Algorithm 1 Calculate distance between fused object and sensor object

procedure (ComputeDistanceAngleMatchProb)($fused\_object, sensor\_object$)

$weight\_y \leftarrow 0.2f$
$speed\_diff \leftarrow 5.0f$
$epislon \leftarrow 0.1f$
$angle\_tolerance \leftarrow 5.0f$
$distance\_tolerance_max \leftarrow 5.0$
$distance\_tolerance_min \leftarrow 2.0f$

$fcenter \leftarrow fused\_object.center(x, y, z)$
$scenter \leftarrow sensor\_object.center(x, y, z)$
$euclid\_dist \leftarrow \sqrt{(fcenter)^2 + (scenter)^2}$

if $((fcenter.x > epislon)\&\&|fcenter.y| > epislon)$ **then** $x\_ratio = \frac{|fcenter.x - scenter.x|}{fcenter.x}$ $y\_ratio = \frac{|fcenter.y - scenter.y|}{fcenter.y}$ $range\_distance\_ratio = weight_x * x_ratio + weight_y * y_ratio$
else if $fcenter.x > epislon$ **then** $x\_ratio = \frac{|fcenter.x - scenter.x|}{fcenter.x}$ $range\_distance\_ratio = x_ratio$
else if $|fcenter.y| > epislon$ **then** $y\_ratio = \frac{|fcenter.y - scenter.y|}{fcenter.y}$ $range\_distance\_ratio = y\_ratio$

$distance \leftarrow range\_distance\_ratio$
$sangle \leftarrow \tan\text{inverse}\ \frac{scenter.x}{scenter.y}$
$fangle \leftarrow \tan\text{inverse}\ \frac{fcenter.x}{fcenter.y}$
$angle\_distance\_diff \leftarrow \frac{|sangle - fangle| * 180}{\pi}$;
$fobject\_dist \leftarrow \sqrt{(fcenter.x)^2 + (fcenter.y)^2 + (fcenter.z)^2}$
$svelocity \leftarrow ||sensor\_object.velocity||$
$fvelocity \leftarrow ||fused\_object.velocity||$

if $svelocity > 0.0\&\&fvelocity > 0.0$ **then** $cos\_distance = \frac{sensor\_object.velocity . fused\_object.velocity}{||sensor\_object.velocity|| * ||fused\_object.velocity||}$
  if $cos\_distance > 0.5$ **then** $distance = \infty$

if $(|svelocity - fvelocity| \geq speed\_diff)\&\&(angle\_distance\_diff \geq angle\_tolerance)$ **then** $distance = \infty$

$distance\_allowed \leftarrow max(fobject_dist * \sin(angle\_distance\_diff), distance\_tolerance\_min)$

if $euclid\_dist > distance\_allowed$ **then** $distance = \infty$
return $distance$