

Predictive Decision-making with Interaction-aware Transformers

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About the team



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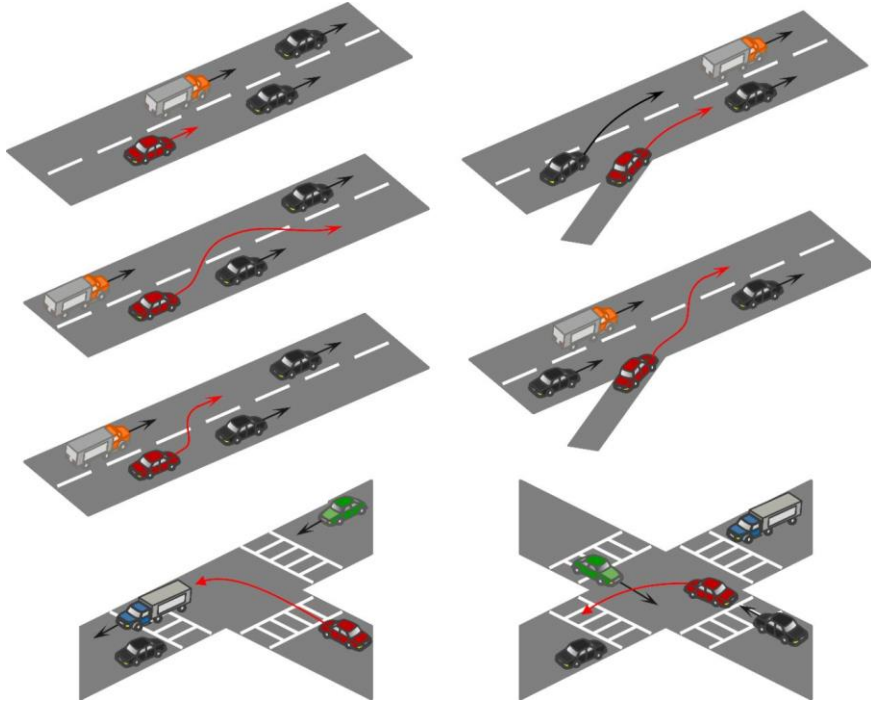
Chen Lyu

AutoMan Lab Intelligent Decision-making (AID) Team

- ❖ Member: Zhiyu Huang, Haochen Liu, Jingda Wu
- ❖ Advisor: Prof. Chen Lyu
- ❖ Lab Homepage: <https://lvchen.wixsite.com/automan>
- ❖ Project Code: <https://github.com/MCZhi/Predictive-Decision>

Introduction

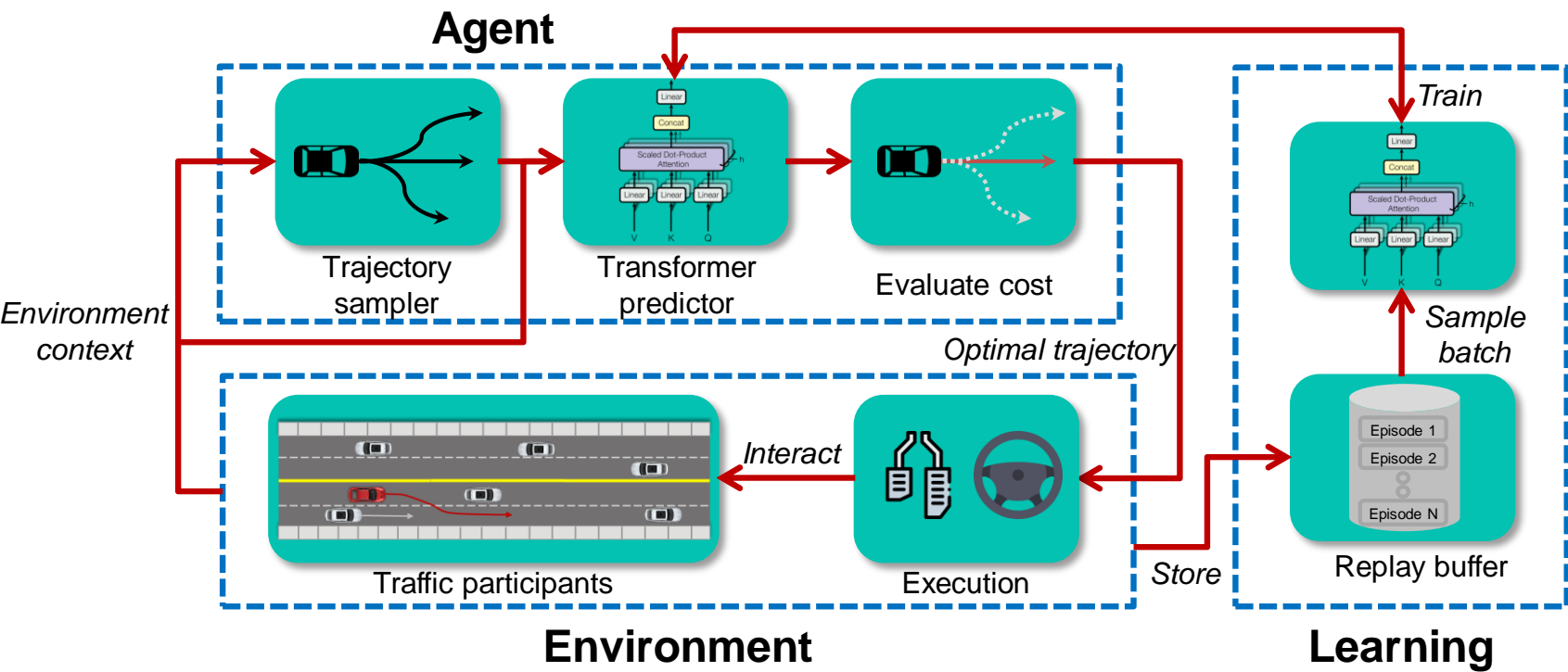
Solving real-world autonomous driving



Learning for decision-making

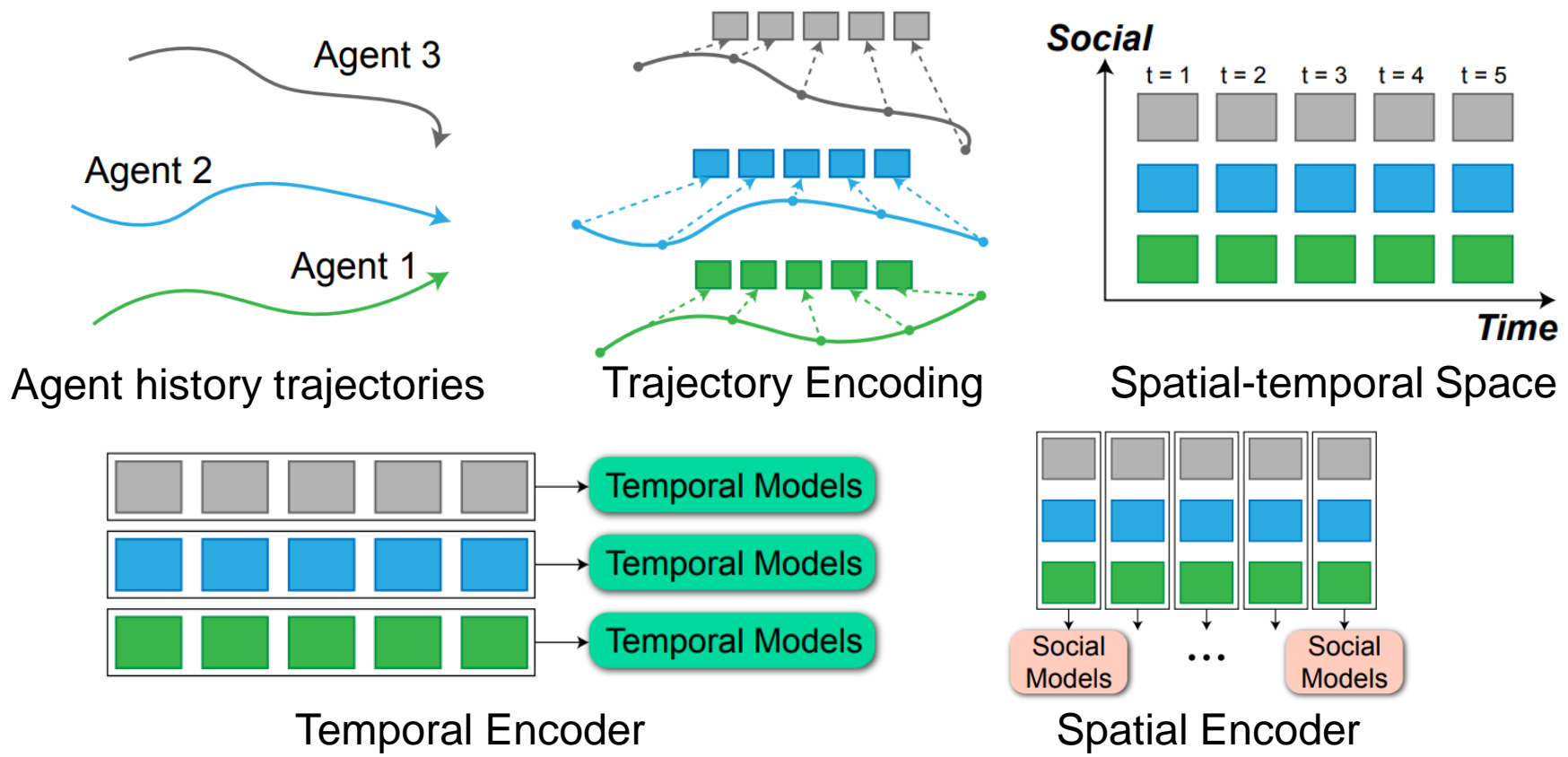
- **Reinforcement Learning:** good testing performance, low data efficiency, hard-to-tune reward function
- **Imitation Learning:** efficient training, no reward engineering, poor testing performance due to distributional shift
- **Model Predictive Control:** better generalization and safety guarantee, high requirements on predictive models (where learning kicks in)

Framework



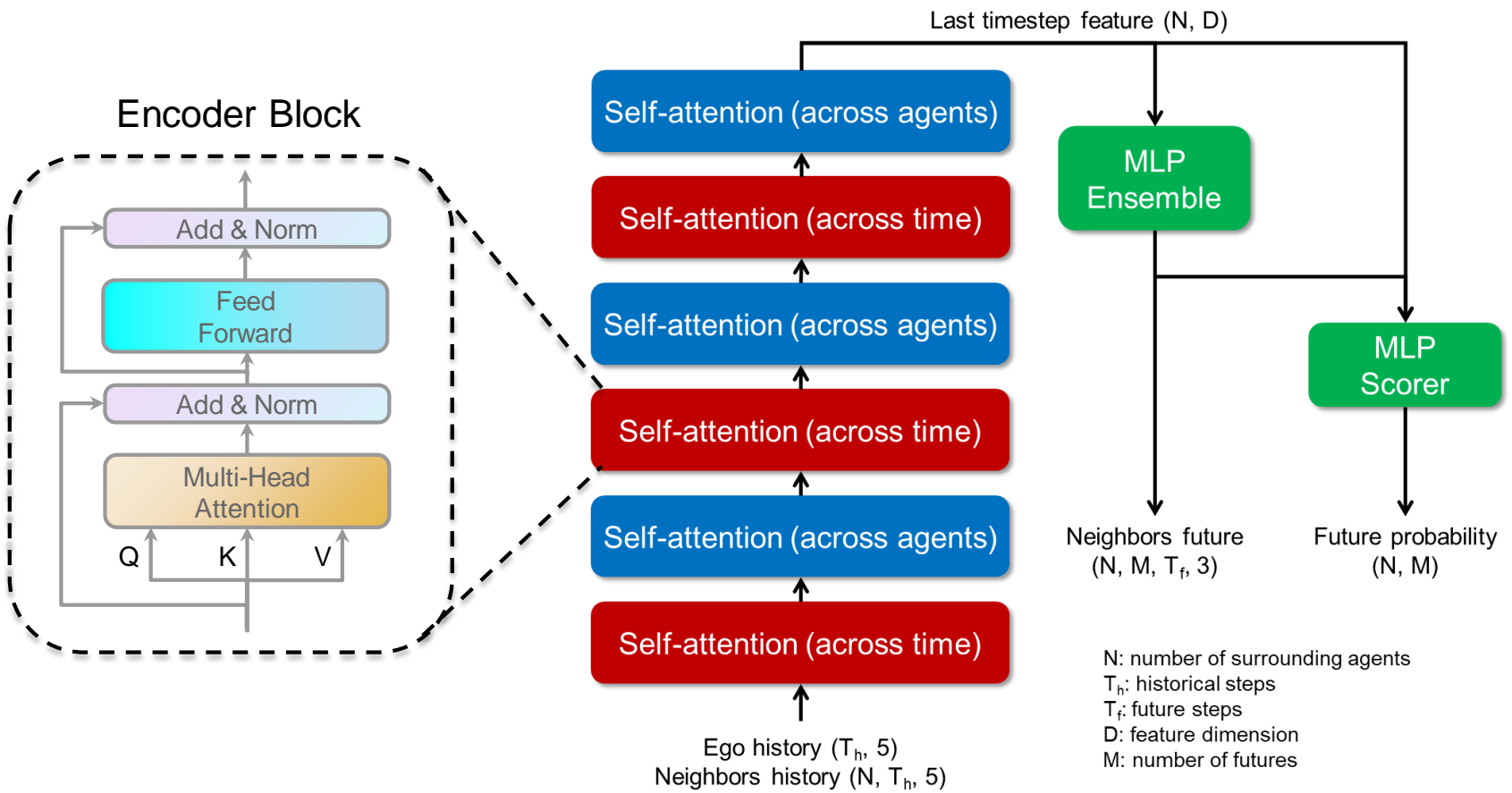
- Planner: trajectory generation \Rightarrow evaluation \Rightarrow execution
- Predictor: multi-agent multi-modal future trajectories of interacting agents

Predictor



Yuan, Ye, Xinshuo Weng, Yanglan Ou, and Kris M. Kitani. "Agentformer: Agent-aware transformers for socio-temporal multi-agent forecasting." In Proceedings of the IEEE/CVF International Conference on Computer Vision, pp. 9813-9823. 2021.

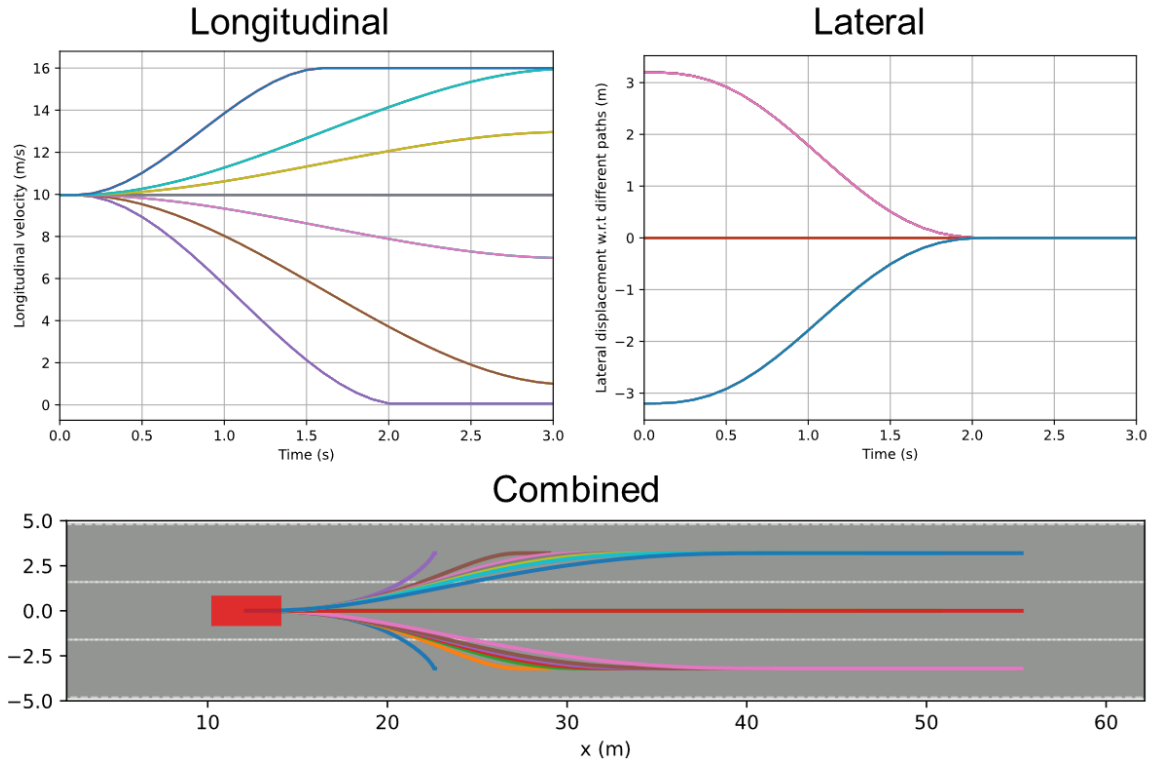
Predictor



Planner

❖ Trajectory Generation

- 1) Get available paths from the observation
- 2) Generate speed profiles along the longitudinal direction in Frenet space
- 3) Generate displacement profiles along the lateral direction in Frenet space
- 4) Combine longitudinal and lateral coordinates in Frenet space and translate back to Cartesian space



Planner

❖ Planning Setting

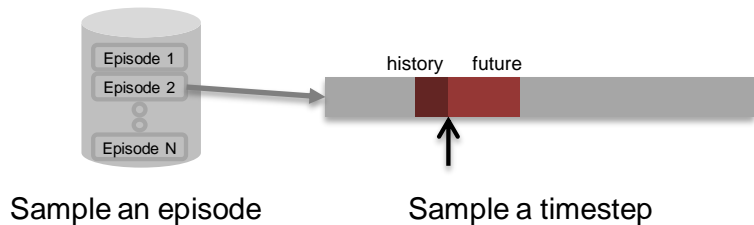
<i>Planning/prediction horizon T_h</i>	30 steps (3 seconds)
<i>Observation horizon T_f</i>	11 steps (1.1 seconds)
<i>Number of surrounding vehicles N</i>	5
<i>Number of multi-modal future trajectories M</i>	3

❖ Trajectory Evaluation

<i>Cost function</i>	Linear combination of features $c(\tau) = -\sum_i \theta_i f_{i,\tau}$
<i>Features</i>	Goal (Distance to goal, speed), Comfort (jerk, lateral acceleration), Safety (distance to the nearest obstacle, time-to-collision, collision)
<i>Collision checking</i>	Check if a generated trajectory of the ego vehicle overlaps with the most-likely trajectory of each surrounding vehicle
<i>Emergency</i>	Decelerate to stop at max capacity if all generated trajectories are to collide with other vehicles

Training

- ❖ Sample from replay buffer/offline dataset



- ❖ Loss function

$$L = L_{reg} + \lambda L_{cls}$$

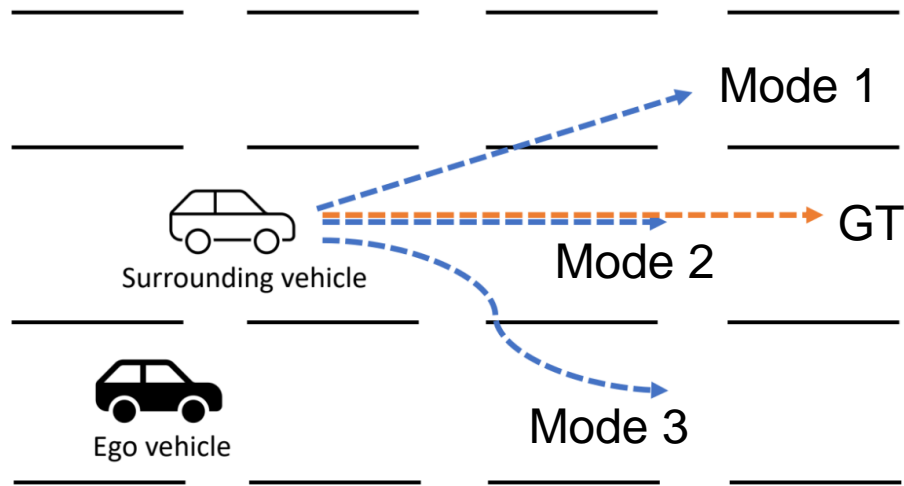
Regression

$$L_{reg} = \frac{1}{NT_f} \sum_{i=1}^N \sum_{t=1}^{T_f} L_{SL1}(p_{i,t}^*, p_{i,t}^{gt})$$

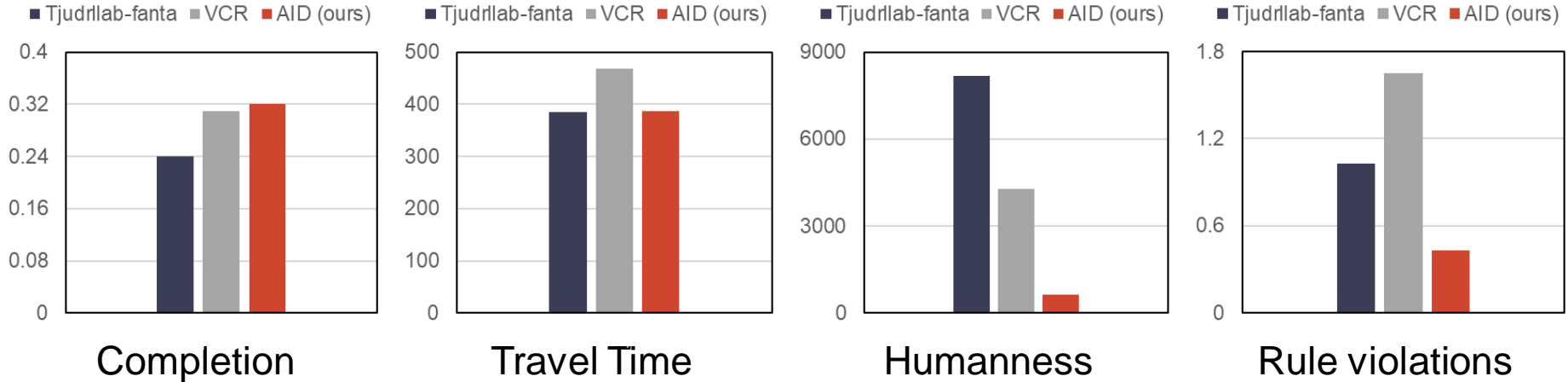
$$p_i^* = \arg \min_{j \in [1, M]} \frac{1}{T_f} \sum_{t=1}^{T_f} d(p_{i,t}^j, p_{i,t}^{gt})$$

Classification

$$L_{cls} = \frac{1}{N} \sum_{i=1}^N L_{CE}(p_i^*, I(i))$$

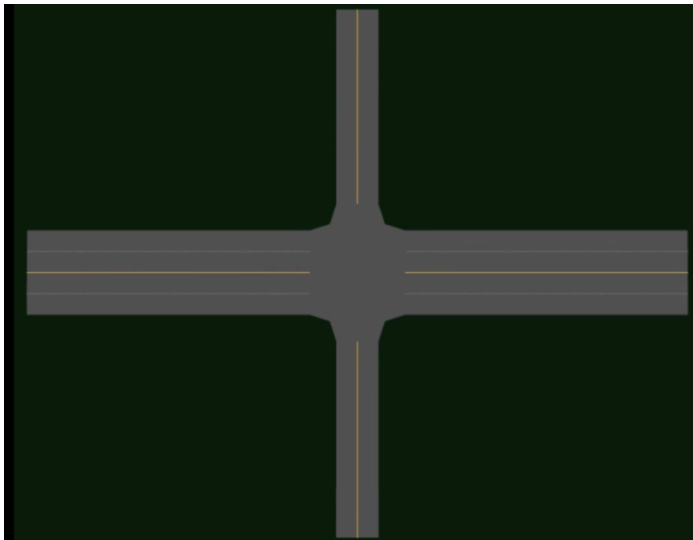


Results



- **Pros:** significantly better humanness and lower rule violations
- **Cons:** lower completion because the planner requires more complete information

Visualization



Intersection/1_to_2lane_left_turn_c



Merge/3lane_single_agent



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Thank you for your time!
Q&A