### GOLDENEYE



#### • A P T I V •

APTIV PLC Mountain View, CA April 20, 2018



### <u>CONTENTS</u>

1.Team **2. Vehicle Architecture 3. Lane Keeping 4. Low Level Control 5. Point to Point Navigation 6.Obstacle Avoidance 7.Sensor Fusion 8. Current and Future Work 9. Final Remarks** 



### TEAM



### TEAM

- Berkeley RSO
- Won prize in NASA's 2016-17 Aeronautics Design Challenge for a supersonic business jet concept
- With help from Ashish Krupadanam, a new project focused on autonomous vehicles has started
- Working with Prof. Francesco Borrelli's MPC Lab, 2 1/10 scale RC cars have been built
- Goal: develop applications in predictive driving



**Supersonic Business Jet Design** 

### HARDWARE ARCHITECTURE



## SOFTWARE ARCHITECTURE

#### **Use Robotic Operating System (ROS)**

- Flexible, Robust development framework
- Provides pipeline for communication between programs running in parallel
- Instantiate Nodes, representing processes in system
- Nodes communicate over Topics, through pre-specified datatypes (messages)
- Framework allows for computation on multiple machines



## LANE KEEPING SISO Controller

- PI controller maps the error to an actuation command
- Feedback control makes the system relatively robust to imperfect plant and control constants
- Controller takes into account delay to compensate for high lookahead of camera



## LANE KEEPING Vision Algorithm

- Thresholding followed by detection of y-coordinate of maximum contrast
- Prioritizing computational efficiency on the Odroid for real time image processing means we can only look at 10 rows of the image to determine error





## POINT TO POINT NAVIGATION

![](_page_9_Figure_1.jpeg)

### **MPC (Model Predictive Controller)**

- System dynamics are known
- In discrete time, state vector  $\vec{x}_{[k+n]}$ depends on  $\vec{x}_{[k]}$  and control input  $\vec{u}_{[k]}$ ,  $\vec{u}_{[k+1]}$ ,...,  $\vec{u}_{[k+n-1]}$
- Formulate and solve optimization problem at each timestep

![](_page_10_Figure_4.jpeg)

### **MPC (Model Predictive Controller)**

- Single target point
- Brute force trajectory generation over finite receding horizon
- Evaluate cost function over all trajectories, execute optimal
- Penalizes heavy actuation to achieve smoother trajectories

Euclidean Distance Cost Function → Aggressive Actuation

![](_page_11_Picture_6.jpeg)

## **MOTION PLANNING**

- Motion planner plans path before initiating motion
- Path represented by set of points [x<sub>i</sub>,y<sub>i</sub>]
- Planner regulates waypoint sent to MPC controller
- Approach guarantees feasible solution in real time, low computational cost.

![](_page_12_Figure_5.jpeg)

## **MOTION PLANNING**

#### **RRT\* Algorithm**

- Key Observation: Creating a feasible trajectory from scratch is hard, checking whether a given trajectory is feasible is easy.
- Developed by Prof. Emilio Frazzoli et al. at MIT, current CTO at Nutonomy (Aptiv acquisition)

![](_page_13_Figure_4.jpeg)

## **MOTION PLANNING**

#### **Geometric Algorithm**

- Works for navigation through field of obstacles.
- Generates sparse set of waypoints, relies on MPC controller to navigate in a smooth manner.
- Capitalizes on knowledge of turning radius

#### **Greedy Search**

- 1. current location = start point
- 2. while(goal != reached):
  - a. obs = find nearest obstacle within range of motion
  - b. on circle between current location and obs : sample feasible points
  - c. find optimal point
  - d. append optimal point to path and set current location to optimal point

### **SENSOR FUSION**

- Camera provides high resolution in detecting detail, though fails to perceive depth
- LIDAR data generates depth information through 2Dpoint cloud, but lacks detail needed to distinguish objects
- **Goal:** Capitalize on strengths of respective sensor feeds and generate accurate estimates of object location

### **SENSOR FUSION**

Given a region of interest in an image, how can we fuse the corresponding LIDAR points for depth perception?

![](_page_16_Figure_2.jpeg)

- LIDAR, camera, and GPS data collected during training to associate vehicle position in space relative to another object
- This is done by driving two cars within each other's field of view—GPS data is referenced to generate ground truth relative coordinates

![](_page_17_Figure_0.jpeg)

![](_page_17_Picture_1.jpeg)

![](_page_18_Figure_0.jpeg)

![](_page_18_Picture_1.jpeg)

# **CURRENT WORK**

#### **Motion Planning**

- Combining methods like RRT\* for global path planning while using local optimizers like Trajopt for smoother short-distance paths
- Defining allowed and disallowed regions of sampling as continuous blocks
- Using longer horizon MPC controllers to penalize extreme actuation

#### <u>SLAM</u>

- Using in-build ROS SLAM to localize the car indoor and detect allowed regions using LIDAR
- Using EKF to track other vehicles using LIDAR and arriving at probabilistically accurate estimates of position, velocity, acceleration and predicted paths

## **FUTURE WORK**

#### **Racing Inference and Planning**

- Using both cars together around a track to infer racing strategies of observed vehicles around a racetrack
- Adapting to opponents strategy using an MPC controller further optimized with Q-Learning

#### <u>Simulator</u>

- A reasonably accurate simulator of the car is essential to making deep learning or Q-Learning based approaches feasible
- Will facilitate exploration of these techniques given sparse data collected in the real world, can explore meta-learning and fine-tuning of simulator trained models