Design Considerations for a Cyber-Physical Testing Language

Recent Self-Driving Cars (Selection)



Source: Carnegie Mellon University



Source: TU Braunschweig



Source: Stanford University



Source: TU Braunschweig

Recent Self-Driving Cars (Selection)



Source: Volkswagen AG.



Source: http://www.technologyreview.com/photogallery/425849/the-latest-in-self-driving-cars/4/#photo



University of California, Berkeley



Source: http://viac.vislab.it/?page_id=155

Today's Urban Challenges

- Reliable detection of
 - Obstacles < mid-size car
 - Pedestrians
 - Bicyclists
 - Motocyclists
 - Traffic signs
 - Traffic lights
- Safe operation
 - In parking garages
 - At rush hours
 - At night
 - At rough weather conditions
- Usability aspects
 - Long-term usage
 - Energy consumption & sustainability
 - Comfort

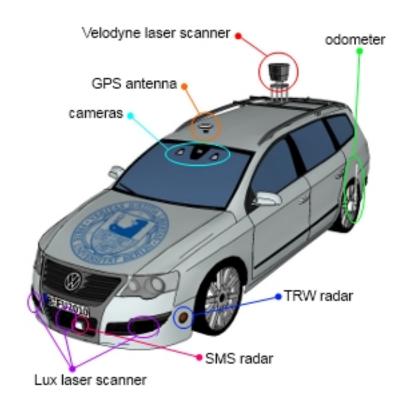


Source: http://www.bmwblog.com/2010/10/10/bmw-makes-self-drive-car-with-active-cruise-control/

Today's Technology for Self-Driving Cars

Sensors:

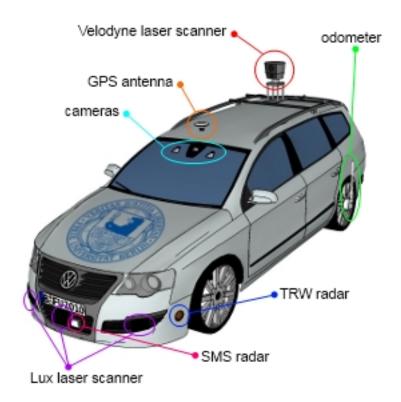
- Positioning
- Vision sensors
- Active sensors
- V2X communication
- Powerful computation
- System architecture:
 - Localization & Perception
 - Interpretation
 - Acting
 - Monitoring & Evaluation



Source: http://autonomos.inf.fu-berlin.de

Today's Technology for Self-Driving Cars

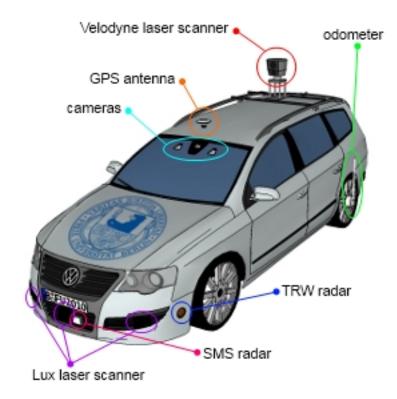
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- 1. The magic is in the software!



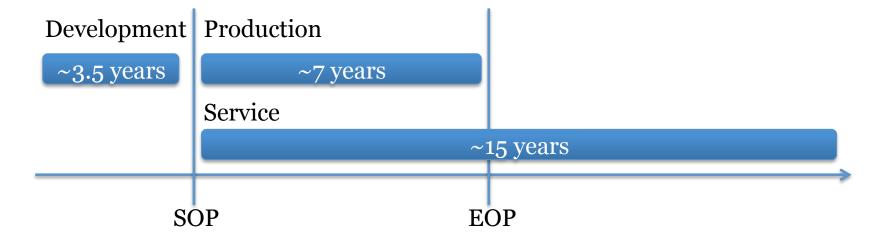
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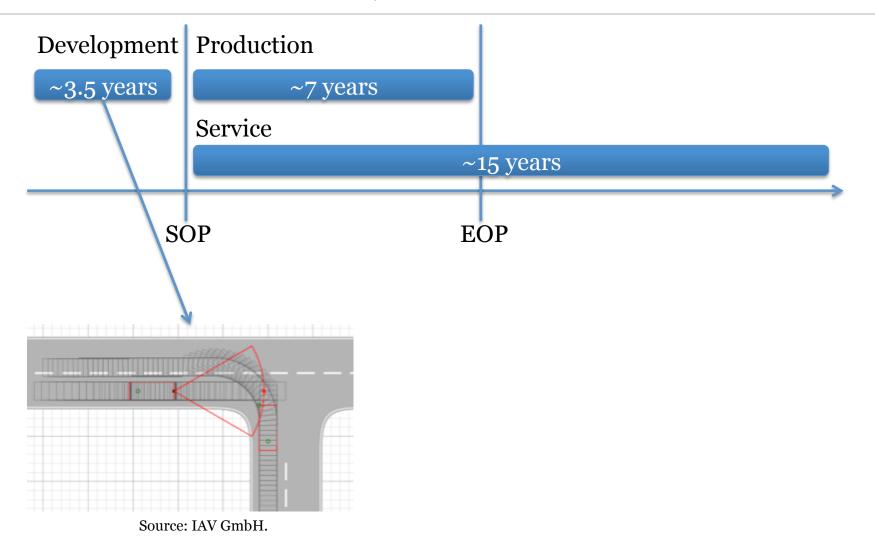
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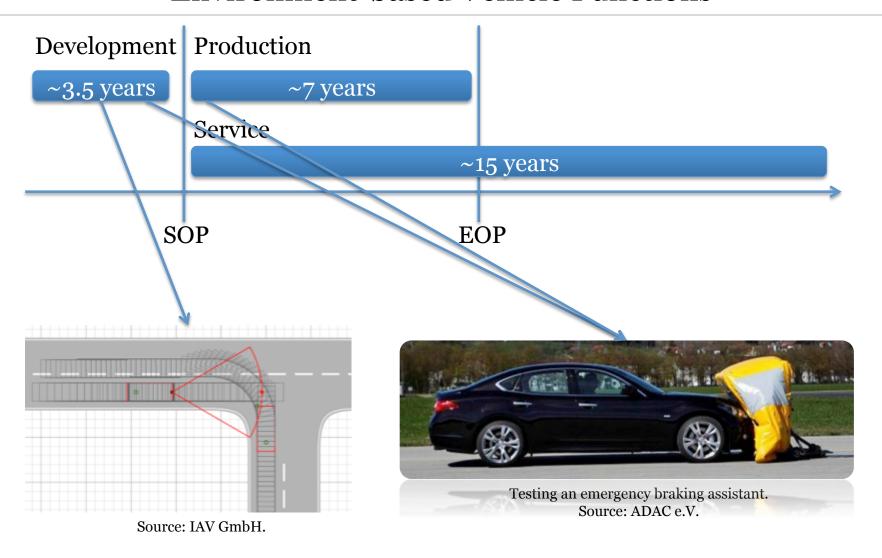
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- System architecture:
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- The magic is in the software!
- But: "What methods can be applied to validation of complex systems that <u>interact</u> with the <u>real world</u>?" – Winner of DUC

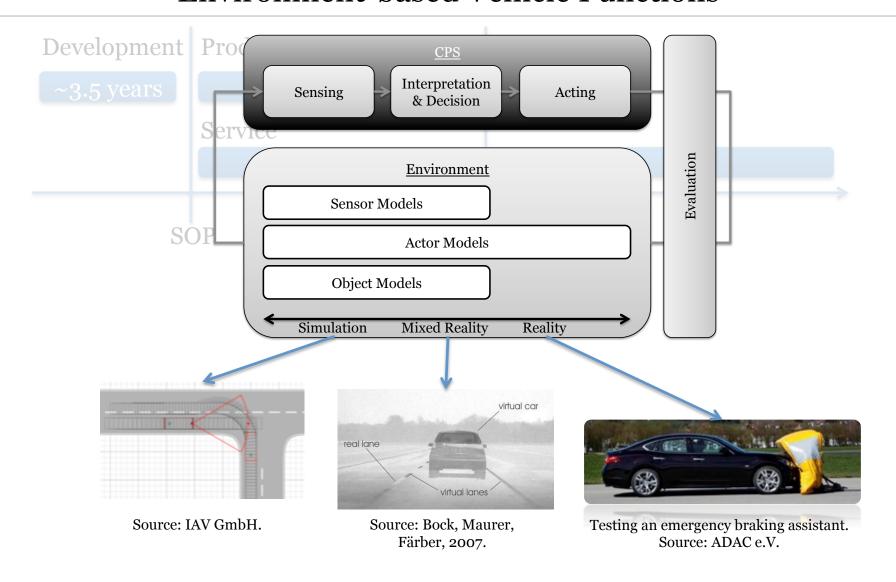


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1. Consistent <u>cyber-physical</u> description for:

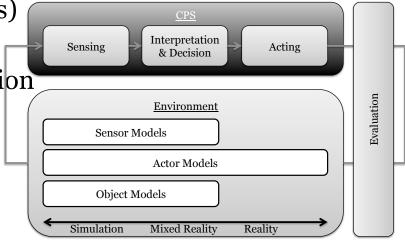
Scenarios

Stimuli behavior (dynamic elements)

SUT's expected behavior over time

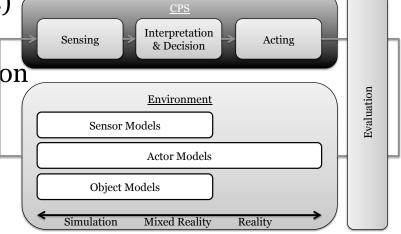
Modeling experience-based evaluation

Comparable reporting



1. Consistent <u>cyber-physical</u> description for:

- Scenarios
- Stimuli behavior (dynamic elements)
- SUT's expected behavior over time
- Modeling experience-based evaluation
- Comparable reporting
- 2. Transformations for instances:
 - Purely simulative approaches
 - Augmented reality approaches on real proving grounds
 - Real test-runs

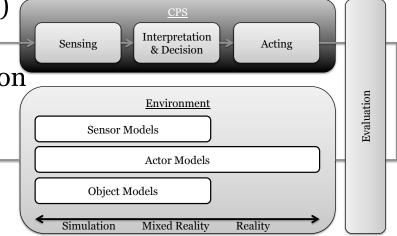


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3. Test-run data management and mining

- Derivation of quality metrics
- Prediction of SUT's maturity

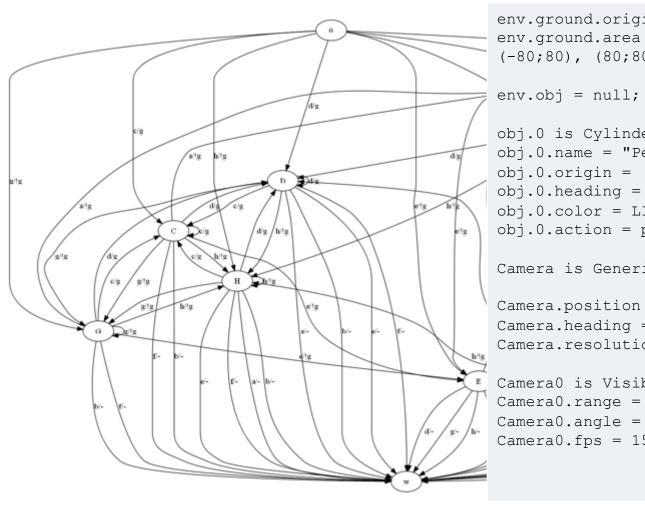


Preliminary ideas for a cyber-physical testing language:

```
env.ground.origin = (57.707116;11.936903);
env.ground.area = \{(-80; -80), (80; -80), 
(-80;80), (80;80) }; # square-shaped area
                                                cps.origin = (0;0);
env.obj = null; # no other real objects
obj.0 is Cylinder(1;1.8); # diameter; height
obj.0.name = "Pedestrian";
obj.0.origin = (5;40);
obj.0.heading = PI; # heading to the west
obj.0.color = LIGHTGRAY;
obj.0.action = ped0(cps);
Camera is GenericCamera;
Camera.position = (1;0;1);
Camera.heading = (1;5/180*pi;0);
Camera.resolution = (640;480);
Camera0 is VisibilityCamera refines Camera;
Camera0.range = 30;
Camera0.angle = 1/3*pi;
Camera0.fps = 15;
```

```
RealCamera() is VendorCam refines Camera;
RealCamera0.fps = 10;
cps.heading = 0.5*PI; # heading to the north
cps.has = { Camera };
cps.action = drive();
agent.0 is SafetyDistance;
agent.0.distance = 0.5;
agent.0.observes = { cps };
agent.1 is MaxSpeed;
agent.1.max = 15; # m/s
agent.1.observes = { cps };
sim = { env, obj.*, cps(Camera0) };
real = { env, obj.*, cps(RealCamera0) };
```

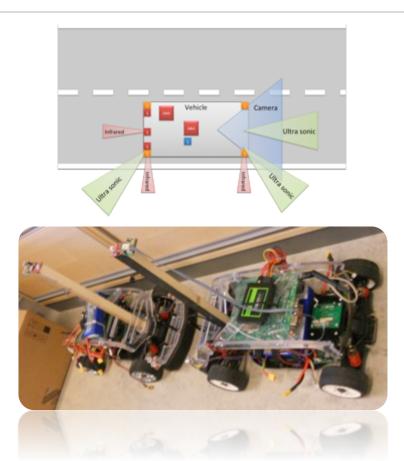
• Generating test cases from a requirements specification:



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Conclusion & Outlook

- Simulative & real world evaluation of CPS needs to be considered together
- Foundation: Cyber-physical testing language to combine the evaluation in both worlds
- Autonomous miniature vehicle fleet as one exemplary experimental lab



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- Simulative & real world evaluation of CPS needs to be considered together
- Foundation: Cyber-physical testing language to combine the evaluation in both worlds
- Autonomous miniature vehicle fleet as one exemplary experimental lab
- ASTAzero from summer 2014:
 - Proving ground for active safety vehicle functions
 - Includes mock up urban environment



Urban environment

The urban environment is primarily used to test the vehicle's capacity to interact with the surrounding environment to avoid hitting pedestrians, cyclists, buses or other road users. The urban environment will consist of four blocks and will cover a number of different sub-areas

- . Town centres with varying street widths and lanes, bus stops, pavements, street lighting, building backdrops etc.
- · Road system with different kinds of test environments such as roundabouts, T-junction, return loop and "lab-area". Connections to the Rural Road occur in two places. In the future there are plans to supplement the urban environment with a further five blocks.



Tack så mycket.

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