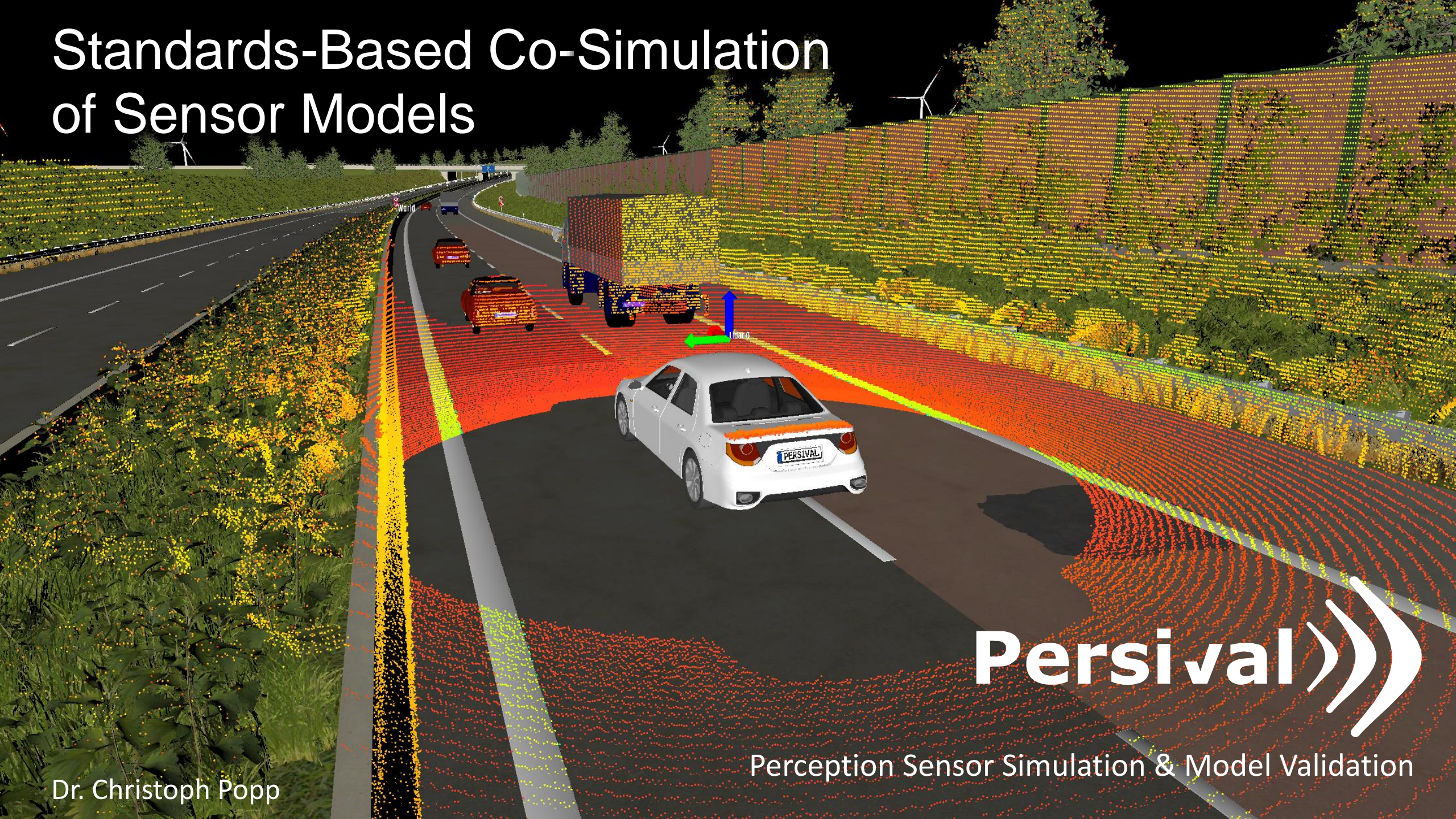


Standards-Based Co-Simulation of Sensor Models



Persival 

Perception Sensor Simulation & Model Validation

Dr. Christoph Popp



SAFETY VALIDATION IN SIMULATION IS OUR VISION



CREDIBLE SENSOR SIMULATION IS OUR MISSION

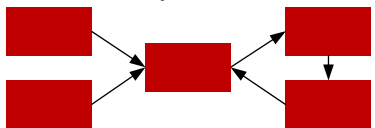
Status Quo: Separated Sensor Simulation

Separation of Environment and Sensor Simulation

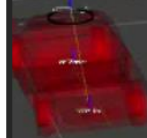


OEMs demand sensor models from TIER1 sensor suppliers to be integrated, as they know best about their sensors and the integrated signal processing.

Various simulation tools and models to connect: vehicle dynamics, traffic, sensors



No valid 3D-objects with sensor-specific materials



Limited environmental effects modeled



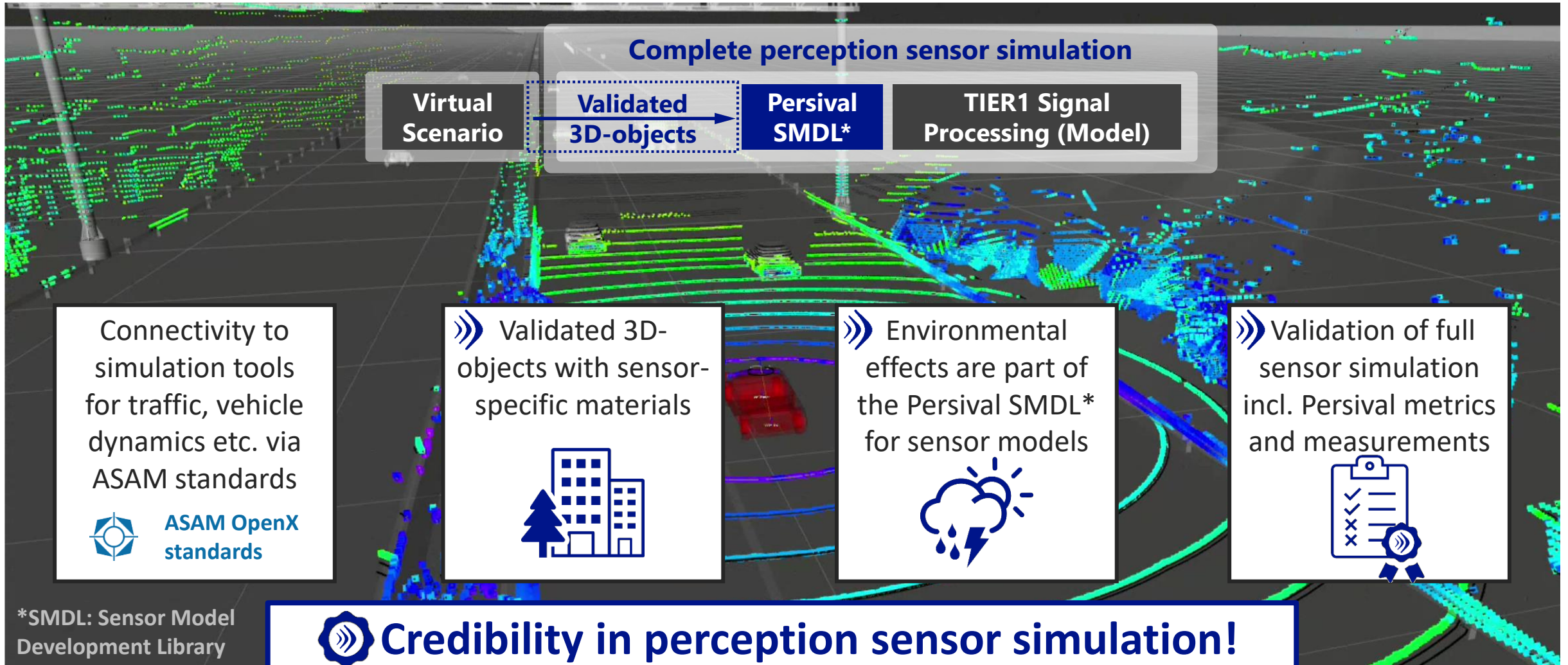
No validation of separated sensor models possible



=> Credibility in perception sensor simulation?

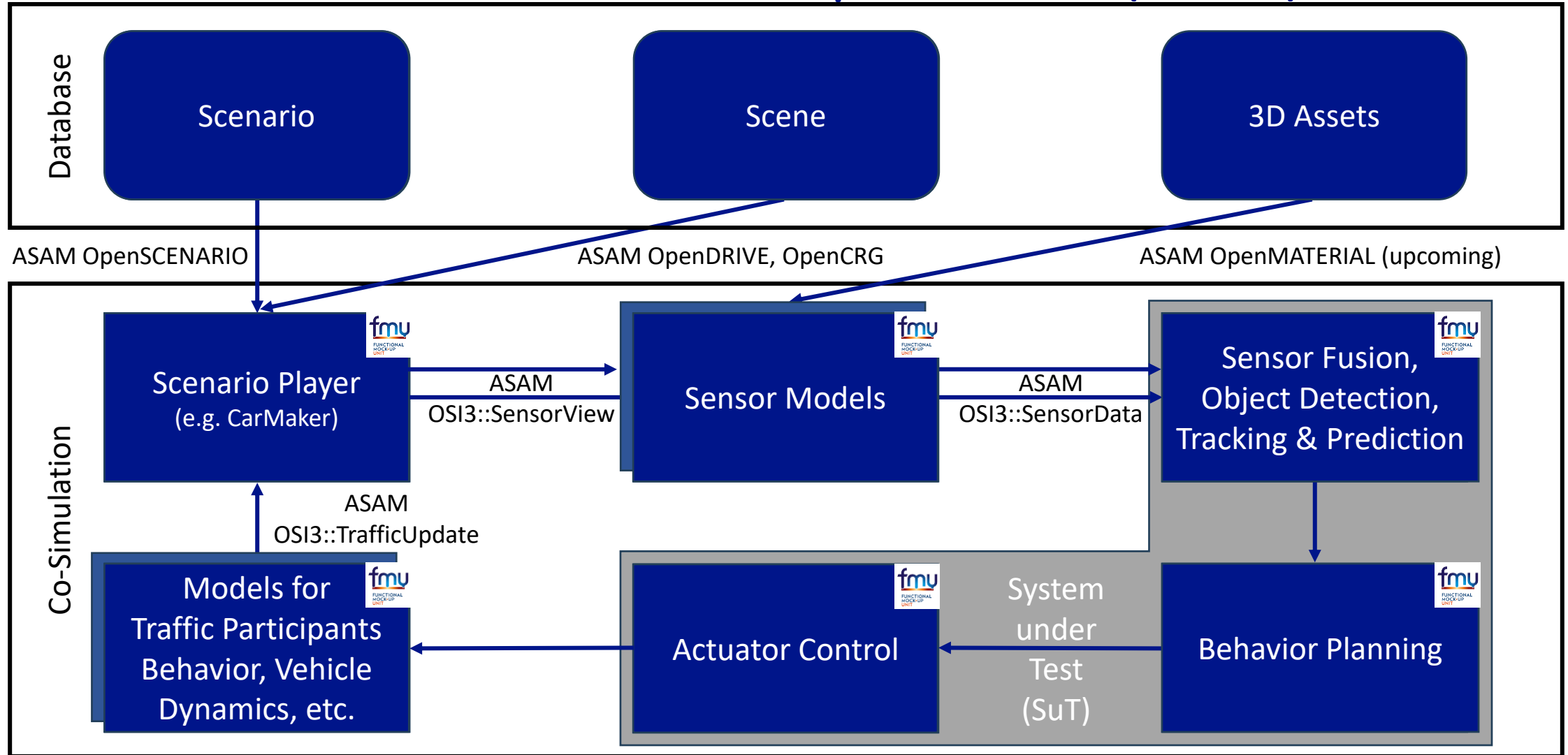
Our Solution for Credible Sensor Simulation

Holistic Sensor Model Development and Continuous Validation



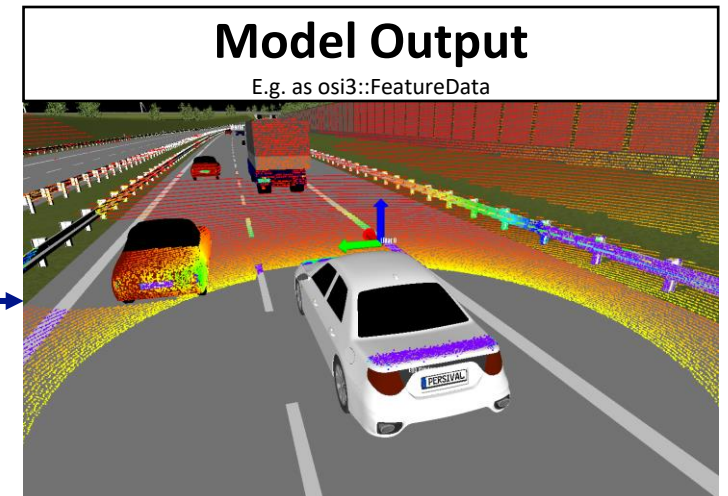
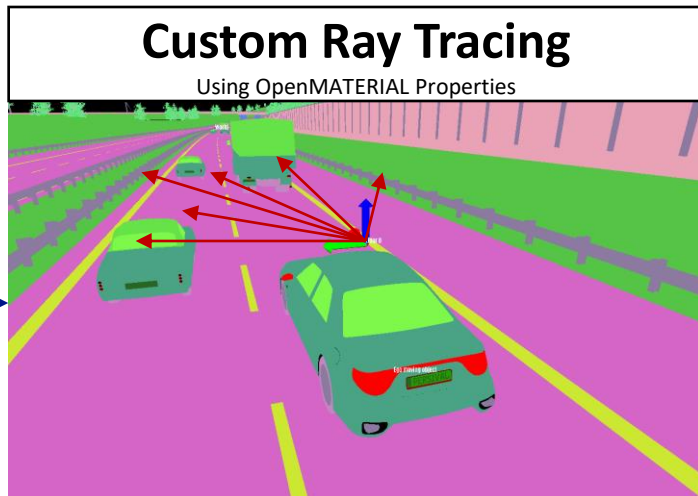
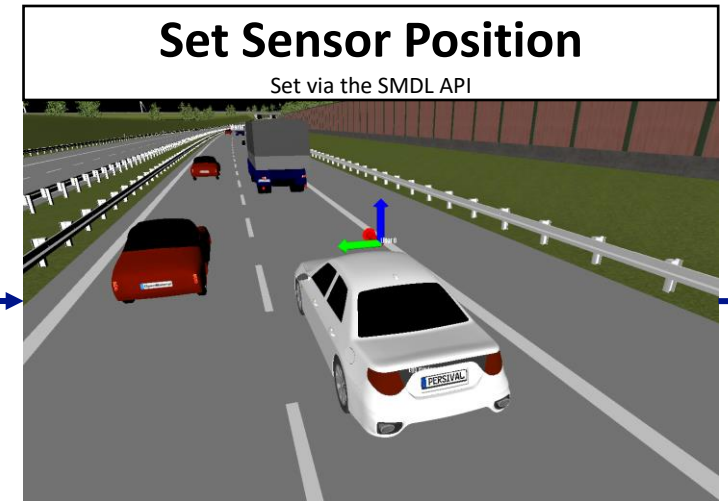
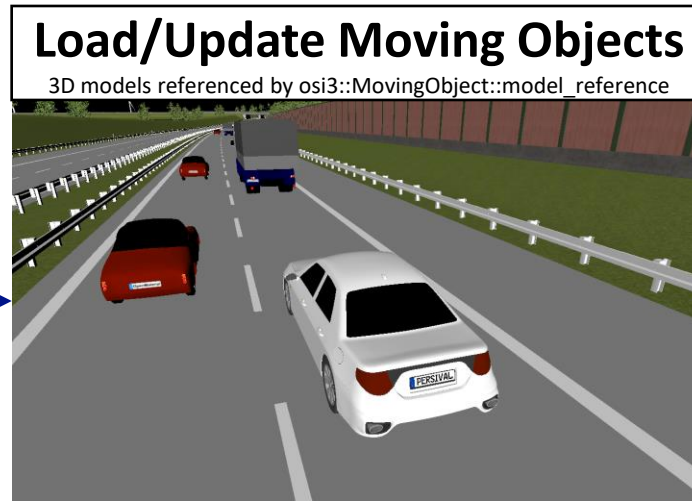
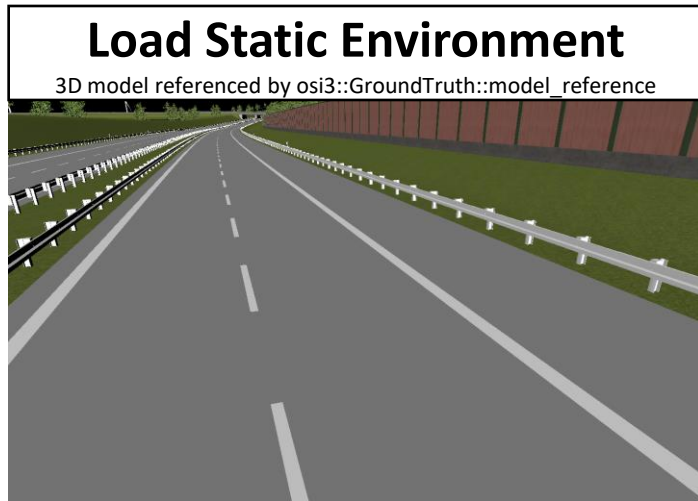
Simulation Architecture

Co-Simulation of Multiple Models (FMUs)



How the Sensor Simulation Works

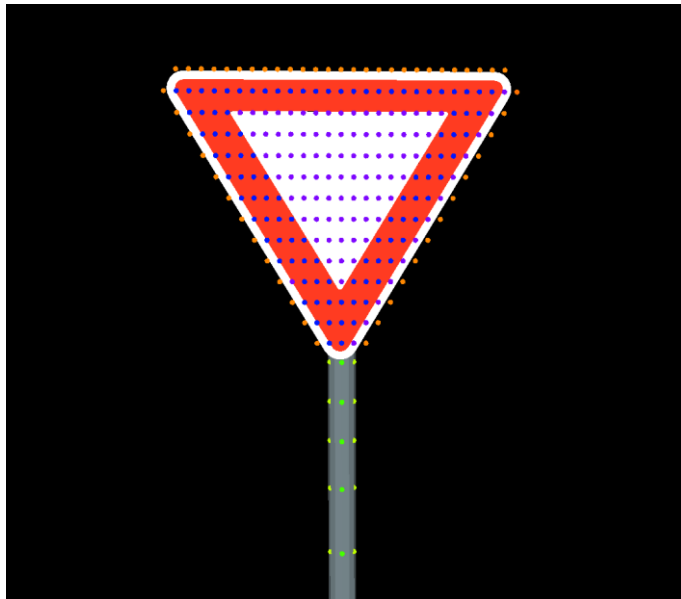
From Input over 3D Environment, Ray Tracing to Model Output



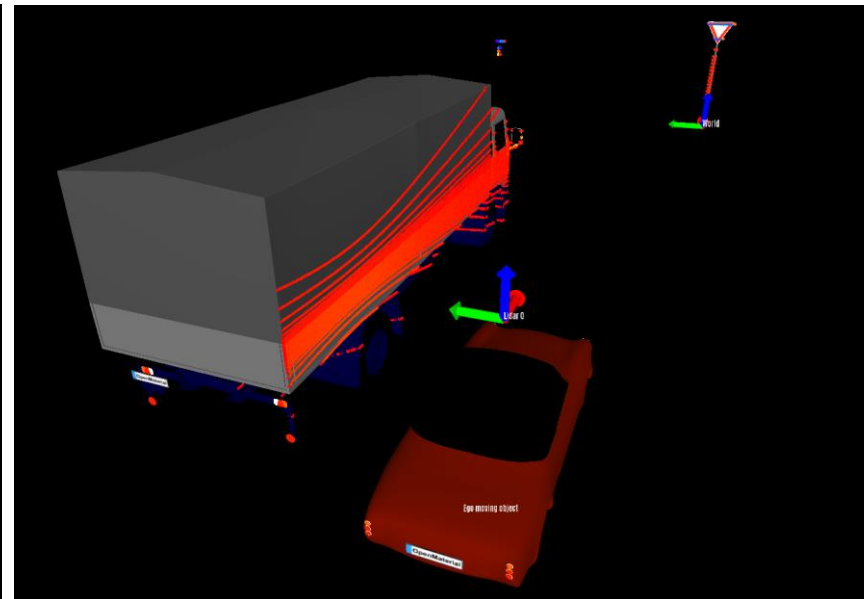
Automotive Lidar Sensor Simulation

Excerpt of possible effects In lidar data to simulate

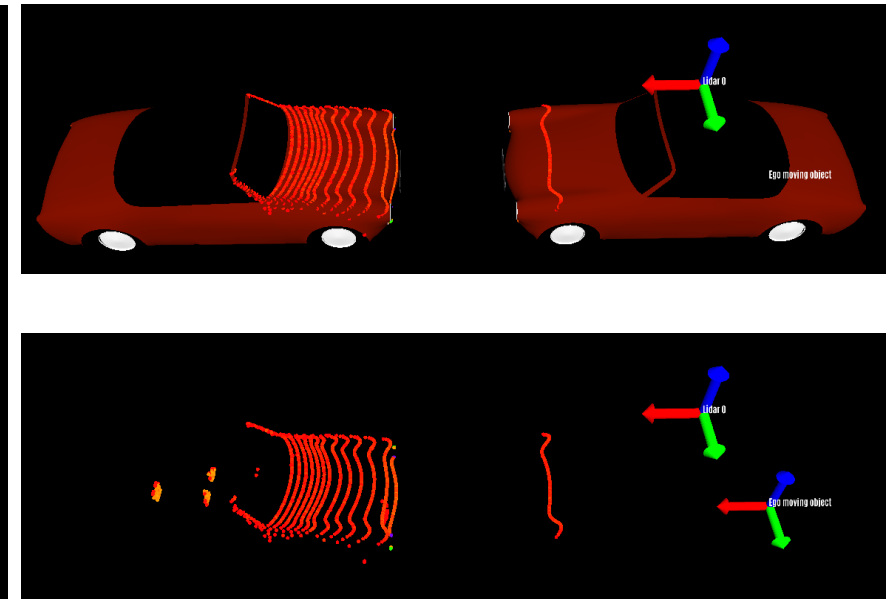
Bleeding



Reflection on Glass



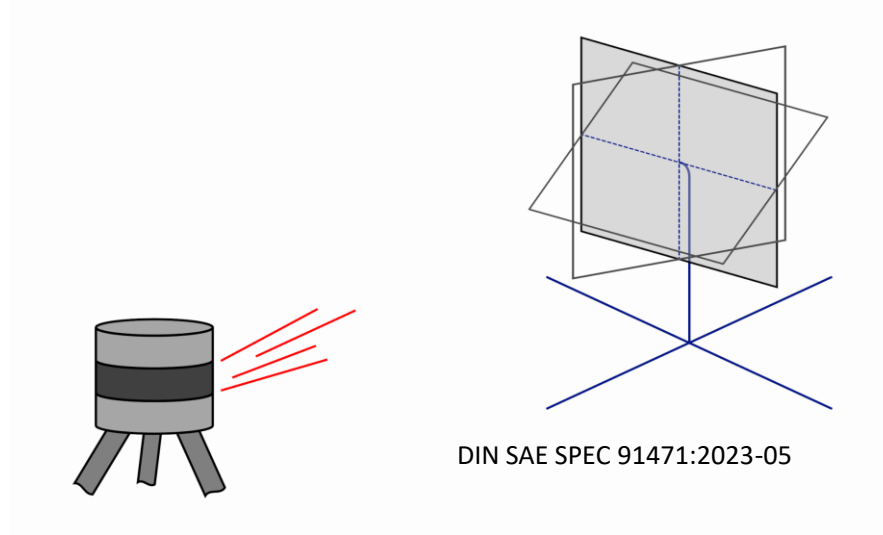
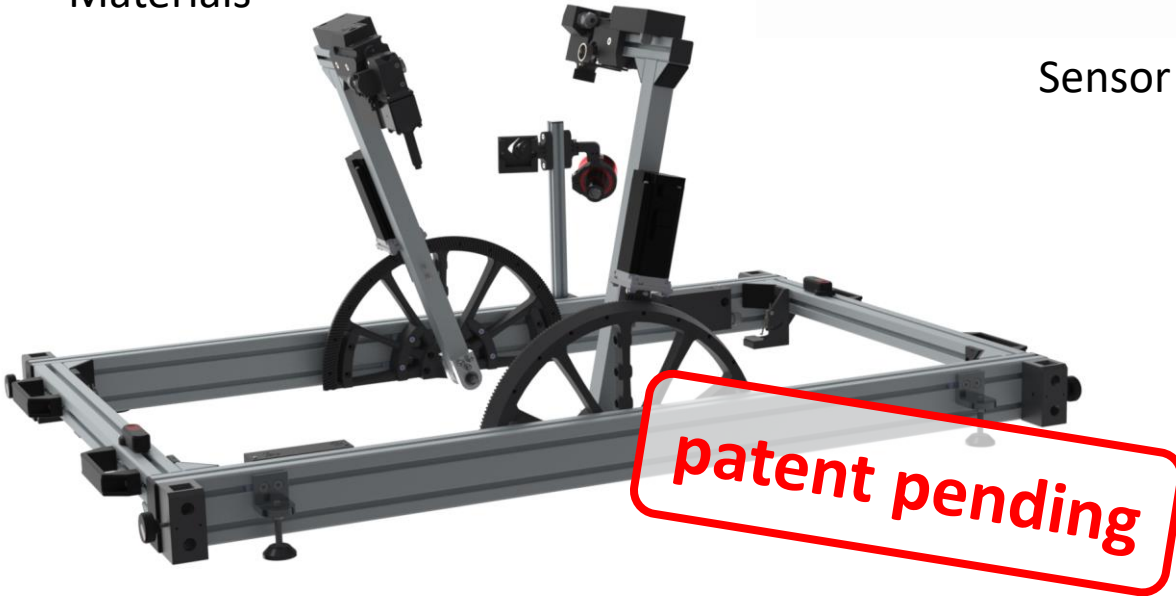
Transmission through Glass



Data Collection for Credible Simulation



Materials



Sensor Performance

Weather Influence



3D Assets

Creating Custom 3D Worlds



3D Assets

Simulation-Ready 3D Models

High Regard for Asset Quality

Clean meshes.

No panel gaps or scanning artifacts.

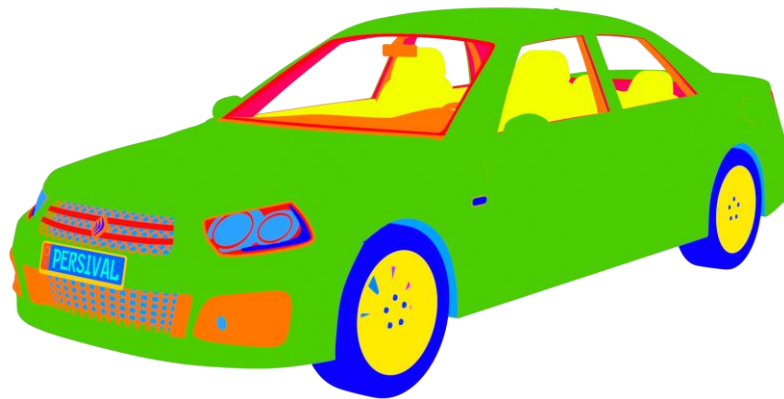
Polycount and mesh granularity tuned for sensor simulation.



Material Assignment

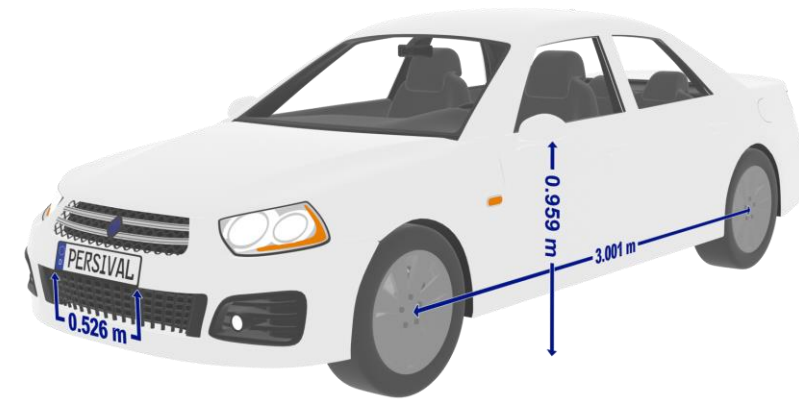
PBR Materials.

Linked to wavelength dependent physical material properties.



Plausibility Checks

Object dimensions checked with sample measurements on real world objects.





View

- First Person
- Track Ball
- Track Moving Object

0 (host) Moving Object ID

Zooming Speed

Visualization

- Ambient Light
- Light from View Point
- Directional Light

Light Color

5.0 Intensity

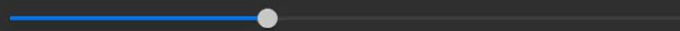
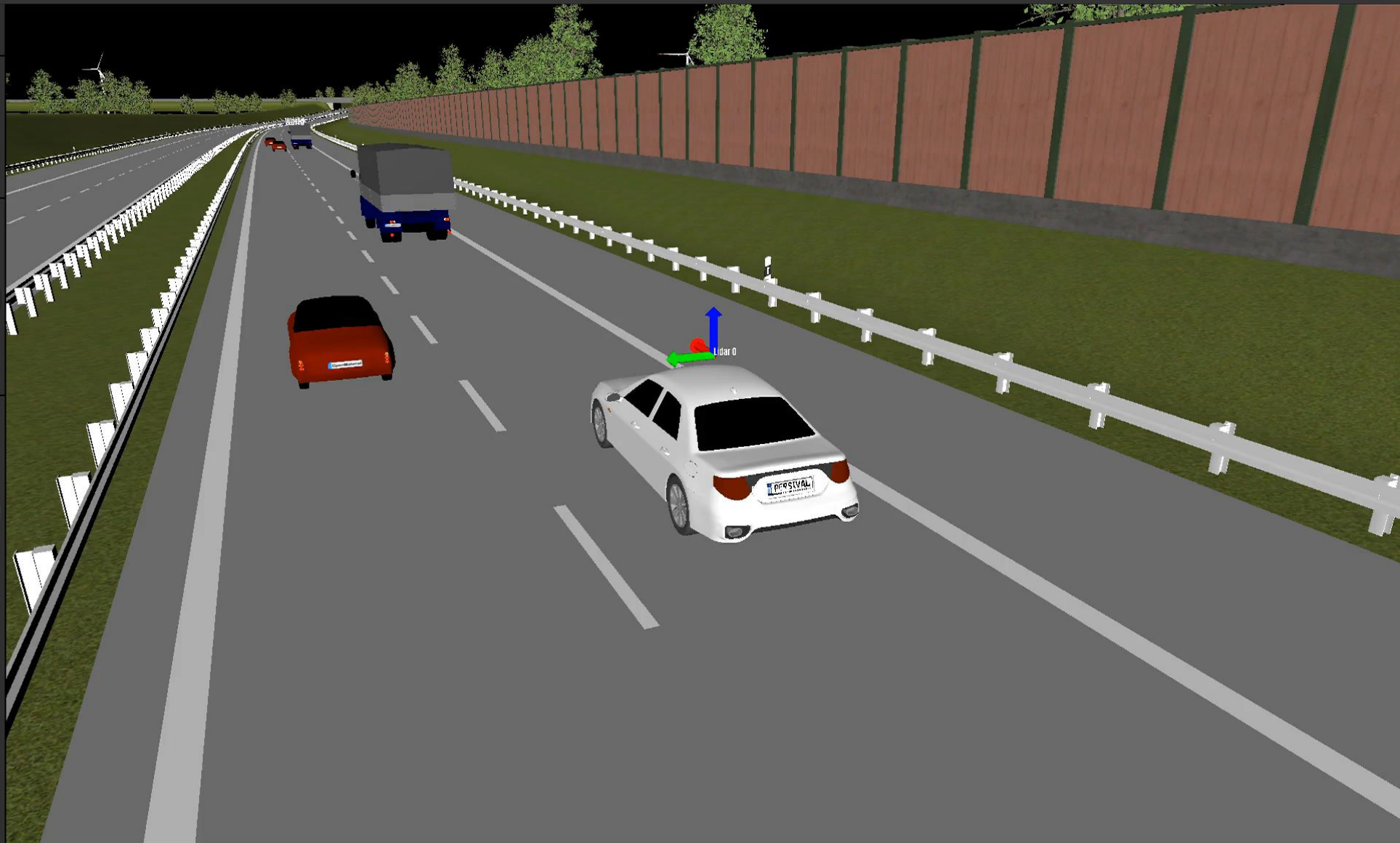
Color the Scene by Default

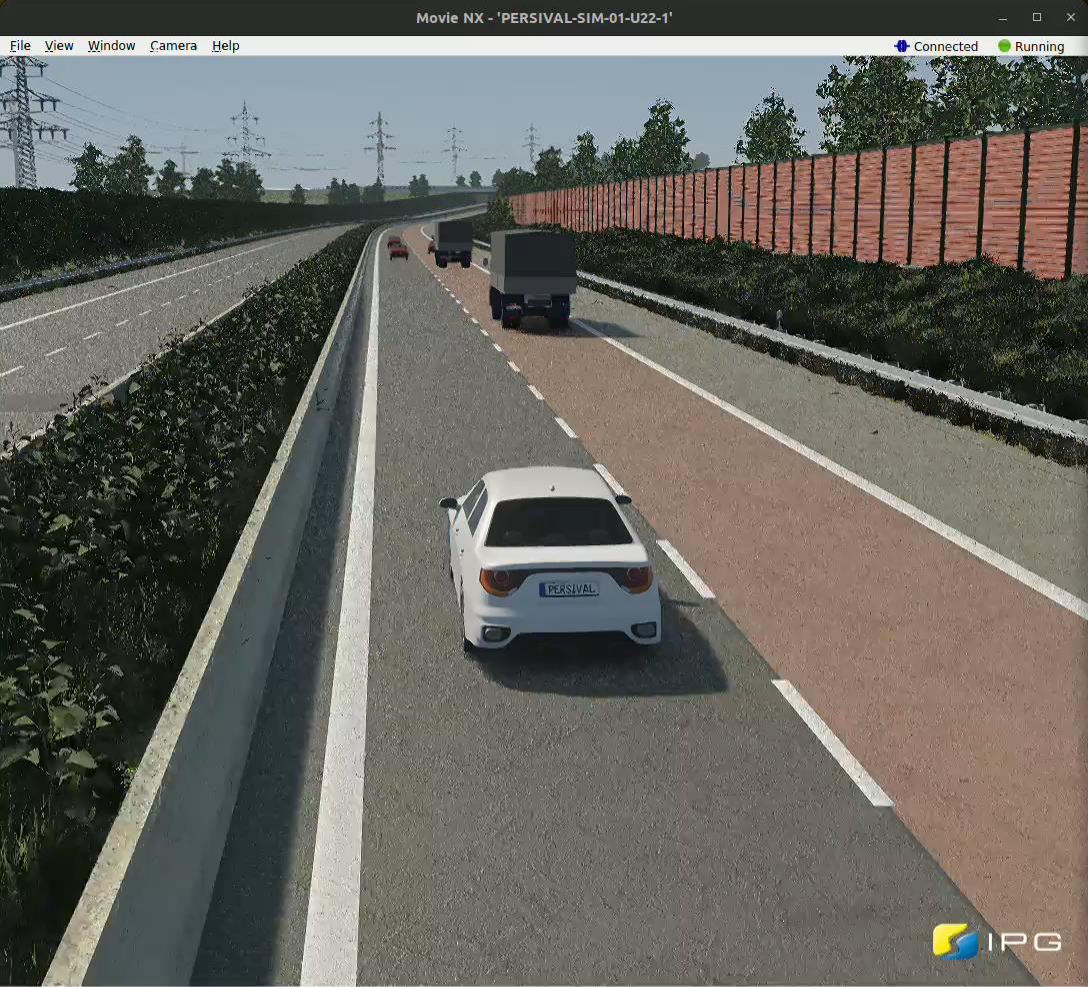
Render point clouds in front of environment

Simulation Data

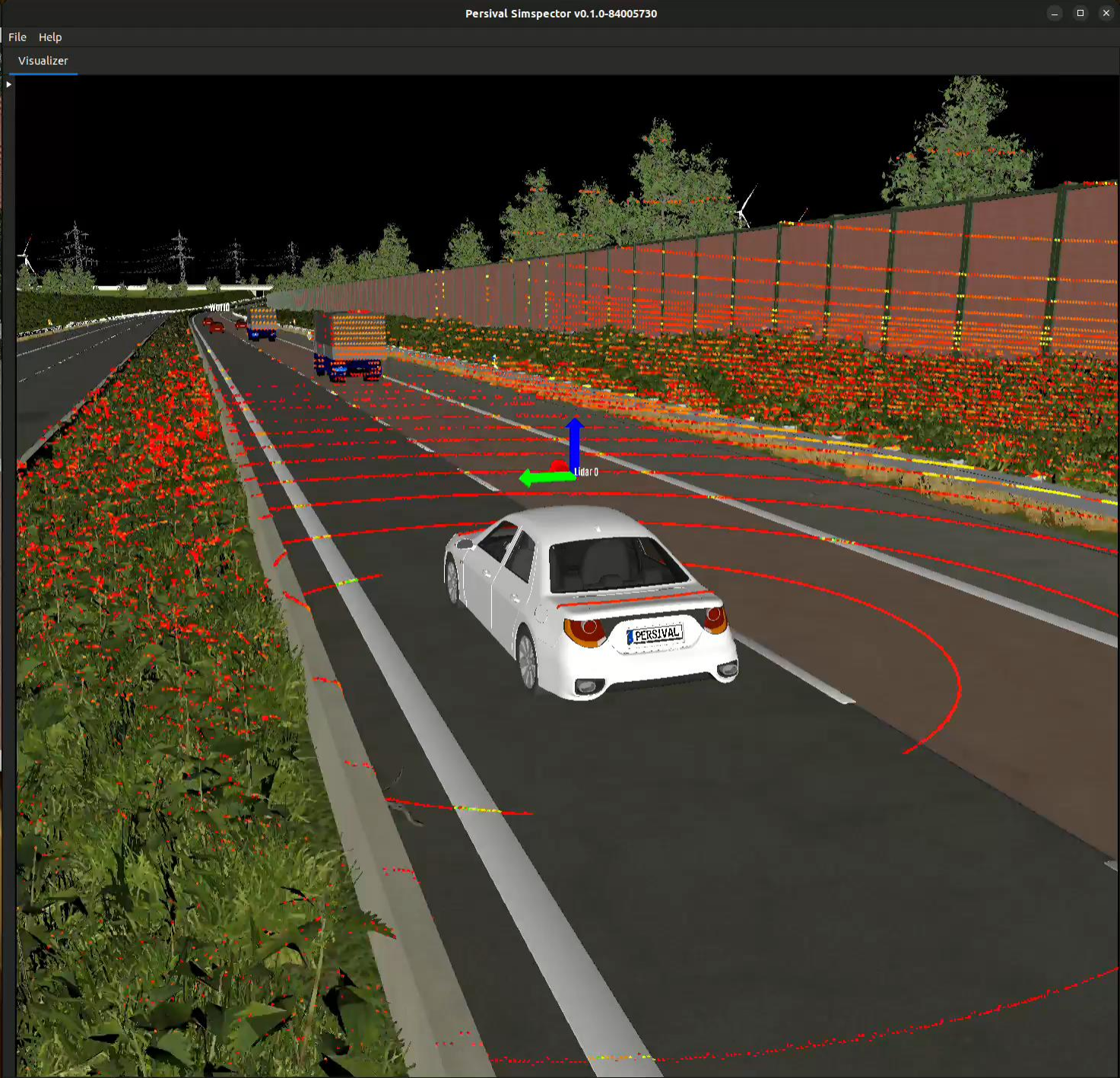
- Coordinate Systems
- Stationary Environment
- Moving Objects
- Show Short Information

Lidar Detection 0





18.62s Stop



TCP connected to socket tcp://127.0.0.1:3456

CarMaker Office - Test: Autobahn_Demo - 'PERSIVAL-SIM-01-U22-1' online

File Application Simulation Parameters Settings Help

IPG

Car: Persival_S1.car
Generated - not validated - Luxury Car
File:Creator CarMaker Office/Vehicle Data Set Config

Trailer: -

Tires: ...RT_225_05R15_p2.50 ...RT_225_05R15_p2.50
...RT_225_05R15_p2.50 ...RT_225_05R15_p2.50

Load: 0 kg

Maneuver

- Maneuver 0
 - Longitudinal / Lateral steps
 - 0

Simulation

Perf: real-time
Status: (0.9x)
Running
Time: 18.6
Distance: 357.91

Storage of Results

Mode: Collect only

Buffer:

Start Stop

Save Stop Abort



15.25s Stop



TCP connected to socket tcp://127.0.0.1:3456

CarMaker Office - Test: Triangraphics - 'PERSIVAL-SIM-01-U22-1' online

File Application Simulation Parameters Settings Help

IPG

Car: **Persival_S1.car**
Generated - not validated - Luxury Car
FileCreator CarMaker Office/Vehicle Data Set Genera

Trailer: -

Tires: ...RT_225_65R15_p2.50 ...RT_225_65R15_p2.50
...RT_225_65R15_p2.50 ...RT_225_65R15_p2.50

Load: 0 kg

Maneuver

- Maneuver 0
 - Longitudinal / Lateral steps
 - 0

Simulation

Perf: real-time
Status: (1.0x)
Running
Time: 15.2
Distance: 140.97

Storage of Results

Mode: Collect only

Buffer:

Start Stop

Save Stop Abort

Persival

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