

Consider a path tracking system shown in the Figure 1 below:

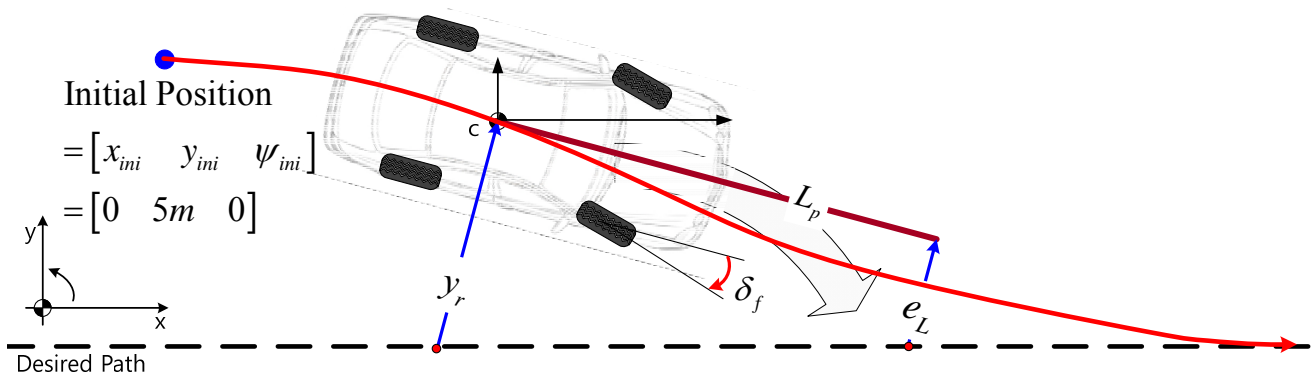


Fig.1 Path tracking system

1. Design a path tracking steering control law and evaluate the controller through numerical simulations. The vehicle simulations should be conducted under the following conditions:

- Vehicle speed is 30 km/h.
- 2 DOF bicycle model in the **HW#1** is used for vehicle model.
- Initial position of vehicle is set to be as follows: $[x_{ini} \ y_{ini} \ \psi_{ini}] = [0 \ 5m \ 0]$
- Desired path is straight road as shown in Fig.1

(1) Plot lateral position error (y_r) and preview distance error (e_L) when preview distance (L_p) is set to be 5m, 10m and 15m.

(2) Plot the front steering angle for lane keeping. ($L_p = 5, 10$ and 15m)

(3) Plot body slip angle and yaw rate. ($L_p = 5, 10$ and 15m)

(4) Plot vehicle trajectory. ($L_p = 5, 10$ and 15m)

(5) Discuss on the control performance and the vehicle behaviors for same control gains at different preview distances.

[Tip for a lane keeping or path tracking system]

A lane keeping system for numerical simulation consists of three parts: a vehicle model, a lane keeping controller and a tracking error calculator as shown in Fig.2.

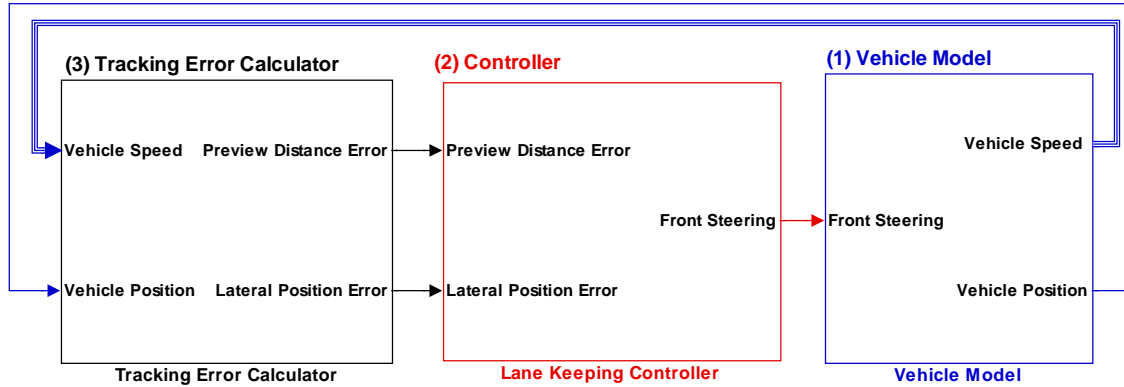


Fig.2 Lane Keeping Model

1) Vehicle Model

- 2 DOF bicycle model in the **HW#1** is used for vehicle model.

2) Lane Keeping Controller

- A lane keeping controller is designed to determine a front steering angle using the lateral position error (y_r) and the preview distance error (e_L). The front steering angle can be determined as follows:

$$\delta_f = -k_1 \cdot y_r - k_2 \cdot e_L \quad \text{where, } k_1 \text{ and } k_2 \text{ are control gains}$$

3) Tracking Error Calculator

- When a desired path is a straight road ($\psi_d = 0$), the tracking error can be calculated as shown in Fig.3.

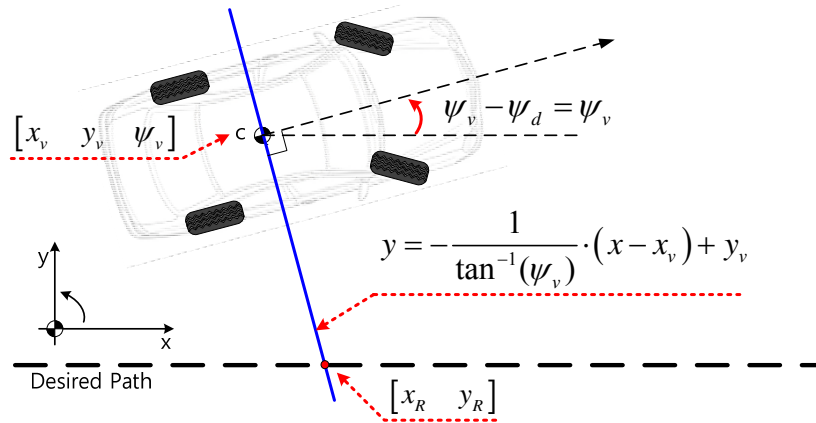


Fig.3 Tracking Error Calculator

- Reference Road Position

$$\begin{bmatrix} x_R & y_R \end{bmatrix} = \begin{bmatrix} x_v + \tan^{-1}(\psi_v) \cdot y_v & 0 \end{bmatrix}$$

- Lateral Position Error

$$y_r = \begin{cases} \sqrt{(x_v - x_R)^2 + (y_v - y_R)^2} & \text{if } (y_v \geq 0) \\ -\sqrt{(x_v - x_R)^2 + (y_v - y_R)^2} & \text{elsewhere} \end{cases}$$

- The preview distance error can be calculated similarly to the lateral position error.