

# TLT: Multi-fidelity fusion for ADS testing

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# What will we do today?

- Introduction
- Multi-fidelity in practice (ADS testing)
- Discussion

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TLT: Multi-fidelity fusion for ADS testing

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# What kind of ADS testing?

- end-to-end
- black box
- scenario based

How does one generate scenarios?

Autonomous driving +  
vehicle-to-pow

1001 Ways of Scenario Generation for  
Testing of Self-driving Cars: A Survey

Barbara Schütt, Joshua Ransiek, Thilo Braun, Eric Sax

Scenarios for  
Based on Adversarial Test

# How does one generate scenarios?

In nutshell:

- A lot of involve generating iteratively many scenarios
- And executing them
- But there is one problem...



Problem: Running ADS scenarios is slow...

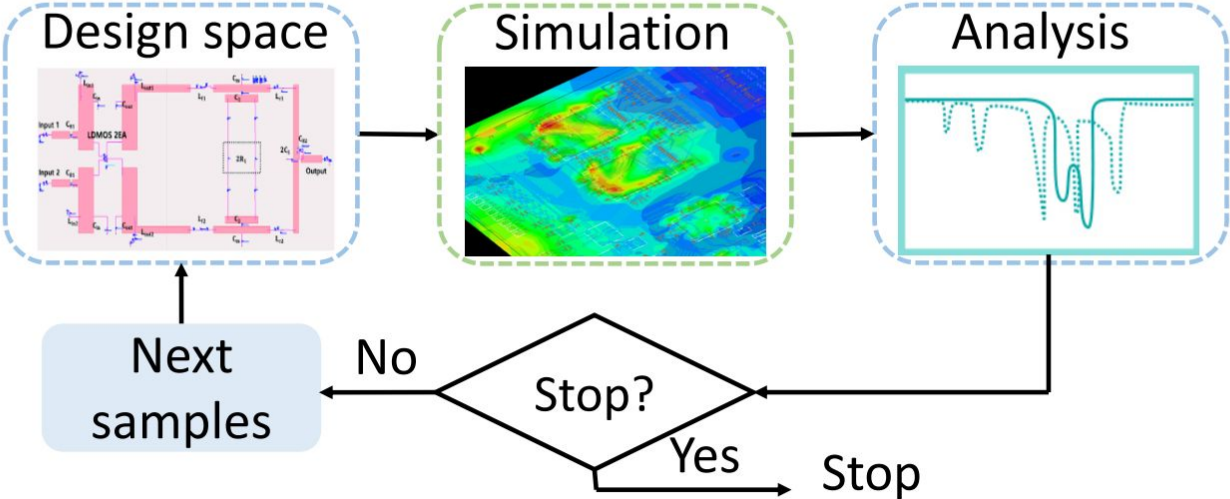


1s in simulation time ~ 5s real time

TLT: Multi-fidelity fusion for ADS testing

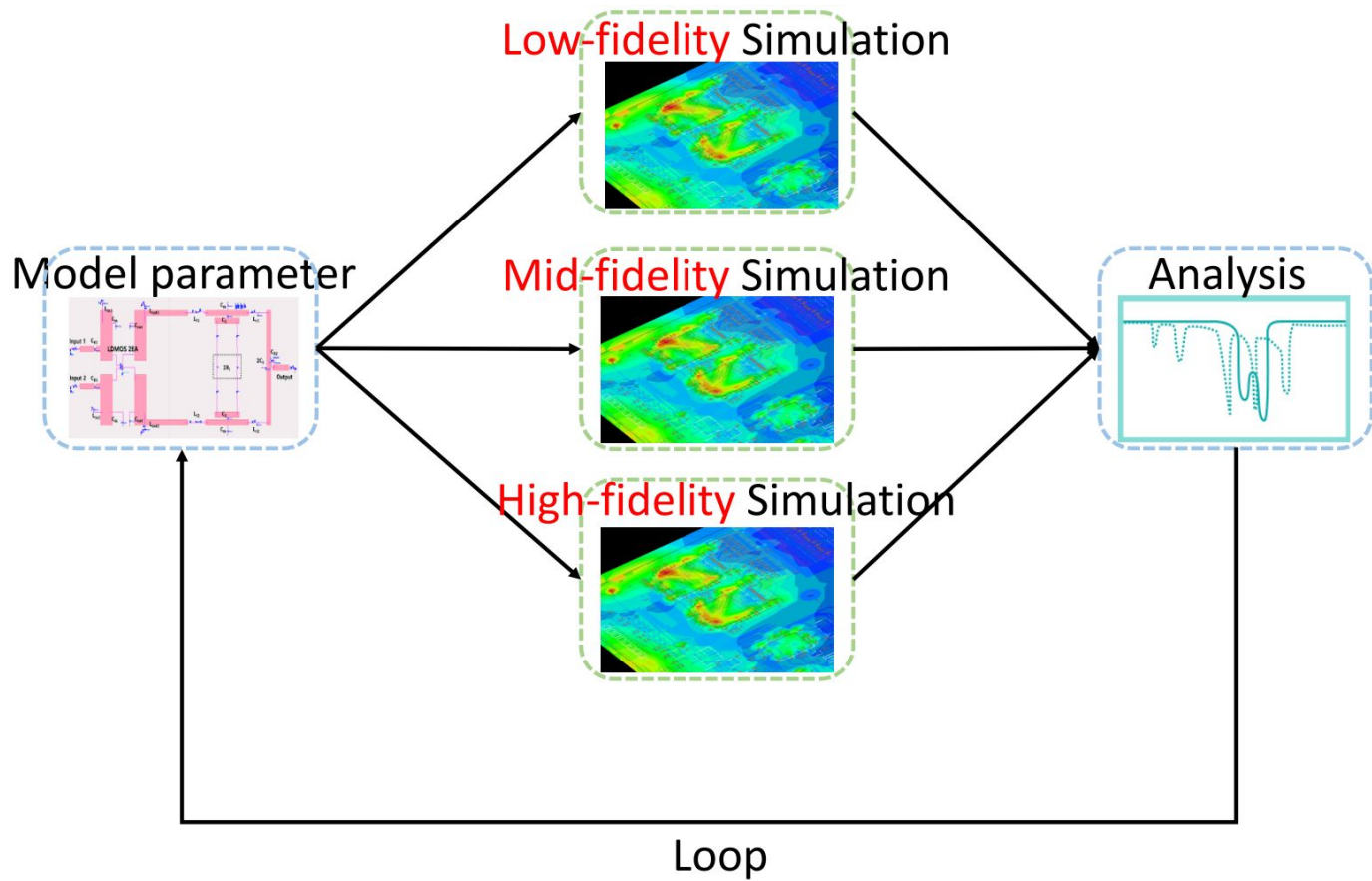
# Multi-Fidelity Fusion Motivation

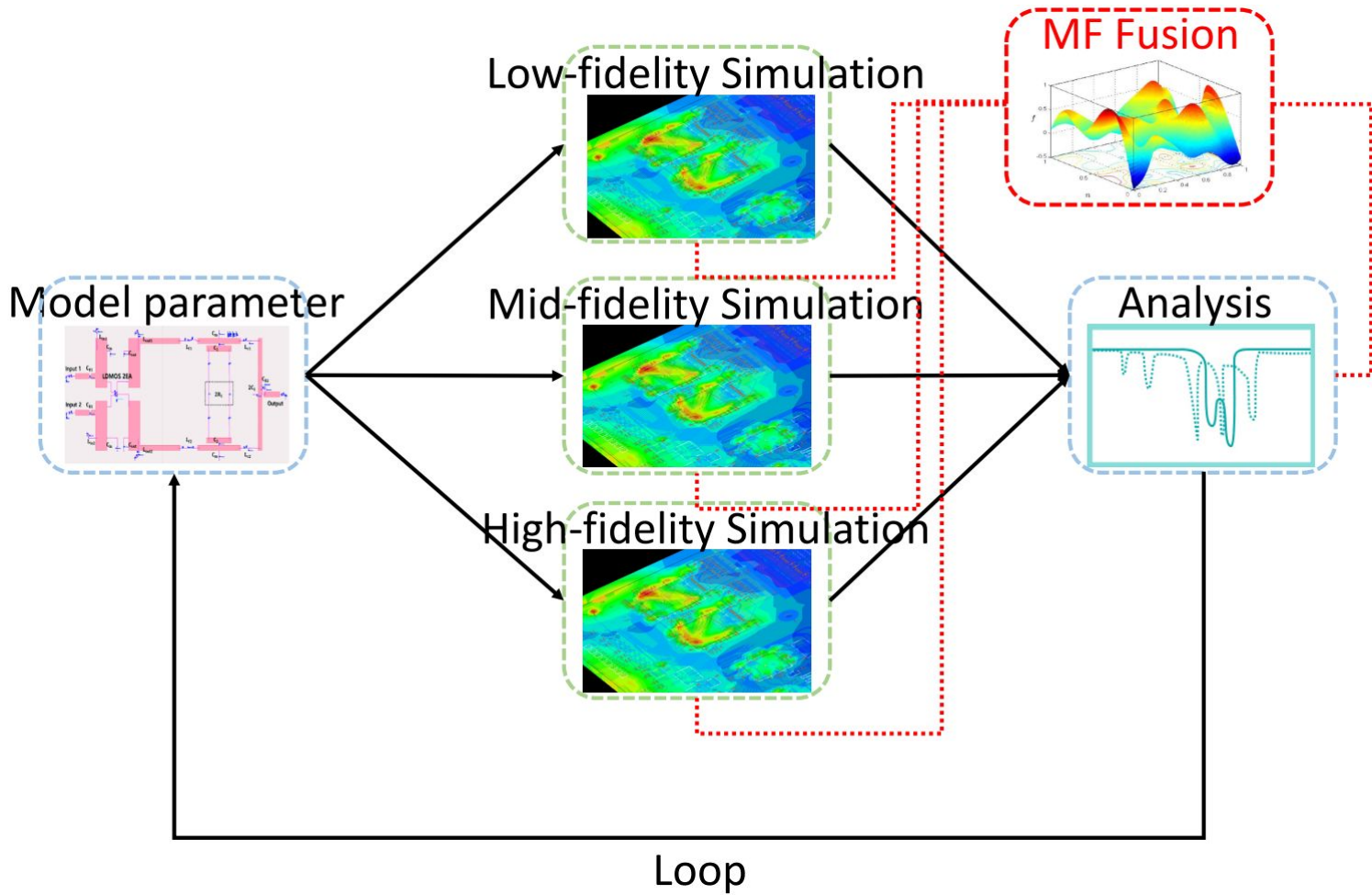
expensive!



Slides from Y. Wang, Z. Xing, and W. W. Xing, 'GAR: Generalized Autoregression for Multi-Fidelity Fusion', presented at the Advances in Neural Information Processing Systems, May 2022. Accessed: Feb. 05, 2024. [Online]. Available: <https://openreview.net/forum?id=aLNWp0pn1lj>







# General idea

Varying fidelity trade of:

- Quicker evaluation
- Less accurate results

+ MF Fusion algorithm that puts that together

# How to use it in your application

1. Find fidelity parameters you can change
2. Check if they reduce evaluation cost
3. Use [FidelityFusion](#) framework to optimize your search



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# Multi-fidelity in practice

## Objective:

Reduce time it takes to run scenarios of CARLA

so we can execute more at same cost

# 1. Find fidelity parameters you can change

CARLA fidelity params:

- Render quality
- Substepping (extra physics simulations)
- Frames per second (FPS)

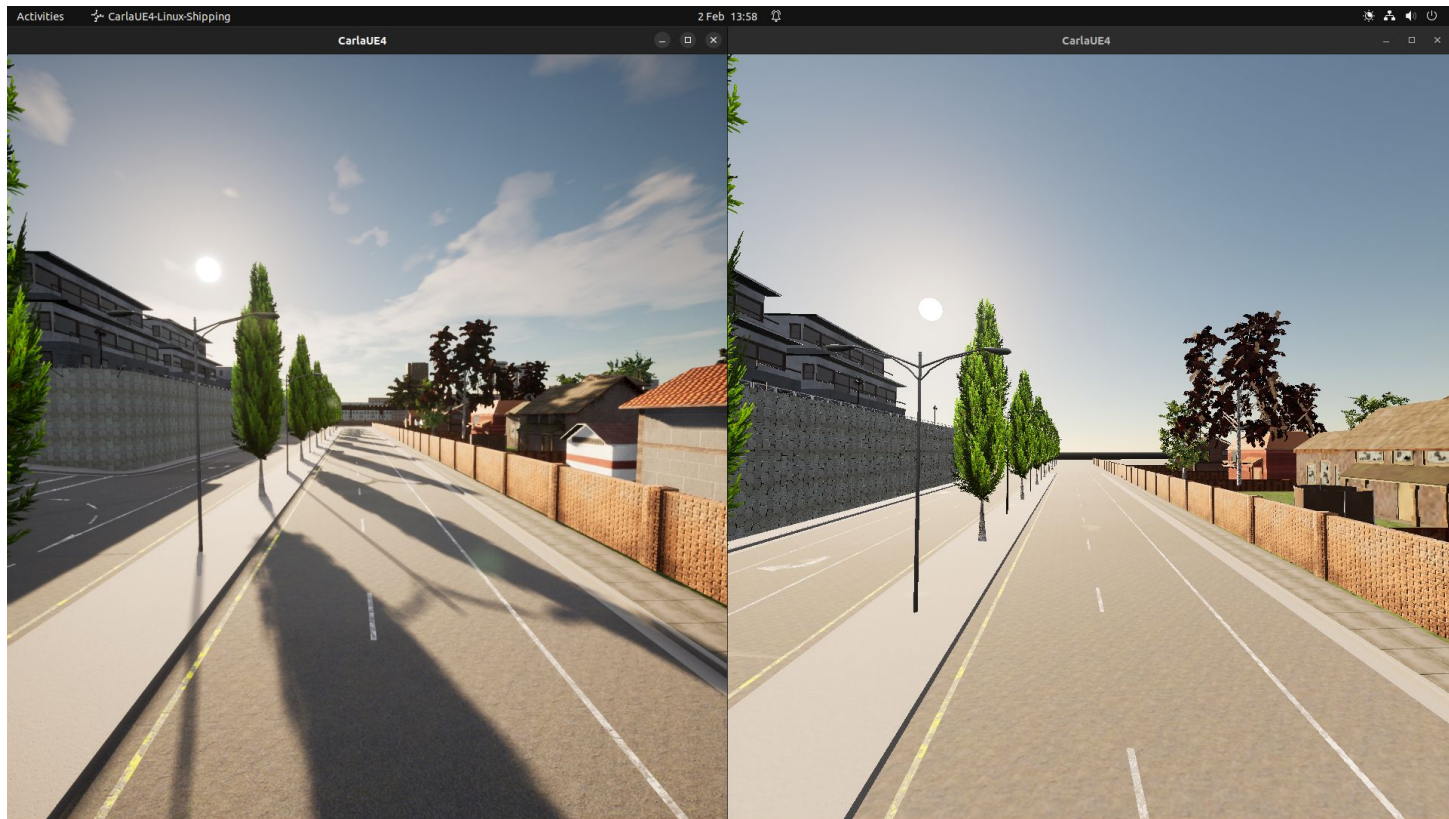
# CARLA render quality



'Epic' quality

'Low' quality

# CARLA render quality

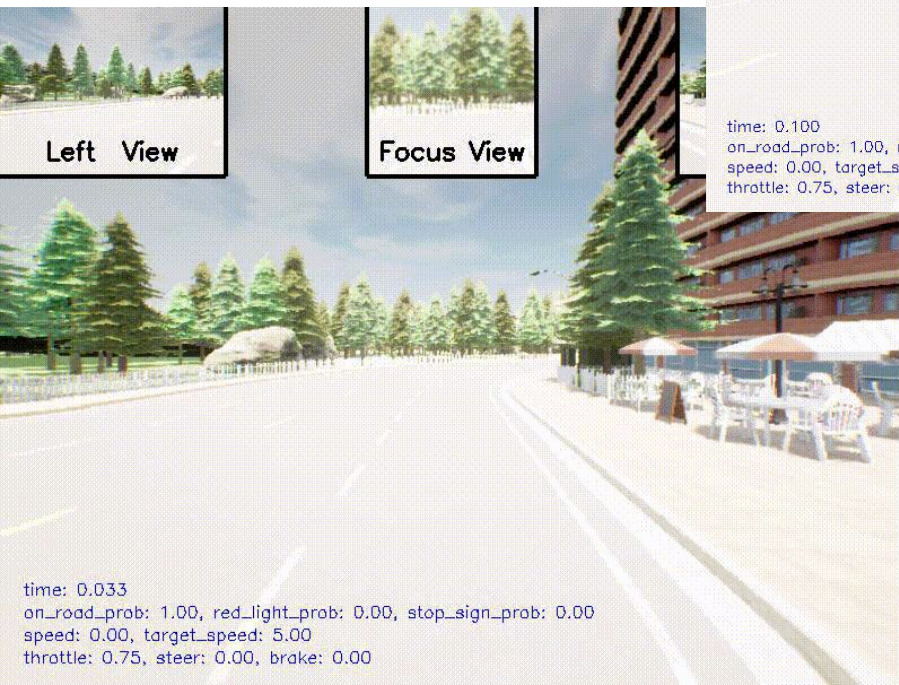
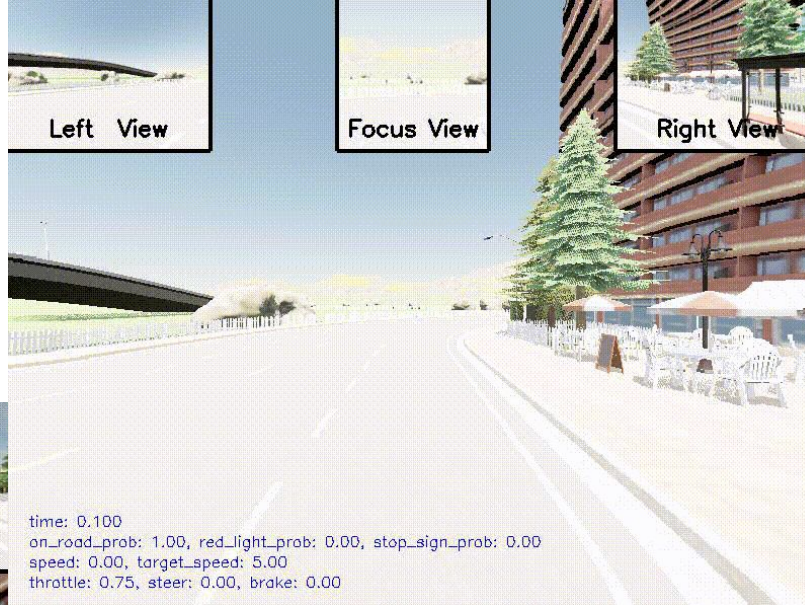


'Epic' quality

'Low' quality



10 FPS  
'Low' graphics



30 FPS  
'Epic' graphics

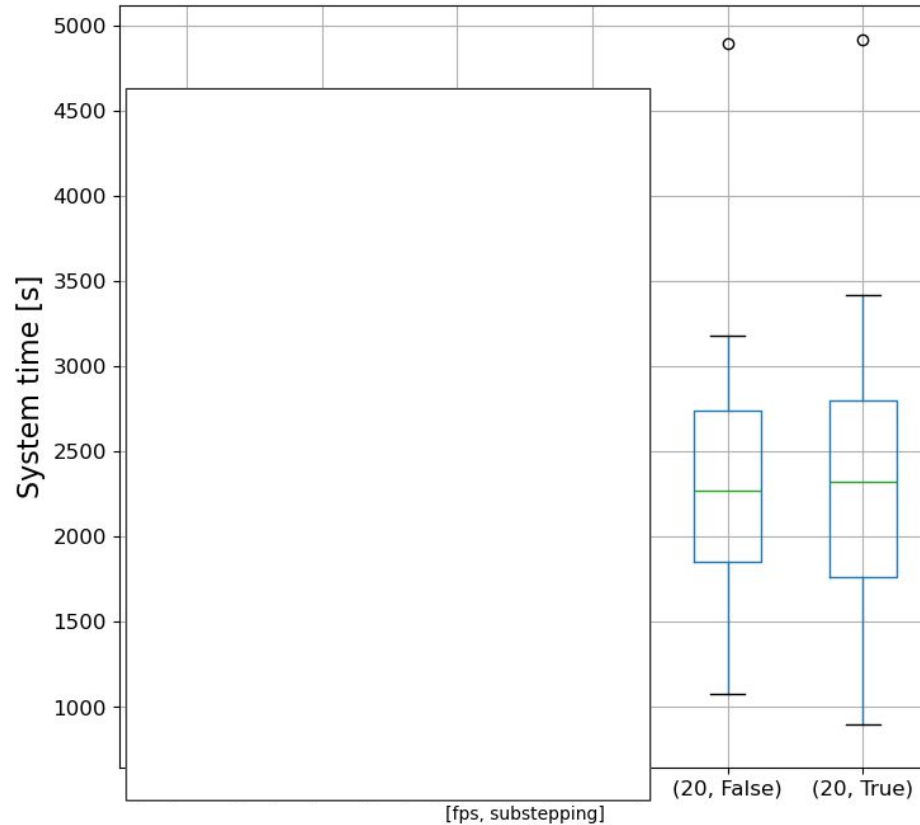
## 2. Check if fidelity params reduce evaluation cost

Expectation:

- The lower **FPS** the quicker the simulation is
- Turning off **substepping** reduces execution time

## 2. Check if fidelity params reduce evaluation cost

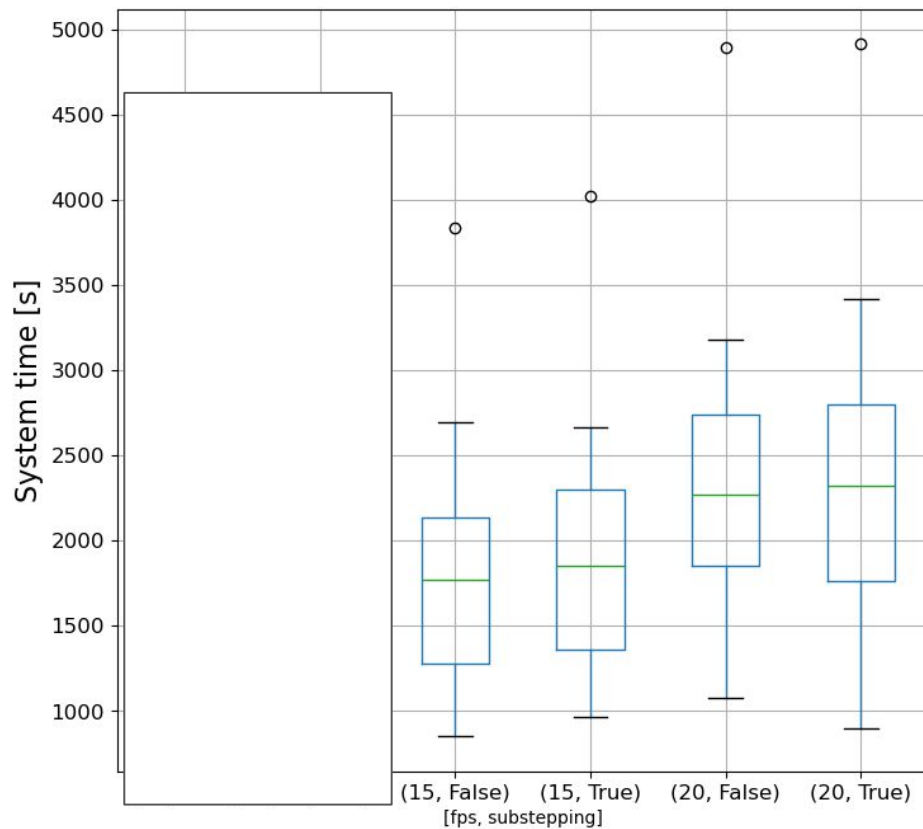
Reality:





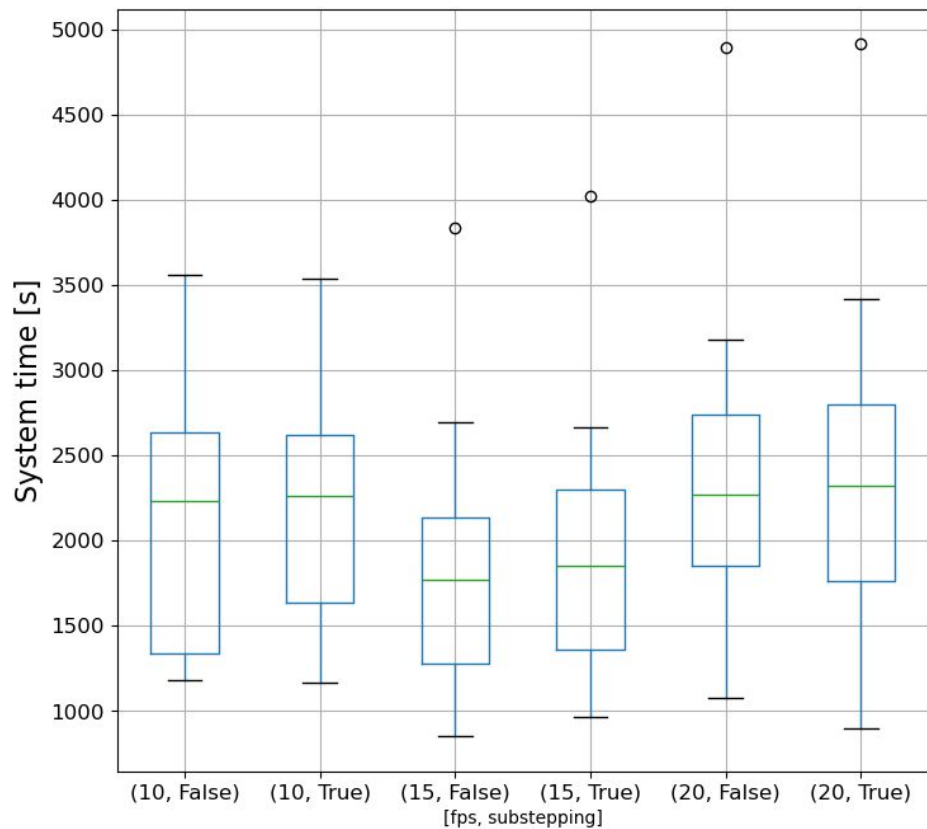
## 2. Check if fidelity params reduce evaluation cost

Reality:



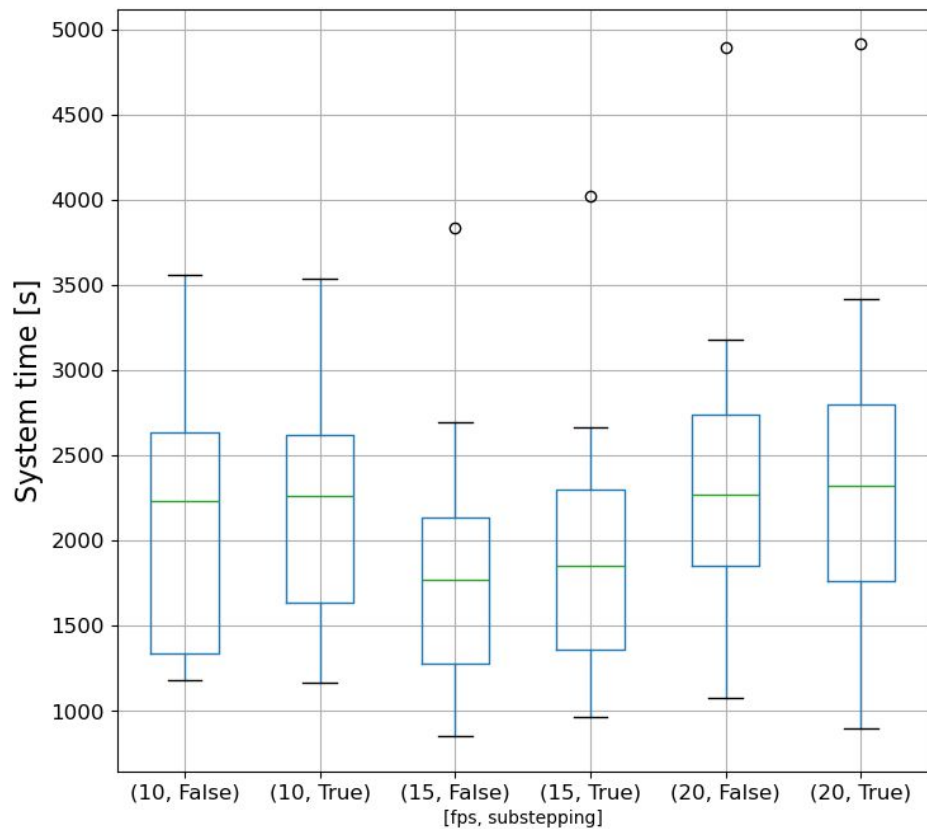
## 2. Check if fidelity params reduce evaluation cost

Reality:



## 2. Check if fidelity params reduce evaluation cost

Reality:



# Why my results are 'inconsistent'?

I don't know... maybe:

- Hardware was not isolated (was working at the time)
- ADS is not deterministic
- Too little executions

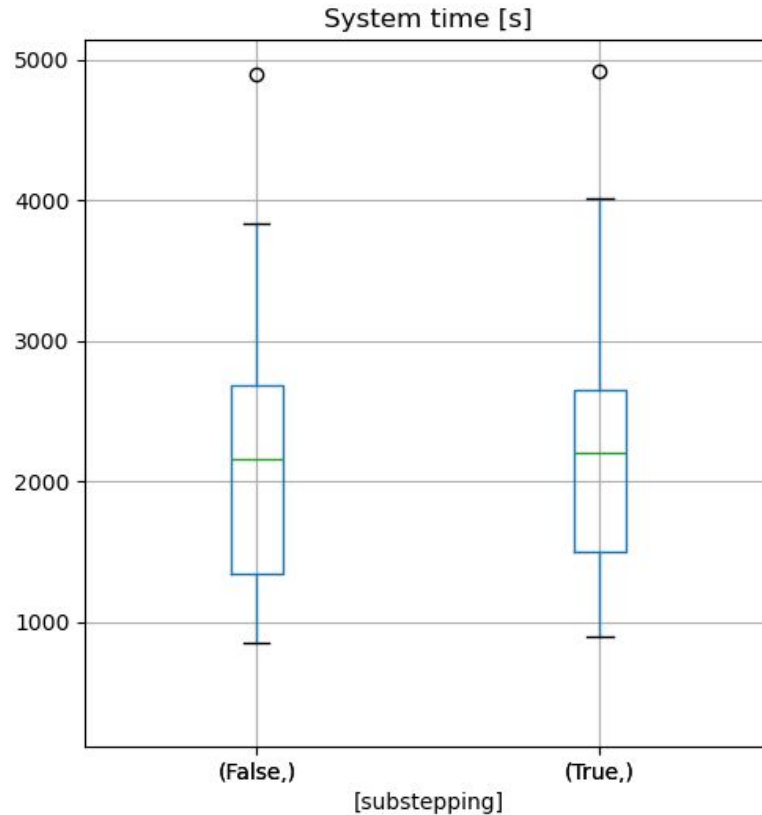
## 2. Check if fidelity params reduce evaluation cost

Reality:

Substepping

does not affect

execution time



# Next steps

- Redo experiments, more executions + after office hours
- Check other fidelity params
  - max drawing distance
  - rendering options
- 3. Plug [FidelityFusion](#) framework to optimize search for scenario generation

# Discussion

Where else multi-fidelity fusion can be applied?