# Testing autonomous vehicles



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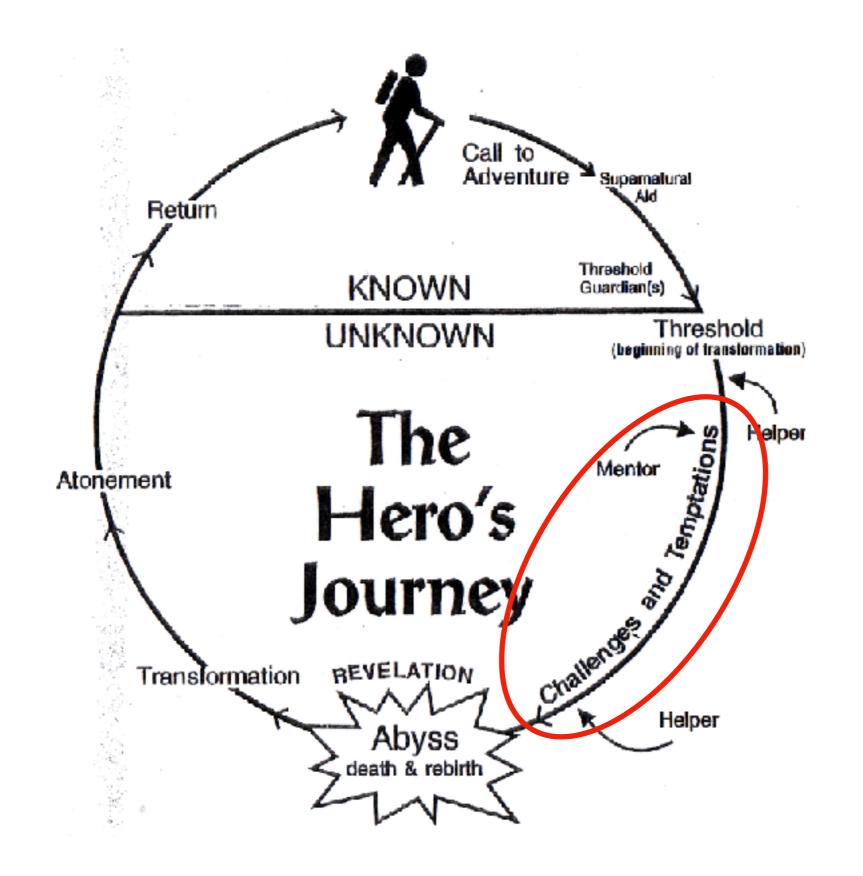
### **Explains**

- Prerequisites
- Verification and validation
- Testing strategies: from unit tests to road tests.
- Basics of autonomy

### **Credits**

- Ted Steiner (DRAPER) Spring 2016
- Andrea Censi (ETH Zurich) Fall 2017

These slides are part of the Duckietown project.
For more information about Duckietown, see the website http://duckietown.org



# Verification and Validation (V&V)

- Mission: what the system should accomplish;
  - often informally specified; subject to the vagueness of human minds and multitude of stakeholders.
- **Specification**: A (formal) description of how the system must behave.
- Verification: Convincing oneself that the system conforms to the specification.

"Are we building the system right?"

• **Validation**: Convincing oneself that the system, when conforming to the specification, accomplishes the mission.

"Are we building the right system?"

### The difference between Verification and Validation

- **Mission:** We must save the prince/princess kidnapped by the dragon.
- **Specification:** We need a way to kill the dragon.
- **Proposed solution:** We are going to launch a satellite equipped with a powerful laser that can kill the dragon from orbit.
- Verification: An extensive campaign of tests assures us that our proposed satellite design can kill any known species of dragon from orbit. Verification passed ✓
- **Validation:** Somebody realizes that the princes/princesses tend to die in the resulting heat wave. **Validation failed X**

**Revised specification:** We need a way to kill the dragon while the prince/ princess remains alive.

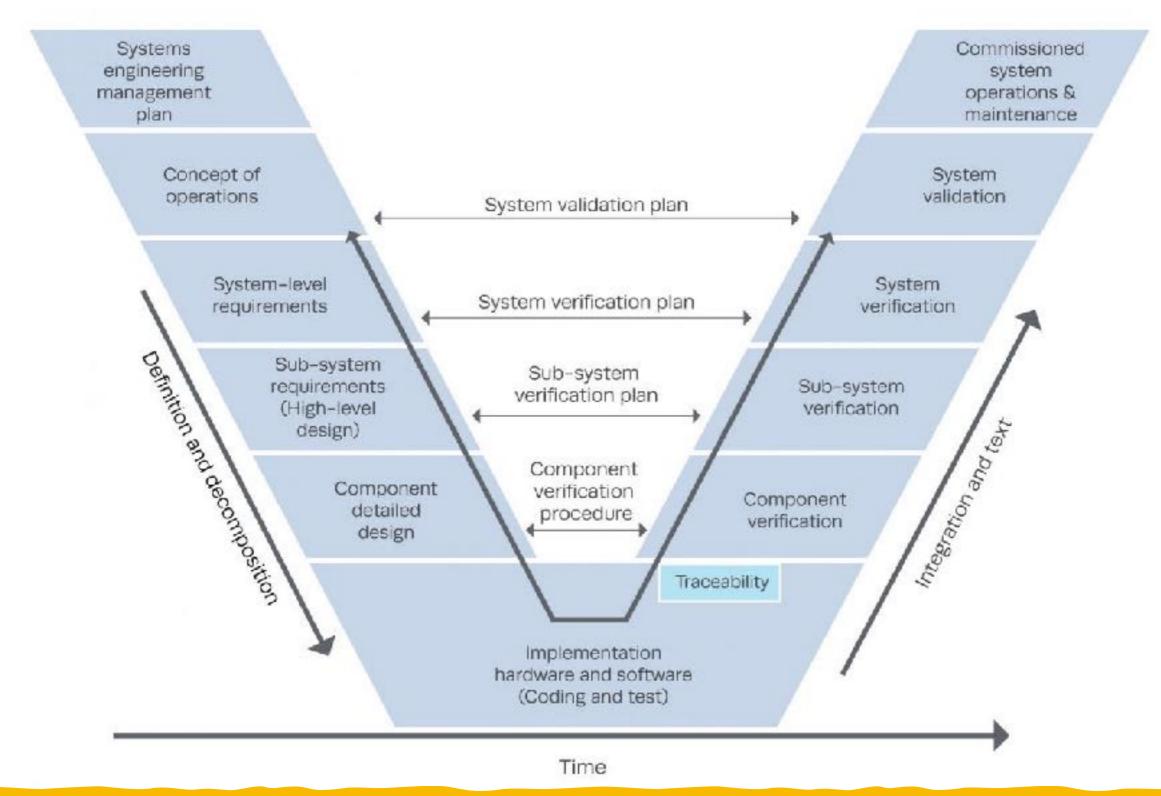
# System, subsystem, component U&U

 Validation and Verification (V&V) apply to system-level, subsystem, and component level.

### **Duckietown examples**

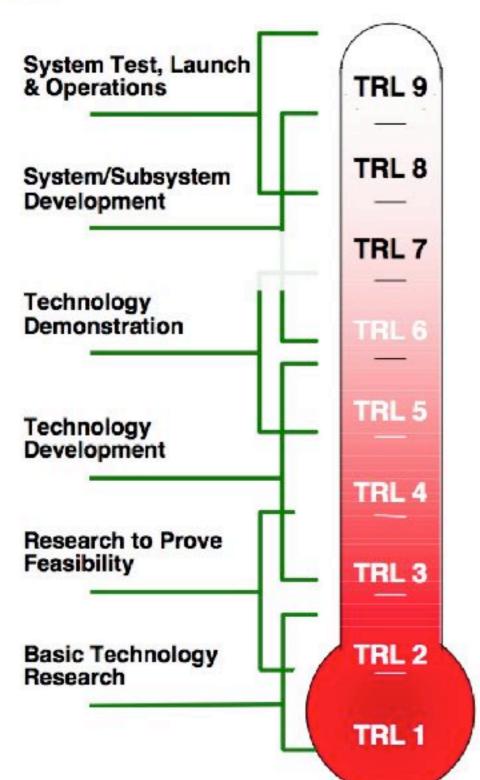
- **System-level specification**: Create an autonomous mobility-on-demand system for the city of Duckietown such that the average wait time is less than 5 minutes.
- **Subsystem-level specification**: The subsystem (anti-instagram + line detection + lane filter + controller) must be able to follow a lane and stop at the stop line with accuracy 2cm / 5 deg.
- **Component-level specification**: The lane filter must provide a localization estimate accurate to 0.5 cm / 3 deg with frequency 10 Hz and latency less than 100 ms.

### Verification and Validation (V&V)





# NASA/DOD Technology Readiness Level



Actual system "flight proven" through successful mission operations

Actual system completed and "flight qualified" through test and demonstration (Ground or Flight)

System prototype demonstration in a space environment

System/subsystem model or prototype demonstration in a relevant environment (Ground or Space)

Component and/or breadboard validation in relevant environment

Component and/or breadboard validation in laboratory environment

Analytical and experimental critical function and/or characteristic proof-of-concept

Technology concept and/or application formulated

Basic principles observed and reported

## Different types of tests

- **Unit tests**: single function, single module
- **Integration tests**: multiple modules, testing their communication/interaction
- **Functional tests:** multiple modules, testing the end-to-end functionality, often with synthetic data.
- Regression tests: multiple modules, testing on real data
- **Simulation tests:** testing in simulation; multiple fidelity levels.
- Hardware in the loop (HWIL) tests: tests performance (cpu, network, ...)
- **Flight tests**: closed course (controlled conditions), or actual roads
- **Acceptance testing:** does the customer like the product?

### Unit tests

- **Unit tests** verify the functionality of single modules or part of a module (even a single function), in isolation from the rest of the system.
- Speed up debugging find issues quickly in complex code
- Speed up integration on a new system or environment
- Prevent unexpected changes of functionality.

### **Duckietown examples**

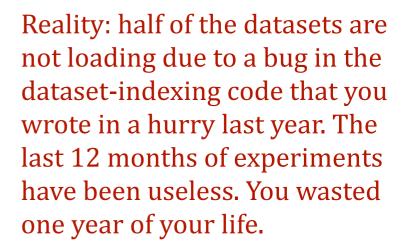
• **Camera geometry tests:** Sample random calibration information. Take an (x,y,0) point, project it to image space, and re-project back to the ground. We should obtain the same coordinates.

# Most problems are simple stupid mistakes

The map is not estimated correctly. Maybe I should have used a better preconditioner for that matrix inversion...

Reality: you forgot a minus sign.

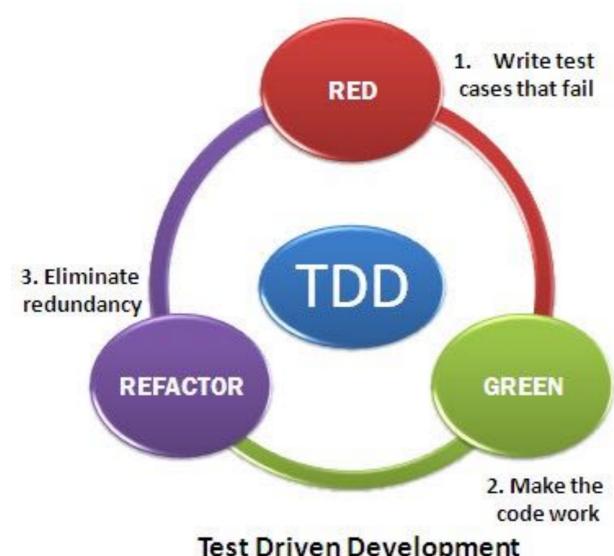
Learning is not converging; maybe I should try implementing that fancy new method everybody is talking about...





### Test-driven development (TDD)

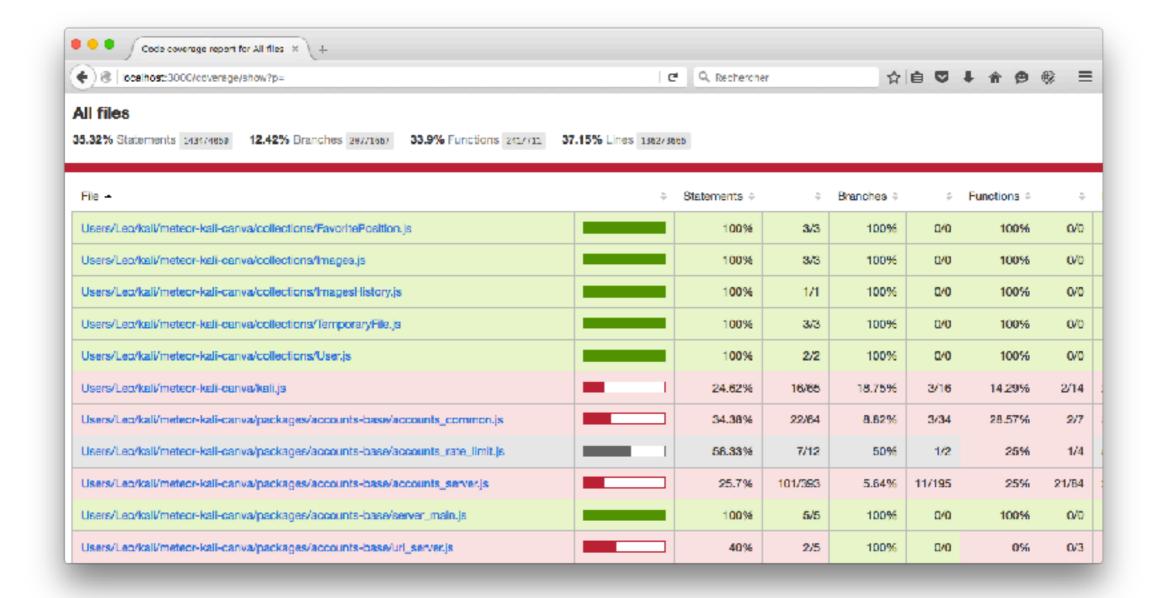
Write the tests **before** writing the code.



**Test Driven Development** 

### Code coverage

Code coverage: % of lines of code that are reached by the tests.



### Code coverage

- Code coverage: % of lines of code that are reached by the tests.
- Risk: writing lots of easy tests that give a false sense of security.

### **Goodhart's law**

"When a measure becomes a target, it ceases to be a good measure."

### Integration tests

• **Integration tests** verify that multiple modules work well together; e.g. the data format is compatible.

Two successful unit tests, zero integration tests.



### **Functional tests**

• **Functional tests** verify the end-to-end functionality provided by a subsystem, often with synthetic data.

### **Duckietown example**

Test the pipeline ground projection + lane filter with synthetically generated line detections. Fix a pose **q**, generate line detections at **q**, check estimated pose, which should be equal to **q**.

### Regression tests

- **Regression tests** verify the end-to-end functionality provided by a subsystem on real data (logs).
- May involve the use of annotated ground truth on realistic data.
  - pose information from sensors you might not have in production (motion capture, differential GPS)
  - sensor annotations (images for cameras, point clouds for lidar, tracks for sonar)
- May involve data taken in **controlled conditions**.

### **Duckietown examples**

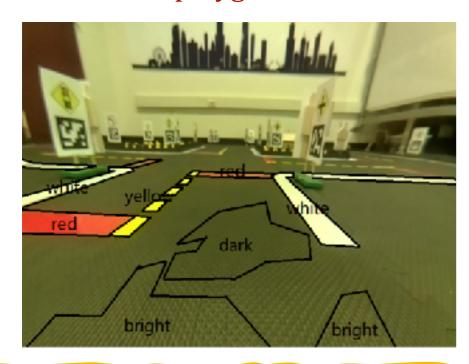
Check that we can detect all April tags at a distance of 40 cm. Check that we have >99% reliability in duckie detection.

# Example of image annotations

bounding boxes



polygons



pixel-level segmentation



### Data annotations in Duckietown

- We will outsource the data annotations to the company thehive.ai
- **First phase:** the teams explore the possibilities for data annotation.
  - 1. Teams collect the data that they need.
  - 2. Sign up on **thehive.ai** and setup the annotation efforts.
  - 3. See results and iterate.
  - Every educational account gets \$100 in credits ( = 1000 images labeled). Ask us if more is needed.
- Second phase: We will consolidate the data annotation efforts.
  - Goal: create a curated quality dataset that can be used for many years.
- **Third phase:** reusable testing framework will be created by the supervised learning team.

## Simulation tests

- Simulations: use responsibly.
  - "Simulations are doomed to succeed": developing first in simulation will lead to failure.
  - Simulations are necessary in robotics to do closed-loop control tests.
  - Different levels of fidelity to achieve different goals:
    - Fully photorealistic 3D world with physically based rendering: use to explore limits of perception.
    - Not photorealistic: may still be useful as functional tests for perception.
    - *Ignore sensors and just simulate perception errors:* useful if you have a good statistical model of perception.
    - *Ignore sensors and dynamics*: may still be useful for multi-agent systems

# Hardware-in-the-loop (HWIL) tests

- "Hardware in the loop" (HWIL): bench test with (part of) the system hardware.
- HWIL tests are typically used to measure the performance
  - Example: test total latency with CPUs under full load
  - Example: test reliability of network under stress
  - ...
- At runtime, **health monitoring modules** will check these values.

**Duckietown example:** Check that the total latency is less than 100 ms when run on a Raspberry PI.

### Testing the complete system

- **Tests in controlled conditions:** In the end, the rubber must meet the road...
  - Typically use a **catalogue of maneuvers** 
    - intersection with stop signs
    - intersections without stop signs
    - passing on the left, on the right, ...
- On road tests measure system-level performance metrics.
  - Example: number of takeovers per mile

Uber's test track



University of Michigan's test track



### Acceptance tests

 Acceptance tests are useful for validation: does the customer accept the product, or should we go "back to the drawing board"?

