

**SIMULATION-BASED TESTING AND EVALUATION
OF AUTOMATED VEHICLE
MOTION PLANNING AND CONTROL ALGORITHMS**

**OTONOM ARAÇLARIN
HAREKET PLANLAMA VE KONTROL
ALGORİTMALARININ SİMÜLASYON ORTAMINDA
TESTİ VE DEĞERLENDİRİLMESİ**

KEMAL FURKAN BEK

PROF. DR. SELAHATTİN ÇAĞLAR BAŞLAMIŞLI

Supervisor

Submitted to
Graduate School of Science and Engineering of Hacettepe University
as a Partial Fulfilment to the Requirement
for the Award of the Degree of Master of Science
in Mechanical Engineering

May 2022

ABSTRACT

SIMULATION-BASED TESTING AND EVALUATION OF AUTOMATED VEHICLE MOTION PLANNING AND CONTROL ALGORITHMS

Kemal Furkan BEK

Master's Degree, Department of Mechanical Engineering

Supervisor: Prof. Dr. Selahattin Çağlar BAŞLAMIŞLI

May 2022, 117 pages

Automated vehicles can help to reduce accidents, stress on the driver and the ecological footprint of vehicles by utilizing motion planning and control algorithms. Ensuring the safety and comfort of drivers and passengers in automated vehicles requires delicate testing and verification process of newly developed algorithms. This study aims to establish an exchangeable and adjustable MATLAB[®] simulation environment with a flexible architecture to develop motion planning and control algorithms; and then test and evaluate the algorithms in conditions such as flowing traffic and different tire-road coefficient of frictions in compliance with the Automated Lane Keeping System regulations; to detect the design imperfections and identify the critical scenarios. The study yielded a Motion Planning Algorithm, a Simulation Environment in MATLAB[®] to test and evaluate algorithms, and an Automated Scenario generation and execution to identify critical scenarios and design flaws. Algorithms and parameters used in this research can be modified to perform sensitivity analysis for individual effects and contributions.

Keywords: automated driving, motion planning, trajectory planning, simulation environment, critical scenario identification, automotive safety.

ÖZET

OTONOM ARAÇLARIN HAREKET PLANLAMA VE KONTROL ALGORİTMALARININ SİMÜLASYON ORTAMINDA TESTİ VE DEĞERLENDİRİLMESİ

Kemal Furkan BEK

Yüksek Lisans, Makine Mühendisliği Bölümü

Tez Danışmanı: Prof. Dr. Selahattin Çağlar BAŞLAMİŞLİ

Mayıs 2022, 117 sayfa

Hareket planlama ve kontrol algoritmalarını kullanan otonom araçlar, kazaların, sürücü üzerindeki stresin ve araçların ekolojik ayak izinin azaltılmasına yardımcı olabilmektedir. Otonom araçlarda sürücülerin ve yolcuların güvenliğini ve konforunu sağlamak, geliştirilen yenilikçi algoritmaların hassas bir şekilde test edilmesini ve doğrulanmasını gerektirir. Bu çalışma, hareket planlama ve kontrol algoritmaları geliştirmek için esnek mimariye sahip değiştirilebilir ve ayarlanabilir bir MATLAB® simülasyon ortamı kurmayı; daha sonra da Otomatik Şeritte Kalma Sistemi yönetmeliklerine uygun olarak akan trafik ve farklı lastik-yol sürtünme katsayıları gibi koşullarda algoritmaları test edip değerlendirmeyi ve tasarım kusurlarını tespit etmeyi ve kritik senaryoları belirlemeyi amaçlamaktadır. Bu çalışmanın sonucu olarak, Hareket Planlama Algoritması, algoritmaları test etmek ve değerlendirmek için MATLAB®'da bir Simülasyon Ortamı ve kritik senaryoları ve tasarım kusurlarını belirlemek için bir Otomatik Senaryo oluşturma ve yürütme sistemi elde edilmiştir. Bu çalışmada kullanılan algoritmalar ve parametreler, bireysel etkiler ve katkılar için duyarlılık analizi yapmak üzere değiştirilebilecektir.

Anahtar Kelimeler: otomatik sürüş, hareket planlama, rota planlama, dinamik ortamlar, kritik senaryo tanımlama, otomotiv güvenliği.

ACKNOWLEDGEMENT

I would like to dedicate this work to:

First, to my family:

To my father Zeki, mother Kevser and brother Kerim Yusuf for believing in me.

Then, to my advisor in life, my Uncle Engin.

Second, to my friends:

To my hopefully life-long companion Venüs, my friend Samet and my cousin Turgut for the joy and hope they bring into my life.

Then, I would like to thank to my colleagues:

To Mr. Mesut and Mr. Yavuz for their continuous support and advice throughout my troubles. Then to Mr. Süha and Mr. Taner, for their wisdom and leadership.

Finally, I would like to express my gratitude to Dr. Selahattin Çağlar Başlamışlı for his precious time, experience, and supervision. This work is done thanks to motivation and guidance he gave me.

CONTENTS

ABSTRACT	2
ACKNOWLEDGEMENT	4
CONTENTS	5
LIST OF FIGURES	9
LIST OF TABLES	13
LIST OF SYMBOLS AND ABBREVIATIONS	15
1. INTRODUCTION	18
2. LITERATURE REVIEW	21
2.1. Trajectory Planning and Path Following	21
2.2. Simulation Environment	24
3. TERMS AND CONCEPTS	27
3.1. Automated Driving and Vehicles Standard: SAE J3016 [28]	27
3.1.1. Basic Terminology.....	27
3.2. Automated Lane Keeping Systems (ALKS): UN No. 157 [29]	29
3.3. Scenario Definition and Critical Scenario Concept: ISO-34501 [30]	30
3.3.1. Dynamic Driving Task (DDT).....	30
3.3.2. Operational Design Domain (ODD).....	30
3.3.3. Automated Driving System (ADS).....	30
3.3.4. Subject Vehicle	30
3.3.5. Entity.....	30
3.3.6. Dynamic Environment.....	30
3.3.7. Scene.....	31
3.3.8. Scenario	31
3.3.9. Event	31
3.3.10. Trigger.....	31
3.3.11. Actor.....	31

3.3.12.	Situation.....	31
3.3.13.	Maneuver	31
4.	SIMULATION ENVIRONMENT FOR ALGORITHM DEVELOPMENT.....	32
4.1.	Architecture	34
4.2.	Vehicle Dynamics.....	35
4.2.1.	The Subject Vehicle	38
4.2.2.	The Actor Subsystem	41
4.3.	Perception Block.....	43
4.3.1.	Global Positioning and Lane Keeping Assist Parameters	44
4.3.2.	Relative Parameters Sensor	45
4.3.3.	Collision Detection.....	47
4.4.	Motion Planning	49
4.4.1.	Decision Block	49
4.4.2.	Trajectory Generation.....	52
4.4.3.	Trajectory Positioning Block.....	56
4.4.4.	Reference Trajectory Selector	57
4.5.	The Control Unit.....	59
4.5.1.	MPC Parameters.....	60
4.5.2.	Path Following MPC	62
4.5.3.	The Actor Subsystem: Controller.....	63
4.6.	Scenario Reader and Simulation Visualization	63
4.6.1.	Scenario Reader.....	64
4.6.2.	Simulation Visualization	69
4.7.	Automated Scenario Generation and Execution.....	71
4.7.1.	Scenario Generation Block.....	71
4.7.2.	Scenario Execution Block	72
5.	MOTION PLANNING AND CONTROL ALGORITHMS	73
5.1.	Trajectory Generation with Re-planning in a Realistic Environment	73

5.2. Path Following MPC for Advanced Driver Assistance Systems.....	81
5.2.1. Automated Emergency Braking (AEB).....	83
5.2.2. Adaptive Cruise Control (ACC)	86
5.2.3. Lane Keeping Assist (LKA)	88
5.2.4. Lane Change Assist (LCA).....	91
5.2.5. Vehicle Mode Selector	94
5.2.6. Path Following MPC	96
6. TEST RESULTS AND DISCUSSION	99
6.1. AEB Testing.....	99
6.1.1. 1 st Case for AEB Testing: Low Velocity and Low Relative Distance.....	99
6.1.2. 2 nd Case for AEB Testing: Medium Velocity and Low Relative Distance	100
6.1.3. 3 rd case for AEB Testing: High Road Friction in ODD.....	101
6.1.4. 4 th case for AEB Testing: Low Road Friction in ODD	102
6.2. LCA Testing.....	103
6.2.1. 1 st Case for LCA Testing: Comparison with 3 rd AEB Testing Case	103
6.2.2. 2 nd Case for LCA Testing: Low Road Friction.....	108
6.3. ACC Testing	109
6.3.1. 1 st Case of ACC: High Road Friction	109
6.3.2. 2 nd Case of ACC Testing: Low Road Friction.....	111
6.4. LKA Testing	113
6.4.1. 1 st Case for LKA Testing: High Velocity and Medium Road Friction...	114
6.4.2. 2 nd Case for LKA Testing: Medium Velocity and Low Road Friction ..	114
6.5. ALKS Case Study: Lane Crossing Pedestrian	117
6.6. Discussion	125
7. CONCLUSION.....	128
REFERENCES	131
APPENDIX.....	135

A1. Lane crossing pedestrian – 1 st configuration’s results.....	135
A2. Lane crossing pedestrian – 2 nd configuration’s results.....	138
A3. Scenario Template	140
A4. Simulation Framework	141

LIST OF FIGURES

Figure 1-1 Self-Driving System's Mainframe.....	18
Figure 4-1 Overview of the Simulation Environment	33
Figure 4-2 Overview of the Vehicle Dynamics Block	35
Figure 4-3 Single-track Bicycle Model Diagram [32].....	35
Figure 4-4 Vehicle Dynamics Mechanism of the Subject Vehicle.....	38
Figure 4-5 Overview of the Actor Subsystem	41
Figure 4-6 Vehicle Dynamics Mechanism of the Actor Subsystem.....	42
Figure 4-7 Overview of the Perception Block	43
Figure 4-8 Mechanism of the Global Positioning and Lane Keeping Assist Parameters Blocks	44
Figure 4-9 Lane Keeping Parameters Diagram [33].....	44
Figure 4-10 Mechanism of the Relative Parameters Block	46
Figure 4-11 Mechanism of the Collision Detection Block.....	47
Figure 4-12 Collision Calculation via “Minimum Distance Between Two Rotated Rectangles” Method.....	48
Figure 4-13 Overview of the Motion Planning Algorithms Block.....	49
Figure 4-14 Mechanism of the Decision Block.....	50
Figure 4-15 Decision Scheme of the Decision Block.....	50
Figure 4-16 Relative Distance Trigger for Maneuver	51
Figure 4-17 Passing Lane Trigger for Maneuver	51
Figure 4-18 Mechanism of the Trajectory Generation Block.....	52
Figure 4-19 Decision Scheme of the Trajectory Generation Block	54
Figure 4-20 Critical Situation for Relaxed Trajectory Limits	55
Figure 4-21 Mechanism of the Trajectory Positioning Block	56
Figure 4-22 Mechanism of the Reference Trajectory Selector Block	57
Figure 4-23 Example of Bird’s Eye View and Path History Plots	57
Figure 4-24 Example Path History Plot (reference in green, traveled path in black).....	58
Figure 4-25 Overview of the Control Algorithms Block.....	59
Figure 4-26 Overview of the Path Following MPC.....	59
Figure 4-27 Mechanism of the MPC Parameters Block.....	60
Figure 4-28 Decision scheme of the MPC Parameters Block	61
Figure 4-29 Mechanism of the Path Following MPC Block	62

Figure 4-30 Mechanism of the Actor Subsystem Controller	63
Figure 4-31 Mechanism of the Scenario Reader Block	64
Figure 4-32 Example Map Overviews (a : Silverstone Circuit, b : İstanbul Park and c : Roads with Different Curvatures)	66
Figure 4-33 Lane Crossing Pedestrian Behavior.....	67
Figure 4-34 Swerving Lead Vehicle Behavior.....	68
Figure 4-35 Cut In to Subject Vehicle’s Lane.....	68
Figure 4-36 Cut Out of Subject Vehicle’s Lane.....	68
Figure 4-37 Real-time Visualization Interface of the Simulation Environment	69
Figure 4-38 Bird’s Eye View in Real-time Visualization	70
Figure 4-39 Path History in Real-time Visualization.....	70
Figure 5-1 Front Trigger Case: Shortening of the Front Relative Distance.....	74
Figure 5-2 Rear Trigger Case: Shortening of the Rear Relative Distance	74
Figure 5-3 Passing Lane Trigger Case	74
Figure 5-4 Example Trajectory Generation.....	75
Figure 5-5 Available Trajectory Region	75
Figure 5-6 Trajectory Selection Procedure	76
Figure 5-7 Trajectory Generation on Straight Road Case.....	77
Figure 5-8 Frenet frame on the center of the road with a curvature.....	77
Figure 5-9 Trajectory generation on road with curvature case	78
Figure 5-10 A Complete Decision Scheme for Trajectory Generation Procedure.....	80
Figure 5-11 Overview of the Path Following MPC	82
Figure 5-12 Example Case for AEB.....	83
Figure 5-13 Result of the Example Case for AEB	84
Figure 5-14 Result of the Example Case for AEB with Low Friction	85
Figure 5-15 Example Case for ACC	86
Figure 5-16 Velocity Profile of the Lead Vehicle in Example Case for ACC.....	86
Figure 5-17 Result of the Example Case for ACC.....	87
Figure 5-18 Example Case for LKA (~800x500 meters).....	88
Figure 5-19 Results of the Example Case for LKA	89
Figure 5-20 Results of the Example Case for LKA with Low Friction	90
Figure 5-21 Example Case for LCA.....	91
Figure 5-22 Results of the Example Case of the LCA	91

Figure 5-23 Results of the Example Case of the LCA	92
Figure 5-24 Results of the Example Case of the LCA with Low Friction	93
Figure 5-25 Decision Scheme of the Longitudinal ADAS	94
Figure 5-26 Decision Scheme of the Lateral ADAS	94
Figure 5-27 Overview of the Vehicle Mode Selector for Longitudinal ADAS	95
Figure 5-28 Overview of the Vehicle Mode Selector for Lateral ADAS	95
Figure 6-1 Test Scenario Scheme for AEB Testing	99
Figure 6-2 Beginning of the 1 st Case for the LCA Testing.....	104
Figure 6-3 Trajectory Tracking in the 1 st Case for LCA Testing (near pass frame 1)..	104
Figure 6-4 Trajectory Tracking in the 1 st Case for LCA Testing (near pass frame 2)..	104
Figure 6-5 Lane Center Following in the 1 st Case for LCA Testing	104
Figure 6-6 Overview of the Situation After Lane Change Maneuver in the 1 st Case for LCA Testing	105
Figure 6-7 Path history of the situation after lane change maneuver in the 1 st case for LCA	105
Figure 6-8 Beginning of the Overtake Phase in the 1 st Case for the LCA Testing.....	106
Figure 6-9 Trajectory Generation Overtake Maneuver in the 1 st Case for the LCA Testing	106
Figure 6-10 Trajectory Tracking for Overtake Maneuver in the 1 st Case for the LCA Testing	106
Figure 6-11 Path History of the Situation After Overtake Maneuver in the 1 st Case for LCA Testing	107
Figure 6-12 Test Scenario Scheme for ACC Testing	109
Figure 6-13 Result of the 1 st Case of ACC Testing	110
Figure 6-14 Overview of the Map (ALKS: Road with Different Curvatures)	111
Figure 6-15 Test Scenario for ACC Testing.....	111
Figure 6-16 Longitudinal Dynamics of the 2 nd Case for ACC Testing	112
Figure 6-17 Overview of the Map (ALKS: Road with Different Curvatures)	113
Figure 6-18 Lateral dynamics of the 1 st case for LKA Testing	115
Figure 6-19 Lateral Dynamics of the 2 nd Case for LKA Testing	116
Figure 6-20 Test Scenario for Lane Crossing Pedestrian	117
Figure 6-21 First Option: Slowing Down.....	117
Figure 6-22 Second Option: Lane Changing	118

Figure 6-23 Collision with pedestrian while slowing down.....	118
Figure 6-24 Collision with pedestrian or road border while lane changing.....	118
Figure A1-1 Lane Crossing Pedestrian Scenario Results for 1.0 Roadway Condition with 1 st Configuration.....	135
Figure A1-2 Lane Crossing Pedestrian Scenario Results for 0.8 Roadway Condition with 1 st Configuration.....	136
Figure A1-3 Lane Crossing Pedestrian Scenario Results for 0.2 Roadway Condition with 1 st Configuration.....	137

LIST OF TABLES

Table 3-1 Summary of levels of driving automation [28]	28
Table 4-1 Configuration Parameters	34
Table 4-2 Vehicle Dynamics Block Input and Output Signals of the Subject Vehicle ..	39
Table 4-3 Subject Vehicle Parameters	39
Table 4-4 Simple Driveline and Brakes Parameters	40
Table 4-5 Physical Dimension Parameters	40
Table 4-6 Actor Vehicle Parameters	42
Table 4-7 Actor Subsystem Input and Output Signals	43
Table 4-8 Global Positioning and Lane Keeping Assist Parameters Sensor Input and Output Signals	45
Table 4-9 Relative Parameters Sensor Input and Output Signals	46
Table 4-10 Collision Detection Sensor Input and Output Signals	48
Table 4-11 Decision Block Input and Output Signals	52
Table 4-12 Trajectory Generator Block Input and Output Signals	55
Table 4-13 Trajectory Positioning Block Input and Output Signals	56
Table 4-14 Reference Trajectory Selector Block Input and Output Signals	58
Table 4-15 MPC Parameters Block Input and Output Signals	61
Table 4-16 Path Following MPC Block Input and Output Signals	63
Table 4-17 Template of the Scenario Parameters	65
Table 4-18 Map Information Signals for Scenario Reader Block	66
Table 4-19 Scenario Information Signals for Scenario Reader Block	67
Table 4-20 Simulation Environment Information Signals for Scenario Reader Block ..	68
Table 4-21 Example Parameters to Define Simplified ODD	71
Table 4-22 Example Scenario Parameters for Sensitivity Analysis	71
Table 4-23 Empty Test Result Matrix of AEB Testing Example	72
Table 4-24 Executed Test Results Matrix of AEB Testing Example	72
Table 5-1 Example Case for AEB	83
Table 5-2 Low Friction Example Case for AEB	85
Table 5-3 Example Case for ACC	86
Table 5-4 Example Case for LKA	88
Table 5-5 Low Friction Example Case for LKA	90
Table 5-6 Example Case for LCA	91

Table 5-7 Example Case for LCA with Low Friction	93
Table 5-8 Vehicle Mode Selector Parameters	94
Table 5-9 Path Following MPC Parameters	98
Table 6-1 Color Legend for Pass and Fail Results of the Test Cases	99
Table 6-2 Result Matrix of the 1 st Case for AEB Testing	99
Table 6-3 Time to Collision Matrix of the 1 st Case for AEB Testing	100
Table 6-4 Result Matrix of the 2 nd Case for AEB Testing	100
Table 6-5 Time to Collision Matrix of the 2 nd Case for AEB Testing	100
Table 6-6 Result Matrix of the 3 rd Case for AEB Testing.....	101
Table 6-7 Time to Collision Matrix for the 3 rd Case for AEB Testing	101
Table 6-8 Result Matrix of the 4 th Case for AEB Testing.....	102
Table 6-9 Time to Collision Matrix of the 4 th Case for AEB Testing.....	102
Table 6-10 Result Matrix of the 1 st Case for LCA Testing	103
Table 6-11 Result Matrix of the 2 nd case for LCA Testing	108
Table 6-12 Simplified ODD for the 1 st Scenario of ACC Testing	109
Table 6-13 Simplified ODD of the 2 nd Case for ACC Testing	111
Table 6-14 Result Matrix of the LKA Testing	113
Table 6-15 Simplified ODD of the 1 st Case for LKA Testing	114
Table 6-16 Simplified ODD of the 2 nd case for LKA Testing	114
Table 6-17 Selected Scenario Parameters for Lane Crossing Pedestrian Scenario.....	119
Table 6-18 Color Legend for Pass and Fail Results of the Cases	121
Table 6-19 Combined Results Table of the Lane Crossing Pedestrian Scenario for 1 st Configuration with Different Roadway Conditions	122
Table 6-20 Combined Results Table of the Lane Crossing Pedestrian Scenario for 2 nd Configuration with Different Roadway Conditions	123
Table 6-21 Combined Results Table of the Lane Crossing Pedestrian Scenario for 1 st and 2 nd Configuration with Different Roadway Conditions	124
Table A3-1 Scenario Parameters Template.....	140

LIST OF SYMBOLS AND ABBREVIATIONS

Symbols

a_x	Longitudinal acceleration of the vehicle
a_y	Lateral acceleration of the vehicle
a_t	Throttle for the longitudinal acceleration input to the vehicle
α_f, α_r	Front and rear-wheel slip angles
A_f	Frontal area of the vehicle for wind drag disturbance
C_f, C_r	Front and rear wheel cornering stiffness
d_{x0}	Initial relative distance between the ego and lead vehicle in Scenario
F_x	Longitudinal forces applied to the vehicle
F_y	Lateral forces applied to the vehicle
F_{ext}	External forces applied to the vehicle from driveline and brakes
I_{zz}	Vehicle body moment of inertia
j_x	Longitudinal jerk of the vehicle
j_y	Lateral jerk of the vehicle
l_d	Lateral deviation of the vehicle from the road center
l_f	Distance of front wheels from the vehicle CG
l_r	Distance of rear wheels from the vehicle CG
m	Vehicle body mass
M_z	Yaw moment about vehicle CG
M_{ext}	External moments about vehicle CG from driveline and brakes
P_{air}	Environmental absolute pressure for wind drag disturbance
R_{air}	Atmospheric specific gas constant for wind drag disturbance
R	Curvature radius of the road

T_{air}	Environmental air temperature for wind drag disturbance
U	Set longitudinal velocity of the actor vehicle for state-space estimation
V_x	Longitudinal velocity of the vehicle
V_y	Lateral velocity of the vehicle
V_{e0}	Initial longitudinal velocity of the ego vehicle in Scenario
V_{o0}	Initial longitudinal velocity of the lead vehicle in Scenario
w	Wind speed, along the vehicle-fixed x, y, and z axes for wing drag
W	Wind speed, along inertial X, Y, and Z axes for wing drag
x	Vehicle CG displacement along x-axis
y	Vehicle CG displacement in y-axis
ψ	Yaw angle of the vehicle
ψ_r	Relative yaw angle between vehicle's longitudinal direction and road
μ	Friction coefficient between vehicle's tires and the road
δ_f	Front-wheel steering angles for the vehicle

Abbreviations and Acronyms

ACC	Adaptive Cruise Control
ADAS	Advanced Driver Assist Systems
ADS	Automated Driving Systems
AEB	Autonomous Emergency Braking
ALKS	Automated Lane Keeping Systems
DDT	Dynamic Driving Task
DS	Default Spacing
FC	Final Conditions
IC	Initial Conditions
LCA	Lane-Change Assist
LKA	Lane Keeping Assist
LQR	Linear-Quadratic Regulator
MPC	Model Predictive Control
ODD	Operational Design Domain
SD	Safe Distance
TG	Time Gap

1. INTRODUCTION

In recent studies, automated vehicles and intelligent road systems have become more relevant than before. Researchers expect a variety of automated vehicles to emerge by 2030 [1]. Automated vehicles can potentially increase the safety of drivers and improve their driving comfort. While the positive outcomes of automated cars are promising, they must be tested with up-to-date standards to prove reliability, which requires intensive and extensive verification in compliance with safety standards for general automotive development and testing.

Traditional approaches for verification heavily depend on testing in the real-world and driving data collection. This usually covers ordinary traffic conditions, which are not necessarily critical. Those tests require an impractical amount of time and effort and may still not be able to explore the necessary critical traffic conditions, especially requiring inspection and investigation. The simulation-based testing approach presents a much cheaper way of analysis. This approach is much faster than real-world driving and test execution, and it is also much safer. However, it does not mean that one can rule out the need for real-life testing. In simulation-based testing, the operational domain can be explored thoroughly with automated testing, and the results can be used to detect error-failure chains.

Automated driving can benefit society in many ways, such as reducing accidents, driver and passengers' stress, and the ecological footprint of modern transportation. Automated vehicles have already demonstrated their ability to maintain a distance, maintain lanes, perform intelligent path planning, perform off-road navigation, and communicate with vehicles on the road.

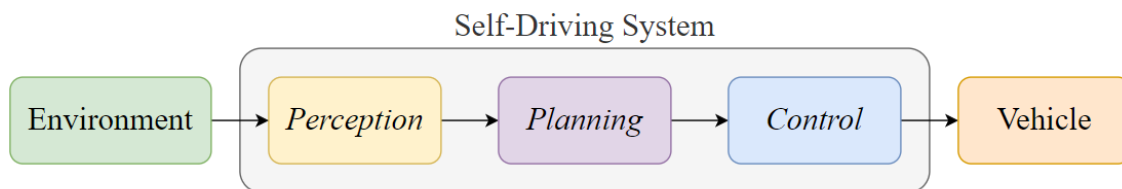


Figure 1-1 Self-Driving System's Mainframe

The self-driving system's mainframe includes three elements: perception, planning, and control [2]. The mainframe can be inspected in Figure 1-1. *Perception*, in this context, means an automated vehicle's recognition of the objects and agents around the vehicle

and the condition of the vehicle itself by utilizing a range of built-in sensors such as lidar, cameras, GPS, etc. *Planning*, means analyzing the sensor data and the vehicle's status to decide the following action. Finally, *Control*, is taking self-driving actions depending on the analysis of the environmental information. Currently, 4–10% of all collisions in regular road traffic are due to driver errors when overtaking [3]. Overtaking is an operation to be handled carefully in many aspects. Reliable and efficient overtaking is a challenge for automated driving cars. Information from other vehicles is required for automated driving cars to be able to maneuver. This information may include the position, velocity, distance, or yaw angle of another vehicle.

Latest studies show great interest in advanced driver assistance systems (ADAS) which prove notable advances in both driver safety and comfort. Apart from well-researched adaptive cruise control (ACC), automated emergency braking (AEB) and lane keeping assist (LKA), the requirement for a lane change and overtake maneuver assistance system is evident because lane changes are typical maneuvers for daily driving. ADAS are assistive systems that are implemented to assist drivers in parking and driving functions. They can utilize a human-machine interface to alert the driver or communicate the detected situation to inform the driver. However, automated vehicles are being researched to perform the previously mentioned assistive driving tasks in an automated fashion. Thus, apart from the assistance systems, the autonomy level should be expressed when explaining the automated driving system (ADS). The ADS can include the assistive systems alone or in combination. Furthermore, the ADS often includes a decision capability to perform automated.

Developing an assistive system with an autonomy, requires intensive testing and evaluation. The simulation-based testing approach presents a much cheaper way of investigation. Furthermore, the simulation approach is much faster than real-world driving and test execution, but also much safer. Rapid development and testing for automated vehicles require a simulation environment that has an exchangeable and adjustable architecture. This architecture shall be able to be utilized to test and evaluate the development performance according to standards. The final evaluation of results shall point to the strengths and weaknesses of the researched topic and create an opportunity for the improvement of the overall safety of the vehicle and detection of critical scenarios.

This study focuses on developing a motion planning and control algorithms for;

- an implementation of lane change and overtake maneuver assistive system, to the well-researched advanced driver assistance systems -such as adaptive cruise control, automated emergency braking and lane keeping assist-, in a MATLAB[®] simulation environment with a flexible architecture;
- and simulation-based testing and evaluation of the algorithm in flowing traffic and different road adhesion coefficient conditions in compliance of ALKS regulations; to improve the overall safety and to detect critical scenario conditions.

2. LITERATURE REVIEW

In this section, previous studies available in the literature that are related to the key aspects of this study are reviewed and the open points in the studies are addressed. The studies reviewed in this section are on the topics of Trajectory Planning, Path Following and Simulation Environment. Trajectory Planning and Path Following algorithms are the core function of an automated vehicle for it to be able to create new paths in any given traffic situation. Simulation Environment is required to test the developed algorithms for safety and comfort for verification.

2.1. Trajectory Planning and Path Following

This study focuses on an appropriate motion planning algorithm for lane change and overtake problem which is a difficult challenge that involves active trajectory planning in flowing traffic where the vehicle states change in both longitudinal and lateral directions. The active planning of the trajectory should ensure the driver's safety while maintaining comfort. Furthermore, this task involves the design of a suitable control algorithm for the path following problem which requires high performance tracking of planned trajectory especially in safety-critical conditions.

In the literature, there are several methods to represent a suitable trajectory function. Spline curves such as quartic and B-spline, trapezoidal acceleration curves, 3D Bezier curves and polynomial curves were researched in the previous studies. Ziegler et al. used a quartic spline curve method to design the desired trajectory [4]. The shortest path algorithm is used to find the suitable trajectory among graphs that separates the available space. However, the search-based algorithm requires optimization to reduce its computational cost before being applied to automated vehicles. Meanwhile, the quartic spline profile results in a non-continuous jerk profile which is a main concern for driver comfort. This fact will be mentioned later in this thesis as an improvement opportunity. Rousseau et al. used the B-spline curve method to achieve the desired trajectory [5]. This method requires optimization as in Ziegler's quartic curve method to reduce its computational cost for real-world applications. Yin et al. used trapezoidal acceleration curve as a motion planning method [6]. This method yields a continuous velocity profile however the continuity of acceleration profile is not achieved. Chen et al used the 3D Bezier curve method to represent the desired trajectory [7]. This method yields a continuous acceleration profile but still, the resulting jerk profile is non-continuous.

Using a polynomial to express the desired trajectory is a frequent method that satisfies both the computational cost requirements and driver comfort constraints. By increasing the polynomial order, a continuous profile for velocity, acceleration and jerk can be achieved while maintaining the computational cost advantages. Nelson et al. proposed the polynomial method to describe the desired trajectory [8]. McNally et al. used a cubic polynomial method to obtain the desired trajectory [9]. Nilsson et al. used the quadratic polynomial method to achieve the desired trajectory [10]. Wei et al. used the quintic polynomial method which is a suitable method that has continuous velocity, acceleration and jerk profiles and has a convenient computational cost [11].

Nevertheless, above mentioned studies have several limitations. A common limitation is the lack of real-world applicability with the assumption of a steady traffic state with constant actor velocities instead of a dynamic traffic state. Another common approach is related to assuming perfect road conditions such as road adhesion coefficient taken as 1.0, which ignores the real-world vehicle dynamics problems such as lateral stability. This leads to problems such as accurate path tracking in conditions involving high velocity and/or low road adhesion coefficient, where vehicle stability becomes a main concern. Similarly, the straight road assumption is very common in the above studies. One may argue that it is not recommended to perform lane changes or overtake maneuvers on a curved road; however, the requirement persists since there is an urgent reaction needed on a curved road during obstacle avoidance maneuver. Oosterhaven and Iaco et al. suggested utilizing the Frenet frame method to generalize trajectory planning on roads with curvatures [12-13]. With that being said, the evident requirement for active motion planning emerges when the environment has a flowing traffic state with changing road conditions such as road adhesion coefficient and road curvature.

There are existing numerical studies that exclude the design of a control algorithm or the consideration of vehicle dynamics during trajectory planning [14-15-16]. Zhang et al. include re-planning with a quintic polynomial in dynamic environments [17]. However, the study did not consider road curvature, control algorithm design, or vehicle dynamics, which are all necessary for real-world applications. Lex et al. used re-planning with quintic polynomial and included a sensitivity analysis of parameters including road adhesion coefficient [18]. The computation cost challenge was overcome by pre-stored look-up tables. A linear quadratic regulator (LQR) method was used as the path following controller. However, the study did not include curved roads in pre-stored look-up tables

which is necessary for real-world applications. Some studies tested and proposed several types of controllers based on vehicle dynamics with a single-track bicycle model. Tota et al. compared proportional derivative control strategy with and without static linear feedforward design for path tracking control [19]. Baslamisli et al. used an H_∞ controller for increasing vehicle handling stability in front steer vehicle models [20]. Similarly, Norouzi et al. used adaptive sliding mode control with a fuzzy boundary layer for lateral control. Zhou et al. designed a model predictive controller (MPC) for the path following controller and evaluated it through simulation [21]. In addition, Lin et al. evaluated MPC further on an electric golf cart [22]. Yet in the study, the simplified path planning approach limits the possible traffic applicability. Still, applications of MPC seem to be promising, especially in critical situations where large actuator inputs are required in a short period of time which creates highly non-linear tire-road dynamics. Therefore, He et al. proposed an MPC for emergency collision avoidance with ensured stability where trajectory planning is achieved by using the quintic polynomial method [23]. The study included simulation results as well as experimental results with hardware-in-the-loop. Takahama et al. explored the use of an MPC controller for practical adaptive cruise control in road traffic congestion [24]. Similarly, this study included simulation results as well as experimental results with hardware-in-the-loop. The study also included a performance comparison of MPC with LQR. MPC showed high performance compared to LQR and other common controllers with highly responsive actuator utilization. In addition, it was shown that the weights of the MPC could be adjusted to adapt to different kinds of operating conditions in various driving environments. However, the computational power requirements for MPC are a notable disadvantage. The computational performance of microprocessors is predicted to improve in the future; however, an optimized control system is still desirable since the functions included in an automated driving system will also increase.

In the present work, a lane change and overtake maneuver assistive system is studied and implemented. The quintic polynomial method is selected for trajectory planning. Dynamic re-planning of the trajectory added the possibility of application in dynamic traffic conditions. The inclusion of the Frenet frame method extended the applicability to curved road scenarios. A single-track bicycle model was selected for vehicle dynamics to represent the tire-road interaction which included real-world problems such as lateral stability and tire forces and slip. MPC was employed for path following. The controller

weights were adjusted for accurate path tracking that ensures the driver's safety and comfort while preserving actuator health.

2.2.Simulation Environment

The present study includes the design of a simulation environment to satisfy the requirement for testing and evaluation of the developed algorithms. The simulation environment requires to have an exchangeable and adjustable architecture to assess the performance extensively with different vehicle dynamics, perception and controller methods. The flowing traffic conditions, the different map settings with changing road curvatures and variable road adhesion coefficients are necessary to simulate realistic driving scenarios which are required by the standards. The ALKS regulations include dynamic traffic conditions where the vehicles have swerving mechanics and changing motion profiles.

In literature, there are several methods to build a suitable simulation environment such as LGSVL [25], Carla [26] and Airsim [27]. These simulators can provide ground truth information regarding traffic states and surrounding environment settings. However, there is an evident requirement for flexibility, customization and adjustability. There are commercially available simulators like CarMaker[®] and CarSim[®] that simulates realistic vehicle dynamics. Traffic simulators like SUMO[®] (Simulation of Urban Mobility) can accurately simulate flowing traffic conditions. Meanwhile, MATLAB[®] supports a stable connection with most of the previously mentioned simulation opportunities. In addition, MATLAB[®] RoadRunner enables map and scenario creation, MATLAB[®] Automated Driving Toolbox enables sensor fusion studies, MATLAB[®] Vehicle Dynamics Blockset provides fully assembled reference application models that simulate driving maneuvers and an interface for Unreal Engine 4 supports the realistic visualization of the vehicles modeled in MATLAB[®] Simulink.

In this work, a simulation environment is studied and established. MATLAB[®] is selected for both algorithm development and simulation environment as it provides a flexible architecture for development. In addition, it supports stable external connections with other simulation opportunities. Vehicle dynamics, perception to a limited extend, motion planning and control algorithms are used and developed as exchangeable modules. Scenario generation for the entire operational design domain (ODD) was automated with

MATLAB[®] scripts. Similarly, rapid and intense testing was obtained with automated scenario execution and simulation results were exported for post evaluation.

To clarify this work's scope, the aim was neither to develop a “perfect” MPC nor to develop the “best” motion planning algorithm or to optimize the critical scenario identification problem. Instead, the aim was to establish an exchangeable and adjustable simulation environment for developing motion planning and control algorithms. Then further objectives were to test and evaluate the developed algorithm in the established simulation environment with safety standards and regulations for detecting the design imperfections and identifying the critical scenarios.

To sum up, the quintic polynomial method was selected for trajectory planning of lane change and overtake maneuvers. Dynamic re-planning of trajectory added the possibility of application in flowing traffic conditions. The inclusion of the Frenet frame method extended the applicability to the curved road scenarios. MATLAB[®] was selected for the development and simulation environment. A single-track bicycle model is selected for vehicle dynamics to include tire forces and slip. MPC was employed for path following. Scenario generation and execution were automated with MATLAB[®] scripts and simulation results were exported for post evaluation.

The main contributions of this work consist of:

- a Motion Planning Algorithm; with a dynamic re-planning of trajectory which is represented by a quintic polynomial and based on the Frenet frame.
- a Simulation Environment in MATLAB[®]; with a flexible architecture including vehicle dynamics, perception, motion planning and control algorithms.
- an Automated Scenario generation and execution; for exploration of operational design domain and identification of critical scenarios and design imperfections.

The organization of the rest of this study is as follows:

Section 3 describes the terms and concepts by presenting the standards and regulations for the automated vehicles. Section 4 presents the simulation environment for algorithm development in detail consisting of architecture, vehicle dynamics, perception, motion planning, control unit and scenario reader titles. Then, Motion planning and Control Algorithms are described in the Section 5. Section 6 delivers the test results of the developed algorithm in a simulation environment and discussion. Furthermore, the section discusses and evaluates the results. Finally, the Section 7 consists of concluding thoughts on the study and recommendations for further works are expressed.

3. TERMS AND CONCEPTS

3.1. Automated Driving and Vehicles Standard: SAE J3016 [28]

This proposed practice provides a fully descriptive classification of levels of driving automation in motor vehicles on the road and includes working definitions for advanced levels of driving automation as well. as related terms and definitions. This recommended practice does not provide specifications or impose requirements for the operation of automation systems.

In SAE J3016 [28], the standardization of levels of driving automation and related terminology serves several purposes, related to:

- *Clarification of the role of the (human) driver, if any, when participating in the automated driving system.*
- *Answering questions about scope when developing laws, policies, regulations, and standards.*
- *Providing a useful framework for driving automation specifications and requirements.*
- *Providing clarity and stability in communication on the topic of autonomous driving, as well as a useful shortcut that saves considerable time and effort.*

3.1.1. Basic Terminology

This proposed practice provides a classification for automotive driving automation systems that perform some or all of the dynamic driving tasks (DDT) sustainably and at levels ranging from no driving automation (Level 0) to full driving automation (Level 5). It provides detailed definitions for these six levels of driving automation in the context of motor vehicles and how they operate on the roadways. These level definitions, along with the additional supporting terms and definitions provided here, can be used to fully describe the driver automation features fitted to the vehicle. mechanized in a functionally appropriate and consistent manner. "On-road" means publicly accessible roads (including parking lots and private grounds accessible to the public) that are generally accessible to vehicle users of all classes and degrees of driver automation (including the absence of driver automation), as well as motorcyclists, cyclists, and pedestrians.

As a summary, the Table 3-1 from SAE is given.

Level	Name	Narrative definition	DDT		DDT fallback	ODD
			Sustained lateral and longitudinal vehicle motion control	OEDR		
Driver performs part or all of the DDT						
0	No Driving Automation	The performance by the <i>driver</i> of the entire DDT, even when enhanced by <i>active safety systems</i> .	<i>Driver</i>	<i>Driver</i>	<i>Driver</i>	n/a
1	Driver Assistance	The <i>sustained</i> and ODD-specific execution by a <i>driving automation system</i> of either the <i>lateral</i> or the <i>longitudinal vehicle motion control</i> subtask of the DDT (but not both simultaneously) with the expectation that the <i>driver</i> performs the remainder of the DDT.	<i>Driver and System</i>	<i>Driver</i>	<i>Driver</i>	Limited
2	Partial Driving Automation	The <i>sustained</i> and ODD-specific execution by a <i>driving automation system</i> of both the <i>lateral</i> and <i>longitudinal vehicle motion control</i> subtasks of the DDT with the expectation that the <i>driver</i> completes the OEDR subtask and <i>supervises</i> the <i>driving automation system</i> .	System	<i>Driver</i>	<i>Driver</i>	Limited
ADS (“System”) performs the entire DDT (while engaged)						
3	Conditional Driving Automation	The <i>sustained</i> and ODD-specific performance by an ADS of the entire DDT with the expectation that the DDT fallback-ready user is <i>receptive to ADS-issued requests to intervene</i> , as well as to DDT performance-relevant system failures in other vehicle systems, and will respond appropriately.	<i>System</i>	System	<i>Fallback-ready user (becomes the driver during fallback)</i>	Limited
4	High Driving Automation	The <i>sustained</i> and ODD-specific performance by an ADS of the entire DDT and DDT fallback without any expectation that a user will respond to a <i>request to intervene</i> .	<i>System</i>	<i>System</i>	System	Limited
5	Full Driving Automation	The <i>sustained</i> and unconditional (i.e., not ODD-specific) performance by an ADS of the entire DDT and DDT fallback without any expectation that a user will respond to a <i>request to intervene</i> .	<i>System</i>	<i>System</i>	<i>System</i>	Unlimited

Table 3-1 Summary of levels of driving automation [28]

Changes in the functionality of driving automation systems change the role of (human) users and provide the basis for classifying such systems, for example:

- If the driving automation system performs the DDT vertical and/or horizontal vehicle motion control subtasks, but the driver is still expected to complete the DDT in conditions such as DDT fallback: this corresponds to Levels 1 and 2.
- If the driving automation system runs the entire DDT; but when a performance-related DDT system error occurs, or if the driver automation system is about to terminate the Operations Design Domain (ODD), the user with DDT fallback is expected to take over the DDT. The user is receptive and can resume DDT performance when prompted. This distribution of roles corresponds to Level 3.

- Finally, if the driving automation system can perform all DDT and DDT fallback within a given ODD or in all driver-controllable on-road driving conditions (unlimited ODD). The users in the vehicle, while ADS is performing all DDT tasks, becomes the passengers. This distribution of roles corresponds to Levels 4 and 5.

It is important to note that, the Level 5 Full Driving Automation is an unconditional and is not ODD specific. On the other hand, Level 4 High Driving Automation is ODD-specific. This can be further inspected in the Table 3-1 from SAE J3016 [28].

3.2. Automated Lane Keeping Systems (ALKS): UN No. 157 [29]

There are several UN Regulations regarding Automated Driving System (ADS) features. Among them, the ALKS standard is emphasized strongly since it requires a stable performance with changing traffic states and changing environmental conditions. This means the vehicle should be able to perform the DDT on roads with curvature, roads with realistic friction and in dynamic traffic conditions. Therefore, not only the framework should be able to provide this testing environment for ALKS scenarios, but also the motion planning algorithms must be able to calculate a trajectory dynamically.

Goal of the regulation is to provide consistent requirements for vehicle certification for Automated Lane Keeping Systems (ALKS). Without additional driver input, ALKS regulates the vehicle's lateral and longitudinal movement over lengthy periods. ALKS is a vehicle control system in which the activated system is in primary control.

The ALKS standard has defined a certain ODD for Automated Driving System (ADS) to operate. The original wording of this Regulation sets a maximum operating speed of 60 km/h for passenger automobiles and commercial vehicles (M1 vehicles).

This Automated Driving System feature combined with above mentioned ODD places this Automated Lane Keeping System under the SAE J3016 Automation Level 3.

General standards for system safety and failsafe reaction are included in this regulation. When the ALKS is turned on, it will take over the driving responsibility from the driver, i.e., it will handle all scenarios, even failures, and it will not jeopardize the safety of the vehicle's occupants or other road users. The driver does, however, can overrule the system at any moment. The Regulation also specifies how the ALKS must safely hand over the

driving duty to the driver, including the capacity for the system to come to a halt if the driver does not respond correctly.

3.3.Scenario Definition and Critical Scenario Concept: ISO-34501 [30]

ISO 34501 defines concepts for automated driving system (ADS) test scenarios. The contents are intended for use with ADS of Level 3 and higher, as specified by SAE J3016, also known as ISO/SAE PAS 22736 [28]. At the time of this study, the ISO-34501 is still in development progress. The current definitions from the standard are presented in what follows.

3.3.1. Dynamic Driving Task (DDT)

All operational and tactical activities that are required to operate a vehicle in on-road activity instantaneously, eliminating strategic operations such as trip planning and destination and waypoint selection.

3.3.2. Operational Design Domain (ODD)

The exact circumstances in which a given driving automation system or feature, such as driving modes, is designed to operate.

3.3.3. Automated Driving System (ADS)

This term is used to designate a Level 3, 4, or 5 driving automation system that is capable of continuously executing the complete dynamic driving task (DDT), regardless of whether it is constrained to a certain operational design domain (ODD).

3.3.4. Subject Vehicle

The vehicle under observation. In this study, “Ego Vehicle” is used to express the same meaning.

3.3.5. Entity

Element of interest of a scenario.

3.3.6. Dynamic Environment

Set of dynamic entities that are part of the environment.

3.3.7. Scene

Snapshot of all entities including the ADS/Subject Vehicle, scenery, dynamic environment, and all actor and observer self-representations, and the relationships between those entities.

3.3.8. Scenario

Sequence of the scenes integrated with the ADS(s)/Subject Vehicle(s), and its/their interactions in the process of performing (a) certain Dynamic Driving Task(s) (DDT).

3.3.9. Event

State change of an entity within the scenario.

3.3.10. Trigger

Event that initiates or ends an action.

3.3.11. Actor

Traffic participant with the capability to act and react in the scenario.

3.3.12. Situation

Scene from the perspective of an actor.

3.3.13. Maneuver

Series of actions to change or maintain the position of an actor.

In addition to the mentioned definitions from ISO 34501, road adhesion coefficient and clearance is explained as follows:

- Road adhesion coefficient is a friction coefficient between the road and vehicle tire. In study, tire-road coefficient of friction is used to express the same meaning.
- Clearance is a convenient relative distance for the safety of the vehicle. In study, convenient distance is used to express the same meaning.

4. SIMULATION ENVIRONMENT FOR ALGORITHM DEVELOPMENT

The simulation environment is established to satisfy the requirement for testing and evaluation of the developed algorithm. The simulation environment created during this thesis work has an exchangeable and adjustable architecture. This lays the possibility of simulation with different vehicle dynamics, perception and controller methods.

In the created simulation environment, the vehicle dynamics can be adjusted to test robustness, the perception can be altered to test error propagation and different controller types can be utilized to compare performances. The flowing traffic conditions, the different map settings with changing road curvatures and variable road adhesion coefficients are implemented with the Scenario Reader block. The block performs the initialization for controller and scenario parameters such as initial traffic state, map state and road conditions. The Scenario Visualization Block enables the visualization of the running simulation and performed the recording of the simulation parameters.

The simulation environment has the following properties:

- Automated scenario generation and execution, with real-time and offline visualization;
- Flowing traffic environment including different actors and adjustable actor behaviors on different conditions by roads (road adhesion coefficient and curvature);
- Customizable vehicle models with lateral dynamics to evaluate the performances and stability.

The simulation environment is built in MATLAB[®]. The main body of the simulation consists of the MATLAB[®] Simulink model where functions and scripts are developed by using MATLAB[®] programming language.

The general overview of the simulation environment is given in Figure 4-1.

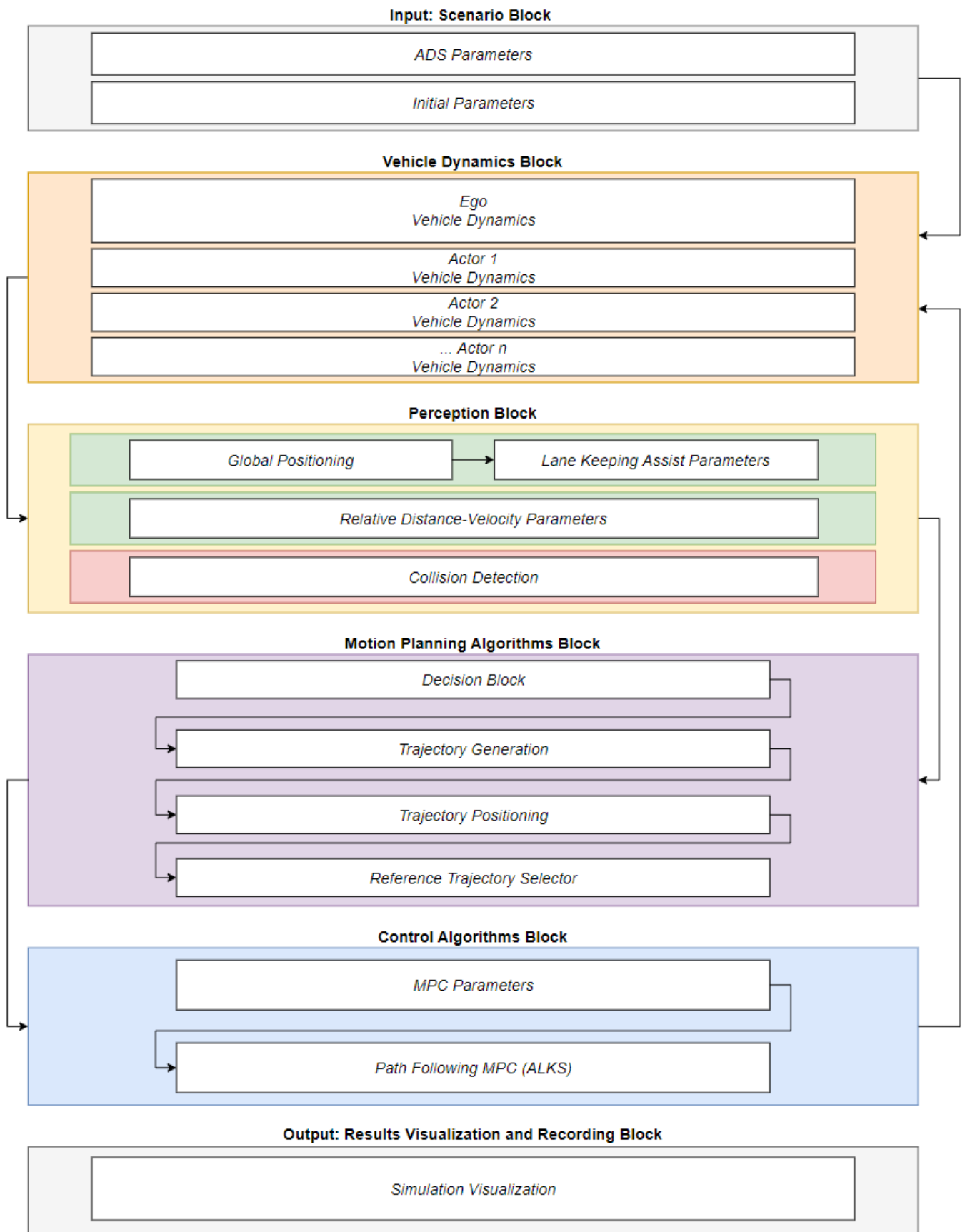


Figure 4-1 Overview of the Simulation Environment

4.1. Architecture

In this section, the architecture of the simulation environment will be inspected in detail. The architecture consists of several blocks which are

- Scenario Reader: a block for initialization of the controller and scenario parameters;
- Vehicle Dynamics Block: a block for vehicle dynamics of both subject vehicle and actors;
- Perception Block: a block for simulation of perception for the sensory domain under interest;
- Motion Planning Algorithms Block: a block for motion planning studies where decision-based trajectory generation and selection are utilized;
- Control Algorithms Block: a block for controller implementation to perform actions such as path following;
- Results Visualization and Recording Block: a block for real-time visualization of the simulation running and plotting of results.

The simulation environment has parameters to define solver configuration and system communication rates. The standard communication rate of 10 Hz was selected for the main sampling frequency. The vehicle dynamics block has the same sampling frequency as the simulation to provide suitable accuracy of the motion behavior of the vehicle. The configuration parameters of the simulation environment are given in Table 4-1.

Table 4-1 Configuration Parameters

Configuration Parameters		
<i>Value</i>	<i>Unit</i>	<i>Description</i>
ode4	-	Runge-Kutta for solver method
0.01	s	Fixed-step size for a fundamental sample time of the simulation
100	Hz	Vehicle Dynamics Block sampling frequency (same as the simulation)
10	Hz	Sensor Perception Block sampling frequency
10	Hz	Motion Planning Algorithms Block sampling frequency
10	Hz	Control Algorithms Block sampling frequency

In the following subsections, each block will be explained.

4.2. Vehicle Dynamics

The vehicle dynamics contain systems for the subject vehicle and the actors. The system has an overview as follows (Figure 4-2).

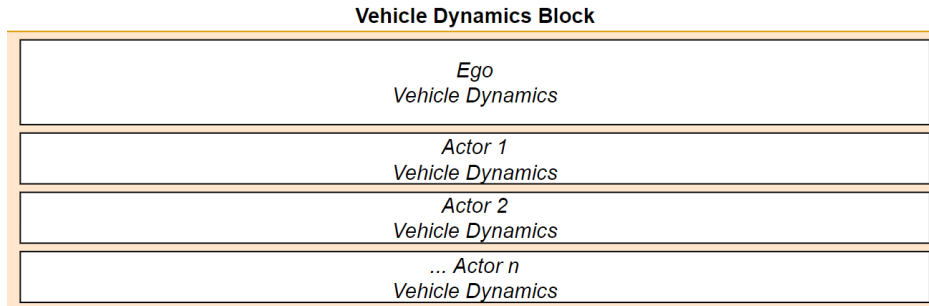


Figure 4-2 Overview of the Vehicle Dynamics Block

As far as vehicle dynamics is concerned, a single-track bicycle model evaluates longitudinal, lateral, and yaw motion using a rigid two-axle vehicle body model. The block includes the vehicle mass and aerodynamic drag induced by acceleration and steering between the axles. The single-track model is common in automated driving studies to mimic nonholonomic vehicle motion, especially when pitch, roll, and vertical motion are not significant [32].

The single-track bicycle model diagram is presented in Figure 4-3.

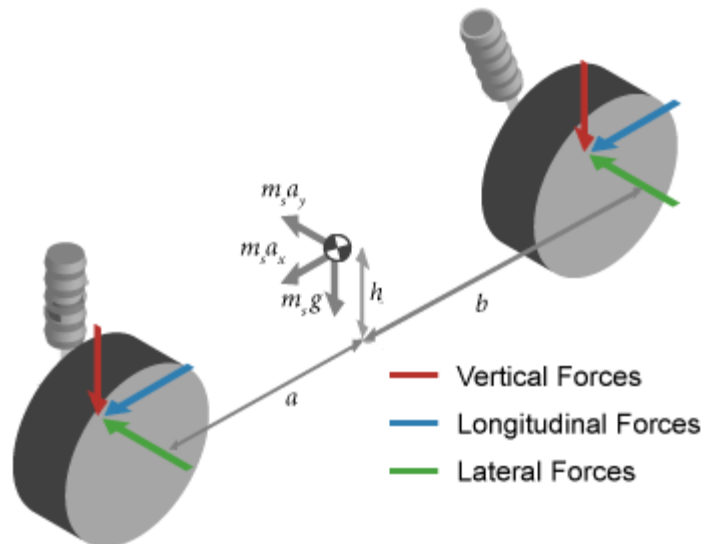


Figure 4-3 Single-track Bicycle Model Diagram [32]

The single-track model utilized the “External Longitudinal Forces” equations made in the prebuilt MATLAB[®] block. The following equations were used to estimate vehicle’s motion and drag values for the single-track model.

The rigid body planar dynamics are calculated as:

$$\ddot{x} = \dot{y}r + \frac{F_{xf} + F_{xr} + F_{xext}}{m} \quad \text{Equation 4.1a}$$

$$\ddot{y} = -\dot{x}r + \frac{F_{yf} + F_{yr} + F_{yext}}{m} \quad \text{Equation 4.2b}$$

$$\dot{r} = \frac{aF_{yf} - bF_{yr} + M_{zext}}{I_{zz}} \quad \text{Equation 4.3c}$$

$$r = \dot{\psi} \quad \text{Equation 4.4d}$$

The external forces and moments are calculated as:

$$F_{x,y,z ext} = F_{d x,y,z} + F_{x,y,z input} \quad \text{Equation 4.2a}$$

$$F_{x,y,z ext} = F_{d x,y,z} + F_{x,y,z input} \quad \text{Equation 4.2b}$$

$$F_{xft} = F_{xf input} \quad \text{Equation 4.2c}$$

$$F_{yft} = -C_{yf}\alpha_f\mu_f \frac{F_{zf}}{F_{z nom}} \quad \text{Equation 4.2d}$$

$$F_{xrt} = F_{xr input} \quad \text{Equation 4.2e}$$

$$F_{yrt} = -C_{yr}\alpha_r\mu_r \frac{F_{zr}}{F_{z nom}} \quad \text{Equation 4.2f}$$

The tire forces are calculated as:

$$\alpha_f = \text{atan}\left(\frac{\dot{y} + ar}{\dot{x}}\right) - \delta_f \quad \text{Equation 4.3a}$$

$$\alpha_r = \text{atan}\left(\frac{\dot{y} - br}{\dot{x}}\right) - \delta_r \quad \text{Equation 4.3b}$$

$$F_{xf} = F_{xft} \cos(\delta_f) - F_{yft} \sin(\delta_f) \quad \text{Equation 4.4a}$$

$$F_{yf} = -F_{xft} \sin(\delta_f) + F_{yft} \cos(\delta_f) \quad \text{Equation 4.4b}$$

$$F_{xr} = F_{xrt} \cos(\delta_r) - F_{yrt} \sin(\delta_r) \quad \text{Equation 4.4c}$$

$$F_{yr} = -F_{xrt} \sin(\delta_r) + F_{yrt} \cos(\delta_r) \quad \text{Equation 4.4d}$$

The aerodynamic drag forces and moments are calculated as:

$$w_x = W_x \cos(\Psi) + W_y \sin(\Psi) \quad \text{Equation 4.5a}$$

$$w_y = W_y \cos(\Psi) - W_x \sin(\Psi) \quad \text{Equation 4.5b}$$

$$w_z = W_z \quad \text{Equation 4.5c}$$

$$\bar{w} = \sqrt{(\dot{x} - w_x)^2 + (\dot{y} - w_y)^2 + (w_z)^2} \quad \text{Equation 4.5d}$$

$$F_{dx} = -\frac{1}{2TR} C_d A_f P_{abs}(\bar{w})^2 \quad \text{Equation 4.6a}$$

$$F_{dy} = -\frac{1}{2TR} C_s A_f P_{abs}(\bar{w})^2 \quad \text{Equation 4.6b}$$

$$F_{dz} = -\frac{1}{2TR} C_l A_f P_{abs}(\bar{w})^2 \quad \text{Equation 4.6c}$$

$$M_{dr} = -\frac{1}{2TR} C_{rm} A_f P_{abs}(\bar{w})^2 (a + b) \quad \text{Equation 4.7a}$$

$$M_{dp} = -\frac{1}{2TR} C_{pm} A_f P_{abs}(\bar{w})^2 (a + b) \quad \text{Equation 4.7b}$$

$$M_{dy} = -\frac{1}{2TR} C_{ym} A_f P_{abs}(\bar{w})^2 (a + b) \quad \text{Equation 4.7c}$$

These equations are used to express the dynamics of the single-track bicycle model.

In this section, the subject vehicle and actor dynamics will be inspected separately in 4.2.1 and 4.2.2.

4.2.1. The Subject Vehicle

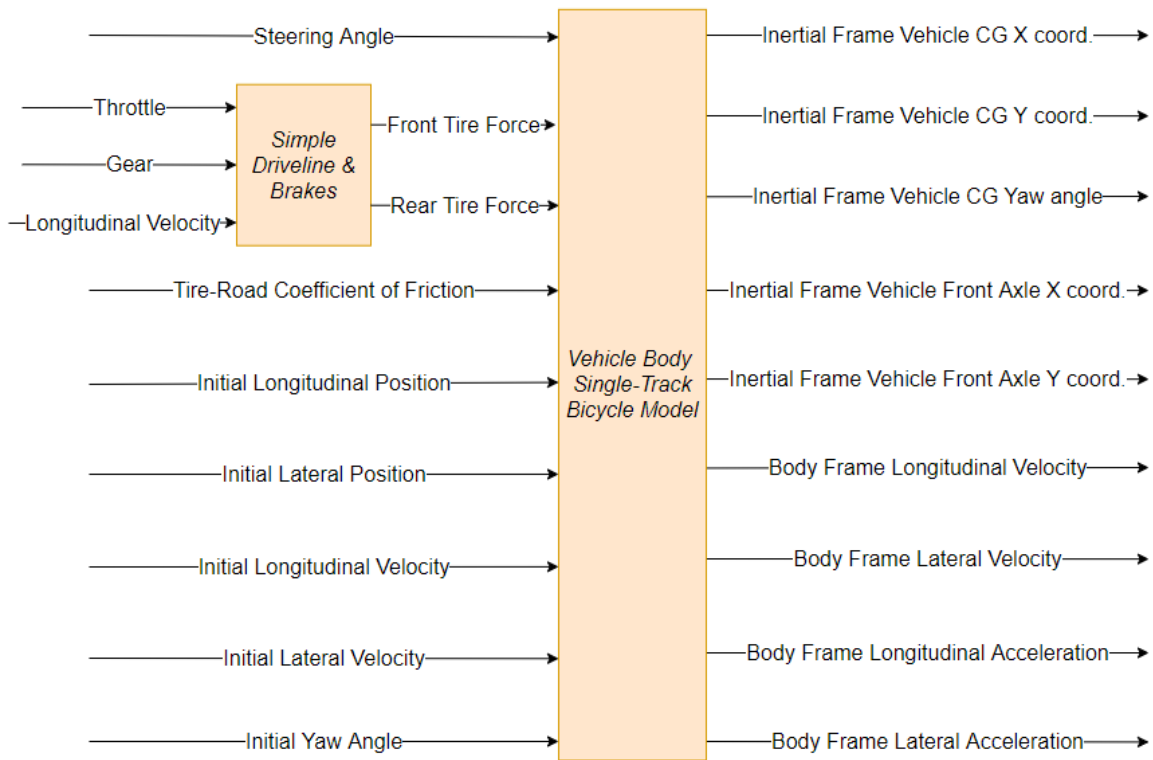


Figure 4-4 Vehicle Dynamics Mechanism of the Subject Vehicle

The subject vehicle system consists of a single-track bicycle model and a simple driveline-brakes model as presented in Figure 4-4.

The system loads the initial values for the subject vehicle from the Scenario Reader. Then it takes the control inputs produced by the controller such as throttle and steering angle. Road adhesion coefficient is supplied to evaluate vehicle handling stability.

The system produces signals representing the current state of the vehicle such as the current position on the track in the inertial frame for both the center of gravity of the vehicle (CG) and the front axle of the vehicle. The longitudinal and lateral motion signals such as velocity and acceleration in the body frame are also calculated.

The block accepts inputs such as external longitudinal velocity or external longitudinal forces. The longitudinal forces are introduced by the simple driveline and brakes model. The lateral forces are calculated based the tire slip angles and linear cornering stiffness. Then the block is modified to accept external longitudinal forces to calculate vehicle dynamics. Thus, the study included the changes in the longitudinal velocity caused by the lateral and yaw motion.

The Vehicle Dynamics Block has the following input and output signals (Table 4-2).

Table 4-2 Vehicle Dynamics Block Input and Output Signals of the Subject Vehicle

Vehicle Dynamics Block Input and Output Signals		
<i>Inputs</i>	<i>Block</i>	<i>Outputs</i>
Steering Angle →		→ Inertial Frame Vehicle CG X coord.
Throttle →		→ Inertial Frame Vehicle CG Y coord.
Gear →		→ Inertial Frame Vehicle CG Yaw angle
Longitudinal Velocity →		→ Inertial Frame Vehicle Front Axle X coord.
Tire-Road Coefficient of Friction →		→ Inertial Frame Vehicle Front Axle Y coord.
Initial Longitudinal Position →		→ Body Frame Longitudinal Velocity
Initial Lateral Position →		→ Body Frame Lateral Velocity
Initial Longitudinal Velocity →		→ Body Frame Longitudinal Acceleration
Initial Lateral Velocity →		→ Body Frame Lateral Acceleration
Initial Yaw Angle →		

The Subject Vehicle block also contains a simple driveline and brakes model. The simple driveline and brakes system uses two low-level transfer functions (TF) as equations 4.8a and 4.8b, to represent the dynamics of powertrain forces and braking forces which are included in the external forces as inputs to the vehicle block.

$$\text{Powertrain TF} = \frac{1}{\tau \cdot s + 1} \quad \text{Equation 4.8a}$$

$$\text{Braking TF} = \frac{1}{\tau_2 \cdot s + 1} \quad \text{Equation 4.8b}$$

The parameters of the subject vehicle are as follows (Table 4-3).

Table 4-3 Subject Vehicle Parameters

Subject Vehicle Parameters			
<i>Symbol</i>	<i>Value</i>	<i>Unit</i>	<i>Description</i>
m	1670	kg	The total mass of the vehicle
I _{zz}	2100	kgm ²	Yaw moment of inertia of the vehicle
l _f	0.99	m	Longitudinal distance from CG to front tires
l _r	1.7	m	Longitudinal distance from CG to rear tires
C _f	61595	N/rad	Cornering stiffness of front tires
C _r	52095	N/rad	Cornering stiffness of rear tires
g	9.81	m/s ²	Gravitational constant

The parameters of the simple driveline and brakes are as follows (Table 4-4).

Table 4-4 Simple Driveline and Brakes Parameters

Simple Driveline and Brakes Parameters		
<i>Symbol</i>	<i>Value</i>	<i>Description</i>
tau	0.50	The time constant of powertrain dynamics
tau ₂	0.07	The time constant of braking dynamics

The parameters to represent the physical dimensions of the vehicles and actors are also included in the initialization of scenario phase. Physical dimensional properties become important for maneuvers since the lateral intervehicle distance becomes important especially when vehicles become adjacent. Lane change and overtake maneuvers can trigger ADS response in this kind of situation. Emergency maneuvers for obstacle avoidance may create situations with close lateral distances between the subject vehicle and other actors.

The parameters for the physical dimensions of the Subject Vehicle and actors are as follows (Table 4-5).

Table 4-5 Physical Dimension Parameters

Physical Dimension Parameters		
<i>Value</i>	<i>Unit</i>	<i>Description</i>
1.8	m	The width of the Subject Vehicle
4.5	m	The length of the Subject Vehicle
1.8	m	The width of the Actor Car
4.5	m	The length of the Actor Car
2.5	m	The width of the Actor Truck
8.2	m	The length of the Actor Truck
1.7	m	The width of the Actor Bicycle
0.45	m	The length of the Actor Bicycle
0.45	m	The width of the Actor Pedestrian
0.24	m	The length of the Actor Pedestrian

In the architecture, the actor subsystem is placed under the vehicle dynamics block. The actor subsystem can be placed separately since the subsystem has a standalone control loop from the simulation. The actor subsystem loads the initialization parameters from

the Scenario Reader block and outputs the parameters representing the current state of the actor to the Perception block. Therefore, it is convenient to place the actor subsystem between the Perception block and Scenario Reader block.

4.2.2. The Actor Subsystem

The Actor subsystem contains different motion profiles for different types of actors. Actor vehicles can follow the road center with constant or changing velocity profiles as their main driving task. Additionally, actor vehicles can swerve about the road center or perform maneuvers such as cutting into or cutting out of the original driving lane. Pedestrians can try to cross the road perpendicularly which can be utilized to simulate emergency braking in scenarios. The actor motion profiles will be explained further in the section dedicated to Scenario Reader.

The overview of the Actor Subsystem is given in Figure 4-5.

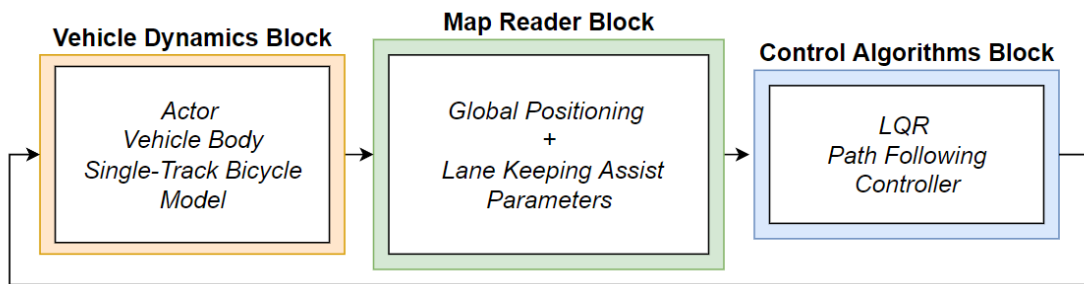


Figure 4-5 Overview of the Actor Subsystem

The Actor subsystem is relatively uncomplicated. Similar to the Subject Vehicle, actors have a vehicle dynamics block, map reader block and control algorithms block. The vehicle dynamics block is exchangeable and adjustable as in the case of the Subject Vehicle. As previously mentioned, the vehicle dynamics for the Subject Vehicle was single-track bicycle model with “External Longitudinal Forces” mode. However, in the actor subsystem, the single-track bicycle model with “External Longitudinal Velocity” mode in the prebuilt MATLAB[®] block was preferred. By defining the set longitudinal velocity, the model can be controlled directly with the velocity signal. The velocity signal can be adjusted in simulation to perform flowing traffic situations.

The parameters of the actor vehicle are as follows (Table 4-6).

Table 4-6 Actor Vehicle Parameters

Actor Vehicle Parameters			
<i>Symbol</i>	<i>Value</i>	<i>Unit</i>	<i>Description</i>
m	1670	kg	The total mass of the vehicle
I_{zz}	2100	kgm ²	Yaw moment of inertia of the vehicle
l_f	0.99	m	Longitudinal distance from CG to front tires
l_r	1.70	m	Longitudinal distance from CG to rear tires
C_f	61595	N/rad	Cornering stiffness of front tires
C_r	52095	N/rad	Cornering stiffness of rear tires
g	9.81	m/s ²	Gravitational constant

The Map Reader block provides the lane keeping assist parameters to the controller block. This block will be explained further in the next section for perception. The control algorithms block may contain a PID controller, LQR or even MPC. In this study, LQR was selected due to the simplicity of the actors' tasks. Moreover, this control type is applicable in real-life and has acceptable computational cost efficiency. Since the main focus of the study is the Subject Vehicle and its maneuvers, the actor subsystem is kept plain and straightforward (Figure 4-6).

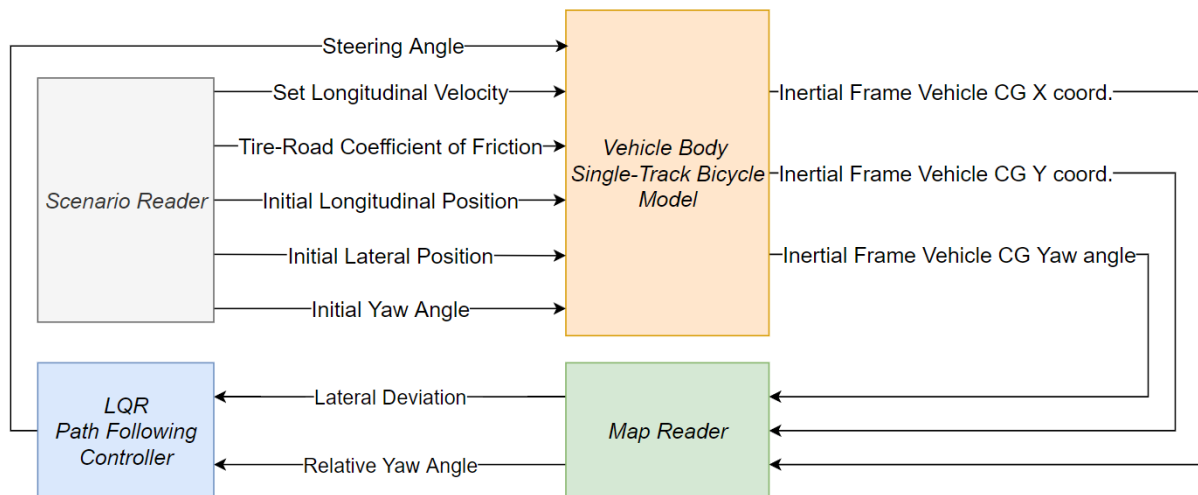


Figure 4-6 Vehicle Dynamics Mechanism of the Actor Subsystem

It is important to explain the standpoint of this subsystem for further clarification of the situation. The subsystem has a standalone control loop from the simulation. Still, the perception block can acquire information from the actor subsystem. For example, the

relative distance and velocity data is assumed be acquired with V2V communication between vehicles.

The Actor Subsystem has the following input and output signals (Table 4-7).

Table 4-7 Actor Subsystem Input and Output Signals

Actor Subsystem Input and Output Signals		
<i>Inputs</i>	<i>Block</i>	<i>Outputs</i>
Steering Angle →		→ Inertial Frame Vehicle CG X coord.
Set Longitudinal Velocity →		→ Inertial Frame Vehicle CG Y coord.
Tire-Road Coefficient of Friction →		→ Inertial Frame Vehicle Front Axle Y coord.
Initial Longitudinal Position →		→ Body Frame Longitudinal Velocity
Initial Lateral Position →		→ Current Lane on the Road
Initial Yaw Angle →		

4.3.Perception Block

The Perception block contains sensors such as global positioning, lane keeping assist parameters, relative parameters and collision detection. In this work, the primary focus was to develop motion planning and control algorithms. However, the perception block is necessary to obtain the necessary information for both motion planning and control algorithms. Therefore, the perception block is built assuming there are perfect V2V and V2X communications available and sensor noise is not included for the sake of simplicity. Thus, motion planning and control algorithms are assumed to utilize ground truth information from the required channels.

The overview of the perception block is given in Figure 4-7.

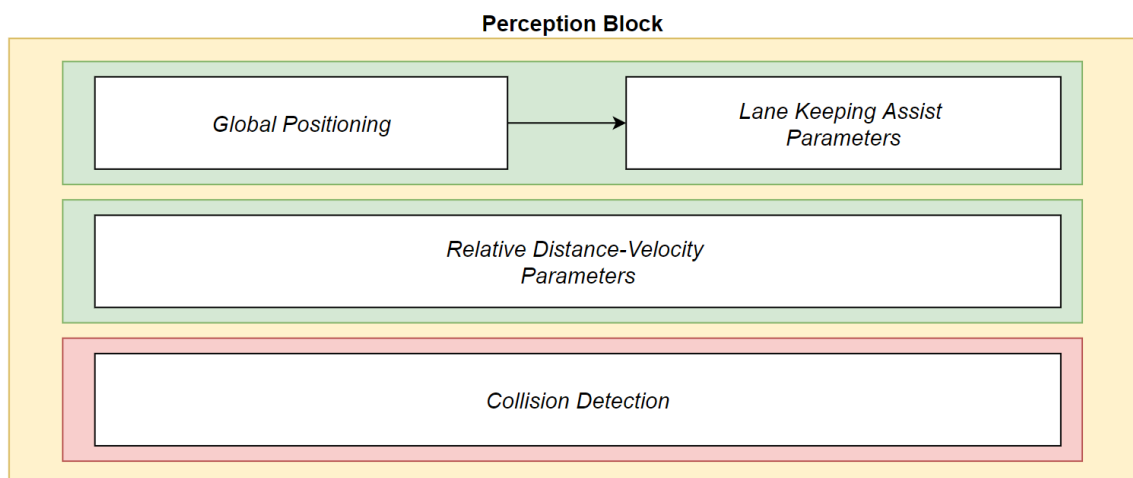


Figure 4-7 Overview of the Perception Block

4.3.1. Global Positioning and Lane Keeping Assist Parameters

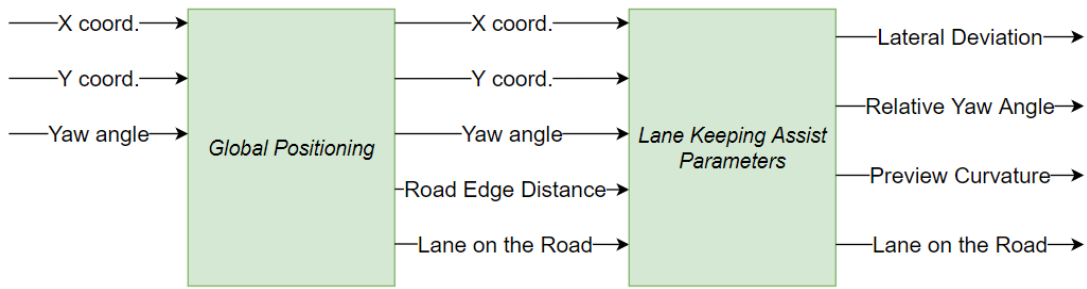


Figure 4-8 Mechanism of the Global Positioning and Lane Keeping Assist Parameters Blocks

The global positioning sensor transmits the necessary information about the current state of the vehicle. The subject vehicle is assumed to have V2X communication. The main purpose of this sensor is to provide the distance from the edge of the whole road with multiple lanes and to extract current lane information on the road.

The lane keeping parameters from MathWorks are as follows (Figure 4-9).

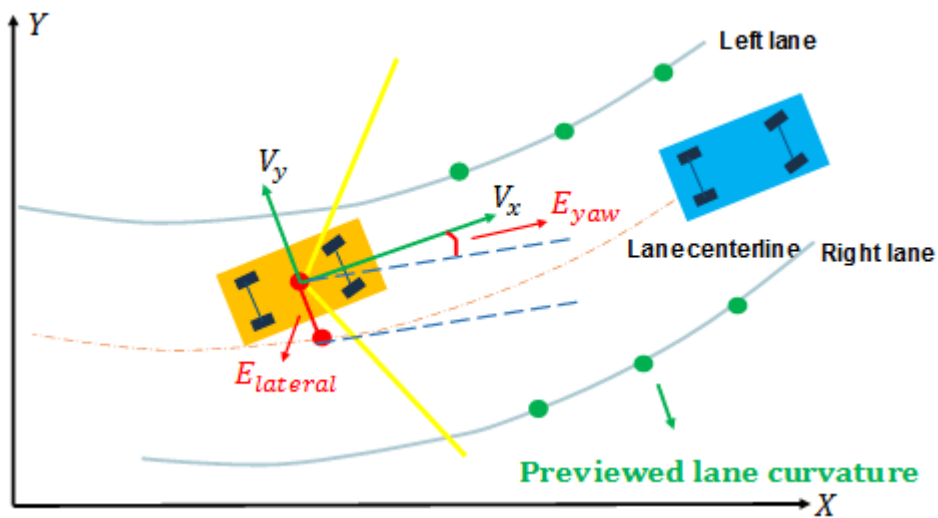


Figure 4-9 Lane Keeping Parameters Diagram [33]

- Lateral deviation is the distance between the center of the front axle of the subject vehicle and the center of the road.
- Relative yaw angle is the angle between the yaw angle of the subject vehicle and the tangent for the center of the road.
- Preview curvature is the road curvature for the road ahead. The road curvature can be specified as $1/R$, where R is the radius of the curve.

Lateral deviation and relative yaw angle are scalar signals which are easy to implement and use. The preview curvature produces the information for the road ahead. This signal can be a scalar or vector. However, if the MPC is used, this signal's length must be less than or equal to the Prediction Horizon. The controller parameters will be explained further in the 5.2.6.

It is important to note that, since the lane keeping sensors for lane edge detection are placed further to the front of the CG, it is useful to use the front axle states for the global positioning and lane keeping assist parameters sensors. Thus, the error can be directly correlated with the steering section of the subject vehicle.

The Global Positioning and Lane Keeping Assist Parameters Sensor has the following input and output signals Table 4-8.

Table 4-8 Global Positioning and Lane Keeping Assist Parameters Sensor Input and Output Signals

Global Positioning and Lane Keeping Assist Parameters Sensor Input and Output Signals		
<i>Inputs</i>	<i>Block</i>	<i>Outputs</i>
X coord. →		→ Lateral Deviation
Y coord. →		→ Relative Yaw Angle
Yaw angle →		→ Preview Curvature
		→ Current Lane on the Road

The Map Reader block mentioned in 4.2.2 works in a similar principle. In the actor subsection, a LQR was preferred, therefore the map reader block generates one less parameter which is the preview curvature. If the MPC was preferred, the preview curvature could be generated from the Map Reader block.

4.3.2. Relative Parameters Sensor

The Relative Parameters Sensor produces the necessary information about the current state of the flowing traffic. The block obtains the position and velocity information from the vehicles and process this information to produce the relative distance and relative velocity parameters for the motion planning and control algorithms (Figure 4-10).

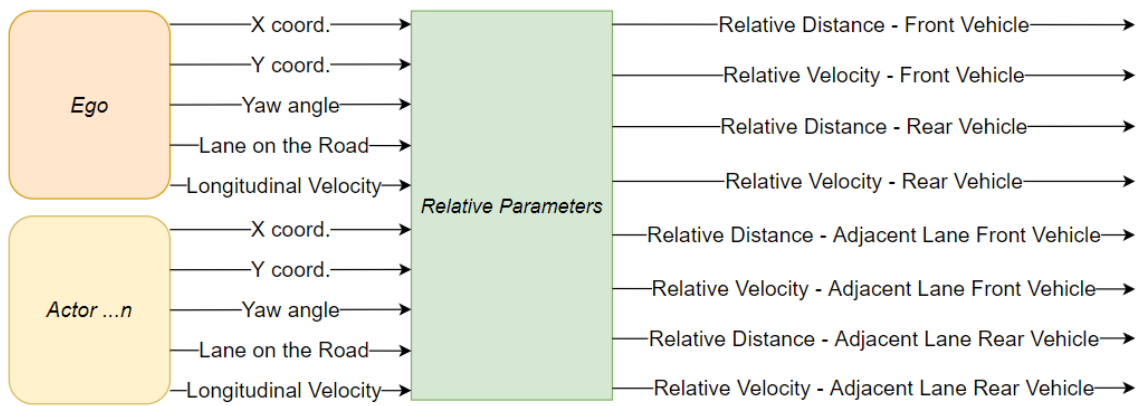


Figure 4-10 Mechanism of the Relative Parameters Block

The Relative Parameters block provides crucial information about the current state of the flowing traffic. The relative distance and the relative velocity between the Subject Vehicle and the leading vehicle are mainly required for ACC and AEB. The parameters related to the adjacent lanes are also required for the motion planning algorithms since the main focus is to create a secure and comfortable trajectory for the Subject Vehicle to safely follow.

The Relative Parameters Sensor has the following input and output signals (Table 4-9).

Table 4-9 Relative Parameters Sensor Input and Output Signals

Relative Parameters Sensor Input and Output Signals		
<i>Inputs</i>	<i>Block</i>	<i>Outputs</i>
X coord. (Ego) →		→ Relative Distance - Front Vehicle
Y coord. (Ego) →		→ Relative Velocity - Front Vehicle
Yaw angle (Ego) →		→ Relative Distance - Back Vehicle
Current Lane on the Road (Ego) →		→ Relative Velocity - Back Vehicle
Longitudinal Velocity (Ego) →		→ Relative Distance - Adjacent Lane Front Vehicle
X coord. (Actor n) →		→ Relative Velocity - Adjacent Lane Front Vehicle
Y coord. (Actor n) →		→ Relative Distance - Adjacent Lane Back Vehicle
Yaw angle (Actor n) →		→ Relative Velocity - Adjacent Lane Back Vehicle
Current Lane on the Road (Actor n) →		
Longitudinal Velocity (Actor n) →		

The global positioning sensor, the lane keeping assist parameters sensor and the relative parameters sensor provide the necessary information for the motion planning and control algorithms.

4.3.3. Collision Detection

The collision detection sensor produces the minimum distance information between the subject vehicle and actors and constantly checks the occurrence of a collision. This information is vital for the simulation. Since the study is mainly related to motion planning and control algorithms, the collision detection and minimum distance calculation produces precious information about the health and performance of the algorithm.

The collision block obtains the position and yaw angle information from Global Positioning sensor. Then, the block calculates the minimum distance based on the previously mentioned length and width parameters for the subject vehicle and actors (Table 4-5). The calculation is done by a minimum distance between two rotated rectangles. Since the CG positions, yaw angles and physical dimensions are known, the algorithm calculates the minimum distance between all actors and whether there is a collision or not (Figure 4-11).

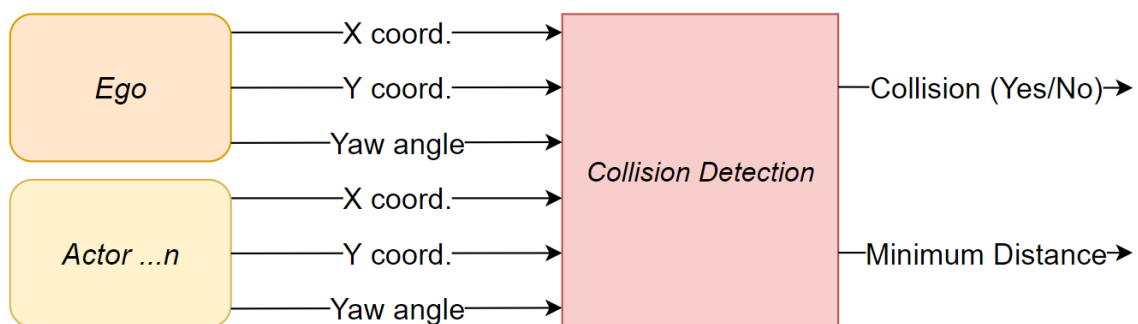


Figure 4-11 Mechanism of the Collision Detection Block

The collision detection sensor's signals are directly included in the simulation results and exported. The simulation is terminated if there is a collision and the final scene is annotated for later evaluation.

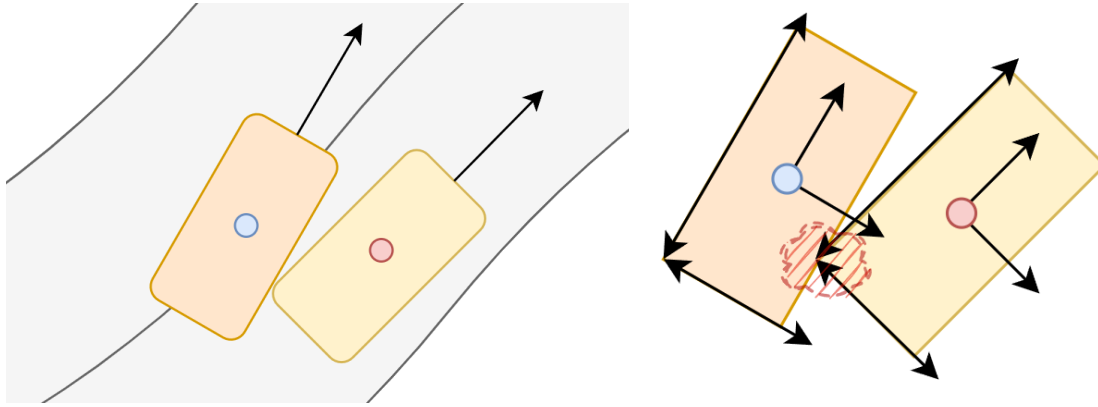


Figure 4-12 Collision Calculation via “Minimum Distance Between Two Rotated Rectangles” Method

A collision situation is presented in Figure 4-12. In that case the subject vehicle is seen to be unable to perform the collision avoidance maneuver.

The collision detection sensor also inspects other cases for the scenario termination. The actor vehicles’ only objective is to follow their respective road center. However, the subject vehicle is capable of changing lanes and performing overtaking maneuvers. Therefore, the simulation gets terminated by the collision block in case of contact between the subject vehicle and the road borders and/or other actors.

The Collision Detection Sensor has the following input and output signals (Table 4-10).

Table 4-10 Collision Detection Sensor Input and Output Signals

Collision Detection Sensor Input and Output Signals		
<i>Inputs</i>	<i>Block</i>	<i>Outputs</i>
X coord. (Ego) →		→ Collision (Yes/No) → Minimum Distance
Y coord. (Ego) →		
Yaw angle (Ego) →		
X coord. (Actor n) →		
Y coord. (Actor n) →		
Yaw angle (Actor n) →		

The block gathers information directly from the simulation as ground truth.

4.4.Motion Planning

The overview of the Motion Planning system is given below (Figure 4-13).

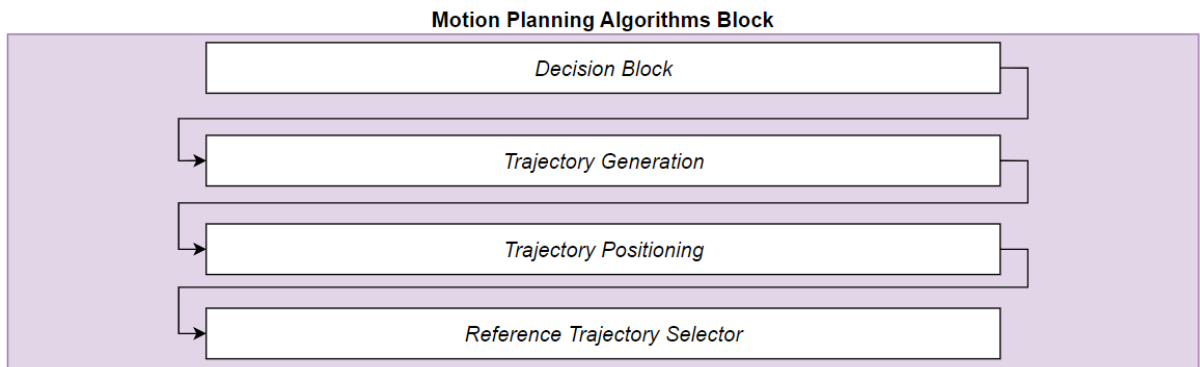


Figure 4-13 Overview of the Motion Planning Algorithms Block

The motion planning block contains a decision block, a trajectory generator block, a trajectory positioning block and a reference trajectory selector block.

The decision block obtains the related information to evaluate the situation and decides if a corrective maneuver is necessary or not. Then, if required, trajectory generation block generates a safe and comfortable trajectory. The trajectory positioning block functions as the Map Reader block in the previously mentioned actor subsystem which generates the trajectory following parameters like parameters for lane keeping assist. Finally, the reference trajectory selector block acquires the available references and then feeds the selected one to the Control Unit block.

4.4.1. Decision Block

The decision block evaluates the current situation of the flowing traffic and decides if there is a necessity for the subject vehicle to perform maneuver. The Decision block sends the road information and available spacing information to the trajectory generation block (Figure 4-14).

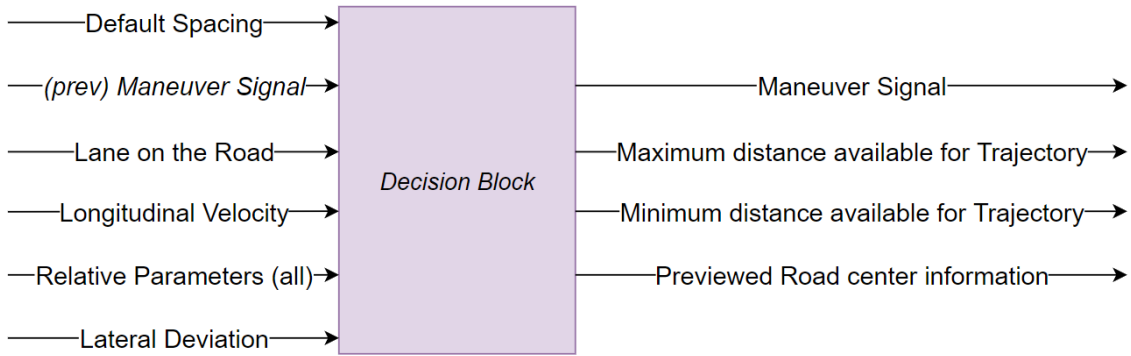


Figure 4-14 Mechanism of the Decision Block

The decision scheme for the decision block is as the follows (Figure 4-15).

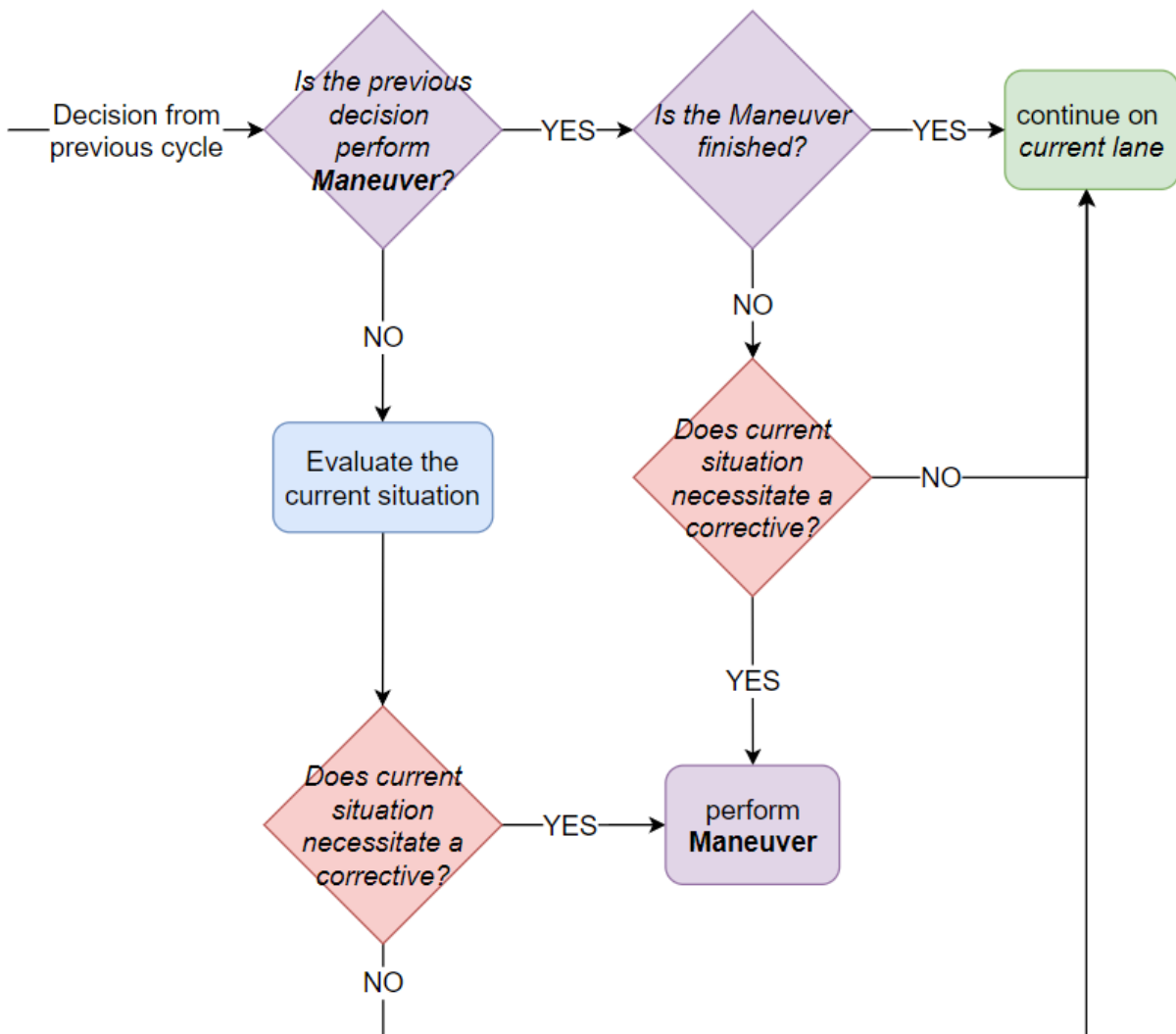


Figure 4-15 Decision Scheme of the Decision Block

A maneuver can be triggered by different situations and events. The result for the Subject Vehicle can be a lane change, overtake or collision avoidance. The convenient distance

is defined as *Clearance* as given in the equation 4.9a where Time Gap (TG) and Default Spacing (DS) is given in Table 5-8.

$$Clearance = V_x * TG + DS \quad \text{Equation 4.9a}$$

The distance becomes critical when the relative distance is smaller than the clearance.

$$Relative\ Distance \leq Clearance \quad \text{Equation 4.9b}$$

The trigger functions used to evaluate the current situation are presented in Figure 4-16 and Figure 4-17.

1. If the relative distance at the front of Subject Vehicle is smaller than *convenient* and the leading vehicle's relative velocity is negative (Equation 4.9a and 4.9b)
2. If the relative distance at the behind of Subject Vehicle is smaller than *convenient* and trailing vehicle's relative velocity is positive (Equation 4.9a and 4.9b)

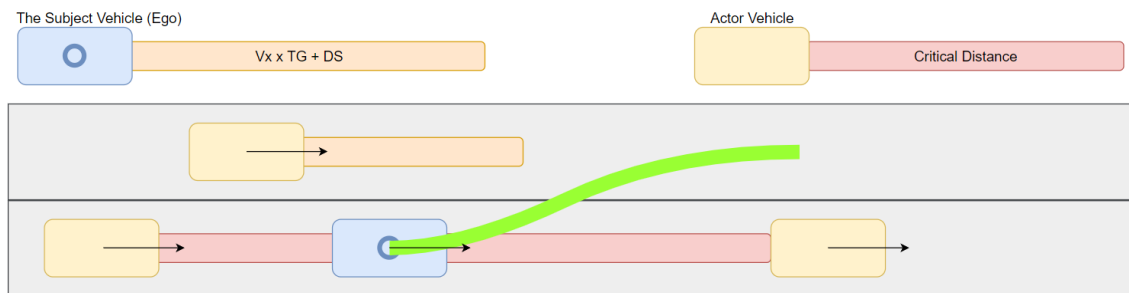


Figure 4-16 Relative Distance Trigger for Maneuver

3. If the current lane is used only for overtaking

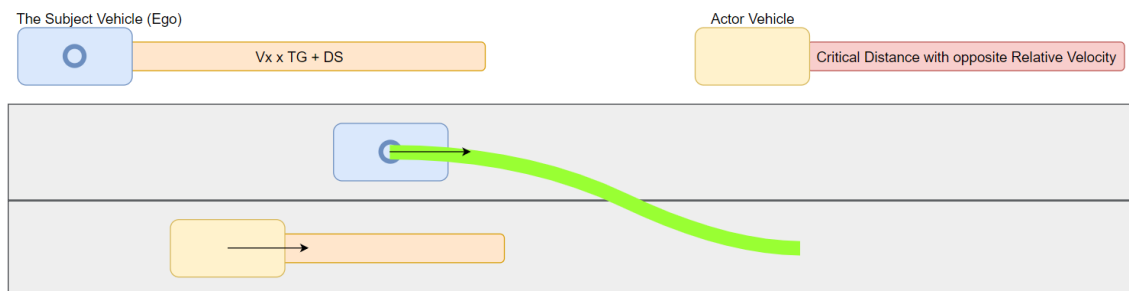


Figure 4-17 Passing Lane Trigger for Maneuver

The maneuver action can be terminated where the maneuver is completed. The terminate function when evaluating the current situation is given below.

1. If the lateral deviation error on the targeted lane is less than 0.10 meters

The Decision Block has the following input and output signals (Table 4-11).

Table 4-11 Decision Block Input and Output Signals

Decision Block Input and Output Signals		
<i>Inputs</i>	<i>Block</i>	<i>Outputs</i>
Default Spacing →		→ Maneuver Signal
(prev) Maneuver Signal →		→ Maximum distance available for Trajectory
Current Lane on the Road →		→ Minimum distance available for Trajectory
Longitudinal Velocity →		→ Previewed Road center Information
Relative Parameters (all) →		
Lateral Deviation →		

The maximum distance and minimum distance available are the main input of the trajectory generation block. The trajectory generation block evaluates the available region for suitable trajectory generation.

4.4.2. Trajectory Generation

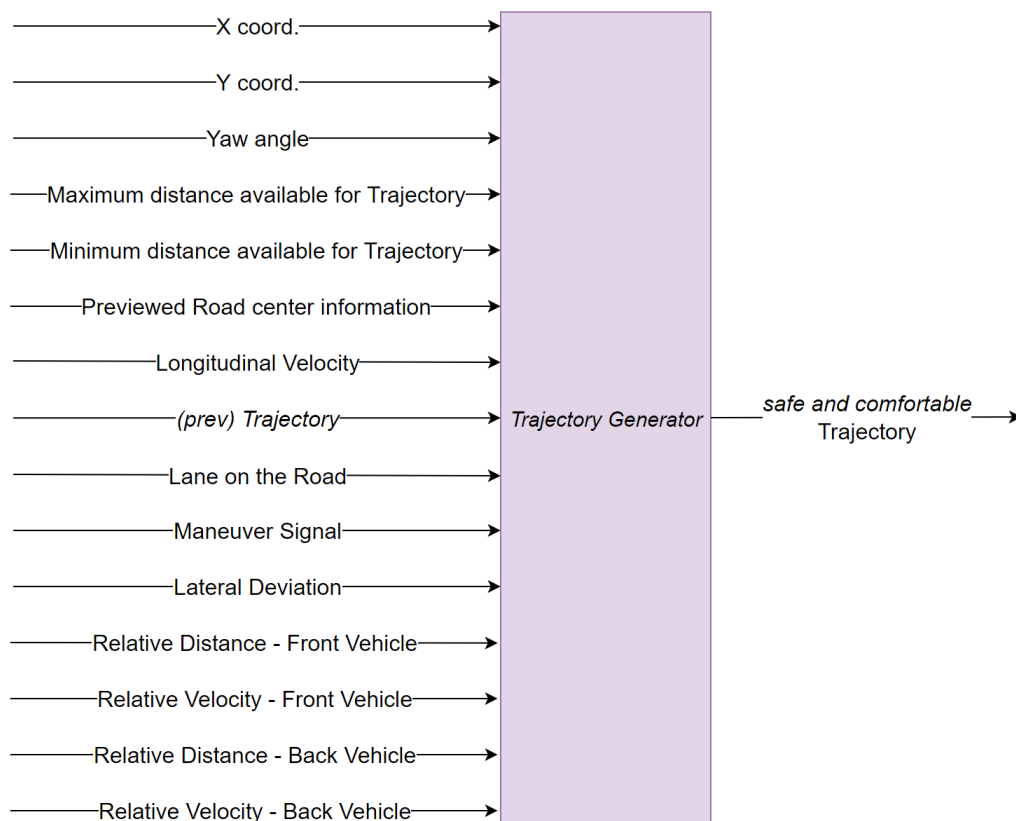


Figure 4-18 Mechanism of the Trajectory Generation Block

The trajectory generation block acquires the triggering signal related to maneuver generation. In such a case, this block uses the available trajectory region to calculate a comfortable and safe trajectory within the minimum and maximum distance available. The trajectory will be evaluated for both safety and comfort.

Normally, in a safe situation where the subject vehicle undertakes a simple lane change, comfort limits apply as given in equations 4.10a-b-c. However, if the situation is critical, these comfort limits will be increased to the vehicle's handling limits to perform the necessary avoidance maneuver. In the following sections of this study, it can be seen that the trajectory generated with comfort limits of 3.0 m/s^3 , usually results in lateral accelerations less than 1.0 m/s^2 .

If the motion profile for the planned trajectory has:

$$j_{y \max} \leq 3.0 \text{ m/s}^3 \quad \text{Equation 4.10a}$$

$$a_{y \max} \leq 3.0 \text{ m/s}^2 \quad \text{Equation 4.10b}$$

$$v_{y \max} \leq 3.0 \text{ m/s} \quad \text{Equation 4.10c}$$

then the trajectory satisfies the comfort limits.

The decision scheme for the trajectory generation block is presented in Figure 4-19. The design limits for the trajectory change accordingly to the situation.

The situation can be considered critical when (Figure 4-20):

- The relative distance front is smaller than the safety threshold
- The relative distance behind is smaller than the safety threshold

$$\text{Relative Distance} \leq DS \quad \text{Equation 4.11}$$

If the motion profile for the planned trajectory has:

$$j_{y \max} \leq 10.0 \text{ m/s}^3 \quad \text{Equation 4.12a}$$

$$a_{y \max} \leq 10.0 \text{ m/s}^2 \quad \text{Equation 4.12b}$$

$$v_{y \max} \leq 10.0 \text{ m/s} \quad \text{Equation 4.12c}$$

then the trajectory satisfies the critical limits.

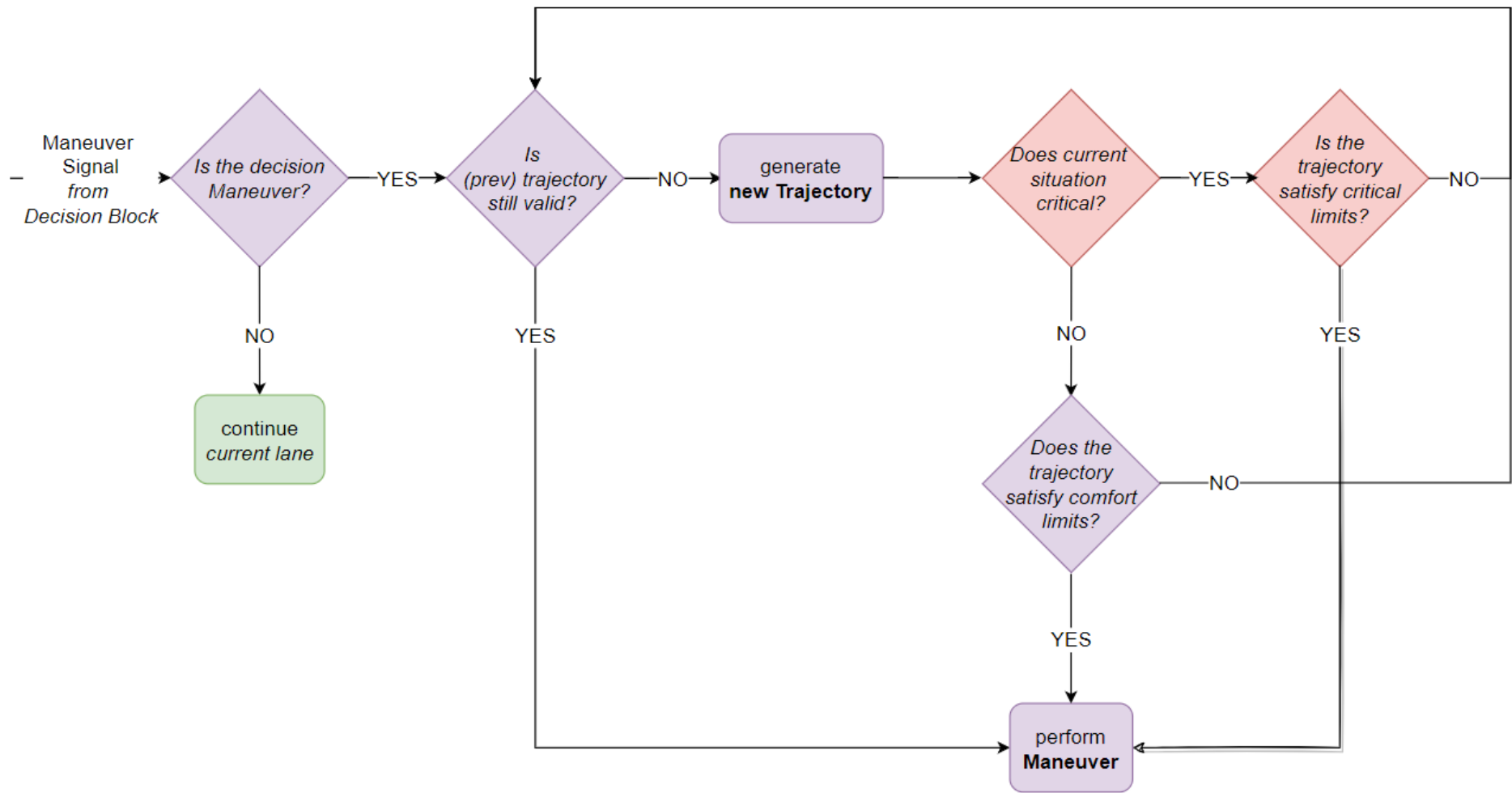


Figure 4-19 Decision Scheme of the Trajectory Generation Block

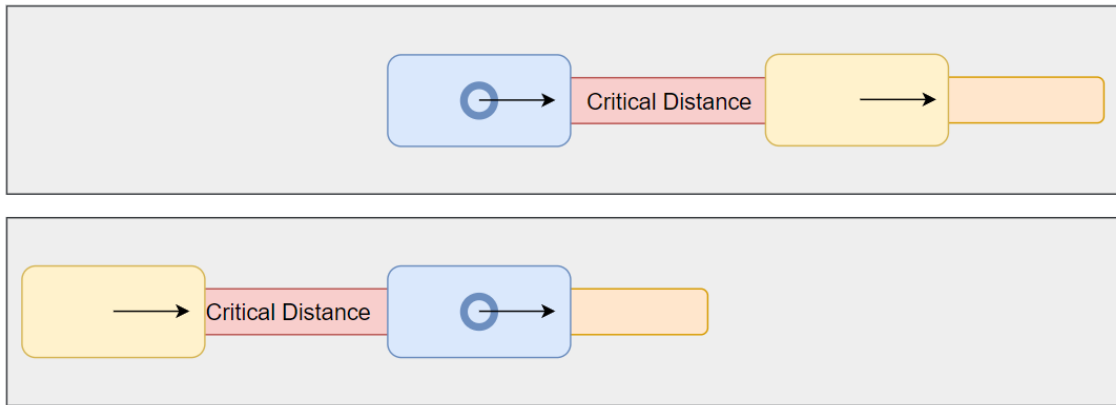


Figure 4-20 Critical Situation for Relaxed Trajectory Limits

It is important to note that in critical maneuvers, the maneuver performing time is shorter than in regular maneuvers. Therefore, the jerk profile of the critical maneuver will be higher than regular. Thus in these situations, the governing limit will be the Jerk limit.

The Trajectory Generator Block has the following input and output signals (Table 4-12).

Table 4-12 Trajectory Generator Block Input and Output Signals

Trajectory Generator Block Input and Output Signals			
<i>Inputs</i>	<i>Block</i>	<i>Outputs</i>	
X coord.	→		→ Trajectory
Y coord.	→		
Yaw angle	→		
Maximum distance available for Trajectory	→		
Minimum distance available for Trajectory	→		
Previewed Road center information	→		
Longitudinal Velocity	→		
<i>(prev) Trajectory</i>	→		
Current Lane on the Road	→		
Maneuver Signal	→		
Lateral Deviation	→		
Relative Distance - Front Vehicle	→		
Relative Velocity - Front Vehicle	→		
Relative Distance - Rear Vehicle	→		
Relative Velocity - Rear Vehicle	→		

The trajectory generation will be presented in detail in the Motion Planning and Control Algorithms Section 5.1.

4.4.3. Trajectory Positioning Block

The Trajectory Positioning block obtains the generated trajectory. This block works similar to the previously mentioned Lane Keeping Assist Parameters sensor and the Map Reader block in the Actor Subsystem in terms of providing the lateral control parameters (Figure 4-21).

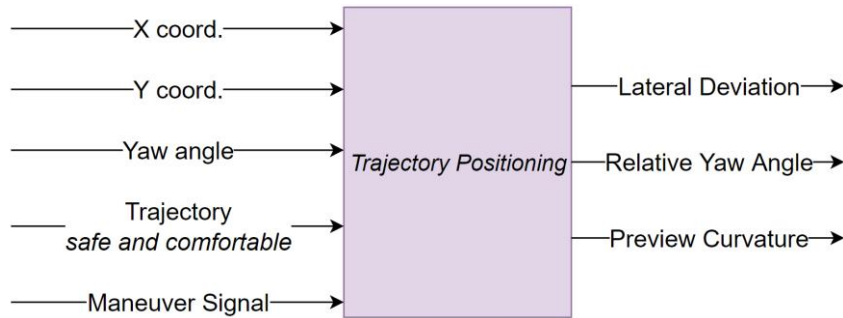


Figure 4-21 Mechanism of the Trajectory Positioning Block

The Trajectory Positioning block evaluates the current state of the vehicle, the generated trajectory and the maneuver signal. Then it produces the parameters for the trajectory following for the Control Unit block.

It is important to note that, since the vehicle estimates its own position, the accurate modeling of the vehicle becomes critically important. In normal maneuvers, the estimation works accurately. However, if the required maneuvers contain motion profiles that are out of the acceptable limits, the estimation can drift from the real position on the trajectory. In this study, this problem was overcome by limiting the vehicle's motion profiles for both critical and normal maneuvering situations.

The Trajectory Positioning Block has the following input and output signals (Table 4-13).

Table 4-13 Trajectory Positioning Block Input and Output Signals

Trajectory Positioning Block Input and Output Signals		
<i>Inputs</i>	<i>Block</i>	<i>Outputs</i>
X coord. →		
Y coord. →		→ Lateral Deviation
Yaw angle →		→ Relative Yaw Angle
Trajectory →		→ Preview Curvature
Maneuver Signal →		

The parameters from the lane keeping assist parameters sensor and estimations from the trajectory positioning block are evaluated in the control unit block, where the required actuator inputs will be generated.

4.4.4. Reference Trajectory Selector

The Reference Trajectory Selector block is a utility block for the simulation. This block acquires the signals related to road center and trajectory (if available), and then calculates the next reference point for the subject vehicle to follow (Figure 4-22).

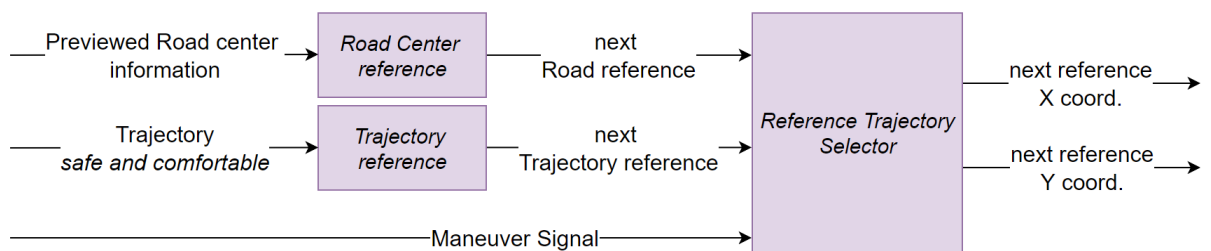


Figure 4-22 Mechanism of the Reference Trajectory Selector Block

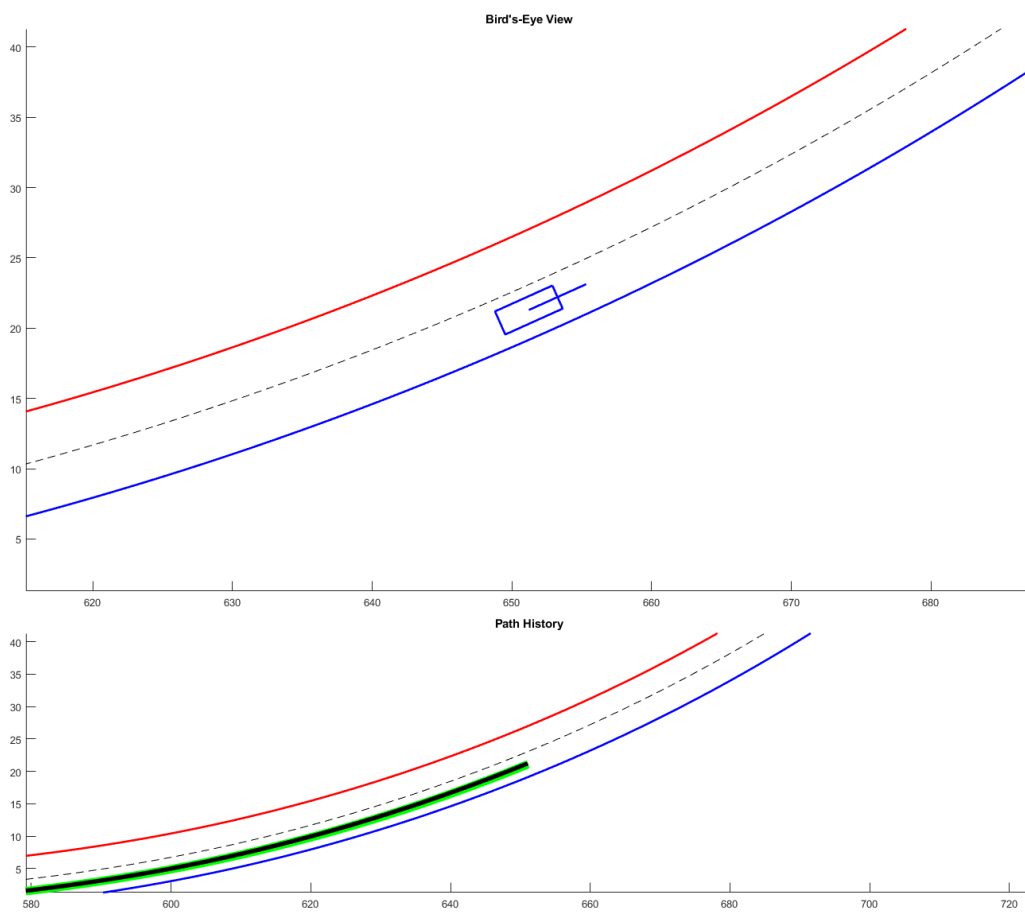


Figure 4-23 Example of Bird's Eye View and Path History Plots

The Reference Trajectory Selector’s signals are directly included in the simulation results and exported. The reference points and actual traveled points can be plotted in real-time or evaluated later after the simulation.

The following framed windows (Figure 4-23 and Figure 4-24) are directly taken from the Simulation Environment’s interface. The view style indicates plots taken from the interface; this is due to differentiate the regular plots from the simulation interface. An example of bird’s eye view and path history plots are given in Figure 4-23.

The path history can be inspected further to see the actual lateral errors for the followed reference. The results were plotted in Figure 4-24 where green is the reference and black is the actual traveled path.

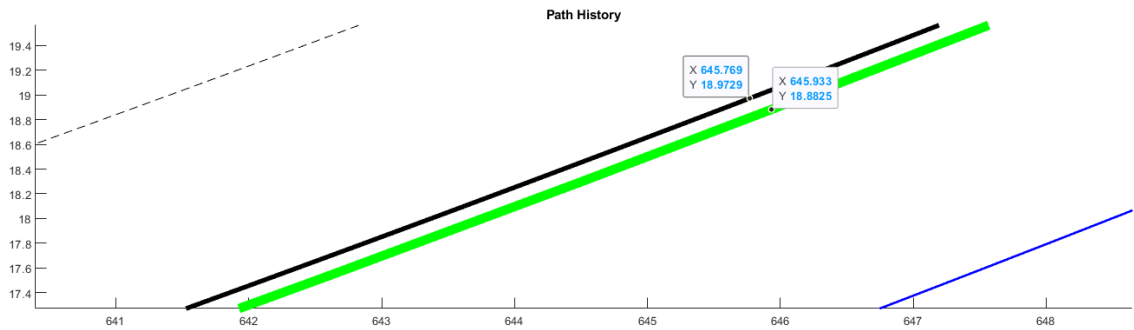


Figure 4-24 Example Path History Plot (reference in green, traveled path in black)

The Reference Trajectory Selector Block has the following input and output signals (Table 4-14).

Table 4-14 Reference Trajectory Selector Block Input and Output Signals

Reference Trajectory Selector Block Input and Output Signals		
<i>Inputs</i>	<i>Block</i>	<i>Outputs</i>
Previewed Road center information	→	→ Reference X coord.
Trajectory	→	→ Reference Y coord.
Maneuver Signal	→	

The block gathers information from the simulation for road center and trajectory reference points. The output signals are used to evaluate the developed algorithm.

4.5. The Control Unit

The Control Unit consists of MPC Parameters and Path Following MPC blocks. An overview of the system is given in Figure 4-25.

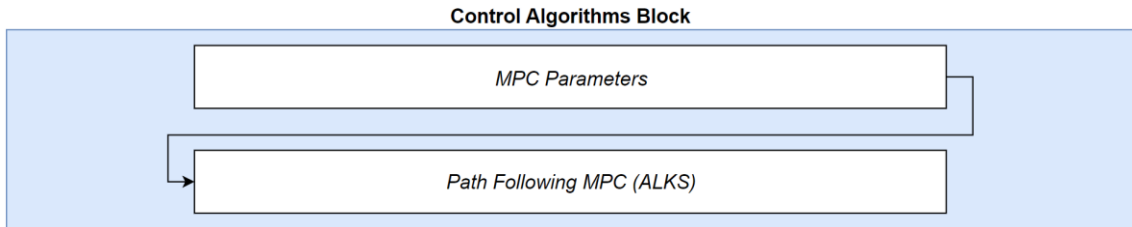


Figure 4-25 Overview of the Control Algorithms Block

It is important to note that, the Path Following MPC contains a Vehicle Mode Selector with a controller decision mechanism for Longitudinal and Lateral driver assistance systems such as:

- Automated emergency braking (AEB)
- Adaptive cruise control (ACC)
- Lane-keeping assist (LKA)

In addition to these, the lane change and overtake maneuver assistance system were implemented in Path Following MPC's scope.

- Lane change and Overtake assist (LCA)

It is possible to separate these assistance systems in longitudinal and lateral directions (Figure 4-26).

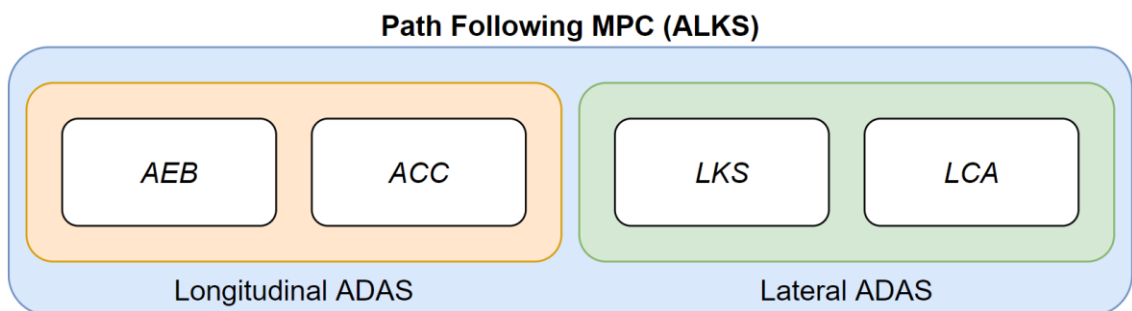


Figure 4-26 Overview of the Path Following MPC

This combined assistance system can be defined as an Automated Lane-Keeping System (ALKS) where the AEB, ACC, LKA and lane change and overtake maneuver assistance systems are combined.

4.5.1. MPC Parameters

The MPC parameters block obtains the lane keeping assist and path following parameters from the related blocks, and then feeds the suitable information to the path following MPC block (Figure 4-27).

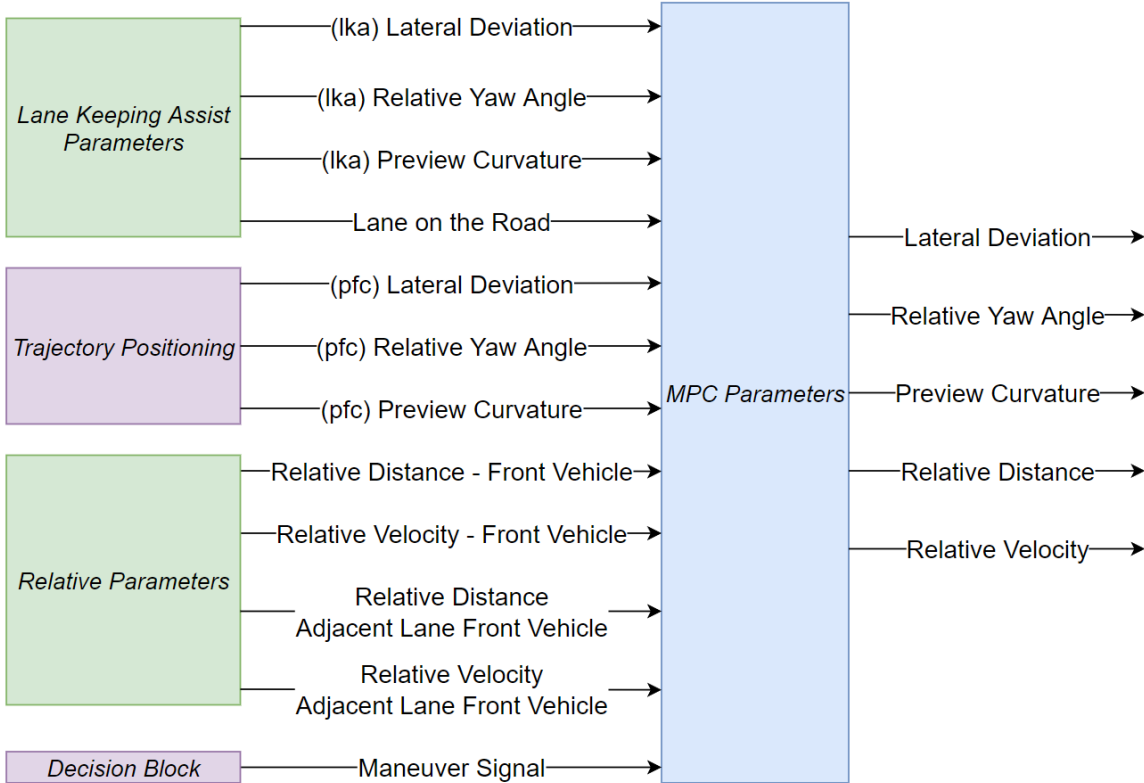


Figure 4-27 Mechanism of the MPC Parameters Block

The decision scheme for the MPC parameters block is as follows (Figure 4-28).

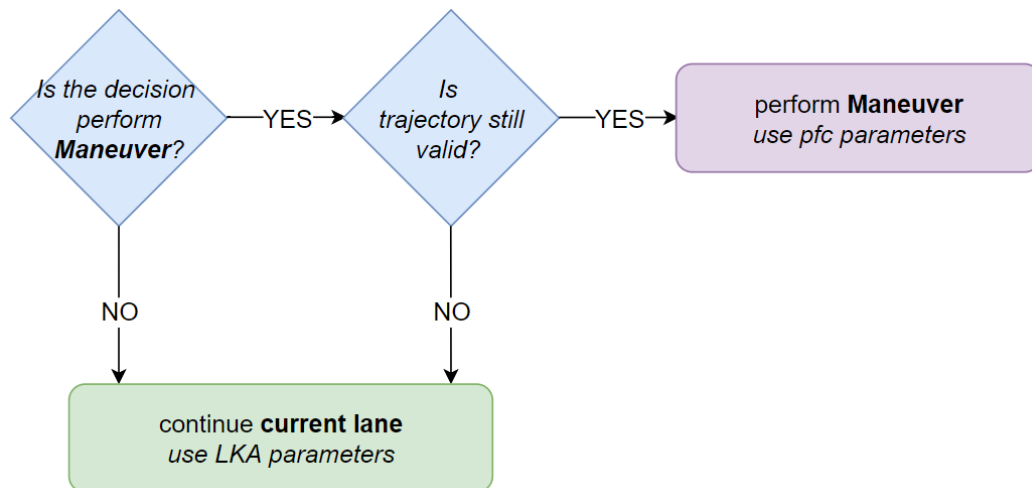


Figure 4-28 Decision scheme of the MPC Parameters Block

It is also important to note that, if the primary purpose is trajectory following to perform a maneuver, then the adjacent lane’s traffic information becomes the primary concern. Therefore, this block also controls the relative distance and velocity parameters and feeds the essential information of the Path Following MPC block.

The MPC Parameters Block has the following input and output signals (Table 4-15).

Table 4-15 MPC Parameters Block Input and Output Signals

MPC Parameters Block Input and Output Signals		
<i>Inputs</i>	<i>Block</i>	<i>Outputs</i>
(lka) Lateral Deviation →		
(lka) Relative Yaw Angle →		
(lka) Preview Curvature →		
Current Lane on the Road →		
(pfc) Lateral Deviation →		→ Lateral Deviation
(pfc) Relative Yaw Angle →		→ Relative Yaw angle
(pfc) Preview Curvature →		→ Preview Curvature
Maneuver Signal →		→ Relative Distance
Relative Distance - Front Vehicle →		→ Relative Velocity
Relative Velocity - Front Vehicle →		
Relative Distance - Adjacent Lane Front Vehicle →		
Relative Velocity - Adjacent Lane Front Vehicle →		

The MPC parameters block decides whether it is suitable to follow the generated trajectory or continue to follow the road center with lane keeping assist parameters.

4.5.2. Path Following MPC

Path following MPC is the default controller of the Subject Vehicle (Figure 4-29).

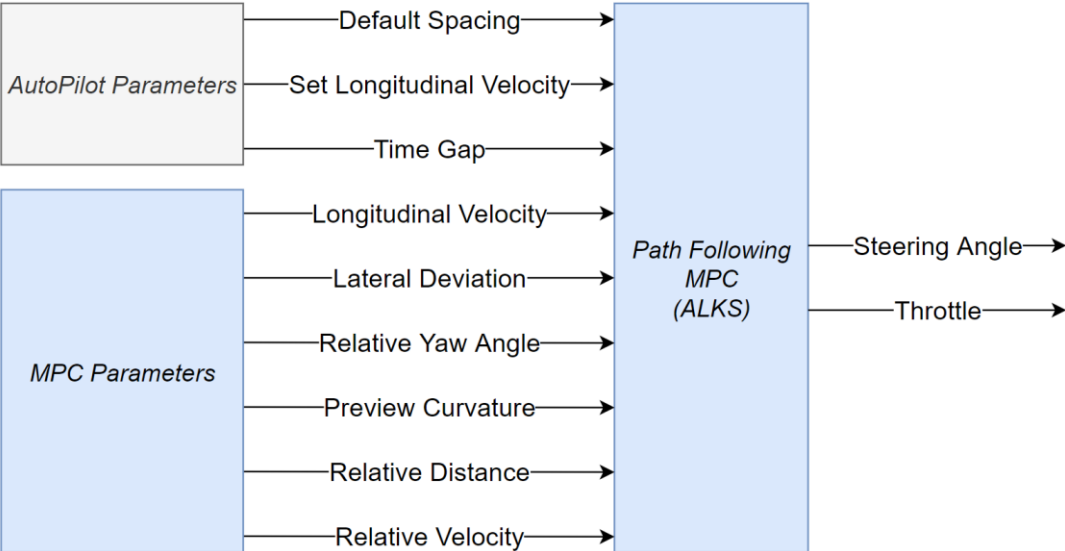


Figure 4-29 Mechanism of the Path Following MPC Block

The advantages of using MPC were mentioned in 5.2 and the controller structure will be discussed further in the Motion Planning and Control Algorithms Section 5.2.6.

The path following MPC block controls the actuators of the Subject Vehicle, which are the throttle and steering angle. The block can follow a path, while the path can be defined for the road center or trajectory waypoints of the maneuver. In addition, the path following MPC block contains a vehicle mode selector subsystem to switch between the defined ADAS such as ACC, AEB, LKA and finally lane change and overtake maneuver assistance system.

The Path Following MPC Block has the following input and output signals (Table 4-16).

Table 4-16 Path Following MPC Block Input and Output Signals

Path Following MPC Block Input and Output Signals		
<i>Inputs</i>	<i>Block</i>	<i>Outputs</i>
Default Spacing →		
Set Longitudinal Velocity →		
Time Gap →		
Longitudinal Velocity →		→ Steering Angle
Lateral Deviation →		→ Throttle
Relative Yaw angle →		
Preview Curvature →		
Relative Distance →		
Relative Velocity →		

4.5.3. The Actor Subsystem: Controller

Apart from the main controller for the subject vehicle, there also exists an LQR controller used for the actor subsystem (Figure 4-30).

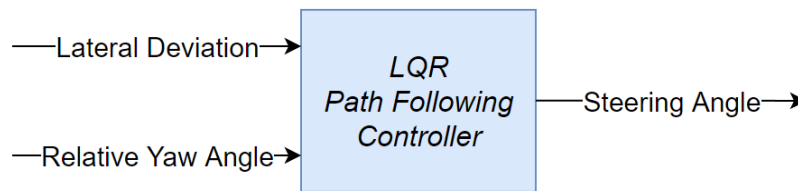


Figure 4-30 Mechanism of the Actor Subsystem Controller

The actor vehicle parameters were presented before in the actor subsystem in the Vehicle Dynamics section. The state-space model for the LQR was selected from [35]. The selected vehicle model for the LQR state-space is a 2DOF linear single-track bicycle model. The controller for the Actor subsystem has been briefly explained here. The Subject Vehicle's controller, however, will be explained further in the Motion Planning and Control Algorithms Section 5.2.6.

4.6.Scenario Reader and Simulation Visualization

The Simulation environment and its main components has been explained from 4.1 to 4.6. Additionally, there are two utility blocks exist for the simulation environment. A Scenario Reader block that loads the scenario parameters and a Simulation Result Visualization block that exports the simulation results and plots the simulation in real-time.

4.6.1. Scenario Reader

The Scenario Reader block loads the scenario parameters (Figure 4-31).

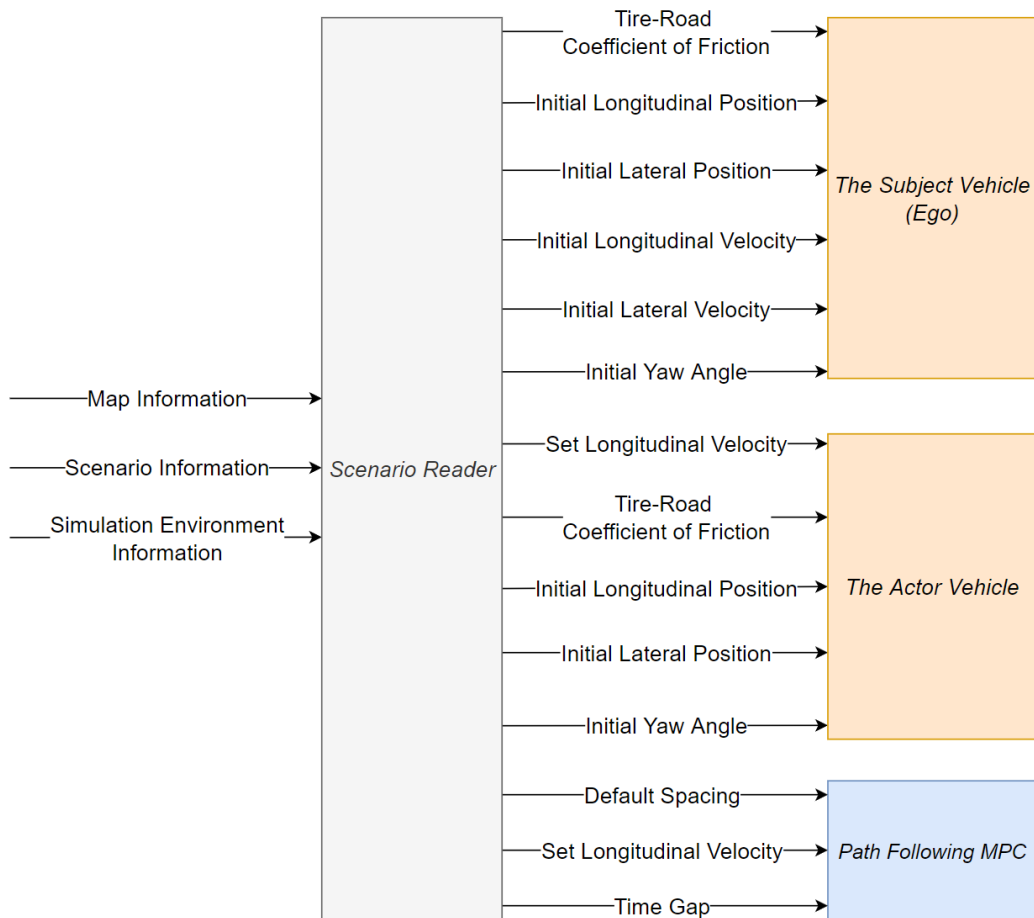


Figure 4-31 Mechanism of the Scenario Reader Block

There are parameters related to the perception block's performance. The perception block in this study is kept simple as the emphasis is put on the motion planning and control algorithms. Therefore, parameters such as roadway grade, lane markings, light conditions, and weather conditions that would normally be sent to perception block are not considered. Furthermore, in this study, the motion planning and control algorithms only consider the relative distance and relative velocity information from the flowing traffic. There are three types of parameters used as input for the Scenario Reader:

1. Map Information
2. Scenario Information
3. Simulation Environment Information

These parameters are loaded by Scenario Reader. The parameters specified in Table 4-17 are used for defining the scenarios in simulation where ✓ symbol means the parameter is considered and x symbol means the parameter is not considered.

Table 4-17 Template of the Scenario Parameters

Scenario Parameters Template				
Operating conditions	Roadway	Number of lanes	✓	<i>the number of adjacent lanes in the same direction</i>
		Lane Width	✓	<i>the width of each lane</i>
		Roadway grade	x	<i>grade of the roadway</i>
		Roadway condition	✓	<i>tire-road coefficient of friction</i>
		Lane markings	x	<i>the type, color, width, visibility</i>
	Environmental conditions	Lighting conditions	x	<i>the amount of light and direction (day, night, etc.)</i>
		Weather conditions	x	<i>the amount, type and intensity of wind, rain, snow, etc.</i>
Initial condition	Initial velocity	V_{e0}	✓	<i>Subject vehicle (ego)</i>
		V_{o0}	✓	<i>Leading vehicle</i>
		V_{f0}	✓	<i>Vehicle in front of the leading vehicle</i>
	Initial distance	d_{x0}	✓	<i>distance in the longitudinal direction between leading vehicle</i>
		d_{y0}	✓	<i>distance in the lateral direction between leading vehicle</i>
		d_{y0_f}	✓	<i>distance in the longitudinal direction between the vehicle in front of the leading vehicle</i>
		d_{x0_f}	✓	<i>distance in the lateral direction between the vehicle in front of the leading vehicle</i>
		d_{fy}	✓	<i>width of the vehicle in front of the leading vehicle</i>
		d_{oy}	✓	<i>width of the leading vehicle</i>
		d_{ox}	✓	<i>length of the leading vehicle</i>
Vehicle motion	Lateral motion	V_y	✓	<i>leading vehicle lateral velocity</i>
	Deceleration	G_{x_max}	x	<i>maximum deceleration of the leading vehicle in G</i>
		dG/dt	x	<i>deceleration rate (jerk) of the leading vehicle</i>

The map information holds the information related to the scenario environment (Table 4-18).

Table 4-18 Map Information Signals for Scenario Reader Block

Map Information Signals	
<i>Inputs</i>	<i>Block</i>
Road Center X coords. →	
Road Center Y coords. →	
Number of lanes →	
Lane Width →	
Roadway condition →	

The Scenario Reader block can read the parameters of different maps. The maps can be generated from the X and Y coordinates of the road center, number of lanes and lane width. The road adhesion coefficient can be adjusted for the scenario. There are some map overviews available as follows (Figure 4-32).

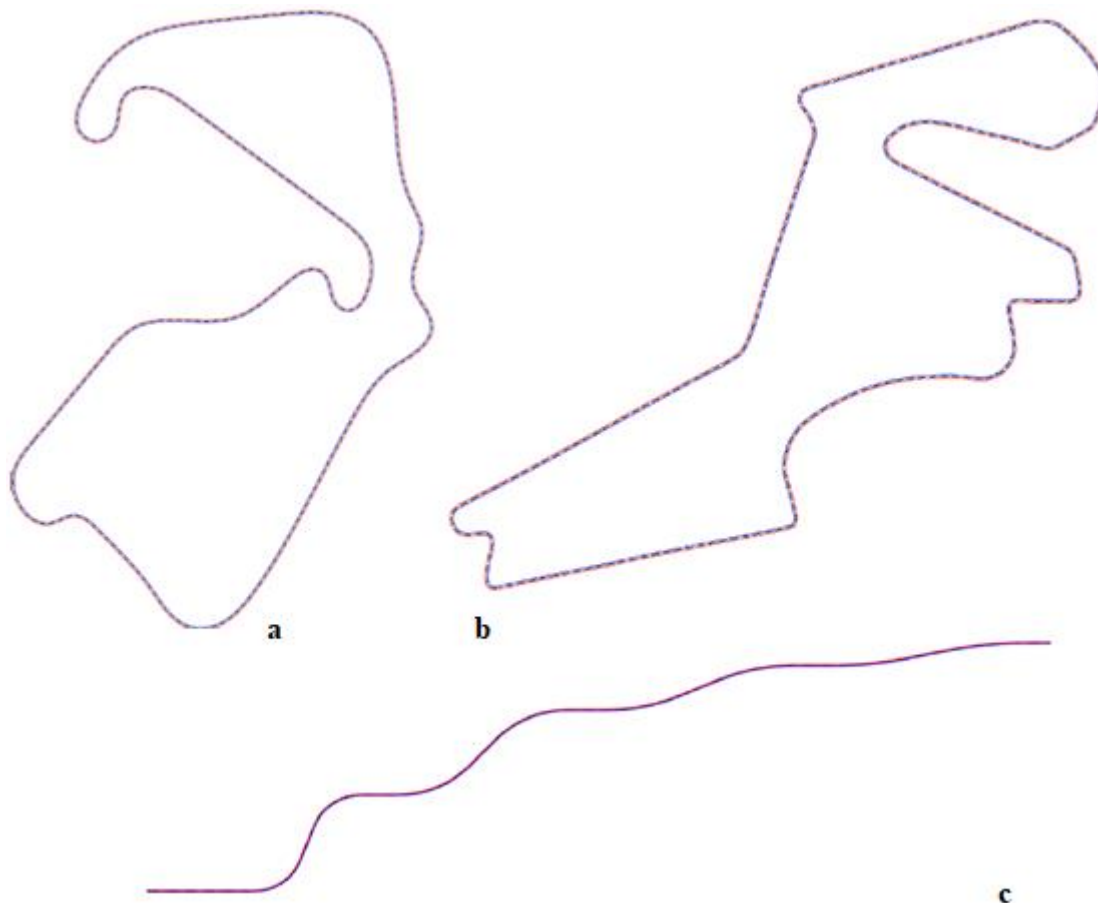


Figure 4-32 Example Map Overviews (a: Silverstone Circuit, b: İstanbul Park and c: Roads with Different Curvatures)

The scenario information holds the information related to the subject vehicle and actor initialization including the actors' behavior models (Table 4-19).

Table 4-19 Scenario Information Signals for Scenario Reader Block

Scenario Information Signals		<i>Inputs</i>	<i>Block</i>
Initial Parameters		Initial Longitudinal Position (Ego) →	
		Initial Lateral Position (Ego) →	
		Initial Yaw Angle (Ego) →	
		Initial Longitudinal Velocity (Ego) →	
		Initial Lateral Velocity (Ego) →	
		Set Longitudinal Velocity (Ego) →	
		Vehicle Parameters (Ego) →	
		Initial Longitudinal Position (Actors) →	
		Initial Lateral Position (Actors) →	
		Initial Yaw Angle (Actors) →	
		Initial Longitudinal Velocity (Actors) →	
		Initial Lateral Velocity (Actors) →	
		Set Longitudinal Velocity (Actors) →	
		Vehicle Parameters (Actors) →	
Behavior		Actor type (Actors) →	
		Swerving Distance (Actors) →	
		Velocity Deviation (Actors) →	
		Behavior: Crossing / Cut in / Cut out (Actors) →	

The actor behaviors maybe lane crossing, cut in to or cut out of the subject vehicle's lane. In addition, to create a dynamic flowing traffic environment, the actors can vary their velocities or swerve within in their lanes. These create a dynamic environment which is the main reason of the trajectory re-planning requirement.

The actor behaviors are given in Figure 4-33, Figure 4-34, Figure 4-35 and Figure 4-36.



Figure 4-33 Lane Crossing Pedestrian Behavior

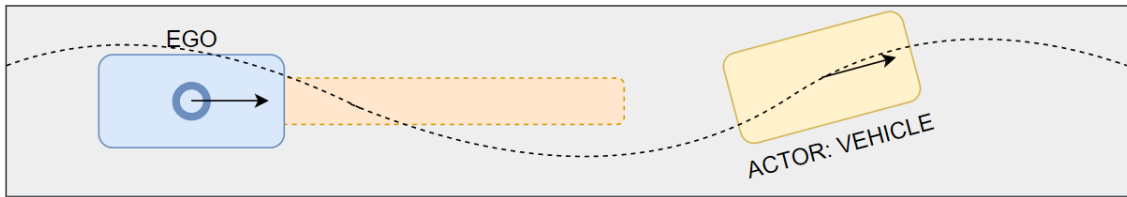


Figure 4-34 Swerving Lead Vehicle Behavior

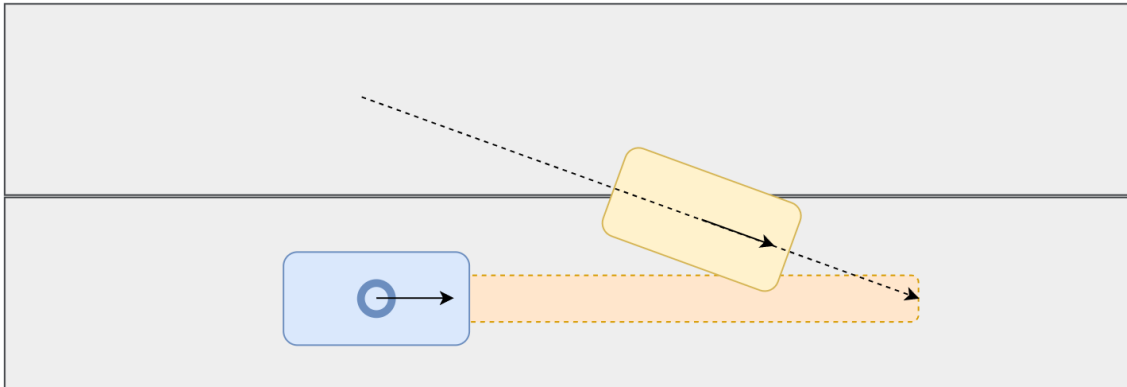


Figure 4-35 Cut In to Subject Vehicle's Lane

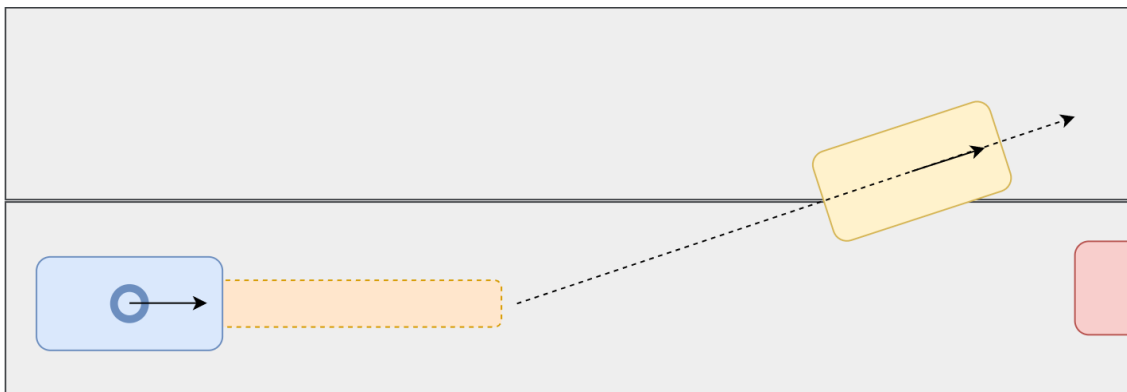


Figure 4-36 Cut Out of Subject Vehicle's Lane

The simulation environment information holds the information related to the simulation parameters related to the blocks (Table 4-20).

Table 4-20 Simulation Environment Information Signals for Scenario Reader Block

Simulation Environment Information Signals			<i>Block</i>
	<i>Inputs</i>		
Blocks	Subject Vehicle Parameters	→	
	Actor Vehicle Parameters	→	
	Path Following MPC Parameters	→	
Simulation	Fixed-step size of the simulation	→	
	Sampling frequency of the Simulation Blocks	→	
	Default Spacing	→	
	Time Gap	→	

To sum up, the Scenario Reader completes the initialization of the simulation environment by loading the information for the map, scenario and simulation.

4.6.2. Simulation Visualization

The simulation results can be plotted in real-time or can be exported for offline inspection. The view style indicates plots taken from the interface; this is due to differentiate the regular plots from the simulation interface.

The interface for the real-time visualization is as follows (Figure 4-37).

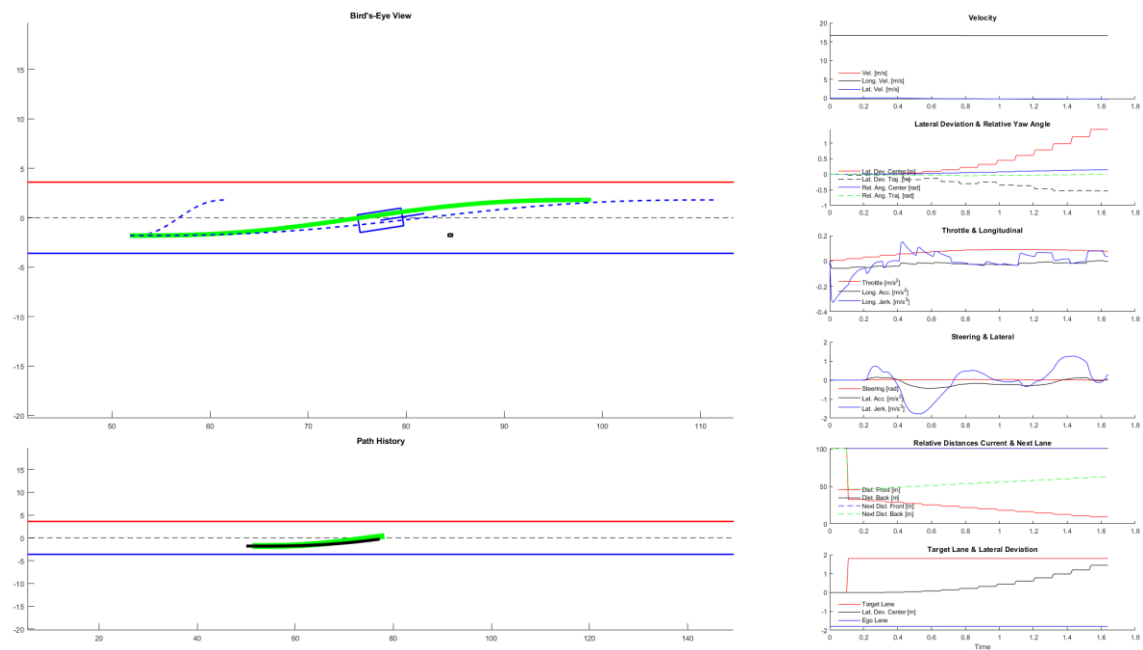


Figure 4-37 Real-time Visualization Interface of the Simulation Environment

The interface has several subsections:

- Bird's-Eye View (Figure 4-38)
- Path History (Figure 4-39)
- Velocity Window
- Lateral Deviation and Relative Yaw Angle Window
- Throttle and Longitudinal Dynamics Window
- Steering and Lateral Dynamics Windows
- Relative Distances for Current and Adjacent Lane Window
- Target Lane and Lateral Deviation Window

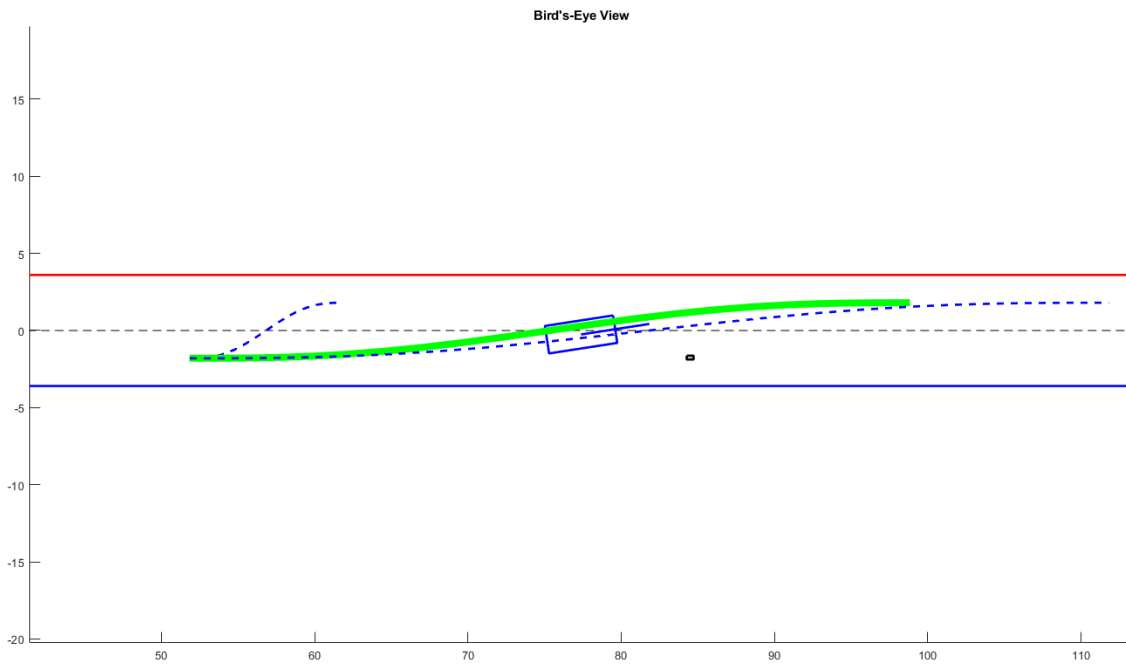


Figure 4-38 Bird's Eye View in Real-time Visualization

The Bird's Eye View window (Figure 4-38) allows evaluation of the situation. In the window, the Subject Vehicle (in blue) and a pedestrian actor (in black) can be observed. The yaw angle of the subject vehicle is indicated with a blue straight line. The planned trajectory for the avoidance maneuver is drawn in green. The dashed blue lines indicate the beginning and end of the available region for trajectory planning.

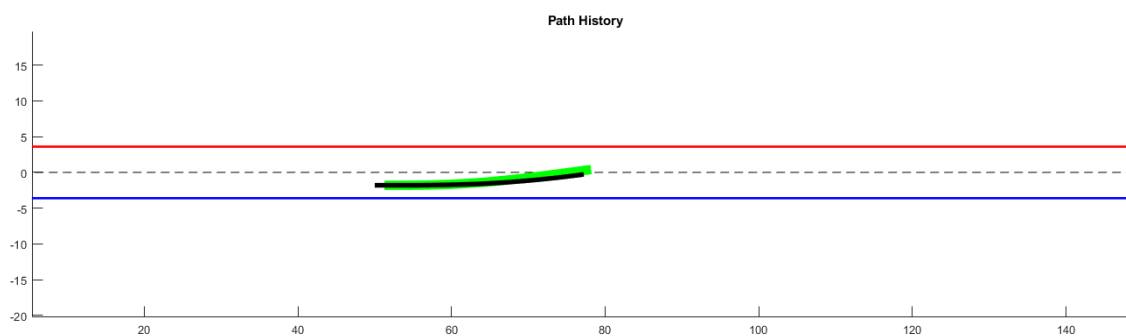


Figure 4-39 Path History in Real-time Visualization

The Path History window (Figure 4-39) allows inspection of the planned path (green) and the actual followed path (black). In addition, to examine and evaluate the simulation results, a visualization of previously executed scenario is possible.

4.7. Automated Scenario Generation and Execution

Developing an ADS requires intense testing and evaluation. Therefore, automated Scenario Generation and Execution blocks were included in the simulation environment.

4.7.1. Scenario Generation Block

The scenario generation is performed by a script executed before the simulations process. First, the simplified ODD is defined. Then the parameters are selected for the sensitivity analysis. After that, the range and resolution of the selected parameters are defined. Finally, the script automatically generates the scenarios within the ODD to evaluate sensitivity analysis.

Example: The simplified ODD maybe defined as (Table 4-21):

Table 4-21 Example Parameters to Define Simplified ODD

Initial Ego Velocity [V_{e0}]	60 kph
Roadway Condition	0.8

Then the following scenario parameters maybe selected for sensitivity analysis as follows (Table 4-22).

Table 4-22 Example Scenario Parameters for Sensitivity Analysis

Selected Scenario Parameters				
Initial condition	Initial velocity	V_{e0}	x	<i>Subject vehicle (ego)</i>
		V_{o0}	✓	<i>Leading vehicle</i>
		V_{f0}	x	<i>Vehicle in front of the leading vehicle</i>
	Initial distance	d_{x0}	✓	<i>distance in the longitudinal direction between leading vehicle</i>
		d_{y0}	x	<i>distance in the lateral direction between leading vehicle</i>
		d_{y0_f}	x	<i>distance in the longitudinal direction between the vehicle in front of the leading vehicle</i>
		d_{x0_f}	x	<i>distance in the lateral direction between the vehicle in front of the leading vehicle</i>
		d_{fy}	x	<i>width of the vehicle in front of the leading vehicle</i>
		d_{oy}	x	<i>width of the leading vehicle</i>
		d_{ox}	x	<i>length of the leading vehicle</i>

Then range and resolution values for the selected parameters are defined as the following.

- 1. V_{o0} : Leading vehicle’s initial velocity

$$0 \text{ kph} \leq V_{o0} \leq 50 \text{ kph} \quad \text{with } 10 \text{ kph resolution}$$

- 2. d_{x0} : Leading vehicle’s relative distance to the subject vehicle

$$2 \text{ m} \leq d_{x0} \leq 30 \text{ m} \quad \text{with } 2 \text{ m resolution}$$

As a result, the scenario matrix is obtained and presented in Table 4-23.

4.7.2. Scenario Execution Block

The scenario execution is performed by a script to simulate previously generated scenarios. The simulation automatically loads the generated scenarios and executes the batch of scenarios. After the simulation matrix was completed, the results are extracted and tabulated as given in Table 4-24 which is an example of AEB testing.

As previously mentioned, scenario generation and automation for rapid and intense testing often require offline plotting of the scenario. After the batch execution, the scenarios can be inspected offline without the need for the main simulation environment.

Table 4-23 Empty Test Result Matrix of AEB Testing Example

Initial Ego Velocity [V_{e0}]	60 kph	Relative Distance m [d_{x0}]														
Roadway Condition	0.8	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30
Lead Velocity [V_{o0}]	50.0 kph															
	40.0 kph															
	30.0 kph															
	20.0 kph															
	10.0 kph															
	0.0 kph															

Table 4-24 Executed Test Results Matrix of AEB Testing Example

Initial Ego Velocity [V_{e0}]	60 kph	Relative Distance m [d_{x0}]														
Roadway Condition	0.8	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30
Lead Velocity [V_{o0}]	50.0 kph	152	154	156	158	160	162	164	166	168	170	172	174	176	178	180
	40.0 kph	122	124	126	128	130	132	134	136	138	140	142	144	146	148	150
	30.0 kph	92	94	96	98	100	102	104	106	108	110	112	114	116	118	120
	20.0 kph	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90
	10.0 kph	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60
	0.0 kph	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30

5. MOTION PLANNING AND CONTROL ALGORITHMS

In this study, a lane change and overtake maneuver assistive system is implemented. The quintic polynomial method is selected for trajectory planning. Dynamic re-planning of the trajectory added the possibility of application in flowing traffic conditions. The inclusion of the Frenet frame method extended the applicability to the curved road scenarios. A single-track bicycle model is selected for vehicle dynamics to represent the tire-road interaction which included real-world problems such as lateral stability and tire forces and slip. The MPC is employed for path following. The controller weights are adjusted for accurate path tracking that ensures the driver's safety and for realistic responses that consider the driver's comfort and actuator health.

5.1. Trajectory Generation with Re-planning in a Realistic Environment

The trajectory generation process has the following properties.

3. A quintic polynomial is used to express the trajectory, which results in a continuous motion profile for the subject vehicle.
4. A Frenet frame method is used to describe the trajectory in the road with curvature.
5. Dynamic re-planning of the trajectory is implemented in flowing traffic conditions to respond to unexpected situations.

Following corrective maneuvers are executed as a result of event triggers.

- Obstacle avoidance maneuver
- Lane change maneuver
- Overtake maneuver

In this study, the obstacle avoidance maneuver is achieved by lane change maneuver, where the terminal state is located at the adjacent lane. If an obstacle blocks the path of the subject vehicle, then the subject vehicle starts to evaluate a possible way to perform a lane change maneuver to avoid not only the obstacle but also the whole blocked lane.

Overtake maneuver is triggered when the adjacent lane is used only for overtaking. Then the vehicle performs two consecutive lane changes to overtake the leading vehicle and return to the original lane.

The trajectory generation is triggered when:

1. If the relative distance front is smaller than convenient and the leading vehicle's relative velocity is negative (Figure 5-1)

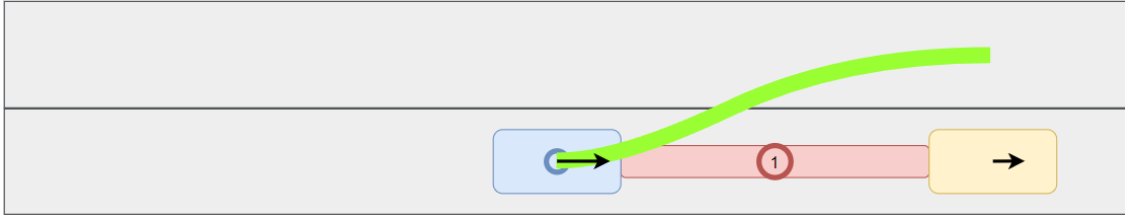


Figure 5-1 Front Trigger Case: Shortening of the Front Relative Distance

2. If the relative distance behind is smaller than convenient and trailing vehicle's relative velocity is positive (Figure 5-2)

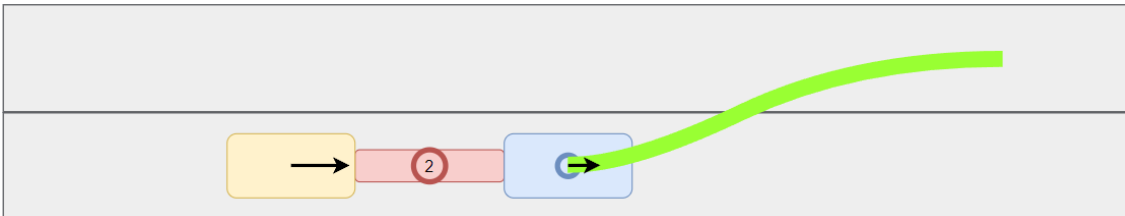


Figure 5-2 Rear Trigger Case: Shortening of the Rear Relative Distance

3. If the current lane is used only for overtaking (Figure 5-3)

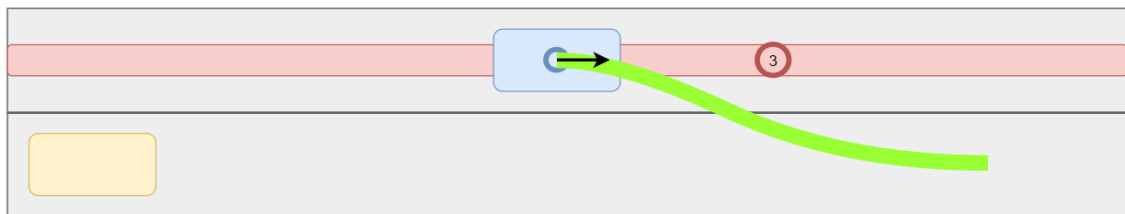


Figure 5-3 Passing Lane Trigger Case

The clearance as the convenient distance can be explained as:

$$Clearance = V_x * TG + DS \quad \text{Equation 5.1}$$

An example triggered situation is presented in Figure 5-4 where the trajectory generation successfully completed within the available trajectory region.

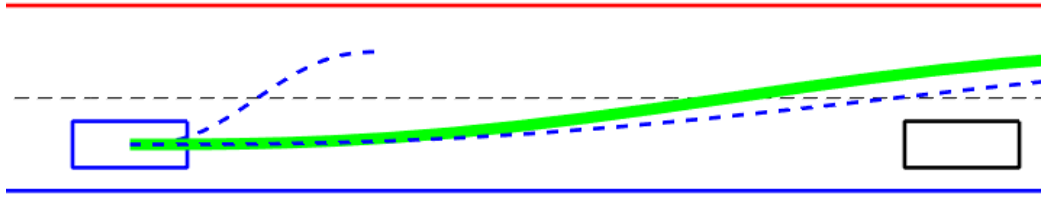


Figure 5-4 Example Trajectory Generation

The processed information for the available trajectory region from the traffic conditions in the Figure 5-5 is calculated by:

$$d_1 = -RD_{rear} + V_{x_{rear}} * TG + DS \quad \text{Equation 5.2a}$$

$$d_2 = DS \quad \text{Equation 5.2b}$$

$$d_3 = V_x * TG + DS \quad \text{Equation 5.2c}$$

$$d_4 = RD_{front} + V_{x_{front}} * TG \quad \text{Equation 5.2d}$$

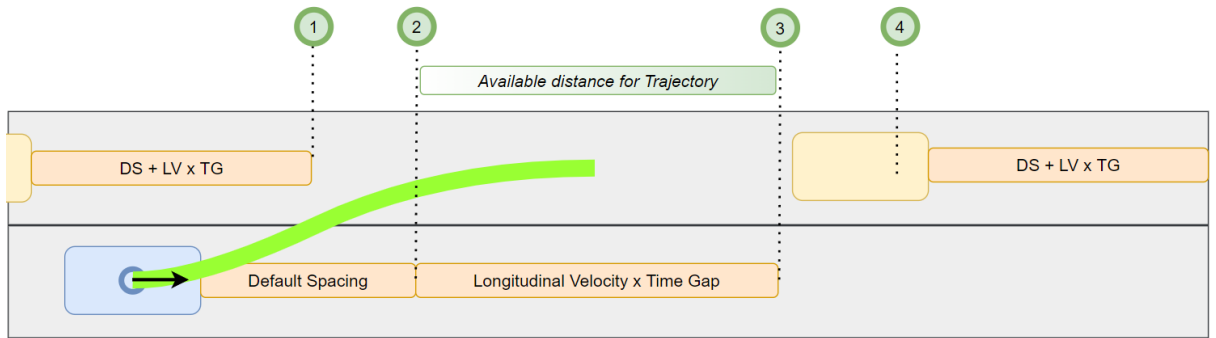


Figure 5-5 Available Trajectory Region

The available trajectory region in Figure 5-5 can be explained with the beginning and end of the region.

$$\text{beginning of the region} = \max(d_1, d_2) \quad \text{Equation 5.3a}$$

$$\text{end of the region} = \min(d_3, d_4) \quad \text{Equation 5.3b}$$

Then trajectory generation algorithm starts to create trajectories with 0,5 meters of intervals in the available trajectory region (Figure 5-6). The first trajectory that satisfies the comfort or critical limits is selected and is fed through to the decision mechanism.

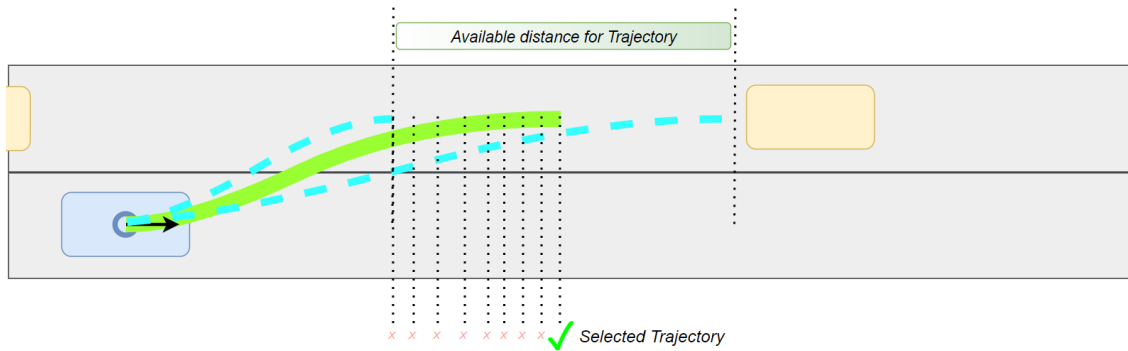


Figure 5-6 Trajectory Selection Procedure

The selected trajectory is both safe and comfortable with a continuous motion profile. The continuous motion profile term includes the velocity profiles, acceleration profiles and jerk profiles.

A quintic polynomial can be written as follows.

$$y(x) = a_0 + a_1x + a_2x^2 + a_3x^3 + a_4x^4 + a_5x^5 \quad \text{Equation 5.4}$$

To obtain this quintic polynomial's unknown coefficients a_0 to a_5 , a 6×6 matrix must be solved.

$$A = \begin{bmatrix} x_0^5 & x_0^4 & x_0^3 & x_0^2 & x_0^1 & 1 \\ 5x_0^4 & 4x_0^3 & 3x_0^2 & 2x_0^1 & 1 & 0 \\ 20x_0^3 & 12x_0^2 & 6x_0^1 & 1 & 0 & 0 \\ x_f^5 & x_f^4 & x_f^3 & x_f^2 & x_f^1 & 1 \\ 5x_f^4 & 4x_f^3 & 3x_f^2 & 2x_f^1 & 1 & 0 \\ 20x_f^3 & 12x_f^2 & 6x_f^1 & 1 & 0 & 0 \end{bmatrix} \quad \text{Equation 5.5a}$$

$$B' = [a_5 \quad a_4 \quad a_3 \quad a_2 \quad a_1 \quad a_0] \quad \text{Equation 5.5b}$$

$$C' = [y_0 \quad v_0 \quad a_0 \quad y_f \quad v_f \quad a_f] \quad \text{Equation 5.5c}$$

$$A * B = C \quad \text{Equation 5.5d}$$

$$B = A^{-1}C \quad \text{Equation 5.5e}$$

To solve this matrix, parameters for the initial and final conditions must be expressed.

Cartesian parameters are:

$$\text{Cartesian States} = [x \quad y \quad v_y \quad a_y] \quad \text{Equation 5.6a}$$

Initial conditions are:

$$IC = [x_0 \quad y_0 \quad v_{y0} \quad a_{y0}] \quad \text{Equation 5.6b}$$

Final conditions are:

$$FC = [x_f \quad y_f \quad v_{yf} \quad a_{yf}] \quad \text{Equation 5.6c}$$

The simple straight road case can be explained in the Cartesian frame. Then, this polynomial expressed the following trajectory for the subject vehicle.

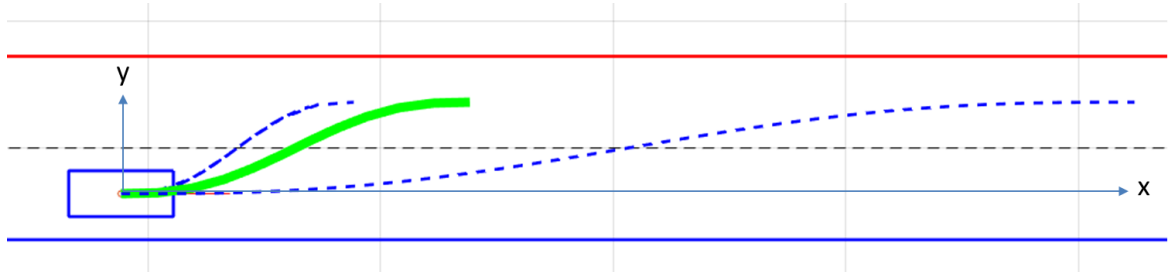


Figure 5-7 Trajectory Generation on Straight Road Case

The maximum distance and minimum distance available in blue dashed lines are the main input of the trajectory generation algorithm. The trajectory generation algorithm then evaluates the available region for suitable trajectory generation.

Initial conditions for this straight road example are:

$$IC = [0 \text{ m} \quad 0 \text{ m} \quad 0 \text{ m/s} \quad 0 \text{ m/s}^2] \quad \text{Equation 5.7a}$$

Final conditions for this straight road example are:

$$FC = [20 \text{ m} \quad 3.60 \text{ m} \quad 0 \text{ m/s} \quad 0 \text{ m/s}^2] \quad \text{Equation 5.7b}$$

The Cartesian frame method works on straight roads, As previously mentioned, there are statements about it is not recommended to perform lane changes or overtake maneuvers on a curved road. However, the requirement persists since there is an urgent reaction needed on the curved road such as avoiding an obstacle. Thus, to create a global solution on the roads with curvature, it is required to utilize the Frenet frame method.

The Frenet frame from MathWorks can be expressed as the following [34].

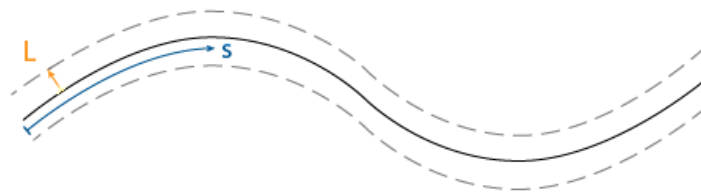


Figure 5-8 Frenet frame on the center of the road with a curvature

Similarly, the Frenet parameters are:

$$Frenet\ States = [x \quad v_x \quad a_x \quad y \quad v_y \quad a_y] \quad \text{Equation 5.8a}$$

The frame is attached to the road center along the travel path of the vehicle. To solve the same matrix in Frenet frames, the same parameters for the initial and final conditions must be expressed.

Initial conditions are:

$$IC = [x_0 \quad v_{x0} \quad a_{x0} \quad y_0 \quad v_{y0} \quad a_{y0}] \quad \text{Equation 5.8b}$$

Final conditions are:

$$FC = [x_f \quad v_{xf} \quad a_{xf} \quad y_f \quad v_{yf} \quad a_{yf}] \quad \text{Equation 5.8c}$$

After the straight road case, the curved road situation is explained in the Frenet frame method. Then, the quintic polynomial is used to express the following trajectory to be followed by the Subject Vehicle.

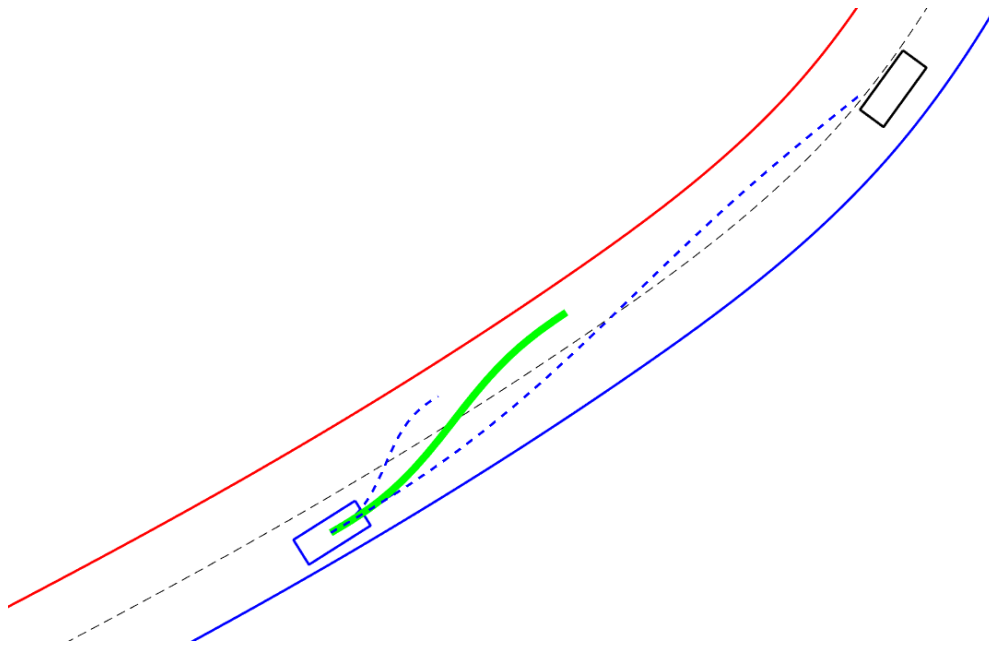


Figure 5-9 Trajectory generation on road with curvature case

First, the vehicle obtains the information for the relative distance and relative velocity of the leading vehicle. Then the available trajectory region is evaluated for the trajectory generation. The green line is the found solution for this example situation (Figure 5-9).

Initial conditions for this curved road example are:

$$IC = [0 \text{ m} \quad 60 \text{ kph} \quad 0 \text{ m/s}^2 \quad 0 \text{ m} \quad 0 \text{ kph} \quad 0 \text{ m/s}^2] \quad \text{Equation 5.9a}$$

Final conditions for this curved road example are:

$$FC = [25 \text{ m} \quad 60 \text{ kph} \quad 0 \text{ m/s}^2 \quad 3.60 \text{ m} \quad 0 \text{ kph} \quad 0 \text{ m/s}^2] \quad \text{Equation 5.9b}$$

It is important to note that, the lateral states can be utilized to create a trajectory that involves a lateral movement. This can be utilized especially on curved roads since the vehicle has already a lateral motion. Also, the path following errors such as lateral deviation and yaw angle are not always zero.

Thus, the improved solution can be expressed as:

$$Frenet \text{ States} = [x \quad v_x \quad a_x \quad y \quad v_y \quad a_y] \quad \text{Equation 5.10a}$$

Initial conditions are:

$$IC = [x_0 \quad v_{x0 \text{ sens}} \quad a_{x0 \text{ sens}} \quad l_{d0 \text{ sens}} \quad v_{y0 \text{ sens}} \quad a_{y0 \text{ sens}}] \quad \text{Equation 5.10b}$$

Final conditions are:

$$FC = [x_f \quad v_{xf} \quad a_{xf} \quad y_f \quad v_{yf} \quad a_{yf}] \quad \text{Equation 5.10c}$$

In the proposed solution, the measured parameters are:

$$[v_{x0 \text{ sens}} \quad a_{x0 \text{ sens}} \quad l_{d0 \text{ sens}} \quad v_{y0 \text{ sens}} \quad a_{y0 \text{ sens}}] \quad \text{Equation 5.10d}$$

The calculated states are:

$$[x_0 \quad x_f] \quad \text{Equation 5.10e}$$

The v_{xf} might be set to the v_{x0} for comfort:

$$[v_{x0}] = [v_{xf}] \quad \text{Equation 5.10f}$$

Then, the following parameters might set to zero for comfort:

$$[a_{xf} \quad v_{yf} \quad a_{yf}] = 0 \quad \text{Equation 5.10g}$$

The decision scheme for the trajectory generation is available in the Figure 5-10.

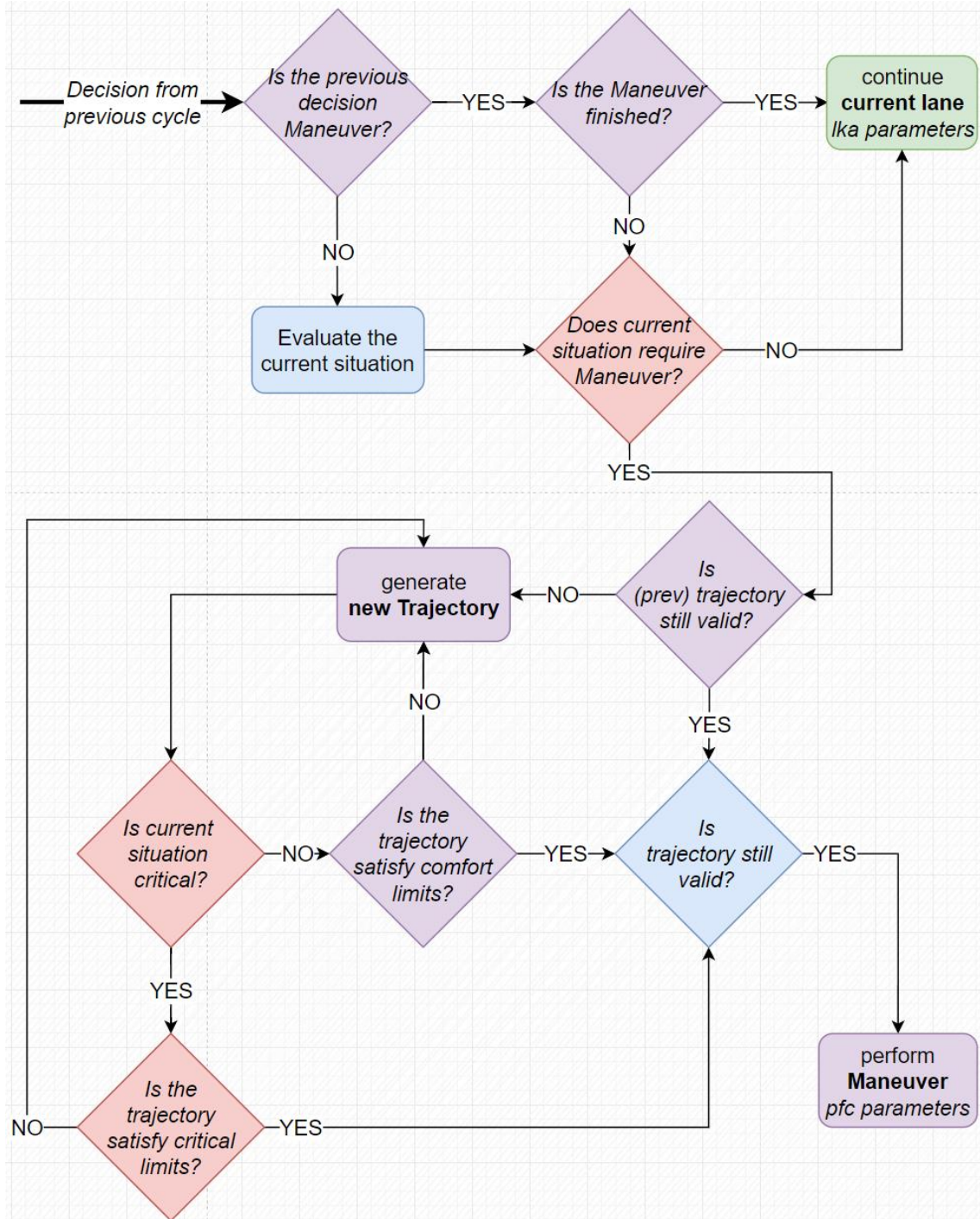


Figure 5-10 A Complete Decision Scheme for Trajectory Generation Procedure

5.2.Path Following MPC for Advanced Driver Assistance Systems

Model predictive control is a well-known and widely used control strategy, especially for multiple constrained systems. The primary action of MPC is to control the system by solving an optimal control problem online. The optimal controller inputs are decided by tuning the weights and minimizing costs for the actuators and errors in the system.

The costs are calculated over the prediction horizon where the MPC estimates the outputs of the system. Then the solution to this optimization problem yields a sequence of control inputs over a control horizon. The solution is expected to utilize the multiple inputs related to multiple output estimates. As a result, in theory, the cost is minimized and the actuator utilization is maximized.

The prediction horizon is the number of estimated future states of the model. At every discrete instant, the model of the system is used to estimate the total cost by the weights and limits. Then the cost minimization is calculated for the different actuator inputs over the control horizon. It is expected to improve the solution quality by increasing the prediction horizon. However, the computational costs also increase, which delays the response of the MPC. Therefore, in this study, a relatively sufficient control horizon and prediction horizon ratio were tried to be implemented.

The control horizon is the length of the sequence of control inputs that are calculated and expected to apply to the model. The input sequence is calculated at each cycle, but only the first value is applied as the control input. The advantage of applying the control inputs by sequence is that it utilizes the actuator capacity without exceeding the limits while maintaining high responsiveness. In addition, the rate of change for an actuator input can be limited or weighted to have more control over the actuators' performance.

Therefore, the MPC is one of the few methods that have highly responsive actuator utilization and an adaptable control strategy.

The Path Following MPC has the following properties:

- Vehicle mode selector with a controller decision mechanism for Longitudinal and Lateral driver assistance systems,
- A path following MPC that has highly responsive actuator utilization with safety and comfort tailored controller weights.

In this study, ADAS such as:

- Automated Emergency Braking (AEB)
- Adaptive Cruise Control (ACC)
- Lane-Keeping Assist (LKA)

are considered.

In addition to these, the lane change and overtake maneuver assistance system are implemented.

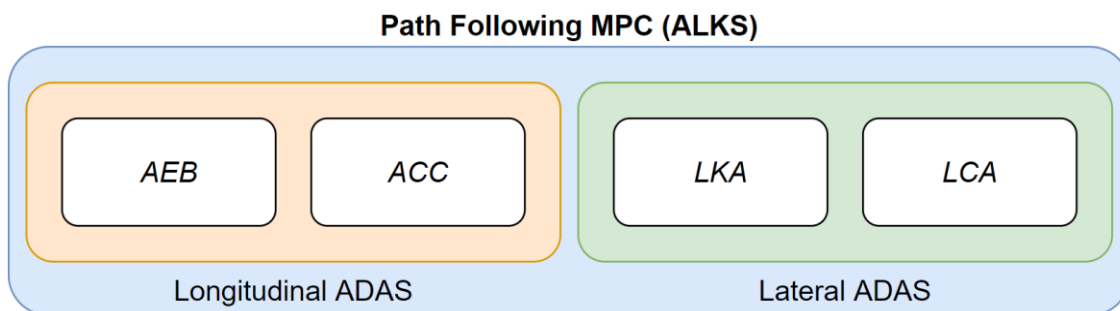


Figure 5-11 Overview of the Path Following MPC

This combined assistance system can be defined as an ALKS system where the AEB, ACC, LKA and lane change and overtake maneuver assistance systems are combined (Figure 5-11). In this study, the transition between the driving modes is governed by a Vehicle Mode Selector system which is explained in 5.2.5.

5.2.1. Automated Emergency Braking (AEB)

AEB is a braking-based safety system for emergency situations that are predicted to result in an accident. According to UN regulation 152 [36], the system should detect a possible forward collision automatically. Then it is expected to provide a suitable warning to the driver. The main goal is to prevent or weaken the potential collision by activating the braking system of the vehicle. Therefore, in this study, the AEB is automatically enabled when a trigger of the system related to front collision warning is activated.

In normal driving conditions, ACC and LKA are activated. ACC operates the longitudinal motion of the subject vehicle, where the relative distance and relative velocity are the main measurements used by the controller. However, if ACC cannot ensure a safe relative distance, then the trigger for the AEB is activated.

The trigger for the AEB is as:

$$\text{Relative Distance} \leq DS - SD \quad \text{Equation 5.11}$$

In this study, the desired maximum deceleration for automated emergency braking is taken as 8 m/s^2 .

An example case for AEB is given in what follows (Table 5-1 and Figure 5-12):

Table 5-1 Example Case for AEB

Initial Ego Velocity [V_{e0}]	60 kph
Initial Relative Distance [d_{x0}]	50 m
Roadway Condition	0.8

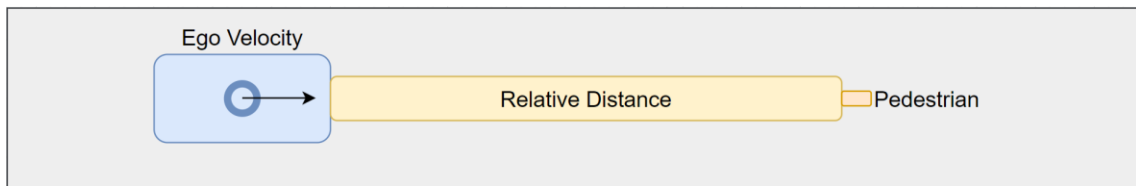


Figure 5-12 Example Case for AEB

In the example case, first, the normal driving conditions apply. ACC governs the vehicle's longitudinal motion and LKA keeps the vehicle in the road center (Figure 5-13).

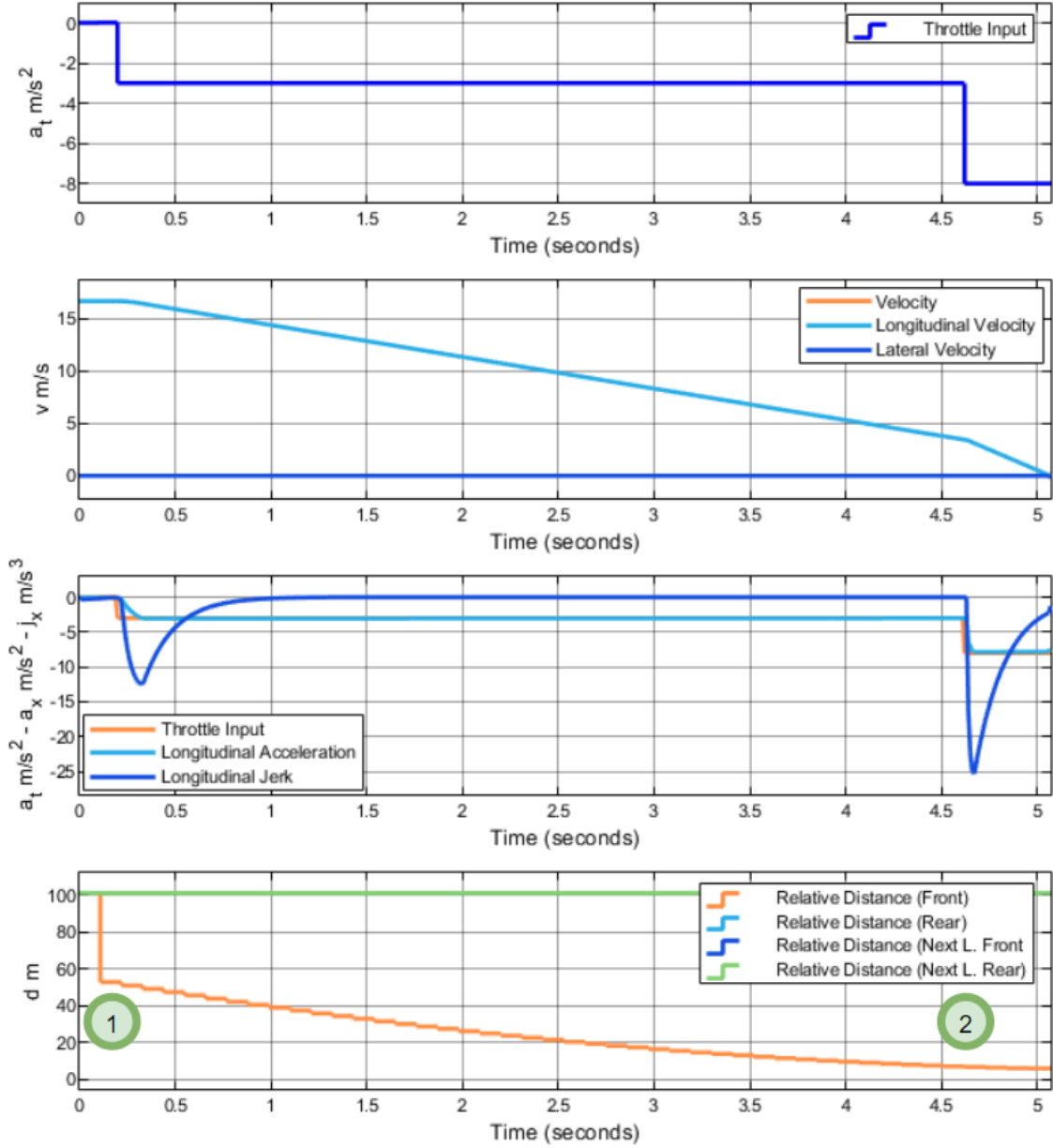


Figure 5-13 Result of the Example Case for AEB

At Point 1, Pedestrian gets detected. One cycle later, the vehicle starts to slow down due to decreasing relative distance. The initial slow-down phase from Point 1 to 2 is governed by ACC. Although the initial slowing down, the relative distance keeps getting smaller. The trigger for AEB gets activated at Point 2 at which point the hard braking phase starts. The hard braking phase successfully stops the car.

The example case was in dry road conditions where road adhesion coefficient is 0.8. The following case represents a low friction situation (Table 5-2).

Table 5-2 Low Friction Example Case for AEB

Initial Ego Velocity [V_{e0}]	60 kph
Initial Relative Distance [d_{x0}]	50 m
Roadway Condition	0.2

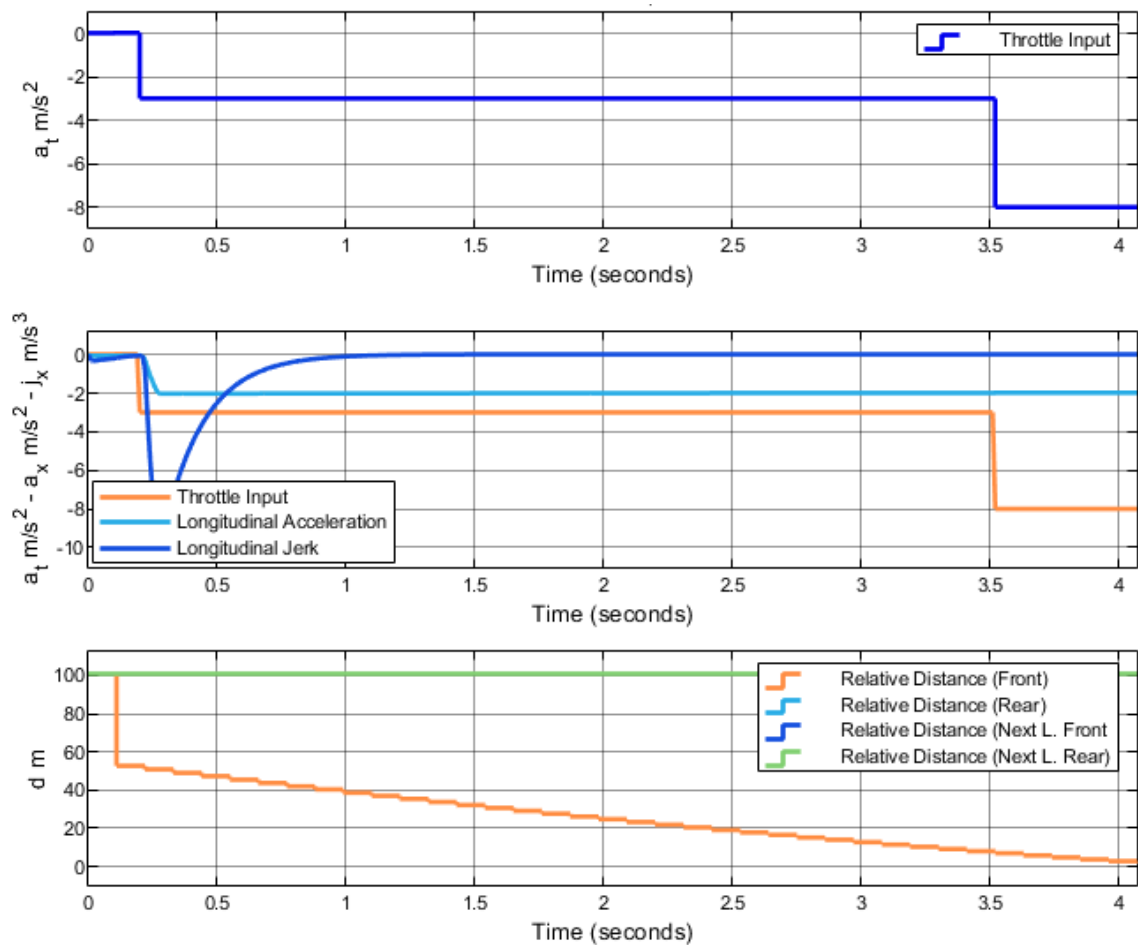


Figure 5-14 Result of the Example Case for AEB with Low Friction

In the second example, the same actions were taken by ACC and AEB (Figure 5-14). However, the low friction reduced the vehicle's ability to brake. In high friction case, the vehicle was able to brake with a deceleration up to $8 m/s^2$, but in the low friction case the vehicle could not reach a deceleration above than $2 m/s^2$. Therefore, this low friction case resulted in a collision.

5.2.2. Adaptive Cruise Control (ACC)

ACC controls the vehicle's longitudinal motion and adapts its velocity and distance to the lead vehicle's dynamic longitudinal behaviors. The desired safe distance and desired velocity can be adjusted by the driver. The ACC utilizes the vehicle's velocity along with the lead vehicle's velocity and the relative distance between them. The relative distance between the lead vehicle is maintained at a predefined safe level by matching the lead vehicle's longitudinal velocity.

$$\text{Set Longitudinal Velocity} = V_{lead} \quad \text{Equation 5.12a}$$

$$\text{Clearance Distance} = V_x * TG + DS \quad \text{Equation 5.12b}$$

The ACC limits velocity tracking if the lead vehicle's velocity exceeds the predefined set longitudinal velocity.

An example case for ACC is presented in Table 5-3, Figure 5-15 and Figure 5-16:

Table 5-3 Example Case for ACC

Initial Ego Velocity [V_{e0}]	50 kph
Initial Lead Velocity [V_{o0}]	40 kph
Initial Relative Distance [dx_0]	50 m
Roadway Condition	0.8

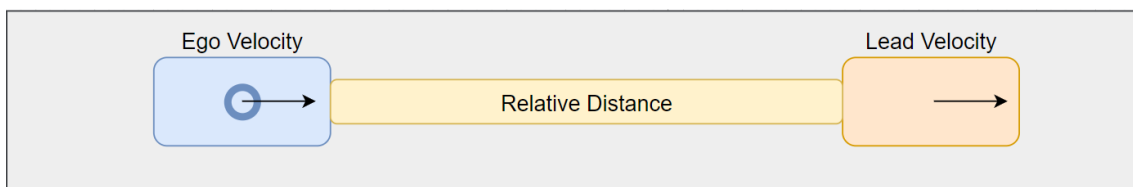


Figure 5-15 Example Case for ACC

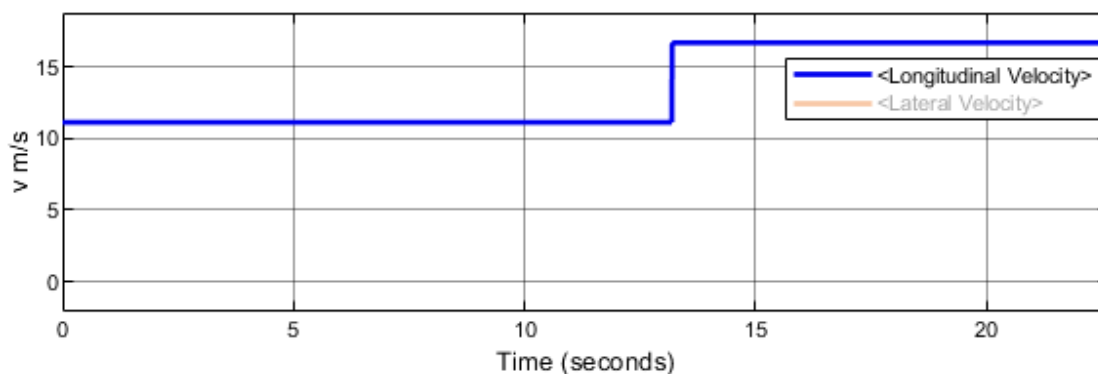


Figure 5-16 Velocity Profile of the Lead Vehicle in Example Case for ACC

In the example case, first 8 seconds, normal driving conditions apply. ACC governs the vehicle's longitudinal motion and LKA keeps the vehicle in the road center (Figure 5-17).

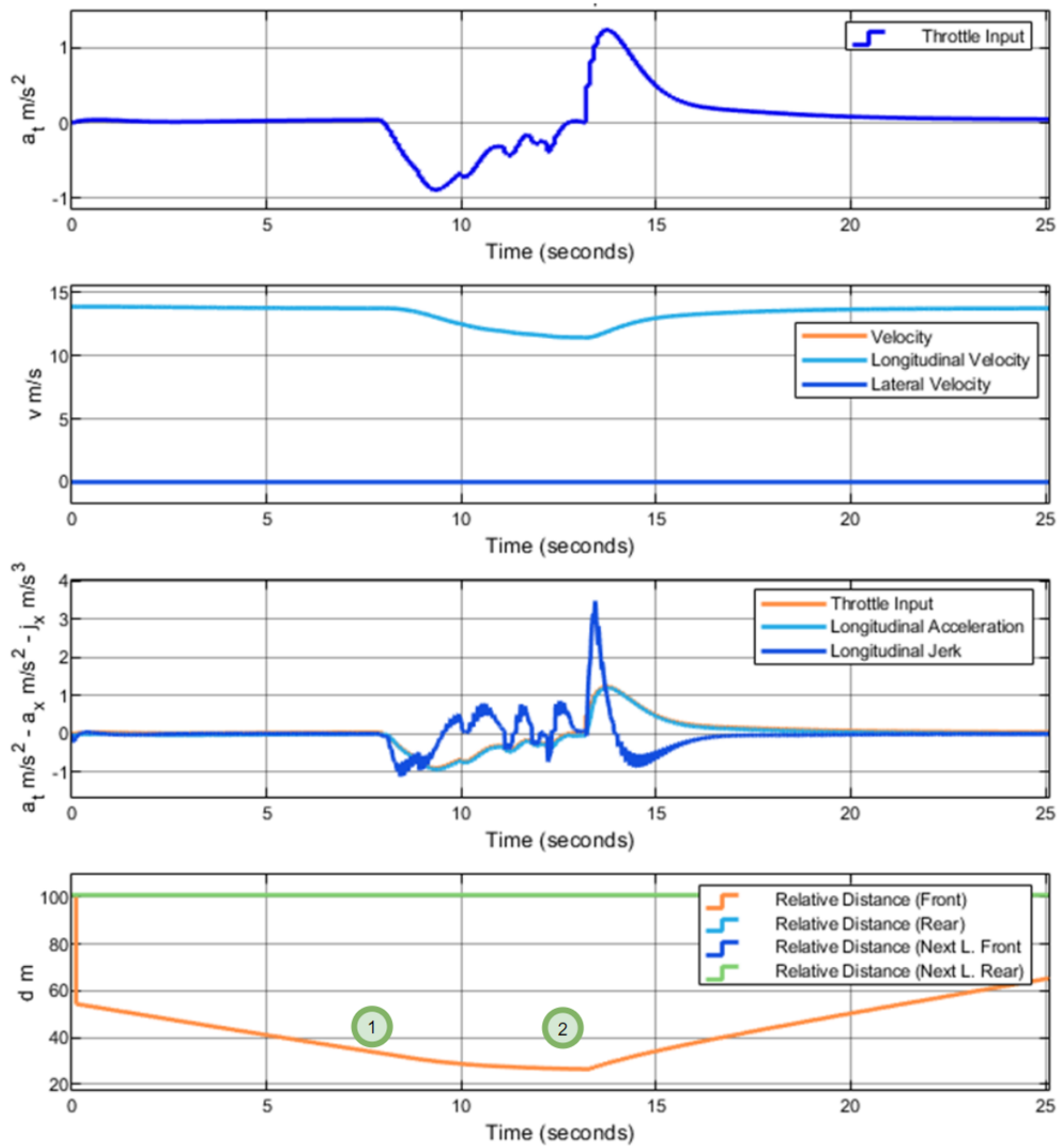


Figure 5-17 Result of the Example Case for ACC

At Point 1, the lead vehicle gets detected. One cycle later the vehicle starts to slow down due to decreasing relative distance. The initial slow-down phase through Point 1 and 2 is governed by ACC. At Point 2, the lead vehicle starts to accelerate and exceeds the initial set longitudinal velocity of the subject vehicle. The relative distance increases, therefore, ACC starts to increase the subject vehicle's velocity. However, after the velocity reaches the desired velocity, the acceleration stops and the vehicle starts to cruise normally as in normal driving conditions.

5.2.3. Lane Keeping Assist (LKA)

LKA is a lateral motion assistance system. The primary objective is to keep the vehicle between the lines and on the road center. By controlling the steering wheel, LKA aims to prevent possible accidents with road borders or other vehicles by departing from the lane guidance lines. The lateral motion dynamics are mainly dependent on the road adhesion coefficient. In conditions where the friction value is low, the lane keeping capability can suffer significantly, especially with at velocities.

An example case for LKA is presented in Table 5-4 and Figure 5-18:

Table 5-4 Example Case for LKA

Initial Ego Velocity [V_{e0}]	60 kph
Roadway Condition	0.8

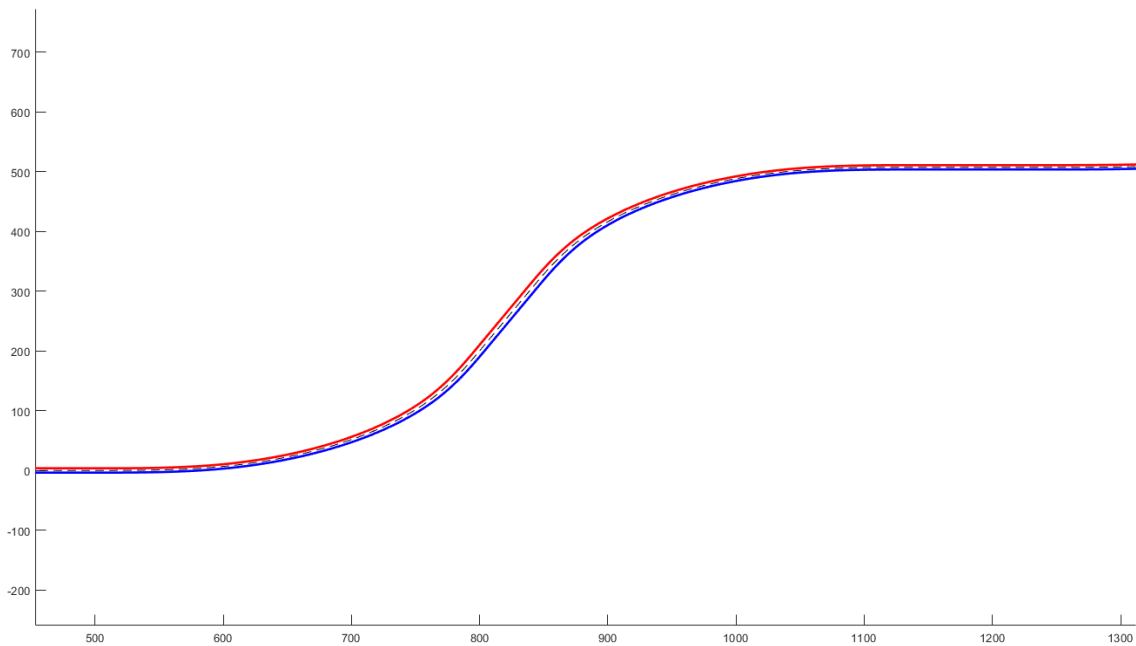


Figure 5-18 Example Case for LKA (~800x500 meters)

The map is an ALKS scenario map with different curvatures. The case contains 2 turns with different radiuses. The lateral performance of the LKA is presented in Figure 5-19. The lateral deviation levels are under 0.20 meters. The relative yaw angle between the road center and the vehicle's yaw is under 0.006 radians. For regular road adhesion coefficient, the lateral errors kept normal, and the vehicle is able to follow the road successfully.

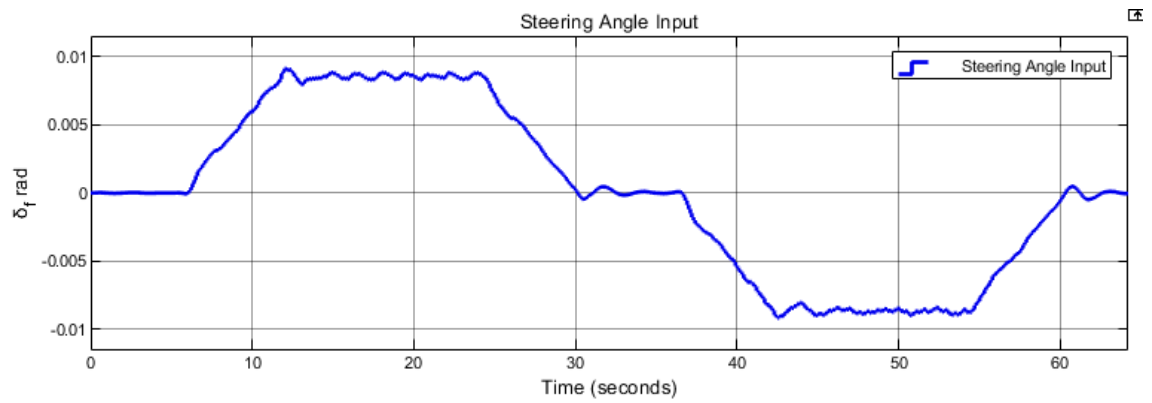
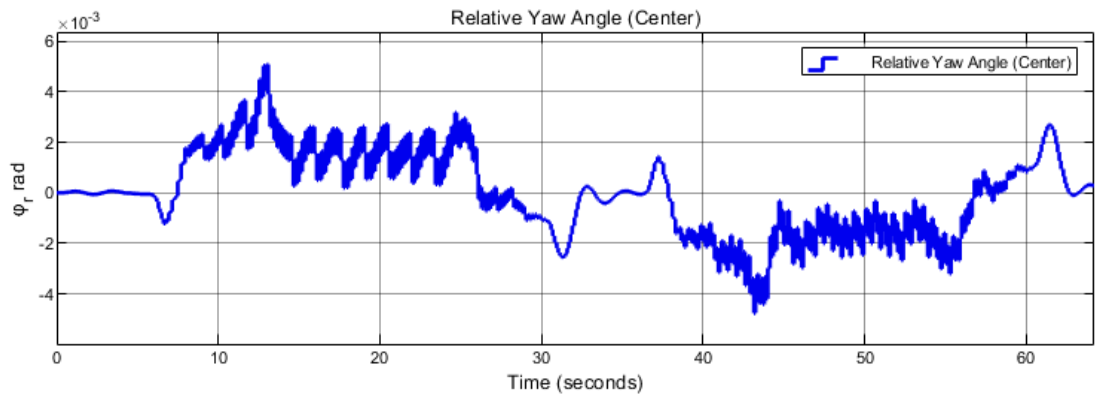
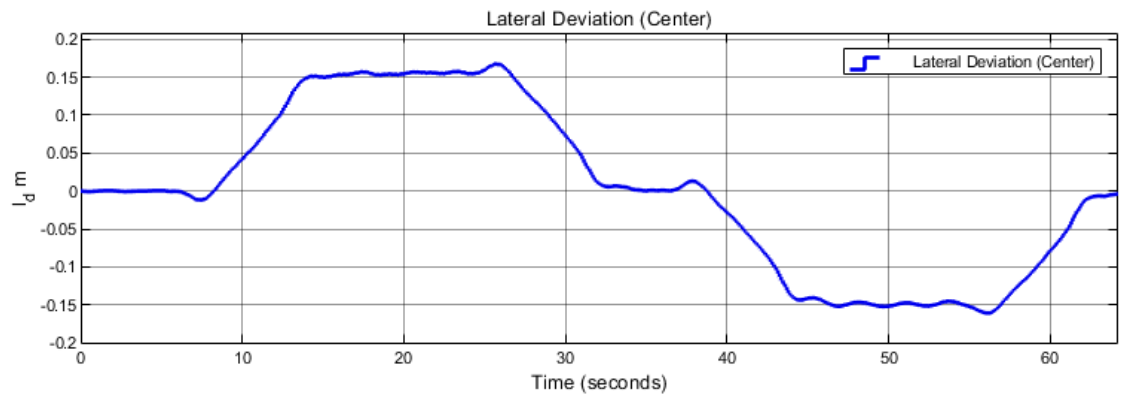


Figure 5-19 Results of the Example Case for LKA

Then, the same scenario is simulated again with a low road adhesion coefficient, to explore the lateral performance further (Table 5-5).

Table 5-5 Low Friction Example Case for LKA

Initial Ego Velocity [V_{e0}]	60 kph
Roadway Condition	0.2

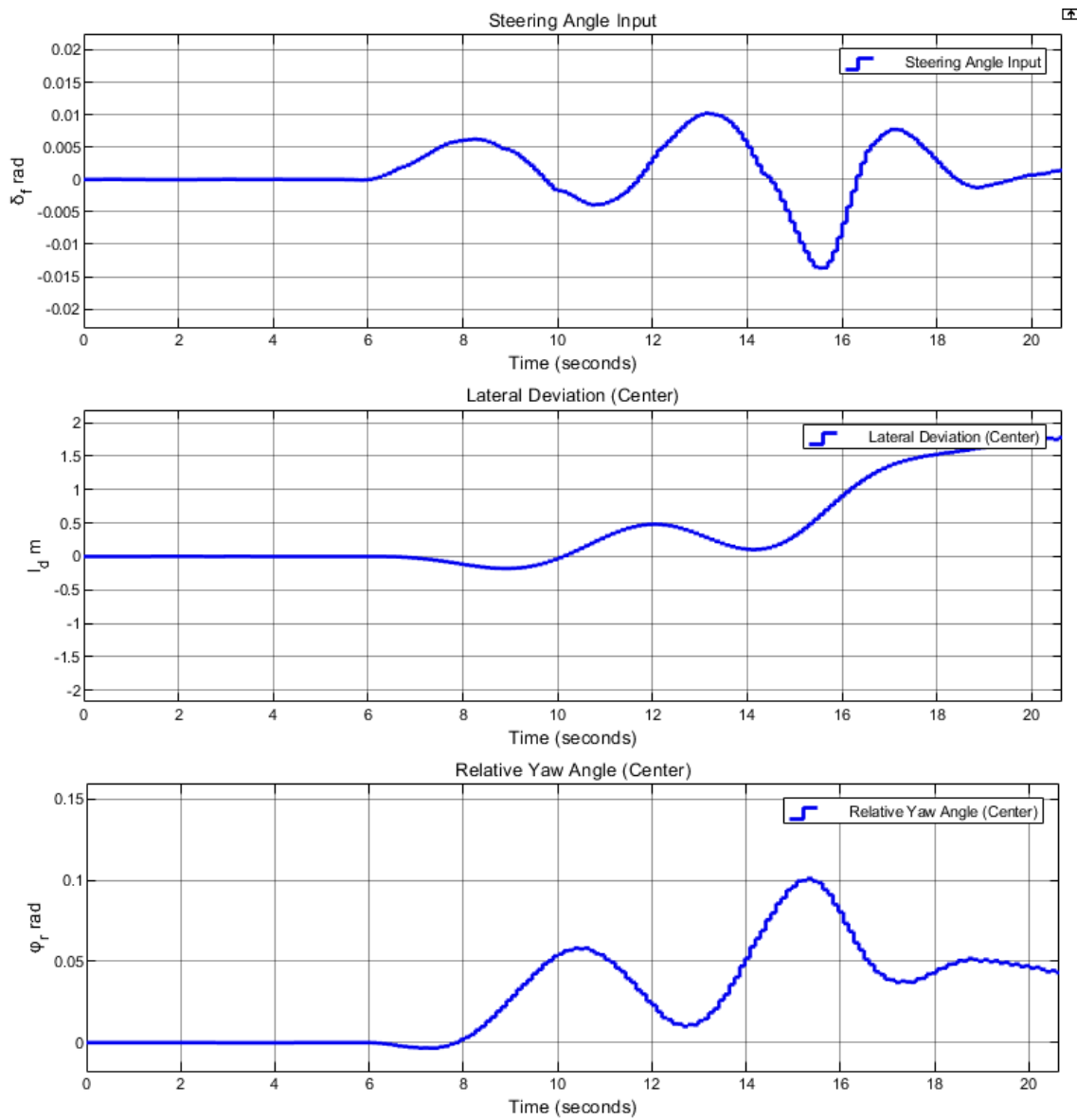


Figure 5-20 Results of the Example Case for LKA with Low Friction

In that case, the lateral deviation reaches 1.8 meters where the simulation is terminated (Figure 5-20). The relative yaw angle reached 0.1 radians. As a result, in the low friction coefficient case, the LKA has failed to hold the vehicle in the road center.

5.2.4. Lane Change Assist (LCA)

LCA is a lateral motion assistance system. The main objective of LCA is to perform a lane change maneuver by planning and following a suitable trajectory. The maneuver can be performed to change lane or during obstacle avoidance. After the Subject Vehicle completes a successful lane change, overtaking maneuver can be triggered if the new lane is defined as a passing lane. Then, overtaking maneuver can be completed by two consecutive lane change maneuvers. The trigger distances for LCA are given as:

$$\text{Relative Distance Front} \leq V_x * TG + DS * 2 \quad \text{Equation 5.13a}$$

$$\text{Relative Distance Rear} \leq V_{rear} * TG \quad \text{Equation 5.13b}$$

An example case for LCA is presented in Table 5-6, Figure 5-21:

Table 5-6 Example Case for LCA

Initial Ego Velocity [V_{e0}]	60 kph
Initial Lead Velocity [V_{o0}]	20 kph
Initial Relative Distance [dx_0]	50 m
Roadway Condition	0.8

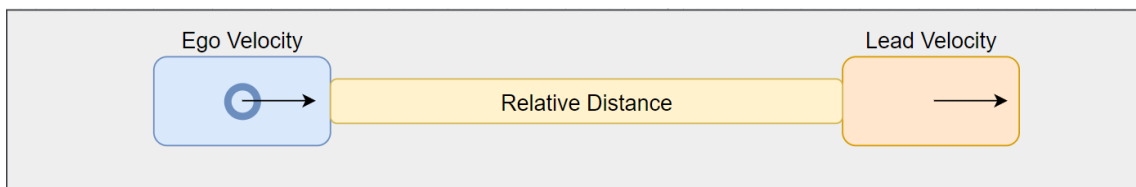


Figure 5-21 Example Case for LCA

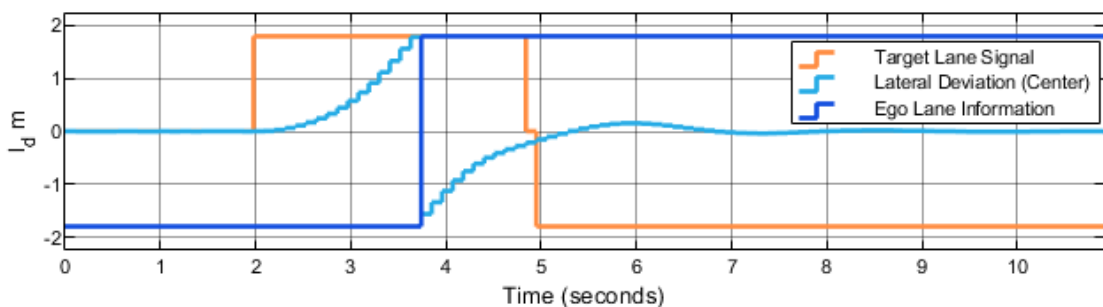


Figure 5-22 Results of the Example Case of the LCA

The maneuver signal was produced in 2.0 seconds (Figure 5-22). LCA planned a suitable trajectory and started to follow it. The lane change maneuver was completed in 2.8 seconds and the signal was set to zero. Then, an overtaking signal was produced in 5.0 s.

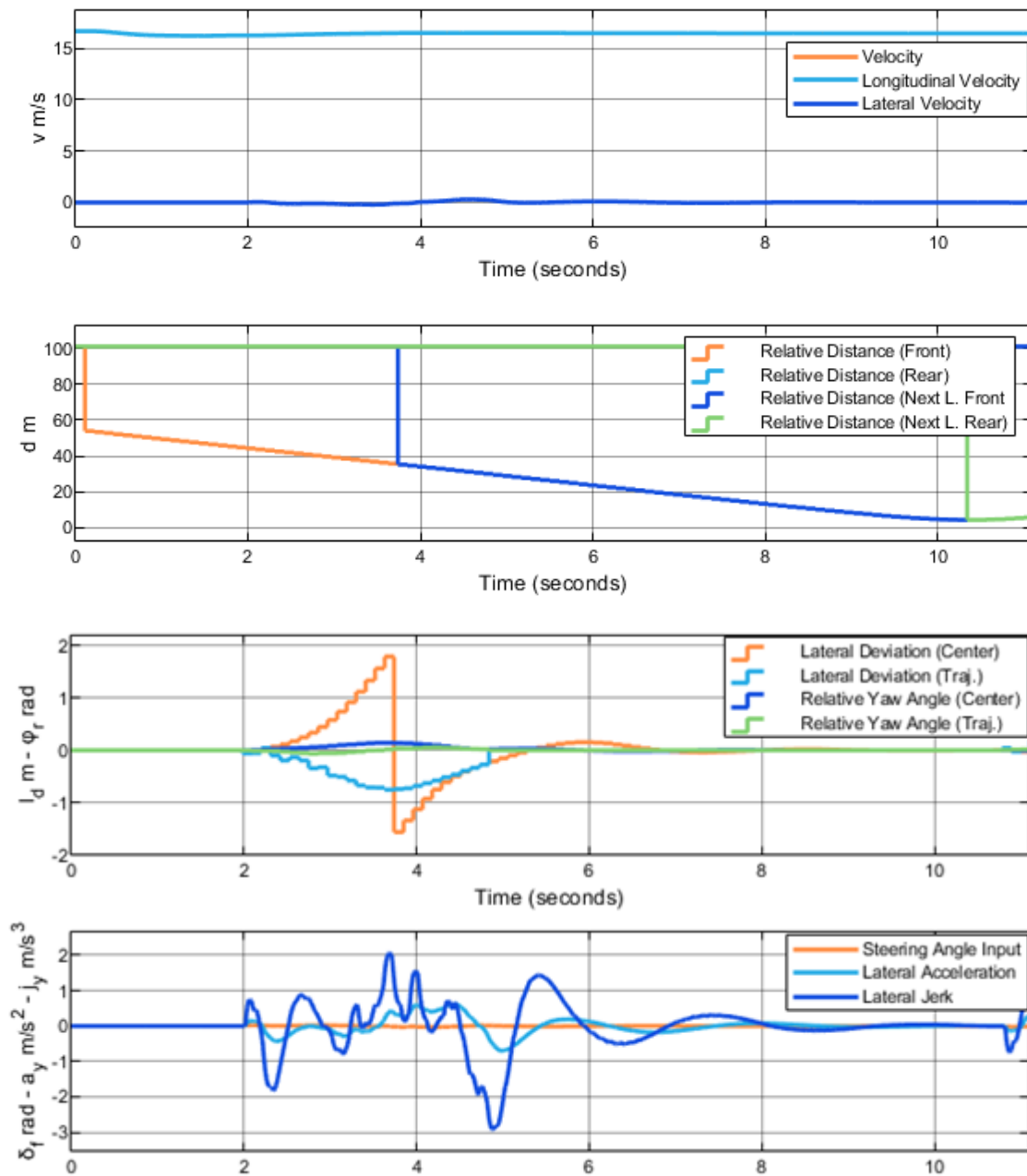


Figure 5-23 Results of the Example Case of the LCA

The velocity was kept at the set longitudinal velocity even though the relative distance was decreasing below the clearance (Figure 5-23). After the subject vehicle reached the next lane, the relative distance value changes.

The trajectory following weights were adjusted to ensure trajectory following while satisfying the lateral acceleration limits. The lateral acceleration value reached 0.5 m/s^2 . However, the maximum lateral deviation from the trajectory has occurred in the lane crossing line, where the relative yaw angle was 0 radians at that instance.

Then, the same scenario is simulated again with a low road adhesion coefficient, to explore the lateral performance further (Table 5-7).

Table 5-7 Example Case for LCA with Low Friction

Initial Ego Velocity [V_{e0}]	60 kph
Initial Lead Velocity [V_{o0}]	20 kph
Initial Relative Distance [dx_0]	50 m
Roadway Condition	0.2

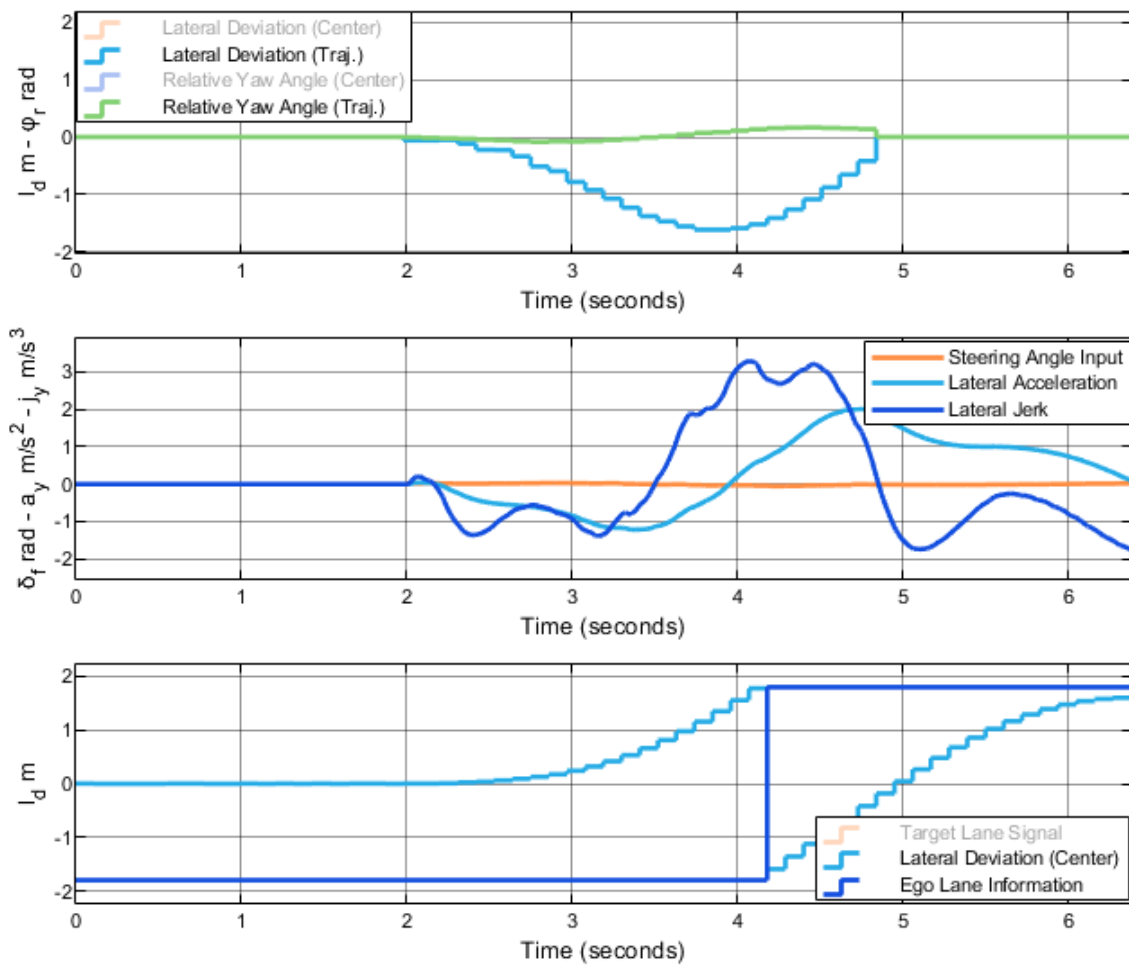


Figure 5-24 Results of the Example Case of the LCA with Low Friction

The lateral deviation reached to 1.8 meters where the simulation terminated (Figure 5-24). The lateral acceleration reached 2.0 m/s^2 . As a result, in the low friction coefficient case, the LCA failed to follow the trajectory and hold the vehicle in the road center.

5.2.5. Vehicle Mode Selector

The decision scheme for the Vehicle mode selector is given in Figure 5-25 and Figure 5-26.

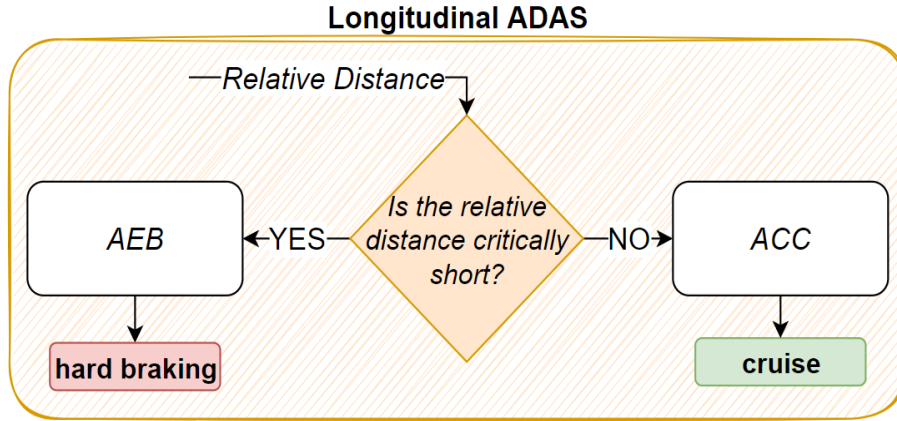


Figure 5-25 Decision Scheme of the Longitudinal ADAS

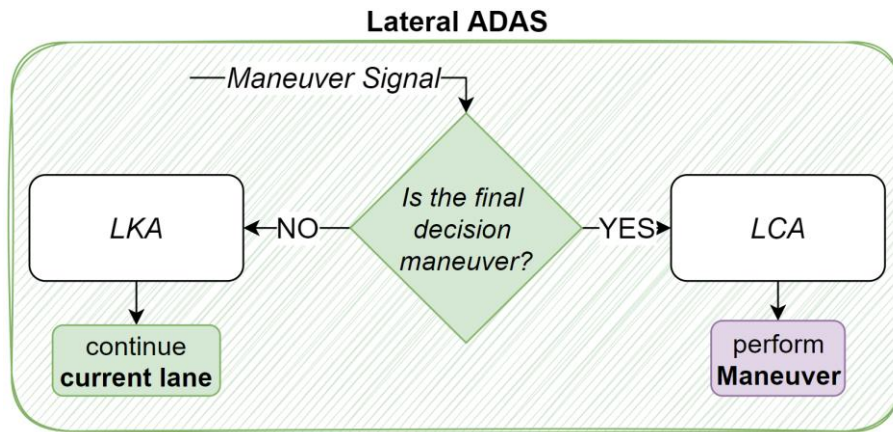


Figure 5-26 Decision Scheme of the Lateral ADAS

Critically short term is referred to a situation where distance is critically smaller than default spacing (Table 5-8). In this study, distance is explained as equation 5.11 in **Hata! Başvuru kaynağı bulunamadı.**

$$Relative\ Distance \leq DS - SD \quad \text{Equation 5.14}$$

Table 5-8 Vehicle Mode Selector Parameters

Vehicle Mode Selector Parameters		
Value	Unit	Description
10.0	m	Default spacing
1.5	s	Time Gap
3.0	m	Safe distance

The overview of the vehicle mode selector is given in Figure 5-27 and Figure 5-28.

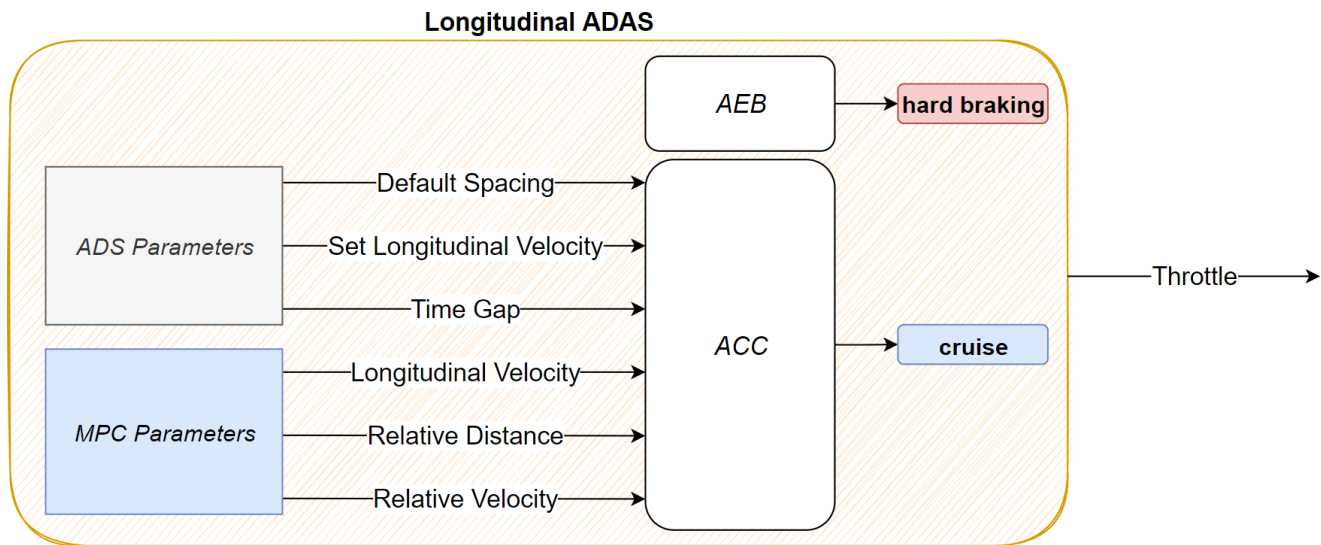


Figure 5-27 Overview of the Vehicle Mode Selector for Longitudinal ADAS

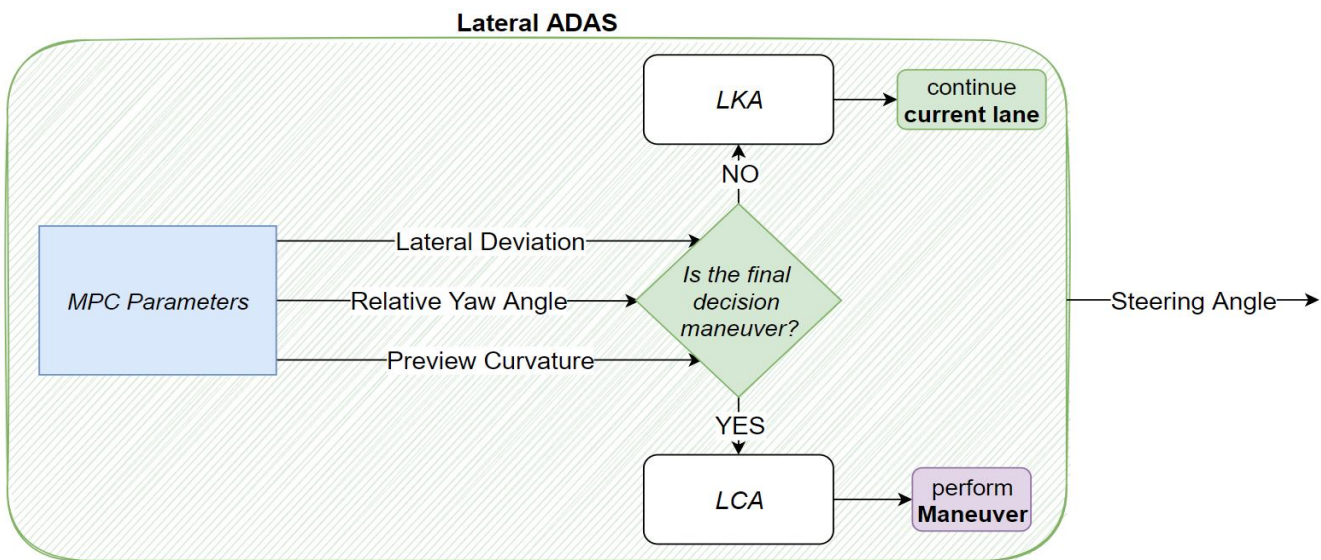


Figure 5-28 Overview of the Vehicle Mode Selector for Lateral ADAS

The vehicle can operate under ACC or trigger AEB while changing lanes. With the implementation of the combined ALKS, it is possible to evaluate the controller with mixed scenarios of AEB, ACC, LKS and LCA.

5.2.6. Path Following MPC

The Path following MPC has state-space representations for the longitudinal and lateral vehicle modes. The models are used to estimate the vehicle's states. Meanwhile this information is updated with the perception block.

The longitudinal states are defined as:

$$x = [a_x \quad v_x]' \quad \text{Equation 5.15a}$$

The longitudinal throttle input is defined as:

$$u = [a_t]' \quad \text{Equation 5.15b}$$

The Longitudinal Predictive Model state-space representation is as the following.

$$\dot{x} = Ax + Bu \quad \text{Equation 5.15c}$$

$$A_{11} = \begin{bmatrix} -1 \\ \tau \end{bmatrix} \quad \text{Equation 5.15d}$$

$$B_{11} = \begin{bmatrix} 1 \\ \tau \end{bmatrix} \quad \text{Equation 5.15e}$$

$$\dot{x} = \begin{bmatrix} A_{11} & 0 \\ 1 & 0 \end{bmatrix} x + \begin{bmatrix} B_{11} \\ 0 \end{bmatrix} u \quad \text{Equation 5.15f}$$

The lateral states are defined as:

$$x = [v_y \quad \psi]' \quad \text{Equation 5.15g}$$

The lateral input steering angle is defined as:

$$u = [\delta_f]' \quad \text{Equation 5.15h}$$

The Lateral Predictive Model state-space representation is as the following.

$$A_{11} = \begin{bmatrix} -\frac{2(C_f + C_r)}{mU} \end{bmatrix} \quad \text{Equation 5.15i}$$

$$A_{12} = \begin{bmatrix} -U - \frac{2(aC_f - l_r C_r)}{mU} \end{bmatrix} \quad \text{Equation 5.15j}$$

$$A_{21} = \begin{bmatrix} -\frac{2(aC_f - l_r C_r)}{I_{zz}U} \end{bmatrix} \quad \text{Equation 5.15k}$$

$$A_{22} = \left[-\frac{2(l_f^2 C_f + l_r^2 C_r)}{I_{zz} U} \right] \quad \text{Equation 5.15l}$$

$$B_{11} = \left[-\frac{2C_f}{m} \right] \quad \text{Equation 5.15m}$$

$$B_{21} = \left[\frac{2l_f C_f}{I_{zz}} \right] \quad \text{Equation 5.15n}$$

$$\dot{x} = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} x + \begin{bmatrix} B_{11} \\ B_{12} \end{bmatrix} u \quad \text{Equation 5.15o}$$

As a result, the whole Automated Lane Keeping Assist Predictive Model can be represented. The state-space representation is as the following.

$$x = [a_x \quad v_x \quad v_y \quad \dot{\psi}]' \quad \text{Equation 5.15p}$$

$$u = [a_t \quad \delta_f]' \quad \text{Equation 5.15q}$$

$$A_{11} = \left[-\frac{1}{\tau} \right] \quad \text{Equation 5.15r}$$

$$A_{33} = \left[-\frac{2(C_f + C_r)}{mU} \right] \quad \text{Equation 5.15s}$$

$$A_{34} = \left[-U - \frac{2(l_f C_f - l_r C_r)}{mU} \right] \quad \text{Equation 5.15t}$$

$$A_{43} = \left[-\frac{2(l_f C_f - l_r C_r)}{I_{zz} U} \right] \quad \text{Equation 5.15u}$$

$$A_{44} = \left[-\frac{2(l_f^2 C_f + l_r^2 C_r)}{I_{zz} U} \right] \quad \text{Equation 5.15v}$$

$$B_{11} = \left[\frac{1}{\tau} \right] \quad \text{Equation 5.15w}$$

$$B_{31} = \left[-\frac{2C_f}{m} \right] \quad \text{Equation 5.15x}$$

$$B_{41} = \left[\frac{2l_f C_f}{I_{zz}} \right] \quad \text{Equation 5.15y}$$

$$\dot{x} = \begin{bmatrix} A_{11} & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & A_{33} & A_{34} \\ 0 & 0 & A_{43} & A_{44} \end{bmatrix} x + \begin{bmatrix} B_{11} \\ 0 \\ B_{31} \\ B_{41} \end{bmatrix} u \quad \text{Equation 5.15z}$$

The parameters of the path following MPC are given in Table 5-9.

Table 5-9 Path Following MPC Parameters

Path Following MPC Parameters		
<i>Value</i>	<i>Unit</i>	<i>Description</i>
0.01	s	Transport lag between model inputs and outputs
10.00	m	Default spacing
1.50	s	Time Gap
1670	kg	Total mass
2100	kgm ²	Yaw moment of inertia
0.99	m	Longitudinal distance from CG to front tires
1.70	m	Longitudinal distance from CG to rear tires
61595	N/rad	Cornering stiffness of front tires
52095	N/rad	Cornering stiffness of rear tires
0.50	s	Longitudinal acceleration tracking time constant
-0.26	rad	Minimum steering angle
0.26	rad	Maximum steering angle
-3.00	m/s ²	Minimum longitudinal acceleration
2.00	m/s ²	Maximum longitudinal acceleration
10.00	Hz	Sampling Frequency
30.00	-	Prediction Horizon
10.00	-	Control Horizon
≈1	-	Weight on velocity tracking
≈1	-	Weight on change of longitudinal acceleration
≈10	-	Weight on lateral error
≈400	-	Weight on change of steering angle

The controller weights and limits were adjusted for accurate path tracking that ensures the driver's safety and for realistic responses that consider the driver's comfort and actuator health. In addition, the weights of the MPC can be adjusted to adapt to different kinds of operating conditions in various driving environments.

6. TEST RESULTS AND DISCUSSION

In this section, the ADAS are first inspected separately. First, AEB and LCA were inspected as critical situation systems. Then, ACC and LKA were inspected under normal situation systems.

6.1. AEB Testing

This system can identify a possible forward collision and trigger the vehicle braking system to slow down the vehicle to avoid or prevent a collision. In this study, the desired maximum deceleration for automated emergency braking is taken as 8 m/s^2 . The scenario for AEB contains an Actor lead vehicle (Figure 6-1). The relative distance, the initial velocities are predefined.

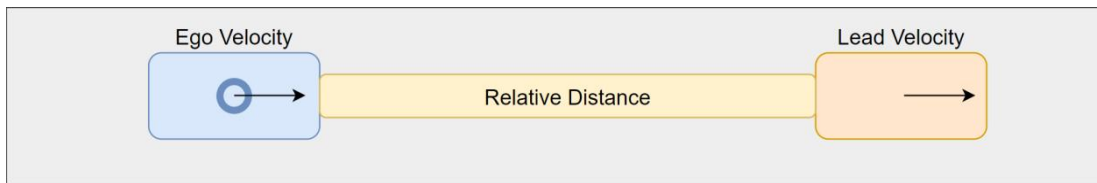


Figure 6-1 Test Scenario Scheme for AEB Testing

It is aimed to explore the ODD and detect the failure cases' borders. The pass and fail results for the cases are shown in Table 6-1.

Table 6-1 Color Legend for Pass and Fail Results of the Test Cases

FAIL	PASS	
Collision	Full Stop	Non-Stop

6.1.1. 1st Case for AEB Testing: Low Velocity and Low Relative Distance

The 1st case is a simple case to explore and inspect the ODD of AEB (Table 6-2).

Table 6-2 Result Matrix of the 1st Case for AEB Testing

Initial Ego Velocity [V_{e0}]	20 kph	Relative Distance m [d_{x0}]				
Roadway Condition	0.8	2	4	6	8	10
Lead Velocity [V_{o0}]	10.0 kph	6	7	8	9	10
	0.0 kph	1	2	3	4	5

Time to collision values for the 1st case is as follows (Table 6-3).

Table 6-3 Time to Collision Matrix of the 1st Case for AEB Testing

Time to Collision [TTC]				
<i>0.20</i>	<i>0.40</i>	<i>0.60</i>	<i>0.80</i>	<i>1.00</i>
<i>0.10</i>	<i>0.20</i>	<i>0.30</i>	<i>0.40</i>	<i>0.50</i>

After inspecting the 1st results, the operating domain was inspected further by decreasing the time to collision parameter.

6.1.2. 2nd Case for AEB Testing: Medium Velocity and Low Relative Distance

The 2nd case increases the relative velocity parameter range (Table 6-4).

Table 6-4 Result Matrix of the 2nd Case for AEB Testing

Initial Ego Velocity [V_{e0}]	40	kph	Relative Distance m [d_{x0}]				
Roadway Condition	0.8		2	4	6	8	10
Lead Velocity [V_{o0}]	30.0	kph	<i>16</i>	<i>17</i>	<i>18</i>	<i>19</i>	<i>20</i>
	20.0	kph	<i>11</i>	<i>12</i>	<i>13</i>	<i>14</i>	<i>15</i>
	10.0	kph	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>
	0.0	kph	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>

Time to collision values for the 2nd case is as the following (Table 6-5).

Table 6-5 Time to Collision Matrix of the 2nd Case for AEB Testing

Time to Collision [TTC]				
<i>0.20</i>	<i>0.40</i>	<i>0.60</i>	<i>0.80</i>	<i>1.00</i>
<i>0.10</i>	<i>0.20</i>	<i>0.30</i>	<i>0.40</i>	<i>0.50</i>
<i>0.07</i>	<i>0.13</i>	<i>0.20</i>	<i>0.27</i>	<i>0.33</i>
<i>0.05</i>	<i>0.10</i>	<i>0.15</i>	<i>0.20</i>	<i>0.25</i>

After inspecting the 2nd results, the operating domain was inspected further by also increasing the relative distance parameter.

6.1.3. 3rd case for AEB Testing: High Road Friction in ODD

The 3rd case increases the relative velocity and relative distance parameter range in high road friction environment (Table 6-6).

Table 6-6 Result Matrix of the 3rd Case for AEB Testing

Initial Ego Velocity [V_{e0}]	60 kph	Relative Distance m [d_{x0}]														
Roadway Condition	0.8	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30
Lead Velocity [V_{o0}]	50.0 kph															
	40.0 kph															
	30.0 kph															
	20.0 kph															
	10.0 kph															
	0.0 kph															

Time to collision values for the 3rd case is as the following (Table 6-7).

Table 6-7 Time to Collision Matrix for the 3rd Case for AEB Testing

Time to Collision [TTC]														
0.20	0.40	0.60	0.80	1.00	1.20	1.40	1.60	1.80	2.00	2.20	2.40	2.60	2.80	3.00
0.10	0.20	0.30	0.40	0.50	0.60	0.70	0.80	0.90	1.00	1.10	1.20	1.30	1.40	1.50
0.07	0.13	0.20	0.27	0.33	0.40	0.47	0.53	0.60	0.67	0.73	0.80	0.87	0.93	1.00
0.05	0.10	0.15	0.20	0.25	0.30	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70	0.75
0.04	0.08	0.12	0.16	0.20	0.24	0.28	0.32	0.36	0.40	0.44	0.48	0.52	0.56	0.60
0.03	0.07	0.10	0.13	0.17	0.20	0.23	0.27	0.30	0.33	0.37	0.40	0.43	0.47	0.50

After inspecting the 3rd result, the operating domain was inspected further by adjusting the roadway condition parameter for the road adhesion coefficient.

6.1.4. 4th case for AEB Testing: Low Road Friction in ODD

The 4th case changes the roadway condition to explore the friction values effect (Table 6-8).

Table 6-8 Result Matrix of the 4th Case for AEB Testing

Initial Ego Velocity [V_{e0}]	60 kph	Relative Distance m [d_{x0}]														
		Roadway Condition 0.2														
Roadway Condition		2	4	6	8	10	12	14	16	18	20	22	24	26	28	30
Lead Velocity [V_{o0}]	50.0 kph															
	40.0 kph															
	30.0 kph															
	20.0 kph															
	10.0 kph															
	0.0 kph															

Time to collision values for the 4th case is as the following (Table 6-9).

Table 6-9 Time to Collision Matrix of the 4th Case for AEB Testing

Time to Collision [TTC]														
0.20	0.40	0.60	0.80	1.00	1.20	1.40	1.60	1.80	2.00	2.20	2.40	2.60	2.80	3.00
0.10	0.20	0.30	0.40	0.50	0.60	0.70	0.80	0.90	1.00	1.10	1.20	1.30	1.40	1.50
0.07	0.13	0.20	0.27	0.33	0.40	0.47	0.53	0.60	0.67	0.73	0.80	0.87	0.93	1.00
0.05	0.10	0.15	0.20	0.25	0.30	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70	0.75
0.04	0.08	0.12	0.16	0.20	0.24	0.28	0.32	0.36	0.40	0.44	0.48	0.52	0.56	0.60
0.03	0.07	0.10	0.13	0.17	0.20	0.23	0.27	0.30	0.33	0.37	0.40	0.43	0.47	0.50

After evaluating all the results, it can be seen that the roadway condition affected the results. The minimum safe TTC value increased in the low friction cases. TTC is directly related to initial conditions. However, after the inspection of the results, it has appeared that TTC is not the only parameter that governs the results. Therefore, the initial velocity of the subject vehicle is also considered in evaluations.

In the previous cases, the subject vehicle failed to stop when there is 28 meters of distance between a static obstacle. This is a dangerous situation where AEB could not prevent the collision. Therefore, the situation further was inspected with LCA assist.

6.2. LCA Testing

Lane change and overtake assist performs lane change maneuvers for overtake or obstacle avoidance. In the following scenario the effect of the lane change maneuver for obstacle avoidance is inspected.

6.2.1. 1st Case for LCA Testing: Comparison with 3rd AEB Testing Case

From the results, it can be seen that the critical situation at 28.0 meters relative distance has been successfully avoided (Table 6-10). Normally, without maneuver, the AEB alone was not enough to prevent collision in the previous results in 3rd AEB Testing Case.

Table 6-10 Result Matrix of the 1st Case for LCA Testing

Initial Ego Velocity [V_{e0}]	60.0 kph		Initial Distance m [d_{x0}]		
Roadway Condition	0.8		26	28	30
Lead Velocity [V_{o0}]	50.0	kph			
	40.0	kph			
	30.0	kph			
	20.0	kph			
	10.0	kph			
	0.0	kph			

The breakdown of the situation is presented as the following.

1. The subject vehicle observes the lead vehicle.
2. Decision has been made to perform the maneuver.
3. Trajectory generated for a lane change maneuver which avoids the obstacle (Figure 6-2).

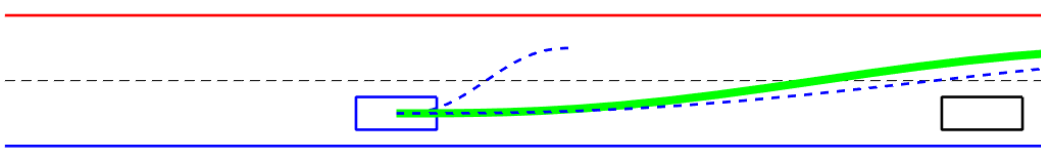


Figure 6-2 Beginning of the 1st Case for the LCA Testing

4. Trajectory is being followed by the vehicle.
5. Near pass of the static object. This situation has resulted in a collision with AEB previously (Figure 6-3 and Figure 6-4).

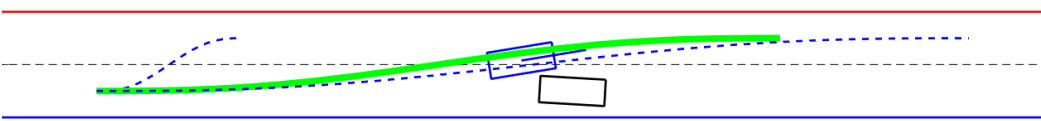


Figure 6-3 Trajectory Tracking in the 1st Case for LCA Testing (near pass frame 1)

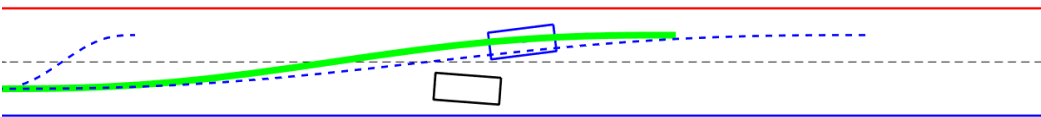


Figure 6-4 Trajectory Tracking in the 1st Case for LCA Testing (near pass frame 2)

6. The vehicle continues to follow the lane center in the new lane (Figure 6-5).

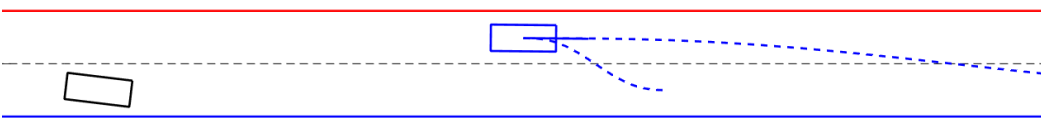


Figure 6-5 Lane Center Following in the 1st Case for LCA Testing

It can be seen that the subject vehicle starts to evaluate another lane change to the original lane after completing maneuver (Figure 6-6). This is triggered because the current new lane is a passing lane. After the next lane change maneuver, the total maneuver can be considered an overtaking. First, the situation while performing obstacle avoidance will be inspected.

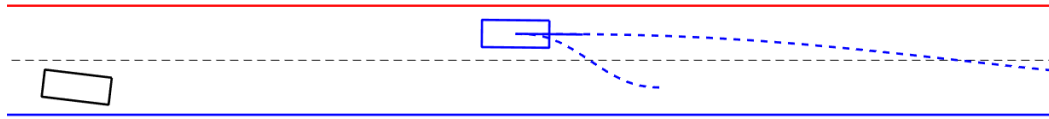


Figure 6-6 Overview of the Situation After Lane Change Maneuver in the 1st Case for LCA Testing

The path history can be inspected for the overall performance of trajectory tracking (Figure 6-7).

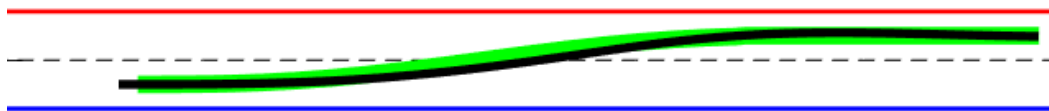


Figure 6-7 Path history of the situation after lane change maneuver in the 1st case for LCA

It appears that the vehicle reached the final position; however, there is a slight offset in the middle of the trajectory. This may be caused by the lateral dynamics of the vehicle or the low weights of the controller.

At 0.1 s after the simulation started, a maneuver signal was produced. The maneuver took 2.5 s and after that, another maneuver signal was produced for completing the overtaking maneuver.

The testing and evaluation phase makes it available to find the critical design points and the ability to improve the motion planning and control algorithms. In the longitudinal direction, the controller performed well. The velocity control had little error on the set longitudinal velocity. The vehicle performed a successful lane change maneuver.

However, there was a lateral deviation from the trajectory, especially in the middle region as suspected in the path history plot evaluation. Nevertheless, the vehicle safely performed an avoidance maneuver. In addition, the driver's comfort is also a consideration in this study. In the longitudinal motion profiles, the values were low and comfortable. The throttle command was changed little during the maneuver. In the lateral motion profiles, the values were limited under 3.0 m/s^3 , m/s^2 and m/s , since trajectory is accepted only when these limits were satisfied. However, the maximum jerk value is close to the 3.0 m/s^3 .

This situation was further inspected as the subject vehicle performs another lane change maneuver and completes the overtaking maneuver (Figure 6-8).

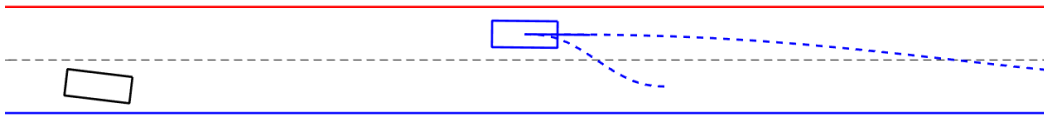


Figure 6-8 Beginning of the Overtake Phase in the 1st Case for the LCA Testing

The breakdown of the consecutive situation is presented as the following.

7. Decision has been made to perform the maneuver.
8. Trajectory generated for an overtaking maneuver (Figure 6-9).



Figure 6-9 Trajectory Generation Overtake Maneuver in the 1st Case for the LCA Testing

9. Trajectory is being followed by the vehicle (Figure 6-10).

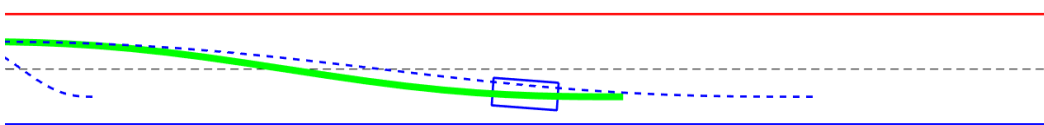


Figure 6-10 Trajectory Tracking for Overtake Maneuver in the 1st Case for the LCA Testing

10. The vehicle continues to follow the lane center in the original lane.

The path history can be inspected for the overall performance of trajectory tracking (Figure 6-11).



Figure 6-11 Path History of the Situation After Overtake Maneuver in the 1st Case for LCA Testing

It appears that the vehicle reaches the final position and safely follows the new road center in its original lane.

After 2.6 s after the simulation started, another maneuver signal was produced for the consecutive lane change. The maneuver started at 7.7 seconds and finished at 10.4 seconds. The maneuver was completed in 2.7 s.

The velocity control had little error on the set longitudinal velocity. In the longitudinal direction, the controller performed well. The effect of other factors such as road adhesion coefficient will be presented later in the following testing case in 6.2.2. The vehicle performed two consecutive lane change maneuvers successfully.

However, there is a lateral deviation from the trajectory, especially in the middle regions of the trajectory as suspected in the path history plot evaluation. Nevertheless, the vehicle safely performed an overtaking maneuver. In the longitudinal motion profiles, the values are low and comfortable. The throttle command was changed little during the maneuver. In the lateral motion profiles, the values for both maneuvers are limited under 3.0 m/s^3 , m/s^2 and m/s , since trajectory is accepted only when these limits were satisfied.

6.2.2. 2nd Case for LCA Testing: Low Road Friction

The operating domain was inspected further by adjusting the roadway condition parameter for the road adhesion coefficient. The friction value is the main concern when performing maneuvers due to real-life problems such as lateral stability.

Thus, in the following, this effect of road adhesion coefficient was inspected (Table 6-11).

Table 6-11 Result Matrix of the 2nd case for LCA Testing

Initial Ego Velocity [V_{e0}]					
kph	60		Initial Distance m [d_{x0}]		
Roadway Condition	0.2		26	28	30
	Lead Velocity kph [V_{o0}]	50.0			
		40.0			
		30.0			
		20.0			
		10.0			
		0.0			

In the cases with 0.2 roadway conditions, the vehicle failed to perform the maneuver. It is evident that there is a requirement to inspect the effect of the friction values.

Recall the 3rd AEB Testing Case with 28.0 meters of relative distance where the AEB alone resulted in a collision. In the 1st LCA Testing Case, an assist from LCA performed a successful maneuver to avoid a collision. However, in the low-friction conditions, the maneuvers can result in a collision.

Therefore, there must be a mechanism to evaluate roadway conditions. Evidently, in low-friction conditions, the vehicle must decide whether it is safe and stable to perform a maneuver or not.

6.3. ACC Testing

Adaptive cruise control is a sophisticated driver-assistance technology that automatically controls the vehicle speed to maintain a stable safe distance from vehicles ahead.

The 1st case for ACC is as the following (Figure 6-12).

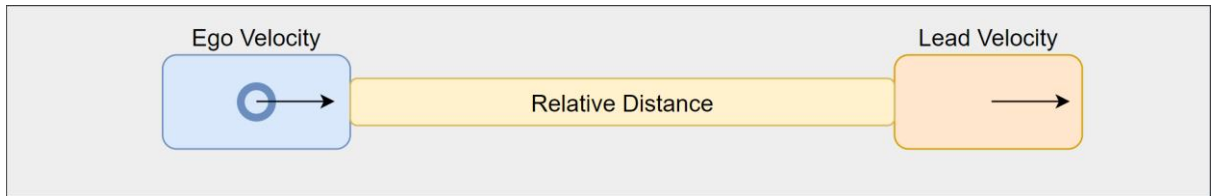


Figure 6-12 Test Scenario Scheme for ACC Testing

6.3.1. 1st Case of ACC: High Road Friction

The 1st test case for ACC is presented in Table 6-12:

Table 6-12 Simplified ODD for the 1st Scenario of ACC Testing

Initial Ego Velocity [V_{e0}]	60 kph
Lead Velocity [V_{l0}]	50 kph
Initial Relative Distance [d_{x0}]	50 m
Roadway Condition	0.8

It can be seen that the subject vehicle's velocity matched the lead vehicle's velocity in Figure 6-13. The vehicle applies brakes to match the leading vehicle's velocity.

The longitudinal motion values are around -1.0 m/s^2 for the acceleration and -1.0 m/s^3 for the jerk.

The relative distance between the subject vehicle and the leading vehicle started at 50.0 meters. After the subject vehicle adapted its velocity to the leading vehicle's velocity, the relative distance value is adjusted to 30.82 meters.

This clearance is calculated by:

$$13.88 \text{ m/s} \times 1.50 \text{ s} + 10 \text{ m} = 30.82 \text{ m}$$

Equation 6.1

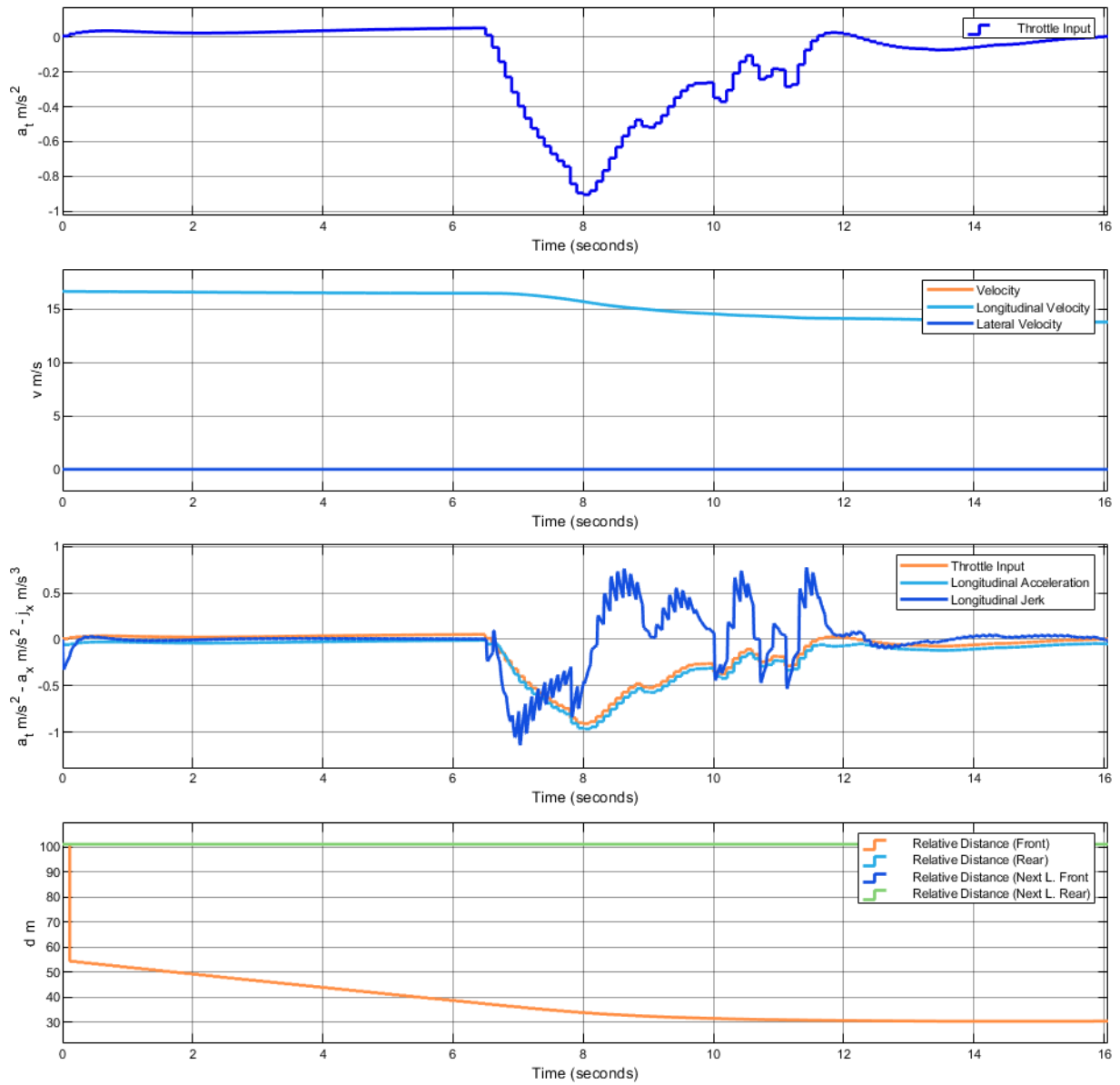


Figure 6-13 Result of the 1st Case of ACC Testing

6.3.2. 2nd Case of ACC Testing: Low Road Friction

In the second case, the ACC performance is evaluated with Lane Keeping Assist in degraded roadway conditions. The subject vehicle adapts to the velocity for the target vehicle, meanwhile, while the lane keeping assist keeps the subject vehicle on the road center. This case takes place in an ALKS scenario map. The map is given in Figure 6-14.

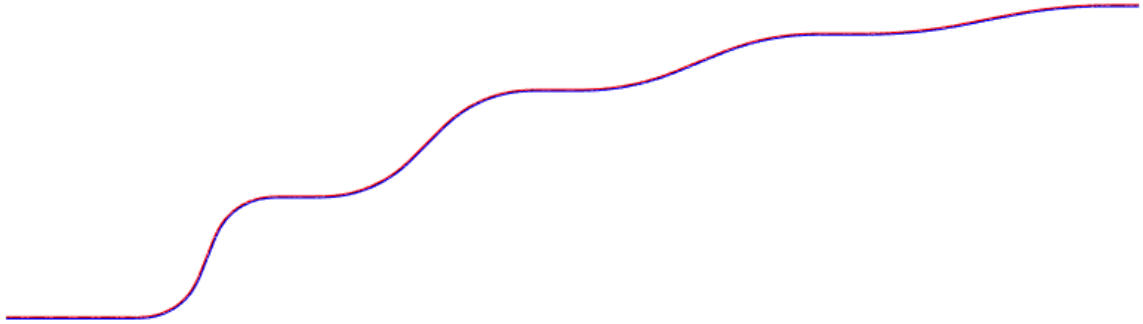


Figure 6-14 Overview of the Map (ALKS: Road with Different Curvatures)

The 2nd test case for ACC is presented in Table 6-13 and Figure 6-15:

Table 6-13 Simplified ODD of the 2nd Case for ACC Testing

Initial Ego Velocity [V_{e0}]	60 kph
Initial Lead Velocity [V_{o0}]	50 kph
Initial Relative Distance [dx_0]	50 m
Roadway Condition	0.4

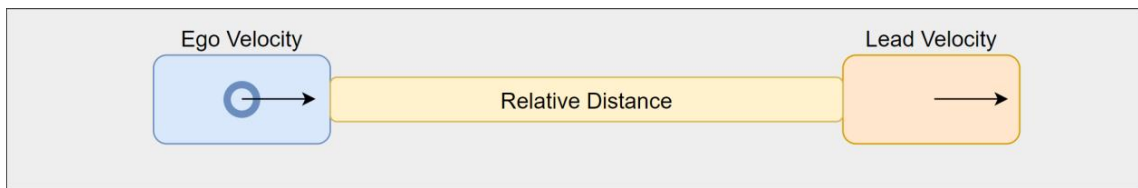


Figure 6-15 Test Scenario for ACC Testing

The velocity matches the lead vehicle's velocity, then continues to stay at 50 kph. The longitudinal acceleration and longitudinal jerk levels reached around -1.0 ms^{-3} in the slowing down section. After that, the values stayed low and normal.

The ACC was inspected while the LKA system kept the vehicle oriented at the road center. Since in normal operation conditions the maneuver is not required, LKA and ACC systems are always active. For further inspection, Figure 6-16 is presented in the following.

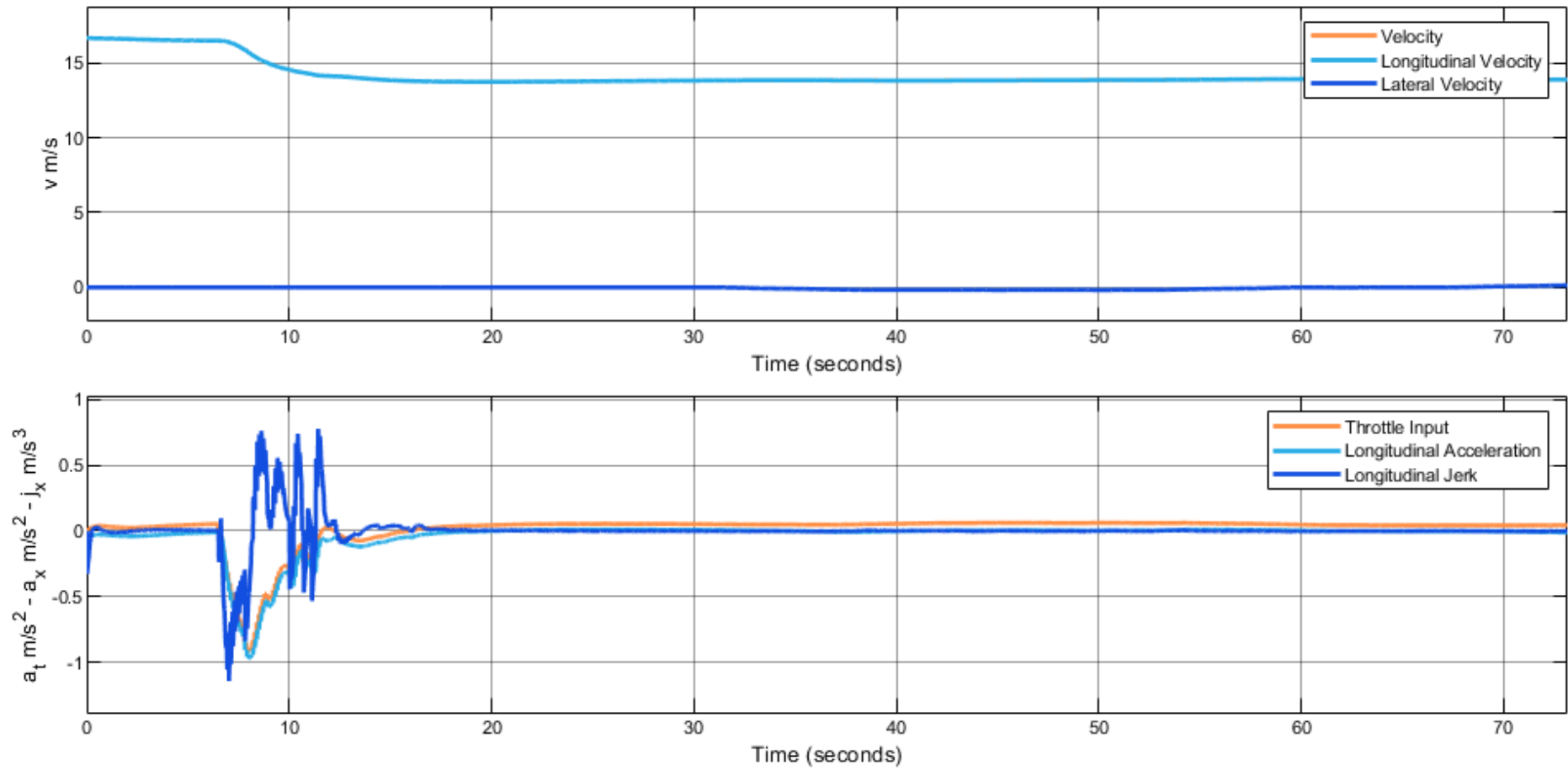


Figure 6-16 Longitudinal Dynamics of the 2nd Case for ACC Testing

6.4. LKA Testing

The Lane Keeping Assist system aims to keep the vehicle in the center of the lane. As inspected in LCA, the roadway condition has a significant effect on the performance of lateral motions.

Therefore, the scenarios take place in an ALKS scenario map with different for the road adhesion coefficient values (Table 6-14 and Figure 6-17).

Table 6-14 Result Matrix of the LKA Testing

ALKS: Road with Different Curvatures		Roadway Condition		
		0.2	0.4	0.8
Initial Ego Velocity [Ve0]	10.0			
	20.0			
	30.0			
	40.0			
	50.0			
	60.0			

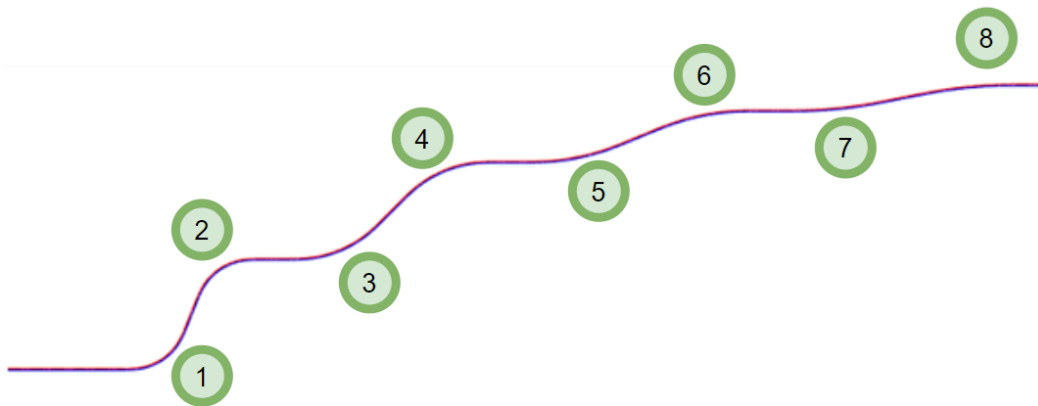


Figure 6-17 Overview of the Map (ALKS: Road with Different Curvatures)

The map in Figure 6-17 contains eight turns with different radii. The lateral assist was successful in cases where the roadway condition is 0.4 or 0.8. The assist mechanism also successfully led the vehicle in cases with roadway conditions of 0.2 where the vehicle's velocity is 40 kph and lower. However, there seems to be a critical situation in cases where the roadway condition is 0.2 and the velocity is 50 kph and higher.

6.4.1. 1st Case for LKA Testing: High Velocity and Medium Road Friction

The case where the roadway condition is 0.4 and the subject vehicle's velocity is 60 kph is inspected as follows (Table 6-15).

Table 6-15 Simplified ODD of the 1st Case for LKA Testing

Initial Ego Velocity [V_{e0}]	60 kph
Roadway Condition	0.4

The results are presented in Figure 6-18.

The controller successfully held the velocity at the desired set longitudinal velocity. The longitudinal dynamics were stable and motion profiles were relatively low throughout the case.

The controller has lateral error levels around 0.3 meters which are higher than in cases with normal operating conditions, but it is expected since the road adhesion coefficient value is lower than convenient and the velocity is at the upper limit of the operating domain.

6.4.2. 2nd Case for LKA Testing: Medium Velocity and Low Road Friction

The case where the roadway condition is 0.2 and the subject vehicle's velocity is 40 kph is inspected as follows (Table 6-16).

Table 6-16 Simplified ODD of the 2nd case for LKA Testing

Initial Ego Velocity [V_{e0}]	40 kph
Roadway Condition	0.2

The results are presented in Figure 6-18.

Similarly, the controller held the velocity to the set longitudinal velocity successfully. The longitudinal dynamics were stable and motion profiles were relatively low throughout the case.

Similarly, the controller has lateral error levels around 0.3 meters which are higher than in cases with normal operating conditions, but this situation is expected since the road adhesion coefficient value is lower than convenient and the velocity is high for that roadway condition.

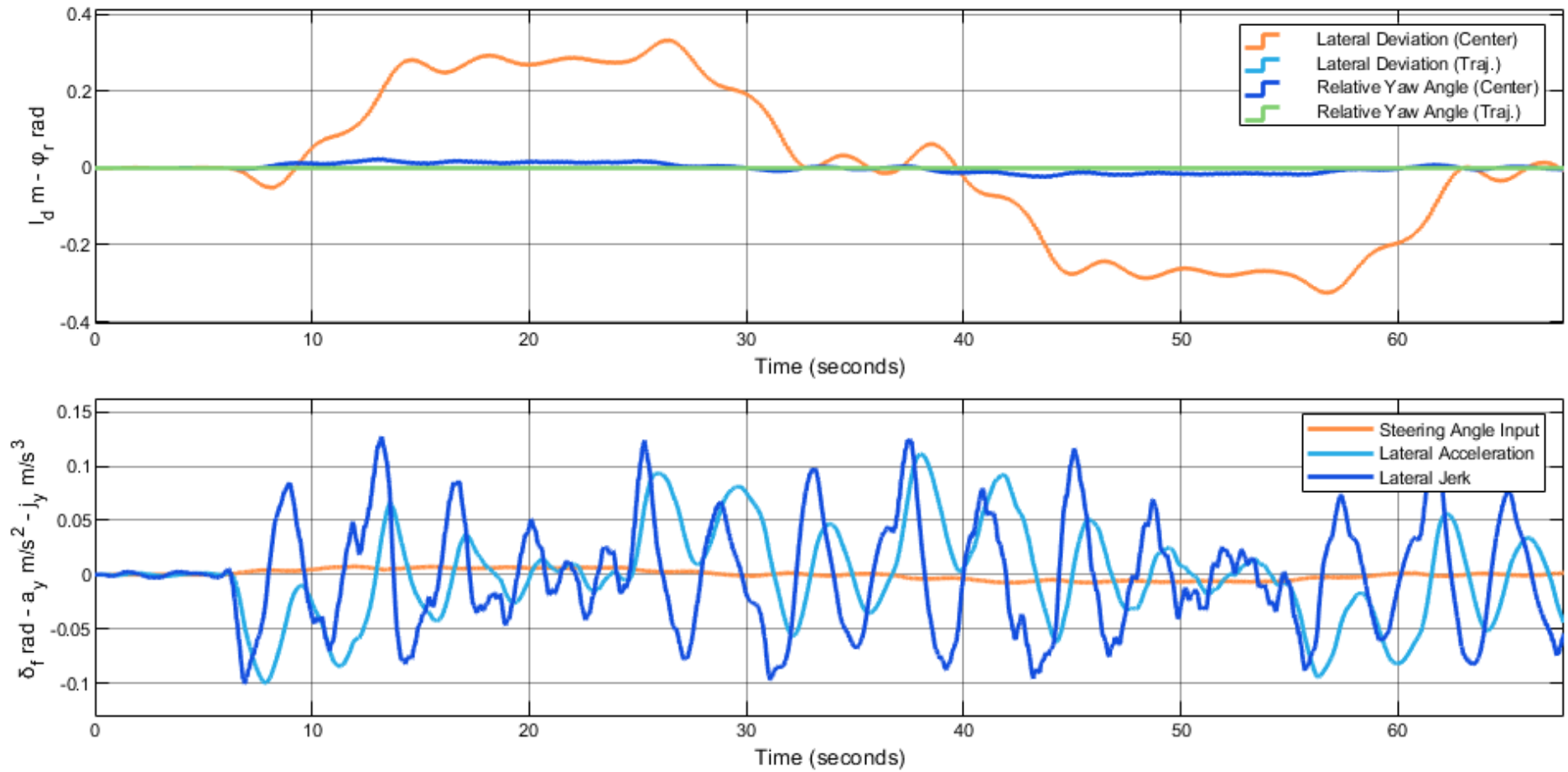


Figure 6-18 Lateral dynamics of the 1st case for LKA Testing

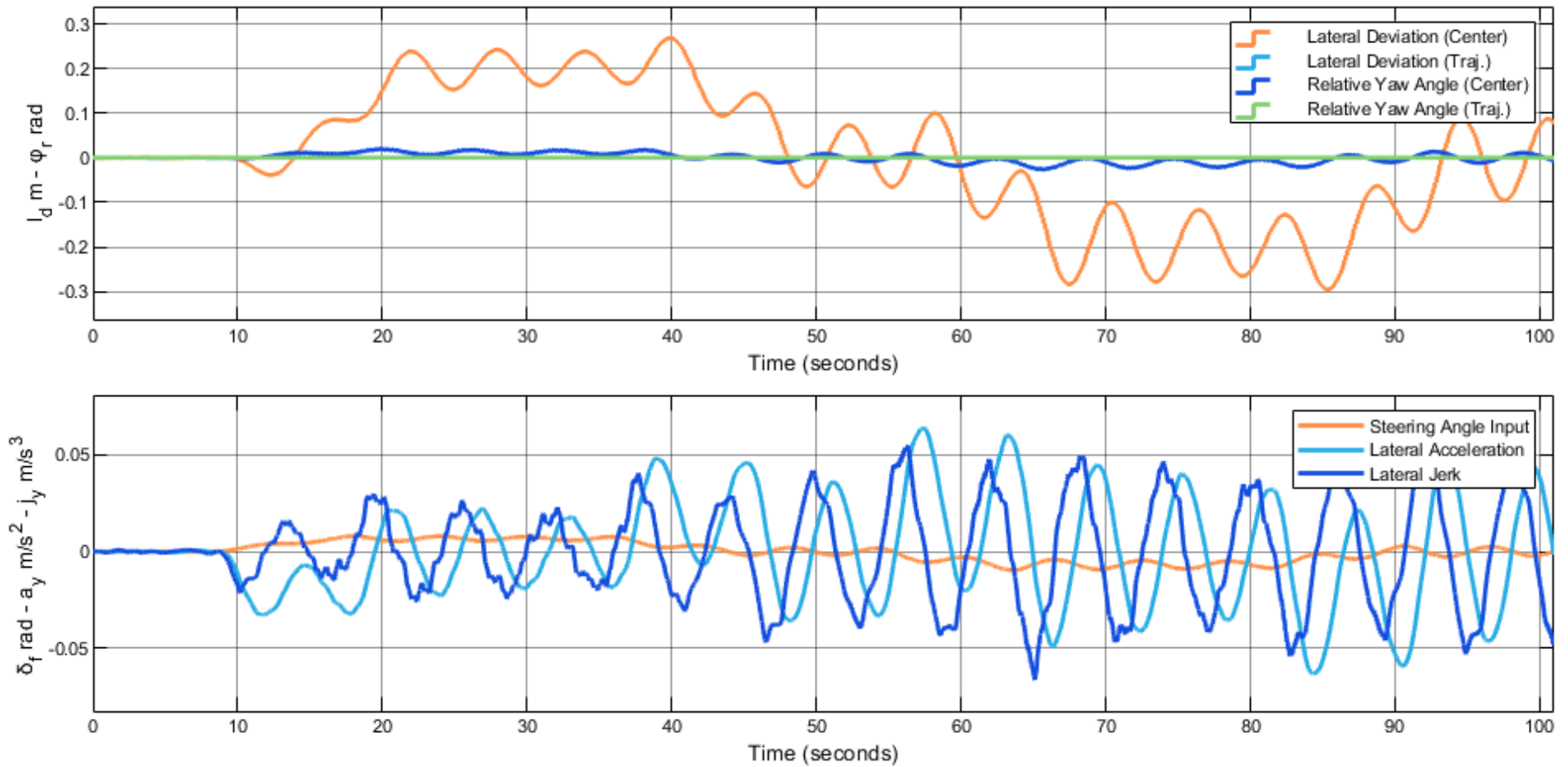


Figure 6-19 Lateral Dynamics of the 2nd Case for LKA Testing

After inspecting the results, it appears that in the cases with 0.2 roadway conditions, the LKA fails to control the vehicle when the velocity is 50 kph and 60 kph. In the previous section where LCA were inspected, in the cases with 0.4 roadway conditions, the vehicle failed to perform the maneuver. Similarly, the vehicle can operate normally in 0.4 and 0.8 roadway conditions with ACC and LKA, however, in low friction values the lateral assistance systems tend to fail in the lateral control.

6.5.ALKS Case Study: Lane Crossing Pedestrian

In the previous section, several scenarios for the advanced driver assistance systems were tested, evaluated and inspected. The combined assistance system which is defined as an ALKS was previously described in the Section 5.2. ALKS was defined as the combination of the AEB, ACC, LKA and LCA. It was also mentioned that the transition between the driving modes is governed by a Vehicle mode selector system.

Therefore, the Lane Crossing Pedestrian scenario was selected to evaluate the combined performances of the ADAS (Figure 6-20).



Figure 6-20 Test Scenario for Lane Crossing Pedestrian

In this situation, the subject vehicle has multiple options:

1. Slow down with ACC and AEB to prevent collision to slow down or full stop, then continue on the original lane (Figure 6-21),



Figure 6-21 First Option: Slowing Down

2. Perform lane change maneuver with LCA to prevent collision, then continue on the new lane or lane change again to continue on the original lane (Figure 6-22).

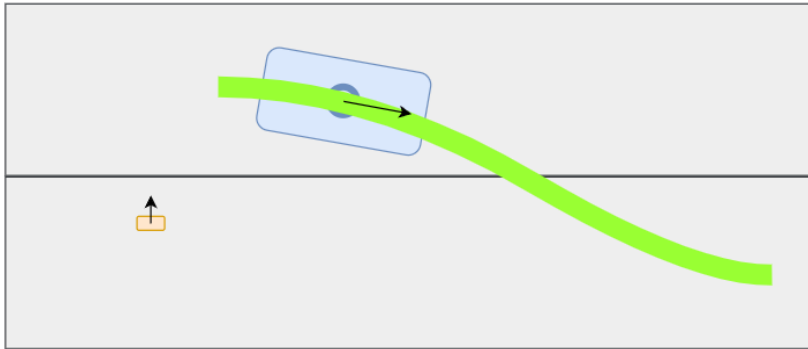


Figure 6-22 Second Option: Lane Changing

The failure criteria consider the following:

1. Collision with the pedestrian while slowing down or while performing maneuver (Figure 6-23),
2. Collision with the road borders while performing maneuver (Figure 6-24).



Figure 6-23 Collision with pedestrian while slowing down

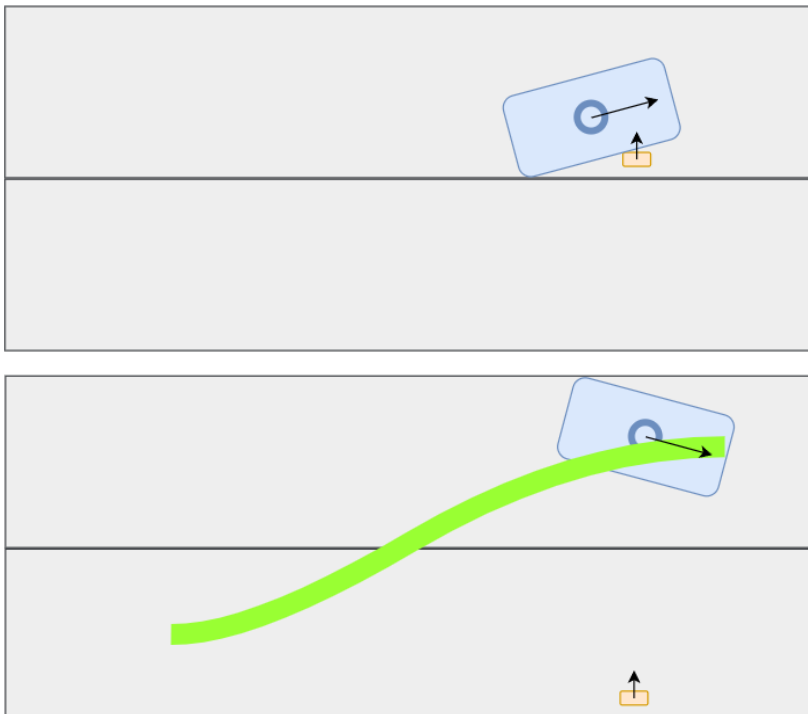


Figure 6-24 Collision with pedestrian or road border while lane changing

The ODD was inspired by the ALKS regulation by the UN (UN ECE Regulation No.157 [29]). This regulation defined some important aspects of the test and evaluation phase.

In these statements, the following were selected for defining the ODD of the ALKS for performance evaluation on the Lane Crossing Pedestrian scenario.

- The roadway conditions can vary to represent dry, wet, icy, snow, new, worn roads by changing the road adhesion coefficient values
- The subject vehicle velocity can vary up to 60 kph
- The pedestrian's lateral velocity for lane crossing can vary up to 5 kph.
- The pedestrian's detection distance can vary up to 100.0 m

Therefore, the following parameters were selected for scenario generation (Table 6-18).

Table 6-17 Selected Scenario Parameters for Lane Crossing Pedestrian Scenario

Selected Scenario Parameters				
Operating conditions	Roadway	Number of lanes	2	<i>the number of adjacent lanes in the same direction</i>
		Lane Width	3.6 m	<i>the width of each lane</i>
		Roadway grade	x	<i>grade of the roadway</i>
		Roadway condition	✓	<i>tire-road coefficient of friction</i>
		Lane markings	x	<i>the type, color, width, visibility</i>
Initial condition	Initial velocity	V_{e0}	✓	<i>Subject vehicle (ego) longitudinal velocity</i>
		V_y	✓	<i>Pedestrian's crossing velocity</i>
		V_{f0}	x	<i>Vehicle in front of the pedestrian</i>
	Initial distance	d_{x0}	✓	<i>distance in the longitudinal direction between pedestrian</i>
		d_{y0}	x	<i>distance in the lateral direction between pedestrian</i>
		d_{y0_f}	x	<i>distance in the longitudinal direction between the vehicle in front of the pedestrian</i>
		d_{x0_f}	x	<i>distance in the lateral direction between the vehicle in front of the pedestrian</i>
		d_{fy}	x	<i>width of the vehicle in front of the pedestrian</i>
		d_{oy}	x	<i>width of the pedestrian</i>
d_{ox}	x	<i>length of the pedestrian</i>		

Then range and resolution values for the selected parameters are defined as the following.

6. Roadway adhesion coefficient

$$0.2 - 0.8 - 1.0$$

7. V_{o0} : Leading vehicle's initial velocity

$$10 \text{ kph} \leq V_{o0} \leq 60 \text{ kph} \quad \text{with } 10 \text{ kph resolution}$$

8. V_y : Pedestrian's crossing velocity

$$0.1 \text{ m/s} \leq V_y \leq 1.4 \text{ m/s} \text{ (5 kph)} \quad \text{with } 0.1 \text{ m/s resolution}$$

9. d_{x0} : Pedestrian's relative distance to the subject vehicle

$$2 \text{ m} \leq d_{x0} \leq 100 \text{ m} \quad \text{with } 2 \text{ m resolution}$$

After the evaluation of the results, a new set of cases were executed with updated Path Following MPC weights.

There were two different configurations for ALKS Testing. The test results were first given for the 1st Configuration, then 2nd Configuration. Each configuration's results were given in descending order with respect to road adhesion coefficient values of the test cases. Then, results sharing the same configuration and road adhesion coefficient values were presented in ascending order with respect to initial ego velocity values. In results, fails with red is on 1.0, brown is on 0.8 and sand color is on 0.2 roadway conditions.

Results for 1st Configuration MPC were presented in Table 6-19 in the following order.

- 1.0 Road Adhesion Coefficient
 - 10 to 60 kph Initial Ego Velocity
- 0.8 Road Adhesion Coefficient
 - 10 to 60 kph Initial Ego Velocity
- 0.2 Road Adhesion Coefficient
 - 10 to 60 kph Initial Ego Velocity

Results for 2nd Configuration MPC were presented in Table 6-20 in the following order.

- 0.8 Road Adhesion Coefficient
 - 10 to 60 kph Initial Ego Velocity
- 0.2 Road Adhesion Coefficient
 - 10 to 60 kph Initial Ego Velocity

In combined results table for 1st and 2nd configuration results:

- 2nd configuration fails are shown with red is on 1.0, brown is on 0.8 and sand color is on 0.2 roadway conditions.
- 1st configuration's fails are shown with light is on 1.0, blue is on 0.8 and dark blue is on 0.2 roadway conditions.

In order to evaluate the algorithm accurately, the results were plotted on top of each other. In the color legend, the green color indicates “a successful pass”, where no collision has occurred with a pedestrian or road whatsoever (Table 6-18).

Table 6-18 Color Legend for Pass and Fail Results of the Cases

FAIL			PASS
1.0	0.8	0.2	
1.0	0.8	0.20	

Green color indicates a successful test case which resulted in Pass. The other colors indicate “a failure” in different roadway conditions.

Table 6-19 Combined Results Table of the Lane Crossing Pedestrian Scenario for 1st Configuration with Different Roadway Conditions

Ego Velocity [Ve0]		Relative Distance m [dx0]																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																		
kph																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																				
m/s																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																				
		2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
Pedestrian Velocity m/s [Vp]	1.4	651	662	673	684	695	706	717	728	739	750	761	772	783	794	805	816	827	838	849	860	871	882	893	904	915	926	937	948	959	970	981	992	1003	1014	1025	1036	1047	1058	1069	1080	1091	1102	1113	1124	1135	1146	1157	1168	1179	1190	1201	1212	1223	1234	1245	1256	1267	1278	1289	1300	1311	1322	1333	1344	1355	1366	1377	1388	1399	1410	1421	1432	1443	1454	1465	1476	1487	1498	1509	1520	1531	1542	1553	1564	1575	1586	1597	1608	1619	1630	1641	1652	1663	1674	1685	1696	1707	1718	1729	1740	1751	1762	1773	1784	1795	1806	1817	1828	1839	1850	1861	1872	1883	1894	1905	1916	1927	1938	1949	1960	1971	1982	1993	2004	2015	2026	2037	2048	2059	2070	2081	2092	2103	2114	2125	2136	2147	2158	2169	2180	2191	2202	2213	2224	2235	2246	2257	2268	2279	2290	2301	2312	2323	2334	2345	2356	2367	2378	2389	2400	2411	2422	2433	2444	2455	2466	2477	2488	2499	2510	2521	2532	2543	2554	2565	2576	2587	2598	2609	2620	2631	2642	2653	2664	2675	2686	2697	2708	2719	2730	2741	2752	2763	2774	2785	2796	2807	2818	2829	2840	2851	2862	2873	2884	2895	2906	2917	2928	2939	2950	2961	2972	2983	2994	3005	3016	3027	3038	3049	3060	3071	3082	3093	3104	3115	3126	3137	3148	3159	3170	3181	3192	3203	3214	3225	3236	3247	3258	3269	3280	3291	3302	3313	3324	3335	3346	3357	3368	3379	3390	3401	3412	3423	3434	3445	3456	3467	3478	3489	3500	3511	3522	3533	3544	3555	3566	3577	3588	3599	3610	3621	3632	3643	3654	3665	3676	3687	3698	3709	3720	3731	3742	3753	3764	3775	3786	3797	3808	3819	3830	3841	3852	3863	3874	3885	3896	3907	3918	3929	3940	3951	3962	3973	3984	3995	4006	4017	4028	4039	4050	4061	4072	4083	4094	4105	4116	4127	4138	4149	4160	4171	4182	4193	4204	4215	4226	4237	4248	4259	4270	4281	4292	4303	4314	4325	4336	4347	4358	4369	4380	4391	4402	4413	4424	4435	4446	4457	4468	4479	4490	4501	4512	4523	4534	4545	4556	4567	4578	4589	4600	4611	4622	4633	4644	4655	4666	4677	4688	4699	4710	4721	4732	4743	4754	4765	4776	4787	4798	4809	4820	4831	4842	4853	4864	4875	4886	4897	4908	4919	4930	4941	4952	4963	4974	4985	4996	5007	5018	5029	5040	5051	5062	5073	5084	5095	5106	5117	5128	5139	5150	5161	5172	5183	5194	5205	5216	5227	5238	5249	5260	5271	5282	5293	5304	5315	5326	5337	5348	5359	5370	5381	5392	5403	5414	5425	5436	5447	5458	5469	5480	5491	5502	5513	5524	5535	5546	5557	5568	5579	5590	5601	5612	5623	5634	5645	5656	5667	5678	5689	5700	5711	5722	5733	5744	5755	5766	5777	5788	5799	5810	5821	5832	5843	5854	5865	5876	5887	5898	5909	5920	5931	5942	5953	5964	5975	5986	5997	6008	6019	6030	6041	6052	6063	6074	6085	6096	6107	6118	6129	6140	6151	6162	6173	6184	6195	6206	6217	6228	6239	6250	6261	6272	6283	6294	6305	6316	6327	6338	6349	6360	6371	6382	6393	6404	6415	6426	6437	6448	6459	6470	6481	6492	6503	6514	6525	6536	6547	6558	6569	6580	6591	6602	6613	6624	6635	6646	6657	6668	6679	6690	6701	6712	6723	6734	6745	6756	6767	6778	6789	6800	6811	6822	6833	6844	6855	6866	6877	6888	6899	6910	6921	6932	6943	6954	6965	6976	6987	6998	7009	7020	7031	7042	7053	7064	7075	7086	7097	7108	7119	7130	7141	7152	7163	7174	7185	7196	7207	7218	7229	7240	7251	7262	7273	7284	7295	7306	7317	7328	7339	7350	7361	7372	7383	7394	7405	7416	7427	7438	7449	7460	7471	7482	7493	7504	7515	7526	7537	7548	7559	7570	7581	7592	7603	7614	7625	7636	7647	7658	7669	7680	7691	7702	7713	7724	7735	7746	7757	7768	7779	7790	7801	7812	7823	7834	7845	7856	7867	7878	7889	7900	7911	7922	7933	7944	7955	7966	7977	7988	7999	8010	8021	8032	8043	8054	8065	8076	8087	8098	8109	8120	8131	8142	8153	8164	8175	8186	8197	8208	8219	8230	8241	8252	8263	8274	8285	8296	8307	8318	8329	8340	8351	8362	8373	8384	8395	8406	8417	8428	8439	8450	8461	8472	8483	8494	8505	8516	8527	8538	8549	8560	8571	8582	8593	8604	8615	8626	8637	8648	8659	8670	8681	8692	8703	8714	8725	8736	8747	8758	8769	8780	8791	8802	8813	8824	8835	8846	8857	8868	8879	8890	8901	8912	8923	8934	8945	8956	8967	8978	8989	9000	9011	9022	9033	9044	9055	9066	9077	9088	9099	9110	9121	9132	9143	9154	9165	9176	9187	9198	9209	9220	9231	9242	9253	9264	9275	9286	9297	9308	9319	9330	9341	9352	9363	9374	9385	9396	9407	9418	9429	9440	9451	9462	9473	9484	9495	9506	9517	9528	9539	9550	9561	9572	9583	9594	9605	9616	9627	9638	9649	9660	9671	9682	9693	9704	9715	9726	9737	9748	9759	9770	9781	9792	9803	9814	9825	9836	9847	9858	9869	9880	9891	9902	9913	9924	9935	9946	9957	9968	9979	9990	10000

In the first set of results of ALKS (Table 6-19), it can be seen that after 30 kph, the roadway condition increases its effect. The failure cases group at the upper left corners. This means with short relative distance and high pedestrian velocity; the collision risk increases substantially. There are also ungrouped failure cases in the mid-section that appear to be random. After inspection, it appeared that these cases failed due to the decision mechanism or vehicle mode selector. In either case, it seemed that implementing hard boundaries for decision mechanisms resulted in a collision in unexpected situations. After the first inspection, it is decided that “the Weight on change of longitudinal acceleration” was changed to a lower value to observe a different controller configuration. The 2nd configuration has a lower “Weight on change of longitudinal acceleration” compared to the 1st configuration (Table 6-20). In comparison, the 1st configuration has followed the set longitudinal velocity value with relaxed throttle input. However, 2nd configuration has a lower weight on change, therefore the throttle input was higher.

In order to evaluate the algorithm accurately, now all results were plotted on top of each other, where the blue-colored cells are from the 1st configuration (Table 6-21). After the 1st configuration’s results were inspected, the critical conditions were grouped and the configuration updated. Then, blue failure cases seem to disappear in the 2nd configuration which is an improvement.

6.6. Discussion

The test results for all systems such as AEB, LCA, ACC, LKA were presented in the previous chapter. These results suggested some noteworthy findings of the proposed algorithms. The research's findings will be discussed in this section.

AEB Testing results revealed that:

The roadway condition was affected the results. The minimum safe TTC value increased in the low friction cases. TTC is directly related to initial conditions. However, after the inspection of the results, it has appeared that TTC is not the only parameter that governs the results. Therefore, the initial velocity of the subject vehicle is also considered in evaluations.

The roadway condition should be evaluated in test cases for lateral assistance systems. Both velocities for the subject and the lead vehicle should be varied in test cases. Thus, the simulation cases were designed to reflect the findings.

Then, the following simulation cases varied the roadway condition and the initial velocities.

LCA Testing results revealed that:

In the AEB test case where a collision occurs, an assist from LCA performed a successful maneuver to avoid a collision. However, in the low-friction conditions, the maneuvers can result in a collision.

Therefore, it is evident that there must be a mechanism to evaluate roadway conditions. In low-friction conditions, the vehicle must decide whether it is safe and stable to perform a maneuver or not.

In normal operating conditions, the ACC performed well in velocity and distance control. While ACC control longitudinal motion, LKA controlled the lateral motion. As previously mentioned, the effect of roadway conditions is important in lateral dynamics.

LKA Testing results revealed that:

- In the cases with 0.2 roadway conditions, the Lane Keeping Assist fails to control the vehicle when the velocity is 50 kph and 60 kph.

In the previous section where LCA were inspected, in the cases with 0.2 roadway conditions, the vehicle failed to perform the maneuver. Nevertheless, the vehicle can operate normally in 0.4 and 0.8 roadway conditions with ACC and LKA.

As an important notice, in low friction values the lateral assistance systems tend to fail in the lateral control. In low-friction conditions, the vehicle must decide whether it is safe and stable to drive at all. Therefore, it is important to repeat that there must be a mechanism to evaluate roadway conditions. Note that in these conditions, even a skilled human driver may not be able to control the vehicle.

In the Case study, Lane Crossing Pedestrian scenario results revealed that:

- Lane crossing pedestrian scenario with constant pedestrian velocity is much more complex than a static pedestrian scenario.
- In degraded roadway conditions where the road adhesion coefficient is low, performing maneuver is dangerous, especially for the driver, and may result in a collision with road borders.
- The decision mechanisms such as Decision Block and Vehicle Mode Selector had hard boundaries for triggers. In complex scenarios such as lane crossing pedestrian with constant velocity, this may lead to unexpected situations, therefore, the decision mechanisms must be thought out and tested thoroughly.

After evaluating the test results and discussing the outcomes, it is also useful to mention the study's limitations. The recommendations for future works were also mentioned in the Conclusion section.

- In the perception block, the V2V and V2X communications were assumed to be available and the sensor noise was not included for the sake of simplicity.
- In the vehicle dynamics block, the single-track bicycle model was assumed to represent realistic lateral dynamics. However, the research revealed that the lateral dynamics have much higher significance, especially in the trajectory studies.
- In the vehicle dynamics block, only road friction and wind drag were considered for disturbance.
- In the motion planning block and control unit block, the decision mechanisms had hard boundaries for triggers. Only relative distances and velocities were considered for decisions.

7. CONCLUSION

In this study, the research objective was to develop a motion planning and control algorithm for lane change and overtake maneuvers assistance. Finally, to test and evaluation of the developed algorithm on the established simulation framework.

According to the findings of the study, the most important feature of an automated system is the ability to design a suitable path to its intended destination and follow that path within acceptable error at the road's speed requirements while safely avoiding obstacles along the way.

In the literature, some studies included unrealistic tire-road and vehicle dynamics models, some studies did not include re-planning while some studies focused only on straight roads. Therefore, in this study, these deficiencies have been addressed.

The main contributions of this work consist of:

- a Motion Planning Algorithm; with a dynamic re-planning of trajectory which is represented by a quintic polynomial and based on the Frenet frame.
- a Simulation Environment in MATLAB®; with a flexible architecture including vehicle dynamics, perception, motion planning and control algorithms.
- an Automated Scenario generation and execution; for exploration of operational design domain and identification of critical scenarios and design imperfections.

The developed algorithm was successfully tested and evaluated. Critical scenarios were identified and design imperfections were addressed. These results yielded the following findings for the proposed algorithms.

- When the road adhesion coefficient is low, performing maneuver is dangerous, and may result in a collision with road borders and other vehicles. It is evident that there must be a mechanism to evaluate roadway conditions. In low-friction conditions, the vehicle must decide whether it is safe and stable to perform a maneuver or not.
- The decision mechanisms such as Decision Block and Vehicle Mode Selector had hard boundaries for triggers. In complex scenarios such as lane crossing pedestrian with constant velocity, this may lead to unexpected situations, therefore, the decision mechanisms must be thought out and tested thoroughly.

Based on the study, some recommendations for future works were given below.

- In the perception block, the V2V and V2X communications were assumed to be available and the sensor noise was not included for the sake of simplicity.
- In the vehicle dynamics block, the single-track bicycle model was assumed to represent lateral dynamics. However, the research revealed that the lateral dynamics have much higher significance, especially in the trajectory studies.
- In the vehicle dynamics block, only road friction and wind drag were considered for disturbance.
- In the motion planning block and control unit block, the decision mechanisms had hard boundaries for triggers. Only relative distances and velocities were considered for decisions.

Furthermore, the following points are strongly suggested in this study.

- A realistic sensor fusion block should be implemented to represent the actual information flow from V2V and V2X communications and the real-world perception. Then sensor noise should be implemented in simulation for further testing and evaluation of the developed algorithm.
- A more realistic vehicle dynamics block should be implemented to represent vehicle dynamics more realistic. 6 DOF Nonlinear Vehicle Dynamics can be considered. Throttle and steering disturbances also should be considered in addition to already included wind drag and road friction disturbances.
- In the motion planning algorithm, the lateral motion values should be also used to create a trajectory that considers the lateral movement. This could significantly improve the trajectory generation performance, especially on curved roads since the vehicle has already a lateral motion such as lateral velocity, acceleration and jerk.
- The decision mechanisms such as decision block in motion planning and vehicle mode selector in control unit should evaluate whether it is safe and stable to perform a maneuver or not. Road adhesion coefficient measurement can be implemented and the information can be sent to decision mechanisms.

- The weight parameters for the path following MPC should be adaptive. There can be several MPC configurations and decision mechanisms can also select the suitable controller for the suitable operation. Thus, the MPC can focus on lateral stability by compromising the longitudinal velocity goal in critical driving conditions.

The following suggestions are also considered to be beneficial to implement however not mandatory.

- A realistic actor mechanics with intelligent vehicles, trucks, bicycles and pedestrians for realistic traffic environments.
- ASAM OpenSCENARIO support for scenario reader block for increased scenario reading capabilities.
- Unreal Engine support for this MATLAB[®] simulation environment to visualize the simulation in a prettier interface.

As a final note, in the proposed algorithms there are many different parameters and variables that can be changed. More experiments can be performed to obtain an even better understanding of the motion planning and control algorithms. These parameters include simulation configuration, decision mechanics' boundaries and controllers' weights. Parameters used in this research can be deviated to do sensitivity analysis for individual effects and contributions.

REFERENCES

- [1] Kardell, S., and Kuosku, M. “Autonomous vehicle control via deep reinforcement learning”. In: Computer Science (2017).
- [2] Dai, Y., & Lee, S.-G. (2020). Perception, Planning and Control for Self-Driving System Based on On-board Sensors. In Advances in Mechanical Engineering (Vol. 12, Issue 9, p. 168781402095649). SAGE Publications. <https://doi.org/10.1177/1687814020956494>
- [3] Zhang M., T. Zhang, and, Q. Zhang. “An Autonomous Overtaking Maneuver Based on Relative Position Information”. In: 2018 IEEE 88th Vehicular Technology Conference (VTC-Fall) (2018). doi: 10.1109/VTCFall.2018.8690798.
- [4] J. Ziegler and C. Stiller, “Spatiotemporal state lattices for fast trajectory planning in dynamic on-road driving scenarios” 2009.
- [5] G. Rousseau, C. Stoica, S. Tebbani, M. Babel, “Minimum-time B-spline trajectories with corridor constraints. Application to quadrotor flight plans” 2019.
- [6] W. Yin, L. Sun, M. Wang, S. Dong, J. Liu, “Residual vibration suppression for series elastic actuator based on phase plane analysis and trajectory tracking” 2016.
- [7] W.-C. Chen, C.-S. Chen, F.-C. Lee, L.-Y. Chen, “High speed blending motion trajectory planning using a predefined absolute accuracy” 2019.
- [8] W. Nelson, “Continuous-curvature paths for autonomous vehicles,” in Proceedings of the 1989 International Conference on Robotics and Automation, pp. 1260–1264, IEEE, Scottsdale, AZ, USA, Scottsdale, AZ, USA, May 1989.
- [9] P. J. McNally, “Driver Control and trajectory optimization applied to lane change maneuver,” in Optimization and Optimal Control in Automotive Systems, vol. 6, pp. 93–107, Springer, Berlin, Germany, 2014.
- [10] J. Nilsson, M. Brannstrom, E. Coelingh, and J. Fredriksson, “Lane change maneuvers for automated vehicles,” IEEE Transactions on Intelligent Transportation Systems, vol. 18, no. 5, pp. 1087–1096, 2017.
- [11] C. Wei, Y. Wang, Y. Asakura, and L. Ma, “A nonlinear programming model for collision-free lane-change trajectory planning based on vehicle-to-vehicle communication,” Journal of Transportation Safety & Security, vol. 11, pp. 1–21, 2019.
- [12] M. Oosterhaven, “Overtaking control systems for autonomous vehicles” Master Thesis, University of Groningen

- [13] De Iaco, R., Smith, S. L., & Czarnecki, K. (2021). Universally Safe Swerve Maneuvers for Autonomous Driving. In *IEEE Open Journal of Intelligent Transportation Systems* (Vol. 2, pp. 482–494). Institute of Electrical and Electronics Engineers (IEEE). <https://doi.org/10.1109/ojits.2021.3138953>
- [14] Wei, C., Wang, Y., Asakura, Y., & Ma, L. (2019). A nonlinear programming model for collision-free lane-change trajectory planning based on vehicle-to-vehicle communication. In *Journal of Transportation Safety & Security* (Vol. 13, Issue 9, pp. 936–956). Informa UK Limited. <https://doi.org/10.1080/19439962.2019.1701165>
- [15] Wu, C.-S., Chiu, Z.-Y., & Liu, J.-S. (2018). Time-Optimal Trajectory Planning along Parametric Polynomial Lane-Change Curves with Bounded Velocity and Acceleration: Simulations for a Unicycle Based on Numerical Integration. In *Modelling and Simulation in Engineering* (Vol. 2018, pp. 1–19). Hindawi Limited. <https://doi.org/10.1155/2018/9348907>
- [16] Wang, Y., & Wei, C. (2020). A Universal Trajectory Planning Method for Automated Lane-Changing and Overtaking Maneuvers. In *Mathematical Problems in Engineering* (Vol. 2020, pp. 1–13). Hindawi Limited. <https://doi.org/10.1155/2020/1023975>
- [17] S. Zhang, W. Deng, Q. Zhao, H. Sun, and B. Litkouhi, “Dynamic trajectory planning for vehicle autonomous driving,” in *Proceedings of the 2013 IEEE International Conference on Systems*, pp. 4161–4166, IEEE, Manchester, UK, Manchester, UK, October 2013.
- [18] Lex, C., Nalic, D., Samiee, S., & Eichberger, A. (2022). Automated Lane Change Featuring Re-Planning in Dynamic Environments and Sensitivity Analysis of Main Operational Parameters. In *IEEE Access* (Vol. 10, pp. 8604–8616). Institute of Electrical and Electronics Engineers (IEEE). <https://doi.org/10.1109/access.2022.3143807>
- [19] Tota, A., Velardocchia, M., & Güvenç, L. (2017). Path Tracking Control for Autonomous Driving Applications. In *Advances in Service and Industrial Robotics* (pp. 456–467). Springer International Publishing. https://doi.org/10.1007/978-3-319-61276-8_49
- [20] Baslamisli SÇ, Köse IE and Anlaç G. Handling stability improvement through robust active front steering and active differential control. *Vehicle Syst Dyn* 2011; 49: 657–683.

- [21] Zhou, H., Guvenc, L., & Liu, Z. (2017). Design and evaluation of path following controller based on MPC for autonomous vehicle. In 2017 36th Chinese Control Conference (CCC). 2017 36th Chinese Control Conference (CCC). IEEE. <https://doi.org/10.23919/chicc.2017.8028942>
- [22] Lin, Y.-C., Lin, C.-L., Huang, S.-T., & Kuo, C.-H. (2021). Implementation of an Autonomous Overtaking System Based on Time to Lane Crossing Estimation and Model Predictive Control. In *Electronics* (Vol. 10, Issue 18, p. 2293). MDPI AG. <https://doi.org/10.3390/electronics10182293>
- [23] He, X., Liu, Y., Lv, C., Ji, X., & Liu, Y. (2018). Emergency steering control of autonomous vehicle for collision avoidance and stabilisation. In *Vehicle System Dynamics* (Vol. 57, Issue 8, pp. 1163–1187). Informa UK Limited. <https://doi.org/10.1080/00423114.2018.1537494>
- [24] Takahama, T., & Akasaka, D. (2018). Model Predictive Control Approach to Design Practical Adaptive Cruise Control for Traffic Jam. In *International Journal of Automotive Engineering* (Vol. 9, Issue 3, pp. 99–104). Society of Automotive Engineers of Japan, Inc. https://doi.org/10.20485/jsaeijae.9.3_99
- [25] A. Dosovitskiy, G. Ros, F. Codevilla, A. López, and V. Koltun, “CARLA: An Open Urban Driving Simulator.” Accessed: Oct. 15, 2018. [Online]. Available: <http://proceedings.mlr.press/v78/dosovitskiy17a/dosovitskiy17a.pdf>.
- [26] G. Rong et al., “LGSVL Simulator: A High Fidelity Simulator for Autonomous Driving,” 2020, [Online]. Available: <http://arxiv.org/abs/2005.03778>.
- [27] S. Shah, D. Dey, C. Lovett, and A. Kapoor, “AirSim: High- Fidelity Visual and Physical Simulation for Autonomous Vehicles,” pp. 621–635, 2018, doi: 10.1007/978-3-319-67361-5_40.
- [28] SAE International, “Taxonomy and Definitions for Terms Related to On-Road Motor Vehicle Automated Driving Systems J3016,” 2018.
- [29] United Nations Economic and Social Council, “ECE/TRANS/WP.29/2020/81: Proposal for a new UN Regulation on uniform provisions concerning the approval of vehicles with regards to Automated Lane Keeping System,” 06 2020. [Online]. Available: <https://undocs.org/ECE/TRANS/WP.29/2020/81>
- [30] ISO/WD 34501 (20XX) “Road vehicles -Terms and definitions of test scenarios for automated driving systems”, ISO Working Document

- [31] ISO 2631/1 1997, Mechanical vibration and shock - Evaluation of human exposure to whole-body vibration - Part 1: General requirements, International Standards Organization, Geneva, Switzerland.
- [32] Vehicle Body 3DOF Longitudinal. <https://www.mathworks.com/help/vdynblks/ref/vehiclebody3dof.html>. 3DOF rigid vehicle body to calculate longitudinal, lateral, and yaw motion – Simulink. Date accessed: May 17, 2022
- [33] Adaptive Cruise Control System. URL: <https://www.mathworks.com/help/mpc/ref/pathfollowingcontrolsystem.html>. Simulate path-following control using adaptive model predictive controller – Simulink. Date accessed: May 17, 2022
- [34] Time Resolution. <https://www.mathworks.com/help/nav/ref/trajectorygeneratorfrenet.html>. Find optimal trajectory along reference path – MATLAB. Date accessed: May 18, 2022.
- [35] Andrew Alleyne (1997) A Comparison of Alternative Intervention Strategies for Unintended Roadway Departure (URD) Control, Vehicle System Dynamics: International Journal of Vehicle Mechanics and Mobility, 27:3, 157-186, DOI: 10.1080/00423119708969327
- [36] “Uniform provisions concerning the approval of motor vehicles with regard to the Advanced Emergency Braking System (AEBS) for M1 and N1 vehicles” (PDF). United Nations Economic Commission for Europe. 4 February 2020. P. 8. Retrieved 31 July 2020.

Ego Velocity [Ve0]		Relative Distance m (dx0)																																																																																																	
kph																																																																																																			
m/s																																																																																																			
Pedestrian Velocity m/s [Vp]	1.4	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																
	1.3	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																
	1.2	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																
	1.1	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																
	1.0	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																
	0.9	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																
	0.8	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																
	0.7	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																
	0.6	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																
	0.5	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																

Figure A1-2 Lane Crossing Pedestrian Scenario Results for 0.8 Roadway Condition with 1st Configuration

Ego Velocity [Ve0]		Relative Distance m [dx0]																																																	
kph																																																			
m/s																																																			
Pedestrian Velocity m/s [Vy]	1.4	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100
	1.3	1.401	1.402	1.403	1.404	1.405	1.406	1.407	1.408	1.409	1.410	1.411	1.412	1.413	1.414	1.415	1.416	1.417	1.418	1.419	1.420	1.421	1.422	1.423	1.424	1.425	1.426	1.427	1.428	1.429	1.430	1.431	1.432	1.433	1.434	1.435	1.436	1.437	1.438	1.439	1.440	1.441	1.442	1.443	1.444	1.445	1.446	1.447	1.448	1.449	1.450
	1.2	1.101	1.102	1.103	1.104	1.105	1.106	1.107	1.108	1.109	1.110	1.111	1.112	1.113	1.114	1.115	1.116	1.117	1.118	1.119	1.120	1.121	1.122	1.123	1.124	1.125	1.126	1.127	1.128	1.129	1.130	1.131	1.132	1.133	1.134	1.135	1.136	1.137	1.138	1.139	1.140	1.141	1.142	1.143	1.144	1.145	1.146	1.147	1.148	1.149	1.150
	1.1	1.001	1.002	1.003	1.004	1.005	1.006	1.007	1.008	1.009	1.010	1.011	1.012	1.013	1.014	1.015	1.016	1.017	1.018	1.019	1.020	1.021	1.022	1.023	1.024	1.025	1.026	1.027	1.028	1.029	1.030	1.031	1.032	1.033	1.034	1.035	1.036	1.037	1.038	1.039	1.040	1.041	1.042	1.043	1.044	1.045	1.046	1.047	1.048	1.049	1.050
	1.0	0.901	0.902	0.903	0.904	0.905	0.906	0.907	0.908	0.909	0.910	0.911	0.912	0.913	0.914	0.915	0.916	0.917	0.918	0.919	0.920	0.921	0.922	0.923	0.924	0.925	0.926	0.927	0.928	0.929	0.930	0.931	0.932	0.933	0.934	0.935	0.936	0.937	0.938	0.939	0.940	0.941	0.942	0.943	0.944	0.945	0.946	0.947	0.948	0.949	0.950
	0.9	0.801	0.802	0.803	0.804	0.805	0.806	0.807	0.808	0.809	0.810	0.811	0.812	0.813	0.814	0.815	0.816	0.817	0.818	0.819	0.820	0.821	0.822	0.823	0.824	0.825	0.826	0.827	0.828	0.829	0.830	0.831	0.832	0.833	0.834	0.835	0.836	0.837	0.838	0.839	0.840	0.841	0.842	0.843	0.844	0.845	0.846	0.847	0.848	0.849	0.850
	0.8	0.701	0.702	0.703	0.704	0.705	0.706	0.707	0.708	0.709	0.710	0.711	0.712	0.713	0.714	0.715	0.716	0.717	0.718	0.719	0.720	0.721	0.722	0.723	0.724	0.725	0.726	0.727	0.728	0.729	0.730	0.731	0.732	0.733	0.734	0.735	0.736	0.737	0.738	0.739	0.740	0.741	0.742	0.743	0.744	0.745	0.746	0.747	0.748	0.749	0.750
	0.7	0.601	0.602	0.603	0.604	0.605	0.606	0.607	0.608	0.609	0.610	0.611	0.612	0.613	0.614	0.615	0.616	0.617	0.618	0.619	0.620	0.621	0.622	0.623	0.624	0.625	0.626	0.627	0.628	0.629	0.630	0.631	0.632	0.633	0.634	0.635	0.636	0.637	0.638	0.639	0.640	0.641	0.642	0.643	0.644	0.645	0.646	0.647	0.648	0.649	0.650
	0.6	0.501	0.502	0.503	0.504	0.505	0.506	0.507	0.508	0.509	0.510	0.511	0.512	0.513	0.514	0.515	0.516	0.517	0.518	0.519	0.520	0.521	0.522	0.523	0.524	0.525	0.526	0.527	0.528	0.529	0.530	0.531	0.532	0.533	0.534	0.535	0.536	0.537	0.538	0.539	0.540	0.541	0.542	0.543	0.544	0.545	0.546	0.547	0.548	0.549	0.550
	0.5	0.401	0.402	0.403	0.404	0.405	0.406	0.407	0.408	0.409	0.410	0.411	0.412	0.413	0.414	0.415	0.416	0.417	0.418	0.419	0.420	0.421	0.422	0.423	0.424	0.425	0.426	0.427	0.428	0.429	0.430	0.431	0.432	0.433	0.434	0.435	0.436	0.437	0.438	0.439	0.440	0.441	0.442	0.443	0.444	0.445	0.446	0.447	0.448	0.449	0.450
	0.4	0.301	0.302	0.303	0.304	0.305	0.306	0.307	0.308	0.309	0.310	0.311	0.312	0.313	0.314	0.315	0.316	0.317	0.318	0.319	0.320	0.321	0.322	0.323	0.324	0.325	0.326	0.327	0.328	0.329	0.330	0.331	0.332	0.333	0.334	0.335	0.336	0.337	0.338	0.339	0.340	0.341	0.342	0.343	0.344	0.345	0.346	0.347	0.348	0.349	0.350
	0.3	0.201	0.202	0.203	0.204	0.205	0.206	0.207	0.208	0.209	0.210	0.211	0.212	0.213	0.214	0.215	0.216	0.217	0.218	0.219	0.220	0.221	0.222	0.223	0.224	0.225	0.226	0.227	0.228	0.229	0.230	0.231	0.232	0.233	0.234	0.235	0.236	0.237	0.238	0.239	0.240	0.241	0.242	0.243	0.244	0.245	0.246	0.247	0.248	0.249	0.250
	0.2	0.101	0.102	0.103	0.104	0.105	0.106	0.107	0.108	0.109	0.110	0.111	0.112	0.113	0.114	0.115	0.116	0.117	0.118	0.119	0.120	0.121	0.122	0.123	0.124	0.125	0.126	0.127	0.128	0.129	0.130	0.131	0.132	0.133	0.134	0.135	0.136	0.137	0.138	0.139	0.140	0.141	0.142	0.143	0.144	0.145	0.146	0.147	0.148	0.149	0.150
	0.1	0.001	0.002	0.003	0.004	0.005	0.006	0.007	0.008	0.009	0.010	0.011	0.012	0.013	0.014	0.015	0.016	0.017	0.018	0.019	0.020	0.021	0.022	0.023	0.024	0.025	0.026	0.027	0.028	0.029	0.030	0.031	0.032	0.033	0.034	0.035	0.036	0.037	0.038	0.039	0.040	0.041	0.042	0.043	0.044	0.045	0.046	0.047	0.048	0.049	0.050

Figure A1-3 Lane Crossing Pedestrian Scenario Results for 0.2 Roadway Condition with 1st Configuration

Ego Velocity [Ve0]		Relative Distance m [dx0]																																																																																																	
kph 10																																																																																																			
m/s 3																																																																																																			
Pedestrian Velocity m/s [Vp]	1.4	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																
	1.3	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																
	1.2	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																
	1.1	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																
	1.0	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																
	0.9	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																
	0.8	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																
	0.7	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																
	0.6	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																
	0.5	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																
	0.4	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																
	0.3	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																
	0.2	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																
	0.1	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12	1.13	1.14	1.15	1.16	1.17	1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50																																																

Figure A2-2 Lane Crossing Pedestrian Scenario Results for 0.2 Roadway Condition with 2nd Configuration

A3. Scenario Template

Table A3-1 Scenario Parameters Template

Scenario Parameters Template				
Operating conditions	Roadway	Number of lanes	✓	<i>the number of adjacent lanes in the same direction</i>
		Lane Width	✓	<i>the width of each lane</i>
		Roadway grade	x	<i>grade of the roadway</i>
		Roadway condition	✓	<i>tire-road coefficient of friction</i>
		Lane markings	x	<i>the type, color, width, visibility</i>
	Environmental conditions	Lighting conditions	x	<i>the amount of light and direction (day, night, etc.)</i>
		Weather conditions	x	<i>the amount, type and intensity of wind, rain, snow, etc.</i>
Initial condition	Initial velocity	V_{e0}	✓	<i>Subject vehicle (ego)</i>
		V_{o0}	✓	<i>Leading vehicle</i>
		V_{f0}	✓	<i>Vehicle in front of the leading vehicle</i>
	Initial distance	d_{x0}	✓	<i>distance in the longitudinal direction between leading vehicle</i>
		d_{y0}	✓	<i>distance in the lateral direction between leading vehicle</i>
		d_{y0_f}	✓	<i>distance in the longitudinal direction between the vehicle in front of the leading vehicle</i>
		d_{x0_f}	✓	<i>distance in the lateral direction between the vehicle in front of the leading vehicle</i>
		d_{fy}	✓	<i>width of the vehicle in front of the leading vehicle</i>
		d_{oy}	✓	<i>width of the leading vehicle</i>
		d_{ox}	✓	<i>length of the leading vehicle</i>
Vehicle motion	Lateral motion	V_y	✓	<i>leading vehicle lateral velocity</i>
	Deceleration	G_{x_max}	x	<i>maximum deceleration of the leading vehicle in G</i>
		dG/dt	x	<i>deceleration rate (jerk) of the leading vehicle</i>

A4. Simulation Framework

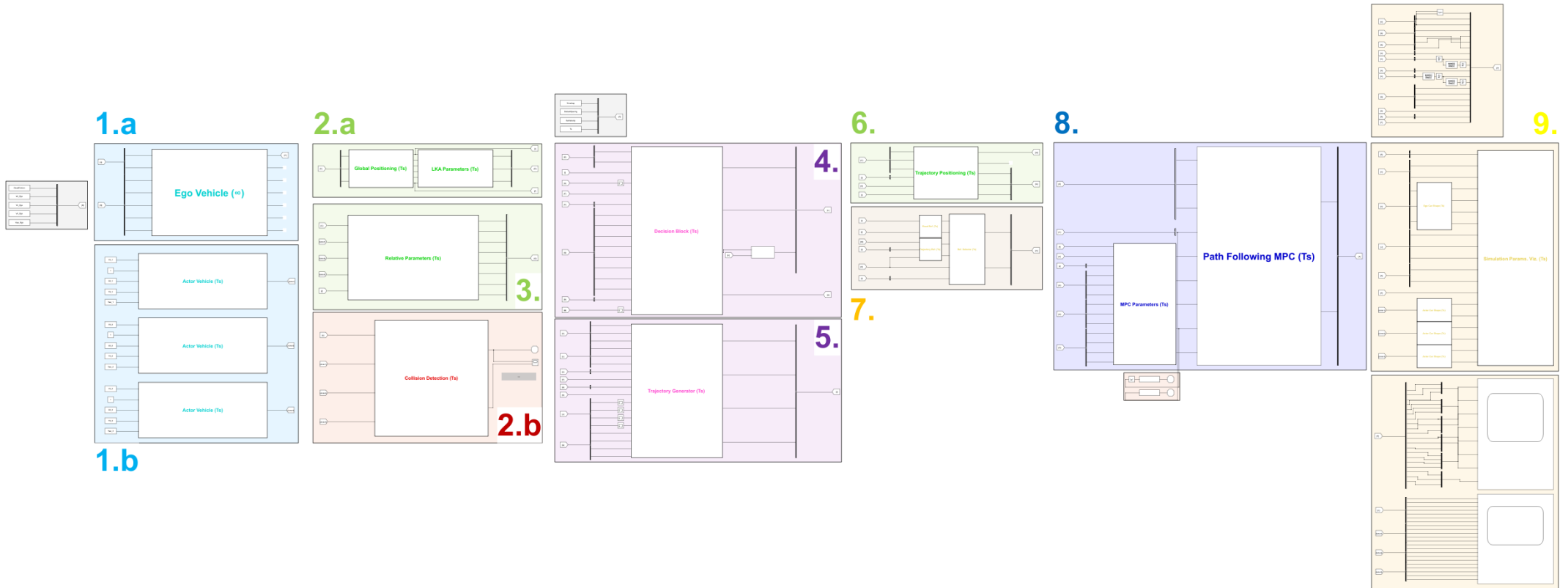


Figure A4-1 Simulation Environment from MATLAB® Simulink

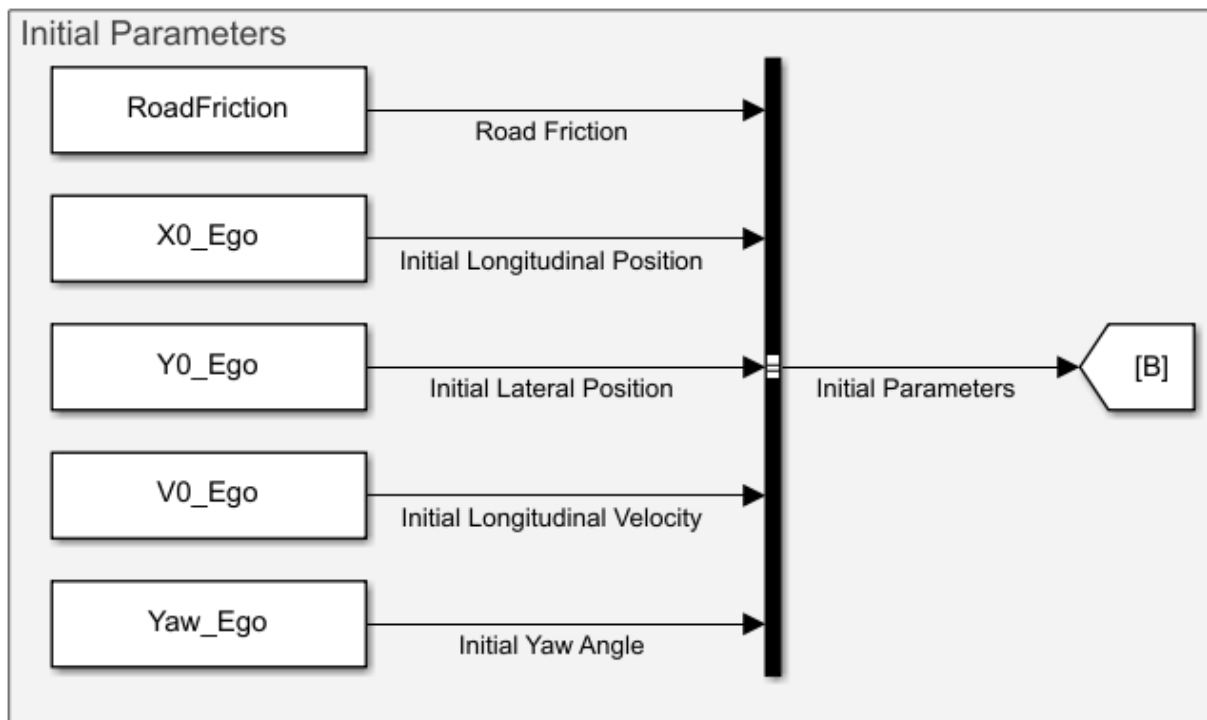


Figure A4-2 Initial Parameters Block

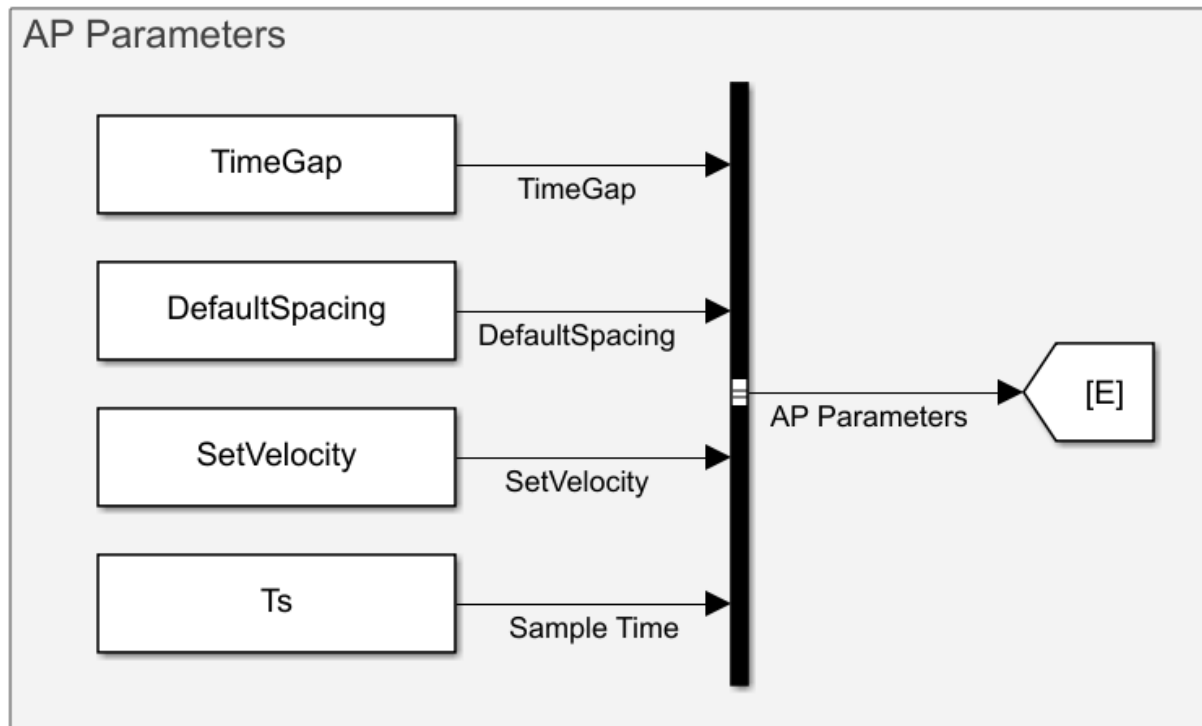


Figure A4-3 ADS Parameters Block

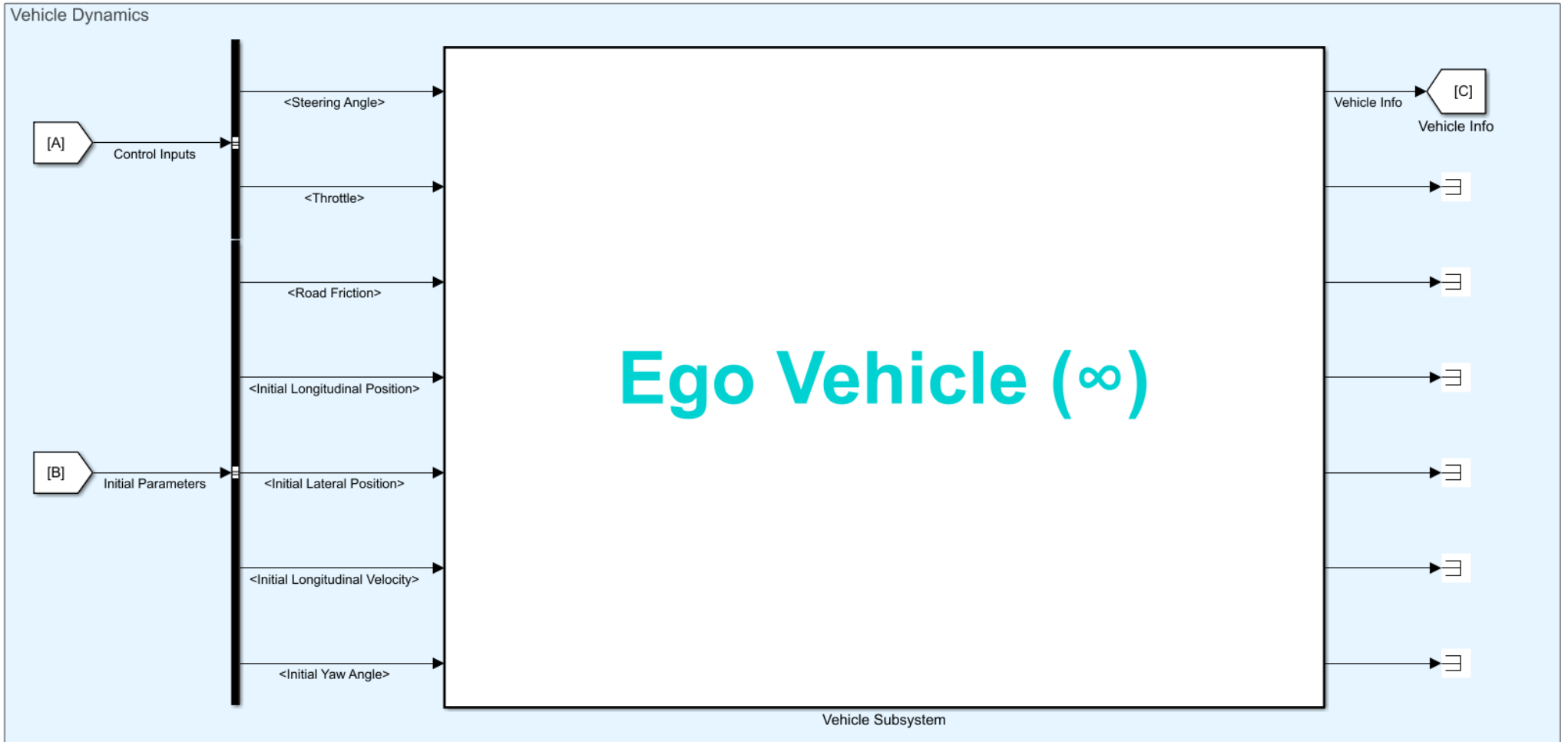


Figure A4-4 Vehicle Dynamics Block

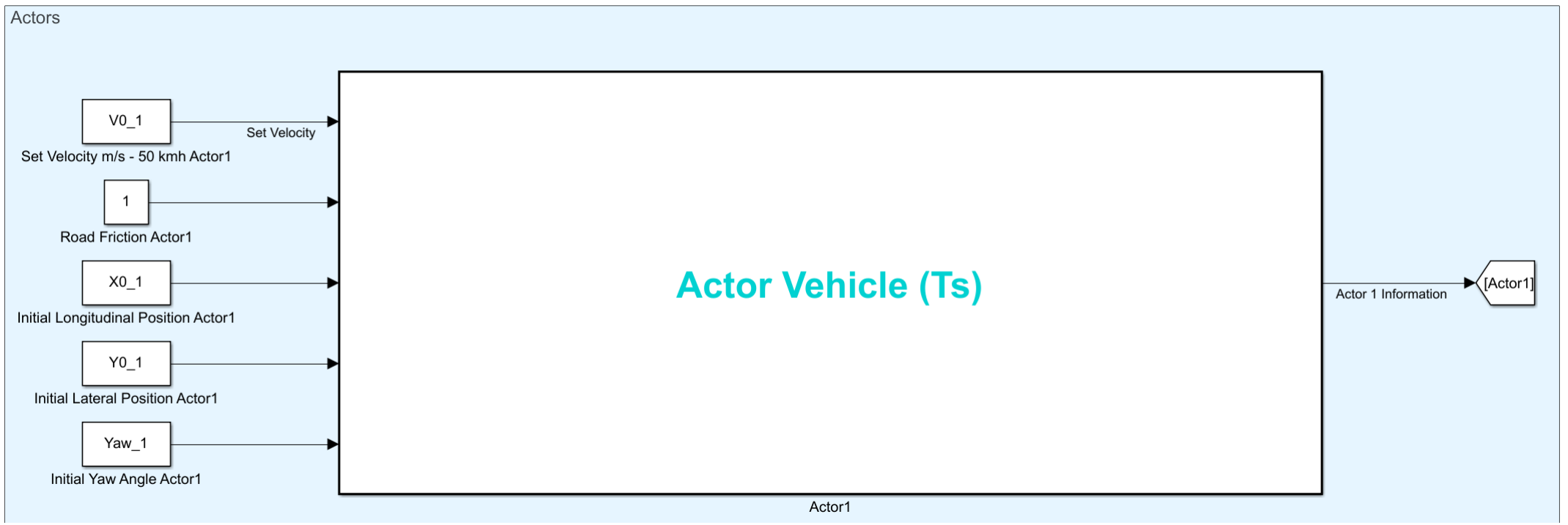


Figure A4-5 Actors Block

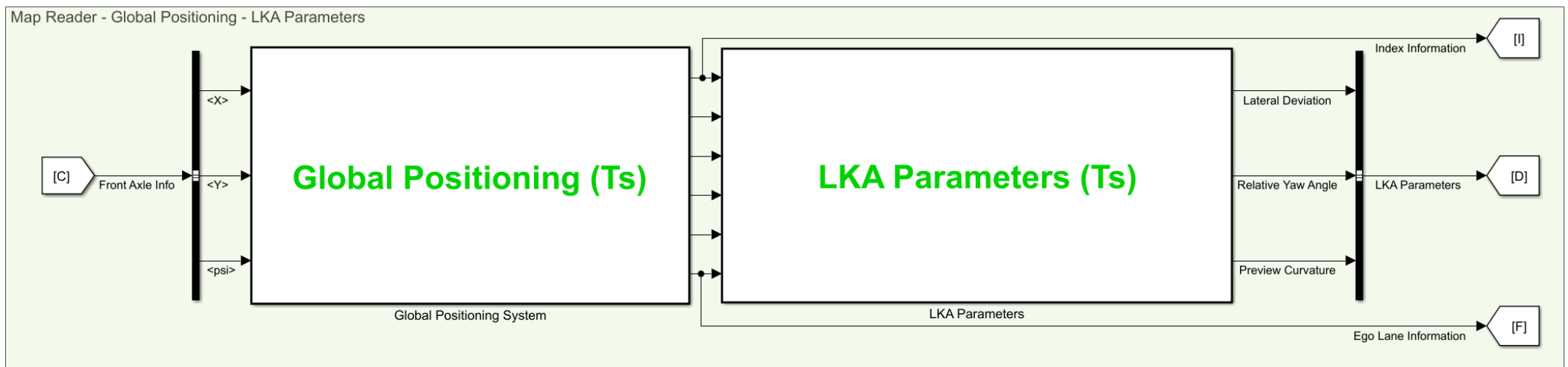


Figure A4-6 Global Positioning and LKA Parameters Sensors Block

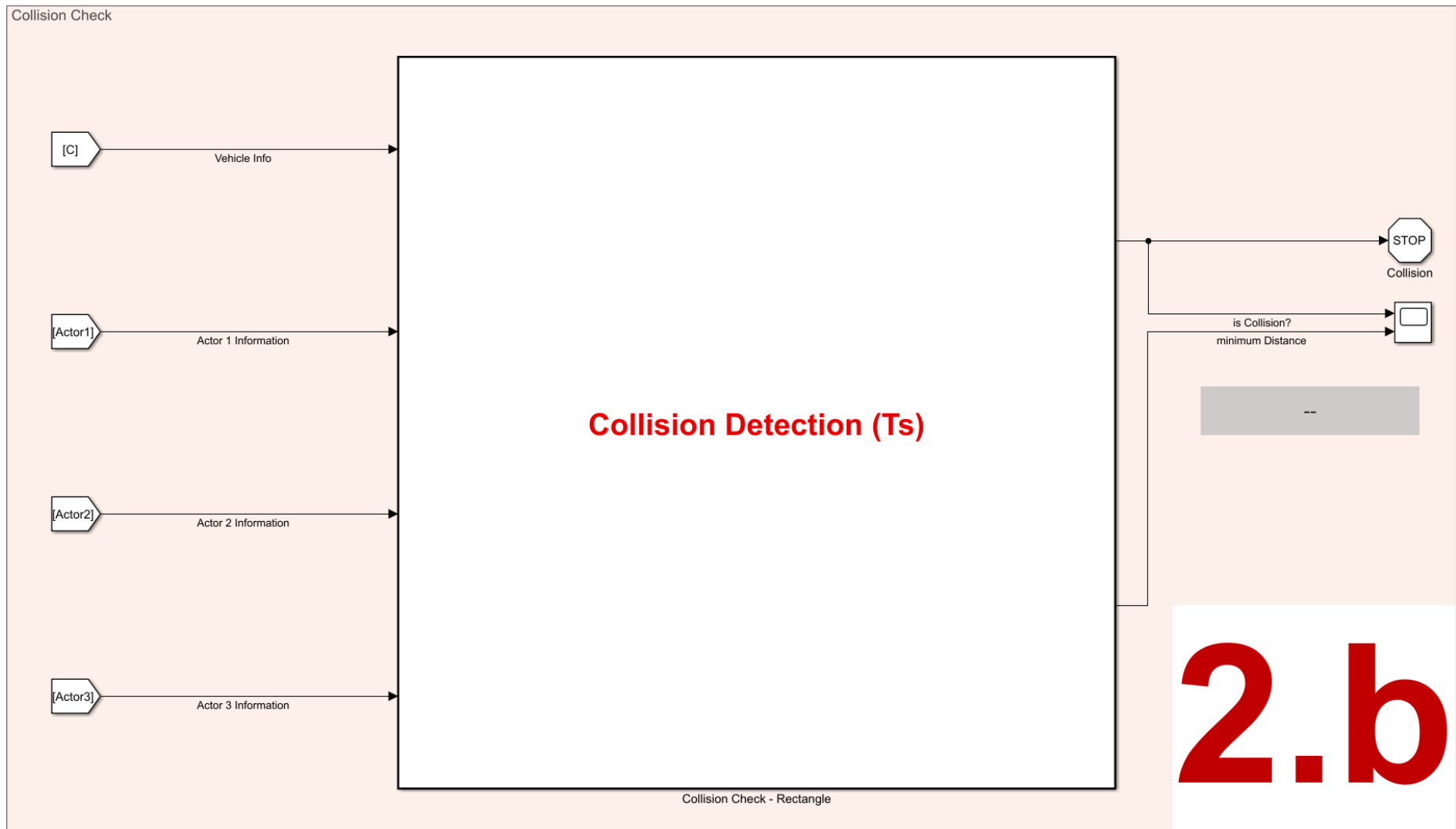


Figure A4-7 Collision Detection Block

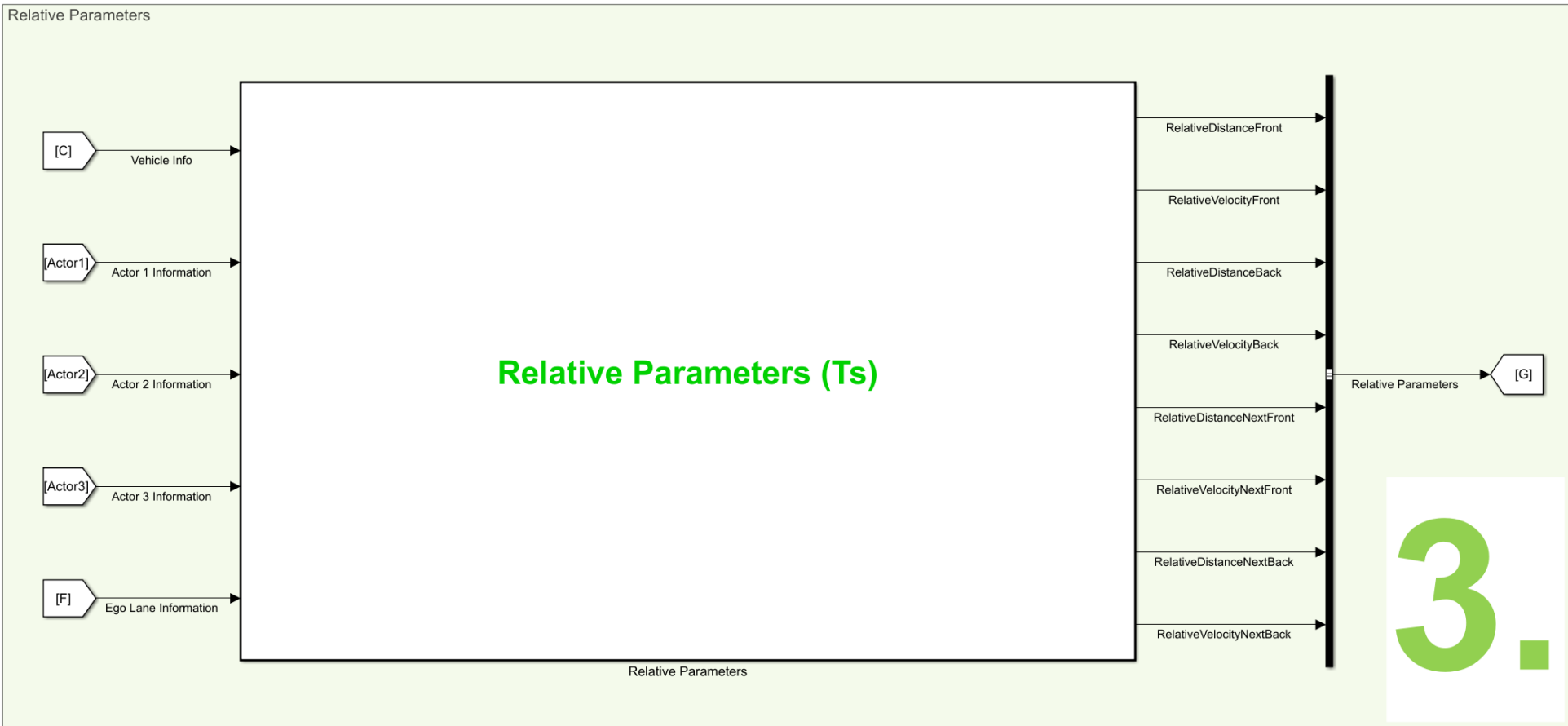


Figure A4-8 Relative Parameters Block

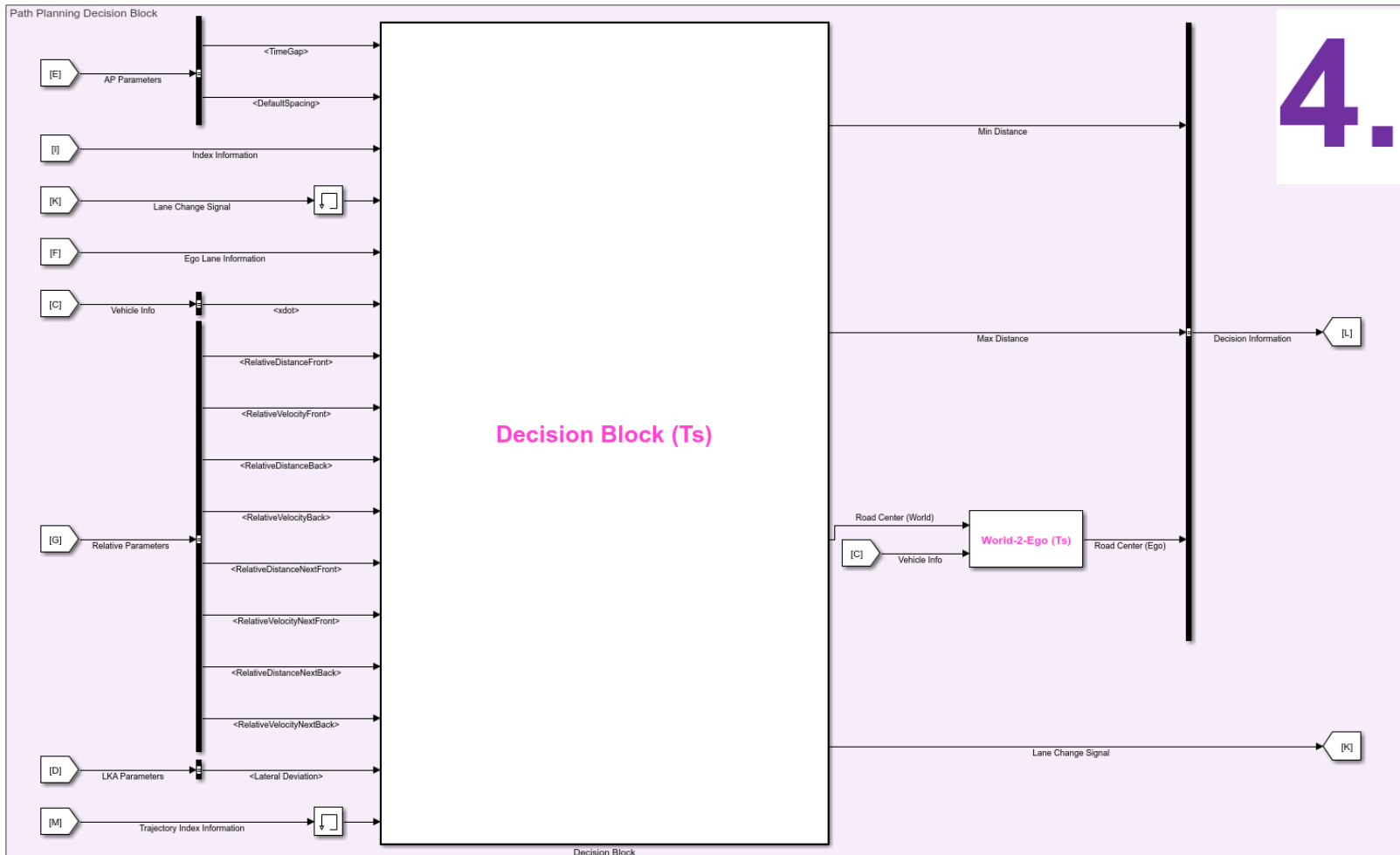


Figure A4-9 Decision Block

5.

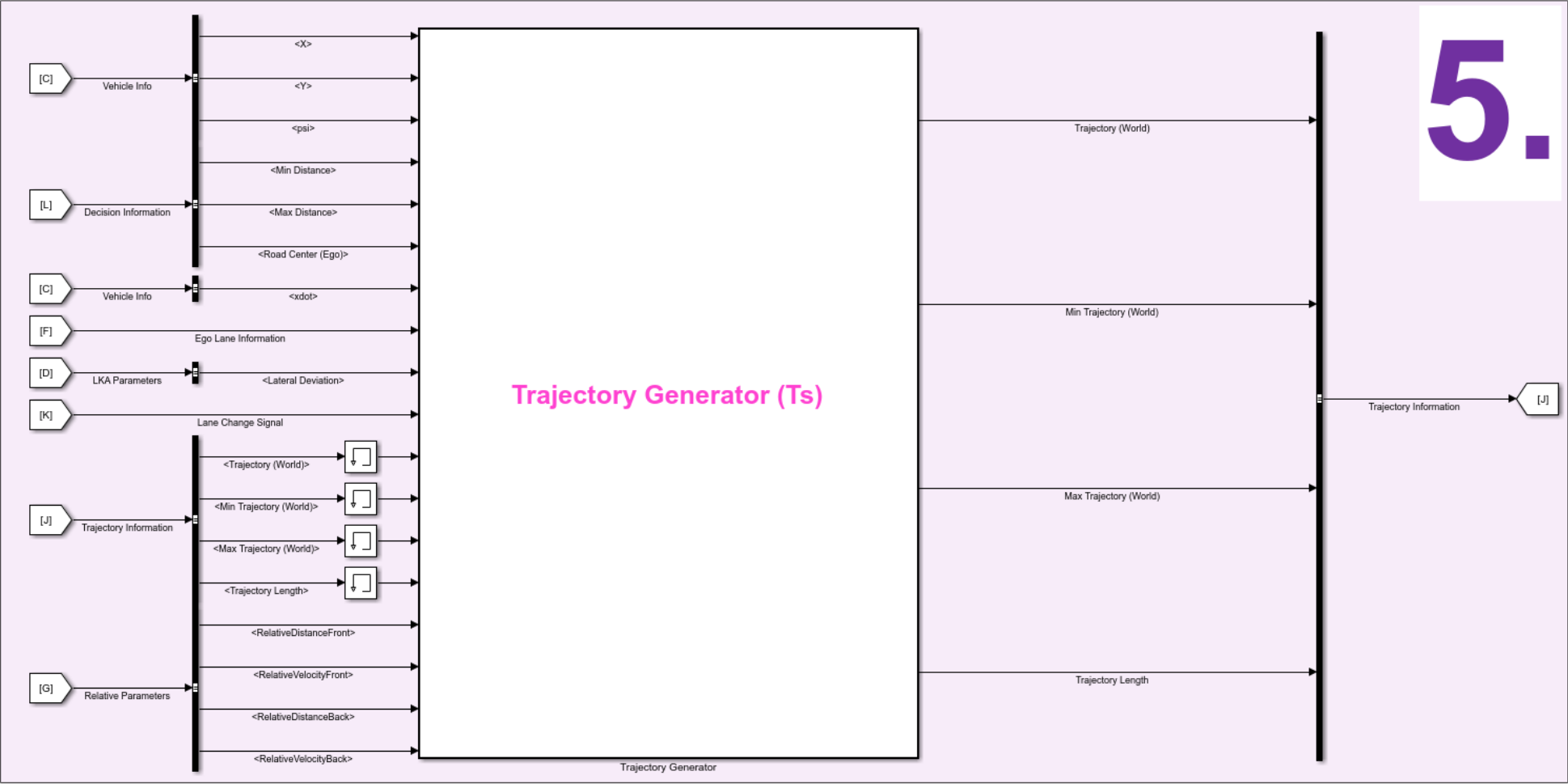


Figure A4-10 Trajectory Generator Block

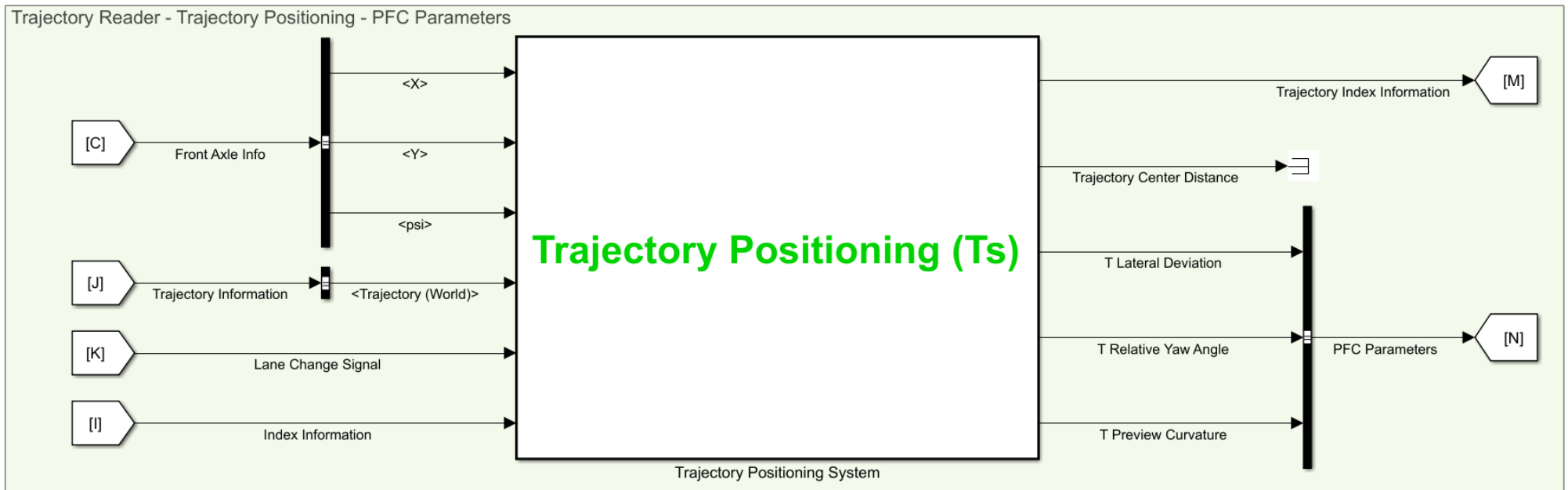


Figure A4-11 Trajectory Positioning Block

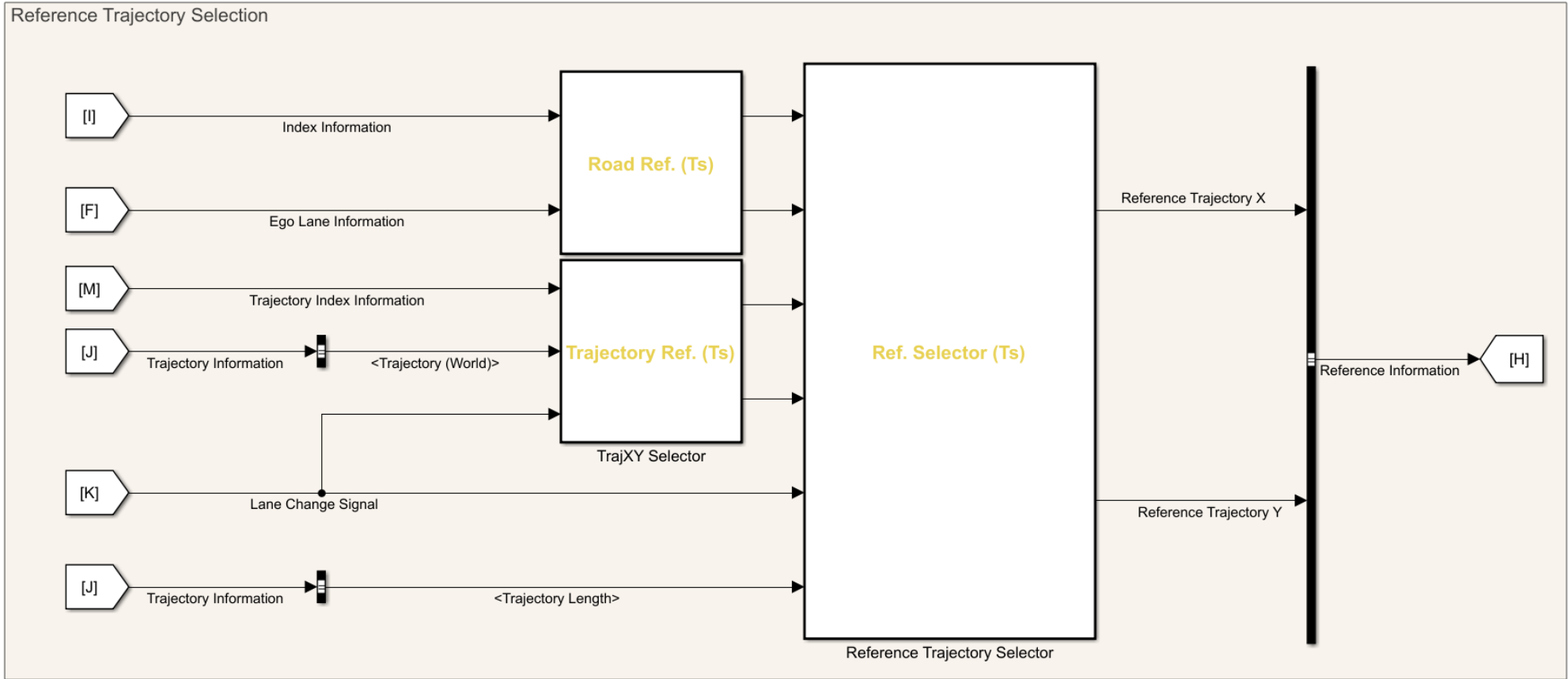


Figure A4-12 Reference Trajectory Selection Block

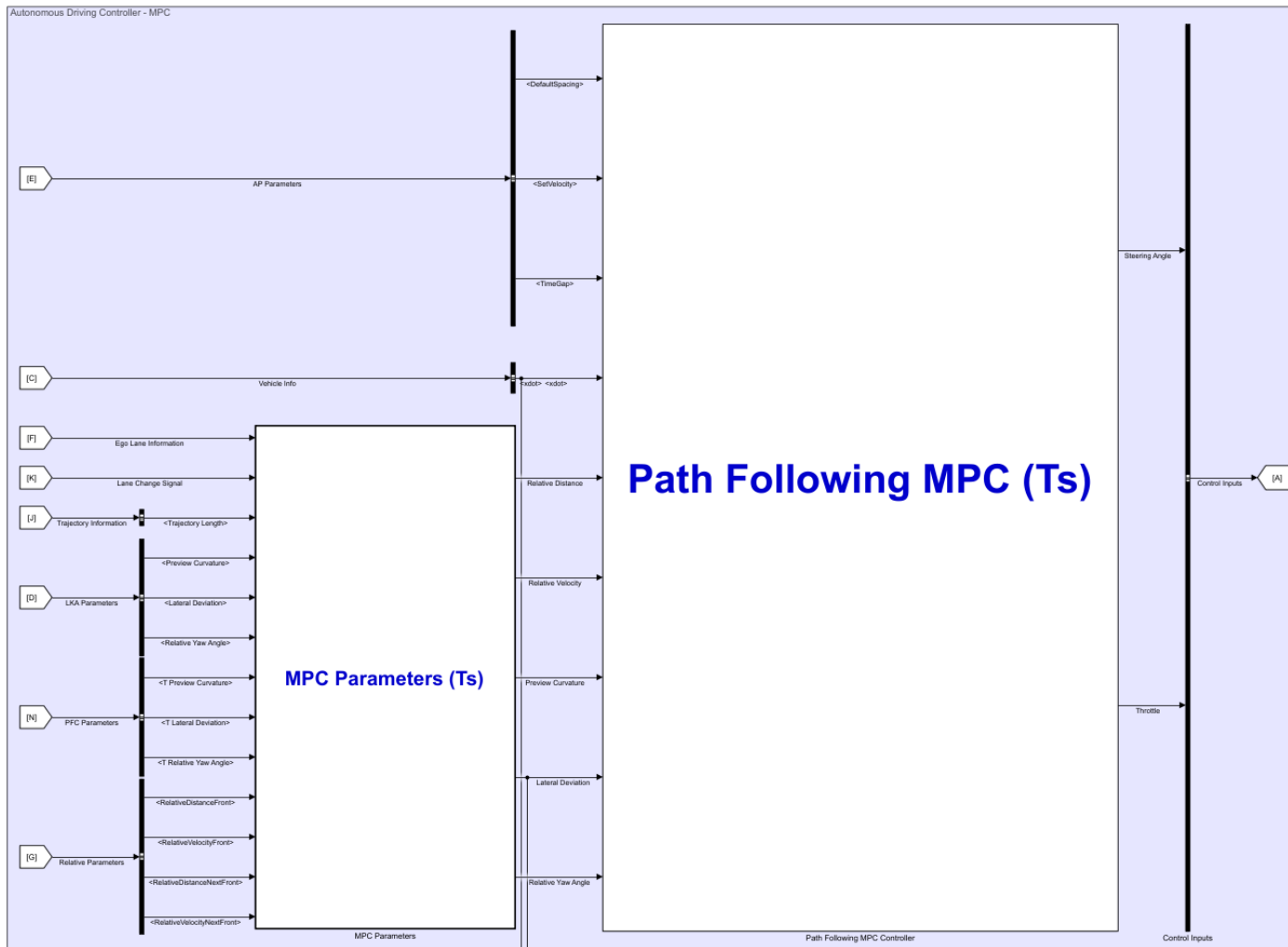


Figure A4-13 ADS Controller Block

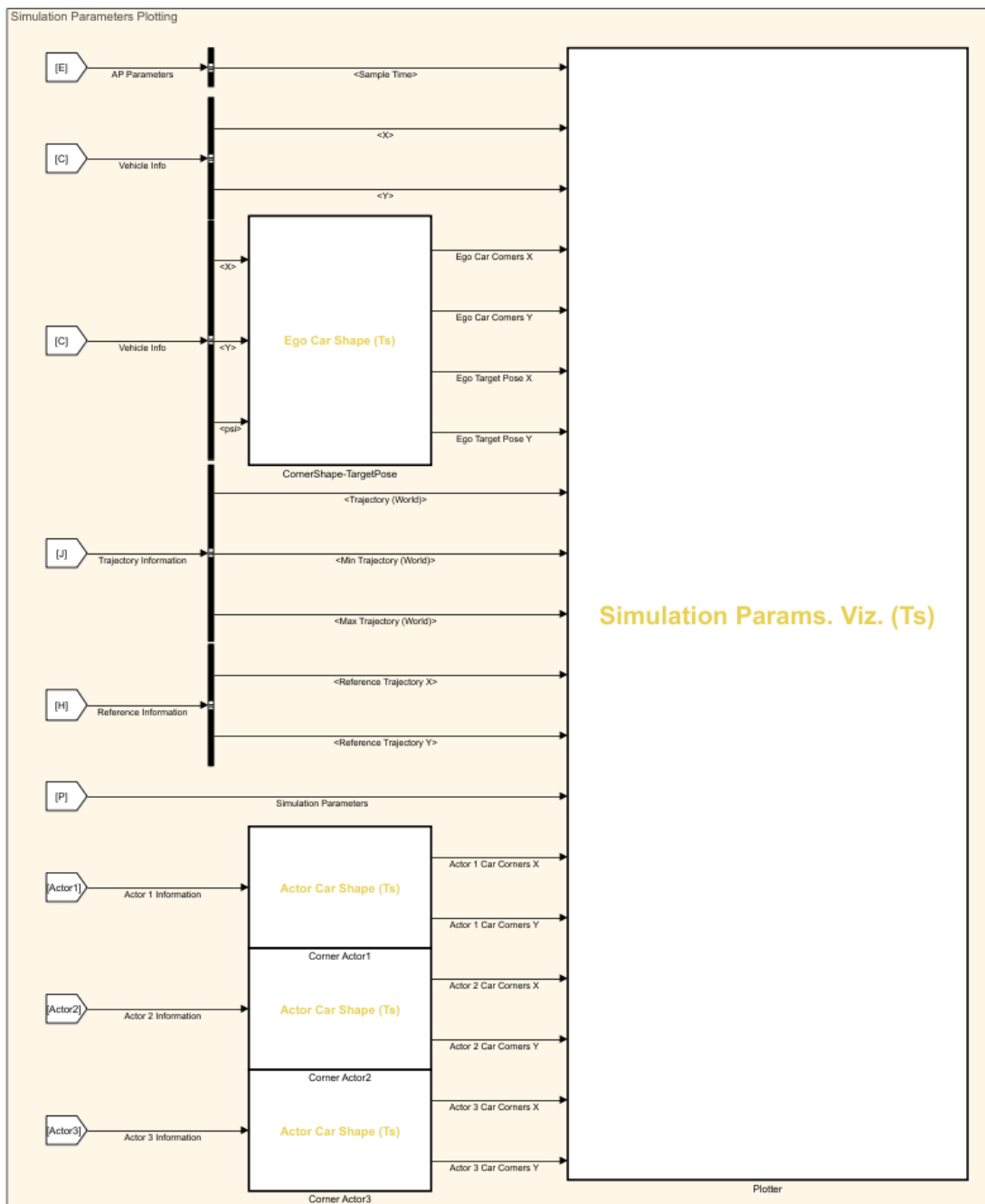


Figure A4-14 Simulation Visualization Block