

Autonomous Vehicle Simulation

This Project is about simulating a **Autonomous** Vehicle Design in **SIMULINK** based on the data collected from

1. A Camera,
2. A Radar.

WORK FLOW:

1. We have discussed and divided the work into 3 Models.
 - a. **VEHICLE MODEL**
 - b. **LANE FOLLOW MODEL**
 - c. **OBSTACLE AVOIDANCE MODEL**
2. **VEHICLE MODEL:**
 - a. To build the Model we have referred to **LATERAL DYNAMICS** of a vehicle.
 - i. $(k_1 + k_2)\beta + \left(\frac{1}{u}\right)(ak_1 - bk_2)w - k_1(\delta) = m(v^\circ + uw)$
 - ii. $(ak_1 - bk_2)\beta + \left(\frac{1}{u}\right)(a^2k_1 + b^2k_2)w - ak_1(\delta) = I_z w^\circ$
 - iii. $X = \int \cos(\beta + \int w dt) dt * \sqrt{u^2 + v^2}$
 - iv. $Y = \int \sin(\beta + \int w dt) dt * \sqrt{u^2 + v^2}$
 - b. These are the 4 equations that have been Modelled in Simulink as **VEHICLE MODEL**
 - c. From the Vehicle Model we obtain the X and Y coordinates of the vehicle.
3. **LANE FOLLOW:**
 - a. This model contains a quadratic equation which represents the Road.
 - i. $y = x^2 + 5x + 6$
 - b. From the road equation we found the distance between the vehicle and left lane of the road , similarly the distance from right lane.
 - c. In order to find steer angle we have considered the difference between left lane and vehicle positions.
4. **OBSTACLE AVOIDANCE:**
 - a. In this model we have assumed the radar data in the form of POLAR COORDINATES. (Since the radar data in real time is polar in nature)
 - b. We have Simulated a POLAR to LOCAL COORDINATE converter to get the coordinates in the form of x , y.
 - i. $x' = (x - X) \cos(\alpha) + (y - Y) \sin(\alpha)$
 - ii. $y' = -(x - X) \sin(\alpha) + (y - Y) \cos(\alpha)$
 - c. We then assumed a goal position to which our vehicle has to travel.
 - d. As for the PATH PLANNING ALGORITHM we have used the method of finding angle between 2 straight lines.
5. **Switch:**
 - a. The overall model converts from **LANE FOLLOW** to **OBSTACLE AVOIDANCE** by considering the vehicle speed of the Obstacle.

RESULTS:

1. Obstacle_Speed > Vehicle_Speed

| Steer Angel | X | Y |
|-------------|--------|--------|
| 0 | 0.1389 | 0 |
| 0.2779 | 34.93 | -8.276 |
| -1.536 | -19.94 | 87.86 |
| 1.524 | -21.31 | -90.15 |
| 1.539 | -17.49 | -82.21 |

2. Vehicle_Speed > Obstacle_Speed

| Steer Angel | X | Y |
|-------------|--------|---------|
| 0 | 0.1389 | 0 |
| -0.6228 | 55.14 | 45.44 |
| 0.003746 | 0.7303 | 0.09316 |
| -0.9696 | 46.12 | 82.66 |
| -0.008065 | 1.452 | -0.1946 |