

Trajectory Follower Pros and Cons? #4598

Unanswered **saina-ramyar** asked this question in Q&A



saina-ramyar on Apr 4

We are exploring the possibility of incorporating autoware.auto's trajectory follower controller into our open-source automated vehicle software (CARMA Platform), and testing it on a live passenger vehicle. We'd appreciate feedback from the community regarding their experiences with this controller. How does it perform? What speeds can it achieve? Is it straightforward to tune? Additionally, we are interested in any significant performance differences compared to autoware.auto's Pure Pursuit controller.

↑ 3

Category

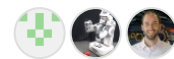


Q&A

Labels

component:control

3 participants



1 comment · 2 replies

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takayuki5168 on Apr 10 Collaborator

@takayuki5168 will answer.

↑ 2

2 replies



JonSmet on Apr 18

Hello @takayuki5168, thank you for taking the time to read and think on these questions. Just wanted to reach out and see whether you've had a time to put together a response?



takayuki5168 on May 10 Collaborator

@JonSmet

Sorry to be late.

Autoware.Auto's trajectory follower is very close to the Autoware.Universe's trajectory follower which is used by default. So the performance is supposed to be good.

We've tested around 60km/h with the real vehicle. I don't know in detail how much speed is available, but there is no explicit speed limit in the implementation,

I think it's comparatively straightforward to tune.

Pure pursuit controller may be easier to tune, but the performance is much worse than the trajectory follower due to its simple logic.