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Technical Workshop

Athens, Greece
21-22 APRIL 2016



Adapt||Ve

*Automated Driving Applications and
Technologies for Intelligent Vehicles*

Automation technologies

Where we are and where we are going



//Content

- Introduction (the slow vehicle transformation)
 - Key motivators
 - Response of the research community
- Advances in
 - Sensing and computation
 - Algorithms for **perception**
 - Algorithms for **control**
 - HMI design
 - Infrastructure
- Technological challenges
- Paradoxes: does one (fully)automated swallow makes a spring?
- Outlook
 - New directions: beyond vehicle automation (building the automated transport holistic paradigm)
 - Conclusions



Introduction - the slow vehicle's transformation

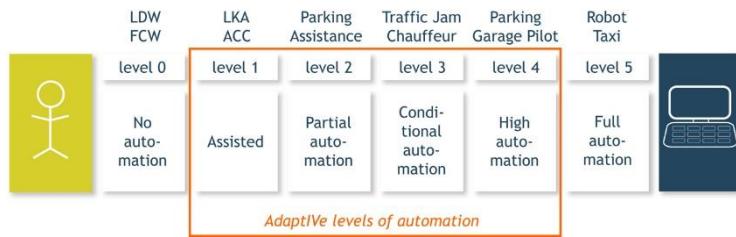


[...]



//Introduction

Key motivators



Road safety

- Collision avoidance
- Collision mitigation
- Assist driver in blind spots (lane change)/intersections
- Truck run-off road prevention



Social | Economic

- Driver's comfort/assistance
 - Aging population, disabled
- Increased road network efficiency
- Reduced CO2 consumption



Ground exploration

- Planet area
- Underground
- Building
- Desert

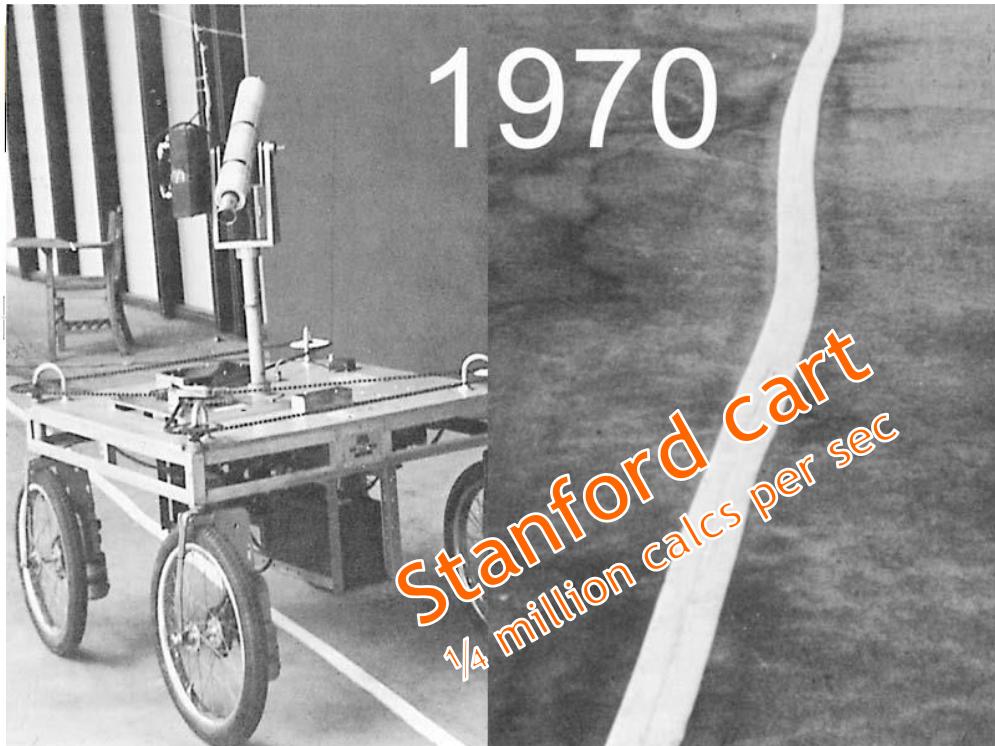
//Introduction

Response of the research community - autonomous long distance drives



//Introduction

Response of the research community(academic labs)



Stanford University

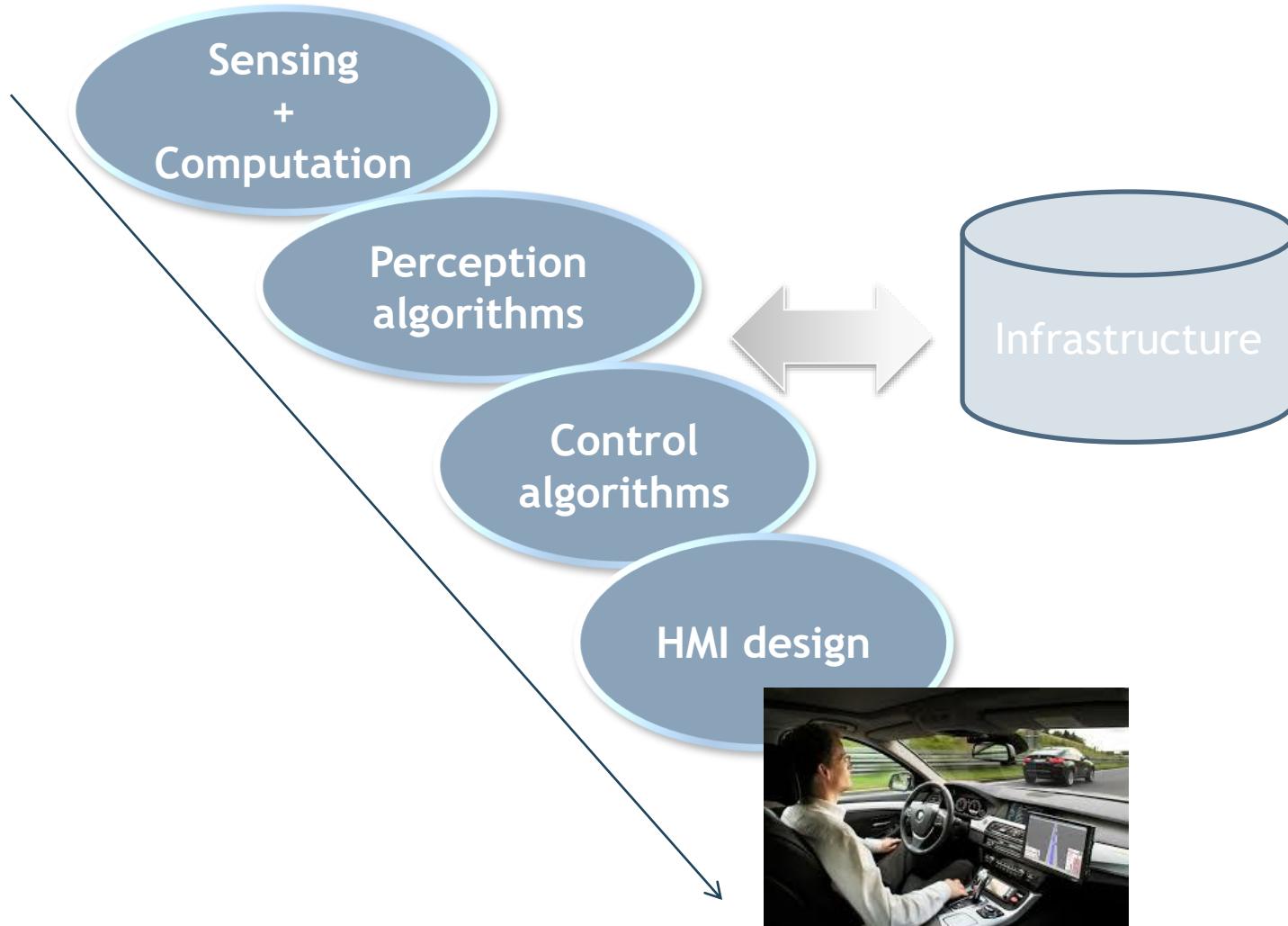


//Introduction

Response of the research community (EU fund + others)

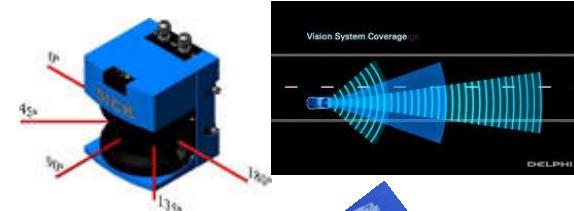


//Advances in

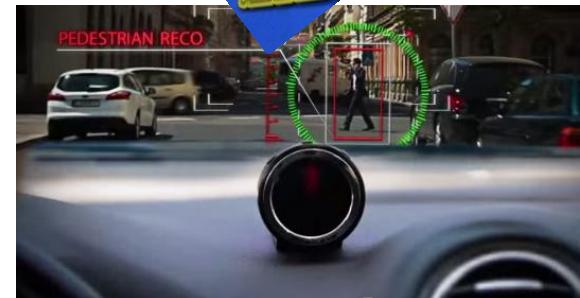


//Advances in sensing and computation

- 2D 3D scanning **Lidars** (good with both objects & surfaces /problems if road potholes)
- Mid-short-long range **Radars**
- **Ultrasonics** (firsts to be used -low data volume- now auxiliary)



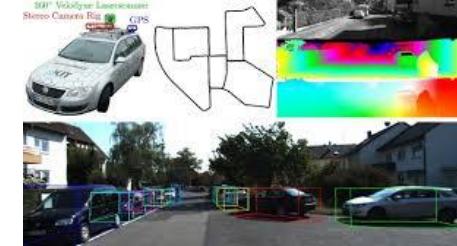
- Stereo **vision** (2 cameras)
HINT: 3D but computationally heavy
- Single Camera (**HINT:** GPU processing enables dense representation >=2Gb GPU memory)
 - RGBD Camera (KinectFusion API)



- **GNSS** antennas (RTK corrections, cm accuracy)
- **IMU** (gyro, accel)



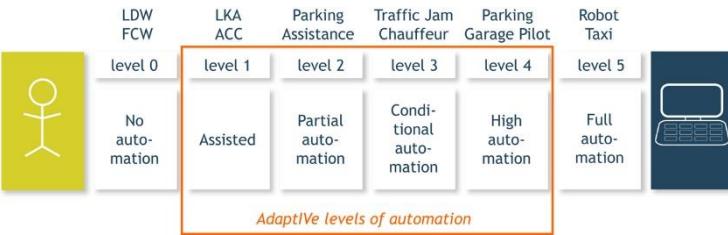
//Advances in perception



- Sensor Fusion and Object detection and tracking
 - Multiple heterogeneous sensors
 - Data clustering
 - Data association
- SLAM : reaching accuracies of 5 cm! (lateral localization)
 - + IMU
 - Lidar-based odometry
 - Vision odometry
- Machine learning:
 - From feature descriptors to (embedded) deep learning (20 years of computer vision research)
 - Probabilistic inference



//Advances in control



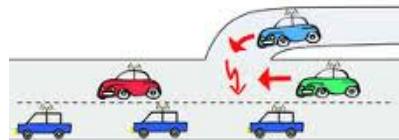
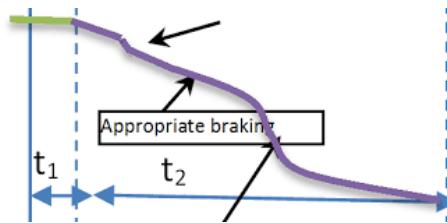
- 3D object kinematics (6DOF or 9DOF IMU sensors to compensate for vehicle pitch/tilt)



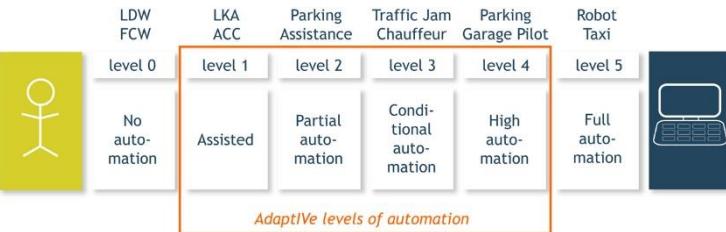
- Robust control: concepts of **Redundancy** + **Minimum risk maneuver**



- Formal logic to learn rules with hierarchical priorities to machine
 - > it works for big but finite set of considerations but not programmed to make ethical decisions in case of two conflicting rules (run over a child or an elderly?)



//Advances in HMI design

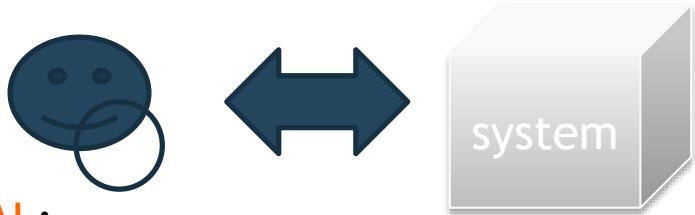


- Study of control transitions between driver and the system

Accident avoidance by active intervention for Intelligent Vehicles

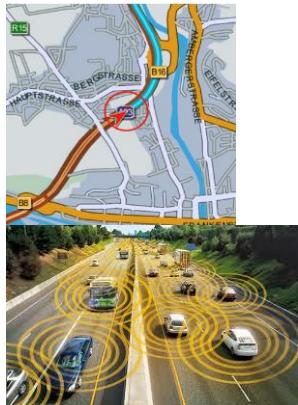


- New devices (visual displays, haptic pedals, vibrating steering wheel)



- **GOAL:**
 - Smooth and easily perceived (intuitive) control transitions
 - adaptive support based on the driving task demand
 - “take over requests” based on system and driver state

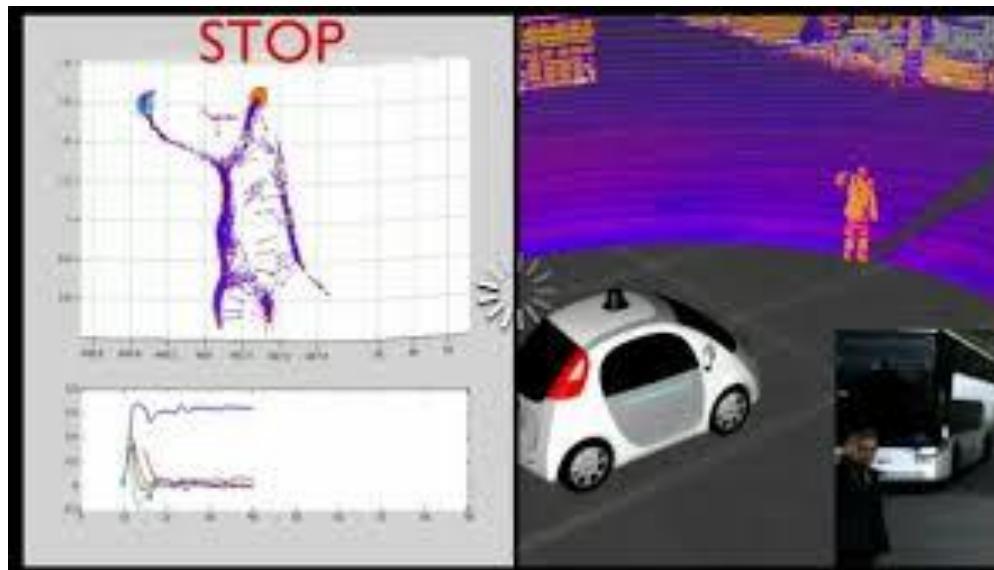
//Advances in infrastructure technologies



- Digital cartography (**hint:** covers mainly urban areas)
- V2V: **extended CAM message** transmitting information of tracked objects around (source: Autonet2030, AdaptIVe)
- V2X
 - closing the loop (where the sensors cannot see due to occlusions)
 - enables remote intelligence (e.g. Smart intersections controlled in the cloud)
- Embedded vs. Cloud-based (**hint:** cloud-based cannot be trusted for time- critical applications)



Are we there?



Google

// Technological challenges

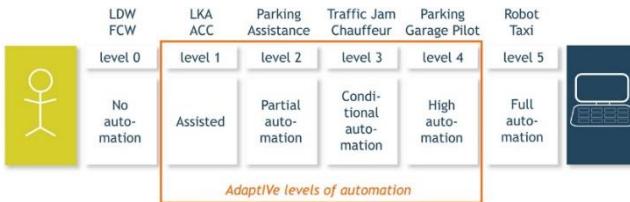
Function validation

- Tools (**hint:** simulation cannot represent all real life conditions)
- Ground truth data (**hint:** data gathering and annotation is laborious)
- Standard methodology (**hint:** promotes comparability of results)
- Logic Model Checking for Formal Software Verification (**hint:** lines of sw code in Boeing 787: **6.5 millions** ; in average luxury auto: **100 millions!!!**)
- The Mcity test facility



// Technological challenges

Understand and control the unpredictable



- Real world poses limitations to sensing
(Level 3 plus: Collision avoidance is mandatory: obstacles, pedestrians but depends on weather, traffic, road very challenging!!)

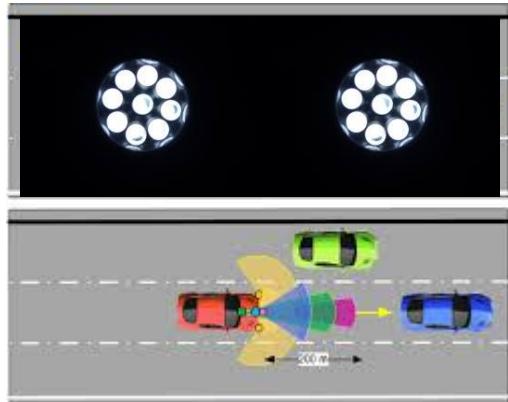


- Learning from training data cannot cover the novel situations (+environment is changing)
- Decision making by machines respecting ethics is yet a non-existing field and it's needed
[Stanford law researcher: would you buy a car that it is programmed to kill you?]
- Millions of lines of code, difficult to be fail-proof



// Technological challenges

Prevent perception sensor spoofing



[source: 2016, UTWENTE paper, Lepetit]

- Lidar and camera can be spoofed (no license required)
 - Camera by led flash light (very cheap)
 - Lidars by second pulse generator that creates delays to the signal and this is interpreted as phantom objects
 - (**hint:** solution undertaken by lidar manufacturer already: lidar with random pulse generator)
- **What would happen if you could attack flammable cargo?**

[Canadian Post] Driverless truck corridor from Mexico to Manitoba proposed. Corridor would follow Route 83 from Mexico through U.S., up to Manitoba



//Paradoxs



- Dont worry dad, this is a car for children too..!
(will we create competent machines that drive as human and in the same time prevent human from driving...? if the driver no longer drives, his experience behind the wheel deteriorates and he will be worse driver in the future; “Driver should be virtually engaged all the time” suggests prof J. Leonard (MIT) ...



- AV: Where am I supposed to go?
Low penetration rate can create awkward situations (adverse affects in traffic/ puzzling the machine AI)

Outlook: vehicle automation and beyond



//New directions: full autonomy use cases to exist

- Taxi service pilot study singapore
[Frazoli, MIT team, 2016]



- Roborace Formula E series
[Nvidia, 2017]
- Zoox startup - robocab
[2020]



IEEE spectrum

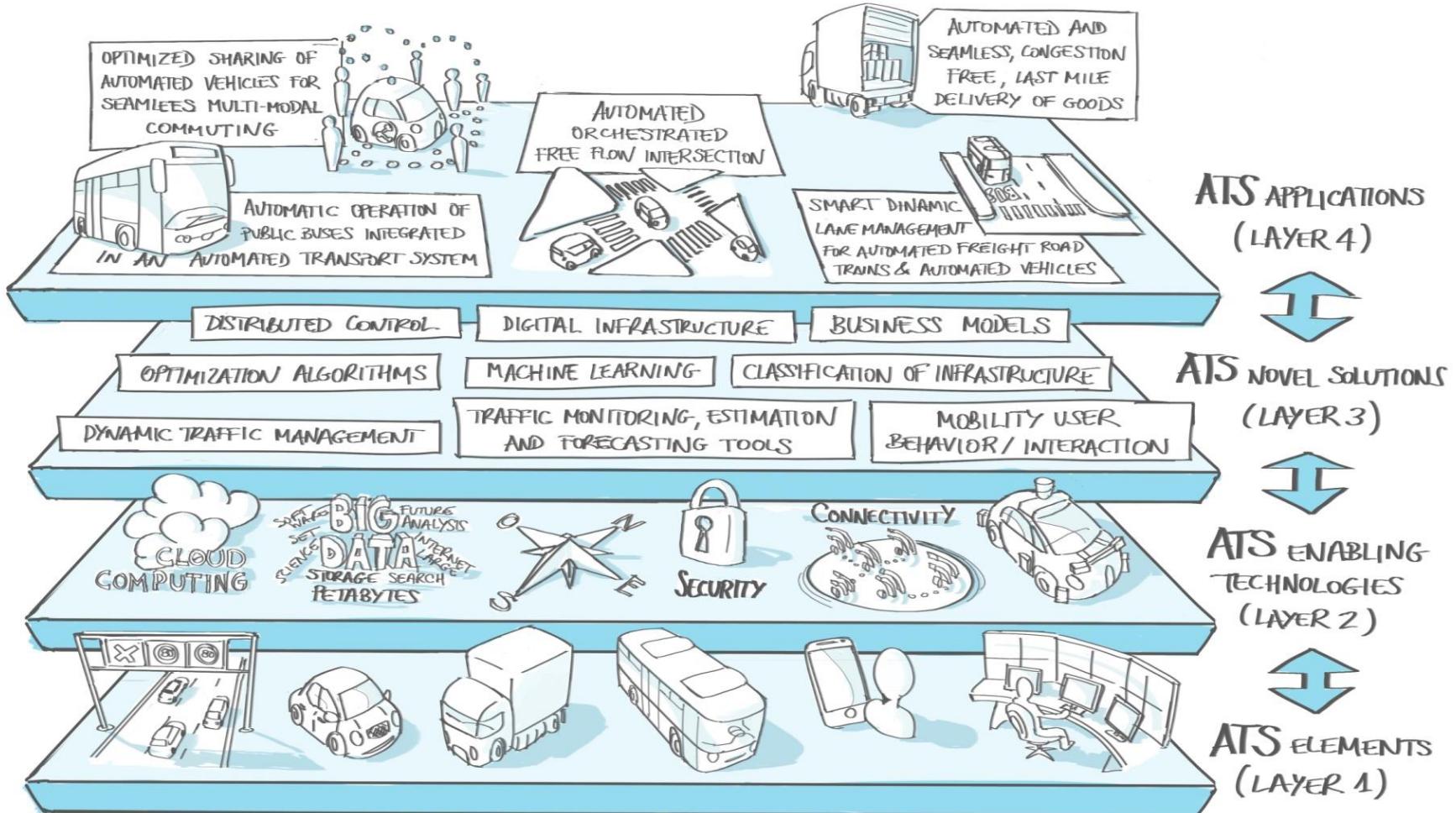
//New directions: multi-actor driving

- Combining action with perception
 - Idea: Make the vehicle turn a bit in order to be able to see occluded object (e.g. in a parking scenario)
- Multi-actor sharing of information (V2V, V2X; e.g. share information on potholes' position so that vehicles behind are aware)
 - Idea: take advantage of storing + processing in the cloud
- Combine actors of smart traffic:
the Automated
Transport
System concept ...



//New directions: multi-actor driving

ATS Layered architecture



//Automated Transport Systems

Definition

- From **isolated automated elements**

towards...

Automated Transport Systems

- An Automated Transport System (ATS) is an innovative holistic mobility concept, where all its different elements (i.e. vehicle, travellers, public transport, infrastructure, operations and control) are capable of self-organizing and operating at an “automated” manner, addressing in real time the needs of all and each participant of a specific traffic scenario, applying different levels of automation and supporting all transport modes for both passenger and freight

© Original definition, ICCS, 2013

//Conclusions

- Don't overhype automated driving: “computers still have a perception issue” (prof. J.Leonard(MIT)) ☺
- Better sensors coupled with better learning and prediction are the future
- Human-like driving is not the objective (humans make mistakes)
 - Mixed traffic with automated/non automated vehicles will create unexpected situations
 - New driving/traffic rules may be needed to integrate autonomous vehicles (dedicated zones)
 - human and machine training to know what to expect
- Ethical decision engineering for machines is missing
- Holistic traffic/transport consideration: a multi actor cooperative game



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Thank you.

