DL-AMP and DBTO: An Automatic Merge Planning and Trajectory Optimization and its Application in Autonomous Driving

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Abstract— This paper presents an automatic merging algorithm for autonomous driving vehicle, which decouples the specific motion planning problem into a Dual-Layer Automatic Merge Planning (DL-AMP) and a Descent-Based Trajectory Optimization (DBTO). This work leads to great improvements in finding the best merging opportunity, lateral and longitudinal merging control, trajectory postprocessing and driving comfort. Our algorithm's efficiency, adaptiveness and robustness have been tested and validated both in simulations and on-road tests.

I. INTRODUCTION

Since the 1980s, autonomous driving has made a great process extending the ability of autonomous vehicle from Adaptive Cruise Control (ACC) and Lane Keeping Assistance (LKA) to more complex functions such as automatic lane changing, off-road navigation, stopping at traffic light, etc. [1][2]. In merging scenarios, human can predict other vehicles intentions and react intelligently to make the best merge choice. To deal with such scenario, prediction and planning should be well coupled considering driving efficiency, safety, and comfort. Therefore, a robust and intelligent algorithm that can interact with human-operated traffic on freeways is still under research and development. There are mainly two approaches in dealing with automatic merge problem:

One category is prediction and planning coupled method which convert the prediction and planning problem into a convex optimization form, and prediction information is transferred into inequality constraints [3]. Mixed Logical Dynamics (DML) [4][5] is also applied in solving this optimization problem. [6] uses quintic polynomials in merge planning, while polynomial parameters are chosen as optimization targets. This approach usually computational efficiency, and its robustness is not well guaranteed. The other category is prediction and planning decoupled method which first find the best merging opportunity, and then plan a merge maneuver. [7] uses Prediction and Cost Function Based (PCB) method to find the best merge opportunity, while this planner has to run continuously throughout the whole merge process, and its acceleration and velocity outputs are discontinuous. [8] uses a rule-based planner to decide when to merge based on its fixed definition of environment safety, but it may fail when faced with complex traffic scenarios.

In terms of merge planning, there are also two major approaches: path/speed decoupled method and path/speed coupled method. In decoupled method, polynomial curvature

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spiral is generated, and spatial trajectory is solved by using Lagragian method [xx][xx][xx]. Cubic polynomial is also used to generate spatial trajectory [xx][xx]. In the two methods, piece -wise velocity profile is then generated satisfying some road and trajectory constraints. In merge problem, path/speed decoupled methods do not work well since merging maneuver require that the vehicle reaches some position at some specific time stamp (position/time strictly coupled). In coupled method, quintic polynomials are generated longitudinally and laterally, and they are combined to generate spatial and temporal trajectories [xx][xx]. Such method, however, does not consider comfort and merge opportunity when deal with merge problem. Therefore, it may lead to uncomfortable lateral acceleration in lane changing, and even lead to danger if unreasonable merge opportunity is selected.

In trajectory postprocessing, gradient descent method is used in [xx] to optimize trajectory curvature, but it fails to do collision checking after smoothing. A Dual-Loop Iterative Anchoring Path Smoothing (DL-IAPS) is used to smooth trajectory generated by hybrid A* algorithm, by converting the 37 pt smoothing problem into a convex optimization problem. The 0.514 in algorithm has an average running time about 0.18s- 0.21s [xx]. However, in merging problem, where vehicles usually move at high speed, optimization based algorithm may degrade system instantaneity.

In this paper, we propose a novel path/speed coupled method for automatic merge planning. More specifically, we decoupled the method into two hierarchical steps, including, Dual-Layer Automatic Merge Planning (DL-AMP) and a Descent-Based Trajectory Optimization (DBTO). Our method addresses above mentioned issues with the following advantages:

1) **The Best Merging Opportunity**: In our DL-AMP, the first layer is a prediction and cost function based algorithm which can find the best merging opportunity. The difference between our method and that in [xxx] are: 1) our method is only used in find the best merging opportunity, when the autonomous vehicle begins to merge, the second layer algorithm will be trigger. Therefore, the output continuity is guaranteed by the second layer algorithm. Meanwhile, since the task is much easier for the first layer algorithm, it has less cost function parameters to tune. In our method, candidate ego vehicle acceleration and time are sampled in some ranges. Based on the sampled acceleration and time, constant acceleration prediction model is used to predict the relative distance and velocity between ego vehicle and other traffics. Cost function that emphasis driving efficiency and comfort is designed, and the maneuver that satisfies safety hard constraints with the minimum cost is chosen.

- 2) Sampling Reasonability: although quintic polynomial sampling method has been used in [], it does not well deal with merge scenario motion planning. In our DL-AMP, the second layer algorithm is based on path/speed quintic polynomial sampling method. The longitudinal planning is divided into distance control and velocity control to adapt to difference merge scenarios. In lateral planning, we divide the scenarios into four categories, and different desired distance is selected under different scenarios. To improve sampling efficiency, the sampling dimension desired distance in lateral planning and desired velocity in longitudinal planning are constrained in reasonable ranges which are calculated in prior. Vehicle dynamic constraints are considered to calculate the constraints for the sampling range so that the sampling is warm started from some suboptimal point, and it can quickly find the global optima which is usually near the suboptimal point.
- 3) **Driving Comfort and Control Feasibility**: To improve driving comfort and control feasibility. We do trajectory smoothing after optimal trajectory is generated. A gradient based method that considers trajectory smoothness and curvature is used to reduce trajectory discontinuity and turning radius which results in reduced lateral acceleration and wheel turning angles in control. Since we use DL-AMP to find the best merge opportunity, free space is ensured at the very beginning, and collision checking is not necessary after smoothing. Unlike [xx], we also modify our gradient based method to deal with exploding and vanishing gradient problems.

This paper is organized as follows: the problem statement is presented in Section II, DL-AMP and DBTO are illustrated in Section III and IV respectively. The simulation and on-road tests results are shown in Section V.

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$$\alpha + \beta = \chi. \tag{1}$$

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TABLE I. TABLE TYPE STYLES

Table Head	Table Column Head		
	Table column subhead	Subhead	Subhead
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a. Sample of a Table footnote. (Table footnote)

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V. CONCLUSION

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APPENDIX

Appendixes should appear before the acknowledgment.

ACKNOWLEDGMENT

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