

Autonomous Driving Software Engineering

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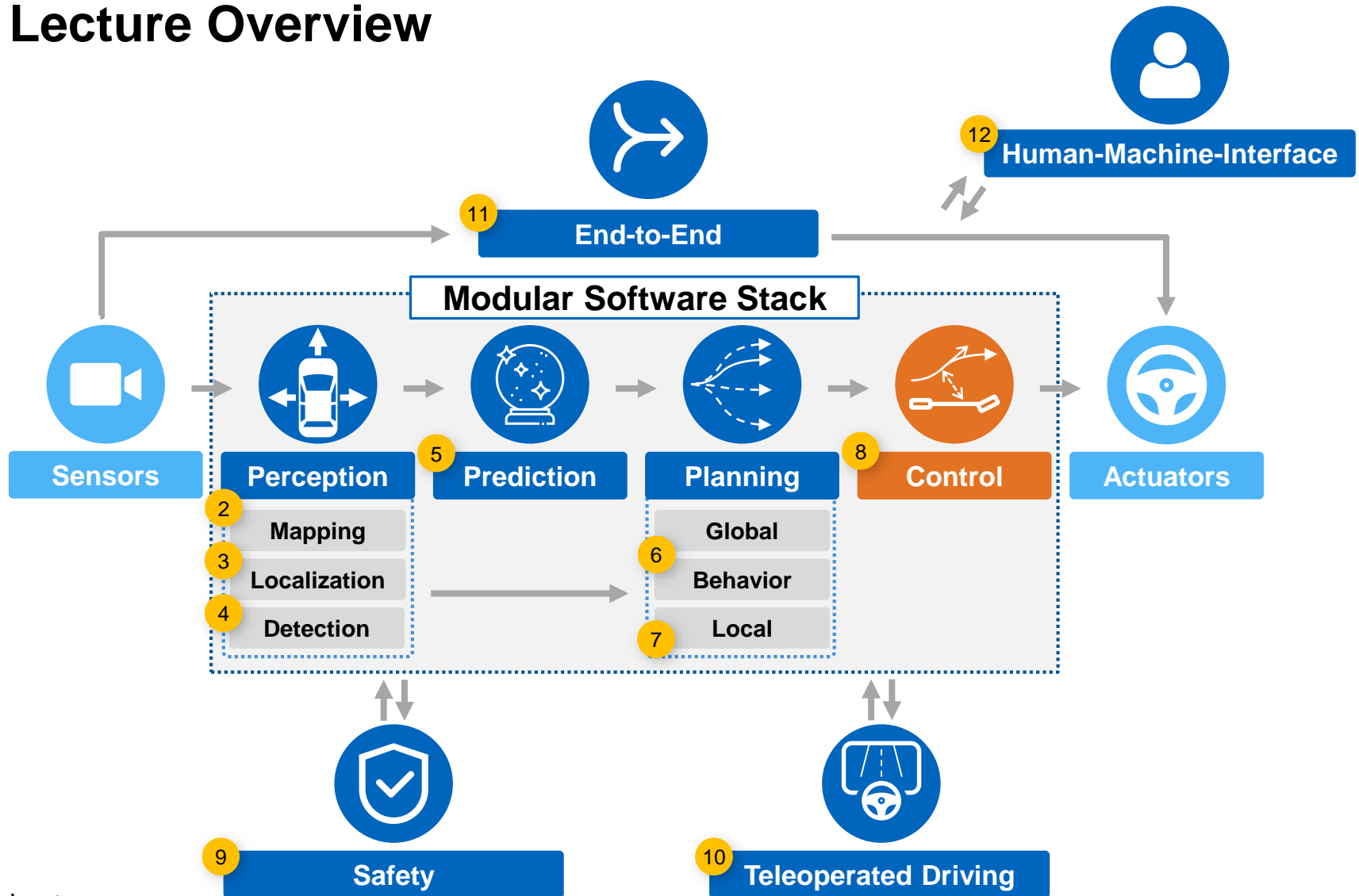
Simon Sagmeister, M. Sc.

Agenda

1. Introduction
2. Basic control (Geometric & PID)
3. Model-based control
4. Model predictive control
5. Summary

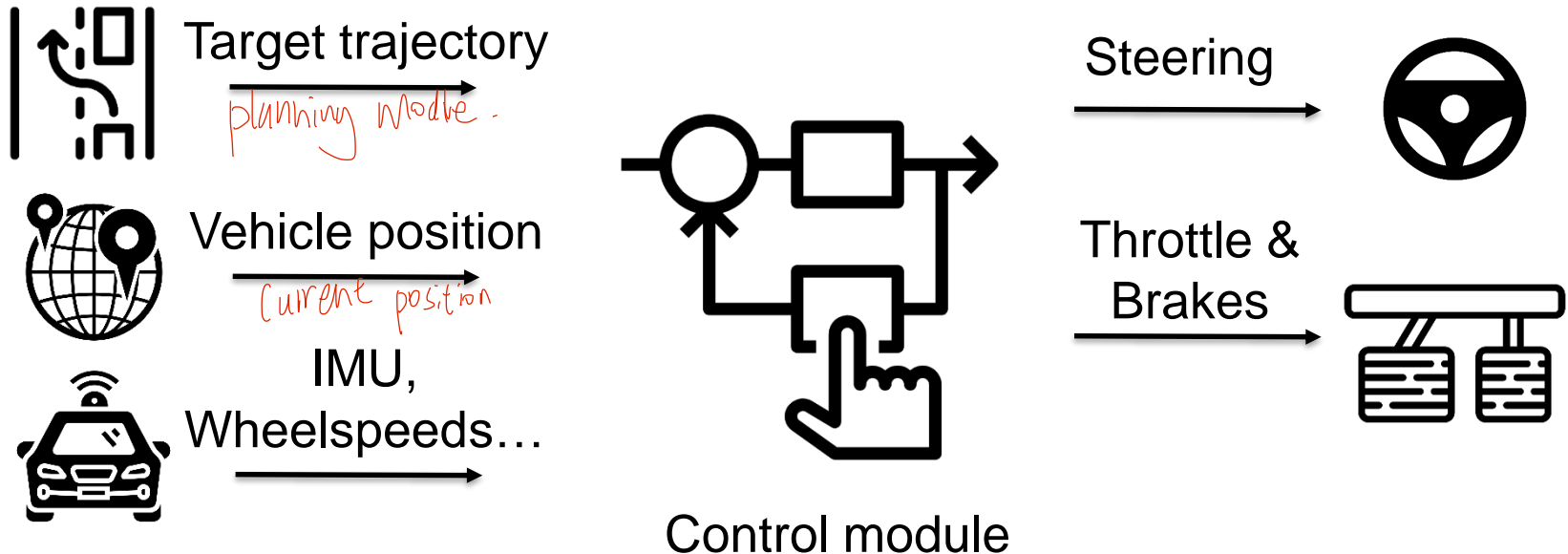


Lecture Overview



X = Lectures

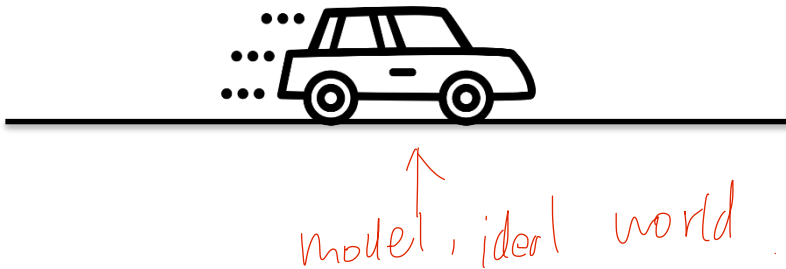
Role of control in the AV software stack



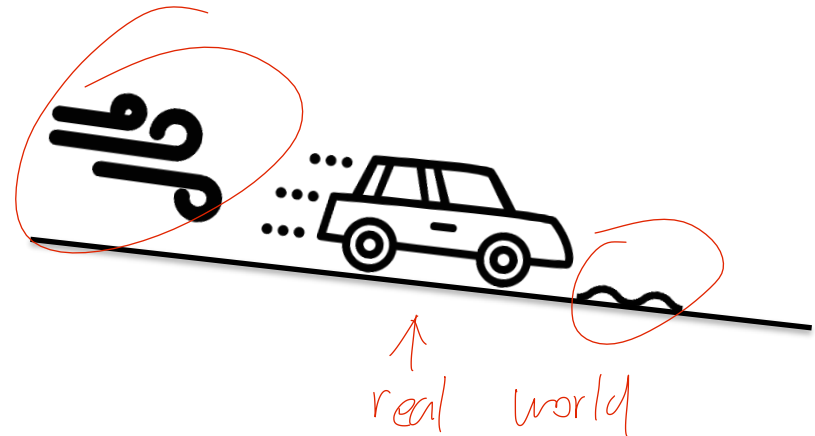
- Control is focussed on the short-term behavior (roughly 2 seconds) and updates frequently (at minimum with 20 Hertz)
- Real-time operation is crucial
- Control needs maximum knowledge about the vehicle

Why do we actually need feedback control?

How engineers like to think about the world:



What it's actually like:



- The real world is full of uncertainties and disturbances
- Control is about taking into account those uncertainties and manage them in a structured way to achieve the desired task

The evolution of autonomous vehicle control

Geometric controllers



Stanley – Stanford (2005)



Talos – MIT (2007)

Model-based feedforward and feedback controllers



Shelley – Stanford (2015)



Roborace – TUM (2018)

Model predictive controllers

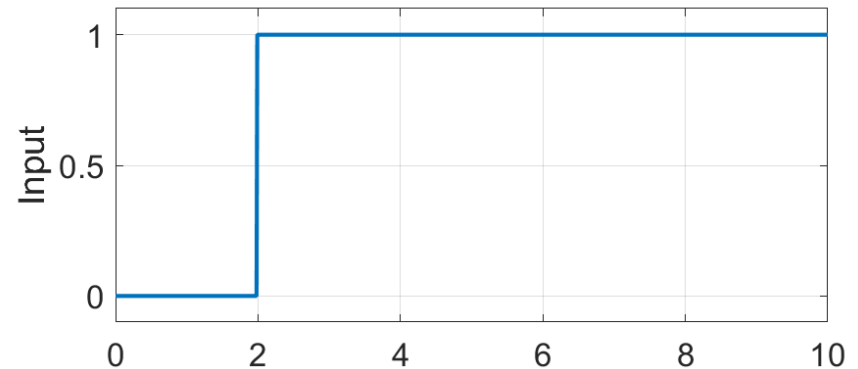
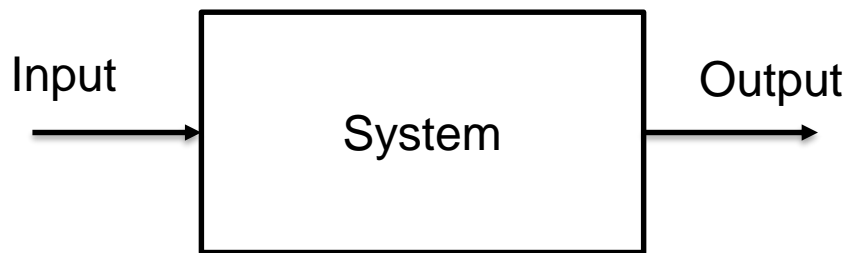


1:43 Racing - ETH (2015)



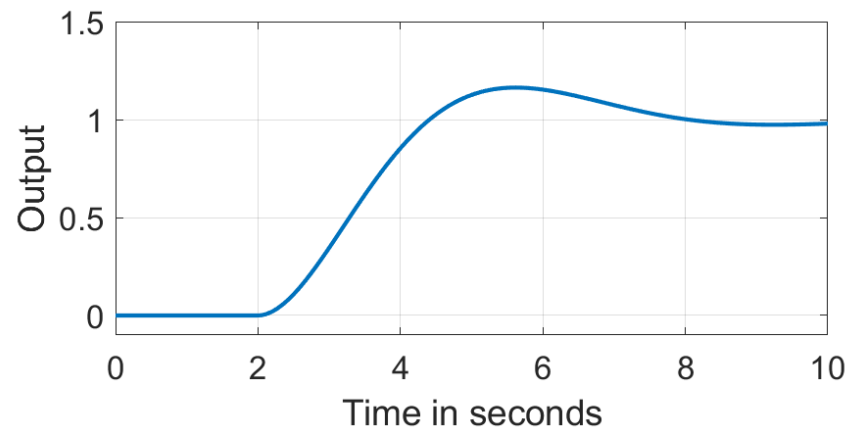
Indy Challenge – TUM (2021)

Control theory basics – System dynamics I

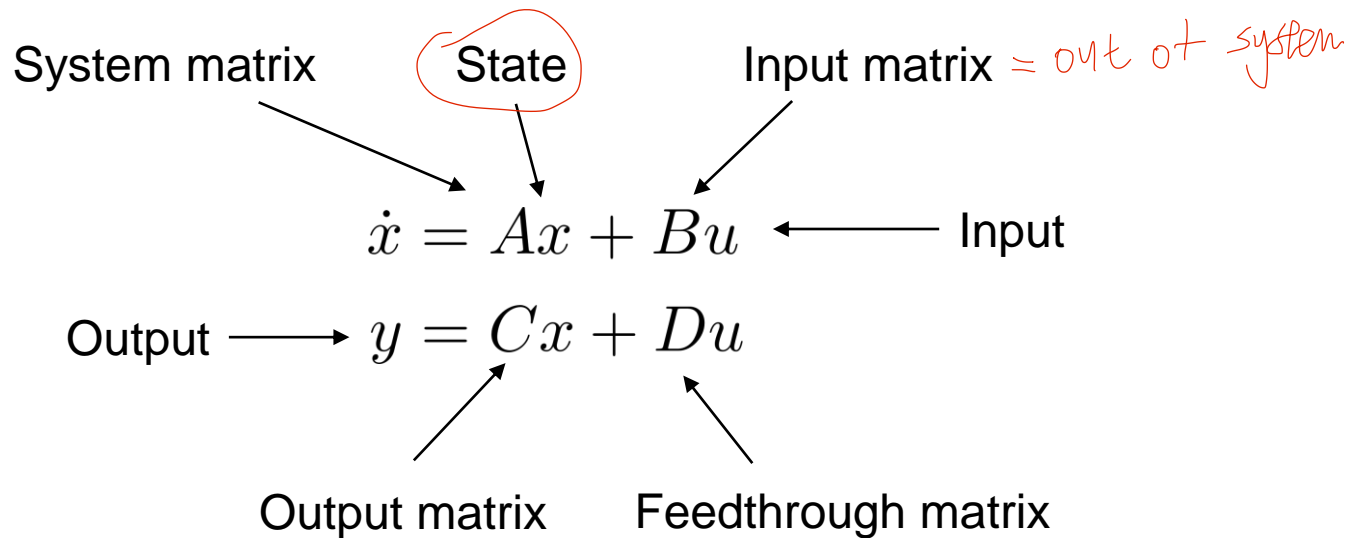


Examples:

- Spring-mass-damper systems
- Inverse pendulum
- Autonomous vehicles

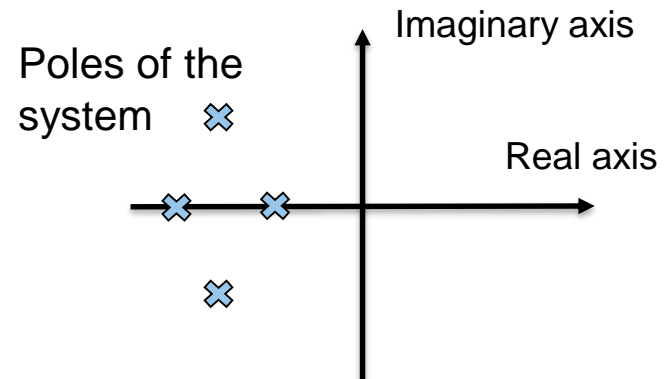


Control theory basics – System dynamics II

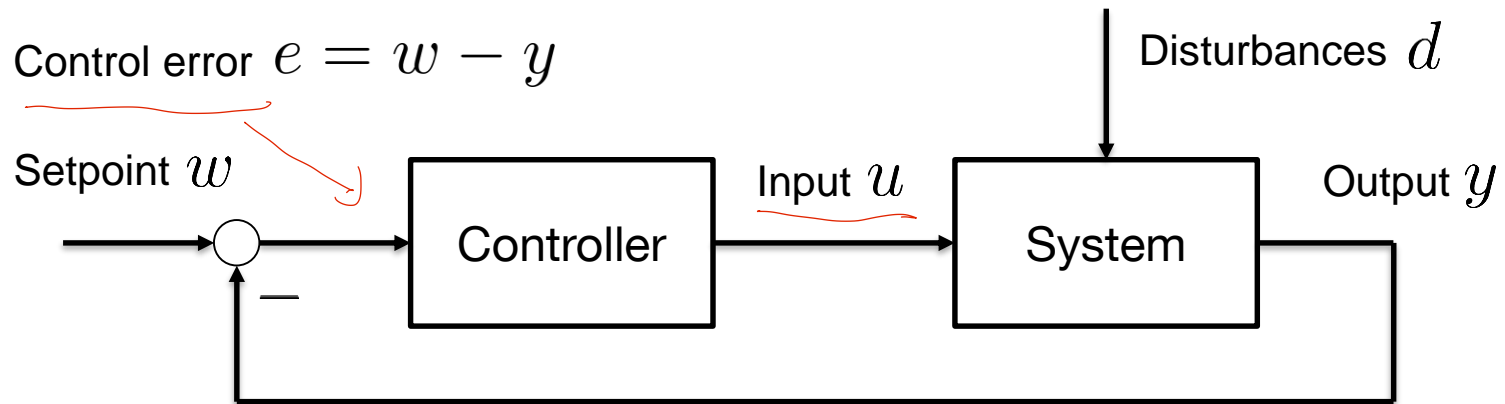


System dynamics are given from the spectrum of A :

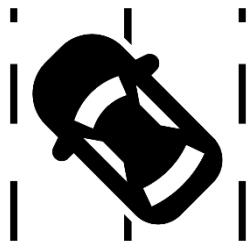
$$\det(sI - A) = 0$$



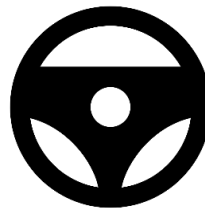
Control theory basics – Standard control loop I



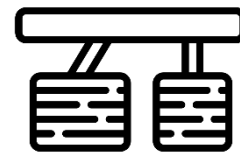
Examples for control loops in autonomous vehicles:



Vehicle motion



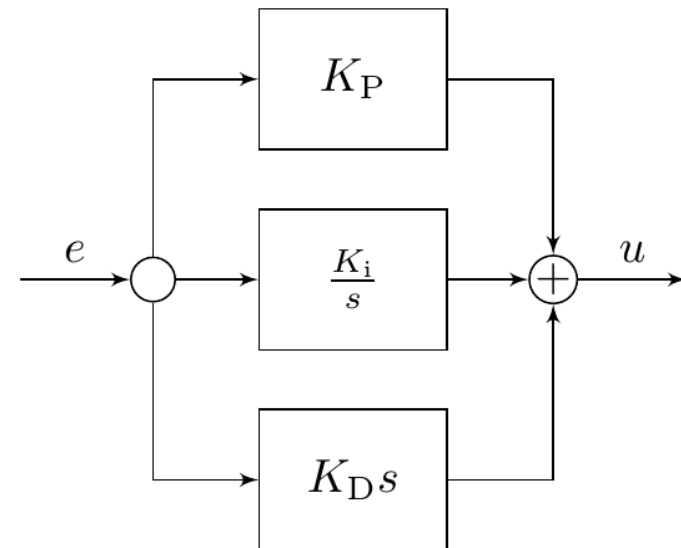
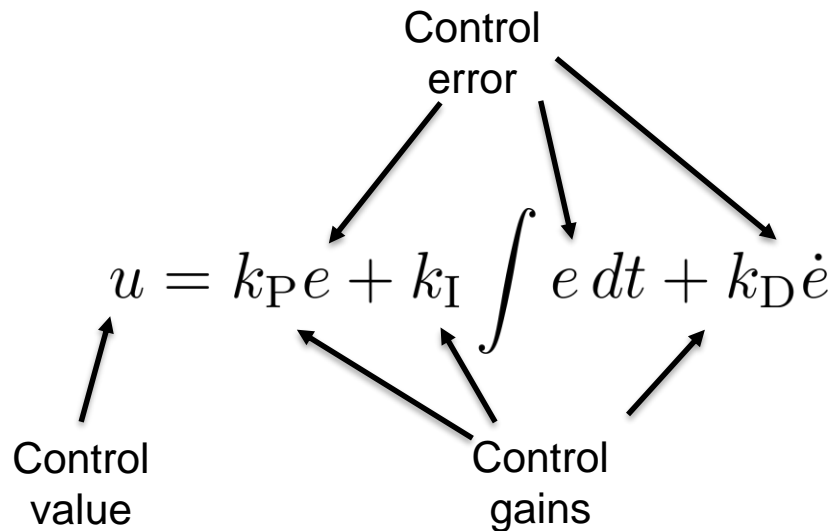
Steering angle



Brake pressure

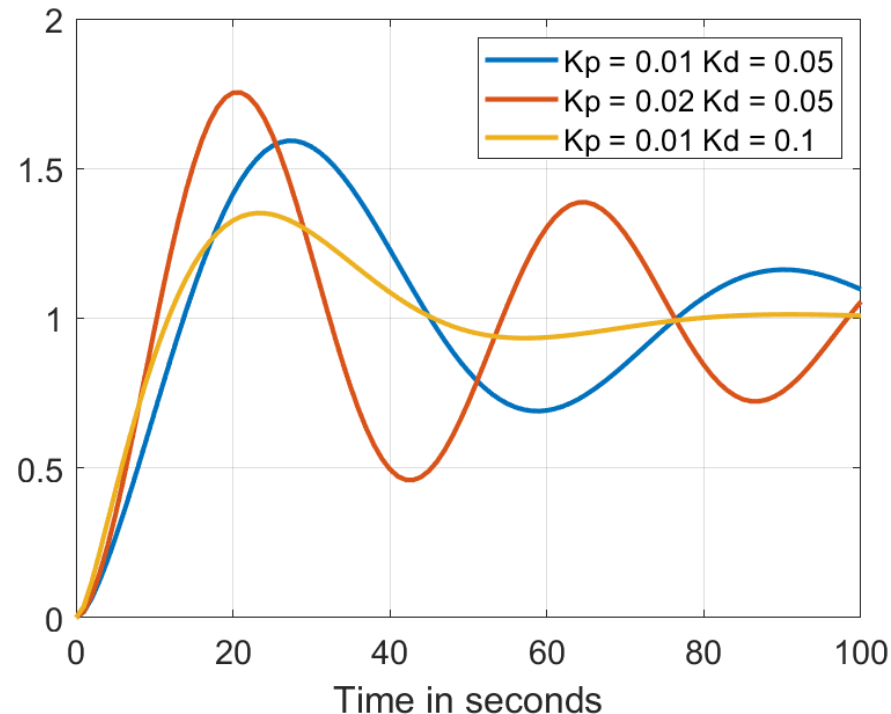
Control theory basics – PID controller design I

Block diagram with transfer functions:



- Three main parts: Proportional / Integral / Derivative
- Standard approach for feedback control in industrial applications

Control theory basics – PID controller design II

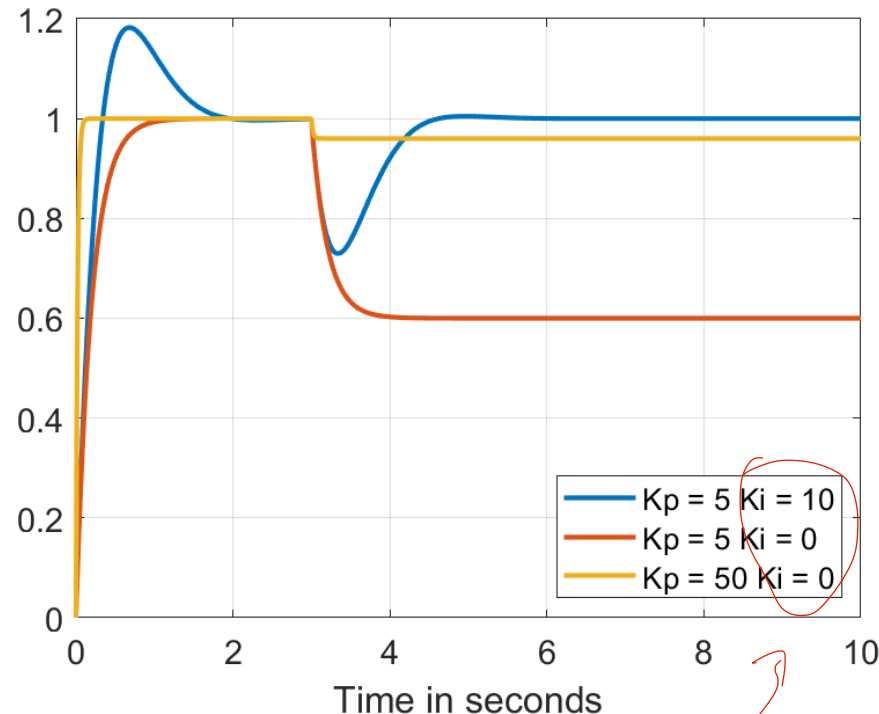


- Tuning often done empirically during system operation
- Works well for systems with low complexity (e.g. mass-spring-damper system)

在系统运行过程中经常根据经验进行调整

对低复杂度的系统有很好的效果（如大规模弹簧破坏系统）

Control theory basics – PID controller design III



在存在不确定性或外部干扰的情况下，零稳定状态需要整体行动

替代方案：通过高反馈增益来抑制干扰，但这可能会导致现实世界中的振荡

- Zero steady-state in the presence of uncertainty or external disturbances requires integral action
- Alternative: high feedback gains to suppress disturbances but this might lead to oscillations in real world scenarios

Control theory basics – State-space design

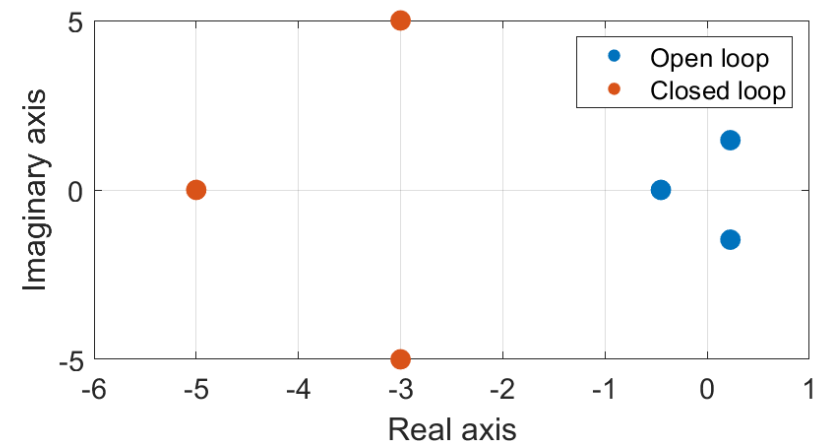
- Algorithmic method based on designing a state-feedback matrix

$$\begin{aligned} \dot{x} &= Ax + Bu \\ u &= -\boxed{K}x \leftarrow \text{state vector} \end{aligned}$$

- Analyze characteristic equation of closed-loop dynamics

$$\dot{x} = (A - BK)x$$

- Possibilities to determine controller
 - Pole-placement via coefficient comparison
 - LQR controller design



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Decoupling of longitudinal and lateral dynamics

Joint trajectory
tracking control



- ✓ Real vehicles have coupled dynamics
- ✗ Difficult to handle due to nonlinearities
- ✗ Advanced control algorithms necessary

Decoupled longitudinal
and lateral control



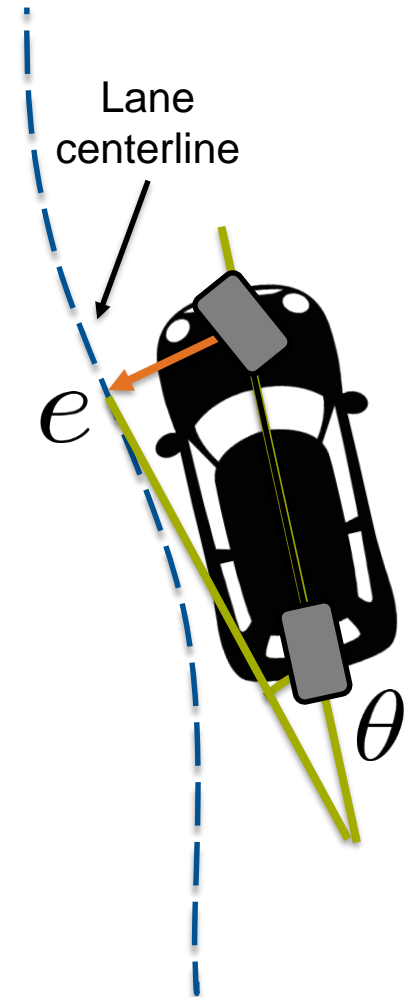
- ✓ Controllers are easy to design and tune
- ✗ Less accurate for high acceleration and dynamic maneuvers

Stanley controller

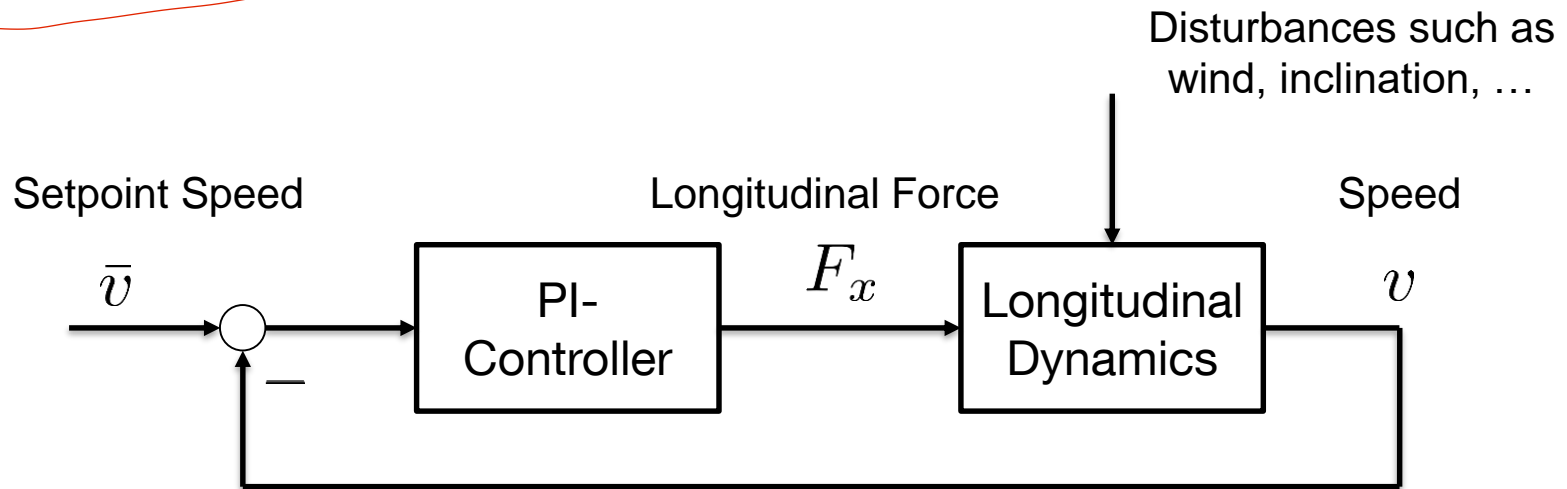
- Determine cross-track error e and heading error θ at the front axle
- Align front wheels with path and add a correction term

$$\delta = \theta + \arctan\left(\frac{ke}{v}\right)$$

- The control gain k adjusts the convergence speed



Velocity PI controller



$$F_x = -k_p e - k_i \int e dt$$

$$e = \bar{v} - v$$

- Longitudinal dynamics are a single integrator dynamic, therefore no derivative part is needed
- Integrator required to achieve zero steady-state error due to external disturbance

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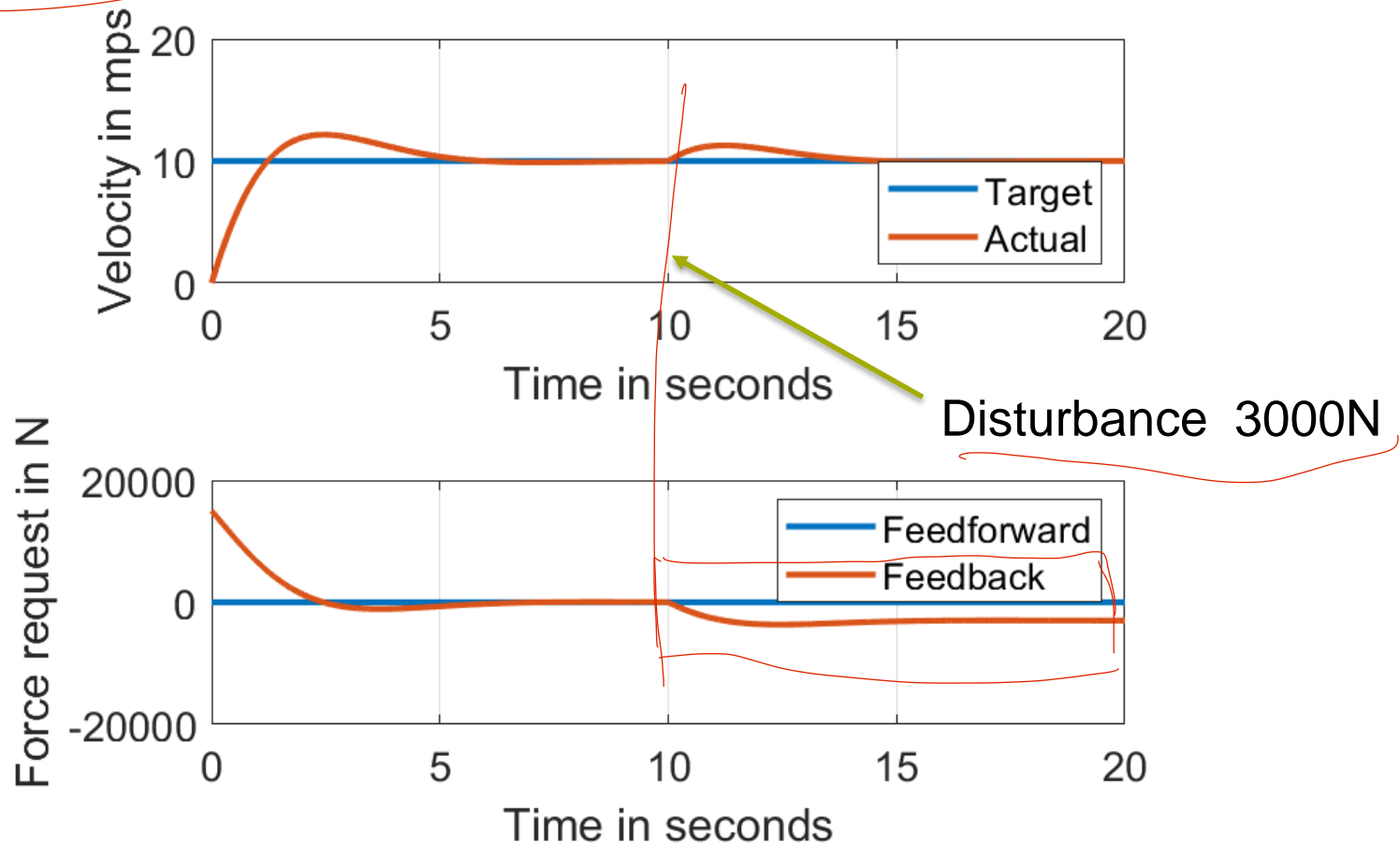
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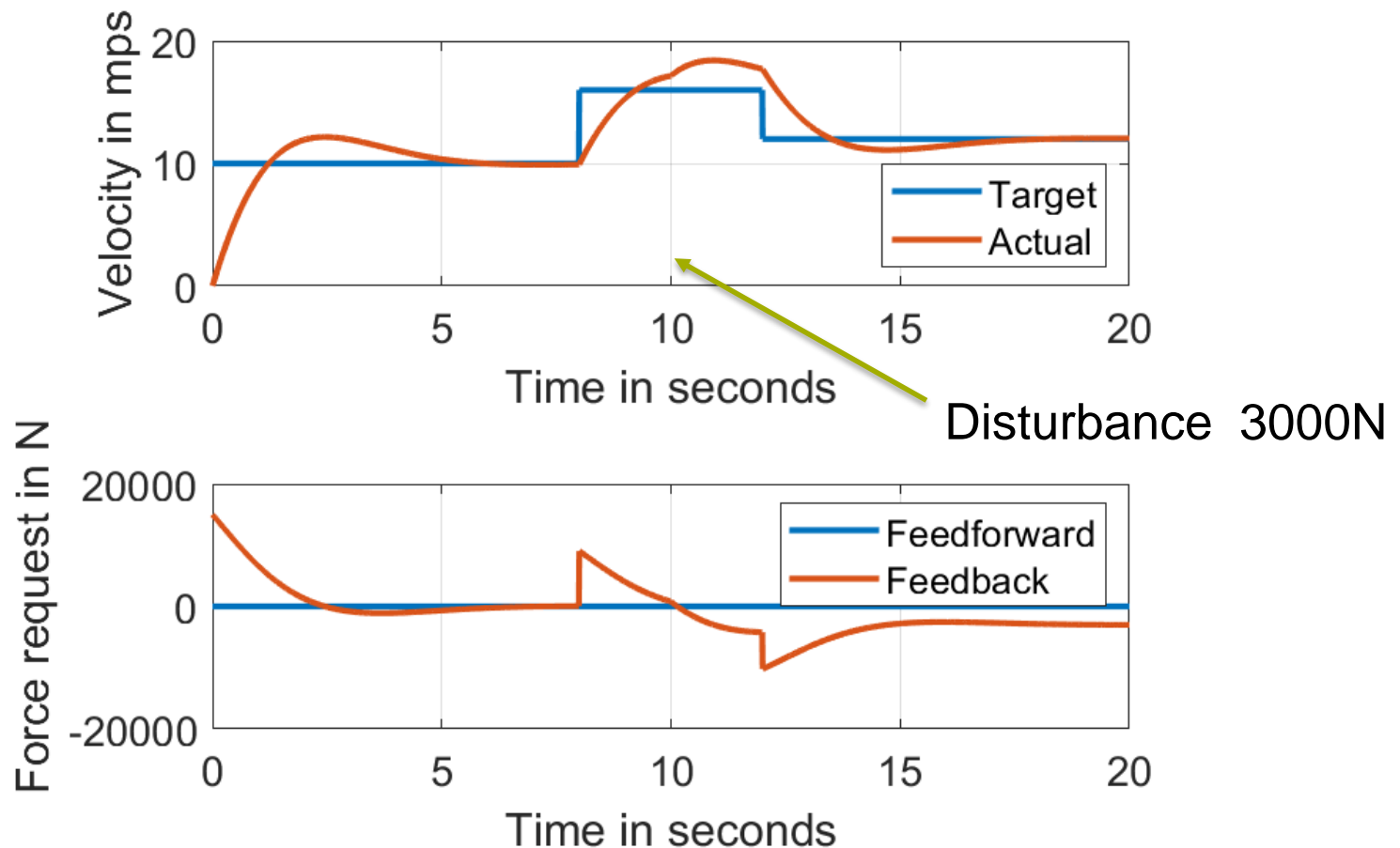
Improved velocity control with model knowledge

Setpoint **stabilization** with PI-controller:

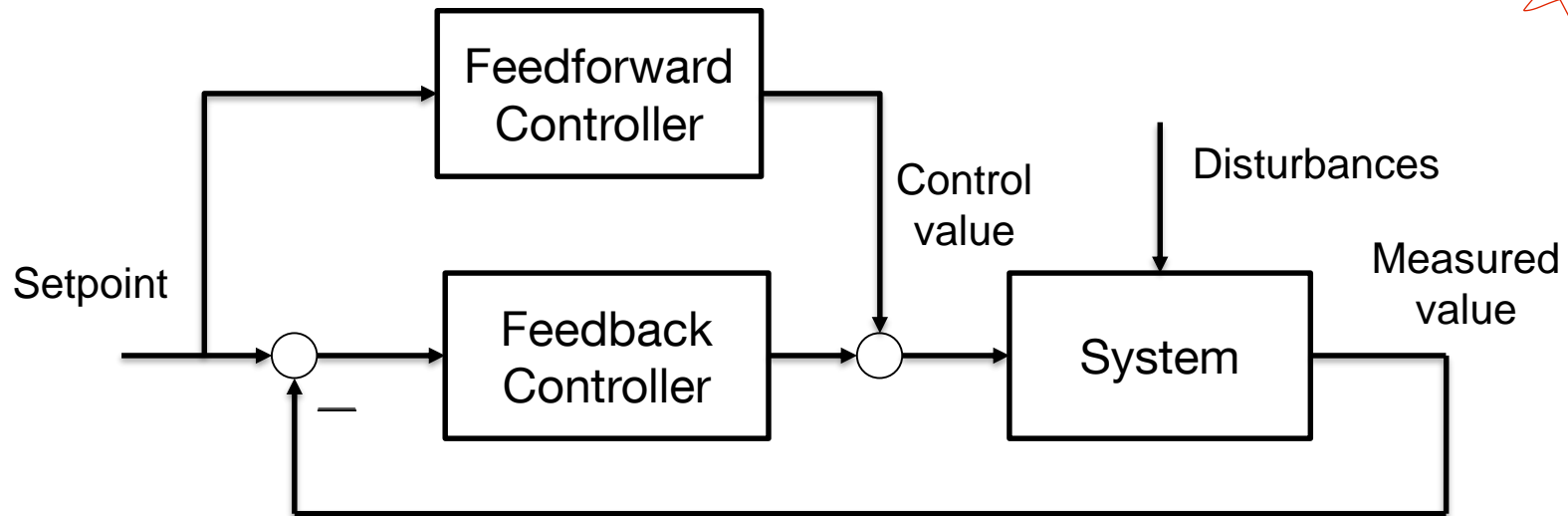


Improved velocity control with model knowledge

Setpoint **tracking** (e.g. changing speed limit) with PI-controller:

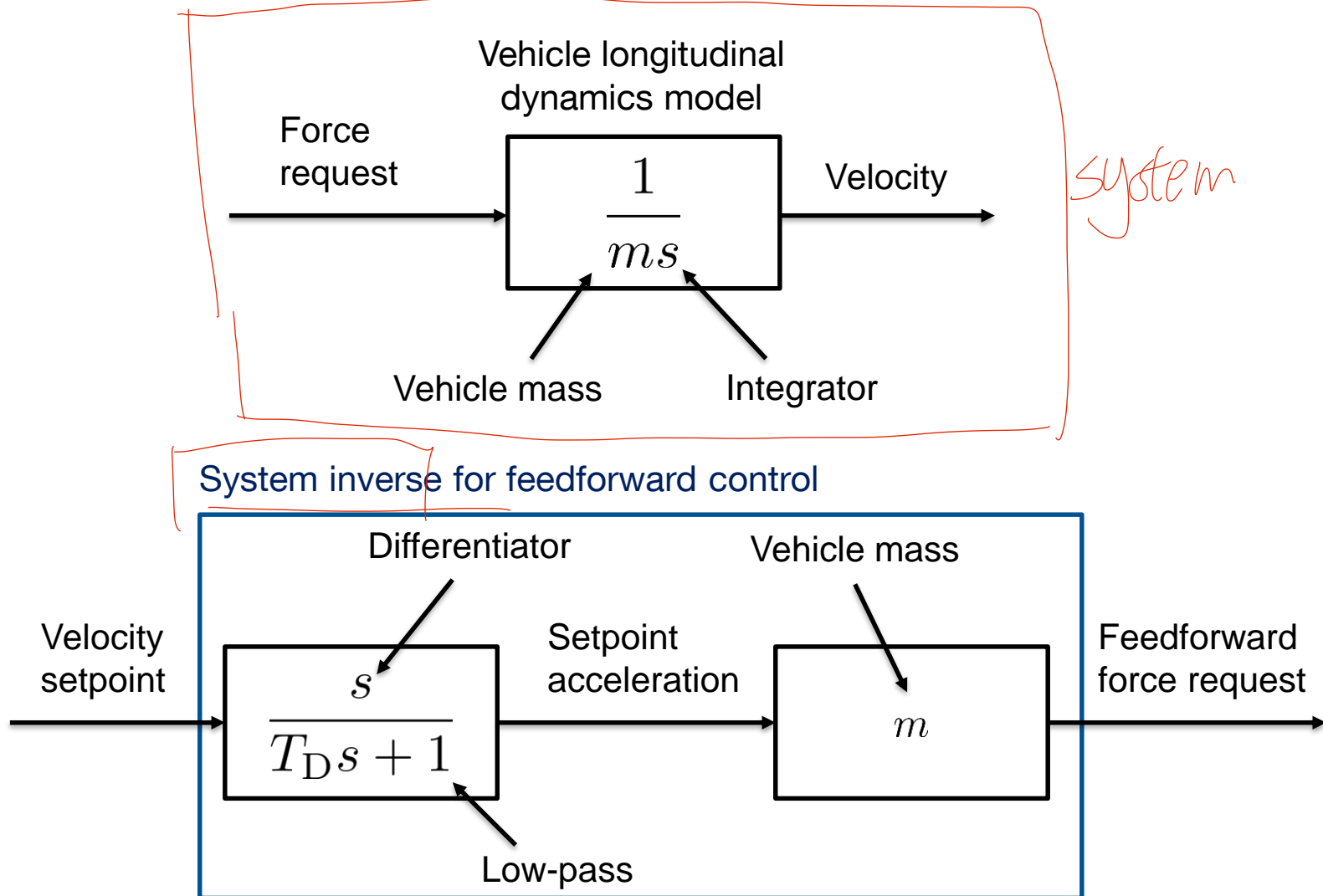


Improved velocity control with model knowledge



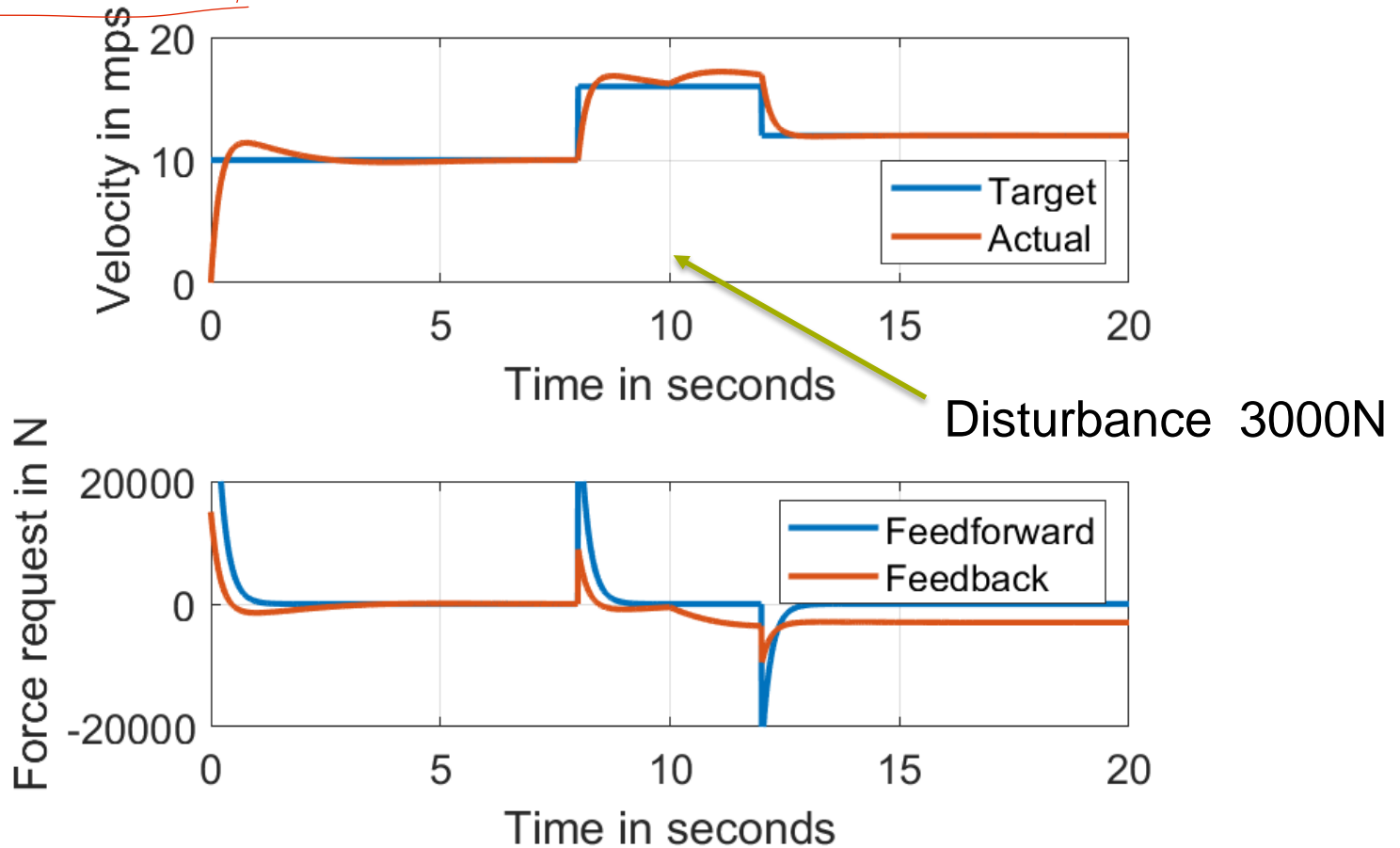
- Two degree of freedom structure allows to design separate dynamics for setpoint changes and disturbance influences
- One of the most common structures in industrial applications

Improved velocity control with model knowledge



Improved velocity control with model knowledge

Setpoint **tracking** (e.g. changing speed limit) with PI-controller and feedforward control:



Kinematic single track model

- Dynamic equations derived from *kinematic* constraints only → no tire slip and forces

$$\dot{x} = f(x, u)$$

$$x = \begin{bmatrix} p_1 & p_2 & \Psi \end{bmatrix}^T$$

position
heading

$$u = \begin{bmatrix} \delta & v \end{bmatrix}^T$$

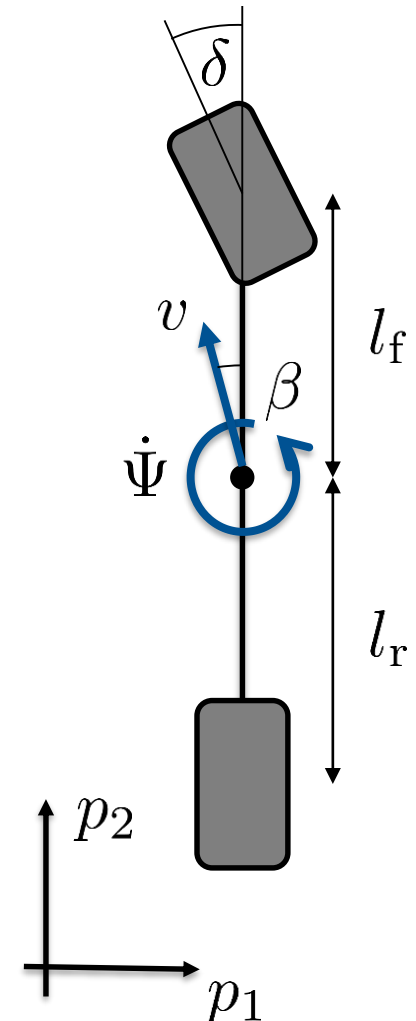
Steering angle
Vehicle speed

$$\dot{p}_1 = v \cos(\Psi + \beta(\delta))$$

$$\dot{p}_2 = v \sin(\Psi + \beta(\delta))$$

$$\dot{\Psi} = \frac{\tan(\delta)}{l_f + l_r} v$$

$$\beta = \arctan\left(\frac{\tan(\delta) l_R}{l_f + l_r}\right)$$



Important relations in vehicle dynamics

Steady-state acceleration

$$a_y = \kappa v^2$$

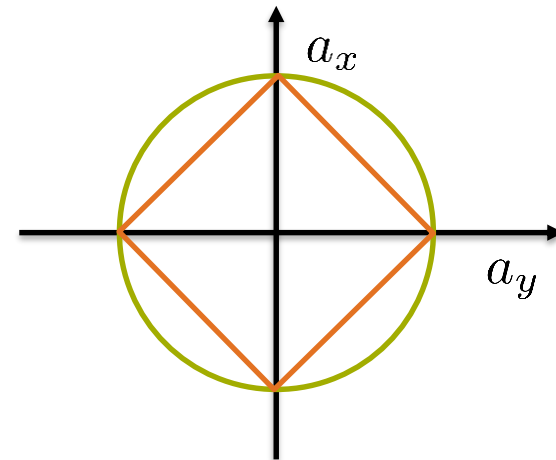
Steady-state yaw rate

$$\dot{\Psi} = \kappa v$$

Steady-state curvature

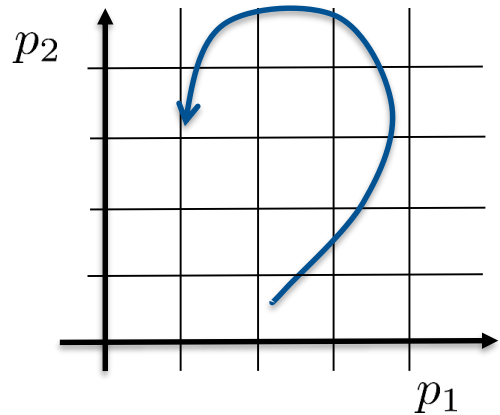
$$\kappa = \frac{\tan(\delta)}{l_f + l_r} \approx \frac{\delta}{l_f + l_r}$$

GG-Diagram



- Max. combined accelerations for overall vehicle
- Different forms are possible depending on the vehicle

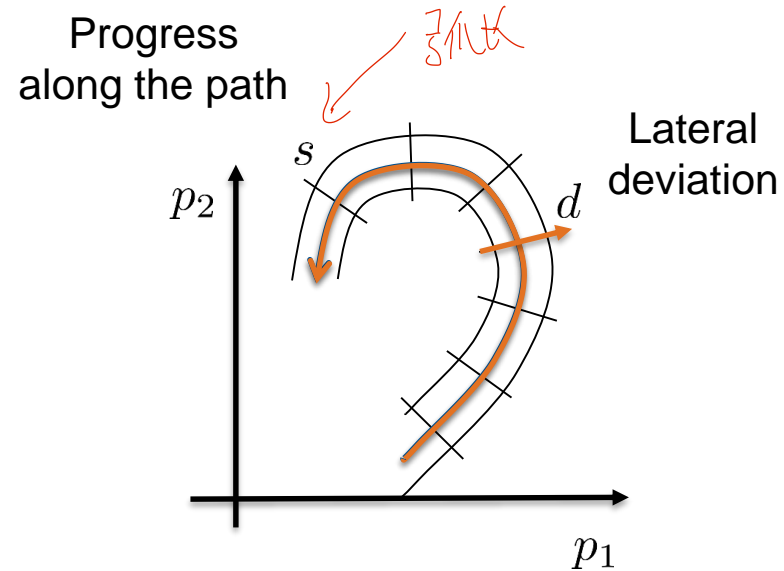
Frenet coordinate frame



$$\dot{p}_1 = v \cos(\Psi + \beta)$$

$$\dot{p}_2 = v \sin(\Psi + \beta)$$

$$\dot{\Psi} = \dot{\Psi}$$

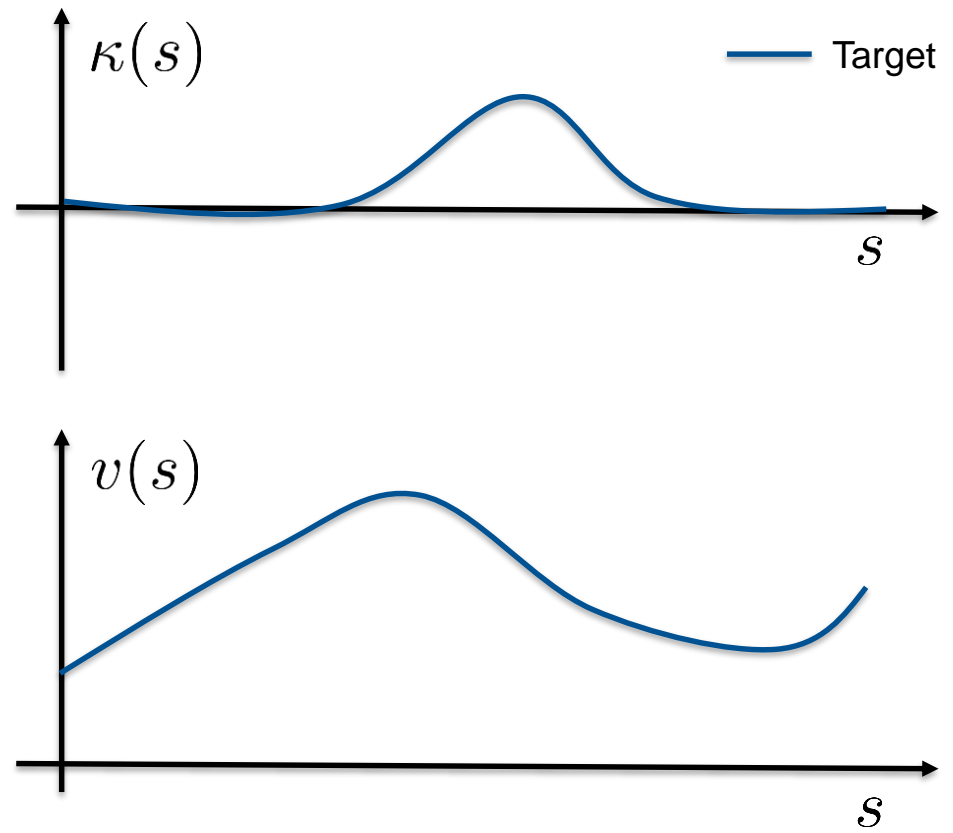
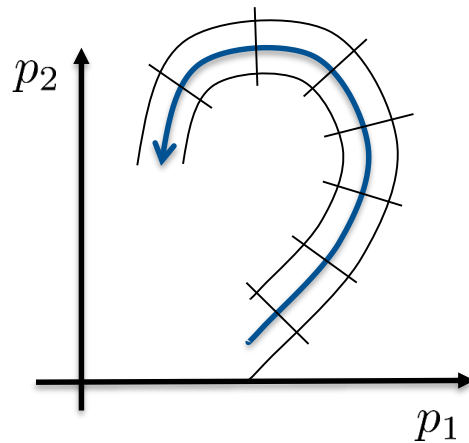


$$\dot{s} = \frac{1}{1 - d\kappa(s)} v \cos(\Delta\Psi + \beta)$$

$$\dot{d} = v \sin(\Delta\Psi + \beta)$$

$$\Delta\dot{\Psi} = \kappa(s)\dot{s} - \dot{\Psi}$$

Trajectory specification in Frenet coordinates



Improved lateral control with model knowledge

- Reformulation of the lateral path tracking problem in Frenet-coordinates
- Differentiating twice leads to double-integrator dynamics in the curvilinear coordinate frame

$$\begin{bmatrix} \ddot{d} \\ \dot{d} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} d \\ \dot{d} \end{bmatrix} + \begin{bmatrix} 0 \\ 1 \end{bmatrix} a_{y,C}$$

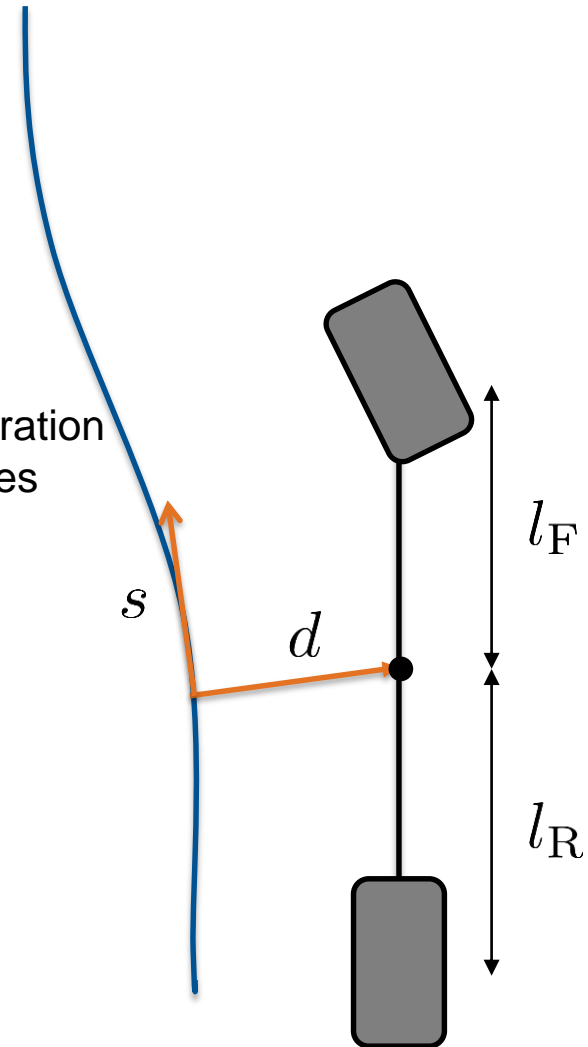
corrective acceleration
in path coordinates

- For small errors this is linear w.r.t. the acceleration in vehicle coordinates

$$a_y \approx a_{y,P} + a_{y,C}$$

Lateral acceleration required
to stay on the path
(feedforward)

Corrective lateral
acceleration (feedback)



Improved lateral control with model knowledge

- Control law has the structure of a 2-DOF gain-scheduling PD controller

$$\kappa_c = \frac{a_{y,P} + a_{y,C}}{v^2} = \kappa_P - \frac{k_1 d + k_2 \dot{d}}{v^2}$$

- Calculate steering angle from kinematic bicycle model

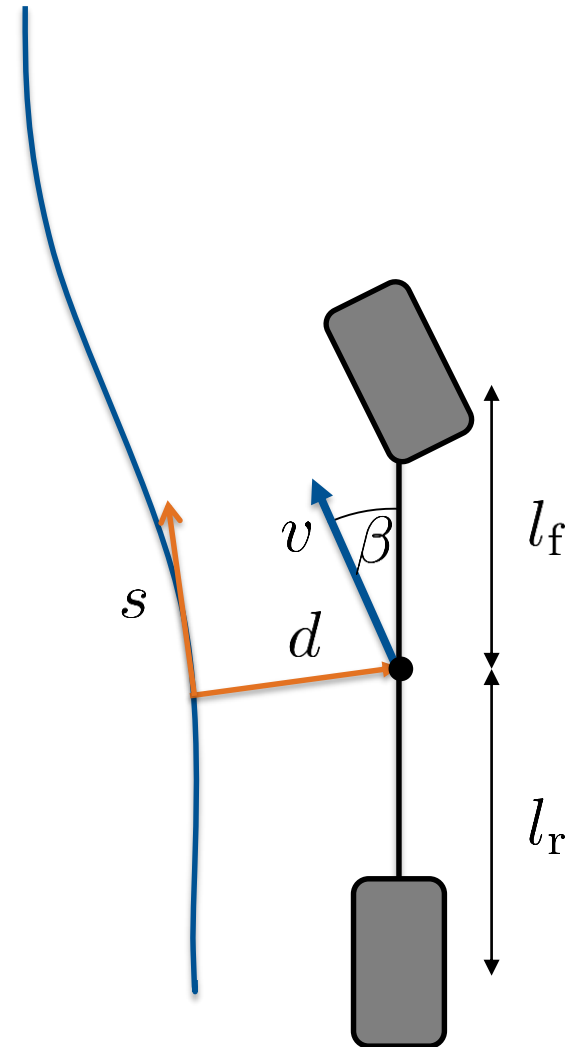
$$\delta = \kappa_c (l_F + l_R)$$

- Calculate lateral error derivative from

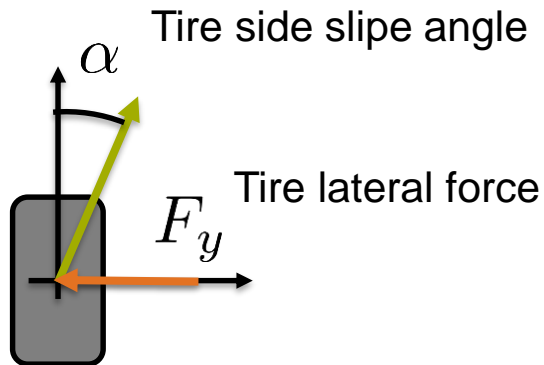
$$\dot{d} = v \sin (\Delta \Psi + \beta)$$



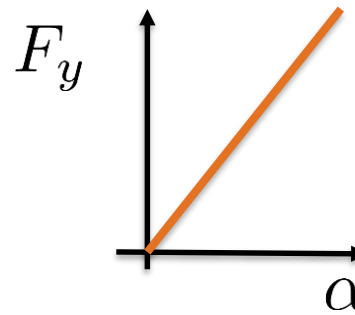
Velocity heading error



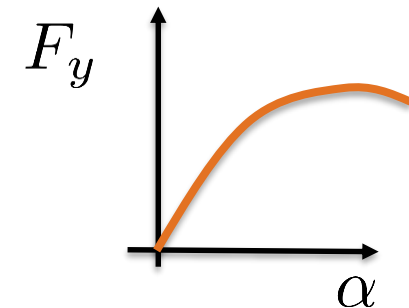
Advanced motion control – I



Linear tire model



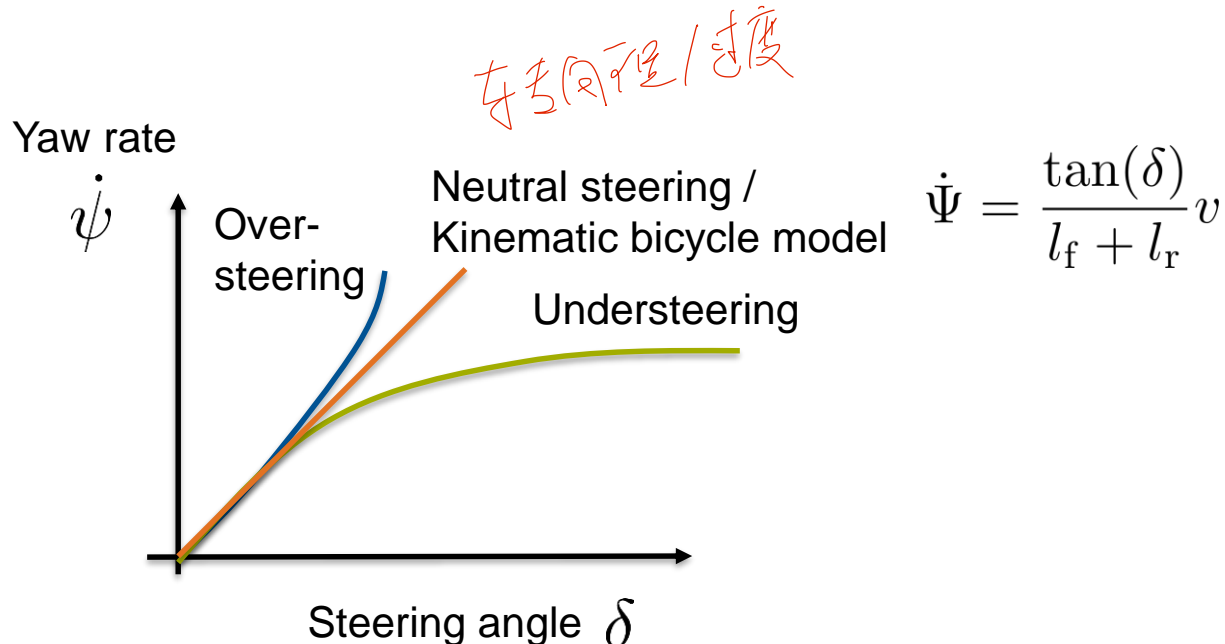
Nonlinear tire model



$$\text{Cornering stiffness } c_\alpha = \frac{\partial F_y}{\partial \alpha}$$

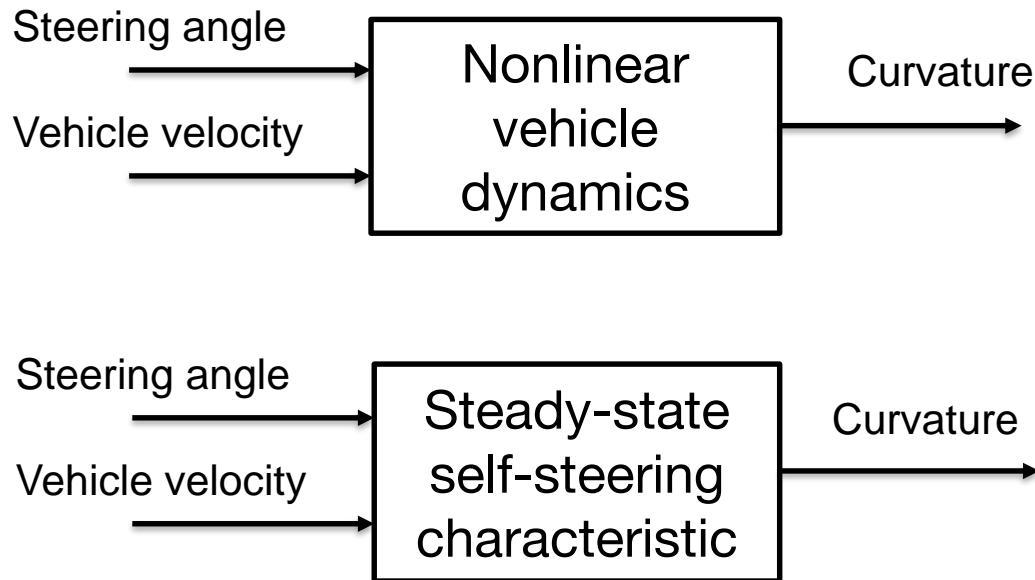
- Advanced vehicle models require detailed modelling of the tire
- Kinematic rolling condition is replaced with tire slip and tire models

Advanced motion control – II



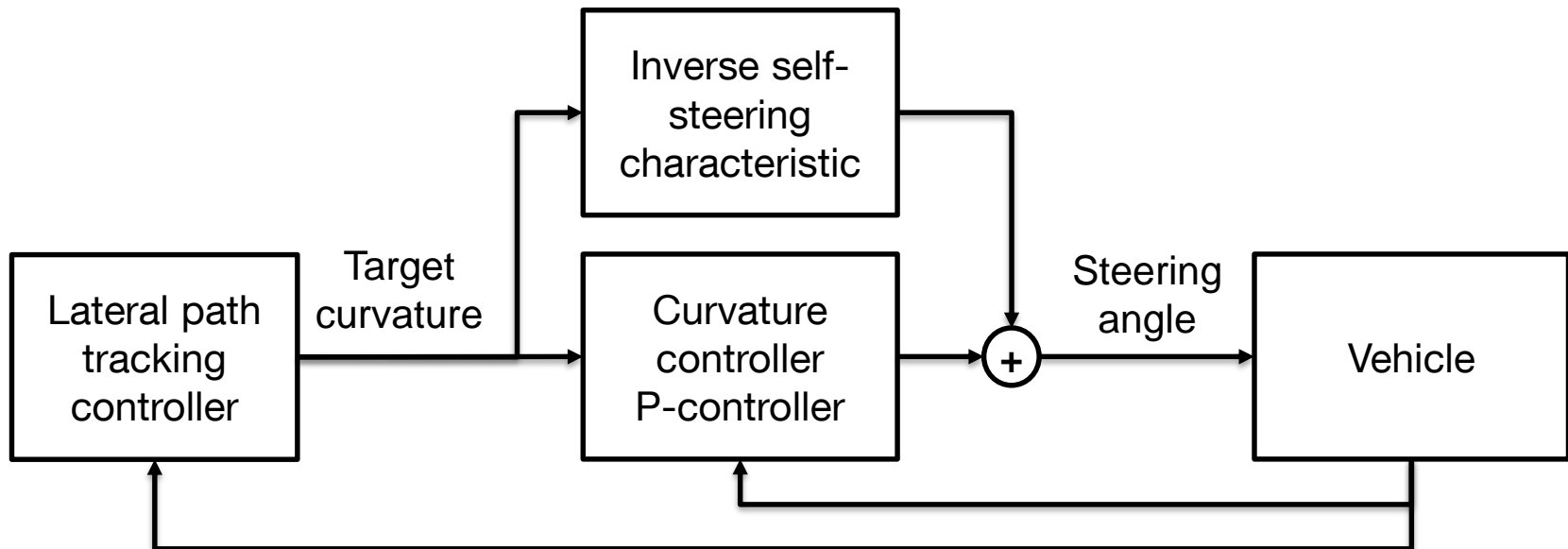
- Self-steering characteristic is most important factor
- Depends heavily on tires, suspension setup and vehicle speed
- Different reasons for understeer (e.g. front-rear tire balance, approaching the limits of the tire, ...)

Advanced motion control – III



While operating in the **stable driving region** it is sufficient to know about the steady-state self-steering characteristics to obtain a reasonable good feedforward control law!

Advanced motion control – IV



- Nonlinear feedforward controller based on self-steering characteristic
- Curvature feedback can be done using a simple P-controller

Application to autonomous racing @ Roborace 2019

- ✓ Successful application at Roborace competition 2019
- ✓ Close to human driver performance on qualifying lap
- ✓ Moderate implementation efforts required
- ✗ Depends on curvature and acceleration signal quality
- ✗ Difficulties with dynamic trajectory planning



Source: <https://www.youtube.com/watch?v=-vqQBUTQhQw>

More details in:

Minimum curvature trajectory planning and control for an autonomous race car

(<https://doi.org/10.1080/00423114.2019.1631455>)

A software architecture for the dynamic path planning of an autonomous racecar at the limits of handling

(<https://doi.org/10.1109/ICCVE45908.2019.8965238>)

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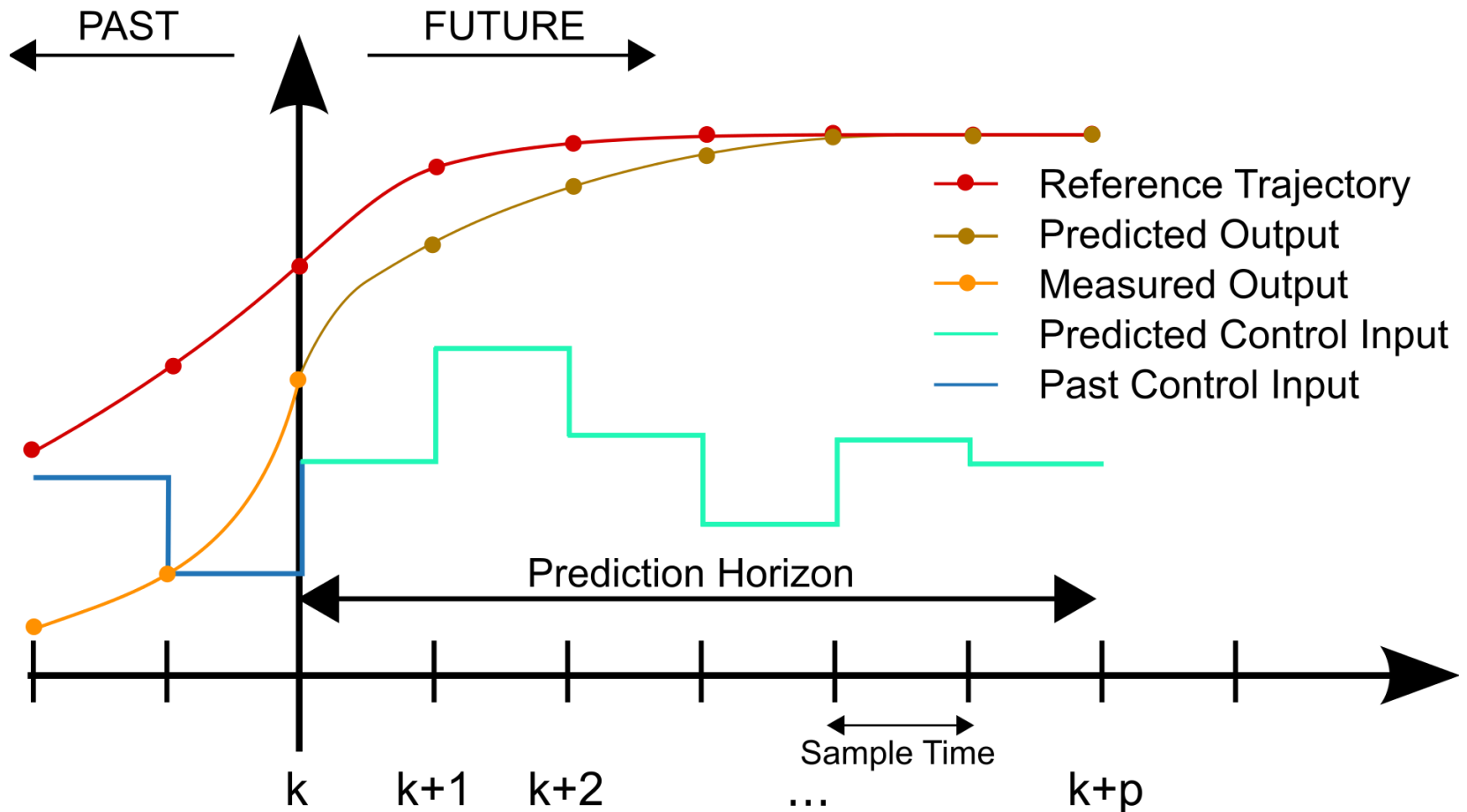
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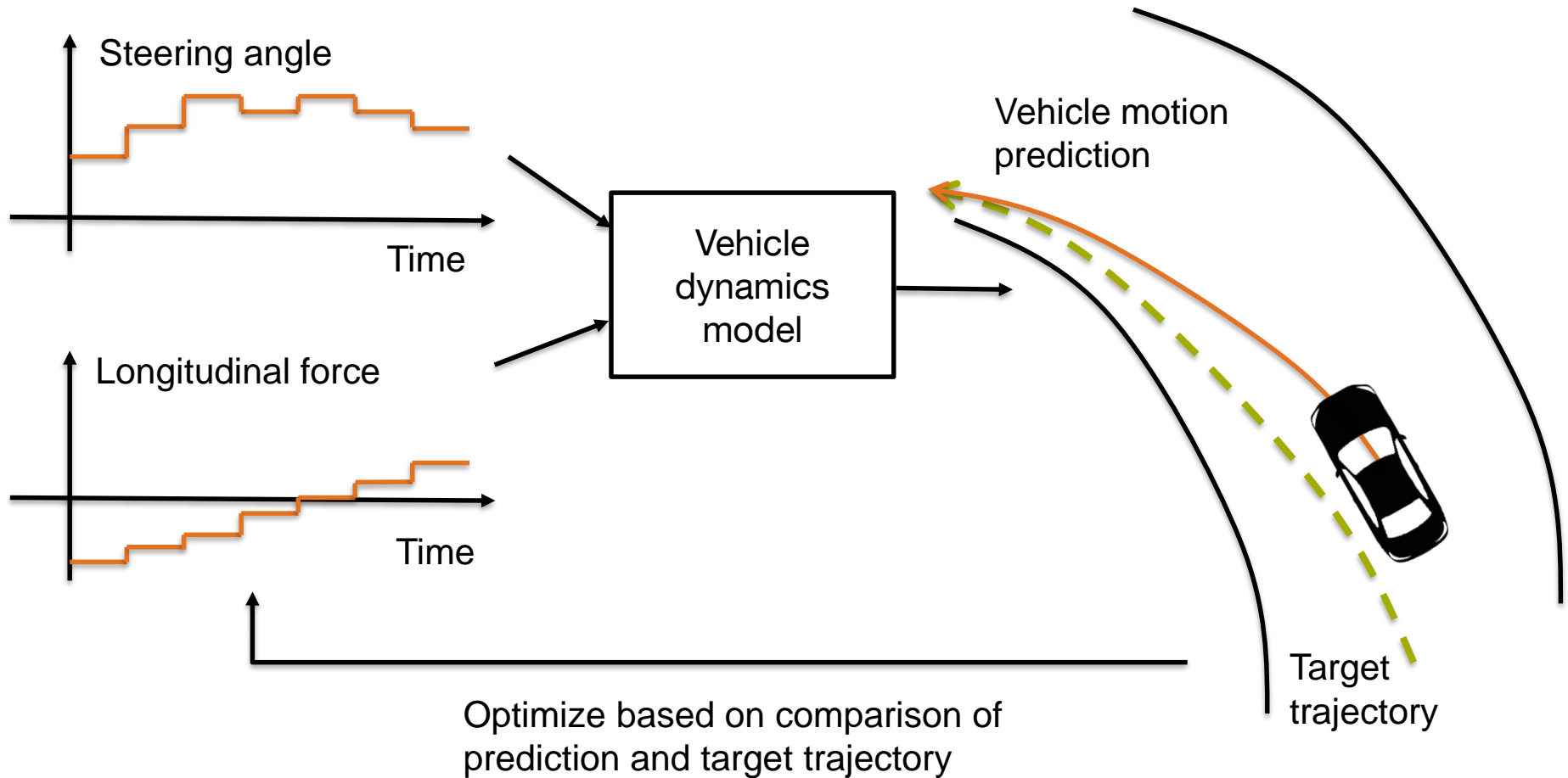


Basics of model predictive control – I



Source: https://de.wikipedia.org/wiki/Model_Predictive_Control

Basics of model predictive control – II



Basics of model predictive control – III

optimization problem

- Solution to this optimization problem is computational expensive
- Typical problem sizes are around 20-50 discretization steps

Quadratic Programming

- Quadratic cost function, linear constraints
- Works well for linear dynamics
- Efficient and reliable solvers available with <10ms computation time

Nonlinear Programming

- Arbitrary cost functions and constraints possible
- Nonlinear dynamics
- Solvers are based on linearization schemes
- Solution times range from a few milliseconds to multiple seconds

Basics of model predictive control – IV

- ✓ Considers constraints and is suited for multi-input and multi-output systems
- ✓ Nonlinear dynamics and complex cost functions
- ✗ Implementation and solution of numerical problem is a complicated challenge
- ✗ Computation times get large for many active constraints or nonlinear dynamics
- ✗ Solver might not converge → backup strategy needed

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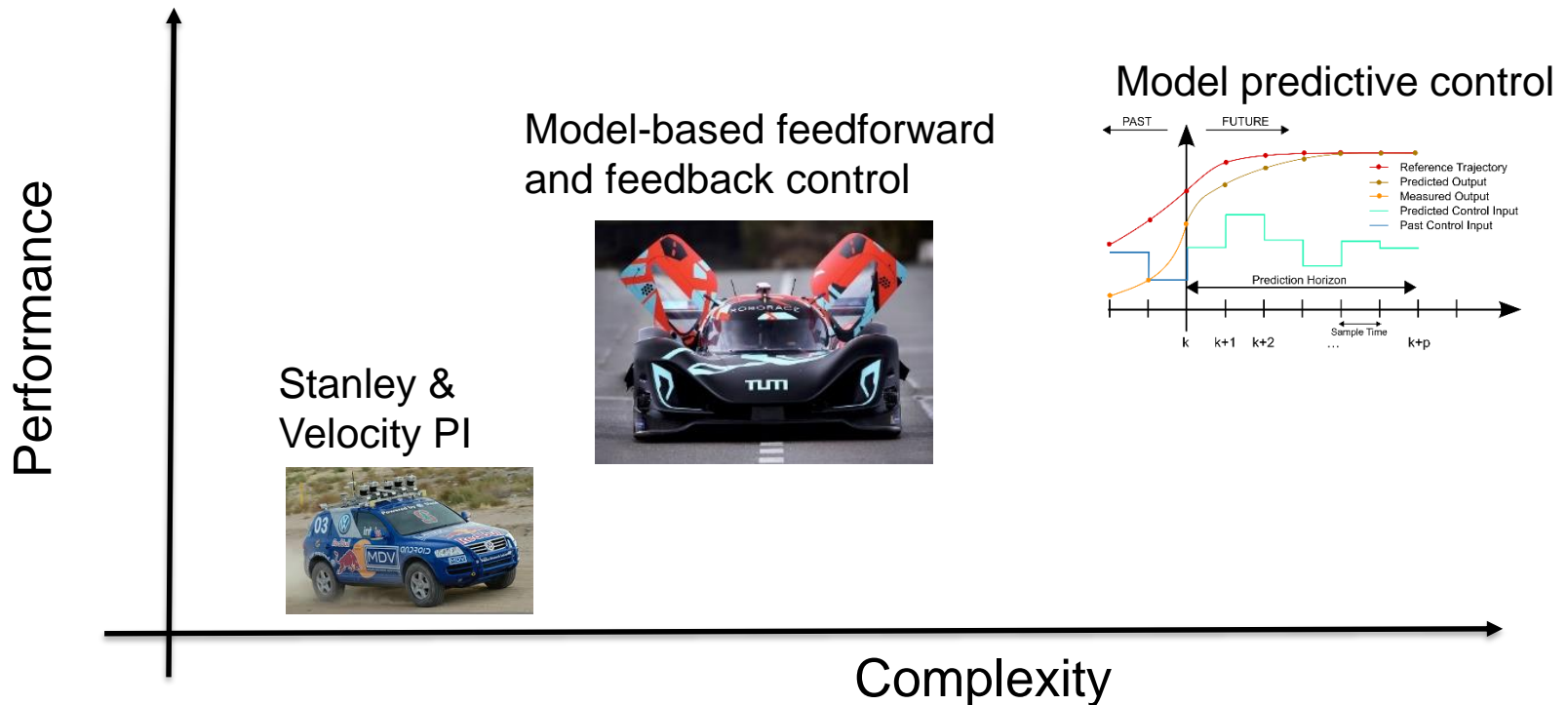
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Summary – What did we learn today

- Responsibilities of the controller within the autonomous driving stack
- Recap of control theory and vehicle dynamics modeling



Helpful literature for this lecture

Required control engineering basics:

- Lecture „Regelungstechnik“ – Prof. Dr.-Ing. Boris Lohmann – Chapter 6 & 7 (Reglerentwurf & Erweiterte Regelungsstrukturen und Zustandsregelung)

Further control engineering materials:

- Otto Föllinger, *Regelungstechnik*, VDE Verlag GmbH
- Heinz Unbehauen, *Regelungstechnik I*, Springer Vieweg
- John Doyle, Bruce Francis, Allen Tannenbaum, *Feedback Control Theory*, Macmillan Publishing Co.

Further vehicle dynamics materials:

- Lecture „Dynamik der Straßenfahrzeuge“ – Prof. Dr.-Ing. Markus Lienkamp
- William F. Milliken and Douglas L. Milliken – *Race Car Vehicle Dynamics*

Related literature

A list of papers for the controllers presented within the literature and more interesting concepts:

Brian Paden, Michal Cap, Sze Zheng Yong, Dmitry Yershov, and Emilio Frazzoli, *A Survey of Motion Planning and Control Techniques for Self-Driving Urban Vehicles*, 2016

Gabriel M. Hoffmann, Claire J. Tomlin, Michael Montemerlo, and Sebastian Thrun, *Autonomous Automobile Trajectory Tracking for Off-Road Driving: Controller Design, Experimental Validation and Racing*, 2009

Moritz Werling, *Ein neues Konzept für die Trajektoriengenerierung und -stabilisierung in zeitkritischen Verkehrsszenarien*, 2011

Nitin R. Kapania and J. Christian Gerdes, *Design of a feedback-feedforward steering controller for accurate path tracking and stability at the limits of handling*, 2015

Alexander Heilmeyer, Alexander Wischnewski, Leonhard Hermansdorfer, Johannes Betz, Markus Lienkamp, and Boris Lohmann, *Minimum curvature trajectory planning and control for an autonomous race car*, 2019

Alexander Liniger, Alexander Domahidi, and Manfred Morari, *Optimization-based autonomous racing of 1: 43 scale RC cars*, 2015