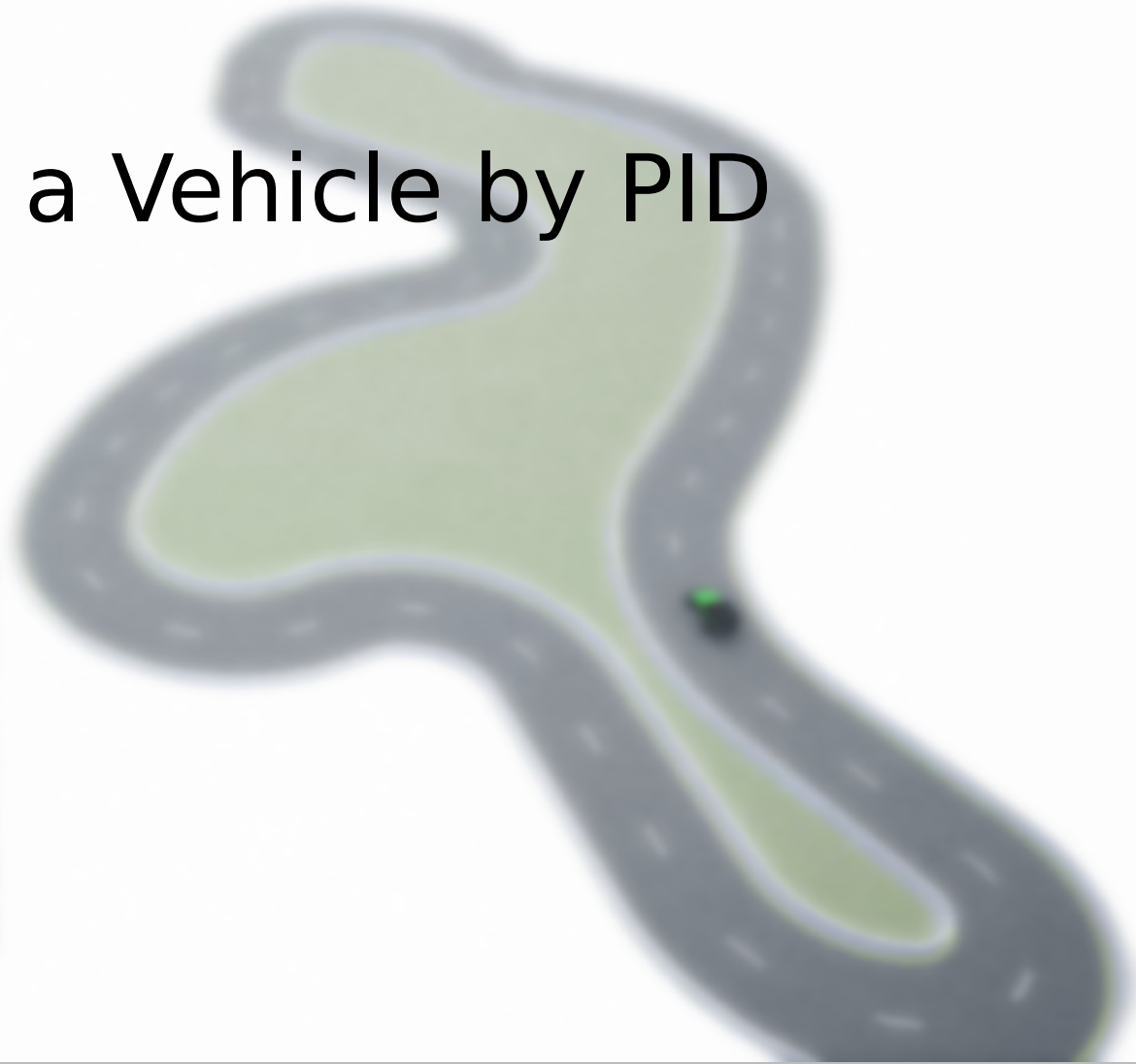


III Control a Vehicle by PID





Lesson 1 - 2



MoCAD Experimental Course Schedule (Carla-python)

	Course title	Course contents	Projects	
D1	Environment setup	<ol style="list-style-type: none">1. Course introduction2. Python Environment anaconda3. Carla quick start installation and linux build4. Spawning a vehicle in Carla with your own map (RoadRunner)5. Carla core concepts		Study Carla
D2	Running a vehicle by keyboard and collecting data	<ol style="list-style-type: none">1. Control a vehicle by apply_control method and keyboard2. Attach a rgb-image sensor on the vehicle3. Simulation time-step4. Try different sensors: RGB-camera, Depth-camera, Lidar, Obstacle ...	Simple: Sensors Control a vehicle by keyboard and use Carla python API to collect data from different sensors.	
D3	Running a vehicle by PID control	<ol style="list-style-type: none">1. Mapping and waypoint2. Global path planning3. Local planning4. PID controller		Use Carla
D4	Running a vehicle by behavior clone	<ol style="list-style-type: none">1. Collecting data2. Supervised learning3. Training Neural Network4. Control a vehicle by the trained NN	Intermediate: Leader-follower instance Use the keyboard to control the leader (first vehicle) and the second vehicle follows the leader by PID or behavior clone.	
D5	Running a vehicle by reinforcement learning I	<ol style="list-style-type: none">1. Introduce the reinforcement learning and DQN2. Create an Carla environment3. Building a DQN network4. Python multi-threading5. Training the network, agent interacts with Carla environment6. Control a vehicle by the trained NN		
D6	Running a vehicle by reinforcement learning II	<ol style="list-style-type: none">1. Continue action2. Multi-class regression problem3. Future work	Complex: Racing Use all the knowledge you have learned to control the vehicle so that it can complete a lap on the race road as quickly as possible.	

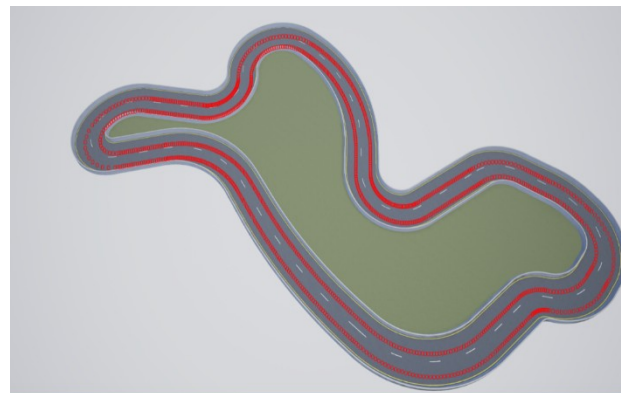
- Summary

- ① RoadRunner Plugin and import map;
- ② Server – Client ;
- ③ Core concepts;
 - a) Map waypoints;
 - b) Vehicle spawn;
 - c) Move the vehicle based on the waypoints;

- Demo



Carla Simulator



Waypoints



Vehicle spawn

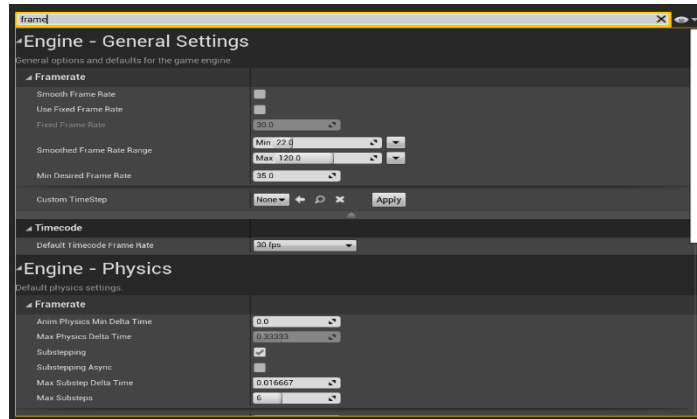
- Summary

- ① Spawn sensors (rgb-camera);
- ② Server – client FPS;
- ③ **Synchronous or asynchronous;**

- Demo



rgb-camera



Server – client FPS



Sensors



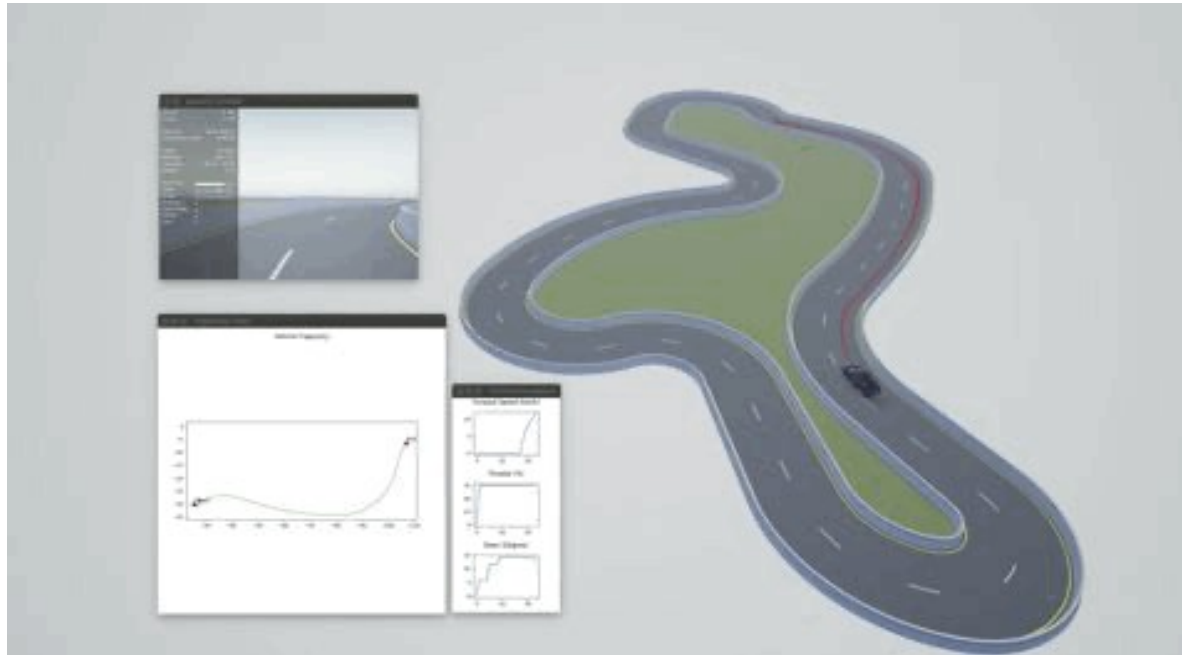
Outline



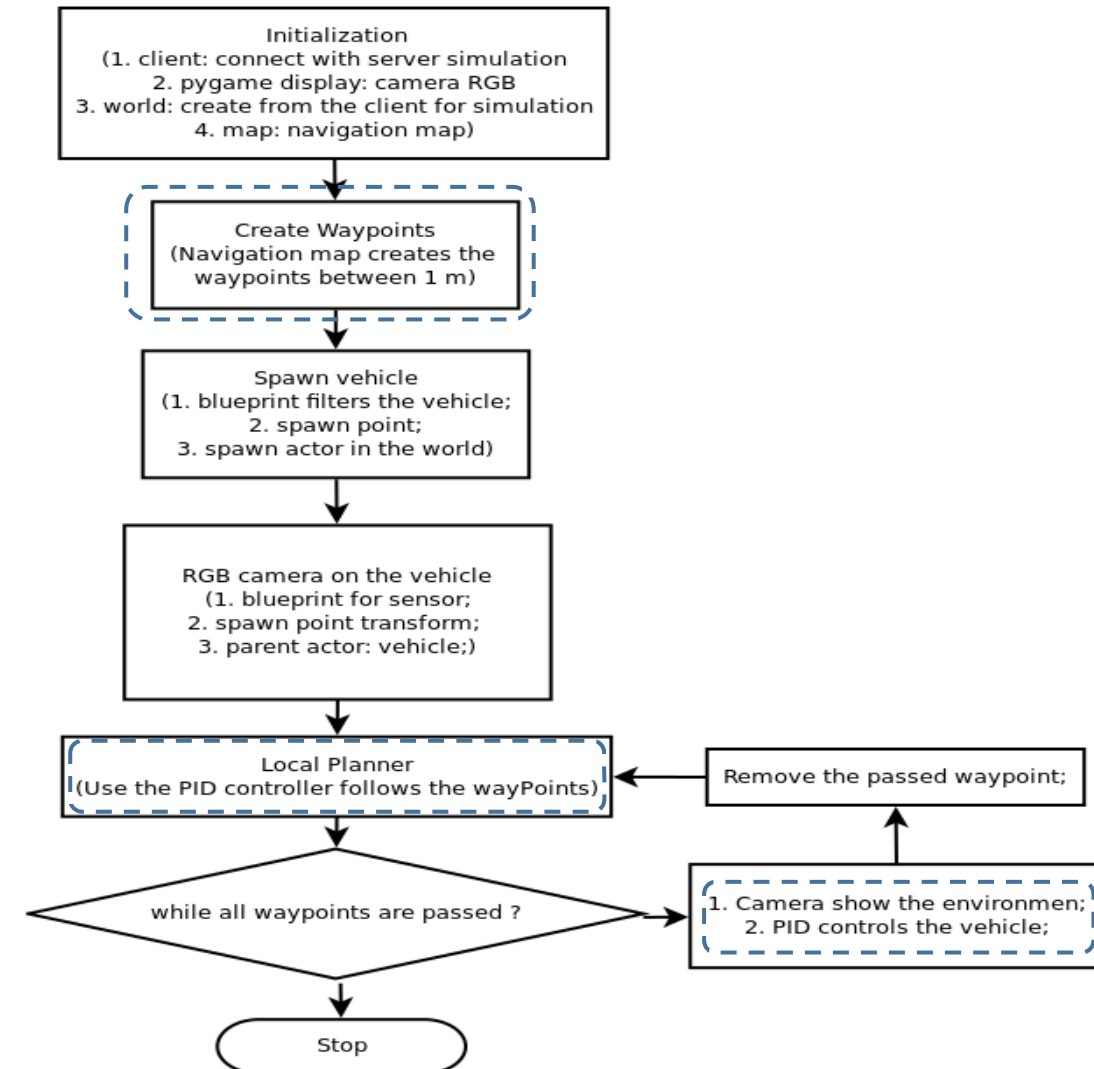
1. Mapping (UE4 RoadRunner)
2. Draw waypoints and Global path planning
3. Local planning step by step
4. PID controller

1. Mapping, draw waypoints

- UE4_RoadRunner_Carla (Day 1)

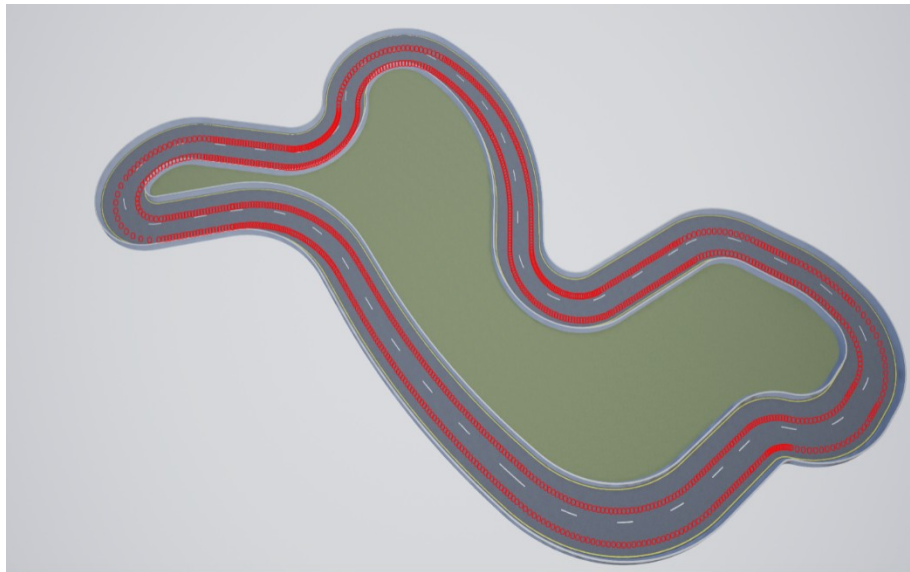


Control a vehicle by PID



2. Draw waypoints and Global path planning

- A Global path



All waypoints

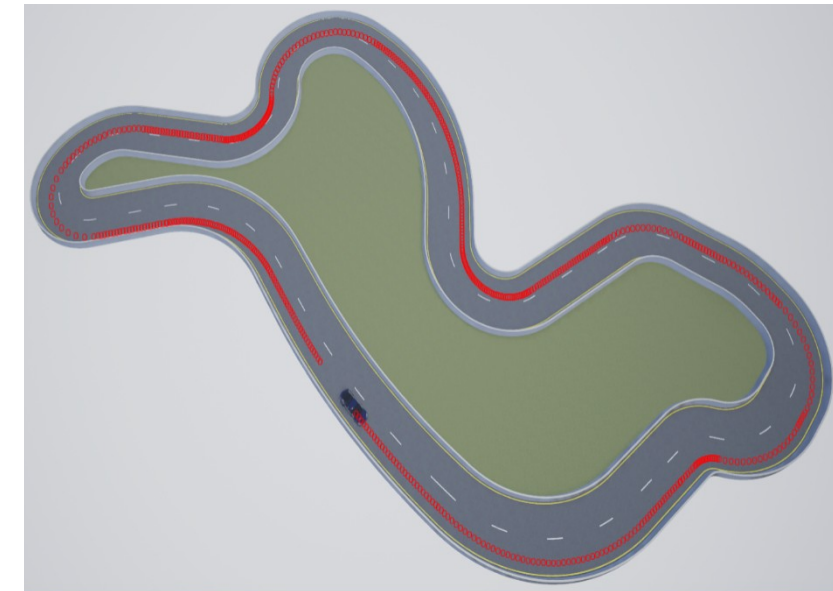
```
#####
# --- plan the route --- #
#####

# all waypoints based on the distance
map = world.get_map()
waypoints = map.generate_waypoints(distance=0.5)

# the waypoints on the same lane
left_lane_w, right_lane_w = list(), list()
for idx, w in enumerate(waypoints):
    if idx % 2 == 0:
        right_lane_w.append(w)
    else:
        left_lane_w.append(w)

# planning route
planning_route = right_lane_w[-90:] + right_lane_w[:500]

for w in planning_route:
    world.debug.draw_string(w.transform.location, '0', draw_shadow=False,
                           color=carla.Color(r=255, g=0, b=0), life_time=60.0,
                           persistent_lines=True)
```



A Global path



2. Draw waypoints and Global path planning

- PythonAPI

carla.Map

Class containing the road information and waypoint managing. Data is retrieved from an OpenDRIVE file that describes the road. A query system is defined which works hand in hand with [carla.Waypoint](#) to translate geometrical information from the .xodr to natural world points. CARLA is currently working with [OpenDRIVE 1.4 standard](#).

Instance Variables

- **name** (str)
The name of the map. It corresponds to the .umap from Unreal Engine that is loaded from a CARLA server, which then references to the .xodr road description.

Methods

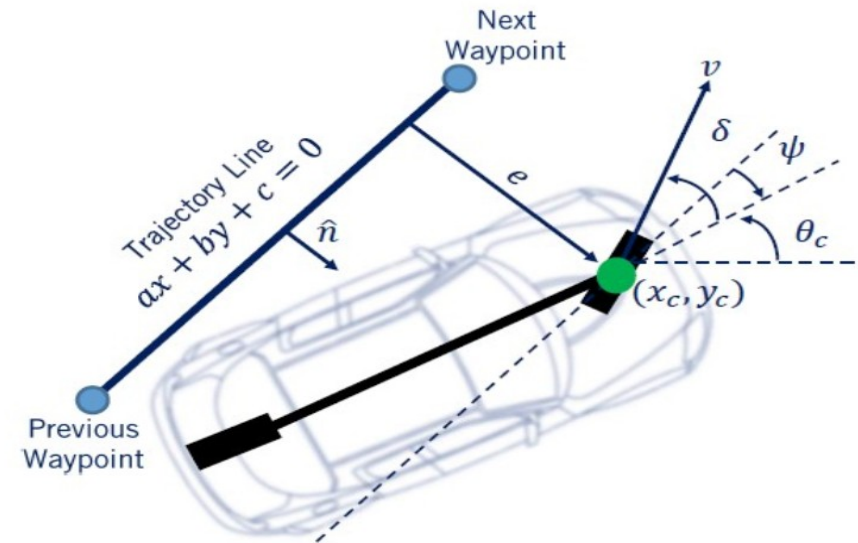
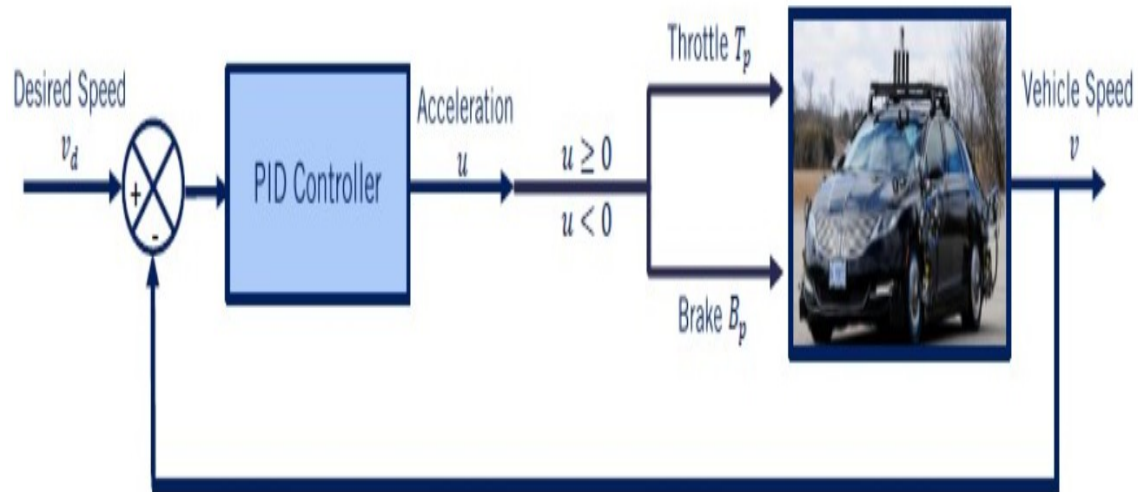
- **__init__(self, name, xodr_content)**
Constructor for this class. Though a map is automatically generated when initializing the world, using this method in no-rendering mode facilitates working with an .xodr without any CARLA server running.
 - **Parameters:**
 - **name** (str) – Name of the current map.
 - **xodr_content** (str) – .xodr content in string format.
 - **Return:** `list(carla.Transform)`
- **generate_waypoints(self, distance)**
Returns a list of waypoints with a certain distance between them for every lane and centered inside of it. Waypoints are not listed in any particular order. Remember that waypoints closer than 2cm within the same road, section and lane will have the same identifier.
 - **Parameters:**
 - **distance** (float - meters) – Approximate distance between waypoints.
 - **Return:** `list(carla.Waypoint)`

3. Local Planning

- Use PID controller to achieve the local planning

1. Longitudinal control (throttle and brake: velocity)

2. Lateral control (steer: orientation)



3. Local Planning

- Local planning : current waypoint and next waypoint

```
def run_step(self, target_speed=None):
    """
    Execute one step of local planning which involves
    running the longitudinal and lateral PID controllers to
    follow the waypoints trajectory.
    """
    if target_speed is not None:
        self._target_speed = target_speed
    else:
        # self._target_speed = self._vehicle.get_speed_limit() # the landmarkType.MaximumSpeed
        # modify the target speed, control the vehicle easily
        self._target_speed = 20

    # Buffering the waypoints
    if not self._waypoint_buffer:
        for i in range(self._buffer_size):
            if self.waypoints_queue:
                self._waypoint_buffer.append(self.waypoints_queue.popleft())
            else:
                break

    # Current vehicle waypoint
    self._current_waypoint = self._map.get_waypoint(self._vehicle.get_location())
```

1. Target : velocity and position

2. Current vehicle : velocity and position



2. Draw waypoints and Global path planning

- PythonAPI

Carla.Actor

- `get_location(self)`

Returns the actor's location the client received during last tick. The method does not call the simulator.

- **Return:** `carla.Location` – meters
- **Setter:** `carla.Actor.set_location`

Carla.Map

- `get_waypoint(self, location, project_to_road=True, lane_type=carla.LaneType.Driving)`

Returns a waypoint that can be located in an exact location or translated to the center of the nearest lane. Said lane type can be defined using flags such as `LaneType.Driving & LaneType.Shoulder`. The method will return **None** if the waypoint is not found, which may happen only when trying to retrieve a waypoint for an exact location. That eases checking if a point is inside a certain road, as otherwise, it will return the corresponding waypoint.

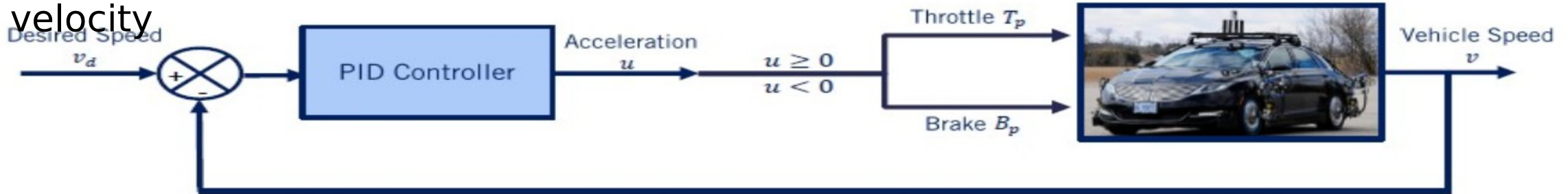
- **Parameters:**

- `location` (`carla.Location` – meters) – Location used as reference for the `carla.Waypoint`.
- `project_to_road` (`bool`) – If **True**, the waypoint will be at the center of the closest lane. This is the default setting. If **False**, the waypoint will be exactly in `location`. **None** means said location does not belong to a road.
- `lane_type` (`carla.LaneType`) – Limits the search for nearest lane to one or various lane types that can be flagged.

- **Return:** `carla.Waypoint`

4. PID controller

- PID (Proportion, Integration, Differentiation) controller: Longitudinal control velocity



$$u = K_P(v_d - v) + K_I \int_0^t (v_d - v)dt + K_D \frac{d(v_d - v)}{dt}$$

$K_P = 0.0 \quad K_I = 0.0 \quad K_D = 0.0$

- ① : Proportion Example (water level Control):

$$U = K_P * \text{Error} \quad (K_P = 0.5)$$

round 1 : Error = 0.8m

round 2 : Error = 0.4m

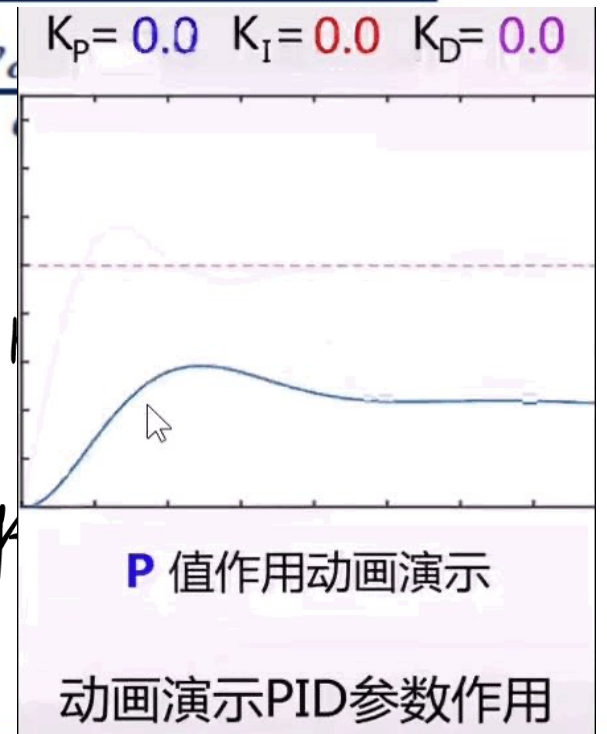
- ② : Integration

$$U = K_P * \text{Error} + K_I * \int \text{Error} dt$$

Note: ① Make the control system

- ③ : Differentiation

$$U = K_P * \text{Error} + K_I * \int \text{Error} dt + K_D * [\text{Error}(t) - \text{Error}(t-1)]$$



4. PID controller

- PID controller : Longitudinal control velocity

No Carla PythonAPI

Numpy np.clip [-1.0, 1.0]

```
def _pid_control(self, target_speed, current_speed):
```

```
    """
```

```
    Estimate the throttle/brake of the vehicle based on the PID equations
```

```
    :param target_speed: target speed in Km/h
```

```
    :param current_speed: current speed of the vehicle in Km/h
```

```
    :return: throttle/brake control
```

```
    """
```

```
    error = target_speed - current_speed
```

```
    self._error_buffer.append(error)
```

```
    if len(self._error_buffer) >= 2:
```

```
        _de = (self._error_buffer[-1] - self._error_buffer[-2]) / self._dt
```

```
        _ie = sum(self._error_buffer) * self._dt
```

```
    else:
```

```
        _de = 0.0
```

```
        _ie = 0.0
```

```
    return np.clip((self._k_p * error) + (self._k_d * _de) + (self._k_i * _ie), -1.0, 1.0)
```

$$u = K_P(v_d - v) + K_I \int_0^t (v_d - v) dt + K_D \frac{d(v_d - v)}{dt}$$

4. PID controller

- PID controller : Lateral control orientation

```
def _pid_control(self, waypoint, vehicle_transform):
    """
    Estimate the steering angle of the vehicle based on the PID equations

    :param waypoint: target waypoint
    :param vehicle_transform: current transform of the vehicle
    :return: steering control in the range [-1, 1]
    """
    v_begin = vehicle_transform.location
    v_end = v_begin + carla.Location(x=math.cos(math.radians(vehicle_transform.rotation.yaw)),
                                     y=math.sin(math.radians(vehicle_transform.rotation.yaw)))

    v_vec = np.array([v_end.x - v_begin.x, v_end.y - v_begin.y, 0.0])
    w_vec = np.array([waypoint.transform.location.x -
                      v_begin.x, waypoint.transform.location.y -
                      v_begin.y, 0.0])

    _dot = math.acos(np.clip(np.dot(w_vec, v_vec) /
                               (np.linalg.norm(w_vec) * np.linalg.norm(v_vec)), -1.0, 1.0))

    _cross = np.cross(v_vec, w_vec)

    if _cross[2] < 0:
        _dot *= -1.0

    self._e_buffer.append(_dot)
    if len(self._e_buffer) >= 2:
        _de = (self._e_buffer[-1] - self._e_buffer[-2]) / self._dt
        _ie = sum(self._e_buffer) * self._dt
    else:
        _de = 0.0
        _ie = 0.0

    return np.clip((self._k_p * _dot) + (self._k_d * _de) + (self._k_i * _ie), -1.0, 1.0)
```

1.Orientation : vehicle and target waypoint

2. Proportional

3. Integral and derivative

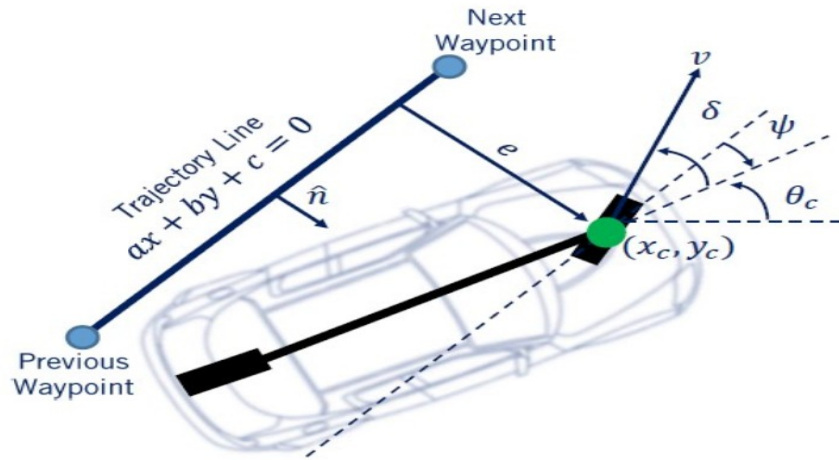


5. Better performance

1. Mapping , more waypoints
2. Limit max speed
3. Client FPS, Computer performance
4. Other controller

5. Better performance -- Stanley controller

- Stanley controller : Steer



- Cross track error:

$$e = \frac{ax_c + by_c + c}{\sqrt{a^2 + b^2}}$$

- Cross track steering:

$$\tan^{-1} \left(\frac{ke}{v} \right)$$

- Heading error:

$$\psi = \tan^{-1} \left(\frac{-a}{b} \right) - \theta_c$$

- Total steering input:

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

```
# --- 1. calculate heading error --- #
first_location = waypoints[0].transform.location
last_location = waypoints[-1].transform.location
yaw_path = np.arctan2(last_location.y - first_location.y, last_location.x - first_location.x)
yaw_diff = yaw_path - vehicle_transform.rotation.yaw
yaw_diff = yaw_diff * 2 * np.pi / 360
if yaw_diff > np.pi:
    yaw_diff -= 2 * np.pi
if yaw_diff < - np.pi:
    yaw_diff += 2 * np.pi

# --- 2. calculate crosstrack error --- #
vehicle_location = vehicle_transform.location
current_xy = np.array([vehicle_location.x, vehicle_location.y])
min_error = 1000
min_waypoints = None
for w in waypoints:
    target_xy = np.array([w.transform.location.x, w.transform.location.y])
    c_error = np.sum((current_xy-target_xy)**2)
    if c_error < min_error:
        min_error = c_error
        min_waypoints = target_xy
crosstrack_error = min_error
yaw_cross_track = np.arctan2(vehicle_location.y - waypoints[0].transform.location.y,
                             vehicle_location.x - waypoints[0].transform.location.x)
```

Control a Vehicle by PID

- Design a new global path;
- Show the vehicle state information;
- Try different controller Stanley, PI, PD;

Carla over !





(J3016) Automation Levels

SAE (J3016) Automation Levels^[57]

SAE Level	Name	Narrative definition		Execution of steering and acceleration/ deceleration	Monitoring of driving environment	Fallback performance of dynamic driving task	System capability (driving modes)	
Human driver monitors the driving environment								
0	No Automation	The full-time performance by the human driver of all aspects of the dynamic driving task, even when "enhanced by warning or intervention systems"		Human driver	Human driver	Human driver	n/a	
1	Driver Assistance	The driving mode-specific execution by a driver assistance system of "either steering or acceleration/deceleration"	using information about the driving environment and with the expectation that the human driver performs all remaining aspects of the dynamic driving task	Human driver and system			Some driving modes	
2	Partial Automation	The driving mode-specific execution by one or more driver assistance systems of both steering and acceleration/deceleration		System				
Automated driving system monitors the driving environment								
3	Conditional Automation	The driving mode-specific performance by an automated driving system of all aspects of the dynamic driving task	with the expectation that the human driver will respond appropriately to a request to intervene	System	System	Human driver	Some driving modes	
4	High Automation		even if a human driver does not respond appropriately to a request to intervene			System	System	Many driving modes
5	Full Automation		under all roadway and environmental conditions that can be managed by a human driver					All driving modes

- **Assisted driving**

- ① L0 □ Keyboard;
- ② L1 □ keyboard + Lane invasion detector □ Lane line keeping;
- ③ L2 □ keyboard + Obstacle detector □ Safe distance;

- **Autonomous driving**

- ① L3 □ PID + Human driver □ ... ;
- ② L4 □
- ③ L5 □