

Apprenticeship Learning for Motion Planning with Application to Parking Lot Navigation

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Outline

- Motivation
- Background
- The Problem
- Methods and Model
- Results
- Discussion

Motivation

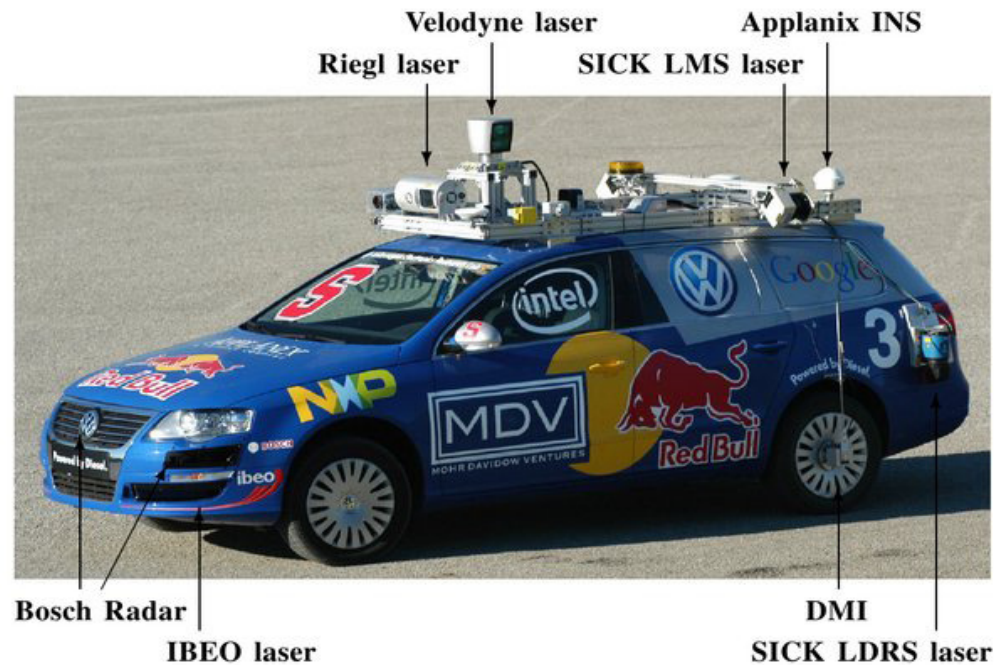
- In 2005:
- ~6,420,000 Auto Accidents in the US
- Total financial cost >\$230 Billion
- Injuries ~2.9 Million
- 42,636 Deaths
 - 115 per day
 - 1 every 13 minutes



- Source: <http://www.car-accidents.com/pages/stats.html>

Background

- DARPA Urban Challenge
- Stanford Racing Team
- Junior



Stanford's "Junior"

- [http://www.youtube.com/watch?v=BSS0MZv
oltw&NR=1](http://www.youtube.com/watch?v=BSS0MZvoltw&NR=1)

The Problem

- Motion/Path planning algorithms are complex
 - Many parameters
 - Hand tuning required

How can we simplify this process?

Methods

- Path-Planning and Optimization
 - Sequence of states
 - Potential-field terms
 - Weights

$$\Phi(s) = \sum_{k=1}^P w_k \phi_k(s).$$

$$\min_{s \in S} \Phi(s).$$

Apprenticeship Learning

- Learn parameters from expert demonstration
- Useful when no reward function available
- Example: Teaching a person to drive

Model

- Parameters
 - Length
 - Length (Reverse)
 - Direction Changes
 - Proximity to Obstacles
 - Smoothness
 - Parking Lot Conventions
 - Lane Conventions



Parameter Tuning



Switching Directions



Penalize Switching
Follow Directions

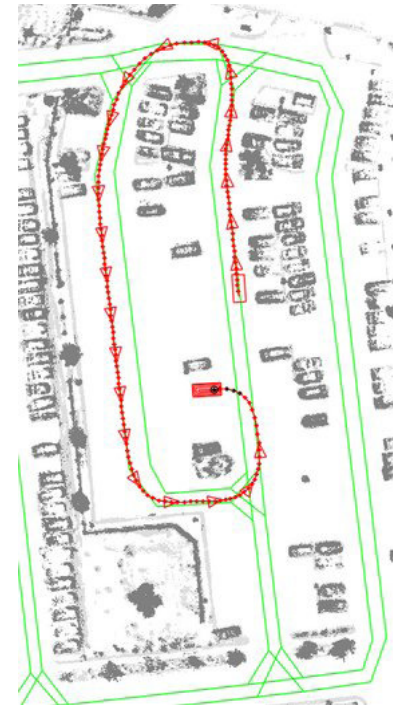
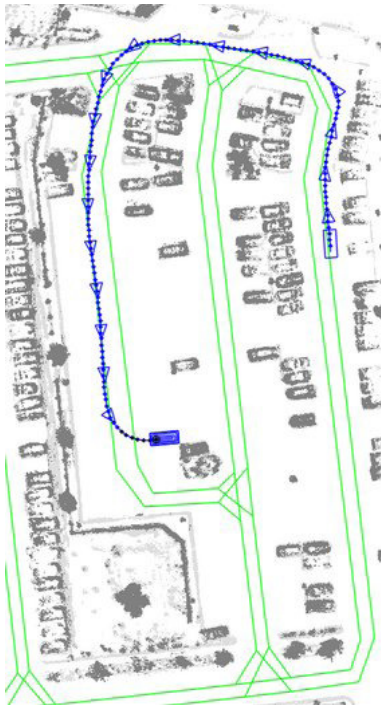


Penalize offroad
Distance from lane

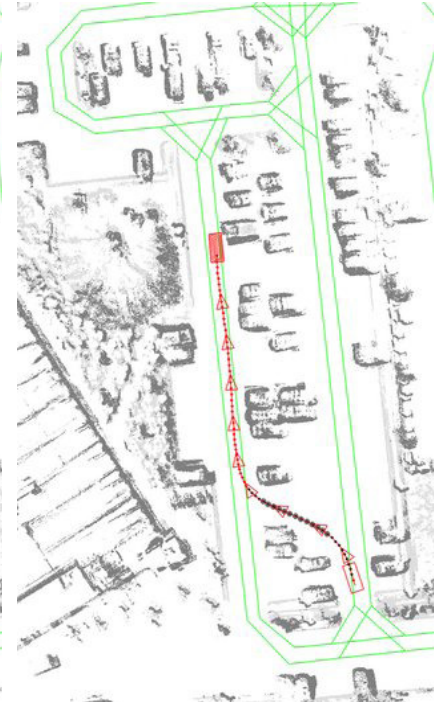
Experiment

- Human Driver demonstration
 - “Nice”
 - “Sloppy”
 - “Reverse-allowed”
- Autonomous Navigation using learned parameters

Results – “Nice”



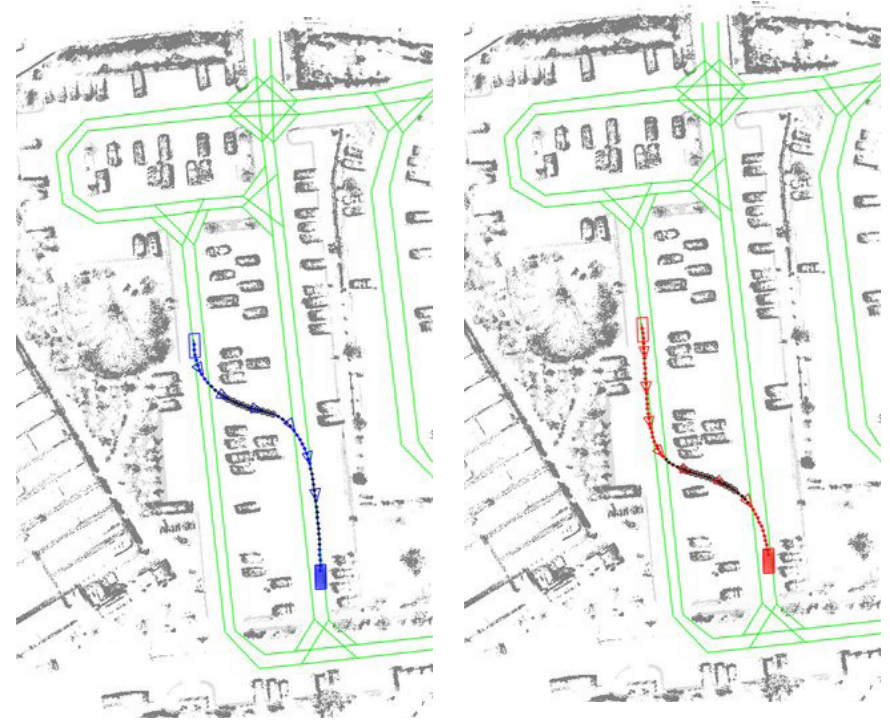
Results – “Sloppy”



Results – “Reverse-allowed”



Results – Interesting Anomalies



Discussion

- How do these results apply to other problems?
- Determination of parameters is still an issue.
- Why would we want to drive “sloppy”?..
- Where do we go from here?

Video

- DARPA Urban Challenge
- <http://www.youtube.com/watch?v=P0NTV2mbJhA&feature=related>
- Junior's Results
- <http://www.youtube.com/watch?v=xcNFUi06fh8>