

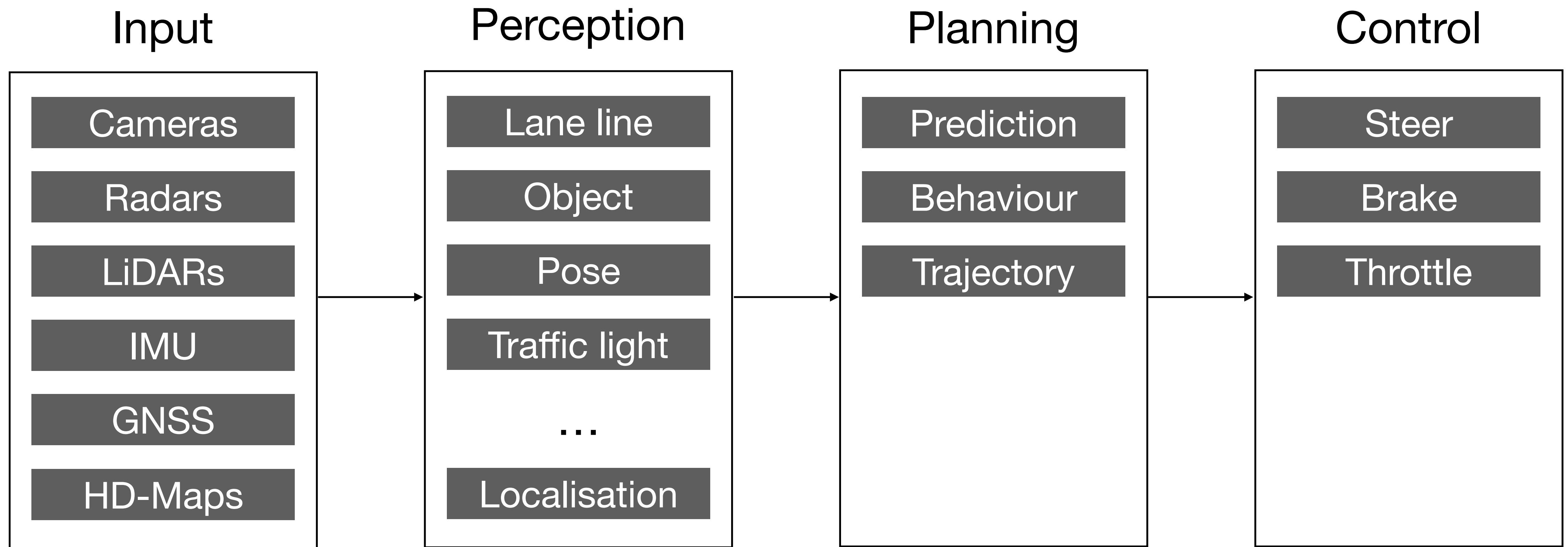
# **The Recipe for Imitation Learning in Self-driving**

**Cong Jie Ng  
CTO @ Mars Auto**

**The 8th K-PAI Forum | 2025 June 18**

# How self-driving has traditionally worked

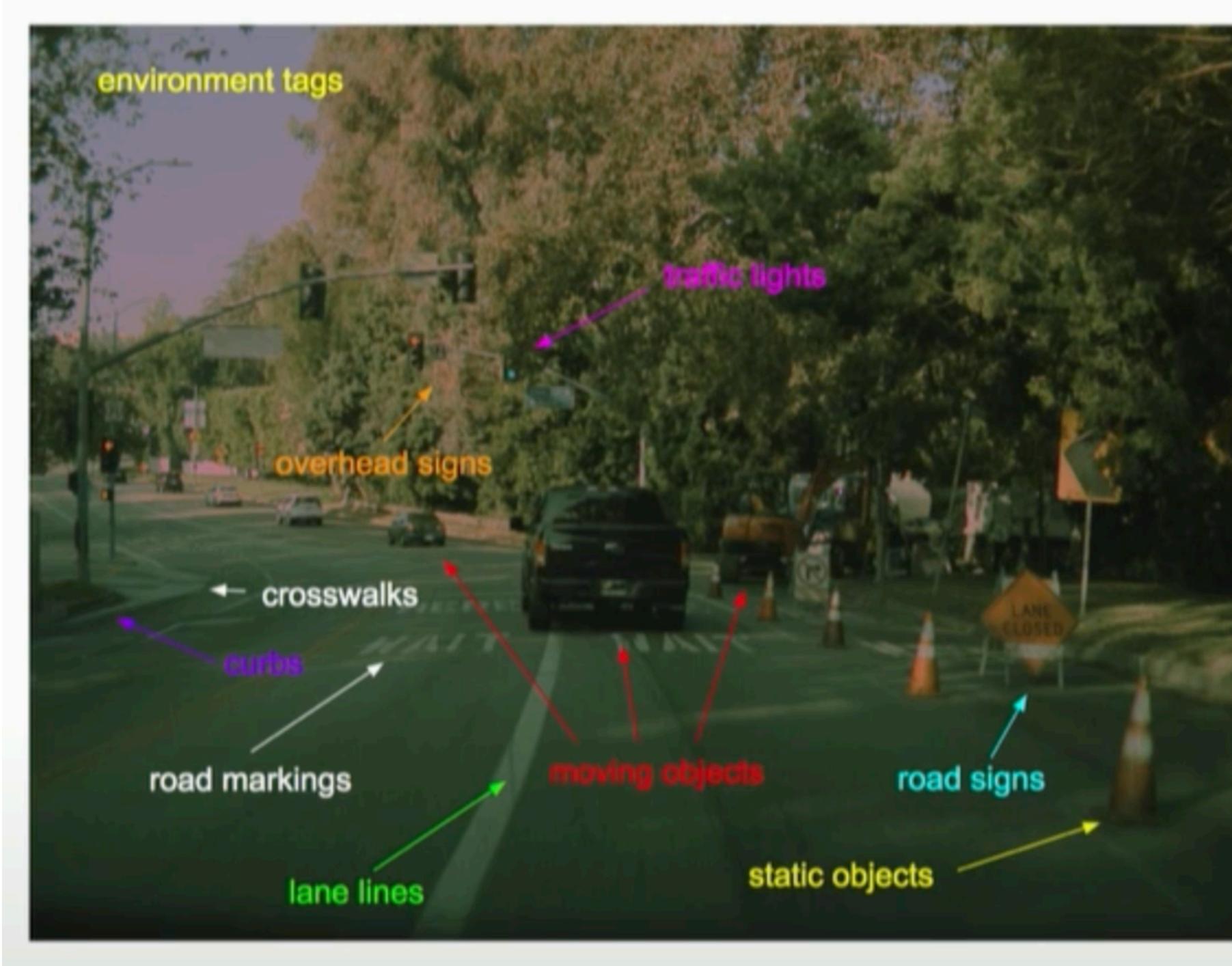
## Rules based and modular pipeline



# How self-driving has traditionally worked

## Rules based and modular pipeline

- Explicit signals: Object bounding boxes, lane lines, traffic lights, etc.



# Traditional pipeline vs out-of-distribution

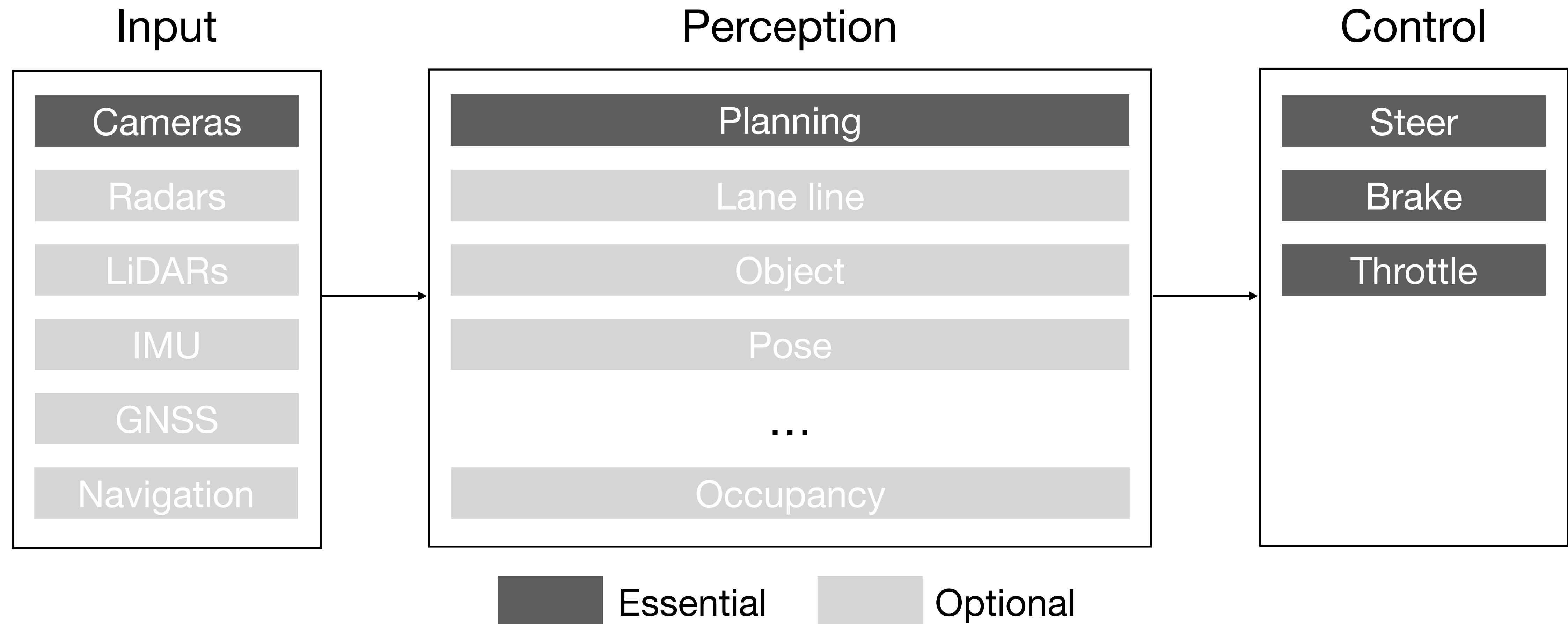
- Neural network trained only on driving scenes would fail to see a toilet bowl!
- It requires handling every object explicitly, not scalable.



Image from [https://www.reddit.com/r/toiletswithauras/comments/glx7rc/in\\_the\\_middle\\_of\\_the\\_street/](https://www.reddit.com/r/toiletswithauras/comments/glx7rc/in_the_middle_of_the_street/)

# The shift: The end-to-end approach

Data driven and monolithic



# The shift: The end-to-end approach

Only a handful of companies are on this path

MARS AUTO



TESLA



WAYVE



# Why is e2e so powerful

Navigate through construction zone without cone detections



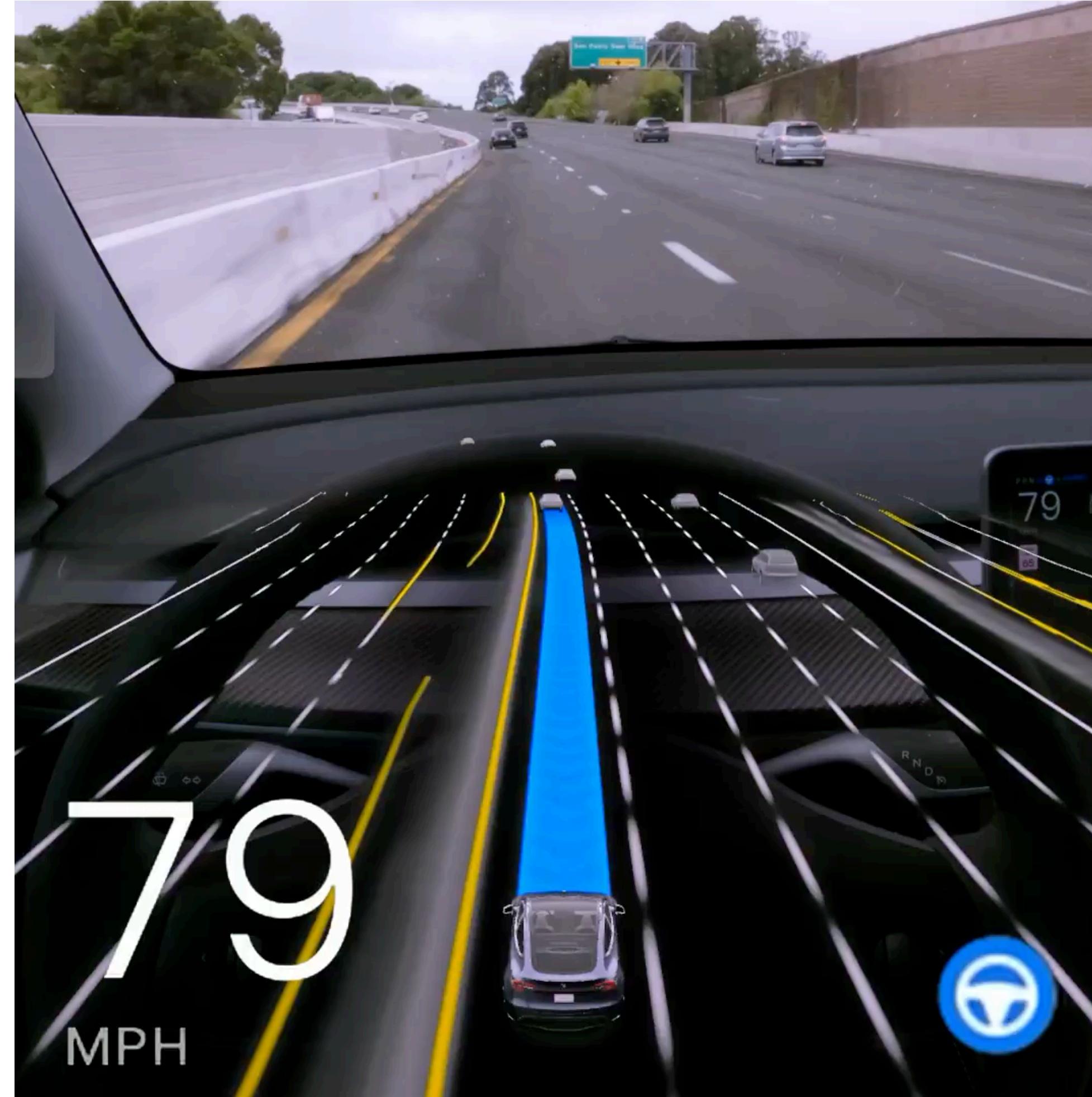
# Why is e2e so powerful

Stop-and-go without traffic lights detection



# Why is e2e so powerful

Human-like driving behavior without an explicit pothole detection



# How to train an e2e model

## The ingredients

- Dataset with diverse (long-tail edge cases) human expert demonstrations



**Andrej Karpathy**   
@karpathy

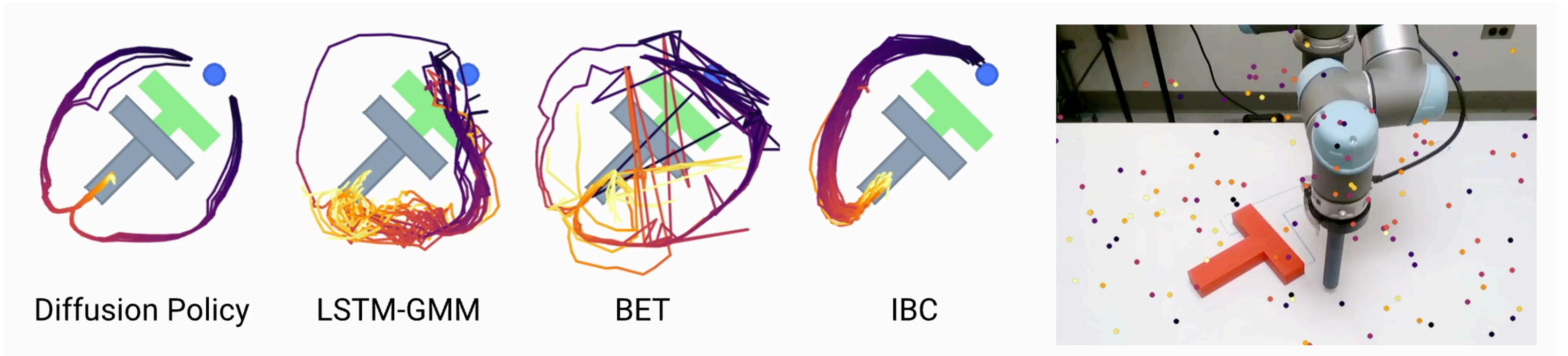
real-world data distribution is  $\sim N(0,1)$   
good dataset is  $\sim U(-2,2)$

4:11 AM · May 23, 2022

# How to train an e2e model

## The ingredients

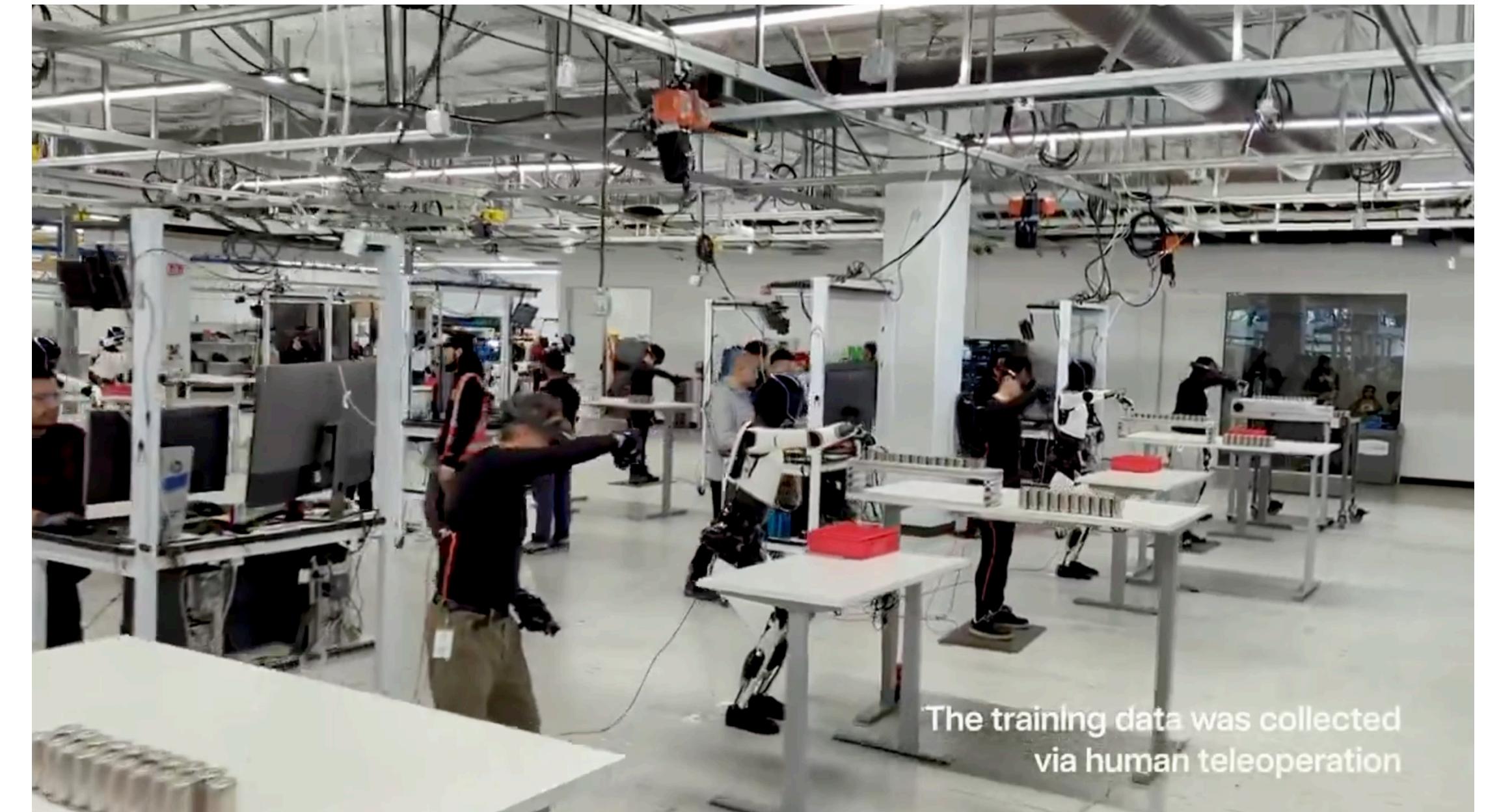
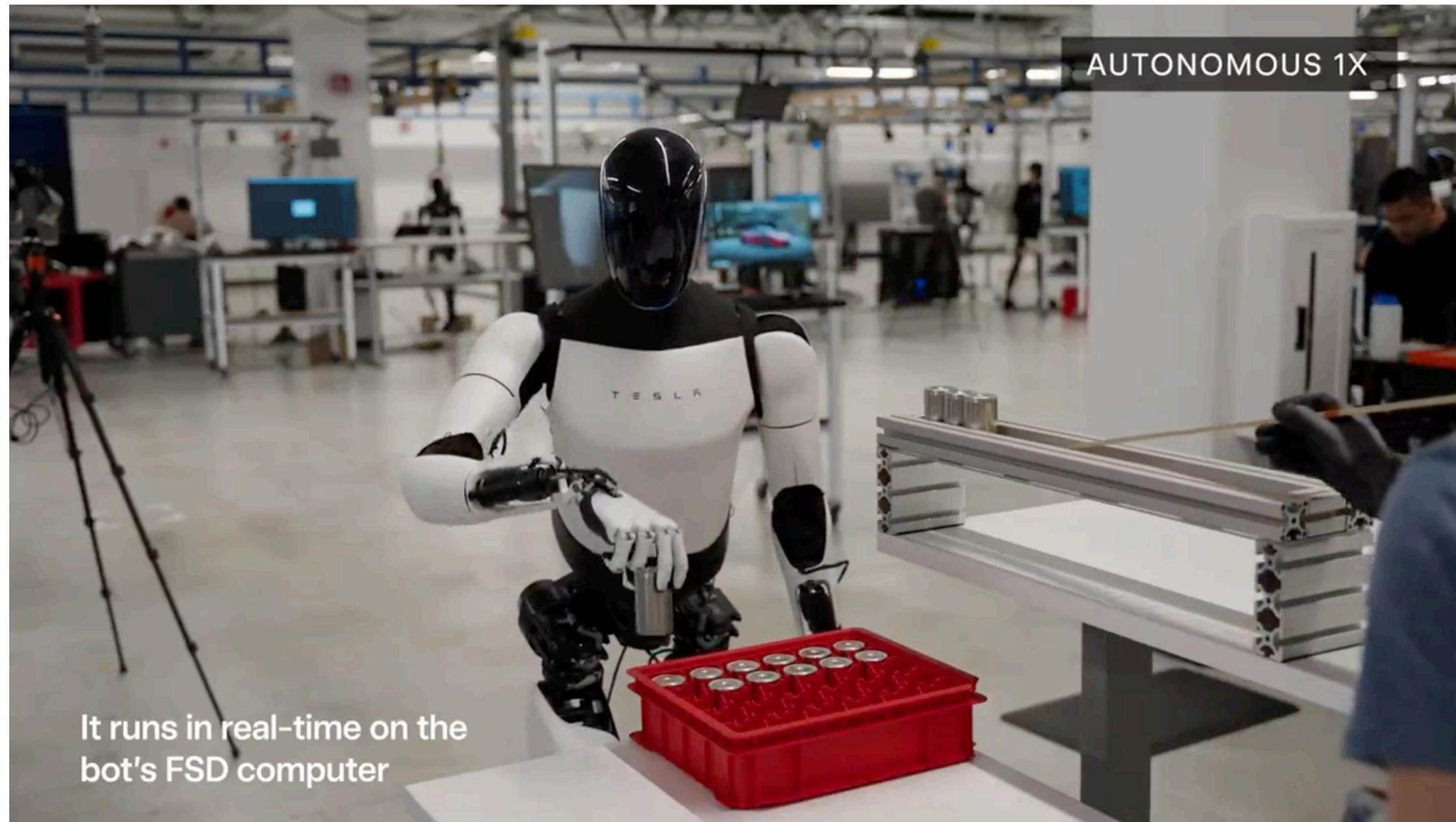
- Dataset with diverse (long-tail edge cases) human expert demonstrations
- Multimodal policy learning



# Learning from human expert

## Imitation learning for manipulation task

- Diverse and high quality expert demonstrations



# Learning from human expert

Imitation learning challenge for driving task

- **Diverse environment**
  - Different lighting and weather conditions
- **Interaction with other agents**
- **Human driving demonstrations contain only optimal / near-optimal behavior**
  - No demonstrations like drifting out of lane and recovery
  - Or, near collision with other obstacles and recovery

# Learning from human expert

Imitation learning challenge for driving task

**Can be solved by collecting more data**

- **Diverse environment**
  - Different lighting and weather conditions
- **Interaction with other agents**
- **Human driving demonstrations contain only optimal / near-optimal behavior**
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**Cannot be solved by collecting more data**

# Learning from human expert

What happened if it's trained with pure imitation learning?

- It quickly drifts out of lane due to error accumulation over time.
- Failed to recover as the model never encountered the scene before.

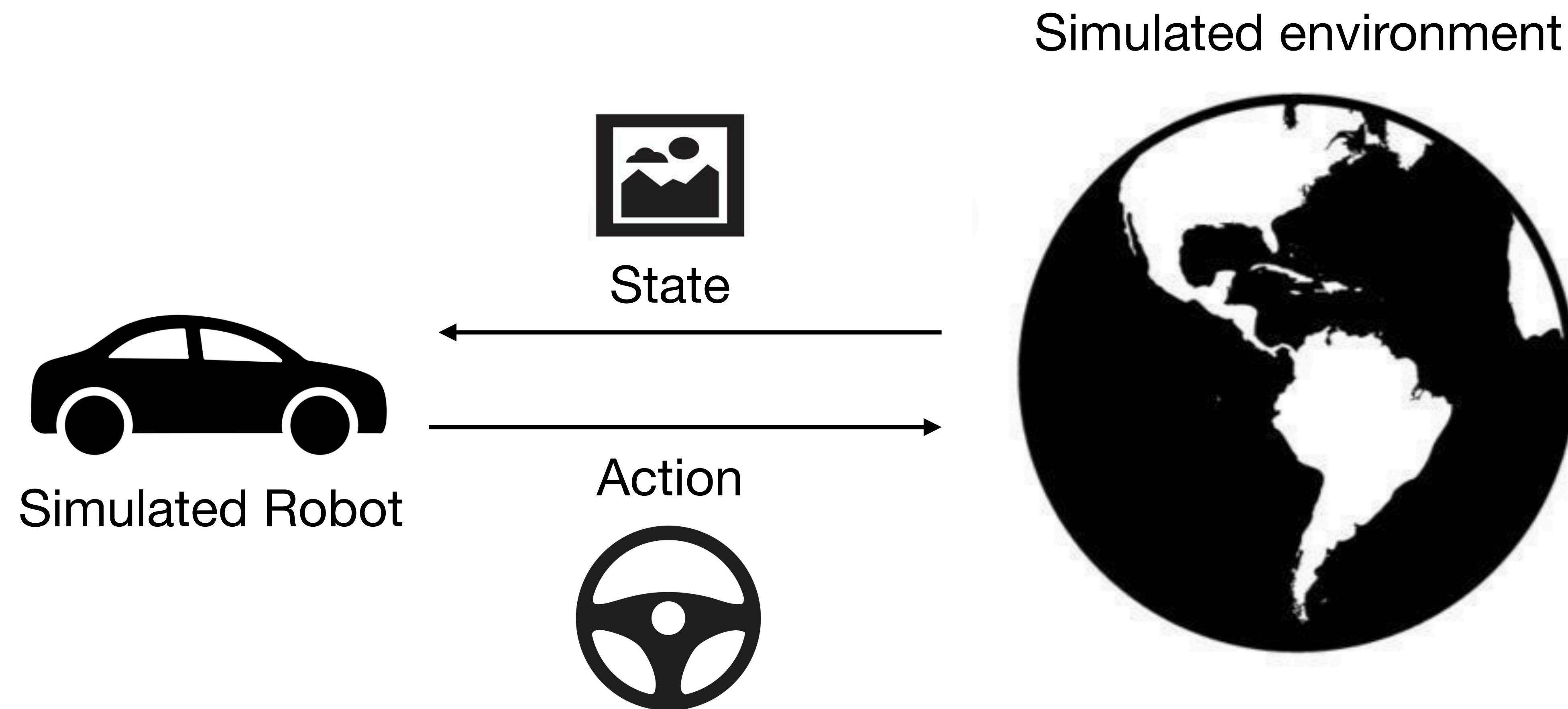


# What can we do?

- **Human collection**
  - Ask drivers to intentionally deviate and perform recovery actions
  - **Dangerous and not scalable**
- **Build a simulator**
  - Inject perturbations (position, heading, speed)
  - **Safe and scalable**

# The recipe

Training in a photorealistic simulator + perturbations injection



# The recipe

Training in a photorealistic simulator + perturbations injection

- On policy training in a simulator with perturbations injection
- A photorealistic simulator that's build from actual driving data
  - Not a synthetic 3D graphics simulator

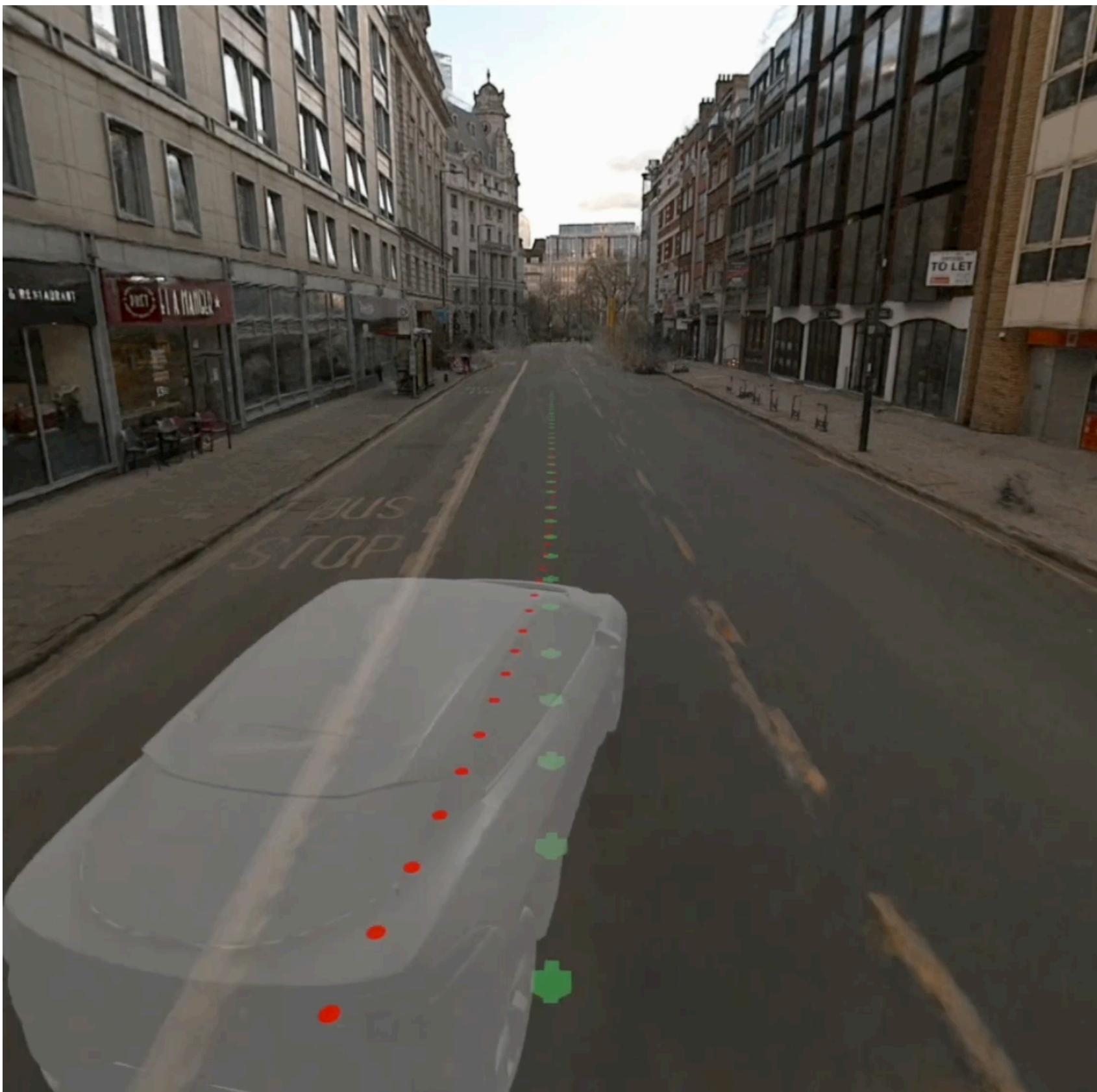
# Simulator: 3D reconstruction

Modern techniques: Nerf, 3DGS, VGGT



# Simulator: 3D reconstruction

Perturbations injection and view point rendering



# Simulator: 3D reconstruction

## Limitations

- Does not work well with dynamic objects, extreme illuminations, adverse weather conditions.
- Can we do better?

# Simulator: Data driven generative model

A world model trained on very diverse scenes



# Simulator: Data driven generative model

## Prompt and rollout



# **Simulator: Data driven generative model**

## Challenges

- Video frames rollout can diverge over time
- Requires precise 6-DOF controllability to navigate in the world model
- No human action ground truth

# Simulator: Data driven generative model

## Challenges

- Video frames rollout can diverge over time
  - Can be solved by conditioning on desired future states
- Requires precise 6-DOF controllability to navigate in the world model
  - Can be solved by conditioning on a 6-DOF input during the training
- No human action ground truth
  - Can be solved by learning to generate the action not just the image

# The e2e imitation learning caveats

There is no free lunch

- **Pros**
  - The deployment pipeline is very simple: Eliminate hand coded rules
  - Improves with data scale: Performance improve by adding more diverse data
- **Cons**
  - Complex training pipeline: Requires more engineering efforts
  - Limited interpretability: Harder to understand / debug
  - Lacks formal safety guarantees: No clear intermediate signals

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