

An aerial photograph of a multi-lane highway. A large truck is visible in the lower center, driving on the road. The road has multiple lanes with white lane markings. There are some palm trees and other vegetation along the sides of the road. The sky is clear and blue.

# **Software Engineering for Safe Self-Driving**

**Uber ATG**

**(Owen) Shang-Wen Cheng**

**2020.12.02**

**System Safety Software Engineer**

# Outline

- Intro of ATG missions, vision, videos
- Self-driving basics on the Volvo XC-90 platform
- ATG's Safety Case Framework and approach
- Discuss software engineering challenges
- Q&A

# Quick Bio: I've created software in many domains

- I'm continuing to find ways to incorporate practical lessons
  - ... from software architecture, self-healing systems, and first-principles analysis
  - ... into routine system and software engineering tasks
- Fun facts of this curious coder
  - First shell script: Lotus 1-2-3 application menu via DOS AUTOEXEC.BAT
  - First application: Wedding Cake POS system in dBase III Plus
  - First real-world job: Florida DHSMV Driver License Query System in Java + Oracle PL/SQL
- 8 yrs piling higher and deeper in Software Engineering at Carnegie Mellon U
  - Thesis - *Rainbow: Cost-Effective Software Architecture-Based Self-Adaptation*
- 6 ½ yrs at NASA Jet Propulsion Laboratory as FSW Engineer plus Flight Ops
  - SMAP + [StateChart Autocoder](#) + [SMAP Vitals](#)
- 4 ½ yrs so far at Uber Advanced Technologies as System Software Engineer
  - Roles spanned log data (telemetry) offload, data platform, and [system software safety](#)





# Why Self-Driving?

Self-driving  
Matters for  
the world



Self-driving  
matters for  
Uber



Uber  
matters to  
self-driving

Save lives.  
Save time.  
Save space.

Providing safe, reliable,  
cost effective transportation  
is our priority.

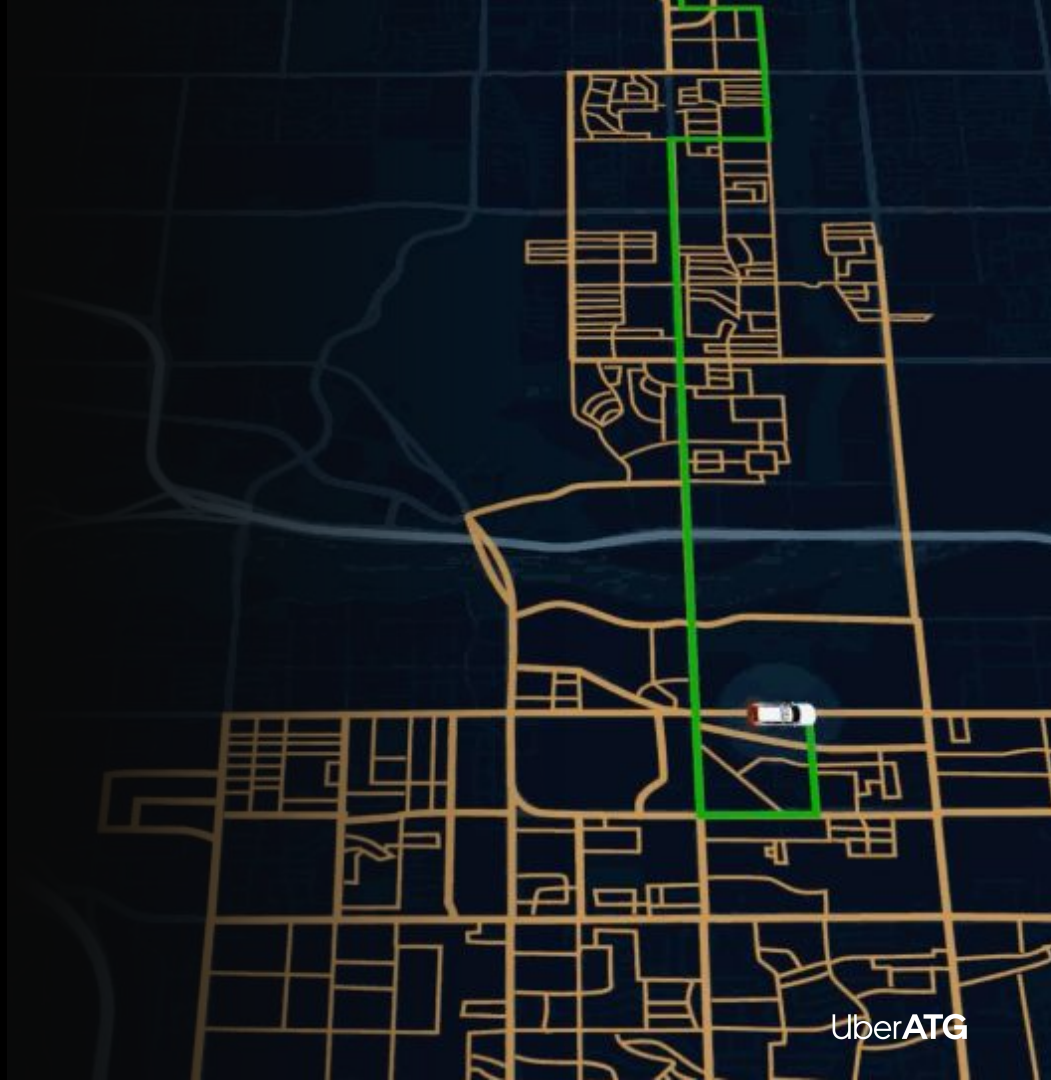
Our network allows  
us to scale self-driving  
globally.

# Our Goal

Self driving  
transportation for  
everyone and  
everything

## ATG Mission

Introduce self-driving technology to the Uber network in order to make transporting people and goods safer, more efficient, and more affordable around the world.





## Vehicles At Scale



## Self-Driving Systems

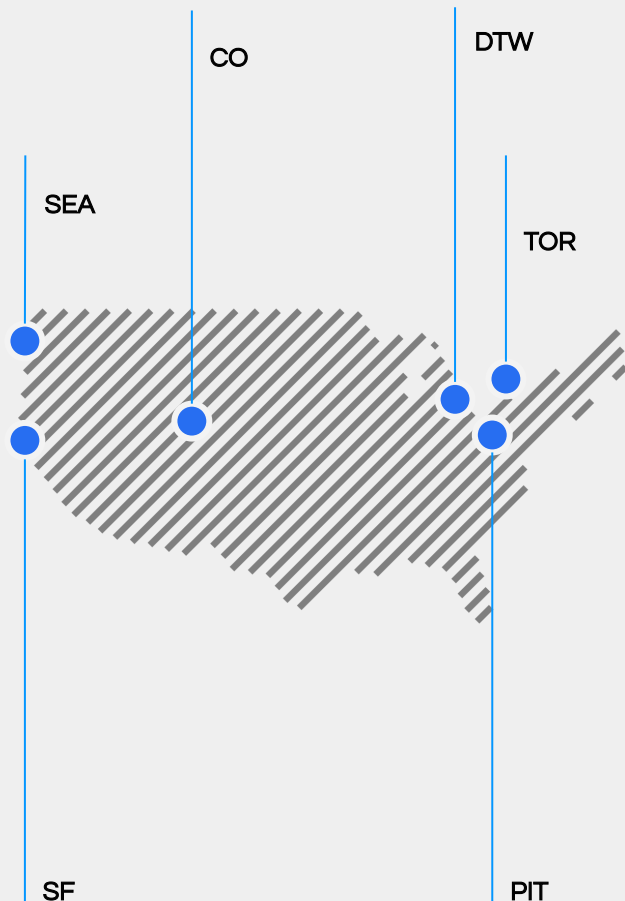


## Fleet Operations



## The Network





# >1000 Employees

We comprise:

- System Engineers
- Safety Engineers
- Mechanical and Hardware Engineers
- Software Engineers / DevOps / Infra
- Product and UX Engineers
- Program and Product Managers
- ...

UATG Careers URL:

<https://www.uber.com/us/en/careers/teams/advanced-technologies-group/>



# Self-Driving Vehicle Basics



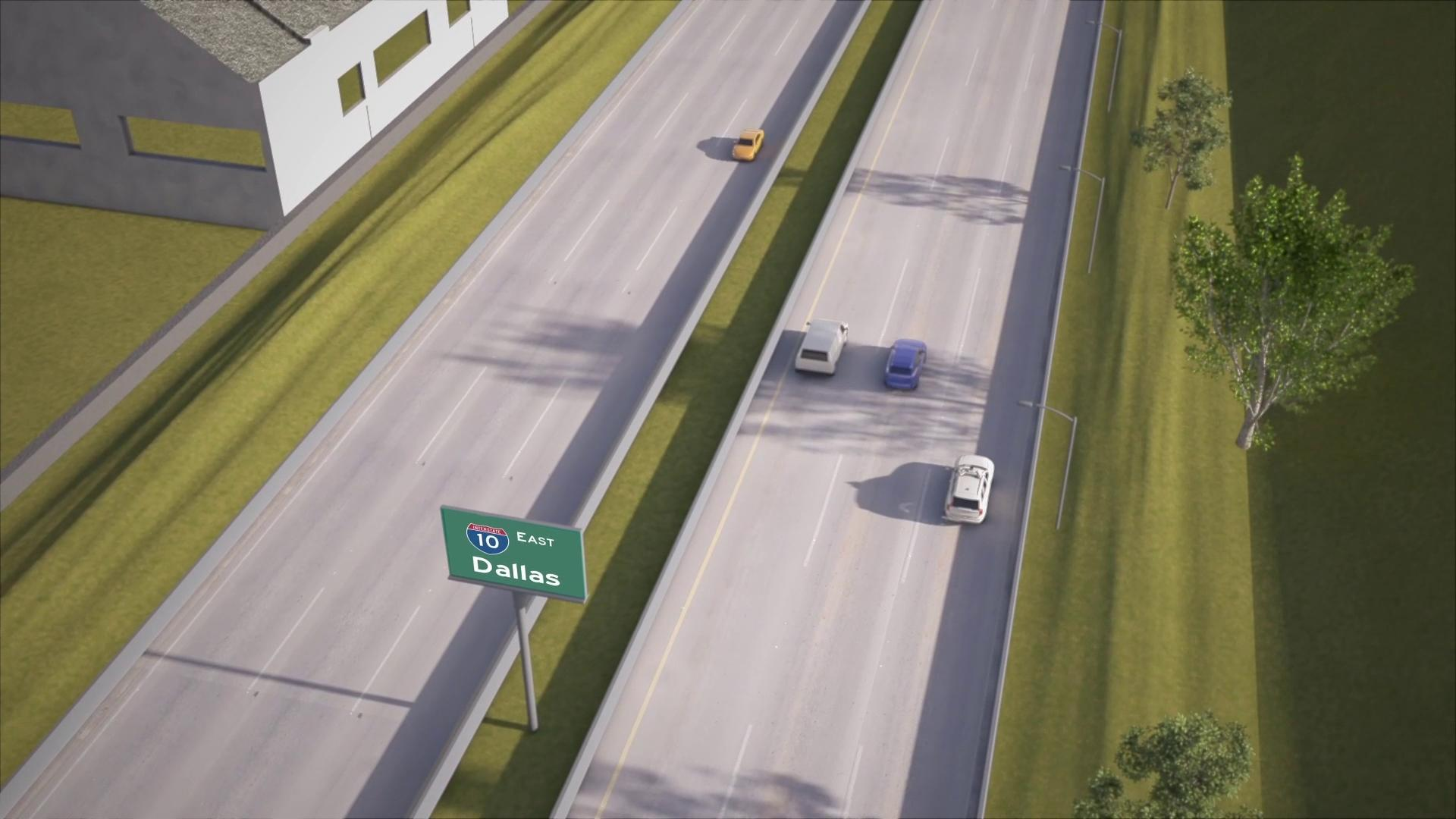
Camera  
LiDAR  
Radar  
Ultrasonic  
GPS  
IMU  
Wheel Encoder



Perception  
Prediction  
Motion Planning  
Control  
Maps  
Localization  
Routing



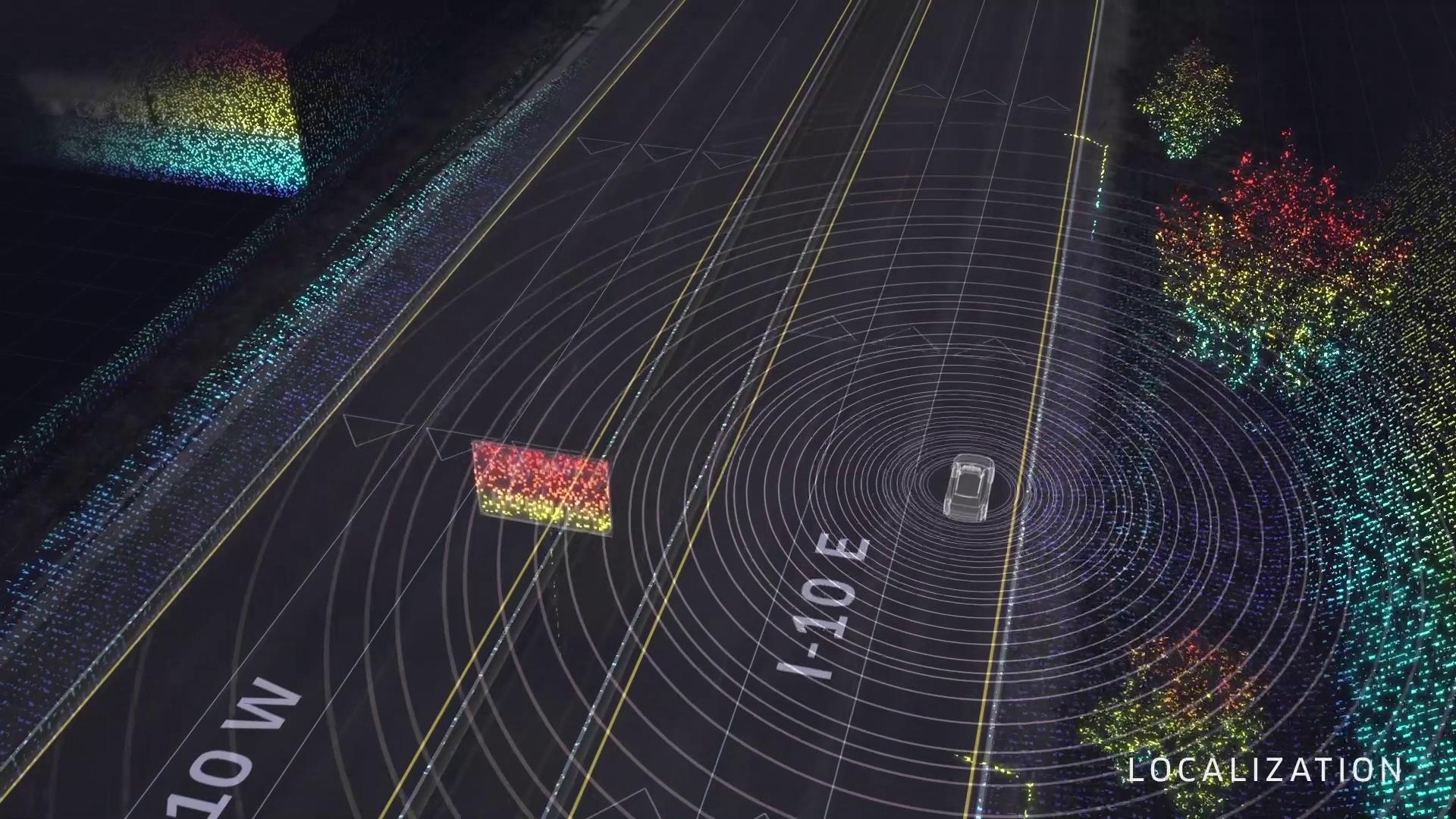
Steering  
Braking  
Propulsion







MAP



LOCALIZATION



LIDAR



PERCEPTION





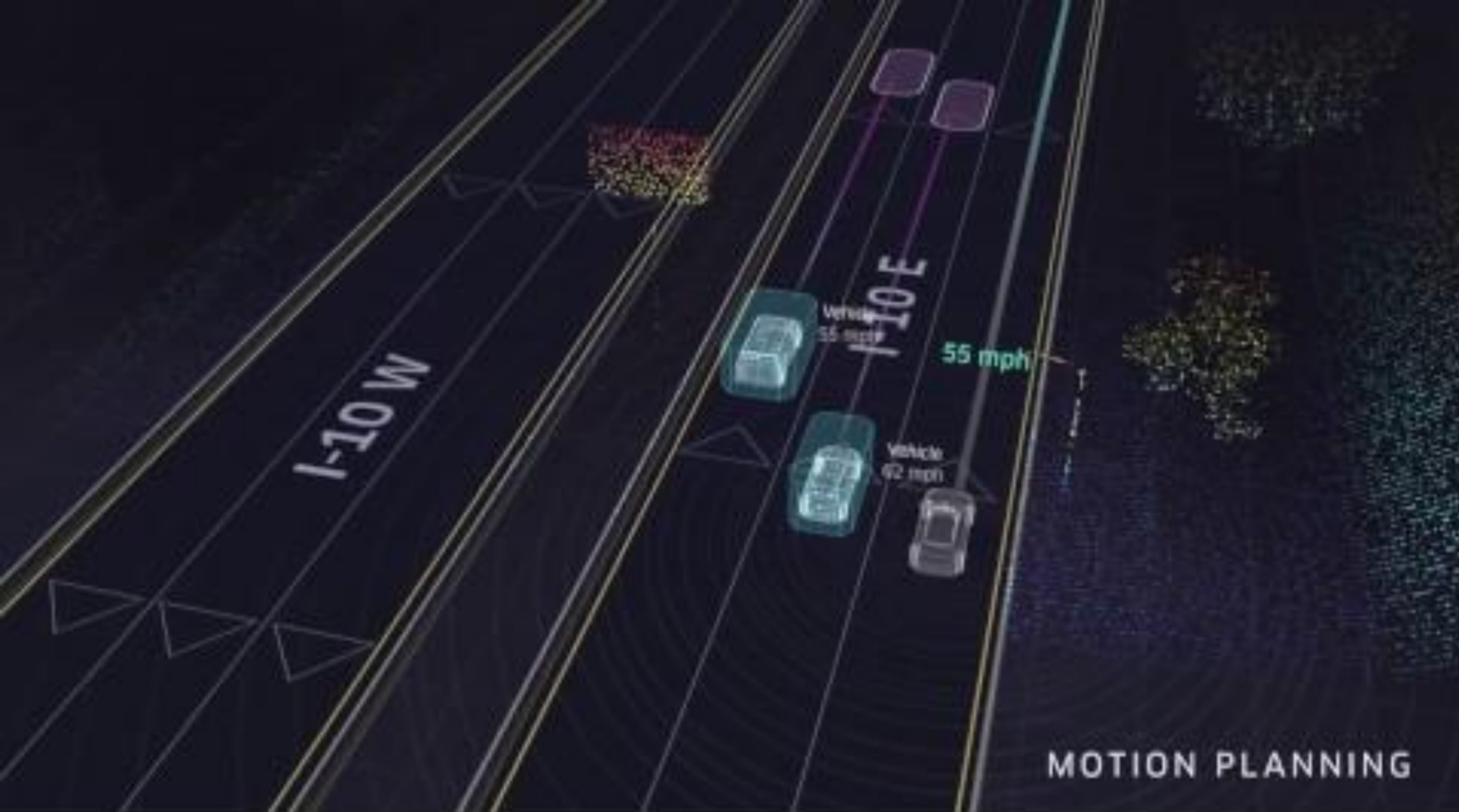
I-10 W

I-10 E

Vehicle  
56 mph

Vehicle  
62 mph

PREDICTION





Vehicle  
56 mph

Vehicle  
62 mph

CONTROL





Controls  
Motion Planning  
Prediction  
Perception  
Sensors  
HD Map and Localization





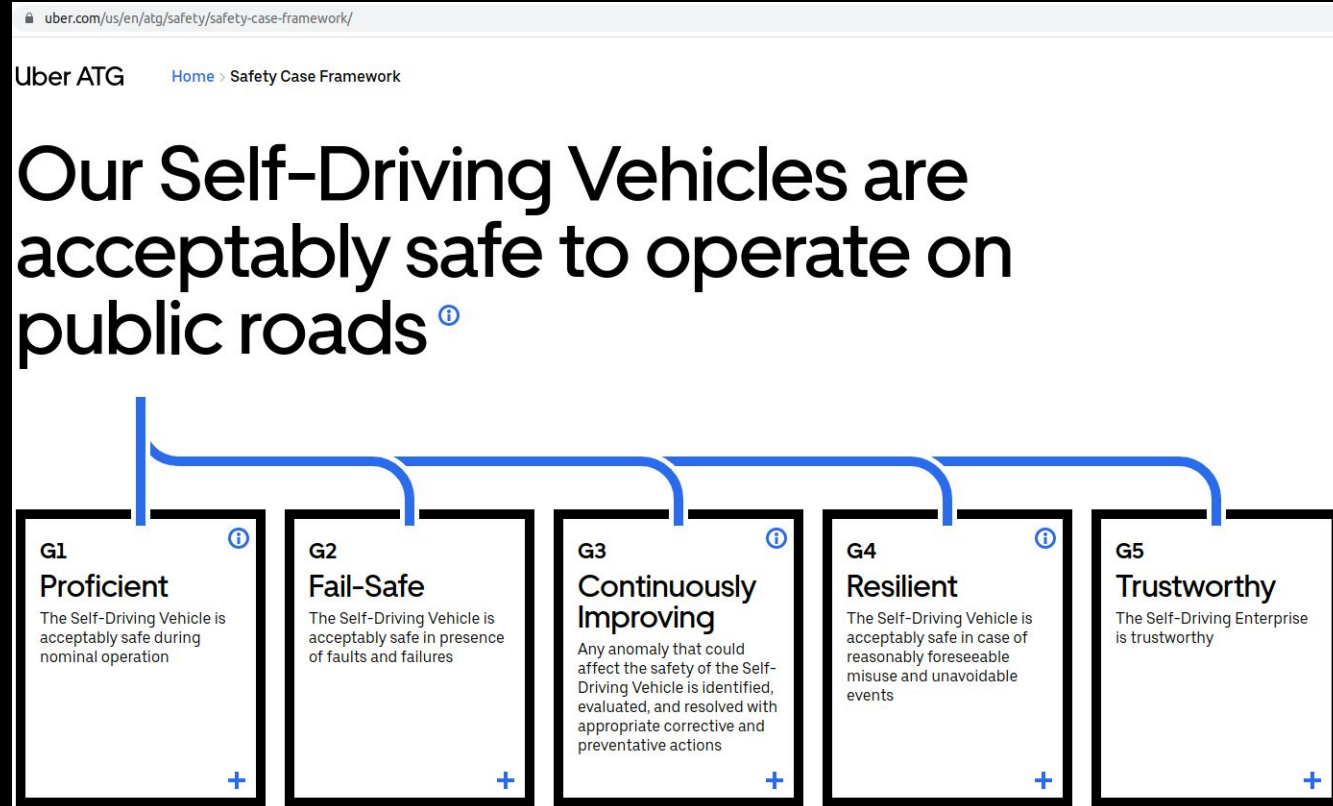


## Critical Thinking Time:

What do you consider  
the biggest challenges  
to realizing this tech?

# UATG Safety Case Framework

- **Proficient:** Absent system faults, system is acceptably safe during nominal operations
- **Fail-Safe:** System is acceptably safe in the presence of faults and failures; mitigates harm
- **Continuously Improving:** Dev & ops processes identify, evaluate, resolve anomalies that can potentially affect safety of the self-driving vehicle (SDV); strong safety culture: employees all levels empowered & accountable for active participation
- **Resilient:** SDV is acceptably safe in case of reasonably foreseeable misuse or unavoidable events
- **Trustworthy:** Earn & keep trust of our riders, regulators, legislators, public safety officials, other road users, and advocacy organizations; provide them evidence of the safety measures of our self-driving enterprise



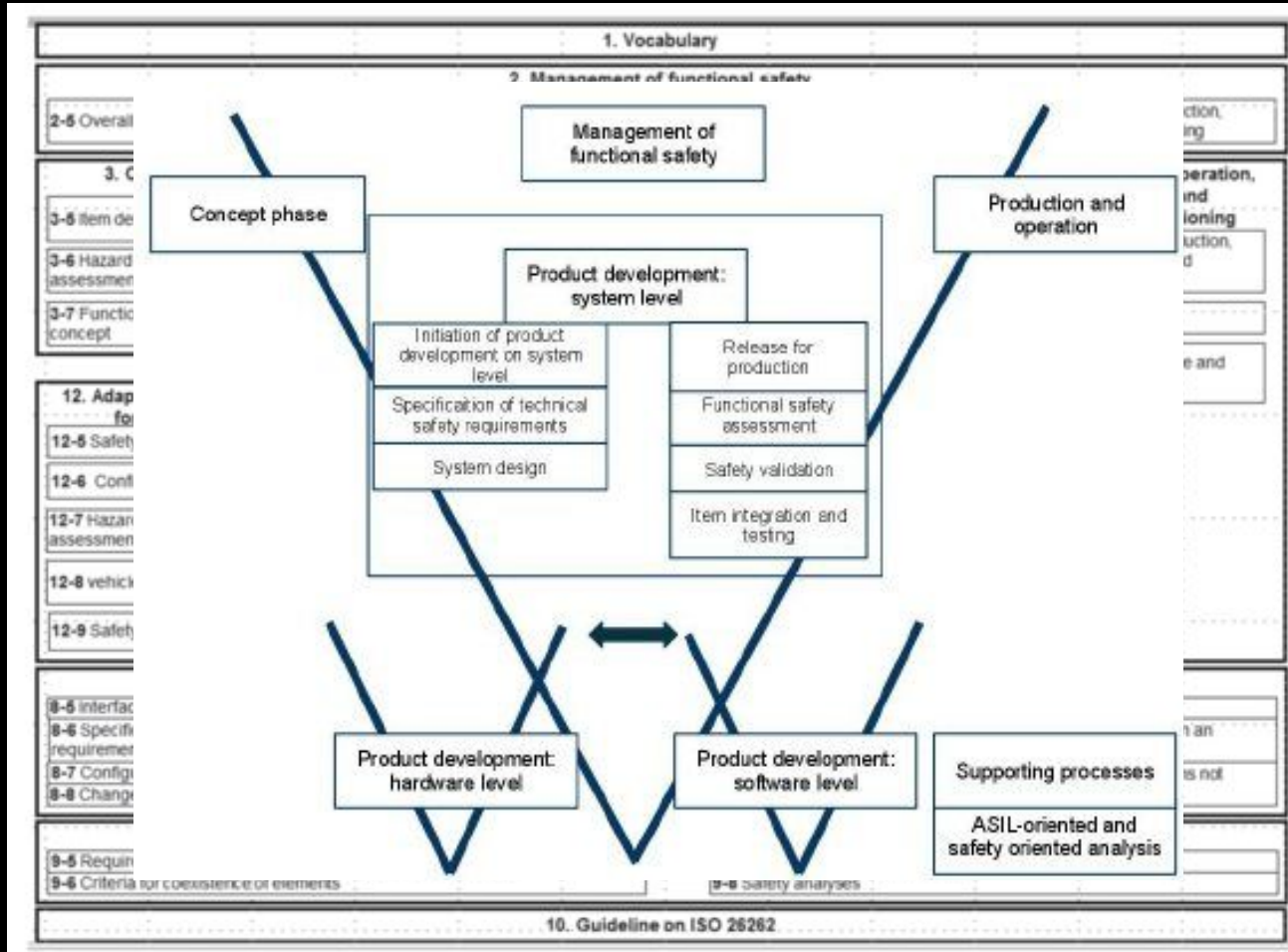


# Safety Case Framework Incorporates Safety Standards

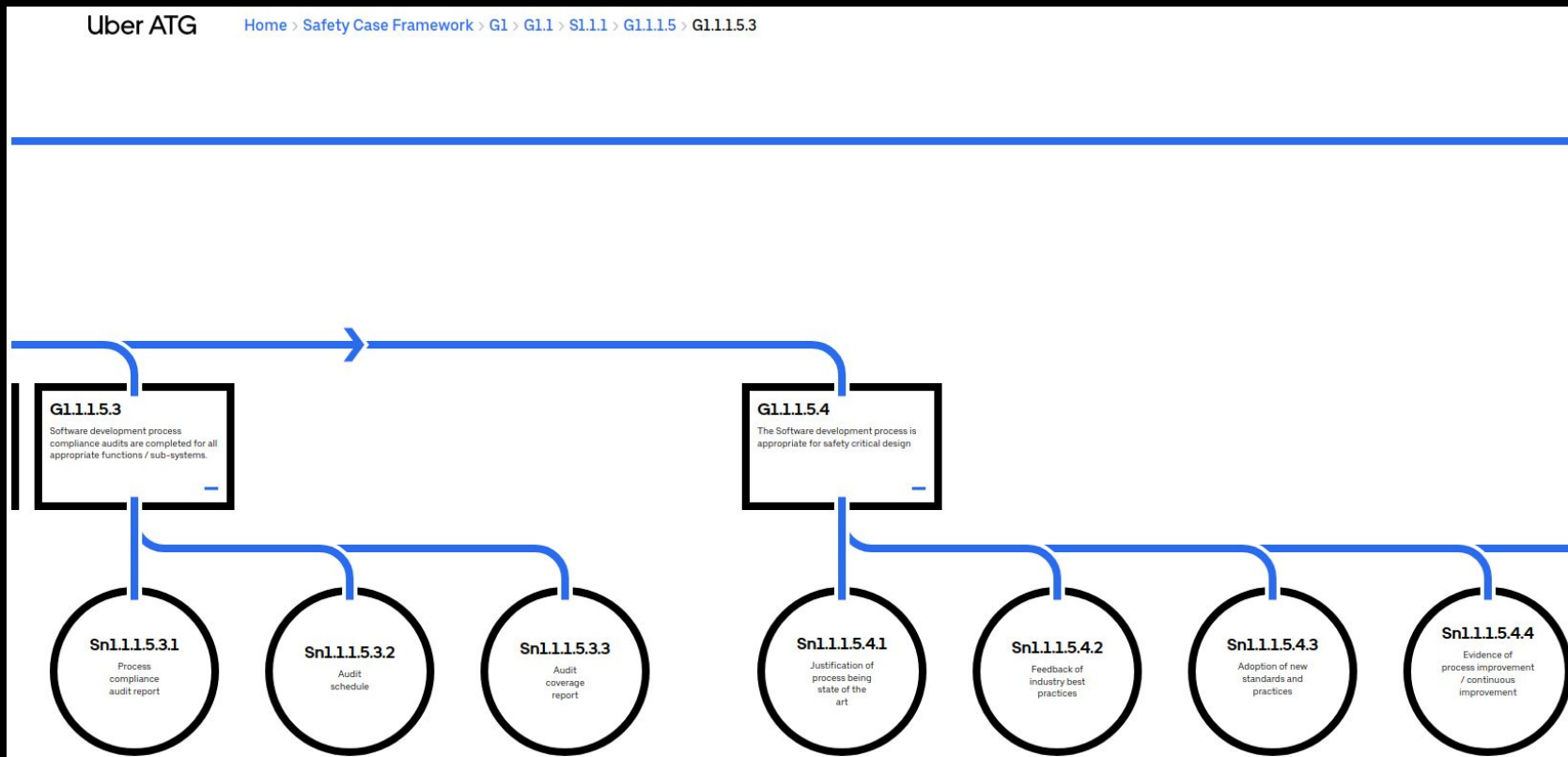
- ISO 26262, aka *Functional Safety*: Acceptable level of safety for road vehicles
  - Requires absence of **unreasonable risk** caused by every hazard associated with system functionality and implementation
  - Particularly, malfunctions of the electrical and/or electronic (E/E) systems, including random HW failures, systematic failures
  - 26262 defines how to assess hazards, to define top-level safety requirements (safety goals), rigors of development, etc.
- ISO 21448, aka *Safety of the Intended Functionality* (SOTIF)
  - Some systems rely on sensing external/internal environment
  - Where hazardous behavior can be caused by intended functionality or performance limitation of system free from faults addressed in 26262
- UL 4600, latest standard on system safety
  - Complements the above (and others)
  - Specifically focuses on systems containing machine learning algorithms and data

# System Engineering Processes

Sources: <https://www.iso.org/obp/ui/#iso:std:iso:26262:-2:dis:ed-2:v1:en:fig:1> ;  
[https://www.researchgate.net/figure/V-Model-from-ISO-26262\\_fig1\\_228746867](https://www.researchgate.net/figure/V-Model-from-ISO-26262_fig1_228746867)



# A Glimpse of the Software Engineering Claims



# Requirements Engineering for Self-Driving Software

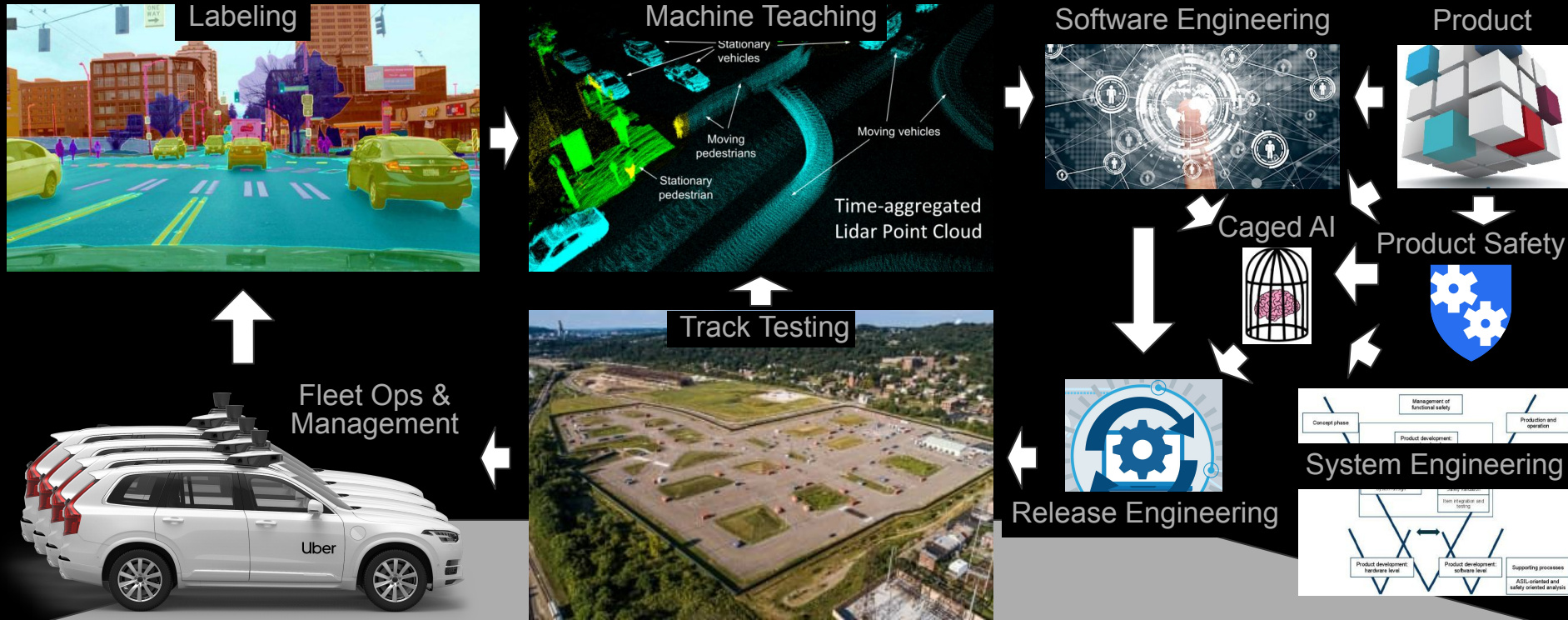
- Traditional systems engineering demarcates problem and solution spaces
- Self-driving software engineering poses challenges to that approach
  - Problem space requires analysis and data-driven understanding
  - Solution options require testing to validate
  - Ideally, fast iteration for development velocity
  - Software engineers are domain experts
  - How to make this happen?
- Motivating jaywalking scenario:
  - How do human drivers handle jaywalking?
- Scenarios as proxy for requirements
  - How many types of scenarios do we handle?



# Critical Thinking Time:

How would you  
engineer the software  
for a self-driving car?

# Ecosystem of Self-driving Software Development



Safety Management System

# What Makes Self-Driving Software Hard?

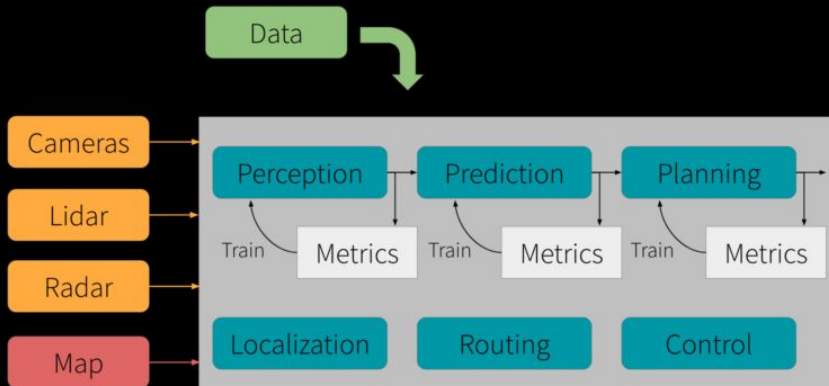
UL 4600 Section 8 provides specific guidance on Autonomy Functions and Support:

- 8.1 Hazards related to autonomy have been identified and mitigated; concept of operations described.
- 8.2 The Operational Design Domain (ODD) shall be defined in an acceptably complete manner, violations handled safely, changes detected and tracked to resolution.
- 8.3 The sensors shall provide acceptably correct, complete, and current data (within the defined ODD).
  - Calibration, data filtering, data processing, data identification techniques result in acceptable performance
  - Sensor fusion and redundancy management techniques shall be used as necessary
  - Risks resulting from potential sensor performance degradation shall be mitigated
- 8.4 Perception shall map sensor inputs to the perception ontology with acceptable performance.
- 8.5 The machine learning architecture, training, and V&V approach shall provide acceptable performance.
  - 8.5.3 Machine learning training and V&V shall use acceptable data.
  - 8.5.4 Machine learning-based functionality shall be acceptably robust to data variation.
  - 8.5.5 Post-deployment changes to machine learning behavior shall not compromise safety.
- 8.6 Planning capabilities are acceptable, documented, have acceptable V&V, and risks from failures mitigated.
- 8.7 Prediction functionality shall have acceptable performance.
- 8.8 Trajectory and system control shall have acceptable performance.
- 8.9 Actuator faults shall be detected and mitigated.
- 8.10 Timing performance of autonomy functions shall be acceptable.



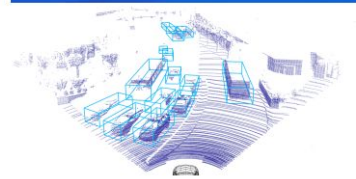
# Perception and Prediction Software

- Perception (ref. [LaserNet](#))
  - Sensors  $\Rightarrow$  Detect & track objects by types
  - Fallback: tracks objects by ballistic motion
- Prediction
  - Estimates object future motion & likelihood
  - Presents intents of actor to be in SDV path
- Training Pipeline (below)

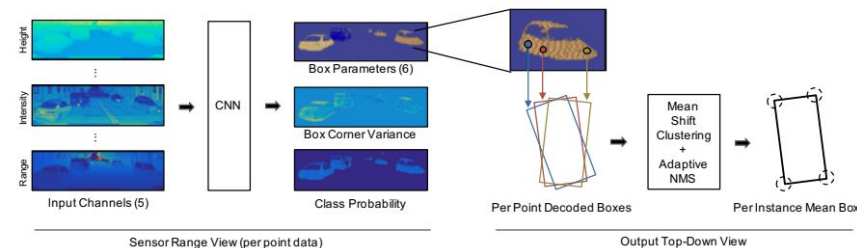


## Introduction

- LaserNet is an efficient and probabilistic 3D object detector based on LiDAR.
- LiDAR is inherently dense from the sensor's point of view but sparse when projected into 3D space.
- The efficiency of our detector is due to operating in the dense range view instead of a sparse top-down view.
- Our method produces accurate bounding boxes with calibrated positional uncertainties.



## Overview





# What Makes Testing Hard?

- Ginormous V&V combinatorics
  - Take camera sensor, for example, and consider the following ingredients:
    - Just one camera, 4096x2168 pixels, 24-bit RGB, 24 fps
    - Single scene detected for one second
  - Assume we want to test proper perception, prediction, and motion plan for all possible inputs
  - What is the state space?
    - $1 \text{ sec} \times 24 \text{ frame/sec} \times 2^{24} \text{ /bit} \times (4096 \times 2168) \text{ bit/frame} = 3,575,611,813,527,552$
- Simulation is essential for testing
  - Must weigh fidelity, from sensors to vehicle dynamics
    - Sensor simulation super complex: physics of photons picked up by sensors
    - Vehicle dynamics also super complex: the physics of control on road surface
  - Complicated by other environmental factors, e.g., lighting, visibility, humidity, etc.

# System Visualization Key Enabler for Development

## CAMERA

- 1st person
- Topdown
- Perspective

## TREE TABLE

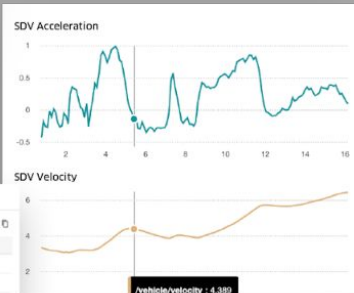
Tree Table

Filter by fields

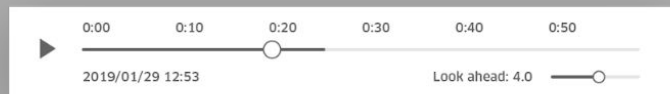
FIELD	OBJECT ID	COLUMN A	COLUMN B
Title 01	123456	Driver sit	Driver queue
Item 01	56	Driver sit	Driver queue
Item 02	56	Driver sit	Driver queue
Item 03	56	Driver sit	Driver queue
Title 02	123456	Driver sit	Driver queue
Title 04	123456	Driver sit	Driver queue
Title 05	123456	Driver sit	Driver queue
Title 06	123456	Driver sit	Driver queue

## LOG VIEWER

## METRIC



## PLAYBACK CONTROL

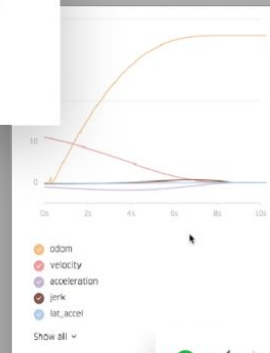


## OBJECT LABEL

### Car (SDV)

velocity: 12 mph  
acceleration: 2 mph/s  
state: manual  
turn signal: right  
traffic signal: red

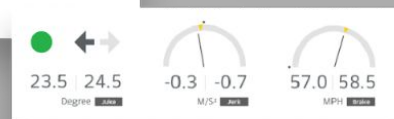
## PLOT



## STREAM SETTINGS

- ☒ /vehicle undefined
- ☒ /acceleration float
- ☒ /velocity float
- ☒ /wheel\_angle float
- ☒ /autonomy\_state string
- ☒ /trajectory polyline
- ☐ /tracklets undefined
- ☒ /objects polygon
- ☐ /tracking\_point circle
- ☐ /label text
- ☒ /trajectory polyline
- ☒ /objects/futures polygon
- ☒ /fider undefined
- ☒ /points point
- ☐ /camera undefined
- ☐ /image\_D2 image

## HUD



What are your key  
takeaways for  
engineering AI-enabled  
system software?

# My Experiences for Software Engineering Students

- Engineering in general, software engineering in particular:
  - Requirements engineering: thoroughly understand the problem space before tackling solution
    - In today's tech world, we tend to go seeking nails for the hammer we ourselves possess
    - Problem space analysis takes a diverse team of experts: consider jaywalking problem
  - Abstractions: It's a skill not just for software engineers
    - But, very useful to tackle the complex problems of the world today
  - Range: Applying ideas from different domains to your current area
- Suggestions: expand not just your depth, but breadth!  $\Rightarrow$  T/X/ $\Gamma$ -shaped skills
  - My own:
    - Read 100 books a year to expand horizons (one Senator's family practice inspired me)
      - Blinkist is a great resource! My invite link: <http://blinkist.com/d1a17e4dce19>

