Handling An Intersection Scenario Without Dynamic Objects

Course 4, Module 5, Lesson 2

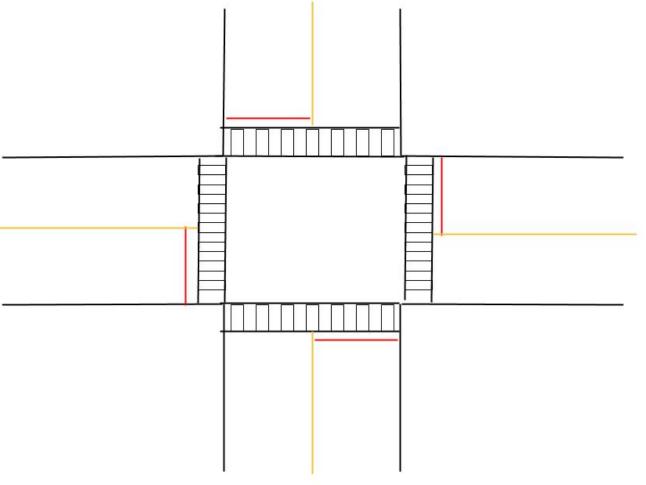


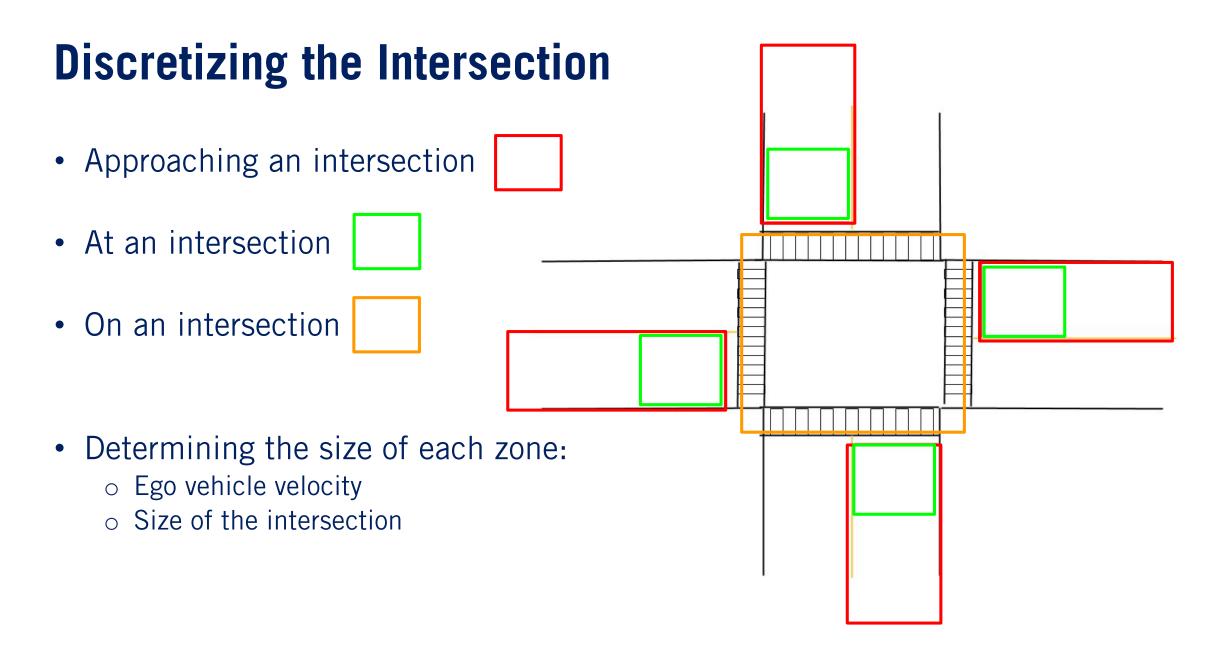
Learning Objectives

- Identify the intersection scenario that will be handled
- Discuss the discretization of the environment that will be used
- Review the states required to complete the scenario
- Create the state transitions and state outputs required to safely and effectively complete the scenario
- Highlighting testing procedures to confirm a correct and accurate system

Scenario Evaluation

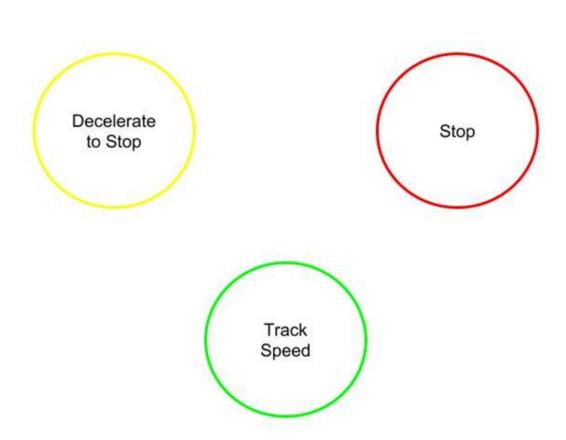
- 4 way Intersection
- Two lane
- Stop Sign for every direction
- Be able to travel:
 - Through the intersection
 - Left at the intersection
 - Right at the intersection
- No other dynamic vehicles



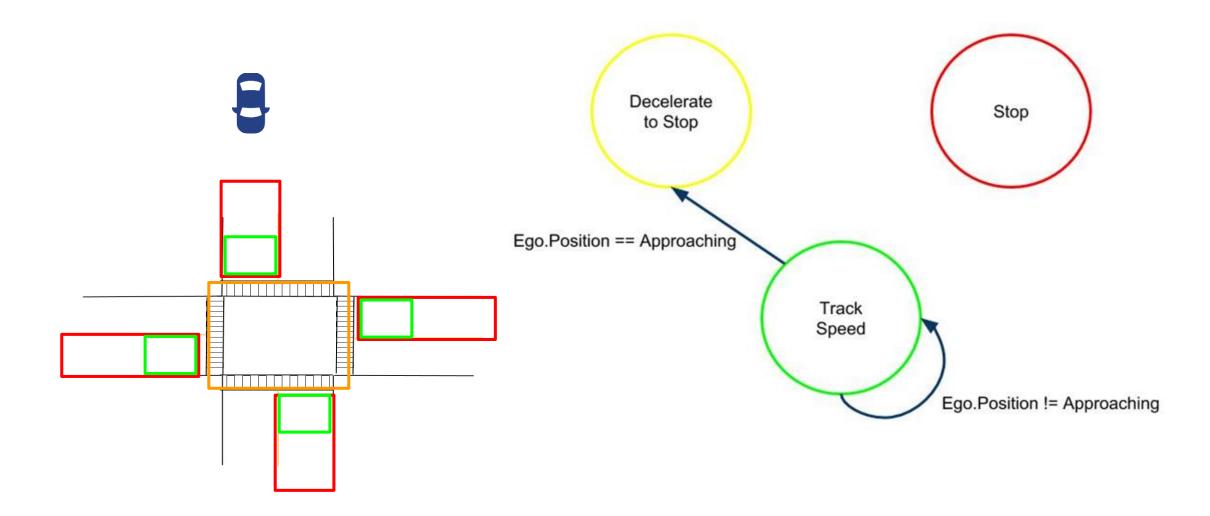


State Machine States

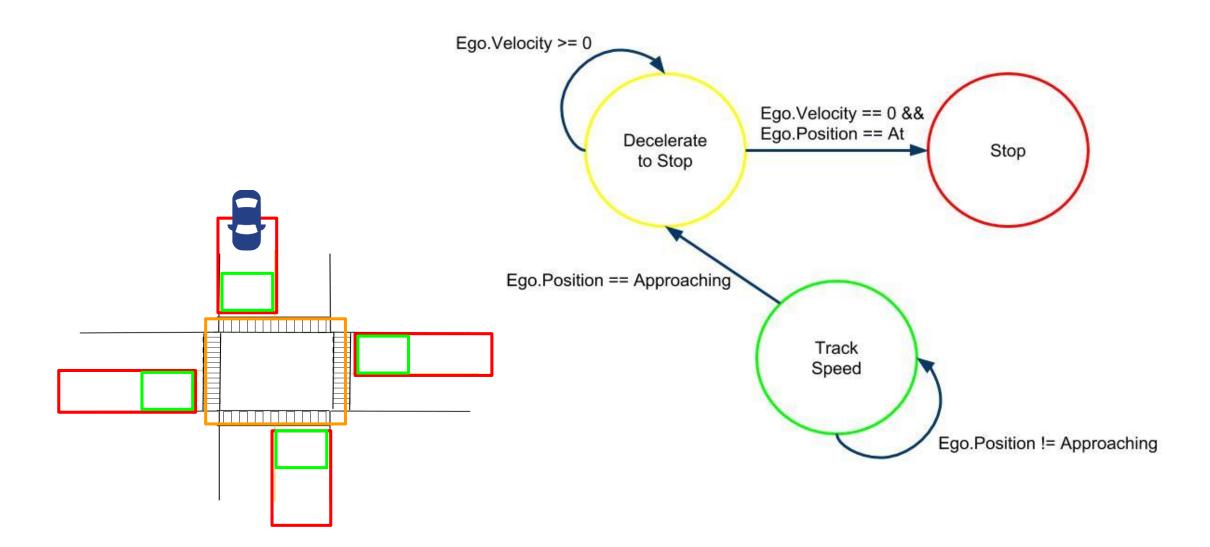
- Track Speed Follow the current speed limit
- Decelerate to Stop Stop to a particular point
- Stop Stay stopped at the current location



State Machine Transitions



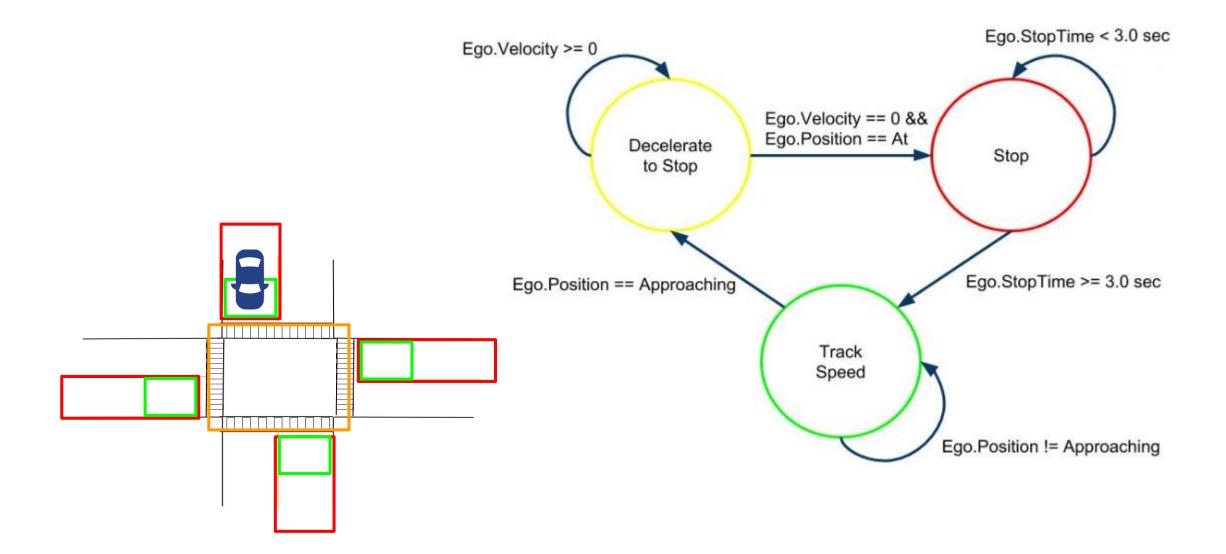
State Machine Transitions



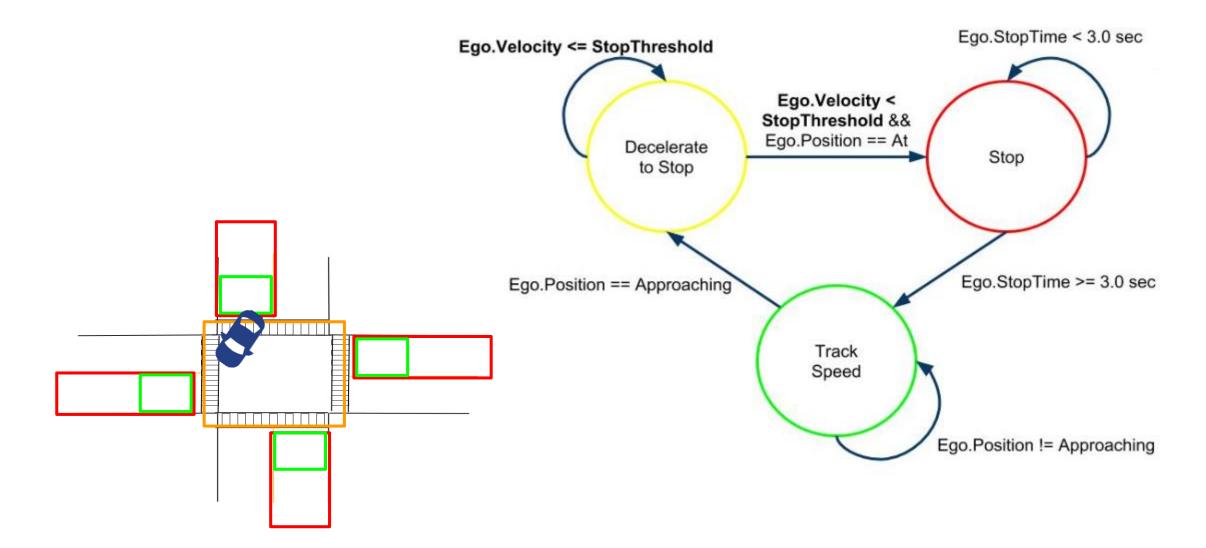
Selecting a Decelerate to Stop Location

• Simple in this scenario Ego. Velocity >= 0 Before the reaching Ego.Velocity == 0 && the on location Ego.Position == At Decelerate Stop to Stop Ego.Position == Approaching Track Speed Ego.Position != Approaching

State Machine Transitions

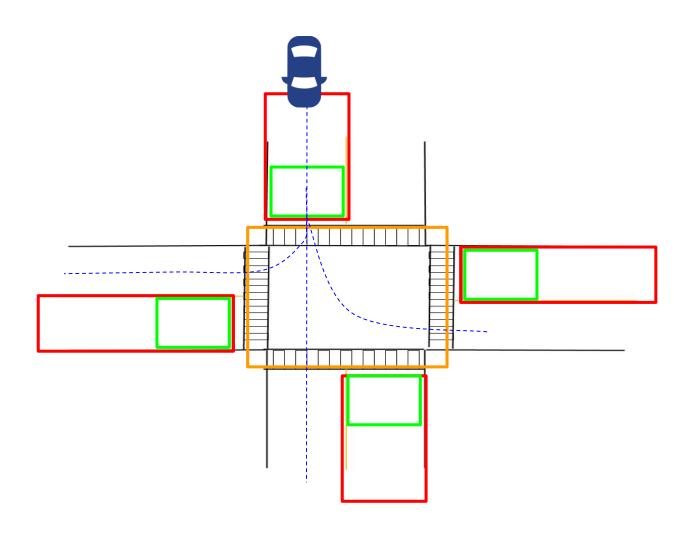


Dealing With Environmental Noise



Behavior Planning Testing

- Code based tests
- Simulation tests
- Private track tests
- Limited scoped close supervision road tests



Summary

- The intersection scenario that was handled by the behavior planner state machine
- Identified the discretization of the environment that will be used
- Review the states required to complete the listed scenario
- Create the state transitions and state outputs required to safely and effectively complete the scenario
- Highlighting testing procedures to confirm a correct and accurate system

Next: Handling an intersection scenario with dynamic objects