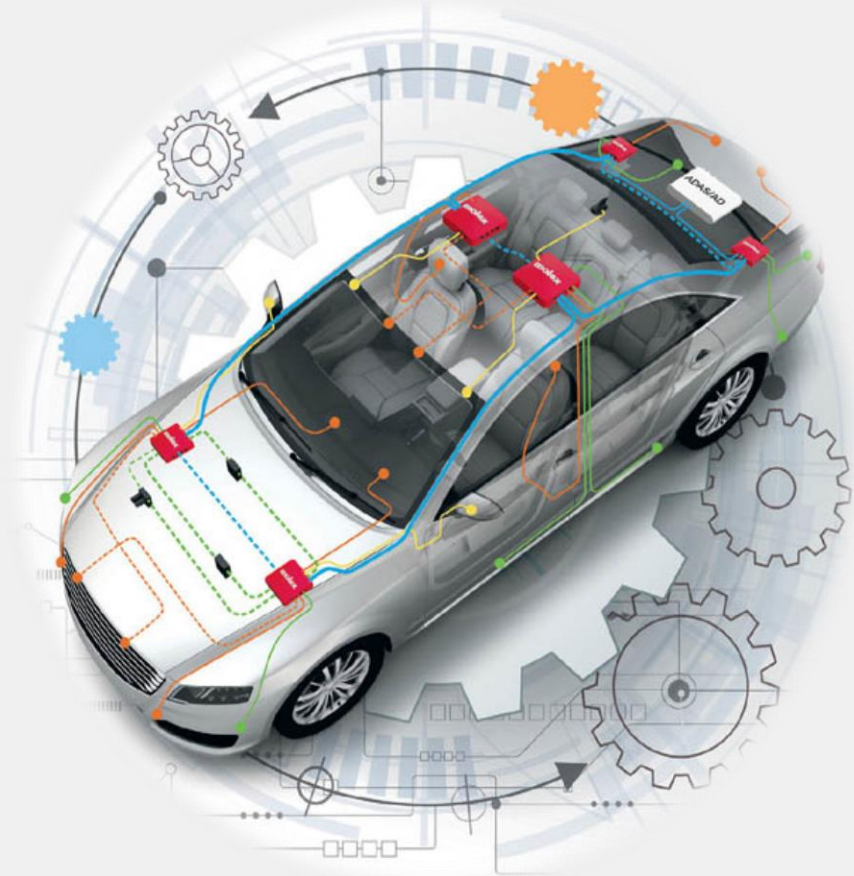


Control System of Self Driving Cars

**Modelling Motion with MAP
(Motion Aware Prediction)**

Learning Objectives

- **Motion Prediction with Dynamic Objects**
 - Definition
 - Importance
 - Requirements
 - Complexities & Solution
 - Cars
 - Pedestrians
- **Constant Velocity Prediction Model**
 - General Concepts
 - Algorithm
 - Example
- **Issues with Constant Velocity Prediction Model**
- **Summary**



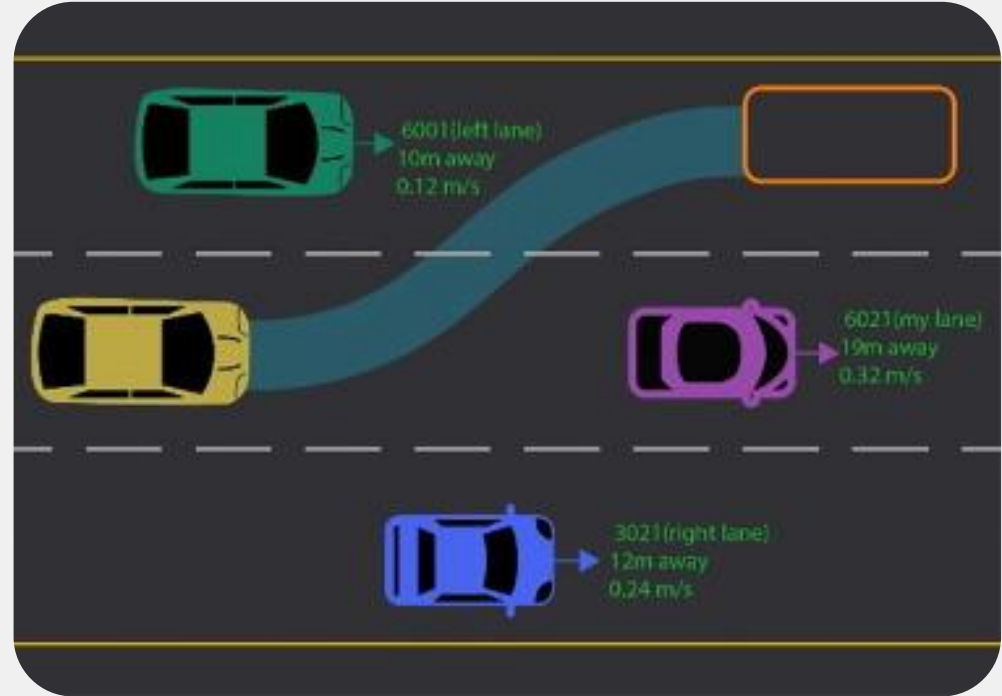
Motion Prediction – Definition

- Motion prediction of the dynamic object's attempt to estimate the future position, heading, and velocity.



Motion Prediction – Importance

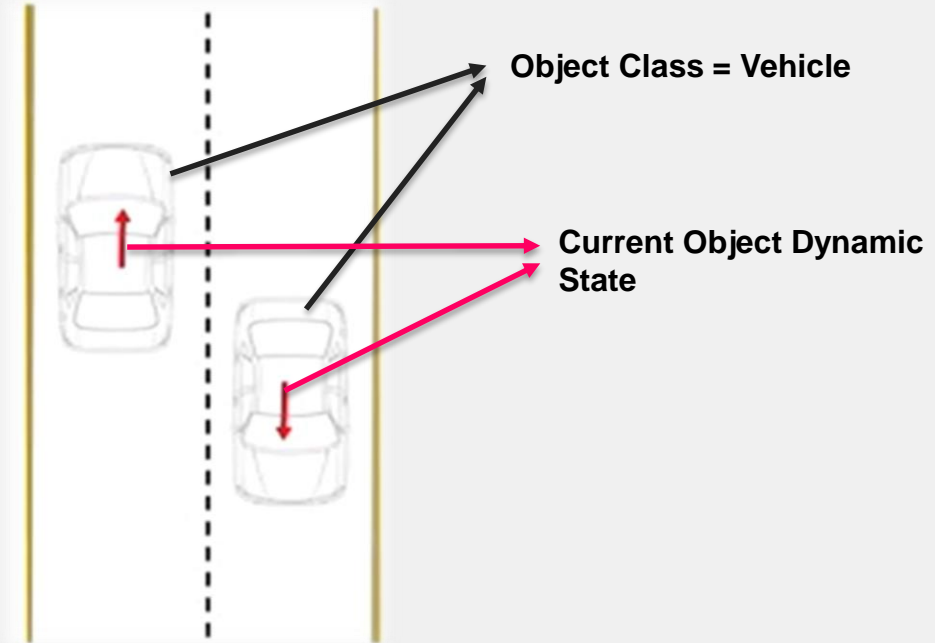
- **Creating/Planning a set of motion skills to correctly interact with dynamic objects.**
- **Collision avoidance on the planned trajectory.**



Motion Prediction – Requirement

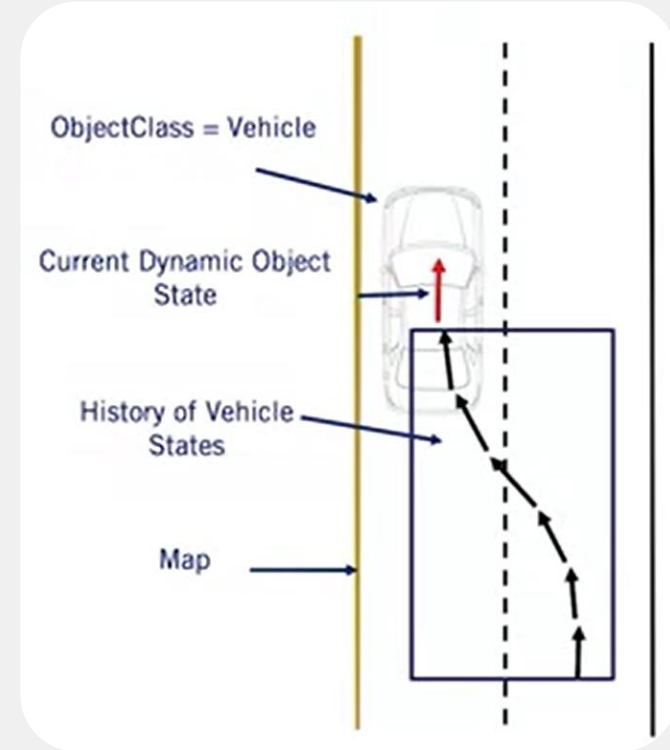
- **Mandatory requirements:**

- **Class of Dynamic Objects**
- **Current Position, Heading, & Velocity**



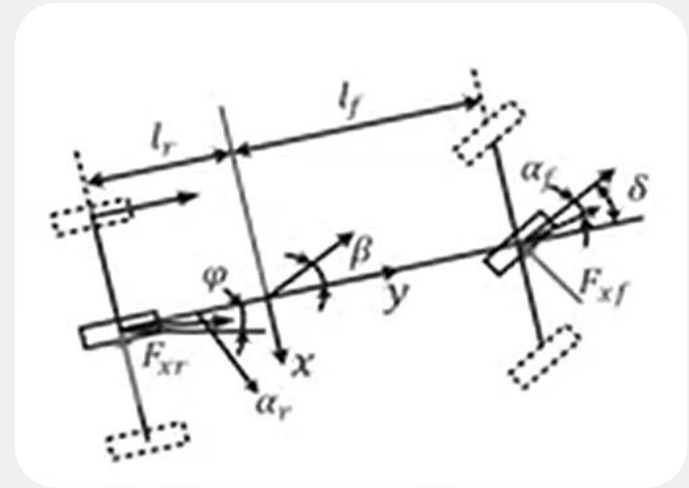
Motion Prediction – Requirement

- **Optional requirements:**
 - **History of Position, Heading, & Velocity**
 - **Current High Definition Road Map**
 - **Image of Current Dynamic Object**



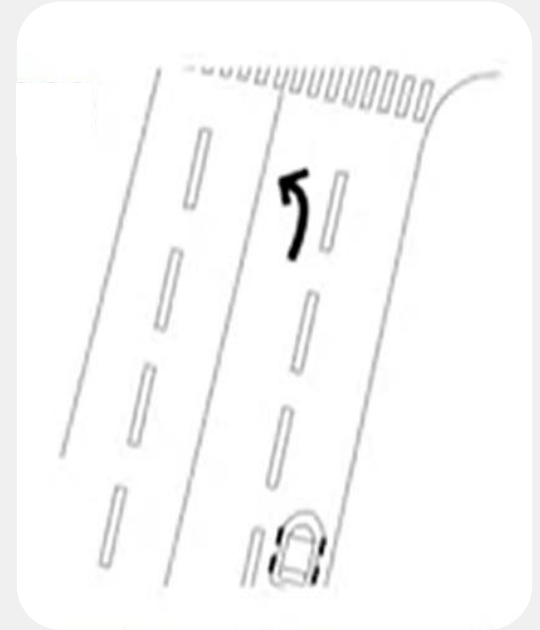
Motion Prediction – Complexities & Solution | Cars

- **Physics Based Prediction**
 - Vehicle must follow a set of physical constraints governing their movement.
 - These vehicle dynamics can be applied to predict their motion.



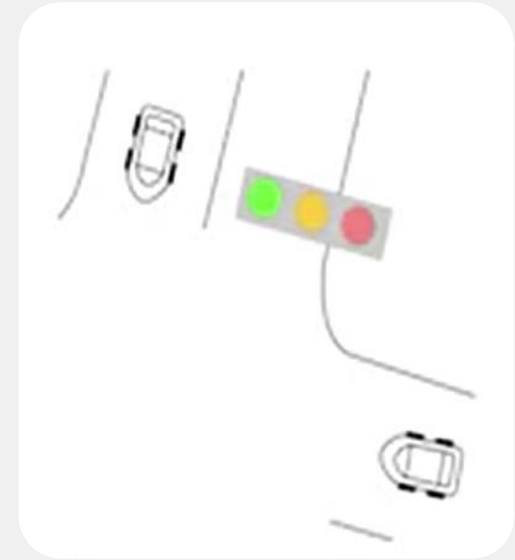
Motion Prediction – Complexities & Solution | Cars

- **Maneuver Based Prediction**
 - **All motions by vehicle on the road, are made up of a finite set of maneuvers in a restricted domain.**
 - **Must stay on the road.**
 - **Must follow the driving rules.**

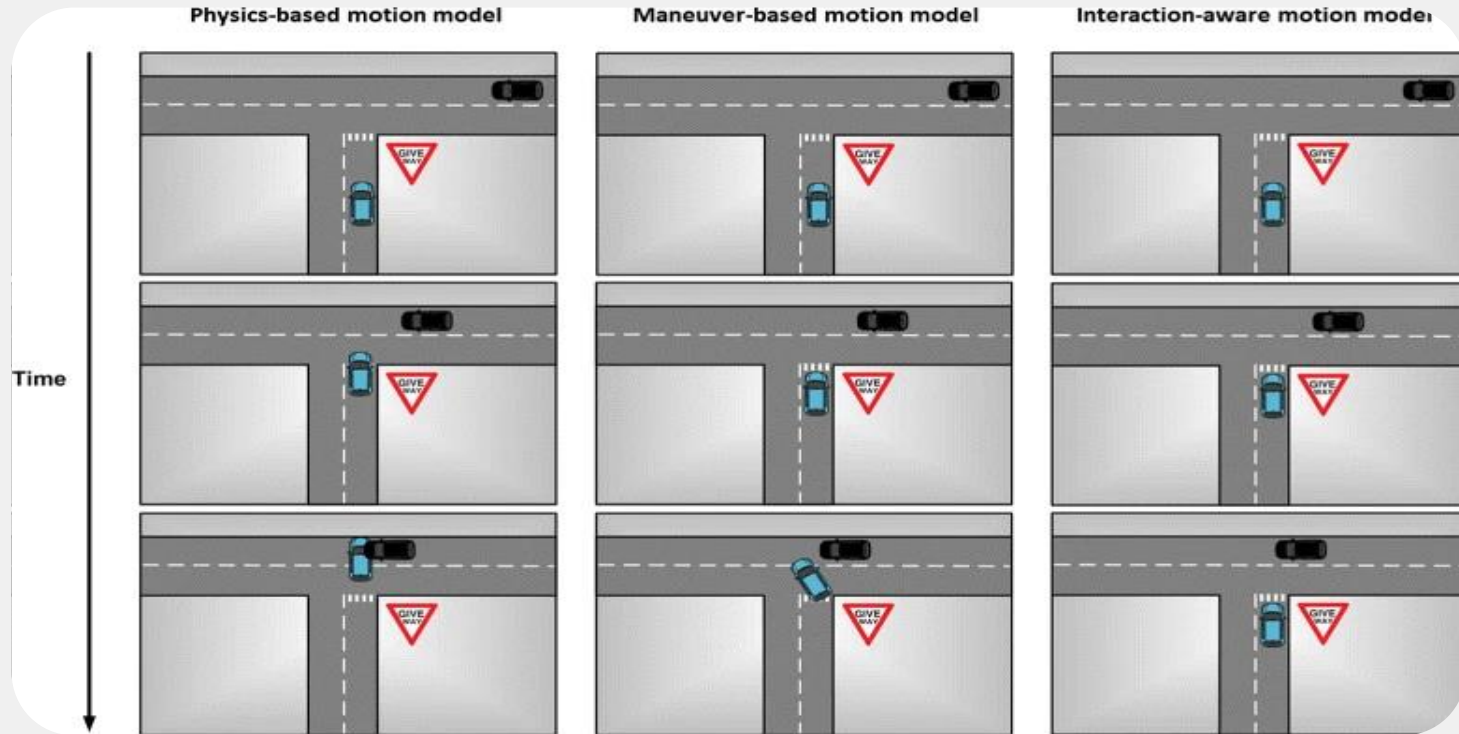


Motion Prediction – Complexities & Solution | Cars

- **Interactions Aware Assumptions**
 - **Same assumptions as maneuver based.**
 - **Not only evaluate each vehicle independently.**
 - **Can also incorporate the assumptions that dynamic objects will react & interact with each other.**



Motion Prediction – Complexities & Solution | Cars



Examples of Motion Prediction with Different Models

Motion Prediction – Complexities & Solution | Cars

Target	Variables	Challenges	Tools
Interaction Aware Models	<ul style="list-style-type: none"> • Social Conventions • Joint Activities • Communications 	<ul style="list-style-type: none"> • Detecting Interactions • Identifying Interactions • Combinatorial Explosion 	<ul style="list-style-type: none"> • Coupled HMMs • Dynamically Linked HMMs • Rule Based Systems
Maneuver Based Models	<ul style="list-style-type: none"> • Intentions • Perceptions • Surrounding objects & Places 	<ul style="list-style-type: none"> • Un-observability • Complexity of Intentional Behavior 	<ul style="list-style-type: none"> • Clustering • Planning as Prediction • Hidden Markov Models • Goal Oriented Models • Reinforcement Learning
Physical Based Models	<ul style="list-style-type: none"> • Kinematics • Dynamic Properties 	<ul style="list-style-type: none"> • State Estimation from Noisy Sensors • Sensitivity of Initial Conditions 	<ul style="list-style-type: none"> • Kalman Filters • Monte Carlo Sampling

Differences of Motion Prediction Models with Key Points

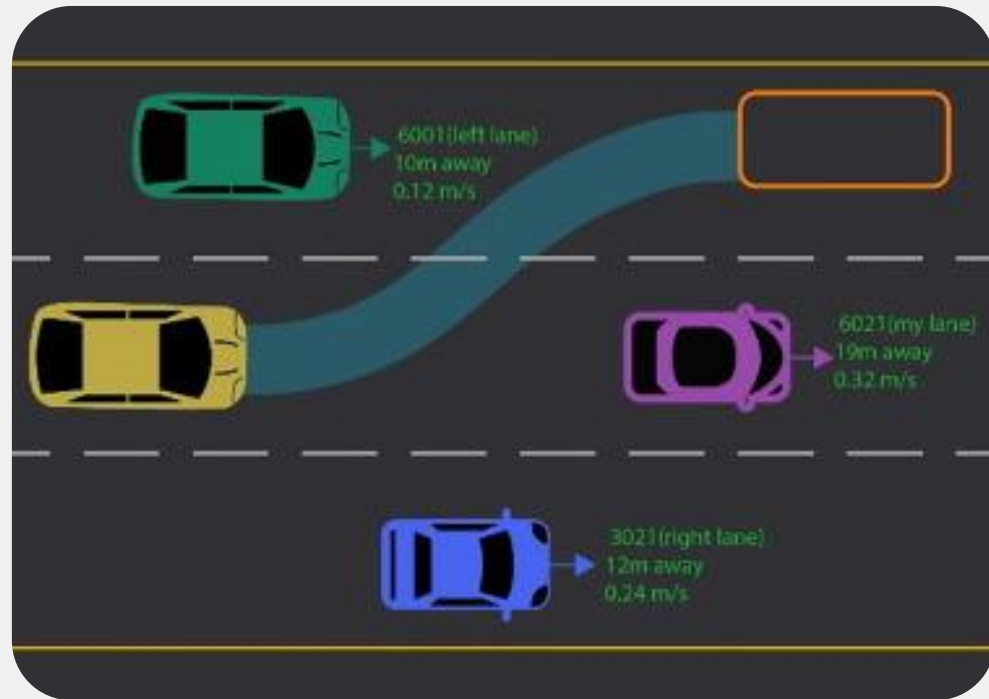
Motion Prediction – Complexities & Solution | Pedestrians

- Pedestrians are unpredictable.
- Can rapidly change speed & heading.
- Have right of way but will stop if threatened.
- Use crossings & side walks.



Constant Velocity Prediction Model

- Simple
- Computationally Efficient
- Dynamic Object will Maintain:
 - Magnitude
 - Heading



Constant Velocity Prediction Model – Algorithm



AUGMENTED STARTUPS
Computer Vision | AI | Robotics

- **Input**

- $T \rightarrow$ Time for prediction
- $dt \rightarrow$ Time change between predictions
- $x_{obj} \rightarrow$ Current dynamic object state
 - $x_{obj-pos} \rightarrow$ for position
 - $x_{obj-vel} \rightarrow$ for velocity

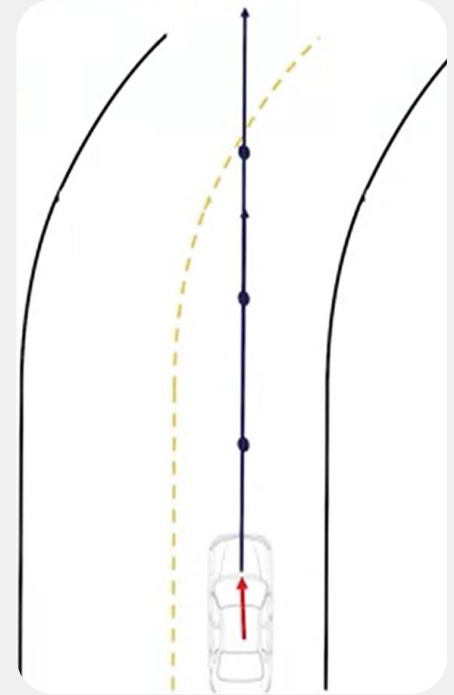
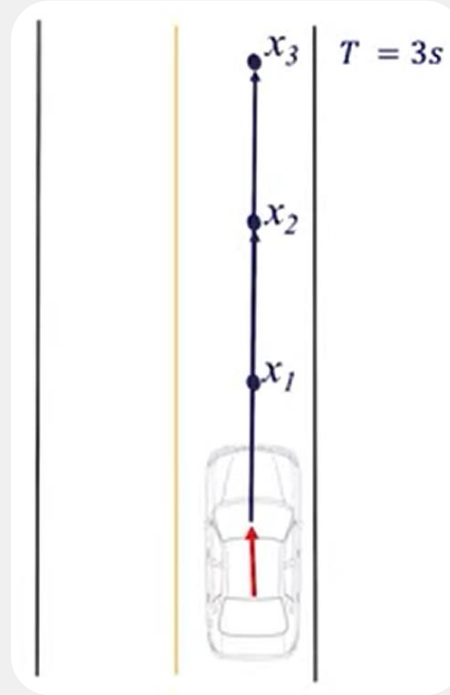
- **Output**

- $x_{1:T} \rightarrow$ List of future vehicle states

```
1.  $x_{obj} \rightarrow 0$ 
2.  $x_o = x_{obj}$ 
3. while  $t * dt < T$  do
    •  $t = t + 1$ 
    •  $x_t.pos \rightarrow x_{t-1}.pos + dt * x_{t-1}.vel$ 
    •  $x_t.vel \rightarrow x_{t-1}.vel$ 
4. end while
5. return  $x_{1:T}$ 
```

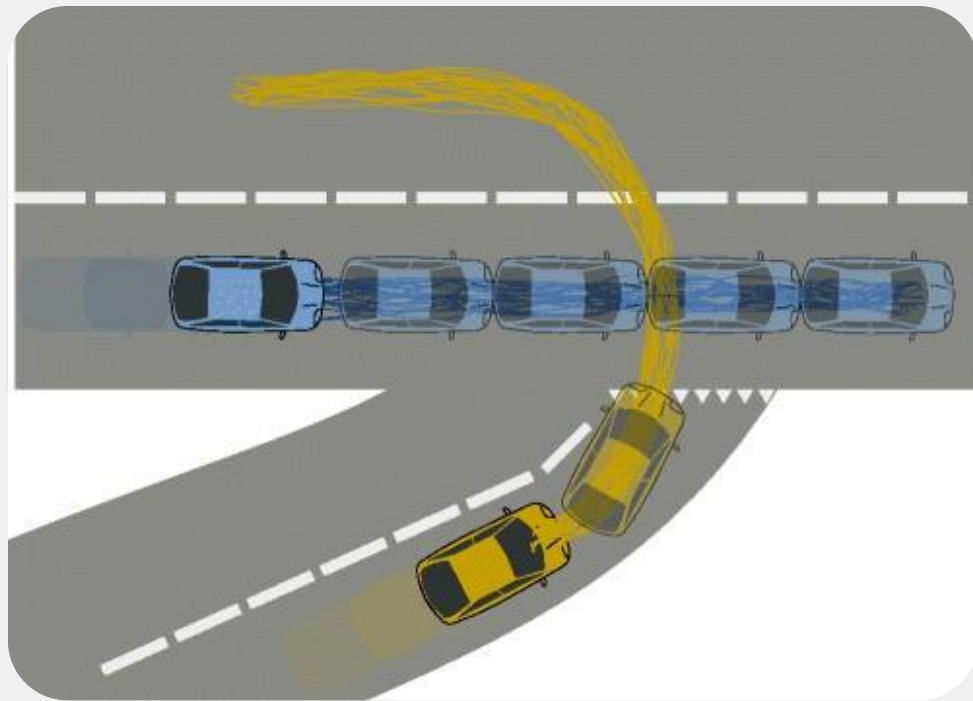
Constant Velocity Prediction Model - Example

- **Input**
 - $T = 3 \text{ seconds}$
 - $dt = 1 \text{ seconds}$
 - x_{obj}
- **Output**
 - *Predictions*
 - x_1
 - x_2
 - x_3



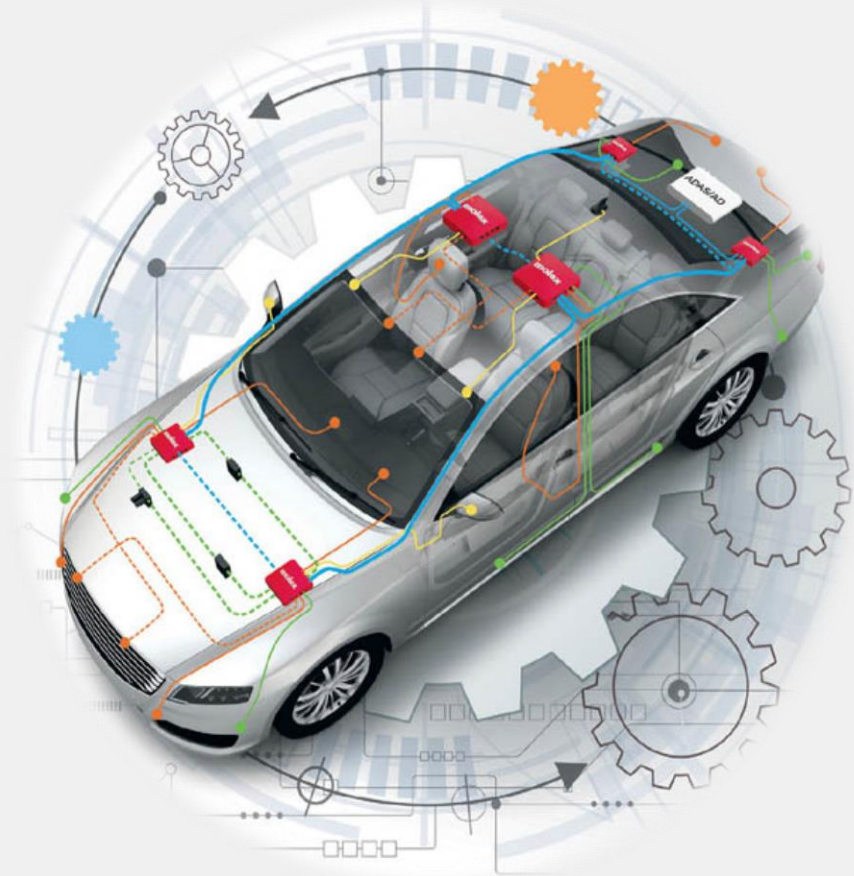
Constant Velocity Prediction Model – Issues

- **Don't account for:**
 - **Vehicle Dynamics Fully**
 - **Road (Position Adjustment)**
 - **Road Signs (Velocity Adjustments)**
- **Assumptions are too Strong & Incorrect.**



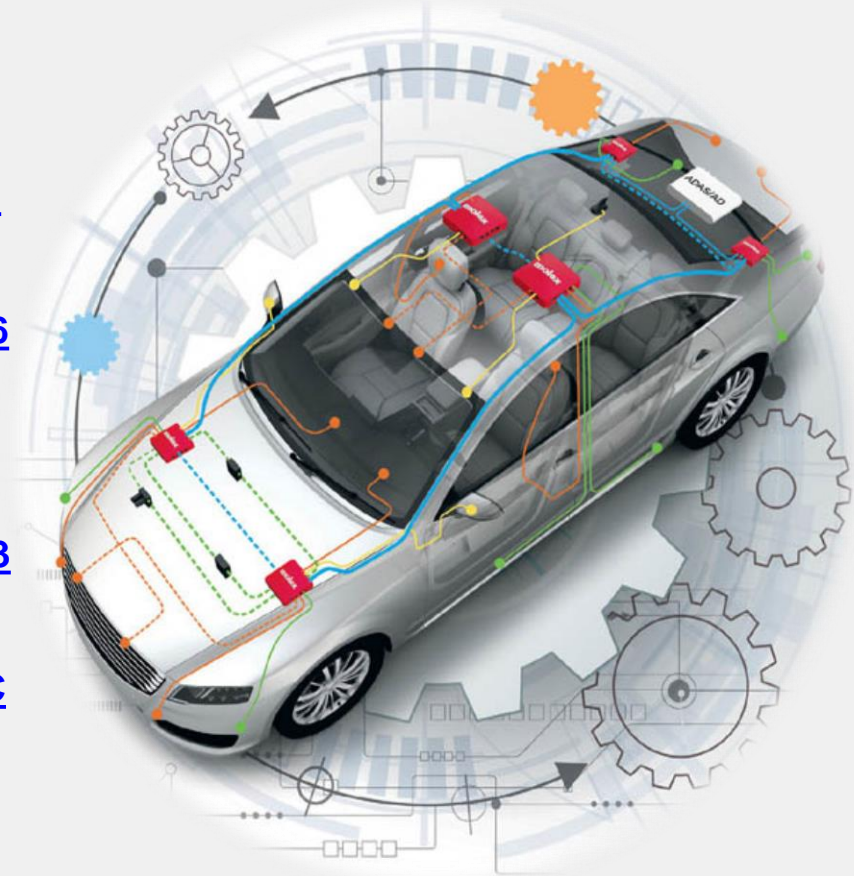
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 - General Concepts
 - Algorithm
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- **SUMMARY**



Reference

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Thanks