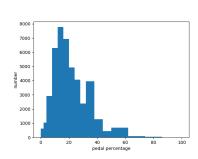
# **VEOS by Data Driven Planning**

### 测试条件:

- 固定测试场景
- 固定工况
- 不开空调(减少空调能耗干扰)
- 往返路线(减少地形差异干扰)
- 观测噪声: 地形,压缩机,电池SOC,(大灯,tbox,...)
- 测量驾驶风格:纵向控制问题中,特定工况下油门踏板(和刹车踏板)的使用情况
- 通过独立的UDP数据记录交叉验证测量和性能

#### 驾驶风格

· 无AI和带AI的基准驾驶风格比较



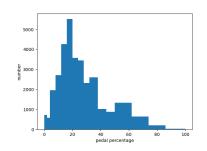


图1.1 无AI的基准风格分布

图1.2 带AI的基准风格总平均分布

• 驾驶风格按周期变化: 驾驶风格相对同一个司机是固定的

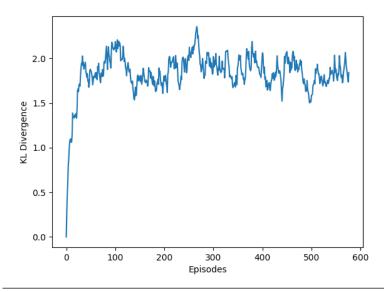
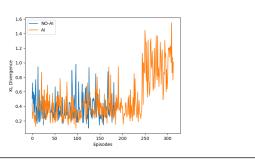


图2 驾驶风格变化按KL散度评估, 风格相对固定

#### 驾驶风格有AI和无AI比较



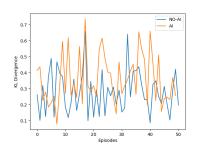
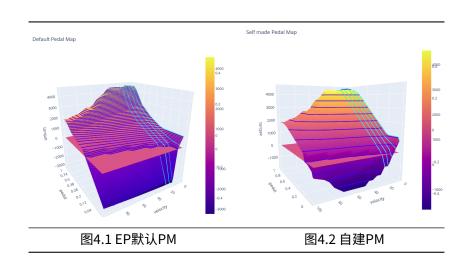


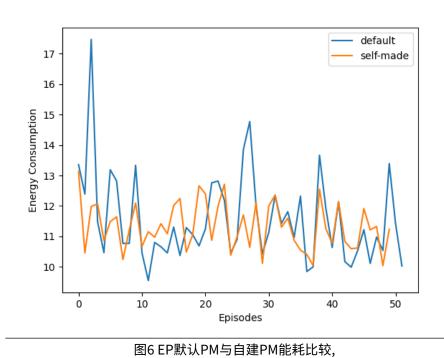
图3.2 另一位驾驶员有AI与无AI比较 图3.1 驾驶风格有AI和无AI比较,从250步开始打开

## 能耗

- 电动力默认Pedal Map (PM) vs 自建 Pedal Map

  - 默认PM:高速时请求力矩会降低自建PM:分段线性,请求力矩分段线性单调





• 具备较强能量回收的pedal map

### 实验结果

#### 驾驶风格比较:

- · 总分布和KL散度定量比较
- 1.无AI基准: 默认表 vs 手工表

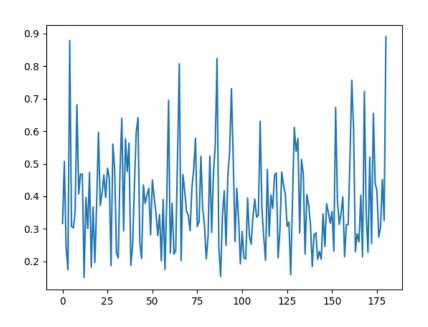
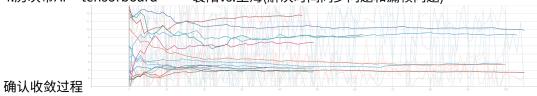


Figure 1: No Al

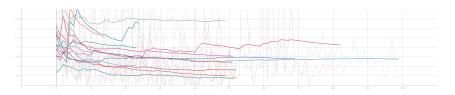
- 2.不同驾驶员: 驾驶员 1 vs. 2. vs 3.
- 3.不同初始表

4.历次带AI tensorboard - 襄阳vs.上海(解决时间同步问题和漏帧问题)



•

## 上海优化改进过程



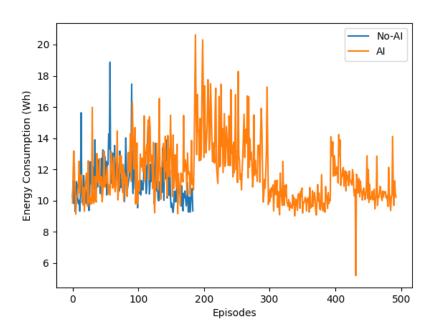


Figure 2: Al-comp

5.(无AI vs.有AI)各50次6.有AI持续模式7.不同驾驶员带AI优化过程8.怠速表关闭/打开9.熵变小/策略趋向确定性10.DDPG vs. SAC

- baselines
  - driver styles analysis (analysis)
  - pedal map comparison
  - A2C
  - different initial map
- · Declining in each epoch
  - RL agent cooperative / Human driver adapting?
  - Epoch tendcy
  - declining in total loss / inclining in total reward

- entropy declining / becoming more and more deterministic
- expected wh declining
- seems cooperative, at least no conflict
- baseline: strong regen -> higher efficiency
- methods
- achievements
- status
- long-term in resume mode (model and table resumed)
- weak regen (fix coastdown / constrained action space)
- strong regen (exploit coastdown / relax action space)

## **Analysis**

weaker regen: not stronger regen, but better motion control for the test case

possible models

#### debug

- · tools
  - driving style analysis (quantitative)
    - \* vehicle interfaces and systems (stable and reliable)
    - \* synchronization
  - data logging (for analysis and offline algo)
  - udp episodic analysis (cross check)
  - energy consumpt cross-check by UDP messages
  - model resume tool
  - different driver storage with resume and from scratch
  - debug (latency analysis)
  - verifying DL algo with cpu only resources
  - analysis
  - optimal motion planning
  - limiting action space,
  - exploit regen, activate coastdown part
  - better assistance for manual motion control for eco
  - reward shaping (penalize braking could be cooperative)
  - need recurrency to encode system dynamics
  - observing, acting rate, BP rate

#### 方法

强化学习方法,以大数据为基础的奖励驱动优化方法-**没有模型**-车辆动力学的模型和知识-电机模型-电源管理系统模型-符合学习直觉:-利用大数据建立内部模型-

#### 自适应动态过程 -

## 理论分析

- not like this: big data -> NN -> label ==> good result
- learn from data (distribution) not label (label is supervision)
  - distribution, law of large number n>30, (multiplicity with samples)
  - dynamic environment -> drifting distribution
  - advantages: previously impossible cases can be solved elegantly by big data.
- basic observability/controllability
  - observation enough? fully observable -> which should I observe?
  - control signal sufficient/efficient?
  - long-term dependency
- Model
  - Complete observable model (MDP)
  - human driver model  $Th = Th(\mathbf{O_h})$
  - pedal map  $\tilde{PM}(Th) = Trq$
  - $Trq = \tilde{PM} \circ Th = \tilde{PM}(Th(O_h))$
  - $\mathbf{O_h} = (vel, road, objects)$
  - Objective: Optimal Motion Planning
    - $\star \min_{Trq} (\Sigma_i(u \cdot i) \cdot dt)$ 
      - follow the optimal motion planning (follow the optimal speed curve)
      - reduce unnecessary large torque
      - maintain a speed when regenerative brake occurs (exploit regenerative brake)
  - Implementation, POMDP
    - \*  $\mathbf{O_{rl}} = (vel, Th)$
    - \*  $\mathbf{O}_{rlx} = (vel, Th, MotionPlan)$

#### **Outlook**

#### fully autonomous

- 1. optimal motion control/prediction
- 2. exploit regen

## assistance system

- 1. fix driving style and analysis
- 2. different reward

## Challenge

动态过程未知,奖励不完全知道,并非简单将数据灌入神经网络,需要考虑几个因素。

- sample efficiencyoffline data utilizationreward shapingmemory

#### **Counter measures**