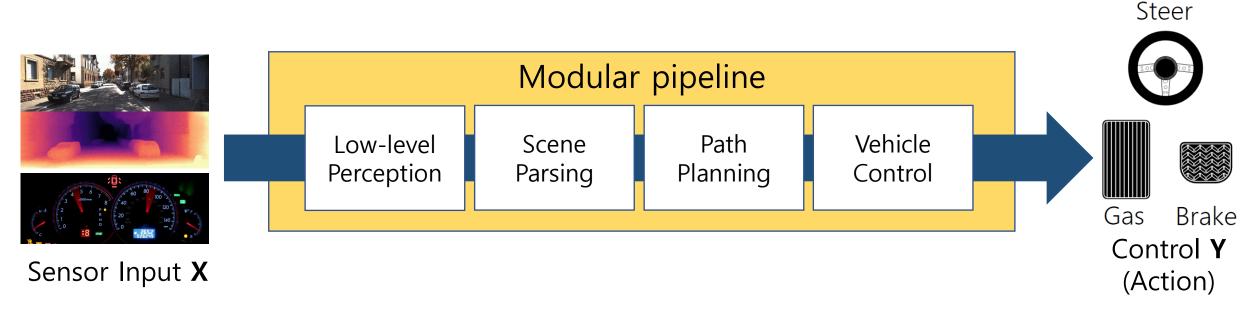
# Advanced Programming Practice Vehicle Control

2023 Fall, CSE4152 Sogang University



## Modular Pipeline



- Low-level Perception & Scene Parsing: Lecture 1
- Path training: Lecture 2
- Vehicle Control: Lecture 3

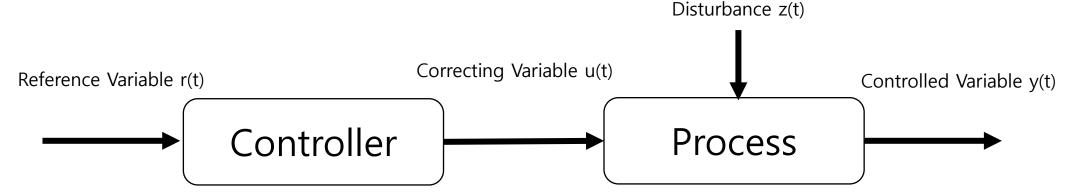
#### Vehicle Control

- Key objects: Controller and Object
  - Controller will give an action to the object for given status.
  - Object (vehicle) takes and processes the action and the state of it changes.
- Goal of vehicle control
  - Achieve the target state of the vehicle comfortably.
    - No oscillation, less damping.
  - Keeping speed at 60 km/h
  - Driving the curve regularly
  - Follow the way points

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## Two Major Types of Controller

Open-loop Control

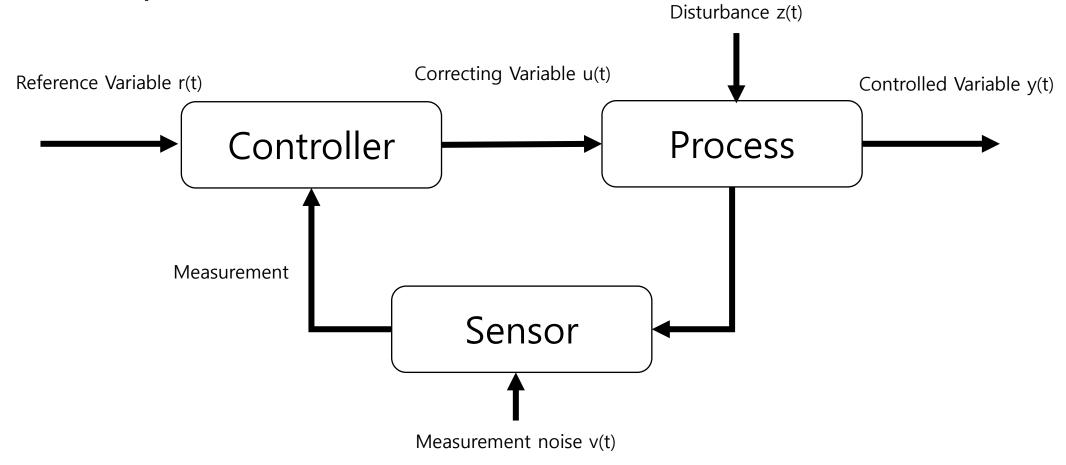


- No feedback → off guard for unknown disturbance → severe drift
- The controller must be thoroughly calibrated.
- E.g. Immersion water heater and toaster

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## Two Major Types of Controller

Closed-loop Control

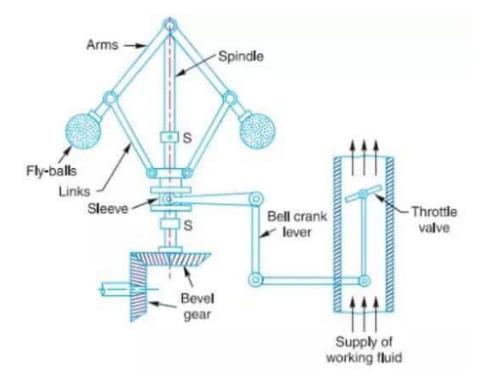


Minimize error between observation and reference.

## Closed-Loop Control: Centrifugal Governor

- Classic closed-loop control
- Controls the speed of engine by regulating the flow of fuel or working fluid to keep a near-constant speed.





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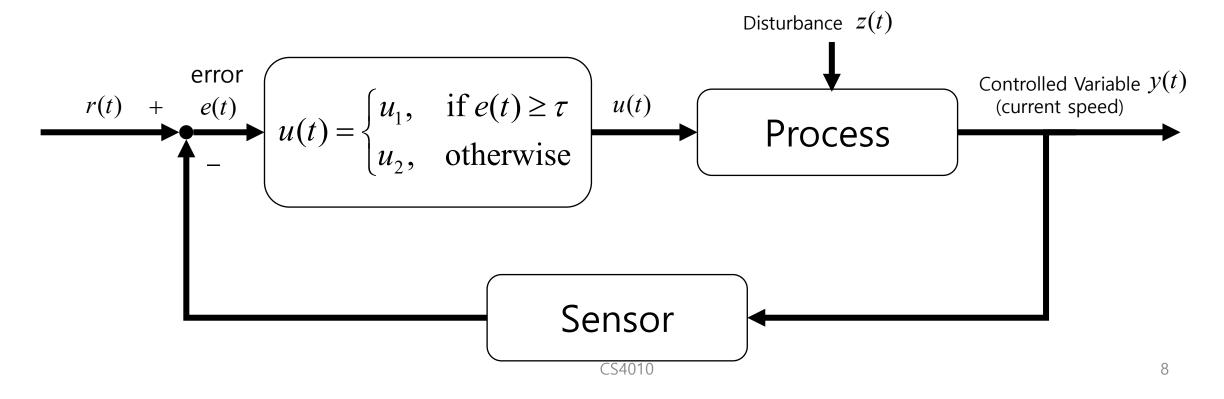
## Black-Box Control

Black-box controllers don't know anything about processing

## **Bang-Bang Control**

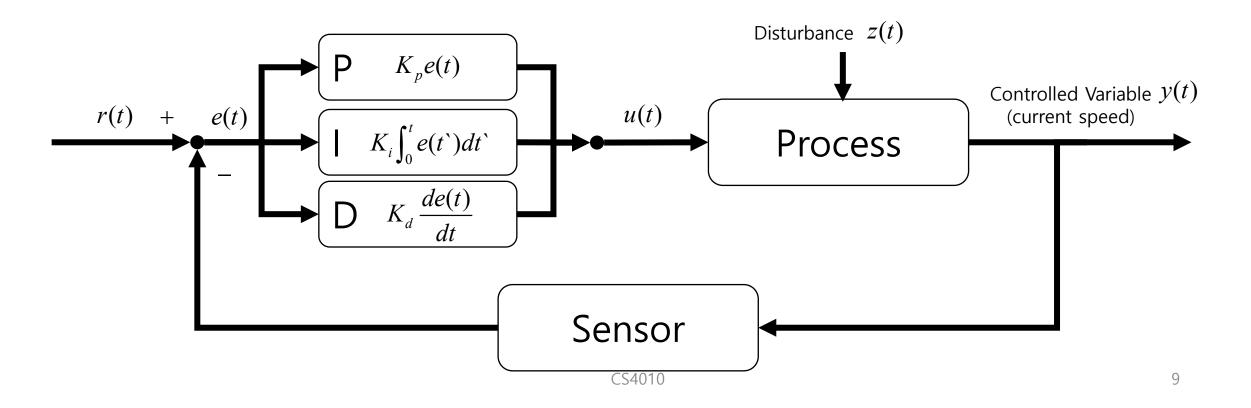
- Often used like house heater or conditioner.
- Mathematical formation

$$u(t) = \begin{cases} u_1, & \text{if } e(t) \ge \tau \\ u_2, & \text{otherwise} \end{cases}$$

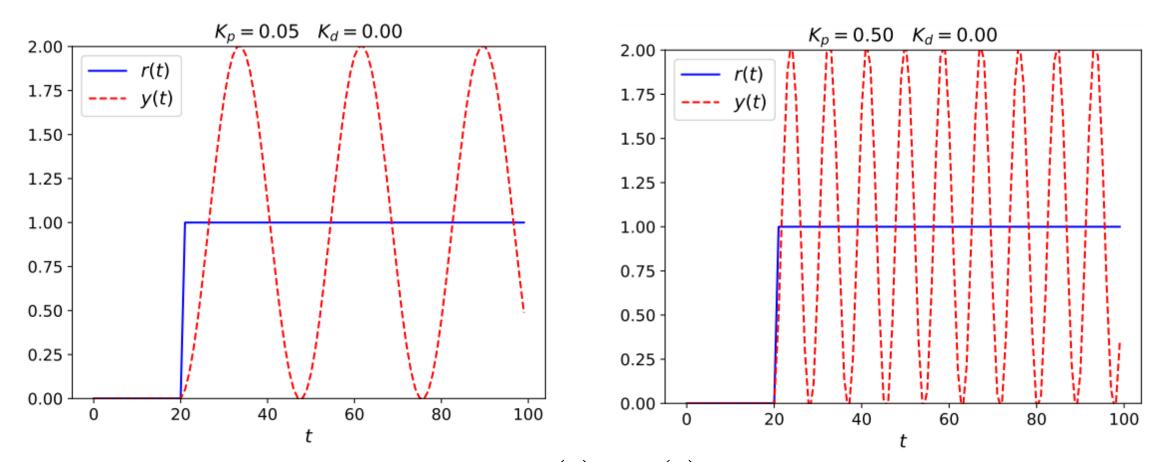


Mathematical formation of Proportional-Integral-Derivative (PID) control

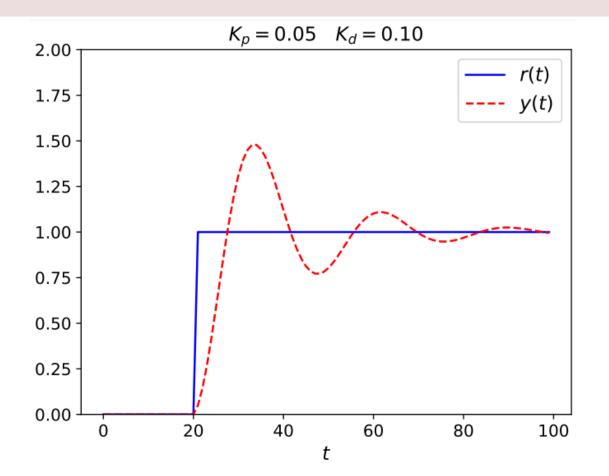
$$u(t) = K_p e(t) + K_i \int_0^t e(t') dt' + K_d \frac{de(t)}{dt}$$

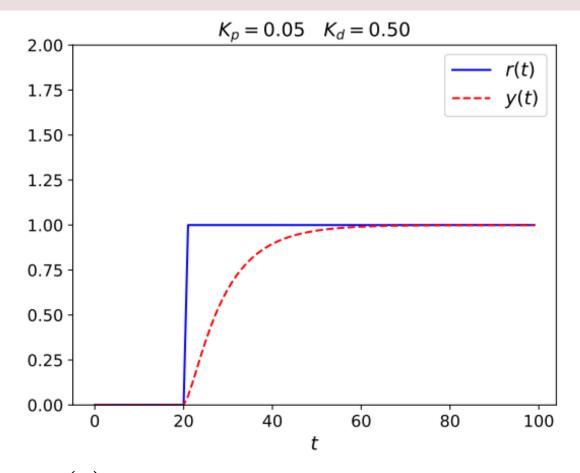


## P Control only



- Controlled Variable: Position y(t) = x(t)
- Correcting Variable: Acceleration  $u(t) = a(t) = \ddot{x}(t)$

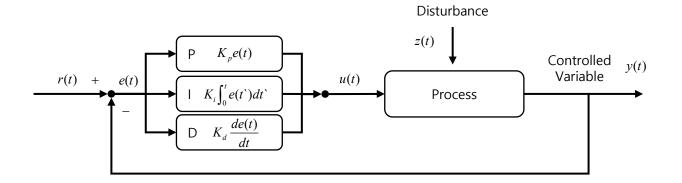




- Controlled Variable: Position y(t) = x(t)
- Correcting Variable: Acceleration  $u(t) = a(t) = \ddot{x}(t)$

#### Longitudinal Vehicle Control

$$v(t) = v_{\text{max}} \left( 1 - \exp\left(-\theta_1 d(t) - \theta_2\right) \right)$$



v(t): target velocity at time t

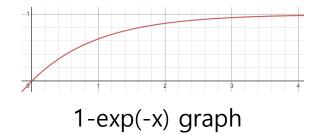
d(t): distance to preceding car

reference variable: r(t) = v(t) = target velocity

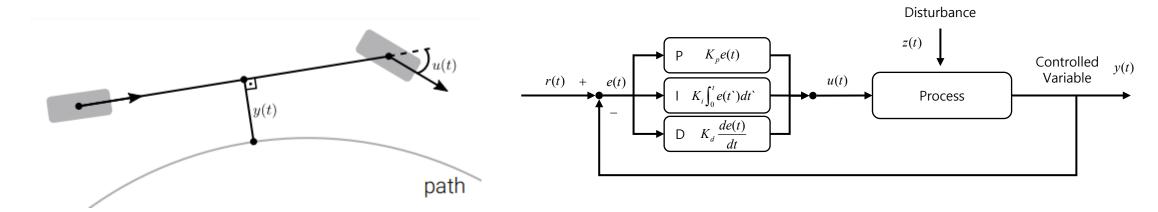
correcting variable: u(t) = gas/brake pedal

controlled variable: y(t) = current velocity

error: e(t) = v(t) - y(t)



#### Lateral Vehicle Control

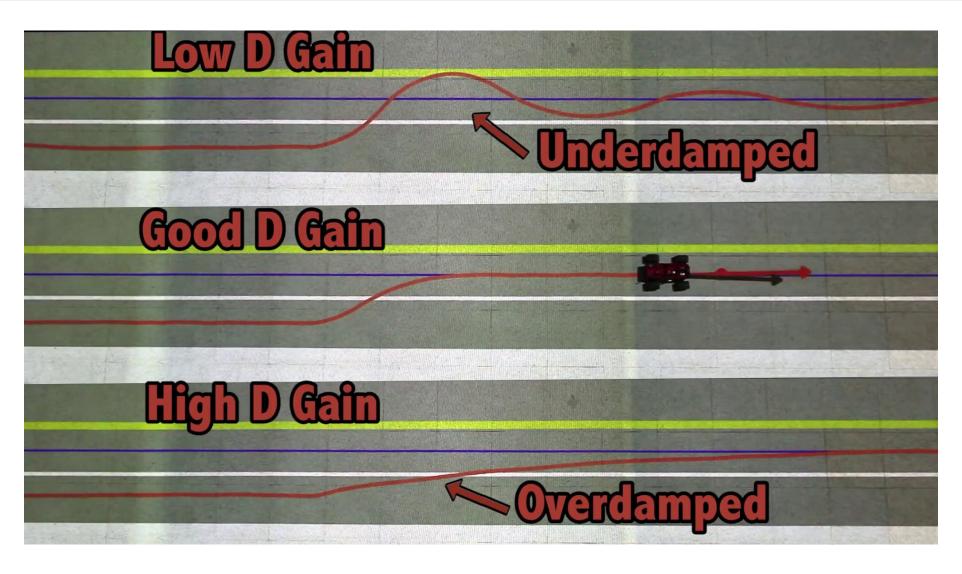


Reference variable: r(t) = 0 = no cross-track error

Correcting variable:  $u(t) = \delta$  = steering angle

Controlled variable: y(t) = cross track error

Error: e(t) = -y(t) = cross track error



## Geometric Control

exploit geometric relationships between the vehicle and the path

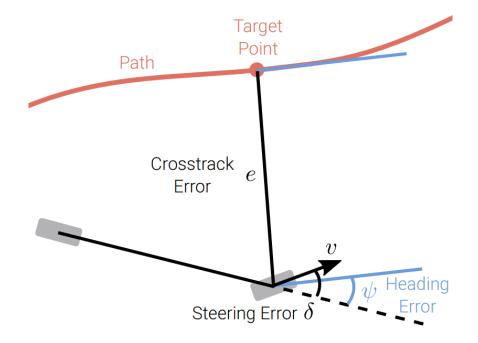
## **Stanley Control**

Control Law used by Stanley in DARPA Challenge:

$$\delta = \psi + \tan^{-1} \left( \frac{ke}{v} \right)$$

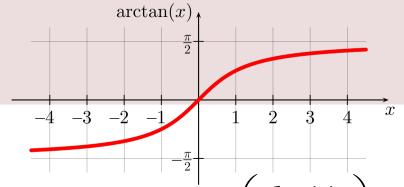
 $v = \text{speed}, \ \psi = \text{heading err.}, \ e = \text{crosstrack err.}$ 

Combines heading and cross-track error.

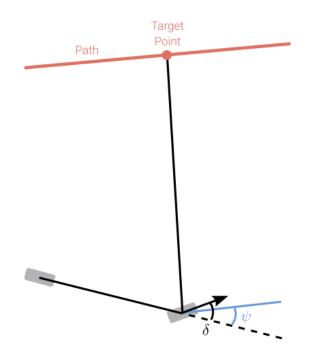


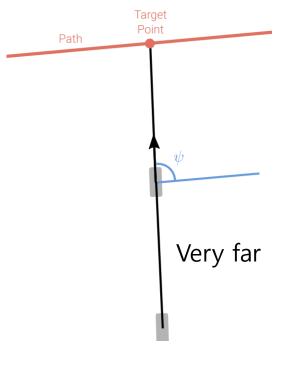
## **Stanley Control**

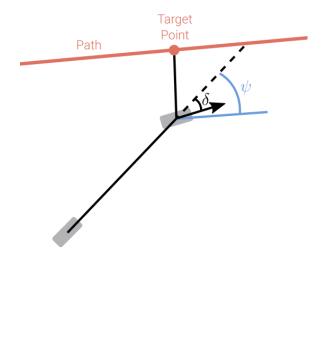
- First term heading error
- Second term considering cross-track error  $\delta = \psi + \tan^{-1}$



$$\delta = \psi + \tan^{-1} \left( \frac{ke(t)}{k_s + v} \right)$$







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17

## Assignments

## Ex1. Implement and Compare Controls

- Implement bang-bang control, P control, and PD Control in discrete version.
- Our discrete simulation uses the explicit Euler method.
  - https://en.wikipedia.org/wiki/Euler\_method
  - <a href="https://research.ncl.ac.uk/game/mastersdegree/gametechnologies/previousinformation/physics2numericalintegrationmethods/2017%20Tutorial%202%20-%20Numerical%20Integration%20Methods.pdf">https://research.ncl.ac.uk/game/mastersdegree/gametechnologies/previousinformation/physics2numericalintegrationmethods/2017%20Tutorial%202%20-%20Numerical%20Integration%20Methods.pdf</a>
- Reference position is given and correcting variable is acceleration.

$$v_{i+1} = v_i + a_i \Delta t$$
  $r_i = x_{ref}$   $p_{i+1} = p_i + v_i \Delta t$   $p_0 = x_0$   $u_i$ : acceleration

Describe how each control behave.

## Ex 2. Autonomous Driving: Lateral Control

- Template
  - lateral control.py
  - test lateral control.py for testing
- a) Stanley Controller:
  - Read section 9.2 in the Stanley paper <u>http://isl.ecst.csuchico.edu/DOCS/darpa2005/DARPA%202005%20Stanley.pdf</u>
  - Understand the parts of the heuristic control law

$$\delta = \psi + \tan^{-1} \left( \frac{ke}{v + \varepsilon} \right)$$

#### Ex 2. Autonomous Driving: Lateral Control

#### Stanley Controller:

- Implement controller function given waypoints and speed
  - → LateralController.stanley()
- Orientation error  $\psi(t)$  is the angle between the first path segment and the car orientation
- Cross track error e(t) is distance between desired waypoint at a spline parameter of zero and the position of the car
- Prevent division by zero by adding as small epsilon
- Check the behavior of your car

## Ex 2. Autonomous Driving: Lateral Control

- c) Damping:
- Damping the difference between the steering command and the steering wheel angle of the previous step

$$\delta = \delta_{SC}(t) - D \cdot (\delta_{SC}(t) - \delta(t-1))$$

Describe the behavior of your car

## Ex 2. Autonomous Driving: Longitudinal Control

#### Template

- longitudinal control.py
- test longitudinal control.py for testing
- PID Controller:
  - Implement a PID control step for gas and braking
  - Use a discretized version:

$$e(t) = v_{\text{target}} - v(t)$$

$$u(t) = K_p e(t) + K_d \left[ e(t) - e(t-1) \right] + K_i \left[ \sum_{t_i=0}^{t} e(t_i) \right]$$

## Ex 2. Autonomous Driving: Longitudinal Control

#### PID Controller

- Due to integral windup, implement an upper bound for integral term.
- From control signal to gas and brake action values

$$a_{gas}(t) = \begin{cases} 0, & u(t) < 0 \\ u(t), & u(t) \ge 0 \end{cases} \qquad a_{brake}(t) = \begin{cases} 0, & u(t) \ge 0 \\ -u(t), & u(t) < 0 \end{cases}$$

## Ex 2. Autonomous Driving: Longitudinal Control

#### Parameter Search

- Run test lateral control.py and have a look at plots of the target speed and the actual speed
- tune parameters (K<sub>p</sub>, K<sub>i</sub>, K<sub>d</sub>) and (v<sub>max</sub>, v<sub>min</sub>, K<sub>v</sub>)
- Start with  $(K_p = 0.01, K_i = 0, K_d = 0)$  and  $(v_{max} = 60, v_{min} = 30, K_v = 4.5)$
- Only modify a single term at a time!