



A view on some important extensions to the standard

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Introduction

- The OpenSCENARIO work so far has taken us a significant way forward
- The challenge for this standard is huge and important
 - The current list of requirements is really good (and ambitious)
 - *And* I expect the requirements to grow
- Today I'll discuss just the requirements for making scenarios specifications

Clear, Composable, Measurable and Portable

- For each, I'll connect it to current requirements, and suggest a direction

Clear

- Scenarios should be easy to read, write and *debug*
- How
 - Use a powerful language with clear semantics
 - Allow for abstraction and extensibility
 - Create a library of basic building blocks
 - Merge graphic input *into* the language
 - Use constraints to make descriptions *concise* (next slide)
- Reference (to the list of features and requirements):
 - F008: High-Level Maneuver Descriptions: Suggests a DSL as an option
 - R012: The description format shall be suitable for manual scenario creation in text editors
 - Section 5.4: Test specifications

Clear (making it *concise*)

- Write as little as possible - let the machine do the rest
 - Abstract scenarios should produce *many different, interesting* instances, exposing *unconsidered combinations*
 - Writing everything explicitly is not manageable – it does not *scale*
- How
 - Use constraints to express parameter relations / restrictions
 - Constraints have *multi-directional* semantics
 - Do not enumerate combinations – full values will appear only in *concrete* scenario
 - Use default values when appropriate
 - Allow for both random and deterministic modes (see later)
- Reference
 - F007: Parameter Stochastics: ... The variation details shall become part of the scenario description
 - F010: Automatic parameter calculation: ... specify mathematical formulas to calculate parameters
 - R002: Define elements as 'mandatory' only when absolutely needed

Clear (example)

scenario `ego::cut_in_and_slow` is {

```
car1: car; // The other car
side: av_side; // Car1 starts on this side of the ego
stretch: stretch { .lanes >= 2; .length in [120..250] * meter};
```

do `serial` {

```
get_ahead: phase(duration: in [1..5] * second) {
```

```
  p1_ego: ego_car.drive {+drive_on(stretch)};
```

```
  p1_car1: car1.drive {
```

```
    +behind(ego_car, at: start);
```

```
    +ahead_of(ego_car, [5..10] * meter, at: end);
```

```
    +on_side_of(ego_car, side);
```

```
    +faster_than(ego_car); };
```

```
change_lane: phase(duration: in [1..5] * second) {
```

```
  p2_ego: ego_car.drive;
```

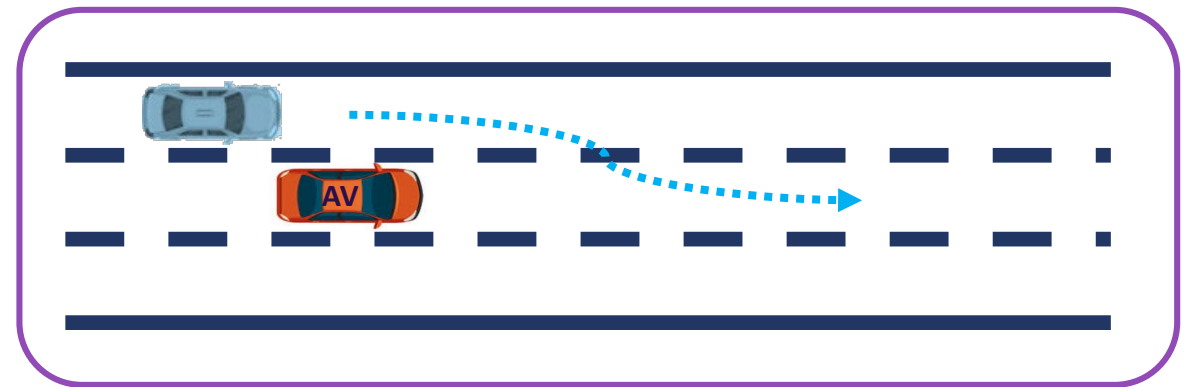
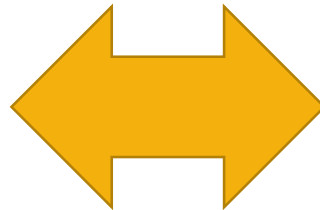
```
  p2_car1: car1.drive {+change_to_lane_of(ego_car); };
```

```
slow: phase(duration: in [1..5] * second) {
```

```
  p3_ego: ego_car.drive;
```

```
  p3_car1: car1.drive {+slow_down([10..15] * kph); };
```

```
};
```



Composable

- Should be easy to create complex scenarios from simpler ones
 - Without planning all required “knobs”
 - Especially important for finding complex edge cases
- How
 - Have general composition operators: serial, parallel, phase, mix, ...
 - Have an easy way to activate and constrain sub-scenarios
 - Take into account explicit and implicit constraints
 - Support extensibility
- Reference
 - F008: High-Level Maneuver Descriptions: ... high-level descriptions ... contain key-scenarios such as "cut-in", "left turn across path"
 - R010: Synchronize maneuvers

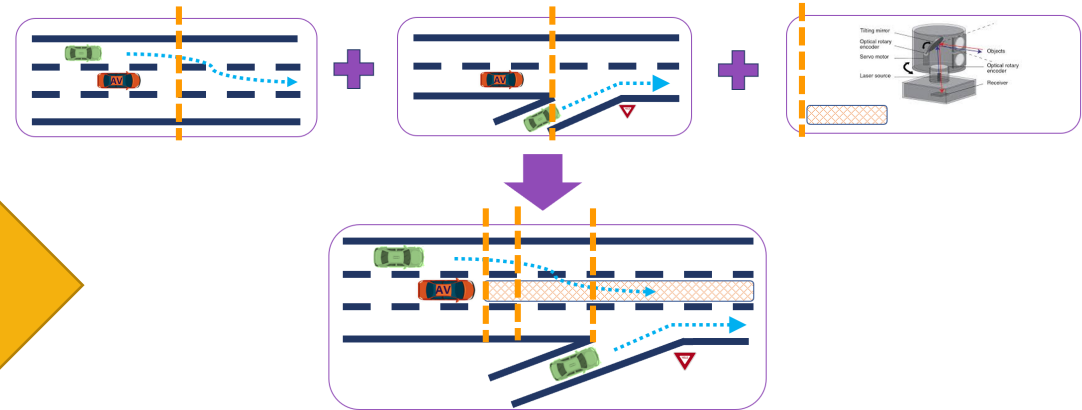
Composable (example)

scenario ego::mix_multi is {

```
do mix {  
  c: cut_in_and_slow {.car1.kind == truck};  
  i: interceptor_at_yield {.int_to_ego_offset in [-1..1]};  
  f: sensor_failure;  
};
```

```
c_to_i_offset: int {it in [-2..2] * second};  
f_to_i_offset: int {it in [-2..2] * second};
```

```
+synchronize(c.change_lane, i.e_traverse.enter, c_to_i_offset);  
+synchronize(f, i.e_traverse.enter, f_to_i_offset);  
};
```



Measurable

- Need a common way to measure
 - Which scenarios *happened* and with what parameters
 - Whether the ego vehicle *performed correctly*
 - Consistently across simulators / other execution platforms
- How
 - Scenario descriptions should have a *dual* interpretation
 - Active: How to (try to) cause this scenario
 - Passive: How to monitor that this scenario has happened (and extract parameter values)
 - Use functional coverage to define / analyze what happened
- Reference
 - R007: Define simulation results reproducibility
 - Section 5.6: ... high probability that different simulators produce different simulation results from the same scenario descriptions ... it is proposed to develop reference implementations

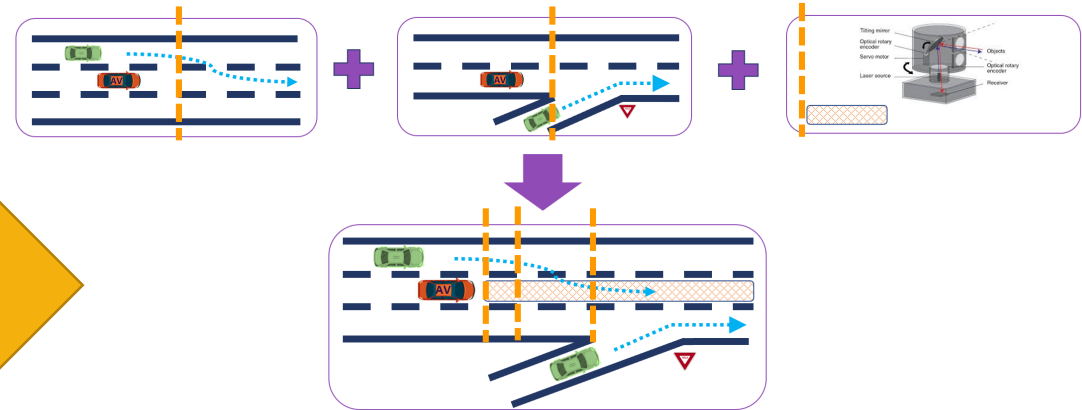
Measurable (example)

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```



Portable

- The *same* scenario definition should be portable across
 - Execution platforms: Specific simulators, specific test tracks, ...
 - Test configurations: Sensor-bypass vs. full sensor simulation, ...
 - ODDs: Adapt to operating conditions, country rules and conventions, ...
 - Stakeholders: OEMs, subsystem creators, regulators, ...
 - Usage modes: Fully-random vs. deterministic, ...
- How
 - Enabled by multiple features (constraints, composability, passive/active interpretation and more)
- Example: Portability across random-vs-deterministic usage modes
 - “Infinity minus mode”: Parameters get *any random value* unless explicitly *prohibited* (by constraints)
 - For thorough verification and finding edge-case bugs
 - “Deterministic mode”: Parameters get *default values* unless explicitly *requested*
 - For test tracks, go-no-go tests, perhaps regulation-requested tests
- Example: Portability across execution platforms
 - Portability for street driving enabled by passive (monitoring) interpretation of scenarios
 - Portability across simulators enabled by default values, adaptation via constraints and more

Summary

- This is a crucial (and very ambitious) standardization effort
 - And there are some inevitable follow-on requirements
- I talked about a subset of the requirements, to make scenarios

Clear, Composable, Measurable and Portable

- We are looking forward to working with you
 - To create a *high-quality* open scenario standard for the industry
 - In a *reasonable* timeframe
- Thank you