In this exercise you will implement a Gaussian Naive Bayes classifier to predict the behavior of vehicles on a highway. In the image below you can see the behaviors you'll be looking for on a 3 lane highway (with lanes of 4 meter width). The dots represent the d (y axis) and s (x axis) coordinates of vehicles as they either...

- 1. change lanes left (shown in blue)
- 2. keep lane (shown in black)
- 3. or change lanes right (shown in red)

Your job is to write a classifier that can predict which of these three maneuvers a vehicle is engaged in given a single coordinate (sampled from the trajectories shown below).

Each coordinate contains 4 pieces of information:

- S
- d
- S
- d^{*}

You also know the **lane width** is 4 meters (this might be helpful in engineering features for your algorithm).

Instructions

- 1. Implement the train(self, data, labels) and predict(self, observation) methods in the class GNB in classifier.cpp
- 2. When you want to test your classifier, run Test Run and check out the results.

NOTE: You are welcome to use some existing implementation of a Gaussian Naive Bayes classifier. But to get the **best** results you will still need to put some thought into what **features** you provide the algorithm when classifying. Though you will only be given the 4 coordinates listed above, you may find that by "engineering" features you may get better performance. For example: the raw value of the d coordinate may not be that useful. But d % lane_width might be helpful since it gives the *relative* position of a vehicle in it's lane regardless of which lane the vehicle is in.

Extra Practice

Provided in one of the links below is python_extra_practice, which is the same problem but written in Python that you can optionally go through for extra coding practice. The Python solution is available at the python_solution link. If you get stuck on the quiz see if you can convert the python solution to C++ and pass the classroom quiz with it. The last link Nd013_Pred_Data has all the training and testing data for this problem in case you want to run the problem offline.

