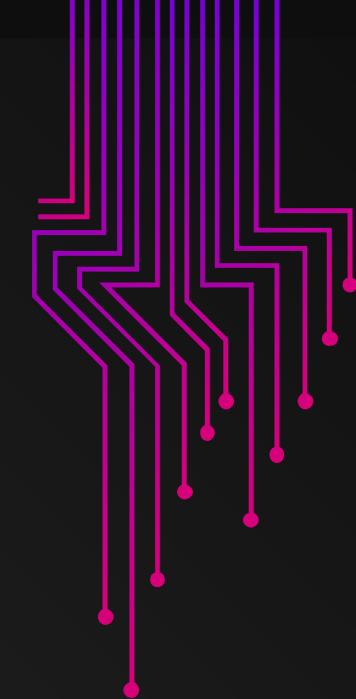


# Robust Lane Following with V2X Traffic Management

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2024 LTU REU



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# 01 Introduction

Motivations and Importance



# Why Use Automated Vehicles?

Multitude of problems can be solved with automated vehicles:

- **Minimizes traffic** and road congestion
- Improved routing **reduces energy**
- **Increases safety** for both pedestrians and drivers



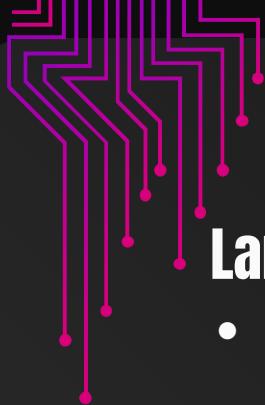
# Our Approach

- Develop a V2X Intersection Control System to improve traffic efficiency, comfortability, and safety
  - Create reliable lane following algorithms
    - Which performs best?
  - Handle traffic light detection and messaging via Road Side Unit (RSU)
    - Simulate V2X in simulation before real-life testing



# 02 Lane Following

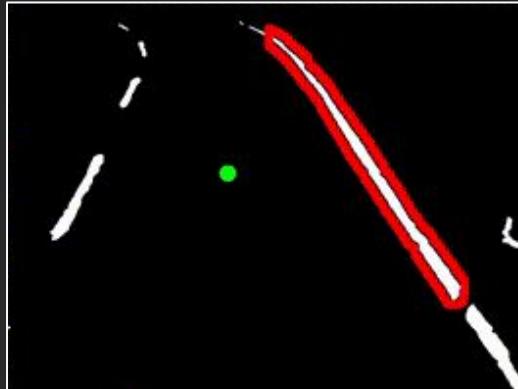
Analysis of Lane Following Algorithms



# Lane Following Algorithms

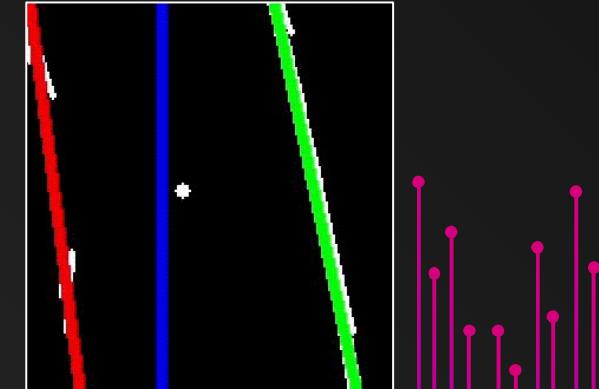
## Largest White Contour

- Detects only one line (the largest white contour)
- Adds a center offset
- Sensitive to lane line quality (cracks, shades, etc.)



## Least Squares Lane Estimation

- Change image perspective to detect lines easier
- After perspective change, lane lines are straight and parallel
- Divide image into two parts and calculate least squares regression line to determine center of lane

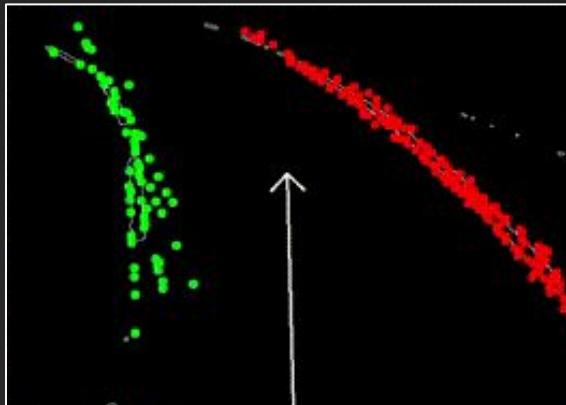




# Lane Following Algorithms

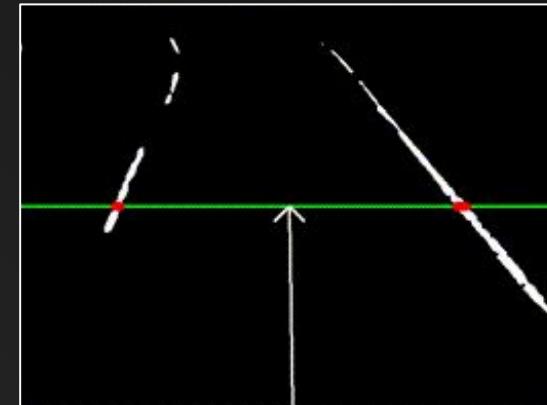
## Lane line discrimination with DBScan

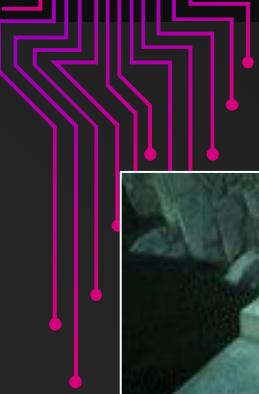
- Uses unsupervised learning
- Detects and separates both lane lines
- Sensitive to parameters



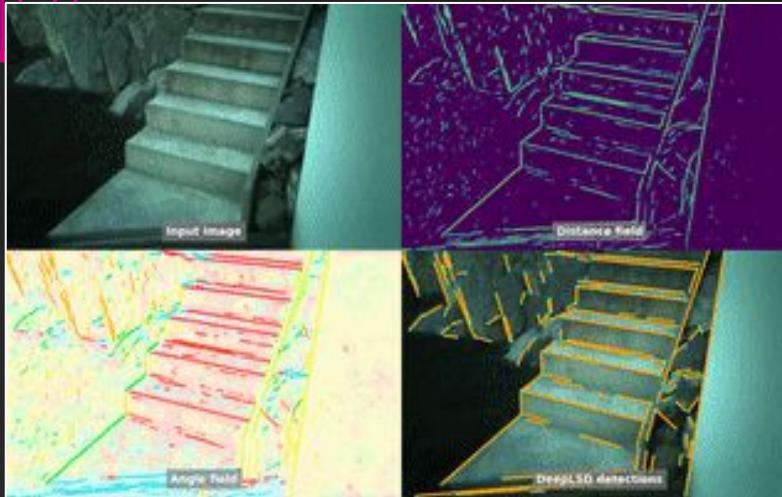
## Linear Lane search with K-Means

- Uses unsupervised learning
- Robust to losing lanes
- Sensitive to noise



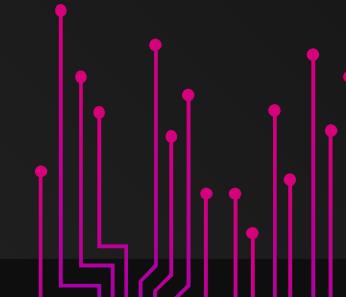
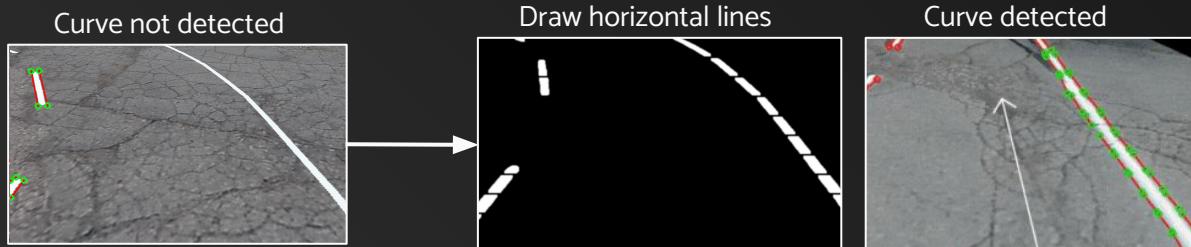


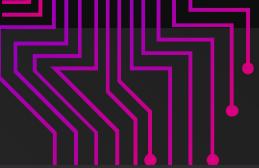
# Lane Following Algorithms



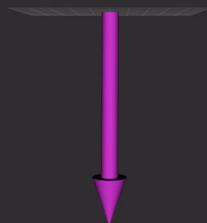
## DeepLSD lane detection

- Uses supervised learning
- Model trained to detect straight lines
- Inference time is slow (~5 images processed per second) on our laptops
- Can't find curves

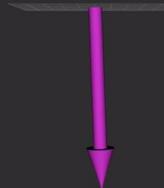




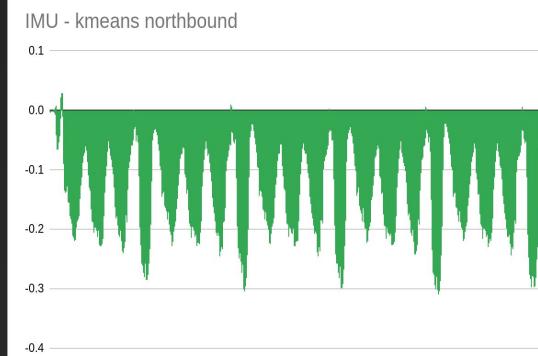
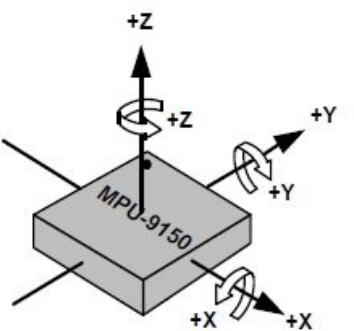
# Comfortability



Example of Smooth IMU



Example of Jerky IMU



## IMU

- Inertial Measurement Unit
- Measures forces acting on the ACTor vehicle
  - Angular Z: “Side-To-Side Force”
- Indicates “smoothness”

## Acceleration

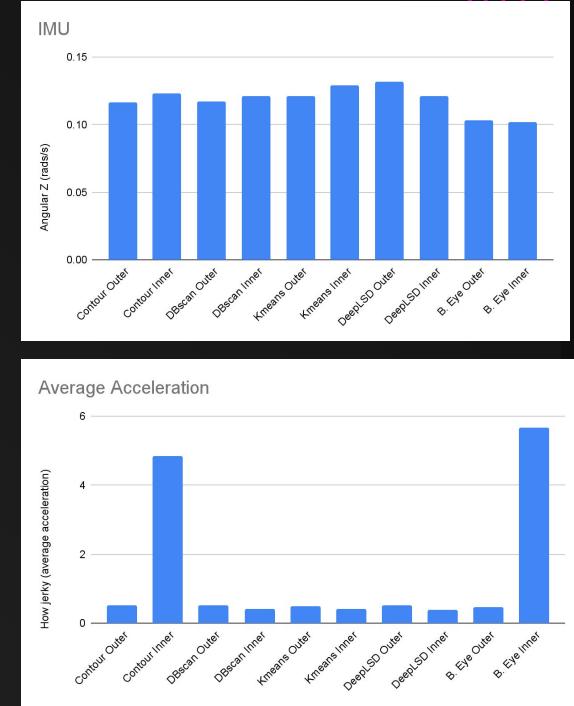
- Indicates “jerkiness”

$$\bar{a} = \frac{1}{n} \sum_{i=1}^n \left( \frac{v_{i+1} - v_i}{t_{i+1} - t_i} \right)$$

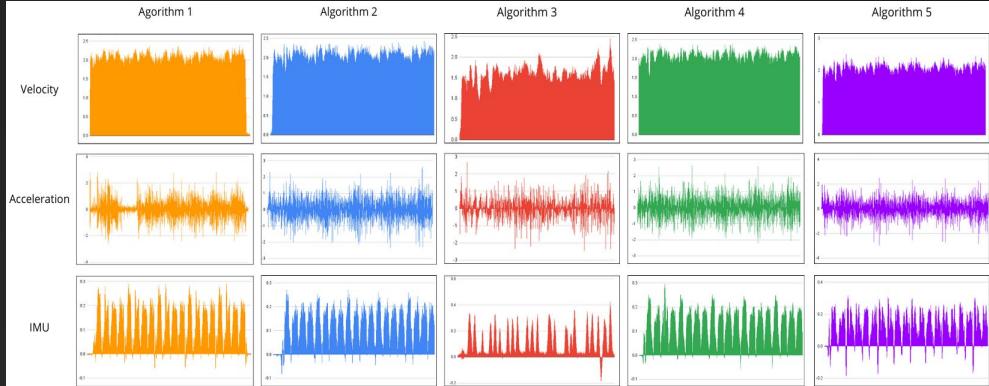


# Performance & Comparison

| Algorithm Name | Lane  | # of successful laps | Time (s) | Speed (m/s) | Jerkiness: Acceleration (m/s/s) | Zig Zag Factor: IMU |
|----------------|-------|----------------------|----------|-------------|---------------------------------|---------------------|
| Contour        | Inner | 5/5                  | 257      | 1.53        | 4.857873894                     | 0.1231172873        |
| Contour        | Outer | 5/5                  | 249      | 1.96        | 0.5089629265                    | 0.1168738107        |
| Birds Eye View | Inner | 5/5                  | 289      | 1.52        | 5.6663969926                    | 0.1018033431        |
| Birds Eye View | Outer | 5/5                  | 320      | 1.36        | 0.4709566919                    | 0.1033114171        |
| K-means        | Inner | 5/5                  | 240      | 1.64        | 0.4106803578                    | 0.129166573         |
| K-means        | Outer | 5/5                  | 250      | 1.95        | 0.4963880041                    | 0.1210361303        |
| DBscan         | Inner | 5/5                  | 257      | 1.53        | 0.4075250789                    | 0.1212667764        |
| DBscan         | Outer | 5/5                  | 251      | 1.94        | 0.5125099194                    | 0.1173864182        |

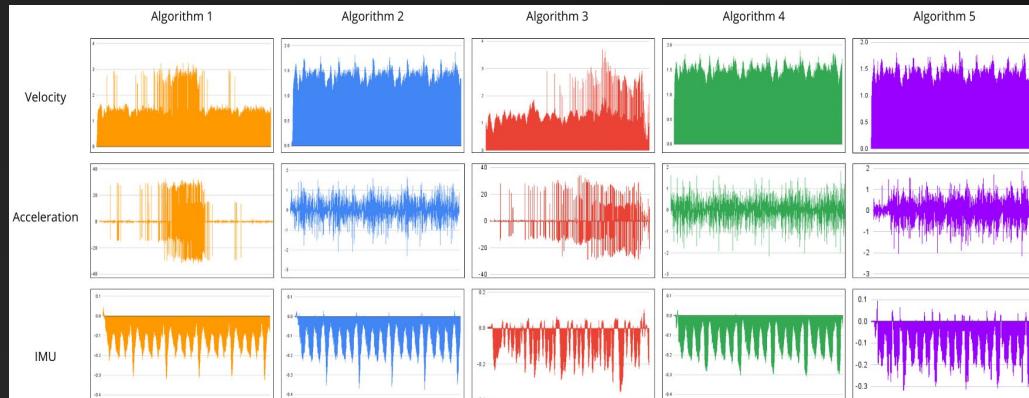


# Performance & Comparison



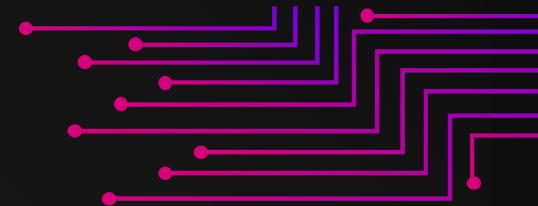
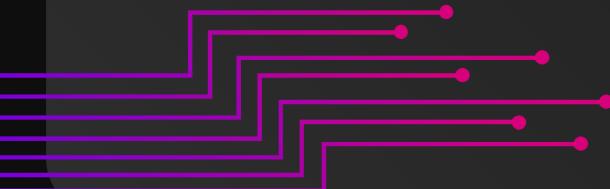
Outer Lane  
Results

Inner Lane  
Results



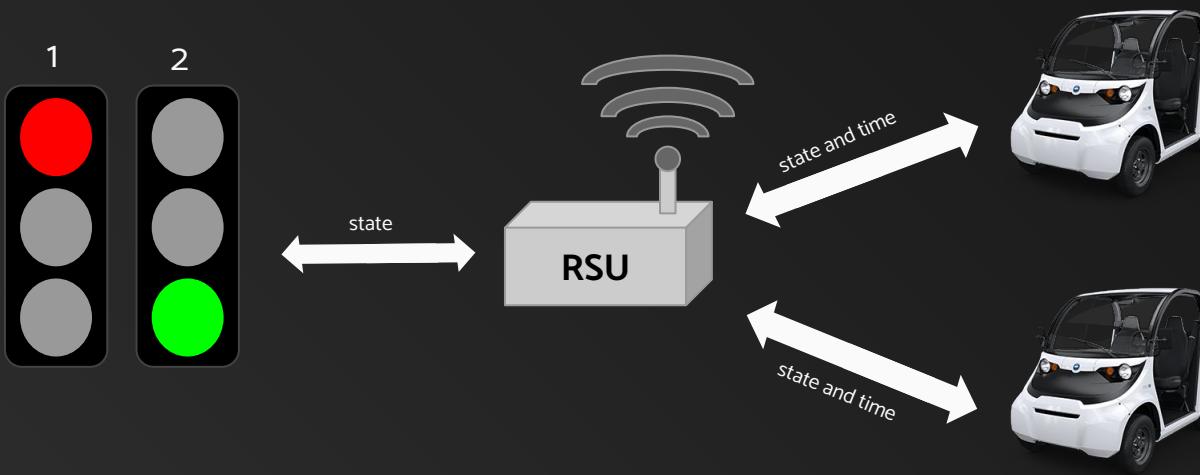
# 03 RSU

Establishing and Integrating a Connection



# Traffic Light Establishment

- Requirements
  - Centralized “brain” → vehicles focus on following lanes and expect to receive prepared-and-relevant information
  - Minimal hassle in establishing connections across nodes & computers
  - Potential for scalability
    - provide an effective yet simple-and-extensible proof of concept



# Traffic Light Implementation

- “Server-client” architecture → traffic light model runs on RSU as host to all network communications
- Light functions as human-facing descriptor of RSU’s current state connected through ROSSerial
  - routinely checks for connection & runs backup light procedure if connection drops
- Cars receive necessary information from RSU for their namespaces only



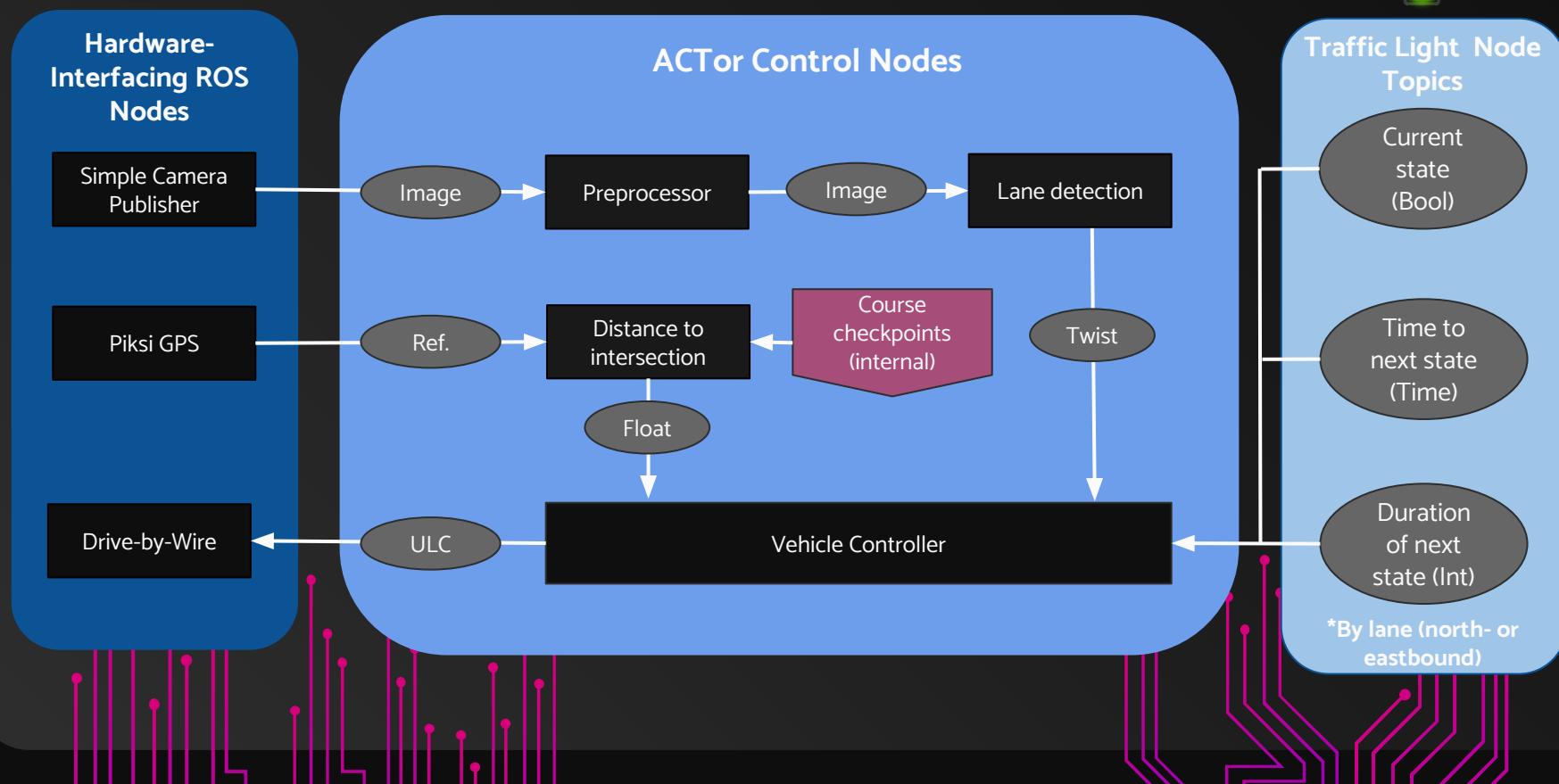
# 04 Architecture

Construction and Modularization





# ROS Node Architecture



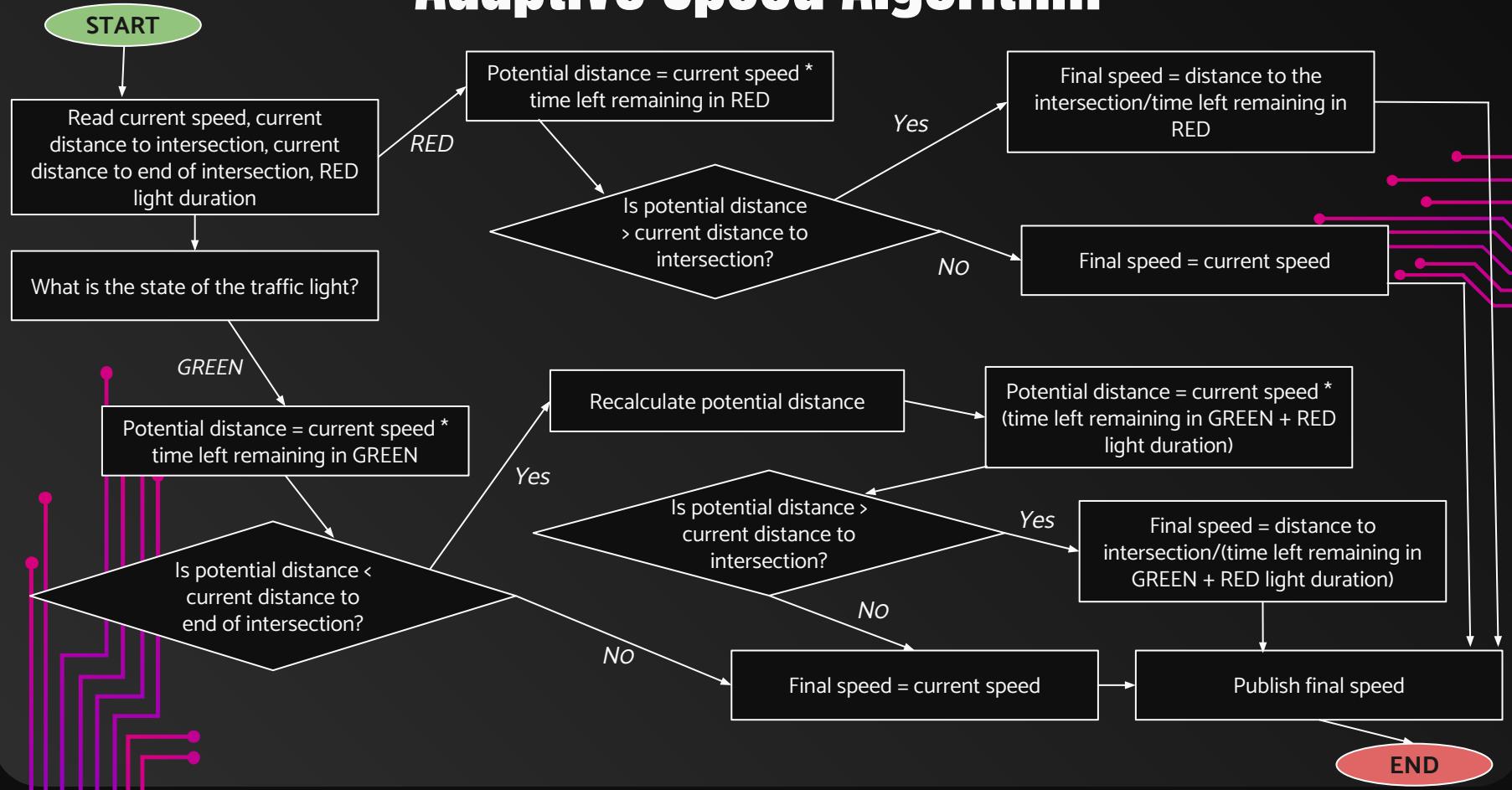


# 05 Speed Algorithm

GPS & Algorithm Analysis



# Adaptive Speed Algorithm



# Adaptive Speed Algorithm

| Light State | Going to cross intersection in this phase | Result         |
|-------------|---|----------------|
| RED         | Yes                                       | Slow Down      |
| RED         | No  | Maintain Speed |
| GREEN       | Yes                                       | Maintain Speed |
| GREEN       | No  | Slow Down      |

# Capturing Waypoints with GPS

- Need waypoints for an accurate approximation of true distance from vehicle to intersection
- Record GPS coordinates from the Piksi:  
*reference/piksi/position\_receiver\_0/sbp/pos\_llh*
- Generate .yaml file of waypoints for *both lanes*
- **Course Dimensions:**
  - Inner lane center length: ~80 meters
  - Outer lane center length: ~100 meters



# Calculating Waypoint Distance with GeoPy

## Definitions:

Let  $v = (\phi_v, \lambda_v)$  be the GPS coordinates of vehicle  $v$ .

Let  $w_i = (\phi_i, \lambda_i)$  be the GPS coordinates of waypoint  $w_i$ .

Let  $W = \{w_1, w_2, \dots, w_n\}$  be the set of all waypoints.

Let  $I \subset W$  be the set of all intersections.

The distance between points of a sphere  $h(\phi_1, \lambda_1, \phi_2, \lambda_2) =$

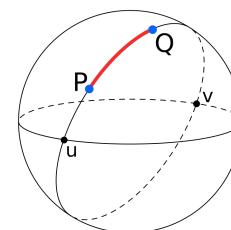
$$2r \cdot \arcsin \left( \sqrt{\sin^2 \left( \frac{\Delta\phi}{2} \right) + \cos(\phi_1) \cos(\phi_2) \sin^2 \left( \frac{\Delta\lambda}{2} \right)} \right)$$

**Find the waypoint  $w_i$  with the shortest distance to  $v$ :**

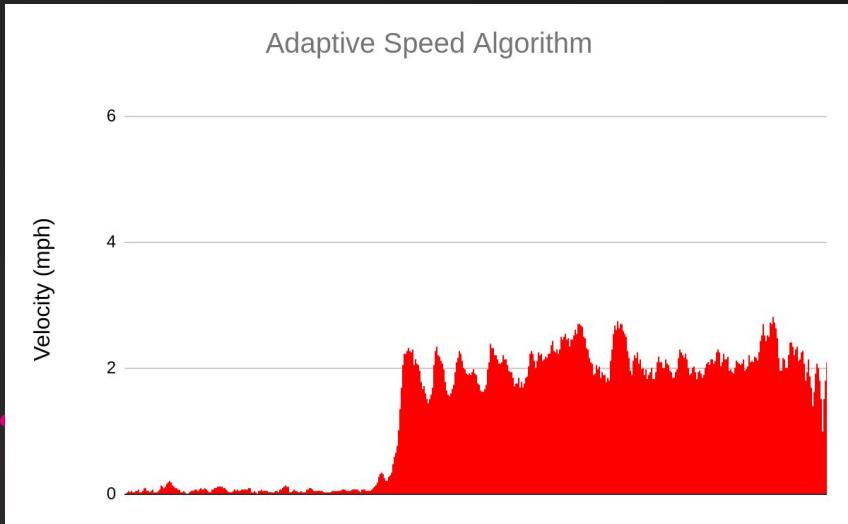
$$\text{Let } p = \min_{x \in W} h(x, v)$$

**Sum  $h(w_i, w_{i+1})$  from  $p$  to the next intersection:**

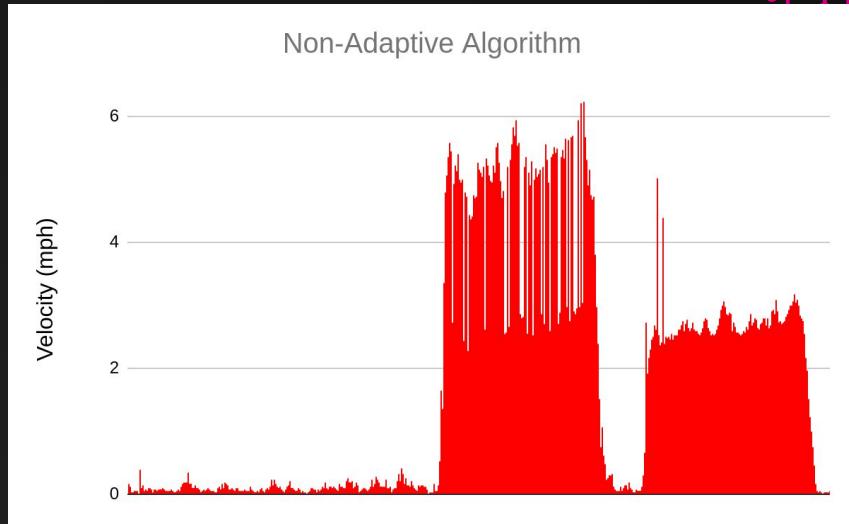
$$\sum_{i=p}^{k-1} h(w_i, w_{i+1}) \quad : w_k \in I \text{ and } k > p$$



# Adaptive Speed Algorithm Comparison



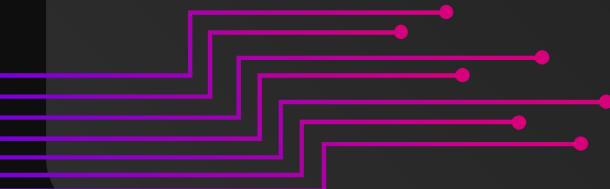
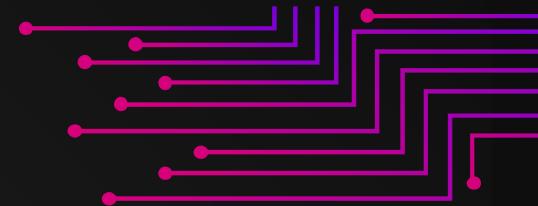
Adaptive Speed  
Algorithm



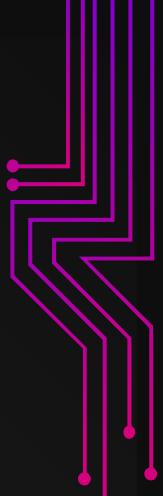
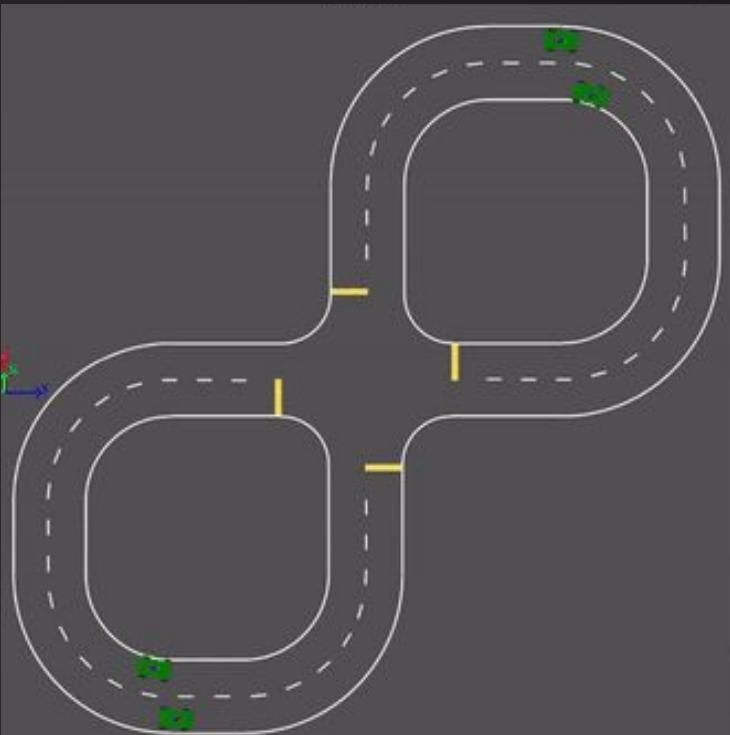
Non-Adaptive  
Speed Algorithm

# 06 Results

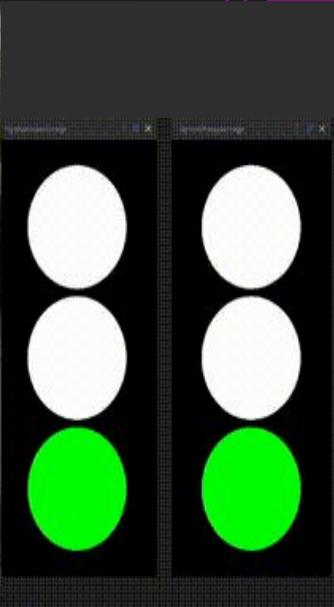
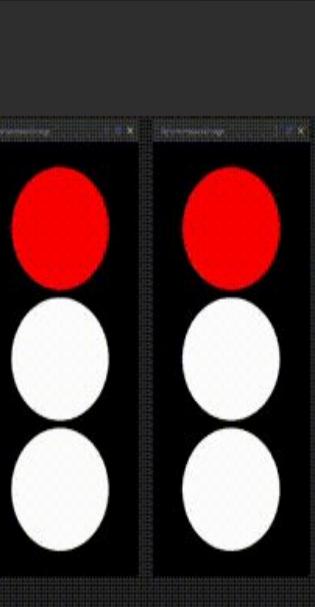
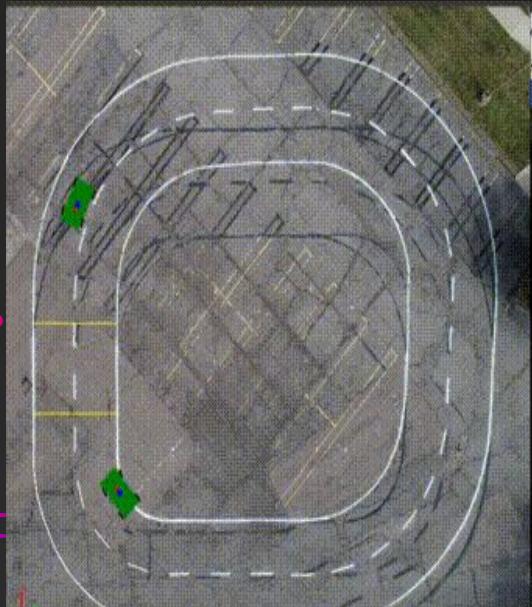
Analyze & Compare Courses



# Course Simulation: Figure 8

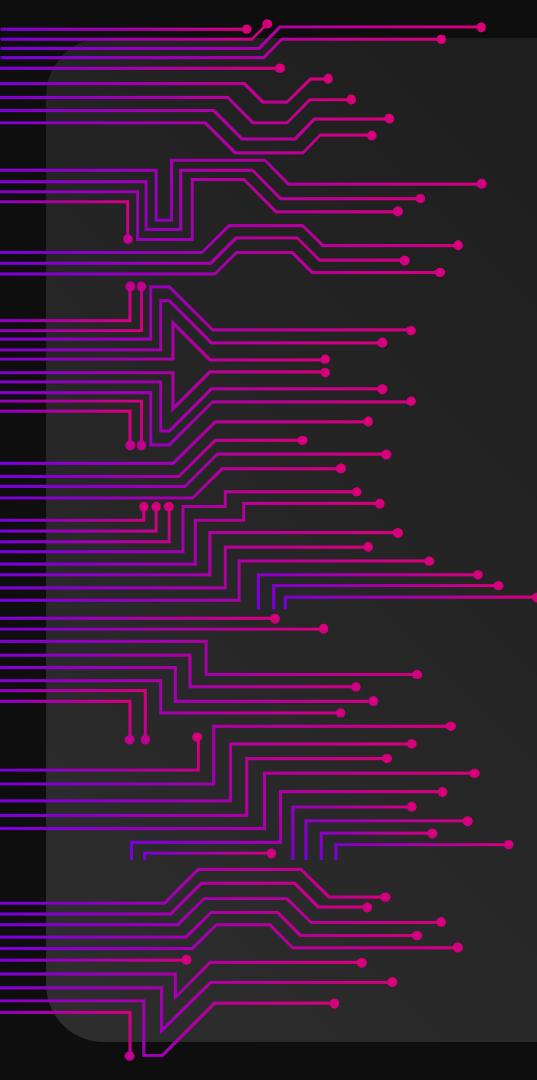


# Course Simulation: Lot H



# Algorithms Outside of Simulation





# 07 Conclusion

Performance & Future Works

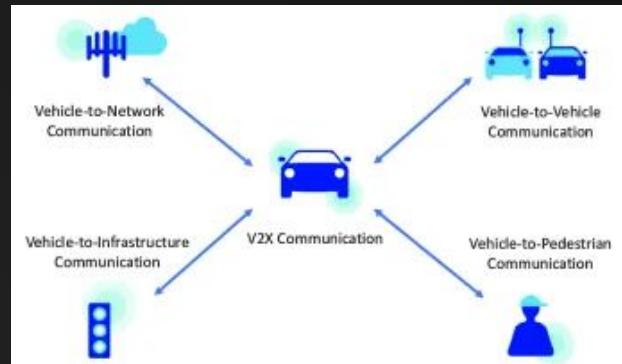


# Future Work

- Consider potential networking issues with RSU implementation and connection
  - Implement “speeding up” functionality with adaptive speed algorithm
  - Develop adaptive traffic control
    - Traffic light adjustment algorithms
    - Smart vehicle responses
    - Consideration of external safety factors
- 

# Summary

- Analysis of lane following algorithms
- RSU establishment and connection
- Adaptive speed algorithm improves efficiency and comfort
  - Less frequent stopping can improve safety



# Q & A

Thank you!

