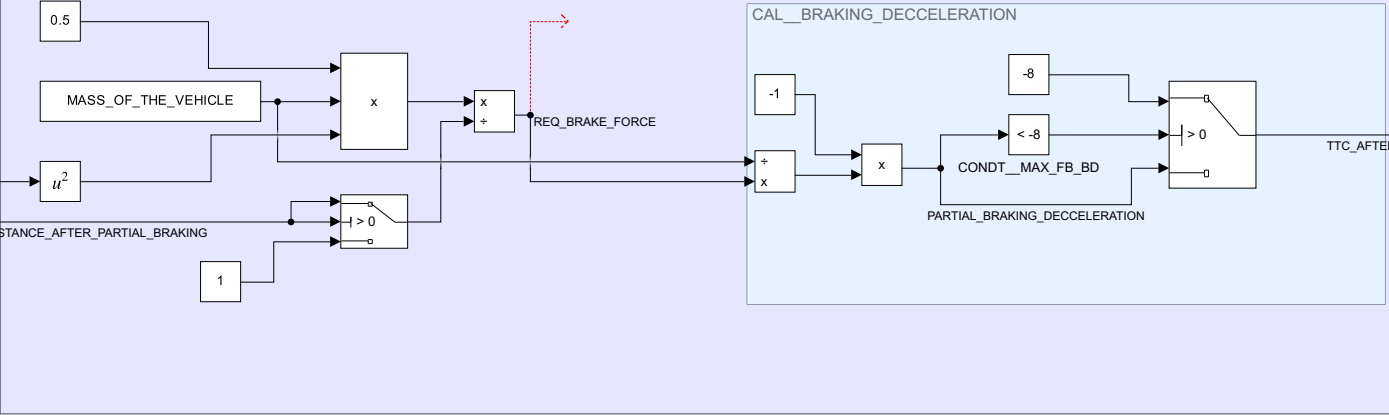




BRAKING FORCE =0.5\*MASS OF THE VEHICLE\*INITIAL SPEED^2/DISTANCE TO  
AVOID COLLISION  
BRAKING DECELERATION=MASS OF THE VEHICLE/BRAKING FORCE

CAL\_\_BRAKING\_FORCEandDECCLERATION



REMAINING\_DISTANCE\_AFTER\_PARTIAL BRAKING

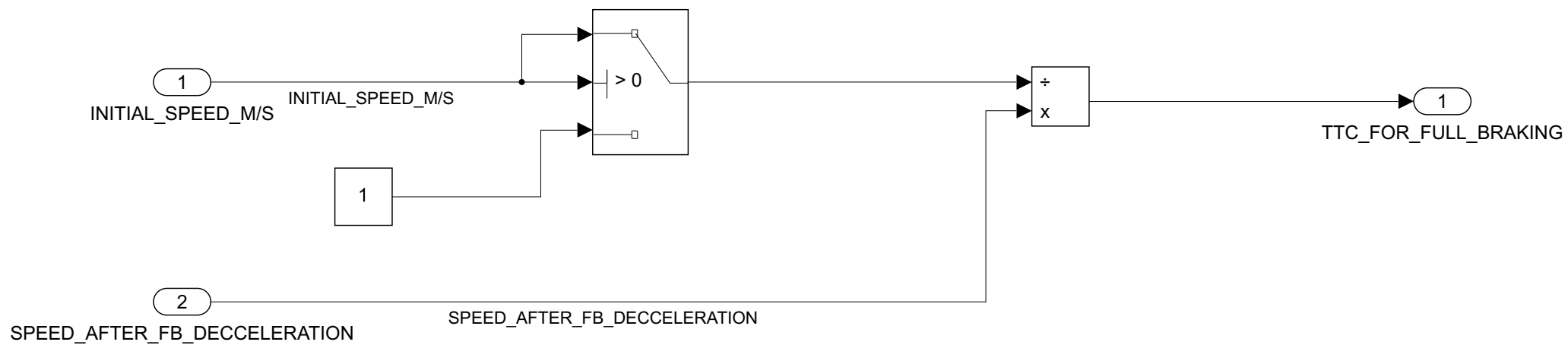
INITIAL\_SPEED

INITIAL\_SPEED

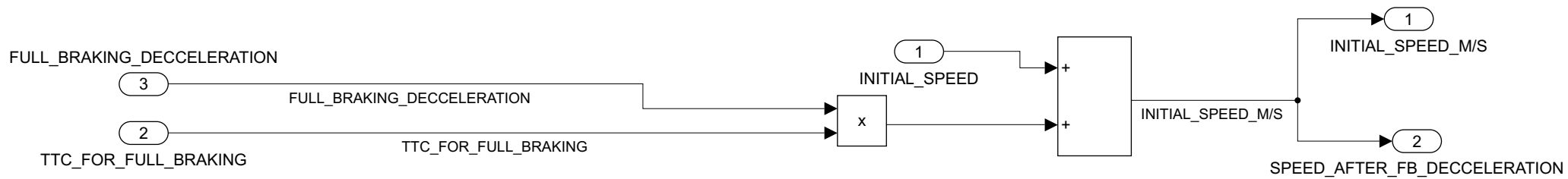
REMAINING\_DISTANCE\_AFTER\_PARTIAL BRAKING

TTC\_AFTER\_PARTIAL BRAKING

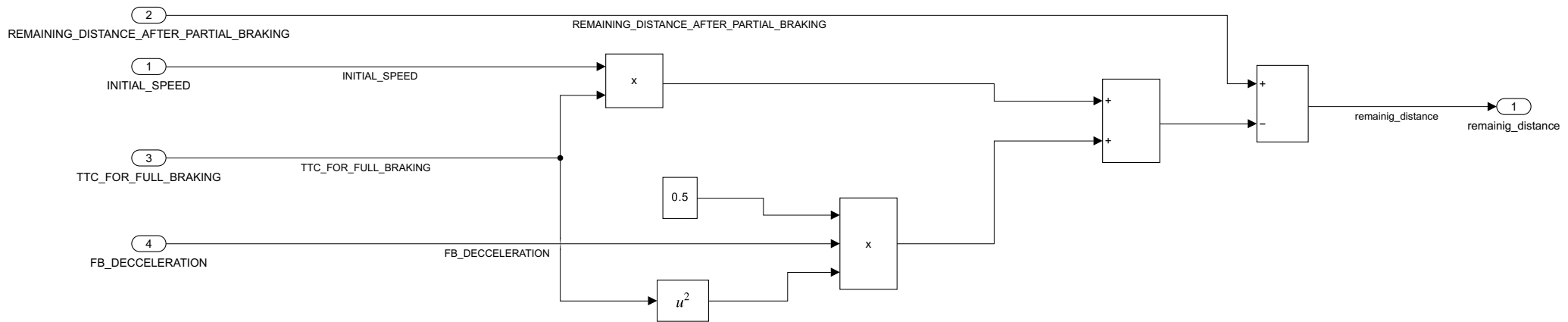
FB\_DECELERATION

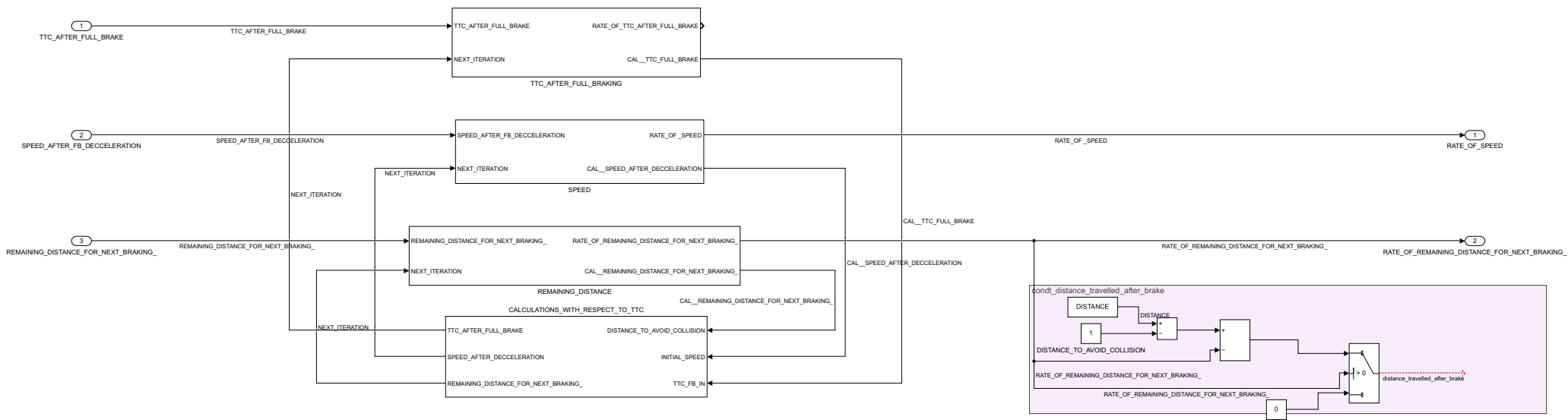


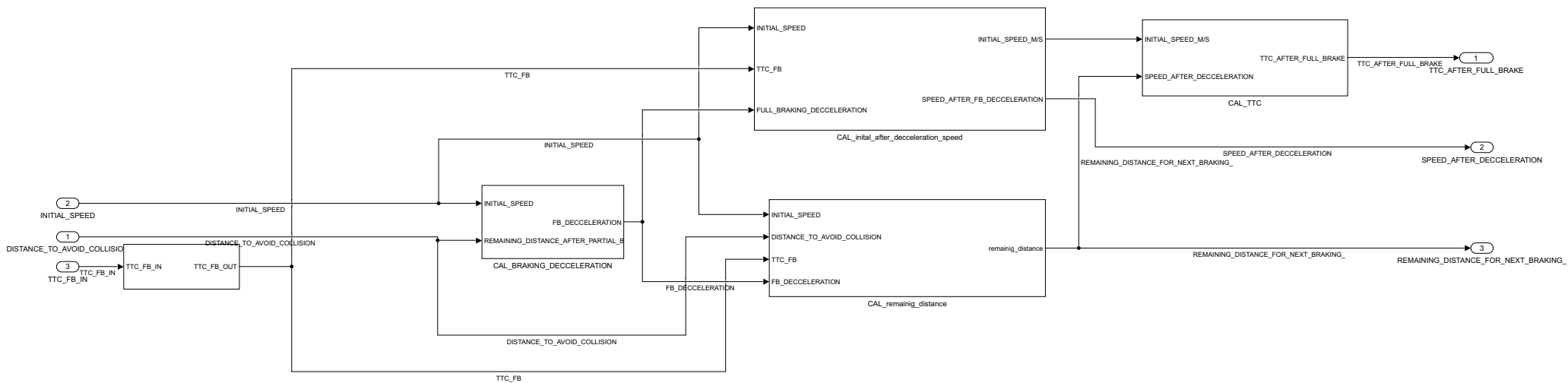
Speed after deceleration:  
 $V = u + at$



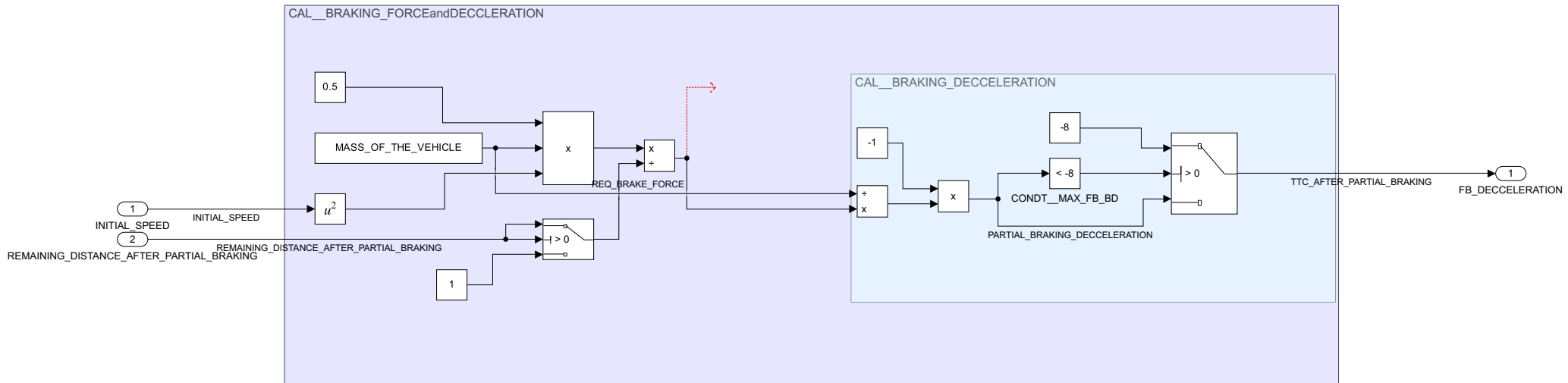
Remaining distance=  $ut + \frac{1}{2}(at^2)$

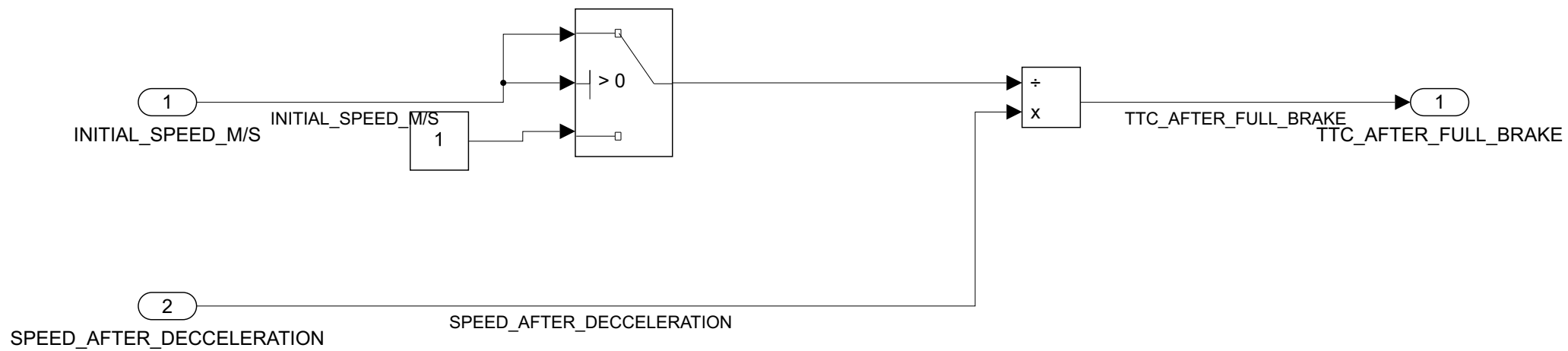




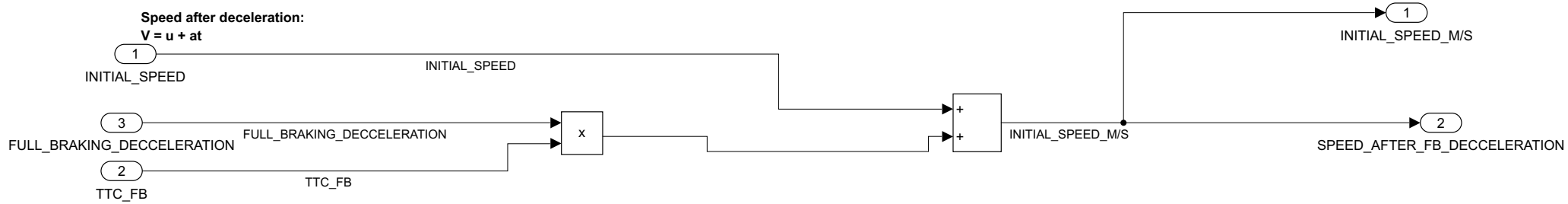


BRAKING FORCE =  $0.5 \cdot \text{MASS OF THE VEHICLE} \cdot \text{INITIAL SPEED}^2 / \text{DISTANCE TO AVOID COLLISION}$   
 BRAKING DECELERATION =  $\text{MASS OF THE VEHICLE} / \text{BRAKING FORCE}$

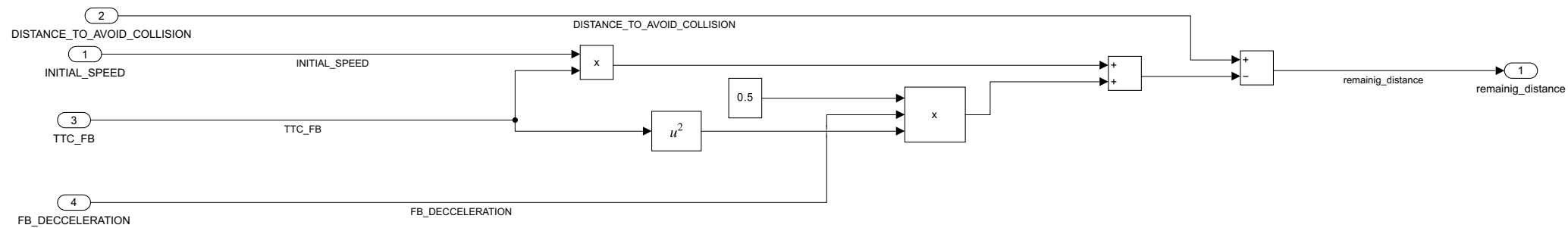


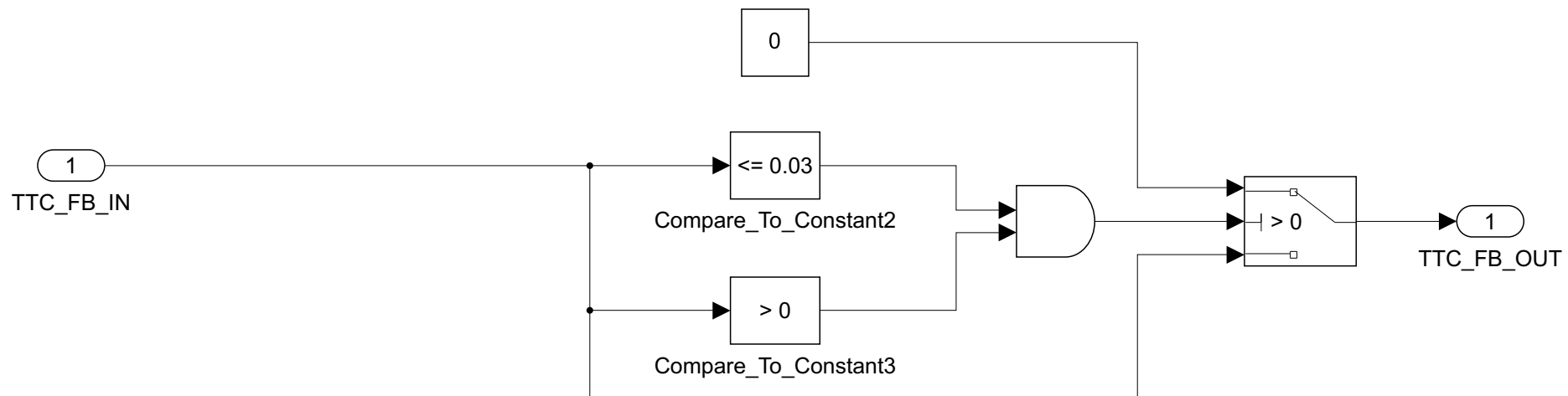


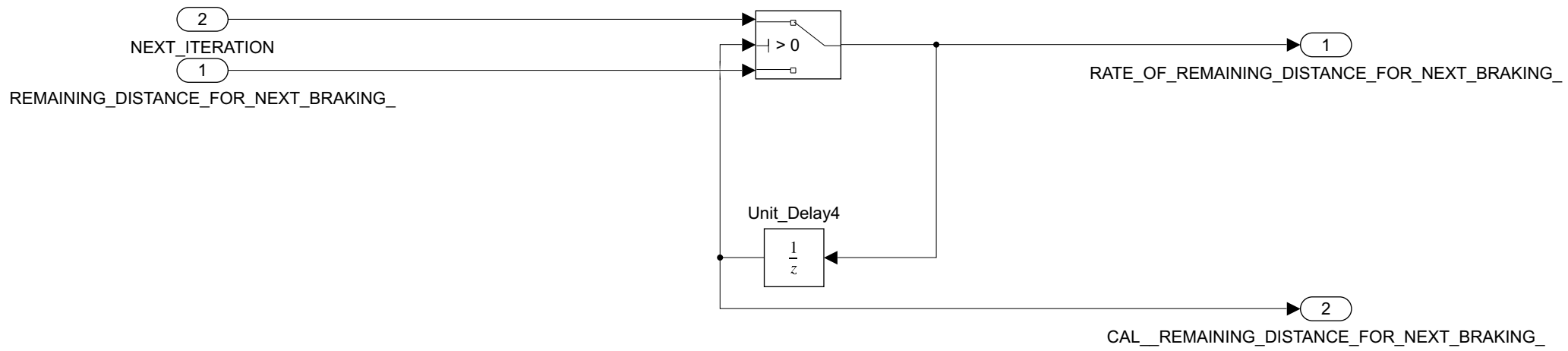


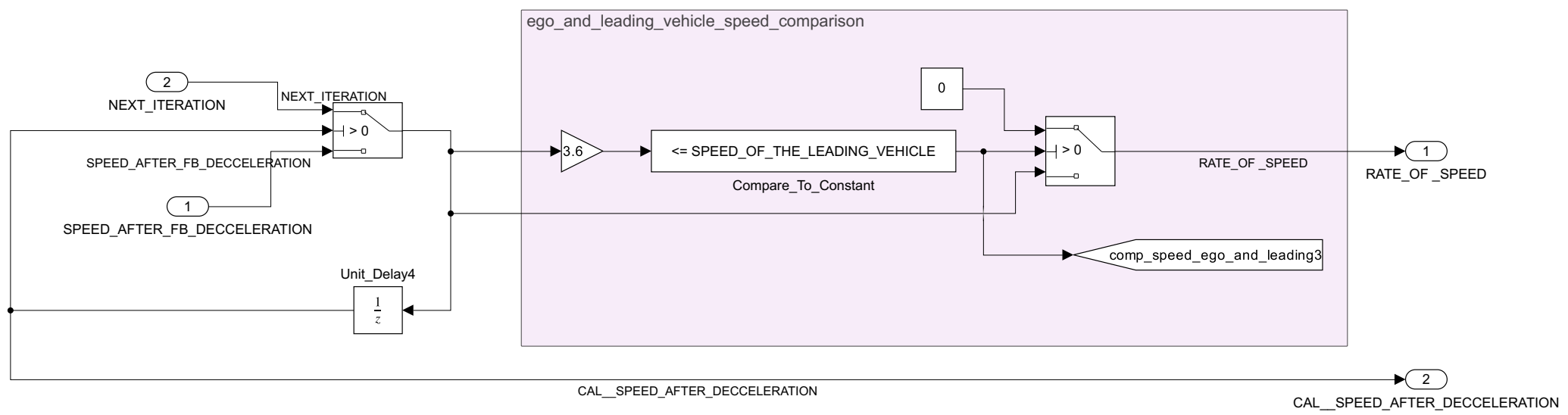


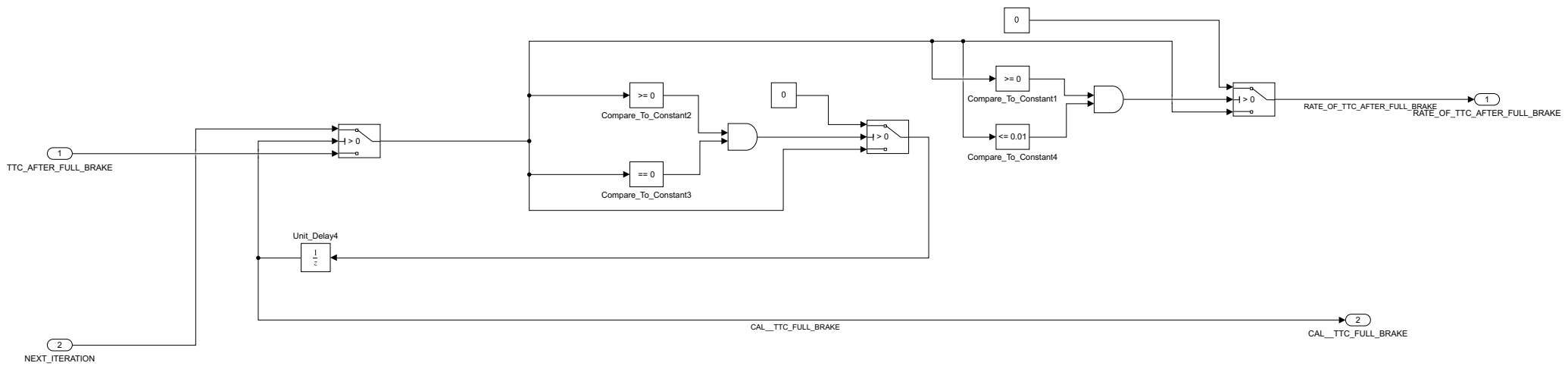
Remaining distance=  $ut + \frac{1}{2}(at^2)$



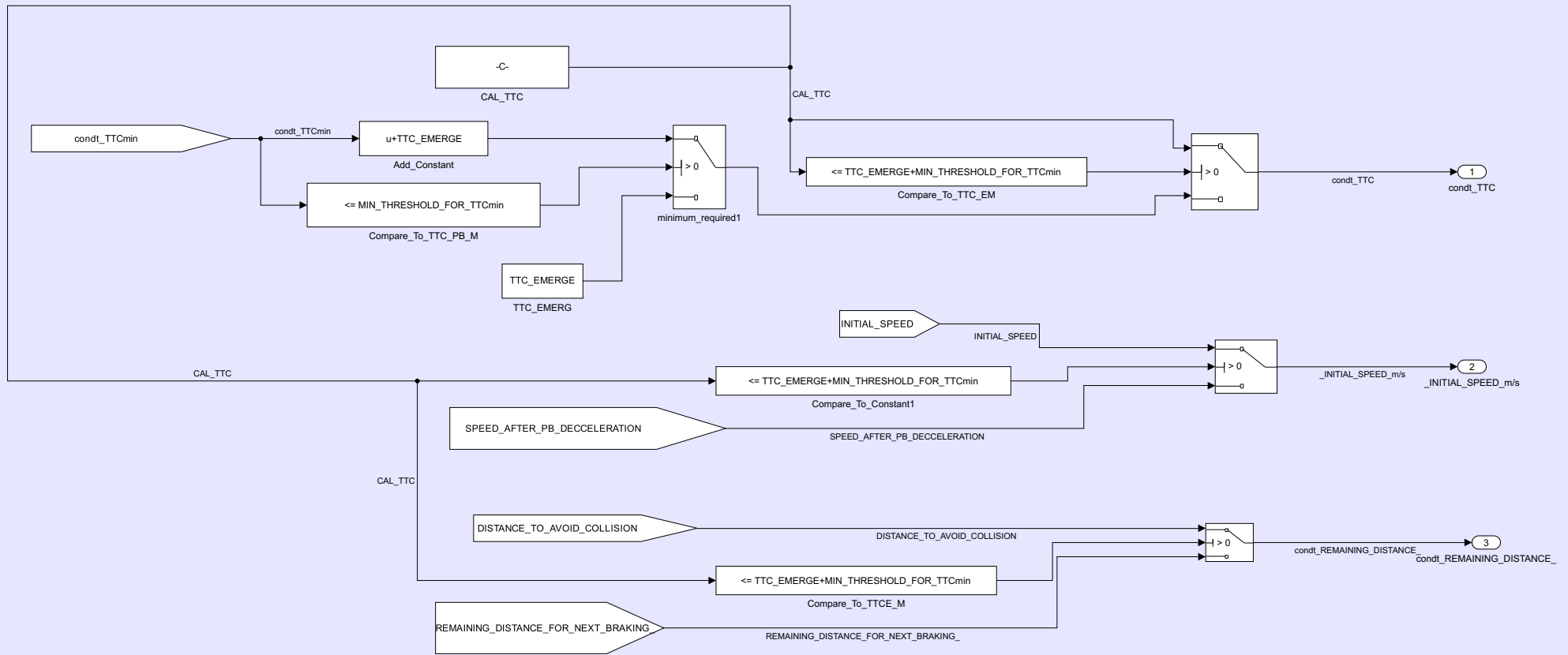




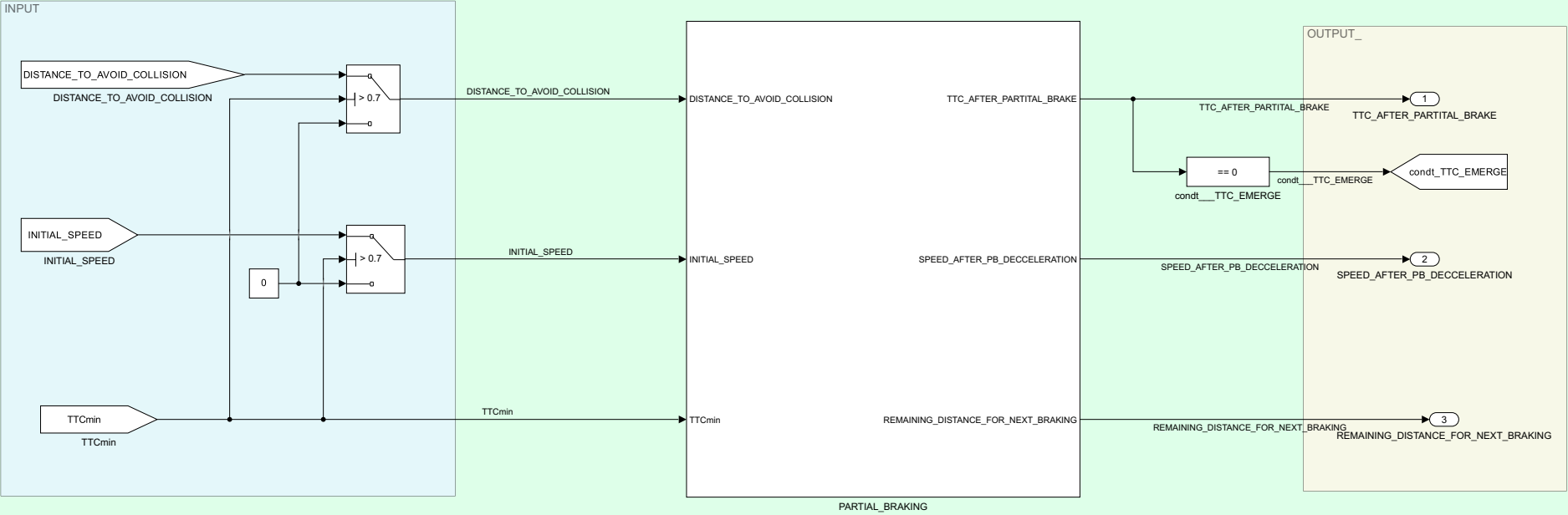




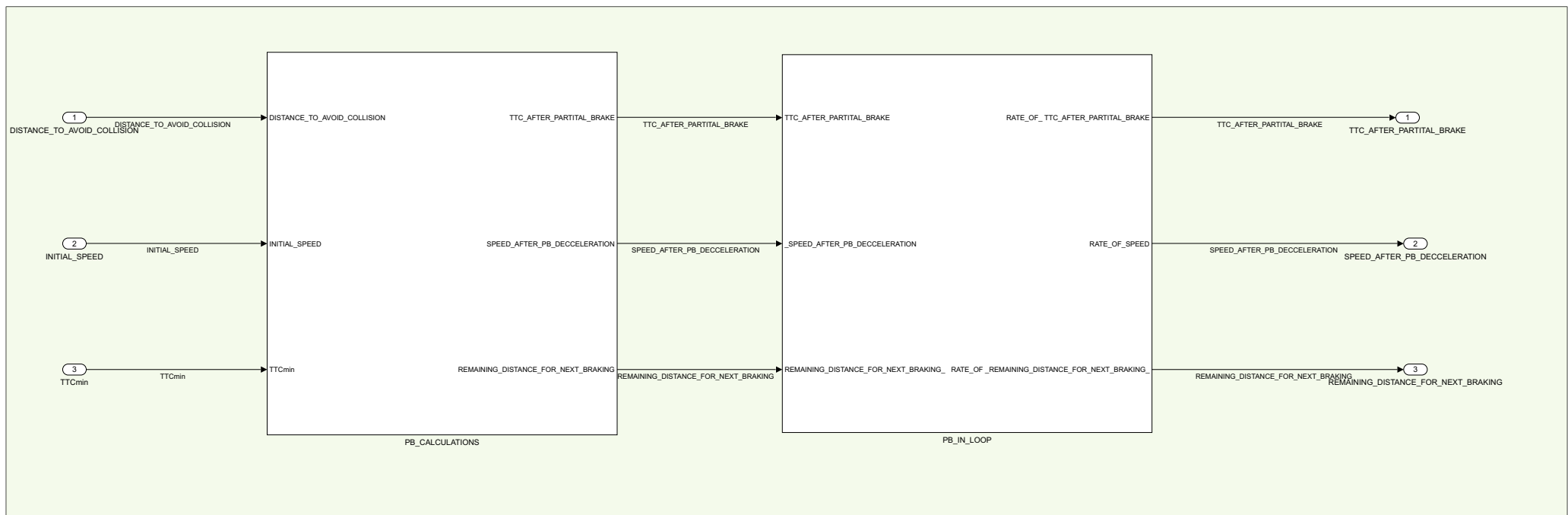
INPUT\_CONDITIOND\_FOR\_FULLBRAKE

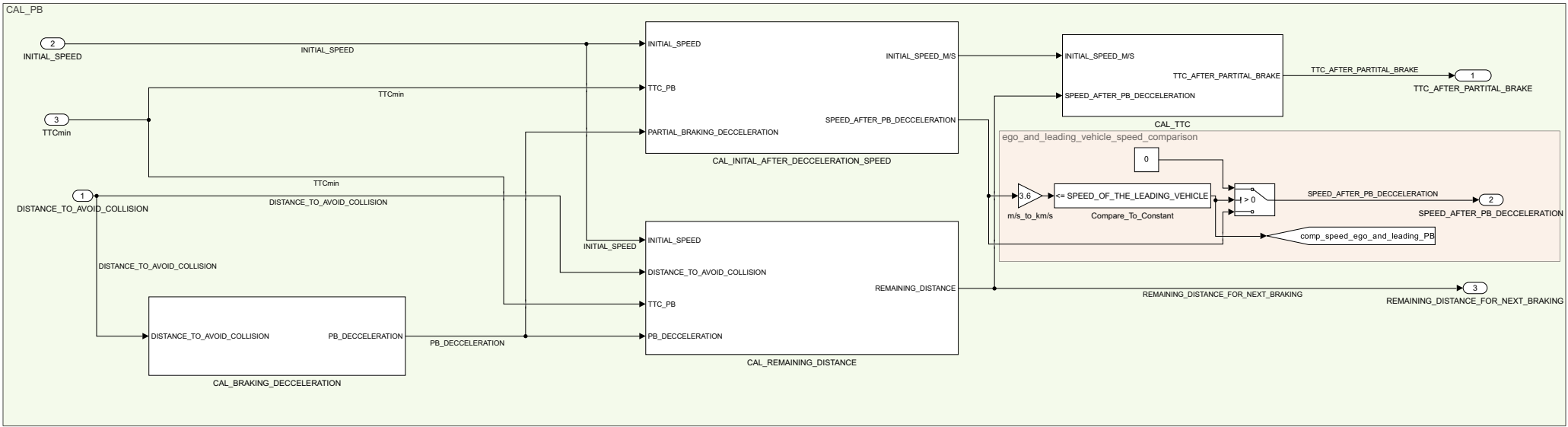


PARTIAL BRAKING



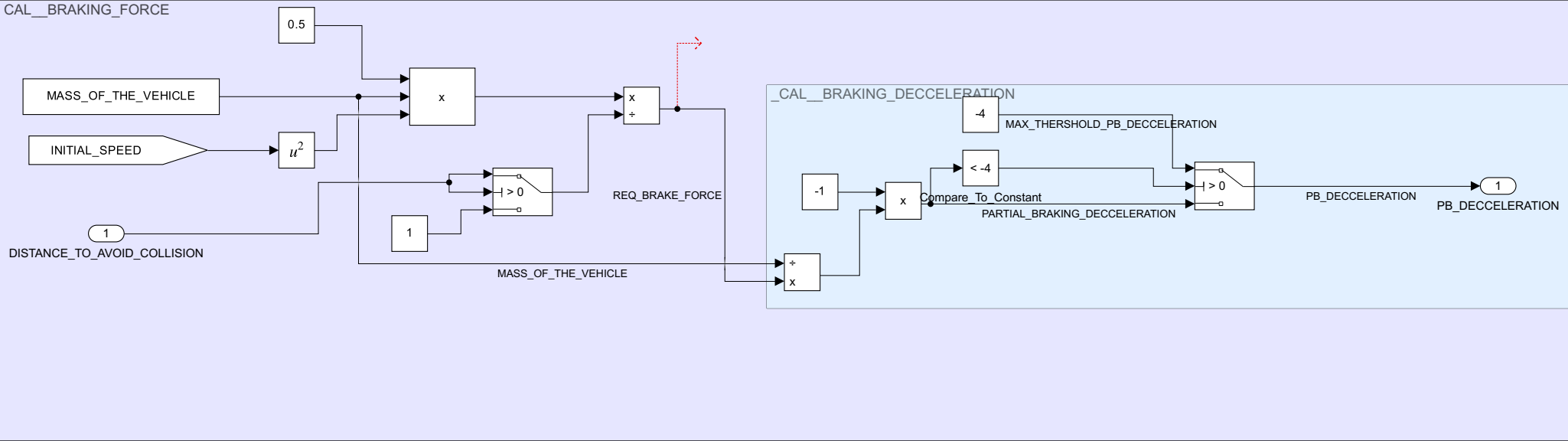




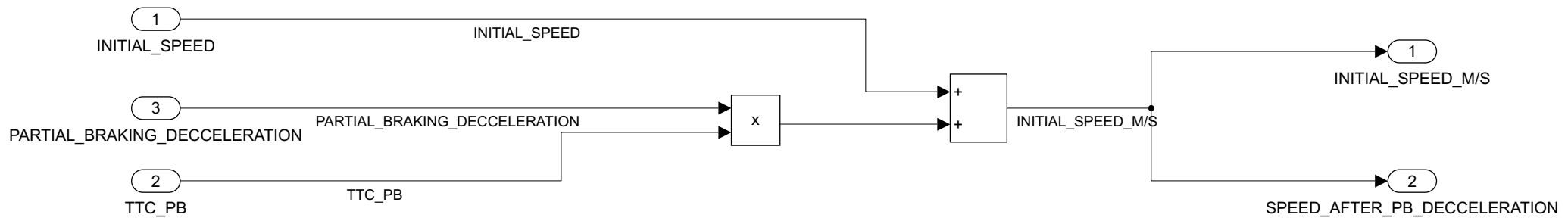


BRAKING FORCE =  $0.5 \cdot \text{MASS OF THE VEHICLE} \cdot \text{INITIAL SPEED}^2 / \text{DISTANCE TO AVOID COLLISION}$

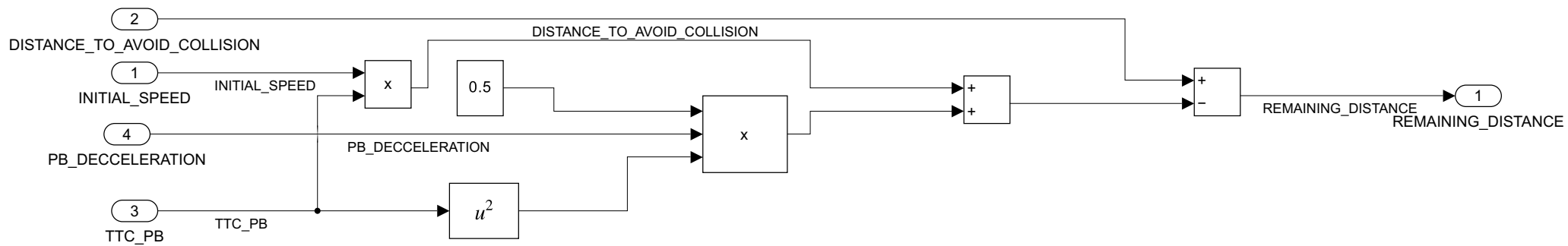
BRAKING DECELERATION =  $\text{MASS OF THE VEHICLE} / \text{BRAKING FORCE}$

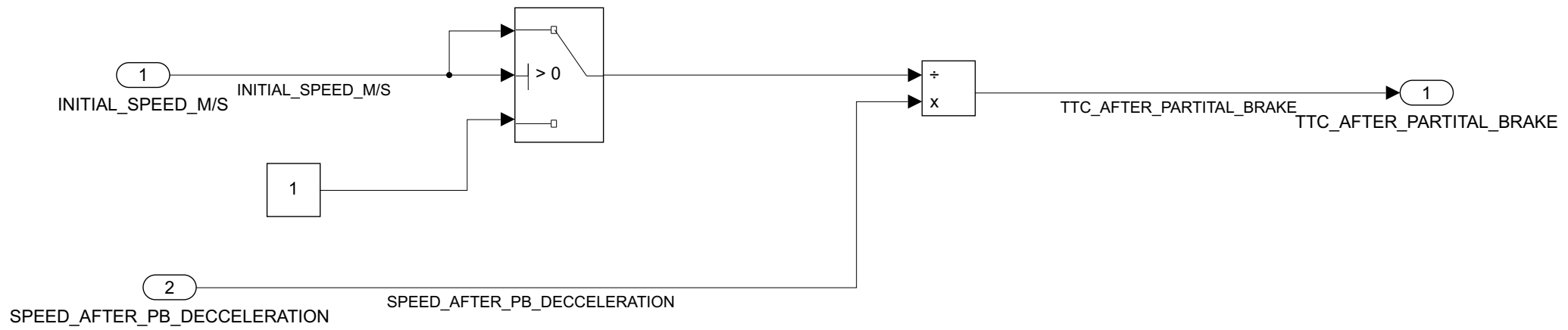


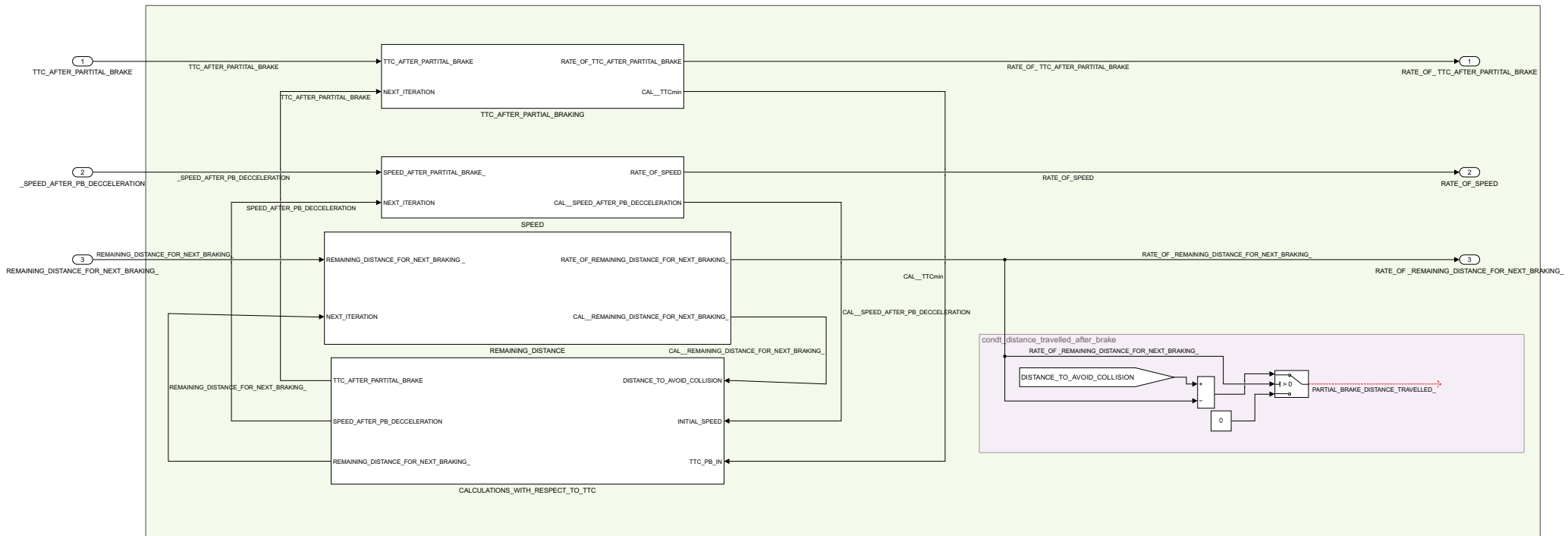
Speed after deceleration:  
 $V = u + at$

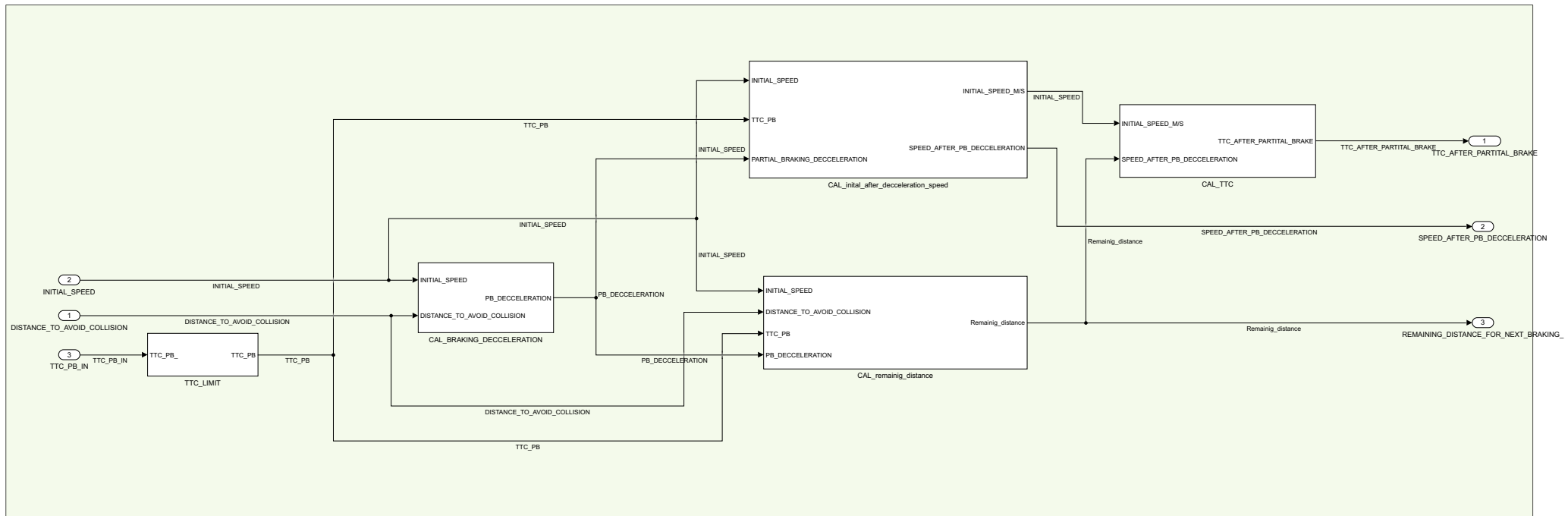


Remaining distance=  $ut + \frac{1}{2}(at^2)$







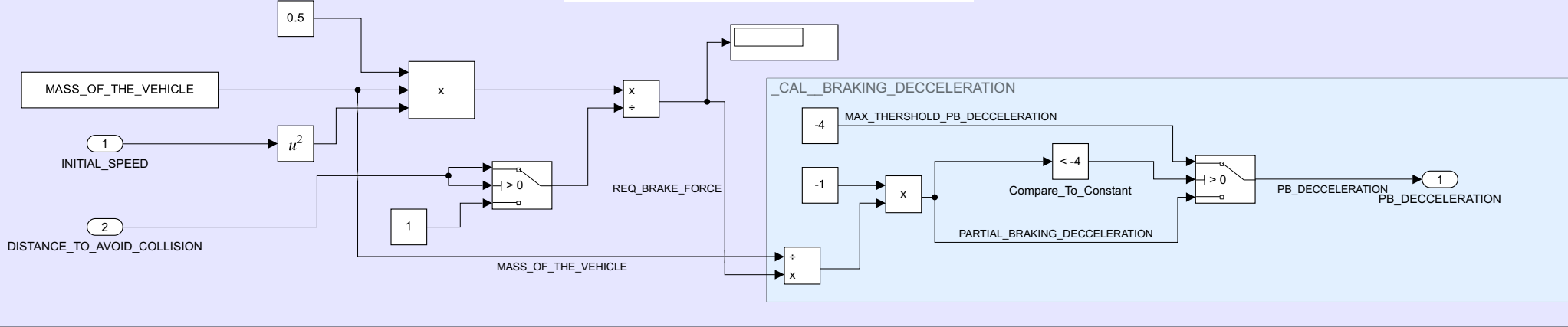


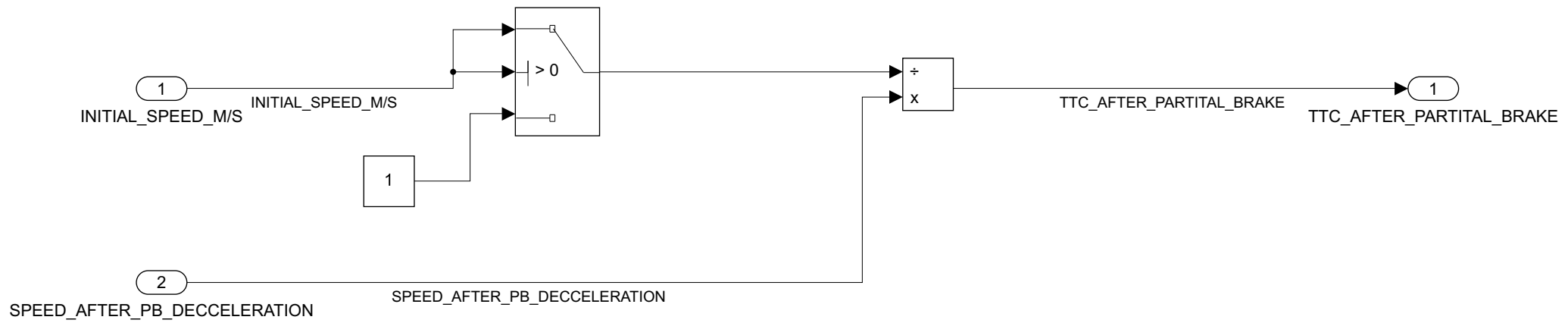


CAL\_BRAKING\_FORCE

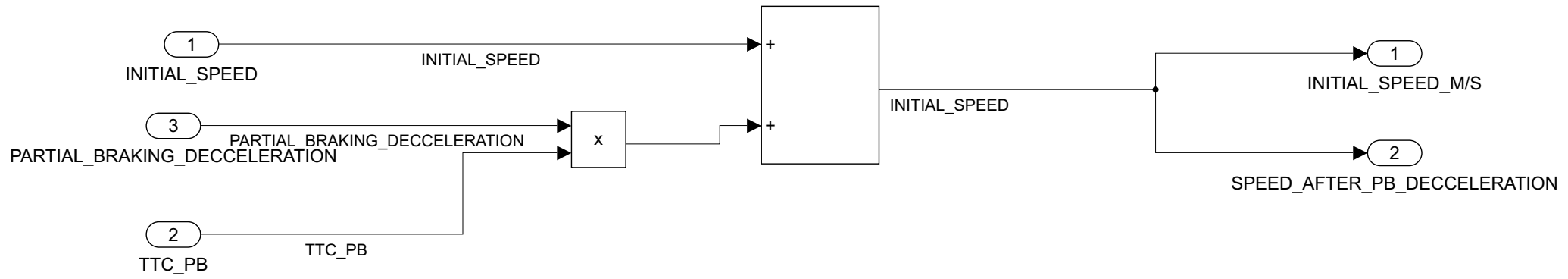
**BRAKING FORCE =0.5\*MASS OF THE VEHICLE\*INITIAL SPEED^2/DISTANCE TO AVOID COLLISION**

**BRAKING DECELERATION=MASS OF THE VEHICLE/BRAKING FORCE**

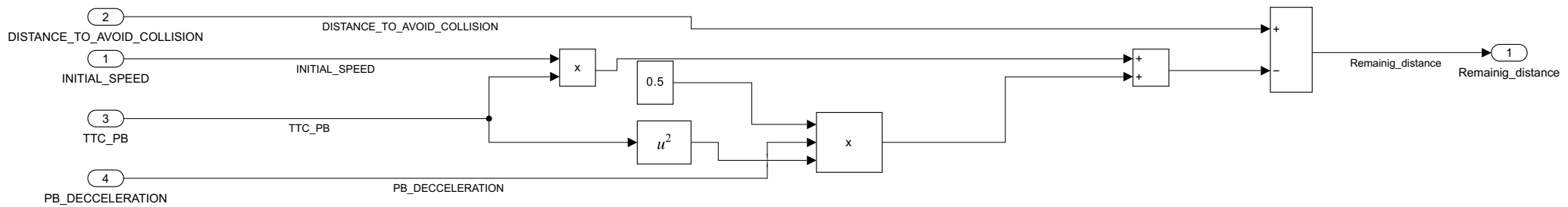


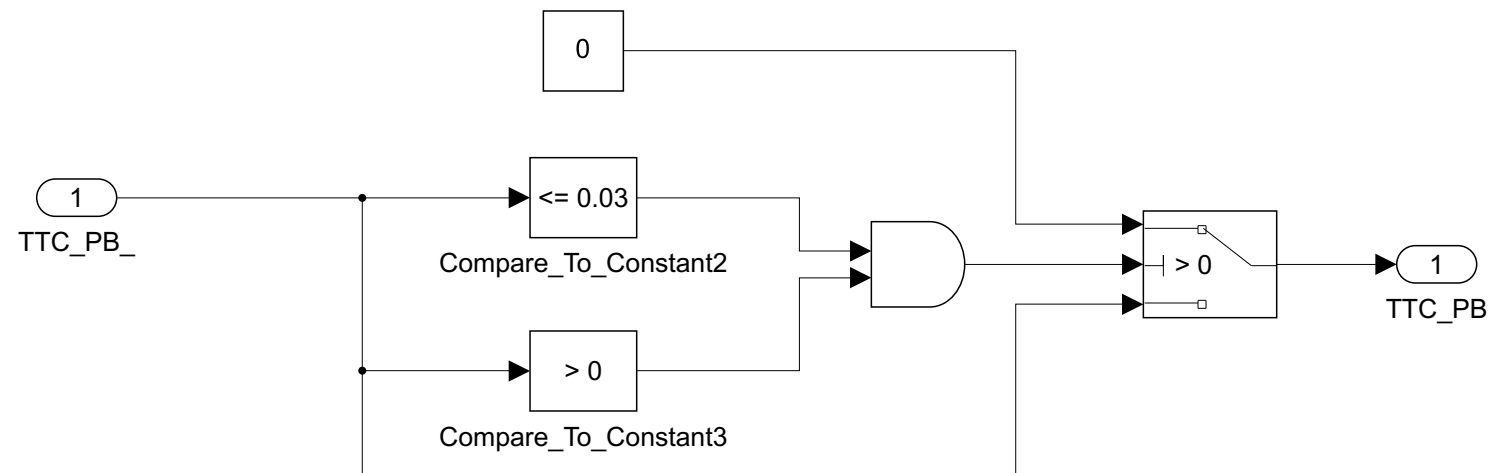


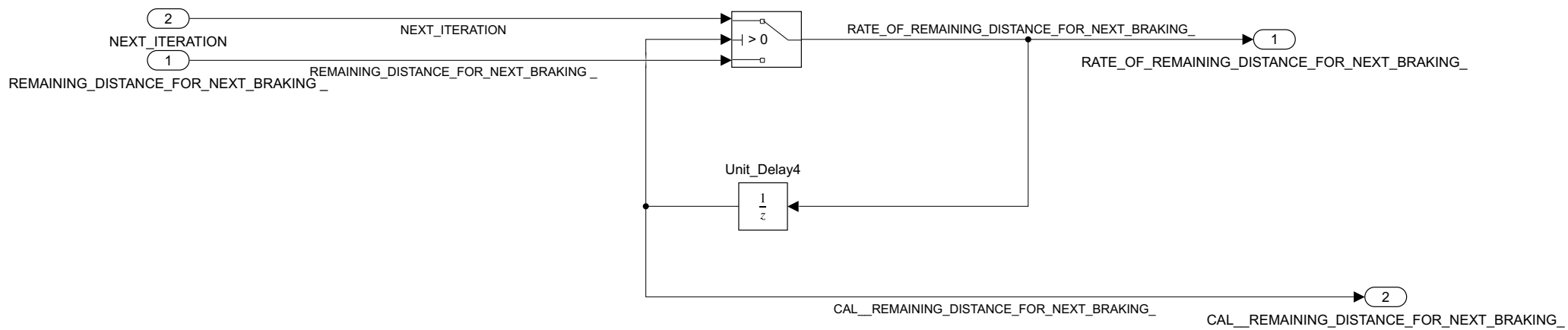
Speed\_after\_deceleration:  $V = u + at$

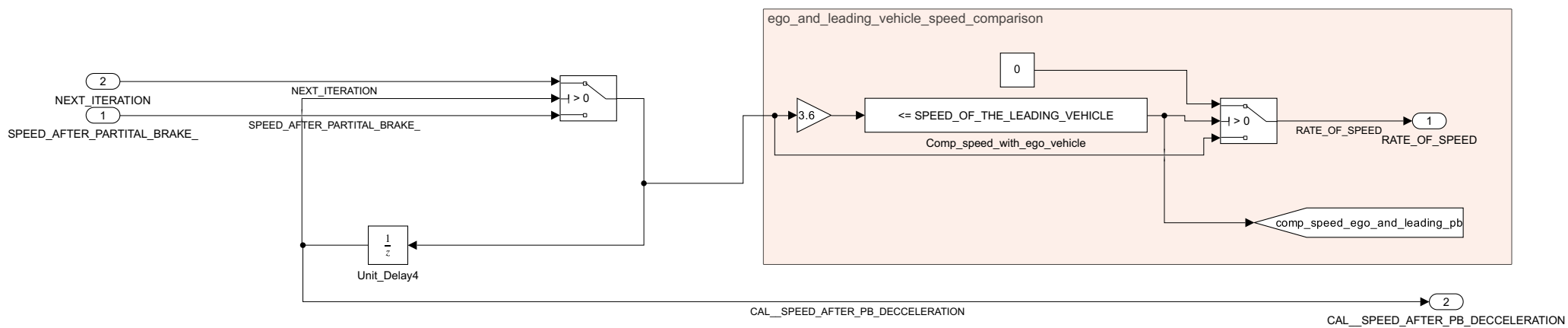


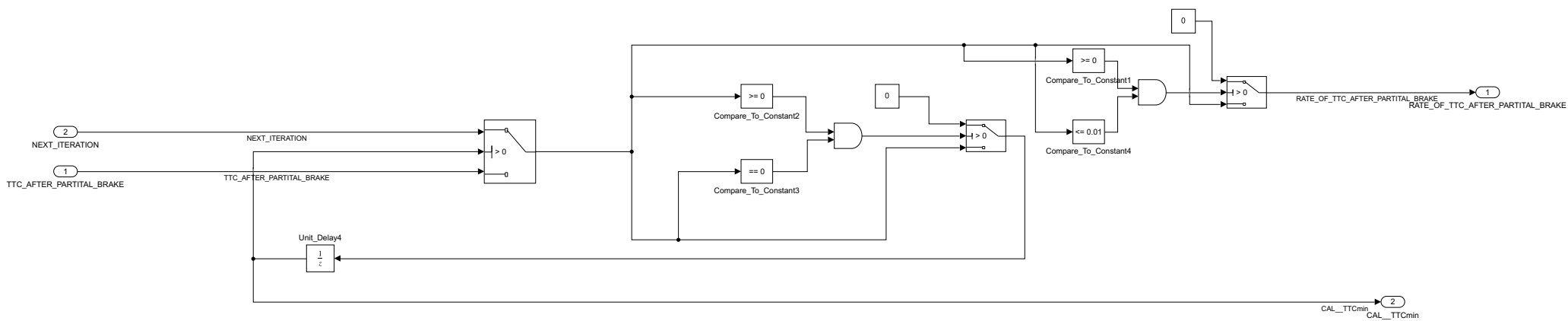
Remaining distance=  $ut + \frac{1}{2}(at^2)$



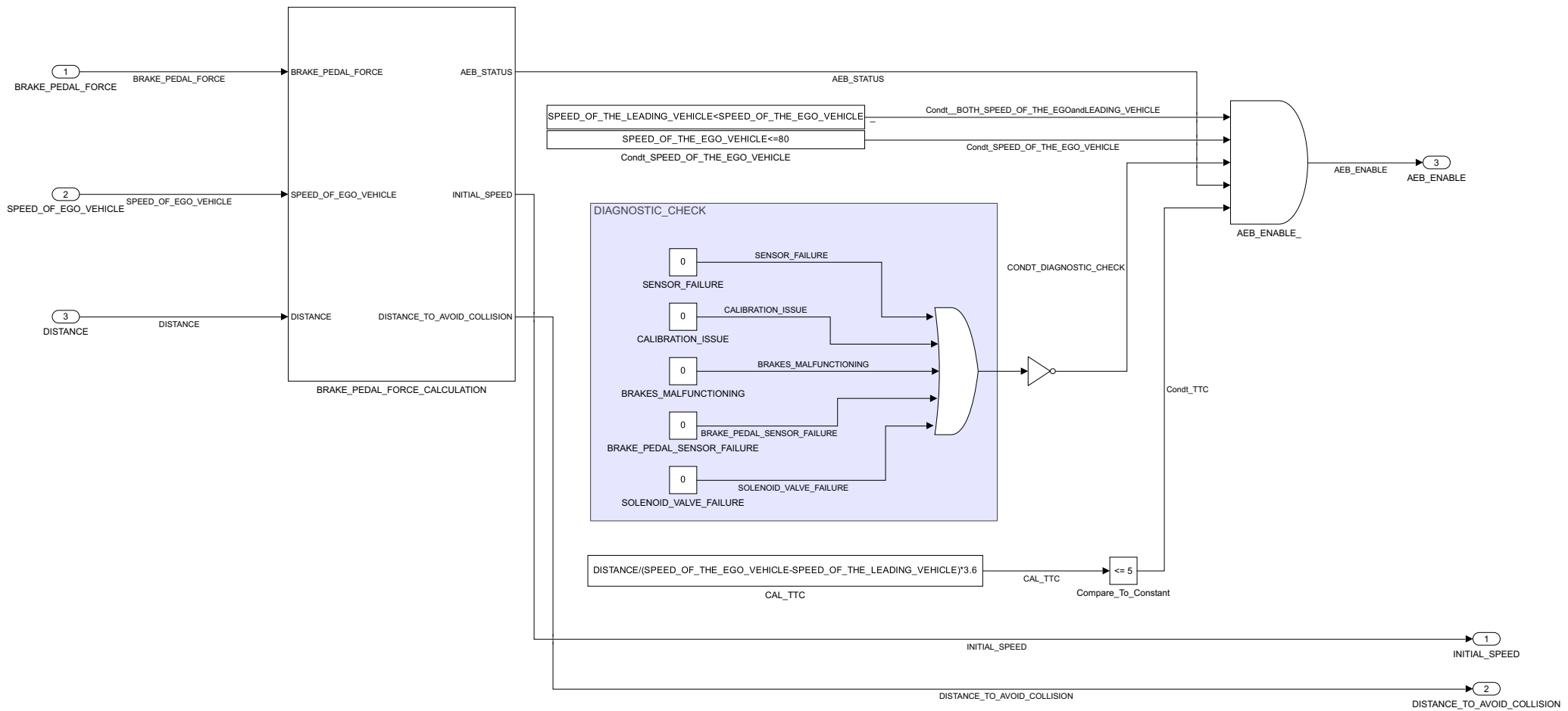




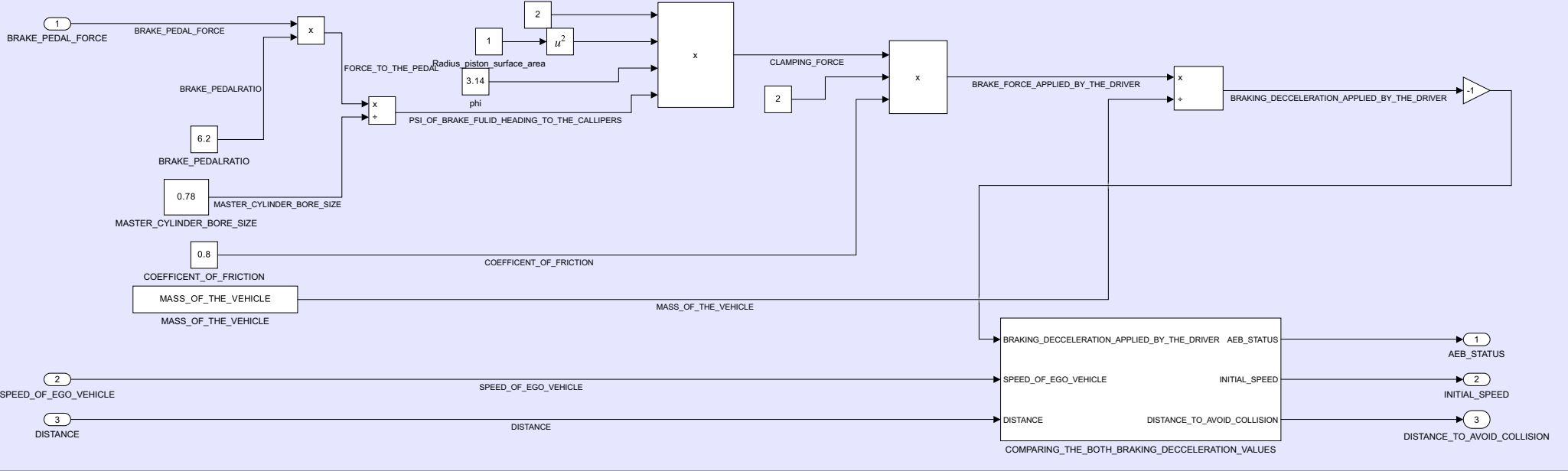


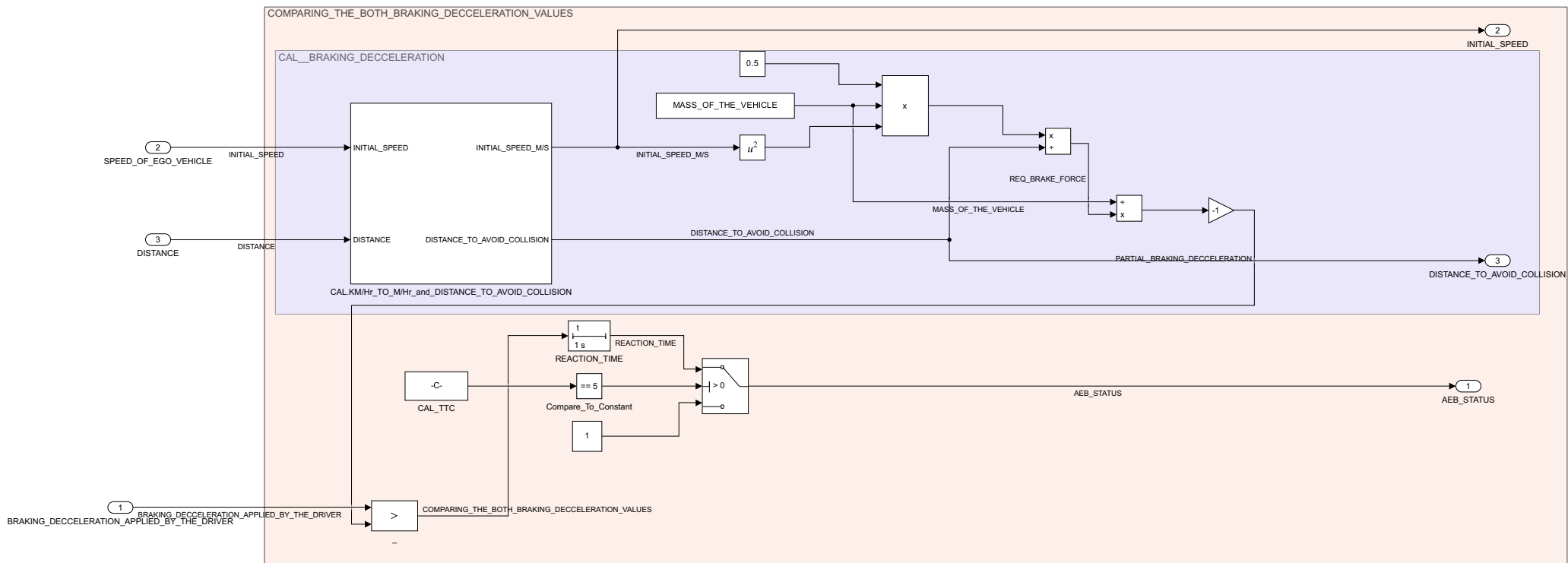






CAL\_BRAKE\_PEDAL\_FORCE





CONDITION\_FOR\_CHECKING\_REACTION\_TIME

