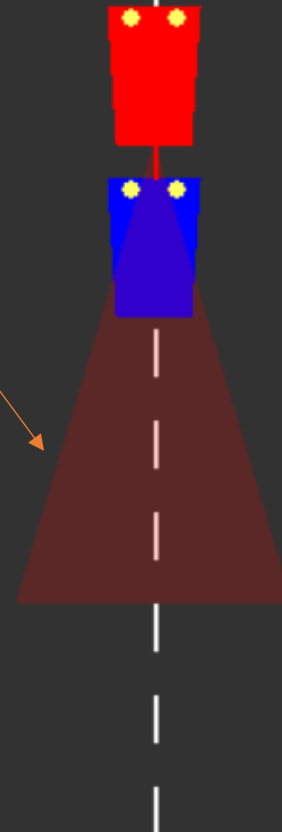
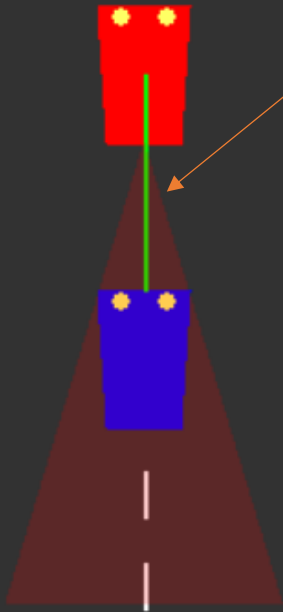
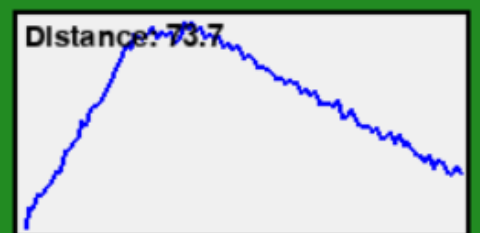


Adaptive Cruise Control



As the distance decreases, the cone and the line tracing the distance between cars change from green to red.



Car 1 Speed: 5.0

Car 2 Speed: 3.0

Car 3 Speed: 4.0

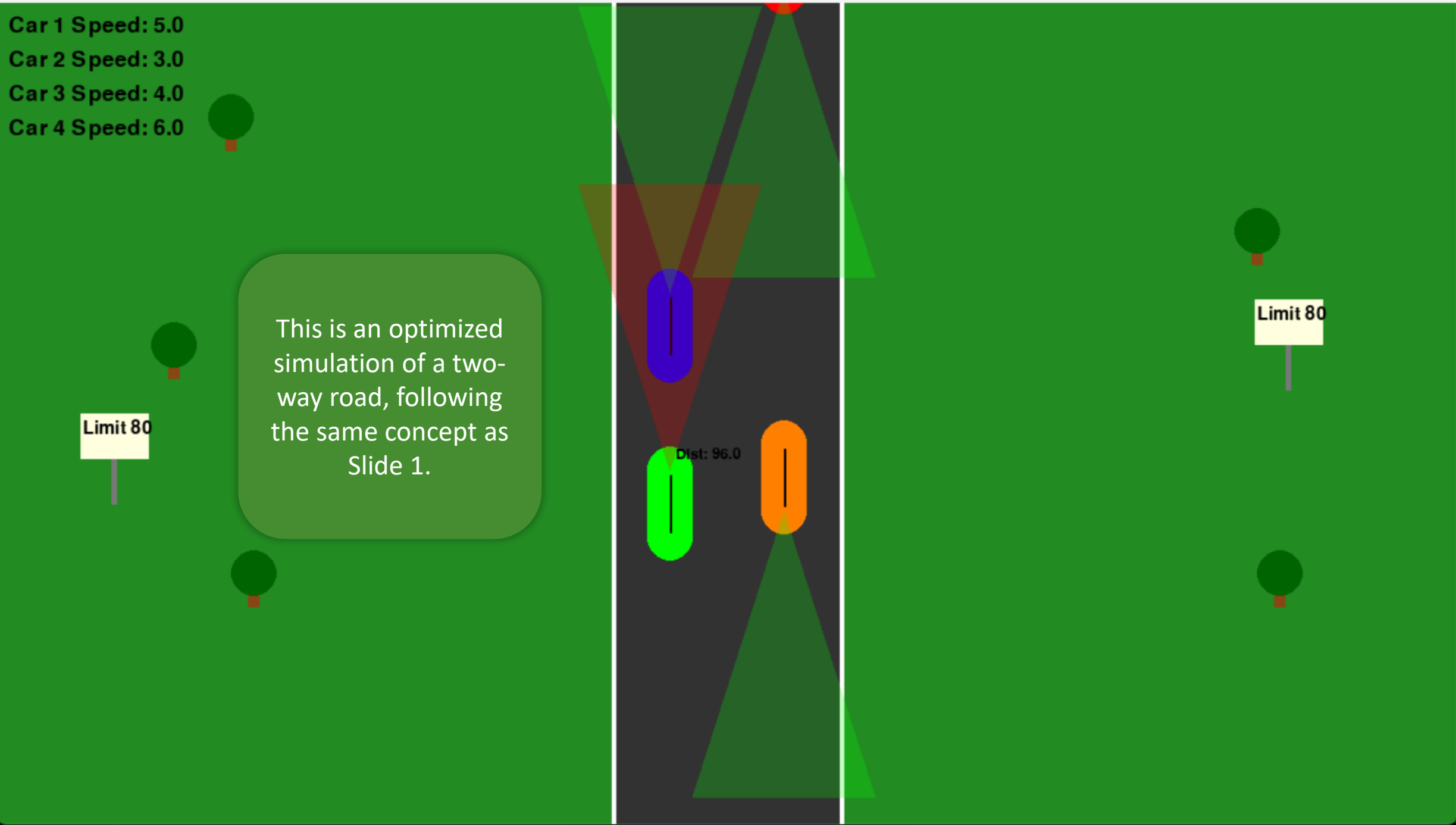
Car 4 Speed: 6.0

This is an optimized
simulation of a two-
way road, following
the same concept as
Slide 1.

Limit 80

Limit 80

Dist: 96.0



Car 1 Speed: 5.0

Car 2 Speed: 3.0

Car 3 Speed: 5.0

Lane Change

Blue Car

Dist: 141.0

Red Car

Green Car

This simulation implements lane changing, where the car with the lane-changing feature looks for an empty lane and accelerates when the vehicle in front is too close.