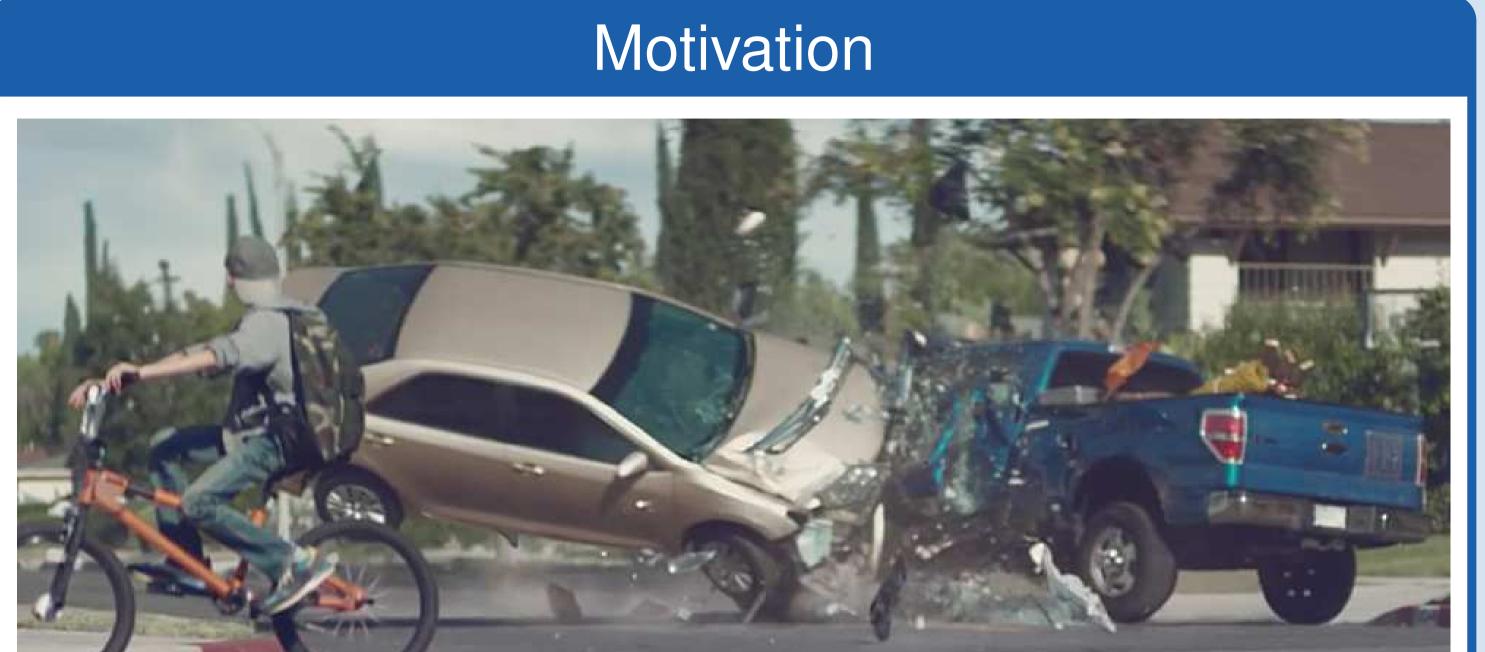
# **Automatic Generation of Safety-Critical Test Scenarios** for Collision Avoidance of Road Vehicles

#### Matthias Althoff and Sebastian Lutz Technische Universität München



### Main Algorithm

**Require:** Initial state  $x_0$ , threshold  $\epsilon$ , iteration limit  $it_{max}$ , binary search iteration limit  $\mu$ , weighting matrix W, reference area profile  $a_{ref}$ **Ensure:** critical scenario S1:  $\kappa_{new} \leftarrow 0$ ,  $\kappa_{old} \leftarrow -\infty$ ,  $it \leftarrow 0$ ,  $x_{0,curr} \leftarrow x_0$ 2: while  $|\kappa_{new} - \kappa_{old}| \ge \epsilon$  and  $it < it_{max}$  do  $success \leftarrow true$ while  $|\kappa_{new} - \kappa_{old}| \geq \epsilon$  and  $\texttt{success} = \texttt{true} \ \texttt{do}$ 4:  $\kappa_{old} \leftarrow \kappa_{new}, \quad x_{0,old} \leftarrow x_{0,curr}$ 5:  $x_{0,curr}, S, \texttt{success} \leftarrow \texttt{quadProg}(\texttt{solve})$  $\kappa_{new} \leftarrow (\gamma(S) - a_{ref})^T W(\gamma(S) - a_{ref})$ 



Creating dangerous situations from given, non-critical situations.

### Basic Idea

- Reduce testing effort in simulations by creating critical situations.
- Starting point: real traffic scenarios.
- Increase criticality by changing the initial position and velocity of each traffic participant (metric of criticality: reachable area of ego vehicle).
- Basic procedure:
  - 1. Compute the influence each vehicle has on the criticality.
  - 2. Find the optimal changes in position and velocity using sequential quadratic programming.
  - 3. Additionally, binary search is employed to recover from empty solution spaces.

- end while
- $x_{0,s}^{v} \leftarrow \texttt{binarySearch}(x_{0,old}, x_{0,curr}, \mu)$ 9:
- $S \leftarrow updateScenario(S, x_{0,s}^v)$ 10:
- $\kappa_{new} \leftarrow (\gamma(S) a_{ref})^T W(\gamma(S) a_{ref})$ 11:
- $it \leftarrow it + 1$ 12:

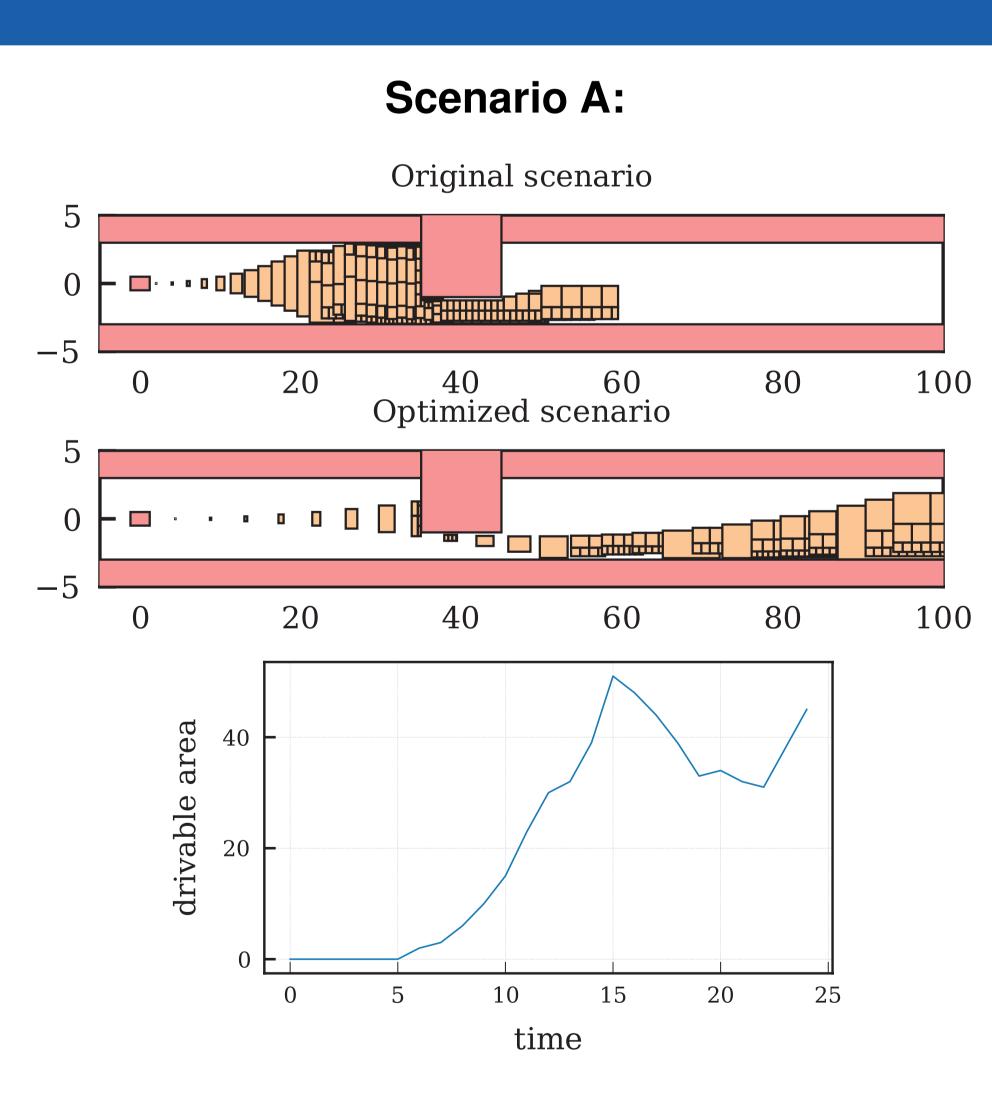
13: end while

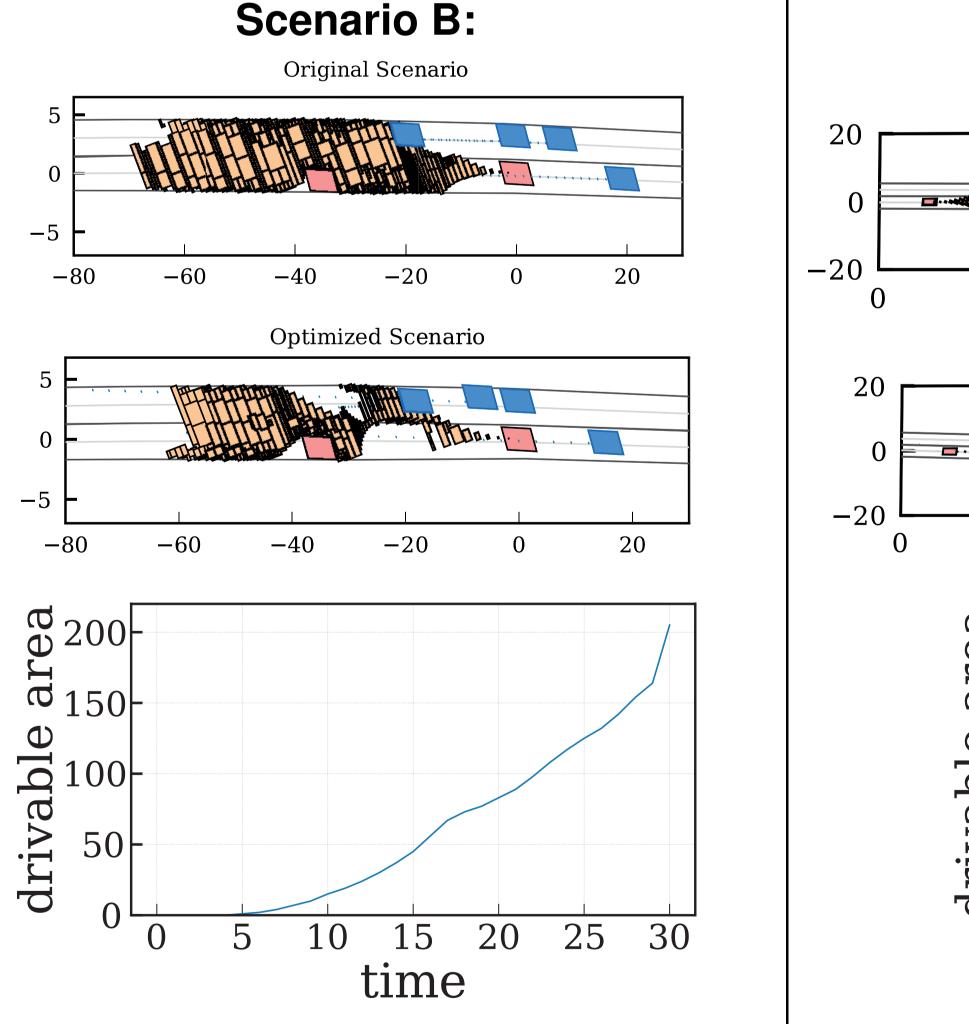
8:

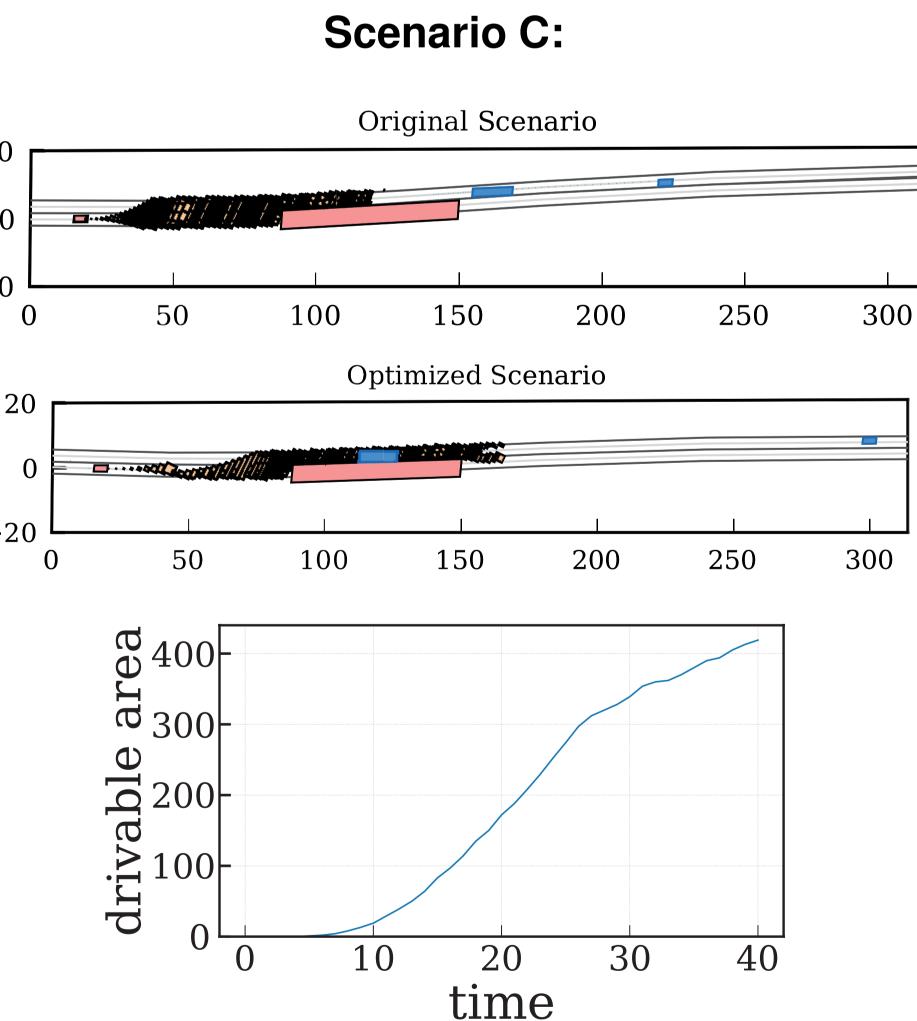
## Main Results

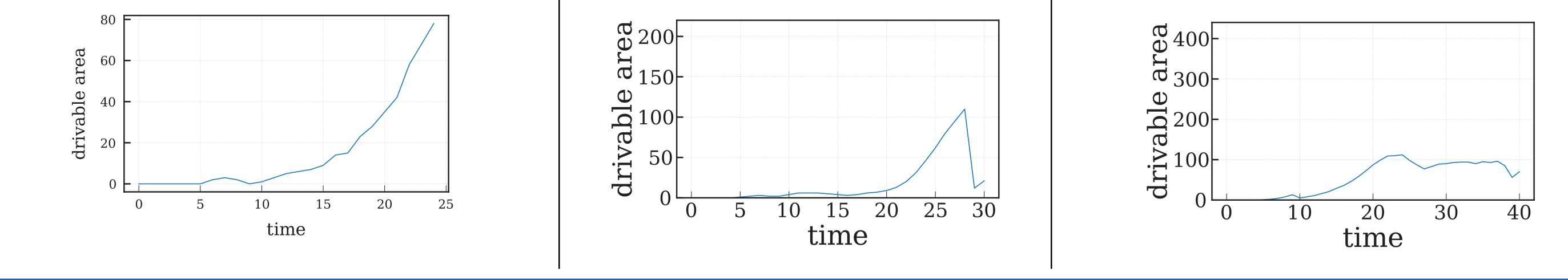
- Traffic situations can be automatically altered so that they become more critical.
- Solution space of the ego vehicle is a useful measure for criticality.
- Our approach does not require any user interaction.
- No guarantee for finding the most critical situation, but scenarios become significantly more critical.
- Computation time is within a few seconds.
- A critical scenario could save more than a thousand kilometers in a driving simulator.

#### Numerical Experiments









{althoff, sebastian.lutz}@tum.de

We gratefully acknowledge partial financial support by the project *interACT* within the EU Horizon 2020 programme under grant agreement No 723395. commonroad.in.tum.de

