



SLOVAK UNIVERSITY OF TECHNOLOGY IN BRATISLAVA

Formula Student Driverless

Autonomous system design

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Team Captain STUBA Green Team



Content

- STUBA Green Team
- Formula Student
 - Formula Student Driverless
- DV Hardware
 - Autonomous System Brake
- DV Software
 - Perception & Data Processing
 - Path planning & Control
 - CAN Interface

STUBA Green Team



- 2009
- 9 monoposts
- 4 divisions
- 30 members





Formula Student

- 1981: Society of Automotive Engineers (USA)
- 1998: Institution of Mechanical Engineers (UK)
- 2009: Electric category
- 2018: Driverless category











Formula Student

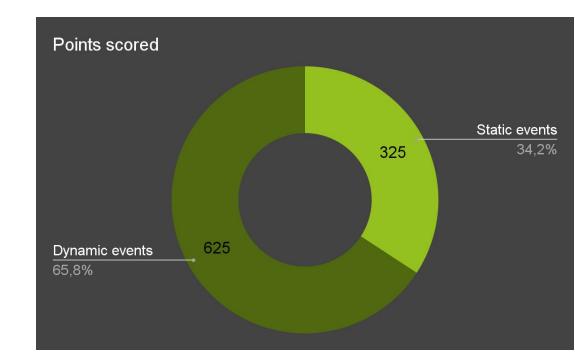
- Ross Brawn
 - Managing & Technical
 Director, Formula One
 Group
 - Patron of Formula Student since 2006



"There are two really innovative forms of motorsport left: Formula One and Formula Student."

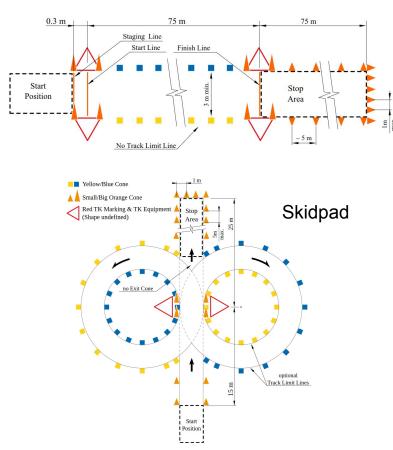
Formula Student

- Technical Inspections
- Static Events
 - Business Plan Presentation
 - Cost and Manufacturing
 - Engineering Design
- Dynamic events
 - Skidpad
 - Acceleration
 - Autocross
 - Endurance / Trackdrive (DV)
 - & Efficiency

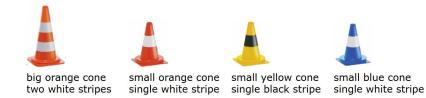


Formula Student Driverless

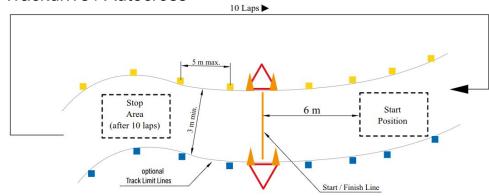
Acceleration



• Track specification

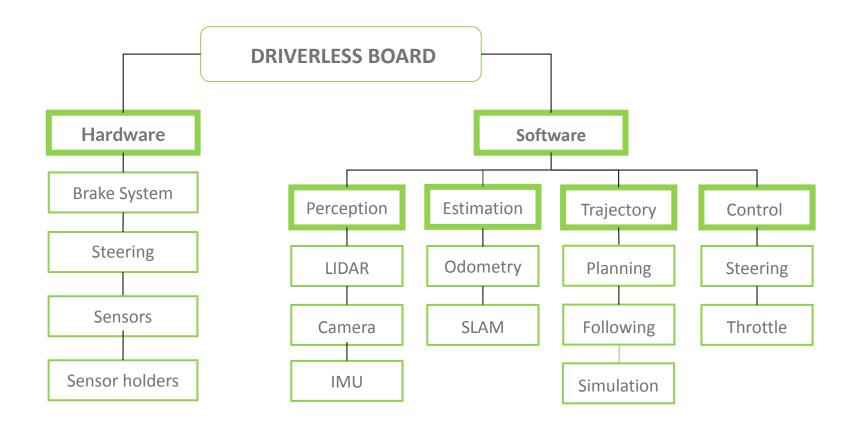


Trackdrive / Autocross



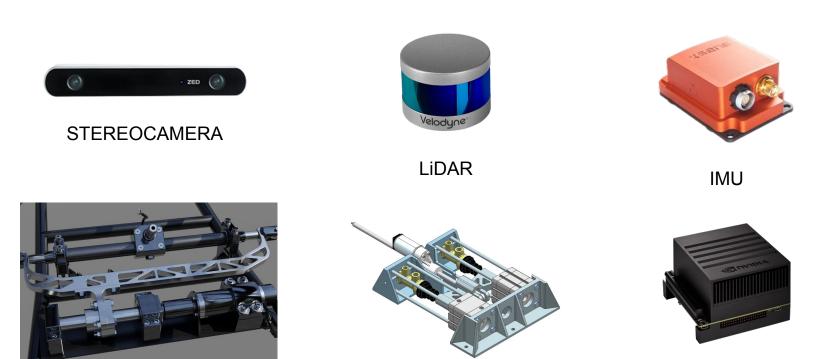


SGT Driverless









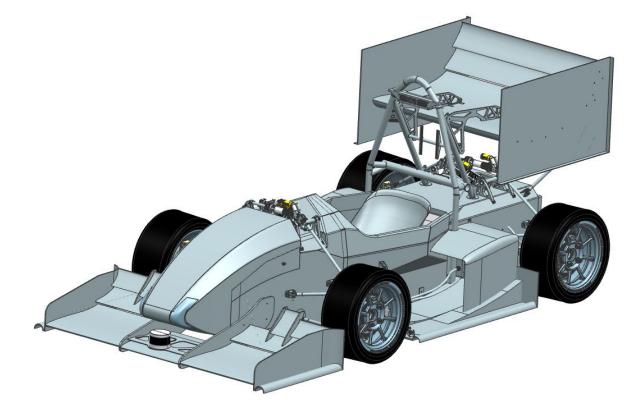
Steering actuator

ASB

Onboard PC



DV Hardware



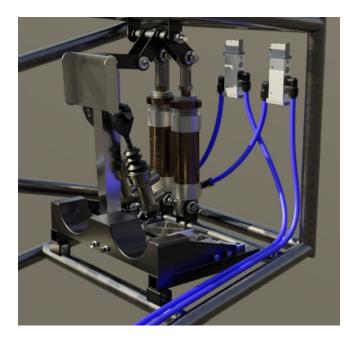
Autonomous System Brake

- To run in autonomous mode, the vehicle must be equipped with an ASB that features an EBS as part of it.
- Manual braking must always be possible. In case of manual and autonomous braking simultaneously, always the highest of both pressures must be applied to the brakes.
- The EBS must only use passive systems with mechanical energy storage. Electrical powerloss at EBS must lead to a direct emergency brake maneuver.
- The system reaction time (the time between opening of the SDC and the start of the deceleration) must not exceed 200 ms.
- The average deceleration must be greater than 8 m / s 2 under dry track conditions.

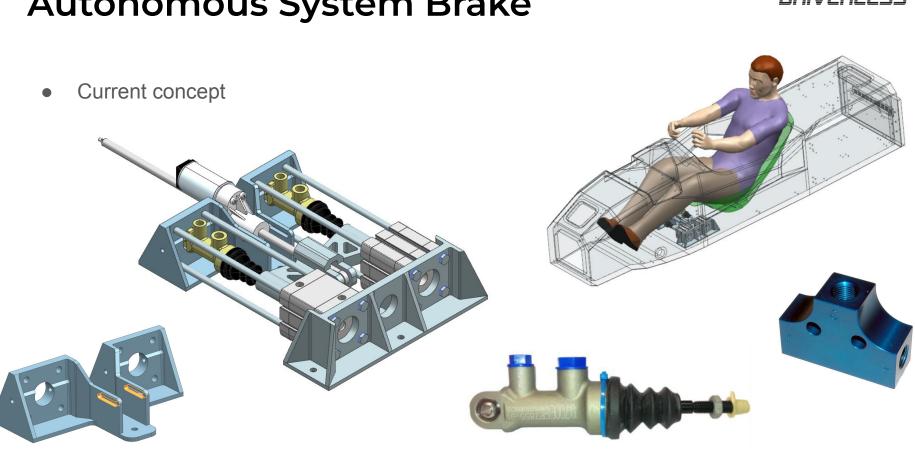
Autonomous System Brake



• Previous concept of Emergency Brake System





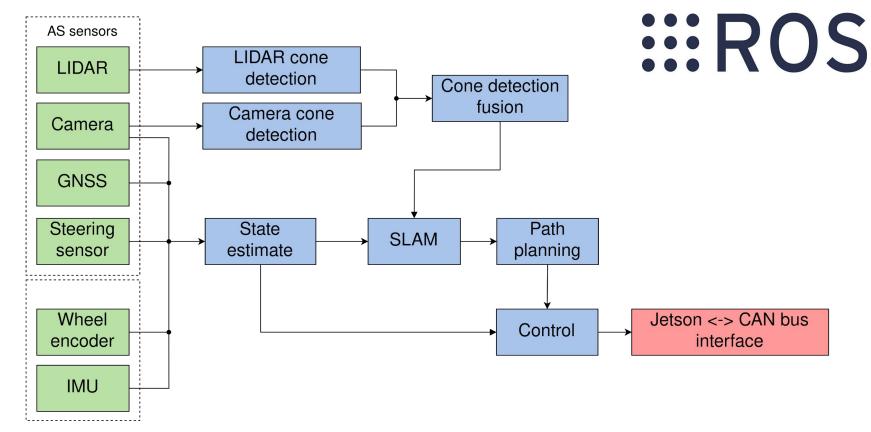


Autonomous System Brake





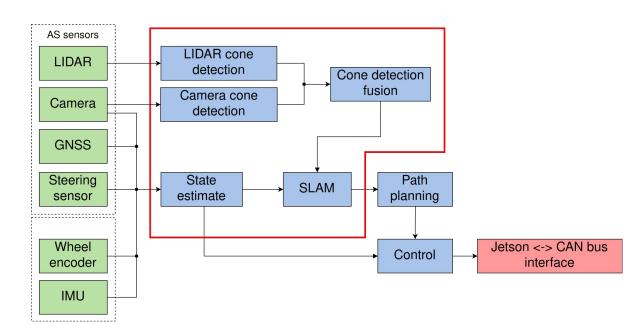
DV Software





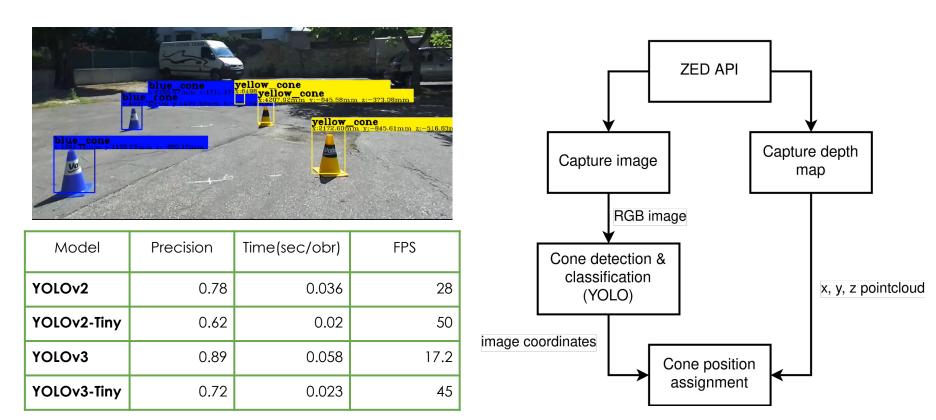
Perception & Data Processing

- Camera Cone Detection
- Lidar Cone Detection
- Cone Detection Fusion
- State Estimate
- SLAM



Camera Cone Detection

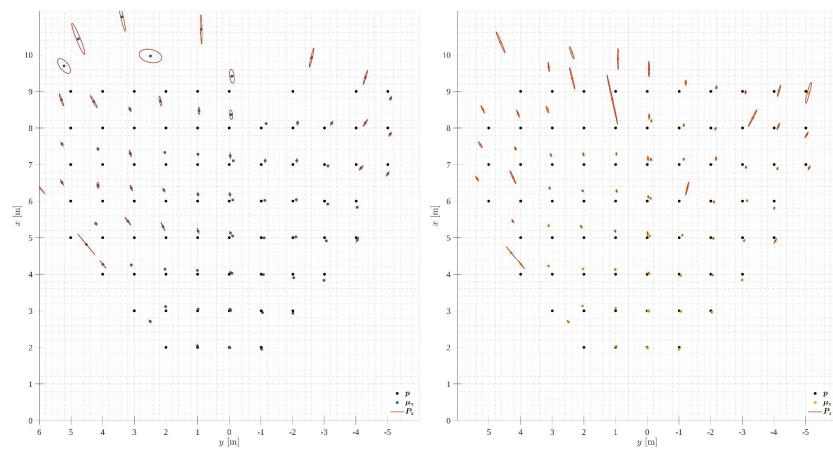




Neural networks comparison

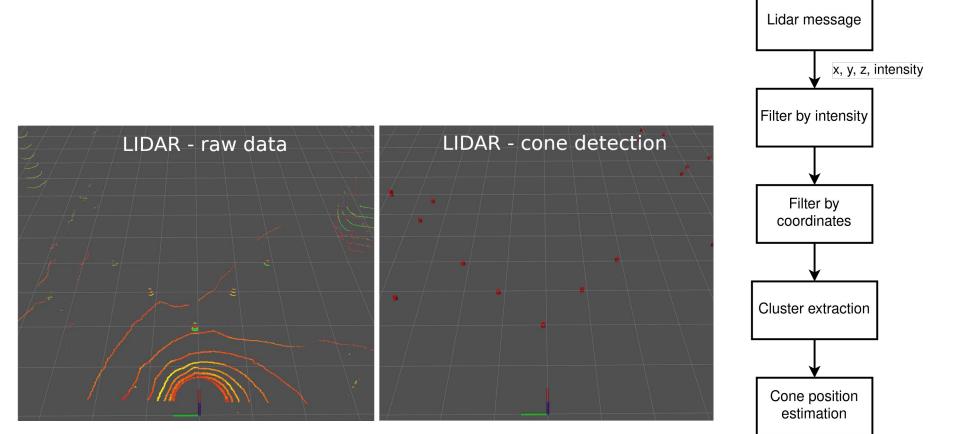


Camera Cone Detection



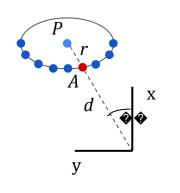


Lidar Cone Detection

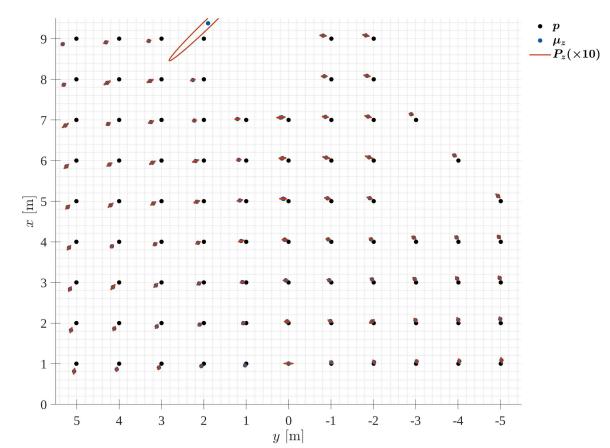




Lidar Cone Detection

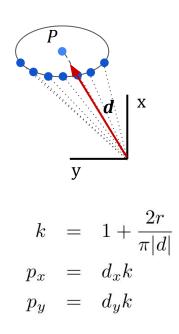


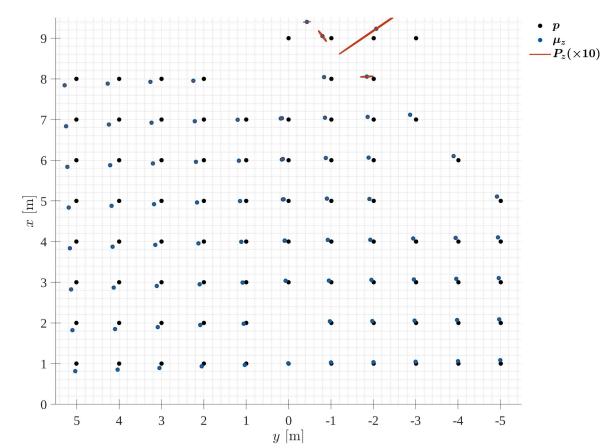
 $p_x = a_x + r \cos(\alpha)$ $p_y = a_y + r \sin(\alpha)$





Lidar Cone Detection

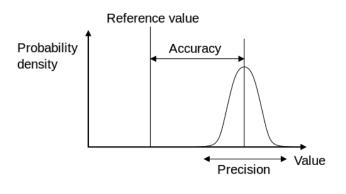


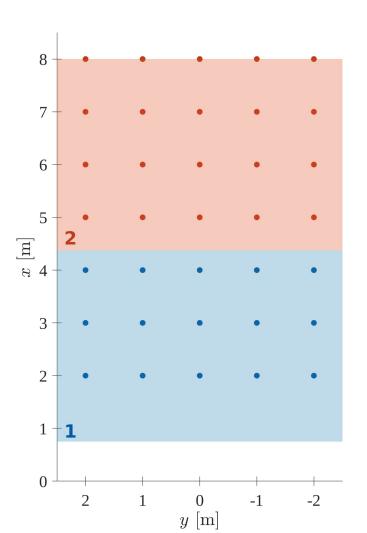


Measurement model

• Precision and Accuracy

$$oldsymbol{e} = egin{pmatrix} e_x \ e_y \end{pmatrix} \ oldsymbol{R} = egin{pmatrix} \sigma_x^2 & \sigma_{xy} \ \sigma_{xy} & \sigma_y^2 \end{pmatrix}$$





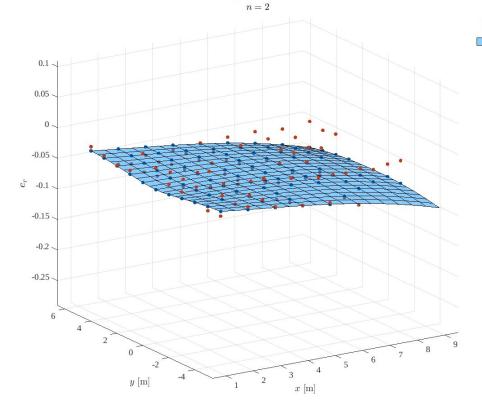




Measurement model

 $oldsymbol{e} = egin{pmatrix} e_r \ e_arphi \end{pmatrix}
onumber oldsymbol{R} = egin{pmatrix} \sigma_r^2 & \sigma_{rarphi} \ \sigma_{rarphi} & \sigma_arphi^2 \end{pmatrix}$

 $\hat{e}_r = \hat{\theta}_0 + \hat{\theta}_1 r^2 + \hat{\theta}_2 r \varphi + \varphi^2$

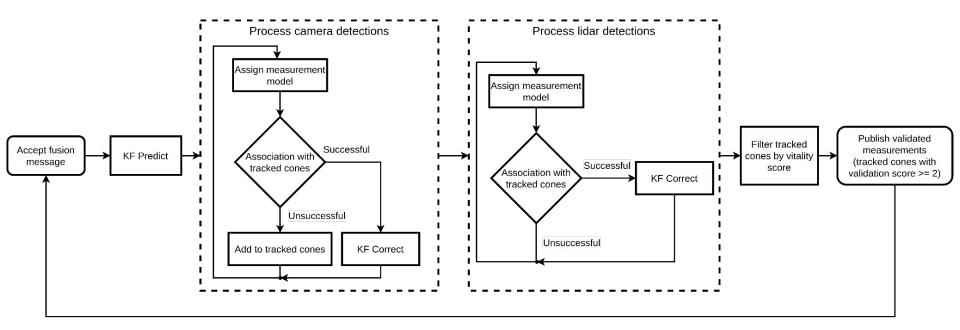


Q = 0.046611

measured values
 estimated values
 estimate interpolated



Cone Detection Fusion



KF Predict

 $egin{array}{rcl} \hat{m{x}}_k &=& m{A}m{x}_{k-1} + m{w}_k \ \hat{m{P}}_k &=& m{A}m{P}_{k-1}m{A}^T + m{Q}_k \end{array}$

KF Correct

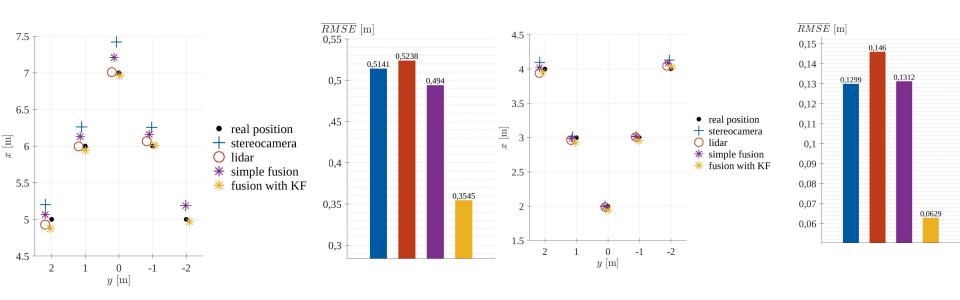
$$K = \hat{P}_k H^T (H \hat{P}_k H^T + R)^{-1}$$

$$x_k = \hat{x}_k + K (z_k - H \hat{x}_k)$$

$$P_k = (I - KH) \hat{P}_k$$

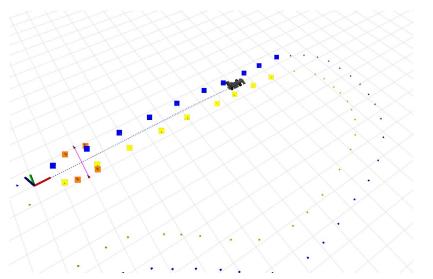


Cone Detection Fusion

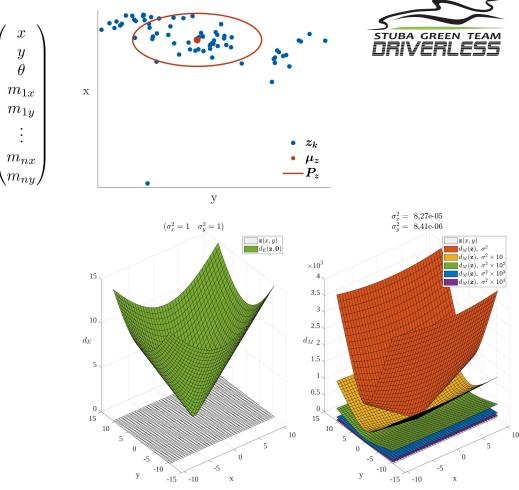


SLAM

- Data Association
- Extended Kalman Filter



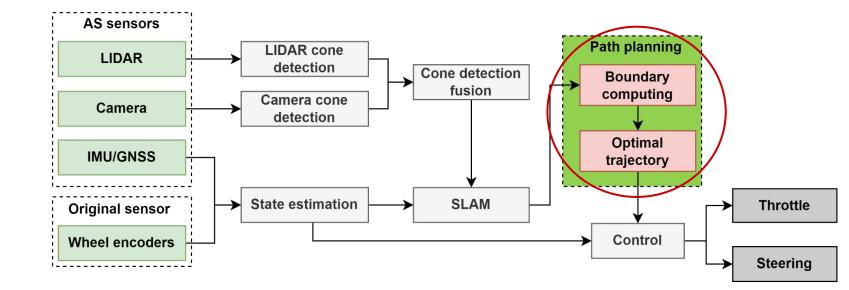
x =



Reactive navigation

Path planning

• Global navigation

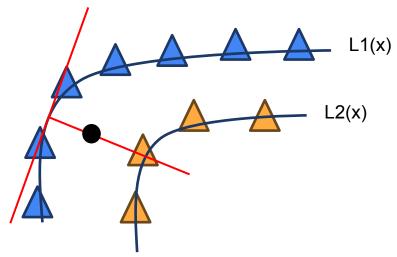






Reactive navigation

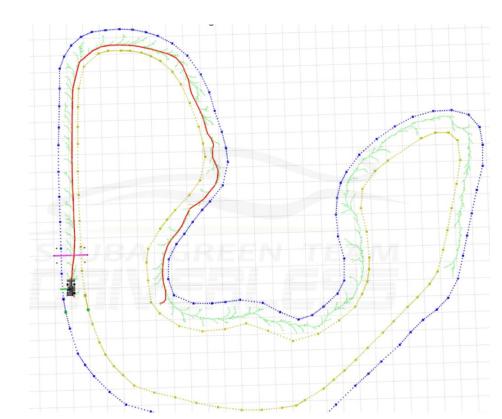
- Unknown map
- Lagrange polynomial interpolation for calculating function of curvature
- Generating points in middle of track
- Constant speed





Global navigation

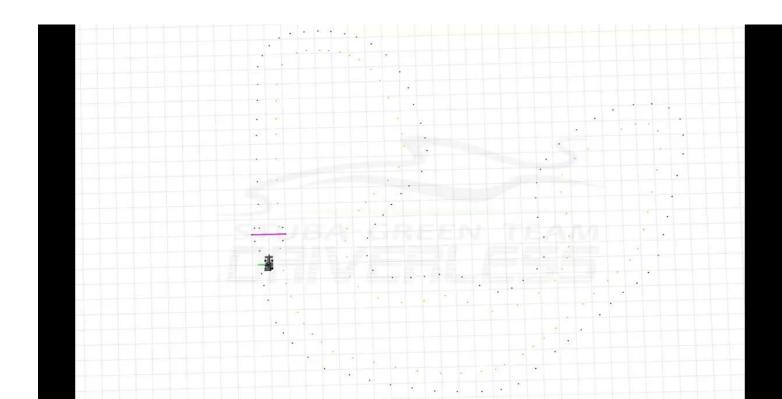
- Known map
- Rapidly-exploring random trees (RRT*)
- Use simplified Dynamic window algorithm (DWA) to dynamically calculate velocity





Global navigation

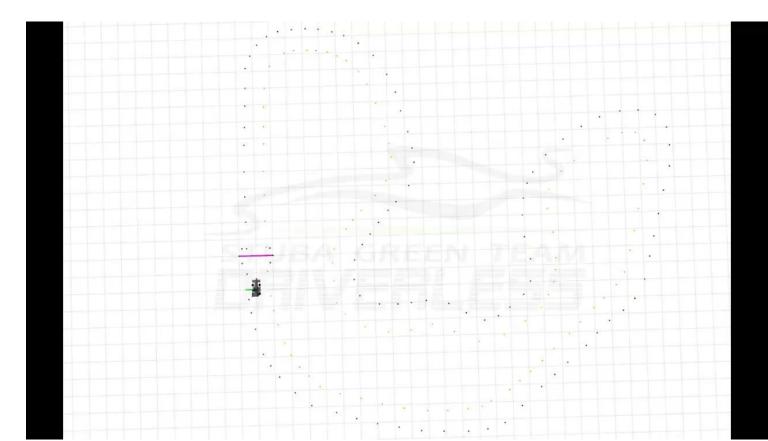
• RRT





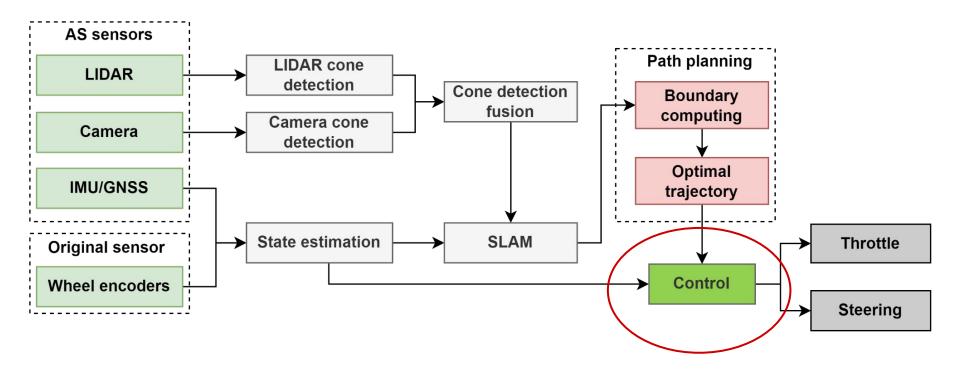
Global navigation

• RRT*





Path tracking (Control)

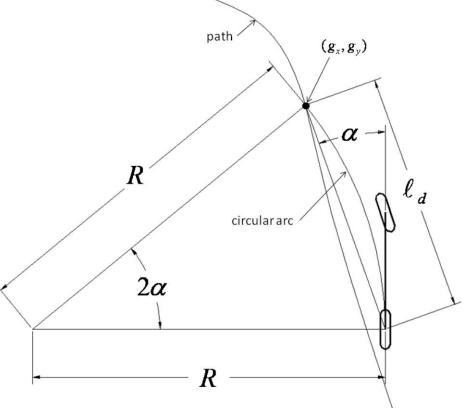


Path tracking (Control)



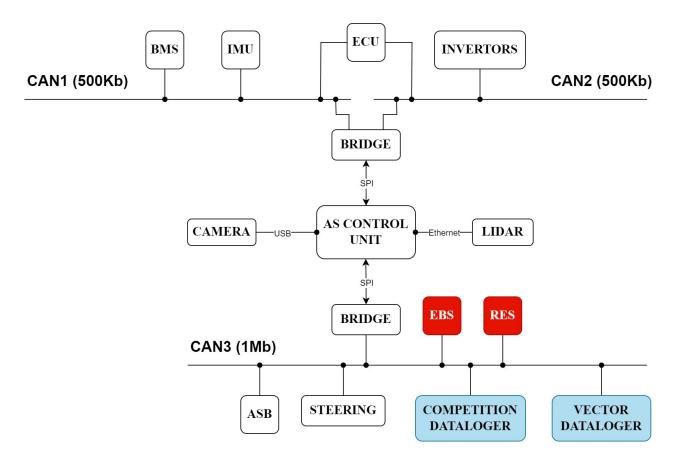
• Velocity control







CAN Interface







Thank you!

STU

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