



Above is the MPC solver equations from the lecture.

The MPC model receives data per N timestamps. Duration of time is dt. For each timestamp, all the vehicle states will need to be updated according to the equations

The vehicle state contains:

- X: x position of the host
- Y: y position of the host
- Psi: yaw
- V: velocity:
- Cte: cross traffic error
- epsi: yaw error
- delta: steering angle
- a:acceleration

The cost function is calculating the cte sum for speed and trajectory. The cost function will need the state, actuation for getting a value. The weight for each state matters for actual model behavior. I this project, I manually tuned the params to make it stable in simulator. There could be better automatic ways for tuning that, which is my todo item after finishing the project.

2. Student discusses the reasoning behind the chosen N (timestep length) and dt (elapsed duration between timesteps) values. Additionally the student details the previous values tried.

The value are set to N= 10 and dt= 0.1. I don't actually get the intuition of tuning this param. I tried different values including:

```
N= 5 and dt= 0.1.

N= 10 and dt= 0.1.

N= 20 and dt= 0.1.

N= 30 and dt= 0.1.

N= 10 and dt= 0.2.

N= 10 and dt= 0.3.
```

Seems N= 10 and dt= 0.1 is the best according to observations.

I also visit other people's repo for idea about this, but seems the default is the best option for most people. I think in real sensor the timestamp might be a fixed value provided by manufacture, so I need to understand more about what is the impact of tuning this param.

3. A polynomial is fitted to waypoints. If the student preprocesses waypoints, the vehicle state, and/or actuators prior to the MPC procedure it is described.

In the simulator, the yellow line is the received trajectory poly fit while the green one is the MPC predicted trajectory. The positions x, y are transformed to AUTOSAR coordinate for fitting the curve correctly. The handing code is located in main.cpp

4. The student implements Model Predictive Control that handles a 100 millisecond latency. Student provides details on how they deal with latency.

This is handled in main.cpp. The dt is accounting for state change, therefore the all the states are updated for dt per the updating equations.

The code is as follows:

```
// Account for latency 100ms for all the state
double dt = uilatency / 1000;
double x_lat = v * dt;
double y_lat = 0;
double psi_lat = v * steer_value / lf * dt;
double v_lat = v + throttle_value * dt;
double cte_lat = cte + v * sin(epsi) * dt;
double epsi_lat = epsi + v * steer_value / lf * dt;
```