



UNIVERSITATEA TEHNICĂ
DIN CLUJ-NAPOCA

SISTEME EXPERT
REGULI DE CIRCULATIE FORMALIZATE IN CLIPS
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GRUPA 30644



CUPRINS

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3. Perceptii
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1. Domeniul aplicatiei si limitele sale

Aplicatia are la baza mai multe scenarii care pot fi intalnite in trafic de soferi in momentul in care acestia doresc sa efectueze manevra de viraj stanga/dreapta. Astfel, au fost create 4 scenarii posibile, fiecare avand un numar diferit de cazuri posibile (in total sunt 48 de cazuri).. Datele de mediu pot fi colectate folosind diversi senzori de imagine. Odata colectate, datele pot fi prelucrate astfel incat sa se stabileasca cu exactitate imprejurimile. Pe baza datelor colectate, dar si pe baza regulilor de circulatie prevazute in Codul Rutier, aplicatia va decide daca manevra de virare este permisa (ALLOWED) sau interzisa (PROHIBITED).

Aplicatia este alcatuita din 3 module mari:

- **MAIN**
 - Se ocupa cu gestionarea celorlate doua module.
- **PERCEPT-MANAGER**
 - Se ocupa cu gestionarea perceptiilor citite de catre senzori (gestioneaza faptele).
 - Perceptiile vor fi scrise individual pentru fiecare moment de timp.
- **DRIVER-AGENT**
 - Se ocupa cu luarea de decizii pe baza perceptiilor (gestioneaza regulile).
 - Dupa prelucrarea faptelor pe baza regulilor, se va decide daca manevra este permisa sau nu.



2. Scenarii propuse

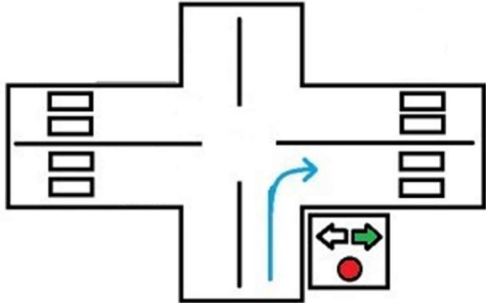
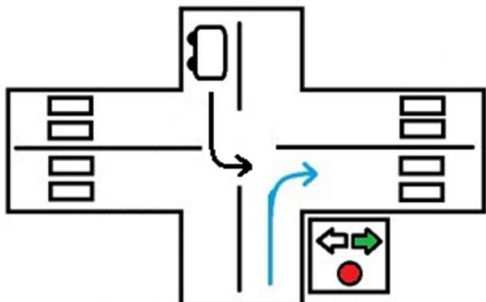
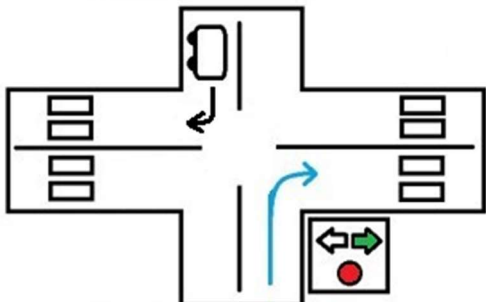
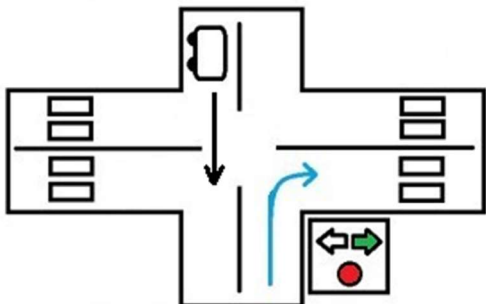
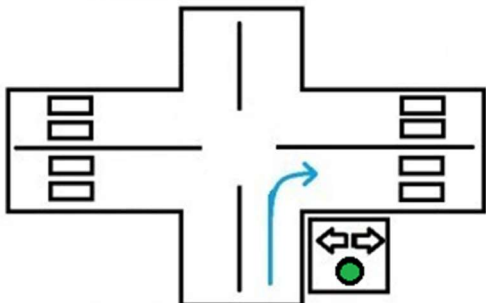
I. Intersecție cu semafor

<p>Viraj la dreapta cu semafor rosu</p>	
<p>Viraj la dreapta cu semafor rosu, sageata verde intermitent, masina care vine din partea stanga si pieton</p>	
<p>Viraj la dreapta cu semafor rosu, sageata verde intermitent si pieton</p>	
<p>Viraj la dreapta cu semafor rosu, sageata verde intermitent si masina care vine din partea stanga</p>	



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<p>Viraj la dreapta cu semafor rosu si sageata verde intermitent</p>	
<p>Viraj la dreapta cu semafor rosu, sageata verde intermitent si masina care vine din contrasens vireaza stanga</p>	
<p>Viraj la dreapta cu semafor rosu, sageata verde intermitent si masina care vine din contrasens vireaza dreapta</p>	
<p>Viraj la dreapta cu semafor rosu, sageata verde intermitent si masina care vine din contrasens merge inainte</p>	
<p>Viraj la dreapta cu semafor verde</p>	



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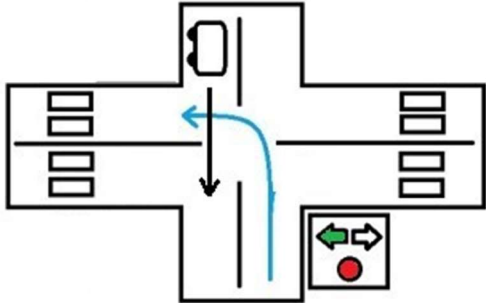
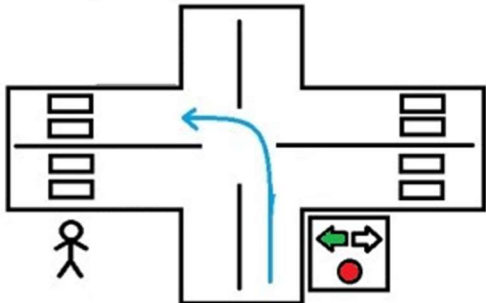
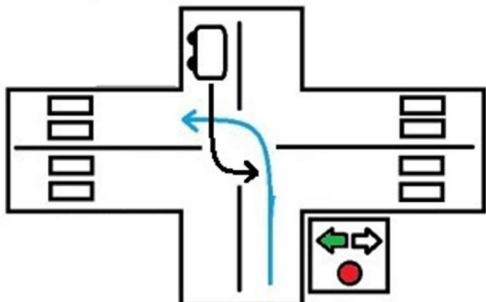
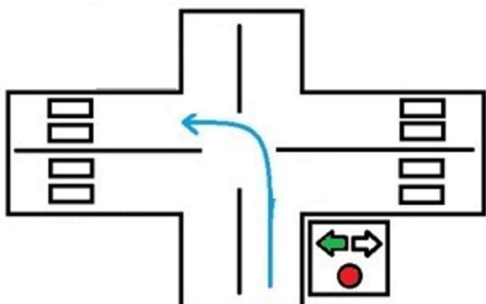
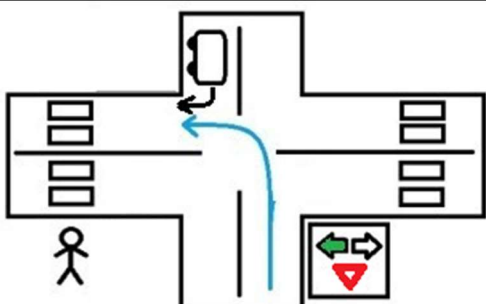
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Viraj la stanga cu semafor rosu	
Viraj la stanga cu semafor rosu, sageata verde intermitent, pieton si masina care vine din contrasens vireaza dreapta	
Viraj la stanga cu semafor rosu, sageata verde intermitent, pieton si masina care vine din contrasens vireaza stanga	
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<p>Viraj la stanga cu semafor rosu, sageata verde intermitent si masina care vine din contrasens merge inainte</p>	
<p>Viraj la stanga cu semafor rosu, sageata verde intermitent si pieton</p>	
<p>Viraj la stanga cu semafor rosu, sageata verde intermitent si masina care vine din contrasens vireaza stanga</p>	
<p>Viraj la stanga cu semafor rosu si sageata verde intermitent</p>	
<p>Viraj la stanga cu semafor rosu, cedeaza trecerea aditional, pieton si masina care vine din contrasens vireaza dreapta</p>	



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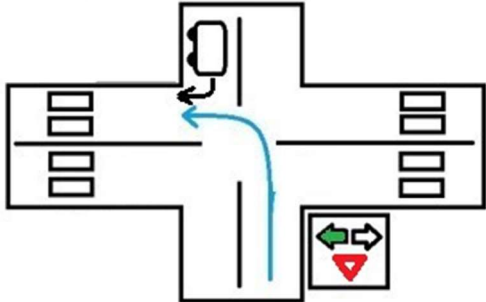
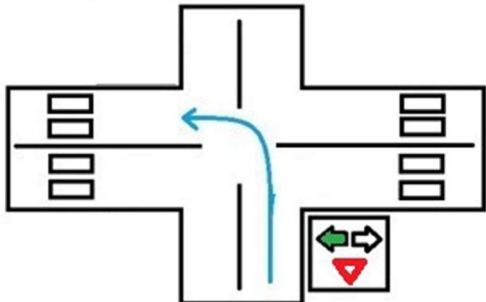
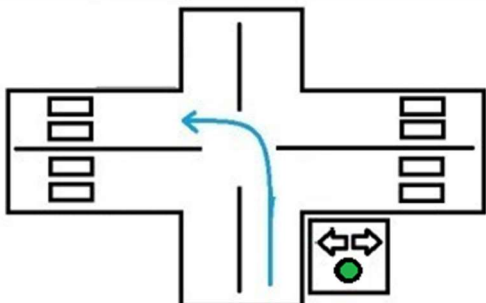
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<p>Viraj la stanga cu semafor rosu, cedeaza trecerea aditional si masina care vine din contrasens vireaza dreapta</p>	
<p>Viraj la stanga cu semafor rosu, cedeaza trecerea aditional si masina care vine din contrasens merge inainte</p>	
<p>Viraj la stanga cu semafor rosu, cedeaza trecerea aditional si pieton</p>	



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<p>Viraj la stanga cu semafor rosu, cedeaza trecerea aditional si masina care vine din contrasens vireaza dreapta</p>	
<p>Viraj la stanga cu semafor rosu si cedeaza trecerea aditional</p>	
<p>Viraj la stanga cu semafor verde</p>	



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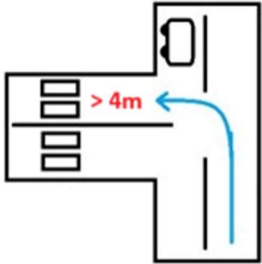
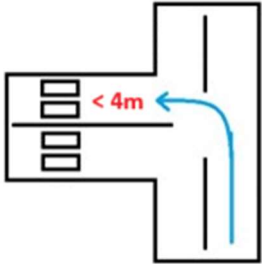
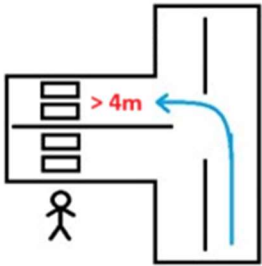
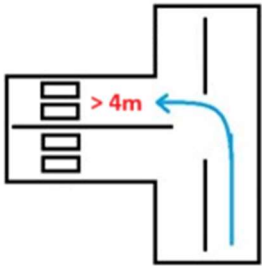
II. Trecere de pietoni dupa intersectie cu distanta pana la aceasta

Viraj la stanga cu pieton, masina care vine de pe contrasens si sub 4m intre trecere si intersectie	
Viraj la stanga cu pieton si sub 4m intre trecere si intersectie	
Viraj la stanga cu masina care vine de pe contrasens si sub 4m intre trecere si intersectie	
Viraj la stanga cu pieton, masina care vine de pe contrasens si peste 4m intre trecere si intersectie	



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Viraj la stanga cu masina care vine de pe contrasens si peste 4m intre trecere si intersectie	 <p>The diagram shows a T-junction where a road from the left turns right into a main road. A car is shown on the left road, approaching the junction from the opposite direction. A blue arrow indicates the turning path. A red label '> 4m' is placed between the car and the intersection point.</p>
Viraj la stanga si sub 4m intre trecere si intersectie	 <p>The diagram shows a T-junction where a road from the left turns right into a main road. A blue arrow indicates the turning path. A red label '< 4m' is placed between the start of the turn and the intersection point.</p>
Viraj la stanga cu pieton si peste 4m intre trecere si intersectie	 <p>The diagram shows a T-junction where a road from the left turns right into a main road. A pedestrian is shown on the left road, approaching the junction. A blue arrow indicates the turning path. A red label '> 4m' is placed between the pedestrian and the intersection point.</p>
Viraj la stanga si peste 4m intre trecere si intersectie	 <p>The diagram shows a T-junction where a road from the left turns right into a main road. A blue arrow indicates the turning path. A red label '> 4m' is placed between the start of the turn and the intersection point.</p>



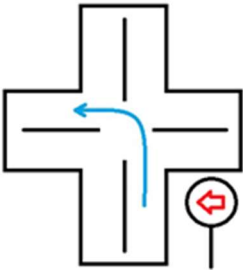
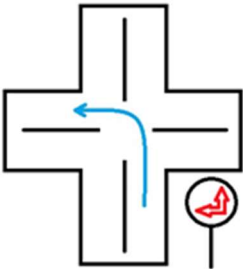
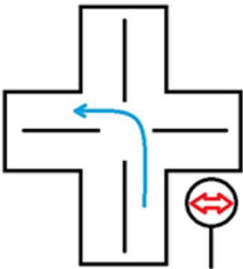
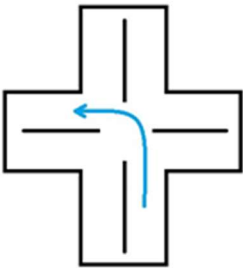
III. Intersecție cu indicator

Viraj la stanga cu indicator “obligatoriu înainte”	
Viraj la stanga cu indicator “obligatoriu la dreapta”	
Viraj la stanga cu indicator “interzis la stanga”	
Viraj la stanga cu indicator “obligatoriu înainte sau la dreapta”	



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Viraj la stanga cu indicator “obligatoriu la stanga”	 A diagram of a T-junction where a road from the bottom turns left onto a road from the left. A blue arrow shows the turning path. A red circular sign with a white border and a red arrow pointing left is on the right side of the road.
Viraj la stanga cu indicator “obligatoriu inainte sau la stanga”	 A diagram of a T-junction where a road from the bottom turns left onto a road from the left. A blue arrow shows the turning path. A red circular sign with a white border and a red arrow pointing left and slightly up is on the right side of the road.
Viraj la stanga cu indicator “obligatoriu la dreapta sau la stanga”	 A diagram of a T-junction where a road from the bottom turns left onto a road from the left. A blue arrow shows the turning path. A red circular sign with a white border and a red double-headed arrow is on the right side of the road.
Viraj la stanga fara indicator	 A diagram of a T-junction where a road from the bottom turns left onto a road from the left. A blue arrow shows the turning path. There is no sign on the right side of the road.



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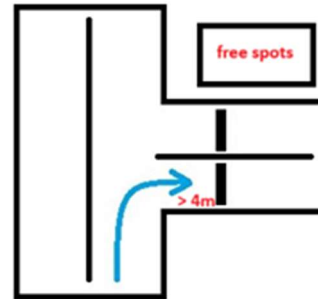
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IV. Intrare in parcare cu numar limitat de locuri

Viraj la dreapta cu 0 locuri libere in parcare si sub 4m pana la primul obstacol	<p>The diagram shows a vehicle approaching a T-junction from the left. The road ahead is blocked by a wall. To the right is a parking lot labeled '0 free spots'. A blue arrow indicates a right turn into the parking lot. A red label '< 4m' is placed near the turn point, indicating the distance to the first obstacle (the wall) is less than 4 meters.</p>
Viraj la dreapta cu 0 locuri libere in parcare si peste 4m pana la primul obstacol	<p>The diagram shows a vehicle approaching a T-junction from the left. The road ahead is blocked by a wall. To the right is a parking lot labeled '0 free spots'. A blue arrow indicates a right turn into the parking lot. A red label '> 4m' is placed near the turn point, indicating the distance to the first obstacle (the wall) is greater than 4 meters.</p>
Viraj la dreapta cu 0 locuri libere in parcare, peste 4m pana la primul obstacol, obstacolul este bariera si avem masina pe partea opusa a barierei	<p>The diagram shows a vehicle approaching a T-junction from the left. The road ahead is blocked by a wall. To the right is a parking lot labeled '0 free spots'. A blue arrow indicates a right turn into the parking lot. A red label '> 4m' is placed near the turn point, indicating the distance to the first obstacle (the wall) is greater than 4 meters. A small car icon is shown on the opposite side of the wall, indicating a car is present on the opposite side of the barrier.</p>
Viraj la dreapta cu >0 locuri libere in parcare si sub 4m pana la primul obstacol	<p>The diagram shows a vehicle approaching a T-junction from the left. The road ahead is blocked by a wall. To the right is a parking lot labeled 'free spots'. A blue arrow indicates a right turn into the parking lot. A red label '< 4m' is placed near the turn point, indicating the distance to the first obstacle (the wall) is less than 4 meters.</p>



Viraj la dreapta cu >0 locuri libere in parcare
si peste 4m pana la primul obstacol



3.Perceptii

- Definirea scenariului

(ag_percept (percept_pobj scenario1) (percept_pname isa) (percept_pval scenario))

- Definirea evenimentului

(ag_percept (percept_pobj event1) (percept_pname isa) (percept_pval event))

- Definirea drumului

(ag_percept (percept_pobj current_road) (percept_pname isa) (percept_pval road))

- Definirea semaforului

(ag_percept (percept_pobj my_semaphore) (percept_pname isa) (percept_pval semaphore))

- Definirea masinii

(ag_percept (percept_pobj my_car) (percept_pname isa) (percept_pval car))

- Definirea sagetii aditionale semaforului

(ag_percept (percept_pobj my_arrow) (percept_pname isa) (percept_pval arrow))

- Definirea semnului de cedeaza trecerea aditional semaforului

(ag_percept (percept_pobj additional_give_way) (percept_pname isa) (percept_pval sign))

- Definirea trecerii de pietoni

(ag_percept (percept_pobj left_crosswalk) (percept_pname isa) (percept_pval crosswalk))

- Definirea pietonilor

(ag_percept (percept_pobj right_pedestrian) (percept_pname isa) (percept_pval pedestrian))



- **Definirea semnului de circulat**

(ag_percept (percept_pobj mandatory_left_sign) (percept_pname isa) (percept_pval sign))

- **Definirea panoului de la intrarea in parcare**

(ag_percept (percept_pobj parking_screen) (percept_pname isa) (percept_pval info_screen))

- **Definirea amplasarii unui obiect in scena**

(ag_percept (percept_pobj my_car) (percept_pname partof) (percept_pval current_road))

- **Definirea culorii semaofrului**

(ag_percept (percept_pobj my_semaphore) (percept_pname color) (percept_pval red))

- **Definirea directiei de deplasare a masinii**

(ag_percept (percept_pobj my_car) (percept_pname direction) (percept_pval right))

- **Definirea directiei indicate de sageata**

(ag_percept (percept_pobj my_arrow) (percept_pname direction) (percept_pval right))

- **Definirea distantei dintre trecerea de pietoni si intersectie**

(ag_percept (percept_pobj left_crosswalk) (percept_pname distance_from_intersection)

(percept_pval more_than_four))

- **Definirea valorii indicate pe panoul de la intrarea din parcare**

(ag_percept (percept_pobj parking_screen) (percept_pname available_parking_spaces)
(percept_pval zero))

- **Definirea obstacolului**

(ag_percept (percept_pobj first_obstacle) (percept_pname isa) (percept_pval obstacle))

- **Definirea tipului obstacolului**

(ag_percept (percept_pobj first_obstacle) (percept_pname type) (percept_pval barrier))

Obiectele pot fi detectate folosind senzori de imagine^[1] iar distanta dintre obiecte poate fi calculata folosind senzori radar^[2]. Imaginile detectate vor fi apoi prelucrate folosind algoritmi de prelucrare a imaginilor^{[3] [4] [5] [6] [7]}.

Durata de obtinere a acestor perceptii poate varia intre 50ms si 10sec, in functie de calitatea imaginii, de complexitatea scenei, de algoritmii folositi si de puterea de procesare.



4. Reguli

Pentru fiecare scenariu, regulile au fost scrise astfel sa cuprinda cat mai multe cazuri posibile. Astfel, folosind logica propozitionala s-a obtinut un numar redus de reguli, care au urmatoarele formule logice:

- **Scenariul 1, evenimentele 1-4:**

if { dreapta && rosu && [not (sageata) || (pieton && sageata) || (masina && sageata)] }

=> **PROHIBITED**

- **Scenariul 1, evenimentele 5-9:**

if { dreapta && [(rosu && sageata && not(pieton) && not(masina)) || verde] }

=> **ALLOWED**

- **Scenariul 1, evenimentele 10-16:**

if { stanga && rosu && [not (sageata) || (pieton && sageata) || (sageata && masina && (directie dreapta || directie inainte))] }

=> **PROHIBITED**

- **Scenariul 1, evenimentele 17-18:**

if { stanga && [(rosu && sageata && not(pieton) && masina && directie stanga) || ((rosu && sageata && not(pieton) && not(masina))] }

=> **ALLOWED**

- **Scenariul 1, evenimentele 19-24:**

if { stanga && verde && [(pieton && cedeaza) || (cedeaza && masina && (directie dreapta || directie inainte))] }

=> **PROHIBITED**

- **Scenariul 1, evenimentele 25-27:**

if { stanga && [(verde && cedeaza && not(pieton) && masina && directie stanga) || ((verde && cedeaza && not(pieton) && not(masina)) || (verde && not(cedeaza) && not(pieton) && not(masina))] }

=> **ALLOWED**



- **Scenariul 2, evenimentele 1-5:**

if { stanga && trecere && [(pieton && sub 4 m) || masina] }

=> **PROHIBITED**

- **Scenariul 2, evenimentele 6-8:**

if { stanga && trecere && [(not(pieton) && not(masina)) || (pieton && not(masina) && peste 4 m)] }

=> **ALLOWED**

- **Scenariul 3, evenimentele 1-4:**

if [stanga && (obligatoriu inainte || obligatoriu dreapta || interzis stanga || inainte/dreapta)]

=> **PROHIBITED**

- **Scenariul 3, evenimentele 5-8:**

if { stanga || [stanga && (obligatoriu stanga || obligatoriu inainte/stanga || obligatoriu stanga/dreapta)] }

=> **ALLOWED**

- **Scenariul 4, evenimentele 1-2:**

if (dreapta && 0 && not(bariera))

=> **PROHIBITED**

- **Scenariul 4, evenimentele 3-5:**

if [dreapta && (>0 || bariera)]

=> **ALLOWED**



5. Output program

Scenariul 1

```
PERCEPT-MANAGER: timp = 1
AGENT right-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 2
AGENT right-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 3
AGENT right-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 4
AGENT right-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 5
AGENT right-turn-maneuver allowed
PERCEPT-MANAGER: timp = 6
AGENT right-turn-maneuver allowed
PERCEPT-MANAGER: timp = 7
AGENT right-turn-maneuver allowed
PERCEPT-MANAGER: timp = 8
AGENT right-turn-maneuver allowed
PERCEPT-MANAGER: timp = 9
AGENT right-turn-maneuver allowed
PERCEPT-MANAGER: timp = 10
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 11
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 12
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 13
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 14
AGENT left-turn-maneuver prohibited
```

```
PERCEPT-MANAGER: timp = 15
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 16
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 17
AGENT left-turn-maneuver allowed
PERCEPT-MANAGER: timp = 18
AGENT left-turn-maneuver allowed
PERCEPT-MANAGER: timp = 19
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 20
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 21
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 22
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 23
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 24
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 25
AGENT left-turn-maneuver allowed
PERCEPT-MANAGER: timp = 26
AGENT left-turn-maneuver allowed
PERCEPT-MANAGER: timp = 27
AGENT left-turn-maneuver allowed
```

Timpul 1: Viraj la dreapta cu semafor rosu

=> PROHIBITED

Timpul 2: Viraj la dreapta cu semafor rosu, sageata verde intermitent, masina care vine din partea stanga si pieton

=> PROHIBITED

Timpul 3: Viraj la dreapta cu semafor rosu, sageata verde intermitent si pieton

=> PROHIBITED



Timpul 4: Viraj la dreapta cu semafor rosu, sageata verde intermitent si masina care vine din partea stanga

=> **PROHIBITED**

Timpul 5: Viraj la dreapta cu semafor rosu si sageata verde intermitent

=> **ALLOWED**

Timpul 6: Viraj la dreapta cu semafor rosu, sageata verde intermitent si masina care vine din contrasens vireaza stanga

=> **ALLOWED**

Timpul 7: Viraj la dreapta cu semafor rosu, sageata verde intermitent si masina care vine din contrasens vireaza dreapta

=> **ALLOWED**

Timpul 8: Viraj la dreapta cu semafor rosu, sageata verde intermitent si masina care vine din contrasens merge inainte

=> **ALLOWED**

Timpul 9: Viraj la dreapta cu semafor verde

=> **ALLOWED**

Timpul 10: Viraj la stanga cu semafor rosu

=> **PROHIBITED**

Timpul 11: Viraj la stanga cu semafor rosu, sageata verde intermitent, pieton si masina care vine din contrasens vireaza dreapta

=> **PROHIBITED**

Timpul 12: Viraj la stanga cu semafor rosu, sageata verde intermitent, pieton si masina care vine din contrasens vireaza stanga

=> **PROHIBITED**



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Timpul 13: Viraj la stanga cu semafor rosu, sageata verde intermitent, pieton si masina care vine din contrasens merge inainte

=> **PROHIBITED**

Timpul 14: Viraj la stanga cu semafor rosu, sageata verde intermitent si masina care vine din contrasens vireaza dreapta

=> **PROHIBITED**

Timpul 15: Viraj la stanga cu semafor rosu, sageata verde intermitent si masina care vine din contrasens merge inainte

=> **PROHIBITED**

Timpul 16: Viraj la stanga cu semafor rosu, sageata verde intermitent si pieton

=> **PROHIBITED**

Timpul 17: Viraj la stanga cu semafor rosu, sageata verde intermitent si masina care vine din contrasens vireaza stanga

=> **ALLOWED**

Timpul 18: Viraj la stanga cu semafor rosu si sageata verde intermitent

=> **ALLOWED**

Timpul 19: Viraj la stanga cu semafor rosu, cedeaza trecerea aditional, pieton si masina care vine din contrasens vireaza dreapta

=> **PROHIBITED**

Timpul 20: Viraj la stanga cu semafor rosu, cedeaza trecerea aditional, pieton si masina care vine din contrasens vireaza stanga

=> **PROHIBITED**

Timpul 21: Viraj la stanga cu semafor rosu, cedeaza trecerea aditional, pieton si masina care vine din contrasens merge inainte

=> **PROHIBITED**

Timpul 22: Viraj la stanga cu semafor rosu, cedeaza trecerea aditional si masina care vine din contrasens vireaza dreapta

=> **PROHIBITED**



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Timpul 23: Viraj la stanga cu semafor rosu, cedeaza trecerea additional si masina care vine din contrasens merge inainte

=> **PROHIBITED**

Timpul 24: Viraj la stanga cu semafor rosu, cedeaza trecerea additional si pieton

=> **PROHIBITED**

Timpul 25: Viraj la stanga cu semafor rosu, cedeaza trecerea additional si masina care vine din contrasens vireaza dreapta

=> **ALLOWED**

Timpul 26: Viraj la stanga cu semafor rosu si cedeaza trecerea additional

=> **ALLOWED**

Timpul 27: Viraj la stanga cu semafor verde

=> **ALLOWED**

Scenariul 2

```
PERCEPT-MANAGER: timp = 1
    AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 2
    AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 3
    AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 4
    AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 5
    AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 6
    AGENT left-turn-maneuver allowed
PERCEPT-MANAGER: timp = 7
    AGENT left-turn-maneuver allowed
PERCEPT-MANAGER: timp = 8
    AGENT left-turn-maneuver allowed
```



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Timpul 1: Viraj la stanga cu pieton, masina care vine de pe contrasens si sub 4m intre trecere si intersectie

=> **PROHIBITED**

Timpul 2: Viraj la stanga cu pieton si sub 4m intre trecere si intersectie

=> **PROHIBITED**

Timpul 3: Viraj la stanga cu masina care vine de pe contrasens si sub 4m intre trecere si intersectie

=> **PROHIBITED**

Timpul 4: Viraj la stanga cu pieton, masina care vine de pe contrasens si peste 4m intre trecere si intersectie

=> **PROHIBITED**

Timpul 5: Viraj la stanga cu masina care vine de pe contrasens si peste 4m intre trecere si intersectie

=> **PROHIBITED**

Timpul 6: Viraj la stanga si sub 4m intre trecere si intersectie

=> **ALLOWED**

Timpul 7: Viraj la stanga cu pieton si peste 4m intre trecere si intersectie

=> **ALLOWED**

Timpul 8: Viraj la stanga si peste 4m intre trecere si intersectie

=> **ALLOWED**



Scenariul 3

```
PERCEPT-MANAGER: timp = 1
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 2
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 3
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 4
AGENT left-turn-maneuver prohibited
PERCEPT-MANAGER: timp = 5
AGENT left-turn-maneuver allowed
PERCEPT-MANAGER: timp = 6
AGENT left-turn-maneuver allowed
PERCEPT-MANAGER: timp = 7
AGENT left-turn-maneuver allowed
PERCEPT-MANAGER: timp = 8
AGENT left-turn-maneuver allowed
```

Timpul 1: Viraj la stanga cu indicator “obligatoriu inainte”

=> **PROHIBITED**

Timpul 2: Viraj la stanga cu indicator “obligatoriu la dreapta”

=> **PROHIBITED**

Timpul 3: Viraj la stanga cu indicator “interzis la stanga”

=> **PROHIBITED**

Timpul 4: Viraj la stanga cu indicator “obligatoriu inainte sau la dreapta”

=> **PROHIBITED**

Timpul 5: Viraj la stanga cu indicator “obligatoriu la stanga”

=> **ALLOWED**

Timpul 6: Viraj la stanga cu indicator “obligatoriu inainte sau la stanga”

=> **ALLOWED**

Timpul 7: Viraj la stanga cu indicator “obligatoriu la dreapta sau la stanga”

=> **ALLOWED**

Timpul 8: Viraj la stanga fara indicator

=> **ALLOWED**



Scenariul 4

```
PERCEPT-MANAGER: timp = 1  
AGENT right-turn-maneuver prohibited  
PERCEPT-MANAGER: timp = 2  
AGENT right-turn-maneuver prohibited  
PERCEPT-MANAGER: timp = 3  
AGENT left-turn-maneuver allowed  
PERCEPT-MANAGER: timp = 4  
AGENT left-turn-maneuver allowed  
PERCEPT-MANAGER: timp = 5  
AGENT left-turn-maneuver allowed
```

Timpul 1: Viraj la dreapta cu 0 locuri libere in parcare si sub 4m pana la primul obstacol

=> **PROHIBITED**

Timpul 2: Viraj la dreapta cu 0 locuri libere in parcare si peste 4m pana la primul obstacol

=> **PROHIBITED**

Timpul 3: Viraj la dreapta cu 0 locuri libere in parcare, peste 4m pana la primul obstacol, obstacolul este bariera si avem masina pe partea opusa a barierei

=> **ALLOWED**

Timpul 4: Viraj la dreapta cu >0 locuri libere in parcare si sub 4m pana la primul obstacol

=> **ALLOWED**

Timpul 5: Viraj la dreapta cu >0 locuri libere in parcare si peste 4m pana la primul obstacol

=> **ALLOWED**



6. Rapoarte de performanta

$$\text{Average} = \frac{1}{N} \sum_{i=1}^N \text{Value}_i$$

$$\sigma = \sqrt{\frac{1}{N} \sum_{i=1}^N (\text{Value}_i - \text{Average})^2}$$

Scenariul 1:

Time\Nr.	1	2	3	4	5	Media	σ
T1	0.00007510	0.000067949	0.000063180	0.000064134	0.000066041	0.00006788	0.00000428
T2	0.00008416	0.00010	0.000075101	0.000077009	0.000091075	0.00008529	0.00000641
T3	0.00007486	0.000067949	0.000066041	0.000065803	0.000067949	0.000068120	0.00000339
T4	0.000071048	0.000061035	0.000063180	0.000061988	0.000060081	0.000063266	0.00000409
T5	0.000062942	0.000057935	0.000058889	0.000056028	0.000054836	0.000058726	0.00000359
T6	0.000068902	0.000062942	0.000063896	0.000060081	0.000060081	0.000063980	0.00000329
T7	0.000064134	0.000066041	0.000061035	0.000059127	0.000055789	0.000061825	0.00000400
T8	0.000064134	0.000058889	0.000062942	0.000058889	0.000056982	0.000060367	0.00000269
T9	0.000050067	0.000044822	0.000046968	0.000042915	0.000043869	0.000045928	0.00000277
T10	0.000059127	0.000055789	0.000050067	0.000048875	0.000049114	0.000052594	0.00000405
T11	0.000087976	0.000077962	0.000074863	0.000077962	0.000077962	0.000079745	0.00000498
T12	0.000080823	0.000072002	0.000072956	0.000071048	0.000076055	0.000074977	0.00000329



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T13	0.000077962	0.000073194	0.000071048	0.000030040	0.000070810	0.000064011	0.00001825
T14	0.000076055	0.000069856	0.0000 74863	0.000027894	0.000064849	0.000062104	0.00001819
T15	0.000074148	0.000067949	0.000068902	0.000025987	0.000065803	0.000060558	0.00001930
T16	0.000079870	0.000061035	0.000076055	0.000027894	0.000066995	0.000062370	0.00001800
T17	0.000074863	0.000028133	0.000073909	0.000028133	0.000061035	0.000053614	0.00001954
T18	0.000072002	0.000024080	0.000066041	0.000024080	0.000025987	0.000042838	0.00002268
T19	0.000087022	0.000030040	0.000079154	0.000043869	0.000030040	0.000052025	0.00002529
T20	0.000072956	0.000029087	0.000074863	0.000028133	0.000028133	0.000046834	0.00002064
T21	0.000081062	0.000028133	0.000076055	0.000029087	0.000030040	0.000048075	0.00002252
T22	0.000059843	0.000026941	0.000072002	0.000028133	0.000028848	0.000043553	0.00001660
T23	0.000057935	0.000028133	0.000066995	0.000025987	0.000026941	0.000041798	0.00001465
T24	0.000061988	0.000026941	0.000071048	0.000027179	0.000027894	0.000043810	0.00001464
T25	0.000061988	0.000025987	0.000061035	0.000026226	0.000026941	0.000044635	0.00001536
T26	0.000052928	0.000025033	0.000054836	0.000025033	0.000024795	0.000036325	0.00001256
T27	0.000041961	0.000019073	0.000042915	0.000020980	0.000018835	0.000028953	0.00001034



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Scenariul 2:

Time\Nr.	1	2	3	4	5	Media	σ
T1	0.000092029	0.00012183	0.000092029	0.0000000010895	0.000092029	0.0000796	0.00004312
T2	0.000086069	0.000092983	0.000072002	0.0000801086425	0.000062942	0.000078020	0.00001065
T3	0.000065803	0.000082015	0.000071048	0.000081062	0.000069856	0.000074757	0.00000561
T4	0.000068902	0.000084877	0.000076055	0.000082969	0.000075101	0.000077981	0.00000511
T5	0.000061035	0.000072956	0.000064849	0.000073909	0.000066995	0.000067949	0.00000424
T6	0.000054121	0.000061988	0.000054121	0.000061988	0.000052928	0.000056829	0.00000305
T7	0.000057935	0.000069141	0.000056982	0.000070095	0.000059843	0.000062599	0.00000524
T8	0.000048875	0.000057220	0.000048875	0.000056982	0.000051975	0.000052985	0.00000307

Scenariul 3:

Time\Nr	1	2	3	4	5	Media	σ
T1	0.000071048	0.000066995	0.000068902	0.000068902	0.000077009	0.000070371	0.00000378
T2	0.000059843	0.000053882	0.000061035	0.000061035	0.000063896	0.000059938	0.00000315
T3	0.000055074	0.000049829	0.000054836	0.000054836	0.000068187	0.000056552	0.00000647
T4	0.000056028	0.000049829	0.000052928	0.000052928	0.0000600814	0.000054159	0.00000332
T5	0.000078916	0.000050067	0.000054836	0.000054836	0.000058174	0.000059566	0.00001169
T6	0.000059127	0.000049114	0.000053882	0.000053882	0.000059127	0.000054226	0.00000368
T7	0.000054121	0.000046968	0.000051975	0.000051975	0.000056982	0.000052204	0.00000371
T8	0.000049114	0.000044107	0.000049114	0.000049114	0.000051975	0.000048685	0.00000281



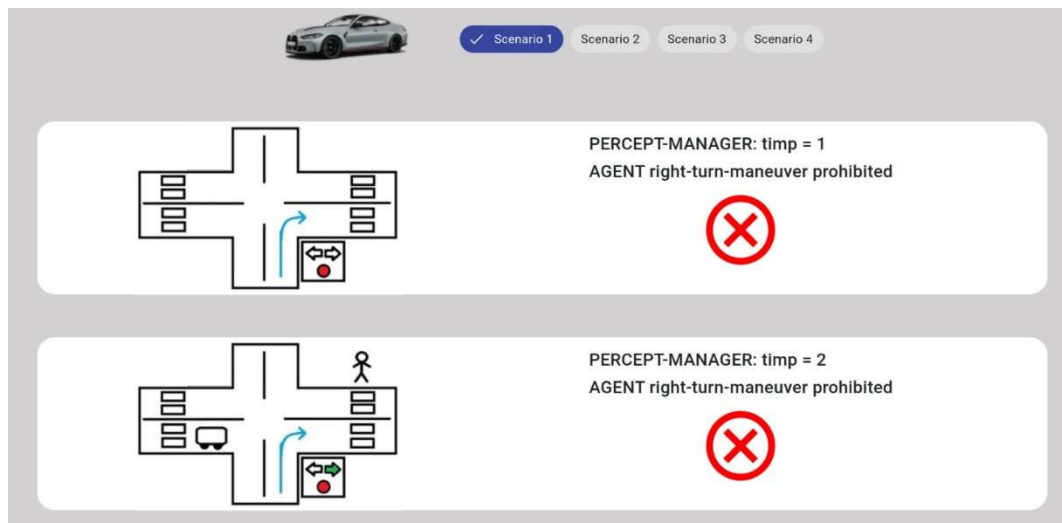
Scenariul 4:

Time\Nr	1	2	3	4	5	Media	σ
T1	0.000092983	0.000077962	0.000082015	0.000099897	0.000085878	0.000087547	0.00000671
T2	0.000077009	0.00010204	0.000072956	0.000080108	0.000079857	0.000082794	0.00000889
T3	0.000083923	0.000076055	0.000077962	0.000090122	0.000080547	0.000081922	0.00000409
T4	0.000072956	0.000064849	0.000068187	0.000073909	0.000059898	0.000067560	0.000005284
T5	0.000071048	0.000058889	0.000060081	0.000074863	0.000060127	0.000065602	0.000005917

7. Interfata Grafica

Pentru a oferi utilizatorului un mod mai prietenos de a folosi acest proiect, am creat o interfata grafica in angular care ii ofera acestuia posibilitatea de a alege scenariul dorit si rezultatul va fi afisat in mod sugestiv in pagina web.

Deoarece avem nevoie de rezultatele de la clips, am inclus un server care este scris in node, rolul acestuia fiind de a primi prin websocket un request de la frontend care continue scenariul selectat de utilizator, suprascrie fisierul headers.clp cu datele scenariului ales, executa comanda care porneste proiectul de clips, citeste datele din fisierul de output al proiectului de clips pe care le trimite inapoi spre frontend unde vor fi interpretate si mai apoi afisate utilizatorului. Comanda de Clips care va fi executata de catre serverul nodemon este `"clips -f "../VIRAJ/go"`. Pentru a executa aceasta comanda, Clips trebuie sa fie instalat global.





8. Instructiuni de rulare

Pentru a rula aceasta aplicatie e nevoie de urmatoarele librarii instalate global:

- Angular
- Nodemon
- Clips

Pentru a rula aplicatia se urmeaza pasii:

1. In folderul server se executa comanda "**nodemon index.js**" care va porni serverul de node
2. In folderul viraj-frontend se executa comanda "**ng serve**" prin care se porneste clientul de frontend
3. Intr-un browser se acceseaza adresa oferita in terminalul de la pasul 2. Programul de Clips nu trebuie pornit explicit, acesta va fi executat de serverul de node pornit anterior(pasul 1).

9. Concluzii si limitari

Proiectul dat reprezintă o abordare utilă și necesară în contextul tehnologiilor care vizează siguranța rutieră. Validarea manevrei de viraj a fost realizata tinand cont de urmatorii factori: semaforul, sagetă la semafor, cedează trecerea adițional, pietoni, mașini constrasens, treceri de pietoni și intersecții dirijate de indicatoare si intrarea intr-o parcare in functie de numarul de locuri disponibile.

In ceea ce tine despre dezvoltarile ulterioare ale acestui proiect, se numara:

- Includerea retelelor neuronale si a invatarii profunde
- Includerea unui circuit cu senzori care sa ofere date live
- Apelarea acestui proiect dintr-un alt proiect, de exemplu C.



10. Bibliografie

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