

# Optimal Vehicle Coordination at Intersections

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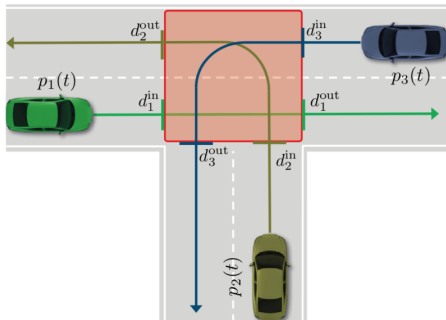
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# Introduction

- What we will do is to find the control policies under a given precedence order without any collision at intersection.
- Assmptions
  - i Given precedence
  - ii No more than one vehicle at intersection all the time
  - iii Minimal changes from initial states.
  - iv .....



# Problem Formulation

## Continuous time

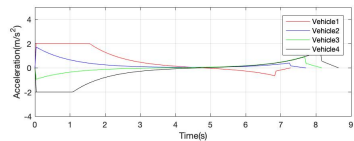
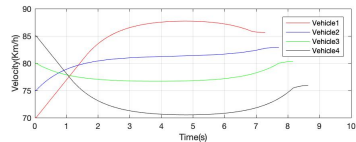
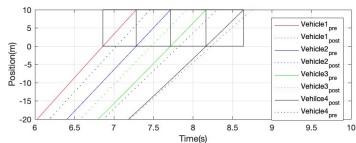
$$\begin{aligned} \min \quad & \int_0^t \|v - v_{ref}\|_Q^2 + \|a\|_R^2 + \|t_{out} - t_{in}\|_V^2 \\ \text{s.t.} \quad & (p(t_{i,in}), p(t_{i,out}))^T = (p_{in}, p_{out})^T; \quad t_{i,in} \geq t_{i-1,out} \\ & \dot{v} = a; \quad \dot{p} = v + at \end{aligned}$$

## Discretized time

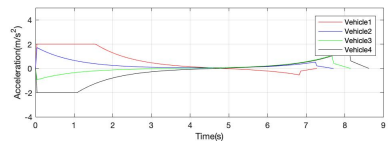
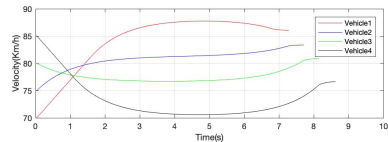
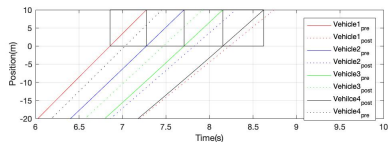
$$\begin{aligned} \min \quad & \sum_{k=0}^{N-1} Q(v_i^{ref} - v_{i,k})^2 + Ra_{i,k}^2 + \underline{V}(t_{out} - t_{in})^2 \\ \text{s.t.} \quad & (p(t_{i,in}), p(t_{i,out}))^T = (p_{in}, p_{out})^T; \quad t_{i,in} \geq t_{i-1,out} \\ & v_{i,k+1} = v_{i,k} + Ta_{i,k}; \quad p_{i,k+1} = p_{i,k} + Tv_{i,k} + \frac{1}{2}Ta_{i,k}^2 \end{aligned}$$

# Simulation Result

The Original objective function



The objective function with additional  $(T_{out} - T_{in})^2$



# Summery and Discussion

- method of computation for NLP
- Distributed Algorithm Augmented Lagrangian based Alternating Direction Inexact Newton method (ALADIN)

The End  
Thank You