

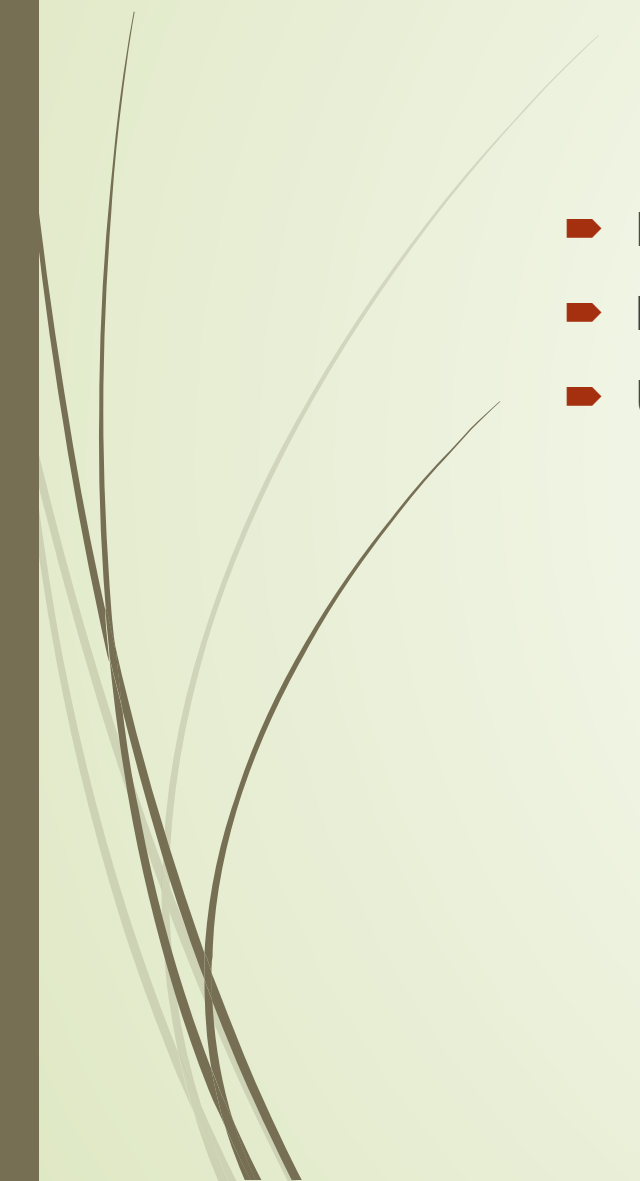
# Adaptive Multifactor Routing with Constrained Data Sets for Autonomous Vehicle (AV) Applications

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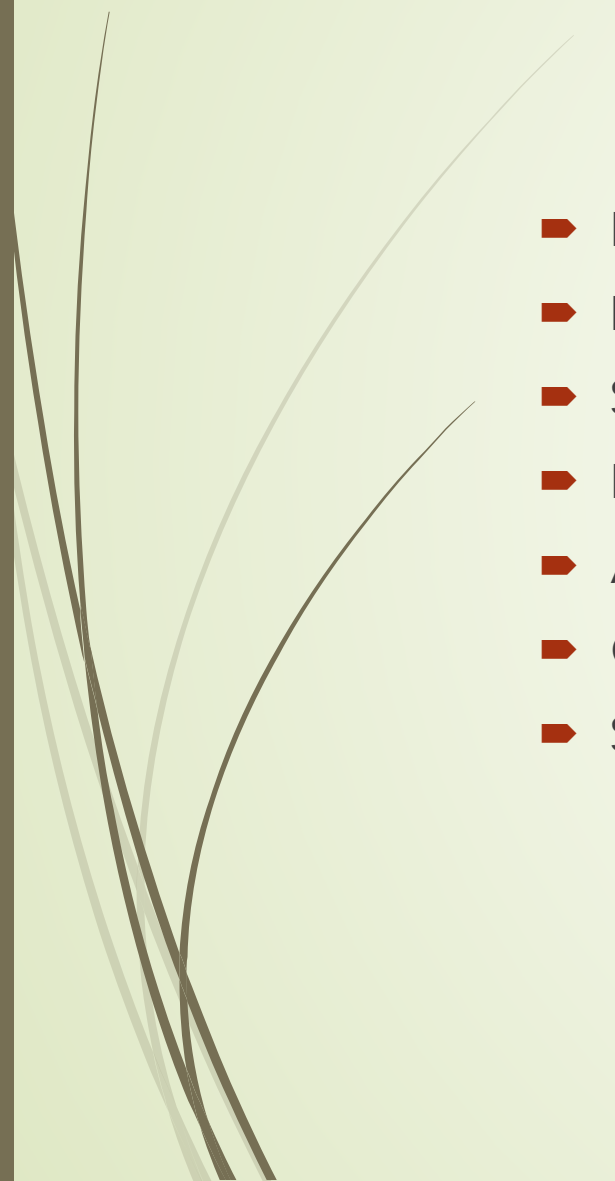


# CAT Vehicle 2014

- ▶ Research Experience for Undergraduates
  - ▶ Focus on Vehicle Autonomy
  - ▶ University of Arizona Dept. of Electrical and Computer Engineering
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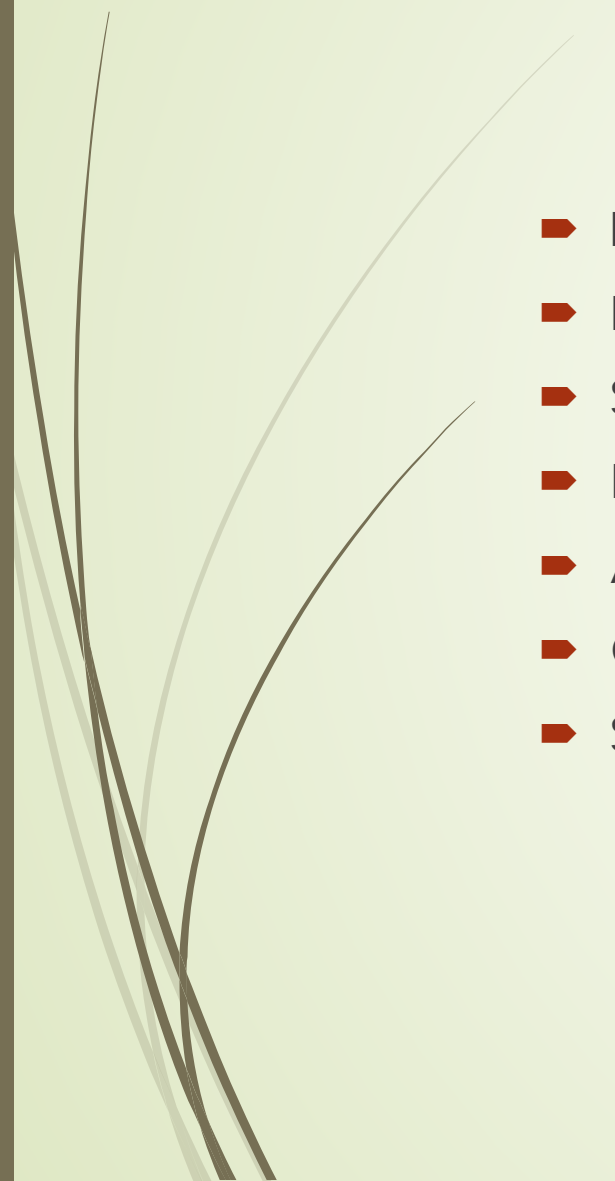


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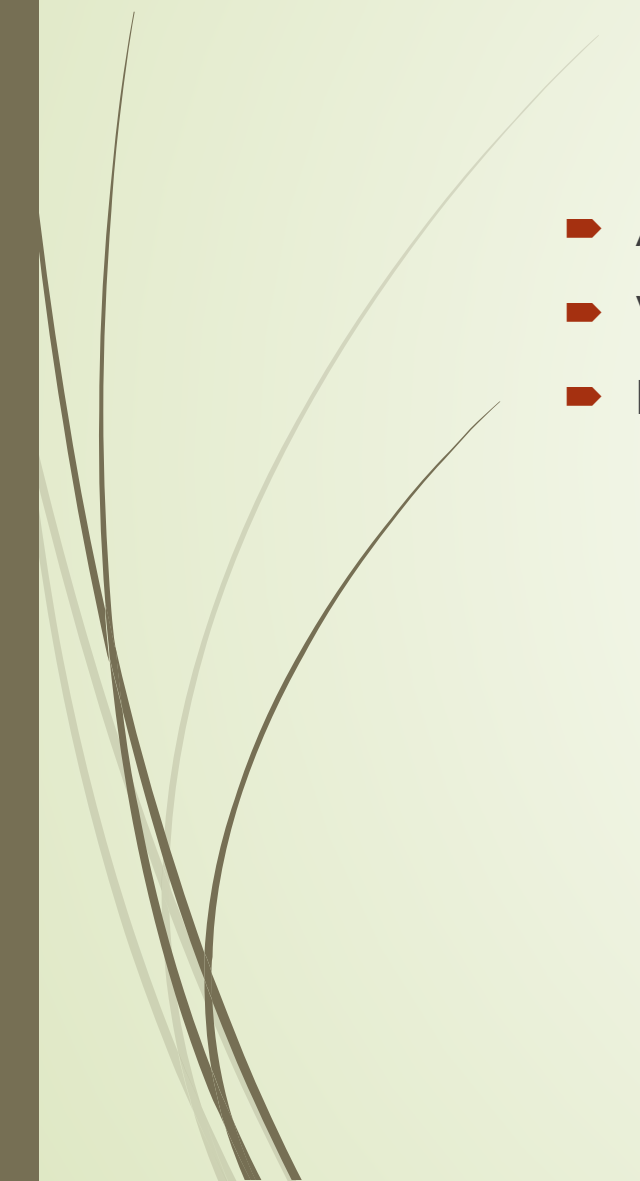


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# Motivations and Background

- ▶ Autonomous Vehicles can balance multiple factors for holistic routing
  - ▶ V2V communications offer the ability to provide many routing factors
  - ▶ Existing literature explores these issues and offers many areas for expansion
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# Focus



- Use signal strength and other routing factors to create a route not purely based on distance
- Shortest Path algorithms combined with cost metric allow efficient multifactor routing
- Use limited factor data to simulate potential V2V communication limitations

# Signal Strength Factors

- Weighting formula determines holistic “cost” of a route
- Shortest “path” algorithm minimizes these costs to find ideal route
- We focus on distance and cellular signal strength routing factors
- $k$ : Distance Gain
- $\beta$ : Signal Average Gain

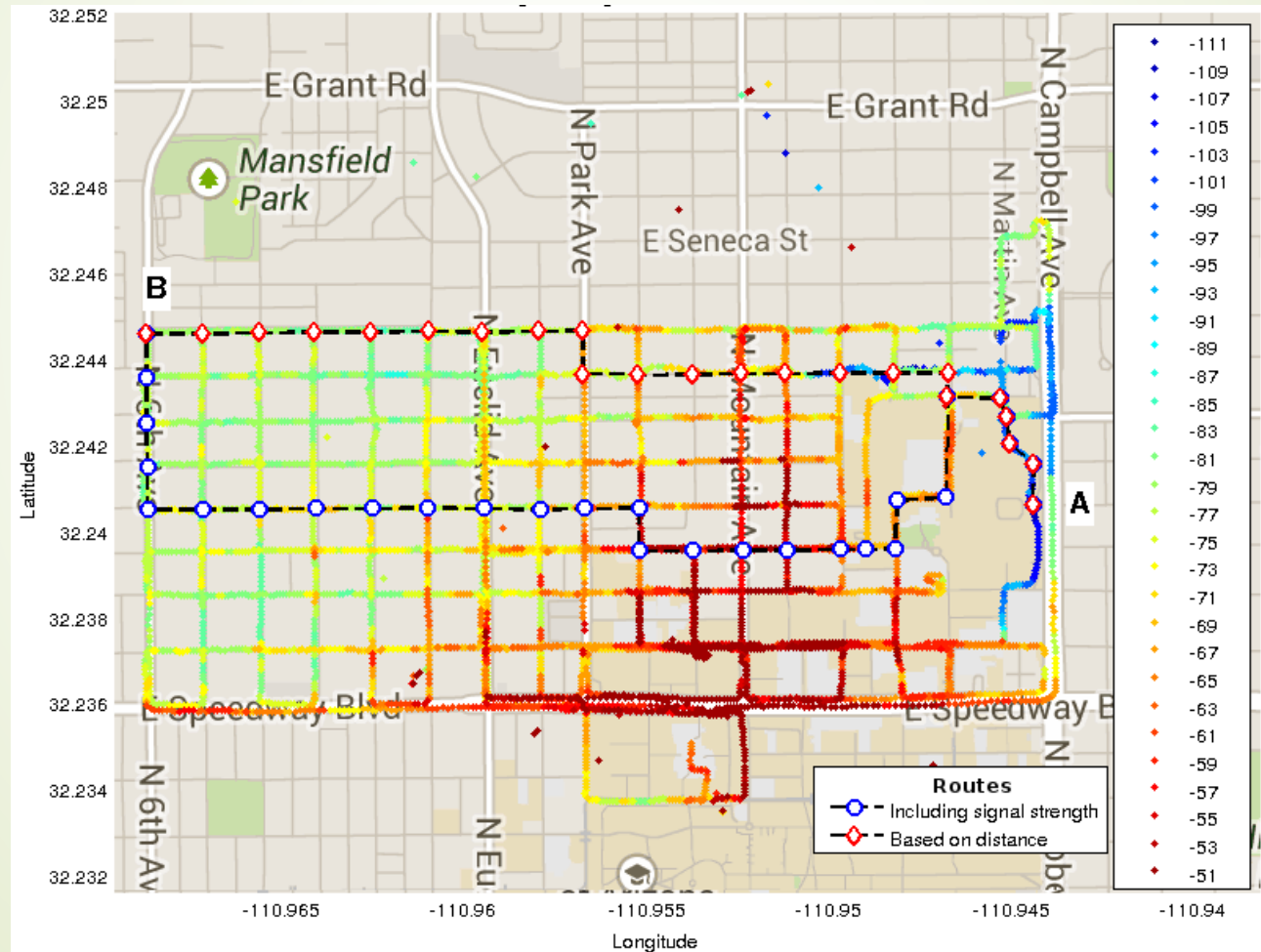
$$EdgeWeight = \frac{k}{k + \beta} \cdot distance + \frac{\beta}{k + \beta} \cdot SignalStrength$$




# Shortest Path Algorithms Complexity Trade-Offs

SUMMARY OF SHORTEST PATH ALGORITHMS			
Algorithm	Advantage(s)	Disadvantage(s)	Complexity
Dijkstra Link-State Algorithm			
DIKBD[4]	<ul style="list-style-type: none"> <li>• Handles larger scale graphs (arc length &gt; 1500)</li> <li>• Considers all weights (with loops)</li> </ul>	<ul style="list-style-type: none"> <li>• Time Consuming via Relaxation Principle</li> </ul>	$O(m + n(\beta + (\frac{C}{\beta})))$
DIKBA[3]	<ul style="list-style-type: none"> <li>• Handles smaller scale graphs (arc length &lt; 1500)</li> <li>• Considers all weights (with loops)</li> <li>• Terminates un-used routes during iteration process</li> </ul>	<ul style="list-style-type: none"> <li>• Considers only Non-Negative Weights</li> <li>• Time Consuming via Relaxation Principle</li> <li>• Considers only Non-Negative Weights</li> </ul>	$O(m\beta + n(\beta + \frac{C}{\beta}))$
Bellman-Ford Distance-Vector Algorithm BF[5]	<ul style="list-style-type: none"> <li>• Considers Positive and Negative Weights (with loops)</li> </ul>	<ul style="list-style-type: none"> <li>• Time Consuming via Relaxation Principle</li> <li>• Does not terminate other iterations when searching for Shortest Possible Route</li> </ul>	$O(nm)$
Acyclic Topological Ordering DAG[6]	<ul style="list-style-type: none"> <li>• Operates Faster than Bellman-Ford or Dijkstra</li> <li>• Deletes the ignored arcs</li> </ul>	<ul style="list-style-type: none"> <li>• Less Weight Consideration</li> <li>• Considers only Non-Negative weights</li> <li>• Considers out-going weights only (No loops)</li> </ul>	$O(nm)$

# Signal Heat Map with Distance and Multifactor Based Routes



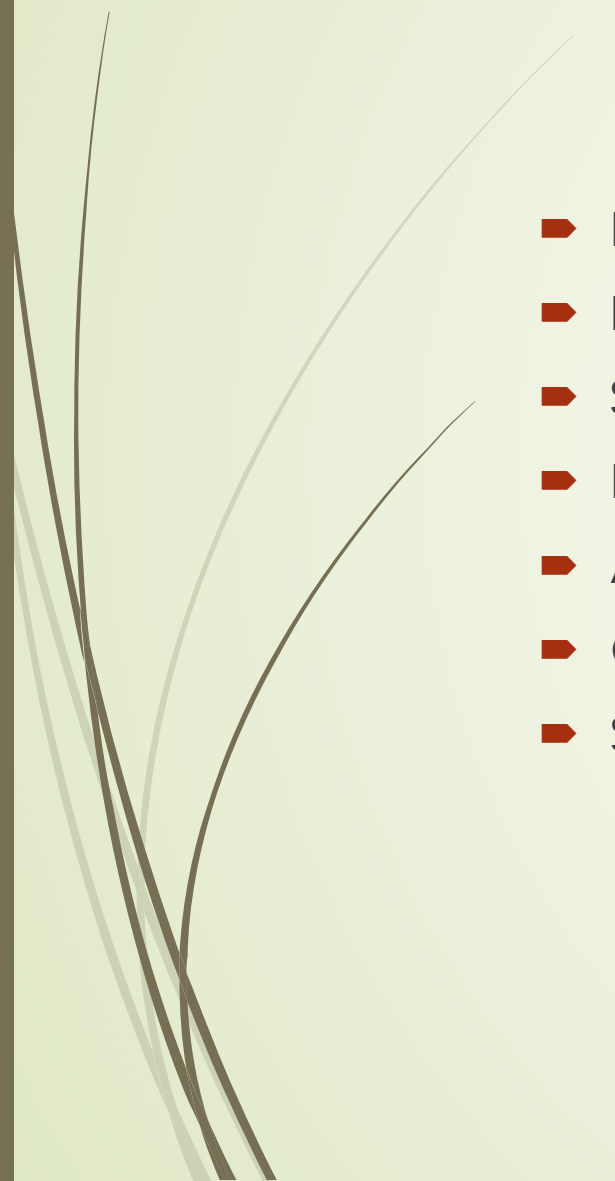


# V2V Factors: Partial Knowledge of the Total Signal Map

- V2V communications may have substantial bandwidth and distance limitations
- V2V based routing factors may be limited by communication constraints
- We evaluate the performance impact of distance constraints



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# Software Design

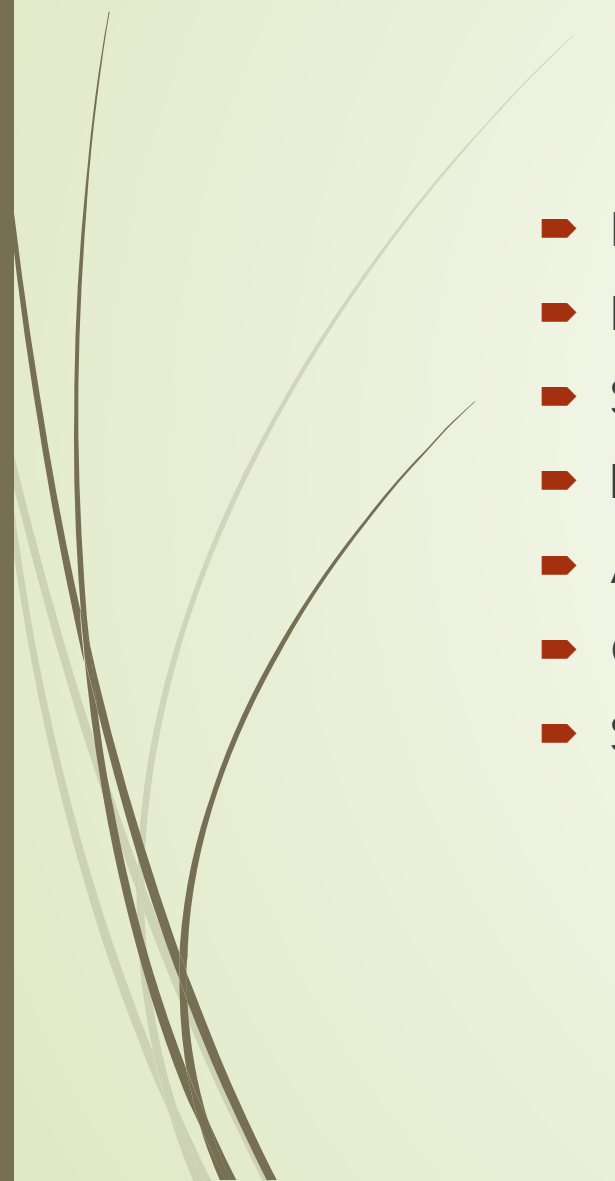
- Use simulated signal data combined with shortest path algorithms
- Limit routing algorithm factor knowledge along route to simulate V2V limitations



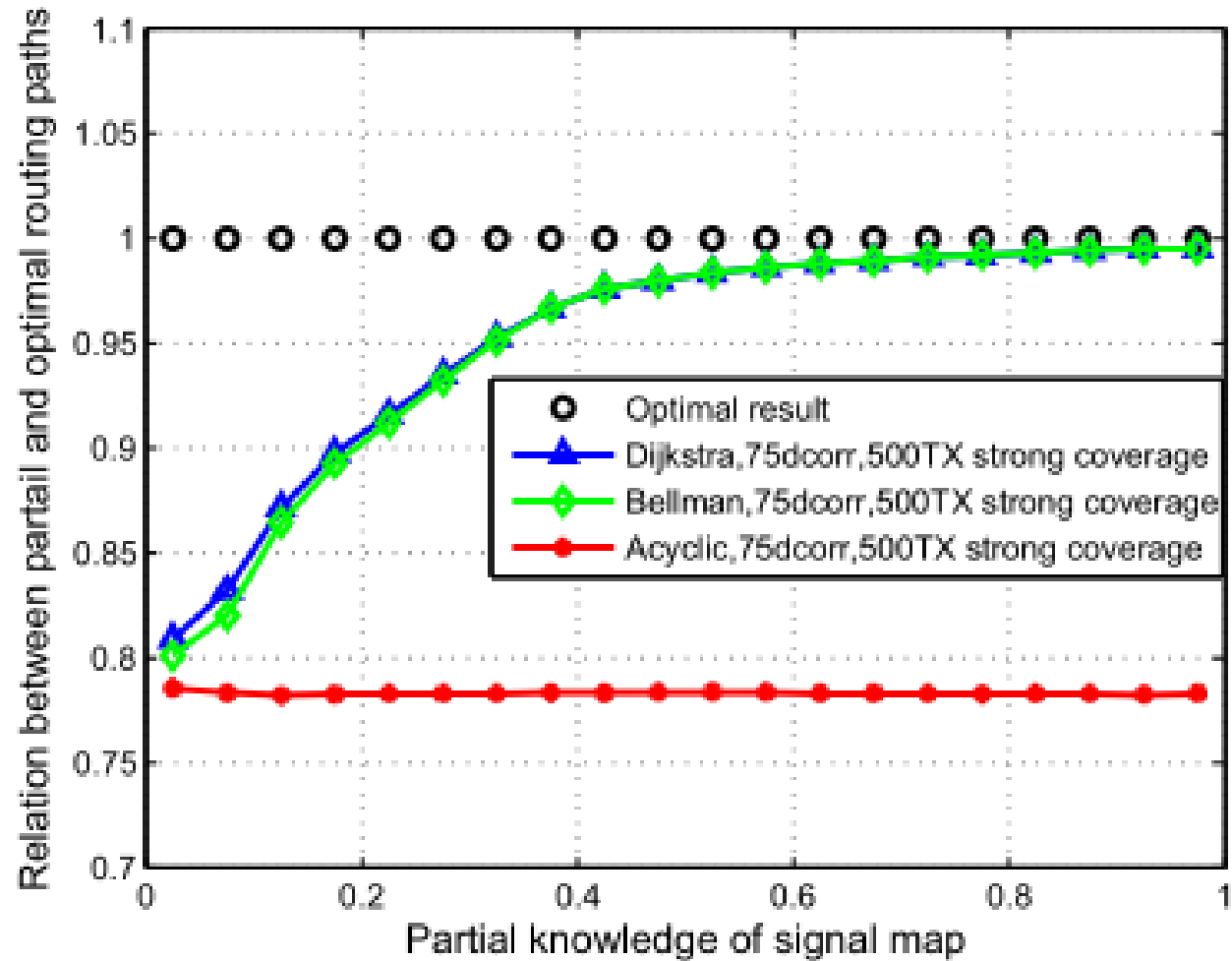




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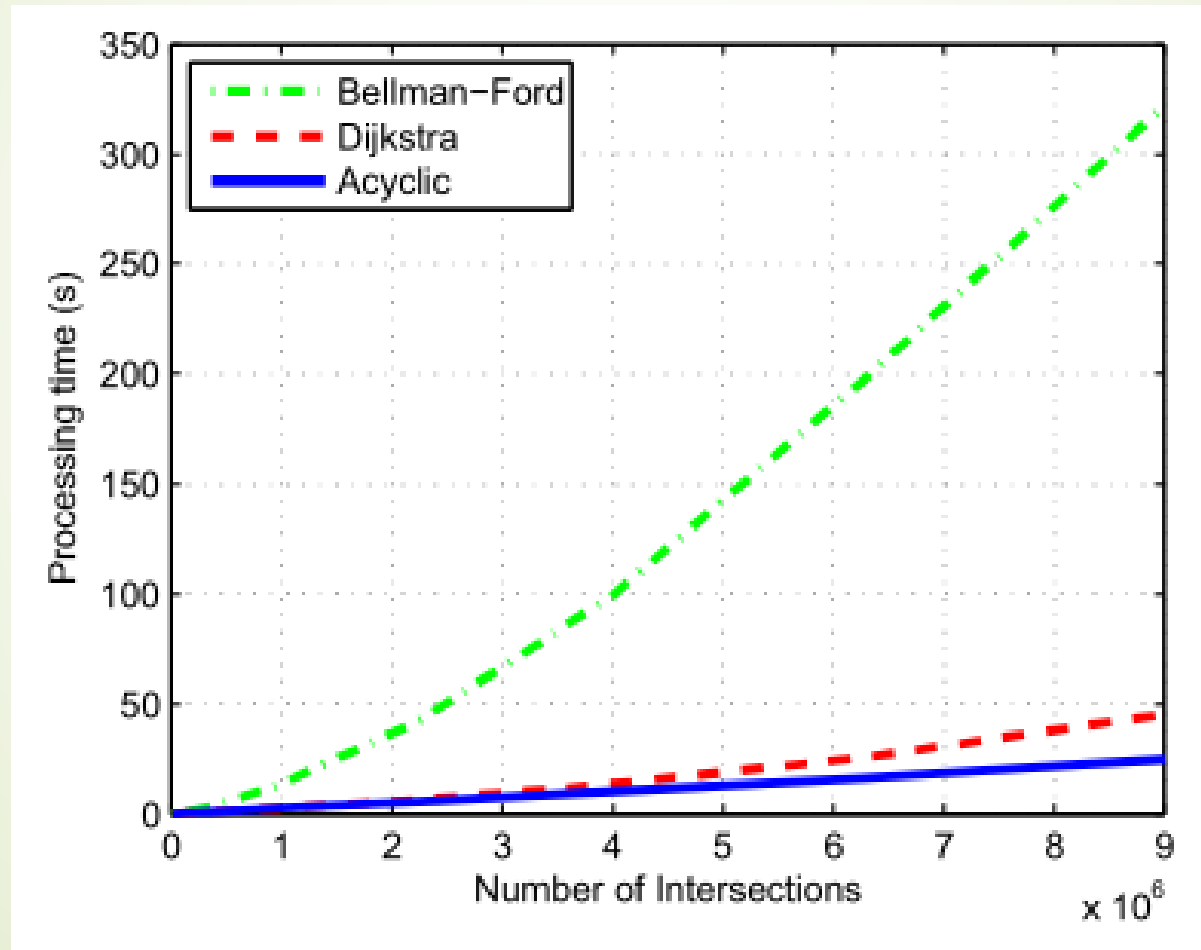
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# Partial Factor Analysis





# Algorithm Speeds



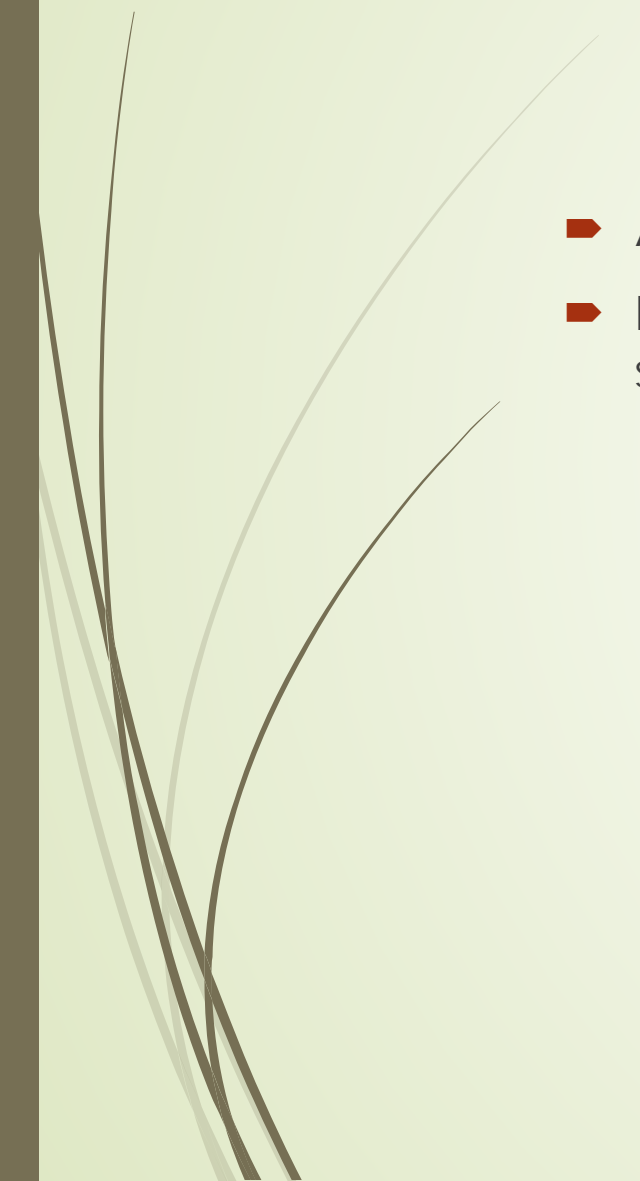


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# Analysis

- Analysis limited to routes in dense grid layouts
  - Long distance routing over less dense intersections limits locally optimal solution's performance as compared to global solution
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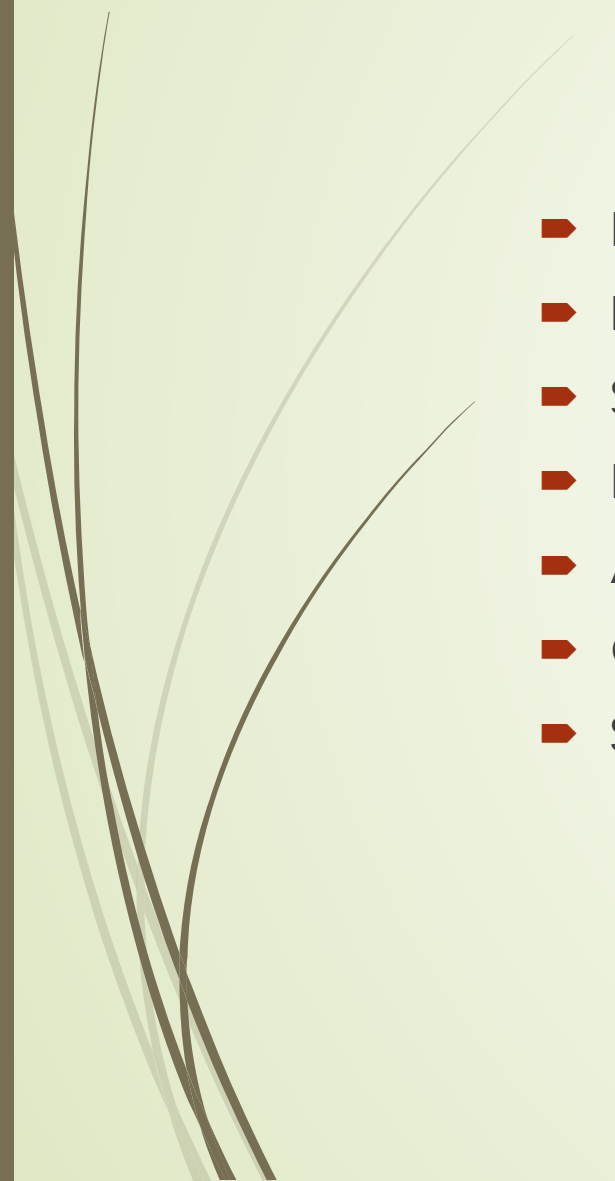


# Conclusions

- In dense grid layouts routing based on local optima allows near global optimal performance
  - Globally optimal results are possible with local data (~40% of route size)
  - V2V communications can allow excellent routing with constrained factor data in urban areas
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# Thank You For Listening

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