



PGDrive Simulator

To evaluate and improve the generalization of end-to-end driving, we introduce PGDrive, an open-ended and highly configurable driving simulator.



A. Driving map built from elementary road blocks.

B. Multi-modal observations provided by PGDrive, including Lidar-like cloud points, RGB / depth camera, bird-view semantic map and scalar sensory data.

C. Interface of the PGDrive simulator for visualization and manual control.

Procedural Generation

We define seven typical types of road blocks and use the Procedural Generation (PG) technique to automatically select and assemble these blocks into diverse driving scenes.



PGDrive: Procedural Generation of Driving Environments for Generalization

Quanyi Li^{1*}, Zhenghao Peng^{2*}, Qihang Zhang^{3,4}, Chunxiao Liu³, Bolei Zhou² ¹Centre for Perceptual and Interactive Intelligence, ²The Chinese University of Hong Kong, ³SenseTime Research, ⁴Zhejiang University







Some Generated Maps



Experiment Result

Experiment Setting:

We split the generated maps into two sets: the *training* set and *test* set. We train the agents with two popular Reinforcement Learning (RL) algorithms, PPO and SAC.

Main Result:

The generalization of RL agents can be improved by increasing the diversity of training environments.



Other Applications



Fig. 1 Safe RL

- exploration problem in RL.
- controllable agents running concurrently.

Conclusion

We introduce the **PGDrive**, an open-ended and highly customizable driving simulator with the feature of procedural generation. Experiment results show that increasing the diversity of training environments can substantially improve the generalization of the end-to-end driving. Website: https://decisionforce.github.io/pgdrive/ **Github:** <u>https://github.com/decisionforce/pgdrive</u> **Paper:** Improving the Generalization of End-to-End Driving through **Procedural Generation**



Fig. 2 Multi-Agent RL

• Safe RL: PGDrive supports scattering obstacles in the road and recording the collision, which is useful for investigating the safe

Multi-agent RL: Complex Multi-agent scenarios such as tollgate, rounadbout, intersection, parking lot, bottleneck etc. can be easily assembled. Besides, PGDrive can reach ~50 FPS in PC with +40