Centralized MPC for autonomous intersection crossing

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***Abstract*— This paper proposes a method for a safe and autonomous intersection crossing. A centralized system controls autonomous vehicles within a certain surrounding of the intersection and generates optimized trajectories for all vehicles in the area. By formulating a convex quadratic optimization problem in space domain with respect to collision avoidance constraints, a model predictive controller is designed. To validate the controller for a more advanced vehicle model, a complete simulation environment for virtual test driving is generated by combining CarMaker with Matlab/Simulink. A case study shows the effectiveness of the proposed method.**

I. Introduction

Around the world, traffic accidents that are related to intersections occur all too often. Compiled statistic from several European Countries shows that $43\,\%$ of all road injury accidents can be related to intersections [1]. Statistic conducted in the USA indicates similar numbers [2]. The actual number of related traffic accidents in Sweden is slightly less in total. Of all reported accidents in the year 2014 in Sweden, $24\,\%$ are intersection related. Of those, $91\,\%$ led to severe person injuries [3]. As the statistics show, intersections lead to high risk for accidents. Even though the most dangerous intersections are regulated by traffic lights, signs and road-markings, accidents occur still very frequently. On the contrary, improving the safety at intersection crossing by, e.g., installing traffic lights, may also come at a price in today's society since it limits the traffic flow. This causes bottlenecks in the traffic rhythm which not only wastes a lot of time for travelers but also leads to environment pollution caused by unnecessary accelerations/decelerations and engine idling operation.

Today's vehicles are trending to become more and more autonomous. Exclusive benefits as adaptive cruise control, automatic lane change maneuvers, parking assistance are available on the market today. Statistics from USA show that about $96\,\%$ of all intersection related accidents are attributed to drivers [2]. If intersections would be controlled by an autonomous cooperative intersection algorithm that can optimize the crossing sequence for all nearby vehicles, the intersection should be made more safe since no human factor would cause accidents. The intersection should also be more efficient in both terms, time and energy consumption, since the algorithm would decide the crossing order and vehicles' speed for maximum efficiency. Aspects as minimizing deceleration, respectively acceleration, as well as reducing the total time for the intersection crossing could be taken into account for computing the optimal crossing sequence. It would also be possible to set different priority orders for different types of vehicles, for example according to their fuel consumption and performance. Emergency vehicles could be given precedence to enter the intersection on call-out.

In this paper, a Model Predictive Controller (MPC) is designed for a centralized system which takes control over autonomous vehicles within a certain surrounding of the intersection. The vehicles are assumed to drive fully autonomously. Among other recent work some have already exploited the idea of using different MPC implementations [4], [5], [6], [7], [8], [9]. In [6] for example, the solution is approximated by a centralized, finite time optimal control problem. In [7], a decentralized approach based on sub-optimal decision-making heuristics is used.

The general optimization algorithm for intersection crossing in this paper is based on the modeling approach of [9] where the problem is formulated in space coordinates and inverse of speed is used as a state variable. For a given crossing sequence, the approach allows the problem to be formulated as a convex program that optimizes vehicles' speed and prevents collisions. This paper has two main contributions. First, an MPC is designed with the convex modeling proposed by [9]. The MPC generates optimized trajectories for all vehicles in the controlled area, such that a cost function is minimized and several constraints are satisfied. The vehicles may differ in speed, acceleration and braking capabilities. Second, this paper implements the MPC in Matlab/Simulink and the simulation tool CarMaker, which provides advanced vehcile models making the simulation more realistic.

The paper is organized as follows: Section II gives an overview of the convex problem formulation in space coordinates. In Section III an MPC is designed. Section IV provides an MPC simulation in CarMaker running under Matlab/Simulink. Section V shows a case study and investigates the controller efficiency in the simulation environment. Section VI closes the paper with final conclusions.

II. Problem Formulation

This section presents the modeling approach proposed by [9] and formulates the autonomous intersection crossing as a convex optimization problem.

A. Assumptions

Considering N_v autonomous vehicles in a surrounding of an intersection, each with a predefined path to follow, it is assumed that for each vehicle $i = 1, ...N_v$, the acceleration along its path can be varied. The vehicle dynamics in the control model are simplified to a point mass model.

The presented intersection crossing scenario is limited to one vehicle per lane which means that the scenario where

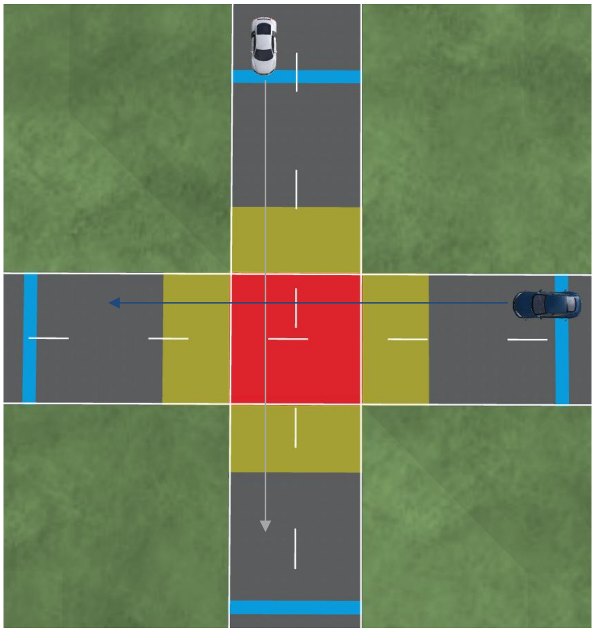

Fig. 1. Illustration of an intersection showing the critical set (red), the enlarged set (yellow) and the control region (light blue).

vehicles are following each other on the same lane is not studied. Nevertheless, the controller is designed so that an adaptation to enable this is possible.

B. Problem statement

For a safe intersection crossing, autonomous vehicles within a certain surrounding of the intersection shall be controlled by a centralized system. An illustration of an intersection is shown in Fig. 1. The red color indicates the critical set, where more than one vehicle should never reside, due to safety reasons. The yellow color shows the enlarged set, which will be discussed later, in Section III-B. The light blue color indicates the start and end of the control region. The centralized system controls only vehicles in this region. The position where vehicle k enters respectively exits the critical set is called L_k respectively H_k. The order in which the vehicles cross the intersection is called crossing sequence and the matrix which contains all the possible crossing sequences is called permutation matrix Ω.

C. Convex problem statement

To formulate the optimization problem in a convex form, the problem is formulated in space coordinates, rather than time, according to [9]. With the spatial coordinate p, the linear state space model

$$\kappa_i'(p) = \underbrace{\begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix}}_{A} \kappa_i(p) + \underbrace{\begin{pmatrix} 0 \\ 1 \end{pmatrix}}_{B} u_i(p) \tag{1}$$

is used to model each vehicle i, where $\kappa_i = \begin{pmatrix} t_i(p) & z_i(p) \end{pmatrix}^T$ is the state vector and $\kappa_i' = d\kappa/dp$ is the derivative with respect to the spatial distance p. The *lethargy* $z_i(p) = 1/v_i(p)$, where $v_i(p)$ is vehicle velocity, indicates the slowness of the system and $t_i(p)$ is the time needed to reach position p. Input $u_i(p) = z_i'(p)$ is the spatial derivative of $z_i(p)$.

1) Cost function: The cumulative cost function is the sum of cost functions for each vehicle i

$$\min_{u_i(p)} \sum_{i=1}^{N_v} J_i(\kappa_i(p), u_i(p), u_i'(p), \kappa_i(p_{if})) \tag{2}$$

where p_{if} is the final position after leaving the intersection. The cost function for each vehicle i

$$J_i = J_{i1} + J_{i2} + J_{i3} \tag{3}$$

consists of three quadratic convex functions. The first term

$$J_{i1} = w_{i1} \bar{v}_{ir}^3 \int_0^{p_{if}} \left(z_i(p) - \frac{1}{v_{ir}(p)} \right)^2 dp \tag{4a}$$

penalizes the deviation from the reference velocity, where w_{ij} [$j = 1$ in (4a)] are weighting factors. The mean of the reference velocity $v_{ir}(p)$ for each car i is $\bar{v}_{ir}$. The terms J_{i2}, J_{i3} with

$$J_{i2} = w_{i2} \bar{v}_{ir}^5 \int_0^{p_{if}} u_i^2(p) dp, \tag{4b}$$

$$J_{i3} = w_{i3} \bar{v}_{ir}^7 \int_0^{p_{if}} u_i'^2(p) dp \tag{4c}$$

penalize high longitudinal acceleration and jerk to guarantee a comfortable drive and limited actuator usage. The unconventially appearence of J_{i2} and J_{i3} with powers of the mean velocity is due to that the problem is described in space coordinates. In [9] it is shown how these are obtained by direct translation of quadratic penalties from time to space domain.

2) Constraints: In addition to the equality constraint (1), the problem includes inequality constraints on the states κ_i and the input u_i as well as initial and final state constraints

$$\kappa_i'(p) = A\kappa_i(p) + Bu_i(p) \tag{5a}$$

$$\kappa_i(p) \in [\kappa_{imin}(p), \kappa_{imax}(p)] \tag{5b}$$

$$u_i(p) \in [u_{imin}(p, z_i(p)), u_{imax}(p, z_i(p))] \tag{5c}$$

$$\kappa_i(0) = \kappa_{i0} = \begin{pmatrix} 0 & 1/v_{i0} \end{pmatrix}^T \tag{5d}$$

$$\kappa_i(p_{if}) = \kappa_{if} = \begin{pmatrix} \text{free} & 1/v_{if} \end{pmatrix}^T, \tag{5e}$$

where the limits (5c) are linear functions of z_i and represent a linearized inner approximation of corresponding constant acceleration limits in the time domain formulation [9]. To avoid collisions, a final constraint is needed, which guarantees that a vehicle can enter a certain critical set at the center of the intersection, only when the previous vehicle has left the critical set, i.e.

$$t_k(H_k) \leq t_l(L_l), \; k = \Omega_{m,n}, \; l = \Omega_{m,n+1}, \quad n = 1, \ldots, N_v - 1, \tag{5f}$$

where k and l are indices of consecutive vehicles in a given crossing sequence m of the permutation matrix Ω, which contains all possible crossing sequences. Position H_k is the point when vehicle k exits the critical set and L_l is the entry point for vehicle l. For a given crossing sequence, the optimization problem is a convex quadratic program (QP).

More detailed explanations about the convex modeling of the problem can be found in [9].

III. MPC Design

This section presents the optimization problem in a discrete space coordinate, proposes and extended cost function and rewrites the problem as a standard QP suitable for MPC implementation.

A. Discrete state space model

In order to implement the controller in Matlab, a discrete version of the model (1) with a sampling interval d_s is derived with Forward Euler approximation. The result is the following discrete state space representation

$$\kappa_i(p+1) = A_d \kappa_i(p) + B_d u_i(p), \tag{6}$$

with the discrete matrices expressed as

$$\begin{aligned} A_d &= I_2 + d_s A = \begin{pmatrix} 1 & d_s \\ 0 & 1 \end{pmatrix} \\ B_d &= d_s B = \begin{pmatrix} 0 \\ d_s \end{pmatrix}. \end{aligned} \tag{7}$$

In order to guarantee stability of the discretized state space representation, the discretization step must fulfill the criterion,

$$|I_2 + d_s A| \leq 1. \tag{8}$$

Since the eigenvalues of the discrete state space representation $\lambda_{1,2} = 1$ are mapped on the border of the unit circle, stability is guaranteed.

B. Extended cost function

The constraint (5f) prevents the vehicles to collide, but it also allows several vehicles to be on the borders, or very close to the borders of the opposite ends of the critical set [when constraint (5f) is active]. This can lead to an infeasible solution in the next MPC update, in the case when noise and model uncertainty initialize the problem with a *slight* violation of (5f). Hence, constraint (5f) is modified so that there is some margin between the vehicles. This is done by introducing a slack variable s_j for each consecutive vehicle pair inside the control region. The variable s_j expresses the time difference between the first vehicle leaving the intersection and the second vehicle entering the intersection. By defining Δt as the desired time difference, the cost function (2) can be extended to

$$\min_{u_i, s_j} \sum_{i=1}^{N_v} J_i(\cdot) + \sum_{j=1}^{N_v - 1} w_j \max(0, \Delta t - s_j)^2 \tag{9a}$$

and the constraint (5f) can be replaced by

$$s_j = t_l(L_l) - t_k(H_k), \quad s_j \geq 0. \tag{9b}$$

The maximization in (9a) is a convex function of s_j and Δt, where $t_l(L_l) - t_k(H_k) < \Delta t$. Vehicle pairs in which the vehicles are far apart are not forced to have a predefined time difference in the crossing. The extended cost function (9a) together with constraint (9b) effectively introduces an additional enlarged region, which is illustrated in Fig. 1. In comparison to the critical region, multiple vehicles may reside within the enlarged region, as long as they are outside the critical region.

Further, the min/max function in (9a) can be written without the max term as

$$\min_{s_j} \sum_{j=1} w_j q_j^2 \tag{10a}$$

$$\text{subject to: } q_j \geq \Delta t - s_j, \quad q_j \geq 0 \tag{10b}$$

where q_j are additional optimization variables.

C. Transformation to a standard QP

In this section, the problem is transformed into the standard QP form

$$\min_x \frac{1}{2} x^T H x + f^T x \tag{11a}$$

$$\text{subject to: } A_{eq} x = b_{eq}, \tag{11b}$$

$$A_{in} x \leq b_{in}. \tag{11c}$$

where x is the vector of optimization variables, H the Hessian matrix and f the remaining linear terms in the objective. The constraints are also transformed to fit the formulation in (11b)-(11c).

1) Cost function: The cost function (3) is transformed in a quadratic form for the MPC by writing the vector $x = \begin{pmatrix} x_1 & \dots & x_{N_v} \end{pmatrix}^T$ in (11a) as

$$x_i = \begin{pmatrix} K_i \\ U_i \\ U_i' \\ S_j \\ Q_j \end{pmatrix} \tag{12}$$

where $K_i = [\kappa_i(1), \dots, \kappa_i(N)]^T$, $U_i = [u_i(0), \dots, u_i(N-1)]^T$, $U_i' = [u_i'(0), \dots, u_i'(N-1)]^T$, $S_j = [s_j(1), \dots, s_j(N)]^T$, $Q_j = [q_j(1), \dots, q_j(N)]^T$ for each vehicle i and vehicle pair j in the control region. The vector x_i involves the states, the control input, the derivative of the control input and the slack variable. The prediction and control horizon are both equal to N. The Hessian matrix H_i for each vehicle i results in

$$H_i = 2 \begin{pmatrix} Q_{i1} & 0 & 0 & 0 & 0 \\ 0 & Q_{i2} & 0 & 0 & 0 \\ 0 & 0 & Q_{i3} & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & Q_{i4} \end{pmatrix}, \tag{13}$$

where the matrices Q_{i1}, Q_{i2}, Q_{i3} and the scalar Q_{i4} are equal to

$$Q_{i1} = w_{i1} \bar{v}_{ir}^3 C^T C I_N, \tag{14a}$$

$$Q_{i2} = w_{i2} \bar{v}_{ir}^5 I_N, \tag{14b}$$

$$Q_{i3} = w_{i3} \bar{v}_{ir}^7 I_N, \tag{14c}$$

$$Q_{i4} = w_j, \tag{14d}$$

where I_N is the identity matrix with N rows and $C = [0 \;\; 1]$. The f_i vector containing the remaining non-quadratic terms for each vehicle i is

$$f_i^T = -2w_{i1}\bar{v}_{ir}^3 \frac{1}{v_{ir}(p)} \begin{pmatrix} C & \dots & C & 0 & \dots & 0 \end{pmatrix} \tag{15}$$

2) Constraints: The state constraint of the model described in (5a) has to be reformulated in a matrix form as shown in (11b) with the discrete model described in (7). Furthermore, the constraints (5b)-(5c) limiting the state variables and the acceleration as well as the collision avoidance constraint (5f) can be written into new inequality constraints (11c). The two constraints (5b)-(5c) have to be split up into two constraints in order to be implemented in a matrix form.

In order to control N_v vehicles, the cost function (11a) needs to be extended. The new vector x and Hessian matrix for N_v cars are then according to (11a)

$$x = \left(x_{1:N_v}^T\right)^T, \tag{16}$$
$$H = \text{diag}\left(H_{1:N_v}\right), \tag{17}$$

and the vector f is changed to

$$f^T = \left(f_{1:N_v}^T\right). \tag{18}$$

Analogously, the constraints also change in the same manner. Using the vector x (16), the equality and inequality constraints for all N_v vehicles can be written as

$$A_{eq}^T = \left(A_{eq,1:N_v}^T\right), \tag{19}$$
$$b_{eq}^T = \left(b_{eq,1:N_v}^T\right), \tag{20}$$
$$A_{in}^T = \left(A_{in,1:N_v}^T\right), \tag{21}$$
$$b_{in}^T = \left(b_{in,1:N_v}^T\right). \tag{22}$$

D. Control area and optimization horizon

Whether a vehicle is included in the MPC computation depends on its distance to the intersection. The control area of the centralized controller is defined for a certain surrounding of the intersection. The vehicle speed at the moment of entering the control area is chosen as a reference. The control area is re-scanned in every time step searching for new arriving or leaving cars. The controller re-optimizes in every time step and takes into account only the vehicles in the control area.

Since there is no point in controlling the vehicles after they have passed the control area, the optimization horizon N_i for each vehicle $i = 1, \dots, N_v$, is not moving along the vehicles as they advance. Instead the horizon is shrinking as the cars are progressing through the control area. Thus, the computation load of the MPC algorithm is decreasing as controlled vehicles are approaching the end of the intersection and it is increasing as new vehicles enter the intersection.

IV. Simulation

In this section the MPC is applied to an advanced vehicle model, with the focus on connecting the MPC developed in Matlab/Simulink to a traffic model and an advanced vehicle model developed in CarMaker.

The MPC is implemented in Simulink as a Matlab Function block, see Fig. 2. The simulation tool IPG CarMaker provides a detailed vehicle model and serves as a simulation environment to design a traffic model, containing an intersection and traffic flow. Furthermore, CarMaker provides a video animation by the plug in program IPG Movie for visualizing the simulation results. This is used as an additional tool for validation of collision avoidance and representation of the simulation results.

A. Restrictions of CarMaker 5.0.2

In CarMaker 5.0.2, only one host car can be simulated as an advanced car model. It is not possible to control several vehicles with detailed vehicle dynamics. Except of the host car, all other cars can only be modeled as traffic objects, which implies static objects without dynamics. They are simulated as 3-D boxes with a certain initial position and acceleration. For the acceleration of each traffic object, the corresponding output of the MPC can be used. Nevertheless, it should be noted that these cars have the same dynamics as the point mass model used for the controller design.

B. Simulation environment design

A CarMaker road is constructed from start to stop by a list of road segments, each one only connected with the previous and following segment [10]. In this paper, for simplicity, the intersection is constructed by making a turn and letting the road cross itself (see Fig. 3). This causes a limitation to the movements of the vehicles because the motion of the traffic objects is connected to the definition of the road. Thus, the traffic objects have to pass straight through the intersection. A turn in such intersection is not possible.

After the creation of the intersection, traffic is added to the model. For each vehicle, the host car as well as the traffic objects, the vehicle type, the reference starting point and reference speed are preset. The host car starts with a zero velocity and the road model is designed to allow the host vehicle reach its desired speed before entering the controlled intersection area.

C. Adding the MPC

The CarMaker simulation model in Simulink consists of a chain of individual subsystem blocks. These blocks cannot be removed, but their functionality can be changed by overwriting their input or output signals.

The MPC is added by hijacking the gas and brake signals in the *Vehicle Control* block in Simulink as seen in Fig. 2, where drivers wish is overwritten by the calculated values from the MPC algorithm. The gas and brake signals from the driver model are only used for the vehicle with dynamics, where the control signal calculated by the MPC is converted to the gas and brake signals. For the other vehicles which are

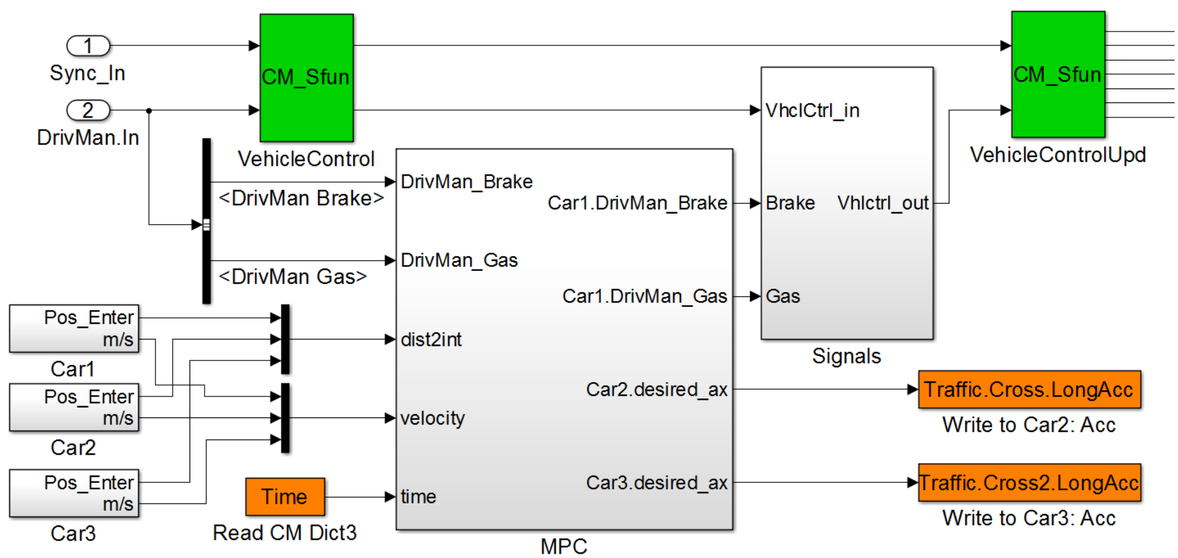

Fig. 2. Implementation of the MPC in Simulink combined with CarMaker's Simulink environment. Green color indicates CarMaker's environment and orange color indicates signals taken from CarMaker. The MPC is added in between the two green boxes, where signals, e.g brake and gas are 'hijacked' from CarMaker and used in the MPC algorithm. The output of the MPC with the manipulated signals are afterwards reconnected to CarMaker.

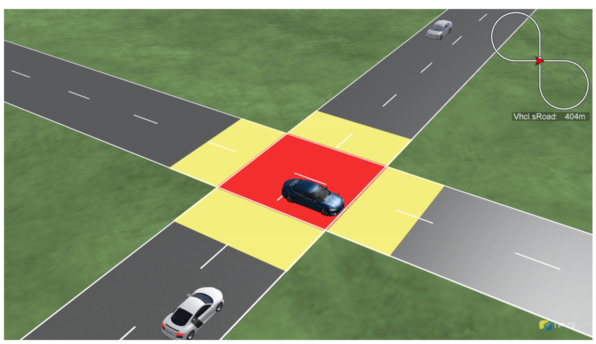

Fig. 3. Created intersection crossing in CarMaker environment where the three cars are approaching the intersection.

static traffic objects, the calculated control signals overwrite directly the acceleration signal without a conversion to gas and brake signals.

V. Simulation Evaluation with Three Vehicles

In the selected case study, the presented MPC is tested for three cars approaching an intersection as shown in Fig. 3. In Table I, the parameters for the cars $i = 1, 2, 3$ can be found. The speed and acceleration limits as well as the weights for the cost function are selected identically for all three vehicles. The desired crossing sequence is chosen to $1, 2, 3$. The vehicles start with different initial speed and distances from the intersection. Without a controller, car 1 and 2 would collide in the intersection [1]. The MPC takes control over a vehicle when it has entered the control radius of the intersection, which is 60 meters before and 60 meters after the intersection. The critical region, where no collisions are allowed, is the $15 \cdot 15$ m^2 intersection crossing area. The vehicles do not turn left or right in the intersection, instead they only drive straight forward. The initial optimization horizon for every car entering the control area is N=135, with a sampling interval of 1 m.

TABLE I

Problem Data of the Case Study.

Parameter	Values
$\begin{pmatrix} v_{1r} & v_{2r} & v_{3r} \end{pmatrix}$	$\begin{pmatrix} 47\,\mathrm{km/h} & 48\,\mathrm{km/h} & 50\,\mathrm{km/h} \end{pmatrix}$
$\begin{pmatrix} v_{imin} & v_{imax} \end{pmatrix}$	$\begin{pmatrix} 30\,\mathrm{km/h} & 90\,\mathrm{km/h} \end{pmatrix}$
$\begin{pmatrix} a_{imin} & a_{imax} \end{pmatrix}$	$\begin{pmatrix} -3\,\mathrm{m/s^2} & 3\,\mathrm{m/s^2} \end{pmatrix}$
$\begin{pmatrix} w_{i1} & w_{i2} & w_{i3} & w_{i4} \end{pmatrix}$	$\begin{pmatrix} 1 & 1100 & 23 & 10000 \end{pmatrix}$
Δt	0.6 s
d_s	4 m

Data gathered from the CarMaker vehicle sensors are shown in the top three plots of Fig. 4. When vehicle 1 comes closer to the intersection it can be observed that it starts to accelerate and vehicle 2 starts to decelerate in order to avoid a collision. The third vehicle slows down to avoid a collision between the second and third vehicle. Furthermore, by looking at the last plot, it is evident that the MPC controller efficiently prohibits collisions between the vehicles[2]. An upward-pointing triangle depicts the time where the vehicle is entering the intersection and a downward-pointing triangle shows the time when it is leaving. Since there is no vertical alignment among the triangles, there are no collisions.

Compared to the solution presented in [9], the computation time for the convex problem is decreased by using a QP

[1] A video animation showing that vehicles would collide if not controlled, is provided at `https://youtu.be/LKcXflY6Mtw`.

[2] A video animation showing that the controller has prevented collision can be found on `https://youtu.be/VV36-eJ0tEw`. In the video, it can be observed that the cars drive in a smooth way following the given crossing sequence and there is never more than one car in the intersection.

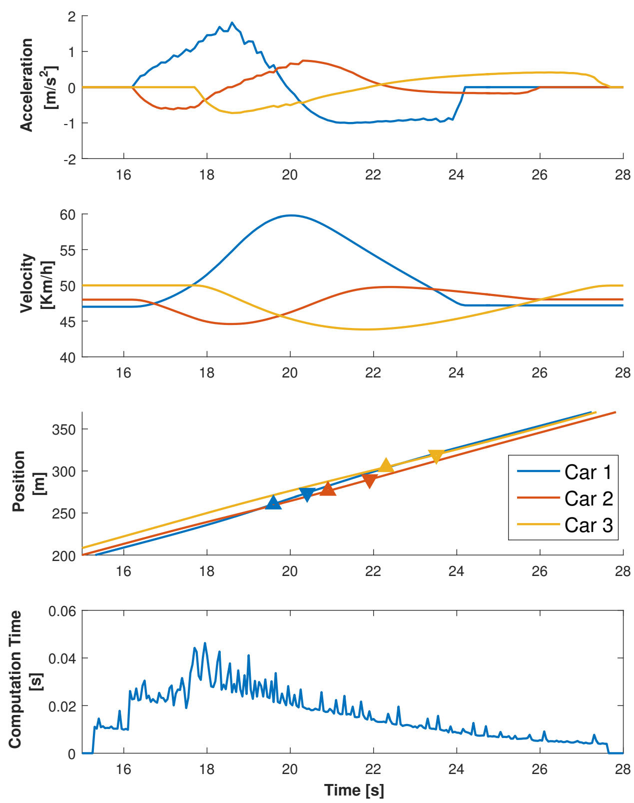

Fig. 4. Trajectories from the MPC controller. The upper three subplots show velocity, acceleration and position for each vehicle. The very last plot shows the computation time of the quadratic programming solver.

solver instead of the generalized second order cone program (SOCP) solver. It can be seen in the bottom plot of Fig. 4 that in the worst case scenario, the problem can be solved in less than 0.05 seconds[3]. The figure also shows that the computation time has an increasing trend, up to the MPC update at about the 18th second, when all cars have entered the control area. After this, the computation time has a decreasing trend, since the prediction horizon is shrinking for all the vehicles.

VI. Conclusions

This paper provides a centralized MPC for optimal control of autonomous vehicles in the control area of an intersection. The problem is formulated as a convex quadratic program that can be solved efficiently. The controller is tested for an advanced vehicle model using the simulation tool CarMaker. The simulation results show that the MPC successfully avoids collisions.

The MPC works efficiently for the virtual test drive, but using CarMaker as a simulation environment turned out to have some limitations. Future studies may focus on testing the algorithm in different simulation environments and with real vehicles.

[3]The Simulation was preformed on a computer with (Intel(R) Core(TM) i7-3520M) processor and 8 GB RAM.

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