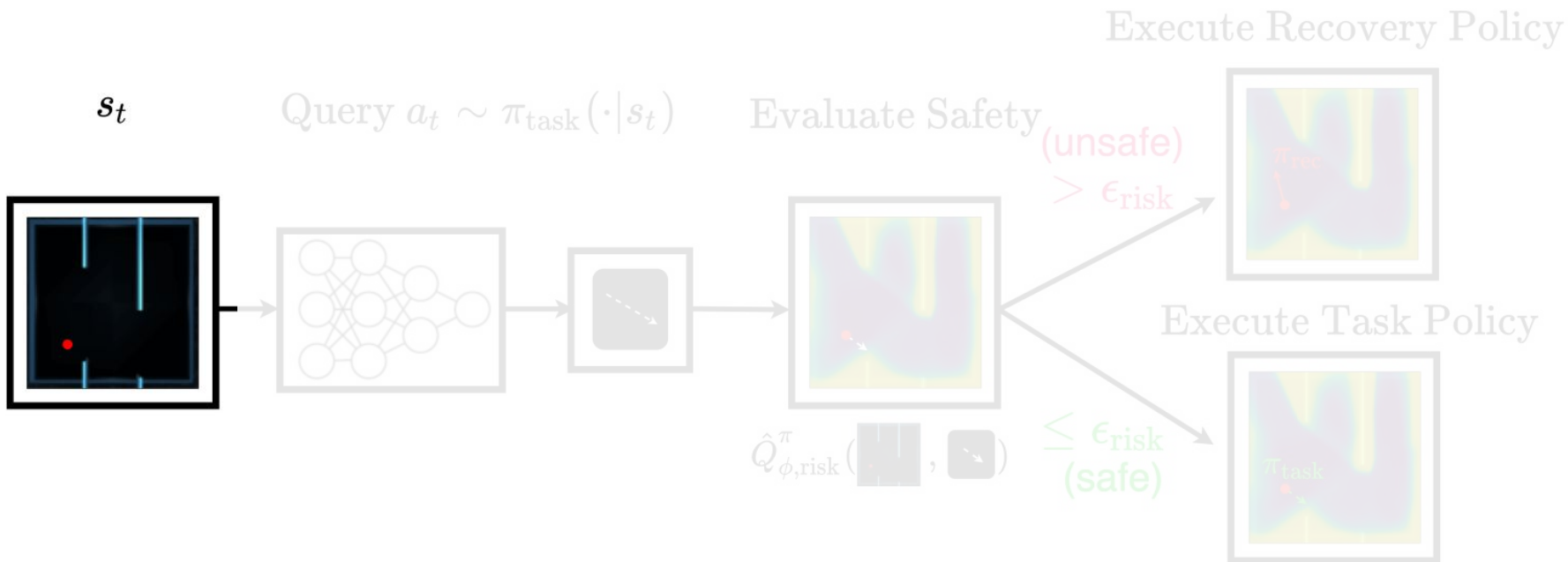


Flexibility

- 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!

Anatomy of the CIMRL Model: Recovery RL

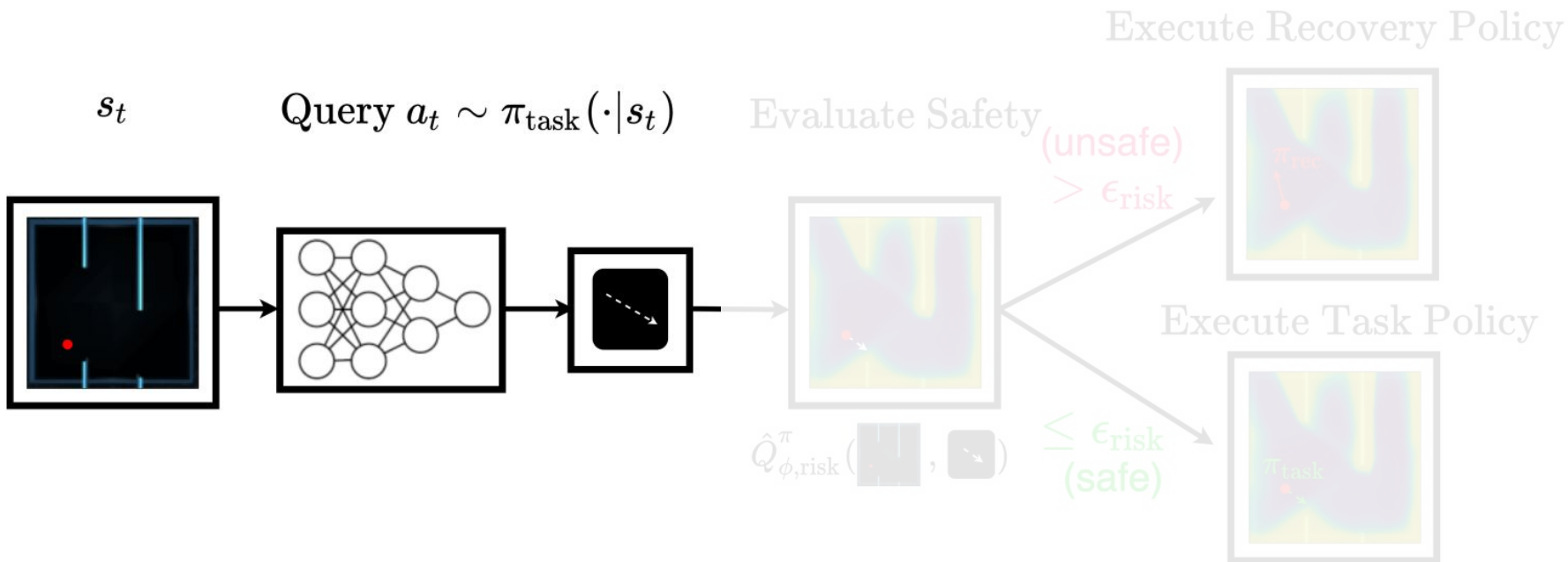
During Inference!



Thananjeyan, Brijen, et al. "Recovery RL: Safe reinforcement learning with learned recovery zones", 2021.

Anatomy of the CIMRL Model: Recovery RL

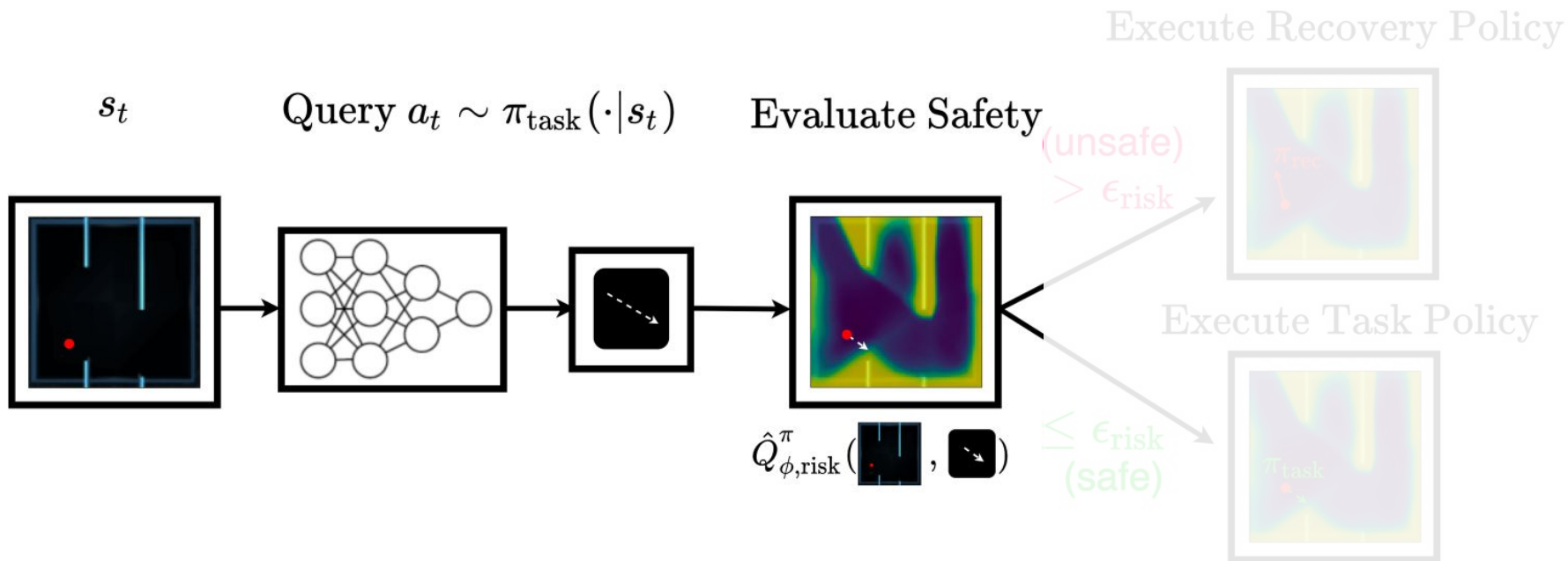
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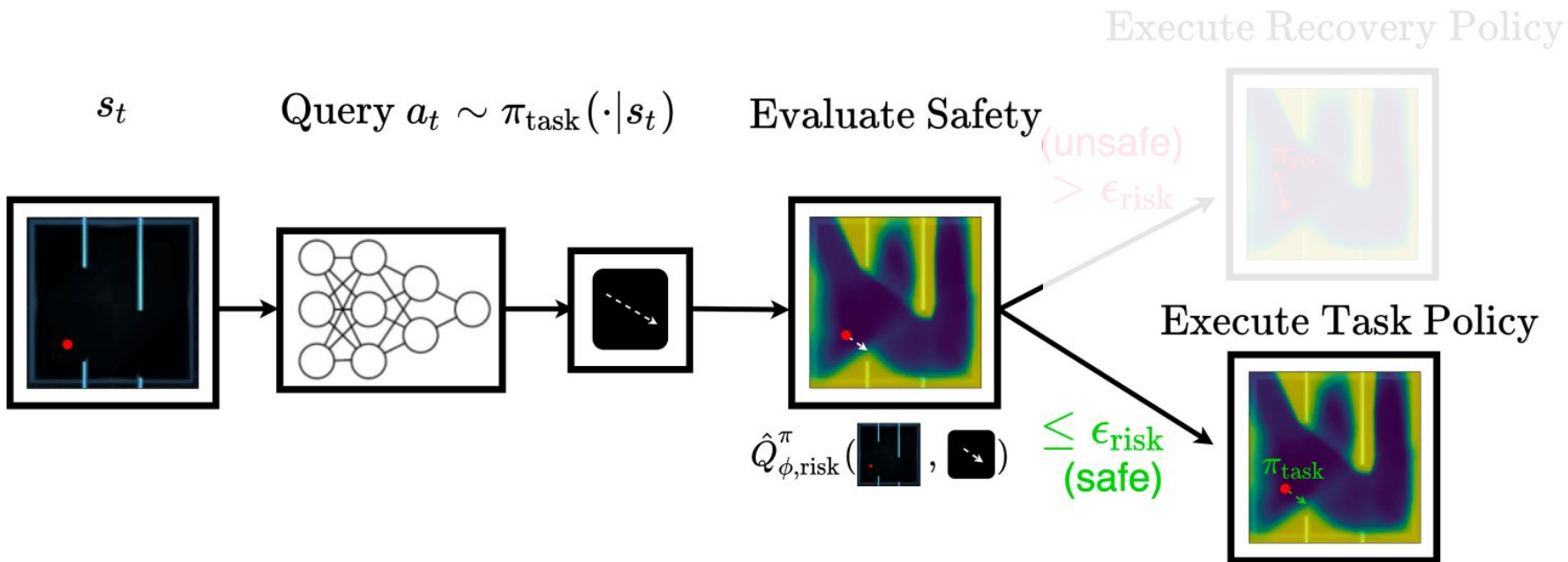
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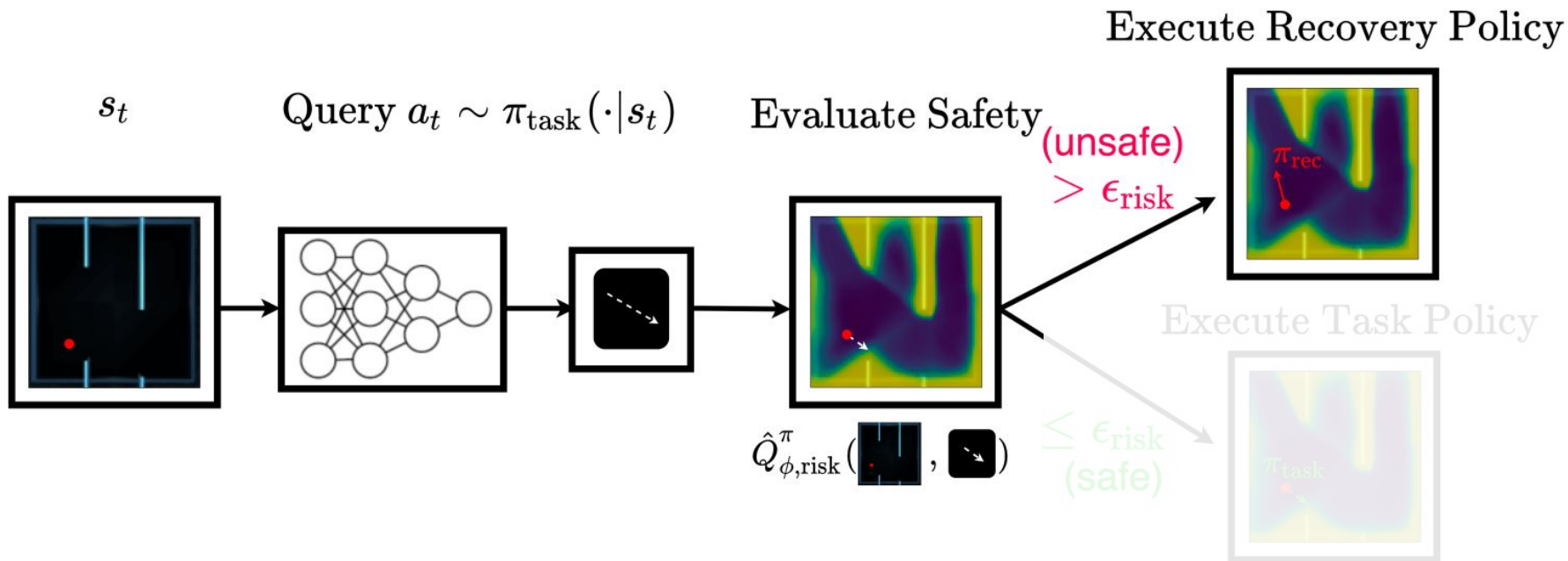
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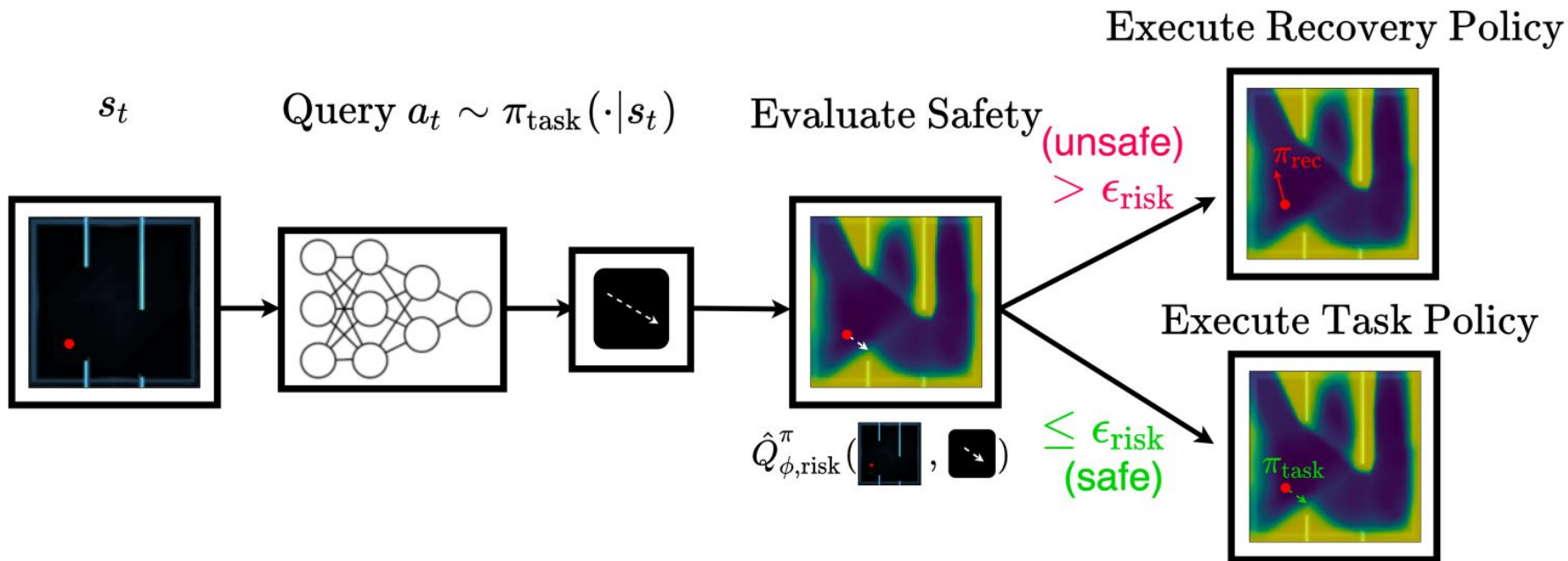
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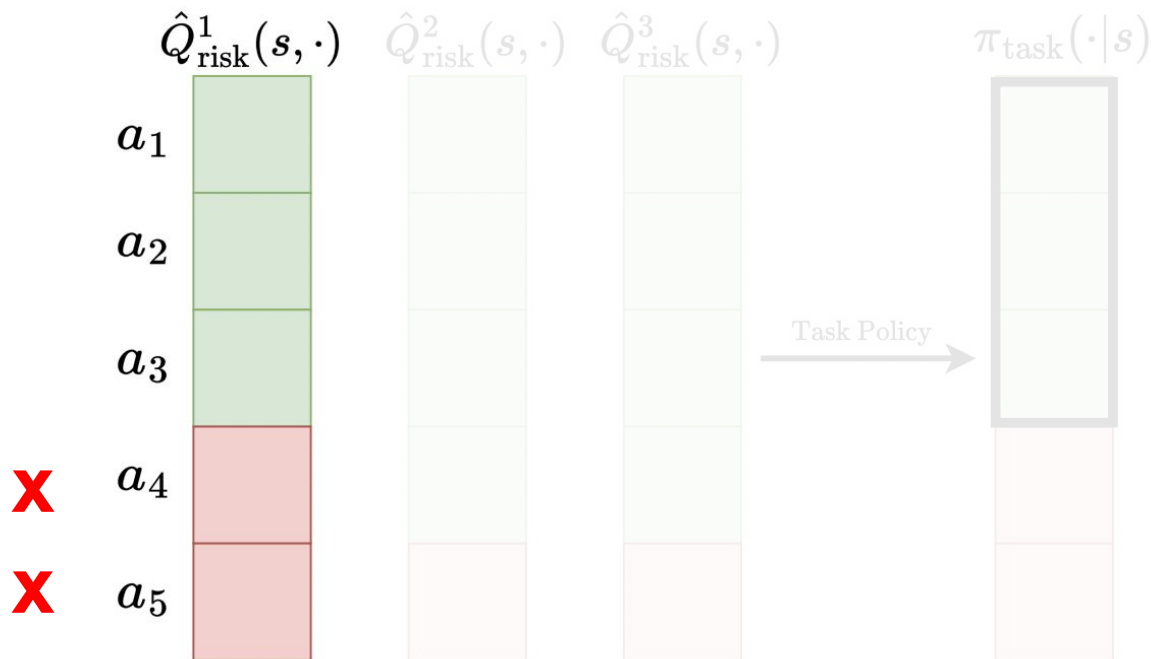
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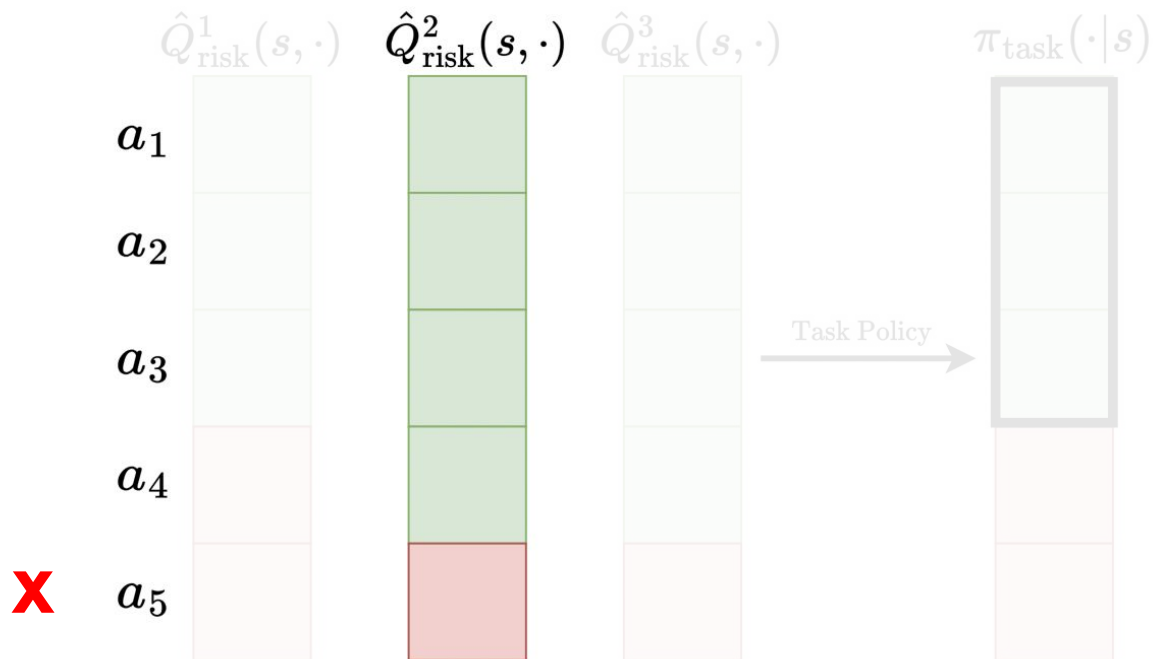
Constructing CIMRL

Mixed Policy: Safe Case



Constructing CIMRL

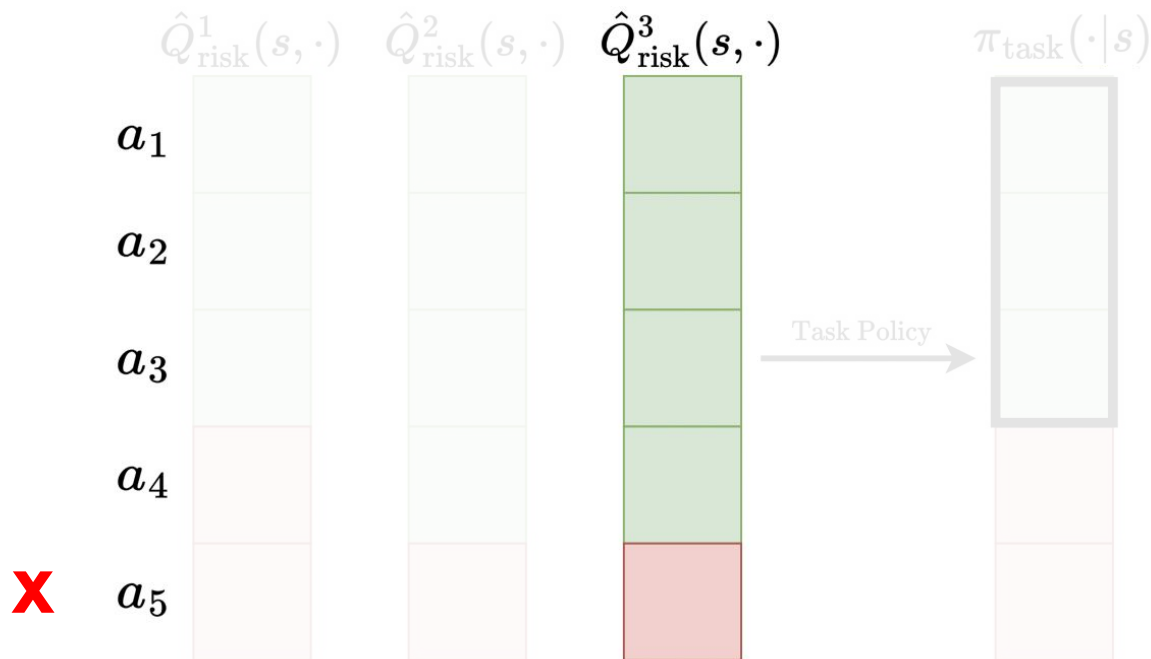
Mixed Policy: Safe Case



Constructing CIMRL

Mixed Policy:

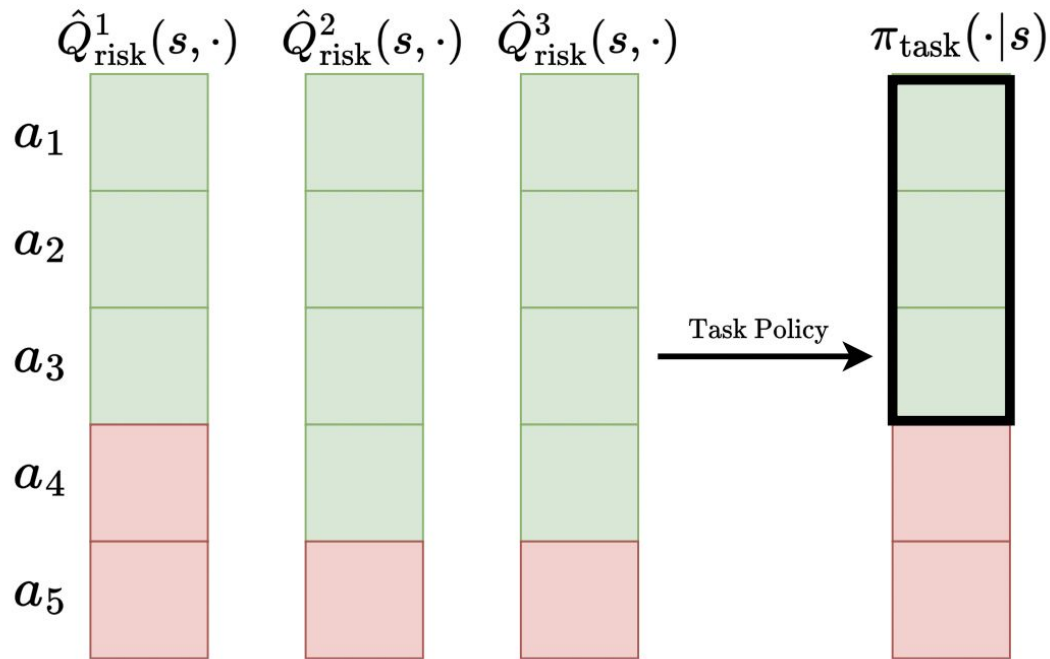
Safe Case



Constructing CIMRL

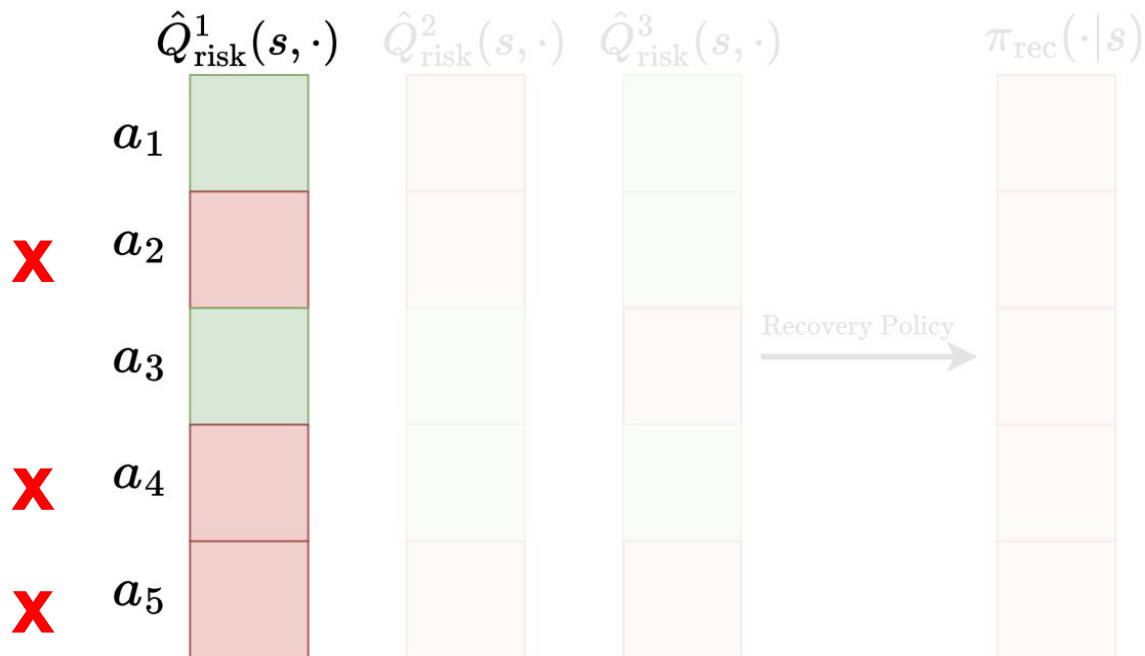
Mixed Policy: Safe Case

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



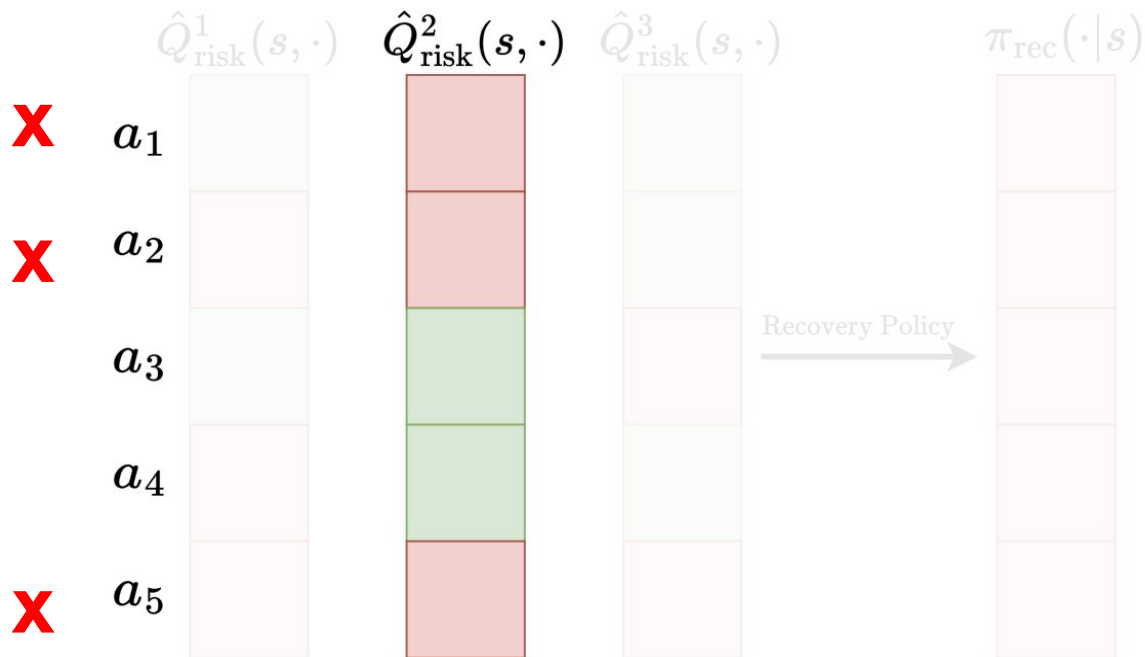
Constructing CIMRL

Mixed Policy: Unsafe Case



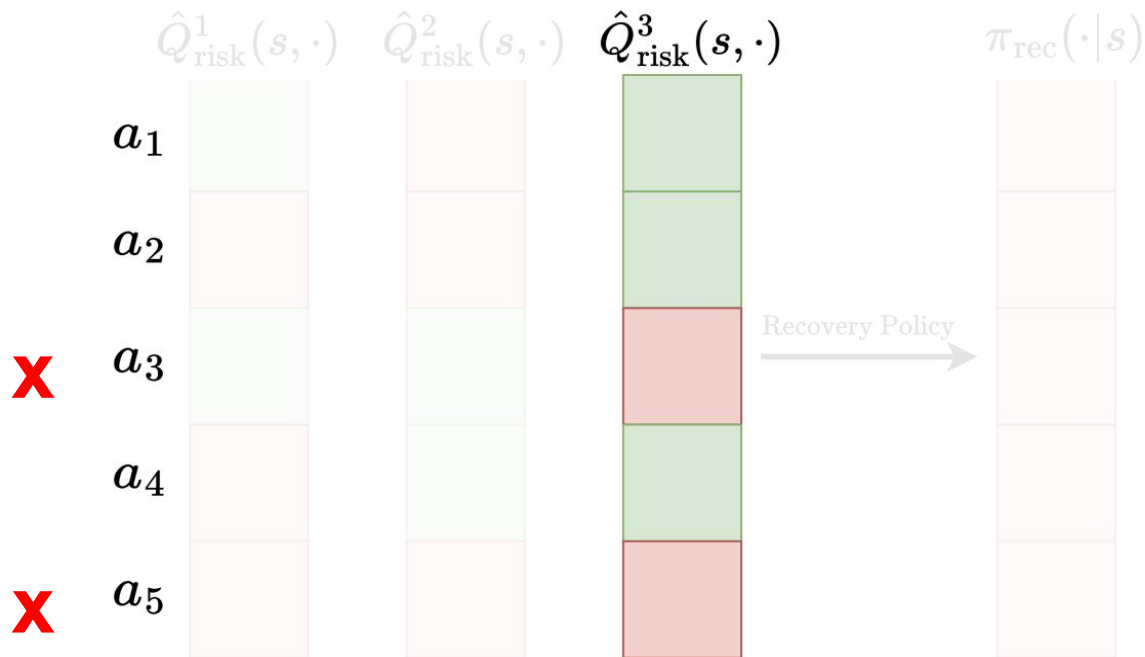
Constructing CIMRL

Mixed Policy: Unsafe Case



Constructing CIMRL

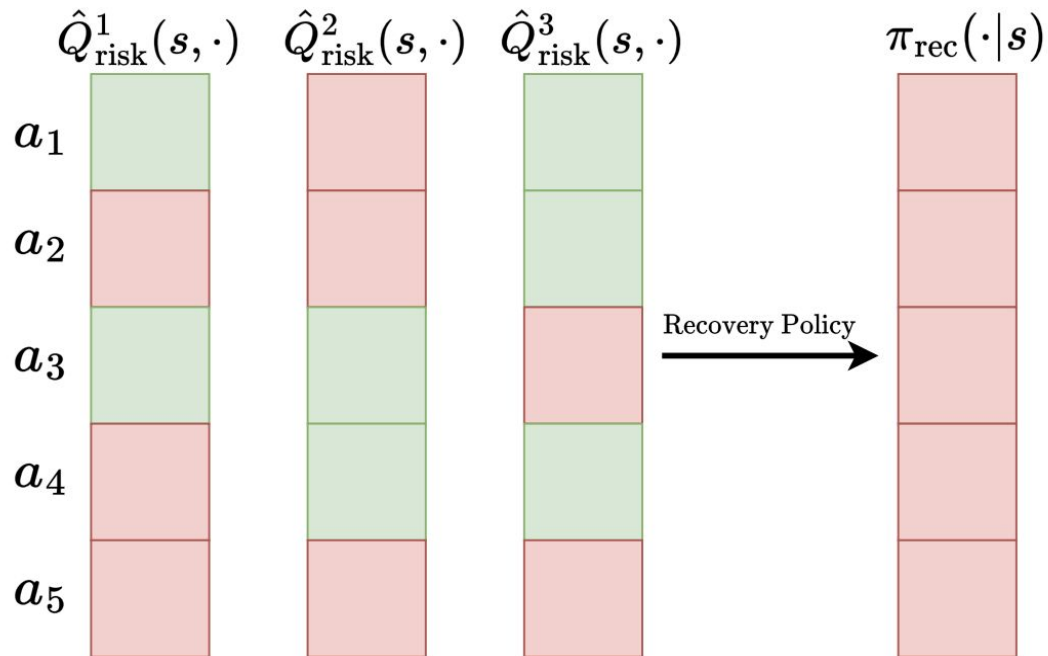
Mixed Policy: Unsafe Case

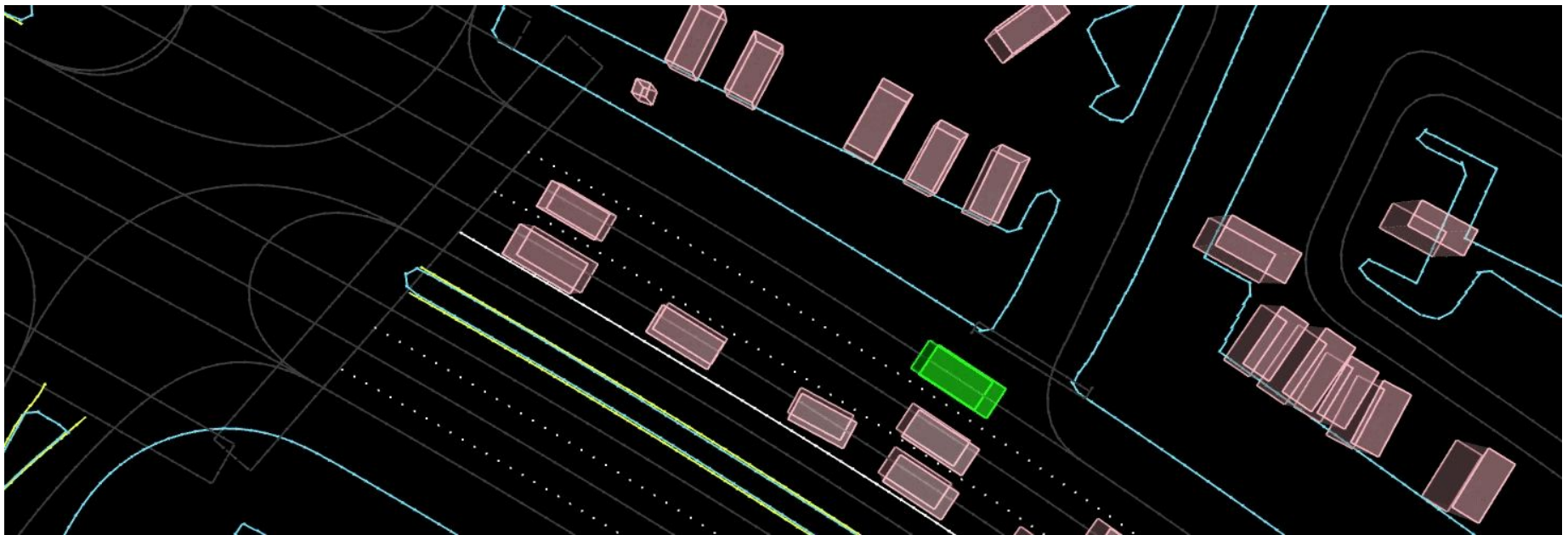


Constructing CIMRL

Mixed Policy: Unsafe Case

Otherwise sample from recovery policy





Closed-Loop Simulator

Waymax:

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

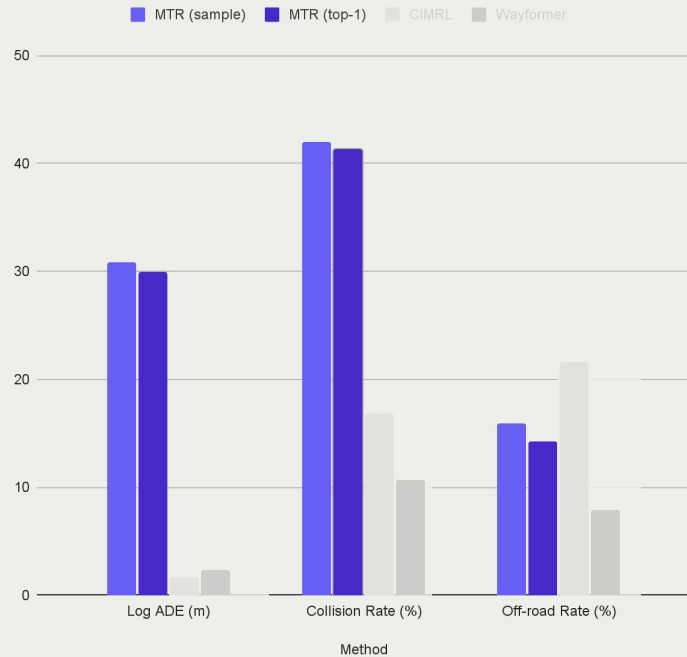
<https://waymo.com/research/waymax/>

Gulino, Cole, et al. "Waymax: An accelerated, data-driven simulator for large-scale autonomous driving research." 2023.

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*)

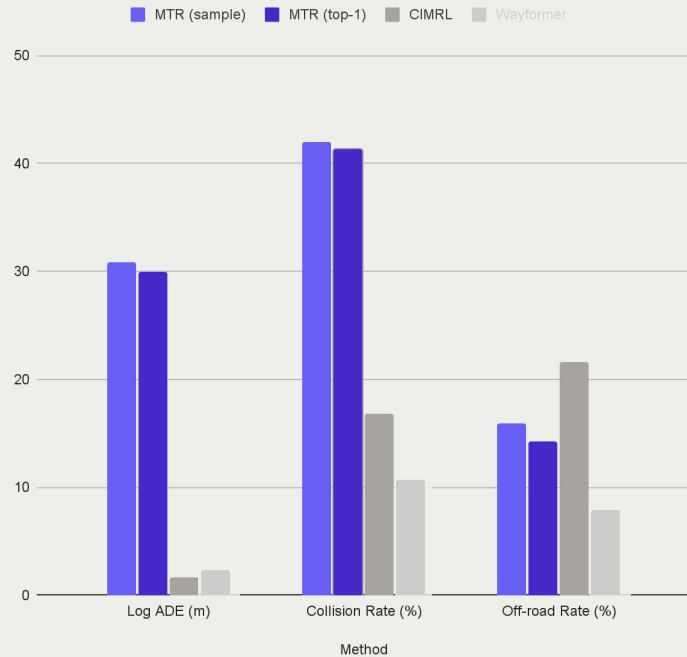
Using Waymax: No Sim Agents, Delta Action Space



Closed-Loop Results: Waymax

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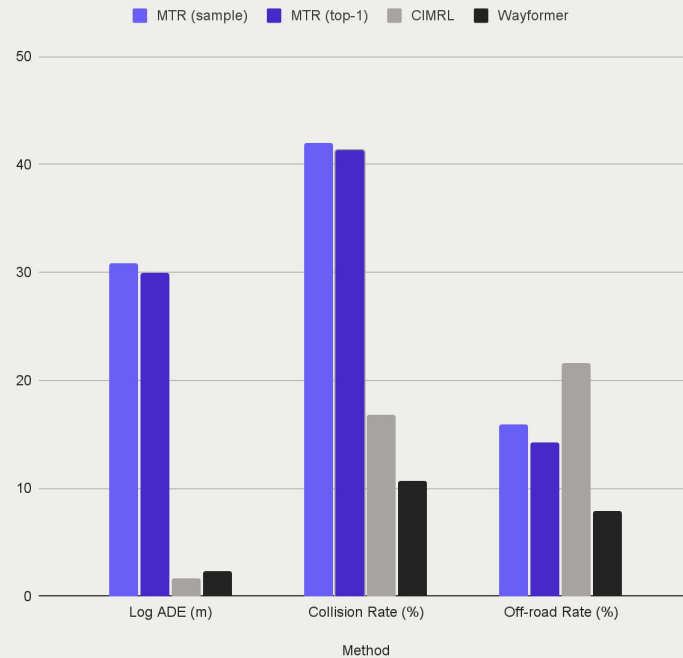
Using Waymax: No Sim Agents, Delta Action Space



Closed-Loop Results: Waymax

Wayformer has the access to route info :)

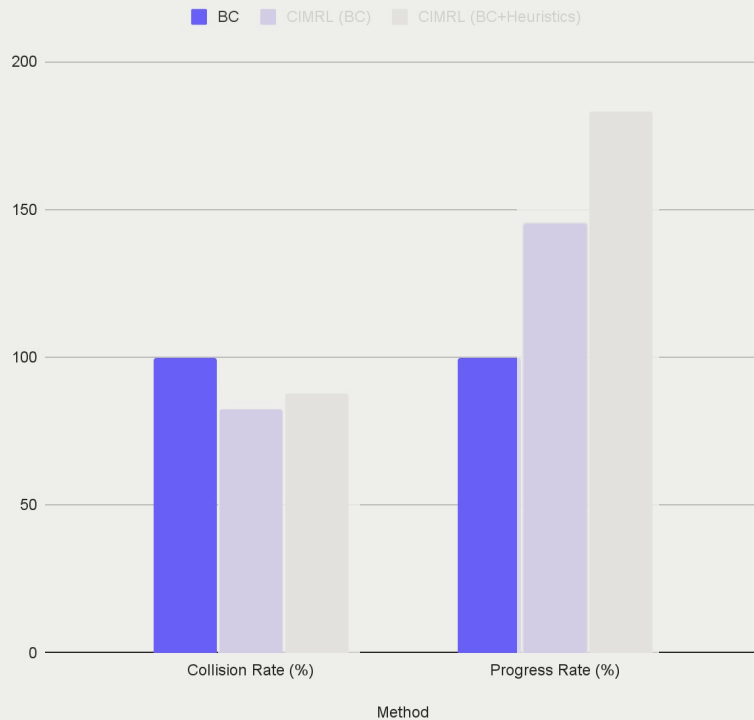
Using Waymax: No Sim Agents, Delta Action Space



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

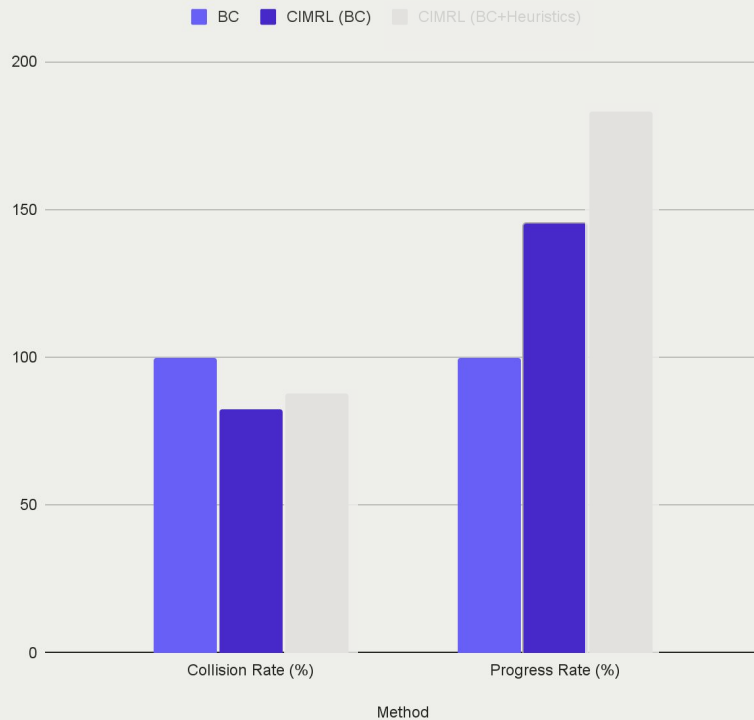
Using Internal data and Sim (Log replay)



Closed-Loop Results: In-house

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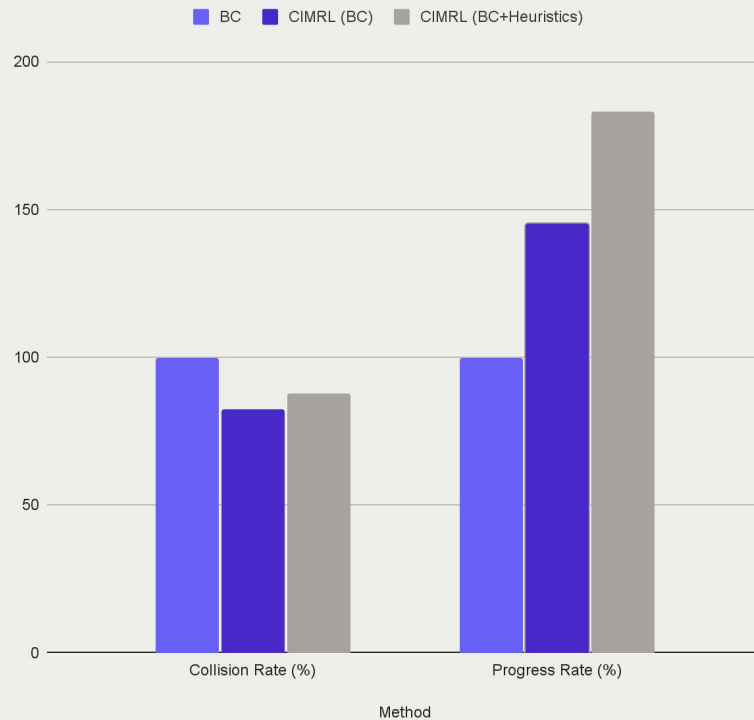
Using Internal data and Sim (Log replay)



Closed-Loop Results: In-house

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Using Internal data and Sim (Log replay)



CIMRL: Limitations

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

①

Reward definition is not straightforward (but *mitigatable*)

②

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

③

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

Conclusions

01

CIMRL is really scalable
and flexible framework
of combining paradigms

02

Learning selection
provides long-horizon
reasoning

03

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

New Horizons

New RnD
direction in
FinTech
opens now!



If you feel comfortable
to *understand*,
implement, and *push*
forward the Tech
inside Finance -
contact me with your
CV!



<https://petiushko.info/#contact>

Thanks!