

Fabian Specka, IPG Automotive GmbH



IMAGinE

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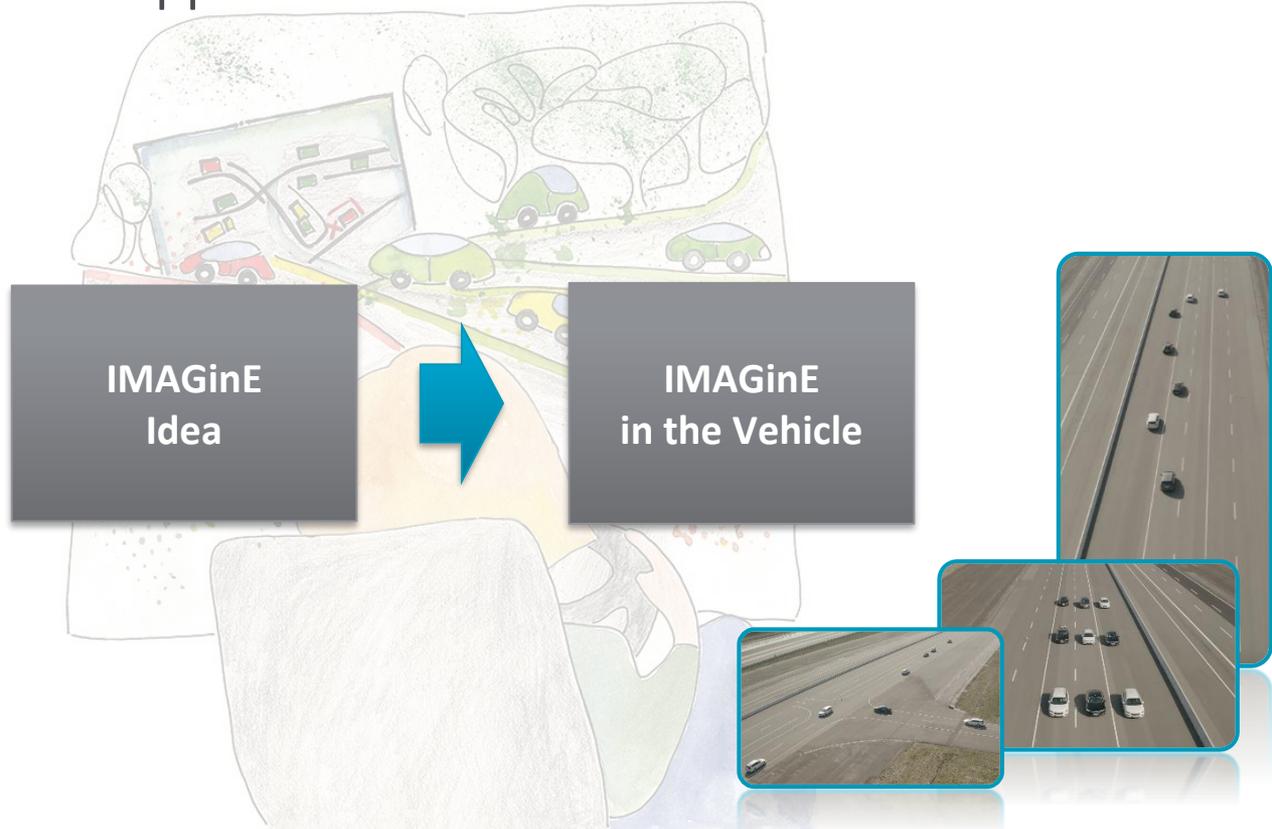
FINAL EVENT



Simulation Environments
for Cooperative Systems

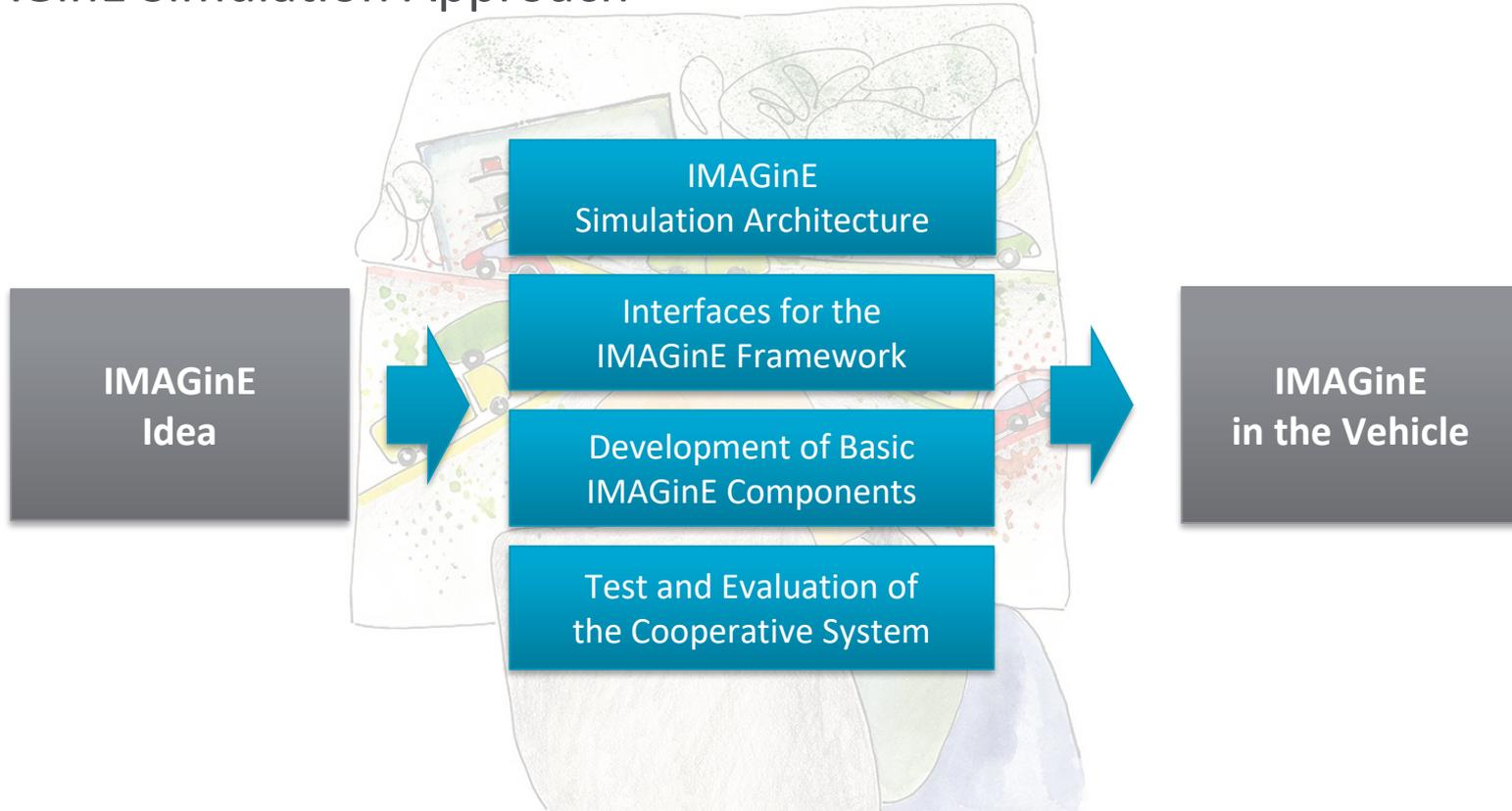
Simulation Environments for Cooperative Systems

IMAGinE Simulation Approach



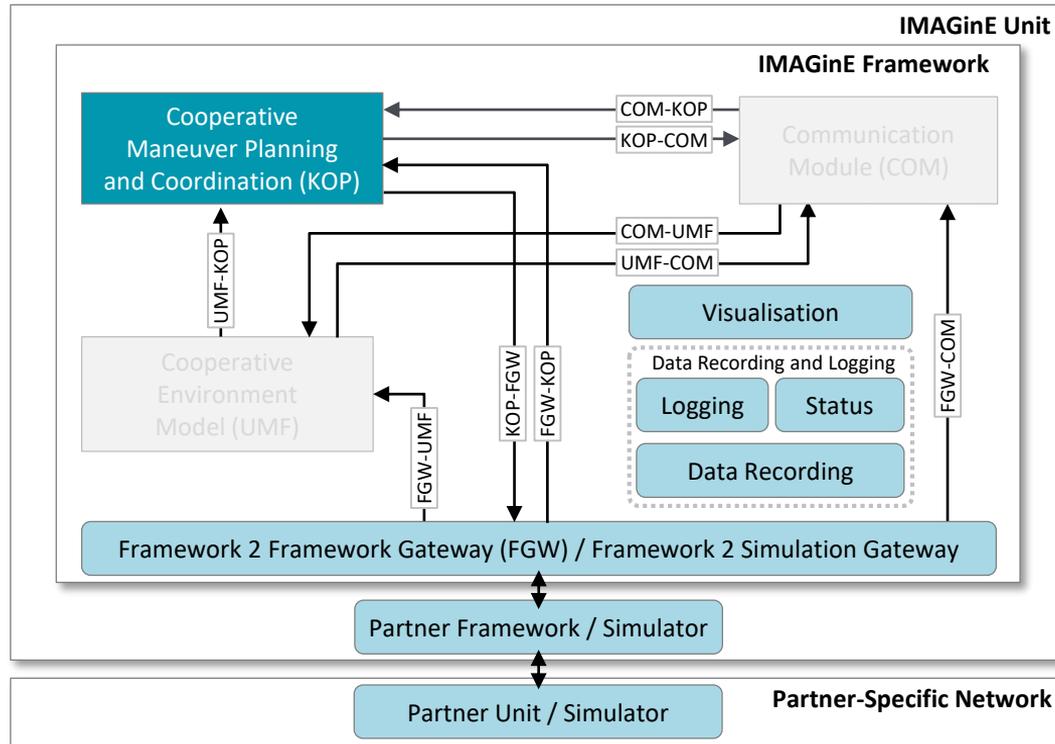
Simulation Environments for Cooperative Systems

IMAGinE Simulation Approach



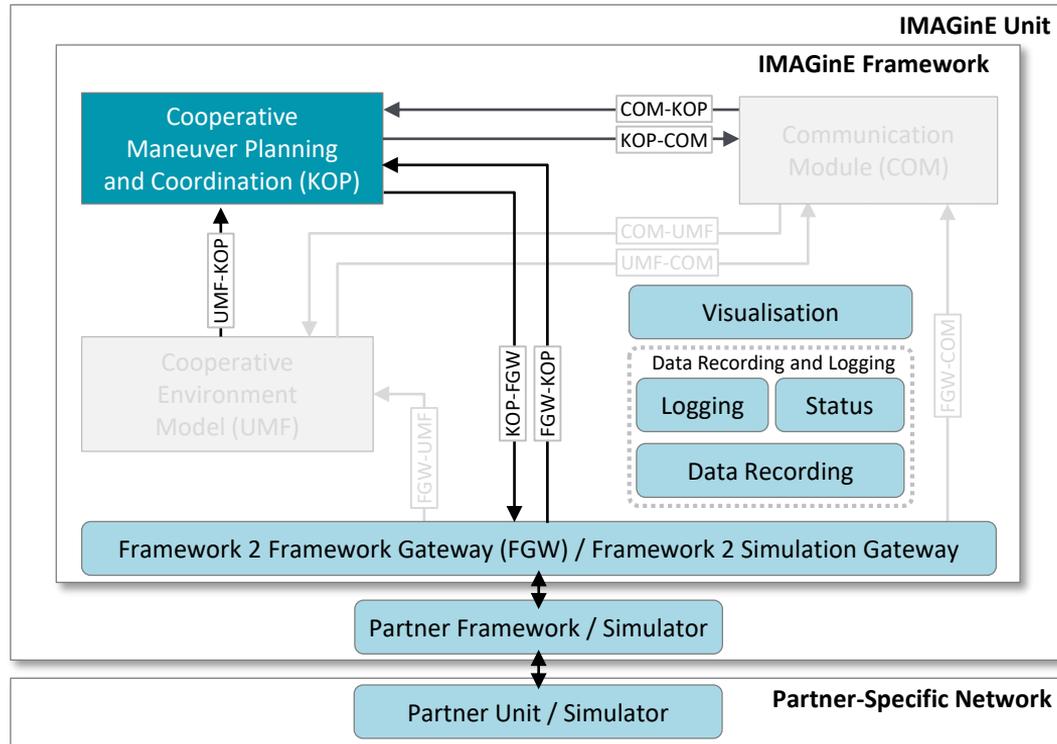
Simulation Environments for Cooperative Systems

System under Test: Cooperative Maneuver Coordination



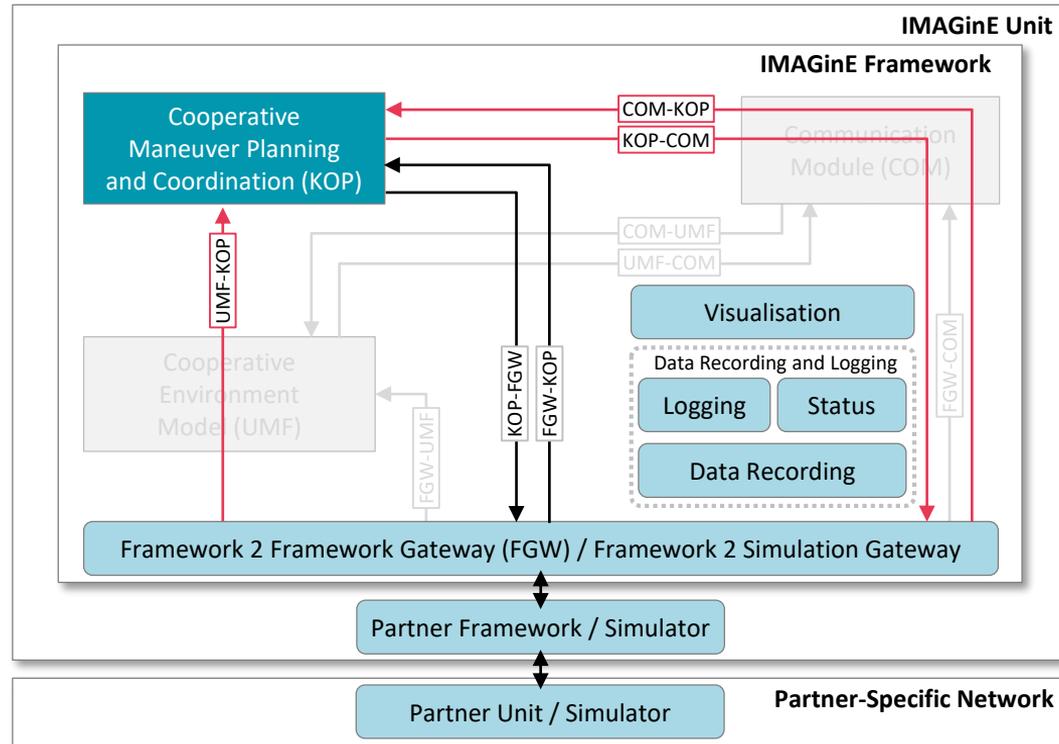
Simulation Environments for Cooperative Systems

System under Test: Cooperative Maneuver Coordination



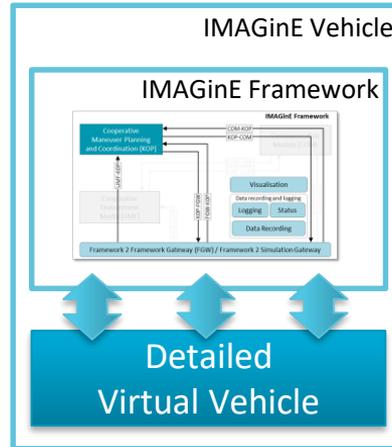
Simulation Environments for Cooperative Systems

System under Test: Cooperative Maneuver Coordination



Simulation Environments for Cooperative Systems

IMAGinE Simulation Architecture (Simplified)



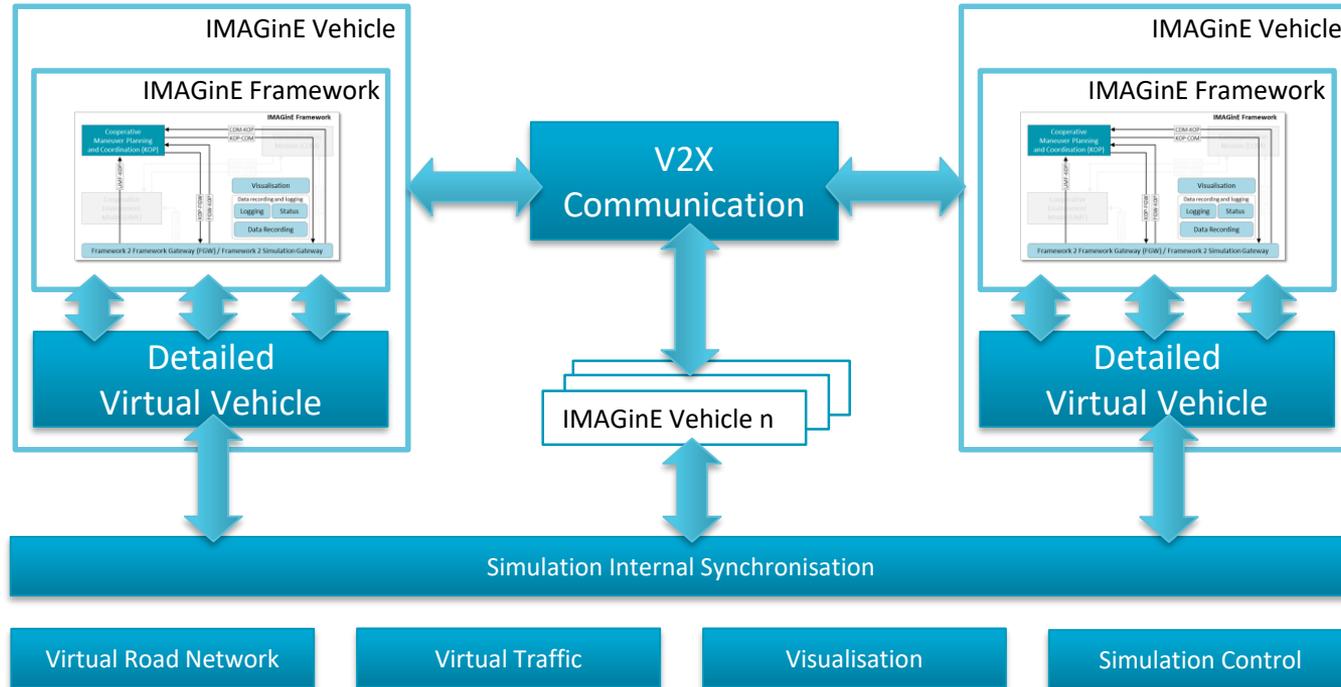
Virtual Models

- Vehicle dynamics
- Sensors for environment perception
- Motion control
- ...

Simulation Environments for Cooperative Systems



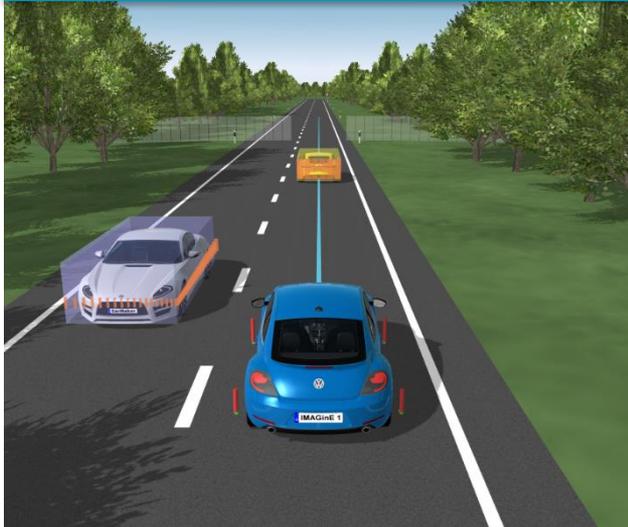
IMAGinE Simulation Architecture (Simplified)



Simulation Environments for Cooperative Systems

Simulation for Cooperative Maneuver Coordination

Simulation Environment



- Road representation
- Dynamic ego data, ...

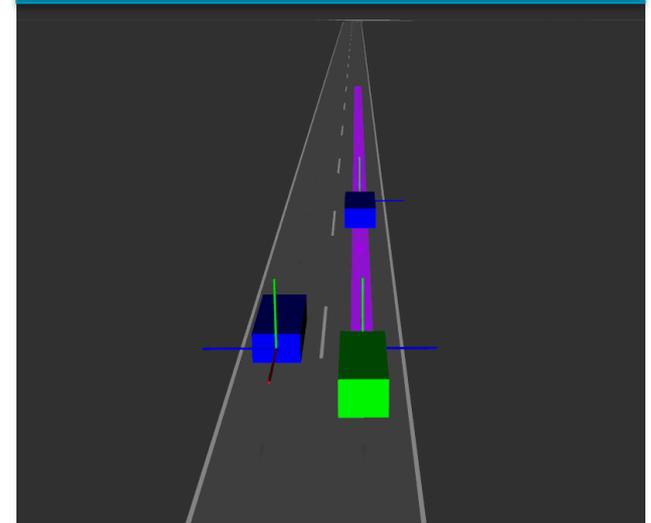


- Reference trajectory
- System state, ...



- Object list based on internal vehicle sensors
- Position, velocity, ...

Cooperative Algorithm (Visualised in RViz)



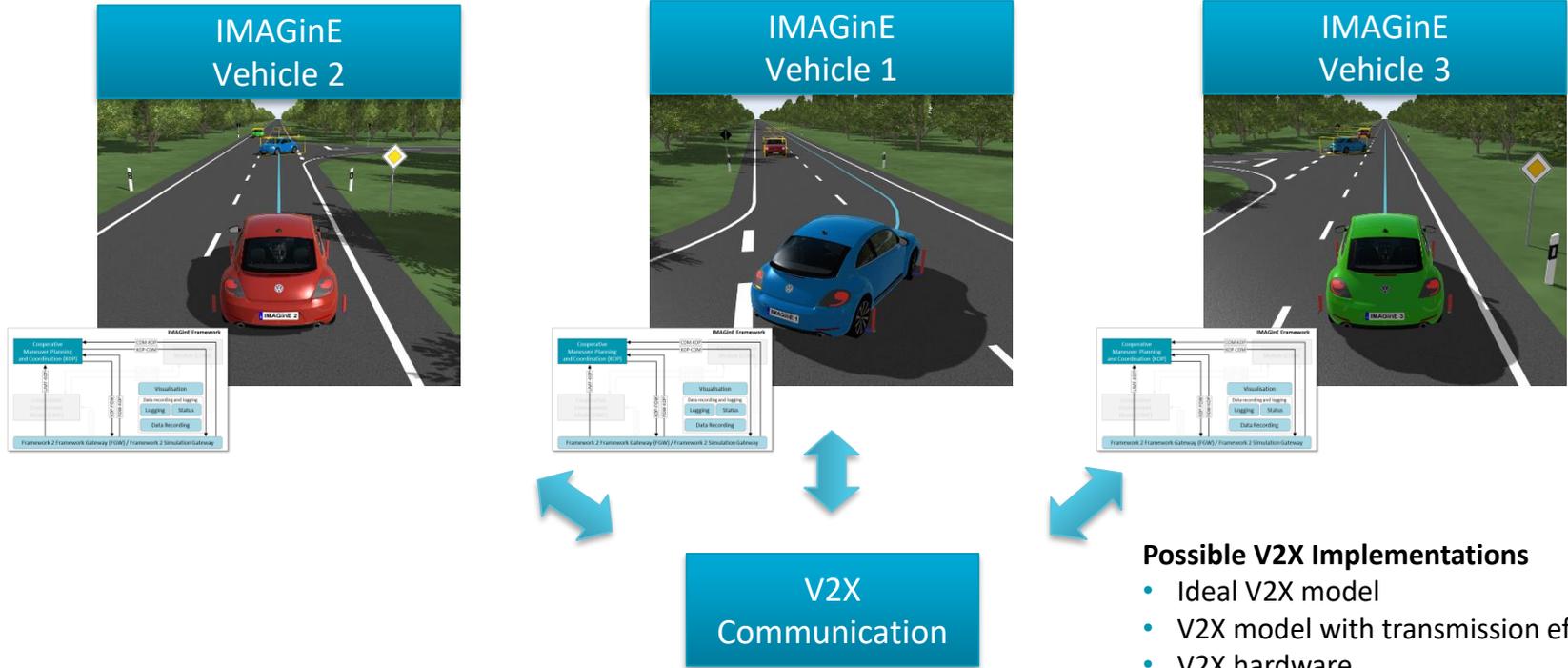
■ Ego Vehicle

■ Reference Trajectory

■ Ego Sensor Objects

Simulation Environments for Cooperative Systems

Simulation for Cooperative Maneuver Coordination



Possible V2X Implementations

- Ideal V2X model
- V2X model with transmission effects
- V2X hardware

Simulation Environments for Cooperative Systems

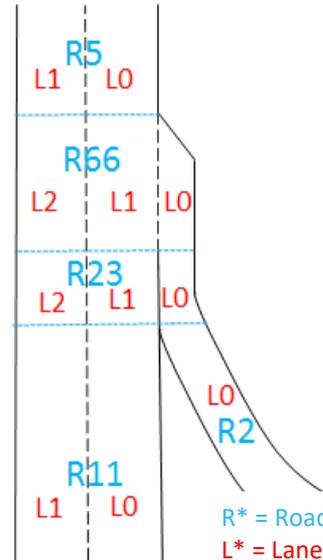
Detail: Road Representation for the Algorithms

Imported or Synthetic Road
(Simulation Environment)

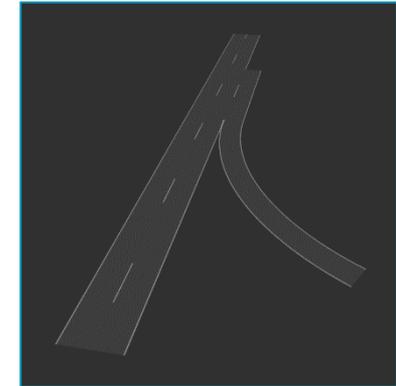


Cartesian
Coordinate System

Decomposition
(IMAGinE Road Rules)



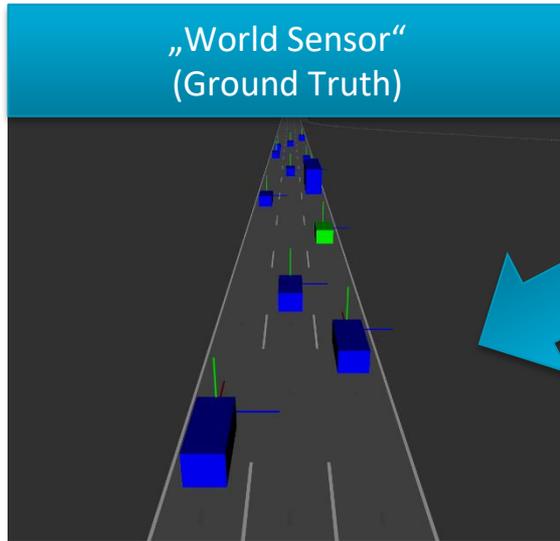
Road Representation
for the Algorithms



UTM/Frenet
Coordinate System

Simulation Environments for Cooperative Systems

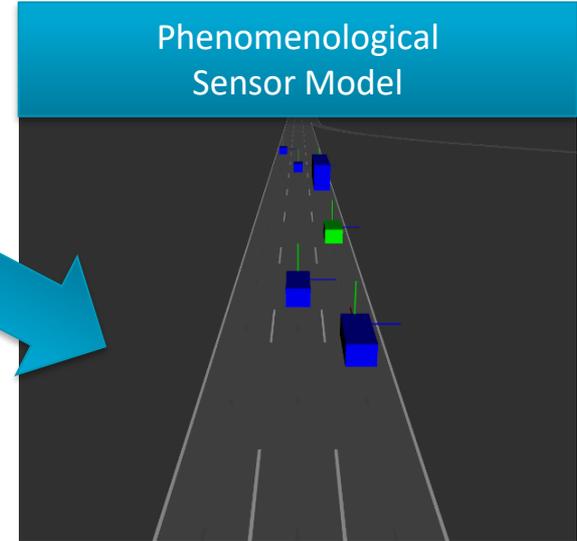
Detail: Application-Specific Environment Perception



Early
Development Phase



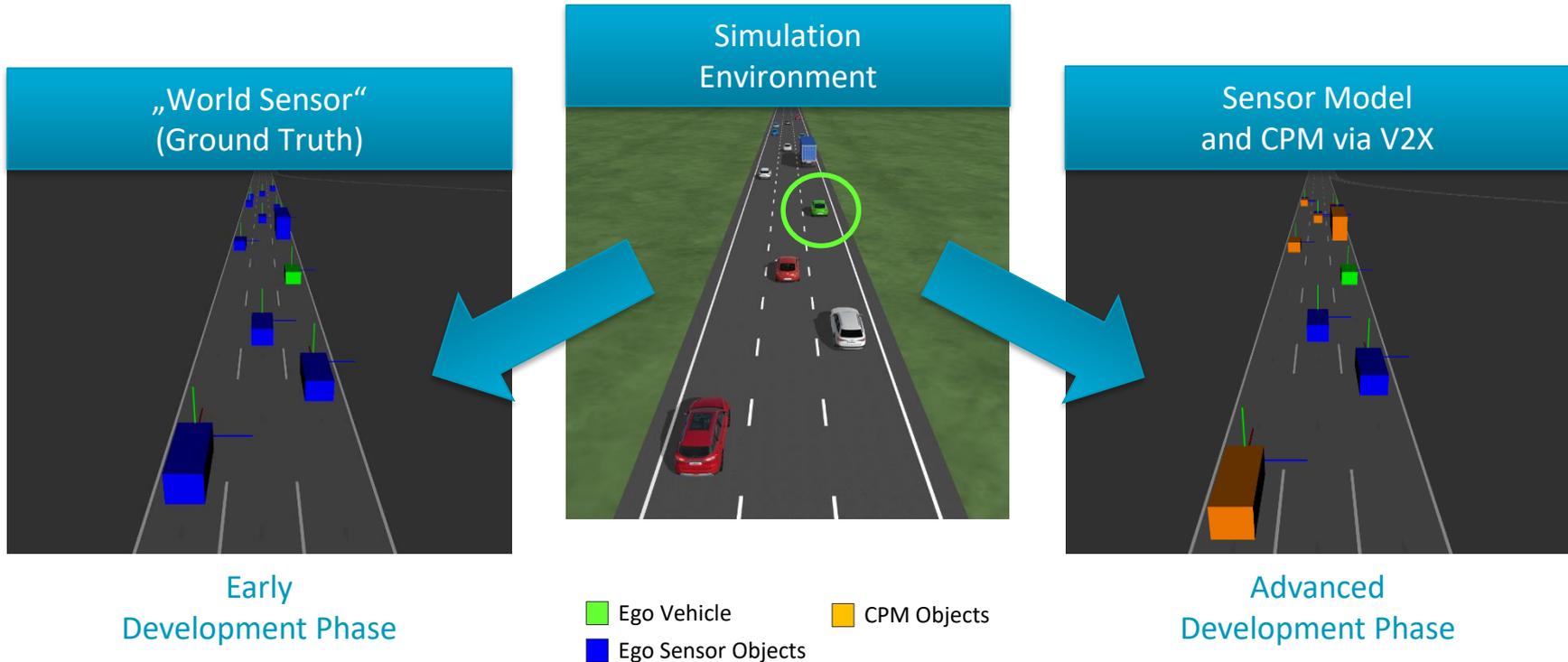
- Ego Vehicle
- Ego Sensor Objects



Advanced
Development Phase

Simulation Environments for Cooperative Systems

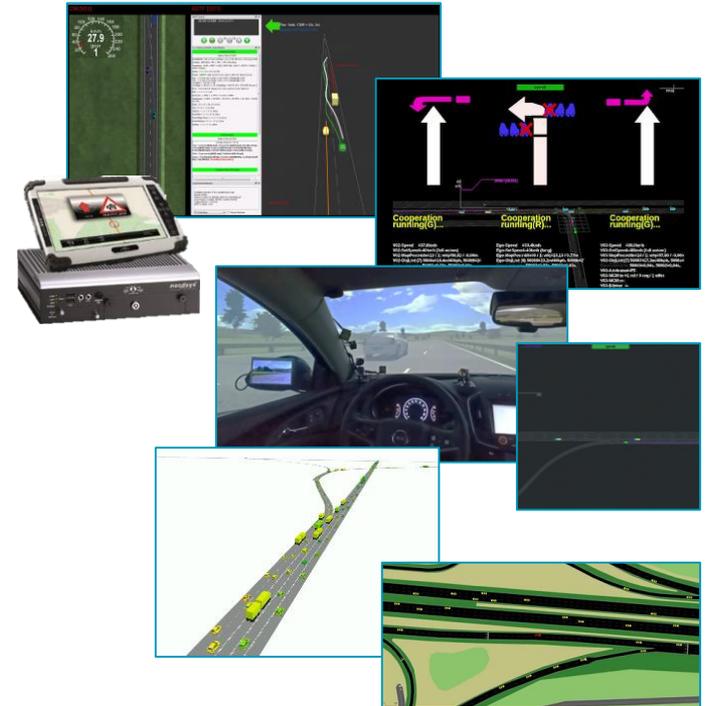
Detail: Application-Specific Environment Perception



Simulation Environments for Cooperative Systems

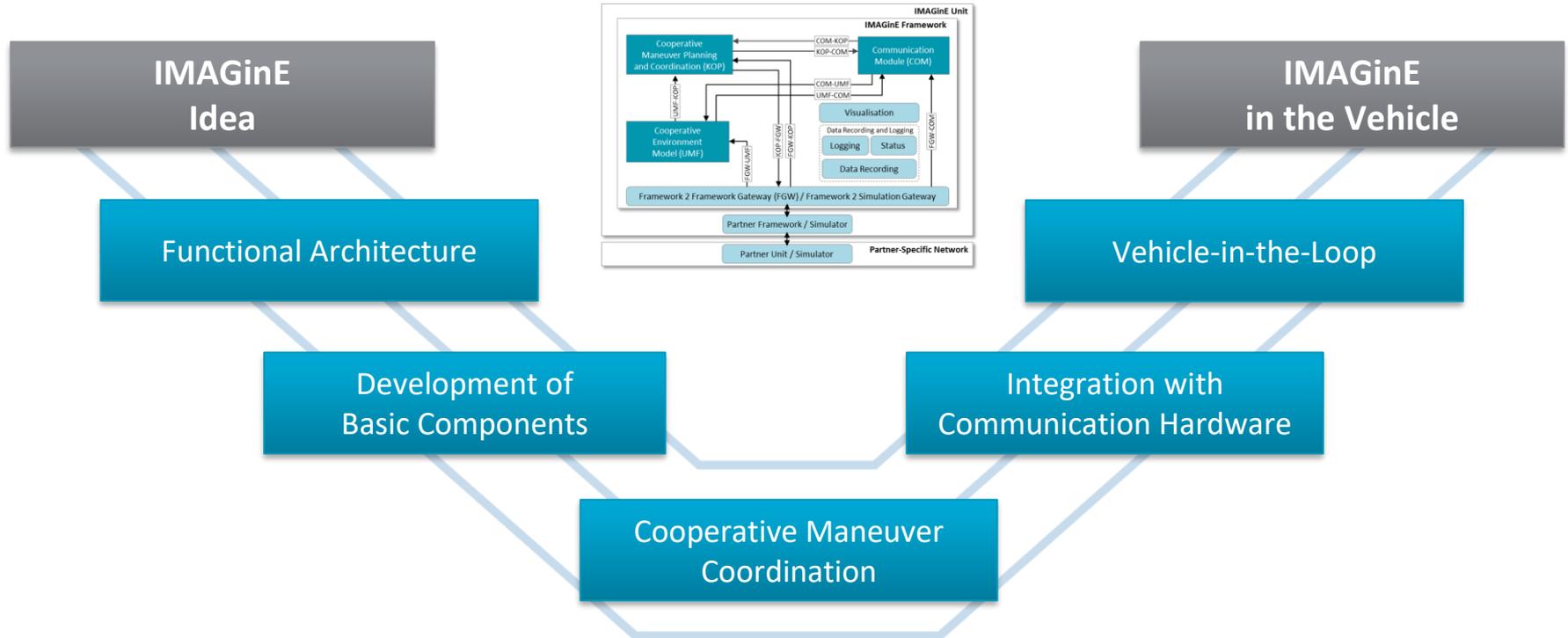
Variety of Simulation Setups

- Vehicle simulations and data replay for the development of cooperative components and overall system
- Connection of hardware components to support the integration into the real vehicles
- Co-simulation with driving simulators for user experience without the real vehicle
- Traffic flow simulations to analyse the traffic impact and channel load



Simulation Environments for Cooperative Systems

IMAGinE Development Process



THANK YOU

Fabian Specka

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www.imagine-online.de

Images: IMAGinE, Unsplash

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