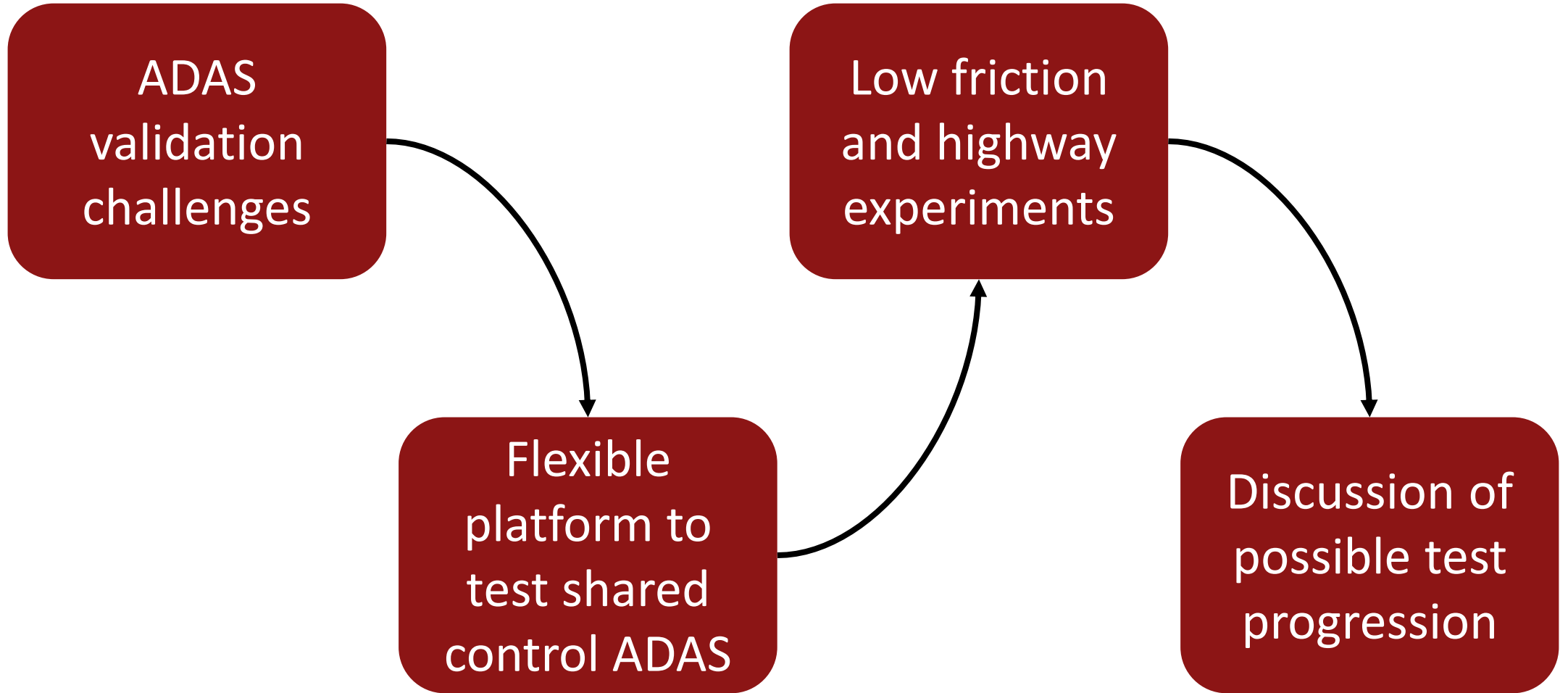


# Combining Virtual Reality and Steer-by-Wire Systems to Validate Driver Assistance Concepts

Elliot Weiss, John Talbot, and J. Christian Gerdes  
Department of Mechanical Engineering, Stanford University  
{elliottdw, john.talbot, gerdes}@stanford.edu

5<sup>th</sup> Workshop on Ensuring and Validating Safety for Automated Vehicles (EVSAV)  
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# Outline



# Established Driver Assistance System Testing

- Several production assistance systems on the road today

Automatic Emergency Braking



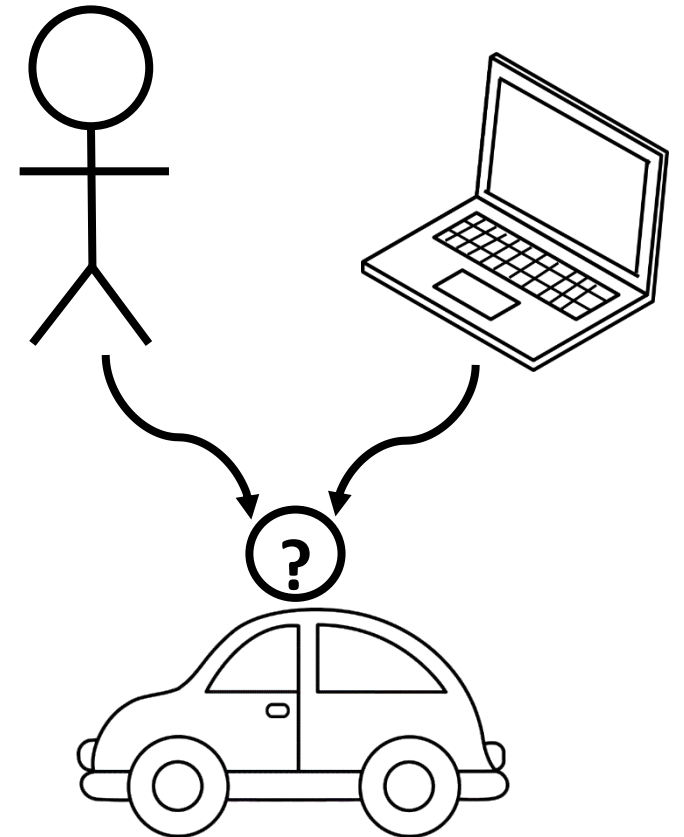
Electronic Stability Control



- In many well defined tests, driver input is effectively automated
  - AEB: vehicle maintains constant speed and lane position, no braking from driver [1] or automated braking profile [2]
  - ESC: specified sine steer [3]

# Emerging Shared Control ADAS

- Many emerging ADAS share control with driver
  - Guaranteed safe sets:  
Arwashan *et al.* – ADAS that smoothly blends steering with driver to stay within safe set [4]
  - Receding horizon controller:  
Schwarting *et al.* – nonlinear MPC for coupled control [5]
- Key idea: driver remains in the loop throughout operation



# Shared Control Validation Challenges

1. Drivers rely on sensory feedback for vehicle control
2. ADAS should be validated across wide variety of test conditions on real vehicle
3. Track testing is expensive and limited
4. Experiments with other road users can be dangerous

**Question:** how can we accomplish high test coverage for shared control ADAS despite these challenges?

# Promising Solution: Human&Vehicle-in-the-Loop

- Idea: place driver in real vehicle with virtual graphics
- First Hu&ViL platform developed and validated by Bock *et al.* in 2007 for ADAS testing [6]
- Park *et al.* present recent VR-based ViL platform, using it to test AEB and lane-keeping assist systems [7]
- Hu&ViL platforms so far limited by dynamics of production test vehicles



# X1: Four-Wheel SBW Vehicle

SBW: blended steering inputs, custom haptic feedback

4WS: can modify handling dynamics

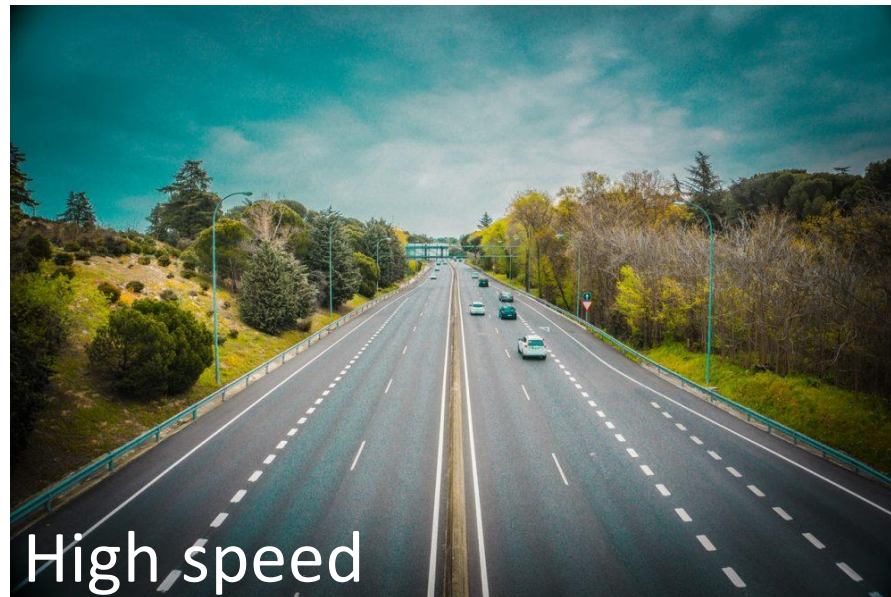


# Hu&ViL Platform on X1

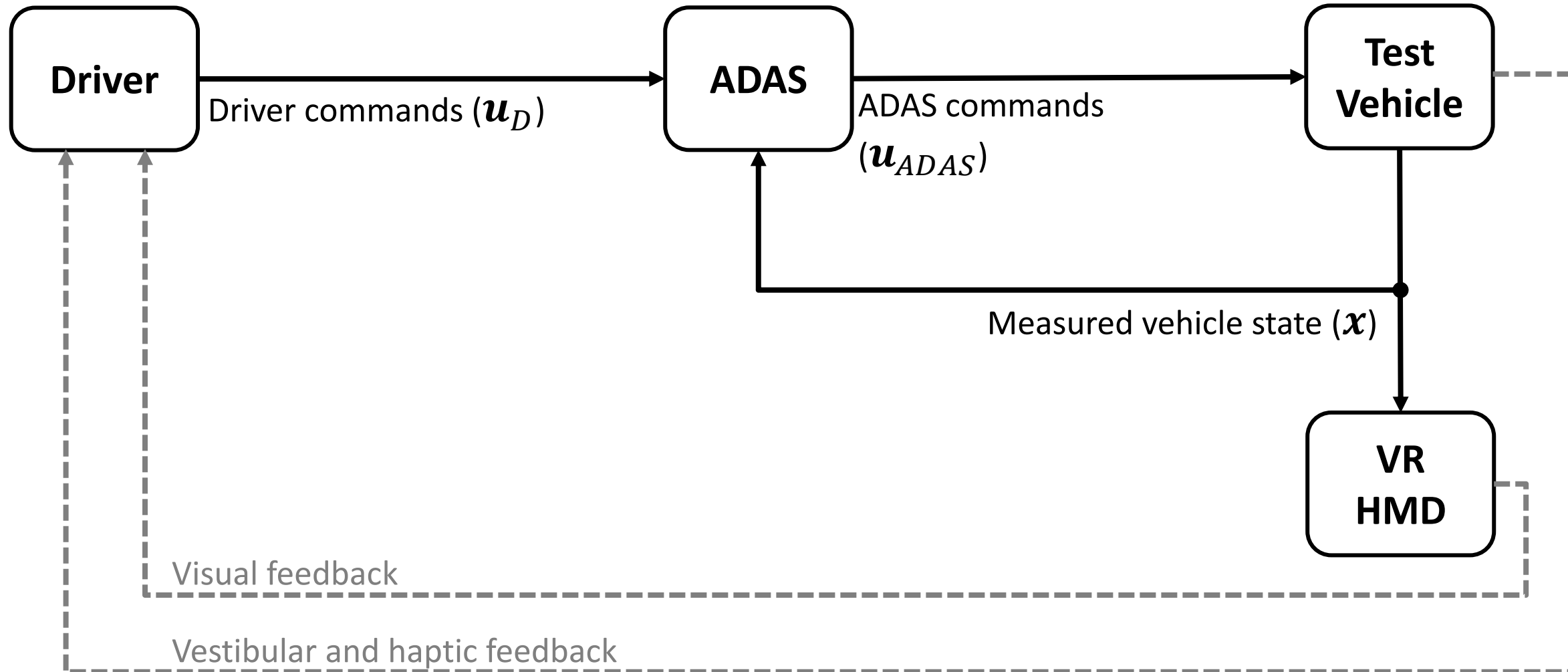




# Many Platform Configurations Possible



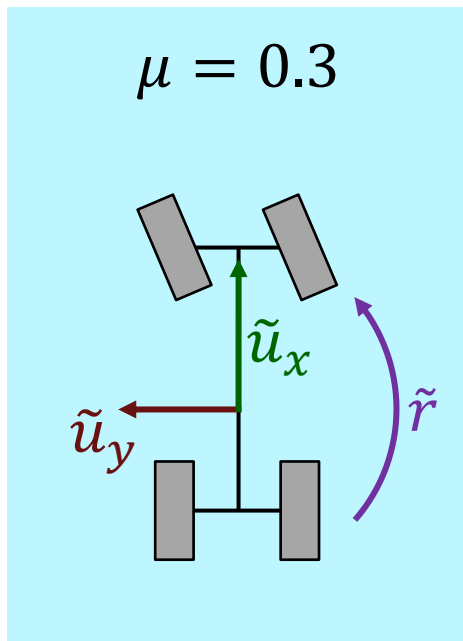
# Nominal Dynamics Configuration



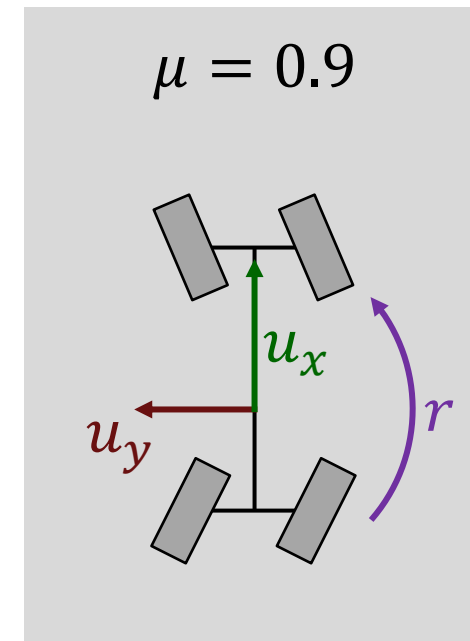
# Low Friction Emulation

- Test vehicle drives as if on snowy/icy surface [8]
- Track low friction velocity states with 4WS

Reference model

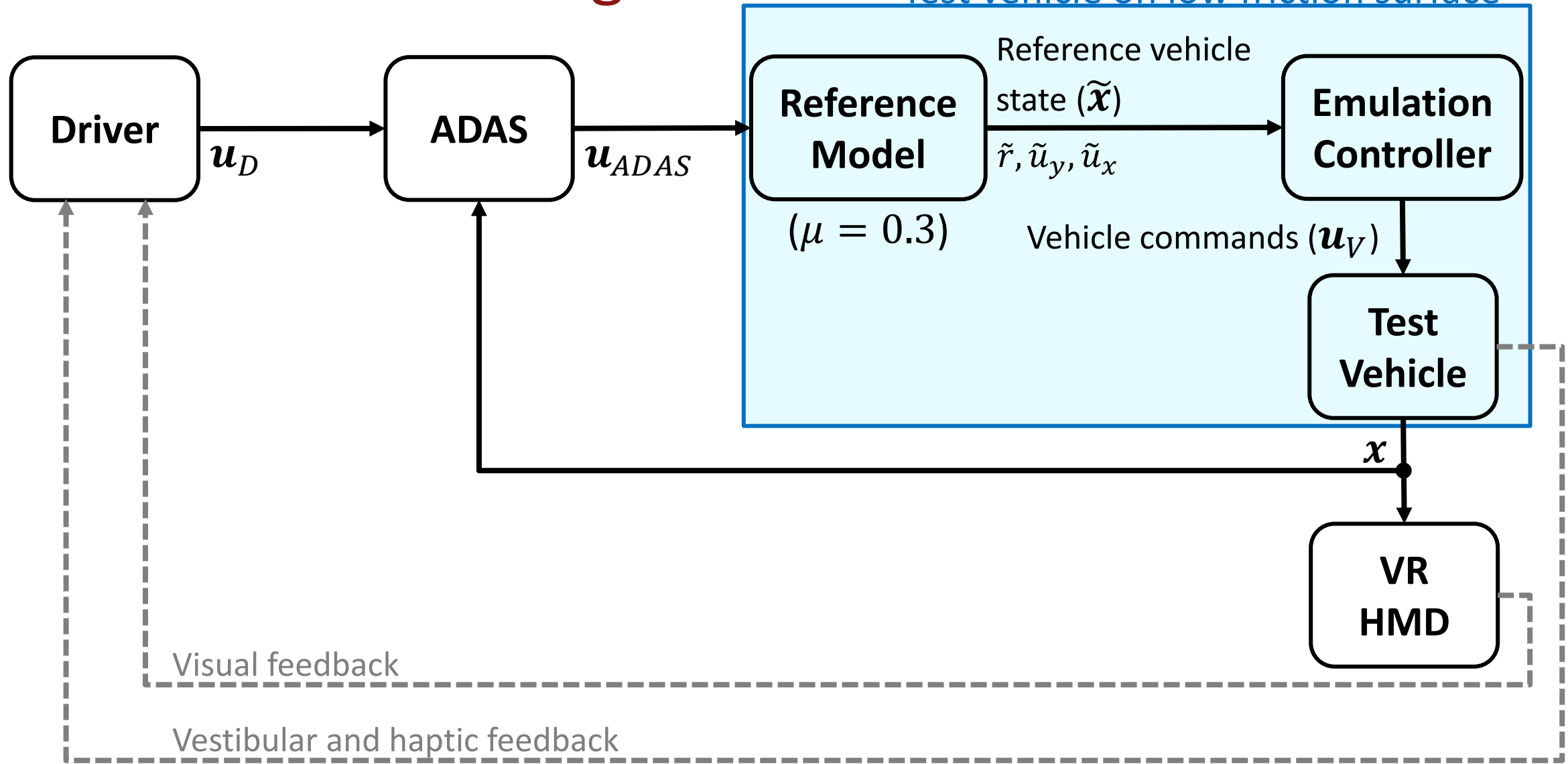


Test vehicle



# Low Friction Configuration

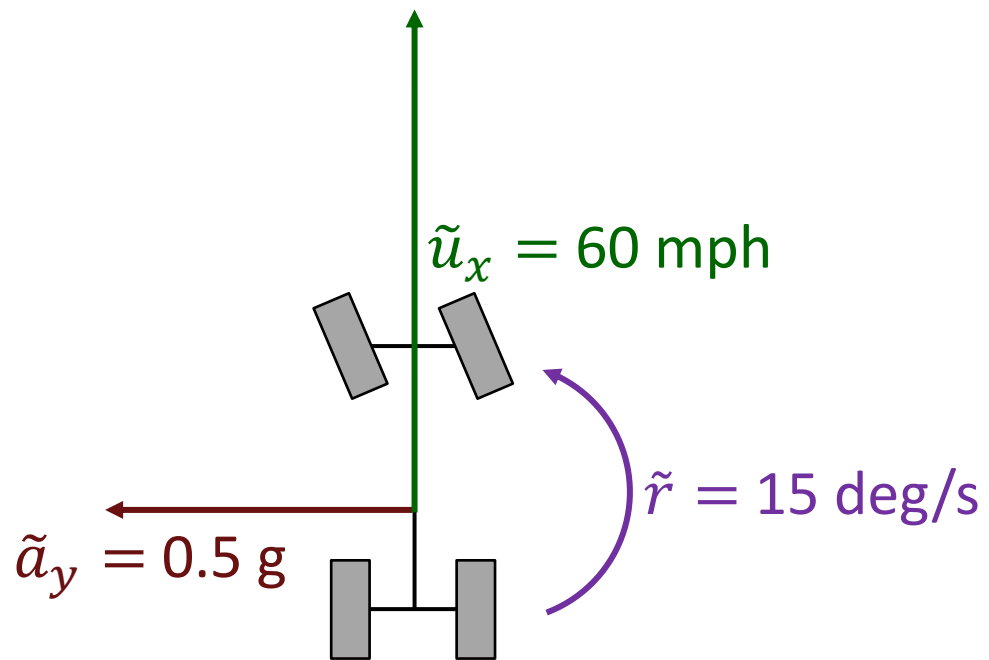
Test vehicle on low friction surface



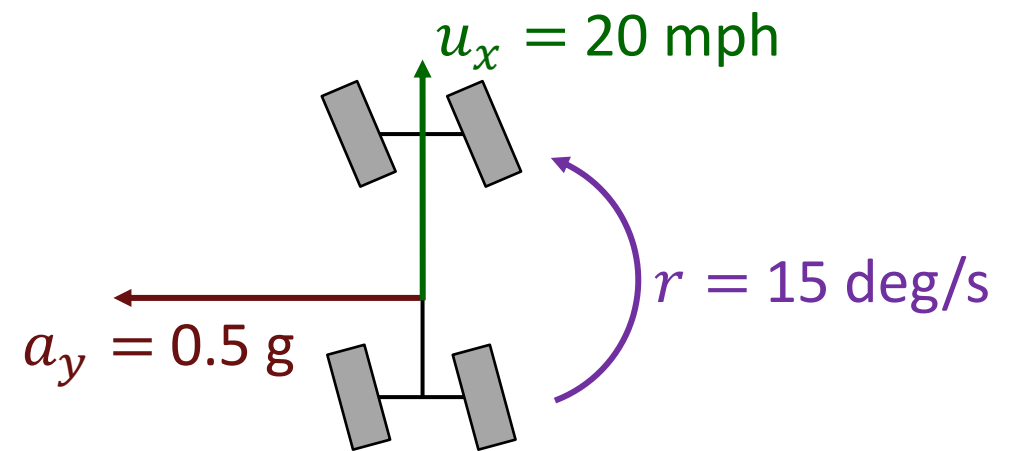
# High Speed Emulation

- Scale speed of test vehicle by constant  $f > 1$  in virtual world [9]
- Track reference lateral acceleration and yaw rate on vehicle

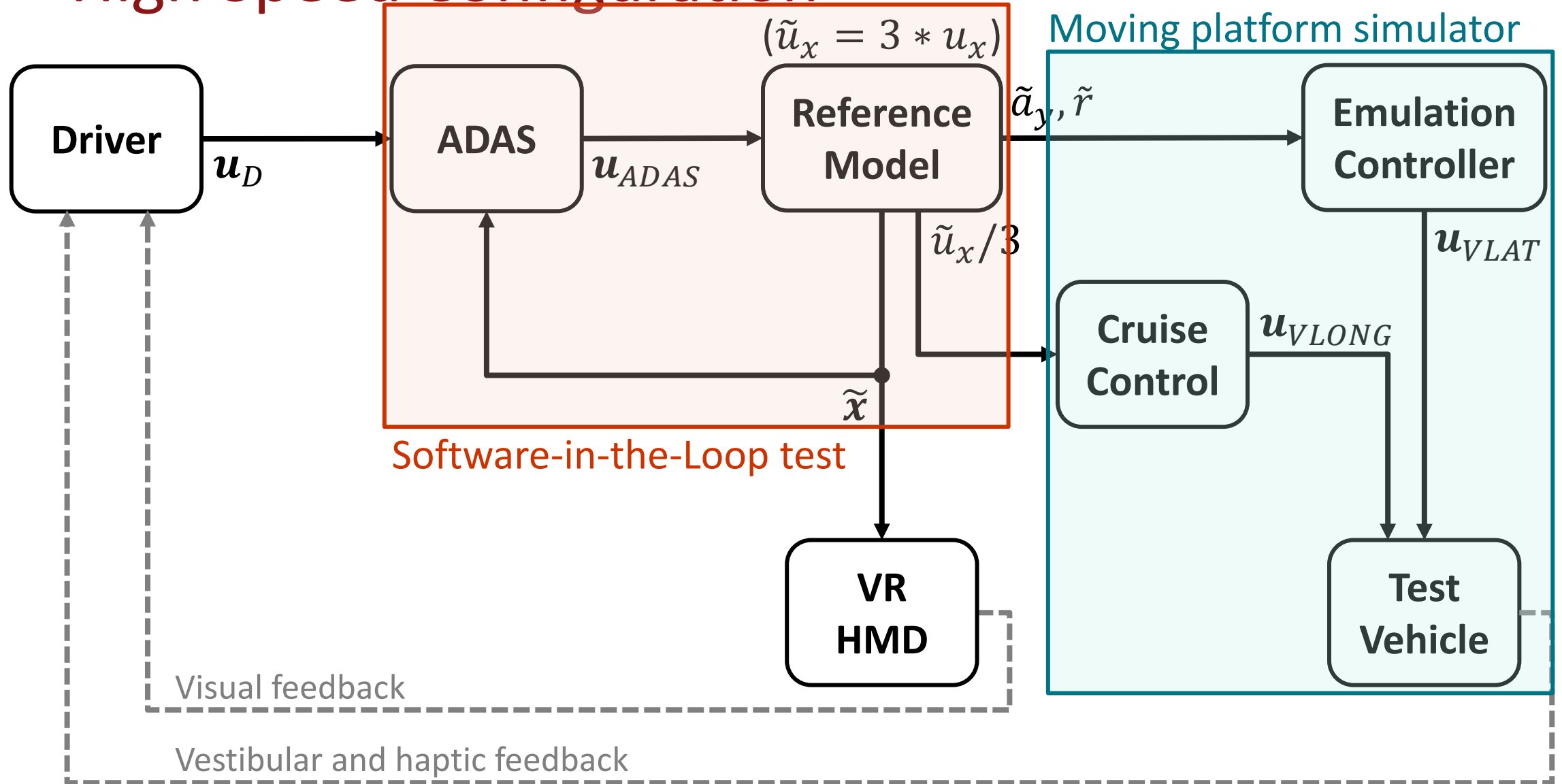
Reference model



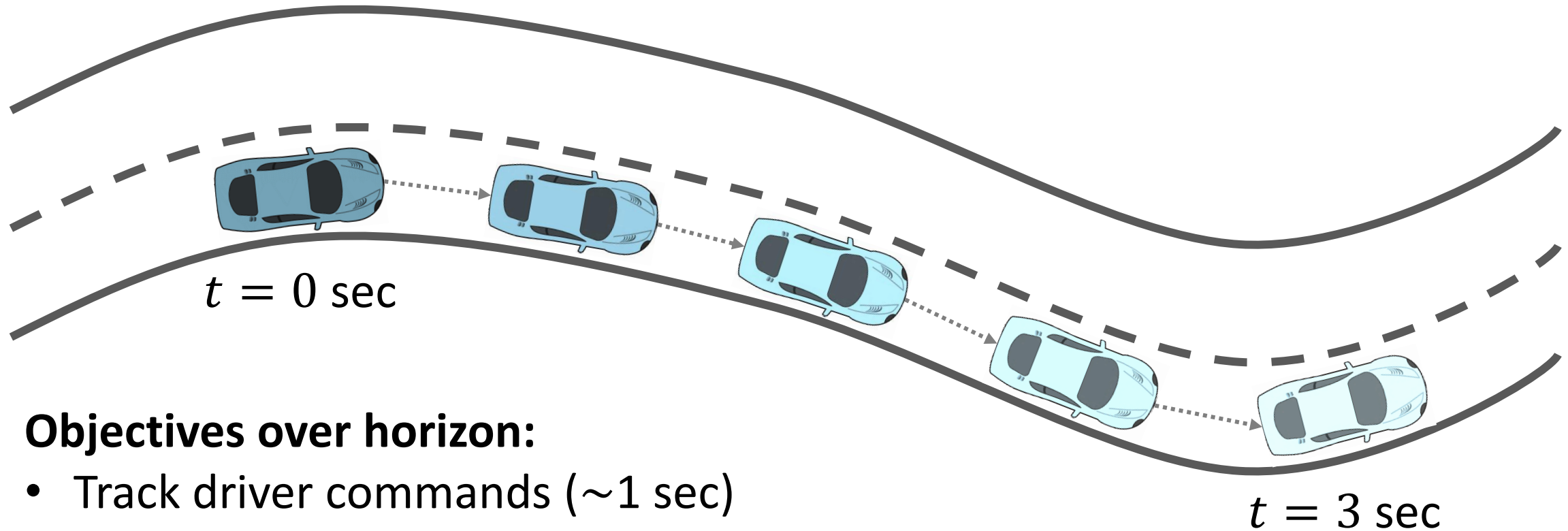
Test vehicle



# High Speed Configuration



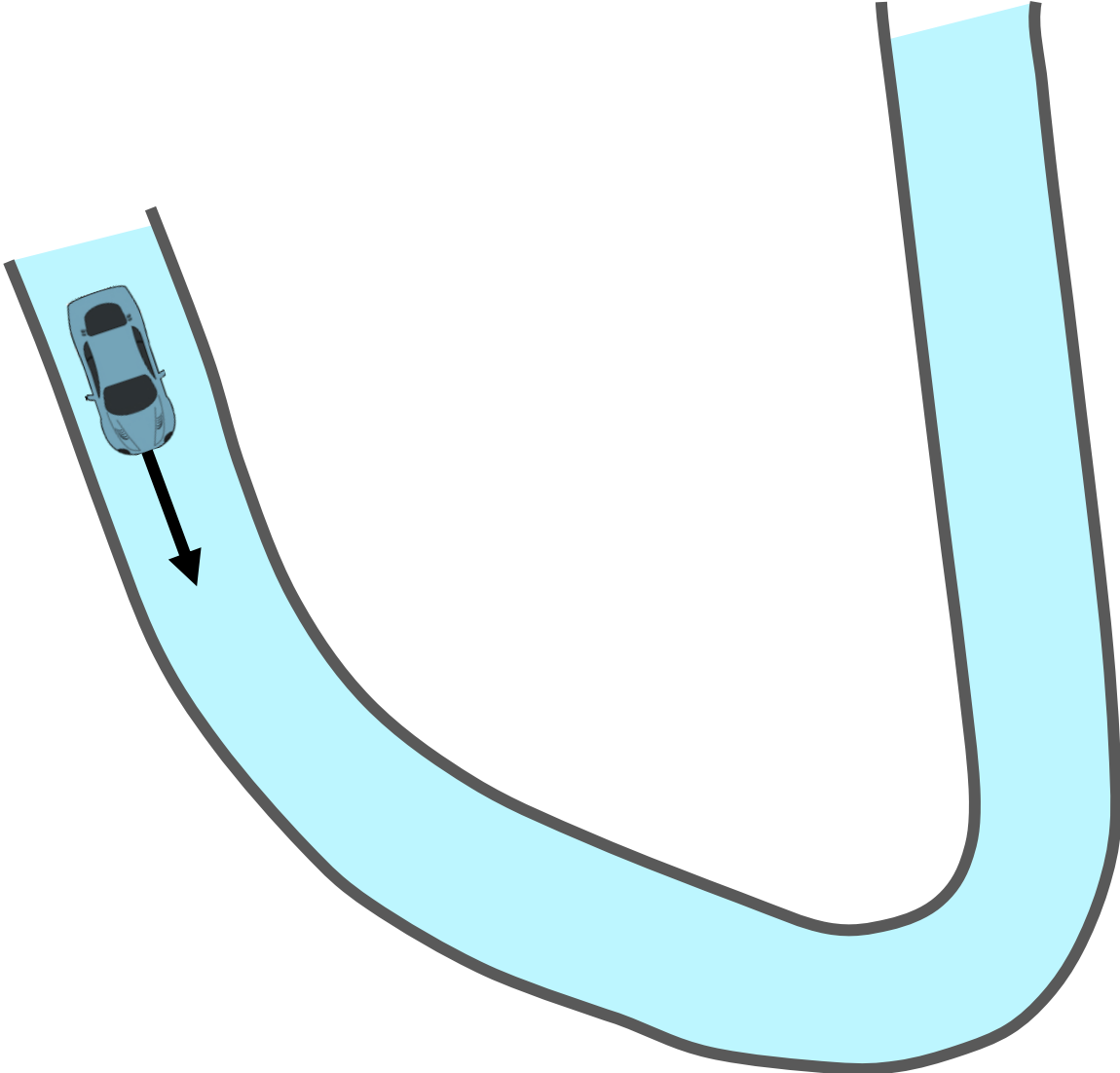
# Our ADAS: Receding Horizon Shared Control



## Objectives over horizon:

- Track driver commands ( $\sim 1$  sec)
- Stay within road boundaries
- Avoid other vehicles
- Respect coupled lateral + longitudinal dynamics

# Experiment 1: Cornering on Snow





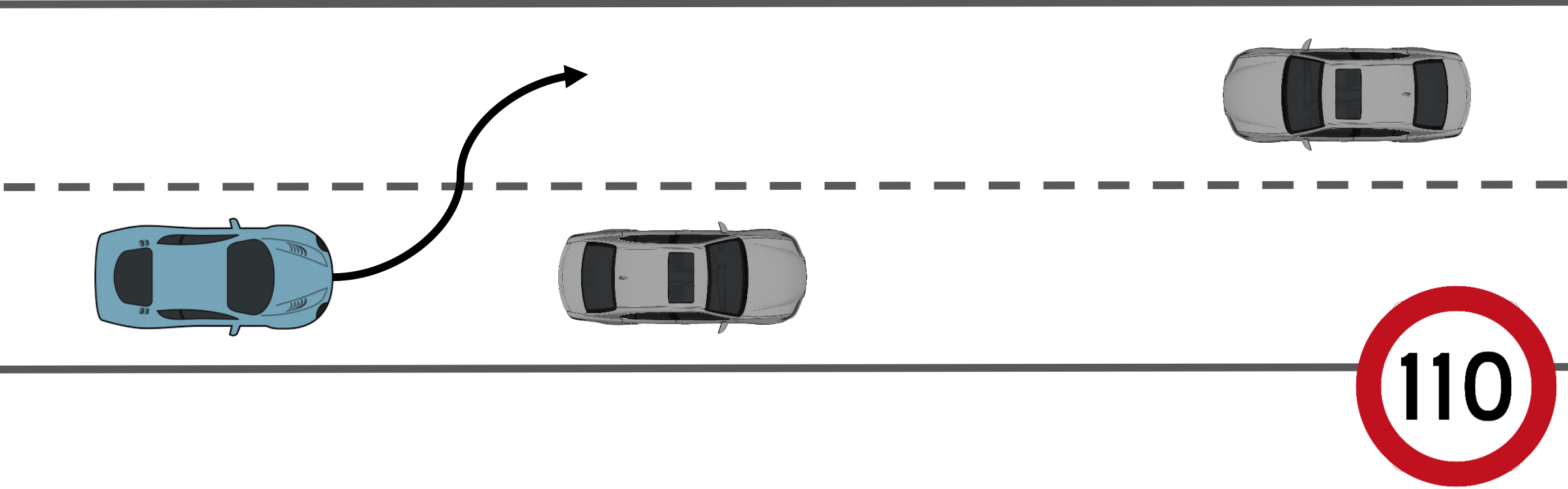
# Experiment 1: Cornering on Snow



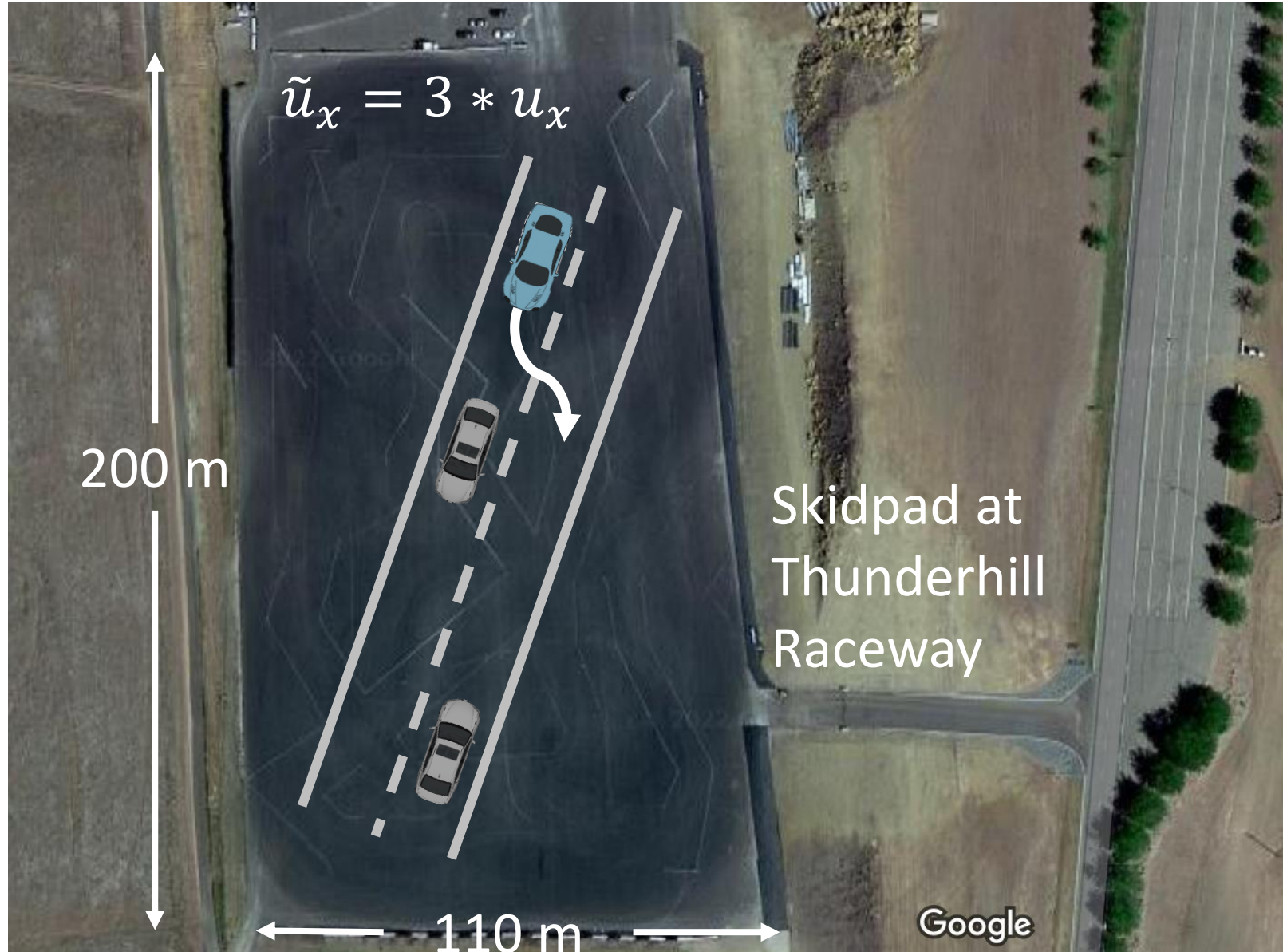
# Cornering on Snow: Video



# Experiment 2: Highway Overtaking



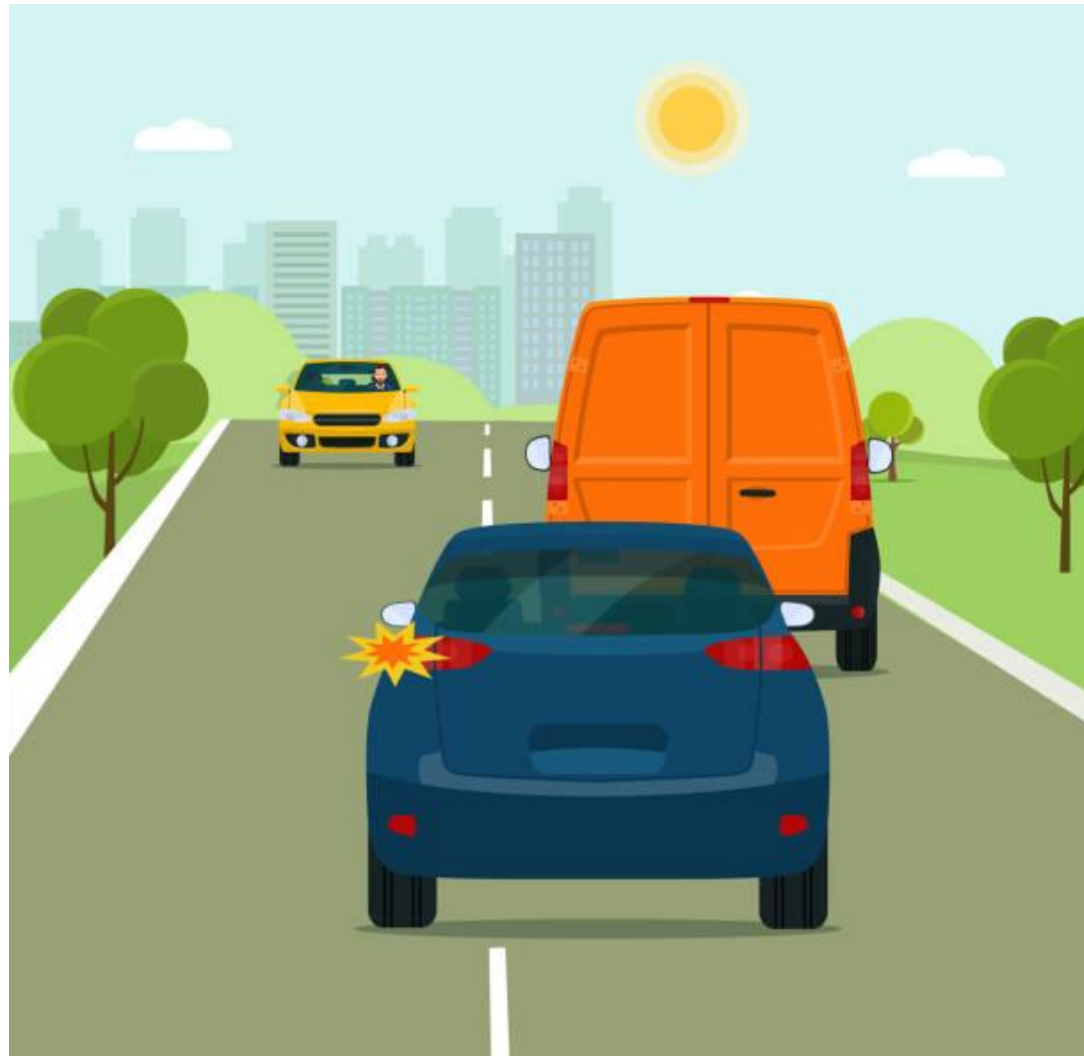
# Experiment 2: Highway Overtaking



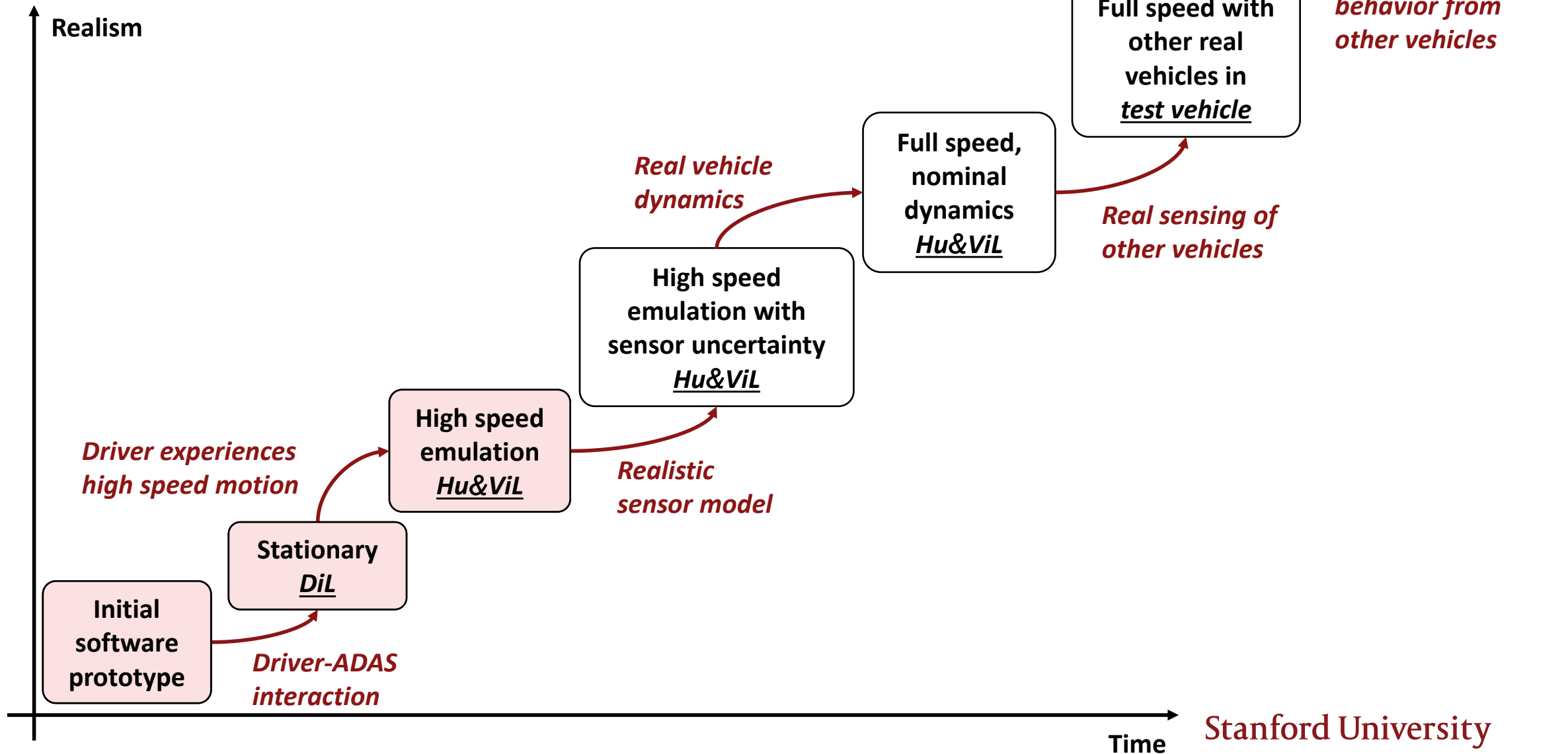
# Highway Overtaking: Video



# How might we test and validate a novel ADAS for overtaking on the highway?



# Test Progression for Highway Overtaking ADAS



# Takeaways

- Validating shared control ADAS technology requires a few key elements:
  - Driver experiences accurate feedback
  - ADAS interacts with real vehicle
  - Possibility of interactions with other road users
- Virtual reality on steer-by-wire test vehicle provides wide coverage of test cases
- Open questions: when have we reached sufficient validity on a given platform? how do we validate both system performance and human interaction?



# References

- [1] Autonomous Emergency Braking Test Protocol (Version I), *Insurance Institute for Highway Safety*, October 2013.
- [2] Test Protocol – AEB Systems, *European New Car Assessment Programme*, March 2017.
- [3] Standard No. 126; Electronic stability control systems for light vehicles, *Federal Motor Vehicle Safety Standards*, January 2012.
- [4] M. Arwashaan, T. Ge, Z. Liu, and N. Ozay, “Driving with guardian: Blending user inputs with safety ensuring barriers,” in *2020 IEEE Conference on Control Technology and Applications (CCTA)*. IEEE, 2020, pp. 326–333.
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- [6] T. Bock, M. Maurer, and G. Farber, “Validation of the vehicle in the loop (vil); a milestone for the simulation of driver assistance systems,” in *2007 IEEE Intelligent vehicles symposium*. IEEE, 2007, pp. 612–617.
- [7] C. Park, S. Chung, and H. Lee, “Vehicle-in-the-loop in global coordinates for advanced driver assistance system,” *Applied Sciences*, vol. 10, no. 8, 2020.
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- [9] E. Weiss and J. C. Gerdes, “High speed emulation in a vehicle-in-the-loop driving simulator,” *IEEE Transactions on Intelligent Vehicles*, 2022, early access.