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In [546]: from racecar.SDRaceCar import SDRaceCar
import numpy as np
import matplotlib.pyplot as plt
```

```
In [547]: env = SDRaceCar(render_env=False, track='Circle')
#env.render()
state = env.reset()
```

```
In [548]: def mse (referencex , generatedx , referencey , generatedy):
    """
    MSE error
    :param referencex: xreference trajectory
    :param generatedx : xgenerated trajectory
    :param referencey: yreference trajectory
    :param generatedy : ygenerated trajectory
    :return: MSE error
    """
    sum = 0
    for i in range(0, len(referencex)):
        sum = sum + (referencex[i] - generatedx[i]) ** 2 + (reference
y[i] - generatedy[i]) ** 2
    return np.sqrt(sum/len(referencex))
```

```
In [549]: def taninverse(x1,x2,y1,y2):
    if(y2 > y1 and x2 < x1):
        angle = np.arctan((y2 - y1)/(x2 - x1)) + np.pi
    if(y2 < y1 and x2 < x1):
        angle = np.pi + np.arctan((y2 - y1)/(x2 - x1))
    if(y2 < y1 and x2 > x1):
        angle = np.arctan((y2 - y1)/(x2 - x1))
    if(y2 > y1 and x2 > x1):
        #obtuse
        angle = np.arctan((y2 - y1)/(x2 - x1))
    return angle
```

```

In [552]: def racecar(k_p, k_d, input_signal = "Circle"):
    """
    Racecar steps
    :param k_p : control position
    :param k_d : control velocity
    :param mass: Mass
    """
    env = SDRaceCar(render_env=True, track=input_signal)
    l_r = env.l_r
    l_f = env.l_f
    mass = env.m

    x = []
    y = []
    xref = []
    yref = []
    previous_ind = 0
    steps = 0
    done = False
    return_states = env.reset()
    pos_x = return_states[0];
    pos_y = return_states[1];
    psi = return_states[2];
    v_x = return_states[3];
    v_y = return_states[4];
    omega = return_states[5];
    h = return_states[6];

    x.append(pos_x)
    y.append(pos_y)
    xref.append(h[0])
    yref.append(h[1])

    while not done:

        del_x , del_y = h[0] - pos_x, h[1] - pos_y
        v = np.sqrt(v_x*v_x + v_y*v_y)
        theta = np.arctan2(del_y, del_x)
        w_angle = theta - psi
        #print(theta,w_angle)
        if w_angle < -np.pi:
            w_angle += 2*np.pi
        elif w_angle > np.pi:
            w_angle -= 2*np.pi
        w_angle = w_angle * 2/np.pi;

        e = np.sqrt(del_x*del_x + del_y*del_y)

        v_ref = np.array([np.sqrt((del_x*del_x + del_y*del_y) / (np.cos(w_angle))**2)])
        v_e = v_ref - v
        thrust = k_p*e + k_d*v_e

        thrust = np.clip(thrust, 0, 20).item()

```

```
thrust = (thrust/10) - 1
env.step([w_angle,thrust])

return_states = env.get_observation();
pos_x = return_states[0];
pos_y = return_states[1];
psi   = return_states[2];
v_x   = return_states[3];
v_y   = return_states[4];
omega = return_states[5];
h     = return_states[6];

#pos_ref = env.track[:,current_ind];
x.append(pos_x)
y.append(pos_y)
xref.append(h[0])
yref.append(h[1])

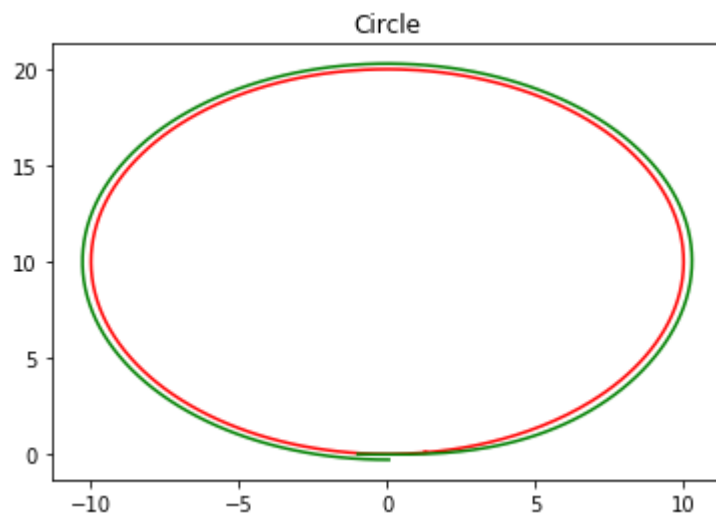
steps+= 1
current_ind = env.closest_track_ind
# CONDITION TO CHECK lap-completion
if current_ind - previous_ind<=-500:
    done =True
previous_ind = current_ind

print("The MSE error is", mse(xref,x, yref, y))
plt.plot(xref, yref, color='r')
plt.plot(x,y, color = 'g')
plt.title(input_signal)

return steps
```

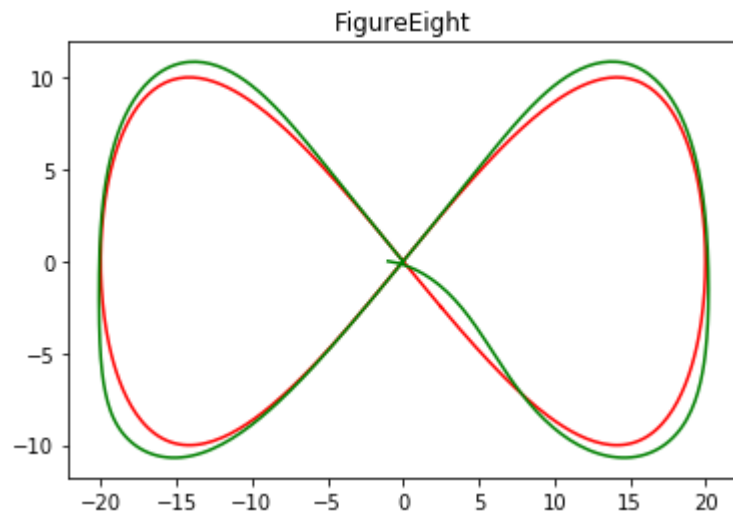
```
In [563]: step = racecar(2.8, 1.3, input_signal = 'Circle')  
print("Steps taken in circle is",step)
```

The MSE error is 1.3378962380494839
Steps taken in circle is 338



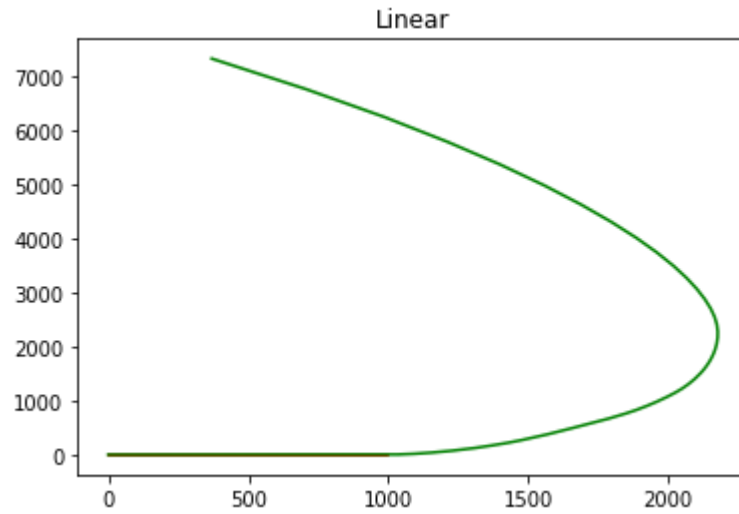
```
In [565]: step = racecar(3, 2.8, input_signal = 'FigureEight')  
print("Steps taken in FigureEight is",step)
```

The MSE error is 2.7257063486832975
Steps taken in FigureEight is 443



```
In [556]: step = racecar(3, 2.8, input_signal = 'Linear')  
print("Steps taken in Linear is",step)
```

The MSE error is 1177.8901565383424
Steps taken in Linear is 830



The linear does not come close to the trajectory since the initial reset position H is different from the -1,0 set as the initial position of the bot.

Racecar Question

We use a The model implemented here is that of a PD controller. In which the ~~Torque~~ applied is equal to Thrust

$$\boxed{\text{Thrust} = K_p e + K_d \dot{e}} \quad , \quad \boxed{K_p = 3, K_d = 3.1} \quad \text{e.g. } (x_{ref}, y_{ref})$$

We compute the error by taking (x_1, y_1)

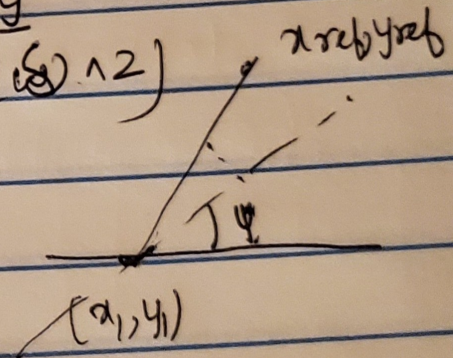
$$e = \sqrt{(x_{ref} - x_1)^2 + (y_{ref} - y_1)^2}$$

x_{ref} and y_{ref} are determined by the $h[0]$ and $h[1]$

The v_{ref} is computed by $\sqrt{\frac{\Delta x^2 + \Delta y^2}{(n_p \cdot \cos(\delta))^2}}$

The wheel angle is computed by

$$\delta = \tan^{-1} \left(\frac{y_{ref} - y_1}{x_{ref} - x_1} \right) - \psi$$



~~delta~~ is computed by $\boxed{v_e = v_{ref} - v_{observed}}$