

START program

Acceptable parameters: braking

car\_1\_v (m/c) | distance (m)

10	3
10	4
10	5
10	6
10	7
10	8
10	9
10	10
10	11
10	12
10	13
10	14
11	6
11	7
11	8
11	9
11	10
11	11
11	12
11	13
11	14
11	15
11	16
11	17
11	18
12	9
12	10
12	11
12	12
12	13
12	14
12	15
12	16
12	17
12	18
12	19
12	20
13	12
13	13
13	14
13	15
13	16
13	17
13	18
13	19
13	20
14	15
14	16
14	17
14	18
14	19
14	20
15	18
15	19
15	20

Acceptable parameters: speedup

car\_1\_v (m/c) | distance (m)

```

12      0
12      1
13      2
13      3
14      4
14      5
14      6
15      6
15      7
15      8
15      9
16      8
16      9
16     10
16     11
17     10
17     11
17     12
17     13
17     14
18     12
18     13
18     14
18     15
18     16
19     14
19     15
19     16
19     17
19     18
20     16
20     17
20     18
20     19
20     20

```

Acceptable parameters: change

car\_1\_v (m/c) | distance (m) | car\_1\_min\_curvature (1/m) | car\_1\_max\_curvature (1/m)

```

10.0000      0  0.0235  0.0471
10.0000  1.0000  0.0235  0.0471
10.0000  2.0000  0.0118  0.0471
10.0000  3.0000  0.0118  0.0471
10.0000  4.0000  0.0118  0.0471
10.0000  5.0000  0.0118  0.0471
10.0000  6.0000  0.0118  0.0471
10.0000  7.0000  0.0118  0.0471
10.0000  8.0000  0.0118  0.0471
10.0000  9.0000  0.0118  0.0471
10.0000 10.0000  0.0118  0.0471
10.0000 11.0000  0.0118  0.0471
10.0000 12.0000  0.0118  0.0471
10.0000 13.0000  0.0118  0.0471
10.0000 14.0000  0.0118  0.0471
11.0000      0  0.0195  0.0389
11.0000  1.0000  0.0195  0.0389
11.0000  2.0000  0.0195  0.0389
11.0000  3.0000  0.0195  0.0389
11.0000  4.0000  0.0195  0.0389
11.0000  5.0000  0.0097  0.0389
11.0000  6.0000  0.0097  0.0389

```

11.0000	7.0000	0.0097	0.0389
11.0000	8.0000	0.0097	0.0389
11.0000	9.0000	0.0097	0.0389
11.0000	10.0000	0.0097	0.0389
11.0000	11.0000	0.0097	0.0389
11.0000	12.0000	0.0097	0.0389
11.0000	13.0000	0.0097	0.0389
11.0000	14.0000	0.0097	0.0389
11.0000	15.0000	0.0097	0.0389
11.0000	16.0000	0.0097	0.0389
11.0000	17.0000	0.0097	0.0389
11.0000	18.0000	0.0097	0.0389
12.0000	2.0000	0.0245	0.0327
12.0000	3.0000	0.0164	0.0327
12.0000	4.0000	0.0164	0.0327
12.0000	5.0000	0.0164	0.0327
12.0000	6.0000	0.0164	0.0327
12.0000	7.0000	0.0164	0.0327
12.0000	8.0000	0.0082	0.0327
12.0000	9.0000	0.0082	0.0327
12.0000	10.0000	0.0082	0.0327
12.0000	11.0000	0.0082	0.0327
12.0000	12.0000	0.0082	0.0327
12.0000	13.0000	0.0082	0.0327
12.0000	14.0000	0.0082	0.0327
12.0000	15.0000	0.0082	0.0327
12.0000	16.0000	0.0082	0.0327
12.0000	17.0000	0.0082	0.0327
12.0000	18.0000	0.0082	0.0327
12.0000	19.0000	0.0082	0.0327
12.0000	20.0000	0.0082	0.0327
13.0000	4.0000	0.0139	0.0279
13.0000	5.0000	0.0209	0.0279
13.0000	6.0000	0.0139	0.0279
13.0000	7.0000	0.0139	0.0279
13.0000	8.0000	0.0139	0.0279
13.0000	9.0000	0.0139	0.0279
13.0000	10.0000	0.0139	0.0279
13.0000	11.0000	0.0139	0.0279
13.0000	12.0000	0.0070	0.0279
13.0000	13.0000	0.0070	0.0279
13.0000	14.0000	0.0070	0.0279
13.0000	15.0000	0.0070	0.0279
13.0000	16.0000	0.0070	0.0279
13.0000	17.0000	0.0070	0.0279
13.0000	18.0000	0.0070	0.0279
13.0000	19.0000	0.0070	0.0279
13.0000	20.0000	0.0070	0.0279
14.0000	6.0000	0.0060	0.0240
14.0000	7.0000	0.0120	0.0240
14.0000	8.0000	0.0180	0.0240
14.0000	9.0000	0.0120	0.0240
14.0000	10.0000	0.0120	0.0240
14.0000	11.0000	0.0120	0.0240
14.0000	12.0000	0.0120	0.0240
14.0000	13.0000	0.0120	0.0240
14.0000	14.0000	0.0120	0.0240
14.0000	15.0000	0.0060	0.0240
14.0000	16.0000	0.0060	0.0240
14.0000	17.0000	0.0060	0.0240
14.0000	18.0000	0.0060	0.0240
14.0000	19.0000	0.0060	0.0240

14.0000	20.0000	0.0060	0.0240
15.0000	8.0000	0.0052	0.0209
15.0000	9.0000	0.0105	0.0209
15.0000	10.0000	0.0105	0.0209
15.0000	11.0000	0.0157	0.0209
15.0000	12.0000	0.0105	0.0209
15.0000	13.0000	0.0105	0.0209
15.0000	14.0000	0.0105	0.0209
15.0000	15.0000	0.0105	0.0209
15.0000	16.0000	0.0105	0.0209
15.0000	17.0000	0.0105	0.0209
15.0000	18.0000	0.0105	0.0209
15.0000	19.0000	0.0052	0.0209
15.0000	20.0000	0.0052	0.0209
16.0000	10.0000	0.0046	0.0184
16.0000	11.0000	0.0046	0.0184
16.0000	12.0000	0.0092	0.0184
16.0000	13.0000	0.0092	0.0184
16.0000	14.0000	0.0138	0.0184
16.0000	15.0000	0.0092	0.0184
16.0000	16.0000	0.0092	0.0184
16.0000	17.0000	0.0092	0.0184
16.0000	18.0000	0.0092	0.0184
16.0000	19.0000	0.0092	0.0184
16.0000	20.0000	0.0092	0.0184
17.0000	12.0000	0.0041	0.0163
17.0000	13.0000	0.0041	0.0163
17.0000	14.0000	0.0041	0.0163
17.0000	15.0000	0.0081	0.0163
17.0000	16.0000	0.0081	0.0163
17.0000	17.0000	0.0122	0.0163
17.0000	18.0000	0.0081	0.0163
17.0000	19.0000	0.0081	0.0163
17.0000	20.0000	0.0081	0.0163
18.0000	14.0000	0.0036	0.0145
18.0000	15.0000	0.0036	0.0145
18.0000	16.0000	0.0036	0.0145
18.0000	17.0000	0.0073	0.0145
18.0000	18.0000	0.0073	0.0145
18.0000	19.0000	0.0109	0.0145
18.0000	20.0000	0.0109	0.0145
19.0000	16.0000	0.0033	0.0130
19.0000	17.0000	0.0033	0.0130
19.0000	18.0000	0.0033	0.0130
19.0000	19.0000	0.0033	0.0130
19.0000	20.0000	0.0065	0.0130
20.0000	18.0000	0.0029	0.0118
20.0000	19.0000	0.0029	0.0118
20.0000	20.0000	0.0029	0.0118

Acceptable maneuvers:

Parameters:

car\_1\_v\_grid:

10  
11  
12  
13  
14

15  
16  
17  
18  
19  
20

distance\_grid:

0  
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15  
16  
17  
18  
19  
20

car\_1\_v = 10 m/c, distance = 0 m

braking: NOT NEEDED, COLLISION  
speedup: NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature\_range = [0.023544, 0.047088]

car\_1\_v = 10 m/c, distance = 1 m

braking: NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature\_range = [0.023544, 0.047088]

car\_1\_v = 10 m/c, distance = 2 m

braking: NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature\_range = [0.011772, 0.047088]

car\_1\_v = 10 m/c, distance = 3 m

braking: NEEDED, SUCCESS  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature\_range = [0.011772, 0.047088]

car\_1\_v = 10 m/c, distance = 4 m

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.011772, 0.047088]
```

```
car_1_v = 10 m/c, distance = 5 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.011772, 0.047088]
```

```
car_1_v = 10 m/c, distance = 6 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.011772, 0.047088]
```

```
car_1_v = 10 m/c, distance = 7 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.011772, 0.047088]
```

```
car_1_v = 10 m/c, distance = 8 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.011772, 0.047088]
```

```
car_1_v = 10 m/c, distance = 9 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.011772, 0.047088]
```

```
car_1_v = 10 m/c, distance = 10 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.011772, 0.047088]
```

```
car_1_v = 10 m/c, distance = 11 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.011772, 0.047088]
```

```
car_1_v = 10 m/c, distance = 12 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.011772, 0.047088]
```

```
car_1_v = 10 m/c, distance = 13 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.011772, 0.047088]
```

```
car_1_v = 10 m/c, distance = 14 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.011772, 0.047088]
```

```
car_1_v = 10 m/c, distance = 15 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION
```

```
car_1_v = 10 m/c, distance = 16 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION
```

```
car_1_v = 10 m/c, distance = 17 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION
```

```
car_1_v = 10 m/c, distance = 18 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION
```

```
car_1_v = 10 m/c, distance = 19 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION
```

```
car_1_v = 10 m/c, distance = 20 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION
```

```
car_1_v = 11 m/c, distance = 0 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.019458, 0.038916]
```

```
car_1_v = 11 m/c, distance = 1 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.019458, 0.038916]
```

```
car_1_v = 11 m/c, distance = 2 m
    braking: NOT NEEDED, COLLISION
    speedup: NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.019458, 0.038916]

car_1_v = 11 m/c, distance = 3 m
    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.019458, 0.038916]

car_1_v = 11 m/c, distance = 4 m
    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.019458, 0.038916]

car_1_v = 11 m/c, distance = 5 m
    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 6 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 7 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 8 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 9 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 10 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
```



```
        curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 11 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 12 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 13 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 14 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 15 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 16 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 17 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 18 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0097289, 0.038916]

car_1_v = 11 m/c, distance = 19 m

    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
```

change : NOT NEEDED, COLLISION

car\_1\_v = 11 m/c, distance = 20 m

braking: NOT NEEDED, COLLISION

speedup: NOT NEEDED, COLLISION

change : NOT NEEDED, COLLISION

car\_1\_v = 12 m/c, distance = 0 m

braking: NOT NEEDED, COLLISION

speedup: NEEDED, SUCCESS

change : NOT NEEDED, COLLISION

car\_1\_v = 12 m/c, distance = 1 m

braking: NOT NEEDED, COLLISION

speedup: NEEDED, SUCCESS

change : NOT NEEDED, COLLISION

car\_1\_v = 12 m/c, distance = 2 m

braking: NOT NEEDED, COLLISION

speedup: NEEDED, COLLISION

change : NEEDED, SUCCESS

curvature\_range = [0.024525, 0.0327]

car\_1\_v = 12 m/c, distance = 3 m

braking: NOT NEEDED, COLLISION

speedup: NEEDED, COLLISION

change : NEEDED, SUCCESS

curvature\_range = [0.01635, 0.0327]

car\_1\_v = 12 m/c, distance = 4 m

braking: NOT NEEDED, COLLISION

speedup: NEEDED, COLLISION

change : NEEDED, SUCCESS

curvature\_range = [0.01635, 0.0327]

car\_1\_v = 12 m/c, distance = 5 m

braking: NEEDED, COLLISION

speedup: NOT NEEDED, COLLISION

change : NEEDED, SUCCESS

curvature\_range = [0.01635, 0.0327]

car\_1\_v = 12 m/c, distance = 6 m

braking: NEEDED, COLLISION

speedup: NOT NEEDED, COLLISION

change : NEEDED, SUCCESS

curvature\_range = [0.01635, 0.0327]

car\_1\_v = 12 m/c, distance = 7 m

braking: NEEDED, COLLISION

speedup: NOT NEEDED, COLLISION

change : NEEDED, SUCCESS

curvature\_range = [0.01635, 0.0327]

```
car_1_v = 12 m/c, distance = 8 m
    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]

car_1_v = 12 m/c, distance = 9 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]

car_1_v = 12 m/c, distance = 10 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]

car_1_v = 12 m/c, distance = 11 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]

car_1_v = 12 m/c, distance = 12 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]

car_1_v = 12 m/c, distance = 13 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]

car_1_v = 12 m/c, distance = 14 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]

car_1_v = 12 m/c, distance = 15 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]

car_1_v = 12 m/c, distance = 16 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]
```

```
car_1_v = 12 m/c, distance = 17 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]

car_1_v = 12 m/c, distance = 18 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]

car_1_v = 12 m/c, distance = 19 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]

car_1_v = 12 m/c, distance = 20 m
    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.008175, 0.0327]

car_1_v = 13 m/c, distance = 0 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 13 m/c, distance = 1 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 13 m/c, distance = 2 m
    braking: NOT NEEDED, COLLISION
    speedup: NEEDED, SUCCESS
    change : NOT NEEDED, COLLISION

car_1_v = 13 m/c, distance = 3 m
    braking: NOT NEEDED, COLLISION
    speedup: NEEDED, SUCCESS
    change : NOT NEEDED, COLLISION

car_1_v = 13 m/c, distance = 4 m
    braking: NOT NEEDED, COLLISION
    speedup: NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.013931, 0.027863]

car_1_v = 13 m/c, distance = 5 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.020897, 0.027863]
```

```
car_1_v = 13 m/c, distance = 6 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.013931, 0.027863]
```

```
car_1_v = 13 m/c, distance = 7 m
```

```
braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.013931, 0.027863]
```

```
car_1_v = 13 m/c, distance = 8 m
```

```
braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.013931, 0.027863]
```

```
car_1_v = 13 m/c, distance = 9 m
```

```
braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.013931, 0.027863]
```

```
car_1_v = 13 m/c, distance = 10 m
```

```
braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.013931, 0.027863]
```

```
car_1_v = 13 m/c, distance = 11 m
```

```
braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.013931, 0.027863]
```

```
car_1_v = 13 m/c, distance = 12 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0069657, 0.027863]
```

```
car_1_v = 13 m/c, distance = 13 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0069657, 0.027863]
```

```
car_1_v = 13 m/c, distance = 14 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0069657, 0.027863]
```

```
car_1_v = 13 m/c, distance = 15 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0069657, 0.027863]
```

```
car_1_v = 13 m/c, distance = 16 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0069657, 0.027863]
```

```
car_1_v = 13 m/c, distance = 17 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0069657, 0.027863]
```

```
car_1_v = 13 m/c, distance = 18 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0069657, 0.027863]
```

```
car_1_v = 13 m/c, distance = 19 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0069657, 0.027863]
```

```
car_1_v = 13 m/c, distance = 20 m
```

```
braking: NEEDED, SUCCESS
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0069657, 0.027863]
```

```
car_1_v = 14 m/c, distance = 0 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION
```

```
car_1_v = 14 m/c, distance = 1 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION
```

```
car_1_v = 14 m/c, distance = 2 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION
```

```
car_1_v = 14 m/c, distance = 3 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION
```

```
car_1_v = 14 m/c, distance = 4 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NEEDED, SUCCESS
change : NOT NEEDED, COLLISION
```

```
car_1_v = 14 m/c, distance = 5 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NEEDED, SUCCESS
change : NOT NEEDED, COLLISION
```

```
car_1_v = 14 m/c, distance = 6 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NEEDED, SUCCESS
change : NEEDED, SUCCESS
        curvature_range = [0.0060061, 0.024024]
```

```
car_1_v = 14 m/c, distance = 7 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.012012, 0.024024]
```

```
car_1_v = 14 m/c, distance = 8 m
```

```
braking: NOT NEEDED, COLLISION
speedup: NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.018018, 0.024024]
```

```
car_1_v = 14 m/c, distance = 9 m
```

```
braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.012012, 0.024024]
```

```
car_1_v = 14 m/c, distance = 10 m
```

```
braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.012012, 0.024024]
```

```
car_1_v = 14 m/c, distance = 11 m
```

```
braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
```

```
        curvature_range = [0.012012, 0.024024]

car_1_v = 14 m/c, distance = 12 m

    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.012012, 0.024024]

car_1_v = 14 m/c, distance = 13 m

    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.012012, 0.024024]

car_1_v = 14 m/c, distance = 14 m

    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.012012, 0.024024]

car_1_v = 14 m/c, distance = 15 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0060061, 0.024024]

car_1_v = 14 m/c, distance = 16 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0060061, 0.024024]

car_1_v = 14 m/c, distance = 17 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0060061, 0.024024]

car_1_v = 14 m/c, distance = 18 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0060061, 0.024024]

car_1_v = 14 m/c, distance = 19 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
        curvature_range = [0.0060061, 0.024024]

car_1_v = 14 m/c, distance = 20 m

    braking: NEEDED, SUCCESS
    speedup: NOT NEEDED, COLLISION
```



```
change : NEEDED, SUCCESS
        curvature_range = [0.0060061, 0.024024]

car_1_v = 15 m/c, distance = 0 m

braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION

car_1_v = 15 m/c, distance = 1 m

braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION

car_1_v = 15 m/c, distance = 2 m

braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION

car_1_v = 15 m/c, distance = 3 m

braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION

car_1_v = 15 m/c, distance = 4 m

braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION

car_1_v = 15 m/c, distance = 5 m

braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION

car_1_v = 15 m/c, distance = 6 m

braking: NOT NEEDED, COLLISION
speedup: NEEDED, SUCCESS
change : NOT NEEDED, COLLISION

car_1_v = 15 m/c, distance = 7 m

braking: NOT NEEDED, COLLISION
speedup: NEEDED, SUCCESS
change : NOT NEEDED, COLLISION

car_1_v = 15 m/c, distance = 8 m

braking: NOT NEEDED, COLLISION
speedup: NEEDED, SUCCESS
change : NEEDED, SUCCESS
        curvature_range = [0.005232, 0.020928]

car_1_v = 15 m/c, distance = 9 m

braking: NOT NEEDED, COLLISION
speedup: NEEDED, SUCCESS
```

```
change : NEEDED, SUCCESS
        curvature_range = [0.010464, 0.020928]

car_1_v = 15 m/c, distance = 10 m

braking: NOT NEEDED, COLLISION
speedup: NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.010464, 0.020928]

car_1_v = 15 m/c, distance = 11 m

braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.015696, 0.020928]

car_1_v = 15 m/c, distance = 12 m

braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.010464, 0.020928]

car_1_v = 15 m/c, distance = 13 m

braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.010464, 0.020928]

car_1_v = 15 m/c, distance = 14 m

braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.010464, 0.020928]

car_1_v = 15 m/c, distance = 15 m

braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.010464, 0.020928]

car_1_v = 15 m/c, distance = 16 m

braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.010464, 0.020928]

car_1_v = 15 m/c, distance = 17 m

braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.010464, 0.020928]

car_1_v = 15 m/c, distance = 18 m

braking: NEEDED, SUCCESS
```

```
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature_range = [0.010464, 0.020928]
```

```
car_1_v = 15 m/c, distance = 19 m
```

```
braking: NEEDED, SUCCESS  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature_range = [0.005232, 0.020928]
```

```
car_1_v = 15 m/c, distance = 20 m
```

```
braking: NEEDED, SUCCESS  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature_range = [0.005232, 0.020928]
```

```
car_1_v = 16 m/c, distance = 0 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 16 m/c, distance = 1 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 16 m/c, distance = 2 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 16 m/c, distance = 3 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 16 m/c, distance = 4 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 16 m/c, distance = 5 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 16 m/c, distance = 6 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 16 m/c, distance = 7 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 16 m/c, distance = 8 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 16 m/c, distance = 9 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 16 m/c, distance = 10 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NEEDED, SUCCESS  
curvature_range = [0.0045984, 0.018394]
```

```
car_1_v = 16 m/c, distance = 11 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NEEDED, SUCCESS  
curvature_range = [0.0045984, 0.018394]
```

```
car_1_v = 16 m/c, distance = 12 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature_range = [0.0091969, 0.018394]
```

```
car_1_v = 16 m/c, distance = 13 m
```

```
braking: NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature_range = [0.0091969, 0.018394]
```

```
car_1_v = 16 m/c, distance = 14 m
```

```
braking: NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature_range = [0.013795, 0.018394]
```

```
car_1_v = 16 m/c, distance = 15 m
```

```
braking: NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature_range = [0.0091969, 0.018394]
```

```
car_1_v = 16 m/c, distance = 16 m
```

```
braking: NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION
```

```
change : NEEDED, SUCCESS
        curvature_range = [0.0091969, 0.018394]

car_1_v = 16 m/c, distance = 17 m

braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0091969, 0.018394]

car_1_v = 16 m/c, distance = 18 m

braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0091969, 0.018394]

car_1_v = 16 m/c, distance = 19 m

braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0091969, 0.018394]

car_1_v = 16 m/c, distance = 20 m

braking: NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NEEDED, SUCCESS
        curvature_range = [0.0091969, 0.018394]

car_1_v = 17 m/c, distance = 0 m

braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION

car_1_v = 17 m/c, distance = 1 m

braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION

car_1_v = 17 m/c, distance = 2 m

braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION

car_1_v = 17 m/c, distance = 3 m

braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION

car_1_v = 17 m/c, distance = 4 m

braking: NOT NEEDED, COLLISION
speedup: NOT NEEDED, COLLISION
change : NOT NEEDED, COLLISION

car_1_v = 17 m/c, distance = 5 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 17 m/c, distance = 6 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 17 m/c, distance = 7 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 17 m/c, distance = 8 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 17 m/c, distance = 9 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 17 m/c, distance = 10 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 17 m/c, distance = 11 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 17 m/c, distance = 12 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NEEDED, SUCCESS  
curvature_range = [0.0040734, 0.016293]
```

```
car_1_v = 17 m/c, distance = 13 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NEEDED, SUCCESS  
curvature_range = [0.0040734, 0.016293]
```

```
car_1_v = 17 m/c, distance = 14 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NEEDED, SUCCESS  
curvature_range = [0.0040734, 0.016293]
```

```
car_1_v = 17 m/c, distance = 15 m
    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.0081467, 0.016293]

car_1_v = 17 m/c, distance = 16 m
    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.0081467, 0.016293]

car_1_v = 17 m/c, distance = 17 m
    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.01222, 0.016293]

car_1_v = 17 m/c, distance = 18 m
    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.0081467, 0.016293]

car_1_v = 17 m/c, distance = 19 m
    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.0081467, 0.016293]

car_1_v = 17 m/c, distance = 20 m
    braking: NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NEEDED, SUCCESS
            curvature_range = [0.0081467, 0.016293]

car_1_v = 18 m/c, distance = 0 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 18 m/c, distance = 1 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 18 m/c, distance = 2 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 18 m/c, distance = 3 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 18 m/c, distance = 4 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 18 m/c, distance = 5 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 18 m/c, distance = 6 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 18 m/c, distance = 7 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 18 m/c, distance = 8 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 18 m/c, distance = 9 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 18 m/c, distance = 10 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 18 m/c, distance = 11 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 18 m/c, distance = 12 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 18 m/c, distance = 13 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS
```



change : NOT NEEDED, COLLISION

car\_1\_v = 18 m/c, distance = 14 m

braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NEEDED, SUCCESS  
curvature\_range = [0.0036333, 0.014533]

car\_1\_v = 18 m/c, distance = 15 m

braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NEEDED, SUCCESS  
curvature\_range = [0.0036333, 0.014533]

car\_1\_v = 18 m/c, distance = 16 m

braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NEEDED, SUCCESS  
curvature\_range = [0.0036333, 0.014533]

car\_1\_v = 18 m/c, distance = 17 m

braking: NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature\_range = [0.0072667, 0.014533]

car\_1\_v = 18 m/c, distance = 18 m

braking: NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature\_range = [0.0072667, 0.014533]

car\_1\_v = 18 m/c, distance = 19 m

braking: NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature\_range = [0.0109, 0.014533]

car\_1\_v = 18 m/c, distance = 20 m

braking: NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature\_range = [0.0109, 0.014533]

car\_1\_v = 19 m/c, distance = 0 m

braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION

car\_1\_v = 19 m/c, distance = 1 m

braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION

```
car_1_v = 19 m/c, distance = 2 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 19 m/c, distance = 3 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 19 m/c, distance = 4 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 19 m/c, distance = 5 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 19 m/c, distance = 6 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 19 m/c, distance = 7 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 19 m/c, distance = 8 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 19 m/c, distance = 9 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 19 m/c, distance = 10 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 19 m/c, distance = 11 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 19 m/c, distance = 12 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 19 m/c, distance = 13 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 19 m/c, distance = 14 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 19 m/c, distance = 15 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NOT NEEDED, COLLISION
```

```
car_1_v = 19 m/c, distance = 16 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NEEDED, SUCCESS  
curvature_range = [0.0032609, 0.013044]
```

```
car_1_v = 19 m/c, distance = 17 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NEEDED, SUCCESS  
curvature_range = [0.0032609, 0.013044]
```

```
car_1_v = 19 m/c, distance = 18 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NEEDED, SUCCESS  
change : NEEDED, SUCCESS  
curvature_range = [0.0032609, 0.013044]
```

```
car_1_v = 19 m/c, distance = 19 m
```

```
braking: NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature_range = [0.0032609, 0.013044]
```

```
car_1_v = 19 m/c, distance = 20 m
```

```
braking: NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NEEDED, SUCCESS  
curvature_range = [0.0065219, 0.013044]
```

```
car_1_v = 20 m/c, distance = 0 m
```

```
braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION
```

change : NOT NEEDED, COLLISION

car\_1\_v = 20 m/c, distance = 1 m

braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION

car\_1\_v = 20 m/c, distance = 2 m

braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION

car\_1\_v = 20 m/c, distance = 3 m

braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION

car\_1\_v = 20 m/c, distance = 4 m

braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION

car\_1\_v = 20 m/c, distance = 5 m

braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION

car\_1\_v = 20 m/c, distance = 6 m

braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION

car\_1\_v = 20 m/c, distance = 7 m

braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION

car\_1\_v = 20 m/c, distance = 8 m

braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION

car\_1\_v = 20 m/c, distance = 9 m

braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION

car\_1\_v = 20 m/c, distance = 10 m

braking: NOT NEEDED, COLLISION  
speedup: NOT NEEDED, COLLISION  
change : NOT NEEDED, COLLISION

```
car_1_v = 20 m/c, distance = 11 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 20 m/c, distance = 12 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 20 m/c, distance = 13 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 20 m/c, distance = 14 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 20 m/c, distance = 15 m
    braking: NOT NEEDED, COLLISION
    speedup: NOT NEEDED, COLLISION
    change : NOT NEEDED, COLLISION

car_1_v = 20 m/c, distance = 16 m
    braking: NOT NEEDED, COLLISION
    speedup: NEEDED, SUCCESS
    change : NOT NEEDED, COLLISION

car_1_v = 20 m/c, distance = 17 m
    braking: NOT NEEDED, COLLISION
    speedup: NEEDED, SUCCESS
    change : NOT NEEDED, COLLISION

car_1_v = 20 m/c, distance = 18 m
    braking: NOT NEEDED, COLLISION
    speedup: NEEDED, SUCCESS
    change : NEEDED, SUCCESS
             curvature_range = [0.002943, 0.011772]

car_1_v = 20 m/c, distance = 19 m
    braking: NOT NEEDED, COLLISION
    speedup: NEEDED, SUCCESS
    change : NEEDED, SUCCESS
             curvature_range = [0.002943, 0.011772]

car_1_v = 20 m/c, distance = 20 m
    braking: NOT NEEDED, COLLISION
    speedup: NEEDED, SUCCESS
    change : NEEDED, SUCCESS
             curvature_range = [0.002943, 0.011772]
```

Acceptable parameters for specific values:

braking: SUCCESS, speedup: SUCCESS, change: SUCCESS

car\_1\_v ( m/c ) | distance (m) | min\_curvature (1/m) | max\_curvature (1/m)

Acceptable parameters for specific values:

braking: SUCCESS, speedup: SUCCESS, change: COLLISION

car\_1\_v (m/c) | distance (m)

Acceptable parameters for specific values:

braking: SUCCESS, speedup: COLLISION, change: SUCCESS

car\_1\_v ( m/c ) | distance (m) | min\_curvature (1/m) | max\_curvature (1/m)

10	3	0.011772	0.047088
10	4	0.011772	0.047088
10	5	0.011772	0.047088
10	6	0.011772	0.047088
10	7	0.011772	0.047088
10	8	0.011772	0.047088
10	9	0.011772	0.047088
10	10	0.011772	0.047088
10	11	0.011772	0.047088
10	12	0.011772	0.047088
10	13	0.011772	0.047088
10	14	0.011772	0.047088
11	6	0.0097289	0.038916
11	7	0.0097289	0.038916
11	8	0.0097289	0.038916
11	9	0.0097289	0.038916
11	10	0.0097289	0.038916
11	11	0.0097289	0.038916
11	12	0.0097289	0.038916
11	13	0.0097289	0.038916
11	14	0.0097289	0.038916
11	15	0.0097289	0.038916
11	16	0.0097289	0.038916
11	17	0.0097289	0.038916
11	18	0.0097289	0.038916
12	9	0.008175	0.0327
12	10	0.008175	0.0327
12	11	0.008175	0.0327
12	12	0.008175	0.0327
12	13	0.008175	0.0327
12	14	0.008175	0.0327
12	15	0.008175	0.0327
12	16	0.008175	0.0327
12	17	0.008175	0.0327
12	18	0.008175	0.0327
12	19	0.008175	0.0327
12	20	0.008175	0.0327
13	12	0.0069657	0.027863
13	13	0.0069657	0.027863
13	14	0.0069657	0.027863
13	15	0.0069657	0.027863
13	16	0.0069657	0.027863
13	17	0.0069657	0.027863
13	18	0.0069657	0.027863
13	19	0.0069657	0.027863
13	20	0.0069657	0.027863
14	15	0.0060061	0.024024

14	16	0.0060061	0.024024
14	17	0.0060061	0.024024
14	18	0.0060061	0.024024
14	19	0.0060061	0.024024
14	20	0.0060061	0.024024
15	18	0.010464	0.020928
15	19	0.005232	0.020928
15	20	0.005232	0.020928

Acceptable parameters for specific values:

braking: SUCCESS, speedup: COLLISION, change: COLLISION

car\_1\_v (m/c) | distance (m)

Acceptable parameters for specific values:

braking: COLLISION, speedup: SUCCESS, change: SUCCESS

car\_1\_v ( m/c) | distance (m) | min\_curvature (1/m) | max\_curvature (1/m)

14	6	0.0060061	0.024024
15	8	0.005232	0.020928
15	9	0.010464	0.020928
16	10	0.0045984	0.018394
16	11	0.0045984	0.018394
17	12	0.0040734	0.016293
17	13	0.0040734	0.016293
17	14	0.0040734	0.016293
18	14	0.0036333	0.014533
18	15	0.0036333	0.014533
18	16	0.0036333	0.014533
19	16	0.0032609	0.013044
19	17	0.0032609	0.013044
19	18	0.0032609	0.013044
20	18	0.002943	0.011772
20	19	0.002943	0.011772
20	20	0.002943	0.011772

Acceptable parameters for specific values:

braking: COLLISION, speedup: SUCCESS, change: COLLISION

car\_1\_v (m/c) | distance (m)

12	0
12	1
13	2
13	3
14	4
14	5
15	6
15	7
16	8
16	9
17	10
17	11
18	12
18	13
19	14
19	15
20	16
20	17

Acceptable parameters for specific values:

braking: COLLISION, speedup: COLLISION, change: SUCCESS

	car_1_v ( m/c)	distance (m)	min_curvature (1/m)	max_curvature (1/m)
10	0	0.023544	0.047088	
10	1	0.023544	0.047088	
10	2	0.011772	0.047088	
11	0	0.019458	0.038916	
11	1	0.019458	0.038916	
11	2	0.019458	0.038916	
11	3	0.019458	0.038916	
11	4	0.019458	0.038916	
11	5	0.0097289	0.038916	
12	2	0.024525	0.0327	
12	3	0.01635	0.0327	
12	4	0.01635	0.0327	
12	5	0.01635	0.0327	
12	6	0.01635	0.0327	
12	7	0.01635	0.0327	
12	8	0.008175	0.0327	
13	4	0.013931	0.027863	
13	5	0.020897	0.027863	
13	6	0.013931	0.027863	
13	7	0.013931	0.027863	
13	8	0.013931	0.027863	
13	9	0.013931	0.027863	
13	10	0.013931	0.027863	
13	11	0.013931	0.027863	
14	7	0.012012	0.024024	
14	8	0.018018	0.024024	
14	9	0.012012	0.024024	
14	10	0.012012	0.024024	
14	11	0.012012	0.024024	
14	12	0.012012	0.024024	
14	13	0.012012	0.024024	
14	14	0.012012	0.024024	
15	10	0.010464	0.020928	
15	11	0.015696	0.020928	
15	12	0.010464	0.020928	
15	13	0.010464	0.020928	
15	14	0.010464	0.020928	
15	15	0.010464	0.020928	
15	16	0.010464	0.020928	
15	17	0.010464	0.020928	
16	12	0.0091969	0.018394	
16	13	0.0091969	0.018394	
16	14	0.013795	0.018394	
16	15	0.0091969	0.018394	
16	16	0.0091969	0.018394	
16	17	0.0091969	0.018394	
16	18	0.0091969	0.018394	
16	19	0.0091969	0.018394	
16	20	0.0091969	0.018394	
17	15	0.0081467	0.016293	
17	16	0.0081467	0.016293	
17	17	0.01222	0.016293	
17	18	0.0081467	0.016293	
17	19	0.0081467	0.016293	
17	20	0.0081467	0.016293	
18	17	0.0072667	0.014533	
18	18	0.0072667	0.014533	
18	19	0.0109	0.014533	
18	20	0.0109	0.014533	
19	19	0.0032609	0.013044	
19	20	0.0065219	0.013044	



Acceptable parameters for specific values:

braking: COLLISION, speedup: COLLISION, change: COLLISION

car\_1\_v (m/c) | distance (m)

10	15
10	16
10	17
10	18
10	19
10	20
11	19
11	20
13	0
13	1
14	0
14	1
14	2
14	3
15	0
15	1
15	2
15	3
15	4
15	5
16	0
16	1
16	2
16	3
16	4
16	5
16	6
16	7
17	0
17	1
17	2
17	3
17	4
17	5
17	6
17	7
17	8
17	9
18	0
18	1
18	2
18	3
18	4
18	5
18	6
18	7
18	8
18	9
18	10
18	11
19	0
19	1
19	2
19	3
19	4
19	5
19	6

```
19      7
19      8
19      9
19     10
19     11
19     12
19     13
20      0
20      1
20      2
20      3
20      4
20      5
20      6
20      7
20      8
20      9
20     10
20     11
20     12
20     13
20     14
20     15
```

```
FINISH program
```

```
>>
```