

# **Avoidance in Real Scenarios - Test Specification Report**

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# 1. Avoidance\_real\_scenario

## Test Details

Description	This report describes the tests performed for the Obstacle Avoidance regarding two dynamic obstacles moving at a lower speed respect to the ego-vehicle and a set of static obstacles considering three real scenarios.
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## 1.1. Avoidance in real scenario (Hyundai Azera)

### 1.1.1. A14 Highway

#### PostLoad Callback

%% Vehicle Parameters

param = loadParameters(1);

%% Set Speed

V = 100/3.6;

%% Scenario Loading

map = ScenarioLoading('A\_14.mat');

% Evaluate total distance covered by the route on the map

distance = odometer(map);

%% Reference signal

% Upsample map based on speed and timestep

[X\_rec, Y\_rec, Theta\_rec] = reference\_generator(map,V,Ts);

% Extend the reference signal to avoid index over limits

X\_rec(end+1:end+p+20) = X\_rec(end);

Y\_rec(end+1:end+p+20) = Y\_rec(end);

Theta\_rec(end+1:end+p+20) = Theta\_rec(end);

% Define initial condition based on map

x0\_kin = [X\_rec(1) Y\_rec(1) Theta\_rec(1) V]';

x0\_dyn = [X\_rec(1) Y\_rec(1) Theta\_rec(1) V 0 0]';

extended\_map = [X\_rec Y\_rec Theta\_rec repmat(V,length(X\_rec),1)];

egoStates.Plant = x0\_kin;

```
egoStates.Covariance = eye(6)*1000;
% Obstacle definition
% STATIC
T = 0:Ts:distance/V;
% Define points where the static obstacles are
obst_1 = round(length(extended_map)*0.075);
obst_2 = round(length(extended_map)*0.23);
obst_3 = round(length(extended_map)*0.24);

idx = [obst_1
       obst_2
       obst_3];
% Set to 0 the static obstacles speed
V_obst = [0
          0
          0];

obstacle = zeros(length(idx),3);

for k = 1:length(idx)
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
end

spawn_fake = round(length(extended_map)*0.9);
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0
           -8000 3500 0];

% DYNAMIC

VObs = 10/3.6; % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.3*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))
                 Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...
                 repmat(VObs,length(T),1)];
```

---

```

VObs2 = 20/3.6;           % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);
% Define where the dynamico obstacle is at the start of the simulation
spawn = 0.18*length(X_rec);
spawn_idx = round(spawn*V/VObs2);
% Define dynamic obstacle object for simulation
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs2,length(T),1)];

```

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: verify(lateral_dev >= 2 && lateral_dev <= 6) must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, verify(lateral_dev < 6) must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: verify(duration(lateral_dev > 5 && lateral_dev < 3,sec) < 1) must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, verify(duration(Lateral_acceleration >= 2,sec)<=0.5) must be true must be true	

Enabled	Name	Definition	Requirements
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 0.75, \text{sec}) < 1)$ must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{lateral\_dev} < 1)$ must be true must be true	

### 1.1.2. Puglia

#### PostLoad Callback

##### %% Vehicle Parameters

```
param = loadParameters(1);
```

##### %% Set Speed

```
V = 40/3.6;
```

##### %% Scenario Loading

```
map = ScenarioLoading('puglia.mat');
```

##### % Evaluate total distance covered by the route on the map

```
distance = odometer(map);
```

##### %% Reference signal

##### % Upsample map based on speed and timestep

```
[X_rec, Y_rec, Theta_rec] = reference_generator(map, V, Ts);
```

##### % Extend the reference signal to avoid index over limits

```
X_rec(end+1:end+p+20) = X_rec(end);
```

```
Y_rec(end+1:end+p+20) = Y_rec(end);
```

```
Theta_rec(end+1:end+p+20) = Theta_rec(end);
```

##### % Define initial condition based on map

```
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
```

```
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
```

```
extended_map = [X_rec Y_rec Theta_rec repmat(V, length(X_rec), 1)];
```

```
egoStates.Plant = x0_kin';
```

```
egoStates.Covariance = eye(6)*1000;
```

##### % Obstacle definition

##### % STATIC

```
T = 0:Ts:distance/V;
% Define points where the static obstacles are
obst_1 = round(length(extended_map)*0.075);
obst_2 = round(length(extended_map)*0.23);
obst_3 = round(length(extended_map)*0.24);

idx = [obst_1
       obst_2
       obst_3];
% Set to 0 the static obstacles speed
V_obst = [0
          0
          0];

obstacle = zeros(length(idx),3);

for k = 1:length(idx)
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
end

spawn_fake = round(length(extended_map)*0.91);
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0
           4000 6000 0];

% DYNAMIC

VObs = 10/3.6;          % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.3*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...
                repmat(VObs,length(T),1)];

VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);
```

---

% Define where the dynamico obstacle is at the start of the simulation

spawn = 0.18\*length(X\_rec);

spawn\_idx = round(spawn\*V/VObs);

% Define dynamic obstacle object for simulation

extended\_obs2 = [T' X\_ostacolo2(spawn\_idx+1:spawn\_idx+length(T)) Y\_ostacolo2(spawn\_idx+1:spawn\_idx+length(T)) repmat(VObs2,length(T),1)];

% Define dynamic obstacle trajectory for plotting

dyn\_obstacle2 = [X\_ostacolo2(spawn\_idx+1:spawn\_idx+length(T))

Y\_ostacolo2(spawn\_idx+1:spawn\_idx+length(T)) theta\_ostacolo2(spawn\_idx+1:spawn\_idx+length(T))...

repmat(VObs2,length(T),1)];

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: verify(lateral_dev >= 2 && lateral_dev <= 6) must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, verify(lateral_dev < 6) must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: verify(duration(lateral_dev > 5 && lateral_dev < 3,sec) < 1) must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, verify(duration(Lateral_acceleration >= 2,sec)<=0.5) must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: verify(duration(lateral_dev > 0.75,sec)<1) must be true must be true	



Enabled	Name	Definition	Requirements
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: verify(lateral_dev < 1) must be true must be true	

### 1.1.3. Indianapolis Motor Speedway

#### PostLoad Callback

##### %% Vehicle Parameters

```
param = loadParameters(1);
```

##### %% Set Speed

```
V = 100/3.6;
```

##### %% Scenario Loading

```
map = ScenarioLoading('indianapolis.mat');
```

##### % Evaluate total distance covered by the route on the map

```
distance = odometer(map);
```

##### %% Reference signal

##### % Upsample map based on speed and timestep

```
[X_rec, Y_rec, Theta_rec] = reference_generator(map,V,Ts);
```

##### % Extend the reference signal to avoid index over limits

```
X_rec(end+1:end+p+20) = X_rec(end);
```

```
Y_rec(end+1:end+p+20) = Y_rec(end);
```

```
Theta_rec(end+1:end+p+20) = Theta_rec(end);
```

##### % Define initial condition based on map

```
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
```

```
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
```

```
extended_map = [X_rec Y_rec Theta_rec repmat(V,length(X_rec),1)];
```

```
egoStates.Plant = x0_kin';
```

```
egoStates.Covariance = eye(6)*1000;
```

##### % Obstacle definition

##### % STATIC

```
T = 0:Ts:distance/V;
```

##### % Define points where the static obstacles are

```
obst_1 = round(length(extended_map)*0.075);
```

```
obst_2 = round(length(extended_map)*0.23);
```

```
obst_3 = round(length(extended_map)*0.24);

idx = [obst_1
       obst_2
       obst_3];
% Set to 0 the static obstacles speed
V_obst = [0
          0
          0];

obstacle = zeros(length(idx),3);

for k = 1:length(idx)
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
end

spawn_fake = round(length(extended_map)*0.9);
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0
           400 -400 0];

% DYNAMIC

VObs = 10/3.6;          % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.5*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))
                 Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...
                 repmat(VObs,length(T),1)];

VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.28*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
```

---

```

extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs2,length(T),1)];

```

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: verify(lateral_dev >= 2 && lateral_dev <= 6) must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, verify(lateral_dev < 6) must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: verify(duration(lateral_dev > 5 && lateral_dev < 3,sec) < 1) must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, verify(duration(Lateral_acceleration >= 2,sec)<=0.5) must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: verify(duration(lateral_dev > 0.75,sec)<1) must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: verify(lateral_dev < 1) must be true must be true	

## 1.2. Avoidance in real scenario (BMW 325i)

### 1.2.1. A14 Highway

#### PostLoad Callback

%% Vehicle Parameters

param = loadParameters(2);

%% Set Speed

V = 100/3.6;

%% Scenario Loading

map = ScenarioLoading('A\_14.mat');

% Evaluate total distance covered by the route on the map

distance = odometer(map);

%% Reference signal

% Upsample map based on speed and timestep

[X\_rec, Y\_rec, Theta\_rec] = reference\_generator(map,V,Ts);

% Extend the reference signal to avoid index over limits

X\_rec(end+1:end+p+20) = X\_rec(end);

Y\_rec(end+1:end+p+20) = Y\_rec(end);

Theta\_rec(end+1:end+p+20) = Theta\_rec(end);

% Define initial condition based on map

x0\_kin = [X\_rec(1) Y\_rec(1) Theta\_rec(1) V]';

x0\_dyn = [X\_rec(1) Y\_rec(1) Theta\_rec(1) V 0 0]';

extended\_map = [X\_rec Y\_rec Theta\_rec repmat(V,length(X\_rec),1)];

egoStates.Plant = x0\_kin';

egoStates.Covariance = eye(6)\*1000;

% Obstacle definition

% STATIC

T = 0:Ts:distance/V;

% Define points where the static obstacles are

obst\_1 = round(length(extended\_map)\*0.075);

obst\_2 = round(length(extended\_map)\*0.23);

obst\_3 = round(length(extended\_map)\*0.24);

idx = [obst\_1

obst\_2

obst\_3];

% Set to 0 the static obstacles speed

V\_obst = [0

```
0
0];

obstacle = zeros(length(idx),3);

for k = 1:length(idx)
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
end

spawn_fake = round(length(extended_map)*0.9);
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0
           -8000 3500 0];

% DYNAMIC

VObs = 10/3.6;           % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);
% Define where the dynamico obstacle is at the start of the simulation
spawn = 0.3*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...
                repmat(VObs,length(T),1)];

VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);
% Define where the dynamico obstacle is at the start of the simulation
spawn = 0.18*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))
```

```
lo2(spawn_idx+1:spawn_idx+length(T))...
    repmat(VObs2,length(T),1)];
```

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: verify(lateral_dev >= 2 && lateral_dev <= 6) must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, verify(lateral_dev < 6) must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: verify(duration(lateral_dev > 5 && lateral_dev < 3,sec) < 1) must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, verify(duration(Lateral_acceleration >= 2,sec)<=0.5) must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: verify(duration(lateral_dev > 0.75,sec)<1) must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: verify(lateral_dev < 1) must be true must be true	

### 1.2.2. Puglia

#### PostLoad Callback

%% Vehicle Parameters

```
param = loadParameters(2);
```

```
%% Set Speed
```

```
V = 40/3.6;
```

```
%% Scenario Loading
```

```
map = ScenarioLoading('puglia.mat');
```

```
% Evaluate total distance covered by the route on the map
```

```
distance = odometer(map);
```

```
%% Reference signal
```

```
% Upsample map based on speed and timestep
```

```
[X_rec, Y_rec, Theta_rec] = reference_generator(map,V,Ts);
```

```
% Extend the reference signal to avoid index over limits
```

```
X_rec(end+1:end+p+20) = X_rec(end);
```

```
Y_rec(end+1:end+p+20) = Y_rec(end);
```

```
Theta_rec(end+1:end+p+20) = Theta_rec(end);
```

```
% Define initial condition based on map
```

```
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
```

```
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
```

```
extended_map = [X_rec Y_rec Theta_rec repmat(V,length(X_rec),1)];
```

```
egoStates.Plant = x0_kin';
```

```
egoStates.Covariance = eye(6)*1000;
```

```
% Obstacle definition
```

```
% STATIC
```

```
T = 0:Ts:distance/V;
```

```
% Define points where the static obstacles are
```

```
obst_1 = round(length(extended_map)*0.075);
```

```
obst_2 = round(length(extended_map)*0.23);
```

```
obst_3 = round(length(extended_map)*0.24);
```

```
idx = [obst_1
```

```
       obst_2
```

```
       obst_3];
```

```
% Set to 0 the static obstacles speed
```

```
V_obst = [0
```

```
         0
```

```
         0];
```

```
obstacle = zeros(length(idx),3);
```

```
for k = 1:length(idx)
```

```
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
```

```
end
```

```
spawn_fake = round(length(extended_map)*0.91);
```

```
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0  
4000 6000 0];
```

```
% DYNAMIC
```

```
VObs = 10/3.6;           % [m/s] Set the speed for the dynamic obstacle  
% Define trajectory of the dynamic obstacle  
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);  
% Define where the dynamic obstacle is at the start of the simulation  
spawn = 0.3*length(X_rec);  
spawn_idx = round(spawn*V/VObs);  
% Define dynamic obstacle object for simulation  
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];  
% Define dynamic obstacle trajectory for plotting  
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))  
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...  
repmat(VObs,length(T),1)];  
  
VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle  
% Define trajectory of the dynamic obstacle  
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);  
% Define where the dynamic obstacle is at the start of the simulation  
spawn = 0.18*length(X_rec);  
spawn_idx = round(spawn*V/VObs);  
% Define dynamic obstacle object for simulation  
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];  
% Define dynamic obstacle trajectory for plotting  
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))  
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...  
repmat(VObs2,length(T),1)];
```



## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: $\text{verify}(\text{lateral\_dev} \geq 2 \ \&\& \ \text{lateral\_dev} \leq 6)$ must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{lateral\_dev} < 6)$ must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 5 \ \&\& \ \text{lateral\_dev} < 3, \text{sec}) < 1)$ must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{duration}(\text{Lateral\_acceleration} \geq 2, \text{sec}) \leq 0.5)$ must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 0.75, \text{sec}) < 1)$ must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{lateral\_dev} < 1)$ must be true must be true	

### 1.2.3. Indianapolis Motor Speedway

#### PostLoad Callback

%% Vehicle Parameters

param = loadParameters(2);

%% Set Speed

```
V = 100/3.6;

%% Scenario Loading
map = ScenarioLoading('indianapolis.mat');

% Evaluate total distance covered by the route on the map
distance = odometer(map);
%% Reference signal
% Upsample map based on speed and timestep
[X_rec, Y_rec, Theta_rec] = reference_generator(map,V,Ts);
% Extend the reference signal to avoid index over limits
X_rec(end+1:end+p+20) = X_rec(end);
Y_rec(end+1:end+p+20) = Y_rec(end);
Theta_rec(end+1:end+p+20) = Theta_rec(end);
% Define initial condition based on map
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
extended_map = [X_rec Y_rec Theta_rec repmat(V,length(X_rec),1)];
egoStates.Plant = x0_kin';
egoStates.Covariance = eye(6)*1000;
% Obstacle definition
% STATIC
T = 0:Ts:distance/V;
% Define points where the static obstacles are
obst_1 = round(length(extended_map)*0.075);
obst_2 = round(length(extended_map)*0.23);
obst_3 = round(length(extended_map)*0.24);

idx = [obst_1
       obst_2
       obst_3];
% Set to 0 the static obstacles speed
V_obst = [0
          0
          0];

obstacle = zeros(length(idx),3);

for k = 1:length(idx)
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
end

spawn_fake = round(length(extended_map)*0.9);
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0
           400 -400 0];
```

---

```
% DYNAMIC
```

```
VObs = 10/3.6;           % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.5*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs,length(T),1)];

VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.28*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs2,length(T),1)];
```

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: $\text{verify}(\text{lateral\_dev} \geq 2 \ \&\& \ \text{lateral\_dev} \leq 6)$ must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{lateral\_dev} < 6)$ must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 5 \ \&\& \ \text{lateral\_dev} < 3, \text{sec}) < 1)$ must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{duration}(\text{Lateral\_acceleration} \geq 2, \text{sec}) \leq 0.5)$ must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 0.75, \text{sec}) < 1)$ must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{lateral\_dev} < 1)$ must be true must be true	

## 1.3. Avoidance in real scenario (Ford E150)

### 1.3.1. A14 Highway

#### PostLoad Callback

%% Vehicle Parameters

```
param = loadParameters(3);
```

```
%% Set Speed
V = 100/3.6;

%% Scenario Loading
map = ScenarioLoading('A_14.mat');

% Evaluate total distance covered by the route on the map
distance = odometer(map);
%% Reference signal
% Upsample map based on speed and timestep
[X_rec, Y_rec, Theta_rec] = reference_generator(map,V,Ts);
% Extend the reference signal to avoid index over limits
X_rec(end+1:end+p+20) = X_rec(end);
Y_rec(end+1:end+p+20) = Y_rec(end);
Theta_rec(end+1:end+p+20) = Theta_rec(end);
% Define initial condition based on map
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
extended_map = [X_rec Y_rec Theta_rec repmat(V,length(X_rec),1)];
egoStates.Plant = x0_kin';
egoStates.Covariance = eye(6)*1000;
% Obstacle definition
% STATIC
T = 0:Ts:distance/V;
% Define points where the static obstacles are
obst_1 = round(length(extended_map)*0.075);
obst_2 = round(length(extended_map)*0.23);
obst_3 = round(length(extended_map)*0.24);

idx = [obst_1
       obst_2
       obst_3];
% Set to 0 the static obstacles speed
V_obst = [0
          0
          0];

obstacle = zeros(length(idx),3);

for k = 1:length(idx)
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
end

spawn_fake = round(length(extended_map)*0.9);
```

```
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0  
-8000 3500 0];
```

```
% DYNAMIC
```

```
VObs = 10/3.6;           % [m/s] Set the speed for the dynamic obstacle  
% Define trajectory of the dynamic obstacle  
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);  
% Define where the dynamic obstacle is at the start of the simulation  
spawn = 0.3*length(X_rec);  
spawn_idx = round(spawn*V/VObs);  
% Define dynamic obstacle object for simulation  
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];  
% Define dynamic obstacle trajectory for plotting  
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))  
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...  
repmat(VObs,length(T),1)];  
  
VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle  
% Define trajectory of the dynamic obstacle  
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);  
% Define where the dynamic obstacle is at the start of the simulation  
spawn = 0.18*length(X_rec);  
spawn_idx = round(spawn*V/VObs);  
% Define dynamic obstacle object for simulation  
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];  
% Define dynamic obstacle trajectory for plotting  
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))  
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...  
repmat(VObs2,length(T),1)];
```

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: $\text{verify}(\text{lateral\_dev} \geq 2 \ \&\& \ \text{lateral\_dev} \leq 6)$ must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{lateral\_dev} < 6)$ must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 5 \ \&\& \ \text{lateral\_dev} < 3, \text{sec}) < 1)$ must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{duration}(\text{Lateral\_acceleration} \geq 2, \text{sec}) \leq 0.5)$ must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 0.75, \text{sec}) < 1)$ must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{lateral\_dev} < 1)$ must be true must be true	

### 1.3.2. Puglia

#### PostLoad Callback

%% Vehicle Parameters

param = loadParameters(3);

%% Set Speed

```
V = 40/3.6;
```

```
%% Scenario Loading
```

```
map = ScenarioLoading('puglia.mat');
```

```
% Evaluate total distance covered by the route on the map
```

```
distance = odometer(map);
```

```
%% Reference signal
```

```
% Upsample map based on speed and timestep
```

```
[X_rec, Y_rec, Theta_rec] = reference_generator(map,V,Ts);
```

```
% Extend the reference signal to avoid index over limits
```

```
X_rec(end+1:end+p+20) = X_rec(end);
```

```
Y_rec(end+1:end+p+20) = Y_rec(end);
```

```
Theta_rec(end+1:end+p+20) = Theta_rec(end);
```

```
% Define initial condition based on map
```

```
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
```

```
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
```

```
extended_map = [X_rec Y_rec Theta_rec repmat(V,length(X_rec),1)];
```

```
egoStates.Plant = x0_kin';
```

```
egoStates.Covariance = eye(6)*1000;
```

```
% Obstacle definition
```

```
% STATIC
```

```
T = 0:Ts:distance/V;
```

```
% Define points where the static obstacles are
```

```
obst_1 = round(length(extended_map)*0.075);
```

```
obst_2 = round(length(extended_map)*0.23);
```

```
obst_3 = round(length(extended_map)*0.24);
```

```
idx = [obst_1
```

```
       obst_2
```

```
       obst_3];
```

```
% Set to 0 the static obstacles speed
```

```
V_obst = [0
```

```
         0
```

```
         0];
```

```
obstacle = zeros(length(idx),3);
```

```
for k = 1:length(idx)
```

```
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
```

```
end
```

```
spawn_fake = round(length(extended_map)*0.93);
```

```
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0  
          4000 6000 0];
```



```
% DYNAMIC
```

```
VObs = 10/3.6;           % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.3*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs,length(T),1)];

VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.20*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs2,length(T),1)];
```

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: $\text{verify}(\text{lateral\_dev} \geq 2 \ \&\& \ \text{lateral\_dev} \leq 6)$ must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{lateral\_dev} < 6)$ must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 5 \ \&\& \ \text{lateral\_dev} < 3, \text{sec}) < 1)$ must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{duration}(\text{Lateral\_acceleration} \geq 2, \text{sec}) \leq 0.5)$ must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 0.75, \text{sec}) < 1)$ must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{lateral\_dev} < 1)$ must be true must be true	

### 1.3.3. Indianapolis Motor Speedway

#### PostLoad Callback

%% Vehicle Parameters

param = loadParameters(3);

%% Set Speed

```
V = 100/3.6;

%% Scenario Loading
map = ScenarioLoading('indianapolis.mat');

% Evaluate total distance covered by the route on the map
distance = odometer(map);
%% Reference signal
% Upsample map based on speed and timestep
[X_rec, Y_rec, Theta_rec] = reference_generator(map,V,Ts);
% Extend the reference signal to avoid index over limits
X_rec(end+1:end+p+20) = X_rec(end);
Y_rec(end+1:end+p+20) = Y_rec(end);
Theta_rec(end+1:end+p+20) = Theta_rec(end);
% Define initial condition based on map
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
extended_map = [X_rec Y_rec Theta_rec repmat(V,length(X_rec),1)];
egoStates.Plant = x0_kin';
egoStates.Covariance = eye(6)*1000;
% Obstacle definition
% STATIC
T = 0:Ts:distance/V;
% Define points where the static obstacles are
obst_1 = round(length(extended_map)*0.075);
obst_2 = round(length(extended_map)*0.23);
obst_3 = round(length(extended_map)*0.24);

idx = [obst_1
       obst_2
       obst_3];
% Set to 0 the static obstacles speed
V_obst = [0
          0
          0];

obstacle = zeros(length(idx),3);

for k = 1:length(idx)
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
end

spawn_fake = round(length(extended_map)*0.9);
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0
          400 -400 0];
```

```
% DYNAMIC
```

```
VObs = 10/3.6;           % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.5*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs,length(T),1)];

VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.28*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs2,length(T),1)];
```

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: $\text{verify}(\text{lateral\_dev} \geq 2 \ \&\& \ \text{lateral\_dev} \leq 6)$ must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{lateral\_dev} < 6)$ must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 5 \ \&\& \ \text{lateral\_dev} < 3, \text{sec}) < 1)$ must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{duration}(\text{Lateral\_acceleration} \geq 2, \text{sec}) \leq 0.5)$ must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 0.75, \text{sec}) < 1)$ must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{lateral\_dev} < 1)$ must be true must be true	

## 1.4. Avoidance in real scenario (Suzuki Samurai)

### 1.4.1. A14 Highway

#### PostLoad Callback

%% Vehicle Parameters

```
param = loadParameters(4);
```

```
%% Set Speed
V = 100/3.6;

%% Scenario Loading
map = ScenarioLoading('A_14.mat');

% Evaluate total distance covered by the route on the map
distance = odometer(map);
%% Reference signal
% Upsample map based on speed and timestep
[X_rec, Y_rec, Theta_rec] = reference_generator(map,V,Ts);
% Extend the reference signal to avoid index over limits
X_rec(end+1:end+p+20) = X_rec(end);
Y_rec(end+1:end+p+20) = Y_rec(end);
Theta_rec(end+1:end+p+20) = Theta_rec(end);
% Define initial condition based on map
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
extended_map = [X_rec Y_rec Theta_rec repmat(V,length(X_rec),1)];
egoStates.Plant = x0_kin';
egoStates.Covariance = eye(6)*1000;
% Obstacle definition
% STATIC
T = 0:Ts:distance/V;
% Define points where the static obstacles are
obst_1 = round(length(extended_map)*0.075);
obst_2 = round(length(extended_map)*0.23);
obst_3 = round(length(extended_map)*0.24);

idx = [obst_1
       obst_2
       obst_3];
% Set to 0 the static obstacles speed
V_obst = [0
          0
          0];

obstacle = zeros(length(idx),3);

for k = 1:length(idx)
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
end

spawn_fake = round(length(extended_map)*0.9);
```

```
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0  
-8000 3500 0];
```

```
% DYNAMIC
```

```
VObs = 10/3.6;           % [m/s] Set the speed for the dynamic obstacle  
% Define trajectory of the dynamic obstacle  
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);  
% Define where the dynamic obstacle is at the start of the simulation  
spawn = 0.3*length(X_rec);  
spawn_idx = round(spawn*V/VObs);  
% Define dynamic obstacle object for simulation  
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];  
% Define dynamic obstacle trajectory for plotting  
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))  
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...  
repmat(VObs,length(T),1)];  
  
VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle  
% Define trajectory of the dynamic obstacle  
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);  
% Define where the dynamic obstacle is at the start of the simulation  
spawn = 0.18*length(X_rec);  
spawn_idx = round(spawn*V/VObs);  
% Define dynamic obstacle object for simulation  
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];  
% Define dynamic obstacle trajectory for plotting  
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))  
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...  
repmat(VObs2,length(T),1)];
```

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: $\text{verify}(\text{lateral\_dev} \geq 2 \ \&\& \ \text{lateral\_dev} \leq 6)$ must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{lateral\_dev} < 6)$ must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 5 \ \&\& \ \text{lateral\_dev} < 3, \text{sec}) < 1)$ must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{duration}(\text{Lateral\_acceleration} \geq 2, \text{sec}) \leq 0.5)$ must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 0.75, \text{sec}) < 1)$ must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{lateral\_dev} < 1)$ must be true must be true	

### 1.4.2. Puglia

#### PostLoad Callback

%% Vehicle Parameters

param = loadParameters(4);

%% Set Speed



```
V = 40/3.6;
```

```
%% Scenario Loading
```

```
map = ScenarioLoading('puglia.mat');
```

```
% Evaluate total distance covered by the route on the map
```

```
distance = odometer(map);
```

```
%% Reference signal
```

```
% Upsample map based on speed and timestep
```

```
[X_rec, Y_rec, Theta_rec] = reference_generator(map,V,Ts);
```

```
% Extend the reference signal to avoid index over limits
```

```
X_rec(end+1:end+p+20) = X_rec(end);
```

```
Y_rec(end+1:end+p+20) = Y_rec(end);
```

```
Theta_rec(end+1:end+p+20) = Theta_rec(end);
```

```
% Define initial condition based on map
```

```
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
```

```
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
```

```
extended_map = [X_rec Y_rec Theta_rec repmat(V,length(X_rec),1)];
```

```
egoStates.Plant = x0_kin';
```

```
egoStates.Covariance = eye(6)*1000;
```

```
% Obstacle definition
```

```
% STATIC
```

```
T = 0:Ts:distance/V;
```

```
% Define points where the static obstacles are
```

```
obst_1 = round(length(extended_map)*0.075);
```

```
obst_2 = round(length(extended_map)*0.23);
```

```
obst_3 = round(length(extended_map)*0.24);
```

```
idx = [obst_1
```

```
       obst_2
```

```
       obst_3];
```

```
% Set to 0 the static obstacles speed
```

```
V_obst = [0
```

```
         0
```

```
         0];
```

```
obstacle = zeros(length(idx),3);
```

```
for k = 1:length(idx)
```

```
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
```

```
end
```

```
spawn_fake = round(length(extended_map)*0.91);
```

```
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0  
          4000 6000 0];
```

% DYNAMIC

```
VObs = 10/3.6;           % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.3*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs,length(T),1)];

VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.18*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs2,length(T),1)];
```

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: $\text{verify}(\text{lateral\_dev} \geq 2 \ \&\& \ \text{lateral\_dev} \leq 6)$ must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{lateral\_dev} < 6)$ must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 5 \ \&\& \ \text{lateral\_dev} < 3, \text{sec}) < 1)$ must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{duration}(\text{Lateral\_acceleration} \geq 2, \text{sec}) \leq 0.5)$ must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 0.75, \text{sec}) < 1)$ must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{lateral\_dev} < 1)$ must be true must be true	

### 1.4.3. Indianapolis Motor Speedway

#### PostLoad Callback

%% Vehicle Parameters

param = loadParameters(4);

%% Set Speed

```
V = 100/3.6;

%% Scenario Loading
map = ScenarioLoading('indianapolis.mat');

% Evaluate total distance covered by the route on the map
distance = odometer(map);
%% Reference signal
% Upsample map based on speed and timestep
[X_rec, Y_rec, Theta_rec] = reference_generator(map,V,Ts);
% Extend the reference signal to avoid index over limits
X_rec(end+1:end+p+20) = X_rec(end);
Y_rec(end+1:end+p+20) = Y_rec(end);
Theta_rec(end+1:end+p+20) = Theta_rec(end);
% Define initial condition based on map
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
extended_map = [X_rec Y_rec Theta_rec repmat(V,length(X_rec),1)];
egoStates.Plant = x0_kin';
egoStates.Covariance = eye(6)*1000;
% Obstacle definition
% STATIC
T = 0:Ts:distance/V;
% Define points where the static obstacles are
obst_1 = round(length(extended_map)*0.075);
obst_2 = round(length(extended_map)*0.23);
obst_3 = round(length(extended_map)*0.24);

idx = [obst_1
       obst_2
       obst_3];
% Set to 0 the static obstacles speed
V_obst = [0
          0
          0];

obstacle = zeros(length(idx),3);

for k = 1:length(idx)
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
end

spawn_fake = round(length(extended_map)*0.9);
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0
           400 -400 0];
```

% DYNAMIC

```

VObs = 10/3.6;           % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.5*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs,length(T),1)];

VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.28*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs2,length(T),1)];

```

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: $\text{verify}(\text{lateral\_dev} \geq 2 \ \&\& \ \text{lateral\_dev} \leq 6)$ must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{lateral\_dev} < 6)$ must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 5 \ \&\& \ \text{lateral\_dev} < 3, \text{sec}) < 1)$ must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{duration}(\text{Lateral\_acceleration} \geq 2, \text{sec}) \leq 0.5)$ must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 0.75, \text{sec}) < 1)$ must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{lateral\_dev} < 1)$ must be true must be true	

## 1.5. Avoidance in real scenario (Volkswagen Beetle)

### 1.5.1. A14 Highway

#### PostLoad Callback

%% Vehicle Parameters

```
param = loadParameters(5);
```

```
%% Set Speed
V = 100/3.6;

%% Scenario Loading
map = ScenarioLoading('A_14.mat');

% Evaluate total distance covered by the route on the map
distance = odometer(map);
%% Reference signal
% Upsample map based on speed and timestep
[X_rec, Y_rec, Theta_rec] = reference_generator(map,V,Ts);
% Extend the reference signal to avoid index over limits
X_rec(end+1:end+p+20) = X_rec(end);
Y_rec(end+1:end+p+20) = Y_rec(end);
Theta_rec(end+1:end+p+20) = Theta_rec(end);
% Define initial condition based on map
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
extended_map = [X_rec Y_rec Theta_rec repmat(V,length(X_rec),1)];
egoStates.Plant = x0_kin';
egoStates.Covariance = eye(6)*1000;
% Obstacle definition
% STATIC
T = 0:Ts:distance/V;
% Define points where the static obstacles are
obst_1 = round(length(extended_map)*0.075);
obst_2 = round(length(extended_map)*0.23);
obst_3 = round(length(extended_map)*0.24);

idx = [obst_1
       obst_2
       obst_3];
% Set to 0 the static obstacles speed
V_obst = [0
          0
          0];

obstacle = zeros(length(idx),3);

for k = 1:length(idx)
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
end

spawn_fake = round(length(extended_map)*0.9);
```

```
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0  
-8000 3500 0];
```

```
% DYNAMIC
```

```
VObs = 10/3.6;           % [m/s] Set the speed for the dynamic obstacle  
% Define trajectory of the dynamic obstacle  
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);  
% Define where the dynamic obstacle is at the start of the simulation  
spawn = 0.3*length(X_rec);  
spawn_idx = round(spawn*V/VObs);  
% Define dynamic obstacle object for simulation  
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];  
% Define dynamic obstacle trajectory for plotting  
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))  
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...  
repmat(VObs,length(T),1)];  
  
VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle  
% Define trajectory of the dynamic obstacle  
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);  
% Define where the dynamic obstacle is at the start of the simulation  
spawn = 0.18*length(X_rec);  
spawn_idx = round(spawn*V/VObs);  
% Define dynamic obstacle object for simulation  
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];  
% Define dynamic obstacle trajectory for plotting  
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))  
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...  
repmat(VObs2,length(T),1)];
```



## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: $\text{verify}(\text{lateral\_dev} \geq 2 \ \&\& \ \text{lateral\_dev} \leq 6)$ must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{lateral\_dev} < 6)$ must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 5 \ \&\& \ \text{lateral\_dev} < 3, \text{sec}) < 1)$ must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{duration}(\text{Lateral\_acceleration} \geq 2, \text{sec}) \leq 0.5)$ must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 0.75, \text{sec}) < 1)$ must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{lateral\_dev} < 1)$ must be true must be true	

### 1.5.2. Puglia

#### PostLoad Callback

%% Vehicle Parameters

param = loadParameters(5);

%% Set Speed

```
V = 40/3.6;
```

```
%% Scenario Loading
```

```
map = ScenarioLoading('puglia.mat');
```

```
% Evaluate total distance covered by the route on the map
```

```
distance = odometer(map);
```

```
%% Reference signal
```

```
% Upsample map based on speed and timestep
```

```
[X_rec, Y_rec, Theta_rec] = reference_generator(map,V,Ts);
```

```
% Extend the reference signal to avoid index over limits
```

```
X_rec(end+1:end+p+20) = X_rec(end);
```

```
Y_rec(end+1:end+p+20) = Y_rec(end);
```

```
Theta_rec(end+1:end+p+20) = Theta_rec(end);
```

```
% Define initial condition based on map
```

```
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
```

```
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
```

```
extended_map = [X_rec Y_rec Theta_rec repmat(V,length(X_rec),1)];
```

```
egoStates.Plant = x0_kin';
```

```
egoStates.Covariance = eye(6)*1000;
```

```
% Obstacle definition
```

```
% STATIC
```

```
T = 0:Ts:distance/V;
```

```
% Define points where the static obstacles are
```

```
obst_1 = round(length(extended_map)*0.075);
```

```
obst_2 = round(length(extended_map)*0.23);
```

```
obst_3 = round(length(extended_map)*0.24);
```

```
idx = [obst_1
```

```
       obst_2
```

```
       obst_3];
```

```
% Set to 0 the static obstacles speed
```

```
V_obst = [0
```

```
         0
```

```
         0];
```

```
obstacle = zeros(length(idx),3);
```

```
for k = 1:length(idx)
```

```
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
```

```
end
```

```
spawn_fake = round(length(extended_map)*0.91);
```

```
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0  
          4000 6000 0];
```

```
% DYNAMIC
```

```
VObs = 10/3.6;           % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.3*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs,length(T),1)];

VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.18*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs2,length(T),1)];
```

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: verify(lateral_dev >= 2 && lateral_dev <= 6) must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, verify(lateral_dev < 6) must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: verify(duration(lateral_dev > 5 && lateral_dev < 3,sec) < 1) must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, verify(duration(Lateral_acceleration >= 2,sec)<=0.5) must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: verify(duration(lateral_dev > 0.75,sec)<1) must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: verify(lateral_dev < 1) must be true must be true	

### 1.5.3. Indianapolis Motor Speedway

#### PostLoad Callback

%% Vehicle Parameters

param = loadParameters(5);

%% Set Speed

```
V = 100/3.6;

%% Scenario Loading
map = ScenarioLoading('indianapolis.mat');

% Evaluate total distance covered by the route on the map
distance = odometer(map);
%% Reference signal
% Upsample map based on speed and timestep
[X_rec, Y_rec, Theta_rec] = reference_generator(map,V,Ts);
% Extend the reference signal to avoid index over limits
X_rec(end+1:end+p+20) = X_rec(end);
Y_rec(end+1:end+p+20) = Y_rec(end);
Theta_rec(end+1:end+p+20) = Theta_rec(end);
% Define initial condition based on map
x0_kin = [X_rec(1) Y_rec(1) Theta_rec(1) V]';
x0_dyn = [X_rec(1) Y_rec(1) Theta_rec(1) V 0 0]';
extended_map = [X_rec Y_rec Theta_rec repmat(V,length(X_rec),1)];
egoStates.Plant = x0_kin';
egoStates.Covariance = eye(6)*1000;
% Obstacle definition
% STATIC
T = 0:Ts:distance/V;
% Define points where the static obstacles are
obst_1 = round(length(extended_map)*0.075);
obst_2 = round(length(extended_map)*0.23);
obst_3 = round(length(extended_map)*0.24);

idx = [obst_1
       obst_2
       obst_3];
% Set to 0 the static obstacles speed
V_obst = [0
          0
          0];

obstacle = zeros(length(idx),3);

for k = 1:length(idx)
    obstacle(k,:) = [extended_map(idx(k),1) extended_map(idx(k),2) V_obst(k)];
end

spawn_fake = round(length(extended_map)*0.9);
fakeObs = [extended_map(spawn_fake,1) extended_map(spawn_fake,2) 0
           400 -400 0];
```

---

% DYNAMIC

```
VObs = 10/3.6;           % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo, Y_ostacolo, theta_ostacolo] = reference_generator(map,VObs,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.5*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs = [T' X_ostacolo(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) repmat(VObs,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle1 = [X_ostacolo(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs,length(T),1)];

VObs2 = 20/3.6;          % [m/s] Set the speed for the dynamic obstacle
% Define trajectory of the dynamic obstacle
[X_ostacolo2, Y_ostacolo2, theta_ostacolo2] = reference_generator(map,VObs2,Ts);
% Define where the dynamic obstacle is at the start of the simulation
spawn = 0.28*length(X_rec);
spawn_idx = round(spawn*V/VObs);
% Define dynamic obstacle object for simulation
extended_obs2 = [T' X_ostacolo2(spawn_idx+1:spawn_idx+length(T)) Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) repmat(VObs2,length(T),1)];
% Define dynamic obstacle trajectory for plotting
dyn_obstacle2 = [X_ostacolo2(spawn_idx+1:spawn_idx+length(T))
Y_ostacolo2(spawn_idx+1:spawn_idx+length(T)) theta_ostacolo2(spawn_idx+1:spawn_idx+length(T))...
repmat(VObs2,length(T),1)];
```

## Logical and Temporal Assessments

### Assessments

Enabled	Name	Definition	Requirements
True	Left lane assessment 1	At any point of time, <b>if</b> an obstacle is detected: $\text{verify}(\text{lateral\_dev} \geq 2 \ \&\& \ \text{lateral\_dev} \leq 6)$ must be true must be true	
True	Left lane assessment 2	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{lateral\_dev} < 6)$ must be true must be true	
True	Safe overtake assessment	At any point of time, At <b>any</b> point of time, if an obstacle is detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 5 \ \&\& \ \text{lateral\_dev} < 3, \text{sec}) < 1)$ must be true must be true	
True	Lateral acceleration assessment	At any point of time, At <b>any</b> point of time, $\text{verify}(\text{duration}(\text{Lateral\_acceleration} \geq 2, \text{sec}) \leq 0.5)$ must be true must be true	
True	Lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{duration}(\text{lateral\_dev} > 0.75, \text{sec}) < 1)$ must be true must be true	
True	Maximum lateral deviation assessment	At any point of time, <b>if</b> there are no obstacles detected: $\text{verify}(\text{lateral\_dev} < 1)$ must be true must be true	