



國立交通大學
National Chiao Tung University

TERM PROJECT

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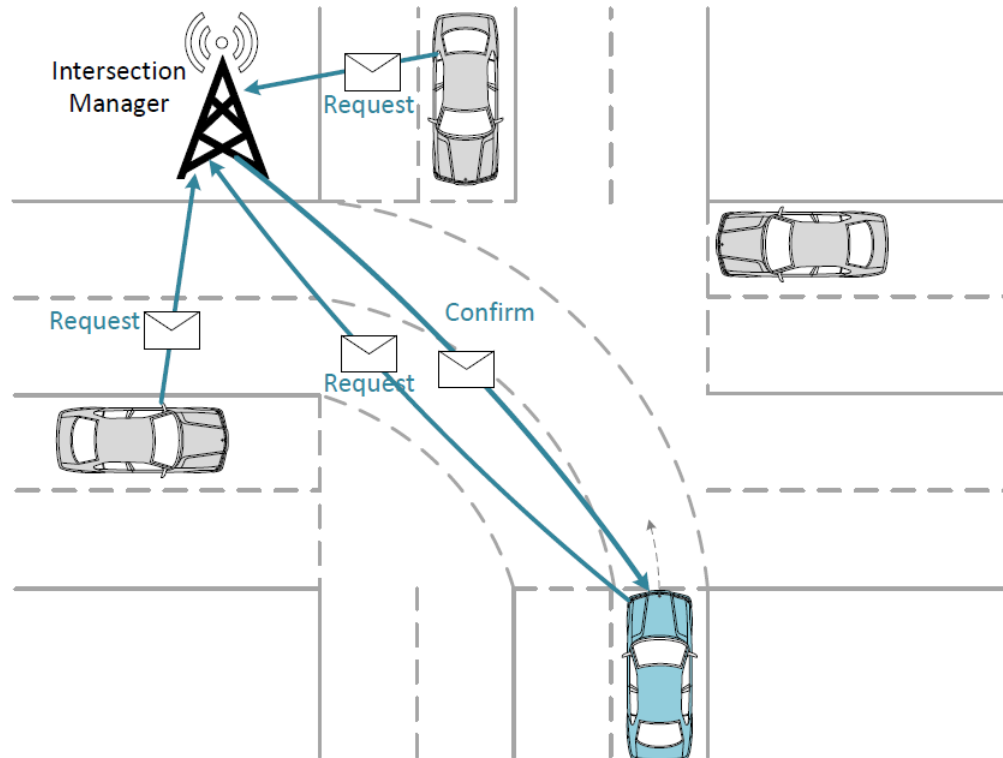
Special thanks go to Dr. Chung-Wei Lin

TOYOTA InfoTechnology Center



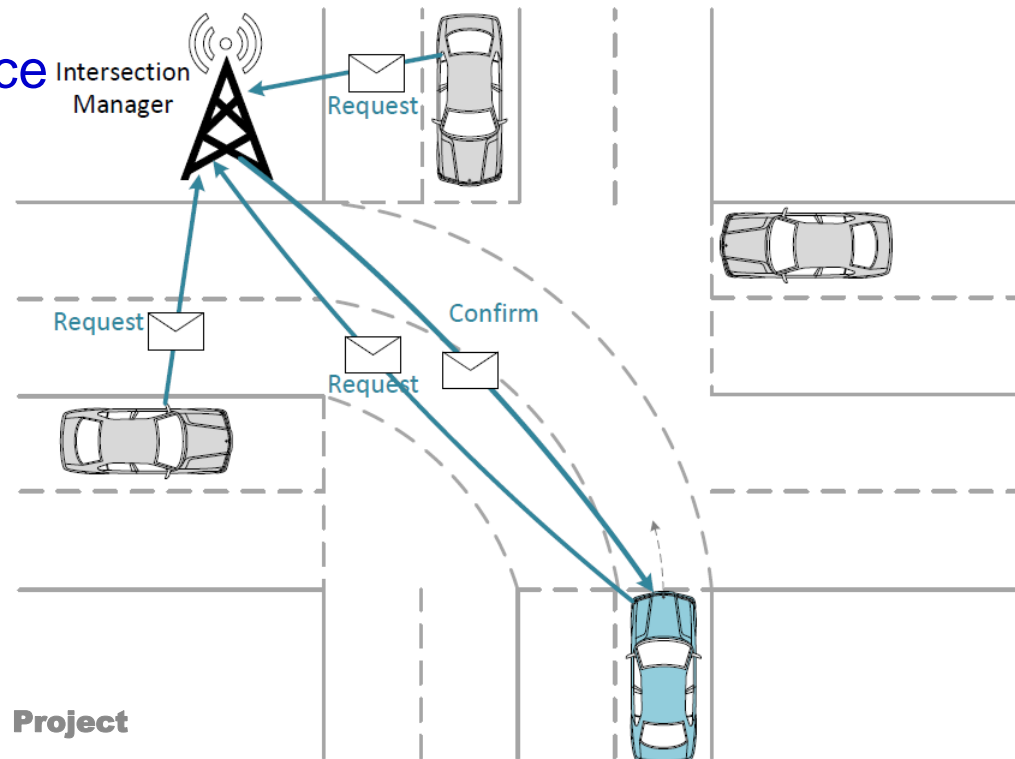
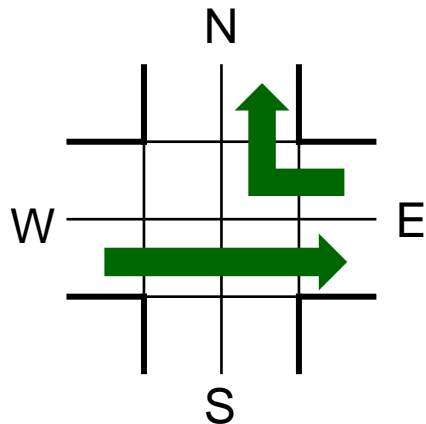
Intersection Manager

- Manage autonomous vehicles
 - Communication and scheduling



Intersection Manager (1/4)

- At each direction {N, E, S, W}, every 5s, there will be 0 or 1 car approaching the intersection.
- Each car has a destination direction {N, E, S, W}, and it will not be the same as the source direction. (No U turn!)
- Assumptions:
 - Arrival times given in advance
 - One lane for each way
 - The length of a round is 5s
 - Right-hand drive



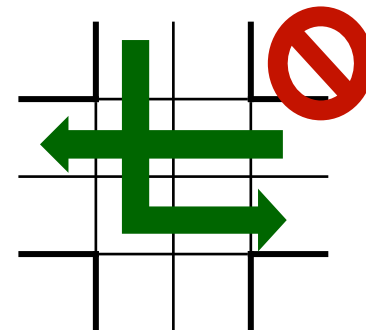
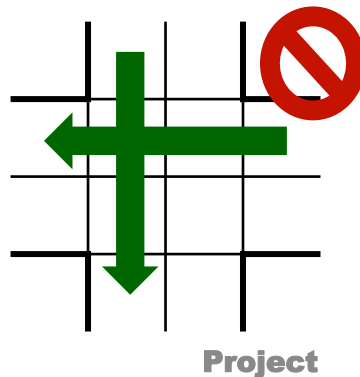
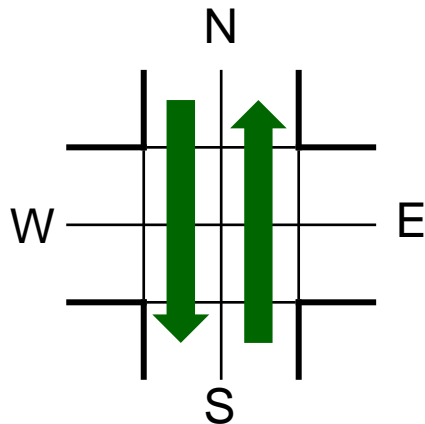
Intersection Manager (2/4)

- Assume that the length of a round is 5s.
 - Within 1 second, the manager will schedule some cars to go through the intersection without "conflict paths" and inform those cars. It will schedule at most 1 car at each direction.
 - Those cars which get scheduled go through the intersection within 4 seconds.
- Those cars which do not get scheduled will wait the next round. However, a car may move forward if one of its front cars gets scheduled.
- **Objective: Minimize the average waiting time of each car**
 - No conflicts are allowed
- Note: if there is a car not scheduled at one direction, we can guarantee that there is a car at that direction (right before the stop line) in the next round.

Intersection Manager (3/4)

- Examples:

- Two cars N-S and S-N arrive at 0s → Schedule both of them at 0s → Obj = 0
- Two cars N-S and E-W arrive at 0s → Schedule them at 0s and 5s → Obj = 2.5s
- Two cars N-S and E-W arrive at 0s + one car N-E at 5s → Schedule them at 0s, 5s, 5s → Obj = $((0-0)+(5-0)+(5-5))/3 = 5/3s$
 - One conflict!
- Two cars N-S and E-W arrive at 0s + one car N-E at 5s → Schedule them at 5s, 0s, 10s → Obj = 10/3s



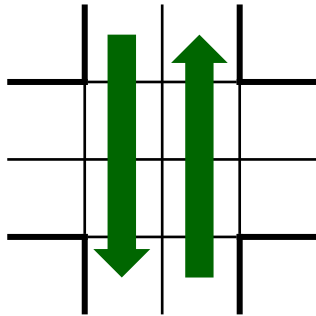
Intersection Manager (4/4)

- Input
 - Each direction has a binary sequence: 0, 1, 1, ...
 - Each “1” is associated with a source-destination direction: 1 (S-N)
- Conflict vs. no conflict
 - Assume one lane for each way
 - S: straight
 - R: right turn
 - L: left turn
 - Check conflict table (consider symmetry/rotation)

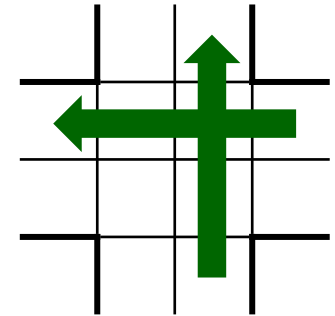
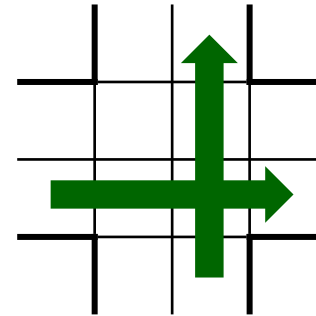
Conflict Table (1/3)

• Conflict-free

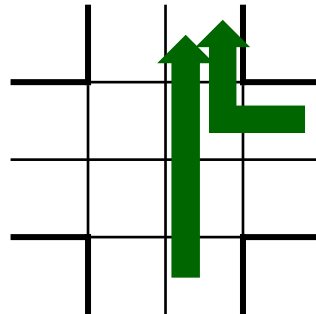
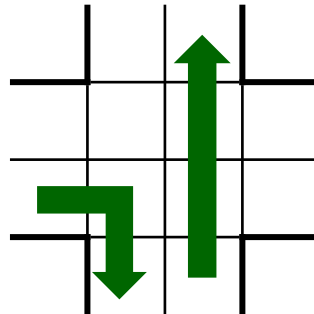
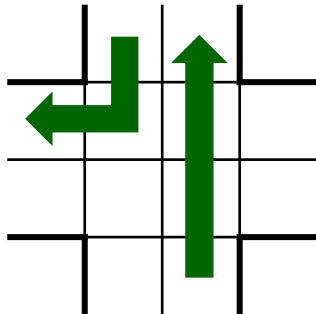
SS



• Conflict



SR

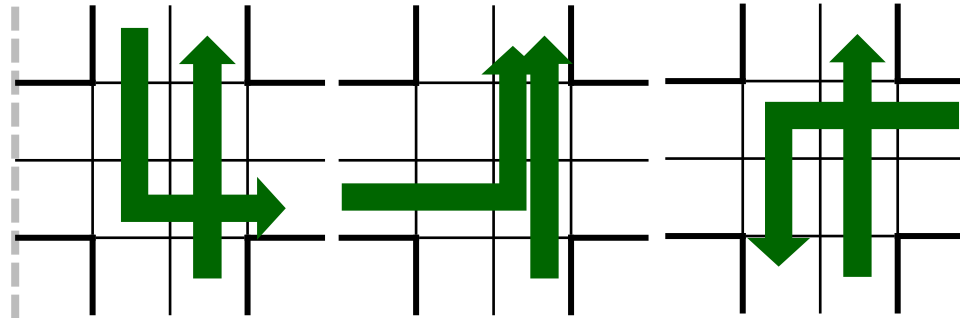


Conflict Table (2/3)

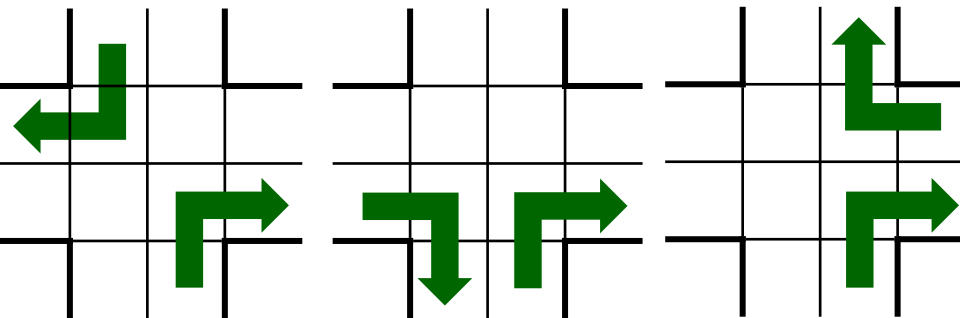
- Conflict-free

SL

- Conflict



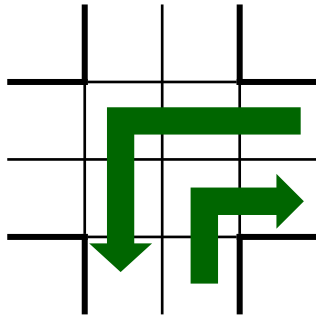
RR



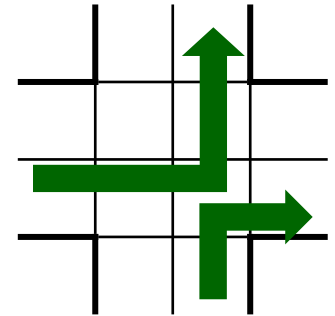
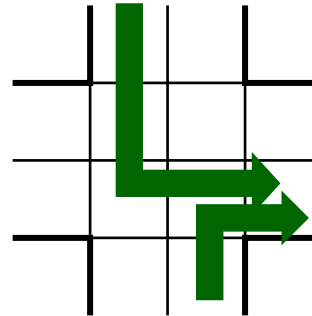
Conflict Table (3/3)

• Conflict-free

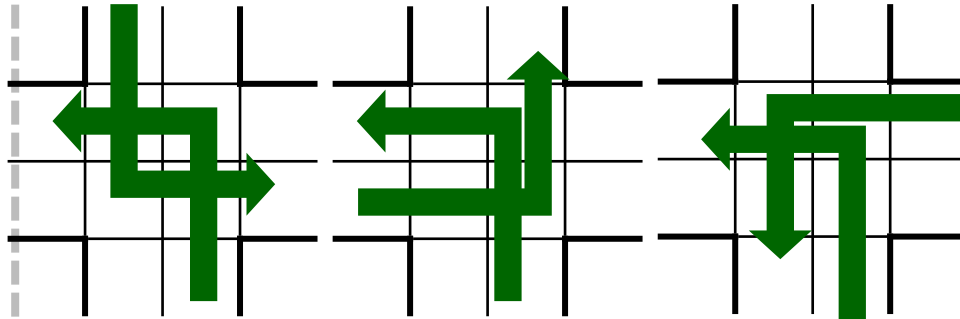
RL



• Conflict



LL



Sample Input

- Four sequences: one for each direction (N, E, S, W)

- Input 1:

- N: 1S 1E 00
 - E: 1W 00 00
 - S: 00 00 00
 - W: 00 00 00

- Input 2:

- N: 00 1E 00 00 1S 1E 00 00
 - E: 00 1S 1S 1N 00 00 1W 00
 - S: 1N 1E 1W 1W 1N 1E 1W 00
 - W: 1N 1E 1S 00 00 1N 00 1E

Output Format

- Same as input format
 - Each direction: events listed in order but possibly with extra 00's
- Output 1:
 - N: 00 1S 1E
 - E: 1W 00 00
 - S: 00 00 00
 - W: 00 00 00
- Input 1:
 - N: 1S 1E 00
 - E: 1W 00 00
 - S: 00 00 00
 - W: 00 00 00
- Cost of Output 1:
 - 2/3
 - The average number of waiting rounds
 - Difference between input and output sequences

More Cases...



Sample Input (More)

- Input 3:

- N: 1E 00 1E 00 1S 1E 00 00
- E: 00 1S 1S 1S 1N 00 1W 00
- S: 1E 1E 1E 1E 00 1E 1W 00
- W: 1E 1E 00 00 1E 1N 00 1E

- Input 4:

- N: 00 1E 00 00 1E 00 00 00
- E: 00 00 00 1S 00 1N 1S 00
- S: 1E 1W 1W 1W 1N 00 1N 1E
- W: 1N 00 1N 00 00 1N 00 1E

- Input 5:

- N: 1E 1W 1E 1S 1E 00 00 00
- E: 1S 1S 1W 1N 1W 00 00 00
- S: 1N 1E 1E 1W 1N 00 00 00
- W: 1E 1N 1S 1E 1N 00 00 00

Extensions

- From off-line to on-line
 - Consider k rounds at a time, k is a small number
- Multiple lanes in each direction
 - More flexibility
 - Update conflict table

Form your team today!



Project Proposal due Nov. 9

- List your team members
 - Everyone should submit one proposal
 - Members in one team submit the same one
- List your solutions for 5 sample inputs
 - Follow the output format