




Development of a Self-Driving Car for the DARPA Urban Challenge

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“Desert” Grand Challenges




- Military interest in autonomous land vehicles
 - Congressional mandate (H.R. 4205/P.L. 106-398, Oct. 2000): “one third of operational ground combat vehicles to be **unmanned** by 2015”
- DGC 1: March 2004
 - 142 miles in 10 hours, \$1M prize
 - 106 entering teams; no finishers
 - Dense, pre-mapped GPS corridor
 - No moving obstacles (static world)
 - One vehicle at a time
 - Whenever two robots came close, one was manually paused
- DGC 2: October 2005
 - 132 miles in 10 hours, \$2M prize
 - Dense, pre-mapped graded roadway
 - One vehicle at a time, as in DGC 1
 - 195 teams, 5 finishers









Urban Challenge (2007)




- Novel elements:
 - **Urban road network**
 - **Moving traffic**
 - Human and robotic!
 - **No course inspection**
 - 60 miles in 6 hours
 - Scored by speed, safety
 - \$3.5M prize pool
 - 89 entering teams
- Program goals
 - Safe (collision-free, polite) driving at up to 30mph
 - Capable (turns, stops, intersections, merging, parking, ...)
 - Robust (blocked roads, erratic drivers, sparse waypoints, GPS degradation and outages, ...)



Source: DARPA Urban Challenge Participants Briefing, May 2006



Why tackle *this* problem?



- **Fatalities and injuries** from driving accidents
 - Tens of thousands of fatalities per year in U.S.
 - Hundreds of thousands of injuries annually
- **Productivity lost** to commuting, travel
 - Billions of person-hours per year “spent” driving
- **Energy inefficiency** of braking and idling
 - Could do much better with cooperating vehicles
- **Mandate** from U.S. Congress
 - 1/3 of military ground vehicles unmanned by 2015
- **Sheer appeal** of designing a robotic vehicle that exhibits human-level driving capability!

Program Scope

- In scope:
 - Following
 - Intersections
 - Passing, Merging
 - Parking, U-turns
 - Emergency stops
 - Timely left turns across traffic
 - Potholes, construction sites
 - Blockages, replanning

- Out of scope:
 - Pedestrians
 - High speed (> 30 mph)
 - Traffic signals, signage
 - Difficult off-road terrain
 - Highly inclement weather

Advanced Traffic
Vehicle makes a left turn across moving traffic and proceeds with less than 10 seconds excess delay.

DARPA-Provided Inputs

- USB stick with two data files:
- RNDF: Road Network Description File
 - Provided 48 hours ahead
 - Topology of road network
 - “Sparse” GPS waypoints
 - Geometry of intersection, parking zone boundaries
- MDF: Mission Description File
 - Provided 5 minutes ahead
 - List of RNDF waypoints to be traversed by autonomous car

Intersection not called out in RNDF

Vehicle navigates roads with sparse waypoints

Sparse waypoints on curved road

Source: DARPA Participants Briefing, May 2006

Fundamental Questions

- Autonomous driving includes four key problems:
 - Where is the road?
 - Identify drivable road surface at fine grain
 - Where are the static obstacles?
 - Hard: curbs, potholes, signposts, buildings
 - Soft: lane markings, shoulders, vegetation
 - Where are the other vehicles?
 - Where might they move in the near future?
 - How should the vehicle behave?
 - Codify (non-algorithmic) rules of safe, legal, “human-like” driving
- Solve all of the above, with available (uncertain) sensor data, in real time (without killing anyone).

Related Work

- Partial Autonomous Driving Systems
 - Limited domain (highway lane; traffic-free road)
 - Require human to: stage control handoff, monitor operation, and take over in emergency situations
 - Munich’s VaMoRs (1985-2004), VAMP (1993-2004); CMU’s NAVLAB (1985); Penn (Southall & Taylor 2001)
- Assistive Driving Technologies
 - Limited duty cycle (cruising, emergencies, staged parking) and actuation (e.g. none, or brakes only)
 - Require human handoff and resumption of control
 - Automakers’ ABS, cruise control, self-parking systems
 - Lane departure warnings (Mobileye, Iteris, ANU)

Assessment and Strategy

- Human-level urban driving not achievable with existing algorithms / systems as of 2006
 - Key issues: uncertainty; sensing/CPU resources; safety
 - Example: if vehicle is unsure where the road is, and/or where it is with respect to the road, identifying a safe, appropriate traffic behavior (at speed!) is very difficult
- Strategy
 - Technical footprint for success covers many disciplines → interdisciplinary approach integrating EECS & MechE
 - Spiral design approach → figure out how to solve the problem while designing the system at the same time

Compressed Timeline

- Bring up rapid prototype vehicle (Ford Escape) summer/fall '06
 - Gain experience with sensors, DBW dynamics, coding, configuration
- Bring up competition vehicle (LandRover LR3) spring '07
 - Develop mature algorithms, tune for qualifying rounds and final event
- Compete in Challenge, fall 2007

Our Approach

Design Strategy

- Sensor-rich, CPU- and I/O-intensive architecture
 - Many sensors to interpret surroundings “live”
 - Intensive use of live and logged data visualization
 - Many resources, to avoid premature optimization
- Redundancies:
 - Sensor type and spatial coverage
 - Closed-loop multi-level planning and control
 - Computation failover at process level
 - Firmware-mediated actuator control
- Failsafe behaviors
 - If no progress, relax perceived constraints

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Planar Laser Range Scanners

False colored by height

The image shows three camera views of a car on a track. The first view shows the car from a side angle with orange traffic barrels in the foreground. The second view shows the car from a front-quarter perspective with a bright sun in the sky. The third view shows the car from a rear-quarter perspective. Below the camera views is a 2D laser scan of the same scene, where the car is represented by a red and white polygon, and the surrounding environment is shown as a series of green and yellow lines representing the ground and obstacles.

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Velodyne Lidar

- 64 lasers, 360° HFOV
- All spinning at 15 Hz
- Vertical FOV spans -24° to +2° w.r.t level
- Redundant (albeit relatively noisy) lidar

The image shows a 3D point cloud visualization of a car on a track. The car is represented by a red and white polygon, and the surrounding environment is shown as a series of blue and green points representing the ground and obstacles. The point cloud is dense and shows the car's position relative to the track.

The image shows a car with a Velodyne lidar sensor mounted on its roof. The sensor is a large, cylindrical device with a green laser beam visible. The car is parked on a track. The second image is a close-up view of the sensor, showing its internal components and the laser beam.

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Sample Velodyne Data

False colored by height

The image shows a 3D point cloud visualization of a car on a track. The car is represented by a red and white polygon, and the surrounding environment is shown as a series of blue and green points representing the ground and obstacles. The point cloud is dense and shows the car's position relative to the track.

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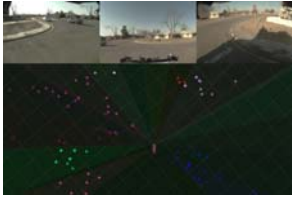
Detection of Static Obstacles



The image shows a car on a track with a white point cloud overlay representing static obstacles. The car is represented by a red and white polygon, and the surrounding environment is shown as a series of blue and green points representing the ground and obstacles. The white point cloud overlay highlights the static obstacles in the environment.

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Automotive Radars


- 15 Delphi automotive radars
- Doppler range, bearing, closing speed of 20 objects @ 10Hz
- Narrow beam-width (~18°)
- Good far-field car detectors







Sample Radar Data

Raw range, bearing, range rate data, false-colored by radar ID




Vehicle Detection and Tracking







Video Cameras


- 5 Firewire Cameras
 - Point Grey Firefly MV
- 720x480 8bpp Bayer pattern @ 22.8 fps
- ~40 MB/s (2.5 GB/min)
Lots of data!
- Purpose: Detection of painted lane markings




Forward left

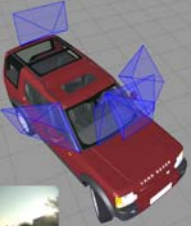


Forward center




Forward right








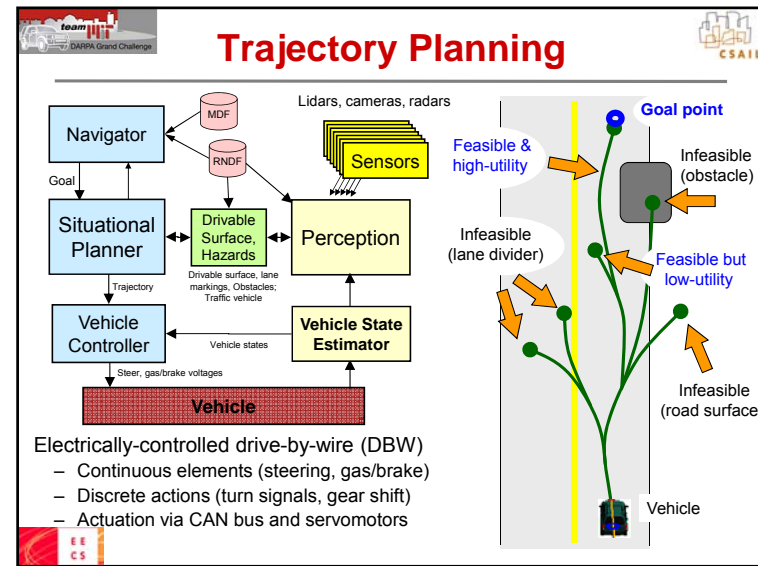
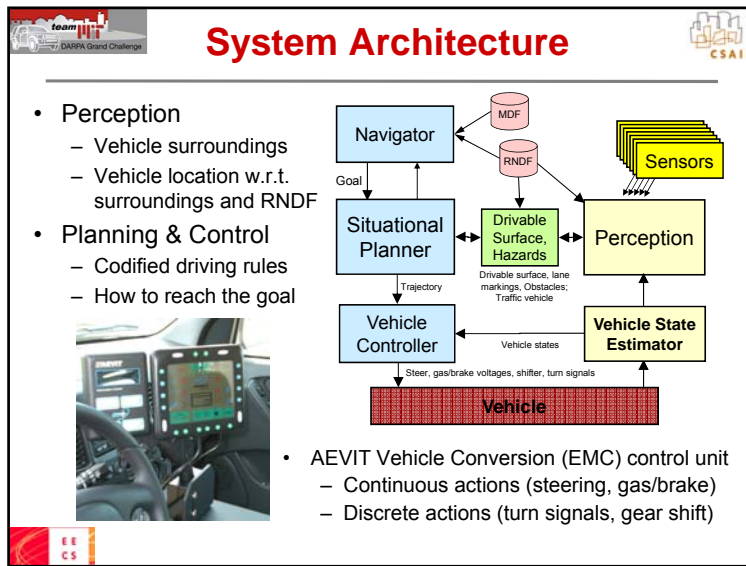
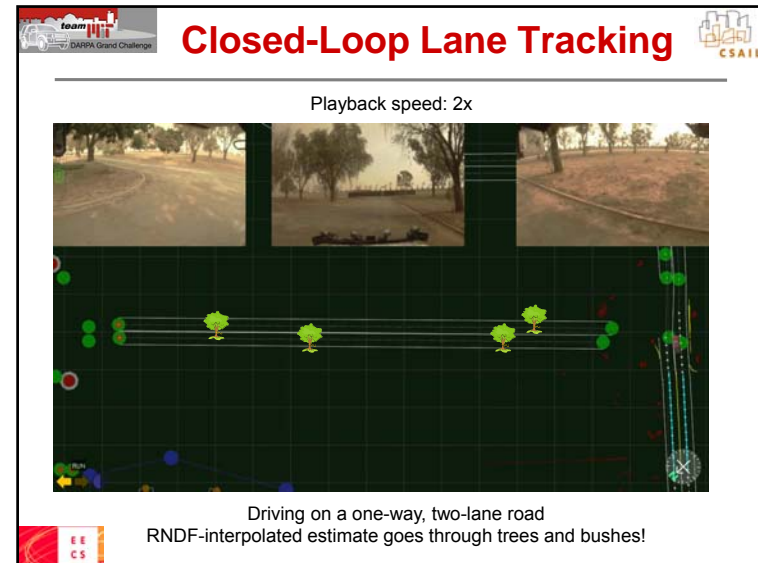
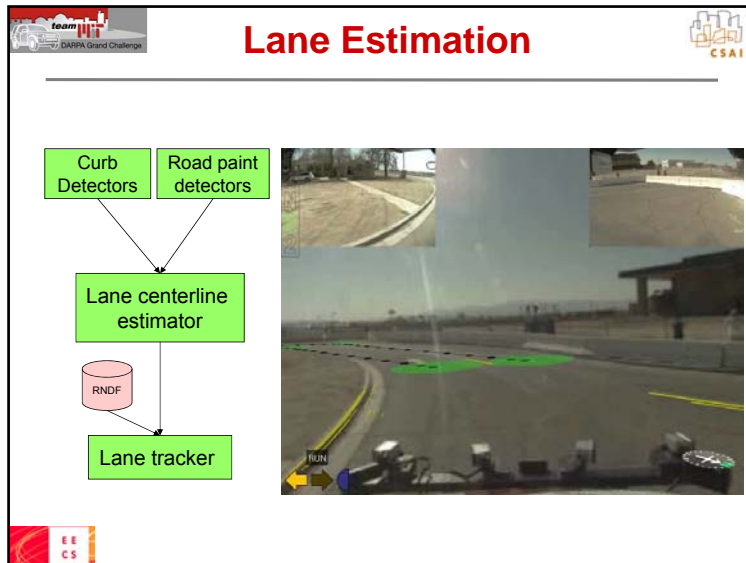
Rear view



Narrow forward view





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Navigator

- Mission planner
- Sets high-level goals
 - “Carrot” for the motion planner
- Replan around blocked roads
- Knob on constraints in drivability map
 - Perception algorithms are not perfect
 - If car is stuck and isn't making progress, start invoking failsafe levels (by violating “soft” constraints such as lane markings)

```

graph TD
    Navigator[Navigator] --> MotionPlanner[Motion Planner]
    Navigator --> DrivabilityMap[Drivability Map]
    MotionPlanner --> Controller[Controller]
  
```

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Competition Vehicle: LR3

- Linux blade cluster with two fast interconnection networks
 - 10 blades each with 2.33GHz quad-core processor → 40 cores
 - Approximately 80 driving-related processes steady-state
- Many sensors
 - Applanix IMU/GPS
 - Hi-res odometry
 - 12 SICK Lidars
 - Velodyne (~64 Lidars)
 - 15 automotive radars
 - 5 video cameras
- Roof-mounted AC
- Total power consumption was
- Internal gas generator

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LR3 Mobile Machine Room

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Autonomous Driving Test Site

- South Weymouth Naval Air Station
 - About 40 min. from MIT off 3S
 - Usually \$10K/day; free to our team when no paying customer
- Large tarmac area
 - Can create arbitrary (flat) road networks
 - Environmentally sensitive:
 - Obstacles: traffic cones
 - Lane markings: only flour
 - Traffic: team members' cars

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NQE and Competitors (10/07)

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Fine-Grained Prior Map Data

- Every other team, to our knowledge, *manually* “densified” the provided RNDF (map) data during the 48-hour pre-competition period
 - Used high-resolution geo-referenced aerial imagery
 - Added precise position and / or curvature samples at dense intervals (every few meters) along roads
- Rationales we heard for this approach:
 - “All the other teams are densifying” (not correct)
 - Such “data infrastructure” will be widely available soon via commercial efforts (e.g. NavTeq, Google)
- DARPA implicitly blessed this strategy
 - 48-hour RNDF distribution; no surprise road segments

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NQE Area B

- Our very first NQE run.

Sparse Waypoints

Start chute

Gate

Gauntlet

Parking

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NQE Area B

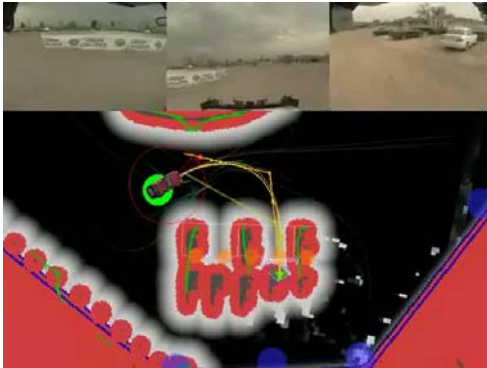

Playback speed: 3.3x

MIT was one of only two teams to complete Area B on the first attempt.

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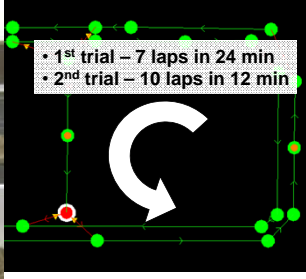
Area B Parking Test

- Parking: RNDP target position was blocked





NQE Area A

- Advanced traffic capabilities
 - Merging into traffic
 - Left turn across oncoming traffic
 - Excessive delay (> 10 sec.) prohibited
- ~10 traffic vehicles moving at 10mph.

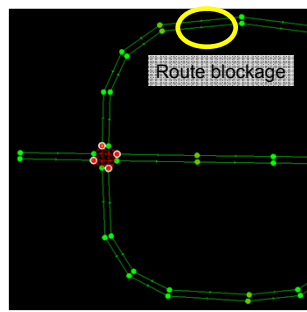






- 1st trial – 7 laps in 24 min
- 2nd trial – 10 laps in 12 min






NQE Area C

- Objectives
 - Intersection precedence (turn-taking)
 - Blocked check points (replanning, 3-point turns)

Urban Challenge Event (11/07)


- DARPA selected only 11 of 35 teams, due to safety concerns
- 50 human-driven traffic vehicles
- 3 MDF missions totaling ~60 miles

Change in DARPA's Emphasis

- Focus very different from specification, NQE
 - Allowed human pre-inspection of road network
 - Opportunity to validate manually densified RNDFs
 - Simplified competition setup
 - No DARPA-generated road blockages
 - No passing or merging at speed
 - No dense human traffic or planned human challenges
 - No other vehicles (parked or moving) in parking lots
 - No GPS degradation or outages
 - RF sources turned off (plasma display, chase video)
- **Other robot cars**
 - Highly unpredictable

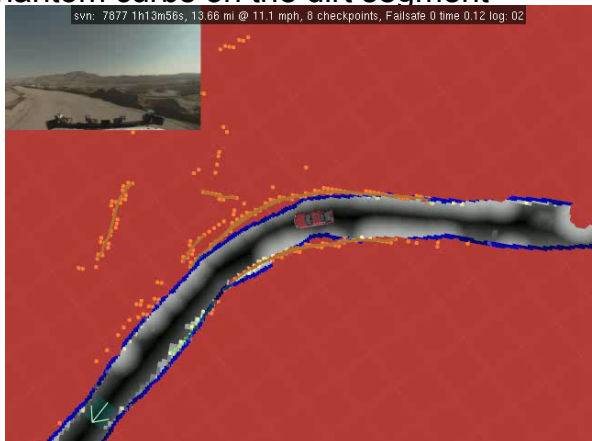
Starting Line



23 Apr 2008

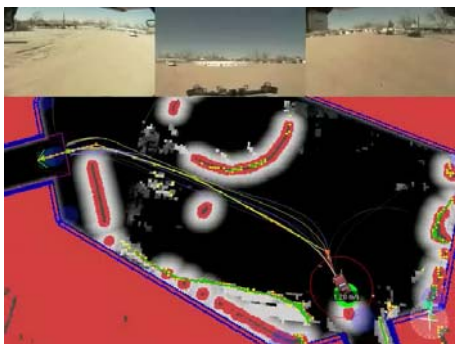
Degraded Performance

- Phantom curbs on the dirt segment
 - svn: 7877 1f13m56s, 13.66 mi @ 11.1 mph, 8 checkpoints, Fallsafe 0 time 0.12 log: 02



Accident with CarOLO

- Accident had several contributory causes:
 - CarOLO drove into us; it was damaged, removed from competition
 - Our moving-object detector didn't integrate over long time scales
 - Our evasive maneuver was poor (we should have stayed right)




The first bot-on-bot car accident in history!

Accident with Cornell

- Cornell vehicle:
 - Stopped, then reversed toward the intersection
 - Started moving as we passed
- MIT vehicle:
 - Tried passing to Cornell's left
 - Returned to right lane too quickly

→ DARPA: ruled it a "no fault" incident, then allowed both teams to continue

The second bot-on-bot car accident in history!




"Traffic Jam" Rule

- If any car fails to move within 10 seconds, "traffic jam" is declared

Legend:

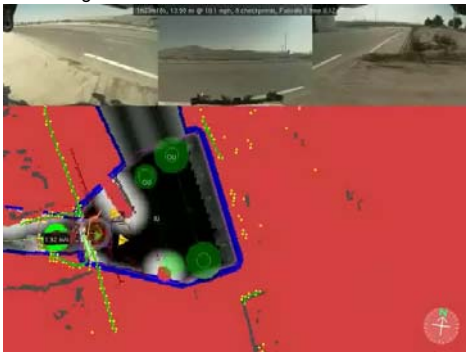
- PX = position occupied
- PC = position clear
- PU = position unknown
- IX = intersection occupied
- IC = intersection clear
- IU = intersection unknown



"High-Speed" Section


- MDF speed limit: 30mph
 - Braking distance = 36m (with 2.5m/s^2 deceleration)
 - Standoff distance = 10m
 - Requires reliable detection range: 50m


→ Capped at 25mph by our software



Competition Results

- 6 teams finished; other 5 removed from competition by DARPA officials due to:
 - At-fault collisions
 - Near misses
 - Excessive delay
- Many race-day firsts for us:
 - More than 20 miles in one day
 - Steep dirt (unpaved) segment
 - Mile-long, wide lanes at 25mph
 - Interaction with other robots
- We drove safely
 - No processes died
 - Our chase driver: "your vehicle was always safe, in my opinion"





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Failure Modes

- Perception limitations
 - Hallucinated curbs (at detection size threshold)
 - Vulnerability to shadows, sun blinding
 - Sensitivity of lidar interpretation to vehicle pitch
 - Inability to track slow-moving objects (< 3mph)
- Control / planning limitations
 - Occasionally failed to achieve target orientation
 - Caused over-correction, unsafe maneuvers
- Failsafe strategy
 - Unclear whether to observe or relax constraints
 - Example: U-turn at roadblock, or drive around?

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Teamwork!

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Achievements

- Respectable rookie showing
 - First time in DGC for MIT team
- Fourth place overall
 - One of only 6 teams (of 89 initially entering) to complete UCE course
- Completed all NQE missions without manual annotation of provided RNDF

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Lessons Learned

- About competing effectively in the real world
- About DARPA's expectations
- About the autonomous driving task
- About differing long-term approaches

More info: <http://dgc.mit.edu>

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