# Control and Trajectory Tracking for Autonomous Vehicle

## Step 1: Building the PID controller object

- Complete the TODO in the pid_controller.h and pid_controller.cpp.
- Running the simulator and see in the desktop mode the car in the CARLA simulator. The car is found not to move.


## Step 2: PID controller for throttle:

- In main.cpp, completing the TODO (step 2) to compute the error for the throttle pid.

## Step 3: PID controller for steer

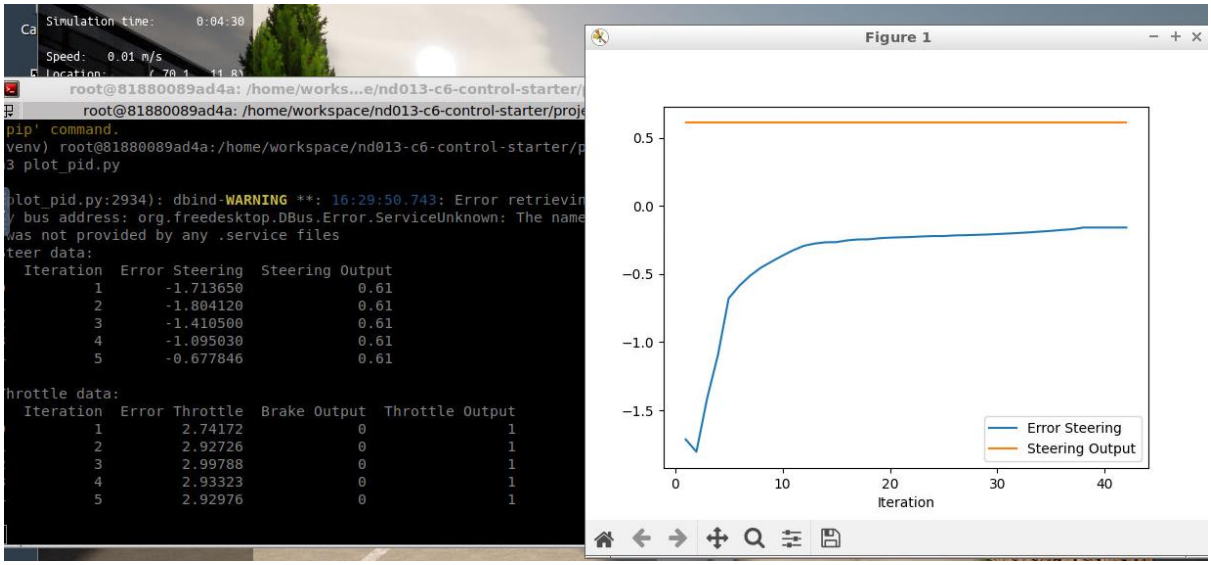
Different parameters for tried for gain factors. Following parameters lead to collision with wall.

| | Kp | Kd | Ki | Maximum output | Minimum output |
|---|---|---|---|---|---|
| Throttle | 0.21 | 0.0009 | 0.1 | 1.0 | -1.0 |
| Steer | 0.4 | 0.01 | 0.8 | 0.61 | -0.61 |

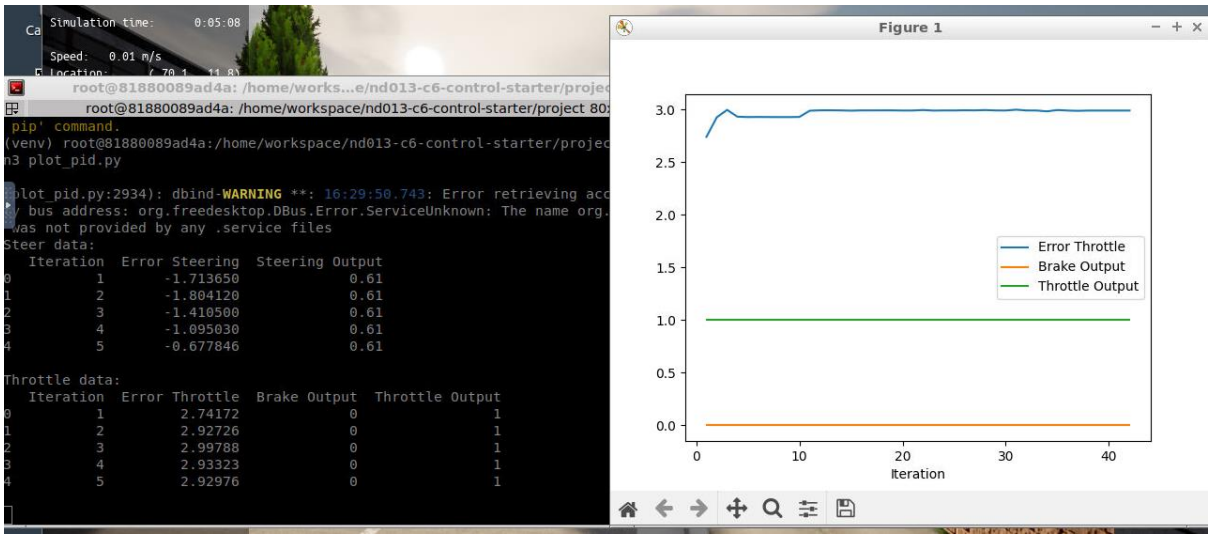
In the simulation, the car is found to be colliding with the wall.

## Step 4: Evaluating the PID efficiency

Q1. Add the plots to your report and explain them (describe what you see).




Error steering and steering output




Error throttle, brake output and throttle output


***Q2. What is the effect of the PID according to the plots? How does each part of the PID effect the control command?***

- The values of proportional gain, if it is low lead to haphazard steering, if the values are high it will lead to overshoot and oscillations.
- This is one of the limitations of PID controller
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***Q3. How would you design a way to automatically tune the PID parameters?***

- As discussed in the lesson, one of the ways is to use Twiddle algorithm.
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***Q4. PID controller is a model-free controller, i.e. it does not use a model of the car. Could you explain the pros and cons of this type of controller?***

Pros:

a. It is widely used, tested and trial theory
b. It is easy to understand

Cons:

a. Parameter optimization/ tuning is more of hit and trial technique
b. This controller cannot deal with complex scenarios like sharp turns, turns in intersections etc.
c. There is limitation in handling high-dimensional nonlinear equations.