

Controlling autonomous cars using ML

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Center4ML

Agenda

- Introduce yourself
- The fundamental problems in autonomy
- Perception
- Localization
- Planning
- **Control**
- (Bird's-eye view)

Introduce yourself

2016: Udacity Self-Driving Car Nanodegree

2017: [1st place](#) in the [F1/10th competition](#)
(with Karol Majek and Łukasz Szyber)

Projects:

[2017-2018](#): driving in the CARLA simulator

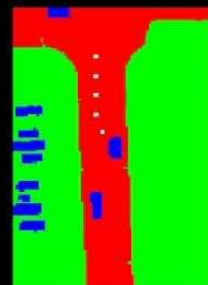
[2019](#): recreating the top-down view
from side cameras

[2019](#): driving around a pond

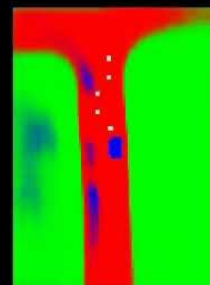
Most recently:

[Indy Autonomous Challenge](#)

[EuroRacing team's LI site](#)

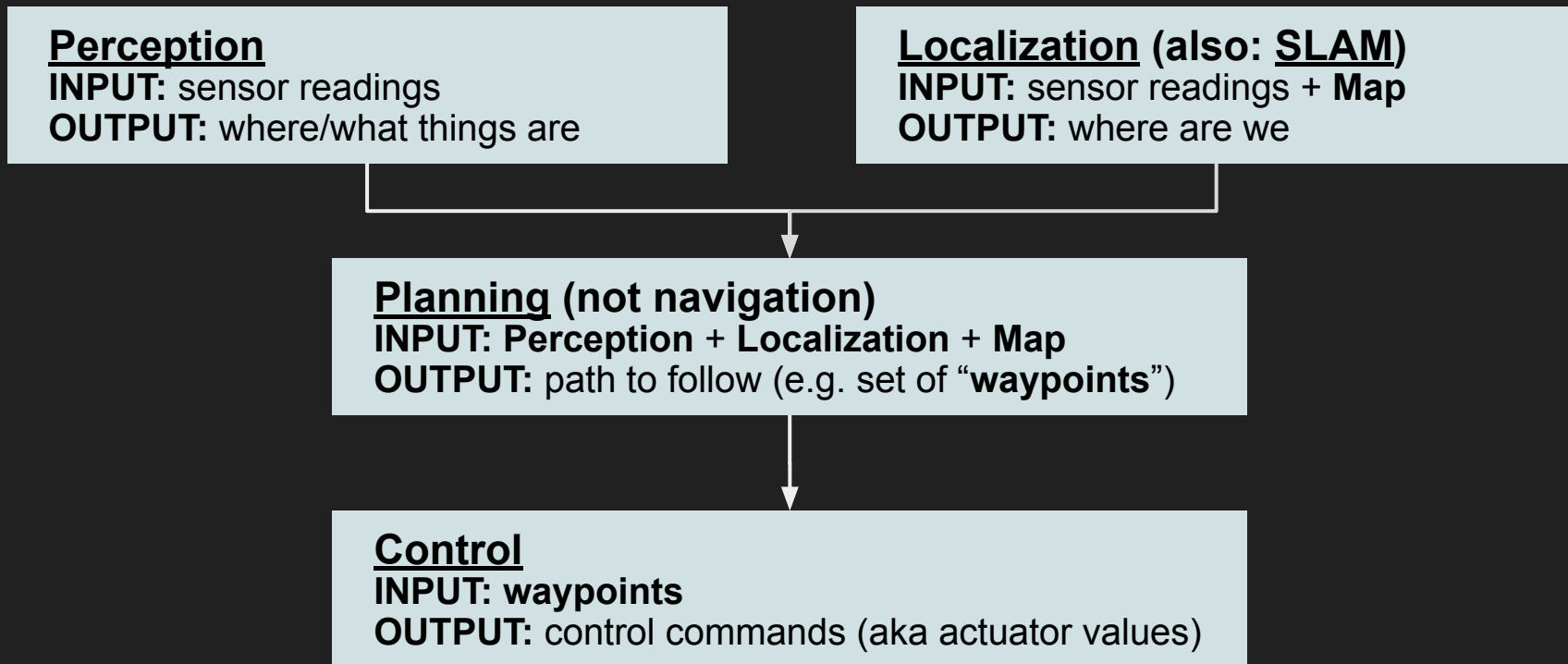


actual



predicted

Fundamental sub-problems in autonomous cars



Perception & Machine Learning

- Probably the best sub-problem for ML
- Needs to be fast
- Sensors: cameras, LIDAR, radar, sonar, ...
- On the right: Tesla + panoptic segmentation



ScaledML Conference  Matroid Feb 26-27, 2020

Scaled Machine Learning Conference

AI for Full-Self Driving

ANDREJ KARPATHY
Sr. Director of Artificial Intelligence - Tesla

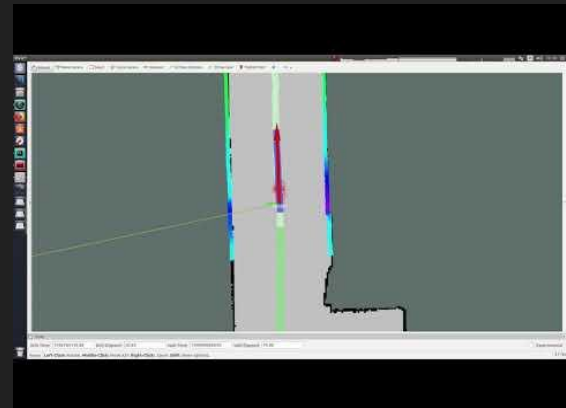
#scaledml2020 scaledml.org matroid.com

Localization

- "No ML" sub-problem (or is it?)
- Needs to be fast (and precise)
- Sensors: cameras, LIDAR, radar, sonar, ...
- On the right: Particle filter + SLAM

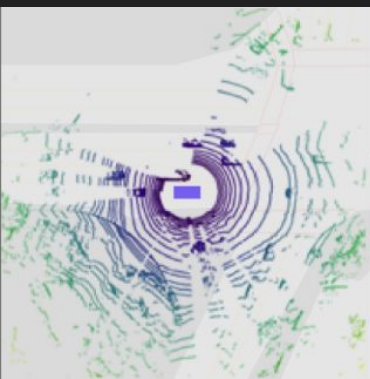
SLAM = Simultaneous Localization and Mapping

- In particular Visual SLAM (**VSLAM**)
- Needs to be fast (and precise)
- Sensors: cameras, LIDAR, radar, sonar, ...
- On the right: Particle filter + SLAM

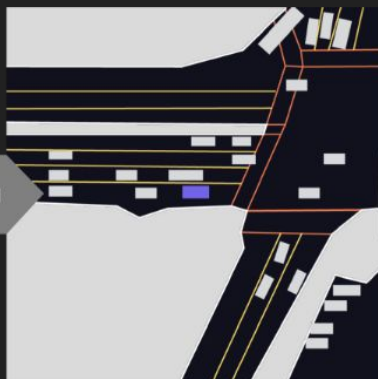


Planning

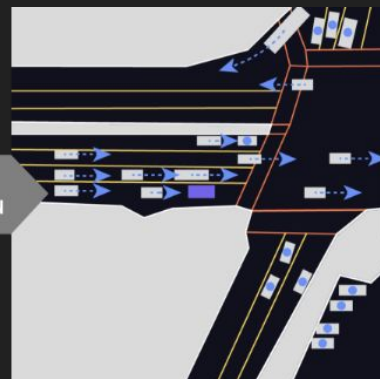
- Need to foresee what's going to happen up to 5sec into the future (at ~50kmph) -- requires motion prediction
- [Argoverse motion forecasting competition](#)
- [Kaggle competition \(from Lyft\)](#)



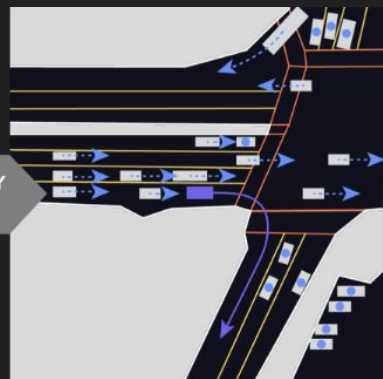
PERCEPTION



MOTION PREDICTION



TRAJECTORY PLANNING



Sensor input and maps

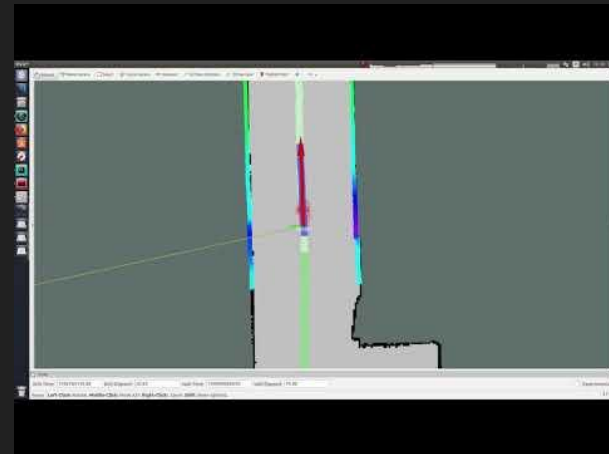
Detected traffic agents

Predicted agent motion

Path taken by

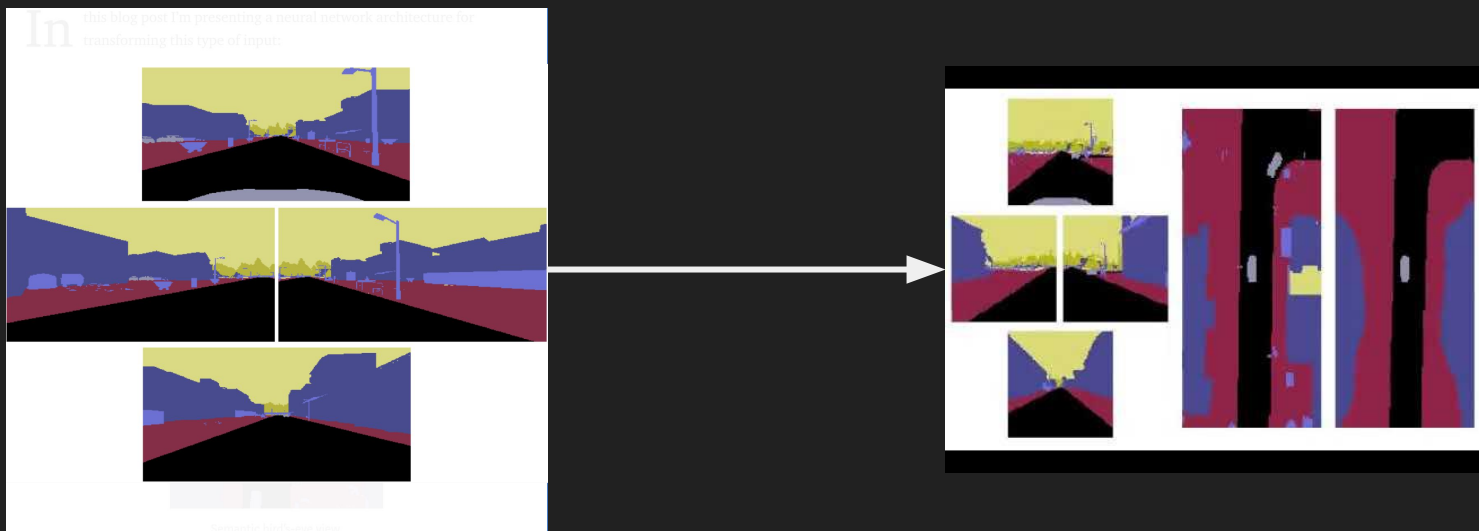
Control

- That is: control the steering angle and throttle such that you “check” a set of consecutive waypoints
- Typically framed as an Optimal Control Problem:
 - | **Optimal control** theory is a branch of mathematical optimization that deals with finding a control for a dynamical system over a period of time such that an objective function is optimized
- Reinforcement Learning is perfect for this kind of setup (on the right: Soft Actor Critic)



Bird's Eye View

- Project input from side cameras into a bird's-eye view
- My approach was to take semantic segmentation ground truth input from four cameras (in the CARLA simulator)



Future directions

- Tesla example (on the right)
- [Latest and greatest](#)



Thank you for your attention

Questions?