

## Algorithm

For all cars  $C$

- Calculate relative dist  $\vec{D}$
- Calculate relative velocity  $\vec{V}_{rel}$
- If  $\vec{D} \cdot \vec{D} > 0 \Rightarrow$  Car is not likely to hit  $V_1$   
else if  $\vec{D} \cdot \vec{D} < 0$

$\Rightarrow$  Decision Parameter  $\propto$  speed  
 $\propto 1/\text{distance}$

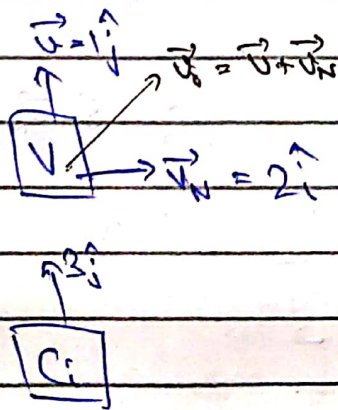
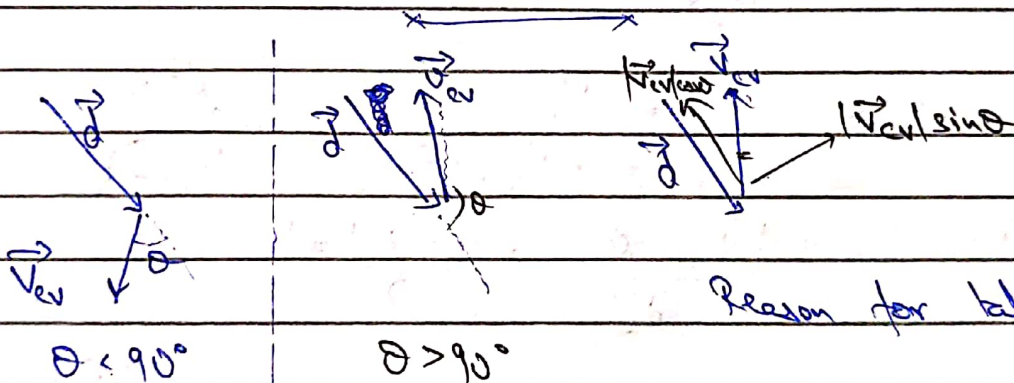
$$\text{Decision Parameter} = \frac{|\vec{D} \cdot \vec{V}_{rel}|}{|\vec{D}|^2}$$
$$= \left| \frac{|\vec{V}_{rel}| \cos \theta}{|\vec{D}|} \right|$$

Let car  $C_i$  have max value of decision parameter

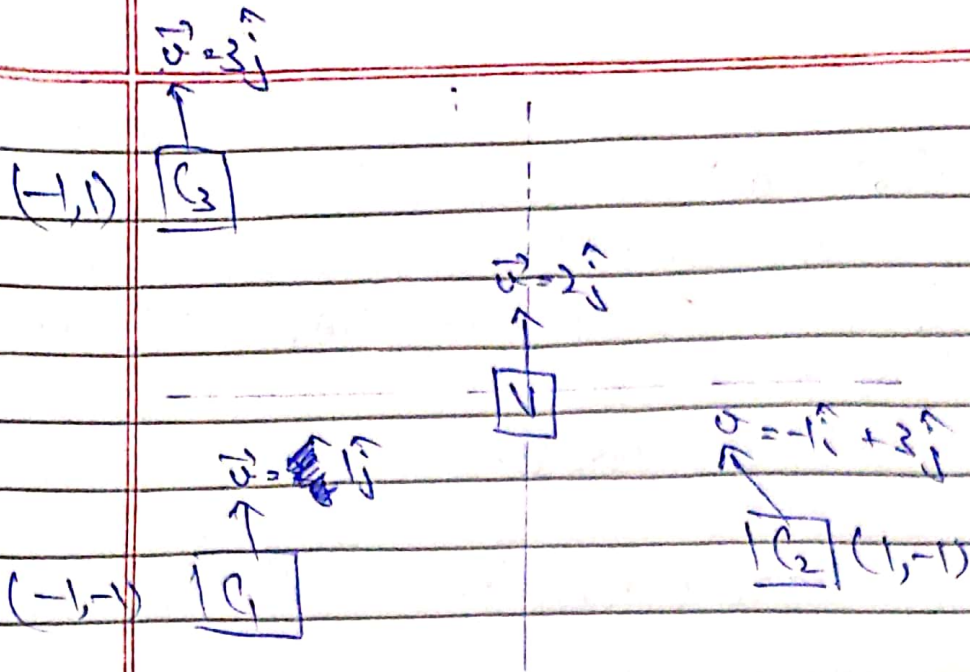
Let velocity of our vehicle be  $\vec{V}$

Let  $\vec{V}_n$  be normal to  $\vec{V}_{rel}$

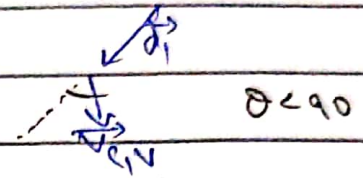
Output velocity,  $\vec{V}_0 = \vec{V} + \vec{V}_n$



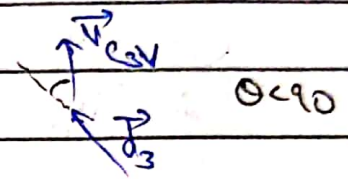
Reason for taking  $\vec{V}_0 = \vec{V} + \vec{V}_n$



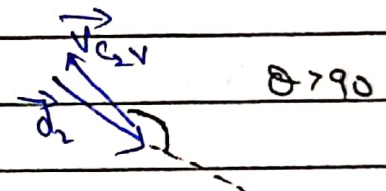
For  $C_1$ :  $\vec{d}_1 = -1\hat{i} - 1\hat{j}$   
 $\vec{u}_{C1V} = 0\hat{i} - 1\hat{j}$   
 $\vec{d}_1 \cdot \vec{u}_{C1V} > 0$



For  $C_3$ :  $\vec{d}_3 = -1\hat{i} + 1\hat{j}$   
 $\vec{u}_{C3V} = 0\hat{i} + 1\hat{j}$   
 $\vec{d}_3 \cdot \vec{u}_{C3V} > 0$

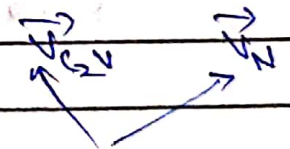


For  $C_2$ :  $\vec{d}_2 = 1\hat{i} - 1\hat{j}$   
 $\vec{u}_{C2V} = -1\hat{i} + 1\hat{j}$



Parameter =  $\left| \frac{\vec{u}_{C2V} \cdot \vec{d}_2}{|\vec{d}_2|^2} \right| = \left| \frac{-2}{2} \right| = 1$

Normal to  $\vec{V}_{C2V} = \vec{V}_N = 1\hat{i} + 1\hat{j}$



Output velocity  $\vec{V}_O$

$\vec{u}_O = \vec{u}_V + \vec{V}_N = 1\hat{i} + 3\hat{j}$   
 $\vec{u}_N = 1\hat{i} + 1\hat{j}$