

# Virtual ADAS Testing with real vehicles – pulling the test track into the lab and your vehicle never feels a difference

Setting up a VIL test lab for ADAS testing

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# How is it done today

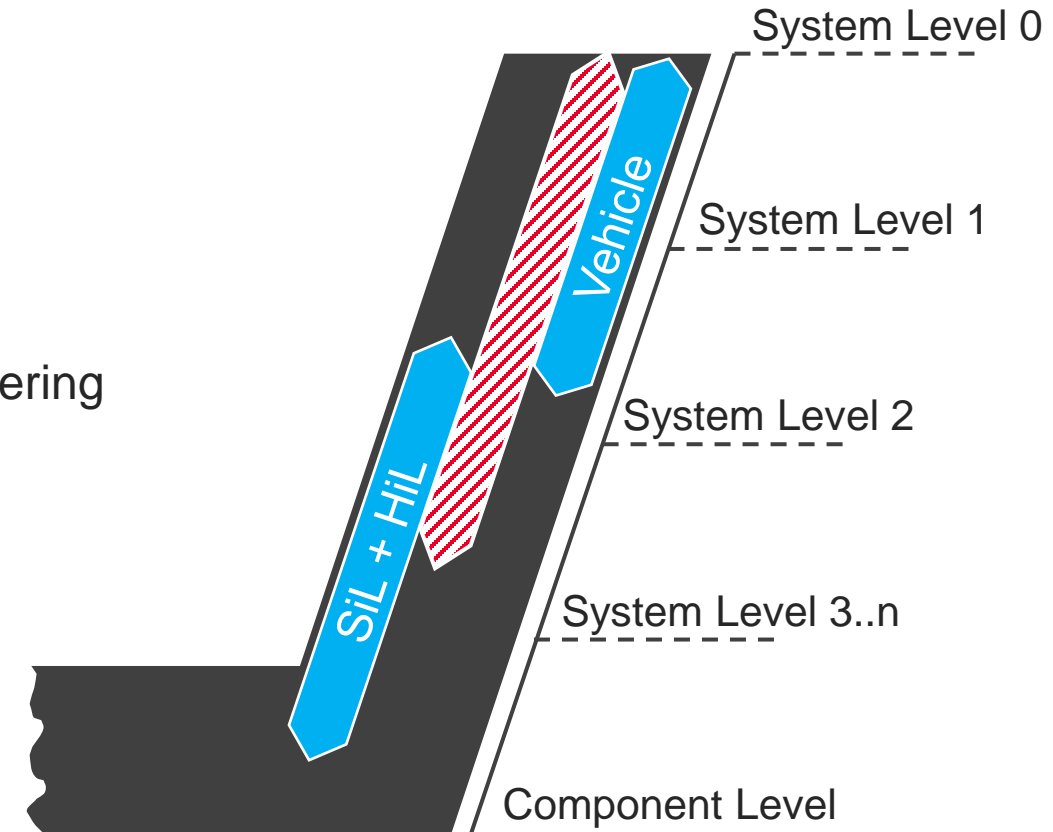
Close the gap between HiL and road

- Road-Testing
  - With limited reproducibility / only one-shot measurement
  - With unforeseeable influence
- SiL- and HiL-Testing
  - With limited influence from/on drivetrain, powertrain and steering
  - With all pros and cons of simulation
  - No 1:1 transferability from e.g. HiL to Vehicle

## conclusion

>> Break in V&V-Workflow

>> intermediate step in V&V-Workflow necessary



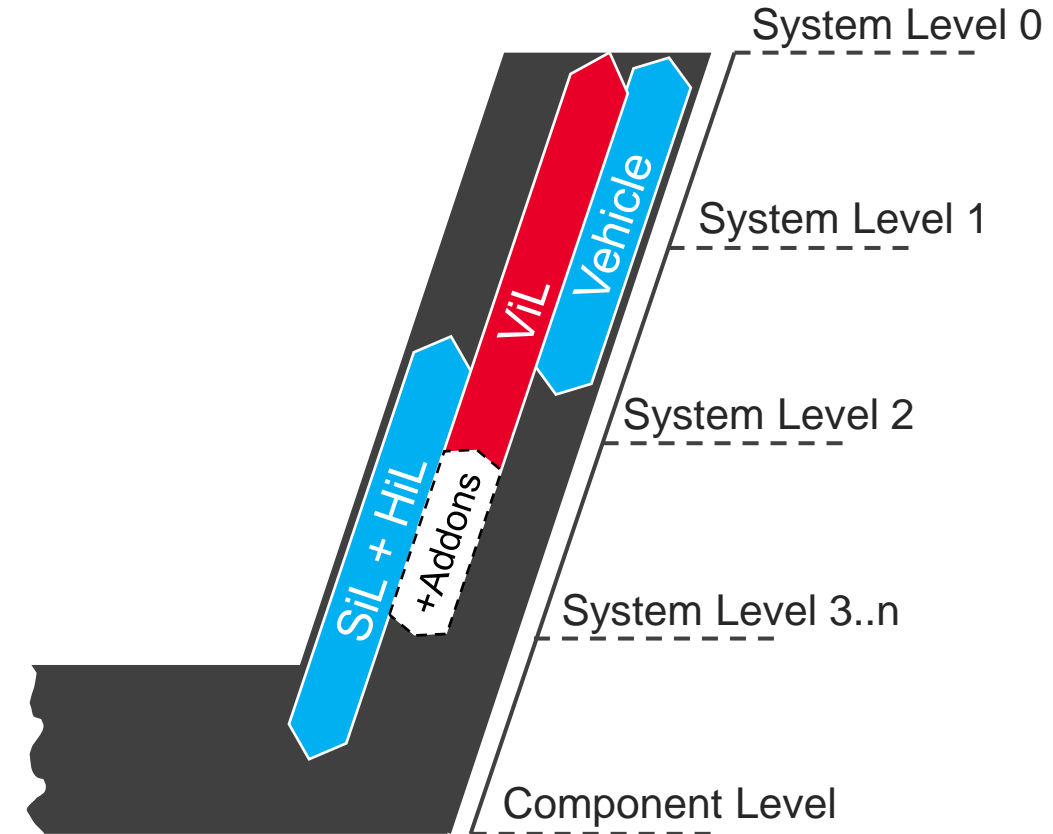
# Goal

## The complete picture

- End-to-End Testing Capabilities
  - Continuous Usage of test catalogue
  - Reuse Testing Methodology and Results
- Automated and reproducible testing
  - Regardless of weather, traffic or road conditions
  - 24/7

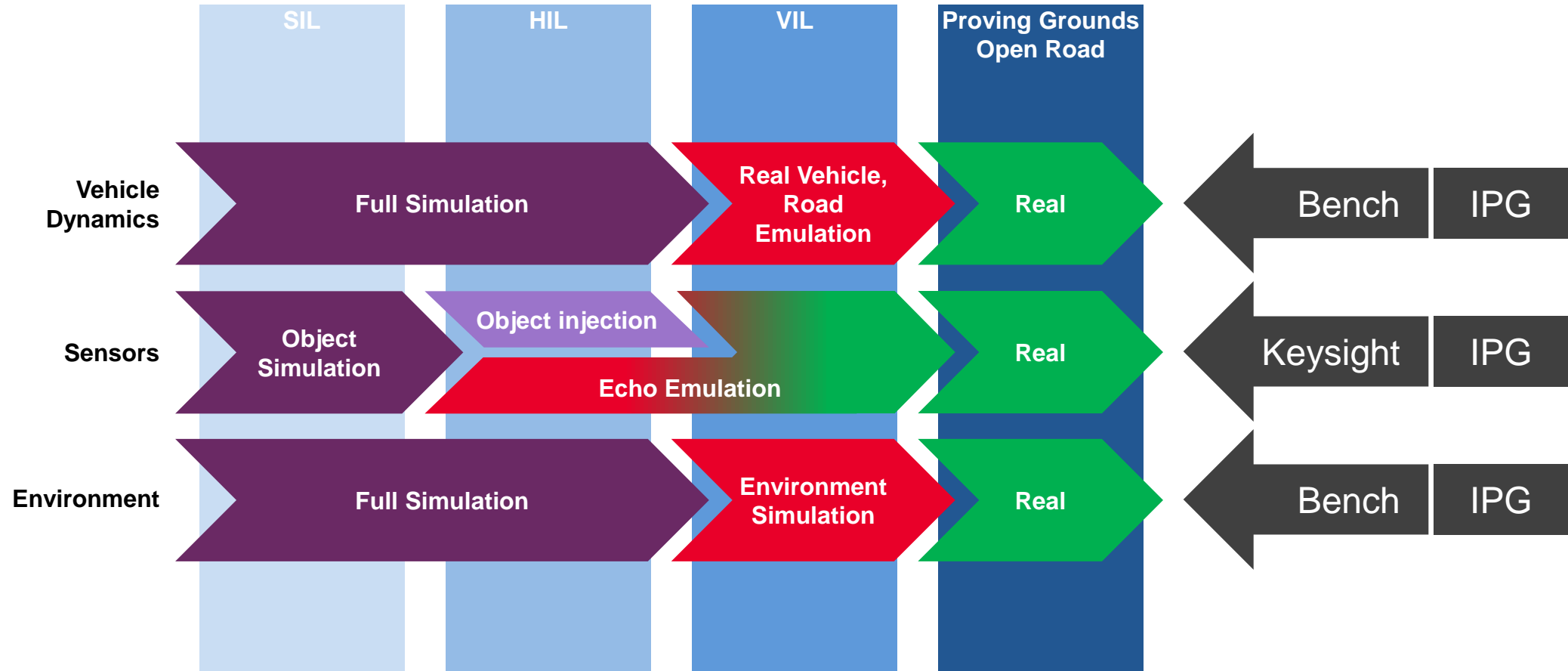
## Goal

- >> Closed gap between HiL- and Road-Testing
- >> Increased efficiency and reduced test vehicle usage



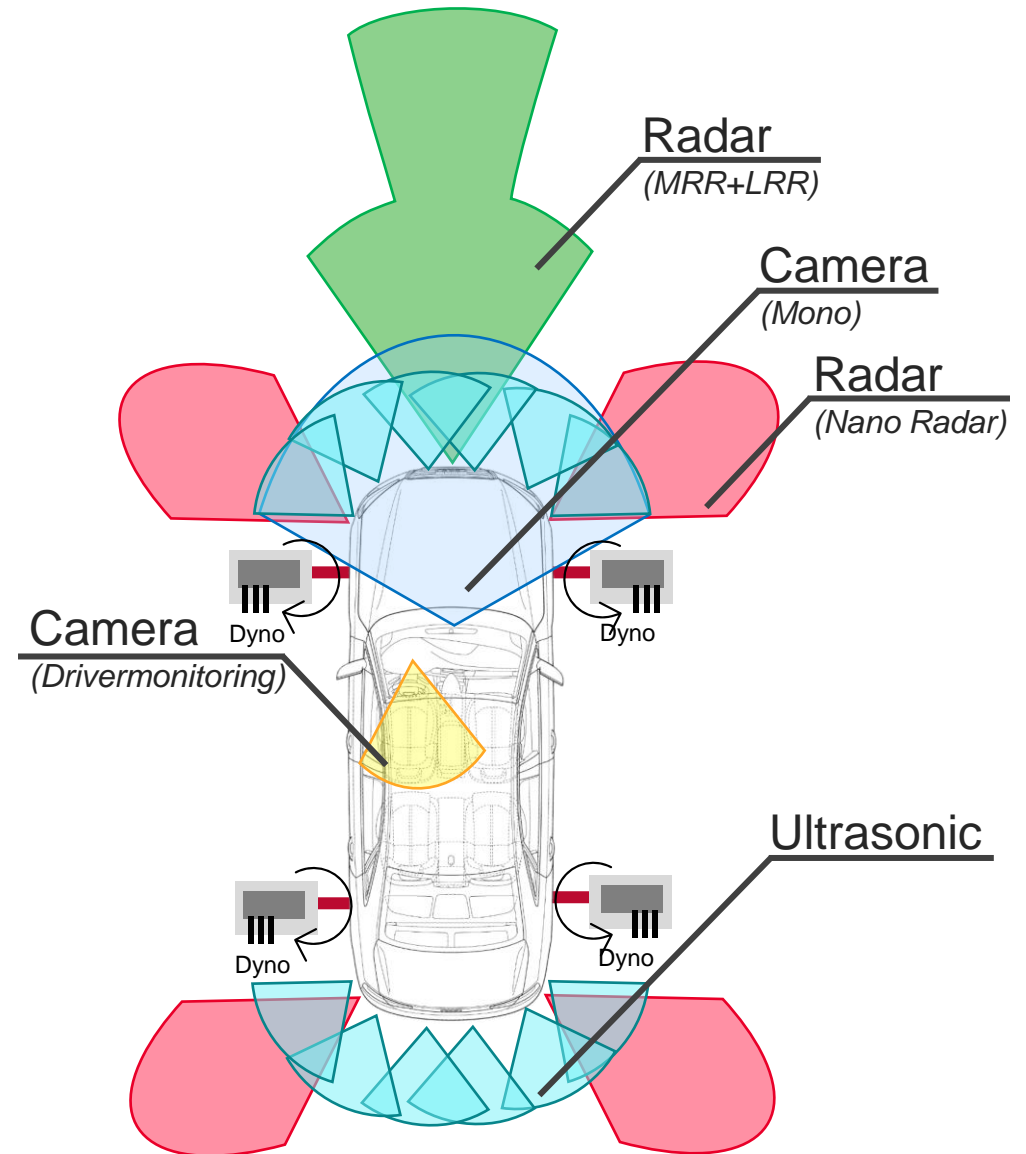
# SiL → HiL → ViL

## Managing the challenges



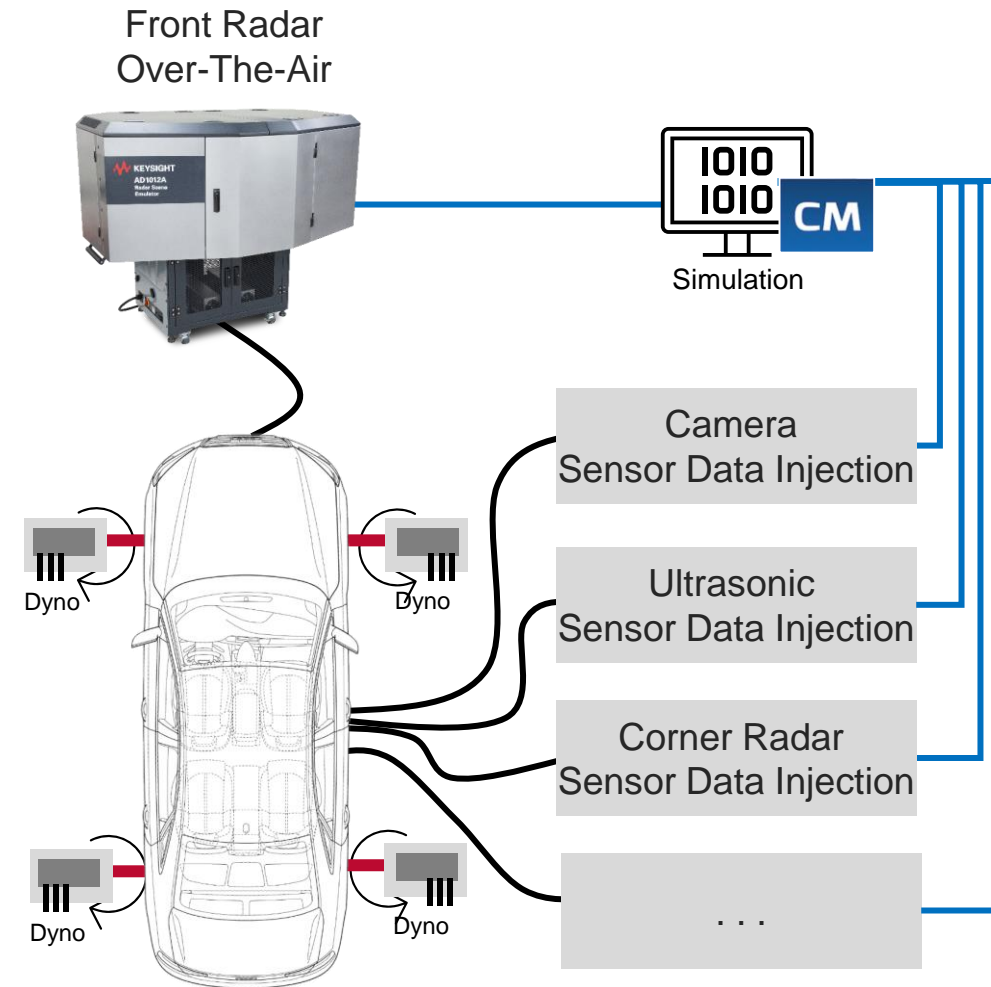
# Testbench Setup

- Full driving capabilities
- Full steering capabilities
- Sensor Data Injection
  - Bus
  - specialized injection solutions
  - Over-the-Air
- Short set-up time
- Automatization
- Whole car in virtual environment



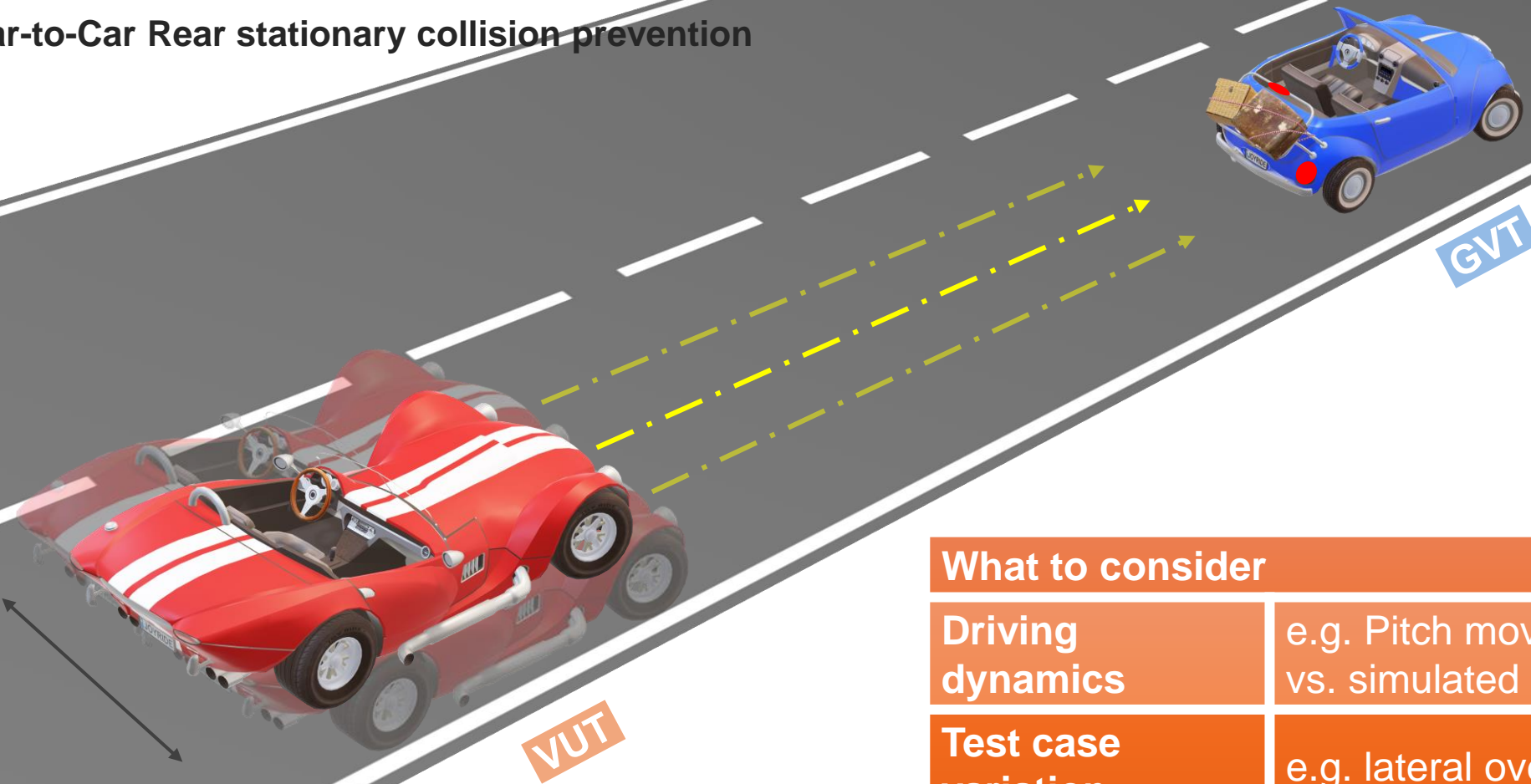
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# Example: EURO NCAP CCRs\*

Car-to-Car Rear stationary collision prevention



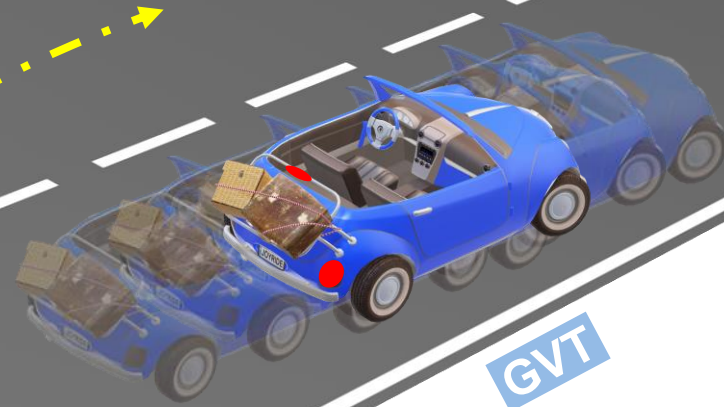
What to consider	
Driving dynamics	e.g. Pitch movement of real vehicle vs. simulated behavior
Test case variation	e.g. lateral overlap, VUT speed
Variant handling	Repeatability across different vehicle types

# Example: Emergency Assist

## Evasive Steering



VUT



GVT

### What to consider in addition

Driving dynamics

Steering, adding roll/yaw dynamics

Testcase variation

GVT speed, VUT speed, oncoming traffic

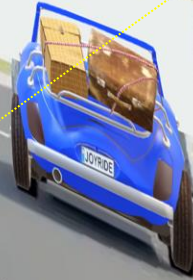
Test Automation

Steering Robot



# A closer look at sensor emulation

Projecting the camera image



## What to consider

**Driving dynamics**

Relative “movement” of environment in reaction to yaw/pitch/roll

**Object Detection**

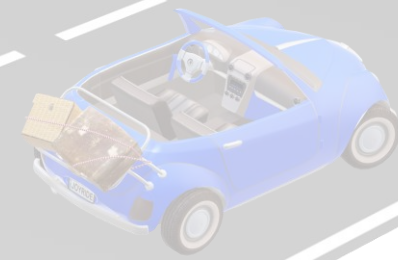
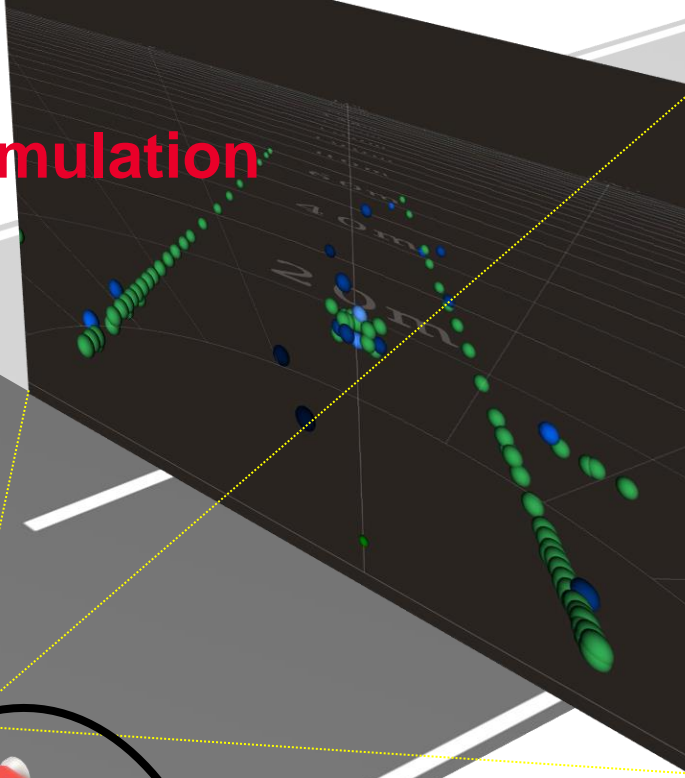
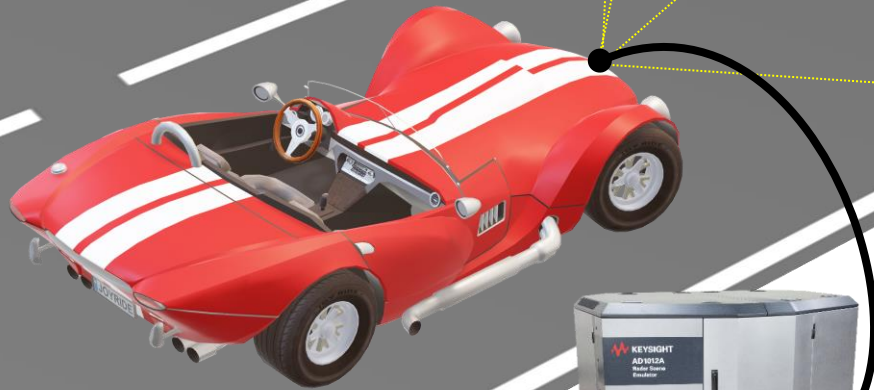
Perception, Classification, Tracking

**Synchronization**

Consistent dynamics, environment, and sensor data

# A closer look at sensor emulation

Projecting the radar point cloud



What to consider in addition, for radar	
Driving dynamics	Movement of real vehicle on bench vs. simulated yaw/pitch/roll
Object Detection	Radar's processing stack: DSP, perception, classification
Sensor Position	Emulation cannot block front of vehicle (other sensors, cooling, ...)

## Next steps

- Integration of Sensor Data Injection with Simulation, Testbench, Vehicle etc.
  - For remaining Sensorset
- Final Validation of Testbench Setup
- Productive Testing and continued alignment between HiL and ViL
  - e.g. Usage of Keysight RSE in HiL-Environment

