

Module 3: Automotive CPS Data driven modeling

Principles of Modeling for Cyber-Physical Systems

Instructor: Madhur Behl

Slides credits:
- Urs Muller

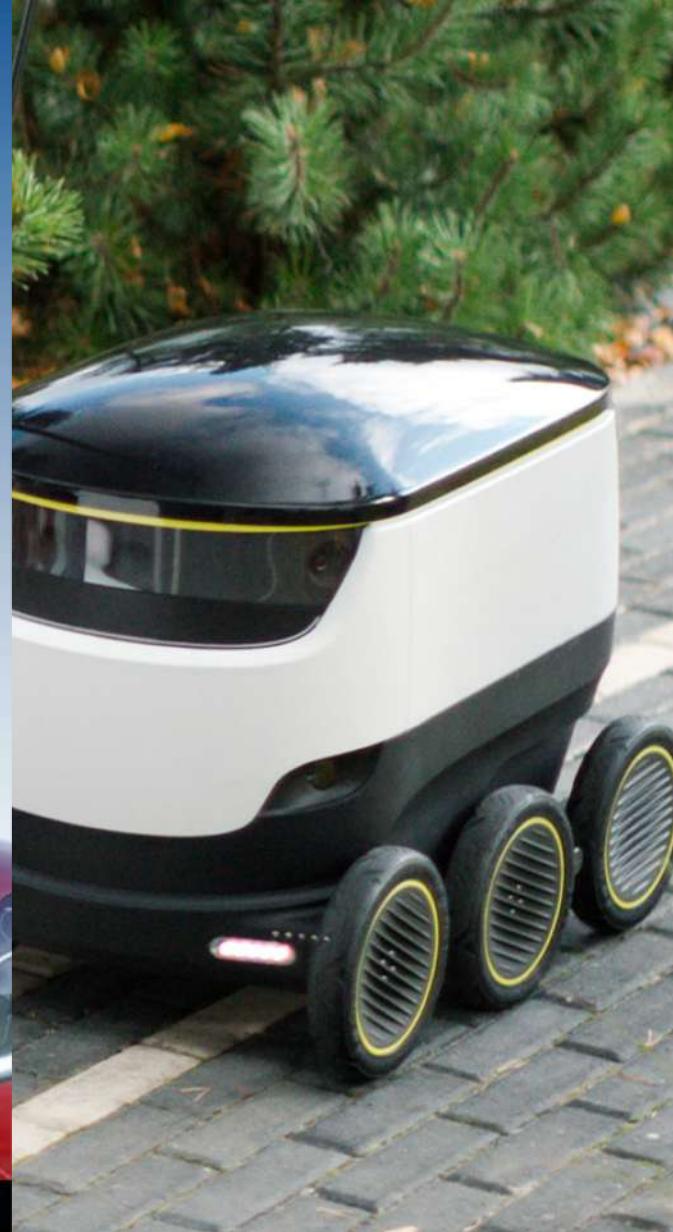
Everything that moves will go autonomous



Cars



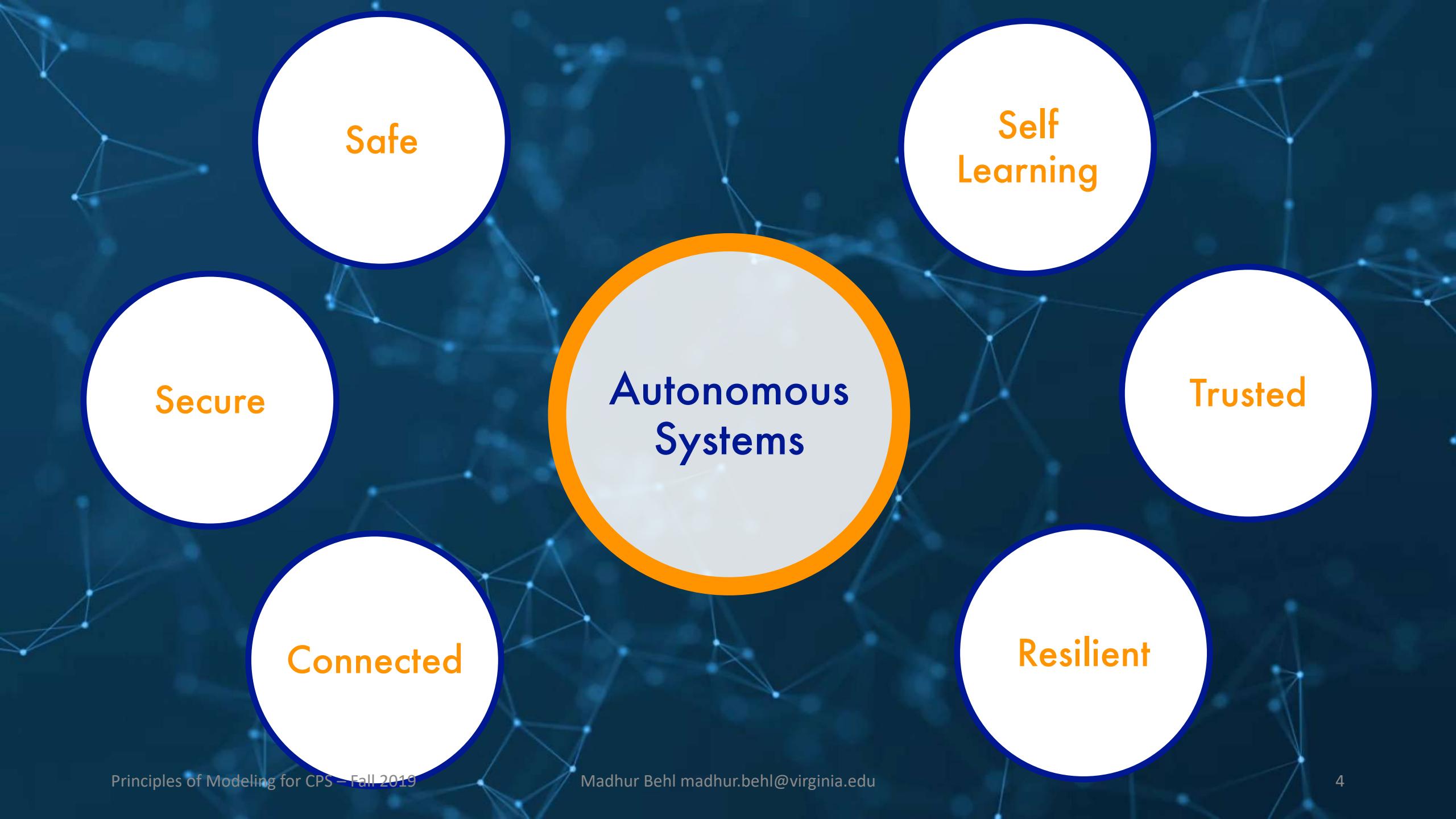
Trucks



Carts



Drones



Autonomous Systems

Safe

Self
Learning

Secure

Trusted

Connected

Resilient

THE FUTURE OF TRANSPORTATION STACK

COMET LABS

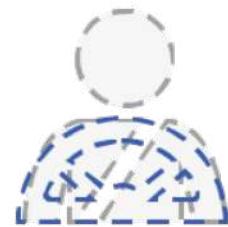
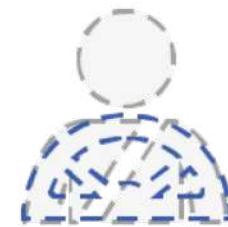




THE 6 LEVELS OF

AUTONOMOUS DRIVING



**0****No Automation**

Zero autonomy; the driver performs all driving tasks.

1**Driver Assistance**

Vehicle is controlled by the driver, but some driving assist features may be included in the vehicle design.

2**Partial Automation**

Vehicle has combined automated functions, like acceleration and steering, but the driver must remain engaged with the driving task and monitor the environment at all times.

3**Conditional Automation**

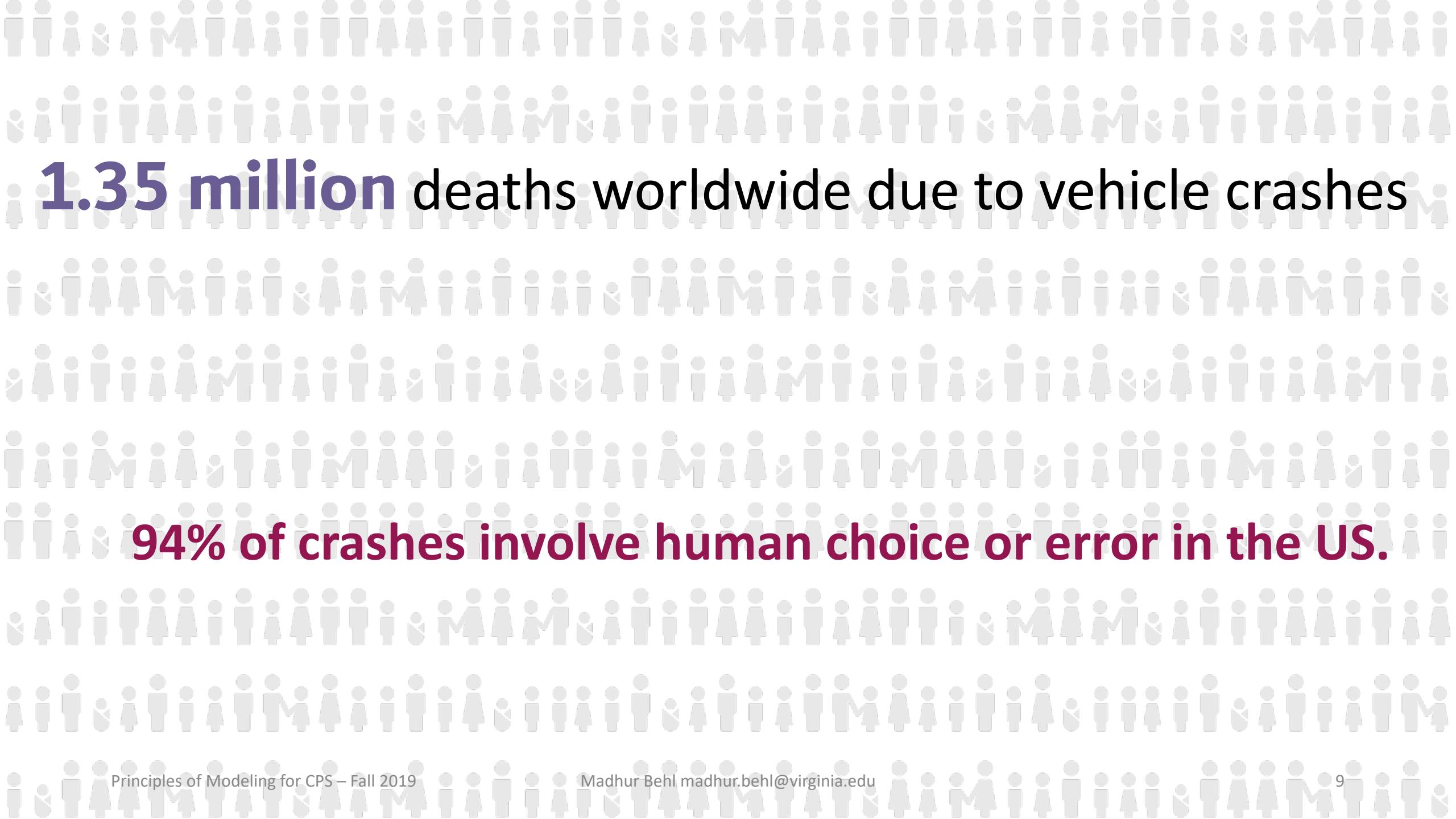
Driver is a necessity, but is not required to monitor the environment. The driver must be ready to take control of the vehicle at all times with notice.

4**High Automation**

The vehicle is capable of performing all driving functions under certain conditions. The driver may have the option to control the vehicle.

5**Full Automation**

The vehicle is capable of performing all driving functions under all conditions. The driver may have the option to control the vehicle.



1.35 million deaths worldwide due to vehicle crashes

94% of crashes involve human choice or error in the US.

3 million

Americans age 40 and older are blind or have low vision

79%

of seniors age 65 and older living in car-dependent communities

42 hours

wasted in traffic each year per person

Localization and Mapping

Where am I ?

Scene Understanding

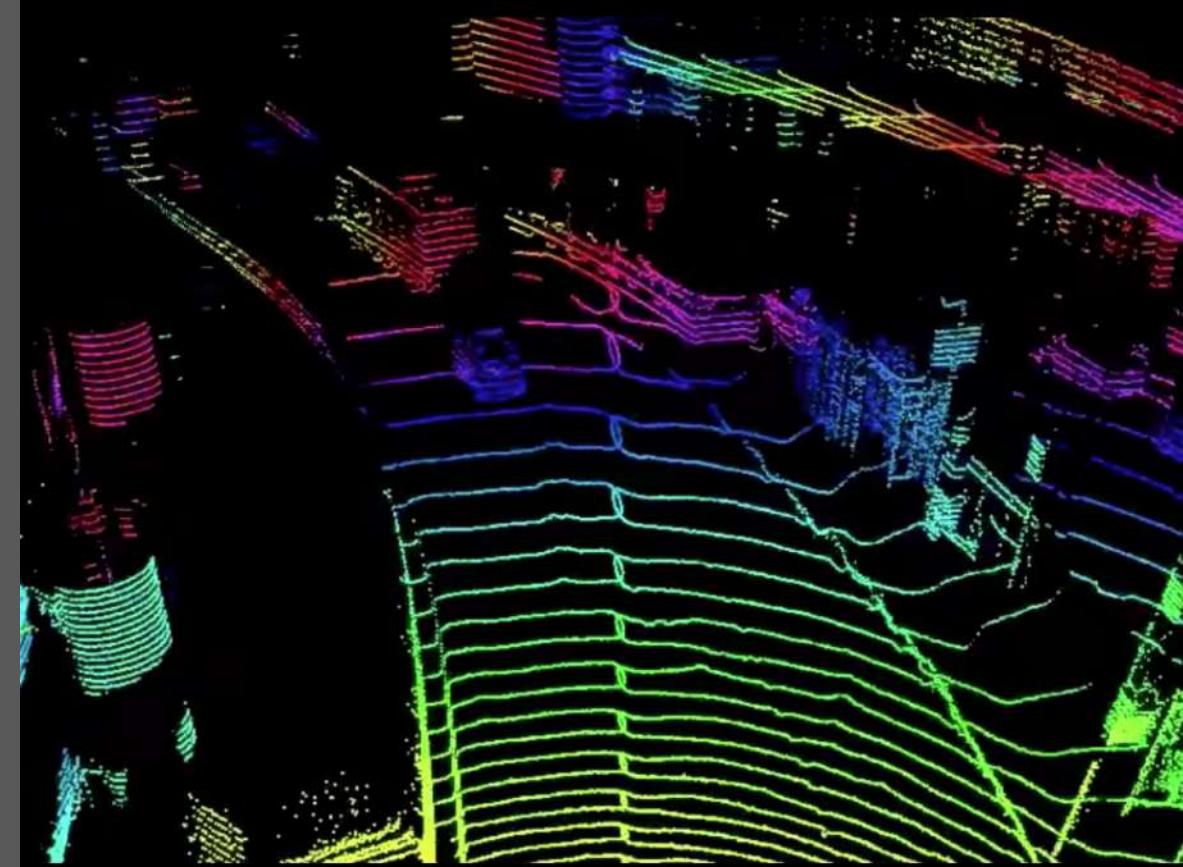
Where/who/what/why of everyone/everything else ?

Trajectory Planning and Control

Where should I go next ?
How do I steer and accelerate ?

Human Interaction

How do I convey my intent to the passenger and everyone else ?



Localization and Mapping

Where am I ?

Scene Understanding

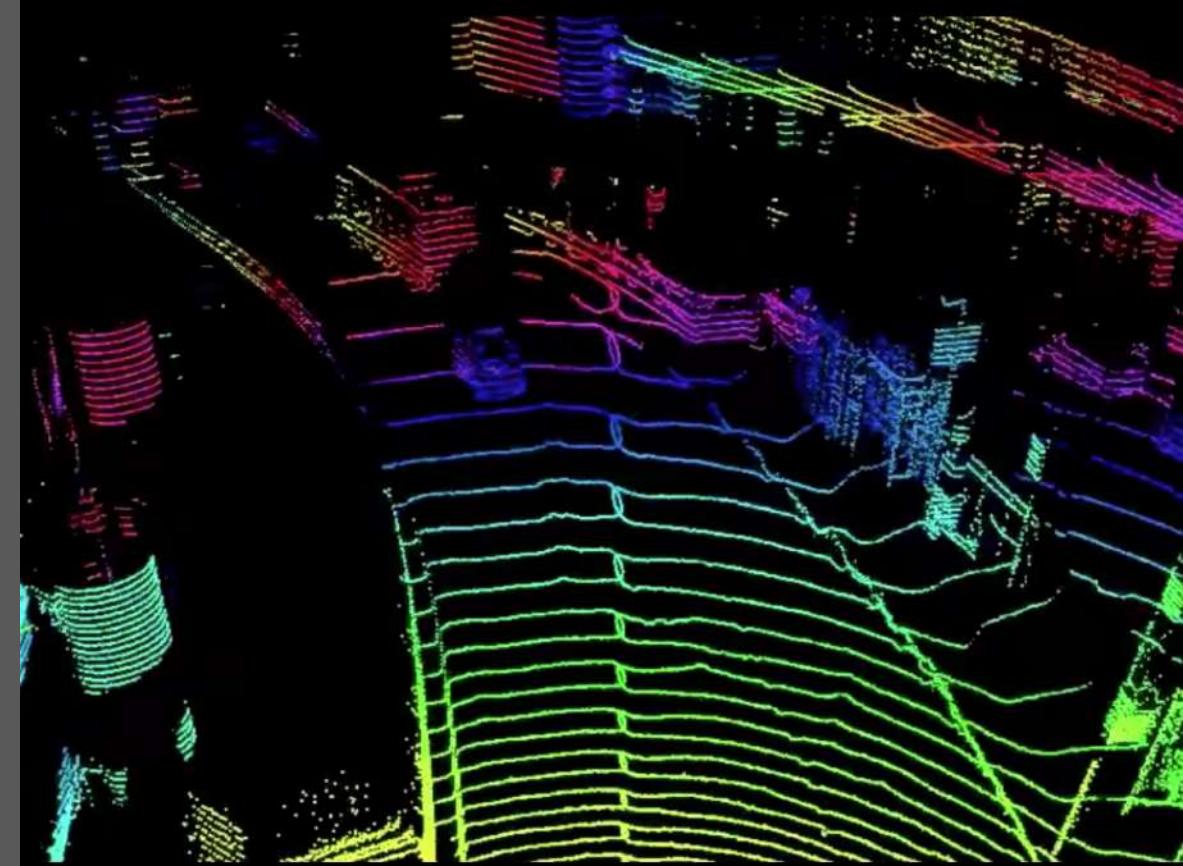
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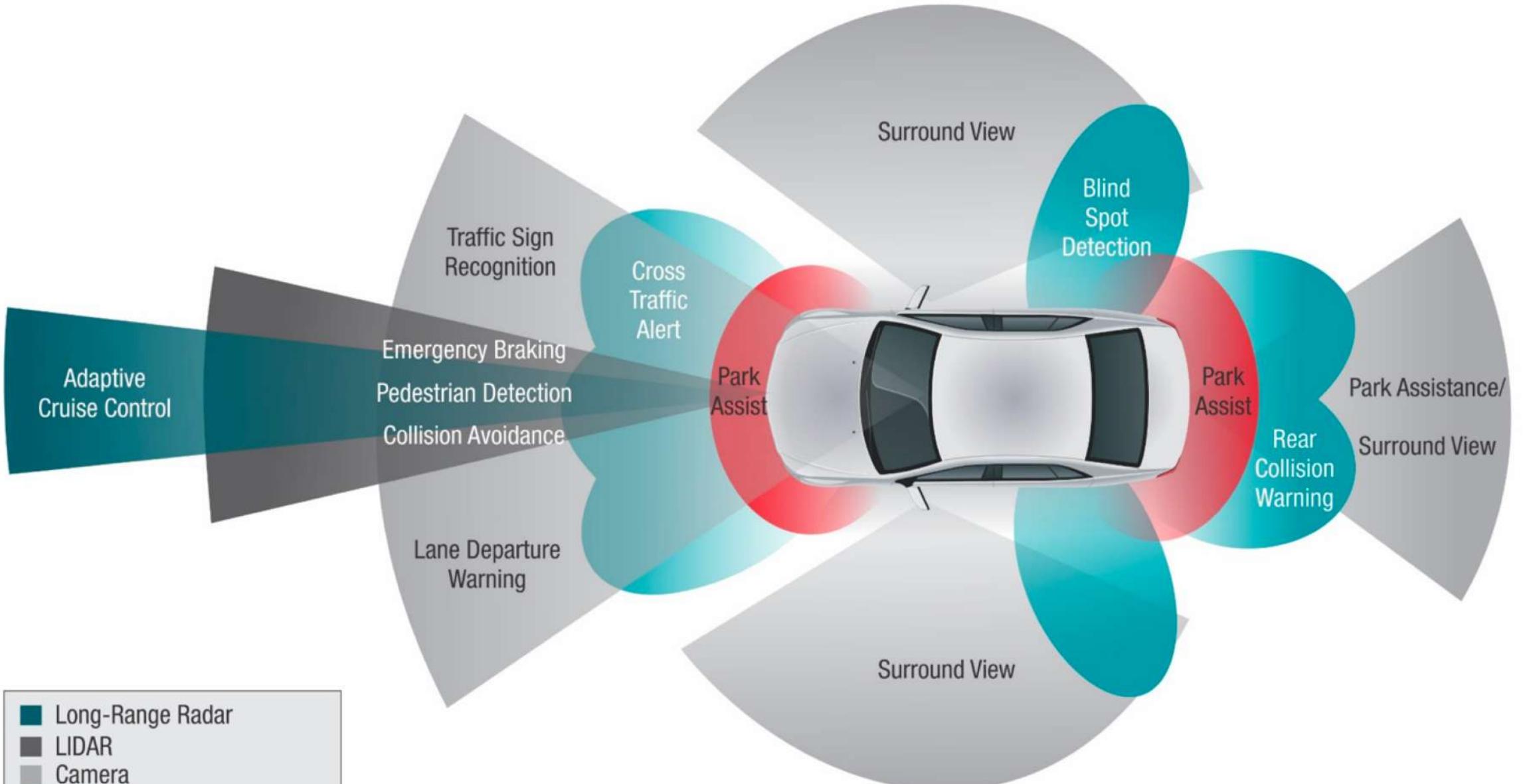
Trajectory Planning and Control

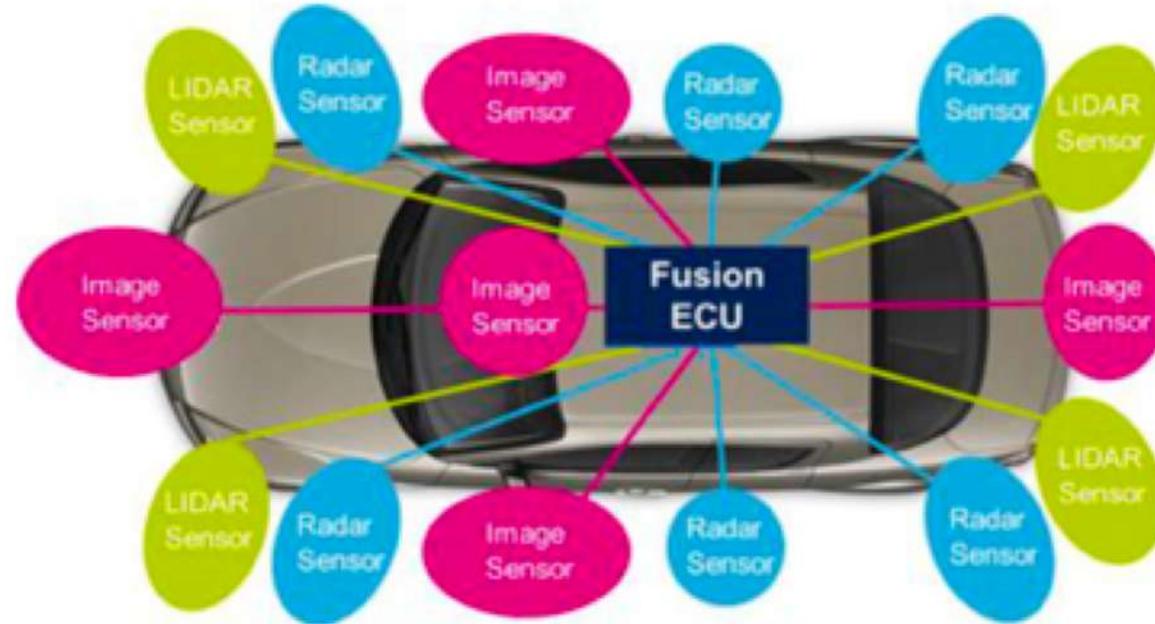
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Camera

Principles of Modeling for CPS – Fall 2019

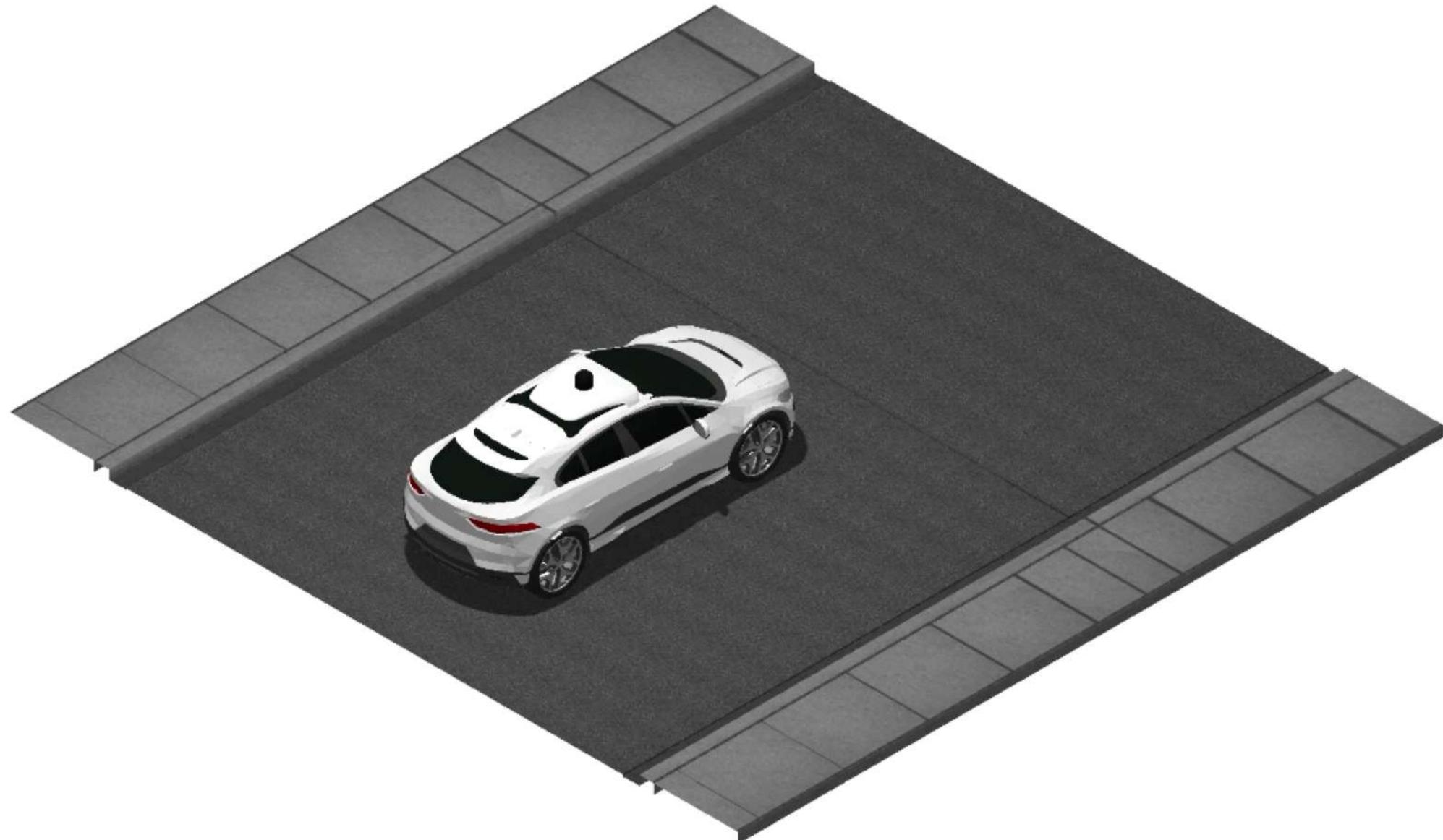


Radar

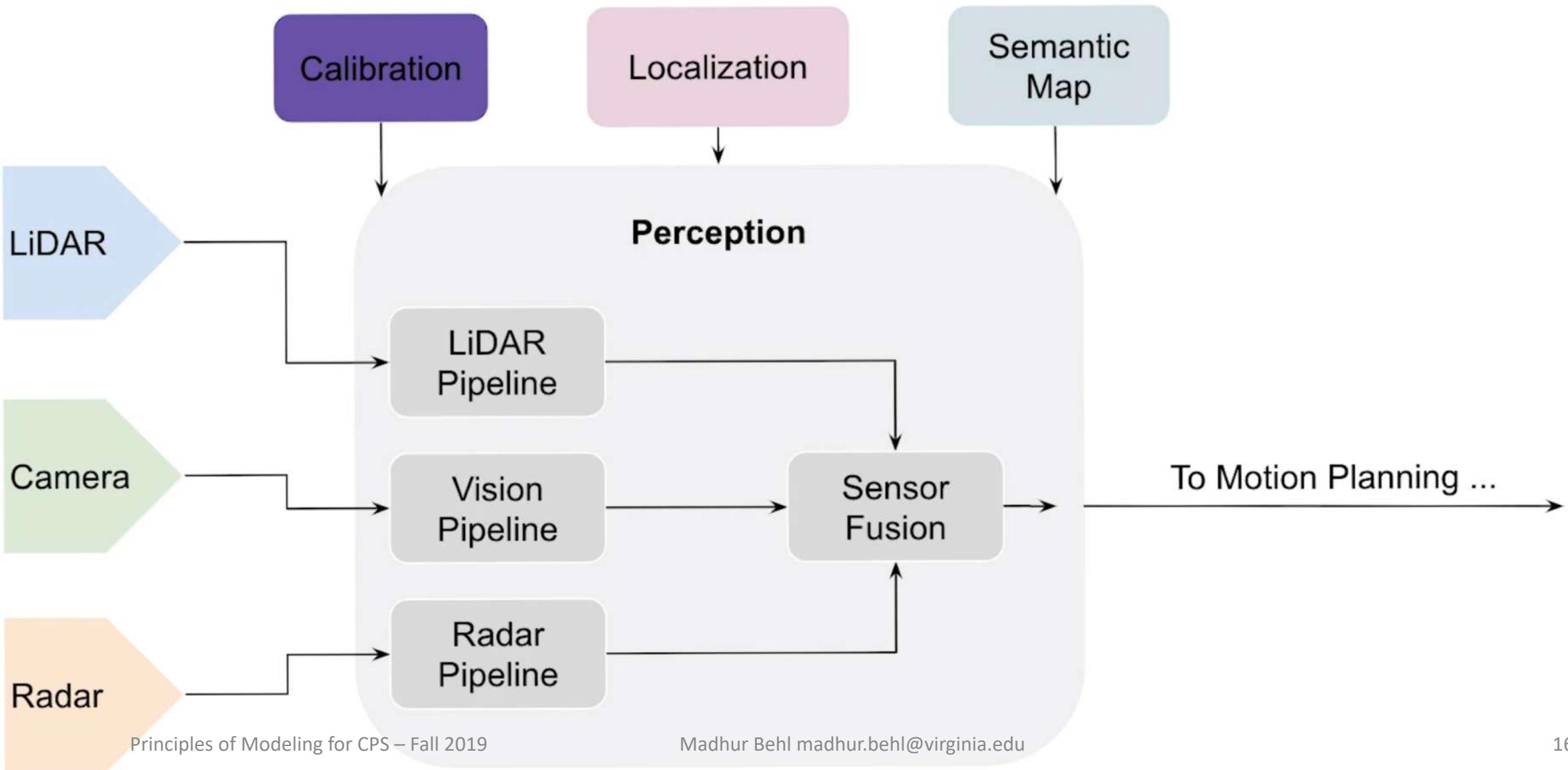
Madhur Behl madhur.behl@virginia.edu



LIDAR

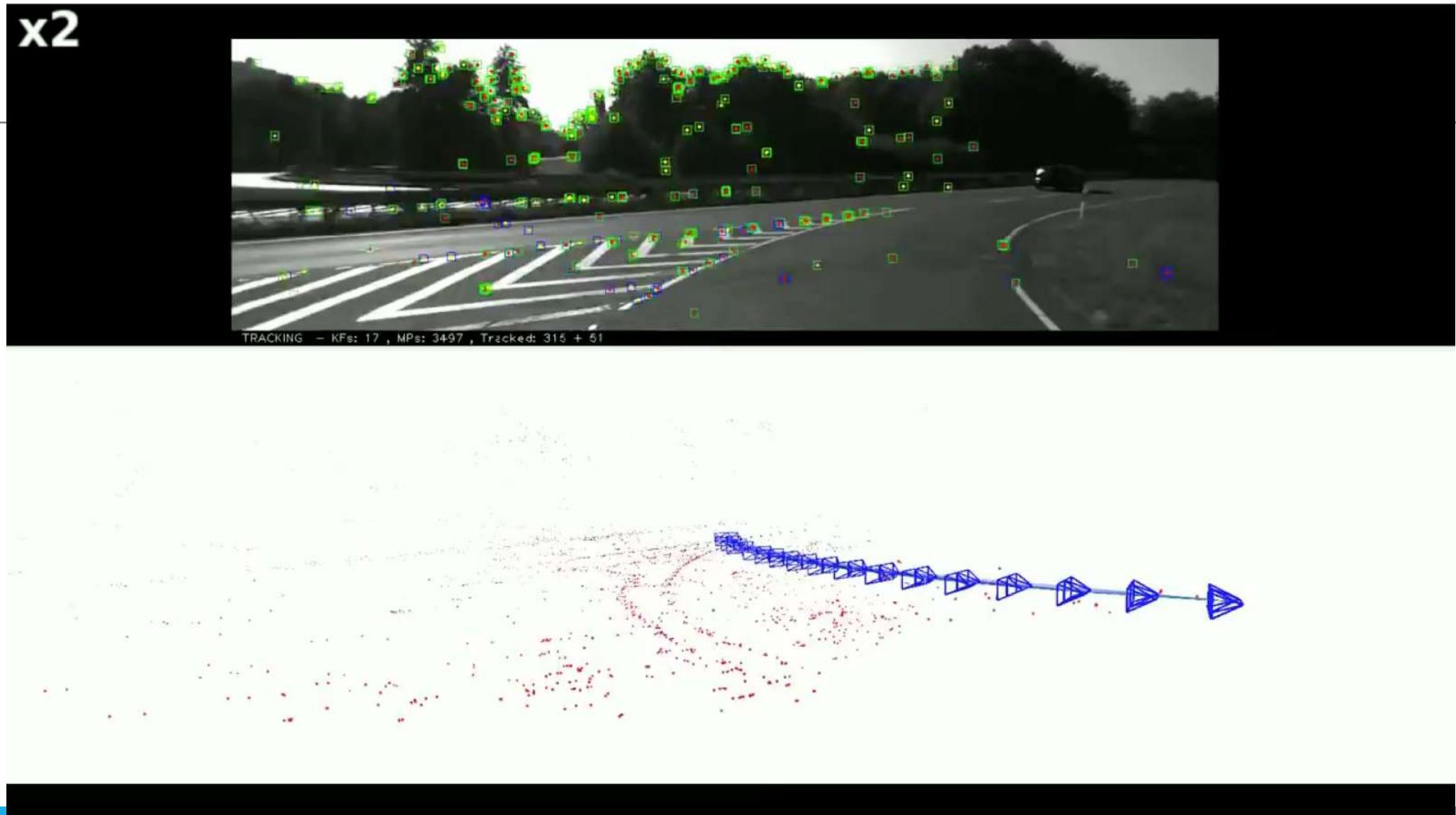


Perception in AV Stack



SLAM: Simultaneous Localization and Mapping

What works: SIFT and optical flow



Object Detection



- Past approaches: cascades classifiers (Haar-like features)
- Where deep learning can help:
recognition, classification, detection

TECH EVENTS



suv-truck



car



suv-truck



suv-truck



suv-truck



suv-truck



Front:



car



car



suv-truck



suv-truck



Rear :

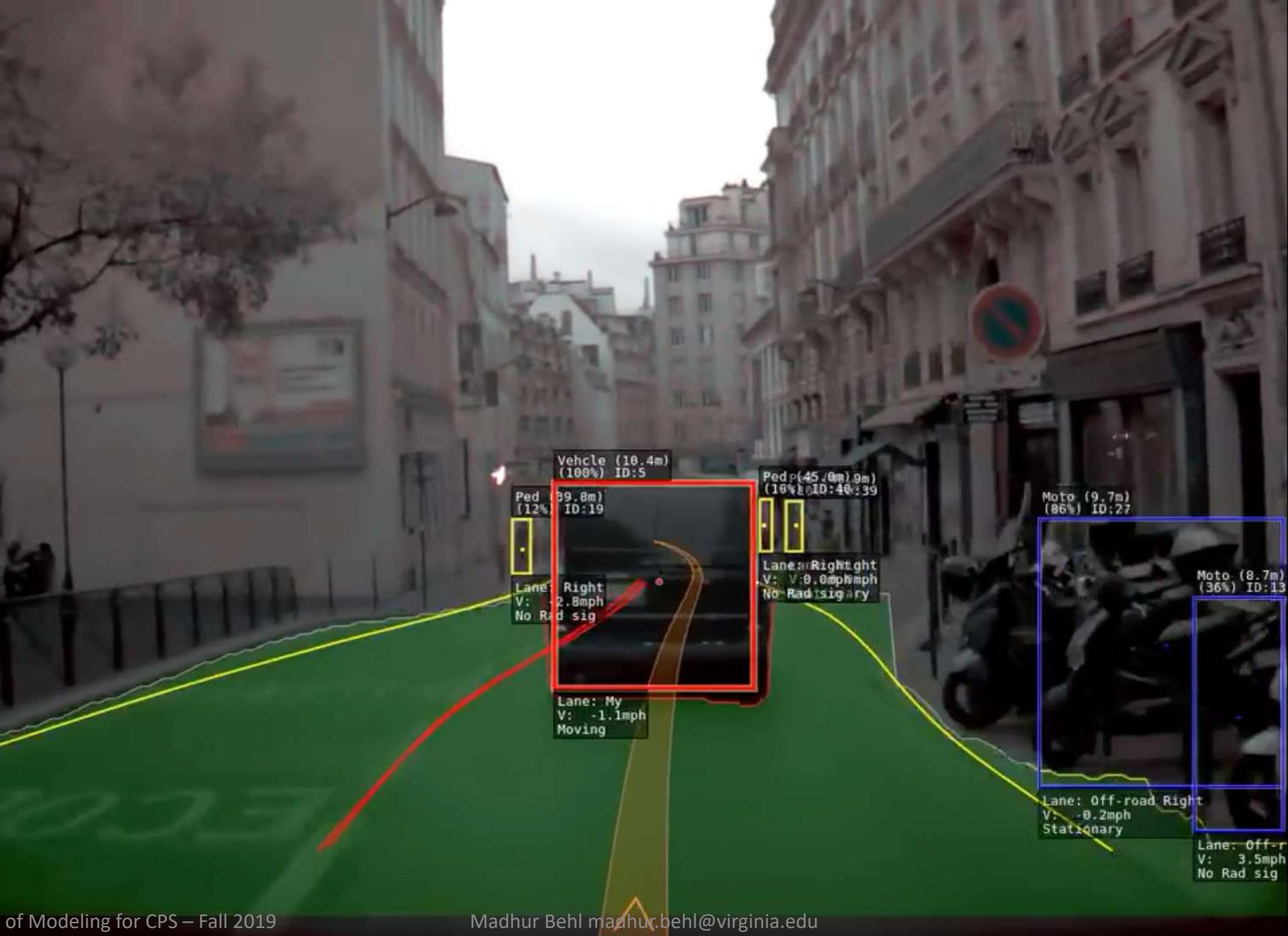




Full Driving Scene Segmentation



Sky	
Building	
Pole	
Road Marking	
Road	
Pavement	
Tree	
Sign Symbol	
Fence	
Vehicle	
Pedestrian	
Bike	



Localization and Mapping

Where am I ?

Scene Understanding

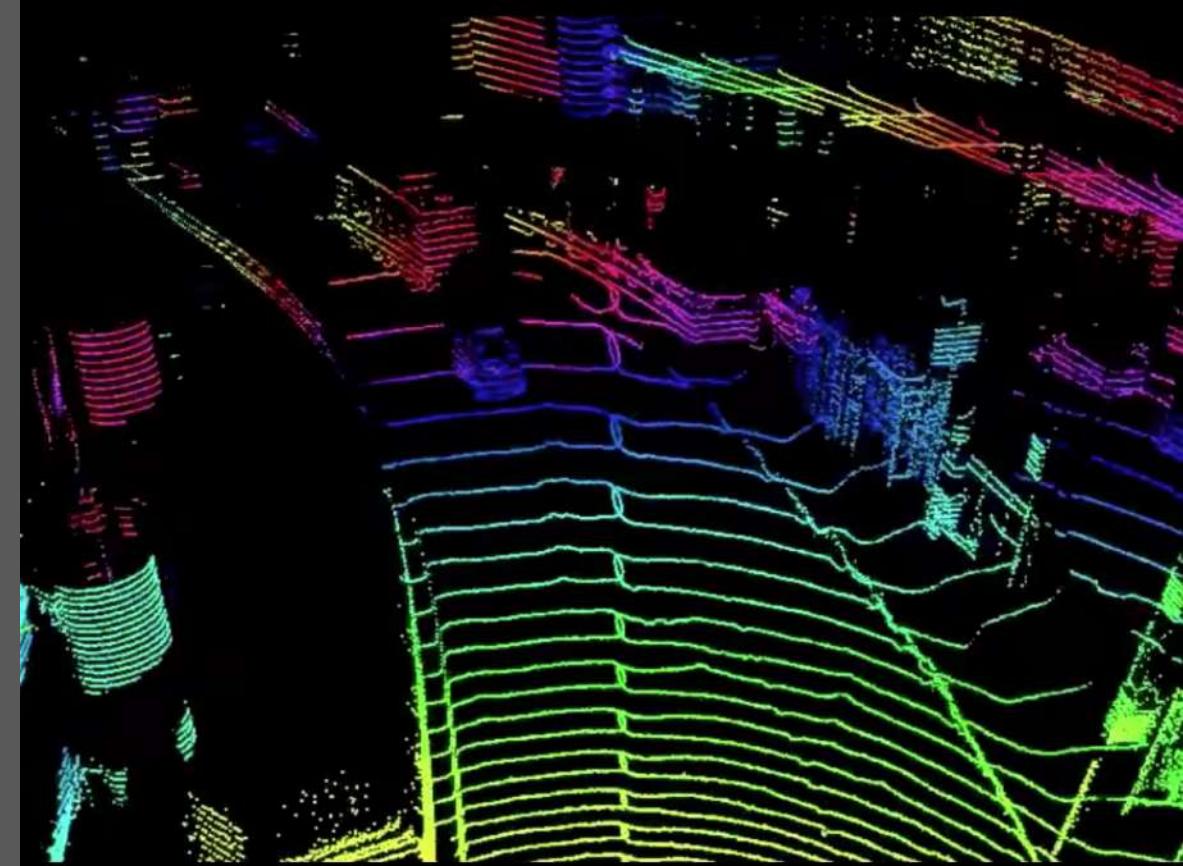
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Trajectory Planning and Control

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Where am I?

Detailed three-dimensional maps that highlight information such as road profiles, curbs and sidewalks, lane markers, crosswalks, traffic lights, stop signs, and other road features.



Scan constantly for objects around the vehicle—pedestrians, cyclists, vehicles, road work, obstructions—and continuously read traffic controls, from traffic light color and railroad crossing gates to temporary stop signs.

What's around me?



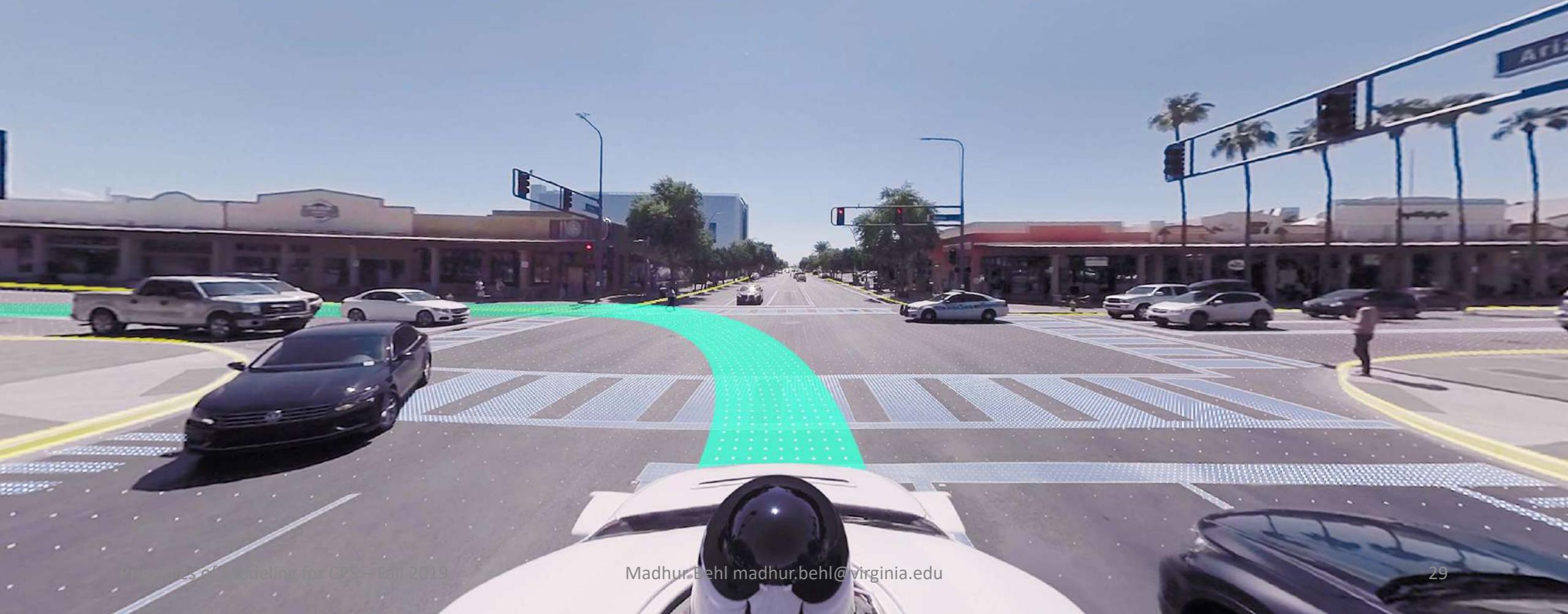
Predict the movements of everything around you based on their speed and trajectory

What will happen next?

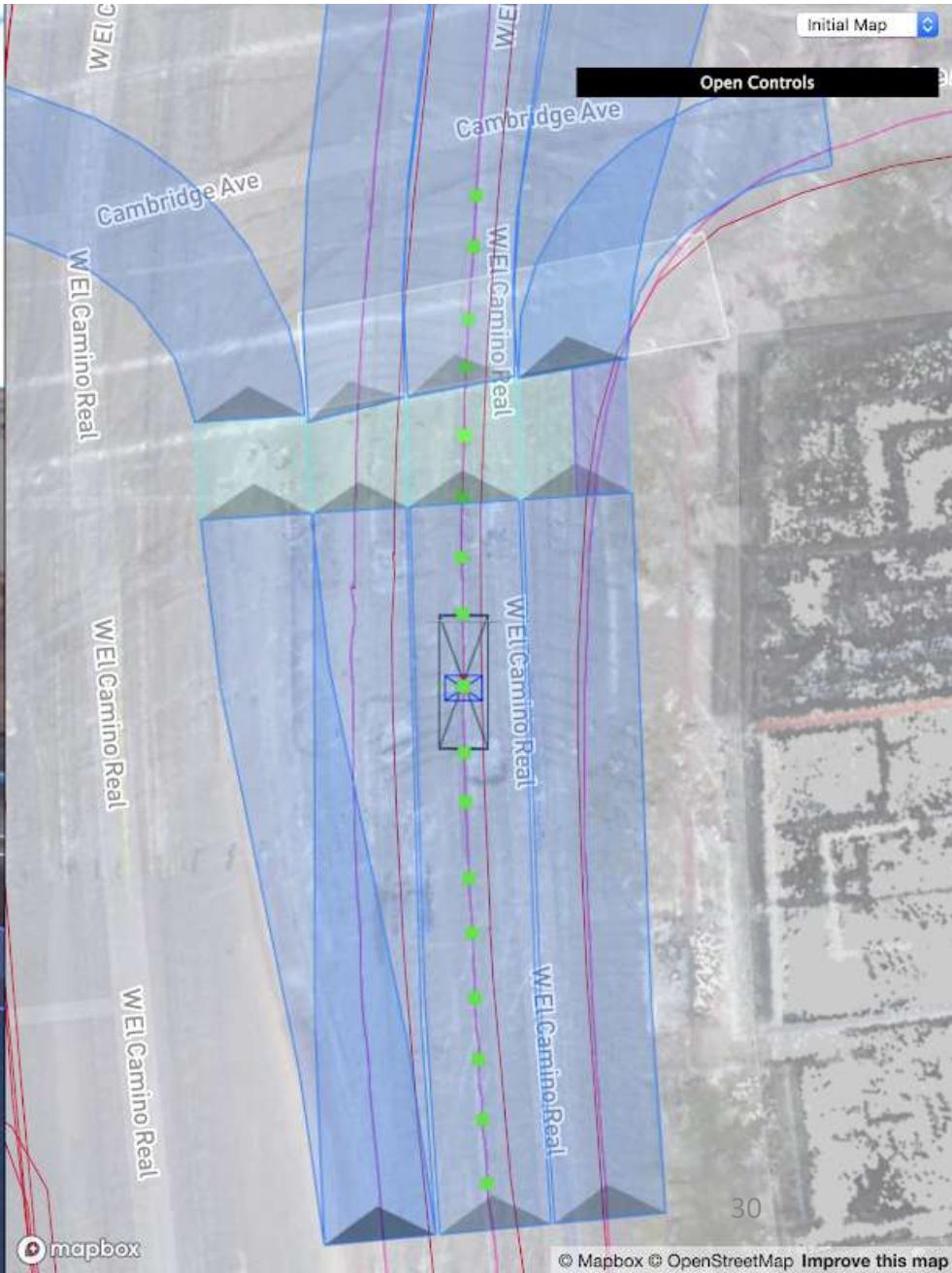


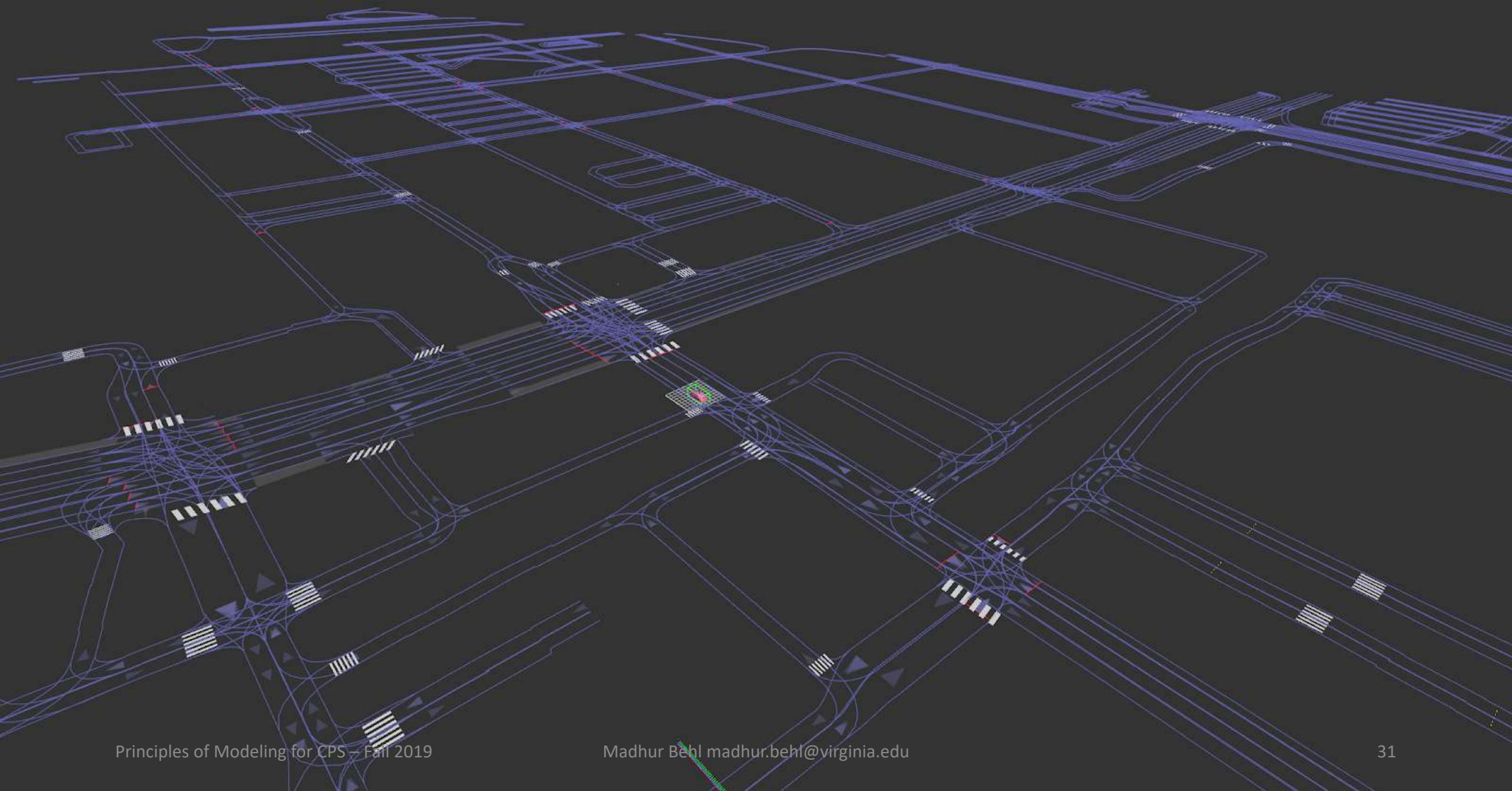
Determine the exact trajectory, speed, lane, and steering maneuvers needed to progress along the route safely

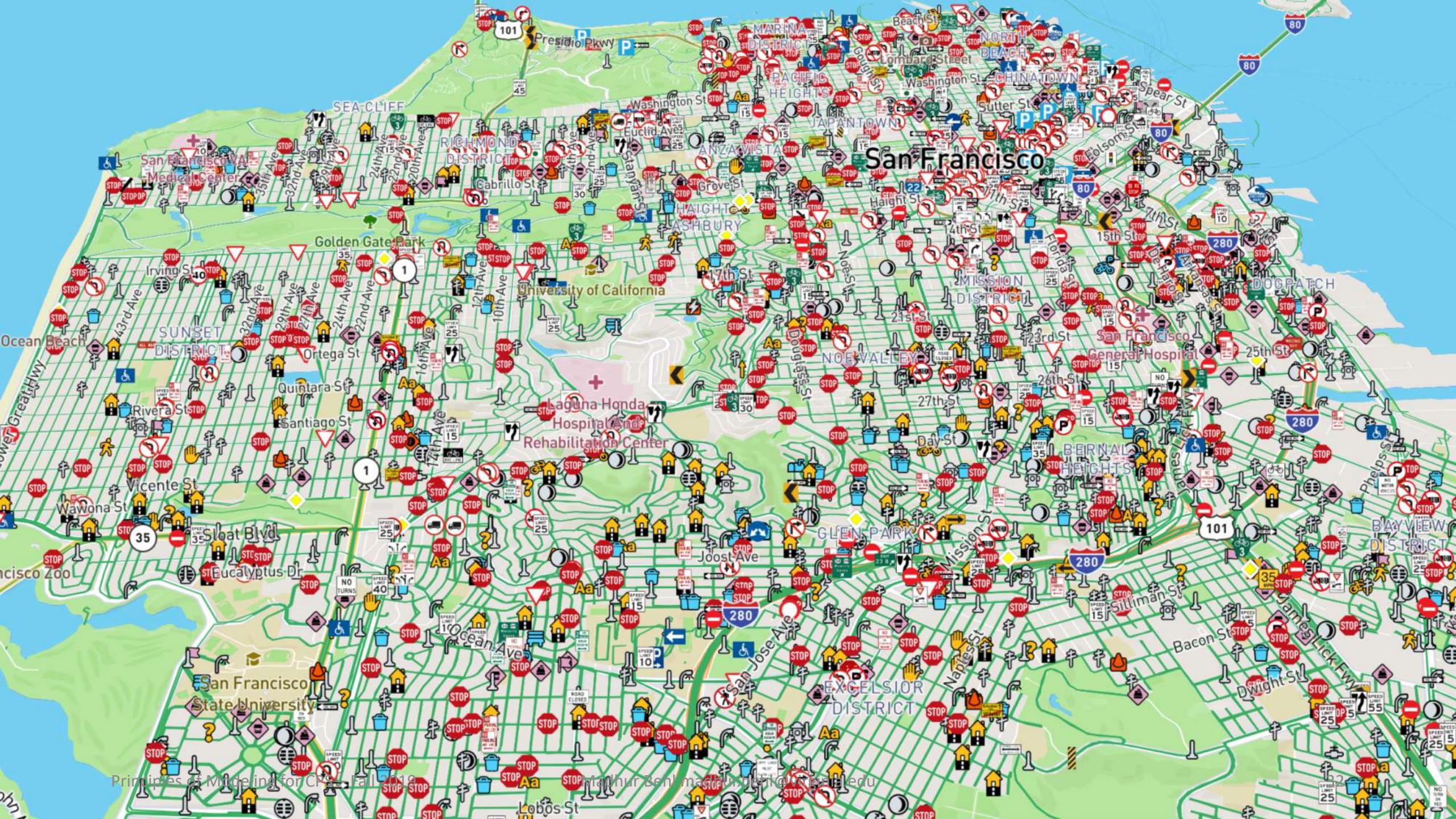
What should I do?



HD Maps: Localization







Localization: Scan Matching





Localization and Mapping

Where am I ?

Scene Understanding

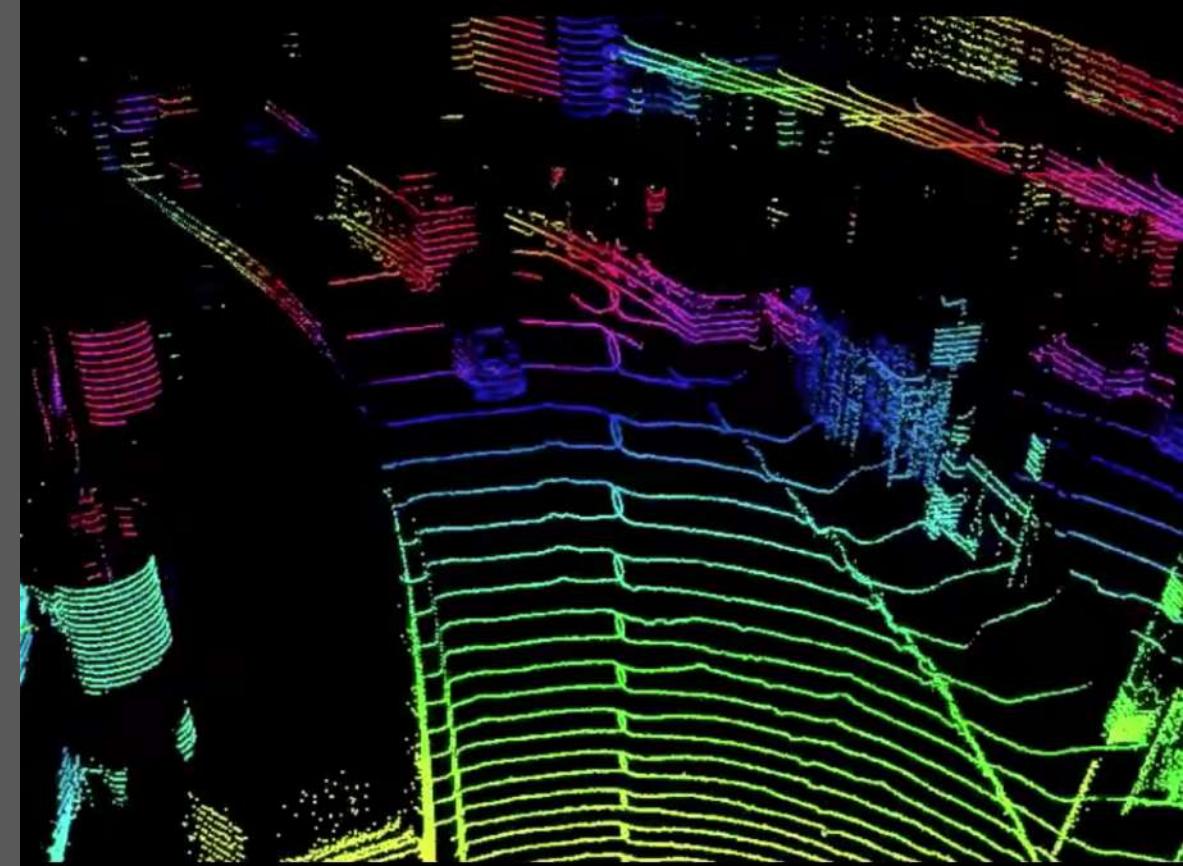
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Trajectory Planning and Control

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How do I steer and accelerate ?

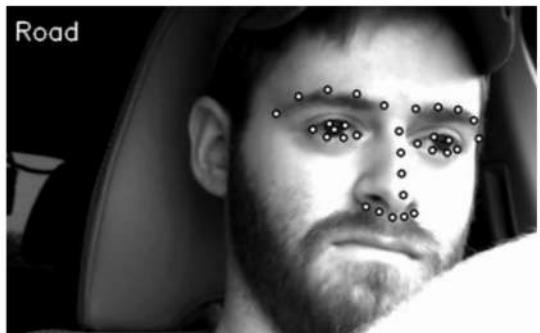
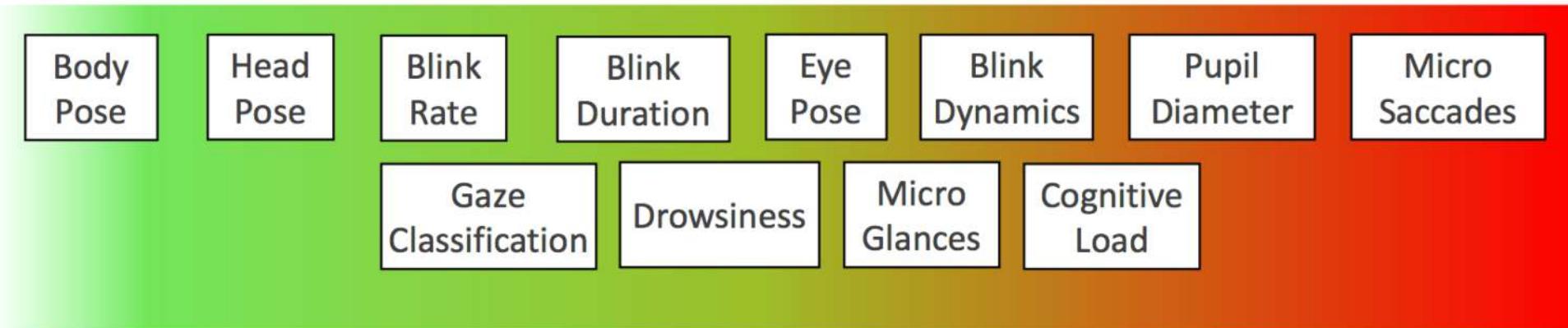
Human Interaction

How do I convey my intent to the passenger and everyone else ?



Drive State Detection: A Multi-Resolutational View

Increasing level of detection resolution and difficulty



Road
Frames: 1 Accuracy: 100%
Time: 0.03 secs
Total Confident Decisions: 1
Correct Confident Decisions: 1
Wrong Confident Decisions: 0



Road
Frames: 1 Accuracy: 100%
Time: 0.03 secs
Total Confident Decisions: 1
Correct Confident Decisions: 1
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Localization and Mapping

Where am I ?

Scene Understanding

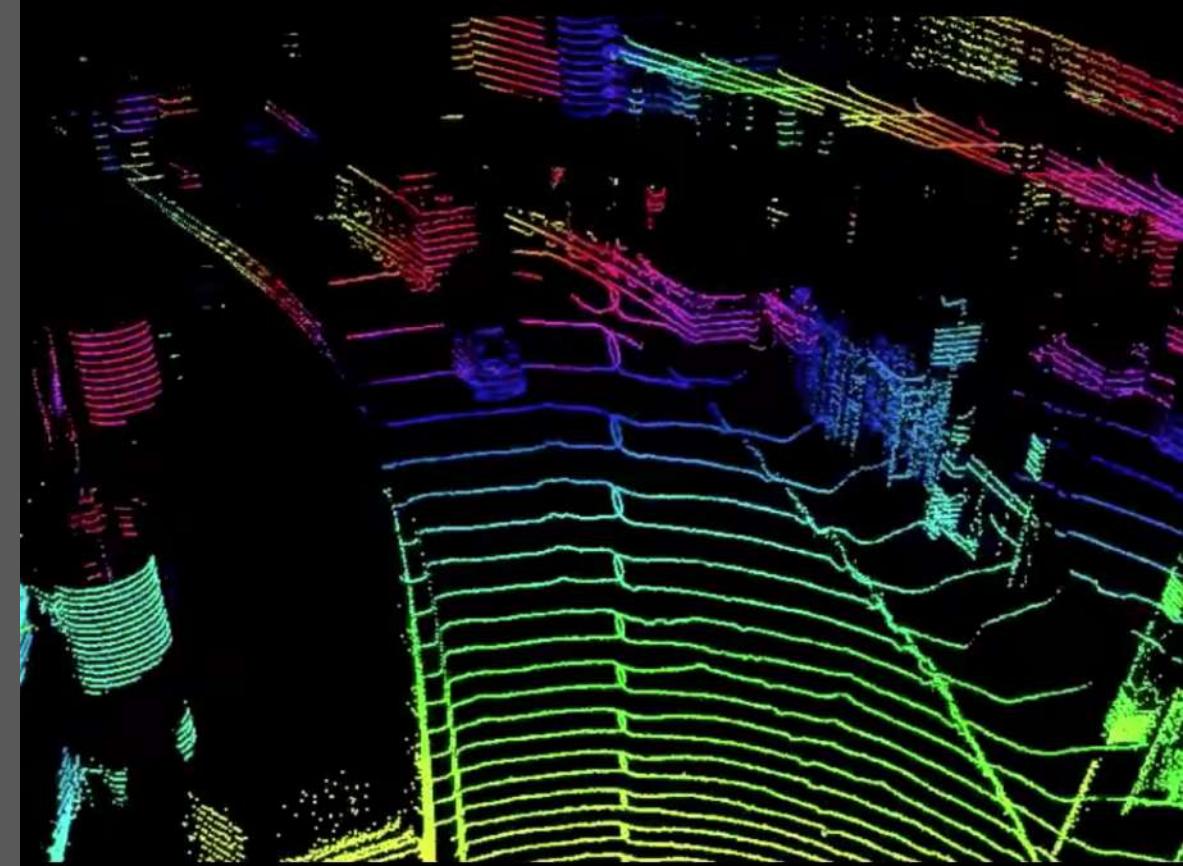
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Localization and Mapping

Where am I ?

Deep Neural Networks

Scene Understanding

Where/who/what/why of everyone/everything else ?

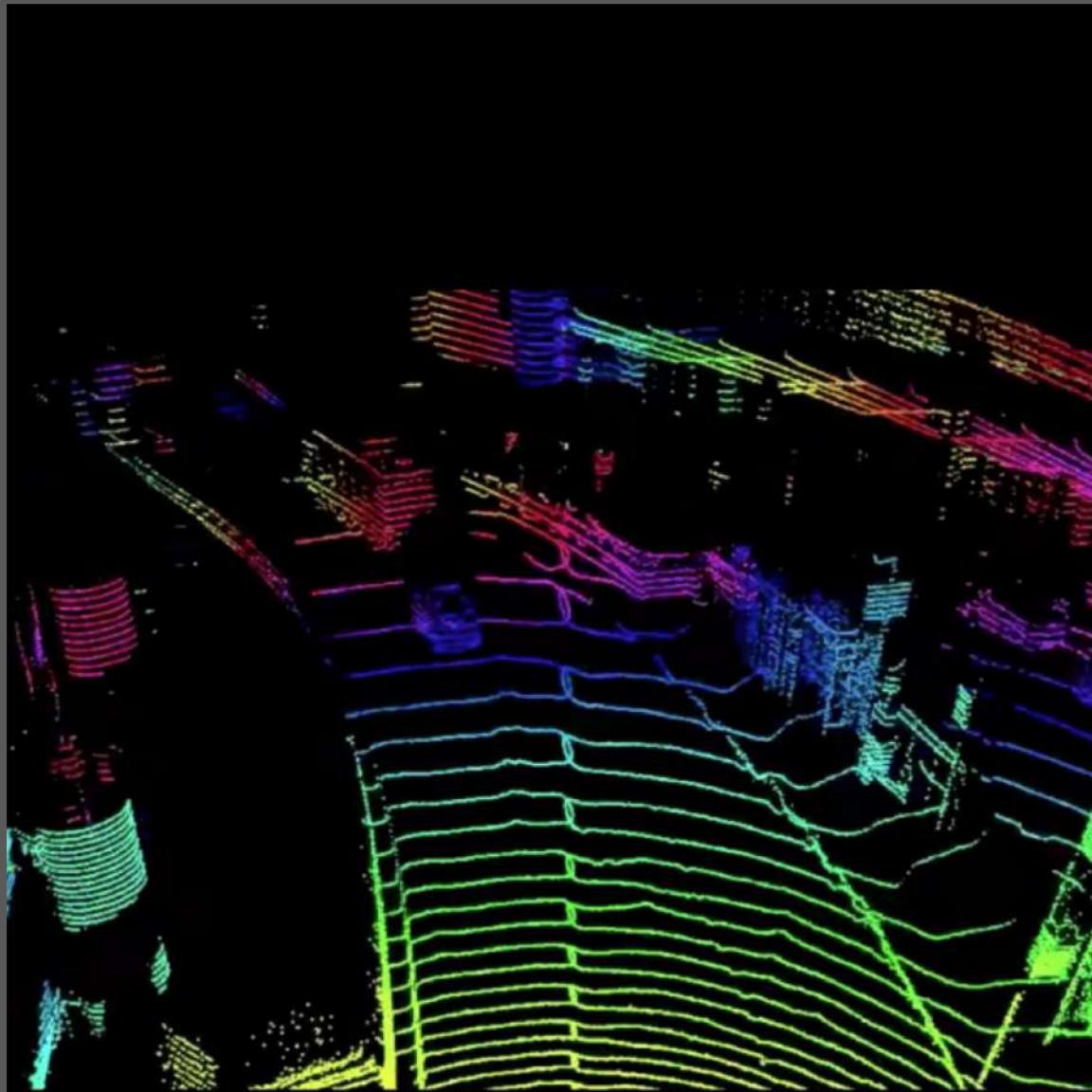
Trajectory Planning and Control

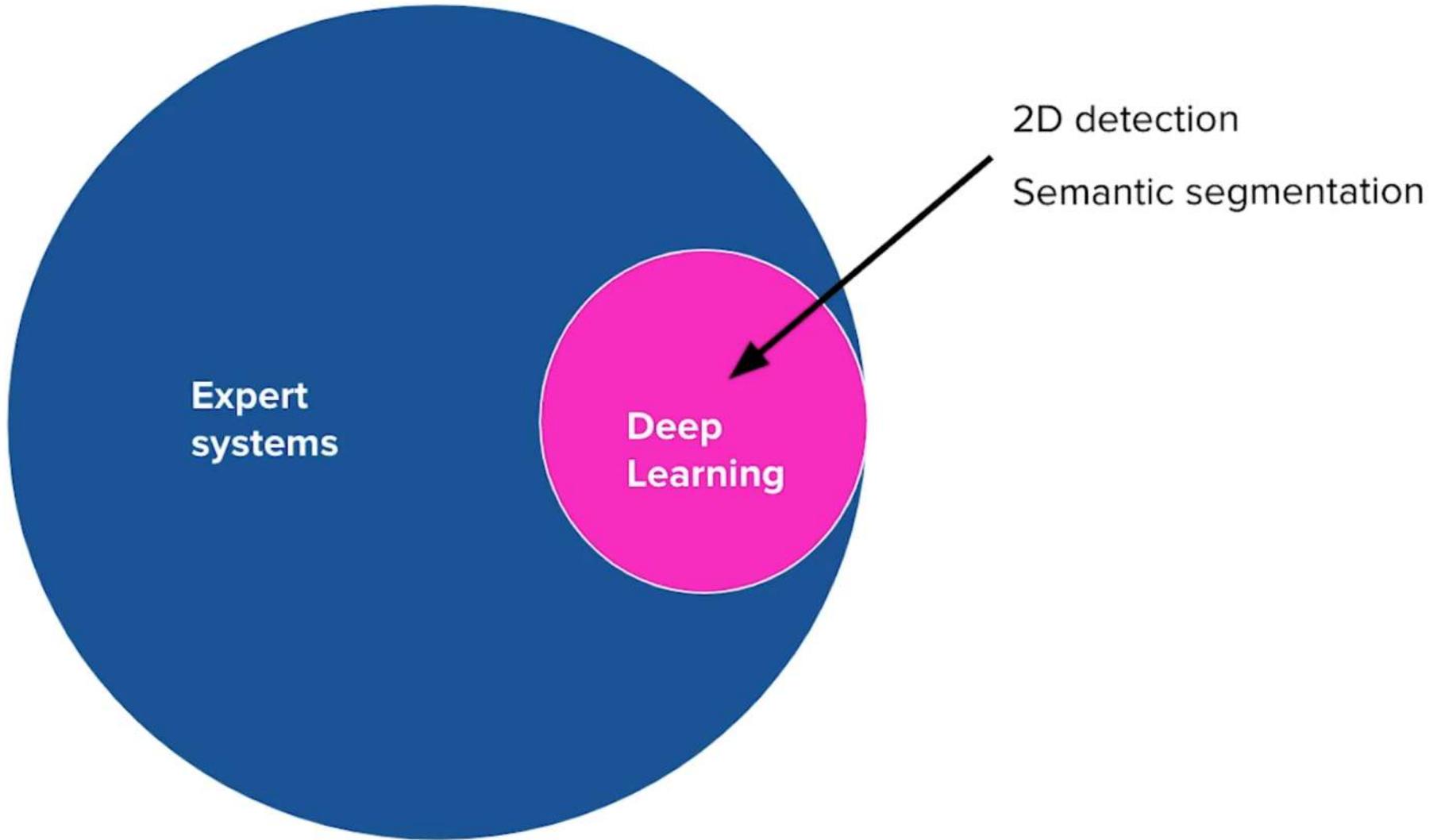
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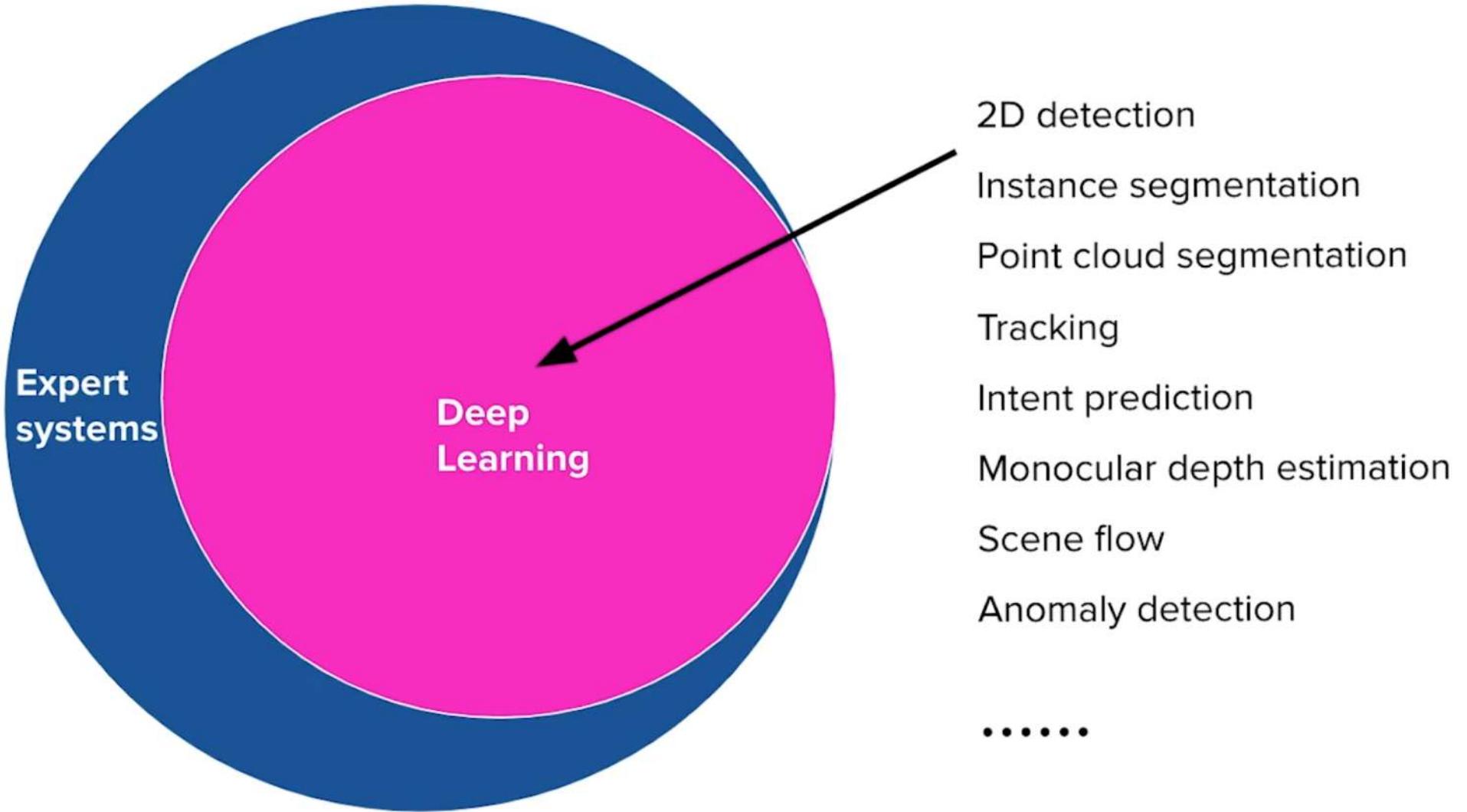
Human Interaction

How do I convey my intent to the passenger and everyone else ?



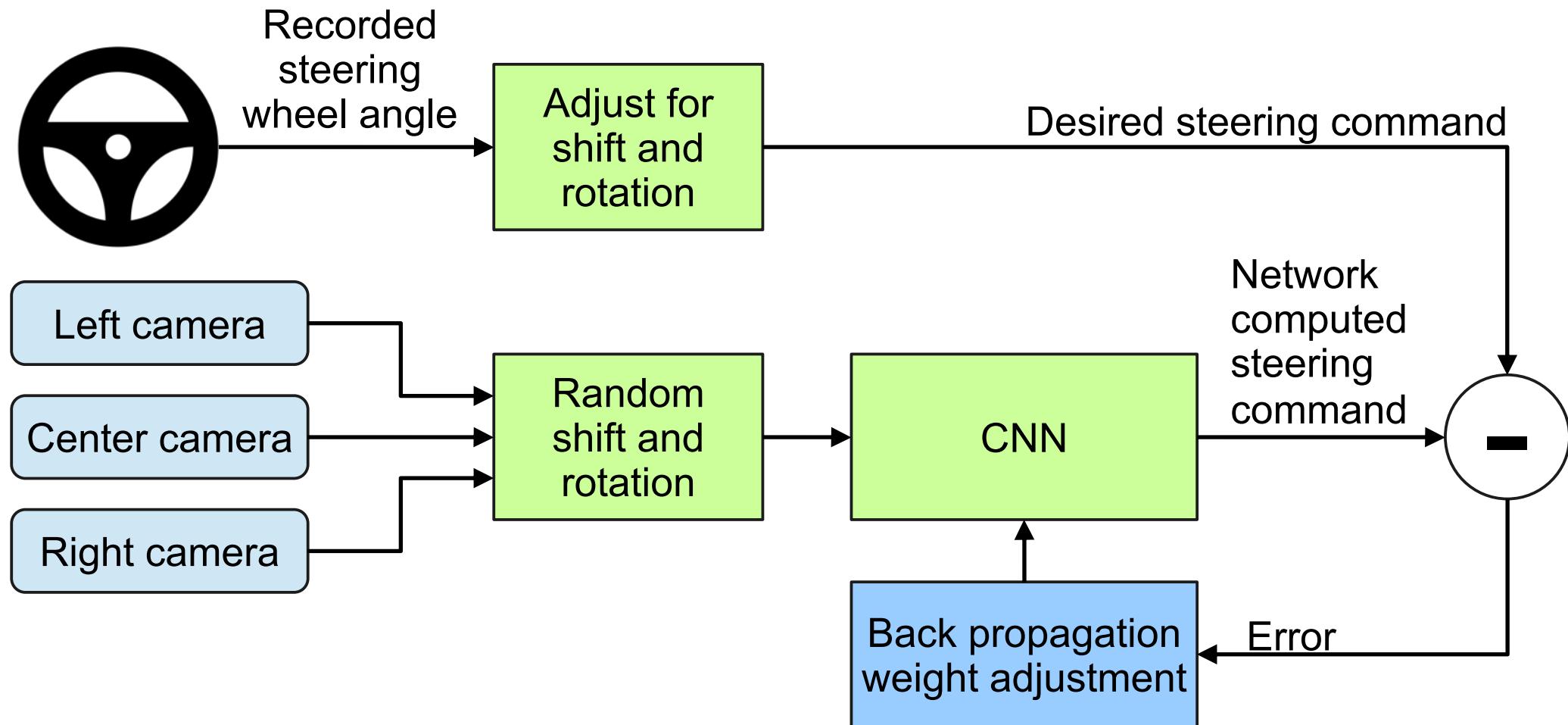


AV Perception in 2015

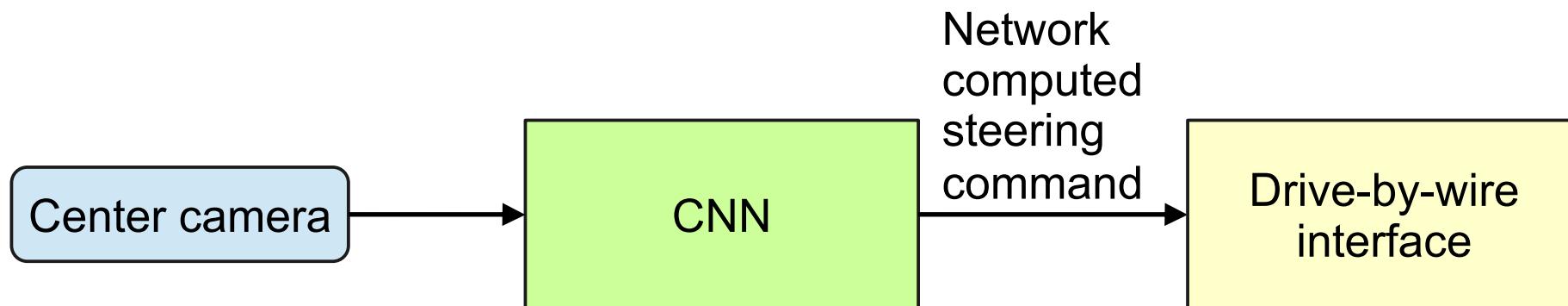


AV Perception today

End-to-End Driving: PilotNET

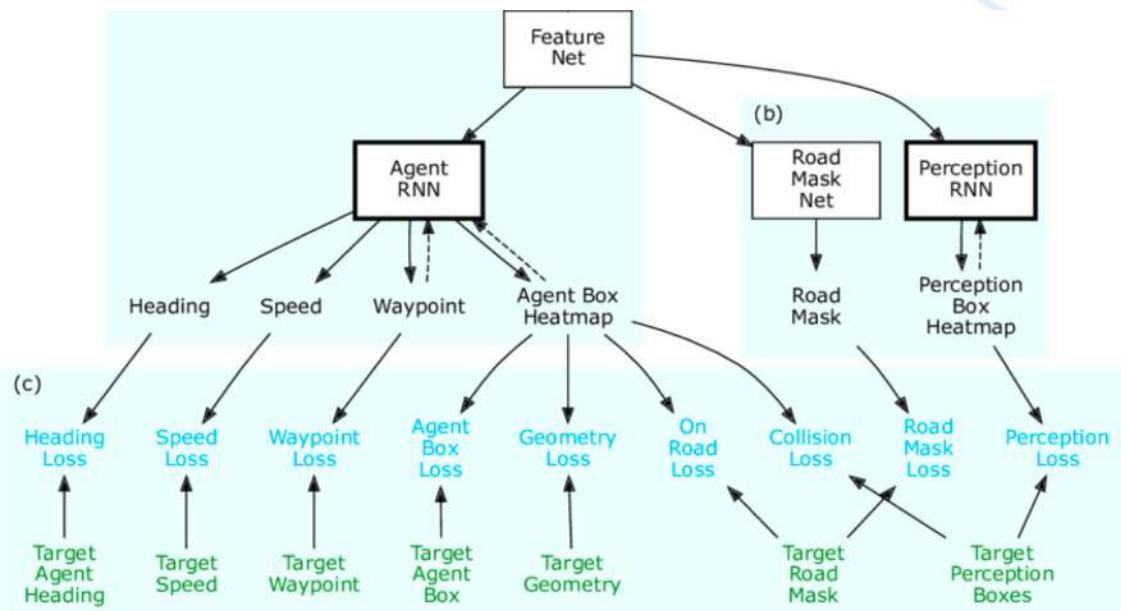


With a single front-facing camera



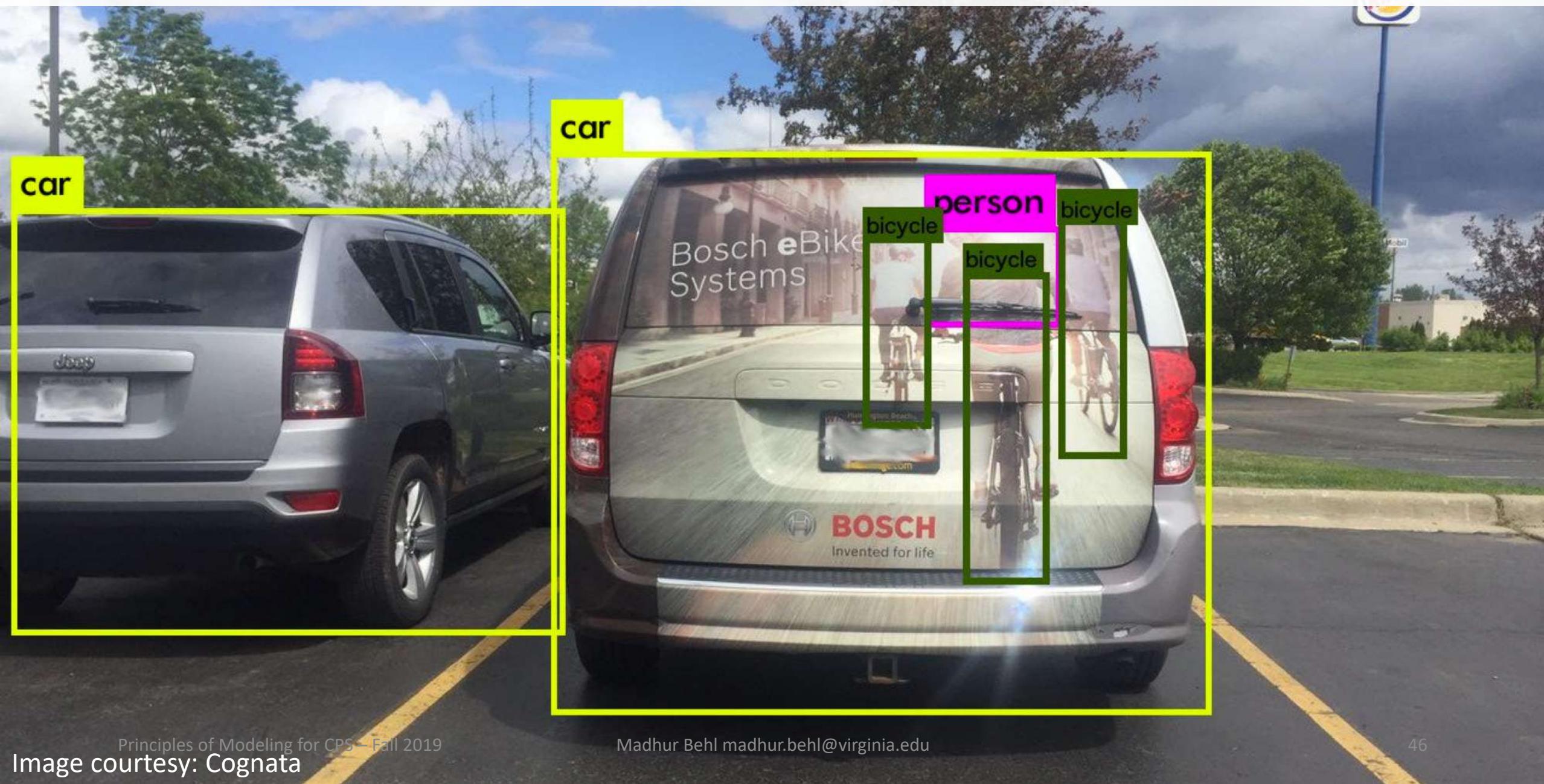
ChauffeurNet

A Deep Learned Driving Network



Machine intelligence is largely about training data.

When's a pedestrian not a pedestrian? When it's a decal.



One car ? or Multiple cars ?







Ramen Noodle place or Do Not Enter Sign ?



現在地
気温(°C)
降水確率 (%)
12 / 5
60
明日
気温(°C)
降水確率 (%)
9 / 3
40
16:10
12 °C
A 77.5 km
000160 km







There is a bus right next to you!!





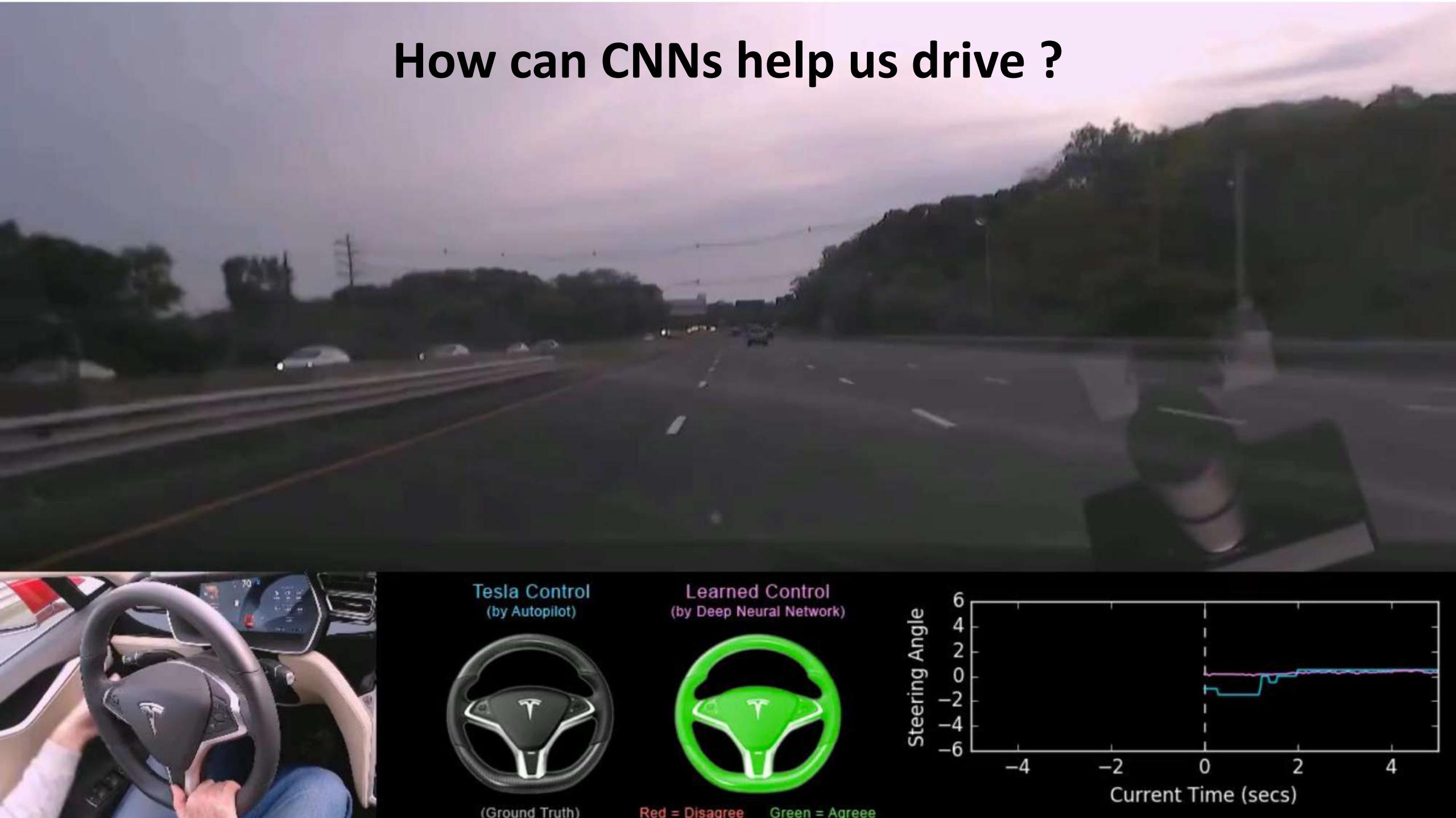


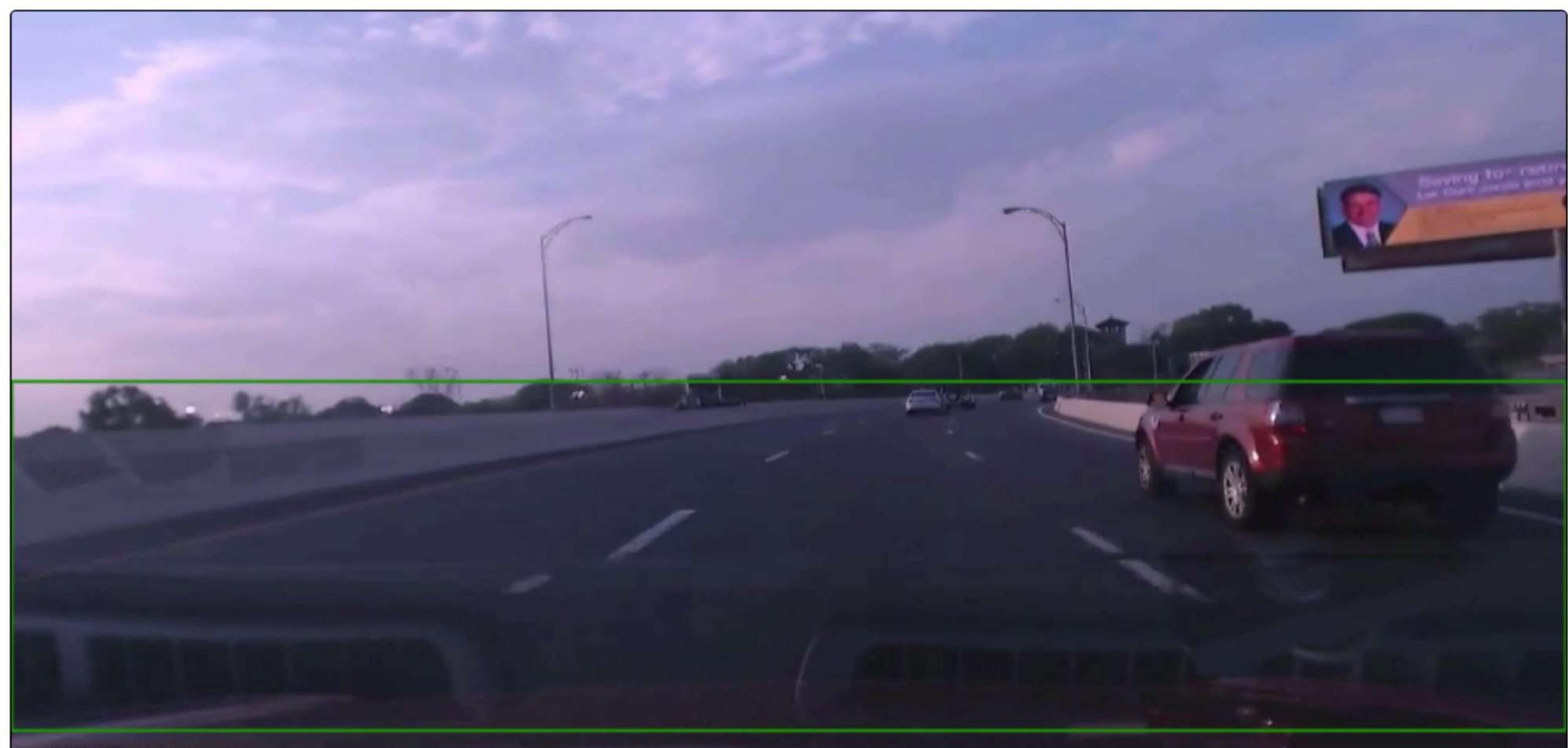


How can we ensure that an autonomous vehicle drives safely upon encountering an unusual traffic situation ?



How can CNNs help us drive ?





Actual wheel: 9.5

Predicted wheel: -2.5

Error: 12.0 Principles of Modeling for CPS – Fall 2019



Frame #: 961

Forward pass (ms): 51

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Autonomous Driving: End-to-End

End to End Learning for Self-Driving Cars

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Daniel Dworakowski
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Bernhard Firner
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Beat Flepp
NVIDIA Corporation
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Prasoon Goyal
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Lawrence D. Jackel
NVIDIA Corporation
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Mathew Monfort
NVIDIA Corporation
Holmdel, NJ 07735

Urs Muller
NVIDIA Corporation
Holmdel, NJ 07735

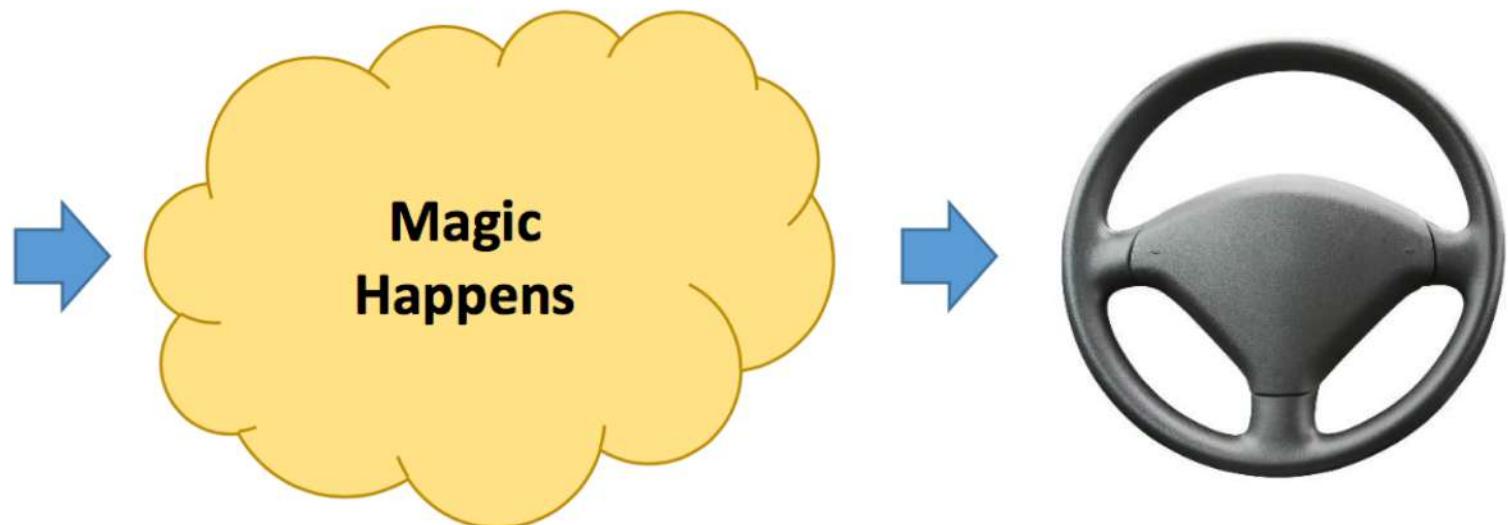
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Holmdel, NJ 07735

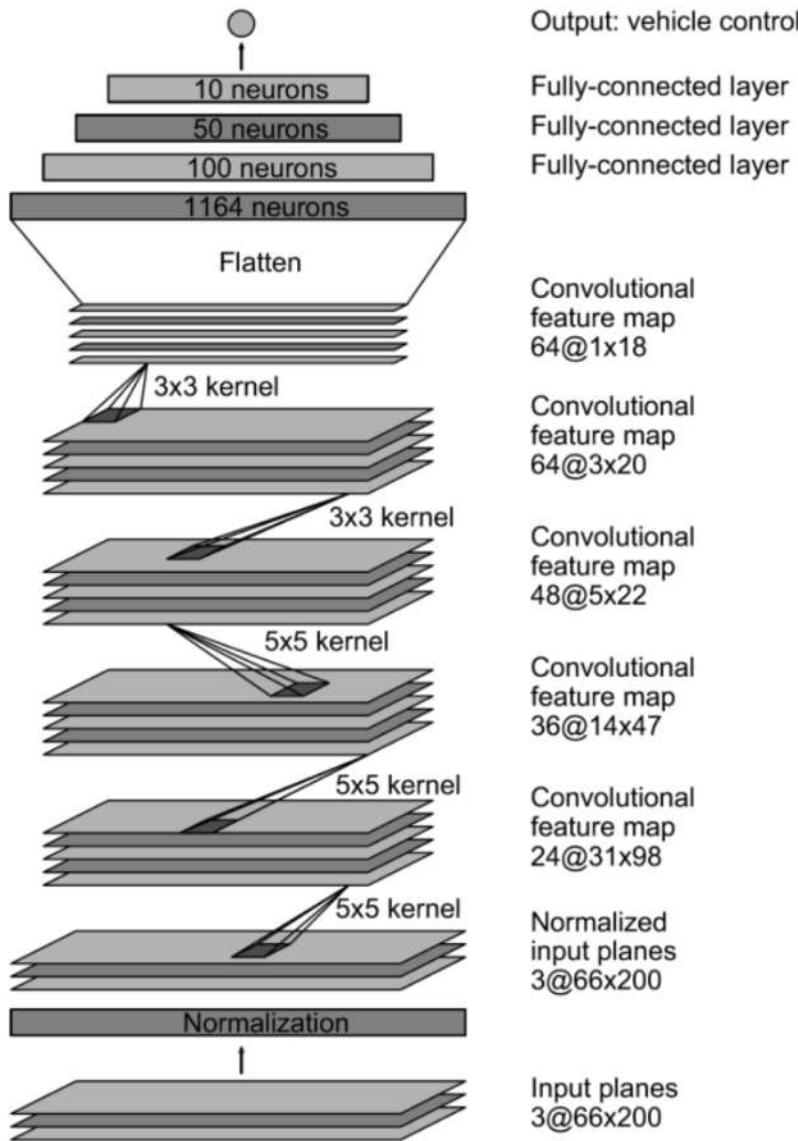
Jake Zhao
NVIDIA Corporation
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Karol Zieba
NVIDIA Corporation
Holmdel, NJ 07735

Autonomous Driving: End-to-End

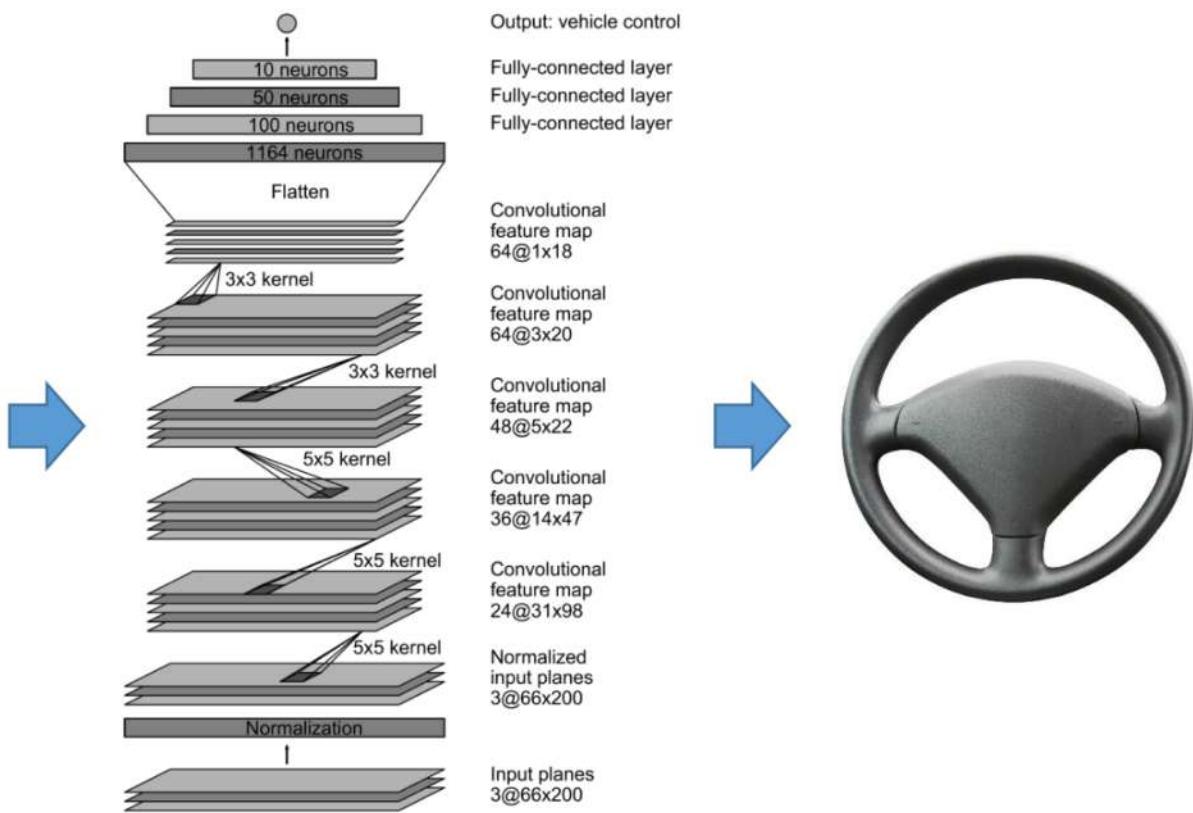


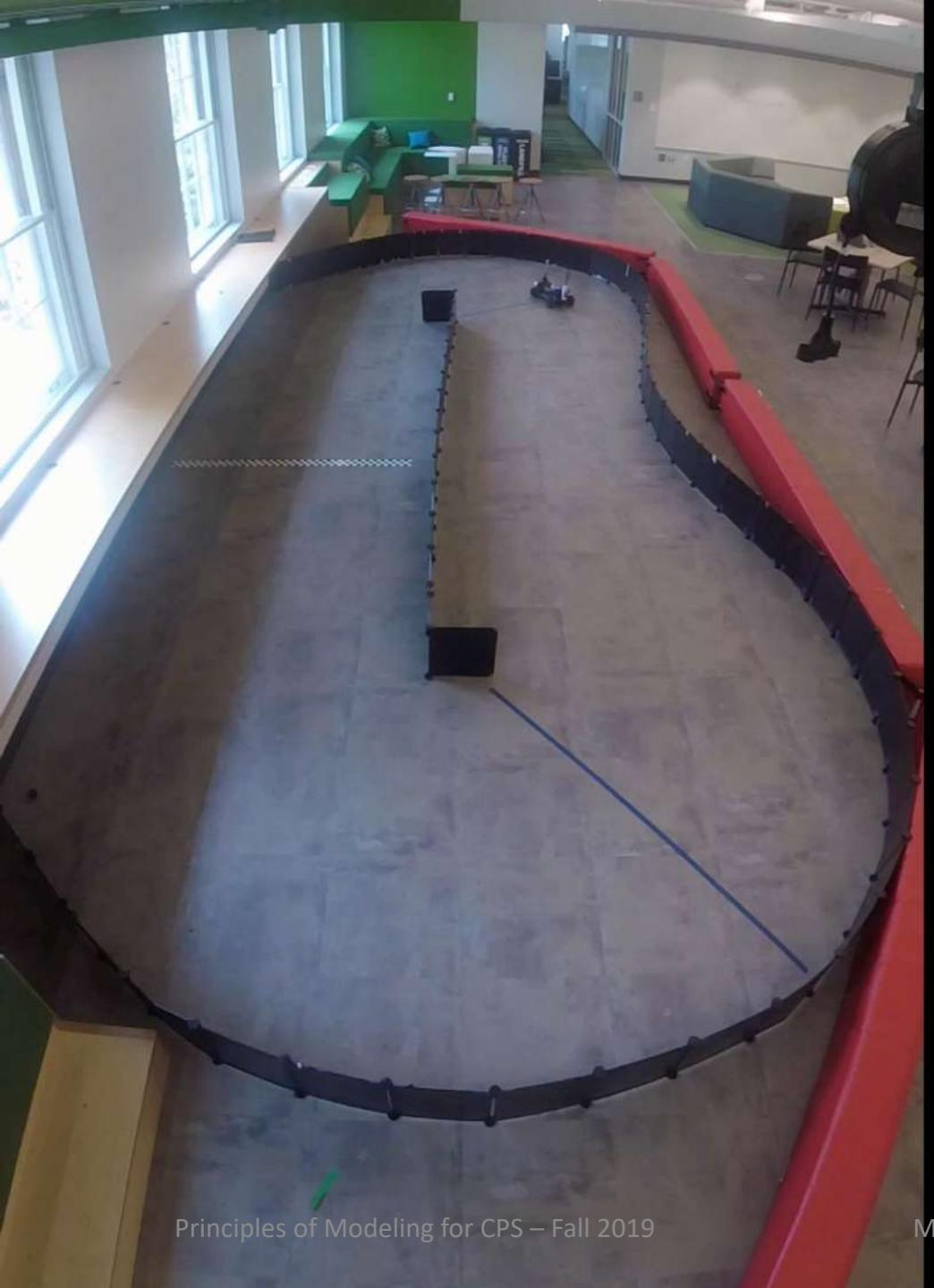
Autonomous Driving: End-to-End



- **9 layers**
 - 1 normalization layer
 - 5 convolutional layers
 - 3 fully connected layers
- **27 million connections**
- **250 thousand parameters**

Autonomous Driving: End-to-End

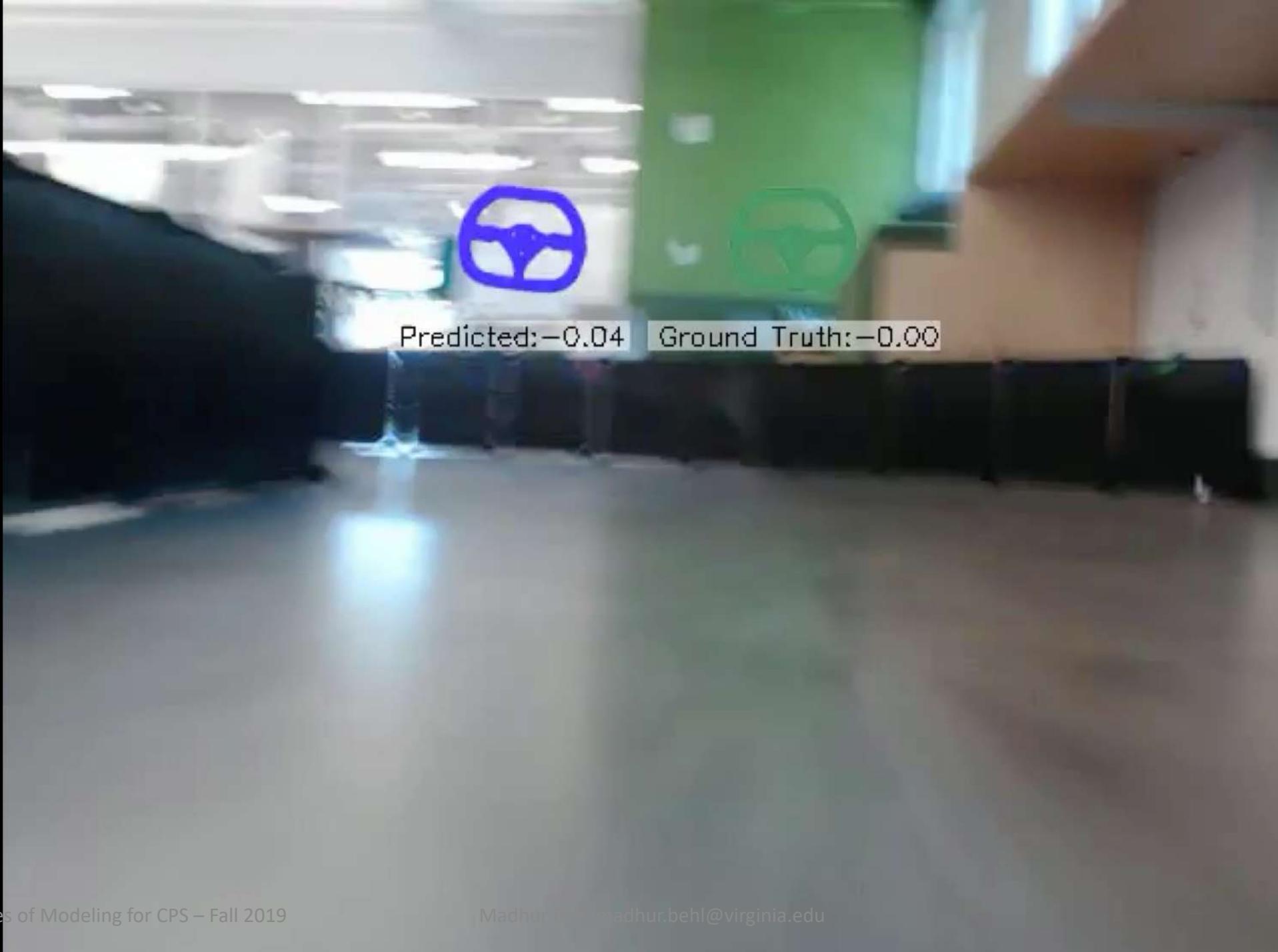




F1/10 FPV Driving





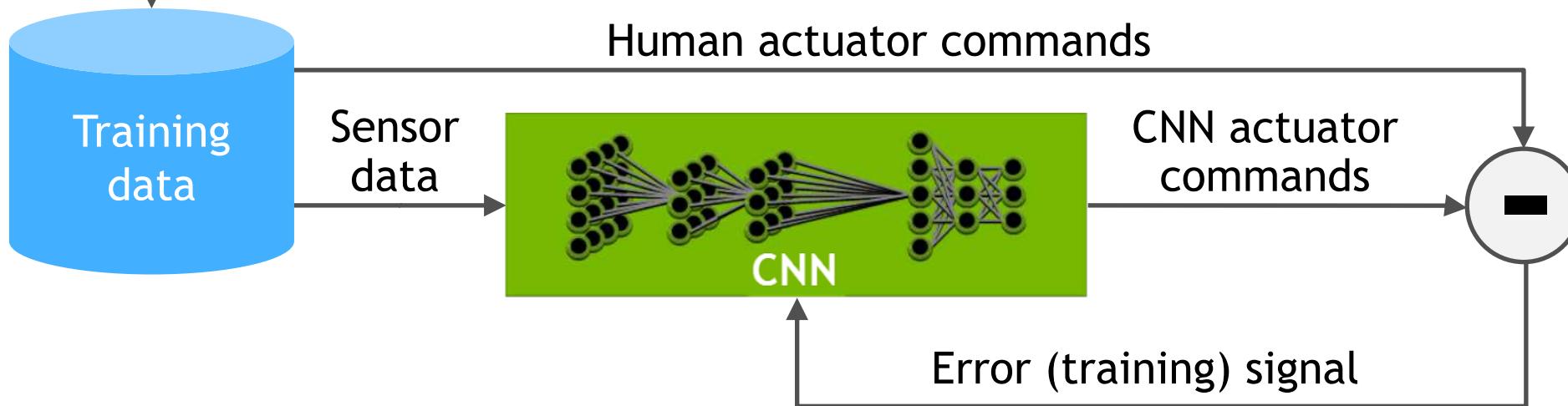


THE BASIC IDEA

Learn from human drivers

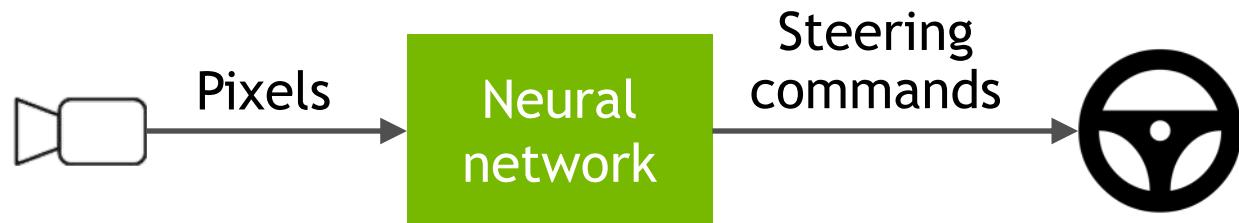


Record data from lots of humans
driving their cars:
➤ Sensor data
➤ Actuator data



EARLY EXAMPLES

Of end-to-end learning



ALVINN, CMU, late 80es
(Pomerleau et Al.)

Lane following with a small 2-layer fully connected network and low-resolution video input

30x32 pixel

DAVE, Net-Scale/NYU, 2004
(LeCun et Al.)

Off-road obstacle avoidance using a convolutional network (ConvNet)

149x48 pixel

TRAINING EXAMPLES



Label: turn right



Label: go straight



Label: turn right



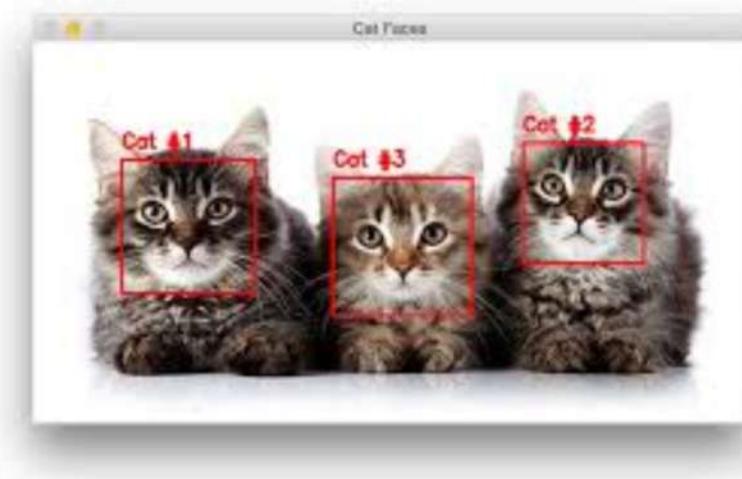
Label: turn left

225K images

Machine Learning

- Machine Learning is the ability to teach a computer without explicitly programming it
- Examples are used to train computers to perform tasks that would be difficult to program

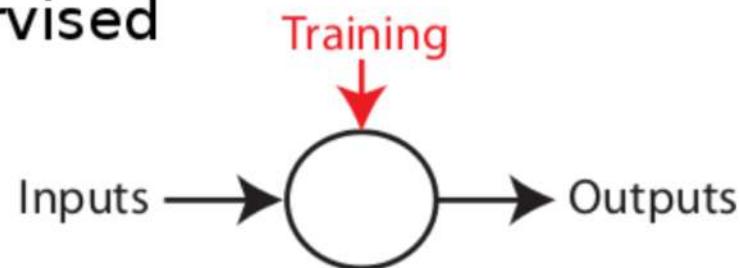
First Name	L	O	R	I							
Last Name	W	A	L	T	E	R	S				



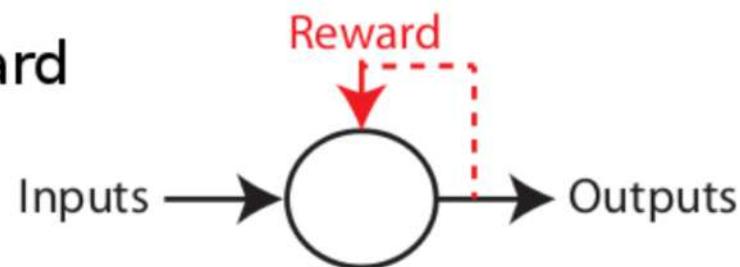
Types of machine Learning

- Supervised Learning
 - Training data is labeled
 - Goal is correctly label new data
- Reinforcement Learning
 - Training data is unlabeled
 - System receives feedback for its actions
 - Goal is to perform better actions
- Unsupervised Learning
 - Training data is unlabeled
 - Goal is to categorize the observations

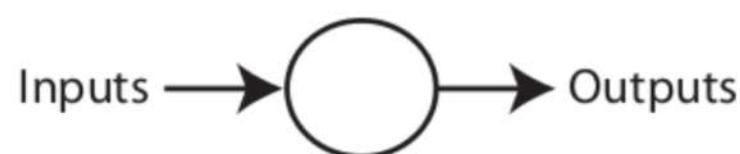
Supervised



Reward



Unsupervised



Capability of Machine to imitate intelligent behavior

ARTIFICIAL INTELLIGENCE

Early artificial intelligence stirs excitement.



1950's

1960's

1970's

1980's

1990's

2000's

2010's

MACHINE LEARNING

Machine learning begins to flourish.



DEEP LEARNING

Deep learning breakthroughs drive AI boom.



Supervised learning setup

Inputs (AKA features) - real-valued vectors of data

e.g. Image pixels, audio spectrograms, character sequences

Outputs (AKA labels) - real-valued or categorical “truth” vectors

e.g. class labels for images, audio transcription, sentiment

Training data - many samples of input-output pairs

Score function (AKA model)

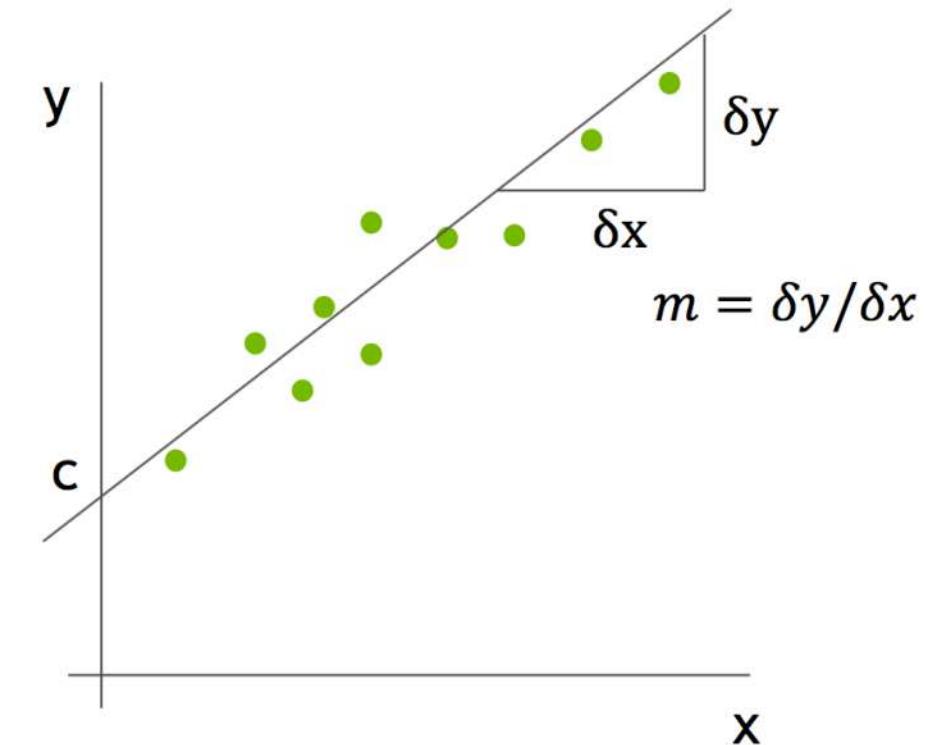
A function that predicts the output given an input

Example: linear regression

$$y_i = mx_i + c$$

Predicted output Data
Slope Intercept

Together, m and c are called the **model parameters**



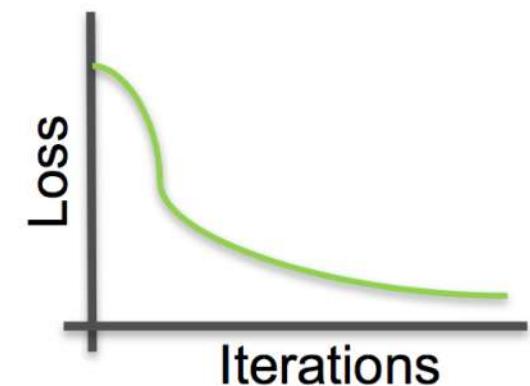
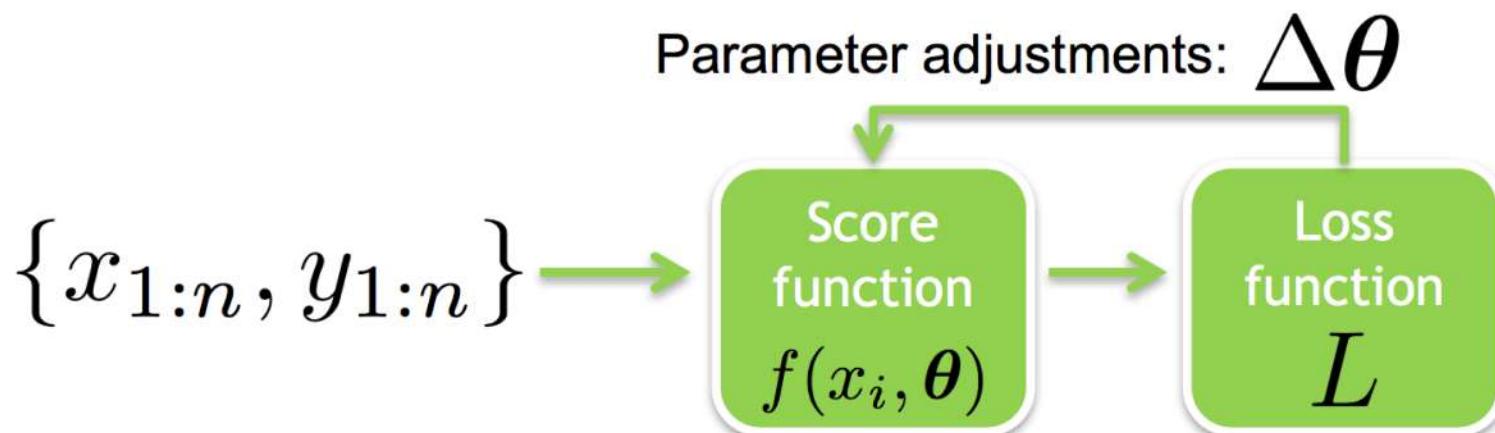
Supervised learning

How do we do this?

Repeatedly feed training data into a learning algorithm

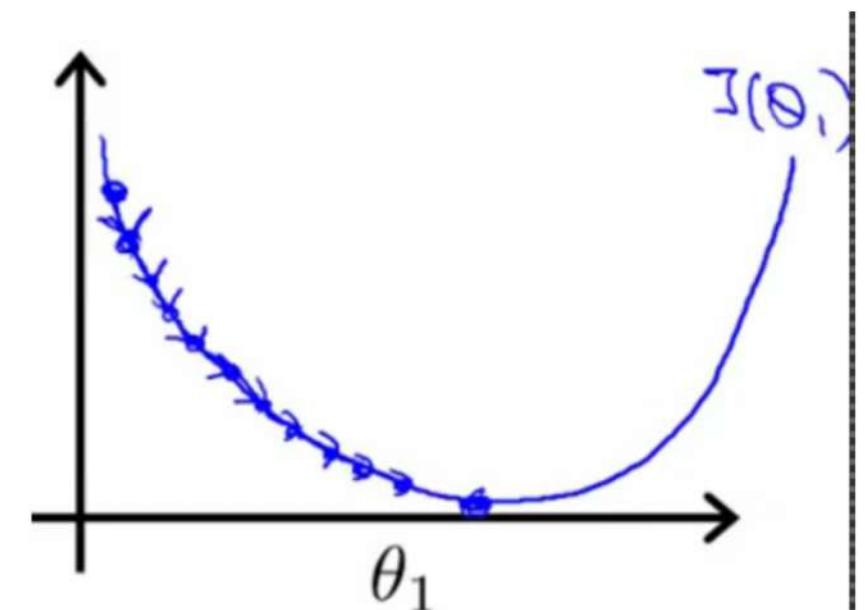
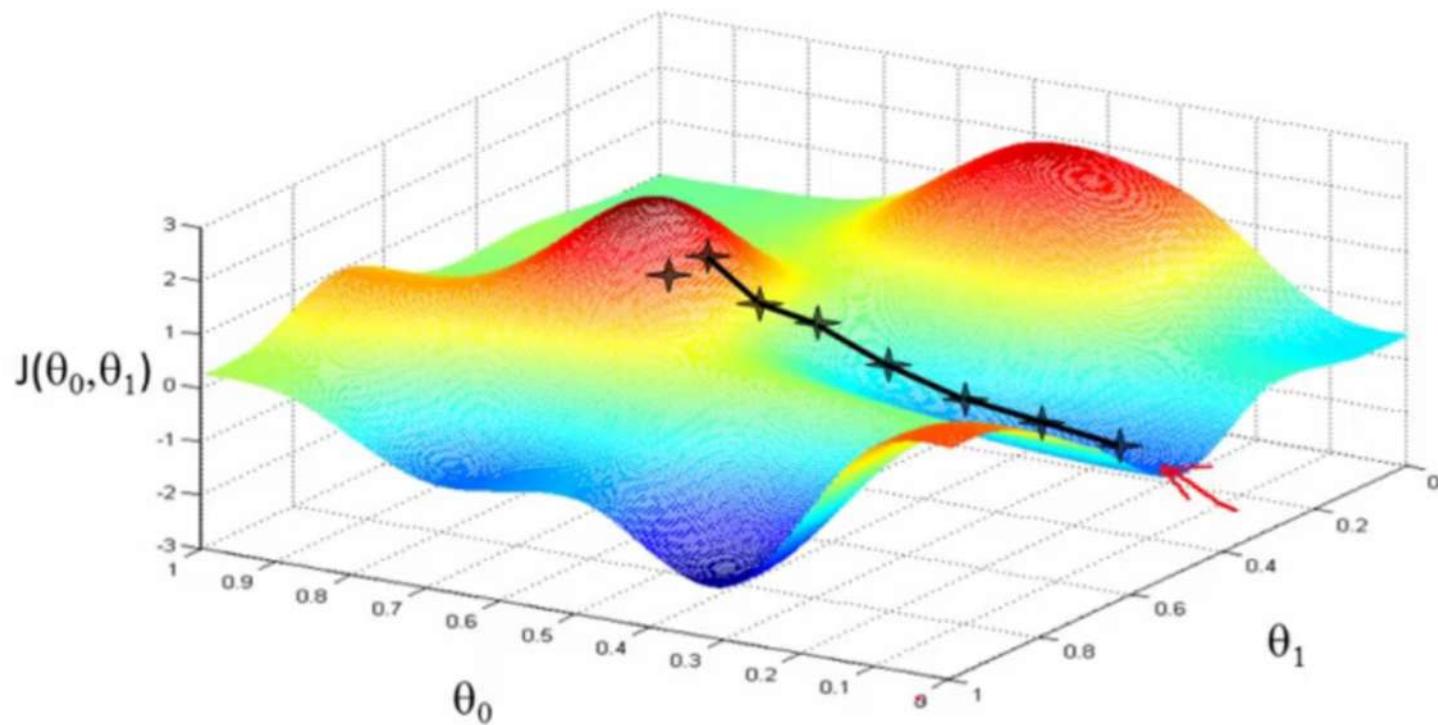
Iteratively modify the model parameters to optimize (e.g. minimize) the loss function

Repeat until the model is “good enough”



Gradient descent

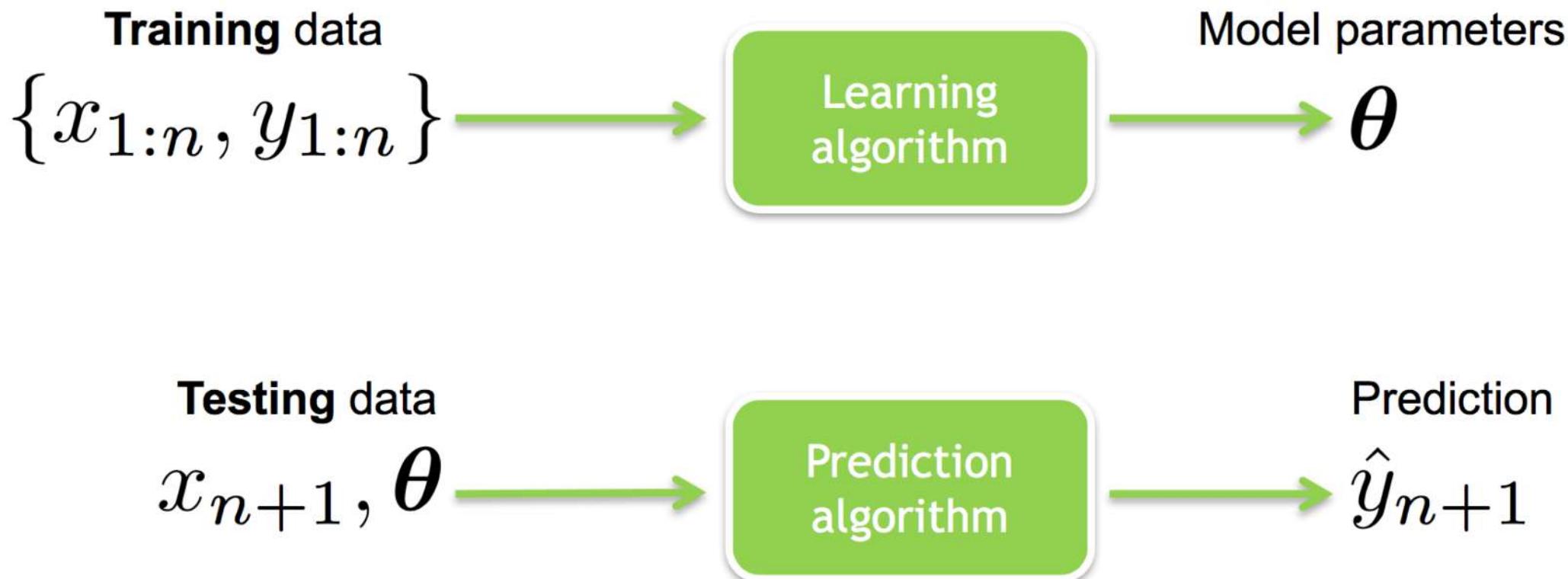
Finding the Optimal Parameters for our Hypothesis



Supervised learning

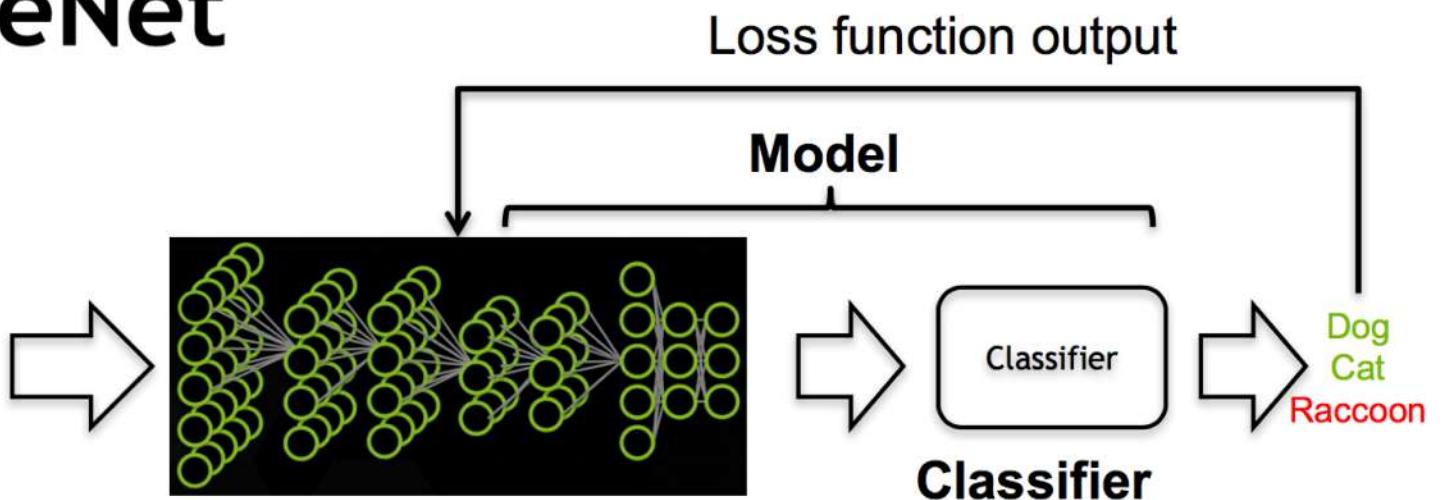
Why do we do this?

Given the **model** we can take previously unseen inputs and predict the corresponding output. We call this **testing** or **deployment**.

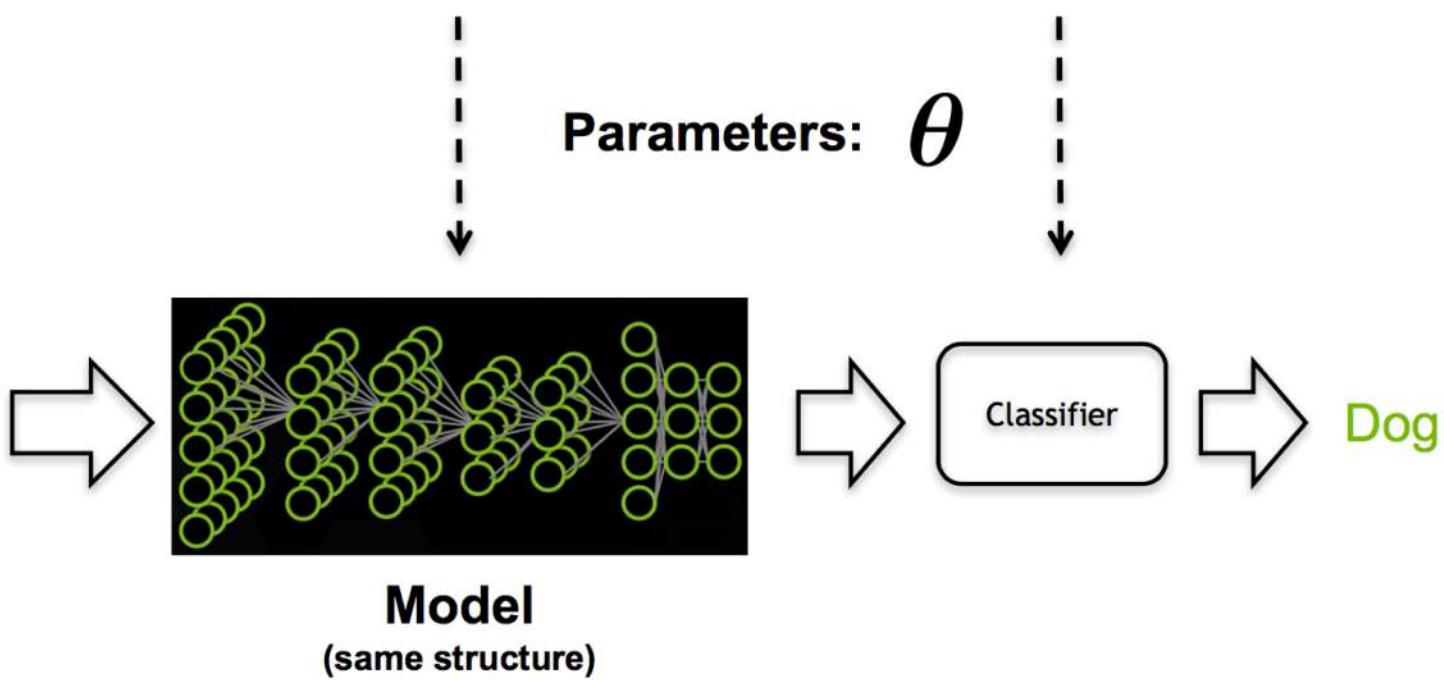


Example: ImageNet

Training:



Testing:



Deep Learning success

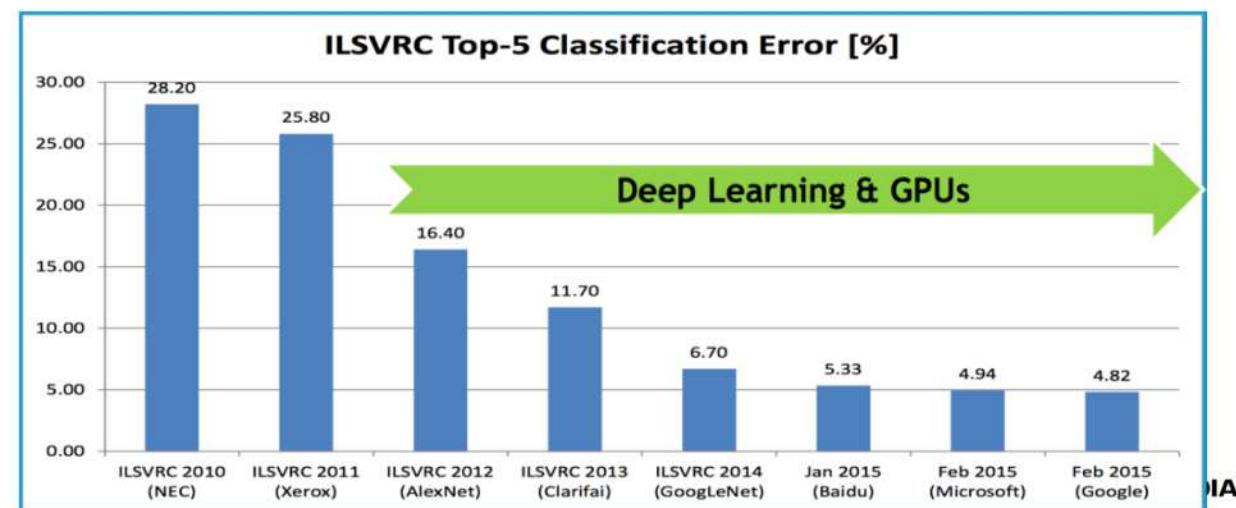
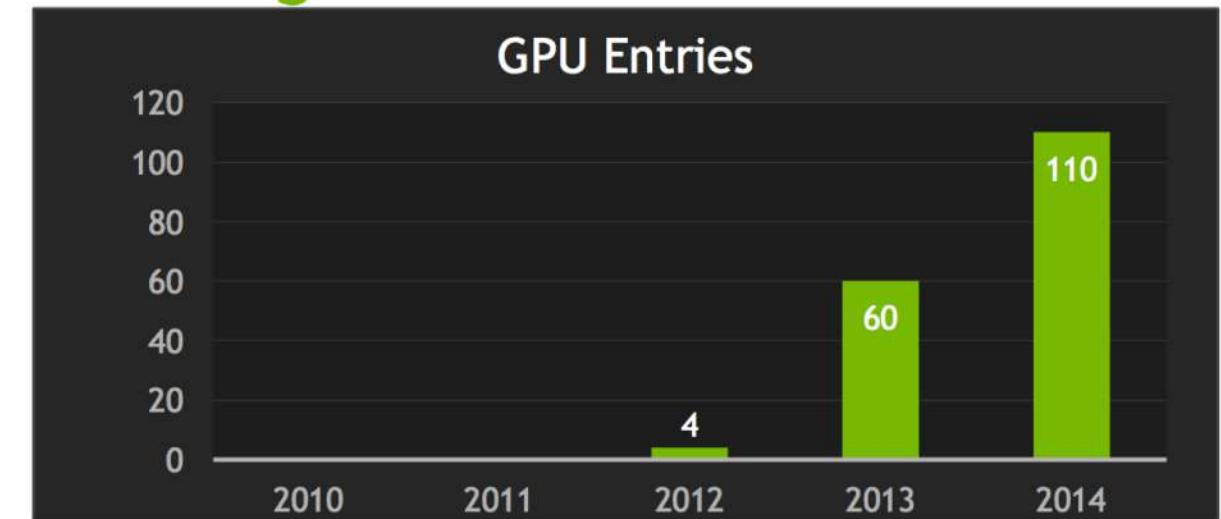
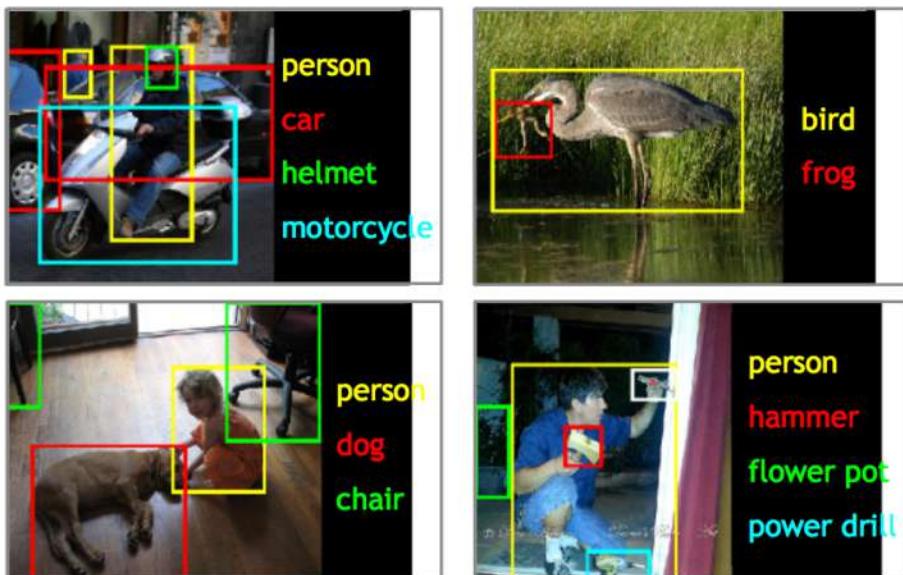
Object classification and localization in images

Image Recognition Challenge

1.2M training images • 1000 object categories

Hosted by

IMAGENET



Training problems

Two major problems

Underfitting: model is bad at it's objective for all data

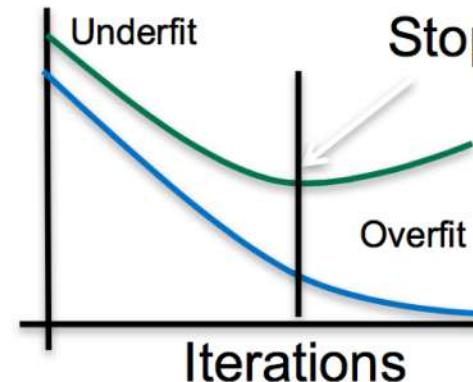
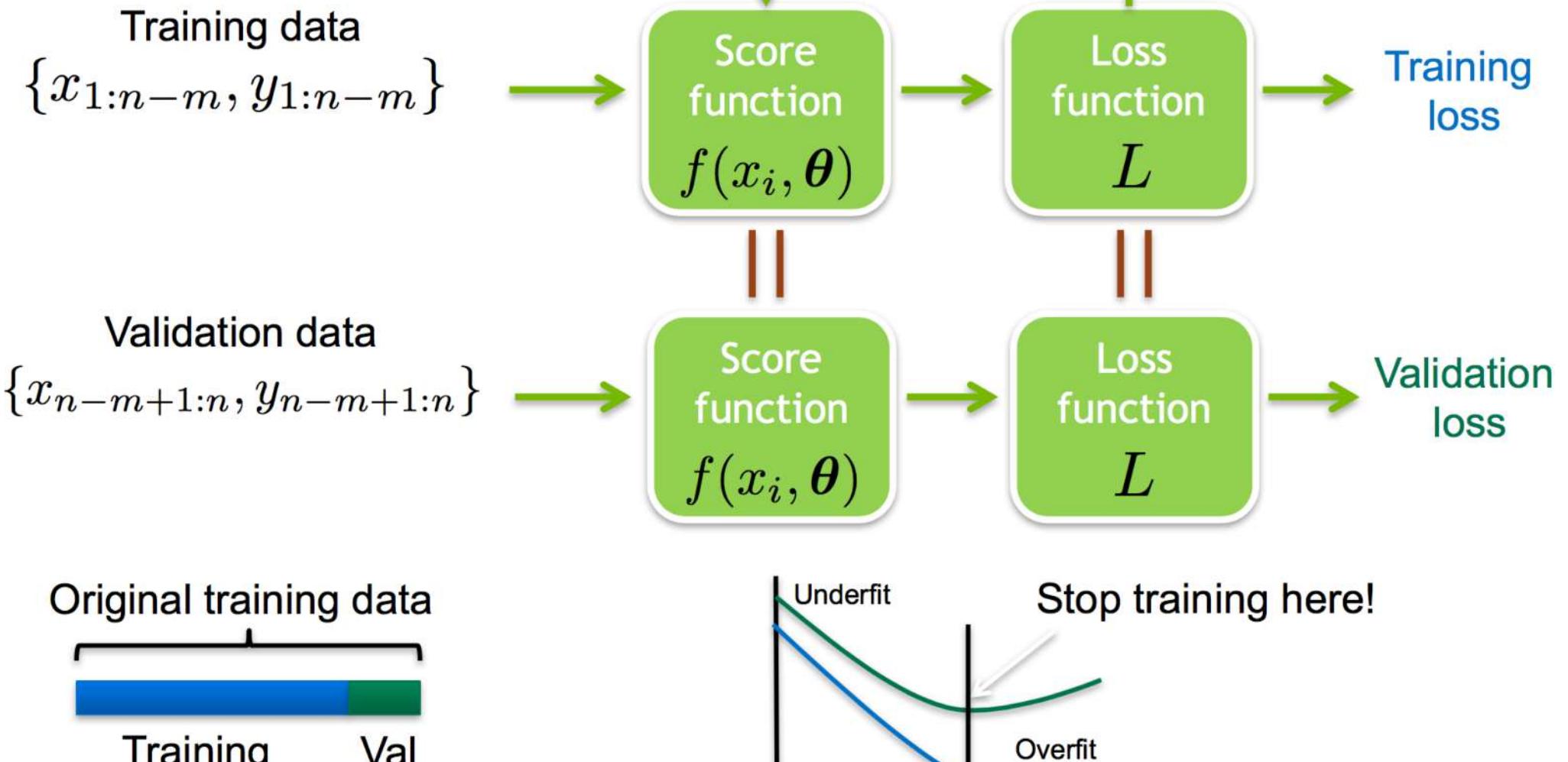
Overfitting: model is really good at the objective for the training data but
bad on the testing data

First line of defense:

Break off a **validation** dataset from the training data, e.g. 25%

Use it during training to check model performance on unseen data

Training with validation



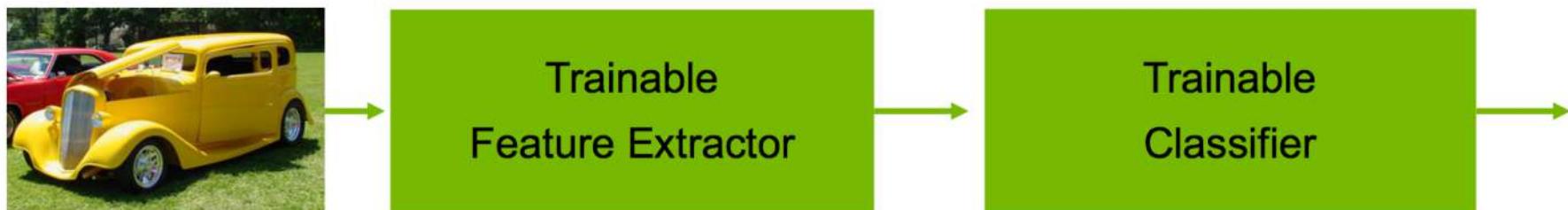
Deep Learning

Learning Representation/Features

The traditional model of pattern recognition (since the late 50's)
Fixed/engineered features (or fixed kernel) + trainable classifier

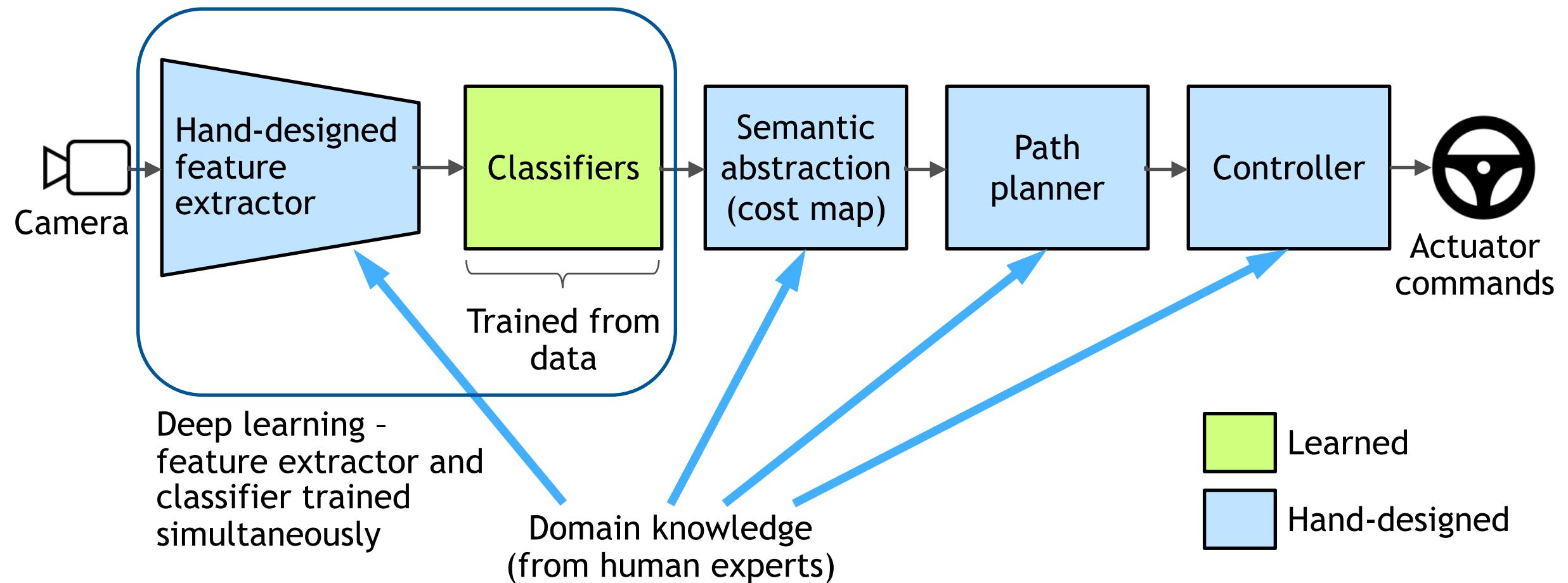


End-to-end learning / Feature learning / Deep learning
Trainable features (or kernel) + trainable classifier



TRADITIONAL DECOMPOSITION

Necessary approach when data and compute power are limited



EXAMPLE: ROAD FOLLOWING



Good quality lane markers, good driving conditions

Traditional lane detection-based systems expected to work well



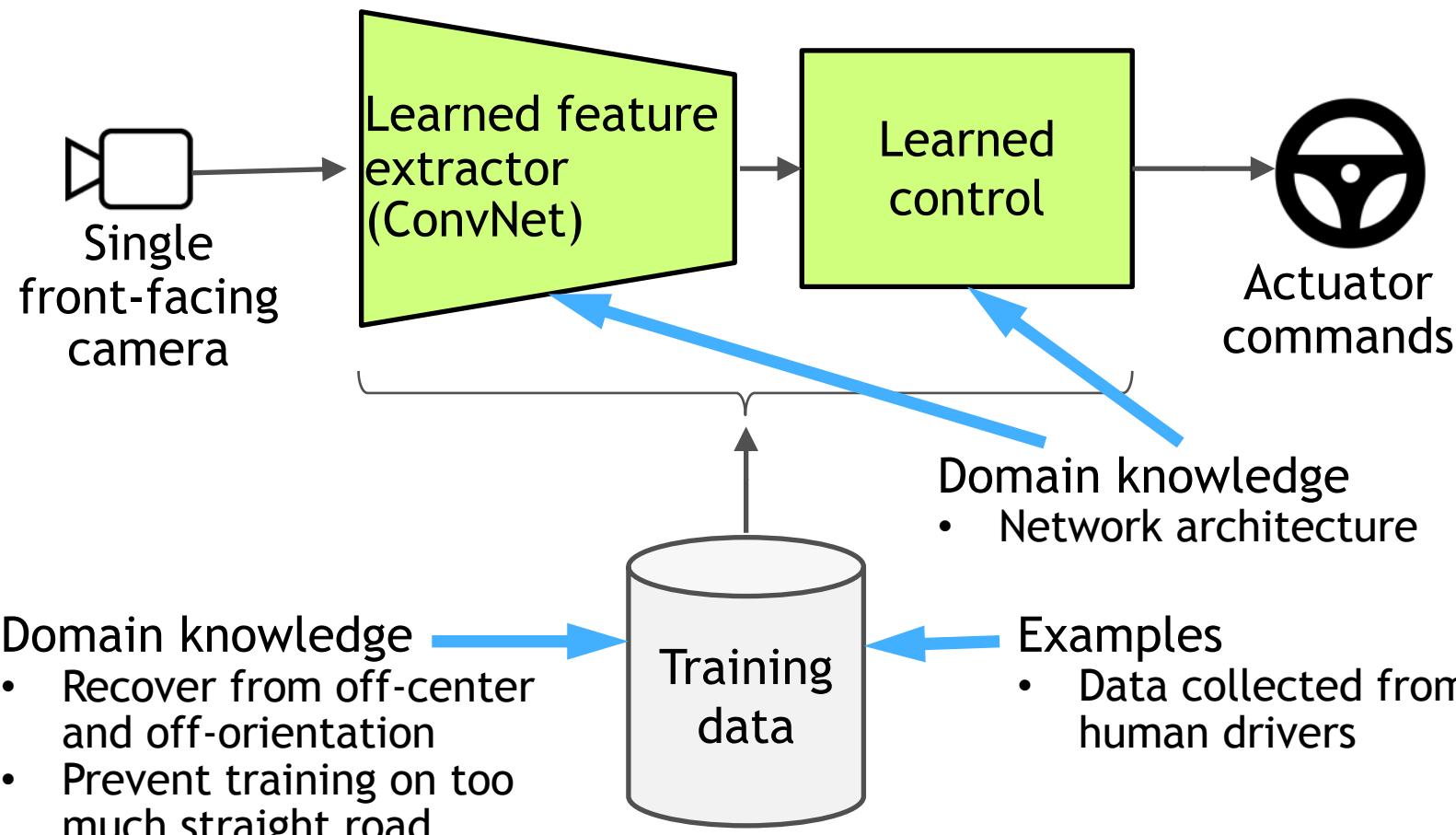
Poor quality lane markers

Lane detection-based systems struggle

End-to-end learning empowers the network to use additional cues

LEARNED ROAD FOLLOWING (PILOTNET)

Highway, local, residential - with or without lane markings



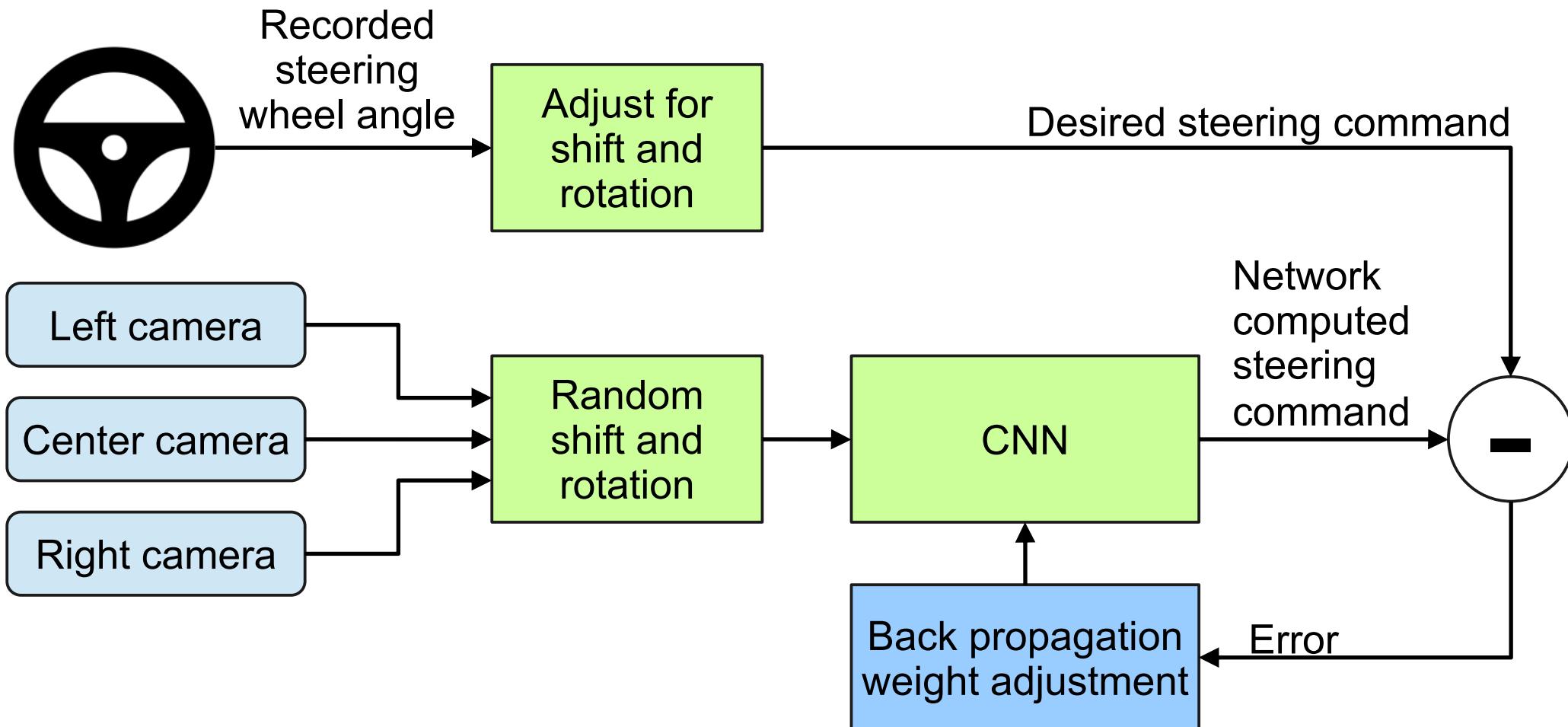
Both blocks trained simultaneously

No explicit object detection nor path planning

→ Maps pixels directly to steering

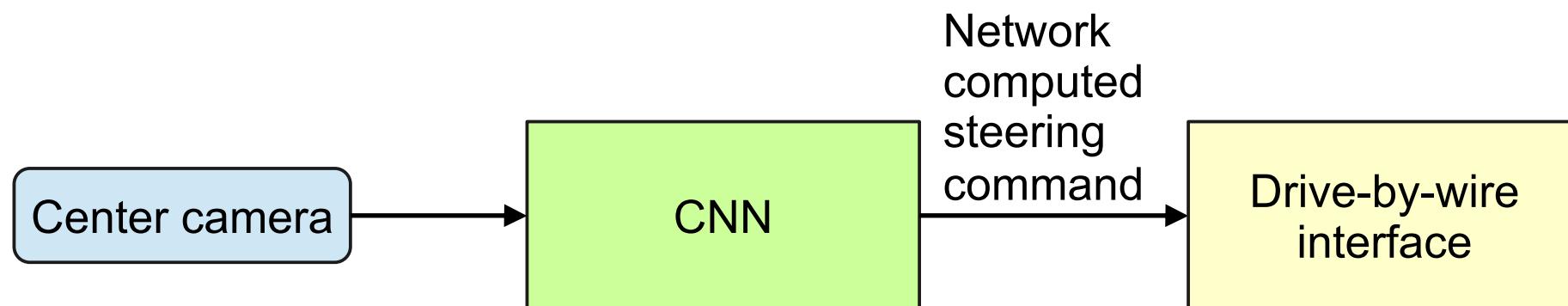
- Learned
- Hand-designed

TRAINING THE NEURAL NETWORK



DRIVING

With a single front-facing camera



VISUALIZATION

What the network pays
attention to

