

本科毕业论文答辩  
Bachelor Thesis Defense



# 自动驾驶车辆的分布式协调方案

## Tree Structured Traffic Coordination with Decentralized Optimization

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# Outline



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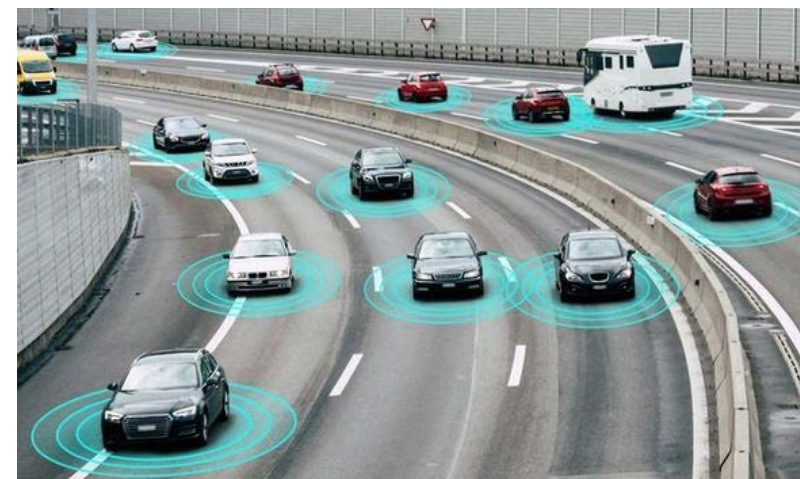
# Motivation & Background



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coordinate  
vehicles

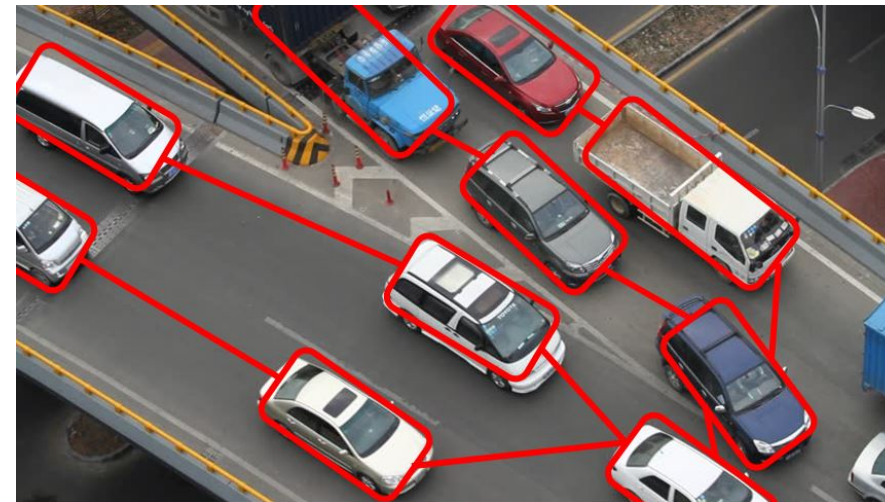
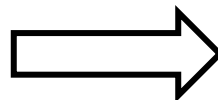
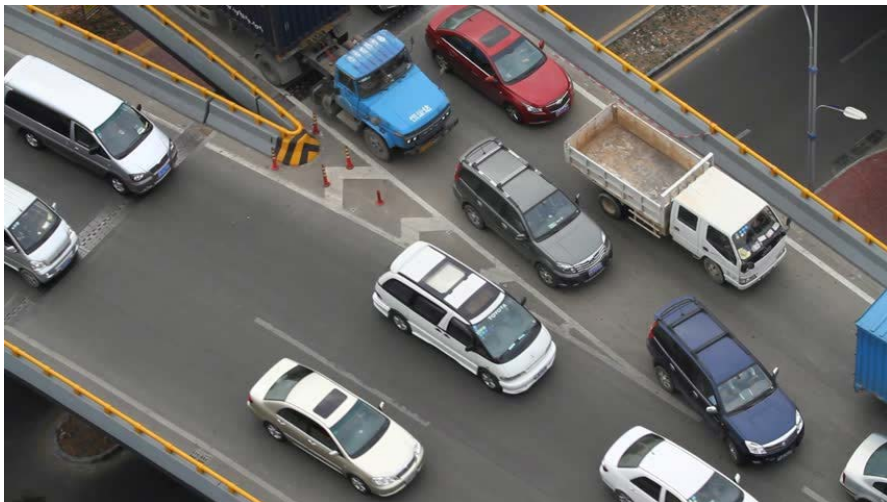


- Alleviate traffic congestion
- Autonomous driving

# Motivation & Background



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Traffic Coordination

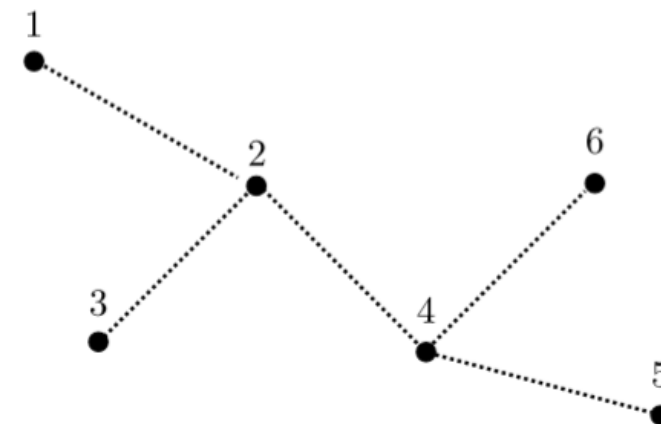
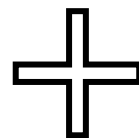
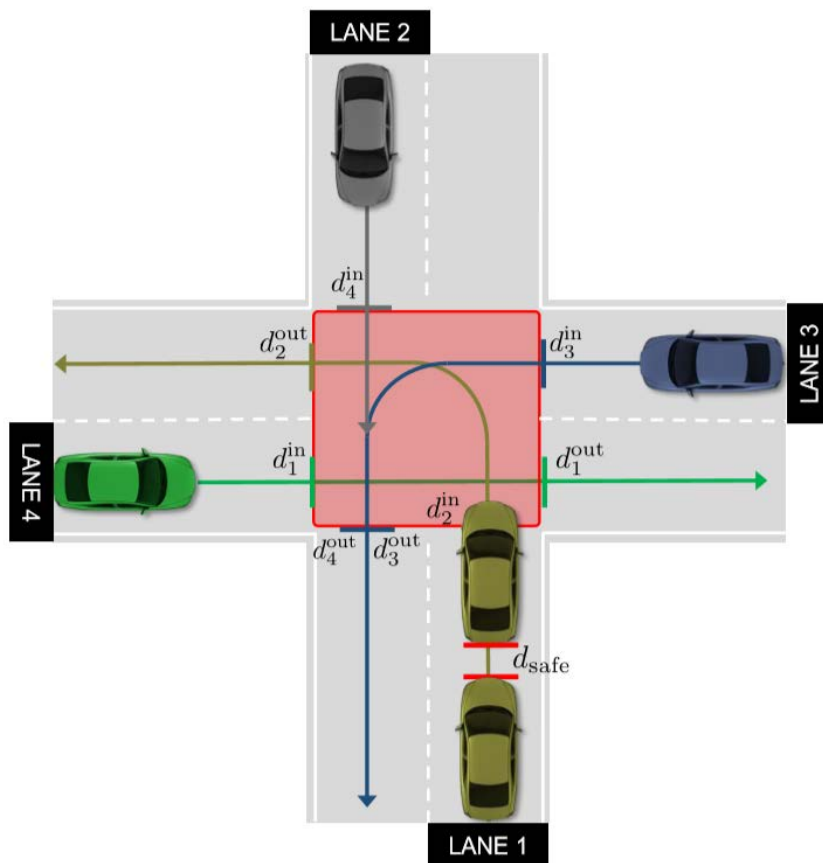
Network Structure  
Tree-structured Network



# Motivation & Background



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$$V^* = \min_x \sum_{i \in \mathcal{N}} F_i(x_i) \quad \text{s.t.} \quad \begin{cases} \forall (i, j) \in \mathcal{E}^+, \\ S_{i,j} x_i = S_{j,i} x_j. \end{cases}$$

Y. Jiang, M. Zanon, R. Hult, and B. Houska. IFAC 2017  
Distributed algorithm for optimal vehicle coordination at traffic intersections.

J. Shi, Y. Zheng, Y. Jiang, M. Zanon, R. Hult, and B. Houska. CDC 2018  
Distributed control algorithm for vehicle coordination at traffic intersections.

Y. Jiang, D. Kouzoupis, H. Yin, M. Diehl, and B. Houska.  
Decentralized Optimization over Tree Graphs.  
arXiv preprint arXiv:1910.09206.

# System Model



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- Vehicle Kinematics

$$x_{i,k+1} = \underbrace{\begin{bmatrix} 1 & h \\ 0 & 1 \end{bmatrix}}_A \cdot x_{i,k} + \underbrace{\begin{bmatrix} 0 \\ \frac{h^2}{2} \end{bmatrix}}_B \cdot u_{i,k}$$

$$x_{i,k} = \begin{bmatrix} s_{i,k} \\ v_{i,k} \end{bmatrix}$$

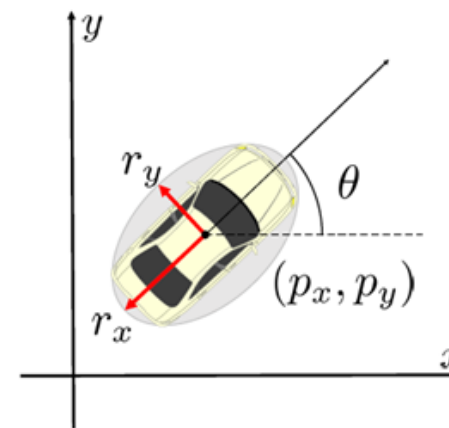
$$v_i^{\min} \leq v_{i,k} \leq v_i^{\max}$$

$$u_i^{\min} \leq u_{i,k} \leq u_i^{\max}$$

- Local to Global coordinates

$$p_i(s_{i,k}) = \begin{bmatrix} p_{i,x}(s_{i,k}) \\ p_{i,y}(s_{i,k}) \end{bmatrix} = \begin{bmatrix} \sum_{l=0}^{n_p} \alpha_n^{x,l} B_n^{x,l}(s_{i,k}) \\ \sum_{l=0}^{n_p} \alpha_n^{y,l} B_n^{y,l}(s_{i,k}) \end{bmatrix}$$

- Vehicle Shape



Shape ellipse:  $\mathcal{E}(p_{i,k}, Q(\theta_{i,k}))$

$$Q(\theta_{i,k}) = \begin{bmatrix} r_x^2 \cos^2 \theta_{i,k} + r_y^2 \sin^2 \theta_{i,k} & 0.5 \sin 2\theta_{i,k} (r_x^2 - r_y^2) \\ 0.5 \sin 2\theta_{i,k} (r_x^2 - r_y^2) & r_x^2 \sin^2 \theta_{i,k} + r_y^2 \cos^2 \theta_{i,k} \end{bmatrix}$$

# Collision Avoidance

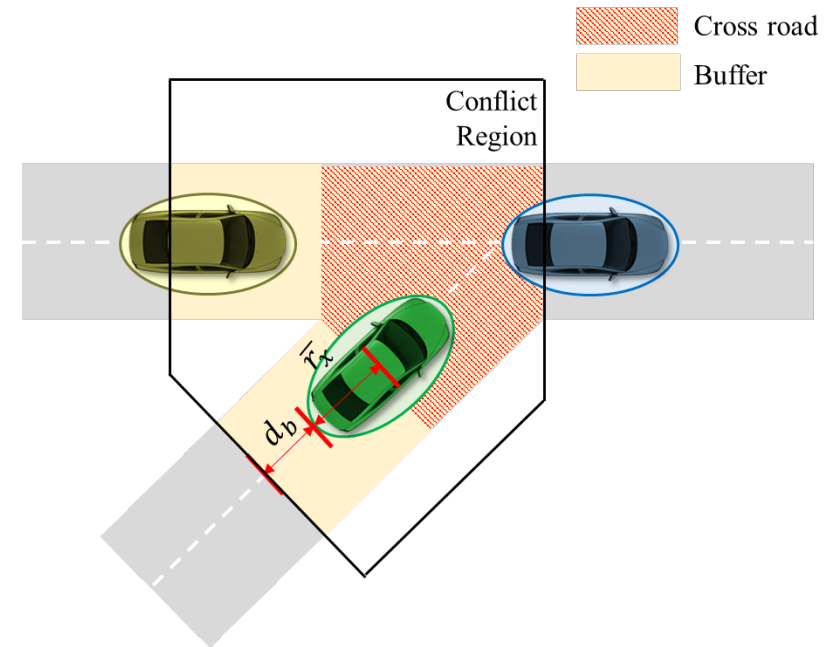
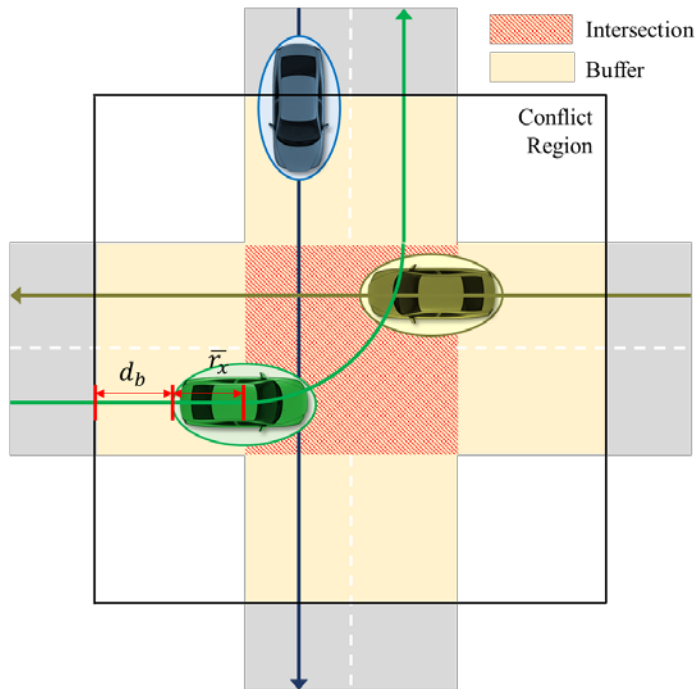
## Conflict Region



$$\mathcal{C}_i = [s_i^{in}, s_i^{out}]$$

outside: Rear-end Collision

inside: Rear-end and Side Collision



$$l_b = d_b + \bar{r}_x$$

$d_b$ : minimum braking distance

$\bar{r}_x$ : longest semi-axis

# Collision Avoidance

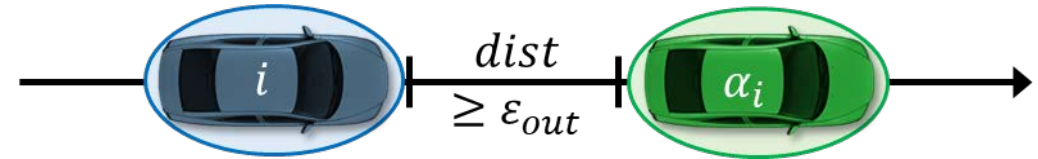
## Rear-end and Side Collision Avoidance



- Rear-end Collision Avoidance

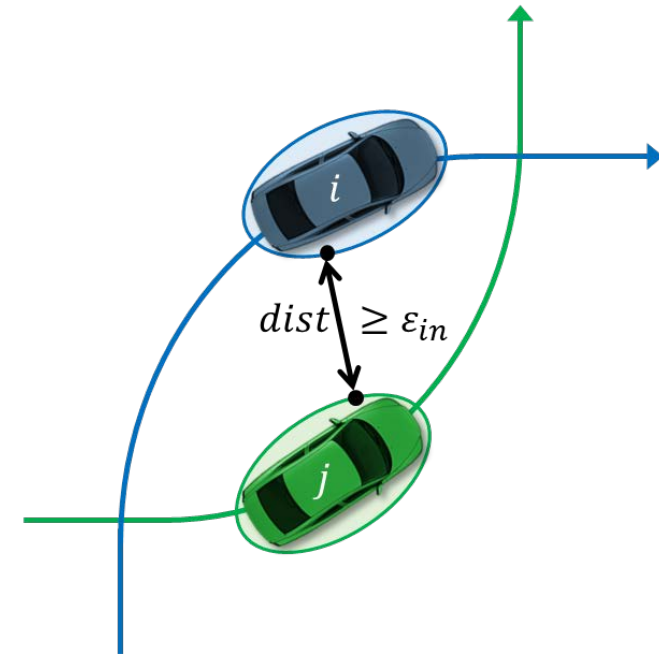
Assumption: Paths are straight outside conflict region

$$\delta_{i,a_i,k} = s_{i,k} - s_{a_i,k} - r_{i,x} - r_{a_i,x} \geq \varepsilon_{out}$$



- Side Collision Avoidance

$$\text{dist} \left( \mathcal{E} \left( p_{i,k}, Q_i(\theta_{i,k}) \right), \mathcal{E} \left( p_{j,k}, Q_j(\theta_{j,k}) \right) \right) \geq \varepsilon_{in}$$





# Collision Avoidance

## Distance between Ellipses



$$\text{dist}(\mathcal{E}(q_1, Q_1), \mathcal{E}(q_2, Q_2)) \geq d_{12}$$

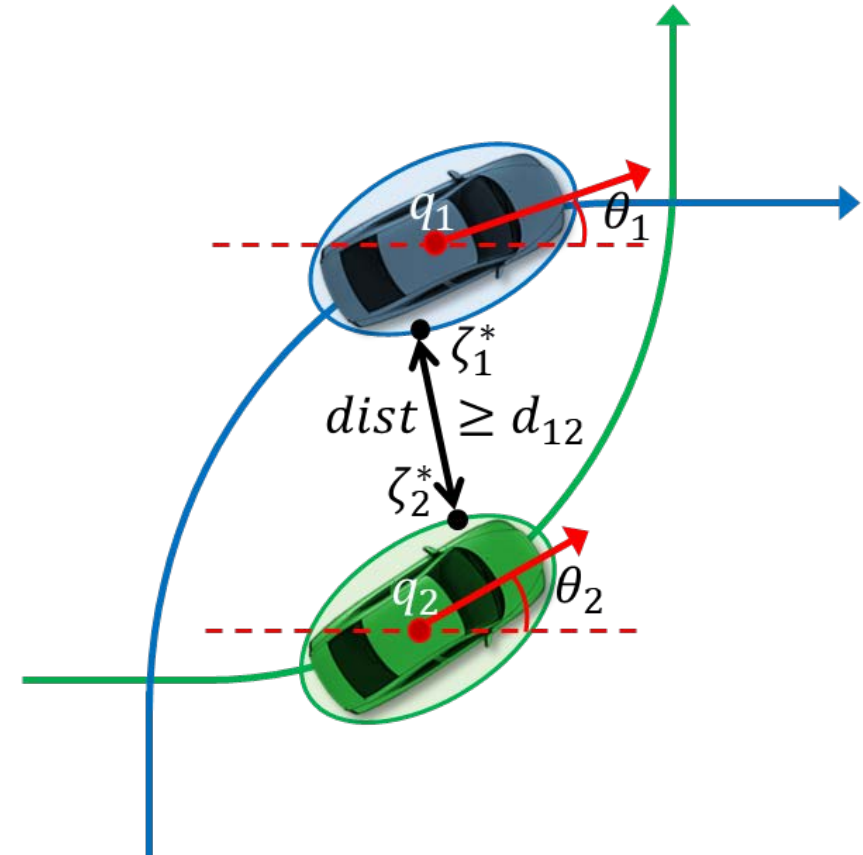


exist  $\delta = (\delta_1, \delta_2) \in \mathbb{R}^2$  satisfy

$$\begin{cases} \|\zeta_1(\delta) - \zeta_2(\delta)\|_2 \geq d_{12} \\ (\zeta_1(\delta) - q_1)^T Q_1^{-1} (\zeta_1(\delta) - q_1) = 1 \\ (\zeta_2(\delta) - q_2)^T Q_2^{-1} (\zeta_2(\delta) - q_2) = 1 \\ \delta \geq 0 \end{cases}$$

where

$$\begin{aligned} \zeta_1(\delta) &= [(I + \delta_2 Q_2^{-1})(I + \delta_1 Q_1^{-1}) - I]^{-1} \\ &\quad [\delta_1 (I + \delta_2 Q_2^{-1}) Q_1^{-1} q_1 + \delta_2 Q_2^{-1} q_2] \\ \zeta_2(\delta) &= [(I + \delta_1 Q_1^{-1})(I + \delta_2 Q_2^{-1}) - I]^{-1} \\ &\quad [\delta_2 (I + \delta_1 Q_1^{-1}) Q_2^{-1} q_2 + \delta_1 Q_1^{-1} q_1] \end{aligned}$$



# Problem Formulation

## Centralized Formulation



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$$\min_{x,u} \sum_{i \in \mathcal{V}} J_i(x_i, u_i) = \|x_i - x_{ref}\|_Q^2 + \|u_i\|_R^2$$

Objective

$$\text{s.t. } \forall i \in \mathcal{V}$$

$$x_{i,0} = \hat{x}_i, x_{i,k+1} = Ax_{i,k} + Bu_{i,k}, \forall k \in \mathbb{Z}_0^{K-1}$$

Kinematics

$$h_i(x_{i,k}, u_{i,k}) \leq 0, \forall k \in \mathbb{Z}_0^K$$

State and Control Constraints

$$\begin{cases} \text{if } \hat{x}_i \notin \mathcal{C}_i, \forall k \in \mathbb{Z}_0^K \\ \delta_{i,a_i,k} \leq \varepsilon_{out} \end{cases}$$

Rear-end Collision Avoidance

$$\begin{cases} \text{if } \hat{x}_i \in \mathcal{C}_i, \forall j \in \mathcal{V}_i^b, \forall k \in \mathbb{Z}_0^K \\ G(\delta_{i,j,k}, p_{i,k}, p_{j,k}, \theta_{i,k}, \theta_{j,k}, \varepsilon_{in}) \leq 0 \end{cases}$$

Inside Conflict Region

Collision Avoidance

# Problem Formulation

## Tree-structured Optimization Problem



Tree graph  $(\mathcal{N}, \mathcal{E})$ :  $\begin{cases} \text{Nodes set, } \mathcal{N} = \{1, \dots, N\} \\ \text{Edges set, } \mathcal{E} \subseteq \mathcal{N} \times \mathcal{N} \end{cases}$

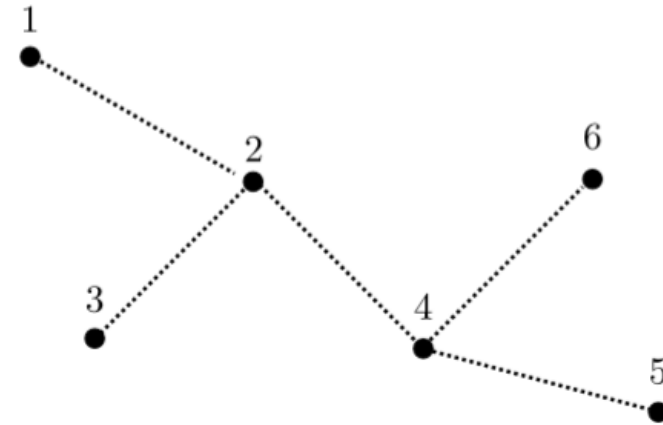
$\mathcal{N}_i$  : neighbors of  $i$ -th node

$\mathcal{L} := \{i \in \mathcal{N} \mid |\mathcal{N}_i| \leq 1\}$

$\mathcal{E}^+ := \{(i, j) \in \mathcal{E} \mid i < j\}$

$\mathcal{C}_i := \{j \in \mathcal{N}_i \mid j > i\}$

$\pi_i := \{j \in \mathcal{N}_i \mid j < i\}$



$$V^* = \min_x \sum_{i \in \mathcal{N}} F_i(x_i) \quad \text{s.t.} \quad \begin{cases} \forall (i, j) \in \mathcal{E}^+ \\ S_{i,j} x_i = S_{j,i} x_j \end{cases}$$

# Problem Formulation

## Dynamic Programming



**Backward sweep:** leaves to root

- Each node receives  $V_j$  from children  $\mathcal{C}_i$ . Then, construct  $V_i$  by

$$V_i(p) = \min_{x_i} F_i(x_i) + \sum_{j \in \mathcal{C}_i} V_j(S_{i,j}x_i) \quad s.t. \ S_{i,\pi_i}x_i = p \quad (1)$$

and sent it to parent  $\pi_i$ .

- The root solves

$$V^* = \min_{x_1} F_1(x_1) + \sum_{j \in \mathcal{C}_1} V_j(S_{1,j}x_1)$$

**Forward sweep:** root to leaves

- Each node receives  $S_{\pi_i,i}x_{\pi_i}$  from parent and solve (1) by set  $p = S_{\pi_i,i}x_{\pi_i}$  to get  $x_i^*$ , then send it to their children.

- Disadvantages:**
- $V_i$  required to be constructed explicitly for  $p$ .
  - Greatly affected by curse of dimensionality.

# Problem Formulation

## Model function



- For  $i \in \mathcal{L} \setminus \{1\}$ , the model function

$$W_{i,\pi_i}(p) \approx V_i(p) = \min_{x_i} F_i(x_i) \quad \text{s.t. } S_{i,\pi_i}x_i = p$$

is constructed.

- For  $i \notin \mathcal{L}$ , we construct

$$W_{i,k}(p) \approx \Omega_{i,k}(p) \approx V_i(p)$$

based on

$$\Omega_{i,k}(p) = \min_{x_i} F_i(x_i) + \sum_{j \in \mathcal{N}_i \setminus \{k\}} W_{j,i}(S_{i,j}x_i) \quad \text{s.t. } S_{i,k}x_i = p$$

**Example (cubic model):**

$$W_{i,k}(p) = \frac{1}{2}p^T H_{i,k}p + g_{i,k}^T + \sigma_{i,k} \|p - S_{i,k}y_i^*\|^3 + \text{const}$$

with  $H_{i,k} = \nabla^2 \Omega_{i,k}(S_{i,k}y_i^*)$ ,  $g_{i,k} = \nabla \Omega_{i,k}(S_{i,k}y_i^*) - H_{i,k}S_{i,k}y_i^*$



# Problem Formulation

## Multi-sweep Method



### Initialization

- Set all nodes to backward mode.
- If  $i \neq 1$ , choose an initial model function  $W_{\pi_i, i}$ .

Repeat on every node  $i \in \mathcal{N}$ :

#### • IF backward

- Wait for  $W_{j, i}$  from all children  $j \in \mathcal{C}_i$ .
- If  $i = 1$ , switch to forward and **BREAK**
- Solve

$$\min_{y_i} F_i(y_i) + \sum_{j \in \mathcal{N}_i} W_{j, i}(S_{i, j} y_i) \quad (2)$$

and construct  $W_{i, \pi_i} \approx \Omega_{i, \pi_i}$ .

- Send  $W_{i, \pi_i}$  to parent and switch to forward.

#### • ELSE (forward)

- If  $i \neq 1$ , wait for  $W_{\pi_i, i}$  from the parent.
- Solve (2) and construct  $W_{i, j} \approx \Omega_{i, j}$ .
- Send  $W_{i, j}$  to all nodes  $j \in \mathcal{C}_i$ , switch to backward.

# Problem Formulation

## Tree-structured Reformulation



$$\begin{aligned}
 & \min_{x,u} \sum_{i \in \mathcal{V}} J_i(x_i, u_i) = \|x_i - x_{ref}\|_Q^2 + \|u_i\|_R^2 \\
 & \text{s.t. } \forall i \in \mathcal{V} \\
 & \quad x_{i,0} = \hat{x}_i, x_{i,k+1} = Ax_{i,k} + Bu_{i,k}, \forall k \in \mathbb{Z}_0^{K-1} \\
 & \quad h_i(x_{i,k}, u_{i,k}) \leq 0, \forall k \in \mathbb{Z}_0^K \\
 & \quad \begin{cases} \text{if } \hat{x}_i \notin \mathcal{C}_i, \forall k \in \mathbb{Z}_0^K \\ \delta_{i,a_i,k} \leq \varepsilon_{out} \end{cases} \\
 & \quad \begin{cases} \text{if } \hat{x}_i \in \mathcal{C}_i, \forall j \in \mathcal{V}_i^b, \forall k \in \mathbb{Z}_0^K \\ G(\delta_{i,j,k}, p_{i,k}, p_{j,k}, \theta_{i,k}, \theta_{j,k}, \varepsilon_{in}) \leq 0 \end{cases}
 \end{aligned}$$

- construct new  $x_i = (s_i, v_i, [s_j]_{j \in \mathcal{N}_i}, u_i)$ .
- use single shooting to eliminate kinematic constraints.
- decoupled objective can be given by

$$F_i(x_i) = \min_{x_i} J_i(x_i) + \sum_{j \in \mathcal{N}_i} \mu(s_i, s_j)$$

with log barrier function  $\mu$ .

$$\Rightarrow V^* = \min_x \sum_{i \in \mathcal{N}} F_i(x_i) \quad \text{s.t.} \quad \begin{cases} \forall (i,j) \in \mathcal{E}^+ \\ S_{i,j}x_i = S_{j,i}x_j \end{cases}$$

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**Algorithm** Distributed MPC for Traffic Coordination

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**Initialization:**

- 1) choose suitable discretization accuracies  $h \geq 0$  and  $K \geq 0$ .
- 2) use B-splines to fit predetermined paths for all  $i \in \mathcal{V}$ .

**Online:**

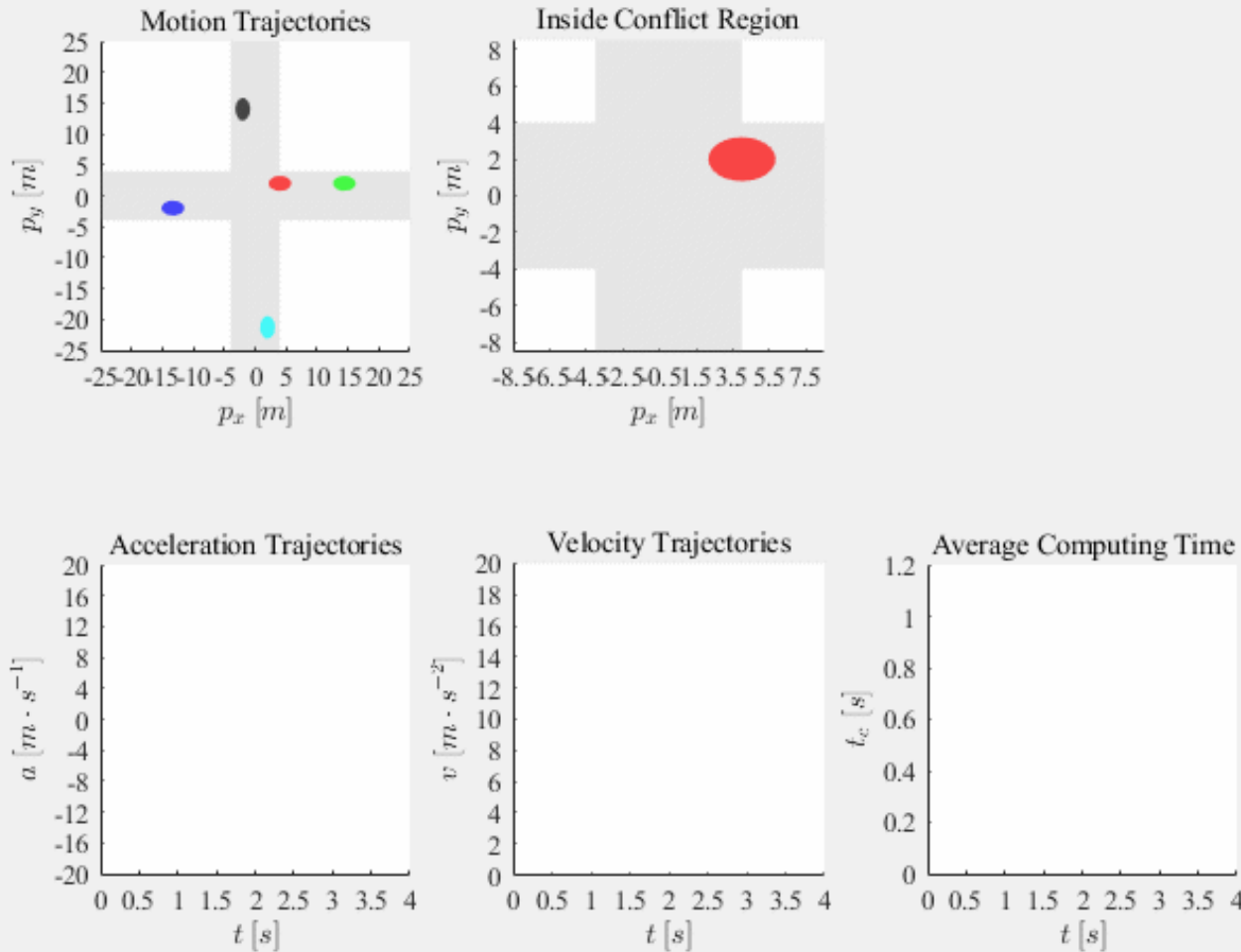
- 1) each vehicle  $i$  measures  $\hat{x}_i$ .
  - 2) for vehicle  $i$  whose  $s_{i,0} \notin \mathcal{C}_i$ , communicate with its neighbors to update  $a_i$ .
  - 3) for vehicle  $i$  whose  $s_{i,0} \in \mathcal{C}_i$ , communicate with its neighbors to update  $\mathcal{V}_i^b$ .
  - 4) construct tree graph of all coordinating vehicles.
  - 5) each vehicle  $i$  construct  $x_i$ , objective  $F_i(x_i)$  and connectivity matrixes  $S_{i,j}$ .
  - 6) use multi-sweep method to solve tree-structured decentralized problem.
  - 7) each vehicle  $i$  applies the control  $u_{i,0}^*$  during the first time interval  $[0, h]$ .
-

# Case Study

## Intersection Scenario



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Parameters			
$r_x$	$2m$	$r_y$	$1.3m$
$\varepsilon_{in}$	$0.2m$	$\varepsilon_{out}$	$1m$
$Q$	$I$	$R$	$0.2I$
$v_{ref}$	$10m/s$	$v_{max}$	$20m/s$
$a_{min}$	$-30m/s^2$	$a_{max}$	$30m/s^2$

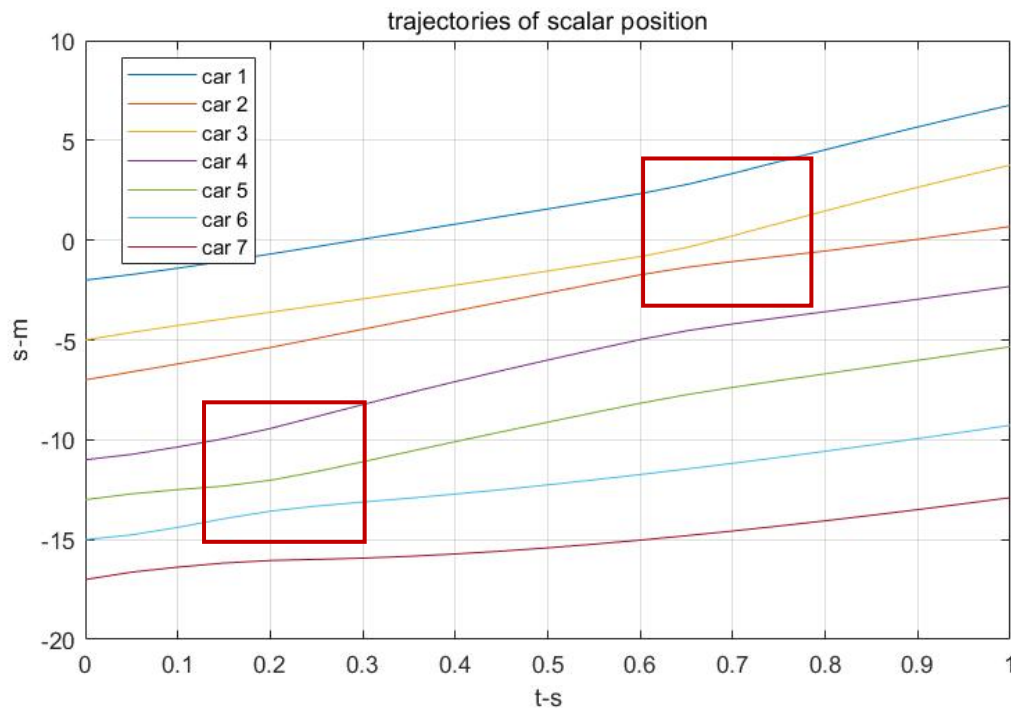
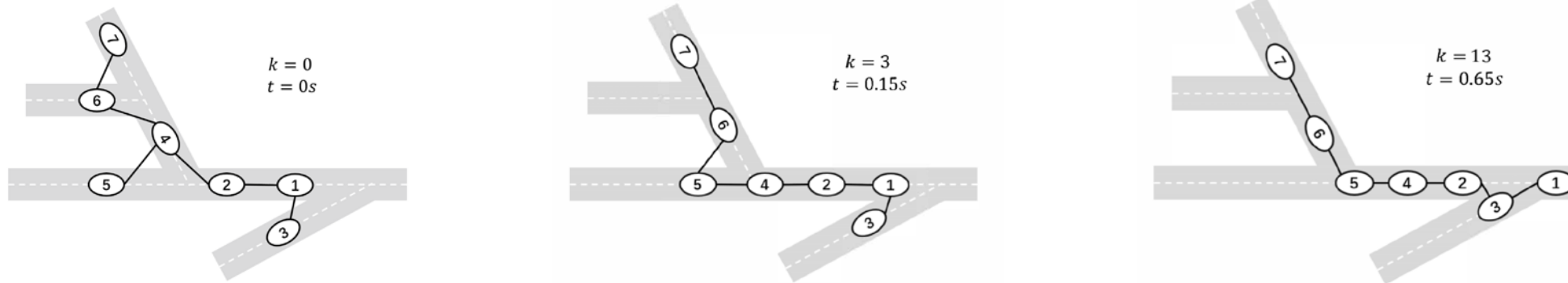
- Relatively complex scenario
- Good utilization in space
- High cost in computation

# Case Study

## Lanes merge Scenario



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- No considering the shape of vehicles
- Relatively simple scenario
- High efficiency in computation
  - one backward + forward for QP problem
  - computational cost increases in linear rate



# Conclusion



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- 01 Space Utilization  
#agents per unit area
- Balance
- Efficiency  
computational cost
- 02 Network structured decentralized optimization algorithm is pretty suitable for (traffic) coordination.
- 03 **Feasibility** maybe be the biggest problem for traffic coordination.  
A complete strategy for the whole traffic system (not some parts) is needed.



Thank you for your attention.

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Dr. Jiang and Jiahe Shi.

Q&A



**END**