

# Dealing With Multiple Scenarios

Course 4, Module 5, Lesson 4



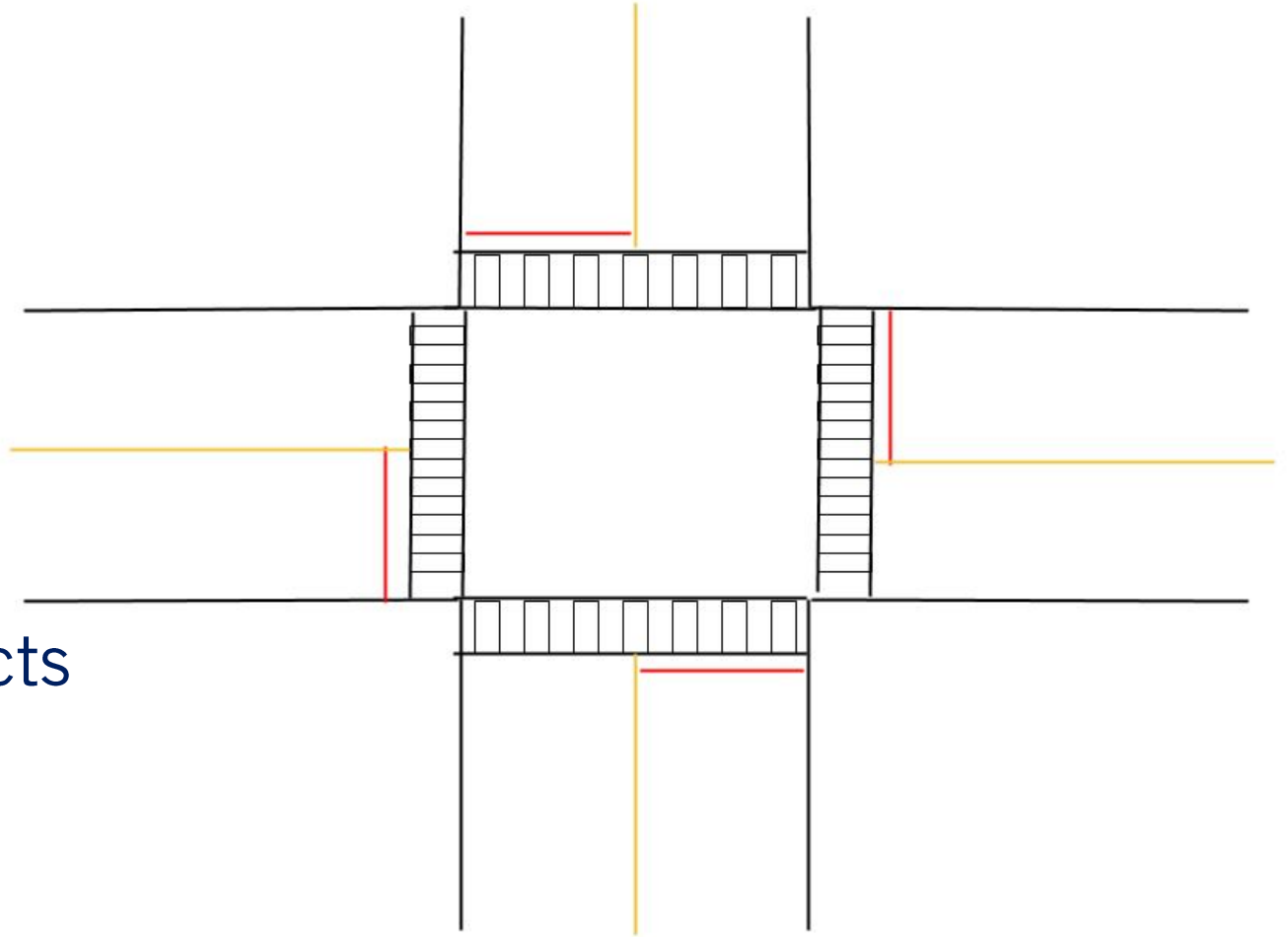
UNIVERSITY OF TORONTO  
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# Learning Objectives

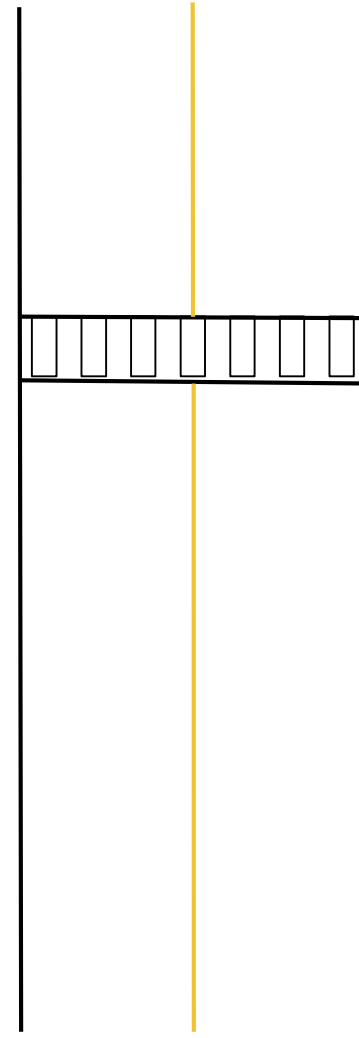
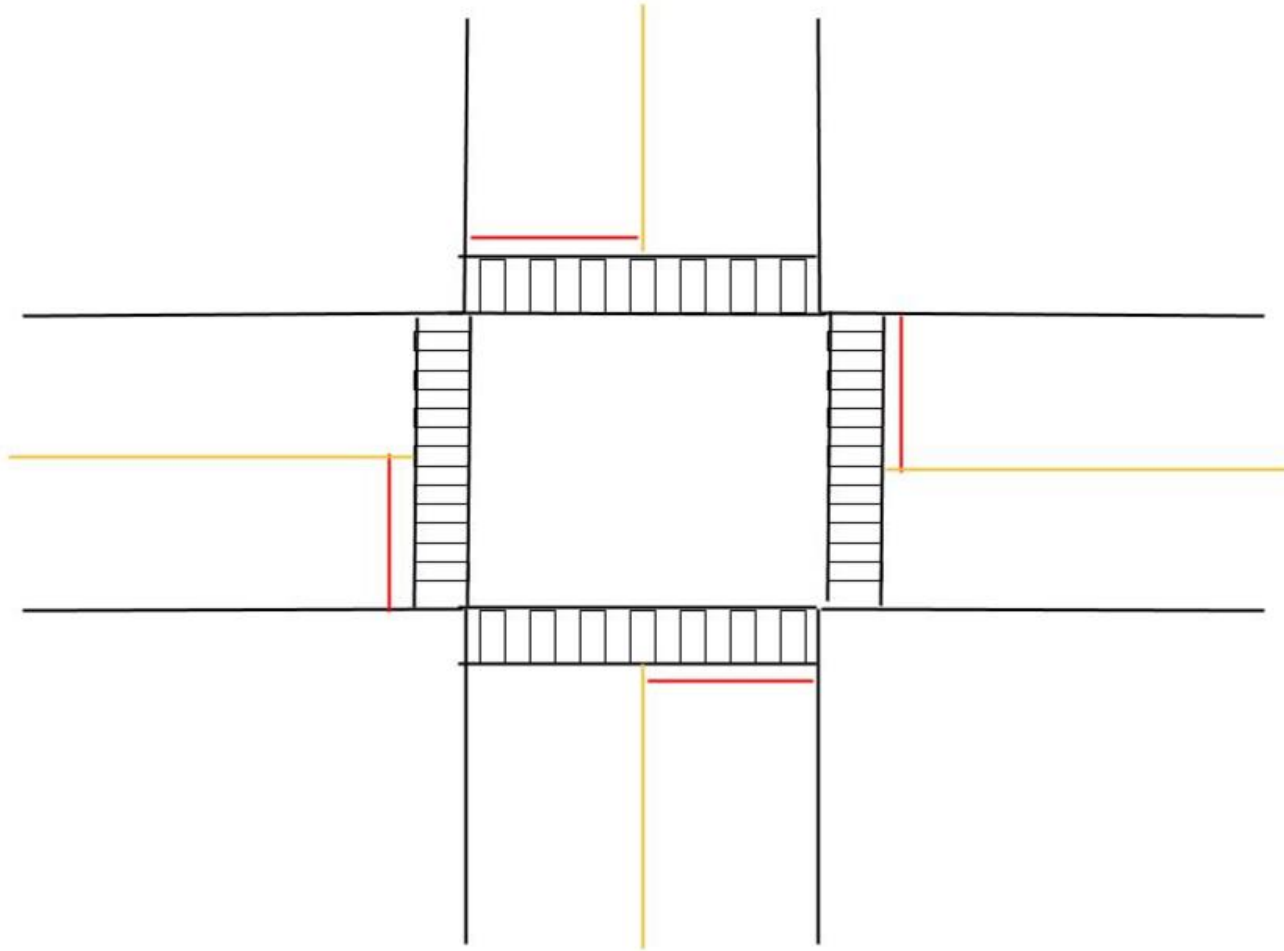
- Develop a larger overarching state machine which includes multiple scenarios
- Develop a method to switch between driving scenarios

# Scenario Done So Far

- 4 way intersection
- Every direction has a stop sign
- Be able to travel:
  - Through the intersection
  - Left at the intersection
  - Right at the intersection
- Only vehicles as dynamic objects
  - 1, 2, 3 or 4 other vehicles

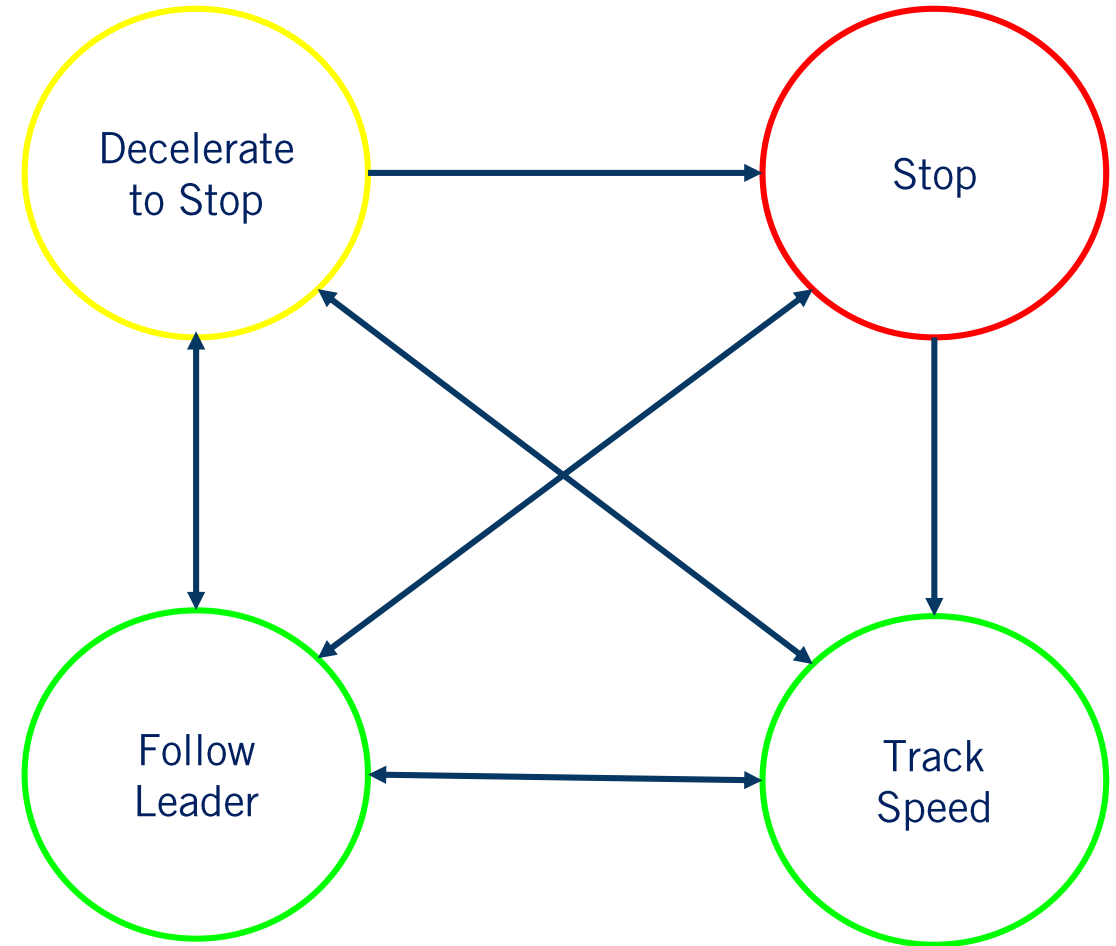


# Multiple Scenarios

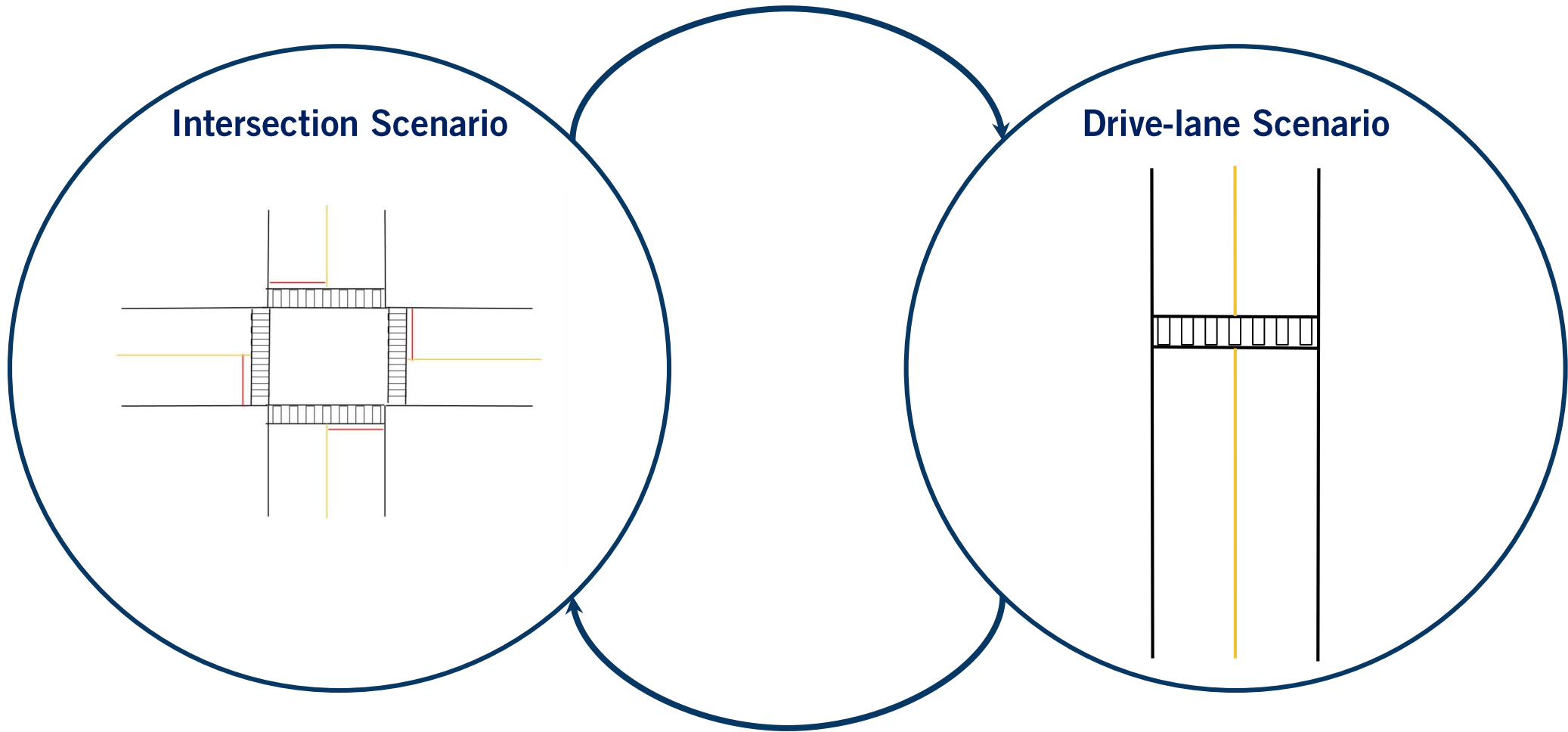


# Single State Machine

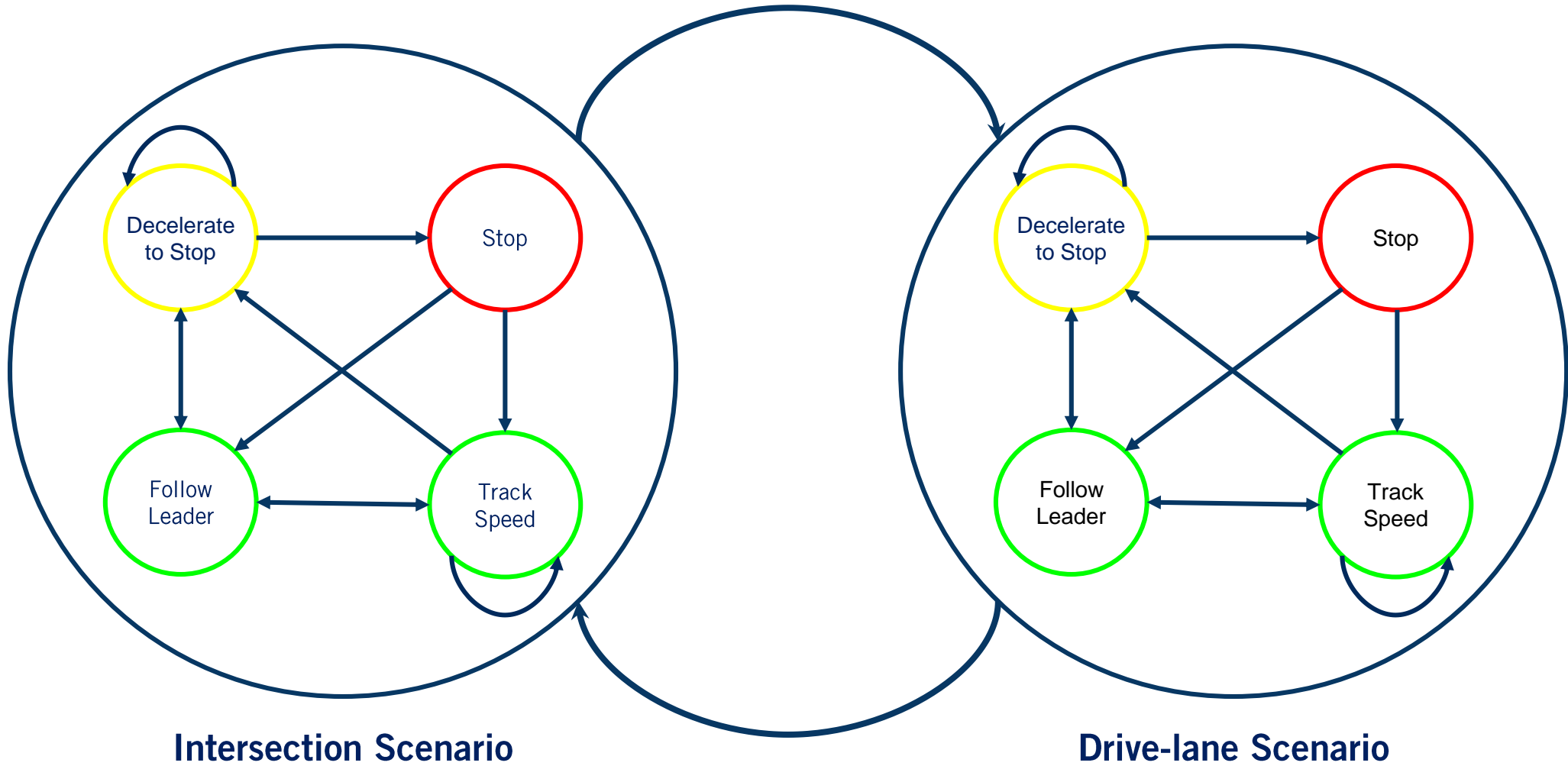
- Single state machine method
  - Add transitions
  - Add additional transition conditions
- Issues with single state machine method:
  - Rule explosion
  - Increase in computational time
  - Complicated to create and maintain



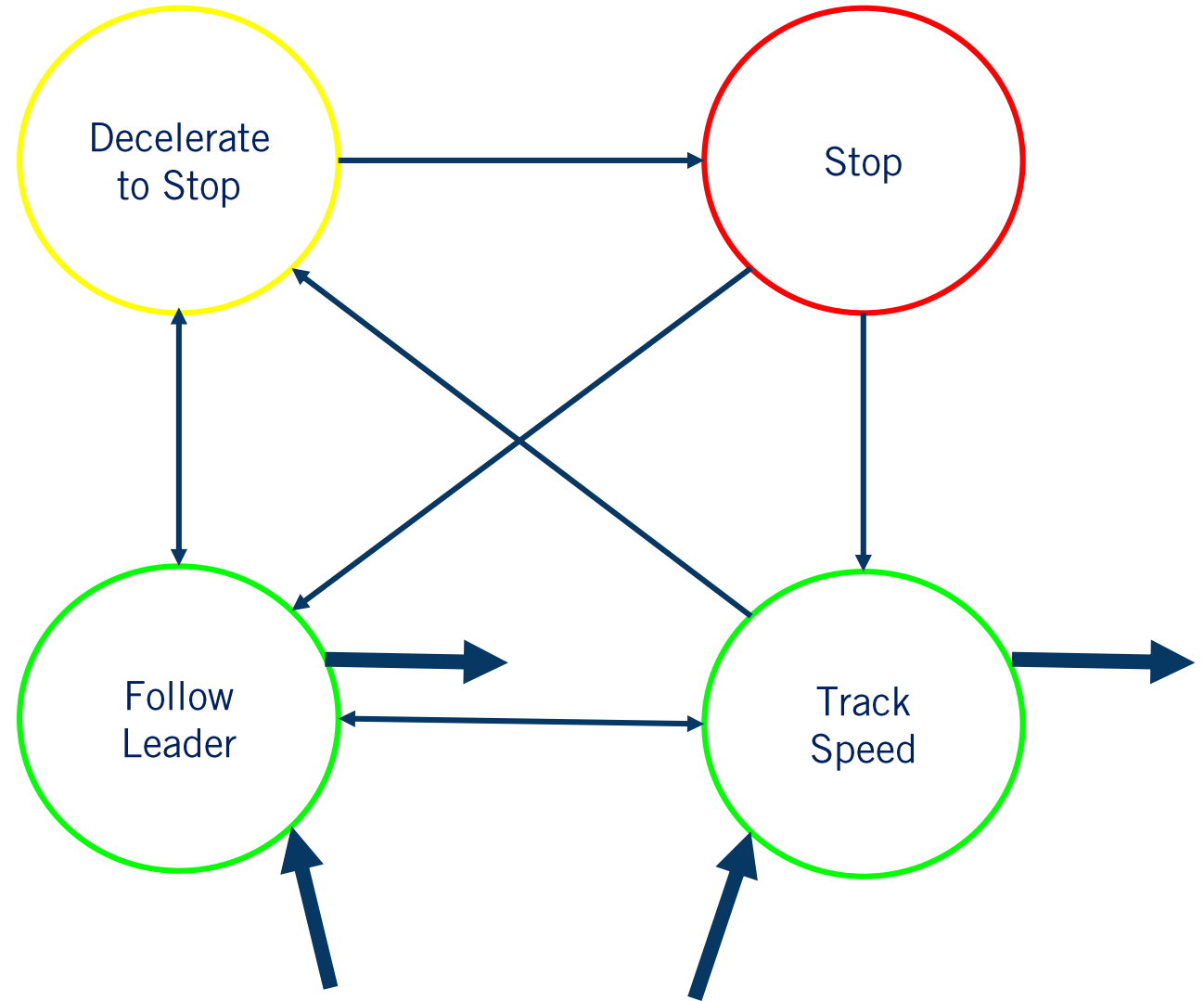
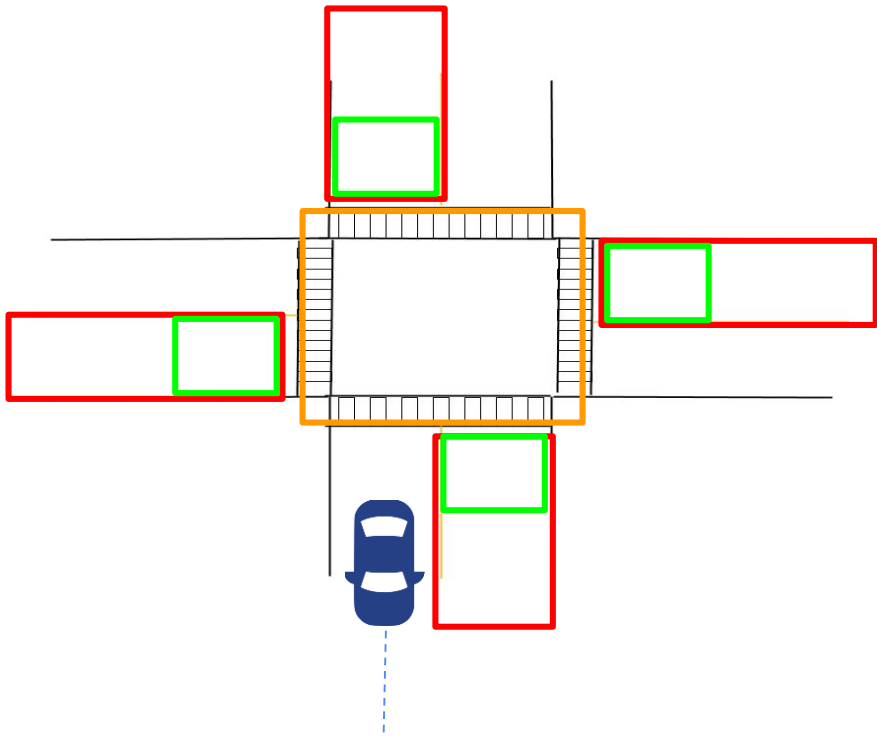
# Multiple State Machine



# Hierarchical State Machine

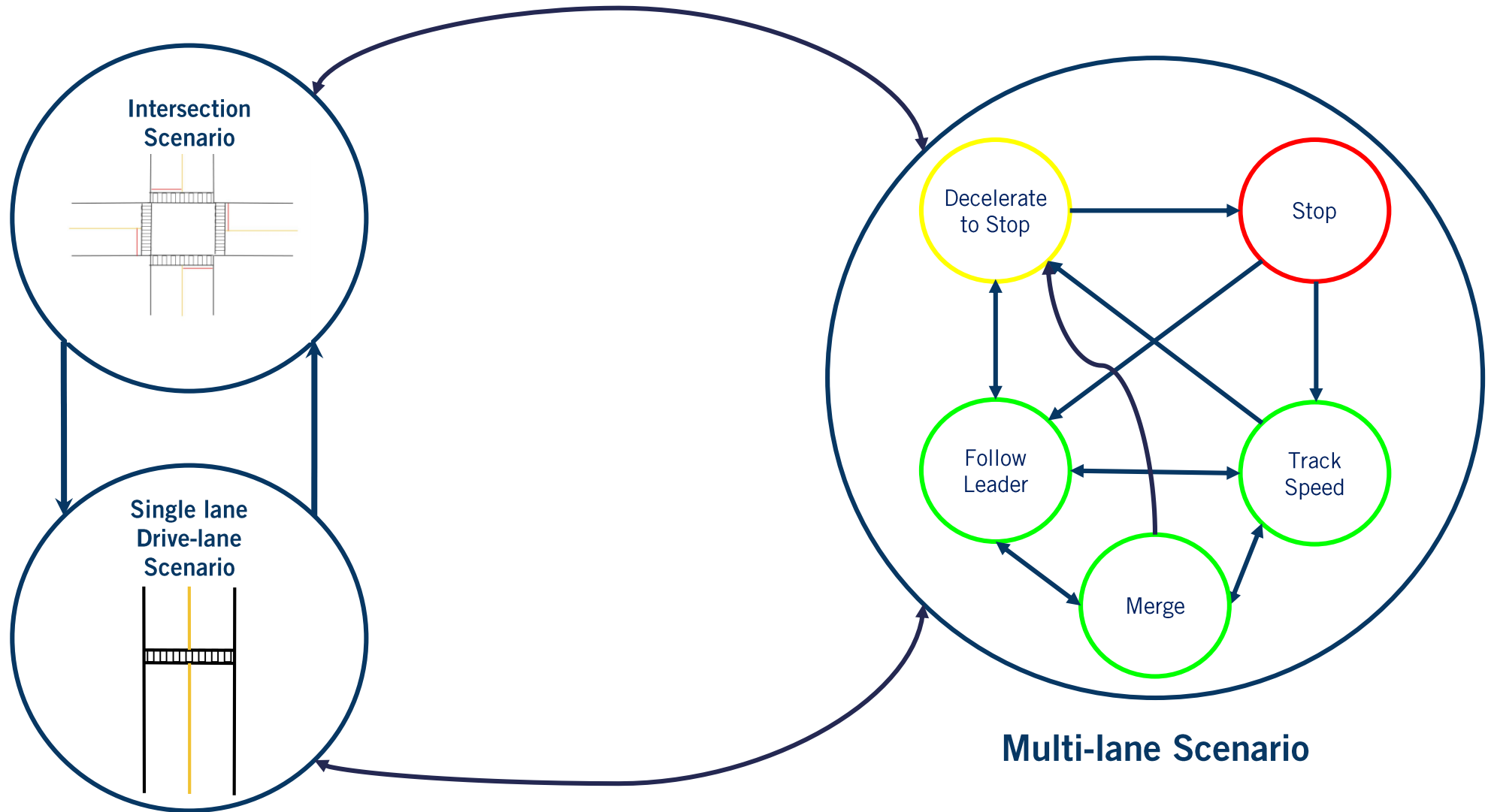


# Entry and Exit Transitions - Intersection



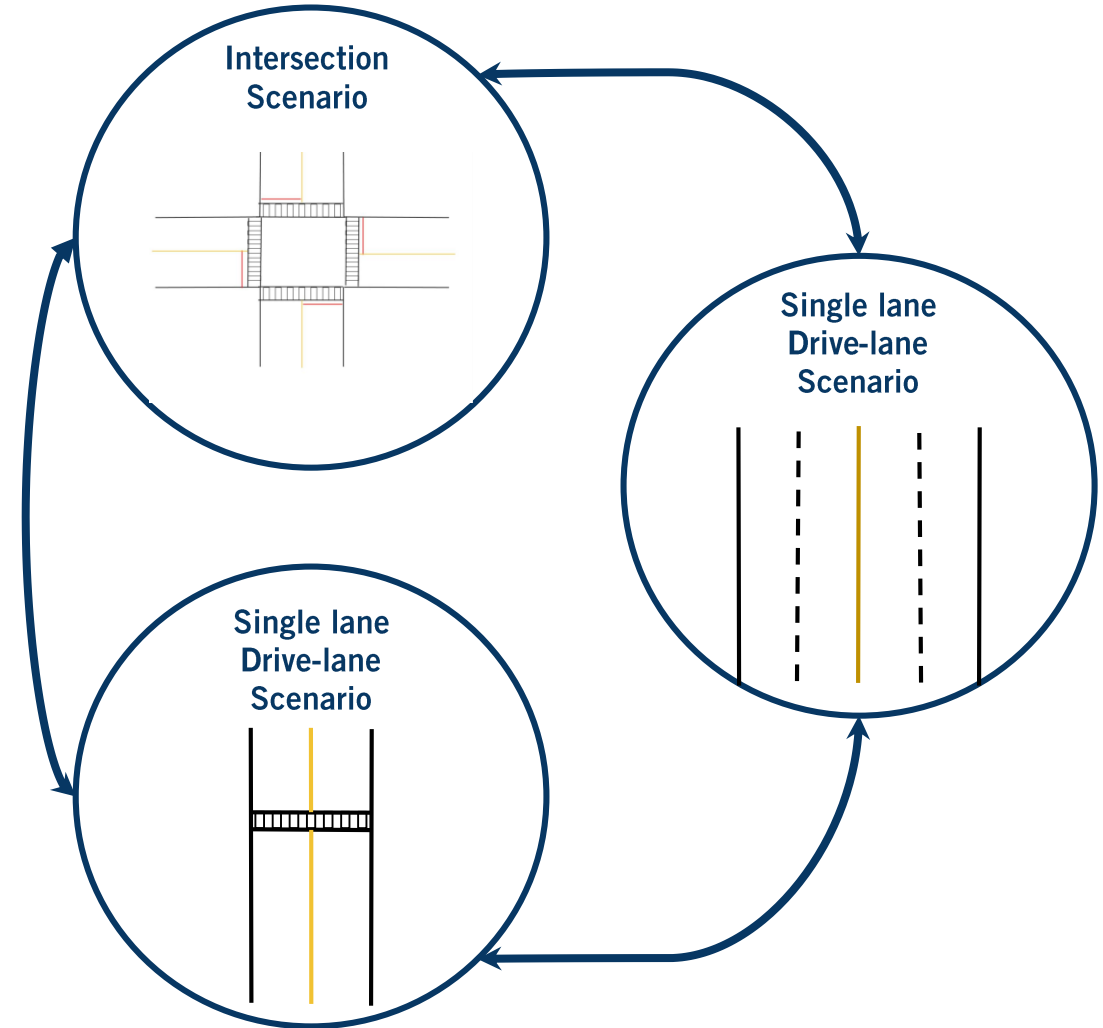


# Hierarchical State Machine



# Hierarchical State Machine - Advantages and Disadvantages

- Advantages:
  - Decrease in computational time
  - Simpler to create and maintain
- Disadvantages:
  - Rule Explosion
  - Repetition of many rules in the low level state machines



# Summary

- Developing a larger overarching state machine which includes multiple scenarios
- Develop a method to switch between driving scenarios
- **Next:** Advanced methods for behaviour planning