MixSim: A Hierarchical Framework for Mixed Reality Traffic Simulation

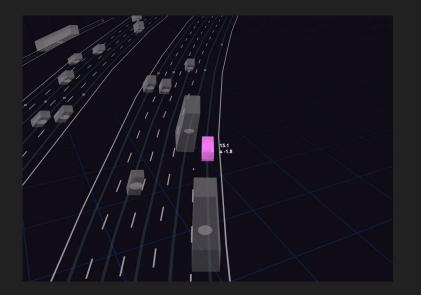
Simon Suo*, Kelvin Wong*, Justin Xu, James Tu, Alexander Cui, Sergio Casas, Raquel Urtasun

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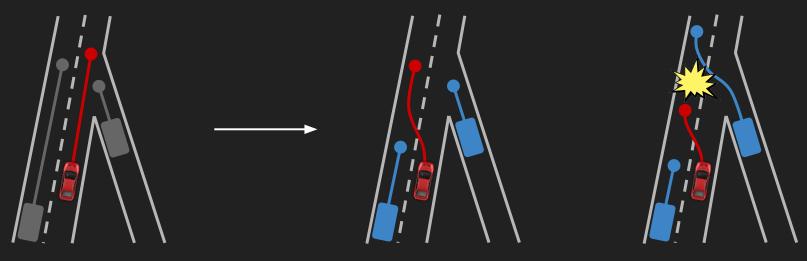
Industry today: non-reactive open-loop log replay



- X Traffic agents do not react to the SDV
- SDV cannot observe consequences of its actions
- Cannot evaluate SDV in hypothetical situations

Mixed reality traffic simulation

Real World Scenario

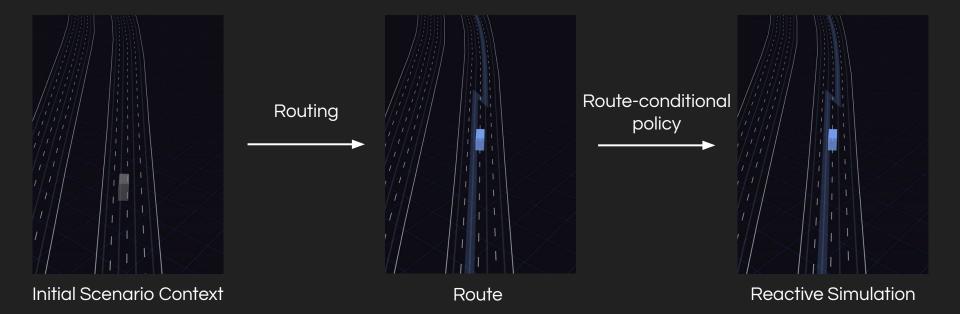


What if SDV lane changes?

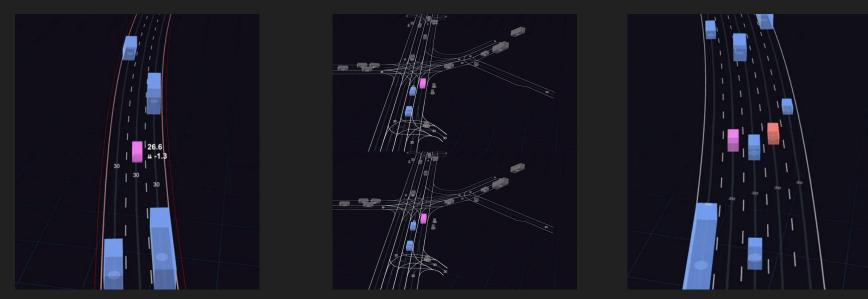
What if **agent** cuts in front?

Reactive and Controllable Digital Twin

MixSim: our hierarchical framework



MixSim: simulating mixed reality traffic scenarios

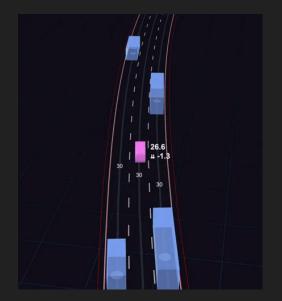


What if the **SDV** brakes?

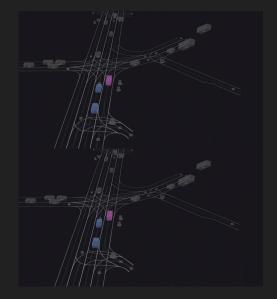
What if the **agents** take different routes?

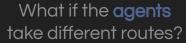
What if an **agent** cuts in front of the **SDV**?

Reactive re-simulation



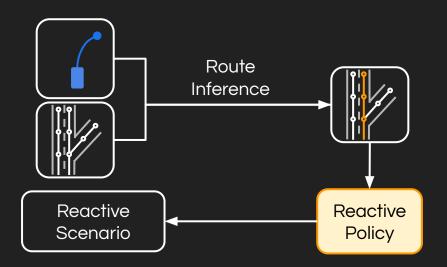
What if the **SDV** brakes?







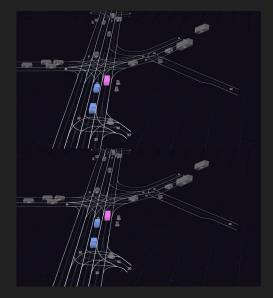
Reactive re-simulation



Sampling realistic variations



What if the **SDV** brakes?

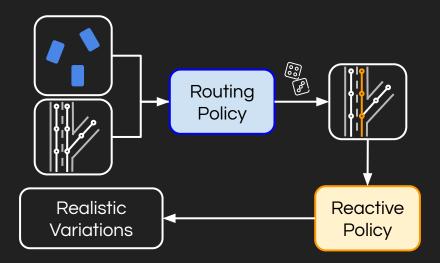




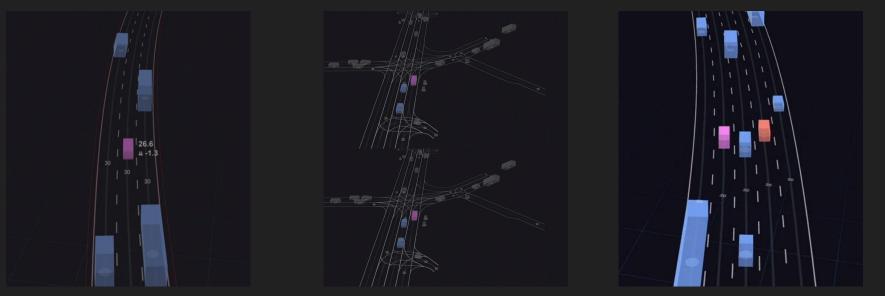
What if the **agents** take different routes?

What if an **agent** cuts in front of the **SDV**?

Sampling realistic variations



MixSim: simulating mixed reality traffic scenarios

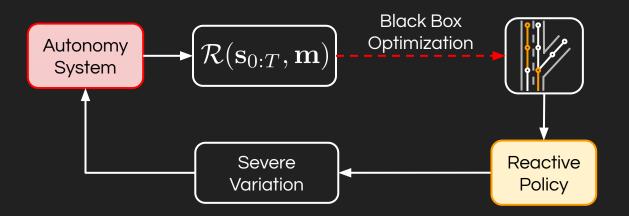


What if the SDV brakes?

What if the **agents** take different routes?

What if an **agent** cuts in front of the **SDV**?

Finding safety-critical variations



Summary

- MixSim: a hierarchical framework for *mixed reality traffic simulation*
 - Learn a hierarchical policy disentangling route from controls
 - By varying routes, we can simulate mixed reality traffic scenarios
- MixSim can re-simulate a real world scenario and explore its *what-if* scenarios
- This enables us to safely and accurately test an SDV in closed-loop simulation

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