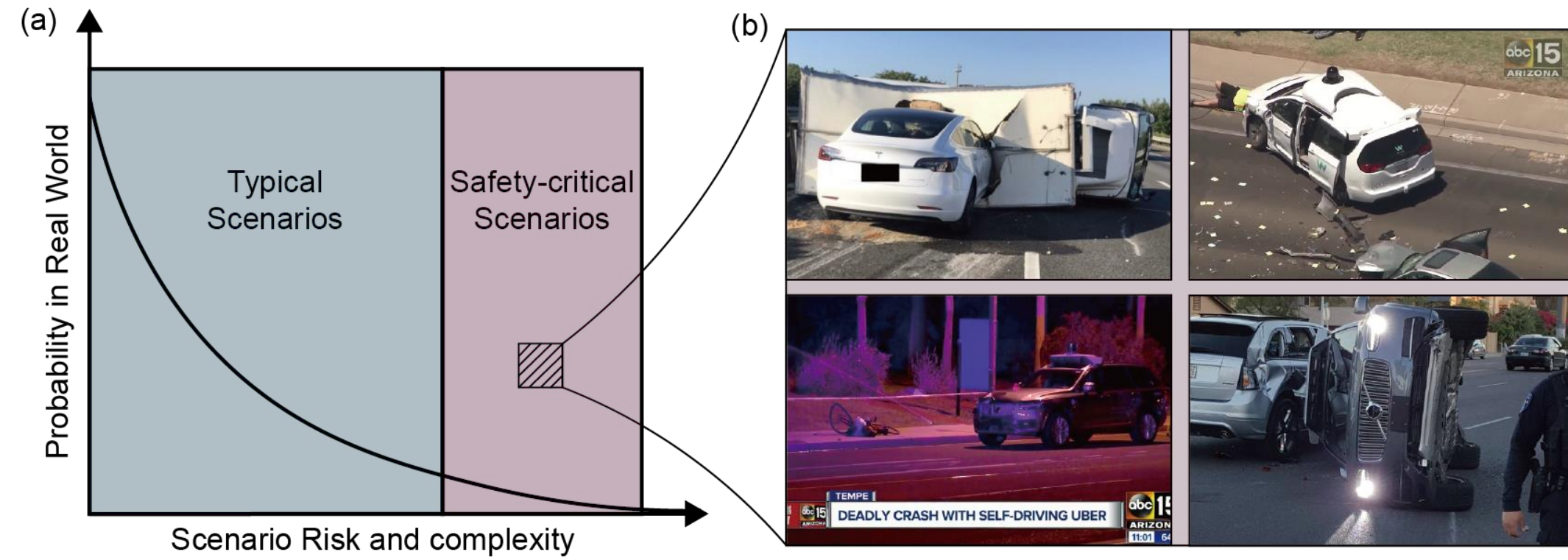
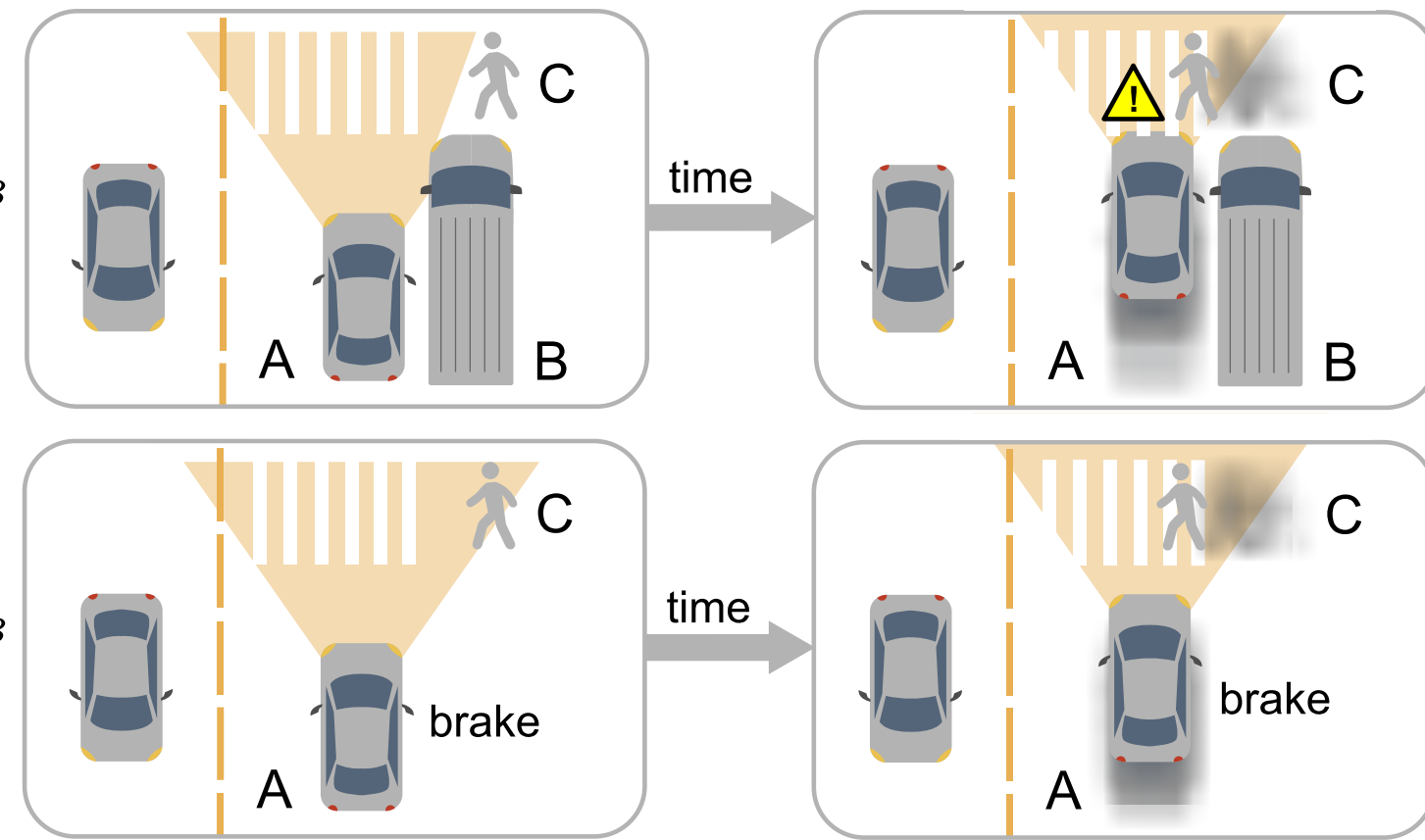


Motivation



- Autonomous Vehicles (AV) are usually developed and evaluated in typical scenarios, which are not enough for safety purpose.
- Adversarial Generation is one way to generate safety-critical scenarios as explored in existing works.
- However, adversarial attack is inefficient and lack of diversity.
- In this paper, we investigate how **causality** increases the efficiency.

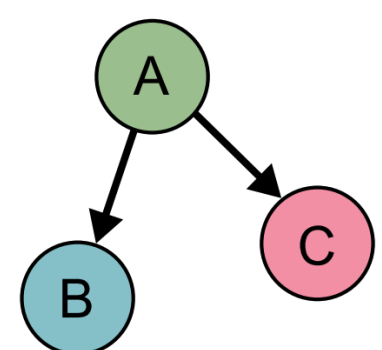
Safety-critical because the view of vehicle A is blocked by vehicle B



Not safety-critical if we remove vehicle B

Representation of Scenario

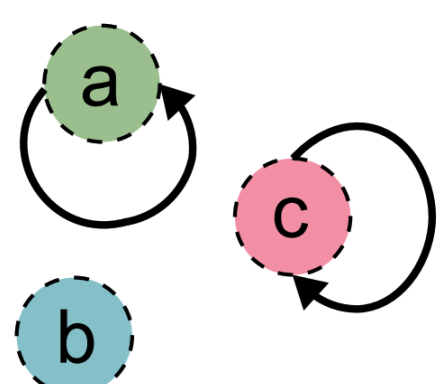
- Causal Graph (CG) $\mathcal{G}^C = (V^C, E^C)$



$$p(x_1, \dots, x_n) = \prod_{j=1}^n p_j(x_j | \mathbf{pa}(x_j))$$

Assume global Markov property

- Behavioral Graph (BG) $\mathcal{G}^B = (V^B, E^B)$

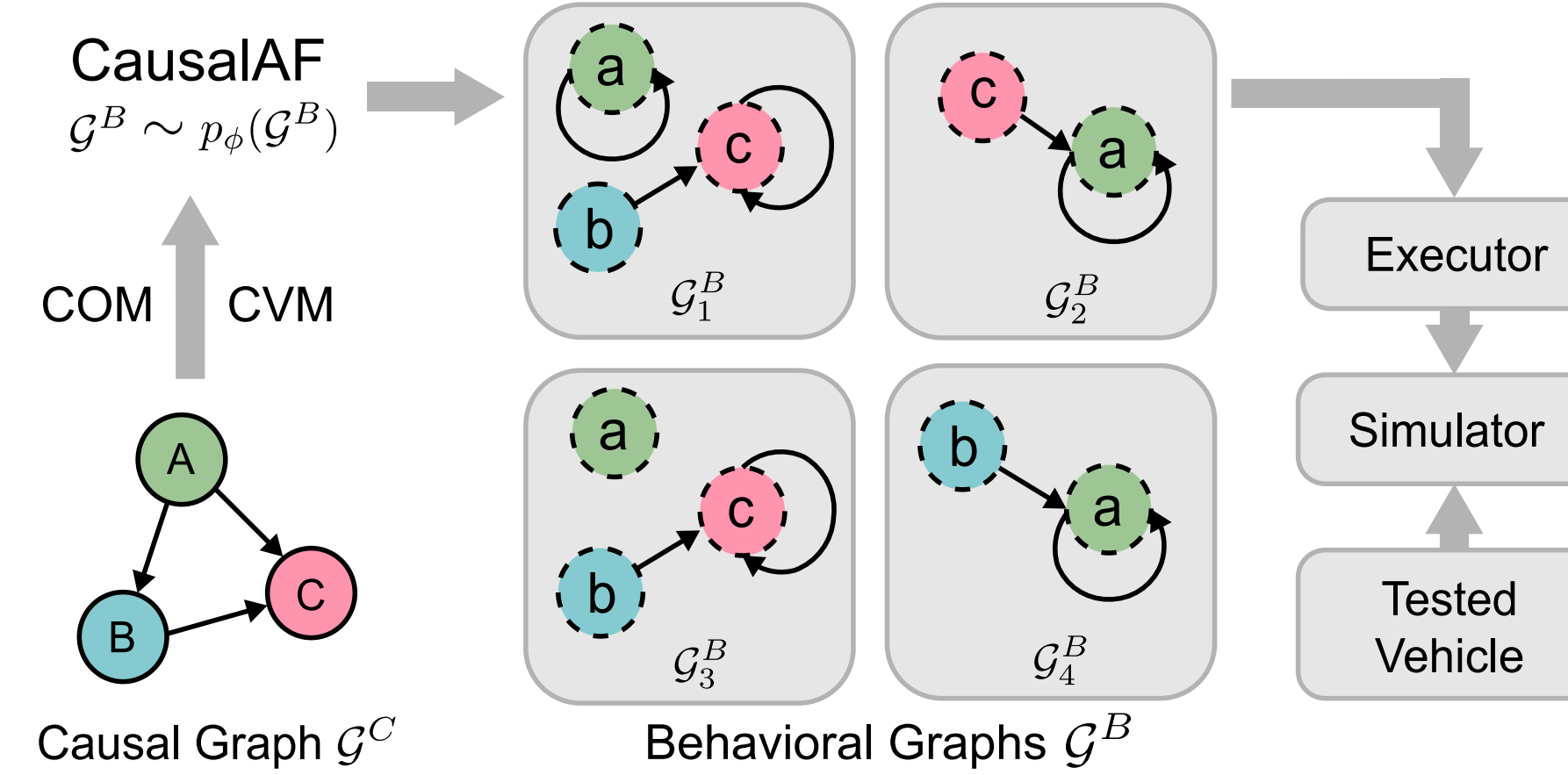


(i, i) means independent action

(i, j) means i influence j

Proposed Method (CausalAF)

1. High-level Framework



Use Normalizing flow as generative model

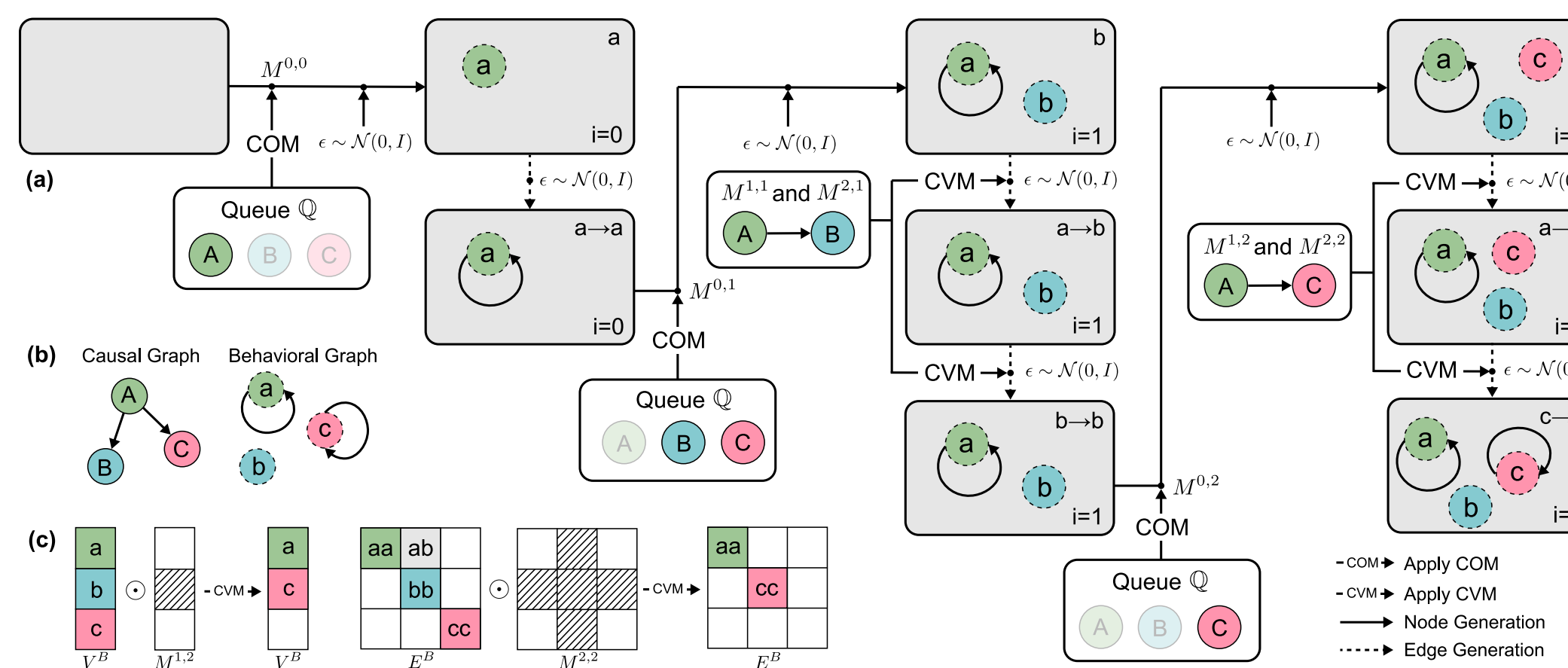
$$p_x(x) = p_0(f^{-1}(x)) \left| \det \frac{\partial f^{-1}(x)}{\partial x} \right|$$

$$x = z_K = f_K^{-1} \circ f_{K-1}^{-1} \circ \dots \circ f_0^{-1} = M_\phi^{-1}(z_0), \quad z_0 \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$$

$$\text{Node generation } V^B[i, :] \sim \mathcal{N}(\mu_i^v, (\sigma_i^v)^2) = \mu_i^v + \sigma_i^v \odot \epsilon$$

$$\text{Edge generation } E^B[i, j, :] \sim \mathcal{N}(\mu_{i,j}^e, (\sigma_{i,j}^e)^2) = \mu_{i,j}^e + \sigma_{i,j}^e \odot \epsilon$$

2. Autoregressive Generation



Causal Graph works as two masks

- Causal Ordering Mask (COM) $M^o(\mathcal{G}^C)$

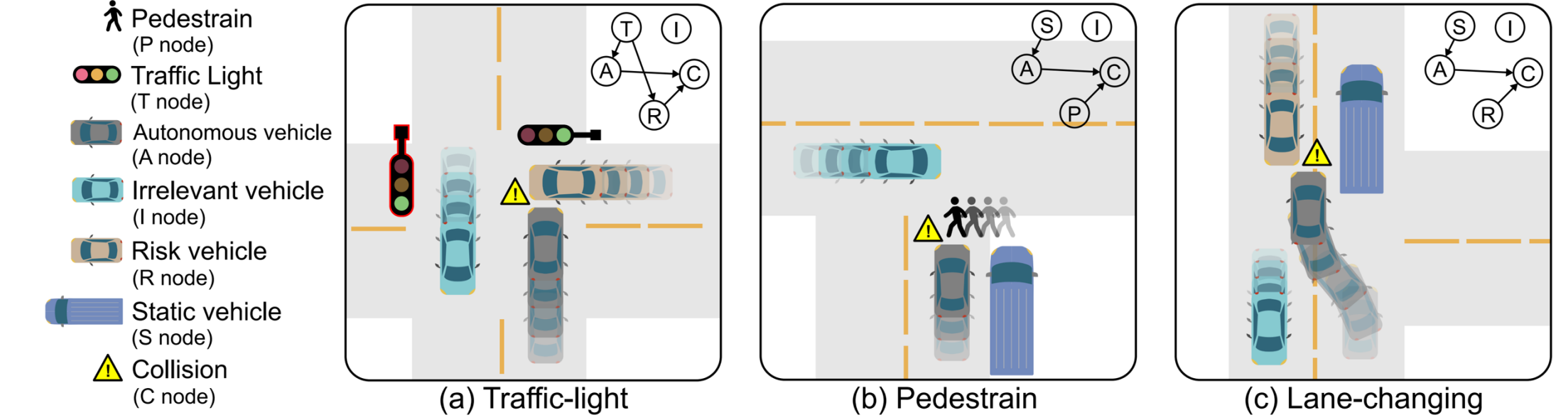
$$\text{One-hot mask } v_i = \arg \max(M^o(\mathcal{G}^C) \odot \text{softmax}(V^B[i, :]))$$

- Causal Visibility Mask (CVM) $M^x(\mathcal{G}^C) M^e(\mathcal{G}^C)$

$$\text{Mask out non-cause nodes } V^B(t) = V^B(t) \odot M^x(\mathcal{G}^C)$$

$$E^B(t) = E^B(t) \odot M^e(\mathcal{G}^C)$$

Environment Scenario



Traffic-light. One potential safety-critical event could happen when the traffic light T turns from green to yellow to give the road right to an autonomous vehicle A.

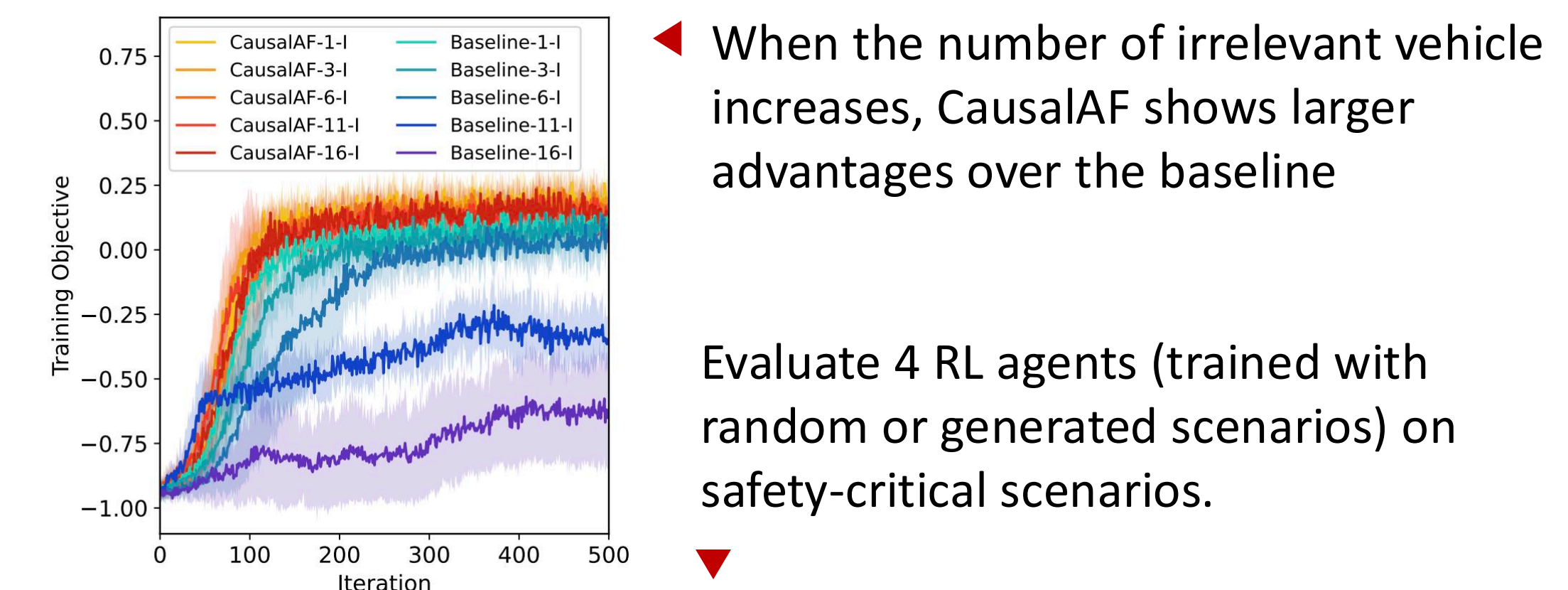
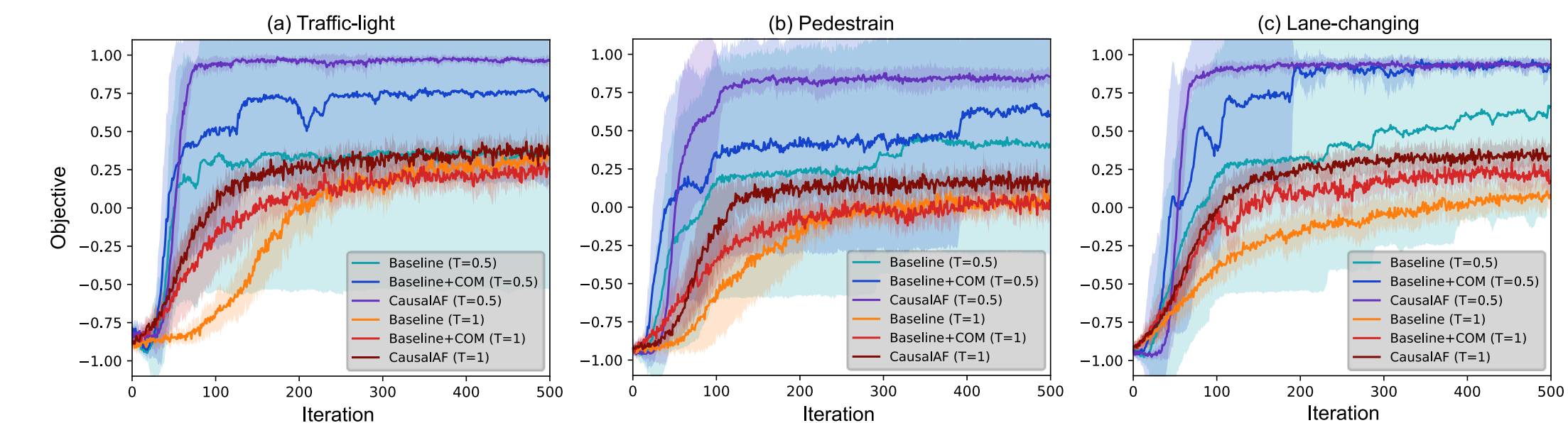
Pedestrian. A pedestrian P and an autonomous vehicle A are crossing the road in vertical directions.

Lane-changing. An autonomous vehicle A takes a lane-changing behavior due to a static car S parked in front of it. Meanwhile, a vehicle R drives in the opposite lane.

Experiment

Table 1: Results of safety-critical scenario generation. **Bold font** means the best.

Environment	L2C [5]	MMG [4]	SAC [15]	Baseline	Baseline+COM	CausalAF
Traffic-light	0.63±0.28	0.31±0.54	0.47±0.61	0.29±0.84	0.69±0.52	0.98±0.01
Pedestrian	0.69±0.41	0.43±0.56	0.38±0.49	0.35±0.65	0.57±0.48	0.83±0.13
Lane-changing	0.85±0.10	0.56±0.36	0.58±0.41	0.53±0.69	0.88±0.04	0.91±0.06



When the number of irrelevant vehicle increases, CausalAF shows larger advantages over the baseline

Evaluate 4 RL agents (trained with random or generated scenarios) on safety-critical scenarios.

Table 2: Comparison of RL algorithms evaluated on safety-critical scenarios

Method	Traffic-light		Pedestrian		Lane-changing	
	Random	Generated	Random	Generated	Random	Generated
SAC [15]	0.35±0.23	0.91±0.03	0.30±0.41	0.92±0.03	0.49±0.37	0.95±0.04
PPO [16]	0.27±0.33	0.86±0.10	0.23±0.49	0.80±0.12	0.37±0.38	0.92±0.04
DDPG [17]	0.42±0.49	0.89±0.07	0.27±0.52	0.85±0.09	0.48±0.39	0.95±0.02
MBRL [18]	0.62±0.11	0.98±0.02	0.50±0.11	0.97±0.01	0.73±0.13	0.98±0.01