



# Adaptive Vehicle Control Based on Pedestrian Behavior

**I**LLINOIS | Het Patel



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ECE 484 PROJECT



# Problem statement

The Gap: Reactive vs. Predictive

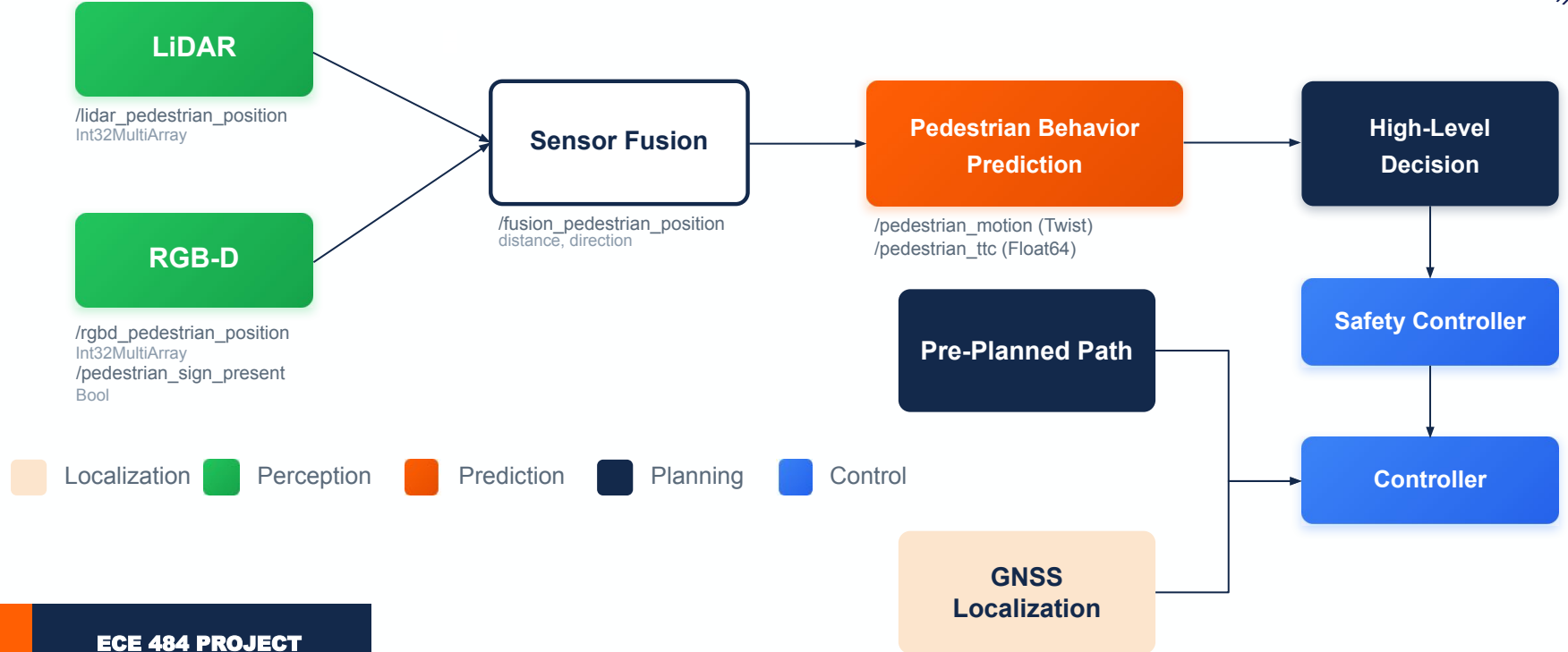
Current Limitation: Traditional AV navigation treats pedestrians as static obstacles outside of the road during cruising, relying on simple reactive braking once they cross.

Challenge: Human movement is uncertain. Reactive systems cannot handle complex interactions or anticipate intent.

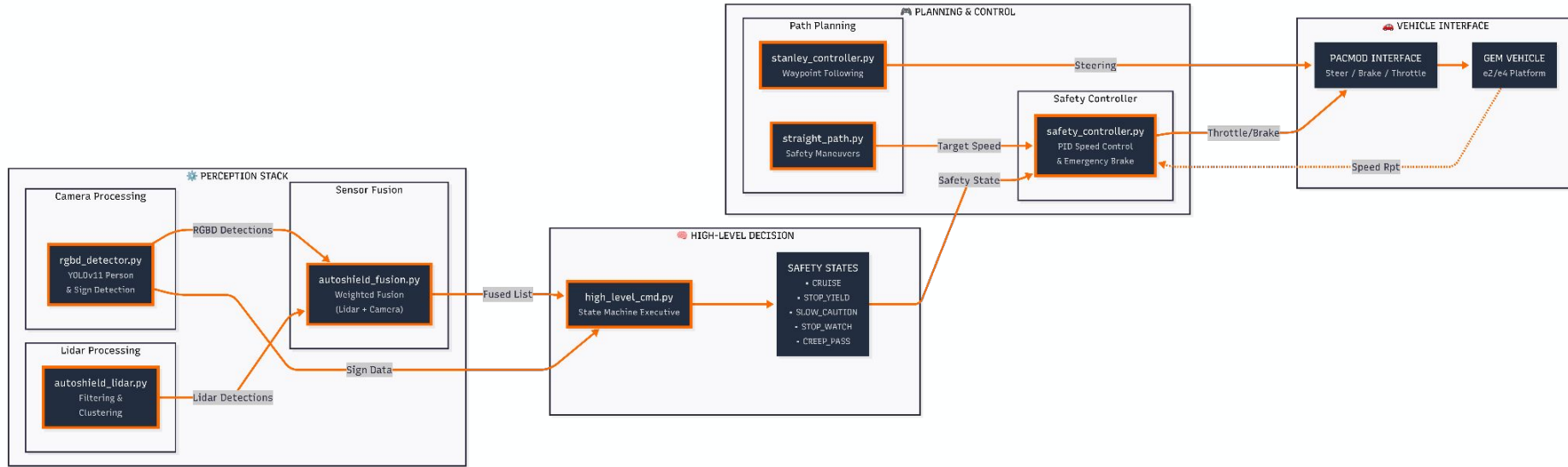
Specific Problem: We lack a control framework that dynamically adjusts vehicle speed and control in real-time based on pedestrian behavior cues, rather than just proximity.



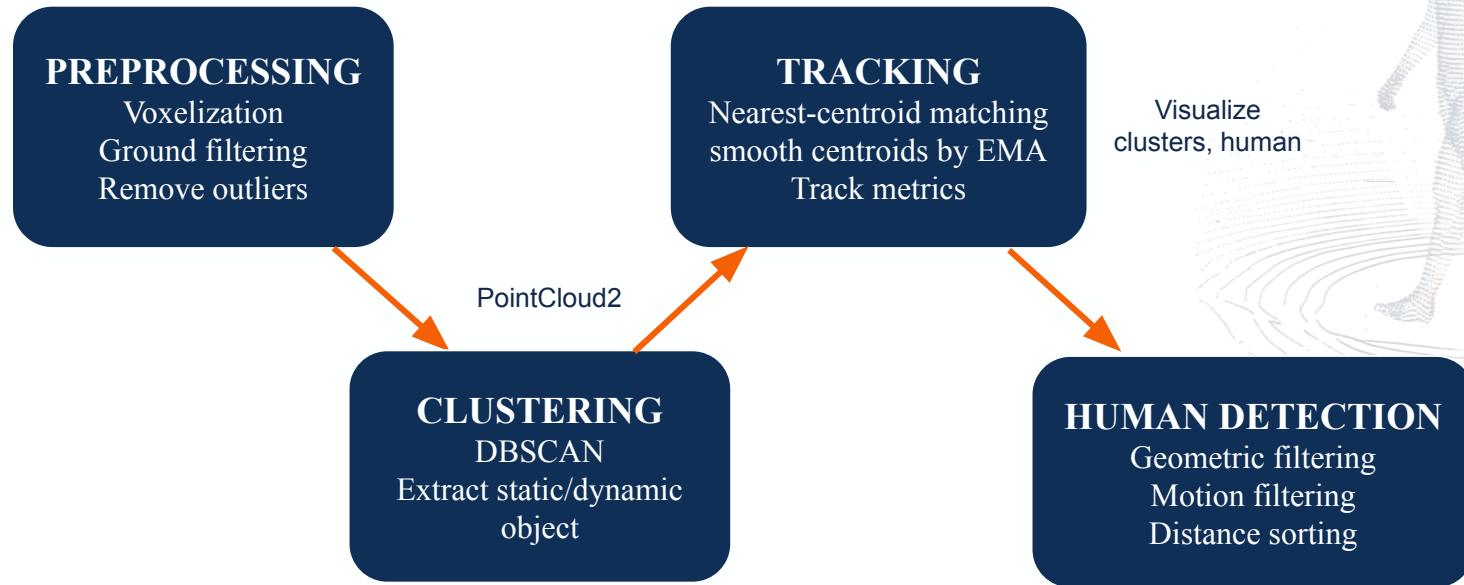
# Autonomy Stack Approach



# Approach



# Perception - LIDAR

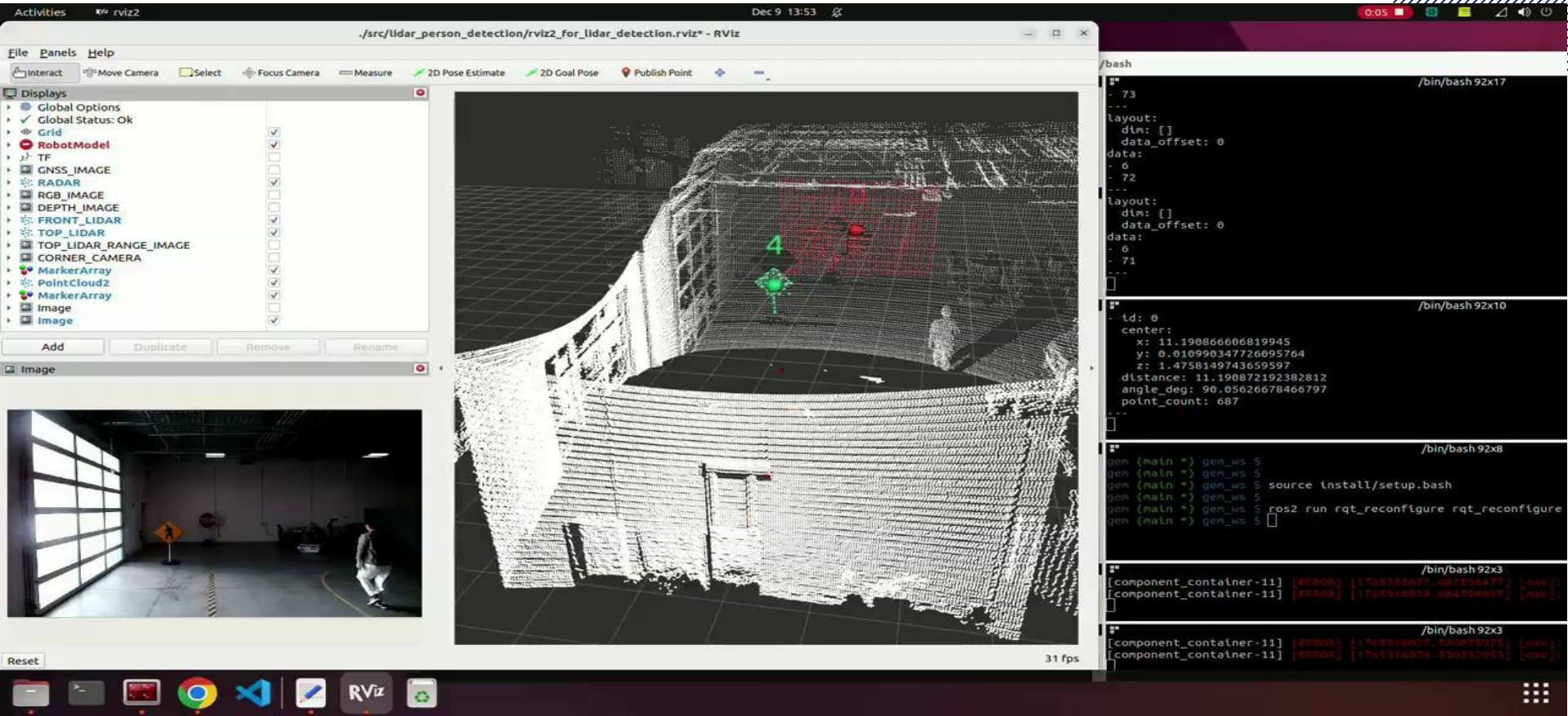


Visualize  
clusters, human



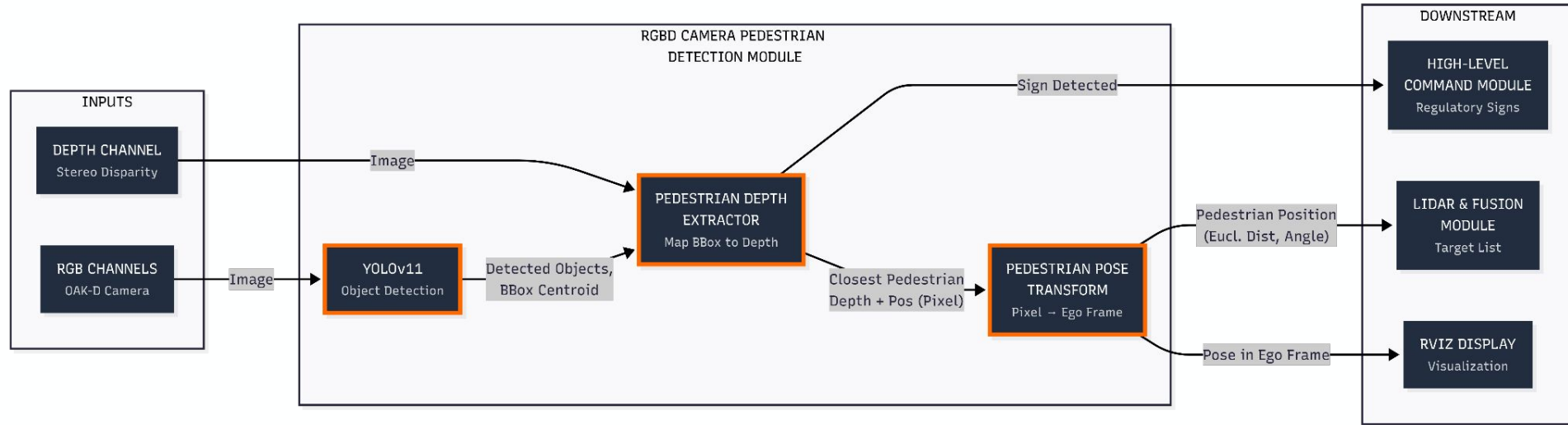
output publishing  
- Euclidean dist  
- Angle

# Perception - LIDAR

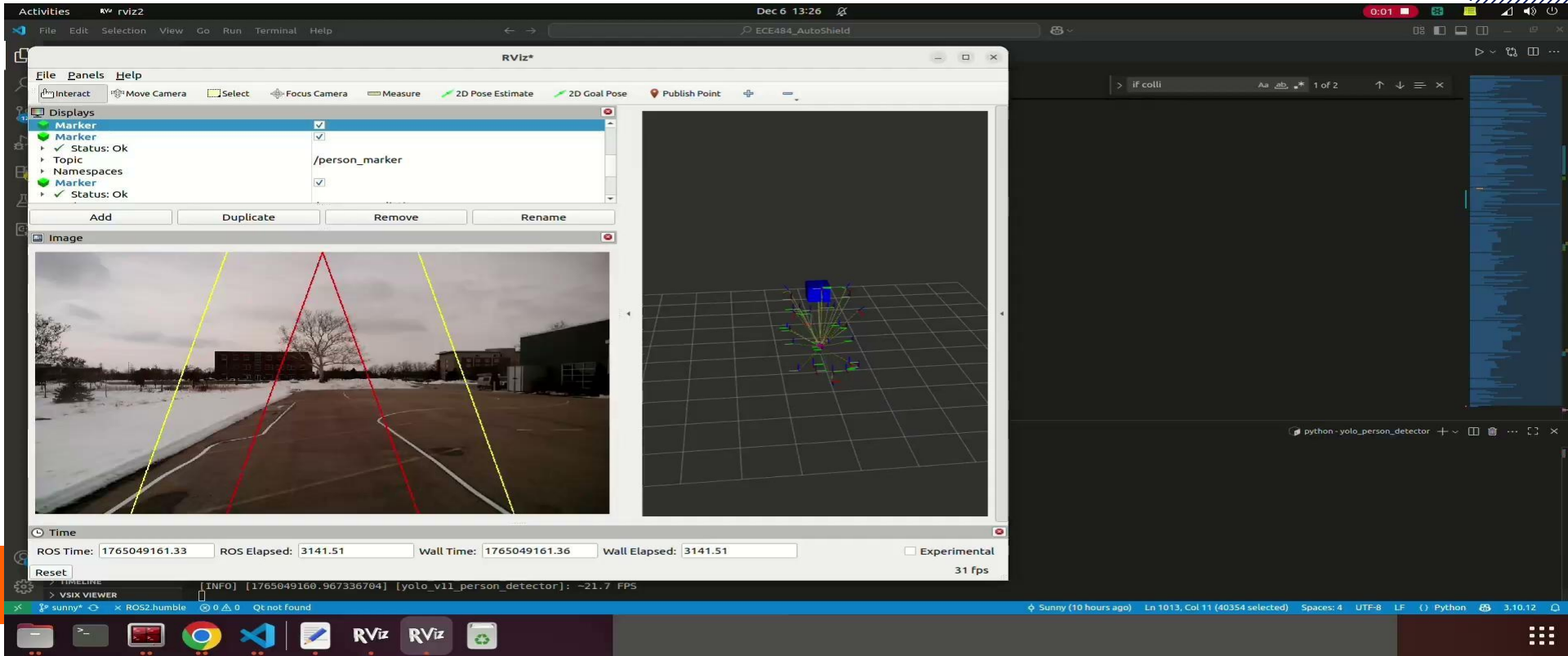




# Perception - RGB-D Camera

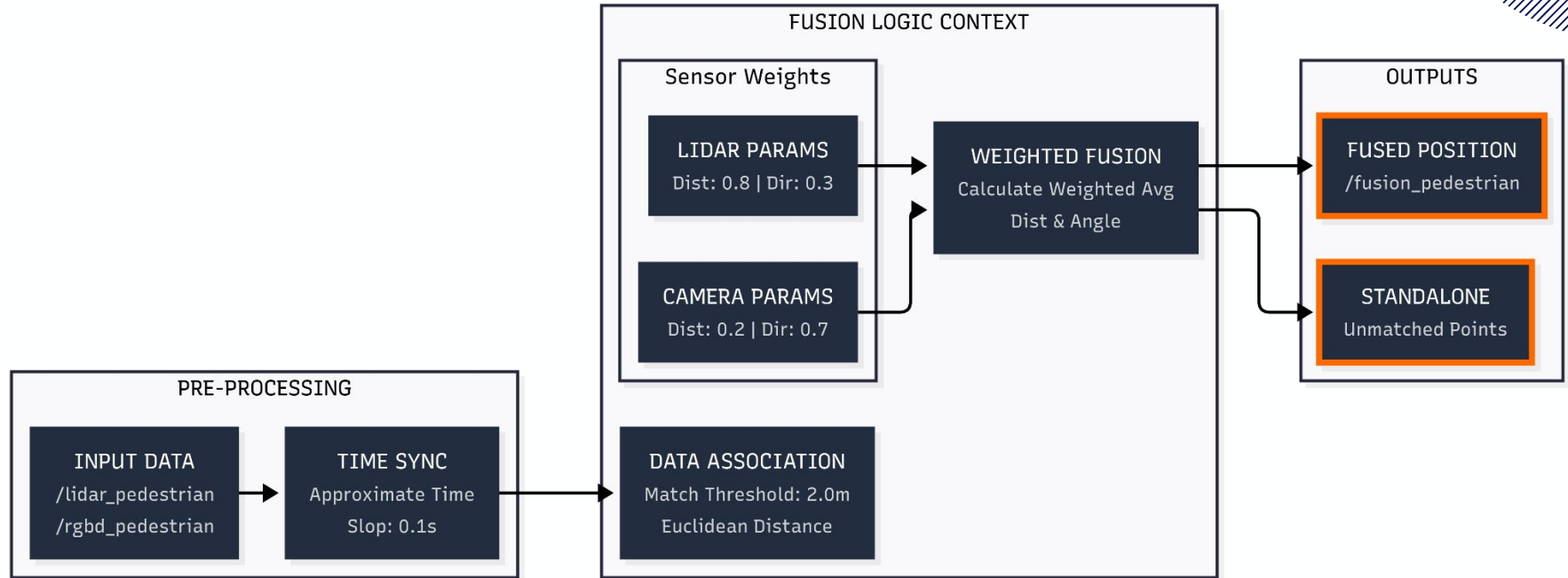


# Perception - RGB-D Camera

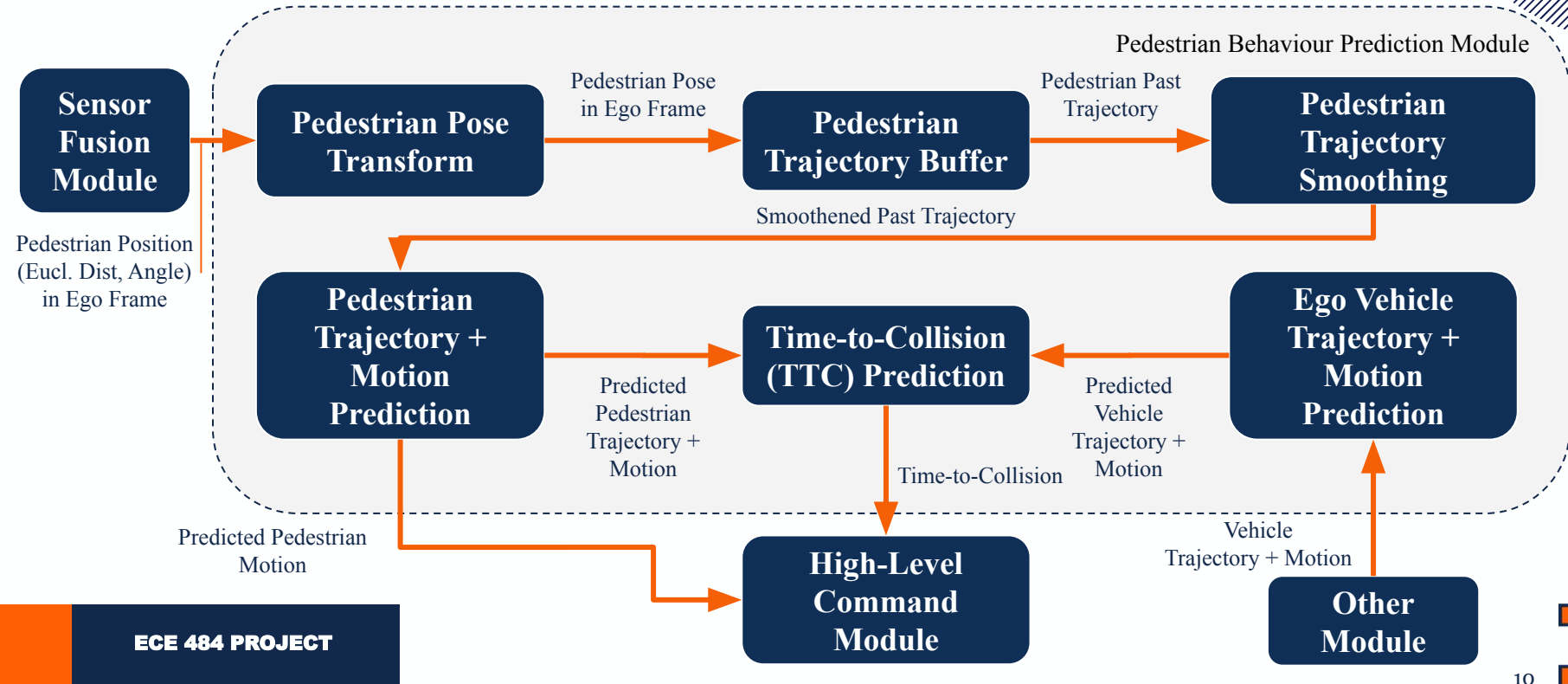




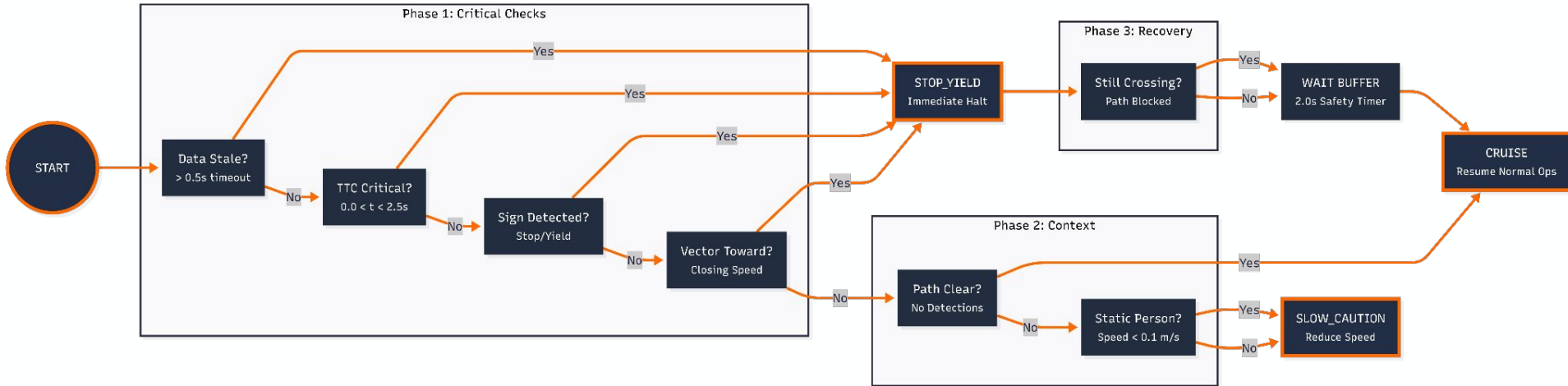
# Sensor Fusion



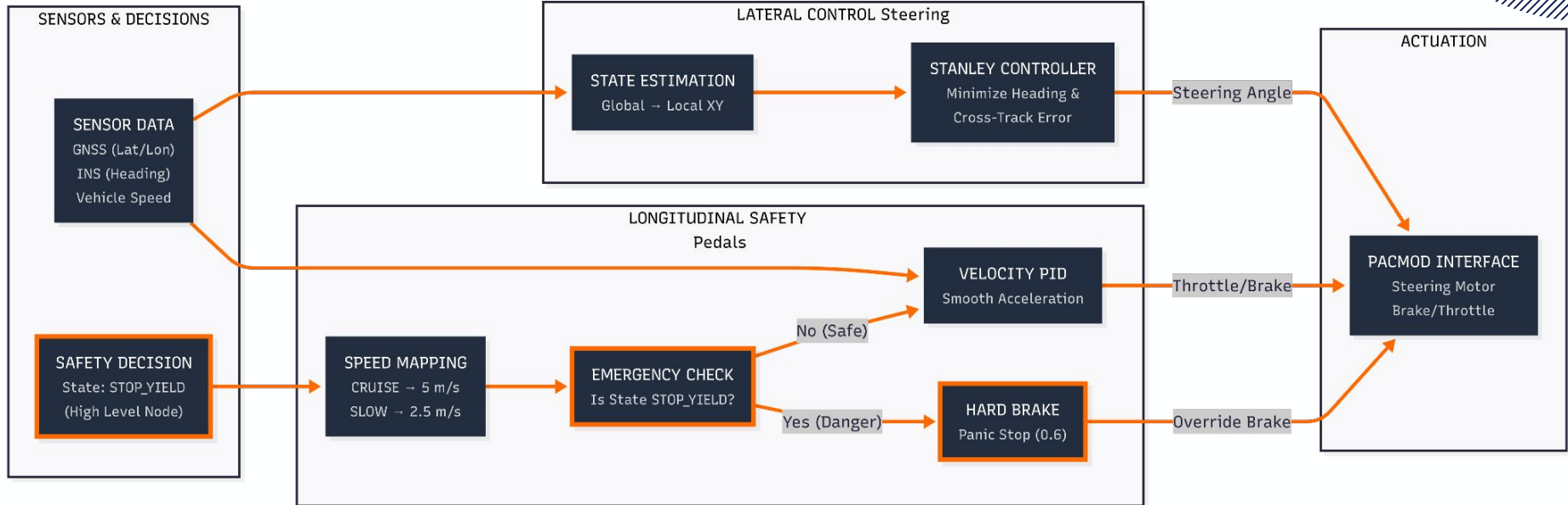
# Pedestrian Behaviour Predictor



# High-Level Command



# Controller



# Results - Qualitative Demo Video



# Results - Quantitative Metrics

Experiment Type	Number of Experiments	Success Rate (%)
Cruise Mode	5	100 (5/5)
No Pedestrian w Sign	10	100 (10/10)
Crossing Pedestrian w Sign	10	90 (9/10)
Stationary Pedestrian	5	100 (5/5)
Crossing Pedestrian	10	90 (9/10)
Pedestrian walking along road	10	80 (8/10)
Vehicle stanley control	8	87.5 (7/8)





# Acknowledgement

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We are also grateful to Suraj for help on GEM as well





***THANK YOU!***

**I** ILLINOIS



# Appendix



# Work Distribution

