#### Intention-Aware Online POMDP Planning for Autonomous Driving in a Crowd Bai, Haoye, et al. ICRA 2015

#### TaeHyoung Kim(김태형)



### Review

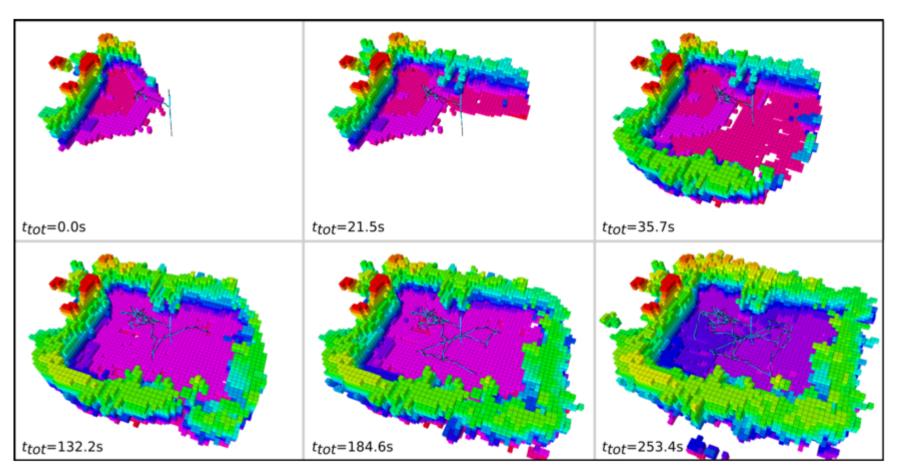


Fig. 8: The exploration experiment in a closed room is depicted. The colored voxels represent occupied parts of the occupancy map (colored according to height) while the computed path is given in black and the vehicle response in light blue. The initial phase of the exploration mission is dominated by yawing motions to maximize exploration without traveling large distances. Subsequently the MAV explores regions further away, to eventually accomplish its mission.

Intention-Aware Online POMDP Planning for Autonomous Driving in a Crowd Bai, Haoye, et al. ICRA 2015

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#### Abstract

Goal: Autonomous driving among many pedestrians effectively and safely.

#### • Main contribution:

- Online planning
- Consider long-term effect of action
  - C.f.) Reactive control



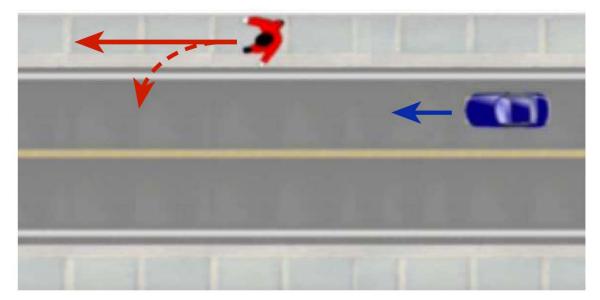
### **Reactive controller**



#### Two state for pedestrian behavior

- Stays on side walk
- Crosses the road

Belief (p, 1-p)

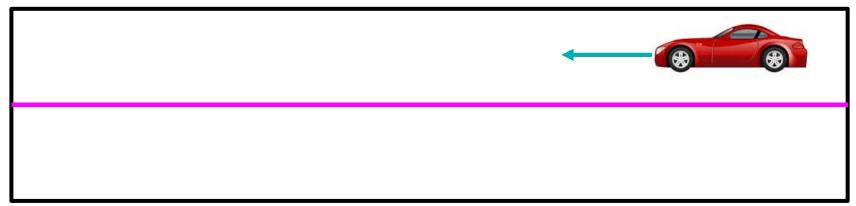


Bai, Haoyu, et al. "Intention-aware online POMDP planning for autonomous driving in a crowd." *Robotics and Automation (ICRA), 2015 IEEE International Conference on*. IEEE, 2015.



• For time n, Belief ~ (0.51,0.49)



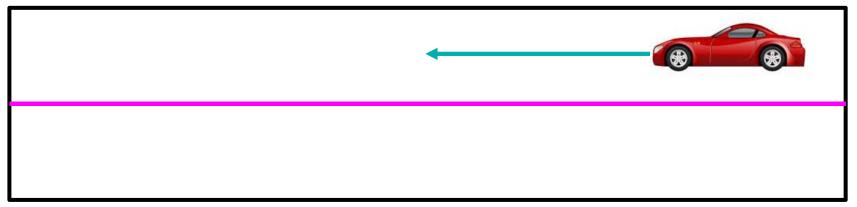


Accelerate



• For time n, Belief ~ (0.51,0.49)

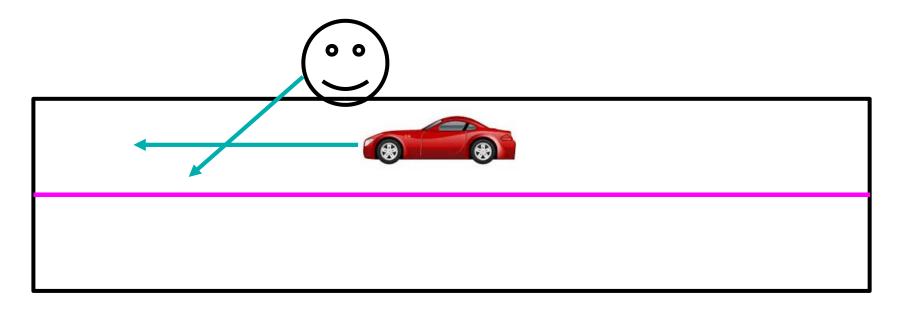




Accelerate



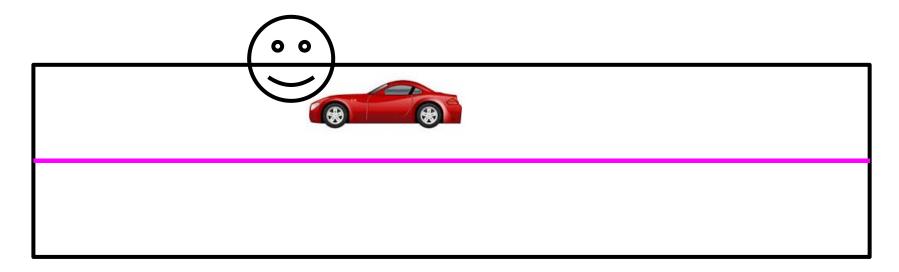
• For time n+1, Belief~(0.35,0.65)



Decelerate



• For time n+1, Belief~(0.35,0.65)



#### Too late..



## System overview



## System models

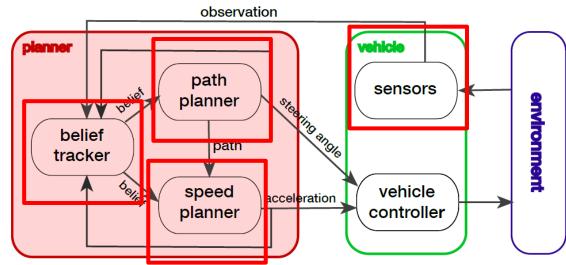
#### • Vehicle Model

- Position (*x*, *y*)
- Orientation  $\theta$
- Instantaneous speed v
- Pedestrian Model
  - Position  $(x_i, y_i)$
  - Instantaneous speed  $v_i$
  - Goal  $g_i$  (intention Explained later)
- Sensor Model
  - Vehicle position, speed
  - Positions of all pedestrians



## **System Overview**

- For every time step,
  - Belief tacking
  - Path planning
  - Speed planning



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### **Belief Tracker**

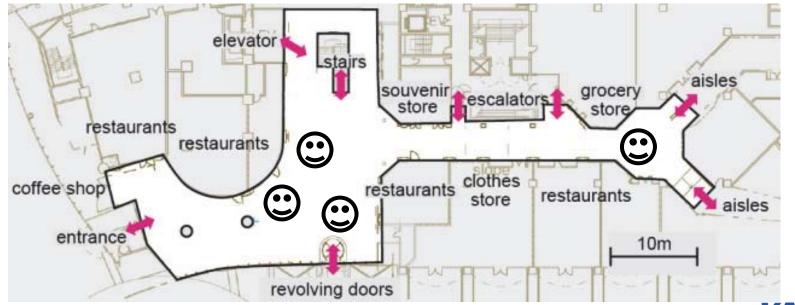


# **Sub-goal Concept**

• From human science studies.

#### Sub-goal

- points in a space that pedestrians are walking toward
- Iandmarks of environment

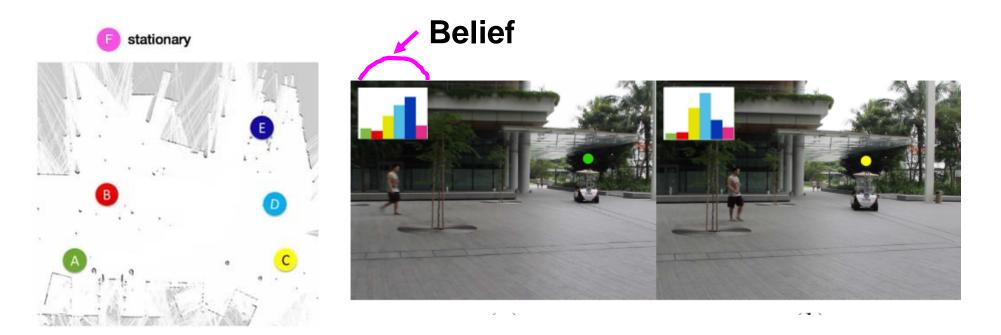


Ikeda, Tetsushi, et al. "Modeling and prediction of pedestrian behavior based on the sub-goal concept." Robotics (2013): 137.

## **Belief of Pedestrians' intention**

#### Belief of Pedestrians' intention

#### Probability distribution for each sub-goals



Bai, Haoyu, et al. "Intention-aware online POMDP planning for autonomous driving in a crowd." *Robotics and Automation (ICRA), 2015 IEEE International Conference on*. IEEE, 2015.



## **Pedestrian model**

- Pedestrian Model
  - Position  $(x_i, y_i)$
  - Instantaneous velocity,  $v_i$
  - Goal  $g_i$

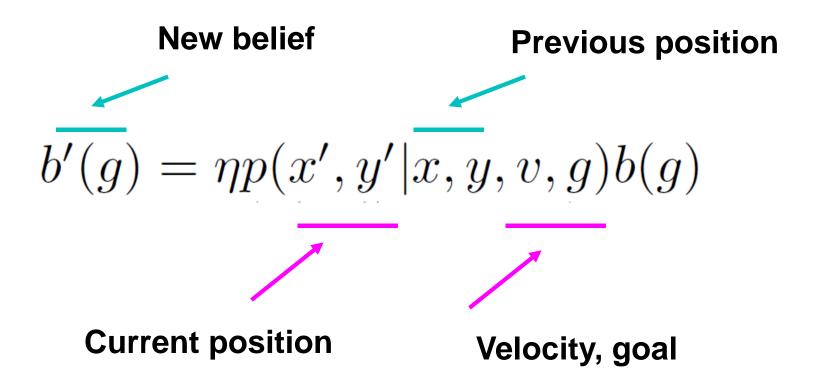
The Highest possible sub-goal position in Belief



### **Belief Tracker**

#### Using observed pedestrian's movement

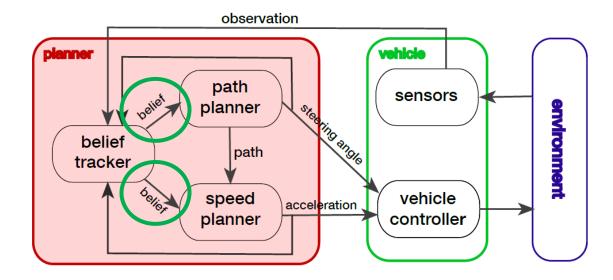
• Bayer's rule





#### **Belief Tracker**

- Use Belief
  - Utilized in path planning & speed planning
  - Up to 7 Pedestrians



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## **Path Planning**



## Path planning

#### • Grid World + Grid search

• Path,  $\rho$ :  $(x_0, y_0) - (x_1, y_1) - (x_2, y_2) \dots$ 

• Path cost,  $C(\rho)$ 

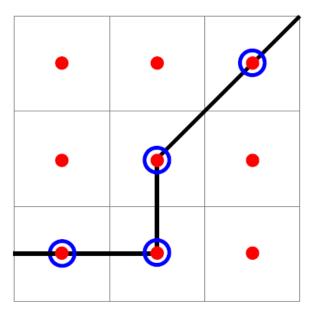
$$C(\rho) = \sum_{i=0}^{n} \lambda^{i} C_{st}(x_{i}, y_{i}) + \sum_{i=0}^{n} \lambda^{i} C_{ped}(x_{i}, y_{i}) + \sum_{i=1}^{n-1} \lambda^{i} C_{sm}(\rho, i)$$
Static obstacle
Pedestrians
Smoothness
$$\lambda: discount \ constant$$
Potential Field

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# Path Planning – Grid Search

- Grid Search
  - Regular A\*

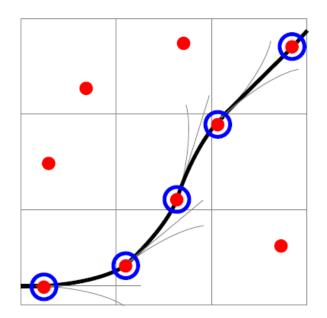
Does not consider non-holonomic constraint



Petereit, Janko, et al. "Application of Hybrid A\* to an autonomous mobile robot for path planning in unstructured outdoor environments." *Robotics; Proceedings of ROBOTIK 2012; 7th German Conference on*. VDE, 2012.

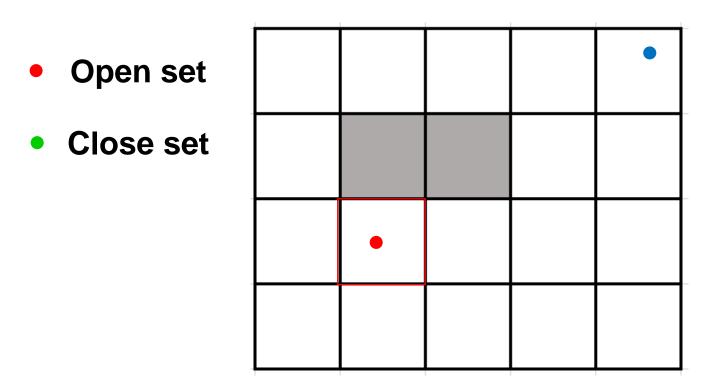
# Path Planning – Hybrid A\*

- Hybrid A\*
  - For each cell, also contains continuous position.



Petereit, Janko, et al. "Application of Hybrid A\* to an autonomous mobile robot for path planning in unstructured outdoor environments." *Robotics; Proceedings of ROBOTIK 2012; 7th German Conference on*. VDE, 2012.

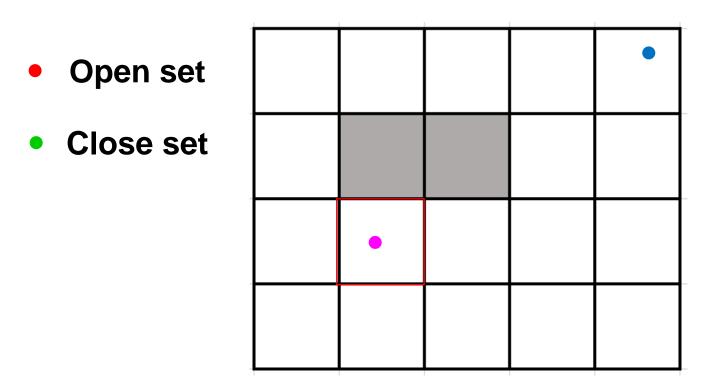
In detail procedure



**Initial situation** 



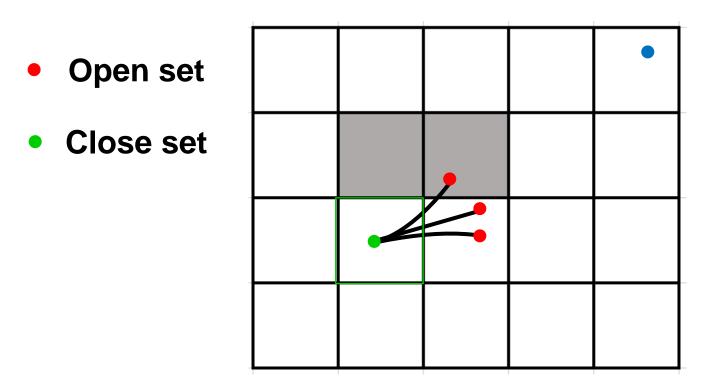
In detail procedure



Select node from open set to expand



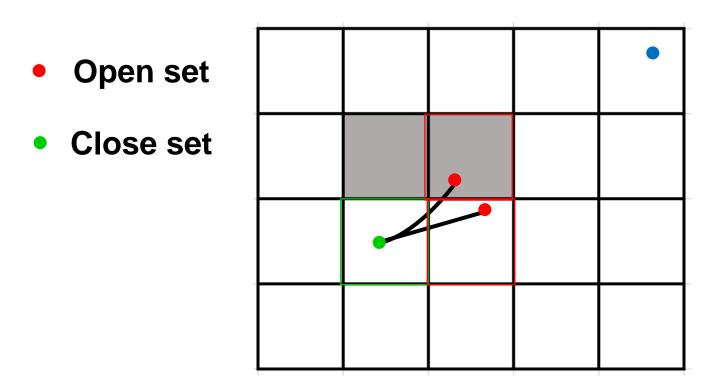
In detail procedure



Expand node



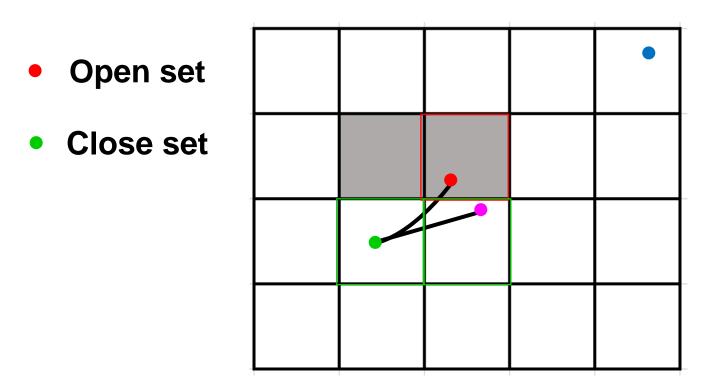
In detail procedure



Select one point in each cell



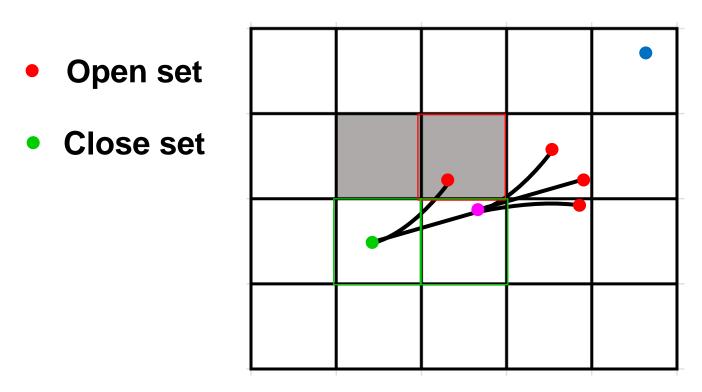
In detail procedure



Select node from open set to expand



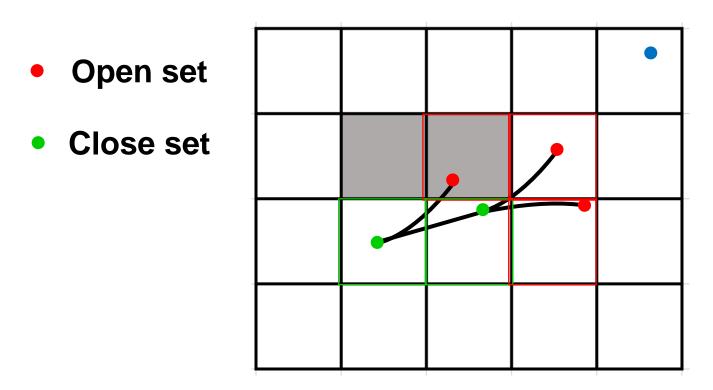
In detail procedure



**Expand node** 



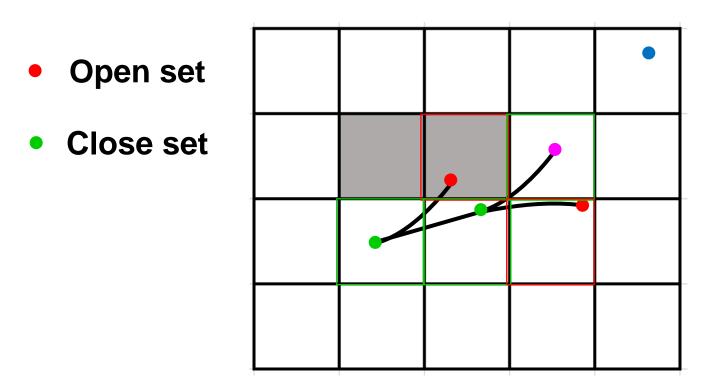
In detail procedure



Select one point in each cell



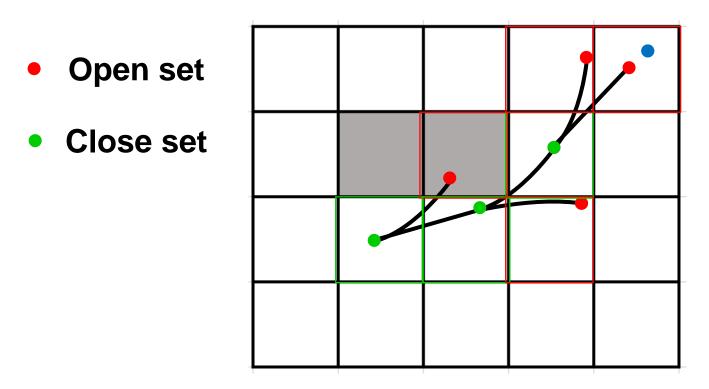
In detail procedure



Select node from open set to expand



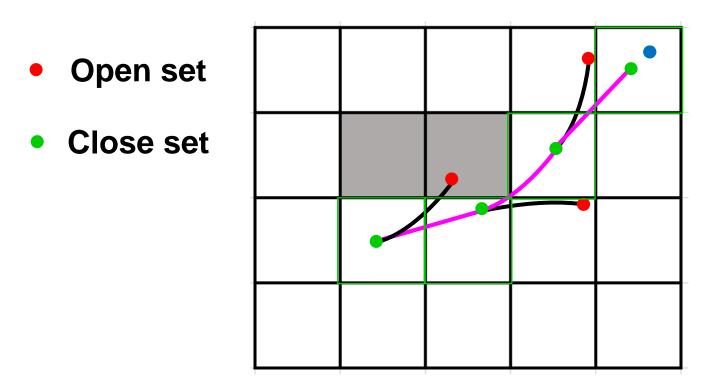
In detail procedure



**Expand & Select one point in each cell** 



In detail procedure



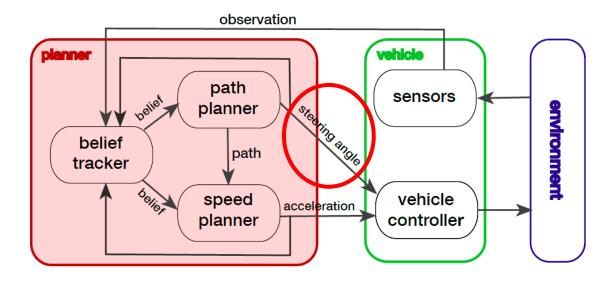
Find continuous path



## **Path Planning**

#### • Set current steering angle

• Situation is continuously changing



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## **Speed Planner**

- Collision Avoidance



## **Speed planning**

- Assumption
  - Pedestrian walks toward it's goal
  - Pedestrian speed is constant during planning cycle
  - Perfect sensor



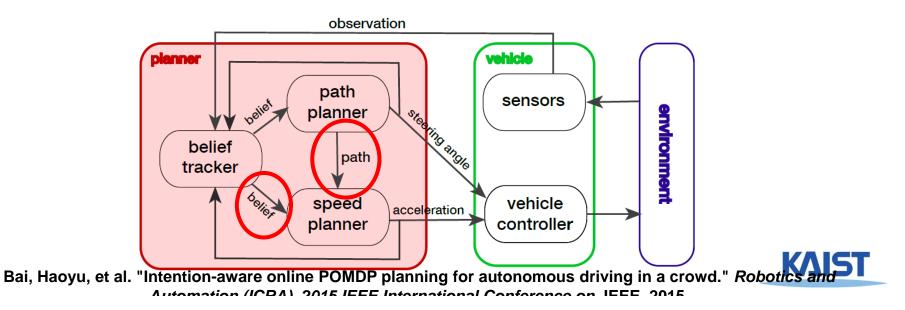
# **Collision Avoidance**

- Select Acceleration
  - Action: ACCEL. / MAINTAIN / DECEL.

#### Utilize

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- Path from path planner
- Belief from belief tracker For penalty



- POMDP model
  - Vehicle( $x, y, \theta, v$ )
  - Pedestrians $(x_i, y_i, g_i, v_i)$  up to 7

Current situation

- Sensor model: discretized values
- Action: Acceleration
   (ACCELERATE, MAINTAIN, DECELERATE)
- Rewards & Penalties: Next Page...

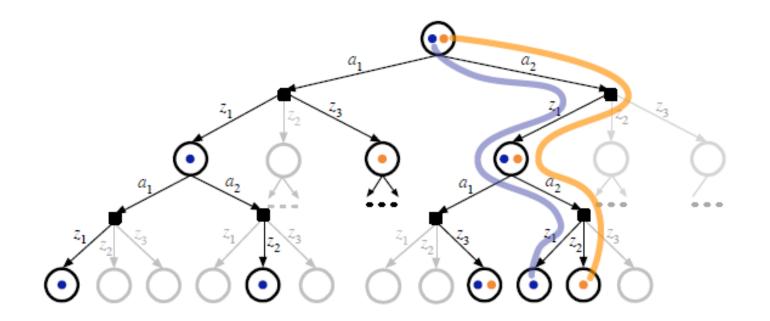


#### Reward

- Large reward around Goal
  - $\rightarrow$  to reach the destination
- Penalties
  - Large penalty for approaching the pedestrians
     → for safe
  - Slow speed
    - $\rightarrow$  For driving at a higher speed
  - Accelerate and Decelerate actions
     → For smooth driving



- Online POMDP
  - Only finite horizon
  - Scenario sampling



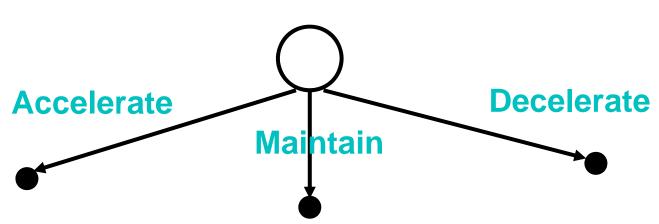


#### Online POMDP procedure



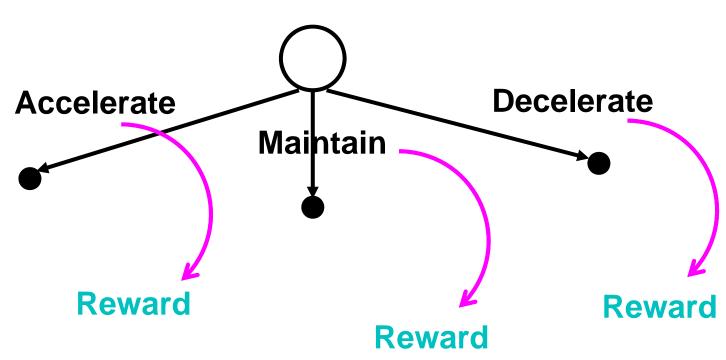


• Online POMDP procedure



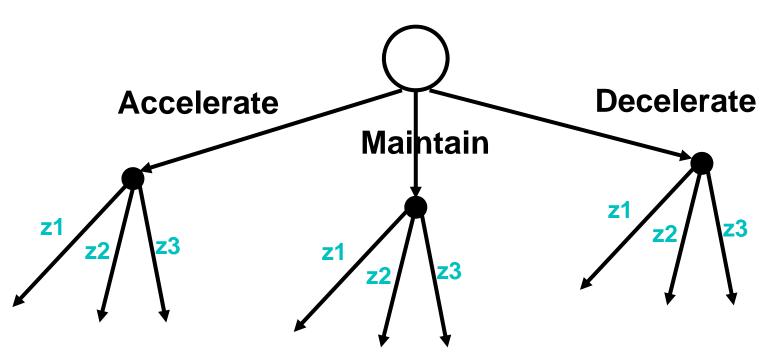


Online POMDP procedure



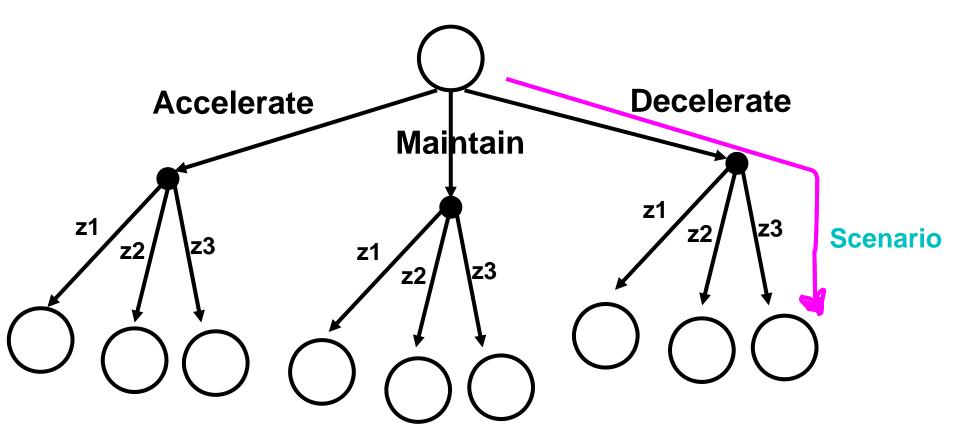


#### • Online POMDP procedure



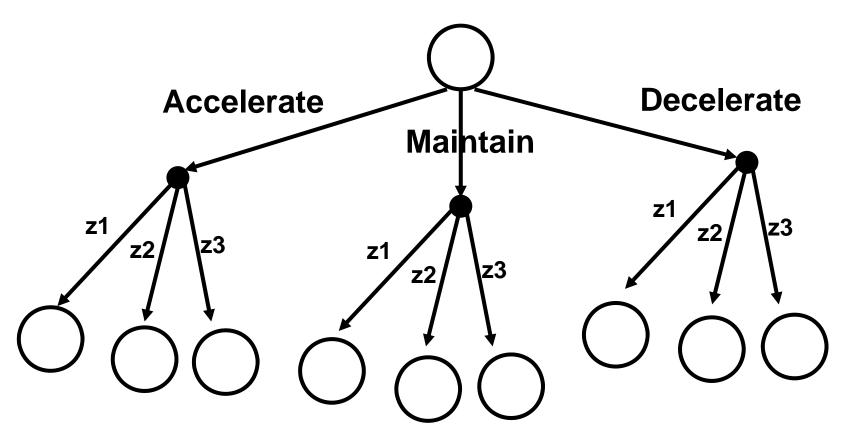


#### Online POMDP procedure





• The problem is scenarios grow exponentially



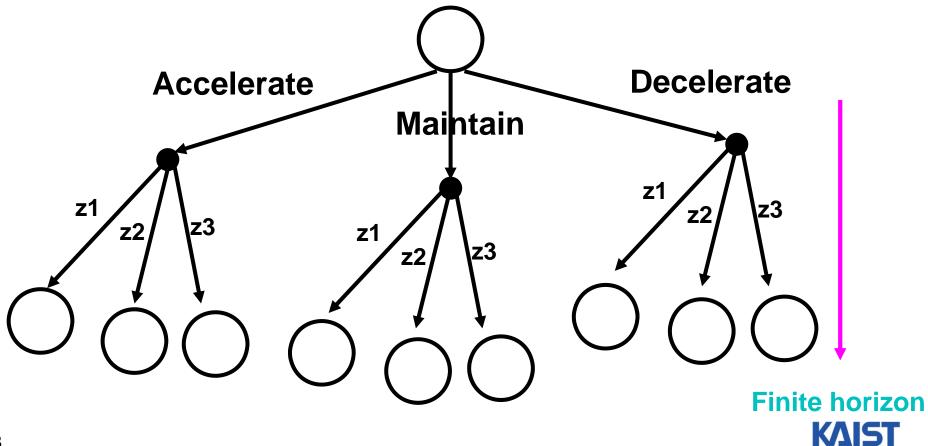


The problem is scenarios grow exponentially

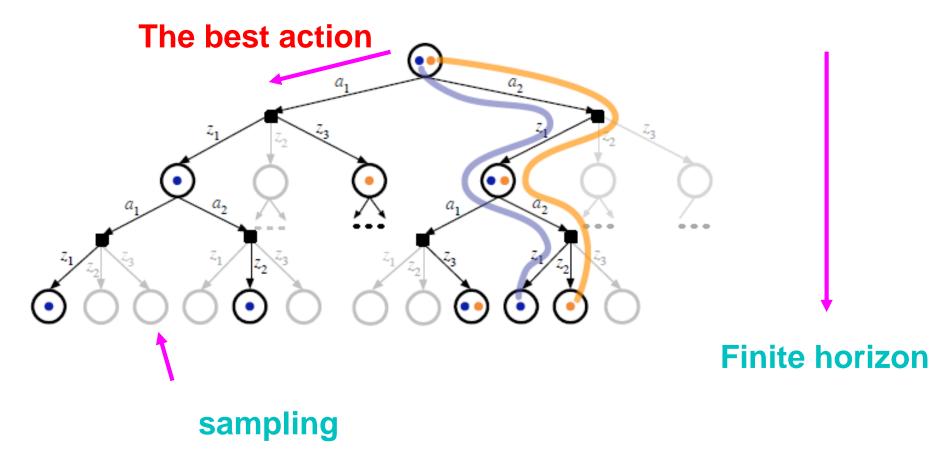


#### Online POMDP procedure

• Random sampling of observations



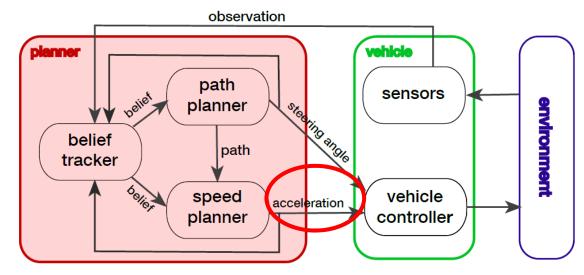
#### • Online POMDP procedure





#### Utilize finite horizon scenarios

- Consider long-term effect of the current action
- Execute current action



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### Demo video



### Result

#### Demo video



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#### **Pros and cons**



#### **Pros and cons**

#### • Pros

- Seems somewhat success.
- Tries to anticipate future.
- There is room for development. (Deep learning)
- Cons
  - Sub-goal concept is somewhat restricted.
  - The pedestrians should behave normally.
  - Decision quality trade off with computation time.



#### • Q&A

