

Group 8 - Artemis



Conceptual Architecture of Apollo

Video Link: <https://www.youtube.com/watch?v=CTVOG51Uo6Y>

Team Artemis

- Josh Otten - Conceptual Architecture, Subsystems, Use cases
- Aleks Jugovic - Presenter, Subsystems, Use cases, Subsystems, Derivation Process
- Muyun Yang - Proofreading, Referencing
- Chong Guan - Introduction, Abstract, Conclusion
- Daniel Jang - Presenter, Subsystems, Conceptual Architecture, Lessons Learned
- Wooseok Lee - Group Leader, Lessons Learned, Conceptual Architecture, Subsystems

Agenda

1. Introduction
2. Derivation Process
3. Conceptual Architecture Overview
4. Subsystems
5. Use Cases
6. Lessons Learned
7. Conclusion

Introduction

Apollo



- Open source, high performance, flexible architecture for autonomous vehicles
- Road perception
- Obstacle detection
- Collision and accident avoidance

Derivation Process

Derivation Process

- Three stepped approach:
 1. Individual Brainstorming
 2. Consolidation of individual ideas
 3. Finalisation of subsystems, interactions, and style

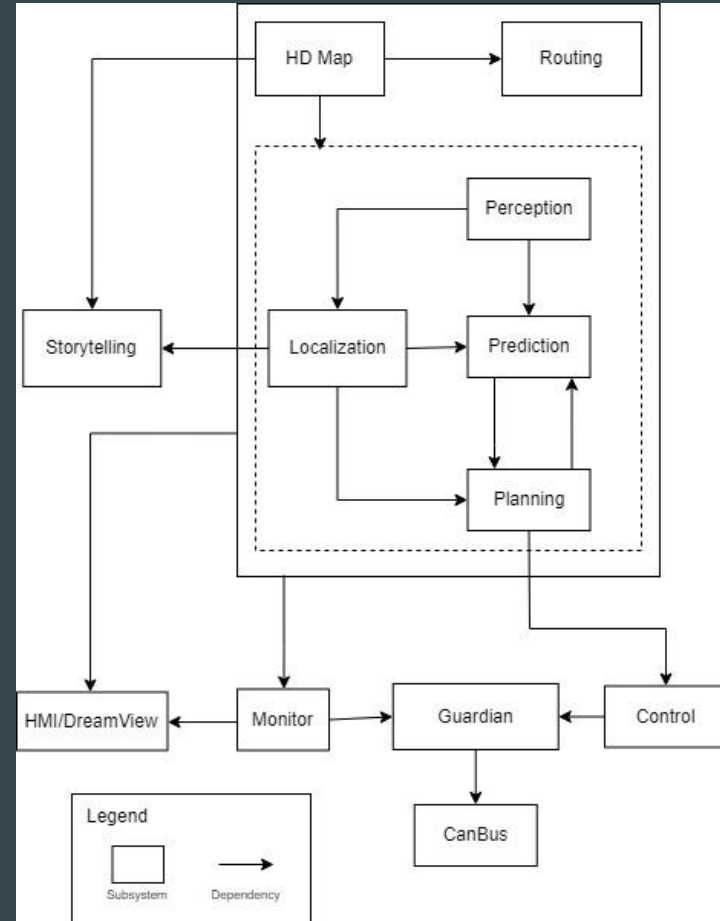
Top Level Architecture

Conceptual Architecture

Publish and Subscribe

Flexible

Low Concurrency



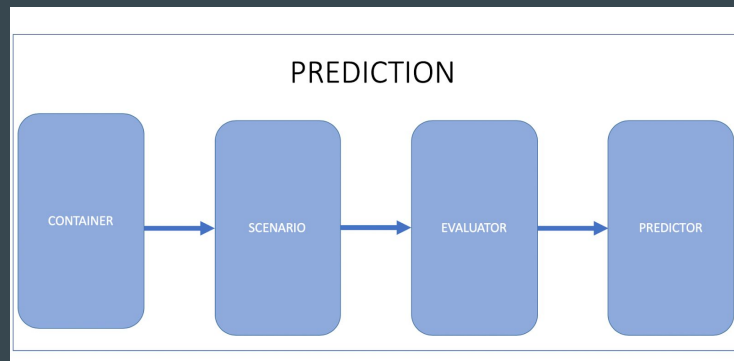
Subsystems

Perception

- Identifies the world around the car
 - Detects, classifies, tracks, and predicts motion of obstacles
- Inputs:
 - Camera, LidAR, radar data
- Outputs:
 - 3D labelled obstacle data

Prediction

- Predicts the behaviour of obstacles identified by the Perception module
- Inputs:
 - 3D obstacle data from the Perception module
- Outputs:
 - Predicted movement of obstacles to be used by the Planning module

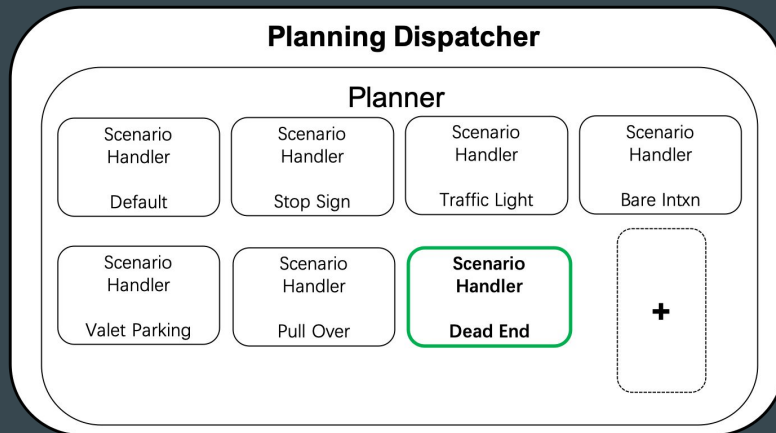


Routing

- Generates the high-level navigation based on a routing topology.
- Inputs:
 - Map data
 - Vehicle start and end location
- Outputs:
 - Routing data

Planning

- Finds the trajectory for the vehicle to take
- Inputs:
 - Localization data, object detection from Perception, object predicted behaviour from Prediction
- Outputs:
 - Vehicle trajectory data



Control

- Executes the planned trajectory via commands sent to the CanBus
 - Throttle, brake, steering
- Inputs:
 - Planned trajectory from Planning, localization data from Localization
- Outputs:
 - Control commands for the chassis of the car

CanBus

- Sends the control commands to the hardware of the vehicle using the CanBus standard
- Inputs:
 - Control commands from Control, and guardian commands from Guardian
- Outputs:
 - Chassis information back to Control for feedback

HD Map

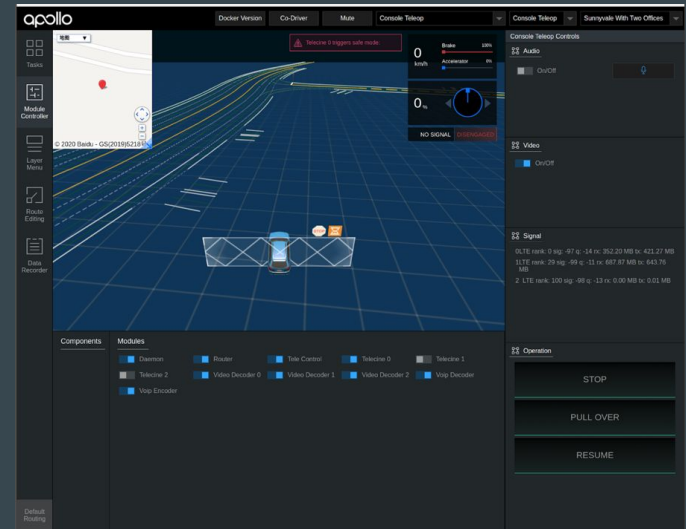
- Map data library queried by modules
- Outputs:
 - Map data to Localization, Perception, Prediction, and Planning modules

Localization

- Estimates the current location of the vehicle
- Inputs:
 - Various sensor information from Perception module
 - Map data from HD Map
- Outputs:
 - Location of the vehicle to be used by Prediction and Planning modules

HMI (Dreamview)

- Web application to allow driver to visualise car data and interact with individual modules
 - Turn them on and off, view their status, and toggle self driving
- Inputs:
 - Control commands from Control
 - Guardian commands from Guardian
- Outputs:
 - Chassis information back to Control for feedback



Monitor

- Surveillance system for Apollo's software modules and hardware components
 - Detects failures and notifies Guardian
-
- Inputs:
 - Data from all modules
-
- Outputs:
 - System information to HMI
 - Failure detection to Guardian

Guardian

- Safety module for the vehicle.
- Upon error, interrupts control instructions and brings car to a safe stop
- Inputs
 - Failure notification from Monitor
 - Control instructions from Control
- Outputs
 - Emergency stop instructions to CanBus

Storytelling

- High-level, global scenario manager which manages potential scenarios the vehicle can be in
- Inputs:
 - Localization and map data
- Outputs:
 - Scenarios

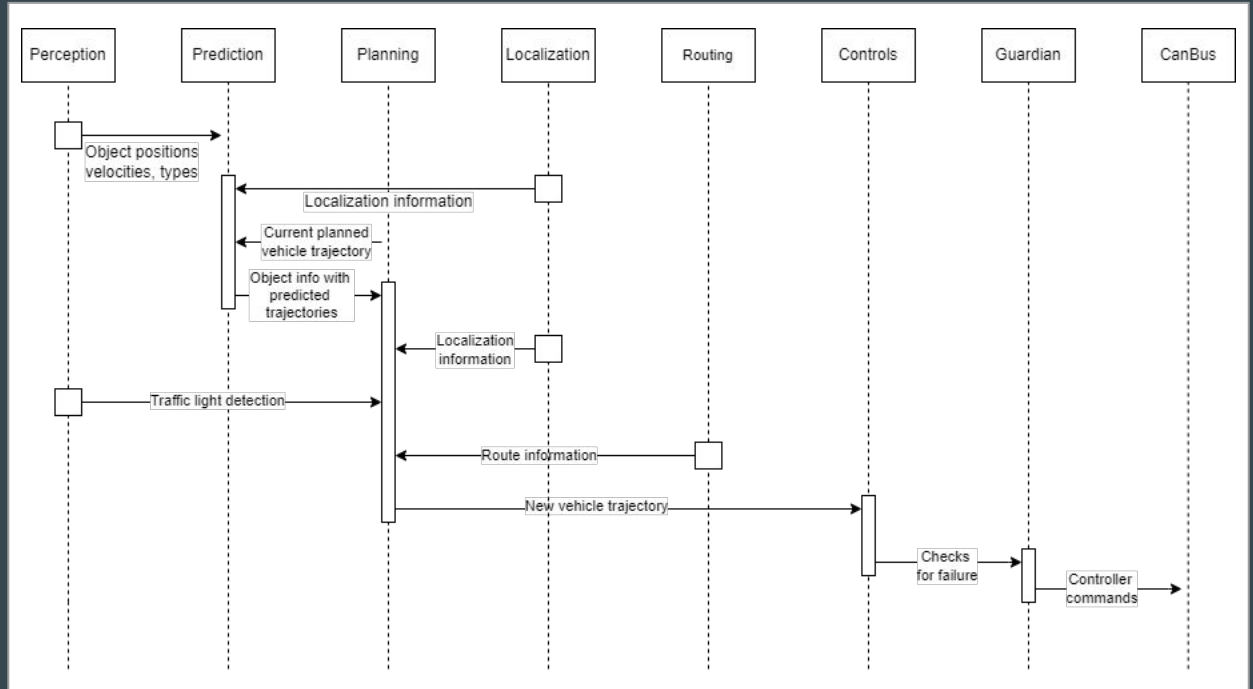
Use Cases

Use Case: Normal Driving

Most common use

No abnormal conditions

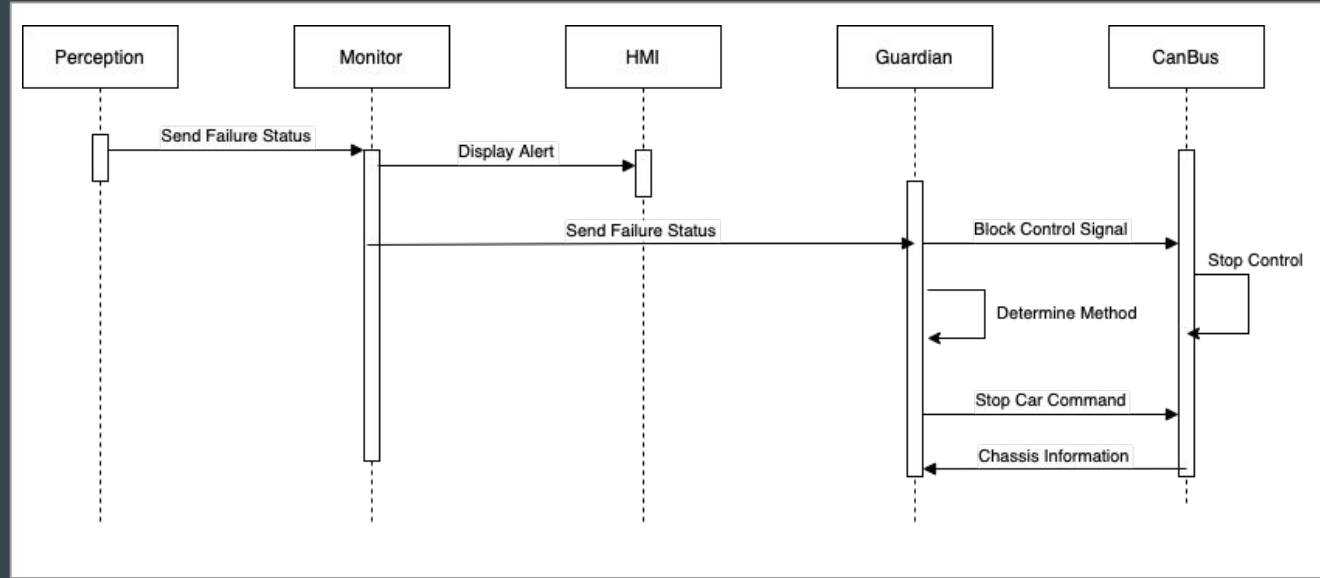
No present dangers



Use Case: Emergency Stop

Module crash or
hardware failure

Exhibits the Guardian
module functionality



Lessons Learned

Limitation and Lessons Learned

- Reference between release version documentation
- Clearly understand what is required to complete
- Always have organized and up-to-date documentation
- Overcoming gaps in documentation

Conclusion

Conclusion

- Open source, high performance, flexible architecture for autonomous vehicles
- Publish and Subscribe architecture
- Subsystems
- For the future