

Adaptive Intelligence for Cyber-Physical Automotive Active Safety System Design and Evaluation

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<http://dcsl.gatech.edu/research-adapt-intell.html>

Driver-Based Reinforcement Learning Traffic Navigation

MDP State Decomposition

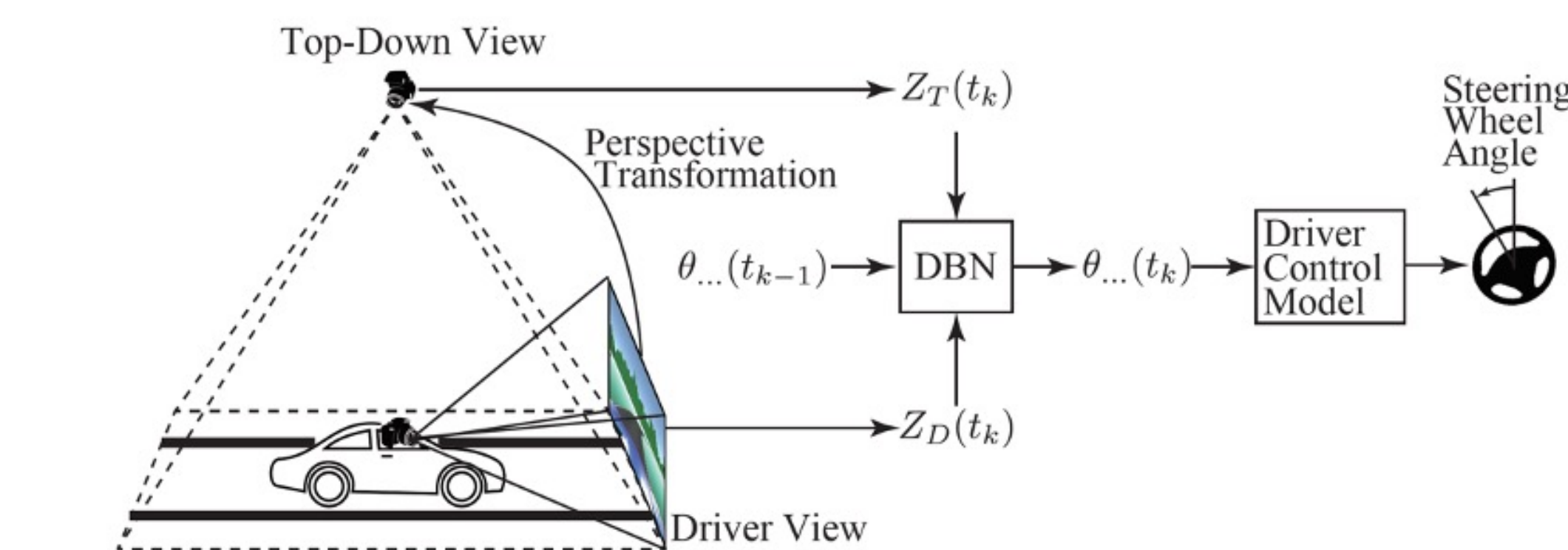
Deep Reinforcement Learning Features

- ✓ Traffic Configuration
- ✓ Overtaking Strategy
- ✓ Action Features
- ✓ Tailgating
- ✓ Collisions

Additions to Traffic System Modeling

- ✓ New driving scenarios with multi-cell state lane boundary constraints
- ✓ Modelling road curvature affects

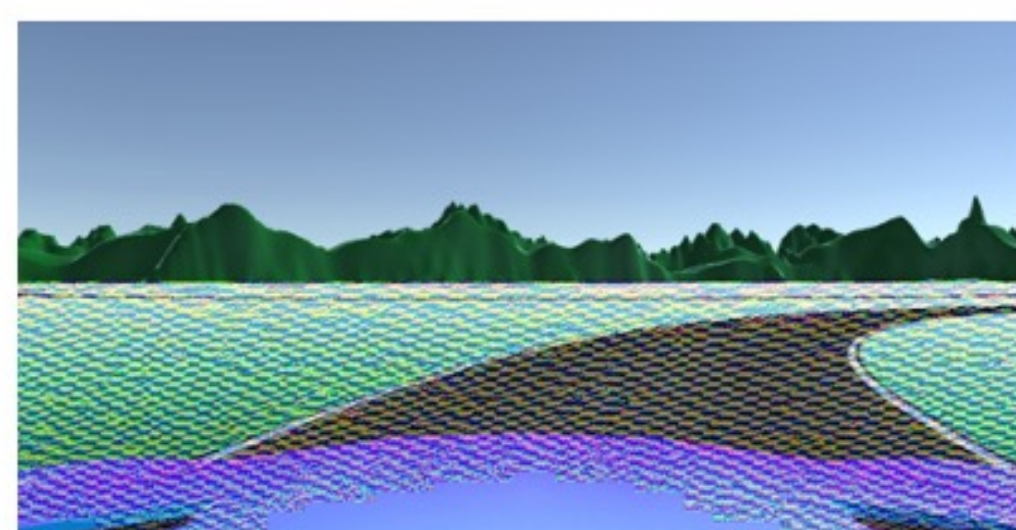
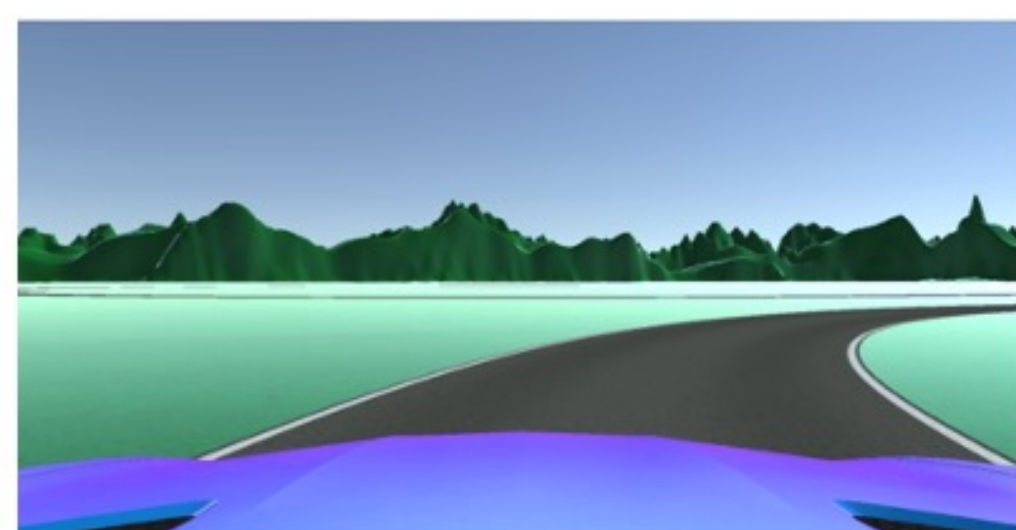
Structured & Robust Transfer Learning for Driving



- Develop algorithm to naturally duplicate “human-like” driving behavior
- Provide more structure to overall processing pipeline compared to end-to-end approaches

- To reliably and robustly estimate the view-ahead angles we use:

Robustness to Adversarial Noise

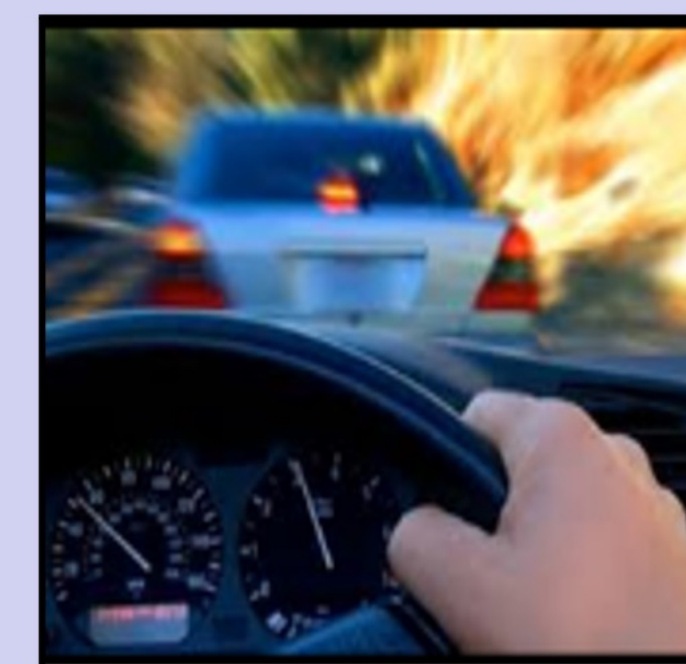


- Classical image processing
- Convolutional NNs
- Combine estimations using DBN

- Estimation error much more resilient to adversarial noise

Objective

Improve capabilities of automotive advanced driver assistance systems (ADAS) by taking into account the physical and psychological interactions between the driver, the vehicle, ADAS, traffic, and the environment.

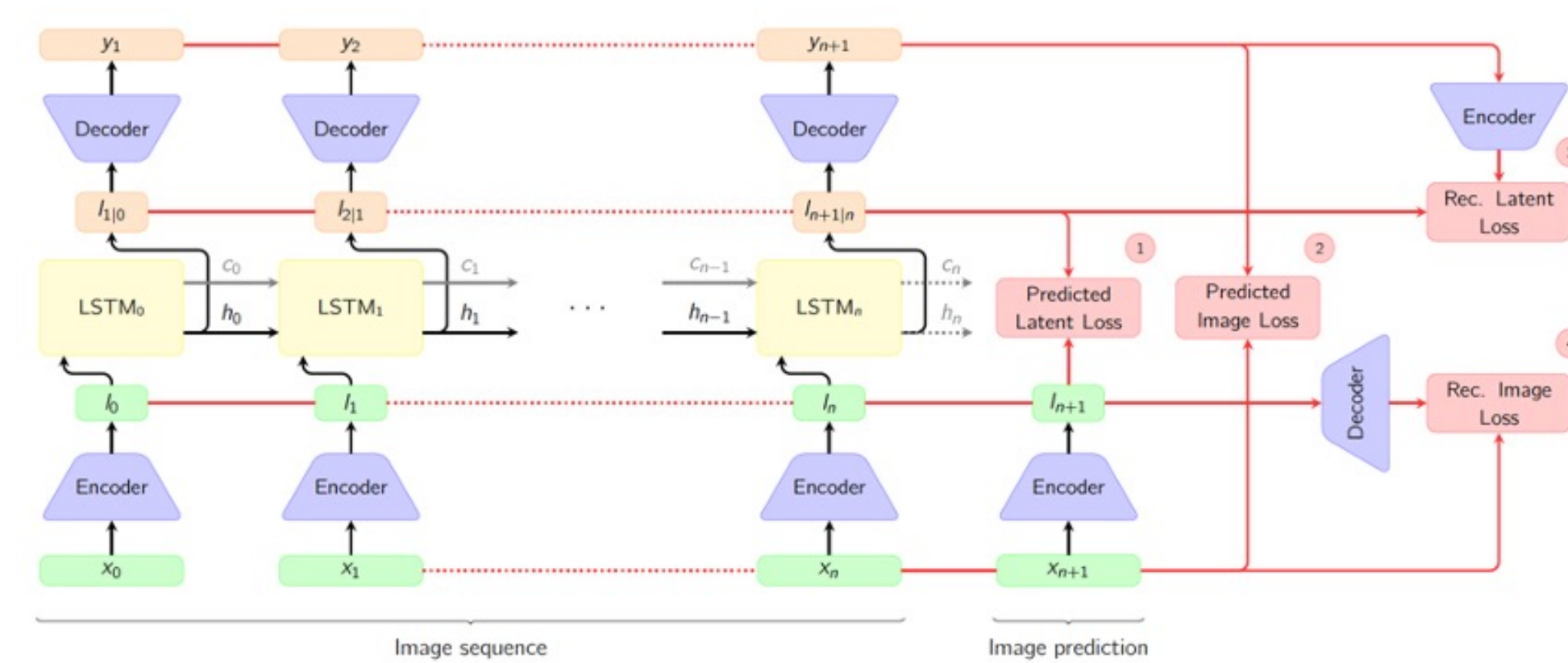


Research Approach

- Putting the focus on human driving behaviors
- Better modeling of the human driver within control systems and for behavioral decision making
- Creating a simulation environment for validation and human-in-the-loop testing of ADAS systems

Latent State Representations for Behavior Cloning

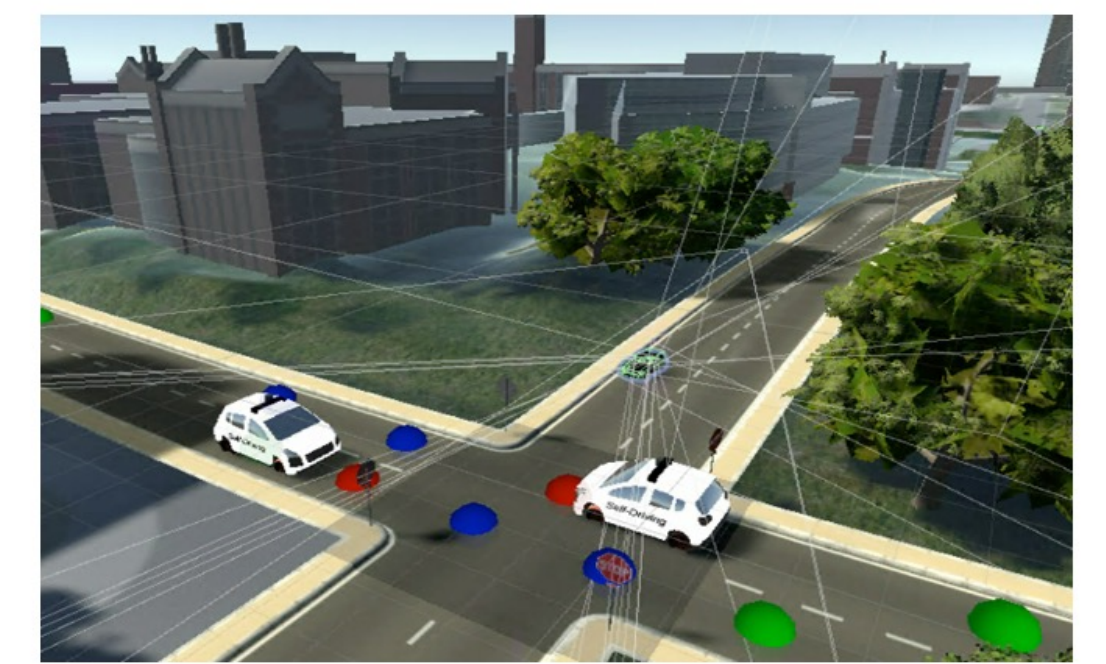
- Explore recurrent networks (RNNs) combined with autoencoders (AE) to properly compress, represent, and predict the latent representation of the state during driving



- Next step is to append raw sensor measurements, such as velocity and acceleration to the latent variable

Human Driver Expectations of Autonomous Cars

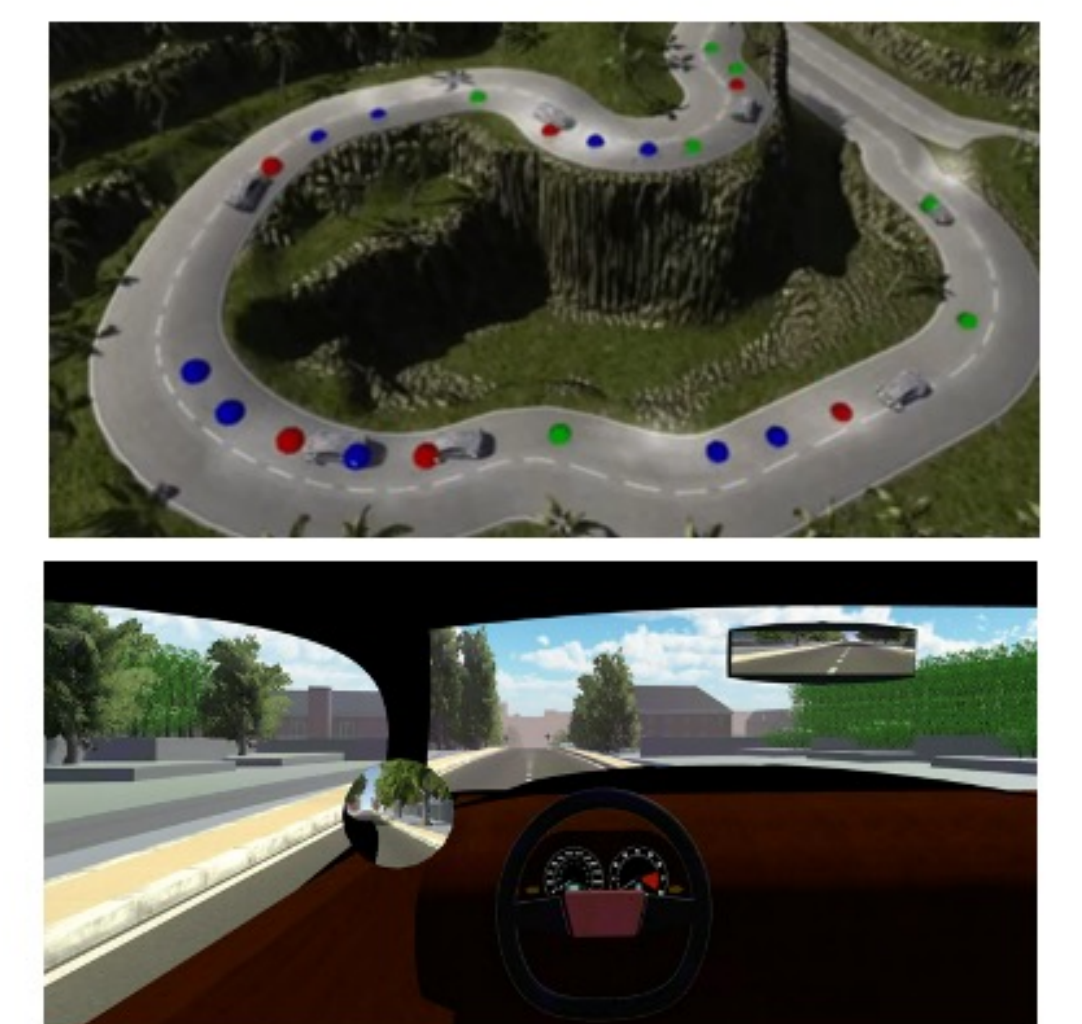
- 29 participants (ages 18-60, 25% female)
- Multiple interactions with human and autonomously driven cars
- Highly-realistic campus scenario
- Tested an instrument for validation of simulator
- Planned random failures of autonomous cars to test trust



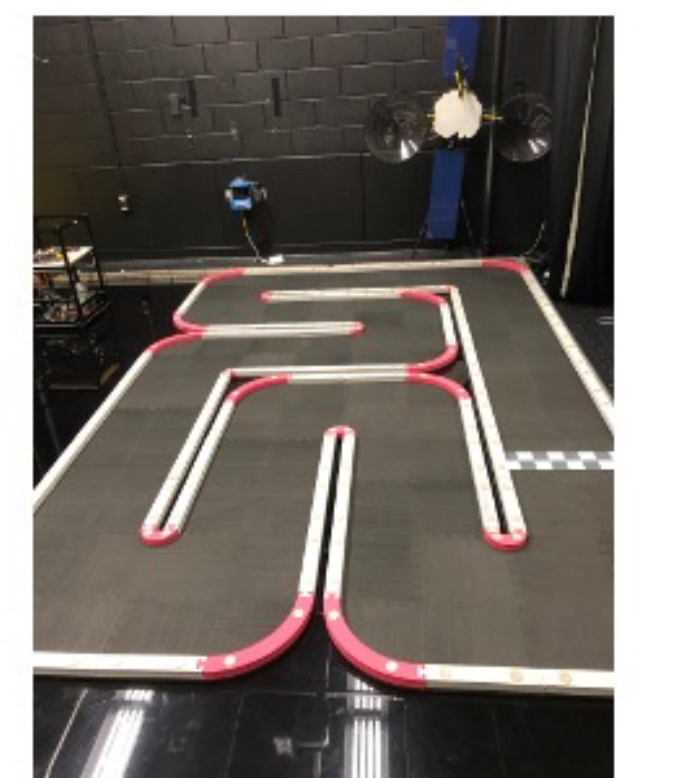
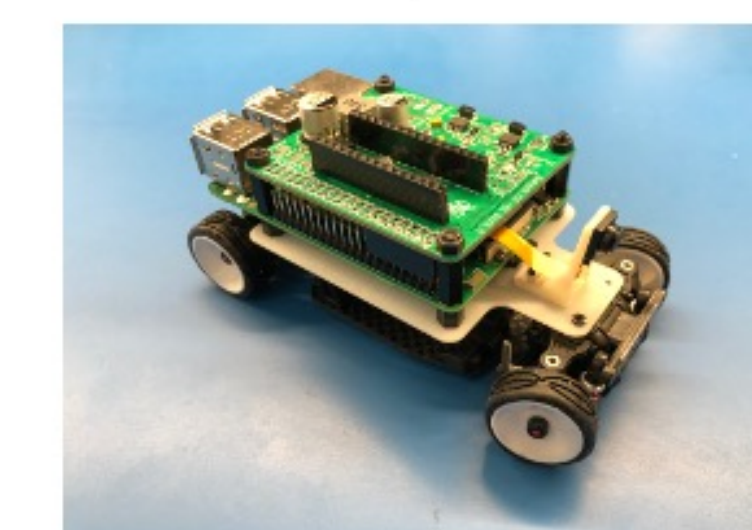
VIP Team / REU Student Activities

Development of the Driving Simulator

- Multi-car traffic
- Realistic scenarios with terrain, weather, steering-column feedback torque, and smooth control, all built on satellite maps and CAD models of campus
- ADAS: Emergency Braking, Adaptive Cruise Control, Blind Spot Detection, Lane-Departure Detection, Crash Sensing



Scaled Experimental Vehicles & Test Tracks



- More than 25 students per year
- Three vehicle platform sizes