I am using following logic to slow down ego vehicle –

1. Calculate distance between ego vehicle and pedestrian
2. If the distance is below some threshold value, a command to slow down vehicle is issued –

**traci.vehicle.slowDown(v, 0.0, 15.0)**

The goal is to reduce velocity to 0 within 15 seconds.

1. Also, I change vehicle signal to 3 to indicate emergency braking of vehicle

I am attaching screenshots below –



From this point onwards, ego vehicle is close enough to pedestrian and it starts applying brakes. The signal has changed from 8 to 3. Ideally, velocity should decrease but in this case, it has increased –





There is slight deceleration that happened here –



However, it again increased –

