



# Model based design of Automated Vehicles

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[www.modprod.org](http://www.modprod.org)

# Iowa Driving Simulator

## Where I started



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- Managed the development of the most advanced driving simulator in the world circa 1993
- Performed Automated Highways experiments for FHWA
- Supported the proposal development and served as a technical evaluator for NADS
- Left to start my own company



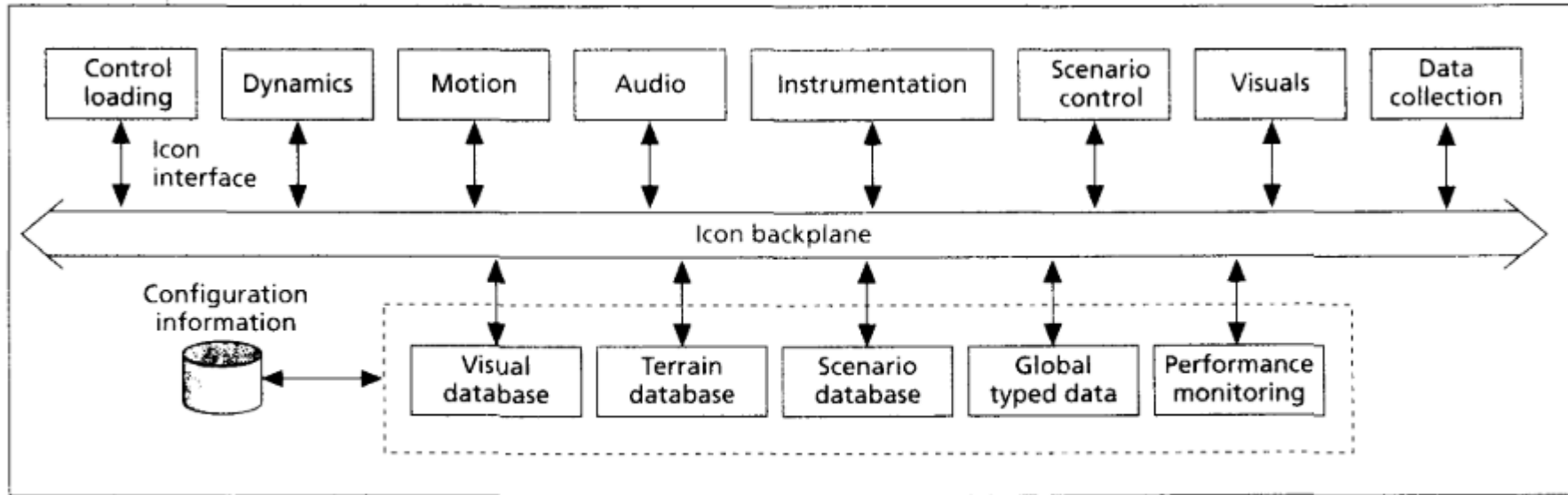


Figure 4. The software architecture of the IDS. The Icon (Iowa Driving Simulator Control) program controls the software backplane.



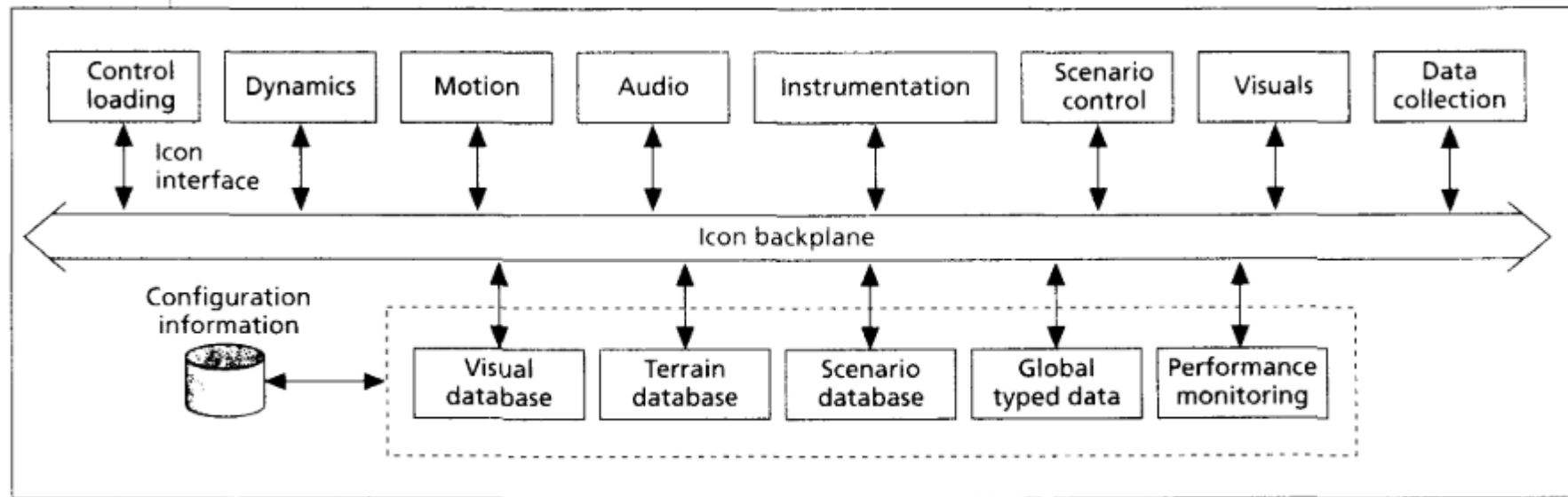


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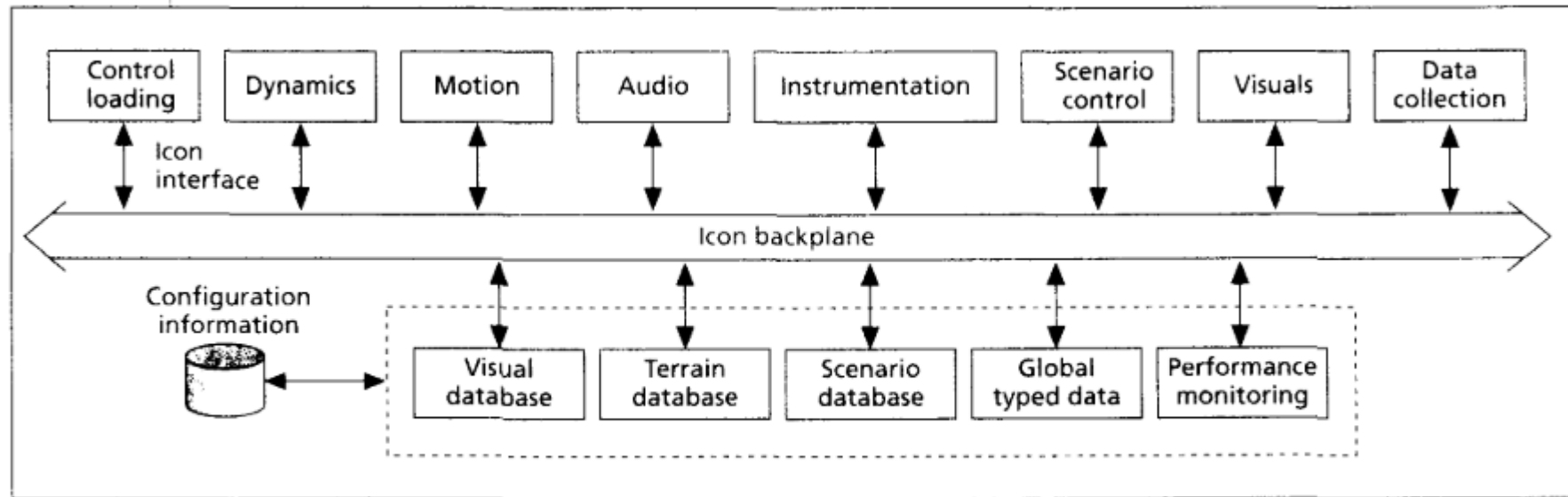


Figure 4. The software architecture of the IDS. The Icon (Iowa Driving Simulator Control) program controls the software backplane.

Publish Subscribe Network  
Replaced with DDS (2000)

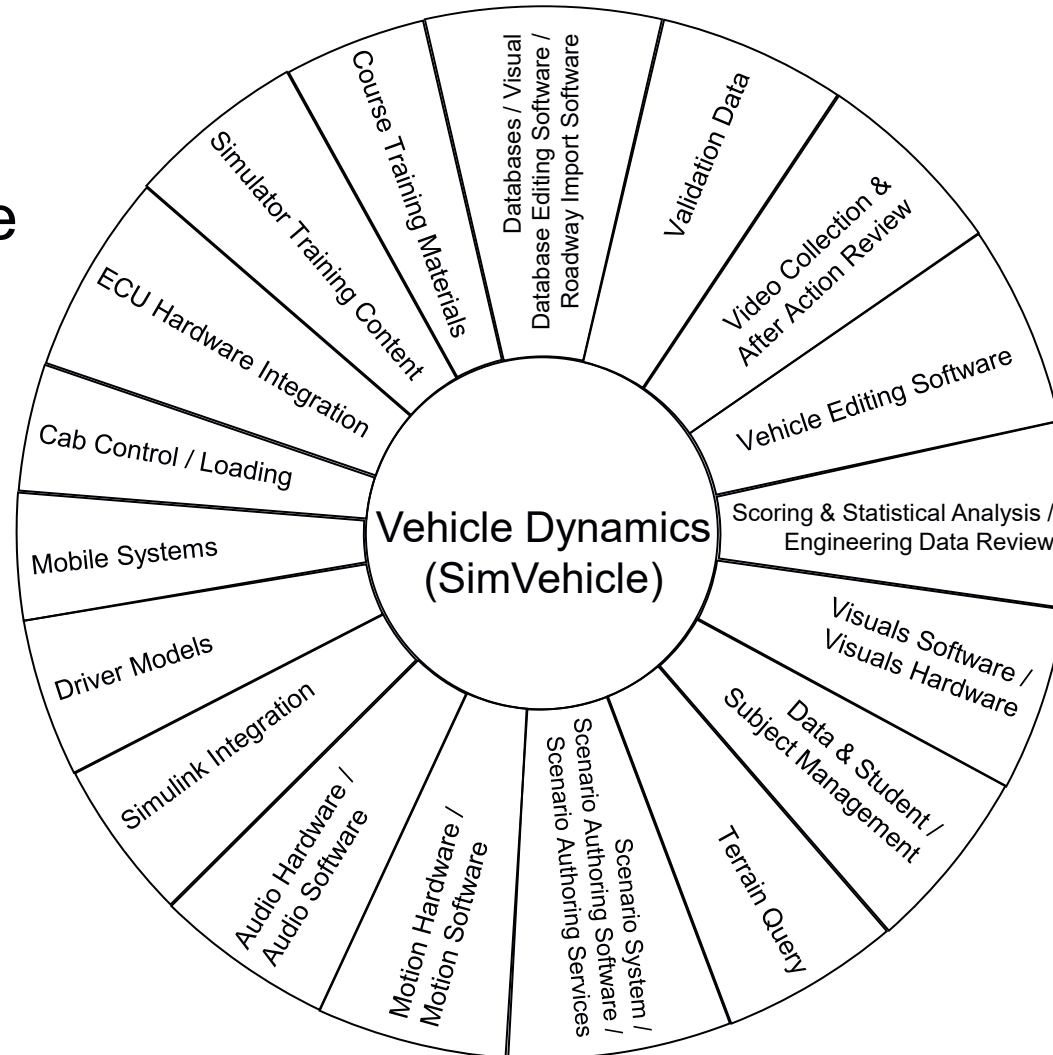
# SimCreator/Wanted to Support a Whole Product Approach



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Different market segments will require different elements of the whole product

Must be easily reconfigurable



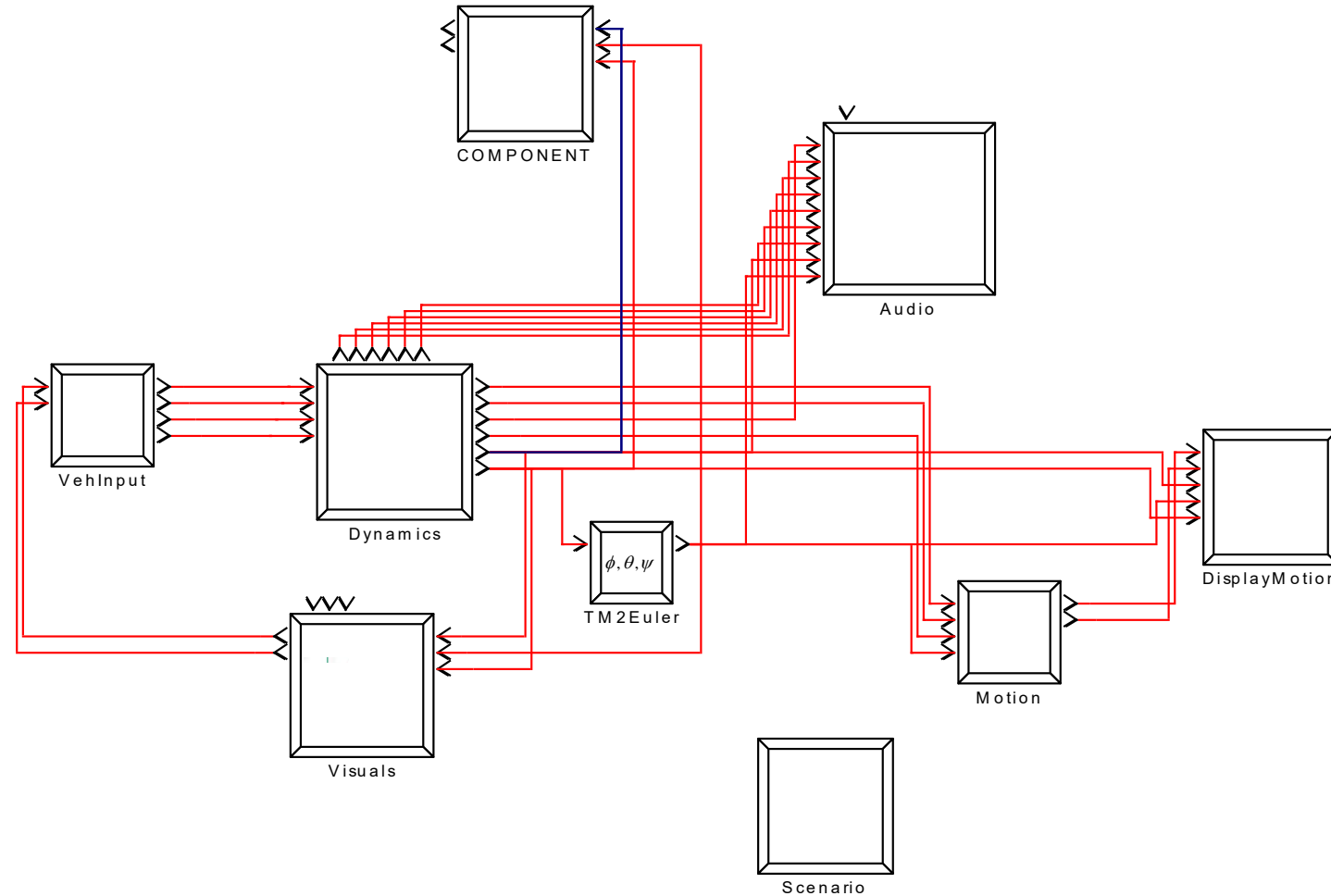
# Built SimCreator



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A vertical tool supporting distributed simulation, vehicle dynamics, hardware in the loop, etc.

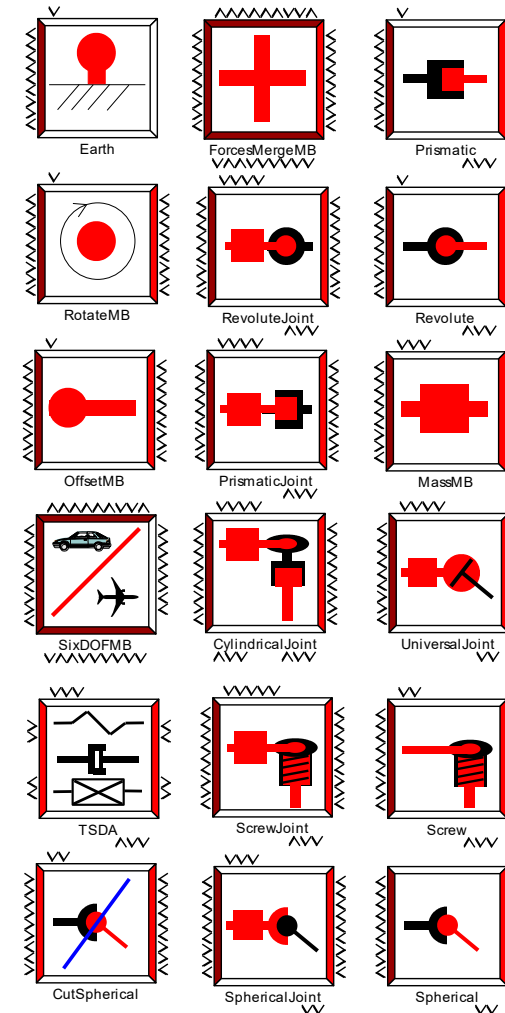
Easily build and configure custom simulators to meet a customer's need.



SimCreator's multi-body dynamics component library is based on Composite Rigid Body Methods (CRBM) (recursive method)

CRBM method is used for open kinematic chains

For closed kinematic chains, constraint equations with corresponding Lagrange multipliers are introduced and are used to augment the mass matrix

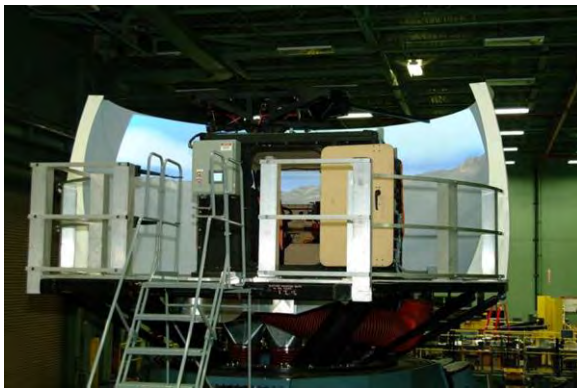




# Example Simulators



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# Example Simulators



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Why did we succeed? Because of reconfigurable software

# SimCreator/Automated Vehicle Testing Software in the Loop



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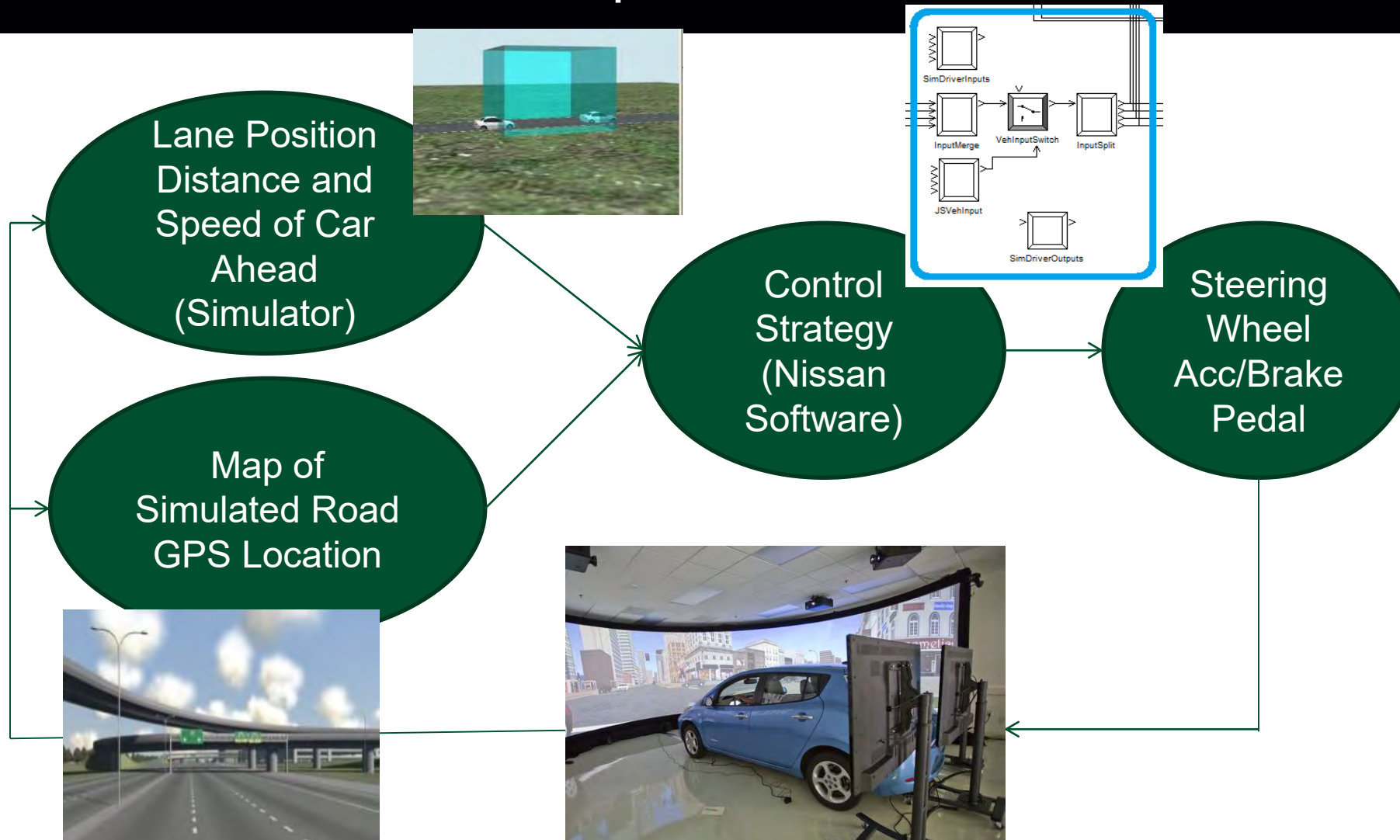
Nissan integrates and tests their various software systems inside their driving simulator in Silicon Valley. (2013)



# SimCreator/Software in the Loop



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Virtuocity:

Simulation Based Testing Focused on Human Performance and Behaviour





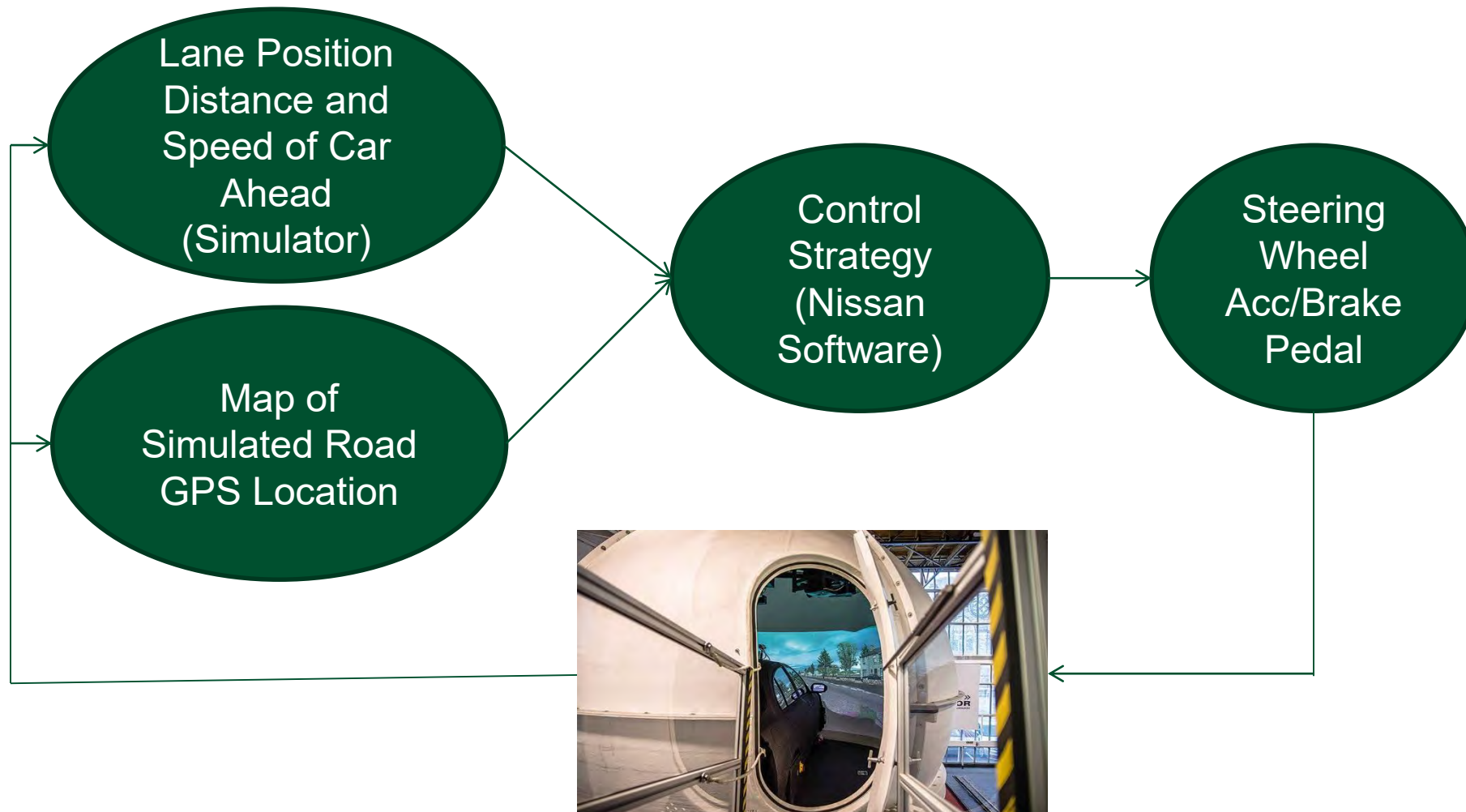
## HIKER Pedestrian Simulator – Most Advanced in the World



# Leeds Still Working with Nissan!



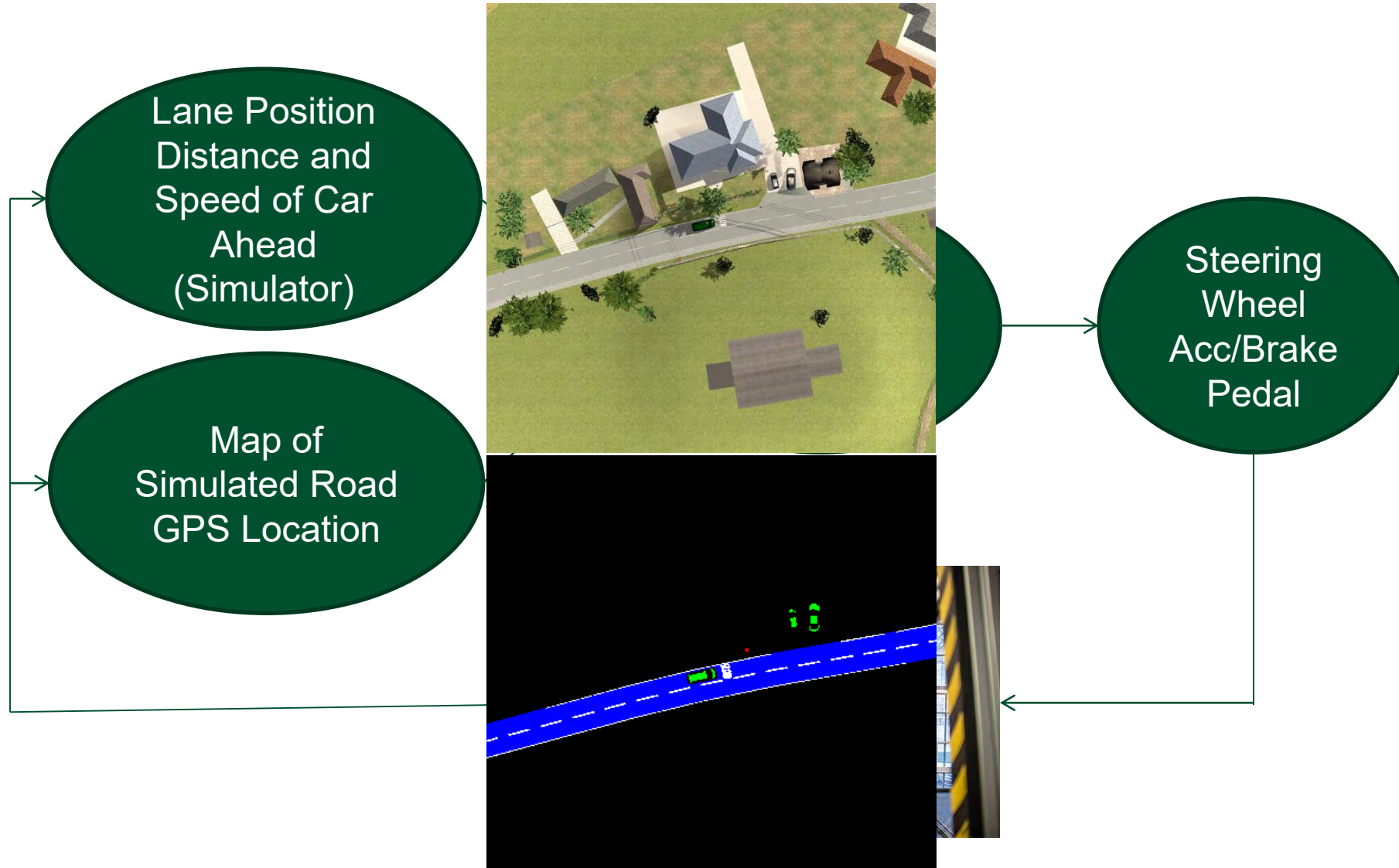
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# Now Using ROS and Unity



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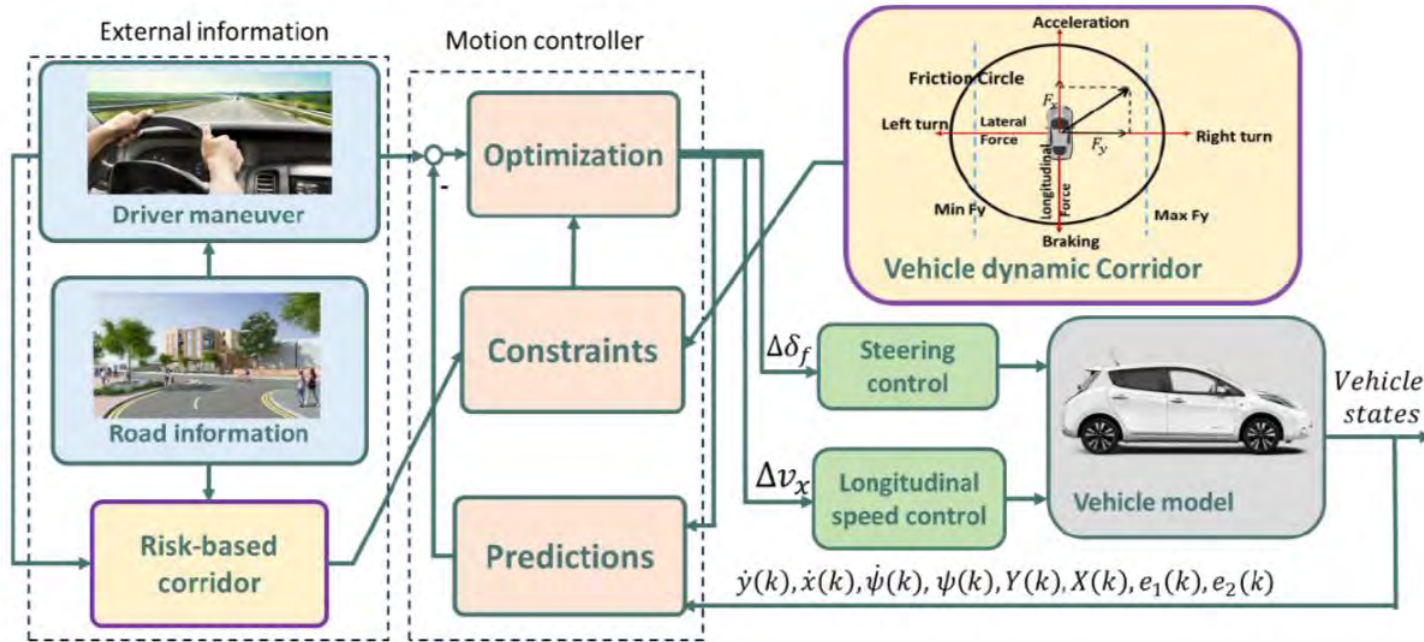




Where



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Building Human Like Controllers



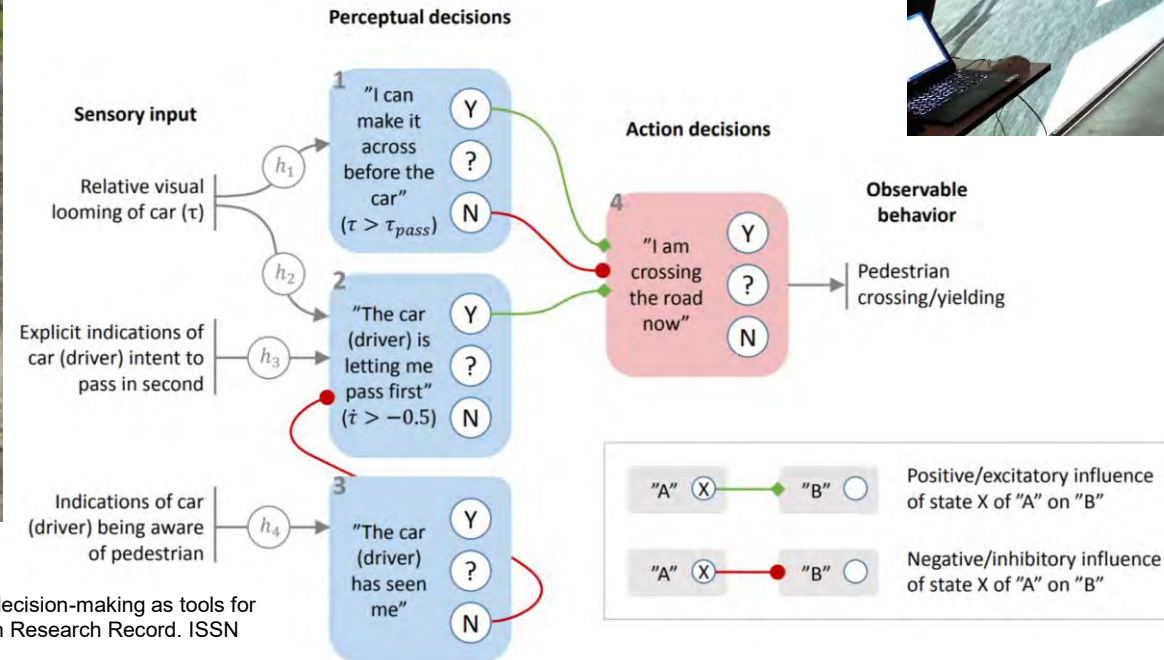
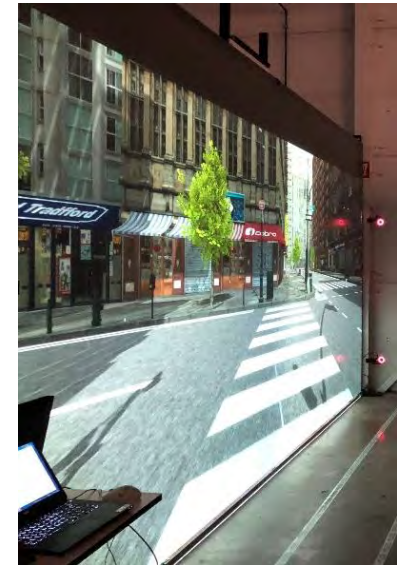
# Tomorrow's Problems: Interactions



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When would you cross the road in front of a vehicle?

When should a vehicle stop for a pedestrian?



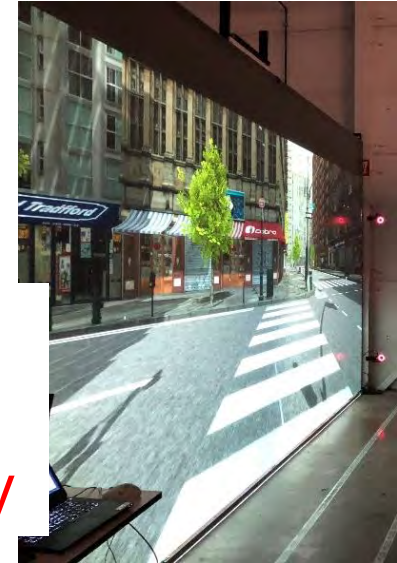
# Tomorrow's Problems: Interactions



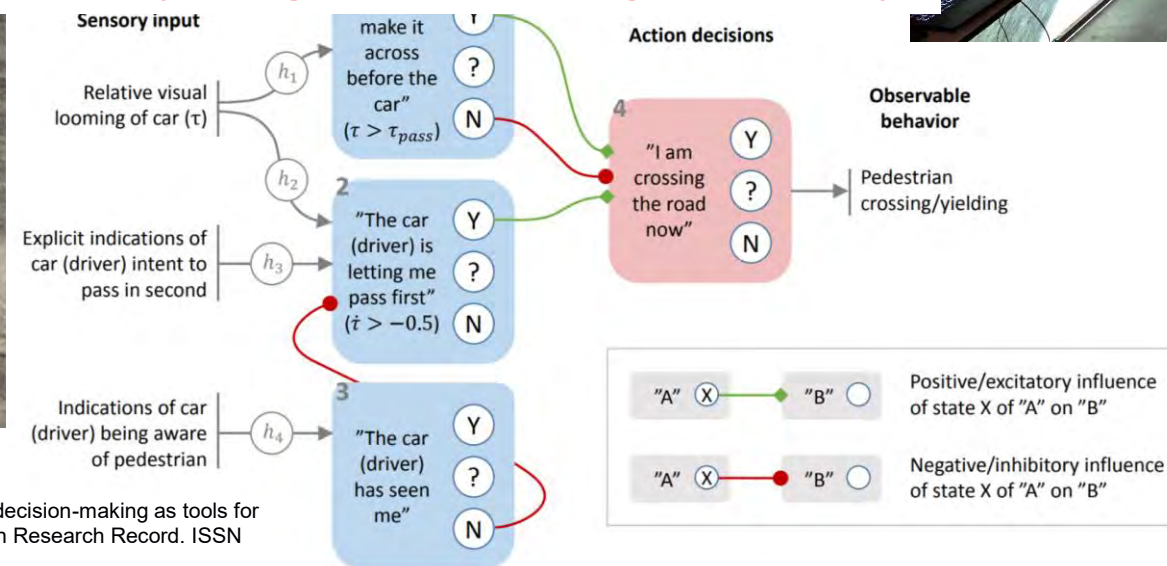
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When would you cross the road in front of a vehicle?

When should a vehicle stop for a pedestrian?



AV must detect the pedestrian, determine their trajectory, infer their intent, possibly negotiate for right of way



# My Motivation for Distributed Simulators



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Driving simulators (as well as micro simulations) are good at A/B comparisons (new design versus baseline).

- How do we compare human drivers interacting with each other with human drivers interacting with automated vehicles?
- How do we test automated vehicles interacting with pedestrians? (Need to compare this with traditional vehicles interacting with pedestrians)

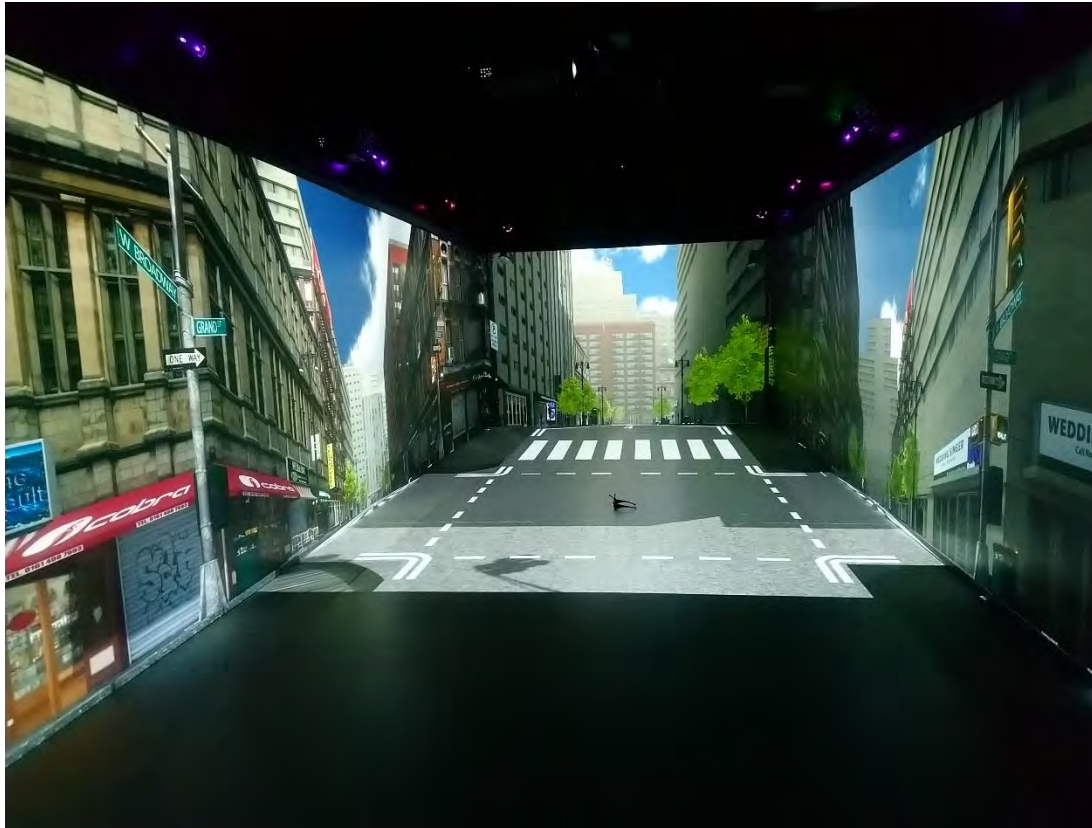


Driving Simulators at  
Linköpings  
Universitet, Sweden

# Work at Leeds: Integrating Pedestrian and Driving Simulation



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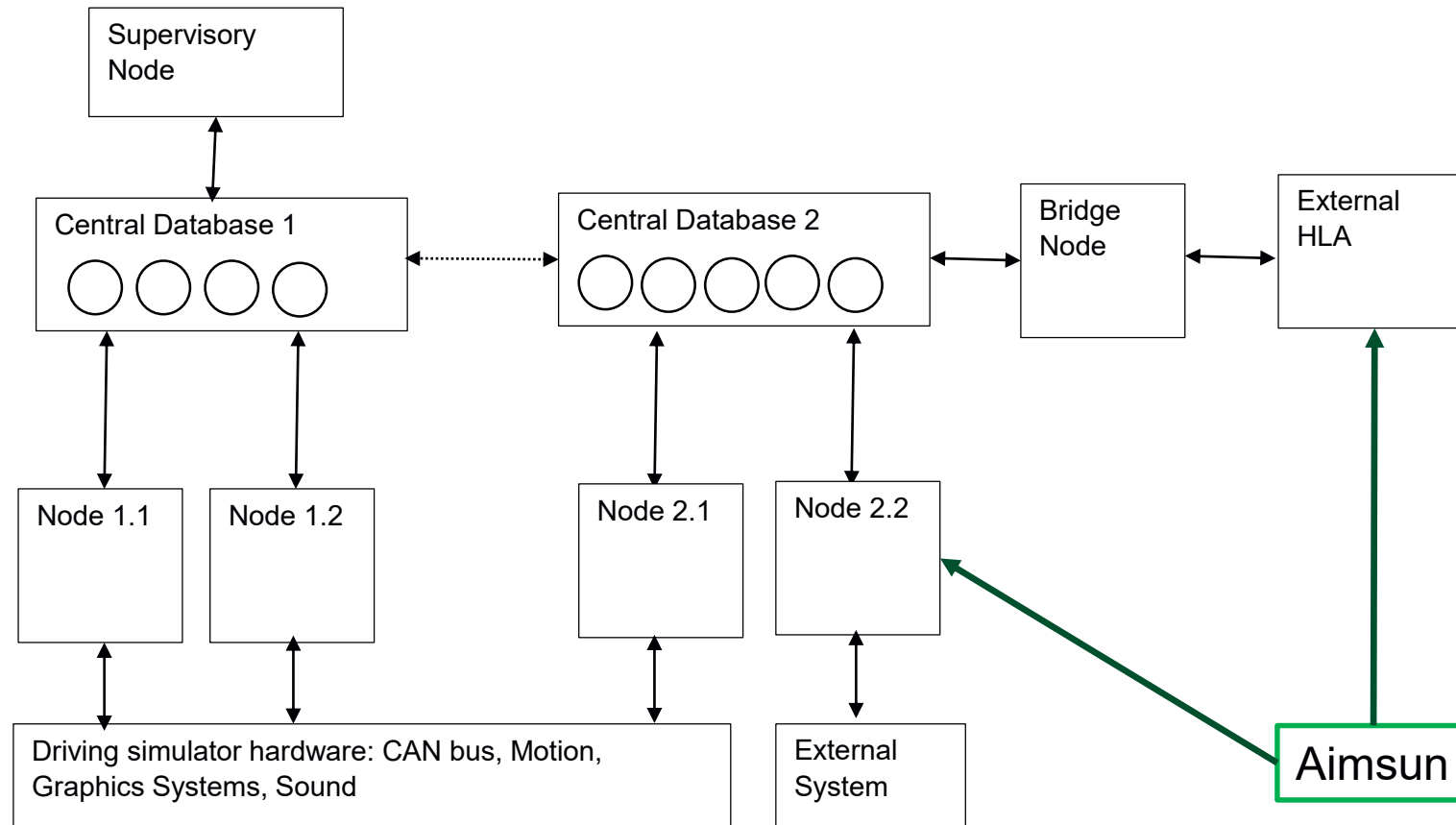


# Local Implementation at Leeds

## Use our internal distributed network



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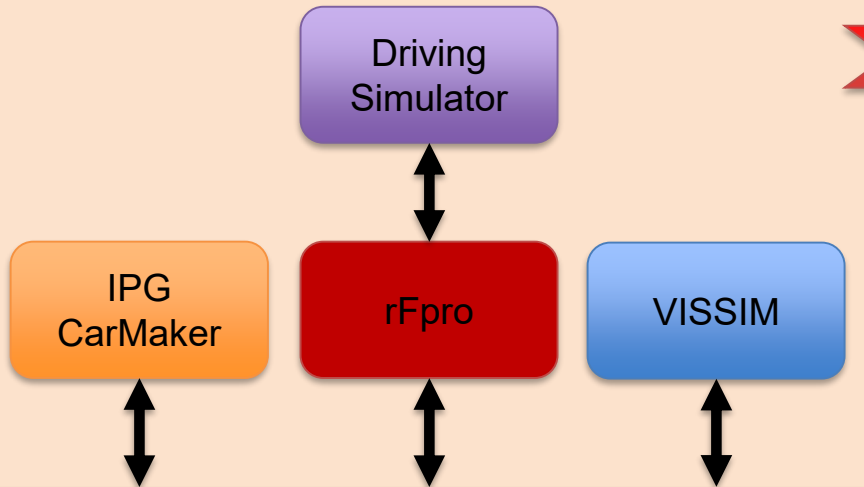


# Distributed Simulation for the UK CAV

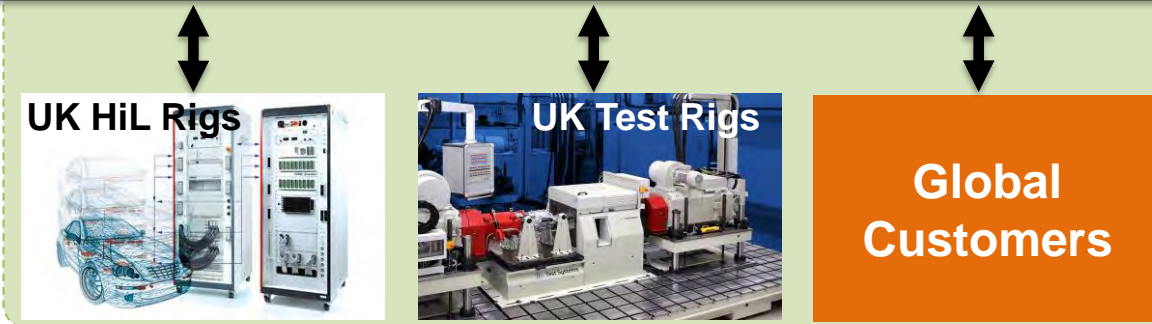


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## Interoperable Simulation PoC



## UK Distributed XiL Simulation Environment

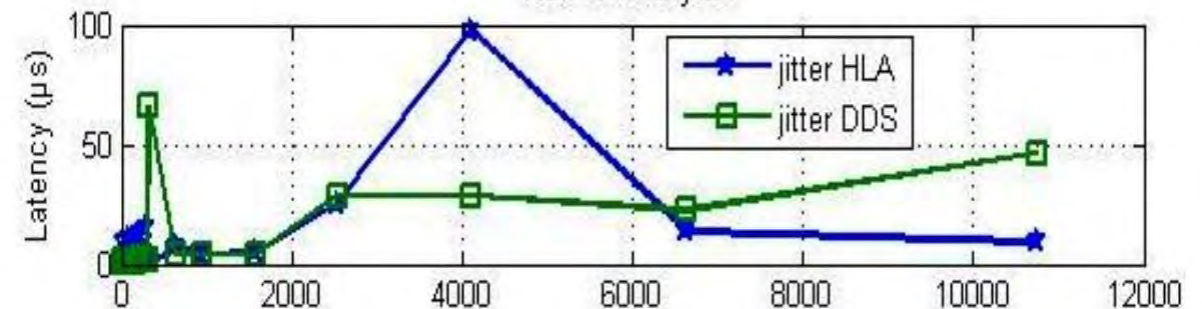
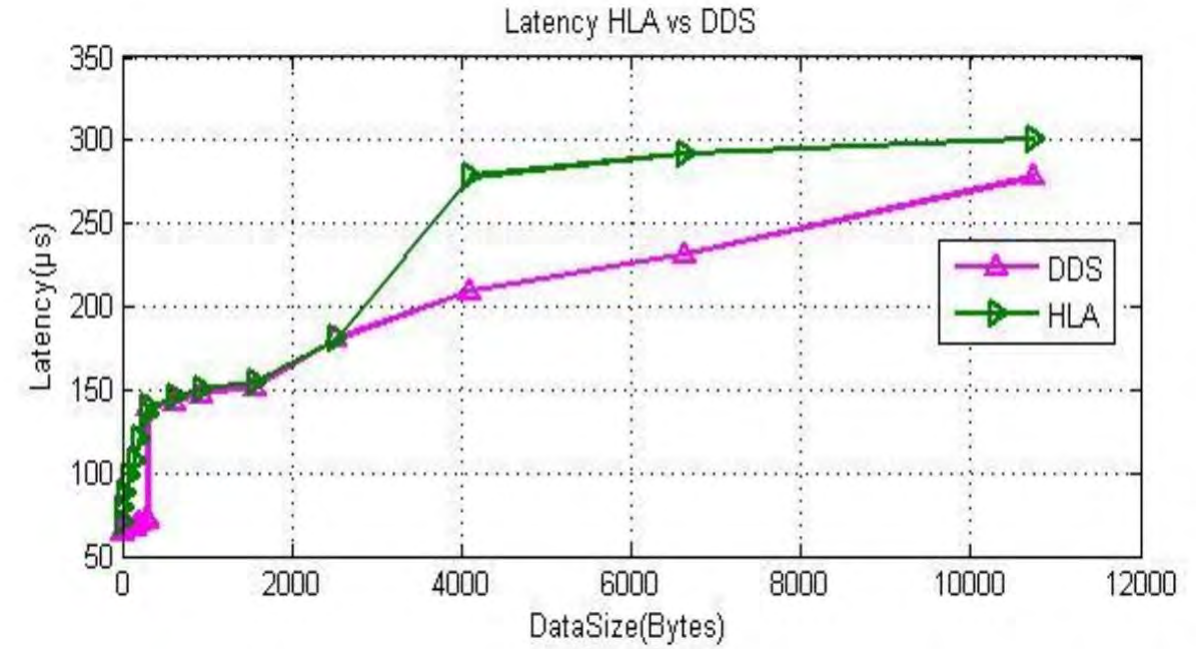


# Evolution of Networking to Address the Challenges of Distributed Simulation



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1. SIMNET (1980s)
2. Distributed Interactive Simulations (DIS) (1990s)
3. High Level Architecture (HLA) (2000s)
4. OMG Data Distribution Service (DDS) (2010s)

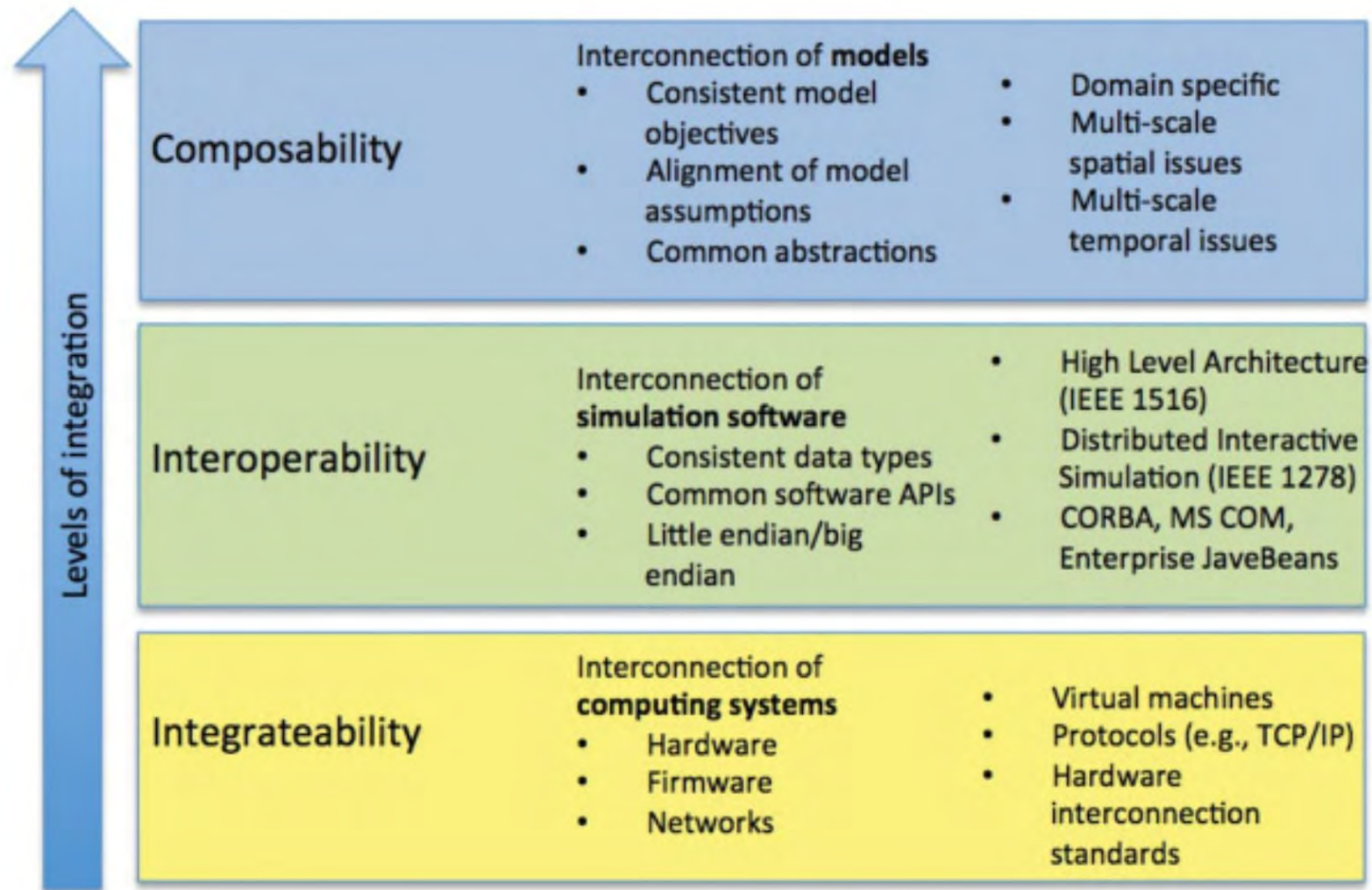




# Levels of Distributed Integration

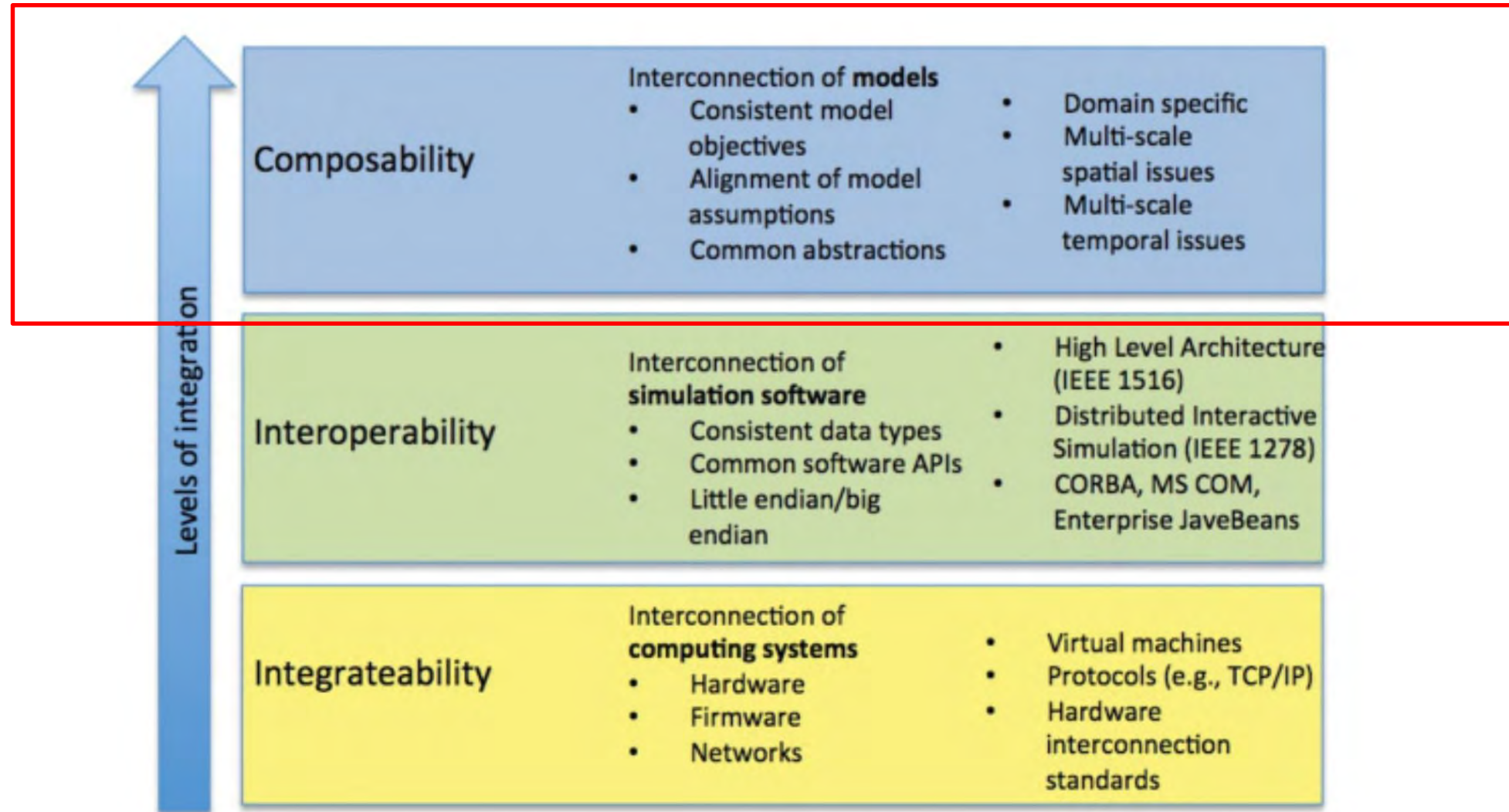


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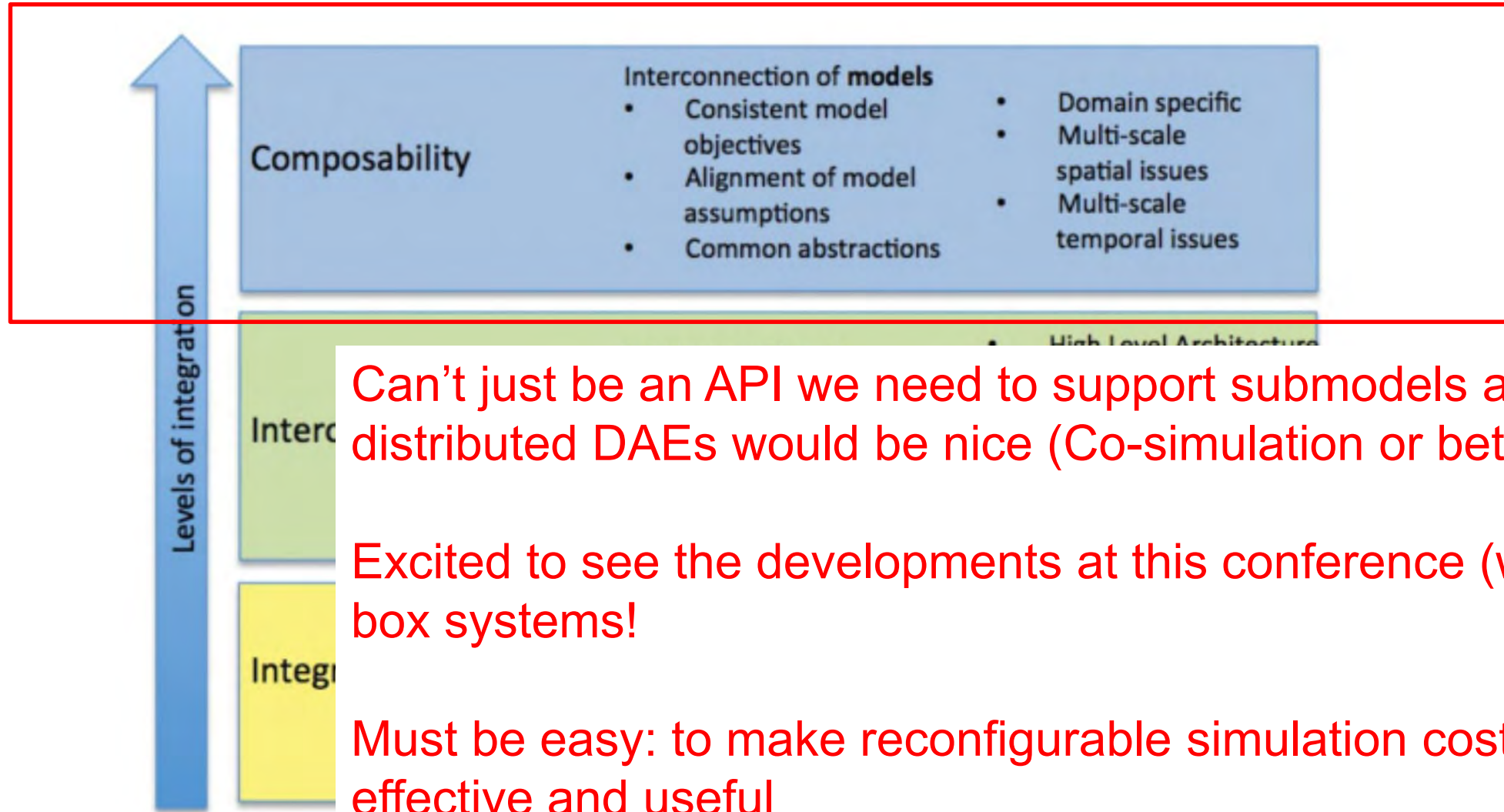


# Levels of Distributed Integration





# Levels of Distributed Integration



Can't just be an API we need to support submodels and distributed DAEs would be nice (Co-simulation or better)!

Excited to see the developments at this conference (white box systems!)

Must be easy: to make reconfigurable simulation cost effective and useful

# Questions?



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