

# Automated Driving Toolbox™

User's Guide



# MATLAB® & SIMULINK®

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### *Automated Driving Toolbox™ User's Guide*

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# Sensor Configuration and Coordinate System Transformations

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- “Coordinate Systems in Automated Driving Toolbox” on page 1-2
- “Calibrate a Monocular Camera” on page 1-8

## Coordinate Systems in Automated Driving Toolbox

Automated Driving Toolbox uses these coordinate systems:

- **World:** A fixed universal coordinate system in which all vehicles and their sensors are placed.
- **Vehicle:** Anchored to the ego vehicle. Typically, the vehicle coordinate system is placed on the ground right below the midpoint of the rear axle.
- **Sensor:** Specific to a particular sensor, such as a camera or a radar.
- **Spatial:** Specific to an image captured by a camera. Locations in spatial coordinates are expressed in units of pixels.
- **Pattern:** A checkerboard pattern coordinate system, typically used to calibrate camera sensors.

These coordinate systems apply across Automated Driving Toolbox functionality, from perception to control to driving scenario simulation. For information on specific differences and implementation details in the 3D simulation environment using the Unreal Engine® from Epic Games®, see “Coordinate Systems for Unreal Engine Simulation in Automated Driving Toolbox” on page 6-11.

### World Coordinate System

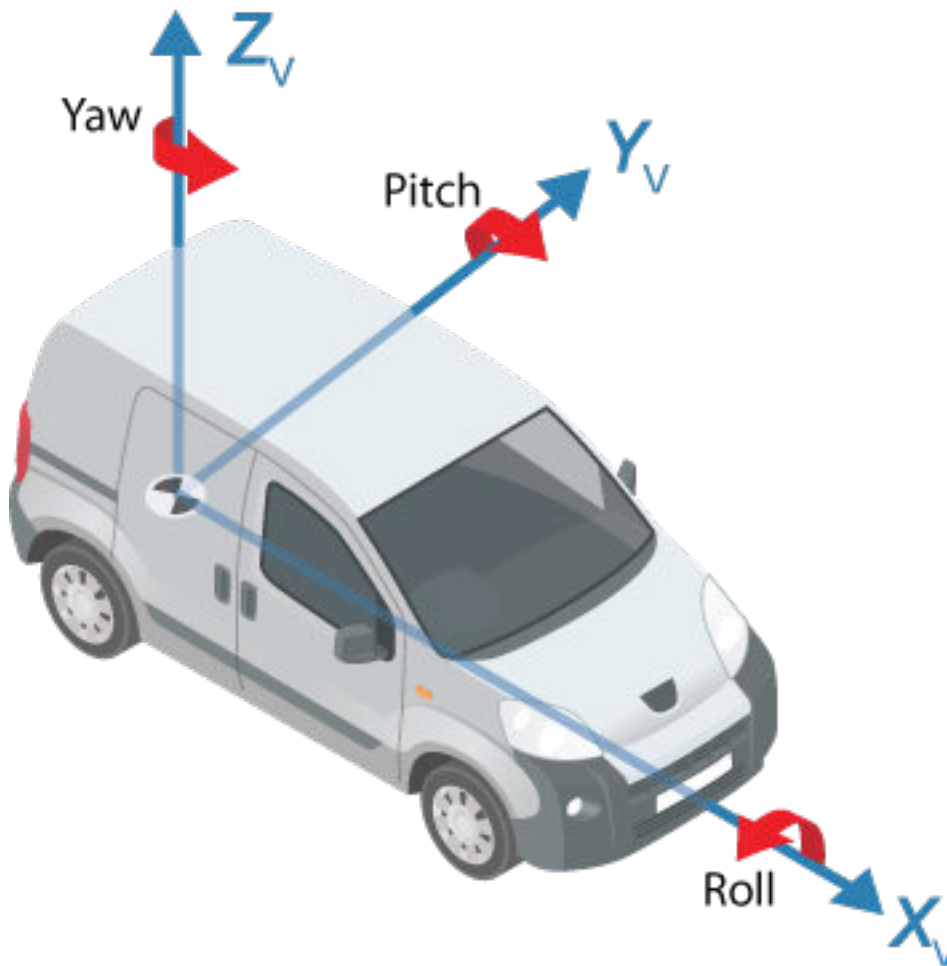
All vehicles, sensors, and their related coordinate systems are placed in the world coordinate system. A world coordinate system is important in global path planning, localization, mapping, and driving scenario simulation. Automated Driving Toolbox uses the right-handed Cartesian world coordinate system defined in ISO 8855, where the Z-axis points up from the ground. Units are in meters.

### Vehicle Coordinate System

The vehicle coordinate system ( $X_V$ ,  $Y_V$ ,  $Z_V$ ) used by Automated Driving Toolbox is anchored to the ego vehicle. The term ego vehicle refers to the vehicle that contains the sensors that perceive the environment around the vehicle.

- The  $X_V$  axis points forward from the vehicle.
- The  $Y_V$  axis points to the left, as viewed when facing forward.
- The  $Z_V$  axis points up from the ground to maintain the right-handed coordinate system.

The vehicle coordinate system follows the ISO 8855 convention for rotation. Each axis is positive in the clockwise direction, when looking in the positive direction of that axis.

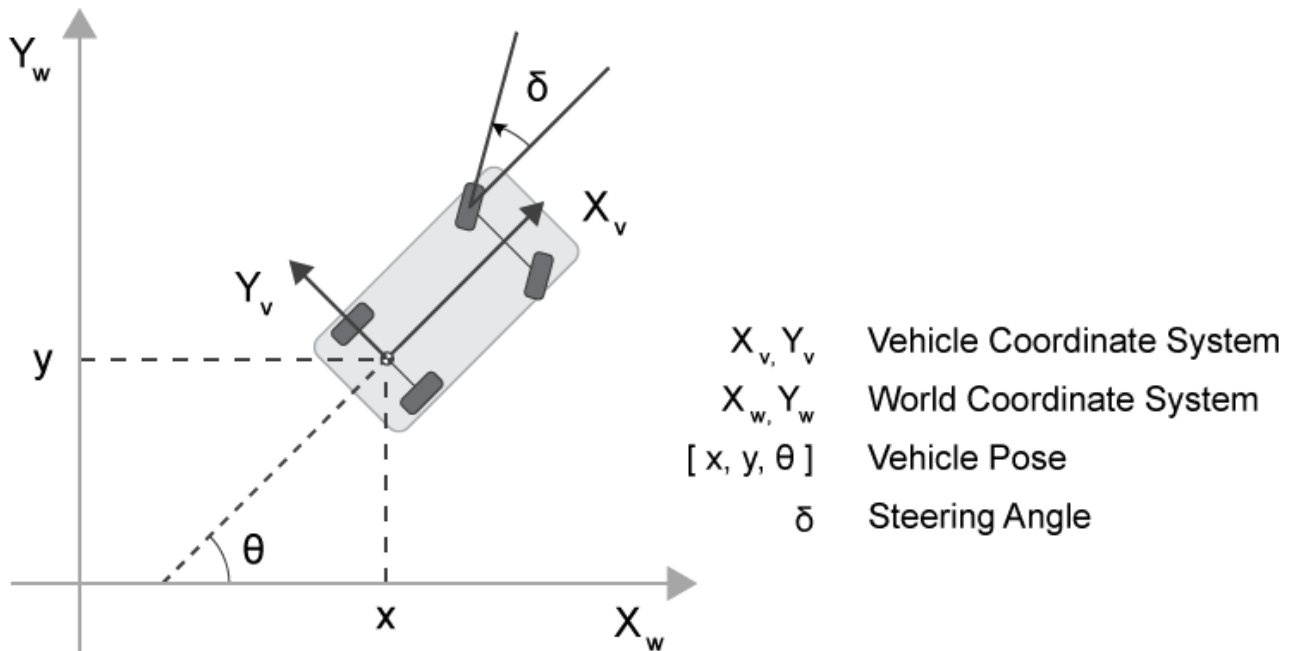


In most Automated Driving Toolbox functionality, such as cuboid driving scenario simulations and visual perception algorithms, the origin of the vehicle coordinate system is on the ground, below the midpoint of the rear axle. In 3D driving scenario simulations, the origin is on ground, below the longitudinal and lateral center of the vehicle. For more details, see “Coordinate Systems for Unreal Engine Simulation in Automated Driving Toolbox” on page 6-11.

Locations in the vehicle coordinate system are expressed in world units, typically meters.

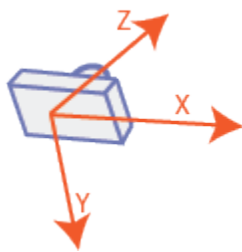
Values returned by individual sensors are transformed into the vehicle coordinate system so that they can be placed in a unified frame of reference.

For global path planning, localization, mapping, and driving scenario simulation, the state of the vehicle can be described using the pose of the vehicle. The steering angle of the vehicle is positive in the counterclockwise direction.

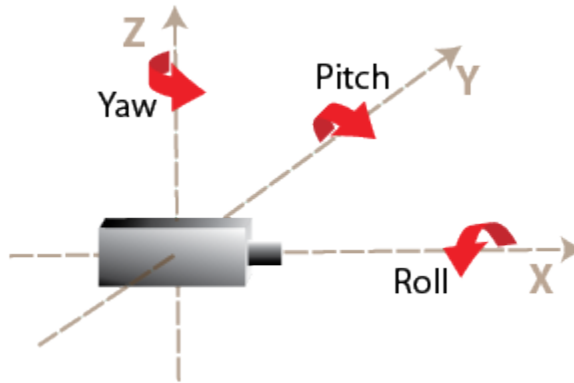


## Sensor Coordinate System

An automated driving system can contain sensors located anywhere on or in the vehicle. The location of each sensor contains an origin of its coordinate system. A camera is one type of sensor used often in an automated driving system. Points represented in a camera coordinate system are described with the origin located at the optical center of the camera.



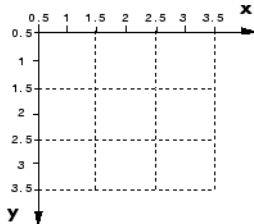
The yaw, pitch, and roll angles of sensors follow an ISO convention. These angles have positive clockwise directions when looking in the positive direction of the Z-, Y-, and X-axes, respectively.



	3-D	2-D
Pitch	<p>A 3D view showing a vehicle tilted upwards. The vertical axis is <math>Z_v</math>, the horizontal axis is <math>X_v</math>, and the depth axis is <math>Y_v</math>. A red arrow indicates rotation around the <math>X_v</math> axis. The vehicle's longitudinal axis is labeled <math>Z_c</math>. A green shaded area highlights the vertical plane.</p>	<p>A 2D projection of the pitch rotation onto the <math>Z_v</math>-<math>X_v</math> plane. The vertical axis is <math>Z_v</math> and the horizontal axis is <math>X_v</math>. The vehicle's longitudinal axis is labeled <math>Z_c</math>. A green shaded area highlights the vertical plane.</p>
Yaw	<p>A 3D view showing a vehicle rotated around the vertical axis. The vertical axis is <math>Z_v</math>, the horizontal axis is <math>X_v</math>, and the depth axis is <math>Y_v</math>. A red arrow indicates rotation around the <math>Z_v</math> axis. The vehicle's longitudinal axis is labeled <math>Z_c</math>. A blue shaded area highlights the horizontal plane.</p>	<p>A 2D projection of the yaw rotation onto the <math>Y_v</math>-<math>X_v</math> plane. The vertical axis is <math>Y_v</math> and the horizontal axis is <math>X_v</math>. The vehicle's longitudinal axis is labeled <math>Z_c</math>. A blue shaded area highlights the horizontal plane.</p>
Roll	<p>A 3D view showing a vehicle tilted around the depth axis. The vertical axis is <math>Z_v</math>, the horizontal axis is <math>X_v</math>, and the depth axis is <math>Y_v</math>. A red arrow indicates rotation around the <math>Y_v</math> axis. The vehicle's longitudinal axis is labeled <math>X_c</math>. A pink shaded area highlights the vertical plane.</p>	<p>A 2D projection of the roll rotation onto the <math>Z_v</math>-<math>Y_v</math> plane. The vertical axis is <math>Z_v</math> and the horizontal axis is <math>Y_v</math>. The vehicle's longitudinal axis is labeled <math>X_c</math>. A pink shaded area highlights the vertical plane.</p>

## Spatial Coordinate System

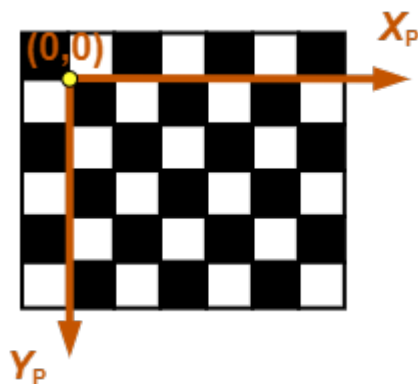
Spatial coordinates enable you to specify a location in an image with greater granularity than pixel coordinates. In the pixel coordinate system, a pixel is treated as a discrete unit, uniquely identified by an integer row and column pair, such as (3, 4). In the spatial coordinate system, locations in an image are represented in terms of partial pixels, such as (3.3, 4.7).



For more information on the spatial coordinate system, see “Spatial Coordinates”.

## Pattern Coordinate System

To estimate the parameters of a monocular camera sensor, a common technique is to calibrate the camera using multiple images of a calibration pattern, such as a checkerboard. In the pattern coordinate system,  $(X_P, Y_P)$ , the  $X_P$ -axis points to the right and the  $Y_P$ -axis points down. The checkerboard origin is the bottom-right corner of the top-left square of the checkerboard.



Each checkerboard corner represents another point in the coordinate system. For example, the corner to the right of the origin is (1,0) and the corner below the origin is (0,1). For more information on calibrating a camera by using a checkerboard pattern, see “Calibrate a Monocular Camera” on page 1-8.

## See Also

### More About

- “Coordinate Systems for Unreal Engine Simulation in Automated Driving Toolbox” on page 6-11
- “Coordinate Systems in Vehicle Dynamics Blockset” (Vehicle Dynamics Blockset)
- “Coordinate Systems”

- “Image Coordinate Systems”
- “Calibrate a Monocular Camera” on page 1-8

## Calibrate a Monocular Camera

A monocular camera is a common type of vision sensor used in automated driving applications. When mounted on an ego vehicle, this camera can detect objects, detect lane boundaries, and track objects through a scene.

Before you can use the camera, you must calibrate it. Camera calibration is the process of estimating the intrinsic and extrinsic parameters of a camera using images of a calibration pattern, such as a checkerboard. After you estimate the intrinsic and extrinsic parameters, you can use them to configure a model of a monocular camera.

### Estimate Intrinsic Parameters

The intrinsic parameters of a camera are the properties of the camera, such as its focal length and optical center. To estimate these parameters for a monocular camera, use Computer Vision Toolbox™ functions and images of a checkerboard pattern.

- If the camera has a standard lens, use the `estimateCameraParameters` function.
- If the camera has a fisheye lens, use the `estimateFisheyeParameters` function.

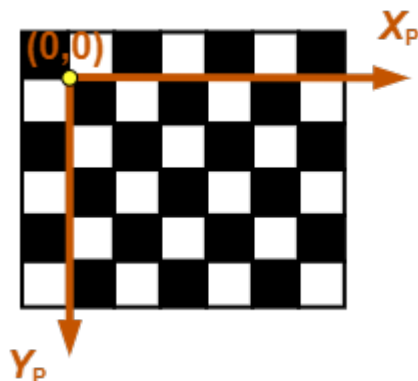
Alternatively, to better visualize the results, use the **Camera Calibrator** app. For information on setting up the camera, preparing the checkerboard pattern, and calibration techniques, see “Using the Single Camera Calibrator App”.

### Place Checkerboard for Extrinsic Parameter Estimation

For a monocular camera mounted on a vehicle, the *extrinsic parameters* define the mounting position of that camera. These parameters include the rotation angles of the camera with respect to the vehicle coordinate system, and the height of the camera above the ground.

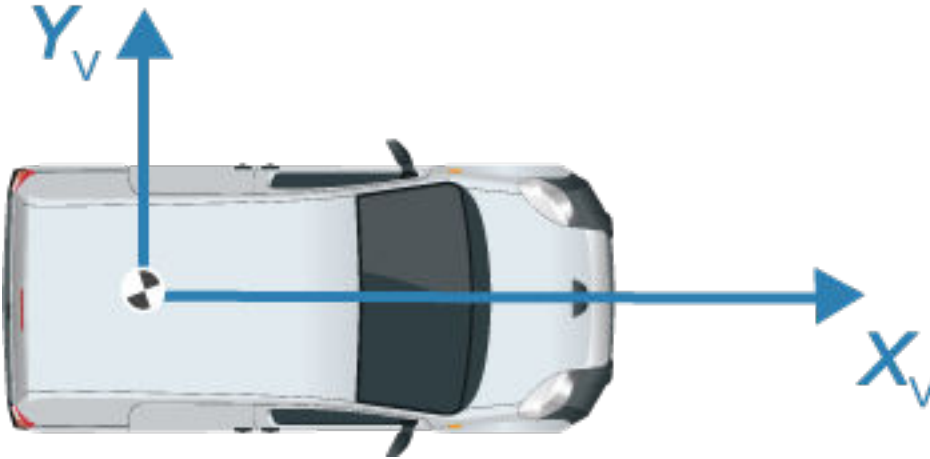
Before you can estimate the extrinsic parameters, you must capture an image of a checkerboard pattern from the camera. Use the same checkerboard pattern that you used to estimate the intrinsic parameters.

The checkerboard uses a pattern-centric coordinate system ( $X_p$ ,  $Y_p$ ), where the  $X_p$ -axis points to the right and the  $Y_p$ -axis points down. The checkerboard origin is the bottom-right corner of the top-left square of the checkerboard.





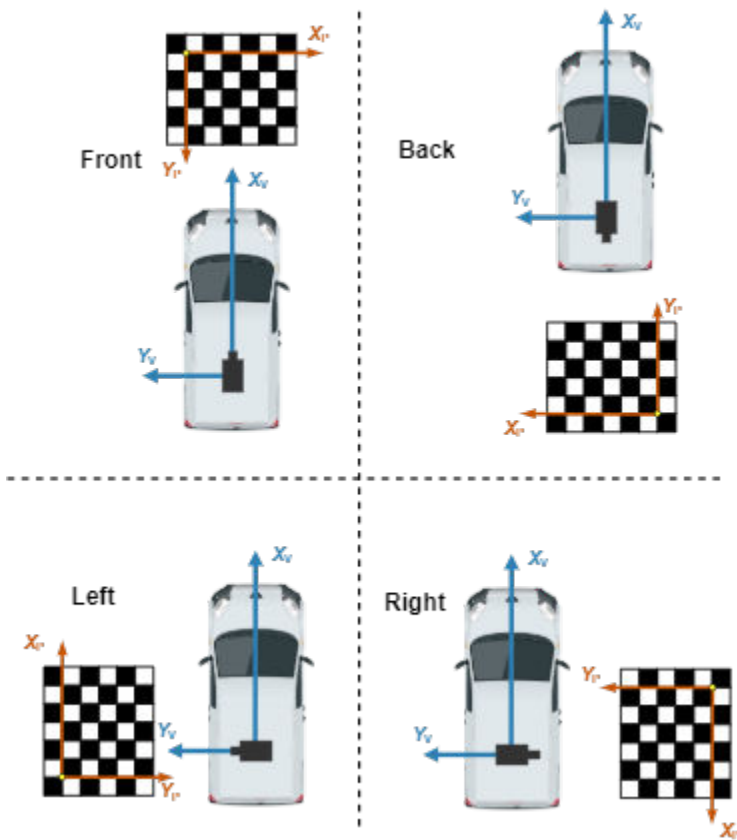
When placing the checkerboard pattern in relation to the vehicle, the  $X_p$ - and  $Y_p$ -axes must align with the  $X_v$ - and  $Y_v$ -axes of the vehicle. In the vehicle coordinate system, the  $X_v$ -axis points forward from the vehicle and the  $Y_v$ -axis points to the left, as viewed when facing forward. The origin is on the road surface, directly below the camera center (the focal point of the camera).



The orientation of the pattern can be either horizontal or vertical.

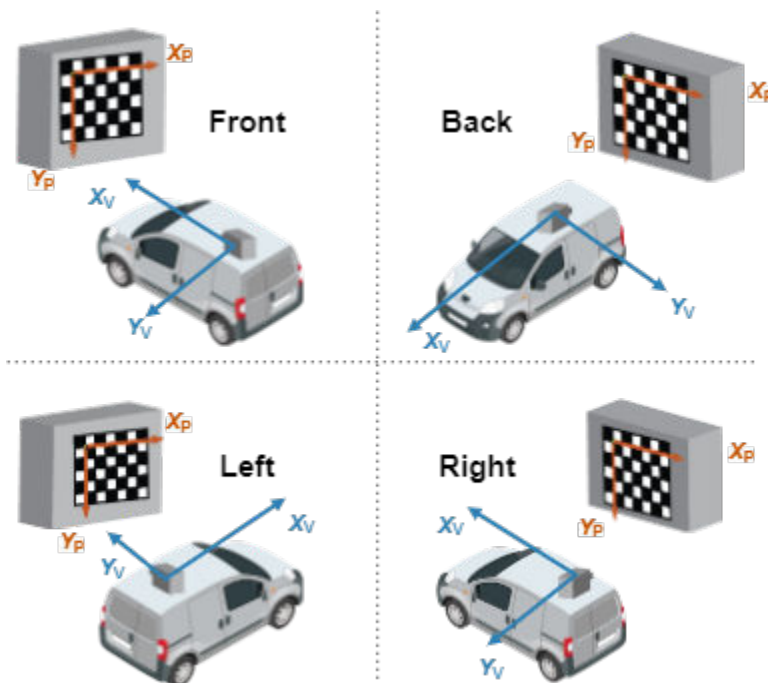
#### **Horizontal Orientation**

In the horizontal orientation, the checkerboard pattern is either on the ground or parallel to the ground. You can place the pattern in front of the vehicle, in back of the vehicle, or on the left or right side of the vehicle.



### Vertical Orientation

In the vertical orientation, the checkerboard pattern is perpendicular to the ground. You can place the pattern in front of the vehicle, in back of the vehicle, or on the left or right side of the vehicle.



## Estimate Extrinsic Parameters

After placing the checkerboard in the location you want, capture an image of it using the monocular camera. Then, use the `estimateMonoCameraParameters` function to estimate the extrinsic parameters. To use this function, you must specify the following:

- The intrinsic parameters of the camera
- The key points detected in the image, in this case the corners of the checkerboard squares
- The world points of the checkerboard
- The height of the checkerboard pattern's origin above the ground

For example, for image `I` and intrinsic parameters `intrinsics`, the following code estimates the extrinsic parameters. By default, `estimateMonoCameraParameters` assumes that the camera is facing forward and that the checkerboard pattern has a horizontal orientation.

```
[imagePoints,boardSize] = detectCheckerboardPoints(I);
squareSize = 0.029; % Square size in meters
worldPoints = generateCheckerboardPoints(boardSize,squareSize);
patternOriginHeight = 0; % Pattern is on ground
[pitch,yaw,roll,height] = estimateMonoCameraParameters(intrinsics, ...
    imagePoints,worldPoints,patternOriginHeight);
```

To increase estimation accuracy of these parameters, capture multiple images and average the values of the image points.

## Configure Camera Using Intrinsic and Extrinsic Parameters

Once you have the estimated intrinsic and extrinsic parameters, you can use the `monoCamera` object to configure a model of the camera. The following sample code shows how to configure the camera using parameters `intrinsics`, `height`, `pitch`, `yaw`, and `roll`:

```
monoCam = monoCamera(intrinsics,height,'Pitch',pitch,'Yaw',yaw,'Roll',roll);
```

## See Also

### Apps

Camera Calibrator

### Functions

estimateFisheyeParameters | estimateCameraParameters |  
estimateMonoCameraParameters | detectCheckerboardPoints |  
generateCheckerboardPoints

### Objects

monoCamera

## Related Examples

- “Create 360° Bird's-Eye-View Image Around a Vehicle” on page 8-130

## More About

- “Coordinate Systems in Automated Driving Toolbox” on page 1-2
- “Configure Monocular Fisheye Camera” on page 8-5
- “Using the Single Camera Calibrator App”
- “Fisheye Calibration Basics”

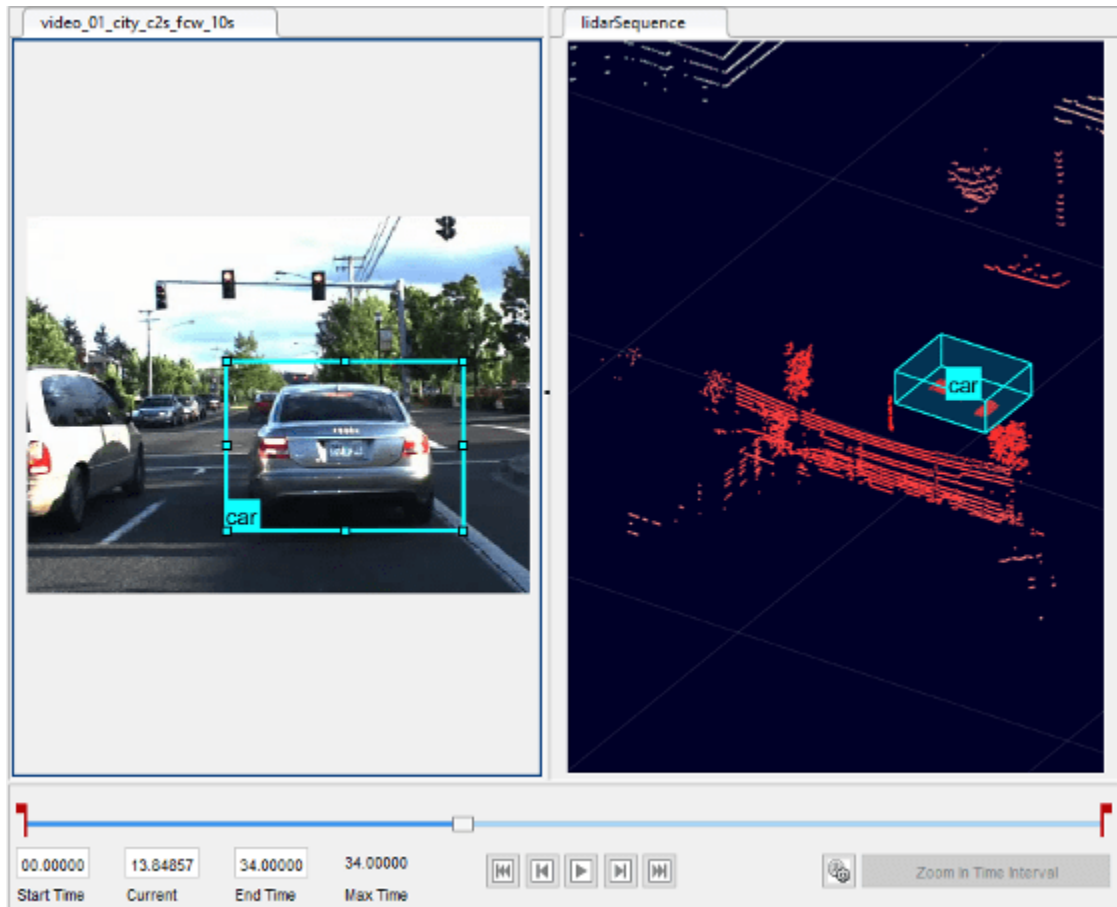
# Ground Truth Labeling and Verification

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- “Get Started with Ground Truth Labelling” on page 2-2
- “Load Ground Truth Signals to Label” on page 2-4
- “Label Ground Truth for Multiple Signals” on page 2-9
- “Export and Explore Ground Truth Labels for Multiple Signals” on page 2-21
- “Sources vs. Signals in Ground Truth Labeling” on page 2-28
- “Keyboard Shortcuts and Mouse Actions for Ground Truth Labeler” on page 2-30
- “Control Playback of Signal Frames for Labeling” on page 2-35
- “Label Lidar Point Clouds for Object Detection” on page 2-38
- “Create Class for Loading Custom Ground Truth Data Sources” on page 2-45

## Get Started with Ground Truth Labelling

The **Ground Truth Labeler** app enables you to interactively label ground truth data in a video, image sequence, or lidar point cloud. Using the app, you can simultaneously label multiple signals, such as data obtained from camera and lidar sensors mounted on a vehicle.



This example walks you through the multisignal ground truth labeling workflow in these steps.

- 1 “Load Ground Truth Signals to Label” on page 2-4 — Load multiple signals into the app and configure the display of those signals.
- 2 “Label Ground Truth for Multiple Signals” on page 2-9 — Create label definitions and label the signals by using automation algorithms.
- 3 “Export and Explore Ground Truth Labels for Multiple Signals” on page 2-21 — Export the labels from the app and explore the data.

You can use these exported labels, along with the associated signal frames, as training data for deep learning applications.

## **See Also**

### **More About**

- “Choose an App to Label Ground Truth Data”

## Load Ground Truth Signals to Label

The **Ground Truth Labeler** app provides options for labeling two types of signals.

- Image signals are image-based. You can load these signals from sources such as videos or image sequences.
- Point cloud signals are lidar-based. You can load these signals from sources such as a sequence of point cloud files.

In this example, you load a video and a point cloud sequence into the app. These signals are taken from a camera sensor and a lidar sensor mounted to a vehicle. The signals represent the same driving scene.

### Load Timestamps

Load the timestamps for the point cloud sequence. The timestamps are a `duration` vector that is in the same folder as the sequence. To load the timestamps, you must temporarily add this folder to the MATLAB® search path.

```
pcSeqFolder = fullfile(toolboxdir('driving'),'drivingdata','lidarSequence');  
addpath(pcSeqFolder)  
load timestamps.mat  
rmpath(pcSeqFolder)
```

The app also provides an option to specify timestamps for video sources. The video used in this example does not have a separate timestamps file, so when you load the video, you can read the timestamps directly from the video source.

### Open Ground Truth Labeler App

To open the **Ground Truth Labeler** app, at the MATLAB command prompt, enter this command.

```
groundTruthLabeler
```

The app opens to an empty session.

Alternatively, you can open the app from the **Apps** tab, under **Automotive**.

### Load Signals from Data Sources

The **Ground Truth Labeler** app enables you to load signals from multiple types of data sources. In the app, a data source is a file or folder containing one or more signals to label.

- For the video, the data source is an MP4 file that contains a single video.
- For the point cloud sequence, the data source is a folder containing a sequence of point cloud data (PCD) files. Together, these files represent a single point cloud sequence.

Other data sources, such as rosbags, can contain multiple signals that you can load. For more details on the relationship between sources and signals, see “Sources vs. Signals in Ground Truth Labeling” on page 2-28.

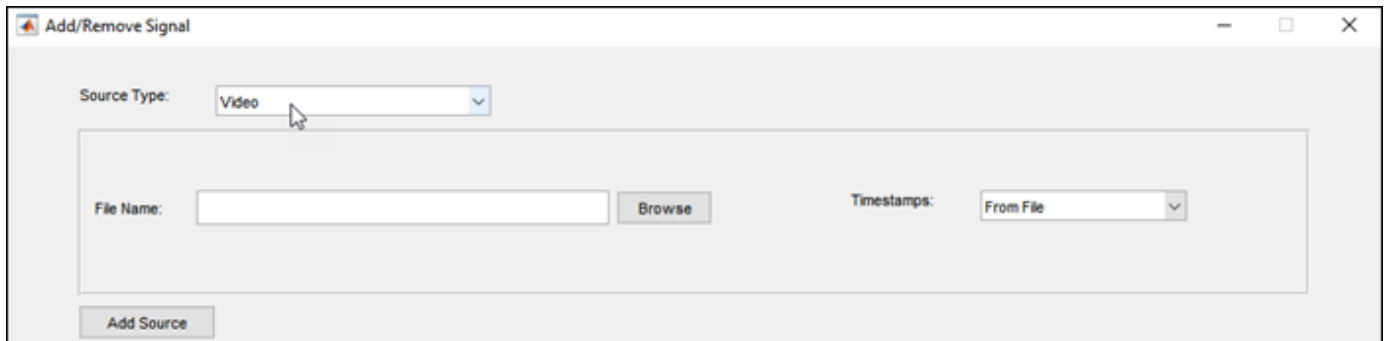


## Load Video

Load the video into the app.

- 1 On the app toolstrip, click **Import > Add Signals**.

The Add/Remove Signal dialog box opens with the **Source Type** parameter set to Video and the **Timestamps** parameter set to From File.



- 2 In the **File Name** parameter, browse for this video file. `<matlabroot>` is the full path to your MATLAB installation folder, as returned by the `matlabroot` function.

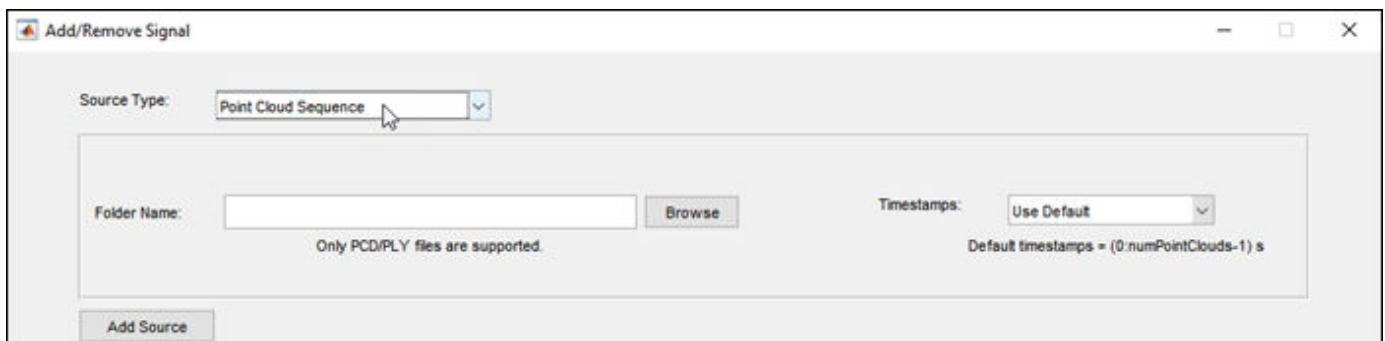
`<matlabroot>\toolbox\driving\drivingdata\01_city_c2s_fcw_10s.mp4`

- 3 Click **Add Source**. The video loads into the app, and the app reads the timestamps directly from the video. The source table displays the information about the video data source.

## Load Point Cloud Sequence

Load the point cloud sequence into the app.

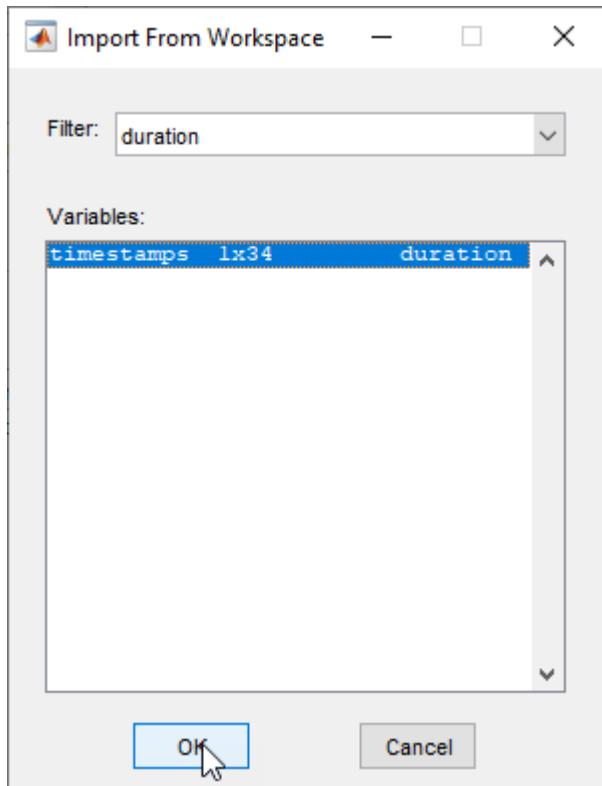
- 1 With the Add/Remove Signal dialog box still open and the video loaded, set the **Source Type** parameter to Point Cloud Sequence. The dialog box displays new options specific to loading point cloud sequences.



- 2 In the **Folder Name** parameter, browse for the `lidarSequence` folder, which contains the sequence of point cloud data (PCD) files to load.

`<matlabroot>\toolbox\driving\drivingdata\lidarSequence`

- 3 Set the **Timestamps** parameter to From Workspace. In the Import From Workspace dialog box, select the `timestamps` variable that you loaded for the point cloud sequence. Click **OK**.



- 4 Click **Add Source**. The point cloud sequence loads into the app, and the app reads the timestamps from the `timestamps` variable. The source table displays the information about the data source for the point cloud sequence.

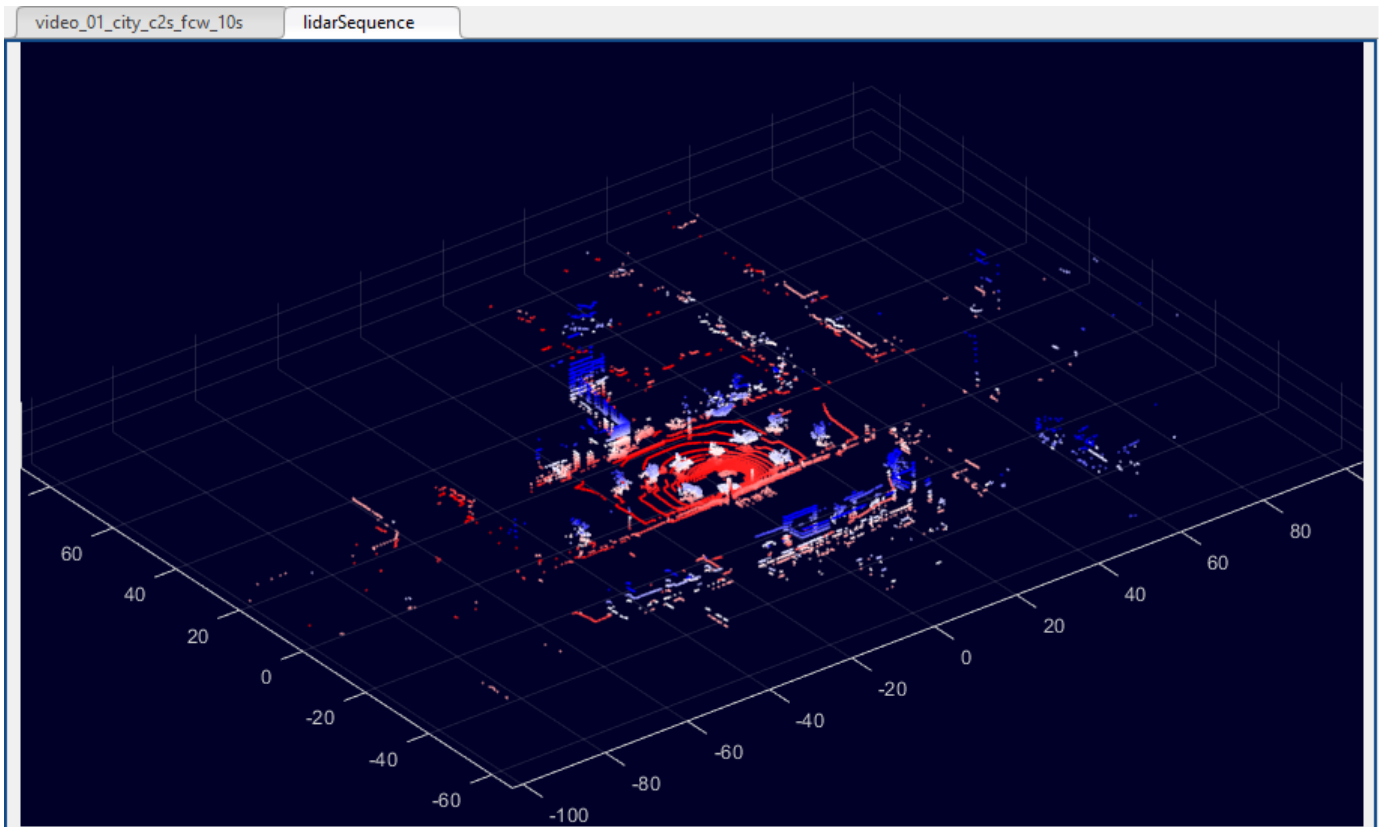
### Verify Information About Loaded Signals

The table at the bottom of the Add/Remove Signal dialog box displays information about the loaded signals. Verify that the table displays this information for the loaded signals.

- The **Signal Name** column displays the signal names generated by the app. For the video, the signal name is the file name of the data source with the prefix `video_` and with no file extension. For the point cloud sequence, the signal name is the name of the source folder.
- The **Source** column displays the full file paths to the signal data sources.
- The **Signal Type** column displays the type of each signal. The video is of type `Image`. The point cloud sequence is of type `Point Cloud`.
- The **Time Range** column displays the duration of the signals based on the loaded timestamp data. Both signals are approximately 10 seconds long.

For the point cloud sequence, if you left **Timestamps** set to `Use Default`, then the **Time Range** value for the sequence ranges from 0 to 33 seconds. This range is based on the 34 PCD files in the folder. By default, the app sets the timestamps of a point cloud sequence to a `duration` vector from 0 to the number of valid point cloud files minus 1. Units are in seconds. If this issue occurs, in the table, select the check box for the point cloud sequence row. Then, click **Delete Selected**, load the signal again, and verify the signal information again.

After verifying that the signals loaded correctly, click **OK**. The app loads the signals and opens to the first frame of the last signal added, which for this example is the point cloud sequence.

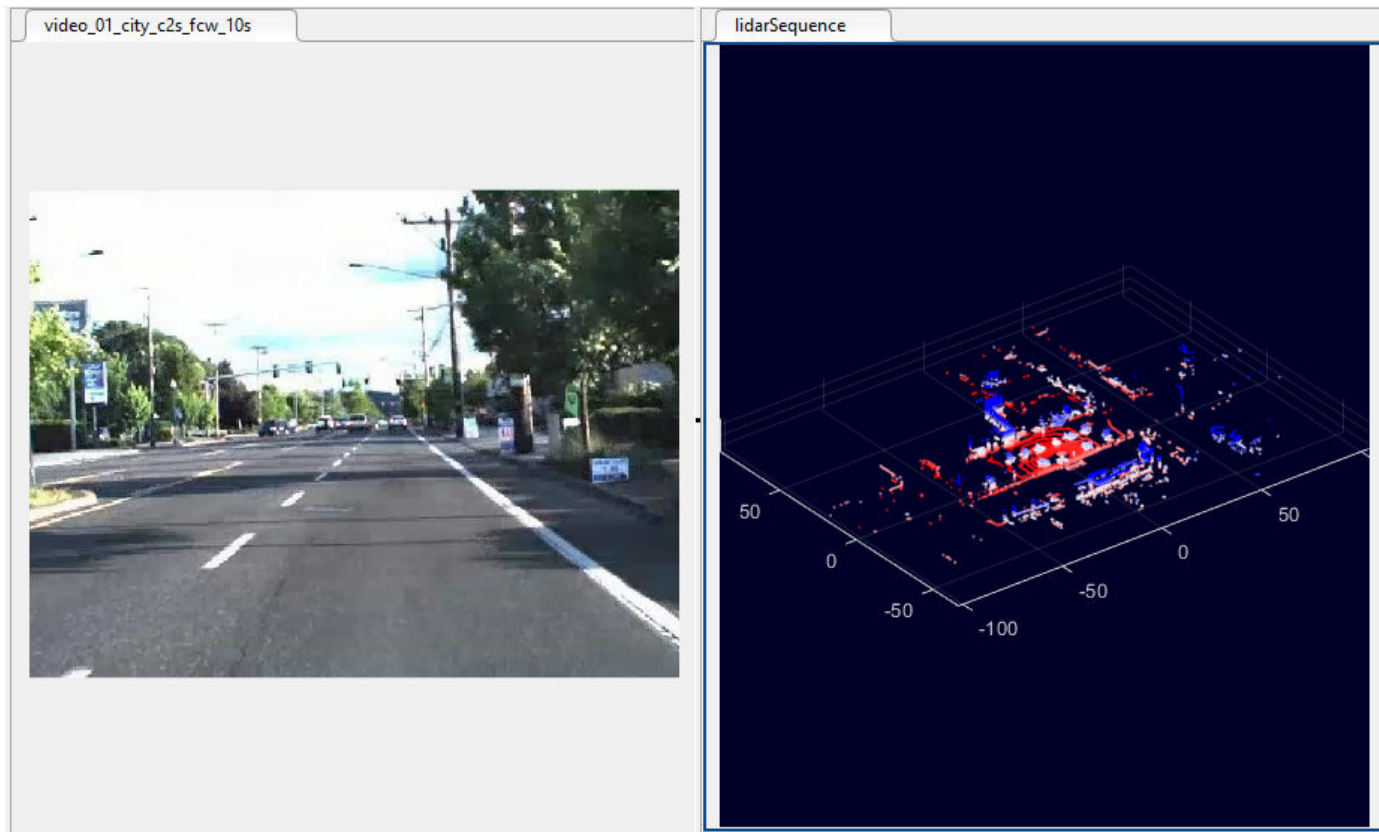



## Configure Signal Display

When you first load the signals, the app displays only one signal at a time. To display the signals side-by-side, first, on the **Label** tab of the app toolbar, click **Display Grid**. Then, move the pointer to select a 1-by-2 grid and click the grid.




The video and point cloud sequence display side-by-side.



To view the video and point cloud sequence together, in the slider below the signals, click the Play button . The video plays more smoothly than the point cloud sequence because the video has more frames over approximately the same amount of time and therefore a higher frame rate.

By default, the app plays all frames from the signal with the highest frame rate. This signal is called the main signal. For all other signals, the app displays the frame that is time-aligned with the currently displaying frame of the main signal. To configure which signal is the main signal, use the options in the Playback Control Settings dialog box. To open this dialog box, below the slider, click the

clock settings button . For more details about using these options to control the display of signal frames, see “Control Playback of Signal Frames for Labeling” on page 2-35.

After loading the signal and viewing the frames, you can now create label definitions and label the data, as described in “Label Ground Truth for Multiple Signals” on page 2-9.

### See Also

#### More About

- “Sources vs. Signals in Ground Truth Labeling” on page 2-28
- “Control Playback of Signal Frames for Labeling” on page 2-35

## Label Ground Truth for Multiple Signals

After loading the video and lidar point cloud sequence signals into the **Ground Truth Labeler** app, as described in the “Load Ground Truth Signals to Label” on page 2-4 procedure, create label definitions and label the signal frames. In this example, you label only a portion of the signals for illustrative purposes.

### Create Label Definitions

Label definitions contain the information about the labels that you mark on the signals. You can create label definitions interactively within the app or programmatically by using a `LabelDefinitionCreatorMultisignal` object. In this example, you create label definitions in the app.

#### Create ROI Label

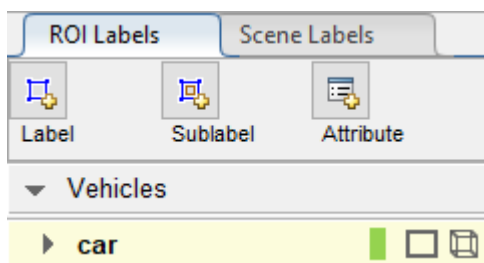
An ROI label is a label that corresponds to a region of interest (ROI) in a signal frame. You can define these ROI label types.

- **Rectangle/Cuboid** — Draw bounding box labels around objects, such as vehicles. In image signals, you draw labels of this type as 2-D rectangular bounding boxes. In point cloud signals, you draw labels of this type as 3-D cuboid bounding boxes.
- **Projected cuboid** — Draw 3-D bounding box labels around objects in an image, such as vehicles.
- **Line** — Draw linear ROIs to label lines, such as lane boundaries.
- **Pixel label** — Draw pixels to label various classes, such as road or sky, for semantic segmentation. For more information about pixel labeling, see “Label Pixels for Semantic Segmentation”
- **Polygon** — Draw polygon labels around objects. You can label distinct instances of the same class. For more information on drawing polygon ROI labels for instance and semantic segmentation networks, see “Label Objects Using Polygons”

For more details about these ROI label definitions, see “ROI Labels, Sublabels, and Attributes”.

Create an ROI label definition for labeling cars in the signal frames.

- 1 On the **ROI Labels** pane in the left pane, click **Label**.
- 2 Create a **Rectangle/Cuboid** label named **car**.
- 3 From the Group list, select **New Group** and name the group **Vehicles**. Adding labels to groups is optional.
- 4 Click **OK**. The **Vehicles** group name appears on the **ROI Labels** tab with the label **car** under it.



The **car** label is drawn differently on each signal. On the video, **car** is drawn as a 2-D rectangular bounding box of type `Rectangle`. On the point cloud sequence, **car** is drawn as a 3-D cuboid bounding box of type `Cuboid`.

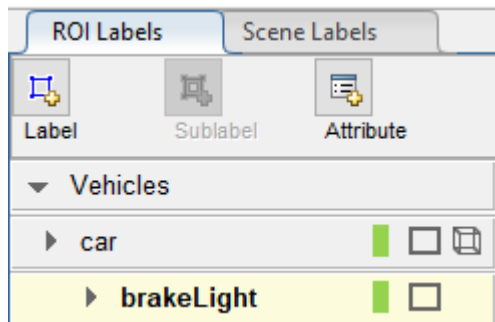
### Create ROI Sublabel

A sublabel is a type of ROI label that corresponds to a parent ROI label. Each sublabel must belong to, or be a child of, a label definition that is in the **ROI Labels** tab. For example, in a driving scene, a vehicle label can have sublabels for headlights, license plates, or wheels. For more details about sublabels, see “ROI Labels, Sublabels, and Attributes”.

Create an ROI sublabel definition for labeling the brake lights of the labeled cars.

- 1 Select the parent label of the sublabel. On the **ROI Labels** tab in the left pane, click the **car** label to select it.
- 2 Click **Sublabel**.
- 3 Create a `Rectangle` sublabel named `brakeLight`. Cuboid sublabels are not supported, so this sublabel applies only for the video signal. Click **OK**.

The **brakeLight** sublabel appears in the **ROI Labels** tab under the **car** label. The sublabel and parent label have the same color.



### Create ROI Attribute

An ROI attribute specifies additional information about an ROI label or sublabel. For example, in a driving scene, attributes can include the type or color of a vehicle. You can define ROI attributes of these types.

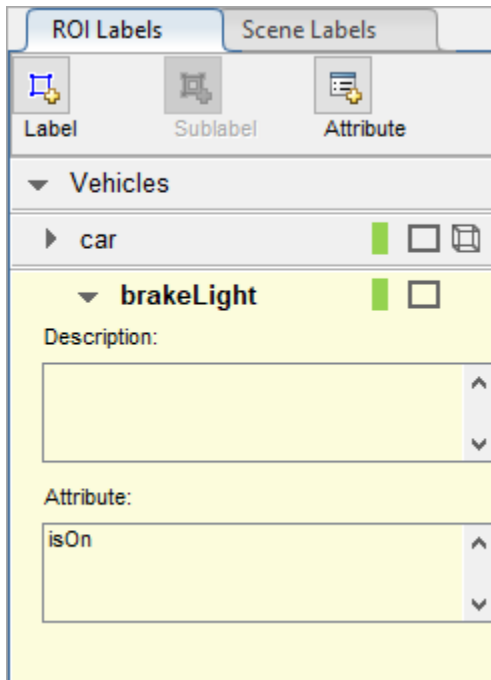
- `Numeric Value` — Specify a numeric scalar attribute, such as the number of doors on a labeled vehicle.
- `String` — Specify a string scalar attribute, such as the color of a vehicle.
- `Logical` — Specify a logical true or false attribute, such as whether a vehicle is in motion.
- `List` — Specify a drop-down list attribute of predefined strings, such as make or model of a vehicle.

For more details about these attribute types, see “ROI Labels, Sublabels, and Attributes”.

Create an attribute to describe whether a labeled brake light is on or off.

- 1 On the **ROI Labels** tab in the left pane, select the **brakeLight** sublabel and click **Attribute**.

- 2 In the **Attribute Name** box, type `isOn`. Set the attribute type to `Logical`. Leave **Default Value** set to `Empty` and optionally provide a description. Click **OK**. You can hover over the information icon that appears next to the attribute field to display the added description.
- 3 In the **ROI Labels** tab, expand the **brakeLight** sublabel definition. The **Attribute** box for this sublabel now contains the **isOn** attribute.

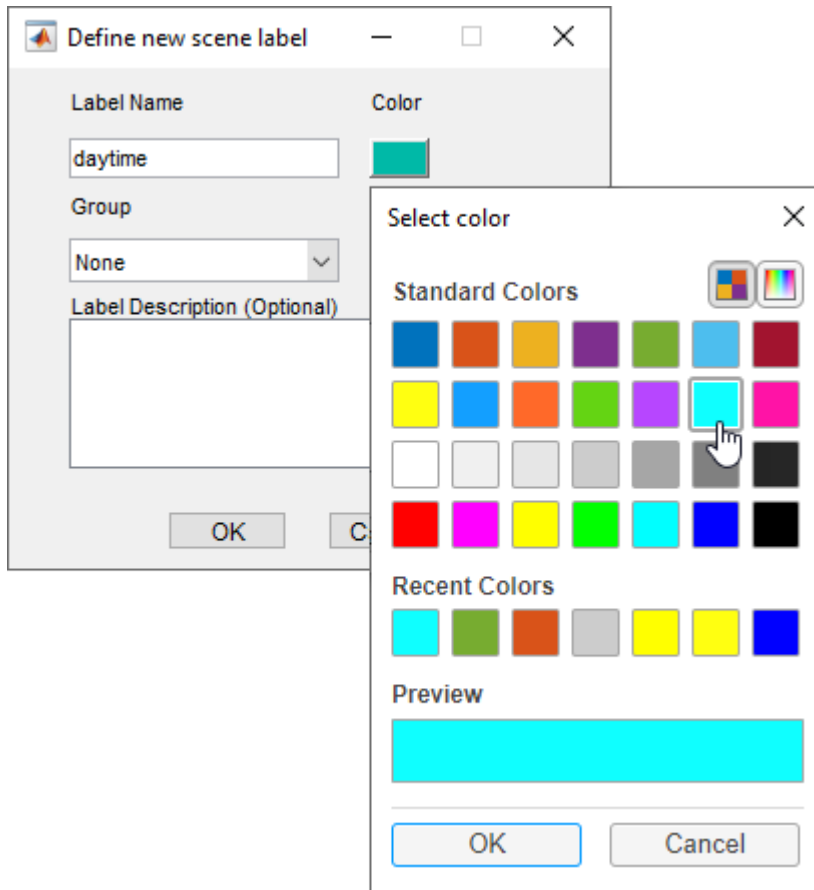


### Create Scene Label

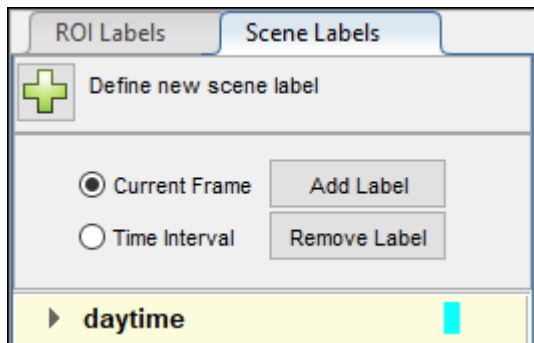
A scene label defines additional information across all signals in a scene. Use scene labels to describe conditions, such as lighting and weather, or events, such as lane changes.

Create a scene label to apply to the signal frames.

- 1 In the left pane of the app, select the **Scene Labels** tab.
- 2 Click **Define new scene label**, and in the **Label Name** box, enter a scene label named `daytime`.
- 3 Change the color of the label definition to light blue to reflect the nature of the scene label. Under the **Color** parameter, click the color preview and select the standard light blue colors. Then, click **OK** to close the color selection window.



- 4 Leave the **Group** parameter set to the default of None and click **OK**. The **Scene Labels** pane shows the scene label definition.



### Verify Label Definitions

Verify that your label definitions have this setup.

- 1 The **ROI Labels** tab contains a **Vehicles** group with a **car** label of type Rectangle/Cuboid.
- 2 The **car** label contains a sublabel named **brakeLight**.
- 3 The **brakeLight** sublabel contains an attribute named **isOn**.
- 4 The **Scene Labels** tab contains a light blue scene label named **daytime**.



To edit or delete a label definition, right-click that label definition and select the appropriate edit or delete option. To save these label definitions to a MAT-file for use in future labeling sessions, on the **Label** tab of the app toolbar, first select **Export**. Then, in the **Label Definitions** section, select **To File**.

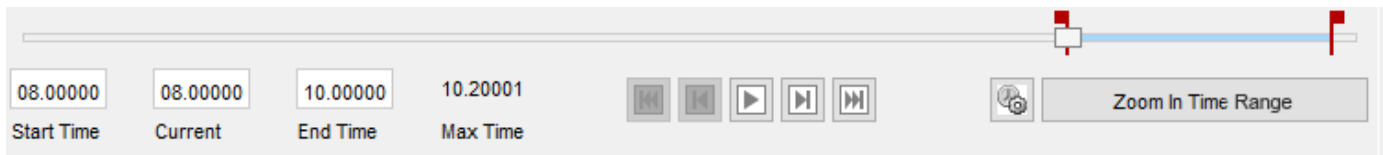
In future labeling sessions, if you need to reorder label definitions or move them to different groups, you can drag and drop them in the label definition panes.

## Label Video Using Automation

Use the **car** label to label one of the cars in a portion of the video. To assist with the labeling process, use one of the built-in label automation algorithms.

- 1 Select the time range to label. Specify an interval from 8 to 10 seconds, during which the car in front is close to the ego vehicle. In the text boxes below the video, enter these times in this order:
  - a In the **Current** box, type 8.
  - b In the **Start Time** box, type 8 so that the slider is at the start of the time range.
  - c In the **End Time** box, type 10.

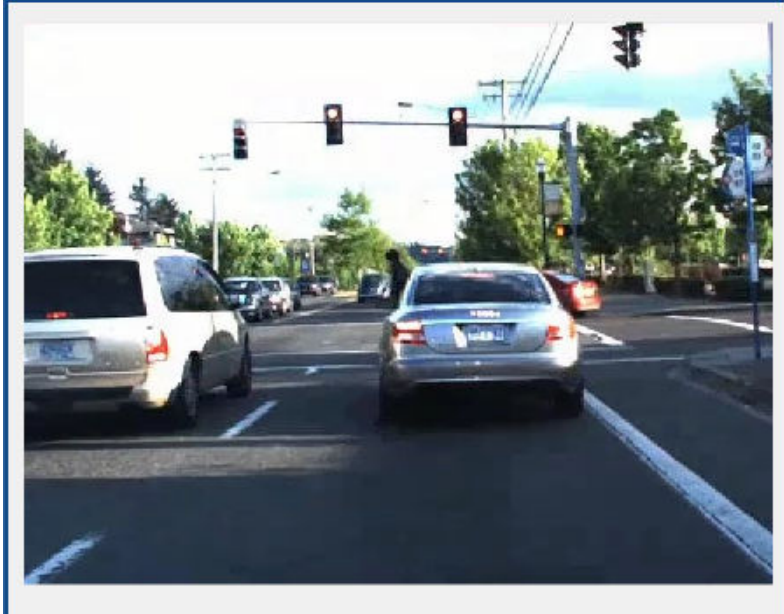
The range slider and text boxes are set to this 8-10 second interval. The red flags indicate the start and end of the interval.



The app displays signal frames from only this interval, and automation algorithms apply to only this interval. To expand the time range to fill the entire playback section, click **Zoom In Time Range**.

- 2 Select the label that you want to automate. In the **ROI Labels** tab, click the **car** label.
- 3 Select the automation algorithm to use. From the app toolbar, select **Select Algorithm > Temporal Interpolator**. This algorithm estimates rectangle ROIs between image frames by interpolating the ROI locations across the time range.
- 4 Select the signal that you want to automate. From the app toolbar, click **Select Signals**. Then, in the Select Signals window, select only the video signal and click **OK**. This algorithm supports labeling of only one signal at a time, and the point cloud signal uses a different automation algorithm.
- 5 Click **Automate**. The app prompts you to confirm that you want to label only a portion of the video. Click **Yes**. An automation session for the video opens. The right pane of the automation session displays the algorithm instructions.

video\_01\_city\_c2s\_fcw\_10s



Temporal Interpolator

ROI Selection: Choose at least two key frames. Create one ROI in each of the key frames.

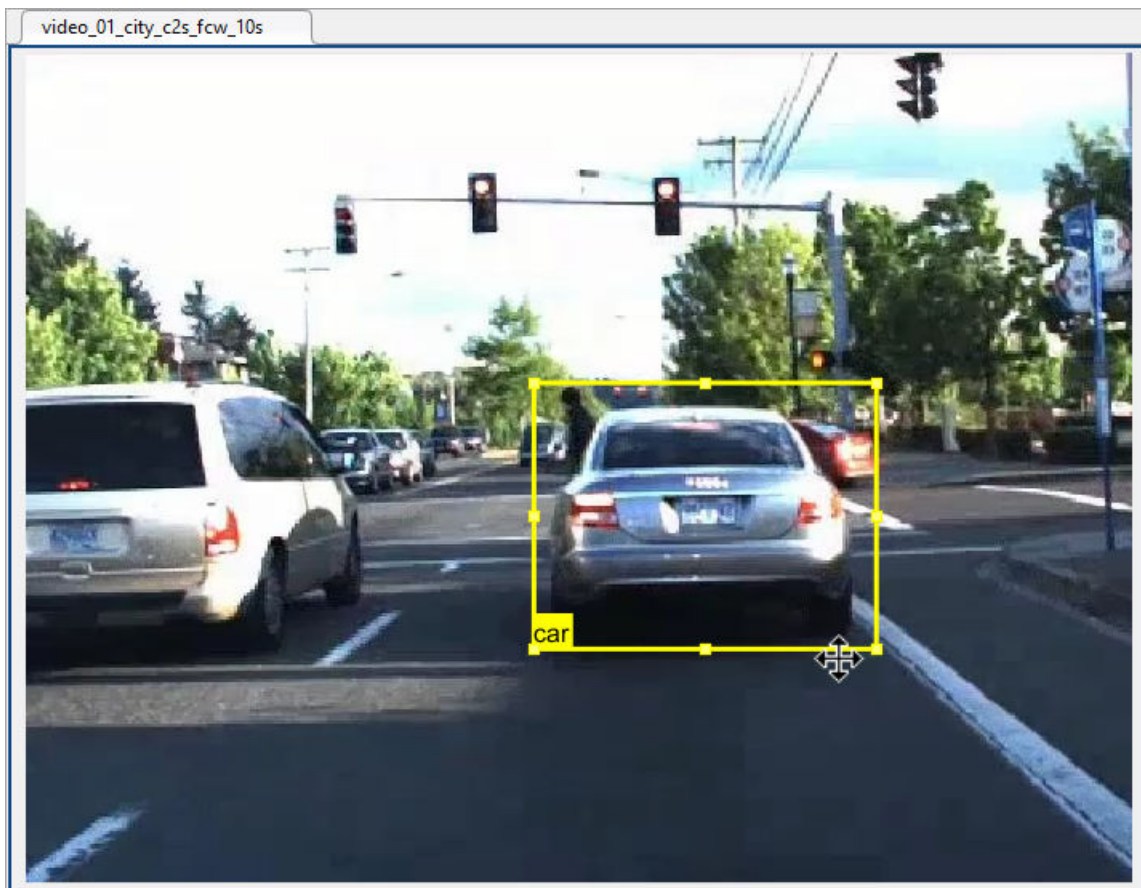
Run: Click run to interpolate ROI labels across key frames.

Review and Modify: Review automated labels manually. You can modify, delete, and add new labels.

Undo Run: If you are not satisfied with the results, click Undo Run. You can add more key frames, or adjust ROI labels in existing key frames. Click Run.

Accept/Cancel: When you are satisfied with results, click Accept and return to manual labeling. Click Cancel to return to manual labeling without saving automation results.

- 6 At the start of the time range, click and drag to draw a **car** label around the car in the center of the frame. For this algorithm, you can draw only one label per frame. Labeling the other car would require a separate automation session.



By default, the **car** label appears only when you move your pointer over it. To always display labels, on the app toolbar, set **Show ROI Labels** to **Always**.

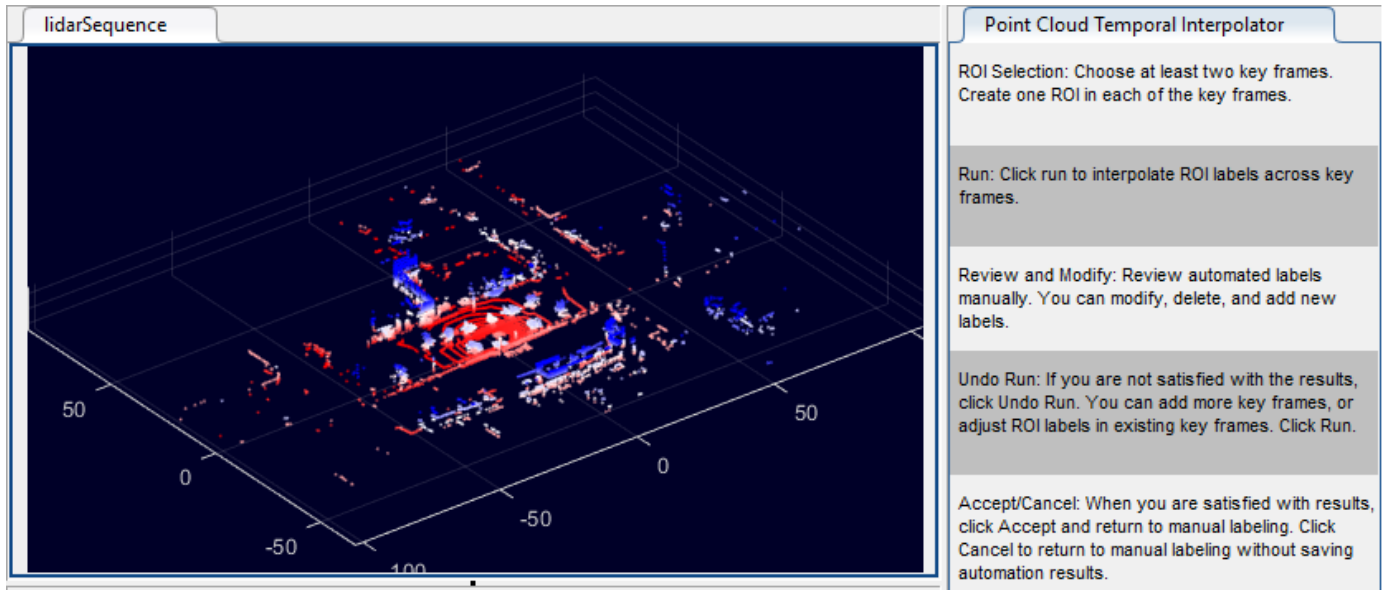
- 7 Drag the slider to the last frame and draw a **car** label around the same car in this frame. Optionally, to improve automation results, label the car in intermediate frames.
- 8 Click **Run**. The automation algorithm applies the **car** label to the intermediate frames. Drag the slider to view the results. If necessary, manually adjust the labels to improve their accuracy.
- 9 When you are satisfied with the results, click **Accept** to close the session and apply the labels to this portion of the video.



## Label Point Cloud Sequence Using Automation

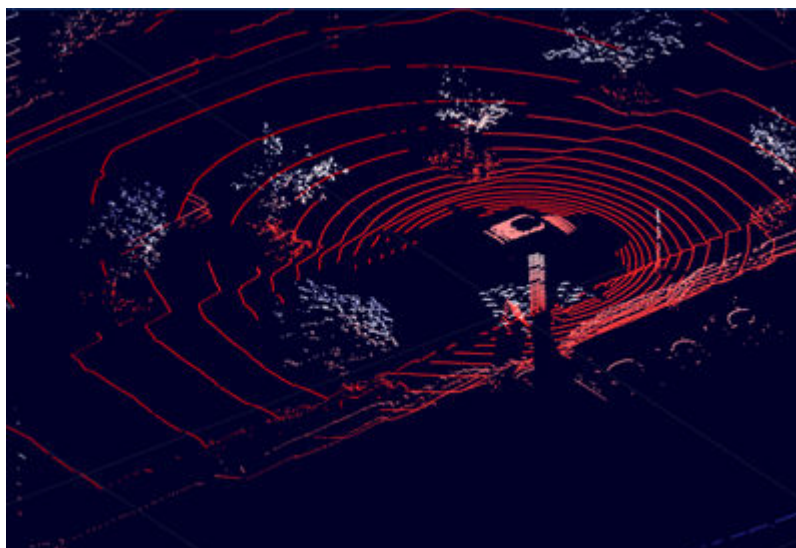
Use the same **car** label definition from the previous procedure to label a car in the point cloud sequence. To assist with the labeling process, use a built-in label automation algorithm designed for point cloud labeling. In this example, you label the ego vehicle, which is easier to see in the lidar point cloud sequence than the front car.

- 1 At the bottom of the app, verify that the time range is still set to 8 to 10 seconds.
- 2 In the labeling window, click the point cloud sequence to select it.
- 3 In the **ROI Labels** tab, click the **car** label definition.
- 4 On the **Label** tab of the app toolbar, select **Select Algorithm > Point Cloud Temporal Interpolator**. This algorithm estimates cuboid ROIs between point cloud frames by interpolating the ROI locations across the time range.

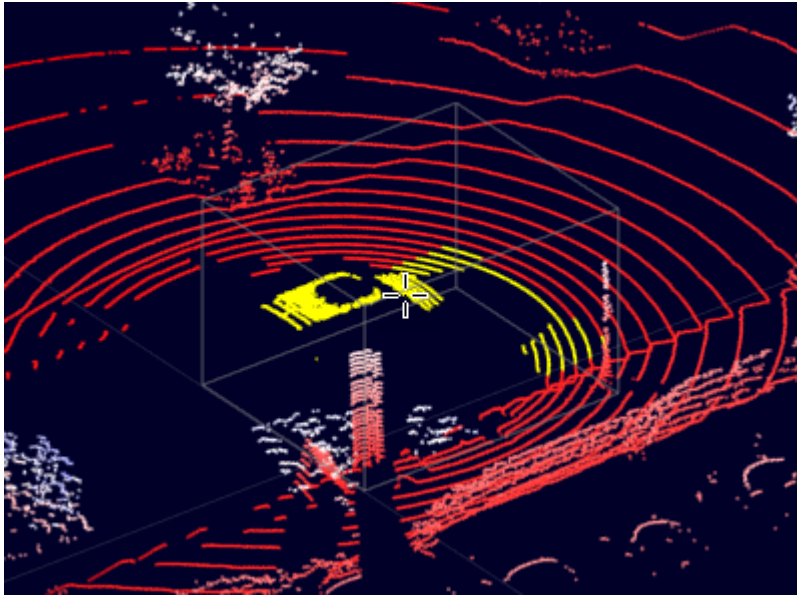
- 5 Click **Select Signals**, select only the point cloud signal, and click **OK**.
- 6 Click **Automate**. The app prompts you to confirm that you want to label only a portion of the point cloud sequence. Click **Yes**. An automation session for the point cloud sequence opens. The right pane of the automation session displays the algorithm instructions.



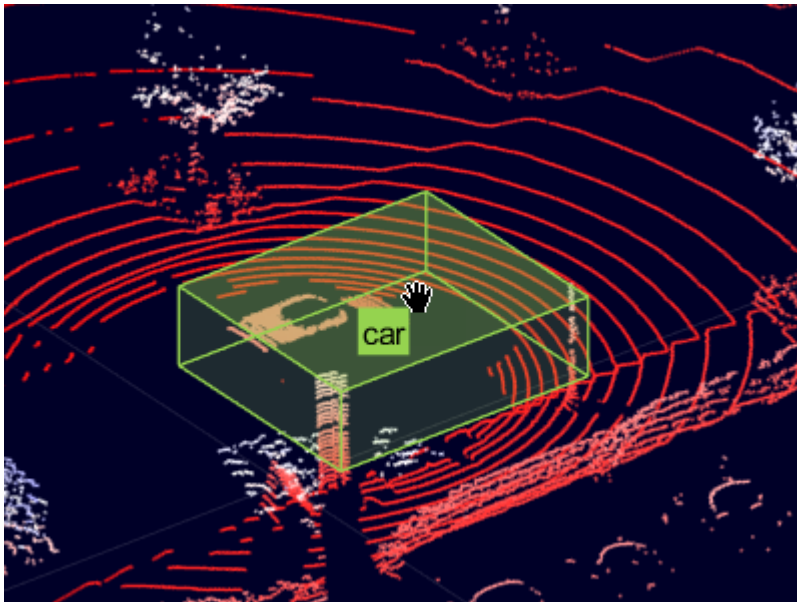
- 7 At the start of the time range, draw a **car** label around the ego vehicle.
  - a Zoom in on the car, using either the scroll wheel or the Zoom In button  at the top-right corner of the frame. You can also use the Pan button  to center the car in the frame.



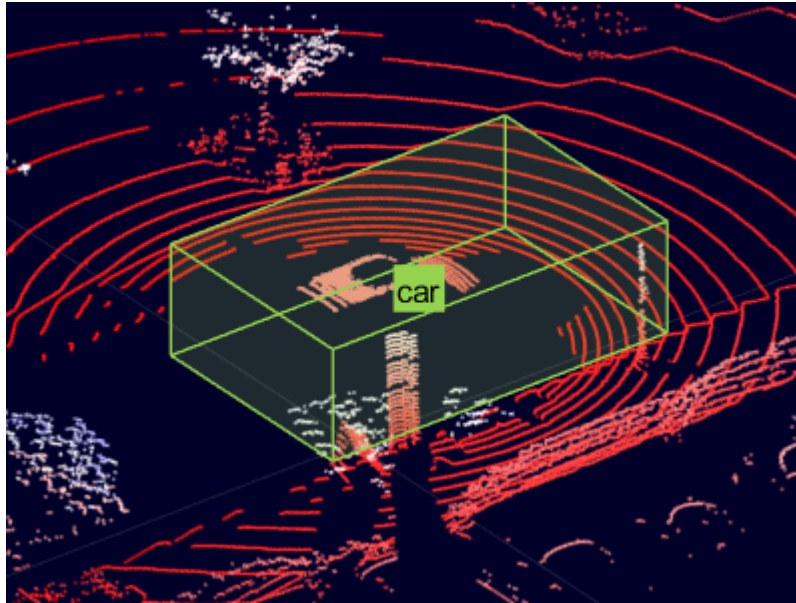
- b On the **ROI Labels** tab in the left pane, click the **car** label. Drag the gray preview cuboid until it highlights the ego vehicle.



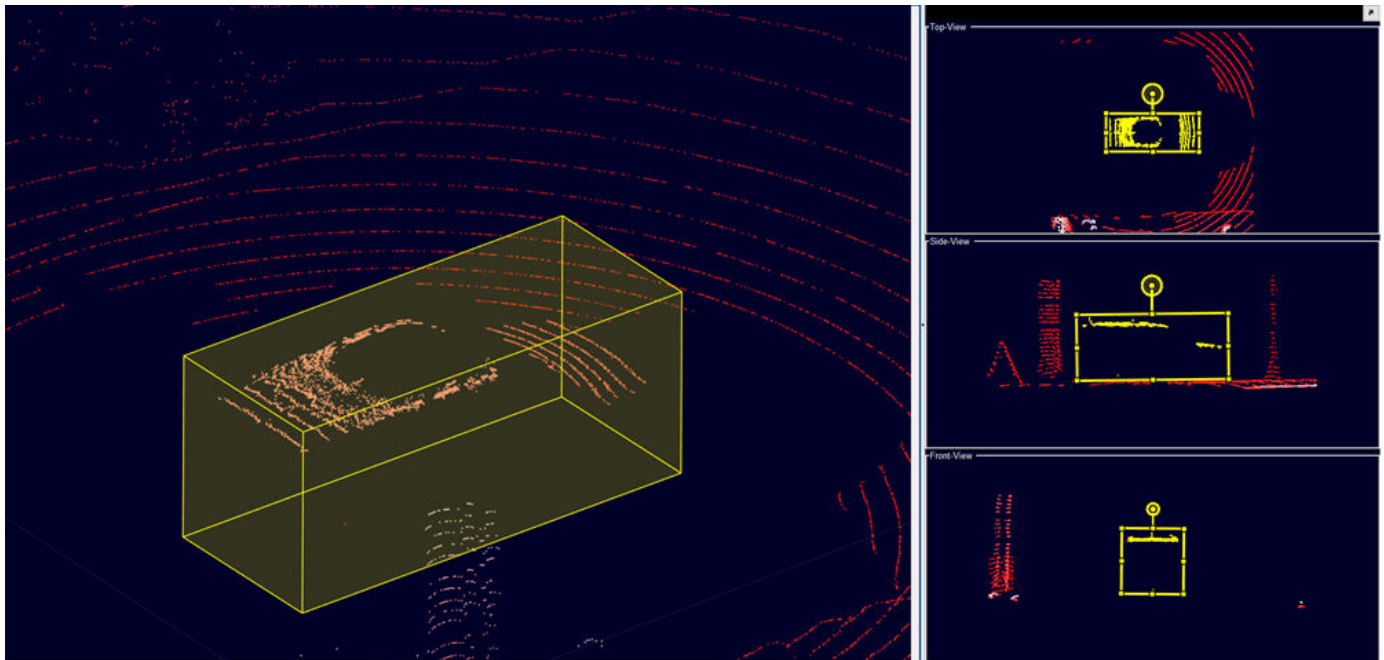
- c Click the signal frame to create the label. The label snaps to the highlighted portion of the point cloud.



- d Adjust the cuboid label until it fully encloses the car. To resize the cuboid, click and drag one of the cuboid faces. To move the cuboid, hold **Shift** and click and drag one of the cuboid faces.



- e Use projected view to adjust the cuboid label in top-view, side-view and front-view simultaneously. Under **Lidar** tab in the app toolstrip, select the **Projected View** option from the **Camera View** section, to enable this view.



For additional tips and techniques for labeling point clouds, see “Label Lidar Point Clouds for Object Detection” on page 2-38.

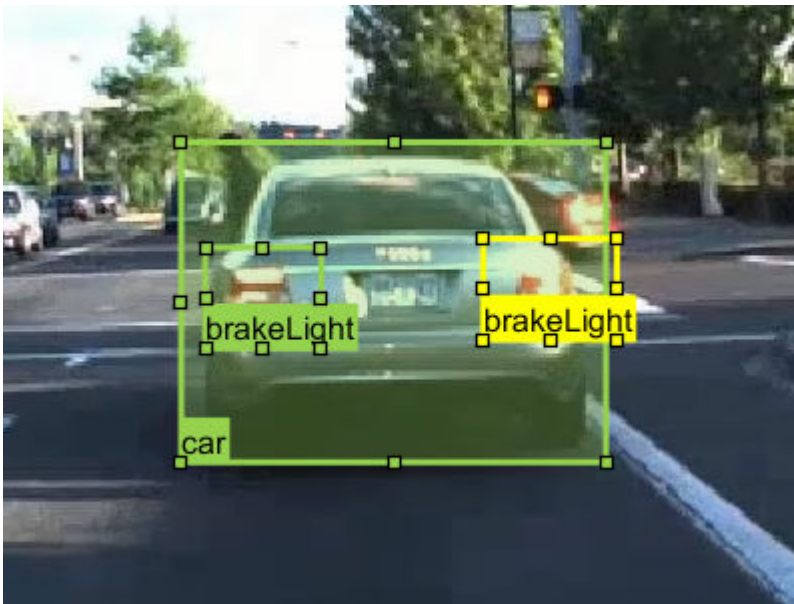
- 8 Click the cuboid and press **Ctrl+C** to copy it. Then, drag the slider to the last frame and press **Ctrl+V** to paste the cuboid into the new frame at the same position. Optionally, to improve automation results, manually adjust the position of the copied label.
- 9 Click **Run**. The automation algorithm applies the **car** label to the intermediate frames. Drag the slider to view the results. If necessary, manually adjust the labels to improve their accuracy.

- 10 When you are satisfied with the results, click **Accept** to close the session and apply the labels to this portion of the point cloud sequence.

## Label with Sublabels and Attributes Manually

Manually label one frame of the video with the **brakeLight** sublabel and its **isOn** attribute. Lidar point cloud signals do not support sublabels and attributes, so you cannot label the point cloud sequence.

- 1 At the bottom of the app, verify that the time range is still set to 8 to 10 seconds. If necessary, drag the slider to the first frame of the time range.
- 2 In the **ROI Labels** tab, click the **brakeLight** sublabel definition to select it.
- 3 Hide the point cloud sequence. On the **Label** tab of the app toolbar, under **Show/Hide Signals**, clear the check mark for the lidar point cloud sequence. Hiding a signal only hides the display. The app maintains the labels for hidden signals, and you can still export them.
- 4 Expand the video signal to fill the entire labeling window.
- 5 In the video frame, select the drawn **car** label. The label turns yellow. You must select the **car** label (parent ROI) before you can add a sublabel to it.
- 6 Draw **brakeLight** sublabels for the car. Optionally, set **Show ROI Labels** to Always so that you can confirm the association between the **car** label and its sublabels.



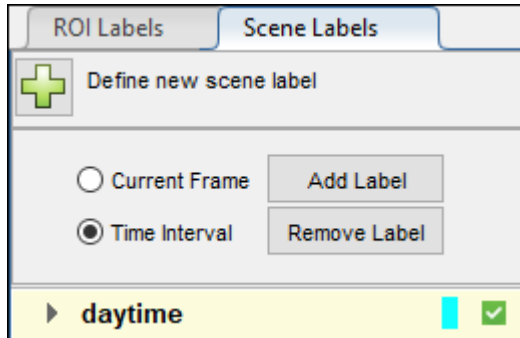
- 7 On the video frame, select one of the **brakeLight** sublabels. Then, on the **Attributes and Sublabels** pane, set the **isOn** attribute to True. Repeat this step for the other sublabel.

For more details about working with sublabels and attributes, see “Use Sublabels and Attributes to Label Ground Truth Data”.

## Label Scene Manually

Apply the **daytime** scene label to the entire scene.

- 1 Expand the time range back to the entire duration of all signals. If you zoomed in on the time range, first click **Zoom Out Time Interval**. Then, drag the red flags to the start and end of the range slider.
- 2 In the left pane of the app, select the **Scene Labels** tab.
- 3 Select the **daytime** scene label definition.
- 4 Above the label definition, click **Time Interval**. Then, click **Add Label**. A check mark appears for the **daytime** scene label indicating that the label now applies to all frames in the time range.



### View Label Summary

With all labels, sublabels, and attributes applied to at least one frame of a signal, you can now optionally view a visual summary of the ground truth labels. On the app toolbar, click **View Label Summary**. For more details, see “View Summary of Ground Truth Labels”.

### Save App Session

On the app toolbar, select **Save Session** and save a MAT-file of the app session. The saved session includes the data source, label definitions, and labeled ground truth. It also includes your session preferences, such as the layout of the app.

You can now either close the app session or continue to the “Export and Explore Ground Truth Labels for Multiple Signals” on page 2-21 step, where you export the labels.

### See Also

#### More About

- “Label Lidar Point Clouds for Object Detection” on page 2-38
- “Label Pixels for Semantic Segmentation”
- “Label Objects Using Polygons”
- “Keyboard Shortcuts and Mouse Actions for Ground Truth Labeler” on page 2-30
- “View Summary of Ground Truth Labels”



## Export and Explore Ground Truth Labels for Multiple Signals

After labeling the signals by following the “Label Ground Truth for Multiple Signals” on page 2-9 procedure, export the labels and explore how they are stored.

### Setup

Open the **Ground Truth Labeler** app session containing the labeled signals. You can open the session from the MATLAB® command line. For example, if you saved the session to a MAT-file named `groundTruthLabelingSession`, enter this command.

```
groundTruthLabeler groundTruthLabelingSession.mat
```

On the app toolstrip, select **Export > To Workspace**. In the export to workspace window, use the default export variable name, `gTruth`, and click **OK**. The app exports a `groundTruthMultisignal` object, `gTruth`, to the MATLAB® workspace. This object contains the ground truth labels captured from the app session.

If you did not export a `groundTruthMultisignal` object to the workspace, load a predefined object from the variable `gTruth`. The function used to load this object is attached to this example as a supporting file. If you are using your own object, data such as label positions can differ from the data shown in this example.

```
if (~exist('gTruth','var'))
    gTruth = helperLoadGTruthGetStarted;
end
```

Display the properties of the `groundTruthMultisignal` object, `gTruth`. The object contains information about the signal data sources, label definitions, and ROI and scene labels. This information is stored in separate properties of the object.

```
gTruth
```

```
gTruth =
```

```
groundTruthMultisignal with properties:
```

```
    DataSource: [1x2 vision.labeler.loading.MultiSignalSource]
LabelDefinitions: [3x7 table]
    ROILabelData: [1x1 vision.labeler.labeldata.ROILabelData]
    SceneLabelData: [1x1 vision.labeler.labeldata.SceneLabelData]
```

In this example, you examine the contents of each property to learn how the object stores ground truth labels.

### Data Sources

The `DataSource` property contains information about the data sources. This property contains two `MultiSignalSource` objects: one for the video source and one for the point cloud sequence source. Display the contents of the `DataSource` property.

```
gTruth.DataSource
```

ans =

```
1x2 heterogeneous MultiSignalSource (VideoSource, PointCloudSequenceSource) array with properties:
    SourceName
    SourceParams
    SignalName
    SignalType
    Timestamp
    NumSignals
```

The information stored in these objects includes the paths to the data sources, the names of the signals that they contain, and the timestamps for those signals. Display the signal names for the data sources.

gTruth.DataSource.SignalName

ans =

```
"video_01_city_c2s_fcw_10s"
```

ans =

```
"lidarSequence"
```

### Label Definitions

The LabelDefinitions property contains a table of information about the label definitions. Display the label definitions table. Each row contains information about an ROI or scene label definition. The car label definition has two rows: one for when the label is drawn as a rectangle on Image signals and one for when the label is drawn as a cuboid on PointCloud signals.

gTruth.LabelDefinitions

ans =

3x7 table

Name	SignalType	LabelType	Group	Description	LabelColor
{'car' }	Image	Rectangle	{'Vehicles'}	{0x0 char}	{[0.5862 0.8276 0.3
{'car' }	PointCloud	Cuboid	{'Vehicles'}	{0x0 char}	{[0.5862 0.8276 0.3
{'daytime'}	Time	Scene	{'None' }	{0x0 char}	{[ 0.0588

The Hierarchy column stores information about the sublabel and attribute definitions of a parent ROI label. Display the sublabel and attribute information for the car label when it is drawn as a rectangle. This label contains one sublabel, brakeLight, and no attributes.

gTruth.LabelDefinitions.Hierarchy{1}

```
ans =
  struct with fields:
    brakeLight: [1x1 struct]
      Type: Rectangle
    Description: ''
```

Display information about the `brakeLight` sublabel for the parent `car` label. The sublabel contains one attribute, `isOn`. Sublabels cannot have their own sublabels.

```
gTruth.LabelDefinitions.Hierarchy{1}.brakeLight
```

```
ans =
  struct with fields:
    Type: Rectangle
    Description: ''
    LabelColor: [0.5862 0.8276 0.3103]
    isOn: [1x1 struct]
```

Display information about the `isOn` attribute for the `brakeLight` sublabel. This attribute has no default value, so the `DefaultValue` field is empty.

```
gTruth.LabelDefinitions.Hierarchy{1}.brakeLight.isOn
```

```
ans =
  struct with fields:
    DefaultValue: []
    Description: ''
```

## ROI Label Data

The `ROILabelData` property contains an `ROILabelData` object with properties that contain ROI label data for each signal. The names of the properties match the names of the signals. Display the object property names.

```
gTruth.ROILabelData
```

```
ans =
  ROILabelData with properties:
    lidarSequence: [34x1 timetable]
    video_01_city_c2s_fcw_10s: [204x1 timetable]
```

Each property contains a timetable of ROI labels drawn at each signal timestamp, with one column per label. View a portion the video and the lidar point cloud sequence timetables. Set a time interval

from 8 to 8.5 seconds. This time interval corresponds to the start of the time interval labeled in the “Label Ground Truth for Multiple Signals” on page 2-9 procedure. The video timetable contains more rows than the point cloud sequence timetable because the video contains more label frames.

```
timeInterval = timerange(seconds(8),seconds(8.5));  
videoLabels = gTruth.R0ILabelData.video_01_city_c2s_fcw_10s(timeInterval,:)  
lidarLabels = gTruth.R0ILabelData.lidarSequence(timeInterval,:)
```

```
videoLabels =
```

```
10x1 timetable
```

Time	car
8 sec	{1x1 struct}
8.05 sec	{1x1 struct}
8.1 sec	{1x1 struct}
8.15 sec	{1x1 struct}
8.2 sec	{1x1 struct}
8.25 sec	{1x1 struct}
8.3 sec	{1x1 struct}
8.35 sec	{1x1 struct}
8.4 sec	{1x1 struct}
8.45 sec	{1x1 struct}

```
lidarLabels =
```

```
2x1 timetable
```

Time	car
8.0495 sec	{1x1 struct}
8.3497 sec	{1x1 struct}

View the rectangle car labels for the first video frame in the time interval. The label data is stored in a structure.

```
videoLabels.car{1}
```

```
ans =
```

```
struct with fields:
```

```
Position: [296 203 203 144]  
brakeLight: [1x2 struct]
```

The **Position** field stores the positions of the car labels. This frame contains only one car label, so in this case, **Position** contains only one rectangle bounding box. The bounding box position is of the form [x y w h], where:

- `x` and `y` specify the upper-left corner of the rectangle.
- `w` specifies the width of the rectangle, which is the length of the rectangle along the `x`-axis.
- `h` specifies the height of the rectangle, which is the length of the rectangle along the `y`-axis.

The `car` label also contains two `brakeLight` sublabels at this frame. View the `brakeLight` sublabels. The sublabels are stored in a structure array, with one structure per sublabel drawn on the frame.

```
videoLabels.car{1}.brakeLight
```

```
ans =
```

```
1x2 struct array with fields:
```

```
Position
isOn
```

View the bounding box positions for the sublabels.

```
videoLabels.car{1}.brakeLight.Position
```

```
ans =
```

```
304 245 50 46
```

```
ans =
```

```
435 243 54 51
```

View the values for the `isOn` attribute in each sublabel. For both sublabels, this attribute is set to logical `1` (`true`).

```
videoLabels.car{1}.brakeLight.isOn
```

```
ans =
```

```
logical
```

```
1
```

```
ans =
```

```
logical
```

```
1
```

Now view the cuboid `car` labels for the first point cloud sequence frame in the time interval. Point cloud sequences do not support sublabels or attributes. Instead of storing cuboid labels in the `Position` field of a structure, cuboid bounding box positions are stored in an `M`-by-9 matrix, where `M` is the number of cuboid labels. Because this frame contains only one cuboid label, in this case `M` is 1.

```
lidarLabels.car{1}
```

```
ans =
```

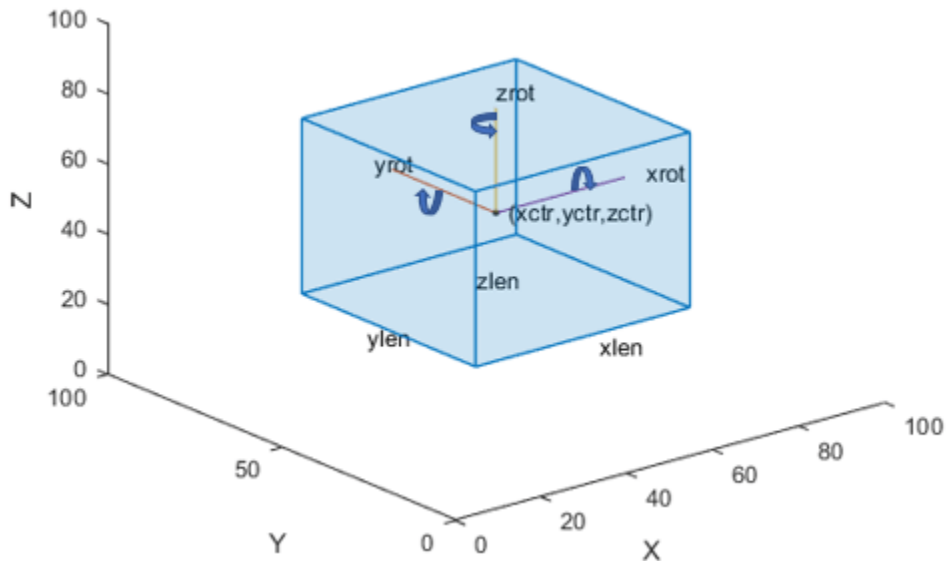
```
struct with fields:
```

```
Position: [-1.1559 -0.7944 1.2012 12.6196 5.9278 3.0010 0 0 0]
brakeLight: []
```

The 1-by-9 bounding box position is of the form  $[xctr, yctr, zctr, xlen, ylen, zlen, xrot, yrot, zrot]$ , where:

- $xctr, yctr,$  and  $zctr$  specify the center of the cuboid.
- $xlen, ylen,$  and  $zlen$  specify the length of the cuboid along the  $x$ -,  $y$ -, and  $z$ -axis, respectively, before rotation has been applied.
- $xrot, yrot,$  and  $zrot$  specify the rotation angles for the cuboid along the  $x$ -,  $y$ -, and  $z$ -axis, respectively. These angles are clockwise-positive when looking in the forward direction of their corresponding axes.

This figure shows how these values specify the position of a cuboid.



### Scene Label Data

The SceneLabelData property contains a SceneLabelData object with properties that contain scene label data across all signals. The names of the properties match the names of the scene labels. Display the object property names.

```
gTruth.SceneLabelData
```

```
ans =
```

```
SceneLabelData with properties:
```

```
daytime: [0 sec    10.15 sec]
```

The `daytime` label applies to the entire time interval, which is approximately 10 seconds.

### **Use Ground Truth Labels**

The labels shown in this example are for illustrative purposes only. For your own labeling, after you export the labels, you can use them as training data for object detectors. To gather label data from the `groundTruthMultisignal` object for training, use the `gatherLabelData` function.

To share labeled ground truth data, share the ground truth MAT-file containing the `groundTruthMultisignal` object, not the MAT-file containing the app session. For more details, see “Share and Store Labeled Ground Truth Data”.

### **See Also**

`groundTruthMultisignal` | `gatherLabelData` | `SceneLabelData` | `ROILabelData`

### **More About**

- “Share and Store Labeled Ground Truth Data”
- “How Labeler Apps Store Exported Pixel Labels”

## Sources vs. Signals in Ground Truth Labeling

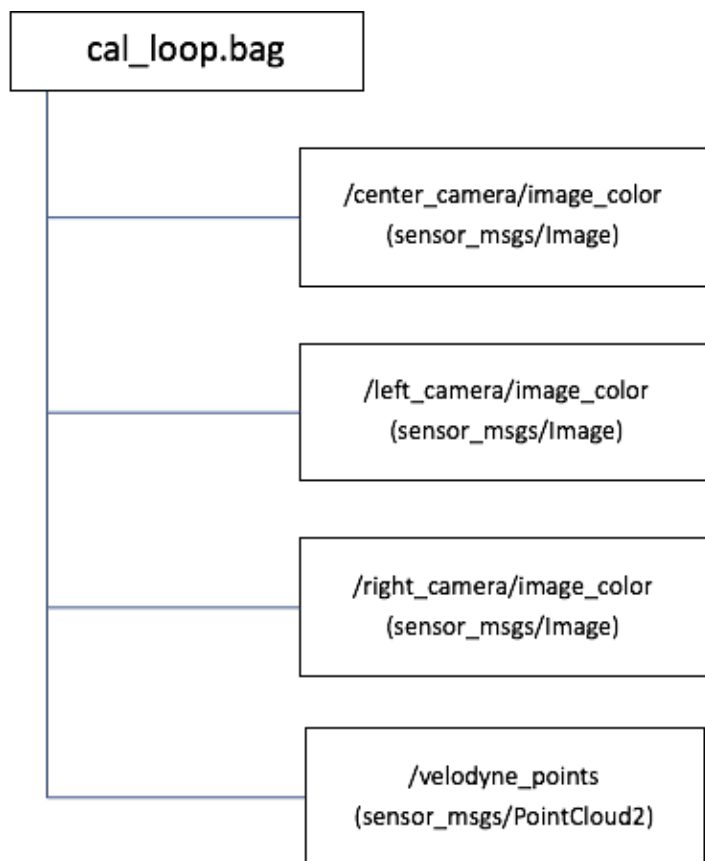
In the **Ground Truth Labeler** app, a source is the file or folder containing the data that you want to load. A signal is the data from that source that you want to label. A source can contain one or more signals.

In many cases, a source contains only one signal. Consider an AVI video file. The source is the AVI file and the signal is the video that you load from that file. Other sources that have only one signal include Velodyne® packet capture (PCAP) files and folders that contain image or point cloud sequences.

Sources such as rosbags can contain multiple signals. Consider a rosbag named `cal_loop.bag`. The rosbag contains data obtained from four sensors mounted on a vehicle. The source is the rosbag file. The signals in the rosbag are `sensor_msgs` topics that correspond to the data from the four sensors. The topics have these names.

- `/center_camera/image_color` — Image sequence obtained from the center camera
- `/left_camera/image_color` — Image sequence obtained from the left camera
- `/right_camera/image_color` — Image sequence obtained from the right camera
- `/velodyne_points` — Point cloud sequence obtained from a Velodyne lidar sensor

This diagram depicts the relationship between the source and each of its four signals.





## **See Also**

`groundTruthMultisignal | vision.labeler.loading.MultiSignalSource`

## **More About**

- “Load Ground Truth Signals to Label” on page 2-4

## Keyboard Shortcuts and Mouse Actions for Ground Truth Labeler

**Note** On Macintosh platforms, use the **Command** (⌘) key instead of **Ctrl**.

### Label Definitions

Task	Action
Navigate through ROI labels and their groups in the <b>ROI Label Definition</b> pane.	Up or Down arrow
Navigate through scene labels and their groups in the <b>Scene Label Definition</b> pane,	Hold <b>Alt</b> and press the up arrow or down arrow
Reorder labels within a group or move labels between groups	Click and drag labels
Reorder groups	Click and drag groups

### Frame Navigation and Time Interval Settings

Navigate between frames and change the time range of the signal. These controls are located in the bottom pane of the app.

Task	Action
Go to the next frame	Right arrow
Go to the previous frame	Left arrow
Go to the last frame	<ul style="list-style-type: none"> <li>PC: <b>End</b></li> <li>Mac: Hold <b>Fn</b> and press the right arrow</li> </ul>
Go to the first frame	<ul style="list-style-type: none"> <li>PC: <b>Home</b></li> <li>Mac: Hold <b>Fn</b> and press the left arrow</li> </ul>
Navigate through time range boxes and frame navigation buttons	<b>Tab</b>
Commit time interval settings	Press <b>Enter</b> within the active time interval box ( <b>Start Time</b> , <b>Current</b> , or <b>End Time</b> )

### Labeling Window

Perform labeling actions, such as adding, moving, and deleting regions of interest (ROIs). The ROIs can be pixel labels or non-pixel ROI labels that include line, rectangle, cuboid, and projected cuboid.

Task	Action
Undo labeling action	<b>Ctrl+Z</b>
Redo labeling action	<b>Ctrl+Y</b>
Select all non-pixel ROIs	<b>Ctrl+A</b>

<b>Task</b>	<b>Action</b>
Select specific non-pixel ROIs	Hold <b>Ctrl</b> and click the ROIs you want to select
Cut selected non-pixel ROIs	<b>Ctrl+X</b>
Copy selected non-pixel ROIs to clipboard	<b>Ctrl+C</b>
Paste copied non-pixel ROIs <ul style="list-style-type: none"> <li>• If a sublabel was copied, both the sublabel and its parent label are pasted.</li> <li>• If a parent label was copied, only the parent label is pasted, not its sublabels.</li> </ul> For more details, see “Use Sublabels and Attributes to Label Ground Truth Data”.	<b>Ctrl+V</b>
Switch between selected non-pixel ROI labels.  You can switch between labels only of the same type. For example, if you select a rectangle ROI, you can switch only between other rectangle ROIs.	<b>Tab</b> or <b>Shift+Tab</b>
Move a drawn non-pixel ROI label	Hold <b>Ctrl</b> and press the up, down, left or right arrows
Resize a rectangle ROI uniformly across all dimensions	<b>Ctrl+Plus (+)</b> or <b>Ctrl+Minus (-)</b>
Delete selected non-pixel ROIs	<b>Delete</b>
Copy all pixel ROIs	<b>Ctrl+Shift+C</b>
Cut all pixel ROIs	<b>Ctrl+Shift+X</b>
Paste copied or cut pixel ROIs	<b>Ctrl+Shift+V</b>
Delete all pixel ROIs	<b>Ctrl+Shift+Delete</b>
Fill all or all remaining pixels	<b>Shift+click</b>

## Cuboid Resizing and Moving

Draw cuboids to label lidar point clouds. For examples on how to use these shortcuts to label lidar point clouds efficiently, see “Label Lidar Point Clouds for Object Detection” on page 2-38.

**Note** To enable these shortcuts, you must first click within the point cloud frame to select it.

<b>Task</b>	<b>Action</b>
Resize a cuboid uniformly across all dimensions before applying it to the point cloud	Hold <b>A</b> and move the scroll wheel up to increase size or down to decrease size
Resize a cuboid along only the x-dimension before applying it to the point cloud	Hold <b>X</b> and move the scroll wheel up to increase size or down to decrease size

Task	Action
Resize a cuboid along only the y-dimension before applying it to the point cloud	Hold <b>Y</b> and move the scroll wheel up to increase size or down to decrease size
Resize a cuboid along only the z-dimension before applying it to the point cloud	Hold <b>Z</b> and move the scroll wheel up to increase size or down to decrease size
Resize a cuboid after applying it to the point cloud	Click and drag one of the cuboid faces
Move a cuboid	Hold <b>Shift</b> and click and drag one of the cuboid faces  The cuboid is translated along the dimension of the selected face.
Move multiple cuboids simultaneously	Follow these steps:  <ol style="list-style-type: none"> <li>1 Hold <b>Ctrl</b> and click the cuboids that you want to move.</li> <li>2 Hold <b>Shift</b> and click and drag a face of one of the selected cuboids.</li> </ol> <p>The cuboids are translated along the dimension of the selected face.</p>

## Polyline Drawing

Draw ROI line labels on a frame. ROI line labels are polylines, meaning that they are composed of one or more line segments.

Task	Action
Commit a polyline to the frame, excluding the currently active line segment	Press <b>Enter</b> or right-click while drawing the polyline
Commit a polyline to the frame, including the currently active line segment	Double-click while drawing the polyline  A new line segment is committed at the point where you double-click.
Delete the previously created line segment in a polyline	<b>Backspace</b>
Cancel drawing and delete the entire polyline	<b>Escape</b>

## Polygon Drawing

Draw polygons to label pixels on a frame.

<b>Task</b>	<b>Action</b>
Commit a polygon to the frame, excluding the currently active line segment	Press <b>Enter</b> or right-click while drawing the polygon  The polygon closes up by forming a line between the previously committed point and the first point in the polygon.
Commit a polygon to the frame, including the currently active line segment	Double-click while drawing polygon  The polygon closes up by forming a line between the point where you double-clicked and the first point in the polygon.
Remove the previously created line segment from a polygon	<b>Backspace</b>
Cancel drawing and delete the entire polygon	<b>Escape</b>

## Zooming, Panning, and Rotating

<b>Task</b>	<b>Action</b>
Zoom in or out of an image frame	Move the scroll wheel up to zoom in or down to zoom out  If the frame is in pan mode, then zooming is not supported. To enable zooming, in the upper-right corner of the frame, either click the Pan button to disable panning or click one of the zoom buttons.
Zoom in on specific section of an image frame	In the upper-right corner of the frame, click the Zoom In button and then click and drag within the frame to draw a box around the section that you want to zoom in on  Zooming in on a specific section of a point cloud is not supported.
Pan across an image frame	Press the up, down, left, or right arrows
Zoom in on or out of a point cloud frame	In the top-left corner of the display, click the Zoom In or Zoom Out button. Then, move the scroll wheel up (zoom in) or down (zoom out). Alternatively, move the cursor up or right (zoom in) or down or left (zoom out).  Zooming in and out is supported in all modes (pan, zoom, and rotate).

<b>Task</b>	<b>Action</b>
Pan across a point cloud frame	Press the <b>a</b> , <b>d</b> , <b>w</b> , and <b>s</b> keys. <ul style="list-style-type: none"><li>• <b>w</b> – To move forward</li><li>• <b>s</b> – To move backward</li><li>• <b>a</b> – To move left</li><li>• <b>d</b> – To move right</li></ul>
Rotate a point cloud frame	Hold <b>R</b> and click and drag the point cloud frame  <b>Note</b> Only yaw rotation is allowed.

## App Sessions

<b>Task</b>	<b>Action</b>
Save current session	<b>Ctrl+S</b>

## See Also

Ground Truth Labeler

## More About

- “Get Started with Ground Truth Labelling” on page 2-2

## Control Playback of Signal Frames for Labeling

The **Ground Truth Labeler** app enables you to label multiple image or lidar point cloud signals simultaneously. When playing the signals or navigating between frames, you can control which frames display for each signal by changing the frame rate at which the signals display.

### Signal Frames

The signals that you label are composed of frames. Each frame has a discrete timestamp associated with it, but the app treats each frame as a duration of  $[t_0, t_1)$ , where:

- $t_0$  is the timestamp of the current frame.
- $t_1$  is the timestamp of the next frame.

When you label a frame that displays in the app, the label applies to the duration of that frame.

The intervals between frames are units of time, such as seconds. This time range is the frame rate of the signal. Specify the timestamps for a signal as a duration vector. Each timestamp corresponds to the start of a frame.

### Main Signal

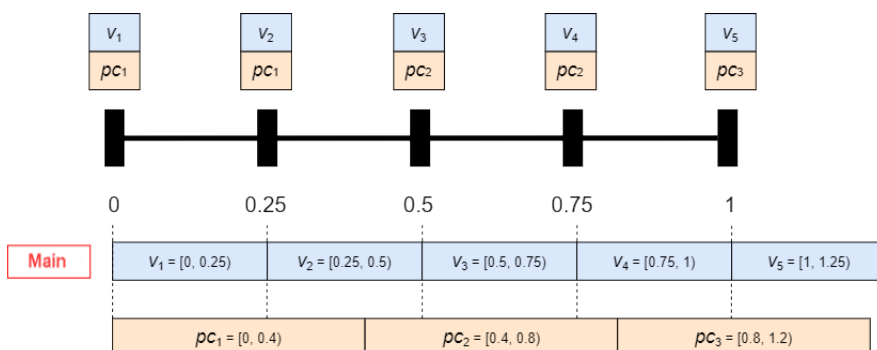
When you load multiple signals into a new app session, by default, the app designates the signal with the highest frame rate as the main signal. When you play back signals or navigate between frames, the app displays all frames from the main signal.

In the app, you can label signals only from within the time range of the main signal. When you view a frame from the main signal, the app displays the frames from all other signals that are at that timestamp. In this scenario, when navigating between frames, frames from signals with lower frame rates are sometimes repeated.

Consider an app session containing two signals: a video,  $v$ , and a lidar point cloud sequence,  $pc$ .

- The video has a frame rate of 4 frames per second, with a 0.25-second duration per frame. This signal is the main signal.
- The point cloud sequence has a frame rate of 2.5 frames per second, with a 0.4-second duration per frame.

This figure shows the frames that display over the first second in this scenario.



At time 0, the app displays the initial frame for each signal:  $v_1$  for the video and  $pc_1$  for the point cloud sequence. When you click the Next Frame button, the time skips to 0.25 seconds.


- For the video, the app displays the next frame,  $v_2$ .
- For the point cloud sequence, the app displays  $pc_1$  again.

The app repeats the point cloud frame because the next point cloud frame,  $pc_2$ , does not start until 0.4 seconds. To display this frame, you must either set the **Current Time** parameter to 0.4 seconds or click the Next Frame button again to navigate to a time of 0.5 seconds.

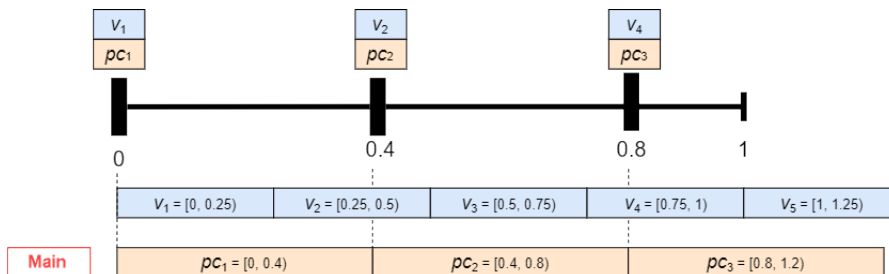
Keep the signal with the highest frame rate as the main signal when you want to display and label all frames for all signals.

## Change Main Signal

After loading signals, you can change the main signal from the Playback Control Settings dialog box.

To open this dialog box, below the slider, click the clock settings button . Then, select **Main signal** and change the main signal to a different signal loaded into the app. When you change the main signal to a signal with a lower frame rate, frames from signals with higher frame rates are sometimes skipped.

Consider the app session described in the previous section, except with the point cloud sequence as the main signal.



When you skip from  $pc_2$  to  $pc_3$ , the app skips over  $v_3$  entirely. You can see  $v_3$  only if you set **Current Time** to a time in the range  $[0.5, 0.75]$ .

Designate the signal with the lowest frame rate as the main signal when you want to label signals only at synchronized times.

Changing the main signal after you begin labeling can affect existing scene labels. For example, suppose you apply a scene label to the entire time range of the main signal. If you change the main signal, the time range changes. If the new main signal has a longer duration, then the scene label no longer applies to the entire time range.

If you load a new signal into an app session that has a higher frame rate than the existing signals, the app does not automatically designate the new signal as the main signal. The app chooses a main signal only the first time you load signals into a session. To designate the new signal as the main signal, select that signal from the **Main signal** list in the Playback Control Settings dialog box.

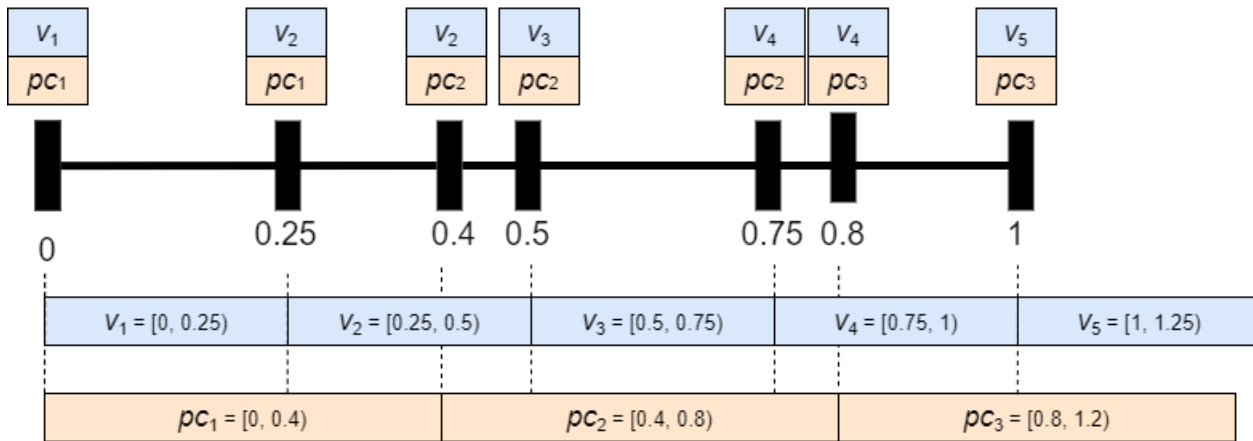
## Display All Timestamps

In the Playback Control Settings dialog box, you can select **All timestamps** to display all signals. Choose this option to verify and visualize the loaded frames. Do not select this option for labeling.



When you display all timestamps, the navigation between frames is uneven and the frames of multiple signals are repeated.

Consider the app session described in the previous sections, except with all timestamps displaying. This figure shows the frames that display.




## Specify Timestamps

You can specify your own timestamp vector and use those timestamps as the ones that the app uses to navigate between frames. In the Playback Control Settings dialog box, select **Timestamps from workspace**, click the **From Workspace** button, and specify a duration vector from the MATLAB workspace.

## Frame Display and Automation

When you select multiple signals for automation, by default, the app displays all timestamps for the signals in the automation session. To configure the automation session to play back signal frames

based on a main signal, click the clock settings button  and select **Main signal**. You can select a main signal only from among the signals that you selected for automation. This main signal selection applies only for the duration of the automation session. When you exit the automation session, the main signal changes back to the main signal that applies to the entire labeling session.

## See Also

`duration` | `groundTruthMultisignal`

## More About

- “Load Ground Truth Signals to Label” on page 2-4

## Label Lidar Point Clouds for Object Detection

The **Ground Truth Labeler** app enables you to label point cloud data obtained from lidar sensors. To label point clouds, you use cuboids, which are 3-D bounding boxes that you draw around the points in a point cloud. You can use cuboid labels to create ground truth data for training object detectors.

This example walks you through labeling lidar point cloud data by using cuboids.

### Set Up Lidar Point Cloud Labeling

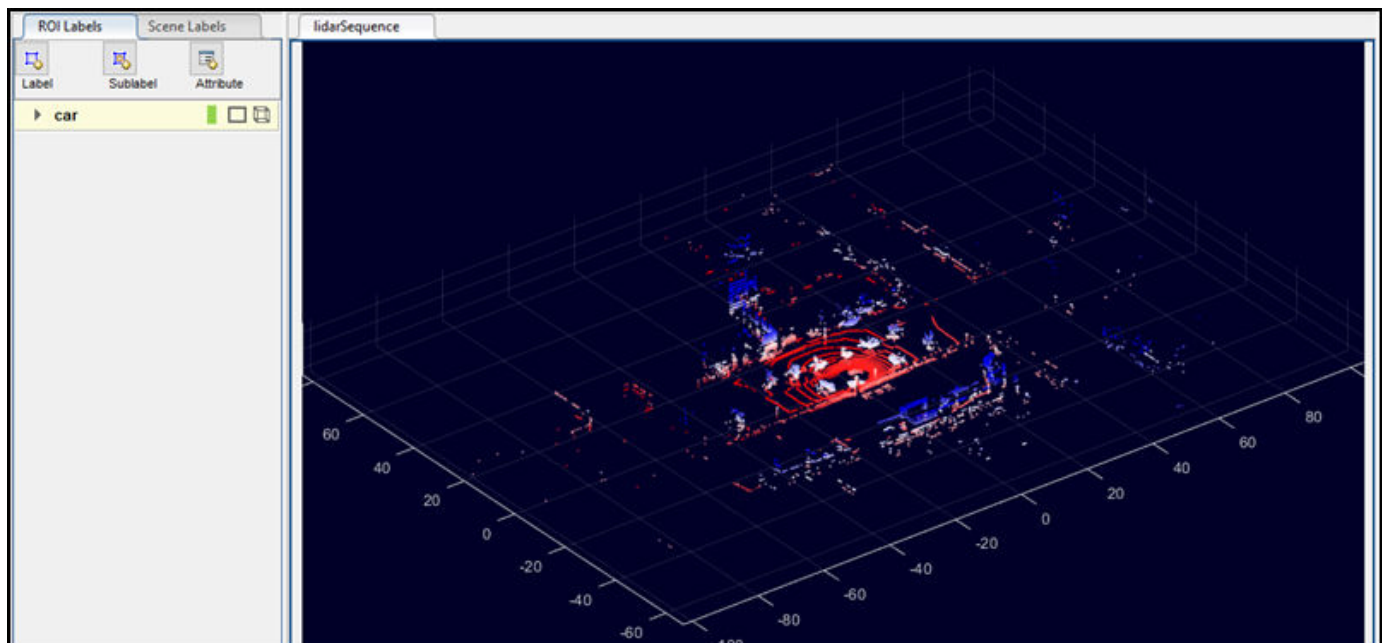
Load a point cloud sequence into the app and define a cuboid label.

- 1 Open the **Ground Truth Labeler** app. At the MATLAB command prompt, enter this command.  

```
groundTruthLabeler
```
- 2 On the app toolbar, select **Import > Add Signals**.
- 3 In the Add/Remove Signal dialog box, set **Source Type** to Point Cloud Sequence.
- 4 In the **Folder Name** parameter, browse for the `lidarSequence` folder, which contains the point cloud sequence. `matlabroot` is the full path to your MATLAB installation folder, as returned by the `matlabroot` function.  


```
matlabroot\toolbox\driving\drivingdata\lidarSequence
```
- 5 Click **Add Source** to load the point cloud sequence, using the default timestamps. Then, click **OK** to close the Add/Remove Signal dialog box. The app displays the first point cloud in the sequence.
- 6 In the **ROI Labels** pane on the left side of the app, click **Label**.
- 7 Create a Rectangle/Cuboid label named `car`. Click **OK**.

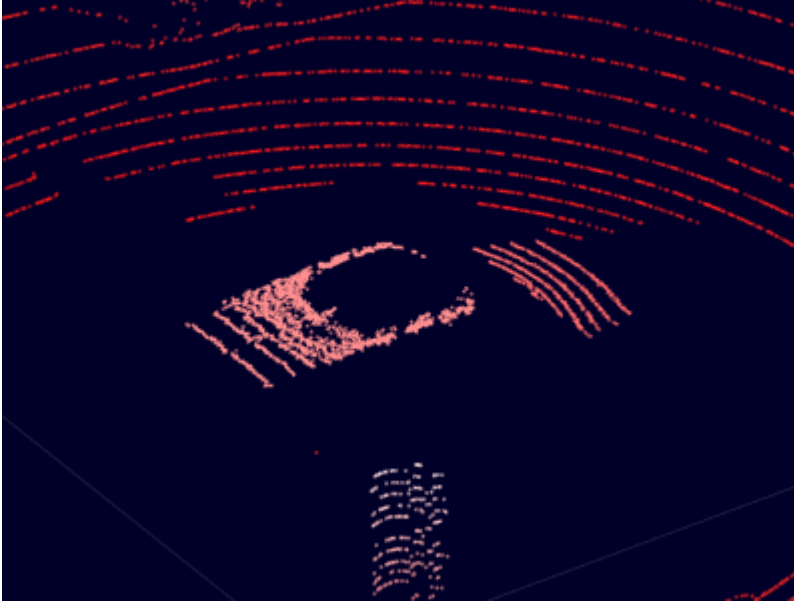
This figure shows the **Ground Truth Labeler** app setup after following these steps.





## Zoom, Pan, and Rotate Frame

The zoom, pan, and 3-D rotation options help you locate and label objects of interest in a point cloud. Use these tools to zoom in and center on the ego vehicle in the first point cloud frame. The ego vehicle is located at the origin of the point cloud.

- 1 In the upper-right corner of the frame, click the Zoom In button .
- 2 Click the ego vehicle until you are zoomed in enough to see the points that make it up.

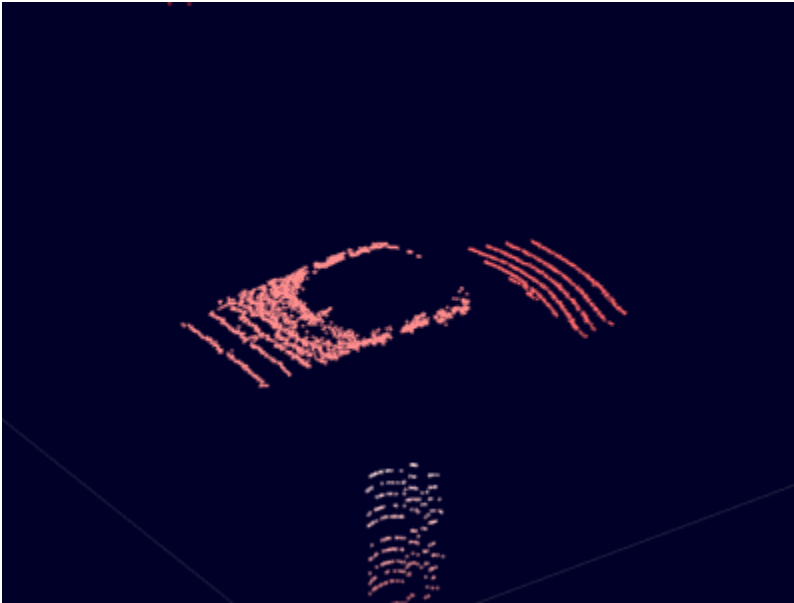


Optionally, you can use the Pan button  or Rotate 3D button  to help you view more of the ego vehicle points. To view additional options for viewing or rotating the point cloud, click the Rotate 3D button and then right-click the point cloud frame. The options provided are the same options provided with the `pcshow` function.

## Hide Ground

The point cloud data includes points from the ground, which can make it more difficult to isolate the ego vehicle points. The app provides an option to hide the ground by using the `segmentGroundFromLidarData` function.

Hide the ground points from the point cloud. On the app toolstrip, on the **Lidar** tab, click **Hide Ground**. This setting applies to all frames in the point cloud.



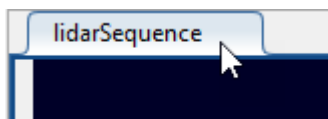
This option only hides the ground from the display. It does not remove ground data from the point cloud. If you label a section of the point cloud containing hidden ground points, when you export the ground truth labels, those ground points are a part of that label.

To configure the ground hiding algorithm, click **Ground Settings** and adjust the options in the Hide Ground dialog box.

### Label Cuboid

Label the ego vehicle by using a cuboid label.

- 1 In the **ROI Labels** pane on the left, click the **car** label.
- 2 Select the lidar point sequence frame by clicking the **lidarSequence** tab.



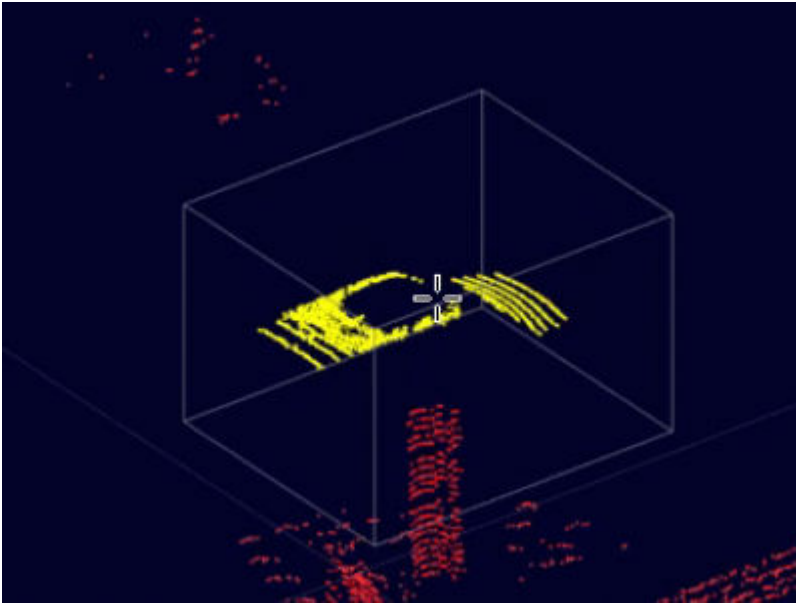
---

**Note** To enable the labeling keyboard shortcuts, you must first select the signal frame.

---

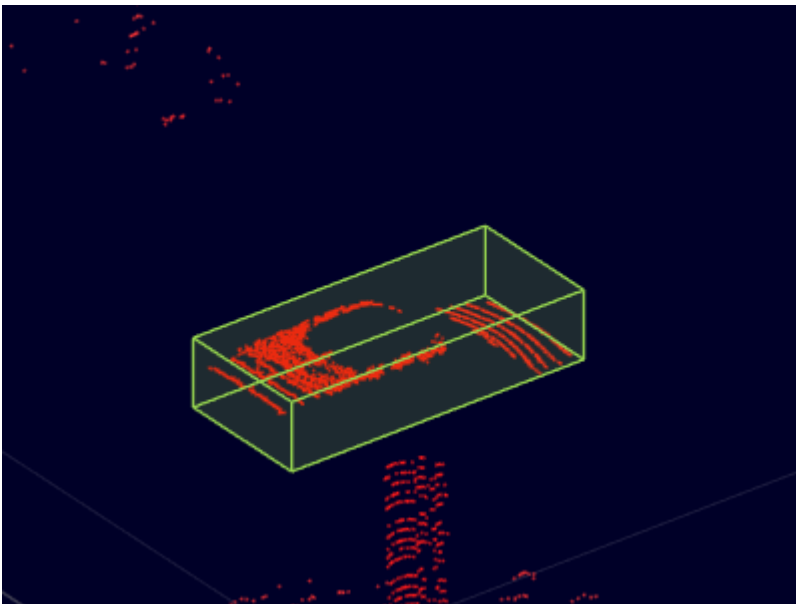
- 3 Move the pointer over the ego vehicle until the gray preview cuboid encloses the ego vehicle points. The points enclosed in the preview cuboid highlight in yellow.

To resize the preview cuboid, hold the **A** key and move the mouse scroll wheel up or down.



Optionally, to resize the preview cuboid in only the  $x$ -,  $y$ -, or  $z$ -direction, move the scroll wheel up and down while holding the **X**, **Y**, or **Z** key, respectively.

- 4 Click the signal frame to draw the cuboid. Because the **Shrink to Fit** option is selected by default on the app toolstrip, the cuboid shrinks to fit the points within it.

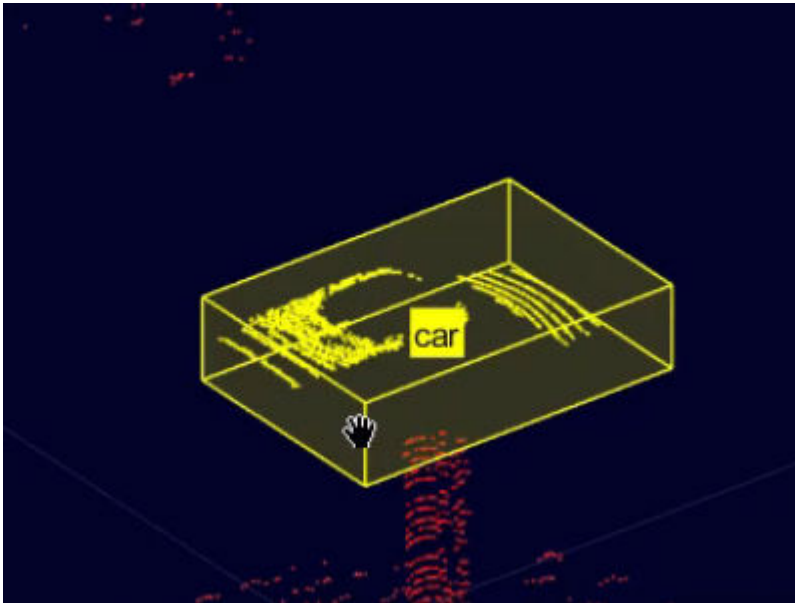


For more control over the labeling of point clouds, on the app toolstrip, click **Snap to Cluster**. When you label with this option selected, the cuboid snaps to the nearest point cloud cluster by using the `segmentLidarData` function. To configure point cloud clustering, click **Cluster Settings** and adjust the options in the dialog box. To view point cloud clusters as you navigate between frames, select **View Clusters** in this dialog box. During playback of a signal, the visualization of point cloud clusters is disabled.

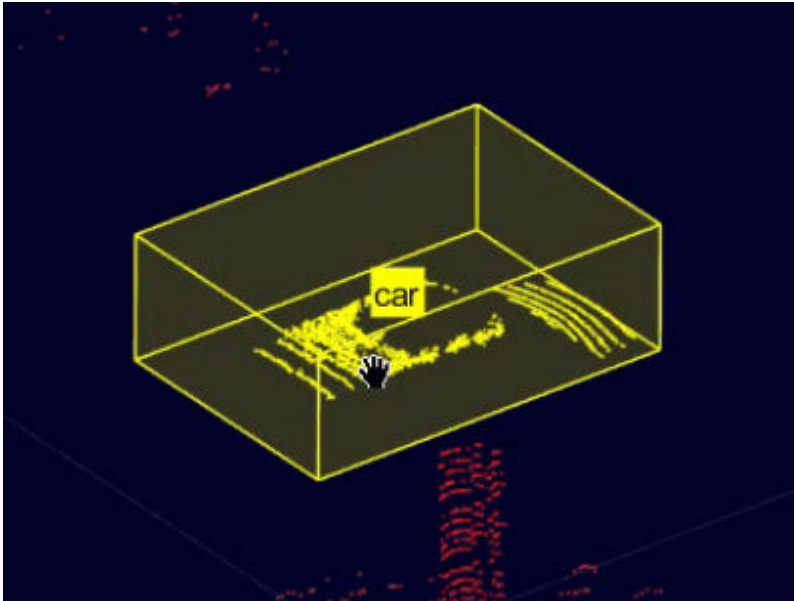
### Modify Cuboid Label

After drawing a cuboid label, you can resize or move the cuboid to make the label more accurate. For example, in the previous procedure, the **Shrink to Fit** option shrinks the cuboid label to fit the detected ego vehicle points. The actual ego vehicle is slightly larger than this cuboid. Expand the size of this cuboid until it more accurately reflects the size of the ego vehicle.

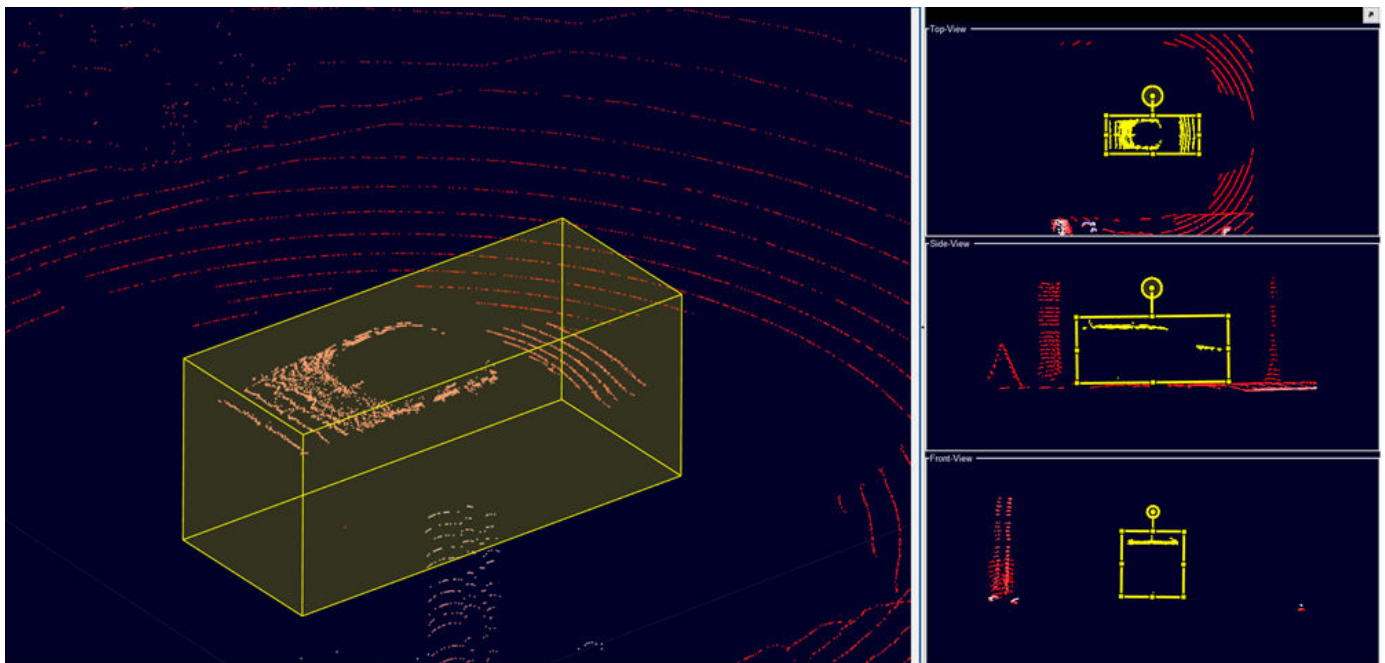
- 1 To enable the point cloud labeling keyboard shortcuts, verify that the **lidarSequence** tab is selected.
- 2 In the signal frame, click the drawn cuboid label. Drag the faces to expand the cuboid.



- 3 Move the cuboid until it is centered on the ego vehicle. Hold **Shift** and drag the faces of the cuboid.




- 4 Use projected view to adjust the cuboid label in top-view, side-view and front-view simultaneously. Under **Lidar** tab in the toolbar, select the **Projected View** option from the **Camera View** section, to enable this view.



## Apply Cuboids to Multiple Frames

When labeling objects between frames, you can copy cuboid labels and paste them to other frames.

- 1 Select the cuboid for the ego vehicle and press **Ctrl+C** to copy it.
- 2 At the bottom of the app, click the Next Frame button  to navigate to the next frame.

- 3 Press **Ctrl+V** to paste the cuboid onto the frame.

You can also use an automation algorithm to apply a label to multiple frames. The app provides a built-in temporal interpolation algorithm for labeling point clouds in intermediate frames. For an example that shows that how to apply this automation algorithm, see “Label Ground Truth for Multiple Signals” on page 2-9.

## Configure Display

The app provides additional options for configuring the display of signal frames.

### Change Colormap

For additional control over the point cloud display, on the **Lidar** tab, you can change the colormap options. You can also change the colormap values by changing the **Colormap Value** parameter, which has these options:

- **Z Height** — Colormap values increase along the z-axis. Select this option when finding objects that are above the ground, such as traffic signs.
- **Radial Distance** — Colormap values increase away from the point cloud origin. Select this option when finding objects that are far from the origin.

### Change Views

On the **Lidar** tab of the app toolbar, the **Camera View** section contains options for changing the perspective from which you view the point cloud. These views are centered at the point cloud origin, which is the assumed position of the ego vehicle.

You can select from these views:

- **Bird's Eye View** — View the point cloud from directly above the ego vehicle.
- **Chase View** — View the point cloud from a few meters behind the ego vehicle.
- **Ego View** — View the point cloud from inside the ego vehicle.
- **Projected View** — View the point cloud with cuboid label from top-view, side-view and front-view simultaneously.

These views assume that the vehicle is traveling along the positive x-direction of the point cloud. If the vehicle is traveling in a different direction, set the appropriate option in the **Ego Direction** parameter.

Use these views when verifying your point cloud labels. Avoid using these views while labeling. Instead, use the default view and locate objects to label by using the pan, zoom, and rotation options.

## See Also

### More About

- “Get Started with Ground Truth Labelling” on page 2-2
- “Keyboard Shortcuts and Mouse Actions for Ground Truth Labeler” on page 2-30



## Create Class for Loading Custom Ground Truth Data Sources

In the **Ground Truth Labeler** app, you can label signals from image and point cloud data sources. These sources include videos, image sequences, point cloud sequences, Velodyne packet capture (PCAP) files, and rosbags. To load data sources that the app does not natively support, you can create a class to load that source into the app.

This example shows how to use one of the predefined data source classes that load signals from data sources into the **Ground Truth Labeler** app: the `vision.labeler.loading.PointCloudSequenceSource` class. The app uses this specific class to load sequences of point cloud data (PCD) or polygon (PLY) files from a folder.

To get started, open the `vision.labeler.loading.PointCloudSequenceSource` class. Use the properties and methods described for this class to help you write your own custom class.

```
edit vision.labeler.loading.PointCloudSequenceSource
```

### Custom Class Folder

The **Ground Truth Labeler** app recognizes data source classes only if those files are in a `+vision/+labeler/+loading` folder that is on the MATLAB search path.

The `vision.labeler.loading.PointCloudSequenceSource` class and other predefined data source classes are stored in this folder.

```
matlabroot\toolbox\vision\vision\+vision\+labeler\+loading
```

In this path, *matlabroot* is the root of your MATLAB folder.

Save the data source classes that you create to this folder. Alternatively, create your own `+vision/+labeler/+loading` folder, add it to the MATLAB search path, and save your class to this folder.

### Class Definition

Data source classes must inherit from the `vision.labeler.loading.MultiSignalSource` class. View the class definition for the `vision.labeler.loading.PointCloudSequenceSource` class.

```
classdef PointCloudSequenceSource < vision.labeler.loading.MultiSignalSource
```

When you load a point cloud sequence signal into the **Ground Truth Labeler** app, the app creates an instance of the class, that is, a `PointCloudSequenceSource` object. After labeling this signal in the app, when you export the labels, the exported `groundTruthMultisignal` object stores this `PointCloudSequenceSource` object in its `DataSource` property.

When defining your data source class, replace `PointCloudSequenceSource` with the name of your custom data source class.

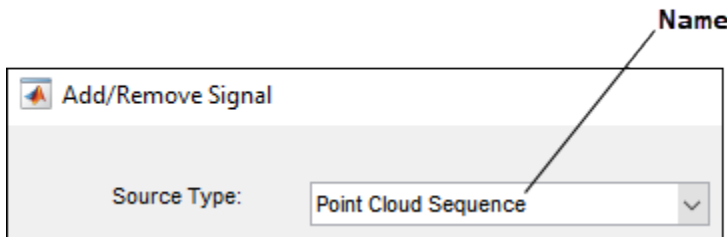
### Class Properties

Data source classes must define these abstract, constant properties.

- **Name** — A string scalar specifying the type of the data source

- **Description** — A string scalar describing the class

In the **Ground Truth Labeler** app, when you load signals from the Add/Remove Signal dialog box, the **Name** string appears as an option in the **Source Type** parameter. This figure shows the **Name** string for the `vision.labeler.loading.PointCloudSequenceSource` class.



The **Description** string does not appear in the dialog box. However, both the **Name** and **Description** strings are stored as read-only properties in instances of this class.

This code shows the **Name** and **Property** strings for the `vision.labeler.loading.PointCloudSequenceSource` class.

```
properties (Constant)
    Name = "Point Cloud Sequence"

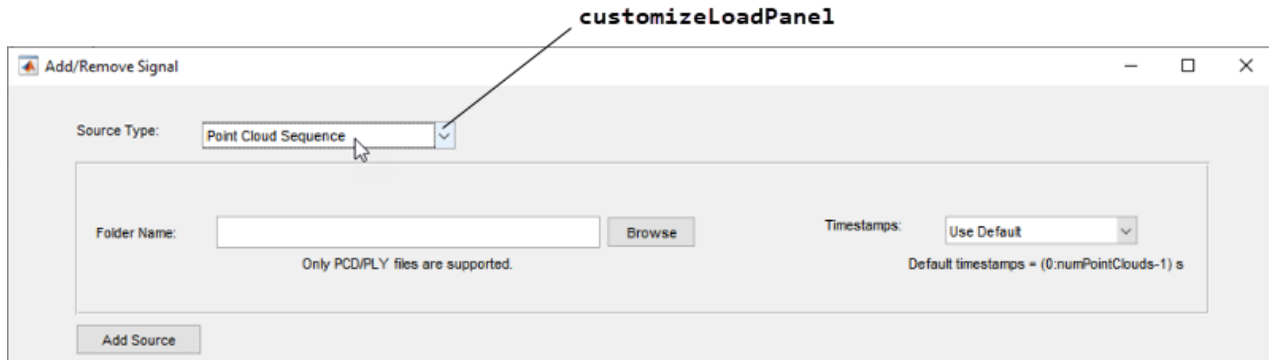
    Description = "A PointCloud sequence reader"
end
```

When defining your data source class, define the **Name** and **Description** property values to match the name and description of your custom data source. You can also define any additional private properties that are specific to loading your data source. The source-specific properties for the `vision.labeler.loading.PointCloudSequenceSource` class are not shown in this example, but you can view them in the class file.

## Method to Customize Load Panel

In data source classes, the `customizeLoadPanel` method controls the display of the panel for loading signals in the Add/Remove Signal dialog box of the app. This panel is a `Panel` object created by using the `uipanel` function. The panel contains the parameters and controls needed to load signals from data sources.

This figure shows the loading panel for the `vision.labeler.loading.PointCloudSequenceSource` class. In the **Source Type** list, when you select `Point Cloud Sequence`, the app calls the `customizeLoadPanel` method and loads the panel for point cloud sequences.



This code shows the `customizeLoadPanel` method for the `vision.labeler.loading.PointCloudSequenceSource` class. It uses the `computePositions` method to calculate the position values where the UI components such as text, buttons and parameters must be placed. The `addUIComponents` method then defines the panel by adding the UI components accordingly. For complete implementation of these methods, refer to the code for the `vision.labeler.loading.PointCloudSequenceSource` class.

```
function customizeLoadPanel(this, panel)
    this.Panel = panel;

    computePositions(this);

    addUIComponents(this);
end
```

When developing this method or other data source methods, you can use the static method `loadPanelChecker` to preview the display and functionality of the loading dialog box for your custom data source. This method does not require you to have an app session open to use it. For example, use the `loadPanelChecker` method with the `vision.labeler.loading.PointCloudSequence` class.

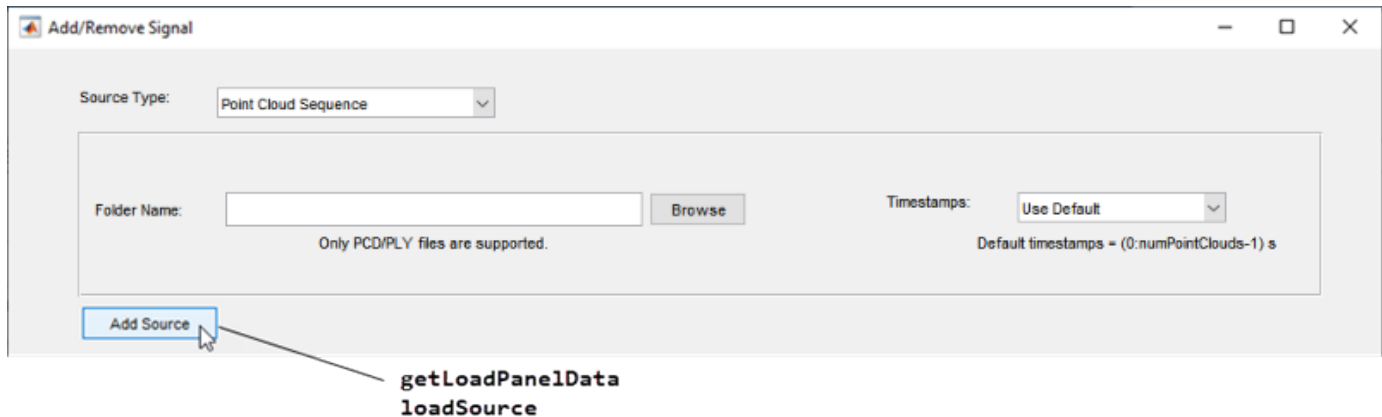
```
vision.labeler.loading.PointCloudSequenceSource.loadPanelChecker
```

## Methods to Get Load Panel Data and Load Data Source

In the Add/Remove Signal dialog box, after you browse for a signal, set the necessary parameters, and click **Add Source**, the app calls these two methods in succession.

- `getLoadPanelData` — Get the data entered into the panel.
- `loadSource` — Load the data into the app.

This figure shows the relationship between these methods and the **Add Source** button when loading a point cloud sequence signal by using the `vision.labeler.loading.PointCloudSequenceSource` class.



When defining a custom data source, you must define the `getLoadPanelData` method, which returns these outputs.

- `sourceName` — The name of the data source
- `sourceParams` — A structure containing fields with information required to load the data source

This code shows the `getLoadPanelData` method for the `vision.labeler.loading.PointCloudSequenceSource` class. This method sets `sourceName` to the name entered in the **Folder Name** parameter of the dialog box and `sourceParams` to an empty structure. If the **Timestamps** parameter is set to **From Workspace** and has timestamps loaded, then the app populates this structure with those timestamps.

```
function [sourceName, sourceParams] = getLoadPanelData(this)
    sourceParams = struct();

    if isUIFigureBased(this)
        sourceName = string(this.FolderPathBox.Value);
    else
        sourceName = string(this.FolderPathBox.String);
    end
end
```

You must also define the `loadSource` method in your custom data class. This method must take the `sourceName` and `sourceParams` returned from the `getLoadPanelData` method as inputs. This method must also populate these properties, which are stored in the instance of the data source object that the app creates.

- `SignalName` — String identifiers for each signal in a data source
- `SignalType` — An array of `vision.labeler.loading.SignalType` enumerations defining the type of each signal in the data source
- `Timestamp` — A vector or cell array of timestamps for each signal in the data source
- `SourceName` — The name of the data source
- `SourceParams` — A structure containing fields with information required to load the data source

This code shows the `loadSource` method for the `vision.labeler.loading.PointCloudSequenceSource` class. This method performs these actions.

- 1 Check that the point cloud sequence has the correct extension and save the information required for reading the point clouds into a fileDatastore object.
- 2 Set the `Timestamp` property of the data source object.
  - If timestamps are loaded from a workspace variable (**Timestamps** = From workspace), then the method sets `Timestamp` to the timestamps stored in the `sourceParams` input.
  - If timestamps are derived from the point cloud sequence itself (**Timestamps** = Use Default), then the method sets `Timestamp` to a duration vector of seconds, with one second per point cloud.
- 3 Validate the loaded point cloud sequence.
- 4 Set the `SignalName` property to the name of the data source folder.
- 5 Set the `SignalType` property to the `PointCloud` signal type.
- 6 Set the `SourceName` and `SourceParams` properties to the `sourceName` and `sourceParams` outputs, respectively.

```
function loadSource(this, sourceName, sourceParams)

    % Load file
    ext = {'.pcd', '.ply'};
    this.Pcds = fileDatastore(sourceName, 'ReadFcn', @pcread, 'FileExtensions', ext);

    % Populate timestamps

    if isempty(this.Timestamp)
        if isfield(sourceParams, 'Timestamps')
            setTimestamps(this, sourceParams.Timestamps);
        else
            this.Timestamp = {seconds(0:1:numel(this.Pcds.Files)-1)'};
        end
    else
        if ~iscell(this.Timestamp)
            this.Timestamp = {this.Timestamp};
        end
    end

    import vision.internal.labeler.validation.*
    checkPointCloudSequenceAndTimestampsAgreement(this.Pcds, this.Timestamp{1});

    % Populate signal names and types
    [~, folderName, ~] = fileparts(sourceName);

    this.SignalName = makeValidName(this, string(folderName), "pointcloudSequence_");
    this.SignalType = vision.labeler.loading.SignalType.PointCloud;

    this.SourceName = sourceName;
    this.SourceParams = sourceParams;
end
```

## Method to Read Frames

The last required method that you must define is the `readFrame` method. This method reads a frame from a signal stored in the data source. The app calls this method each time you navigate to a new frame. The index to a particular timestamp in the `Timestamp` property is passed to this method.

This code shows the `readFrame` method for the `vision.labeler.loading.PointCloudSequenceSource` class. The method reads frames from the point cloud sequence by using the `pcread` function.

```
function frame = readFrame(this, signalName, index)
    if ~strcmpi(signalName, this.SignalName)
        frame = [];
    else
        frame = pcread(this.Pcds.Files{index});
    end
end
```

You can also define any additional private properties that are specific to loading your data source. The source-specific methods for the `vision.labeler.loading.PointCloudSequenceSource` class are not shown in this example but you can view them in the class file.

## Use Predefined Data Source Classes

This example showed how to use the `vision.labeler.loading.PointCloudSequenceSource` class to help you create your own custom class. This table shows the complete list of data source classes that you can use as starting points for your own class.

Class	Data Source Loaded by Class	Command to View Class Source Code
<code>vision.labeler.loading.VideoSource</code>	Video file	edit <a href="#">vision.labeler.loading.VideoSource</a>
<code>vision.labeler.loading.ImageSequenceSource</code>	Image sequence folder	edit <a href="#">vision.labeler.loading.ImageSequenceSource</a>
<code>vision.labeler.loading.VelodyneLidarSource</code>	Velodyne packet capture (PCAP) file	edit <a href="#">vision.labeler.loading.VelodyneLidarSource</a>
<code>vision.labeler.loading.RosbagSource</code>	Rosbag file	edit <a href="#">vision.labeler.loading.RosbagSource</a>
<code>vision.labeler.loading.PointCloudSequenceSource</code>	Point cloud sequence folder	edit <a href="#">vision.labeler.loading.PointCloudSequenceSource</a>
<code>vision.labeler.loading.CustomImageSource</code>	Custom image format	edit <a href="#">vision.labeler.loading.CustomImageSource</a>

## See Also

### Apps

**Ground Truth Labeler**

### Classes

`vision.labeler.loading.MultiSignalSource`

### Objects

`groundTruthMultisignal`

# Tracking and Sensor Fusion

---

- “Visualize Sensor Data and Tracks in Bird's-Eye Scope” on page 3-2
- “Linear Kalman Filters” on page 3-11
- “Extended Kalman Filters” on page 3-19

## Visualize Sensor Data and Tracks in Bird's-Eye Scope

The **Bird's-Eye Scope** visualizes signals from your Simulink model that represent aspects of a driving scenario. Using the scope, you can analyze:

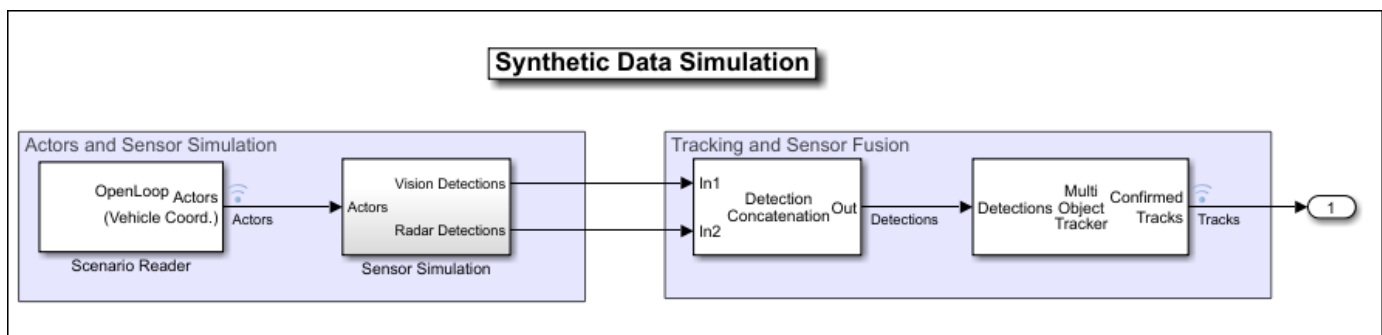
- Sensor coverages of vision, radar, and lidar sensors
- Sensor detections of actors and lane boundaries
- Tracks of moving objects in the scenario

This example shows you how to display these signals on the scope and analyze the signals during simulation.

### Open Model and Scope

Open a model containing signals for sensor detections and tracks. This model is used in the “Sensor Fusion Using Synthetic Radar and Vision Data in Simulink” on page 8-297 example. Also add the file folder of the model to the MATLAB search path.

```
addpath(genpath(fullfile(matlabroot, 'examples', 'driving')))
open_system('SyntheticDataSimulinkExample')
```

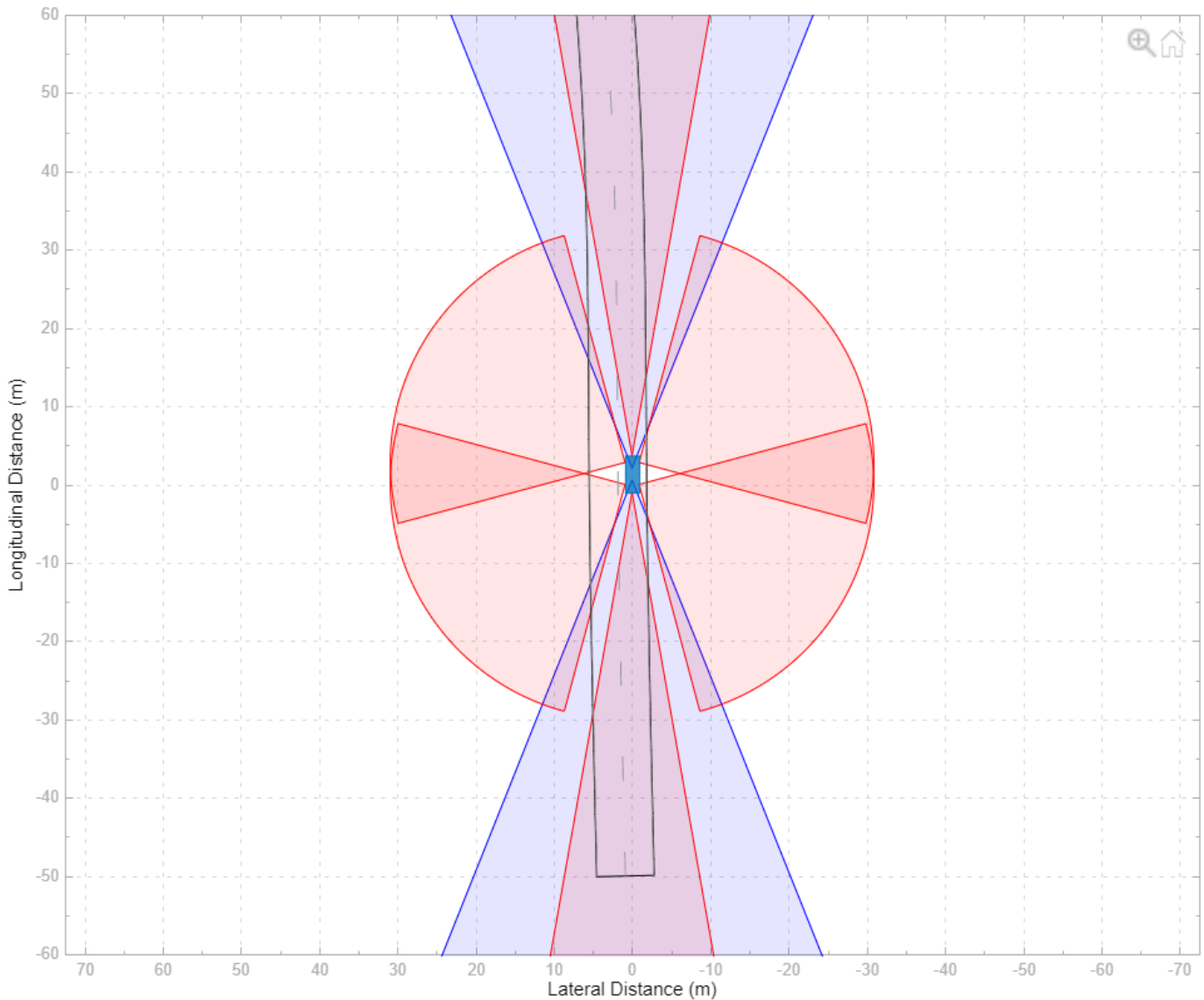


Open the scope from the Simulink toolstrip. Under **Review Results**, click **Bird's-Eye Scope**.

### Find Signals

When you first open the **Bird's-Eye Scope**, the scope canvas is blank and displays no signals. To find signals from the opened model that the scope can display, on the scope toolstrip, click **Find Signals**. The scope updates the block diagram and automatically finds the signals in the model.





The left pane lists all the signals that the scope found. These signals are grouped based on their sources within the model.

Signal Group	Description	Signal Sources
<b>Ground Truth</b>	<p>Road boundaries, lane markings and barriers in the scenario</p> <p>You cannot modify this group or any of its signals.</p> <p>To inspect large road networks, use the <b>World Coordinates View</b> window. See “Vehicle and World Coordinate Views”.</p>	<ul style="list-style-type: none"> <li>Scenario Reader block</li> </ul>

Signal Group	Description	Signal Sources
<p><b>Actors</b></p>	<p>Actors in the scenario, including the ego vehicle</p> <p>You cannot modify this group or any of its signals or subgroups.</p> <p>To view actors that are located away from the ego vehicle, use the <b>World Coordinates View</b> window. See “Vehicle and World Coordinate Views”.</p>	<ul style="list-style-type: none"> <li>• Scenario Reader block</li> <li>• Vision Detection Generator, Driving Radar Data Generator, and Lidar Point Cloud Generator blocks (for actor profile information only, such as the length, width, and height of actors)</li> <li>• If actor profile information is not set or is inconsistent between blocks, the scope sets the actor profiles to the default actor profile values for each block.</li> <li>• The profile of the ego vehicle is always set to the default profile for each block.</li> </ul>
<p><b>Sensor Coverage</b></p>	<p>Coverage areas of vision, radar, and lidar sensors, sorted into <b>Vision, Radar, Lidar,</b> and <b>Ultrasonic</b> subgroups</p> <p>You can modify signals in this group.</p> <p>You can rename or delete subgroups but not the top-level <b>Sensor Coverage</b> group. You can also add subgroups and move signals between subgroups. If you delete a subgroup, its signals move to the top-level <b>Sensor Coverage</b> group.</p>	<ul style="list-style-type: none"> <li>• Vision Detection Generator block</li> <li>• Simulation 3D Vision Detection Generator block</li> <li>• Driving Radar Data Generator block</li> <li>• Simulation 3D Probabilistic Radar block</li> <li>• Lidar Point Cloud Generator block</li> <li>• Simulation 3D Lidar block</li> <li>• Ultrasonic Detection Generator</li> </ul>

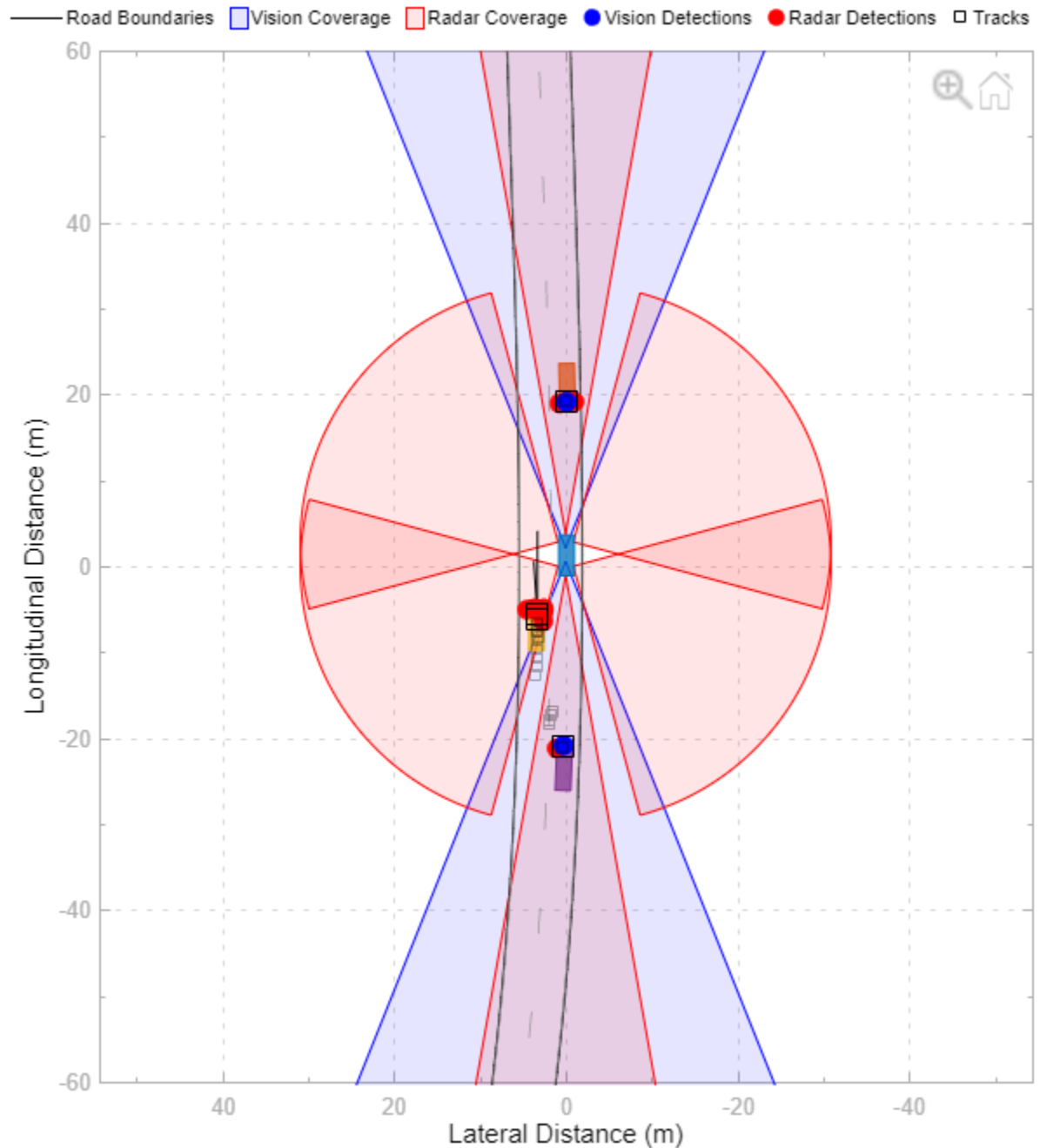
Signal Group	Description	Signal Sources
<p><b>Detections</b></p>	<p>Detections obtained from vision, radar, and lidar sensors, sorted into <b>Vision</b>, <b>Radar</b>, <b>Lidar</b>, and <b>Ultrasonic</b> subgroups</p> <p>You can modify signals in this group.</p> <p>You can rename or delete subgroups but not the top-level <b>Detections</b> group. You can also add subgroups and move signals between subgroups. If you delete a subgroup, its signals move to the top-level <b>Detections</b> group.</p>	<ul style="list-style-type: none"> <li>• Vision Detection Generator block</li> <li>• Simulation 3D Vision Detection Generator block</li> <li>• Driving Radar Data Generator block</li> <li>• Lidar Point Cloud Generator block</li> <li>• Simulation 3D Probabilistic Radar block</li> <li>• Simulation 3D Lidar block</li> <li>• Ultrasonic Detection Generator</li> </ul>
<p><b>Tracks</b></p>	<p>Tracks of objects in the scenario</p> <p>You can modify signals in this group.</p> <p>You can rename or delete subgroups but not the top-level <b>Tracks</b> group. You can also add subgroups to this group and move signals into them. If you delete a subgroup, its signals move to the top-level <b>Tracks</b> group.</p>	<ul style="list-style-type: none"> <li>• Multi-Object Tracker block</li> <li>• Tracker blocks in Sensor Fusion and Tracking Toolbox™</li> </ul> <p>The <b>Bird's-Eye Scope</b> displays tracks in ego vehicle coordinates. Tracks in any other coordinate system will appear as offset in the scope.</p>

Signal Group	Description	Signal Sources
<p><b>Other Applicable Signals</b></p>	<p>Signals that the scope cannot automatically group, such as ones that combine information from multiple sensors</p> <p>You can modify signals in this group but you cannot add subgroups.</p> <p>Signals in this group do not display during simulation.</p>	<ul style="list-style-type: none"> <li>• Blocks that combine or cluster signals (such as the Detection Concatenation block)</li> <li>• Vehicle To World and World To Vehicle blocks</li> <li>• Any blocks that create nonvirtual Simulink buses containing actor poses</li> </ul> <p>For details on the actor pose information required when creating these buses, see the <b>Actors</b> output port of the Scenario Reader block.</p> <ul style="list-style-type: none"> <li>• Any blocks that create nonvirtual Simulink buses containing detections</li> </ul> <p>For details on the detection information required when creating these buses, see the <b>Object Detections</b> and <b>Lane Detections</b> output ports of the Vision Detection Generator block.</p> <ul style="list-style-type: none"> <li>• Any blocks that create nonvirtual Simulink buses containing tracks</li> </ul> <p>For details on the track information required when creating these buses, see the <b>Confirmed Tracks</b> output port of the Multi-Object Tracker block.</p>

Before simulation but after clicking **Find Signals**, the scope canvas displays all **Ground Truth** signals except for non-ego actors and all **Sensor Coverage** signals. The non-ego actors and the signals under **Detections** and **Tracks** do not display until you simulate the model. The signals in **Other Applicable Signals** do not display during simulation. If you want the scope to display specific signals, move them into the appropriate group before simulation. If an appropriate group does not exist, create one.


### Run Simulation

Simulate the model from within the **Bird's-Eye Scope** by clicking **Run**. The scope canvas displays the detections and tracks. To display the legend, on the scope toolstrip, click **Legend**.



During simulation, you can perform these actions:

- Inspect detections, tracks, sensor coverage areas, and ego vehicle behavior. The default view displays the simulation in vehicle coordinates and is centered on the ego vehicle. To view the wider area around the ego vehicle, or to view other parts of the scenario, on the scope toolstrip, click **World Coordinates**. The **World Coordinates View** window displays the entire scenario, with the ego vehicle circled. This circle is not a sensor coverage area. To return to the default display of either window, move your pointer over the window, and in the upper-right corner, click

the home button  that appears. For more details on these views, see “Vehicle and World Coordinate Views”.

- Update signal properties. To access the properties of a signal, first select the signal from the left pane. Then, on the scope toolstrip, click **Properties**. Using these properties, you can, for example, show or hide sensor coverage areas or detections. In addition, to highlight certain sensor coverage areas, you can change their color or transparency.
- Update **Bird's-Eye Scope** settings, such as changing the axes limits of the **Vehicle Coordinates View** window or changing the display of signal names. On the scope toolstrip, click **Settings**. You cannot change the **Track position selector** and **Track velocity selector** settings during simulation. For more details, see the **Settings > Vehicle Coordinates View** section of the **Bird's-Eye Scope** reference page.

After simulation, you can hide certain detections or tracks for the next simulation. In the left pane, under **Detections** or **Tracks**, right-click the signal you want to hide. Then, select **Move to Other Applicable** to move that signal into the **Other Applicable Signals** group. To hide sensor coverage areas, select the corresponding signal in the left pane, and on the **Properties** tab, clear the **Show Sensor Coverage** parameter. You cannot hide **Ground Truth** signals during simulation.

## Organize Signal Groups (Optional)

To further organize the signals, you can rename signal groups or move signals into new groups. For example, you can rename the **Vision** and **Radar** subgroups to **Front of Car** and **Back of Car**. Then you can drag the signals as needed to move them into the appropriate groups based on the new group names. When you drag a signal to a new group, the color of the signal changes to match the color assigned to its group.

You cannot rename or delete the top-level groups in the left pane, but you can rename or delete any subgroup. If you delete a subgroup, its signals move to the top-level group.

## Update Model and Rerun Simulation

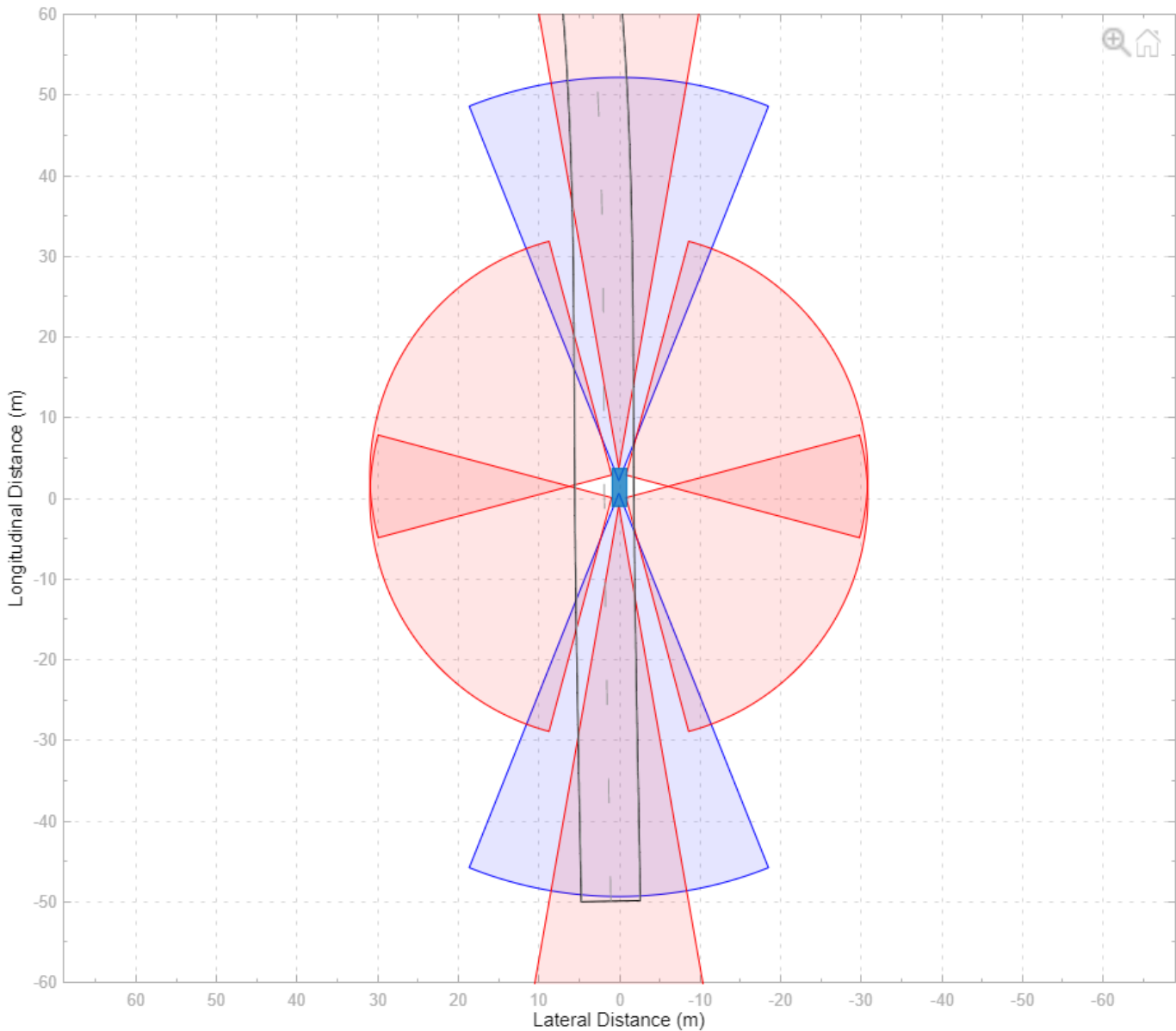
After you run the simulation, modify the model and inspect how the changes affect the visualization on the **Bird's-Eye Scope**. For example, in the Sensor Simulation subsystem of the model, open the two Vision Detection Generator blocks. These blocks have sensor indices of 1 and 2, respectively. On the **Measurements** tab of each block, reduce the **Maximum detection range (m)** parameter to 50. To see how the sensor coverage changes, rerun the simulation.

When you modify block parameters, you can rerun the simulation without having to find signals again. If you add or remove blocks, ports, or signal lines, then you must click **Find Signals** again before rerunning the simulation.

## Save and Close Model

When you save and close the model, the settings for the **Bird's-Eye Scope** are also saved.

If you reopen the model and the **Bird's-Eye Scope**, the scope canvas is initially blank. Click **Run** to run the simulation and visualize the saved signal properties. For example, if you reduced the detection range in the previous step, the scope canvas displays this reduced range.



If you add new signals to the model, click **Update Signals** to find the new signals, and then click **Run** to visualize the model with the new signals.

**Note** If you did not make a graphical change to the **Bird's-Eye Scope** before closing the model, then, when you reopen the model, you have to find signals again before running the simulation. Graphical changes include:

- Dragging signals to new groups
- Enabling the legend or World Coordinates View window
- Changing axes limits
- Changing the visual properties of actors, lane markings, or sensor coverage areas

When you are done simulating the model, remove the model file folder from the MATLAB search path.

```
rmpath(genpath(fullfile(matlabroot, 'examples', 'driving')))
```

### See Also

#### Apps

**Bird's-Eye Scope**

#### Blocks

Detection Concatenation | Vision Detection Generator | Driving Radar Data Generator | Multi-Object Tracker | Scenario Reader | Simulation 3D Lidar | Simulation 3D Probabilistic Radar | Lidar Point Cloud Generator

### Related Examples

- “Visualize Sensor Data from Unreal Engine Simulation Environment” on page 6-37
- “Sensor Fusion Using Synthetic Radar and Vision Data in Simulink” on page 8-297
- “Lateral Control Tutorial” on page 8-836
- “Autonomous Emergency Braking with Sensor Fusion” on page 8-305
- “Test Open-Loop ADAS Algorithm Using Driving Scenario” on page 5-140
- “Test Closed-Loop ADAS Algorithm Using Driving Scenario” on page 5-146



## Linear Kalman Filters

### In this section...

“Motion Model” on page 3-11

“Measurement Models” on page 3-12

“Filter Loop” on page 3-12

“Built-In Motion Models in trackingKF” on page 3-14

“Example: Estimate 2-D Target States Using trackingKF” on page 3-15

Kalman filters track an object using a sequence of detections or measurements to estimate the state of the object based on the motion model of the object. In a motion model, state is a collection of quantities that represent the status of an object, such as its position, velocity, and acceleration. An object motion model is defined by the evolution of the object state.

The linear Kalman filter (`trackingKF`) is an optimal, recursive algorithm for estimating the state of an object if the estimation system is linear and Gaussian. An estimation system is linear if both the motion model and measurement model are linear. The filter works by recursively predicting the object state using the motion model and correcting the state using measurements.

### Motion Model

For most types of objects tracked in the toolbox, the state vector consists of one-, two-, or three-dimensional positions and velocities.

Consider an object moving in the  $x$ -direction at a constant acceleration. You can write the equation of motion, using Newtonian equations, as:

$$m\ddot{x} = f$$

$$\ddot{x} = \frac{f}{m} = a$$

Furthermore, if you define the state as:

$$x_1 = x$$

$$x_2 = \dot{x},$$

you can write the equation of motion in state-space form as:

$$\frac{d}{dt} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} 0 \\ 1 \end{bmatrix} a$$

In most cases, a motion model does not fully model the motion of an object, and you need to include the process noise to compensate the uncertainty in the motion model. For the constant velocity model, you can add process noise as an acceleration term.

$$\frac{d}{dt} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} 0 \\ 1 \end{bmatrix} a + \begin{bmatrix} 0 \\ 1 \end{bmatrix} v_k$$

Here,  $v_k$  is the unknown noise perturbation of the acceleration. For the filter to be optimal, you must assume the process noise is zero-mean, white Gaussian noise.

You can extend this type of equation to more than one dimension. In two dimensions, the equation has the form:

$$\frac{d}{dt} \begin{bmatrix} x_1 \\ x_2 \\ y_1 \\ y_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ y_1 \\ y_2 \end{bmatrix} + \begin{bmatrix} 0 \\ a_x \\ 0 \\ a_y \end{bmatrix} + \begin{bmatrix} 0 \\ v_x \\ 0 \\ v_y \end{bmatrix}$$

The 4-by-4 matrix in this equation is the state transition matrix. For independent x- and y-motions, this matrix is block diagonal.

When you convert a continuous time model to a discrete time model, you integrate the equations of motion over the length of the time interval. In the discrete form, for a sample interval of  $T$ , the state representation becomes:

$$\begin{bmatrix} x_{1,k+1} \\ x_{2,k+1} \end{bmatrix} = \begin{bmatrix} 1 & T \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x_{1,k} \\ x_{2,k} \end{bmatrix} + \begin{bmatrix} \frac{1}{2}T^2 \\ T \end{bmatrix} a + \begin{bmatrix} \frac{1}{2}T^2 \\ T \end{bmatrix} \tilde{v}$$

where  $x_{k+1}$  is the state at discrete time  $k+1$ , and  $x_k$  is the state at the earlier discrete time  $k$ . If you include noise, the equation becomes more complicated, because the integration of noise is not straightforward. For details on how to obtain the discretized process noise from a continuous system, See [1].

You can generalize the state equation to:

$$x_{k+1} = A_k x_k + B_k u_k + G_k v_k$$

where  $A_k$  is the state transition matrix and  $B_k$  is the control matrix. The control matrix accounts for any known forces acting on the object.  $v_k$  represents discretized process noise, following a Gaussian distribution of mean 0 and covariance  $Q_k$ .  $G_k$  is the process noise gain matrix.

## Measurement Models

Measurements are what you observe or measure in a system. Measurements depend on the state vector, but are usually not the same as the state vector. For instance, in a radar system, the measurements can be spherical coordinates such as range, azimuth, and elevation, while the state vector is the Cartesian position and velocity. A linear Kalman filter assumes the measurements are a linear function of the state vector. To apply nonlinear measurement models, you can choose to use an extended Kalman filter (trackingEKF) or an unscented Kalman filter (trackingUKF).

You can represent a linear measurement as:

$$z_k = H_k x_k + w_k$$

Here,  $H_k$  is the measurement matrix and  $w_k$  represents measurement noise at the current time step. For an optimal filter, the measurement noise must be zero-mean, Gaussian white noise. Assume the covariance matrix of the measurement noise is  $R_k$ .

## Filter Loop

The filter starts with best estimates of the state  $x_{0|0}$  and the state covariance  $P_{0|0}$ . The filter performs these steps in a recursive loop.

- 1 Propagate the state to the next step using the motion equation:

$$x_{k+1|k} = F_k x_{k|k} + B_k u_k.$$

Propagate the covariance matrix as well:

$$P_{k+1|k} = F_k P_{k|k} F_k^T + G_k Q_k G_k^T.$$

The subscript notation  $k+1|k$  indicates that the corresponding quantity is the estimate at the  $k+1$  step propagated from step  $k$ . This estimate is often called the *a priori* estimate. The predicted measurement at the  $k+1$  step is

$$z_{k+1|k} = H_{k+1} x_{k+1|k}$$

- 2 Use the difference between the actual measurement and the predicted measurement to correct the state at the  $k+1$  step. To correct the state, the filter must compute the Kalman gain. First, the filter computes the measurement prediction covariance (innovation) as:

$$S_{k+1} = H_{k+1} P_{k+1|k} H_{k+1}^T + R_{k+1}$$

Then, the filter computes the Kalman gain as:

$$K_{k+1} = P_{k+1|k} H_{k+1}^T S_{k+1}^{-1}$$

- 3 The filter corrects the predicted estimate by using the measurement. The estimate, after correction using the measurement  $z_{k+1}$ , is

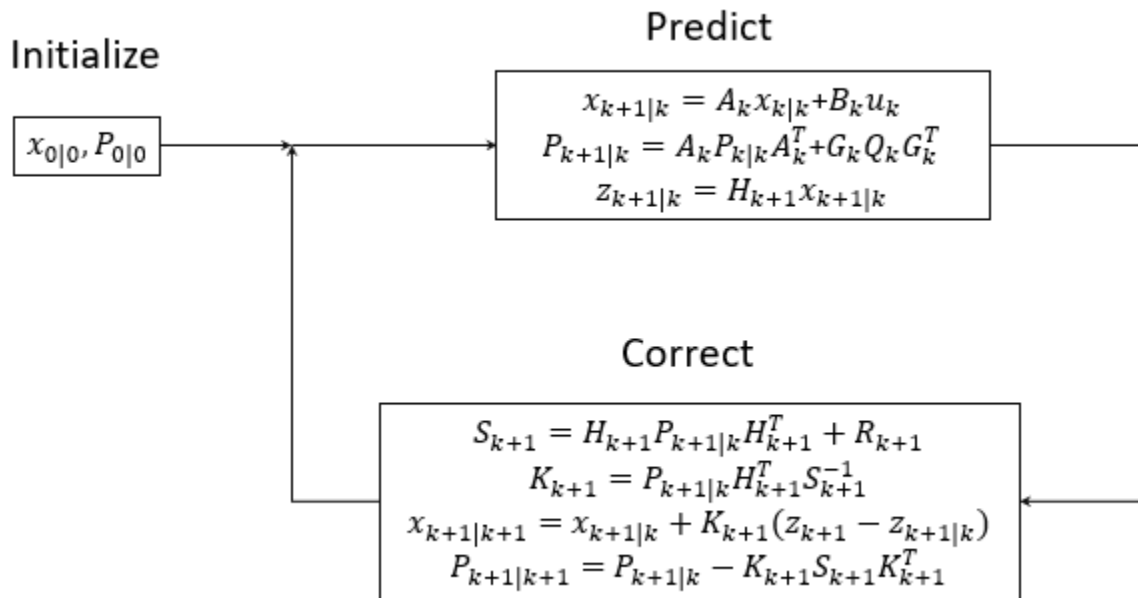
$$x_{k+1|k+1} = x_{k+1|k} + K_{k+1}(z_{k+1} - z_{k+1|k})$$

where  $K_{k+1}$  is the Kalman gain. The corrected state is often called the *a posteriori* estimate of the state, because it is derived after including the measurement.

The filter corrects the state covariance matrix as:

$$P_{k+1|k+1} = P_{k+1|k} - K_{k+1} S_{k+1} K_{k+1}^T$$

This figure summarizes the Kalman loop operations. Once initialized, a Kalman filter loops between prediction and correction until reaching the end of the simulation.



### Built-In Motion Models in trackingKF

When you only need to use the standard 1-D, 2-D, or 3-D constant velocity or constant acceleration motion models, you can specify the `MotionModel` property of `trackingKF` as one of these:

- "1D Constant Velocity"
- "1D Constant Acceleration"
- "2D Constant Velocity"
- "2D Constant Acceleration"
- "3D Constant Velocity"
- "3D Constant Acceleration"

To customize your own motion model, specify the `MotionModel` property as "Custom", and then specify the state transition matrix in the `StateTransitionModel` property of the filter.

For the 3-D constant velocity model, the state equation is:

$$\begin{bmatrix} x_{k+1} \\ v_{x,k+1} \\ y_{k+1} \\ v_{y,k+1} \\ z_{k+1} \\ v_{z,k+1} \end{bmatrix} = \begin{bmatrix} 1 & T & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & T & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & T \\ 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_k \\ v_{x,k} \\ y_k \\ v_{y,k} \\ z_k \\ v_{z,k} \end{bmatrix}$$

For the 3-D constant acceleration model, the state equation is:

$$\begin{bmatrix} x_{k+1} \\ v_{x,k+1} \\ a_{x,k+1} \\ y_{k+1} \\ v_{y,k+1} \\ a_{y,k+1} \\ z_{k+1} \\ v_{z,k+1} \\ a_{z,k+1} \end{bmatrix} = \begin{bmatrix} 1 & T & \frac{1}{2}T^2 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & T & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & T & \frac{1}{2}T^2 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & T & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & T & \frac{1}{2}T^2 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & T \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_k \\ v_{x,k} \\ a_{x,k} \\ y_k \\ v_{y,k} \\ a_{y,k} \\ z_k \\ v_{z,k} \\ a_{z,k} \end{bmatrix}$$

## Example: Estimate 2-D Target States Using trackingKF

### Initialize Estimation Model

Specify an initial position and velocity for a target that you assume moving in 2-D. The simulation lasts 20 seconds with a sample time of 0.2 seconds.

```
rng(2021); % For repeatable results
dt = 0.2; % seconds
simTime = 20; % seconds
tspan = 0:dt:simTime;
trueInitialState = [30; 2; 40; 2]; % [x;vx;y;vy]
processNoise = diag([0; 1; 0; 1]); % Process noise matrix
```

Create a measurement noise covariance matrix, assuming that the target measurements consist of its position states.

```
measureNoise = diag([4 4]); % Measurement noise matrix
```

The matrix specifies a standard deviation of 2 meters in both the x- and y-directions.

Preallocate variables in which to save estimation results.

```
numSteps = length(tspan);
trueStates = NaN(4,numSteps);
trueStates(:,1) = trueInitialState;
estimateStates = NaN(size(trueStates));
```

### Obtain True States and Measurements

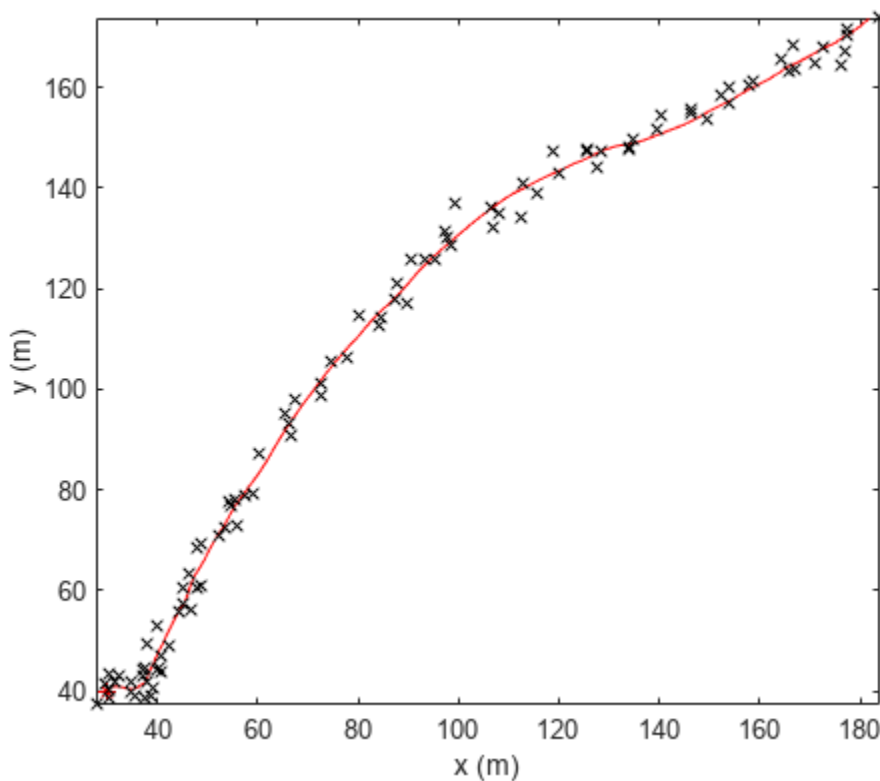
Propagate the constant velocity model, and generate the measurements with noise.

```
F = [1 dt 0 0;
     0 1 0 0;
     0 0 1 dt;
     0 0 0 1];
H = [1 0 0 0;
     0 0 1 0];
for i = 2:length(tspan)
    trueStates(:,i) = F*trueStates(:,i-1) + sqrt(processNoise)*randn(4,1);
```

```
end
measurements = H*trueStates + sqrt(measureNoise)*randn(2,numSteps);
```

Plot the true trajectory and the measurements.

```
figure
plot(trueStates(1,1),trueStates(3,1),"r*",DisplayName="True Initial")
hold on
plot(trueStates(1,:),trueStates(3,:),"r",DisplayName="Truth")
plot(measurements(1,:),measurements(2,:),"kx",DisplayName="Measurements")
xlabel("x (m)")
ylabel("y (m)")
axis image
```



### Initialize Linear Kalman Filter

Initialize the filter with a state of  $[40; 0; 160; 0]$ , which is far from the true initial state. Normally, you can use the initial measurement to construct an initial state as  $[\text{measurements}(1,1); 0; \text{measurements}(2,1); 0]$ . Here, you use an erroneous initial state, which enables you to test if the filter can quickly converge on the truth.

```
filter = trackingKF(MotionModel="2D Constant Velocity",State=[40; 0; 160;0], ...
    MeasurementModel=H,MeasurementNoise=measureNoise)
```

```
filter =
    trackingKF with properties:
        State: [4x1 double]
```

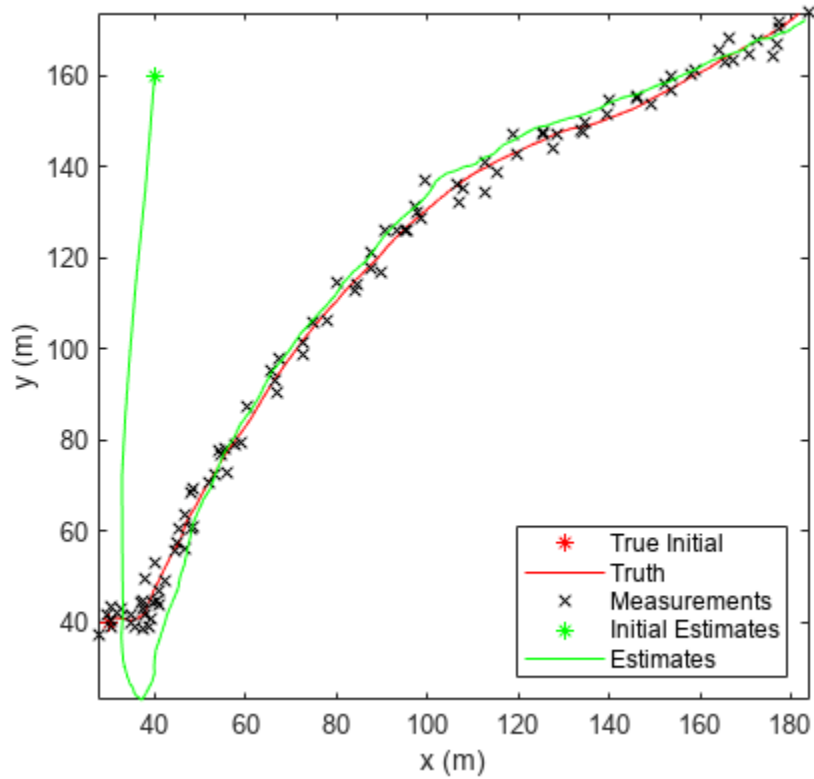
```
StateCovariance: [4x4 double]
    MotionModel: '2D Constant Velocity'
    ProcessNoise: [2x2 double]
MeasurementModel: [2x4 double]
MeasurementNoise: [2x2 double]
    MaxNumOOSMSteps: 0
    EnableSmoothing: 0
```

```
estimateStates(:,1) = filter.State;
```

### Run Linear Kalman Filter and Show Results

Run the filter by recursively calling the `predict` and `correct` object functions. From the results, the estimates converge on the truth quickly. In fact, the linear Kalman filter has an exponential convergence speed.

```
for i=2:length(tspan)
    predict(filter,dt)
    estimateStates(:,i) = correct(filter,measurements(:,i));
end
plot(estimateStates(1,1),estimateStates(3,1),"g*",DisplayName="Initial Estimates")
plot(estimateStates(1,:),estimateStates(3,:),"g",DisplayName="Estimates")
legend(Location="southeast")
```



### See Also

trackingKF | trackingEKF | trackingUKF | “Extended Kalman Filters” on page 3-19

### References

- [1] Li, X. Rong, and Vesselin P. Jilkov. "Survey of Maneuvering Target Tracking: Dynamic Models". Edited by Oliver E. Drummond, 2000, pp. 212-35. DOI.org (Crossref), <https://doi.org/10.1117/12.391979>.



## Extended Kalman Filters

### In this section...

“State Update Model” on page 3-19

“Measurement Model” on page 3-20

“Extended Kalman Filter Loop” on page 3-20

“Predefined Extended Kalman Filter Functions” on page 3-21

“Example: Estimate 2-D Target States with Angle and Range Measurements Using trackingEKF” on page 3-22

When you use a filter to track objects, you use a sequence of detections or measurements to estimate the state of an object based on the motion model of the object. In a motion model, state is a collection of quantities that represent the status of an object, such as its position, velocity, and acceleration. Use an extended Kalman filter (`trackingEKF`) when object motion follows a nonlinear state equation or when the measurements are nonlinear functions of the state. For example, consider using an extended Kalman filter when the measurements of the object are expressed in spherical coordinates, such as azimuth, elevation, and range, but the states of the target are expressed in Cartesian coordinates.

The formulation of an extended Kalman is based on the linearization of the state equation and measurement equation. Linearization enables you to propagate the state and state covariance in an approximately linear format, and requires Jacobians of the state equation and measurement equation.

---

**Note** If your estimate system is linear, you can use the linear Kalman filter (`trackingKF`) or the extended Kalman filter (`trackingEKF`) to estimate the target state. If your system is nonlinear, you should use a nonlinear filter, such as the extended Kalman filter or the unscented Kalman filter (`trackingUKF`).

---

### State Update Model

Assume a closed-form expression for the predicted state as a function of the previous state  $x_k$ , controls  $u_k$ , noise  $w_k$ , and time  $t$ .

$$x_{k+1} = f(x_k, u_k, w_k, t)$$

The Jacobian of the predicted state with respect to the previous state is obtained by partial derivatives as:

$$F^{(x)} = \frac{\partial f}{\partial x}$$

The Jacobian of the predicted state with respect to the noise is:

$$F^{(w)} = \frac{\partial f}{\partial w}$$

These functions take simpler forms when the noise is additive in the state update equation:

$$x_{k+1} = f(x_k, u_k, t) + w_k$$

In this case,  $F^{(w)}$  is an identity matrix.

You can specify the state Jacobian matrix using the `StateTransitionJacobianFcn` property of the `trackingEKF` object. If you do not specify this property, the object computes Jacobians using numeric differencing, which is slightly less accurate and can increase the computation time.

## Measurement Model

In an extended Kalman filter, the measurement can also be a nonlinear function of the state and the measurement noise.

$$z_k = h(x_k, v_k, t)$$

The Jacobian of the measurement with respect to the state is:

$$H^{(x)} = \frac{\partial h}{\partial x}.$$

The Jacobian of the measurement with respect to the measurement noise is:

$$H^{(v)} = \frac{\partial h}{\partial v}.$$

These functions take simpler forms when the noise is additive in the measurement equation:

$$z_k = h(x_k, t) + v_k$$

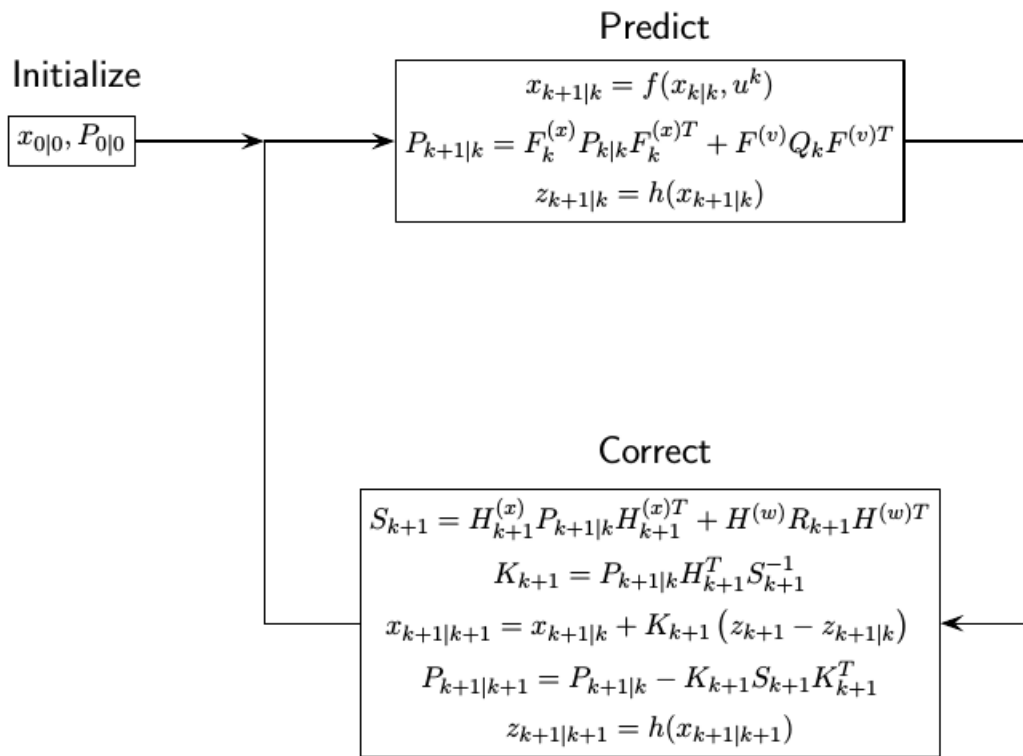
In this case,  $H^{(v)}$  is an identity matrix.

In `trackingEKF`, you can specify the measurement Jacobian matrix using the `MeasurementJacobianFcn` property. If you do not specify this property, the object computes the Jacobians using numeric differencing, which is slightly less accurate and can increase the computation time.

## Extended Kalman Filter Loop

The extended Kalman filter loop is almost identical to the loop of “Linear Kalman Filters” on page 3-11 except that:

- The filter uses the exact nonlinear state update and measurement functions whenever possible.
- The state Jacobian replaces the state transition matrix.
- The measurement jacobian replaces the measurement matrix.



## Predefined Extended Kalman Filter Functions

The toolbox provides predefined state update and measurement functions to use in `trackingEKF`.

Motion Model	Function Name	Function Purpose	State Representation
Constant velocity	<code>constvel</code>	Constant-velocity state update model	<ul style="list-style-type: none"> <li>1-D — <math>[x; vx]</math></li> <li>2-D — <math>[x; vx; y; vy]</math></li> </ul>
	<code>constveljac</code>	Constant-velocity state update Jacobian	<ul style="list-style-type: none"> <li>3-D — <math>[x; vx; y; vy; z; vz]</math></li> </ul>
	<code>cvmeas</code>	Constant-velocity measurement model	where
	<code>cvmeasjac</code>	Constant-velocity measurement Jacobian	<ul style="list-style-type: none"> <li><math>x, y,</math> and <math>z</math> represents the position in the <math>x</math>-, <math>y</math>-, and <math>z</math>-directions, respectively.</li> <li><math>vx, vy,</math> and <math>vz</math> represents the velocity in the <math>x</math>-, <math>y</math>-, and <math>z</math>-directions, respectively.</li> </ul>

Motion Model	Function Name	Function Purpose	State Representation
Constant acceleration	constacc	Constant-acceleration state update model	<ul style="list-style-type: none"> <li>• 1-D — <math>[x; vx; ax]</math></li> <li>• 2-D — <math>[x; vx; ax; y; vy; ay]</math></li> <li>• 3-D — <math>[x; vx; ax; y; vy; ay; z; v; z; az]</math></li> </ul> where <ul style="list-style-type: none"> <li>• <math>ax</math>, <math>ay</math>, and <math>az</math> represents the acceleration in the x-, y-, and z-directions, respectively.</li> </ul>
	constaccjac	Constant-acceleration state update Jacobian	
	cameas	Constant-acceleration measurement model	
	cameasjac	Constant-acceleration measurement Jacobian	
Constant turn rate	constturn	Constant turn-rate state update model	<ul style="list-style-type: none"> <li>• 2-D — <math>[x; vx; y; vy; \omega]</math></li> <li>• 3-D — <math>[x; vx; y; vy; \omega; z; v; z]</math></li> </ul> where $\omega$ represents the turn-rate.
	constturnjac	Constant turn-rate state update Jacobian	
	ctmeas	Constant turn-rate measurement model	
	ctmeasjac	Constant turn-rate measurement Jacobian	

### Example: Estimate 2-D Target States with Angle and Range Measurements Using trackingEKF

#### Initialize Estimation Model

Assume a target moves in 2D with the following initial position and velocity. The simulation lasts 20 seconds with a sample time of 0.2 seconds.

```
rng(2022);    % For repeatable results
dt = 0.2;    % seconds
simTime = 20; % seconds
tspan = 0:dt:simTime;
trueInitialState = [30; 1; 40; 1]; % [x;vx;y;vy]
initialCovariance = diag([100,1e3,100,1e3]);
processNoise = diag([0; .01; 0; .01]); % Process noise matrix
```

Assume the measurements are the azimuth angle relative to the positive-x direction and the range to from the origin to the target. The measurement noise covariance matrix is:

```
measureNoise = diag([2e-6;1]); % Measurement noise matrix. Units are m^2 and rad^2.
```

Preallocate variables in which to save results.

```

numSteps = length(tspan);
trueStates = NaN(4,numSteps);
trueStates(:,1) = trueInitialState;
estimateStates = NaN(size(trueStates));
measurements = NaN(2,numSteps);

```

### Obtain True States and Measurements

Propagate the constant velocity model and generate the measurements with noise.

```

for i = 2:length(tspan)
    if i ~= 1
        trueStates(:,i) = stateModel(trueStates(:,i-1),dt) + sqrt(processNoise)*randn(4,1);
    end
    measurements(:,i) = measureModel(trueStates(:,i)) + sqrt(measureNoise)*randn(2,1);
end

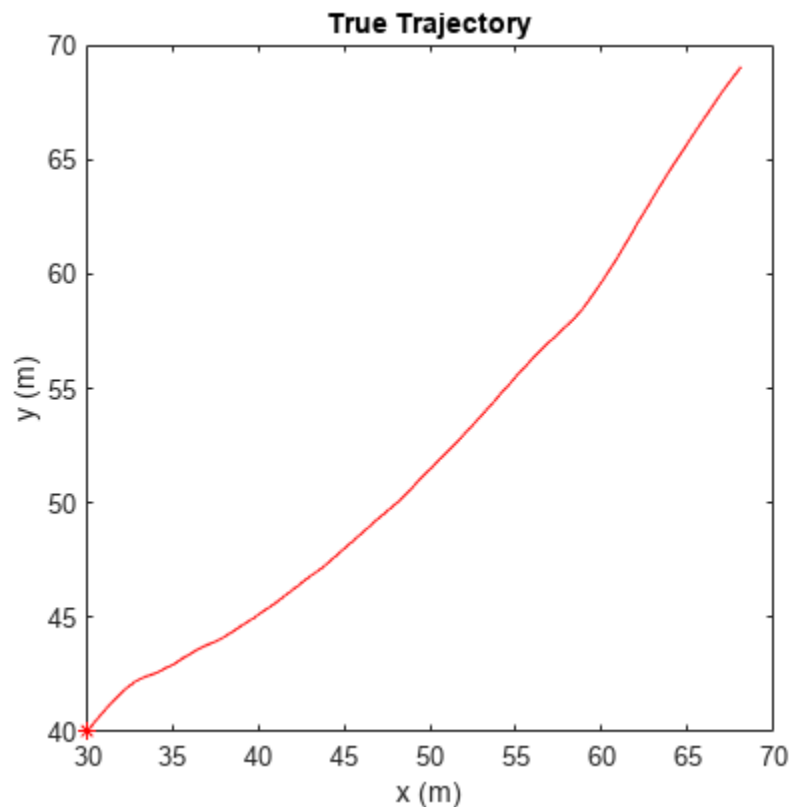
```

Plot the true trajectory and the measurements.

```

figure(1)
plot(trueStates(1,1),trueStates(3,1),"r*","DisplayName="Initial Truth")
hold on
plot(trueStates(1,:),trueStates(3,:),"r","DisplayName="True Trajectory")
xlabel("x (m)")
ylabel("y (m)")
title("True Trajectory")
axis square

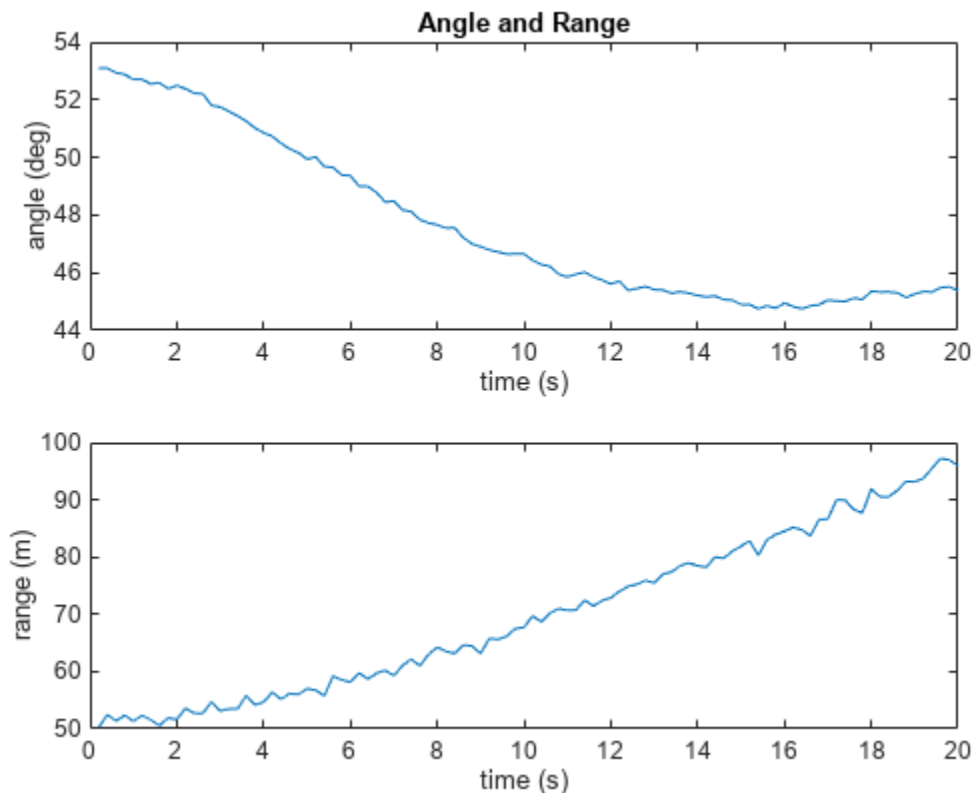
```



```

figure(2)
subplot(2,1,1)
plot(tspan,measurements(1,:)*180/pi)
xlabel("time (s)")
ylabel("angle (deg)")
title("Angle and Range")
subplot(2,1,2)
plot(tspan,measurements(2,:))
xlabel("time (s)")
ylabel("range (m)")

```



### Initialize Extended Kalman Filter

Initialize the filter with an initial state estimate at  $[35; 0; 45; 0]$ .

```

filter = trackingEKF(State=[35; 0; 45; 0],StateCovariance=initialCovariance, ...
    StateTransitionFcn=@stateModel,ProcessNoise=processNoise, ...
    MeasurementFcn=@measureModel,MeasurementNoise=measureNoise);
estimateStates(:,1) = filter.State;

```

### Run Extended Kalman Filter And Show Results

Run the filter by recursively calling the predict and correct object functions.

```

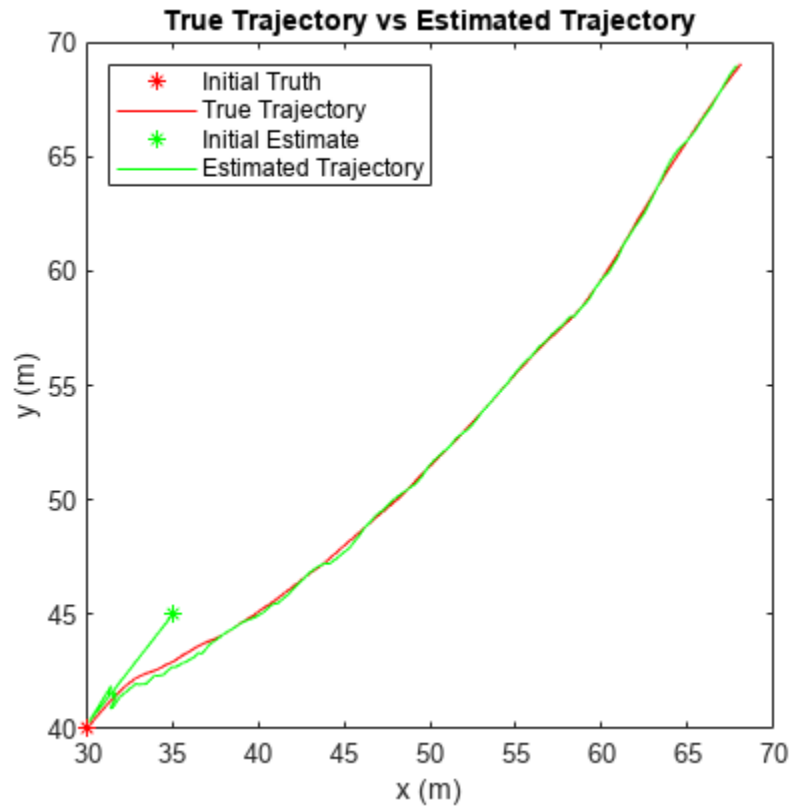
for i=2:length(tspan)
    predict(filter,dt);
    estimateStates(:,i) = correct(filter,measurements(:,i));
end

```

```

figure(1)
plot(estimateStates(1,1),estimateStates(3,1),"g*",DisplayName="Initial Estimate")
plot(estimateStates(1,:),estimateStates(3,:),"g",DisplayName="Estimated Trajectory")
legend(Location="northwest")
title("True Trajectory vs Estimated Trajectory")

```



### Helper Functions

stateModel modeled constant velocity motion without process noise.

```

function stateNext = stateModel(state,dt)
    F = [1 dt 0 0;
         0 1 0 0;
         0 0 1 dt;
         0 0 0 1];
    stateNext = F*state;
end

```

measureModel models range and azimuth angle measurements without noise.

```

function z = measureModel(state)
    angle = atan(state(3)/state(1));
    range = norm([state(1) state(3)]);

```

```
        z = [angle;range];  
end
```

**See Also**

[trackingKF](#) | [trackingEKF](#) | [trackingUKF](#) | “Linear Kalman Filters” on page 3-11



# Planning, Mapping, and Control

---

- “Display Data on OpenStreetMap Basemap” on page 4-2
- “Read and Visualize HERE HD Live Map Data” on page 4-7
- “HERE HD Live Map Layers” on page 4-15
- “Rotations, Orientations, and Quaternions for Automated Driving” on page 4-19
- “Control Vehicle Velocity” on page 4-25
- “Velocity Profile of Straight Path” on page 4-27
- “Velocity Profile of Path with Curve and Direction Change” on page 4-31
- “Plan Path Using A-Star Path Planners ” on page 4-35
- “Use ROS Logger App to Save ROS Messages from Simulink” on page 4-38

## Display Data on OpenStreetMap Basemap

This example shows how to display a driving route and vehicle positions on an OpenStreetMap® basemap.

Add the OpenStreetMap basemap to the list of basemaps available for use with the `geoplayer` object. After you add the basemap, you do not need to add it again in future sessions.

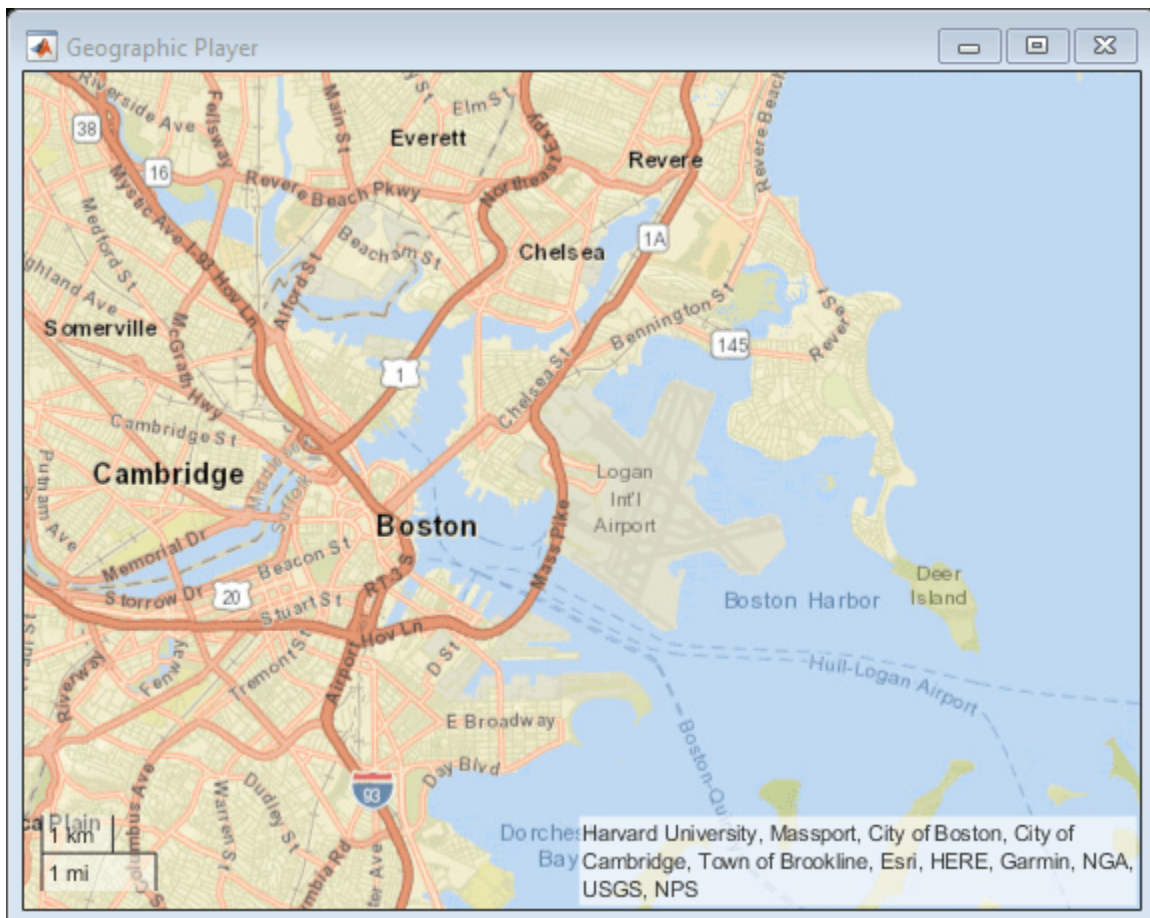
```
name = 'openstreetmap';
url = 'https://a.tile.openstreetmap.org/{z}/{x}/{y}.png';
copyright = char(uint8(169));
attribution = copyright + "OpenStreetMap contributors";
addCustomBasemap(name,url,'Attribution',attribution)
```

Load a sequence of latitude and longitude coordinates.

```
data = load('geoRoute.mat');
```

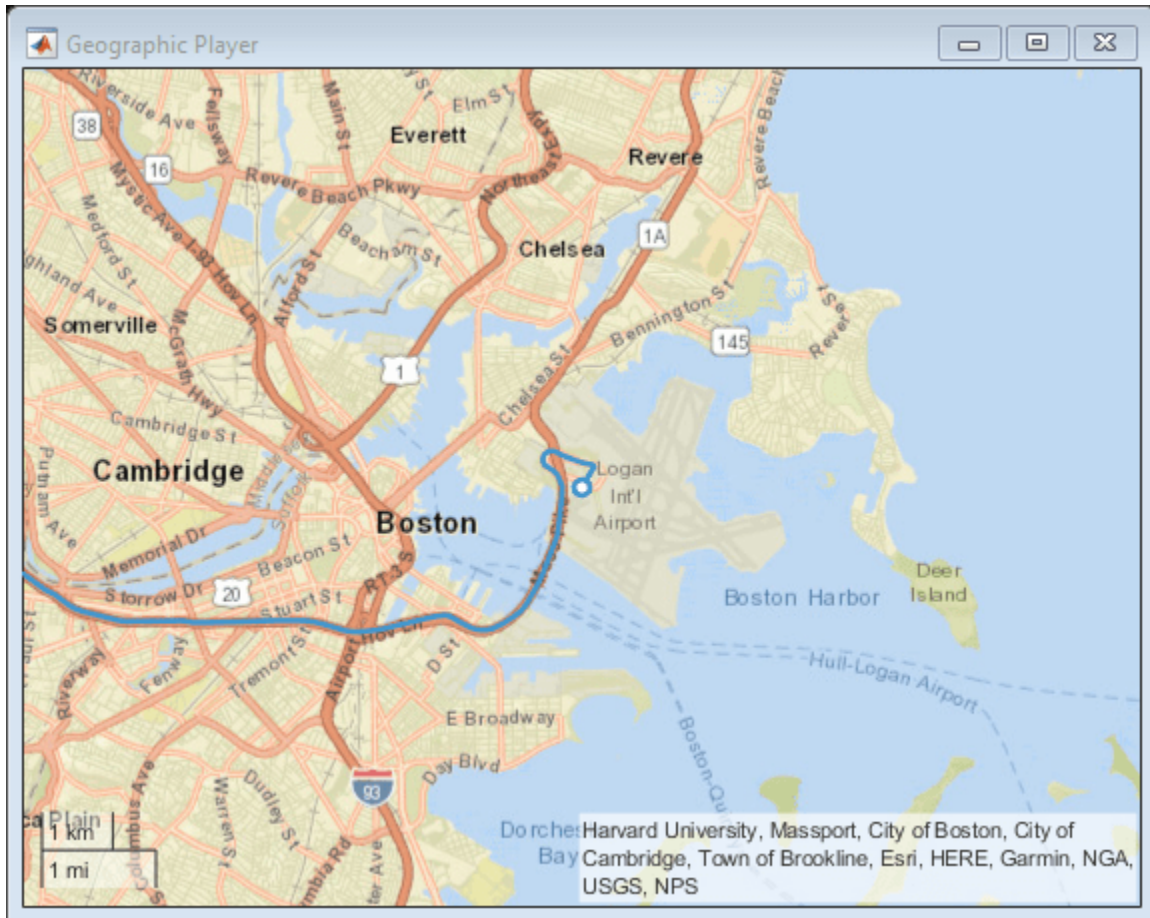
Create a geographic player. Center the geographic player on the first position of the driving route and set the zoom level to 12.

```
zoomLevel = 12;
player = geoplayer(data.latitude(1),data.longitude(1),zoomLevel);
```



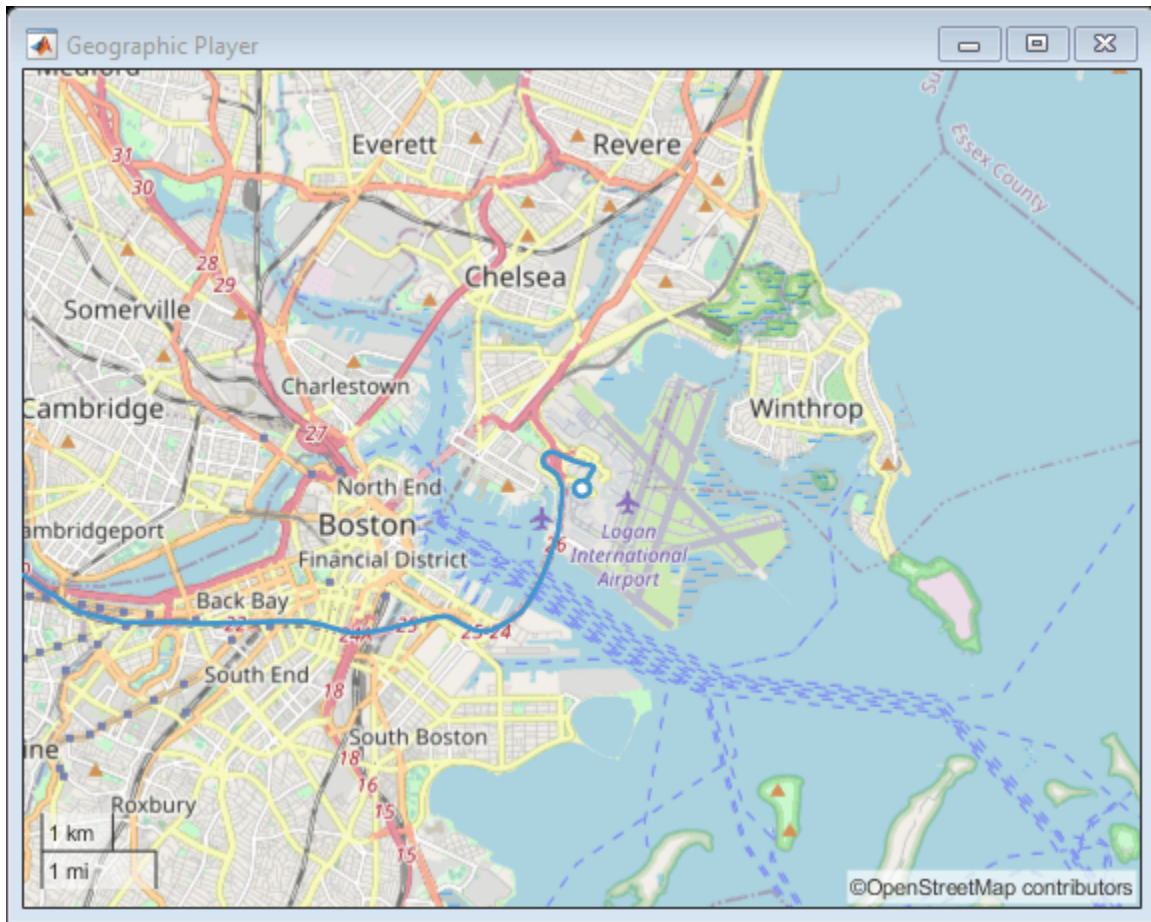
Display the full route.

```
plotRoute(player,data.latitude,data.longitude);
```



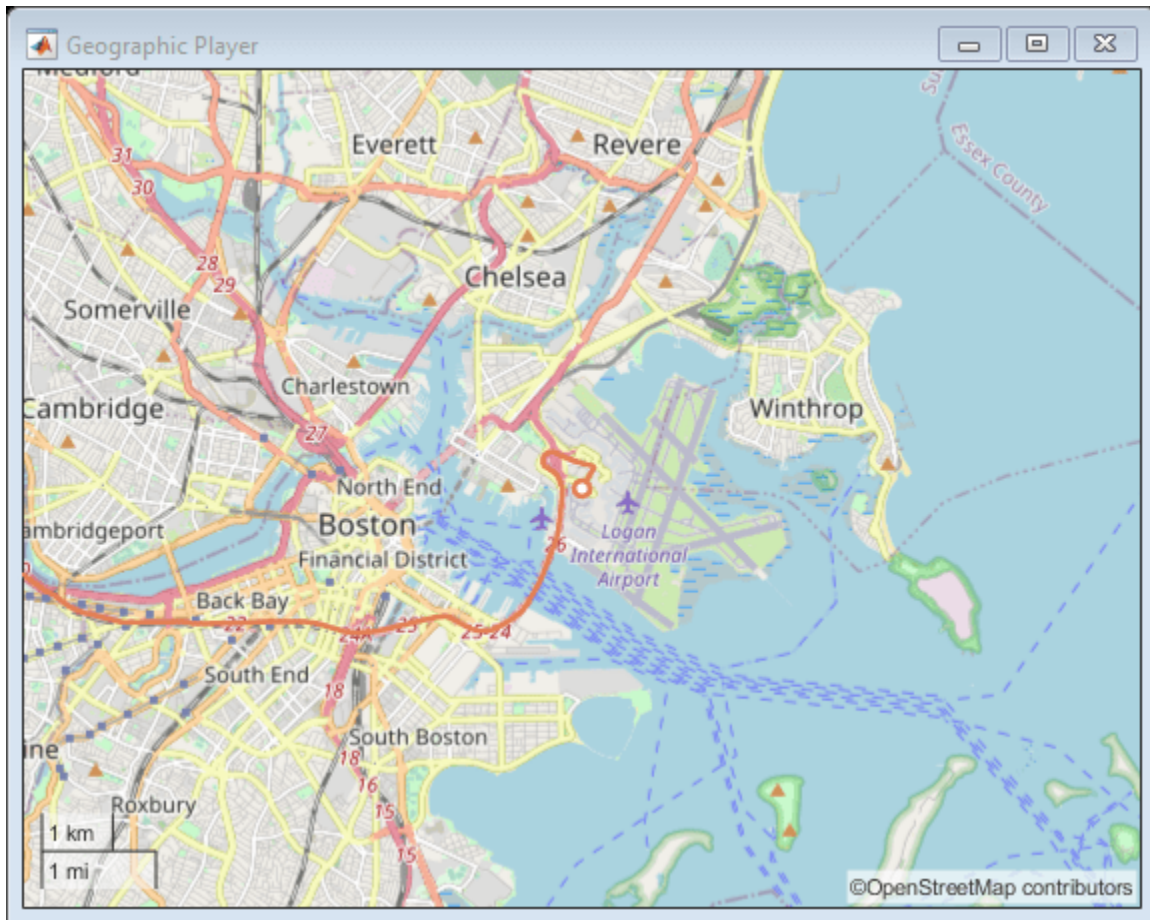
By default, the geographic player uses the World Street Map basemap ('streets') provided by Esri®. Update the geographic player to use the added OpenStreetMap basemap instead.

```
player.Basemap = 'openstreetmap';
```



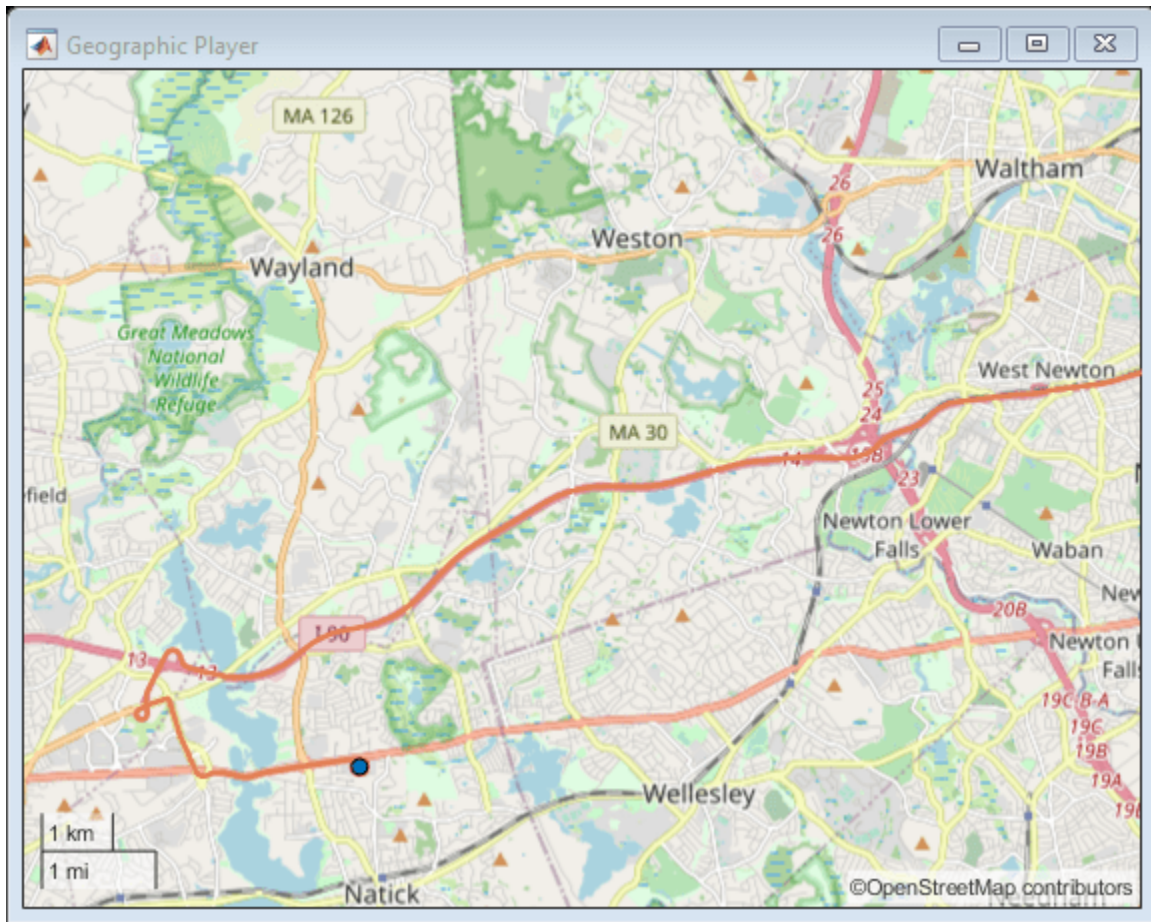
Display the route again.

```
plotRoute(player,data.latitude,data.longitude);
```



Display the positions of the vehicle in a sequence.

```
for i = 1:length(data.latitude)
    plotPosition(player,data.latitude(i),data.longitude(i))
end
```



**See Also**

[geoplayer](#) | [plotPosition](#) | [plotRoute](#) | [addCustomBasemap](#) | [removeCustomBasemap](#)

## Read and Visualize HERE HD Live Map Data

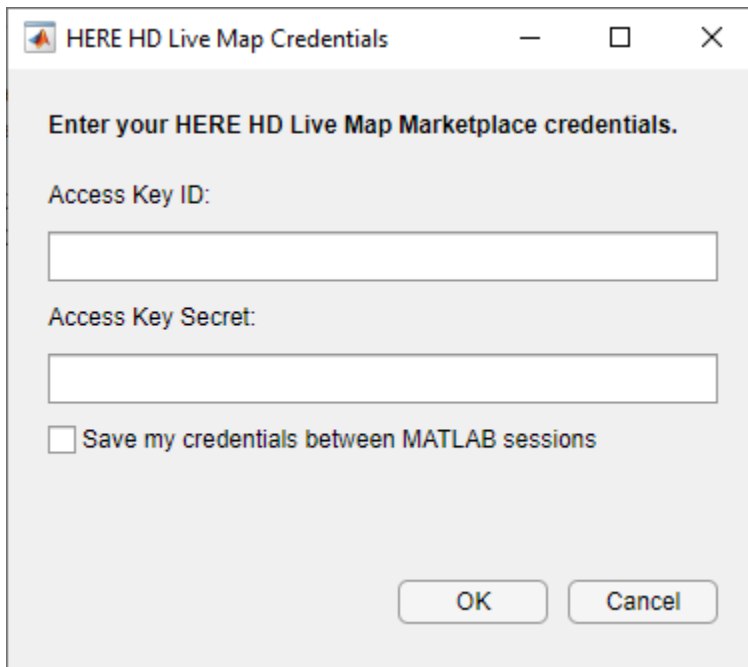
HERE HD Live Map <sup>1</sup> (HERE HDLM), developed by HERE Technologies, is a cloud-based web service that enables you to access highly accurate, continuously updated map data. The data is composed of tiled map layers containing information such as the topology and geometry of roads and lanes, road-level attributes and lane-level attributes, and the barriers, signs, and poles found along roads. This data is suitable for a variety of advanced driver assistance system (ADAS) applications, including localization, scenario generation, navigation, and path planning.

Using Automated Driving Toolbox functions and objects, you can configure and create a HERE HDLM reader, read map data from the HERE HDLM web service, and then visualize the data from certain layers.

### Enter Credentials

Before you can use the HERE HDLM web service, you must enter the credentials that you obtained from your agreement with HERE Technologies. To set up your credentials, use the `hereHDLMCredentials` function.

`hereHDLMCredentials` [setup](#)



The image shows a MATLAB dialog box titled "HERE HD Live Map Credentials". The dialog box has a title bar with a close button (X) and a maximize button (square). The main content area contains the following text and controls:

- Header: "Enter your HERE HD Live Map Marketplace credentials."
- Label: "Access Key ID:" followed by a text input field.
- Label: "Access Key Secret:" followed by a text input field.
- Checkbox: "Save my credentials between MATLAB sessions" with an unchecked checkbox.
- Buttons: "OK" and "Cancel" buttons at the bottom.

Enter a valid **Access Key ID** and **Access Key Secret**, and click **OK**. The credentials are saved for the rest of your MATLAB session on your machine. To save your credentials for future MATLAB sessions on your machine, in the dialog box, select **Save my credentials between MATLAB sessions**. These credentials remain saved until you delete them.

<sup>1</sup> You need to enter into a separate agreement with HERE in order to gain access to the HDLM services and to get the required credentials (`access_key_id` and `access_key_secret`) for using the HERE Service.

## Configure Reader to Search Specific Catalog

In the HERE HDLM web service, map data is stored in a set of databases called catalogs. Each catalog roughly corresponds to a different geographic region, such as North America or Western Europe. By creating a `hereHDLMConfiguration` object, you can configure a HERE HDLM reader to search for map data from only a specific catalog. You can also optionally specify the version of the catalog that you want to search. These configurations can speed up the performance of the reader, because the reader does not search unnecessary catalogs for map data.

For example, create a configuration for the catalog that roughly corresponds to the North America region.

```
config = hereHDLMConfiguration('hrn:here:data::olp-here-had:here-hdln-protobuf-na-2');
```

Readers created with this configuration search for map data from only the specified catalog.

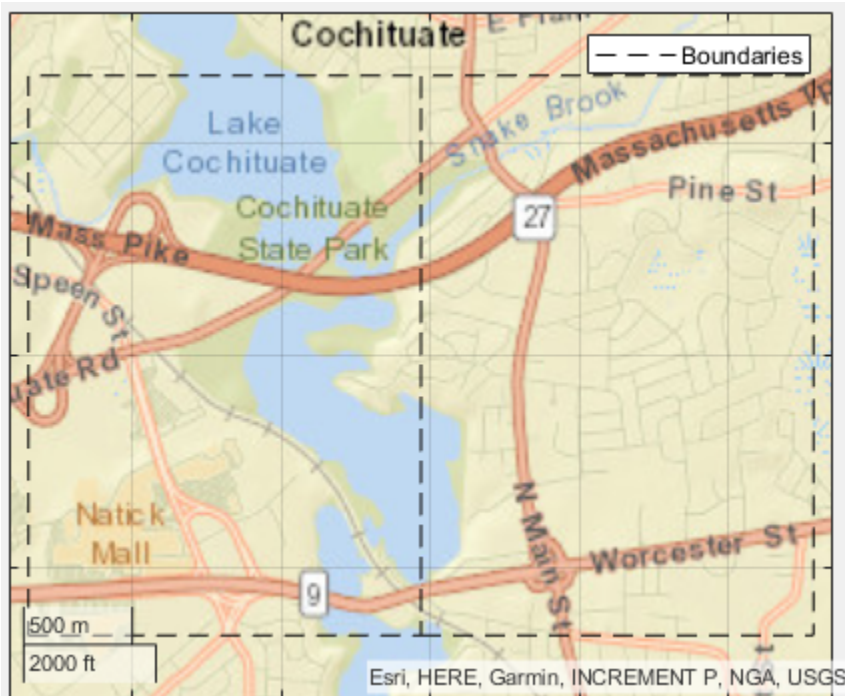


Configuring a HERE HDLM reader is optional. If you do not specify a configuration, the reader defaults to searching for map tiles across all catalogs. The reader returns map data from the latest version of the catalog in which those tiles were found.

## Create Reader for Specific Map Tiles

The `hereHDLMReader` object reads HERE HDLM data from a selection of map tiles. By default, these map tiles are set to a zoom level of 14, which corresponds to a rectangular area of about 5–10 square kilometers.



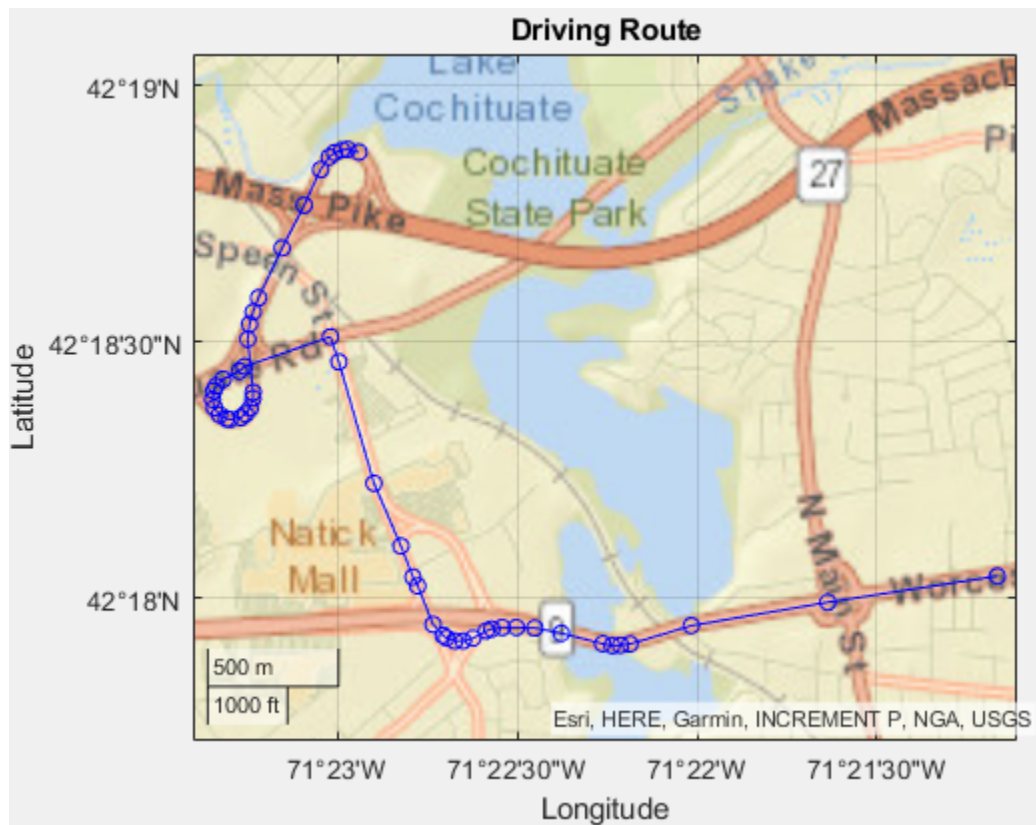


You select the map tiles from which to read data when you create a `hereHDLReader` object. You can specify the map tile IDs directly. Alternatively, you can specify the coordinates of a driving route and read data from the map tiles of that route.

Load the latitude-longitude coordinates for a driving route in North America. For reference, display the route on a geographic axes.

```
route = load('geoSequenceNatickMA.mat');
lat = route.latitude;
lon = route.longitude;

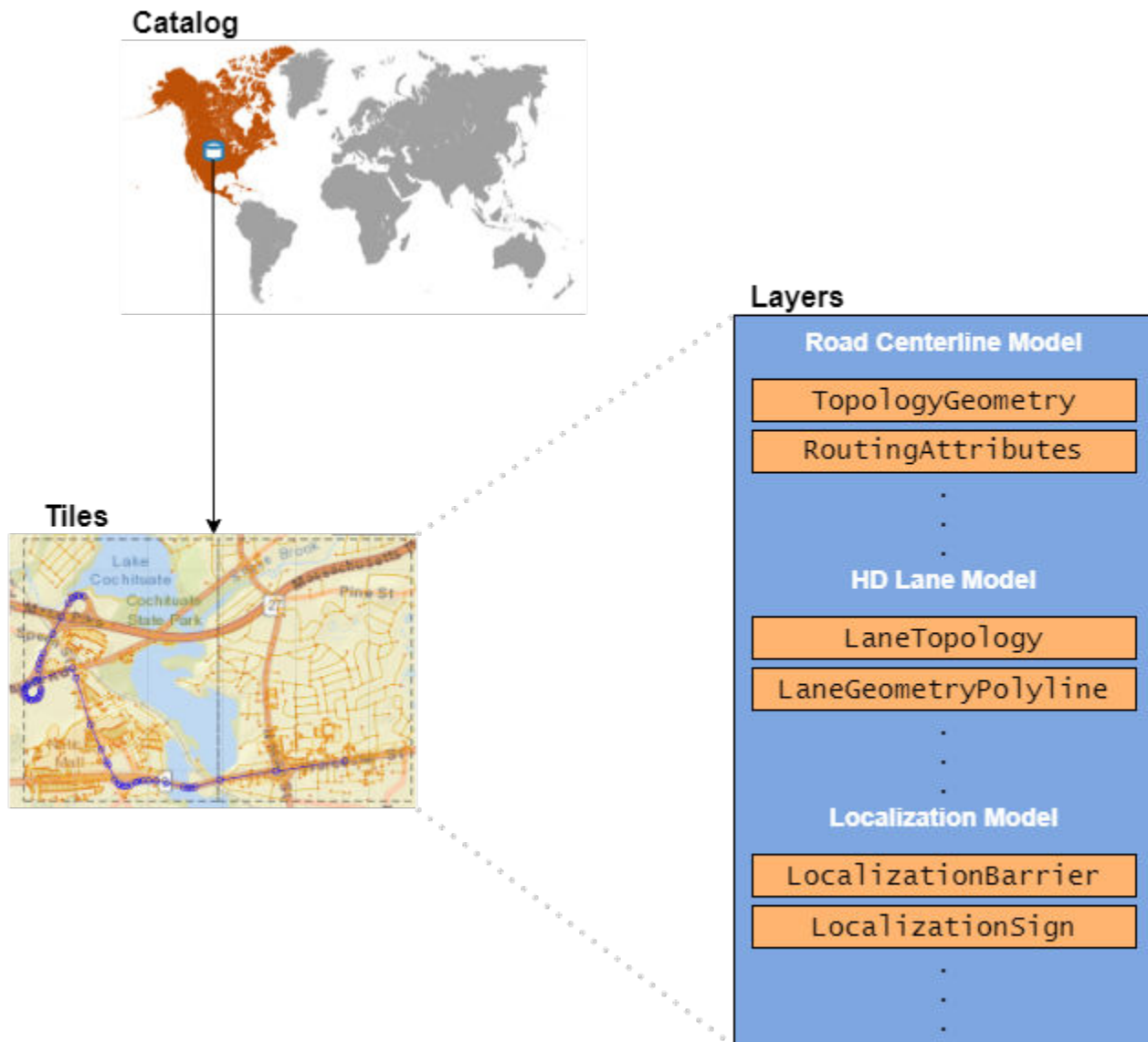
geoplot(lat,lon,'bo-')
geobasemap('streets')
title('Driving Route')
```



Create a `hereHDLReader` object using the specified driving route and configuration.

```
reader = hereHDLReader(lat,lon,'Configuration',config);
```

This reader enables you to read map data for the tiles that this driving route is on. The map data is stored in a set of layers containing detailed information about various aspects of the map. The reader supports reading data from the map layers for the Road Centerline Model, HD Lane Model, and HD Localization Model.



For more details on the layers in these models, see “HERE HD Live Map Layers” on page 4-15.

## Read Map Layer Data

The read function reads data for the selected map tiles. The map data is returned as a series of layer objects. Read data from the layer containing the topology geometry of the road.

```
topology = read(reader, 'TopologyGeometry')
topology =
    2x1 TopologyGeometry array with properties:
    Data:
    HereTileId
    IntersectingLinkRefs
```

```
LinksStartingInTile
NodesInTile
TileCenterHere2dCoordinate
```

```
Metadata:
  Catalog
  CatalogVersion
```

Each map layer object corresponds to a map tile that you selected using the input `hereHDLMReader` object. The IDs of these map tiles are stored in the `TileIds` property of the reader. Inspect the properties of the map layer object for the first map tile. Your catalog version and map data might differ from what is shown here.

```
topology(1)
```

```
ans =
```

```
TopologyGeometry with properties:
```

```
Data:
```

```
      HereTileId: 321884279
      IntersectingLinkRefs: [42x1 struct]
      LinksStartingInTile: [905x1 struct]
      NodesInTile: [635x1 struct]
      TileCenterHere2dCoordinate: [42.3083 -71.3782]
```

```
Metadata:
```

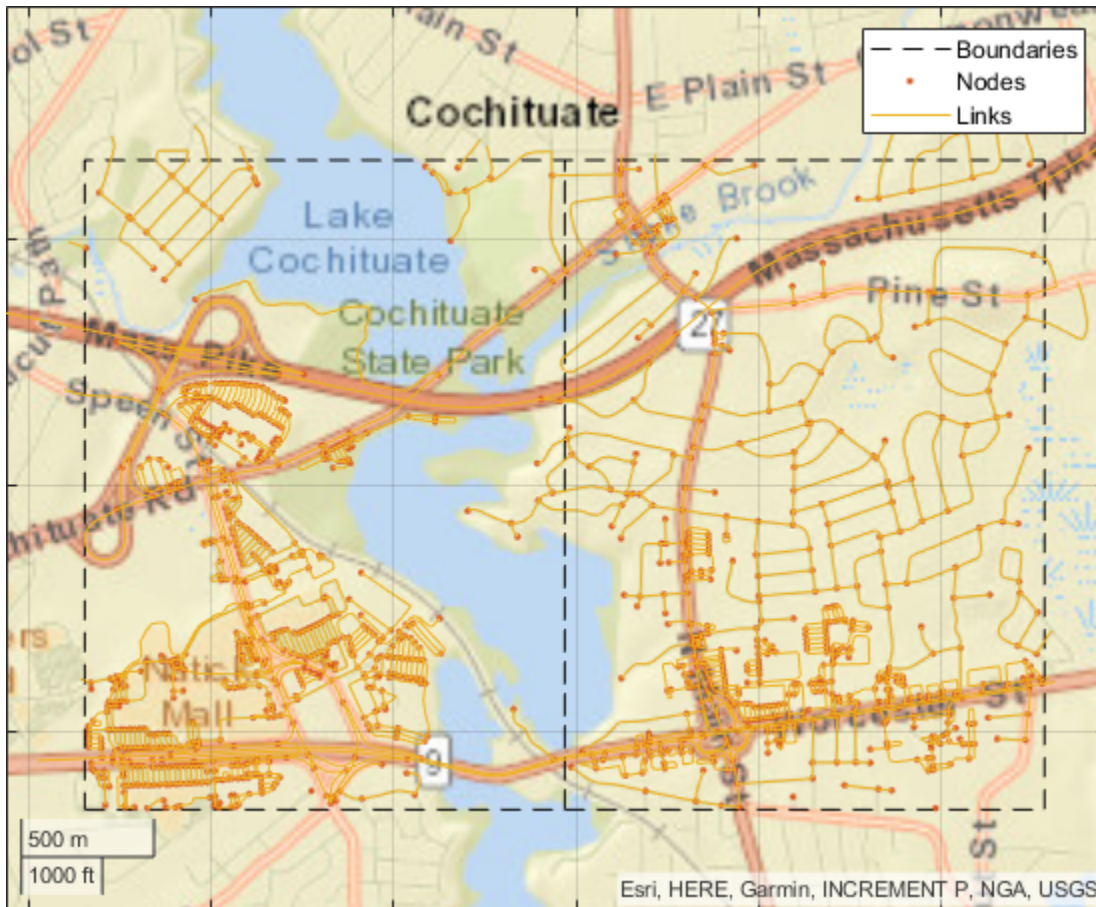
```
      Catalog: 'hrn:here:data::olp-here-had:here-hdlm-protobuf-na-2'
      CatalogVersion: 3321
```

The properties of the `TopologyGeometry` layer object correspond to valid HERE HDLM fields for that layer. In these layer objects, the names of the layer fields are modified to fit the MATLAB naming convention for object properties. For more details about the layer objects, see the `layerData` output argument description on the `read` function reference page.

### Visualize Map Layer Data

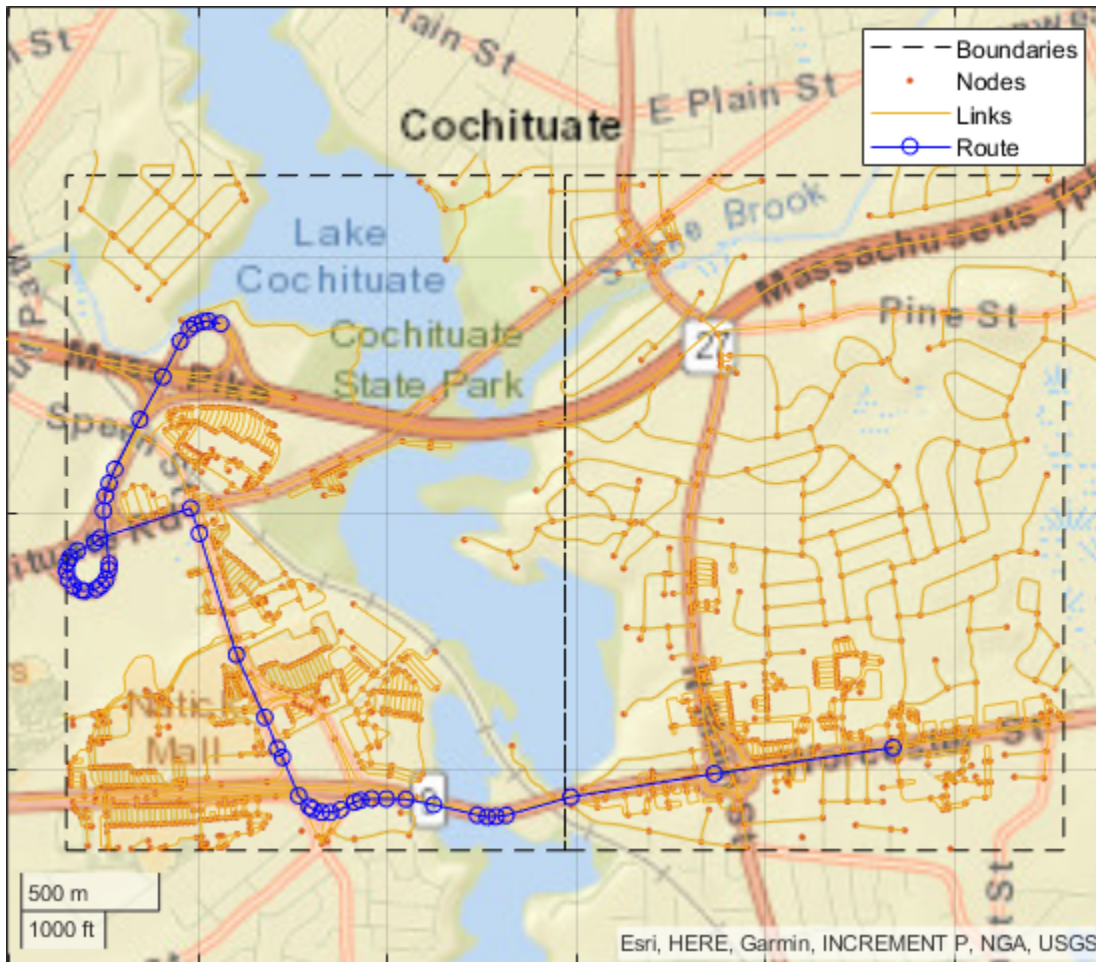
To visualize the data of map layers, use the `plot` function. Plot the topology geometry of the returned map layers. The plot shows the boundaries, nodes (intersections and dead-ends), and links (streets) within the map tiles. If a link extends outside the boundaries of the specified map tiles, the layer data includes that link.

```
plot(topology)
```



Map layer plots are returned on a geographic axes. To customize map displays, you can use the properties of the geographic axes. For more details, see [GeographicAxes Properties](#). Overlay the driving route on the plot.

```
hold on
geoplot(lat,lon,'bo-','DisplayName','Route')
hold off
```



### See Also

[hereHDLMReader](#) | [hereHDLMConfiguration](#) | [hereHDLMCredentials](#) | [read](#) | [plot](#)

### More About

- “HERE HD Live Map Layers” on page 4-15
- “Use HERE HD Live Map Data to Verify Lane Configurations” on page 8-760
- “Localization Correction Using Traffic Sign Data from HERE HD Maps” on page 8-774
- “Import HERE HD Live Map Roads into Driving Scenario” on page 5-104

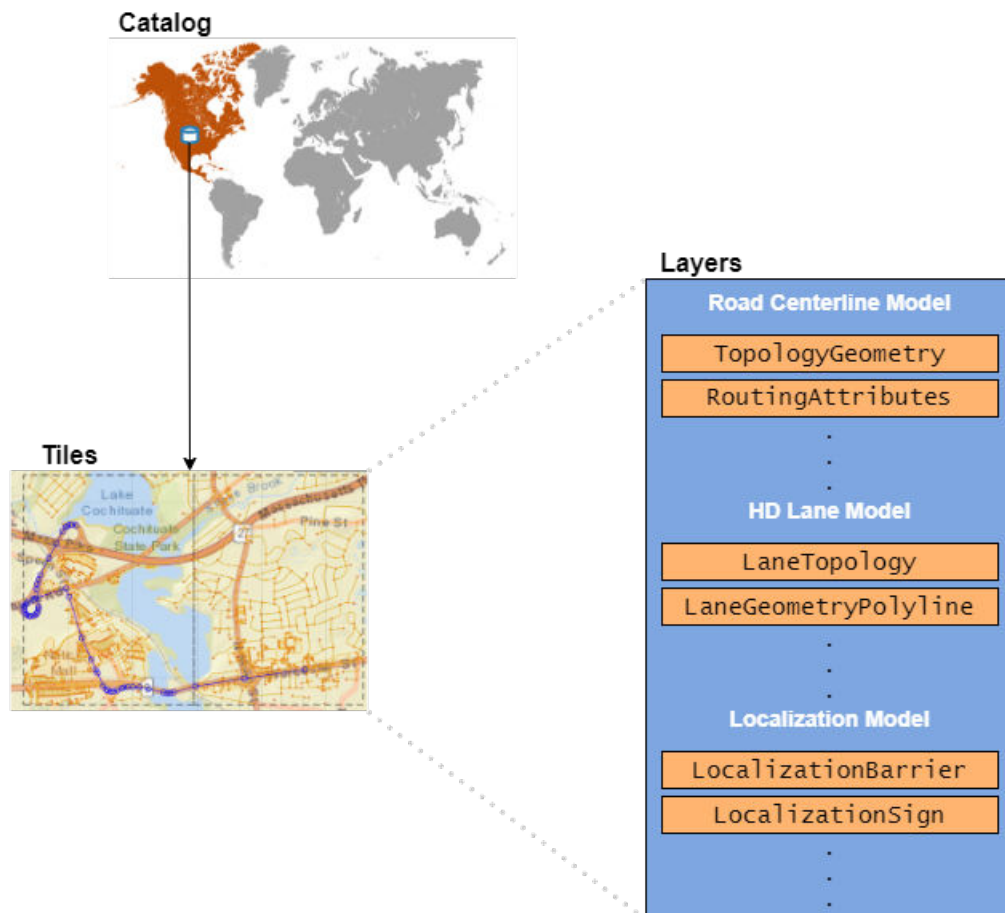
## HERE HD Live Map Layers

HERE HD Live Map <sup>2</sup> (HERE HDLM), developed by HERE Technologies, is a cloud-based web service that enables you to access highly accurate, continuously updated map data. The data is composed of tiled map layers containing information such as the topology and geometry of roads and lanes, road-level and lane-level attributes, and the barriers, signs, and poles found along roads. The data is stored in a series of map catalogs that correspond to geographic regions.

To access layer data for a selection of map tiles, use a `hereHDLMReader` object. For information on the `hereHDLMReader` workflow, see “Read and Visualize HERE HD Live Map Data” on page 4-7.

The layers are grouped into these models:

- “Road Centerline Model” on page 4-16 — Provides road topology, shape geometry, and other road-level attributes
- “HD Lane Model” on page 4-17 — Contains lane topology, highly accurate geometry, and lane-level attributes
- “HD Localization Model” on page 4-18 — Includes multiple features, such as road signs, to support localization strategies



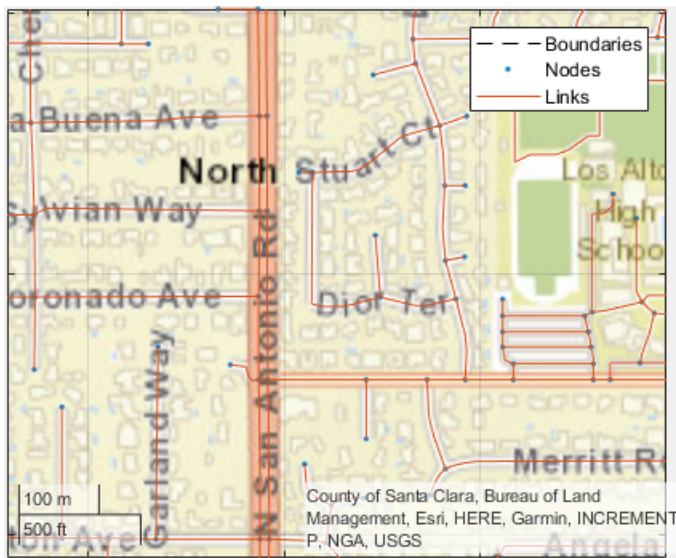
<sup>2</sup> You need to enter into a separate agreement with HERE in order to gain access to the HDLM services and to get the required credentials (`access_key_id` and `access_key_secret`) for using the HERE Service.

The available layers vary by geographic region, so not all layers are available for every map tile. When you call the read function on a hereHDLMReader object and specify a map layer name, the function returns the layer data as an object. For more information about these layer objects, see the read function reference page.

## Road Centerline Model

The Road Centerline Model represents the topology of the road network. It is composed of links corresponding to streets and nodes corresponding to intersections and dead ends. For each map tile, the layers within this model contain information about these links and nodes, such as the 2-D line geometry of the road network, speed attributes, and routing attributes.

The figure shows a plot for the TopologyGeometry layer, which visualizes the 2-D line geometry of the nodes and links within a map tile.



This table shows the map layers of the Road Centerline Model that a hereHDLMReader object can read.

Road Centerline Model Layers	Description
TopologyGeometry	Topology and 2-D line geometry of the road. This layer also contains definitions of the links (streets) and nodes (intersections and dead-ends) in the map tile.
RoutingAttributes	Road attributes related to navigation and conditions. These attributes are mapped parametrically to the 2-D polyline geometry in the topology layer.
RoutingLaneAttributes	Core navigation lane attributes and conditions, such as the number of lanes in a road. These values are mapped parametrically to 2-D polylines along the road links.

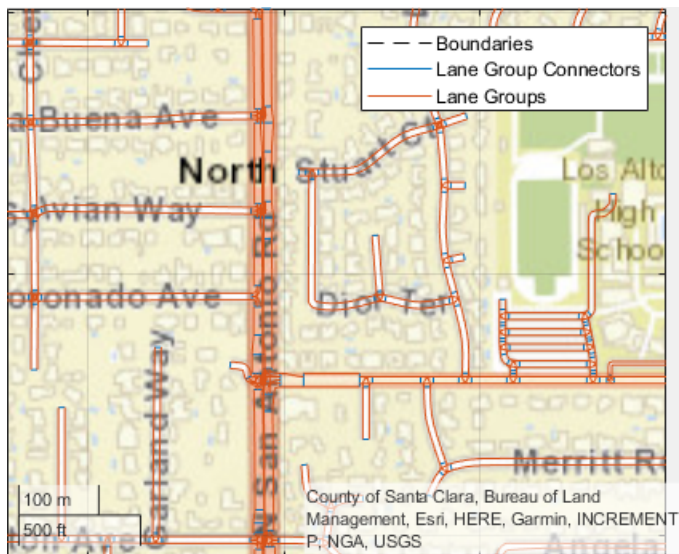


Road Centerline Model Layers	Description
SpeedAttributes	Speed-related road attributes, such as speed limits. These attributes are mapped to the 2-D polyline geometry of the topology layer.
AdasAttributes	Precision geometry measurements such as slope, elevation, and curvature of roads. Use this data to develop advanced driver assistance systems (ADAS).
ExternalReferenceAttributes	References to external links, nodes, and topologies for other HERE maps.
LaneRoadReferences (also part of HD Lane Model)	Road and lane group references and range information. Use this data to translate positions between the Road Centerline Model and the HD Lane Model.

## HD Lane Model

The HD Lane Model represents the topology and geometry of lane groups, which are the lanes within a link (street). In this model, the shapes of lanes are modeled with 2-D and 3-D positions and support centimeter-level accuracy. This model provides several lane attributes, including lane type, direction of travel, and lane boundary color and style.

The figure shows a plot for the LaneTopology layer object, which visualizes the 2-D line geometry of lane groups and their connectors within a map tile.



This table shows the map layers of the HD Lane Model that a hereHDLMReader object can read.

HD Lane Model Layers	Description
LaneTopology	Topologies of the HD Lane model, including lane group, lane group connector, lane, and lane connector topologies. This layer also contains the simplified 2-D boundary geometry of the lane model for determining map tile affinity and overflow.
LaneGeometryPolyline	3-D lane geometry composed of a set of 3-D points joined into polylines.
LaneAttributes	Lane-level attributes, such as direction of travel and lane type.
LaneRoadReferences (also part of Road Centerline Model)	Road and lane group references and range information. Used to translate positions between the Road Centerline Model and the HD Lane Model.

## HD Localization Model

The HD Localization Model contains data, such as traffic signs, barriers, and poles, that helps autonomous vehicles accurately locate where they are within a road network.

This table shows the map layers of the HD Localization Model that a `hereHDLReader` object can read. The reader does not support visualization of this layer data.

HD Localization Model Layers	Description
LocalizationBarrier	Positions, dimensions, and attributes of barriers such as guardrails and Jersey barriers found along roads
LocalizationPole	Positions, dimensions, and attributes of traffic signal poles and other poles found along or hanging over roads
LocalizationSign	Positions, dimensions, and attributes of traffic-sign faces found along roads

## See Also

`hereHDLReader` | `plot` | `read`

## More About

- “Read and Visualize HERE HD Live Map Data” on page 4-7
- “Use HERE HD Live Map Data to Verify Lane Configurations” on page 8-760
- “Localization Correction Using Traffic Sign Data from HERE HD Maps” on page 8-774

## Rotations, Orientations, and Quaternions for Automated Driving

A quaternion is a four-part hypercomplex number used to describe three-dimensional rotations and orientations. Quaternions have applications in many fields, including aerospace, computer graphics, and virtual reality. In automated driving, sensors such as inertial measurement units (IMUs) report orientation readings as quaternions. To use this data for localization, you can capture it using a `quaternion` object, perform mathematical operations on it, or convert it to other rotation formats, such as Euler angles and rotation matrices.

You can use quaternions to perform 3-D point and frame rotations.

- With point rotations, you rotate points in a static frame of reference.
- With frame rotations, you rotate the frame of reference around a static point to convert the frame into the coordinate system relative to the point.

You can define these rotations by using an axis of rotation and an angle of rotation about that axis. Quaternions encapsulate the axis and angle of rotation and have an algebra for manipulating these rotations. The `quaternion` object uses the "right-hand rule" convention to define rotations. That is, positive rotations are clockwise around the axis of rotation when viewed from the origin.

### Quaternion Format

A quaternion number is represented in this form:

$$a + bi + cj + dk$$

$a$ ,  $b$ ,  $c$ , and  $d$  are real numbers. These coefficients are known as the parts of the quaternion.

$i$ ,  $j$ , and  $k$  are the complex elements of a quaternion. These elements satisfy the equation  $i^2 = j^2 = k^2 = ijk = -1$ .

The quaternion parts  $a$ ,  $b$ ,  $c$ , and  $d$  specify the axis and angle of rotation. For a rotation of  $\alpha$  radians about a rotation axis represented by the unit vector  $[x, y, z]$ , the quaternion describing the rotation is given by this equation:

$$\cos\left(\frac{\alpha}{2}\right) + \sin\left(\frac{\alpha}{2}\right)(x\mathbf{i} + y\mathbf{j} + z\mathbf{k})$$

### Quaternion Creation

You can create quaternions in multiple ways. For example, create a quaternion by specifying its parts.

```
q = quaternion(1,2,3,4)
```

```
q =
```

```
quaternion
```

$$1 + 2i + 3j + 4k$$

You can create arrays of quaternions in the same way. For example, create a 2-by-2 quaternion array by specifying four 2-by-2 matrices.

```
qArray = quaternion([1 10; -1 1], [2 20; -2 2], [3 30; -3 3], [4 40; -4 4])
```

```
qArray =
```

```
2x2 quaternion array
```

$$\begin{array}{cc} 1 + 2i + 3j + 4k & 10 + 20i + 30j + 40k \\ -1 - 2i - 3j - 4k & 1 + 2i + 3j + 4k \end{array}$$

You can also use four-column arrays to construct quaternions, where each column represents a quaternion part. For example, create an array of quaternions that represent random rotations.

```
qRandom = randrot(4,1)
```

```
qRandom =
```

```
4x1 quaternion array
```

$$\begin{array}{cccc} 0.17446 + 0.59506i - 0.73295j + 0.27976k & & & \\ 0.21908 - 0.89875i - 0.298j + 0.23548k & & & \\ 0.6375 + 0.49338i - 0.24049j + 0.54068k & & & \\ 0.69704 - 0.060589i + 0.68679j - 0.19695k & & & \end{array}$$

Index and manipulate quaternions just like any other array. For example, index a quaternion from the `qRandom` quaternion array.

```
qRandom(3)
```

```
ans =
```

```
quaternion
```

$$0.6375 + 0.49338i - 0.24049j + 0.54068k$$

Reshape the quaternion array.

```
reshape(qRandom,2,2)
```

```
ans =
```

```
2x2 quaternion array
```

```

0.17446 + 0.59506i - 0.73295j + 0.27976k      0.6375 + 0.49338i - 0.24049j + 0.54068k
0.21908 - 0.89875i - 0.298j + 0.23548k      0.69704 - 0.060589i + 0.68679j - 0.19695k

```

Concatenate the quaternion array with the first quaternion that you created.

```
[qRandom; q]
```

```
ans =
```

```
5x1 quaternion array
```

```

0.17446 + 0.59506i - 0.73295j + 0.27976k
0.21908 - 0.89875i - 0.298j + 0.23548k
0.6375 + 0.49338i - 0.24049j + 0.54068k
0.69704 - 0.060589i + 0.68679j - 0.19695k
      1 +          2i +          3j +          4k

```

## Quaternion Math

Quaternions have well-defined arithmetic operations. To apply these operations, first define two quaternions by specifying their real-number parts.

```
q1 = quaternion(1,2,3,4)
```

```
q1 = quaternion
      1 + 2i + 3j + 4k
```

```
q2 = quaternion(-5,6,-7,8)
```

```
q2 = quaternion
     -5 + 6i - 7j + 8k
```

Addition of quaternions is similar to complex numbers, where parts are added independently.

```
q1 + q2
```

```
ans = quaternion
     -4 + 8i - 4j + 12k
```

Subtraction of quaternions works similar to addition of quaternions.

```
q1 - q2
```

```
ans = quaternion
      6 - 4i + 10j - 4k
```

Because the complex elements of quaternions must satisfy the equation

$$i^2 = j^2 = k^2 = ijk = -1,$$

multiplication of quaternions is more complex than addition and subtraction. Given this requirement, multiplication of quaternions is not commutative. That is, when multiplying quaternions, reversing the order of the quaternions changes the result of their product.

`q1 * q2`

```
ans = quaternion
      -28 + 48i - 14j - 44k
```

`q2 * q1`

```
ans = quaternion
      -28 - 56i - 30j + 20k
```

However, every quaternion has a multiplicative inverse, so you can divide quaternions. Right division of `q1` by `q2` is equivalent to  $q1(q2^{-1})$ .

`q1 ./ q2`

```
ans = quaternion
      0.10345 - 0.3908i - 0.091954j + 0.022989k
```

Left division of `q1` by `q2` is equivalent to  $(q2^{-1})q1$ .

`q1 .\ q2`

```
ans = quaternion
      0.6 - 1.2i + 0j + 2k
```

The conjugate of a quaternion is formed by negating each of the complex parts, similar to conjugate of a complex number.

`conj(q1)`

```
ans = quaternion
      1 - 2i - 3j - 4k
```

To describe a rotation using a quaternion, the quaternion must be a *unit quaternion*. A unit quaternion has a norm of 1, where the norm is defined as

$$\text{norm}(q) = \sqrt{a^2 + b^2 + c^2 + d^2}.$$

Normalize a quaternion.

`qNormalized = normalize(q1)`

```
qNormalized = quaternion
      0.18257 + 0.36515i + 0.54772j + 0.7303k
```

Verify that this normalized unit quaternion has a norm of 1.

`norm(qNormalized)`

```
ans = 1.0000
```

The rotation matrix for the conjugate of a normalized quaternion is equal to the inverse of the rotation matrix for that normalized quaternion.

```
rotmat(conj(qNormalized), 'point')
```

```
ans = 3×3
```

```
-0.6667    0.6667    0.3333
 0.1333   -0.3333    0.9333
 0.7333    0.6667    0.1333
```

```
inv(rotmat(qNormalized, 'point'))
```

```
ans = 3×3
```

```
-0.6667    0.6667    0.3333
 0.1333   -0.3333    0.9333
 0.7333    0.6667    0.1333
```

## Extract Quaternions from Transformation Matrix

If you have a 3-D transformation matrix created using functions such as `rigidtfom3d`, `simtform3d` or `affinetform3d`, you can extract the rotation matrix from it and represent it in the form of a quaternion.

Create a 3-D rigid geometric transformation object from the rotation angles in degrees and a translation vector.

```
eulerAngles = [0 0 30];
translation = [0 0 0];

tform = rigidtfom3d(eulerAngles,translation)
```

```
tform =
  rigidtfom3d with properties:
```

```
  Dimensionality: 3
                R: [3x3 double]
  Translation: [0 0 0]
                A: [4x4 double]
```

Create a quaternion from the rotation matrix. Specify that the rotation matrix is configured for point rotations.

```
rotationMatrix = tform.R;
q = quaternion(rotationMatrix, "rotmat", "point")
```

```
q = quaternion
    0.96593 +      0i +      0j + 0.25882k
```

To verify that the quaternion and the rotation matrix produce the same results, rotate a sample point using both approaches.

```
point = [1 2 3];
rotatedPointQuaternion = rotatepoint(q,point)
```

```
rotatedPointQuaternion = 1×3
    -0.1340    2.2321    3.0000
```

```
rotatedPointRotationMatrix = transformPointsForward(tform,point)
```

```
rotatedPointRotationMatrix = 1×3
    -0.1340    2.2321    3.0000
```

To convert back to the original transformation object, extract a rotation matrix from the quaternion. Then, create a `rigidtfom3d` object.

```
R = rotmat(q,"point");
recoveredTform = rigidtfom3d(R,translation);
recoveredTform.R
```

```
ans = 3×3
    0.8660   -0.5000    0
    0.5000    0.8660    0
     0         0     1.0000
```

### See Also

[quaternion](#) | [rigidtfom3d](#) | [affinetform3d](#) | [rotatepoint](#) | [rotateframe](#)

### More About

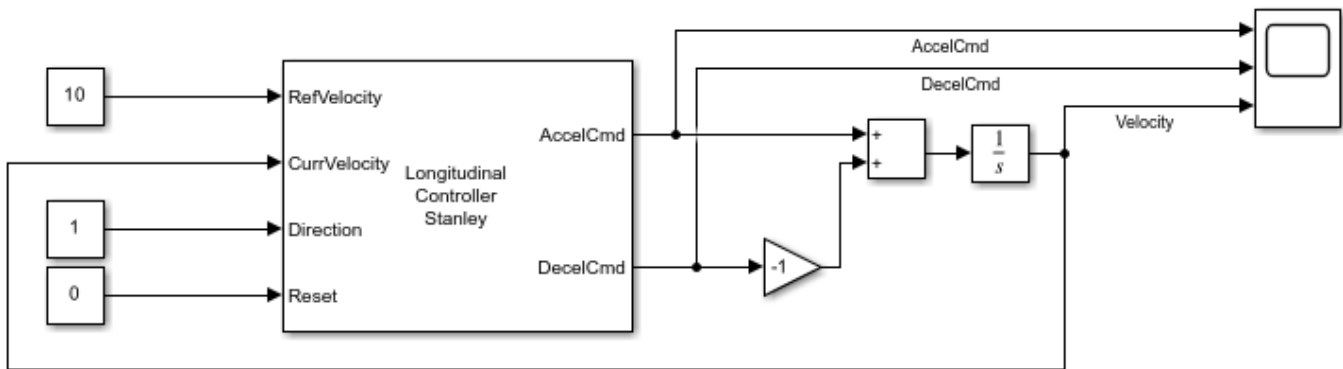
- “Build a Map from Lidar Data”
- “Build a Map from Lidar Data Using SLAM”



## Control Vehicle Velocity

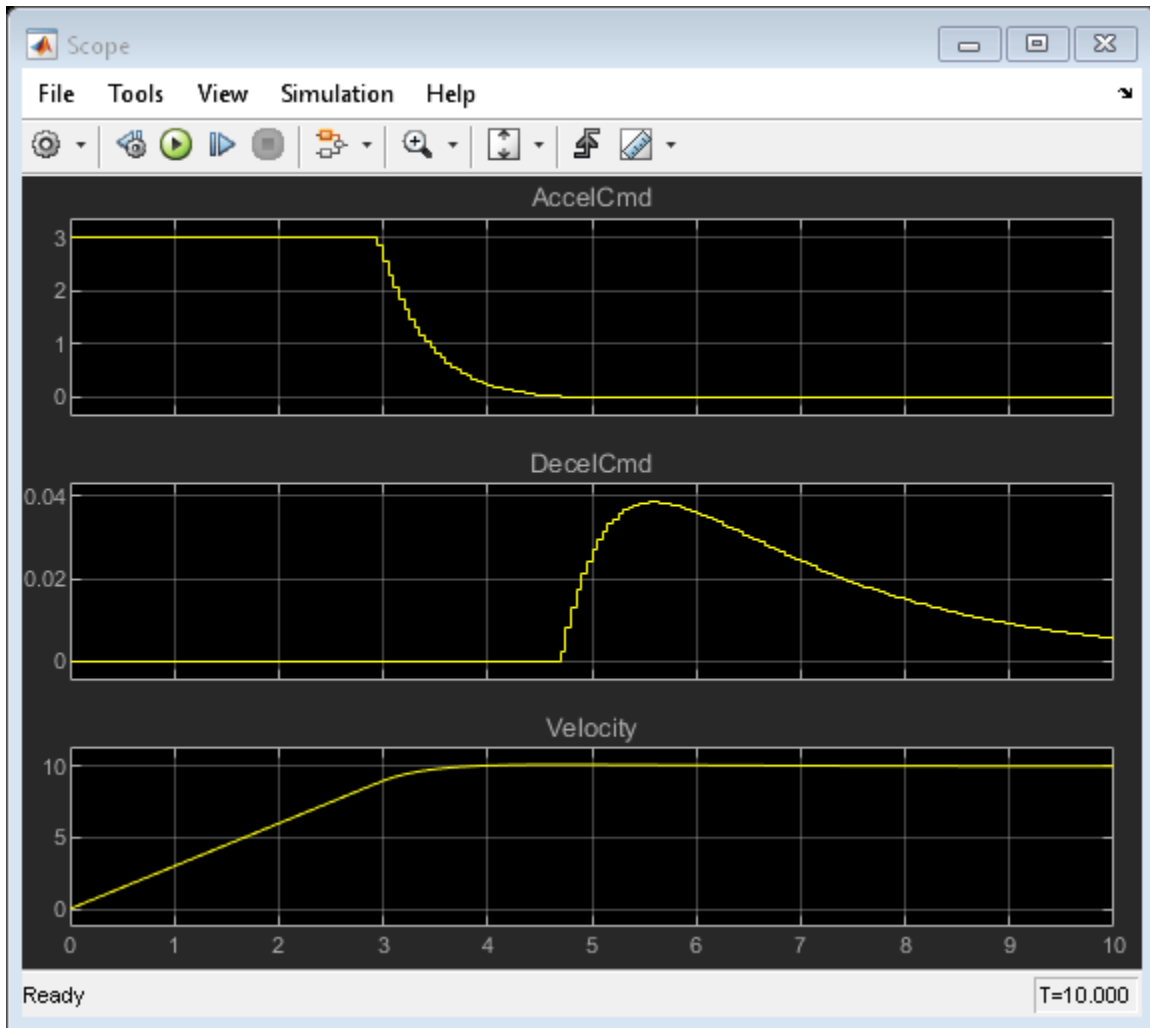
This model uses a Longitudinal Controller Stanley block to control the velocity of a vehicle in forward motion. In this model, the vehicle accelerates from 0 to 10 meters per second.

The Longitudinal Controller Stanley block is a discrete proportional-integral controller with integral anti-windup. Given the current velocity and driving direction of a vehicle, the block outputs the acceleration and deceleration commands needed to match the specified reference velocity.



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Run the model. Then, open the scope to see the change in velocity and the corresponding acceleration and deceleration commands.



The Longitudinal Controller Stanley block saturates the acceleration command at a maximum value of 3 meters per second. The **Maximum longitudinal acceleration (m/s<sup>2</sup>)** parameter of the block determines this maximum value. Try tuning this parameter and resimulating the model. Observe the effects of the change on the scope. Other parameters that you can tune include the gain coefficients of the proportional and integral components of the block, using the **Proportional gain, Kp** and **Integral gain, Ki** parameters, respectively.

### See Also

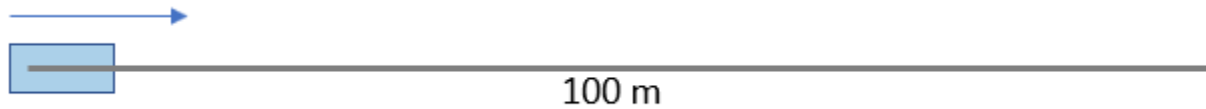
Longitudinal Controller Stanley | Lateral Controller Stanley

### More About

- “Automated Parking Valet in Simulink” on page 8-703

## Velocity Profile of Straight Path

This model uses a Velocity Profiler block to generate a velocity profile for a vehicle traveling forward on a straight, 100-meter path that has no changes in direction.



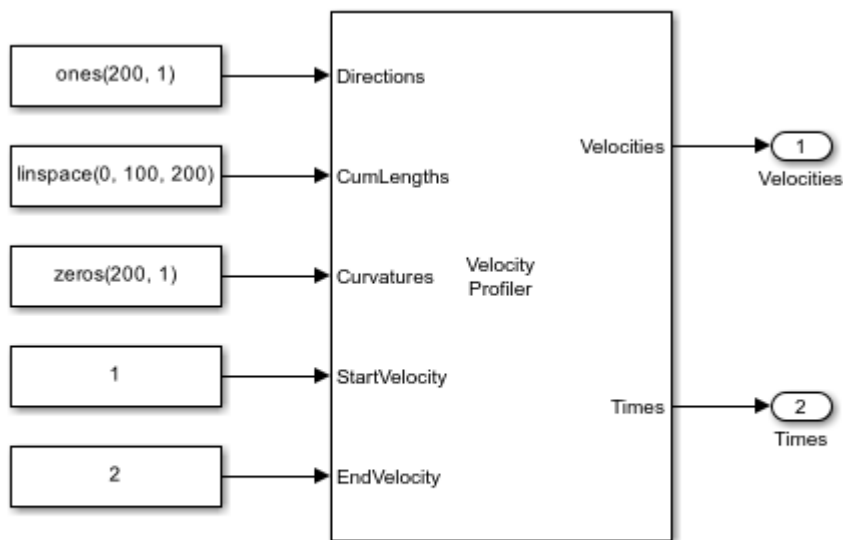
The Velocity Profiler block generates velocity profiles based on the speed, acceleration, and jerk constraints that you specify using parameters. You can use the generated velocity profile as the input reference velocities of a vehicle controller.

This model is for illustrative purposes and does not show how to use the Velocity Profiler block in a complete automated driving model. To see how to use this block in such a model, see the “Automated Parking Valet in Simulink” on page 8-703 example.

### Open and Inspect Model

The model consists of a single Velocity Profiler block with constant inputs. Open the model.

```
model = 'VelocityProfileStraightPath';
open_system(model)
```



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The first three inputs specify information about the driving path.

- The **Directions** input specifies the driving direction of the vehicle along the path, where 1 means forward and -1 means reverse. Because the vehicle travels only forward, the direction is 1 along the entire path.

- The **CumLengths** input specifies the length of the path. The path is 100 meters long and is composed of a sequence of 200 cumulative path lengths.
- The **Curvatures** input specifies the curvature along the path. Because this path is straight, the curvature is 0 along the entire path.

In a complete automated driving model, you can obtain these input values from the output of a Path Smoother Spline block, which smooths a path based on a set of poses.

The **StartVelocity** and **EndVelocity** inputs specify the velocity of the vehicle at the start and end of the path, respectively. The vehicle starts the path traveling at a velocity of 1 meter per second and reaches the end of the path traveling at a velocity of 2 meters per second.

### Generate Velocity Profile

Simulate the model to generate the velocity profile.

```
out = sim(model);
```

The output velocity profile is a sequence of velocities along the path that meet the speed, acceleration, and jerk constraints specified in the parameters of the Velocity Profiler block.

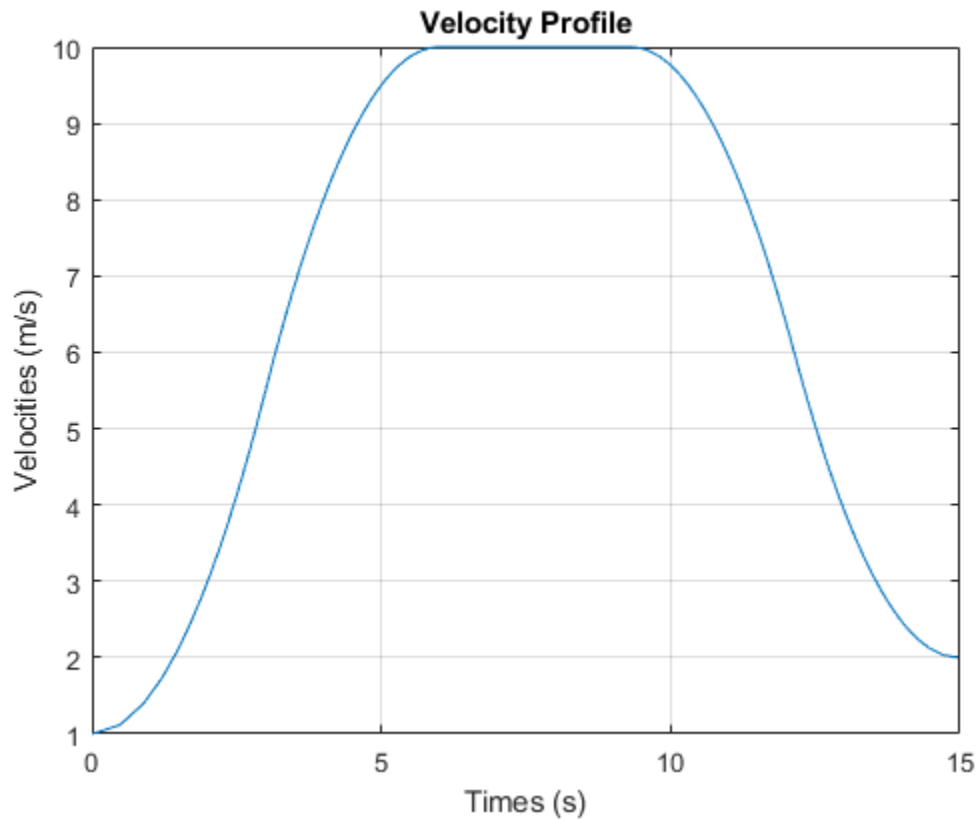
The block also outputs the times at which the vehicle arrives at each point along the path. You can use this output to visualize the velocities over time.

### Visualize Velocity Profile

Use the simulation output to plot the velocity profile.

```
t = length(out.tout);
velocities = out.yout.signals(1).values(:, :, t);
times = out.yout.signals(2).values(:, :, t);

plot(times, velocities)
title('Velocity Profile')
xlabel('Times (s)')
ylabel('Velocities (m/s)')
grid on
```

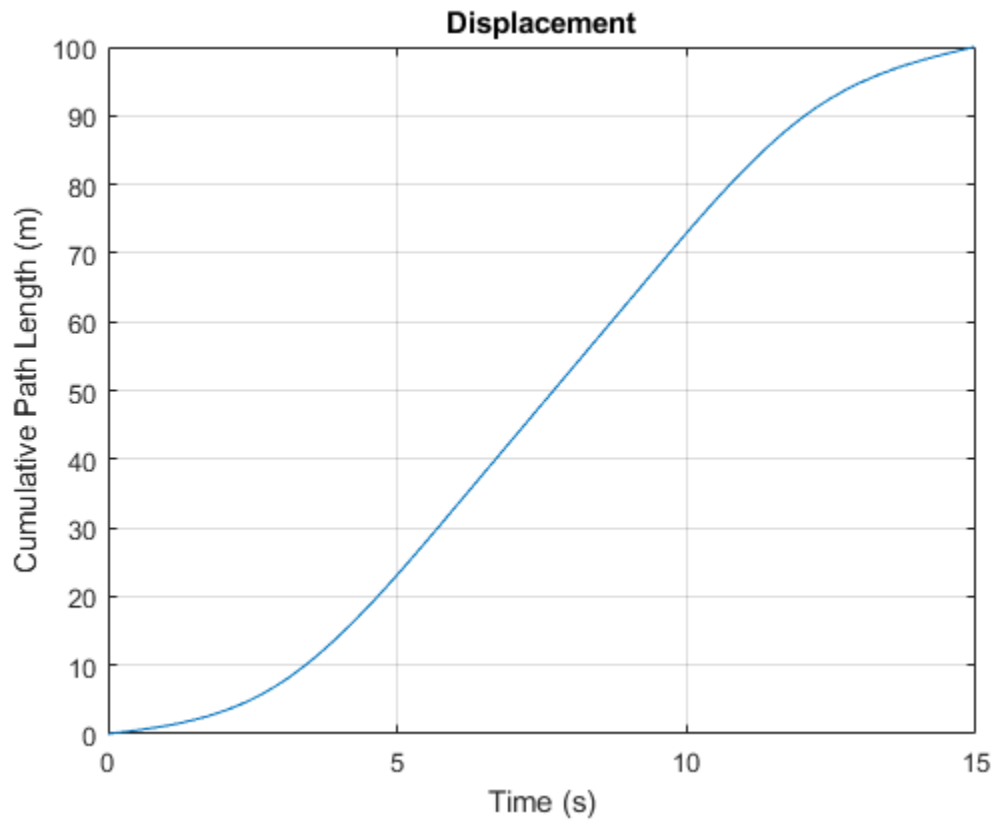


A vehicle that follows this velocity profile:

- 1 Starts at a velocity of 1 meter per second
- 2 Accelerates to a maximum speed of 10 meters per second, as specified by the **Maximum allowable speed (m/s)** parameter of the Velocity Profiler block
- 3 Decelerates to its ending velocity of 2 meters per second

For comparison, plot the displacement of the vehicle over time by using the cumulative path lengths.

```
figure
cumLengths = linspace(0,100,200);
plot(times,cumLengths)
title('Displacement')
xlabel('Time (s)')
ylabel('Cumulative Path Length (m)')
grid on
```



For details on how the block calculates the velocity profile, see the “Algorithms” section of the Velocity Profiler block reference page.

### **See Also**

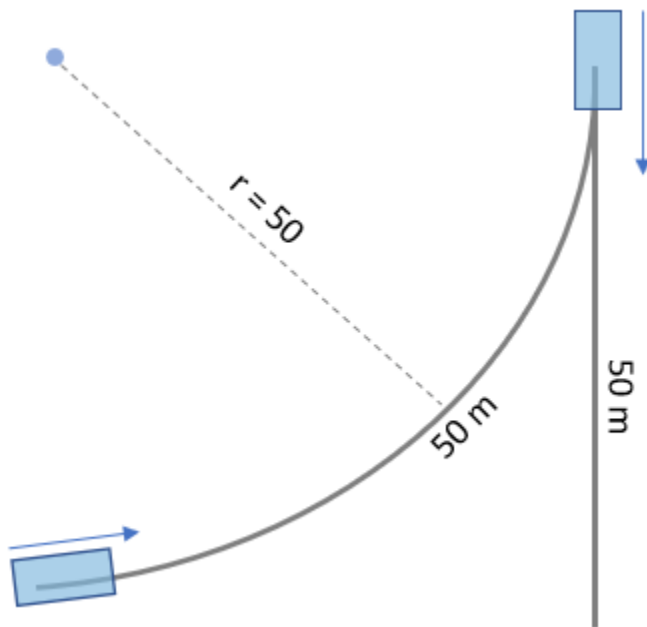
Velocity Profiler | Path Smoother Spline

### **More About**

- “Velocity Profile of Path with Curve and Direction Change” on page 4-31
- “Automated Parking Valet in Simulink” on page 8-703

## Velocity Profile of Path with Curve and Direction Change

This model uses a Velocity Profiler block to generate a velocity profile for a driving path that includes a curve and a change in direction. In this model, the vehicle travels forward on a curved path for 50 meters, and then travels straight in reverse for another 50 meters.



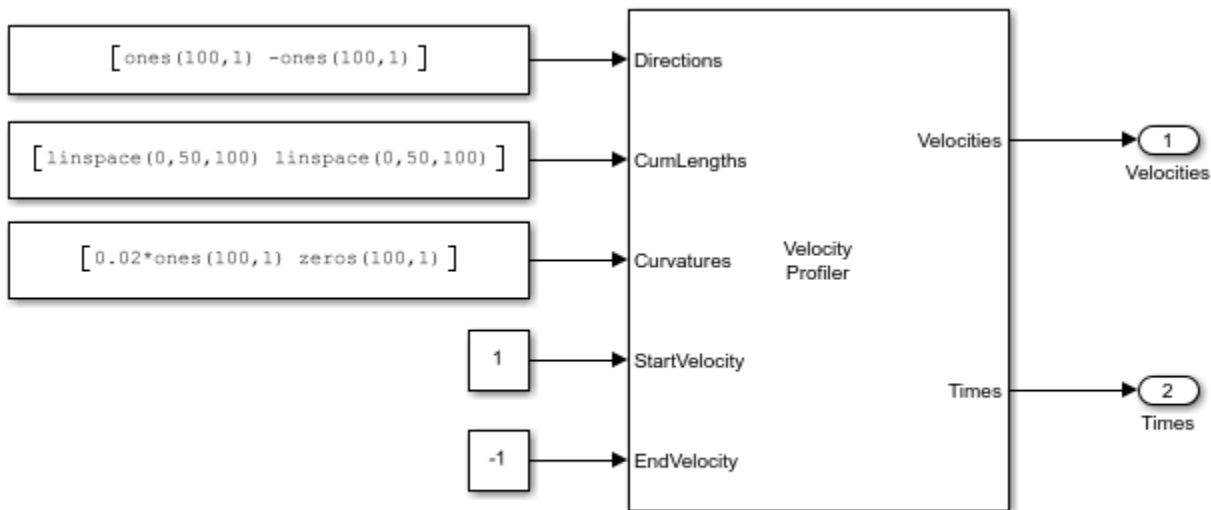
The Velocity Profiler block generates velocity profiles based on the speed, acceleration, and jerk constraints that you specify using parameters. You can use the generated velocity profile as the input reference velocities of a vehicle controller.

This model is for illustrative purposes and does not show how to use the Velocity Profiler block in a complete automated driving model. To see how to use this block in such a model, see the “Automated Parking Valet in Simulink” on page 8-703 example.

### Open and Inspect Model

The model consists of a single Velocity Profiler block with constant inputs. Open the model.

```
model = 'VelocityProfileCurvedPathDirectionChanges';
open_system(model)
```



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The first three inputs specify information about the driving path.

- The **Directions** input specifies the driving direction of the vehicle along the path, where 1 means forward and -1 means reverse. In the first path segment, because the vehicle travels only forward, the direction is 1 along the entire segment. In the second path segment, because the vehicle travels only in reverse, the direction is -1 along the entire segment.
- The **CumLengths** input specifies the length of the path. The path consists of two 50-meter segments. The first segment represents a forward left turn, and the second segment represents a straight path in reverse. The path is composed of a sequence of 200 cumulative path lengths, with 100 lengths per 50-meter segment.
- The **Curvatures** input specifies the curvature along this path. The curvature of the first path segment corresponds to a turning radius of 50 meters. Because the second path segment is straight, the curvature is 0 along the entire segment.

In a complete automated driving model, you can obtain these input values from the output of a Path Smoother Spline block, which smooths a path based on a set of poses.

The **StartVelocity** and **EndVelocity** inputs specify the velocity of the vehicle at the start and end of the path, respectively. The vehicle starts the path traveling at a velocity of 1 meter per second and reaches the end of the path traveling at a velocity of -1 meters per second. The negative velocity indicates that the vehicle is traveling in reverse at the end of the path.

### Generate Velocity Profile

Simulate the model to generate the velocity profile.

```
out = sim(model);
```

The output velocity profile is a sequence of velocities along the path that meet the speed, acceleration, and jerk constraints specified in the parameters of the Velocity Profiler block.

The block also outputs the times at which the vehicle arrives at each point along the path. You can use this output to visualize the velocities over time.

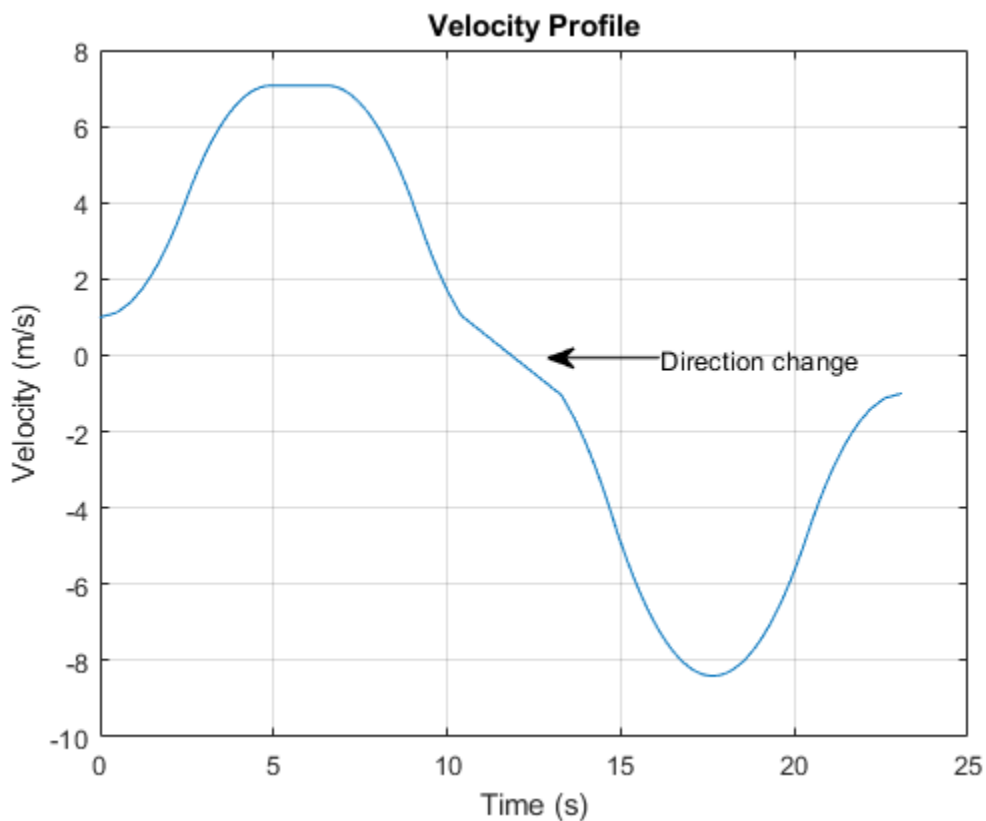


## Visualize Velocity Profile

Use the simulation output to plot the velocity profile.

```
t = length(out.tout);
velocities = out.yout.signals(1).values(:,:,t);
times = out.yout.signals(2).values(:,:,t);

plot(times,velocities)
title('Velocity Profile')
xlabel('Time (s)')
ylabel('Velocity (m/s)')
annotation('textarrow',[0.63 0.53],[0.56 0.56],'String',{'Direction change'});
grid on
```



For this path, the Velocity Profiler block generates two separate velocity profiles: one for the forward left turn and one for the straight reverse motion. In the final output, the block concatenates these velocities into a single velocity profile.

A vehicle that follows this velocity profile:

- 1 Starts at a velocity of 1 meter per second
- 2 Accelerates forward
- 3 Decelerates until its velocity reaches 0, so that the vehicle can switch driving directions
- 4 Accelerates in reverse

- 5 Decelerates until it reaches its ending velocity

In both driving directions, the vehicle fails to reach the maximum speed specified by the **Maximum allowable speed (m/s)** parameter of the Velocity Profiler block, because the path is too short.

For details on how the block calculates the velocity profile, see the “Algorithms” section of the Velocity Profiler block reference page.

### See Also

Velocity Profiler | Path Smoother Spline

### More About

- “Velocity Profile of Straight Path” on page 4-27
- “Automated Parking Valet in Simulink” on page 8-703

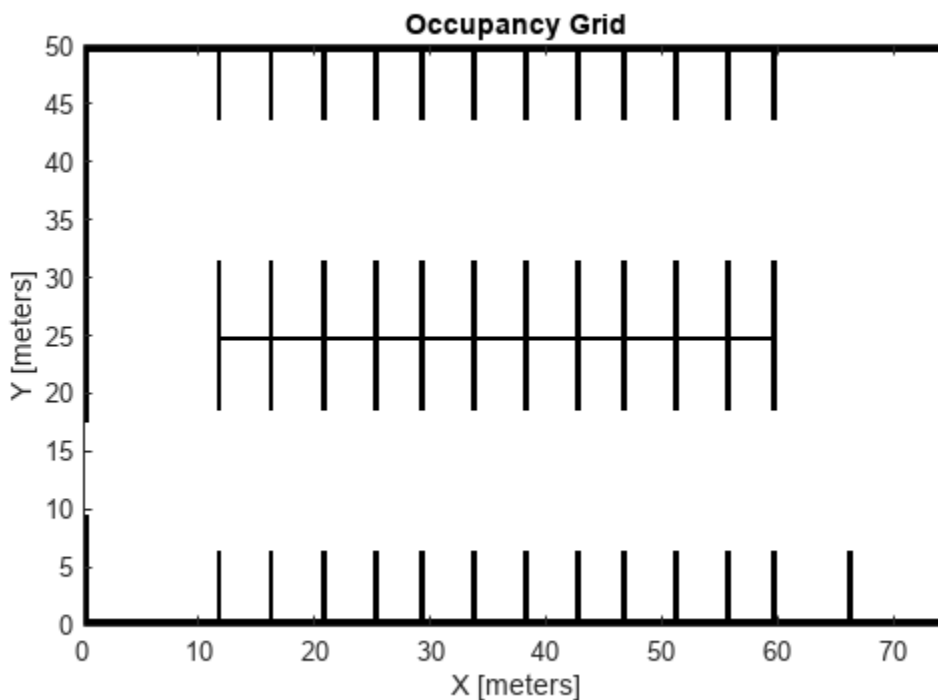
## Plan Path Using A-Star Path Planners

Plan the shortest vehicle path to a parking spot using the A\* grid algorithm. Then impose nonholonomic constraints on the vehicle and replan the path using the Hybrid A\* algorithm.

### Create Occupancy Map

Load a costmap of a parking lot. Create an `occupancyMap` (Navigation Toolbox) object using the properties of the costmap object. Visualize the occupancy map.

```
data = load('parkingLotCostmapReducedInflation.mat');
costmapObj = data.parkingLotCostmapReducedInflation;
resolution = 1/costmapObj.CellSize;
oMap = occupancyMap(costmapObj.Costmap, resolution);
oMap.FreeThreshold = costmapObj.FreeThreshold;
oMap.OccupiedThreshold = costmapObj.OccupiedThreshold;
show(oMap)
```



### Plan Path Using A\* Grid Planner

Use the occupancy map to create a `plannerAStarGrid` (Navigation Toolbox) object.

```
gridPlanner = plannerAStarGrid(oMap);
```

Define the start and goal positions in world coordinate frame. The origin of this coordinate frame is at the bottom-left corner of the map.

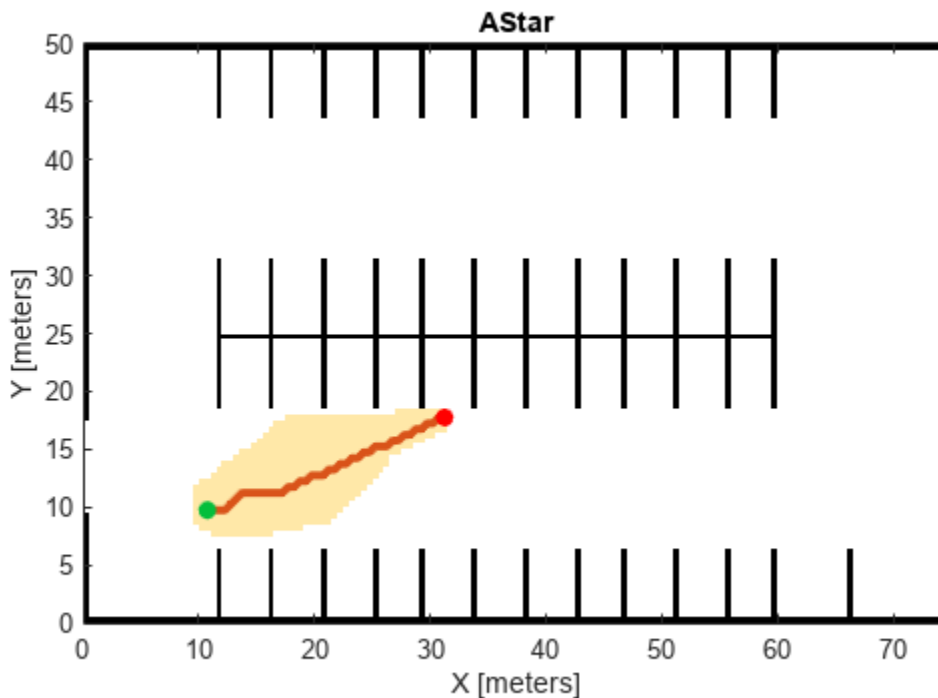
```
startPos = [11,10];
goalPos  = [31.5,18];
```

Plan a path from the start point to the goal point in world coordinates.

```
path = plan(gridPlanner,startPos,goalPos,"world");
```

Visualize the path and the explored nodes using the show object function.

```
show(gridPlanner)
```



### Impose Nonholonomic Constraints and Replan Using Hybrid A\* Planner

Create a state validator object for validating planned path using collision checking. Assign the occupancy map to the state validator object.

```
validator = validatorOccupancyMap;
validator.Map = oMap;
```

Initialize a `plannerHybridAStar` (Navigation Toolbox) object with the state validator object. Impose the nonholonomic constraints of minimum turning radius and motion primitive length by specifying the `MinTurningRadius` and `MotionPrimitiveLength` properties of the planner.

```
hybridPlanner = plannerHybridAStar(validator,MinTurningRadius=4,MotionPrimitiveLength=6);
```

Define start and goal poses for the vehicle as  $[x, y, \theta]$  vectors.  $x$  and  $y$  specify the position in meters, and  $\theta$  specifies the orientation angle in radians.

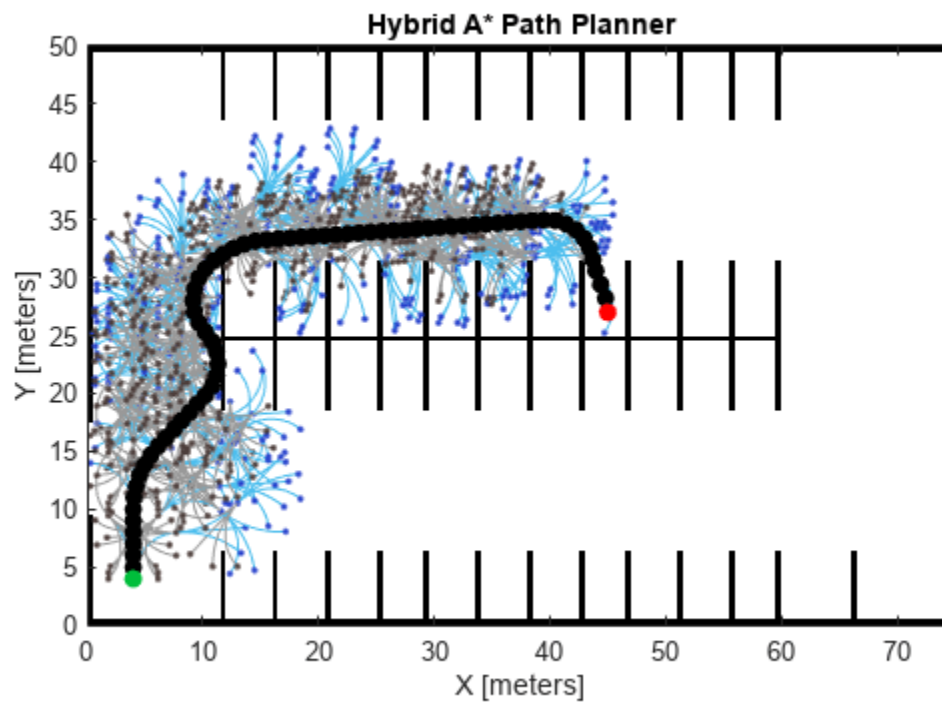
```
startPose = [4 4 pi/2]; % [meters, meters, radians]  
goalPose = [45 27 -pi/2];
```

Plan a path from the start pose to the goal pose.

```
refpath = plan(hybridPlanner, startPose, goalPose);
```

Visualize the path using show object function.

```
show(hybridPlanner)
```



## Use ROS Logger App to Save ROS Messages from Simulink

Use ROS Logger app to record ROS messages during Simulink® simulation, and obtain a rosbag file with fully synchronized ROS messages saved during simulation.

In this example, you will:

- Load pre-defined 3D simulation environment provided by Automated Driving Toolbox(TM).
- Configure ROS message logging in ROS Logger app.
- Visualize logged ROS messages in “Keyboard Shortcuts and Mouse Actions for Ground Truth Labeler” on page 2-30 app.

### Load 3D Simulation Environment

Use the prebuilt Large Parking Lot scene created using the Unreal Engine 3D simulation environment in Simulink. To interactively select a sequence of waypoints from a scene and generate a custom vehicle trajectory, refer to “Select Waypoints for Unreal Engine Simulation” on page 8-872 example.

```
% Extract scene for visualization
sceneName = 'LargeParkingLot';
[sceneImage, sceneRef] = helperGetSceneImage(sceneName);
hScene = figure;
helperShowSceneImage(sceneImage, sceneRef)
title(sceneName)

% Interactively Select Waypoints
hFig = helperSelectSceneWaypoints(sceneImage, sceneRef);

% Prepare smooth poses for simulation
if exist('refPoses','var')==0 || exist('wayPoints','var')==0
    % Load MAT-file containing preselected waypoints
    data = load('waypointsForROSLoggerAppParking');

    % Assign to caller workspace
    assignin('caller','wayPoints',data.wayPoints);
    assignin('caller','refPoses',data.refPoses);
end
numPoses = size(refPoses{1}, 1);

refDirections = ones(numPoses,1); % Forward-only motion
numSmoothPoses = 10 * numPoses; % Increase this to increase the number of returned poses

[smoothRefPoses,~,cumLengths] = smoothPathSpline(refPoses{1}, refDirections, numSmoothPoses);
```

### Configure ROS Message Logging

To configure saving options, open the ROS Logger app under SIMULATION> PREPARE> ROS Logger. You can enable/disable ROS messages for saving, define custom file name, and rename messages saved to rosbag file based on your preference.

After configuring with ROS Logger app, run these commands to setup model parameters and run the simulation.

```
modelName = 'LogROSMessageFrom3DSimulation';
open_system(modelName);
```

```

% Configure the model to stop simulation at 5 seconds.
simStopTime = 5;
set_param(gcs, 'StopTime', num2str(simStopTime));

% Create a constant velocity profile by generating a time vector
% proportional to the cumulative path length.
timeVector = normalize(cumLengths, 'range', [0, simStopTime]);

% Create variables required by the Simulink model.
refPosesX = [timeVector, smoothRefPoses(:,1)];
refPosesY = [timeVector, smoothRefPoses(:,2)];
refPosesT = [timeVector, smoothRefPoses(:,3)];
% Run the simulation
rosinit

Launching ROS Core...
...Done in 4.7935 seconds.
Initializing ROS master on http://172.21.16.85:49302.
Initializing global node /matlab_global_node_73151 with NodeURI http://ah-avijayar:49165/ and Ma

sim(modelName);

Simulation Complete. Start logging ROS bag file...
Successfully logged ROS bag file to LogROSMessageFrom3DSimulation_072222_14_13_24.bag.

```

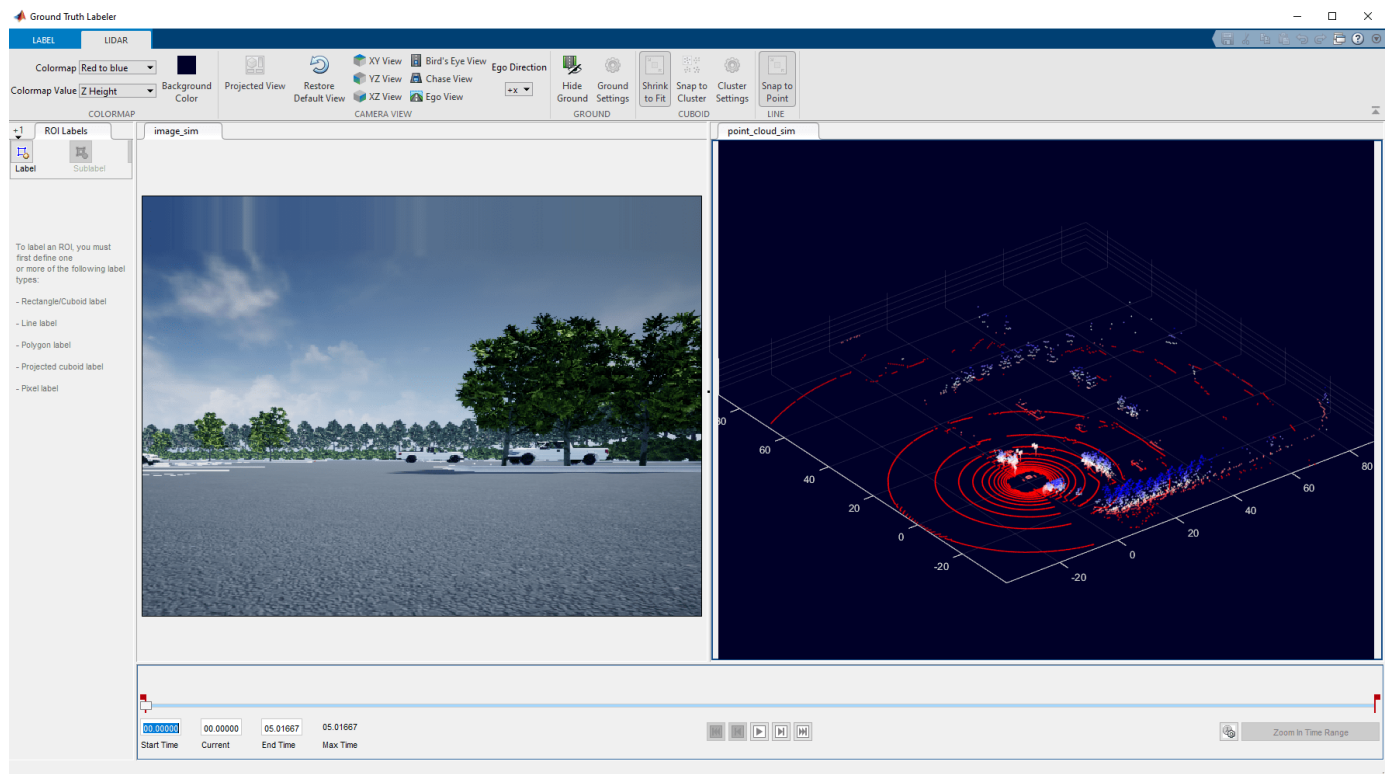
After running the simulation, you can see a rosbag file generated in your current working directory. Long running simulations take some time to generate rosbag files. You can proceed to inspect the bag with "rosbag info" after you see the message "Successfully logged ROS bag file to...".

### Visualize Logged ROS Messages

Open the Ground Truth Labeler app

```
groundTruthLabeler
```

Then, select **FILE>Import>Add Signals**. Change the Source type to 'Rosbag' and browse for the new generated rosbag file. You can then start visualizing and labeling logged data.



```
% Shutdown ROS network and close all windows  
roshuttdown
```

```
Shutting down global node /matlab_global_node_73151 with NodeURI http://ah-avijayar:49165/ and M  
Shutting down ROS master on http://172.21.16.85:49302.
```

```
close(hFig)  
close_system(modelName, 0)  
close(hScene)
```



# Cuboid Driving Scenario Simulation

---

## Create Driving Scenario Interactively and Generate Synthetic Sensor Data

This example shows how to create a driving scenario and generate vision and radar sensor detections from the scenario by using the **Driving Scenario Designer** app. You can use this synthetic data to test your controllers or sensor fusion algorithms.

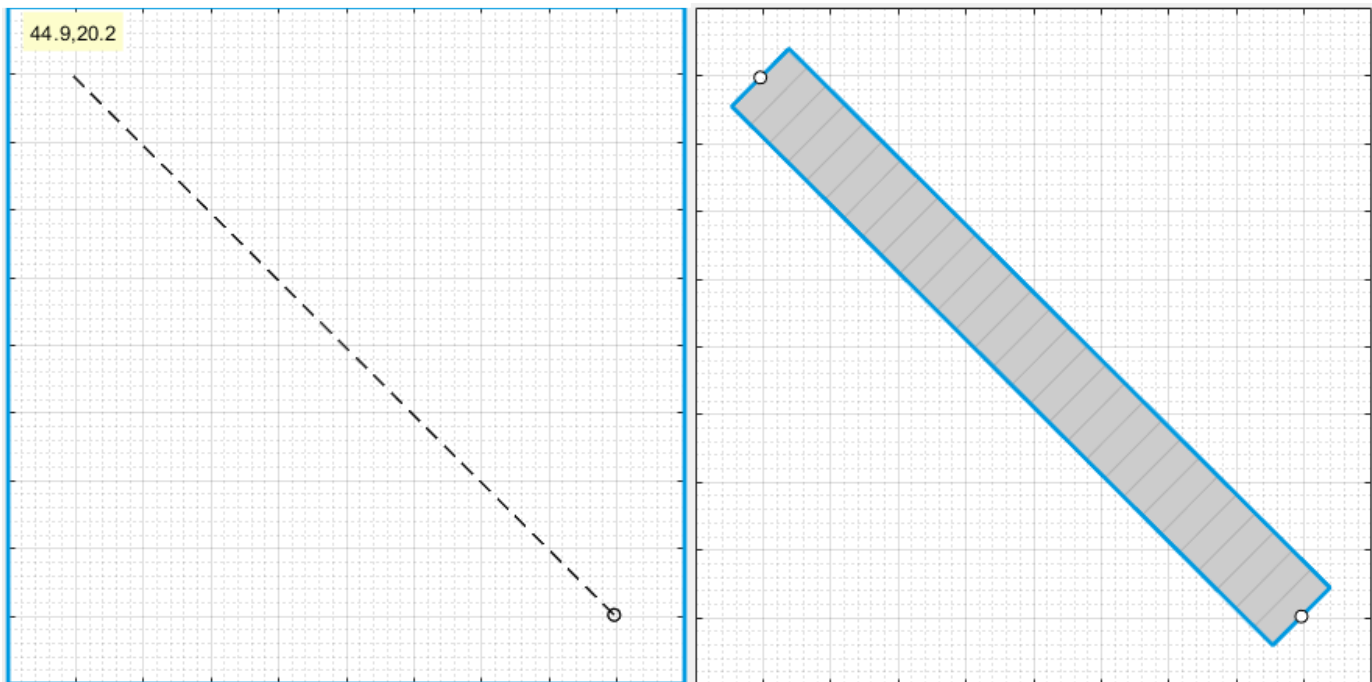
This example shows the entire workflow for creating a scenario and generating synthetic sensor data. Alternatively, you can generate sensor data from prebuilt scenarios. See “Prebuilt Driving Scenarios in Driving Scenario Designer” on page 5-22.

### Create Driving Scenario

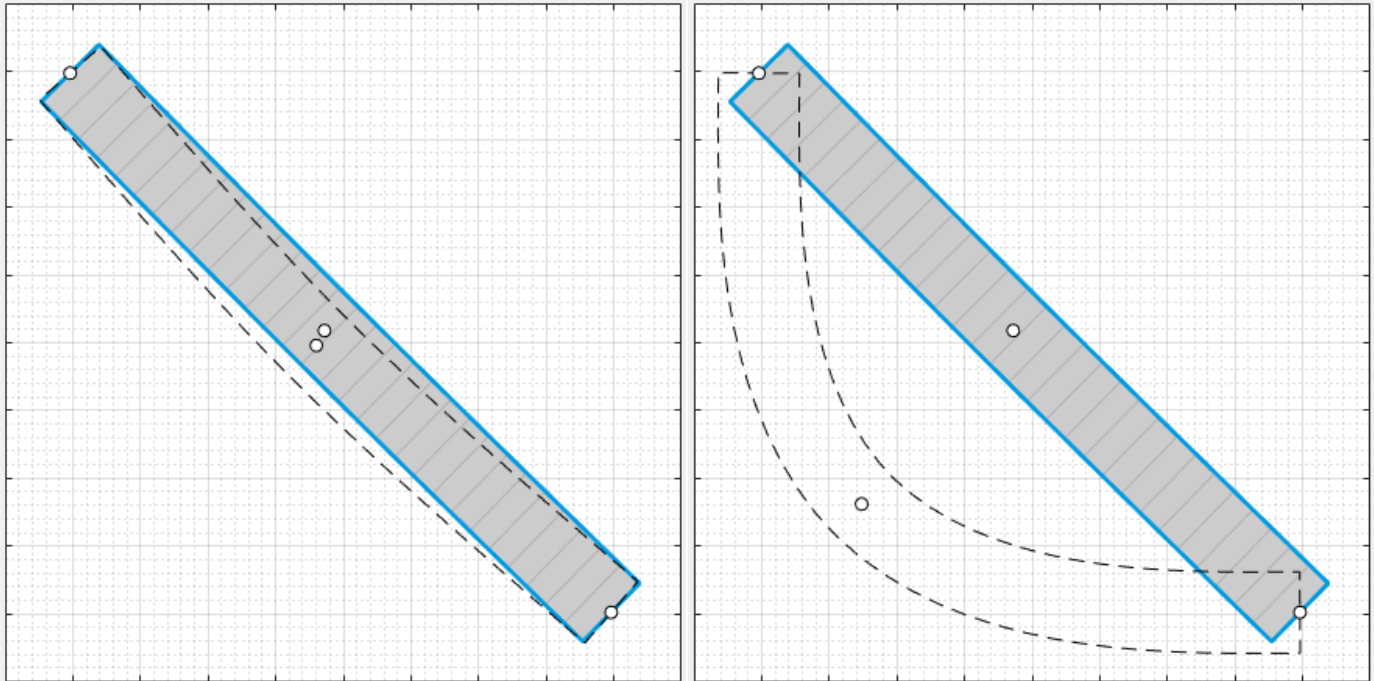
To open the app, at the MATLAB command prompt, enter `drivingScenarioDesigner`.

### Add a Road

Add a curved road to the scenario canvas. On the app toolbar, click **Add Road**. Then click one corner of the canvas, extend the road to the opposite corner, and double-click the canvas to create the road.



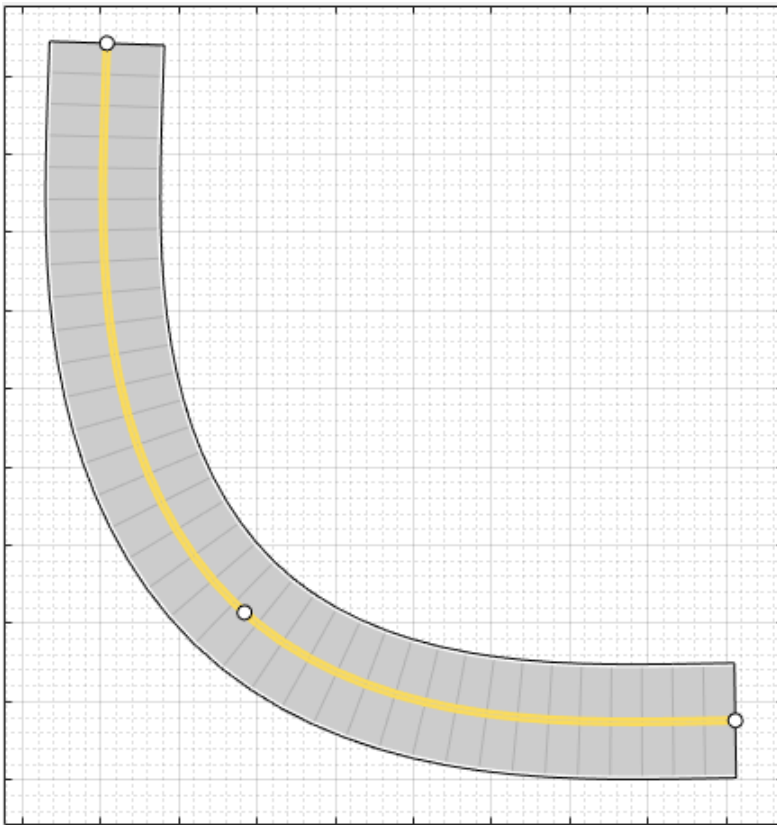
To make the road curve, add a road center around which to curve it. Right-click the middle of the road and select **Add Road Center**. Then drag the added road center to one of the empty corners of the canvas.



To adjust the road further, you can click and drag any of the road centers. To create more complex curves, add more road centers.

## Add Lanes

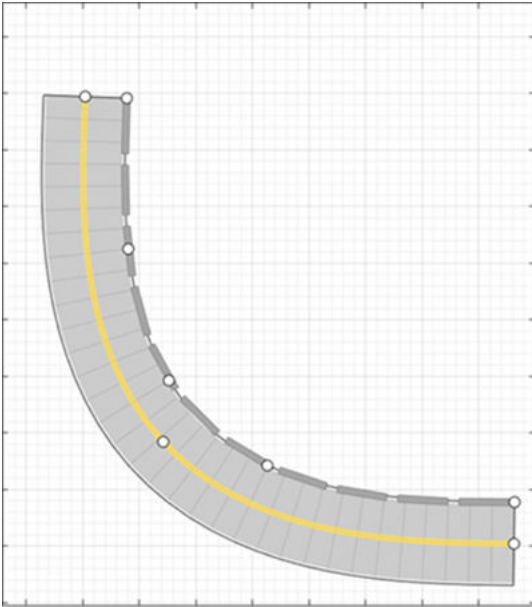
By default, the road is a single lane and has no lane markings. To make the scenario more realistic, convert the road into a two-lane highway. In the left pane, on the **Roads** tab, expand the **Lanes** section. Set the **Number of lanes** to [1 1]. The app sets the **Lane Width** parameter to 3.6 meters, which is a typical highway lane width.



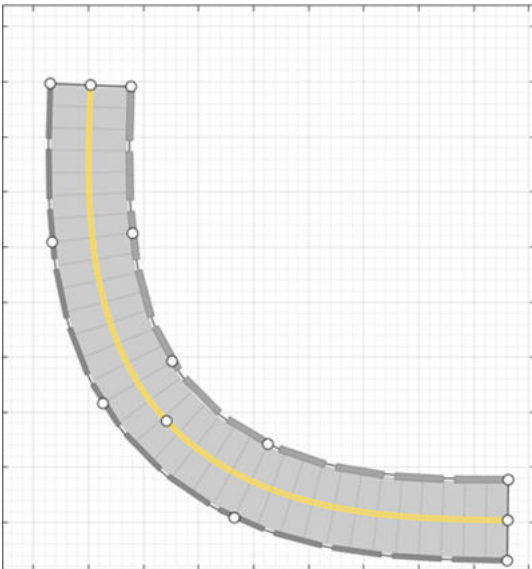
The white, solid lanes markings on either edge of the road indicate the road shoulder. The yellow, double-solid lane marking in the center indicates that the road is a two-way road. To inspect or modify these lanes, from the **Lane Marking** list, select one of the lanes and modify the lane parameters.

### Add Barriers

To add barriers along the edges of the curved road, use the app toolbar or the road context menu. On the app toolbar, click **Add Actor > Jersey Barrier**. Move the cursor to the right edge of the road and click to add a barrier along it. This also opens up the **Barriers** tab on the left pane. To add a gap of 1m between the barrier segments change the value of the **Segment Gap (m)** property in the **Barriers** tab to 1.



To add a guardrail barrier to the left edge of the road using the road context menu, right click on the road and select **Add Guardrail > Left edge**. Specify a 1m gap between the barrier segments for the guardrail, using the **Segment Gap (m)** property in the **Barriers** tab.

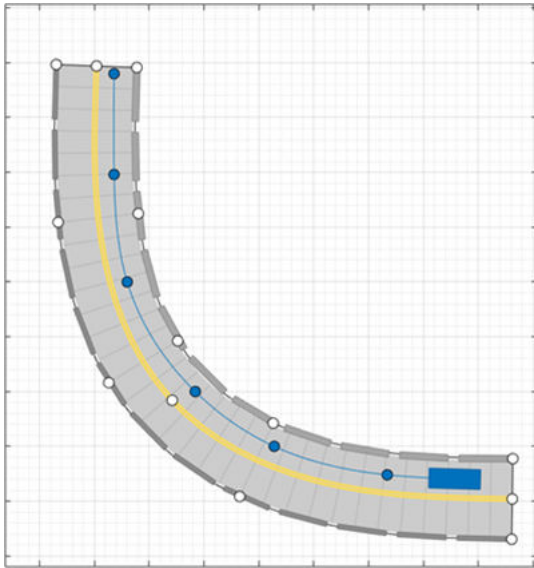


## Add Vehicles

By default, the first car that you add to a scenario is the ego vehicle, which is the main car in the driving scenario. The ego vehicle contains the sensors that detect the lane markings, pedestrians, or other cars in the scenario. Add the ego vehicle, and then add a second car for the ego vehicle to detect.

### Add Ego Vehicle

To add the ego vehicle, right-click one end of the road, and select **Add Car**. To specify the trajectory of the car, right-click the car, select **Add Waypoints**, and add waypoints along the road for the car to pass through. After you add the last waypoint along the road, press **Enter**. The car autorotates in the direction of the first waypoint. For finer precision over the trajectory, you can adjust the waypoints. You can also right-click the path to add new waypoints.

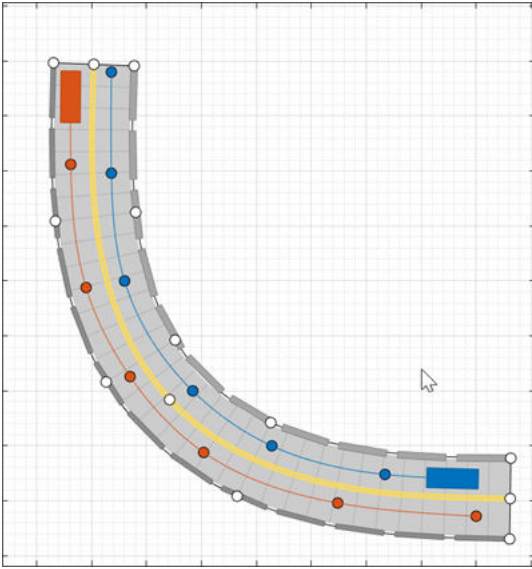


The triangle indicates the pose of the vehicle, with the origin located at the center of the rear axle of the vehicle.

Adjust the speed of the car. In the left pane, on the **Actors** tab, set **Constant Speed** to 15 m/s. For more control over the speed of the car, set the velocity between waypoints in the **v (m/s)** column of the **Waypoints, Speeds, Wait Times, and Yaw** table.

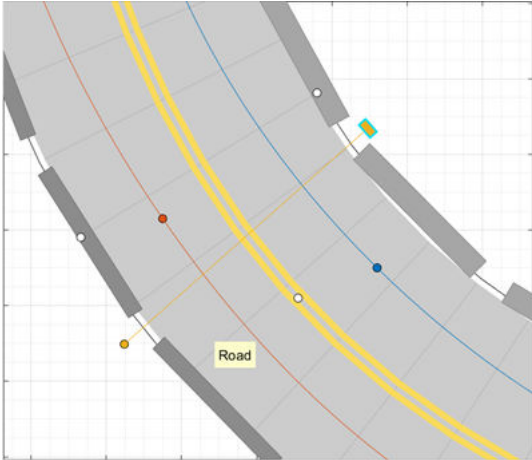
### Add Second Car

Add a vehicle for the ego vehicle sensors to detect. On the app toolbar, click **Add Actor** and select **Car**. Add the second car with waypoints, driving in the lane opposite from the ego vehicle and on the other end of the road. Leave the speed and other settings of the car unchanged.



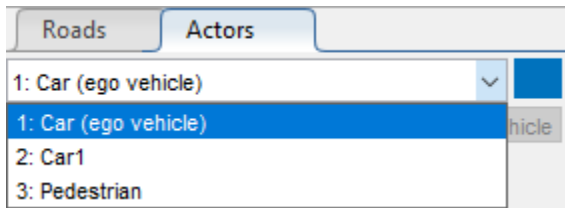
## Add a Pedestrian

Add to the scenario, a pedestrian crossing the road. Zoom in on the middle of the road, right-click one side of the road, and click **Add Pedestrian**. Then, to set the path of the pedestrian, add a waypoint on the other side of the road.



By default, the color of the pedestrian nearly matches the color of the lane markings. To make the pedestrian stand out more, from the **Actors** tab, click the corresponding color patch for the pedestrian to modify its color.

To test the speed of the cars and the pedestrian, run the simulation. Adjust actor speeds or other properties as needed by selecting the actor from the left pane of the **Actors** tab.



For example, if the cars are colliding with the pedestrian, in the **v (m/s)** column of the **Waypoints, Speeds, Wait Times, and Yaw** table, adjust the speeds of the cars or the pedestrian. Alternatively, in the **wait (s)** column of the table, set a wait time for the cars at the waypoint before the pedestrian crosses the street.

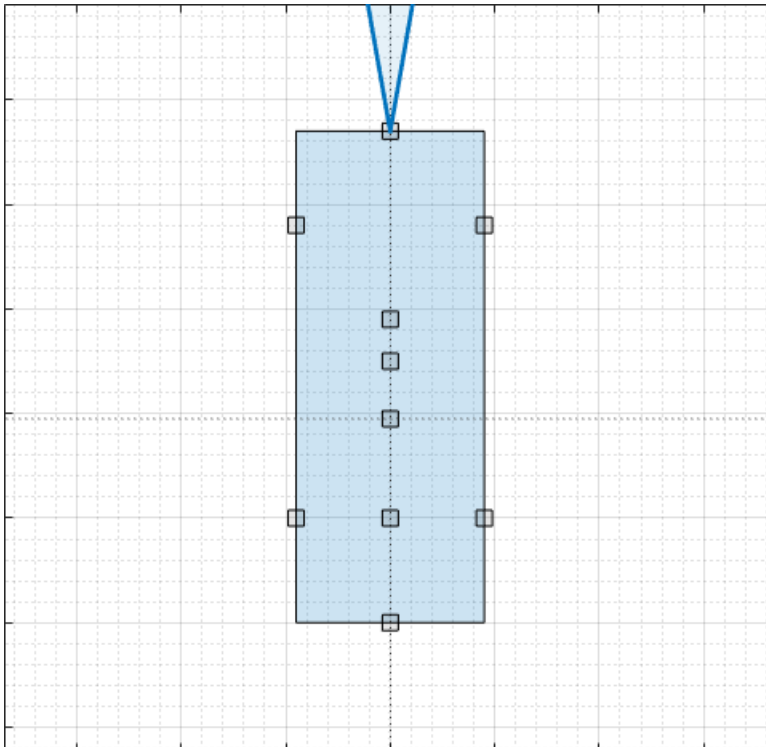
By default, the simulation ends when the first actor completes its trajectory. To end the simulation only after all actors complete their trajectories, on the app toolbar, first click **Settings**. Then, set **Stop Condition** to Last actor stops.

## Add Sensors


Add camera, radar, and lidar sensors to the ego vehicle. Use these sensors to generate detections and point cloud data from the scenario.

### Add Camera

On the app toolbar, click **Add Camera**. The sensor canvas shows standard locations at which to place sensors. Click the frontmost predefined sensor location to add a camera sensor to the front bumper of the ego vehicle.





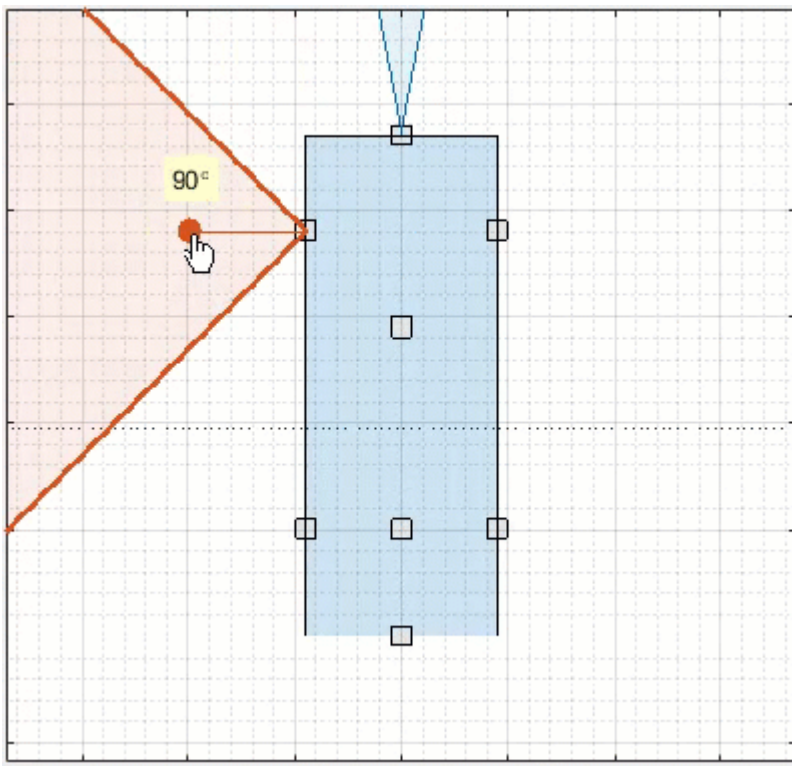
To place sensors more precisely, you can disable snapping options. In the bottom-left corner of the sensor canvas, click the Configure the Sensor Canvas button .

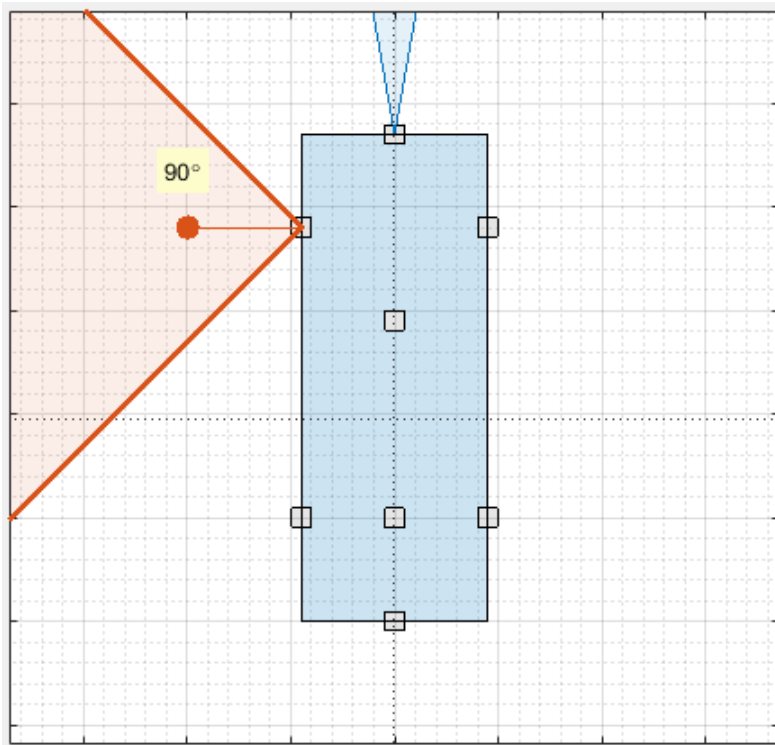
By default, the camera detects only actors and not lanes. To enable lane detections, on the **Sensors** tab in the left pane, expand the **Detection Parameters** section and set **Detection Type** to **Objects & Lanes**. Then expand the **Lane Settings** section and update the settings as needed.

### Add Radars

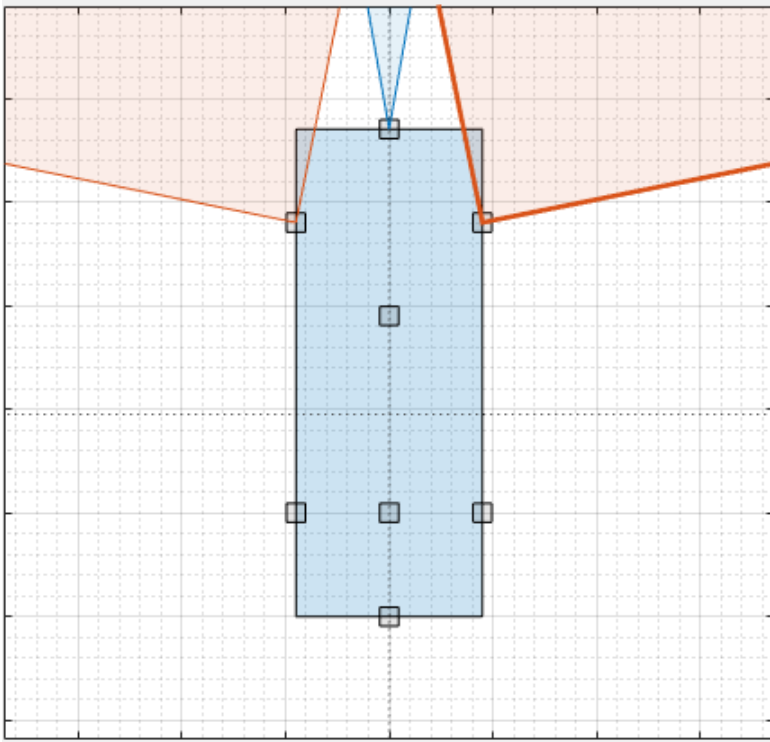
Snap a radar sensor to the front-left wheel. Right-click the predefined sensor location for the wheel and select **Add Radar**. By default, sensors added to the wheels are short-range sensors.

Tilt the radar sensor toward the front of the car. Move your cursor over the coverage area, then click and drag the angle marking.



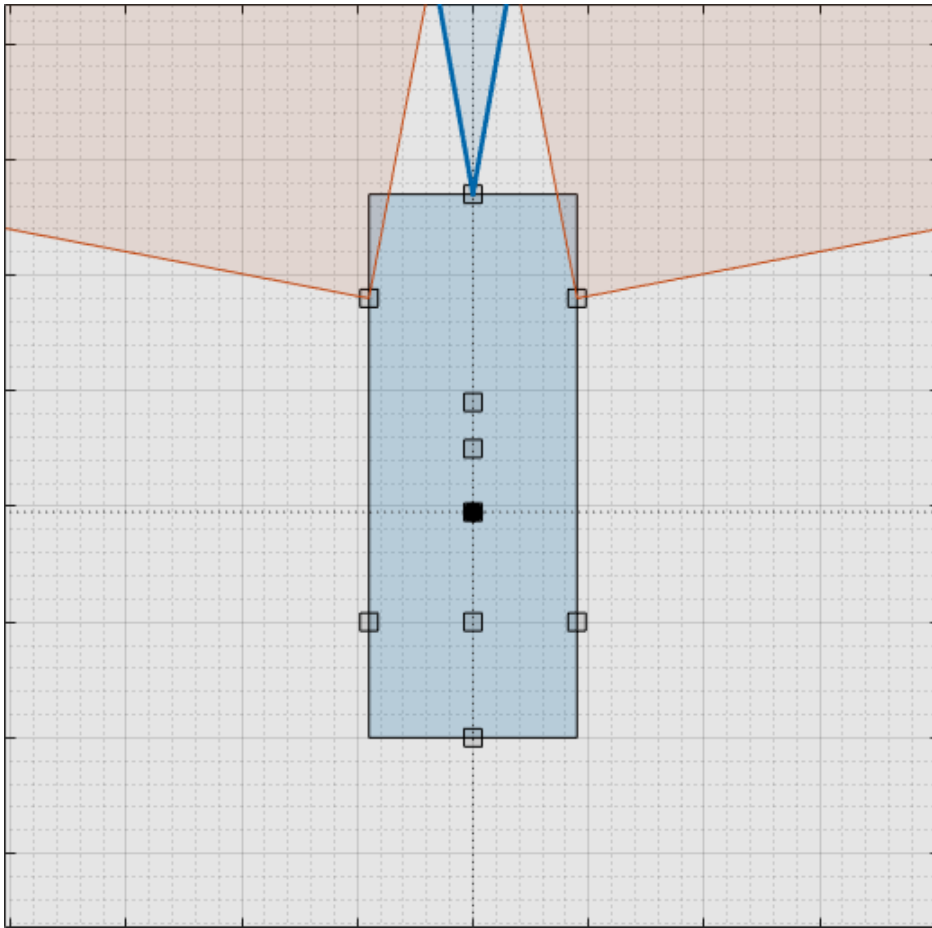


Add an identical radar sensor to the front-right wheel. Right-click the sensor on the front-left wheel and click **Copy**. Then right-click the predefined sensor location for the front-right wheel and click **Paste**. The orientation of the copied sensor mirrors the orientation of the sensor on the opposite wheel.

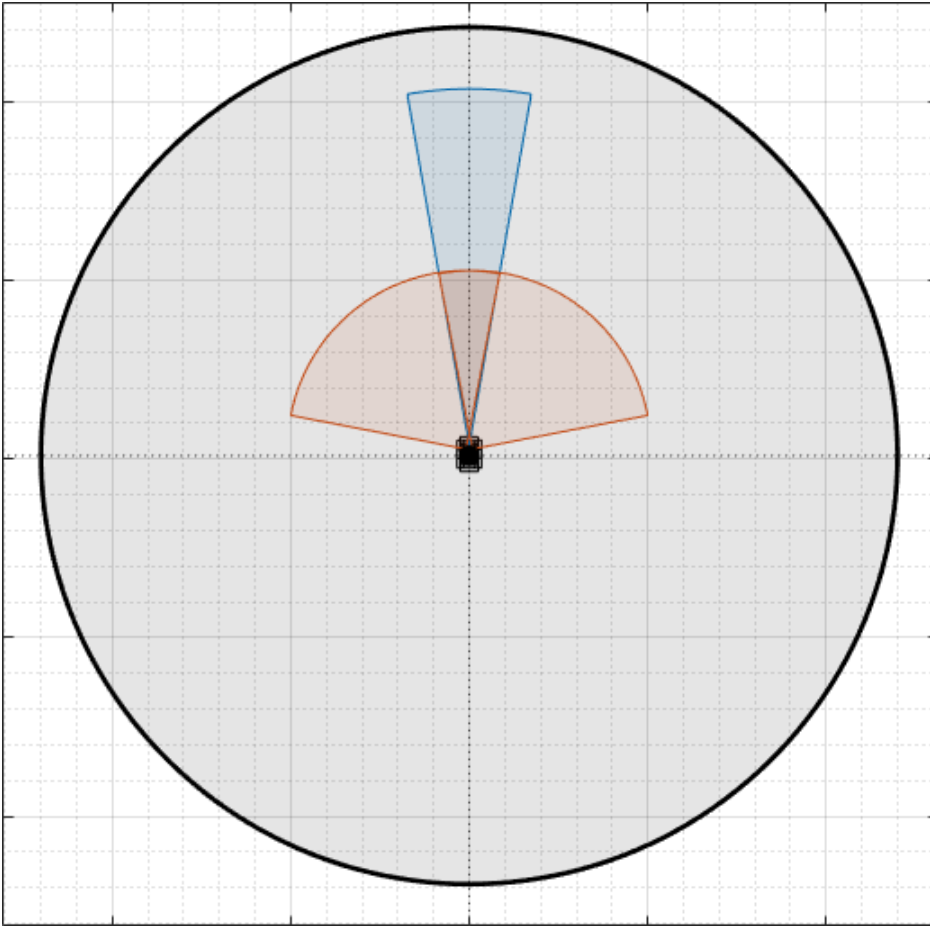


### Add Lidar

Snap a lidar sensor to the center of the roof of the vehicle. Right-click the predefined sensor location for the roof center and select **Add Lidar**.

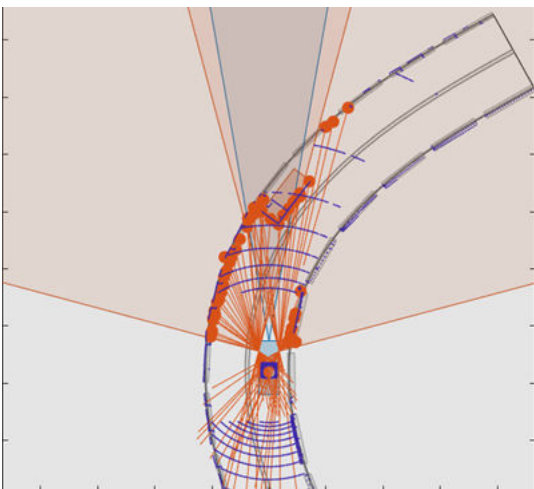


The lidar sensor appears in black. The gray surrounding the vehicle is the coverage area of the sensor. Zoom out to see the full view of the coverage areas for the different sensors.

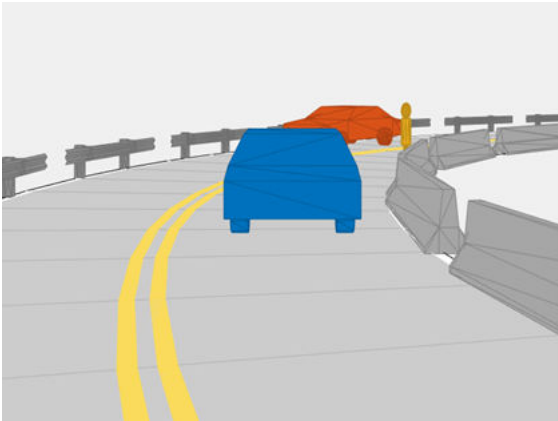


## Generate Synthetic Sensor Data

To generate data from the sensors, click **Run**. As the scenario runs, The **Bird's-Eye Plot** displays the detections and point cloud data.



The **Ego-Centric View** displays the scenario from the perspective of the ego vehicle.



Because you specified a lidar sensor, both the **Ego-Centric View** and **Bird's-Eye Plot** display the mesh representations of actors instead of the cuboid representations. The lidar sensors use these more detailed representations of actors to generate point cloud data. The **Scenario Canvas** still displays only the cuboid representations. The radar and vision sensors base their detections on the cuboid representations.

To turn off actor meshes, certain types of detections, or other aspects of the displays, use the properties under **Display** on the app toolstrip.

By default, the scenario ends when the first actor stops moving. To run the scenario for a set amount of time, on the app toolstrip, click **Settings** and change the stop condition.

Next, export the sensor detection:

- To export sensor data to the MATLAB workspace, on the app toolstrip, select **Export > Export Sensor Data**. Name the workspace variable and click **OK**. The app saves the sensor data as a structure containing sensor data such as the actor poses, object detections, and lane detections at each time step.
- To export a MATLAB function that generates the scenario and its sensor data, select **Export > Export MATLAB Function**. This function returns the sensor data as a structure, the scenario as a `drivingScenario` object, and the sensor models as System objects. By modifying this function, you can create variations of the original scenario. For an example of this process, see “Create Driving Scenario Variations Programmatically” on page 5-125.

### Save Scenario

After you generate the detections, click **Save** to save the scenario file. You can also save the sensor models as separate files and save the road and actor models together as a separate scenario file.

You can reopen this scenario file from the app. Alternatively, at the MATLAB command prompt, you can use this syntax.

```
drivingScenarioDesigner(scenarioFileName)
```

You can also reopen the scenario by using the exported `drivingScenario` object. At the MATLAB command prompt, use this syntax, where `scenario` is the name of the exported object.

```
drivingScenarioDesigner(scenario)
```

To reopen sensors, use this syntax, where `sensors` is a sensor object or a cell array of such objects.

```
drivingScenarioDesigner(scenario, sensors)
```

If you are developing a driving algorithm in Simulink, you can use a Scenario Reader block to read roads and actors from the scenario file or `drivingScenario` object into your model. This block does not directly read sensor data. To add sensors that you created in the app to a Simulink model, generate a model containing your scenario and sensors by selecting **Export > Export Simulink Model**. In the model, the generated Scenario Reader block reads the scenario and the generated sensor blocks define the sensors.

## See Also

### Apps

**Driving Scenario Designer**

### Blocks

Scenario Reader | Driving Radar Data Generator | Vision Detection Generator | Lidar Point Cloud Generator

### Objects

`drivingScenario` | `drivingRadarDataGenerator` | `visionDetectionGenerator` | `lidarPointCloudGenerator` | `insSensor`

## More About

- “Keyboard Shortcuts and Mouse Actions for Driving Scenario Designer” on page 5-16
- “Create Roads with Multiple Lane Specifications Using Driving Scenario Designer” on page 5-159
- “Create Reverse Motion Driving Scenarios Interactively” on page 5-70
- “Prebuilt Driving Scenarios in Driving Scenario Designer” on page 5-22
- “Create Driving Scenario Variations Programmatically” on page 5-125
- “Test Open-Loop ADAS Algorithm Using Driving Scenario” on page 5-140
- “Test Closed-Loop ADAS Algorithm Using Driving Scenario” on page 5-146

## Keyboard Shortcuts and Mouse Actions for Driving Scenario Designer

**Note** On Macintosh platforms, use the **Command (⌘)** key instead of **Ctrl**.

### Canvas Operations

These operations apply when you edit scenarios or sensors on the **Scenario Canvas** or **Sensor Canvas** panes, respectively.

Task	Action
Cut road, actor, barrier, or sensor	<b>Ctrl+X</b>
Copy road, actor, barrier, or sensor	<b>Ctrl+C</b>
Paste road, actor, barrier, or sensor	<b>Ctrl+V</b>
Delete road, actor, barrier, or sensor	<b>Delete</b>
Undo	<b>Ctrl+Z</b>
Redo	<b>Ctrl+Y</b>
Zoom in or out	Scroll wheel

### Road Operations

These operations apply when you add or edit roads on the **Scenario Canvas** pane.

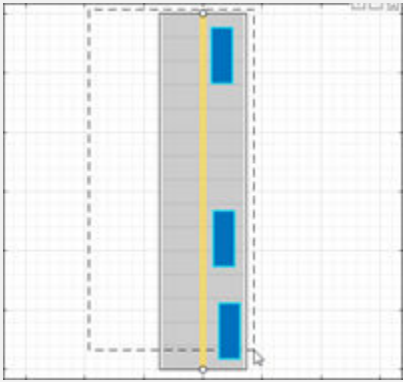
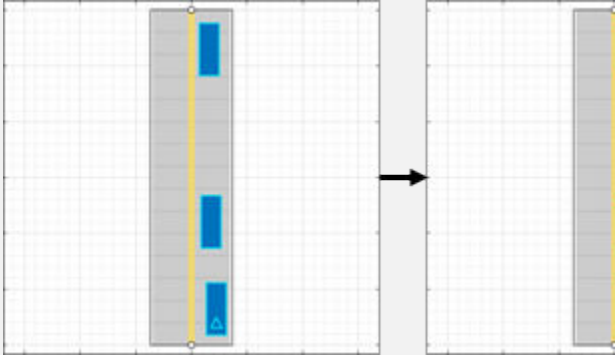
Task	Action
Move road one meter in any direction	Up, down, left, and right arrows
Commit a road to the canvas at the last-clicked road center	Press <b>Enter</b> or right-click in the canvas while creating the road
Commit a road to the canvas and create a road center at the current location	Double-click in the canvas while creating the road  A new road center is committed at the point where you double-click.
Exit the road editing mode and remove any road centers added while editing	<b>Esc</b>
Add a road center to an existing road	Double-click the selected road at the point where you want to add the road center

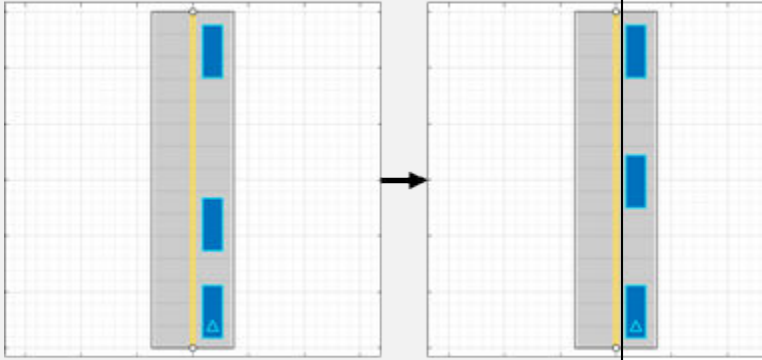
### Actor Operations

#### Actor Selection, Placement, and Movement

These operations apply after you add actors to the **Scenario Canvas** pane.



Task	Action
Select an actor	Click
Select multiple actors	<p><b>Ctrl</b>+click</p> <p>Alternatively, hold <b>Shift</b> and draw a box around the actors you want to select. To select an actor, the actor origin must be within the box.</p> 
Align actors along a selected dimension	<p>Right-click one of the selected actors, and select one of the options in the <b>Align Actors</b> menu. You can align actors along their top, bottom, left, or right sides, or along their horizontal or vertical centers. This figure shows actors aligned along their left side.</p> 

Task	Action
Distribute selected actors evenly along a road	Right-click one of the selected actors, and select one of the options in the <b>Distribute Actors</b> menu. You can distribute actors horizontally or vertically. This figure shows actors distributed vertically along a road. 
Move selected actors 1 meter in any direction	Up, down, left, and right arrows
Move selected actors 0.1 meter in any direction	Hold <b>Ctrl</b> and use the up, down, left, and right arrows

### Actor Trajectories

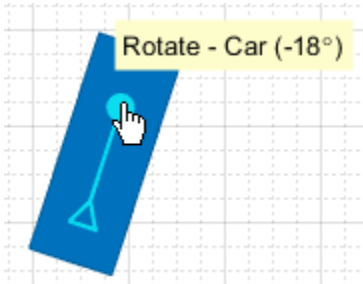
These operations apply after you select an actor on the **Scenario Canvas** pane and right-click the actor to add trajectory waypoints. If you select multiple actors, then these operations are disabled.

Task	Action
Commit a trajectory to the canvas at the last-clicked waypoint	Press <b>Enter</b> or right-click while creating the trajectory
Commit an actor trajectory to the canvas and create a waypoint at the current location	Double-click in the canvas while creating the trajectory  A new waypoint is committed at the point where you double-click.
Exit the trajectory editing mode and remove any waypoints added while editing	<b>Esc</b>
Add a waypoint to an existing trajectory	Double-click the selected actor at the point where you want to add the waypoint
Add forward motion waypoints to a trajectory	Press <b>Ctrl+F</b> and add new waypoints
Add reverse motion waypoints to a trajectory	Press <b>Ctrl+R</b> and add new waypoints to trajectory

### Actor Rotation

These operations apply to actors on the **Scenario Canvas** pane that do not already have specified trajectories. To modify existing trajectories for a selected actor, interactively move actor waypoints. Alternatively, on the **Actors** pane, edit the yaw values in the **Waypoints, Speeds, Wait Times, and Yaw** table.

To interactively rotate an actor that does not already have a trajectory, move your pointer over the actor and select the actor rotation widget.



If you do not see this widget, try zooming in.

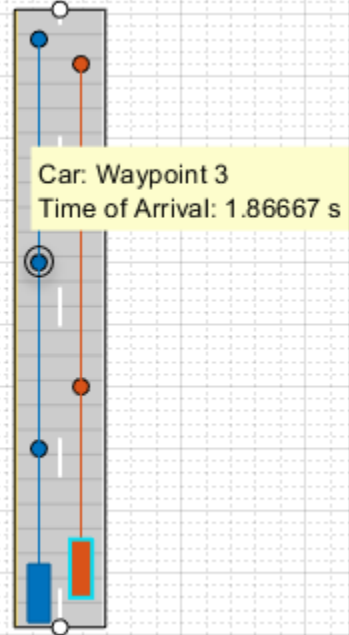
Alternatively, click in the pane to select the actor you want to rotate and use these keyboard shortcuts.

If you have multiple actors selected, then these operations apply to all selected actors.

Task	Action
Rotate actor 1 degree clockwise	Hold <b>Alt</b> and press the right arrow key
Rotate actor 1 degree counterclockwise	Hold <b>Alt</b> and press the left arrow key
Rotate actor 15 degrees clockwise	Hold <b>Alt+Ctrl</b> and press the right arrow key
Rotate actor 15 degrees counterclockwise	Hold <b>Alt+Ctrl</b> and press the left arrow key
Set actor rotation to 0 degrees	Hold <b>Alt</b> and press the up arrow key
Set actor rotation to 180 degrees	Hold <b>Alt</b> and press the down arrow key

## Preview Actor Times of Arrival

This operation applies when at least one actor in the driving scenario has a specified wait time or non-default spawn or despawn times. To specify a wait time or spawn and despawn times for an actor, use the **wait (s)** parameter in the **Waypoints, Speeds, Wait Times, and Yaw table** or the **Actor spawn and despawn** parameter, respectively.

Task	Action
Preview actor times of arrival at waypoints	Point to a waypoint along the trajectory of an actor 

## Barrier Placement Operations

These operations apply while you add barriers to the **Scenario Canvas** pane using **Add Actor > Jersey Barrier** or **Add Actor > Guardrail**.

Task	Action
Add a barrier to a single road edge.	Single <b>Click</b> on the highlighted road edge.
Add barriers to multiple road edges.	<b>Ctrl+Click</b> on the highlighted road edge.  Continue to add barriers to multiple road edges as required.
Select multiple road segments on the same side of the road.	<b>Shift+Click</b> on a road edge.  If any intersections exist, barriers will not be added to the area of intersection.

## Sensor Operations

These operations apply after you select a sensor on the **Sensor Canvas** pane.

Task	Action
Undo a sensor rotation while still rotating it.	<b>Esc</b>

## File Operations

Task	Action
Open scenario file	<b>Ctrl+O</b>
Save scenario file	<b>Ctrl+S</b>

## See Also

**Driving Scenario Designer**

## Prebuilt Driving Scenarios in Driving Scenario Designer

The **Driving Scenario Designer** app provides a library of prebuilt scenarios representing common driving maneuvers. The app also includes scenarios representing European New Car Assessment Programme (Euro NCAP<sup>®</sup>) test protocols and cuboid versions of the prebuilt scenes used in the 3D simulation environment.

### Choose a Prebuilt Scenario

To get started, open the **Driving Scenario Designer** app. At the MATLAB command prompt, enter `drivingScenarioDesigner`.

In the app, the prebuilt scenarios are stored as MAT-files and organized into folders. To open a prebuilt scenario file, from the app toolstrip, select **Open > Prebuilt Scenario**. Then select a prebuilt scenario from one of the folders.

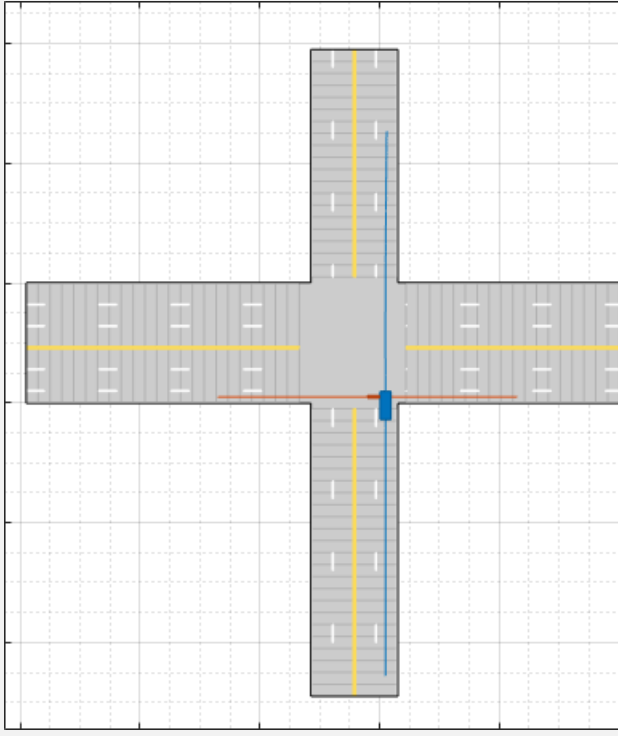
- “Euro NCAP” on page 5-22
- “Intersections” on page 5-22
- “Simulation 3D” on page 5-27
- “Turns” on page 5-27
- “U-Turns” on page 5-35

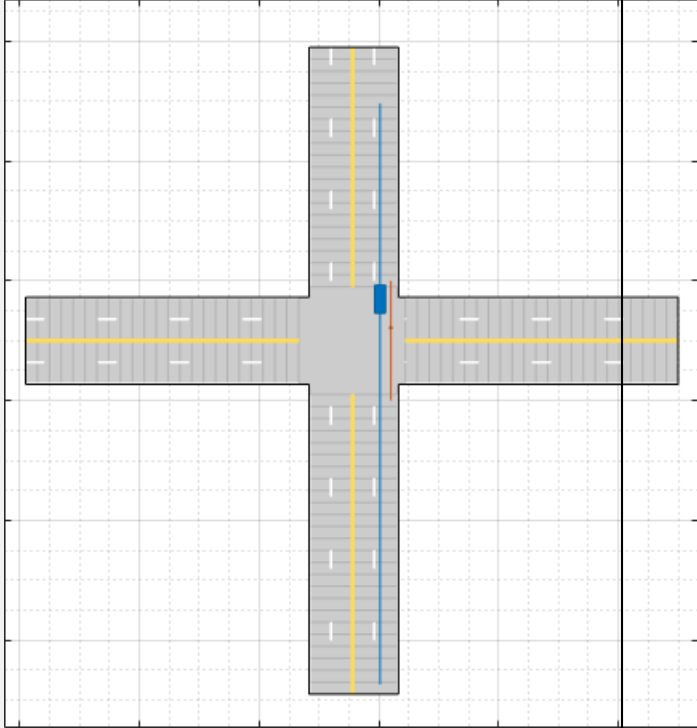
### Euro NCAP

These scenarios represent Euro NCAP test protocols. The app includes scenarios for testing autonomous emergency braking, emergency lane keeping, and lane keep assist systems. For more details, see “Euro NCAP Driving Scenarios in Driving Scenario Designer” on page 5-44.

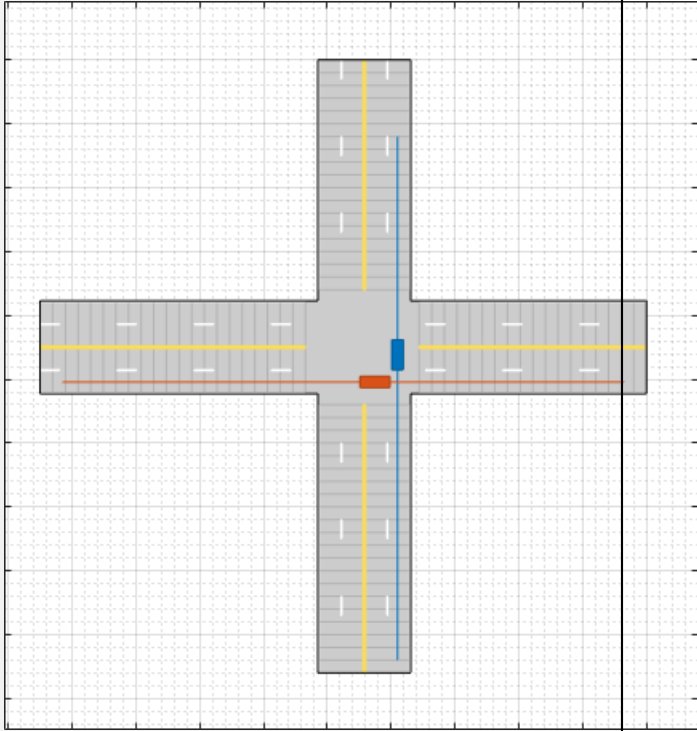
### Intersections

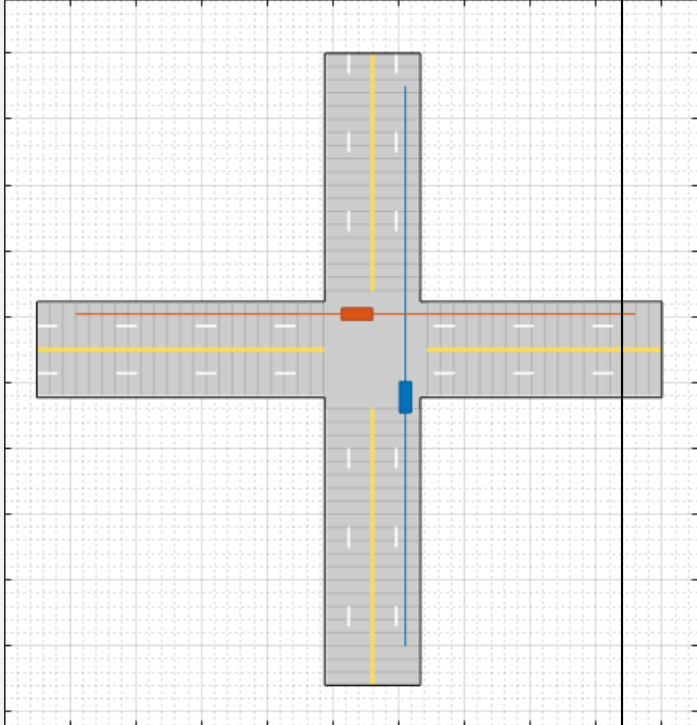
These scenarios involve common traffic patterns at four-way intersections and roundabouts.

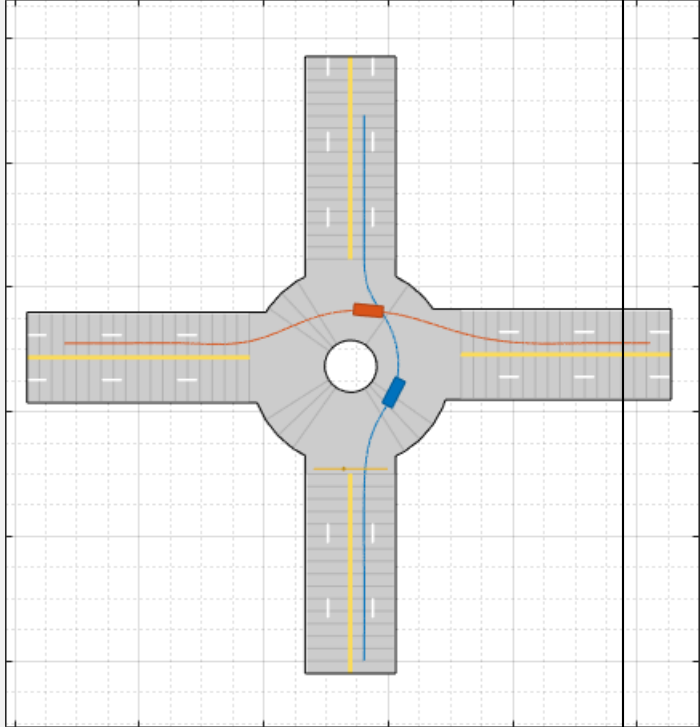
File Name	Description
EgoVehicleGoesStraight_BicycleFromLeftGoesStraight_Collision.mat	<p data-bbox="863 298 1477 430">The ego vehicle travels north and goes straight through an intersection. A bicycle coming from the left side of the intersection goes straight and collides with the ego vehicle.</p> 

File Name	Description
<p>EgoVehicleGoesStraight_PedestrianToRightGoesStraight.mat</p>	<p>The ego vehicle travels north and goes straight through an intersection. A pedestrian in the lane to the right of the ego vehicle also travels north and goes straight through the intersection.</p> 



File Name	Description
EgoVehicleGoesStraight_VehicleFromLeftGoesStraight.mat	<p data-bbox="863 298 1474 457">The ego vehicle travels north and goes straight through an intersection. A vehicle coming from the left side of the intersection also goes straight. The ego vehicle crosses in front of the other vehicle.</p> 

File Name	Description
<p>EgoVehicleGoesStraight_VehicleFromRightGoesStraight.mat</p>	<p>The ego vehicle travels north and goes straight through an intersection. A vehicle coming from the right side of the intersection also goes straight and crosses through the intersection first.</p> 

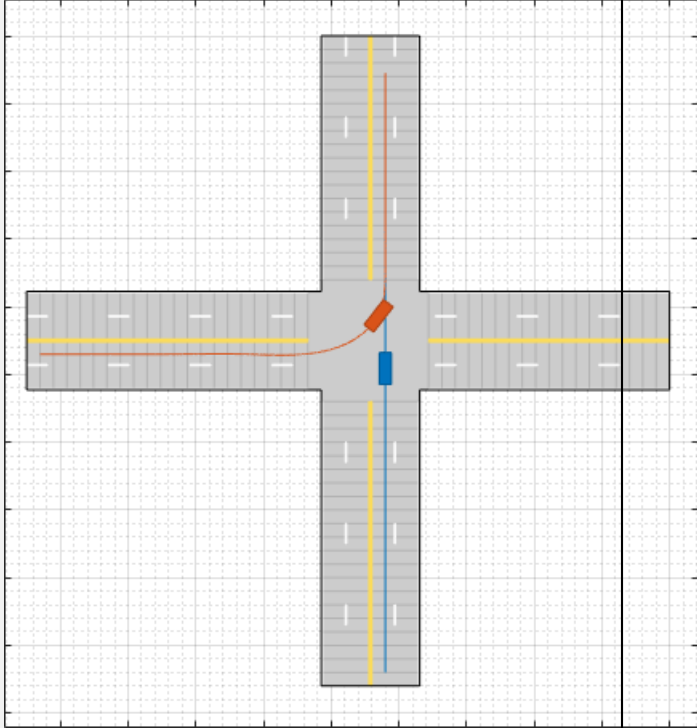
File Name	Description
Roundabout.mat	<p>The ego vehicle travels north and crosses the path of a pedestrian while entering a roundabout. The ego vehicle then crosses the path of another vehicle as both vehicles drive through the roundabout.</p>  A top-down diagram of a roundabout intersection on a grid. The roundabout is a central circle with four approach roads. A blue line represents the ego vehicle's path, starting from the top road and moving clockwise through the roundabout. A red line represents another vehicle's path, starting from the left road and moving clockwise. A yellow line represents a pedestrian's path, starting from the top road and moving across the roundabout. A small red rectangle is positioned on the blue path just before the roundabout, and a small blue rectangle is on the blue path inside the roundabout. The grid is composed of small squares, and the roundabout is centered in the middle of the grid.

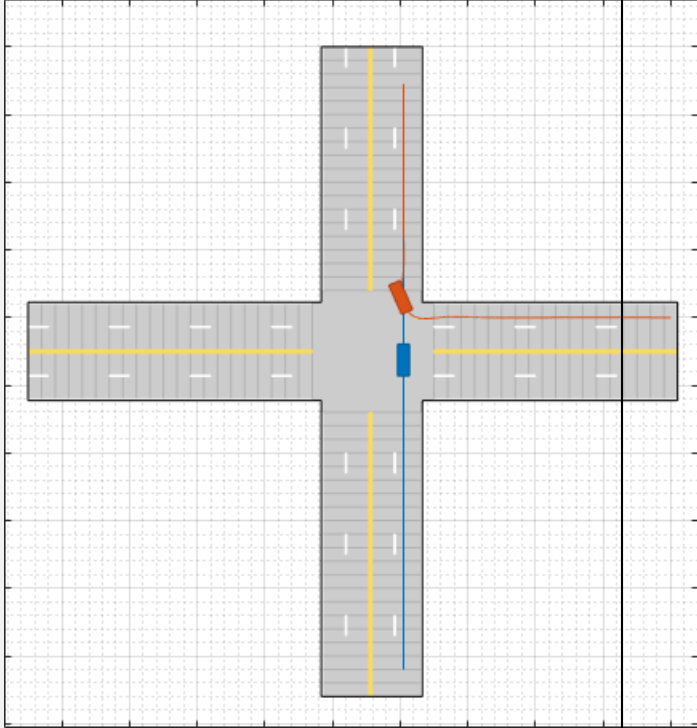
### Simulation 3D

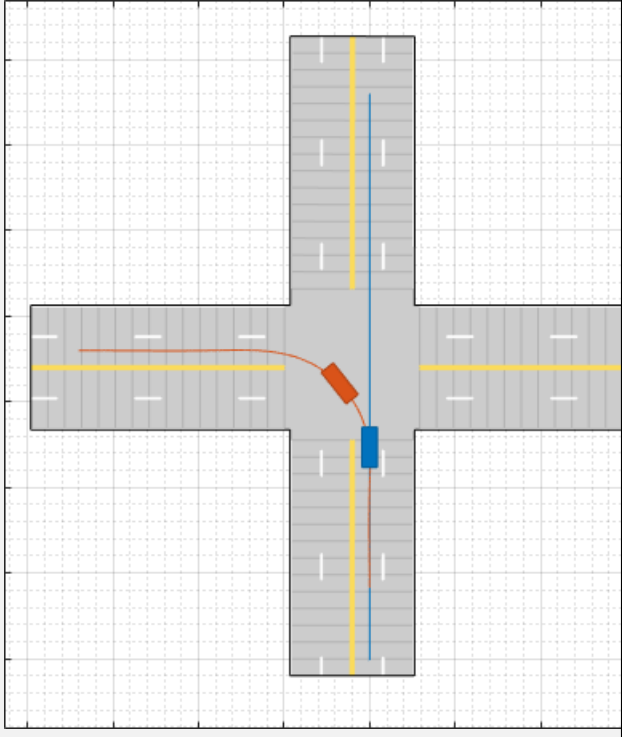
These scenarios are cuboid versions of several of the prebuilt scenes available in the 3D simulation environment. You can add vehicles and trajectories to these scenarios. Then, you can include these vehicles and trajectories in your Simulink model to simulate them in the 3D environment. This environment is rendered using the Unreal Engine from Epic Games. For more details on these scenarios, see “Cuboid Versions of 3D Simulation Scenes in Driving Scenario Designer” on page 5-65.

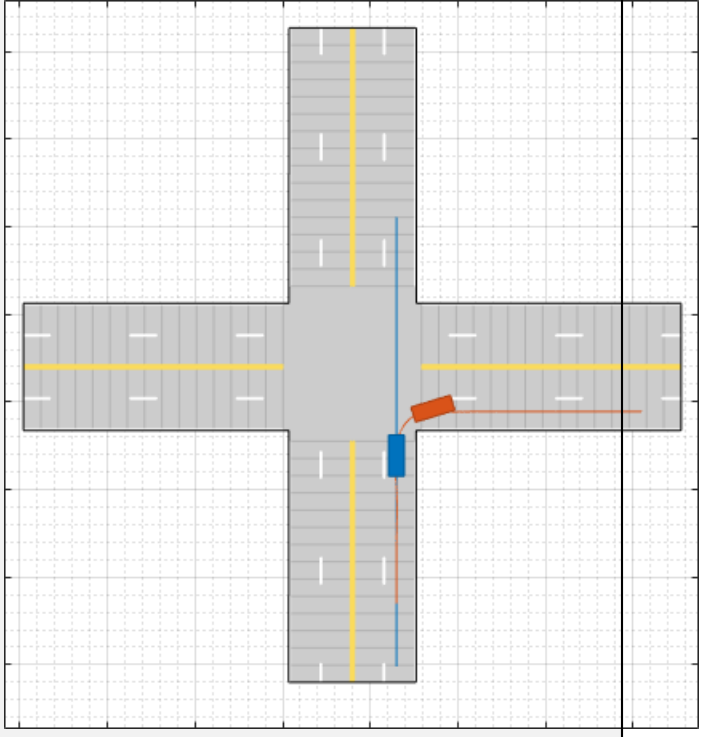
### Turns

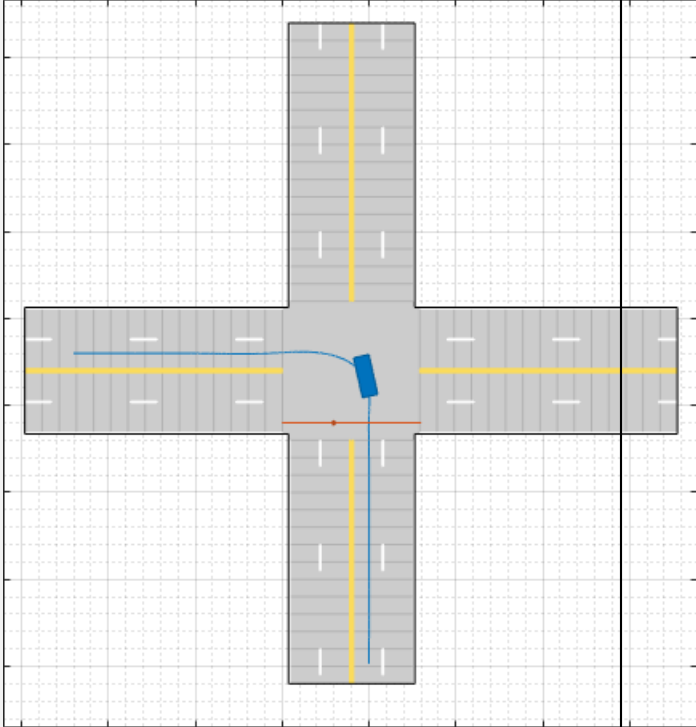
These scenarios involve turns at four-way intersections.

File Name	Description
<p>EgoVehicleGoesStraight_VehicleFromLeftTurnsLeft.mat</p>	<p>The ego vehicle travels north and goes straight through an intersection. A vehicle coming from the left side of the intersection turns left and ends up in front of the ego vehicle.</p> 

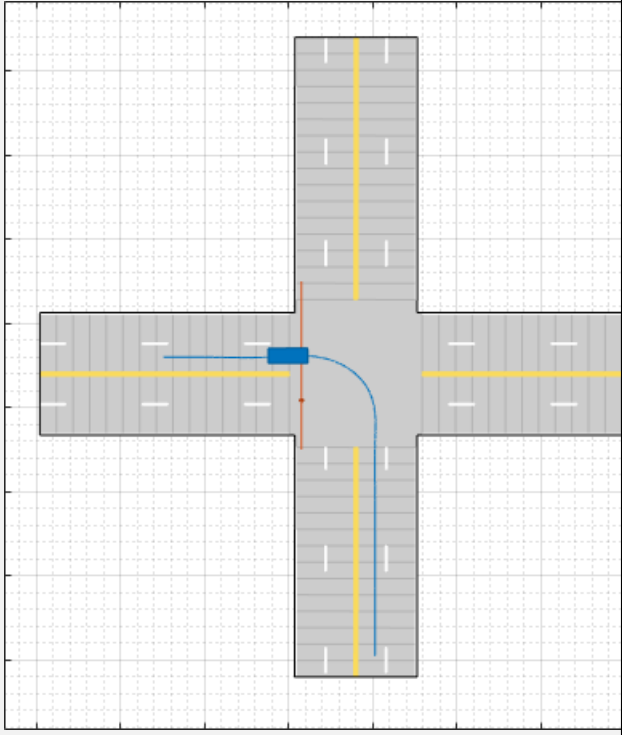
File Name	Description
<p>EgoVehicleGoesStraight_VehicleFromRightTurnsRight.mat</p>	<p>The ego vehicle travels north and goes straight through an intersection. A vehicle coming from the right side of the intersection turns right and ends up in front of the ego vehicle.</p> 

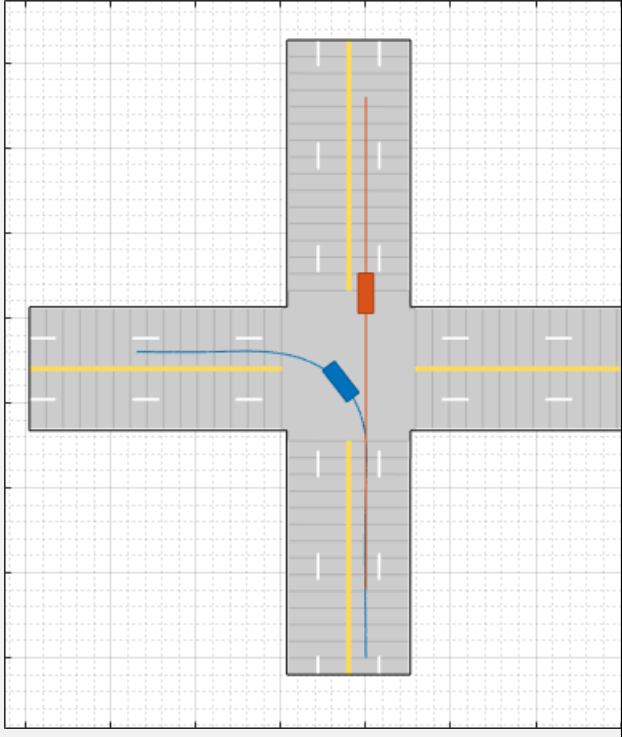
File Name	Description
EgoVehicleGoesStraight_VehicleInFrontTurnsLeft.mat	<p>The ego vehicle travels north and goes straight through an intersection. A vehicle in front of the ego vehicle turns left at the intersection.</p> 

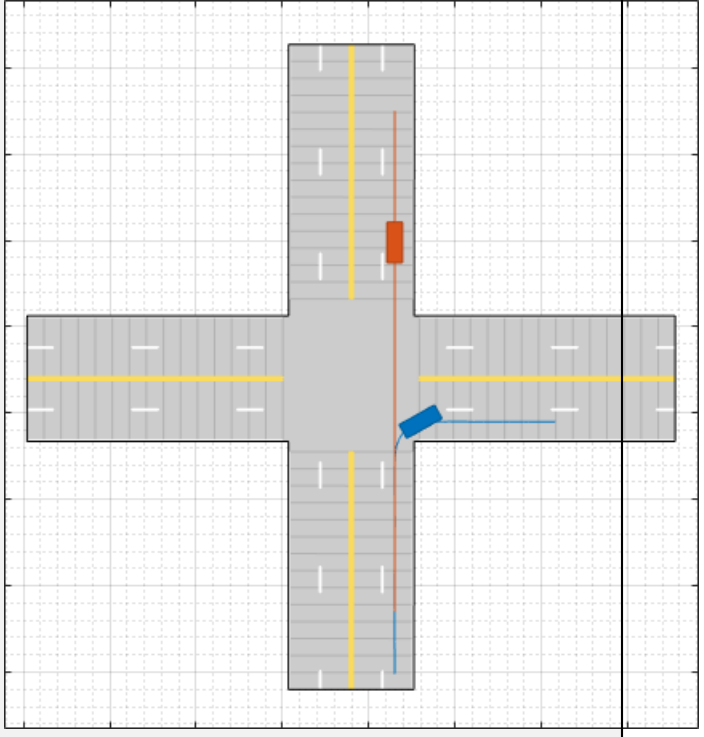
File Name	Description
<p>EgoVehicleGoesStraight_VehicleInFrontTurnsRight.mat</p>	<p>The ego vehicle travels north and goes straight through an intersection. A vehicle in front of the ego vehicle turns right at the intersection.</p> 

File Name	Description
<p>EgoVehicleTurnsLeft_PedestrianFromLeftGoesStraight.mat</p>	<p>The ego vehicle travels north and turns left at an intersection. A pedestrian coming from the left side of the intersection goes straight. The ego vehicle completes its turn before the pedestrian finishes crossing the intersection.</p> 



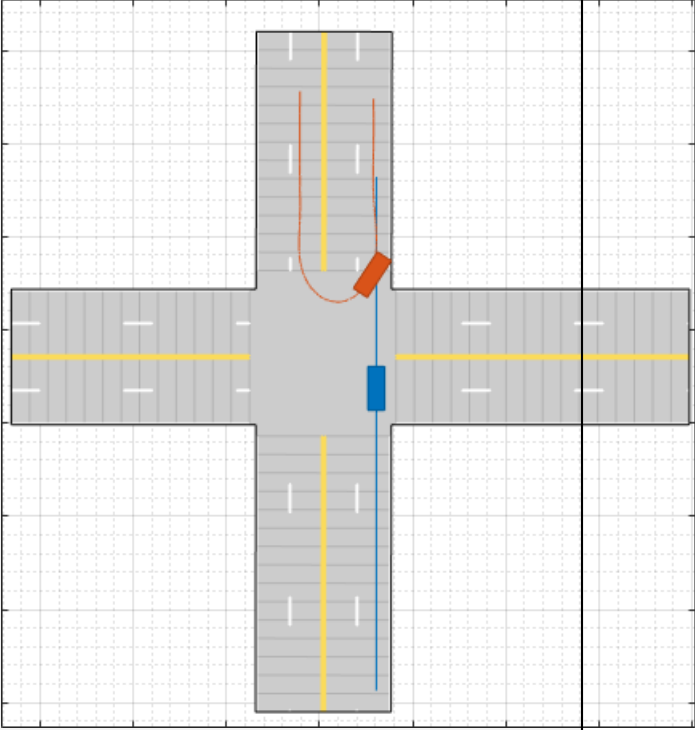
File Name	Description
EgoVehicleTurnsLeft_PedestrianInOppLaneGoesStraight.mat	<p data-bbox="863 298 1481 462">The ego vehicle travels north and turns left at an intersection. A pedestrian in the opposite lane goes straight through the intersection. The ego vehicle completes its turn before the pedestrian finishes crossing the intersection.</p> 

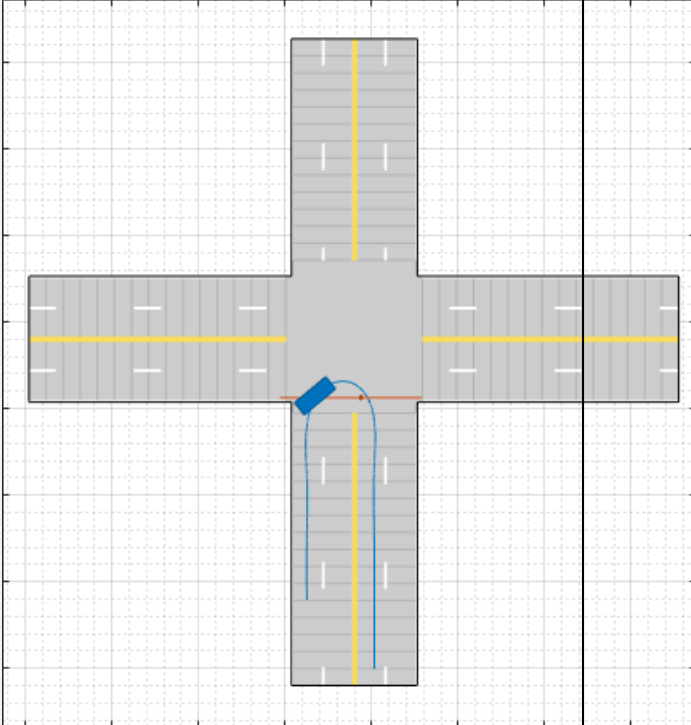
File Name	Description
EgoVehicleTurnsLeft_VehicleInFrontGoesStraight.mat	<p>The ego vehicle travels north and turns left at an intersection. A vehicle in front of the ego vehicle goes straight through the intersection.</p> 

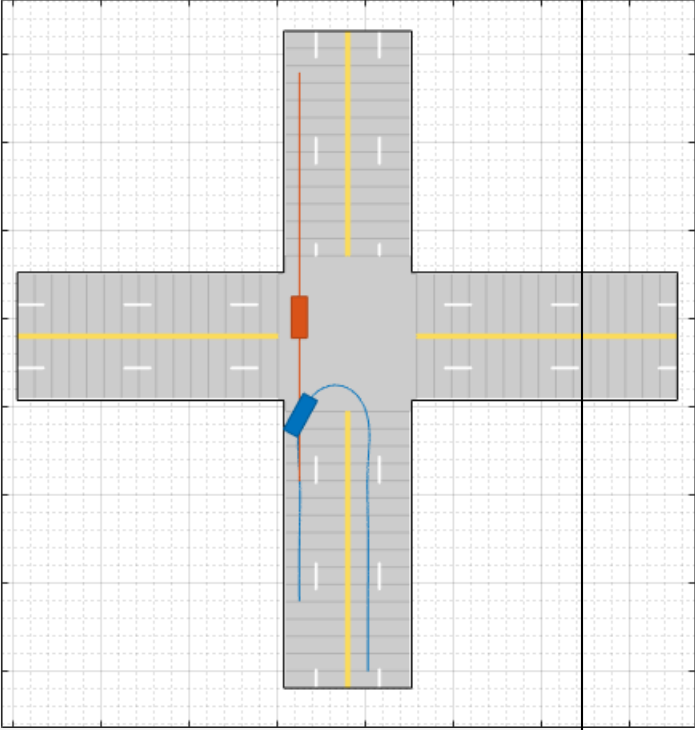
File Name	Description
EgoVehicleTurnsRight_VehicleInFrontGoesStraight.mat	<p>The ego vehicle travels north and turns right at an intersection. A vehicle in front of the ego vehicle goes straight through the intersection.</p> 

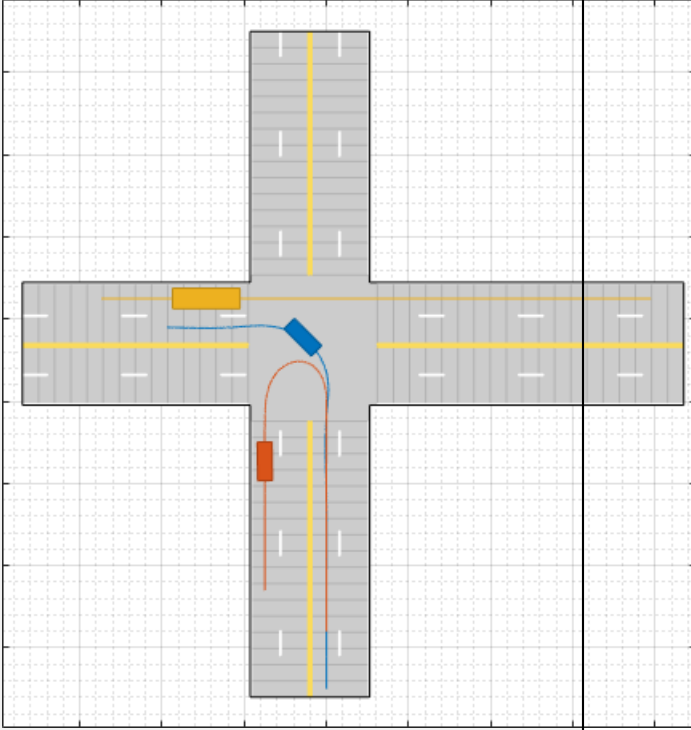
### U-Turns

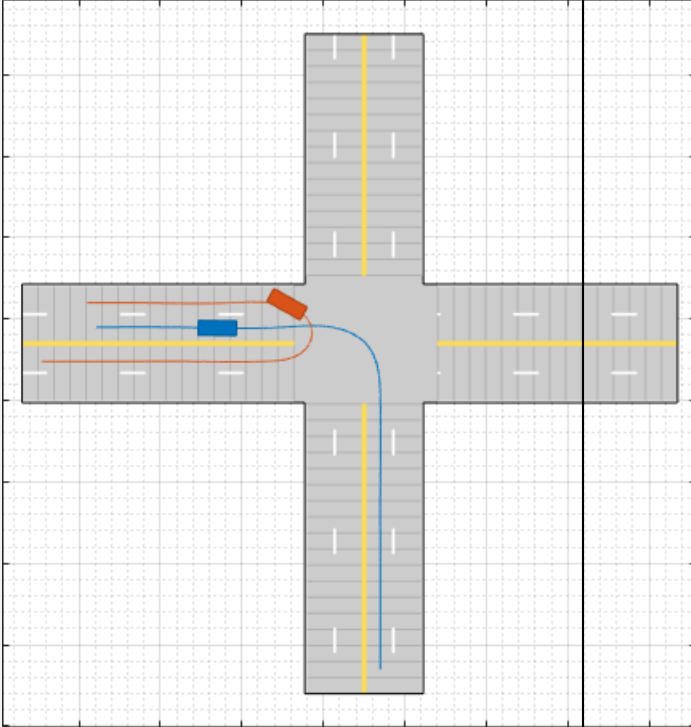
These scenarios involve U-turns at four-way intersections.

File Name	Description
EgoVehicleGoesStraight_VehicleInOppLaneMakesUTurn.mat	<p>The ego vehicle travels north and goes straight through an intersection. A vehicle in the opposite lane makes a U-turn. The ego vehicle ends up behind the vehicle.</p> 

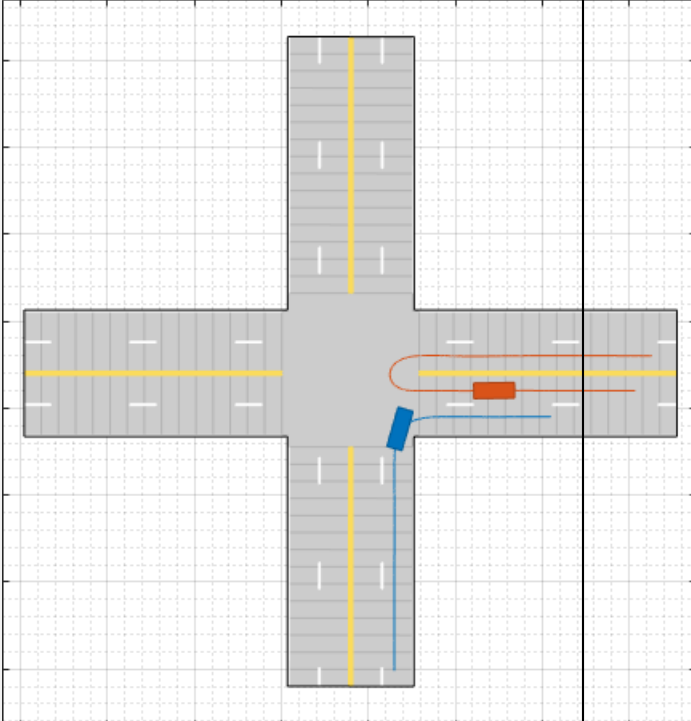
File Name	Description
EgoVehicleMakesUTurn_PedestrianFromRightGoesStraight.mat	<p>The ego vehicle travels north and makes a U-turn at an intersection. A pedestrian coming from the right side of the intersection goes straight and crosses the path of the U-turn.</p> 

File Name	Description
<p>EgoVehicleMakesUTurn_VehicleInOppLaneGoesStraight.mat</p>	<p>The ego vehicle travels north and makes a U-turn at an intersection. A vehicle traveling south in the opposite direction goes straight and ends up behind the ego vehicle.</p> 

File Name	Description
EgoVehicleTurnsLeft_Vehicle1MakesUTurn_Vehicle2GoesStraight.mat	<p>The ego vehicle travels north and turns left at an intersection. A vehicle in front of the ego vehicle makes a U-turn at the intersection. A second vehicle, a truck, comes from the right side of the intersection. The ego vehicle ends up in the lane next to the truck.</p>  <p>The diagram illustrates a driving scenario at a four-way intersection. The ego vehicle (blue) is moving north and turning left. A red vehicle is making a U-turn from the south. A yellow truck is moving east from the right side of the intersection. The ego vehicle ends up in the lane next to the truck.</p>

File Name	Description
EgoVehicleTurnsLeft_VehicleFromLeftMakes UTurn.mat	<p data-bbox="901 298 1472 453">The ego vehicle travels north and turns left at an intersection. A vehicle coming from the left side of the intersection makes a U-turn. The ego vehicle ends up in the lane next to the other vehicle.</p>  <p>The diagram illustrates a cross intersection on a grid. A blue car (ego vehicle) is shown in the middle of the intersection, having just turned left from the northbound lane into the westbound lane. A red car (other vehicle) is shown in the middle of the intersection, having just completed a U-turn from the westbound lane into the northbound lane. The ego vehicle is now in the lane immediately to the right of the other vehicle. Yellow lines indicate the center lines of the roads, and dashed lines indicate lane boundaries.</p>



File Name	Description
EgoVehicleTurnsRight_VehicleFromRightMakesUTurn.mat	<p>The ego vehicle travels north and turns right at an intersection. A vehicle coming from the right side of the intersection makes a U-turn. The ego vehicle ends up behind the vehicle, in an adjacent lane.</p> 

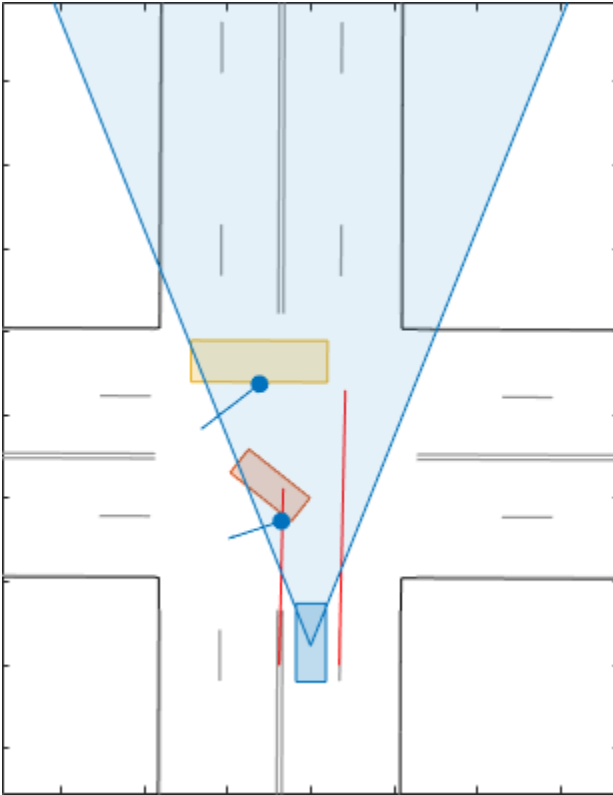
## Modify Scenario

After you choose a scenario, you can modify the parameters of the roads and actors. For example, from the **Actors** tab on the left, you can change the position or velocity of the ego vehicle or other actors. From the **Roads** tab, you can change the width of the lanes or the type of lane markings.

You can also add or modify sensors. For example, from the **Sensors** tab, you can change the detection parameters or the positions of the sensors. By default, in Euro NCAP scenarios, the ego vehicle does not contain sensors. All other prebuilt scenarios have at least one front-facing camera or radar sensor, set to detect lanes and objects.

## Generate Synthetic Sensor Data

To generate detections from the sensors, on the app toolbar, click **Run**. As the scenario runs, the **Ego-Centric View** displays the scenario from the perspective of the ego vehicle. The **Bird's-Eye Plot** displays the detections.



Export the sensor data.

- To export sensor data to the MATLAB workspace, on the app toolbar, select **Export > Export Sensor Data**. Name the workspace variable and click **OK**. The app saves the sensor data as a structure containing sensor data such as the actor poses, object detections, and lane detections at each time step.
- To export a MATLAB function that generates the scenario and its sensor data, select **Export > Export MATLAB Function**. This function returns the sensor data as a structure, the scenario as a `drivingScenario` object, and the sensor models as System objects. By modifying this function, you can create variations of the original scenario. For an example of this process, see “Create Driving Scenario Variations Programmatically” on page 5-125.

## Save Scenario

Because prebuilt scenarios are read-only, save a copy of the driving scenario to a new folder. To save the scenario file, on the app toolbar, select **Save > Scenario File As**.

You can reopen this scenario file from the app. Alternatively, at the MATLAB command prompt, you can use this syntax.

```
drivingScenarioDesigner(scenarioFileName)
```

You can also reopen the scenario by using the exported `drivingScenario` object. At the MATLAB command prompt, use this syntax, where `scenario` is the name of the exported object.

```
drivingScenarioDesigner(scenario)
```

To reopen sensors, use this syntax, where `sensors` is a sensor object or a cell array of such objects.

```
drivingScenarioDesigner(scenario, sensors)
```

If you are developing a driving algorithm in Simulink, you can use a Scenario Reader block to read roads and actors from the scenario file or `drivingScenario` object into your model. This block does not directly read sensor data. To add sensors that you created in the app to a Simulink model, generate a model containing your scenario and sensors by selecting **Export > Export Simulink Model**. In the model, the generated Scenario Reader block reads the scenario and the generated sensor blocks define the sensors.

## See Also

### Apps

**Driving Scenario Designer**

### Blocks

Driving Radar Data Generator | Vision Detection Generator | Lidar Point Cloud Generator

### Objects

`drivingScenario` | `drivingRadarDataGenerator` | `visionDetectionGenerator` | `lidarPointCloudGenerator` | `insSensor`

## More About

- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2
- “Euro NCAP Driving Scenarios in Driving Scenario Designer” on page 5-44
- “Cuboid Versions of 3D Simulation Scenes in Driving Scenario Designer” on page 5-65
- “Test Open-Loop ADAS Algorithm Using Driving Scenario” on page 5-140
- “Test Closed-Loop ADAS Algorithm Using Driving Scenario” on page 5-146

## Euro NCAP Driving Scenarios in Driving Scenario Designer

The **Driving Scenario Designer** app provides a library of prebuilt scenarios representing European New Car Assessment Programme (Euro NCAP) test protocols. The app includes scenarios for testing autonomous emergency braking (AEB), emergency lane keeping (ELK), and lane keep assist (LKA) systems.

### Choose a Euro NCAP Scenario

To get started, open the **Driving Scenario Designer** app. At the MATLAB command prompt, enter `drivingScenarioDesigner`.

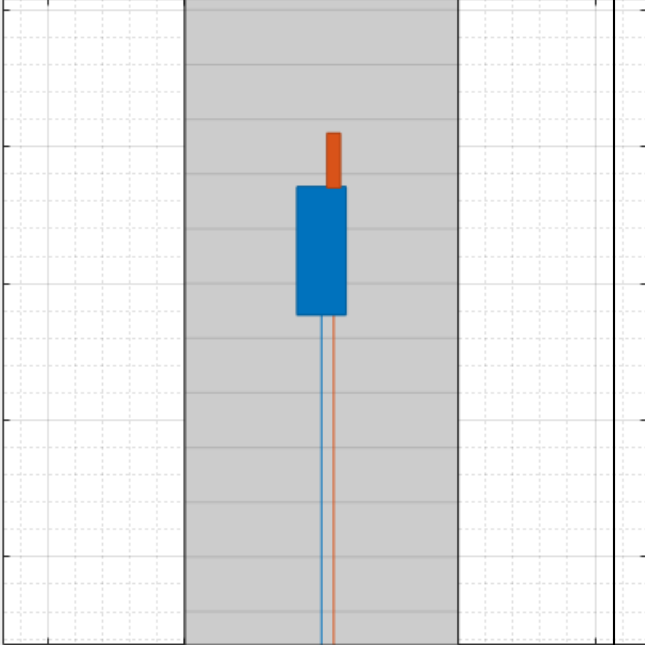
In the app, the Euro NCAP scenarios are stored as MAT-files and organized into folders. To open a Euro NCAP file, on the app toolstrip, select **Open > Prebuilt Scenario**. The `PrebuiltScenarios` folder opens, which includes subfolders for all prebuilt scenarios available in the app (see also “Prebuilt Driving Scenarios in Driving Scenario Designer” on page 5-22).

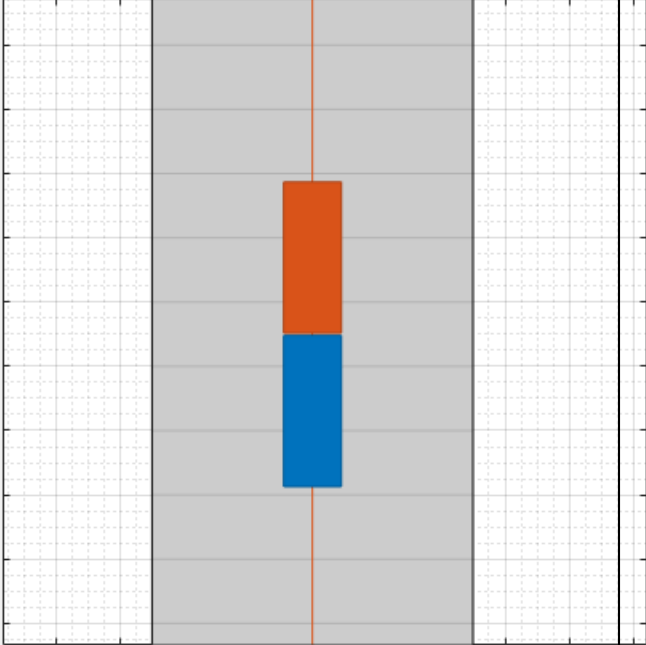
Double-click the **EuroNCAP** folder, and then choose a Euro NCAP scenario from one of these subfolders.

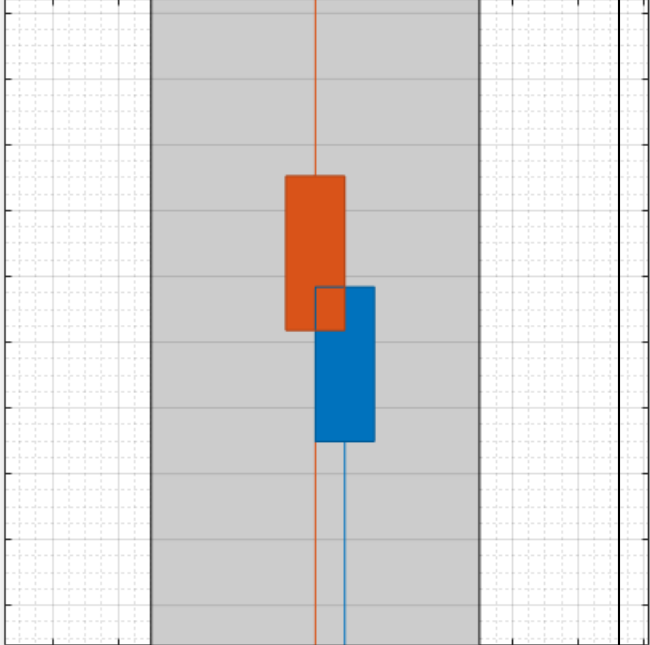
- “Autonomous Emergency Braking” on page 5-44
- “Emergency Lane Keeping” on page 5-52
- “Lane Keep Assist” on page 5-56

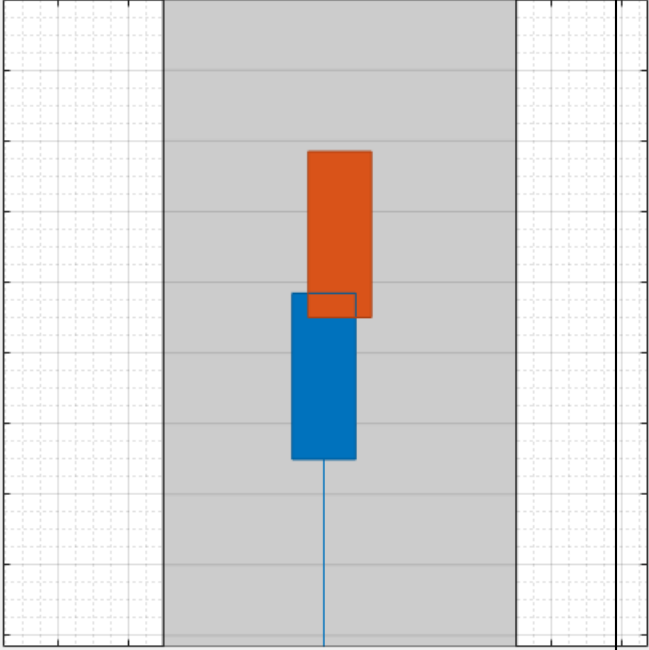
### Autonomous Emergency Braking

These scenarios are designed to test autonomous emergency braking (AEB) systems. AEB systems warn drivers of impending collisions and automatically apply brakes to prevent collisions or reduce the impact of collisions. Some AEB systems prepare the vehicle and restraint systems for impact. The table describes a subset of the AEB scenarios.

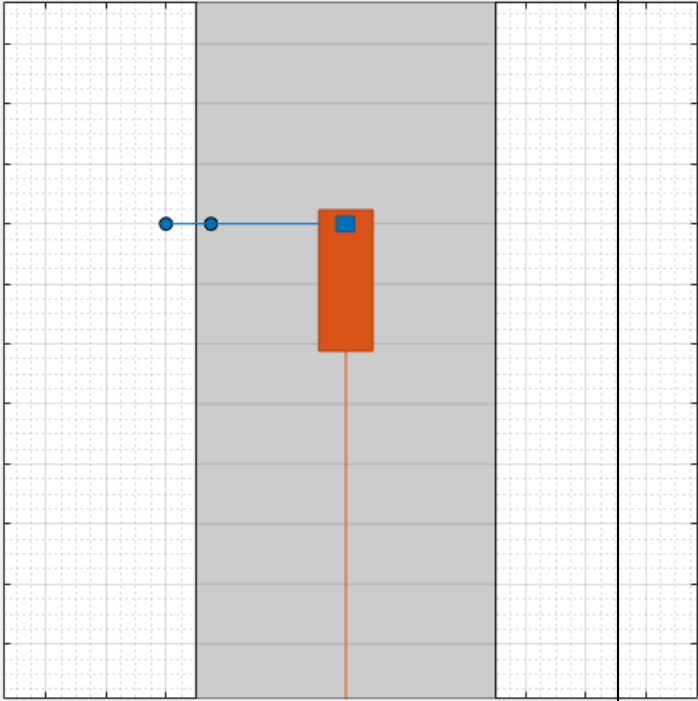
File Name	Description
AEB_Bicyclist_Longitudinal_25width.mat	<p>The ego vehicle collides with the bicyclist that is in front of it. Before the collision, the bicyclist and ego vehicle are traveling in the same direction along the longitudinal axis. At collision time, the bicycle is 25% of the way across the width of the ego vehicle.</p>  <p>Additional scenarios vary the location of the bicycle at collision time.</p>

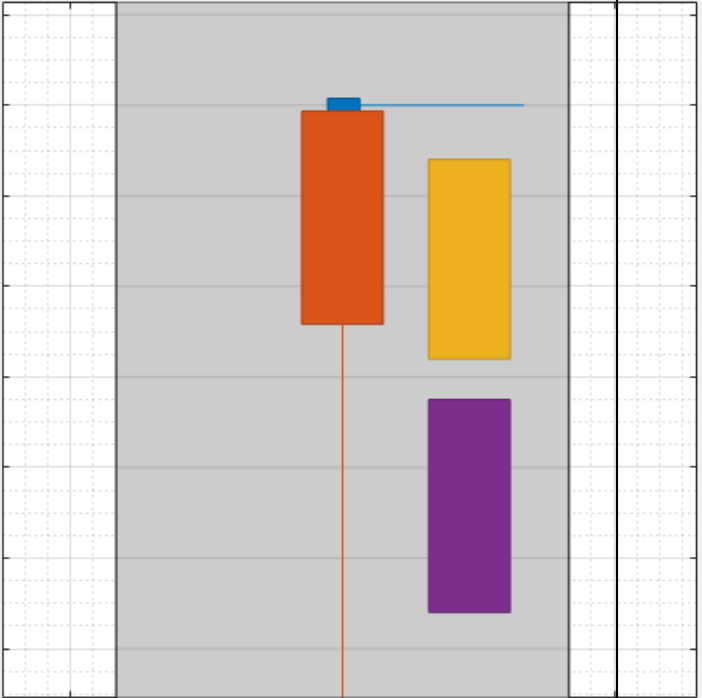
File Name	Description
<p>AEB_CCRb_2_initialGap_12m.mat</p>	<p>A car-to-car rear braking (CCRb) scenario, where the ego vehicle rear-ends a braking vehicle. The braking vehicle begins to decelerate at <math>2 \text{ m/s}^2</math>. The initial gap between the ego vehicle and the braking vehicle is 12 m.</p>  <p>Additional scenarios vary the amount of deceleration and the initial gap between the ego vehicle and braking vehicle.</p>

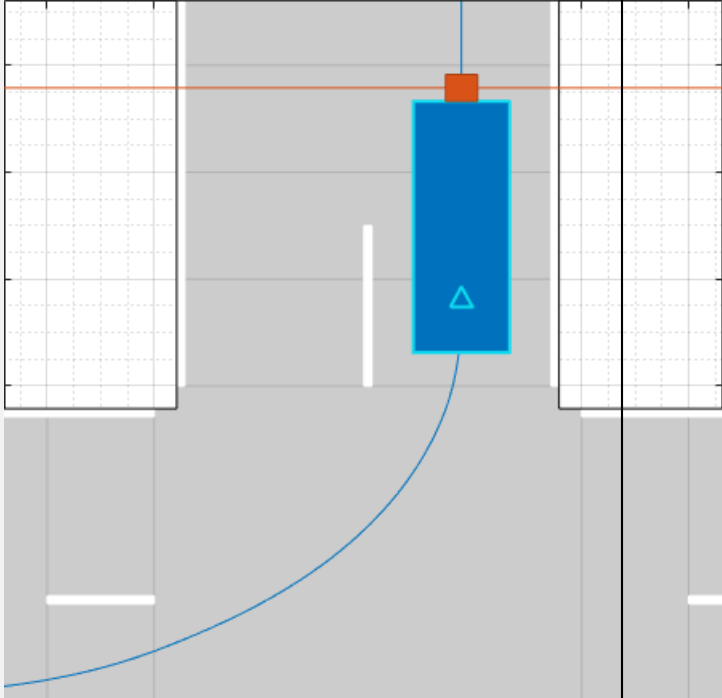
File Name	Description
AEB_CCRm_50overlap.mat	<p data-bbox="865 300 1471 426">A car-to-car rear moving (CCRm) scenario, where the ego vehicle rear-ends a moving vehicle. At collision time, the ego vehicle overlaps with 50% of the width of the moving vehicle.</p>  <p data-bbox="865 1140 1450 1203">Additional scenarios vary the amount of overlap and the location of the overlap.</p>

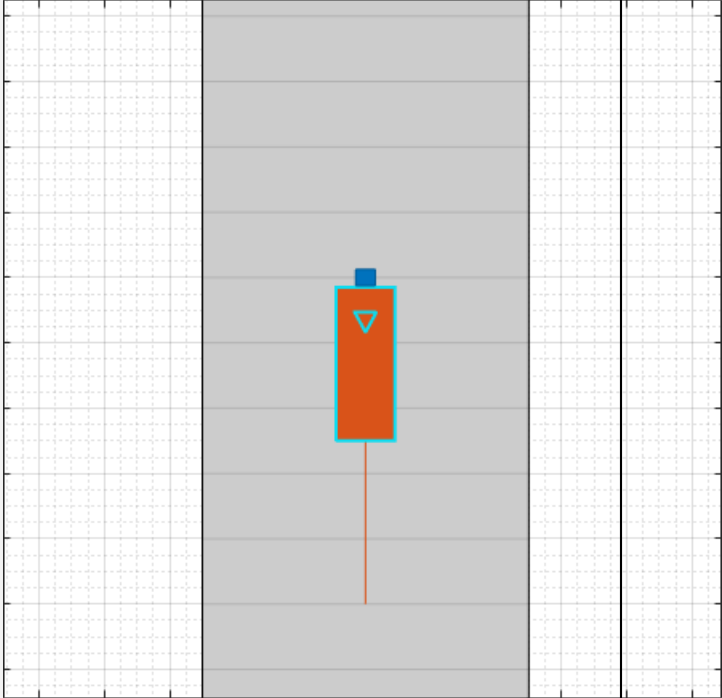
File Name	Description
<p>AEB_CCRs_-75overlap.mat</p>	<p>A car-to-car rear stationary (CCRs) scenario, where the ego vehicle rear-ends a stationary vehicle. At collision time, the ego vehicle overlaps with -75% of the width of the stationary vehicle. When the ego vehicle is to the left of the other vehicle, the percent overlap is negative.</p>  <p>Additional scenarios vary the amount of overlap and the location of the overlap.</p>



File Name	Description
AEB_Pedestrian_Farside_50width.mat	<p>The ego vehicle collides with a pedestrian who is traveling from the left side of the road, which Euro NCAP test protocols refer to as the far side. These protocols assume that vehicles travel on the right side of the road. Therefore, the left side of the road is the side farthest from the ego vehicle. At collision time, the pedestrian is 50% of the way across the width of the ego vehicle.</p>  <p>Additional scenarios vary the location of the pedestrian at collision time.</p>

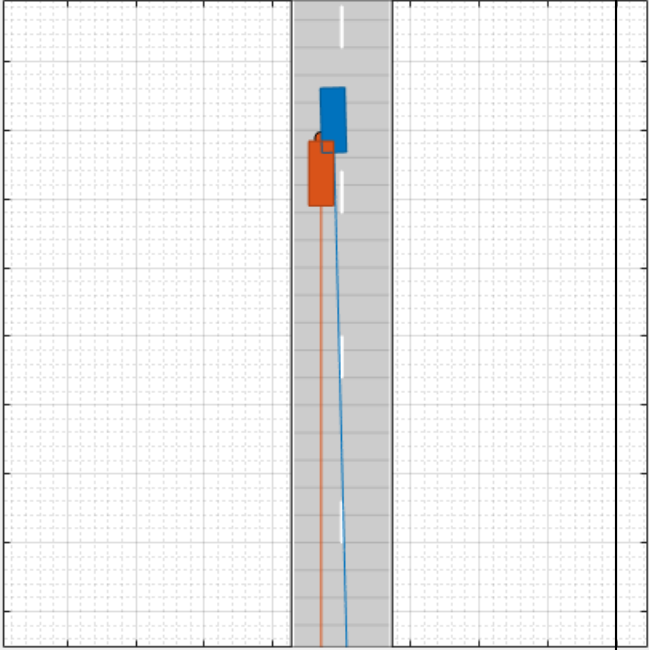
File Name	Description
<p>AEB_PedestrianChild_Nearside_50width.m at</p>	<p>The ego vehicle collides with a pedestrian who is traveling from the right side of the road, which Euro NCAP test protocols refer to as the near side. These protocols assume that vehicles travel on the right side of the road. Therefore, the right side of the road is the side nearest to the ego vehicle. At collision time, the pedestrian is 50% of the way across the width of the ego vehicle.</p> 

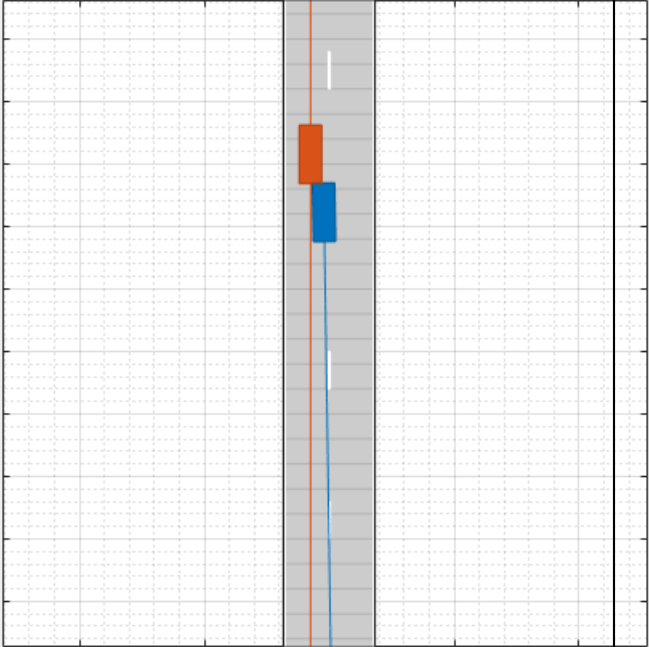
File Name	Description
AEB_PedestrianTurning_Farside_50width.mat	<p data-bbox="863 298 1472 485">The ego vehicle turns at an intersection and collides with a pedestrian who is traveling parallel with the left side, or far side, of the vehicle at the start of the simulation. At collision time, the pedestrian is 50% of the way across the width of the ego vehicle.</p>  <p data-bbox="863 1245 1472 1367">In an additional scenario, the pedestrian is on the other side of the intersection and travels parallel with the right side, or near side, of the vehicle at the start of the simulation.</p>

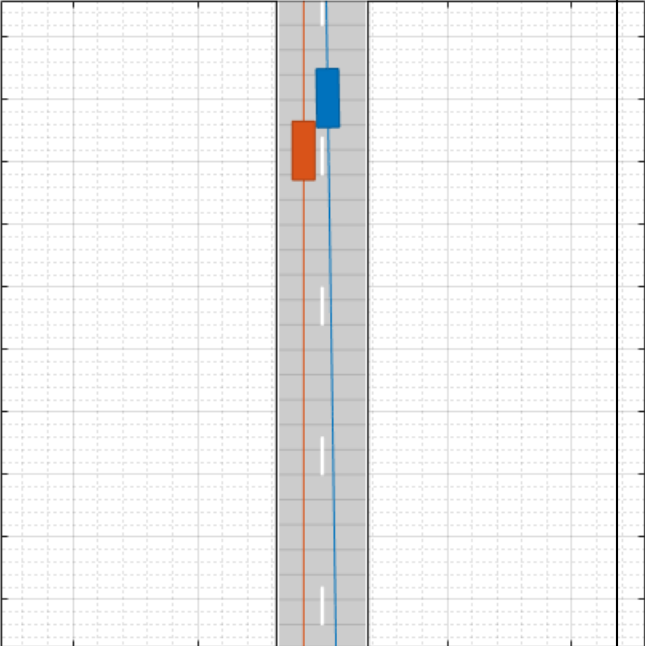
File Name	Description
Reverse_AEB_Pedestrian_Stationary_50width.mat	<p>The ego vehicle travels in reverse and collides with a stationary pedestrian. At collision time, the pedestrian is 50% of the way across the width of the ego vehicle.</p>  <p>In an additional scenario, before the collision, the pedestrian travels from the right side, or near side, of the forward frame of reference of the vehicle.</p>

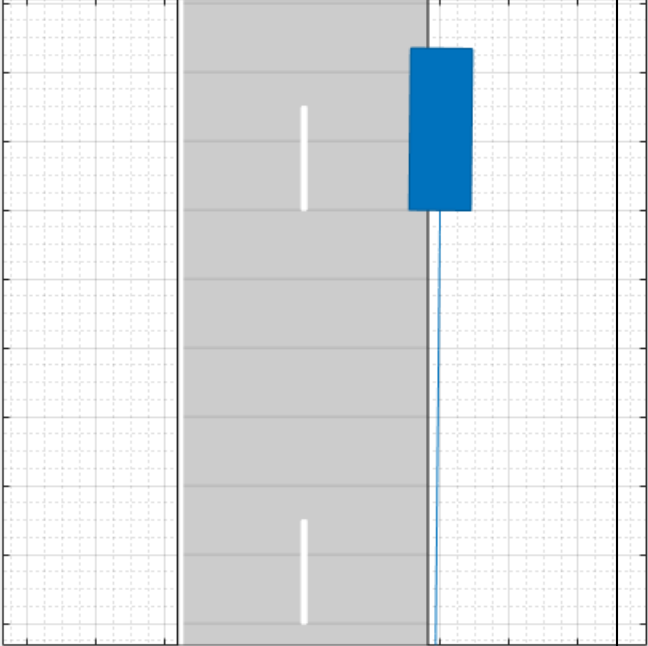
### Emergency Lane Keeping

These scenarios are designed to test emergency lane keeping (ELK) systems. ELK systems prevent collisions by warning drivers of impending, unintentional lane departures. The table describes a subset of the ELK scenarios.

File Name	Description
ELK_FasterOvertakingVeh_Intent_Vlat_0.5.mat	<p data-bbox="863 298 1472 426">The ego vehicle intentionally changes lanes and collides with a faster, overtaking vehicle that is in the other lane. The ego vehicle travels at a lateral velocity of 0.5 m/s.</p>  <p data-bbox="863 1140 1463 1234">Additional scenarios vary the lateral velocity and whether the lane change was intentional or unintentional.</p>

File Name	Description
<p>ELK_OncomingVeh_Vlat_0.3.mat</p>	<p>The ego vehicle unintentionally changes lanes and collides with an oncoming vehicle that is in the other lane. The ego vehicle travels at a lateral velocity of 0.3 m/s.</p>  <p>Additional scenarios vary the lateral velocity.</p>

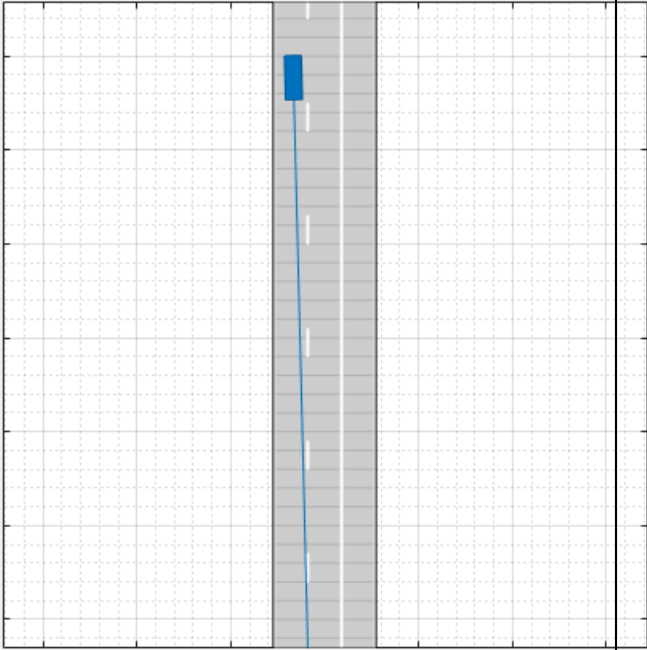
File Name	Description
ELK_OvertakingVeh_Unintent_Vlat_0.3.mat	<p>The ego vehicle unintentionally changes lanes, overtakes a vehicle in the other lane, and collides with that vehicle. The ego vehicle travels at a lateral velocity of 0.3 m/s.</p>  <p>Additional scenarios vary the lateral velocity and whether the lane change was intentional or unintentional.</p>

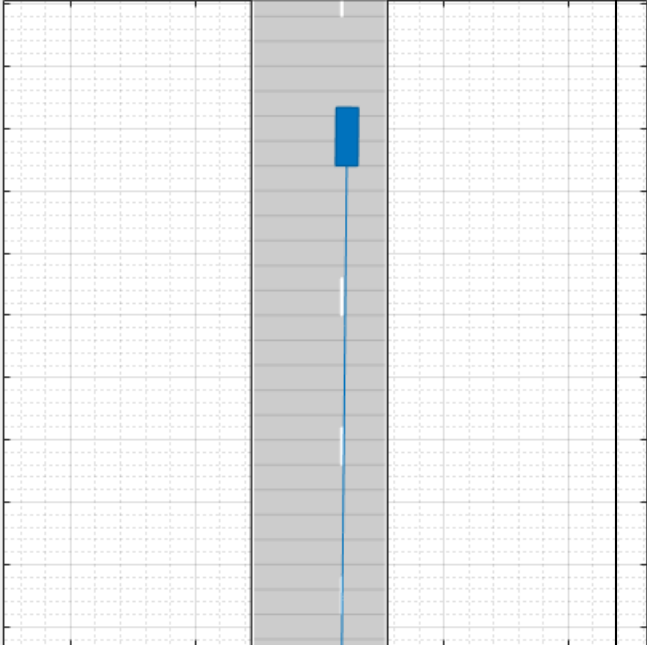
File Name	Description
<p>ELK_RoadEdge_NoBndry_Vlat_0.2.mat</p>	<p>The ego vehicle unintentionally changes lanes and ends up on the road edge. The road edge has no lane boundary markings. The ego vehicle travels at a lateral velocity of 0.2 m/s.</p>  <p>Additional scenarios vary the lateral velocity and whether the road edge has a solid boundary, dashed boundary, or no boundary.</p>

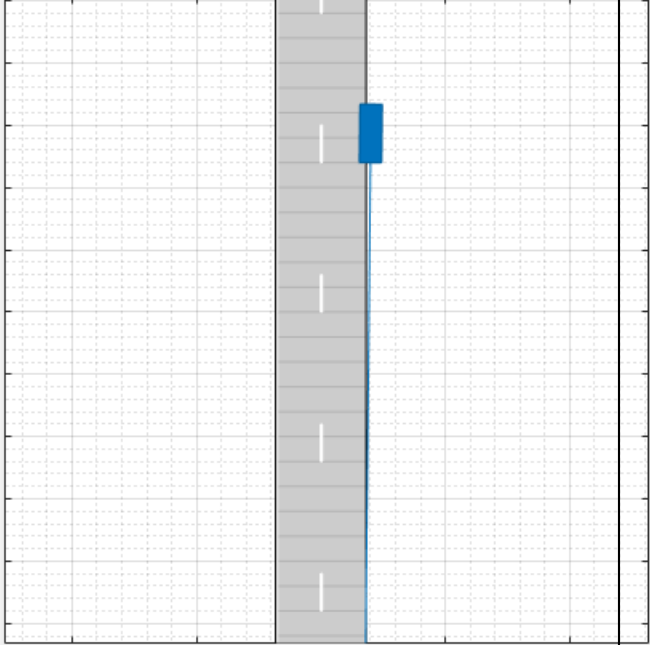
**Lane Keep Assist**

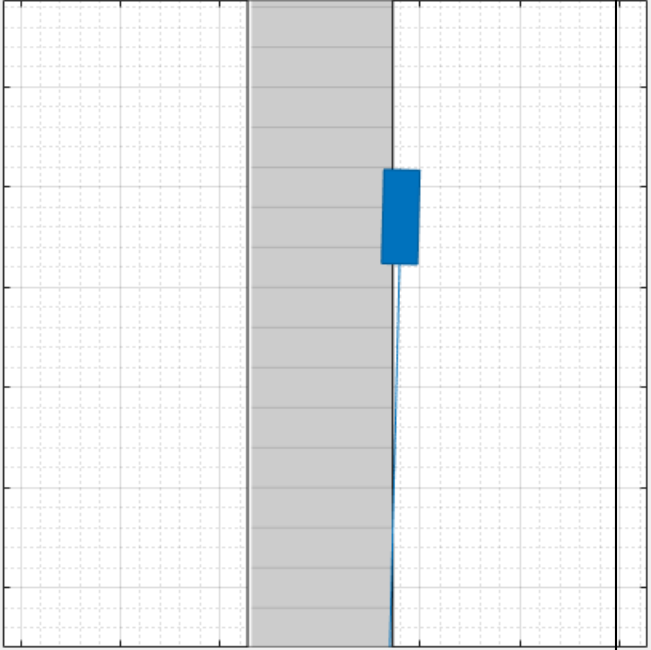
These scenarios are designed to test lane keep assist (LKA) systems. LKA systems detect unintentional lane departures and automatically adjust the steering angle of the vehicle to stay within the lane boundaries. The table lists a subset of the LKA scenarios.

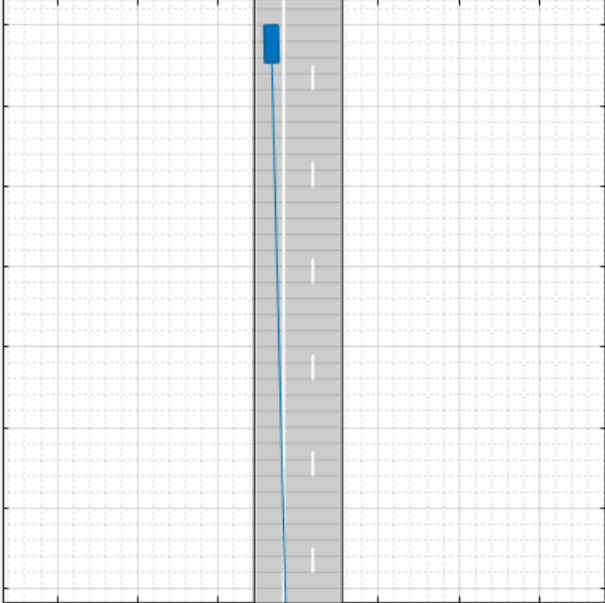


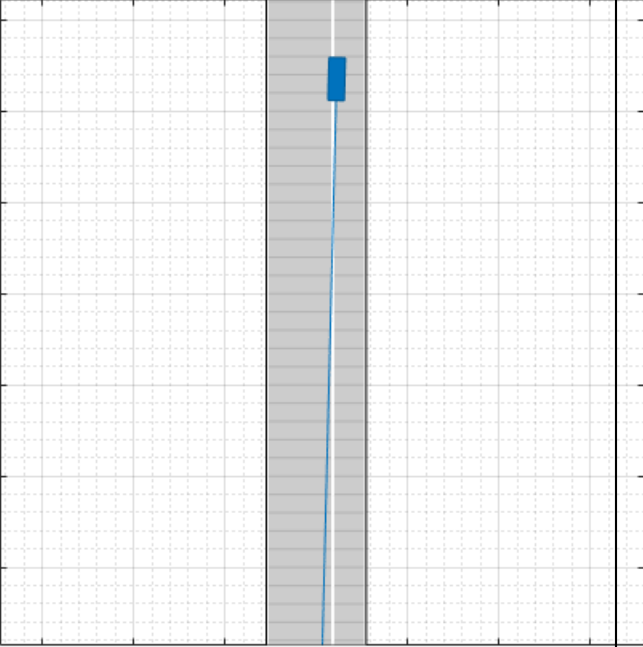
File Names	Description
LKA_DashedLine_Solid_Left_Vlat_0.5.mat	<p>The ego vehicle unintentionally departs from a lane that is dashed on the left and solid on the right. The car departs the lane from the left (dashed) side, traveling at a lateral velocity of 0.5 m/s.</p>  <p>The diagram shows a top-down view of a vehicle (represented by a blue rectangle) on a road. The road has a dashed white line on the left and a solid white line on the right. The vehicle is positioned between these two lines, with a blue line extending from its front towards the dashed line, indicating its path of travel. The vehicle is currently positioned closer to the dashed line, having just crossed it.</p> <p>Additional scenarios vary the lateral velocity and whether the dashed lane that the vehicle crosses over is on the left or right.</p>

File Names	Description
<p>LKA_DashedLine_Unmarked_Right_Vlat_0.5.mat</p>	<p>The ego vehicle unintentionally departs from a lane that is dashed on the right and unmarked on the left. The car departs the lane from the right (dashed) side, traveling at a lateral velocity of 0.5 m/s.</p>  <p>Additional scenarios vary the lateral velocity and whether the dashed lane marking that the vehicle crosses over is on the left or right.</p>

File Names	Description
LKA_RoadEdge_NoBndry_Vlat_0.5.mat	<p data-bbox="865 300 1435 426">The ego vehicle unintentionally departs from a lane and ends up on the road edge. The road edge has no lane boundary markings. The car travels at a lateral velocity of 0.5 m/s.</p>  <p data-bbox="865 1129 1414 1161">Additional scenarios vary the lateral velocity.</p>

File Names	Description
LKA_RoadEdge_NoMarkings_vlat_0.5.mat	<p>The ego vehicle unintentionally departs from a lane and ends up on the road edge. The road has no lane markings. The car travels at a lateral velocity of 0.5 m/s.</p>  <p>Additional scenarios vary the lateral velocity.</p>

File Names	Description
LKA_SolidLine_Dashed_Left_Vlat_0.5.mat	<p>The ego vehicle unintentionally departs from a lane that is solid on the left and dashed on the right. The car departs the lane from the left (solid) side, traveling at a lateral velocity of 0.5 m/s.</p>  <p>Additional scenarios vary the lateral velocity and whether the solid lane marking that the vehicle crosses over is on the left or right.</p>

File Names	Description
LKA_SolidLine_Unmarked_Right_Vlat_0.5.mat	<p>The ego vehicle unintentionally departs from a lane that is a solid on the right and unmarked on the left. The car departs the lane from the right (solid) side, traveling at a lateral velocity of 0.5 m/s.</p>  <p>Additional scenarios vary the lateral velocity and whether the solid lane marking that the vehicle crosses over is on the left or right.</p>

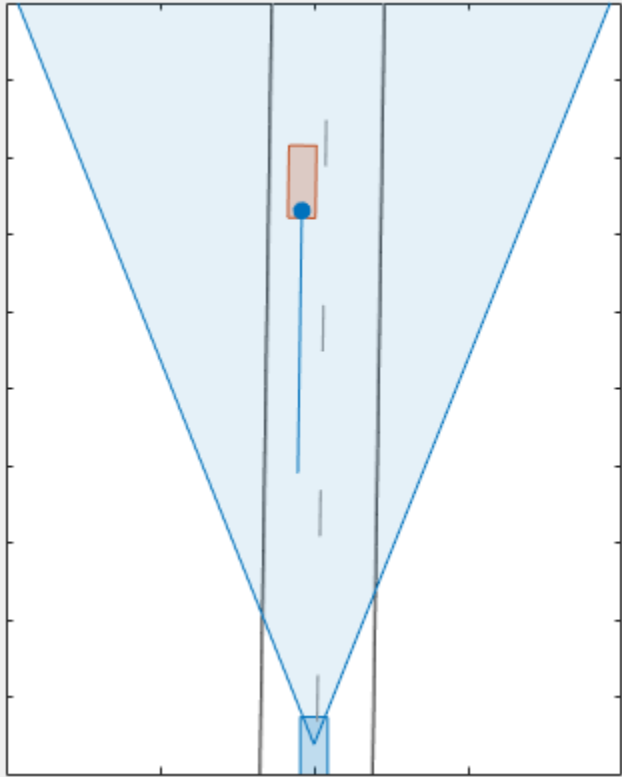
## Modify Scenario

By default, in Euro NCAP scenarios, the ego vehicle does not contain sensors. If you are testing a vehicle sensor, on the app toolstrip, click **Add Camera** or **Add Radar** to add a sensor to the ego vehicle. Then, on the **Sensor** tab, adjust the parameters of the sensors to match your sensor model. If you are testing a camera sensor, to enable the camera to detect lanes, expand the **Detection Parameters** section, and set **Detection Type** to Lanes & Objects.

You can also adjust the parameters of the roads and actors in the scenario. For example, from the **Actors** tab on the left, you can change the position or velocity of the ego vehicle or other actors. From the **Roads** tab, you can change the width of lanes or the type of lane markings.

## Generate Synthetic Detections

To generate detections from any added sensors, click **Run**. As the scenario runs, the **Ego-Centric View** displays the scenario from the perspective of the ego vehicle. The **Bird's-Eye Plot** displays the detections.



Export the detections.

- To export sensor data to the MATLAB workspace, on the app toolbar, select **Export > Export Sensor Data**. Name the workspace variable and click **OK**. The app saves the sensor data as a structure containing sensor data such as the actor poses, object detections, and lane detections at each time step.
- To export a MATLAB function that generates the scenario and its sensor data, select **Export > Export MATLAB Function**. This function returns the sensor data as a structure, the scenario as a `drivingScenario` object, and the sensor models as System objects. By modifying this function, you can create variations of the original scenario. For an example of this process, see “Create Driving Scenario Variations Programmatically” on page 5-125.

## Save Scenario

Because Euro NCAP scenarios are read-only, save a copy of the driving scenario to a new folder. To save the scenario file, on the app toolbar, select **Save > Scenario File As**.

You can reopen this scenario file from the app. Alternatively, at the MATLAB command prompt, you can use this syntax.

```
drivingScenarioDesigner(scenarioFileName)
```

You can also reopen the scenario by using the exported `drivingScenario` object. At the MATLAB command prompt, use this syntax, where `scenario` is the name of the exported object.

```
drivingScenarioDesigner(scenario)
```

To reopen sensors, use this syntax, where `sensors` is a sensor object or a cell array of such objects.

```
drivingScenarioDesigner(scenario, sensors)
```

If you are developing a driving algorithm in Simulink, you can use a Scenario Reader block to read roads and actors from the scenario file or `drivingScenario` object into your model. This block does not directly read sensor data. To add sensors that you created in the app to a Simulink model, generate a model containing your scenario and sensors by selecting **Export > Export Simulink Model**. In the model, the generated Scenario Reader block reads the scenario and the generated sensor blocks define the sensors.

## References

- [1] European New Car Assessment Programme. *Euro NCAP Assessment Protocol - SA*. Version 8.0.2. January 2018.
- [2] European New Car Assessment Programme. *Euro NCAP AEB C2C Test Protocol*. Version 2.0.1. January 2018.
- [3] European New Car Assessment Programme. *Euro NCAP LSS Test Protocol*. Version 2.0.1. January 2018.

## See Also

### Apps

**Driving Scenario Designer**

### Blocks

Scenario Reader | Driving Radar Data Generator | Vision Detection Generator | Lidar Point Cloud Generator

### Objects

`drivingScenario` | `drivingRadarDataGenerator` | `visionDetectionGenerator` | `lidarPointCloudGenerator` | `insSensor`

## More About

- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2
- “Prebuilt Driving Scenarios in Driving Scenario Designer” on page 5-22
- “Create Driving Scenario Variations Programmatically” on page 5-125
- “Autonomous Emergency Braking with Sensor Fusion” on page 8-305
- “Test Open-Loop ADAS Algorithm Using Driving Scenario” on page 5-140
- “Test Closed-Loop ADAS Algorithm Using Driving Scenario” on page 5-146

## External Websites

- Euro NCAP Safety Assist Protocols



## Cuboid Versions of 3D Simulation Scenes in Driving Scenario Designer

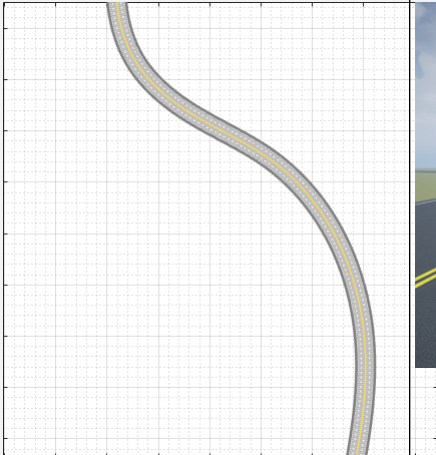

The **Driving Scenario Designer** app provides prebuilt scenarios that recreate scenes from the 3D simulation environment within the cuboid simulation environment. In these cuboid versions of the scenes, you can add vehicles represented using simple box shapes and specify their trajectories. Then, you can simulate these vehicles and trajectories in your Simulink model by using the higher fidelity 3D simulation versions of the scenes. The 3D environment renders these scenes using the Unreal Engine from Epic Games. For more details about the environment, see “Unreal Engine Simulation for Automated Driving” on page 6-2.

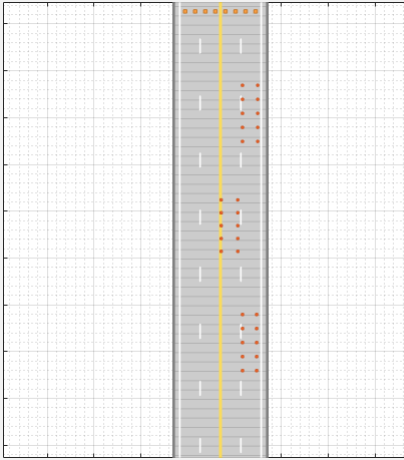
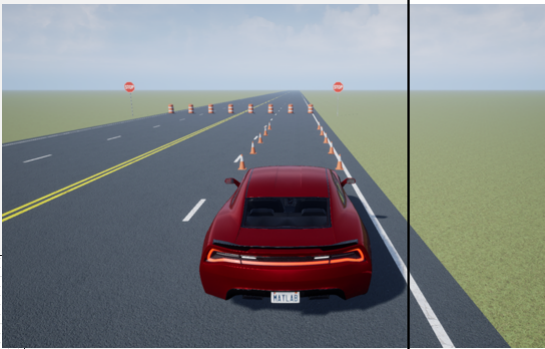
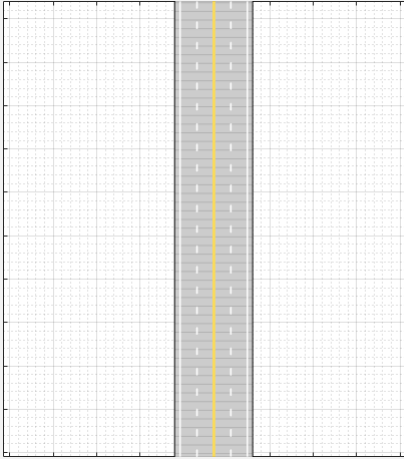

### Choose 3D Simulation Scenario

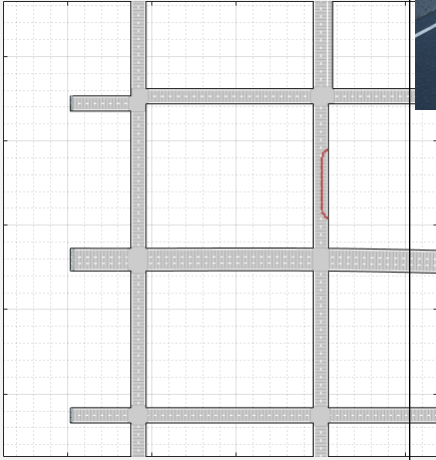

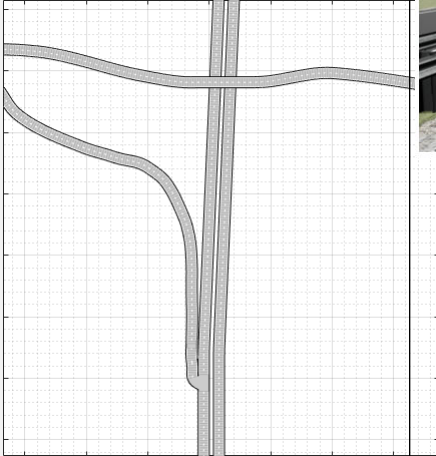
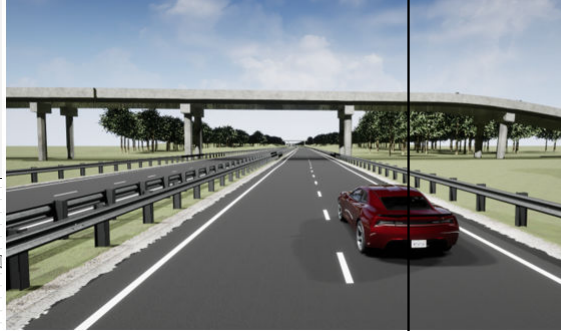
Open the **Driving Scenario Designer** app. At the MATLAB command prompt, enter `drivingScenarioDesigner`.

The app stores the 3D simulation scenarios as MAT-files called scenario files. To open a scenario file, first select **Open > Prebuilt Scenario** on the app toolstrip. The **PrebuiltScenarios** folder that opens includes subfolders for all prebuilt scenarios available in the app.

Double-click the **Simulation3D** folder, and then choose one of the scenarios described in this table.

File Name of Cuboid Scenario	Description	Corresponding 3D Scene
CurvedRoad.mat	Curved, looped road 	Curved Road 

File Name of Cuboid Scenario	Description	Corresponding 3D Scene
<p>DoubleLaneChange.mat</p>	<p>Straight road with traffic cones and traffic barrels that are set up for executing a double lane change</p> <p>The cuboid version does not include the traffic signs or traffic light that are in the corresponding 3D scene.</p> 	<p>Double Lane Change</p> 
<p>StraightRoad.mat</p>	<p>Straight road segment</p> 	<p>Straight Road</p> 

File Name of Cuboid Scenario	Description	Corresponding 3D Scene
<p>USCityBlock.mat</p>	<p>City block with intersections and barriers</p> <p>The cuboid version does not include the traffic lights that are in the corresponding 3D scene. It also does not include crosswalk or pedestrian markings at intersections or objects inside the city blocks, such as buildings, trees, and fire hydrants.</p> 	<p>US City Block</p> 
<p>USHighway.mat</p>	<p>Highway with traffic cones and barriers</p> <p>The cuboid version does not include the traffic signs or guard rails that are in the corresponding 3D scene.</p> 	<p>US Highway</p> 

**Note** The **Driving Scenario Designer** app does not include cuboid versions of these scenes:

- Large Parking Lot
- Open Surface
- Parking Lot
- Virtual Mcity

To generate vehicle trajectories for these unsupported scenes or for custom scenes, use the process described in the “Select Waypoints for Unreal Engine Simulation” on page 8-872 example.

---

## Modify Scenario

With the scenario loaded, you can now add vehicles to the scenario, set their trajectories, and designate one of the vehicles as the ego vehicle. For an example that shows how to do complete these actions, see “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2.

If you plan to simulate these vehicles in the corresponding 3D scene, avoid modifying the road network or existing road objects, such as barriers and traffic cones. Otherwise, you can break parity between the two versions and simulation results might differ. To prevent such accidental changes to the existing road network, road interactions are disabled by default. If you want to modify the road network, in the bottom-left corner of the **Scenario Canvas** pane, click the Configure the Scenario

Canvas button . Then, select **Enable road interactions**.

You can add sensors to the ego vehicle, but you cannot recreate these sensors in the 3D environment. The environment has its own sensors in the form of Simulink blocks. For more details, see “Choose a Sensor for Unreal Engine Simulation” on page 6-17.

## Save Scenario

Because these scenarios are read-only, to save your scenario file, you must save a copy of it to a new folder. On the app toolstrip, select **Save > Scenario File As**.

You can reopen the saved scenario file from the app. Alternatively, at the MATLAB command prompt, enter this command, where *scenarioFileName* represents the scenario file to open.

```
drivingScenarioDesigner(scenarioFileName)
```

## Recreate Scenario in Simulink for 3D Environment

After you save the scenario file containing the vehicles and other actors that you added, you can recreate these vehicles in trajectories in Simulink. At a high level, follow this workflow:

- 1 Configure 3D scene — In a new model, add a Simulation 3D Scene Configuration block and specify the 3D scene that corresponds to your scenario file.
- 2 Read actor poses from scenario file — Add a Scenario Reader block and read the actor poses at each time step from your scenario file. These poses comprise the trajectories of the actors.
- 3 Transform actor poses — Output the actors, including the ego vehicle, from the Scenario Reader block. Use Vehicle To World and Cuboid To 3D Simulation blocks to convert the actor poses to the coordinate system used in the 3D environment.

- 4 Specify actor poses to vehicles — Add Simulation 3D Vehicle with Ground Following blocks that correspond to the vehicles in your model. Specify the converted actor poses as inputs to the vehicle blocks.
- 5 Add sensors and simulate — Add sensors, simulate in the 3D environment, and view sensor data using the **Bird's-Eye Scope**.

For an example that follows this workflow, see “Visualize Sensor Data from Unreal Engine Simulation Environment” on page 6-37.

## See Also

**Apps**  
**Driving Scenario Designer**

**Blocks**  
Simulation 3D Scene Configuration | Scenario Reader | Vehicle To World | Cuboid To 3D Simulation

## More About

- “Prebuilt Driving Scenarios in Driving Scenario Designer” on page 5-22
- “Visualize Sensor Data from Unreal Engine Simulation Environment” on page 6-37

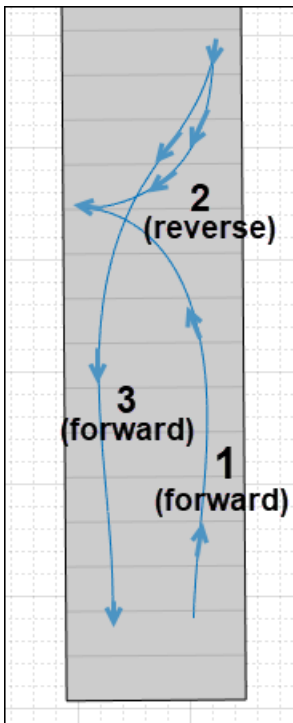
## Create Reverse Motion Driving Scenarios Interactively

This example shows how to create a driving scenario in which a vehicle drives in reverse by using the **Driving Scenario Designer** app. In this example, you specify a vehicle that completes a three-point turn.

### Three-Point Turn Scenario

A three-point turn is a basic driving maneuver for changing directions on a road. The three segments of a three-point turn consist of these motions:

- 1 Drive forward and turn toward the opposite side of the road.
- 2 Drive in reverse while turning back toward the original side of the road.
- 3 Drive forward toward the opposite side of the road to complete the change in direction.



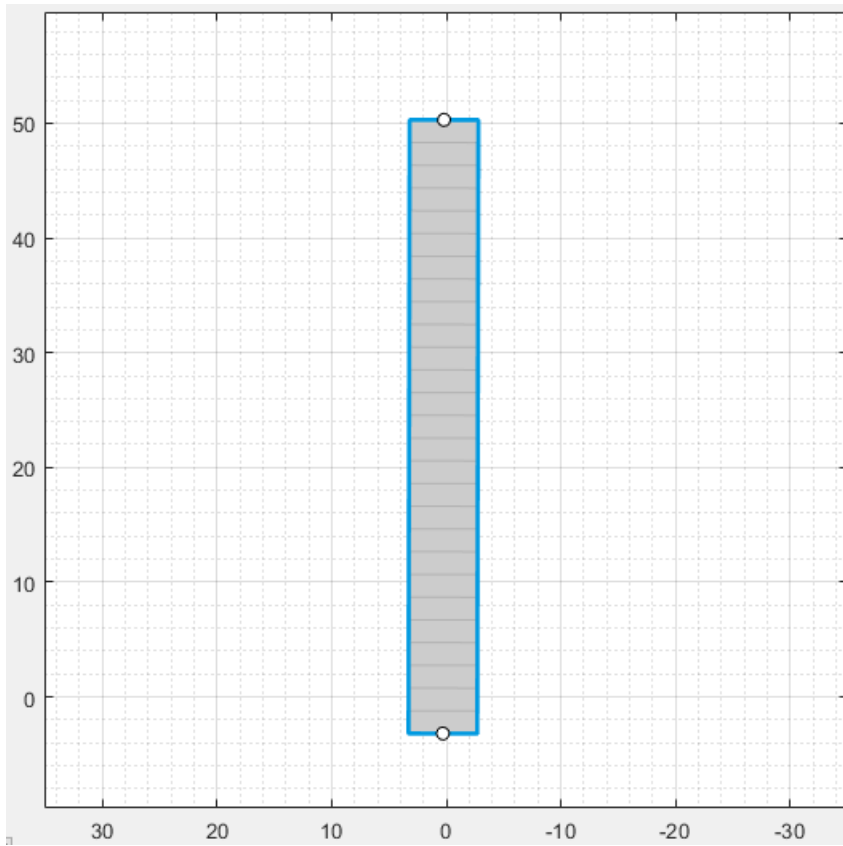
You can use reverse motions to design more complex scenarios for testing automated driving algorithms.

### Add Road

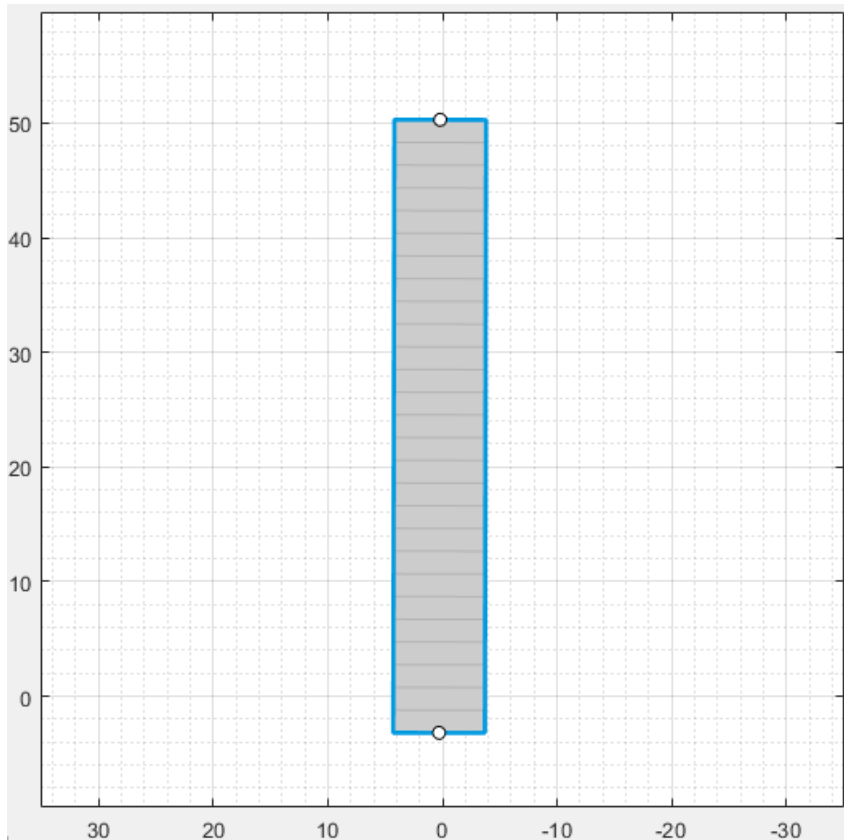
Open the **Driving Scenario Designer** app.

```
drivingScenarioDesigner
```

Add a straight road to the scenario. Right-click the **Scenario Canvas** pane and select **Add Road**. Extend the road toward the top of the canvas until it is about 50 meters long. Double-click to commit the road to the canvas.



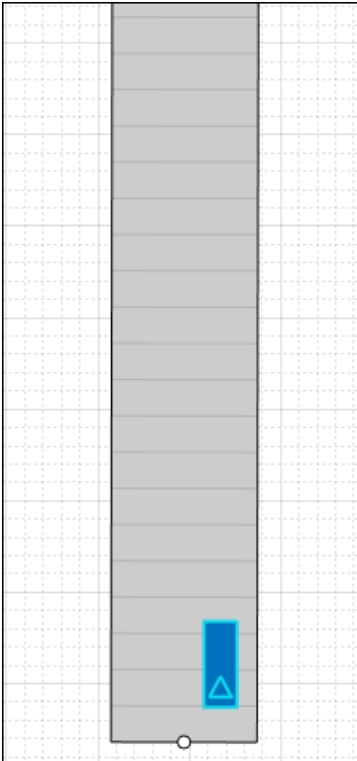
Expand the width of the road to leave enough room for the vehicle to complete the three-point turn. In the left pane, on the **Roads** tab, increase **Width (m)** from 6 to 8.



### Add Vehicle

Add a vehicle to the road. Right-click the bottom right corner of the road and select **Add Car**. Zoom in on the vehicle and the first half of the road, which is where the vehicle will execute the three-point turn.

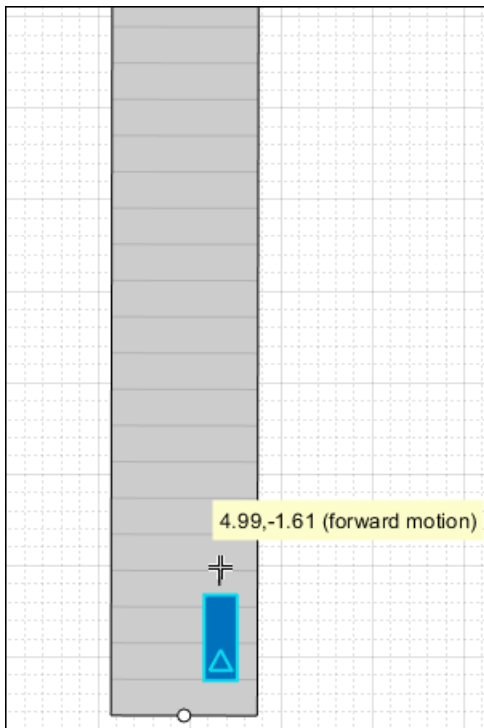




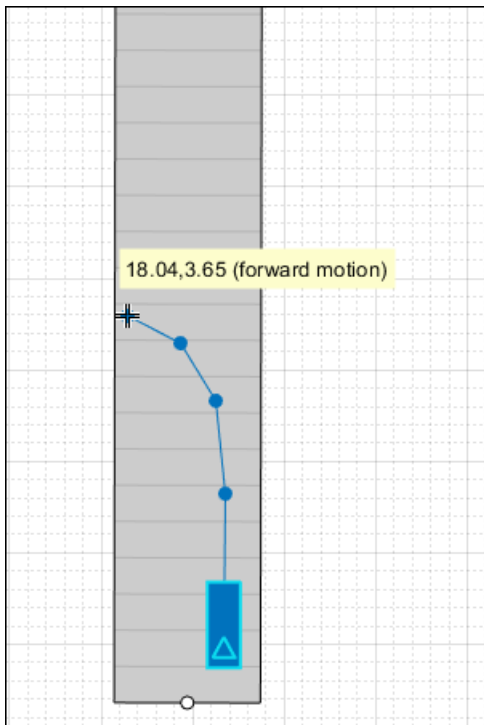
## Add Trajectory

Specify a trajectory for the vehicle to complete a three-point turn.

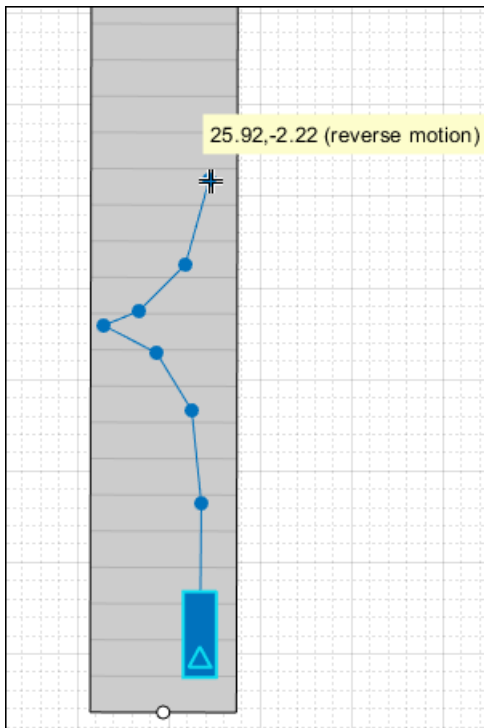
- 1 Right-click the vehicle and select **Add Forward Waypoints**. The pointer displays the  $(x,y)$  position on the canvas and the motion direction that the car will travel as you specify waypoints.



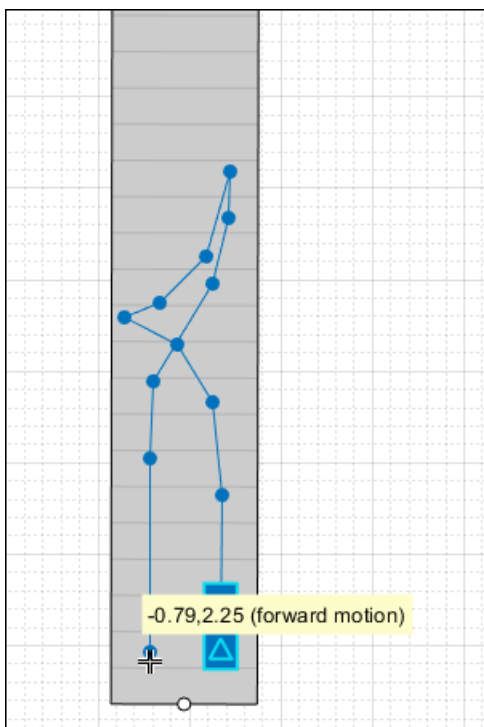
- 2 Specify the first segment of the three-point turn. Click to add waypoints that turn toward the left side of the road.



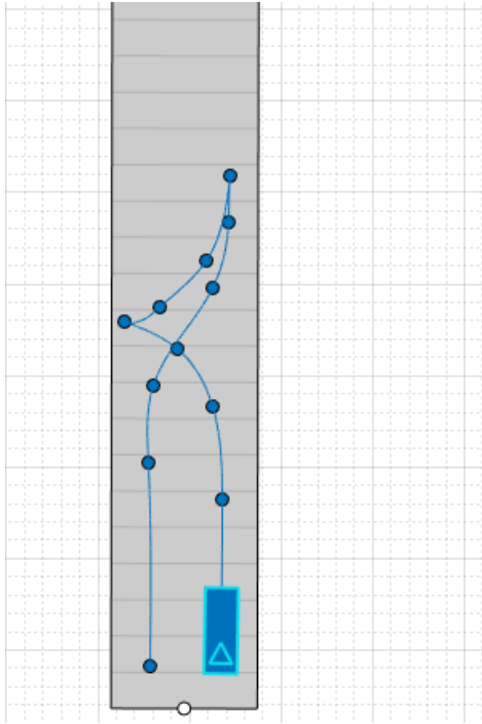
- 3 Specify the second segment of the three-point turn. Press **Ctrl+R** to switch to specifying reverse waypoints. Then, click to add waypoints that turn back toward the right side of the road.



- 4 Specify the third segment of the three-point turn. Press **Ctrl+F** to switch back to specifying forward waypoints. Then click to add waypoints that turn back toward the left side of the road, adjacent to the first specified waypoint.



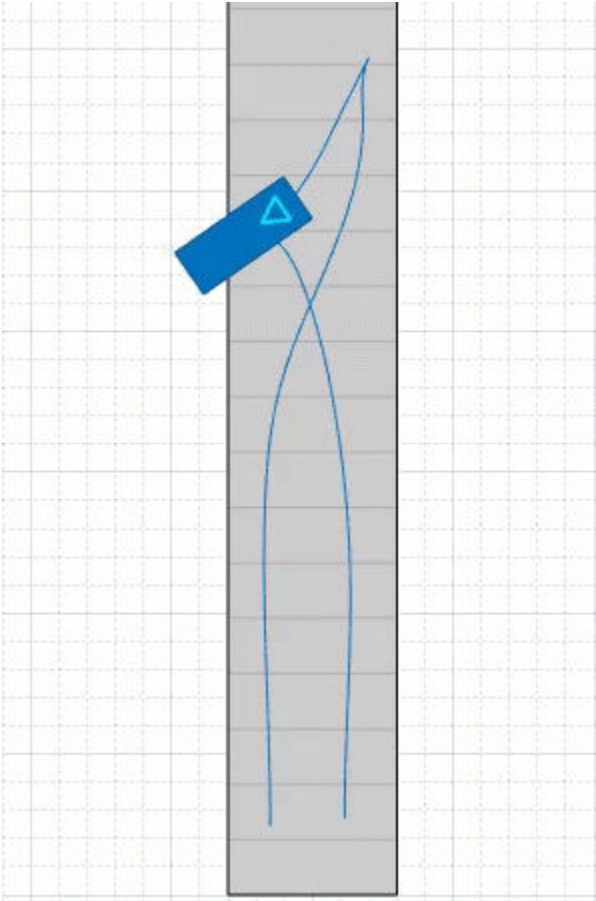
- 5 Press **Enter** to commit the waypoints to the canvas.



### Run Simulation

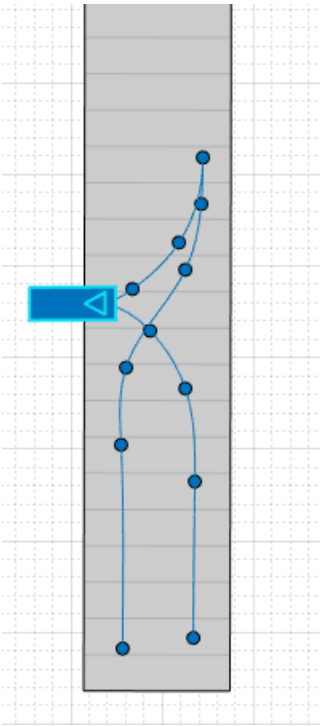
Run the simulation. To view the direction that the car is traveling, on the app toolbar, select **Display > Show actor pose indicator during simulation**.

As the simulation runs, the vehicle briefly stops between each point in the three-point turn. When switching between forward and reverse motions in a trajectory, the app automatically sets the  $v$  (m/s) value at the waypoint where the switch occurs to  $0$ .

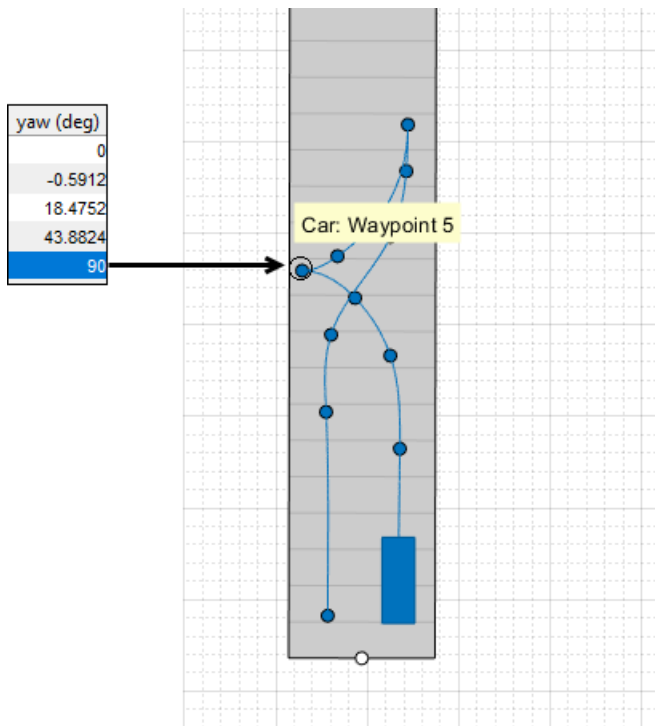


### Adjust Trajectory Using Specified Yaw Values

To fine-tune the trajectory, set specific yaw orientation angles for the vehicle to reach at specific waypoints. For example, as the vehicle begins its reverse motion trajectory, suppose you want the vehicle to be at exactly a 90-degree angle from where it started.



First, determine the ID of the waypoint where the vehicle begins this reverse motion by moving your pointer over that waypoint. Then, in the **Waypoints, Speeds, Wait Times, and Yaw** table in the left pane, set the **yaw (deg)** value of the corresponding row to 90. For example, if the vehicle begins its reverse motion at waypoint 5, update the fifth row of the **yaw (deg)** column.



During simulation, the vehicle is now turned exactly 90 degrees from where it began. To clear a previously set yaw value, right-click a waypoint and select **Restore Default Yaw**. You can also clear all set yaw values by right-clicking the vehicle and selecting **Restore Default Yaws**.

To work with prebuilt scenarios that use reverse motions and turns with specified yaw values, see the prebuilt autonomous emergency braking (AEB) scenarios described in “Euro NCAP Driving Scenarios in Driving Scenario Designer” on page 5-44.

## See Also

### Apps

#### Driving Scenario Designer

## More About

- “Euro NCAP Driving Scenarios in Driving Scenario Designer” on page 5-44
- “Create Actor and Vehicle Trajectories Programmatically” on page 8-642

## Generate INS Sensor Measurements from Interactive Driving Scenario

The **Driving Scenario Designer** app enables you to create driving scenarios interactively and generate synthetic sensor data for testing your automated driving algorithms. In driving scenarios that represent geographic locations, you can add a sensor that fuses measurements from an inertial navigation system (INS) and global navigation satellite system (GNSS) such as a GPS, and generate the fused measurements. You can then export this synthetic inertial sensor data to MATLAB for further analysis.

### Import Road Network

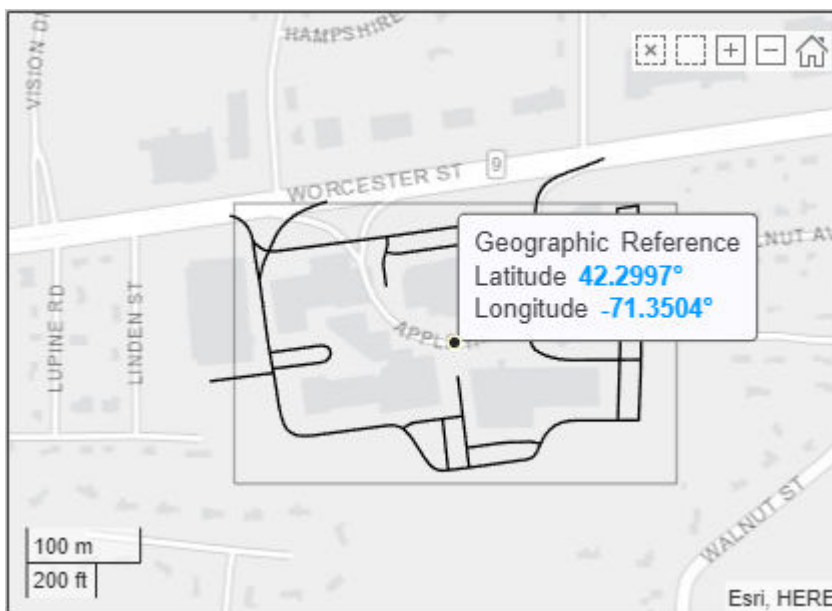
To generate realistic INS and GNSS sensor data from the app, you must use a road network that is based on a real-world geographic location. This example uses a road network that is imported from OpenStreetMap. It is the same road network used in the “Import OpenStreetMap Data into Driving Scenario” on page 5-111 example.

- 1 Open the **Driving Scenario Designer** app.  
`drivingScenarioDesigner`
- 2 On the app toolstrip, select **Import** and then **OpenStreetMap**.
- 3 In the OpenStreetMap Import dialog box, browse for this file, where *matlabroot* is the root of your MATLAB folder:

`matlabroot/examples/driving/data/applehill.osm`

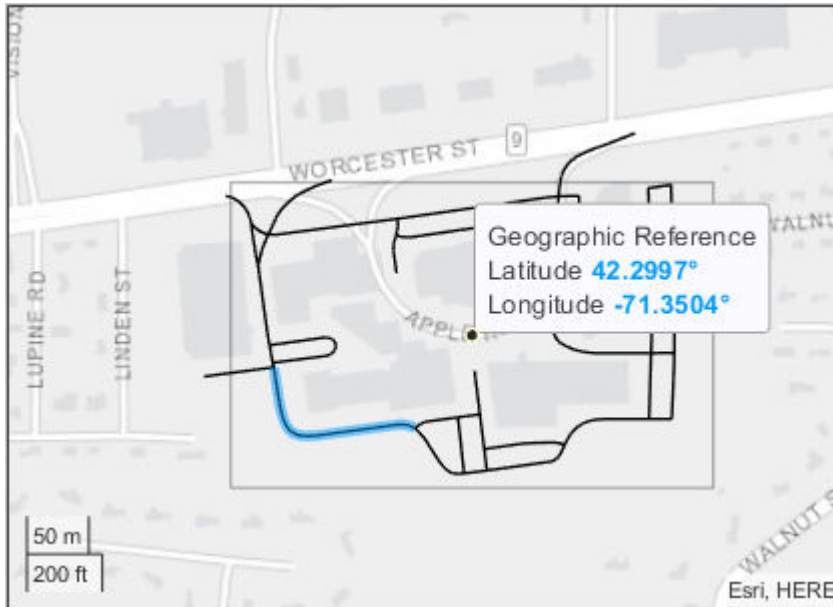
The file was downloaded from <https://www.openstreetmap.org>, which provides access to crowd-sourced map data all over the world. The data is licensed under the Open Data Commons Open Database License (ODbL), <https://opendatacommons.org/licenses/odbl/>.

After you load the file, the **Select Roads** section of the dialog box displays the road network for the MathWorks® Apple Hill campus.

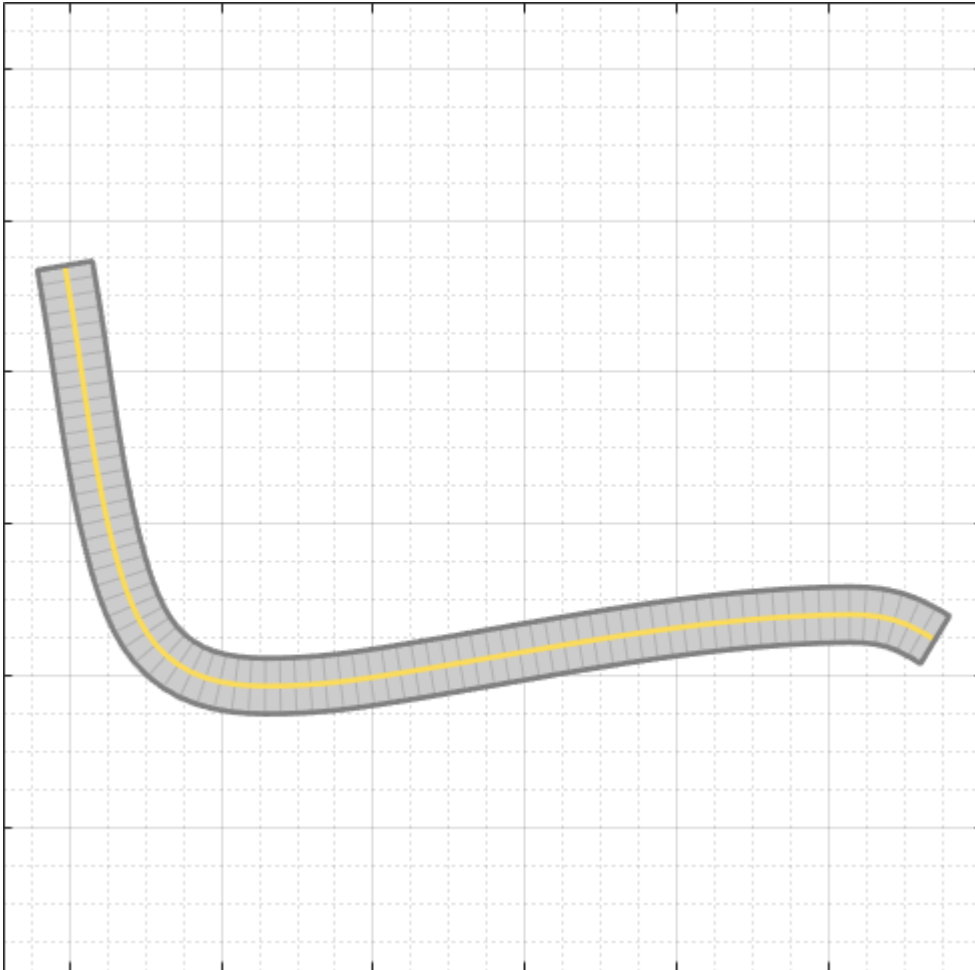




- To keep the driving scenario simple for this example, click to select only the bottom-left road segment for import.



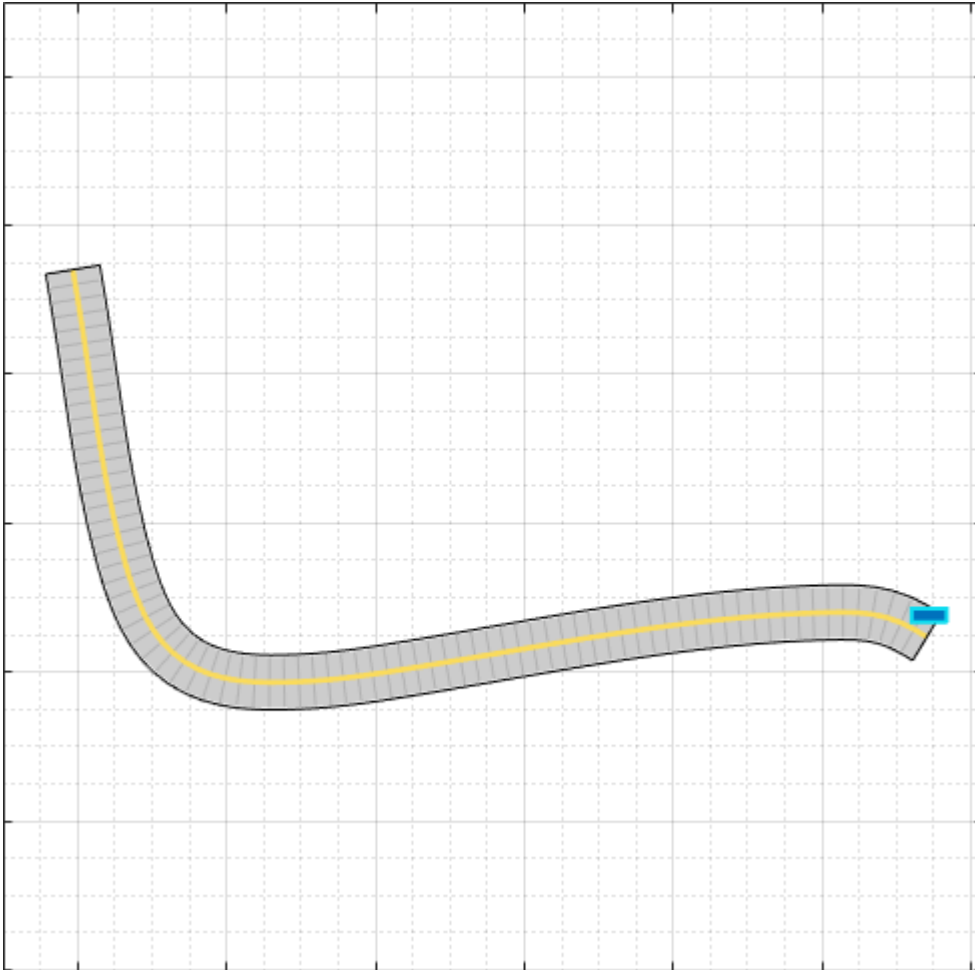
- Click **Import**. The app imports the road and generates a road network.



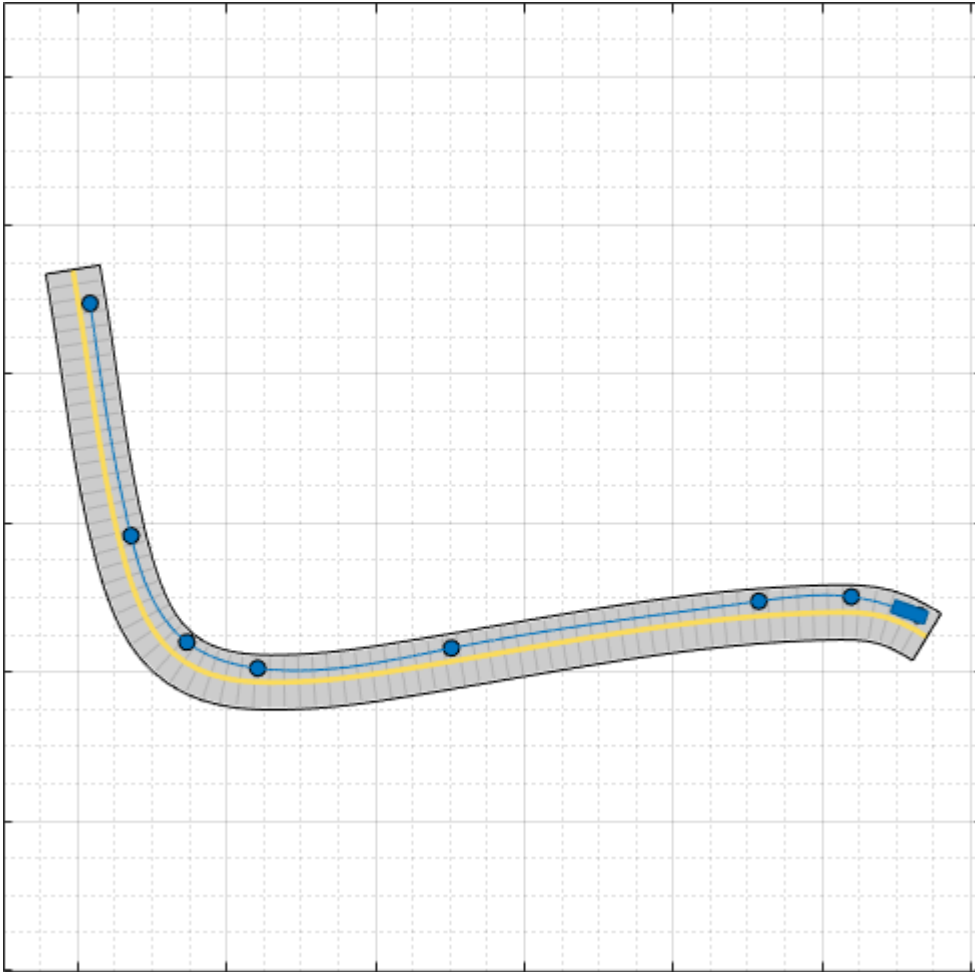
### Add Actor and Trajectory

To create a trajectory that is compatible with INS and GNSS sensor readings, the trajectory must be smooth, with minimal jerk and no discontinuities in acceleration. Create an actor and specify a trajectory that follows the road.

- 1 On the app toolstrip, select **Add Actor** and then **Car**.
- 2 On the **Scenario Canvas**, click to add the car to the right end of the road.



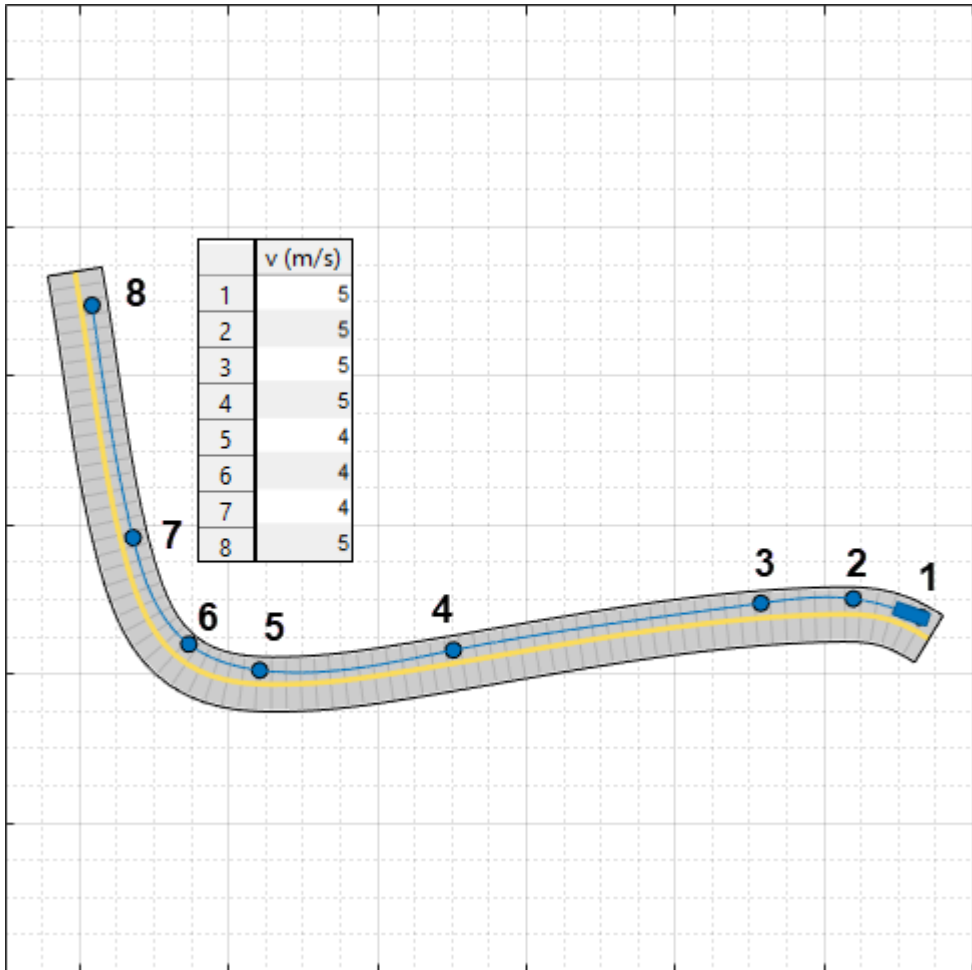
- 3 Right-click the car and select **Add Forward Waypoints**. Then, click to add waypoints along the length of the road. When you add the last waypoint, press **Enter** to commit the trajectory to the road.



## Smooth the Trajectory

By using the default trajectory values, the car travels at a constant speed of 30 m/s (about 67 mph) through each waypoint. This speed is suitable for a highway scenario, but not for the geographic location used in this example. Reduce the speed of the car to 5 m/s (about 11 mph), and specify slower speeds around the turn.

- 1 On the **Actors** tab at the left, in the **Trajectory** section, set **Constant Speed (m/s)** to 5. In the **Waypoints, Speeds, Wait Times, and Yaw** table, the app reduces the **v (m/s)** values from 30 to 5.
- 2 For the waypoints around the turn, reduce the **v (m/s)** values to 4. In this sample trajectory, the car slows down to 4 m/s when it reaches waypoint 5, maintains this speed through waypoints 6 and 7, and speeds back up to 5 m/s by the time it reaches waypoint 8.



- 3 Select **Use smooth, jerk-limited trajectory**, which is a required parameter for working with INS sensor simulation.

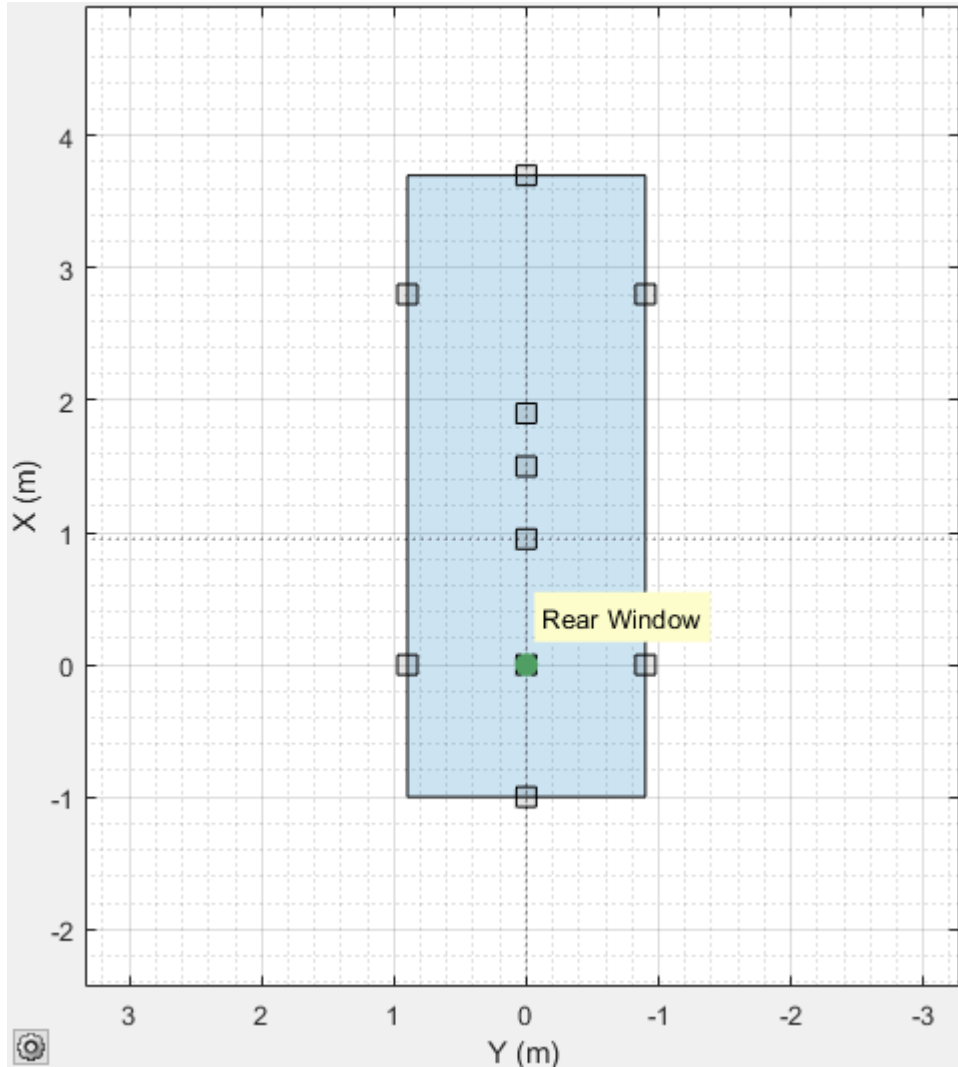
If you receive an error that the app is unable to create a smooth trajectory, try making the following changes:

- Increase the distance between the waypoints where the car reduces speed (between waypoints 4 and 5 in the previous image). The extended distance gives the car more time to decelerate. Similarly, you can also extend the distance between the waypoints where the car increases speed (between waypoints 7 and 8 in the previous image).
- Reduce the speed values, and check that the difference in speed between waypoints is not too great. Using the previous image as an example, if you had specified a speed of 10 m/s for the last waypoint, the car would not have enough space to accelerate to that speed from 4 m/s.
- Increase the **Jerk ( $\text{m/s}^3$ )** parameter value. Increasing this value increases the number of possible trajectories that the app can compute at the expense of reduced comfort for human passengers.

## Add INS Sensor

Mount the INS sensor to the car.

- 1 On the app toolbar, click **Add INS**.
- 2 On the **Sensor Canvas**, click to add the INS sensor to the predefined **Rear Window** location. Placing a sensor at this location mounts the sensor at the ego vehicle origin.



- 3 (Optional) On the **Sensors** tab at the left, modify the measurement parameters of the sensor. For example, you can modify the accuracy of the yaw, pitch, and roll readings, or the accuracy of position, velocity, and acceleration measurement.

## Simulate Scenario

Generate INS data from the scenario by simulating the scenario. On the app toolbar, click **Run**. The **Bird's-Eye Plot** shows no sensor data because the app does not support INS sensor visualization.

If the simulation runs too slowly given the slow speeds used in the trajectory, increase the sample time of the scenario. On the app toolbar, click **Settings**, and adjust the **Sample Time (ms)** parameter.

## Export to MATLAB and Explore Sensor Data

The **Driving Scenario Designer** app enables you to export data from the most recent simulation run. Export the scenario sensor data to the MATLAB workspace and view the generated INS measurements.

- 1 On the app toolstrip, select **Export** and then **Export Sensor Data**.
- 2 Name the sensor data variable to be exported `sensorData` and click **OK**.
- 3 Explore the exported sensor data. The exported data is a structure array containing actor poses and sensor data at each simulation time step. Because the scenario contains no sensors that produce object detections, lane detections, or point clouds, the corresponding structure fields are empty arrays. The number of structures shown here differs from the number in your exported variable.

```
sensorData
sensorData =
    1×89 struct array with fields:
    Time
    ActorPoses
    ObjectDetections
    LaneDetections
    PointClouds
    INSMeasurements
```

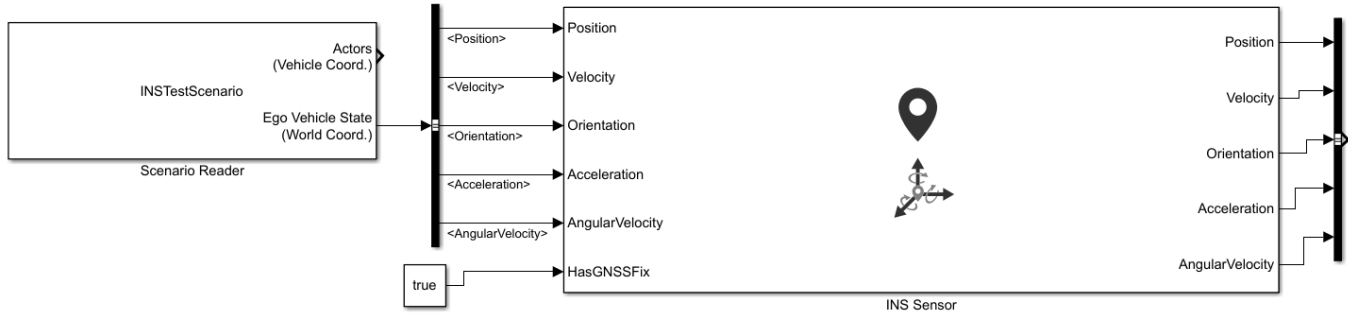
- 4 View the data for the first INS measurement. INS measurements are stored in a cell array of structures. Because the scenario contains only one INS sensor, the cell array has only one structure. The fields of the INS measurement structure are the same as the fields produced when you generate measurements from an `insSensor System` object™. The INS measurement shown here will differ from the measurement in your exported variable.

```
sensorData(1).INSMeasurements{:}
ans =
    struct with fields:
        Orientation: [0.5389 0.4500 160.6807]
        Position: [-48.1293 -72.3647 0.9084]
        Velocity: [-4.7473 1.6082 -0.0525]
        Acceleration: [7.0945e-11 2.0255e-10 0]
        AngularVelocity: [3.0819e-15 -1.5500e-15 -2.4593e-09]
```

Alternatively, by selecting **Export** and then **MATLAB Function** from the app, you can export a MATLAB function for reproducing the scenario and INS sensor at the MATLAB command line. The INS sensor returned by this function is an `insSensor System` object.

## Export Scenario and Sensor to a Simulink Model

The **Driving Scenario Designer** app enables you to export the scenario and sensors to a Simulink model. Save the scenario as `INSTestScenario.MAT`. To generate Simulink blocks for the scenario and its sensors, on the app toolstrip, select **Export** > **Export Simulink Model**. This model shows sample blocks that were exported from the app.



### See Also

**Apps**  
Driving Scenario Designer

**Objects**  
insSensor | drivingScenario

**Functions**  
smoothTrajectory | state

**Blocks**  
INS | Scenario Reader

### Related Examples

- “Import OpenStreetMap Data into Driving Scenario” on page 5-111



## Import ASAM OpenDRIVE Roads into Driving Scenario

ASAM OpenDRIVE is an open file format that enables you to specify large and complex road networks. Using the **Driving Scenario Designer** app, you can import roads and lanes from an ASAM OpenDRIVE file into a driving scenario. You can then add actors and sensors to the scenario and generate synthetic lane and object detections for testing your driving algorithms developed in MATLAB. Alternatively, to test driving algorithms developed in Simulink, you can use a Scenario Reader block to read the road network and actors into a model.

The app supports importing road networks from OpenDRIVE® file versions 1.4 and 1.5, as well as ASAM OpenDRIVE file version 1.6.

To import ASAM OpenDRIVE roads and lanes into a `drivingScenario` object instead of into the app, use the `roadNetwork` function.

### Import ASAM OpenDRIVE File

To import an ASAM OpenDRIVE file into the **Driving Scenario Designer** app, follow these steps:

- 1 Open the **Driving Scenario Designer** app. At the MATLAB command prompt, enter:  
`drivingScenarioDesigner`
- 2 On the app toolstrip, click **Import > ASAM OpenDRIVE File**.
- 3 In the ASAM OpenDRIVE Import dialog box, browse for a valid ASAM OpenDRIVE file of type `.xodr` or `.xml`.

In this example, you navigate to this file, where `matlabroot` is the root of your MATLAB folder:

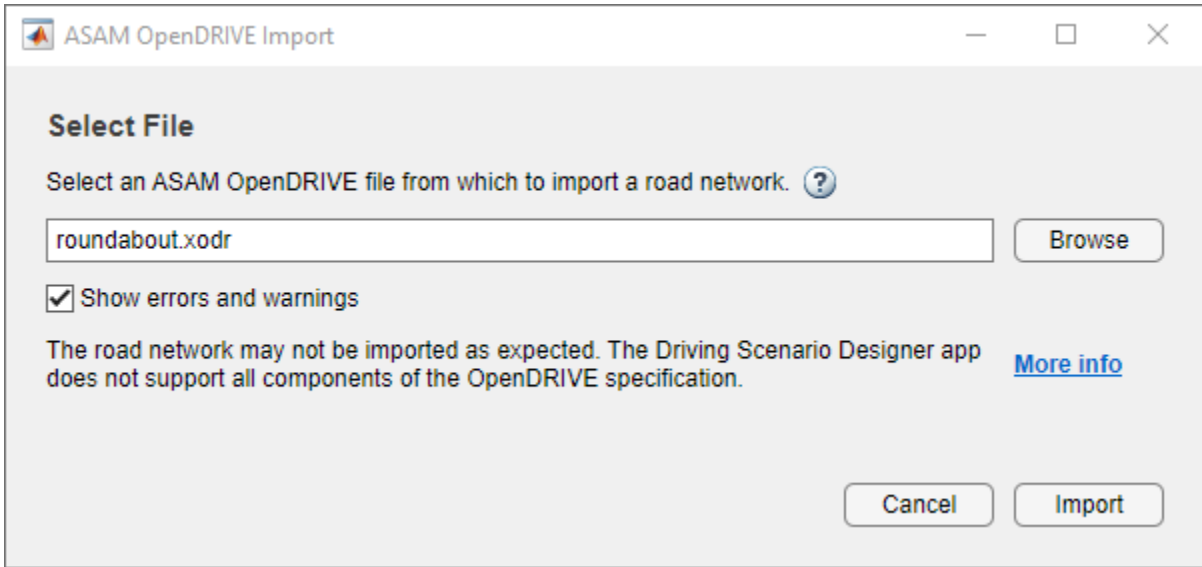
```
matlabroot/examples/driving/data/roundabout.xodr
```

---

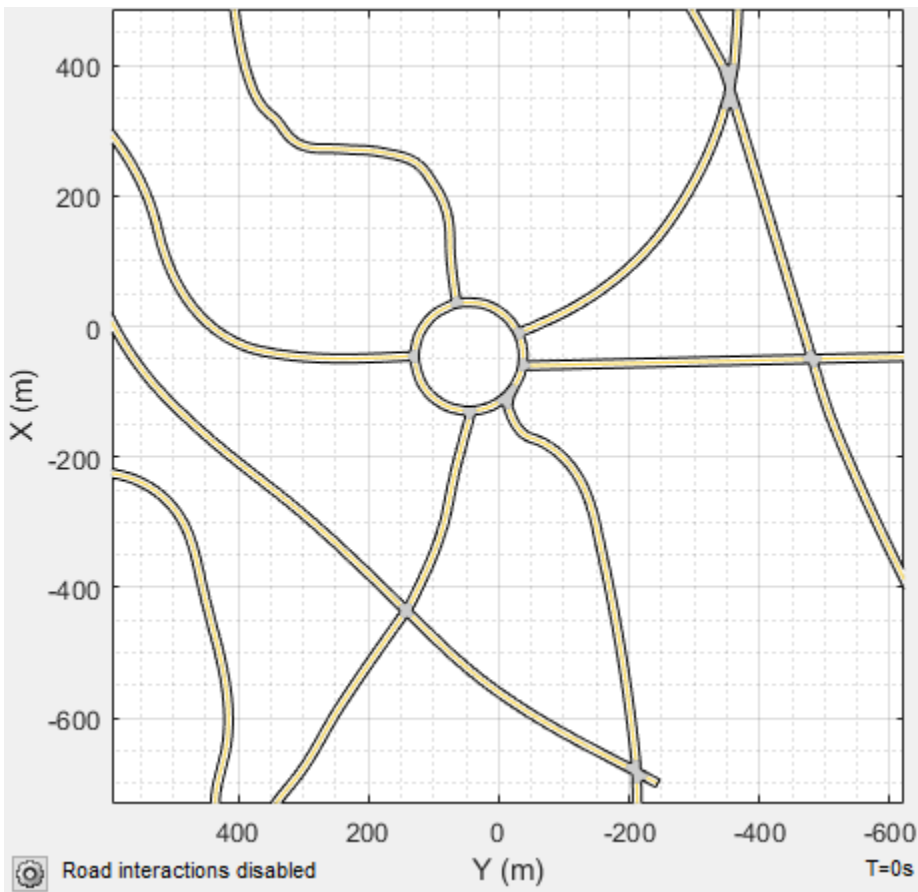
**Note** You cannot import an ASAM OpenDRIVE road network into an existing driving scenario. If you attempt to do so, the app prompts you to save your existing scenario.

---

- 4 (Optional) If you do not want to see any errors or warnings that may occur during import, clear the **Show errors and warnings** parameter. By default, this parameter is selected.
- 5 Click **Import**. If you have selected the **Show errors and warnings** parameter, the Import ASAM OpenDRIVE Results dialog box displays any warnings and errors that occur during import. You can copy these warnings and errors to a text file. Then, close the dialog box.



The **Scenario Canvas** of the app displays the imported road network.

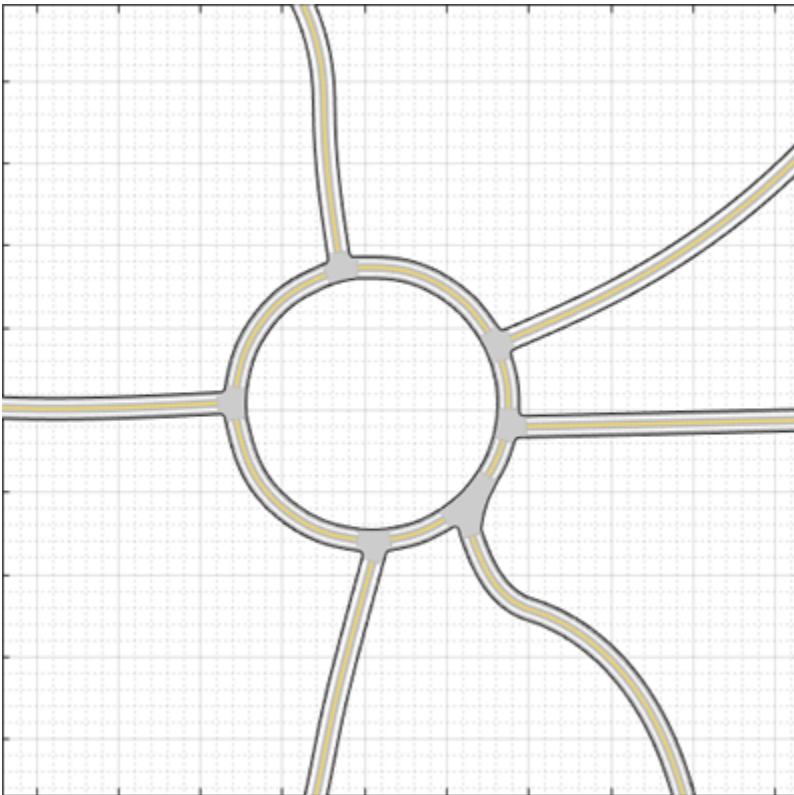


**Note** As of R2021b, the ASAM OpenDRIVE import feature offers functional and visual improvements, as well as a few additional limitations.

- You can now add new roads to a scenario and export a MATLAB function after importing an ASAM OpenDRIVE road network.
- You can now import roads with multiple lane specifications.
- Imported roads show boundary lines that were not shown previously.
- Road centers always appear in the middle of imported roads. Previously, some roads were showing road centers on the road edges.
- Junctions are represented using a RoadGroup object that combines road segments within a junction. Previously, each road segment within a junction was represented separately. As a result, imported road networks now use a smaller number of roads.
- The road IDs, number of roads, junction IDs, and number of junctions in a driving scenario may not match those specified in the imported ASAM OpenDRIVE file.

## Inspect Roads

The roads in the imported network are thousands of meters long. Use the mouse wheel to zoom in the road network and inspect it more closely. The road network contains a roundabout that connects six roads.



Verify that the road network imported as expected, keeping in mind the following limitations and behaviors within the app.

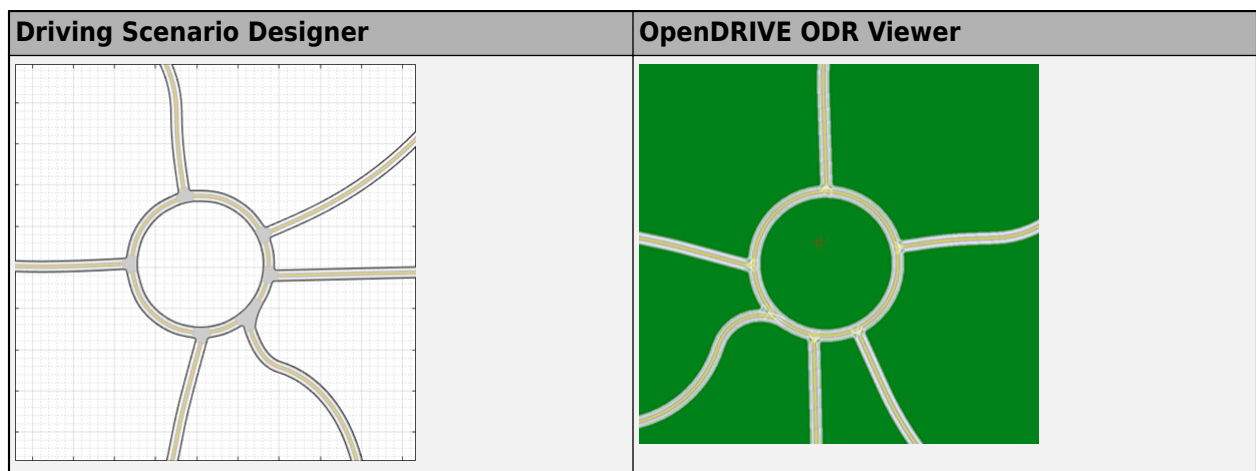
## ASAM OpenDRIVE Import Limitations

The **Driving Scenario Designer** app does not support all components of the ASAM OpenDRIVE specification.

- You can import only lanes, lane type information, and roads. The import of road objects and traffic signals is not supported.
- ASAM OpenDRIVE files containing large road networks can take up to several minutes to load. In addition, these road networks can cause slow interactions on the app canvas. Examples of large road networks include ones that model the roads of a city or ones with roads that are thousands of meters long.
- Lanes with variable widths are not supported. The width is set to the highest width found within that lane. For example, if a lane has a width that varies from 2 meters to 4 meters, the app sets the lane width to 4 meters throughout.
- When you import one-way roads with multiple lane specifications, the app supports only those segment taper positions that match the travel direction of lane. For example, the app supports importing only right taper position for the right lanes. Left or both types of taper position are not supported for right lanes.
- Roads with lane type information specified as **driving**, **border**, **restricted**, **shoulder**, and **parking** are supported. Lanes with any other lane type information are imported as border lanes.
- Lane marking styles **Bott Dots**, **Curbs**, and **Grass** are not supported. Lanes with these marking styles are imported as unmarked.

## Road Orientation

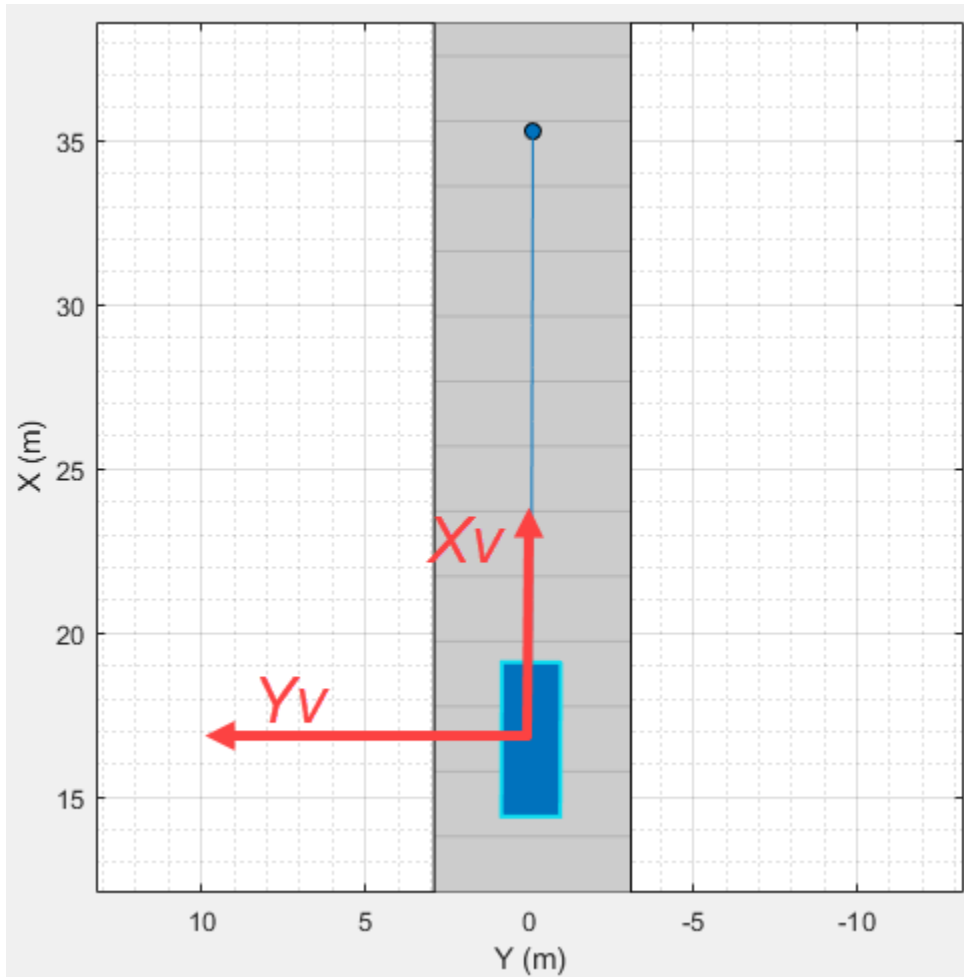
In the **Driving Scenario Designer** app, the orientation of roads can differ from the orientation of roads in other tools that display ASAM OpenDRIVE roads. The table shows this difference in orientation between the app and the OpenDRIVE ODR Viewer.



In the OpenDRIVE ODR viewer, the  $X$ -axis runs along the bottom of the viewer, and the  $Y$ -axis runs along the left side of the viewer.

In the **Driving Scenario Designer** app, the  $Y$ -axis runs along the bottom of the canvas, and the  $X$ -axis runs along the left side of the canvas. This world coordinate system in the app aligns with the vehicle coordinate system  $(X_v, Y_v)$  used by vehicles in the driving scenario, where:


- The  $X_V$ -axis (longitudinal axis) points forward from a vehicle in the scenario.
- The  $Y_V$ -axis (lateral axis) points to the left of the vehicle, as viewed when facing forward.



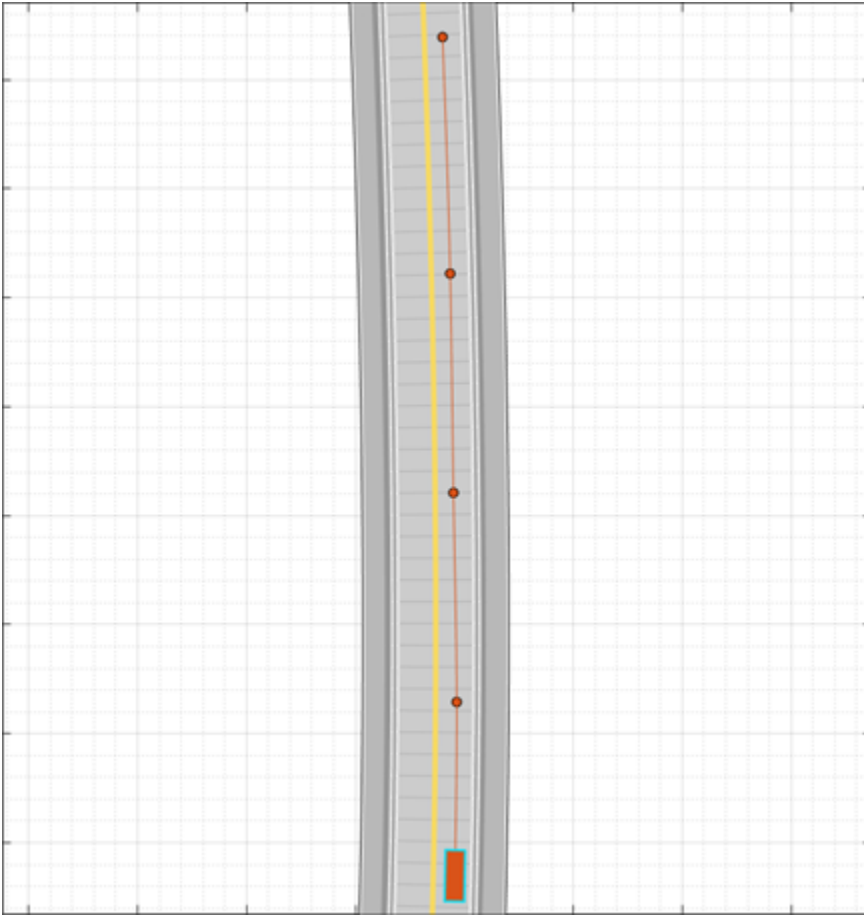
For more details about the coordinate systems, see “Coordinate Systems in Automated Driving Toolbox” on page 1-2.

## Add Actors and Sensors to Scenario

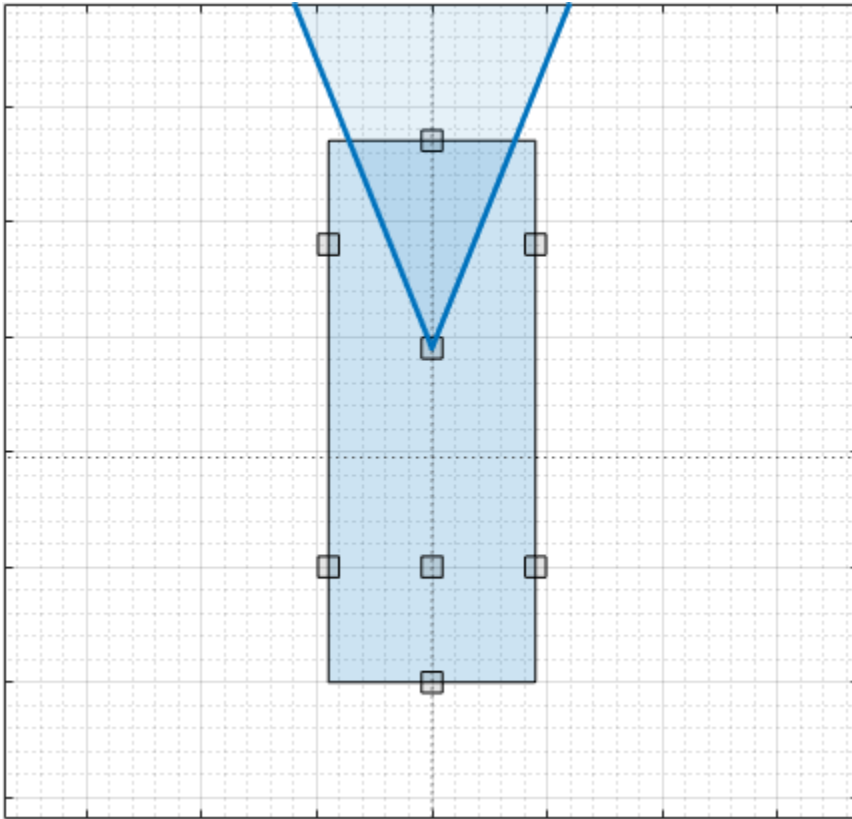
You can add actors and sensors to a scenario containing ASAM OpenDRIVE roads.

Before adding an actor and sensors, if you have road interactions enabled, consider disabling them to prevent you from accidentally dragging road centers and changing the road network. If road interactions are enabled, in the bottom-left corner of the **Scenario Canvas**, click the Configure the Scenario Canvas button , and then clear **Enable road interactions**.

Add an ego vehicle to the scenario by right-clicking one of the roads in the canvas and selecting **Add Car**. To specify the trajectory of the car, right-click the car in the canvas, select **Add Forward Waypoints (Ctrl+F)**, and add waypoints along the road for the car to pass through. After you add the last waypoint along the road, press **Enter**. The car autorotates in the direction of the first waypoint.



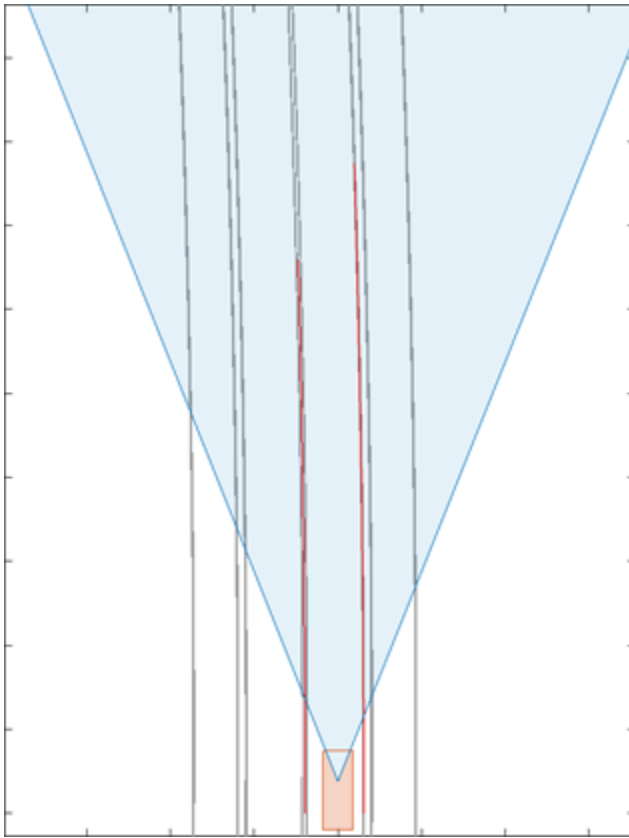
Add a camera sensor to the ego vehicle. On the app toolstrip, click **Add Camera**. Then, on the sensor canvas, add the camera to the predefined location representing the front window of the car.



Configure the camera to detect lanes. In the left pane, on the **Sensors** tab, expand the **Detection Parameters** section. Then, set the **Detection Type** parameter to Lanes.

## Generate Synthetic Detections

To generate lane detections from the camera, on the app toolbar, click **Run**. As the scenario runs, the **Ego-Centric View** displays the scenario from the perspective of the ego vehicle. The **Bird's-Eye Plot** displays the left-lane and right-lane boundaries of the ego vehicle.



To export a MATLAB function that generates the scenario and its detections, on the app toolstrip, click **Export > MATLAB Function**.

To export the detections to the MATLAB workspace, on the app toolstrip, click **Export > Export Sensor Data**. Name the workspace variable and click **OK**.

## Save Scenario

After you generate the detections, click **Save** to save the scenario file. In addition, you can save the sensor models as separate files. You can also save the road and actor models together as a separate scenario file.

You can reopen this scenario file from the app. Alternatively, at the MATLAB command prompt, you can use this syntax.

```
drivingScenarioDesigner(scenarioFileName)
```

If you are developing a driving algorithm in Simulink, you can use a Scenario Reader block to read the roads and actors from the `drivingScenario` object or the scenario file into your model. Scenario files containing large ASAM OpenDRIVE road networks can take up to several minutes to read into models. The Scenario Reader block does not directly read sensor data. To add sensors created in the app to a Simulink model, you can generate a model containing your scenario and sensors by selecting **Export > Simulink Model**. In this model, a Scenario Reader block reads the scenario and radar and vision sensor blocks model the sensors.



## See Also

### Apps

Driving Scenario Designer

### Blocks

Scenario Reader

### Objects

drivingScenario

### Functions

roadNetwork

## More About

- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2
- “Prebuilt Driving Scenarios in Driving Scenario Designer” on page 5-22
- “Coordinate Systems in Automated Driving Toolbox” on page 1-2
- “Scenario Generation from Recorded Vehicle Data” on page 8-518
- “Export Driving Scenario to ASAM OpenDRIVE File” on page 5-98
- “Export Driving Scenario to ASAM OpenSCENARIO File” on page 5-164

## External Websites

- [ASAM OpenDRIVE](#)

## Export Driving Scenario to ASAM OpenDRIVE File

ASAM OpenDRIVE is an open file format that enables you to specify large and complex road networks. Using the **Driving Scenario Designer** app, you can export the roads, lanes, junctions, and actors in a driving scenario to an ASAM OpenDRIVE file. There may be variations between the original scenario and the exported scenario. For details, see “Limitations” on page 5-101.

The app supports exporting driving scenarios to OpenDRIVE file versions V1.4, V1.5, and ASAM OpenDRIVE file version V1.6.

To programmatically export the roads, lanes, junctions, and actors in a `drivingScenario` object to an OpenDRIVE file, use the `export` object function of the `drivingScenario` object.

## Load Scenario File

To open the **Driving Scenario Designer** app, enter this command at the MATLAB command prompt:

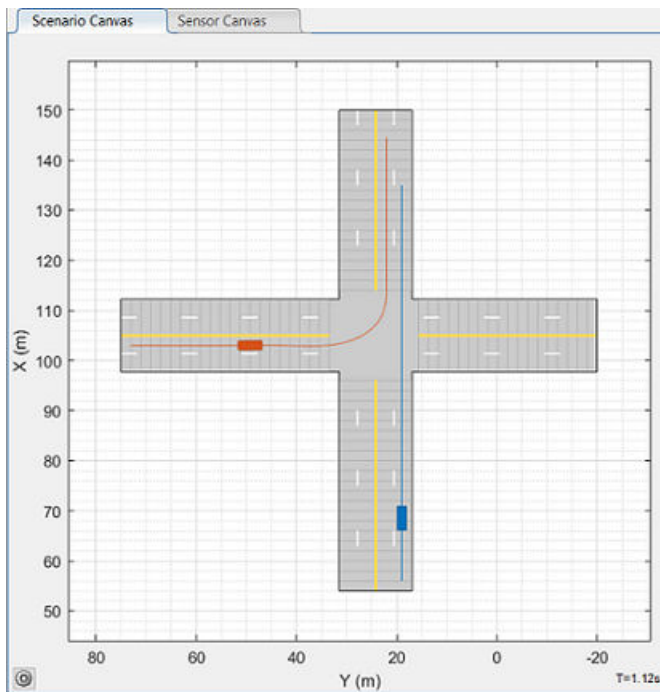
```
drivingScenarioDesigner
```

To load a scenario file, on the app toolbar, click **Open > Scenario File**. The file you select must be a valid driving scenario session file with the `.mat` file extension.

From your MATLAB root folder, navigate to and open this file:

```
matlabroot/examples/driving/data/LeftTurnScenario.mat
```

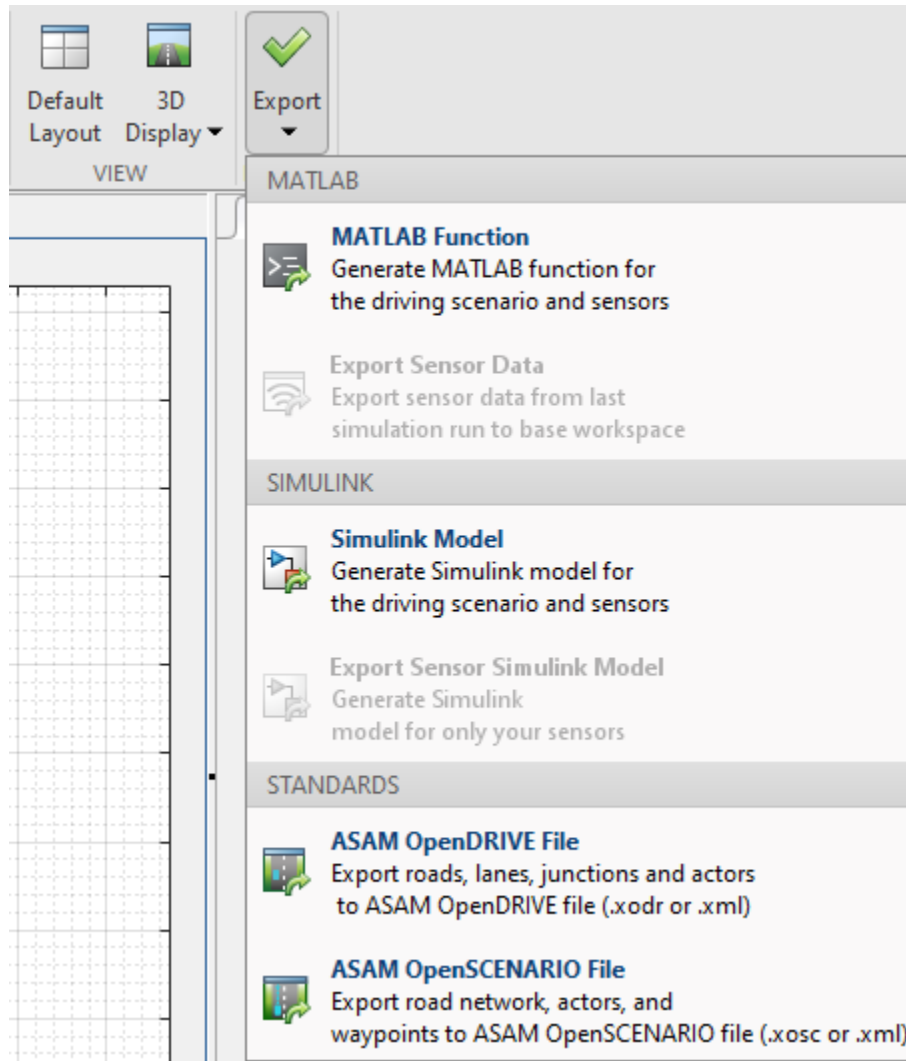
The **Scenario Canvas** tab displays the scenario.



**Note** You can also create a scenario by using the **Driving Scenario Designer** app, and then export the scenario to an ASAM OpenDRIVE file. For information about how to create a scenario, see “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2.

## Export to ASAM OpenDRIVE

To export the roads, lanes, junctions, and actors in the scenario to an ASAM OpenDRIVE file, on the app toolstrip, click **Export > ASAM OpenDRIVE File**.

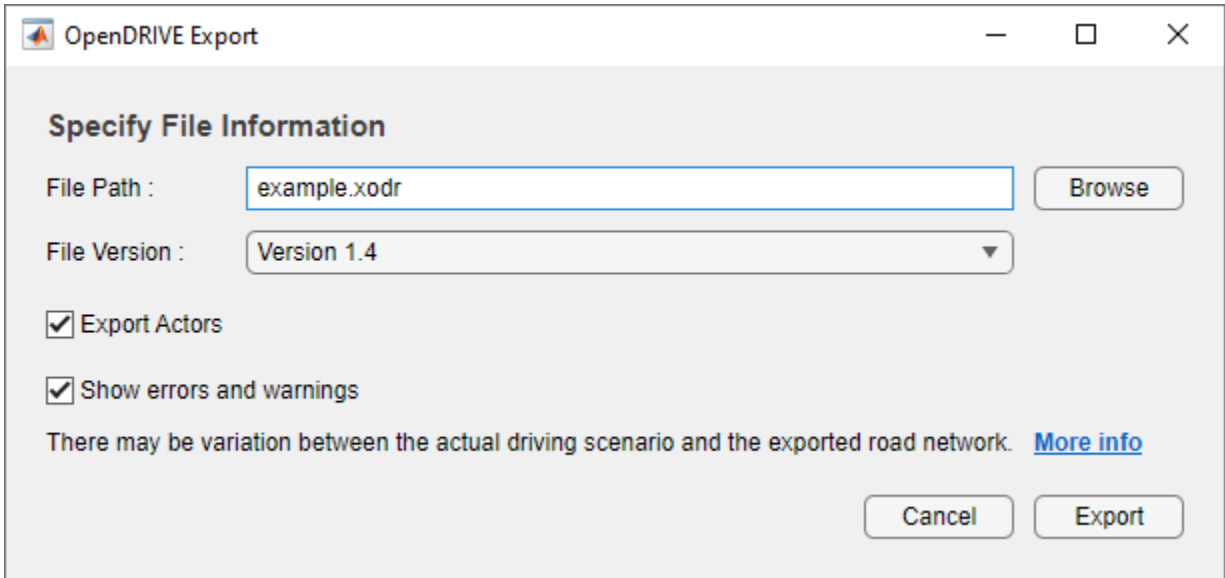


The app opens the OpenDRIVE Export dialog box . Specify file information using these options:

- **File Path** — Specify a name for the output ASAM OpenDRIVE file with either the `.xodr` or `.xml` file extension. By default, the app saves the file in the current working directory. To specify a different file location, click **Browse**. If a file with the specified name already exists, the app overwrites the existing file.
- **File Version** — Specify the file format version for the output file as `Version 1.4` (default), `Version 1.5`, or `Version 1.6`.

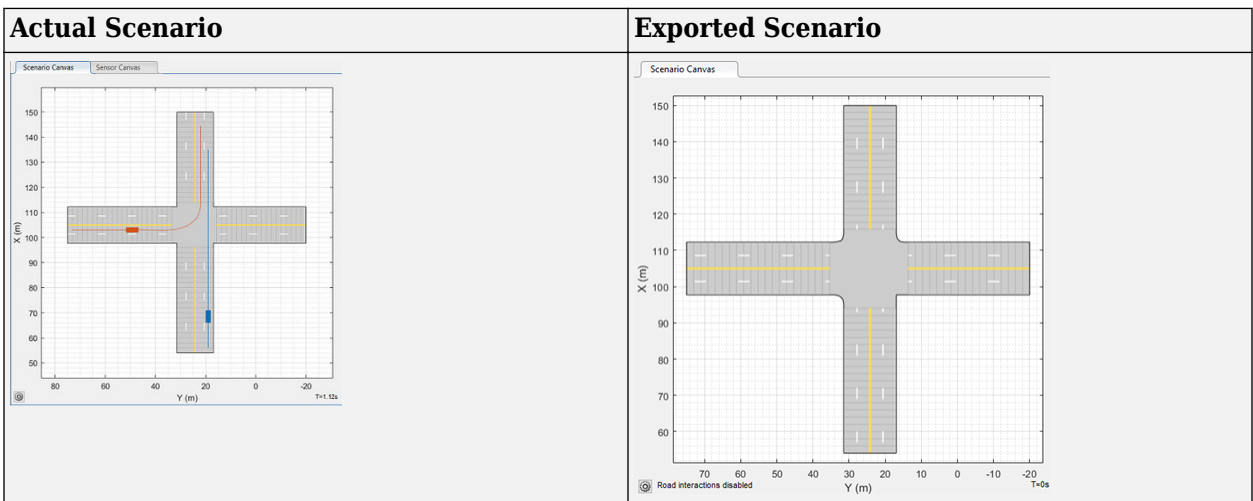
- **Export Actors** — Select this parameter to export actors to ASAM OpenDRIVE file. By default, this parameter is selected.
- **Show errors and warnings** — Select this parameter to display errors and warnings that occur during export. By default, this parameter is selected.

Once you have specified the file information, click **Export**. If you have selected the **Show errors and warnings** parameter, the Export ASAM OpenDRIVE Results dialog box displays any warnings and errors that occur during export. You can copy these warnings and errors to a text file. Then, close the dialog box.



## Inspect Exported Scenario

To inspect the exported scenario using the **Driving Scenario Designer** app, on the app toolbar, select **Import > ASAM OpenDRIVE File**. Select the exported ASAM OpenDRIVE file and click **Open**. The app does not support importing actors specified in ASAM OpenDRIVE file. See “Import ASAM OpenDRIVE Roads into Driving Scenario” on page 5-89 for more details.

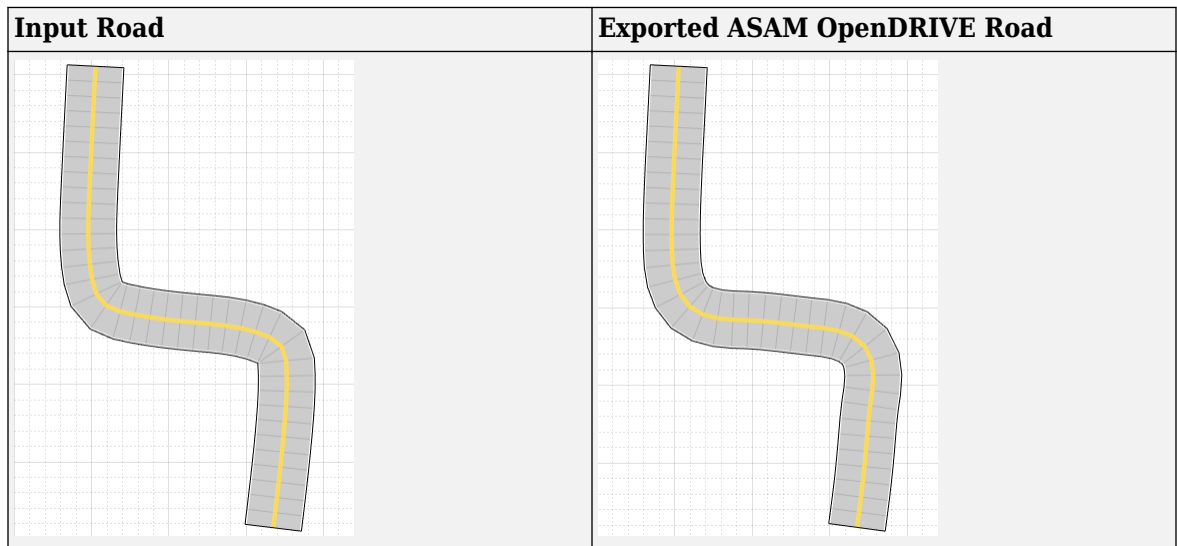


Notice that the exported road network shows minor variations at the road junction. For more information about the variations, see "Limitations" on page 5-101.

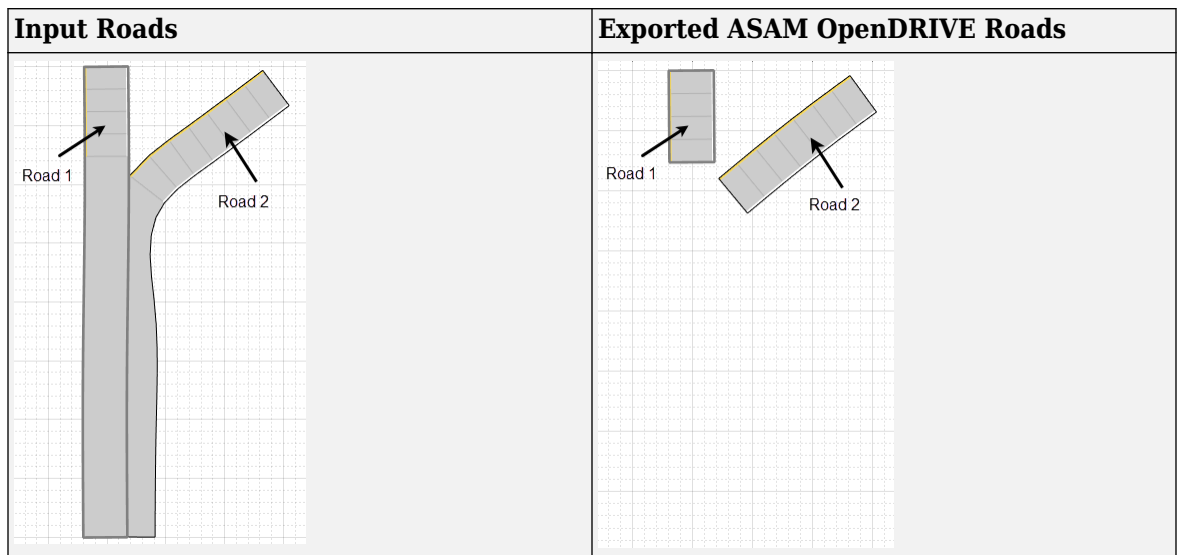
## Limitations

### Roads

- The cubic polynomial and the parametric cubic polynomial geometry types in the scenario are exported as spiral geometry types. This causes some variations in the exported road geometry if the road is a curved road. For example, in the figure below, notice that the sharp corners in the input road became relatively smooth when exported to the ASAM OpenDRIVE format.

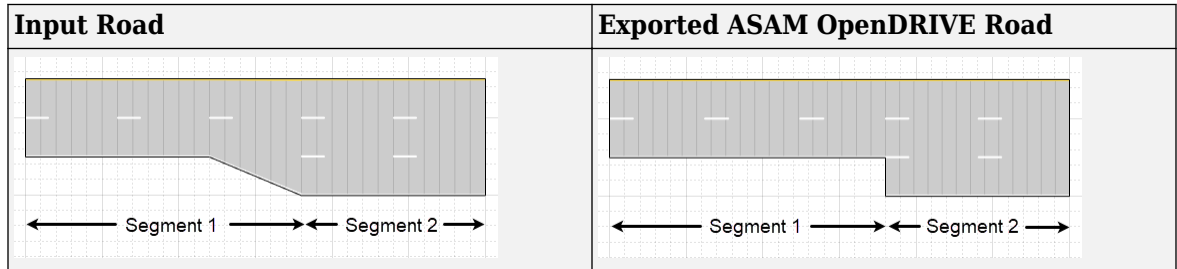


- When segments of adjacent roads overlap with each other, the app does not export the overlapping segments of the roads.



**Lanes**

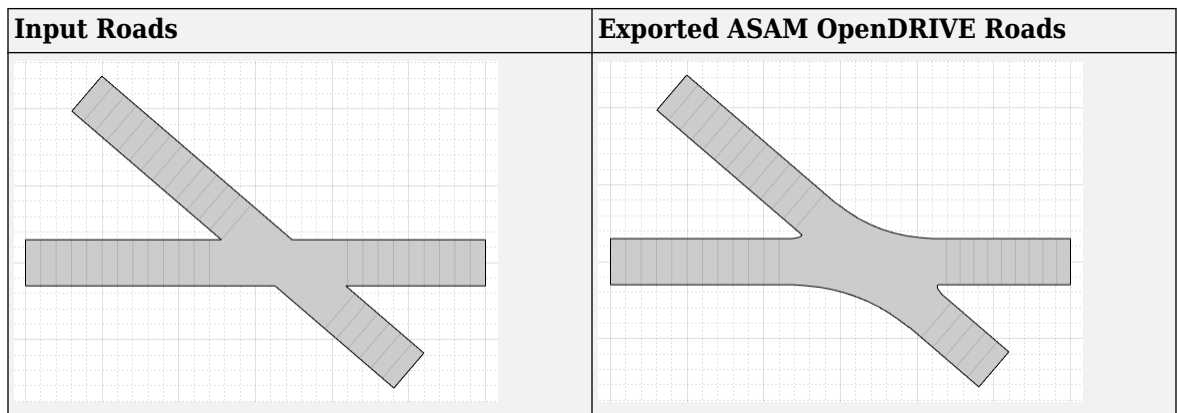
- When a road with multiple lane specifications contains a taper between two road segments, the app exports the road without taper.



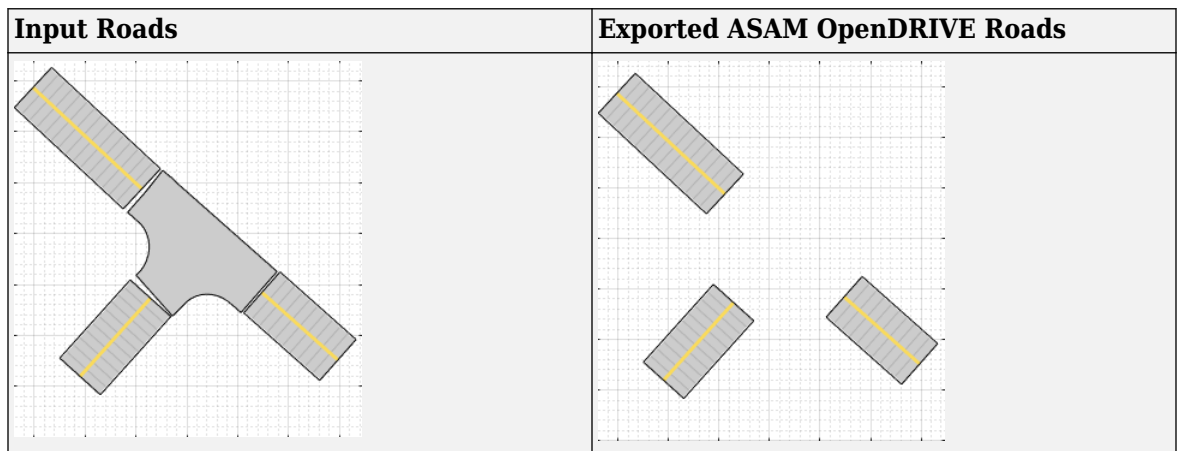
- When a road consisting of multiple segments is connected to a junction, the app does not export the road.

**Junctions**

- The junctions of the road network are processed without lane connection information, so the junction shapes may not be accurate in the exported scenario.



- When a junction is not connected to any road, the app does not export such junction.



To export a detached junction to an ASAM OpenDRIVE file, you can manually drag incoming or outgoing roads and attach them to the junction.

**Actors**

- The app does not export any actor that is present either on a junction or on a road with multiple road segments.
- While exporting a user-defined actor, the app sets the type of object to ' none ' .

**ASAM OpenDRIVE Import**

- When you export a driving scenario object that contains an imported ASAM OpenDRIVE scenario, the limitations of ASAM OpenDRIVE import apply to ASAM OpenDRIVE export. For information on the limitations of ASAM OpenDRIVE import, see “Import ASAM OpenDRIVE Roads into Driving Scenario” on page 5-89.

**See Also****Apps****Driving Scenario Designer****Objects**

drivingScenario

**Functions**

export

**More About**

- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2
- “Prebuilt Driving Scenarios in Driving Scenario Designer” on page 5-22
- “Coordinate Systems in Automated Driving Toolbox” on page 1-2
- “Import ASAM OpenDRIVE Roads into Driving Scenario” on page 5-89
- “Export Driving Scenario to ASAM OpenSCENARIO File” on page 5-164

**External Websites**

- ASAM OpenDRIVE

## Import HERE HD Live Map Roads into Driving Scenario

HERE HD Live Map<sup>3</sup> (HERE HDLM), developed by HERE Technologies, is a cloud-based web service that enables you to access highly accurate, continuously updated map data. Using the **Driving Scenario Designer** app, you can import map data from the HERE HDLM service and use it to generate roads for your driving scenarios.

This example focuses on importing map data in the app. Alternatively, to import HERE HDLM roads into a `drivingScenario` object, use the `roadNetwork` function.

### Set Up HERE HDLM Credentials

To access the HERE HDLM web service, you must enter valid HERE credentials from HERE Technologies. Set up these credentials by using the `hereHDLMCredentials` function. At the MATLAB command prompt, enter:

```
hereHDLMCredentials setup
```

In the HERE HD Live Map Credentials dialog box, enter a valid **Access Key ID** and **Access Key Secret**. To save your credentials for future MATLAB sessions on your machine, in the dialog box, select **Save my credentials between MATLAB sessions** and click **OK**. The credentials are now saved for the rest of your MATLAB session on your machine.

If you need to change your credentials, you can delete them and set up new ones by using the `hereHDLMCredentials` function.

### Specify Geographic Coordinates

To select the roads you want to import, you need to specify a region of interest from which to obtain the road data. To define this region of interest, specify latitude and longitude coordinates that are near that road data. You can specify coordinates for a single point or a set of points, such as ones that make up a driving route.

Specify the coordinates from a driving route.

- 1 Load a sequence of latitude and longitude coordinates that make up a driving route. At the MATLAB command prompt, enter these commands:

```
data = load('geoSequence.mat');  
lat = data.latitude;  
lon = data.longitude;
```

- 2 Open the app.

```
drivingScenarioDesigner
```

- 3 On the app toolbar, select **Import** and then **HERE HD Live Map**. If you previously entered or saved HERE credentials, then the dialog box opens directly to the page where you can specify geographic coordinates.

---

3 You need to enter into a separate agreement with HERE in order to gain access to the HDLM services and to get the required credentials (`access_key_id` and `access_key_secret`) for using the HERE Service.



**HERE HD Live Map Import**

**Specify Geographic Coordinates**

From Workspace  Input Coordinates

Latitude:  Longitude:

**Select Region**

Specify a region around the roads of interest.

Specify geographic coordinates to define a region of interest.

Esri

Cancel Back Next

- 4 Leave **From Workspace** selected, and then select the variables for the route coordinates.
  - Set the **Latitude** parameter to `lat`.
  - Set the **Longitude** parameter to `lon`.

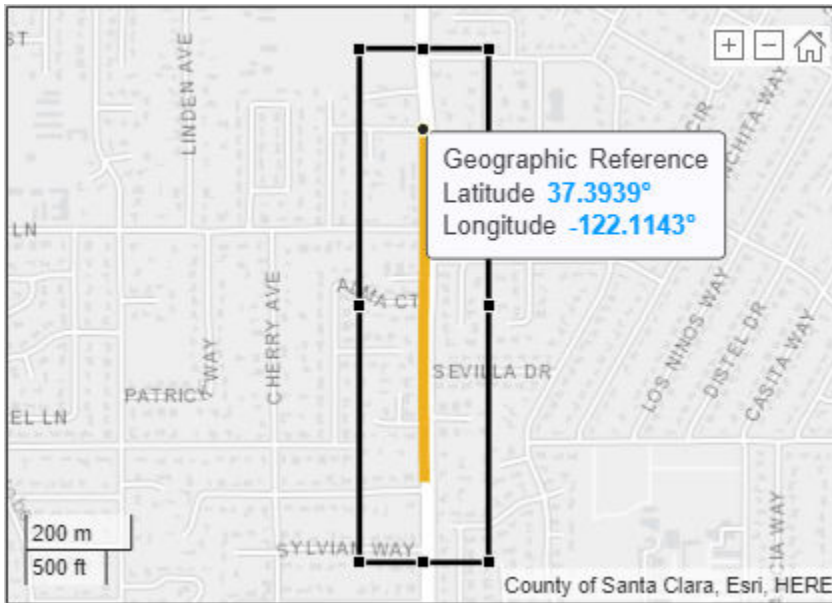
This table describes the complete list of options for specifying latitude and longitude coordinates.

Specify Geographic Coordinates Parameter Value	Description	Latitude Parameter Value	Longitude Parameter Value
<b>From Workspace</b>	Specify a set of latitude and longitude coordinates, such as from a driving route obtained through a GPS. These coordinates must be stored as variables in the MATLAB workspace.	Workspace variable containing vectors of decimal values in the range [-90, 90]. Units are in degrees.  <b>Latitude</b> and <b>Longitude</b> must be the same size. After you select a <b>Latitude</b> variable, the <b>Longitude</b> list includes only variables of the same size as your <b>Latitude</b> selection.	Workspace variable containing vectors of decimal values in the range [-180, 180]. Units are in degrees.  <b>Latitude</b> and <b>Longitude</b> must be the same size. After you select a <b>Longitude</b> variable, if you select a <b>Latitude</b> variable of a different size, the dialog box clears your <b>Longitude</b> selection.
<b>Input Coordinates</b>	Specify latitude and longitude coordinates for a single geographic point.	Decimal scalar in the range [-90, 90]. Units are in degrees.	Decimal scalar in the range [-180, 180]. Units are in degrees.

### Select Region Containing Roads

After you specify the latitude and longitude coordinates, the **Select Region** section of the dialog box displays these coordinates in orange on a map. The geographic reference point, which is the first coordinate in the driving route, is also displayed. This point is the origin of the imported scenario. Click this point to show or hide the coordinate data.

The coordinates are connected in a line. A rectangular region of interest displays around the coordinates. In the next page of the dialog box, you select the roads to import based on which roads are at least partially within this region.

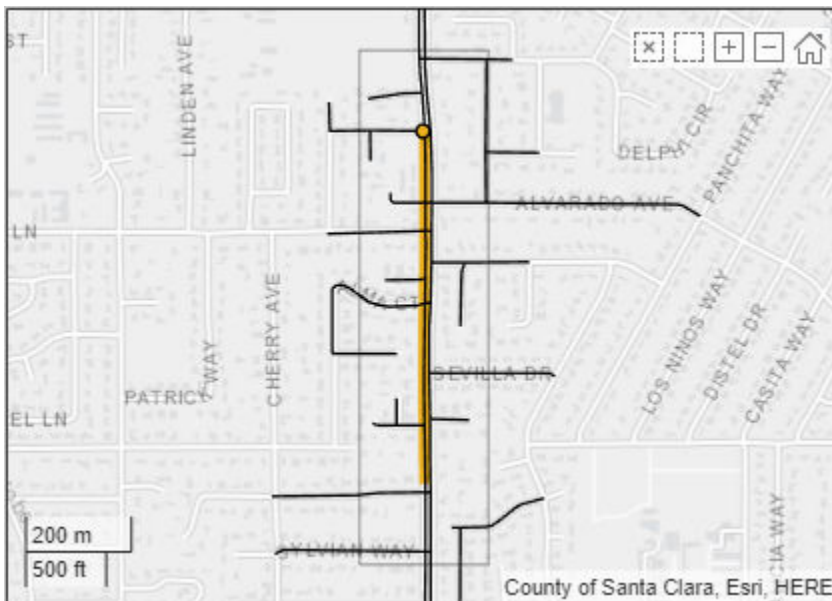


You can change the size of this region or move it around to select different roads. To zoom in and out of the region, use the buttons in the top-right corner of the map display.

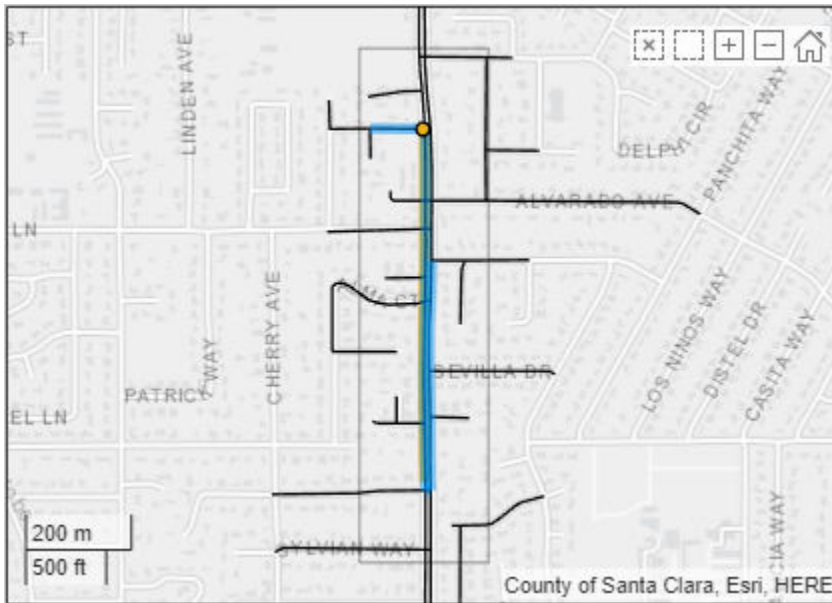
With the coordinates still enclosed within the region, click **Next**.

## Select Roads to Import

After you select a region, the **Select Roads** section of the dialog box displays selectable roads in black.



Using the selected region, select the roads that are nearest to the driving route by clicking **Select Nearest Roads**. The selected roads are overlaid onto the driving route and appear in blue.



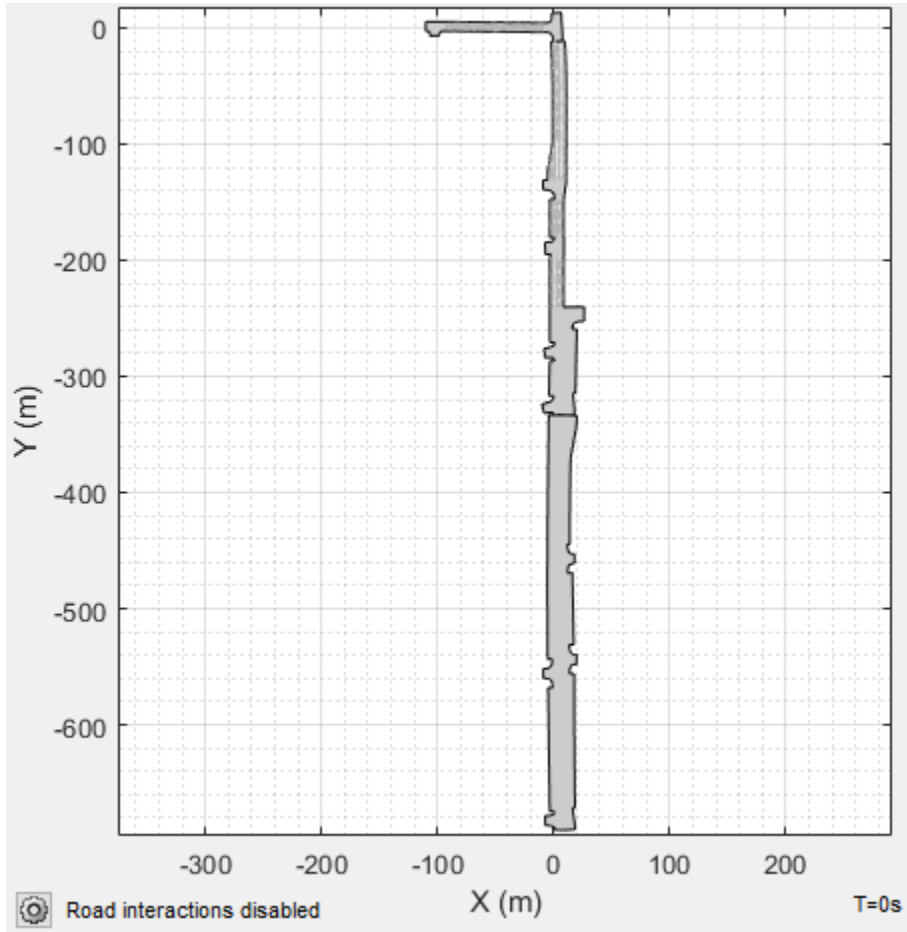
This table describes additional actions you can take for selecting roads from a region.

Goal	Action
Select individual roads from the region.	Click the individual roads to select them.
Select all roads from the region.	Click <b>Select All</b> .
Select all but a few roads from the region.	Click <b>Select All</b> , and then click the individual roads to deselect them.
Select roads from the region that are nearest to the specified coordinates.	Click <b>Select Nearest Roads</b> . Use this option when you have a sequence of nonsparse coordinates. If your coordinates are sparse or the underlying HERE HDLM data for those coordinates are sparse, then the app might not select the nearest roads.
Select a subset of roads from a region, such as all roads in the upper half of the region.	<p>In the top-left corner of the map display, click the Select Roads button <input type="checkbox"/>. Then, draw a rectangle around the roads to select.</p> <ul style="list-style-type: none"> <li>To deselect a subset of roads from this selection, click the Deselect Roads button <input type="checkbox"/>. Then, draw a rectangle around the roads to deselect.</li> <li>To deselect all roads and start over, click <b>Deselect All</b>.</li> </ul>

**Note** The number of roads you select has a direct effect on app performance. Select the fewest roads that you need to create your driving scenario.


## Import Roads

With the roads nearest to the route still selected, click **Import**. The app imports the HERE HDLM roads and generates a road network.



To maintain the same alignment with the geographic map display, the X-axis of the **Scenario Canvas** is on the bottom and the Y-axis is on the left. In driving scenarios that are not imported from maps, the X-axis is on the left and the Y-axis is on the bottom. This alignment is consistent with the Automated Driving Toolbox world coordinate system.

The origin of the scenario corresponds to the geographic reference point and is the first point specified in the driving route. Even if you select roads from the end of a driving route, the origin is still anchored to this first point. If you specified a single geographic point by using the **Input Coordinates** option, then the origin is that point.

By default, road interactions are disabled. Disabled road interactions prevent you from accidentally modifying the network and reduces visual clutter by hiding the road centers. If you want to modify the roads, in the bottom-left corner of the **Scenario Canvas**, click the Configure the Scenario Canvas button . Then, select **Enable road interactions**.

**Note** In some cases, the app is unable to import all selected roads. The app pauses the import, and the dialog box highlights the nonimportable roads in red. To continue importing all other selected roads, click **Continue**.

---

## Compare Imported Roads Against Map Data

The generated road network in the app has several differences from the actual HERE HDLM road network. For example, the actual HERE HDLM road network contains roads with varying widths. The **Driving Scenario Designer** app does not support this feature. Instead, the app sets each road to have the maximum width found along its entire length. This change increases the widths of the roads and might cause roads to overlap.

For more details on the unsupported HERE HDLM road and lane features, see the “Limitations” section of the **Driving Scenario Designer** app reference page.

## Save Scenario

Save the scenario file. After you save the scenario, you cannot import additional HERE HDLM roads into it. Instead, you need to create a new scenario and import a new road network.

You can now add actors and sensors to the scenario, generate synthetic lane and object detections for testing your driving algorithms, or import the scenario into Simulink.

## See Also

### Apps

**Driving Scenario Designer**

### Blocks

Scenario Reader

### Objects

drivingScenario

### Functions

roadNetwork

## More About

- “Read and Visualize HERE HD Live Map Data” on page 4-7
- “Coordinate Systems in Automated Driving Toolbox” on page 1-2
- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2
- “Import OpenStreetMap Data into Driving Scenario” on page 5-111
- “Import Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) into Driving Scenario” on page 5-117

## External Websites

- [HERE Technologies](#)

## Import OpenStreetMap Data into Driving Scenario

OpenStreetMap is a free, open-source web map service that enables you to access crowdsourced map data. Using the **Driving Scenario Designer** app, you can import map data from OpenStreetMap and use it to generate roads for your driving scenarios.

This example focuses on importing map data in the app. Alternatively, to import OpenStreetMap roads into a `drivingScenario` object, use the `roadNetwork` function.

### Select OpenStreetMap File

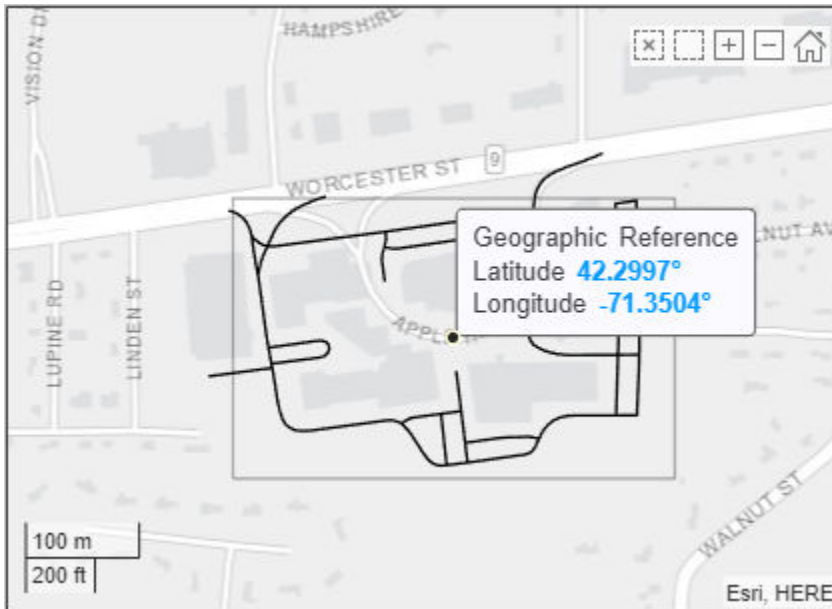
To import a road network, you must first select an OpenStreetMap file containing the road geometry for that network. To export these files from `openstreetmap.org`, specify a map location, manually adjust the region around this location, and export the road geometry for that region to an OpenStreetMap with extension `.osm`. Only roads whose whole lengths are within this specified region are exported. In this example, you select an OpenStreetMap file that was previously exported from this website.

- 1 Open the **Driving Scenario Designer** app.  
`drivingScenarioDesigner`
- 2 On the app toolstrip, select **Import** and then **OpenStreetMap**.
- 3 In the OpenStreetMap Import dialog box, browse for this file, where *matlabroot* is the root of your MATLAB folder:

```
matlabroot/examples/driving/data/applehill.osm
```

The file was downloaded from <https://www.openstreetmap.org>, which provides access to crowd-sourced map data all over the world. The data is licensed under the Open Data Commons Open Database License (ODbL), <https://opendatacommons.org/licenses/odbl/>.

The **Select Roads** section of the dialog box displays the road network for the MathWorks Apple Hill campus. The gray box represents the map region selected from `openstreetmap.org`. The center point of the gray box is the geographic reference point. Click this point to show or hide the coordinate data. When the roads are imported into that app, this point becomes the origin of the driving scenario.

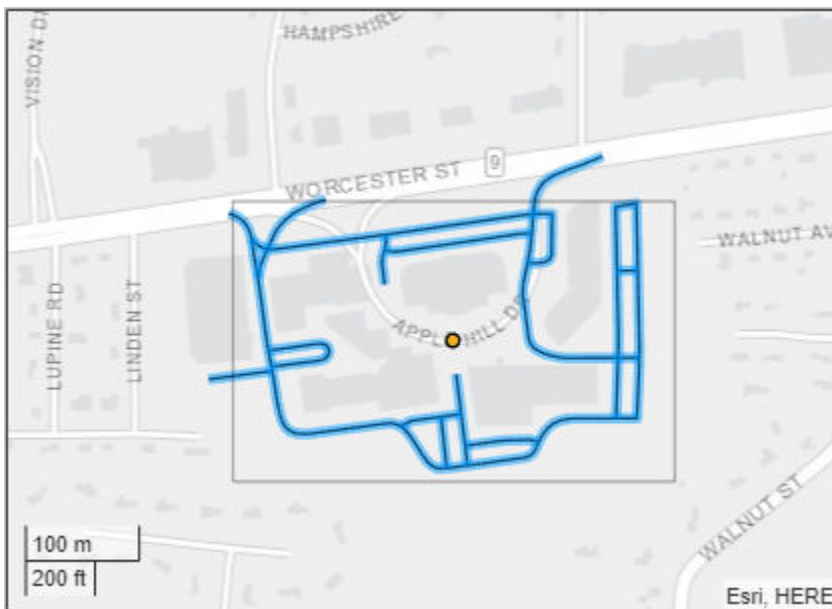


### Select Roads to Import

In the **Select Roads** section of the dialog box, select the roads that you want to import into a driving scenario. The selectable roads are in black.



**Note** The number of roads you select has a direct effect on app performance. Select the fewest roads that you need to create your driving scenario.

Because this road network is small, click **Select All** to select all roads. The selected roads appear in blue.



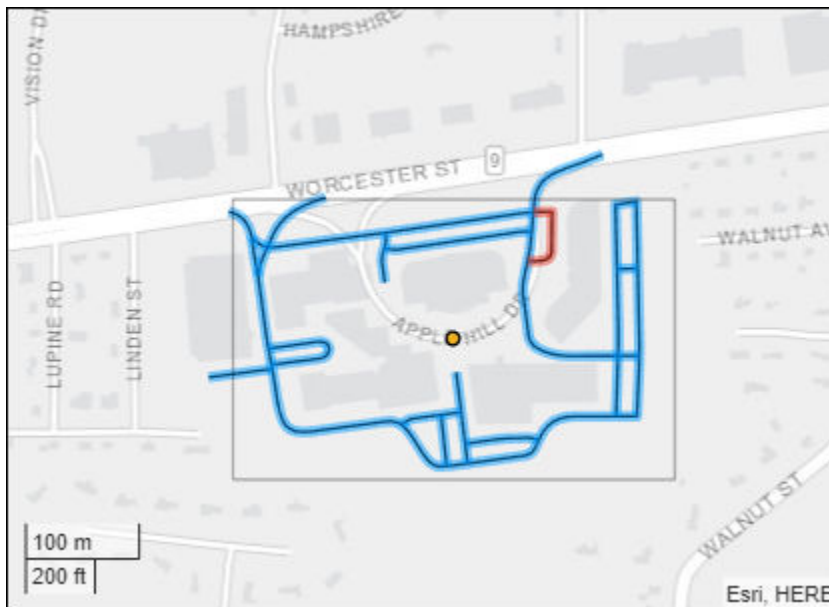


This table describes the actions you can take for selecting roads to import.

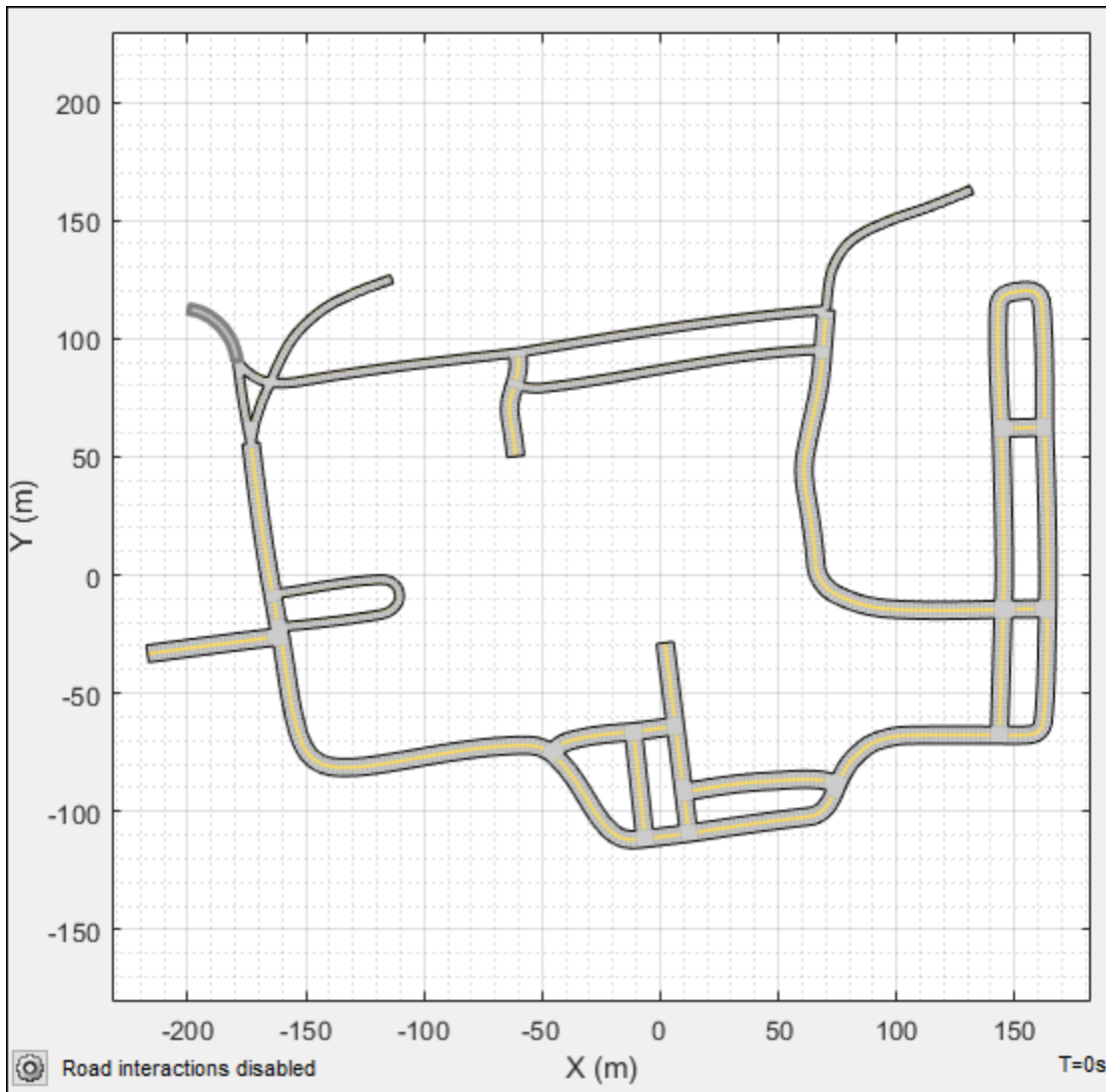
Goal	Action
Select individual roads from the region.	Click the individual roads to select them.
Select all roads from the region.	Click <b>Select All</b> .
Select all but a few roads from the region.	Click <b>Select All</b> , and then click the individual roads to deselect them.
Select a subset of roads from a region, such as all roads in the upper half of the region.	<p>In the top-left corner of the map display, click the Select Roads button . Then, draw a rectangle around the roads to select.</p> <ul style="list-style-type: none"> <li>To deselect a subset of roads from this selection, click the Deselect Roads button . Then, draw a rectangle around the roads to deselect.</li> <li>To deselect all roads and start over, click <b>Deselect All</b>.</li> </ul>

## Import Roads


With all roads in the network still selected, click **Import**. The app pauses the import and highlights one of the roads in red. The app is unable to render the geometry of this road properly, so the road cannot be imported.



Click **Continue** to continue importing all other selected roads. The app imports the roads and generates a road network.

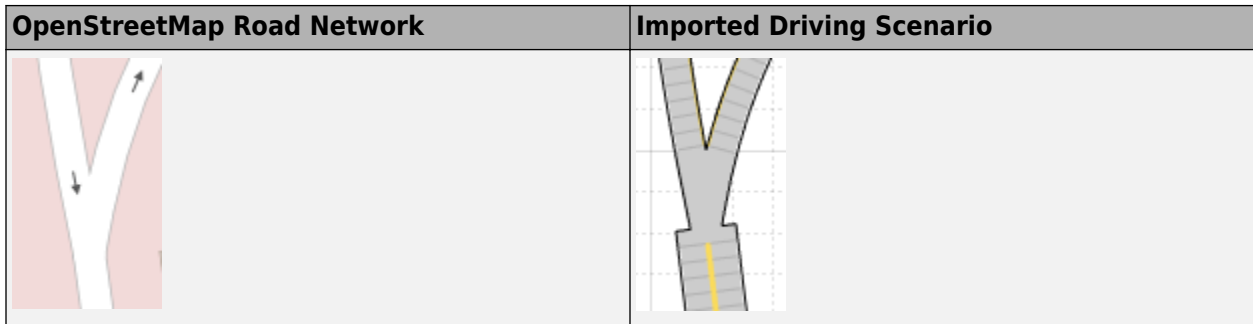


To maintain the same alignment with the geographic map display, the X-axis of the **Scenario Canvas** is on the bottom and the Y-axis is on the left. In driving scenarios that are not imported from maps, the X-axis is on the left and the Y-axis is on the bottom. This alignment is consistent with the Automated Driving Toolbox world coordinate system. The origin of the scenario corresponds to the geographic reference point.

By default, road interactions are disabled. Disabled road interactions prevent you from accidentally modifying the network and reduce visual clutter by hiding the road centers. If you want to modify the roads, in the bottom-left corner of the **Scenario Canvas**, click the Configure the Scenario Canvas button . Then, select **Enable road interactions**.

## Compare Imported Roads Against Map Data

The generated road network in the app differs from the OpenStreetMap road network. For example, examine the difference in this portion of the road network.



The transition between roads in the imported scenario is more abrupt because the app does not support the gradual tapering of lanes as the number of lanes change. In addition, because the app does not import lane-level information from OpenStreetMap, the number of lanes in the generated road network is based only on the direction of travel specified in the road network, where:

- All one-way roads are imported as single-lane roads.
- All two-way roads are imported as two-lane roads.

These lanes all have the same width, which can lead to abrupt transitions such as in the example shown in the table.

For more details on the limitations of importing OpenStreetMap data, see the “Limitations” section of the **Driving Scenario Designer** app reference page.

## Save Scenario

Save the scenario file. After you save the scenario, you cannot import additional OpenStreetMap roads into it. Instead, you must create a new scenario and import a new road network.

You can now add actors and sensors to the scenario, generate synthetic lane and object detections for testing your driving algorithms, or import the scenario into Simulink.

## See Also

### Apps

**Driving Scenario Designer**

### Blocks

Scenario Reader

### Objects

drivingScenario

### Functions

roadNetwork

## More About

- “Coordinate Systems in Automated Driving Toolbox” on page 1-2
- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2

- “Import HERE HD Live Map Roads into Driving Scenario” on page 5-104
- “Import Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) into Driving Scenario” on page 5-117

### **External Websites**

- [openstreetmap.org](https://openstreetmap.org)

## Import Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) into Driving Scenario

Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0)<sup>4</sup>, developed by ZENRIN DataCom CO., LTD., is a web service that enables you to access map data for areas in Japan. Using the **Driving Scenario Designer** app, you can import map data from the Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) service and use it to generate roads for your driving scenarios.

This example focuses on importing map data in the app. Alternatively, to import Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) data into a `drivingScenario` object, use the `roadNetwork` function.

Importing map data from the Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) service requires Automated Driving Toolbox Importer for Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) Service.

### Set Up Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) Credentials

To access the Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) service, you must enter valid credentials from ZENRIN DataCom CO., LTD. Set up these credentials by using the `zenrinCredentials` function. At the MATLAB command prompt, enter:

```
zenrinCredentials setup
```

In the Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) Credentials dialog box, enter a valid **Client ID** and **Secret Key**. To save your credentials for future MATLAB sessions on your machine, in the dialog box, select **Save my credentials between MATLAB sessions** and click **OK**. The credentials are now saved for the rest of your MATLAB sessions on your machine.

If you need to change your credentials, you can delete them and set up new ones by using the `zenrinCredentials` function.

### Specify Geographic Coordinates

To select the roads you want to import, you need to specify a region of interest from which to obtain the road data. To define this region of interest, specify latitude and longitude coordinates that are near that road data. You can specify coordinates for a single point or a set of points, such as ones that make up a driving route.

Specify the coordinates from a driving route.

- 1 Load a sequence of latitude and longitude coordinates that make up a driving route. At the MATLAB command prompt, enter these commands:

```
data = load('tokyoSequence.mat');
lat = data.latitude;
lon = data.longitude;
```

- 2 Open the app.

```
drivingScenarioDesigner
```

- 3 On the app toolstrip, select **Import** and then **Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0)**. If you previously entered or saved Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0)

<sup>4</sup> To gain access to the Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) service and get the required credentials (a client ID and secret key), you must enter into a separate agreement with ZENRIN DataCom CO., LTD.

credentials, then the dialog box opens directly to the page where you can specify geographic coordinates.

**Specify Geographic Coordinates**

From Workspace
  Input Coordinates

Latitude:  Longitude:

**Select Region**

Specify a region around the roads of interest.

Specify geographic coordinates to define a region of interest.

Beijing, Shanghai, Hong Kong, JAPAN, Tokyo, Osaka

Sea of Okhotsk, Bering Sea

Esri, HERE, Garmin, NGA, USGS

Cancel Back Next

- 4 Leave **From Workspace** selected, and then select the variables for the route coordinates.
  - Set the **Latitude** parameter to lat.
  - Set the **Longitude** parameter to lon.

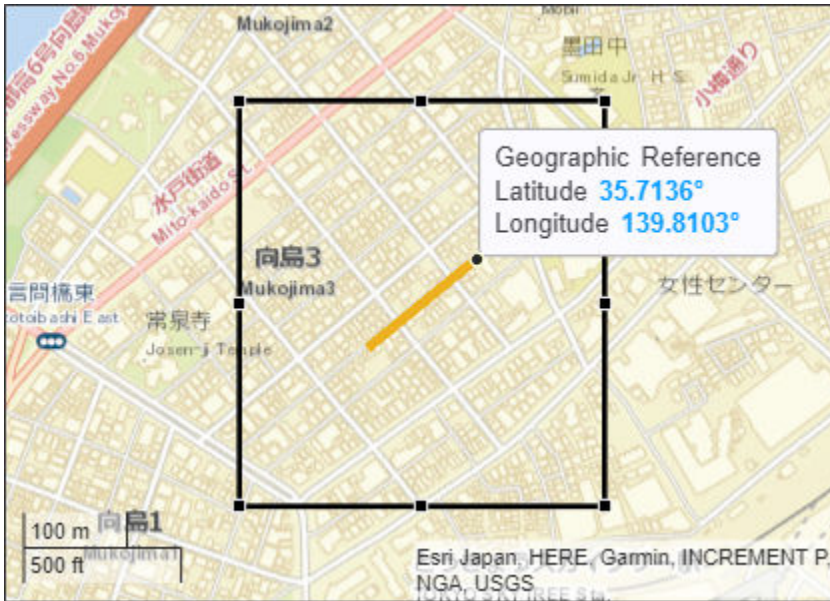
This table describes the complete list of options for specifying latitude and longitude coordinates.

Specify Geographic Coordinates Parameter Value	Description	Latitude Parameter Value	Longitude Parameter Value
<b>From Workspace</b>	Specify a set of latitude and longitude coordinates, such as from a driving route obtained through a GPS. These coordinates must be stored as variables in the MATLAB workspace.	Workspace variable containing vectors of decimal values in the range [-90, 90]. Units are in degrees.  <b>Latitude</b> and <b>Longitude</b> must be the same size. After you select a <b>Latitude</b> variable, the <b>Longitude</b> list includes only variables of the same size as your <b>Latitude</b> selection.	Workspace variable containing vectors of decimal values in the range [-180, 180]. Units are in degrees.  <b>Latitude</b> and <b>Longitude</b> must be the same size. After you select a <b>Longitude</b> variable, if you select a <b>Latitude</b> variable of a different size, the dialog box clears your <b>Longitude</b> selection.
<b>Input Coordinates</b>	Specify latitude and longitude coordinates for a single geographic point.	Decimal scalar in the range [-90, 90]. Units are in degrees.	Decimal scalar in the range [-180, 180]. Units are in degrees.

## Select Region Containing Roads

After you specify the latitude and longitude coordinates, the **Select Region** section of the dialog box displays these coordinates in orange on a map. The geographic reference point, which is the first coordinate in the driving route, is also displayed. This point is the origin of the imported scenario. Click this point to show or hide the coordinate data.

The coordinates are connected in a line. A rectangular region of interest displays around the coordinates. In the next page of the dialog box, you select the roads to import based on which roads are at least partially within this region.

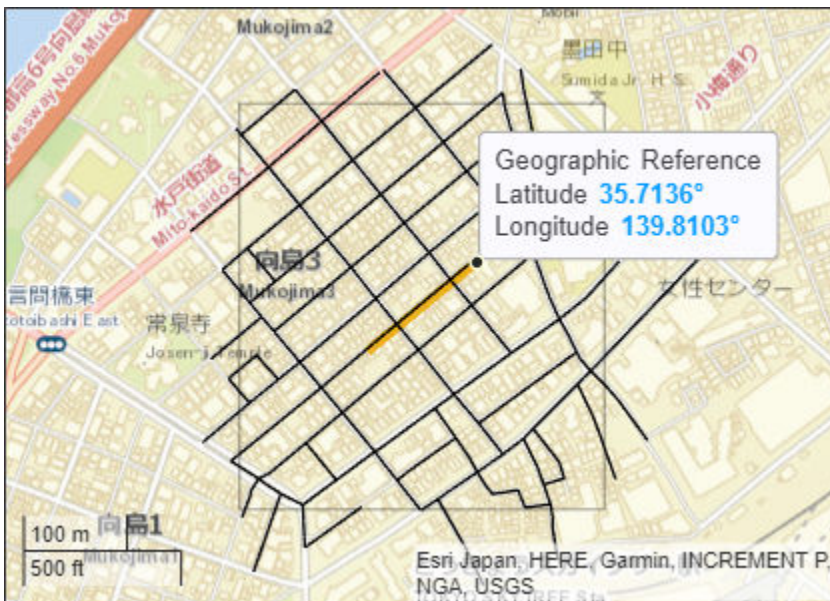


You can change the size of this region or move it around to select different roads. To zoom in and out of the region, use the buttons in the top-right corner of the map display.

With the coordinates still enclosed within the region, click **Next**.

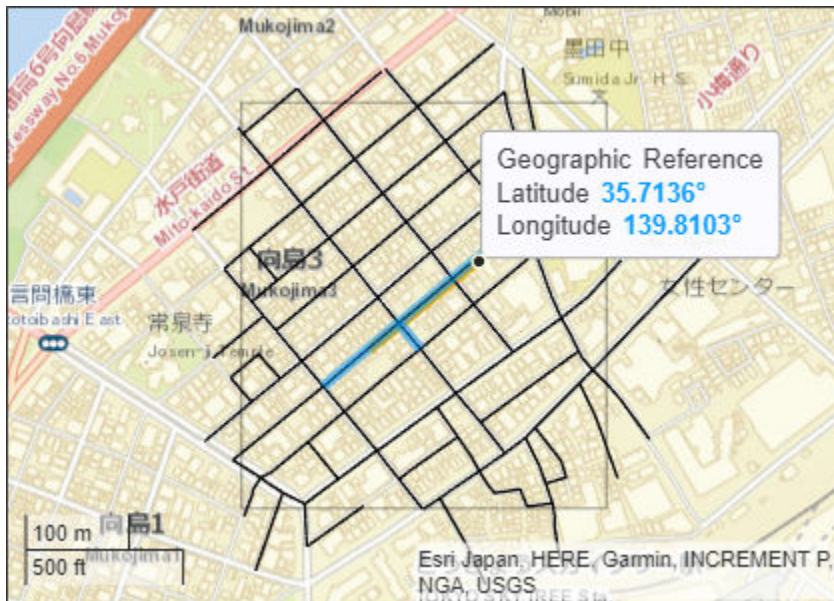
## Select Roads to Import

After you select a region, the **Select Roads** section of the dialog box displays selectable roads in black.





Using the selected region, select the roads that are nearest to the driving route by clicking **Select Nearest Roads**. The selected roads are overlaid onto the driving route and appear in blue.





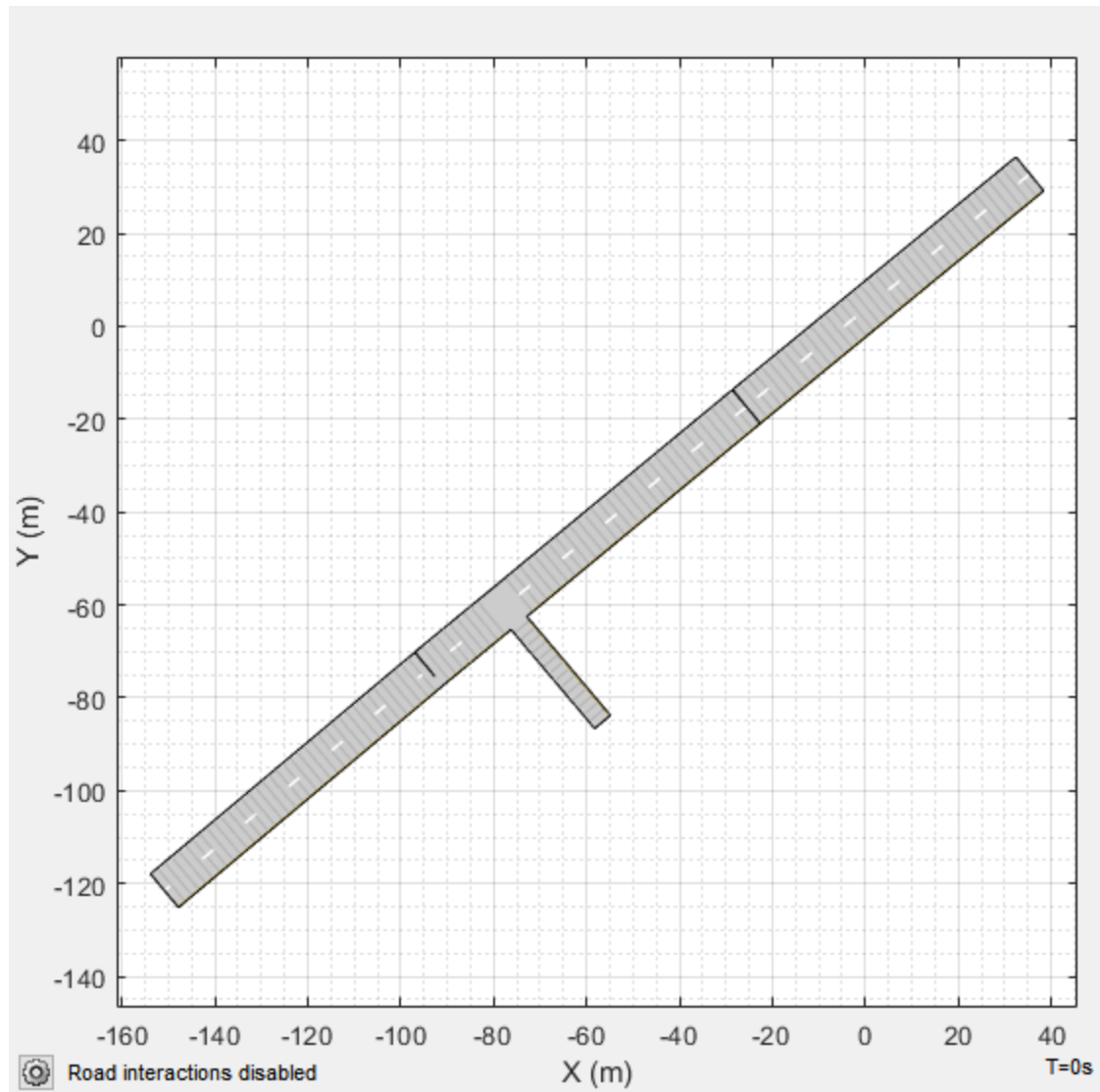
This table describes additional actions you can take for selecting roads from a region.

Goal	Action
Select individual roads from the region.	Click the individual roads to select them.
Select all roads from the region.	Click <b>Select All</b> .
Select all but a few roads from the region.	Click <b>Select All</b> , and then click the individual roads to deselect them.
Select roads from the region that are nearest to the specified coordinates.	Click <b>Select Nearest Roads</b> . Use this option when you have a sequence of nonsparse coordinates. If your coordinates are sparse or the underlying data for those coordinates are sparse, then the app might not select the nearest roads.
Select a subset of roads from a region, such as all roads in the upper half of the region.	<p>In the top-left corner of the map display, click the Select Roads button . Then, draw a rectangle around the roads to select.</p> <ul style="list-style-type: none"> <li>To deselect a subset of roads from this selection, click the Deselect Roads button . Then, draw a rectangle around the roads to deselect.</li> <li>To deselect all roads and start over, click <b>Deselect All</b>.</li> </ul>

**Note** The number of roads you select has a direct effect on app performance. Select the fewest roads that you need to create your driving scenario.

## Import Roads


With the roads nearest to the route still selected, click **Import**. The app imports the Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) data and generates a road network.



To maintain the same alignment with the geographic map display, the X-axis of the **Scenario Canvas** is on the bottom and the Y-axis is on the left. In driving scenarios that are not imported from maps, the X-axis is on the left and the Y-axis is on the bottom. This alignment is consistent with the Automated Driving Toolbox world coordinate system.

The origin of the scenario corresponds to the geographic reference point and is the first point specified in the driving route. Even if you select roads from the end of a driving route, the origin is still anchored to this first point. If you specified a single geographic point by using the **Input Coordinates** option, then the origin is that point.

By default, road interactions are disabled. Disabled road interactions prevent you from accidentally modifying the network and reduces visual clutter by hiding the road centers. If you want to modify

the roads, in the bottom-left corner of the **Scenario Canvas**, click the Configure the Scenario Canvas button . Then, select **Enable road interactions**.

---

**Note** In some cases, the app is unable to import all selected roads. The app pauses the import, and the dialog box highlights the nonimportable roads in red. To continue importing all other selected roads, click **Continue**.

---

## Compare Imported Roads Against Map Data

The generated road network in the app has several differences from the actual Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) road network. For example, when the Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) service provides information using a range, such as by specifying a road with two to three lanes or a road between 3–5.5 meters wide, the generated road network uses scalar values instead.

For more details about limitations of road networks generated from Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) data, see the “Limitations” section of the **Driving Scenario Designer** app reference page.

## Save Scenario

Save the scenario file. After you save the scenario, you cannot import additional Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) roads into it. Instead, you need to create a new scenario and import a new road network.

You can now add actors and sensors to the scenario, generate synthetic lane and object detections for testing your driving algorithms, or import the scenario into Simulink.

## See Also

### Apps

**Driving Scenario Designer**

### Blocks

Scenario Reader

### Objects

drivingScenario

### Functions

roadNetwork

## More About

- “Coordinate Systems in Automated Driving Toolbox” on page 1-2
- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2
- “Import HERE HD Live Map Roads into Driving Scenario” on page 5-104
- “Import OpenStreetMap Data into Driving Scenario” on page 5-111

## **External Websites**

- ZENRIN DataCom CO., LTD.

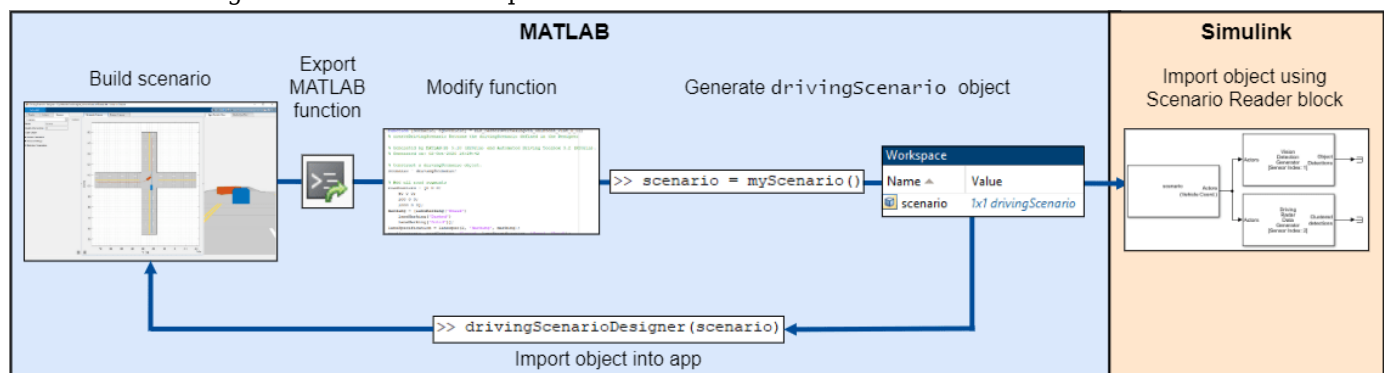
## Create Driving Scenario Variations Programmatically

This example shows how to programmatically create variations of a driving scenario that was built using the **Driving Scenario Designer** app. Programmatically creating variations of a scenario enables you to rapidly test your driving algorithms under multiple conditions.

To create programmatic variations of a driving scenario, follow these steps:

- 1 Interactively build a driving scenario by using the Driving Scenario Designer app.
- 2 Export a MATLAB® function that generates the MATLAB code that is equivalent to this scenario.
- 3 In the MATLAB Editor, modify the exported function to create variations of the original scenario.
- 4 Call the function to generate a `drivingScenario` object that represents the scenario.
- 5 Import the scenario object into the app to simulate the modified scenario or generate additional scenarios. Alternatively, to simulate the modified scenario in Simulink®, import the object into a Simulink model by using a Scenario Reader block.

The diagram shows a visual representation of this workflow.



### Build Scenario in App

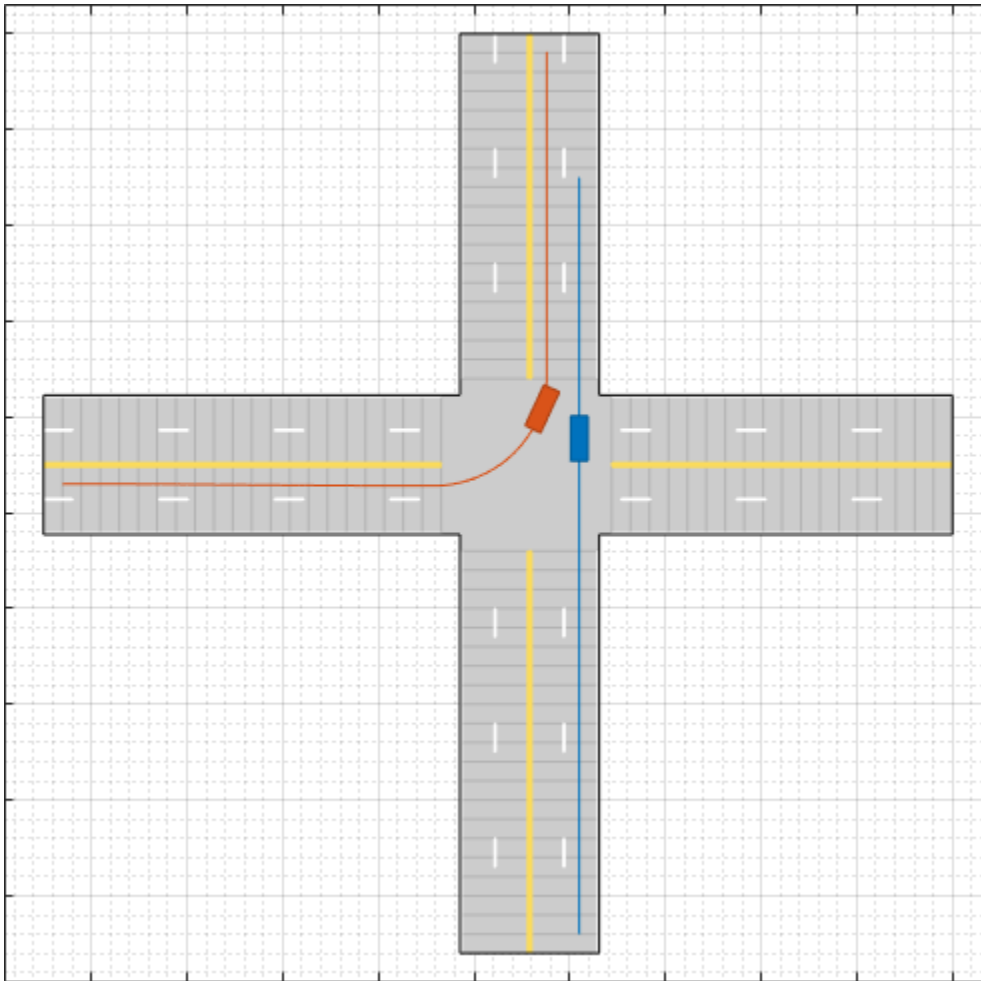
Use the **Driving Scenario Designer** to interactively build a driving scenario on which to test your algorithms. For more details on building scenarios, see “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2.

This example uses a driving scenario that is based on one of the prebuilt scenarios that you can load from the **Driving Scenario Designer** app.

Open the scenario file in the app.

```
drivingScenarioDesigner('LeftTurnScenarioNoSensors.mat')
```

Click **Run** to simulate the scenario. In this scenario, the ego vehicle travels north and goes straight through an intersection. Meanwhile, a vehicle coming from the left side of the intersection turns left and ends up in front of the ego vehicle, in the adjacent lane.



For simplicity, this scenario does not include sensors mounted on the ego vehicle.

### Export MATLAB Function of Scenario

After you view and simulate the scenario, you can export the scenario to the MATLAB command line. From the **Driving Scenario Designer** app toolstrip, select **Export > MATLAB Function**. The exported function contains the MATLAB code used to produce the scenario created in the app. Open the exported function.

open `LeftTurnScenarioNoSensors.m`;

```
function [scenario, egoVehicle] = LeftTurnScenarioNoSensors()
% createDrivingScenario Returns the drivingScenario defined in the Designer
```

Calling this function returns these aspects of the driving scenario.

- `scenario` — Roads and actors of the scenarios, returned as a `drivingScenario` object.
- `egoVehicle` — Ego vehicle defined in the scenario, returned as a `Vehicle` object. For details, see the `vehicle` function.

If your scenario contains sensors, then the returned function includes additional code for generating the sensors. If you simulated the scenario containing those sensors, then the function can also generate the detections produced by those sensors.

### Modify Function to Create Scenario Variations

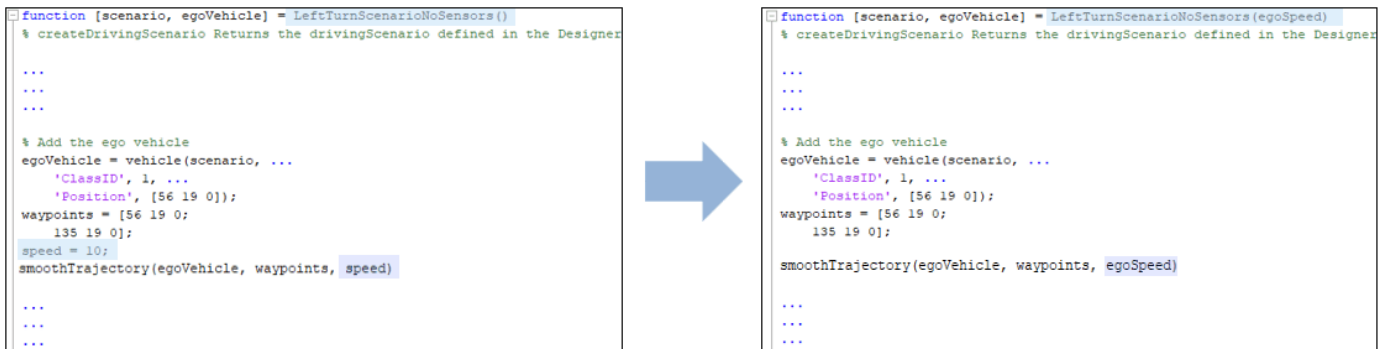
By modifying the code in the exported MATLAB function, you can generate multiple variations of a single scenario. One common variation is to test the ego vehicle at different speeds. In the exported MATLAB function, the speed of the ego vehicle is set to a constant value of 10 meters per second (`speed = 10`). To generate varying ego vehicle speeds, you can convert the speed variable into an input argument to the function. Open the script containing a modified version of the exported function.

open `LeftTurnScenarioNoSensorsModified.m`;

In this modified function:

- `egoSpeed` is included as an input argument.
- `speed`, the constant variable, is deleted.
- To compute the ego vehicle trajectory, `egoSpeed` is used instead of `speed`.

This figure shows these script modifications.



To produce additional variations, consider:

- Modifying the road and lane parameters to view the effect on lane detections
- Modifying the trajectory or starting positions of the vehicles
- Modifying the dimensions of the vehicles

### Call Function to Generate Programmatic Scenarios

Using the modified function, generate a variation of the scenario in which the ego vehicle travels at a constant speed of 20 meters per second.

```
scenario = LeftTurnScenarioNoSensorsModified(20) % m/s
```

```
scenario =  
    drivingScenario with properties:
```

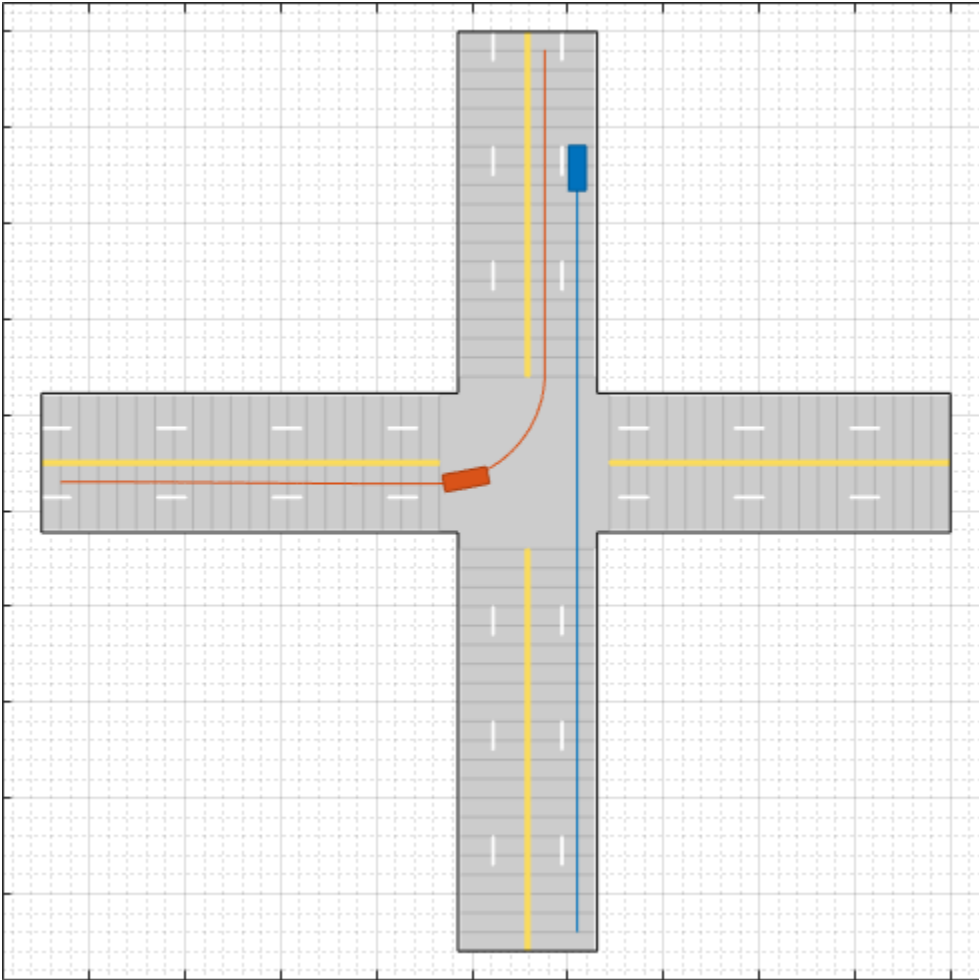
```
    SampleTime: 0.0400  
    StopTime: Inf  
    SimulationTime: 0
```

```
IsRunning: 1
  Actors: [1x2 driving.scenario.Vehicle]
  Barriers: [0x0 driving.scenario.Barrier]
  ParkingLots: [0x0 driving.scenario.ParkingLot]
```

### Import Modified Scenario into App

To import the modified scenario with the modified vehicle into the app, use the `drivingScenarioDesigner` function. Specify the `drivingScenario` object as an input argument.

```
drivingScenarioDesigner(scenario)
```



Previously, the other vehicle passed through the intersection first. Now, with the speed of the ego vehicle increased from 10 to 20 meters per second, the ego vehicle passes through the intersection first.

When working with `drivingScenario` objects in the app, keep these points in mind.

- To try out different ego vehicle speeds, call the exported function again, and then import the new `drivingScenario` object using the `drivingScenarioDesigner` function. The app does not include a menu option for importing these objects.



- If your scenario includes sensors, you can reopen both the scenario and sensors by using this syntax: `drivingScenarioDesigner(scenario, sensors)`.
- If you make significant changes to the dimensions of an actor, be sure that the `ClassID` property of the actor corresponds to a **Class ID** value specified in the app. For example, in the app, cars have a **Class ID** of 1 and trucks have a **Class ID** of 2. If you programmatically change a car to have the dimensions of a truck, update the `ClassID` property of that vehicle from 1 (car) to 2 (truck).

### Import Modified Scenario into Simulink

To import the modified scenario into a Simulink model, use a Scenario Reader block. This block reads the roads and actors from either a scenario file saved from the app or a `drivingScenario` variable saved to the MATLAB workspace or the model workspace. Add a Scenario Reader block to your model and set these parameters.

- 1 Set **Source of driving scenario** to From workspace.
- 2 Set **MATLAB or model workspace variable name** to the name of the `drivingScenario` variable in your workspace.

When working with `drivingScenario` objects in Simulink, keep these points in mind.

- When **Source of ego vehicle** is set to Scenario, the model uses the ego vehicle defined in your `drivingScenario` object. The block determines which actor is the ego vehicle based on the specified `ActorID` property of the actor. This actor must be a `Vehicle` object (see `vehicle`). To change the designated ego vehicle, update the **Ego vehicle ActorID** parameter.
- When connecting the output actor poses to sensor blocks, confirm that in the sensor blocks, the parameter for specifying the source of the actor profiles is set to From Scenario Reader block. With this option selected, the sensor blocks obtain the actor profiles directly from the actors specified in your `drivingScenario` object.

## See Also

### Apps

Driving Scenario Designer

### Blocks

Radar Detection Generator | Vision Detection Generator | Scenario Reader | Lidar Point Cloud Generator

### Functions

`vehicle` | `actorProfiles`

### Objects

`drivingScenario` | `drivingRadarDataGenerator` | `visionDetectionGenerator` | `lidarPointCloudGenerator`

## More About

- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2
- “Prebuilt Driving Scenarios in Driving Scenario Designer” on page 5-22
- “Euro NCAP Driving Scenarios in Driving Scenario Designer” on page 5-44

- “Create Driving Scenario Programmatically” on page 8-623

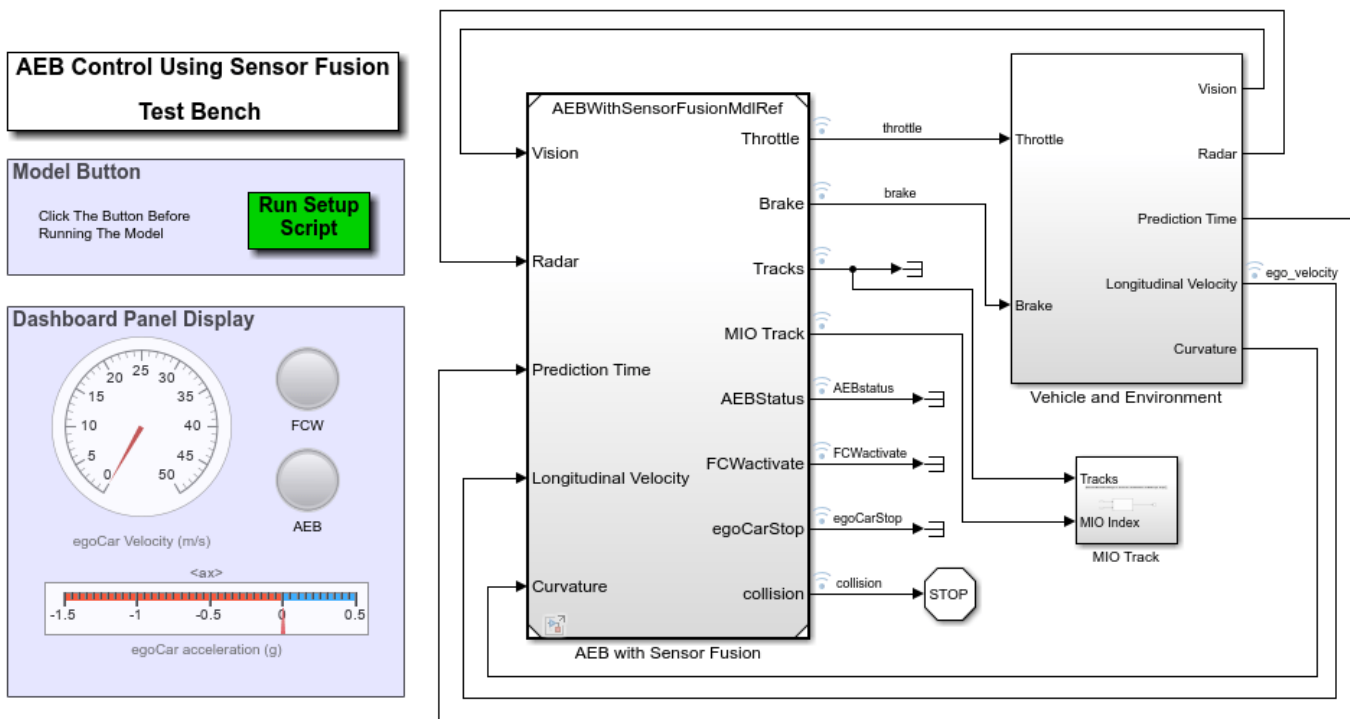
## Generate Sensor Blocks Using Driving Scenario Designer

This example shows how to update the radar and camera sensors of a Simulink® model by using the Driving Scenario Designer app. The Driving Scenario Designer app enables you to generate multiple sensor configurations quickly and interactively. You can then use these generated sensor configurations in your existing Simulink models to test your driving algorithms more thoroughly.

### Inspect and Simulate Model

The model used in this example implements an autonomous emergency braking (AEB) sensor fusion algorithm and is configured to simulate a pedestrian collision scenario. For more details about this model, see the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example. Open the model.

```
open_system('AEBTestBenchExample')
```

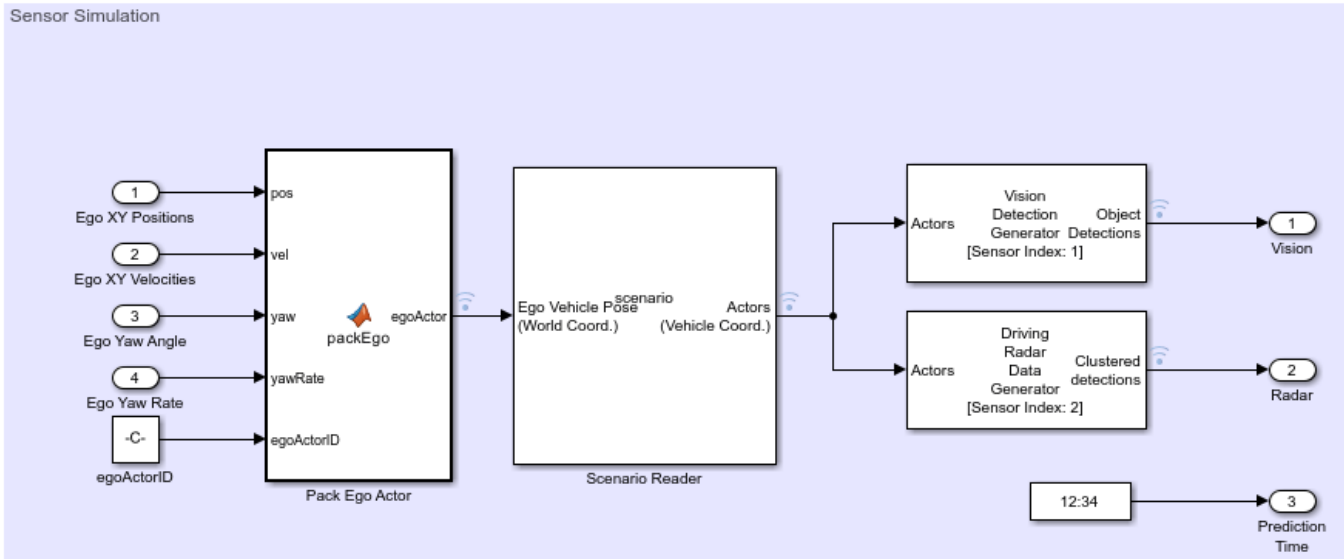


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The driving scenario and sensor detection generators used to test the algorithm are located in the **Vehicle Environment > Actors and Sensor Simulation** subsystem. Open this subsystem.

```
open_system('AEBTestBenchExample/Vehicle and Environment/Actors and Sensor Simulation')
```

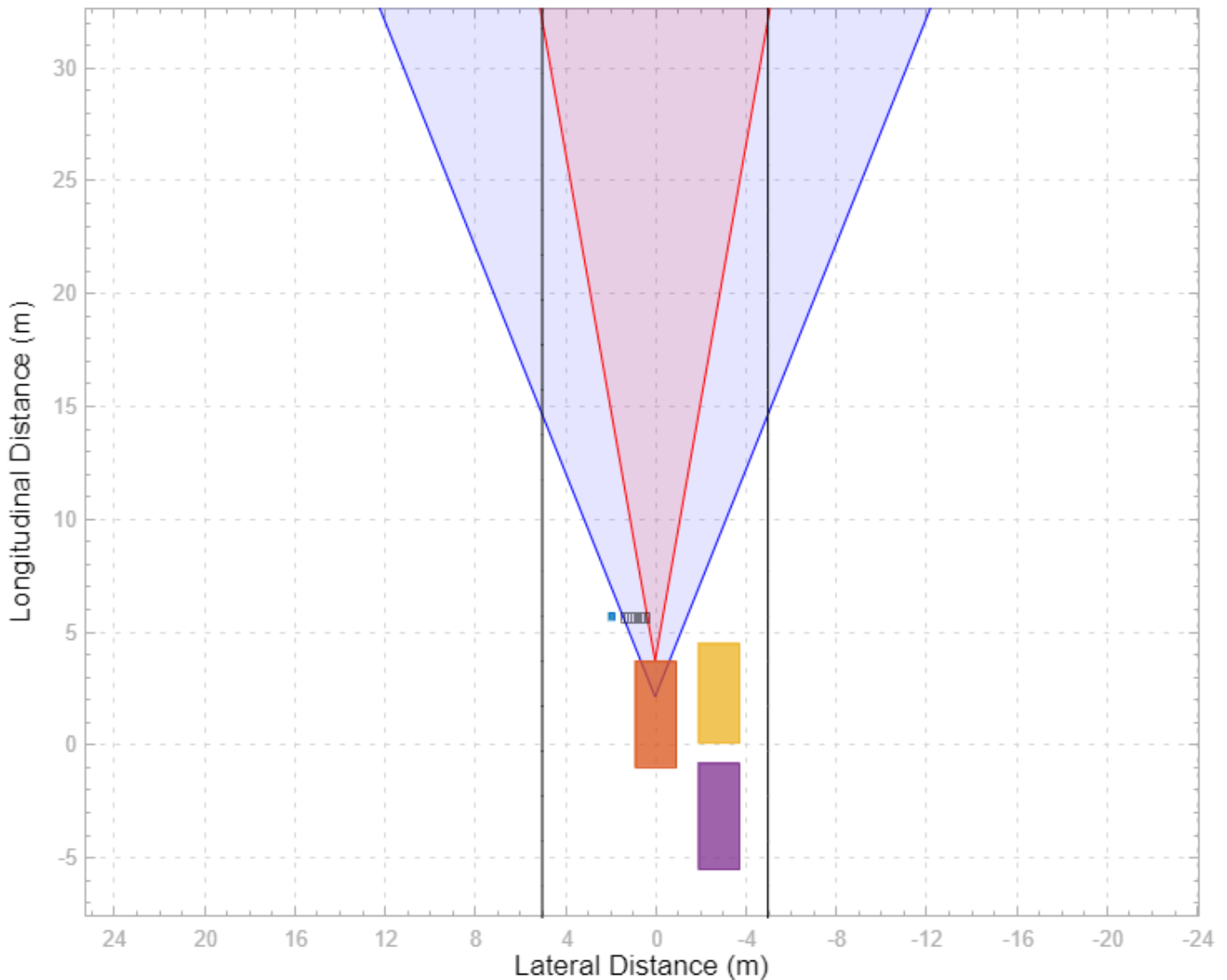
## Actors and Sensor Simulation



A Scenario Reader block reads the actors and roads from the specified Driving Scenario Designer file. The block outputs the non-ego actors. These actors are then passed to Driving Radar Data Generator and Vision Detection Generator sensor blocks. During simulation, these blocks generate detections of the non-ego actors.

Simulate and visualize the scenario on the Bird's-Eye Scope. On the model toolstrip, under **Review Results**, click **Bird's-Eye Scope**. In the scope, click **Find Signals**, and then click **Run** to run the simulation. In this scenario, the AEB model causes the ego vehicle to brake in time to avoid a collision with a pedestrian child who is crossing the street.

— Road Boundaries    Vision Coverage    Radar Coverage    Vision Detections    Radar Detections    Tracks



During this example, you replace the existing sensors in this model with new sensors created in the Driving Scenario Designer app.

### Load Scenario in App

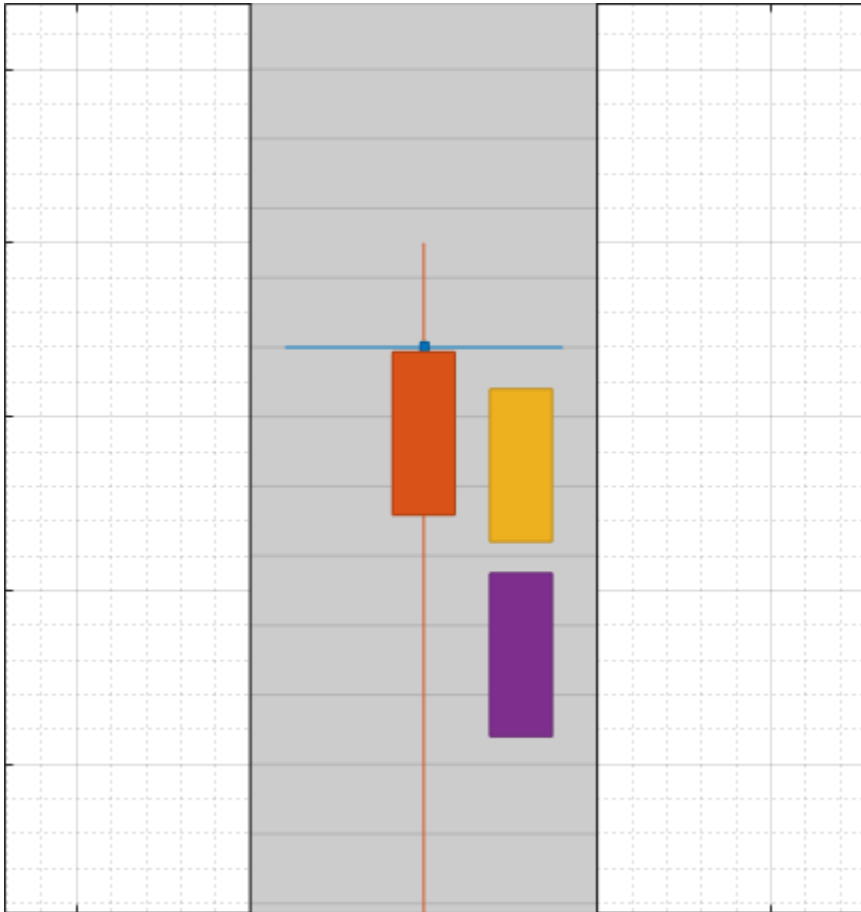
The model uses a driving scenario that is based on one of the prebuilt Euro NCAP test protocol scenarios. You can load these scenarios from the Driving Scenario Designer app. For more details on these scenarios, see “Euro NCAP Driving Scenarios in Driving Scenario Designer” on page 5-44.

Load the scenario file into the app.

```
drivingScenarioDesigner('AEB_PedestrianChild_Nearside_50width_overrun.mat')
```

To simulate the scenario in the app, click **Run**. In the app simulation, unlike in the model simulation, the ego vehicle collides with the pedestrian. The app uses a predefined ego vehicle trajectory,

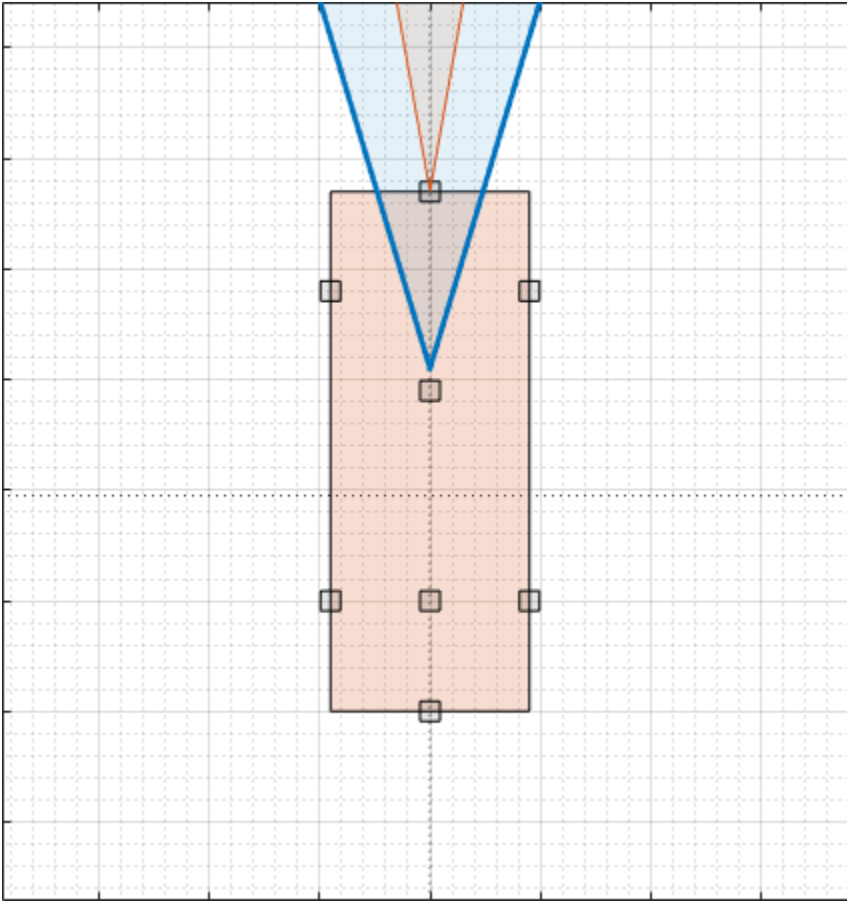
whereas the model uses the AEB algorithm to control the trajectory and cause the ego vehicle to brake.



### Load Sensors

The loaded scenario file contains only the roads and actors in the scenario. A separate file contains the sensors. To load these sensors into the scenario, on the app toolstrip, select **Open > Sensors**. Open the `AEBSensor.mat` file located in the example folder. Alternatively, from your MATLAB root folder, navigate to and open this file: `matlabroot/examples/driving/data/AEBSensors.mat`.

A radar sensor is mounted to the front bumper of the ego vehicle. A camera sensor is mounted to the front window of the ego vehicle.



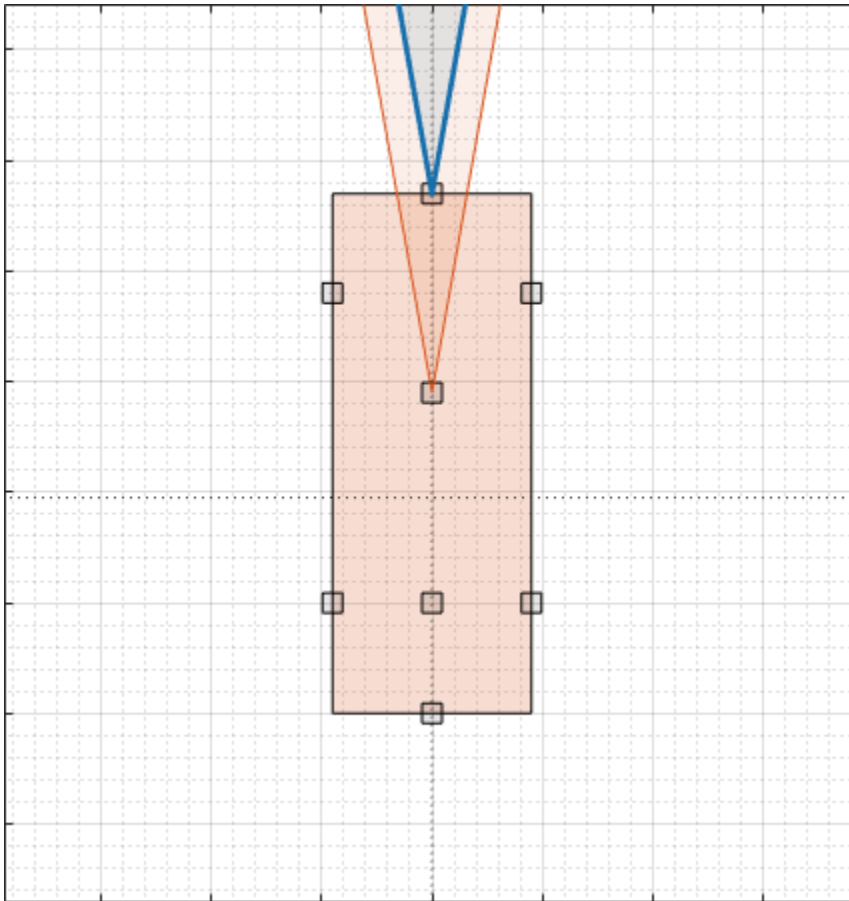
### Update Sensors

Update the radar and camera sensors by changing their locations on the ego vehicles.

- 1 On the **Sensor Canvas**, click and drag the radar sensor to the predefined **Front Window** location.
- 2 Click and drag the camera sensor to the predefined **Front Bumper** location. At this predefined location, the app updates the camera from a short-range sensor to a long-range sensor.
- 3 Optionally, in the left pane, on the **Sensors** tab, try modifying the parameters of the camera and radar sensors. For example, you can change the detection probability or the accuracy and noise settings.
- 4 Save a copy of this new scenario and sensor configuration to a writeable location.

For more details on working with sensors in the app, see “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2.

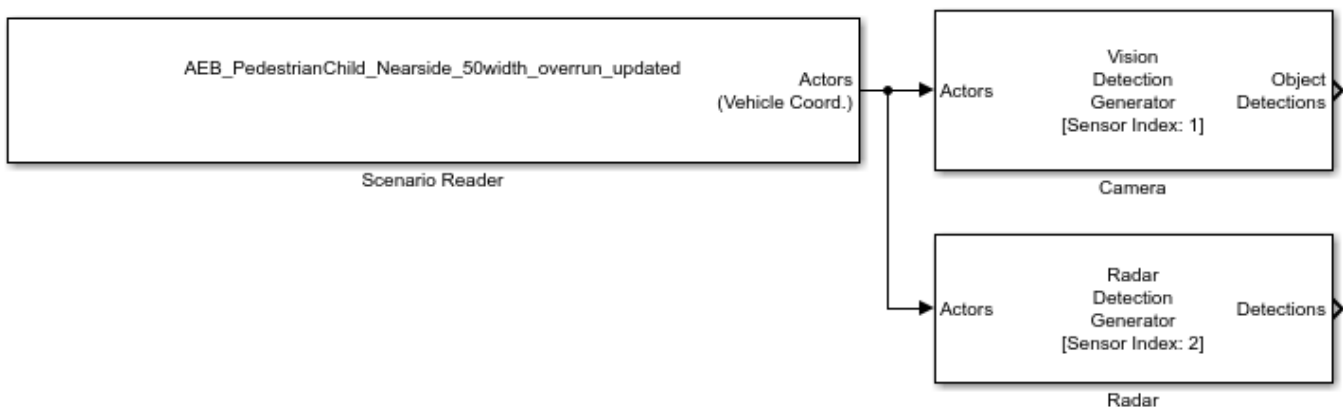
This image shows a sample updated sensor configuration.



### Export Scenario and Sensors to Simulink

To generate Simulink blocks for the scenario and its sensors, on the app toolbar, select **Export > Export Simulink Model**. This model shows sample blocks that were exported from the app.

```
open_system('AEBGeneratedScenarioAndSensors')
```





If you made no changes to the roads and actors in the scenario, then the Scenario Reader block reads the same road and actor data that was used in the AEB model. The Driving Radar Data Generator and Vision Detection Generator blocks model the radar and camera that you created in the app.

### Copy Exported Scenario and Sensors into Existing Model

Replace the scenario and sensors in the AEB model with the newly generated scenario and sensors. Even if you did not modify the roads and actors and read data from the same scenario file, replacing the existing Scenario Reader block is still a best practice. Using this generated block keeps the bus names for scenario and sensors consistent as data passes between them.

To get started, in the AEB model, reopen the **Vehicle Environment > Actors and Sensor Simulation** subsystem.

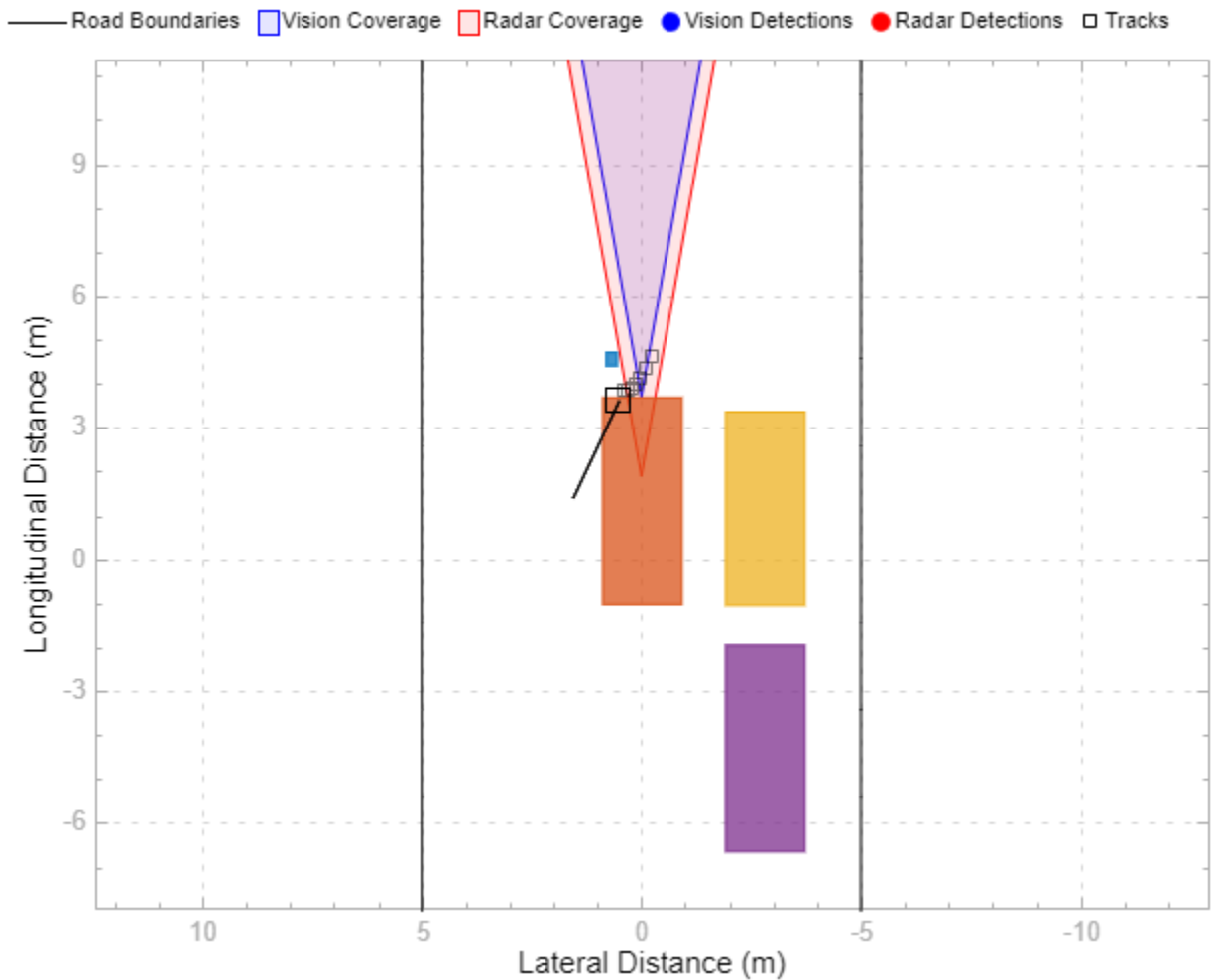
```
open_system('AEBTestBenchExample/Vehicle and Environment/Actors and Sensor Simulation')
```

Next, to cope the scenario and sensor blocks with the generated ones, follow these steps:

- 1 Delete the existing Scenario Reader, Driving Radar Data Generator, and Vision Detection Generator blocks. Do not delete the signal lines that are input to the Scenario Reader block or output from the sensor blocks. Alternatively, disconnect these blocks without deleting them, and comment them out of the model. Using this option, you can compare the existing blocks to the new one and revert back if needed. Select each block. Then, on the **Block** tab, select **Comment Out**.
- 2 Copy the blocks from the generated model into the AEB model.
- 3 Open the copied-in Scenario Reader block and set the **Source of ego vehicle** parameter to **Input port**. Click **OK**. The AEB model defines the ego vehicle in the Pack Ego Actor block, which you connect to the **Ego Vehicle** port of the Scenario Reader block.
- 4 Connect the existing signal lines to the copied-in blocks. To clean up the layout of the model, on the **Format** tab of the model, select **Auto Arrange**.
- 5 Verify that the updated subsystem block diagram resembles the pre-existing block diagram. Then, save the model, or save a copy of the model to a writeable location.

### Simulate Updated Model

To visualize the updated scenario simulation, reopen the Bird's-Eye Scope, click **Find Signals**, and then click **Run**. With this updated sensor configuration, the ego vehicle does not brake in time.



To try different sensor configurations, reload the scenario and sensors in the app, export new scenarios and sensors, and copy them into the AEB model.

## See Also

### Apps

**Bird's-Eye Scope | Driving Scenario Designer**

### Blocks

Vision Detection Generator | Driving Radar Data Generator | Scenario Reader | Lidar Point Cloud Generator

## More About

- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2
- “Euro NCAP Driving Scenarios in Driving Scenario Designer” on page 5-44
- “Test Open-Loop ADAS Algorithm Using Driving Scenario” on page 5-140
- “Test Closed-Loop ADAS Algorithm Using Driving Scenario” on page 5-146

- “Autonomous Emergency Braking with Sensor Fusion” on page 8-305

## Test Open-Loop ADAS Algorithm Using Driving Scenario

This example shows how to test an open-loop ADAS (advanced driver assistance system) algorithm in Simulink®. In an open-loop ADAS algorithm, the ego vehicle behavior is predefined and does not change as the scenario advances during simulation.

To test the algorithm, you use a driving scenario that was saved from the Driving Scenario Designer app. In this example, you read in a scenario by using a Scenario Reader block, and then visualize the scenario and sensor detections on the Bird's-Eye Scope.

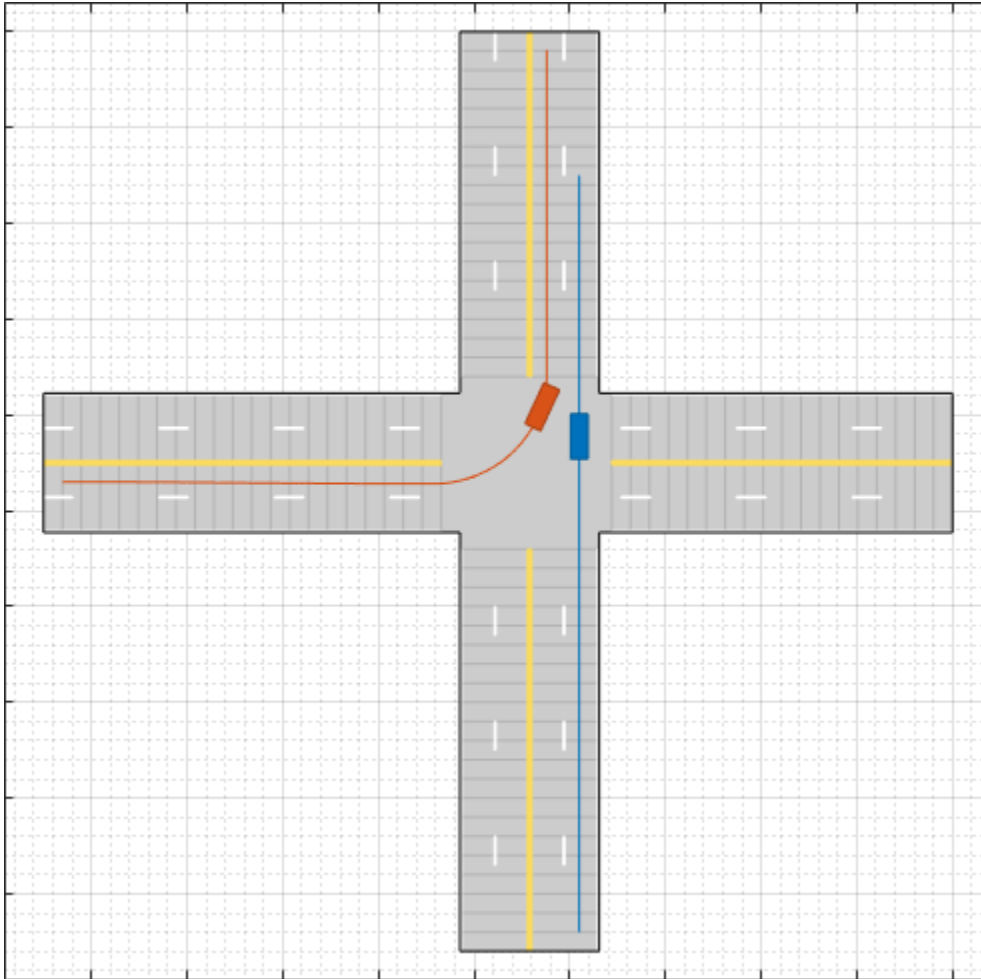
### Inspect Driving Scenario

This example uses a driving scenario that is based on one of the prebuilt scenarios that you access through the Driving Scenario Designer app. For more details on these scenarios, see “Prebuilt Driving Scenarios in Driving Scenario Designer” on page 5-22.

Open the scenario file in the app.

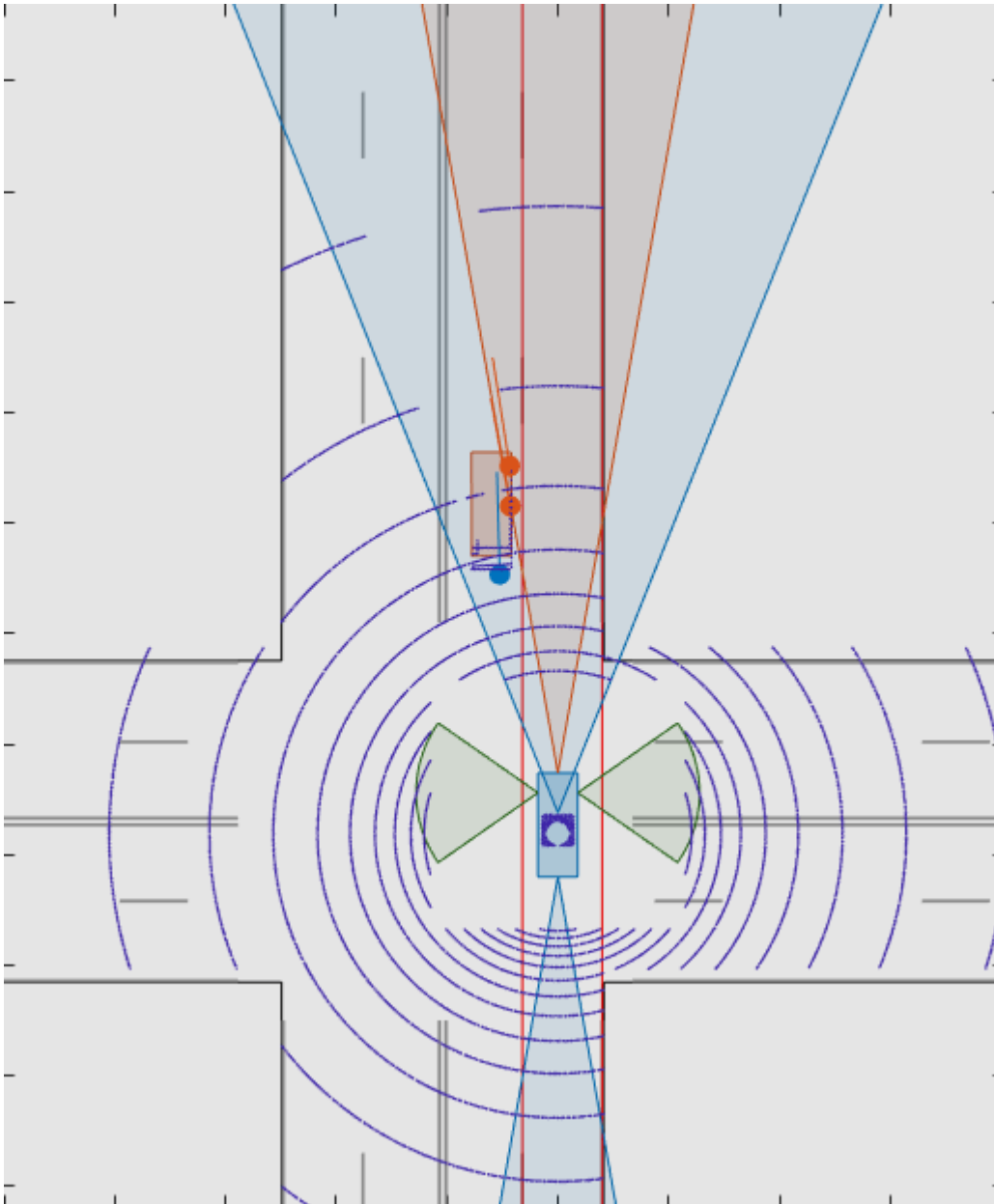
```
drivingScenarioDesigner('LeftTurnScenario.mat')
```

To simulate the scenario, click **Run**. In this scenario, the ego vehicle travels north and goes straight through an intersection. A vehicle coming from the left side of the intersection turns left and ends up in front of the ego vehicle.



The ego vehicle has these sensors:

- A front-facing radar for generating object detections
- A front-facing camera and rear-facing camera for generating object and lane boundary detections
- A lidar on the center of its roof for generating point cloud data of the scenario
- Two ultrasonic sensors facing front-left and front-right for generating object detections



### Inspect Model

The model in this example was generated from the app by selecting **Export > Export Simulink Model**. In the model, a Scenario Reader block reads the actors and roads from the scenario file and outputs the non-ego actors and lane boundaries. Open the model.

```
open_system('OpenLoopWithScenarios.slx')
```

In the Scenario Reader block, the **Driving Scenario Designer file name** parameter specifies the name of the scenario file. You can specify a scenario file that is on the MATLAB® search path, such as the scenario file used in this example, or the full path to a scenario file. Alternatively, you can specify a drivingScenario object by setting **Source of driving scenario** to From workspace, and then

setting **MATLAB or model workspace variable name** to the name of a valid `drivingScenario` object workspace variable.

The Scenario Reader block outputs the poses of the non-ego actors in the scenario and the left-lane and right-lane boundaries of the ego vehicle. To output all lane boundaries of the road on which the ego vehicle is traveling, select the corresponding option for the **Lane boundaries to output** parameter.

The actors, lane boundaries, and ego vehicle pose are passed to a subsystem containing the sensor blocks. Open the subsystem.

```
open_system('OpenLoopWithScenarios/Detection Generators')
```

The Driving Radar Data Generator, Vision Detection Generator, Lidar Point Cloud Generator, and Ultrasonic Detection Generator blocks produce synthetic detections from the scenario. You can fuse this sensor data to generate tracks, such as in the open-loop example “Sensor Fusion Using Synthetic Radar and Vision Data in Simulink” on page 8-297.

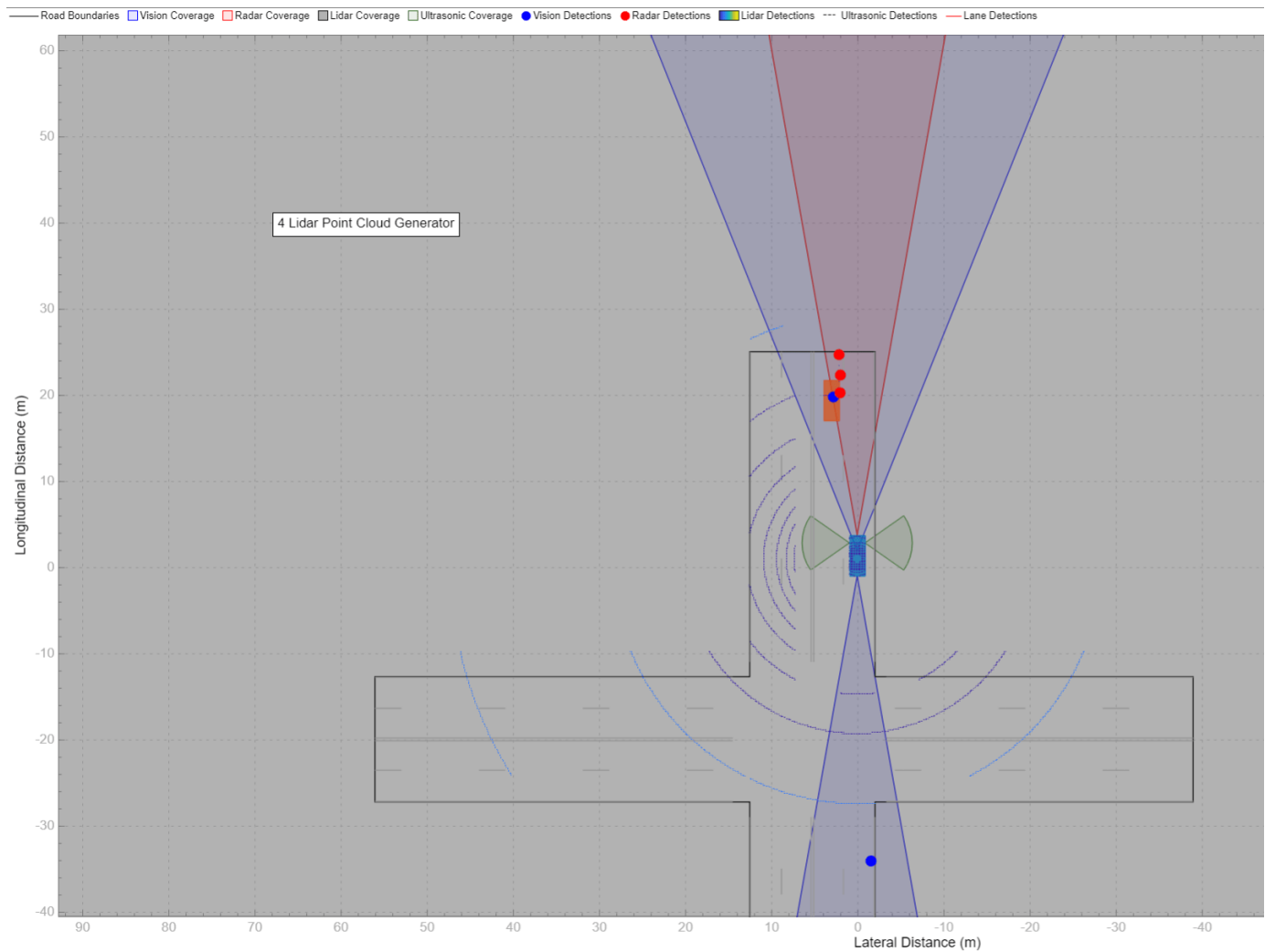
The outputs of the sensor blocks in this model are in vehicle coordinates, where:

- The X-axis points forward from the ego vehicle.
- The Y-axis points to the left of the ego vehicle.
- The origin is located at the center of the rear axle of the ego vehicle.

Because this model is open loop, the ego vehicle behavior does not change as the simulation advances. Therefore, the **Source of ego vehicle** parameter is set to `Scenario`, and the block reads the predefined ego vehicle pose and trajectory from the scenario file. For vehicle controllers and other closed-loop models, set the **Source of ego vehicle** parameter to `Input port`. With this option, you specify an ego vehicle that is defined in the model as an input to the Scenario Reader block. For an example, see “Test Closed-Loop ADAS Algorithm Using Driving Scenario” on page 5-146.

### Visualize Simulation

To visualize the scenario and sensor detections, use the Bird's-Eye Scope. On the Simulink toolstrip, under **Review Results**, click **Bird's-Eye Scope**. Then, in the scope, click **Find Signals** and run the simulation.



### Update Simulation Settings

This model uses the default simulation stop time of 10 seconds. Because the scenario is only about 5 seconds long, the simulation continues to run in the Bird's-Eye Scope even after the scenario has ended. To synchronize the simulation and scenario stop times, on the Simulink model toolbar, set the simulation stop time to 5.2 seconds, which is the exact stop time of the app scenario. After you run the simulation, the app displays this value in the bottom-right corner of the scenario canvas.

If the simulation runs too fast in the Bird's-Eye Scope, you can slow down the simulation by using simulation pacing. On the Simulink toolstrip, select **Run > Simulation Pacing**. Select the **Enable pacing to slow down simulation** check box and decrease the simulation time to slightly less than 1 second per wall-clock second, such as 0.8 seconds. Then, rerun the simulation in the Bird's-Eye Scope.

### See Also

**Apps**  
**Bird's-Eye Scope | Driving Scenario Designer**



## **Blocks**

Scenario Reader | Driving Radar Data Generator | Vision Detection Generator | Lidar Point Cloud Generator

## **More About**

- “Sensor Fusion Using Synthetic Radar and Vision Data in Simulink” on page 8-297
- “Test Closed-Loop ADAS Algorithm Using Driving Scenario” on page 5-146
- “Create Driving Scenario Variations Programmatically” on page 5-125
- “Generate Sensor Blocks Using Driving Scenario Designer” on page 5-131

## Test Closed-Loop ADAS Algorithm Using Driving Scenario

This model shows how to test a closed-loop ADAS (advanced driver assistance system) algorithm in Simulink®. In a closed-loop ADAS algorithm, the ego vehicle is controlled by changes in its scenario environment as the simulation advances.

To test the scenario, you use a driving scenario that was saved from the Driving Scenario Designer app. In this model, you read in a scenario using a Scenario Reader block, and then visually verify the performance of the algorithm, an autonomous emergency braking (AEB) system, on the Bird's-Eye Scope.

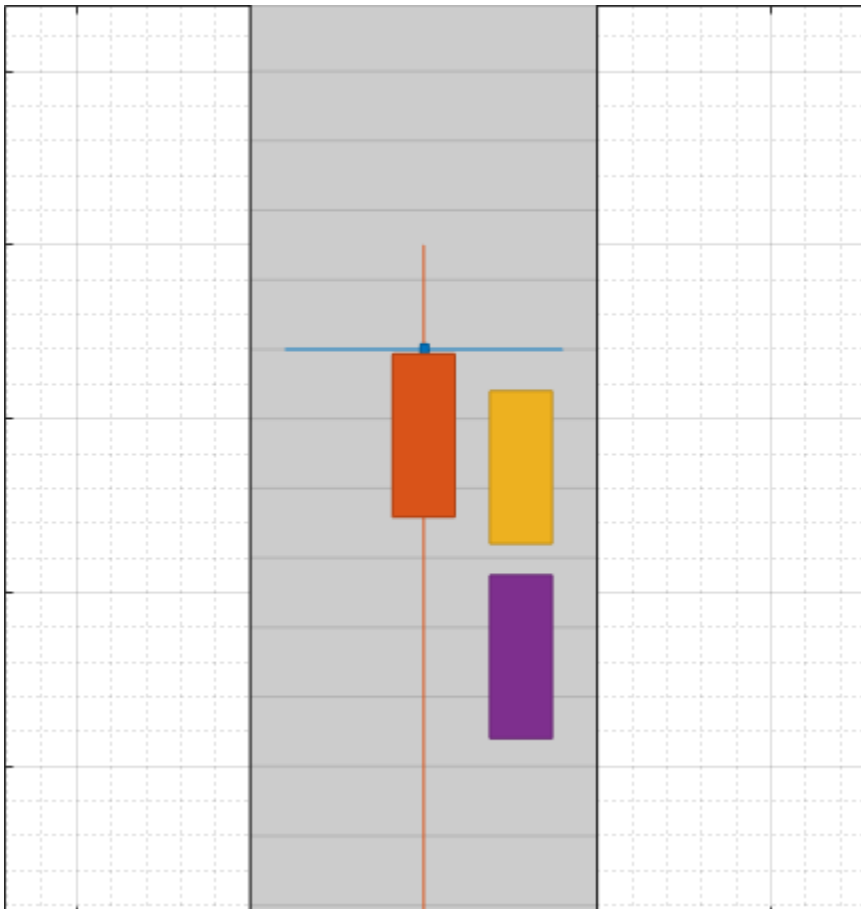
### Inspect Driving Scenario

This example uses a driving scenario that is based on one of the prebuilt Euro NCAP test protocol scenarios that you can access through the Driving Scenario Designer app. For more details on these scenarios, see “Euro NCAP Driving Scenarios in Driving Scenario Designer” on page 5-44.

Open the scenario file in the app.

```
drivingScenarioDesigner('AEB_PedestrianChild_Nearside_50width_overrun.mat')
```

Click **Run** to simulate the scenario. In this scenario, the ego vehicle collides with a pedestrian child who is crossing the street.

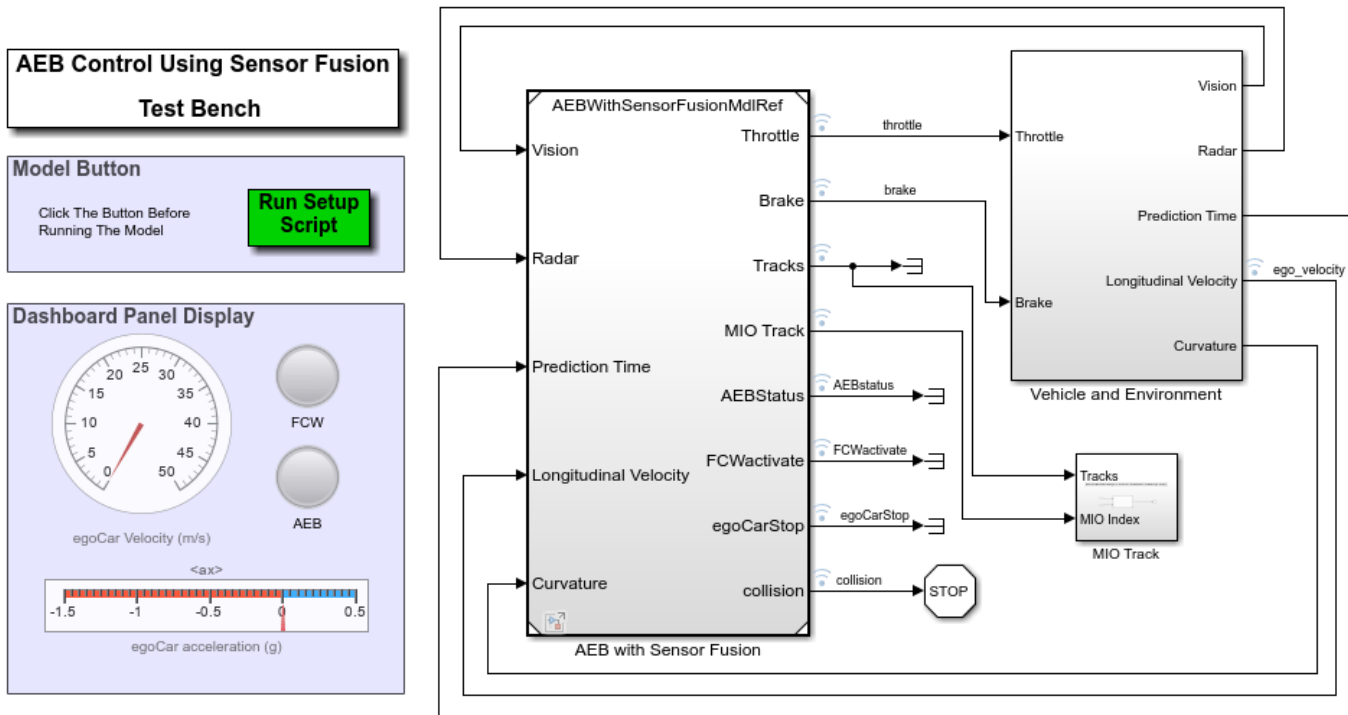


In the model used in this example, you use an AEB sensor fusion algorithm to detect the pedestrian child and test whether the ego vehicle brakes in time to avoid a collision.

### Inspect Model

The model implements the AEB algorithm described in the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example and is configured to simulate a pedestrian collision scenario. Open the model.

```
open_system('AEBTestBenchExample')
```



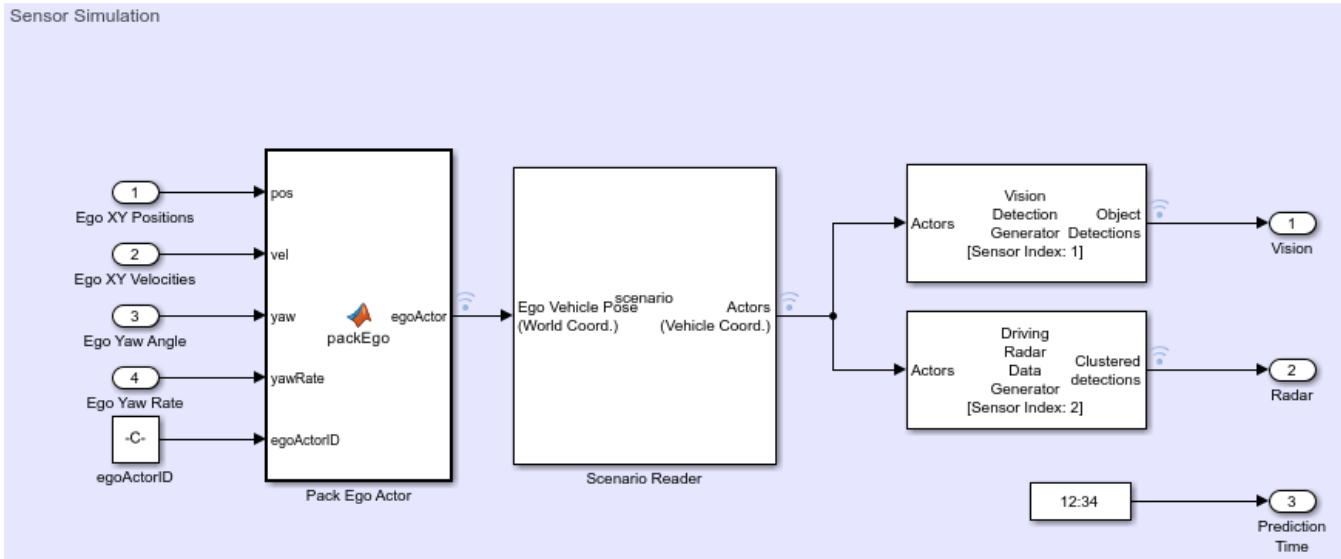
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A Scenario Reader block reads the non-ego actors and roads from the specified scenario file and outputs the non-ego actors. The ego vehicle is passed into the block through an input port.

The Scenario Reader block is located in the **Vehicle Environment > Actors and Sensor Simulation** subsystem. Open this subsystem.

```
open_system('AEBTestBenchExample/Vehicle and Environment/Actors and Sensor Simulation')
```

## Actors and Sensor Simulation



In the Scenario Reader block, the **Driving Scenario Designer file name** parameter specifies the name of the scenario file. You can specify a scenario file that is on the MATLAB® search path, such as the scenario file used in this example, or the full path to a scenario file. Alternatively, you can specify a `drivingScenario` object by setting **Source of driving scenario** to `From workspace` and then setting **MATLAB or model workspace variable name** to the name of a valid `drivingScenario` object workspace variable. In closed-loop simulations, specifying the `drivingScenario` object is useful because it enables you finer control over specifying the initial position of the ego vehicle in your model.

The Scenario Reader block outputs the poses of the non-ego actors in the scenario. These poses are passed to vision and radar sensors, whose detections are used to determine the behavior of the AEB controller.

The actor poses are output in vehicle coordinates, where:

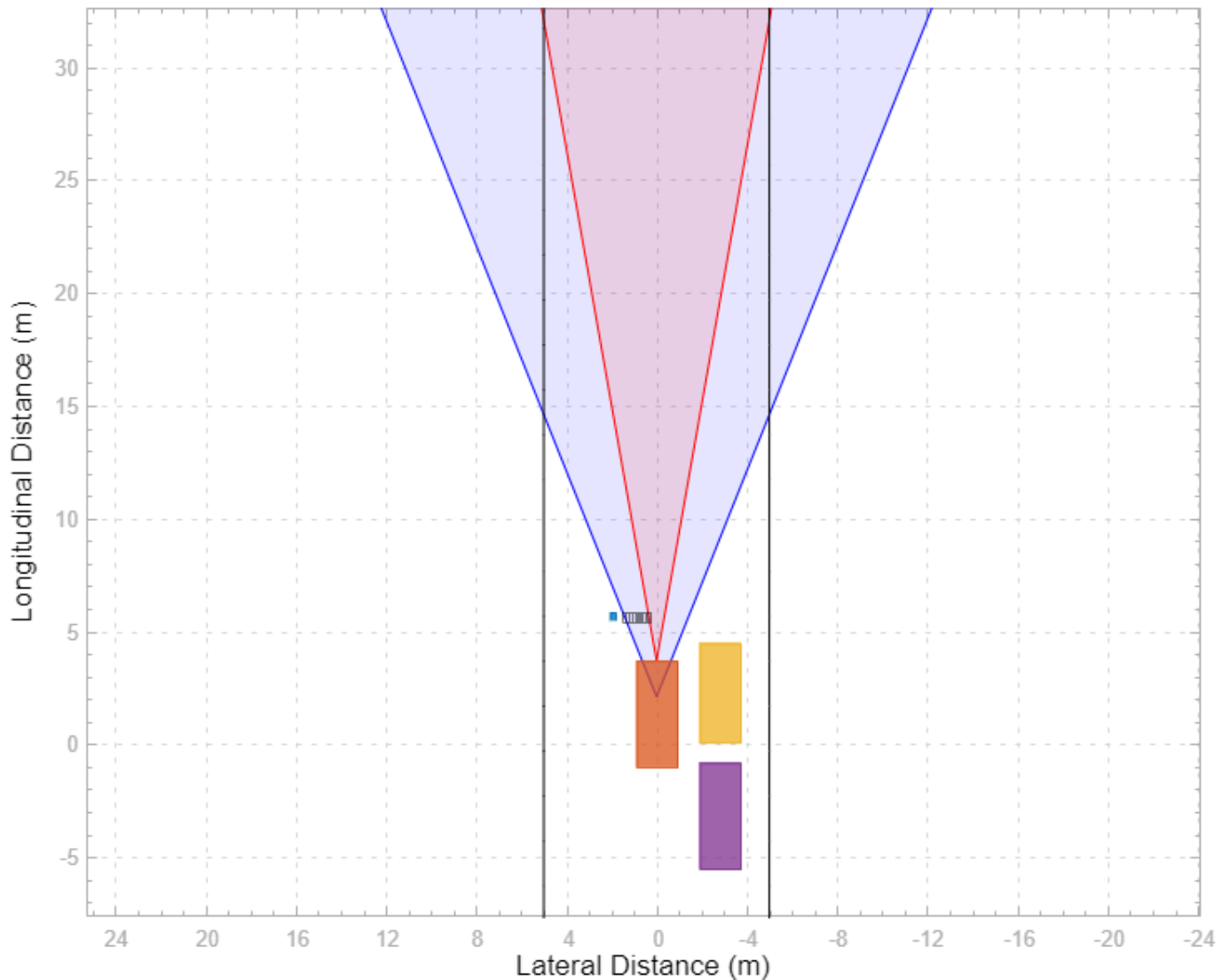
- The *X*-axis points forward from the ego vehicle.
- The *Y*-axis points to the left of the ego vehicle.
- The origin is located at the center of the rear axle of the ego vehicle.

Although this scenario includes a predefined ego vehicle, the Scenario Reader block is configured to ignore this ego vehicle definition. Instead, the ego vehicle is defined in the model and specified as an input to the Scenario Reader block (the **Source of ego vehicle** parameter is set to `Input port`). As the simulation advances, the AEB algorithm determines the pose and trajectory of the ego vehicle. If you are developing an open-loop algorithm, where the ego vehicle is predefined in the driving scenario, set the **Source of ego vehicle** parameter to `Scenario`. For an example, see “Test Open-Loop ADAS Algorithm Using Driving Scenario” on page 5-140.

## Visualize Simulation

To visualize the scenario, use the Bird's-Eye Scope. From the Simulink toolstrip, under **Review Results**, click **Bird's-Eye Scope**. Then, in the scope, click **Find Signals** and run the simulation. With the AEB algorithm, the ego vehicle brakes in time to avoid a collision.

— Road Boundaries    Vision Coverage    Radar Coverage    Vision Detections    Radar Detections    Tracks



## See Also

### Apps

**Bird's-Eye Scope | Driving Scenario Designer**

### Blocks

Scenario Reader | Driving Radar Data Generator | Vision Detection Generator | Lidar Point Cloud Generator

## **More About**

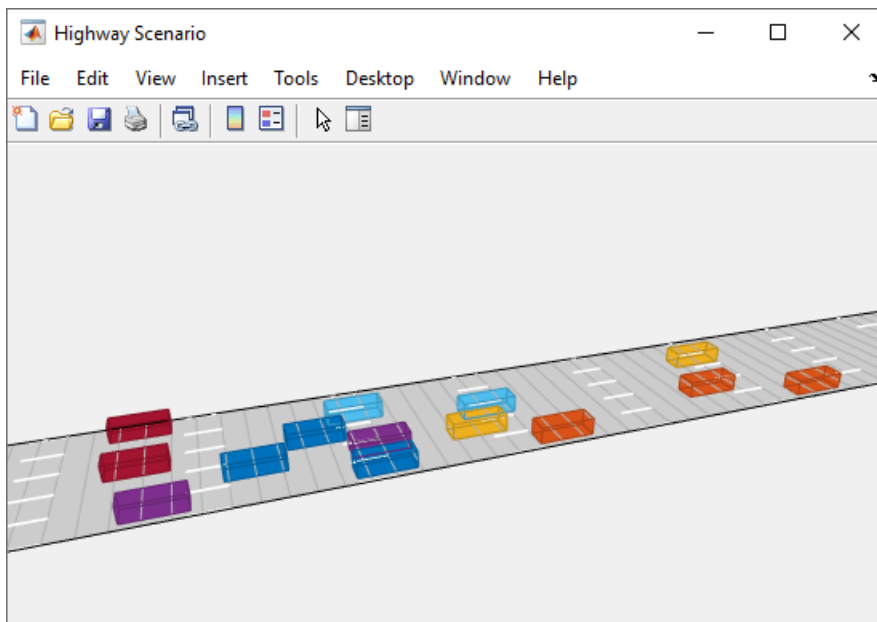
- “Autonomous Emergency Braking with Sensor Fusion” on page 8-305
- “Lateral Control Tutorial” on page 8-836
- “Test Open-Loop ADAS Algorithm Using Driving Scenario” on page 5-140
- “Create Driving Scenario Variations Programmatically” on page 5-125
- “Generate Sensor Blocks Using Driving Scenario Designer” on page 5-131

## Automate Control of Intelligent Vehicles by Using Stateflow Charts

This example shows how to model a highway scenario with intelligent vehicles that are controlled by the same decision logic. Each vehicle determines when to speed up, slow down, or change lanes based on the logic defined by a standalone Stateflow® chart. Because the driving conditions (including the relative position and speed of nearby vehicles) differ from vehicle to vehicle, separate chart objects in MATLAB® control the individual vehicles on the highway.

### Open Driving Scenario

To start the example, run the script `sf_driver_demo.m`. The script displays a 3-D animation of a long highway and several vehicles. The view focuses on a single vehicle and its surroundings. As this vehicle moves along the highway, the standalone Stateflow chart `sf_driver` shows the decision logic that determines its actions.



Starting from a random position, each vehicle attempts to travel at a target speed. Because the target speeds are chosen at random, the vehicles can obstruct one another. In this situation, a vehicle will try to change lanes and resume its target speed.

The class file `HighwayScenario` defines a `drivingScenario` object that represents the 3-D environment that contains the highway and the vehicles on it. To control the motion of the vehicles, the `drivingScenario` object creates an array of Stateflow chart objects. Each chart object controls a different vehicle in the simulation.

### Execute Decision Logic for Vehicles

The Stateflow chart `sf_driver` consists of two top-level states, `LaneKeep` and `LaneChange`.

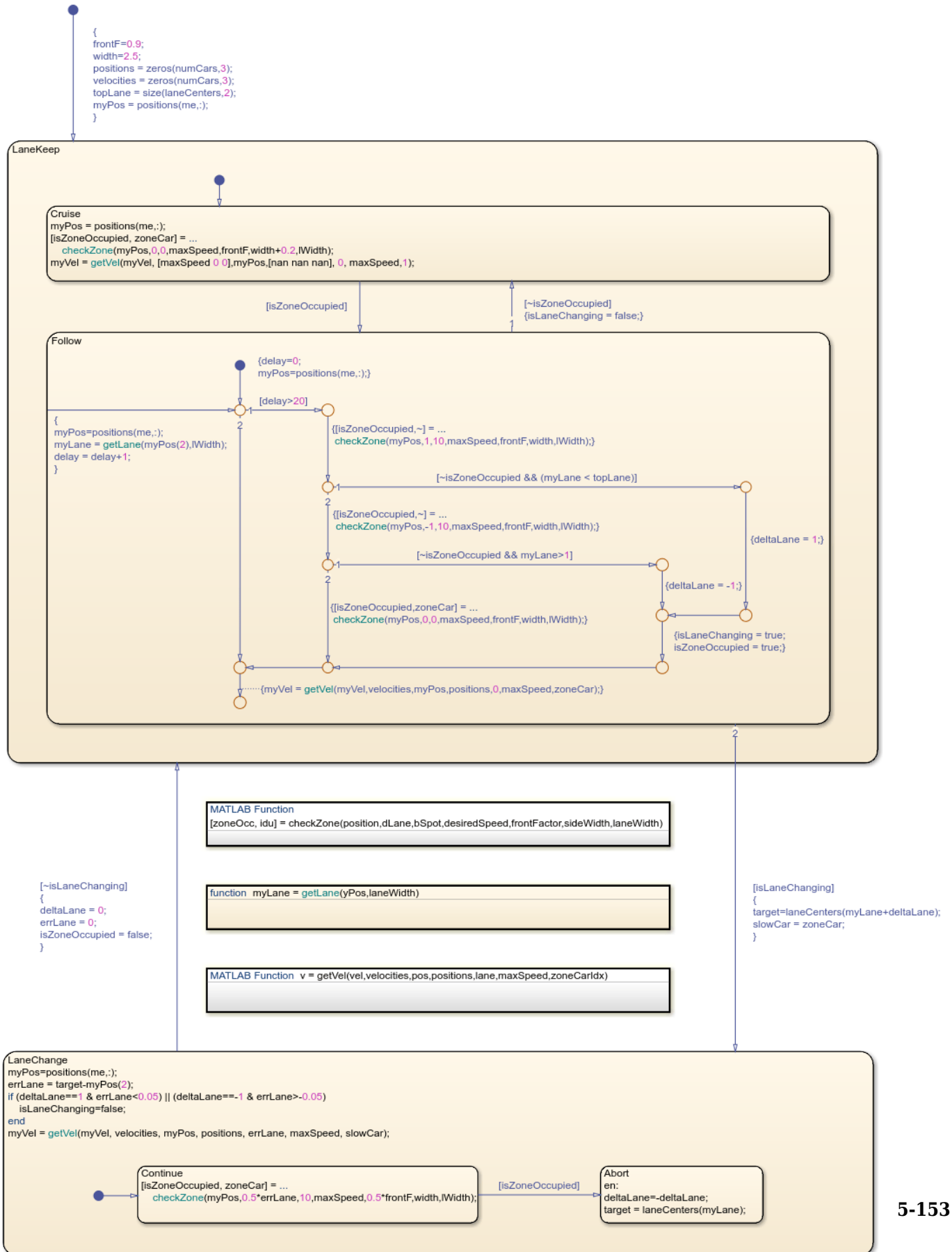
When the `LaneKeep` state is active, the corresponding vehicle stays in its lane of traffic. In this state, there are two possible substates:

- **Cruise** is active when the zone directly in front of the vehicle is empty and the vehicle can travel at its target speed.
- **Follow** becomes active when the zone directly in front of the vehicle is occupied and its target speed is faster than the speed of the vehicle in front. In this case, the vehicle is forced to slow down and attempt to change lanes.

When the LaneChange state is active, the corresponding vehicle attempts to change lanes. In this state, there are two possible substates:

- **Continue** is active when the zone next to the vehicle is empty and the vehicle can change lanes safely.
- **Abort** becomes active when the zone next to the vehicle is occupied. In this case, the vehicle is forced to remain in its lane.





The transitions between the states `LaneKeep` and `LaneChange` are guarded by the value of `isLaneChanging`. In the `LaneKeep` state, the chart sets this local data to `true` when the substate `Follow` is active and there is enough room beside the vehicle to change lanes. In the `LaneChange` state, the chart sets this local data to `false` when the vehicle finishes changing lanes.

### See Also

`drivingScenario`

### More About

- “Create Driving Scenario Programmatically” on page 8-623
- “Create Actor and Vehicle Trajectories Programmatically” on page 8-642
- “Define Road Layouts Programmatically” on page 8-653

## Simulate INS Block

In this example, you simulate an INS block by using the pose information of a vehicle undertaking a left-turn trajectory.

### Load Vehicle Trajectory Data

First, you load the trajectory information of the vehicle to the workspace.

```
load leftTurnTrajectory.mat
```

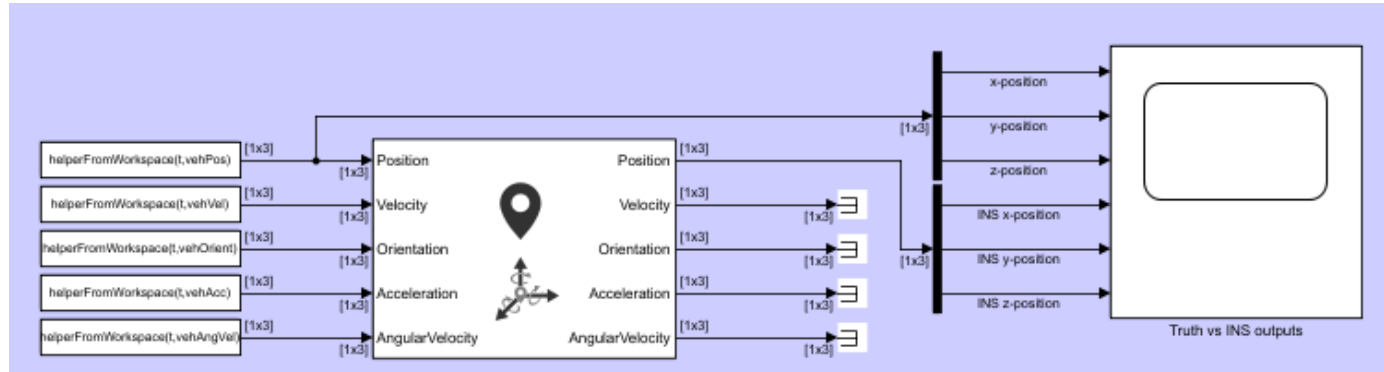
You notice that seven new variables appear in MATLAB workspace.

- `dt` — The time step size of 0.4 seconds.
- `t` — The total time span of 7.88 seconds.
- `vehPos`, `vehVel`, `vehAcc`, `vehOrient`, `vehAngVel` — The history of position, velocity, acceleration, orientation, and angular velocity, each specified as a 198-by-3 matrix, where 198 is the total number of steps.

### Open Simulink Model

Next, you open the Simulink model.

```
open simulateINS.slx
```



The model contains three parts: the data importing part, the INS block, and the scope block to compare the true positions with the INS outputs.

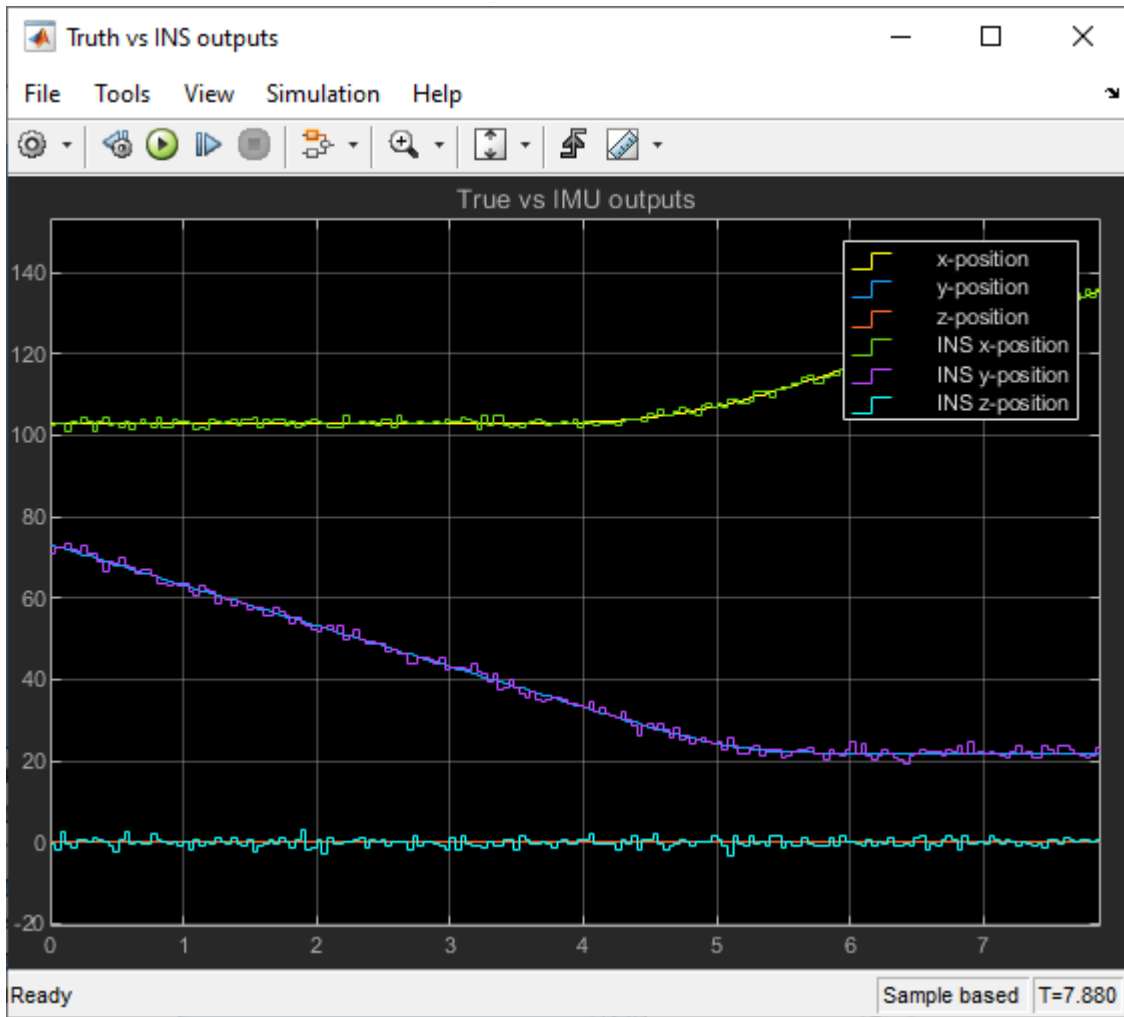
The data importing part imports the vehicle trajectory data into Simulink using the From Workspace (Simulink) block. You use a helper function `helperFromWorkspace`, attached in the example folder, to convert the trajectory data into a structure format required by the From Workspace block.

### Run the Model

Run the Simulink model.

```
results = sim('simulateINS');
```

Click on the scope block and see the results. The INS block position outputs closely follow the truth with the addition of noise.



## See Also

INS

## Related Examples

- “Generate INS Measurements from Driving Scenario in Simulink” on page 5-157

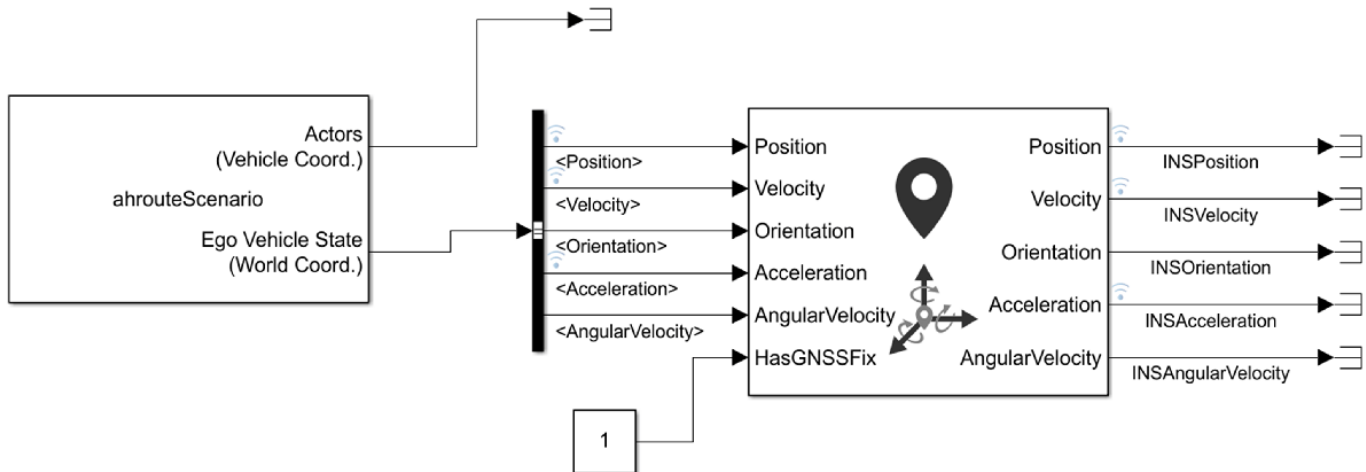
## Generate INS Measurements from Driving Scenario in Simulink

Generate measurements from an INS sensor that is mounted to a vehicle in a driving scenario. Visualize the position, velocity and acceleration profile of the vehicle using those sensor measurements in comparison with the ground truth values from the scenario.

### Inspect Model

Open the Simulink model that reads ground truth measurements from a driving scenario using the **Scenario Reader** block and generates measurements using the **INS** block. The **Ego Vehicle State** port is enabled in the **Scenario Reader** block to obtain the ground truth measurements, which are then fed to the **INS** block. For more information about creating interactive driving scenarios with INS sensor using Driving Scenario Designer app and exporting them to Simulink models, refer to “Generate INS Sensor Measurements from Interactive Driving Scenario” on page 5-80.

```
open_system('ScenarioINSExampleSimulinkModel');
```



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### Simulate the model and visualize measurements

Simulate the model. Note that the ground truth and sensor measurements are set to be logged during the simulation.

```
sim('ScenarioINSExampleSimulinkModel');
```

Open **Simulation Data Inspector** to visualize the position, velocity and acceleration profile of the vehicle based on the INS sensor measurements, in comparison with ground truth data obtained from the driving scenario. From the list of logged signals, select the signals corresponding to the measurements that you wish to compare and visualize.

```
Simulink.sdi.view
```

### See Also

**Driving Scenario Designer** | `insSensor`

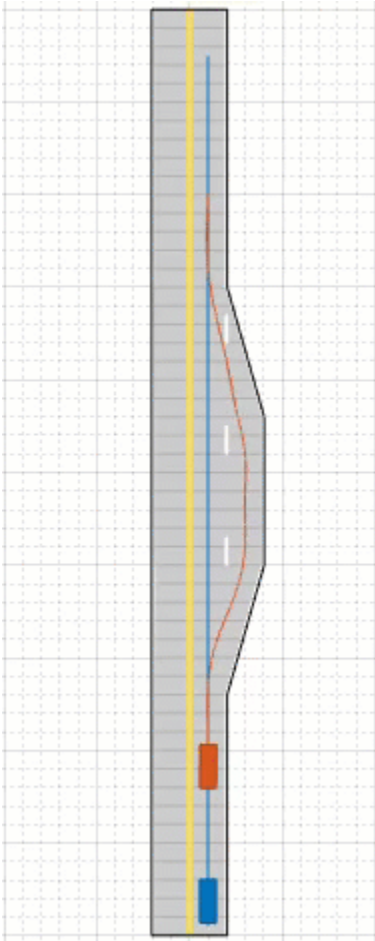
### **More About**

- “Generate INS Sensor Measurements from Interactive Driving Scenario” on page 5-80
- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2

## Create Roads with Multiple Lane Specifications Using Driving Scenario Designer

This example shows how to interactively create roads with multiple lane specifications using the **Driving Scenario Designer** app. You can add or drop lanes along a road by defining multiple lane specifications for that road.

This example shows the workflow to create a road with a special passing lane. The passing lane enables slower vehicles to move into the right lane so that faster vehicles can pass uninterrupted in the left lane.



You can also define multiple lane specifications programmatically. For more information, see `compositeLaneSpec`.

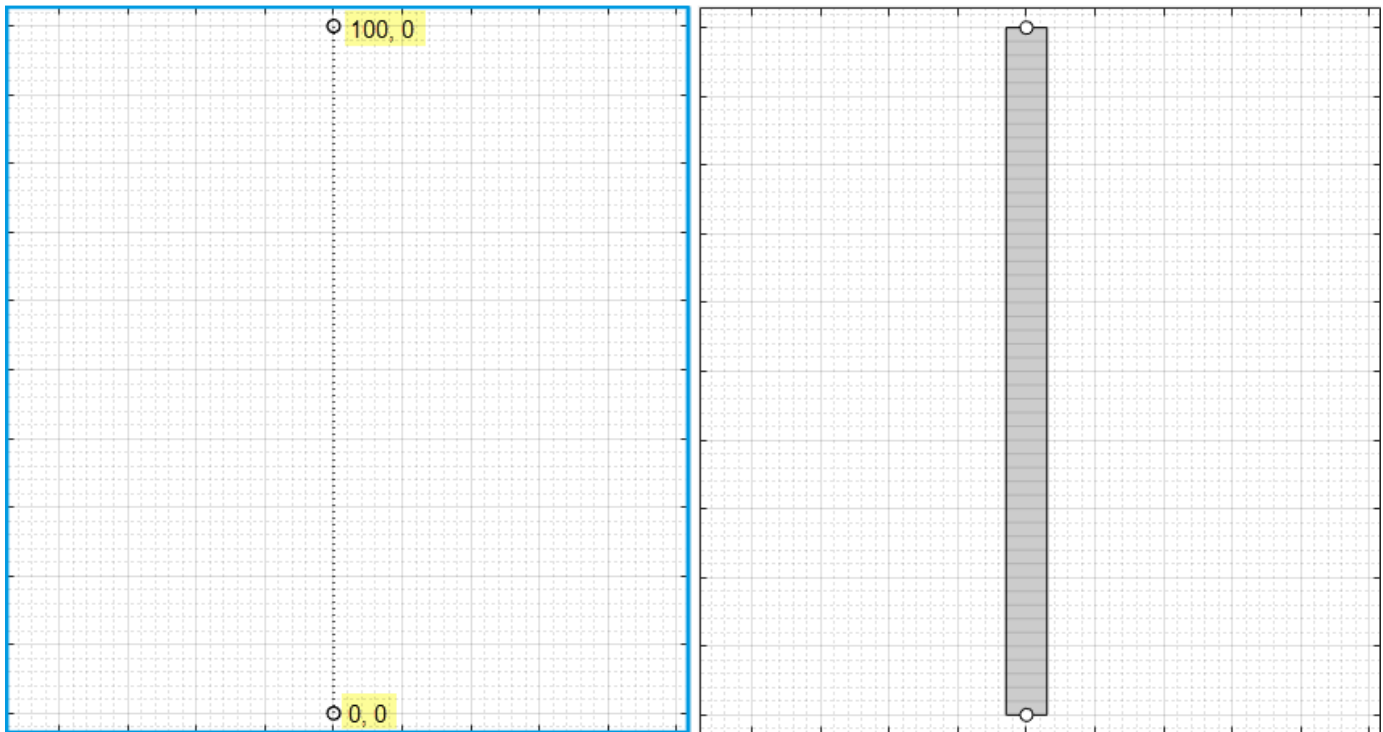
### Open Driving Scenario Designer

To open the app, at the MATLAB command prompt, enter `drivingScenarioDesigner`.

## Add Road

Add a straight road to the scenario canvas. On the app toolbar, select **Add Road**. Then, click at the bottom-center of the canvas, extend the road to the top-center, and double-click the canvas to create the road. To specify precise coordinates for road centers, in the left pane, on the **Roads** tab, expand the **Road Centers** section and enter the values for  $x$ -axis and  $y$ -axis positions shown in this table.

Road Center	x (m)	y (m)
1	0	0
2	100	0



## Define Multiple Lane Specifications

By default, the road is a single-segment, single-lane road without lane markings. To define multiple lane specifications, split the road into the desired number of road segments and specify different lane specifications for each road segment. The order for numbering the lanes and segments of a road depends on the orientation of the road. For more details, see “Draw Direction of Road and Numbering of Lanes” and “Composite Lane Specification”.

### Divide Road into Segments

In the left pane, on the **Roads** tab, set the **Number of Road Segments** to 3. By default, the length of the road is divided equally into the specified number of road segments. You can edit the lengths of road segments using the **Segment Range** parameter that denotes the normalized range for each road segment. Set the **Segment Range** parameter to [0.4 0.3 0.3].

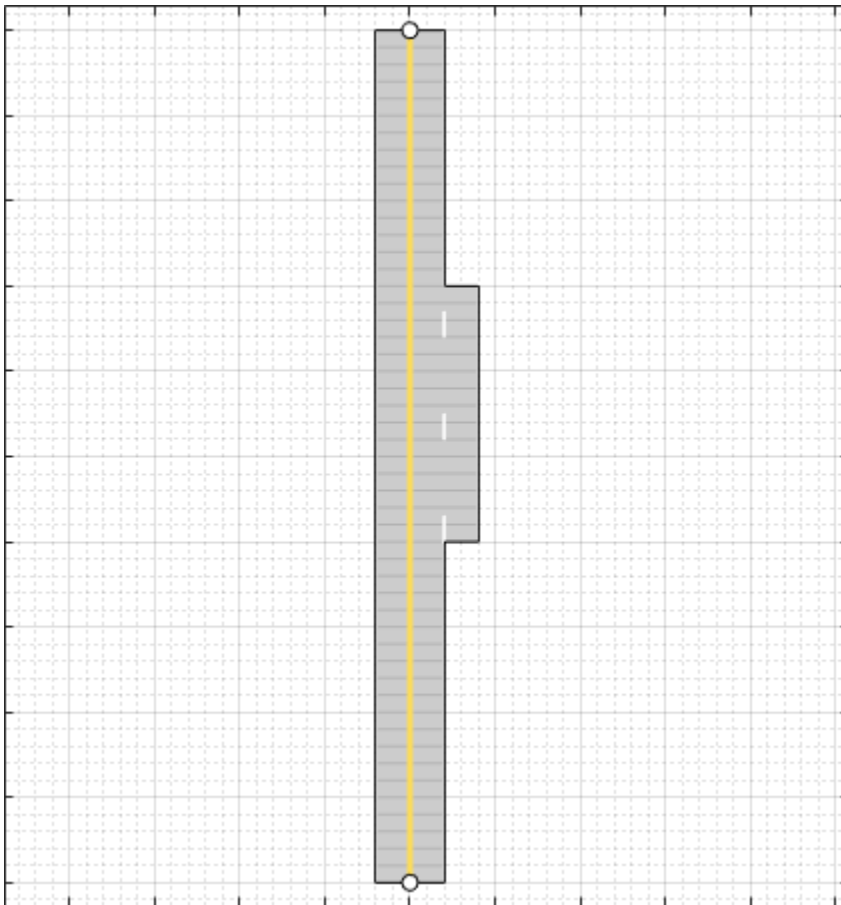


### Specify Lane Information for Each Road Segment

To define lane specifications for each road segment, from the **Road Segment** list, select the desired segment. Then, expand the **Lanes** section and set the **Number of lanes** and the **Lane Width (m)** parameters as shown in this table.

Road Segment	Number of Lanes	Lane Width (m)
Segment 1 ( range = 40% )	[1 1]	4
Segment 2 ( range = 30% )	[1 2]	4
Segment 3 ( range = 30% )	[1 1]	4

This image shows the road after specifying the lane information.



You can inspect or modify the **Lane Types** and **Lane Markings** parameters for the lanes in the selected road segment. This example uses default values for these parameters.

### Define Connection Between Road Segments

By default, road segments do not have taper when you add or drop lanes along the road. To make the scenario more realistic, specify information for the lanes to taper linearly when adding or dropping lanes between road segments.

Expand the **Segment Taper** section, select **Taper 1** from the list, and set these parameters:

- **Shape** — Linear
- **Length (m)** — 15

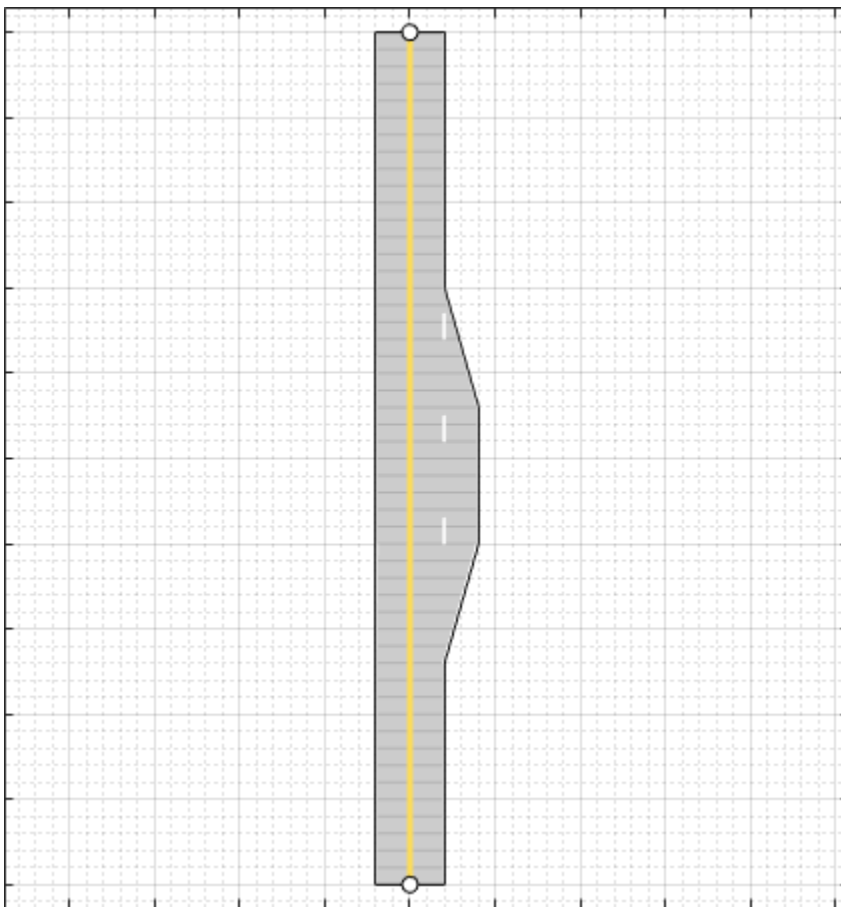
Select Taper 2 from the list and specify the same values for its corresponding parameters.

---

**Note** For two-way road segments, the app determines the position from which to add or drop lanes based on the specified **Number of Lanes** parameter. When you create multiple lane specifications for a one-way road, the **Segment Taper** section additionally contains the **Position** parameter. Using this parameter, you can specify the edge of the road segment from which to add or drop lanes.

---

This image shows the road after specifying segment taper information.



### Next Steps

This example showed how to create a road with multiple lane specifications using the **Driving Scenario Designer** app. You can add actors and trajectories to the scenario. You can also add sensors and generate synthetic detections. For more information, see “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2.

To export a road network to an ASAM OpenDRIVE file, see “Export Driving Scenario to ASAM OpenDRIVE File” on page 5-98.

## See Also

### Apps

**Driving Scenario Designer**

### Objects

drivingScenario | compositeLaneSpec | laneSpecConnector

## Related Examples

- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2
- “Define Road Layouts Programmatically” on page 8-653
- “Export Driving Scenario to ASAM OpenDRIVE File” on page 5-98

## Export Driving Scenario to ASAM OpenSCENARIO File

ASAM OpenSCENARIO is an open file format that describes the dynamic content of driving scenarios. Using the **Driving Scenario Designer** app, you can export road networks, actors, and trajectories from a driving scenario to an ASAM OpenSCENARIO file.

The app supports exporting driving scenarios to ASAM OpenSCENARIO file versions 1.0 and 1.1.

To programmatically export a driving scenario to an ASAM OpenSCENARIO file, use the `export` object function of the `drivingScenario` object.

### Load Scenario File

To open the **Driving Scenario Designer** app, enter this command at the MATLAB command prompt:

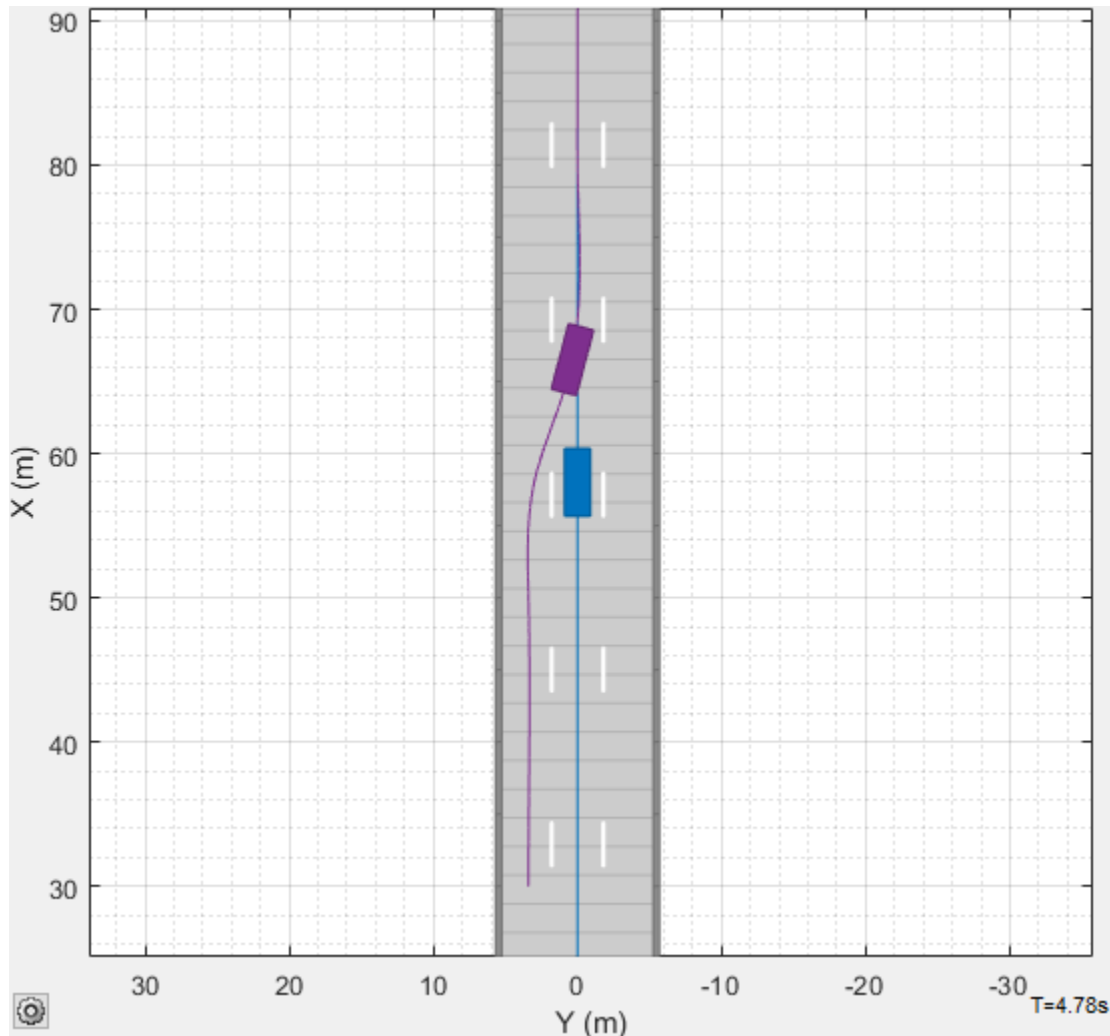
```
drivingScenarioDesigner
```

To load an existing scenario file, on the app toolstrip, select **Open > Scenario File**. The file you select must be a valid driving scenario session file with the `.mat` file extension. Alternatively, you can create a new scenario by using the **Driving Scenario Designer** app, and then export that scenario to an ASAM OpenSCENARIO file. For information about how to create a scenario, see “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2.

Navigate to and open this driving scenario, where *matlabroot* is your MATLAB root folder:

```
matlabroot/examples/driving/data/CutInScenario.mat
```

The **Scenario Canvas** pane displays the scenario, in which an ego vehicle and a target vehicle travel on a straight road with predefined trajectories such that the target vehicle cuts into the ego lane.



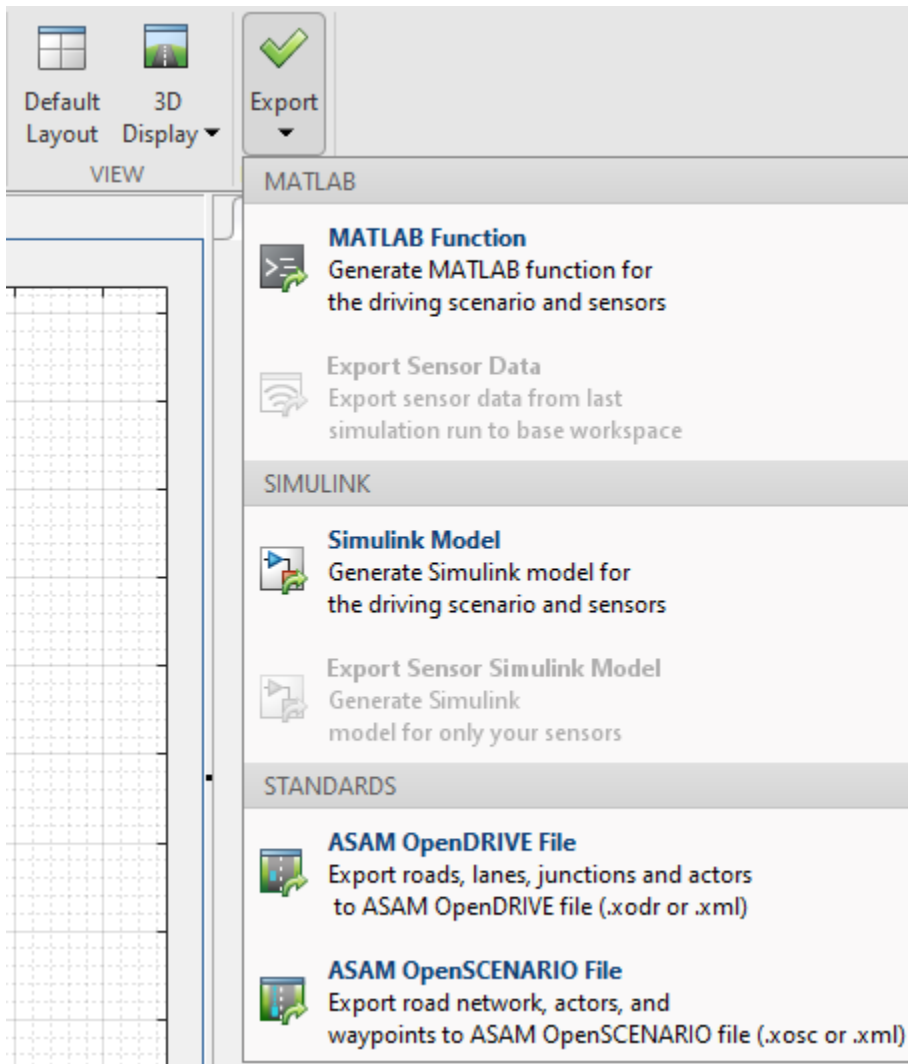
This scenario contains these ASAM OpenSCENARIO actions:

- **SpeedAction** — The ego vehicle travels with an initial speed of 15 m/s and then stops momentarily when it reaches a specified waypoint. The ego vehicle then travels at a speed of 10 m/s until the end of the scenario.
- **VisibilityAction** — The target vehicle enters the scenario after 3 seconds.
- **FollowTrajectoryAction** — The vehicles explicitly follow their trajectories, specified using waypoints.

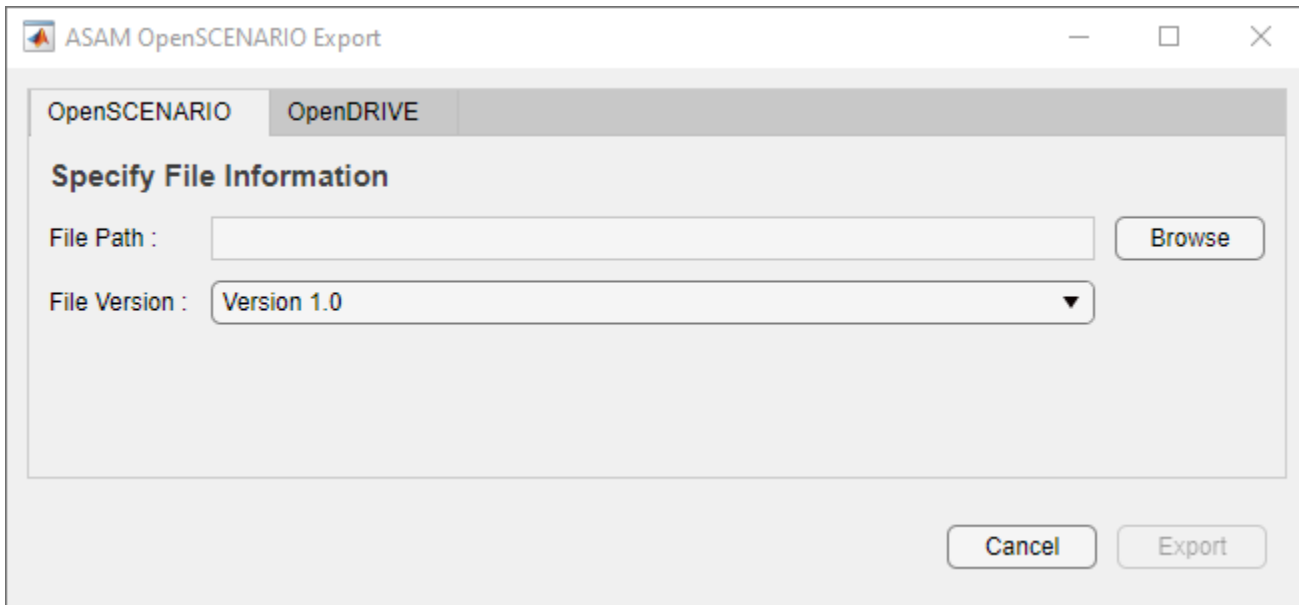
Run the scenario and observe the behaviors of the two vehicles.

## Export to ASAM OpenSCENARIO

To export the road network, actors, and trajectories in the scenario to an ASAM OpenSCENARIO file, on the app toolstrip, select **Export > ASAM OpenSCENARIO File**.



The app opens the ASAM OpenSCENARIO Export dialog box.



On the **OpenSCENARIO** tab, specify these options:

- **File Path** — Specifies a name and location for the output ASAM OpenSCENARIO file with either the `.xosc` or `.xml` file extension. By default, the app saves the file in the current working directory. To specify a different file location, click **Browse**. If a file with the specified name already exists, the app overwrites the existing file.
- **File Version** — Specifies the ASAM OpenSCENARIO version for the output file as `Version 1.0` or `Version 1.1`.

**Default:** `Version 1.0`

On the **OpenDRIVE** tab, specify information for the associated ASAM OpenDRIVE file using these options:

- **File Version** — Specifies the ASAM OpenDRIVE version for the output file as `Version 1.4`, `Version 1.5`, or `Version 1.6`.

**Default:** `Version 1.4`

- **Export Actors** — Select this parameter to export actors to the ASAM OpenDRIVE file.

**Default:** `on`

Once you have specified the file information, click **Export**. The app creates an ASAM OpenSCENARIO file, which describes the dynamic behaviors of actors in the scenario, as well as additional data files. Each data file contains information about a specific scenario element, such as a vehicle or pedestrian. The name of each data file has the prefix `filename_`, where `filename` is the name specified using the **File Path** option.

Data File	Element of Scenario
<code>filename_OpenDRIVE.xodr</code>	Road network and barriers in the scenario
<code>filename_VehicleCatalog.xosc</code>	Properties of vehicles

Data File	Element of Scenario
<i>filename_PedestrianCatalog.xosc</i>	Properties of pedestrians

**Note** The app exports data files based on the contents of the scenario. For example, if the scenario does not contain any pedestrians, then the data file *filename\_PedestrianCatalog.xosc* is not exported.

## ASAM OpenSCENARIO Representations

The exported files contain representations of driving scenario actors and their parameters in the ASAM OpenSCENARIO format.

### Name, Class, and Actor Properties

The app exports the **Name**, **Class**, and **Actor Properties** for each actor to a **Vehicle** element within the *filename\_VehicleCatalog* file.

```
<Vehicle name="Car1" vehicleCategory="car">
  <BoundingBox>
    <Center x="1.35" y="0" z="0"/>
    <Dimensions height="1.4" length="4.7" width="1.8"/>
  </BoundingBox>
  <Performance maxAcceleration="5.36" maxDeceleration="6" maxSpeed="39"/>
  <Axles>
    <FrontAxle maxSteering="0.5" positionX="2.8" positionZ="0.1905" trackWidth="1.8" wheelDiameter="0.381"/>
    <RearAxle maxSteering="0.5" positionX="0" positionZ="0.1905" trackWidth="1.8" wheelDiameter="0.381"/>
  </Axles>
  <Properties/>
</Vehicle>
```

ASAM OpenSCENARIO vehicles include parameters without equivalent actor characteristics. This table shows the default values for those ASAM OpenSCENARIO parameters for various types of exported actors.

Vehicle Parameter	Default Value in Exported File		
	Car	Truck	Bicycle
maxAcceleration	5.3645 m/s <sup>2</sup>	0.897 m/s <sup>2</sup>	0.231 m/s <sup>2</sup>
maxDeceleration	6 m/s <sup>2</sup>	0.474 m/s <sup>2</sup>	7 m/s <sup>2</sup>
maxSpeed	39 m/s	30 m/s	22 m/s
maxSteering	0.5 rad	0.5 rad	0.61 rad
trackWidth	Width of vehicle	Width of vehicle	0
wheelDiameter	0.381 m	0.5715 m	0.571 m

This table describes how each attribute in the exported file maps to the actor properties in the app.

Exported Attribute in ASAM OpenSCENARIO	Conversion from Actor Properties
x-coordinate of center of bounding box	x-coordinate of actor Position + <b>RearOverhang</b> + 0.5 * <b>Length</b>
y-coordinate of center of bounding box	y-coordinate of actor Position
z-coordinate of center of bounding box	z-coordinate of actor Position



Exported Attribute in ASAM OpenSCENARIO	Conversion from Actor Properties
positionX of front axle	x-coordinate of actor Position + <b>FrontOverhang - RearOverhang + Length</b>
positionZ of front axle	0.5 * wheelDiameter
positionX of rear axle	x-coordinate of actor Position
positionZ of rear axle	0.5 * wheelDiameter

## Waypoints

The app exports the waypoints of an actor to the Trajectory element of the FollowTrajectoryAction in the Init section of the output ASAM OpenSCENARIO file. The Trajectory element defines the motion of the associated vehicle in the world position format using a polyline. Setting TrajectoryFollowingMode to position forces the actor to strictly adhere to the specified trajectory. Exported trajectories do not include a time dimension.

```
<PrivateAction>
  <RoutingAction>
    <FollowTrajectoryAction>
      <Trajectory closed="false" name="Trajectory1">
        <Shape>
          <Polyline>
            <Vertex time="1">
              <Position>
                <WorldPosition h="0" p="0" r="0" x="5" y="0" z="0"/>
              </Position>
            </Vertex>
            <Vertex time="2">
              <Position>
                <WorldPosition h="0" p="0" r="0" x="10" y="0" z="0"/>
              </Position>
            </Vertex>
          </Polyline>
        </Shape>
      </Trajectory>
    <TimeReference/>
    <TrajectoryFollowingMode followingMode="position"/>
  </FollowTrajectoryAction>
</RoutingAction>
</PrivateAction>
```

## Note

- The app interpolates additional waypoints between the ones specified in the driving scenario, to generate smooth trajectories for exported actors in the output ASAM OpenSCENARIO file.
- The app does not support exporting reverse waypoints of actors to an ASAM OpenSCENARIO file.

## Speed

When the speed of a vehicle changes in the scenario, the app exports this information to a SpeedAction element in the output ASAM OpenSCENARIO file. The app exports speed changes as a constant rate of change toward a target speed by setting the dynamicsDimension and dynamicsShape attributes of the SpeedActionDynamics element to rate and linear, respectively.

```
<PrivateAction>
  <LongitudinalAction>
    <SpeedAction>
```

```

    <SpeedActionDynamics dynamicsDimension="rate" dynamicsShape="linear" value="5"/>
    <SpeedActionTarget>
      <AbsoluteTargetSpeed value="26"/>
    </SpeedActionTarget>
  </SpeedAction>
</LongitudinalAction>
</PrivateAction>

```

## Wait Time

When an actor in a driving scenario uses the **wait (s)** parameter, the app exports this information using the `delay` attribute of the `condition` element that triggers the event that executes the next `SpeedAction`.

In this sample code, the ego vehicle stops at the specified waypoint for 0.5 seconds and then continues traveling forward. The event `DS_Event_Ego4` specifies that the ego vehicle comes to a rest position. The code represents the wait time information using the `delay` attribute of the `DS_Cond5` condition, which triggers the event after `DS_Event_Ego4`. As a result, the ego vehicle waits for 0.5 seconds after coming to rest before it begins moving again.

```

<Event name="DS_Event_Ego4" priority="overwrite">
  <Action name="DS_Action_Ego4">
    <PrivateAction>
      <LongitudinalAction>
        <SpeedAction>
          <SpeedActionDynamics dynamicsDimension="rate" dynamicsShape="linear" value="-0.54932"/>
          <SpeedActionTarget>
            <AbsoluteTargetSpeed value="0"/>
          </SpeedActionTarget>
        </SpeedAction>
      </LongitudinalAction>
    </PrivateAction>
  </Action>
  <StartTrigger>
    <ConditionGroup>
      <Condition conditionEdge="none" delay="0" name="DS_Cond4">
        <ByEntityCondition>
          <TriggeringEntities triggeringEntitiesRule="any">
            <EntityRef entityRef="Ego"/>
          </TriggeringEntities>
          <EntityCondition>
            <ReachPositionCondition tolerance="2.0">
              <Position>
                <WorldPosition x="57" y="0" z="0"/>
              </Position>
            </ReachPositionCondition>
          </EntityCondition>
        </ByEntityCondition>
      </Condition>
    </ConditionGroup>
  </StartTrigger>
</Event>
<Event name="DS_Event_Ego5" priority="overwrite">
  <Action name="DS_Action_Ego5">
    <PrivateAction>
      <LongitudinalAction>
        <SpeedAction>
          <SpeedActionDynamics dynamicsDimension="rate" dynamicsShape="linear" value="0.77556"/>
          <SpeedActionTarget>
            <AbsoluteTargetSpeed value="2.5926"/>
          </SpeedActionTarget>
        </SpeedAction>
      </LongitudinalAction>
    </PrivateAction>
  </Action>
  <StartTrigger>
    <ConditionGroup>
      <Condition conditionEdge="none" delay="0.5" name="DS_Cond5">
        <ByValueCondition>

```

```

        <StoryboardElementStateCondition state="completeState" storyboardElementRef="DS_Action_Ego4" storyboardElement
        </ByValueCondition>
    </Condition>
</ConditionGroup>
</StartTrigger>
</Event>

```

### Actor spawn and despawn

When you enable the **Actor spawn and despawn** parameter, with valid values for the **Entry Time (s)** and **Exit Time (s)** parameters, the app exports this information using the `VisibilityAction` element.

```

<PrivateAction>
  <VisibilityAction graphics="true" sensors="true" traffic="true"/>
</PrivateAction>

```

### Limitations

The **Driving Scenario Designer** app does not support all components of the ASAM OpenSCENARIO specification. This table shows the list of supported elements and attributes.

Supported Element or Attribute
AbsoluteTargetSpeed
Act
Action
Actors
Axle
Axles
BoundingBox
ByEntityCondition
ByValueCondition
CatalogReference
Center
Clothoid
Condition
ConditionGroup
Dimensions
Directory
Entities
EntityCondition
EntityObject
EntityRef
Event
File

<b>Supported Element or Attribute</b>
FileHeader
FollowTrajectoryAction
Init
LongitudinalAction
Maneuver
ManeuverGroup
MiscObject
OpenScenario
Pedestrian
Performance
Polyline
Position
Private
PrivateAction
ReachPositionCondition
RoadNetwork
Route
RoutingAction
ScenarioObject
Shape
SimulationTimeCondition
SpeedAction
SpeedActionTarget
Story
Storyboard
StoryboardElementStateCondition
TeleportAction
Trajectory
Trigger
TriggeringEntities
Vehicle
VehicleCatalogLocation
Vertex
VisibilityAction
Waypoint
WorldPosition

## See Also

### Apps

Driving Scenario Designer

### Objects

drivingScenario

### Functions

export | roadNetwork

## Related Examples

- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2
- “Import ASAM OpenDRIVE Roads into Driving Scenario” on page 5-89
- “Export Driving Scenario to ASAM OpenDRIVE File” on page 5-98

## External Websites

- ASAM OpenSCENARIO
- ASAM OpenDRIVE

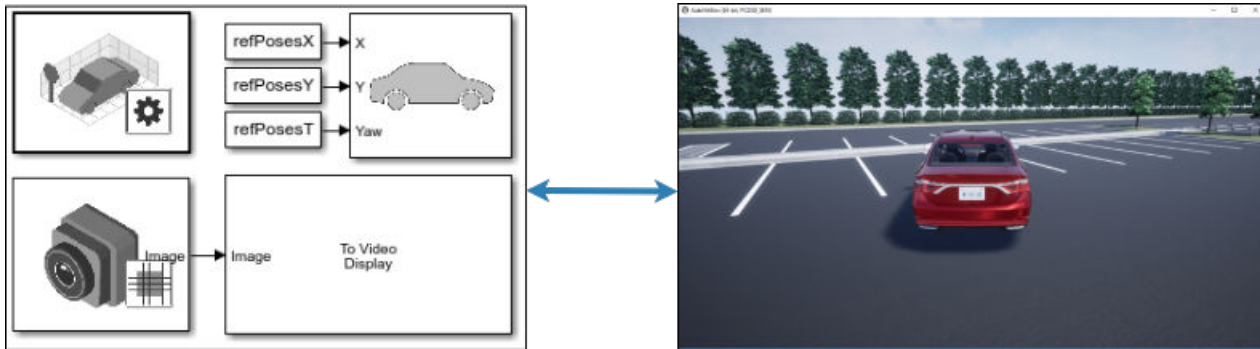


# 3D Simulation - User's Guide

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## Unreal Engine Simulation for Automated Driving

Automated Driving Toolbox provides a co-simulation framework that models driving algorithms in Simulink and visualizes their performance in a virtual simulation environment. This environment uses the Unreal Engine from Epic Games.



Simulink blocks related to the simulation environment can be found in the **Automated Driving Toolbox > Simulation 3D** block library. These blocks provide the ability to:

- Configure scenes in the simulation environment.
- Place and move vehicles within these scenes.
- Set up camera, radar, and lidar sensors on the vehicles.
- Simulate sensor outputs based on the environment around the vehicle.
- Obtain ground truth data for semantic segmentation and depth information.

This simulation tool is commonly used to supplement real data when developing, testing, and verifying the performance of automated driving algorithms. In conjunction with a vehicle model, you can use these blocks to perform realistic closed-loop simulations that encompass the entire automated driving stack, from perception to control.

For more details on the simulation environment, see “How Unreal Engine Simulation for Automated Driving Works” on page 6-9.

### Unreal Engine Simulation Blocks

To access the **Automated Driving Toolbox > Simulation 3D** library, at the MATLAB command prompt, enter `drivingsim3d`.

#### Scenes

To configure a model to co-simulate with the simulation environment, add a Simulation 3D Scene Configuration block to the model. Using this block, you can choose from a set of prebuilt scenes where you can test and visualize your driving algorithms. You can also use this block to control the sun position and weather conditions in the scene. The following image is from the Virtual Mcity scene.





The toolbox includes these scenes.

Scene	Description
Straight Road	Straight road segment
Curved Road	Curved, looped road
Parking Lot	Empty parking lot
Double Lane Change	Straight road with barrels and traffic signs that are set up for executing a double lane change maneuver
Open Surface	Flat, black pavement surface with no road objects
US City Block	City block with intersections, barriers, and traffic lights
US Highway	Highway with cones, barriers, traffic lights, and traffic signs
Large Parking Lot	Parking lot with parked cars, cones, curbs, and traffic signs
Virtual Mcity	City environment that represents the University of Michigan proving grounds (see Mcity Test Facility); includes cones, barriers, an animal, traffic lights, and traffic signs

If you have the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package, then you can modify these scenes or create new ones. For more details, see “Customize Unreal Engine Scenes for Automated Driving” on page 6-45.

## Vehicles

To define a virtual vehicle in a scene, add a Simulation 3D Vehicle with Ground Following block to your model. Using this block, you can control the movement of the vehicle by supplying the X, Y, and yaw values that define its position and orientation at each time step. The vehicle automatically moves along the ground.

You can also specify the color and type of vehicle. The toolbox includes these vehicle types:

- **Box Truck**
- **Hatchback**
- **Muscle Car**
- **Sedan**
- **Small Pickup Truck**
- **Sport Utility Vehicle**

## Sensors

You can define virtual sensors and attach them at various positions on the vehicles. The toolbox includes these sensor modeling and configuration blocks.

Block	Description
Simulation 3D Camera	Camera model with lens. Includes parameters for image size, focal length, distortion, and skew.
Simulation 3D Fisheye Camera	Fisheye camera that can be described using the Scaramuzza camera model. Includes parameters for distortion center, image size, and mapping coefficients.
Simulation 3D Lidar	Scanning lidar sensor model. Includes parameters for detection range, resolution, and fields of view.
Simulation 3D Probabilistic Radar	Probabilistic radar model that returns a list of detections. Includes parameters for radar accuracy, radar bias, detection probability, and detection reporting. It does not simulate radar at an electromagnetic wave propagation level.
Simulation 3D Probabilistic Radar Configuration	Configures radar signatures for all actors detected by the Simulation 3D Probabilistic Radar blocks in a model.
Simulation 3D Vision Detection Generator	Camera model that returns a list of object and lane boundary detections. Includes parameters for modeling detection accuracy, measurement noise, and camera intrinsics.

For more details on choosing a sensor, see “Choose a Sensor for Unreal Engine Simulation” on page 6-17.

## Algorithm Testing and Visualization

Automated Driving Toolbox simulation blocks provide the tools for testing and visualizing path planning, vehicle control, and perception algorithms.

### Path Planning and Vehicle Control

You can use the Unreal Engine simulation environment to visualize the motion of a vehicle in a prebuilt scene. This environment provides you with a way to analyze the performance of path planning and vehicle control algorithms. After designing these algorithms in Simulink, you can use the `drivingsim3d` library to visualize vehicle motion in one of the prebuilt scenes.

For an example of path planning and vehicle control algorithm visualization, see “Visualize Automated Parking Valet Using Unreal Engine Simulation” on page 8-878.

### Perception

Automated Driving Toolbox provides several blocks for detailed camera, radar, and lidar sensor modeling. By mounting these sensors on vehicles within the virtual environment, you can generate synthetic sensor data or sensor detections to test the performance of your sensor models against perception algorithms. For an example of generating radar detections, see “Simulate Vision and Radar Sensors in Unreal Engine Environment” on page 8-887.

You can also output and visualize ground truth data to validate depth estimation algorithms and train semantic segmentation networks. For an example, see “Depth and Semantic Segmentation Visualization Using Unreal Engine Simulation” on page 6-31.

### Localization

Developing a localization algorithm and evaluating its performance in varying conditions is a challenging task. One of the biggest challenges is obtaining ground truth. Although you can capture ground truth using expensive, high-precision inertial navigation systems (INS), virtual simulation is a cost-effective alternative. The use of simulation enables testing under a variety of scenarios and sensor configurations. It also enables a rapid development iteration, and provides precise ground truth. For an example develop and evaluate a lidar localization algorithm using synthetic lidar data from the Unreal Engine simulation environment, see “Lidar Localization with Unreal Engine Simulation” on page 8-944.

### Closed-Loop Systems

After you design and test a perception system within the simulation environment, you can use this system to drive a control system that actually steers a vehicle. In this case, rather than manually set up a trajectory, the vehicle uses the perception system to drive itself. By combining perception and control into a closed-loop system in the 3D simulation environment, you can develop and test more complex algorithms, such as lane keeping assist and adaptive cruise control.

For an example of a closed-loop system in the Unreal Engine environment, see “Highway Lane Following” on page 8-893.

## **See Also**

### **More About**

- “Unreal Engine Simulation Environment Requirements and Limitations” on page 6-7
- “Simulate Simple Driving Scenario and Sensor in Unreal Engine Environment” on page 6-21
- “Coordinate Systems for Unreal Engine Simulation in Automated Driving Toolbox” on page 6-11
- “Customize Unreal Engine Scenes for Automated Driving” on page 6-45

# Unreal Engine Simulation Environment Requirements and Limitations

Automated Driving Toolbox provides an interface to a simulation environment that is visualized using the Unreal Engine from Epic Games. This visualization engine comes installed with the toolbox. When simulating in this environment, keep these requirements and limitations in mind.

## Software Requirements

- Windows® 64-bit platform
- Visual Studio®
- Microsoft® DirectX® — If this software is not already installed on your machine and you try to simulate in the environment, the toolbox prompts you to install it. Once you install the software, you must restart the simulation.

In you are customizing scenes, verify that Visual Studio and your Unreal Engine project is compatible with the Unreal Engine version supported by your MATLAB release.

MATLAB Release	Unreal Engine Version	Visual Studio Version
R2019b	4.19	2017
R2020a-R2021a	4.23	2019
R2021b	4.25	2019
R2022a-R2022b	4.26	2019

---

**Note** Mac and Linux® platforms are not yet supported for Unreal Engine simulation.

---

## Minimum Hardware Requirements

- Graphics card (GPU) — Virtual reality-ready with 8 GB of on-board RAM
- Processor (CPU) — 2.60 GHz
- Memory (RAM) — 12 GB

## Limitations

The Unreal Engine simulation environment blocks do not support:

- Code generation
- Model reference
- Multiple instances of the Simulation 3D Scene Configuration block
- Multiple Unreal Engine instances in the same MATLAB session
- Parallel simulations
- Rapid accelerator mode

In addition, when using these blocks in a closed-loop simulation, all Unreal Engine simulation environment blocks must be in the same subsystem.

## **See Also**

### **More About**

- [“Unreal Engine Scenario Simulation”](#)

### **External Websites**

- [Unreal Engine 4 Documentation](#)

## How Unreal Engine Simulation for Automated Driving Works

Automated Driving Toolbox provides a co-simulation framework that you can use to model driving algorithms in Simulink and visualize their performance in a virtual simulation environment. This environment uses the Unreal Engine by Epic Games.

Understanding how this simulation environment works can help you troubleshoot issues and customize your models.

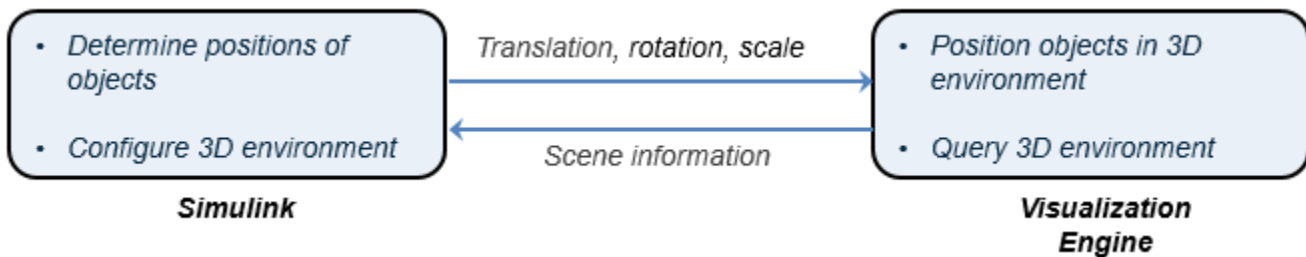
### Communication with 3D Simulation Environment

When you use Automated Driving Toolbox to run your algorithms, Simulink co-simulates the algorithms in the visualization engine.

In the Simulink environment, Automated Driving Toolbox:

- Configures the visualization environment, specifically the ray tracing, scene capture from cameras, and initial object positions
- Determines the next position of the objects by using the simulation environment feedback

The diagram summarizes the communication between Simulink and the visualization engine.



### Block Execution Order

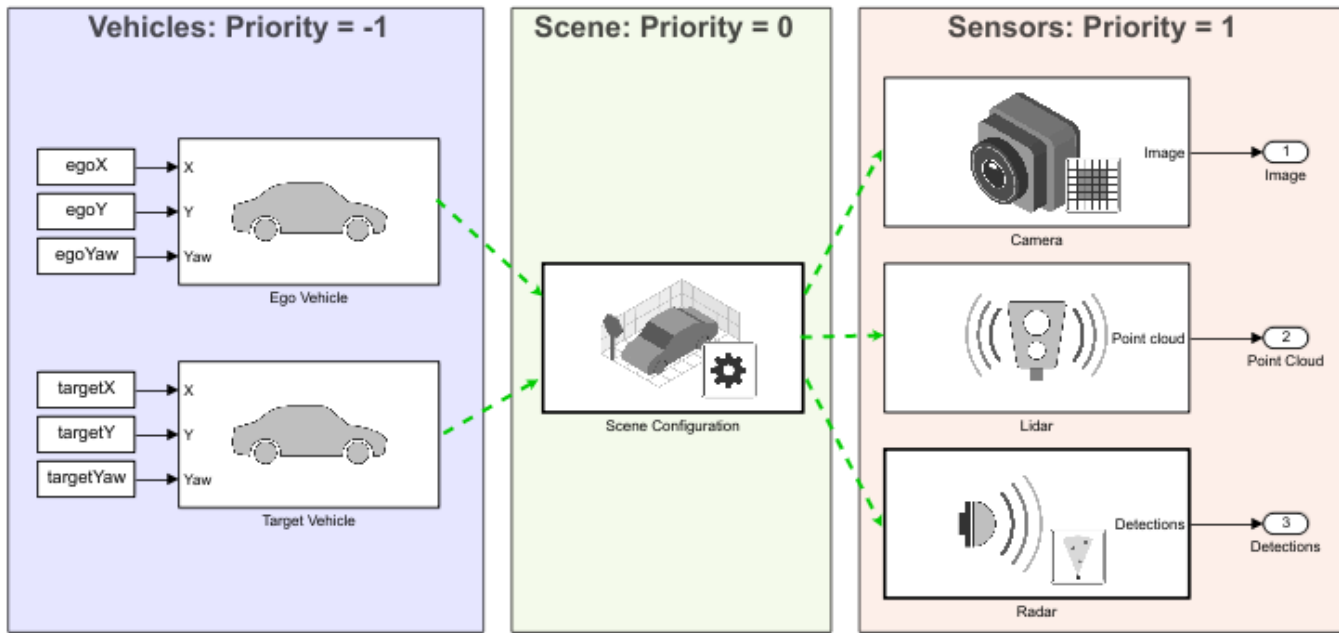
During simulation, the Unreal Engine simulation blocks follow a specific execution order:

- 1 The Simulation 3D Vehicle with Ground Following blocks initialize the vehicles and send their **X**, **Y**, and **Yaw** signal data to the Simulation 3D Scene Configuration block.
- 2 The Simulation 3D Scene Configuration block receives the vehicle data and sends it to the sensor blocks.
- 3 The sensor blocks receive the vehicle data and use it to accurately locate and visualize the vehicles.

The **Priority** property of the blocks controls this execution order. To access this property for any block, right-click the block, select **Properties**, and click the **General** tab. By default, Simulation 3D Vehicle with Ground Following blocks have a priority of -1, Simulation 3D Scene Configuration blocks have a priority of 0, and sensor blocks have a priority of 1.

The diagram shows this execution order.

### Execution Order for Unreal Engine Simulation Blocks



If your sensors are not detecting vehicles in the scene, it is possible that the Unreal Engine simulation blocks are executing out of order. Try updating the execution order and simulating again. For more details on execution order, see “Control and Display Execution Order” (Simulink).

Also be sure that all 3D simulation blocks are located in the same subsystem. Even if the blocks have the correct **Priority** settings, if they are located in different subsystems, they still might execute out of order.

## See Also

### More About

- “Unreal Engine Simulation for Automated Driving” on page 6-2
- “Unreal Engine Simulation Environment Requirements and Limitations” on page 6-7
- “Choose a Sensor for Unreal Engine Simulation” on page 6-17
- “Coordinate Systems for Unreal Engine Simulation in Automated Driving Toolbox” on page 6-11

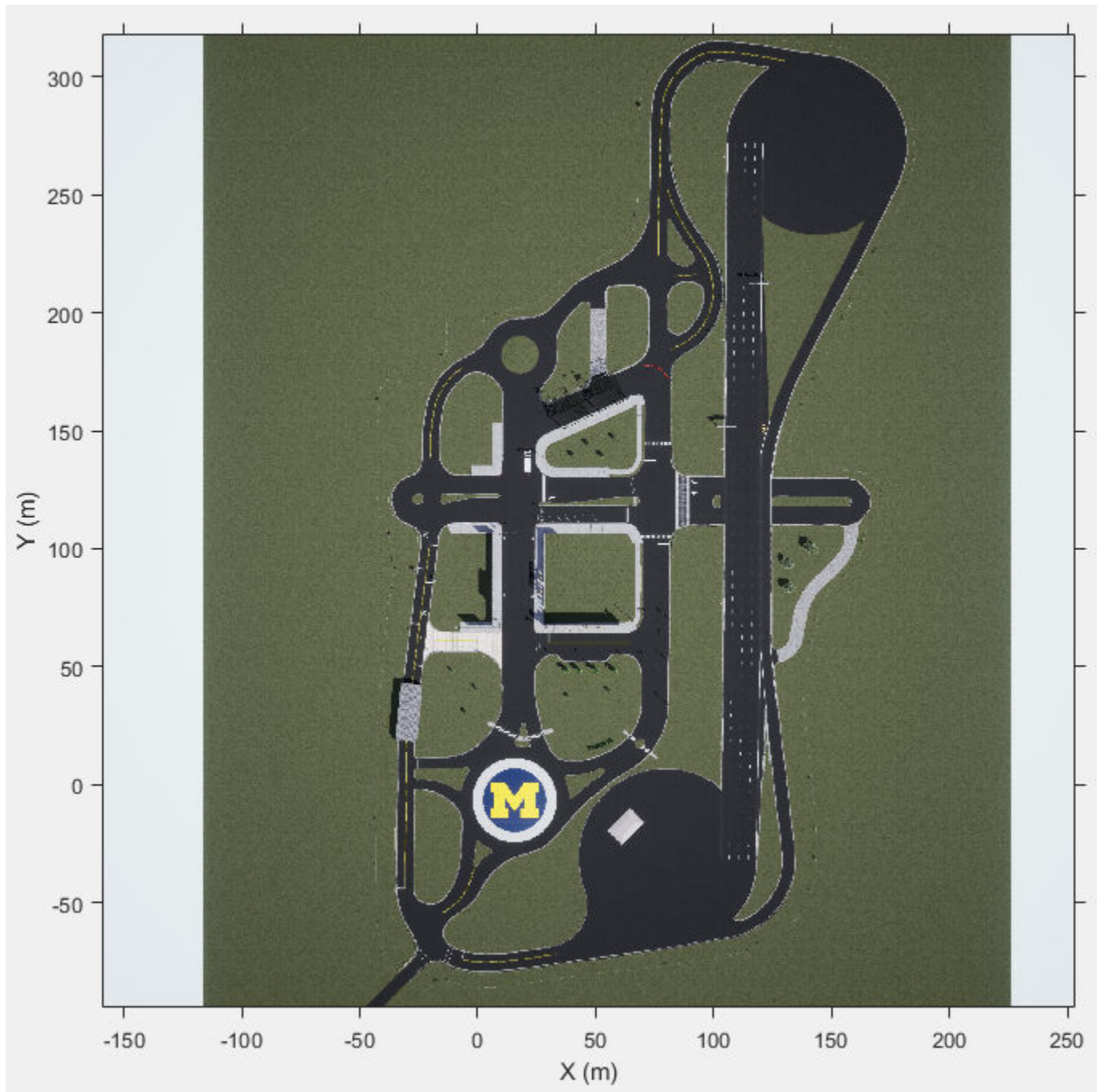


## **Coordinate Systems for Unreal Engine Simulation in Automated Driving Toolbox**

Automated Driving Toolbox enables you to simulate your driving algorithms in a virtual environment that uses the Unreal Engine from Epic Games. In general, the coordinate systems used in this environment follow the conventions described in “Coordinate Systems in Automated Driving Toolbox” on page 1-2. However, when simulating in this environment, it is important to be aware of the specific differences and implementation details of the coordinate systems.

### **World Coordinate System**

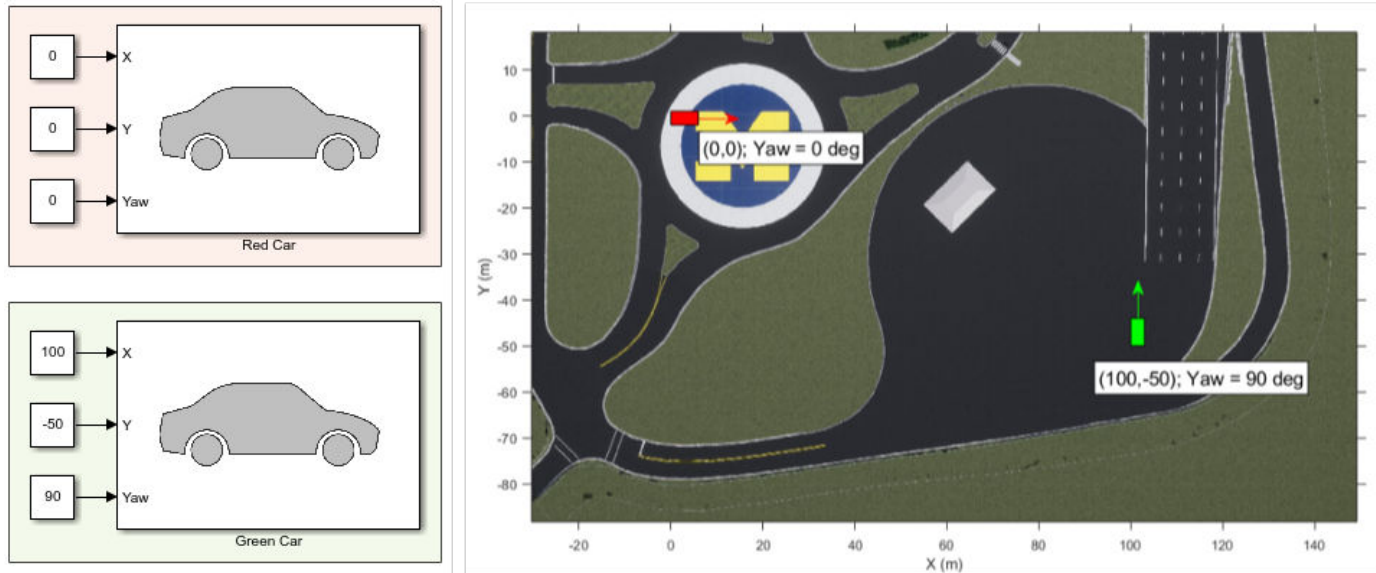
As with other Automated Driving Toolbox functionality, the simulation environment uses the right-handed Cartesian world coordinate system defined in ISO 8855. The following 2D top-view image of the Virtual Mcity scene shows the X- and Y-coordinates of the scene.



In this coordinate system, when looking in the positive direction of the  $X$ -axis, the positive  $Y$ -axis points left. The positive  $Z$ -axis points from the ground up. The yaw, pitch, and roll angles are clockwise-positive, when looking in the positive directions of the  $Z$ -,  $Y$ -, and  $X$ -axes, respectively. If you view a scene from a 2D top-down perspective, then the yaw angle is counterclockwise-positive, because you are viewing the scene in the negative direction of the  $Z$ -axis.

## Placing Vehicles in a Scene

Vehicles are placed in the world coordinate system of the scenes. The figure shows how specifying the **X**, **Y**, and **Yaw** ports in the Simulation 3D Vehicle with Ground Following blocks determines their placement in a scene.



The elevation and banking angle of the ground determine the Z-axis, roll angle, and pitch angle of the vehicles.

### Difference from Unreal Editor World Coordinates

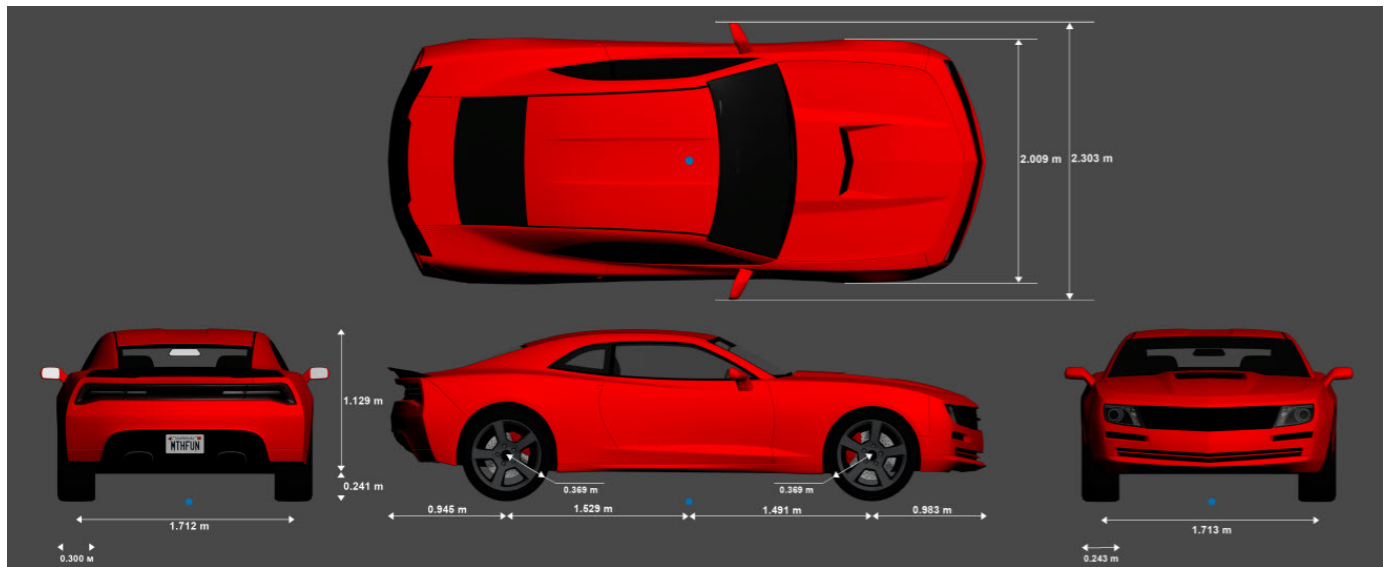
The Unreal® Editor uses a left-handed world Cartesian coordinate system in which the positive Y-axis points right. If you are converting from the Unreal Editor coordinate system to the coordinate system of the 3D environment, you must flip the sign of the Y-axis and pitch angle. The X-axis, Z-axis, roll angle, and yaw angle are the same in both coordinate systems.

## Vehicle Coordinate System

The vehicle coordinate system is based on the world coordinate system. In this coordinate system:

- The X-axis points forward from the vehicle.
- The Y-axis points to the left of the vehicle.
- The Z-axis points up from the ground.
- Roll, pitch, and yaw are clockwise-positive when looking in the forward direction of the X-, Y-, and Z-axes, respectively. As with the world coordinate system, when looking at a vehicle from the top down, then the yaw angle is counterclockwise-positive.

The vehicle origin is on the ground, at the geometric center of the vehicle. In this figure, the blue dot represents the vehicle origin.



### Mounting Sensors on a Vehicle

When you add a sensor block, such as a Simulation 3D Camera block, to your model, you can mount the sensor to a predefined vehicle location, such as the front bumper of the root center. These mounting locations are in the vehicle coordinate system. When you specify an offset from these locations, you offset from the origin of the mounting location, not from the vehicle origin.

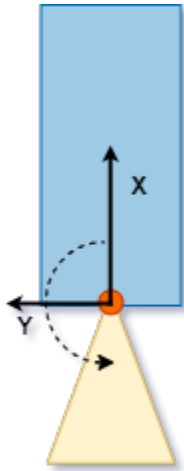
These equations define the vehicle coordinates for a sensor with location  $(X, Y, Z)$  and orientation  $(Roll, Pitch, Yaw)$ :

- $(X, Y, Z) = (X_{mount} + X_{offset}, Y_{mount} + Y_{offset}, Z_{mount} + Z_{offset})$
- $(Roll, Pitch, Yaw) = (Roll_{mount} + Roll_{offset}, Pitch_{mount} + Pitch_{offset}, Yaw_{mount} + Yaw_{offset})$

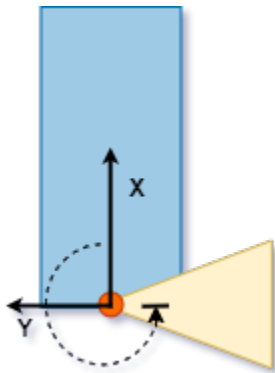
The "mount" variables refer to the predefined mounting locations relative to the vehicle origin. You define these mounting locations in the **Mounting location** parameter of the sensor block.

The "offset" variables refer to the amount of offset from these mounting locations. You define these offsets in the **Relative translation [X, Y, Z] (m)** and **Relative rotation [Roll, Pitch, Yaw] (deg)** parameters of the sensor block.

For example, consider a sensor mounted to the Rear bumper location. Relative to the vehicle origin, the sensor has an orientation of  $(0, 0, 180)$ . In other words, when looking at the vehicle from the top down, the yaw angle of the sensor is rotated counterclockwise 180 degrees.

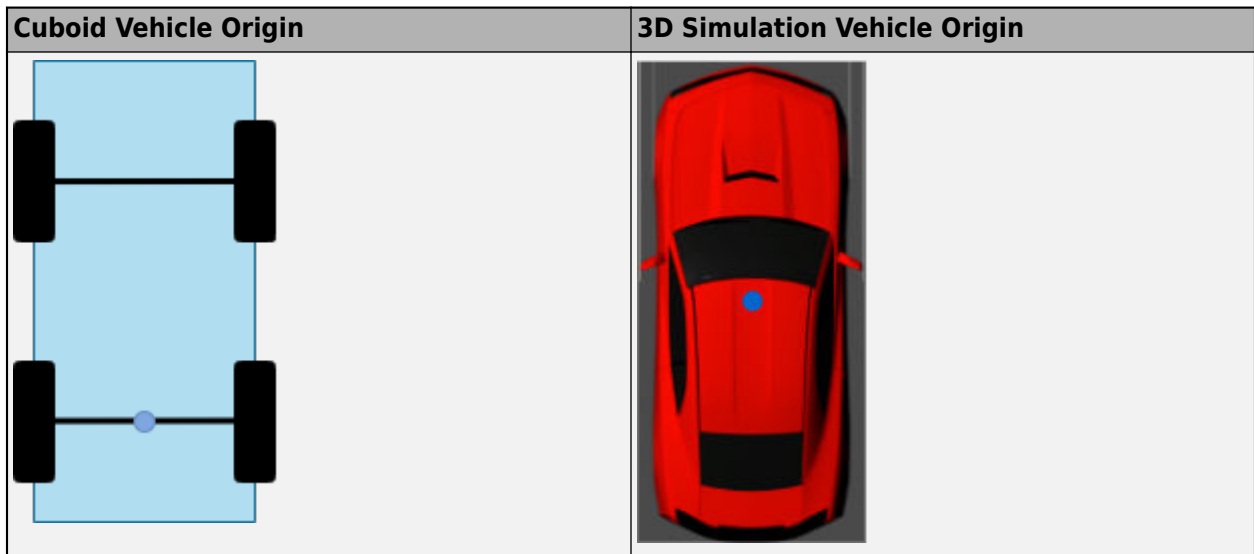


To point the sensor 90 degrees further to the right, you need to set the **Relative rotation [Roll, Pitch, Yaw] (deg)** parameter to  $[0, 0, 90]$ . In other words, the sensor is rotated 270 degrees counterclockwise relative to the vehicle origin, but it is rotated only 90 degrees counterclockwise relative to the origin of the predefined rear bumper location.



### Difference from Cuboid Vehicle Origin

In the cuboid simulation environment, as described in "Cuboid Scenario Simulation", the origin is on the ground, below the center of the rear axle of the vehicle.



If you are converting sensor positions between coordinate systems, then you need to account for this difference in origin by using a Cuboid To 3D Simulation block. For an example model that uses this block, see “Highway Lane Following” on page 8-893.

### Difference from Unreal Editor Vehicle Coordinates

The Unreal Editor uses a left-handed Cartesian vehicle coordinate system in which the positive Y-axis points right. If you are converting from the Unreal Editor coordinate system to the coordinate system of the Unreal Engine environment, you must flip the sign of the Y-axis and pitch angle. The X-axis, Z-axis, roll angle, and yaw angle are the same in both coordinate systems.

### See Also

Simulation 3D Vehicle with Ground Following | Cuboid To 3D Simulation

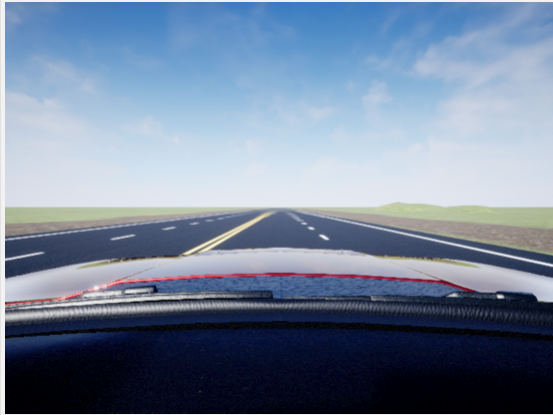
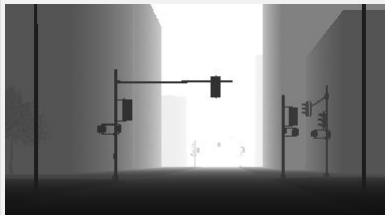
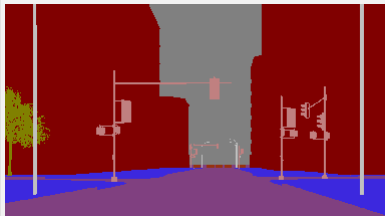
### More About


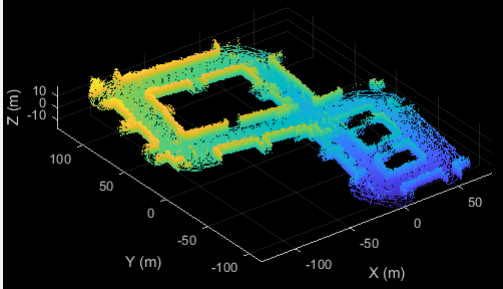
- “How Unreal Engine Simulation for Automated Driving Works” on page 6-9
- “Coordinate Systems in Automated Driving Toolbox” on page 1-2
- “Coordinate Systems in Vehicle Dynamics Blockset” (Vehicle Dynamics Blockset)

## Choose a Sensor for Unreal Engine Simulation

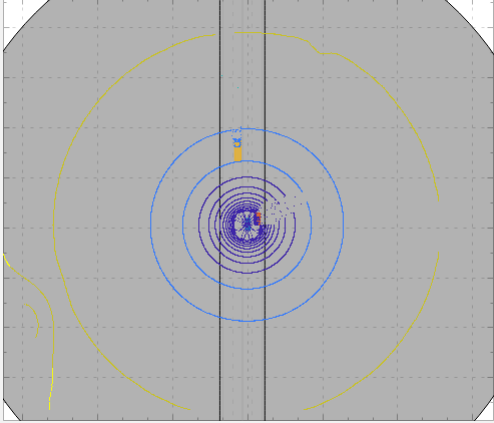
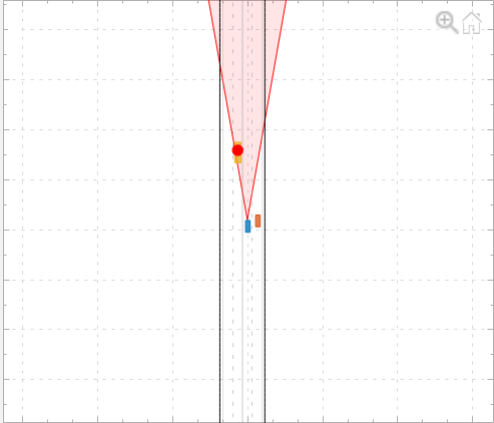
In Automated Driving Toolbox, you can obtain high-fidelity sensor data from a virtual environment. This environment is rendered using the Unreal Engine from Epic Games.

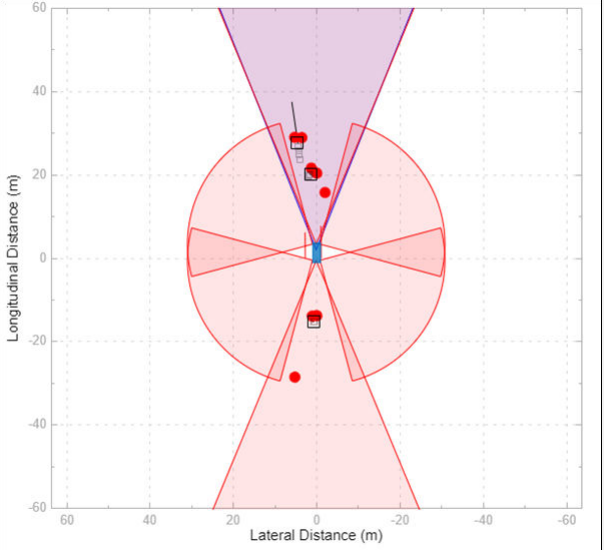
The table summarizes the sensor blocks that you can simulate in this environment.

Sensor Block	Description	Visualization	Example
Simulation 3D Camera	<ul style="list-style-type: none"> <li>Camera with lens that is based on the ideal pinhole camera. See “What Is Camera Calibration?”</li> <li>Includes parameters for image size, focal length, distortion, and skew</li> <li>Includes options to output ground truth for depth estimation and semantic segmentation</li> </ul>	Display camera images by using a Video Viewer or To Video Display block. Sample visualization: 	“Design Lane Marker Detector Using Unreal Engine Simulation Environment” on page 8-863
		Display depth maps by using a Video Viewer or To Video Display block. Sample visualization: 	“Depth and Semantic Segmentation Visualization Using Unreal Engine Simulation” on page 6-31
		Display semantic segmentation maps by using a Video Viewer or To Video Display block. Sample visualization: 	“Depth and Semantic Segmentation Visualization Using Unreal Engine Simulation” on page 6-31

Sensor Block	Description	Visualization	Example
Simulation 3D Fisheye Camera	<ul style="list-style-type: none"> <li>• Fisheye camera that can be described using the Scaramuzza camera model. See "Fisheye Calibration Basics"</li> <li>• Includes parameters for distortion center, image size, and mapping coefficients</li> </ul>	<p>Display camera images by using a Video Viewer or To Video Display block. Sample visualization:</p> 	<p>"Simulate Simple Driving Scenario and Sensor in Unreal Engine Environment" on page 6-21</p>
Simulation 3D Lidar	<ul style="list-style-type: none"> <li>• Scanning lidar sensor model</li> <li>• Includes parameters for detection range, resolution, and fields of view</li> </ul>	<p>Display point cloud data by using <code>pcplayer</code> within a MATLAB Function block. Sample visualization:</p> 	<p>"Design Lidar SLAM Algorithm Using Unreal Engine Simulation Environment" on page 8-934</p>



Sensor Block	Description	Visualization	Example
		<p>Display lidar coverage areas and detections by using the <b>Bird's-Eye Scope</b>. Sample visualization:</p> 	<p>“Visualize Sensor Data from Unreal Engine Simulation Environment” on page 6-37</p>
<p>Simulation 3D Probabilistic Radar</p>	<ul style="list-style-type: none"> <li>• Probabilistic radar model that returns a list of detections</li> <li>• Includes parameters for radar accuracy, radar bias, detection probability, and detection reporting</li> </ul>	<p>Display radar coverage areas and detections by using the <b>Bird's-Eye Scope</b>. Sample visualization:</p> 	<p>“Simulate Vision and Radar Sensors in Unreal Engine Environment” on page 8-887</p> <p>“Visualize Sensor Data from Unreal Engine Simulation Environment” on page 6-37</p>

Sensor Block	Description	Visualization	Example
Simulation 3D Vision Detection Generator	<ul style="list-style-type: none"> <li>• Camera model that returns a list of object and lane boundary detections</li> <li>• Includes parameters for detection accuracy, measurement noise, and camera intrinsics</li> </ul>	<p>Display vision coverage areas and detections by using the <b>Bird's-Eye Scope</b>. Sample visualization:</p> 	<p>“Simulate Vision and Radar Sensors in Unreal Engine Environment” on page 8-887</p>

## See Also

### Blocks

Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following | Simulation 3D Probabilistic Radar Configuration

### More About

- “Unreal Engine Simulation for Automated Driving” on page 6-2

# Simulate Simple Driving Scenario and Sensor in Unreal Engine Environment

Automated Driving Toolbox™ provides blocks for visualizing sensors in a simulation environment that uses the Unreal Engine® from Epic Games®. This model simulates a simple driving scenario in a prebuilt scene and captures data from the scene using a fisheye camera sensor. Use this model to learn the basics of configuring and simulating scenes, vehicles, and sensors. For more background on the Unreal Engine simulation environment, see “Unreal Engine Simulation for Automated Driving” on page 6-2.

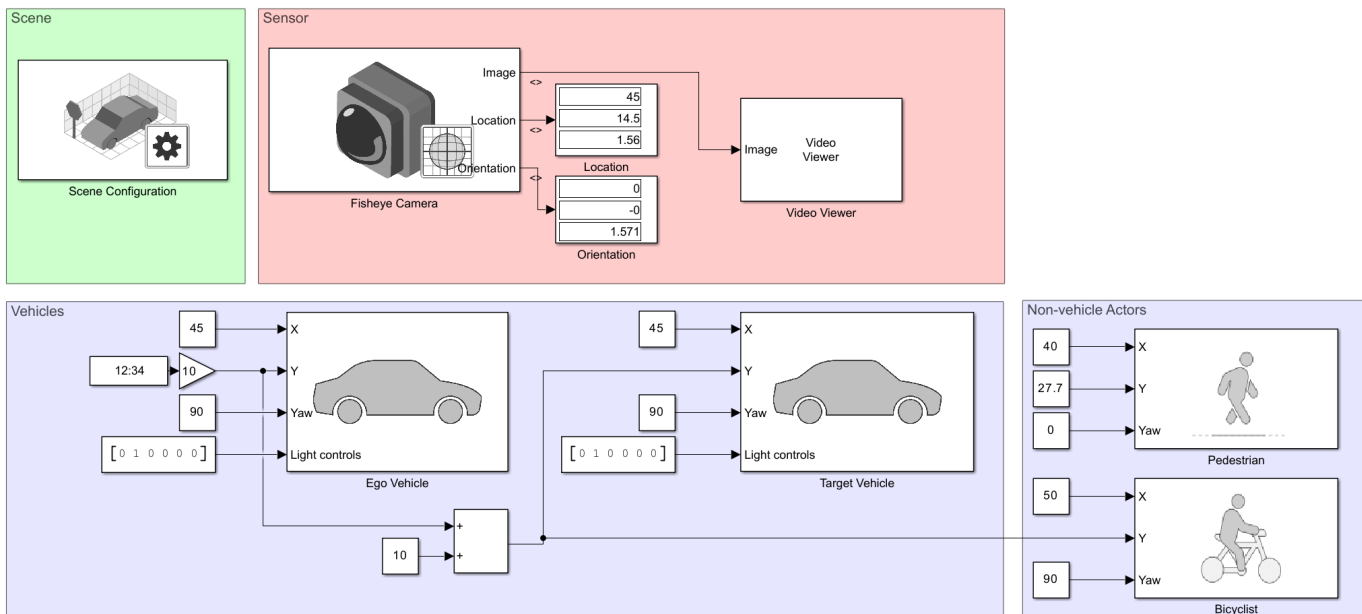
```
addpath(genpath(fullfile(matlabroot, 'examples', 'driving')))
```

## Model Overview

The model consists of these main components:

- Scene — A Simulation 3D Scene Configuration block configures the scene in which you simulate.
- Vehicles — Two Simulation 3D Vehicle with Ground Following blocks configure the vehicles within the scene and specify their trajectories.
- Non-vehicle Actors — Simulation 3D Pedestrian and Simulation 3D Bicyclist blocks configure a pedestrian and a bicyclist, and specify their trajectories respectively.
- Sensor — A Simulation 3D Fisheye Camera configures the mounting position and parameters of the fisheye camera used to capture simulation data. A Video Viewer block visualizes the simulation output of this sensor.

Simple Driving Scenario and Sensor Model for Unreal Engine Simulation



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```
model = 'SimpleScenarioAndSensorModel3DSimulation';
open_system(model)
```

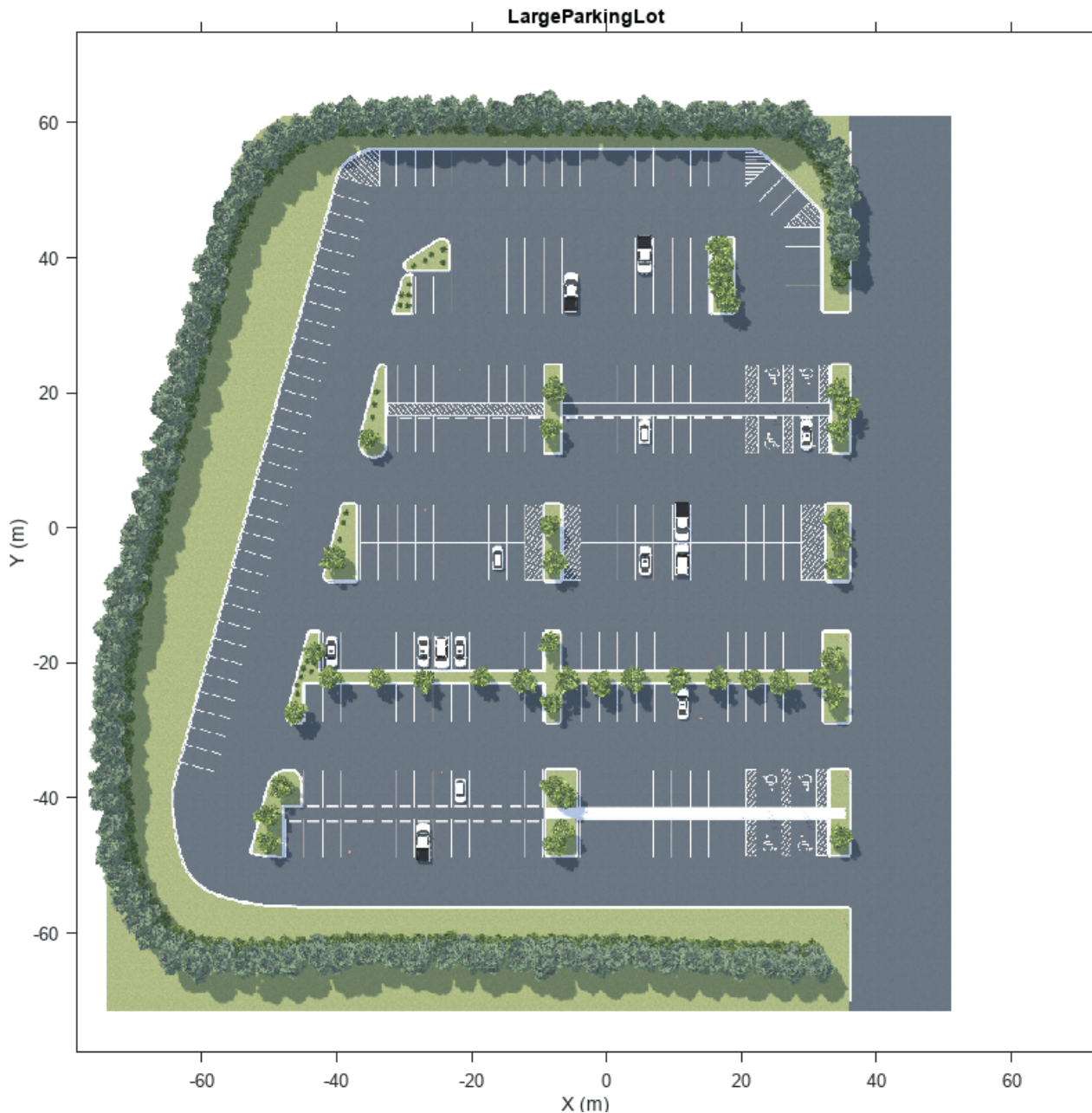
## Inspect Scene

In the Simulation 3D Scene Configuration block, the **Scene name** parameter determines the scene where the simulation takes place. This model uses the Large Parking Lot scene, but you can choose among several prebuilt scenes. To explore a scene, you can open the 2D image corresponding to the 3D scene.

```
data = load('sim3d_SpatialReferences.mat');
spatialRef = data.spatialReference.LargeParkingLot;
figure; imshow('sim3d_LargeParkingLot.jpg',spatialRef)
set(gca,'YDir','normal')

sceneName = 'LargeParkingLot';
[sceneImage, sceneRef] = helperGetSceneImage(sceneName);

hScene = figure;
helperShowSceneImage(sceneImage, sceneRef)
title(sceneName)
```



To learn how to explore other scenes, see the corresponding scene reference pages.

The **Scene view** parameter of this block determines the view from which the Unreal Engine window displays the scene. In this block, **Scene view** is set to **EgoVehicle**, which is the name of the ego vehicle (the vehicle with the sensor) in this scenario. During simulation, the Unreal Engine window displays the scene from behind the ego vehicle. You can also change the scene view to the other vehicle. To display the scene from the root of the scene (the scene origin), select **root**.

The **Weather** tab of the block controls the sun position and scene weather. This scene is configured to take place at noon and is cloudy with light rain.

## Inspect Vehicles

The Simulation 3D Vehicle with Ground Following blocks model the vehicles in the scenario.

- The Ego Vehicle block vehicle contains the fisheye camera sensor. This vehicle is modeled as a red hatchback.
- The Target Vehicle block is the vehicle from which the sensor captures data. This vehicle is modeled as a green SUV.

During simulation, both vehicles travel straight in the parking lot for 50 meters. The target vehicle is 10 meters directly in front of the ego vehicle.

```
xlabel('X (m)')
ylabel('Y (m)')

xyOffset = 3;

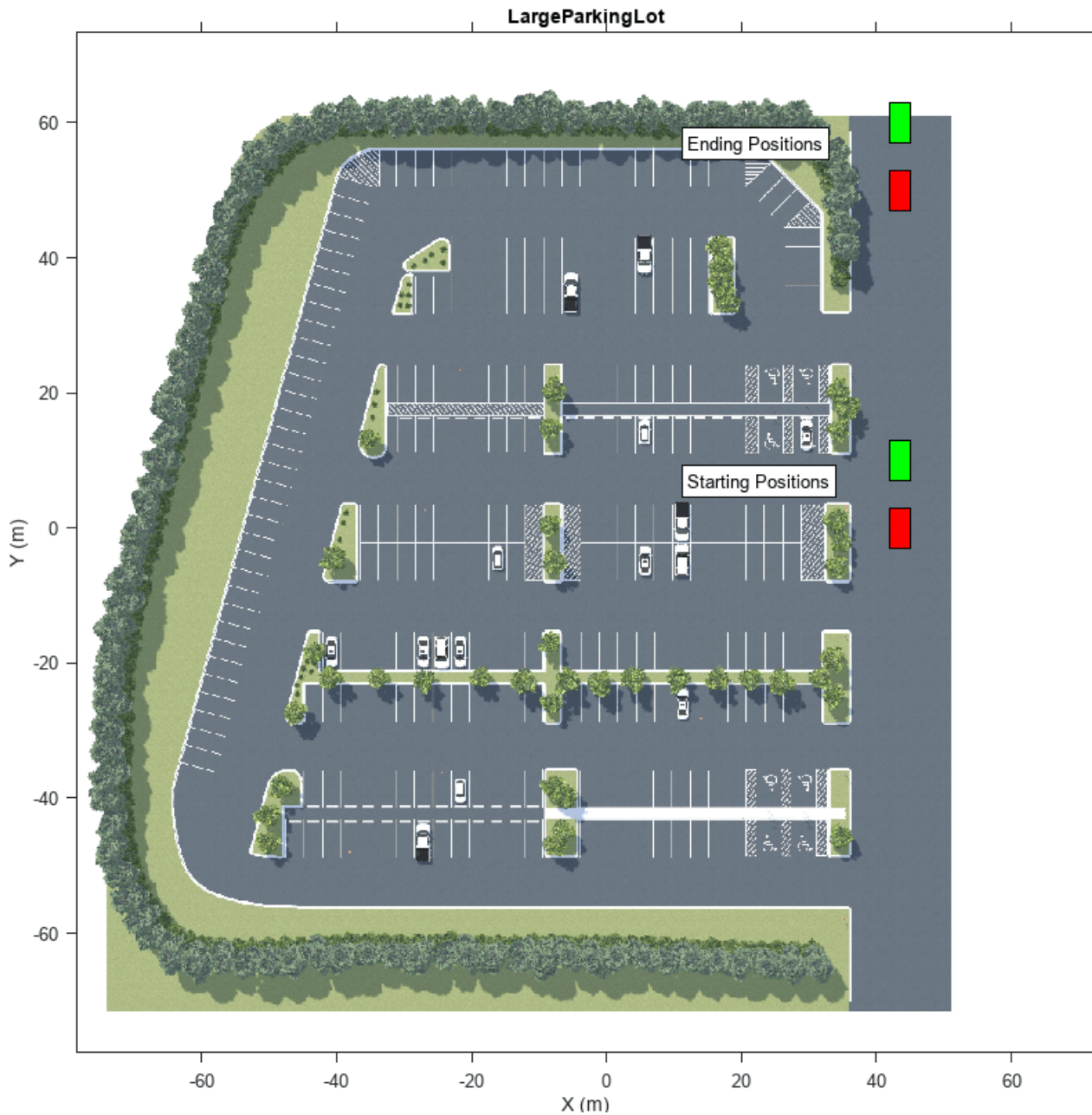
x = 45 - xyOffset;
y = 0 - xyOffset;
w = 3;
h = 6;
distAhead = 10;
distTraveled = 50;

egoStart = rectangle('Position',[x y w h],'FaceColor','r');
targetStart = rectangle('Position',[x y+distAhead w h],'FaceColor','g');

egoEnd = rectangle('Position',[x y+distTraveled w h],'FaceColor','r');
targetEnd = rectangle('Position',[x y+distTraveled+distAhead w h],'FaceColor','g');

xTextOffset = 30;
startText = text(x-xTextOffset, y+distAhead, 'Starting Positions', ...
    'EdgeColor','black','BackgroundColor','White');

endText = text(x-xTextOffset, y+distTraveled+distAhead, 'Ending Positions', ...
    'EdgeColor','black','BackgroundColor','White');
```



The **X**, **Y**, and **Yaw** input ports control the trajectories of these vehicles. **X** and **Y** are in the world coordinates of the scene, which are in meters. **Yaw** is the orientation angle of the vehicle and is in degrees.

The ego vehicle travels from a position of (45,0) to (45,50), oriented 90 degrees counterclockwise from the origin. To model this position, the input port values are as follows:

- **X** is a constant value of 45.
- **Y** is a multiple of the simulation time. A Digital Clock block outputs the simulation time every 0.1 second for 5 seconds, which is the stop time of the simulation. These simulation times are then

multiplied by 10 to produce **Y** values of [0 1 2 3 ... 50], or 1 meter for up to a total of 50 meters.

- **Yaw** is a constant value of 90.

The target vehicle has the same **X** and **Yaw** values as the ego vehicle. The **Y** value of the target vehicle is always 10 meters more than the **Y** value of the ego vehicle.

In both vehicles, the **Initial position [X, Y, Z] (m)** and **Initial rotation [Roll, Pitch, Yaw] (deg)** parameters reflect the initial [X, Y, Z] and [Yaw, Pitch, Roll] values of the vehicles at the beginning of simulation.

To create more realistic trajectories, you can obtain waypoints from a scene interactively and specify these waypoints as inputs to the Simulation 3D Vehicle with Ground Following blocks. See “Select Waypoints for Unreal Engine Simulation” on page 8-872.

Both vehicles also have the optional **Light controls** input port enabled. This port enables you to specify a logical vector specifying whether the headlights, brake lights, reverse lights, or turn signal lights are on. Both vehicles have a 1 in the second position of the vector, which turns on their low beam headlights. For more details on enabling and controlling vehicle lights, see the Simulation 3D Vehicle with Ground Following block reference page.

### **Inspect Non-Vehicle Actors**

The Simulation 3D Pedestrian and the Simulation 3D Bicyclist blocks model the pedestrian and the bicyclist respectively. The pedestrian is stationary at the position of (40,27.7) and is oriented towards the moving vehicles. Open the Simulation 3D Pedestrian block parameters to change the type of pedestrian, scale their size, and change the name. You can specify the type of the pedestrian to be either male, female or a child.

The bicyclist starts from the position of (50,0) and follows the two moving vehicles in a straight line on their left. Open the Simulation 3D Bicyclist block parameters to scale their size and change the name.

### **Inspect Sensor**

The Simulation 3D Fisheye Camera block models the sensor used in the scenario. Open this block and inspect its parameters.

- The **Mounting** tab contains parameters that determine the mounting location of the sensor. The fisheye camera sensor is mounted to the center of the roof of the ego vehicle.
- The **Parameters** tab contains the intrinsic camera parameters of a fisheye camera. These parameters are set to their default values, with the exception of the **Mapping coefficients** parameter. In this parameter, the second coefficient is decreased from 0 to -0.0005 to model lens distortion.
- The **Ground Truth** tab contains a parameter for outputting the location and orientation of the sensor in meters and radians. In this model, the block outputs these values so you can see how they change during simulation.

The block outputs images captured from the simulation. During simulation, the Video Viewer block displays these images.



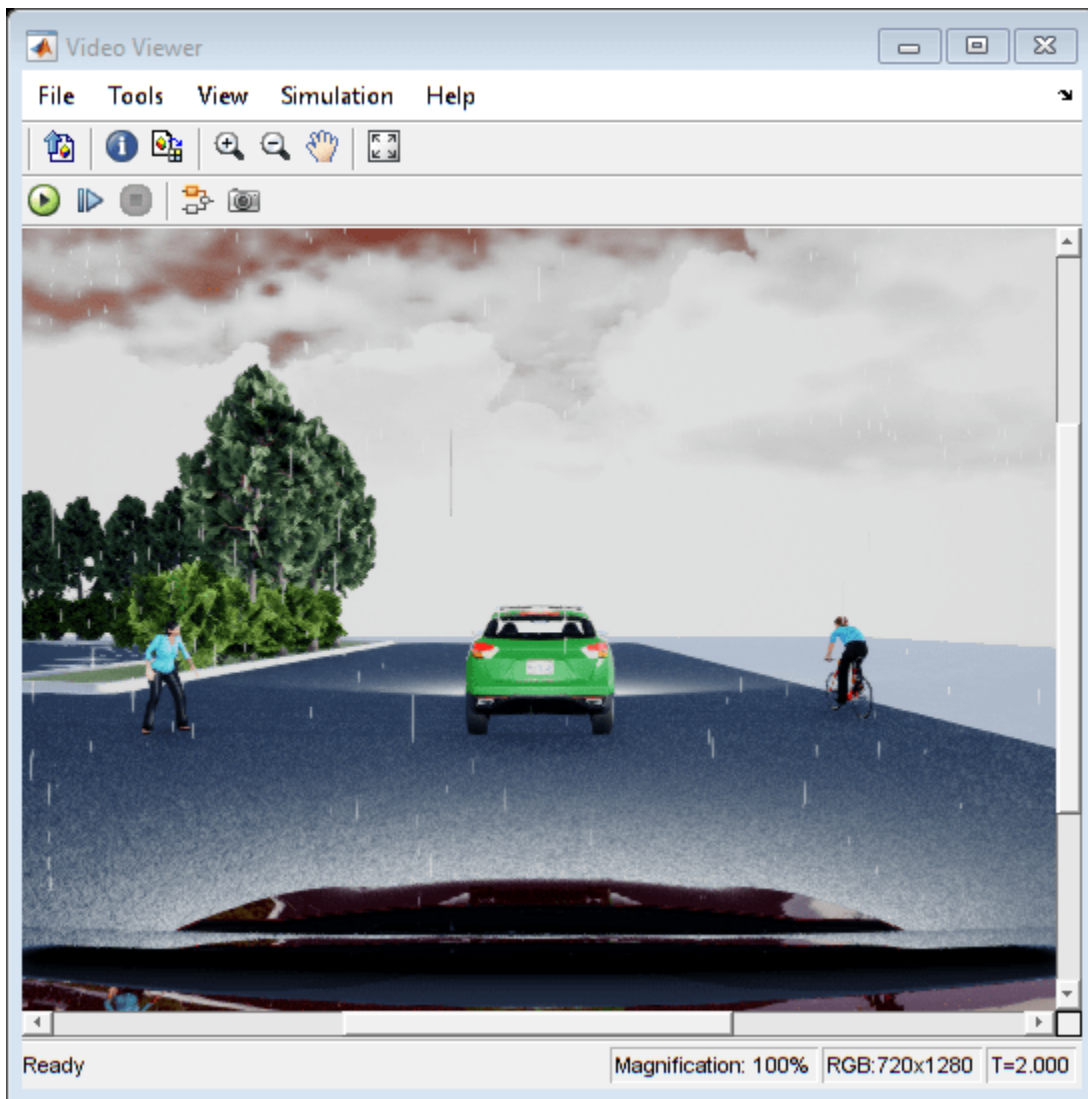
## Simulate Model

Simulate the model. When the simulation begins, it can take a few seconds for the visualization engine to initialize, especially when you are running it for the first time. The AutoVrtlEnv window shows a view of the scene in the 3D environment.

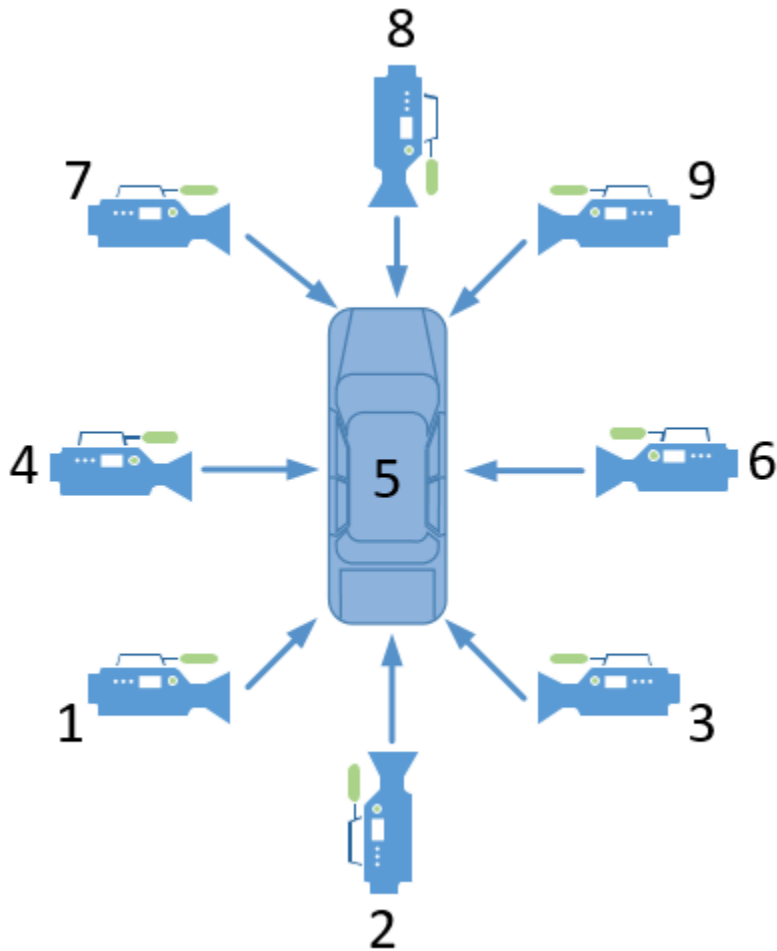


The Video Viewer block shows the output of the fisheye camera.

```
sim(model);
```



To change the view of the scene during simulation, use the numbers 1-9 on the numeric keypad.



For a bird's-eye view of the scene, press 0.

After simulating the model, try modifying the intrinsic camera parameters and observe the effects on simulation. You can also change the type of sensor block. For example, try substituting the 3D Simulation Fisheye Camera with a 3D Simulation Camera block. For more details on the available sensor blocks, see “Choose a Sensor for Unreal Engine Simulation” on page 6-17.

```
rmpath(genpath(fullfile(matlabroot, 'examples', 'driving')));
```

## See Also

Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following | Simulation 3D Camera | Simulation 3D Fisheye Camera | Simulation 3D Probabilistic Radar | Simulation 3D Lidar | Simulation 3D Vision Detection Generator

## More About

- “Unreal Engine Simulation for Automated Driving” on page 6-2
- “Unreal Engine Simulation Environment Requirements and Limitations” on page 6-7
- “How Unreal Engine Simulation for Automated Driving Works” on page 6-9

- “Coordinate Systems in Automated Driving Toolbox” on page 1-2
- “Select Waypoints for Unreal Engine Simulation” on page 8-872
- “Design Lane Marker Detector Using Unreal Engine Simulation Environment” on page 8-863

# Depth and Semantic Segmentation Visualization Using Unreal Engine Simulation

This example shows how to visualize depth and semantic segmentation data captured from a camera sensor in a simulation environment. This environment is rendered using the Unreal Engine® from Epic Games®.

You can use depth visualizations to validate depth estimation algorithms for your sensors. You can use semantic segmentation visualizations to analyze the classification scheme used for generating synthetic semantic segmentation data from the Unreal Engine environment.

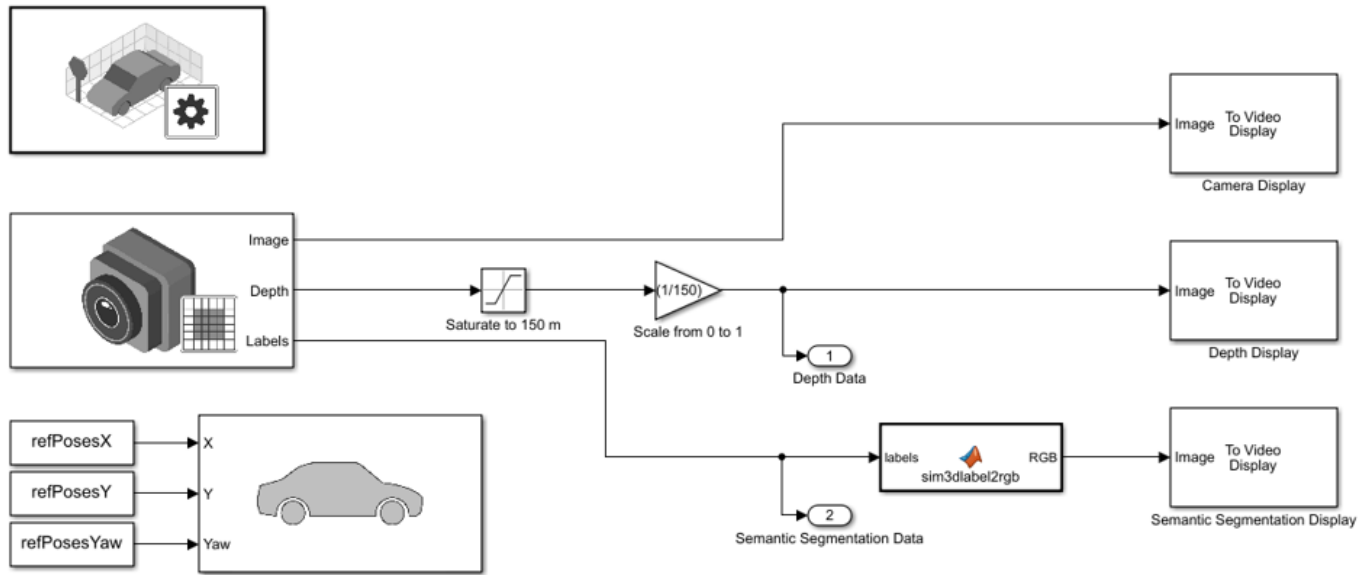
## Model Setup

The model used in this example simulates a vehicle driving in a city scene.

- A Simulation 3D Scene Configuration block sets up simulation with the US City Block scene.
- A Simulation 3D Vehicle with Ground Following block specifies the driving route of the vehicle. The waypoint poses that make up this route were obtained using the technique described in the “Select Waypoints for Unreal Engine Simulation” on page 8-872 example.
- A Simulation 3D Camera block mounted to the rearview mirror of the vehicle captures data from the driving route. This block outputs the camera, depth, and semantic segmentation displays by using To Video Display blocks.

Load the MAT-file containing the waypoint poses. Add timestamps to the poses and then open the model.

```
load smoothedPoses.mat;  
  
refPosesX = [linspace(0,20,1000)', smoothedPoses(:,1)];  
refPosesY = [linspace(0,20,1000)', smoothedPoses(:,2)];  
refPosesYaw = [linspace(0,20,1000)', smoothedPoses(:,3)];  
  
open_system('DepthSemanticSegmentation.slx')
```



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## Depth Visualization

A depth map is a grayscale representation of camera sensor output. These maps visualize camera images in grayscale, with brighter pixels indicating objects that are farther away from the sensor. You can use depth maps to validate depth estimation algorithms for your sensors.

The **Depth** port of the Simulation 3D Camera block outputs a depth map of values in the range of 0 to 1000 meters. In this model, for better visibility, a Saturation block saturates the depth output to a maximum of 150 meters. Then, a Gain block scales the depth map to the range [0, 1] so that the To Video Display block can visualize the depth map in grayscale.

## Semantic Segmentation Visualization

*Semantic segmentation* describes the process of associating each pixel of an image with a class label, such as *road*, *building*, or *traffic sign*. In the 3D simulation environment, you generate synthetic semantic segmentation data according to a label classification scheme. You can then use these labels to train a neural network for automated driving applications, such as road segmentation. By visualizing the semantic segmentation data, you can verify your classification scheme.

The **Labels** port of the Simulation 3D Camera block outputs a set of labels for each pixel in the output camera image. Each label corresponds to an object class. For example, in the default classification scheme used by the block, 1 corresponds to buildings. A label of 0 refers to objects of an unknown class and appears as black. For a complete list of label IDs and their corresponding object descriptions, see the **Labels** port description on the Simulation 3D Camera block reference page.

The MATLAB Function block uses the `label2rgb` function to convert the labels to a matrix of RGB triplets for visualization. The colormap is based on the colors used in the CamVid dataset, as shown in the example “Semantic Segmentation Using Deep Learning”. The colors are mapped to the predefined label IDs used in the default 3D simulation scenes. The helper function `sim3dColormap` defines the colormap. Inspect these colormap values.

open `sim3dColormap.m`

```
function cmap = sim3dColormap
% Define colormap for object labels used in 3D simulation environment.

cmap = [
128 0 0      % Label 1: Building
0 0 0       % Label 2: Not used
72 0 90     % Label 3: Other
0 0 0       % Label 4: Not used
192 192 192 % Label 5: Pole
0 0 0       % Label 6: Not used
128 64 128  % Label 7: Roads
60 40 222   % Label 8: Sidewalk
128 128 0   % Label 9: Vegetation
64 0 128    % Label 10: Vehicle
0 0 0       % Label 11: Not used
```

### Model Simulation

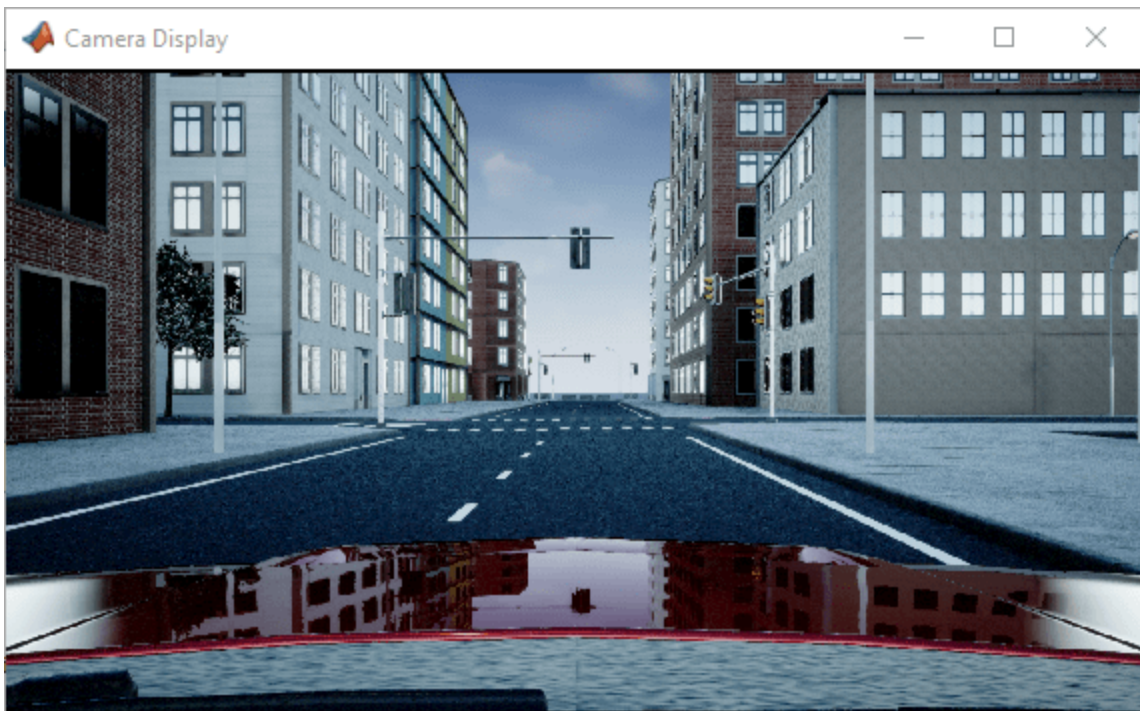
Run the model.

```
sim('DepthSemanticSegmentation.slx');
```

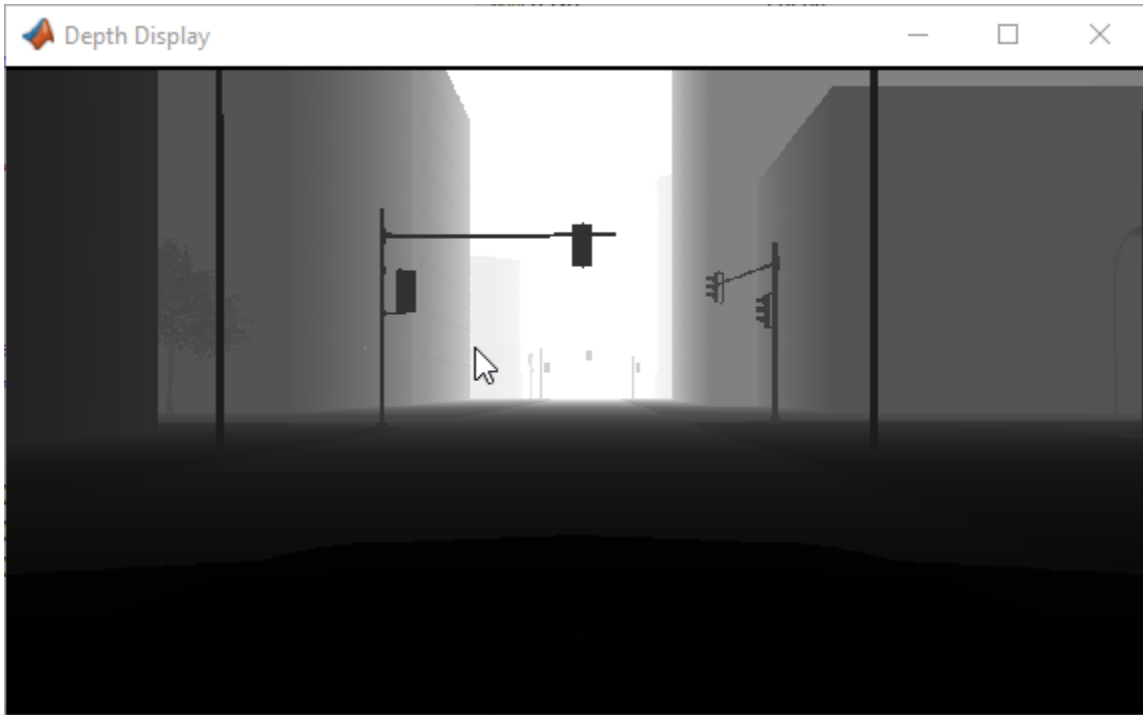
When the simulation begins, it can take a few seconds for the visualization engine to initialize, especially when you are running it for the first time. The `AutoVrtlEnv` window displays the scene from behind the ego vehicle. In this scene, the vehicle drives several blocks around the city. Because this example is mainly for illustrative purposes, the vehicle does not always follow the direction of traffic or the pattern of the changing traffic lights.



The Camera Display, Depth Display, and Semantic Segmentation Display blocks display the outputs from the camera sensor.







To change the visualization range of the output depth data, try updating the values in the Saturation and Gain blocks.

To change the semantic segmentation colors, try modifying the color values defined in the `sim3dColormap` function. Alternatively, in the `sim3dLabel2rgb` MATLAB Function block, try replacing the input colormap with your own colormap or a predefined colormap. See `colormap`.

### **See Also**

Simulation 3D Camera | Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following

### **More About**

- “Simulate Simple Driving Scenario and Sensor in Unreal Engine Environment” on page 6-21
- “Select Waypoints for Unreal Engine Simulation” on page 8-872
- “Semantic Segmentation Using Deep Learning”
- “Train Deep Learning Semantic Segmentation Network Using 3-D Simulation Data” (Deep Learning Toolbox)

## Visualize Sensor Data from Unreal Engine Simulation Environment

This example shows how to visualize sensor coverages and detections obtained from high-fidelity radar and lidar sensors in a 3D simulation environment. In this example, you learn how to:

- 1 Configure Simulink® models to simulate within the 3D environment. This environment is rendered using the Unreal Engine® from Epic Games®.
- 2 Read ground truth data and vehicle trajectories from a scenario authored using the **Driving Scenario Designer** app, and then recreate this scenario in the Simulink model.
- 3 Add radar and lidar sensors to these models by using Simulation 3D Probabilistic Radar and Simulation 3D Lidar blocks.
- 4 Visualize the driving scenario and generated sensor data in the **Bird's-Eye Scope**.

You can use these visualizations and sensor data to test and improve your automated driving algorithms. You can also extend this example to fuse detections and visualize object tracking results, as shown in the “Sensor Fusion Using Synthetic Radar and Vision Data in Simulink” on page 8-297 example.

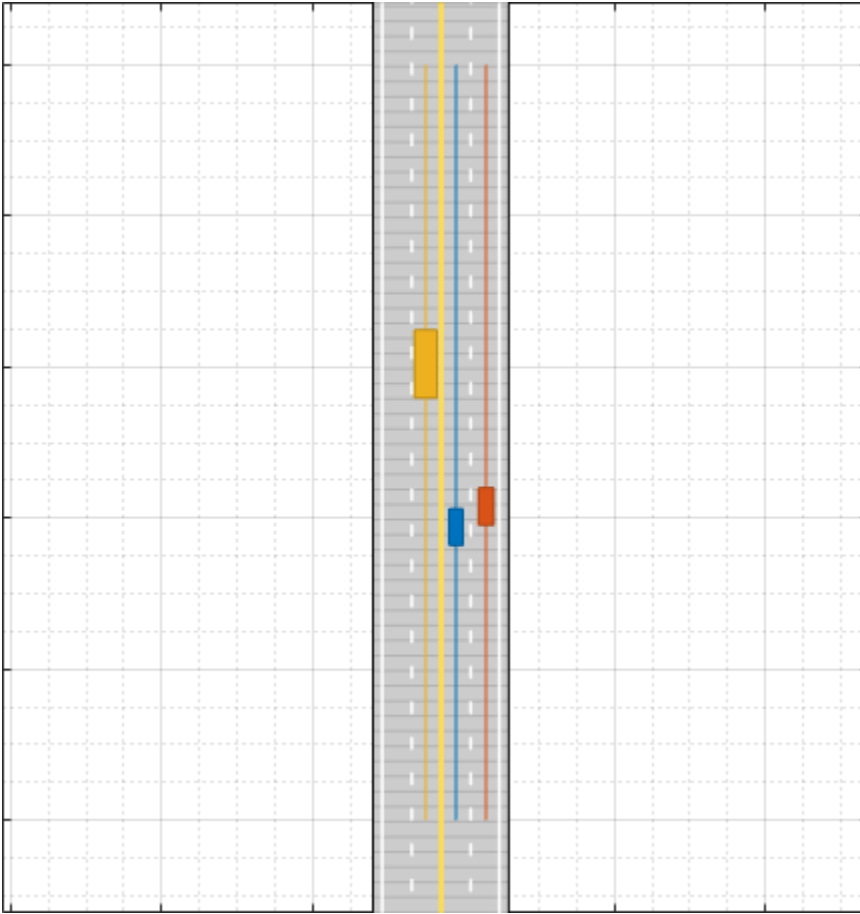
### Inspect Cuboid Driving Scenario

In this example, the ground truth (roads, lanes, and actors) and vehicle trajectories come from a scenario that was authored in the **Driving Scenario Designer** app. In this app, vehicles and other actors are represented as simple box shapes called *cuboids*. For more details about authoring cuboid scenarios, see the “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2 example.

Open the cuboid driving scenario file in the app.

```
drivingScenarioDesigner('StraightRoadScenario.mat')
```

In the app, run the scenario simulation. In this scenario, the ego vehicle (a blue car) travels north along a straight road at a constant speed. In the adjacent lane, an orange car travels north at a slightly higher constant speed. In the opposite lane, a yellow truck drives south at a constant speed.



When authoring driving scenarios that you later recreate in the 3D simulation environment, you must use a road network identical to one from the default 3D scenes. Otherwise, in the recreated scenario, the positions of vehicles and sensors are inaccurate. This driving scenario uses a recreation of the Straight Road scene. To select a different cuboid version of a 3D scene, on the app toolbar, select **Open > Prebuilt Scenario > Simulation3D** and choose from the available scenes. Not all 3D scenes have corresponding versions in the app.

- For a list of supported scenes and additional details about each scene, see “Cuboid Versions of 3D Simulation Scenes in Driving Scenario Designer” on page 5-65.
- To generate vehicle trajectories for scenes that are not available in the app, use the process described in the “Select Waypoints for Unreal Engine Simulation” on page 8-872 example instead.

The dimensions of vehicles in the cuboid scenarios must also match the dimensions of one of the predefined 3D simulation vehicle types. On the app toolbar, under **3D Display**, the **Use 3D Simulation Actor Dimensions** selection sets each cuboid vehicle to have the dimensions of a 3D vehicle type. In this scenario, the vehicles have these 3D display types and corresponding vehicle dimensions.

- **Ego Vehicle** — Sedan vehicle dimensions
- **Vehicle in Adjacent Lane** — Muscle Car vehicle dimensions
- **Vehicle in Opposite Lane** — Box Truck vehicle dimensions

To change a vehicle to a different display type, on the **Actors** tab in the left pane of the app, update the **3D Display Type** parameter for that vehicle. To change the color of a vehicle, select the color patch next to the selected vehicle and choose a new color.

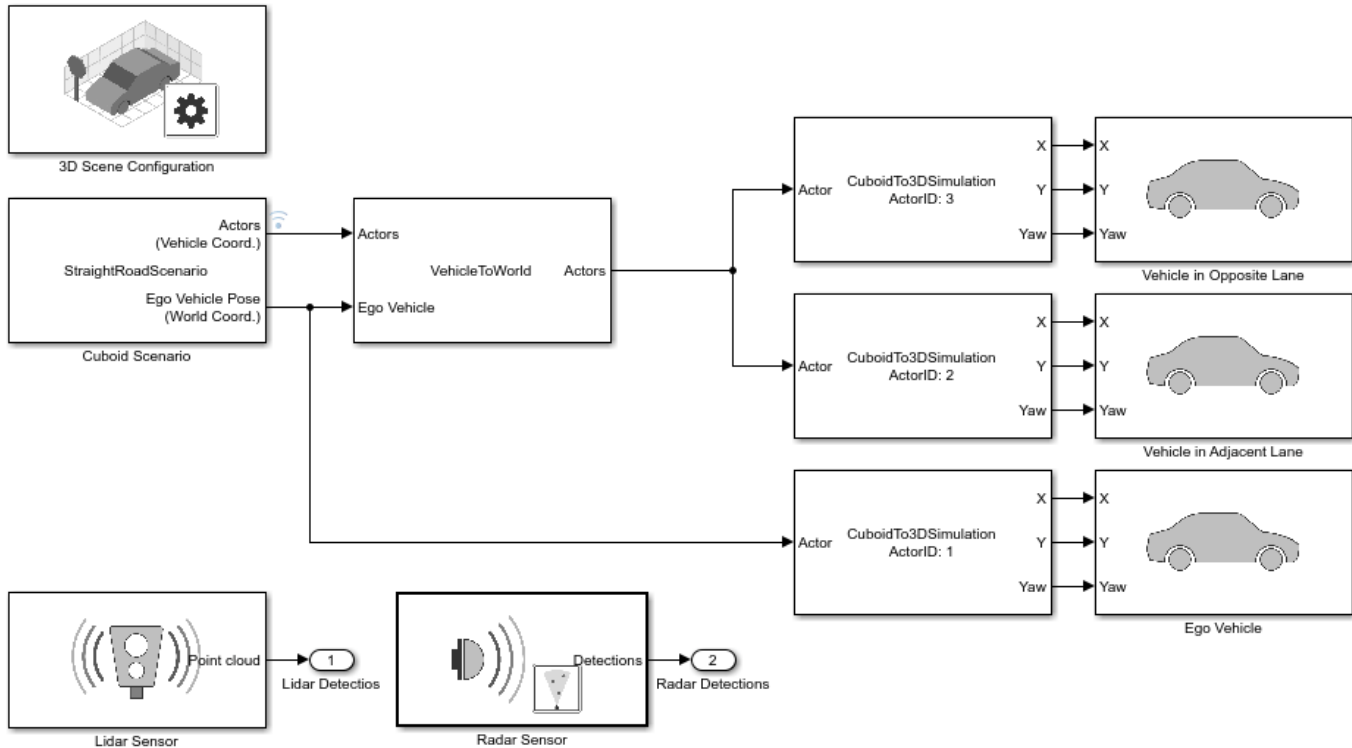
To preview how the vehicles display in the 3D environment, use the 3D display window available from the app. On the app toolbar, select **3D Display > View Simulation in 3D Display** and rerun the simulation.



### Open 3D Simulation Model

The model used in this example recreates the cuboid driving scenario. The model also defines high-fidelity sensors that generate synthetic detections from the environment. Open the model.

```
open_system('Visualize3DSimulationSensorCoveragesDetections')
```



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## Inspect Scene Configuration

The Simulation 3D Scene Configuration block configures the model to simulate in the 3D environment.

- The **Scene name** parameter is set to the default `Straight` road scene. This scene corresponds to the cuboid version defined in the app scenario file.
- The **Scene view** parameter is set to `Ego Vehicle`. During simulation, the 3D simulation window displays the scene from behind the ego vehicle.

The Scenario Reader block reads the ground truth data (road boundaries, lane markings, and actor poses) from the app scenario file. The **Bird's-Eye Scope** visualizes this ground truth data, not the ground truth data of the 3D simulation environment. To use the same scene for the cuboid and 3D simulation environments, the ground truth data for both environments must match. If you are creating a new scenario, you can generate a Scenario Reader block that reads data from your scenario file. First, open the scenario file in the **Driving Scenario Designer** app. Then, on the app toolstrip, select **Export > Export Simulink Model**. If you update the scenario, you do not need to generate a new Scenario Reader block.

The Simulation 3D Scene Configuration block and Scenario Reader block both have their **Sample time** parameter set to `0.1`. In addition, all other 3D simulation vehicle and sensor blocks inherit their sample time from the Simulation 3D Scene Configuration block. By setting a single sample time across the entire model, the **Bird's-Eye Scope** displays data from all blocks at a constant rate. If the ground truth and sensor data have different sample times, then the scope visualizes them at different time intervals. This process causes the ground truth and sensor data visualizations to flicker.

## Inspect Vehicle Configuration

The Simulation 3D Vehicle with Ground Following blocks specify the appearances and trajectories of the vehicles in the 3D simulation environment. Each vehicle is a direct counterpart to one of the vehicles defined in the **Driving Scenario Designer** app scenario file.

In the 3D environment, vehicle positions are in world coordinates. However, the Scenario Reader block outputs the poses of non-ego actors in ego vehicle coordinates. A Vehicle To World block converts these non-ego actor poses into world coordinates. Because the ego vehicle is output in world coordinates, this conversion is not necessary for the ego vehicle. For more details about the vehicle and world coordinate systems, see “Coordinate Systems in Automated Driving Toolbox” on page 1-2.

Locations of vehicle origins differ between cuboid and 3D scenarios.

- In cuboid scenarios, the vehicle origin is on the ground, at the center of the rear axle.
- In 3D scenarios, the vehicle origin is on ground, at the geometric center of the vehicle.

The Cuboid To 3D Simulation blocks convert the cuboid origin positions to the 3D simulation origin positions. In the **ActorID used for conversion** parameters of these blocks, the specified ActorID of each vehicle determines which vehicle origin to convert. The Scenario Reader block outputs ActorID values in its **Actors** output port. In the **Driving Scenario Designer** app, you can find the corresponding ActorID values on the **Actors** tab, in the actor selection list. The ActorID for each vehicle is the value that precedes the colon.

Each Cuboid To 3D Simulation block outputs **X**, **Y**, and **Yaw** values that feed directly into their corresponding vehicle blocks. In the 3D simulation environment, the ground terrain of the 3D scene determines the Z-position (elevation), roll angle, and pitch angle of the vehicles.

In each Simulation 3D Vehicle with Ground Following block, the **Type** parameter corresponds to the **3D Display Type** selected for that vehicle in the app. In addition, the **Color** parameter corresponds to the vehicle color specified in the app. To maintain similar vehicle visualizations between the **Bird's-Eye Scope** and the 3D simulation window, the specified type and color must match. To change the color of a vehicle in the app, on the **Actors** tab, click the color patch to the right of the actor name in the actor selection list. Choose the color that most closely matches the colors available in the **Color** parameter of the Simulation 3D Vehicle with Ground Following block.

## Inspect Sensor Configuration

The model includes two sensor blocks with default parameter settings. These blocks generate detections from the 3D simulation environment.

- The Simulation 3D Probabilistic Radar sensor block generates object detections based on a statistical model. This sensor is mounted to the front bumper of the ego vehicle.
- The Simulation 3D Lidar sensor block generates detections in the form of a point cloud. This sensor is mounted to the center of the roof of the ego vehicle.

Although you can specify sensors in the **Driving Scenario Designer** app and export them to Simulink, the exported blocks are not compatible with the 3D simulation environment. You must specify 3D simulation sensors in the model directly.

## Simulate and Visualize Scenario

During simulation, you can visualize the scenario in both the 3D simulation window and the **Bird's-Eye Scope**.

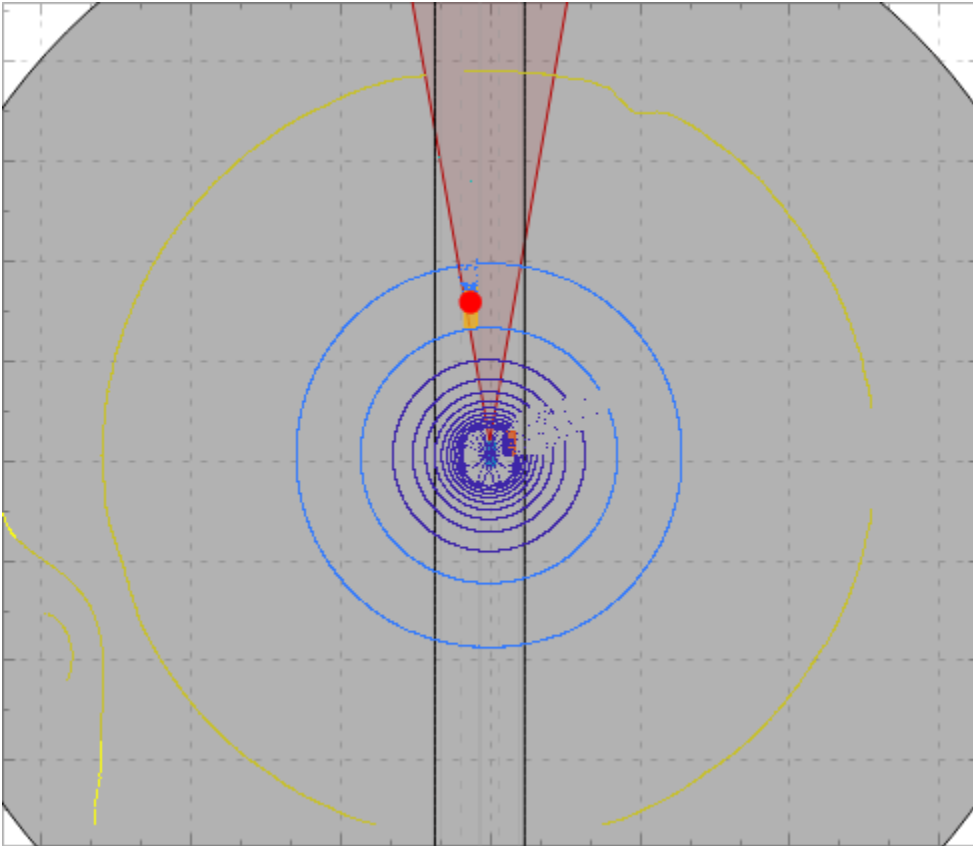
First, open the scope. On the Simulink toolstrip, under **Review Results**, click **Bird's-Eye Scope**. Then, to find signals that the scope can display, click **Find Signals**.

To run the simulation, click **Run** in either the model or scope. When the simulation begins, it can take a few seconds for the 3D simulation window to initialize, especially when you run it for the first time in a Simulink session. When this window opens, it displays the scenario with high-fidelity graphics but does not display detections or sensor coverages.



The **Bird's-Eye Scope** displays detections and sensor coverages by using a cuboid representation. The radar coverage area and detections are in red. The lidar coverage area is in gray, and its point cloud detections display as a parula colormap.





The model runs the simulation at a pace of 0.5 seconds per wall-clock second. To adjust the pacing, from the Simulink toolstrip, select **Run > Simulation Pacing**, and then move the slider to increase or decrease the speed of the simulation.

### Modify the Driving Scenario

When modifying your driving scenario, you might need to update the scenario in the **Driving Scenario Designer** app, the Simulink model, or in both places, depending on what you change.

- **Modify the road network** — In the app, select a new prebuilt scene from the **Simulation3D** folder. Do not modify these road networks or the roads will not match the roads in the selected 3D scene. In the model, in the Simulation 3D Scene Configuration block, select the corresponding scene in the **Scene name** parameter.
- **Modify vehicle trajectories** — In the app, modify the vehicle trajectories and resave the scenario. In the model, you do not need to update anything to account for this change. The Scenario Reader block automatically picks up these changes.
- **Modify vehicle appearances** — In the app, update the color and **3D Display Type** parameter of the vehicles. Also make sure that the **3D Display > Use 3D Simulation Actor Dimensions** option is selected. In the model, update the **Color** and **Type** parameters of the corresponding Simulation 3D Vehicle with Ground Following blocks.
- **Add a new vehicle** — In the app, create a new vehicle and specify a trajectory, color, and 3D display type. In the model, add a new Simulation 3D Vehicle with Ground Following block and corresponding Cuboid To 3D Simulation block. Set up these blocks similar to how the existing non-ego vehicles are set up. In the Cuboid To 3D Simulation block, set the **ActorID** of the new vehicle.

- **Set a new ego vehicle** — In the app, on the **Actors** tab, select the vehicle that you want to set as the ego vehicle and click **Set As Ego Vehicle**. In the model, in the Cuboid To 3D Simulation blocks, update the **ActorID used for conversion** parameters to account for which vehicle is the new ego vehicle. In the sensor blocks, set the **Parent name** parameters such that the sensors are mounted to the new ego vehicle.
- **Modify or add sensors** — In the app, you do not need to make any changes. In the model, modify or add sensor blocks. When adding sensor blocks, set the **Parent name** of all sensors to the ego vehicle.

To visualize any updated scenario in the **Bird's-Eye Scope**, you must click **Find Signals** again. If you modify a scenario or are interested in only visualizing sensor data, consider turning off the 3D window during simulation. In the Simulation 3D Scene Configuration block, clear the **Display 3D simulation window** parameter.

## See Also

### Apps

**Driving Scenario Designer | Bird's-Eye Scope**

### Blocks

**Scenario Reader | Vehicle To World | Cuboid To 3D Simulation | Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following**

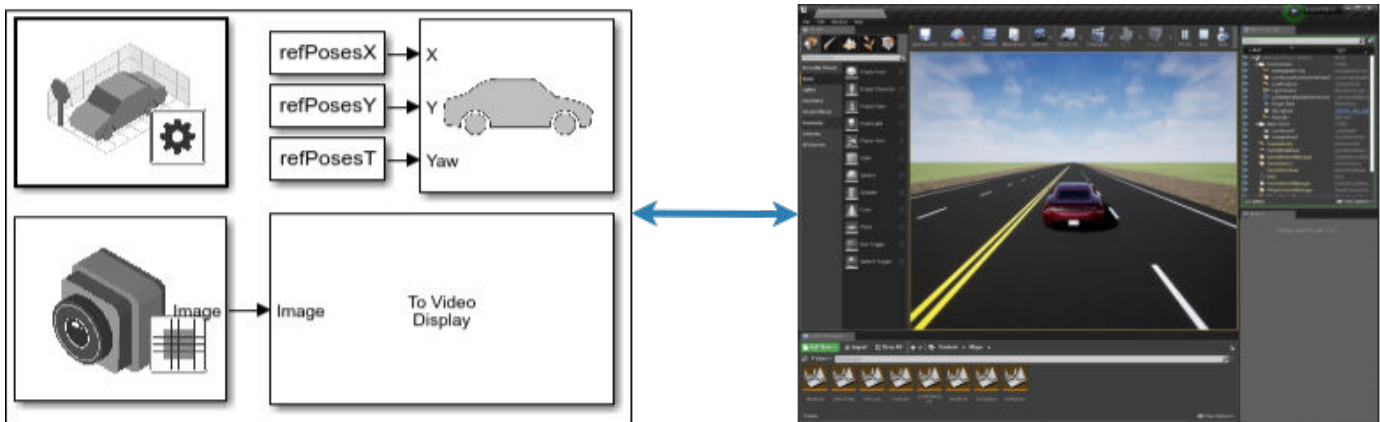
## More About

- “Choose a Sensor for Unreal Engine Simulation” on page 6-17
- “Cuboid Versions of 3D Simulation Scenes in Driving Scenario Designer” on page 5-65
- “Highway Lane Following” on page 8-893

## Customize Unreal Engine Scenes for Automated Driving

Automated Driving Toolbox contains prebuilt scenes in which to simulate and visualize the performance of driving algorithms modeled in Simulink. These scenes are visualized using a standalone Unreal Engine executable within the toolbox. If you have the Unreal Editor from Epic Games and the Automated Driving Toolbox Interface for Unreal Engine 4 Projects installed, you can customize these scenes. You can also use the Unreal Editor and the support package to simulate within scenes from your own custom project.

With custom scenes, you can co-simulate in both Simulink and the Unreal Editor so that you can modify your scenes between simulation runs. You can also package your scenes into an executable file so that you do not have to open the editor to simulate with these scenes.



To customize Unreal Engine scenes for automated driving, follow these steps:

- 1 "Install Support Package for Customizing Scenes" on page 6-46
- 2 "Migrate Projects Developed Using Prior Support Packages" on page 6-49
- 3 "Customize Scenes Using Simulink and Unreal Editor" on page 6-50
- 4 "Package Custom Scenes into Executable" on page 6-57

### See Also

Simulation 3D Scene Configuration

### More About

- "Unreal Engine Simulation for Automated Driving" on page 6-2

## Install Support Package for Customizing Scenes

To customize scenes in your installation of the Unreal Editor and simulate within these scenes in Simulink, you must first install the Automated Driving Toolbox Interface for Unreal Engine 4 Projects.

---

**Note** These installation instructions apply to **R2022b**. If you are using a previous release, see the documentation for Other Releases.

---

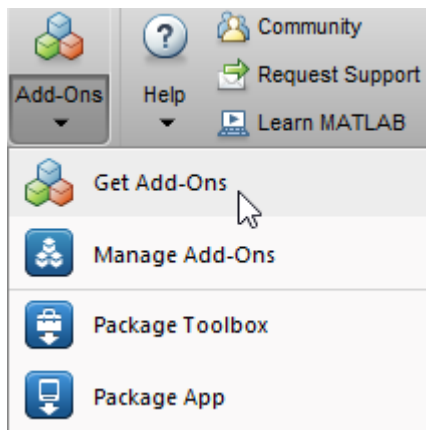
### Verify Software and Hardware Requirements

Before installing the support package, make sure that your environment meets the minimum software and hardware requirements described in “Unreal Engine Simulation Environment Requirements and Limitations” on page 6-7.

### Install Support Package

To install the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package, follow these steps:

- 1 On the MATLAB **Home** tab, in the **Environment** section, select **Add-Ons > Get Add-Ons**.



- 2 In the Add-On Explorer window, search for the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package. Click **Install**.

---

**Note** You must have write permission for the installation folder.

---

### Set Up Scene Customization Using Support Package

The Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package includes these components:

- **AutoVrtlEnv** folder — An Unreal Engine project folder containing the `AutoVrtlEnv.uproject` file and corresponding supporting files. This project contains editable versions of the prebuilt scenes that you can select from the **Scene name** parameter of the Simulation 3D Scene Configuration block.

- `MathWorksSimulation` — A plugin that establishes the connection between Simulink and the Unreal Editor. It is required for co-simulation.
- `MathWorksAutomotiveContent` — A plugin that contains the elements of automotive objects that can be modified using Unreal Editor. It is required for co-simulation.
- `RoadRunnerScenes` folder — A folder containing the Unreal Engine project and corresponding executable for a scene that was created by using the RoadRunner scene editing software. This folder contains these subfolders:
  - `RRScene` — An Unreal Engine project folder containing the `RRScene.uproject` file and corresponding supporting files. This project contains an editable version of the scene used in the “Highway Lane Following with RoadRunner Scene” on page 8-1021 example.
  - `WindowsPackage` — A folder containing the executable `RRScene.exe` and supporting files. Use this executable to co-simulate the Simulink models explained in the “Highway Lane Following with RoadRunner Scene” on page 8-1021 example.
  - `RoadRunnerMaterials` — A plugin that contains the features of objects in roadrunner scenes.

To set up scene customization, you must copy the `AutoVrtlEnv` project and `MathWorksSimulation` plugin folder onto your local machine. To customize the RoadRunner scene used in the “Highway Lane Following with RoadRunner Scene” on page 8-1021 example, you must also copy the `RRScene` project onto your local machine and download the `RoadRunnerMaterials` plugin and copy it into your local project.

After you install and set up the support package, you can begin customizing scenes. If you want to use a project developed using a prior release of the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package, you must migrate the project to make it compatible with the currently supported Unreal Editor version. See “Migrate Projects Developed Using Prior Support Packages” on page 6-49. Otherwise, see “Customize Scenes Using Simulink and Unreal Editor” on page 6-50.

### Copy AutoVrtlEnv Project to Local Folder, and, MathWorksSimulation and MathWorksAutomotiveContent Plugins to Unreal Editor

To copy all the support package components to a folder on your local machine and configure your environment so that you can customize scenes, use the `copyExampleSim3dProject` function. For example, this code copies the files to `C:\project`.

```
sim3d.utils.copyExampleSim3dProject("C:\project");
```

### (Optional) Copy RRScene Project to Local Folder

To customize the scene in the `RRScene` project folder, copy the project onto your local machine.

- 1 Specify the path to the support package folder that contains the project. Also specify a local folder destination to copy the project. This code uses the support package path and local folder path from previous sections.

```
rrProjectSupportPackageFolder = fullfile( ...
    matlabshared.supportpkg.getSupportPackageRoot, ...
    "toolbox", "shared", "sim3dprojects", "driving", ...
    "RoadRunnerScenes", "RRScene");
rrProjectLocalFolder = fullfile(localFolder, "RRScene");
```

- 2 Copy the `RRScene` project from the support package folder to the local destination folder.

```
if ~exist(rrProjectLocalFolder,"dir")
    copyfile(rrProjectSupportPackageFolder,rrProjectLocalFolder);
end
```

The `RRScene.uproject` file and all of its supporting files are now located in a folder named `RRScene` within the specified local folder. For example: `C:\Local\RRScene`.

### (Optional) Copy RoadRunnerMaterials Plugin to Unreal Editor

When customizing the scene in the `RRScene` project folder, you must also copy the `RoadRunnerMaterials` plugin to your plugin project folder.

- 1 Download the ZIP file containing the latest RoadRunner plugins. See “Downloading Plugins” (RoadRunner). Extract the contents of the ZIP file to your local machine. The extracted folder name is of the form `RoadRunner Plugins x.x.x`, where `x.x.x` is the plugin version number.
- 2 Specify the path to the `RoadRunnerMaterials` plugin. This plugin is located in the `Unreal/Plugins` folder of the extracted folder. Update this code to match the location where you downloaded the plugin and the plugin version number.

```
rrMaterialsPluginFolder = fullfile("C:","Local","RoadRunner Plugins 1.0.3", ...
    "Unreal","Plugins","RoadRunnerMaterials");
```

- 3 In your local `RRScene` project, create a `Plugins` folder in which to copy the plugin. This code uses the path to the local `RRScene` project specified in the previous section.

```
rrProjectPluginFolder = fullfile(rrProjectLocalFolder,"Plugins","RoadRunnerMaterials");
```

- 4 Copy the `RoadRunnerMaterials` plugin to the `Plugins` folder of your local project.

```
copyStatus = copyfile(rrMaterialsPluginFolder,rrProjectPluginFolder);
if copyStatus
    disp("Successfully copied RoadRunnerMaterials plugin to RRScene project plugins folder.")
else
    disp("Unable to copy RoadRunnerMaterials plugin to RRScene project plugins folder.")
end
```

After you install and set up the support package, you can begin customizing scenes. If you want to use a project developed using a prior release of the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package, you must migrate the project to make it compatible with the currently supported Unreal Editor version. See “Migrate Projects Developed Using Prior Support Packages” on page 6-49. Otherwise, see “Customize Scenes Using Simulink and Unreal Editor” on page 6-50.

## See Also

### More About

- “Unreal Engine Simulation for Automated Driving” on page 6-2
- “Unreal Engine Simulation Environment Requirements and Limitations” on page 6-7

## Migrate Projects Developed Using Prior Support Packages

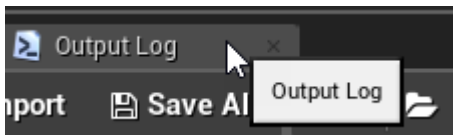
After you install the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package as described in “Install Support Package for Customizing Scenes” on page 6-46, you may need to migrate your project. If your Simulink model uses an Unreal Engine executable or project developed using a prior release of the support package, you must migrate the project to make it compatible with Unreal Editor 4.26. Follow these steps:

- 1 Open Unreal Engine 4.26. For example, navigate to C:\Program Files\Epic Games\UE\_4.26\Engine\Binaries\Win64 and open UE4Editor.exe.
- 2 Use the Unreal Project Browser to open the project that you want to migrate.
- 3 Follow the prompts to open a copy of the project. The editor creates a new project folder in the same location as the original, appended with 4.26. Close the editor.
- 4 In a file explorer, remove any spaces in the migrated project folder name. For example, rename MyProject 4.26 to MyProject4.26.
- 5 Use MATLAB to open the migrated project in Unreal Editor 4.26. For example, if you have a migrated project saved to the C:/Local folder, use this MATLAB code:

```
path = fullfile('C:', 'Local', 'MyProject4.26', 'MyProject.uproject');
editor = sim3d.Editor(path);
open(editor);
```

---

**Note** The support package may include changes in the implementation of some actors. Therefore, if the original project contains actors that are placed in the scene, some of them might not fully migrate to Unreal Editor 4.26. To check, examine the Output Log.



The log might contain error messages. For more information, see the Unreal Engine 4 Documentation or contact MathWorks Technical Support.

- 6 Optionally, after you migrate the project, you can use the project to create an Unreal Engine executable. See “Package Custom Scenes into Executable” on page 6-57.

After you migrate the project, you can create custom scenes. See “Customize Scenes Using Simulink and Unreal Editor” on page 6-50.

---

**Tip** If your project cannot locate the support package plugins, you may need to copy the plugins to the Unreal plugin folder or the Unreal project folder.

### See Also

Simulation 3D Scene Configuration

### More About

- “Customize Unreal Engine Scenes for Automated Driving” on page 6-45

## Customize Scenes Using Simulink and Unreal Editor

After you install the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package as described in “Install Support Package for Customizing Scenes” on page 6-46, you can simulate in custom scenes simultaneously from both the Unreal Editor and Simulink. By using this co-simulation framework, you can add vehicles and sensors to a Simulink model and then run this simulation in your custom scene.

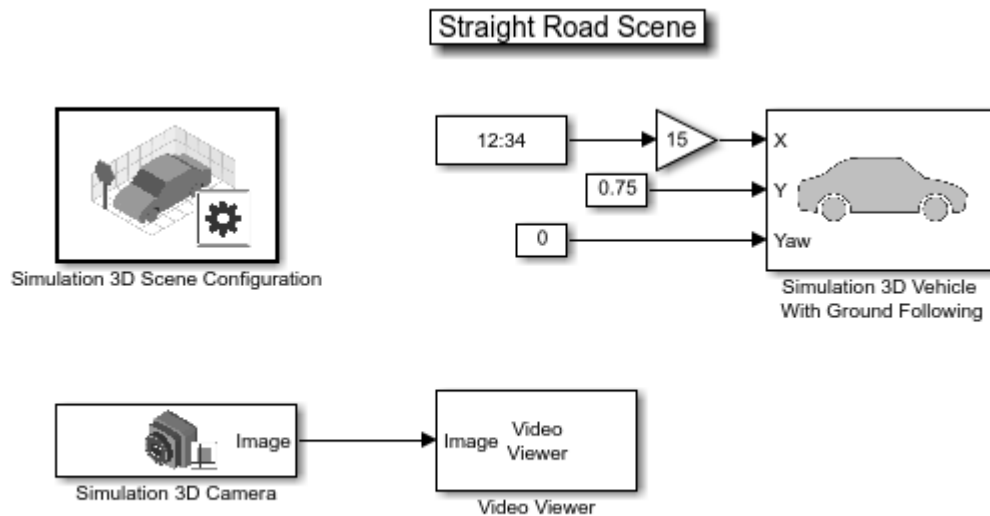
To use a project that you developed using a prior release of the support package, first migrate the project to be compatible with the currently supported Unreal Engine version. See “Migrate Projects Developed Using Prior Support Packages” on page 6-49.

### Open Unreal Editor from Simulink

If you open the Unreal Editor from outside of MATLAB or Simulink, then Simulink fails to establish a connection with the editor. To establish this connection, you must open your project from a Simulink model.

- 1 Open a Simulink model configured to simulate in the Unreal Engine environment. At a minimum, the model must contain a Simulation 3D Scene Configuration block. For example, open a simple model that simulates a vehicle driving on a straight highway. This model is used in the “Design Lane Marker Detector Using Unreal Engine Simulation Environment” on page 8-863 example.

```
openExample('driving/VisualPerceptionIn3DSimulationExample')
open_system('straightRoadSim3D')
```



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- 2 In the Simulation 3D Scene Configuration block of this model, set the **Scene source** parameter to Unreal Editor.
- 3 In the **Project** parameter, browse for the project file that contains the scenes that you want to customize.

For example, this sample path specifies the AutoVrtlEnv project that comes installed with the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package.



C:\Local\AutoVrtlEnv\AutoVrtlEnv.uproject

This sample path specifies a custom project.

Z:\UnrealProjects\myProject\myProject.uproject

- 4 Click **Open Unreal Editor**. The Unreal Editor opens and loads a scene from your project.

The first time that you open the Unreal Editor from Simulink, you might be asked to rebuild UE4Editor DLL files or the AutoVrtlEnv module. Click **Yes** to rebuild these files or modules. The editor also prompts you that new plugins are available. Click **Manage Plugins** and verify that the **MathWorks Interface** plugin is installed. This plugin is the MathWorksSimulation.uplugin file that you copied into your Unreal Editor installation in “Install Support Package for Customizing Scenes” on page 6-46.

Messages about files with the name '\_BuiltData' indicate missing lighting data for the associated level. Before shipping an executable, rebuild the level lighting.

If you receive a warning that the lighting needs to be rebuilt, from the toolbar above the editor window, select **Build > Build Lighting Only**. The editor issues this warning the first time you open a scene or when you add new elements to a scene. To use the lighting that comes installed with AutoVrtlEnv in Automated Driving Toolbox, see “Use AutoVrtlEnv Project Lighting in Custom Scene” on page 6-54.

## Reparent Actor Blueprint

---

**Note** If you are using a scene from the AutoVrtlEnv or RRScene project that is part of the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package, skip this section. However, if you create a new scene based off of one of the scenes in this project, then you must complete this section.

---

The first time that you open a custom scene from Simulink, you need to associate, or reparent, this project with the **Sim3dLevelScriptActor** level blueprint used in Automated Driving Toolbox. The level blueprint controls how objects interact with the Unreal Engine environment once they are placed in it. Simulink returns an error at the start of simulation if the project is not reparented. You must reparent each scene in a custom project separately.

To reparent the level blueprint, follow these steps:

- 1 In the Unreal Editor toolbar, select **Blueprints > Open Level Blueprint**.
- 2 In the Level Blueprint window, select **File > Reparent Blueprint**.
- 3 Click the **Sim3dLevelScriptActor** blueprint. If you do not see the **Sim3dLevelScriptActor** blueprint listed, use these steps to check that you have the MathWorksSimulation plugin installed and enabled:
  - a In the Unreal Editor toolbar, select **Settings > Plugins**.
  - b In the Plugins window, verify that the **MathWorks Interface** plugin is listed in the installed window. If the plugin is not already enabled, select the **Enabled** check box.

If you do not see the **MathWorks Interface** plugin in this window, repeat the steps under “Install Support Package for Customizing Scenes” on page 6-46 and reopen the editor from Simulink.

- c Close the editor and reopen it from Simulink.
- 4 Close the Level Blueprint window.

## Create or Modify Scenes in Unreal Editor

After you open the editor from Simulink, you can modify the scenes in your project or create new scenes.

### Open Scene

In the Unreal Editor, scenes within a project are referred to as levels. Levels come in several types, and scenes have a level type of map.

- To open a prebuilt scene from the `AutoVrtlEnv.uproject` or `RRScene.uproject` file, in the **Content Browser** pane below the editor window, navigate to the **Content > Maps** folder. Then, select the map that corresponds to the scene you want to modify.

This table shows the map names in the `AutoVrtlEnv` project as they appear in the Unreal Editor. It also shows their corresponding scene names as they appear in the **Scene name** parameter of the Simulation 3D Scene Configuration block.

Unreal Editor Map	Automated Driving Toolbox Scene
HwCurve	Curved Road
DbllLnChng	Double Lane Change
BlackLake	Open Surface
LargeParkingLot	Large Parking Lot
SimpleLot	Parking Lot
HwStrght	Straight Road
USCityBlock	US City Block
USHighway	US Highway

---

**Note** The `AutoVrtlEnv.uproject` file does not include the Virtual Mcity scene.

---

The `RRScene` project contains only one scene: `RRHighway`. This scene is used in the “Highway Lane Following with RoadRunner Scene” on page 8-1021 example and is not selectable from the **Scene name** parameter of the Simulation 3D Scene Configuration block.

- To open a scene within your own project, in the **Content Browser** pane, navigate to the folder that contains your scenes.

### Create New Scene

To create a new scene in your project, from the top-left menu of the editor, select **File > New Level**.

Alternatively, you can create a new scene from an existing one. This technique is useful, for example, if you want to use one of the prebuilt scenes in the `AutoVrtlEnv` project as a starting point for creating your own scene. To save a version of the currently opened scene to your project, from the top-left menu of the editor, select **File > Save Current As**. The new scene is saved to the same location as the existing scene.

## Specify Vehicle Trajectories

In your scenes, you can specify trajectory waypoints that the vehicles in your scene can follow.

- If your scene is based off one of the prebuilt scenes in the `AutoVrtlEnv` project, then specify waypoints using the process described in the “Select Waypoints for Unreal Engine Simulation” on page 8-872 example. This example shows how to interactively draw waypoints on 2-D top-down maps of the prebuilt scenes.
- If your scene is not based off of a prebuilt scene, then before using the “Select Waypoints for Unreal Engine Simulation” on page 8-872 example, you must first generate a map of your scene. See “Create Top-Down Map of Unreal Engine Scene” on page 6-66.

## Add Assets to Scene

In the Unreal Editor, elements within a scene are referred to as assets. To add assets to a scene, you can browse or search for them in the **Content Browser** pane at the bottom and drag them into the editor window.

When adding assets to a scene that is in the `AutoVrtlEnv` project, you can choose from a library of driving-related assets. These assets are built as static meshes and begin with the prefix `SM_`. Search for these objects in the **Content Browser** pane.

For example, add a stop sign to a scene in the `AutoVrtlEnv` project.

- 1 In the **Content Browser** pane at the bottom of the editor, navigate to the **Content** folder.
- 2 In the search bar, search for `SM_StopSign`. Drag the stop sign from the **Content Browser** into the editing window. You can then change the position of the stop sign in the editing window or on the **Details** pane on the right, in the **Transform** section.

If you want to override the default weather or use enhanced fog conditions in the scene, add the **Exponential Height Fog** actor.



The Unreal Editor uses a left-hand Z-up coordinate system, where the Y-axis points to the right. Automated Driving Toolbox uses a right-hand Z-up coordinate system, where the Y-axis points to the left. When positioning objects in a scene, keep this coordinate system difference in mind. In the two coordinate systems, the positive and negative signs for the Y-axis and pitch angle values are reversed.

For more information on modifying scenes and adding assets, see Unreal Engine 4 Documentation.

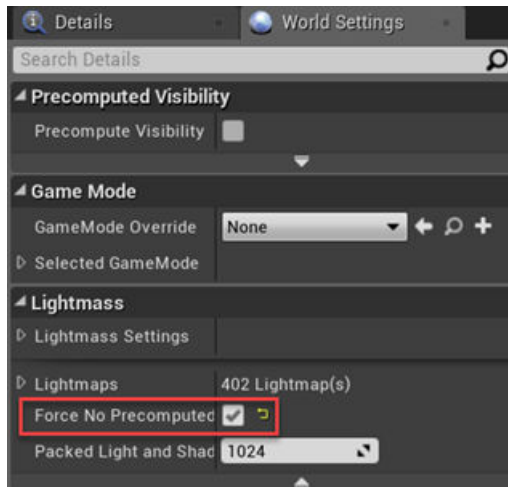
To migrate assets from the `AutoVrtlEnv` project into your own project file, see the Unreal Engine documentation.

To obtain semantic segmentation data from a scene, then you must apply stencil IDs to the objects added to a scene. For more information, see “Apply Labels to Unreal Scene Elements for Semantic Segmentation and Object Detection” on page 6-60.

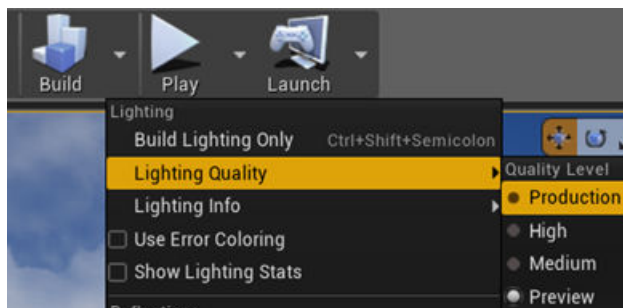
## Use AutoVrtlEnv Project Lighting in Custom Scene

To use the lighting that comes installed with the AutoVrtlEnv project in Automated Driving Toolbox, follow these steps.

- 1 On the **World Settings** tab, clear **Force No Precomputed Lighting**.



- 2 Under **Build**, select **Lighting Quality > Production** to rebuild the maps with production quality. Rebuilding large maps can take time.



## Run Simulation

Verify that the Simulink model and Unreal Editor are configured to co-simulate by running a test simulation.

- 1 In the Simulink model, click **Run**.

Because the source of the scenes is the project opened in the Unreal Editor, the simulation does not start. Instead, you must start the simulation from the editor.

- 2 Verify that the Diagnostic Viewer window in Simulink displays this message:

In the Simulation 3D Scene Configuration block, you set the scene source to 'Unreal Editor'. In Unreal Editor, select 'Play' to view the scene.

This message confirms that Simulink has instantiated vehicles and other objects in the Unreal Engine environment.

- 3 In the Unreal Editor, click **Play**. The simulation runs in the scene currently open in the Unreal Editor.
  - If your Simulink model contains vehicles, these vehicles drive through the scene that is open in the editor.
  - If your Simulink model includes sensors, these sensors capture data from the scene that is open in the editor.

To control the view of the scene during simulation, in the Simulation 3D Scene Configuration block, select the vehicle name from the **Scene view** parameter. To change the scene view as the simulation runs, use the numeric keypad in the editor. The table shows the position of the camera displaying the scene, relative to the vehicle selected in the **Scene view** parameter.

Key	Camera View	
1	Back left	
2	Back	
3	Back right	
4	Left	
5	Internal	
6	Right	
7	Front left	
8	Front	
9	Front right	
0	Overhead	

To restart a simulation, click **Run** in the Simulink model, wait until the Diagnostic Viewer displays the confirmation message, and then click **Play** in the editor. If you click **Play** before starting the simulation in your model, the connection between Simulink and the Unreal Editor is not established, and the editor displays an empty scene.

If you are co-simulating a custom project, to enable the numeric keypad, copy the `DefaultInput.ini` file from the support package installation folder to your custom project folder. For example, copy `DefaultInput.ini` from:

`C:\ProgramData\MATLAB\SupportPackages\<MATLABRelease>\toolbox\shared\sim3dprojects\driving\AutoV`

to:

`C:\<yourproject>.project\Config`

After tuning your custom scene based on simulation results, you can then package the scene into an executable. For more details, see “Package Custom Scenes into Executable” on page 6-57.

## See Also

Simulation 3D Scene Configuration

## **More About**

- “Apply Labels to Unreal Scene Elements for Semantic Segmentation and Object Detection” on page 6-60
- “Create Top-Down Map of Unreal Engine Scene” on page 6-66
- “Place Cameras on Actors in the Unreal Editor” on page 6-69
- “Select Waypoints for Unreal Engine Simulation” on page 8-872

## Package Custom Scenes into Executable

When you finish modifying a custom scene, you can package the project file containing this scene into an executable. You can then configure your model to simulate from this executable by using the Simulation 3D Scene Configuration block. Executable files can improve simulation performance and do not require opening the Unreal Editor to simulate your scene. Instead, the scene runs by using the Unreal Engine that comes installed with Automated Driving Toolbox.

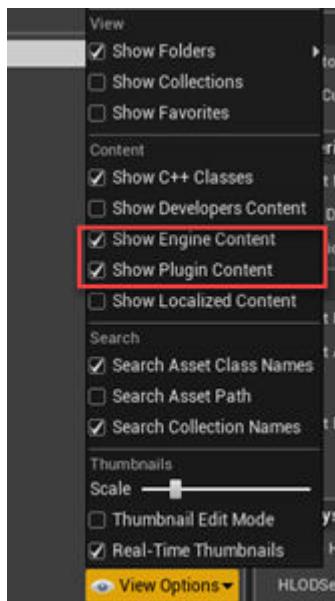
### Package Scene into Executable Using Unreal Editor

Before packaging the custom scenes into an executable, make sure that the plugins are:

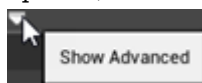
- Located in the Unreal Engine installation area, for example, C:\Program Files\Epic Games\UE\_4.26\Engine\Plugins\Marketplace\Mathworks.
- Deleted from your project area, for example, C:\project\AutoVrtlEnv\Plugins.

Then, follow these steps.


- 1 Open the project containing the scene in the Unreal Editor. You must open the project from a Simulink model that is configured to co-simulate with the Unreal Editor. For more details on this configuration, see “Customize Scenes Using Simulink and Unreal Editor” on page 6-50.
- 2 Ensure the plugin content is visible in the Content Browser. Under **View Options**, check the **Show Engine Content** and **Show Plugin Content** check boxes.



- 3 In the Unreal Editor toolbar, select **Settings > Project Settings** to open the Project Settings window.
- 4 In the left pane, in the **Project** section, click **Packaging**.
- 5 In the **Packaging** section, set or verify the options in the table. If you do not see all these options, at the bottom of the **Packaging** section, click the **Show Advanced** expander



Packaging Option	Enable or Disable
Use Pak File	Enable
Cook everything in the project content directory (ignore list of maps below)	Disable
Cook only maps (this only affects cookall)	Enable
Create compressed cooked packages	Enable
Exclude editor content while cooking	Enable

- 6 Specify the scene from the project that you want to package into an executable.
  - a In the **List of maps to include in a packaged build** option, click the **Adds Element** button .
  - b Specify the path to the scene that you want to include in the executable. By default, the Unreal Editor saves maps to the /Game/Maps folder. For example, if the /Game/Maps folder has a scene named myScene that you want to include in the executable, enter /Game/Maps/myScene.
  - c Add or remove additional scenes as needed.
- 7 Specify the required asset directories to include in the executable. These directories are located in the MathWorksSimulation plugin.

Under **Additional Asset Directories to Cook**, click the **Adds Element** button  to add elements and specify these directories:

- /MathWorksSimulation/Characters
  - /MathWorksAutomotiveContent/VehiclesCommon
  - /MathWorksAutomotiveContent/Vehicles
  - /MathWorksSimulation/Weather
- 8 Rebuild the lighting in your scenes. If you do not rebuild the lighting, the shadows from the light source in your executable file are incorrect and a warning about rebuilding the lighting displays during simulation. In the Unreal Editor toolbar, select **Build > Build Lighting Only**.
  - 9 (Optional) If you plan to obtain semantic segmentation data from the scene by using a Simulation 3D Camera block, enable rendering of the stencil IDs. In the left pane, in the **Engine** section, click **Rendering**. Then, in the main window, in the **Postprocessing** section, set **Custom Depth-Stencil Pass** to Enabled with Stencil. For more details on applying stencil IDs for semantic segmentation, see "Apply Labels to Unreal Scene Elements for Semantic Segmentation and Object Detection" on page 6-60.
  - 10 Close the **Project Settings** window.
  - 11 In the top-left menu of the editor, select **File > Package Project > Windows > Windows (64-bit)**. Select a local folder in which to save the executable, such as to the root of the project file (for example, C:/Local/myProject).

---

**Note** Packaging a project into an executable can take several minutes. The more scenes that you include in the executable, the longer the packaging takes.

---



Once packaging is complete, the folder where you saved the package contains a `WindowsNoEditor` folder that includes the executable file. This file has the same name as the project file.

---

**Note** If you repackage a project into the same folder, the new executable folder overwrites the old one.

---

Suppose you package a scene that is from the `myProject.uproject` file and save the executable to the `C:/Local/myProject` folder. The editor creates a file named `myProject.exe` with this path:

```
C:/Local/myProject/WindowsNoEditor/myProject.exe
```

## Simulate Scene from Executable in Simulink

- 1 In the Simulation 3D Scene Configuration block of your Simulink model, set the **Scene source** parameter to `Unreal Executable`.
- 2 Set the **File name** parameter to the name of your Unreal Editor executable file. You can either browse for the file or specify the full path to the file by using backslashes. For example:

```
C:\Local\myProject\WindowsNoEditor\myProject.exe
```

- 3 Set the **Scene** parameter to the name of a scene from within the executable file. For example:

```
/Game/Maps/myScene
```

- 4 Run the simulation. The model simulates in the custom scene that you created.

If you are simulating a scene from a project that is not based on the `AutoVt rLEnv` project, then the scene simulates in full screen mode. To use the same window size as the default scenes, copy the `DefaultGameUserSettings.ini` file from the support package installation folder to your custom project folder. For example, copy `DefaultGameUserSettings.ini` from:

```
C:\ProgramData\MATLAB\SupportPackages\<MATLABrelease>\toolbox\shared\sim3dprojects\driving\AutoVt rLEnv
```

to:

```
C:\<yourproject>.project\Config
```

Then, package scenes from the project into an executable again and retry the simulation.

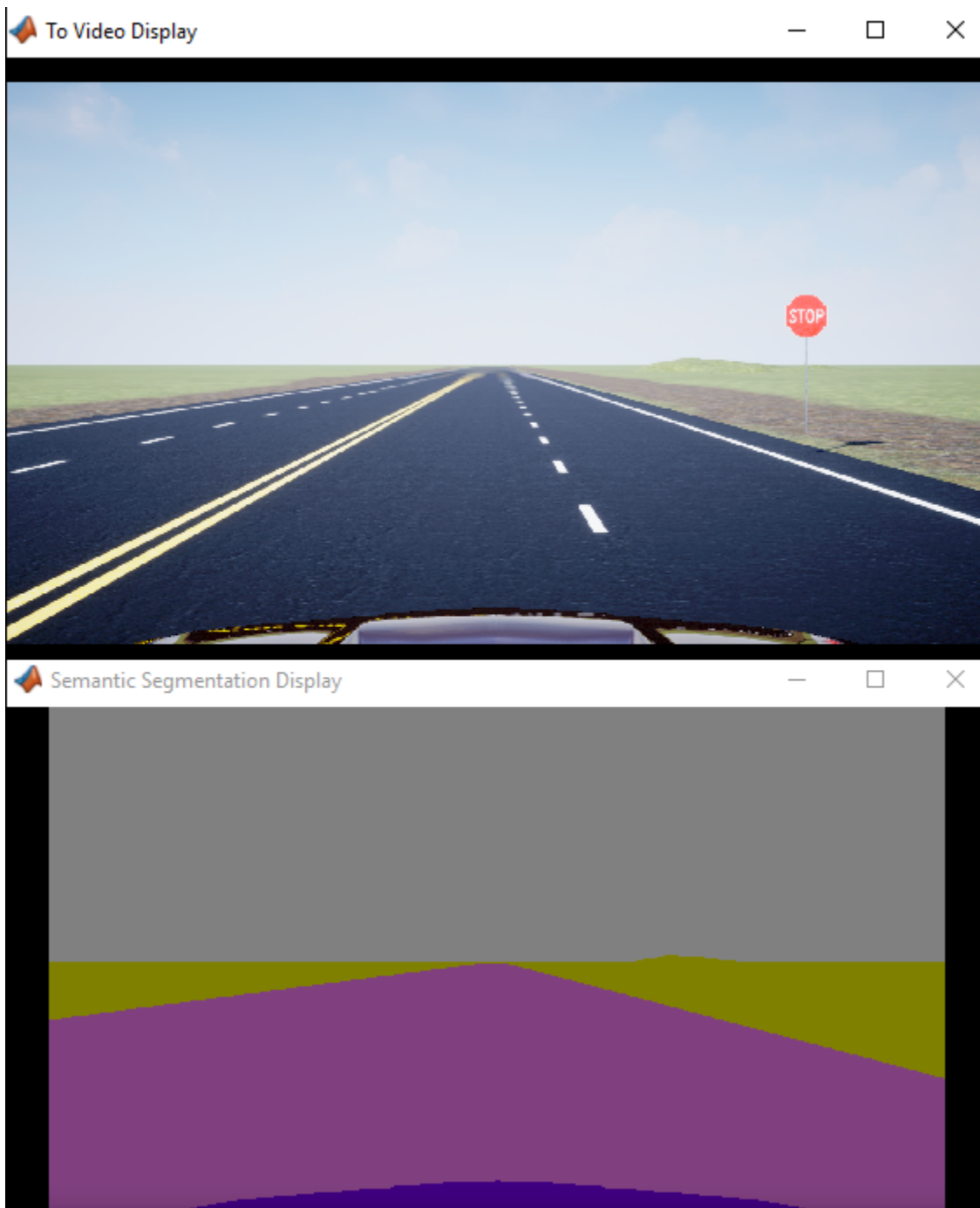
## See Also

Simulation 3D Scene Configuration

## **Apply Labels to Unreal Scene Elements for Semantic Segmentation and Object Detection**

The Simulation 3D Camera block provides an option to output semantic segmentation data from a scene. If you add new scene elements, or assets (such as traffic signs or roads), to a custom scene, then in the Unreal Editor, you must apply the correct ID to that element. This ID is known as a stencil ID. Without the correct stencil ID applied, the Simulation 3D Camera block does not recognize the scene element and does not display semantic segmentation data for it.

For example, this To Video Display window shows a stop sign that was added to a custom scene. The Semantic Segmentation Display window does not display the stop sign, because the stop sign is missing a stencil ID.



You can also use these stencil ID labels to assign IDs to objects detected by probabilistic sensors, such as those modeled by the Simulation 3D Probabilistic Radar and Simulation 3D Vision Detection Generator blocks.

To apply a stencil ID label to a scene element, follow these steps:

- 1 Open the Unreal Editor from a Simulink model that is configured to simulate in the 3D environment. For more details, see “Customize Scenes Using Simulink and Unreal Editor” on page 6-50.
- 2 In the editor window, select the scene element with the missing stencil ID.
- 3 On the **Details** pane on the right, in the **Rendering** section, select **Render CustomDepth Pass**.



If you do not see this option, click the **Show Advanced** expander to show all rendering options.

- 4 In the **CustomDepth Stencil Value** box, enter the stencil ID that corresponds to the asset. If you are adding an asset to a scene from the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package, then enter the stencil ID corresponding to that asset type, as shown in the table. If you are adding assets other than the ones shown, then you can assign them to unused IDs. If you do not assign a stencil ID to an asset, then the Unreal Editor assigns that asset an ID of 0.

---

**Note** The Simulation 3D Camera block does not support the output of semantic segmentation data for lane markings. Even if you assign a stencil ID to lane markings, the block ignores this setting.


---

ID	Type
0	None/default
1	Building
2	<i>Not used</i>
3	Other
4	Pedestrians
5	Pole
6	Lane Markings
7	Road
8	Sidewalk
9	Vegetation
10	Vehicle
11	<i>Not used</i>
12	Generic traffic sign
13	Stop sign
14	Yield sign
15	Speed limit sign
16	Weight limit sign
17 - 18	<i>Not used</i>
19	Left and right arrow warning sign
20	Left chevron warning sign

ID	Type
21	Right chevron warning sign
22	<i>Not used</i>
23	Right one-way sign
24	<i>Not used</i>
25	School bus only sign
26 - 38	<i>Not used</i>
39	Crosswalk sign
40	<i>Not used</i>
41	Traffic signal
42	Curve right warning sign
43	Curve left warning sign
44	Up right arrow warning sign
45 - 47	<i>Not used</i>
48	Railroad crossing sign
49	Street sign
50	Roundabout warning sign
51	Fire hydrant
52	Exit sign
53	Bike lane sign
54 - 56	<i>Not used</i>
57	Sky
58	Curb
59	Flyover ramp
60	Road guard rail
61	Bicyclist
62 - 66	<i>Not used</i>
67	Deer
68 - 70	<i>Not used</i>
71	Barricade
72	Motorcycle
73 - 255	<i>Not used</i>

For example, for a stop sign that is missing a stencil ID, enter 13.

**Tip** If you are adding stencil ID for scene elements of the same type, you can copy (**Ctrl+C**) and paste (**Ctrl+V**) the element with the added stencil ID. The copied scene element includes the stencil ID.

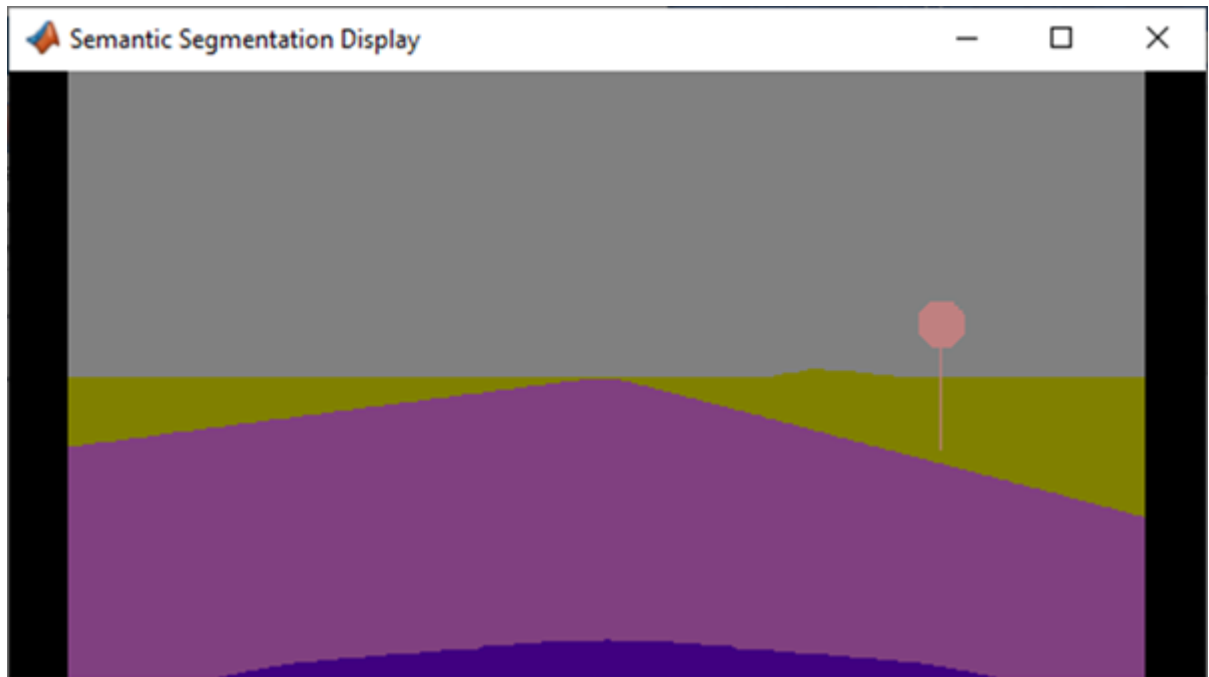
- 5 Visually verify that the correct stencil ID shows by using the custom stencil view. In the top-left corner of the editor window, click  and select **Buffer Visualization > Custom Stencil**. The scene displays the stencil IDs specified for each scene element. For example, if you added the correct stencil ID to a stop sign (13) then the editor window, the stop sign displays a stencil ID value of 13.



- If you did not set a stencil ID value for a scene element, then the element appears in black and displays no stencil ID.
  - If you did not select **CustomDepth Stencil Value**, then the scene element does not appear at all in this view.
- 6 Turn off the custom stencil ID view. In the top-left corner of the editor window, click **Buffer Visualization** and then select **Lit**.

To display semantic segmentation data for your custom labels, follow these steps:

- 1 Set up your Simulink model to display semantic segmentation data from a Simulation 3D Camera block. For an example setup, see “Depth and Semantic Segmentation Visualization Using Unreal Engine Simulation” on page 6-31.
- 2 Run the simulation and verify that the Simulation 3D Camera block outputs the correct data. For example, here is the Semantic Segmentation Display window with the correct stencil ID applied to a stop sign.



### See Also

Simulation 3D Camera | Simulation 3D Scene Configuration | Simulation 3D Vision Detection Generator | Simulation 3D Probabilistic Radar | Simulation 3D Probabilistic Radar Configuration

### More About

- "Depth and Semantic Segmentation Visualization Using Unreal Engine Simulation" on page 6-31
- "Customize Scenes Using Simulink and Unreal Editor" on page 6-50

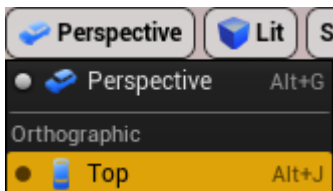
## Create Top-Down Map of Unreal Engine Scene

3-D scenes developed for the Unreal Engine simulation environment can be large and complex. Using the Unreal Editor, you can create a 2-D, top-down map of the scene to get a big-picture view of your scene. You can also use this map to select waypoints of vehicles traveling along a path in your scene.

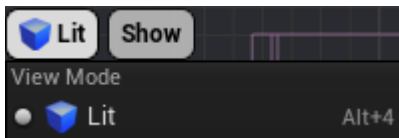
### Capture Screenshot


To create your 2-D map, first capture a high-resolution screenshot of your 3-D scene from a top-down perspective.

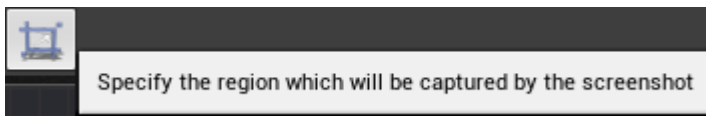
- 1 Open the Unreal Editor from a Simulink model that is configured to co-simulate with the Unreal Editor. For more details, see “Customize Scenes Using Simulink and Unreal Editor” on page 6-50.
- 2 Open your scene in the Unreal Editor.
- 3 Switch to a top-down view of the scene. In the top-left corner of the editing window, click **Perspective**, and then click **Top**.



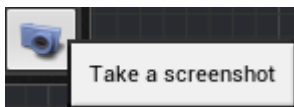
- 4 Verify that the scene is lit by the standard lighting. In the top-left corner of the editing window, click **Lit**.



- 5 Open the control panel for taking high-resolution screenshots of the scene. The screenshot acts as a 2-D scene map. In the top-left corner of the editing window, click the down arrow  and select **High Resolution Screenshot**.
- 6 In the left corner of the control panel, click **Specify the region which will be captured by the screenshot**.



- 7 Manually select a region of the scene, and then click **Take a screenshot**.



The Unreal Editor displays a message that the screenshot is saved to a folder in your project. Click the folder location to access the image file. The folder containing screenshots is a path similar to this path:



```
myProject\Saved\Screenshots\Windows
```

## Convert Screenshot to Map

After you create your high-resolution screenshot, you can convert it to a map by creating a 2-D spatial referencing object, `imref2d`. This object describes the relationship between the pixels in the image and the world coordinates of the scene. To use this object to create a map, you must know the X-axis and Y-axis limits of the scene in world coordinates. For example, in this code, the scene captured by image `myScene.png` has X-coordinates of -80 to 60 meters and Y-coordinates of -75 to 65 meters.

```
sceneImage = imread('myScene.png');  
imageSize = size(sceneImage);  
xlims = [-80 60]; % in meters  
ylims = [-75 65]; % in meters  
  
sceneRef = imref2d(imageSize,xlims,ylims);
```

You can use the scene image and spatial referencing object to select waypoints for vehicles to follow in your scene. For details on this process, see the “Select Waypoints for Unreal Engine Simulation” on page 8-872 example. This code shows helper function calls in that example. These function calls enable you to display your scene and interactively specify waypoints for vehicles to follow. The image shows a sample map and drawn waypoints in blue that are from the example.

```
helperShowSceneImage(sceneImage, sceneRef);  
hFig = helperSelectSceneWaypoints(sceneImage, sceneRef);
```



### See Also

imref2d

### More About

- "Select Waypoints for Unreal Engine Simulation" on page 8-872
- "Customize Scenes Using Simulink and Unreal Editor" on page 6-50

## Place Cameras on Actors in the Unreal Editor

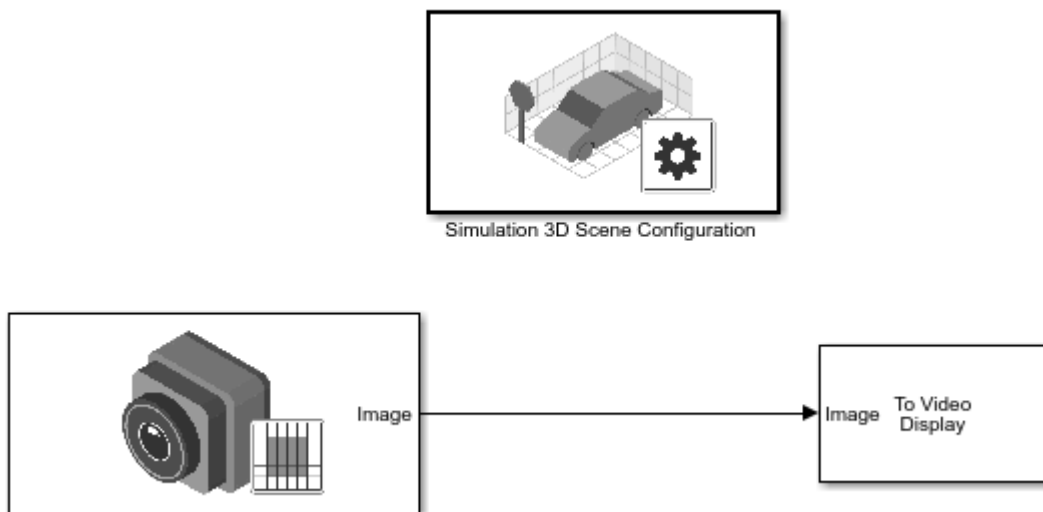
To visualize objects in an Unreal Editor scene, you can place cameras on static or custom actors in the scene. To start, you need the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package. See “Install Support Package for Customizing Scenes” on page 6-46.

To follow this workflow, you should be comfortable using Unreal Engine. Make sure that you have Visual Studio 2019 installed on your computer.

### Place Camera on Static Actor

Follow these steps to place a Simulation 3D Camera block that is offset from a cone in the Unreal Editor. Although this example uses the To Video Display block from Computer Vision Toolbox, you can use a different visualization block to display the image.

- 1 In a Simulink model, add the Simulation 3D Scene Configuration, Simulation 3D Camera, and To Video Display blocks.



Set these block parameters. In the Simulation 3D Scene Configuration block, select **Open Unreal Editor**.

Block	Parameter Settings
Simulation 3D Scene Configuration	<ul style="list-style-type: none"> <li>• <b>Scene Source</b> — Unreal Editor</li> <li>• <b>Project</b> — Specify the path and name of the support package project file. For example, C:\Local\AutoVrtlEnv\AutoVrtlEnv.uproject</li> </ul>

Block	Parameter Settings
Simulation 3D Camera	<ul style="list-style-type: none"> <li>• <b>Sensor identifier</b> — 1</li> <li>• <b>Parent name</b> — Scene Origin</li> <li>• <b>Mounting location</b> — Origin</li> <li>• <b>Specify offset</b> — on</li> <li>• <b>Relative translation [X, Y, Z] (m)</b> — [-6, 0, 2] This offsets the camera location from the cone mounting location, 6 m behind, and 2 m up.</li> <li>• <b>Relative rotation [Roll, Pitch, Yaw]</b> — [0, 15, 0]</li> </ul>

- 2 In the Unreal Editor, from the **Place Actors** tab, add a **Sim 3d Scene Cap** to the world, scene, or map.



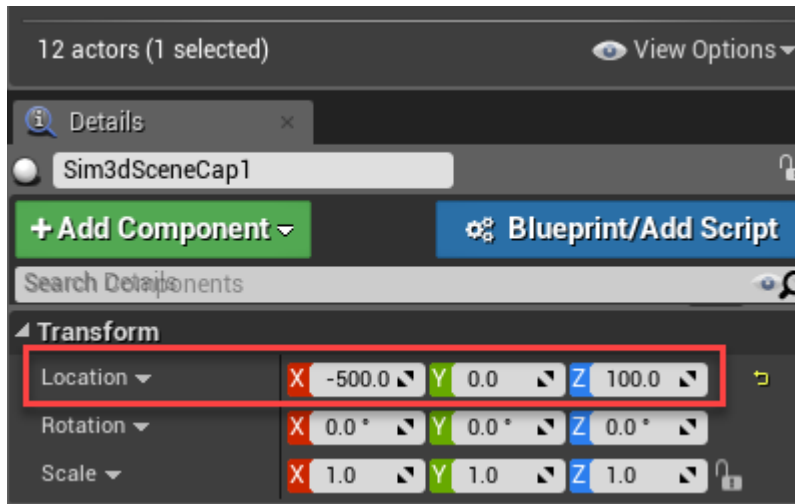
- 3 In the Unreal Editor, from the **Place Actors** tab, add a **Cone** to the world, scene, or map.



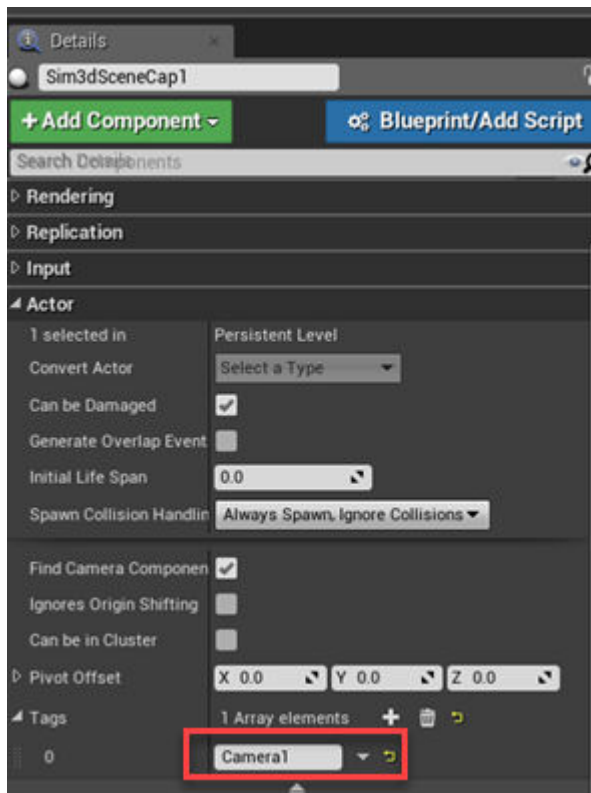
- 4 On the **World Outliner** tab, right-click the **Sim3DSceneCap1** and attach it to the **Cone**.



- 5 On the **Details** tab, under **Transform**, add a location offset of -500, 0, 100 in the X, Y, and Z world coordinate system, respectively. This attaches the camera 500 cm behind the cone and 100 cm above it. The values match the Simulation 3D Camera block parameter **Relative translation [X, Y, Z] (m)** value.



- 6 On the **Details** tab, under **Actor**, tag the **Sim3DSceneCap1** with the name **Camera1**.



- 7 Run the simulation.

- a In the Simulink model, click **Run**.

Because the source of the scenes is the project opened in the Unreal Editor, the simulation does not start.

- b Verify that the Diagnostic Viewer window in Simulink displays this message:

In the Simulation 3D Scene Configuration block, you set the scene source to 'Unreal Editor'. In Unreal Editor, select 'Play' to view the scene.

This message confirms that Simulink has instantiated the vehicles and other assets in the Unreal Engine 3D environment.

- c In the Unreal Editor, click **Play**. The simulation runs in the scene currently open in the Unreal Editor.

Observe the results in the To Video display window. The window displays the image from the camera.

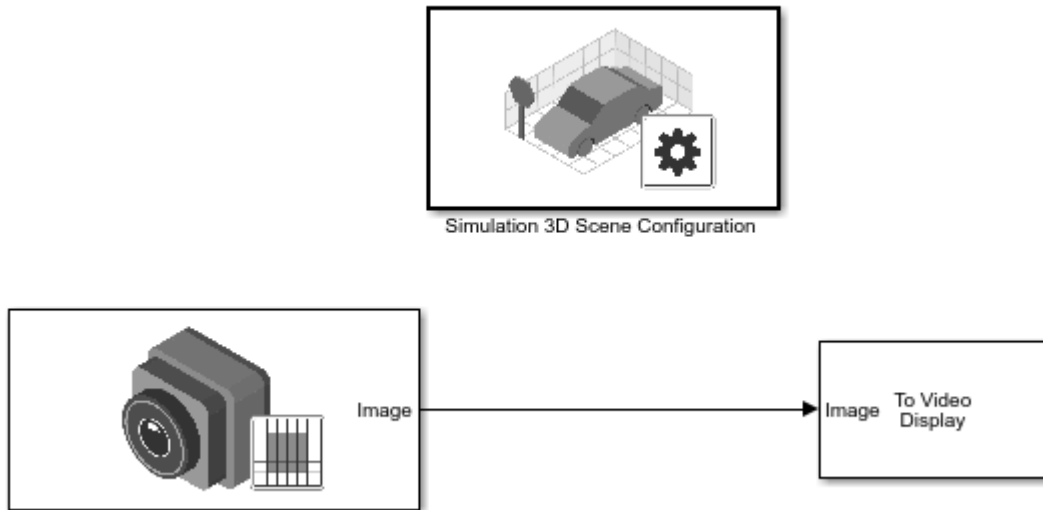


## Place Camera on Vehicle in Custom Project

Follow these steps to create a custom Unreal Engine project and place a camera on a vehicle in the project. Although the example uses the To Video Display block from Computer Vision Toolbox, you can use a different visualization block to display the image.

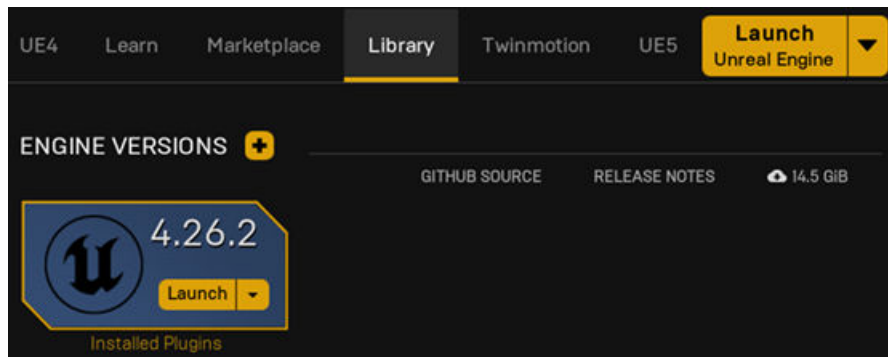
To start, you need the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package. See “Install Support Package for Customizing Scenes” on page 6-46.

- 1 In a Simulink model, add the Simulation 3D Scene Configuration, Simulation 3D Camera, and To Video Display blocks.



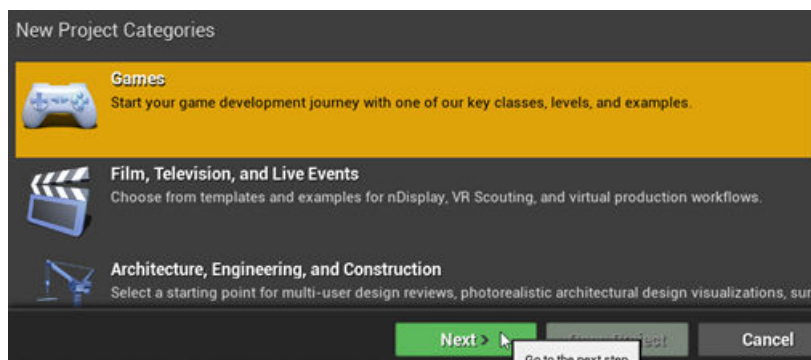
Save the model.

- 2 Create a new project using the **Vehicle Advanced** template from the Epic Games Launcher by Epic Games.
  - a In the Epic Games Launcher, launch Unreal Engine 4.26.



For more information about the Epic Games Launcher, see Unreal Engine.

- b In the Unreal Project Browser, select **Games** and **Next**.

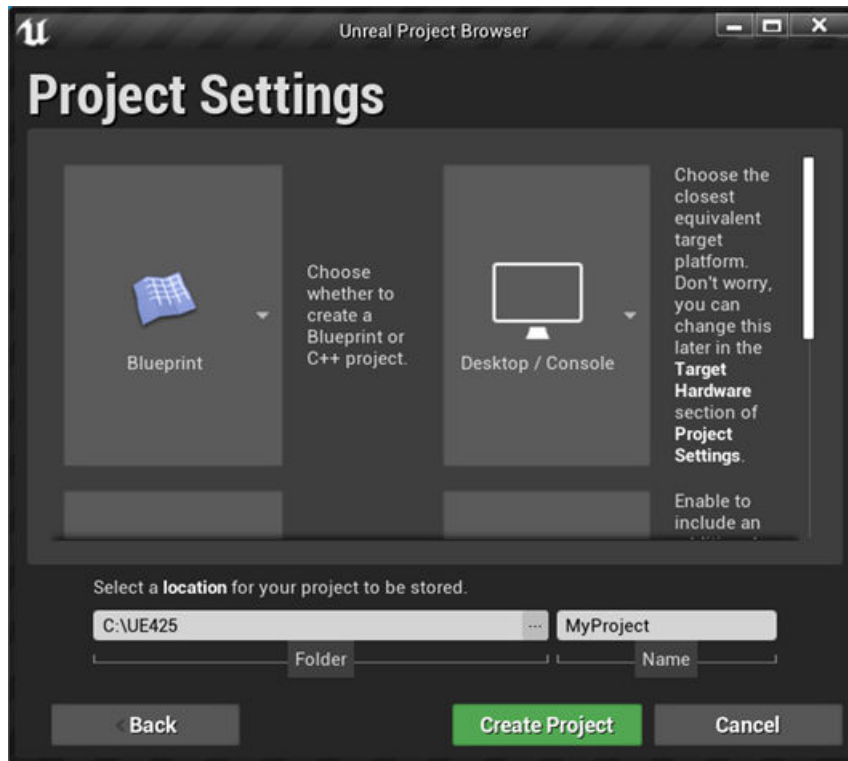


- c In **Select Template**, select the **Vehicle Advanced** template and click **Next**.



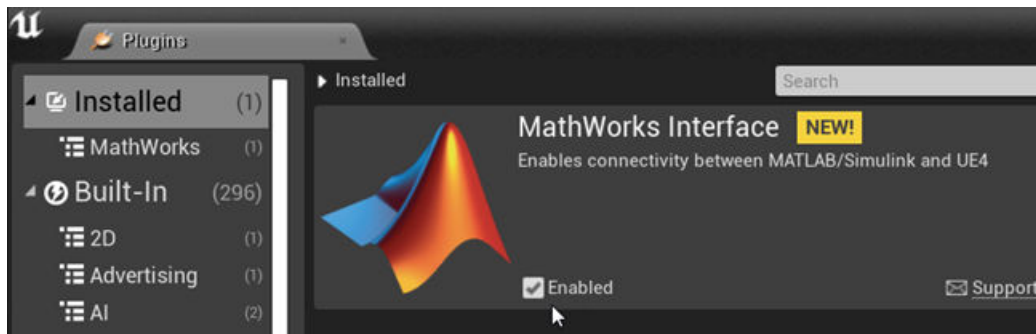
- d In **Project Settings**, create a Blueprint or C++ project, and select a project name and location. Click **Create Project**.





The Epic Games Launcher creates a new project and opens the Unreal Editor.

- e Enable the MathWorks Interface plugin.
  - i Select **Edit > Plugins**.
  - ii On the **Plugins** tab, navigate to MathWorks Interface. Select **Enabled**.

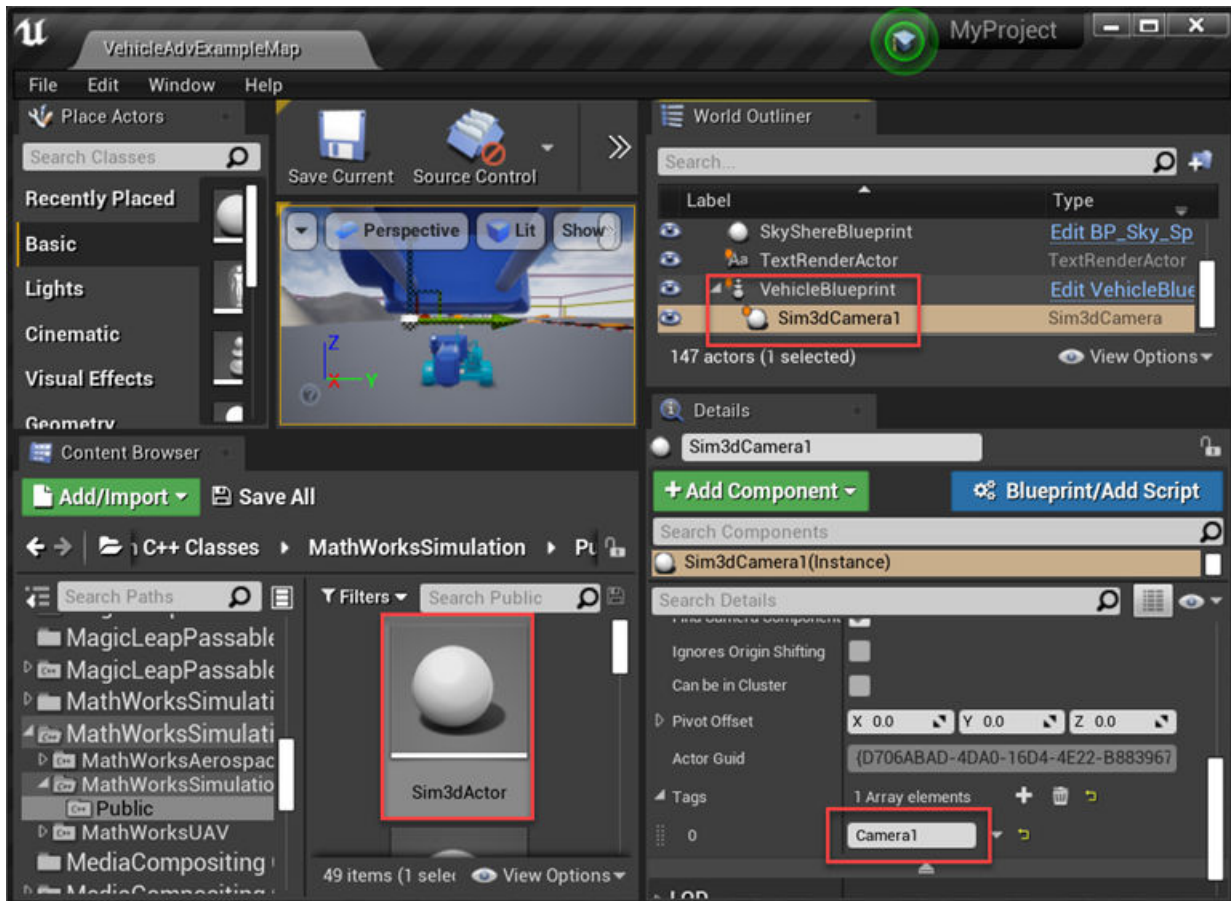


- f Save the project. Close the Unreal Editor.
- 3 Open the Simulink model that you saved in step 1. Set these block parameters.

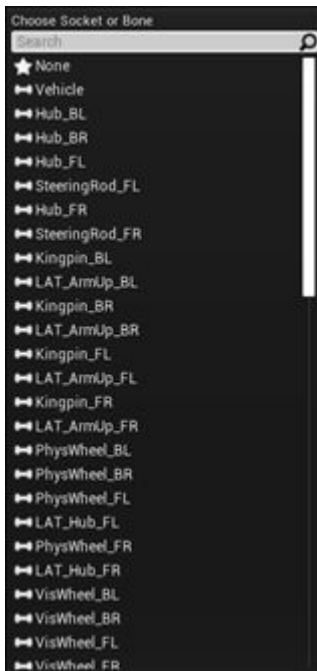
Block	Parameter Settings
Simulation 3D Scene Configuration	<ul style="list-style-type: none"> <li>• <b>Scene Source</b> — Unreal Editor</li> <li>• <b>Project</b> — Specify the path an project that you saved in step 2. For example, <i>myProjectPath\myProject.uproject</i></li> </ul>

Block	Parameter Settings
Simulation 3D Camera	<ul style="list-style-type: none"> <li>• <b>Sensor identifier</b> — 1</li> <li>• <b>Parent name</b> — Scene Origin</li> <li>• <b>Mounting location</b> — Origin</li> </ul>

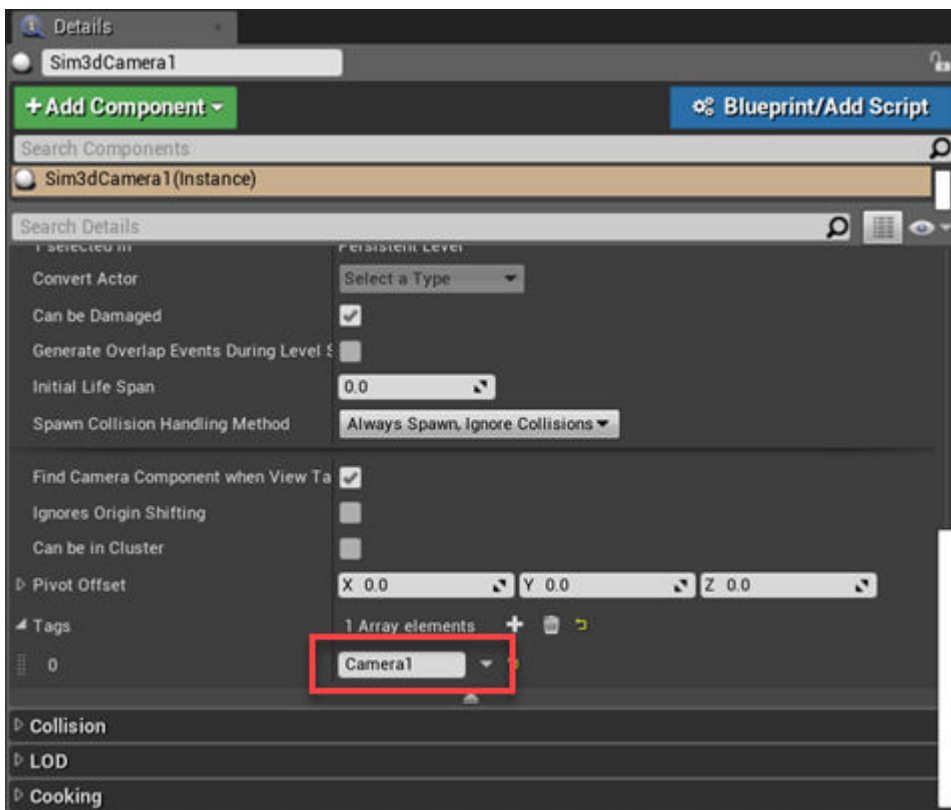
- 4 In the Simulation 3D Scene Configuration block, select **Open Unreal Editor**.
- 5 In the Unreal Editor, in the **Content Browser** navigate to Sim3DCamera. Add it to the world, scene, or map.



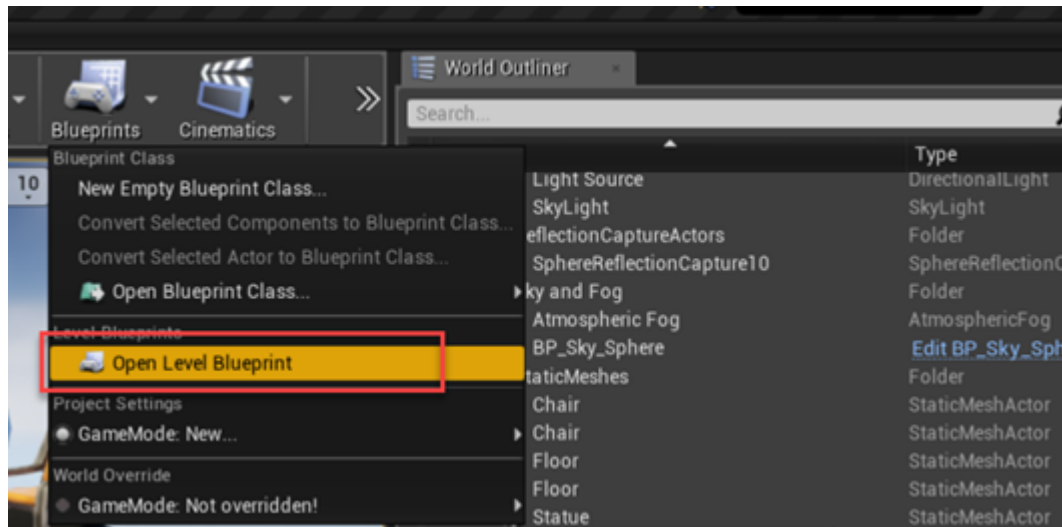
- 6 On the vehicle VehicleBlueprint, drag and drop the camera. Choose a vehicle socket or bone to attach the camera to.



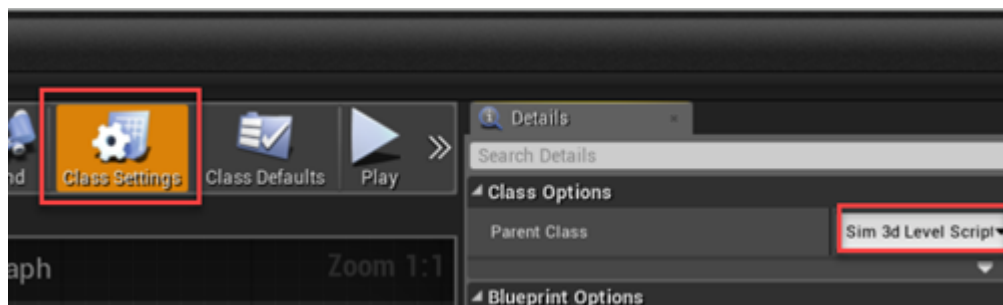
- 7 On the **Details** tab, tag the Sim3dCamera1 with the name Camera1.



- 8 Set the parent class.
  - a Under **Blueprints**, click **Open Level Blueprint**, and select **Class Settings**.



- b** In the **Class Options**, set **Parent Class** to **Sim 3d Level Script Actor**.



- 9** Optionally, use a level blueprint to set up a camera view that overrides the default view in the Unreal Editor. For information about creating level blueprints, see “Set up Camera View (Optional)” (Vehicle Dynamics Blockset).
- 10** Save the project.
- 11** Run the simulation.

- a** In the Simulink model, click **Run**.

Because the source of the scenes is the project opened in the Unreal Editor, the simulation does not start.

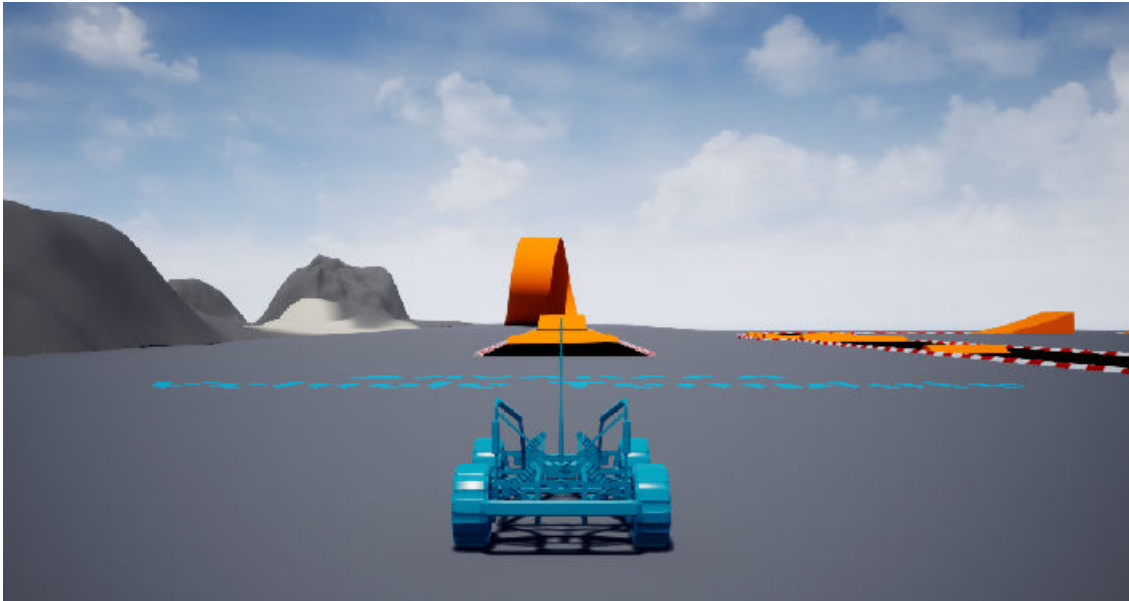
- b** Verify that the Diagnostic Viewer window in Simulink displays this message:

In the Simulation 3D Scene Configuration block, you set the scene source to 'Unreal Editor'. In Unreal Editor, select 'Play' to view the scene.

This message confirms that Simulink has instantiated the vehicles and other assets in the Unreal Engine 3D environment.

- c** In the Unreal Editor, click **Play**. The simulation runs in the scene currently open in the Unreal Editor.

Observe the results in the To Video Display window.



### **See Also**

Simulation 3D Scene Configuration | Simulation 3D Camera

### **External Websites**

- [Unreal Engine](#)

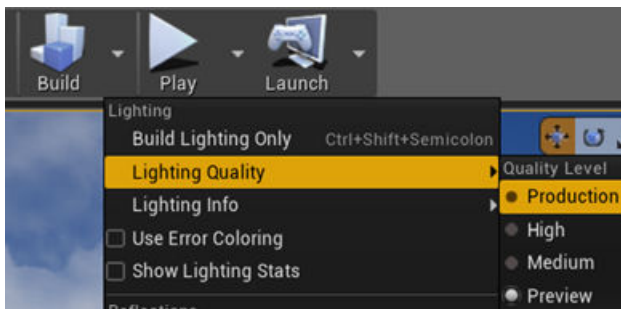
## Build Light in Unreal Editor

Follow these steps to build light in the Unreal Editor. You can also use the `AutoVrtlEnv` project lighting in a custom scene.

- 1 In the editor, from the **Main Toolbar**, click the down-arrow next to **Build** to expand the options.



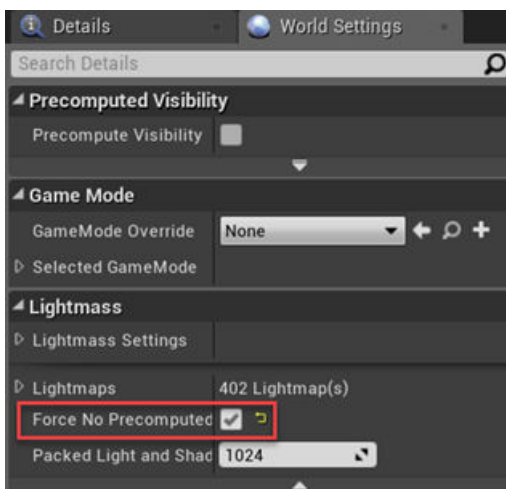
- 2 Under **Build**, select **Lighting Quality > Production** to rebuild production quality maps. Rebuilding complex maps can be time-intensive.



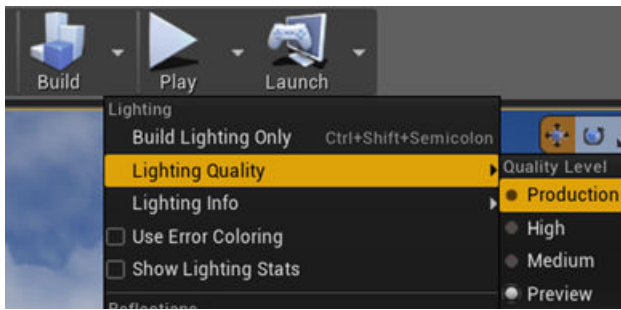
- 3 Click the **Build** icon to build the game. Production-quality lighting takes the a long time to build.

## Use AutoVrtlEnv Project Lighting in Custom Scene

- 1 On the **World Settings** tab, clear **Force no precomputed lighting**.



- 2 Under **Build**, select **Lighting Quality > Production** to rebuild the maps with production quality. Rebuilding complex maps can be time-intensive.



## See Also

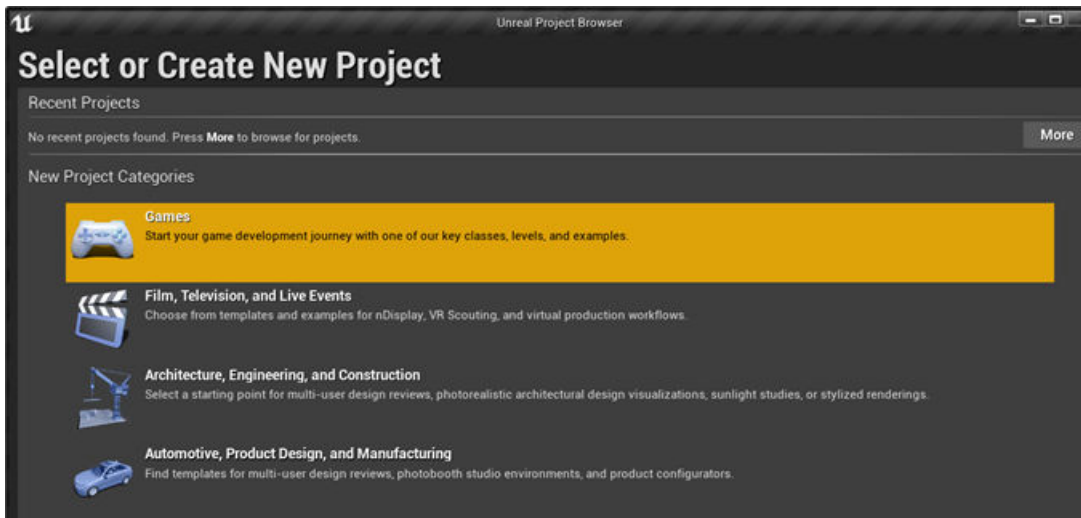
## External Websites

- [Unreal Engine](#)

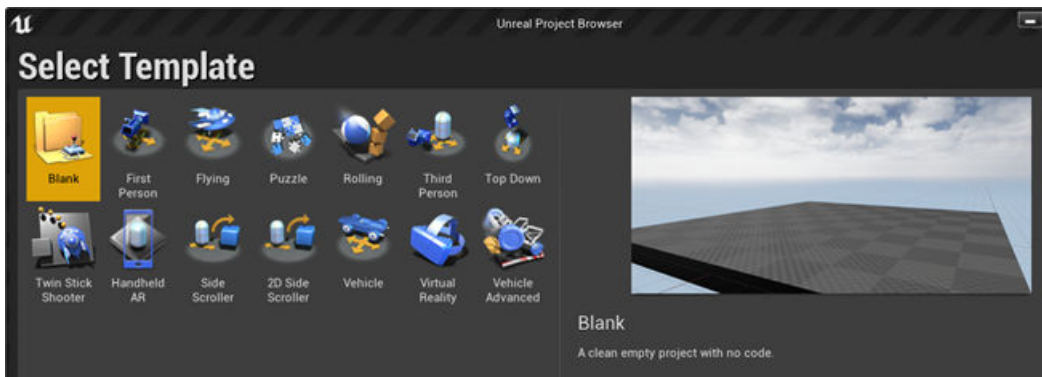
## Create Empty Project in Unreal Engine

If you do not have an existing Unreal Engine project, you can create an empty project by following these steps.

- 1 In Unreal Engine, select **File > New Project**.
- 2 Create a project. For example, select the **Games** template category. Click **Next**.

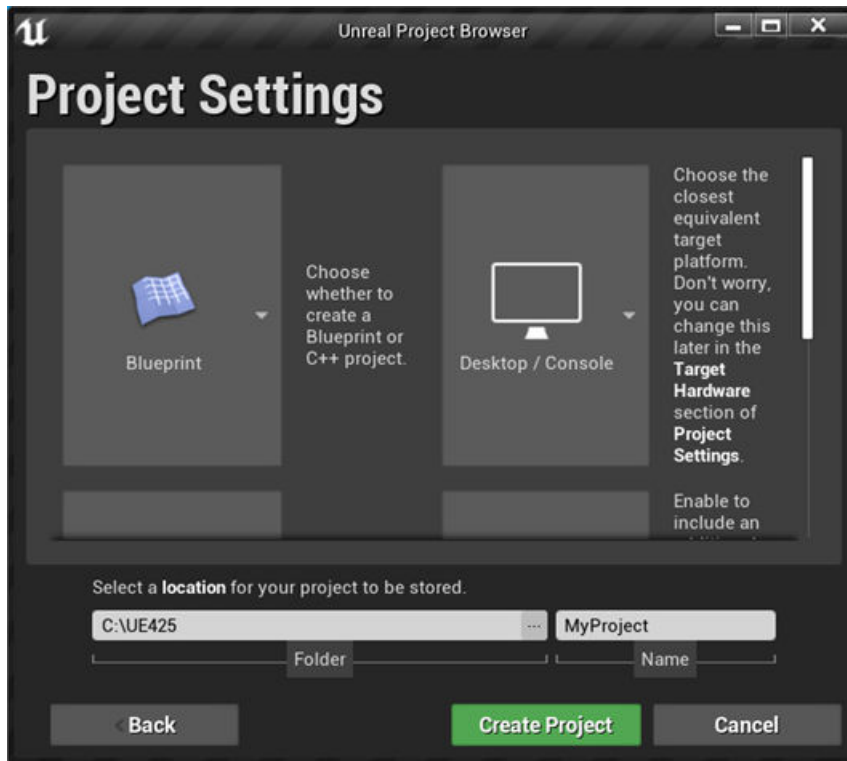


- 3 Select a **Blank** template. Click **Next**.



- 4 In **Project Settings**, create a Blueprint or C++ project, and select a project name and location. Click **Create Project**.





The Epic Games Launcher creates a new project and opens the Unreal Editor.

- 5 Enable the MathWorks Interface plugin.
  - a Select **Edit > Plugins**.
  - b On the **Plugins** tab, navigate to MathWorks Interface. Select **Enabled**.
- 6 Save the project. Close the Unreal Editor.
- 7 Launch Simulink. In the Simulation 3D Scene Configuration block, select **Open Unreal Editor**.

## See Also

## External Websites

- [Unreal Engine](#)

## Prepare Custom Vehicle Mesh for the Unreal Editor

This example shows you how to create a vehicle mesh that is compatible with the project in the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package. You can specify the mesh in the Simulation 3D Vehicle with Ground Following block block to visualize the vehicle in the Unreal Editor when you run a simulation.

Before you start, install the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package. See “Install Support Package for Customizing Scenes” on page 6-46.

To create a compatible custom vehicle mesh, follow these workflow steps.

Step	Description
“Step 1: Setup Bone Hierarchy” on page 6-84	In a 3D creation environment, setup the vehicle mesh bone hierarchy and specify part names.
“Step 2: Assign Materials” on page 6-85	Optionally, assign materials to the vehicle parts.
“Step 3: Export Mesh and Armature” on page 6-85	Export the vehicle mesh and armature in .fbx file format.
“Step 4: Import Mesh to Unreal Editor” on page 6-86	Import the vehicle mesh into the Unreal Editor.
“Step 5: Set Block Parameters” on page 6-86	Set up the Simulation 3D Vehicle with Ground Following block block parameters.

**Note** To create the mesh, this example uses the 3D creation software Blender® Version 2.80.

### Step 1: Setup Bone Hierarchy

- 1 Import a vehicle mesh into a 3D modeling tool, for example Blender.
- 2 To ensure that this mesh is compatible with the animation components in the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package, use this naming convention for the vehicle parts in the mesh.

Vehicle Part	Name
Chassis	VehicleBody
Front left wheel	Wheel_FL
Front right wheel	Wheel_FR
Rear left wheel	Wheel_RL
Rear right wheel	Wheel_RR
Steering wheel	Wheel_Steering
Left headlight	Lights_Headlight_Left
Right headlight	Lights_Headlight_Right

Vehicle Part	Name
Left indicator light	Indicator_L
Right indicator light	Indicator_R
Number plate	Vehicle_Plate
Brake lights	Lights_Brake
Reverse lights	Lights_Reverse
Front left brake caliper	BrakeCaliper_FL
Front right brake caliper	BrakeCaliper_FR
Rear left brake caliper	BrakeCaliper_RL
Rear right brake caliper	BrakeCaliper_RR

- 3 Set the vehicle body object, **VehicleBody** as the parent of the wheel objects and other vehicle objects.

## Step 2: Assign Materials

Optionally, assign material slots to vehicle parts. In this example, the mesh uses one material for the chassis and one for the four wheels.

- 1 Create and assign material slots to the vehicle chassis. Confirm that the first vehicle slot corresponds to the vehicle body.
- 2 Create and assign material slots to the wheels.

## Step 3: Export Mesh and Armature

Export the mesh and armature in the .fbx file format. For example, in Blender:

- 1 On the **Object Types** pane, select **Armature** and **Mesh**.
- 2 On the **Transform** pane, set:
  - **Scale** to 1.00
  - **Apply Scalings** to All Local
  - **Forward** to X Forward
  - **Up** to Z Up

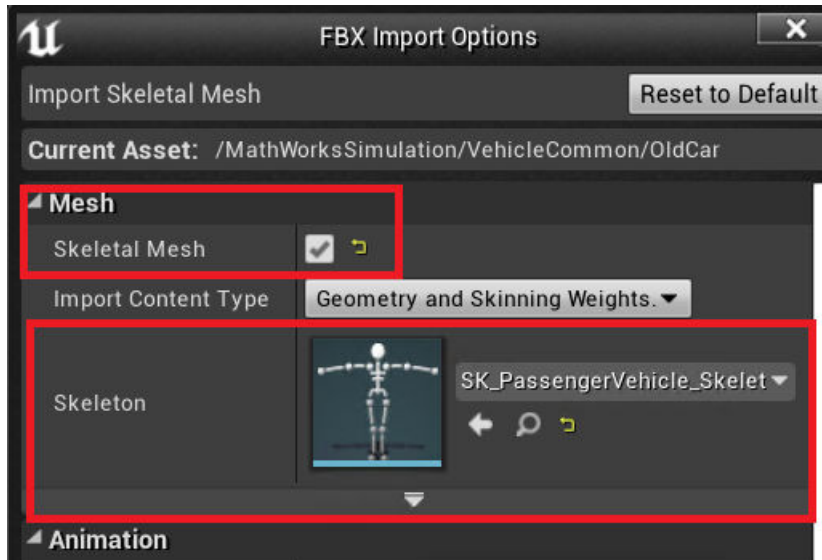
Select **Apply Unit**.

- 3 On the **Geometry** pane:
  - Set **Smoothing** to Face
  - Select **Apply Modifiers**
- 4 On the **Armature** pane, set:
  - **Primary Bone Axis** to X Axis
  - **Secondary Bone Axis** to Z Axis

Select **Export FBX**.

## Step 4: Import Mesh to Unreal Editor

- 1 Open the Unreal Engine AutoVrtlEnv.uproject project in the Unreal Editor.
- 2 In the editor, import the FBX® file as a skeletal mesh. Assign the **Skeleton** to the SK\_PassengerVehicle\_Skeleton asset.



## Step 5: Set Block Parameters

In your Simulink model, set these Simulation 3D Vehicle with Ground Following block parameters:

- **Type** to Custom.
- **Path** to the path in the Unreal Engine project that contains the imported mesh.

## See Also

Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following

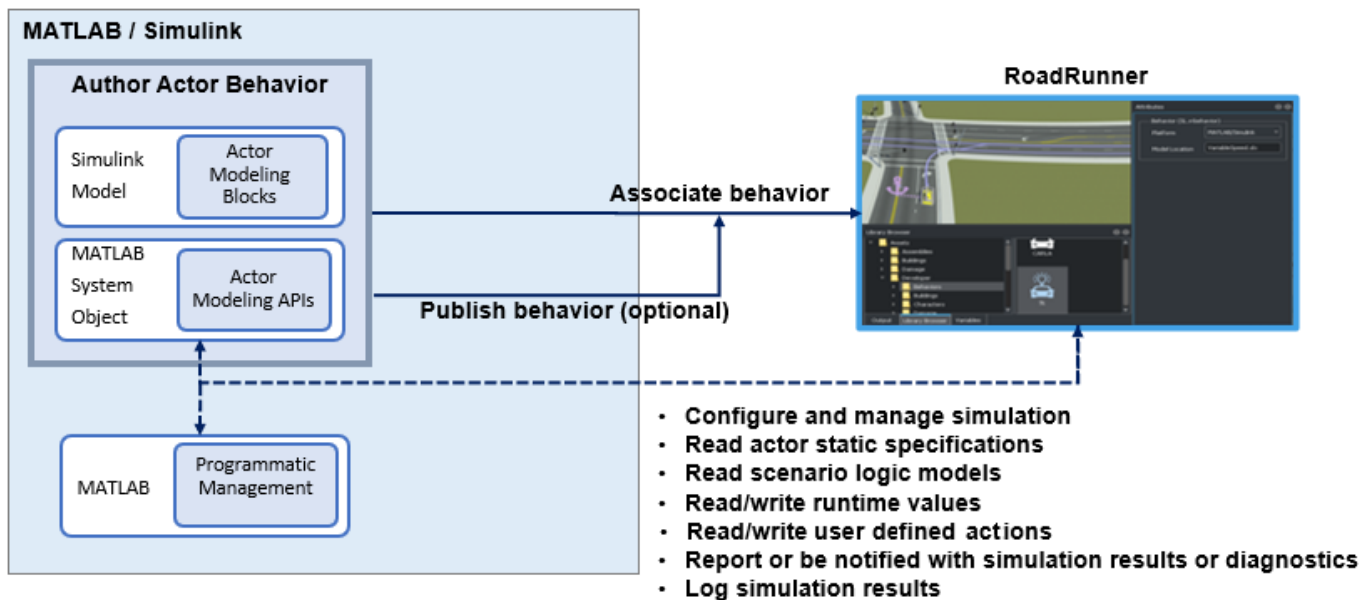
# RoadRunner Scenario Scenario Simulation

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## Overview of Simulating RoadRunner Scenarios with MATLAB and Simulink

This topic describes the workflow to simulate RoadRunner scenarios with MATLAB and Simulink. RoadRunner is an interactive editor that enables you to design scenarios for simulating and testing automated driving systems. Automated Driving Toolbox provides a cosimulation framework for simulating scenarios in RoadRunner with actors modeled in MATLAB and Simulink. These are the steps of the workflow:

- Author MATLAB System objects or Simulink models to define actor behavior.
- Associate actor behavior in RoadRunner.
- Optionally, publish an actor behavior.
- Tune the parameters defined in MATLAB or Simulink for RoadRunner simulations.
- Simulate a scenario using the RoadRunner user interface or control simulations programmatically from MATLAB.
- Inspect simulation results using data logging.



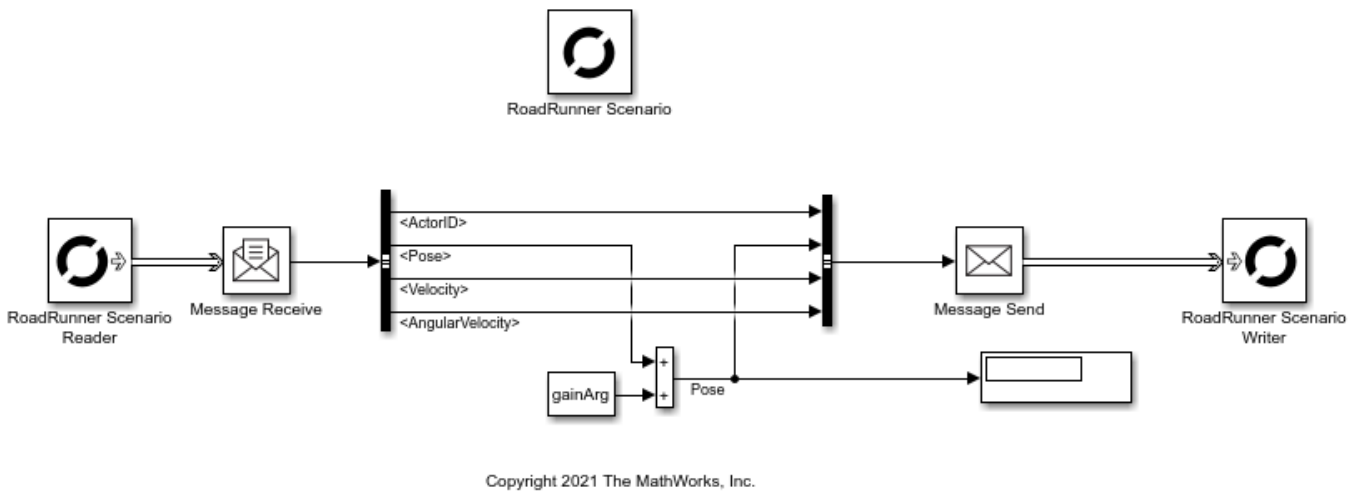
This workflow assumes that:

- You have a RoadRunner license and the product is installed. For more information, see “Install and Activate RoadRunner” (RoadRunner).
- You have a RoadRunner Scenario license and the product is installed.
- You have created a RoadRunner project folder. For more information, see “RoadRunner Project and Scene System” (RoadRunner).
- You have created and saved a scene and a scenario file for your project, `MyExampleScene` and `MyExampleScenario`, respectively.

## Author RoadRunner Actor Behavior Using Simulink or MATLAB System Objects

You can define custom behaviors for your actors in RoadRunner using Simulink or a MATLAB System object.

For example, this model `SimulinkVehicle.slx` is created using Simulink and RoadRunner scenario blocks from the Automated Driving Toolbox library. The model reads the actor data, increases its velocity, and then writes the data back to the actor in RoadRunner scenario. For more information about creating Simulink behaviors for RoadRunner, see “Simulate RoadRunner Scenarios with Actors Modeled in Simulink” on page 7-17.



This example shows the `hVehicle.m` behavior that is created as a MATLAB System object file. In this behavior, the code reads the initial pose and velocity of an actor and updates the values to make the actor follow a lane. For more information about creating actor behaviors using MATLAB, see “Simulate RoadRunner Scenarios with Actors Modeled in MATLAB” on page 7-23.

```
classdef hVehicle < matlab.System

    % Copyright 2021 The MathWorks, Inc.
    properties (Access = private)
        mActorSimulationHdl;
        mScenarioSimulationHdl;
        mActor;
    end

    methods (Access=protected)
        function sz = getOutputSizeImpl(~)
            sz = [1 1];
        end

        function st = getSampleTimeImpl(obj)
            st = createSampleTime( ...
                obj, 'Type', 'Discrete', 'SampleTime', 0.02);
        end

        function t = getOutputDataTypeImpl(~)
            t = "double";
        end

        function resetImpl(~)
```

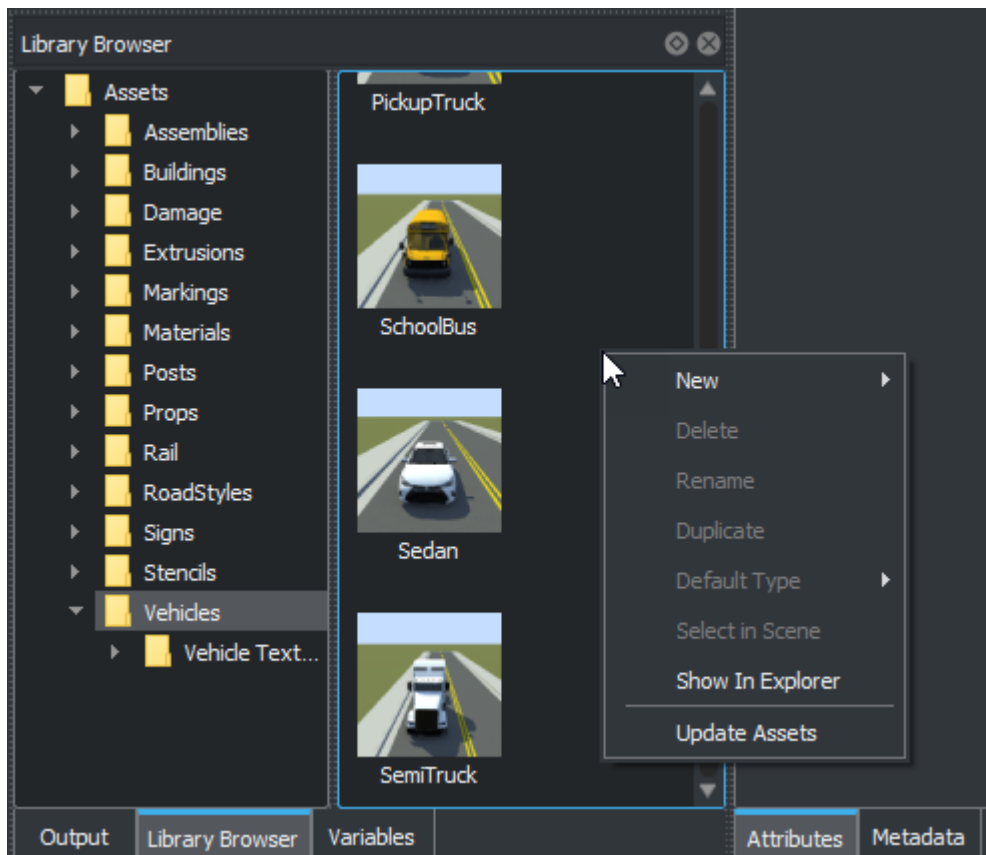
```
end
function setupImpl(obj)
    obj.mScenarioSimulationHdl = ...
        Simulink.ScenarioSimulation.find( ...
            'ScenarioSimulation', 'SystemObject', obj);
    obj.mActorSimulationHdl = Simulink.ScenarioSimulation.find( ...
        'ActorSimulation', 'SystemObject', obj);
    obj.mActor.pose = ...
        obj.mActorSimulationHdl.getAttribute('Pose');
    obj.mActor.velocity = ...
        obj.mActorSimulationHdl.getAttribute('Velocity');
end
function stepImpl(obj, ~)
    velocity = obj.mActor.velocity;
    dTimeUnit = obj.getSampleTimeImpl.SampleTime;
    pose = obj.mActor.pose;
    pose(1,4) = pose(1,4) + velocity(1) * dTimeUnit; % x
    pose(2,4) = pose(2,4) + velocity(2) * dTimeUnit; % y
    pose(3,4) = pose(3,4) + velocity(3) * dTimeUnit; % z
    obj.mActor.pose = pose;
    obj.mActorSimulationHdl.setAttribute('Pose', pose);
end
function releaseImpl(~)
end
end
```

## Associate Actor Behavior in RoadRunner Scenario

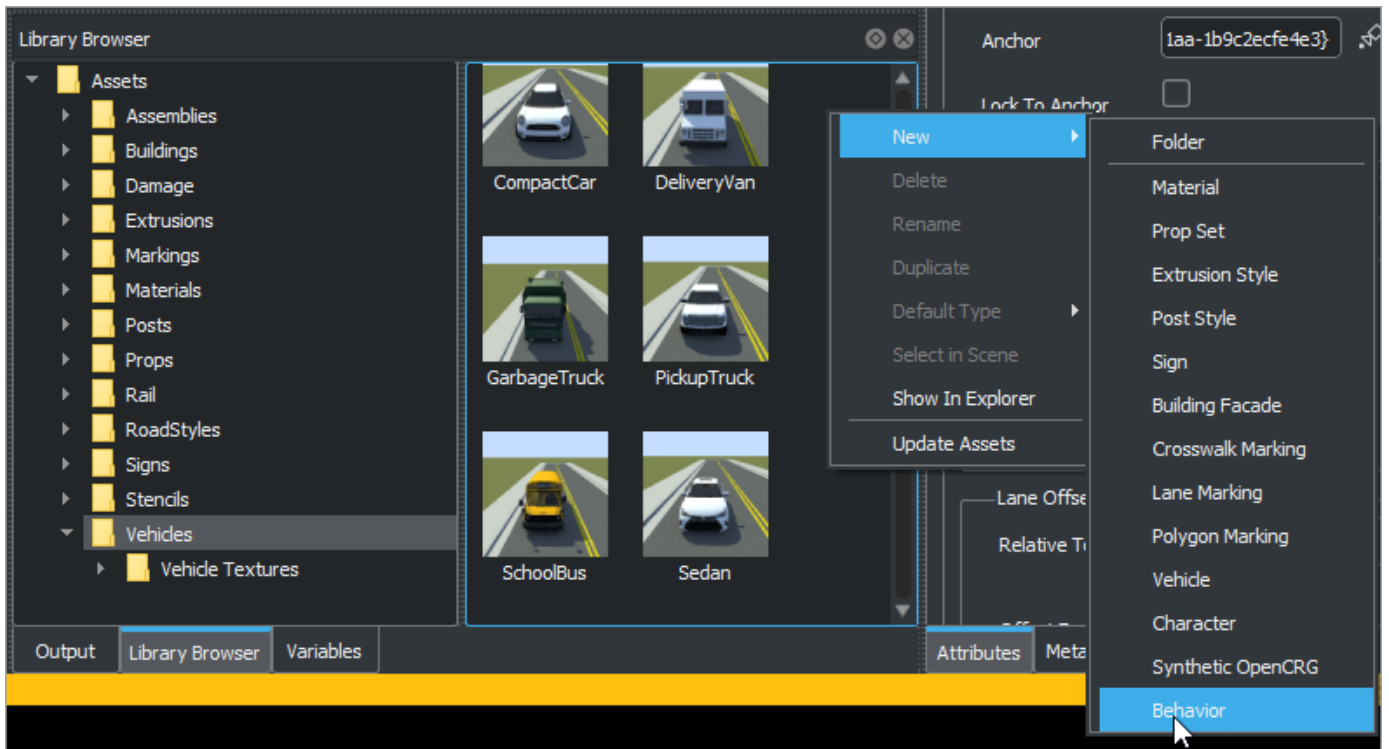
This section describes how to associate a custom behavior to your actors in RoadRunner. The workflow is the same for MATLAB and Simulink behaviors.

- 1 In your RoadRunner scenario, select the **Library Browser** and then the **Vehicles** folder. Then, right-click an empty space to create a new behavior. For this step, you can select any folder in the **Library Browser**.

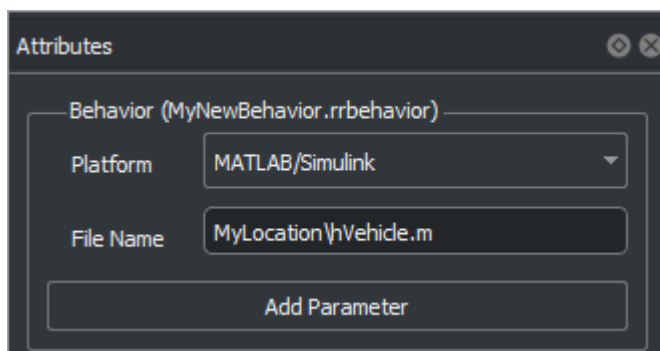




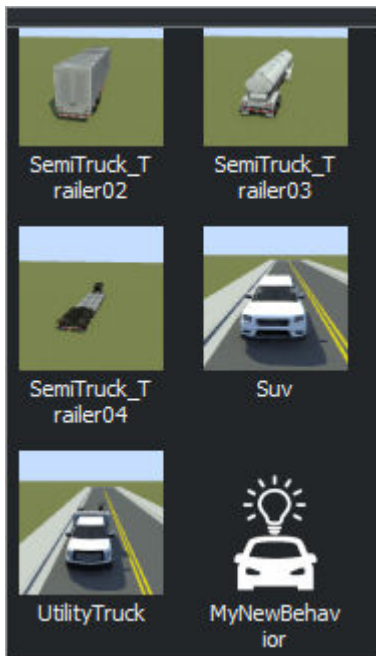
- 2 Select **New**, then select **Behavior**.



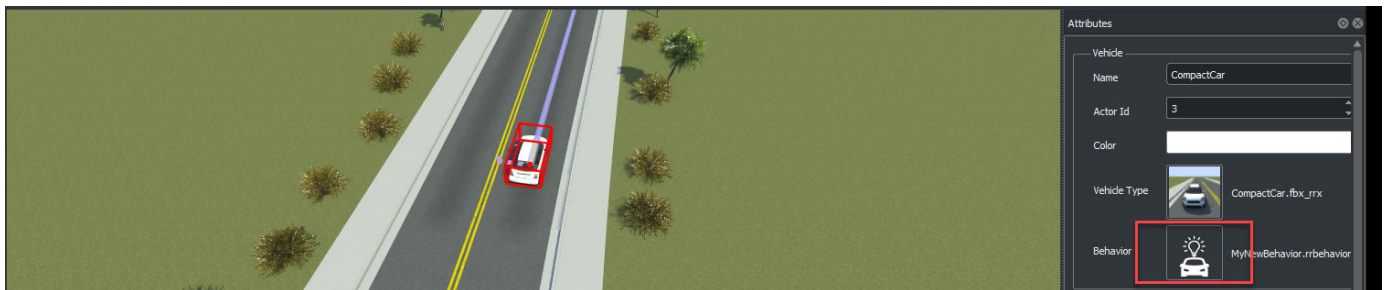
- 3 On the **Attributes** pane, set **Platform** to MATLAB/Simulink. As the **File Name**, use the location of your file `hVehicle.m`.
- If your Simulink model or MATLAB System object file is in your working folder, you can enter the name of your file together with its extension such as `.slx` or `.m`, for example `hVehicle.m`.
  - You can also use the full path to enter the location of your file, for example `MyLocation\hVehicle.m`.



This action creates a new behavior that you can attach to actors in your scenario. Rename the behavior as `MyNewBehavior`.



- 4 Add a new CompactCar to your scenario MyExampleScenario.
- 5 To associate the new behavior to an actor, select CompactCar. On the **Attributes** pane, in the **Behavior** box, add MyNewBehavior to CompactCar by clicking and dragging the behavior icon to the box.



## Publish Actor Behavior

After you create your custom behavior, you can attach your behavior to actors in your scenario. Optionally, you can publish your actor behaviors as proto files or packages using the `Simulink.publish.publishActorBehavior()` and `Simulink.publish.publishActor()` functions.

Proto files are specific to RoadRunner and have a `.slprotodata` extension. This data interface allows you to combine your behavior model, its parameters, and their values and share them with RoadRunner.

You can also publish your behavior as a package in a `.zip` file. Publishing in a `.zip` file will allow you to create a package that includes the proto file along with other supporting files for your model.

For more information on the behavior publishing workflow, see “Publish Actor Behavior as Proto File, Package or Action Asset” on page 7-33.

## Tune Actor Parameters

You can tune the parameters you define for your custom MATLAB and Simulink behaviors in RoadRunner.

For example, suppose that you have a Simulink model `foo01.slx` with a gain parameter `gain01`. The parameter value is 2. You can associate your model in two different ways to tune model parameters in RoadRunner.

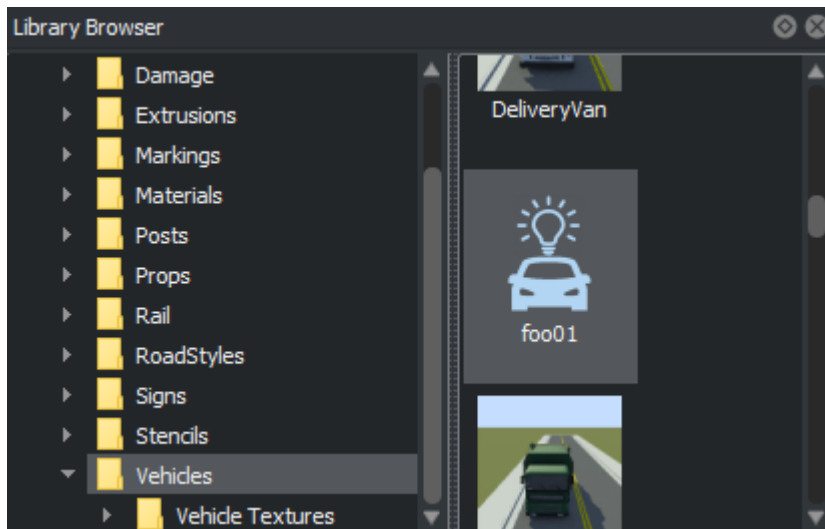
- You can publish your model as a proto file and tune the parameters in RoadRunner.
- You can directly associate your MATLAB or Simulink model to a behavior in RoadRunner then tune the parameters in RoadRunner.

### Tune Parameters of a Proto File in RoadRunner

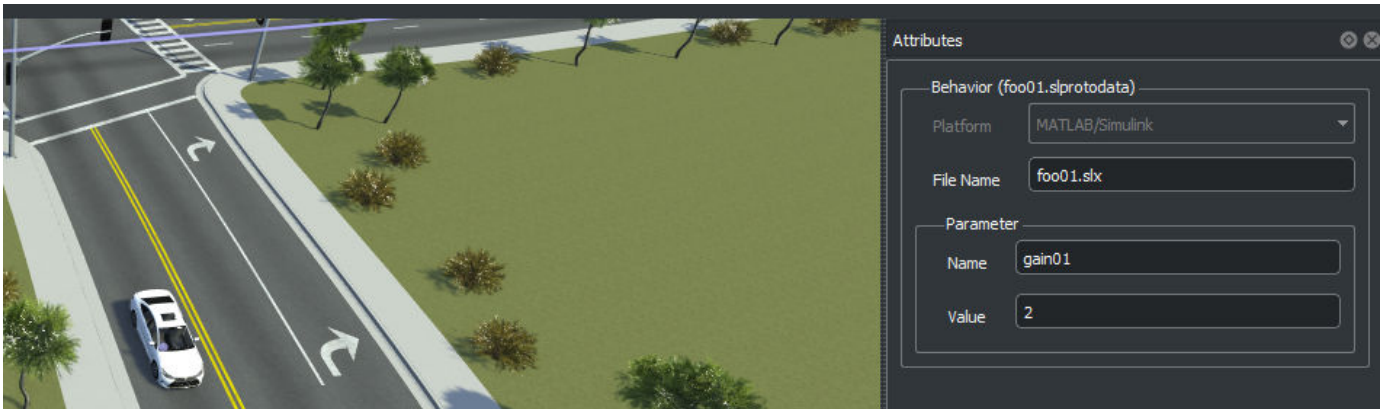
Publish the model as a proto file, `foo01.slprotodata`. The published proto file has the model, its parameters, and the values. For more information see, “Publish Actor Behavior as Proto File, Package or Action Asset” on page 7-33.

To tune the `gain01` parameter in a RoadRunner scenario:

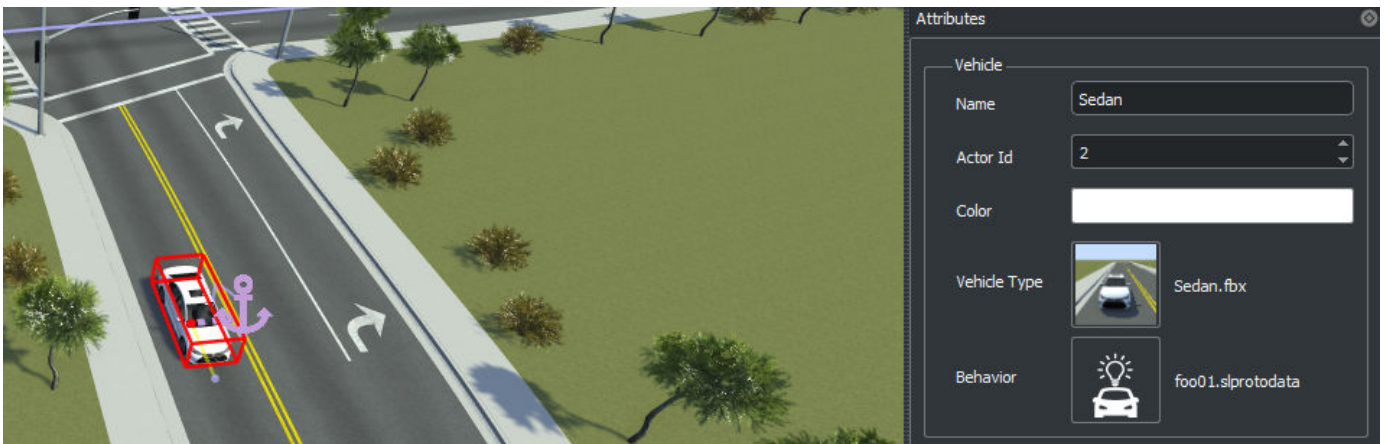
- 1 Drag the `foo01.slprotodata` proto file into any folder under `MyProject/Assets`.



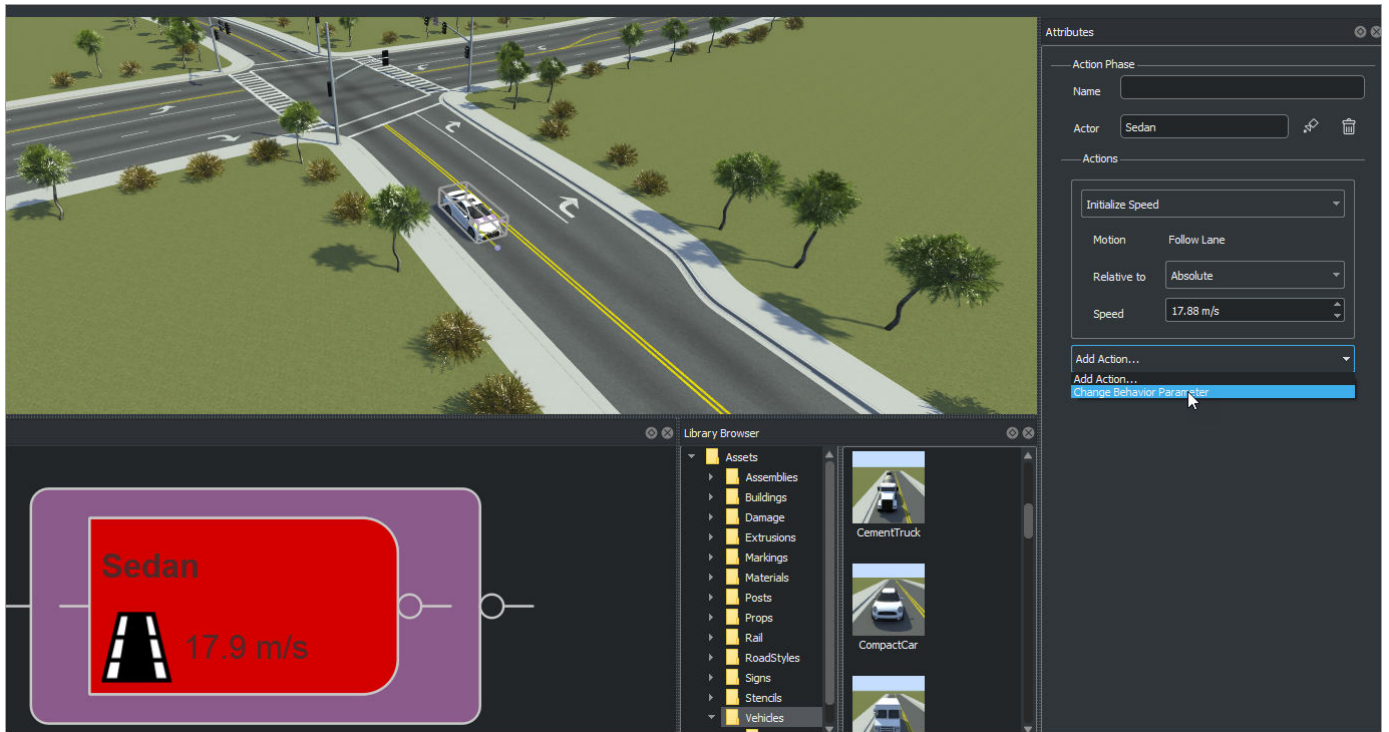
- 2 Double-click the behavior `foo01` and observe that the gain parameter and its value appears in RoadRunner. This display is read-only for the value of the parameter. To tune the parameter, continue with these steps.



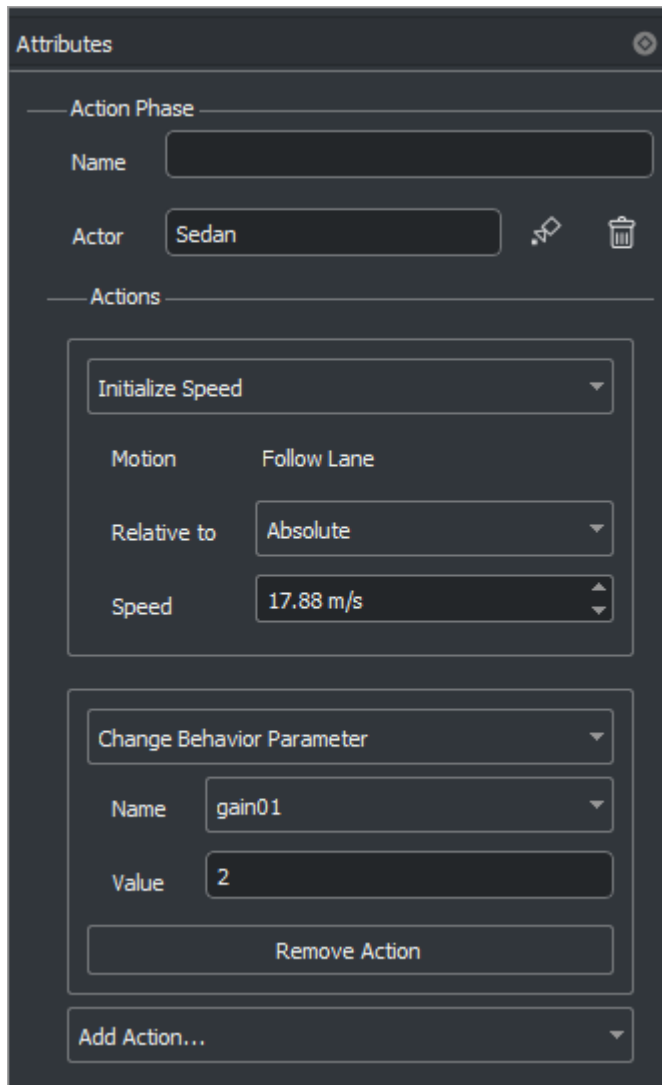
3 Attach the proto file to your vehicle in your scenario.



4 Select the action phase for the Sedan and click **Add Action**. Then, select Change Behavior Parameter.



- 5 Observe that the model parameter `gain01` appears. You can now tune the parameter for your simulations.

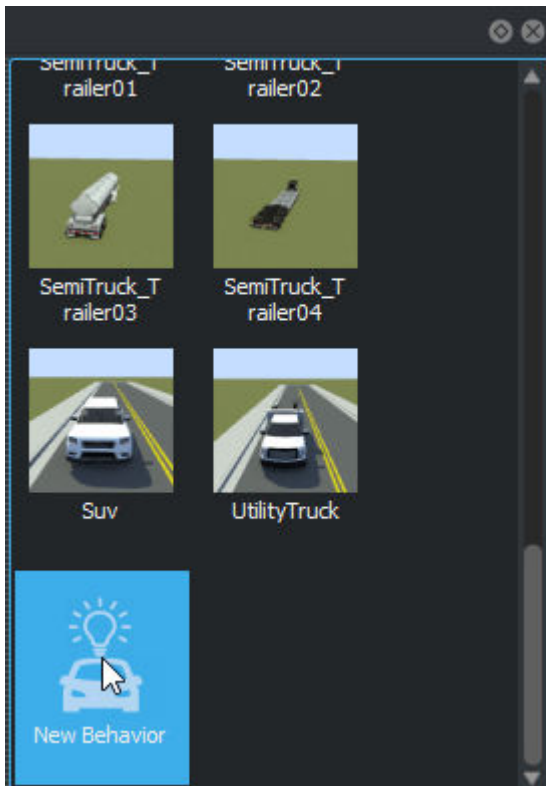


### Tune Parameters of Model Associated as Behavior without Publishing

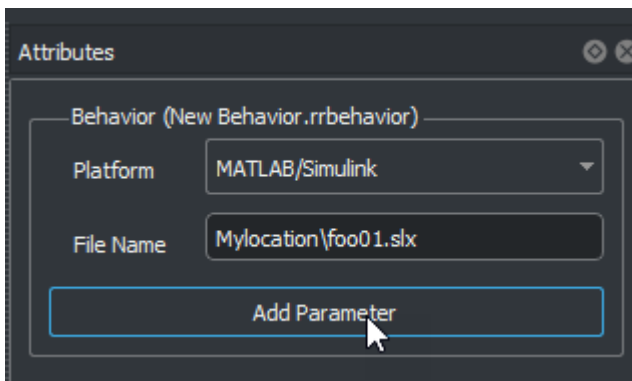
You can also associate a Simulink behavior directly to an actor in a scenario without publishing.

In this case, you create a new behavior then add a new parameter to your behavior with a name that is identical to the Simulink parameter `gain01`. Then, you can tune the parameter without any additional steps.

- 1 Create a new behavior by following the previous steps.

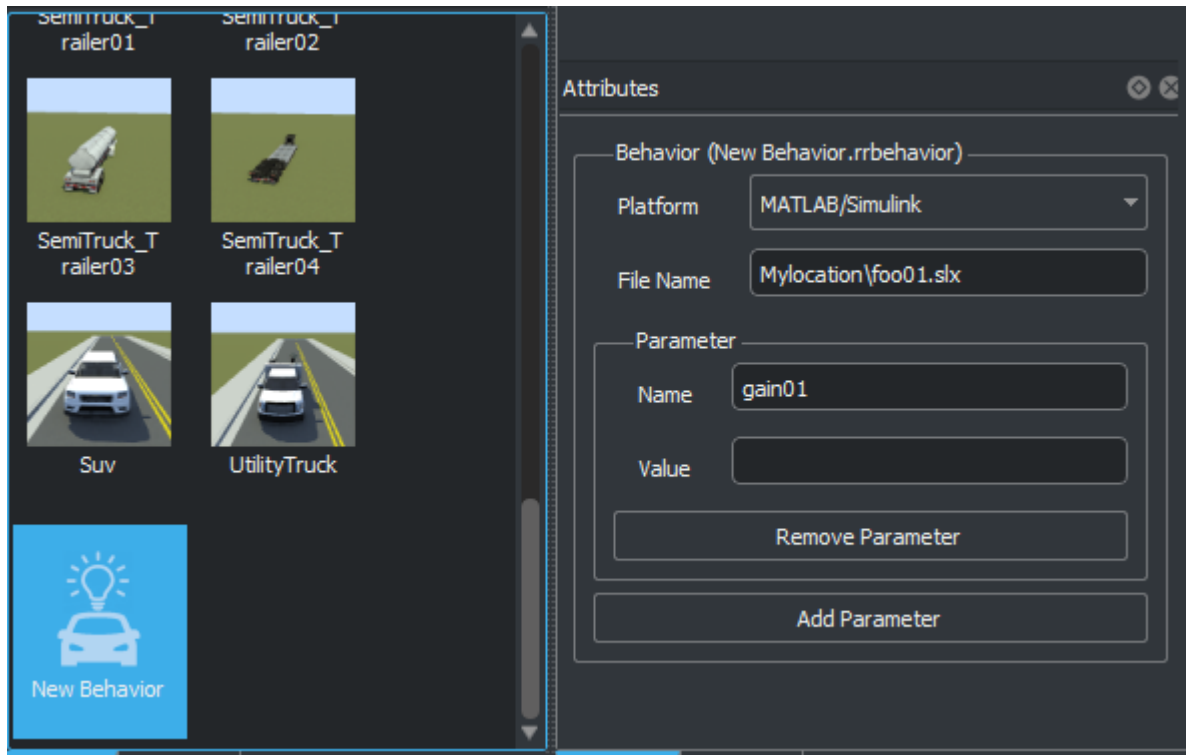


- 2 Select **Add Parameter**.



- 3 Create the parameter that has the same name as the model parameter gain01.





- 4 The remainder of the workflow is the same as when you publish your file. Attach the behavior to your vehicle, and from the action phase, tune the parameter for your simulations.

## Simulate Scenario in RoadRunner

Use the Scenario Editor in RoadRunner to simulate your scenario with the custom behavior and control the progression of the simulation and perform start, pause, step, continue, stop actions.

To support the simulation of custom behaviors defined as Simulink models or MATLAB System objects, you need to configure RoadRunner so that it can find an installation of MATLAB that is available on your computer.

To configure the file:

- 1 Open the `SimulationConfiguration.xml` file that is generated with your RoadRunner installation. For more information, see [Simulation Configuration \(RoadRunner Scenario\)](#).
- 2 In the file, search for the configuration related to MATLAB platform (see the example below).

```
<Platform name="MATLAB">
  <ExecutablePath>C:\Program Files\MATLAB\R2022a\matlab\bin\matlab.exe</ExecutablePath>
  <StartTimeOut>60000</StartTimeOut>
  <NoDesktop>true</NoDesktop>
</Platform>
```

- 3 Replace the full path to the MATLAB executable (denoted by the `<ExecutablePath>` tag) with the installed executable on your computer.

You can also control the pace of the simulation and the simulation step size and observe the current simulation time during simulation.



## Control Scenario Simulation Using MATLAB

Instead of using the Scenario Editor in RoadRunner you can also use MATLAB to control your simulations.

- Start RoadRunner and RoadRunner Scenario. For more information, see `roadrunner`.
- Load and save a pre-defined scenario file (`.rrScenario`). For more information, see `openScenario` and `saveScenario`.
- Configure and manage a simulation. For more information, see `Simulink.ScenarioSimulation`.
  - From MATLAB, prepare a simulation by getting or setting simulation step size and simulation pace.
  - Use MATLAB to control the simulation and to start, stop, pause, resume, and single-step.
  - Get the current playback status.
- Use MATLAB functions, and MATLAB System objects.
  - Read actor static specifications or scenario logic models. For more information, see `Simulink.ActorModel`.
  - Read and write runtime values such as actor runtime attributes, For more information, see `Simulink.ActorSimulation`.
  - Report or be notified with simulation results and diagnostics such as warnings and errors, or receive and send scenario logic events. For more information, see `Simulink.ScenarioSimulation`.

This example shows how to simulate a scenario using MATLAB code. After each step, wait for the expected response from RoadRunner or MATLAB before proceeding to next steps.

- 1 Use these commands to specify `MyInstallationFolder` as the path to your RoadRunner installation folder and create the connection between MATLAB and RoadRunner for only the first MATLAB installation.

```
RRInstallationFolder = "MyInstallationFolder";
s = settings;
```

```
s.roadrunner.application.InstallationFolder.PersonalValue = RRInstallationFolder;
s.roadrunner.application.InstallationFolder.TemporaryValue = RRInstallationFolder;
```

- 2 To change the timeout value for the connection between RoadRunner Scenario and MATLAB, assign the required timeout value in seconds to the `Timeout` setting.

```
s.roadrunner.application.Timeout.TemporaryValue = 10;
```

The actual timeout value is then the greater of the specified value and the default value for each event type. For more information, see “Timeout Values” (RoadRunner Scenario).

- 3 To open the RoadRunner project `MyRoadRunnerProject` from MATLAB, use this command.

```
rapp = roadrunner('MyProjectLocation');
```

- 4 Open the scene `MyExampleScene`.

```
rapp.openScene('MyExampleScene');
```

- 5 Open the scenario `MyExampleScenario`.

```
rapp.openScenario('MyExampleScenario');
```

- 6 Get the simulation object to control simulation from MATLAB.

```
ss = rapp.createSimulation();
```

- 7 Start the simulation from the command line.

```
ss.set('SimulationCommand', 'Start');
```

## Inspect Simulation Results Using Data Logging

You can inspect simulation results using data logging. This example code logs the simulation data, runs the simulation, and then gets the logged simulation data. For more information about logging, see `Simulink.ScenarioLog`.

```
% Turn logging on
ss.set('Logging', 'On')

% Run simulation
ss.set('SimulationCommand', 'Start')

% Get logged simulation data
log = ss.get('SimulationLog');
```

Controlling scenario simulation using MATLAB and inspecting results using data logging assumes that you manually open a MATLAB session to control your simulation. If there is not any active MATLAB session connected to RoadRunner prior to the start of the simulation, RoadRunner automatically opens a MATLAB session to simulate the scenario with MATLAB or Simulink actors.

To enable this, configure the Simulation Configuration (RoadRunner Scenario) by setting the **ExecutablePath** parameter to MATLAB executable and setting the **StartTimeOut** parameter properly before starting RoadRunner.

## See Also

### More About

- “Simulate RoadRunner Scenarios with Actors Modeled in Simulink” on page 7-17
- “Simulate RoadRunner Scenarios with Actors Modeled in MATLAB” on page 7-23

- “Publish Actor Behavior as Proto File, Package or Action Asset” on page 7-33

## Simulate RoadRunner Scenarios with Actors Modeled in Simulink

These examples show how to author RoadRunner actor behavior in Simulink to model scenarios with different kinds of actor behaviors, and then associate these behaviors to an actor in RoadRunner.

These examples assumes that:

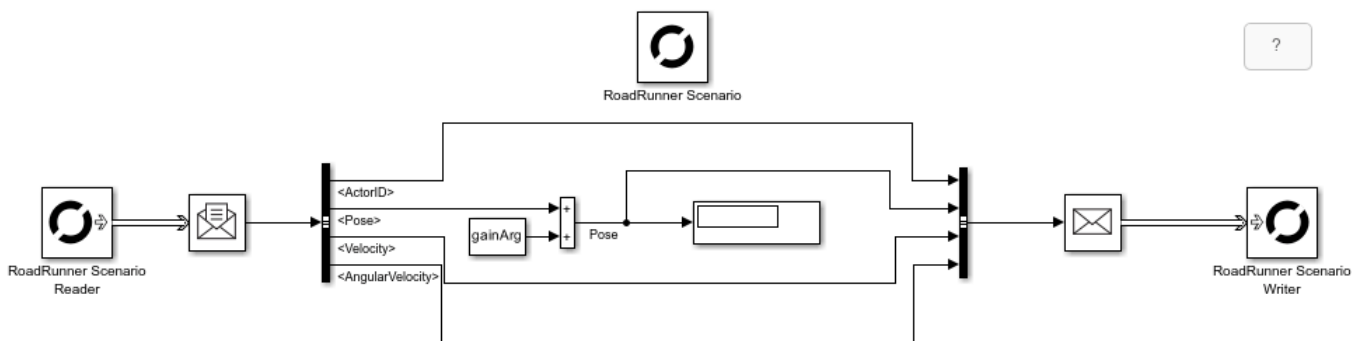
- You have a RoadRunner license and the product is installed. For more information, see “Install and Activate RoadRunner” (RoadRunner).
- You have a RoadRunner Scenario license and the product is installed.
- You have created a RoadRunner project folder named MyRoadRunnerProject. For more information, see “RoadRunner Project and Scene System” (RoadRunner).
- You have created and saved a RoadRunner scene named MyExampleScene and a scenario named MyExampleScenario for your project.

### Author RoadRunner Actor Behavior Using Simulink

Create a model using the RoadRunner Scenario block, the RoadRunner Scenario Reader block, and the RoadRunner Scenario Writer block.

- RoadRunner Scenario block — Establish the model interface with a scenario.
- RoadRunner Scenario Reader block — Read the world state, including actor pose, velocity, color, and supervisory actions.
- RoadRunner Scenario Writer block — Write an actor state to the scenario and report errors and warnings.

This example shows the Simulink model `SimulinkVehicle.slx` that contains these three blocks. The model reads `ActorID`, `Pose`, `Velocity`, and `AngularVelocity` values. Then, a constant value `gainArg` is added to the `Pose` value. The values from the `gainArg` parameter moves the vehicle on the RoadRunner road. The updated values are then sent back to the actor in the scenario.



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In the model, bus object definitions are manually loaded using the function below as model preload function.

```
load(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdata', 'rrScenarioSimTypes.mat'));
```

## Author RoadRunner Actor Behavior Using User-Defined Actions in Simulink

To receive and process user-defined actions from RoadRunner Scenario in Simulink, you must prepare the following files:

- A MAT-file that maps parameters of a user-defined action in RoadRunner Scenario to the fields of a bus object.
- A Simulink model that reads user-defined action parameters from a MAT-file and modifies actor movement accordingly.

### Create User-Defined Action MAT-File

Create a bus object representing a user-defined action to then export into a MAT-file.

Use the Type Editor to create a `Simulink.Bus` object for a user-defined action. Add `Simulink.BusElement` objects to the bus object that correspond to the parameters of the user-defined action. You can then define properties such as data type, dimension, and complexity for the parameters.

---

**Note** The data type of all user-defined action parameters is a string.

---

Name	DataType	Type	Complexity	Dimensions
BusCustomDriveAction				
ThrottleLevel	string		real	1
SteeringAngle	string		real	1

After defining the bus object, you must export the bus object definition to a MAT-file. For more information about creating a MAT-file from a bus object, see Type Editor (Simulink).

### Process User-Defined Actions Using Simulink

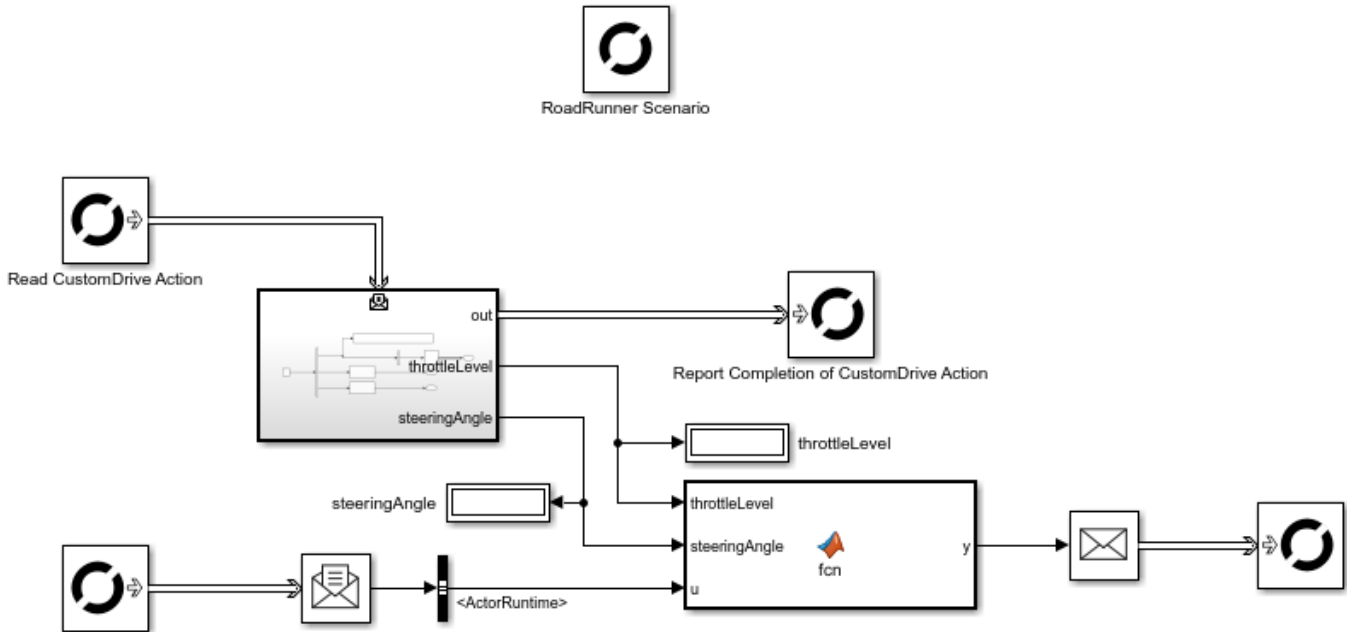
Create a Simulink model that reads a user-defined action from a MAT-file and uses it to update actor behavior.

This example shows the Simulink model `hUDA_SL.slx`, which contains the following blocks.

- RoadRunner Scenario — Associate **Action Name** as entered in RoadRunner Scenario with the name of the MAT-file (**Bus object name**).
- RoadRunner Scenario Reader — Read the user-defined action at runtime. Set **Topic Category** to **Action** and **Action Type** to **User-Defined**. Enter the name of the action in the **Action Name** box; the corresponding MAT-file is read during scenario simulation. Use a second RoadRunner Scenario Reader block to input the actor parameters of the associated vehicle in RoadRunner Scenario.

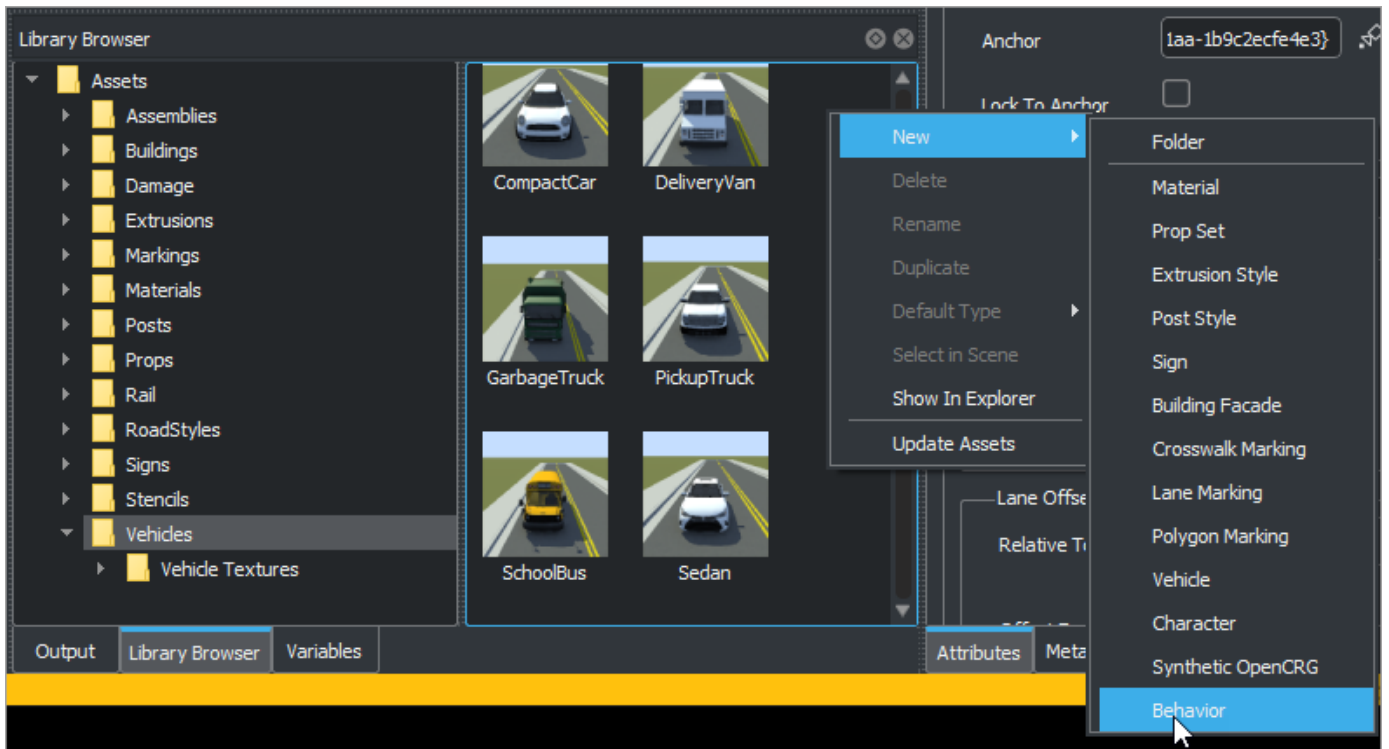
- RoadRunner Scenario Writer — Convey completion of a user-defined action to a scenario simulation by publishing an **Action Complete** event. Set **Topic Category** to Event and **Event Type** to Action Complete. Upon receiving an **Action Complete** event, the simulation proceeds to the next action phase with the changed actor behavior. Use a second RoadRunner Scenario Writer block to update the behavior of the respective vehicle.

```
model_name = 'hUDA_SL.slx';
open_system(model_name);
```

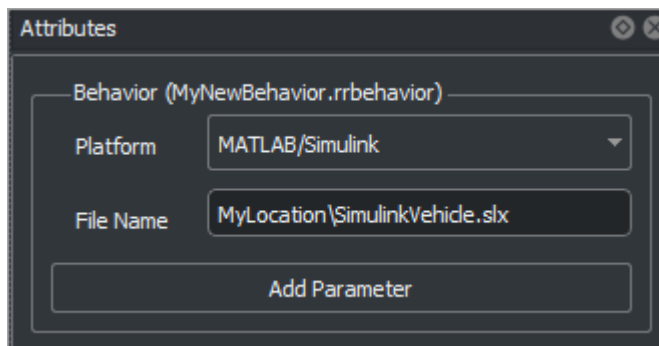


## Associate Actor Behavior in RoadRunner and Simulate Scenario

- 1 In your RoadRunner scenario, select the **Library Browser** and then the Vehicles folder. Then, right-click an empty space to create a new behavior. For this step, you can select any folder in the **Library Browser**.

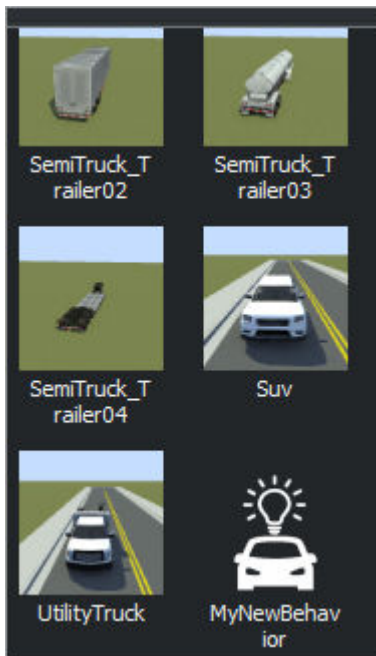


- 2 On the **Attributes** pane, set **Platform** to MATLAB/Simulink. As the **File Name**, use the location of your file `SimulinkVehicle.slx` or `HUDA_SL.slx`.
  - If your Simulink model file is in your working folder, you can enter the name of your file together with its extension such as `.slx`.
  - You can also use the full path to enter the location of your file, for example `MyLocation\SimulinkVehicle.slx`.



This action creates a new behavior that you can attach to actors in your scenario.





- 3 Add a new CompactCar to your scenario MyExampleScenario.
- 4 To associate the Simulink model behavior to a RoadRunner actor, select CompactCar. Then, in the **Attributes** section, in the **Behavior** box, add MyNewBehavior to CompactCar by clicking and dragging the behavior icon to the box. Save your scenario.



- 5 Use these commands to specify MyInstallationFolder as the path to your RoadRunner installation folder and create the connection between MATLAB and RoadRunner for only the first MATLAB installation.

```
RRInstallationFolder = "MyInstallationFolder";
s = settings;
s.roadrunner.application.InstallationFolder.PersonalValue = RRInstallationFolder;
s.roadrunner.application.InstallationFolder.TemporaryValue = RRInstallationFolder;
```

- 6 To open the RoadRunner project MyRoadRunnerProject from MATLAB, use this command.

```
rapp = roadrunner('MyProjectLocation');
```

- 7 Open the scene MyExampleScene.

```
rapp.openScene('MyExampleScene');
```

- 8 Open the scenario MyExampleScenario.

```
rapp.openScenario('MyExampleScenario');
```

- 9 Get the simulation object to control simulation from MATLAB.

```
ss = rrapp.createSimulation();
```

- 10 Start the simulation from the command line.

```
ss.set('SimulationCommand', 'Start');
```

For more information about simulating your scenario in RoadRunner or controlling a scenario simulation using MATLAB, see “Overview of Simulating RoadRunner Scenarios with MATLAB and Simulink” on page 7-2.

### See Also

#### More About

- “Overview of Simulating RoadRunner Scenarios with MATLAB and Simulink” on page 7-2
- “Simulate RoadRunner Scenarios with Actors Modeled in MATLAB” on page 7-23
- “Publish Actor Behavior as Proto File, Package or Action Asset” on page 7-33

# Simulate RoadRunner Scenarios with Actors Modeled in MATLAB

You can use the `Simulink.ActorSimulation` class for actor modeling and runtime data exchanges with RoadRunner. The sample code examples below show how to program a System object file to model scenarios with different kinds of actor behaviors, and then associate these behaviors to your scenario.

These examples assume that:

- You have a RoadRunner license and the product is installed. For more information, see “Install and Activate RoadRunner” (RoadRunner).
- You have a RoadRunner Scenario license and the product is installed.
- You have created RoadRunner project folder named `MyRoadRunnerProject`. For more information, see “RoadRunner Project and Scene System” (RoadRunner).
- You have created and saved a RoadRunner scene named `MyExampleScene` and a scenario named `MyExampleScenario` for your project.

## Build Custom MATLAB System Object Behavior

### Lane Following Actor Behavior

In this example you create a custom behavior, `hVehicle.m` as a MATLAB System object file. In this behavior, the code reads the initial pose and velocity of an actor and updates them to make the actor follow a lane.

### MATLAB System object Code for Custom Lane Following Behavior

```
classdef hVehicle < matlab.System

    % Copyright 2022 The MathWorks, Inc.
    properties (Access = private)
        mActorSimulationHdl;
        mScenarioSimulationHdl;
        mActor;
    end

    methods (Access=protected)
        function sz = getOutputSizeImpl(~)
            sz = [1 1];
        end

        function st = getSampleTimeImpl(obj)
            st = createSampleTime( ...
                obj, 'Type', 'Discrete', 'SampleTime', 0.02);
        end

        function t = getOutputDataTypeImpl(~)
            t = "double";
        end

        function resetImpl(~)
        end

        function setupImpl(obj)
            obj.mScenarioSimulationHdl = ...
                Simulink.ScenarioSimulation.find( ...
                    'ScenarioSimulation', 'SystemObject', obj);
        end
    end
end
```

```

obj.mActorSimulationHdl = Simulink.ScenarioSimulation.find( ...
    'ActorSimulation', 'SystemObject', obj);

obj.mActor.pose = ...
    obj.mActorSimulationHdl.getAttribute('Pose');

obj.mActor.velocity = ...
    obj.mActorSimulationHdl.getAttribute('Velocity');
end

function stepImpl(obj, ~)

    velocity = obj.mActor.velocity;
    dTimeUnit = obj.getSampleTimeImpl.SampleTime;
    pose = obj.mActor.pose;

    pose(1,4) = pose(1,4) + velocity(1) * dTimeUnit; % x
    pose(2,4) = pose(2,4) + velocity(2) * dTimeUnit; % y
    pose(3,4) = pose(3,4) + velocity(3) * dTimeUnit; % z

    obj.mActor.pose = pose;

    obj.mActorSimulationHdl.setAttribute('Pose', pose);
end

function releaseImpl(~)
end
end
end

```

In the custom behavior:

- This code defines the sample time.

```

function st = getSampleTimeImpl(obj)
    st = createSampleTime( ...
        obj, 'Type', 'Discrete', 'SampleTime', 0.02);
end

```

- The code in `setupImpl` is called only once, at the simulation start.
  - This code finds the scenario simulation object, which is the scenario with the actors in it.

```

obj.mScenarioSimulationHdl = ...
    Simulink.ScenarioSimulation.find( ...
        'ScenarioSimulation', 'SystemObject', obj);

```

- This code uses `Simulink.ScenarioSimulation.find` function and finds the actor object and reflects the actor to which the behavior is attached.

```

obj.mActorSimulationHdl = Simulink.ScenarioSimulation.find( ...
    'ActorSimulation', 'SystemObject', obj);

```

- The code in `stepImpl` is executed during each time step of a scenario simulation.
  - This code gets the initial pose and velocity of the actor in the scenario.

```

velocity = obj.mActor.velocity;
dTimeUnit = obj.getSampleTimeImpl.SampleTime;
pose = obj.mActor.pose;

```

- This code updates the pose.

```

pose(1,4) = pose(1,4) + velocity(1) * dTimeUnit;
pose(2,4) = pose(2,4) + velocity(2) * dTimeUnit;
pose(3,4) = pose(3,4) + velocity(3) * dTimeUnit;

```

```
obj.mActor.pose = pose;
```

- This code updates RoadRunner actor in the scenario with the new pose values.

```
obj.mActorSimulationHdl.setAttribute('Pose', pose);
```

## Path Following Actor Group Behavior

In this example you create a custom behavior for an actor group comprising of a truck and a trailer. The custom behavior `hTruckWithTrailer.m` is written as a MATLAB System object file. In this behavior, the code reads the pose and velocity of the truck (parent) and updates the trailer (child) in such a way that the child remains at a constant distance behind the parent throughout the simulation.

## MATLAB System object Code for Custom Actor Group Behavior

```
classdef hTruckWithTrailer < matlab.System

    % Copyright 2022 The MathWorks, Inc.
    properties (Access = private)
        mActorSimulationHdl;
        mScenarioSimObj;
        mActor;
        mDt;
        mFirstStep = true;
        mRDelta = 0;
        mLDelta = 0;
        mTurn = 0;
        mYielded = false;
    end

    properties (Access = public)
        TargetSpeed = 17.9;
        TargetAccel = 10.0;
    end

    methods (Access=protected)
        function sz = getOutputSizeImpl(~)
            sz = [1 1];
        end

        function st = getSampleTimeImpl(obj)
            st = createSampleTime( ...
                obj, 'Type', 'Discrete', 'SampleTime', 0.02);
        end

        function t = getOutputDataTypeImpl(~)
            t = "double";
        end

        function resetImpl(obj)
            obj.mActorSimulationHdl = Simulink.ScenarioSimulation.find( ...
                'ActorSimulation', 'SystemObject', obj);
            obj.mScenarioSimObj = Simulink.ScenarioSimulation.find( ...
                'ScenarioSimulation', 'SystemObject', obj);
            obj.mDt = obj.mScenarioSimObj.get('StepSize');

            obj.mActor.pose = ...
                obj.mActorSimulationHdl.getAttribute('Pose');
            obj.mActor.actorModel = obj.mActorSimulationHdl.get('ActorModel');
            obj.mActor.speed = 0.0;
            obj.mActor.currPos = 0.0;
            obj.mFirstStep = true;
        end

        function stepImpl(obj, ~)
            path_action = obj.mActorSimulationHdl.getAction('PathAction');
            if(~isempty(path_action))
                obj.mActor.path = path_action.PathTarget.Path;
            end
        end
    end
end
```

```

        obj.mActor.numPts = path_action.PathTarget.NumPoints;
        obj.mActor.currPt = 1;
    end

    speedChg_action = obj.mActorSimulationHdl.getAction('SpeedAction');
    if(~isempty(speedChg_action))
        tgtSpeed = speedChg_action.SpeedTarget.SpeedValue;
        if(obj.mFirstStep)
            assert(isequal(obj.mActor.speed, 0));
        else
            assert(isequal(tgtSpeed, obj.TargetSpeed));
        end
    end

    obj.mFirstStep = false;

    if(obj.mActor.speed < obj.TargetSpeed)
        obj.mActor.speed = obj.mActor.speed + obj.TargetAccel * obj.mDt;
        if ( obj.mActor.speed > obj.TargetSpeed )
            obj.mActor.speed = obj.TargetSpeed;
        end
    end

    ds = obj.mActor.speed * obj.mDt;

    totalDist = -obj.mActor.currPos;
    for i = obj.mActor.currPt : obj.mActor.numPts-1
        pt1 = obj.mActor.path(i, :);
        pt2 = obj.mActor.path(i+1, :);
        prevDist = totalDist;
        totalDist = totalDist + norm(pt1 - pt2);

        if(totalDist > ds)
            v = obj.mActor.path(i+1, :) - obj.mActor.path(i, :);
            obj.mActor.unit_v = (v/norm(v));
            pos = obj.mActor.path(i, :) + (ds - prevDist) * obj.mActor.unit_v;
            obj.mActor.currPt = i;
            obj.mActor.currPos = (ds - prevDist);

            obj.mActor.pose(1,4) = pos(1);
            obj.mActor.pose(2,4) = pos(2);
            obj.mActor.pose(3,4) = pos(3);

            obj.mActor.pose(1, 1:3) = [obj.mActor.unit_v(2) obj.mActor.unit_v(1) 0];
            obj.mActor.pose(2, 1:3) = [-obj.mActor.unit_v(1) obj.mActor.unit_v(2) 0];
            obj.mActor.pose(3, 1:3) = [0 0 1];
            obj.mActor.pose(4, 4) = 1;
            break;
        end
    end

    if(obj.mActor.numPts == 0)
        pose = obj.mActor.pose;
        velocity = [10 4 0];
        obj.mActor.pose(1,4) = pose(1,4) + velocity(1) * obj.mDt; % x
        obj.mActor.pose(2,4) = pose(2,4) + velocity(2) * obj.mDt; % y
        obj.mActor.pose(3,4) = pose(3,4) + velocity(3) * obj.mDt; % z
    end

    obj.mActorSimulationHdl.setAttribute('Pose', obj.mActor.pose);

    boundingBox = obj.mActor.actorModel.getAttribute('BoundingBox');
    u = boundingBox.min;
    y = [0 2*u(2) 0 1]';

    mat = obj.mActor.pose*y;
    trailerPose = obj.mActor.pose;
    trailerPose(13) = mat(1);
    trailerPose(14) = mat(2);
    trailerPose(15) = mat(3);
    child = obj.mActorSimulationHdl.getAttribute('Children');

```

```

        child.setAttribute('Pose',trailerPose);
    end
    function releaseImpl(~)
    end
end
end

```

- The code in `stepImpl` is executed during each time step of a scenario simulation.

In the above program, the code in `stepImpl` executes the following logic.

- This code snippet sets a course for the truck (parent) by reading the target path structure.

```

    path_action = obj.mActorSimulationHdl.getAction('PathAction');
    if(~isempty(path_action))
        obj.mActor.path = path_action.PathTarget.Path;
        obj.mActor.numPts = path_action.PathTarget.NumPoints;
        obj.mActor.currPt = 1;
    end

```

- This code snippet reads the target speed value.

```

    speedChg_action = obj.mActorSimulationHdl.getAction('SpeedAction');
    if(~isempty(speedChg_action))
        tgtSpeed = speedChg_action.SpeedTarget.SpeedValue;
    end

```

- This code snippet updates the speed of the truck until it hits the target speed, and then maintains the same value.

```

    if(obj.mActor.speed < obj.TargetSpeed)
        obj.mActor.speed = obj.mActor.speed + obj.TargetAccel * obj.mDt;
    if (obj.mActor.speed > obj.TargetSpeed)
        obj.mActor.speed = obj.TargetSpeed;
    end
    end

```

- This code snippet calculates the absolute displacement value that the truck must achieve in one time step.

```

    ds = obj.mActor.speed * obj.mDt;

```

- This code snippet calculates the distance from the current point to the next point on the path.

```

    totalDist = -obj.mActor.currPos;
    for i = obj.mActor.currPt : obj.mActor.numPts-1
        pt1 = obj.mActor.path(i, :);
        pt2 = obj.mActor.path(i+1, :);
        prevDist = totalDist;
        totalDist = totalDist + norm(pt1 - pt2);
    end

```

- This code snippet checks if the truck has hit the target point on the path during the current time step, and accordingly calculates the next point. The pose of the truck is updated, and then transformed with respect to the global reference frame.

```

    if(totalDist > ds)
        v = obj.mActor.path(i+1, :) - obj.mActor.path(i, :);
        obj.mActor.unit_v = (v/norm(v));
        .
        .
        obj.mActor.pose(4, 4) = 1;
        break;
    end

```

- This code snippet updates the pose of the truck if no path is defined in RoadRunner Scenario.

```

    if(totalDist > ds)
        v = obj.mActor.path(i+1, :) - obj.mActor.path(i, :);
        obj.mActor.unit_v = (v/norm(v));
        .
        .
        obj.mActor.pose(4, 4) = 1;
        break;
    end

```

- This code snippet writes the updated pose of the truck to the scenario.

```
obj.mActorSimulationHdl.setAttribute('Pose', obj.mActor.pose);
```

- This code snippet implements the logic to calculate the position of the trailer (child) respective to the truck. The logic dictates that the child remain at a fixed distance behind the parent throughout the simulation.

```

obj.mActorSimulationHdl.setAttribute('Pose', obj.mActor.pose);

boundingBox = obj.mActor.actorModel.getAttribute('BoundingBox');
u = boundingBox.min;
y = [0 2*u(2) 0 1]';

mat = obj.mActor.pose*y;
trailerPose = obj.mActor.pose;
trailerPose(13) = mat(1);
trailerPose(14) = mat(2);
trailerPose(15) = mat(3);

```

### Actor Behavior Using User-Defined Actions

In this example, you create an actor behavior that processes user-defined actions received from a scenario. The custom behavior `testUDA_ML.m` is written as a MATLAB System object file. In this behavior, the code reads the custom parameters of a user-defined action, and then changes the pose of the relevant actor accordingly.

For an example of modeling actor behavior in MATLAB using user-defined actions, see “Design Vehicle Following User-Defined Actions Scenario” (RoadRunner Scenario).

### MATLAB System object Code for Custom Behavior Using User-Defined Actions

```

classdef testUDA_ML < matlab.System

    % Copyright 2022 The MathWorks, Inc.
    properties
    end

    properties (Access = private)
        mActorHdl;
        mThrottleLevel = 35;
        mSteeringAngle = 0;
    end

    methods (Access=protected)
        function interface = getInterfaceImpl(~)
            import matlab.system.interface.*;
            interface = ActorInterface();
        end

        function st = getSampleTimeImpl(obj)
            st = createSampleTime( ...

```



```

        obj, 'Type', 'Discrete', 'SampleTime', 0.02);
end

function setupImpl(obj)
    sim = Simulink.ScenarioSimulation.find('ScenarioSimulation');
    actor = sim.get('ActorSimulation','SystemObject',obj);
    obj.mActorHdl = actor;
end

function resetImpl(~)
end

function releaseImpl(~)
end

function stepImpl(obj)
    uda = obj.mActorHdl.getAction("UserDefinedAction", "CustomDrive");
    for i = 1:length(uda)
        obj.mThrottleLevel = eval(uda(i).Parameters.ThrottleLevel);
        obj.mSteeringAngle = eval(uda(i).Parameters.SteeringAngle);
        obj.mActorHdl.sendEvent('ActionComplete', uda(i).ActorAction.ActionID);
    end

    dTimeUnit = obj.getSampleTimeImpl.SampleTime;
    pose = obj.mActorHdl.getAttribute('Pose');

    maxSpeed = 50;
    distance = dTimeUnit*obj.mThrottleLevel*maxSpeed/100;
    angle = deg2rad(obj.mSteeringAngle);

    pose(1,4) = pose(1,4) + distance*cos(angle);
    pose(2,4) = pose(2,4) + distance*sin(angle);

    obj.mActorHdl.setAttribute('Pose', pose);
end
end
end

```

In the custom behavior:

- This code defines the sample time.

```

function st = getSampleTimeImpl(obj)
    st = createSampleTime( ...
        obj, 'Type', 'Discrete', 'SampleTime', 0.02);
end

```

- The code in `setupImpl` is called only once, at the simulation start.
  - This code finds the scenario simulation object, which is the scenario containing the actor group.

```

sim = Simulink.ScenarioSimulation.find('ScenarioSimulation');

```

- This code returns the actor object to which this behavior is attached.
 

```

actor = sim.get('ActorSimulation','SystemObject',obj);

```
- The code in `stepImpl` is executed during each time step of a scenario simulation.
  - This code extracts the custom parameters of the user-defined actions in a scenario. It also sends out an `Action Complete` event that is processed by RoadRunner Scenario at the end of the action phase that uses user-defined actions.

```

function stepImpl(obj)
    uda = obj.mActorHdl.getAction("UserDefinedAction", "CustomDrive");
    for i = 1:length(uda)

```

```

obj.mThrottleLevel = eval(uda(i).Parameters.ThrottleLevel);
obj.mSteeringAngle = eval(uda(i).Parameters.SteeringAngle);
obj.mActorHdl.sendEvent('ActionComplete', uda(i).ActorAction.ActionID);
end

```

- This code updates the current pose and velocity of the vehicle in accordance with the values of the custom parameters.

```

dTimeUnit = obj.getSampleTimeImpl.SampleTime;
pose = obj.mActorHdl.getAttribute('Pose');

maxSpeed = 50;
distance = dTimeUnit*obj.mThrottleLevel*maxSpeed/100;
angle = deg2rad(obj.mSteeringAngle);

pose(1,4) = pose(1,4) + distance*cos(angle);
pose(2,4) = pose(2,4) + distance*sin(angle);

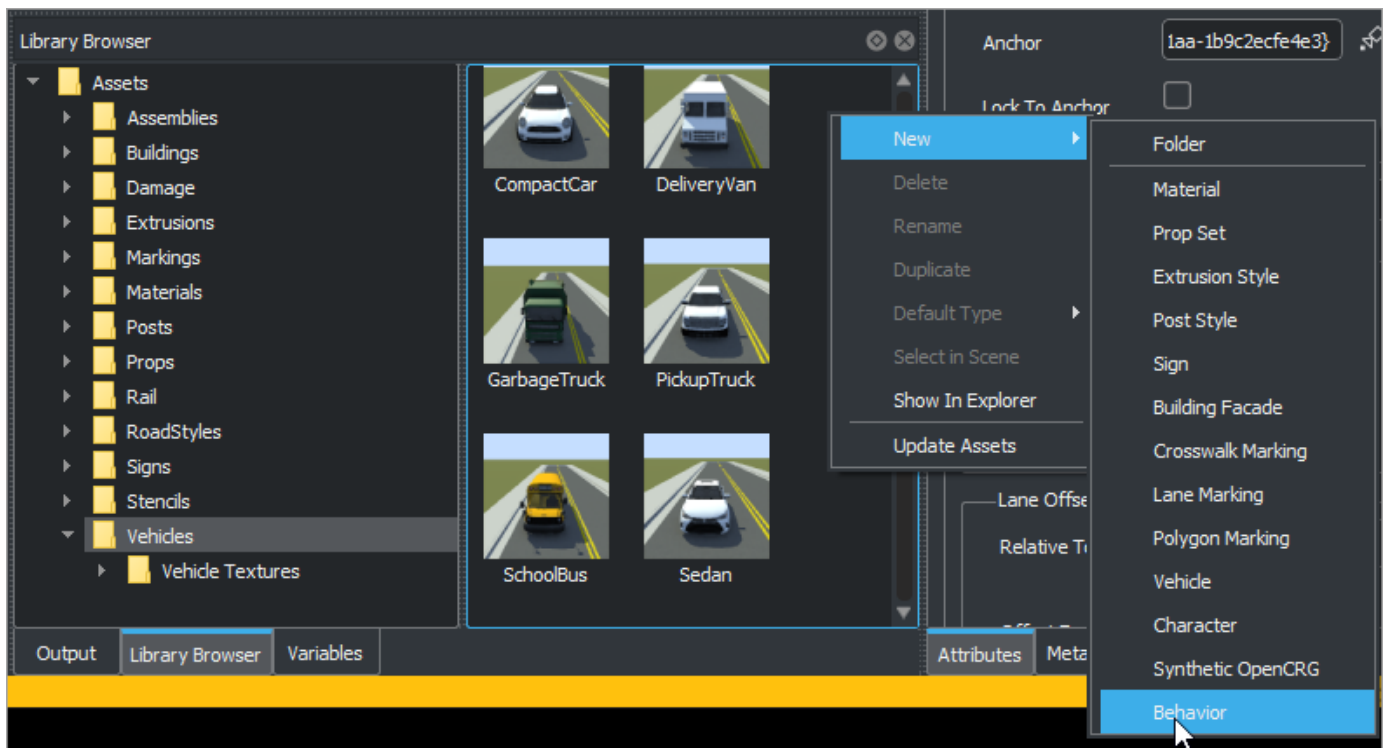
obj.mActorHdl.setAttribute('Pose', pose);

```

## Associate Actor Behavior in RoadRunner

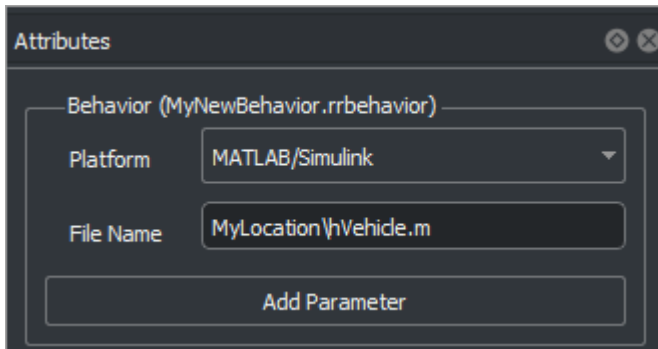
This section describes how to associate any custom behavior to your actor.

- 1 In your RoadRunner scenario, select the **Library Browser** and then the Vehicles folder. Then, right-click an empty space to create a new behavior. For this step, you can select any folder in the **Library Browser**.

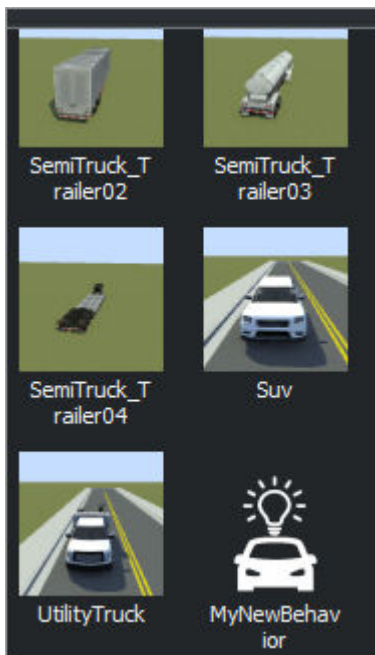


- 2 On the **Attributes** pane, set **Platform** to MATLAB/Simulink. As the **File Name**, use the location of your file `hVehicle.m`, `hTruckWithTrailer.m` or `testUDA_ML.m`.

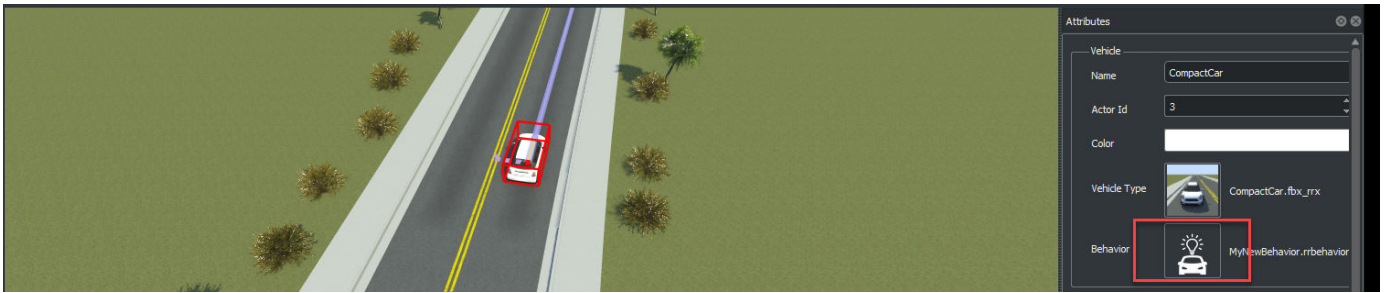
- If your MATLAB System object file is in your working folder, you can enter the name of your file together with its extension `.m`, for example `hVehicle.m`.
- You can also use the full path to enter the location of your file, for example `MyLocation\hVehicle.m`.



This action creates a new behavior that you can attach to actors in your scenario. Rename the behavior as `MyNewBehavior`.



- 3 For example, add a new `CompactCar` to your scenario `MyExampleScenario`.
- 4 To associate the MATLAB System object behavior to a RoadRunner actor, select `CompactCar`. Then, in the **Attributes** section, in the **Behavior** box, add `MyNewBehavior` to `CompactCar` by clicking and dragging the behavior icon to the box.



- 5 Use these commands to specify `MyInstallationFolder` as the path to your RoadRunner installation folder and create the connection between MATLAB and RoadRunner for only the first MATLAB installation.

```
RRInstallationFolder = "MyInstallationFolder";
s = settings;
s.roadrunner.application.InstallationFolder.PersonalValue = RRInstallationFolder;
s.roadrunner.application.InstallationFolder.TemporaryValue = RRInstallationFolder;
```

- 6 To open the RoadRunner project `MyRoadRunnerProject` from MATLAB, use this command.

```
rapp = roadrunner('MyProjectLocation');
```

- 7 Open the scene `MyExampleScene`.

```
rapp.openScene('MyExampleScene');
```

- 8 Open the scenario `MyExampleScenario`.

```
rapp.openScenario('MyExampleScenario');
```

- 9 Get the simulation object to control simulation from MATLAB.

```
ss = rapp.createSimulation();
```

- 10 Start the simulation from the command line.

```
ss.set('SimulationCommand', 'Start');
```

For more information about simulating your scenario in RoadRunner or controlling a scenario simulation using MATLAB, see “Overview of Simulating RoadRunner Scenarios with MATLAB and Simulink” on page 7-2.

## See Also

### More About

- “Overview of Simulating RoadRunner Scenarios with MATLAB and Simulink” on page 7-2
- “Simulate RoadRunner Scenarios with Actors Modeled in Simulink” on page 7-17
- “Publish Actor Behavior as Proto File, Package or Action Asset” on page 7-33

## Publish Actor Behavior as Proto File, Package or Action Asset

This topic explains how to publish your Simulink or MATLAB System object actor behaviors as proto files, packages or action asset files using the `publishActorBehavior`, `publishActor` or `publishCustomAction` functions.

Proto files are specific to RoadRunner and have a `.slprotodata` extension. This data interface allows you to combine your behavior model and its parameters and share them with RoadRunner. You can then tune these parameters in the RoadRunner environment.

### Generate Behavior Proto File for Simulink or MATLAB System Object Behavior

Use the `publishActorBehavior` function to generate a behavior proto file from your Simulink behavior.

- 1 For demonstration purposes, suppose you create the Simulink model, `foo01.slx`. This code below initiates the model and then assigns a new workspace variable `gain` with value `2.0`.

```
% ----- Setup a SL Model -----
model = 'foo01';
new_system(model);
modelWorkspace = get_param(model, 'ModelWorkspace');

var_name = 'gain01';
var_value = 2.0;

% Assign to model workspace
assignin(modelWorkspace, var_name, var_value);

% Set model argument
set_param(model, 'ParameterArgumentNames', var_name);
params = Simulink.internal.getModelParameterInfo(model);

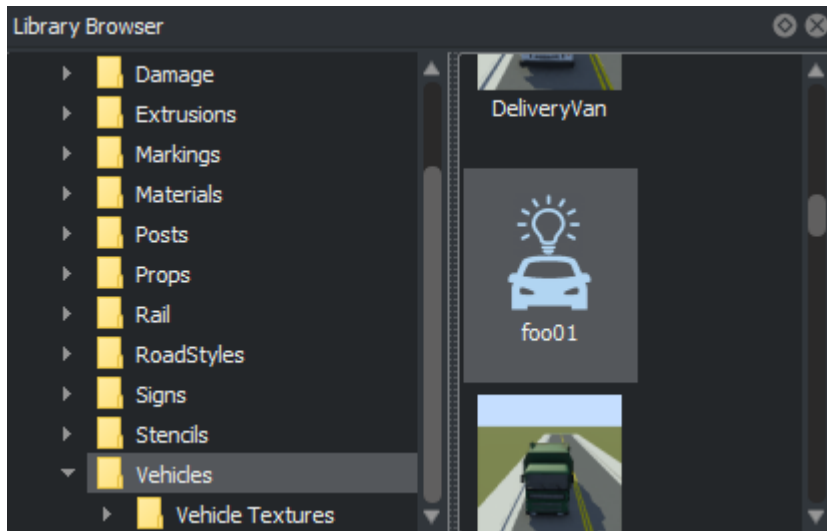
save_system(model);
close_system(model, 0);
```

- 2 To create a proto file for `foo01.slx`, use this command.

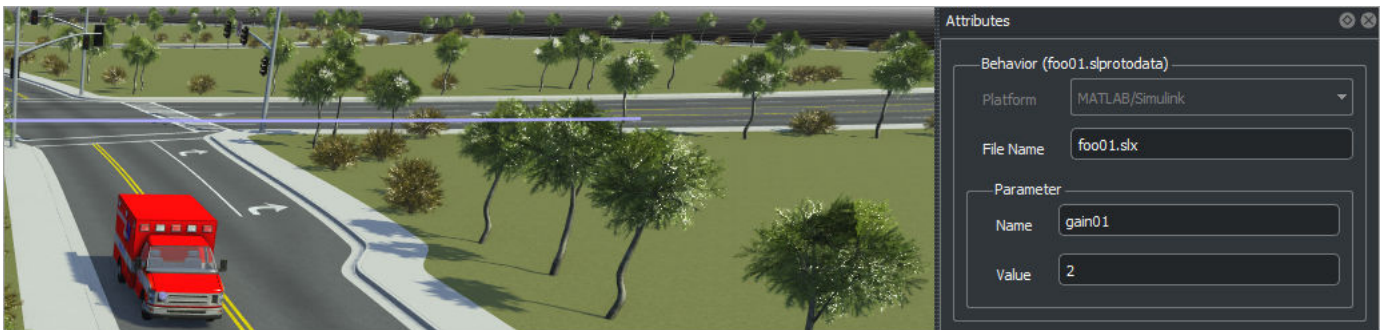
```
Simulink.publish.publishActorBehavior('foo01.slx');
```

This command creates the `foo01.slprotodata` file in your current directory.

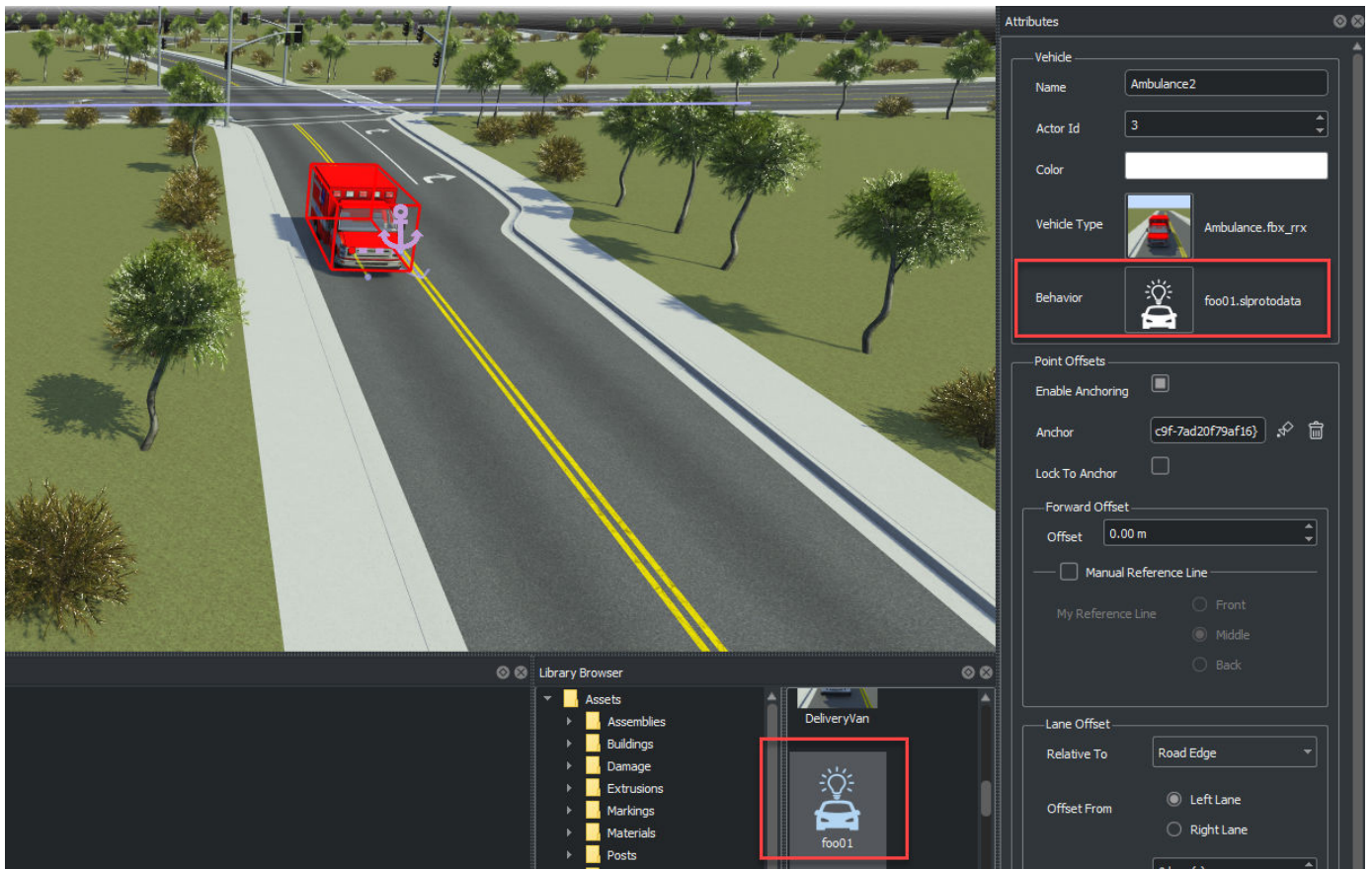
- 3 You can now drag `foo01.slprotodata` into any folder under `MyProject/Assets`. For this example, the file is placed in the `Vehicles` folder.



- 4 Double-click the foo01 behavior and observe that the gain parameter and its value appears. You can now tune this parameter for simulation purposes.



- 5 Attach the proto file to your vehicle in your scenario.



You can also use this workflow to generate a behavior proto file from a MATLAB System object behavior.

For example, suppose that you create the behavior `MySystemObjectBehavior.m`. To publish your behavior as a proto file, use this command.

```
Simulink.publish.publishActorBehavior('MySystemObjectBehavior.m');
```

## Generate Package from Simulink Model or MATLAB System Object

You can also publish your behavior as a package in a `.zip` file. Publishing in a `.zip` file allows you to create a package that includes the supporting files for your model, for example, a `.mat` file. To publish your Simulink model, Simulink project, or MATLAB System object behavior as a package, use the `publishActor` function.

For example, to publish your `MySystemObjectBehavior.m` behavior as a package, use this command.

```
Simulink.publish.publishActor('MySystemObjectBehavior.m',OutputFile="packageoutput.zip");
```

The package includes:

- Metadata folder — Stores the actor files. `packageInfo.json` contains the package type, MATLAB version, and publish date to identify the package.

- Model files — An `.slx` or `.m` file.
- Data files — Dependent data files for use in setup and cleanup scripts, such as model callbacks, `.mat` files, and `.sldd` files.

## Generation Action Asset File from Simulink Model

You can publish your Simulink actor behavior model containing a user-defined action as an action asset file in the `.seaction` format. To publish the user-defined action as an action asset file, use the `publishCustomAction` function.

To use this function successfully:

- The Simulink model must read the user-defined action from a Simulink bus object, saved as a MAT-file.
- The Simulink model must contain a RoadRunner Scenario block that links the MAT-file to the name of an action in RoadRunner Scenario.

You can use the published `.seaction` file in the action phases of a scenario simulation.

## See Also

`publishActor` | `publishActorBehavior` | `publishCustomAction`

## More About

- “Overview of Simulating RoadRunner Scenarios with MATLAB and Simulink” on page 7-2
- “Simulate RoadRunner Scenarios with Actors Modeled in Simulink” on page 7-17
- “Simulate RoadRunner Scenarios with Actors Modeled in MATLAB” on page 7-23



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## Configure Monocular Fisheye Camera

This example shows how to convert a fisheye camera model to a pinhole model and construct a corresponding monocular camera sensor simulation. In this example, you learn how to calibrate a fisheye camera and configure a `monoCamera` object.

### Overview

To simulate a monocular camera sensor mounted in a vehicle, follow these steps:

- 1 Estimate the intrinsic camera parameters by calibrating the camera using a checkerboard. The intrinsic parameters describe the properties of the fisheye camera itself.
- 2 Estimate the extrinsic camera parameters by calibrating the camera again, using the same checkerboard from the previous step. The extrinsic parameters describe the mounting position of the fisheye camera in the vehicle coordinate system.
- 3 Remove image distortion by converting the fisheye camera intrinsics to pinhole camera intrinsics. These intrinsics describe a synthetic pinhole camera that can hypothetically generate undistorted images.
- 4 Use the intrinsic pinhole camera parameters and the extrinsic parameters to configure the monocular camera sensor for simulation. You can then use this sensor to detect objects and lane boundaries.

### Estimate Fisheye Camera Intrinsics

To estimate the intrinsic parameters, use a checkerboard for camera calibration. Alternatively, to better visualize the results, use the Camera Calibrator app. For fisheye camera, it is useful to place the checkerboard close to the camera, in order to capture large noticeable distortion in the image.

```
% Gather a set of calibration images.
images = imageDatastore(fullfile(toolboxdir('vision'), 'visiondata', ...
    'calibration', 'gopro'));
imageFileNames = images.Files;

% Detect calibration pattern.
[imagePoints, boardSize] = detectCheckerboardPoints(imageFileNames);

% Generate world coordinates of the corners of the squares.
squareSize = 0.029; % Square size in meters
worldPoints = generateCheckerboardPoints(boardSize, squareSize);

% Calibrate the camera.
I = readimage(images, 1);
imageSize = [size(I, 1), size(I, 2)];
params = estimateFisheyeParameters(imagePoints, worldPoints, imageSize);
```

### Estimate Fisheye Camera Extrinsics

To estimate the extrinsic parameters, use the same checkerboard to estimate the mounting position of the camera in the vehicle coordinate system. The following step estimates the parameters from one image. You can also take multiple checkerboard images to obtain multiple estimations, and average the results.

```
% Load a different image of the same checkerboard, where the checkerboard
% is placed on the flat ground. Its X-axis is pointing to the right of the
```

```

% vehicle, and its Y-axis is pointing to the camera. The image includes
% noticeable distortion, such as along the wall next to the checkerboard.

imageFileName = fullfile(toolboxdir('driving'), 'drivingdata', 'checkerboard.png');
I = imread(imageFileName);
imshow(I)
title('Distorted Checkerboard Image');

```

Distorted Checkerboard Image



```

[imagePoints, boardSize] = detectCheckerboardPoints(I);

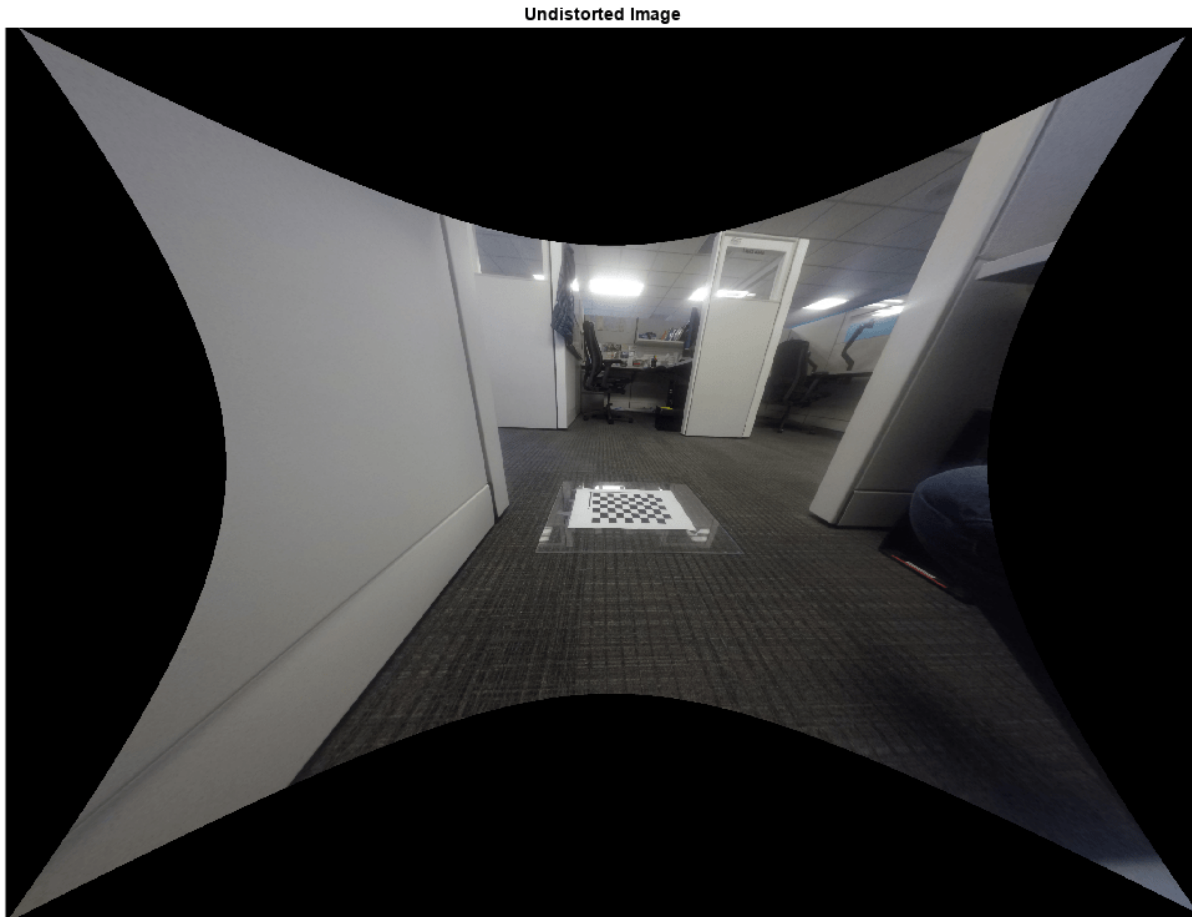
% Generate coordinates of the corners of the squares.
squareSize = 0.029; % Square size in meters
worldPoints = generateCheckerboardPoints(boardSize, squareSize);

% Estimate the parameters for configuring the monoCamera object.
% Height of the checkerboard is zero here, since the pattern is
% directly on the ground.
originHeight = 0;
[pitch, yaw, roll, height] = estimateMonoCameraParameters(params.Intrinsics, ...
    imagePoints, worldPoints, originHeight);

```

### Construct a Synthetic Pinhole Camera for the Undistorted Image

```
% Undistort the image and extract the synthetic pinhole camera intrinsics.
[J1, camIntrinsics] = undistortFisheyeImage(I, params.Intrinsics, 'Output', 'full');
imshow(J1)
title('Undistorted Image');
```



```
% Set up monoCamera with the synthetic pinhole camera intrinsics.
% Note that the synthetic camera has removed the distortion.
sensor = monoCamera(camIntrinsics, height, 'pitch', pitch, 'yaw', yaw, 'roll', roll);
```

### Plot Bird's Eye View

Now you can validate the monoCamera by plotting a bird's-eye view.

```
% Define bird's-eye-view transformation parameters
distAheadOfSensor = 6; % in meters
spaceToOneSide = 2.5; % look 2.5 meters to the right and 2.5 meters to the left
bottomOffset = 0.2; % look 0.2 meters ahead of the sensor
outView = [bottomOffset, distAheadOfSensor, -spaceToOneSide, spaceToOneSide];
outImageSize = [NaN,1000]; % output image width in pixels
```

```
birdsEyeConfig = birdsEyeView(sensor, outView, outImageSize);  
  
% Transform input image to bird's-eye-view image and display it  
B = transformImage(birdsEyeConfig, J1);  
  
% Place a 2-meter marker ahead of the sensor in bird's-eye view  
imagePoint0 = vehicleToImage(birdsEyeConfig, [2, 0]);  
offset = 5; % offset marker from text label by 5 pixels  
annotatedB = insertMarker(B, imagePoint0 - offset);  
annotatedB = insertText(annotatedB, imagePoint0, '2 meters');  
  
figure  
imshow(annotatedB)  
title('Bird''s-Eye View')
```



**Bird's-Eye View**



The plot above shows that the camera measures distances accurately. Now you can use the monocular camera for object and lane boundary detection. See the “Visual Perception Using Monocular Camera” on page 8-108 example.

## **See Also**

### **Apps**

**Camera Calibrator**

### **Functions**

`estimateMonoCameraParameters` | `estimateFisheyeParameters` |  
`detectCheckerboardPoints` | `generateCheckerboardPoints` | `undistortFisheyeImage`

### **Objects**

`monoCamera` | `birdsEyeView`

## **More About**

- “Calibrate a Monocular Camera” on page 1-8
- “Visual Perception Using Monocular Camera” on page 8-108

## Annotate Video Using Detections in Vehicle Coordinates

Configure and use a `monoCamera` object to display information provided in vehicle coordinates on a video display.

### Overview

Displaying data recorded in vehicle coordinates on a recorded video is an integral part of ground truth labeling and analyzing tracking results. Using a two-dimensional bird's-eye view can help you understand the overall environment, but it is sometimes hard to correlate the video with the bird's-eye view display. In particular, this problem becomes worse when using a third-party sensor where you cannot access the raw video captured by the sensor, and you need to use a video captured by a separate camera.

Automated Driving Toolbox™ provides the `monoCamera` object that facilitates the conversion between vehicle coordinates and image coordinates. This example reads data recorded by a video sensor installed on a test vehicle. Then it displays the data on a video captured by a separate video camera installed on the same car. The data and video were recorded at the following rates:

- Reported lane information: 20 times per second
- Reported vision objects: 10 times per second
- Video frame rate: 20 frames per second

### Display a Frame with Video Annotations

The selected frame corresponds to 5.9 seconds into the video clip, when there are several objects to show on the video.

```
% Set up video reader and player
videoFile      = '01_city_c2s_fcw_10s.mp4';
videoReader = VideoReader(videoFile);
videoPlayer = vision.DeployableVideoPlayer;

% Jump to the desired frame
time = 5.9;
videoReader.CurrentTime = time;
frameWithoutAnnotations = readFrame(videoReader);

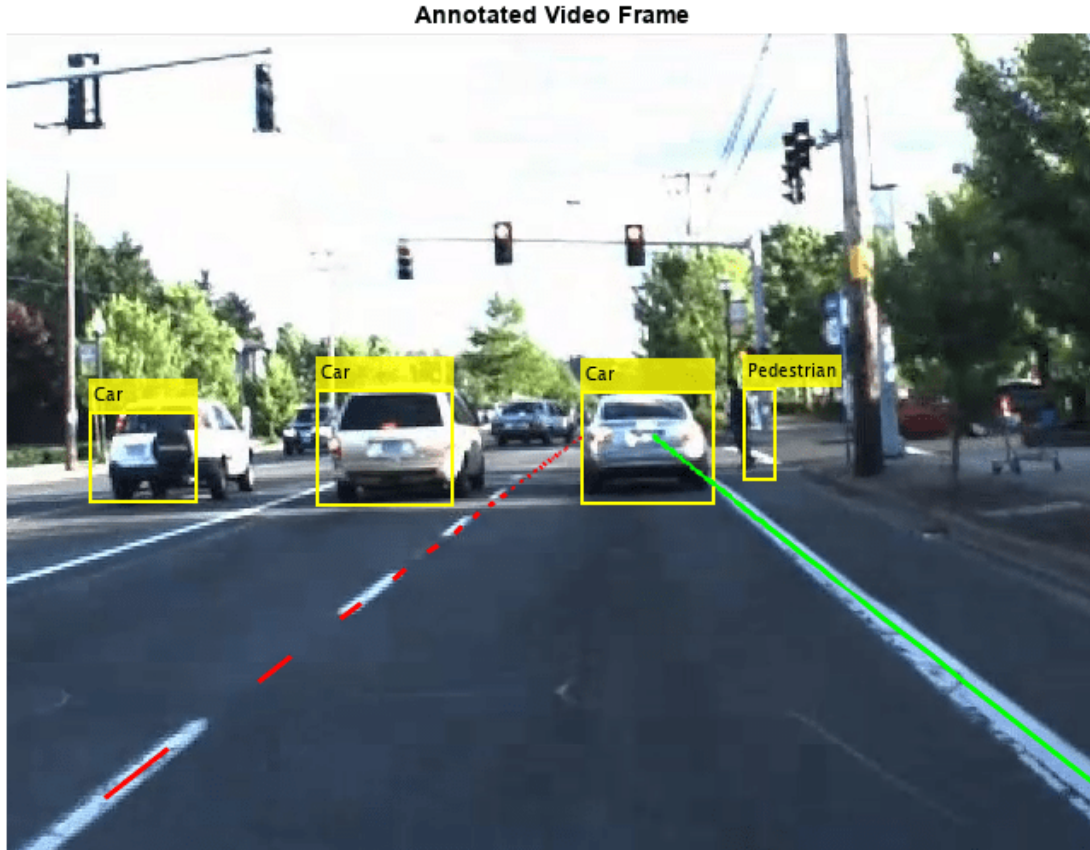
imshow(frameWithoutAnnotations);
title('Original Video Frame')
```

Original Video Frame



Get the corresponding recorded data.

```
recordingFile = '01_city_c2s_fcw_10s_sensor.mat';  
[visionObjects, laneReports, timeStep, numSteps] = readDetectionsFile(recordingFile);  
currentStep = round(time / timeStep) + 1;  
videoDetections = processDetections(visionObjects(currentStep));  
laneBoundaries = processLanes(laneReports(currentStep));  
  
% Set up the monoCamera object for on-video display  
sensor = setupMonoCamera(videoReader);  
  
frameWithAnnotations = updateDisplay(frameWithoutAnnotations, sensor, videoDetections, laneBoundaries);  
  
imshow(frameWithAnnotations);  
title('Annotated Video Frame')
```



### Display a Clip with Video Annotations

To display the video clip with annotations, simply repeat the annotation frame-by-frame. The video shows that the car pitches slightly up and down, which changes the pitch angle. No attempt has been made to compensate for this pitch motion. As a result, the conversion from vehicle coordinates to image coordinates is a little inaccurate on some of the frames.

```

% Reset the time back to zero
currentStep = 0; % Reset the recorded data timestep
videoReader.CurrentTime = 0; % Reset the video reader time
while currentStep < numSteps && hasFrame(videoReader)
    % Update scenario counters
    currentStep = currentStep + 1;

    % Get the current time
    tic

    % Prepare the detections to the tracker
    videoDetections = processDetections(visionObjects(currentStep), videoDetections);

    % Process lanes
    laneBoundaries = processLanes(laneReports(currentStep));

```

```

% Update video frame with annotations from the reported objects
frameWithoutAnnotations = readFrame(videoReader);
frameWithAnnotations = updateDisplay(frameWithoutAnnotations, sensor, videoDetections, laneB

% The recorded data was obtained at a rate of 20 frames per second.
% Pause for 50 milliseconds for a more realistic display rate. If you
% process data and form tracks in this loop, you do not need this
% pause.
pause(0.05 - toc);

% Display annotated frame
videoPlayer(frameWithAnnotations);
end

```

### Create the Mono Camera for On-Video Display

The `setupMonoCamera` function returns a `monoCamera` sensor object, which is used for converting positions in vehicle coordinates to image coordinates.

Knowing the camera's intrinsic and extrinsic calibration parameters is critical to accurate conversion between pixel and vehicle coordinates.

Start by defining the camera intrinsic parameters. The parameters in this function were estimated based on the camera model. To obtain the parameters for your camera, use the Camera Calibrator app.

Because the data in this example has little distortion, this function ignores the lens distortion coefficients. The parameters are next stored in a `cameraIntrinsics` object.

Next, define the camera extrinsics. Camera extrinsics relate to the way the camera is mounted on the car. The mounting includes the following properties:

- Height: Mounting height above the ground, in meters.
- Pitch: Pitch of the camera, in degrees, where positive is angled below the horizon and toward the ground. In most cases, the camera is pitched slightly below the horizon.
- Roll: Roll of the camera about its axis. For example, if the video is flipped upside down, use `roll = 180`.
- Yaw: Angle of the camera sideways, where positive is in the direction of the positive y-axis (to the left). For example, a forward-facing camera has a yaw angle of 0 degrees, and a backward-facing camera has a yaw angle of 180 degrees.

```

function sensor = setupMonoCamera(vidReader)
% Define the camera intrinsics from the video information
focalLength = [1260 1100]; % [fx, fy] % pixels
principalPoint = [360 245]; % [cx, cy] % pixels
imageSize = [vidReader.height, vidReader.width]; % [numRows, numColumns] % pixels
intrinsics = cameraIntrinsics(focalLength, principalPoint, imageSize);

% Define the camera mounting (camera extrinsics)
mountingHeight = 1.45; % height in meters from the ground
mountingPitch = 1.25; % pitch of the camera in degrees
mountingRoll = 0.15; % roll of the camera in degrees
mountingYaw = 0; % yaw of the camera in degrees
sensor = monoCamera(intrinsics, mountingHeight, ...
    'Pitch', mountingPitch, ...
    'Roll', mountingRoll, ...

```

```
    'Yaw', mountingYaw);
end
```

### Using the Mono Camera Object to Update the Display

The `updateDisplay` function displays all the object annotations on top of the video frame.

The display update includes the following steps:

- 1 Using the `monoCamera` sensor to convert reported detections into bounding boxes and annotating the frame.
- 2 Using the `insertLaneBoundary` method of the `parabolicLaneBoundary` object to insert the lane annotations.

```
function frame = updateDisplay(frame, sensor, videoDetections, laneBoundaries)
```

```
% Allocate memory for bounding boxes
```

```
bboxes = zeros(numel(videoDetections), 4);
```

```
% Create the bounding boxes
```

```
for i = 1:numel(videoDetections)
```

```
    % Use monoCamera sensor to convert the position in vehicle coordinates
    % to the position in image coordinates.
```

```
    % Notes:
```

```
    % 1. The width of the object is reported and is used to calculate the
    %     size of the bounding box around the object (half width on each
    %     side). The height of the object is not reported. Instead, the
    %     function uses a height/width ratio of 0.85 for cars and 3 for
    %     pedestrians.
```

```
    % 2. The reported location is at the center of the object at ground
    %     level, i.e., the bottom of the bounding box.
```

```
    xyLocation1 = vehicleToImage(sensor, videoDetections(i).positions) + [0,videoDetections(i).w
```

```
    xyLocation2 = vehicleToImage(sensor, videoDetections(i).positions) - [0,videoDetections(i).w
```

```
    dx = xyLocation2(1) - xyLocation1(1);
```

```
% Define the height/width ratio based on object class
```

```
if strcmp(videoDetections(i).labels, 'Car')
```

```
    dy = dx * 0.85;
```

```
elseif strcmp(videoDetections(i).labels, 'Pedestrian')
```

```
    dy = dx * 3;
```

```
else
```

```
    dy = dx;
```

```
end
```

```
% Estimate the bounding box around the vehicle. Subtract the height of
% the bounding box to define the top-left corner.
```

```
bboxes(i,:) = [(xyLocation1 - [0, dy]), dx, dy];
```

```
end
```

```
% Add labels
```

```
labels = {videoDetections(:).labels}';
```

```
% Add bounding boxes to the frame
```

```
if ~isempty(labels)
```

```
    frame = insertObjectAnnotation(frame, 'rectangle', bboxes, labels,...
```

```
        'Color', 'yellow', 'FontSize', 10, 'TextBoxOpacity', .8, 'LineWidth', 2);
```

```
end
```

```

% Display the lane boundary on the video frame
xRangeVehicle = [1, 100];
xPtsInVehicle = linspace(xRangeVehicle(1), xRangeVehicle(2), 100)';
frame = insertLaneBoundary(frame, laneBoundaries(1), sensor, xPtsInVehicle, ...
    'Color', 'red');
frame = insertLaneBoundary(frame, laneBoundaries(2), sensor, xPtsInVehicle, ...
    'Color', 'green');
end

```

## Summary

This example showed how to create a `monoCamera` sensor object and use it to display objects described in vehicle coordinates on a video captured by a separate camera. Try using recorded data and a video camera of your own. Try calibrating your camera to create a `monoCamera` that allows for transformation from vehicle to image coordinates, and vice versa.

## Supporting Functions

**readDetectionsFile** - Reads the recorded sensor data file. The recorded data is in a single structure that is divided into four `struct` arrays. This example uses only the following two arrays:

- 1 `laneReports`, a `struct` array that reports the boundaries of the lane. It has these fields: `left` and `right`. Each element of the array corresponds to a different timestep. Both `left` and `right` are structures with these fields: `isValid`, `confidence`, `boundaryType`, `offset`, `headingAngle`, and `curvature`.
- 2 `visionObjects`, a `struct` array that reports the detected vision objects. It has the fields `numObjects` (integer) and `object` (`struct`). Each element of the array corresponds to a different timestep. `object` is a `struct` array, where each element is a separate object with these fields: `id`, `classification`, `position` (`x;y;z`), `velocity` (`vx;vy;vz`), `size` (`dx;dy;dz`). Note: `z=vy=vz=dx=dz=0`

```

function [visionObjects, laneReports, timeStep, numSteps] = readDetectionsFile(filename)
A = load(strcat(filename));
visionObjects = A.vision;
laneReports = A.lane;

% Prepare some time variables
timeStep = 0.05; % Lane data is provided every 50 milliseconds
numSteps = numel(visionObjects); % Number of recorded timesteps
end

```

**processDetections** - Reads the recorded vision detections. This example extracts only the following properties:

- 1 Position: A two-dimensional [`x`, `y`] array in vehicle coordinates
- 2 Width: The width of the object as reported by the video sensor (Note: The sensor does not report any other dimension of the object size.)
- 3 Labels: The reported classification of the object

```

function videoDetections = processDetections(visionData, videoDetections)
% The video sensor reports a classification value as an integer
% according to the following enumeration (starting from 0)
ClassificationValues = {'Unknown', 'Unknown Small', 'Unknown Big', ...
    'Pedestrian', 'Bike', 'Car', 'Truck', 'Barrier'};

% The total number of objects reported by the sensor in this frame

```



```

numVideoObjects = visionData.numObjects;

% The video objects are reported only 10 times per second, but the video
% has a frame rate of 20 frames per second. To prevent the annotations from
% flickering on and off, this function returns the values from the previous
% timestep if there are no video objects.
if numVideoObjects == 0
    if nargin == 1 % Returning a result even if there is no previous value
        videoDetections = struct('positions', {}, 'labels', {}, 'widths', {});
    end
    return;
else
    % Prepare a container for the relevant properties of video detections
    videoDetections = struct('positions', [], 'labels', [], 'widths', []);
    for i = 1:numVideoObjects
        videoDetections(i).widths = visionData.object(i).size(2);
        videoDetections(i).positions = visionData.object(i).position(1:2);
        videoDetections(i).labels = ClassificationValues{visionData.object(i).classification + 1};
    end
end
end

```

**processLanes** - Reads reported lane information and converts it into `parabolicLaneBoundary` objects.

Lane boundaries are updated based on the `laneReports` from the recordings. The sensor reports the lanes as parameters of a parabolic model:  $y = ax^2 + bx + c$

```

function laneBoundaries = processLanes(laneReports)
% Return processed lane boundaries

% Boundary type information
types = {'Unmarked', 'Solid', 'Dashed', 'Unmarked', 'BottsDots', ...
        'Unmarked', 'Unmarked', 'DoubleSolid'};

% Read the recorded lane reports for this frame
leftLane    = laneReports.left;
rightLane   = laneReports.right;

% Create parabolicLaneBoundary objects for left and right lane boundaries
leftParams = cast([leftLane.curvature, leftLane.headingAngle, leftLane.offset], 'double');
leftBoundaries = parabolicLaneBoundary(leftParams);
leftBoundaries.BoundaryType = types{leftLane.boundaryType};

rightParams = cast([rightLane.curvature, rightLane.headingAngle, rightLane.offset], 'double');
rightBoundaries = parabolicLaneBoundary(rightParams);
rightBoundaries.BoundaryType = types{rightLane.boundaryType};

laneBoundaries = [leftBoundaries, rightBoundaries];
end

```

## See Also

**Apps**  
**Camera Calibrator**

**Functions**

insertObjectAnnotation | insertLaneBoundary

**Objects**

VideoReader | monoCamera | vision.DeployableVideoPlayer

**More About**

- “Calibrate a Monocular Camera” on page 1-8
- “Coordinate Systems in Automated Driving Toolbox” on page 1-2
- “Visual Perception Using Monocular Camera” on page 8-108

## Read Data From ADTF DAT Files

This example shows how to read data from ADTF DAT files using `adtffileReader` and `adtfstreamReader` objects.

To read the data, you first create an `adtffileReader` object that will act as a file handler object for the DAT file. This object gives useful information about the streams present in the DAT file and its contents. Following are the three main ways you can create an `adtffileReader` object:

- **Using DAT file only** on page 8-19: Applies to image and video stream data
- **Using DAT file and DDL description file** on page 8-20: Applies to structured data
- **Using ADTF plugins, given a DAT file and/or DDL description file** on page 8-20: Applies to data which requires some ADTF plugins

Next, you select the data to be read from the DAT file, which creates an `adtfstreamReader` object. You can then use this object to read the data. Following are some of the common ways you can read the data:

- Read data from a single stream on page 8-21
- Read data within a specified time range and index range filters, across selected streams on page 8-23
- Read data from multiple streams simultaneously on page 8-24

The data you read from the DAT file will be present in the MATLAB workspace, in raw form.

### Create `adtffileReader` Object

#### Using DAT file only

Create an `adtffileReader` object by specifying ADTF DAT file name as the only argument to create the file reader object, to read data from streams like images and videos.

```
datFileName = fullfile("C:", "data", "sample_can_video.dat");
fileReader = adtffileReader(datFileName) %#ok
```

```
fileReader =
    DataFileName: "C:\data\sample_can_video.dat"
  DescriptionFileName: ""
    PluginDirectory: ""
      StreamCount: 2
      StreamInfo:
```

StreamIndex	StreamName	StreamType	StartTime	EndTime	ItemCount	Subst
1	{'rawcan' }	{'UNRESOLVED' }	0 sec	14.805 sec	743	{0×1 }
2	{'video' }	{'adtff/image' }	0 sec	14.799 sec	149	{0×1 }

From the `StreamInfo` property, note that

- Stream 1 is named 'rawcan'. It contains 743 data items spanning from 0 to 14.805 seconds. However, this stream is not supported for reading as its 'StreamType' is 'UNRESOLVED'. To read such streams, we might need to some additional ADTF plugins, as explained here on page 8-21.
- Stream 2 is named 'video'. It is an 'adtf/image' stream, which is a common ADTF stream type for video and image streams. It contains 149 image frames, recorded over an interval of 14.799 seconds.
- Both streams do not contain any substreams, hence the 'SubstreamInfo' field has an empty struct.

### Using DAT file and DDL description file

Some DAT files contain structured data (for example, CAN data). To read such data into MATLAB workspace, you need a DDL description file containing details about the structure of the data within the streams. Specify the name of the DDL description file as an additional argument while creating an `adtfFileReader` object. Note that the DAT file `sample_can.adtfdat` contains dummy data and is used for demonstration purposes only.

```
datFileName = fullfile("C:", "data", "sample_can.adtfdat");
ddlFileName = fullfile("C:", "data", "sample_can.description");
fileReader = adtfFileReader(datFileName, ddlFileName) %#ok
```

```
fileReader =
    DataFileName: "C:\data\sample_can.adtfdat"
  DescriptionFileName: "C:\data\sample_can.description"
    PluginDirectory: ""
      StreamCount: 1
      StreamInfo:
```

StreamIndex	StreamName	StreamType	StartTime	EndTime	ItemCount
1	{'rawcan'}	{'adtf/devicetb/can'}	0 sec	0.98 sec	99

Note that the above output shows a different stream type, 'adtf/devicetb/can', for the CAN stream, unlike the 'UNRESOLVED' stream type in the previous section. This due to the fact that the `sample_can.adtfdat` is in ADTF 3.0 format file whereas `sample_can_video.dat` is an ADTF 2.0 format file. For the 2.0 format, additional plugins may be necessary to read the data.

In some cases, DDL can be stored internally into a DAT file itself. Then the DDL description file is not required.

### Use ADTF Plugins, Given a DAT File and/or DDL Description File

An ADTF Plugin is a compiled object that provides additional functionality to ADTF Runtime. They are very specific to ADTF framework and you can read more about them here.

In certain cases, ADTF Plugins are necessary to read data from streams. For such cases, specify the path to the folder storing the plugins as an additional argument while creating an `adtfFileReader` object. Replace the value of `pluginFolder` variable with the path on your system that contain the plugins.

```
datFileName = fullfile("C:", "data", "sample_can_video.dat");
ddlFileName = fullfile("C:", "data", "sample_can_video.description");
```

```

pluginFolder = fullfile("C:", 'pluginFolder');

fileReader = adtfFileReader(datFileName, ddlFileName, pluginFolder) %#ok

fileReader =
    DataFileName: "C:\data\sample_can_video.dat"
    DescriptionFileName: "C:\data\sample_can_video.description"
    PluginDirectory: "C:\pluginFolder"
    StreamCount: 2
    StreamInfo:

```

StreamIndex	StreamName	StreamType	StartTime	EndTime	ItemCount
1	{'rawcan' }	{'adtf/devicetb/can' }	0 sec	14.805 sec	743
2	{'video' }	{'adtf/image' }	0 sec	14.799 sec	149

Note that there are different versions of same plugin for every Operating System. If plugins are required to read streams in the DAT file, and you do not specify their path, the StreamType value for those will be 'UNRESOLVED'.

For cases where DDL description file is not required, but a plugin is needed, then you can use the following syntax:

```

datFileName = fullfile("C:", "data", "sample_can_video.dat");
pluginFolder = fullfile("C:", 'pluginFolder');

```

```

fileReader = adtfFileReader(datFileName, pluginFolder) %#ok

```

```

fileReader =
    DataFileName: "C:\data\sample_can_video.dat"
    DescriptionFileName: ""
    PluginDirectory: "C:\pluginFolder"
    StreamCount: 2
    StreamInfo:

```

StreamIndex	StreamName	StreamType	StartTime	EndTime	ItemCount
1	{'rawcan' }	{'adtf/devicetb/can' }	0 sec	14.805 sec	743
2	{'video' }	{'adtf/image' }	0 sec	14.799 sec	149

## Select and Read Data

### Read Data from Single Stream

Create the adtfFileReader object. Note that the DAT file sample\_struct.dat contains dummy data and is used for demonstration purposes only.

```

datFileName = fullfile("C:", "data", "sample_struct.dat");
ddlFileName = fullfile("C:", "data", "sample_struct.description");
fileReader = adtfFileReader(datFileName, ddlFileName)

```

```
fileReader =
    DataFileName: "C:\data\sample_struct.dat"
    DescriptionFileName: "C:\data\sample_struct.description"
    PluginDirectory: ""
    StreamCount: 2
    StreamInfo:
```

StreamIndex	StreamName	StreamType	StartTime	EndTime	ItemCount
1	{'FirstStream' }	{'adtf2/legacy'}	0.09 sec	1.07 sec	99
2	{'SecondStream'}	{'adtf2/legacy'}	0.09 sec	0.98 sec	90

Select the stream to be read by specifying their stream index.

```
streamReader = select(fileReader, 1);
```

Read the first item in the selected stream.

```
dataItem = readNext(streamReader)
```

```
dataItem = struct with fields:
    StreamIndex: 1
    Data: [1x1 struct]
```

In the structure `dataItem`, 'StreamIndex' field shows the selected stream index and the 'Data' field.

```
disp(dataItem.Data);

    ChunkTimestamp: 90000
    SampleTimestamp: 90000
        IsValid: 1
        Item: [1x1 struct]
    ItemName: 'tFirstStream'
```

Structure `item.Data`, contains the actual data 'Item', and 'ItemName' representing the struct name given to the data item when the DAT file was created. 'ChunkTimestamp' (in microseconds) is the time at which this data was written into the DAT file and 'SampleTimestamp' (in microseconds) is the time at which this data was recorded or computed (let us say from a sensor). 'IsValid' when set to `logical(1)` means that the data inside 'Item' is valid, otherwise at `logical(0)` it will contain a string of error message explaining why a valid data is not extracted.

```
% Display time at which data was written
fprintf("ChunkTimestamp = %d\n",dataItem.Data.ChunkTimestamp);

ChunkTimestamp = 90000

% Display time at which data was created
fprintf("SampleTimestamp = %d\n",dataItem.Data.SampleTimestamp);

SampleTimestamp = 90000

% Display data
disp(dataItem.Data.Item)
```

```

signal1: [1x1 struct]
signal2: [2x1 double]
Signal1: [1x1 struct]
Signal2: [2x1 double]

```

You can also iterate over all the data items in the selected stream.

```

% Read one item at a time
while hasNext(streamReader)
    dataItem = readNext(streamReader);
    % Process data
end

```

Alternatively, you can read all data items at once and iterate over it later.

```

% Read everything at once
items = read(streamReader);

% Iterate over the data
for i=1:streamReader.DataCount
    timestamp = items.Data(i).ChunkTimestamp;
    data = items.Data(i).Item;
    % Process data
end

```

### Read Data with TimeRange and IndexRange Filters

Create the `adtffileReader` object.

```

datFileName = fullfile("C:", "data", "sample_can.adtfdat");
ddlFileName = fullfile("C:", "data", "sample_can.description");
fileReader = adtffileReader(datFileName, ddlFileName)

```

```

fileReader =
    DataFileName: "C:\data\sample_can.adtfdat"
    DescriptionFileName: "C:\data\sample_can.description"
    PluginDirectory: ""
    StreamCount: 1
    StreamInfo:

```

StreamIndex	StreamName	StreamType	StartTime	EndTime	ItemCount
1	{'rawcan'}	{'adtff/devicecb/can'}	0 sec	0.98 sec	99

Use the name-value argument, `IndexRange`, in the `select` function to filter the search to the last 10 data items in the selected stream.

```

streamIndex = 1;
startIndex = fileReader.StreamInfo(streamIndex).ItemCount - 9; % 10th element index from last
endIndex = fileReader.StreamInfo(streamIndex).ItemCount; % last index
streamReader = select(fileReader, streamIndex, IndexRange=[startIndex endIndex]); %#ok

```

Use the name-value argument, `TimeRange`, to filter the search to all the data items recorded between 1 to 2 seconds, across the selected streams.

```

startTime    = seconds(0.1);
endTime      = seconds(0.2);
streamReader = select(fileReader, TimeRange=[startTime endTime]); %#ok

```

```
INFO : All streams are selected.
```

Next, you can iterate through the items using the `readNext` and `hasNext` functions, or read all items at once using `readNext` function. See Read Data from Single Stream section on page 8-21 for more information.

### Reading multiple streams

Create the `adtFFileReader` object.

```

datFileName = fullfile("C:", "data", "sample_struct.dat");
ddlFileName = fullfile("C:", "data", "sample_struct.description");
fileReader  = adtfFileReader(datFileName, ddlFileName)

```

```

fileReader =
    DataFileName: "C:\data\sample_struct.dat"
  DescriptionFileName: "C:\data\sample_struct.description"
    PluginDirectory: ""
      StreamCount: 2
      StreamInfo:

```

StreamIndex	StreamName	StreamType	StartTime	EndTime	ItemCount
1	{'FirstStream' }	{'adtF2/legacy'}	0.09 sec	1.07 sec	99
2	{'SecondStream' }	{'adtF2/legacy'}	0.09 sec	0.98 sec	90

You can select streams by specifying their stream indices. To select all streams by default, then do not specify any stream indices.

While reading data from multiple streams simultaneously, it is possible that there are unequal number of data items across different streams. To illustrate, perform the following selection.

```

firstStreamIndex = 1;
secondStreamIndex = 2;
startTime = seconds(0.98);
endTime = seconds(2.0);

```

```
streamReader = select(fileReader, [firstStreamIndex, secondStreamIndex], TimeRange=[startTime endTime]);
```

```
fprintf("Number of elements in stream 1 = %d\n", streamReader.DataCount(firstStreamIndex));
```

```
Number of elements in stream 1 = 10
```

```
fprintf("Number of elements in stream 2 = %d\n", streamReader.DataCount(secondStreamIndex));
```

```
Number of elements in stream 2 = 1
```

Note that first stream has 10 items and second stream has only 1 item. If you read all data items at once using the `read` function, then stream 1 will return an array of 10 structures, and stream 2 will return a single structure.

```
allData = read(streamReader)
```



```
allData=2x1 struct array with fields:  
    StreamIndex  
    Data
```

When you read data one-by-one, during the first call to `readNext`, you get one structure for each stream as expected.

```
data1 = readNext(streamReader)
```

```
data1=2x1 struct array with fields:  
    StreamIndex  
    Data
```

In the next call to `readNext`, we only get items for stream 1.

```
data2 = readNext(streamReader)
```

```
data2 = struct with fields:  
    StreamIndex: 1  
    Data: [1x1 struct]
```

Note that although one of the streams has reached end of selection, `readNext` still returns the data items from the remaining streams. Similarly, the `hasNext` function will return `true` even if one of the streams in the selection has data available to read.

```
hasNext(streamReader)
```

```
ans = logical  
     1
```

## Read Sensor Messages from IDC file

Create an `ibeoFileReader` object, `ibeoReader`, to read the message headers from an IDC file. Replace the placeholder argument `sample_data.idc` with the name of your IDC file as `sample_data.idc` file is not provided with the toolbox.

```
ibeoReader = ibeoFileReader('sample_data.idc')
```

```
ibeoReader =
```

```
ibeoFileReader with properties:
```

```

    FileName: "C:/Documents/MATLAB/ibeo_data/sample_data.idc"
    StartTime: 15-Mar-2020 11:21:04.999434999
    EndTime: 15-Mar-2020 11:25:35.030095000
    Duration: 00:04:30
FileSummary: CAN          53      msgs [0x1002]
              scan        53      msgs [0x2205]
              object     106      msgs [0x2281]
              image       53      msgs [0x2403]
              vehicleState 53      msgs [0x2808]
              measurementList 53    msgs [0x2821]
              pointCloudPlane 53    msgs [0x7510]
              unsupported  53      msgs [0x6120]
              unsupported  53      msgs [0x6970]
```

Create two `ibeoMessageReader` objects, `imgReader` and `objReader`, to read all image and object detection messages in the first 2 minutes, respectively, by using the `select` function with appropriate message type and time range values.

```
timeRange = [0 minutes(2)];
imgReader = select(ibeoReader, 'image', timeRange);
objReader = select(ibeoReader, 'object', timeRange);
```

Read the first 10 images and all object detection messages in the first 2 minutes, by using the `readMessages` function on the respective `ibeoMessageReader` objects with appropriate `indices` and `timeRange` arguments. Reading object detection messages returns both online objects and postprocessed objects along with their metadata.

```
imgs = readMessages(imgReader, 1:10);
[rawObjs, procObjs, rawMetadata, procMetadata] = readMessages(objReader);
```

# Automate Ground Truth Labeling Across Multiple Signals

This example shows how to automate the labeling of multiple signals simultaneously by using the Ground Truth Labeler app and the `AutomationAlgorithm` interface. The automation algorithm used in this example estimates the label positions of vehicles in point cloud frames based on the label positions of vehicles in corresponding image frames using camera-to-lidar calibration parameters.

## The Ground Truth Labeler App

Good ground truth data is crucial for developing driving algorithms and evaluating their performances. However, creating a rich and diverse set of annotated driving data requires significant time and resources. The Ground Truth Labeler app makes this process efficient. You can use this app as a fully manual annotation tool to mark lane boundaries, vehicle bounding boxes, and other objects of interest for a vision system. However, manual labeling requires a significant amount of time and resources. This app also provides a framework to create algorithms to extend and automate the labeling process. You can create and use the algorithms to quickly label entire data sets, and then follow it up with a more efficient, shorter manual verification step. You can also edit the results of the automation step to account for challenging scenarios that the automation algorithm might have missed.

This example describes creating an algorithm that can be used in the Ground Truth Labeler app to automatically detect vehicles in the image and estimate their positions in the corresponding point cloud using camera-to-lidar calibration parameters.

## Detect Vehicles Using ACF Vehicle Detector

To detect the vehicles in images, the automation algorithm uses a pretrained aggregate channel features (ACF) vehicle detector, `vehicleDetectorACF`. Preview how the algorithm works by loading a sample image and the ACF vehicle detector, detecting vehicles in the image, and inserting 2-D bounding boxes around the vehicles in the image.

```
% Load the data from the MAT file and extract the image.
data = load(fullfile(toolboxdir('lidar'),'lidardata','lcc','bboxesGT.mat'));
I = data.im;

% Load the pretrained detector for vehicles.
detector = vehicleDetectorACF('front-rear-view');

% Detect vehicles and show the bounding boxes.
[imBboxes,~] = detect(detector, I);
Iout = insertShape(I,'rectangle',imBboxes,'LineWidth',4);
figure
imshow(Iout)
title('Detected Vehicles')
```

Detected Vehicles



If you have camera calibration information available, you can improve this detector by filtering out false positives from the detections. The “Visual Perception Using Monocular Camera” on page 8-108 example describes how to create a pretrained vehicle detector and configure it to detect vehicle bounding boxes using the calibrated monocular camera configuration.

### Estimate 3-D Bounding Box for Vehicles in Point Cloud

To estimate vehicles in the point cloud frames from the corresponding detected vehicles in the image frames, the algorithm uses the `bboxCameraToLidar` (Lidar Toolbox) function. This function uses lidar-to-camera calibration parameters to estimate 3-D bounding boxes based on 2-D bounding boxes. To estimate the bounding boxes, the function takes as input the intrinsic camera parameters, `cameraIntrinsics`, and a camera-to-lidar rigid transformation, `rigid3d`.

Preview how the algorithm works by loading the point cloud corresponding to the image, estimating the 3-D bounding boxes of vehicles in the point cloud, and inserting the bounding boxes around the vehicles in the point cloud.

```
% Extract the point cloud.
ptCloud = data.pc;

% Extract the intrinsic camera parameters.
intrinsics = data.cameraParams;
```

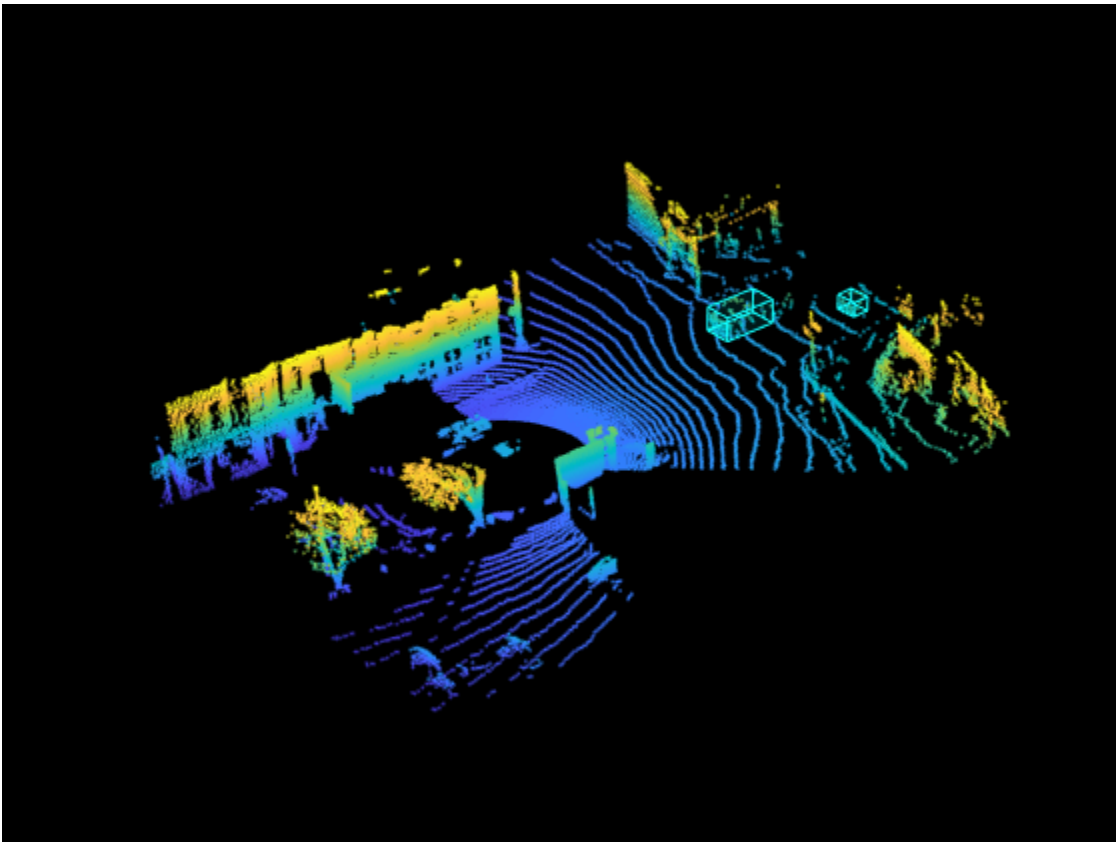
```

% Extract the camera-to-lidar rigid transformation.
tform = data.camToLidar;

% Estimate the bounding boxes in the point cloud.
pcBboxes = bboxCameraToLidar(imBboxes, ptCloud, intrinsics, tform);

% Display bounding boxes in the point cloud.
figure
ax = pcshow(ptCloud.Location);
showShape('cuboid',pcBboxes,'Parent',ax,'Opacity',0.1,'Color',[0.06 1.00 1.00],'LineWidth',0.5)
hold on
zoom(ax,1.5)
title('Estimated Bounding Box in Point Cloud')
hold off

```



### Prepare Multisignal Vehicle Detector Automation Class

To incorporate the multisignal vehicle detector algorithm into the automation workflow of the Ground Truth Labeler app, construct a class that inherits from the abstract base class, `vision.labeler.AutomationAlgorithm`. This base class defines properties and signatures for methods that the app uses for configuring and running the custom algorithm. The Ground Truth Labeler app provides a convenient way to obtain an initial automation class template. For details, see “Create Automation Algorithm for Labeling”. The `MultiSignalVehicleDetector` class is based on this template and provides you with a ready-to-use automation class for vehicle detection in image and vehicle bounding box estimation in the point cloud. The comments of the class outline the basic steps needed to implement each API call.

Step 1 contains properties that define the name and description of the algorithm and the directions for using the algorithm.

```
% -----
% Step 1: Define the properties required for describing the algorithm,
% which include Name, Description, and UserDirections.
properties(Constant)

    % Name Algorithm name
    % Character vector specifying the name of the algorithm.
    Name = 'Multisignal Vehicle Detector';

    % Description Algorithm description
    % Character vector specifying the short description of the algorithm.
    Description = ['Detect vehicles using ACF Vehicle Detector in ' ...
        'image and estimate them in point cloud.'];

    % UserDirections Algorithm usage directions
    % Cell array of character vectors specifying directions for
    % algorithm users to follow.
    UserDirections = {'Select one of the rectangle ROI labels to ' ...
        'label objects as Vehicle.', ...
        ['Click Settings and on the Lidar Camera Calibration ' ...
        'Parameters tab, load the cameraIntrinsics and rigid3d ' ...
        'objects from the workspace.'], ...
        ['Specify additional parameters under Settings.'], ...
        ['Click Run to detect vehicles in each image and point cloud.'], ...
        ['Review automated labels manually. You can modify, delete ', ...
        'and add new labels.'], ...
        ['If you are not satisfied with the results, click Undo ' ...
        'Run. Click Settings to modify algorithm settings and click ', ...
        'Run again.'], ...
        ['When you are satisfied with the results, click Accept and ', ...
        'return to manual labeling.']}];
end
```

Step 2 contains the custom properties for the core algorithm.

```
% -----
% Step 2: Define properties to be used to manage algorithm execution.
properties

    % SelectedLabelName Selected label name
    % Name of the selected label. Vehicles detected by the algorithm will
    % be assigned this variable name.
    SelectedLabelName

    % Detector Detector
    % Pretrained vehicle detector, an object of class
    % acfObjectDetector.
    Detector

    % VehicleModelName Vehicle detector model name
    % Name of pretrained vehicle detector model.
    VehicleModelName = 'full-view';

    % OverlapThreshold Overlap threshold
    % Threshold value used to eliminate overlapping bounding boxes
```

```
% around the reference bounding box, between 0 and 1. The
% bounding box overlap ratio denominator, 'RatioType', is set to
% 'Min'.
OverlapThreshold = 0.45;

% ScoreThreshold Classification score threshold
% Threshold value used to reject detections with low detection
% scores.
ScoreThreshold = 20;

% ConfigureDetector Detection configuration flag
% Boolean value that determines whether the detector is
% configured using monoCamera sensor.
ConfigureDetector = false;

% SensorObj monoCamera sensor
% Monocular camera sensor object, monoCamera, used to configure
% the detector. A configured detector runs faster and can
% potentially result in better detections.
SensorObj = [];

% SensorStr monoCamera sensor variable name
% Character vector specifying the monoCamera object variable name
% used to configure the detector.
SensorStr = '';

% VehicleWidth Vehicle width
% Vehicle width used to configure the detector, specified as
% [minWidth, maxWidth], which describes the approximate width of the
% object in world units.
VehicleWidth = [1.5 2.5];

% VehicleLength Vehicle length
% Vehicle length used to configure the detector, specified as
% [minLength, maxLength] vector, which describes the approximate
% length of the object in world units.
VehicleLength = [];

% IntrinsicsObj Camera intrinsics
% cameraIntrinsics object, which represents a projective
% transformation from camera to image coordinates.
IntrinsicsObj = [];

% IntrinsicsStr cameraIntrinsics variable name
% cameraIntrinsics object variable name.
IntrinsicsStr = '';

% ExtrinsicsObj Camera-to-lidar rigid transformation
% rigid3d object representing the 3-D rigid geometric transformation
% from the camera to the lidar.
ExtrinsicsObj = [];

% ExtrinsicsStr rigid3d variable name
% Camera-to-lidar rigid3d object variable name.
ExtrinsicsStr = '';

% ClusterThreshold Clustering threshold for two adjacent points
% Threshold specifying the maximum distance between two adjacent points
```

```

    % for those points to belong to the same cluster.
    ClusterThreshold = 1;

end

```

Step 3 deals with function definitions.

The first function, `supportsMultisignalAutomation`, checks that the algorithm supports multiple signals. For the multisignal vehicle detector, you load both image and point cloud signals, so `success` is set to `true`.

```

function success = supportsMultisignalAutomation(~)
    % Supports MultiSignal.
    success = true;
end

```

The next function, `checkSignalType`, checks that only signals of the appropriate type are supported for automation. The multisignal vehicle detector must support signals of type `Image` and `PointCloud`, so this version of the function checks for both signal types.

```

function isValid = checkSignalType(signalType)
    % Only video/image sequence and point cloud signal data
    % is valid.
    isValid = any(signalType == vision.labeler.loading.SignalType.Image) && ...
        any(signalType == vision.labeler.loading.SignalType.PointCloud);
end

```

The next function, `checkLabelDefinition`, checks that only labels of the appropriate type are enabled for automation. For vehicle detection in image and point cloud signals, you check that only labels of type `Rectangle/Cuboid` are enabled, so this version of the function checks the `Type` of the labels.

```

function isValid = checkLabelDefinition(~, labelDef)
    % Only Rectangular/Cuboid ROI Label definitions are valid for the
    % Vehicle Detector.
    isValid = (labelDef.Type == labelType.Cuboid || labelDef.Type == labelType.Rectangle);
end

```

The next function, `checkSetup`, checks that only one ROI label definition is selected to automate.

```

function isReady = checkSetup(algObj, ~)
    % Is there one selected ROI Label definition to automate?
    isReady = ~isempty(algObj.SelectedLabelDefinitions);
end

```

Next, the `settingsDialog` function obtains and modifies the properties defined in step 2. This API call lets you create a dialog box that opens when a user clicks the **Settings** button in the **Automate** tab. To create this dialog box, use the `dialog` function to create a modal window to ask the user to specify the `cameraIntrinsics` object and `rigid3d` object. The `multiSignalVehicleDetectorSettings` method contains the code for settings and also adds input validation steps.

```

function settingsDialog(algObj)
    % Invoke dialog box to input camera intrinsics and
    % camera-to-lidar rigid transformation and options for choosing
    % a pretrained model, overlap threshold, detection score

```



```

    % threshold, and clustering threshold. Optionally, input a
    % calibrated monoCamera sensor to configure the detector.
    multiSignalVehicleDetectorSettings(algObj);
end

```

Step 4 specifies the execution functions. The `initialize` function populates the initial algorithm state based on the existing labels in the app. In the `MultiSignalVehicleDetector` class, the `initialize` function has been customized to store the name of the selected label definition and to load the pretrained ACF vehicle detector and save it to the `Detector` property.

```

function initialize(algObj, ~)

    % Store the name of the selected label definition. Use this
    % name to label the detected vehicles.
    algObj.SelectedLabelName = algObj.SelectedLabelDefinitions.Name;

    % Initialize the vehicle detector with a pretrained model.
    algObj.Detector = vehicleDetectorACF(algObj.VehicleModelName);
end

```

Next, the `run` function defines the core vehicle detection algorithm of this automation class. The `run` function is called for each frame of the image and point cloud sequence and expects the automation class to return a set of labels. The `run` function in `MultiSignalVehicleDetector` contains the logic described previously for detecting 2-D vehicle bounding boxes in image frames and estimating 3-D vehicle bounding boxes in point cloud frames.

```

function autoLabels = run(algObj, I)
    % autoLabels a cell array of length the same as the number of
    % signals.
    autoLabels = cell(size(I,1),1);

    % Get the index of Image and PointCloud frames.
    if isa(I{1,1}, "pointCloud")
        pcIdx = 1;
        imIdx = 2;
    else
        imIdx = 1;
        pcIdx = 2;
    end

    % Detect bounding boxes on image frame.
    selectedBboxes = detectVehicle(algObj, I{imIdx,1});

    % Estimate bounding boxes on point cloud frame.
    if ~isempty(selectedBboxes)

        % Store labels from the image.
        imageLabels = struct('Type', labelType.Rectangle, ...
            'Name', algObj.SelectedLabelDefinitions.Name, ...
            'Position', selectedBboxes);
        autoLabels{imIdx, 1} = imageLabels;

        % Remove the ground plane for the point cloud.
        groundPtsIndex = segmentGroundFromLidarData(I{pcIdx,1}, ...
            "ElevationAngleDelta", 15, "InitialElevationAngle", 10);

        nonGroundPts = select(I{pcIdx,1}, ~groundPtsIndex);
    end
end

```

```

% Predict 3-D bounding boxes.
pcBboxes = bboxCameraToLidar(selectedBboxes, nonGroundPts, algObj.IntrinsicsObj,
    algObj.ExtrinsicsObj, "ClusterThreshold", algObj.ClusterThreshold);

% Store labels from the point cloud.
if(~isempty(pcBboxes))
    pcLabels = struct('Type', labelType.Cuboid,...
        'Name', algObj.SelectedLabelDefinitions.Name,...
        'Position', pcBboxes);
    autoLabels{pcIdx, 1} = pcLabels;
else
    autoLabels{pcIdx, 1} = {};
end
else
    autoLabels{imIdx, 1} = {};
    autoLabels{pcIdx, 1} = {};
end
end
end

```

Finally, the `terminate` function handles any cleanup or tear-down required after the automation is done. This algorithm does not require any cleanup, so the function is empty.

```

function terminate(~)
end

```

### Use Multisignal Vehicle Detector Automation Class in App

The properties and methods described in the previous section are implemented in the `MultiSignalVehicleDetector` automation algorithm class file. To use this class in the app:

Create the folder structure `+vision/+labeler` required under the current folder, and copy the automation class into it.

```

mkdir('+vision/+labeler');
copyfile(fullfile(matlabroot,'examples','driving','main','MultiSignalVehicleDetector.m'), ..
    '+vision/+labeler');

```

Download the point cloud sequence (PCD) and image sequence. For illustration purposes, this example uses WPI lidar data collected on a highway from an Ouster OS1 lidar sensor and WPI image data from a front-facing camera mounted on an ego vehicle. Execute the following code block to download and save lidar and image data in a temporary folder. Depending on your Internet connection, the download process can take some time. The code suspends MATLAB® execution until the download process is complete. Alternatively, you can download the data set to your local disk using your web browser and extract the file.

Download the image sequence to a temporary location.

```

imageURL = 'https://www.mathworks.com/supportfiles/lidar/data/WPI_ImageData.tar.gz';
imageDataFolder = fullfile(tempdir, 'WPI_ImageData', filesep);
imageDataTarFile = imageDataFolder + "WPI_ImageData.tar.gz";

if ~exist(imageDataFolder, 'dir')
    mkdir(imageDataFolder)
end

if ~exist(imageDataTarFile, 'file')

```

```

        disp('Downloading WPI Image driving data (225 MB)...');
        websave(imageDataTarFile, imageURL);
        untar(imageDataTarFile, imageDataFolder);
    end

    % Check if image tar.gz file is downloaded, but not uncompressed.
    if ~exist(fullfile(imageDataFolder, 'imageData'), 'dir')
        untar(imageDataTarFile, imageDataFolder)
    end
end

```

For illustration purposes, this example uses only a subset of the WPI image sequence, from frames 920-940. To load the subset of images into the app, copy the images into a folder.

```

% Create new folder and copy the images.
imDataFolder = imageDataFolder + "imageDataSequence";
if ~exist(imDataFolder, 'dir')
    mkdir(imDataFolder);
end

for i = 920 : 940
    filename = strcat(num2str(i, '%06.0f'), '.jpg');
    source = fullfile(imageDataFolder, 'imageData', filename);
    destination = fullfile(imageDataFolder, 'imageDataSequence', filename);
    copyfile(source, destination)
end

```

Download the point cloud sequence to a temporary location.

```

lidarURL = 'https://www.mathworks.com/supportfiles/lidar/data/WPI_LidarData.tar.gz';
lidarDataFolder = fullfile(tempdir, 'WPI_LidarData', filesep);
lidarDataTarFile = lidarDataFolder + "WPI_LidarData.tar.gz";

if ~exist(lidarDataFolder)
    mkdir(lidarDataFolder)
end

if ~exist(lidarDataTarFile, 'file')
    disp('Downloading WPI Lidar driving data (760 MB)...');
    websave(lidarDataTarFile, lidarURL);
    untar(lidarDataTarFile, lidarDataFolder);
end

% Check if lidar tar.gz file is downloaded, but not uncompressed.
if ~exist(fullfile(lidarDataFolder, 'WPI_LidarData.mat'), 'file')
    untar(lidarDataTarFile, lidarDataFolder);
end

```

The Ground Truth Labeler app supports the loading of point cloud sequences composed of PCD or PLY files. Save the downloaded point cloud data to PCD files. For illustration purposes, in this example, you save only a subset of the WPI point cloud data, from frames 920-940.

```

% Load downloaded lidar data into the workspace.
load(fullfile(lidarDataFolder, 'WPI_LidarData.mat'), 'lidarData');
lidarData = reshape(lidarData, size(lidarData, 2), 1);

% Create new folder and write lidar data to PCD files.
pcdDataFolder = lidarDataFolder + "lidarDataSequence";
if ~exist(pcdDataFolder, 'dir')

```

```
        mkdir(fullfile(lidarDataFolder, 'lidarDataSequence'));
    end

    disp('Saving WPI Lidar driving data to PCD files ...');
    for i = 920:940
        filename = strcat(fullfile(lidarDataFolder, 'lidarDataSequence', filesep), ...
            num2str(i, '%06.0f'), '.pcd');
        pcwrite(lidarData{i}, filename);
    end
```

Calibration information is expected to be in the form of intrinsic and extrinsic (rigid transformation) parameters as mentioned in “Lidar and Camera Calibration” (Lidar Toolbox). Load camera intrinsics, which are stored in a `cameraIntrinsics` object, and the camera-to-lidar rigid transformation, which is stored in a `rigid3d` object, to the workspace. The WPI data in this example is calibrated and the intrinsic and extrinsic (camera-to-lidar transformation) parameters are saved in the MAT file.

```
data = load(fullfile(toolboxdir('lidar'), 'lidardata', 'lcc', 'bboxGT.mat'));
cameraParams = data.cameraParams;
camToLidar = data.camToLidar;
```

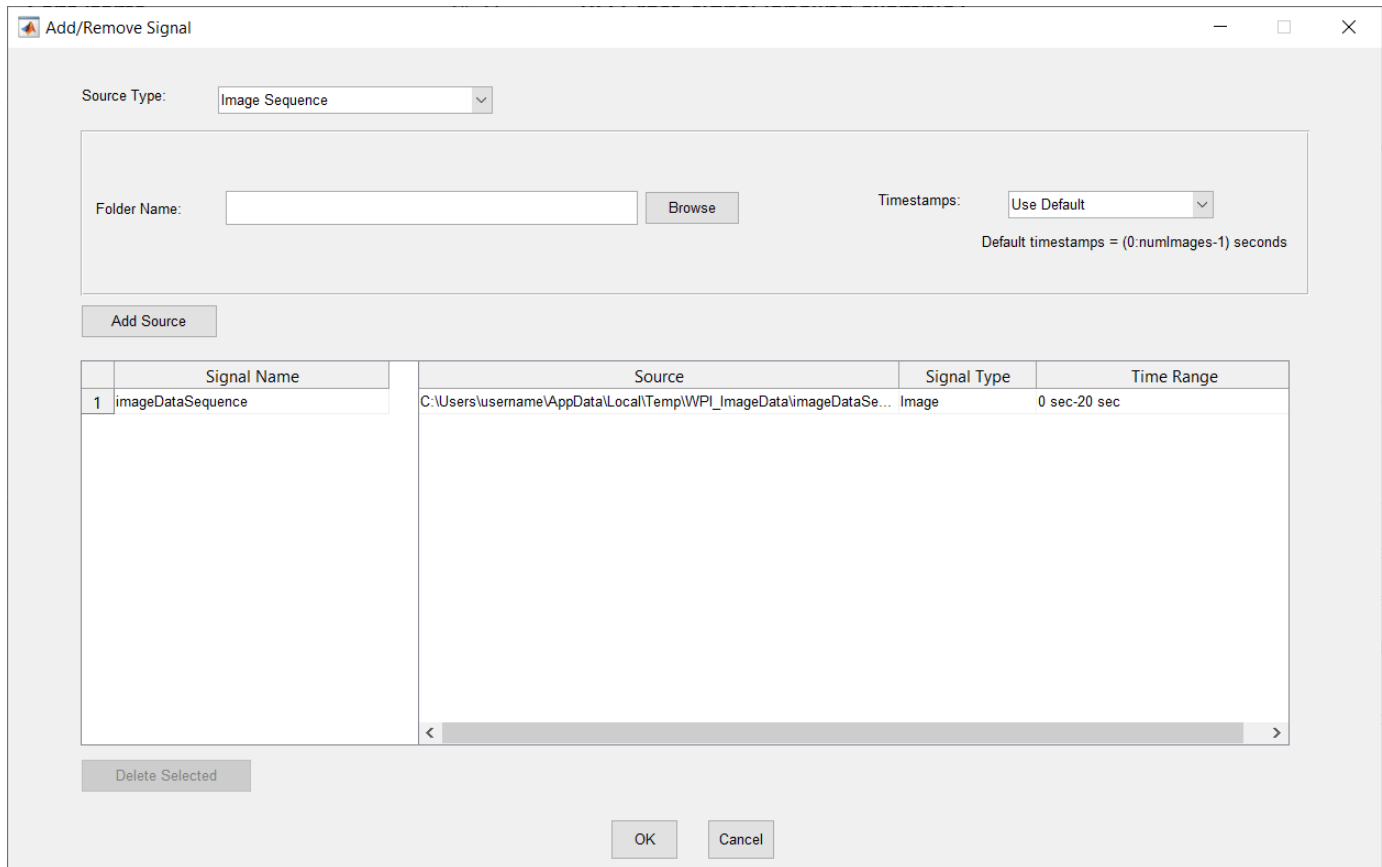
Open the Ground Truth Labeler app.

```
imageDir = fullfile(tempdir, 'WPI_ImageData', 'imageDataSequence');
pointCloudDir = fullfile(tempdir, 'WPI_LidarData', 'lidarDataSequence');

groundTruthLabeler
```

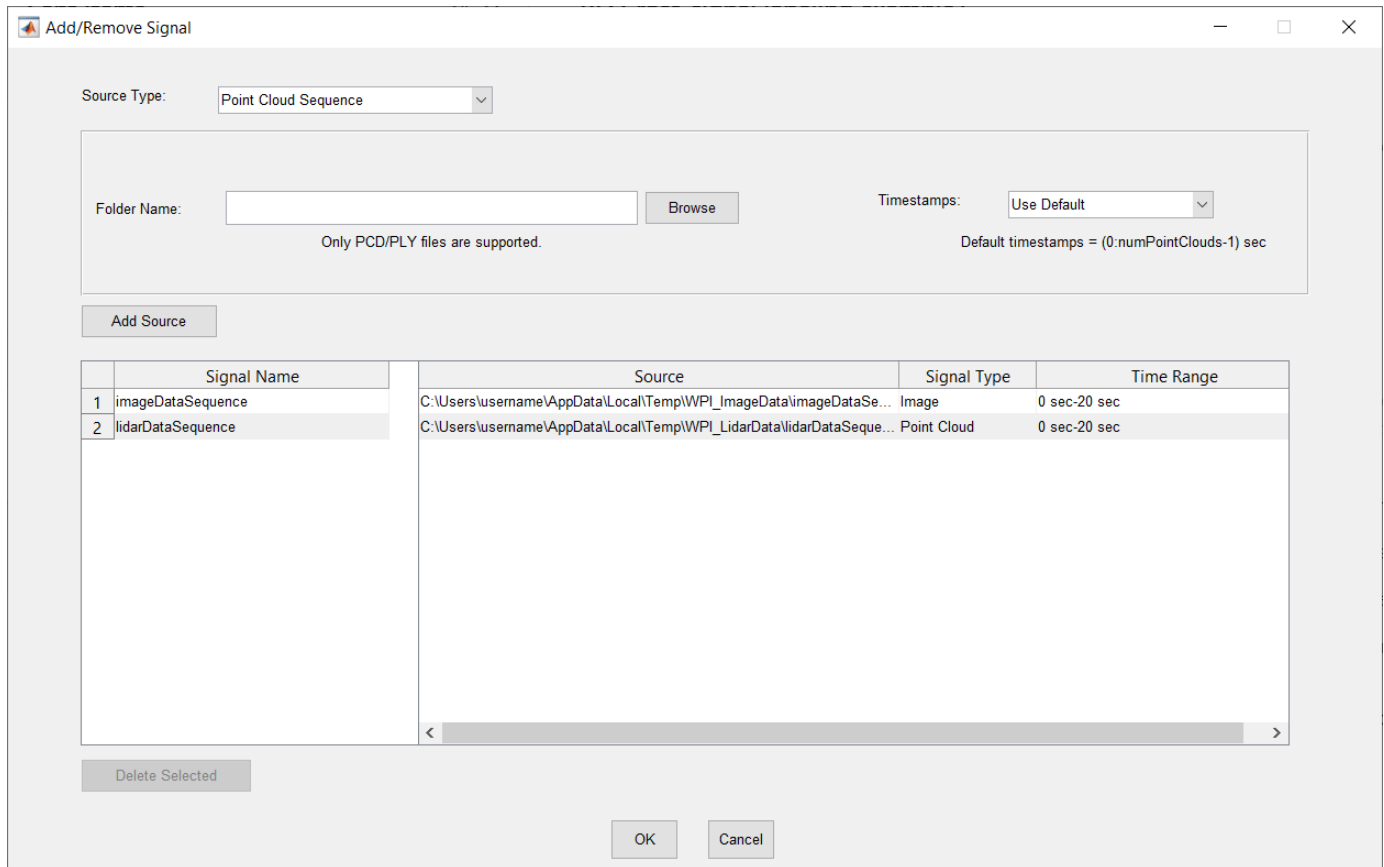
On the app toolstrip, select **Import** and then **Add Signals**. In the Add/Remove Signal window, load the image sequence.

- 1 Set **Source Type** to Image Sequence.
- 2 Browse for the image sequence folder, which is at the location specified by the `imageDir` variable.
- 3 Use the default timestamps and click **Add Source**. The image sequence folder, `imageDataSequence`, is added to the signal source table.

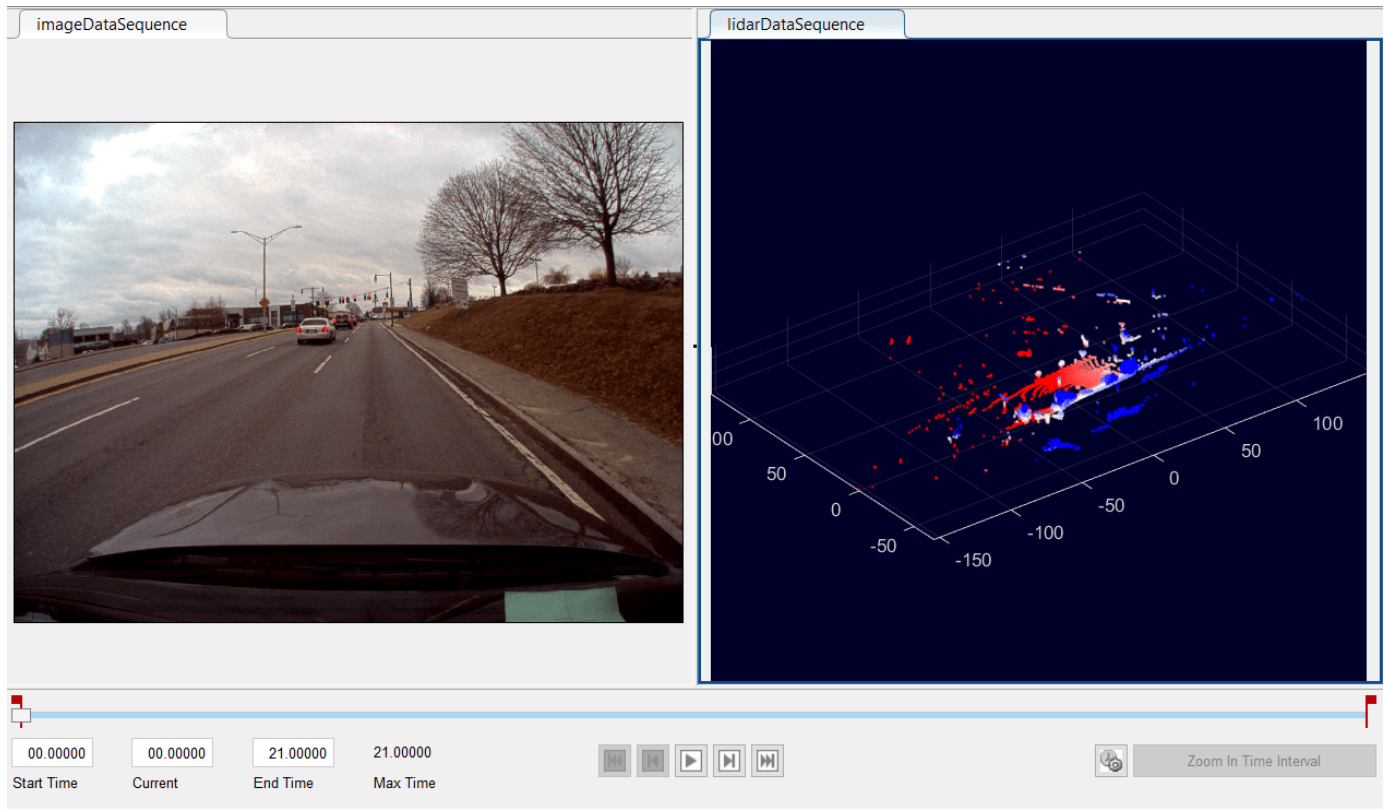


On the app toolbar, select **Import** and then **Add Signals**. In the Add/Remove Signal window, load the point cloud sequence.

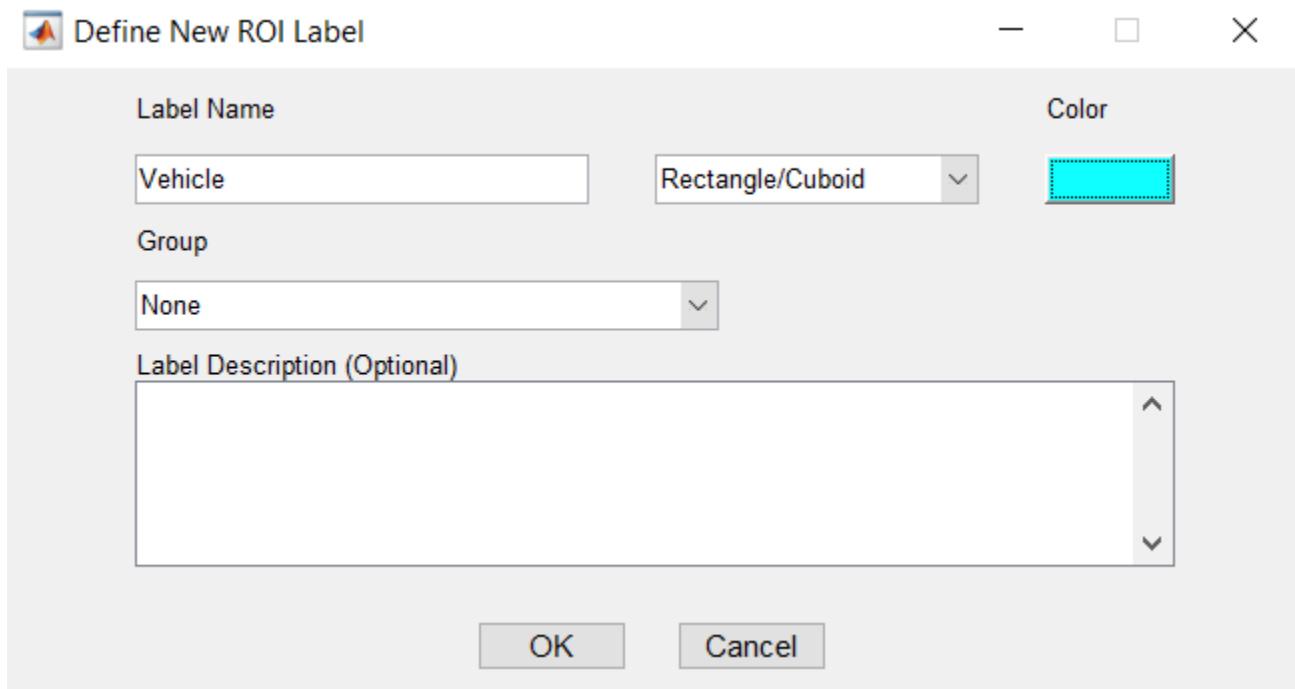
- 1 Set **Source Type** to Point Cloud Sequence.
- 2 Browse for the point cloud sequence folder, which is at the location specified by the `pointCloudDir` variable.
- 3 Use the default timestamps and click **Add Source**. The point cloud sequence folder, `lidarDataSequence`, is added to the signal source table.



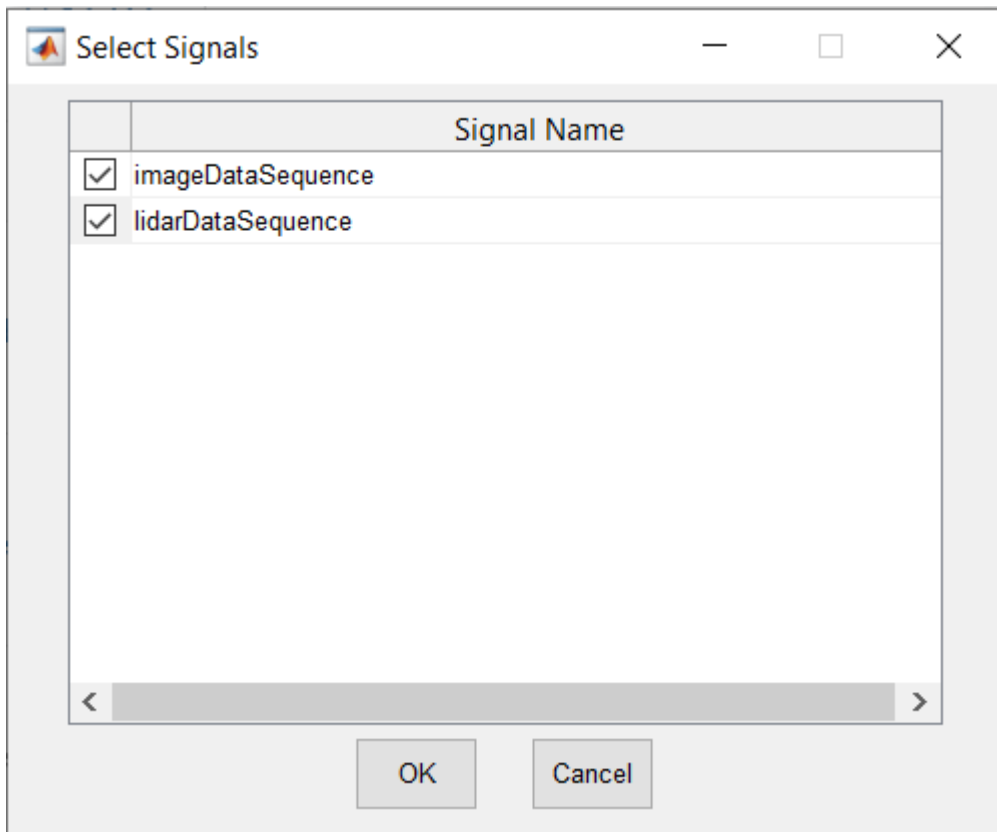
Click **OK** to import the signals into the app. To view the signals side by side, on the **Label** tab, click **Display Grid**, and display the signals in a 1-by-2 grid.



In the **ROI Labels** tab in the left pane, click **Label**, and define an ROI label with a name of **Vehicle** and a type of **Rectangle/Cuboid**, as shown here. Optionally, select a color, and then click **OK**.

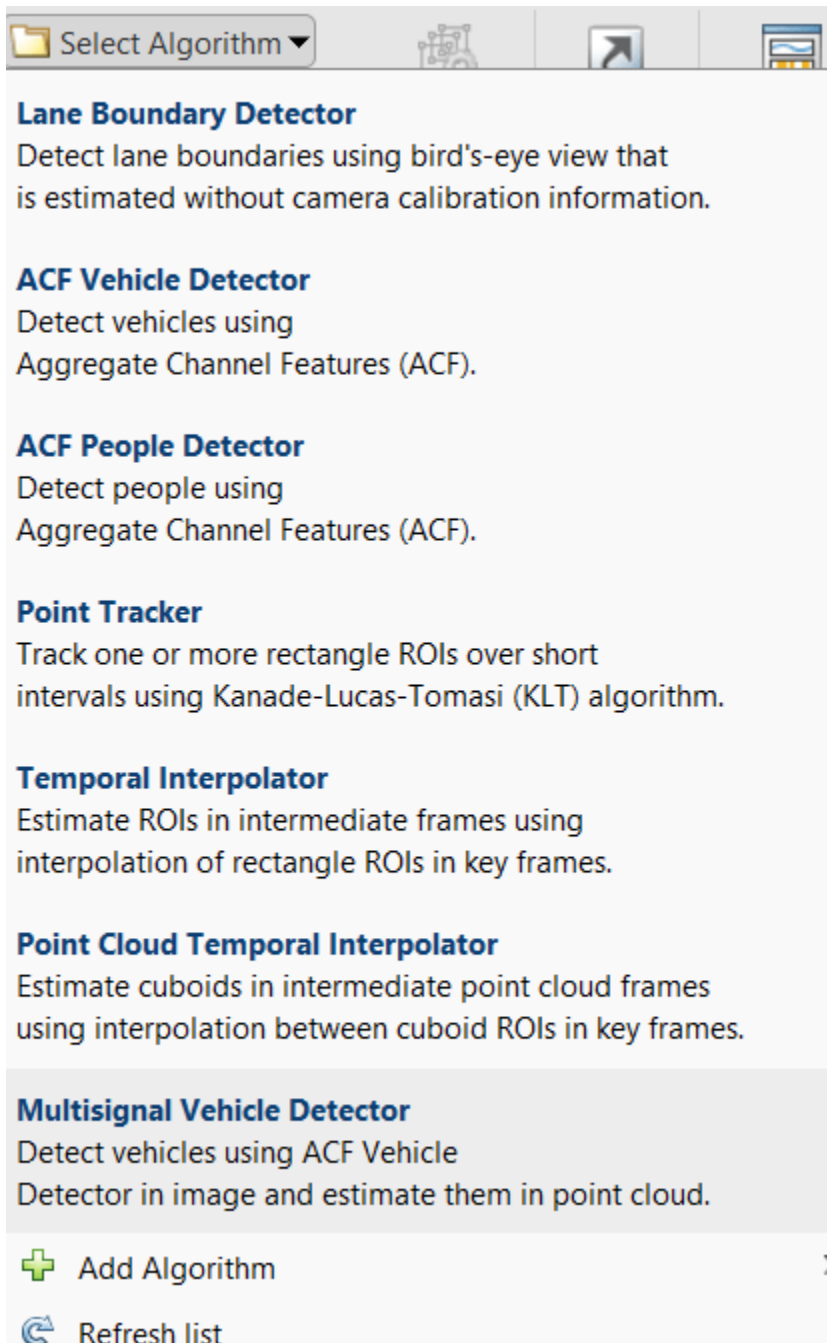


Select both signals for automation. On the **Label** tab, select **Algorithm** and then **Select Signals**, and select both signals. Click **OK**.

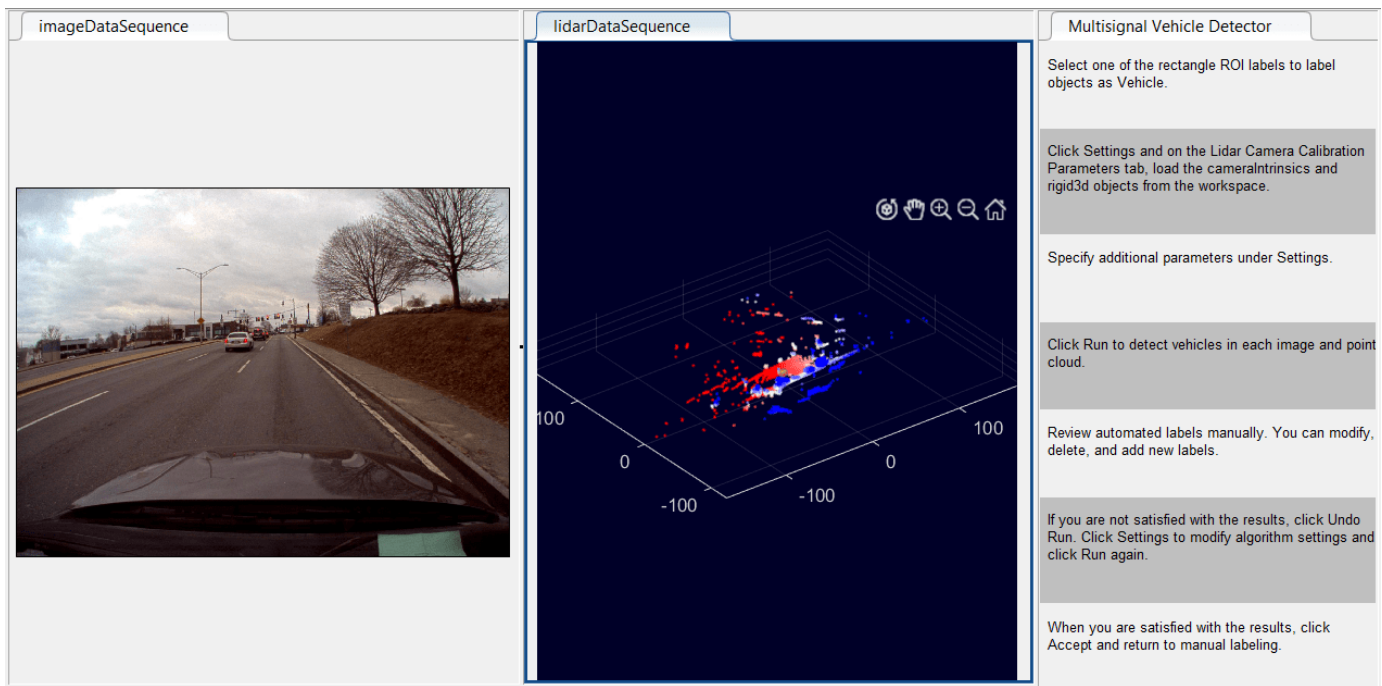


Under **Select Algorithm**, select **Refresh list**. Then, select **Algorithm** and then **Multisignal Vehicle Detector**. If you do not see this option, verify that the current working folder has a folder called `+vision/+labeler`, with a file named `MultiSignalVehicleDetector.m` in it.



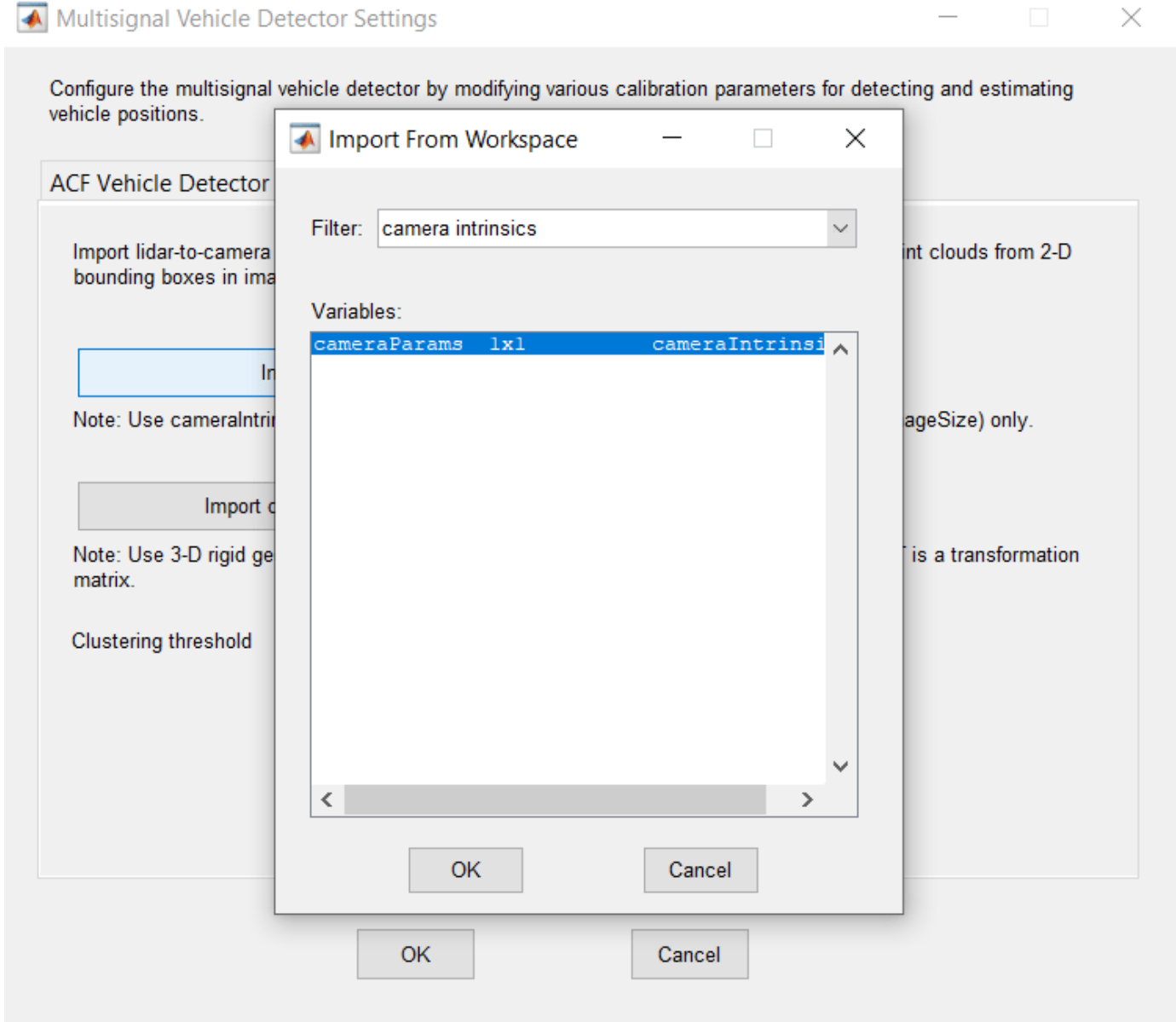


Click **Automate**. The app opens an automation session for the selected signals and displays directions for using the algorithm.



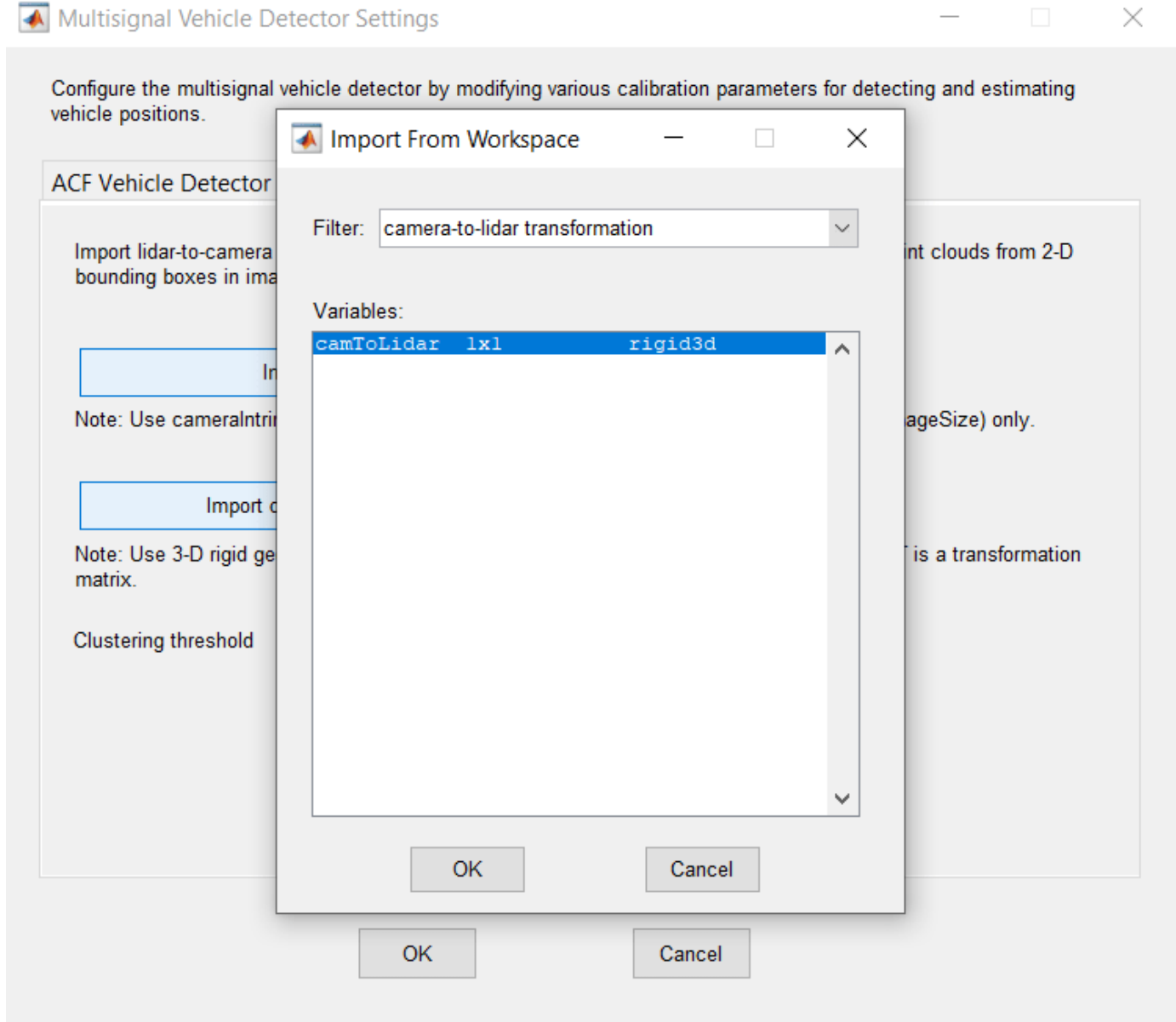
Load the intrinsic camera parameters into the automation session.

- 1 On the **Automate** tab, click **Settings**.
- 2 On the **Lidar-to-Camera Calibration Parameters** tab, click **Import camera intrinsics from workspace**.
- 3 Import the intrinsic camera parameters, `cameraParams`, from the MATLAB workspace. Click **OK**.

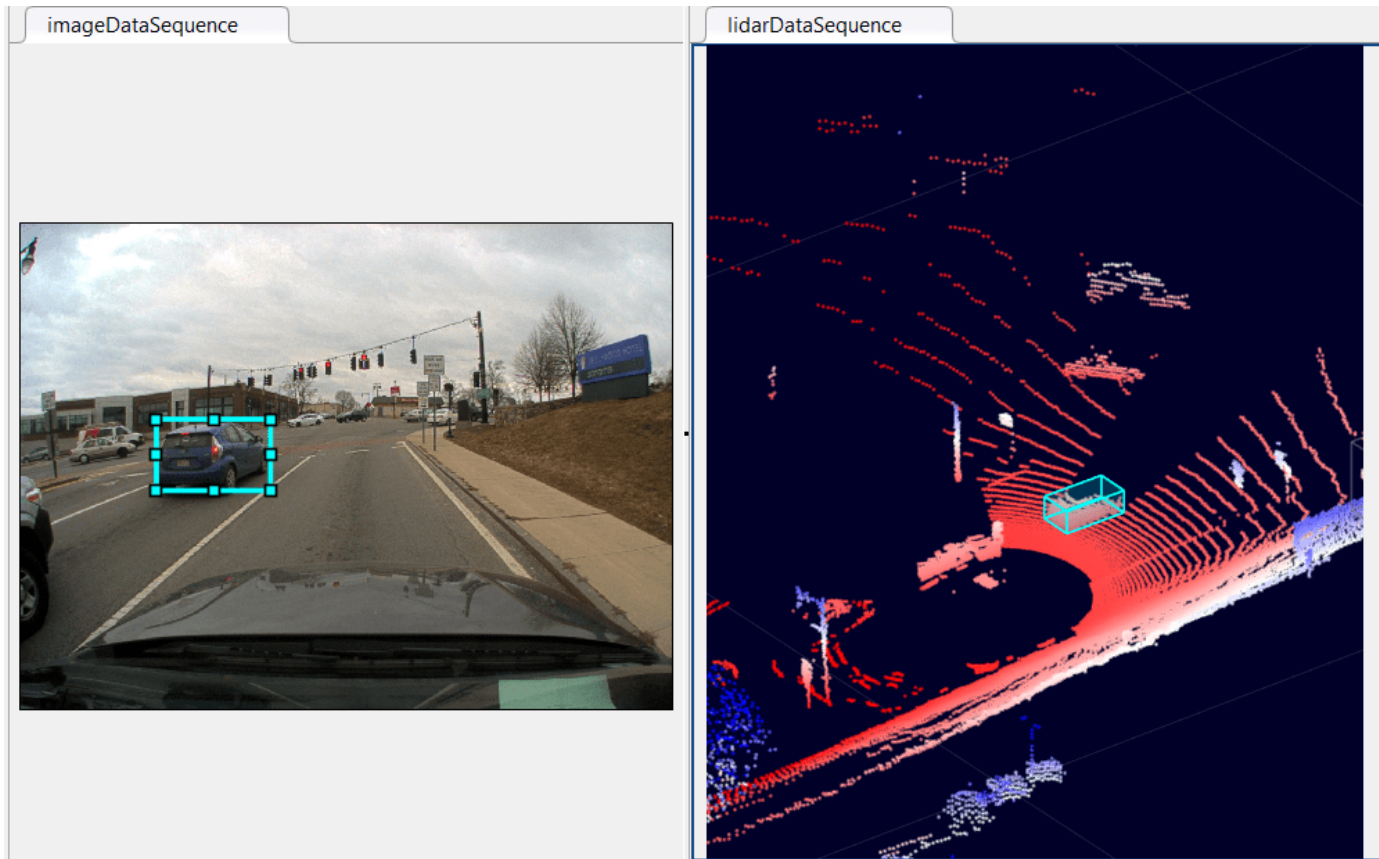


Load the camera-to-lidar transformation into the automation session.

- 1 On the **Lidar-to-Camera Calibration parameters** tab, click **Import camera-to-lidar transformation from workspace**.
- 2 Import the transformation, `camToLidar`, from the MATLAB workspace. Click **OK**.



Modify additional vehicle detector settings as needed and click **OK**. Then, on the **Automate** tab, click **Run**. The created algorithm executes on each frame of the sequence and detects vehicles by using the **Vehicle** label type. After the app completes the automation run, use the slider or arrow keys to scroll through the sequence to locate frames where the automation algorithm labeled incorrectly. Manually tweak the results by adjusting the detected bounding boxes or adding new bounding boxes.



Once you are satisfied with the detected vehicle bounding boxes for the entire sequence, click **Accept**. You can then continue to manually adjust labels or export the labeled ground truth to the MATLAB workspace.

You can use the concepts described in this example to create your own custom multisignal automation algorithms and extend the functionality of the app.

## See Also

### Apps

Ground Truth Labeler

### Functions

bboxCameraToLidar | bboxLidarToCamera | vehicleDetectorACF

### Objects

### Classes

vision.labeler.AutomationAlgorithm

## Related Examples

- “Get Started with Ground Truth Labelling” on page 2-2
- “Automate Ground Truth Labeling of Lane Boundaries” on page 8-47

- “Automate Ground Truth Labeling for Semantic Segmentation” on page 8-59
- “Create Automation Algorithm for Labeling”
- “Visual Perception Using Monocular Camera” on page 8-108
- “Lidar and Camera Calibration” (Lidar Toolbox)

# Automate Ground Truth Labeling of Lane Boundaries

This example shows how to develop an algorithm for the automated marking of lane boundaries in the Ground Truth Labeler app.

## The Ground Truth Labeler App

Good ground truth data is crucial for developing driving algorithms and evaluating their performances. However, creating a rich and diverse set of annotated driving data requires significant time and resources. The Ground Truth Labeler app makes this process efficient. You can use this app as a fully manual annotation tool to mark lane boundaries, vehicle bounding boxes, and other objects of interest for a vision system. However, manual labeling requires a significant amount of time and resources. This app also provides a framework to create algorithms to extend and automate the labeling process. You can use the algorithms you create to quickly label entire data sets, and then follow it up with a more efficient, shorter manual verification step. You can also edit the results of the automation step to account for challenging scenarios that the automation algorithm might have missed. This example describes how to insert a lane detection algorithm into the automation workflow of the app.

## Create a Lane Detection Algorithm

First, create a lane detection algorithm. The “Visual Perception Using Monocular Camera” on page 8-108 example describes the process of detecting lane boundaries, and the `helperMonoSensor` class packages that algorithm into a single, reusable class. Try out the algorithm on a single video frame to detect the left ego lane boundary.

```
configData = load('birdsEyeConfig');
sensor      = configData.birdsEyeConfig.Sensor;
monoSensor  = helperMonoSensor(sensor);
I           = imread('road.png');

sensorOut = processFrame(monoSensor, I);
lb = sensorOut.leftEgoBoundary;
figure
IwithLane = insertLaneBoundary(I, lb, sensor, [3 30], 'Color', 'blue');
imshow(IwithLane);
title('Detected Left Lane Boundary Model');
```

Detected Left Lane Boundary Model



### Mark Lane Boundary Points

The lane detected in the previous step is a *model* and must be converted to a set of discrete points. These points are similar to what a user might manually place on the image. In the camera view, parts of the lane boundary closer to the vehicle (lower part of the camera image) will span more pixels than the further parts. Consequently, a user would place more points with higher confidence in the lower parts of the camera image. To replicate this behavior, determine the lane boundary locations from the boundary model more densely at points closer to the vehicle.

```
ROI      = [3 30];
xPoints  = [3 3.5 4 5 7 12 30]'; % More dense closer to the vehicle
yPoints  = lb.computeBoundaryModel(xPoints);

% Find corresponding image locations.
boundaryPointsOnImage = vehicleToImage(sensor, [xPoints, yPoints]);

imshow(I)
hold on
plot(boundaryPointsOnImage(:,1), boundaryPointsOnImage(:,2),...
     'o',...
     'MarkerEdgeColor','b',...
     'MarkerFaceColor','b',...
     'MarkerSize',10)
```



```
title('Automatically Marked Lane Boundary Points');
hold off
```

**Automatically Marked Lane Boundary Points**



### Prepare the Lane Detection Automation Class

To incorporate this lane detection algorithm into the automation workflow of the app, construct a class that inherits from the abstract base class `vision.labeler.AutomationAlgorithm`. This base class defines properties and signatures for methods that the app uses for configuring and running the custom algorithm. The Ground Truth Labeler app provides a convenient way to obtain an initial automation class template. For details, see “Create Automation Algorithm for Labeling”. The `AutoLaneMarking` class is based off of this template and provides you with a ready-to-use automation class for lane detection. The comments of the class outline the basic steps needed to implement each API call.

Step 1 contains properties that define the name and description of the algorithm, and the directions for using the algorithm.

```
%-----
% Step 1: Define required properties describing the algorithm. This
%           includes Name, Description, and UserDirections.
properties(Constant)
```

```

% Name: Give a name for your algorithm.
Name = 'Lane Detector';

% Description: Provide a one-line description for your algorithm.
Description = 'Automatically detect lane-like features';

% UserDirections: Provide a set of directions that are displayed
%                 when this algorithm is invoked. The directions
%                 are to be provided as a cell array of character
%                 vectors, with each element of the cell array
%                 representing a step in the list of directions.
UserDirections = {...
    'Load a MonoCamera configuration object from the workspace using the settings panel',
    'Specify additional parameters in the settings panel',...
    'Run the algorithm',...
    'Manually inspect and modify results if needed'};
end

```

Step 2 contains the custom properties needed for the core algorithm. The necessary properties were determined from the lane detection and lane point creation section above.

```

%-----
% Step 2: Define properties to be used during the algorithm. These are
% user-defined properties that can be defined to manage algorithm
% execution.
properties
    %MonoCamera
    % The monoCamera object associated with this video
    MonoCamera = [];
    %MonoCameraVarname
    % The workspace variable name of the monoCamera object
    MonoCameraVarname = '';
    %BirdsEyeConfig
    % The birdsEyeView object needed to create the bird's-eye view
    BirdsEyeConfig = [];
    %MaxNumLanes
    % The maximum number of lanes the algorithm tries to annotate
    MaxNumLanes = 2;
    %ROI
    % The region of interest around the vehicle used to search for
    % lanes
    ROI = [3, 30, -3, 3];
    %LaneMaskSensitivity
    % The sensitivity parameter used in the segmentLaneMarkerRidge function
    LaneMaskSensitivity = 0.25;
    %LaneBoundaryWidth
    % The lane boundary width, used in findParabolicLaneBoundaries
    LaneBoundaryWidth = 0.6;
    %XPoints
    % The x-axis points along which to mark the lane boundaries
    XPoints = [3 3.5 4 4.5 5 6 7 10 30];
end

```

Step 3 deals with function definitions. The first function, `checkLabelDefinition`, ensures that only labels of the appropriate type are enabled for automation. For lane detection, you need to ensure that only labels of type `Line` are enabled, so this version of the function checks the `Type` of the labels:

```

function TF = checkLabelDefinition(~, labelDef)
    % Lane detection only works with Line type labels

```

```

    TF = labelDef.Type == labelType.Line;
end

```

The next function is `checkSetup`. Note that this algorithm *requires* a `monoCamera` sensor configuration to be available. All other properties have defined reasonable defaults.

```

function TF = checkSetup(algObj, ~)
    % This is the only required input
    TF = ~isempty(algObj.MonoCamera);
end

```

Next, the `settingsDialog` function obtains and modifies the properties defined in Step 2. This API call lets you create a dialog box that opens when a user clicks the **Settings** button in the **Automate** tab. To create this dialog box, use the `inputdlg` function to quickly create a simple modal window to ask a user to specify the `monoCamera` object. The following snippet of code outlines the basic syntax. The full `AutoLaneMarking` code extends this logic and also adds input validation steps.

```

% Describe the inputs
prompt = {...
    'Enter the MonoCamera variable name',...
    'Maximum number of Lanes',...
};
defaultAnswer = {...
    '',...
    num2str(2),...
};

% Create an input dialog
name = 'Settings for lane detection';
numLines = 1;
options.Resize = 'on';
options.WindowStyle = 'normal';
options.Interpreter = 'none';
answer = inputdlg(prompt,name,numLines,defaultAnswer,options);

% Obtain the inputs
monoCameraVarname = answer{1};
maxNumberOfLanes = answer{2};

```

Step 4 specifies the execution functions. Some automation algorithms need to implement an `initialize` routine to populate the initial algorithm state based on the existing labels in the app. This lane detection algorithm works on each frame independently, so the default version of the template has been trimmed to take no action.

```

function initialize(~, ~, ~)
end

```

Next, the `run` function defines the core lane detection algorithm of this automation class. `run` gets called for each video frame, and expects the automation class to return a set of labels. The `run` function in `AutoLaneMarking` contains the logic introduced previously for the lane detection and conversion to points. Code from `helperMonoSensor` has also been folded in for a more compact reference.

```

function autoLabels = run(algObj, I)
    Ig = im2gray(I);
    birdsEyeViewImage = transformImage(algObj.BirdsEyeConfig, Ig);
    birdsEyeViewBW = segmentLaneMarkerRidge(birdsEyeViewImage, ...

```

```

        algObj.BirdsEyeConfig, algObj.LaneBoundaryWidth, ...
        'Sensitivity', algObj.LaneMaskSensitivity);

% Obtain lane candidate points in world coordinates
[imageX, imageY] = find(birdsEyeViewBW);
boundaryPointsxy = imageToVehicle(algObj.BirdsEyeConfig, [imageY, imageX]);

% Fit requested number of boundaries to it
lbs = findParabolicLaneBoundaries(...
    boundaryPointsxy, algObj.LaneBoundaryWidth, ...
    'MaxNumBoundaries', algObj.MaxNumLanes);
numDetectedLanes = numel(lbs);

% Convert the model to discrete set of points at the specified
% x coordinates
boundaryPoints = cell(1, numDetectedLanes);
xPoints = algObj.XPoints';
for ind = 1: numel(lbs)
    yPoints = lbs(ind).computeBoundaryModel(xPoints);
    boundaryPoints{ind} = vehicleToImage(algObj.MonoCamera, [xPoints, yPoints]);
end

% Package up the results in a table
autoLabels = table(...
    boundaryPoints', ...
    repmat(labelType.Line, [numDetectedLanes, 1]), ...
    repmat(algObj.SelectedLabelDefinitions.Name, [numDetectedLanes, 1]));
autoLabels.Properties.VariableNames = {'Position', 'Type', 'Name'};
end

```

Finally, the `terminate` function handles any cleanup or tear-down required after the automation is done. This algorithm does not require any cleanup, so the function is empty.

```

function terminate(~)
end

```

### Use the AutoLaneMarking Automation Class in the App

The packaged version of the lane detection algorithm is now ready for use in the `AutoLaneMarking` class. To use this class in the app:

- Create the folder structure required under the current folder, and copy the automation class into it.

```

mkdir('+vision/+labeler');
copyfile(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos', 'AutoLaneMarking.m'), '+vision/+labeler');

```

- Load the `monoCamera` information into the workspace.

```

configData = load('birdsEyeConfig');
sensor = configData.birdsEyeConfig.Sensor;

```

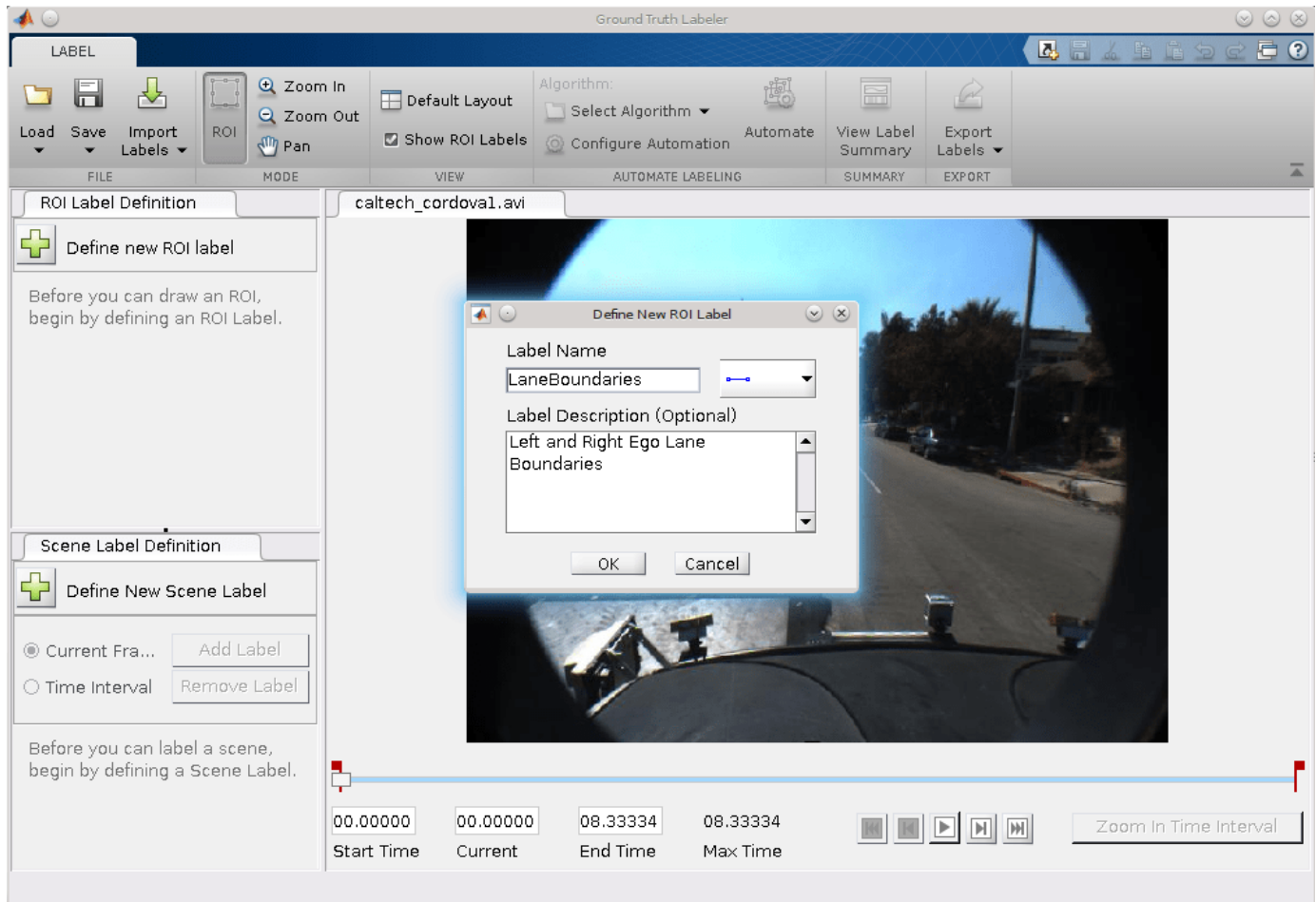
- Open the Ground Truth Labeler app.

```

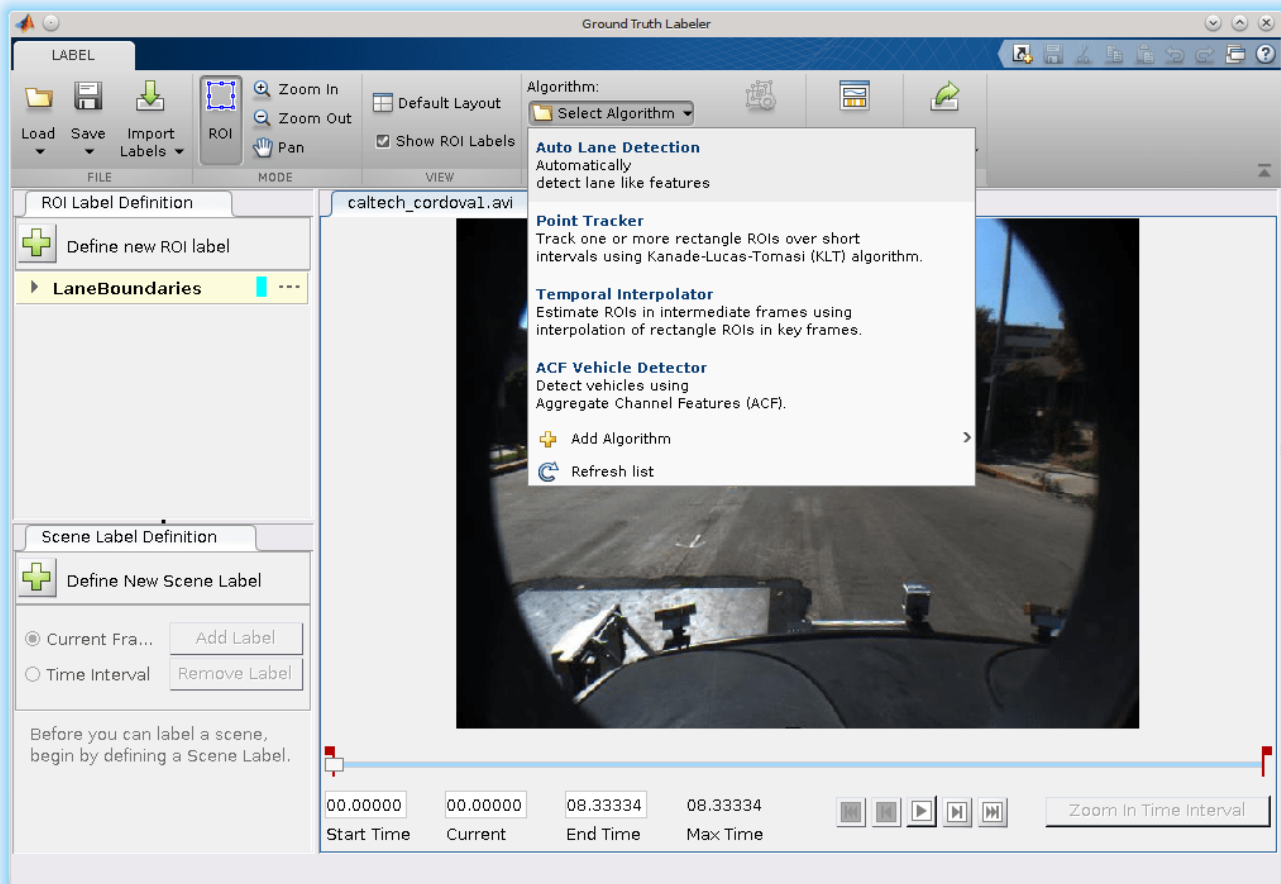
groundTruthLabeler caltech_cordova1.avi

```

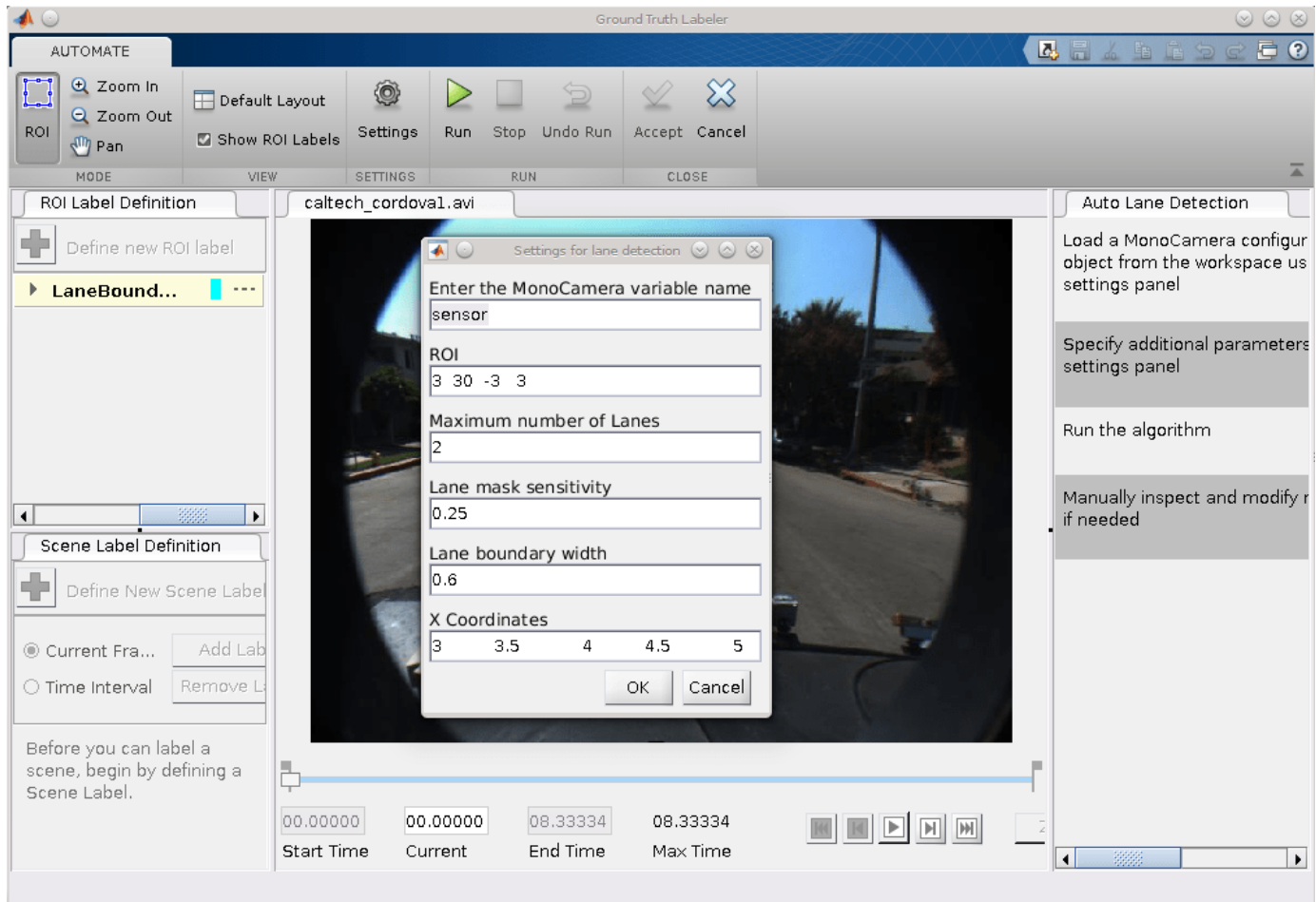
- On the left pane, click the **Define new ROI label** button and define the ROI line style shown. Then click OK.



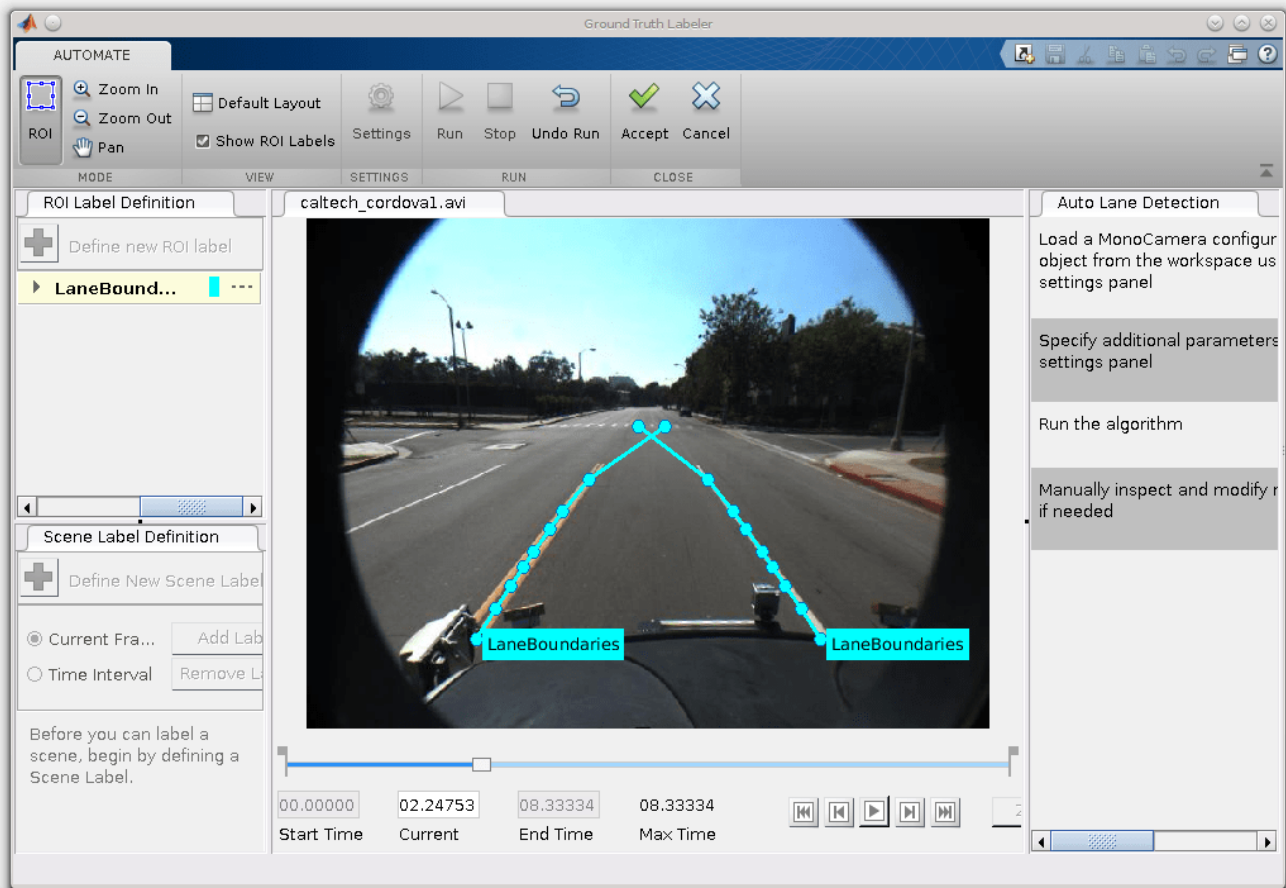
- Click **Algorithm > Select Algorithm > Refresh list**.
- Click **Algorithm > Auto Lane Detection**. If you do not see this option, ensure that the current working folder has a folder called +vision/+labeler, with a file named AutoLaneMarking.m in it.



- Click **Automate**. A new tab will open, displaying directions for using the algorithm.
- Click **Settings**, and in the dialog box that opens, enter sensor in the first text box. Modify other parameters if needed before clicking **OK**.

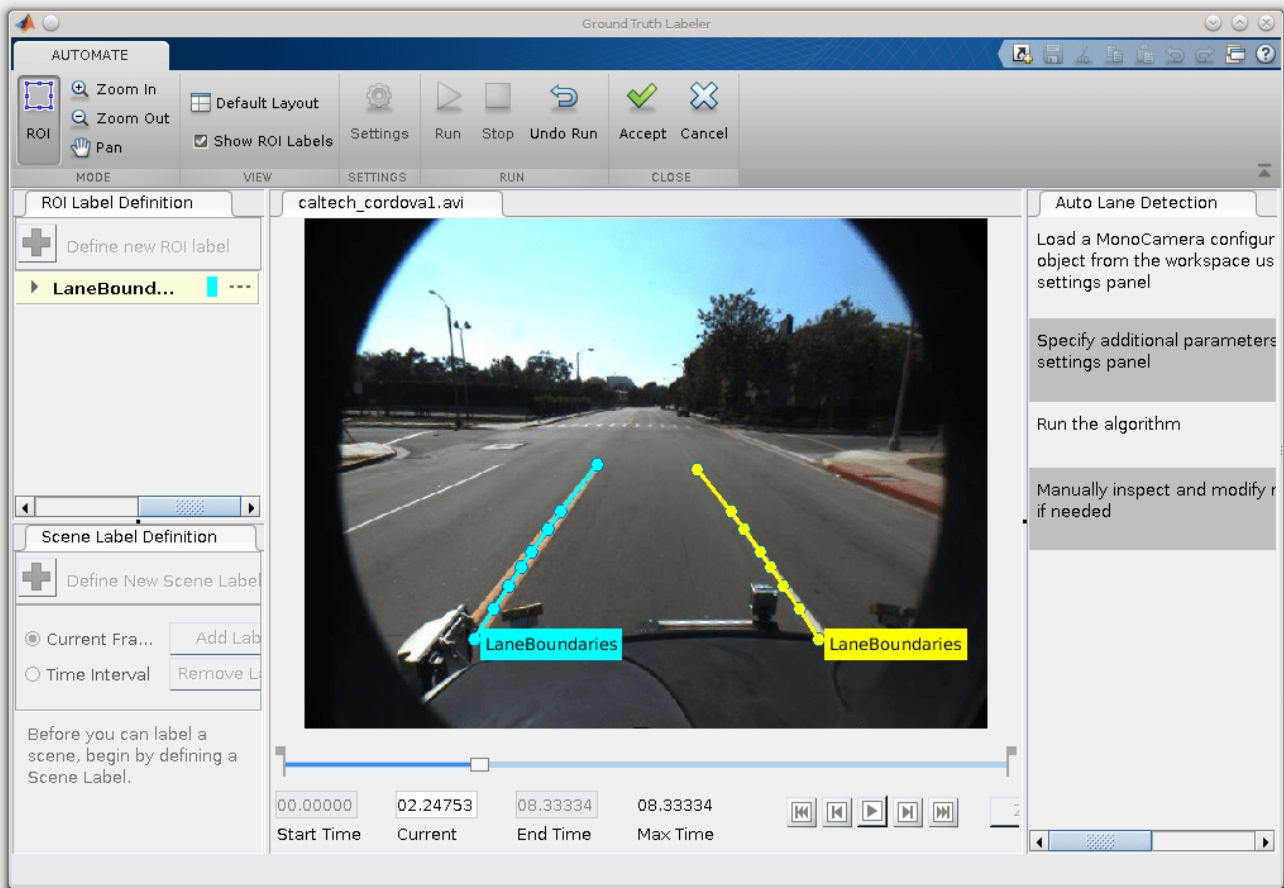


- Click **Run**. The lane detection algorithm progresses on the video. Notice that the results are not satisfactory in some of the frames.
- After the run is completed, use the slider or arrow keys to scroll across the video to locate the frames where the algorithm failed.



- Manually tweak the results by either moving the lane boundary points or deleting entire boundaries.





- Once you are satisfied with the lane boundaries for the entire video, click **Accept**.

The auto lane detection part of labeling the video is complete. You can proceed with labeling other objects of interest, save the session, or export the results of this labeling run.

### Conclusion

This example showed the steps to incorporate a lane detection algorithm into the Ground Truth Labeler app. You can extend this concept to other custom algorithms to simplify and extend the functionality of the app.

### See Also

#### Apps

Ground Truth Labeler

#### Objects

monoCamera | vision.Labeler.AutomationAlgorithm

## **More About**

- “Create Automation Algorithm for Labeling”
- “Automate Ground Truth Labeling Across Multiple Signals” on page 8-27
- “Automate Ground Truth Labeling for Semantic Segmentation” on page 8-59
- “Automate Attributes of Labeled Objects” on page 8-69

# Automate Ground Truth Labeling for Semantic Segmentation

This example shows how to use a pretrained semantic segmentation algorithm to segment the sky and road in an image, and use this algorithm to automate ground truth labeling in the Ground Truth Labeler app.

## The Ground Truth Labeler App

Good ground truth data is crucial for developing automated driving algorithms and evaluating their performance. However, creating and maintaining a diverse and high-quality set of annotated driving data requires significant effort. The Ground Truth Labeler app makes this process easy and efficient. This app includes features to annotate objects as rectangles, lines, or pixel labels. Pixel labeling is a process in which each pixel in an image is assigned a class or category, which can then be used to train a pixel-level segmentation algorithm. Although you can use the app to manually label all your data, this process requires a significant amount of time and resources, especially for pixel labeling. As an alternative, the app also provides a framework to incorporate algorithms to extend and automate the labeling process. You can use the algorithms you create to automatically label entire data sets, and then end with a more efficient, shorter manual verification step. You can also edit the results of the automation step to account for challenging scenarios that the algorithm might have missed.

In this example, you will:

- Use a pretrained segmentation algorithm to segment pixels that belong to the categories 'Road' and 'Sky'.
- Create an automation algorithm that can be used in the Ground Truth Labeler app to automatically label road and sky pixels.

This ground truth data can then be used to train a new semantic segmentation network, or retrain an existing one.

## Create a Road and Sky Detection Algorithm

First, create a semantic segmentation algorithm that segments road and sky pixels in an image. The “Semantic Segmentation Using Deep Learning” example describes how to train a deep learning network for semantic segmentation. This network has been trained to predict 11 classes of semantic labels including 'Road' and 'Sky'. The performance of these networks depends on how generalizable they are. Applying the networks to situations they did not encounter during training can lead to subpar results. Iteratively introducing custom training data to the learning process can make the network perform better on similar data sets.

Download a network, which was pretrained on the CamVid dataset [1][2] from the University of Cambridge.

```
pretrainedURL = 'https://www.mathworks.com/supportfiles/vision/data/segnetVGG16CamVid.mat';
pretrainedFolder = fullfile(tempdir,'pretrainedSegNet');
pretrainedSegNet = fullfile(pretrainedFolder,'segnetVGG16CamVid.mat');
if ~exist(pretrainedSegNet,'file')
    if ~exist(pretrainedFolder,'dir')
        mkdir(pretrainedFolder);
    end
    disp('Downloading pretrained SegNet (107 MB)...');
    websave(pretrainedSegNet,pretrainedURL);
end
```

Downloading pretrained SegNet (107 MB)...

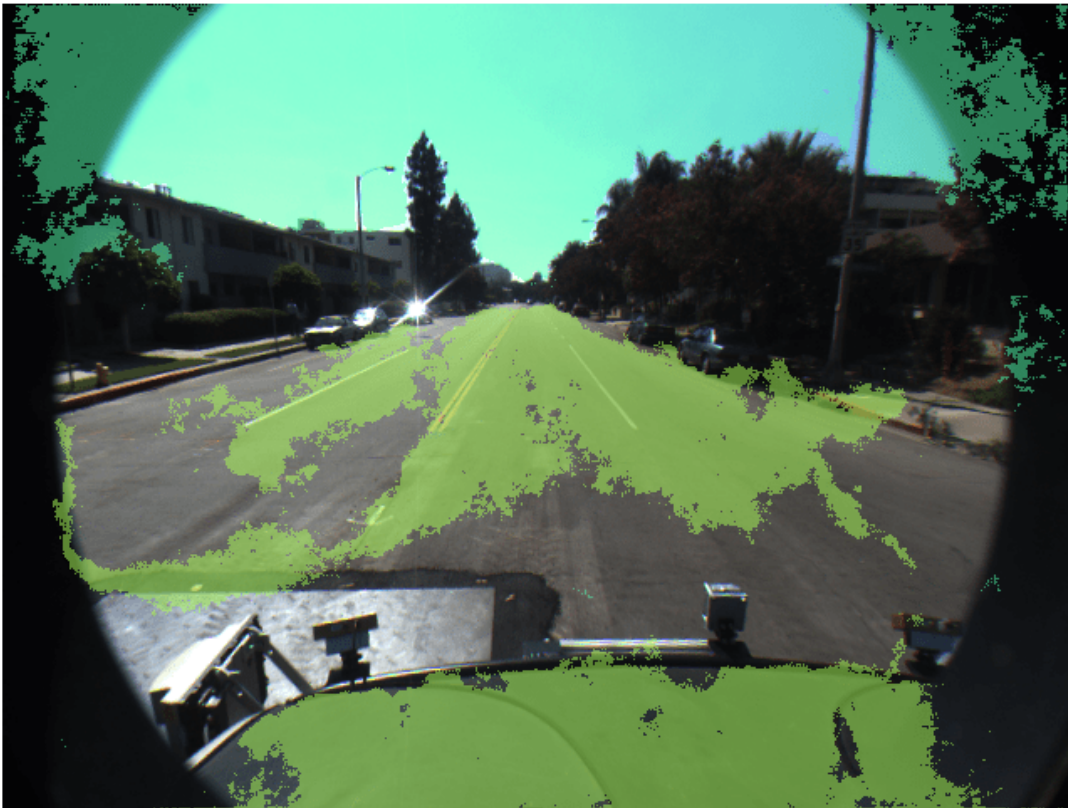
Segment an image and display it.

```
% Load the semantic segmentation network
data = load(pretrainedSegNet);

% Load a test image from drivingdata
roadSequenceData = fullfile(toolboxdir('driving'), 'drivingdata', 'roadSequence');
I = imread(fullfile(roadSequenceData, 'f00000.png'));

% Run the network on the image
automatedLabels = semanticseg(I, data.net);

% Display the labels overlaid on the image, choosing relevant categories
figure, imshow(labeloverlay(I, automatedLabels, 'IncludedLabels', ["Sky", "Road"]));
```



The output of the network is represented in MATLAB® as a categorical matrix. The categories listed include all those that the semantic segmentation network has been trained on, not just the categories present in the output. This information is also available from the network object itself.

```
data.net.Layers(end).ClassNames
```

```
% List categories of pixels labeled
categories(automatedLabels)
```

```
ans = 11x1 cell
    {'Sky'      }
    {'Building' }
    {'Pole'     }
    {'Road'     }
    {'Pavement' }
    {'Tree'     }
    {'SignSymbol'}
    {'Fence'    }
    {'Car'      }
    {'Pedestrian'}
    {'Bicyclist' }
```

```
% The blue overlay indicates the 'Sky' category, and the green overlay
% indicates 'Road'.
```

### Review the Pixel Segmentation Automation Class

Incorporate this semantic segmentation algorithm into the automation workflow of the app by creating a class that inherits from the abstract base class `vision.labeler.AutomationAlgorithm`. This base class defines the API that the app uses to configure and run the algorithm. The Ground Truth Labeler app provides a convenient way to obtain an initial automation class template. For details, see “Create Automation Algorithm for Labeling”. The `RoadAndSkySegmentation` class is based on this template and provides a ready-to-use automation class for pixel label segmentation.

The first set of properties in the `RoadAndSkySegmentation` class specify the name of the algorithm, provide a brief description of it, and give directions for using it.

```
properties(Constant)
```

```
    %Name
```

```
    % Character vector specifying name of algorithm.
    Name = 'RoadAndSkySegmentation'
```

```
    %Description
```

```
    % Character vector specifying short description of algorithm.
    Description = 'This algorithm uses semanticseg with a pretrained network to annotate roads and sky.'
```

```
    %UserDirections
```

```
    % Cell array of character vectors specifying directions for
    % algorithm users to follow in order to use algorithm.
```

```
UserDirections = {...
    ['Automate manual labeling ' ...
    'tasks. This AutomationAlgorithm automatically creates pixel ' ...
    'labels for road and sky.'], ...
    ['Review and Modify: Review automated labels over the interval ' ...
    'using playback controls. Modify/delete/add ROIs that were not ' ...
    'satisfactorily automated at this stage. If the results are ' ...
    'satisfactory, click Accept to accept the automated labels.'], ...
    ['Accept/Cancel: If results of automation are satisfactory, ' ...
    'click Accept to accept all automated labels and return to ' ...
    'manual labeling. If results of automation are not ' ...
```

```

        'satisfactory, click Cancel to return to manual labeling ' ...
        'without saving automated labels.']);
    end

```

The next section of the `RoadAndSkySegmentation` class specifies the custom properties needed by the core algorithm. The `PretrainedNetwork` property holds the pretrained network. The `AllCategories` property holds the names of all the categories.

```

    properties
        % PretrainedNetwork saves the SeriesNetwork object that does the semantic
        % segmentation.
        PretrainedNetwork

        % Categories holds the default 'background', 'road', and 'sky'
        % categorical types.
        AllCategories = {'background'};

        % Store names for 'road' and 'sky'.
        RoadName
        SkyName
    end

```

`checkLabelDefinition`, the first method defined in `RoadAndSkySegmentation`, checks that only labels of type `PixelLabel` are enabled for automation. `PixelLabel` is the only type needed for semantic segmentation.

```

function TF = checkLabelDefinition(~, labelDef)
    isValid = false;

    if (strcmpi(labelDef.Name, 'road') && labelDef.Type == labelType.PixelLabel)
        isValid = true;
        algObj.RoadName = labelDef.Name;
        algObj.AllCategories{end+1} = labelDef.Name;
    elseif (strcmpi(labelDef.Name, 'sky') && labelDef.Type == labelType.PixelLabel)
        isValid = true;
        algObj.SkyName = labelDef.Name;
        algObj.AllCategories{end+1} = labelDef.Name;
    elseif(labelDef.Type == labelType.PixelLabel)
        isValid = true;
    end
end

```

The next set of functions control the execution of the algorithm. The `vision.labeler.AutomationAlgorithm` class includes an interface that contains methods like `'initialize'`, `'run'`, and `'terminate'` for setting up and running the automation with ease. The `initialize` function populates the initial algorithm state based on the existing labels in the app. In the `RoadAndSkySegmentation` class, the `initialize` function has been customized to load the pretrained semantic segmentation network from `tempdir` and save it to the `PretrainedNetwork` property.

```

function initialize(algObj, ~, ~)

    % Point to tempdir where pretrainedSegNet was downloaded.
    pretrainedFolder = fullfile(tempdir, 'pretrainedSegNet');
    pretrainedSegNet = fullfile(pretrainedFolder, 'segnetVGG16CamVid.mat');
    data = load(pretrainedSegNet);
    % Store the network in the 'PretrainedNetwork' property of this object.

```

```

    algObj.PretrainedNetwork = data.net;
end

```

Next, the `run` function defines the core semantic segmentation algorithm of this automation class. `run` is called for each video frame, and expects the automation class to return a set of labels. The `run` function in `RoadAndSkySegmentation` contains the logic introduced previously for creating a categorical matrix of pixel labels corresponding to "Road" and "Sky". This can be extended to any categories the network is trained on, and is restricted to these two for illustration only.

```

function autoLabels = run(algObj, I)
    % Setup categorical matrix with categories including road and
    % sky
    autoLabels = categorical(zeros(size(I,1), size(I,2)),0:2,algObj.AllCategories,'Ordinal');

    pixelCat = semanticseg(I, algObj.PretrainedNetwork);
    if ~isempty(pixelCat)
        % Add the selected label at the bounding box position(s)
        autoLabels(pixelCat == "Road") = algObj.RoadName;
        autoLabels(pixelCat == "Sky") = algObj.SkyName;
    end
end

```

This algorithm does not require any cleanup, so the `terminate` function is empty.

### Use the Pixel Segmentation Automation Class in the App

The properties and methods described in the previous section have been implemented in the `RoadAndSkySegmentation` automation algorithm class file. To use this class in the app:

- Create the folder structure `+vision/+labeler` required under the current folder, and copy the automation class into it.

```

mkdir('+vision/+labeler');
copyfile('RoadAndSkySegmentation.m', '+vision/+labeler');

```

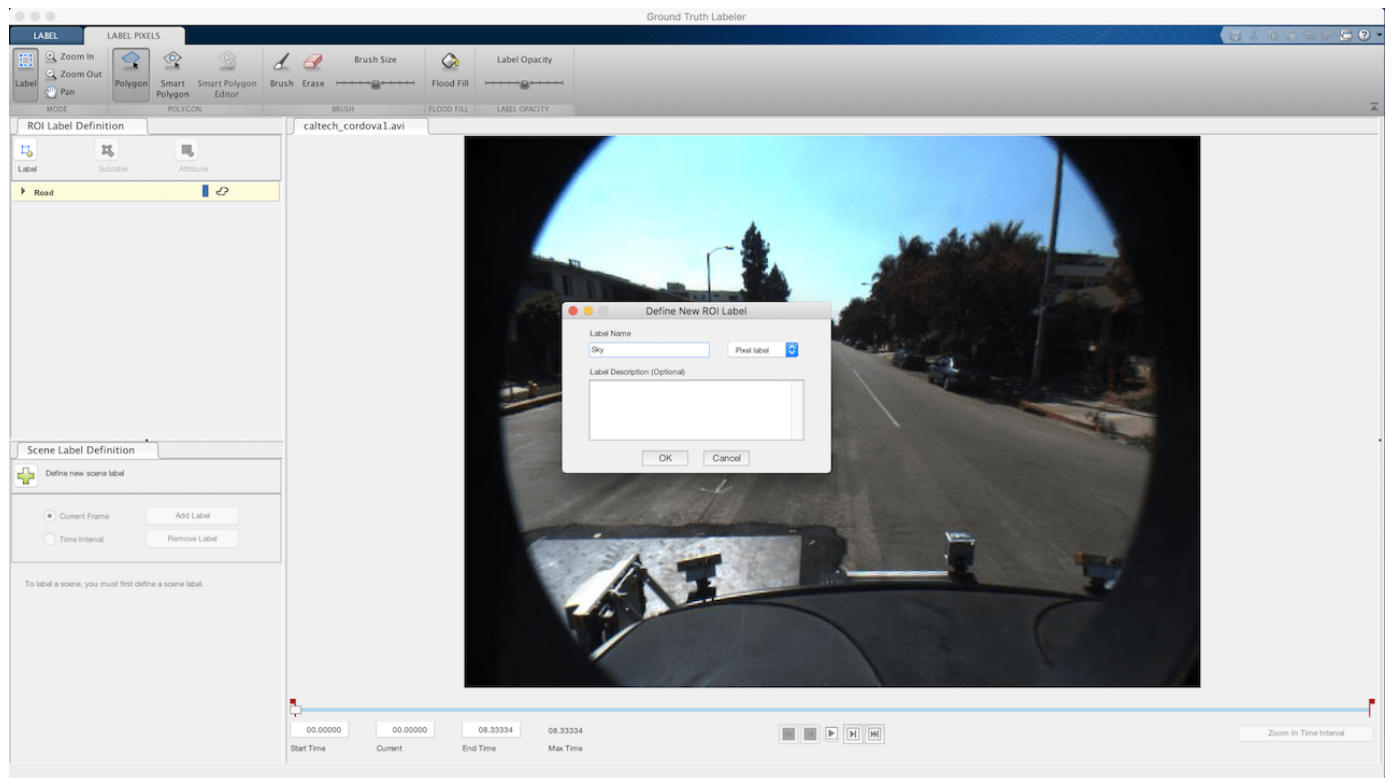
- Open the `groundTruthLabeler` app with custom data to label. For illustration purposes, open the `caltech_cordova1.avi` video.

```

groundTruthLabeler caltech_cordova1.avi

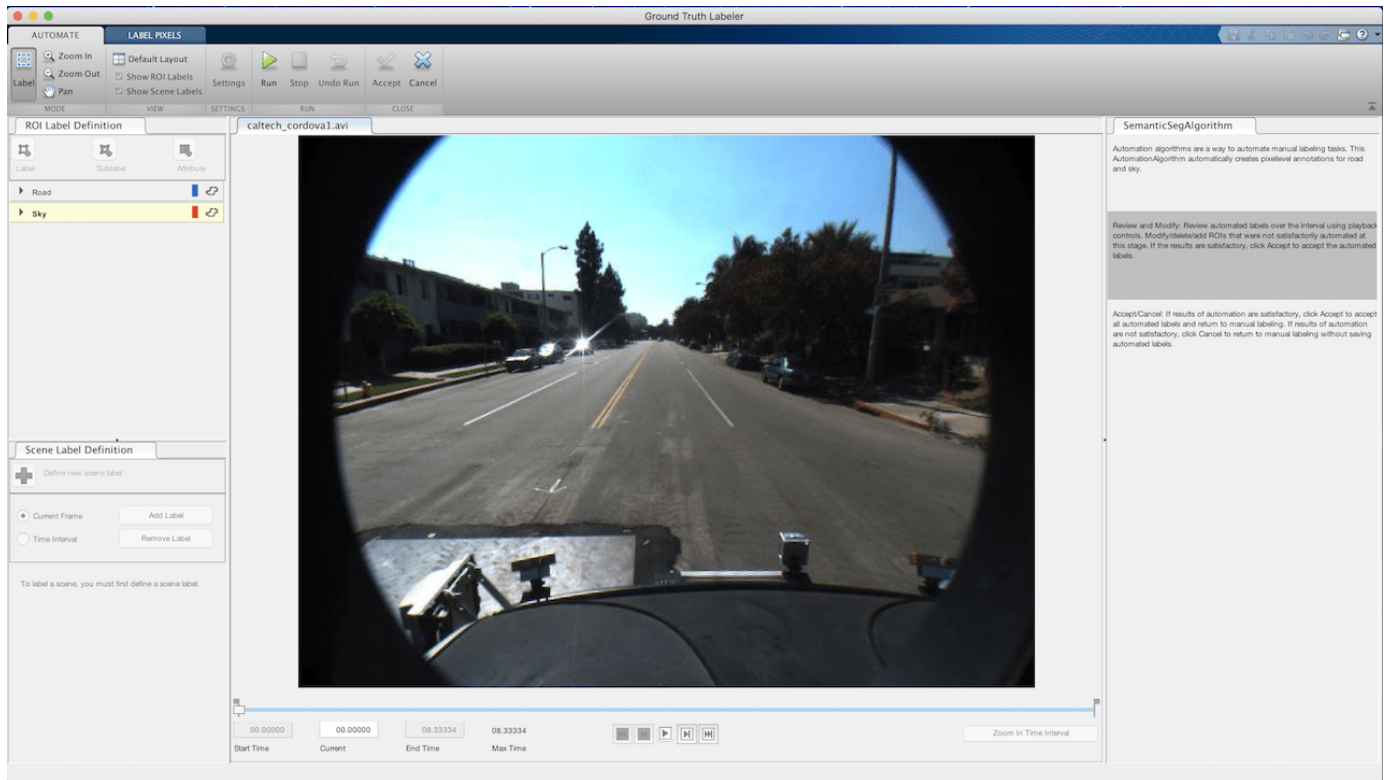
```

- On the left pane, click the **Define new ROI label** button and define two ROI labels with names `Road` and `Sky`, of type `Pixel label` as shown.

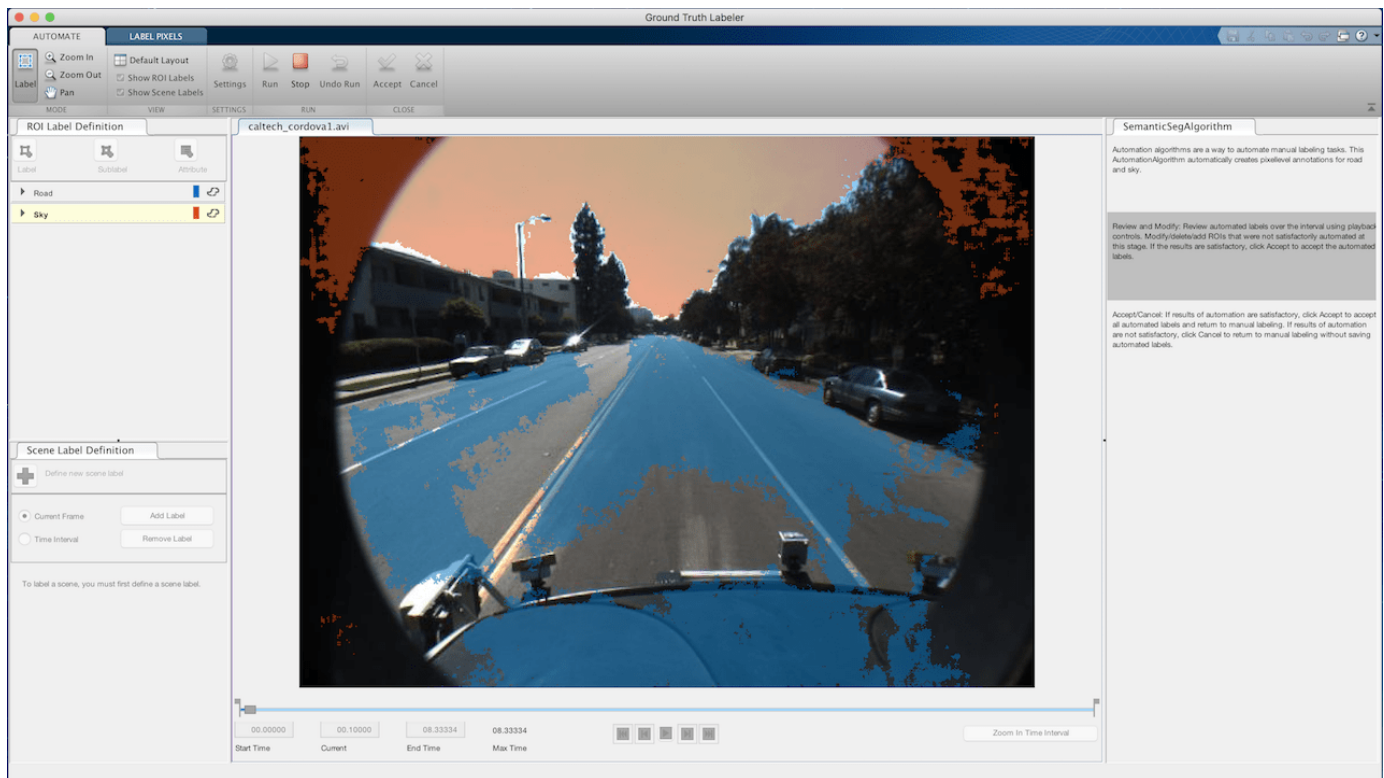


- Click **Algorithm > Select Algorithm > Refresh list**.
- Click **Algorithm > RoadAndSkySegmentation**. If you do not see this option, ensure that the current working folder has a folder called `+vision/+labeler`, with a file named `RoadAndSkySegmentation.m` in it.
- Click **Automate**. A new panel opens, displaying directions for using the algorithm.

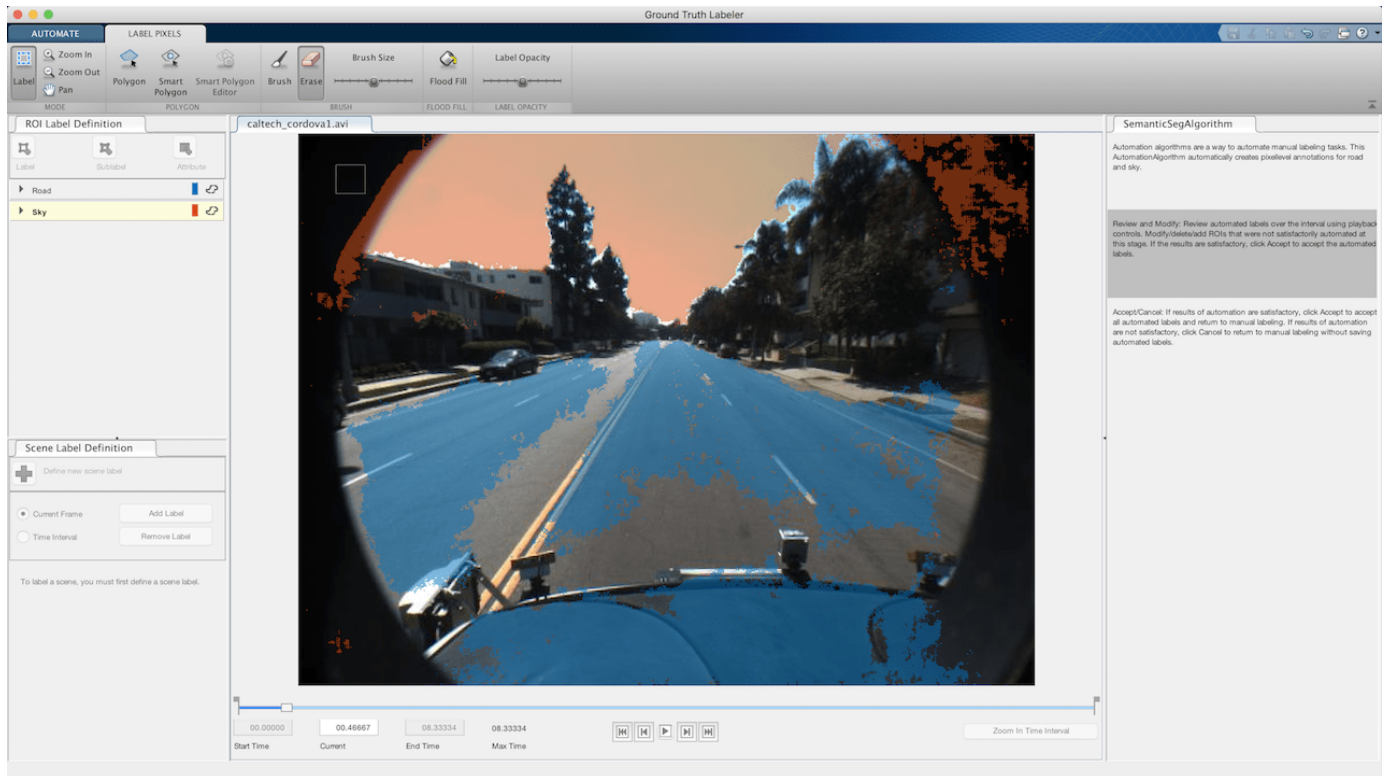




- Click **Run**. The created algorithm executes on each frame of the video, segmenting "Road" and "Sky" categories. After the run is completed, use the slider or arrow keys to scroll through the video and verify the result of the automation algorithm.



- It is evident that regions outside the camera field of view are incorrectly labeled as "Sky", and parts of the ego vehicle itself are marked as "Road". These results indicate that the network has not been previously trained on such data. This workflow allows for making manual corrections to these results, so that an iterative process of training and labeling (sometimes called *active learning* or *human in the loop*) can be used to further refine the accuracy of the network on custom data sets. You can manually tweak the results by using the brush tool in the **Label Pixels** tab and adding or removing pixel annotations. Other tools like flood fill and smart polygons are also available in the **Label Pixels** tab and can be used when appropriate.



- Once you are satisfied with the pixel label categories for the entire video, click **Accept**.

Automation for pixel labeling for the video is complete. You can now proceed with labeling other objects of interest, save the session, or export the results of this labeling run.

## Conclusion

This example showed how to use a pretrained semantic segmentation network to accelerate labeling of road and sky pixels in the Ground Truth Labeler app using the `AutomationAlgorithm` interface.

## References

- 1 Brostow, Gabriel J., Jamie Shotton, Julien Fauqueur, and Roberto Cipolla. "Segmentation and Recognition Using Structure from Motion Point Clouds." *ECCV*. 2008.
- 2 Brostow, Gabriel J., Julien Fauqueur, and Roberto Cipolla. "Semantic Object Classes in Video: A High-Definition Ground Truth Database." *Pattern Recognition Letters*. 2008.

## See Also

### Apps

Ground Truth Labeler

### Objects

`vision.labeler.AutomationAlgorithm`

## **More About**

- “Semantic Segmentation Using Deep Learning”
- “Create Automation Algorithm for Labeling”
- “Automate Ground Truth Labeling of Lane Boundaries” on page 8-47
- “Automate Ground Truth Labeling Across Multiple Signals” on page 8-27
- “Automate Attributes of Labeled Objects” on page 8-69
- “Train Deep Learning Semantic Segmentation Network Using 3-D Simulation Data” (Deep Learning Toolbox)

## Automate Attributes of Labeled Objects

This example shows how to develop a vehicle detection and distance estimation algorithm and use it to automate labeling using the Ground Truth Labeler app. In this example, you will learn how to:

- Develop a computer vision algorithm to detect vehicles in a video, and use the monocular camera configuration to estimate distances to the detected vehicles.
- Use the `AutomationAlgorithm` API to create an automation algorithm. See “Create Automation Algorithm for Labeling” for details. The created automation algorithm can be used with the Ground Truth Labeler app to automatically label vehicles, along with attributes to store the estimated distances.

### The Ground Truth Labeler App

Good ground truth data is crucial for developing driving algorithms and evaluating their performances. However, creating a rich and diverse set of annotated driving data requires significant effort. The Ground Truth Labeler app makes this process efficient. You can use this app as a fully manual labeling tool to mark vehicle bounding boxes, lane boundaries, and other objects of interest for an automated driving system. You can also manually specify attributes of the labeled objects. However, manual labeling requires a significant amount of time and resources. As an alternative, this app provides a framework for creating algorithms to extend and automate the labeling process. You can use the algorithms you create to quickly label entire data sets, automatically annotate the labels with attributes, and then follow it up with a more efficient, shorter manual verification step. You can also edit the results of the automation step to account for challenging scenarios that the automation algorithm might have missed.

This example describes how to insert a vehicle detection and distance estimation automation algorithm into the automation workflow of the app. This example reuses the ACF Vehicle Detection automation algorithm to first detect vehicles and then automatically estimate the distances of the detected vehicles from the camera mounted on the ego vehicle. The algorithm then creates a label for each detected vehicle, with an attribute specifying the distance to the vehicle.

### Detect Vehicles from a Monocular Camera

First, create a vehicle detection algorithm. The “Visual Perception Using Monocular Camera” on page 8-108 example describes how to create a pretrained vehicle detector and configure it to detect vehicle bounding boxes using the calibrated monocular camera configuration. To detect vehicles, try out the algorithm on a single video frame.

```
% Read a frame of interest from a video.
vidObj = VideoReader('05_highway_lanechange_25s.mp4');
vidObj.CurrentTime = 0.1;
I = readFrame(vidObj);

% Load the monoCamera object.
data = load('FCWDemoMonoCameraSensor.mat', 'sensor');
sensor = data.sensor;

% Load the pretrained detector for vehicles.
detector = vehicleDetectorACF();

% Width of a common vehicle is between 1.5 to 2.5 meters.
vehicleWidth = [1.5, 2.5];
```

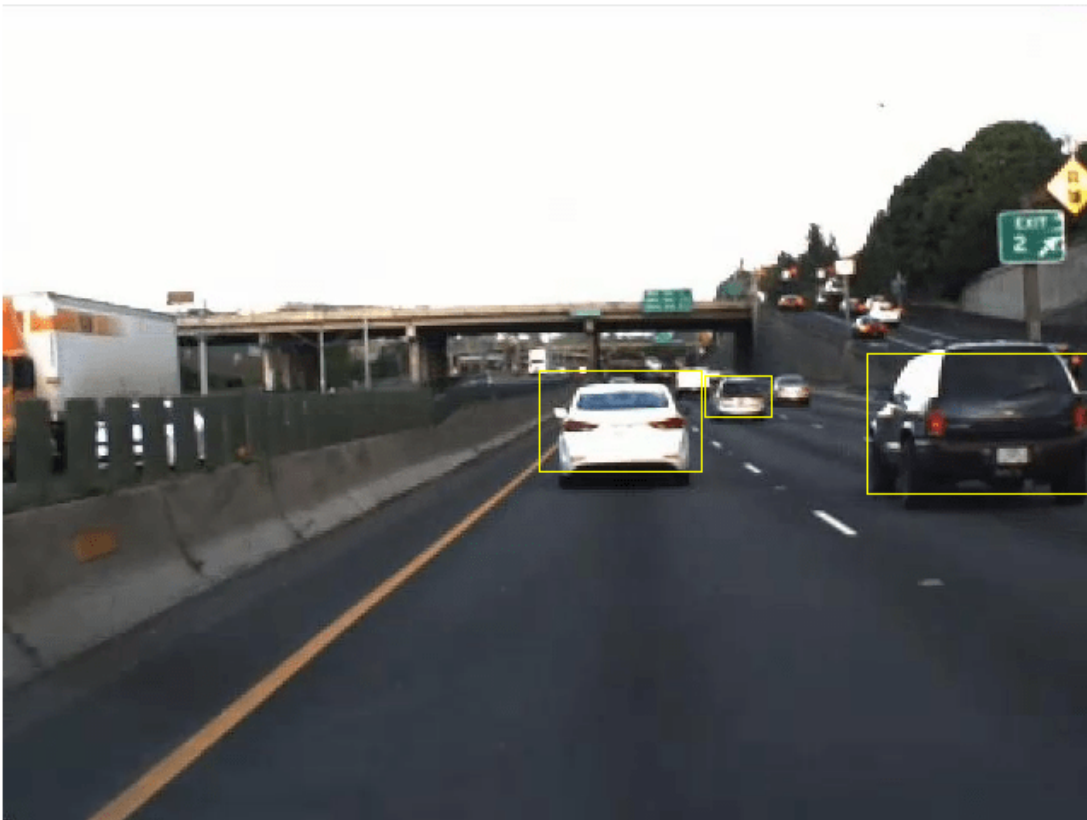
```

% Configure the detector to take into account configuration of the camera
% and expected vehicle width
detector = configureDetectorMonoCamera(detector, sensor, vehicleWidth);

% Detect vehicles and show the bounding boxes.
[bboxes, ~] = detect(detector, I);
Iout = insertShape(I, 'rectangle', bboxes);
figure;
imshow(Iout)
title('Detected Vehicles')

```

Detected Vehicles



### Estimate Distances to Detected Vehicles

Now that vehicles have been detected, estimate distances to the detected vehicles from the camera in world coordinates. `monoCamera` provides an `imageToVehicle` method to convert points from image coordinates to vehicle coordinates. This can be used to estimate the distance along the ground from the camera to the detected vehicles. The example specifies the distance as the center point of the detected vehicle, along the ground directly below it.

```

% Find the midpoint for each bounding box in image coordinates.
midPtsImg = [bboxes(:,1)+bboxes(:,3)/2 bboxes(:,2)+bboxes(:,4)];
midPtsWorld = imageToVehicle(sensor, midPtsImg);

```

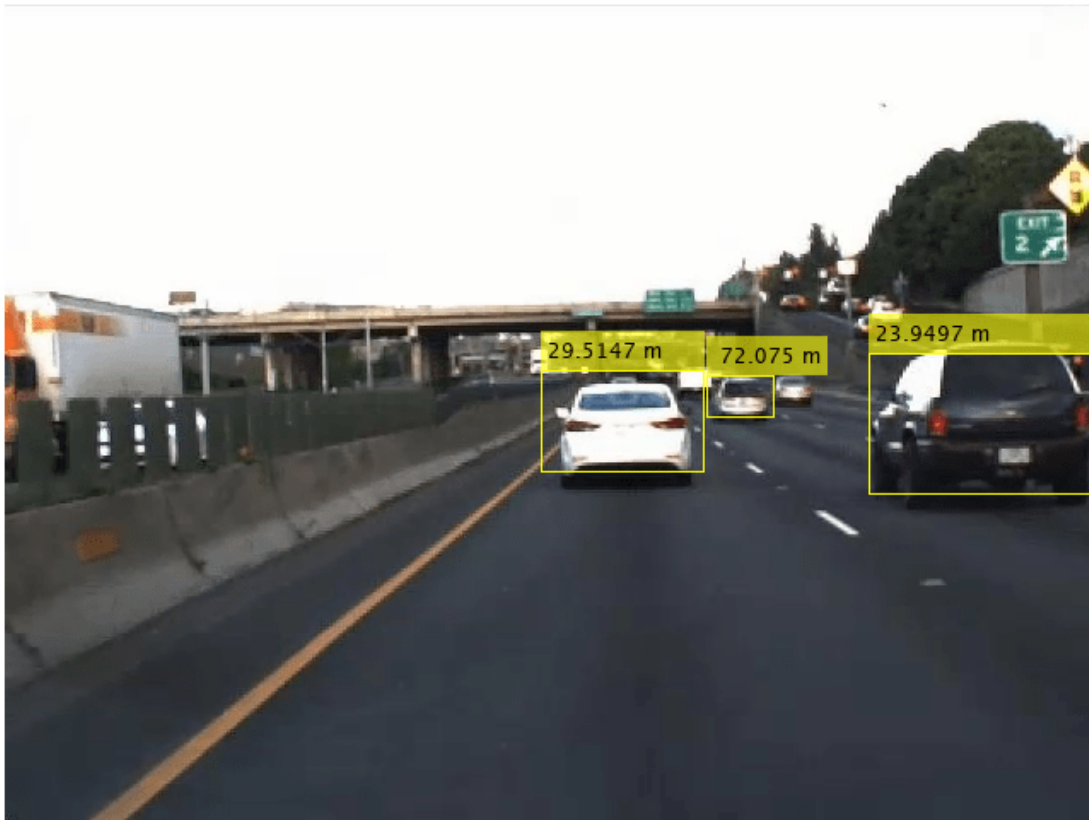
```

x = midPtsWorld(:,1);
y = midPtsWorld(:,2);
distance = sqrt(x.^2 + y.^2);

% Display vehicle bounding boxes and annotate them with distance in meters.
distanceStr = cellstr([num2str(distance) repmat(' m',[length(distance) 1]]));
Iout = insertObjectAnnotation(I, 'rectangle', bboxes, distanceStr);
imshow(Iout)
title('Distances of Vehicles from Camera')

```

Distances of Vehicles from Camera



### Prepare the Vehicle Detection and Distance Estimation Automation Class

Incorporate the vehicle detection and distance estimation automation class into the automation workflow of the app. See “Create Automation Algorithm for Labeling” for more details. Start with the existing ACF Vehicle Detection automation algorithm to perform vehicle detection with a calibrated monocular camera. Then modify the algorithm to perform attribute automation. In this example, use the distance of the vehicle from the camera as an attribute of the detected vehicle. This section describes the steps for making changes to the existing ACF Vehicle Detection automation algorithm class.

Step 1 contains properties that define the name and description of the algorithm, and the directions for using the algorithm.

```

%-----
% Define algorithm Name, Description, and UserDirections.
properties(Constant)

    %Name: Algorithm Name
    % Character vector specifying name of algorithm.
    Name = 'Vehicle Detection and Distance Estimation';

    % Description: Provide a one-line description for your algorithm.
    Description = 'Detect vehicles using a pretrained ACF vehicle detector and compute distance';

    % UserDirections: Provide a set of directions that are displayed
    %                  when this algorithm is invoked. The directions
    %                  are to be provided as a cell array of character
    %                  vectors, with each element of the cell array
    %                  representing a step in the list of directions.
    UserDirections = {...
        'Define a rectangle ROI Label to label vehicles.',...
        'For the label definition created, define an Attribute with name Distance, type Numerical.',...
        'Run the algorithm',...
        'Manually inspect and modify results if needed'};
end

```

Step 2 contains the custom properties needed to support vehicle detection and distance estimation automation

```

%-----
% Vehicle Detector Properties
%-----
properties
    %SelectedLabelName Selected label name
    % Name of selected label. Vehicles detected by the algorithm will
    % be assigned this variable name.
    SelectedLabelName

    %Detector Detector
    % Pretrained vehicle detector, an object of class
    % acfObjectDetector.
    Detector

    %VehicleModelName Vehicle detector model name
    % Name of pretrained vehicle detector model.
    VehicleModelName = 'full-view';

    %OverlapThreshold Overlap threshold
    % Threshold value used to eliminate overlapping bounding boxes
    % around the reference bounding box, between 0 and 1. The
    % bounding box overlap ratio denominator, 'RatioType' is set to
    % 'Min'
    OverlapThreshold = 0.65;

    %ScoreThreshold Classification Score Threshold
    % Threshold value used to reject detections with low detection
    % scores.
    ScoreThreshold = 30;

    %ConfigureDetector Boolean value to decide on configuring the detector
    % Boolean value which decides if the detector is configured using
    % monoCamera sensor.
    ConfigureDetector = true;

```



```

%SensorObj monoCamera sensor
% Monocular Camera Sensor object used to configure the detector.
% A configured detector will run faster and can potentially
% result in better detections.
SensorObj = [];

%SensorStr monoCamera sensor variable name
% Monocular Camera Sensor object variable name used to configure
% the detector.
SensorStr = '';

%VehicleWidth Vehicle Width
% Vehicle Width used to configure the detector, specified as
% [minWidth, maxWidth] describing the approximate width of the
% object in world units.
VehicleWidth = [1.5 2.5];

%VehicleLength Vehicle Length
% Vehicle Length used to configure the detector, specified as
% [minLength, maxLength] describing the approximate length of the
% object in world units.
VehicleLength = [ ];
end

%-----
% Attribute automation Properties
%-----
properties (Constant, Access = private)

    % Flag to enable Distance attribute estimation automation
    AutomateDistanceAttribute = true;

    % Supported Distance attribute name.
    % The label must have an attribute with the name specified.
    SupportedDistanceAttribName = 'Distance';
end

properties (Access = private)

    % Actual attribute name for distance
    DistanceAttributeName;

    % Flag to check if attribute specified is a valid distance
    % attribute
    HasValidDistanceAttribute = false;
end

```

Step 3 initializes properties.

```

%-----
% Initialize sensor, detector and other relevant properties.
function initialize(algObj, ~)

    % Store the name of the selected label definition. Use this
    % name to label the detected vehicles.
    algObj.SelectedLabelName = algObj.SelectedLabelDefinitions.Name;

    % Initialize the vehicle detector with a pretrained model.
    algObj.Detector = vehicleDetectorACF(algObj.VehicleModelName);

```

```

    % Initialize parameters to compute vehicle distance
    if algObj.AutomateDistanceAttribute
        initializeAttributeParams(algObj);
    end
end

function initializeAttributeParams(algObj)
    % Initialize properties relevant to attribute automation.

    % The label must have an attribute with name Distance and type
    % Numeric Value.
    hasAttribute = isfield(algObj.ValidLabelDefinitions, 'Attributes') && ...
        isstruct(algObj.ValidLabelDefinitions.Attributes);
    if hasAttribute
        attributeNames = fieldnames(algObj.ValidLabelDefinitions.Attributes);
        idx = find(contains(attributeNames, algObj.SupportedDistanceAttribName));
        if ~isempty(idx)
            algObj.DistanceAttributeName = attributeNames{idx};
            algObj.HasValidDistanceAttribute = validateDistanceType(algObj);
        end
    end
end

function tf = validateDistanceType(algObj)
    % Validate the attribute type.

    tf = isfield(algObj.ValidLabelDefinitions.Attributes, algObj.DistanceAttributeName) && ..
        isfield(algObj.ValidLabelDefinitions.Attributes.(algObj.DistanceAttributeName), 'Def
        isnumeric(algObj.ValidLabelDefinitions.Attributes.(algObj.DistanceAttributeName).Def
end

```

Step 4 contains the updated run method to compute the distance of the detected cars and writes the label and attribute info to the output labels.

```

%-----
function autoLabels = run(algObj, I)

    autoLabels = [];

    % Configure the detector.
    if algObj.ConfigureDetector && ~isa(algObj.Detector, 'acfObjectDetectorMonoCamera')
        vehicleSize = [algObj.VehicleWidth; algObj.VehicleLength];
        algObj.Detector = configureDetectorMonoCamera(algObj.Detector, algObj.SensorObj, vehi
    end

    % Detect vehicles using the initialized vehicle detector.
    [bboxes, scores] = detect(algObj.Detector, I, ...
        'SelectStrongest', false);

    [selectedBbox, selectedScore] = selectStrongestBbox(bboxes, scores, ...
        'RatioType', 'Min', 'OverlapThreshold', algObj.OverlapThreshold);

    % Reject detections with detection score lower than
    % ScoreThreshold.
    detectionsToKeepIdx = (selectedScore > algObj.ScoreThreshold);
    selectedBbox = selectedBbox(detectionsToKeepIdx, :);

    if ~isempty(selectedBbox)
        % Add automated labels at bounding box locations detected
        % by the vehicle detector, of type Rectangle having name of

```

```

    % the selected label.
    autoLabels.Name      = algObj.SelectedLabelName;
    autoLabels.Type      = labelType.Rectangle;
    autoLabels.Position = selectedBbox;

    if (algObj.AutomateDistanceAttribute && algObj.HasValidDistanceAttribute)
        attribName = algObj.DistanceAttributeName;
        % Attribute value is of type 'Numeric Value'
        autoLabels.Attributes = computeVehicleDistances(algObj, selectedBbox, attribName)
    end
else
    autoLabels = [];
end
end

function midPts = helperFindBottomMidpoint(bboxes)
    % Find midpoint of bottom edge of the bounding box.

    xBL = bboxes(:,1);
    yBL = bboxes(:,2);

    xM = xBL + bboxes(:,3)/2;
    yM = yBL + bboxes(:,4);
    midPts = [xM yM];

end

function distances= computeDistances(algObj, bboxes)
    % Helper function to compute vehicle distance.

    midPts = helperFindBottomMidpoint(bboxes);
    xy = algObj.SensorObj.imageToVehicle(midPts);
    distances = sqrt(xy(:,1).^2 + xy(:,2).^2);

end

function attribS = computeVehicleDistances(algObj, bboxes, attribName)
    % Compute vehicle distance.

    numCars = size(bboxes, 1);
    attribS = repmat(struct(attribName, 0), [numCars, 1]);

    for i=1:numCars
        distanceVal = computeDistances(algObj, bboxes(i,:));
        attribS(i).(attribName) = distanceVal;
    end
end
end

```

### Use the Vehicle Detection and Distance Estimation Automation Class in the App

The packaged version of the vehicle distance computation algorithm is available in the `VehicleDetectionAndDistanceEstimation` class. To use this class in the app:

- Create the folder structure required under the current folder, and copy the automation class into it.

```

mkdir('+vision/+labeler');
copyfile(fullfile(matlabroot,'examples','driving','main','VehicleDetectionAndDistanceEstima

```

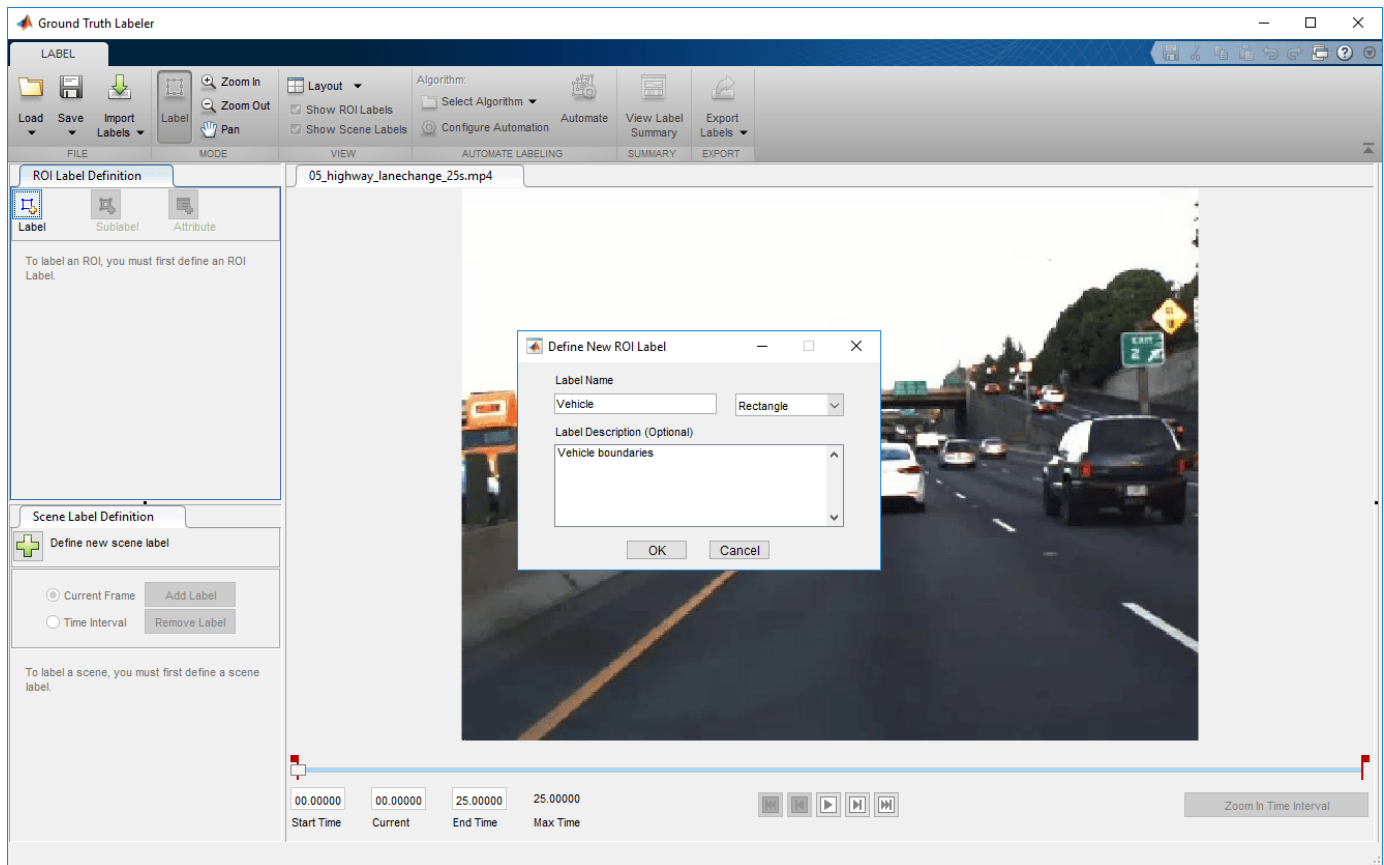
- Load the monoCamera information into the workspace. This camera sensor information is suitable for the camera used in the video used in this example, 05\_highway\_lanechange\_25s.mp4. If you load a different video, use the sensor information appropriate for that video.

```
load('FCWDemoMonoCameraSensor.mat', 'sensor')
```

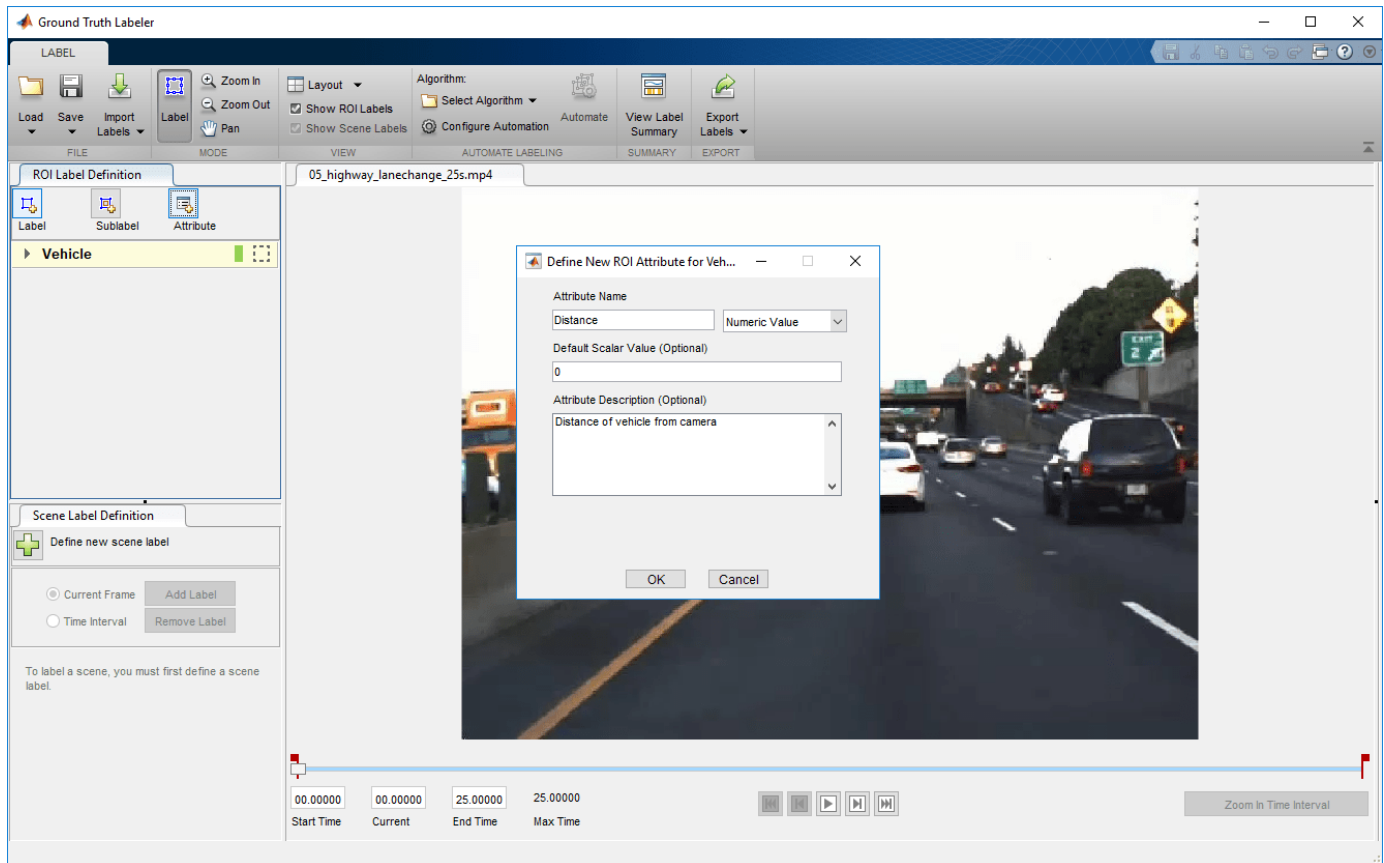
- Open the groundTruthLabeler app.

```
groundTruthLabeler 05_highway_lanechange_25s.mp4
```

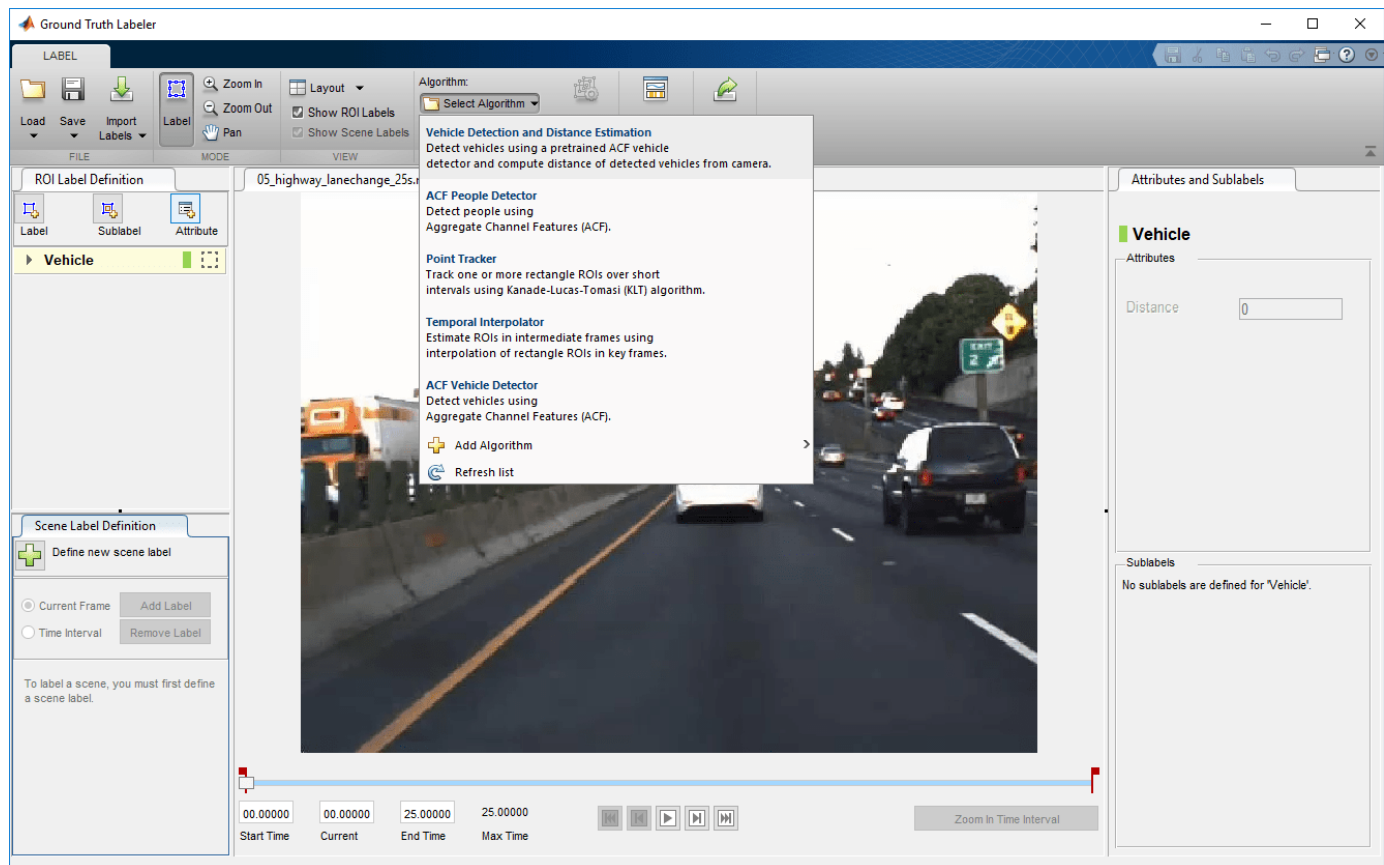
- In the **ROI Label Definition** pane on the left, click **Label**. Define a label with name `Vehicle` and type `Rectangle`. Optionally, add a label description. Then click **OK**.



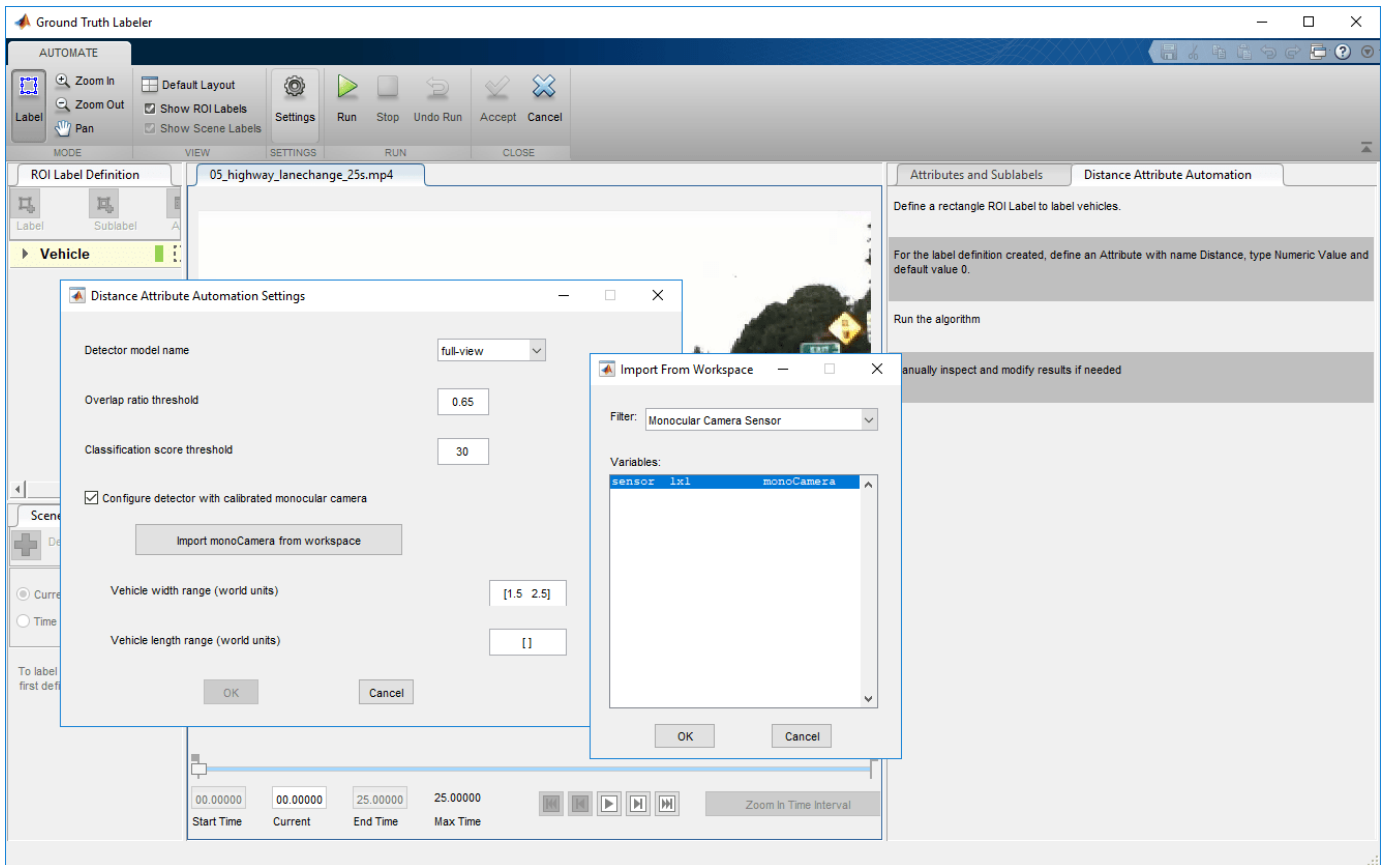
- In the **ROI Label Definition** pane on the left, click **Attribute**. Define an attribute with name `Distance`, type `Numeric Value`, and default value `0`. Optionally, add an attribute description. Then click **OK**.



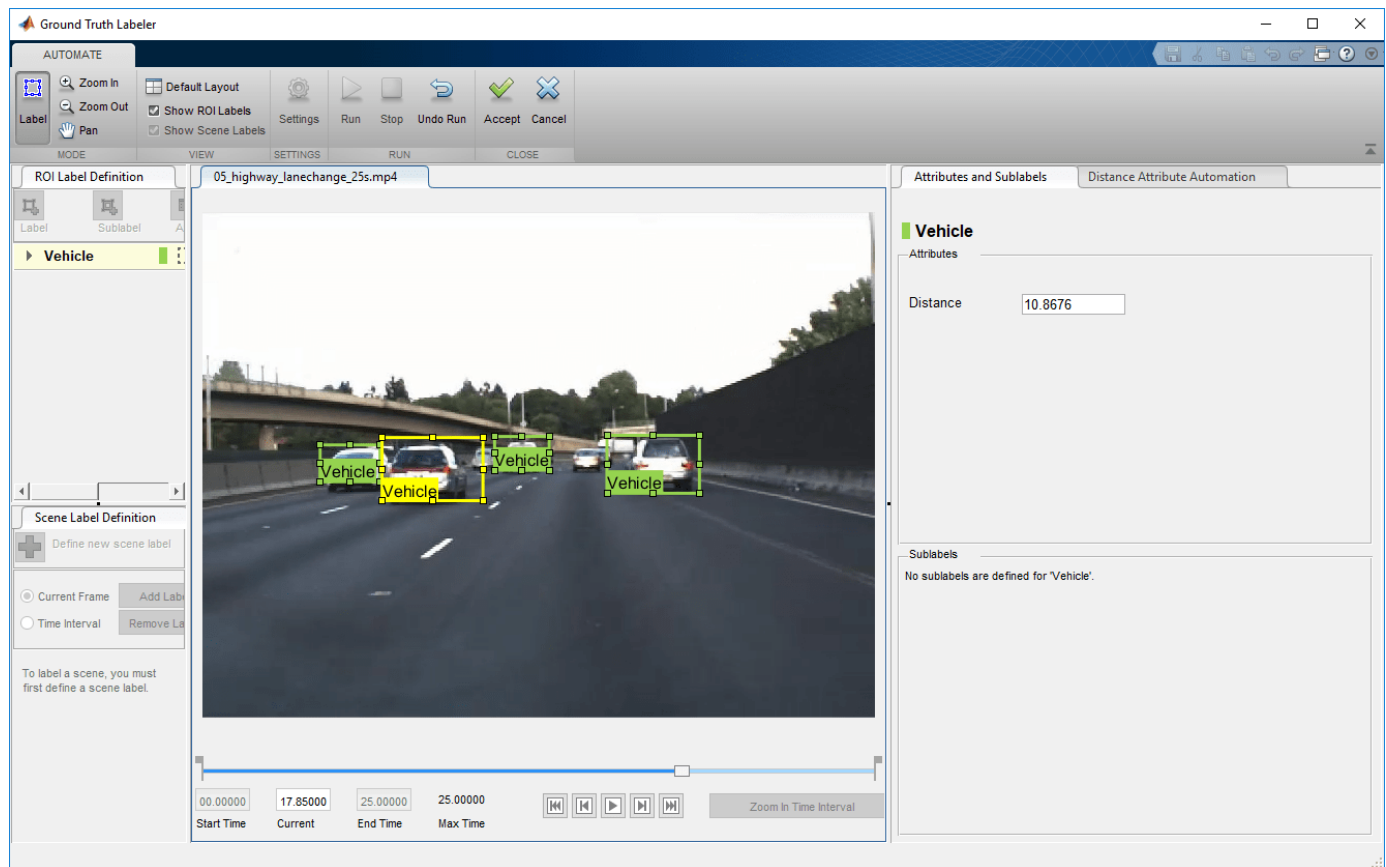
- Select **Algorithm > Select Algorithm > Refresh list**.
- Select **Algorithm > Vehicle Detection and Distance Estimation**. If you do not see this option, ensure that the current working folder has a folder called `+vision/+labeler`, with a file named `VehicleDetectionAndDistanceEstimation.m` in it.



- Click **Automate**. A new tab opens, displaying directions for using the algorithm.
- Click **Settings**, and in the dialog box that opens, enter sensor in the first text box. Modify other parameters if needed before clicking **OK**.

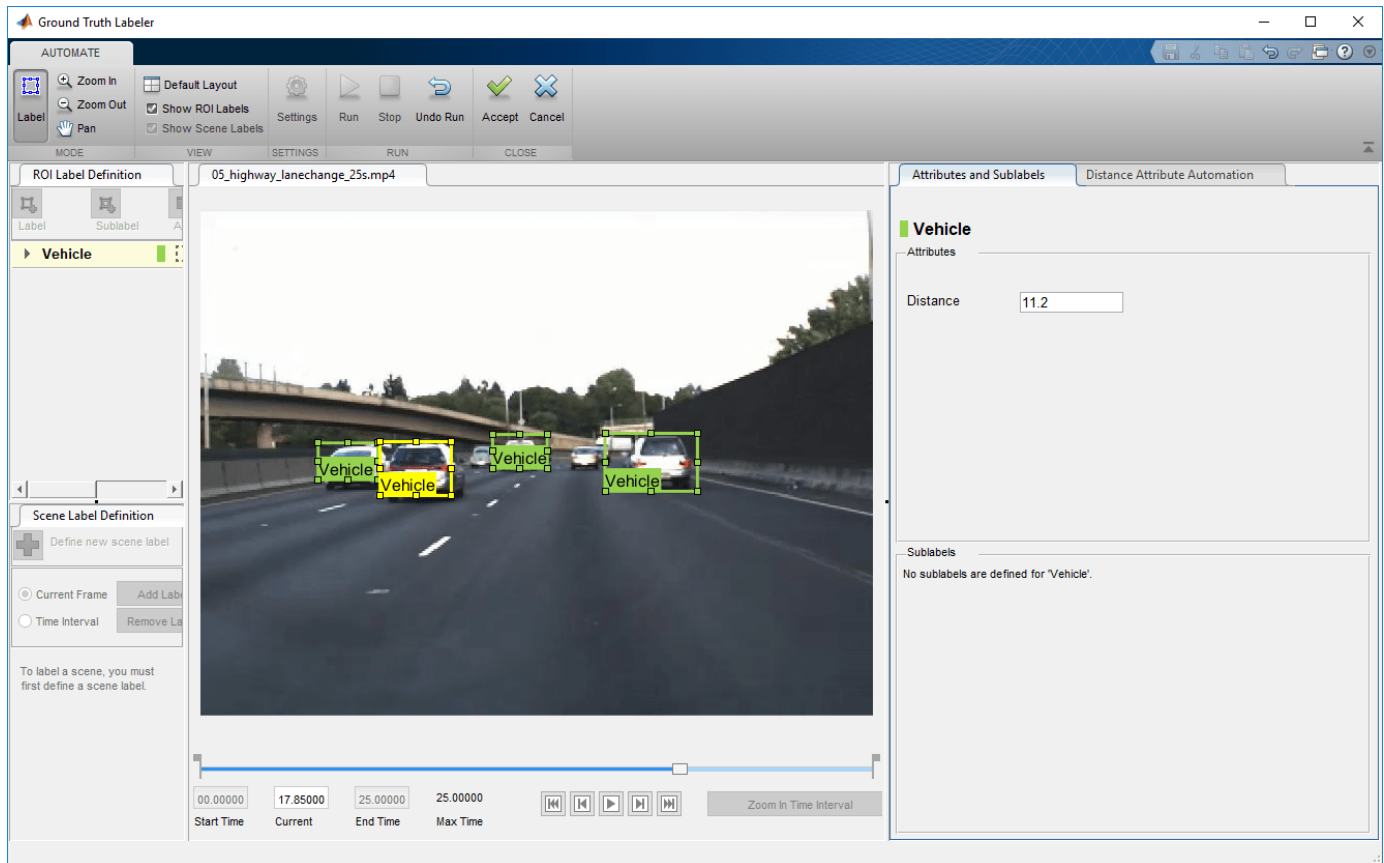


- Click **Run**. The vehicle detection and distance computation algorithm progresses through the video. Notice that the results are not satisfactory in some of the frames.
- After the run is completed, use the slider or arrow keys to scroll across the video to locate the frames where the algorithm failed.



- Manually tweak the results by either moving the vehicle bounding box or by changing the distance value. You can also delete the bounding boxes and the associated distance values.





- Once you are satisfied with the vehicle bounding boxes and their distances for the entire video, click **Accept**.

The automated vehicle detection and distance attribute labeling on the video is complete. You can now label other objects of interest and set their attributes, save the session, or export the results of this labeling run.

## Conclusion

This example showed the steps to incorporate a vehicle detection and distance attribute estimation automation algorithm into the Ground Truth Labeler app. You can extend this concept to other custom algorithms to extend the functionality of the app.

## See Also

### Apps

**Ground Truth Labeler**

### Objects

`vision.labeler.AutomationAlgorithm | monoCamera`

## More About

- “Create Automation Algorithm for Labeling”

- “Use Sublabels and Attributes to Label Ground Truth Data”
- “Automate Ground Truth Labeling Across Multiple Signals” on page 8-27
- “Visual Perception Using Monocular Camera” on page 8-108

## Evaluate Lane Boundary Detections Against Ground Truth Data

This example shows how to compare ground truth data against results of a lane boundary detection algorithm. It also illustrates how this comparison can be used to tune algorithm parameters to get the best detection results.

### Overview

Ground truth data is usually available in image coordinates, whereas boundaries are modeled in the vehicle coordinate system. Comparing the two involves a coordinate conversion and thus requires extra care in interpreting the results. Driving decisions are based on distances in the vehicle coordinate system. Therefore, it is more useful to express and understand accuracy requirements using physical units in the vehicle coordinates rather than pixel coordinates.

The “Visual Perception Using Monocular Camera” on page 8-108 describes the internals of a monocular camera sensor and the process of modeling lane boundaries. This example shows how to evaluate the accuracy of these models against manually validated ground truth data. After establishing a comparison framework, the framework is extended to fine-tune parameters of a boundary detection algorithm for optimal performance.

### Load and Prepare Ground Truth Data

You can use the Ground Truth Labeler app to mark and label lane boundaries in a video. These annotated lane boundaries are represented as sets of points placed along the boundaries of interest. Having a rich set of manually annotated lane boundaries for various driving scenarios is critical in evaluating and fine-tuning automatic lane boundary detection algorithms. An example set for the `caltech_cordova1.avi` video file is available with the toolbox.

Load predefined left and right ego lane boundaries specified in image coordinates. Each boundary is represented by a set of M-by-2 numbers representing M pixel locations along that boundary. Each video frame has at most two such sets representing the left and the right lane.

```
loaded = load('caltech_cordova1_EgoBoundaries.mat');
sensor = loaded.sensor; % Associated monoCamera object
gtImageBoundaryPoints = loaded.groundTruthData.EgoLaneBoundaries;

% Show a sample of the ground truth at this frame index
frameInd = 36;

% Load the video frame
frameTimeStamp = seconds(loaded.groundTruthData(frameInd,:).Time);
videoReader = VideoReader(loaded.videoName);
videoReader.CurrentTime = frameTimeStamp;
frame = videoReader.readFrame();

% Obtain the left lane points for this frame
boundaryPoints = gtImageBoundaryPoints{frameInd};
leftLanePoints = boundaryPoints{1};

figure
imshow(frame)
hold on
plot(leftLanePoints(:,1), leftLanePoints(:,2), '+', 'MarkerSize', 10, 'LineWidth', 4);
title('Sample Ground Truth Data for Left Lane Boundary');
```

Sample Ground Truth Data for Left Lane Boundary



Convert the ground truth points from image coordinates to vehicle coordinates to allow for direct comparison with boundary models. To perform this conversion, use the `imageToVehicle` function with the associated `monoCamera` object to perform this conversion.

```
gtVehicleBoundaryPoints = cell(numel(gtImageBoundaryPoints),1);
for frameInd = 1:numel(gtImageBoundaryPoints)
    boundaryPoints = gtImageBoundaryPoints{frameInd};
    if ~isempty(boundaryPoints)
        ptsInVehicle = cell(1, numel(boundaryPoints));
        for cInd = 1:numel(boundaryPoints)
            ptsInVehicle{cInd} = imageToVehicle(sensor, boundaryPoints{cInd});
        end
        gtVehicleBoundaryPoints{frameInd} = ptsInVehicle;
    end
end
```

### Model Lane Boundaries Using a Monocular Sensor

Run a lane boundary modeling algorithm on the sample video to obtain the test data for the comparison. Here, reuse the `helperMonoSensor` module introduced in the “Visual Perception Using Monocular Camera” on page 8-108 example. While processing the video, an additional step is needed to return the detected boundary models. This logic is wrapped in a helper function, `detectBoundaries`, defined at the end of this example.

```
monoSensor = helperMonoSensor(sensor);
boundaries = detectBoundaries(loaded.videoName, monoSensor);
```

### Evaluate Lane Boundary Models

Use the `evaluateLaneBoundaries` function to find the number of boundaries that match those boundaries in ground truth. A ground truth is assigned to a test boundary only if all points of the ground truth are within a specified distance, laterally, from the corresponding test boundary. If multiple ground truth boundaries satisfy this criterion, the one with the smallest maximum lateral distance is chosen. The others are marked as false positives.

```
threshold = 0.25; % in vehicle coordinates (meters)
[numMatches, numMisses, numFalsePositives, assignments] = ...
    evaluateLaneBoundaries(boundaries, gtVehicleBoundaryPoints, threshold);
disp(['Number of matches: ', num2str(numMatches)]);
```

```
Number of matches: 402
```

```
disp(['Number of misses: ', num2str(numMisses)]);
```

```
Number of misses: 43
```

```
disp(['Number of false positives: ', num2str(numFalsePositives)]);
```

```
Number of false positives: 30
```

You can use these raw counts to compute other statistics such as precision, recall, and the F1 score:

```
precision = numMatches/(numMatches+numFalsePositives);
disp(['Precision: ', num2str(precision)]);
```

```
Precision: 0.93056
```

```
recall = numMatches/(numMatches+numMisses);
disp(['Sensitivity/Recall: ', num2str(recall)]);
```

```
Sensitivity/Recall: 0.90337
```

```
f1Score = 2*(precision*recall)/(precision+recall);
disp(['F1 score: ', num2str(f1Score)]);
```

```
F1 score: 0.91676
```

### Visualize Results Using a Bird's-Eye Plot

`evaluateLaneBoundaries` additionally returns the assignment indices for every successful match between the ground truth and test boundaries. This can be used to visualize the detected and ground truth boundaries to gain a better understanding of failure modes.

Find a frame that has one matched boundary and one false positive. The ground truth data for each frame has two boundaries. So, a candidate frame will have two assignment indices, with one of them being 0 to indicate a false positive.

```
hasMatch = cellfun(@(x) numel(x)==2, assignments);
hasFalsePositive = cellfun(@(x) nnz(x)==1, assignments);
frameInd = find(hasMatch&hasFalsePositive,1,'first');
frameVehiclePoints = gtVehicleBoundaryPoints{frameInd};
```

```
frameImagePoints = gtImageBoundaryPoints{frameInd};
frameModels      = boundaries{frameInd};
```

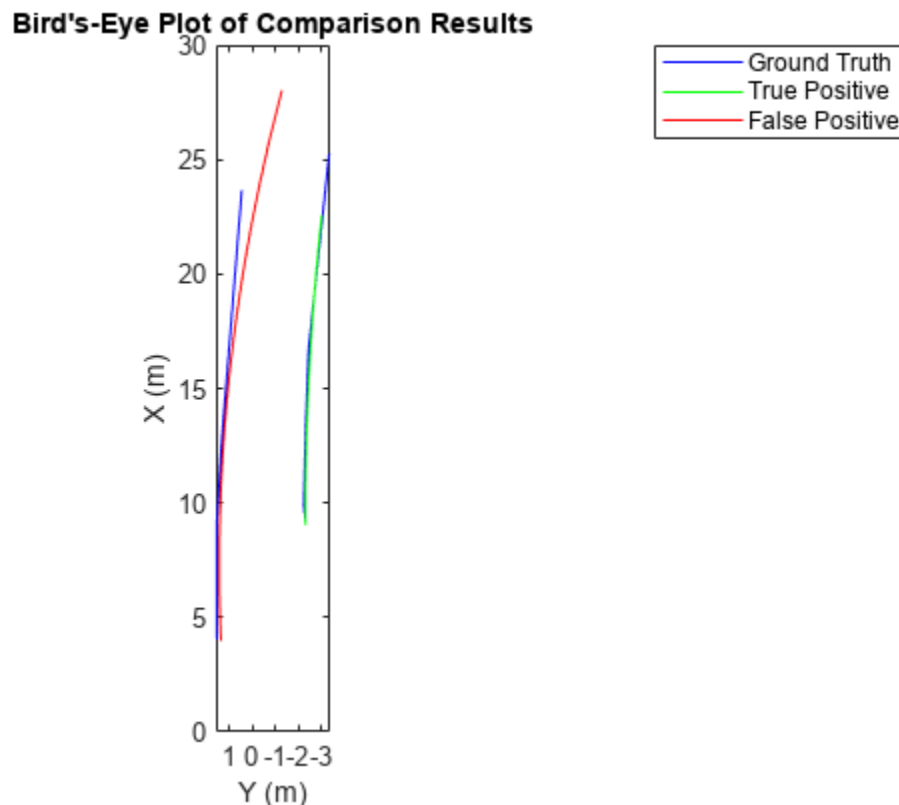
Use the assignments output of `evaluateLaneBoundaries` to find the models that matched (true positives) and models that had no match (false positives) in ground truth.

```
matchedModels    = frameModels(assignments{frameInd}~=0);
fpModels         = frameModels(assignments{frameInd}==0);
```

Set up a bird's-eye plot and visualize the ground truth points and models on it.

```
bep = birdsEyePlot();
gtPlotter = laneBoundaryPlotter(bep, 'DisplayName', 'Ground Truth', ...
    'Color', 'blue');
tpPlotter = laneBoundaryPlotter(bep, 'DisplayName', 'True Positive', ...
    'Color', 'green');
fpPlotter = laneBoundaryPlotter(bep, 'DisplayName', 'False Positive', ...
    'Color', 'red');

plotLaneBoundary(gtPlotter, frameVehiclePoints);
plotLaneBoundary(tpPlotter, matchedModels);
plotLaneBoundary(fpPlotter, fpModels);
title('Bird's-Eye Plot of Comparison Results');
```



### Visualize Results on a Video in Camera and Bird's-Eye View

To get a better context of the result, you can also visualize ground truth points and the boundary models on the video.

Get the frame corresponding to the frame of interest.

```
videoReader          = VideoReader(loaded.videoName);
videoReader.CurrentTime = seconds(loaded.groundTruthData.Time(frameInd));
frame                = videoReader.readFrame();
```

Consider the boundary models as a solid line (irrespective of how the sensor classifies it) for visualization.

```
fpModels.BoundaryType    = 'Solid';
matchedModels.BoundaryType = 'Solid';
```

Insert the matched models, false positives and the ground truth points. This plot is useful in deducing that the presence of crosswalks poses a challenging scenario for the boundary modeling algorithm.

```
xVehicle = 3:20;
frame = insertLaneBoundary(frame, fpModels, sensor, xVehicle, 'Color', 'Red');
frame = insertLaneBoundary(frame, matchedModels, sensor, xVehicle, 'Color', 'Green');
figure
ha = axes;
imshow(frame, 'Parent', ha);

% Combine the left and right boundary points
boundaryPoints = [frameImagePoints{1}; frameImagePoints{2}];
hold on
plot(ha, boundaryPoints(:,1), boundaryPoints(:,2), '+', 'MarkerSize', 10, 'LineWidth', 4);
title('Camera View of Comparison Results');
```

Camera View of Comparison Results



You can also visualize the results in the bird's-eye view of this frame.

```
birdsEyeImage = transformImage(monoSensor.BirdsEyeConfig, frame);
```

```
xVehicle = 3:20;
```

```
birdsEyeImage = insertLaneBoundary(birdsEyeImage, fpModels, monoSensor.BirdsEyeConfig, xVehicle,
```

```
birdsEyeImage = insertLaneBoundary(birdsEyeImage, matchedModels, monoSensor.BirdsEyeConfig, xVeh
```

```
% Combine the left and right boundary points
```

```
ptsInVehicle = [frameVehiclePoints{1}; frameVehiclePoints{2}];
```

```
gtPointsInBEV = vehicleToImage(monoSensor.BirdsEyeConfig, ptsInVehicle);
```

```
figure
```

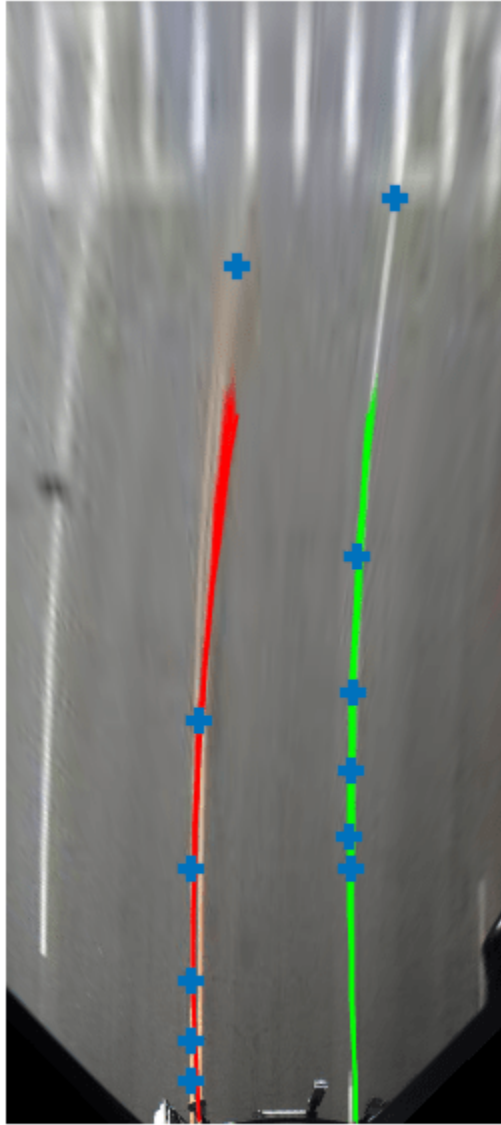
```
imshow(birdsEyeImage);
```

```
hold on
```

```
plot(gtPointsInBEV(:,1), gtPointsInBEV(:,2), '+', 'MarkerSize', 10, 'LineWidth', 4);
```

```
title('Bird's-Eye View of Comparison Results');
```



**Bird's-Eye View of Comparison Results**

### **Tune Boundary Modeling Parameters**

You can use the evaluation framework described previously to fine-tune parameters of the lane boundary detection algorithm. `helperMonoSensor` exposes three parameters that control the results of the lane-finding algorithm.

- `LaneSegmentationSensitivity` - Controls the sensitivity of `segmentLaneMarkerRidge` function. This function returns lane candidate points in the form of a binary lane feature mask. The sensitivity value can vary from 0 to 1, with a default of 0.25. Increasing this number results in more lane candidate points and potentially more false detections.

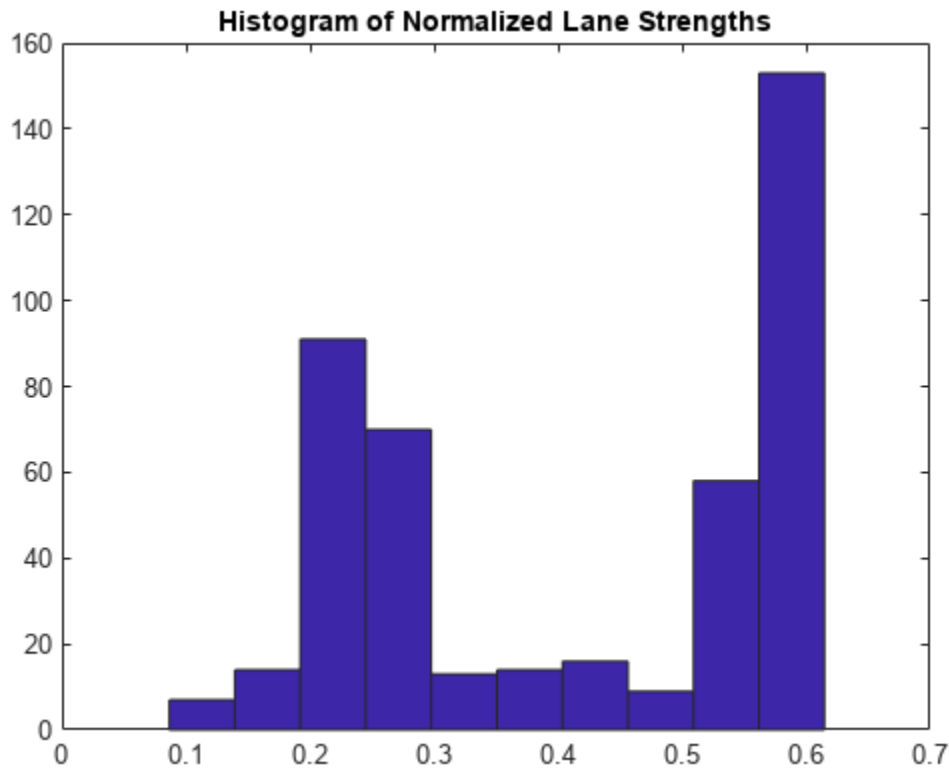
- `LaneExtentThreshold` - Specifies the minimum extent (length) of a lane. It is expressed as a ratio of the detected lane length to the maximum lane length possible for the specified camera configuration. The default value is 0.4. Increase this number to reject shorter lane boundaries.
- `LaneStrengthThreshold` - Specifies the minimum normalized strength to accept a detected lane boundary.

`LaneExtentThreshold` and `LaneStrengthThreshold` are derived from the `XExtent` and `Strength` properties of the `parabolicLaneBoundary` object. These properties are an example of how additional constraints can be placed on the boundary modeling algorithms to obtain acceptable results. The impact of varying `LaneStrengthThreshold` has additional nuances worth exploring. Typical lane boundaries are marked with either solid or dashed lines. When comparing to solid lines, dashed lines have a lower number of inlier points, leading to lower strength values. This makes it challenging to set a common strength threshold. To inspect the impact of this parameter, first generate all boundaries by setting `LaneStrengthThreshold` to 0. This setting ensures it has no impact on the output.

```
monoSensor.LaneStrengthThreshold = 0;  
boundaries = detectBoundaries('caltech_cordova.avi', monoSensor);
```

The `LaneStrengthThreshold` property of `helperMonoSensor` controls the normalized `Strength` parameter of each `parabolicLaneBoundary` model. The normalization factor, `MaxLaneStrength`, is the strength of a virtual lane that runs for the full extent of a bird's-eye image. This value is determined solely by the `birdsEyeView` configuration of `helperMonoSensor`. To assess the impact of `LaneStrengthThreshold`, first compute the distribution of the normalized lane strengths for all detected boundaries in the sample video. Note the presence of two clear peaks, one at a normalized strength of 0.3 and one at 0.7. These two peaks correspond to dashed and solid lane boundaries respectively. From this plot, you can empirically determine that to ensure dashed lane boundaries are detected, `LaneStrengthThreshold` should be below 0.3.

```
strengths = cellfun(@(b)[b.Strength], boundaries, 'UniformOutput', false);  
strengths = [strengths{:}];  
normalizedStrengths = strengths/monoSensor.MaxLaneStrength;  
figure;  
hist(normalizedStrengths);  
title('Histogram of Normalized Lane Strengths');
```



You can use the comparison framework to further assess the impact of the `LaneStrengthThreshold` parameters on the detection performance of the modeling algorithm. Note that the threshold value controlling the maximum physical distance between a model and a ground truth remains the same as before. This value is dictated by the accuracy requirements of an ADAS system and usually does not change.

```
threshold = .25;
[~, ~, ~, assignments] = ...
    evaluateLaneBoundaries(boundaries, gtVehicleBoundaryPoints, threshold);
```

Bin each boundary according to its normalized strength. The assignments information helps classify each boundary as either a true positive (matched) or a false positive. `LaneStrengthThreshold` is a "min" threshold, so a boundary classified as a true positive at a given value will continue to be a true positive for all lower threshold values.

```
nMatch = zeros(1,100); % Normalized lane strength is bucketed into 100 bins
nFP     = zeros(1,100); % ranging from 0.01 to 1.00.
for frameInd = 1:numel(boundaries)
    frameBoundaries = boundaries{frameInd};
    frameAssignment = assignments{frameInd};
    for bInd = 1:numel(frameBoundaries)
        normalizedStrength = frameBoundaries(bInd).Strength/monoSensor.MaxLaneStrength;
        strengthBucket     = floor(normalizedStrength*100);
        if frameAssignment(bInd)
            % This boundary was matched with a ground truth boundary,
            % record as a true positive for all values of strength above
            % its strength value.
```

```
        nMatch(1:strengthBucket) = nMatch(1:strengthBucket)+1;
    else
        % This is a false positive
        nFP(1:strengthBucket) = nFP(1:strengthBucket)+1;
    end
end
end
```

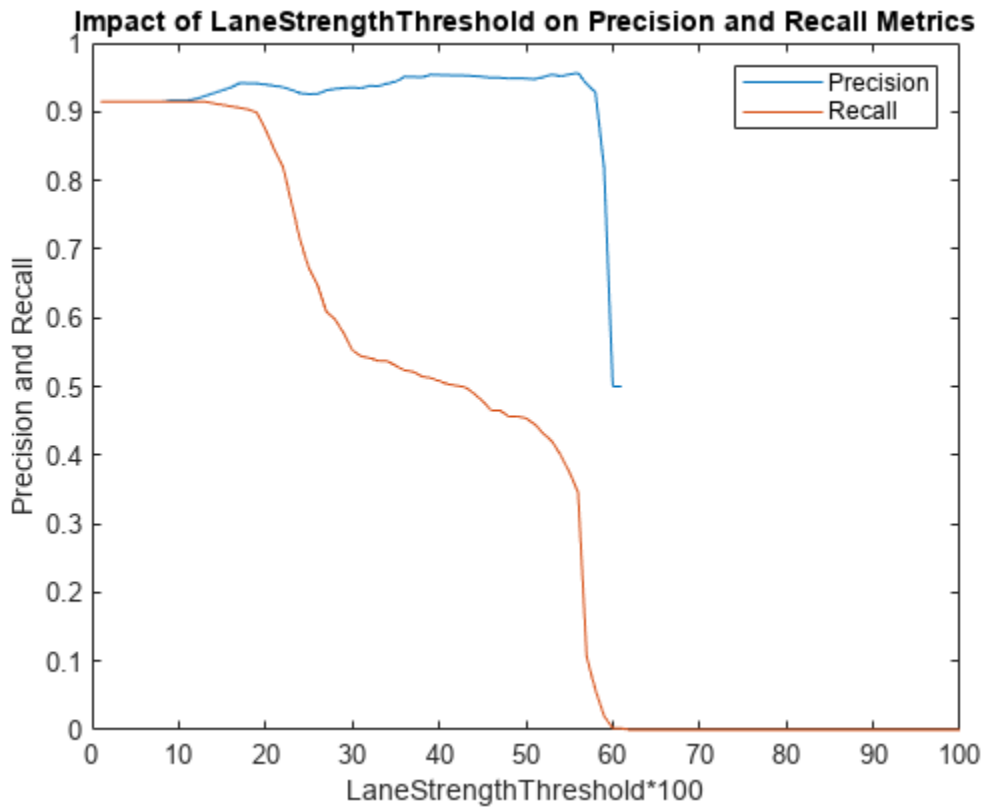
Use this information to compute the number of "missed" boundaries, that is, ground truth boundaries that the algorithm failed to detect at the specified LaneStrengthThreshold value. And with that information, compute the precision and recall metrics.

```
gtTotal = sum(cellfun(@(x) numel(x), gtVehicleBoundaryPoints));
nMiss   = gtTotal - nMatch;
```

```
precisionPlot = nMatch./(nMatch + nFP);
recallPlot    = nMatch./(nMatch + nMiss);
```

Plot the precision and recall metrics against various values of the lane strength threshold parameter. This plot is useful in determining an optimal value for the lane strength parameter. For this video clip, to maximize recall and precision metrics, LaneStrengthThreshold should be in the range 0.20 - 0.25.

```
figure;
plot(precisionPlot);
hold on;
plot(recallPlot);
xlabel('LaneStrengthThreshold*100');
ylabel('Precision and Recall');
legend('Precision', 'Recall');
title('Impact of LaneStrengthThreshold on Precision and Recall Metrics');
```



### Supporting Function

Detect boundaries in a video.

`detectBoundaries` uses a preconfigured `helperMonoSensor` object to detect boundaries in a video.

```
function boundaries = detectBoundaries(videoName, monoSensor)
videoReader = VideoReader(videoName);
hwb         = waitbar(0, 'Detecting and modeling boundaries in video...');
closeBar    = onCleanup(@()delete(hwb));
frameInd    = 0;
boundaries  = {};
while hasFrame(videoReader)
    frameInd = frameInd+1;
    frame    = readFrame(videoReader);
    sensorOut = processFrame(monoSensor, frame);
    % Save the boundary models
    boundaries{end+1} = ...
        [sensorOut.leftEgoBoundary, sensorOut.rightEgoBoundary]; %#ok<AGROW>
    waitbar(frameInd/(videoReader.Duration*videoReader.FrameRate), hwb);
end
```

end  
end

## **See Also**

### **Apps**

**Ground Truth Labeler**

### **Functions**

segmentLaneMarkerRidge | evaluateLaneBoundaries | findParabolicLaneBoundaries

## **More About**

- “Evaluate and Visualize Lane Boundary Detections Against Ground Truth” on page 8-95

# Evaluate and Visualize Lane Boundary Detections Against Ground Truth

This example shows how to evaluate the performance of lane boundary detection against known ground truth. In this example, you will characterize the performance of a lane boundary detection algorithm on a per-frame basis by computing a goodness-of-fit measure. This measure can be used to pinpoint, visualize, and understand failure modes in the underlying algorithm.

## Overview

With increasing interest in vision-based solutions to automated driving problems, being able to evaluate and verify the accuracy of detection algorithms has become very important. Verifying accuracy is especially important in detection algorithms that have several parameters that can be tuned to achieve results that satisfy predefined quality requirements. This example walks through one such workflow, where lane boundaries can be measured for their level of accuracy. This workflow helps pinpoint failure modes in these algorithms on a per-frame basis, as well as characterize its overall performance. This workflow also helps you visually and quantitatively understand the performance of the algorithm. You can then use this understanding to tune the underlying algorithm to improve its performance.

## Load Ground Truth Data

The dataset used in this example is a video file from a front-mounted camera on a vehicle driving through a street. Ground truth for the lane boundaries has been manually marked on the video with the Ground Truth Labeler app, using a Line ROI labeled "LaneBoundary." This video is 8 seconds, or 250 frames long. It has three intersection crossings, several vehicles (parked and moving), and lane boundaries (double line, single, and dashed). To create a ground truth lane boundary dataset for your own video, you can use the Ground Truth Labeler app.

```
% Load MAT file with ground truth data.
loaded = load('caltech_cordova_laneAndVehicleGroundTruth.mat');
```

The loaded structure contains three fields:

- 1 `groundTruthData`, a timetable with two columns: `LaneBoundaries` and `Vehicles`. `LaneBoundaries` contains ground truth points for the ego lane boundaries (left and right), represented as a cell array of XY points forming a poly line. `Vehicles` contains ground truth bounding boxes for vehicles in the camera view, represented as M-by-4 arrays of `[x,y,width,height]`.
- 2 `sensor`, a `monoCamera` object with properties about the calibrated camera mounted on the vehicle. This object lets you estimate the real-world distances between the vehicle and the objects in front of it.
- 3 `videoName`, a character array containing the file name of the video where the frames are stored.

From the data in this structure, open the video file by using `VideoReader` to loop through the frames. The `VideoReader` object uses a `helperMonoSensor` object to detect lanes and objects in the video frame, using the camera setup stored in `sensor`. A timetable variable stored in `gtdata` holds the ground truth data. This variable contains the per-frame data that is used for analysis later on.

```
% Create a VideoReader object to read frames of the video.
videoName = loaded.videoName;
```

```
fileReader = VideoReader(videoName);

% The ground truth data is organized in a timetable.
gtdata = loaded.groundTruthData;

% Display the first few rows of the ground truth data.
head(gtdata)
```

Time	Vehicles	LaneBoundaries
0 sec	{6x4 double}	{2x1 cell}
0.033333 sec	{6x4 double}	{2x1 cell}
0.066667 sec	{6x4 double}	{2x1 cell}
0.1 sec	{6x4 double}	{2x1 cell}
0.133333 sec	{6x4 double}	{2x1 cell}
0.16667 sec	{6x4 double}	{2x1 cell}
0.2 sec	{6x4 double}	{2x1 cell}
0.233333 sec	{5x4 double}	{2x1 cell}

The `gtdata` timetable has the columns `Vehicles` and `LaneBoundaries`. At each timestamp, the `Vehicles` column holds an M-by-4 array of vehicle bounding boxes and the `LaneBoundaries` column holds a two-element cell array of left and right lane boundary points.

First, visualize the loaded ground truth data for an image frame.

```
% Read the first frame of the video.
frame = readFrame(fileReader);

% Extract all lane points in the first frame.
lanePoints = gtdata.LaneBoundaries{1};

% Extract vehicle bounding boxes in the first frame.
vehicleBBox = gtdata.Vehicles{1};

% Superimpose the right lane points and vehicle bounding boxes.
frame = insertMarker(frame, lanePoints{2}, 'X');
frame = insertObjectAnnotation(frame, 'rectangle', vehicleBBox, 'Vehicle');

% Display ground truth data on the first frame.
figure
imshow(frame)
```





### Run Lane Boundary Detection Algorithm

Using the video frames and the `monoCamera` parameters, you can automatically estimate locations of lane boundaries. For illustration, the `processFrame` method of the `helperMonoSensor` class is used here to detect lane boundaries (as `parabolicLaneBoundary` objects) and vehicles (as `[x, y, width, height]` bounding box matrices). For the purpose of this example, this is the lane boundary detection "algorithm under test." You can use the same pattern for evaluating a custom lane boundary detection algorithm, where `processFrame` is replaced with the custom detection function. The ground truth points in the vehicle coordinates are also stored in the `LanesInVehicleCoord` column of the `gtdata` timetable. That way, they can be visualized in a Bird's-Eye View display later on. First, configure the `helperMonoSensor` object with the `sensor`. The `helperMonoSensor` class assembles all the necessary steps required to run the lane boundary detection algorithm.

```
% Set up monoSensorHelper to process video.
monoCameraSensor = loaded.sensor;
monoSensorHelper = helperMonoSensor(monoCameraSensor);

% Create new timetable with same Time vector for measurements.
measurements = timetable(gtdata.Time);

% Set up timetable columns for holding lane boundary and vehicle data.
numFrames = floor(fileReader.FrameRate*fileReader.Duration);
```

```

measurements.LaneBoundaries    = cell(numFrames, 2);
measurements.VehicleDetections = cell(numFrames, 1);
gtdata.LanesInVehicleCoord    = cell(numFrames, 2);

% Rewind the video to t = 0, and create a frame index to hold current
% frame.
fileReader.CurrentTime = 0;
frameIndex = 0;

% Loop through the videoFile until there are no new frames.
while hasFrame(fileReader)
    frameIndex = frameIndex+1;
    frame      = readFrame(fileReader);

    % Use the processFrame method to compute detections.
    % This method can be replaced with a custom lane detection method.
    detections = processFrame(monoSensorHelper, frame);

    % Store the estimated lane boundaries and vehicle detections.
    measurements.LaneBoundaries{frameIndex} = [detections.leftEgoBoundary ...
                                                detections.rightEgoBoundary];
    measurements.VehicleDetections{frameIndex} = detections.vehicleBoxes;

    % To facilitate comparison, convert the ground truth lane points to the
    % vehicle coordinate system.
    gtPointsThisFrame = gtdata.LaneBoundaries{frameIndex};
    vehiclePoints = cell(1, numel(gtPointsThisFrame));
    for ii = 1:numel(gtPointsThisFrame)
        vehiclePoints{ii} = imageToVehicle(monoCameraSensor, gtPointsThisFrame{ii});
    end

    % Store ground truth points expressed in vehicle coordinates.
    gtdata.LanesInVehicleCoord{frameIndex} = vehiclePoints;
end

```

Now that you have processed the video with a lane detection algorithm, verify that the ground truth points are correctly transformed into the vehicle coordinate system. The first entry in the LanesInVehicleCoord column of the gtdata timetable contains the vehicle coordinates for the first frame. Plot these ground truth points on the first frame in the Bird's-Eye View.

```

% Rewind video to t = 0.
fileReader.CurrentTime = 0;

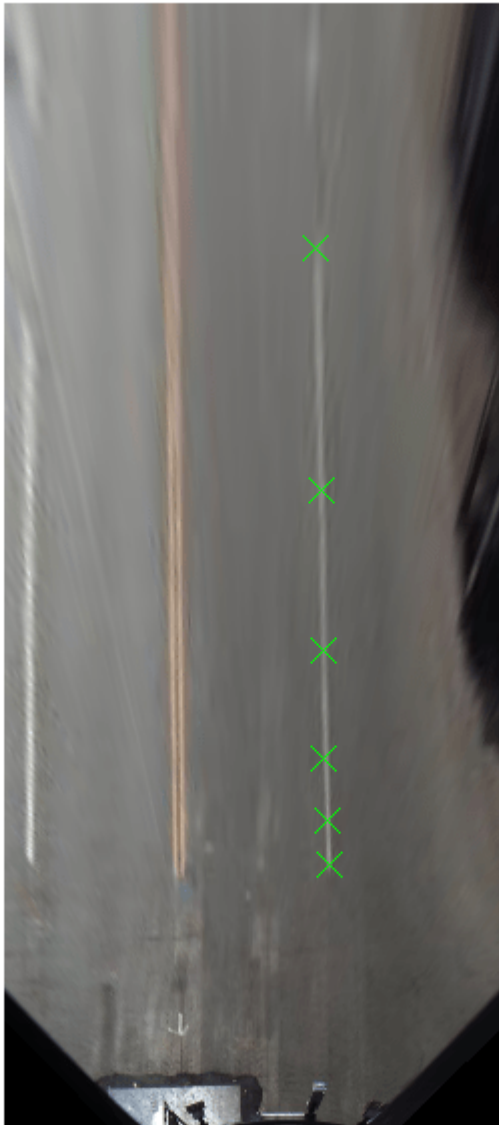
% Read the first frame of the video.
frame = readFrame(fileReader);
birdsEyeImage = transformImage(monoSensorHelper.BirdsEyeConfig, frame);

% Extract right lane points for the first frame in Bird's-Eye View.
firstFrameVehiclePoints = gtdata.LanesInVehicleCoord{1};
pointsInBEV = vehicleToImage(monoSensorHelper.BirdsEyeConfig, firstFrameVehiclePoints{2});

% Superimpose points on the frame.
birdsEyeImage = insertMarker(birdsEyeImage, pointsInBEV, 'X', 'Size', 6);

% Display transformed points in Bird's-Eye View.
figure
imshow(birdsEyeImage)

```



### Measure Detection Errors

Computing the errors in lane boundary detection is an essential step in verifying the performance of several downstream subsystems. Such subsystems include lane departure warning systems that depend on the accuracy of the lane detection subsystem.

You can estimate this accuracy by measuring the goodness of fit. With the ground truth points and the estimates computed, you can now compare and visualize them to find out how well the detection algorithms perform.

The goodness of fit can be measured either at the per-frame level or for the entire video. The per-frame statistics provide detailed information about specific scenarios, such as the behavior at road bends where the detection algorithm performance may vary. The global statistics provide a big picture estimate of number of lanes that missed detection.

Use the `evaluateLaneBoundaries` function to return global detection statistics and an `assignments` array. This array matches the estimated lane boundary objects with corresponding ground truth points.

The `threshold` parameter in the `evaluateLaneBoundaries` function represents the maximum lateral distance in vehicle coordinates to qualify as a match with the estimated parabolic lane boundaries.

```
threshold = 0.25; % in meters

[numMatches, numMisses, numFalsePositives, assignments] = ...
    evaluateLaneBoundaries(measurements.LaneBoundaries, ...
                          gtdata.LanesInVehicleCoord, ...
                          threshold);

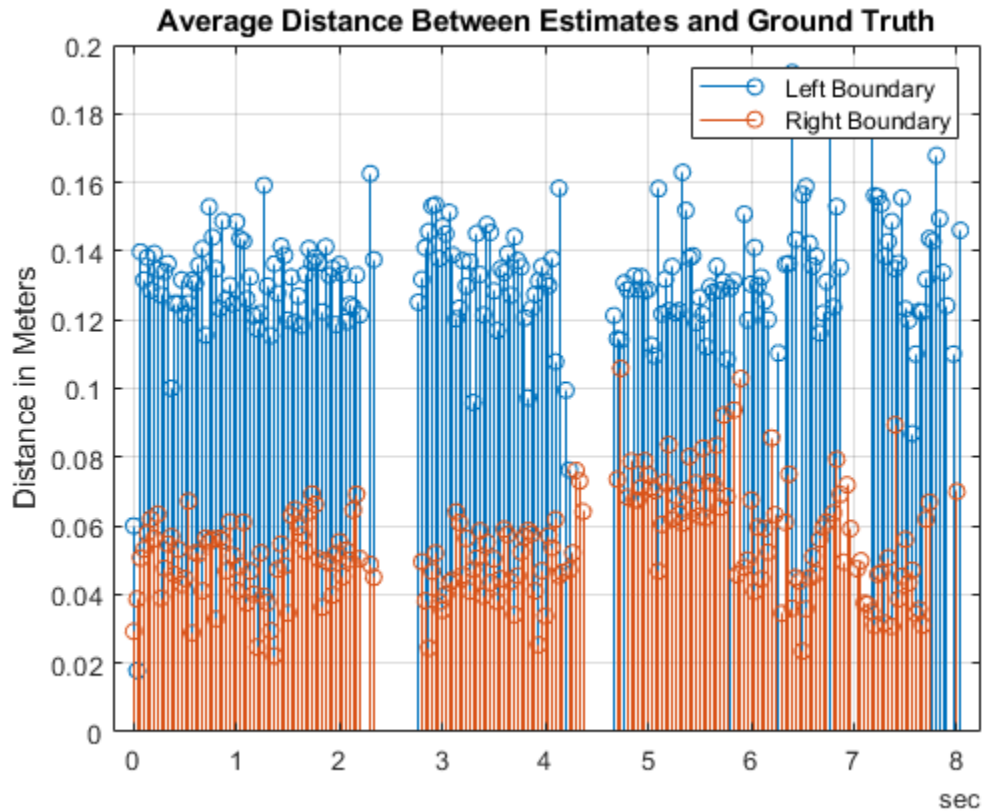
disp(['Number of matches: ', num2str(numMatches)]);
disp(['Number of misses: ', num2str(numMisses)]);
disp(['Number of false positives: ', num2str(numFalsePositives)]);

Number of matches: 402
Number of misses: 43
Number of false positives: 30
```

Using the `assignments` array, you can compute useful per-lane metrics, such as the average lateral distance between the estimates and the ground truth points. Such metrics indicate how well the algorithm is performing. To compute the average distance metric, use the helper function `helperComputeLaneStatistics`, which is defined at the end of this example.

```
averageDistance = helperComputeLaneStatistics(measurements.LaneBoundaries, ...
                                             gtdata.LanesInVehicleCoord, ...
                                             assignments, @mean);

% Plot average distance between estimates and ground truth.
figure
stem(gtdata.Time, averageDistance)
title('Average Distance Between Estimates and Ground Truth')
grid on
ylabel('Distance in Meters')
legend('Left Boundary', 'Right Boundary')
```



### Visualize and Review Differences Between Ground Truth and Your Algorithm

You now have a quantitative understanding of the accuracy of the lane detection algorithm. However, it is not possible to completely understand the failures solely based on the plot in the previous section. Viewing the video and visualizing the errors on a per-frame basis is therefore crucial in identifying specific failure modes which can be improved by refining the algorithm.

You can use the Ground Truth Labeler app as a visualization tool to view the video containing the ground truth data and the estimated lane boundaries. The `driving.connector.Connector` class provides an interface to attach custom visualization tools to the Ground Truth Labeler.

Use the `parabolicLaneBoundary` array and the ground truth data to compute vehicle coordinate locations of the estimated points. The `parabolicLaneBoundary` array defines a line, and the ground truth data has discrete points marked on the road. The `helperGetCorrespondingPoints` function estimates points on the estimated lines that correspond to the same Y-axis distance from the vehicle. This helper function is defined at the end of the example.

The ground truth points and the estimated points are now included in a new `timetable` to be visualized in the Ground Truth Labeler app. The created `groundTruth` object is then stored as a MAT file.

```
% Compute the estimated point locations using the monoCamera.
[estVehiclePoints, estImagePoints] = helperGetCorrespondingPoints(monoCameraSensor, ...
    measurements.LaneBoundaries, ...
    gtdata.LanesInVehicleCoord, ...
    assignments);
```

```

% Add estimated lanes to the measurements timetable.
measurements.EstimatedLanes      = estImagePoints;
measurements.LanesInVehicleCoord = estVehiclePoints;

% Create a new timetable with all the variables needed for visualization.
names = {'LanePoints'; 'DetectedLanePoints'};
types = labelType({'Line'; 'Line'});
labelDefs = table(names, types, 'VariableNames', {'Name', 'Type'});

visualizeInFrame = timetable(gtdata.Time, ...
                             gtdata.LaneBoundaries, ...
                             measurements.EstimatedLanes, ...
                             'VariableNames', names);

% Create groundTruth object.
dataSource = groundTruthDataSource(videoName);
dataToVisualize = groundTruth(dataSource, labelDefs, visualizeInFrame);

% Save all the results of the previous section in distanceData.mat in a
% temporary folder.
dataToLoad = [tempdir 'distanceData.mat'];
save(dataToLoad, 'monoSensorHelper', 'videoName', 'measurements', 'gtdata', 'averageDistance');

```

The `helperCustomUI` class creates the plot and Bird's-Eye Views using data loaded from a MAT file, like the one you just created. The Connector interface of the Ground Truth Labeler app interacts with the `helperCustomUI` class through the `helperUIConnector` class to synchronize the video with the average distance plot and the Bird's-Eye View. This synchronization enables you to analyze per-frame results both analytically and visually.

Follow these steps to visualize the results as shown in the images that follow:

- Go to the temporary directory where `distanceData.mat` is saved and open the Ground Truth Labeler app. Then start the Ground Truth Labeler app, with the connector handle specified as `helperUIConnector` using the following commands:

```

>> origdir = pwd;
>> cd(tempdir)
>> groundTruthLabeler(dataSource, 'ConnectorTargetHandle', @helperUIConnector);

```

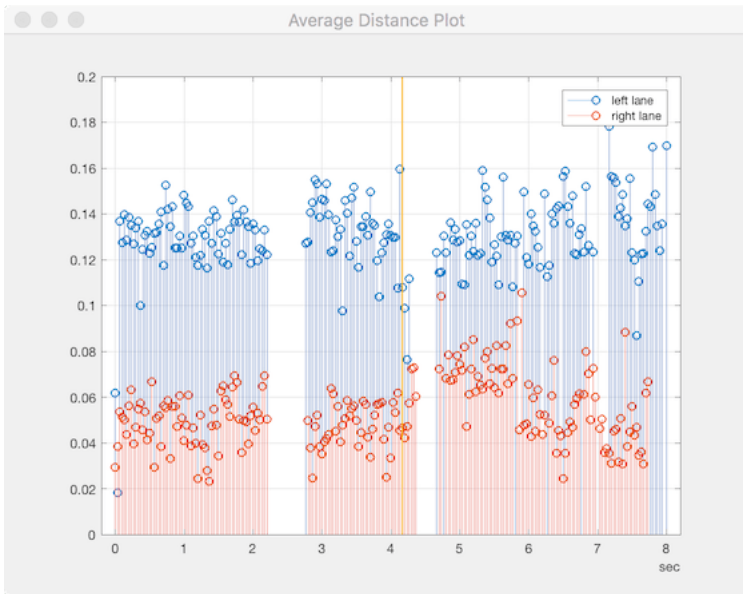
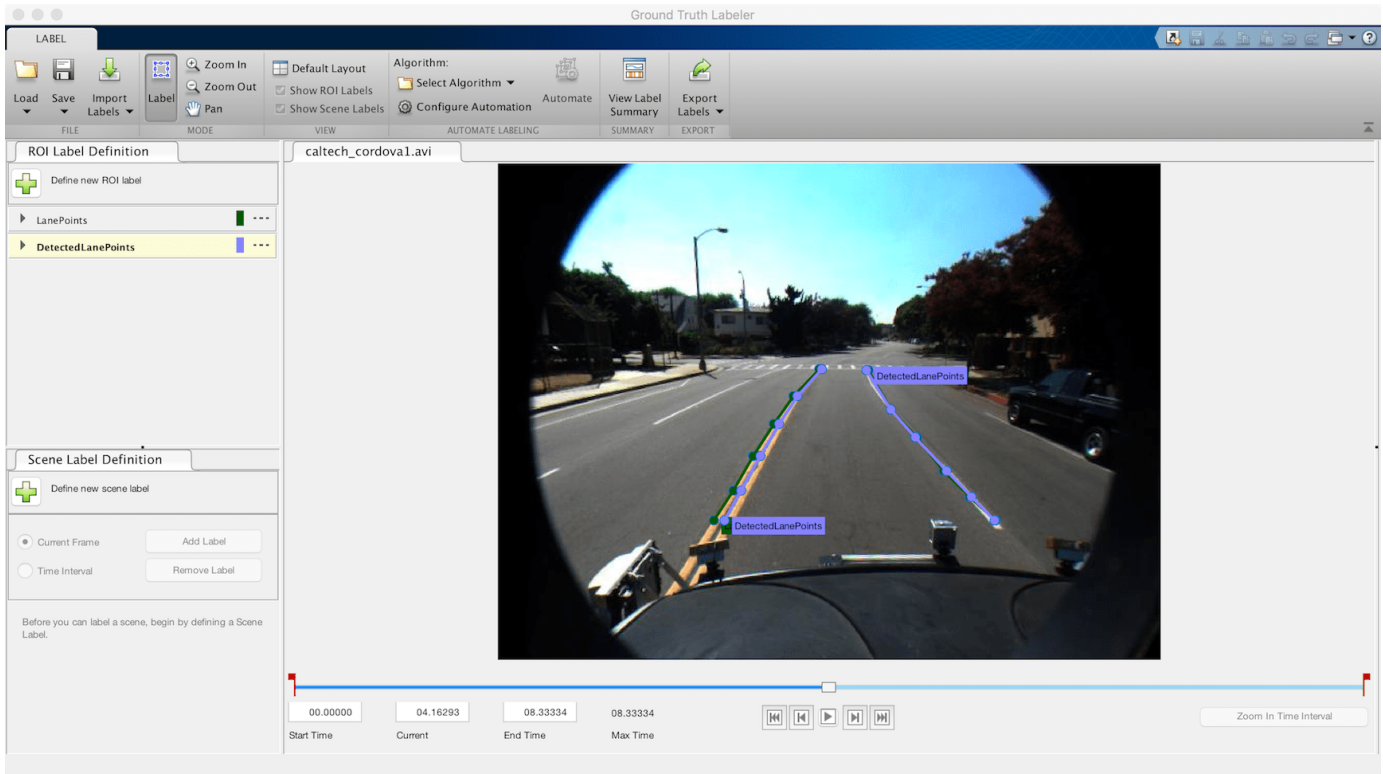
- Import labels: Visualize the ground truth lane markers and the estimated lanes in the image coordinates. From the app toolbar, click **Import Labels**. Then select the **From Workspace** option and load the `dataToVisualize` ground truth into the app. The main app window now contains annotations for lane markers.

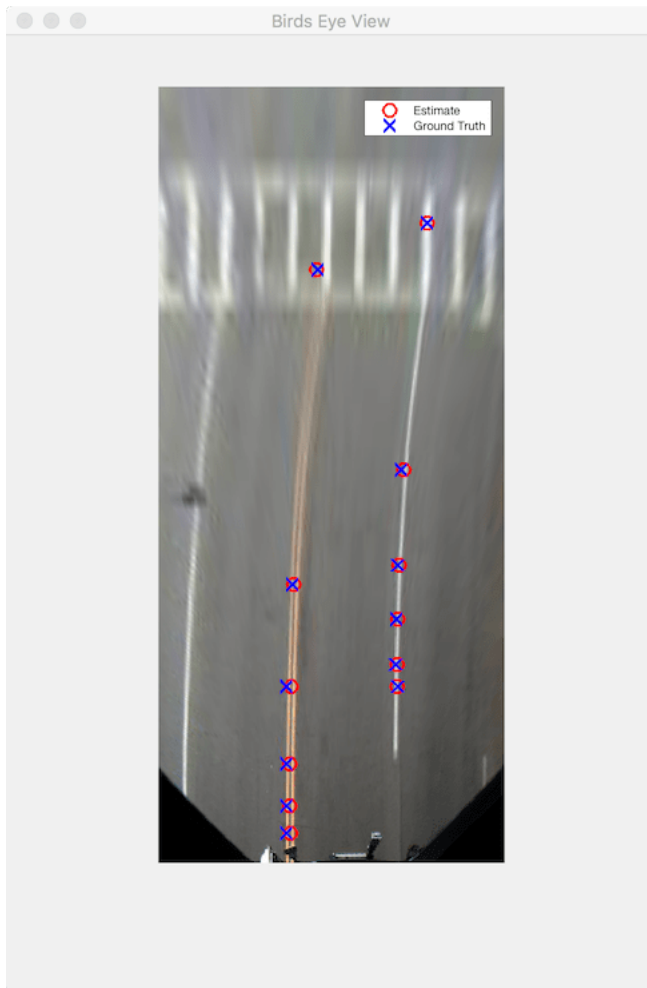
You can now navigate through the video and examine the errors. To return back to the original directory, you can type:

```

>> cd(origdir)

```





From this visualization, you can make several inferences about the algorithm and the quality of the ground truth data.

- The left lane accuracy is consistently worse than the right lane accuracy. Upon closer observation in the Bird's-Eye View display, the ground truth data is marked as the outer boundary of the double line marker, whereas the estimated lane boundary lays generally at the center of the double line marker. This indicates that the left lane estimation is likely more accurate than the numbers portray, and that a clearly defined ground truth dataset is crucial for such observations.
- The detection gaps around 2.3 seconds and 4 seconds correspond to intersections on the road that are preceded by crosswalks. This indicates that the algorithm does not perform well in the presence of crosswalks.
- Around 6.8 seconds, as the vehicle approaches a third intersection, the ego lane diverges into a left-only lane and a straight lane. Here too, the algorithm fails to capture the left lane accurately, and the ground truth data also does not contain any information for five frames.

### Conclusion

This example showed how to measure the accuracy of a lane boundary detection algorithm and visualize it using the Ground Truth Labeler app. You can extend this concept to other custom



algorithms to simplify these workflows and extend the functionality of the app for custom measurements.

## Supporting Functions

### helperComputeLaneStatistics

This helper function computes statistics for lane boundary detections as compared to ground truth points. It takes in a function handle that can be used to generalize the statistic that needs to be computed, including @mean and @median.

```
function stat = helperComputeLaneStatistics(estModels, gtPoints, assignments, fcnHandle)

    numFrames = length(estModels);
    % Make left and right estimates NaN by default to represent lack of
    % data.
    stat = NaN*ones(numFrames, 2);

    for frameInd = 1:numFrames
        % Make left and right estimates NaN by default.
        stat(frameInd, :) = NaN*ones(2, 1);

        for idx = 1:length(estModels{frameInd})
            % Ignore false positive assignments.
            if assignments{frameInd}{idx} == 0
                continue;
            end

            % The kth boundary in estModelInFrame is matched to kth
            % element indexed by assignments in gtPointsInFrame.
            thisModel = estModels{frameInd}{idx};
            thisGT = gtPoints{frameInd}{assignments{frameInd}{idx}};
            thisGTModel = driving.internal.piecewiseLinearBoundary(thisGT);
            if mean(thisGTModel.Points(:,2)) > 0
                % left lane
                xPoints = thisGTModel.Points(:,1);
                yDist = zeros(size(xPoints));
                for index = 1:numel(xPoints)
                    gtYPoints = thisGTModel.computeBoundaryModel(xPoints(index));
                    testYPoints = thisModel.computeBoundaryModel(xPoints(index));
                    yDist(index) = abs(testYPoints-gtYPoints);
                end
                stat(frameInd, 1) = fcnHandle(yDist);
            else % right lane
                xPoints = thisGTModel.Points(:,1);
                yDist = zeros(size(xPoints));
                for index = 1:numel(xPoints)
                    gtYPoints = thisGTModel.computeBoundaryModel(xPoints(index));
                    testYPoints = thisModel.computeBoundaryModel(xPoints(index));
                    yDist(index) = abs(testYPoints-gtYPoints);
                end
                stat(frameInd, 2) = fcnHandle(yDist);
            end
        end
    end
end
```

### helperGetCorrespondingPoints

This helper function creates vehicle and image coordinate points at X-axis locations that match the ground truth points.

```
function [vehiclePoints, imagePoints] = helperGetCorrespondingPoints(monoCameraSensor, estModels)

    numFrames = length(estModels);
    imagePoints = cell(numFrames, 1);
    vehiclePoints = cell(numFrames, 1);

    for frameInd = 1:numFrames
        if isempty(assignments{frameInd})
            imagePointsInFrame = [];
            vehiclePointsInFrame = [];
        else
            estModelInFrame = estModels{frameInd};
            gtPointsInFrame = gtPoints{frameInd};
            imagePointsInFrame = cell(length(estModelInFrame), 1);
            vehiclePointsInFrame = cell(length(estModelInFrame), 1);
            for idx = 1:length(estModelInFrame)

                % Ignore false positive assignments.
                if assignments{frameInd}(idx) == 0
                    imagePointsInFrame{idx} = [NaN NaN];
                    continue;
                end

                % The kth boundary in estModelInFrame is matched to kth
                % element indexed by assignments in gtPointsInFrame.
                thisModel = estModelInFrame(idx);
                thisGT = gtPointsInFrame{assignments{frameInd}(idx)};
                xPoints = thisGT(:, 1);
                yPoints = thisModel.computeBoundaryModel(xPoints);

                vehiclePointsInFrame{idx} = [xPoints, yPoints];
                imagePointsInFrame{idx} = vehicleToImage(monoCameraSensor, [xPoints yPoints]);
            end
        end
        vehiclePoints{frameInd} = vehiclePointsInFrame;
        imagePoints{frameInd} = imagePointsInFrame;
        % Make imagePoints [] instead of {} to comply with groundTruth object.
        if isempty(imagePoints{frameInd})
            imagePoints{frameInd} = [];
        end
        if isempty(vehiclePoints{frameInd})
            vehiclePoints{frameInd} = [];
        end
    end
end
```

## See Also

### Apps

Ground Truth Labeler

### Functions

evaluateLaneBoundaries | findParabolicLaneBoundaries

### **Objects**

birdsEyeView | monoCamera | driving.connector.Connector

### **More About**

- “Evaluate Lane Boundary Detections Against Ground Truth Data” on page 8-83

## Visual Perception Using Monocular Camera

This example shows how to construct a monocular camera sensor simulation capable of lane boundary and vehicle detections. The sensor will report these detections in the vehicle coordinate system. In this example, you will learn about the coordinate system used by Automated Driving Toolbox™, and computer vision techniques involved in the design of a sample monocular camera sensor.

### Overview

Vehicles that contain ADAS features or are designed to be fully autonomous rely on multiple sensors. These sensors can include sonar, radar, lidar and cameras. This example illustrates some of the concepts involved in the design of a monocular camera system. Such a sensor can accomplish many tasks, including:

- Lane boundary detection
- Detection of vehicles, people, and other objects
- Distance estimation from the ego vehicle to obstacles

Subsequently, the readings returned by a monocular camera sensor can be used to issue lane departure warnings, collision warnings, or to design a lane keep assist control system. In conjunction with other sensors, it can also be used to implement an emergency braking system and other safety-critical features.

The example implements a subset of features found on a fully developed monocular camera system. It detects lane boundaries and backs of vehicles, and reports their locations in the vehicle coordinate system.

### Define Camera Configuration

Knowing the camera's intrinsic and extrinsic calibration parameters is critical to accurate conversion between pixel and vehicle coordinates.

Start by defining the camera's intrinsic parameters. The parameters below were determined earlier using a camera calibration procedure that used a checkerboard calibration pattern. You can use the Camera Calibrator app to obtain them for your camera.

```
focalLength    = [309.4362, 344.2161]; % [fx, fy] in pixel units
principalPoint = [318.9034, 257.5352]; % [cx, cy] optical center in pixel coordinates
imageSize      = [480, 640];          % [nrows, mcols]
```

Note that the lens distortion coefficients were ignored, because there is little distortion in the data. The parameters are stored in a `cameraIntrinsics` object.

```
camIntrinsics = cameraIntrinsics(focalLength, principalPoint, imageSize);
```

Next, define the camera orientation with respect to the vehicle's chassis. You will use this information to establish camera extrinsics that define the position of the 3-D camera coordinate system with respect to the vehicle coordinate system.

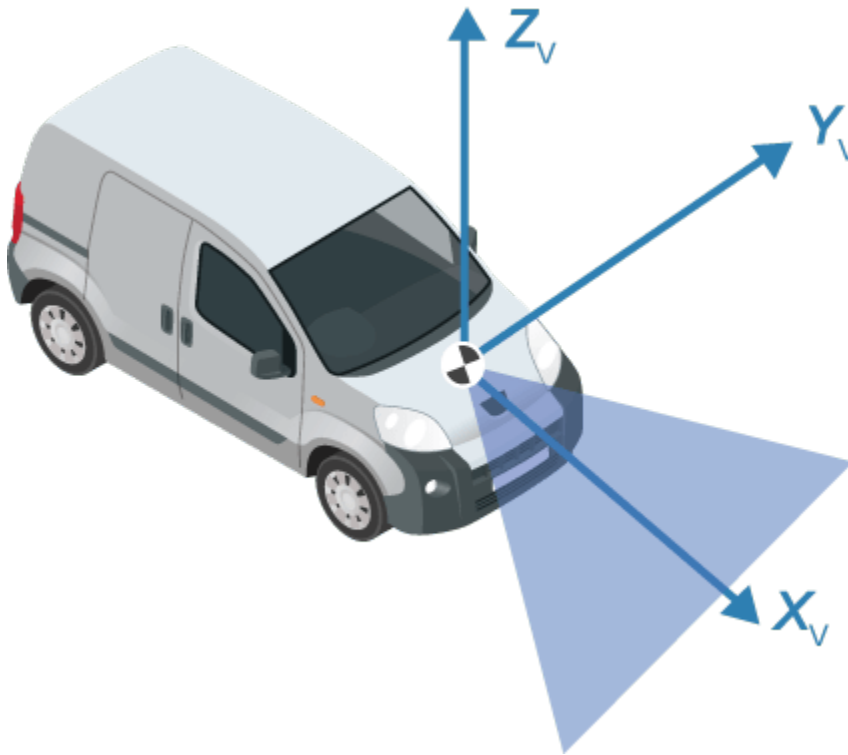
```
height = 2.1798; % mounting height in meters from the ground
pitch  = 14;     % pitch of the camera in degrees
```

The above quantities can be derived from the rotation and translation matrices returned by the `estimateExtrinsics` function. Pitch specifies the tilt of the camera from the horizontal position.

For the camera used in this example, the roll and yaw of the sensor are both zero. The entire configuration defining the intrinsics and extrinsics is stored in the `monoCamera` object.

```
sensor = monoCamera(camIntrinsics, height, 'Pitch', pitch);
```

Note that the `monoCamera` object sets up a very specific vehicle coordinate system, where the X-axis points forward from the vehicle, the Y-axis points to the left of the vehicle, and the Z-axis points up from the ground.



By default, the origin of the coordinate system is on the ground, directly below the camera center defined by the camera's focal point. When you wish to use another origin, the `SensorLocation` property of the `monoCamera` object can be used to give the camera's X and Y position relative to it. Additionally, `monoCamera` provides `imageToVehicle` and `vehicleToImage` methods for converting between image and vehicle coordinate systems.

Note: The conversion between the coordinate systems assumes a flat road. It is based on establishing a homography matrix that maps locations on the imaging plane to locations on the road surface. Nonflat roads introduce errors in distance computations, especially at locations that are far from the vehicle.

### Load a Frame of Video

Before processing the entire video, process a single video frame to illustrate the concepts involved in the design of a monocular camera sensor.

Start by creating a `VideoReader` object that opens a video file. To be memory efficient, `VideoReader` loads one video frame at a time.

```
videoName = 'caltech_cordova1.avi';  
videoReader = VideoReader(videoName);
```

Read an interesting frame that contains lane markers and a vehicle.

```
timeStamp = 0.06667;           % time from the beginning of the video
videoReader.CurrentTime = timeStamp; % point to the chosen frame

frame = readFrame(videoReader); % read frame at timeStamp seconds
imshow(frame) % display frame
```



Note: This example ignores lens distortion. If you were concerned about errors in distance measurements introduced by the lens distortion, at this point you would use the `undistortImage` function to remove the lens distortion.

### Create Bird's-Eye-View Image

There are many ways to segment and detect lane markers. One approach involves the use of a bird's-eye-view image transform. Although it incurs computational cost, this transform offers one major advantage. The lane markers in the bird's-eye view are of uniform thickness, thus simplifying the segmentation process. The lane markers belonging to the same lane also become parallel, thus making further analysis easier.

Given the camera setup, the `birdsEyeView` object transforms the original image to the bird's-eye view. This object lets you specify the area that you want to transform using vehicle coordinates. Note that the vehicle coordinate units were established by the `monoCamera` object, when the camera

mounting height was specified in meters. For example, if the height was specified in millimeters, the rest of the simulation would use millimeters.

```
% Using vehicle coordinates, define area to transform
distAheadOfSensor = 30; % in meters, as previously specified in monoCamera height input
spaceToOneSide    = 6; % all other distance quantities are also in meters
bottomOffset      = 3;

outView  = [bottomOffset, distAheadOfSensor, -spaceToOneSide, spaceToOneSide]; % [xmin, xmax, ymin, ymax]
imageSize = [NaN, 250]; % output image width in pixels; height is chosen automatically to preserve aspect ratio

birdsEyeConfig = birdsEyeView(sensor, outView, imageSize);

Generate bird's-eye-view image.

birdsEyeImage = transformImage(birdsEyeConfig, frame);
figure
imshow(birdsEyeImage)
```



The areas further away from the sensor are more blurry, due to having fewer pixels and thus requiring greater amount of interpolation.

Note that you can complete the latter processing steps without use of the bird's-eye view, as long as you can locate lane boundary candidate pixels in vehicle coordinates.



## Find Lane Markers in Vehicle Coordinates

Having the bird's-eye-view image, you can now use the `segmentLaneMarkerRidge` function to separate lane marker candidate pixels from the road surface. This technique was chosen for its simplicity and relative effectiveness. Alternative segmentation techniques exist including semantic segmentation (deep learning) and steerable filters. You can substitute these techniques below to obtain a binary mask needed for the next stage.

Most input parameters to the functions below are specified in world units, for example, the lane marker width fed into `segmentLaneMarkerRidge`. The use of world units allows you to easily try new sensors, even when the input image size changes. This is very important to making the design more robust and flexible with respect to changing camera hardware and handling varying standards across many countries.

```
% Convert to grayscale
birdsEyeImage = im2gray(birdsEyeImage);

% Lane marker segmentation ROI in world units
vehicleROI = outView - [-1, 2, -3, 3]; % look 3 meters to left and right, and 4 meters ahead of t
approxLaneMarkerWidthVehicle = 0.25; % 25 centimeters

% Detect lane features
laneSensitivity = 0.25;
birdsEyeViewBW = segmentLaneMarkerRidge(birdsEyeImage, birdsEyeConfig, approxLaneMarkerWidthVehi
    'ROI', vehicleROI, 'Sensitivity', laneSensitivity);

figure
imshow(birdsEyeViewBW)
```



Locating individual lane markers takes place in vehicle coordinates that are anchored to the camera sensor. This example uses a parabolic lane boundary model,  $ax^2 + bx + c$ , to represent the lane markers. Other representations, such as a third-degree polynomial or splines, are possible. Conversion to vehicle coordinates is necessary, otherwise lane marker curvature cannot be properly represented by a parabola while it is affected by a perspective distortion.

The lane model holds for lane markers along a vehicle's path. Lane markers going across the path or road signs painted on the asphalt are rejected.

```
% Obtain lane candidate points in vehicle coordinates
```

```
[imageX, imageY] = find(birdsEyeViewBW);
xyBoundaryPoints = imageToVehicle(birdsEyeConfig, [imageY, imageX]);
```

Since the segmented points contain many outliers that are not part of the actual lane markers, use the robust curve fitting algorithm based on random sample consensus (RANSAC).

Return the boundaries and their parabola parameters (a, b, c) in an array of `parabolicLaneBoundary` objects, `boundaries`.

```
maxLanes      = 2; % look for maximum of two lane markers
boundaryWidth = 3*approxLaneMarkerWidthVehicle; % expand boundary width

[boundaries, boundaryPoints] = findParabolicLaneBoundaries(xyBoundaryPoints, boundaryWidth, ...
    'MaxNumBoundaries', maxLanes, 'validateBoundaryFcn', @validateBoundaryFcn);
```

Notice that the `findParabolicLaneBoundaries` takes a function handle, `validateBoundaryFcn`. This example function is listed at the end of this example. Using this additional input lets you reject some curves based on the values of the a, b, c parameters. It can also be used to take advantage of temporal information over a series of frames by constraining future a, b, c values based on previous video frames.

### Determine Boundaries of the Ego Lane

Some of the curves found in the previous step might still be invalid. For example, when a curve is fit into crosswalk markers. Use additional heuristics to reject many such curves.

```
% Establish criteria for rejecting boundaries based on their length
maxPossibleXLength = diff(vehicleROI(1:2));
minXLength         = maxPossibleXLength * 0.60; % establish a threshold
```

```
% Find short boundaries
```

```
if( numel(boundaries) > 0 )
    isOfMinLength = false(1, numel(boundaries));
    for i = 1 : numel(boundaries)
        if(diff(boundaries(i).XExtent) > minXLength)
            isOfMinLength(i) = true;
        end
    end
else
    isOfMinLength = false;
end
```

Remove additional boundaries based on the strength metric computed by the `findParabolicLaneBoundaries` function. Set a lane strength threshold based on ROI and image size.

```
% To compute the maximum strength, assume all image pixels within the ROI
% are lane candidate points
```

```
birdsImageROI = vehicleToImageROI(birdsEyeConfig, vehicleROI);
[laneImageX, laneImageY] = meshgrid(birdsImageROI(1):birdsImageROI(2), birdsImageROI(3):birdsImageROI(4));
```

```
% Convert the image points to vehicle points
```

```
vehiclePoints = imageToVehicle(birdsEyeConfig, [laneImageX(:), laneImageY(:)]);
```

```

% Find the maximum number of unique x-axis locations possible for any lane
% boundary
maxPointsInOneLane = numel(unique(single((vehiclePoints(:,1)))));

% Set the maximum length of a lane boundary to the ROI length
maxLaneLength = diff(vehicleROI(1:2));

% Compute the maximum possible lane strength for this image size/ROI size
% specification
maxStrength = maxPointsInOneLane/maxLaneLength;

% Reject short and weak boundaries
idx = 0;
strongBoundaries = parabolicLaneBoundary(zeros(nnz(isOfMinLength), 3));
for i = 1 : size(isOfMinLength,2)
    if( isOfMinLength(i) == 1 )
        if( boundaries(i).Strength > 0.4*maxStrength )
            idx = idx + 1;
            strongBoundaries(idx) = boundaries(i);
        end
    end
end
end

```

The heuristics to classify lane marker type as solid/dashed are included in a helper function listed at the bottom of this example. Knowing the lane marker type is critical for steering the vehicle automatically. For example, crossing a solid marker is prohibited.

```

% Classify lane marker type when boundaryPoints are not empty
if isempty(boundaryPoints)
    strongBoundaries = repmat(strongBoundaries,1,2);
    strongBoundaries(1) = parabolicLaneBoundary(zeros(1,3));
    strongBoundaries(2) = parabolicLaneBoundary(zeros(1,3));
else
    strongBoundaries = classifyLaneTypes(strongBoundaries, boundaryPoints);
end

distancesToBoundaries = coder.nullcopy(ones(size(strongBoundaries,2),1));

% Find ego lanes
xOffset = 0; % 0 meters from the sensor
for i = 1 : size(strongBoundaries, 2)
    distancesToBoundaries(i) = strongBoundaries(i).computeBoundaryModel(xOffset);
end

% Find candidate ego boundaries
distancesToLeftBoundary = distancesToBoundaries>0;
if (numel(distancesToBoundaries(distancesToLeftBoundary)))
    minLeftDistance = min(distancesToBoundaries(distancesToLeftBoundary));
else
    minLeftDistance = 0;
end

distancesToRightBoundary = (distancesToBoundaries <= 0);
if (numel(distancesToBoundaries(distancesToRightBoundary)))
    minRightDistance = max(distancesToBoundaries(distancesToRightBoundary));
else
    minRightDistance = 0;
end

```

```

end

% Find left ego boundary
if (minLeftDistance ~= 0)
    leftEgoBoundaryIndex = distancesToBoundaries == minLeftDistance;
    leftEgoBoundary = parabolicLaneBoundary(zeros(nnz(leftEgoBoundaryIndex), 3));
    idx = 0;
    for i = 1 : size(leftEgoBoundaryIndex, 1)
        if( leftEgoBoundaryIndex(i) == 1)
            idx = idx + 1;
            leftEgoBoundary(idx) = strongBoundaries(i);
        end
    end
else
    leftEgoBoundary = parabolicLaneBoundary.empty();
end

% Find right ego boundary
if (minRightDistance ~= 0)
    rightEgoBoundaryIndex = distancesToBoundaries == minRightDistance;
    rightEgoBoundary = parabolicLaneBoundary(zeros(nnz(rightEgoBoundaryIndex), 3));
    idx = 0;
    for i = 1 : size(rightEgoBoundaryIndex, 1)
        if( rightEgoBoundaryIndex(i) == 1)
            idx = idx + 1;
            rightEgoBoundary(idx) = strongBoundaries(i);
        end
    end
else
    rightEgoBoundary = parabolicLaneBoundary.empty();
end

```

Show the detected lane markers in the bird's-eye-view image and in the regular view.

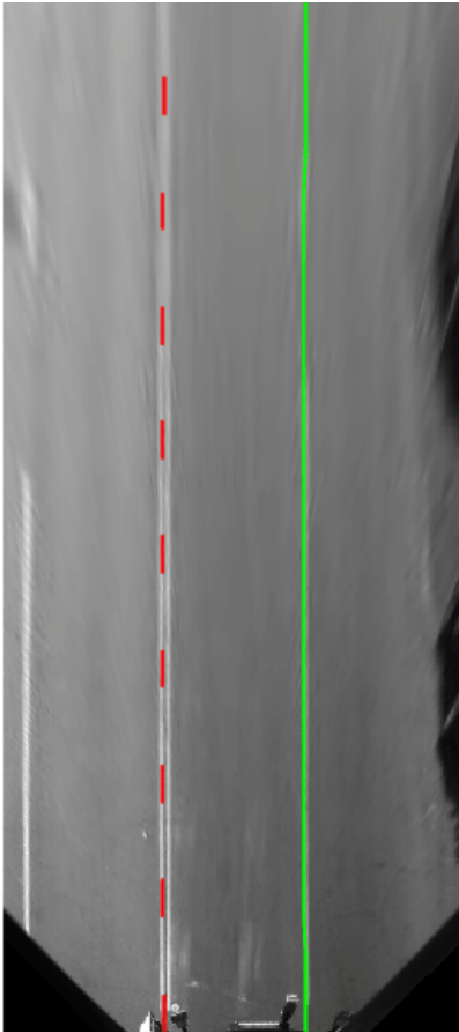
```

xVehiclePoints = bottomOffset:distAheadOfSensor;
birdsEyeWithEgoLane = insertLaneBoundary(birdsEyeImage, leftEgoBoundary , birdsEyeConfig, xVehiclePoints);
birdsEyeWithEgoLane = insertLaneBoundary(birdsEyeWithEgoLane, rightEgoBoundary, birdsEyeConfig, xVehiclePoints);

frameWithEgoLane = insertLaneBoundary(frame, leftEgoBoundary, sensor, xVehiclePoints, 'Color', 'Red');
frameWithEgoLane = insertLaneBoundary(frameWithEgoLane, rightEgoBoundary, sensor, xVehiclePoints, 'Color', 'Red');

figure
subplot('Position', [0, 0, 0.5, 1.0]) % [left, bottom, width, height] in normalized units
imshow(birdsEyeWithEgoLane)
subplot('Position', [0.5, 0, 0.5, 1.0])
imshow(frameWithEgoLane)

```



### Locate Vehicles in Vehicle Coordinates

Detecting and tracking vehicles is critical in front collision warning (FCW) and autonomous emergency braking (AEB) systems.

Load an aggregate channel features (ACF) detector that is pretrained to detect the front and rear of vehicles. A detector like this can handle scenarios where issuing a collision warning is important. It is not sufficient, for example, for detecting a vehicle traveling across a road in front of the ego vehicle.

```
detector = vehicleDetectorACF();
```

```
% Width of a common vehicle is between 1.5 to 2.5 meters
vehicleWidth = [1.5, 2.5];
```

Use the `configureDetectorMonoCamera` function to specialize the generic ACF detector to take into account the geometry of the typical automotive application. By passing in this camera configuration, this new detector searches only for vehicles along the road's surface, because there is no point searching for vehicles high above the vanishing point. This saves computational time and reduces the number of false positives.

```
monoDetector = configureDetectorMonoCamera(detector, sensor, vehicleWidth);  
[bboxes, scores] = detect(monoDetector, frame);
```

Because this example shows how to process only a single frame for demonstration purposes, you cannot apply tracking on top of the raw detections. The addition of tracking makes the results of returning vehicle locations more robust, because even when the vehicle is partly occluded, the tracker continues to return the vehicle's location. For more information, see the “Track Multiple Vehicles Using a Camera” on page 8-262 example.

Next, convert vehicle detections to vehicle coordinates. The `computeVehicleLocations` function, included at the end of this example, calculates the location of a vehicle in vehicle coordinates given a bounding box returned by a detection algorithm in image coordinates. It returns the center location of the bottom of the bounding box in vehicle coordinates. Because we are using a monocular camera sensor and a simple homography, only distances along the surface of the road can be computed accurately. Computation of an arbitrary location in 3-D space requires use of stereo camera or another sensor capable of triangulation.

```
locations = computeVehicleLocations(bboxes, sensor);  
  
% Overlay the detections on the video frame  
imgOut = insertVehicleDetections(frame, locations, bboxes);  
figure;  
imshow(imgOut);
```



### Simulate a Complete Sensor with Video Input

Now that you have an idea about the inner workings of the individual steps, let's put them together and apply them to a video sequence where we can also take advantage of temporal information.

Rewind the video to the beginning, and then process the video. The code below is shortened because all the key parameters were defined in the previous steps. Here, the parameters are used without further explanation.

```
videoReader.CurrentTime = 0;

isPlayerOpen = true;
snapshot      = [];
while hasFrame(videoReader) && isPlayerOpen

    % Grab a frame of video
    frame = readFrame(videoReader);

    % Compute birdsEyeView image
    birdsEyeImage = transformImage(birdsEyeConfig, frame);
    birdsEyeImage = im2gray(birdsEyeImage);

    % Detect lane boundary features
```



```

birdsEyeViewBW = segmentLaneMarkerRidge(birdsEyeImage, birdsEyeConfig, ...
    approxLaneMarkerWidthVehicle, 'ROI', vehicleROI, ...
    'Sensitivity', laneSensitivity);

% Obtain lane candidate points in vehicle coordinates
[imageX, imageY] = find(birdsEyeViewBW);
xyBoundaryPoints = imageToVehicle(birdsEyeConfig, [imageY, imageX]);

% Find lane boundary candidates
[boundaries, boundaryPoints] = findParabolicLaneBoundaries(xyBoundaryPoints, boundaryWidth, .
    'MaxNumBoundaries', maxLanes, 'validateBoundaryFcn', @validateBoundaryFcn);

% Reject boundaries based on their length and strength
% Find short boundaries
if( numel(boundaries) > 0 )
    isOfMinLength = false(1, numel(boundaries));
    for i = 1 : numel(boundaries)
        if(diff(boundaries(i).XExtent) > minXLength)
            isOfMinLength(i) = true;
        end
    end
else
    isOfMinLength = false;
end

% Reject short and weak boundaries
idx = 0;
strongBoundaries = parabolicLaneBoundary(zeros(nnz(isOfMinLength), 3));
for i = 1 : size(isOfMinLength,2)
    if( isOfMinLength(i) == 1 )
        if( boundaries(i).Strength > 0.2*maxStrength )
            idx = idx + 1;
            strongBoundaries(idx) = boundaries(i);
        end
    end
end

boundaries = boundaries(isOfMinLength);
isStrong = [boundaries.Strength] > 0.2*maxStrength;
boundaries = boundaries(isStrong);

% Classify lane marker type when boundaryPoints are not empty
if isempty(boundaryPoints)
    strongBoundaries = repmat(strongBoundaries,1,2);
    strongBoundaries(1) = parabolicLaneBoundary(zeros(1,3));
    strongBoundaries(2) = parabolicLaneBoundary(zeros(1,3));
else
    strongBoundaries = classifyLaneTypes(strongBoundaries, boundaryPoints);
end

% Find ego lanes
xOffset = 0; % 0 meters from the sensor
distancesToBoundaries = coder.nullcopy(ones(size(strongBoundaries,2),1));

for i = 1 : size(strongBoundaries, 2)
    distancesToBoundaries(i) = strongBoundaries(i).computeBoundaryModel(xOffset);
end
% Find candidate ego boundaries

```

```
distancesToLeftBoundary = distancesToBoundaries>0;
if (numel(distancesToBoundaries(distancesToLeftBoundary)))
    minLeftDistance = min(distancesToBoundaries(distancesToLeftBoundary));
else
    minLeftDistance = 0;
end

distancesToRightBoundary = (distancesToBoundaries <= 0);
if( numel(distancesToBoundaries(distancesToRightBoundary)))
    minRightDistance = max(distancesToBoundaries(distancesToRightBoundary));
else
    minRightDistance = 0;
end

% Find left ego boundary
if (minLeftDistance ~= 0)
    leftEgoBoundaryIndex = distancesToBoundaries == minLeftDistance;
    leftEgoBoundary = parabolicLaneBoundary(zeros(nnz(leftEgoBoundaryIndex), 3));
    idx = 0;
    for i = 1 : size(leftEgoBoundaryIndex, 1)
        if( leftEgoBoundaryIndex(i) == 1)
            idx = idx + 1;
            leftEgoBoundary(idx) = strongBoundaries(i);
        end
    end
else
    leftEgoBoundary = parabolicLaneBoundary.empty();
end

% Find right ego boundary
if (minRightDistance ~= 0)
    rightEgoBoundaryIndex = distancesToBoundaries == minRightDistance;
    rightEgoBoundary = parabolicLaneBoundary(zeros(nnz(rightEgoBoundaryIndex), 3));
    idx = 0;
    for i = 1 : size(rightEgoBoundaryIndex, 1)
        if( rightEgoBoundaryIndex(i) == 1)
            idx = idx + 1;
            rightEgoBoundary(idx) = strongBoundaries(i);
        end
    end
else
    rightEgoBoundary = parabolicLaneBoundary.empty();
end

% Detect vehicles
[bboxes, scores] = detect(monoDetector, frame);
locations = computeVehicleLocations(bboxes, sensor);

% Visualize sensor outputs and intermediate results. Pack the core
% sensor outputs into a struct.
sensorOut.leftEgoBoundary = leftEgoBoundary;
sensorOut.rightEgoBoundary = rightEgoBoundary;
sensorOut.vehicleLocations = locations;

sensorOut.xVehiclePoints = bottomOffset:distAheadOfSensor;
sensorOut.vehicleBoxes = bboxes;

% Pack additional visualization data, including intermediate results
```

```

intOut.birdsEyeImage = birdsEyeImage;
intOut.birdsEyeConfig = birdsEyeConfig;
intOut.vehicleScores = scores;
intOut.vehicleROI = vehicleROI;
intOut.birdsEyeBW = birdsEyeViewBW;

closePlayers = ~hasFrame(videoReader);
isPlayerOpen = visualizeSensorResults(frame, sensor, sensorOut, ...
    intOut, closePlayers);

timeStamp = 7.5333; % take snapshot for publishing at timeStamp seconds
if abs(videoReader.CurrentTime - timeStamp) < 0.01
    snapshot = takeSnapshot(frame, sensor, sensorOut);
end
end

```

Display the video frame. Snapshot is taken at `timeStamp` seconds.

```

if ~isempty(snapshot)
    figure
    imshow(snapshot)
end

```



### Try the Sensor Design on a Different Video

The `helperMonoSensor` class assembles the setup and all the necessary steps to simulate the monocular camera sensor into a complete package that can be applied to any video. Since most parameters used by the sensor design are based on world units, the design is robust to changes in camera parameters, including the image size. Note that the code inside the `helperMonoSensor` class is different from the loop in the previous section, which was used to illustrate basic concepts.

Besides providing a new video, you must supply a camera configuration corresponding to that video. The process is shown here. Try it on your own videos.

```
% Sensor configuration
focalLength = [309.4362, 344.2161];
principalPoint = [318.9034, 257.5352];
imageSize = [480, 640];
height = 2.1798; % mounting height in meters from the ground
pitch = 14; % pitch of the camera in degrees

camIntrinsics = cameraIntrinsics(focalLength, principalPoint, imageSize);
sensor = monoCamera(camIntrinsics, height, 'Pitch', pitch);

videoReader = VideoReader('caltech_washington1.avi');
```

Create the `helperMonoSensor` object and apply it to the video.

```
monoSensor = helperMonoSensor(sensor);
monoSensor.LaneXExtentThreshold = 0.5;
% To remove false detections from shadows in this video, we only return
% vehicle detections with higher scores.
monoSensor.VehicleDetectionThreshold = 20;

isPlayerOpen = true;
snapshot = [];
while hasFrame(videoReader) && isPlayerOpen

    frame = readFrame(videoReader); % get a frame

    sensorOut = processFrame(monoSensor, frame);

    closePlayers = ~hasFrame(videoReader);

    isPlayerOpen = displaySensorOutputs(monoSensor, frame, sensorOut, closePlayers);

    timeStamp = 11.1333; % take snapshot for publishing at timeStamp seconds
    if abs(videoReader.CurrentTime - timeStamp) < 0.01
        snapshot = takeSnapshot(frame, sensor, sensorOut);
    end
end

Display the video frame. Snapshot is taken at timeStamp seconds.

if ~isempty(snapshot)
    figure
    imshow(snapshot)
end
```



### Supporting Functions

**visualizeSensorResults** displays core information and intermediate results from the monocular camera sensor simulation.

```
function isPlayerOpen = visualizeSensorResults(frame, sensor, sensorOut,...
    intOut, closePlayers)

    % Unpack the main inputs
    leftEgoBoundary = sensorOut.leftEgoBoundary;
    rightEgoBoundary = sensorOut.rightEgoBoundary;
    locations = sensorOut.vehicleLocations;

    xVehiclePoints = sensorOut.xVehiclePoints;
    bboxes = sensorOut.vehicleBoxes;

    % Unpack additional intermediate data
    birdsEyeViewImage = intOut.birdsEyeImage;
    birdsEyeConfig = intOut.birdsEyeConfig;
    vehicleROI = intOut.vehicleROI;
    birdsEyeViewBW = intOut.birdsEyeBW;

    % Visualize left and right ego-lane boundaries in bird's-eye view
```

```

birdsEyeWithOverlays = insertLaneBoundary(birdsEyeViewImage, leftEgoBoundary , birdsEyeConfig);
birdsEyeWithOverlays = insertLaneBoundary(birdsEyeWithOverlays, rightEgoBoundary, birdsEyeConfig);

% Visualize ego-lane boundaries in camera view
frameWithOverlays = insertLaneBoundary(frame, leftEgoBoundary, sensor, xVehiclePoints, 'Color');
frameWithOverlays = insertLaneBoundary(frameWithOverlays, rightEgoBoundary, sensor, xVehiclePoints, 'Color');

frameWithOverlays = insertVehicleDetections(frameWithOverlays, locations, bboxes);

imageROI = vehicleToImageROI(birdsEyeConfig, vehicleROI);
ROI = [imageROI(1) imageROI(3) imageROI(2)-imageROI(1) imageROI(4)-imageROI(3)];

% Highlight candidate lane points that include outliers
birdsEyeViewImage = insertShape(birdsEyeViewImage, 'rectangle', ROI); % show detection ROI
birdsEyeViewImage = imoverlay(birdsEyeViewImage, birdsEyeViewBW, 'blue');

% Display the results
frames = {frameWithOverlays, birdsEyeViewImage, birdsEyeWithOverlays};

persistent players;
if isempty(players)
    frameNames = {'Lane marker and vehicle detections', 'Raw segmentation', 'Lane marker detection'};
    players = helperVideoPlayerSet(frames, frameNames);
end
update(players, frames);

% Terminate the loop when the first player is closed
isPlayerOpen = isOpen(players, 1);

if (~isPlayerOpen || closePlayers) % close down the other players
    clear players;
end
end

```

**computeVehicleLocations** calculates the location of a vehicle in vehicle coordinates, given a bounding box returned by a detection algorithm in image coordinates. It returns the center location of the bottom of the bounding box in vehicle coordinates. Because a monocular camera sensor and a simple homography are used, only distances along the surface of the road can be computed. Computation of an arbitrary location in 3-D space requires use of a stereo camera or another sensor capable of triangulation.

```

function locations = computeVehicleLocations(bboxes, sensor)

locations = zeros(size(bboxes,1),2);
for i = 1:size(bboxes, 1)
    bbox = bboxes(i, :);

    % Get [x,y] location of the center of the lower portion of the
    % detection bounding box in meters. bbox is [x, y, width, height] in
    % image coordinates, where [x,y] represents upper-left corner.
    yBottom = bbox(2) + bbox(4) - 1;
    xCenter = bbox(1) + (bbox(3)-1)/2; % approximate center

    locations(i,:) = imageToVehicle(sensor, [xCenter, yBottom]);
end
end

```

**insertVehicleDetections** inserts bounding boxes and displays [x,y] locations corresponding to returned vehicle detections.

```
function imgOut = insertVehicleDetections(imgIn, locations, bboxes)

imgOut = imgIn;

for i = 1:size(locations, 1)
    location = locations(i, :);
    bbox     = bboxes(i, :);

    label = sprintf('X=%0.2f, Y=%0.2f', location(1), location(2));

    imgOut = insertObjectAnnotation(imgOut, ...
        'rectangle', bbox, label, 'Color','g');
end
end
```

**vehicleToImageROI** converts ROI in vehicle coordinates to image coordinates in bird's-eye-view image.

```
function imageROI = vehicleToImageROI(birdsEyeConfig, vehicleROI)

vehicleROI = double(vehicleROI);

loc2 = abs(vehicleToImage(birdsEyeConfig, [vehicleROI(2) vehicleROI(4)]));
loc1 = abs(vehicleToImage(birdsEyeConfig, [vehicleROI(1) vehicleROI(4)]));
loc4 =     vehicleToImage(birdsEyeConfig, [vehicleROI(1) vehicleROI(4)]);
loc3 =     vehicleToImage(birdsEyeConfig, [vehicleROI(1) vehicleROI(3)]);

[minRoiX, maxRoiX, minRoiY, maxRoiY] = deal(loc4(1), loc3(1), loc2(2), loc1(2));

imageROI = round([minRoiX, maxRoiX, minRoiY, maxRoiY]);

end
```

**validateBoundaryFcn** rejects some of the lane boundary curves computed using the RANSAC algorithm.

```
function isGood = validateBoundaryFcn(params)

if ~isempty(params)
    a = params(1);

    % Reject any curve with a small 'a' coefficient, which makes it highly
    % curved.
    isGood = abs(a) < 0.003; % a from ax^2+bx+c
else
    isGood = false;
end
end
```

**classifyLaneTypes** determines lane marker types as solid, dashed, etc.

```
function boundaries = classifyLaneTypes(boundaries, boundaryPoints)

for bInd = 1 : size(boundaries,2)
```

```

vehiclePoints = boundaryPoints{bInd};
% Sort by x
vehiclePoints = sortrows(vehiclePoints, 1);

xVehicle = vehiclePoints(:,1);
xVehicleUnique = unique(xVehicle);

% Dashed vs solid
xdiff = diff(xVehicleUnique);
% Set a threshold to remove gaps in solid line but not the spaces from
% dashed lines.
xdiffThreshold = mean(xdiff) + 3*std(xdiff);
largeGaps = xdiff(xdiff > xdiffThreshold);

% Safe default
boundary = boundaries(bInd); % changed according to set/get methods
boundary.BoundaryType= LaneBoundaryType.Solid;

if largeGaps>1
    % Ideally, these gaps should be consistent, but you cannot rely
    % on that unless you know that the ROI extent includes at least 3 dashes.
    boundary.BoundaryType= LaneBoundaryType.Dashed;
end
boundaries(bInd) = boundary;
end
end

```

**takeSnapshot** captures the output for the HTML publishing report.

```

function I = takeSnapshot(frame, sensor, sensorOut)

% Unpack the inputs
leftEgoBoundary = sensorOut.leftEgoBoundary;
rightEgoBoundary = sensorOut.rightEgoBoundary;
locations = sensorOut.vehicleLocations;
xVehiclePoints = sensorOut.xVehiclePoints;
bboxes = sensorOut.vehicleBoxes;

frameWithOverlays = insertLaneBoundary(frame, leftEgoBoundary, sensor, xVehiclePoints, 'Color');
frameWithOverlays = insertLaneBoundary(frameWithOverlays, rightEgoBoundary, sensor, xVehiclePoints, 'Color');
frameWithOverlays = insertVehicleDetections(frameWithOverlays, locations, bboxes);

I = frameWithOverlays;

end

```

## See Also

### Apps

Camera Calibrator

### Functions

findParabolicLaneBoundaries | segmentLaneMarkerRidge |  
configureDetectorMonoCamera | estimateExtrinsics | estimateMonoCameraParameters

### Objects

birdsEyeView | monoCamera | VideoReader | parabolicLaneBoundary | cameraIntrinsics



## **More About**

- “Track Multiple Vehicles Using a Camera” on page 8-262
- “Lane Keeping Assist with Lane Detection” on page 8-541
- “Forward Collision Warning Using Sensor Fusion” on page 8-219
- “Highway Lane Following” on page 8-893
- “Coordinate Systems in Automated Driving Toolbox” on page 1-2
- “Calibrate a Monocular Camera” on page 1-8

## Create 360° Bird's-Eye-View Image Around a Vehicle

This example shows how to create a 360° bird's-eye-view image around a vehicle for use in a surround view monitoring system. It then shows how to generate code for the same bird's-eye-view image creation algorithm and verify the results.

### Overview

Surround view monitoring is an important safety feature provided by advanced driver-assistance systems (ADAS). These monitoring systems reduce blind spots and help drivers understand the relative position of their vehicle with respect to the surroundings, making tight parking maneuvers easier and safer. A typical surround view monitoring system consists of four fisheye cameras, with a 180° field of view, mounted on the four sides of the vehicle. A display in the vehicle shows the driver the front, left, right, rear, and bird's-eye view of the vehicle. While the four views from the four cameras are trivial to display, creating a bird's-eye view of the vehicle surroundings requires intrinsic and extrinsic camera calibration and image stitching to combine the multiple camera views.

In this example, you first calibrate the multi-camera system to estimate the camera parameters. You then use the calibrated cameras to create a bird's-eye-view image of the surroundings by stitching together images from multiple cameras.

### Calibrate the Multi-Camera System

First, calibrate the multi-camera system by estimating the camera intrinsic and extrinsic parameters by constructing a `monoCamera` object for each camera in the multi-camera system. For illustration purposes, this example uses images taken from eight directions by a single camera with a 78° field of view, covering 360° around the vehicle. The setup mimics a multi-camera system mounted on the roof of a vehicle.

### Estimate Monocular Camera Intrinsic

Camera calibration is an essential step in the process of generating a bird's-eye view. It estimates the camera intrinsic parameters, which are required for estimating camera extrinsics, removing distortion in images, measuring real-world distances, and finally generating the bird's-eye-view image.

In this example, the camera was calibrated using a checkerboard calibration pattern in the “Using the Single Camera Calibrator App” and the camera parameters were exported to `cameraParams.mat`. Load these estimated camera intrinsic parameters.

```
ld = load("cameraParams.mat");
```

Since this example mimics eight cameras, copy the loaded intrinsics eight times. If you are using eight different cameras, calibrate each camera separately and store their intrinsic parameters in a cell array named `intrinsics`.

```
numCameras = 8;  
intrinsics = cell(numCameras, 1);  
  
intrinsics(:) = {ld.cameraParams.Intrinsics};
```

### Estimate Monocular Camera Extrinsic

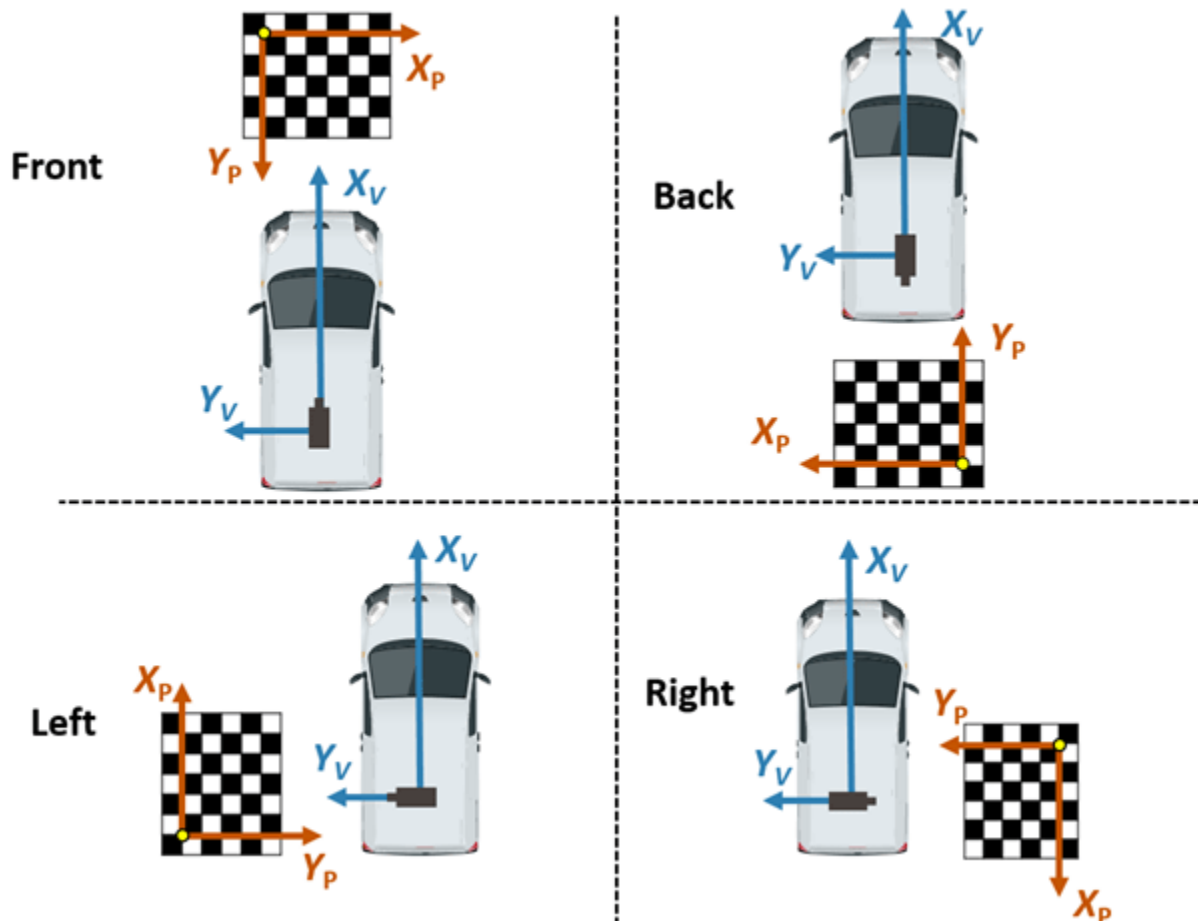
In this step, you estimate the extrinsics of each camera to define its position in the vehicle coordinate system. Estimating the extrinsics involves capturing the calibration pattern from the eight cameras in

a specific orientation with respect to the road and the vehicle. In this example, you use the horizontal orientation of the calibration pattern. For details on the camera extrinsics estimation process and pattern orientation, see “Calibrate a Monocular Camera” on page 1-8.

Place the calibration pattern in the horizontal orientation parallel to the ground, and at an appropriate height such that all the corner points of the pattern are visible. Measure the height after placing the calibration pattern and the size of a square in the checkerboard. In this example, the pattern was placed horizontally at a height of 62.5 cm to make the pattern visible to the camera. The size of a square in the checkerboard pattern was measured to be 29 mm.

```
% Measurements in meters
patternOriginHeight = 0.625;
squareSize = 29e-3;
```

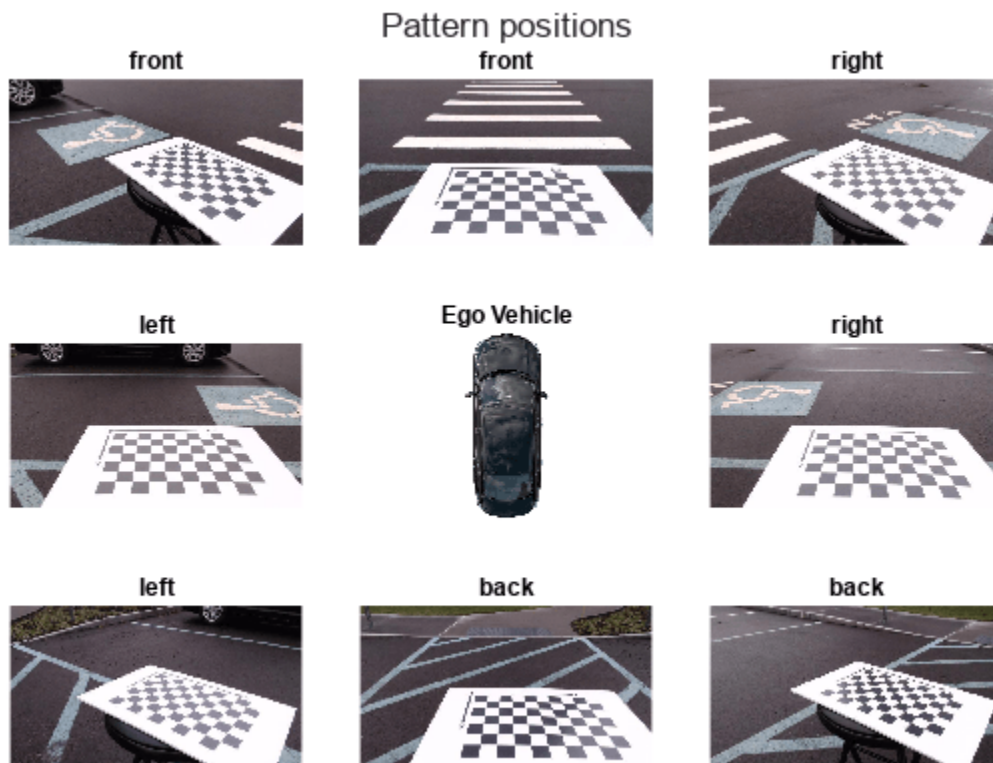
The following figure illustrates the proper orientation of the calibration pattern for cameras along the four principal directions, with respect to the vehicle axes. However, for generating the bird's-eye view, this example uses four additional cameras oriented along directions that are different from the principal directions. To estimate extrinsics for those cameras, choose and assign the preferred orientation among the four principal directions. For example, if you are capturing from a front-facing camera, align the X- and Y- axes of the pattern as shown in the following figure.



The variable `patternPositions` stores the preferred orientation choices for all the eight cameras. These choices define the relative orientation between the pattern axes and the vehicle axes for

`estimateMonoCameraParameters` function. Display the images arranged by their camera positions relative to the vehicle.

```
patternPositions = ["front", "left", "left", "back", ...
                  "back", "right", "right", "front"];
extrinsicsCalibrationImages = cell(1, numCameras);
for i = 1:numCameras
    filename = "extrinsicsCalibrationImages/extrinsicsCalibrationImage" + string(i) + ".jpg";
    extrinsicsCalibrationImages{i} = imread(filename);
end
helperVisualizeScene(extrinsicsCalibrationImages, patternPositions)
```



To estimate the extrinsic parameters of one monocular camera, follow these steps:

- 1 Remove distortion in the image.
- 2 Detect the corners of the checkerboard square in the image.
- 3 Generate the world points of the checkerboard.
- 4 Use `estimateMonoCameraParameters` function to estimate the extrinsic parameters.
- 5 Use the extrinsic parameters to create a `monoCamera` object, assuming that the location of the sensor location at vehicle coordinate system's origin.

In this example, the setup uses a single camera that was rotated manually around a camera stand. Although the camera's focal center had moved during this motion, for simplicity, this example assumes that the sensor remained at the same location (at origin). However, distances between cameras on a real vehicle can be measured and entered in the `sensor location` property of `monoCamera`.

```

monoCams = cell(1, numCameras);
for i = 1:numCameras
    % Undistort the image.
    undistortedImage = undistortImage(extrinsicsCalibrationImages{i}, intrinsics{i});

    % Detect checkerboard points.
    [imagePoints, boardSize] = detectCheckerboardPoints(undistortedImage,...
        "PartialDetections", false);

    % Generate world points of the checkerboard.
    worldPoints = generateCheckerboardPoints(boardSize, squareSize);

    % Estimate extrinsic parameters of the monocular camera.
    [pitch, yaw, roll, height] = estimateMonoCameraParameters(intrinsics{i}, ...
        imagePoints, worldPoints, patternOriginHeight,...
        "PatternPosition", patternPositions(i));

    % Create a monoCamera object, assuming the camera is at origin.
    monoCams{i} = monoCamera(intrinsics{i}, height, ...
        "Pitch", pitch, ...
        "Yaw" , yaw, ...
        "Roll" , roll, ...
        "SensorLocation", [0, 0]);
end

```

### Create 360° Bird's-Eye-View Image

Use the `monoCamera` objects configured using the estimated camera parameters to generate individual bird's-eye-view images from the eight cameras. Stitch them to create the 360° bird's-eye-view image.

Capture the scene from the cameras and load the images in the MATLAB workspace.

```

sceneImages = cell(1, numCameras);
for i = 1:numCameras
    filename = "sceneImages/sceneImage" + string(i) + ".jpg";
    sceneImages{i} = imread(filename);
end
helperVisualizeScene(sceneImages)

```



### Transform Images to Bird's-Eye View

Specify the rectangular area around the vehicle that you want to transform into a bird's-eye view and the output image size. In this example, the farthest objects in captured images are about 4.5 m away.

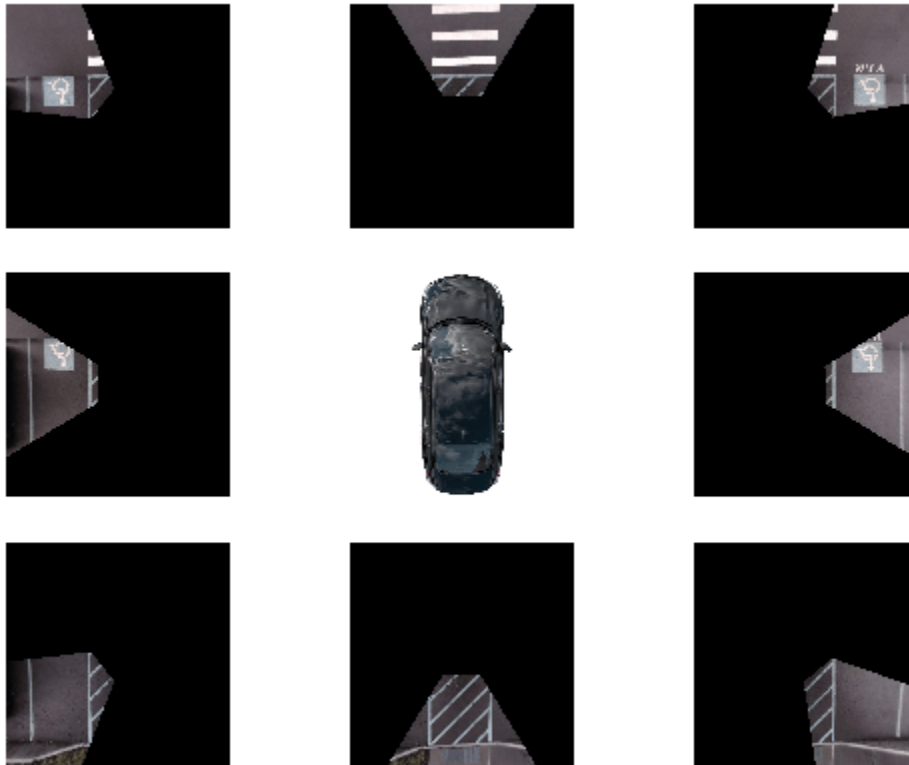
Create a square output view that covers 4.5 m radius around the vehicle.

```
distFromVehicle = 4.5; % in meters
outView = [-distFromVehicle, distFromVehicle, ... % [xmin, xmax,
           -distFromVehicle, distFromVehicle];    % ymin, ymax]
outImageSize = [640, NaN];
```

To create the bird's-eye-view image from each `monoCamera` object, follow these steps.

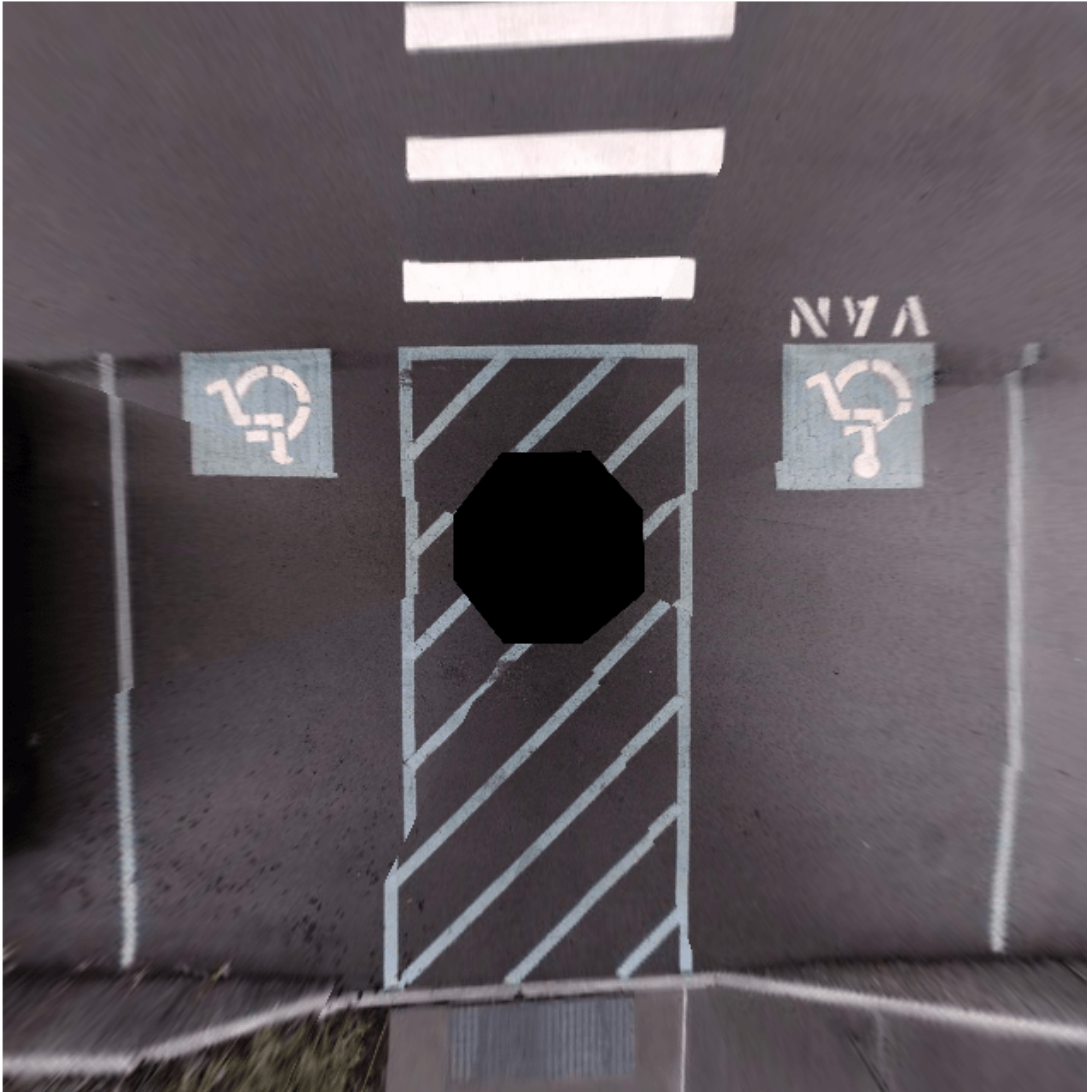
- 1 Remove distortion in the image.
- 2 Create a `birdsEyeView` object.
- 3 Transform the undistorted image to a bird's-eye-view image using the `transformImage` function.

```
bevImgs = cell(1, numCameras);
birdsEye = cell(1, numCameras);
for i = 1:numCameras
    undistortedImage = undistortImage(sceneImages{i}, monoCams{i}.Intrinsics);
    birdsEye{i} = birdsEyeView(monoCams{i}, outView, outImageSize);
    bevImgs{i} = transformImage(birdsEye{i}, undistortedImage);
end
helperVisualizeScene(bevImgs)
```



Test the accuracy of the extrinsics estimation process by using the `helperBlendImages` on page 8-147 function which blends the eight bird's-eye-view images. Then display the image.

```
tiled360DegreesBirdsEyeView = zeros(640, 640, 3);  
for i = 1:numCameras  
    tiled360DegreesBirdsEyeView = helperBlendImages(tiled360DegreesBirdsEyeView, bevImgs{i});  
end  
figure  
imshow(tiled360DegreesBirdsEyeView)
```



For this example, the initial results from the extrinsics estimation process contain some misalignments. However, those can be attributed to the wrong assumption that the camera was located at the origin of the vehicle coordinate system. Correcting the misalignment requires image registration.

### **Register and Stitch Bird's-Eye-View Images**

First, match the features. Compare and visualize the results of using `matchFeatures` with `matchFeaturesInRadius`, which enables you to restrict the search boundary using geometric constraints. Constrained feature matching can improve results when patterns are repetitive, such as on roads, where pavement markings and road signs are standard. In factory settings, you can design a more elaborate configuration of the calibration patterns and textured background that further improves the calibration and registration process. The “Feature Based Panoramic Image Stitching”



example explains in detail how to register multiple images and stitch them to create a panorama. The results show that constrained feature matching using `matchFeaturesInRadius` matches only the corresponding feature pairs in the two images and discards any features corresponding to unrelated repetitive patterns.

```
% The last two images of the scene best demonstrate the advantage of
% constrained feature matching as they have many repetitive pavement
% markings.
I = bevImgs{7};
J = bevImgs{8};

% Extract features from the two images.
grayImage = rgb2gray(I);
pointsPrev = detectKAZEFeatures(grayImage);
[featuresPrev, pointsPrev] = extractFeatures(grayImage, pointsPrev);

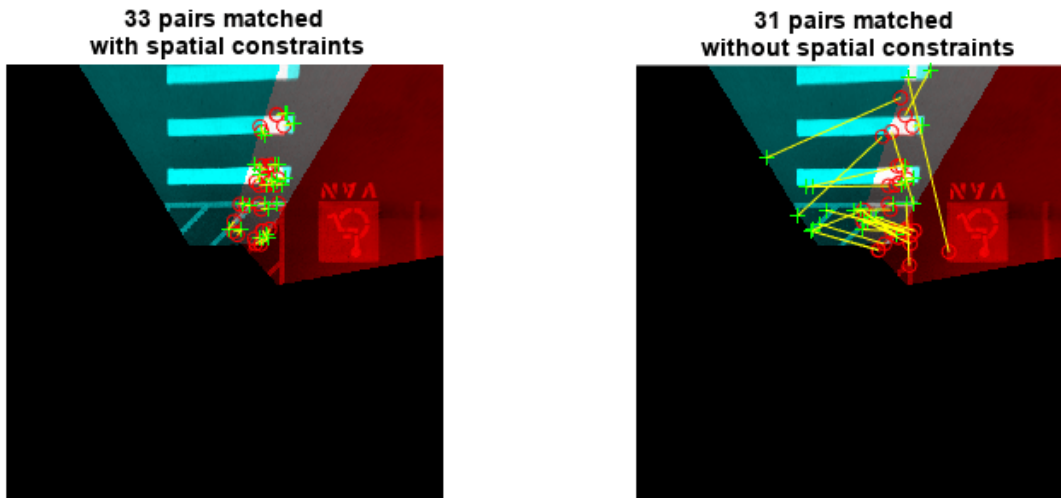
grayImage = rgb2gray(J);
points = detectKAZEFeatures(grayImage);
[features, points] = extractFeatures(grayImage, points);

% Match features using the two methods.
indexPairs1 = matchFeaturesInRadius(featuresPrev, features, points.Location, ...
    pointsPrev.Location, 15, ...
    "MatchThreshold", 10, "MaxRatio", 0.6);

indexPairs2 = matchFeatures(featuresPrev, features, "MatchThreshold", 10, ...
    "MaxRatio", 0.6);

% Visualize the matched features.
tiledlayout(1,2)
nexttile
showMatchedFeatures(I, J, pointsPrev(indexPairs1(:,1)), points(indexPairs1(:,2)))
title(sprintf('%d pairs matched\n with spatial constraints', size(indexPairs1, 1)))

nexttile
showMatchedFeatures(I, J, pointsPrev(indexPairs2(:,1)), points(indexPairs2(:,2)))
title(sprintf('%d pairs matched\n without spatial constraints', size(indexPairs2,1)))
```



The functions `helperRegisterImages` on page 8-147 and `helperStitchImages` on page 8-147 have been written based on the “Feature Based Panoramic Image Stitching” example using `matchFeaturesInRadius`. Note that traditional panoramic stitching is not enough for this application as each image is registered with respect to the previous image alone. Consequently, the last image might not align accurately with the first image, resulting in a poorly aligned 360° surround view image.

This drawback in the registration process can be overcome by registering the images in batches:

- 1 Register and stitch the first four images to generate the image of left side of the vehicle.
- 2 Register and stitch the last four images to generate the image of right side of the vehicle.

- 3** Register and stitch the left side and right side to get the complete 360° of the bird's-eye-view image of the scene.

Note the use of larger matching radius for stitching images in step 3 compared to steps 1 and 2. This is because of the change in the relative positions of the images during the first two registration steps.

```
% Cell array holding two sets of transformations for left and right sides
finalTforms = cell(1,2);
```

```
% Combine the first four images to get the stitched leftSideView and the
% spatial reference object Rleft.
```

```
radius = 15;
leftImgs = bevImgs(1:4);
finalTforms{1} = helperRegisterImages(leftImgs, radius);
[leftSideView, Rleft] = helperStitchImages(leftImgs, finalTforms{1});
```

```
% Combine the last four images to get the stitched rightSideView.
```

```
rightImgs = bevImgs(5:8);
finalTforms{2} = helperRegisterImages(rightImgs, radius);
rightSideView = helperStitchImages(rightImgs, finalTforms{2});
```

```
% Combine the two side views to get the 360° bird's-eye-view in
% surroundView and the spatial reference object Rsurround
```

```
radius = 50;
imgs = {leftSideView, rightSideView};
tforms = helperRegisterImages(imgs, radius);
[surroundView, Rsurround] = helperStitchImages(imgs, tforms);
figure
imshow(surroundView)
```



### Measure Distances in the 360° Bird's-Eye-View

One advantage in using bird's-eye-view images to measure distances is that the distances can be computed across the image owing to the planar nature of the ground. You can measure various distances that are useful for ADAS applications such as drawing proximity range guidelines and ego vehicle boundaries. Distance measurement involves transforming world points in the vehicle coordinate system to the bird's-eye-view image, which you can do using the `vehicleToImage` function. However, note that each of the eight bird's-eye-view images have undergone two geometric transformations during the image registration process. Thus, in addition to using the `vehicleToImage` function, you must apply these transformations to the image points. The `helperVehicleToBirdsEyeView` on page 8-147 function applies these transformations. The points

are projected to the first bird's-eye-view image, as this image has undergone the least number of transformations during the registration process.

### Draw Proximity Range Guidelines

Circular parking range guidelines around the vehicle can assist drivers maneuvering in tight parking spots. Draw circular guidelines at 2, 3, and 4 meters on the 360° bird's-eye-view image:

- 1 Transform the vehicle center and a point in the circular guideline in the vehicle coordinate system, to the 360° bird's-eye-view image using `helperVehicleToBirdsEyeView` on page 8-147 function.
- 2 Calculate the radius of the circular guideline in pixels by finding the distance between the two transformed points.
- 3 Draw the guidelines using the `insertShape` function and label the guidelines using the `insertText` function.

```

proximityRange = [2, 3, 4]; % in meters
colors         = ["red", "yellow", "green"];
refBirdsEye    = birdsEye{1};
Rout           = {Rleft, Rsurround};
vehicleCenter  = [0, 0];
vehicleCenterInImage = helperVehicleToBirdsEyeView(refBirdsEye, vehicleCenter, Rout);

for i = 1:length(proximityRange)

    % Estimate the radius of the circular guidelines in pixels given its
    % radius in meters.
    circlePoint      = [0, proximityRange(i)];
    circlePointInImage = helperVehicleToBirdsEyeView(refBirdsEye, circlePoint, Rout);

    % Compute radius using euclidean norm.
    proximityRangeInPixels = norm(circlePointInImage - vehicleCenterInImage, 2);

    surroundView = insertShape(surroundView, "Circle", [vehicleCenterInImage, proximityRangeInPixels, ...
        "LineWidth", 1, ...
        "Color", colors(i)];

    labelText = string(proximityRange(i)) + " m";
    surroundView = insertText(surroundView, circlePointInImage, labelText, ...
        "TextColor", "White", ...
        "FontSize", 14, ...
        "BoxOpacity", 0);

end

imshow(surroundView)

```

### Draw Ego Vehicle Boundary

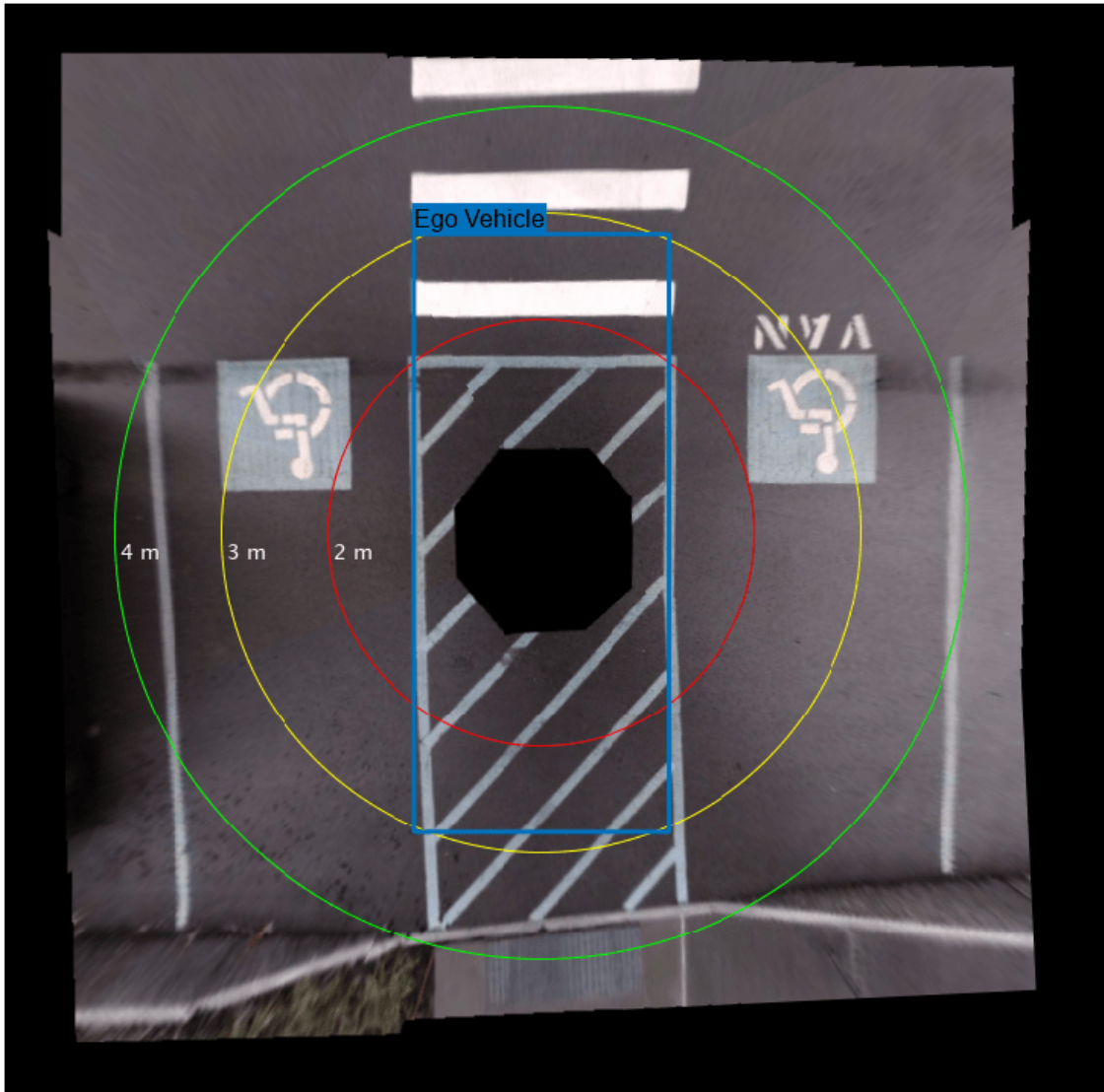
Boundary lines for a vehicle help the driver understand the relative position of the vehicle with respect to the surroundings. Draw the ego vehicle's boundary using a similar procedure as that of drawing proximity guidelines. The `helperGetVehicleBoundaryOnBEV` on page 8-147 function returns the corner points of the vehicle boundary on the 360° bird's-eye-view image given the vehicle position and size. Show the guidelines on the scene using the `showShape` function.

```

vehicleCenter = [0, 0];
vehicleSize   = [5.6, 2.4]; % length-by-width in meters

```

```
[polygonPoints, vehicleLength, vehicleWidth] = helperGetVehicleBoundaryOnBEV(refBirdsEye, ...
                                                                              vehicleCenter, ...
                                                                              vehicleSize, ...
                                                                              Rout);
showShape("polygon", polygonPoints, "Label", "Ego Vehicle")
```



Additionally, you can also overlay a simulated vehicle on the scene for visually pleasing results.

```
% Read the picture of the simulation vehicle.
egoVehicleImage = imread("vehicle.png", "BackgroundColor", [0 0 0]);

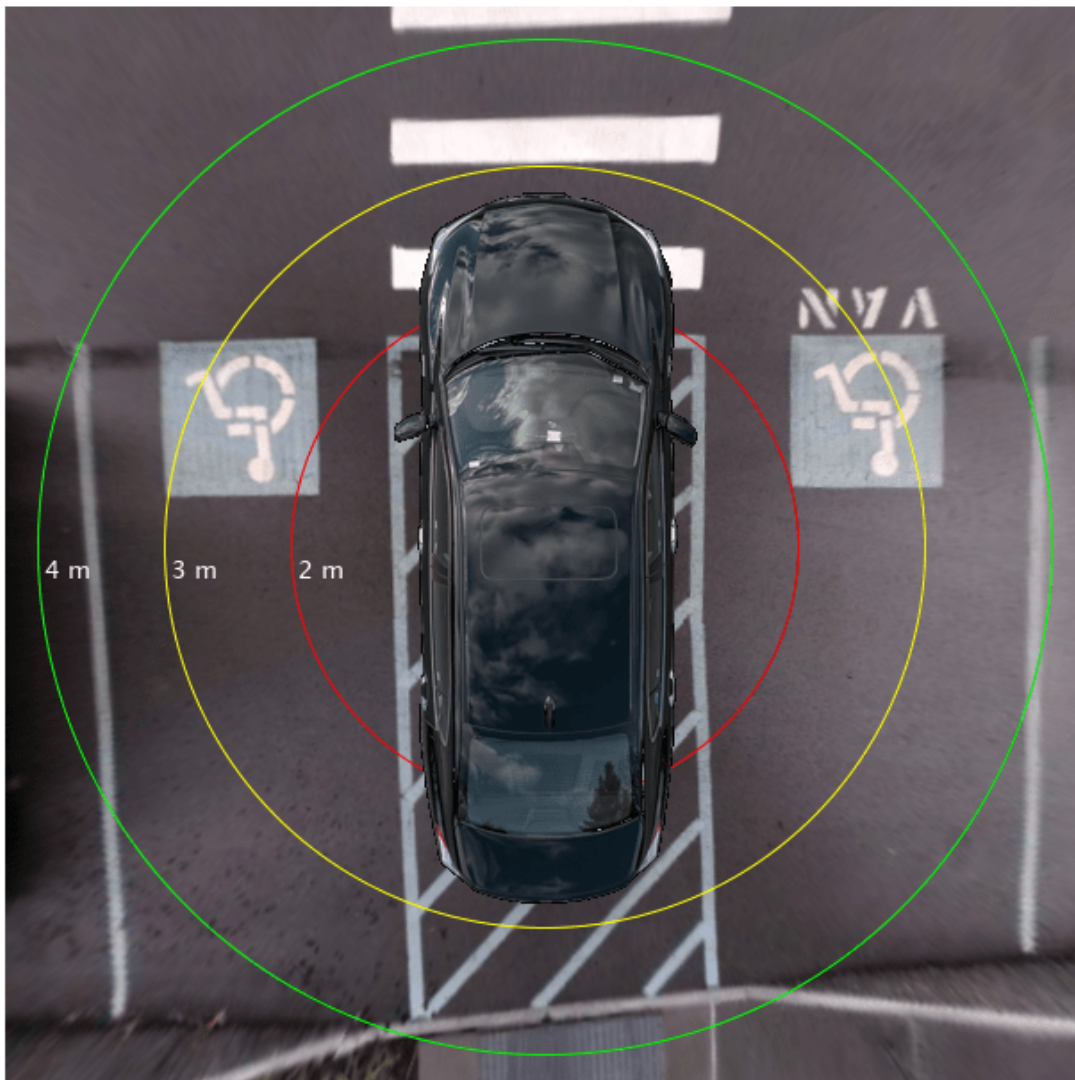
% Bring the simulation vehicle into the vehicle coordinate system.
egoVehicleImage = imresize(egoVehicleImage, [vehicleLength, vehicleWidth]);
vehicle = zeros(size(surroundView), "uint8");
```

```
xIdx      = polygonPoints(1,1) + (1:vehicleWidth);  
yIdx      = polygonPoints(1,2) + (1:vehicleLength);  
vehicle(yIdx, xIdx, :) = egoVehicleImage;
```

```
% Overlay the simulation vehicle on the 360° bird's-eye-view image.  
sceneBirdsEyeView = helperOverlayImage(vehicle, surroundView);
```

Finally, let's eliminate black borders in the image by selecting smaller range from the vehicle's coordinate system's origin.

```
distFromVehicle = 4.25; % in meters  
[x, y, h, w] = helperGetImageBoundaryOnBEV(refBirdsEye, distFromVehicle, Rout);  
croppedSceneBirdsEyeView = imcrop(sceneBirdsEyeView, [x, y, h, w]);  
imshow(croppedSceneBirdsEyeView)
```



## Code Generation and Verification

This algorithm can be deployed in hardware. To accomplish that, the next step is to package the proposed algorithm for generating 360° bird's-eye-view using images from eight surround cameras into a function, and generate code for it using MATLAB Coder™.

### Restructure MATLAB Code for Code Generation

Following is a summary of the steps to generate 360° bird's-eye-view image, outlined in the previous sections:

- 1 Calibrate the multi-camera system and store the intrinsics and extrinsics in `monoCamera` objects.
- 2 Obtain the bird's-eye-view transformations for each of the cameras and store them in `birdsEyeView` objects.
- 3 Transform the camera images into bird's-eye-view images and blend them to obtain the 360° surround view.
- 4 Register and stitch the corresponding camera images to generate the images of left and right-side views of the vehicle, and obtain the two respective transformations.
- 5 Obtain the final 360° bird's-eye-view image by registering and stitching the left and right side images of the vehicle.
- 6 Add circular guidelines at specific distances, overlay the simulated vehicle image on the bird's-eye-view image, and crop the final image to eliminate black borders.

However, the following additional considerations help restructure the above steps into the proposed algorithm for code generation:

- Steps 1 and 2 need to be performed only once for a given stationary multi-camera setup. Hence, you can use the bird's-eye-view transformations obtained from MATLAB directly in the generated code.
- Similarly, in step 4, you can use the two transformations for the left and right-side images obtained during the first-time setup in MATLAB, directly in the generated code. This eliminates the need to perform registration every time to generate the left and right-side images.

Applying the above considerations, this example provides `helperGenerateBirdsEyeView`, that serves as the entry-point function for code generation. The proposed algorithm in `helperGenerateBirdsEyeView` has the following steps:

- 1 Transform the current camera images to bird's-eye-view images using the `birdsEyeView` objects.
- 2 Obtain the left and right-side images of the vehicle using the respective transformations on the corresponding camera images.
- 3 Obtain the final 360° bird's-eye-view image by registering and stitching the left and right-side view images of the vehicle.
- 4 (Optional) Add circular guidelines at specific distances and overlay the simulated vehicle image on the bird's-eye-view image and crop the final image to eliminate black borders.

### Generate Code and Verify Results

The entry-point function `helperGenerateBirdsEyeView` provides the final bird's-eye-view image overlaid with vehicle image as output. It has the following inputs:



- 1 `sceneImages`: Current camera images, specified as a cell array.
- 2 `bevStructs`: `BirdsEyeView` objects converted to structures, specified as a cell array of structures.
- 3 `finalTforms`: Transforms for left and right-side view images, specified as a cell array of `simtform2d` transforms.
- 4 `egoVehicleImage`: Simulated image of the ego vehicle to overlay on the final bird's-eye-view image, specified as  $M \times N \times 3$  array.

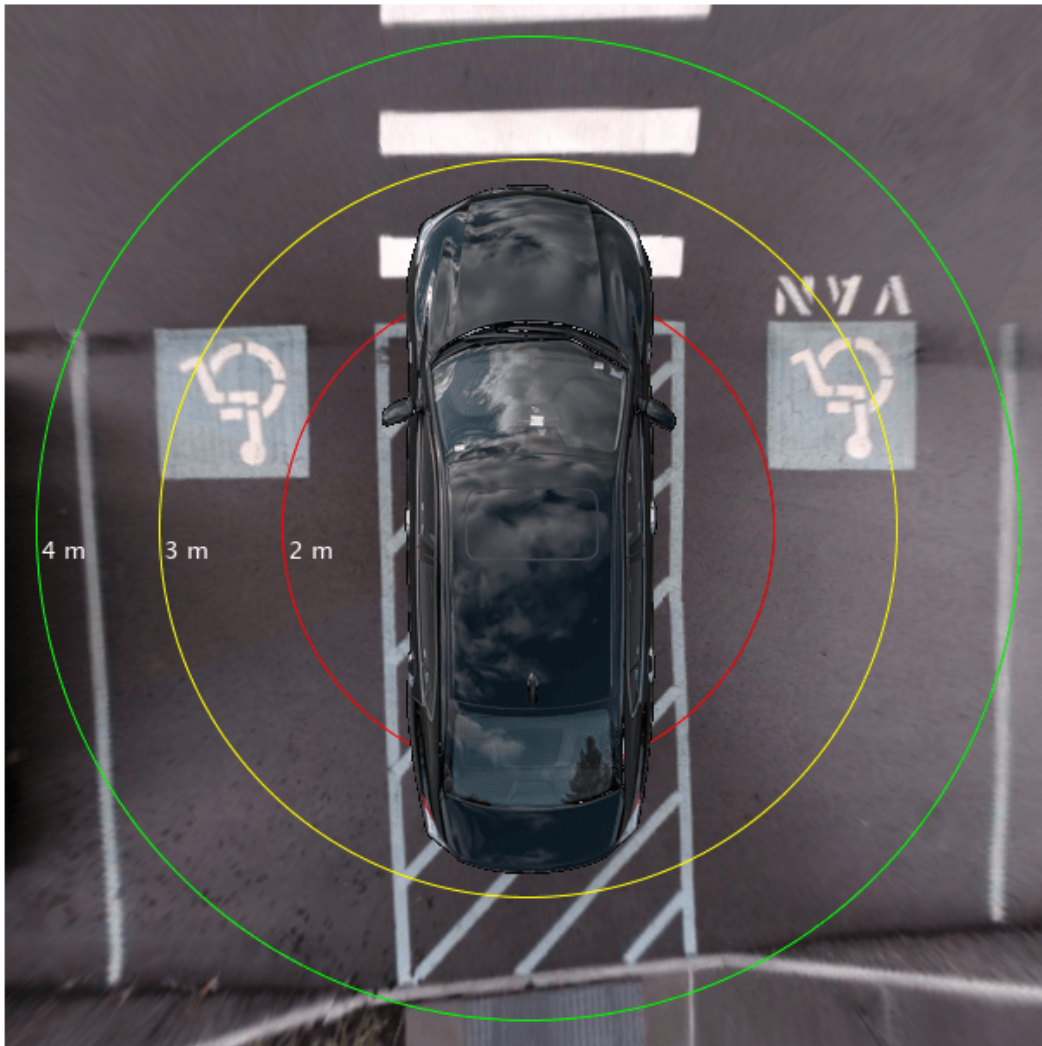
To convert the bird's-eye-view objects to structures, use `helperToStructBev` function. This gives us all the necessary inputs.

```
for i = 1:numCameras
    bevStructs{i} = helperToStructBev(birdsEye{i});
end
```

This example provides the MATLAB Coder project `helperGenerateBirdsEyeViewProject`, that is already set up with the entry-point function, `helperGenerateBirdsEyeView`.

- 1 Open the project. You can use this to define the input and output types, tune code generation settings and generate code. You can navigate to different steps in the process using the **Back** and **Next** options.
- 2 The project is tuned for the build type to be MEX. This generates a MEX function, which is an executable for the generated code that can be executed within the MATLAB environment. This is useful to verify that the proposed algorithm provides the same functionality as the MATLAB code. In the project, navigate to the **Generate Code** step, and click **Generate**. This will generate the MEX function.
- 3 After the code is generated, select **Verify Code** to execute the MEX function and verify the output of the generated code with that of the algorithm in MATLAB. For **Run using**, select **Generated code** to call the generated MEX function during testing. By default, the test function is just a call to the entry-point function, which you can replace with your own test function.
- 4 Click **Run Generated Code** to obtain the bird's-eye-view image output. Visualize the output image from the generated code and verify that it is the same as MATLAB code. Alternatively, you can execute the MEX file directly by providing the same inputs as the entry-point function.

```
bevImage = helperGenerateBirdsEyeView_mex(sceneImages,bevStructs,finalTforms,egoVehicleImage);
imshow(bevImage)
```



For more information on authoring test functions for the generated code, see “Unit Test Generated Code with MATLAB Coder” (MATLAB Coder).

### Conclusion

The procedure shown in this example can be extended to generate source code to deploy to the target hardware of a surround view monitoring system. For this, you must select the build type to be **Source Code** in the MATLAB Coder project and perform any necessary modifications to the MATLAB code. For more information, see “Generate C Code by Using the MATLAB Coder App” (MATLAB Coder).

Note that this example requires accurate camera calibration to estimate the monocular camera positions with minimal errors and tuning the registration hyperparameters. This example can also be modified to use fisheye cameras.

## Supporting Functions

### helperVisualizeScene Function

The `helperVisualizeScene` function displays the images arranged by their camera positions relative to the vehicle on a 3-by-3 tiled chart layout and optionally shows the title text for each of the tiles.

### helperBlendImages Function

The `helperBlendImages` function performs alpha blending to the given two input images, `I1` and `I2`, with alpha values that are proportional to the center seam of each image. The output `Iout` is a linear combination of the input images:

$$I_{\text{out}} = \alpha I_1 + (1 - \alpha) I_2$$

### helperRegisterImages Function

The `helperRegisterImages` function registers a cell array of `images` sequentially using the searching radius for `matchFeaturesInRadius` and returns the transformations, `tforms`.

### helperStitchImages Function

The `helperStitchImages` function applies the transforms `tforms` to the input images and blends them to produce the `outputImage`. It additionally returns the `outputView`, which you can use to transform any point from the first image in the given image sequence to the output image.

### helperVehicleToBirdsEyeView Function

The `helperVehicleToBirdsEyeView` function transforms the given world points in vehicle coordinate system to points in the 360° bird's-eye-view image.

### helperGetImageBoundaryOnBEV Function

The `helperGetImageBoundaryOnBEV` function returns the position and size of a bounding box in the bird's-eye-view image that defines a square area that covers `distFromVehicle` meters around the vehicle.

### helperGetVehicleBoundaryOnBEV Function

The `helperGetVehicleBoundaryOnBEV` function returns the corner points of a vehicle boundary given its position and size.

### helperOverlayImage Function

The `helperOverlayImage` function overlays the `topImage` on the `bottomImage` and returns the result in `outputImage`.

## See Also

### Apps

**Camera Calibrator**

### Functions

`undistortImage` | `estimateMonoCameraParameters` | `detectKAZEFeatures` | `matchFeatures` | `matchFeaturesInRadius` | `estgeotform3d`

**Objects**

birdsEyeView | monoCamera

**More About**

- “Calibrate a Monocular Camera” on page 1-8

# Perception-Based Parking Spot Detection Using Unreal Engine Simulation

To park a vehicle automatically once it arrives at the entrance of a parking lot, automated systems of the vehicle must take control and steer it to an available parking spot. This requires the vehicle to use the on-board sensors to perceive the environment around the vehicle and find available parking spots. This example implements a vision-based parking spot detection system in a 3D simulation environment, rendered using Unreal Engine® from Epic Games®.

## Introduction

Using the Unreal Engine Simulation environment, you can configure prebuilt scenes, place and move vehicles within the scene, and configure and simulate camera, radar, or lidar sensors on the vehicle. This example shows how to find empty parking spots in the prebuilt Large Parking Lot scene using a camera sensor. The steps in this workflow are:

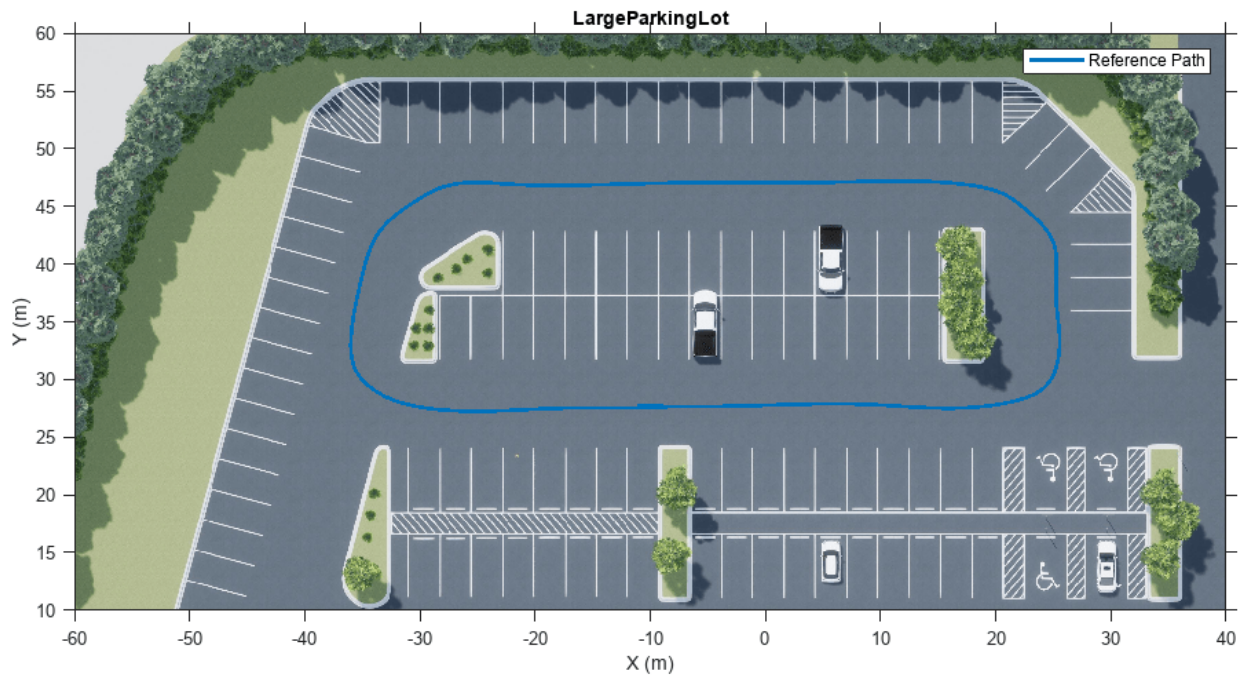
- 1 Drive through the parking lot to build a map of the environment using the semantic segmentation data derived from the camera sensor.
- 2 Detect parking lines on the map.
- 3 Analyze the map to determine empty parking spots based on the detected parking lines and detect vehicles which are already parked.

## Construct Parking Lot Simulation

Use the Simulation 3D Scene Configuration block to set up the simulation environment. Select the built-in Large Parking Lot scene, which contains several parked vehicles. Set up an ego vehicle moving along the specified reference path by using the Simulation 3D Vehicle with Ground Following block. This example uses a prerecorded reference trajectory and parked vehicle locations. You can specify a trajectory interactively by selecting a sequence of waypoints. For more information, see the “Select Waypoints for Unreal Engine Simulation” on page 8-872 example.

```
% Load reference path data
refPoses = load("parkingSpotPath.mat");

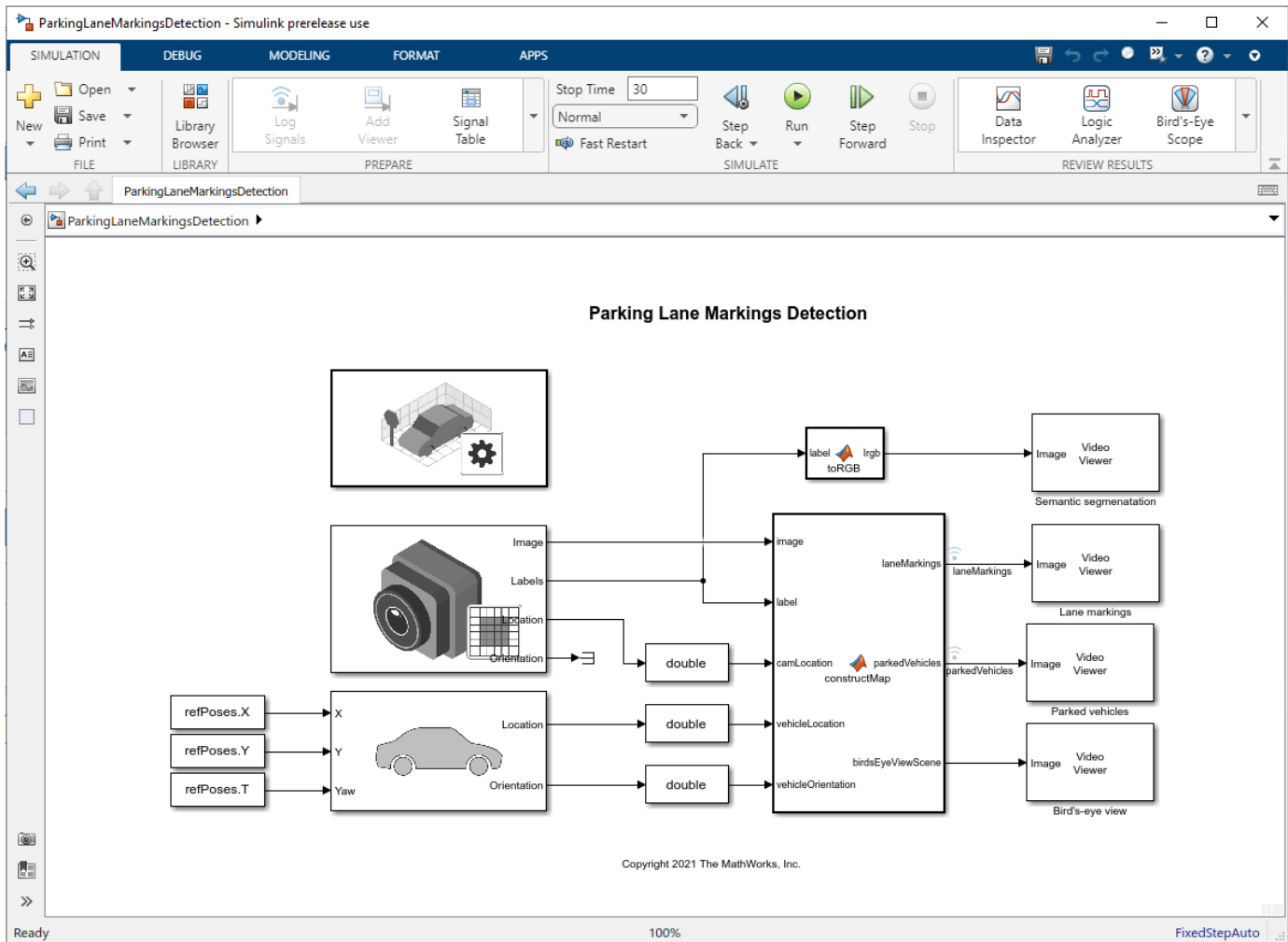
% Display the reference path
sceneName = "LargeParkingLot";
hScene = figure;
helperShowSceneImage(sceneName);
hold on
plot(refPoses.X(:,2), refPoses.Y(:,2),LineWidth=2,DisplayName="Reference Path");
xlim([-60 40])
ylim([10 60])
hScene.Position = [100, 100, 1000, 500]; % Resize figure
legend
hold off
```



After adding the ego vehicle, you can attach a camera sensor to it using the Simulation 3D Camera block. In this example, the camera is mounted on the left mirror of the ego vehicle with a rotation offset to point to the side of the vehicle. You can use the **Camera Calibrator** app to estimate intrinsics of the actual camera that you want to simulate.

```
% Open the model
modelName = "ParkingLaneMarkingsDetection";
open_system(modelName)

% Set camera intrinsic parameters
focalLength    = [1109 1109]; % In pixels
principalPoint = [401 401];  % In pixels
imageSize     = [801 801];   % In pixels
```



## Build a Map

Using the camera mounted on the vehicle, the `constructMap` MATLAB Function block in the `ParkingLaneMarkingsDetection` model implements the algorithm to build a map, using these steps:

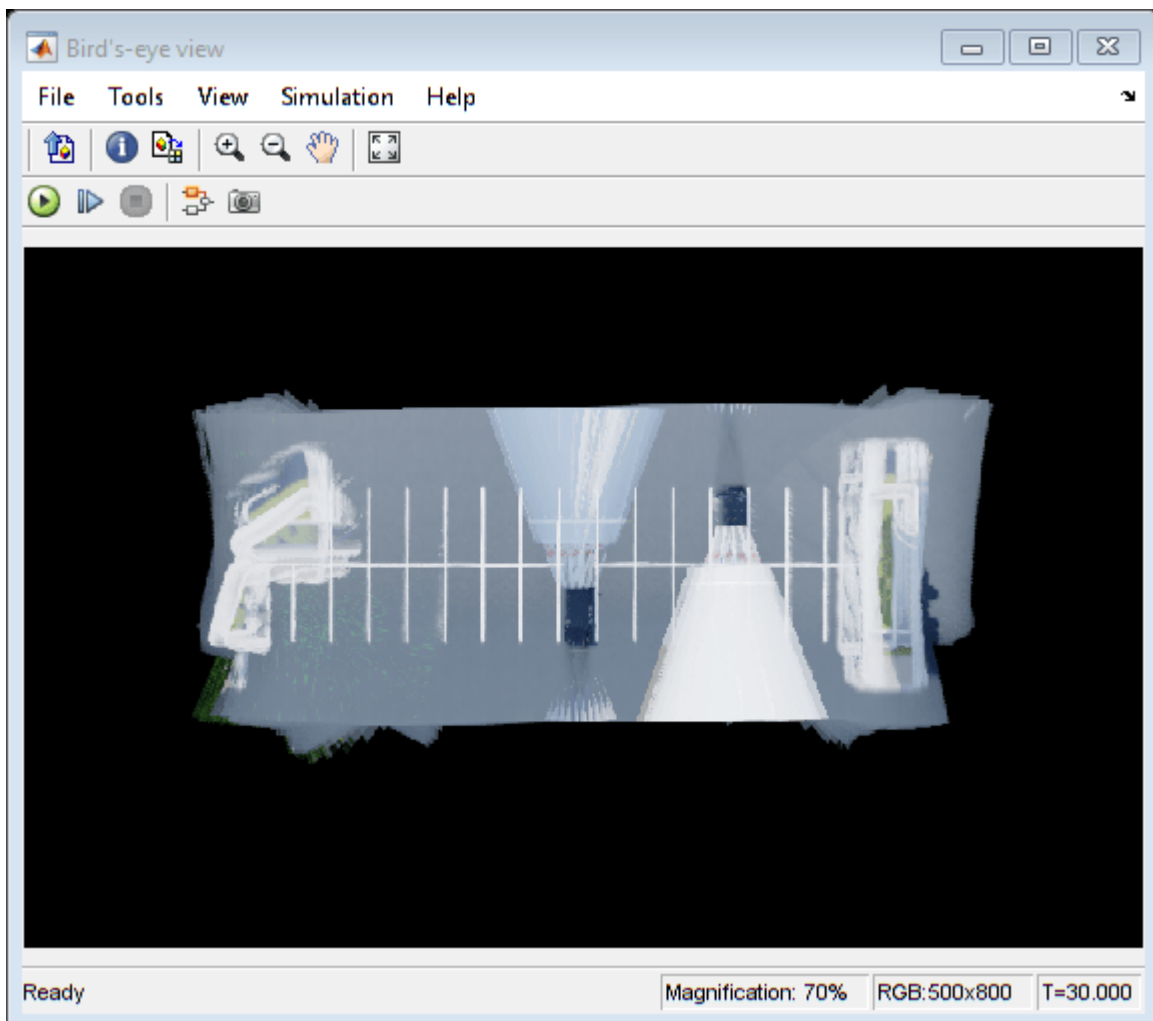
- 1 Detects parking lane markings and parked vehicles using semantic segmentation. For simplicity, this example uses the ground truth segmentation data from the `Label` output of the `Simulation 3D Camera` block. In a more realistic implementation, you can replace this with a semantic segmentation algorithm to detect vehicles and lane markings from camera images.
- 2 Transforms detections from the image coordinates to the vehicle coordinates by applying a projective transformation using the `transformImage` object function of the `birdsEyeView` object.
- 3 Transforms detections from the local vehicle coordinates to the world coordinates using vehicle odometry. This example relies on the odometry provided by the ground truth of the `Simulation 3D Vehicle with Ground Following` block. In real applications, you can obtain this information from a localization subsystem that uses onboard IMU, wheel encoders, camera, lidar sensor, and any other sensors that help with accurate vehicle trajectory estimation. For an example of how to

develop a visual localization system using synthetic image data in the Unreal Engine® simulation environment, see the “Visual Localization in a Parking Lot” on page 8-857 example.

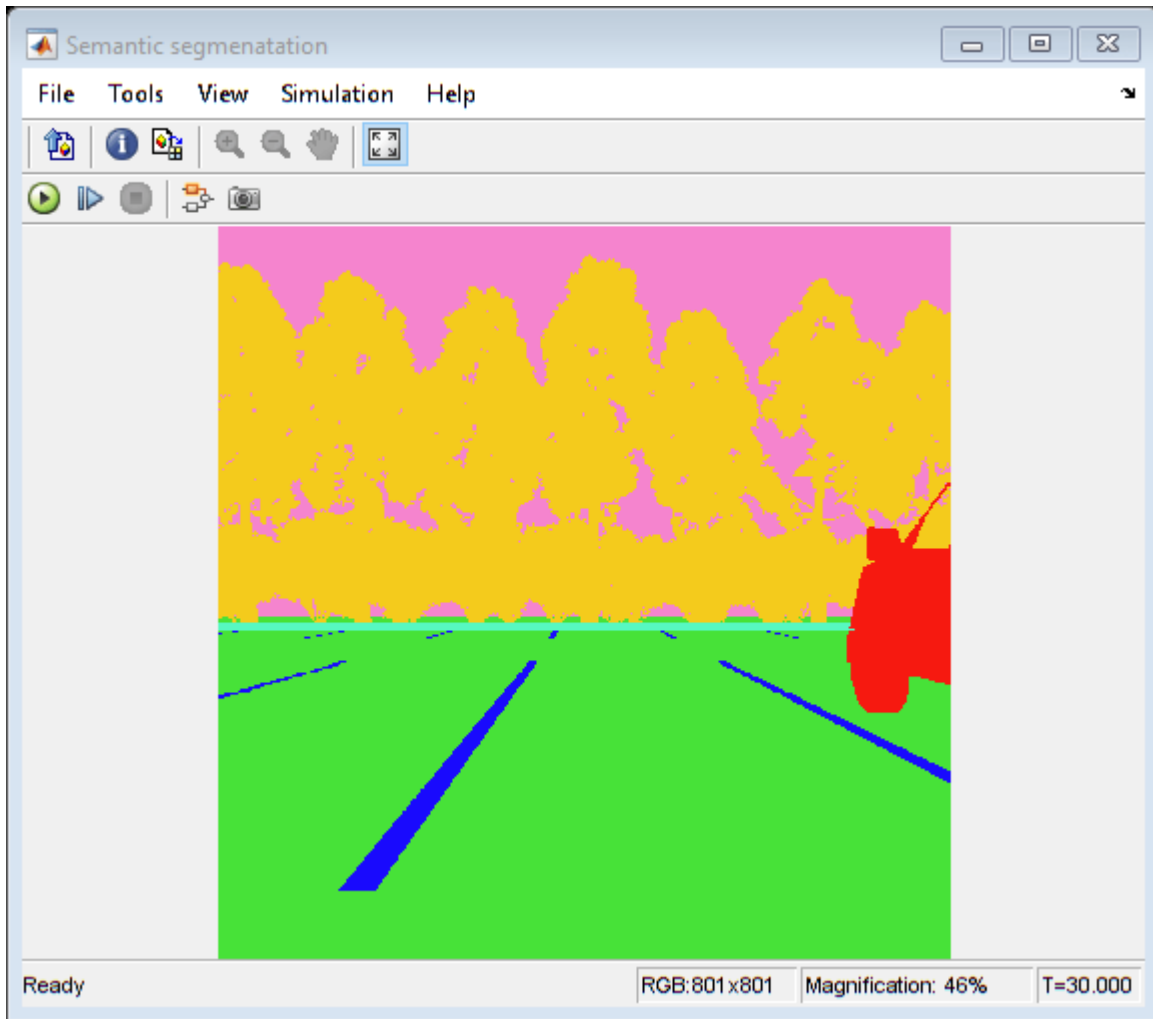
- 4 Builds a bird's-eye-view map of the parking lot by incrementally merging the detections in the world coordinates. The map consists of two layers represented by two binary images, `laneMarkings` and `parkedVehicles`. `parkedVehicles` contains the parked vehicles in the scene, representing obstacles. `laneMarkings` contains the parking lane markings used to determine the locations of parking spots.

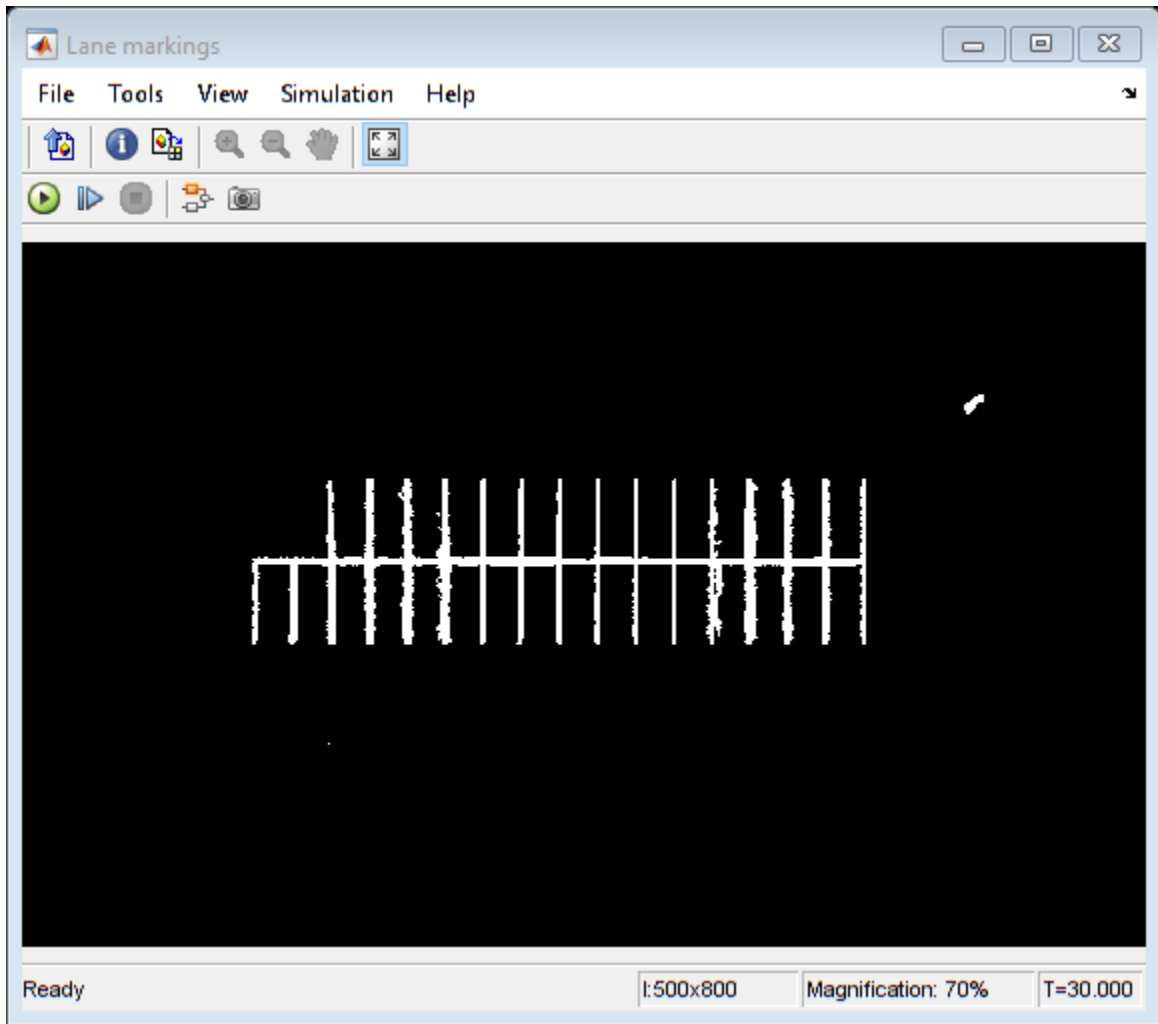
```
if ~ispc
    error(["3D Simulation is only supported on Microsoft", char(174), "Windows", char(174), "."]
end

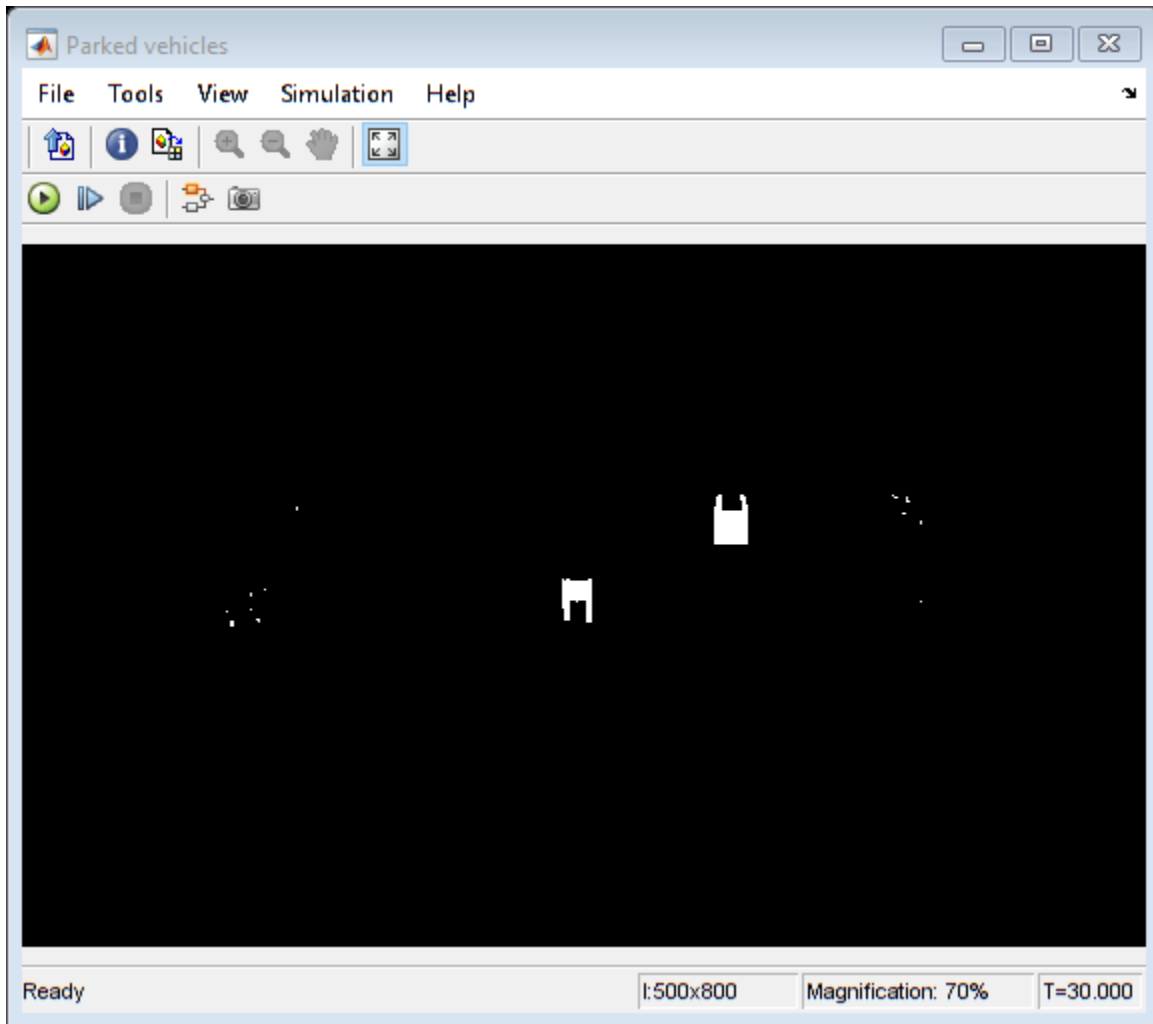
% Simulate the model
sim(modelName);
```











### Detect Parking Lines

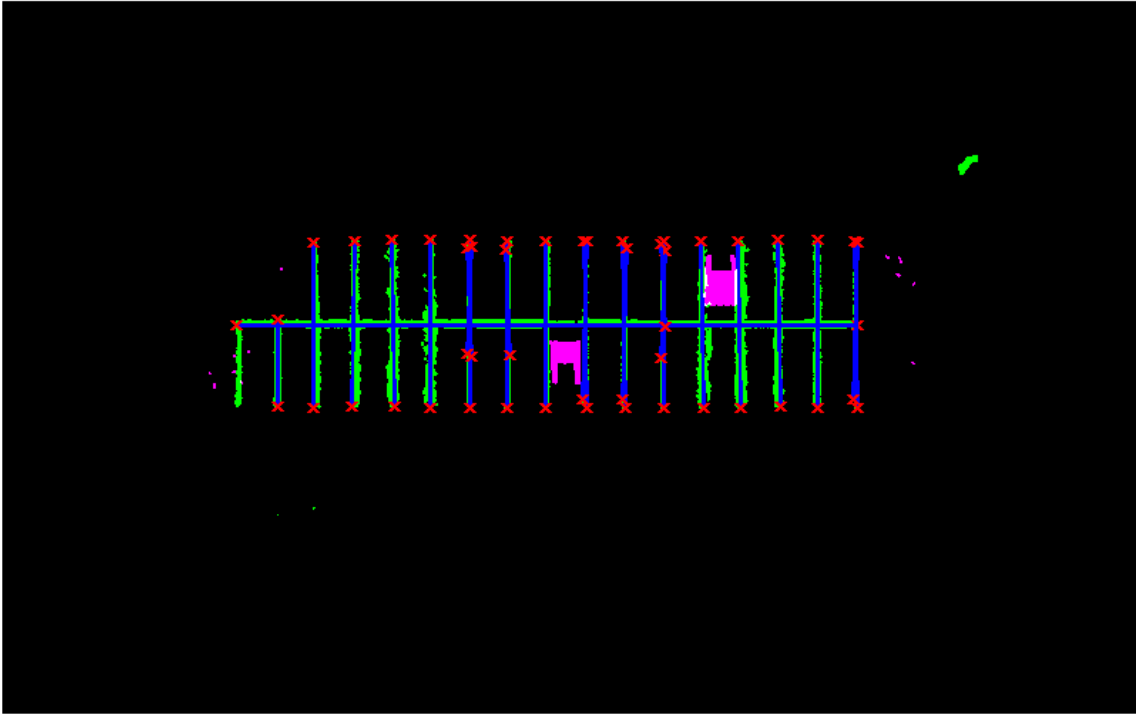
Parking spots are generally constructed using fixed-width, parallel, line segments. You can detect these line segments from the parking line markings by using the “Hough Transform”. The `helperFindParkingLines` on page 8-159 function extracts line segments based on the Hough transform and returns horizontal or vertical lines.

```
% Get the data at the end of the simulation
laneMarkings    = logslot{1}.Values.Data(:, :, end);
parkedVehicles = logslot{2}.Values.Data(:, :, end);

% Close the model
close_system(modelName)

% Find parking lanes
[parkingLines, isHorizontal] = helperFindParkingLines(laneMarkings);

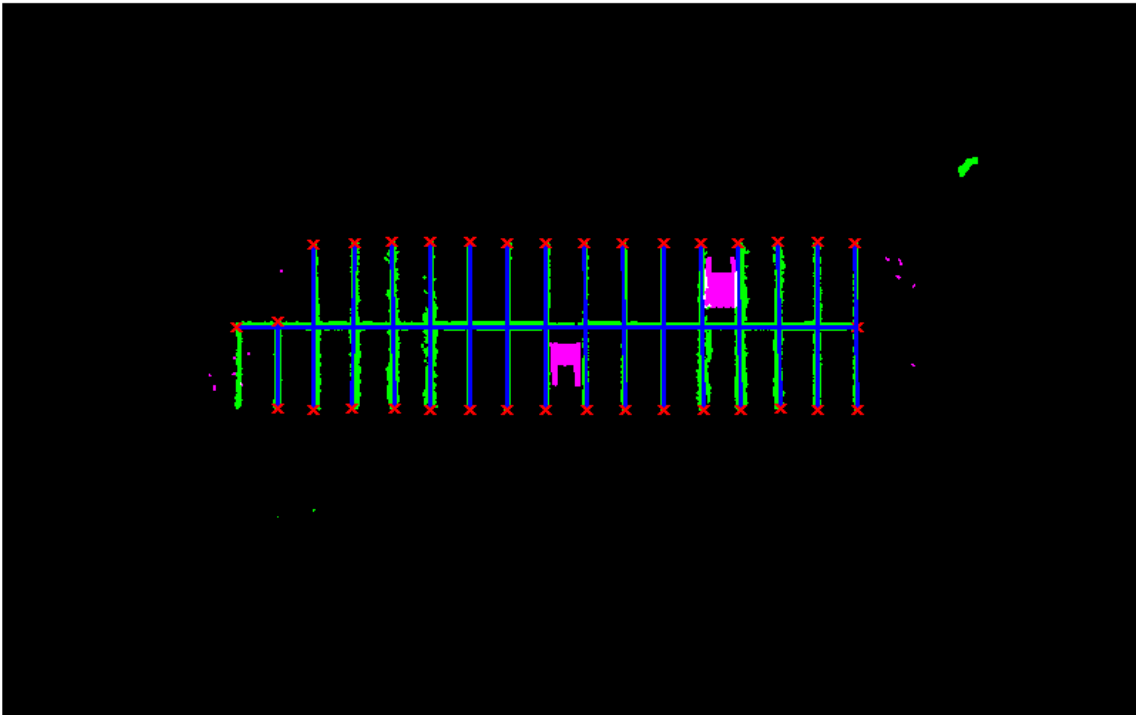
% Display parking lines
helperPlotMap(parkingLines, laneMarkings, parkedVehicles);
```



The returned line segments may contain multiple lines that belong to the same line markings. To remove redundant lines, the `helperFindUnquieLanes` on page 8-160 function clusters the detected lines based on their orientations and center point positions, and keeps only the longest line in each cluster.

```
% Collect features for each detected lane  
parkingLines = helperFindUnquieLanes(parkingLines, isHorizontal);
```

```
% Display the filtered lines  
ax = helperPlotMap(parkingLines, laneMarkings, parkedVehicles);
```

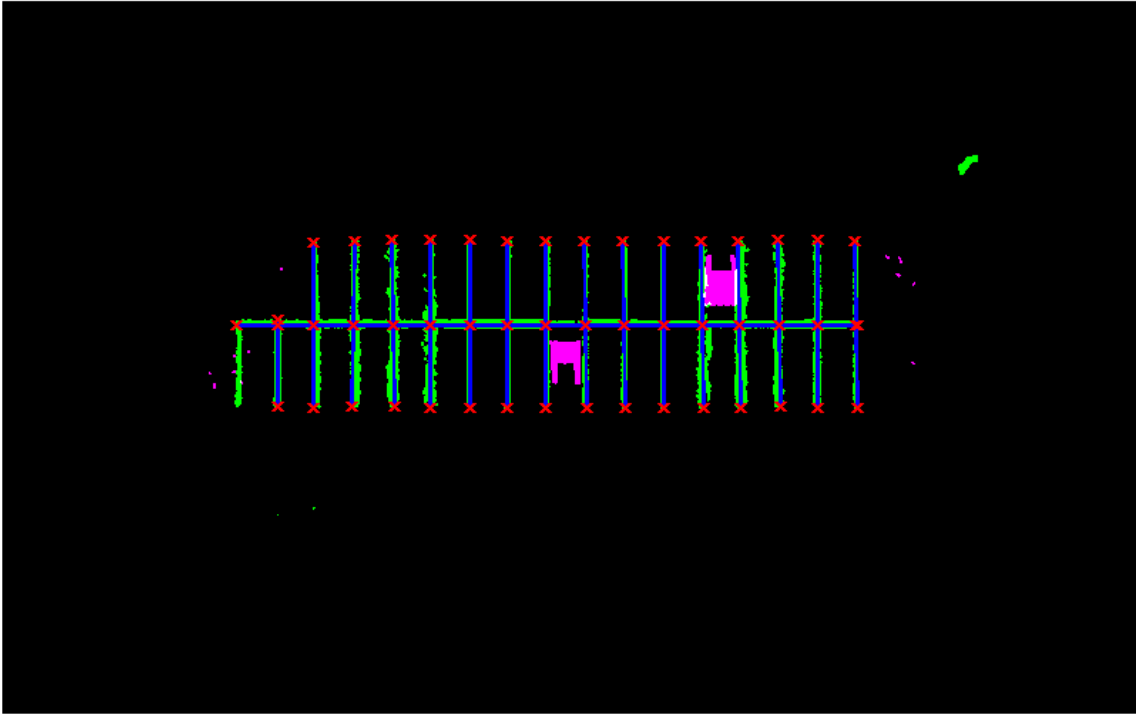


### Determine Empty Parking Spots

Next, find the empty parking spots by exploring all the vertices resulting from the detected lines and checking which ones could result in a rectangle with required dimensions. The vertices include both the starting and ending points of the detected lines, as well as the intersection points of the lines.

```
% Find all the vertices
vertices = helperGetVertices(parkingLines);

% Display all the vertices
plot(ax,vertices(:,1),vertices(:,2),"x",LineWidth=2,Color="red");
```



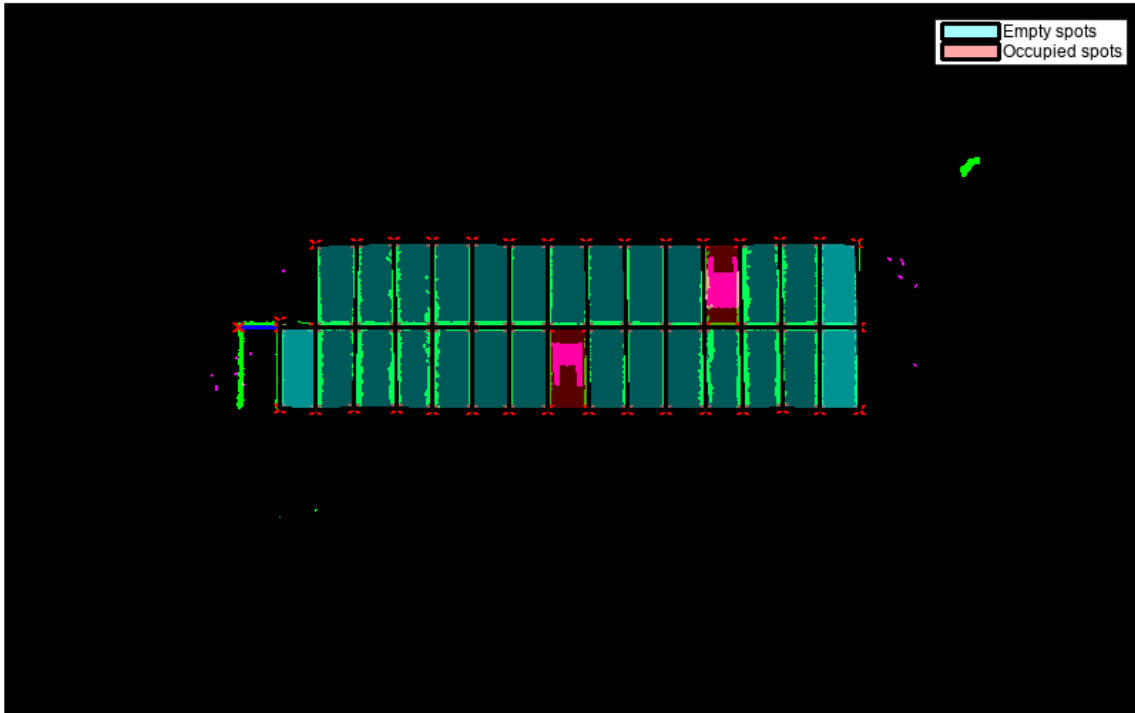
To determine if a parking spot is empty, check if the convex hull of its four vertices overlaps with the obstacle area in `parkedVehicles`.

```
% Identify parking spots based on area
[spots,isOccupied] = helperFindParkingSpots(vertices,parkedVehicles);

% Display empty parking spots on the map
h1 = plot(ax, spots(~isOccupied),LineWidth=2,FaceColor="c",DisplayName="Empty spots");

% Display occupied parking spots on the map
h2 = plot(ax, spots(isOccupied),LineWidth=2,FaceColor="r",DisplayName="Occupied spots");

% Add legends
legend([h1(1) h2(2)])
```



After obtaining the locations of empty parking spots, you can execute a parking maneuver to park the vehicle. To learn how to plan a trajectory in a parking lot, see the “Visualize Automated Parking Valet Using Unreal Engine Simulation” on page 8-878 example.

### Helper Functions

**helperFindParkingLines** finds lines from semantic segmentation results.

```
function [lanes,isHorizontal] = helperFindParkingLines(map)

[H,T,R] = hough(map);

P      = houghpeaks(H,150,Threshold=0.1*max(H(:)));
lines  = houghlines(map,T,R,P,FillGap=10,MinLength=50);
lanes  = [vertcat(lines.point1),vertcat(lines.point2)];

isHorizontal = abs(lanes(:, 1) - lanes(:, 3)) < 4;
isVertical   = abs(lanes(:, 2) - lanes(:, 4)) < 4;
lanes       = lanes(isHorizontal | isVertical,:);
isHorizontal = isHorizontal(isHorizontal | isVertical);
end
```

**helperPlotMap** plots the occupancy map based on the data captured from the simulation.

```
function ax = helperPlotMap(parkingLanes,binaryLanesMap,binaryCarsMap)

occupancyMap = imfuse(binaryLanesMap,binaryCarsMap);
```

```

figure
ax = gca;
imshow(occupancyMap,Parent=ax);
hold(ax, 'on');

for i=1:size(parkingLanes,1)
    xy=parkingLanes(i,:);
    xy=[xy(1:2);xy(3:4)];
    plot(ax,xy(:,1),xy(:,2),LineWidth=2,Color="blue");
    plot(ax,xy(1,1),xy(1,2),"x",LineWidth=2,Color="red");
    plot(ax,xy(2,1),xy(2,2),"x",LineWidth=2,Color="red");
end
end

```

**helperGetVertices** constructs a set of vertices using the end-points of the lines and their intersections.

```

function vertices = helperGetVertices(lanes)

vertices=[lanes(:,1:2); lanes(:,3:4)];

for i = 1:size(lanes,1)
    for j = i:size(lanes,1)
        point = helperFindLineIntersections(lanes(i,1:2),lanes(i,3:4),lanes(j,1:2),lanes(j,3:4))
        if ~isempty(point)
            vertices = [vertices; point];
        end
    end
end
vertices = unique(vertices,"rows");
end

```

**helperFindUnqiueLanes** calculates a set of features for each lane.

```

function uniqueLanes = helperFindUnqiueLanes(lanes,isHorizontal)
% Cluster lines based on orientation and length
startPoints = lanes(:,[1 2]);
endPoints    = lanes(:,[3 4]);

numLanes = size(lanes,1);

isLongest = true(numLanes,1);
for i = 1:numLanes-1
    for j = i+1:numLanes
        isPointsClose = norm(startPoints(i,:)-startPoints(j,:)) < 10 || norm(endPoints(i,:)-endP
            norm(startPoints(i,:)-endPoints(j,:)) < 10 || norm(startPoints(i,:)-endPoints(j,:)) <
        isSameOrientation = isHorizontal(i) & isHorizontal(j);
        if isPointsClose && isSameOrientation
            if norm(startPoints(i,:)-endPoints(i,:)) < norm(startPoints(j,:)-endPoints(j,:))
                isLongest(i) = false;
            else
                isLongest(j) = false;
            end
        end
    end
end
end
end

```



```
uniqueLanes = lanes(isLongest,:);
end
```

**helperFindParkingSpots** finds parking spots constructed by parking lines

```
function [parkingSpots,isOccupied] = helperFindParkingSpots(points,binaryCarsMap)

% Check all the combinations of four points
groups = nchoosek(1:size(points,1),4);

numSpots = 1;
spotArea = 1500; % Expected parking spot area

for i = 1:size(groups,1)
    % Compute the distance between the center point and the four corner
    % points. If the distances are approximately the same, then the shape
    % constructed by the four corner points are a rectangle.
    cornerPoints = points(groups(i,:),:);
    centerPoint = mean(cornerPoints);
    distances = vecnorm(cornerPoints - centerPoint,2,2);

    hasCollinearPoints = numel(unique(cornerPoints(:,1)))==1 || ...
        numel(unique(cornerPoints(:,2)))==1;
    if max(distances) - min(distances) < 5 && ~hasCollinearPoints

        % Compute the area of the rectangle
        pgon = polyshape(cornerPoints,KeepCollinearPoints=true,Simplify=false);
        if numsides(pgon) == 4
            hull = convhull(pgon);
            if abs(area(hull) - spotArea) < 500
                mask = poly2mask(hull.Vertices(:,1),hull.Vertices(:,2), ...
                    size(binaryCarsMap,1),size(binaryCarsMap, 2));
                % Check if the spot is occupied by a parking vehicle
                parkingSpots(numSpots) = hull; %#ok<*AGROW>
                isOccupied(numSpots) = sum(sum(mask & binaryCarsMap))>100;
                numSpots = numSpots+1;
            end
        end
    end
end
end
end
```

**helperFindLineIntersections** finds the intersection points of two lines.

```
function point = helperFindLineIntersections(startPoint1,endPoint1,startPoint2,endPoint2)

% Line1 : a1*x + b1*y = c1
a1 = endPoint1(2) - startPoint1(2);
b1 = startPoint1(1) - endPoint1(1);
c1 = a1 .* startPoint1(1) + b1 .* startPoint1(2);

% Line2 : a2*x + b2*y = c2
a2 = endPoint2(2) - startPoint2(2);
b2 = startPoint2(1) - endPoint2(1);
c2 = a2 .* startPoint2(1) + b2 .* startPoint2(2);

determinant = a1*b2 - a2*b1;
```

```
point = [];  
if abs(determinant) > sqrt(eps(class(determinant))) % Two lines are not parallel  
    point(1) = (b2*c1 - b1*c2)/determinant;  
    point(2) = (a1*c2 - a2*c1)/determinant;  
    % Check if the intersection point lies with the two line segments  
    isValid = point(1) >= min(startPoint1(1), endPoint1(1)) && ...  
        point(1) <= max(startPoint1(1),endPoint1(1)) && ...  
        point(2) >= min(startPoint1(2),endPoint1(2)) && ...  
        point(2) <= min(startPoint1(2),endPoint1(2));  
  
    if ~isValid  
        point = [];  
    end  
end  
end
```

# Train a Deep Learning Vehicle Detector

This example shows how to train a vision-based vehicle detector using deep learning.

## Overview

Vehicle detection using computer vision is an important component for tracking vehicles around the ego vehicle. The ability to detect and track vehicles is required for many autonomous driving applications, such as for forward collision warning, adaptive cruise control, and automated lane keeping. Automated Driving Toolbox™ provides pretrained vehicle detectors (`vehicleDetectorFasterRCNN` and `vehicleDetectorACF`) to enable quick prototyping. However, the pretrained models might not suit every application, requiring you to train from scratch. This example shows how to train a vehicle detector from scratch using deep learning.

Deep learning is a powerful machine learning technique that you can use to train robust object detectors. Several deep learning techniques for object detection exist, including Faster R-CNN and you only look once (YOLO) v2. This example trains a Faster R-CNN vehicle detector using the `trainFasterRCNNObjectDetector` function. For more information, see “Object Detection”.

## Download Pretrained Detector

Download a pretrained detector to avoid having to wait for training to complete. If you want to train the detector, set the `doTrainingAndEval` variable to true.

```
doTrainingAndEval = false;
if ~doTrainingAndEval && ~exist('fasterRCNNResNet50EndToEndVehicleExample.mat','file')
    disp('Downloading pretrained detector (118 MB)...');
    pretrainedURL = 'https://www.mathworks.com/supportfiles/vision/data/fasterRCNNResNet50EndToE
    websave('fasterRCNNResNet50EndToEndVehicleExample.mat',pretrainedURL);
end
```

## Load Dataset

This example uses a small labeled dataset that contains 295 images. Many of these images come from the Caltech Cars 1999 and 2001 data sets, available at the Caltech Computational Vision website, created by Pietro Perona and used with permission. Each image contains one or two labeled instances of a vehicle. A small dataset is useful for exploring the Faster R-CNN training procedure, but in practice, more labeled images are needed to train a robust detector. Unzip the vehicle images and load the vehicle ground truth data.

```
unzip('vehicleDatasetImages.zip')
data = load('vehicleDatasetGroundTruth.mat');
vehicleDataset = data.vehicleDataset;
```

The vehicle data is stored in a two-column table, where the first column contains the image file paths and the second column contains the vehicle bounding boxes.

Split the data set into a training set for training the detector and a test set for evaluating the detector. Select 60% of the data for training. Use the rest for evaluation.

```
rng(0)
shuffledIdx = randperm(height(vehicleDataset));
idx = floor(0.6 * height(vehicleDataset));
trainingDataTbl = vehicleDataset(shuffledIdx(1:idx),:);
testDataTbl = vehicleDataset(shuffledIdx(idx+1:end),:);
```

Use `imageDatastore` and `boxLabelDatastore` to create datastores for loading the image and label data during training and evaluation.

```
imdsTrain = imageDatastore(trainingDataTbl{:, 'imageFilename'});  
bldsTrain = boxLabelDatastore(trainingDataTbl(:, 'vehicle'));
```

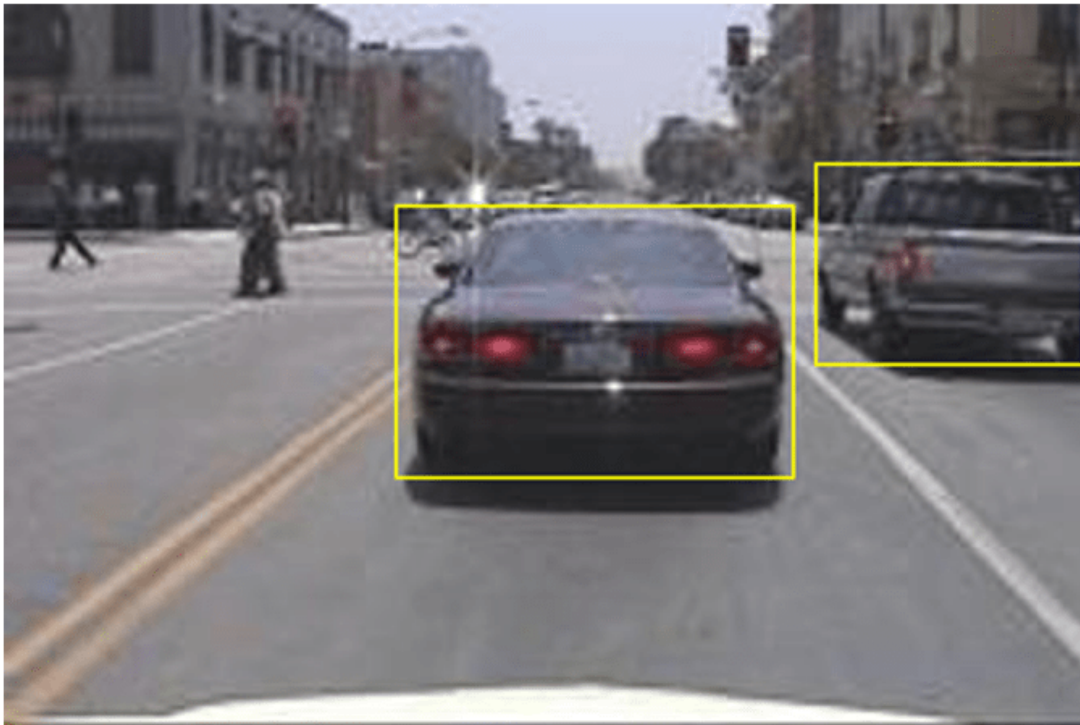
```
imdsTest = imageDatastore(testDataTbl{:, 'imageFilename'});  
bldsTest = boxLabelDatastore(testDataTbl(:, 'vehicle'));
```

Combine image and box label datastores.

```
trainingData = combine(imdsTrain, bldsTrain);  
testData = combine(imdsTest, bldsTest);
```

Display one of the training images and box labels.

```
data = read(trainingData);  
I = data{1};  
bbox = data{2};  
annotatedImage = insertShape(I, 'rectangle', bbox);  
annotatedImage = imresize(annotatedImage, 2);  
figure  
imshow(annotatedImage)
```



## Create Faster R-CNN Detection Network

A Faster R-CNN object detection network is composed of a feature extraction network followed by two subnetworks. The feature extraction network is typically a pretrained CNN, such as ResNet-50 or Inception v3. The first subnetwork following the feature extraction network is a region proposal network (RPN) trained to generate object proposals - areas in the image where objects are likely to exist. The second subnetwork is trained to predict the actual class of each object proposal.

The feature extraction network is typically a pretrained CNN (for details, see “Pretrained Deep Neural Networks” (Deep Learning Toolbox)). This example uses ResNet-50 for feature extraction. You can also use other pretrained networks such as MobileNet v2 or ResNet-18, depending on your application requirements.

Use `fasterRCNNLayers` to create a Faster R-CNN network automatically given a pretrained feature extraction network. `fasterRCNNLayers` requires you to specify several inputs that parameterize a Faster R-CNN network:

- Network input size
- Anchor boxes
- Feature extraction network

First, specify the network input size. When choosing the network input size, consider the minimum size required to run the network itself, the size of the training images, and the computational cost incurred by processing data at the selected size. When feasible, choose a network input size that is close to the size of the training image and larger than the input size required for the network. To reduce the computational cost of running the example, specify a network input size of `[224 224 3]`, which is the minimum size required to run the network.

```
inputSize = [224 224 3];
```

Note that the training images used in this example are bigger than 224-by-224 and vary in size, so you must resize the images in a preprocessing step prior to training.

Next, use `estimateAnchorBoxes` to estimate anchor boxes based on the size of objects in the training data. To account for the resizing of the images prior to training, resize the training data for estimating anchor boxes. Use `transform` to preprocess the training data, then define the number of anchor boxes and estimate the anchor boxes.

```
preprocessedTrainingData = transform(trainingData, @(data)preprocessData(data,inputSize));
numAnchors = 4;
anchorBoxes = estimateAnchorBoxes(preprocessedTrainingData,numAnchors)
```

```
anchorBoxes = 4×2
```

```
    96    91
    68    65
   150   125
    38    29
```

For more information on choosing anchor boxes, see “Estimate Anchor Boxes From Training Data” (Computer Vision Toolbox™) and “Anchor Boxes for Object Detection”.

Now, use `resnet50` to load a pretrained ResNet-50 model.

```
featureExtractionNetwork = resnet50;
```

Select 'activation\_40\_relu' as the feature extraction layer. This feature extraction layer outputs feature maps that are downsampled by a factor of 16. This amount of downsampling is a good trade-off between spatial resolution and the strength of the extracted features, as features extracted further down the network encode stronger image features at the cost of spatial resolution. Choosing the optimal feature extraction layer requires empirical analysis. You can use `analyzeNetwork` to find the names of other potential feature extraction layers within a network.

```
featureLayer = 'activation_40_relu';
```

Define the number of classes to detect.

```
numClasses = width(vehicleDataset)-1;
```

Create the Faster R-CNN object detection network.

```
lgraph = fasterRCNNLayers(inputSize,numClasses,anchorBoxes,featureExtractionNetwork,featureLayer);
```

You can visualize the network using `analyzeNetwork` or Deep Network Designer from Deep Learning Toolbox™.

If more control is required over the Faster R-CNN network architecture, use Deep Network Designer to design the Faster R-CNN detection network manually. For more information, see “Getting Started with R-CNN, Fast R-CNN, and Faster R-CNN”.

### Data Augmentation

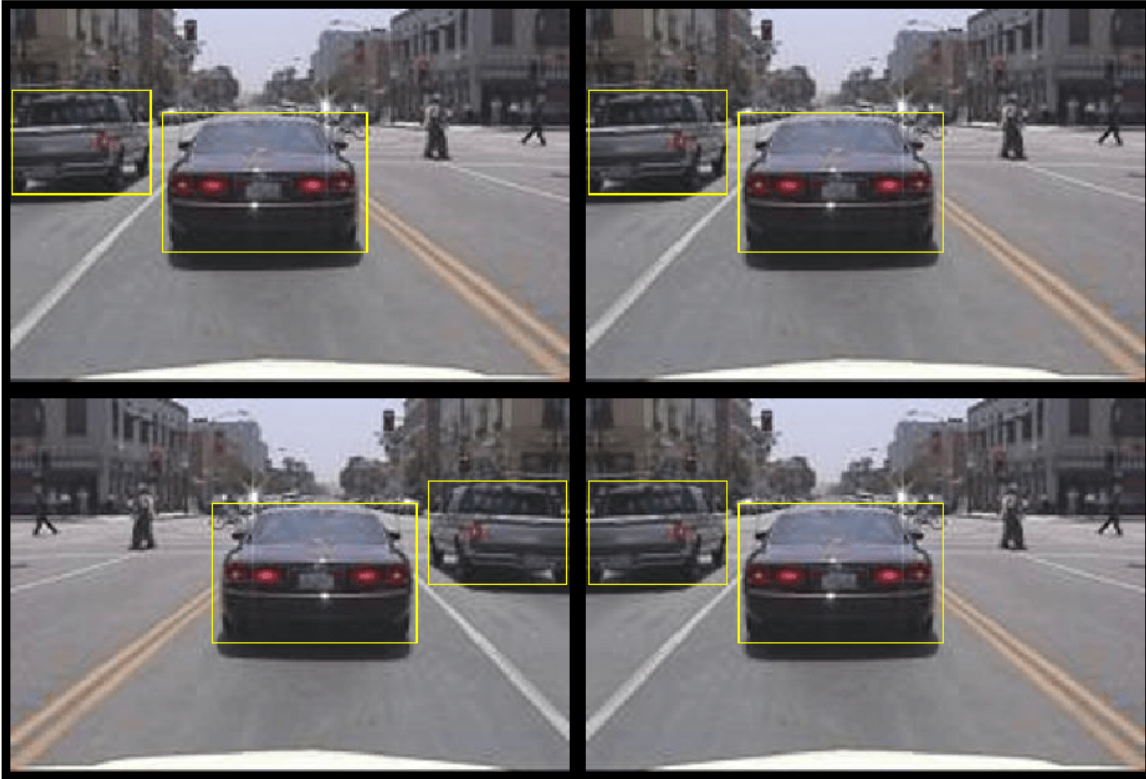
Data augmentation is used to improve network accuracy by randomly transforming the original data during training. By using data augmentation, you can add more variety to the training data without actually having to increase the number of labeled training samples.

Use `transform` to augment the training data by randomly flipping the image and associated box labels horizontally. Note that data augmentation is not applied to test data. Ideally, test data is representative of the original data and is left unmodified for unbiased evaluation.

```
augmentedTrainingData = transform(trainingData,@augmentData);
```

Read the same image multiple times and display the augmented training data.

```
augmentedData = cell(4,1);
for k = 1:4
    data = read(augmentedTrainingData);
    augmentedData{k} = insertShape(data{1}, 'rectangle', data{2});
    reset(augmentedTrainingData);
end
figure
montage(augmentedData, 'BorderSize', 10)
```



### Preprocess Training Data

Preprocess the augmented training data to prepare for training.

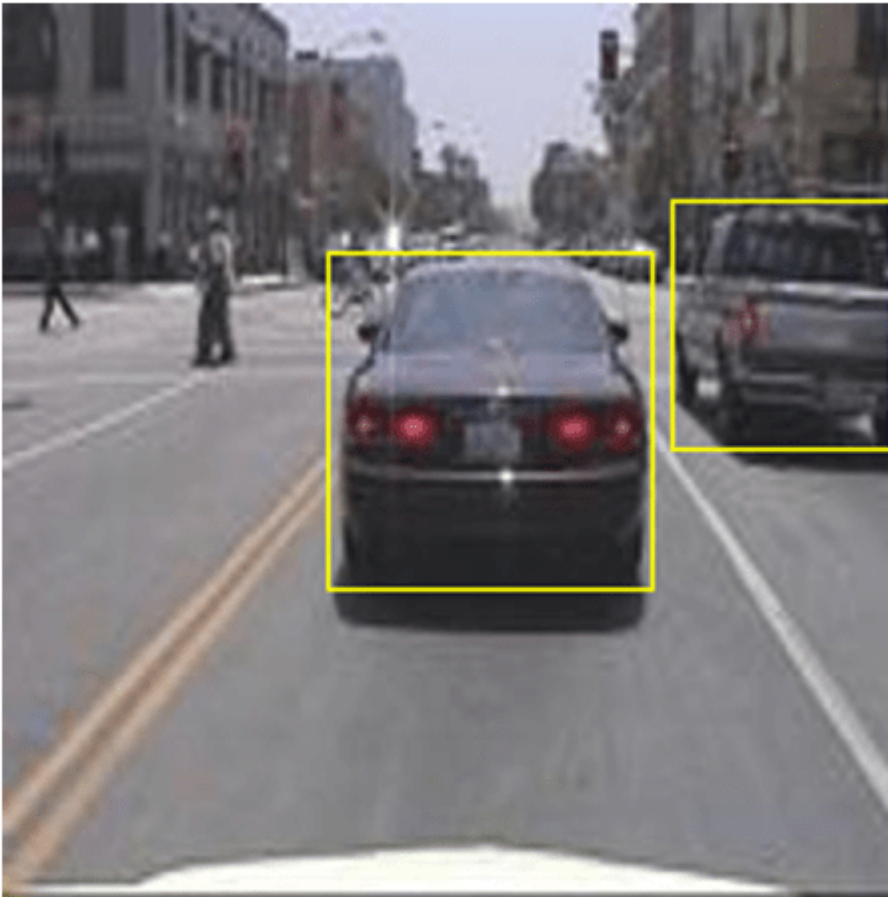
```
trainingData = transform(augmentedTrainingData,@(data)preprocessData(data,inputSize));
```

Read the preprocessed data.

```
data = read(trainingData);
```

Display the image and box bounding boxes.

```
I = data{1};
bbox = data{2};
annotatedImage = insertShape(I,'rectangle',bbox);
annotatedImage = imresize(annotatedImage,2);
figure
imshow(annotatedImage)
```



### Train Faster R-CNN

Use `trainingOptions` to specify network training options. Set `'CheckpointPath'` to a temporary location. This enables the saving of partially trained detectors during the training process. If training is interrupted, such as by a power outage or system failure, you can resume training from the saved checkpoint.

```
options = trainingOptions('sgdm',...  
    'MaxEpochs',7,...  
    'MiniBatchSize',1,...  
    'InitialLearnRate',1e-3,...  
    'CheckpointPath',tempdir);
```

Use `trainFasterRCNNObjectDetector` to train Faster R-CNN object detector if `doTrainingAndEval` is true. Otherwise, load the pretrained network.

```
if doTrainingAndEval  
    % Train the Faster R-CNN detector.  
    % * Adjust NegativeOverlapRange and PositiveOverlapRange to ensure
```



```

% that training samples tightly overlap with ground truth.
[detector, info] = trainFasterRCNNObjectDetector(trainingData,lgraph,options, ...
    'NegativeOverlapRange',[0 0.3], ...
    'PositiveOverlapRange',[0.6 1]);
else
% Load pretrained detector for the example.
pretrained = load('fasterRCNNResNet50EndToEndVehicleExample.mat');
detector = pretrained.detector;
end

```

This example was verified on an Nvidia(TM) Titan X GPU with 12 GB of memory. Training the network took approximately 20 minutes. The training time varies depending on the hardware you use.

As a quick check, run the detector on one test image. Make sure you resize the image to the same size as the training images.

```

I = imread(testDataTbl.imageFilename{1});
I = imresize(I,inputSize(1:2));
[bboxes,scores] = detect(detector,I);

```

Display the results.

```

I = insertObjectAnnotation(I,'rectangle',bboxes,scores);
figure
imshow(I)

```



### Evaluate Detector Using Test Set

Evaluate the trained object detector on a large set of images to measure the performance. Computer Vision Toolbox™ provides object detector evaluation functions to measure common metrics such as average precision (`evaluateDetectionPrecision`) and log-average miss rates (`evaluateDetectionMissRate`). For this example, use the average precision metric to evaluate performance. The average precision provides a single number that incorporates the ability of the detector to make correct classifications (precision) and the ability of the detector to find all relevant objects (recall).

Apply the same preprocessing transform to the test data as for the training data.

```
testData = transform(testData,@(data)preprocessData(data,inputSize));
```

Run the detector on all the test images.

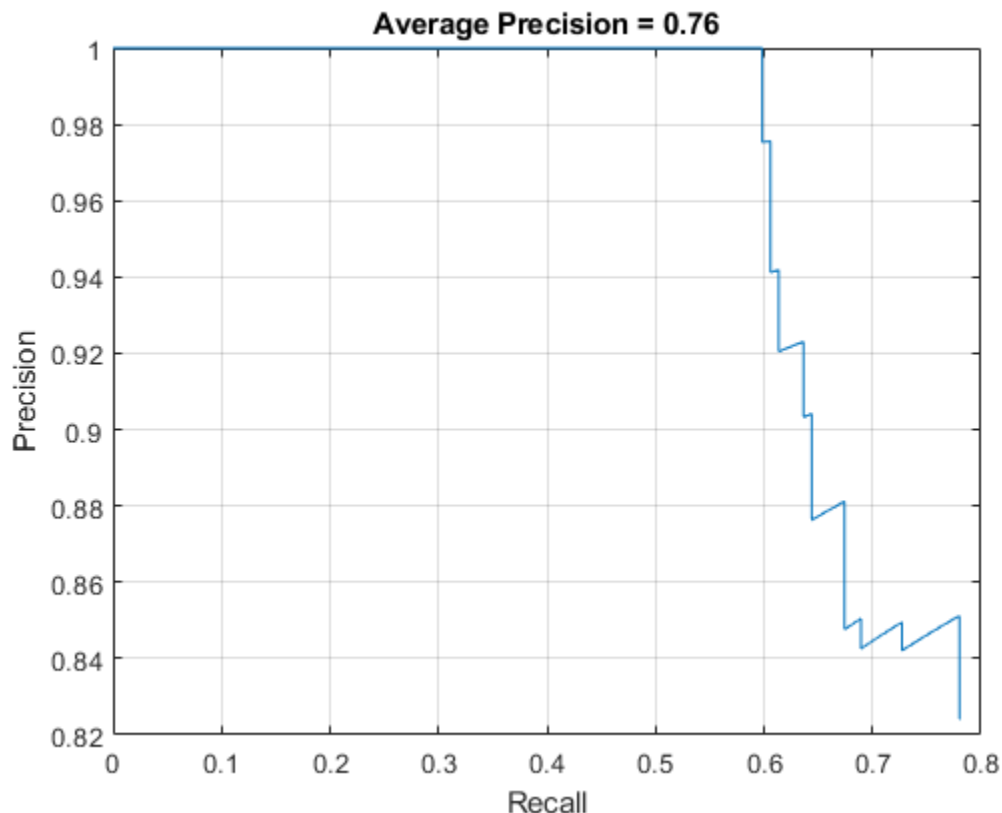
```
if doTrainingAndEval
    detectionResults = detect(detector,testData,'MinibatchSize',4);
else
    % Load pretrained detector for the example.
    pretrained = load('fasterRCNNResNet50EndToEndVehicleExample.mat');
    detectionResults = pretrained.detectionResults;
end
```

Evaluate the object detector using the average precision metric.

```
[ap, recall, precision] = evaluateDetectionPrecision(detectionResults,testData);
```

The precision/recall (PR) curve highlights how precise a detector is at varying levels of recall. The ideal precision is 1 at all recall levels. The use of more data can help improve the average precision but might require more training time. Plot the PR curve.

```
figure
plot(recall,precision)
xlabel('Recall')
ylabel('Precision')
grid on
title(sprintf('Average Precision = %.2f', ap))
```



## Supporting Functions

```
function data = augmentData(data)
% Randomly flip images and bounding boxes horizontally.
tform = randomAffine2d('XReflection',true);
sz = size(data{1},[1 2]);
rout = affineOutputView(sz, tform);
data{1} = imwarp(data{1},tform,'OutputView',rout);

% Sanitize box data, if needed.
data{2} = helperSanitizeBoxes(data{2}, sz);

% Warp boxes.
data{2} = bboxwarp(data{2},tform,rout);
end

function data = preprocessData(data,targetSize)
% Resize image and bounding boxes to targetSize.
sz = size(data{1},[1 2]);
scale = targetSize(1:2)./sz;
data{1} = imresize(data{1},targetSize(1:2));

% Sanitize box data, if needed.
data{2} = helperSanitizeBoxes(data{2}, sz);

% Resize boxes.
data{2} = bboxresize(data{2},scale);
end
```

## References

- [1] Ren, S., K. He, R. Gershick, and J. Sun. "Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks." *IEEE Transactions of Pattern Analysis and Machine Intelligence*. Vol. 39, Issue 6, June 2017, pp. 1137-1149.
- [2] Girshick, R., J. Donahue, T. Darrell, and J. Malik. "Rich Feature Hierarchies for Accurate Object Detection and Semantic Segmentation." *Proceedings of the 2014 IEEE Conference on Computer Vision and Pattern Recognition*. Columbus, OH, June 2014, pp. 580-587.
- [3] Girshick, R. "Fast R-CNN." *Proceedings of the 2015 IEEE International Conference on Computer Vision*. Santiago, Chile, Dec. 2015, pp. 1440-1448.
- [4] Zitnick, C. L., and P. Dollar. "Edge Boxes: Locating Object Proposals from Edges." *European Conference on Computer Vision*. Zurich, Switzerland, Sept. 2014, pp. 391-405.
- [5] Uijlings, J. R. R., K. E. A. van de Sande, T. Gevers, and A. W. M. Smeulders. "Selective Search for Object Recognition." *International Journal of Computer Vision*. Vol. 104, Number 2, Sept. 2013, pp. 154-171.

## See Also

### Functions

```
trainRCNNObjectDetector | trainFastRCNNObjectDetector |
trainFasterRCNNObjectDetector
```

## **More About**

- [“Getting Started with R-CNN, Fast R-CNN, and Faster R-CNN”](#)
- [“Train Object Detector Using R-CNN Deep Learning”](#)
- [“Object Detection Using Faster R-CNN Deep Learning”](#)

## Ground Plane and Obstacle Detection Using Lidar

This example shows how to process 3-D lidar data from a sensor mounted on a vehicle by segmenting the ground plane and finding nearby obstacles. This can facilitate drivable path planning for vehicle navigation. The example also shows how to visualize streaming lidar data.

### Create a Velodyne File Reader

The lidar data used in this example was recorded using a Velodyne® HDL32E sensor mounted on a vehicle. Set up a `velodyneFileReader` object to read the recorded PCAP file.

```
fileName    = 'lidarData_ConstructionRoad.pcap';
deviceModel = 'HDL32E';

veloReader = velodyneFileReader(fileName, deviceModel);
```

### Read a Lidar Scan

Each scan of lidar data is stored as a 3-D point cloud. Efficiently processing this data using fast indexing and search is key to the performance of the sensor processing pipeline. This efficiency is achieved using the `pointCloud` object, which internally organizes the data using a K-d tree data structure.

The `veloReader` constructs an organized `pointCloud` for each lidar scan. The `Location` property of the `pointCloud` is an M-by-N-by-3 matrix, containing the XYZ coordinates of points in meters. The point intensities are stored in `Intensity`.

```
% Read a scan of lidar data
ptCloud = readFrame(veloReader) %#ok<NOPTS>
```

```
ptCloud =
```

```
pointCloud with properties:
```

```
Location: [32x1083x3 single]
Count: 34656
XLimits: [-80.0444 87.1780]
YLimits: [-85.6287 92.8721]
ZLimits: [-21.6060 14.3558]
Color: []
Normal: []
Intensity: [32x1083 uint8]
```

### Setup Streaming Point Cloud Display

The `pcplayer` can be used to visualize streaming point cloud data. Set up the region around the vehicle to display by configuring `pcplayer`.

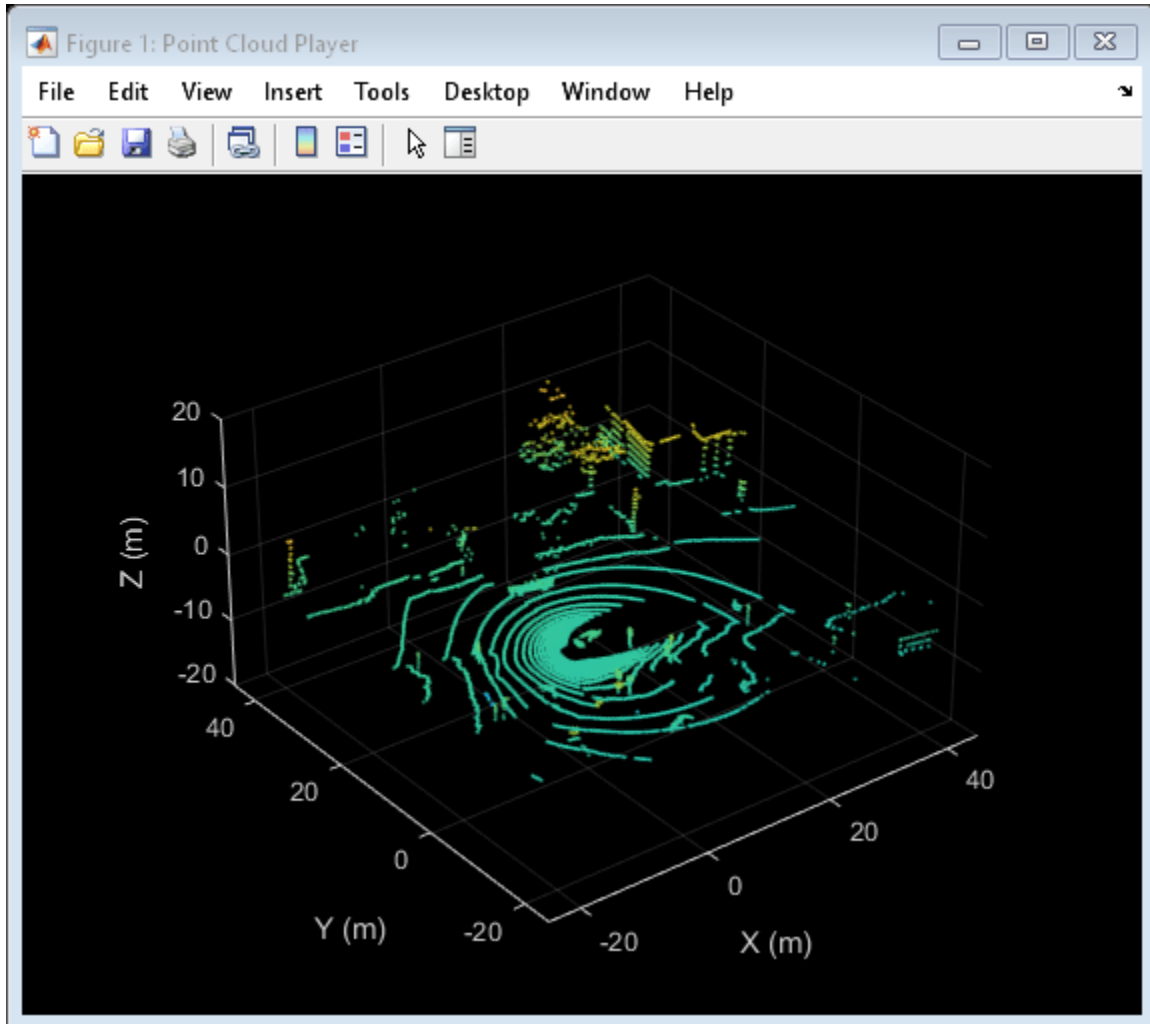
```
% Specify limits of point cloud display
xlimits = [-25 45]; % meters
ylimits = [-25 45];
zlimits = [-20 20];

% Create a pcplayer
```

```
lidarViewer = pcplayer(xlimits, ylimits, zlimits);

% Customize player axes labels
xlabel(lidarViewer.Axes, 'X (m)')
ylabel(lidarViewer.Axes, 'Y (m)')
zlabel(lidarViewer.Axes, 'Z (m)')

% Display the raw lidar scan
view(lidarViewer, ptCloud)
```



In this example, we will be segmenting points belonging to the ground plane, the ego vehicle and nearby obstacles. Set the colormap for labeling these points.

```
% Define labels to use for segmented points
colorLabels = [...
    0      0.4470 0.7410; ... % Unlabeled points, specified as [R,G,B]
    0.4660 0.6740 0.1880; ... % Ground points
    0.9290 0.6940 0.1250; ... % Ego points
    0.6350 0.0780 0.1840]; % Obstacle points

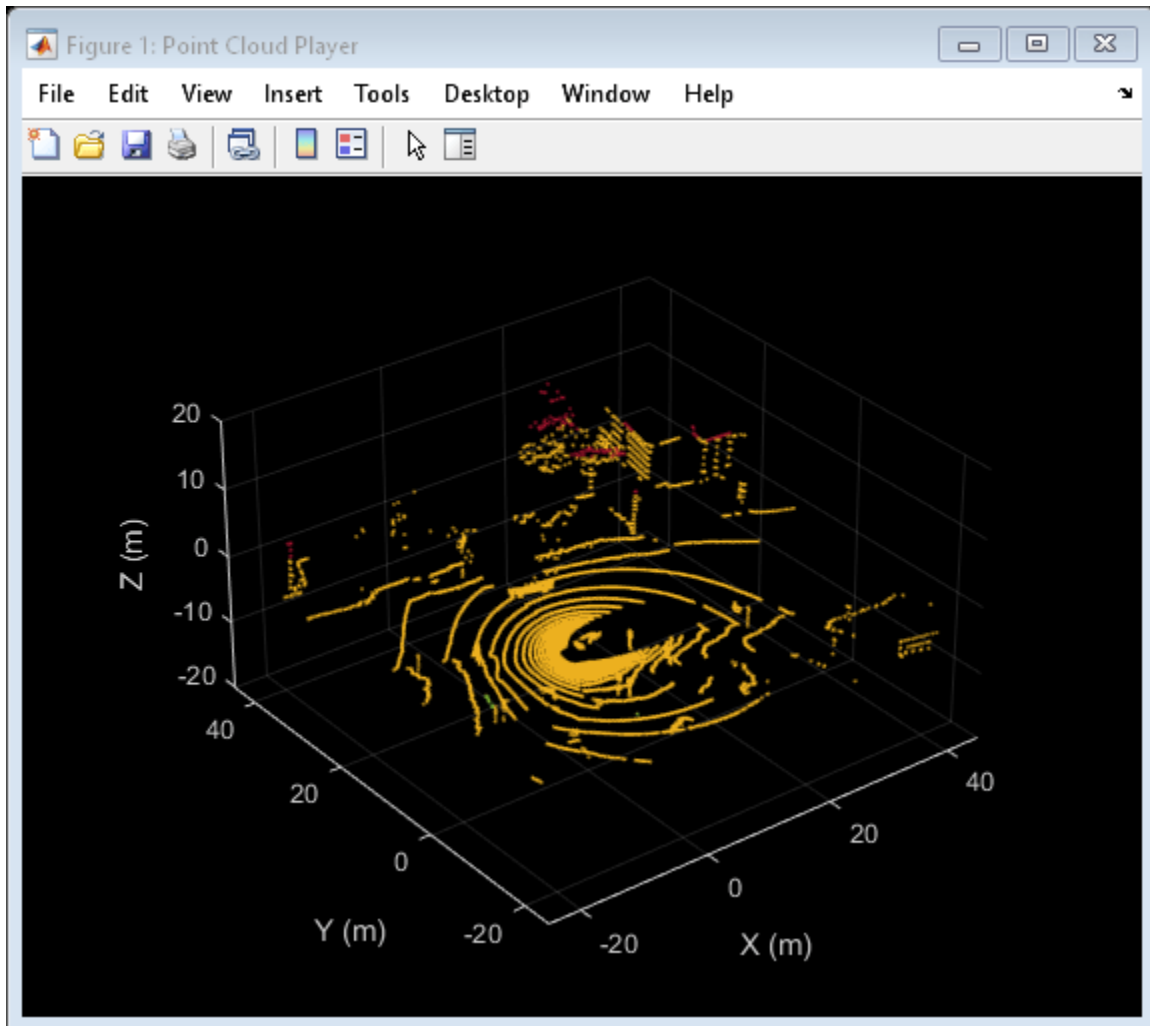
% Define indices for each label
```

```

colors.Unlabeled = 1;
colors.Ground     = 2;
colors.Ego       = 3;
colors.Obstacle  = 4;

% Set the colormap
colormap(lidarViewer.Axes, colorLabels)

```



### Segment the Ego Vehicle

The lidar is mounted on top of the vehicle, and the point cloud may contain points belonging to the vehicle itself, such as on the roof or hood. Knowing the dimensions of the vehicle, we can segment out points that are closest to the vehicle.

Create a `vehicleDimensions` object for storing dimensions of the vehicle.

```
vehicleDims = vehicleDimensions(); % Typical vehicle 4.7m by 1.8m by 1.4m
```

Specify the mounting location of the lidar in the vehicle coordinate system. The vehicle coordinate system is centered at the center of the rear-axle, on the ground, with positive X direction pointing

forward, positive Y towards the left, and positive Z upwards. In this example, the lidar is mounted on the top center of the vehicle, parallel to the ground.

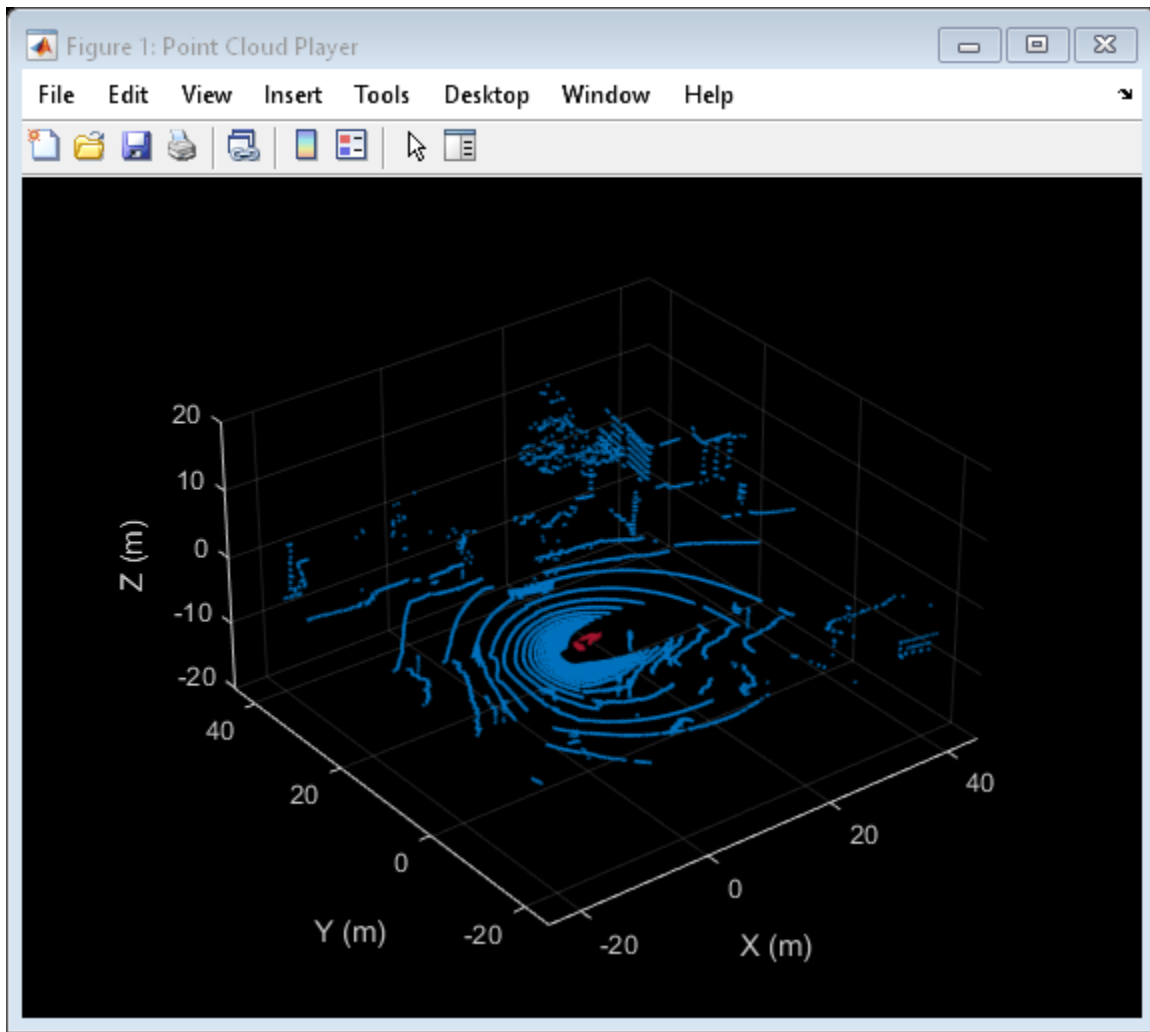
```
mountLocation = [...
    vehicleDims.Length/2 - vehicleDims.RearOverhang, ... % x
    0, ... % y
    vehicleDims.Height]; % z
```

Segment the ego vehicle using the helper function `helperSegmentEgoFromLidarData`. This function segments all points within the cuboid defined by the ego vehicle. Store the segmented points in a struct `points`.

```
points = struct();
points.EgoPoints = helperSegmentEgoFromLidarData(ptCloud, vehicleDims, mountLocation);
```

Visualize the point cloud with segmented ego vehicle. Use the `helperUpdateView` helper function.

```
closePlayer = false;
helperUpdateView(lidarViewer, ptCloud, points, colors, closePlayer);
```



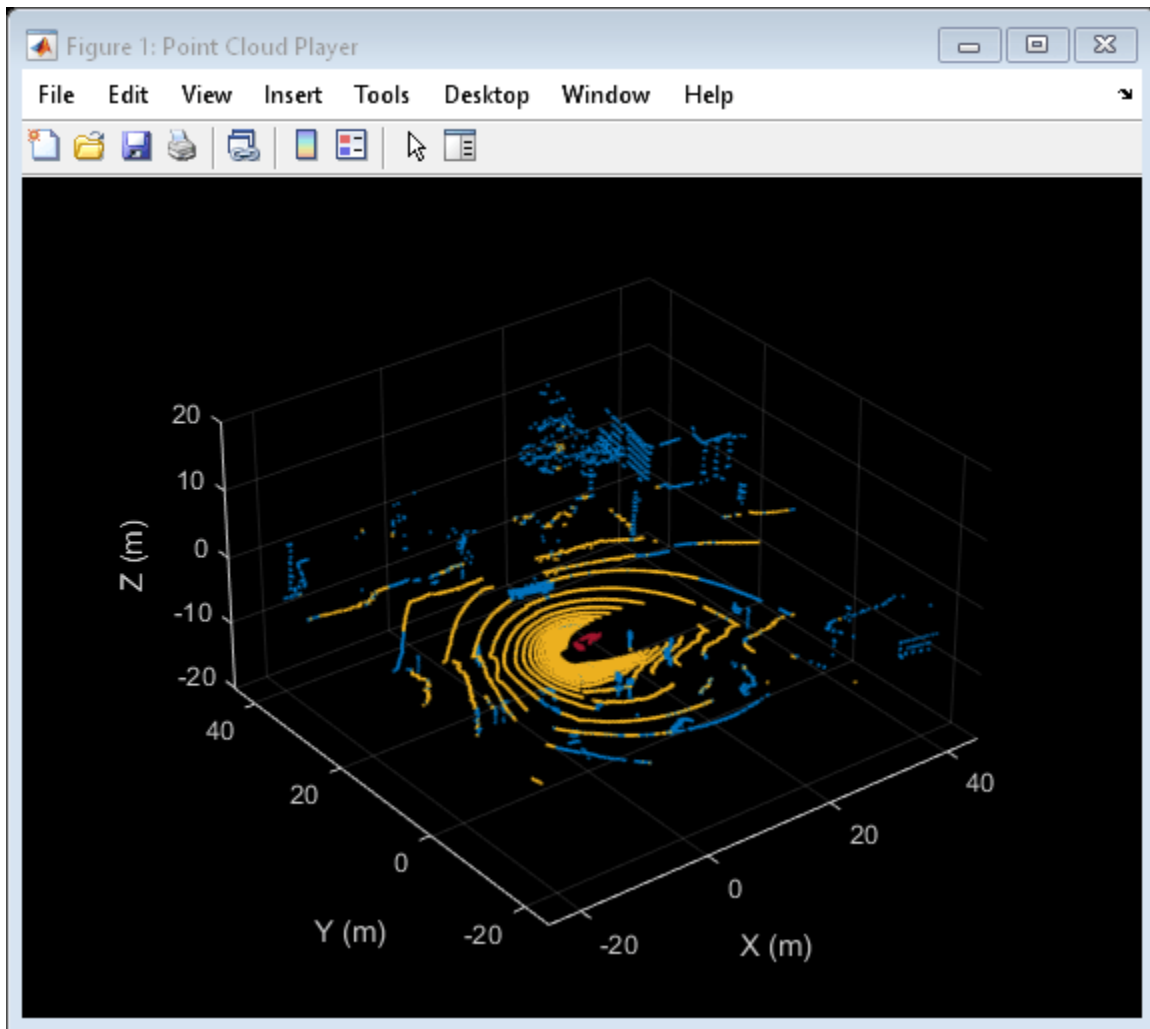


## Segment Ground Plane and Nearby Obstacles

In order to identify obstacles from the lidar data, first segment the ground plane using the `segmentGroundFromLidarData` function to accomplish this. This function segments points belonging to ground from organized lidar data.

```
elevationDelta = 10;
points.GroundPoints = segmentGroundFromLidarData(ptCloud, 'ElevationAngleDelta', elevationDelta)

% Visualize the segmented ground plane.
helperUpdateView(lidarViewer, ptCloud, points, colors, closePlayer);
```



Remove points belonging to the ego vehicle and the ground plane by using the `select` function on the point cloud. Specify the 'OutputSize' as 'full' to retain the organized nature of the point cloud.

```
nonEgoGroundPoints = ~points.EgoPoints & ~points.GroundPoints;
ptCloudSegmented = select(ptCloud, nonEgoGroundPoints, 'OutputSize', 'full');
```

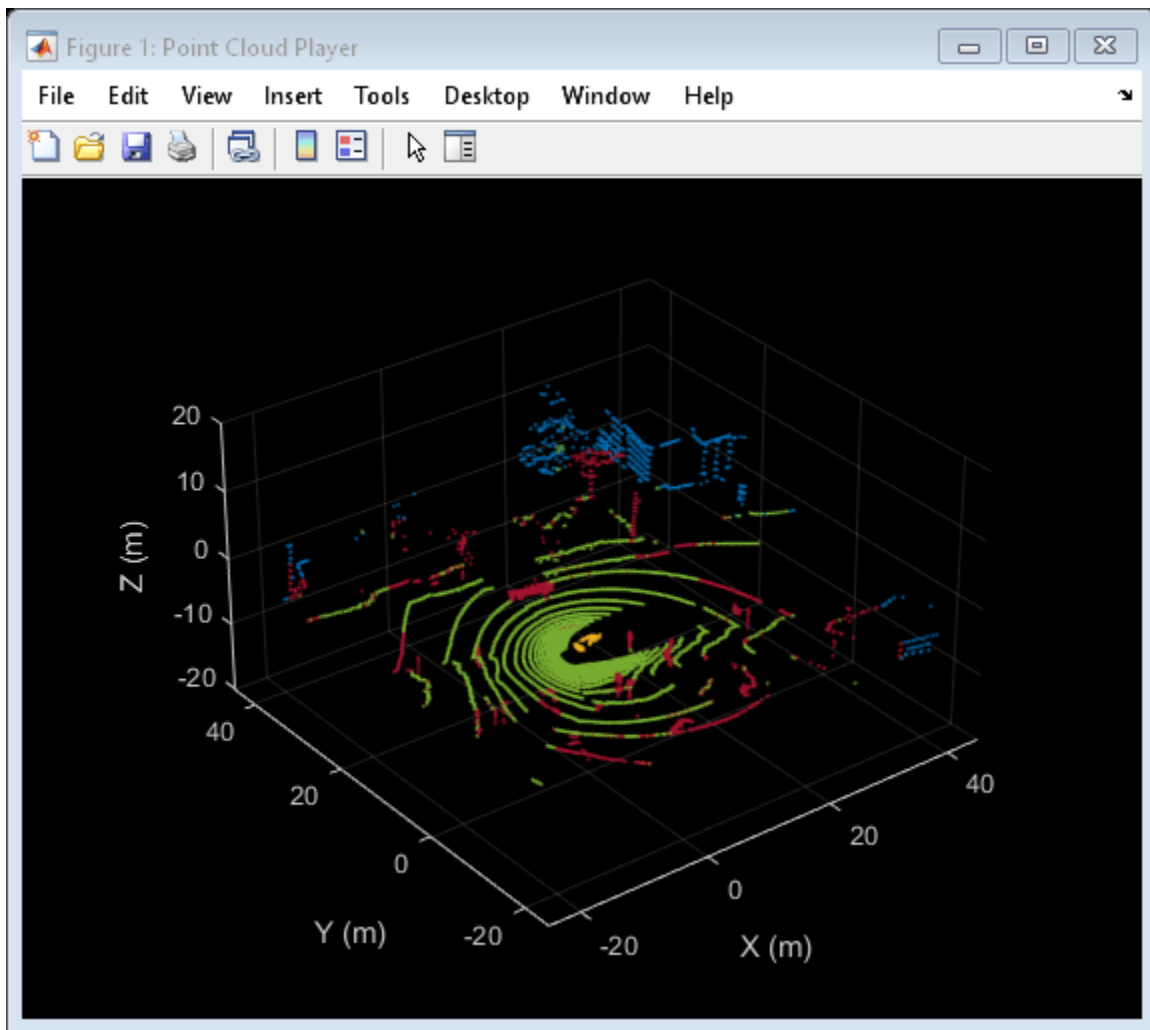
Next, segment nearby obstacles by looking for all points that are not part of the ground or ego vehicle within some radius from the ego vehicle. This radius can be determined based on the range of the lidar and area of interest for further processing.

```
sensorLocation = [0, 0, 0]; % Sensor is at the center of the coordinate system
radius        = 40; % meters
```

```
points.ObstaclePoints = findNeighborsInRadius(ptCloudSegmented, ...
    sensorLocation, radius);
```

```
% Visualize the segmented obstacles
```

```
helperUpdateView(lidarViewer, ptCloud, points, colors, closePlayer);
```



### Process Lidar Sequence

Now that the point cloud processing pipeline for a single lidar scan has been laid out, put this all together to process the sequence of recorded data. The code below is shortened since the key parameters have been defined in the previous steps. Here, the parameters are used without further explanation.

```

% Rewind the |veloReader| to start from the beginning of the sequence
reset(veloReader);

isPlayerOpen = true;
while hasFrame(veloReader) && isPlayerOpen

    % Grab the next lidar scan
    ptCloud = readFrame(veloReader);

    % Segment points belonging to the ego vehicle
    points.EgoPoints = helperSegmentEgoFromLidarData(ptCloud, vehicleDims, mountLocation);

    % Segment points belonging to the ground plane
    points.GroundPoints = segmentGroundFromLidarData(ptCloud, 'ElevationAngleDelta', elevationDe

    % Remove points belonging to the ego vehicle and ground plane
    nonEgoGroundPoints = ~points.EgoPoints & ~points.GroundPoints;
    ptCloudSegmented = select(ptCloud, nonEgoGroundPoints, 'OutputSize', 'full');

    % Segment obstacles
    points.ObstaclePoints = findNeighborsInRadius(ptCloudSegmented, sensorLocation, radius);

    closePlayer = ~hasFrame(veloReader);

    % Update lidar display
    isPlayerOpen = helperUpdateView(lidarViewer, ptCloud, points, colors, closePlayer);
end
snapnow

```

### Supporting Functions

`helperSegmentEgoFromLidarData` segments points belonging to the ego vehicle given the dimensions of the vehicle and mounting location.

```

function egoPoints = helperSegmentEgoFromLidarData(ptCloud, vehicleDims, mountLocation)
%helperSegmentEgoFromLidarData segment ego vehicle points from lidar data
% egoPoints = helperSegmentEgoFromLidarData(ptCloud,vehicleDims,mountLocation)
% segments points belonging to the ego vehicle of dimensions vehicleDims
% from the lidar scan ptCloud. The lidar is mounted at location specified
% by mountLocation in the vehicle coordinate system. ptCloud is a
% pointCloud object. vehicleDimensions is a vehicleDimensions object.
% mountLocation is a 3-element vector specifying XYZ location of the
% lidar in the vehicle coordinate system.
%
% This function assumes that the lidar is mounted parallel to the ground
% plane, with positive X direction pointing ahead of the vehicle,
% positive Y direction pointing to the left of the vehicle in a
% right-handed system.

% Buffer around ego vehicle
bufferZone = [0.1, 0.1, 0.1]; % in meters

% Define ego vehicle limits in vehicle coordinates
egoXMin = -vehicleDims.RearOverhang - bufferZone(1);
egoXMax = egoXMin + vehicleDims.Length + bufferZone(1);
egoYMin = -vehicleDims.Width/2 - bufferZone(2);
egoYMax = egoYMin + vehicleDims.Width + bufferZone(2);
egoZMin = 0 - bufferZone(3);

```

```

egoZMax = egoZMin + vehicleDims.Height + bufferZone(3);

egoXLimits = [egoXMin, egoXMax];
egoYLimits = [egoYMin, egoYMax];
egoZLimits = [egoZMin, egoZMax];

% Transform to lidar coordinates
egoXLimits = egoXLimits - mountLocation(1);
egoYLimits = egoYLimits - mountLocation(2);
egoZLimits = egoZLimits - mountLocation(3);

% Use logical indexing to select points inside ego vehicle cube
egoPoints = ptCloud.Location(:,:,1) > egoXLimits(1) ...
    & ptCloud.Location(:,:,1) < egoXLimits(2) ...
    & ptCloud.Location(:,:,2) > egoYLimits(1) ...
    & ptCloud.Location(:,:,2) < egoYLimits(2) ...
    & ptCloud.Location(:,:,3) > egoZLimits(1) ...
    & ptCloud.Location(:,:,3) < egoZLimits(2);
end

```

helperUpdateView updates the streaming point cloud display with the latest point cloud and associated color labels.

```

function isPlayerOpen = helperUpdateView(lidarViewer, ptCloud, points, colors, closePlayer)
%helperUpdateView update streaming point cloud display
% isPlayerOpen = helperUpdateView(lidarViewer, ptCloud, points, colors, closePlayers)
% updates the pcplayer object specified in lidarViewer with a new point
% cloud ptCloud. Points specified in the struct points are colored
% according to the colormap of lidarViewer using the labels specified by
% the struct colors. closePlayer is a flag indicating whether to close
% the lidarViewer.

if closePlayer
    hide(lidarViewer);
    isPlayerOpen = false;
    return;
end

scanSize = size(ptCloud.Location);
scanSize = scanSize(1:2);

% Initialize colormap
colormapValues = ones(scanSize, 'like', ptCloud.Location) * colors.Unlabeled;

if isfield(points, 'GroundPoints')
    colormapValues(points.GroundPoints) = colors.Ground;
end

if isfield(points, 'EgoPoints')
    colormapValues(points.EgoPoints) = colors.Ego;
end

if isfield(points, 'ObstaclePoints')
    colormapValues(points.ObstaclePoints) = colors.Obstacle;
end

% Update view
view(lidarViewer, ptCloud.Location, colormapValues)

```

```
% Check if player is open
isPlayerOpen = isOpen(lidarViewer);

end
```

## See Also

### Functions

segmentLidarData | segmentGroundFromLidarData | pcfplane | findNeighborsInRadius

### Objects

pointCloud | pcplayer | velodyneFileReader | vehicleDimensions

## More About

- “Build a Map from Lidar Data” on page 8-786

## Build Map and Localize Using Segment Matching

This example shows how to build a map with lidar data and localize the position of a vehicle on the map using SegMatch [1] on page 8-198, a place recognition algorithm based on segment matching.

Autonomous driving systems use localization to determine the position of the vehicle within a mapped environment. Autonomous navigation requires accurate localization, which relies on an accurate map. Building an accurate map of large scale environments is difficult because the map accumulates drift over time, and detecting loop closures to correct for accumulated drift is challenging due to dynamic obstacles. The SegMatch algorithm is robust to dynamic obstacles and reliable in large scale environments. The algorithm is a segment-based approach that takes advantage of descriptive shapes and recognizes places by matching segments.

### Overview

Like the “Build a Map from Lidar Data Using SLAM” example, this example uses 3-D lidar data to build a map and corrects for the accumulated drift using graph SLAM. However, this example does not require global pose estimates from other sensors, such as an inertial measurement unit (IMU). After building the map, this example uses it to localize the vehicle in a known environment.

In this example, you learn how to:

- Use SegMatch to find the relative transformation between two point clouds that correspond to the same place
- Build a map using SegMatch for loop closure detection
- Localize on a prebuilt map using SegMatch

### Download Data

The data used in this example is part of the Velodyne SLAM Dataset. It includes approximately 6 minutes of data recorded with a Velodyne® HDL64E-S2 scanner. Download the data to a temporary directory. This can take a few minutes.

```
baseDownloadURL = 'https://www.mrt.kit.edu/z/publ/download/velodyneslam/data/scenario1.zip';
dataFolder = fullfile(tempdir,'kit_velodyneslam_data_scenario1',filesep);
options = weboptions('Timeout',Inf);

zipFileName = dataFolder+"scenario1.zip";

% Get the full file path to the PNG files in the scenario1 folder.
pointCloudFilePattern = fullfile(dataFolder,'scenario1','scan*.png');
numExpectedFiles = 2513;

folderExists = exist(dataFolder,'dir');
if ~folderExists
    % Create a folder in a temporary directory to save the downloaded zip file.
    mkdir(dataFolder)

    disp('Downloading scenario1.zip (153 MB) ...')
    websave(zipFileName,baseDownloadURL,options);

    % Unzip downloaded file.
    unzip(zipFileName,dataFolder)
```

```
elseif folderExists && numel(dir(pointCloudFilePattern)) < numExpectedFiles
    % Redownload the data if it got reduced in the temporary directory.
    disp('Downloading scenario1.zip (153 MB) ...')
    websave(zipFileName,baseDownloadURL,options);

    % Unzip downloaded file.
    unzip(zipFileName,dataFolder)
end
```

```
Downloading scenario1.zip (153 MB) ...
```

### Load and Select Data

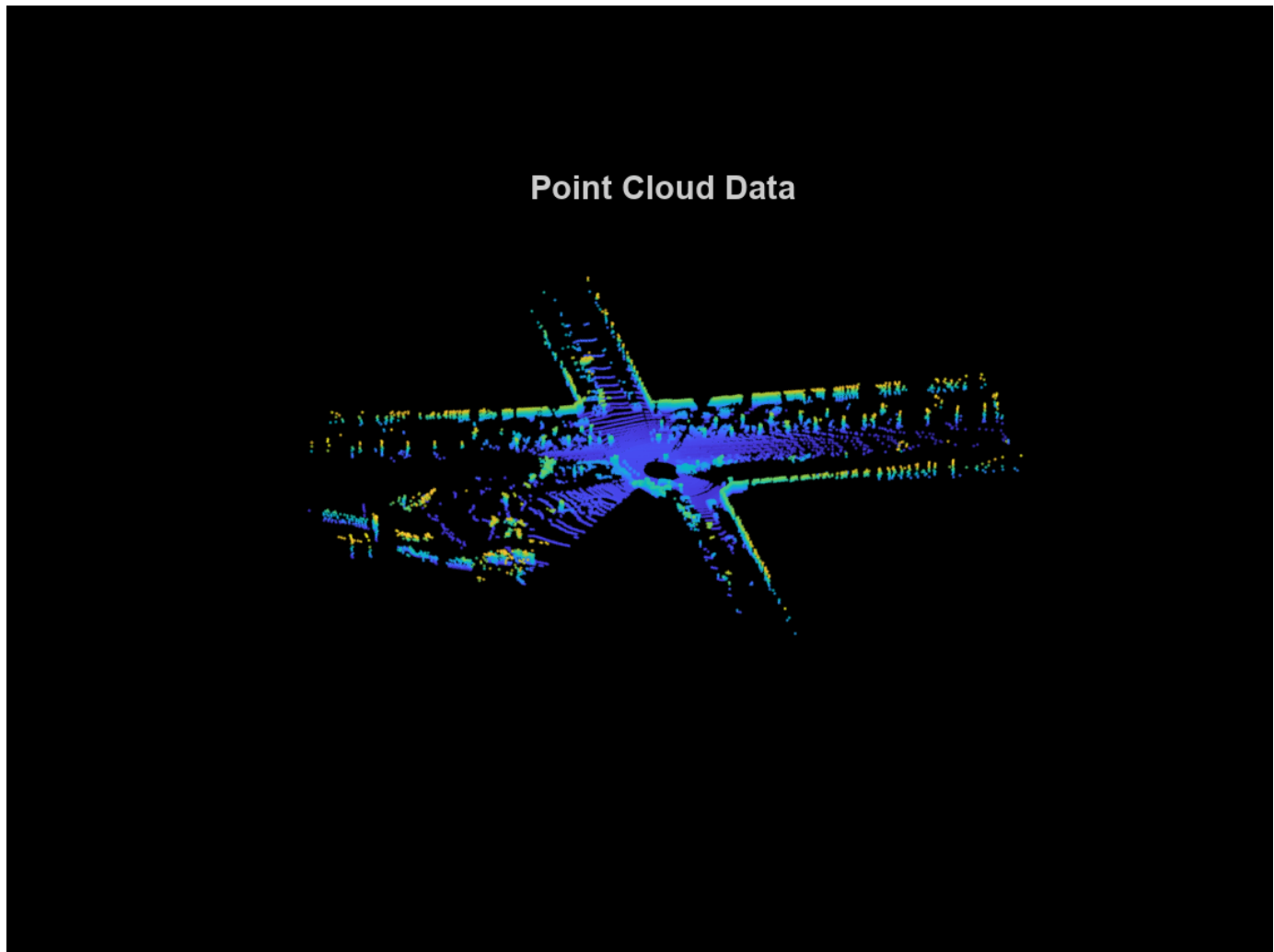
The downloaded dataset stores point cloud data in PNG files. Create a file datastore using the `helperReadVelodyneSLAMData` on page 8-198 function to load point cloud data from the PNG files and convert distance values to 3-D coordinates. The helper function is a custom read function, which is designed for the Velodyne SLAM Dataset. Select a subset of the data and split the data to use for map building and for localization.

```
% Create a file datastore to read files in the right order.
fileDS = fileDatastore(pointCloudFilePattern,'ReadFcn', ...
    @helperReadVelodyneSLAMData);

% Read the point clouds.
ptCloudArr = readall(fileDS);

% Select a subset of point cloud scans, and split the data to use for
% map building and for localization.
ptCloudMap = vertcat(ptCloudArr{1:5:1550});
ptCloudLoc = vertcat(ptCloudArr{2:5:1550});

% Visualize the first point cloud.
figure
pcshow(ptCloudMap(1))
title('Point Cloud Data')
```



### SegMatch Overview

The SegMatch algorithm consists of four different components: point cloud segmentation, feature extraction, segment matching, and geometric verification. For best results, preprocess the point cloud before performing these four steps.

### Preprocess Point Cloud

To select the most relevant point cloud data, perform the following preprocessing steps:

- 1 Select a cylindrical neighborhood centered around the vehicle to extract a local point cloud of interest. First, specify a cylindrical neighborhood based on the distance of the points from the origin in the  $x$  and  $y$  directions. Then, select the area of interest using `select`.
- 2 Remove the ground in preparation to segment the point cloud into distinct objects. Use `segmentGroundSMRF` (Lidar Toolbox) to segment the ground.

```
% Select a point cloud from the map for preprocessing.  
ptCloud = ptCloudMap(25);
```

```
% Set the cylinder radius and ego radius.
```



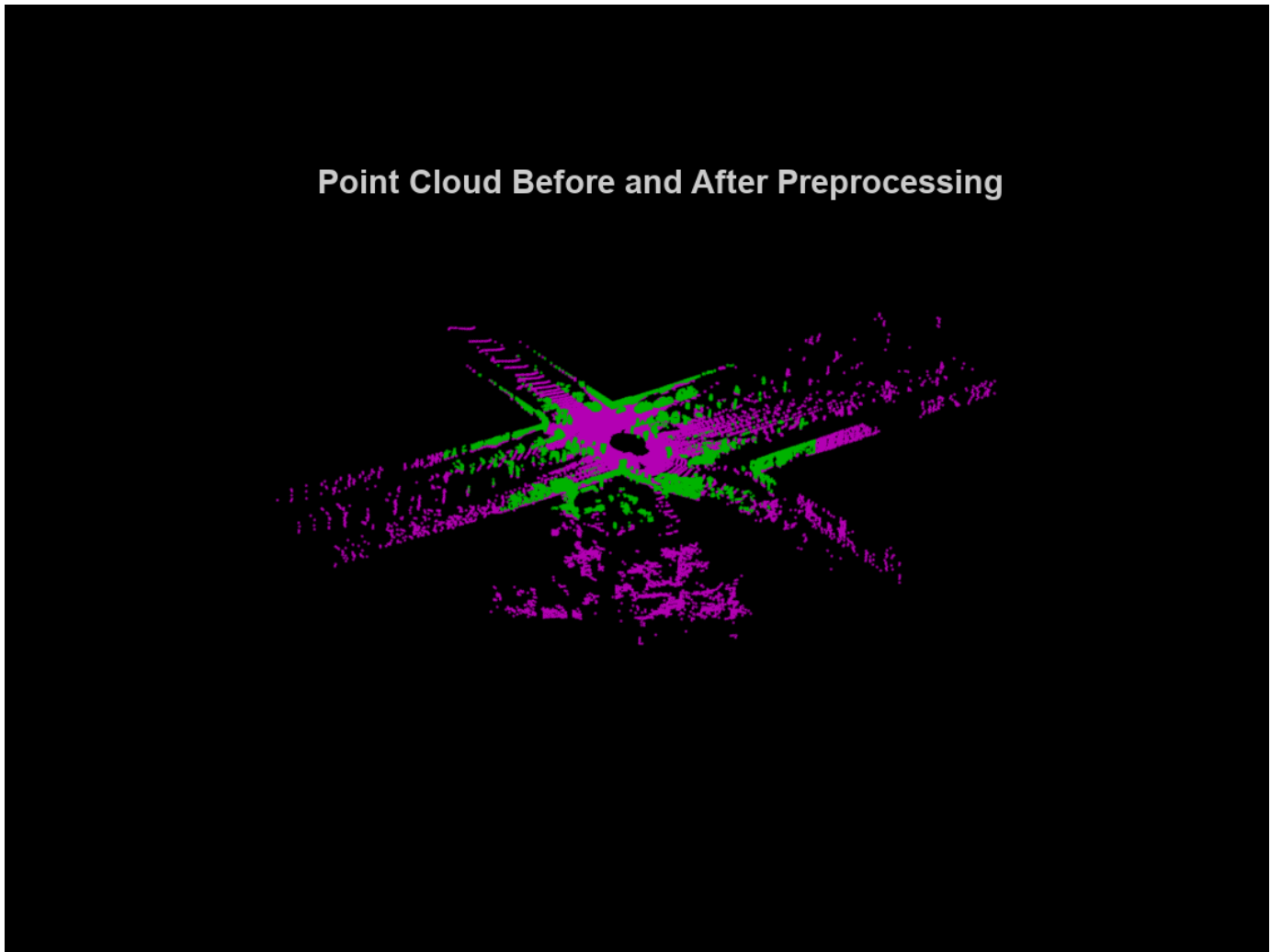
```
cylinderRadius = 40;
egoRadius = 1;

% Compute the distance between each point and the origin.
dists = hypot(ptCloud.Location(:, :, 1), ptCloud.Location(:, :, 2));

% Select the points inside the cylinder radius and outside the ego radius.
cylinderIdx = dists <= cylinderRadius & dists >= egoRadius;
cylinderPtCloud = select(ptCloud, cylinderIdx, 'OutputSize', 'full');

% Remove the ground.
[~, ptCloudNoGround] = segmentGroundSMRF(cylinderPtCloud, 'ElevationThreshold', 0.05);

% Visualize the point cloud before and after preprocessing.
figure
pcshowpair(ptCloud, ptCloudNoGround)
title('Point Cloud Before and After Preprocessing')
```



### Segmentation and Feature Extraction

Next, segment the point cloud and extract features from each segment.

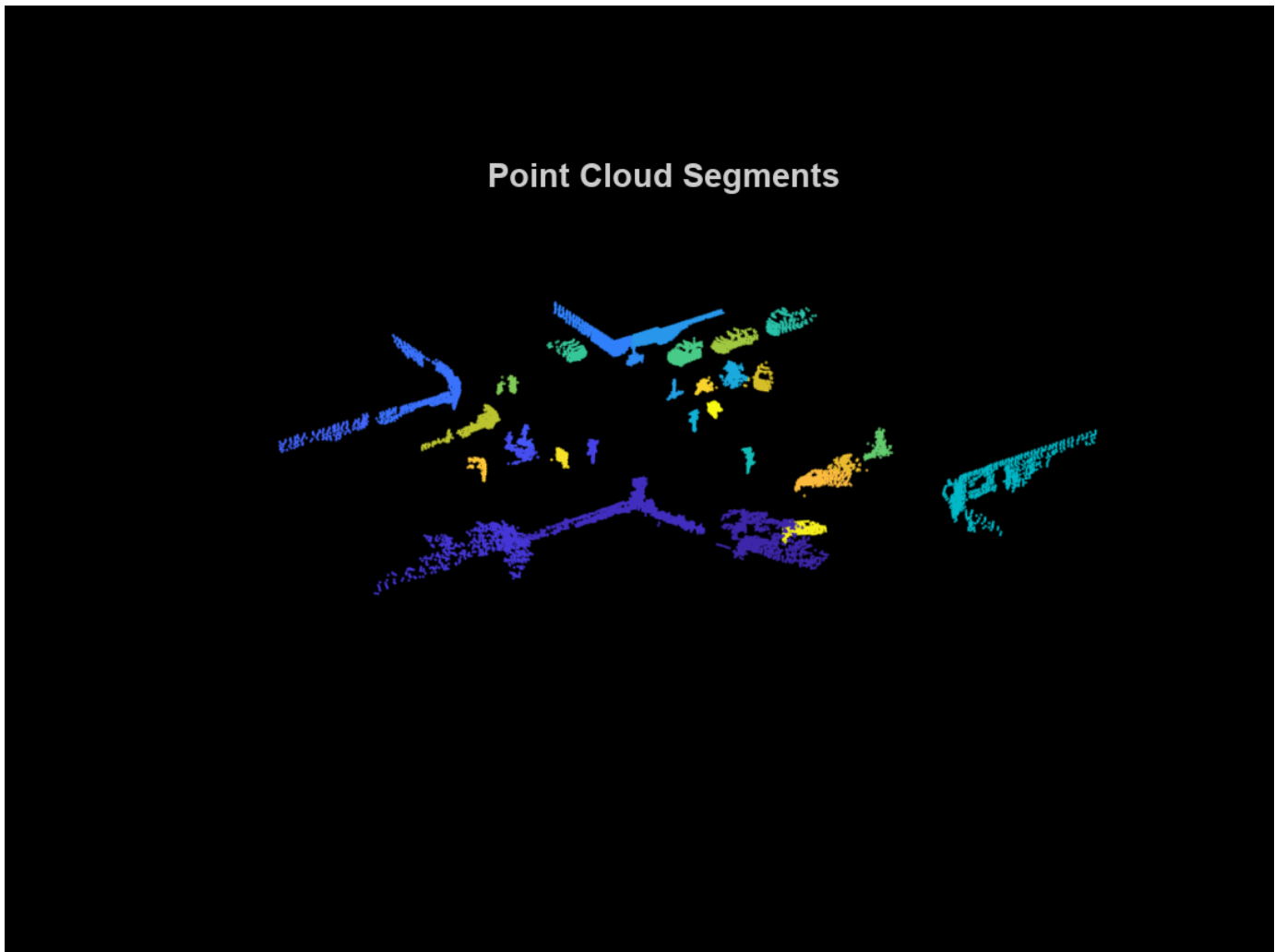
Segment the point cloud by using the `segmentLidarData` function and visualize the segments. For this example, each segment must have a minimum of 150 points. This produces segment clusters that represent distinct objects and have enough points to characterize the area in the map.

Different datasets require different parameters for segmentation. Requiring fewer points for segments can lead to false positive loop closures, and limiting the segments to larger clusters can eliminate segments that are important for place recognition. You must also tune the distance and angle thresholds to ensure that each segment corresponds to one object. A small distance threshold can result in many segments that correspond to the same object, and a large distance threshold and small angle threshold can result in segments that combine many objects.

```
minNumPoints = 150;
distThreshold = 1;
angleThreshold = 180;
[labels,numClusters] = segmentLidarData(ptCloudNoGround,distThreshold, ...
    angleThreshold,'NumClusterPoints',minNumPoints);

% Remove points that contain a label value of 0 for visualization.
idxValidPoints = find(labels);
labelColorIndex = labels(idxValidPoints);
segmentedPtCloud = select(ptCloudNoGround,idxValidPoints);

figure
pcshow(segmentedPtCloud.Location,labelColorIndex)
title('Point Cloud Segments')
```



Extract features from each segment by using the `extractEigenFeatures` (Lidar Toolbox) function. Eigenvalue-based features are geometric features. Each feature vector includes linearity, planarity, scattering, omnivariance, anisotropy, eigenentropy, and change in curvature.

```
[features,segments] = extractEigenFeatures(ptCloud,labels);
disp(features)
```

```
31x1 eigenFeature array with properties:
```

```
Feature
Centroid
```

```
disp(segments)
```

```
31x1 pointCloud array with properties:
```

```
Location
Count
XLimits
YLimits
ZLimits
```

```
Color
Normal
Intensity
```

### Segment Matching and Geometric Verification

Find the matching segments and the transformation between the segments for two point cloud scans that correspond to a loop closure.

Preprocess and extract segment features from the two point clouds. The `helperPreProcessPointCloud` on page 8-198 function includes the preprocessing steps in the Preprocess Point Cloud on page 8-184 section, to simplify preprocessing the point cloud throughout the workflow.

```
ptCloud1 = ptCloudMap(27);
ptCloud2 = ptCloudMap(309);

ptCloud1 = helperPreProcessPointCloud(ptCloud1,egoRadius,cylinderRadius);
ptCloud2 = helperPreProcessPointCloud(ptCloud2,egoRadius,cylinderRadius);

labels1 = segmentLidarData(ptCloud1,distThreshold, ...
    angleThreshold,'NumClusterPoints',minNumPoints);
labels2 = segmentLidarData(ptCloud2,distThreshold, ...
    angleThreshold,'NumClusterPoints',minNumPoints);

[features1,segments1] = extractEigenFeatures(ptCloud1,labels1);
[features2,segments2] = extractEigenFeatures(ptCloud2,labels2);
```

Find the possible segment matches based on the normalized euclidean distance between the feature vectors by using the `pcmatchfeatures` (Lidar Toolbox) function.

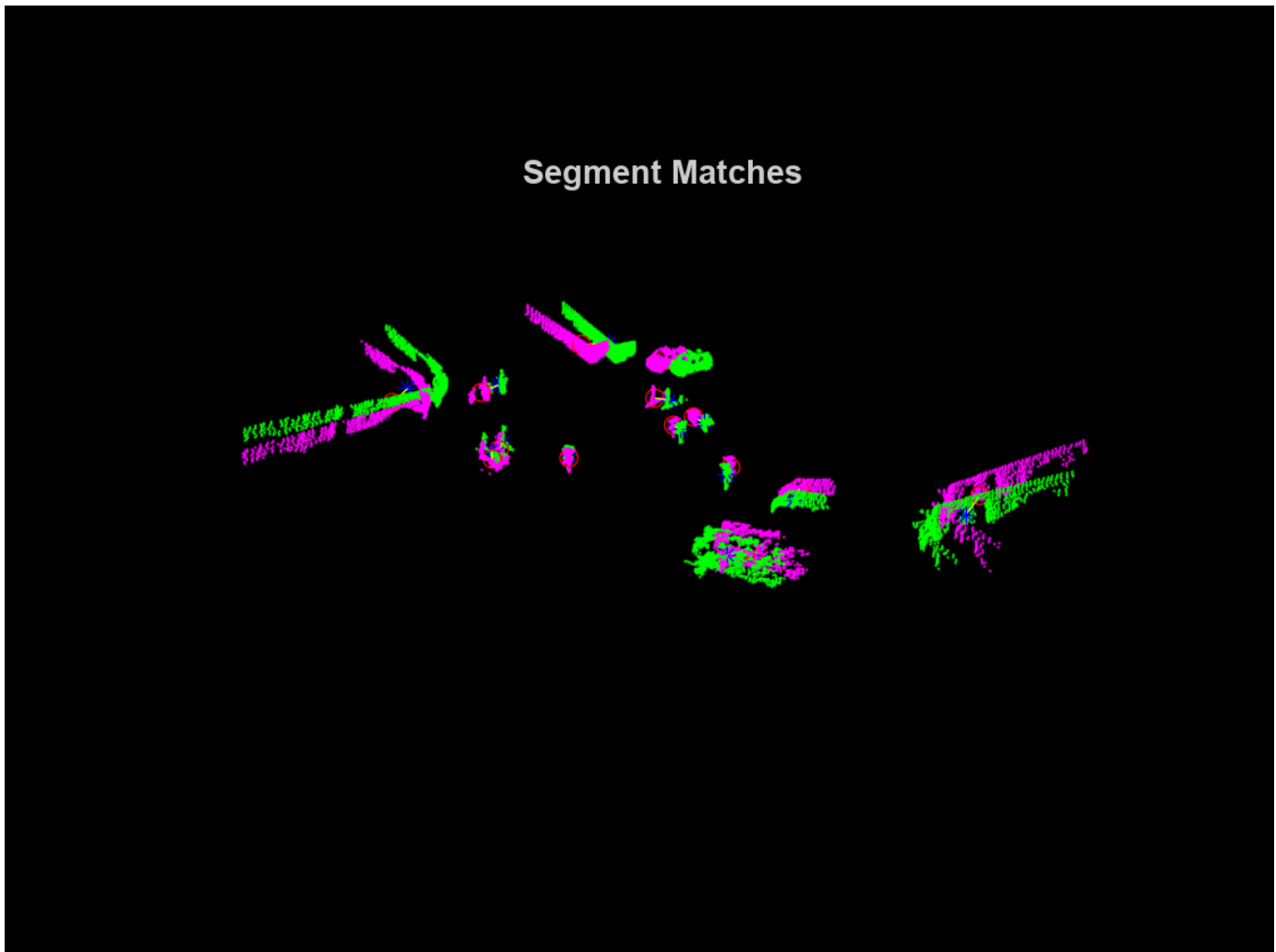
```
featureMatrix1 = vertcat(features1.Feature);
featureMatrix2 = vertcat(features2.Feature);
indexPairs = pcmatchfeatures(featureMatrix1,featureMatrix2);
```

Perform geometric verification by identifying inliers and finding the 3-D rigid transformation between segment matches using the `estgeotform3d` function. Based on the number of inliers, the point clouds can be classified as a loop closure.

```
centroids1 = vertcat(features1(indexPairs(:,1)).Centroid);
centroids2 = vertcat(features2(indexPairs(:,2)).Centroid);
[tform,inlierPairs] = estgeotform3d(centroids1,centroids2,'rigid');
```

Visualize the segment matches by using the `pcshowMatchedFeatures` (Lidar Toolbox) function.

```
inlierIdx1 = indexPairs(inlierPairs,1);
inlierIdx2 = indexPairs(inlierPairs,2);
figure
pcshowMatchedFeatures(segments1(inlierIdx1),segments2(inlierIdx2), ...
    features1(inlierIdx1),features2(inlierIdx2))
title('Segment Matches')
```



Align the segments with the transformation from the geometric verification step using `pccat` and `pctransform`.

```
ptCloudSegments1 = pccat(segments1);  
ptCloudSegments2 = pccat(segments2);  
tformedPtCloudSegments1 = pctransform(ptCloudSegments1,tform);
```

Visualize the aligned segments using `pcshowpair`.

```
figure  
pcshowpair(tformedPtCloudSegments1,ptCloudSegments2)  
title('Aligned Segments')
```



### Build Map

The map building procedure consists of the following steps:

- 1 Preprocess the point cloud
- 2 Register the point cloud
- 3 Segment the point cloud and extract features
- 4 Detect loop closures

### Preprocess Point Cloud

Preprocess the previous and current point cloud using `helperPreProcessPointCloud` on page 8-198. Downsample the point clouds using `pcdownsample` to improve registration speed and accuracy. To tune the downsample percentage input, find the lowest value that maintains the desired registration accuracy when the vehicle turns.

```
currentViewId = 2;
```

```
prevPtCloud = helperPreProcessPointCloud(ptCloudMap(currentViewId-1), ...
```

```

    egoRadius,cylinderRadius);
ptCloud = helperPreProcessPointCloud(ptCloudMap(currentViewId), ...
    egoRadius,cylinderRadius);

downsamplePercent = 0.5;

prevPtCloudFiltered = pcdsample(prevPtCloud, 'random',downsamplePercent);
ptCloudFiltered = pcdsample(ptCloud, 'random',downsamplePercent);

```

### Register Point Cloud

Register the current point cloud with the previous point cloud to find the relative transformation.

```

gridStep = 3;
relPose = pcregisterndt(ptCloudFiltered,prevPtCloudFiltered,gridStep);

```

Use a `pcviewset` object to track absolute poses and connections between registered point clouds. Create an empty `pcviewset`.

```
vSet = pcviewset;
```

Initialize the pose of the first point cloud to an identity rigid transformation, and add it to the view set using `addView`.

```

initAbsPose = rigidtf3d;
vSet = addView(vSet,currentViewId-1,initAbsPose);

```

Compute the absolute pose of the second point cloud using the relative pose estimated during registration, and add it to the view set.

```

absPose = rigidtf3d(initAbsPose.A * relPose.A);
vSet = addView(vSet,currentViewId,absPose);

```

Connect the two views using `addConnection`.

```
vSet = addConnection(vSet,currentViewId-1,currentViewId,relPose);
```

Transform the current point cloud to align it to the global map.

```
ptCloud = pctransform(ptCloud,absPose);
```

### Segment Point Cloud and Extract Features

Segment the previous and current point clouds using `segmentLidarData`.

```

labels1 = segmentLidarData(prevPtCloud,distThreshold,angleThreshold, ...
    'NumClusterPoints',minNumPoints);
labels2 = segmentLidarData(ptCloud,distThreshold,angleThreshold, ...
    'NumClusterPoints',minNumPoints);

```

Extract features from the previous and current point cloud segments using `extractEigenFeatures` (Lidar Toolbox).

```

[prevFeatures,prevSegments] = extractEigenFeatures(prevPtCloud,labels1);
[features,segments] = extractEigenFeatures(ptCloud,labels2);

```

Track the segments and features using a `pcmapsegmatch` (Lidar Toolbox) object. Create an empty `pcmapsegmatch` (Lidar Toolbox).

```
sMap = pcmapsematch;
```

Add the views, features, and segments for the previous and current point clouds to the `pcmapsematch` (Lidar Toolbox) using `addView` (Lidar Toolbox).

```
sMap = addView(sMap,currentViewId-1,prevFeatures,prevSegments);
sMap = addView(sMap,currentViewId,features,segments);
```

### Detect Loop Closures

The estimated poses accumulate drift as more point clouds are added to the map. Detecting loop closures helps correct for the accumulated drift and produce a more accurate map.

Detect loop closures using `findPose` (Lidar Toolbox).

```
[absPoseMap,loopClosureViewId] = findPose(sMap,absPose);
isLoopClosure = ~isempty(absPoseMap);
```

If `findPose` (Lidar Toolbox) detects a loop closure, find the transformation between the current view and the loop closure view and add it to the `pcviewset` object.

Use the absolute pose of the current view without the accumulated drift, `absPoseMap`, and the absolute pose of the loop closure view, `absPoseLoop`, to compute the relative pose between the loop closure poses without the drift.

```
if isLoopClosure
    absPoseLoop = poses(vSet,loopClosureViewId).AbsolutePose;
    relPoseLoopToCurrent = rigidtf3d(invert(absPoseLoop).A * absPoseMap.A);
```

Add the loop closure relative pose as a connection using `addConnection`.

```
vSet = addConnection(vSet,loopClosureViewId,currentViewId, ...
    relPoseLoopToCurrent);
```

Correct for the accumulated drift using pose graph optimization. Consider finding more than one loop closure connection before optimizing the poses, since optimizing the pose graph and updating the `pcmapsematch` (Lidar Toolbox) object are both computationally intensive.

Save the poses before optimization. The poses are needed to update the segments and centroid locations in the `pcmapsematch` (Lidar Toolbox) object.

```
prevPoses = vSet.Views.AbsolutePose;
```

Create a pose graph from the view set using `createPoseGraph`, and optimize the pose graph using `optimizePoseGraph` (Navigation Toolbox).

```
G = createPoseGraph(vSet);
optimG = optimizePoseGraph(G,'g2o-levenberg-marquardt');
vSet = updateView(vSet,optimG.Nodes);
```

Find the transformations from the poses before and after correcting for drift and use them to update the map segments and centroid locations using `updateMap` (Lidar Toolbox).

```
optimizedPoses = vSet.Views.AbsolutePose;

relPoseOpt = rigidtf3d.empty;
for k = 1:numel(prevPoses)
    relPoseOpt(k) = rigidtf3d(optimizedPoses(k).A * invert(prevPoses(k)).A);
```



```

    end

    sMap = updateMap(sMap,relPoseOpt);
end

To build the map and correct for accumulated drift, apply these steps to the rest of the point cloud
scans.

% Set the random seed for example reproducibility.
rng(0)

% Update display every 5 scans.
figure
updateRate = 5;

% Initialize variables for registration.
prevPtCloud = ptCloudFiltered;
prevPose = rigidtf3d;

% Keep track of the loop closures to optimize the poses once enough loop
% closures are detected.
totalLoopClosures = 0;

for i = 3:numel(ptCloudMap)
    ptCloud = ptCloudMap(i);

    % Preprocess and register the point cloud.
    ptCloud = helperPreProcessPointCloud(ptCloud,egoRadius,cylinderRadius);
    ptCloudFiltered = pcdsample(ptCloud,'random',downsamplePercent);
    relPose = pcregisterndt(ptCloudFiltered,prevPtCloud,gridStep, ...
        'InitialTransform',relPose);
    ptCloud = pctransform(ptCloud,absPose);

    % Store the current point cloud to register the next point cloud.
    prevPtCloud = ptCloudFiltered;

    % Compute the absolute pose of the current point cloud.
    absPose = rigidtf3d(absPose.A * relPose.A);

    % If the vehicle has moved at least 2 meters since last time, continue
    % with segmentation, feature extraction, and loop closure detection.
    if norm(absPose.Translation-prevPose.Translation) >= 2

        % Segment the point cloud and extract features.
        labels = segmentLidarData(ptCloud,distThreshold,angleThreshold, ...
            'NumClusterPoints',minNumPoints);
        [features,segments] = extractEigenFeatures(ptCloud,labels);

        % Keep track of the current view id.
        currentViewId = currentViewId+1;

        % Add the view to the point cloud view set and map representation.
        vSet = addView(vSet,currentViewId,absPose);
        vSet = addConnection(vSet,currentViewId-1,currentViewId, ...
            rigidtf3d(invert(prevPose).A * absPose.A));
        sMap = addView(sMap,currentViewId,features,segments);

        % Update the view set display.

```

```

if mod(currentViewId,updateRate) == 0
    plot(vSet)
    drawnow
end

% Check if there is a loop closure.
[absPoseMap,loopClosureViewId] = findPose(sMap,absPose,'MatchThreshold',1, ...
    'MinNumInliers',5,'NumSelectedClusters',4,'NumExcludedViews',150);
isLoopClosure = ~isempty(absPoseMap);

if isLoopClosure
    totalLoopClosures = totalLoopClosures+1;

    % Find the relative pose between the loop closure poses.
    absPoseLoop = poses(vSet,loopClosureViewId).AbsolutePose;
    relPoseLoopToCurrent = rigidtf3d(invert(absPoseLoop).A * absPoseMap.A);
    vSet = addConnection(vSet,loopClosureViewId,currentViewId, ...
        relPoseLoopToCurrent);

    % Optimize the graph of poses and update the map every time 3
    % loop closures are detected.
    if mod(totalLoopClosures,3) == 0
        prevPoses = vSet.Views.AbsolutePose;

        % Correct for accumulated drift.
        G = createPoseGraph(vSet);
        optimG = optimizePoseGraph(G,'g2o-levenberg-marquardt');
        vSet = updateView(vSet,optimG.Nodes);

        % Update the map.
        optimizedPoses = vSet.Views.AbsolutePose;
        relPoseOpt = rigidtf3d.empty;
        for k = 1:numel(prevPoses)
            relPoseOpt(k) = rigidtf3d(optimizedPoses(k).A * invert(prevPoses(k)).A);
        end
        sMap = updateMap(sMap,relPoseOpt);

        % Update the absolute pose after pose graph optimization.
        absPose = optimizedPoses(end);
    end
end
prevPose = absPose;
end
end

% Visualize the map of segments from the top view.
figure
show(sMap)
view(2)
title('Map of Segments')

```

### Localize Vehicle in Known Map

The preprocessing steps for localization using SegMatch are the same preprocessing steps used for map building. Since the algorithm relies on consistent segmentation, use the same segmentation parameters for best results.

```

ptCloud = ptCloudLoc(1);

% Preprocess the point cloud.
ptCloud = helperPreProcessPointCloud(ptCloud,egoRadius,cylinderRadius);

% Segment the point cloud and extract features.
labels = segmentLidarData(ptCloud,distThreshold,angleThreshold, ...
    'NumClusterPoints',minNumPoints);
features = extractEigenFeatures(ptCloud,labels);

```

Because there is no position estimate for the vehicle, you must use the extent of the map for initial vehicle localization. Select the extent of the map to localize for the first time using `selectSubmap` (Lidar Toolbox).

```
sMap = selectSubmap(sMap,[sMap.XLimits sMap.YLimits sMap.ZLimits]);
```

Use the `findPose` (Lidar Toolbox) object function of `pcmapsegment` (Lidar Toolbox) to localize the vehicle on the prebuilt map.

```
absPoseMap = findPose(sMap,features,'MatchThreshold',1,'MinNumInliers',5);
```

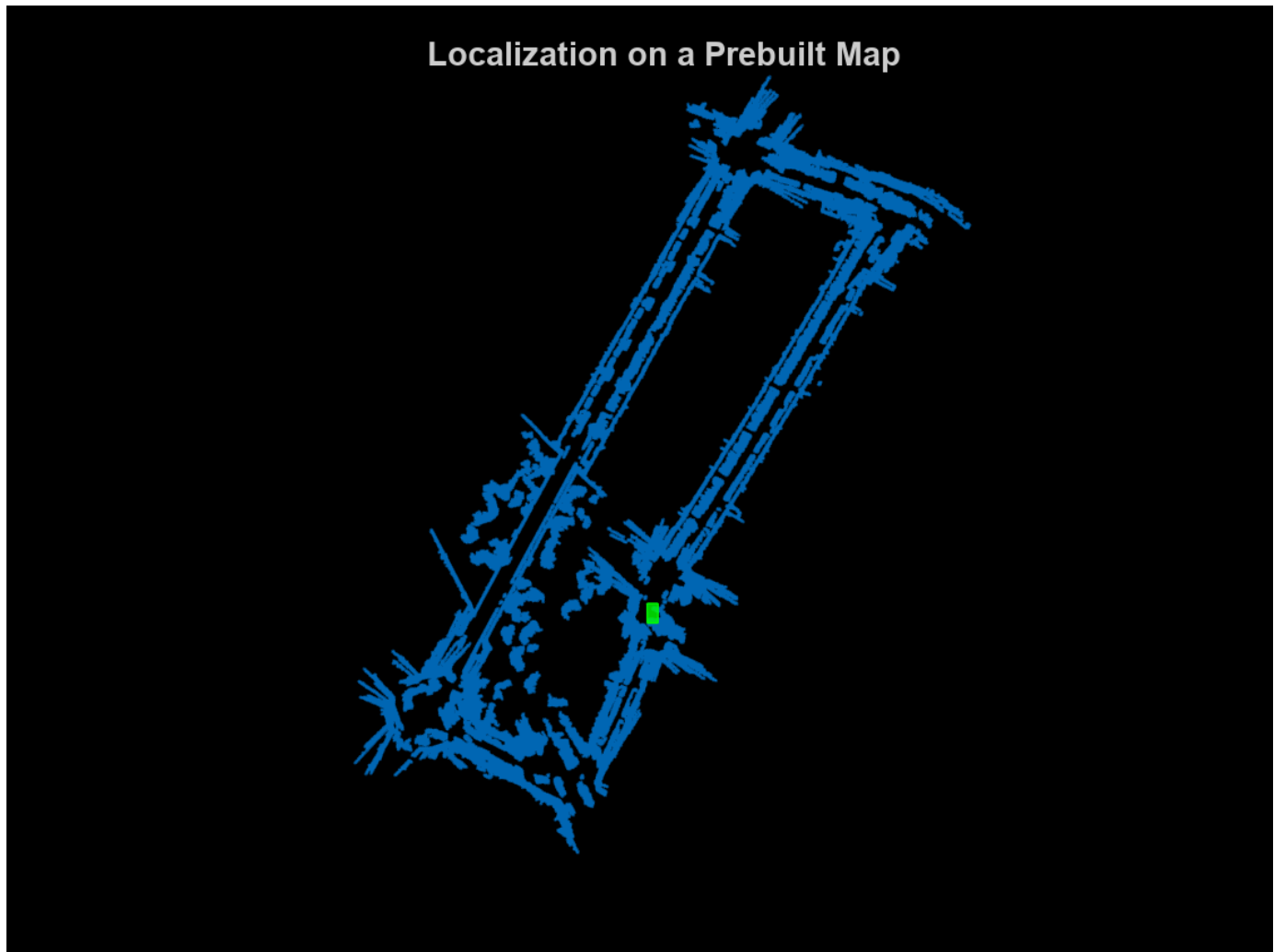
Visualize the map, and use `showShape` to visualize the vehicle on the map as a cuboid.

```

mapColor = [0 0.4 0.7];
mapSegments = pccat(sMap.Segments);
hAxLoc = pcshow(mapSegments.Location,mapColor);
title('Localization on a Prebuilt Map')
view(2)

poseTranslation = absPoseMap.Translation;
quat = quaternion(absPoseMap.Rotation','rotmat','point');
theta = eulerd(quat,'ZYX','point');
pos = [poseTranslation 5 9 3.5 theta(2) theta(3) theta(1)];
showShape('cuboid',pos,'Color','green','Parent',hAxLoc,'Opacity',0.8,'LineWidth',0.5)

```



To improve localization speed for the rest of the scans, select a submap using `selectSubmap` (Lidar Toolbox).

```
submapSize = [65 65 200];
sMap = selectSubmap(sMap,poseTranslation,submapSize);
```

Continue localizing the vehicle using the rest of the point cloud scans. Use `isInsideSubmap` (Lidar Toolbox) and `selectSubmap` (Lidar Toolbox) to keep the submap updated. If there are not enough segments to localize the vehicle using segment matching, use registration to estimate the pose.

```
% Visualize the map.
figure('Visible','on')
hAx = pcshow(mapSegments.Location,mapColor);
title('Localization on a Prebuilt Map')

% Set parameter to update submap.
submapThreshold = 30;

% Initialize the poses and previous point cloud for registration.
prevPtCloud = ptCloud;
relPose = rigidtfom3d;
```

```

prevAbsPose = rigidtf3d;

% Segment each point cloud and localize by finding segment matches.
for n = 2:numel(ptCloudLoc)
    ptCloud = ptCloudLoc(n);

    % Preprocess the point cloud.
    ptCloud = helperPreProcessPointCloud(ptCloud,egoRadius,cylinderRadius);

    % Segment the point cloud and extract features.
    labels = segmentLidarData(ptCloud,distThreshold,angleThreshold, ...
        'NumClusterPoints',minNumPoints);
    features = extractEigenFeatures(ptCloud,labels);

    % Localize the point cloud.
    absPoseMap = findPose(sMap,features,'MatchThreshold',1,'MinNumInliers',5);

    % Do registration when the position cannot be estimated with segment
    % matching.
    if isempty(absPoseMap)
        relPose = pcregisterndt(ptCloud,prevPtCloud,gridStep, ...
            'InitialTransform',relPose);
        absPoseMap = rigidtf3d(prevAbsPose.A * relPose.A);
    end

    % Display position estimate in the map.
    poseTranslation = absPoseMap.Translation;
    quat = quaternion(absPoseMap.Rotation','rotmat','point');
    theta = eulerd(quat,'ZYX','point');
    pos = [poseTranslation 5 9 3.5 theta(2) theta(3) theta(1)];
    showShape('cuboid',pos,'Color','green','Parent',hAx,'Opacity',0.8,'LineWidth',0.5)

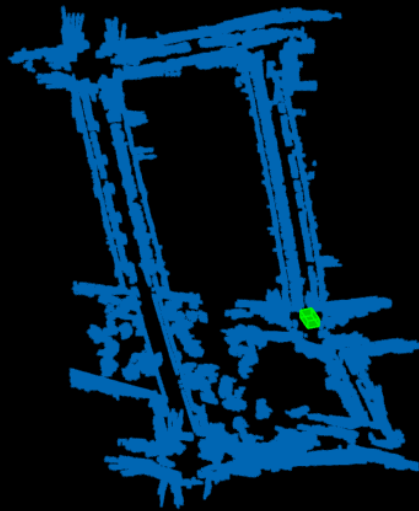
    % Determine if selected submap needs to be updated.
    [isInside,distToEdge] = isInsideSubmap(sMap,poseTranslation);
    needSelectSubmap = ~isInside ... % Current pose is outside submap.
        || any(distToEdge(1:2) < submapThreshold); % Current pose is close to submap edge

    % Select a new submap.
    if needSelectSubmap
        sMap = selectSubmap(sMap,poseTranslation,submapSize);
    end

    prevAbsPose = absPoseMap;
    prevPtCloud = ptCloud;
end

```

## Localization on a Prebuilt Map



### References

[1] R. Dube, D. Dugas, E. Stumm, J. Nieto, R. Siegwart, and C. Cadena. "SegMatch: Segment Based Place Recognition in 3D Point Clouds." IEEE International Conference on Robotics and Automation (ICRA), 2017.

### Supporting Functions

**helperReadVelodyneSLAMData** reads point clouds from PNG image files from the Velodyne SLAM Dataset.

**helperPreProcessPointCloud** selects a cylindrical neighborhood and removes the ground from a point cloud.

```
function ptCloud = helperPreProcessPointCloud(ptCloud, egoRadius, cylinderRadius)
```

```
% Compute the distance between each point and the origin.
dists = hypot(ptCloud.Location(:, :, 1), ptCloud.Location(:, :, 2));

% Select the points inside the cylinder radius and outside the ego radius.
cylinderIdx = dists <= cylinderRadius & dists >= egoRadius;
ptCloud = select(ptCloud, cylinderIdx, 'OutputSize', 'full');

% Remove ground.
[~, ptCloud] = segmentGroundSMRF(ptCloud, 'ElevationThreshold', 0.05);

end
```

## Build a Map with Lidar Odometry and Mapping (LOAM) Using Unreal Engine Simulation

This example shows how to build a map with the lidar odometry and mapping (LOAM) [1] on page 8-210 algorithm by using synthetic lidar data from the Unreal Engine® simulation environment. In this example, you learn how to:

- Record and visualize synthetic lidar sensor data from a 3D simulation environment using the Unreal Engine.
- Use the LOAM algorithm to register the recorded point clouds and build a map.

### Set Up Scenario in Simulation Environment

Load the prebuilt Large Parking Lot scene and a preselected reference trajectory. For information on how to generate a reference trajectory interactively by selecting a sequence of waypoints, see the “Select Waypoints for Unreal Engine Simulation” on page 8-872 example.

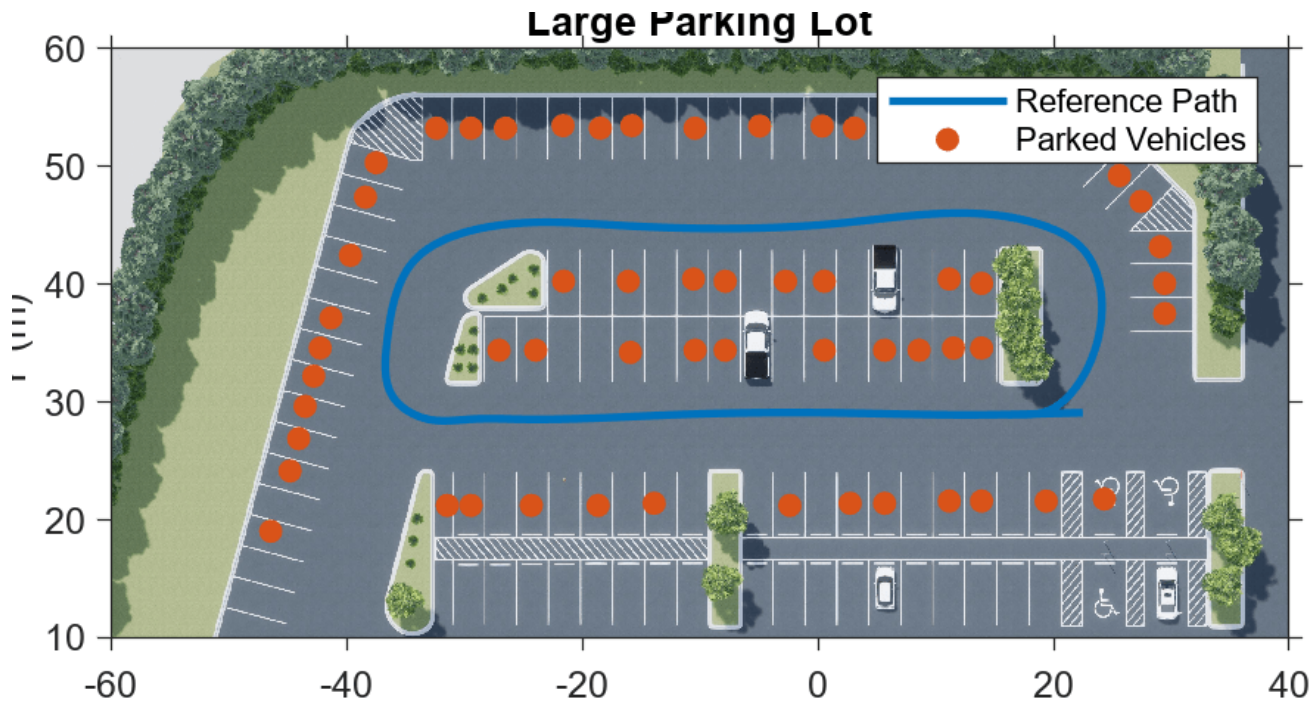
```
% Load reference path
data = load("parkingLotReferenceData.mat");

% Set reference trajectory of the ego vehicle
refPosesX = data.refPosesX;
refPosesY = data.refPosesY;
refPosesT = data.refPosesT;

% Set poses of the parked vehicles
parkedPoses = data.parkedPoses;

% Display the reference trajectory and the parked vehicle locations
sceneName = "LargeParkingLot";
hScene = figure(Name="Large Parking Lot",NumberTitle="off");
helperShowSceneImage(sceneName);
hold on
plot(refPosesX(:,2),refPosesY(:,2),LineWidth=2,DisplayName="Reference Path");
scatter(parkedPoses(:,1),parkedPoses(:,2),[],"filled",DisplayName="Parked Vehicles");
xlim([-60 40])
ylim([10 60])
hScene.Position = [100 100 1000 500]; % Resize figure
title("Large Parking Lot")
legend
```





Open the Simulink® model, and add additional vehicles to the scene using the `helperAddParkedVehicle` function.

```
modelName = 'GenerateLidarDataOfParkingLot';
open_system(modelName)
snapnow
helperAddParkedVehicles(modelName, parkedPoses)
```

### Record and Visualize Data

Use the Simulation 3D Vehicle with Ground Following block to simulate a vehicle moving along the specified reference trajectory. Use the Simulation 3D Lidar block to mount a lidar on the center of the roof of the vehicle, and record the sensor data.

```
close(hScene)
```

```
if ~ispc
    error("Unreal Engine Simulation is supported only on Microsoft" + char(174) + " Windows" + char(174))
end
```

```
% Run simulation
simOut = sim(modelName);
```

```
close_system(modelName, 0)
```

Use the `helperGetPointClouds` on page 8-210 function and the `helperGetLidarGroundTruth` on page 8-211 function to extract the lidar data and the ground truth poses.

```
ptCloudArr = helperGetPointClouds(simOut);
groundTruthPosesLidar = helperGetLidarGroundTruth(simOut);
```

## Detect Edge Points and Surface Points

The LOAM algorithm uses edge points and surface points for registration and mapping. The `detectLOAMFeatures` (Lidar Toolbox) function outputs a `LOAMPoints` (Lidar Toolbox) object, which stores the selected edge points and surface points. It includes the label of each point, which can be sharp-edge, less-sharp-edge, planar-surface, or less-planar-surface. Use the `pregisterloam` (Lidar Toolbox) function to register two organized point clouds.

```
ptCloud = ptCloudArr(1);
nextPtCloud = ptCloudArr(2);
gridStep = 1;
tform = pregisterloam(ptCloud,nextPtCloud,gridStep);
disp(tform)
```

rigidtransform3d with properties:

```
Dimensionality: 3
    R: [3x3 single]
    Translation: [-0.2297 0.0156 -0.0032]
    A: [4x4 single]
```

Alternatively, for more control over the trade-off between accuracy and speed, you can first detect the LOAM feature points, and then perform LOAM registration using `pregisterloam` (Lidar Toolbox). These steps are recommended before LOAM registration:

- 1 Detect LOAM feature points using the `detectLOAMFeatures` (Lidar Toolbox) function.
- 2 Downsample the less planar surface points using the `downsampleLessPlanar` (Lidar Toolbox) object function. This step helps speed up registration using the `pregisterloam` (Lidar Toolbox) function.

Because the detection algorithm relies on the neighbors of each point to classify edge points and surface points, as well as to identify unreliable points on the boundaries of occluded regions, preprocessing steps like downsampling, denoising and ground removal are not recommended before feature point detection. To remove noise from data farther from the sensor, and to speed up registration, filter the point cloud by range. The `helperRangeFilter` on page 8-211 function selects a cylindrical neighborhood around the sensor, given a specified cylinder radius, and excludes data that is too close to the sensor and might include part of the vehicle.

```
egoRadius = 2;
cylinderRadius = 30;
ptCloud = helperRangeFilter(ptCloud,egoRadius,cylinderRadius);
nextPtCloud = helperRangeFilter(nextPtCloud,egoRadius,cylinderRadius);
```

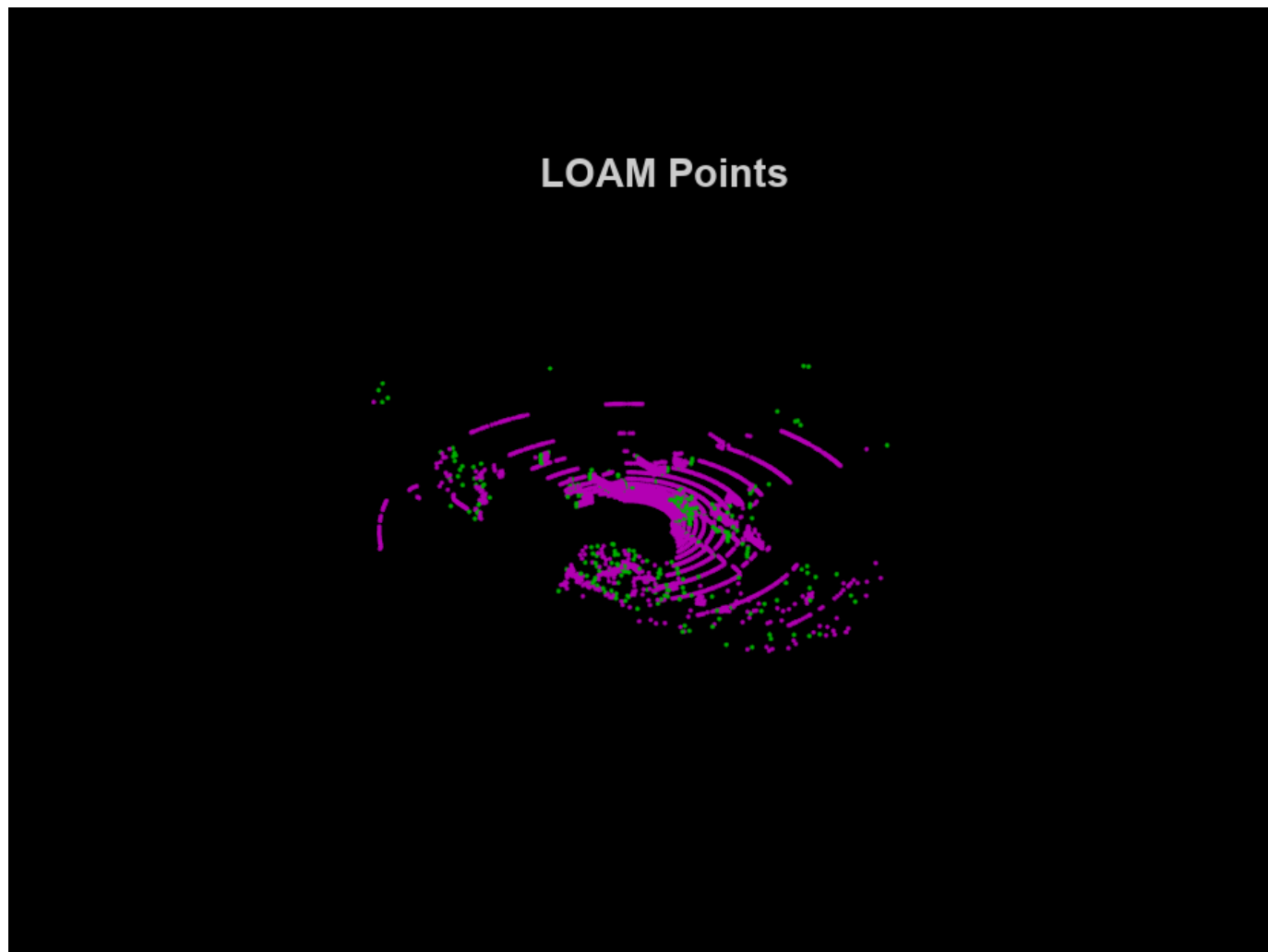
```
figure
hold on
title("Cylindrical Neighborhood")
pcshow(ptCloud)
view(2)
```



Next, detect LOAM feature points using the `detectLOAMFeatures` (Lidar Toolbox) function. Tuning this function requires empirical analysis. The `detectLOAMFeatures` (Lidar Toolbox) name-value arguments provide a trade-off between registration accuracy and speed. To improve the accuracy of the registration, you must minimize the root mean squared error of the Euclidean distance between the aligned points. Track and minimize the root mean squared error output `rmse` of the `pregisterloam` (Lidar Toolbox) function as you increase the value of the `NumRegionsPerLaser`, `MaxSharpEdgePoints`, `MaxLessSharpEdgePoints`, and `MaxPlanarSurfacePoints` arguments of `detectLOAMFeatures` (Lidar Toolbox).

```
maxPlanarSurfacePoints = 8;
points = detectLOAMFeatures(ptCloud,MaxPlanarSurfacePoints=maxPlanarSurfacePoints);
nextPoints = detectLOAMFeatures(nextPtCloud,MaxPlanarSurfacePoints=maxPlanarSurfacePoints);

figure
hold on
title("LOAM Points")
show(points,MarkerSize=12)
```



```
[~,rmse] = pcregisterloam(points,nextPoints);  
disp(rmse)
```

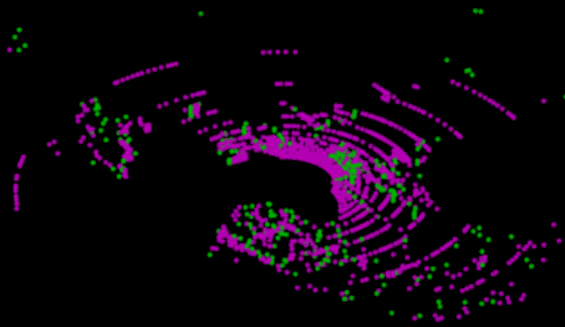
```
1.1887
```

`detectLOAMFeatures` (Lidar Toolbox) first identifies sharp edge points, less sharp edge points, and planar surface points. All remaining points that are not considered unreliable points, and have a curvature value below the threshold are classified as less planar surface points. Downsampling the less planar surface points can speed up registration when using `pcregisterloam` (Lidar Toolbox).

```
points = downsampleLessPlanar(points,gridStep);
```

```
figure  
hold on  
title('LOAM Points After Downsampling the Less Planar Surface Points')  
show(points, 'MarkerSize',12)
```

## LOAM Points After Downsampling the Less Planar Surface Points



### Build Map Using Lidar Odometry

The LOAM algorithm consists of two main components that are integrated to compute an accurate transformation: Lidar Odometry and Lidar Mapping. Use the `pregisterloam` (Lidar Toolbox) function with the one-to-one matching method to get the estimated transformation using the Lidar Odometry algorithm. The one-to-one matching method matches each point to its nearest neighbor, matching edge points to edge points and surface points to surface points. Use these matches to compute an estimate of the transformation. Use `pregisterloam` (Lidar Toolbox) with the one-to-one matching method to incrementally build a map of the parking lot. Use a `pcviewset` object to manage the data.

Initialize the poses and the point cloud view set.

```
absPose = groundTruthPosesLidar(1);
relPose = rigidform3d;
vSetOdometry = pcviewset;
```

Add the first view to the view set.

```
viewId = 1;
vSetOdometry = addView(vSetOdometry,viewId,absPose);
```

Register the point clouds incrementally and visualize the vehicle position in the parking lot scene.

```
% Display the parking lot scene with the reference trajectory
hScene = figure(Name="Large Parking Lot",NumberTitle="off");
helperShowSceneImage(sceneName);
hold on
plot(refPosesX(:,2),refPosesY(:,2),LineWidth=2)
xlim([-60 40])
ylim([10 60])
hScene.Position = [100 100 1000 500];

numSkip = 5;
for k = (numSkip+1)+1:numSkip:numel(ptCloudArr)
    prevPoints = points;
    viewId = viewId + 1;
    ptCloud = ptCloudArr(k);

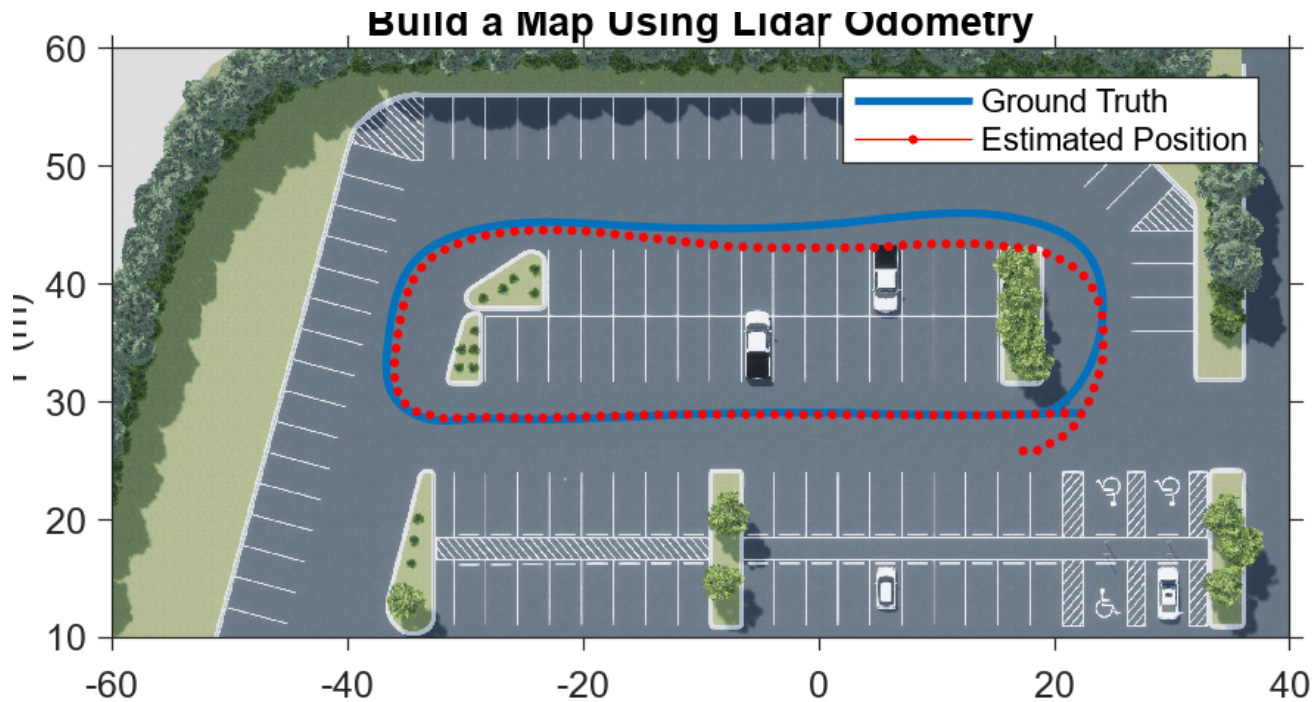
    % Apply a range filter to the point cloud
    ptCloud = helperRangeFilter(ptCloud,egoRadius,cylinderRadius);

    % Detect LOAM points and downsample the less planar surface points
    points = detectLOAMFeatures(ptCloud,MaxPlanarSurfacePoints=maxPlanarSurfacePoints);
    points = downsampleLessPlanar(points,gridStep);

    % Register the points using the previous relative pose as an initial
    % transformation
    relPose = pcregisterloam(points,prevPoints,InitialTransform=relPose);

    % Update the absolute pose and store it in the view set
    absPose = rigidtf3d(absPose.A * relPose.A);
    vSetOdometry = addView(vSetOdometry,viewId,absPose);

    % Visualize the absolute pose in the parking lot scene
    plot(absPose.Translation(1),absPose.Translation(2),Color="r",Marker=".",MarkerSize=8);
    xlim([-60 40])
    ylim([10 60])
    title("Build a Map Using Lidar Odometry")
    legend(["Ground Truth","Estimated Position"])
    pause(0.001)
    view(2)
end
```



### Improve the Accuracy of the Map with Lidar Mapping

Lidar Mapping refines the pose estimate from Lidar odometry by doing registration between points in a laser scan and points in a local map that includes multiple laser scans. It matches each point to multiple nearest neighbors in the local map, and then it uses these matches to refine the transformation estimate from Lidar odometry. Use the `pcmaploam` (Lidar Toolbox) object to manage the points in the map. Refine the pose estimates from Lidar odometry using `findPose` (Lidar Toolbox), and add points to the map using `addPoints` (Lidar Toolbox).

Initialize the poses.

```
absPose = groundTruthPosesLidar(1);
relPose = rigidform3d;
vSetMapping = pcviewset;
```

Detect LOAM points in the first point cloud.

```
ptCloud = ptCloudArr(1);
ptCloud = helperRangeFilter(ptCloud, egoRadius, cylinderRadius);
points = detectLOAMFeatures(ptCloud, 'MaxPlanarSurfacePoints', maxPlanarSurfacePoints);
points = downsampleLessPlanar(points, gridStep);
```

Add the first view to the view set.

```
viewId = 1;
vSetMapping = addView(vSetMapping, viewId, absPose);
```

Create a map using the `pcmaploam` (Lidar Toolbox) class, and add points to the map using the `addPoints` (Lidar Toolbox) object function of `pcmaploam` (Lidar Toolbox).

```
voxelSize = 0.5;
loamMap = pcmaploam(voxelSize);
addPoints(loamMap, points, absPose);
```

Use `pcregisterloam` (Lidar Toolbox) with the one-to-one matching method to get an estimated pose using Lidar Odometry. Then, use the `findPose` (Lidar Toolbox) object function of `pcmaploam` (Lidar Toolbox) to find the absolute pose that aligns the points to the points in the map.

```

% Display the parking lot scene with the reference trajectory
hScene = figure(Name="Large Parking Lot",NumberTitle="off");
helperShowSceneImage(sceneName);
hold on
plot(refPosesX(:,2),refPosesY(:,2),LineWidth=2)
xlim([-60 40])
ylim([10 60])
hScene.Position = [100 100 1000 500];

numSkip = 5;
for k = (numSkip+1)+1:numSkip:numel(ptCloudArr)
    prevPtCloud = ptCloud;
    prevPoints = points;
    viewId = viewId + 1;
    ptCloud = ptCloudArr(k);

    % Apply a range filter to the point cloud
    ptCloud = helperRangeFilter(ptCloud,egoRadius,cylinderRadius);

    % Detect LOAM points and downsample the less planar surface points
    points = detectLOAMFeatures(ptCloud,MaxPlanarSurfacePoints=maxPlanarSurfacePoints);
    points = downsampleLessPlanar(points,gridStep);

    % Register the points using the previous relative pose as an initial
    % transformation
    relPose = pcregisterloam(points,prevPoints,MatchingMethod="one-to-one",InitialTransform=relPose);

    % Find the refined absolute pose that aligns the points to the map
    absPose = findPose(loamMap,points,relPose);

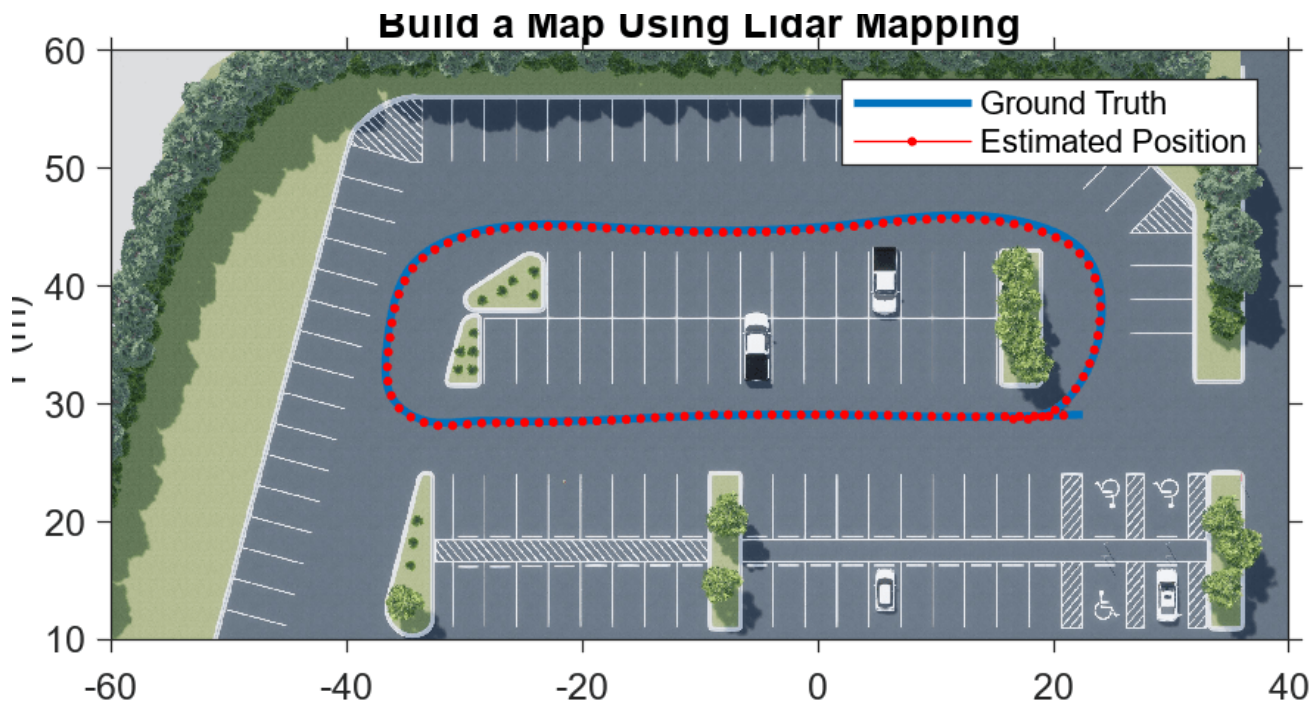
    % Store the refined absolute pose in the view set
    vSetMapping = addView(vSetMapping,viewId,absPose);

    % Add the new points to the map
    addPoints(loamMap,points,absPose);

    % Visualize the absolute pose in the parking lot scene
    plot(absPose.Translation(1),absPose.Translation(2),Color="r",Marker=".",MarkerSize=8)
    xlim([-60 40])
    ylim([10 60])
    title("Build a Map Using Lidar Mapping")
    legend(["Ground Truth","Estimated Position"])
    pause(0.001)
    view(2)
end

```





### Compare Results

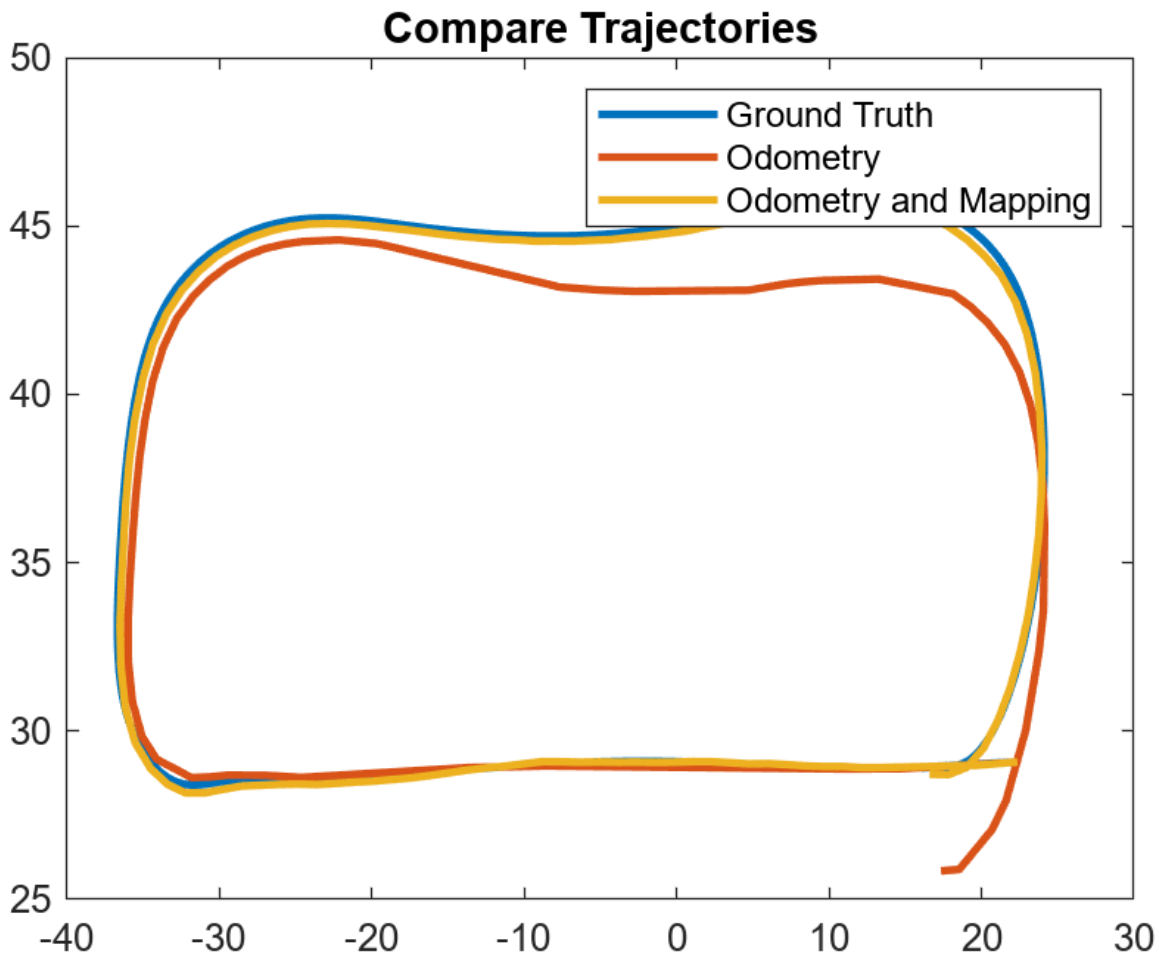
Visualize the estimated trajectories and compare them to the ground truth. Notice that combining Lidar Odometry and Lidar Mapping results in a more accurate map.

```
figure
plot(refPosesX(:,2),refPosesY(:,2),LineWidth=2,DisplayName="Ground Truth")
hold on

% Get the positions estimated with Lidar Odometry
odometryPositions = vertcat(vSetOdometry.Views.AbsolutePose.Translation);
plot(odometryPositions(:,1),odometryPositions(:,2),LineWidth=2,DisplayName="Odometry")

% Get the positions estimated with Lidar Odometry and Mapping
mappingPositions = vertcat(vSetMapping.Views.AbsolutePose.Translation);
plot(mappingPositions(:,1),mappingPositions(:,2),LineWidth=2,DisplayName="Odometry and Mapping")

legend
title("Compare Trajectories")
```



## References

[1] Zhang, Ji, and Sanjiv Singh. "LOAM: Lidar Odometry and Mapping in Real-Time." In *Robotics: Science and Systems X*. Robotics: Science and Systems Foundation, 2014. <https://doi.org/10.15607/RSS.2014.X.007>.

## Supporting Functions

**helperGetPointClouds** extracts an array of `pointCloud` objects that contain lidar sensor data.

```
function ptCloudArr = helperGetPointClouds(simOut)
% Extract signal
ptCloudData = simOut.ptCloudData.signals.values;
% Create a pointCloud array
ptCloudArr = pointCloud(ptCloudData(:,:,,2)); % Ignore first frame
```

```

for n = 3:size(ptCloudData,4)
    ptCloudArr(end+1) = pointCloud(ptCloudData(:,:,n)); %#ok<AGROW>
end

end

```

**helperGetLidarGroundTruth** extracts an array of rigidtfom3d objects that contain the ground truth location and orientation.

```

function gTruth = helperGetLidarGroundTruth(simOut)

numFrames = size(simOut.lidarLocation.time,1);
gTruth = repmat(rigidtfom3d,numFrames-1,1);

for i = 2:numFrames
    gTruth(i-1).Translation = squeeze(simOut.lidarLocation.signals.values(:,:,i));
    % Ignore the roll and the pitch rotations since the ground is flat
    yaw = double(simOut.lidarOrientation.signals.values(:,3,i));
    gTruth(i-1).R = [cos(yaw) -sin(yaw) 0;
                    sin(yaw)  cos(yaw) 0;
                    0         0       1];
end
end

```

**helperRangeFilter** filters the point cloud by range.

```

function ptCloud = helperRangeFilter(ptCloud,egoRadius,cylinderRadius)

% Compute the distance between each point and the origin
dists = hypot(ptCloud.Location(:,:,1),ptCloud.Location(:,:,2));

% Select the points inside the cylinder radius and outside the ego radius
cylinderIdx = dists <= cylinderRadius & dists >= egoRadius;
ptCloud = select(ptCloud,cylinderIdx,OutputSize="full");

end

```

## Code Generation for Tracking and Sensor Fusion

This example shows how to generate C code for a MATLAB® function that processes data recorded from a test vehicle and tracks the objects around it.

Automatic generation of code from MATLAB code has two key benefits:

- 1 Prototypes can be developed and debugged in the MATLAB environment. Once the MATLAB work is done, automatic C code generation makes the algorithms deployable to various targets. Additionally, the C code can be further tested by running the compiled MEX file in a MATLAB environment using the same visualization and analysis tools that were available during the prototyping phase.
- 2 After generating C code, you can generate executable code, which in many cases runs faster than the MATLAB code. The improved run time can be used to develop and deploy real-time sensor fusion and tracking systems. It also provides a better way to batch test the tracking systems on a large number of data sets.

The example explains how to modify the MATLAB code in the “Forward Collision Warning Using Sensor Fusion” on page 8-219 example to support code generation.

This example requires a MATLAB® Coder™ license for generating C code.

### Modify and Run MATLAB Code

You can learn about the basics of code generation using MATLAB Coder from the “Introduction to Code Generation with Feature Matching and Registration” example.

To generate C code, MATLAB Coder requires MATLAB code to be in the form of a function. Furthermore, the arguments of the function cannot be MATLAB classes.

In this example, the code for the forward collision warning (FCW) example has been restructured such that the functions that perform sensor fusion and tracking reside in a separate file, called `trackingForFCW_kernel.m`. Review this file for important information about memory allocation for code generation.

To preserve the state of the `multiObjectTracker` between calls to `trackingForFCW_kernel.m`, the tracker is defined as a `persistent` variable.

This function takes as an input a frame of the recorded data that includes:

- 1 Vision objects - A `struct` that contains 10 vision objects.
- 2 Radar objects - A `struct` that contains 36 radar objects.
- 3 Inertial measurement - A `struct` containing speed and yaw rate.
- 4 Lane reports - A `struct` array with parameters for the left and right lane boundaries.

Similarly, the outputs from a function that supports code generation cannot be objects. The outputs from `trackingForFCW_kernel.m` are:

- 1 Confirmed tracks - A `struct` array that contains a variable number of tracks.
- 2 Ego lane - A `struct` array with the parameters of left and right lane boundaries.
- 3 Number of tracks - An integer scalar.

#### 4 Information about the most important object (MIO) and warning level from the FCW logic.

By restructuring the code this way, you can reuse the same display tools used in the FCW example. These tools still run in MATLAB and do not require code generation.

Run the following lines of code to load the recorded data and prepare the display in a similar way to the FCW example.

```
% If a previous tracker is defined, clear it
clear trackingForFCW_kernel

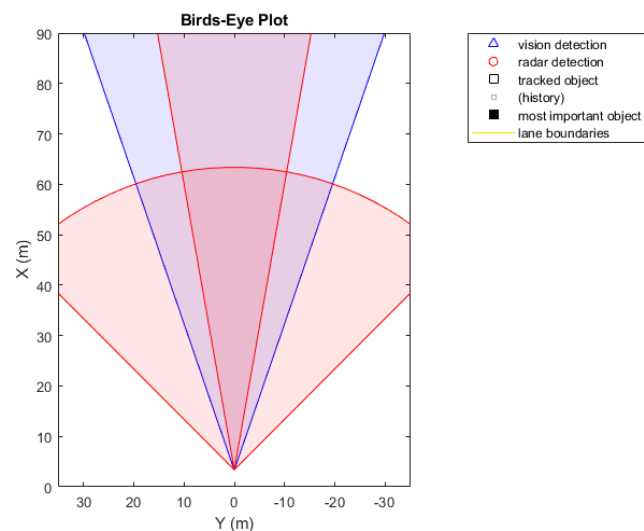
% Set up the display
videoFile = '01_city_c2s_fcw_10s.mp4';
sensorConfigFile = 'SensorConfigurationData.mat';
[videoReader, videoDisplayHandle, bepPlotters, sensor] = helperCreateFCWDemoDisplay(videoFile, sensorConfigFile);

% Read the recorded detections file
detfile = '01_city_c2s_fcw_10s_sensor.mat';
[visionObjects, radarObjects, imu, lanes, timeStep, numSteps] = helperReadSensorRecordingsFile(detfile, sensorConfigFile);

% An initial ego lane is calculated. If the recorded lane information is
% invalid, define the lane boundaries as straight lines half a lane
% distance on each side of the car.
laneWidth = 3.6; % meters
egoLane = struct('left', [0 0 laneWidth/2], 'right', [0 0 -laneWidth/2]);

% Prepare some time variables
timeStamp = 0; % Time since the beginning of the recording
index = 0; % Index into the recorded sensor data

% Define the position and velocity selectors:
% The state vector is in constant acceleration: [x;vx;ax;y;vy;ay]
% Constant acceleration position: [x;y] = [1 0 0 0 0 0; 0 0 0 1 0 0] * State
positionSelector = [1 0 0 0 0 0; 0 0 0 1 0 0];
% Constant acceleration velocity: [x;y] = [0 1 0 0 0 0; 0 0 0 0 1 0] * State
velocitySelector = [0 1 0 0 0 0; 0 0 0 0 1 0];
```



Now run the example by calling the `trackingForFCW_kernel` function in MATLAB. This initial run provides a baseline to compare the results and enables you to collect some metrics about the performance of the tracker when it runs in MATLAB or as a MEX file.

```
% Allocate memory for number of tracks and time measurement in MATLAB
numTracks = zeros(1, numSteps);
runTimes = zeros(1, numSteps);
while index < numSteps && ishghandle(videoDisplayHandle)
    % Update scenario counters
    index = index + 1;
    timeStamp = timeStamp + timeStep;
    tic;

    % Call the MATLAB tracking kernel file to perform the tracking
    [tracks, egoLane, numTracks(index), mostImportantObject] = trackingForFCW_kernel(...
        visionObjects(index), radarObjects(index), imu(index), lanes(index), egoLane, timeStamp,

    runTimes(index) = toc; % Gather MATLAB run time data

    % Update video and bird's-eye plot displays
    frame = readFrame(videoReader); % Read video frame
    laneBoundaries = [parabolicLaneBoundary(egoLane.left);parabolicLaneBoundary(egoLane.right)];
    helperUpdateFCWDemoDisplay(frame, videoDisplayHandle, bepPlotters, laneBoundaries, sensor, .
        tracks, mostImportantObject, positionSelector, velocitySelector, visionObjects(index), ra
end
```



### Compile the MATLAB Function into a MEX File

Use the `codegen` function to compile the `trackingForFCW_kernel` function into a MEX file. You can specify the `-report` option to generate a compilation report that shows the original MATLAB code and the associated files that were created during C code generation. Consider creating a temporary directory where MATLAB Coder can store generated files. Note that unless you use the `-o` option to specify the name of the executable, the generated MEX file has the same name as the original MATLAB file with `_mex` appended.

MATLAB Coder requires that you specify the properties of all the input arguments. The inputs are used by the tracker to create the correct data types and sizes for objects used in the tracking. The data types and sizes must not change between data frames. One easy way to do this is to define the input properties by example at the command line using the `-args` option. For more information, see “Define Input Properties by Example at the Command Line” (MATLAB Coder).

```
% Define the properties of the input based on the data in the first time frame.
compInputs = {visionObjects(1), radarObjects(1), imu(1), lanes(1), egoLane, timeStamp, position};

% Code generation may take some time.
h = msgbox({'Generating code. This may take a few minutes...'}; 'This message box will close when done');
% Generate code.
try
    codegen trackingForFCW_kernel -args compInputs;
    close(h)
catch ME
    close(h)
    delete(videoDisplayHandle.Parent.Parent)
    throw(ME)
end

Code generation successful.
```

### Run the Generated Code

Now that the code has been generated, run the exact same scenario with the generated MEX file `trackingForFCW_kernel_mex`. Everything else remains the same.

```
% If a previous tracker is defined, clear it
clear trackingForFCW_kernel_mex

% Allocate memory for number of tracks and time measurement
numTracksMex = zeros(1, numSteps);
runTimesMex = zeros(1, numSteps);

% Reset the data and video counters
index = 0;
videoReader.CurrentTime = 0;

while index < numSteps && ishghandle(videoDisplayHandle)
    % Update scenario counters
    index = index + 1;
    timeStamp = timeStamp + timeStep;
    tic;

    % Call the generated MEX file to perform the tracking
    [tracks, egoLane, numTracksMex(index), mostImportantObject] = trackingForFCW_kernel_mex(...
        visionObjects(index), radarObjects(index), imu(index), lanes(index), egoLane, timeStamp,
        positionSelector, velocitySelector, sensor, sensorParameters);

    runTimesMex(index) = toc; % Gather MEX run time data

    % Update video and bird's-eye plot displays
    frame = readFrame(videoReader); % Read video frame
    laneBoundaries = [parabolicLaneBoundary(egoLane.left); parabolicLaneBoundary(egoLane.right)];
    helperUpdateFCWDemoDisplay(frame, videoDisplayHandle, bepPlotters, laneBoundaries, sensor, sensorParameters,
        tracks, mostImportantObject, positionSelector, velocitySelector, visionObjects(index), radarObjects(index), imu(index), egoLane, timeStamp);
end
```

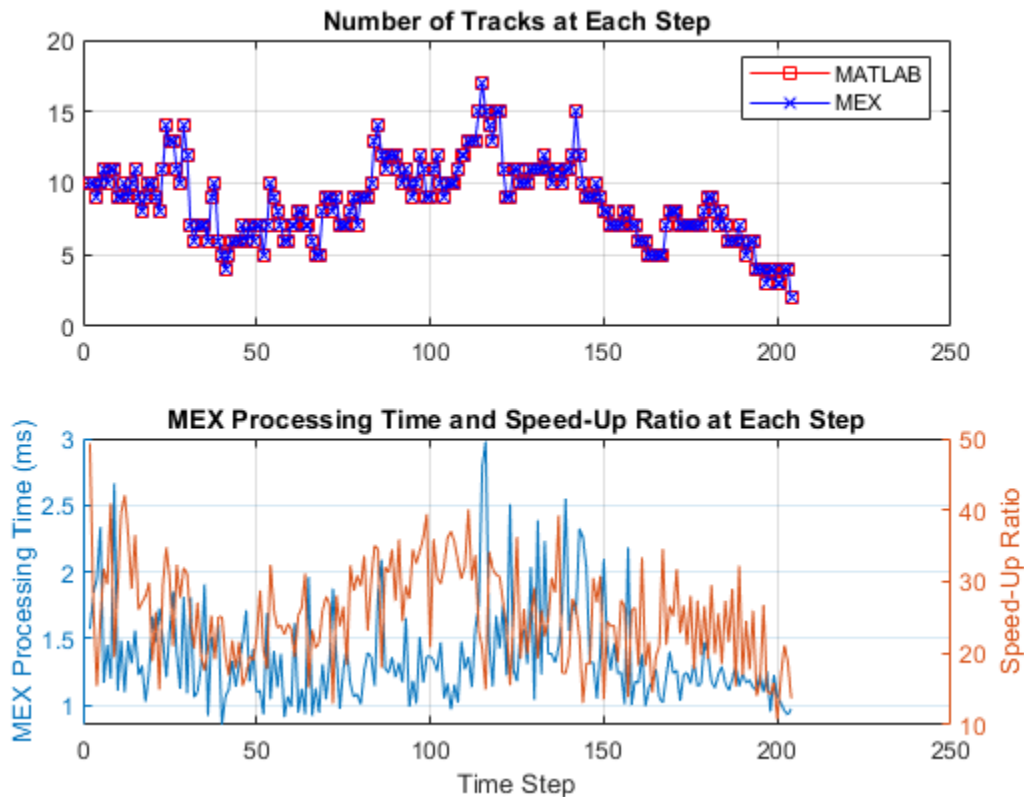


### Compare the Results of the Two Runs

Compare the results and the performance of the generated code vs. the MATLAB code. The following plots compare the number of tracks maintained by the trackers at each time step. They also show the amount of time it took to process each call to the function.

```
figure(2)
subplot(2,1,1)
plot(2:numSteps, numTracks(2:end), 'rs-', 2:numSteps, numTracksMex(2:end), 'bx-')
title('Number of Tracks at Each Step');
legend('MATLAB', 'MEX')
grid
subplot(2,1,2)
yyaxis left
plot(2:numSteps, runTimesMex(2:end)*1e3);
ylabel('MEX Processing Time (ms)');
yyaxis right
plot(2:numSteps, runTimes(2:end) ./ runTimesMex(2:end))
ylabel('Speed-Up Ratio');
title('MEX Processing Time and Speed-Up Ratio at Each Step')
grid
xlabel('Time Step')
```





The top plot shows that the number of tracks that were maintained by each tracker are the same. It measures the size of the tracking problem in terms of number of tracks.

The bottom plot shows the time required for the MATLAB and generated code functions to process each step. Note that the first step requires a disproportionately longer time, because the trackers have to be constructed in the first step. Thus, the first time step is ignored.

The results show that the MEX code is much faster than the MATLAB code. They also show the number of milliseconds required by the MEX code to perform each update step on your computer. For example, on a computer with a CPU clock speed of 2.6 GHz running Windows® 7, the time required for the MEX code to run an update step was less than 4 ms. As a reference, the recorded data used in this example was sampled every 50 ms, so the MEX run time is short enough to allow real-time tracking.

Display the CPU clock speed and average speed-up ratio.

```
p = profile('info');
speedUpRatio = mean(runTimes(2:end) ./ runTimesMex(2:end));
disp(['The generated code is ', num2str(speedUpRatio), ' times faster than the MATLAB code.']);
disp(['The computer clock speed is ', num2str(p.ClockSpeed / 1e9), ' GHz.']);
```

The generated code is 25.443 times faster than the MATLAB code.  
The computer clock speed is 3.6 GHz.

## Summary

This example showed how to generate C code from MATLAB code for sensor fusion and tracking.

The main benefits of automatic code generation are the ability to prototype in the MATLAB environment, generating a MEX file that can run in the MATLAB environment, and deploying to a target using C code. In most cases, the generated code is faster than the MATLAB code, and can be used for batch testing of algorithms and generating real-time tracking systems.

### **See Also**

`multiObjectTracker`

### **More About**

- “Forward Collision Warning Using Sensor Fusion” on page 8-219
- “Introduction to Code Generation with Feature Matching and Registration”

# Forward Collision Warning Using Sensor Fusion

This example shows how to perform forward collision warning by fusing data from vision and radar sensors to track objects in front of the vehicle.

## Overview

Forward collision warning (FCW) is an important feature in driver assistance and automated driving systems, where the goal is to provide correct, timely, and reliable warnings to the driver before an impending collision with the vehicle in front. To achieve the goal, vehicles are equipped with forward-facing vision and radar sensors. Sensor fusion is required to increase the probability of accurate warnings and minimize the probability of false warnings.

For the purposes of this example, a test car (the ego vehicle) was equipped with various sensors and their outputs were recorded. The sensors used for this example were:

- 1 Vision sensor, which provided lists of observed objects with their classification and information about lane boundaries. The object lists were reported 10 times per second. Lane boundaries were reported 20 times per second.
- 2 Radar sensor with medium and long range modes, which provided lists of unclassified observed objects. The object lists were reported 20 times per second.
- 3 IMU, which reported the speed and turn rate of the ego vehicle 20 times per second.
- 4 Video camera, which recorded a video clip of the scene in front of the car. Note: This video is not used by the tracker and only serves to display the tracking results on video for verification.

The process of providing a forward collision warning comprises the following steps:

- 1 Obtain the data from the sensors.
- 2 Fuse the sensor data to get a list of tracks, i.e., estimated positions and velocities of the objects in front of the car.
- 3 Issue warnings based on the tracks and FCW criteria. The FCW criteria are based on the Euro NCAP AEB test procedure and take into account the relative distance and relative speed to the object in front of the car.

For more information about tracking multiple objects, see “Multiple Object Tracking”.

The visualization in this example is done using `monoCamera` and `birdsEyePlot`. For brevity, the functions that create and update the display were moved to helper functions outside of this example. For more information on how to use these displays, see “Annotate Video Using Detections in Vehicle Coordinates” on page 8-11 and “Visualize Sensor Coverage, Detections, and Tracks” on page 8-321.

This example is a script, with the main body shown here and helper routines in the form of local functions in the sections that follow. For more details about local functions, see “Add Functions to Scripts”.

```
% Set up the display
[videoReader, videoDisplayHandle, bepPlotters, sensor] = helperCreateFCWDemoDisplay('01_city_c2s_...');

% Read the recorded detections file
[visionObjects, radarObjects, inertialMeasurementUnit, laneReports, ...
    timeStep, numSteps] = readSensorRecordingsFile('01_city_c2s_fcw_10s_sensor.mat');
```

```

% An initial ego lane is calculated. If the recorded lane information is
% invalid, define the lane boundaries as straight lines half a lane
% distance on each side of the car
laneWidth = 3.6; % meters
egoLane = struct('left', [0 0 laneWidth/2], 'right', [0 0 -laneWidth/2]);

% Prepare some time variables
time = 0;           % Time since the beginning of the recording
currentStep = 0;   % Current timestep
snapTime = 9.3;   % The time to capture a snapshot of the display

% Initialize the tracker
[tracker, positionSelector, velocitySelector] = setupTracker();

while currentStep < numSteps && ishghandle(videoDisplayHandle)
    % Update scenario counters
    currentStep = currentStep + 1;
    time = time + timeStep;

    % Process the sensor detections as objectDetection inputs to the tracker
    [detections, laneBoundaries, egoLane] = processDetections(...
        visionObjects(currentStep), radarObjects(currentStep), ...
        inertialMeasurementUnit(currentStep), laneReports(currentStep), ...
        egoLane, time);

    % Using the list of objectDetections, return the tracks, updated to time
    confirmedTracks = updateTracks(tracker, detections, time);

    % Find the most important object and calculate the forward collision
    % warning
    mostImportantObject = findMostImportantObject(confirmedTracks, egoLane, positionSelector, ve

    % Update video and birds-eye plot displays
    frame = readFrame(videoReader); % Read video frame
    helperUpdateFCWDemoDisplay(frame, videoDisplayHandle, bepPlotters, ...
        laneBoundaries, sensor, confirmedTracks, mostImportantObject, positionSelector, ...
        velocitySelector, visionObjects(currentStep), radarObjects(currentStep));

    % Capture a snapshot
    if time >= snapTime && time < snapTime + timeStep
        snapnow;
    end
end

```

### Create the Multi-Object Tracker

The `multiObjectTracker` tracks the objects around the ego vehicle based on the object lists reported by the vision and radar sensors. By fusing information from both sensors, the probability of a false collision warning is reduced.

The `setupTracker` function returns the `multiObjectTracker`. When creating a `multiObjectTracker`, consider the following:

- 1 **FilterInitializationFcn:** The likely motion and measurement models. In this case, the objects are expected to have a constant acceleration motion. Although you can configure a linear Kalman filter for this model, `initConstantAccelerationFilter` configures an extended Kalman filter. See the 'Define a Kalman filter' section.

- 2 **AssignmentThreshold**: How far detections can fall from tracks. The default value for this parameter is 30. If there are detections that are not assigned to tracks, but should be, increase this value. If there are detections that get assigned to tracks that are too far, decrease this value. This example uses 35.
- 3 **DeletionThreshold**: When a track is confirmed, it should not be deleted on the first update that no detection is assigned to it. Instead, it should be coasted (predicted) until it is clear that the track is not getting any sensor information to update it. The logic is that if the track is missed  $P$  out of  $Q$  times it should be deleted. The default value for this parameter is 5-out-of-5. In this case, the tracker is called 20 times a second and there are two sensors, so there is no need to modify the default.
- 4 **ConfirmationThreshold**: The parameters for confirming a track. A new track is initialized with every unassigned detection. Some of these detections might be false, so all the tracks are initialized as 'Tentative'. To confirm a track, it has to be detected at least  $M$  times in  $N$  tracker updates. The choice of  $M$  and  $N$  depends on the visibility of the objects. This example uses the default of 2 detections out of 3 updates.

The outputs of `setupTracker` are:

- `tracker` - The `multiObjectTracker` that is configured for this case.
- `positionSelector` - A matrix that specifies which elements of the State vector are the position:  
 $\text{position} = \text{positionSelector} * \text{State}$
- `velocitySelector` - A matrix that specifies which elements of the State vector are the velocity:  
 $\text{velocity} = \text{velocitySelector} * \text{State}$

```
function [tracker, positionSelector, velocitySelector] = setupTracker()
    tracker = multiObjectTracker(...
        'FilterInitializationFcn', @initConstantAccelerationFilter, ...
        'AssignmentThreshold', 35, 'ConfirmationThreshold', [2 3], ...
        'DeletionThreshold', 5);

    % The State vector is:
    % In constant velocity:    State = [x;vx;y;vy]
    % In constant acceleration: State = [x;vx;ax;y;vy;ay]

    % Define which part of the State is the position. For example:
    % In constant velocity:    [x;y] = [1 0 0 0; 0 0 1 0] * State
    % In constant acceleration: [x;y] = [1 0 0 0 0 0; 0 0 0 1 0 0] * State
    positionSelector = [1 0 0 0 0 0; 0 0 0 1 0 0];

    % Define which part of the State is the velocity. For example:
    % In constant velocity:    [x;y] = [0 1 0 0; 0 0 0 1] * State
    % In constant acceleration: [x;y] = [0 1 0 0 0 0; 0 0 0 0 1 0] * State
    velocitySelector = [0 1 0 0 0 0; 0 0 0 0 1 0];
end
```

## Define a Kalman Filter

The `multiObjectTracker` defined in the previous section uses the filter initialization function defined in this section to create a Kalman filter (linear, extended, or unscented). This filter is then used for tracking each object around the ego vehicle.

```
function filter = initConstantAccelerationFilter(detection)
% This function shows how to configure a constant acceleration filter. The
% input is an objectDetection and the output is a tracking filter.
% For clarity, this function shows how to configure a trackingKF,
```

```

% trackingEKF, or trackingUKF for constant acceleration.
%
% Steps for creating a filter:
% 1. Define the motion model and state
% 2. Define the process noise
% 3. Define the measurement model
% 4. Initialize the state vector based on the measurement
% 5. Initialize the state covariance based on the measurement noise
% 6. Create the correct filter

% Step 1: Define the motion model and state
% This example uses a constant acceleration model, so:
STF = @constacc; % State-transition function, for EKF and UKF
STFJ = @constaccjac; % State-transition function Jacobian, only for EKF
% The motion model implies that the state is [x;vx;ax;y;vy;ay]
% You can also use constvel and constveljac to set up a constant
% velocity model, constturn and constturnjac to set up a constant turn
% rate model, or write your own models.

% Step 2: Define the process noise
dt = 0.05; % Known timestep size
sigma = 1; % Magnitude of the unknown acceleration change rate
% The process noise along one dimension
Q1d = [dt^4/4, dt^3/2, dt^2/2; dt^3/2, dt^2, dt; dt^2/2, dt, 1] * sigma^2;
Q = blkdiag(Q1d, Q1d); % 2-D process noise

% Step 3: Define the measurement model
MF = @fcwmeas; % Measurement function, for EKF and UKF
MJF = @fcwmeasjac; % Measurement Jacobian function, only for EKF

% Step 4: Initialize a state vector based on the measurement
% The sensors measure [x;vx;y;vy] and the constant acceleration model's
% state is [x;vx;ax;y;vy;ay], so the third and sixth elements of the
% state vector are initialized to zero.
state = [detection.Measurement(1); detection.Measurement(2); 0; detection.Measurement(3); de

% Step 5: Initialize the state covariance based on the measurement
% noise. The parts of the state that are not directly measured are
% assigned a large measurement noise value to account for that.
L = 100; % A large number relative to the measurement noise
stateCov = blkdiag(detection.MeasurementNoise(1:2,1:2), L, detection.MeasurementNoise(3:4,3:4);

% Step 6: Create the correct filter.
% Use 'KF' for trackingKF, 'EKF' for trackingEKF, or 'UKF' for trackingUKF
FilterType = 'EKF';

% Creating the filter:
switch FilterType
case 'EKF'
    filter = trackingEKF(STF, MF, state,...
        'StateCovariance', stateCov, ...
        'MeasurementNoise', detection.MeasurementNoise(1:4,1:4), ...
        'StateTransitionJacobianFcn', STFJ, ...
        'MeasurementJacobianFcn', MJF, ...
        'ProcessNoise', Q ...
    );
case 'UKF'
    filter = trackingUKF(STF, MF, state, ...

```

```

        'StateCovariance', stateCov, ...
        'MeasurementNoise', detection.MeasurementNoise(1:4,1:4), ...
        'Alpha', 1e-1, ...
        'ProcessNoise', Q ...
    );
case 'KF' % The ConstantAcceleration model is linear and KF can be used
% Define the measurement model: measurement = H * state
% In this case:
% measurement = [x;vx;y;vy] = H * [x;vx;ax;y;vy;ay]
% So, H = [1 0 0 0 0 0; 0 1 0 0 0 0; 0 0 0 1 0 0; 0 0 0 0 1 0];
%
% Note that ProcessNoise is automatically calculated by the
% ConstantAcceleration motion model
H = [1 0 0 0 0 0; 0 1 0 0 0 0; 0 0 0 1 0 0; 0 0 0 0 1 0];
filter = trackingKF('MotionModel', '2D Constant Acceleration', ...
    'MeasurementModel', H, 'State', state, ...
    'MeasurementNoise', detection.MeasurementNoise(1:4,1:4), ...
    'StateCovariance', stateCov);
end
end

```

## Process and Format the Detections

The recorded information must be processed and formatted before it can be used by the tracker. This has the following steps:

- 1 Filtering out unnecessary radar clutter detections. The radar reports many objects that correspond to fixed objects, which include: guard-rails, the road median, traffic signs, etc. If these detections are used in the tracking, they create false tracks of fixed objects at the edges of the road and therefore must be removed before calling the tracker. Radar objects are considered nonclutter if they are either stationary in front of the car or moving in its vicinity.
- 2 Formatting the detections as input to the tracker, i.e., an array of `objectDetection` elements. See the `processVideo` and `processRadar` supporting functions at the end of this example.

```

function [detections, laneBoundaries, egoLane] = processDetections...
    (visionFrame, radarFrame, IMUFrame, laneFrame, egoLane, time)
% Inputs:
% visionFrame - objects reported by the vision sensor for this time frame
% radarFrame - objects reported by the radar sensor for this time frame
% IMUFrame - inertial measurement unit data for this time frame
% laneFrame - lane reports for this time frame
% egoLane - the estimated ego lane
% time - the time corresponding to the time frame

% Remove clutter radar objects
[laneBoundaries, egoLane] = processLanes(laneFrame, egoLane);
realRadarObjects = findNonClutterRadarObjects(radarFrame.object, ...
    radarFrame.numObjects, IMUFrame.velocity, laneBoundaries);

% Return an empty list if no objects are reported

% Counting the total number of objects
detections = {};
if (visionFrame.numObjects + numel(realRadarObjects)) == 0
    return;
end

```

```

% Process the remaining radar objects
detections = processRadar(detections, realRadarObjects, time);

% Process video objects
detections = processVideo(detections, visionFrame, time);
end

```

### Update the Tracker

To update the tracker, call the `updateTracks` method with the following inputs:

- 1 `tracker` - The `multiObjectTracker` that was configured earlier. See the 'Create the Multi-Object Tracker' section.
- 2 `detections` - A list of `objectDetection` objects that was created by `processDetections`
- 3 `time` - The current scenario time.

The output from the tracker is a `struct` array of tracks.

### Find the Most Important Object and Issue a Forward Collision Warning

The most important object (MIO) is defined as the track that is in the ego lane and is closest in front of the car, i.e., with the smallest positive  $x$  value. To lower the probability of false alarms, only confirmed tracks are considered.

Once the MIO is found, the relative speed between the car and MIO is calculated. The relative distance and relative speed determine the forward collision warning. There are 3 cases of FCW:

- 1 Safe (green): There is no car in the ego lane (no MIO), the MIO is moving away from the car, or the distance to the MIO remains constant.
- 2 Caution (yellow): The MIO is moving closer to the car, but is still at a distance above the FCW distance. FCW distance is calculated using the Euro NCAP AEB Test Protocol. Note that this distance varies with the relative speed between the MIO and the car, and is greater when the closing speed is higher.
- 3 Warn (red): The MIO is moving closer to the car, and its distance is less than the FCW distance,  $d_{FCW}$ .

Euro NCAP AEB Test Protocol defines the following distance calculation:

$$d_{FCW} = 1.2 * v_{rel} + \frac{v_{rel}^2}{2a_{max}}$$

where:

$d_{FCW}$  is the forward collision warning distance.

$v_{rel}$  is the relative velocity between the two vehicles.

$a_{max}$  is the maximum deceleration, defined to be 40% of the gravity acceleration.

```

function mostImportantObject = findMostImportantObject(confirmedTracks,egoLane,positionSelect

% Initialize outputs and parameters
MIO = []; % By default, there is no MIO
trackID = []; % By default, there is no trackID associated with an MIO
FCW = 3; % By default, if there is no MIO, then FCW is 'safe'

```



```

threatColor = 'green'; % By default, the threat color is green
maxX = 1000; % Far enough forward so that no track is expected to exceed this distance
gAccel = 9.8; % Constant gravity acceleration, in m/s^2
maxDeceleration = 0.4 * gAccel; % Euro NCAP AEB definition
delayTime = 1.2; % Delay time for a driver before starting to brake, in seconds

positions = getTrackPositions(confirmedTracks, positionSelector);
velocities = getTrackVelocities(confirmedTracks, velocitySelector);

for i = 1:numel(confirmedTracks)
    x = positions(i,1);
    y = positions(i,2);

    relSpeed = velocities(i,1); % The relative speed between the cars, along the lane

    if x < maxX && x > 0 % No point checking otherwise
        yleftLane = polyval(egoLane.left, x);
        yrightLane = polyval(egoLane.right, x);
        if (yrightLane <= y) && (y <= yleftLane)
            maxX = x;
            trackID = i;
            MIO = confirmedTracks(i).TrackID;
            if relSpeed < 0 % Relative speed indicates object is getting closer
                % Calculate expected braking distance according to
                % Euro NCAP AEB Test Protocol
                d = abs(relSpeed) * delayTime + relSpeed^2 / 2 / maxDeceleration;
                if x <= d % 'warn'
                    FCW = 1;
                    threatColor = 'red';
                else % 'caution'
                    FCW = 2;
                    threatColor = 'yellow';
                end
            end
        end
    end
end
mostImportantObject = struct('ObjectID', MIO, 'TrackIndex', trackID, 'Warning', FCW, 'ThreatColor', threatColor);
end

```



## Summary

This example showed how to create a forward collision warning system for a vehicle equipped with vision, radar, and IMU sensors. It used `objectDetection` objects to pass the sensor reports to the `multiObjectTracker` object that fused them and tracked objects in front of the ego vehicle.

Try using different parameters for the tracker to see how they affect the tracking quality. Try modifying the tracking filter to use `trackingKF` or `trackingUKF`, or to define a different motion model, e.g., constant velocity or constant turn. Finally, you can try to define your own motion model.

## Supporting Functions

**readSensorRecordingsFile** Reads recorded sensor data from a file

```
function [visionObjects, radarObjects, inertialMeasurementUnit, laneReports, ...
    timeStep, numSteps] = readSensorRecordingsFile(sensorRecordingFileName)
% Read Sensor Recordings
% The |ReadDetectionsFile| function reads the recorded sensor data file.
% The recorded data is a single structure that is divided into the
% following substructures:
%
% # |inertialMeasurementUnit|, a struct array with fields: timeStamp,
%   velocity, and yawRate. Each element of the array corresponds to a
%   different timestep.
% # |laneReports|, a struct array with fields: left and right. Each element
%   of the array corresponds to a different timestep.
%   Both left and right are structures with fields: isValid, confidence,
%   boundaryType, offset, headingAngle, and curvature.
% # |radarObjects|, a struct array with fields: timeStamp (see below),
%   numObjects (integer) and object (struct). Each element of the array
%   corresponds to a different timestep.
%   |object| is a struct array, where each element is a separate object,
%   with the fields: id, status, position(x;y;z), velocity(vx,vy,vz),
%   amplitude, and rangeMode.
%   Note: z is always constant and vz=0.
% # |visionObjects|, a struct array with fields: timeStamp (see below),
```

```

% numObjects (integer) and object (struct). Each element of the array
% corresponds to a different timestep.
% |object| is a struct array, where each element is a separate object,
% with the fields: id, classification, position (x;y;z),
% velocity(vx;vy;vz), size(dx;dy;dz). Note: z=vy=vz=dx=dz=0
%
% The timeStamp for recorded vision and radar objects is a uint64 variable
% holding microseconds since the Unix epoch. Timestamps are recorded about
% 50 milliseconds apart. There is a complete synchronization between the
% recordings of vision and radar detections, therefore the timestamps are
% not used in further calculations.

```

```

A = load(sensorRecordingFileName);
visionObjects = A.vision;
radarObjects = A.radar;
laneReports = A.lane;
inertialMeasurementUnit = A.inertialMeasurementUnit;

```

```

timeStep = 0.05; % Data is provided every 50 milliseconds
numSteps = numel(visionObjects); % Number of recorded timesteps
end

```

**processLanes** Converts sensor-reported lanes to parabolicLaneBoundary lanes and maintains a persistent ego lane estimate

```

function [laneBoundaries, egoLane] = processLanes(laneReports, egoLane)
% Lane boundaries are updated based on the laneReports from the recordings.
% Since some laneReports contain invalid (isValid = false) reports or
% impossible parameter values (-1e9), these lane reports are ignored and
% the previous lane boundary is used.
leftLane    = laneReports.left;
rightLane   = laneReports.right;

% Check the validity of the reported left lane
cond = (leftLane.isValid && leftLane.confidence) && ...
    ~(leftLane.headingAngle == -1e9 || leftLane.curvature == -1e9);
if cond
    egoLane.left = cast([leftLane.curvature, leftLane.headingAngle, leftLane.offset], 'double');
end

% Update the left lane boundary parameters or use the previous ones
leftParams = egoLane.left;
leftBoundaries = parabolicLaneBoundary(leftParams);
leftBoundaries.Strength = 1;

% Check the validity of the reported right lane
cond = (rightLane.isValid && rightLane.confidence) && ...
    ~(rightLane.headingAngle == -1e9 || rightLane.curvature == -1e9);
if cond
    egoLane.right = cast([rightLane.curvature, rightLane.headingAngle, rightLane.offset], 'double');
end

% Update the right lane boundary parameters or use the previous ones
rightParams = egoLane.right;
rightBoundaries = parabolicLaneBoundary(rightParams);
rightBoundaries.Strength = 1;

```

```
laneBoundaries = [leftBoundaries, rightBoundaries];
end
```

**findNonClutterRadarObjects** Removes radar objects that are considered part of the clutter

```
function realRadarObjects = findNonClutterRadarObjects(radarObject, numRadarObjects, egoSpeed, l
% The radar objects include many objects that belong to the clutter.
% Clutter is defined as a stationary object that is not in front of the
% car. The following types of objects pass as nonclutter:
%
% # Any object in front of the car
% # Any moving object in the area of interest around the car, including
%   objects that move at a lateral speed around the car

% Allocate memory
normVs = zeros(numRadarObjects, 1);
inLane = zeros(numRadarObjects, 1);
inZone = zeros(numRadarObjects, 1);

% Parameters
LaneWidth = 3.6;           % What is considered in front of the car
ZoneWidth = 1.7*LaneWidth; % A wider area of interest
minV = 1;                  % Any object that moves slower than minV is considered stationary
for j = 1:numRadarObjects
    [vx, vy] = calculateGroundSpeed(radarObject(j).velocity(1), radarObject(j).velocity(2), egoSpeed);
    normVs(j) = norm([vx, vy]);
    laneBoundariesAtObject = computeBoundaryModel(laneBoundaries, radarObject(j).position(1));
    laneCenter = mean(laneBoundariesAtObject);
    inLane(j) = (abs(radarObject(j).position(2) - laneCenter) <= LaneWidth/2);
    inZone(j) = (abs(radarObject(j).position(2) - laneCenter) <= max(abs(vy)*2, ZoneWidth));
end
realRadarObjectsIdx = union(...
    intersect(find(normVs > minV), find(inZone == 1)), ...
    find(inLane == 1));

realRadarObjects = radarObject(realRadarObjectsIdx);
end
```

**calculateGroundSpeed** Calculates the true ground speed of a radar-reported object from the relative speed and the ego vehicle speed

```
function [Vx, Vy] = calculateGroundSpeed(Vxi, Vyi, egoSpeed)
% Inputs
%   (Vxi, Vyi) : relative object speed
%   egoSpeed   : ego vehicle speed
% Outputs
%   [Vx, Vy]   : ground object speed

Vx = Vxi + egoSpeed; % Calculate longitudinal ground speed
theta = atan2(Vyi, Vxi); % Calculate heading angle
Vy = Vx * tan(theta); % Calculate lateral ground speed

end
```

**processVideo** Converts reported vision objects to a list of objectDetection objects

```
function postProcessedDetections = processVideo(postProcessedDetections, visionFrame, t)
% Process the video objects into objectDetection objects
```

```

numRadarObjects = numel(postProcessedDetections);
numVisionObjects = visionFrame.numObjects;
if numVisionObjects
    classToUse = class(visionFrame.object(1).position);
    visionMeasCov = cast(diag([2,2,2,100]), classToUse);
    % Process Vision Objects:
    for i=1:numVisionObjects
        object = visionFrame.object(i);
        postProcessedDetections{numRadarObjects+i} = objectDetection(t,...
            [object.position(1); object.velocity(1); object.position(2); 0], ...
            'SensorIndex', 1, 'MeasurementNoise', visionMeasCov, ...
            'MeasurementParameters', {1}, ...
            'ObjectClassID', object.classification, ...
            'ObjectAttributes', {object.id, object.size});
    end
end
end
end

```

**processRadar** Converts reported radar objects to a list of `objectDetection` objects

```

function postProcessedDetections = processRadar(postProcessedDetections, realRadarObjects, t)
% Process the radar objects into objectDetection objects
numRadarObjects = numel(realRadarObjects);
if numRadarObjects
    classToUse = class(realRadarObjects(1).position);
    radarMeasCov = cast(diag([2,2,2,100]), classToUse);
    % Process Radar Objects:
    for i=1:numRadarObjects
        object = realRadarObjects(i);
        postProcessedDetections{i} = objectDetection(t, ...
            [object.position(1); object.velocity(1); object.position(2); object.velocity(2)], ..
            'SensorIndex', 2, 'MeasurementNoise', radarMeasCov, ...
            'MeasurementParameters', {2}, ...
            'ObjectAttributes', {object.id, object.status, object.amplitude, object.rangeMode});
    end
end
end
end

```

**fcwmeas** The measurement function used in this forward collision warning example

```

function measurement = fcwmeas(state, sensorID)
% The example measurements depend on the sensor type, which is reported by
% the MeasurementParameters property of the objectDetection. The following
% two sensorID values are used:
% sensorID=1: video objects, the measurement is [x;vx;y].
% sensorID=2: radar objects, the measurement is [x;vx;y;vy].
% The state is:
% Constant velocity      state = [x;vx;y;vy]
% Constant turn          state = [x;vx;y;vy;omega]
% Constant acceleration  state = [x;vx;ax;y;vy;ay]

if numel(state) < 6 % Constant turn or constant velocity
    switch sensorID
        case 1 % video
            measurement = [state(1:3); 0];
        case 2 % radar
            measurement = state(1:4);
    end
end

```

```

else % Constant acceleration
    switch sensorID
        case 1 % video
            measurement = [state(1:2); state(4); 0];
        case 2 % radar
            measurement = [state(1:2); state(4:5)];
    end
end
end
end

```

**fcwmeasjac** The Jacobian of the measurement function used in this forward collision warning example

```

function jacobian = fcwmeasjac(state, sensorID)
% The example measurements depend on the sensor type, which is reported by
% the MeasurementParameters property of the objectDetection. We choose
% sensorID=1 for video objects and sensorID=2 for radar objects. The
% following two sensorID values are used:
% sensorID=1: video objects, the measurement is [x;vx;y].
% sensorID=2: radar objects, the measurement is [x;vx;y;vy].
% The state is:
% Constant velocity      state = [x;vx;y;vy]
% Constant turn          state = [x;vx;y;vy;omega]
% Constant acceleration  state = [x;vx;ax;y;vy;ay]

numStates = numel(state);
jacobian = zeros(4, numStates, 'like', state);

if numel(state) < 6 % Constant turn or constant velocity
    switch sensorID
        case 1 % video
            jacobian(1,1) = 1;
            jacobian(2,2) = 1;
            jacobian(3,3) = 1;
        case 2 % radar
            jacobian(1,1) = 1;
            jacobian(2,2) = 1;
            jacobian(3,3) = 1;
            jacobian(4,4) = 1;
    end
else % Constant acceleration
    switch sensorID
        case 1 % video
            jacobian(1,1) = 1;
            jacobian(2,2) = 1;
            jacobian(3,4) = 1;
        case 2 % radar
            jacobian(1,1) = 1;
            jacobian(2,2) = 1;
            jacobian(3,4) = 1;
            jacobian(4,5) = 1;
    end
end
end

```

end  
end

## See Also

### Functions

updateTracks

### Objects

birdsEyePlot | monoCamera | trackingKF | trackingEKF | objectDetection | trackingUKF | multiObjectTracker

## More About

- “Code Generation for Tracking and Sensor Fusion” on page 8-212
- “Annotate Video Using Detections in Vehicle Coordinates” on page 8-11
- “Visualize Sensor Coverage, Detections, and Tracks” on page 8-321
- “Multiple Object Tracking Tutorial” on page 8-256
- “Multiple Object Tracking”

## Adaptive Cruise Control with Sensor Fusion

This example shows how to implement a sensor fusion-based automotive adaptive cruise controller for a vehicle traveling on a curved road using sensor fusion.

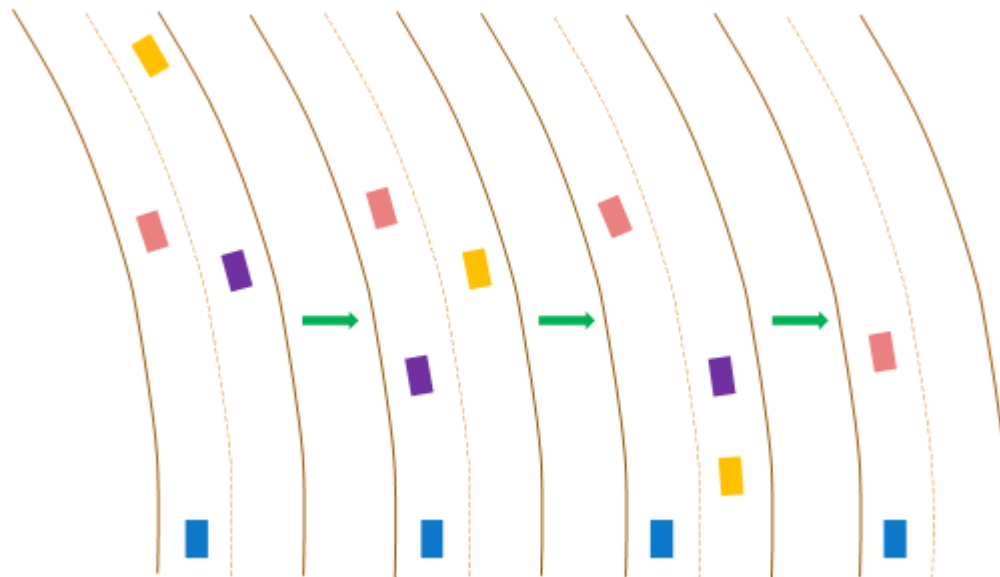
In this example, you:

- 1 Review a control system that combines sensor fusion and an adaptive cruise controller (ACC). Two variants of ACC are provided: a classical controller and an Adaptive Cruise Control System block from Model Predictive Control Toolbox.
- 2 Test the control system in a closed-loop Simulink model using synthetic data generated by the Automated Driving Toolbox.
- 3 Configure the code generation settings for software-in-the-loop simulation, and automatically generate code for the control algorithm.

### Introduction

An adaptive cruise control system is a control system that modifies the speed of the ego vehicle in response to conditions on the road. As in regular cruise control, the driver sets a desired speed for the car; in addition, the adaptive cruise control system can slow the ego vehicle down if there is another vehicle moving slower in the lane in front of it.

For the ACC to work correctly, the ego vehicle must determine how the lane in front of it curves, and which car is the 'lead car', that is, in front of the ego vehicle in the lane. A typical scenario from the viewpoint of the ego vehicle is shown in the following figure. The ego vehicle (blue) travels along a curved road. At the beginning, the lead car is the pink car. Then the purple car cuts into the lane of the ego vehicle and becomes the lead car. After a while, the purple car changes to another lane, and the pink car becomes the lead car again. The pink car remains the lead car afterward. The ACC design must react to the change in the lead car on the road.



Current ACC designs rely mostly on range and range rate measurements obtained from radar, and are designed to work best along straight roads. An example of such a system is given in “Adaptive



Cruise Control System Using Model Predictive Control” (Model Predictive Control Toolbox) and in “Automotive Adaptive Cruise Control Using FMCW Technology” (Radar Toolbox). Moving from advanced driver-assistance system (ADAS) designs to more autonomous systems, the ACC must address the following challenges:

- 1 Estimating the relative positions and velocities of the cars that are near the ego vehicle and that have significant lateral motion relative to the ego vehicle.
- 2 Estimating the lane ahead of the ego vehicle to find which car in front of the ego vehicle is the closest one in the same lane.
- 3 Reacting to aggressive maneuvers by other vehicles in the environment, in particular, when another vehicle cuts into the ego vehicle lane.

This example demonstrates two main additions to existing ACC designs that meet these challenges: adding a sensor fusion system and updating the controller design based on model predictive control (MPC). A sensor fusion and tracking system that uses both vision and radar sensors provides the following benefits:

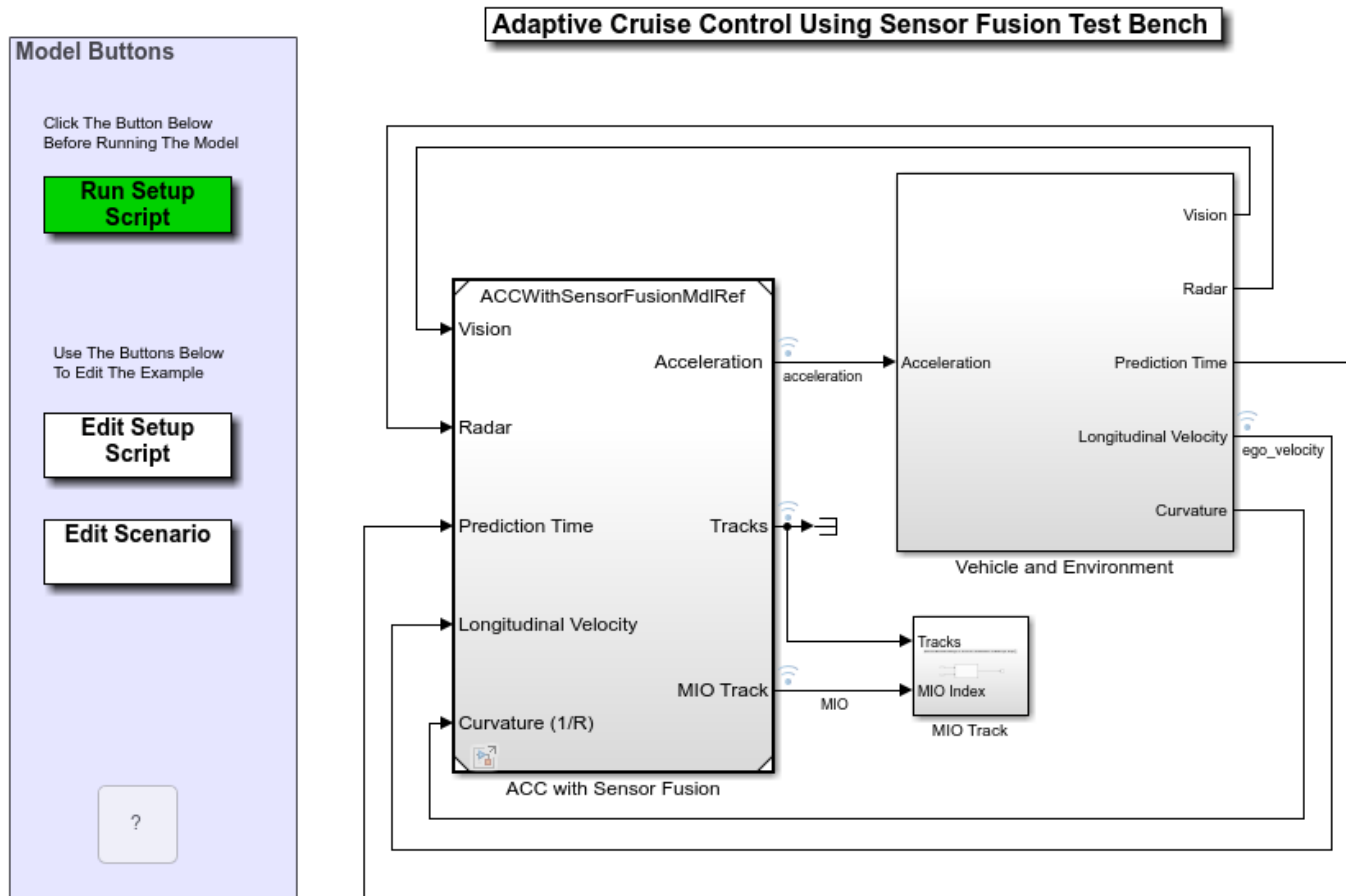
- 1 It combines the better lateral measurement of position and velocity obtained from vision sensors with the range and range rate measurement from radar sensors.
- 2 A vision sensor can detect lanes, provide an estimate of the lateral position of the lane relative to the ego vehicle, and position the other cars in the scene relative to the ego vehicle lane. This example assumes ideal lane detection.

An advanced MPC controller adds the ability to react to more aggressive maneuvers by other vehicles in the environment. In contrast to a classical controller that uses a PID design with constant gains, the MPC controller regulates the velocity of the ego vehicle while maintaining a strict safe distance constraint. Therefore, the controller can apply more aggressive maneuvers when the environment changes quickly in a similar way to what a human driver would do.

### **Overview of Test Bench Model and Simulation Results**

To open the main Simulink model, use the following command:

```
open_system('ACCTestBenchExample')
```



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The model contains two main subsystems:

- 1 ACC with Sensor Fusion, which models the sensor fusion and controls the longitudinal acceleration of the vehicle. This component allows you to select either a classical or model predictive control version of the design.
- 2 A Vehicle and Environment subsystem, which models the motion of the ego vehicle and models the environment. A simulation of radar and vision sensors provides synthetic data to the control subsystem.

To run the associated initialization script before running the model, in the Simulink model, click **Run Setup Script** or, at the command prompt, type the following:

```
helperACCSetUp
```

The script loads certain constants needed by the Simulink model, such as the scenario object, vehicle parameters, and ACC design parameters. The default ACC is the classical controller. The script also creates buses that are required for defining the inputs into and outputs for the control system referenced model. These buses must be defined in the workspace before model compilation. When the model compiles, additional Simulink buses are automatically generated by their respective blocks.

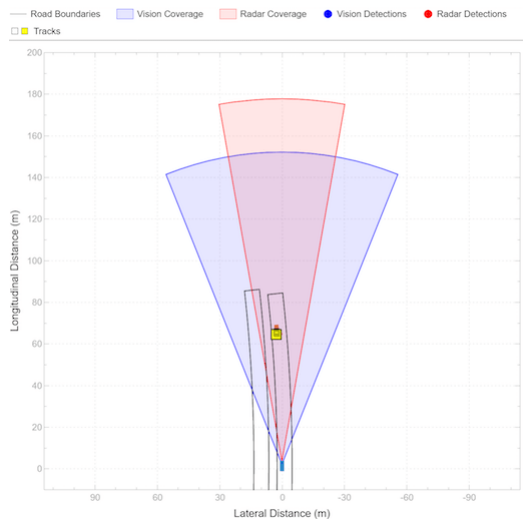
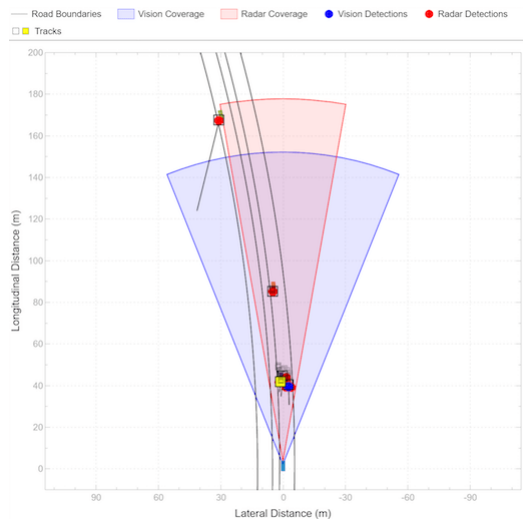
To plot the results of the simulation and depict the surroundings of the ego vehicle, including the tracked objects, use the Bird's-Eye Scope. The Bird's-Eye Scope is a model-level visualization tool that you can open from the Simulink toolstrip. On the **Simulation** tab, under **Review Results**, click **Bird's-Eye Scope**. After opening the scope, click **Find Signals** to set up the signals. The following commands run the simulation to 15 seconds to get a mid-simulation picture and run again all the way to end of the simulation to gather results.

```
sim('ACCTestBenchExample','StopTime','15') %Simulate 15 seconds
sim('ACCTestBenchExample') %Simulate to end of scenario
```

ans =

```
Simulink.SimulationOutput:
  logout: [1x1 Simulink.SimulationData.Dataset]
  tout: [151x1 double]
```

```
SimulationMetadata: [1x1 Simulink.SimulationMetadata]
ErrorMessage: [0x0 char]
```



The Bird's-Eye Scope shows the results of the sensor fusion. It shows how the radar and vision sensors detect the vehicles within their sensors coverage areas. It also shows the tracks maintained by the Multi-Object Tracker block. The yellow track shows the most important object (MIO): the closest track in front of the ego vehicle in its lane. We see that at the beginning of the scenario, the most important object is the fast-moving car ahead of the ego vehicle. When the passing car gets closer to the slow-moving car, it crosses to the left lane, and the sensor fusion system recognizes it to be the MIO. This car is much closer to the ego vehicle and much slower than it. Thus, the ACC must slow the ego vehicle.

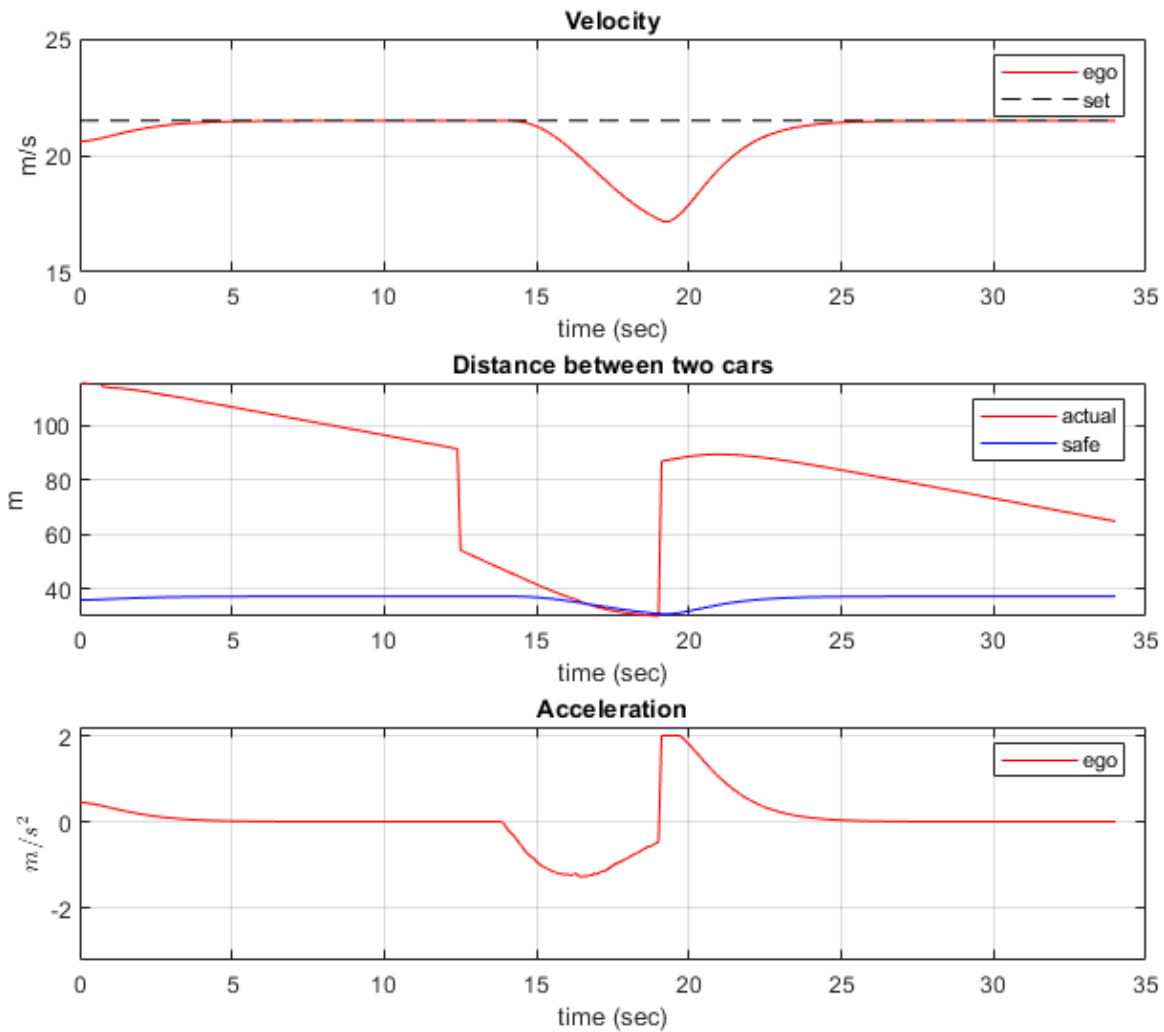
In the following results for the classical ACC system, the:

- Top plot shows the ego vehicle velocity.
- Middle plot shows the relative distance between the ego vehicle and lead car.
- Bottom plot shows the ego vehicle acceleration.

In this example, the raw data from the Tracking and Sensor Fusion system is used for ACC design without post-processing. You can expect to see some 'spikes' (middle plot) due to the uncertainties in the sensor model especially when another car cuts into or leaves the ego vehicle lane.

To view the simulation results, use the following command.

```
helperPlotACCResults(logsout,default_spacing,time_gap)
```



- In the first 11 seconds, the lead car is far ahead of the ego vehicle (middle plot). The ego vehicle accelerates and reaches the velocity set by the driver (top plot).
- Another car becomes the lead car from 11 to 20 seconds when the car cuts into the ego vehicle lane (middle plot). When the distance between the lead car and the ego vehicle is large (11-15 seconds), the ego vehicle still travels at the driver-set velocity. When the distance becomes small (15-20 seconds), the ego vehicle decelerates to maintain a safe distance from the lead car (top plot).
- From 20 to 34 seconds, the car in front moves to another lane, and a new lead car appears (middle plot). Because the distance between the lead car and the ego vehicle is large, the ego vehicle accelerates until it reaches the driver-set velocity at 27 seconds. Then, the ego vehicle continues to travel at the driver-set velocity (top plot).
- The bottom plot demonstrates that the acceleration is within the range  $[-3, 2]$  m/s<sup>2</sup>. The smooth transient behavior indicates that the driver comfort is satisfactory.

In the MPC-based ACC design, the underlying optimization problem is formulated by tracking the driver-set velocity subject to enforcing a safe distance from the lead car. The MPC controller design is described in the Adaptive Cruise Controller section. To run the model with the MPC design, first activate the MPC variant, and then run the following commands. This step requires Model Predictive Control Toolbox software. You can check the existence of this license using the following code. If no code exists, a sample of similar results is depicted.

```
hasMPCLicense = license('checkout','MPC_Toolbox');
if hasMPCLicense
    controller_type = 2;
    sim('ACCTestBenchExample','StopTime','15') %Simulate 15 seconds
    sim('ACCTestBenchExample') %Simulate to end of scenario
else
    load data_mpc
end
```

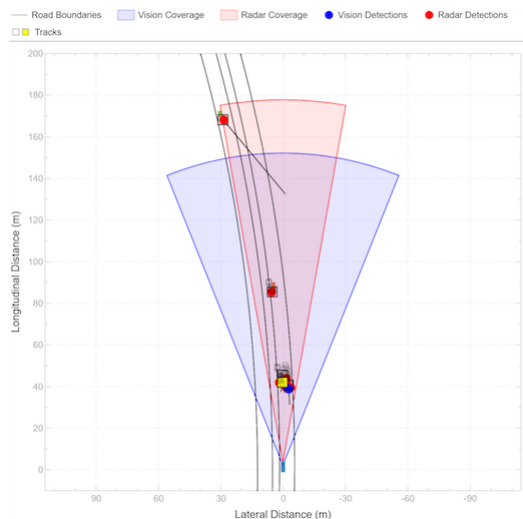
```
-->Converting model to discrete time.
-->Assuming output disturbance added to measured output channel #2 is integrated white noise.
    Assuming no disturbance added to measured output channel #1.
-->The "Model.Noise" property is empty. Assuming white noise on each measured output.
```

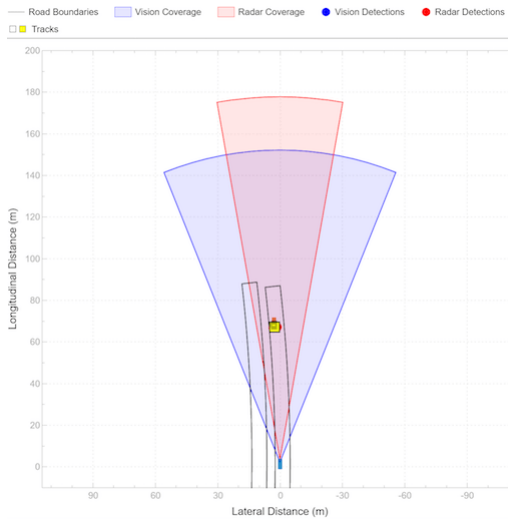
```
ans =
```

```
Simulink.SimulationOutput:
    logstdout: [1x1 Simulink.SimulationData.Dataset]
    tout: [151x1 double]
```

```
SimulationMetadata: [1x1 Simulink.SimulationMetadata]
ErrorMessage: [0x0 char]
```

```
-->Converting model to discrete time.
-->Assuming output disturbance added to measured output channel #2 is integrated white noise.
    Assuming no disturbance added to measured output channel #1.
-->The "Model.Noise" property is empty. Assuming white noise on each measured output.
```

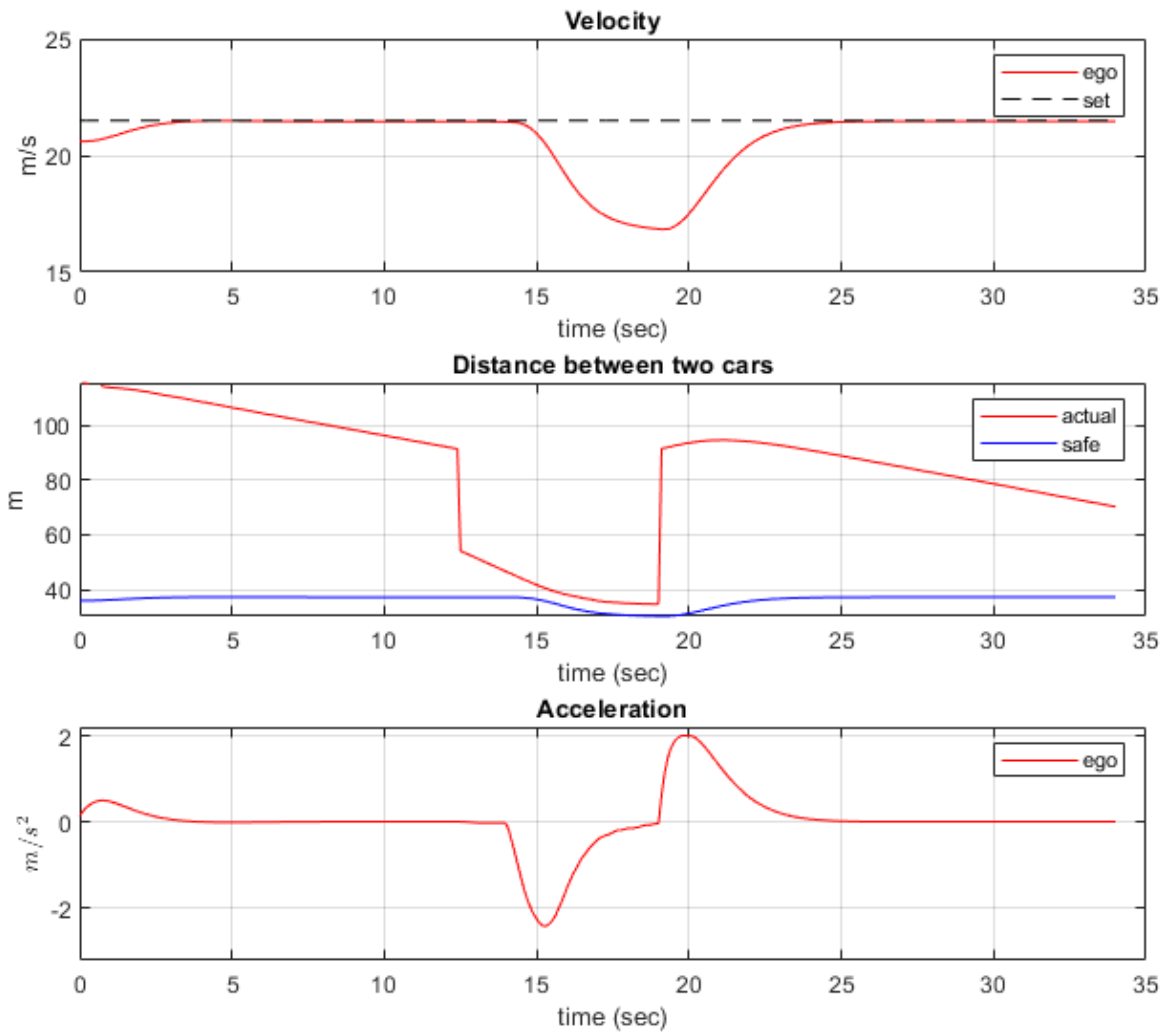




In the simulation results for the MPC-based ACC, similar to the classical ACC design, the objectives of speed and spacing control are achieved. Compared to the classical ACC design, the MPC-based ACC is more aggressive as it uses full throttle or braking for acceleration or deceleration. This behavior is due to the explicit constraint on the relative distance. The aggressive behavior may be preferred when sudden changes on the road occur, such as when the lead car changes to be a slow car. To make the controller less aggressive, open the mask of the Adaptive Cruise Control System block, and reduce the value of the **Controller Behavior** parameter. As previously noted, the spikes in the middle plot are due to the uncertainties in the sensor model.

To view the results of the simulation with the MPC-based ACC, use the following command.

```
helperPlotACCResults(logsout,default_spacing,time_gap)
```



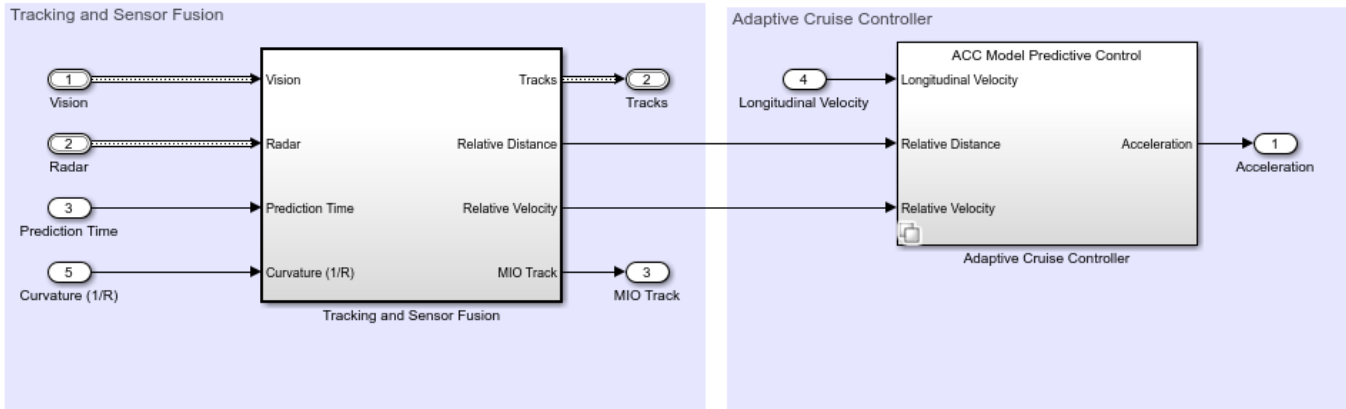
In the following, the functions of each subsystem in the Test Bench Model are described in more detail. The Adaptive Cruise Controller with Sensor Fusion subsystem contains two main components:

- 1 Tracking and Sensor Fusion subsystem
- 2 Adaptive Cruise Controller subsystem

```
open_system('ACCTestBenchExample/ACC with Sensor Fusion')
```



**Adaptive Cruise Controller with Sensor Fusion**



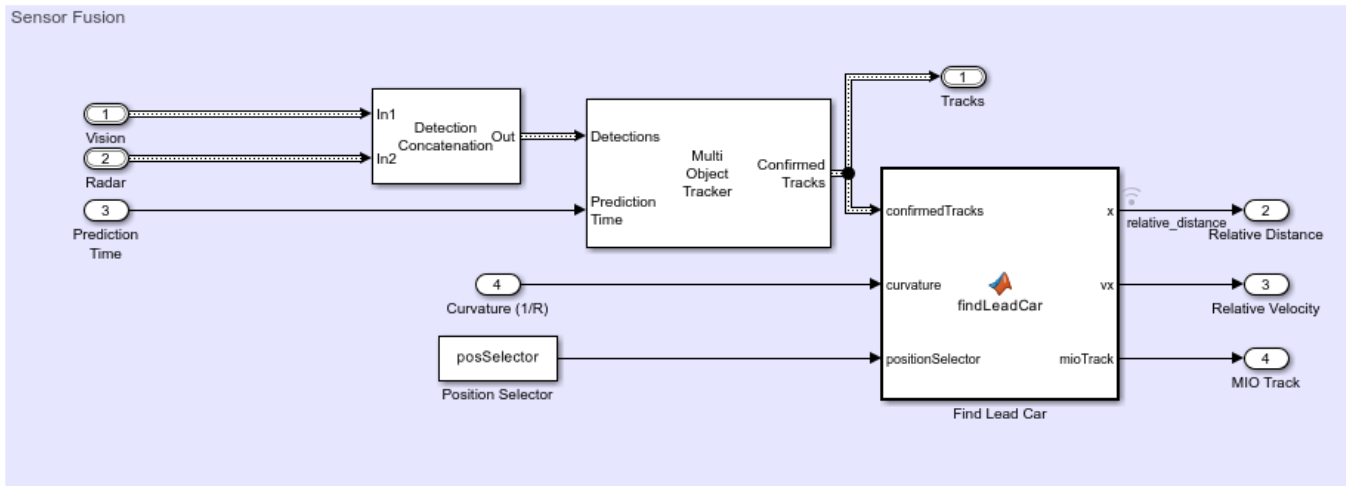
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**Tracking and Sensor Fusion**

The Tracking and Sensor Fusion subsystem processes vision and radar detections coming from the Vehicle and Environment subsystem and generates a comprehensive situation picture of the environment around the ego vehicle. Also, it provides the ACC with an estimate of the closest car in the lane in front of the ego vehicle.

```
open_system('ACCWithSensorFusionMdlRef/Tracking and Sensor Fusion')
```

**Tracking and Sensor Fusion**



The main block of the Tracking and Sensor Fusion subsystem is the Multi-Object Tracker block, whose inputs are the combined list of all the sensor detections and the prediction time. The output from the Multi-Object Tracker block is a list of confirmed tracks.

The Detection Concatenation block concatenates the vision and radar detections. The prediction time is driven by a clock in the Vehicle and Environment subsystem.

The Detection Clustering block clusters multiple radar detections, since the tracker expects at most one detection per object per sensor.

The `findLeadCar` MATLAB function block finds which car is closest to the ego vehicle and ahead of it in same the lane using the list of confirmed tracks and the curvature of the road. This car is referred to as the lead car, and may change when cars move into and out of the lane in front of the ego vehicle. The function provides the position and velocity of the lead car relative to the ego vehicle and an index to the most important object (MIO) track.

### Adaptive Cruise Controller

The adaptive cruise controller has two variants: a classical design (default) and an MPC-based design. For both designs, the following design principles are applied. An ACC equipped vehicle (ego vehicle) uses sensor fusion to estimate the relative distance and relative velocity to the lead car. The ACC makes the ego vehicle travel at a driver-set velocity while maintaining a safe distance from the lead car. The safe distance between lead car and ego vehicle is defined as

$$D_{safe} = D_{default} + T_{gap} \cdot V_x$$

where the default spacing  $D_{default}$ , and time gap  $T_{gap}$  are design parameters and  $V_x$  is the longitudinal velocity of the ego vehicle. The ACC generates the longitudinal acceleration for the ego vehicle based on the following inputs:

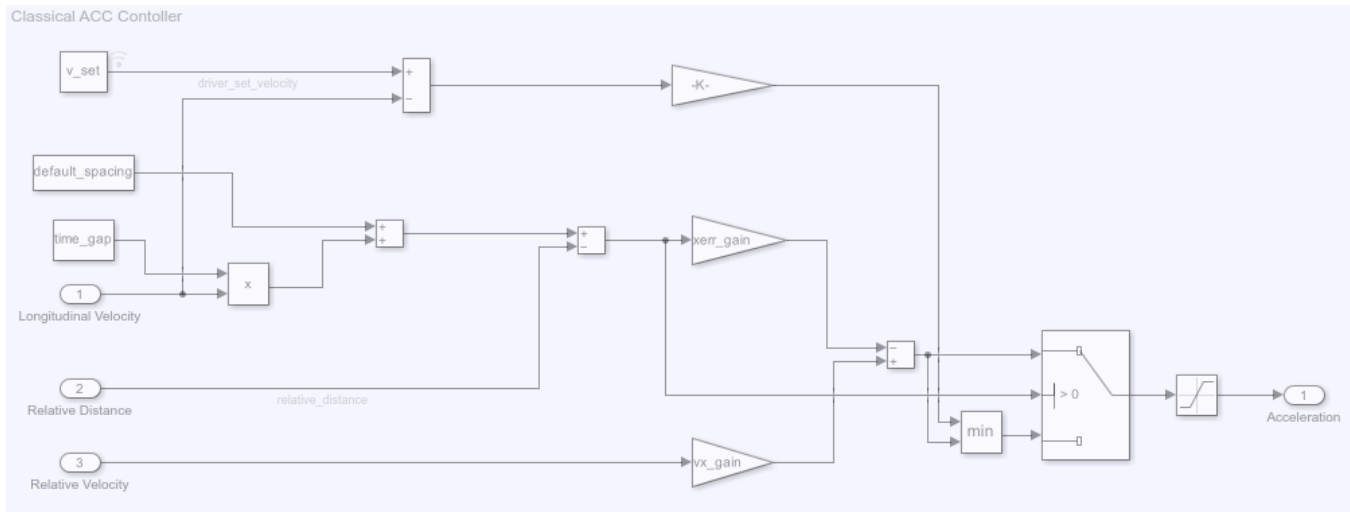
- Longitudinal velocity of ego vehicle
- Relative distance between lead car and ego vehicle (from the Tracking and Sensor Fusion system)
- Relative velocity between lead car and ego vehicle (from the Tracking and Sensor Fusion system)

Considering the physical limitations of the ego vehicle, the longitudinal acceleration is constrained to the range  $[-3,2] \text{ m/s}^2$ .

In the classical ACC design, if the relative distance is less than the safe distance, then the primary goal is to slow down and maintain a safe distance. If the relative distance is greater than the safe distance, then the primary goal is to reach driver-set velocity while maintaining a safe distance. These design principles are achieved through the Min and Switch blocks.

```
open_system('ACCWithSensorFusionMdlRef/Adaptive Cruise Controller/ACC Classical')
```

## Classical Adaptive Cruise Controller



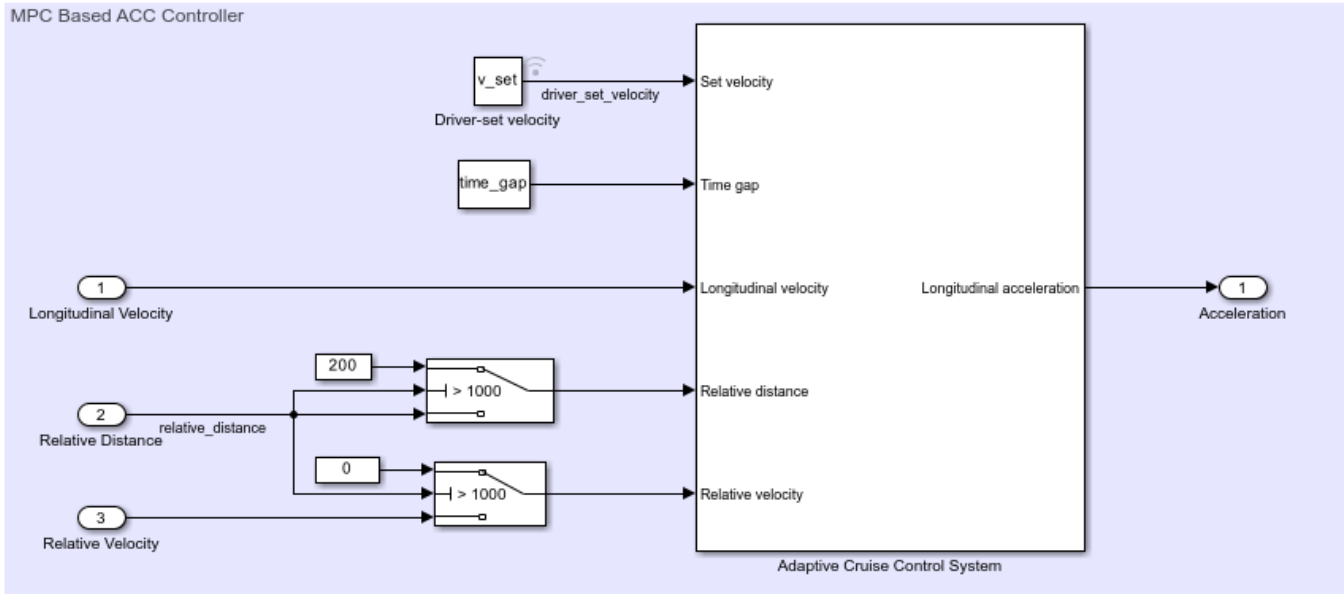
In the MPC-based ACC design, the underlying optimization problem is formulated by tracking the driver-set velocity subject to a constraint. The constraint enforces that relative distance is always greater than the safe distance.

$$\begin{aligned} \underset{u}{\text{minimize}} \quad & |V - V_{set}|^2 \\ \text{subject to} \quad & D_{relative} - D_{safe} \geq 0 \\ & -3 \leq u \leq 2 \end{aligned}$$

To configure the Adaptive Cruise Control System block, use the parameters defined in the `helperACCSetup` file. For example, the linear model for ACC design  $G$ , and  $G$  is obtained from vehicle dynamics. The two Switch blocks implement simple logic to handle large numbers from the sensor (for example, the sensor may return `Inf` when it does not detect an MIO).

```
open_system('ACCWithSensorFusionMdlRef/Adaptive Cruise Controller/ACC Model Predictive Control')
```

## MPC Based Adaptive Cruise Controller



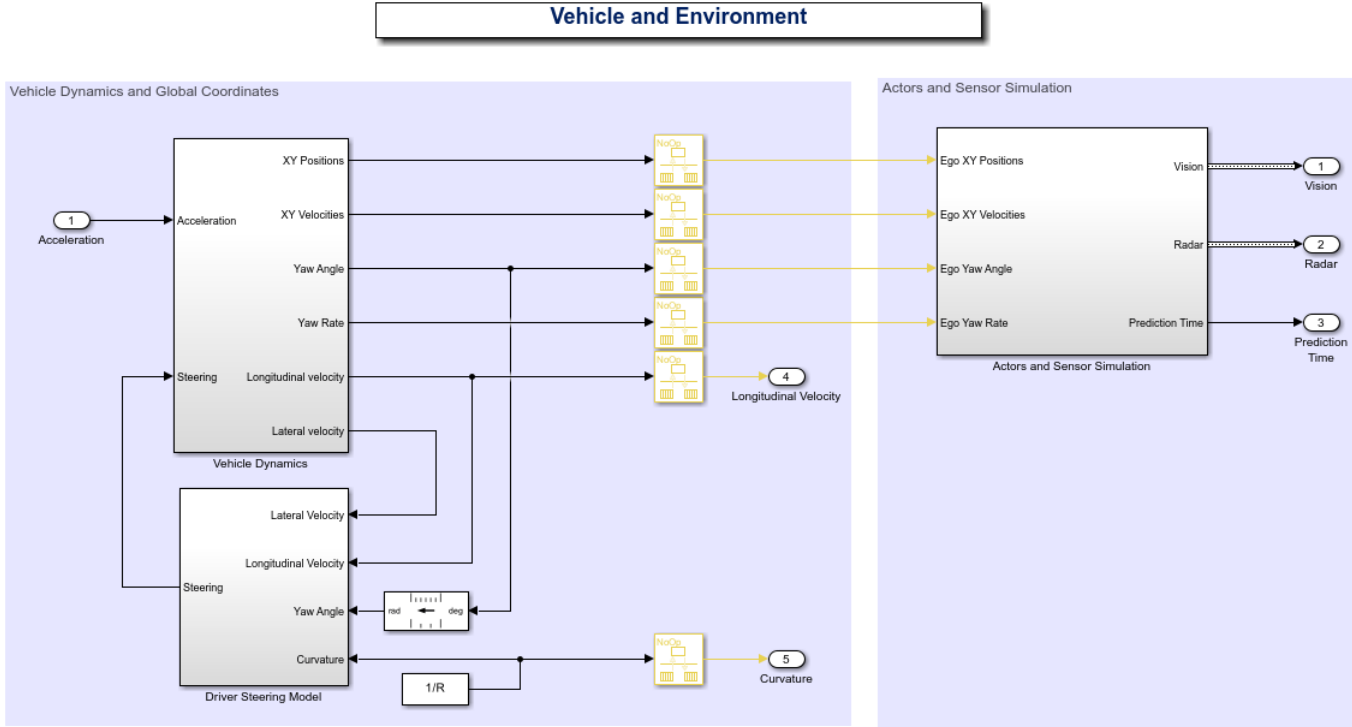
For more information on MPC design for ACC, see “Adaptive Cruise Control System Using Model Predictive Control” (Model Predictive Control Toolbox).

### Vehicle and Environment

The Vehicle and Environment subsystem is composed of two parts:

- 1 Vehicle Dynamics and Global Coordinates
- 2 Actor and Sensor Simulation

```
open_system('ACCTestBenchExample/Vehicle and Environment')
```



The Vehicle Dynamics subsystem models the vehicle dynamics with the Bicycle Model - Force Input block from the Automated Driving Toolbox. The vehicle dynamics, with input  $u$  (longitudinal acceleration) and front steering angle  $\delta$ , are approximated by:

$$\frac{d}{dt} \begin{bmatrix} V_y \\ \psi \\ \dot{\psi} \\ V_x \\ \dot{V}_x \end{bmatrix} = \begin{bmatrix} -\frac{2C_f+2C_r}{mV_x} & 0 & -V_x - \frac{2C_f\ell_f-2C_r\ell_r}{mV_x} & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ -\frac{2C_f\ell_f-2C_r\ell_r}{I_z V_x} & 0 & -\frac{2C_f\ell_f^2+2C_r\ell_r^2}{I_z V_x} & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & -\frac{1}{\tau} \end{bmatrix} \begin{bmatrix} V_y \\ \psi \\ \dot{\psi} \\ V_x \\ \dot{V}_x \end{bmatrix} + \begin{bmatrix} \frac{2C_f}{m} \\ 0 \\ \frac{2C_f\ell_f}{I_z} \\ 0 \\ 0 \end{bmatrix} \delta + \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ \frac{1}{\tau} \end{bmatrix} u + \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

In the state vector,  $V_y$  denotes the lateral velocity,  $V_x$  denotes the longitudinal velocity and  $\psi$  denotes the yaw angle. The vehicle parameters are provided in the `helperACCSetup` file.

The outputs from the vehicle dynamics (such as longitudinal velocity  $V_x$  and lateral velocity  $V_y$ ) are based on body fixed coordinates. To obtain the trajectory traversed by the vehicle, the body fixed coordinates are converted into global coordinates through the following relations:

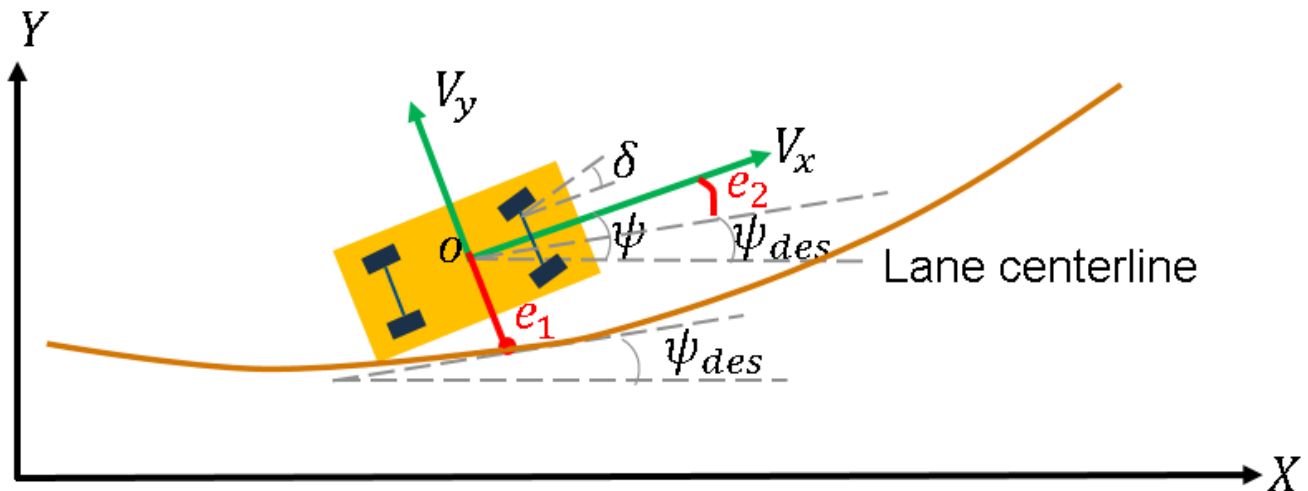
$$\dot{X} = V_x \cos(\psi) - V_y \sin(\psi), \quad \dot{Y} = V_x \sin(\psi) + V_y \cos(\psi)$$

The yaw angle  $\psi$  and yaw angle rate  $\dot{\psi}$  are also converted into the units of degrees.

The goal for the driver steering model is to keep the vehicle in its lane and follow the curved road by controlling the front steering angle  $\delta$ . This goal is achieved by driving the yaw angle error  $e_2$  and lateral displacement error  $e_1$  to zero (see the following figure), where

$$\dot{e}_1 = V_x e_2 + V_y, \quad e_2 = \psi - \psi_{des}$$

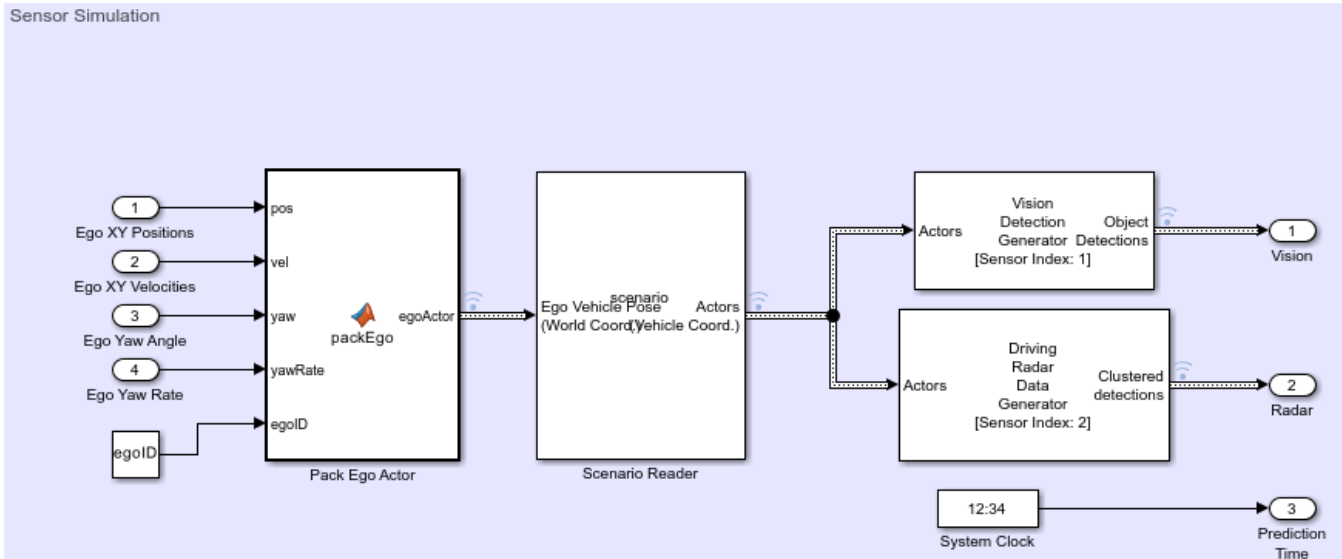
The desired yaw angle rate is given by  $V_x/R$  ( $R$  denotes the radius for the road curvature).



The Actors and Sensor Simulation subsystem generates the synthetic sensor data required for tracking and sensor fusion. Before running this example, the Driving Scenario Designer app was used to create a scenario with a curved road and multiple actors moving on the road. The roads and actors from this scenario were then exported to the MATLAB function `ACCTestBenchScenario.m`. To see how you can define the scenario, see the Scenario Creation section.

```
open_system('ACCTestBenchExample/Vehicle and Environment/Actors and Sensor Simulation')
```

## Actors and Sensor Simulation



The motion of the ego vehicle is controlled by the control system and is not read from the scenario file. Instead, the ego vehicle position, velocity, yaw angle, and yaw rate are received as inputs from the Vehicle Dynamics block and are packed into a single actor pose structure using the `packEgo` MATLAB function block.

The Scenario Reader block reads the actor pose data from the `scenario` variable loaded in the workspace. The model runs `ACCTestBenchScenario.m` to load the scenario into the workspace at the start of simulation. You can also load the scenario by clicking the Run Scenario Script button in the model. The block converts the actor poses from the world coordinates of the scenario into ego vehicle coordinates. The actor poses are streamed on a bus generated by the block. In this example, you use a Vision Detection Generator block and Radar Detection Generator block. Both sensors are long-range and forward-looking, and provide good coverage of the front of the ego vehicle, as needed for ACC. The sensors use the actor poses in ego vehicle coordinates to generate lists of vehicle detections in front of the ego vehicle. Finally, a clock block is used as an example of how the vehicle would have a centralized time source. The time is used by the Multi-Object Tracker block.

### Scenario Creation

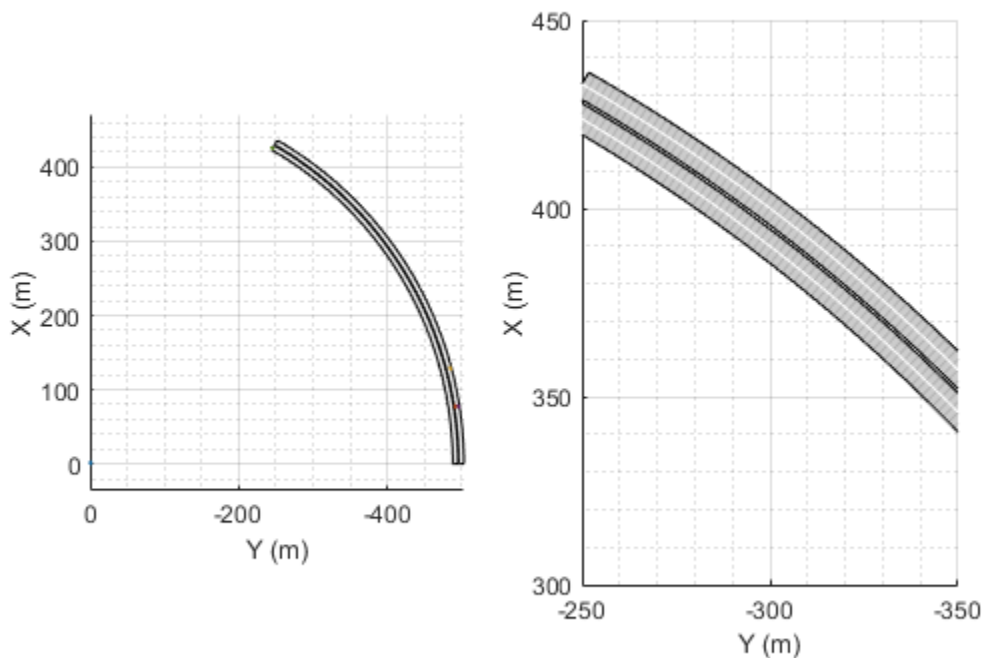
The **Driving Scenario Designer** app allows you to define roads and vehicles moving on the roads. For this example, you define two parallel roads of constant curvature. To define the road, you define the road centers, the road width, and banking angle (if needed). The road centers were chosen by sampling points along a circular arc, spanning a turn of 60 degrees of constant radius of curvature.

You define all the vehicles in the scenario. To define the motion of the vehicles, you define their trajectory by a set of waypoints and speeds. A quick way to define the waypoints is by choosing a subset of the road centers defined earlier, with an offset to the left or right of the road centers to control the lane in which the vehicles travel.

This example shows four vehicles: a fast-moving car in the left lane, a slow-moving car in the right lane, a car approaching on the opposite side of the road, and a car that starts on the right lane, but then moves to the left lane to pass the slow-moving car.

The scenario can be modified using the **Driving Scenario Designer** app and exported and saved to the same scenario file `ACCTestBenchScenario.m`. The Scenario Reader block automatically picks up the changes when simulation is rerun. To build the scenario programmatically, you can use the `helperScenarioAuthoring` function.

```
plotACCScenario
```



### Generating Code for the Control Algorithm

Although the entire model does not support code generation, the `ACCWithSensorFusionMdlRef` model is configured to support generating C code using Embedded Coder software. To check if you have access to Embedded Coder, run:

```
hasEmbeddedCoderLicense = license('checkout', 'RTW_Embedded_Coder')
```

You can generate a C function for the model and explore the code generation report by running:

```
if hasEmbeddedCoderLicense
    rtwbuild('ACCWithSensorFusionMdlRef')
end
```

You can verify that the compiled C code behaves as expected using software-in-the-loop (SIL) simulation. To simulate the `ACCWithSensorFusionMdlRef` referenced model in SIL mode, use:



```
if hasEmbeddedCoderLicense
    set_param('ACCTestBenchExample/ACC with Sensor Fusion',...
        'SimulationMode','Software-in-the-loop (SIL)')
end
```

When you run the `ACCTestBenchExample` model, code is generated, compiled, and executed for the `ACCWithSensorFusionMdlRef` model. This enables you to test the behavior of the compiled code through simulation.

## Conclusions

This example shows how to implement an integrated adaptive cruise controller (ACC) on a curved road with sensor fusion, test it in Simulink using synthetic data generated by the Automated Driving Toolbox, componentize it, and automatically generate code for it.

```
bdclose all
```

## See Also

### Functions

`record` | `roadBoundaries`

### Blocks

`Vision Detection Generator` | `Driving Radar Data Generator` | `Detection Concatenation` | `Multi-Object Tracker` | `Adaptive Cruise Control System`

### Objects

`drivingScenario`

## More About

- “Adaptive Cruise Control System Using Model Predictive Control” (Model Predictive Control Toolbox)
- “Automotive Adaptive Cruise Control Using FMCW Technology” (Radar Toolbox)

## Forward Collision Warning Application with CAN FD and TCP/IP

This example shows how to execute a forward collision warning (FCW) application with sensor and vision data replayed live via CAN FD and TCP/IP protocols. Recorded data from a sensor suite mounted on a test vehicle are replayed live as if they were coming through the network interfaces of the vehicle. Vehicle Network Toolbox™ and Instrument Control Toolbox™ provide these interfaces. This setup is used to test an FCW system developed using features from Automated Driving Toolbox™. For assistance with the design and development of actual FCW algorithms, refer to the example “Forward Collision Warning Using Sensor Fusion” on page 8-219.

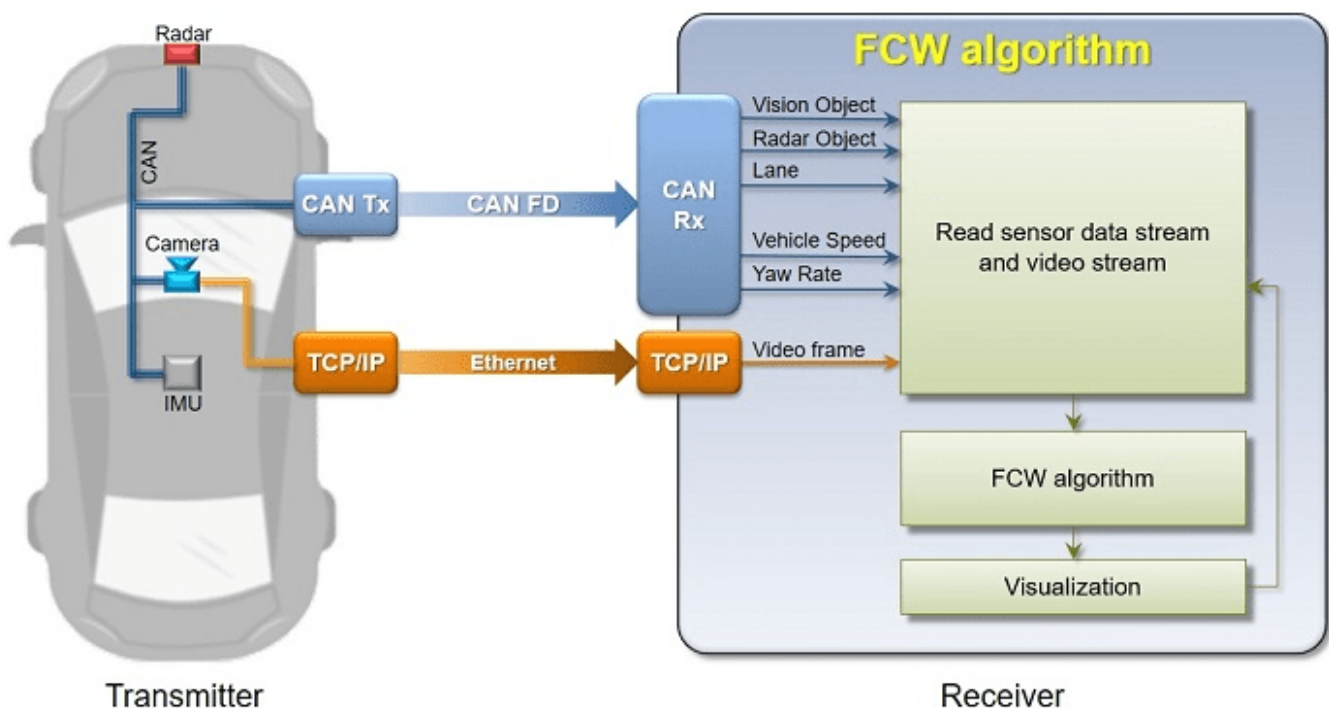
### System Configuration

This example uses virtual CAN FD channels from Vector. These virtual device channels are available with the installation of the Vector Driver Setup package from [www.vector.com](http://www.vector.com).

This example has two primary components:

- 1 Transmitter: Sends the sensor and vision data via CAN FD and TCP/IP. This portion represents a sample vehicle environment. It replays prerecorded data as if it were a live vehicle.
- 2 Receiver: Collects all the data and executes the FCW algorithm and visualizations. This portion represents the application component.

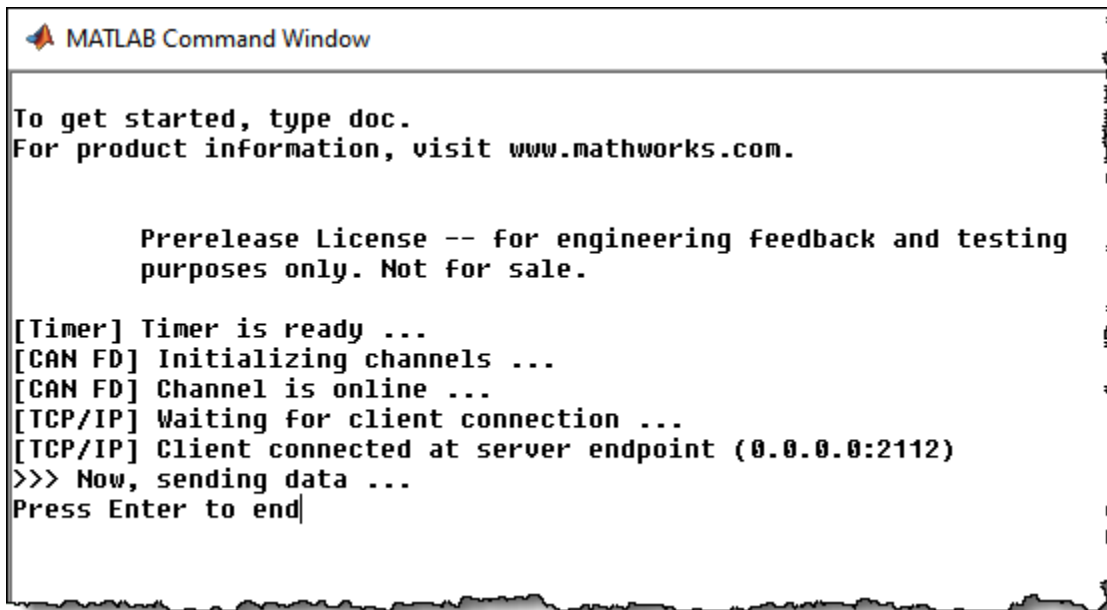
To execute the example, the transmitter and receiver portions run from separate sessions of MATLAB®. This replicates the data source existing outside the MATLAB session serving as the development tool. Furthermore, this example allows you to run the FCW application in multiple execution modes (interpreted and MEX) with different performance characteristics.



## Generate Data

The transmitting application executes via the `helperStartTransmitter` function. It launches a separate MATLAB process to run outside of the current MATLAB session. The transmitter initializes itself and begins sending sensor and vision data automatically. To run the transmitter, use the `system` command.

```
system('matlab -nodesktop -nosplash -r helperStartTransmitter &')
```

A screenshot of a MATLAB Command Window titled "MATLAB Command Window". The window displays the following text:

```
To get started, type doc.  
For product information, visit www.mathworks.com.  
  
Prerelease License -- for engineering feedback and testing  
purposes only. Not for sale.  
  
[Timer] Timer is ready ...  
[CAN FD] Initializing channels ...  
[CAN FD] Channel is online ...  
[TCP/IP] Waiting for client connection ...  
[TCP/IP] Client connected at server endpoint (0.0.0.0:2112)  
>>> Now, sending data ...  
Press Enter to end|
```

## Execute Forward Collision Warning System (Interpreted Mode)

To open the receiving FCW application, execute the `helperStartReceiver` function. You can click **START** to begin data reception, processing, and visualization. You can explore the `helperStartReceiver` function to see how the Vehicle Network Toolbox CAN FD functions, Instrument Control Toolbox TCP/IP functions, and Automated Driving Toolbox capabilities are used in concert with one another.

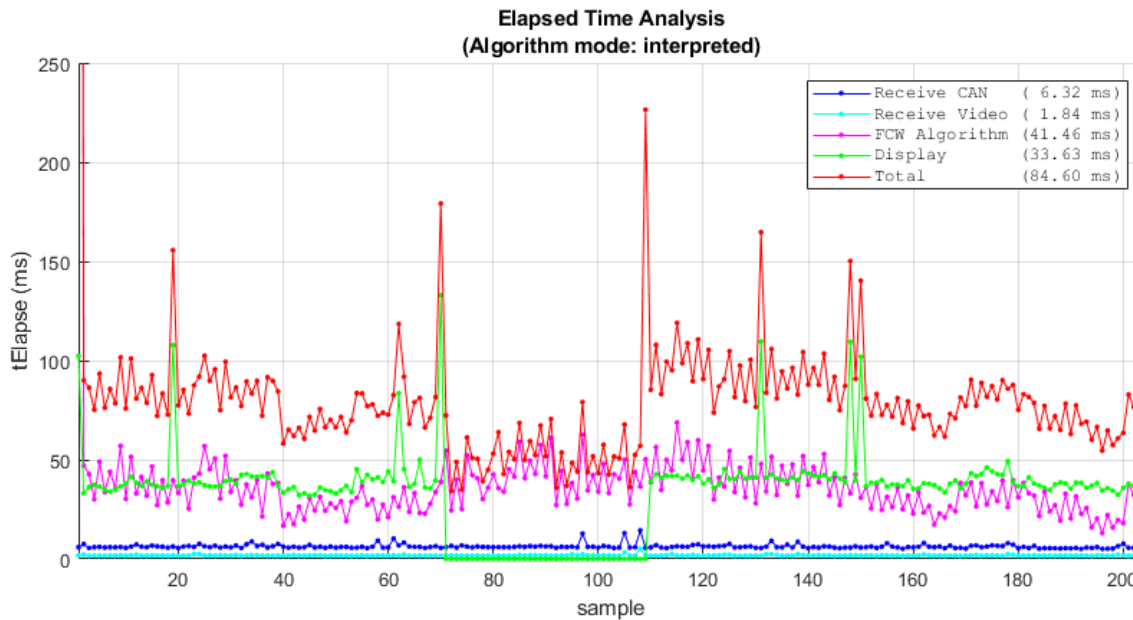
```
helperStartReceiver('interpreted')
```



## Review Results

When ready, stop the transmitter application using the close window button on its command window. Click **STOP** on the receiving FCW application, and then close its window as well.

When the receiving FCW application is stopped, a plot appears detailing performance characteristics of the application. It shows time spent receiving data, processing the FCW algorithm, and performing visualizations. Benchmarking is useful to show parts of the setup that need performance improvement. It is clear that a significant portion of time is spent executing the FCW algorithm. In the next section, explore code generation as a strategy to improve performance.



### Execute Forward Collision Warning System (MEX Mode)

If faster performance is a requirement in your workflow, you can use MATLAB Coder™ to generate and compile MATLAB code as MEX code. To build this example as MEX code, use the `helperGenerateCode` function. The build will compile the FCW application into a MEX function directly callable within MATLAB.

```
helperGenerateCode('mex')
```

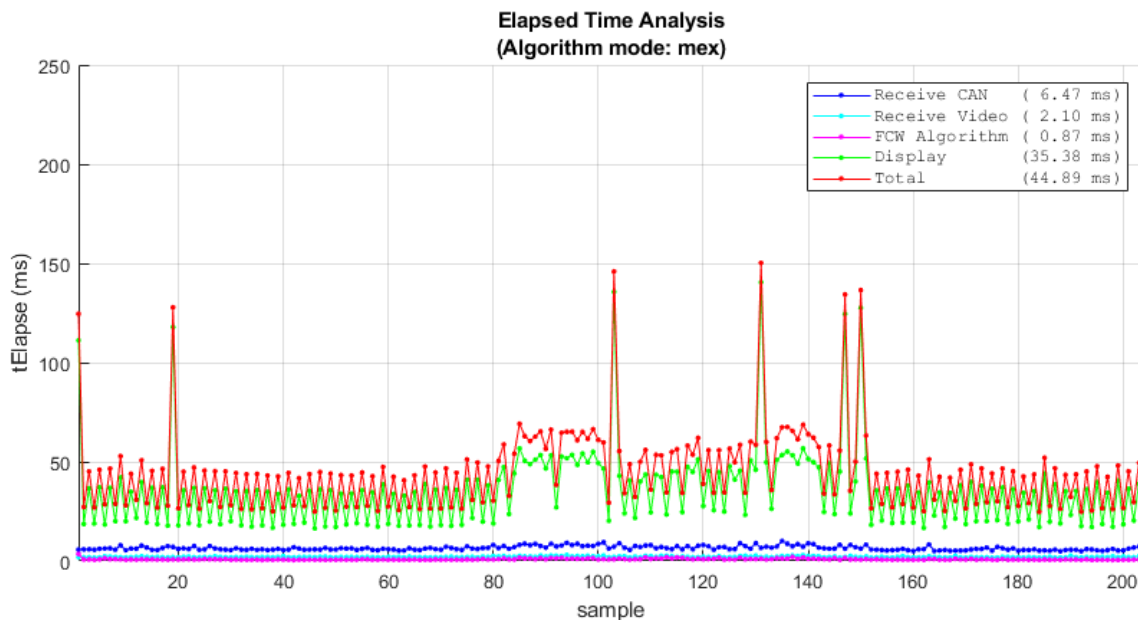
Restart the transmitter application.

```
system('matlab -nodesktop -nosplash -r helperStartTransmitter &')
```

The receiving FCW application can also be restarted. This time with an input argument to use the MEX compiled code built in the prior step.

```
helperStartReceiver('mex')
```

When ready, stop and close the transmitter and receiving FCW application. Comparing the time plot for MEX execution to the interpreted mode plot, you can see the performance improvement for the FCW algorithm.



### Use Physical Hardware and Multiple Computers

The example uses a single computer to simulate the entire system with virtual connectivity. As such, its performance is meant as an approximation. You can also execute this example using two computers (one as transmitter, one as receiver). This would represent more of a real live data scenario. To achieve this, you can make simple modifications to the example code.

Changing the CAN FD communication from virtual to physical devices requires editing the transmission and reception code to invoke `canChannel` (Vehicle Network Toolbox) using a hardware device instead of the virtual channels. You may also need to modify the call to `configBusSpeed` (Vehicle Network Toolbox) depending on the capabilities of the hardware. These calls are found in the `helperStartReceiver` and `dataTransmitter` functions of the example.

Changing TCP/IP communication for multiple computers requires adjusting the TCP/IP address of the transmitter from local host (127.0.0.1) to a static value (192.168.1.2 recommended). This address is set first on the host transmitting computer. After, modify the `tcpipAddr` variable in the `helperStartReceiver` function to match.

Once configured and connected physically, you can run the transmitter application on one computer and the FCW application on the other.

### See Also

#### Functions

`tcpip` | `canDatabase` | `canChannel` | `configBusSpeed`

#### Objects

`birdsEyePlot` | `multiObjectTracker`

### More About

- “Forward Collision Warning Using Sensor Fusion” on page 8-219

- “Code Generation for Tracking and Sensor Fusion” on page 8-212

## Multiple Object Tracking Tutorial

This example shows how to perform automatic detection and motion-based tracking of moving objects in a video using the `multiObjectTracker` System object™.

Moving object detection and motion-based tracking are important components of automated driver assistance systems such as adaptive cruise control, automatic emergency braking, and autonomous driving. You can divide motion-based object tracking into two parts:

- 1 Detecting moving objects in each frame.
- 2 Tracking the moving objects from frame to frame.

Use a pretrained aggregate channel features (ACF) vehicle detector to detect the moving objects.

Then, use the `multiObjectTracker` object to track the moving objects from frame to frame. The `multiObjectTracker` object is responsible for:

- 1 Assigning detections to tracks.
- 2 Initializing new tracks based on unassigned detections.
- 3 Confirming tracks if they have more than  $M$  assigned detections in  $N$  frames.
- 4 Updating existing tracks based on assigned detections.
- 5 Coasting (predicting) existing unassigned tracks.
- 6 Deleting tracks if they have remained unassigned (coasted) for too long.

In this example, you track vehicles in the frame of the camera, measuring vehicle positions in pixels and time in frame counts. You estimate the motion of each track using a Kalman filter. The filter predicts the pixel location of the track in each frame, and determines the likelihood of each detection being assigned to each track. To initialize the filter that you design, use the `FilterInitializationFcn` property of the `multiObjectTracker`.

For more information, see “Multiple Object Tracking”.

### Set Up Vehicle Detector and Video Objects

Create an ACF vehicle detector, pretrained with unoccluded images from the front and rear sides of vehicles.

```
detector = vehicleDetectorACF("front-rear-view");
```

Create objects to read and display the video frames.

```
vReader = VideoReader("05_highway_lanechange_25s.mp4");
trackPlayer = vision.VideoPlayer(Position=[700 400 700 400]);
```

### Create Multi-Object Tracker

Create a `multiObjectTracker`, specifying these properties:

- 1 `FilterInitializationFcn` — Function that specifies the motion model and measurement model for the Kalman filter. In this example, because you expect the vehicles to have a constant velocity, specify the `helperInitDemoFilter` function, which configures a linear Kalman filter to track the vehicle motion. For more information, see Supporting Functions on page 8-259 section.



- 2 **AssignmentThreshold** — Maximum accurate normalized distance from a track at which the tracker can assign a detection to that track. If there are detections that are not assigned to tracks, but should be, increase this value. If there are detections that get assigned to tracks that are too far, decrease this value. For this example, specify a threshold of 30.
- 3 **DeletionThreshold** — Number of updates for which the tracker maintains a track without a detection before deletion. In this example, specify a value of 15 frames. Because the video has 20 frames per second, the tracker deletes tracks that go 0.75 seconds without an assigned detection.
- 4 **ConfirmationThreshold** — Number of detections a track must receive and the number of updates in which it must receive them for confirmation. The tracker initializes a track with every unassigned detection. Because some of these detections might be false, so initially, all tracks are 'Tentative'. To confirm a track, it has to be detected at least  $M$  out of  $N$  frames. The choice of  $M$  and  $N$  depends on the visibility of the objects. This example assumes a visibility of 3 out of 5 frames.

```
tracker = multiObjectTracker(...
FilterInitializationFcn=@helperInitDemoFilter, ...
AssignmentThreshold=30, ...
DeletionThreshold=15, ...
ConfirmationThreshold=[3 5] ...
);
```

### Detect and Track Objects

Use a loop to run the video clip, detect moving objects in the video, and track them across video frames using these steps in each iteration:

- 1 Obtain the bounding boxes for all vehicles in the frame using the pretrained ACF vehicle detector.
- 2 Discard bounding boxes with a lower than 5% confidence score, and calculate centroids for the rest.
- 3 Create a cell array of `objectDetection` objects, using the centroids of the detected bounding boxes as the measurements and the current `frameCount` as the time input.
- 4 Obtain the confirmed tracks, based on the new detections, by using the `tracker` function.
- 5 Display the tracking results for each frame.

When creating the `objectDetection` cell array, specify these properties for each `objectDetection` object.:

- **MeasurementNoise** — The object detection measurements are noisy. To model that, this example defines a measurement noise covariance of 100. This means that the variance in measurements is 10 pixels in both the  $x$ - and  $y$ - directions.
- **ObjectClassID** — Object class identifier, specified in this example as 1. The tracker treats all subsequent detections with this ID as known objects. If a detection with this ID cannot be assigned to an existing track, then the tracker immediately confirms a new track from it.
- **ObjectAttributes** — The detected bounding boxes that get passed to the track display are added to this argument.

```
% Measurement noise for vehicle detections
measurementNoise = 100;
```

```
frameCount = 1;
```

```
while hasFrame(vReader)
    % Read new frame and resize it to the YOLO v2 detector input size
    frame = readFrame(vReader);

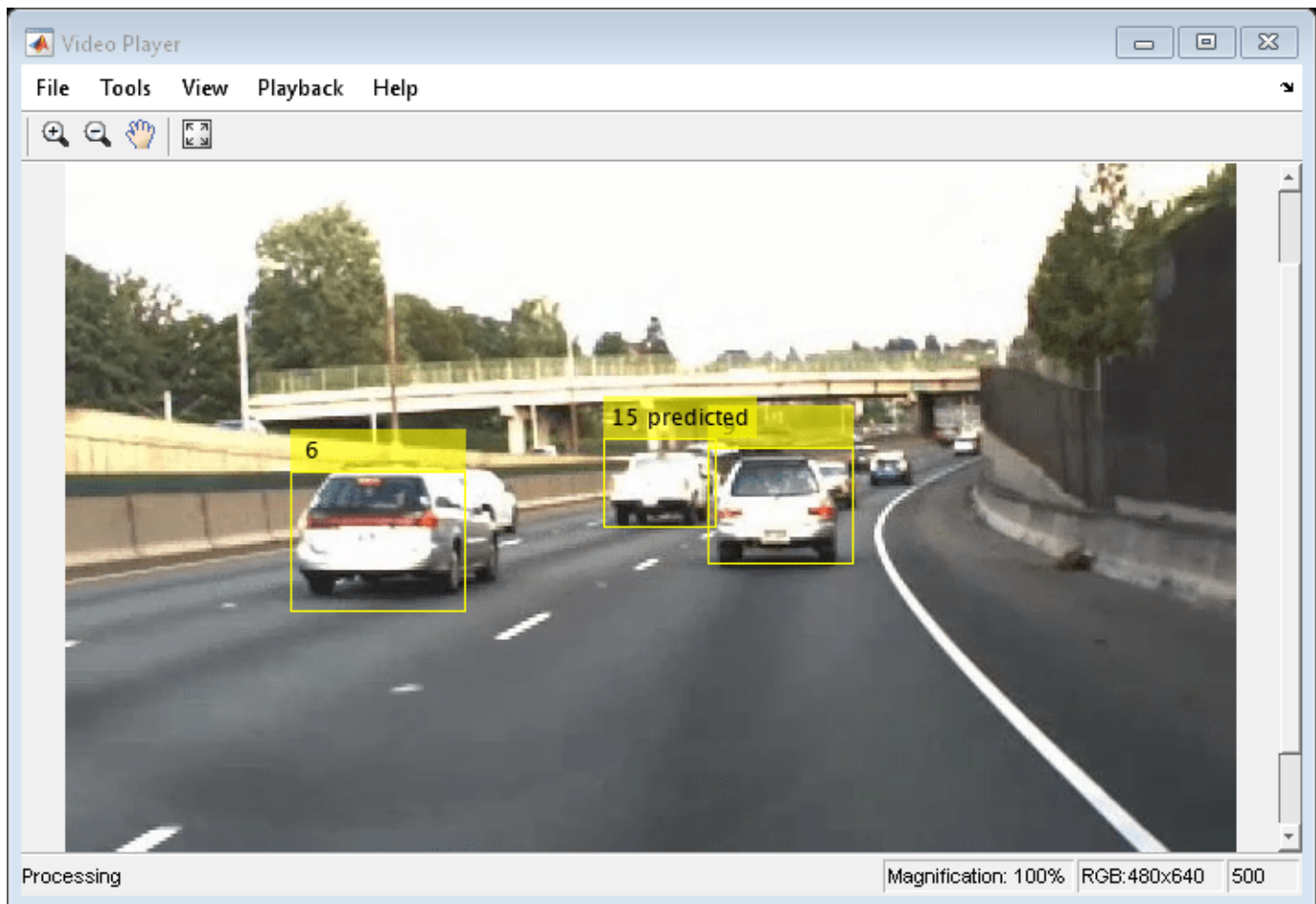
    % Detect vehicles in the frame and retain bounding boxes with greater than 5% confidence score
    [bboxes,scores] = detect(detector,frame);
    bboxes = bboxes(scores>5,:);

    % Calculate the centroids of the bounding boxes
    centroids = [bboxes(:,1)+floor(bboxes(:,3)/2) bboxes(:,2)+floor(bboxes(:,4)/2)];

    % Formulate the detections as a list of objectDetection objects
    numDetections = size(centroids,1);
    detections = cell(numDetections,1);
    for i = 1:numDetections
        detections{i} = objectDetection(frameCount,centroids(i,:)', ...
            MeasurementNoise=measurementNoise, ...
            ObjectAttributes=struct(BoundingBox=bboxes(i,:),ObjectClassID=1));
    end

    % Update tracks based on detections
    confirmedTracks = tracker(detections,frameCount);

    % Display tracking results and increase frame count by 1
    displayTrackingResults(trackPlayer,confirmedTracks,frame);
    frameCount = frameCount + 1;
end
```



## Conclusion and Next Steps

In this example, you created a motion-based system for detecting and tracking multiple moving objects. Try using a different video to see if you can detect and track objects. Try modifying the parameters of the `multiObjectTracker`.

The tracking in this example was based solely on motion, with the assumption that all objects move in a straight line with constant speed. When the motion of an object significantly deviates from this model, the example can produce tracking errors. Notice the mistake in tracking partially occluded vehicles when the ego vehicle changes lanes.

You can reduce the likelihood of tracking errors by using a more complex motion model, such as constant acceleration or constant turn. You can also try defining a different tracking filter, such as `trackingEKF` or `trackingUKF`.

## Supporting Functions

### Define a Kalman Filter

When defining a tracking filter for the motion in this example, `helperInitDemoFilter` follows these steps:

#### Step 1: Define the motion model and state

In this example, use a constant velocity model in a 2-D rectangular frame.

- 1 The state is  $[x; vx; y; vy]$ .
- 2 The state transition model matrix is  $A = [1 \ dt \ 0 \ 0; \ 0 \ 1 \ 0 \ 0; \ 0 \ 0 \ 1 \ dt; \ 0 \ 0 \ 0 \ 1]$ .
- 3 Assume that  $dt = 1$ .

### Step 2: Define the process noise

The process noise represents the parts of the process that are not taken into account in the model. For example, in a constant velocity model, the acceleration is neglected.

### Step 3: Define the measurement model

In this example, only the position ( $[x; y]$ ) is measured. So, the measurement model is  $H = [1 \ 0 \ 0; \ 0 \ 0 \ 1 \ 0]$ .

Note: To preconfigure these parameters, define the 'MotionModel' property as '2D Constant Velocity'.

### Step 4: Initialize the state vector based on the sensor measurement

In this example, because the measurement is  $[x; y]$  and the state is  $[x; vx; y; vy]$ , initializing the state vector is straightforward. Because there is no measurement of the velocity, initialize the  $vx$  and  $vy$  components to 0.

### Step 5: Define an initial state covariance

In this example, only positions are measured directly. Hence define the initial state covariance for position components to be same as the corresponding measurement noise values. Because there are no direct measurements for velocity, define the covariance for velocity components to have a larger value.

### Step 6: Create the correct filter

In this example, all the models are linear, so use `trackingKF` as the tracking filter.

```
function filter = helperInitDemoFilter(detection)
    % Initialize a Kalman filter for this example.

    % Define the initial state.
    state = [detection.Measurement(1); 0; detection.Measurement(2); 0];

    % Define the initial state covariance.
    stateCov = diag([detection.MeasurementNoise(1,1) ...
                    detection.MeasurementNoise(1,1)*100 ...
                    detection.MeasurementNoise(2,2) ...
                    detection.MeasurementNoise(2,2)*100]);

    % Create the tracking filter.
    filter = trackingKF('MotionModel','2D Constant Velocity', ...
        'State',state, ...
        'StateCovariance',stateCov, ...
        'MeasurementNoise',detection.MeasurementNoise);
end
```

## Display Tracking Results

The `displayTrackingResults` function draws a bounding box and label ID for each track on the video frame. It then displays the frame in the video player.

```
function displayTrackingResults(videoPlayer,confirmedTracks,frame)
    if ~isempty(confirmedTracks)
        % Display the objects. If an object has not been detected
        % in this frame, display its predicted bounding box.
        numRelTr = numel(confirmedTracks);
        boxes = zeros(numRelTr,4);
        ids = zeros(numRelTr,1, 'int32');
        predictedTrackInds = zeros(numRelTr,1);
        for tr = 1:numRelTr
            % Get bounding boxes.
            boxes(tr,:) = confirmedTracks(tr).ObjectAttributes.BoundingBox;

            % Get IDs.
            ids(tr) = confirmedTracks(tr).TrackID;

            if confirmedTracks(tr).IsCoasted
                predictedTrackInds(tr) = tr;
            end
        end
        end

        predictedTrackInds = predictedTrackInds(predictedTrackInds > 0);

        % Create labels for objects that display the predicted rather
        % than the actual location.
        labels = cellstr(int2str(ids));

        isPredicted = cell(size(labels));
        isPredicted(predictedTrackInds) = {' predicted'};
        labels = strcat(labels,isPredicted);

        % Draw the objects on the frame.
        frame = insertObjectAnnotation(frame,"rectangle",boxes,labels);
    end

    % Display the mask and the frame.
    videoPlayer.step(frame);
end
```

## See Also

### Objects

[trackingKF](#) | [trackingEKF](#) | [trackingUKF](#) | [objectDetection](#) | [vision.VideoPlayer](#) | [VideoReader](#) | [multiObjectTracker](#)

## More About

- “Track Multiple Vehicles Using a Camera” on page 8-262
- “Multiple Object Tracking”
- “Motion-Based Multiple Object Tracking”

## Track Multiple Vehicles Using a Camera

This example shows how to detect and track multiple vehicles with a monocular camera mounted in a vehicle.

### Overview

Automated Driving Toolbox™ provides pretrained vehicle detectors and a multi-object tracker to facilitate tracking vehicles around the ego vehicle. The vehicle detectors are based on ACF features and Faster R-CNN, a deep-learning-based object detection technique. The detectors can be easily interchanged to see their effect on vehicle tracking.

The tracking workflow consists of the following steps:

- 1 Define camera intrinsics and camera mounting position.
- 2 Load and configure a pretrained vehicle detector.
- 3 Set up a multi-object tracker.
- 4 Run the detector for each video frame.
- 5 Update the tracker with detection results.
- 6 Display the tracking results in a video.

### Configure Vehicle Detector and Multi-Object Tracker

In this example, you use a pretrained ACF vehicle detector and configure this detector to incorporate camera information. By default, the detector scans the entire image at multiple scales. By knowing the camera parameters, you can configure the detector to detect vehicles on the ground plane only at reasonable scales.

```
% Load the monoCamera object that contains the camera information.
d = load('FCWDemoMonoCameraSensor.mat', 'sensor');

% Load a pretrained ACF vehicle detector. The ACF detector uses "Aggregate
% Channel Features", which is fast to compute in practice. The 'full-view'
% model is trained on images of the front, rear, left, and right side of
% vehicles.
detector = vehicleDetectorACF('full-view');
```

To try the Faster R-CNN vehicle detector, use `vehicleDetectorFasterRCNN` instead. This detector requires a Deep Learning Toolbox™ license.

Configure the detector using the sensor information. The detector only tries to find vehicles at image regions above the ground plane. This can reduce computation and prevent spurious detections.

```
% The width of common vehicles is between 1.5 to 2.5 meters. Only a
% bounding box of width within this range is considered as a detection
% candidate in image.
vehicleWidth = [1.5, 2.5];

% Configure the detector using the monoCamera sensor and desired width.
detector = configureDetectorMonoCamera(detector, d.sensor, vehicleWidth);

% Initialize an multi-object tracker including setting the filter,
% the detection-to-track assignment threshold, the coasting and
```

```
% confirmation parameters. You can find the |setupTracker| function at the
% end of this example.
```

```
[tracker, positionSelector] = setupTracker();
```

### Track Vehicles in a Video

At each time step, run the detector, update the tracker with detection results, and display the tracking results in a video.

```
% Set up Video Reader and Player.
```

```
videoFile = '05_highway_lanechange_25s.mp4';
```

```
videoReader = VideoReader(videoFile);
```

```
videoPlayer = vision.DeployableVideoPlayer();
```

```
currentStep = 0;
```

```
snapshot = [];
```

```
snapTimeStamp = 120;
```

```
cont = hasFrame(videoReader);
```

```
while cont
```

```
    % Update frame counters.
```

```
    currentStep = currentStep + 1;
```

```
    % Read the next frame.
```

```
    frame = readFrame(videoReader);
```

```
    % Run the detector and package the returned results into an object
```

```
    % required by multiObjectTracker. You can find the |detectObjects|
```

```
    % function at the end of this example.
```

```
    detections = detectObjects(detector, frame, currentStep);
```

```
    % Using the list of objectDetections, return the tracks, updated for
```

```
    % 'currentStep' time.
```

```
    confirmedTracks = updateTracks(tracker, detections, currentStep);
```

```
    % Remove the tracks for vehicles that are far away.
```

```
    confirmedTracks = removeNoisyTracks(confirmedTracks, positionSelector, d.sensor.Intrinsics.Ir
```

```
    % Insert tracking annotations.
```

```
    frameWithAnnotations = insertTrackBoxes(frame, confirmedTracks, positionSelector, d.sensor);
```

```
    % Display the annotated frame.
```

```
    videoPlayer(frameWithAnnotations);
```

```
    % Take snapshot for publishing at snapTimeStamp seconds.
```

```
    if currentStep == snapTimeStamp
```

```
        snapshot = frameWithAnnotations;
```

```
    end
```

```
    % Exit the loop if the video player figure is closed by user.
```

```
    cont = hasFrame(videoReader) && isOpen(videoPlayer);
```

```
end
```

Show the tracked vehicles and display the distance to the ego vehicle.

```
if ~isempty(snapshot)
```

```
    figure
```

```
    imshow(snapshot)
```

```
end
```



The tracking workflow presented here can be easily integrated into the “Visual Perception Using Monocular Camera” on page 8-108 example, where the vehicle detection step can be enhanced with the tracker. To learn about additional tracking capabilities in Automated Driving Toolbox, see `monoCamera` and `multiObjectTracker`.

### Supporting Functions

`setupTracker` function creates a `multiObjectTracker` to track multiple objects with Kalman filters. When creating a `multiObjectTracker` consider the following:

- `FilterInitializationFcn`: The likely motion and measurement models. In this case, the objects are expected to have a constant velocity motion. See the 'Define a Kalman filter' section.
- `AssignmentThreshold`: How far detections can fall from tracks. The default value for this parameter is 30. If there are detections that are not assigned to tracks, but should be, increase this value. If there are detections that get assigned to tracks that are too far, decrease this value. This example uses 50.
- `DeletionThreshold`: How many times can the track be not assigned a detection (missed) in the last Q steps before its deletion. Coasting is a term used for updating the track without an assigned detection (predicting). The default value for this parameter is 5 misses out of 5 last updates.
- `ConfirmationThreshold`: The parameters for confirming a track. A new track is initialized with every unassigned detection. Some of these detections might be false, so all the tracks are



initialized as Tentative. To confirm a track, it has to be detected at least  $M$  times in  $N$  tracker updates. The choice of  $M$  and  $N$  depends on the visibility of the objects. This example uses the default of 3 detections out of 5 updates.

The outputs of `setupTracker` are:

- `tracker` - The `multiObjectTracker` that is configured for this case.
- `positionSelector` - A matrix that specifies which elements of the State vector are the position:  
 $\text{position} = \text{positionSelector} * \text{State}$

```
function [tracker, positionSelector] = setupTracker()
    % Create the tracker object.
    tracker = multiObjectTracker('FilterInitializationFcn', @initBboxFilter, ...
        'AssignmentThreshold', 50, ...
        'DeletionThreshold', 5, ...
        'ConfirmationThreshold', [3 5]);

    % The State vector is: [x; vx; y; vy; w; vw; h; vh]
    % [x;y;w;h] = positionSelector * State
    positionSelector = [1 0 0 0 0 0 0 0; ...
        0 0 1 0 0 0 0 0; ...
        0 0 0 0 1 0 0 0; ...
        0 0 0 0 0 0 1 0];
end
```

**initBboxFilter** function defines a Kalman filter to filter bounding box measurement.

```
function filter = initBboxFilter(Detection)
% Step 1: Define the motion model and state.
% Use a constant velocity model for a bounding box on the image.
% The state is [x; vx; y; vy; w; vw; h; hv]
% The state transition matrix is:
%     [1 dt 0 0 0 0 0 0;
%       0 1 0 0 0 0 0 0;
%       0 0 1 dt 0 0 0 0;
%       0 0 0 1 0 0 0 0;
%       0 0 0 0 1 dt 0 0;
%       0 0 0 0 0 1 0 0;
%       0 0 0 0 0 0 1 dt;
%       0 0 0 0 0 0 0 1]
% Assume dt = 1. This example does not consider time-variant transition
% model for linear Kalman filter.
dt = 1;
cvel = [1 dt; 0 1];
A = blkdiag(cvel, cvel, cvel, cvel);

% Step 2: Define the process noise.
% The process noise represents the parts of the process that the model
% does not take into account. For example, in a constant velocity model,
% the acceleration is neglected.
G1d = [dt^2/2; dt];
Q1d = G1d*G1d';
Q = blkdiag(Q1d, Q1d, Q1d, Q1d);

% Step 3: Define the measurement model.
% Only the position ([x;y;w;h]) is measured.
% The measurement model is
```

```

H = [1 0 0 0 0 0 0 0; ...
     0 0 1 0 0 0 0 0; ...
     0 0 0 0 1 0 0 0; ...
     0 0 0 0 0 0 1 0];

% Step 4: Map the sensor measurements to an initial state vector.
% Because there is no measurement of the velocity, the v components are
% initialized to 0:
state = [Detection.Measurement(1); ...
        0; ...
        Detection.Measurement(2); ...
        0; ...
        Detection.Measurement(3); ...
        0; ...
        Detection.Measurement(4); ...
        0];

% Step 5: Map the sensor measurement noise to a state covariance.
% For the parts of the state that the sensor measured directly, use the
% corresponding measurement noise components. For the parts that the
% sensor does not measure, assume a large initial state covariance. That way,
% future detections can be assigned to the track.
L = 100; % Large value
stateCov = diag([Detection.MeasurementNoise(1,1), ...
                L, ...
                Detection.MeasurementNoise(2,2), ...
                L, ...
                Detection.MeasurementNoise(3,3), ...
                L, ...
                Detection.MeasurementNoise(4,4), ...
                L]);

% Step 6: Create the correct filter.
% In this example, all the models are linear, so use trackingKF as the
% tracking filter.
filter = trackingKF(...
    'StateTransitionModel', A, ...
    'MeasurementModel', H, ...
    'State', state, ...
    'StateCovariance', stateCov, ...
    'MeasurementNoise', Detection.MeasurementNoise, ...
    'ProcessNoise', Q);
end

```

**detectObjects** function detects vehicles in an image.

```

function detections = detectObjects(detector, frame, frameCount)
% Run the detector and return a list of bounding boxes: [x, y, w, h]
bboxes = detect(detector, frame);

% Define the measurement noise.
L = 100;
measurementNoise = [L 0 0 0; ...
                   0 L 0 0; ...
                   0 0 L/2 0; ...
                   0 0 0 L/2];

% Formulate the detections as a list of objectDetection reports.

```

```

numDetections = size(bboxes, 1);
detections = cell(numDetections, 1);
for i = 1:numDetections
    detections{i} = objectDetection(frameCount, bboxes(i, :), ...
        'MeasurementNoise', measurementNoise);
end
end

```

**removeNoisyTracks** function removes noisy tracks. A track is considered to be noisy if its predicted bounding box is too small. Typically, this implies the vehicle is far away.

```

function tracks = removeNoisyTracks(tracks, positionSelector, imageSize)

    if isempty(tracks)
        return
    end

    % Extract the positions from all the tracks.
    positions = getTrackPositions(tracks, positionSelector);
    % The track is 'invalid' if the predicted position is about to move out
    % of the image, or if the bounding box is too small.
    invalid = ( positions(:, 1) < 1 | ...
        positions(:, 1) + positions(:, 3) > imageSize(2) | ...
        positions(:, 3) <= 20 | ...
        positions(:, 4) <= 20 );
    tracks(invalid) = [];
end

```

**insertTrackBoxes** inserts bounding boxes in an image and displays the track's position in front of the car, in world units.

```

function I = insertTrackBoxes(I, tracks, positionSelector, sensor)

    if isempty(tracks)
        return
    end

    % Allocate memory.
    labels = cell(numel(tracks), 1);
    % Retrieve positions of bounding boxes.
    bboxes = getTrackPositions(tracks, positionSelector);

    for i = 1:numel(tracks)
        box = bboxes(i, :);

        % Convert to vehicle coordinates using monoCamera object.
        xyVehicle = imageToVehicle(sensor, [box(1)+box(3)/2, box(2)+box(4)]);

        labels{i} = sprintf('x=%.1f,y=%.1f',xyVehicle(1),xyVehicle(2));
    end

    I = insertObjectAnnotation(I, 'rectangle', bboxes, labels, 'Color', 'yellow', ...

```

```
        'FontSize', 10, 'TextBoxOpacity', .8, 'LineWidth', 2);  
end
```

### See Also

#### Functions

[configureDetectorMonoCamera](#) | [vehicleDetectorACF](#) | [vehicleDetectorFasterRCNN](#)

#### Objects

[VideoReader](#) | [monoCamera](#) | [fasterRCNNObjectDetectorMonoCamera](#) |  
[acfObjectDetectorMonoCamera](#) | [objectDetection](#) | [vision.DeployableVideoPlayer](#) |  
[multiObjectTracker](#) | [trackingKF](#)

### More About

- “Visual Perception Using Monocular Camera” on page 8-108

## Track Vehicles Using Lidar: From Point Cloud to Track List

This examples shows how to track vehicles using measurements from a lidar sensor mounted on top of an ego vehicle. Lidar sensors report measurements as a point cloud. The example illustrates the workflow in MATLAB® for processing the point cloud and tracking the objects. For a Simulink® version of the example, refer to “Track Vehicles Using Lidar Data in Simulink” (Sensor Fusion and Tracking Toolbox). The lidar data used in this example is recorded from a highway driving scenario. In this example, you use the recorded data to track vehicles with a joint probabilistic data association (JPDA) tracker and an interacting multiple model (IMM) approach.

### 3-D Bounding Box Detector Model

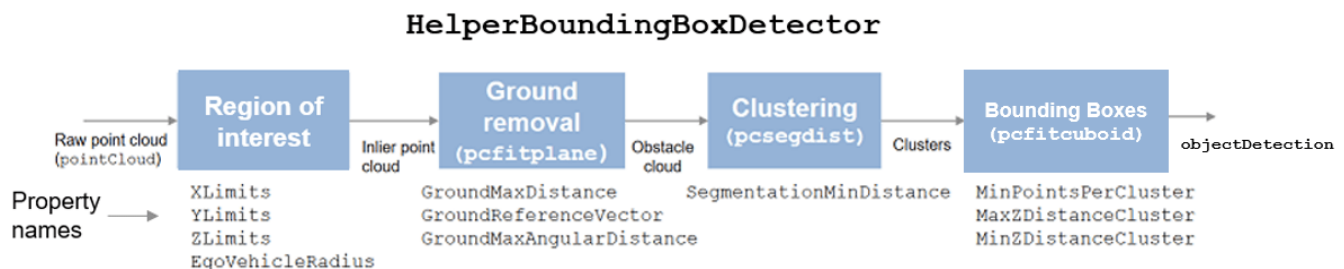
Due to high resolution capabilities of the lidar sensor, each scan from the sensor contains a large number of points, commonly known as a point cloud. This raw data must be preprocessed to extract objects of interest, such as cars, cyclists, and pedestrians. In this example, you use a classical segmentation algorithm using a distance-based clustering algorithm. For more details about segmentation of lidar data into objects such as the ground plane and obstacles, refer to the “Ground Plane and Obstacle Detection Using Lidar” on page 8-173 example. For a deep learning segmentation workflow, refer to the “Detect, Classify, and Track Vehicles Using Lidar” (Lidar Toolbox) example. In this example, the point clouds belonging to obstacles are further classified into clusters using the `pcsegdist` function, and each cluster is converted to a bounding box detection with the following format:

$$[x \ y \ z \ \theta \ l \ w \ h]$$

$x$ ,  $y$  and  $z$  refer to the x-, y- and z-positions of the bounding box,  $\theta$  refers to its yaw angle and  $l$ ,  $w$  and  $h$  refer to its length, width, and height, respectively. The `pcfitcuboid` (Lidar Toolbox) function uses L-shape fitting algorithm to determine the yaw angle of the bounding box.

The detector is implemented by a supporting class `HelperBoundingBoxDetector`, which wraps around point cloud segmentation and clustering functionalities. An object of this class accepts a `pointCloud` input and returns a list of `objectDetection` objects with bounding box measurements.

The diagram shows the processes involved in the bounding box detector model and the Lidar Toolbox™ functions used to implement each process. It also shows the properties of the supporting class that control each process.



The lidar data is available at the following location: <https://ssd.mathworks.com/supportfiles/lidar/data/TrackVehiclesUsingLidarExampleData.zip>

Download the data files into your temporary directory, whose location is specified by MATLAB's `tempdir` function. If you want to place the files in a different folder, change the directory name in the subsequent instructions.

```
% Load data if unavailable. The lidar data is stored as a cell array of
% pointCloud objects.
if ~exist('lidarData','var')
    dataURL = 'https://ssd.mathworks.com/supportfiles/lidar/data/TrackVehiclesUsingLidarExampleData.zip';
    datasetFolder = fullfile(tempdir,'LidarExampleDataset');
    if ~exist(datasetFolder,'dir')
        unzip(dataURL,datasetFolder);
    end
    % Specify initial and final time for simulation.
    initTime = 0;
    finalTime = 35;
    [lidarData, imageData] = loadLidarAndImageData(datasetFolder,initTime,finalTime);
end

% Set random seed to generate reproducible results.
S = rng(2018);

% A bounding box detector model.
detectorModel = HelperBoundingBoxDetector(...
    'XLimits',[-50 75],...           % min-max
    'YLimits',[-5 5],...           % min-max
    'ZLimits',[-2 5],...           % min-max
    'SegmentationMinDistance',1.8,... % minimum Euclidian distance
    'MinDetectionsPerCluster',1,... % minimum points per cluster
    'MeasurementNoise',blkdiag(0.25*eye(3),25,eye(3)),... % measurement noise in detection
    'GroundMaxDistance',0.3);      % maximum distance of ground points from ground plane
```

### Target State and Sensor Measurement Model

The first step in tracking an object is defining its state, and the models that define the transition of state and the corresponding measurement. These two sets of equations are collectively known as the state-space model of the target. To model the state of vehicles for tracking using lidar, this example uses a cuboid model with following convention:

$$x = [x_{kin} \ \theta \ l \ w \ h]$$

$x_{kin}$  refers to the portion of the state that controls the kinematics of the motion center, and  $\theta$  is the yaw angle. The length, width, and height of the cuboid are modeled as constants, whose estimates evolve in time during correction stages of the filter.

In this example, you use two state-space models: a constant velocity (cv) cuboid model and a constant turn-rate (ct) cuboid model. These models differ in the way they define the kinematic part of the state, as described below:

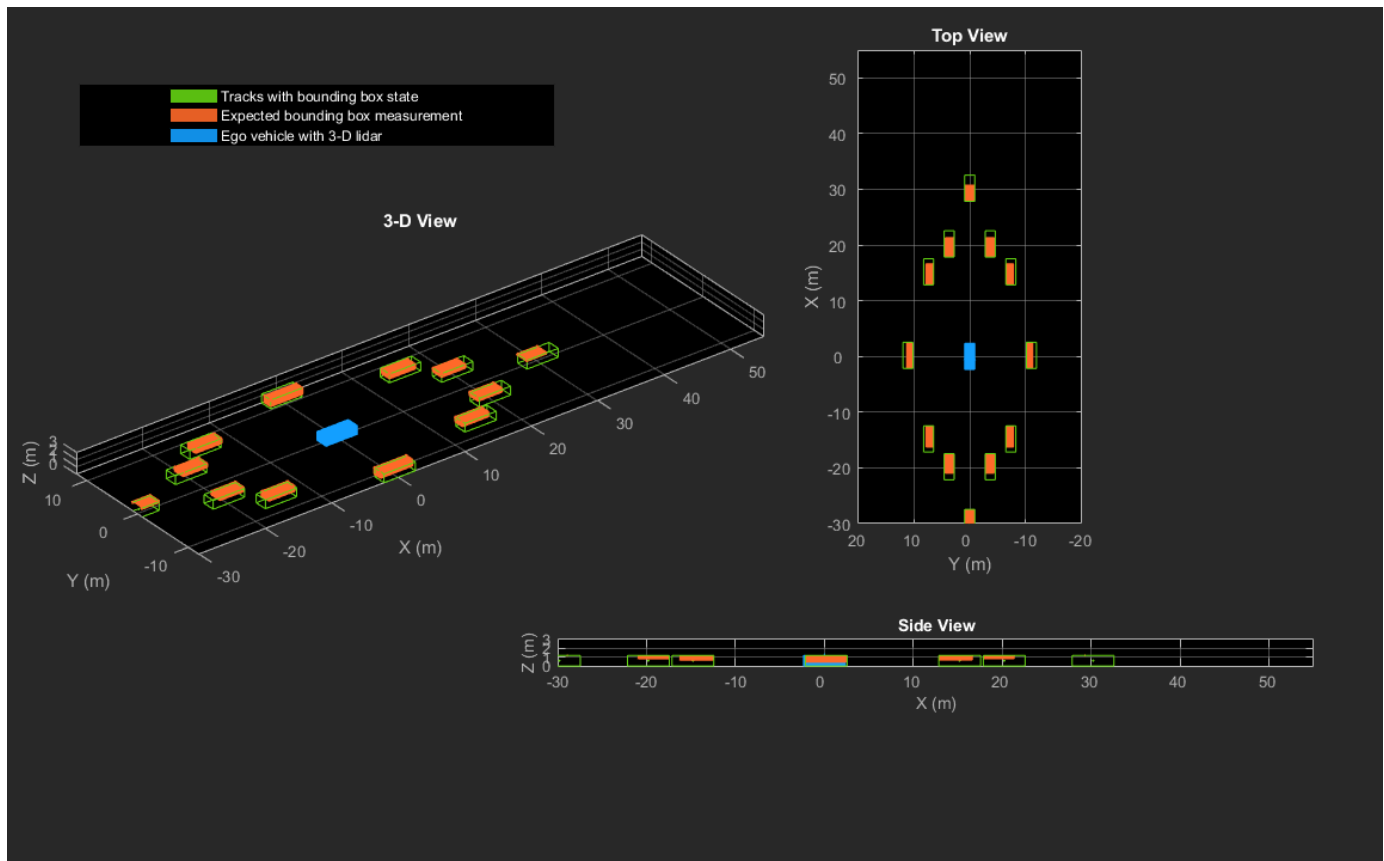
$$x_{cv} = [x \ \dot{x} \ y \ \dot{y} \ z \ \dot{z} \ \theta \ l \ w \ h]$$

$$x_{ct} = [x \ \dot{x} \ y \ \dot{y} \ \theta \ \dot{\theta} \ z \ \dot{z} \ l \ w \ h]$$

For information about their state transition, refer to the `helperConstvelCuboid` and `helperConstturnCuboid` functions used in this example.

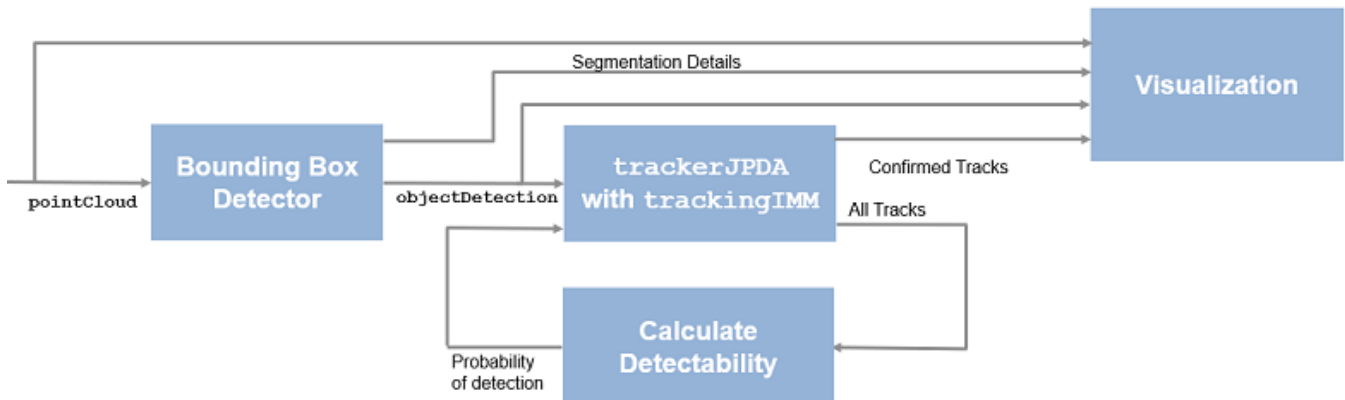
The `helperCvmeasCuboid` and `helperCtmeasCuboid` measurement models describe how the sensor perceives the constant velocity and constant turn-rate states respectively, and they return bounding box measurements. Because the state contains information about size of the target, the measurement model includes the effect of center-point offset and bounding box shrinkage, as perceived by the sensor, due to effects like self-occlusion [1]. This effect is modeled by a shrinkage factor that is directly proportional to the distance from the tracked vehicle to the sensor.

The image below demonstrates the measurement model operating at different state-space samples. Notice the modeled effects of bounding box shrinkage and center-point offset as the objects move around the ego vehicle.



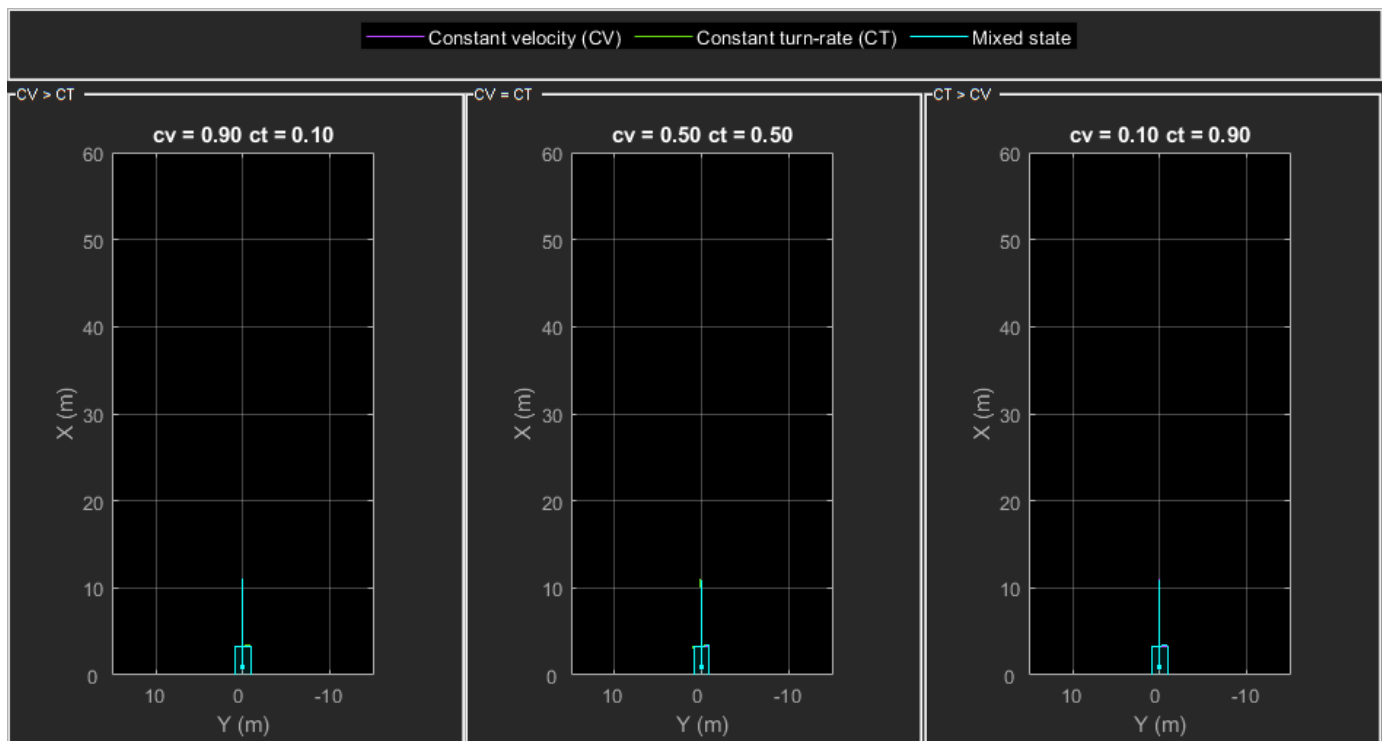
### Set Up Tracker and Visualization

The image below shows the complete workflow to obtain a list of tracks from a pointCloud input.



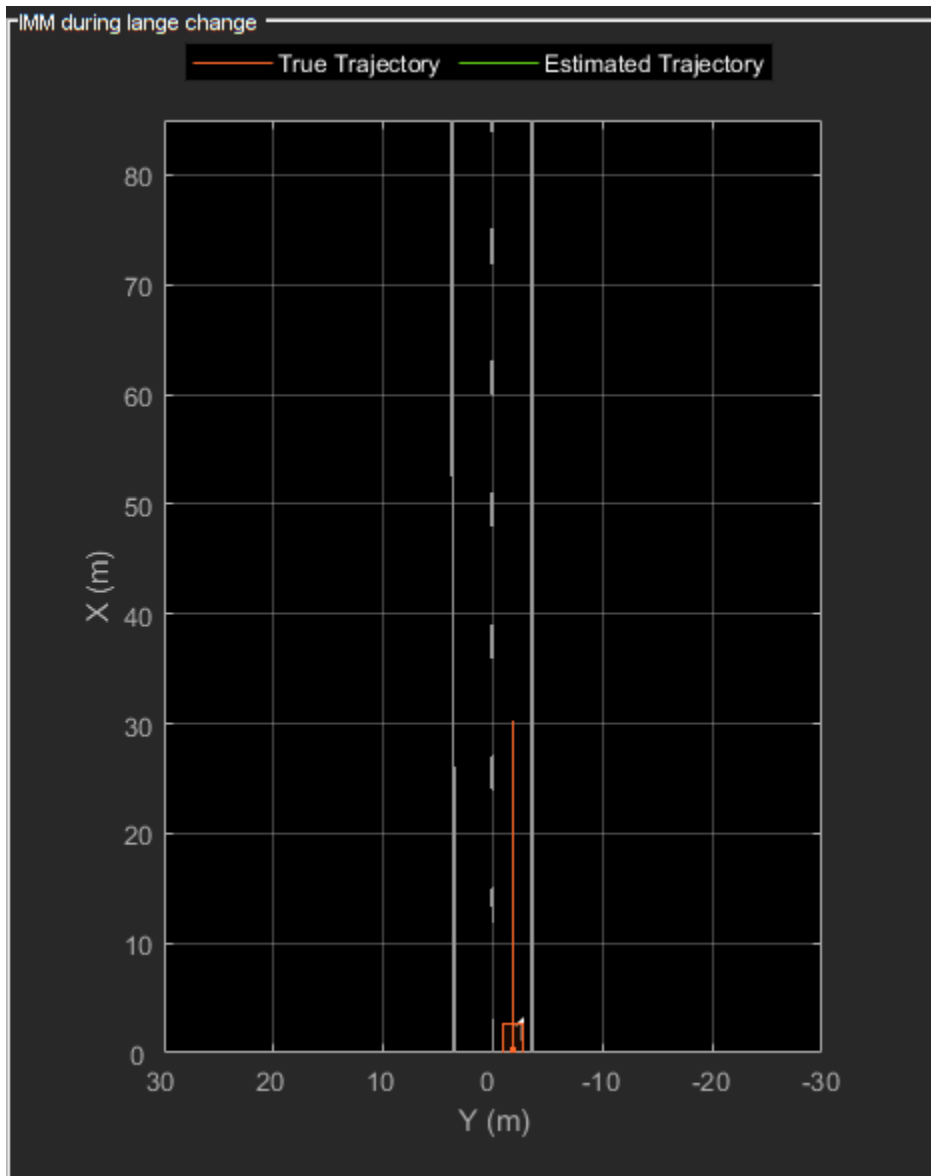
Now, set up the tracker and the visualization used in the example.

A joint probabilistic data association tracker (`trackerJPDA`) coupled with an IMM filter (`trackingIMM`) is used to track objects in this example. The IMM filter uses a constant velocity and constant turn-rate model and is initialized using the supporting function, `helperInitIMMFilter`, included with this example. The IMM approach helps a track to switch between motion models and thus achieve good estimation accuracy during events like maneuvering or lane changing. The animation below shows the effect of mixing the constant velocity and constant turn-rate model during prediction stages of the IMM filter.



The IMM filter updates the probability of each model when it is corrected with detections from the object. The animation below shows the estimated trajectory of a vehicle during a lane change event and the corresponding estimated probabilities of each model.





Set the `HasDetectableTrackIDsInput` property of the tracker as `true`, which enables you to specify a state-dependent probability of detection. The detection probability of a track is calculated by the `helperCalcDetectability` function, listed at the end of this example.

```
assignmentGate = [75 1000]; % Assignment threshold;
confThreshold = [7 10];    % Confirmation threshold for history logic
delThreshold = [8 10];    % Deletion threshold for history logic
Kc = 1e-9;                 % False-alarm rate per unit volume

% IMM filter initialization function
filterInitFcn = @helperInitIMMFilter;

% A joint probabilistic data association tracker with IMM filter
tracker = trackerJPDA('FilterInitializationFcn',filterInitFcn,...
    'TrackLogic','History',...
    'AssignmentThreshold',assignmentGate,...
```

```

'ClutterDensity',Kc,...
'ConfirmationThreshold',confThreshold,...
'DeletionThreshold',delThreshold,...
'HasDetectableTrackIDsInput',true,...
'InitializationThreshold',0,...
'HitMissThreshold',0.1);

```

The visualization is divided into these main categories:

- 1 Lidar Preprocessing and Tracking - This display shows the raw point cloud, segmented ground, and obstacles. It also shows the resulting detections from the detector model and the tracks of vehicles generated by the tracker.
- 2 Ego Vehicle Display - This display shows the 2-D bird's-eye view of the scenario. It shows the obstacle point cloud, bounding box detections, and the tracks generated by the tracker. For reference, it also displays the image recorded from a camera mounted on the ego vehicle and its field of view.
- 3 Tracking Details - This display shows the scenario zoomed around the ego vehicle. It also shows finer tracking details, such as error covariance in estimated position of each track and its motion model probabilities, denoted by cv and ct.

```

% Create display
displayObject = HelperLidarExampleDisplay(imageData{1},...
'PositionIndex',[1 3 6],...
'VelocityIndex',[2 4 7],...
'DimensionIndex',[9 10 11],...
'YawIndex',8,...
'MovieName','',... % Specify a movie name to record a movie.
'RecordGIF',false); % Specify true to record new GIFs

```

### Loop Through Data

Loop through the recorded lidar data, generate detections from the current point cloud using the detector model and then process the detections using the tracker.

```

time = 0;          % Start time
dT = 0.1;         % Time step

% Initiate all tracks.
allTracks = struct([]);

% Initiate variables for comparing MATLAB and MEX simulation.
numTracks = zeros(numel(lidarData),2);

% Loop through the data
for i = 1:numel(lidarData)
    % Update time
    time = time + dT;

    % Get current lidar scan
    currentLidar = lidarData{i};

    % Generator detections from lidar scan.
    [detections,obstacleIndices,groundIndices,croppedIndices] = detectorModel(currentLidar,time)

    % Calculate detectability of each track.
    detectableTracksInput = helperCalcDetectability(allTracks,[1 3 6]);

```

```

% Pass detections to track.
[confirmedTracks,tentativeTracks,allTracks,info] = tracker(detections,time,detectableTracksI
numTracks(i,1) = numel(confirmedTracks);

% Get model probabilities from IMM filter of each track using
% getTrackFilterProperties function of the tracker.
modelProbs = zeros(2,numel(confirmedTracks));
for k = 1:numel(confirmedTracks)
    c1 = getTrackFilterProperties(tracker,confirmedTracks(k).TrackID,'ModelProbabilities');
    modelProbs(:,k) = c1{1};
end

% Update display
if isValid(displayObject.PointCloudProcessingDisplay.ObstaclePlotter)
    % Get current image scan for reference image
    currentImage = imageData{i};

    % Update display object
    displayObject(detections,confirmedTracks,currentLidar,obstacleIndices,...
        groundIndices,croppedIndices,currentImage,modelProbs);
end

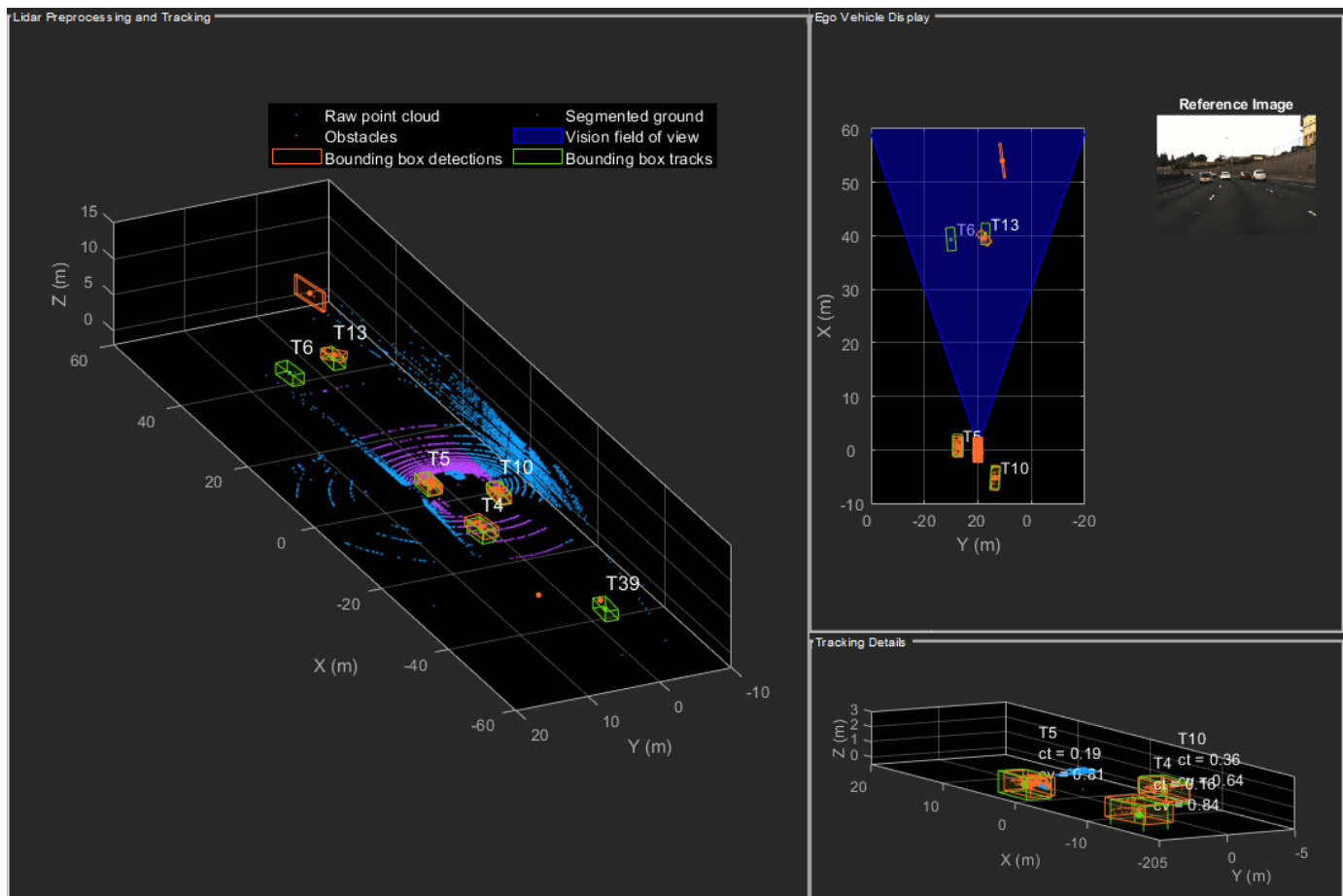
% Snap a figure at time = 18
if abs(time - 18) < dT/2
    snapnow(displayObject);
end

end

% Write movie if requested
if ~isempty(displayObject.MovieName)
    writeMovie(displayObject);
end

% Write new GIFs if requested.
if displayObject.RecordGIF
    % second input is start frame, third input is end frame and last input
    % is a character vector specifying the panel to record.
    writeAnimatedGIF(displayObject,10,170,'trackMaintenance','ego');
    writeAnimatedGIF(displayObject,310,330,'jpda','processing');
    writeAnimatedGIF(displayObject,120,140,'imm','details');
end

```



The figure above shows the three displays at time = 18 seconds. The tracks are represented by green bounding boxes. The bounding box detections are represented by orange bounding boxes. The detections also have orange points inside them, representing the point cloud segmented as obstacles. The segmented ground is shown in purple. The cropped or discarded point cloud is shown in blue.

### Generate C Code

You can generate C code from the MATLAB® code for the tracking and the preprocessing algorithm using MATLAB Coder™. C code generation enables you to accelerate MATLAB code for simulation. To generate C code, the algorithm must be restructured as a MATLAB function, which can be compiled into a MEX file or a shared library. For this purpose, the point cloud processing algorithm and the tracking algorithm is restructured into a MATLAB function, `mexLidarTracker`. Some variables are defined as `persistent` to preserve their state between multiple calls to the function (see `persistent`). The inputs and outputs of the function can be observed in the function description provided in the "Supporting Files" section at the end of this example.

MATLAB Coder requires specifying the properties of all the input arguments. An easy way to do this is by defining the input properties by example at the command line using the `-args` option. For more information, see "Define Input Properties by Example at the Command Line" (MATLAB Coder). Note that the top-level input arguments cannot be objects of the `handle` class. Therefore, the function accepts the `x`, `y` and `z` locations of the point cloud as an input. From the stored point cloud, this information can be extracted using the `Location` property of the `pointCloud` object. This information is also directly available as the raw data from the lidar sensor.

```

% Input lists
inputExample = {lidarData{1}.Location, 0};

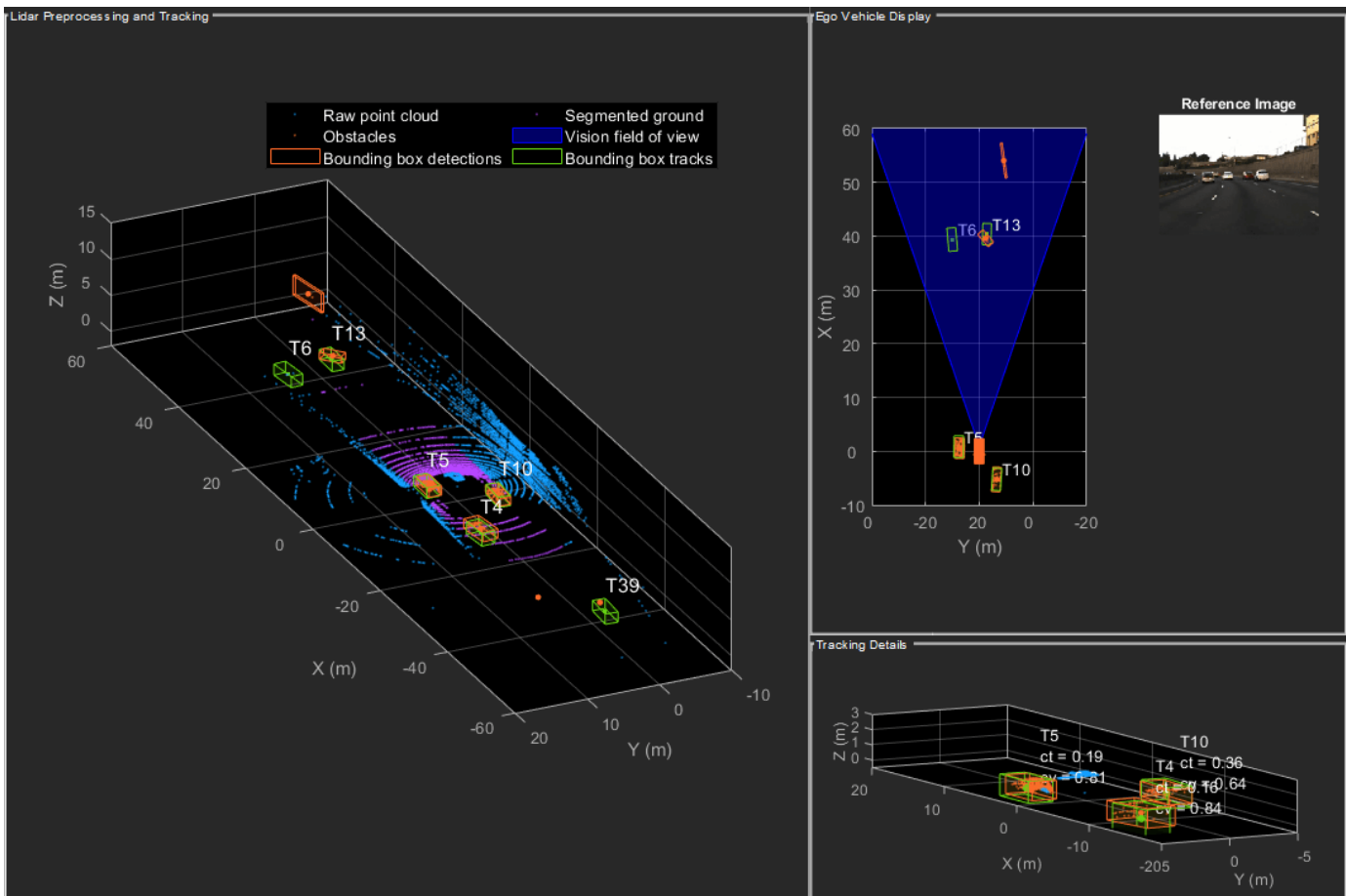
% Create configuration for MEX generation
cfg = coder.config('mex');

% Replace cfg with the following to generate static library and perform
% software-in-the-loop simulation. This requires an Embedded Coder license.
%
% cfg = coder.config('lib'); % Static library
% cfg.VerificationMode = 'SIL'; % Software-in-the-loop

% Generate code if file does not exist.
if ~exist('mexLidarTracker_mex','file')
    h = msgbox({'Generating code. This may take a few minutes...'}; 'This message box will close w
    % -config allows specifying the codegen configuration
    % -o allows specifying the name of the output file
    codegen -config cfg -o mexLidarTracker_mex mexLidarTracker -args inputExample
    close(h);
else
    clear mexLidarTracker_mex;
end

Code generation successful.

```



### Rerun simulation with MEX Code

Rerun the simulation using the generated MEX code, `mexLidarTracker_mex`. Reset time

```
time = 0;

for i = 1:numel(lidarData)
    time = time + dT;

    currentLidar = lidarData{i};

    [detectionsMex,obstacleIndicesMex,groundIndicesMex,croppedIndicesMex,...
        confirmedTracksMex, modelProbsMex] = mexLidarTracker_mex(currentLidar.Location,time);

    % Record data for comparison with MATLAB execution.
    numTracks(i,2) = numel(confirmedTracksMex);
end
```

Compare results between MATLAB and MEX Execution

```
disp(isequal(numTracks(:,1),numTracks(:,2)));

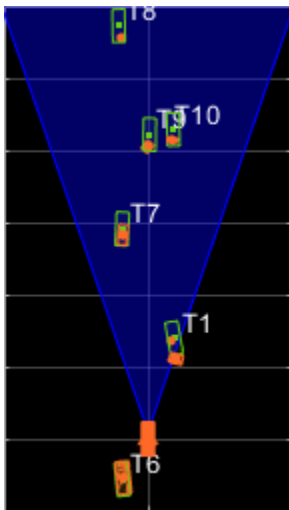
1
```

Notice that the number of confirmed tracks is the same for MATLAB and MEX code execution. This assures that the lidar preprocessing and tracking algorithm returns the same results with generated C code as with the MATLAB code.

### Results

Now, analyze different events in the scenario and understand how the combination of lidar measurement model, joint probabilistic data association, and interacting multiple model filter, helps achieve a good estimation of the vehicle tracks.

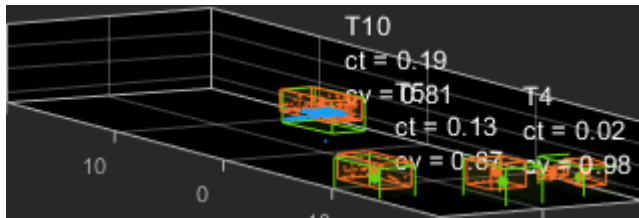
### Track Maintenance



The animation above shows the simulation between time = 3 seconds and time = 16 seconds. Notice that tracks such as T10 and T6 maintain their IDs and trajectory during the time span. However,

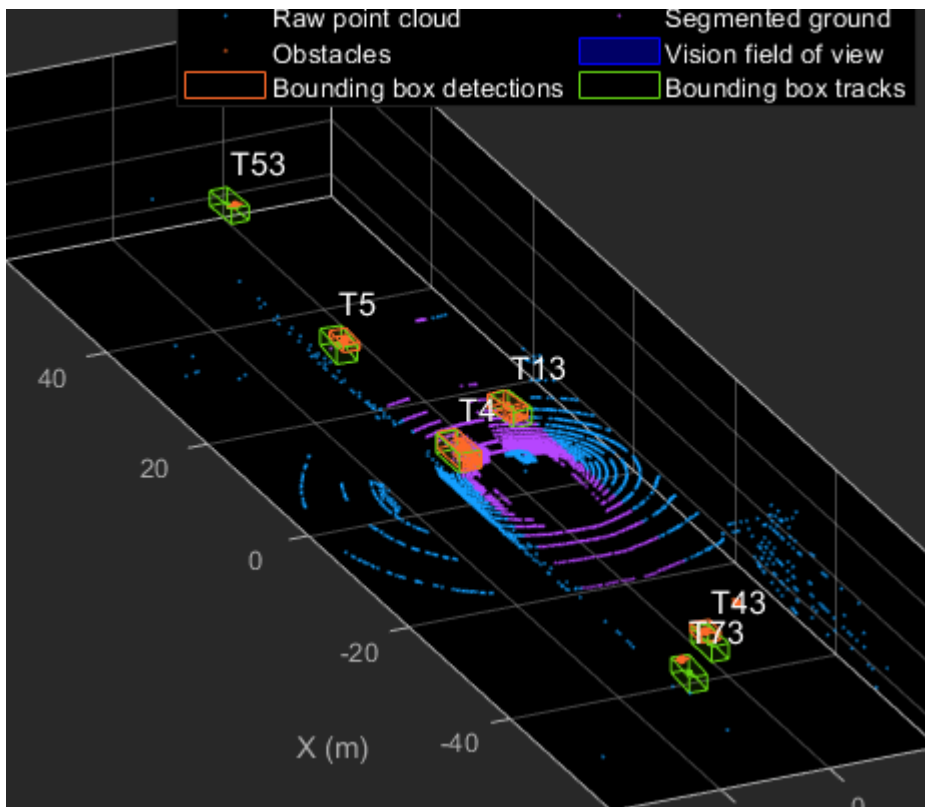
track T9 is lost because the tracked vehicle was missed (not detected) for a long time by the sensor. Also, notice that the tracked objects are able to maintain their shape and kinematic center by positioning the detections onto the visible portions of the vehicles. For example, as Track T7 moves forward, bounding box detections start to fall on its visible rear portion and the track maintains the actual size of the vehicle. This illustrates the offset and shrinkage effect modeled in the measurement functions.

### Capturing Maneuvers



The animation shows that using an IMM filter helps the tracker to maintain tracks on maneuvering vehicles. Notice that the vehicle tracked by T4 changes lanes behind the ego vehicle. The tracker is able to maintain a track on the vehicle during this maneuvering event. Also notice in the display that its probability of following the constant turn model, denoted by  $ct$ , increases during the lane change maneuver.

### Joint Probabilistic Data Association



This animation shows that using a joint probabilistic data association tracker helps in maintaining tracks during ambiguous situations. Here, vehicles tracked by T43 and T73, have a low probability of

detection due to their large distance from the sensor. Notice that the tracker is able to maintain tracks during events when one of the vehicles is not detected. During the event, the tracks first coalesce, which is a known phenomenon in JPDA, and then separate as soon as the vehicle was detected again.

### Summary

This example showed how to use a JPDA tracker with an IMM filter to track objects using a lidar sensor. You learned how a raw point cloud can be preprocessed to generate detections for conventional trackers, which assume one detection per object per sensor scan. You also learned how to define a cuboid model to describe the kinematics, dimensions, and measurements of extended objects being tracked by the JPDA tracker. In addition, you generated C code from the algorithm and verified its execution results with the MATLAB simulation.

### Supporting Files

This section highlights the code from some important supporting files used in this example. The complete list of supporting files can be found in the current working directory after opening the example in MATLAB.

```
% *helperLidarModel*
%
% This function defines the lidar model to simulate shrinkage of the
% bounding box measurement and center-point offset. This function is used
% in the |helperCvmeasCuboid| and |helperCtmeasCuboid| functions to obtain
% bounding box measurement from the state.
%
% <include>helperLidarModel.m</include>
%
```

### helperInverseLidarModel

This function defines the inverse lidar model to initiate a tracking filter using a lidar bounding box measurement. This function is used in the `helperInitIMMFilter` function to obtain state estimates from a bounding box measurement.

```
function [pos,posCov,dim,dimCov,yaw,yawCov] = helperInverseLidarModel(meas,measCov)
% This function returns the position, dimension, yaw using a bounding
% box measurement.

% Copyright 2019 The MathWorks, Inc.

% Shrink rate.
s = 3/50;
sz = 2/50;

% x,y and z of measurement
x = meas(1,:);
y = meas(2,:);
z = meas(3,:);

[az,~,r] = cart2sph(x,y,z);

% Shift x and y position.
Lshrink = abs(s*r.*(cos(az)));
Wshrink = abs(s*r.*(sin(az)));
```



```

Hshrink = sz*r;

shiftX = Lshrink;
shiftY = Wshrink;
shiftZ = Hshrink;

x = x + sign(x).*shiftX/2;
y = y + sign(y).*shiftY/2;
z = z - shiftZ/2;

pos = [x;y;z];
posCov = measCov(1:3,1:3,:);

yaw = meas(4,:);
yawCov = measCov(4,4,:);

% Dimensions are initialized for a standard passenger car with low
% uncertainty.
dim = [4.7;1.8;1.4];
dimCov = 0.01*eye(3);
end

```

### HelperBoundingBoxDetector

This is the supporting class HelperBoundingBoxDetector to accept a point cloud input and return a list of objectDetection

```

classdef HelperBoundingBoxDetector < matlab.System
    % HelperBoundingBoxDetector A helper class to segment the point cloud
    % into bounding box detections.
    % The step call to the object does the following things:
    %
    % 1. Removes point cloud outside the limits.
    % 2. From the survived point cloud, segments out ground
    % 3. From the obstacle point cloud, forms clusters and puts bounding
    %    box on each cluster.

    % Cropping properties
    properties
        % XLimits XLimits for the scene
        XLimits = [-70 70];
        % YLimits YLimits for the scene
        YLimits = [-6 6];
        % ZLimits ZLimits fot the scene
        ZLimits = [-2 10];
    end

    % Ground Segmentation Properties
    properties
        % GroundMaxDistance Maximum distance of point to the ground plane
        GroundMaxDistance = 0.3;
        % GroundReferenceVector Reference vector of ground plane
        GroundReferenceVector = [0 0 1];
        % GroundMaxAngularDistance Maximum angular distance of point to reference vector
        GroundMaxAngularDistance = 5;
    end
end

```

```

% Bounding box Segmentation properties
properties
    % SegmentationMinDistance Distance threshold for segmentation
    SegmentationMinDistance = 1.6;
    % MinDetectionsPerCluster Minimum number of detections per cluster
    MinDetectionsPerCluster = 2;
    % MaxZDistanceCluster Maximum Z-coordinate of cluster
    MaxZDistanceCluster = 3;
    % MinZDistanceCluster Minimum Z-coordinate of cluster
    MinZDistanceCluster = -3;
end

% Ego vehicle radius to remove ego vehicle point cloud.
properties
    % EgoVehicleRadius Radius of ego vehicle
    EgoVehicleRadius = 3;
end

properties
    % MeasurementNoise Measurement noise for the bounding box detection
    MeasurementNoise = blkdiag(eye(3),10,eye(3));
end

properties (Nontunable)
    MeasurementParameters = struct.empty(0,1);
end

methods
    function obj = HelperBoundingBoxDetector(varargin)
        setProperties(obj,nargin,varargin{:})
    end
end

methods (Access = protected)
    function [bboxDets,obstacleIndices,groundIndices,croppedIndices] = stepImpl(obj,currentP
        % Crop point cloud
        [pcSurvived,survivedIndices,croppedIndices] = cropPointCloud(currentPointCloud,obj.X
        % Remove ground plane
        [pcObstacles,obstacleIndices,groundIndices] = removeGroundPlane(pcSurvived,obj.Ground
        % Form clusters and get bounding boxes
        detBBoxes = getBoundingBoxes(pcObstacles,obj.SegmentationMinDistance,obj.MinDetection
        % Assemble detections
        if isempty(obj.MeasurementParameters)
            measParams = {};
        else
            measParams = obj.MeasurementParameters;
        end
        bboxDets = assembleDetections(detBBoxes,obj.MeasurementNoise,measParams,time);
    end
end
end

function detections = assembleDetections(bboxes,measNoise,measParams,time)
% This method assembles the detections in objectDetection format.
numBoxes = size(bboxes,2);
detections = cell(numBoxes,1);
for i = 1:numBoxes

```

```

detections{i} = objectDetection(time,cast(bboxes(:,i),'double'),...
    'MeasurementNoise',double(measNoise),'ObjectAttributes',struct,...
    'MeasurementParameters',measParams);
end
end

function bboxes = getBoundingBoxes(ptCloud,minDistance,minDetsPerCluster,maxZDistance,minZDistance)
% This method fits bounding boxes on each cluster with some basic
% rules.
% Cluster must have at least minDetsPerCluster points.
% Its mean z must be between maxZDistance and minZDistance.
% length, width and height are calculated using min and max from each
% dimension.
[labels,numClusters] = pcsegdist(ptCloud,minDistance);
pointData = ptCloud.Location;
bboxes = nan(7,numClusters,'like',pointData);
isValidCluster = false(1,numClusters);
for i = 1:numClusters
    thisPointData = pointData(labels == i,:);
    meanPoint = mean(thisPointData,1);
    if size(thisPointData,1) > minDetsPerCluster && ...
        meanPoint(3) < maxZDistance && meanPoint(3) > minZDistance
        cuboid = pcfitcuboid(pointCloud(thisPointData));
        yaw = cuboid.Orientation(3);
        L = cuboid.Dimensions(1);
        W = cuboid.Dimensions(2);
        H = cuboid.Dimensions(3);
        if abs(yaw) > 45
            possibles = yaw + [-90;90];
            [~,toChoose] = min(abs(possibles));
            yaw = possibles(toChoose);
            temp = L;
            L = W;
            W = temp;
        end
        bboxes(:,i) = [cuboid.Center yaw L W H]';
        isValidCluster(i) = L < 20 & W < 20;
    end
end
bboxes = bboxes(:,isValidCluster);
end

function [ptCloudOut,obstacleIndices,groundIndices] = removeGroundPlane(ptCloudIn,maxGroundDist,referenceVector,maxAngularDist)
% This method removes the ground plane from point cloud using
% pcfitplane.
[~,groundIndices,outliers] = pcfitplane(ptCloudIn,maxGroundDist,referenceVector,maxAngularDist);
ptCloudOut = select(ptCloudIn,outliers);
obstacleIndices = currentIndices(outliers);
groundIndices = currentIndices(groundIndices);
end

function [ptCloudOut,indices,croppedIndices] = cropPointCloud(ptCloudIn,xLim,yLim,zLim,egoVehicleLocation)
% This method selects the point cloud within limits and removes the
% ego vehicle point cloud using findNeighborsInRadius
locations = ptCloudIn.Location;
locations = reshape(locations,[],3);
insideX = locations(:,1) < xLim(2) & locations(:,1) > xLim(1);
insideY = locations(:,2) < yLim(2) & locations(:,2) > yLim(1);

```

```

insideZ = locations(:,3) < zLim(2) & locations(:,3) > zLim(1);
inside = insideX & insideY & insideZ;

% Remove ego vehicle
nearIndices = findNeighborsInRadius(ptCloudIn,[0 0 0],egoVehicleRadius);
nonEgoIndices = true(ptCloudIn.Count,1);
nonEgoIndices(nearIndices) = false;
validIndices = inside & nonEgoIndices;
indices = find(validIndices);
croppedIndices = find(~validIndices);
ptCloudOut = select(ptCloudIn,indices);
end

```

### mexLidarTracker

This function implements the point cloud preprocessing display and the tracking algorithm using a functional interface for code generation.

```

function [detections,obstacleIndices,groundIndices,croppedIndices,...
    confirmedTracks, modelProbs] = mexLidarTracker(ptCloudLocations,time)

persistent detectorModel tracker detectableTracksInput currentNumTracks

if isempty(detectorModel) || isempty(tracker) || isempty(detectableTracksInput) || isempty(currentNumTracks)

    % Use the same starting seed as MATLAB to reproduce results in SIL
    % simulation.
    rng(2018);

    % A bounding box detector model.
    detectorModel = HelperBoundingBoxDetector(...
        'XLimits',[-50 75],...           % min-max
        'YLimits',[-5 5],...           % min-max
        'ZLimits',[-2 5],...           % min-max
        'SegmentationMinDistance',1.8,... % minimum Euclidian distance
        'MinDetectionsPerCluster',1,... % minimum points per cluster
        'MeasurementNoise',blkdiag(0.25*eye(3),25,eye(3)),... % measurement noise
        'GroundMaxDistance',0.3);      % maximum distance of ground points from

    assignmentGate = [75 1000]; % Assignment threshold;
    confThreshold = [7 10]; % Confirmation threshold for history logic
    delThreshold = [8 10]; % Deletion threshold for history logic
    Kc = 1e-9; % False-alarm rate per unit volume

    filterInitFcn = @helperInitIMMFilter;

    tracker = trackerJPDA('FilterInitializationFcn',filterInitFcn,...
        'TrackLogic','History',...
        'AssignmentThreshold',assignmentGate,...
        'ClutterDensity',Kc,...
        'ConfirmationThreshold',confThreshold,...
        'DeletionThreshold',delThreshold,...
        'HasDetectableTrackIDsInput',true,...

```

```

        'InitializationThreshold',0,...
        'MaxNumTracks',30,...
        'HitMissThreshold',0.1);

    detectableTracksInput = zeros(tracker.MaxNumTracks,2);

    currentNumTracks = 0;
end

ptCloud = pointCloud(ptCloudLocations);

% Detector model
[detections,obstacleIndices,groundIndices,croppedIndices] = detectorModel(ptCloud,time);

% Call tracker
[confirmedTracks,~,allTracks] = tracker(detections,time,detectableTracksInput(1:currentNumTracks
% Update the detectability input
currentNumTracks = numel(allTracks);
detectableTracksInput(1:currentNumTracks,:) = helperCalcDetectability(allTracks,[1 3 6]);

% Get model probabilities
modelProbs = zeros(2,numel(confirmedTracks));
if isLocked(tracker)
    for k = 1:numel(confirmedTracks)
        c1 = getTrackFilterProperties(tracker,confirmedTracks(k).TrackID,'ModelProbabilities');
        probs = c1{1};
        modelProbs(1,k) = probs(1);
        modelProbs(2,k) = probs(2);
    end
end
end
end

```

### helperCalcDetectability

The function calculates the probability of detection for each track. This function is used to generate the "DetectableTracksIDs" input for the trackerJPDA.

```

function detectableTracksInput = helperCalcDetectability(tracks,posIndices)
% This is a helper function to calculate the detection probability of
% tracks for the lidar tracking example. It may be removed in a future
% release.

% Copyright 2019 The MathWorks, Inc.

% The bounding box detector has low probability of segmenting point clouds
% into bounding boxes are distances greater than 40 meters. This function
% models this effect using a state-dependent probability of detection for
% each tracker. After a maximum range, the Pd is set to a high value to
% enable deletion of track at a faster rate.
if isempty(tracks)
    detectableTracksInput = zeros(0,2);
    return;
end
rMax = 75;
rAmbig = 40;

```

```

stateSize = numel(tracks(1).State);
posSelector = zeros(3,stateSize);
posSelector(1,posIndices(1)) = 1;
posSelector(2,posIndices(2)) = 1;
posSelector(3,posIndices(3)) = 1;
pos = getTrackPositions(tracks,posSelector);
if coder.target('MATLAB')
    trackIDs = [tracks.TrackID];
else
    trackIDs = zeros(1,numel(tracks),'uint32');
    for i = 1:numel(tracks)
        trackIDs(i) = tracks(i).TrackID;
    end
end
[~,~,r] = cart2sph(pos(:,1),pos(:,2),pos(:,3));
probDetection = 0.9*ones(numel(tracks),1);
probDetection(r > rAmbig) = 0.4;
probDetection(r > rMax) = 0.99;
detectableTracksInput = [double(trackIDs(:)) probDetection(:)];
end

```

### loadLidarAndImageData

Stitches Lidar and Camera data for processing using initial and final time specified.

```

function [lidarData,imageData] = loadLidarAndImageData(datasetFolder,initTime,finalTime)
initFrame = max(1,floor(initTime*10));
lastFrame = min(350,ceil(finalTime*10));
load (fullfile(datasetFolder,'imageData_35seconds.mat'),'allImageData');
imageData = allImageData(initFrame:lastFrame);

numFrames = lastFrame - initFrame + 1;
lidarData = cell(numFrames,1);

% Each file contains 70 frames.
initFileIndex = floor(initFrame/70) + 1;
lastFileIndex = ceil(lastFrame/70);

frameIndices = [1:70:numFrames numFrames + 1];

counter = 1;
for i = initFileIndex:lastFileIndex
    startFrame = frameIndices(counter);
    endFrame = frameIndices(counter + 1) - 1;
    load(fullfile(datasetFolder,['lidarData_',num2str(i)]),'currentLidarData');
    lidarData(startFrame:endFrame) = currentLidarData(1:(endFrame + 1 - startFrame));
    counter = counter + 1;
end
end

```

### References

[1] Arya Senna Abdul Rachman, Arya. "3D-LIDAR Multi Object Tracking for Autonomous Driving: Multi-target Detection and Tracking under Urban Road Uncertainties." (2017).

### See Also

trackerJPDA | trackingIMM | pointCloud

## **More About**

- “Ground Plane and Obstacle Detection Using Lidar” on page 8-173
- “Extended Object Tracking of Highway Vehicles with Radar and Camera” on page 8-329
- “Track Vehicles Using Lidar Data in Simulink” on page 8-416
- “Detect, Classify, and Track Vehicles Using Lidar” (Lidar Toolbox)

## Sensor Fusion Using Synthetic Radar and Vision Data

This example shows how to generate a scenario, simulate sensor detections, and use sensor fusion to track simulated vehicles. The main benefit of using scenario generation and sensor simulation over sensor recording is the ability to create rare and potentially dangerous events and test the vehicle algorithms with them.

This example covers the entire programmatic workflow for generating synthetic data. To generate synthetic data interactively instead, use the Driving Scenario Designer app. For an example, see “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2.

### Generate the Scenario

Scenario generation comprises generating a road network, defining vehicles that move on the roads, and moving the vehicles.

In this example, you test the ability of the sensor fusion to track a vehicle that is passing on the left of the ego vehicle. The scenario simulates a highway setting, and additional vehicles are in front of and behind the ego vehicle.

```
% Define an empty scenario.
scenario = drivingScenario;
scenario.SampleTime = 0.01;
```

Add a stretch of 500 meters of typical highway road with two lanes. The road is defined using a set of points, where each point defines the center of the road in 3-D space. Add a Jersey barrier to the right edge of the road.

```
roadCenters = [0 0; 50 0; 100 0; 250 20; 500 40];
mainRoad = road(scenario, roadCenters, 'lanes',lanespec(2));
barrier(scenario,mainRoad);
```

Create the ego vehicle and three cars around it: one that overtakes the ego vehicle and passes it on the left, one that drives right in front of the ego vehicle and one that drives right behind the ego vehicle. All the cars follow the trajectory defined by the road waypoints by using the trajectory driving policy. The passing car will start on the right lane, move to the left lane to pass, and return to the right lane.

```
% Create the ego vehicle that travels at 25 m/s along the road. Place the
% vehicle on the right lane by subtracting off half a lane width (1.8 m)
% from the centerline of the road.
egoCar = vehicle(scenario, 'ClassID', 1);
trajectory(egoCar, roadCenters(2:end,:) - [0 1.8], 25); % On right lane

% Add a car in front of the ego vehicle
leadCar = vehicle(scenario, 'ClassID', 1);
trajectory(leadCar, [70 0; roadCenters(3:end,:)] - [0 1.8], 25); % On right lane

% Add a car that travels at 35 m/s along the road and passes the ego vehicle
passingCar = vehicle(scenario, 'ClassID', 1);
waypoints = [0 -1.8; 50 1.8; 100 1.8; 250 21.8; 400 32.2; 500 38.2];
trajectory(passingCar, waypoints, 35);

% Add a car behind the ego vehicle
```



```
chaseCar = vehicle(scenario, 'ClassID', 1);
trajectory(chaseCar, [25 0; roadCenters(2:end,:)] - [0 1.8], 25); % On right lane
```

### Define Radar and Vision Sensors

In this example, you simulate an ego vehicle that has 6 radar sensors and 2 vision sensors covering the 360 degrees field of view. The sensors have some overlap and some coverage gap. The ego vehicle is equipped with a long-range radar sensor and a vision sensor on both the front and the back of the vehicle. Each side of the vehicle has two short-range radar sensors, each covering 90 degrees. One sensor on each side covers from the middle of the vehicle to the back. The other sensor on each side covers from the middle of the vehicle forward. The figure in the next section shows the coverage.

```
sensors = cell(8,1);
% Front-facing long-range radar sensor at the center of the front bumper of the car.
sensors{1} = drivingRadarDataGenerator('SensorIndex', 1, 'RangeLimits', [0 174], ...
    'MountingLocation', [egoCar.Wheelbase + egoCar.FrontOverhang, 0, 0.2], 'FieldOfView', [20, 5]);

% Rear-facing long-range radar sensor at the center of the rear bumper of the car.
sensors{2} = drivingRadarDataGenerator('SensorIndex', 2, 'MountingAngles', [180 0 0], ...
    'MountingLocation', [-egoCar.RearOverhang, 0, 0.2], 'RangeLimits', [0 30], 'FieldOfView', [20, 5]);

% Rear-left-facing short-range radar sensor at the left rear wheel well of the car.
sensors{3} = drivingRadarDataGenerator('SensorIndex', 3, 'MountingAngles', [120 0 0], ...
    'MountingLocation', [0, egoCar.Width/2, 0.2], 'RangeLimits', [0 30], 'ReferenceRange', 50, ...
    'FieldOfView', [90, 5], 'AzimuthResolution', 10, 'RangeResolution', 1.25);

% Rear-right-facing short-range radar sensor at the right rear wheel well of the car.
sensors{4} = drivingRadarDataGenerator('SensorIndex', 4, 'MountingAngles', [-120 0 0], ...
    'MountingLocation', [0, -egoCar.Width/2, 0.2], 'RangeLimits', [0 30], 'ReferenceRange', 50, ...
    'FieldOfView', [90, 5], 'AzimuthResolution', 10, 'RangeResolution', 1.25);

% Front-left-facing short-range radar sensor at the left front wheel well of the car.
sensors{5} = drivingRadarDataGenerator('SensorIndex', 5, 'MountingAngles', [60 0 0], ...
    'MountingLocation', [egoCar.Wheelbase, egoCar.Width/2, 0.2], 'RangeLimits', [0 30], ...
    'ReferenceRange', 50, 'FieldOfView', [90, 5], 'AzimuthResolution', 10, ...
    'RangeResolution', 1.25);

% Front-right-facing short-range radar sensor at the right front wheel well of the car.
sensors{6} = drivingRadarDataGenerator('SensorIndex', 6, 'MountingAngles', [-60 0 0], ...
    'MountingLocation', [egoCar.Wheelbase, -egoCar.Width/2, 0.2], 'RangeLimits', [0 30], ...
    'ReferenceRange', 50, 'FieldOfView', [90, 5], 'AzimuthResolution', 10, ...
    'RangeResolution', 1.25);

% Front-facing camera located at front windshield.
sensors{7} = visionDetectionGenerator('SensorIndex', 7, 'FalsePositivesPerImage', 0.1, ...
    'SensorLocation', [0.75*egoCar.Wheelbase 0], 'Height', 1.1);

% Rear-facing camera located at rear windshield.
sensors{8} = visionDetectionGenerator('SensorIndex', 8, 'FalsePositivesPerImage', 0.1, ...
    'SensorLocation', [0.2*egoCar.Wheelbase 0], 'Height', 1.1, 'Yaw', 180);

% Register actor profiles with the sensors.
profiles = actorProfiles(scenario);
for m = 1:numel(sensors)
    if isa(sensors{m}, 'drivingRadarDataGenerator')
        sensors{m}.Profiles = profiles;
    else
        sensors{m}.ActorProfiles = profiles;
    end
end
```

```

end
end

```

### Create a Tracker

Create a `multiObjectTracker` to track the vehicles that are close to the ego vehicle. The tracker uses the `initSimDemoFilter` supporting function to initialize a constant velocity linear Kalman filter that works with position and velocity.

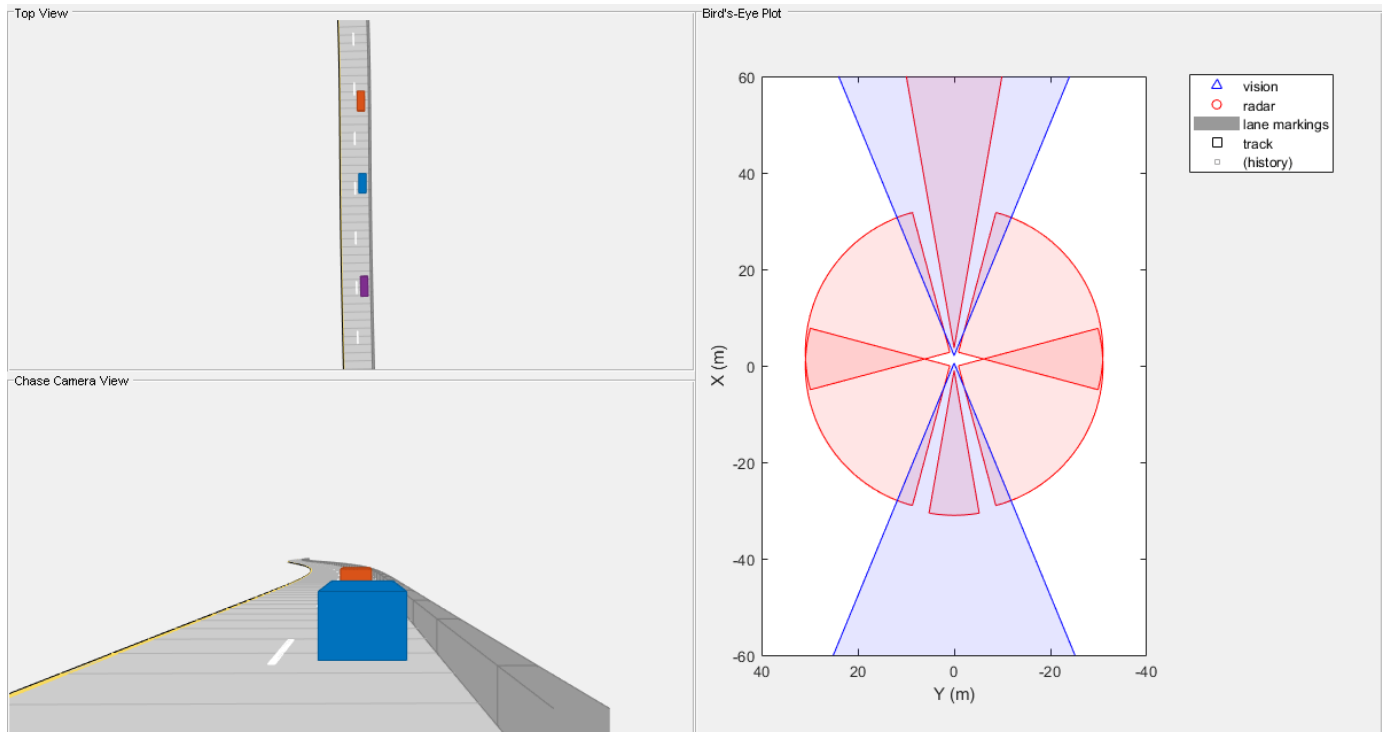
Tracking is done in 2-D. Although the sensors return measurements in 3-D, the motion itself is confined to the horizontal plane, so there is no need to track the height.

```

tracker = multiObjectTracker('FilterInitializationFcn', @initSimDemoFilter, ...
    'AssignmentThreshold', 30, 'ConfirmationThreshold', [4 5]);
positionSelector = [1 0 0 0; 0 0 1 0]; % Position selector
velocitySelector = [0 1 0 0; 0 0 0 1]; % Velocity selector

% Create the display and return a handle to the bird's-eye plot
BEP = createDemoDisplay(egoCar, sensors);

```



### Simulate the Scenario

The following loop moves the vehicles, calls the sensor simulation, and performs the tracking.

Note that the scenario generation and sensor simulation can have different time steps. Specifying different time steps for the scenario and the sensors enables you to decouple the scenario simulation from the sensor simulation. This is useful for modeling actor motion with high accuracy independently from the sensor's measurement rate.

Another example is when the sensors have different update rates. Suppose one sensor provides updates every 20 milliseconds and another sensor provides updates every 50 milliseconds. You can

specify the scenario with an update rate of 10 milliseconds and the sensors will provide their updates at the correct time.

In this example, the scenario generation has a time step of 0.01 second, while the sensors detect every 0.1 second. The sensors return a logical flag, `isValidTime`, that is true if the sensors generated detections. This flag is used to call the tracker only when there are detections.

Another important note is that the sensors can simulate multiple detections per target, in particular when the targets are very close to the radar sensors. Because the tracker assumes a single detection per target from each sensor, you must cluster the detections before the tracker processes them. This is done by setting `TargetReportFormat` to 'Clustered detections', which is the default. The sensor model may also output raw detection data, or track updates using an internal tracker.

```

toSnap = true;
while advance(scenario) && ishghandle(BEP.Parent)
    % Get the scenario time
    time = scenario.SimulationTime;

    % Get the position of the other vehicle in ego vehicle coordinates
    ta = targetPoses(egoCar);

    % Simulate the sensors
    detectionClusters = {};
    isValidTime = false(1,8);
    for i = 1:8
        [sensorDets,numValidDets,isValidTime(i)] = sensors{i}(ta, time);
        if numValidDets
            for j = 1:numValidDets
                % Vision detections do not report SNR. The tracker requires
                % that they have the same object attributes as the radar
                % detections. This adds the SNR object attribute to vision
                % detections and sets it to a NaN.
                if ~isfield(sensorDets{j}.ObjectAttributes{1}, 'SNR')
                    sensorDets{j}.ObjectAttributes{1}.SNR = NaN;
                end

                % Remove the Z-component of measured position and velocity
                % from the Measurement and MeasurementNoise fields
                sensorDets{j}.Measurement = sensorDets{j}.Measurement([1 2 4 5]);
                sensorDets{j}.MeasurementNoise = sensorDets{j}.MeasurementNoise([1 2 4 5],[1 2 4
            end
        end
        detectionClusters = [detectionClusters; sensorDets]; %#ok<AGROW>
    end
end

% Update the tracker if there are new detections
if any(isValidTime)
    if isa(sensors{1},'drivingRadarDataGenerator')
        vehicleLength = sensors{1}.Profiles.Length;
    else
        vehicleLength = sensors{1}.ActorProfiles.Length;
    end
    confirmedTracks = updateTracks(tracker, detectionClusters, time);

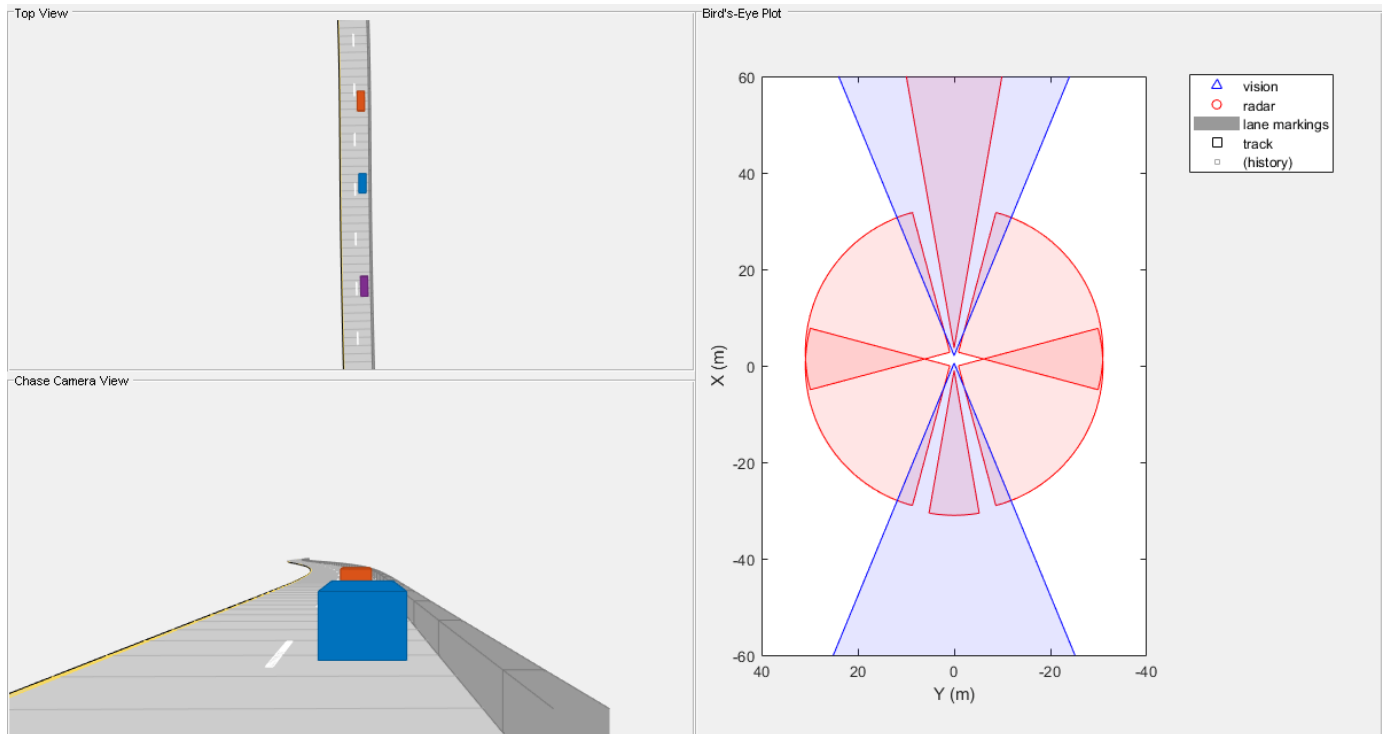
    % Update bird's-eye plot
    updateBEP(BEP, egoCar, detectionClusters, confirmedTracks, positionSelector, velocitySel
end

```

```

% Snap a figure for the document when the car passes the ego vehicle
if ta(1).Position(1) > 0 && toSnap
    toSnap = false;
    snapnow
end
end
end

```



## Summary

This example shows how to generate a scenario, simulate sensor detections, and use these detections to track moving vehicles around the ego vehicle.

You can try to modify the scenario road, or add or remove vehicles. You can also try to add, remove, or modify the sensors on the ego vehicle, or modify the tracker parameters.

## Supporting Functions

### initSimDemoFilter

This function initializes a constant velocity filter based on a detection.

```

function filter = initSimDemoFilter(detection)
% Use a 2-D constant velocity model to initialize a trackingKF filter.
% The state vector is [x;vx;y;vy]
% The detection measurement vector is [x;y;vx;vy]
% As a result, the measurement model is H = [1 0 0 0; 0 0 1 0; 0 1 0 0; 0 0 0 1]
H = [1 0 0 0; 0 0 1 0; 0 1 0 0; 0 0 0 1];
filter = trackingKF('MotionModel', '2D Constant Velocity', ...
    'State', H * detection.Measurement, ...
    'MeasurementModel', H, ...

```

```

    'StateCovariance', H' * detection.MeasurementNoise * H, ...
    'MeasurementNoise', detection.MeasurementNoise);
end

```

### createDemoDisplay

This function creates a three-panel display:

- 1 Top-left corner of display: A top view that follows the ego vehicle.
- 2 Bottom-left corner of display: A chase-camera view that follows the ego vehicle.
- 3 Right-half of display: A birdsEyePlot display.

```

function BEP = createDemoDisplay(egoCar, sensors)
% Make a figure
hFigure = figure('Position', [0, 0, 1200, 640], 'Name', 'Sensor Fusion with Synthetic Data Ex
movegui(hFigure, [0 -1]); % Moves the figure to the left and a little down from the top

% Add a car plot that follows the ego vehicle from behind
hCarViewPanel = uipanel(hFigure, 'Position', [0 0 0.5 0.5], 'Title', 'Chase Camera View');
hCarPlot = axes(hCarViewPanel);
chasePlot(egoCar, 'Parent', hCarPlot);

% Add a car plot that follows the ego vehicle from a top view
hTopViewPanel = uipanel(hFigure, 'Position', [0 0.5 0.5 0.5], 'Title', 'Top View');
hCarPlot = axes(hTopViewPanel);
chasePlot(egoCar, 'Parent', hCarPlot, 'ViewHeight', 130, 'ViewLocation', [0 0], 'ViewPitch',

% Add a panel for a bird's-eye plot
hBEVPanel = uipanel(hFigure, 'Position', [0.5 0 0.5 1], 'Title', 'Bird's-Eye Plot');

% Create bird's-eye plot for the ego vehicle and sensor coverage
hBEVPlot = axes(hBEVPanel);
frontBackLim = 60;
BEP = birdsEyePlot('Parent', hBEVPlot, 'Xlimits', [-frontBackLim frontBackLim], 'Ylimits', [

% Plot the coverage areas for radars
for i = 1:6
    cap = coverageAreaPlotter(BEP, 'FaceColor', 'red', 'EdgeColor', 'red');
    if isa(sensors{i}, 'drivingRadarDataGenerator')
        plotCoverageArea(cap, sensors{i}.MountingLocation(1:2), ...
            sensors{i}.RangeLimits(2), sensors{i}.MountingAngles(1), sensors{i}.FieldOfView(
    else
        plotCoverageArea(cap, sensors{i}.SensorLocation, ...
            sensors{i}.MaxRange, sensors{i}.Yaw, sensors{i}.FieldOfView(1));
    end
end

% Plot the coverage areas for vision sensors
for i = 7:8
    cap = coverageAreaPlotter(BEP, 'FaceColor', 'blue', 'EdgeColor', 'blue');
    if isa(sensors{i}, 'drivingRadarDataGenerator')
        plotCoverageArea(cap, sensors{i}.MountingLocation(1:2), ...
            sensors{i}.RangeLimits(2), sensors{i}.MountingAngles(1), 45);
    else
        plotCoverageArea(cap, sensors{i}.SensorLocation, ...
            sensors{i}.MaxRange, sensors{i}.Yaw, 45);
    end
end

```

```

end

% Create a vision detection plotter put it in a struct for future use
detectionPlotter(BEP, 'DisplayName','vision', 'MarkerEdgeColor','blue', 'Marker','^');

% Combine all radar detections into one entry and store it for later update
detectionPlotter(BEP, 'DisplayName','radar', 'MarkerEdgeColor','red');

% Add road borders to plot
laneMarkingPlotter(BEP, 'DisplayName','lane markings');

% Add the tracks to the bird's-eye plot. Show last 10 track updates.
trackPlotter(BEP, 'DisplayName','track', 'HistoryDepth',10);

axis(BEP.Parent, 'equal');
xlim(BEP.Parent, [-frontBackLim frontBackLim]);
ylim(BEP.Parent, [-40 40]);

% Add an outline plotter for ground truth
outlinePlotter(BEP, 'Tag', 'Ground truth');
end

```

### updateBEP

This function updates the bird's-eye plot with road boundaries, detections, and tracks.

```

function updateBEP(BEP, egoCar, detections, confirmedTracks, psel, vsel)
% Update road boundaries and their display
[lmv, lmf] = laneMarkingVertices(egoCar);
plotLaneMarking(findPlotter(BEP, 'DisplayName','lane markings'), lmv, lmf);

% update ground truth data
[position, yaw, length, width, originOffset, color] = targetOutlines(egoCar);
plotOutline(findPlotter(BEP, 'Tag', 'Ground truth'), position, yaw, length, width, 'OriginOffset', color);

% update barrier data
[bPosition, bYaw, bLength, bWidth, bOriginOffset, bColor, numBarrierSegments] = targetOutlines(egoCar);
plotBarrierOutline(findPlotter(BEP, 'Tag', 'Ground truth'), numBarrierSegments, bPosition, bYaw, bLength, bWidth, bOriginOffset, bColor);

% Prepare and update detections display
N = numel(detections);
detPos = zeros(N,2);
isRadar = true(N,1);
for i = 1:N
    detPos(i,:) = detections{i}.Measurement(1:2)';
    if detections{i}.SensorIndex > 6 % Vision detections
        isRadar(i) = false;
    end
end
plotDetection(findPlotter(BEP, 'DisplayName','vision'), detPos(~isRadar,:));
plotDetection(findPlotter(BEP, 'DisplayName','radar'), detPos(isRadar,:));

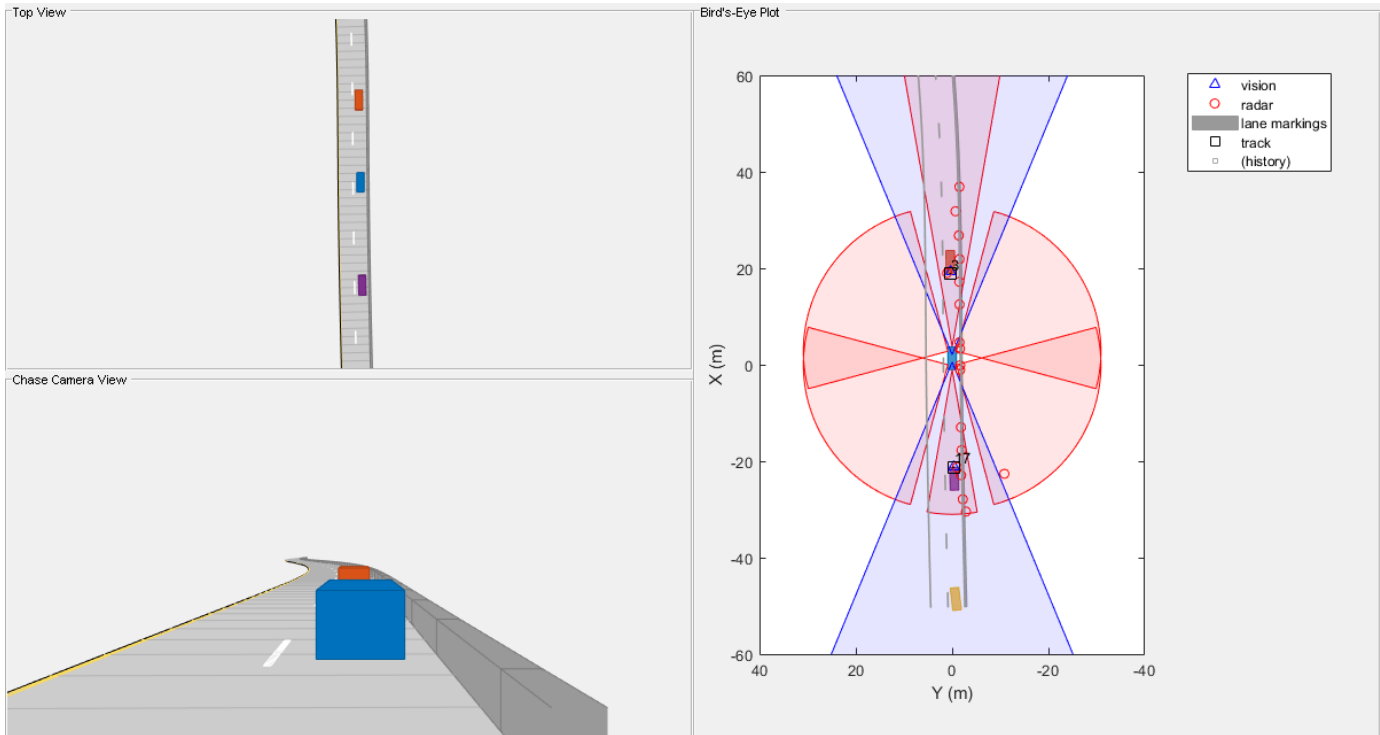
% Remove all object tracks that are unidentified by the vision detection
% generators before updating the tracks display. These have the ObjectClassID
% parameter value as 0 and include objects such as barriers.
isNotBarrier = arrayfun(@(t)t.ObjectClassID, confirmedTracks) > 0;
confirmedTracks = confirmedTracks(isNotBarrier);

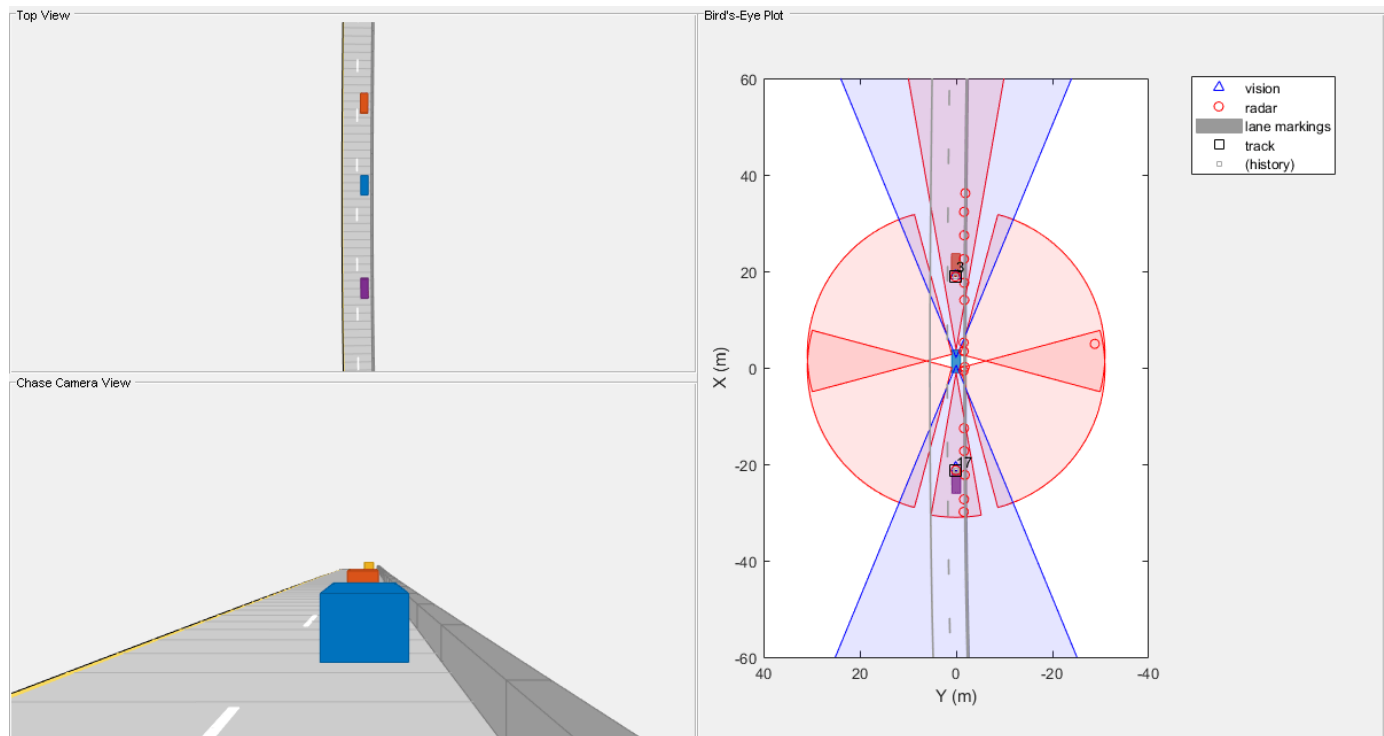
```

```

% Prepare and update tracks display
trackIDs = {confirmedTracks.TrackID};
labels = cellfun(@num2str, trackIDs, 'UniformOutput', false);
[tracksPos, tracksCov] = getTrackPositions(confirmedTracks, psel);
tracksVel = getTrackVelocities(confirmedTracks, vsel);
plotTrack(findPlotter(BEP, 'DisplayName', 'track'), tracksPos, tracksVel, tracksCov, labels);
end

```





### See Also

#### Apps

[Driving Scenario Designer](#)

#### Objects

[birdsEyePlot](#) | [drivingRadarDataGenerator](#) | [visionDetectionGenerator](#) | [multiObjectTracker](#) | [drivingScenario](#)

#### Functions

[vehicle](#) | [trajectory](#) | [targetPoses](#) | [updateTracks](#)

### More About

- [“Sensor Fusion Using Synthetic Radar and Vision Data in Simulink”](#) on page 8-297



# Sensor Fusion Using Synthetic Radar and Vision Data in Simulink

This example shows how to implement a synthetic data simulation for tracking and sensor fusion in Simulink® with Automated Driving Toolbox™. It closely follows the “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288 MATLAB® example.

## Introduction

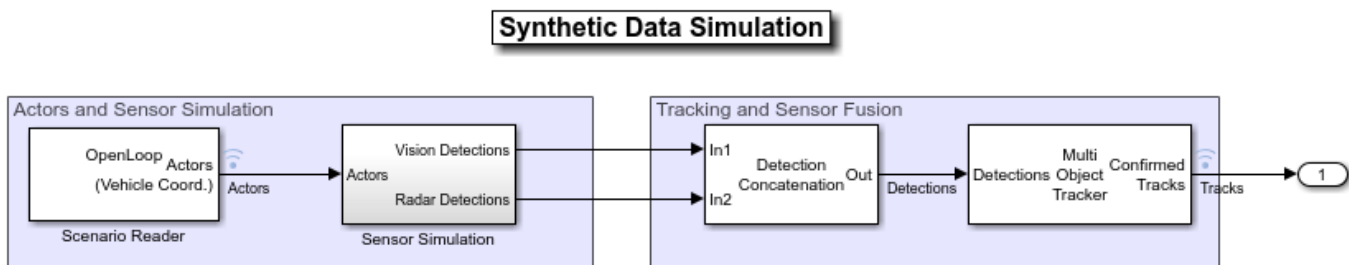
Simulating synthetic radar and vision detections provides the ability to create rare and potentially dangerous events and test the vehicle algorithms with them. This example covers the entire synthetic data workflow in Simulink.

## Setup and Overview of the Model

Prior to running this example, the Driving Scenario Designer app was used to create the same scenario defined in “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288. The roads and actors from this scenario were then saved to the scenario file `OpenLoop.mat`.

The Scenario Reader block reads the actor pose data from the saved file. The block converts the actor poses from the world coordinates of the scenario into ego vehicle coordinates. The actor poses are streamed on a bus generated by the block.

The actor poses are used by the Sensor Simulation subsystem, which generates synthetic radar and vision detections. The simulated detections are concatenated at the input to the Multi-Object Tracker block, whose output is a list of confirmed tracks. Finally, the Bird's-Eye Scope visualizes the actors, the vision and radar detections, the confirmed tracks and the road boundaries. The following sections describe the main blocks of this model.

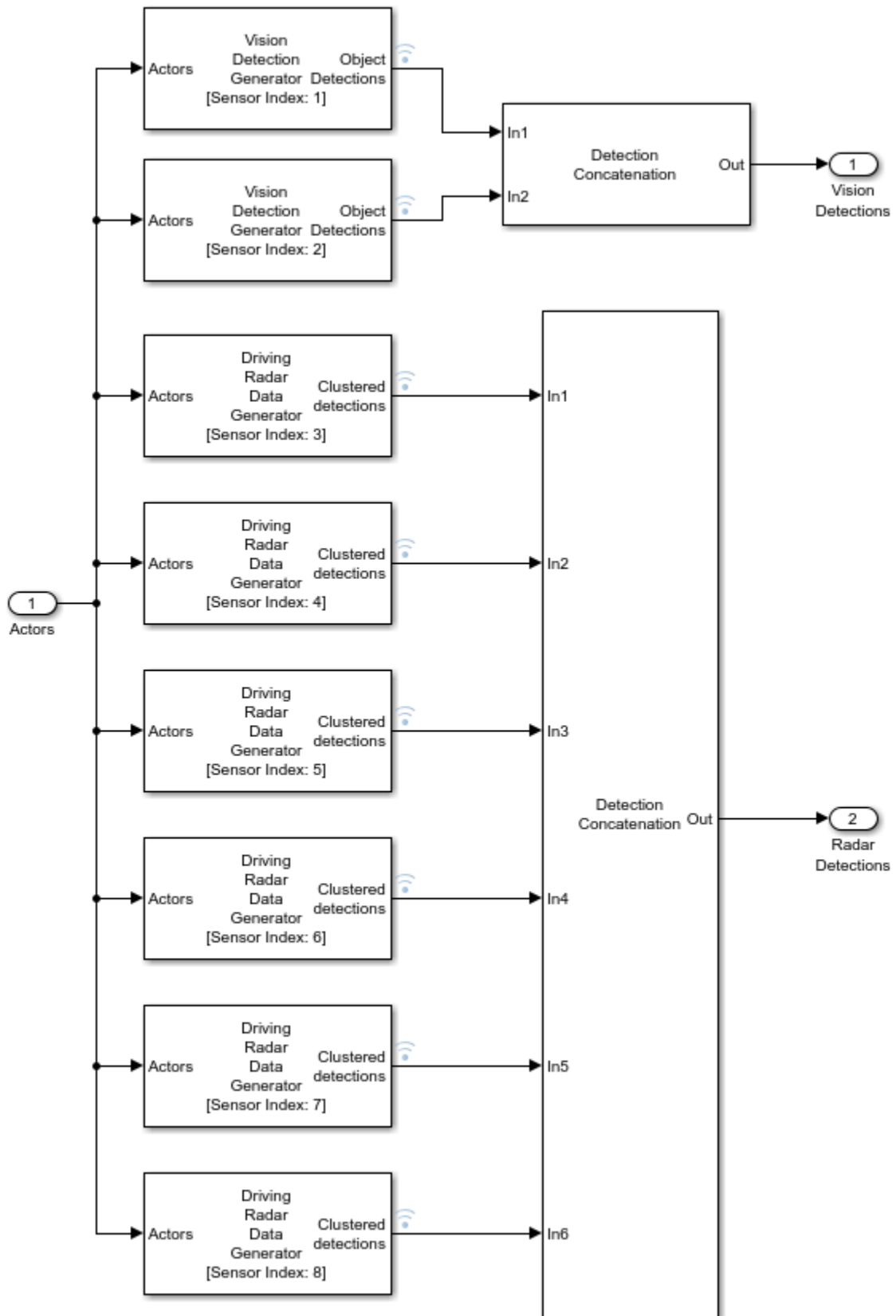


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## Simulating Sensor Detections

In this example, you simulate an ego vehicle that has 6 radar sensors and 2 vision sensors covering the 360 degrees field of view. The sensors have some overlap and some coverage gap. The ego vehicle is equipped with a long-range radar sensor and a vision sensor on both the front and the back of the vehicle. Each side of the vehicle has two short-range radar sensors, each covering 90 degrees. One sensor on each side covers from the middle of the vehicle to the back. The other sensor on each side covers from the middle of the vehicle forward.

When you open the Sensor Simulation subsystem, you can see the two Vision Detection Generator blocks, configured to generate detections from the front and the back of the ego vehicle. The output from the vision detection generators is connected to a Detection Concatenation block. Next, the subsystem contains six Driving Radar Data Generator blocks, configured as described in the previous paragraph. The outputs of the radar data generators are configured to report the clustered centroid of the detections generated from each target.



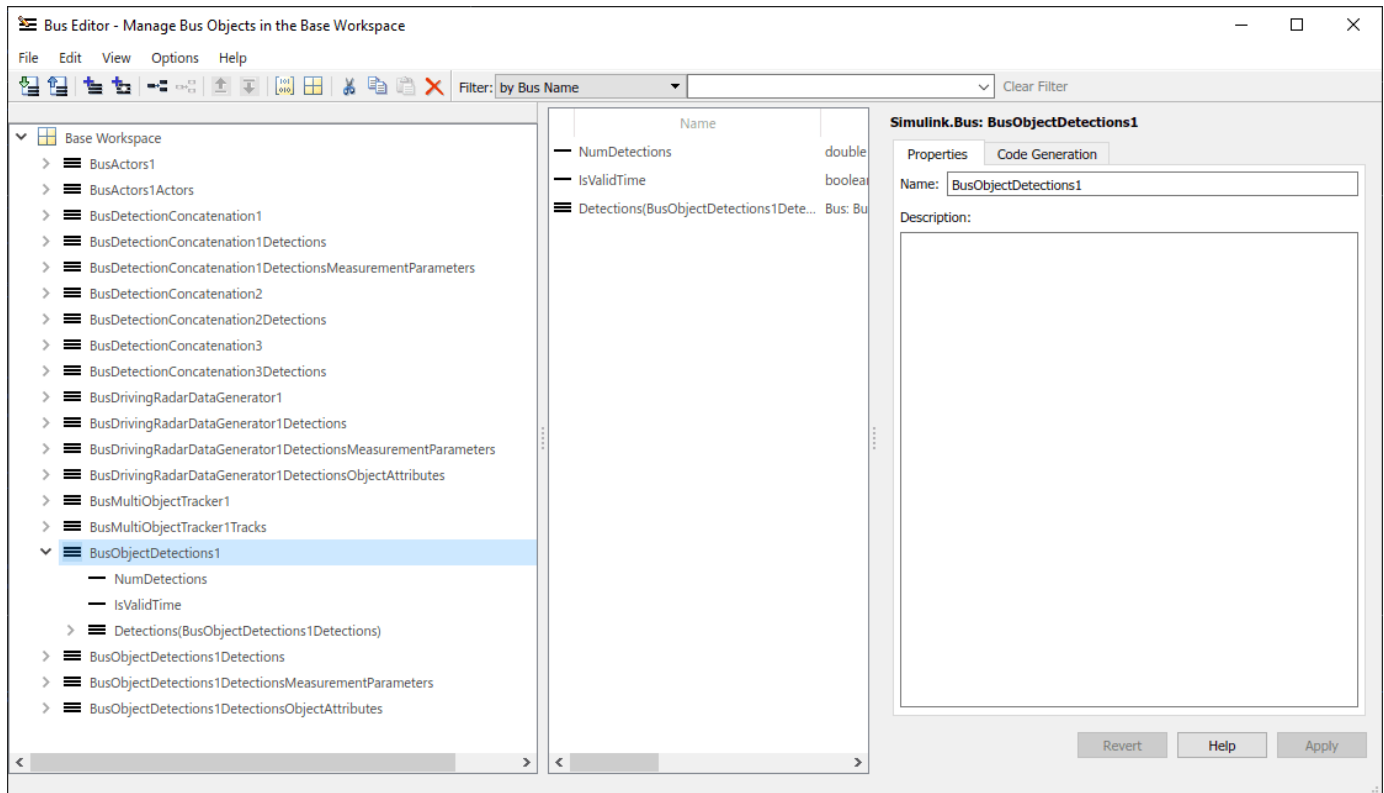
## Tracking and Sensor Fusion

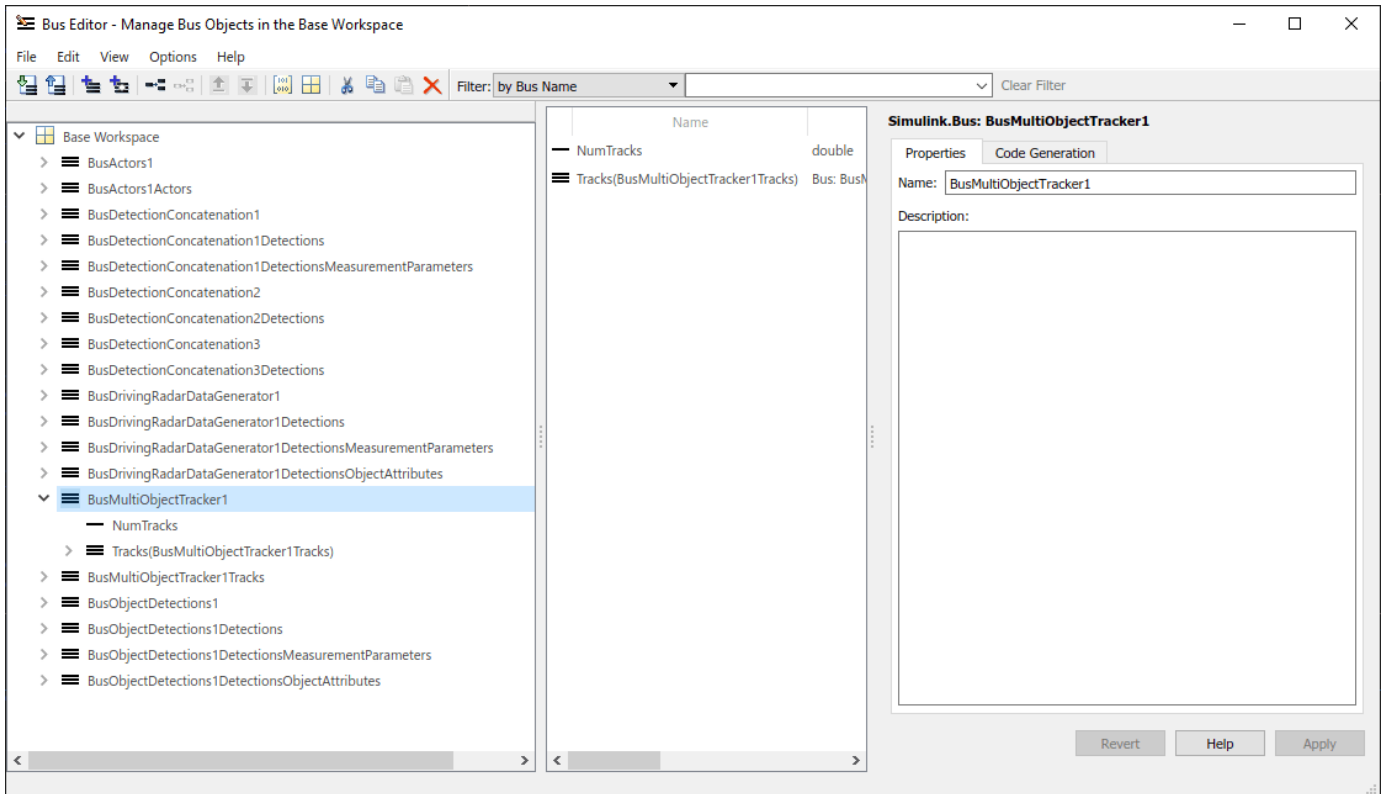
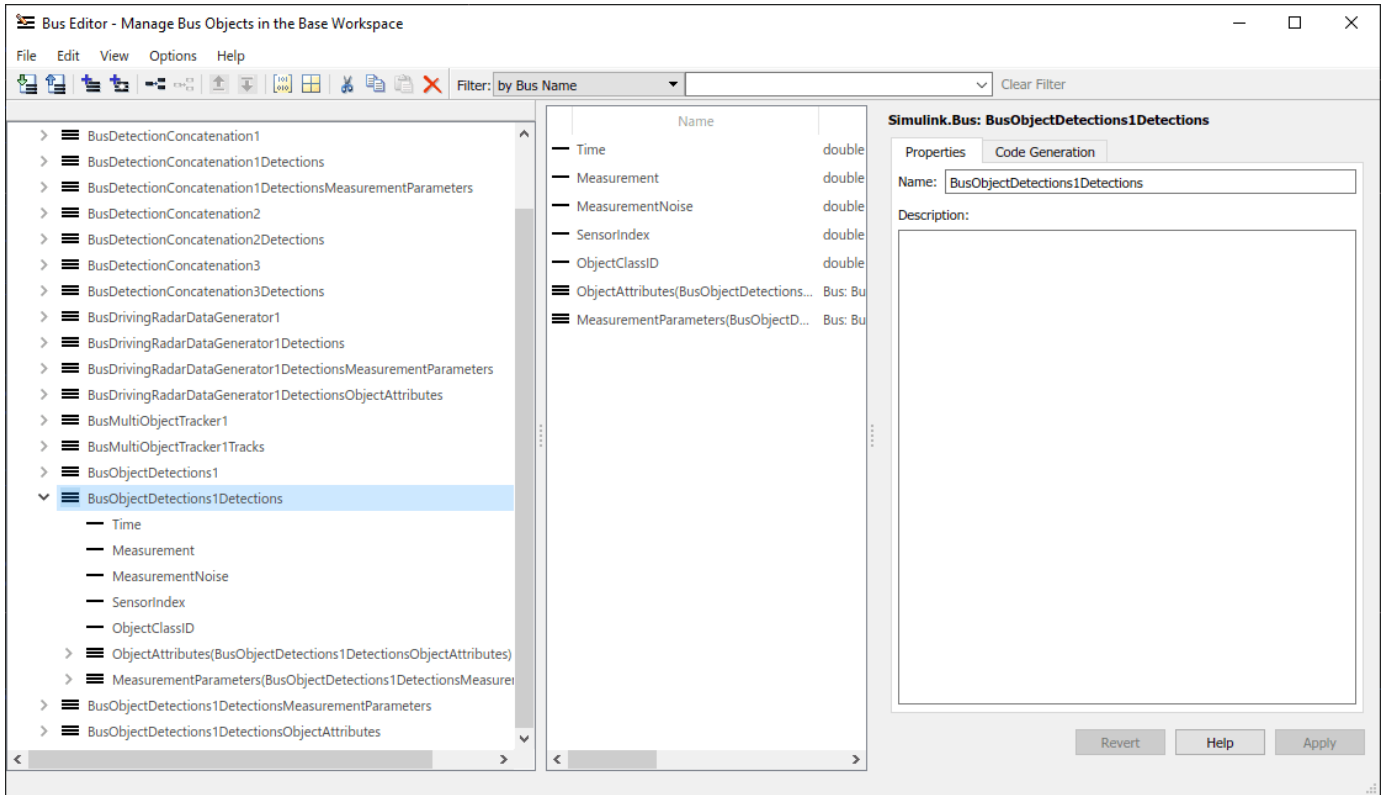
The detections from the vision and radar sensors must first be concatenated to form a single input to the Multi-Object Tracker block. The concatenation is done using an additional Detection Concatenation block.

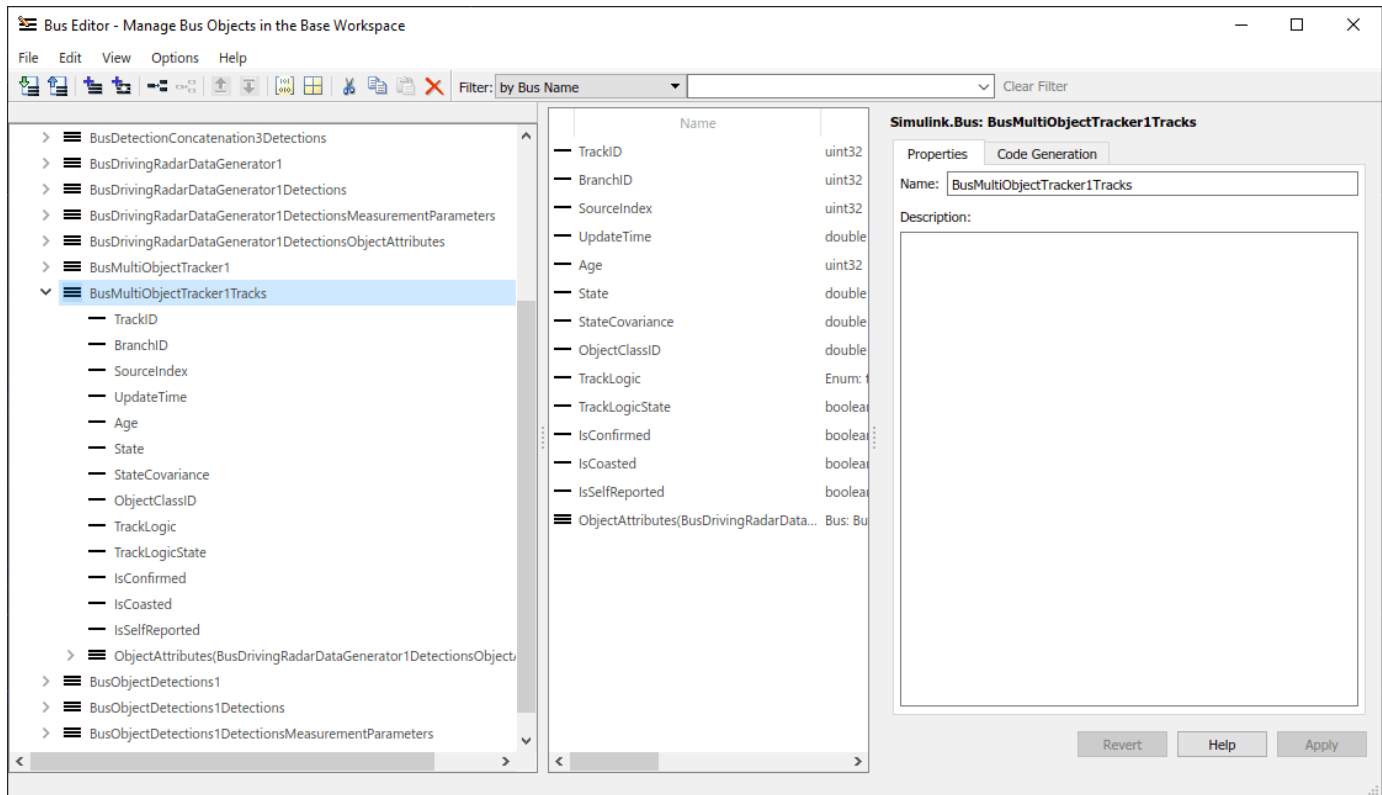
The Multi-Object Tracker block is responsible for fusing the data from all the detections and tracking the objects around the ego vehicle. The multi-object tracker is configured with the same parameters that were used in the corresponding MATLAB example, “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288. The output from the Multi-Object Tracker block is a list of confirmed tracks.

## Creating and Propagating Buses

The inputs and outputs from the various blocks in this example are all `Simulink.Bus` (Simulink) objects. To simplify compiling the model and creating the buses, all the Vision Detection Generator, Driving Radar Data Generator, Multi-Object Tracker, and Detection Concatenation blocks have a property that defines the source of the output bus name. When set to 'Auto', the buses are created automatically and their names are propagated to the block that consumes this bus as an input. When set to 'Property', you can define the name of the output bus. The following images show the detections bus, a single detection bus, the tracks bus, and a single track bus.

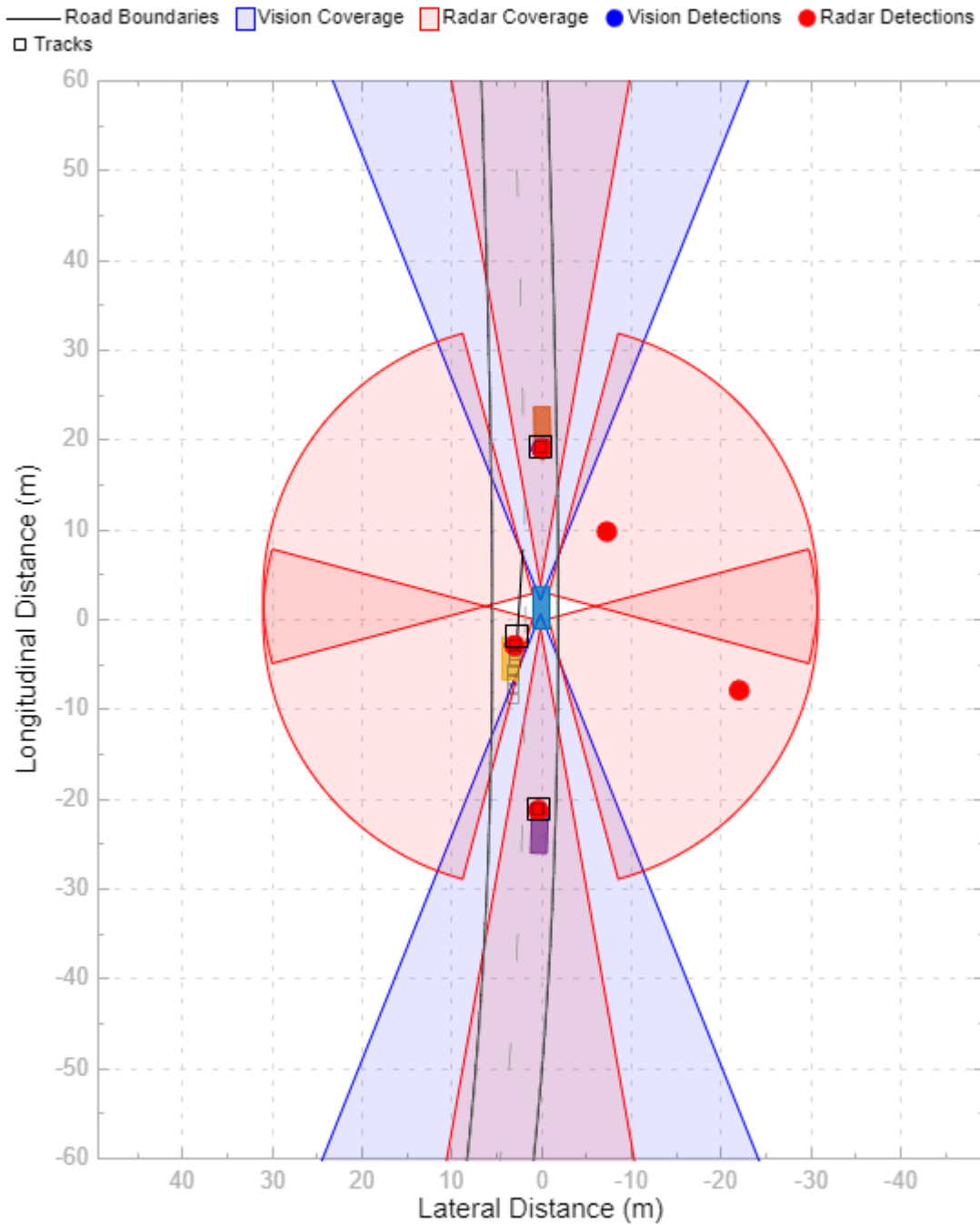






## Display

The Bird's-Eye Scope is a model-level visualization tool that you can open from the Simulink toolstrip. On the **Simulation** tab, under **Review Results**, click **Bird's-Eye Scope**. After opening the scope, click **Find Signals** to set up the signals. Then run the simulation to display the actors, vision and radar detections, tracks, and road boundaries. The following image shows the bird's-eye scope for this example.



## See Also

### Apps

[Driving Scenario Designer](#)

### Blocks

[Detection Concatenation](#) | [Multi-Object Tracker](#) | [Driving Radar Data Generator](#) | [Vision Detection Generator](#)

**Objects**

drivingScenario

**Functions**

roadBoundaries | record

**More About**

- “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288
- “Forward Collision Warning Using Sensor Fusion” on page 8-219
- “Adaptive Cruise Control with Sensor Fusion” on page 8-232
- “Code Generation for Tracking and Sensor Fusion” on page 8-212
- “Autonomous Emergency Braking with Sensor Fusion” on page 8-305



# Autonomous Emergency Braking with Sensor Fusion

This example shows how to implement autonomous emergency braking (AEB) using a sensor fusion algorithm.

## Introduction

Autonomous emergency braking is an advanced active safety system that helps drivers avoid or mitigate collisions with other vehicles.

The European New Car Assessment Programme (Euro NCAP®) has included the AEB city and interurban systems in its safety rating since 2014. The Euro NCAP continues to promote AEB systems for protecting vulnerable road users, such as pedestrians and cyclists.

Today, AEB systems mostly use radar and vision sensors to identify potential collision partners ahead of the ego vehicle. These systems often require multiple sensors to obtain accurate, reliable, and robust detections while minimizing false positives. To combine the data from various sensors, multiple sensor AEB systems use sensor fusion technology. This example shows how to implement AEB using a sensor fusion algorithm. In this example, you:

- 1 Explore the test bench model** — The model contains the sensors and environment, sensor fusion and tracking, decision logic, controls, and vehicle dynamics.
- 2 Model the AEB Controller** — Use Simulink® and Stateflow® to integrate a braking controller for braking control and a nonlinear model predictive controller (NLMPC) for acceleration and steering controls.
- 3 Simulate the test bench model** — You can configure the test bench model for different scenarios based on Euro NCAP test protocols.
- 4 Generate C++ code** — Generate C++ code and test the software-in-the-loop (SIL) simulation for the sensor fusion, decision logic, and control algorithms.
- 5 Explore additional scenarios** — These scenarios test the system under additional conditions.

## Explore Test Bench Model

In this example, you use a system-level simulation test bench model to explore the behavior of the controller for an AEB system.

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

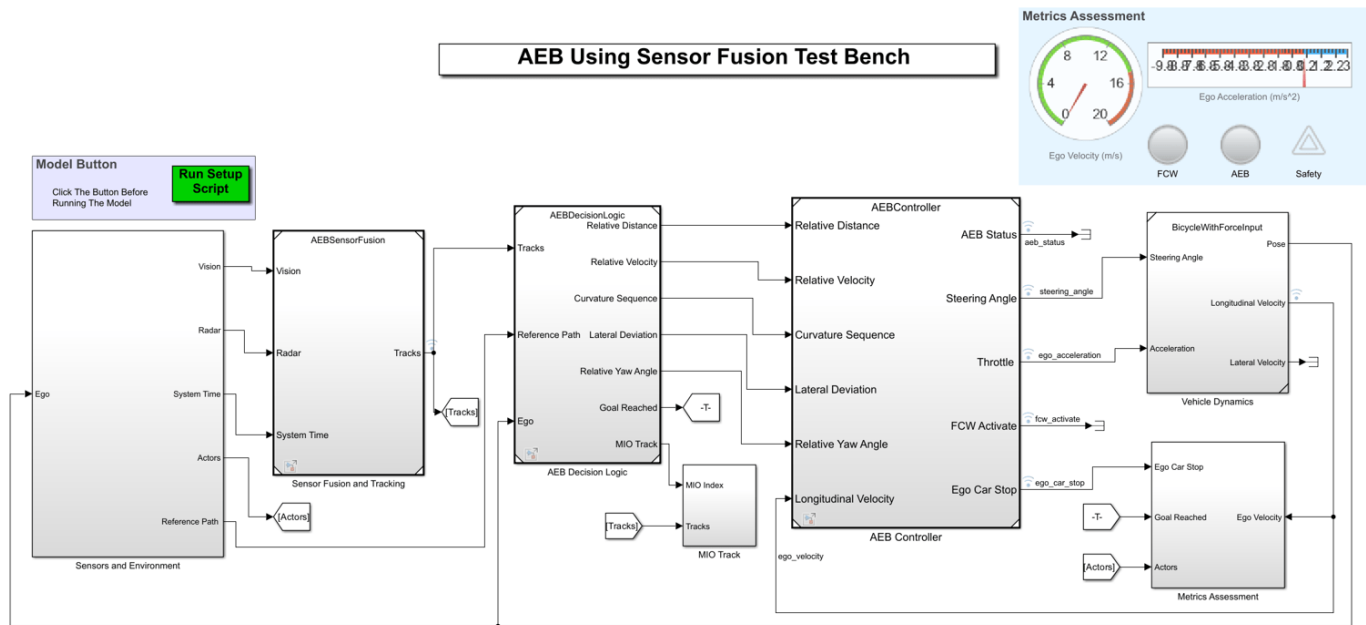
```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"))
helperDrivingProjectSetup("AutonomousEmergencyBraking.zip",workDir=pwd);
```

To reduce Command Window output, turn off model predictive controller (MPC) update messages.

```
mpcverbosity("off");
```

Open the system-level simulation test bench model.

```
open_system("AEBTestBench");
```



Opening this model runs the `helperSLAEBSetup` helper function, which initializes the scenario using the `drivingScenario` object in the base workspace. It runs the default test scenario, `scenario_25_AEB_PedestrianTurning_Nearside_10kph`, that contains an ego vehicle and a pedestrian. This setup function also configures the controller design parameters, vehicle model parameters, and Simulink bus signals required for defining the inputs and outputs for the `AEBTestBench` model.

The test bench model contains these modules:

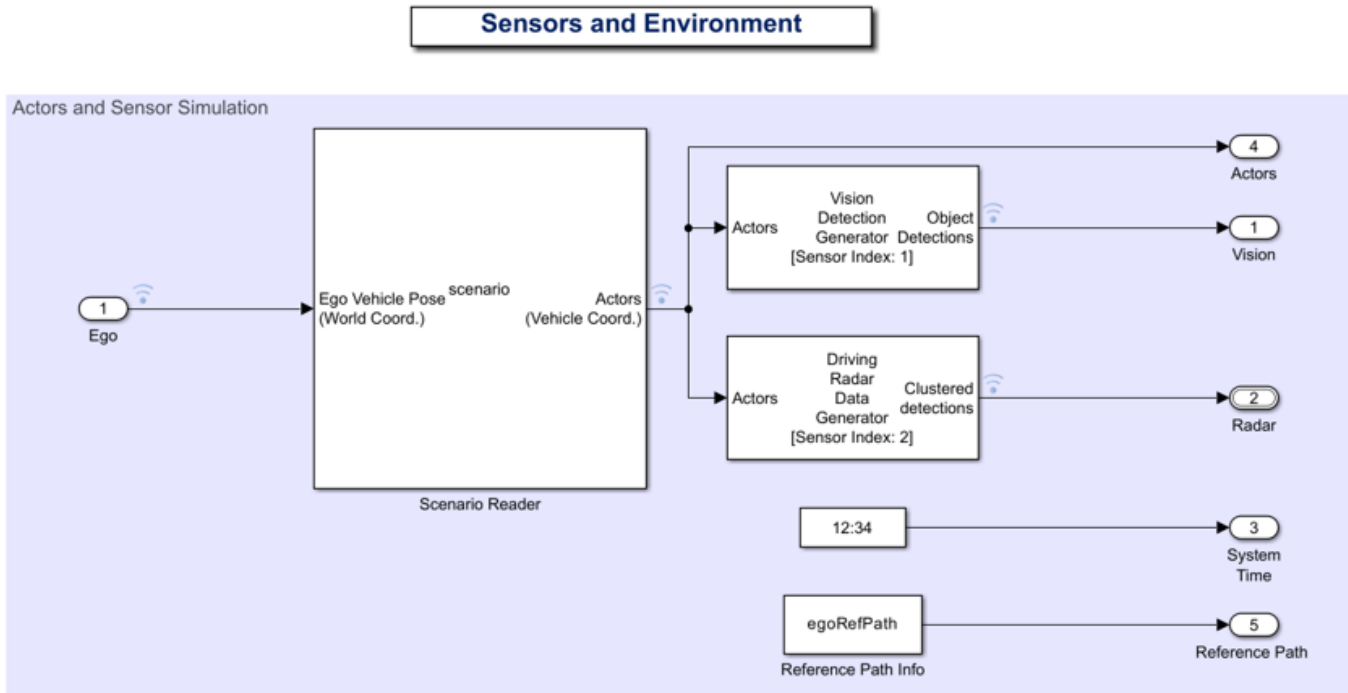
- **Sensors and Environment** — Subsystem that specifies the road, actors, camera, and radar sensor used for simulation.
- **Sensor Fusion and Tracking** — Algorithm model that fuses vehicle detections from the camera to those from the radar sensor.
- **AEB Decision Logic** — Algorithm model that specifies the lateral and longitudinal decision logic that provides most important object (MIO) related information and ego vehicle reference path information to the controller.
- **AEB Controller** — Algorithm model that specifies the steering angle and acceleration controls.
- **Vehicle Dynamics** — Subsystem that specifies the dynamic model of the ego vehicle.
- **Metrics Assessment** — Subsystem that assesses system-level behavior.

The `Vehicle Dynamics` subsystem models the ego vehicle using a Bicycle Model, and updates its state using commands received from the `AEB Controller` model. For more details on the `Vehicle Dynamics` subsystem, see the “Highway Lane Following” on page 8-893 example.

To plot synthetic sensor detections, tracked objects, and ground truth data, use the Bird's-Eye Scope. The **Bird's-Eye Scope** is a model-level visualization tool that you can open from the Simulink model toolbar. On the **Simulation** tab, under **Review Results**, click **Bird's-Eye Scope**. After opening the scope, click **Update Signals** to set up the signals. The dashboard panel displays these ego vehicle parameters: velocity, acceleration, AEB status, forward collision warning (FCW) status, and safety status.

The Sensors and Environment subsystem configures the road network, defines target actor trajectories, and synthesizes sensors. Open the Sensors and Environment subsystem.

```
open_system("AEBTestBench/Sensors and Environment")
```

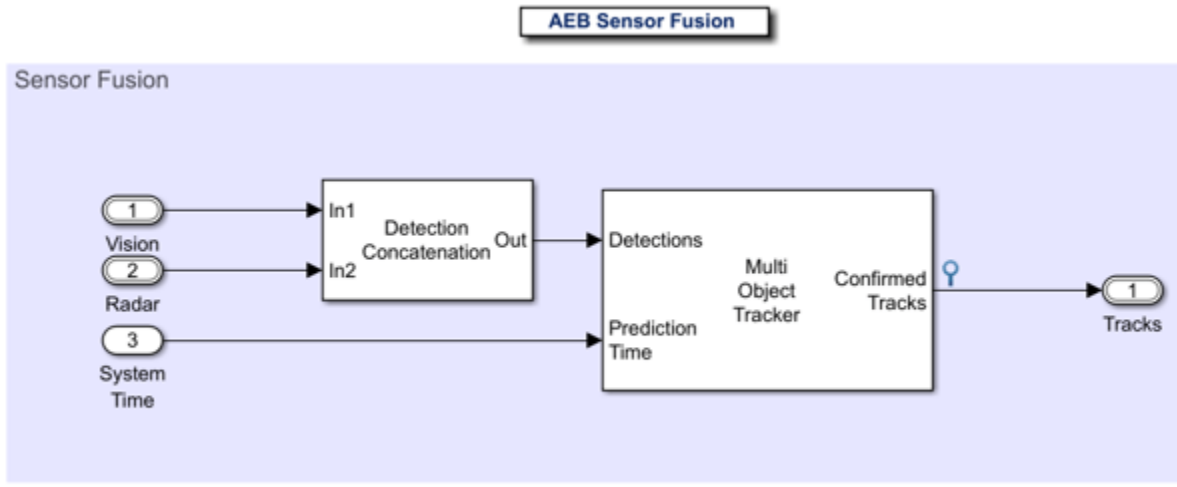


The subsystem specifies the scenario and sensors of the ego vehicle using these blocks:

- The Scenario Reader block reads the `drivingScenario` object from the base workspace, and then reads the actor data from that object. The block uses the ego vehicle information to perform a closed-loop simulation, and then outputs the ground truth information of the scenario actors and their trajectories in ego vehicle coordinates.
- The Driving Radar Data Generator block generates radar sensor data from a driving scenario.
- The Vision Detection Generator block generates detections and measurements from a camera mounted on the ego vehicle.
- The Reference Path Info block provides a predefined reference trajectory for ego vehicle navigation. The reference path in the block is created by using the `helperEgoRefPathCreator` helper function.

The Sensor Fusion and Tracking algorithm model processes vision and radar detections and generates the position and velocity of the tracks relative to the ego vehicle. Open the `AEBSensorFusion` algorithm model.

```
open_system("AEBSensorFusion");
```



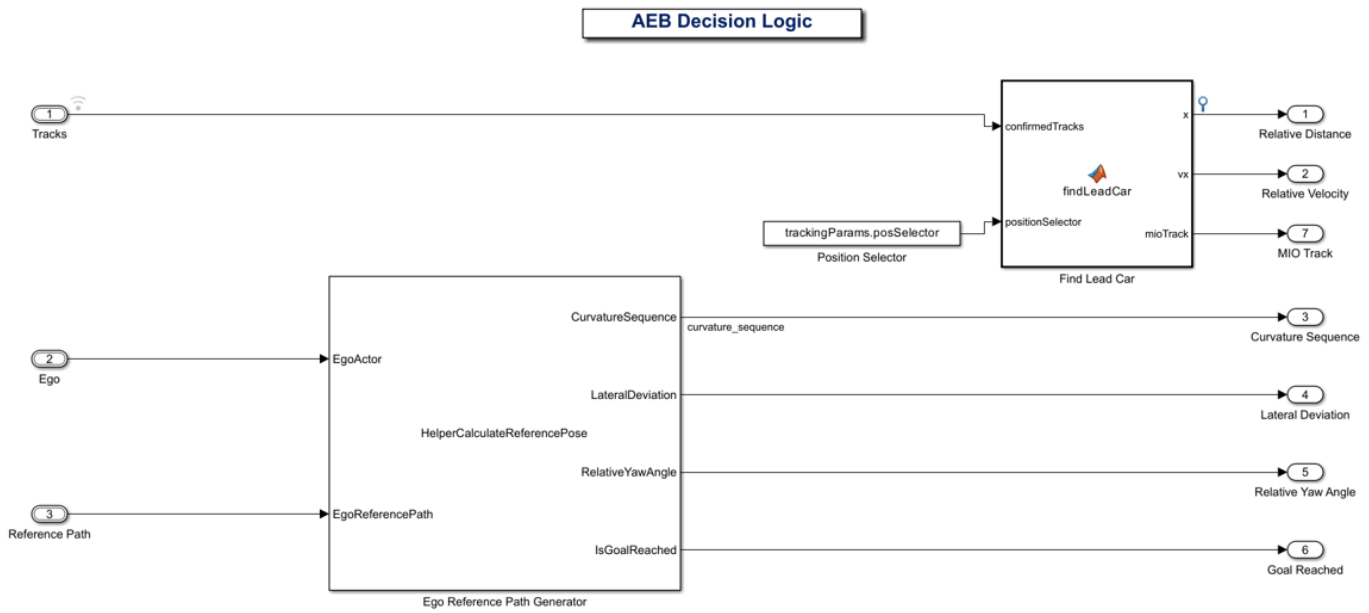
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The AEBSensorFusion model contains these blocks:

- Detection Concatenation — Combines the vision and radar detections onto a single output bus.
- Multi-Object Tracker — Performs sensor fusion and outputs the tracks of stationary and moving objects. These tracks are updated at **Prediction Time**, specified by a Digital Clock block in the Sensors and Environment subsystem.

The AEBDecisionLogic algorithm model specifies lateral and longitudinal decisions based on the predefined ego reference path and tracks. Open the AEBDecisionLogic algorithm model.

```
open_system("AEBDecisionLogic");
```



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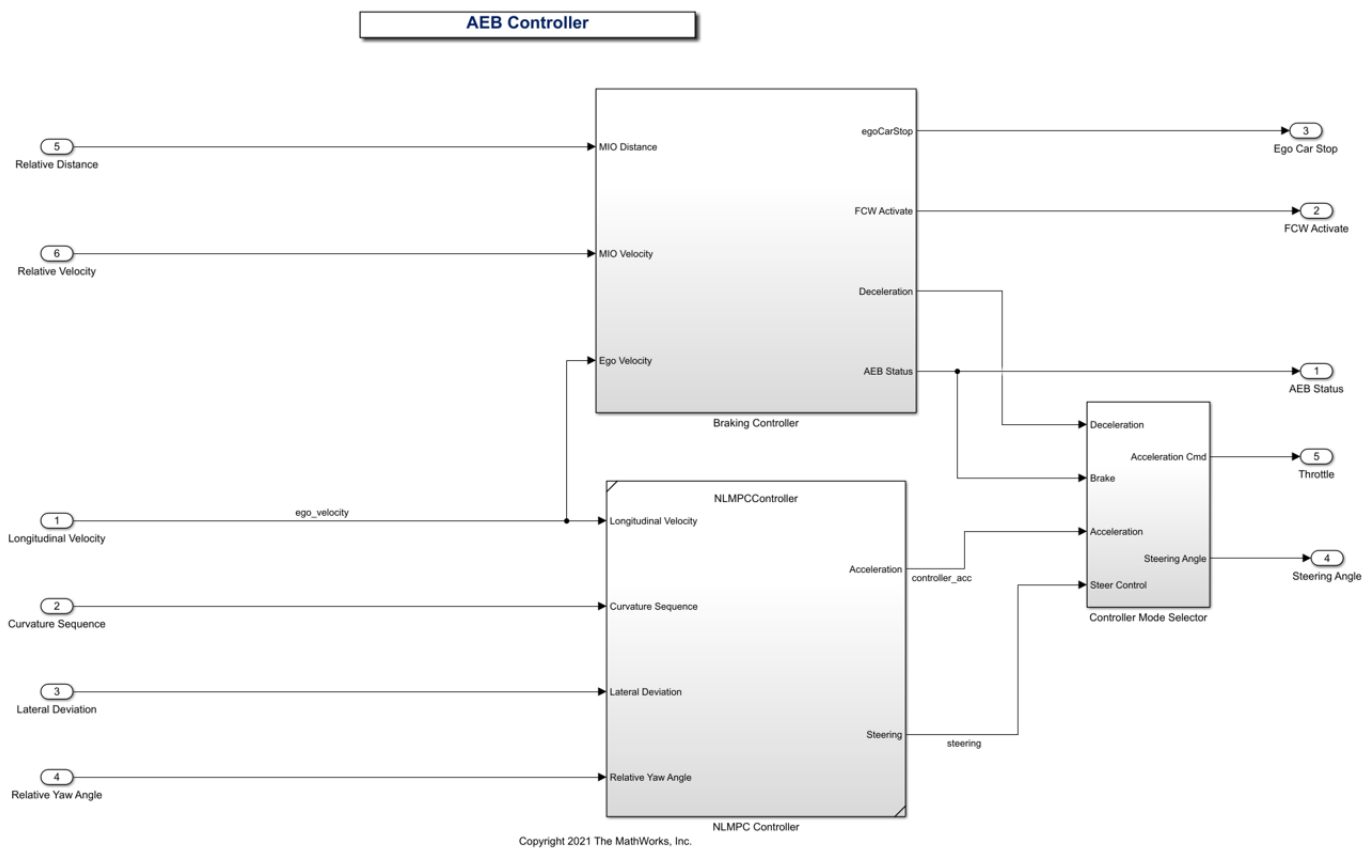
The AEB Decision Logic algorithm model contains these blocks:

- **Ego Reference Path Generator** — Estimates the curvature, relative yaw angle, and lateral deviation of the ego vehicle using the current ego position and the reference path information from Sensors and Environment subsystem. The block also determines if the ego vehicle reached its goal.
- **Find Lead Car** — Finds the lead car, which is the MIO in front of the ego vehicle in the same lane. This block outputs the relative distance and relative velocity between the ego vehicle and the MIO.

### Model AEB Controller

The AEBController algorithm model implements the main algorithm to specify the longitudinal and lateral controls. Open the AEBController algorithm model.

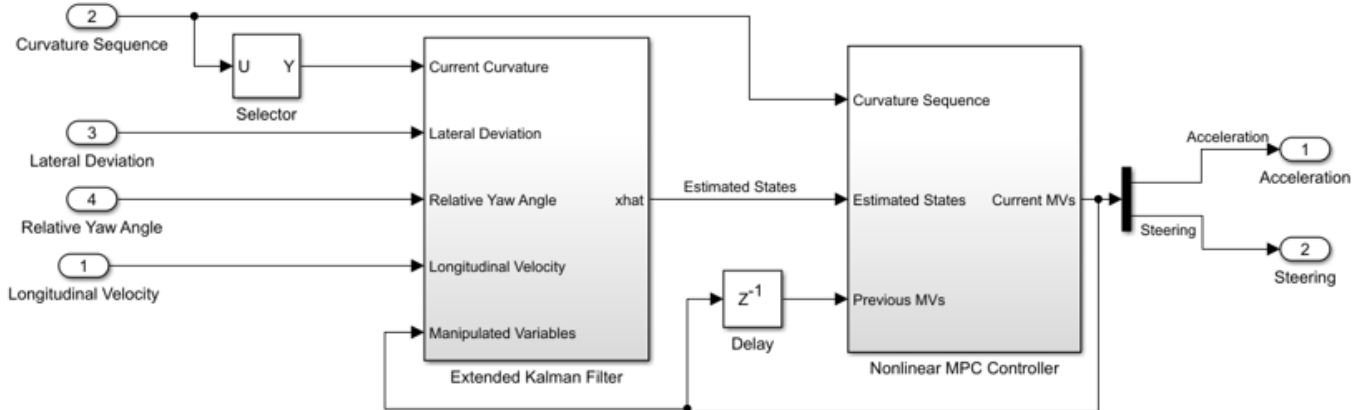
```
open_system("AEBController");
```



The AEBController model contains these subsystems:

- **Controller Mode Selector** — Releases the vehicle accelerator when AEB is activated.
- **NLMPC Controller** — reads the ego longitudinal velocity, curvature sequence, relative yaw angle, and lateral deviation, and then outputs the steering angle and acceleration for the ego vehicle. Open the NLMPC Controller referenced subsystem.

```
open_system("AEBController/NLMPC Controller")
```



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This example uses a nonlinear MPC controller with a prediction model that has seven states, three output variables, and two manipulated variables.

### States

- Lateral velocity
- Yaw rate
- Longitudinal velocity
- Longitudinal acceleration
- Lateral deviation
- Relative yaw angle
- Output disturbance of relative yaw angle

### Output Variables

- Longitudinal velocity
- Lateral deviation
- Sum of the yaw angle and yaw angle output disturbance

### Manipulated Variables

- Acceleration
- Steering

The controller models the product of the road curvature and the longitudinal velocity as a measured disturbance. The prediction horizon and control horizon are specified by the `helperSLAEBSetup` function. The state function for the nonlinear plant model and its Jacobian are specified by `helperNLMPCStateFcn` function and `helperNLMPCStateJacFcn` function, respectively. The continuous-time prediction model for the NLMPC controller uses the output equation defined in the `helperNLMPCOutputFcn` function. The constraints for the manipulated variables, and the weights in the standard MPC cost function are defined in the `helperSLAEBSetup` function when it creates the `nLMPC` object. In this example, the NLMPC controller does not support zero initial velocity for the ego vehicle.

In this example, an extended Kalman filter (EKF) provides state estimation for the seven states. The state transition function for the EKF is defined in the `helperEKFStateFcn` function, and the measurement function is defined in `helperEKFMeasFcn` function. For more details on designing a nonlinear MPC controller, see “Lane Following Using Nonlinear Model Predictive Control” (Model Predictive Control Toolbox).

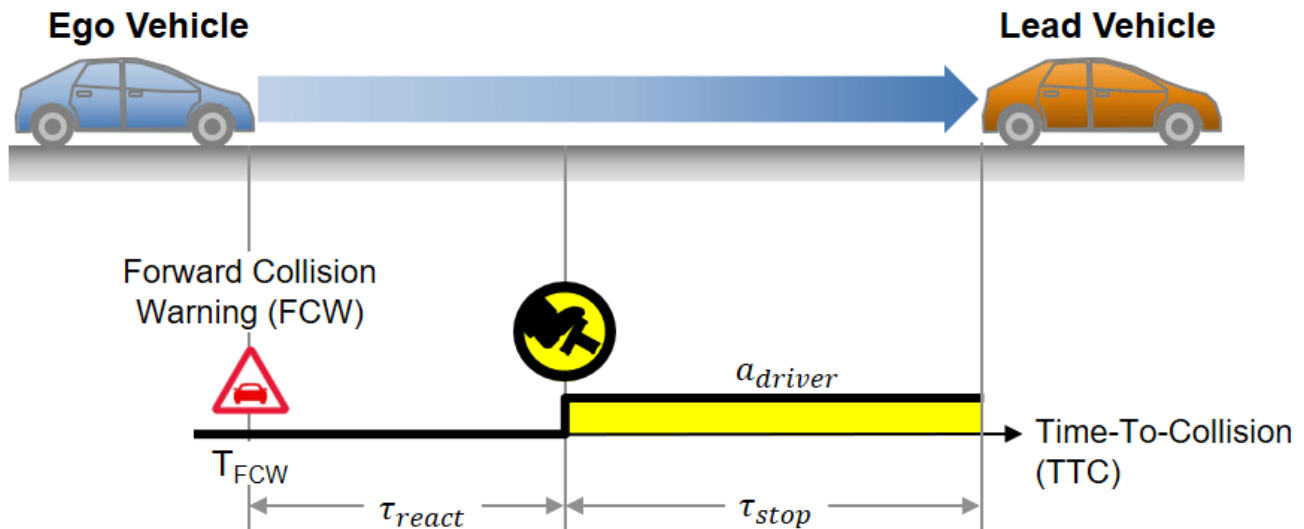
The `Braking Controller` subsystem implements the FCW and AEB control algorithm based on a stopping time calculation approach.

Stopping time  $\tau_{stop}$  refers to the time from when the ego vehicle first applies its brakes,  $a_{brake}$ , to when it comes to a complete stop. You can find stopping time by using this equation:

$$\tau_{stop} = v_{ego} / a_{brake},$$

where  $v_{ego}$  is the velocity of the ego vehicle.

The FCW system alerts the driver about an imminent collision with a lead vehicle. The driver is expected to react to the alert and apply the brake with a delay time,  $\tau_{react}$ .

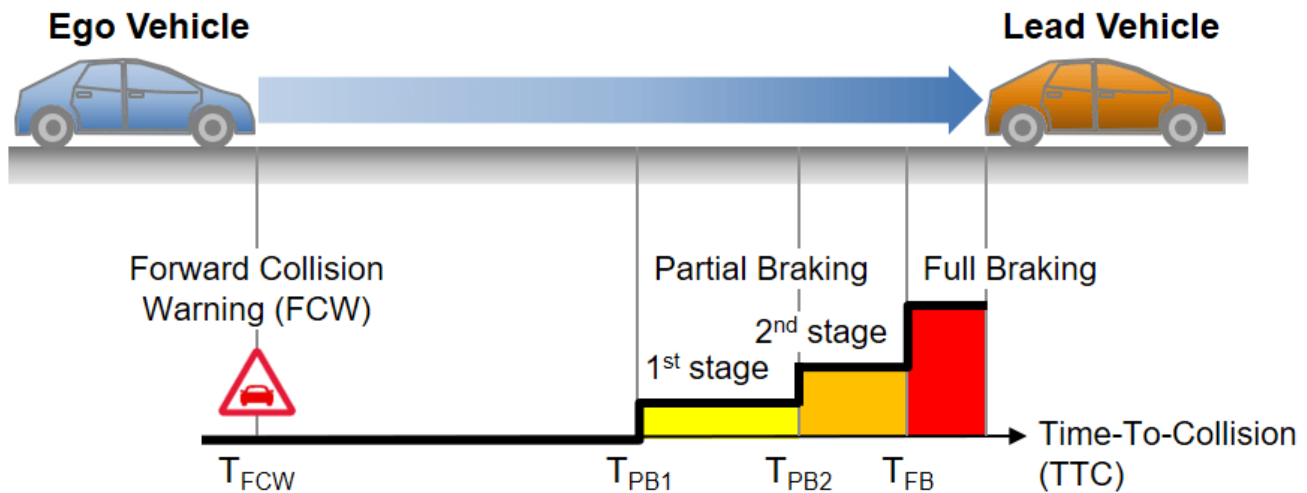


The total travel time of the ego vehicle before colliding with the lead vehicle can be expressed as:

$$\tau_{FCW} = \tau_{react} + \tau_{stop} = \tau_{react} + v_{ego} / a_{driver}$$

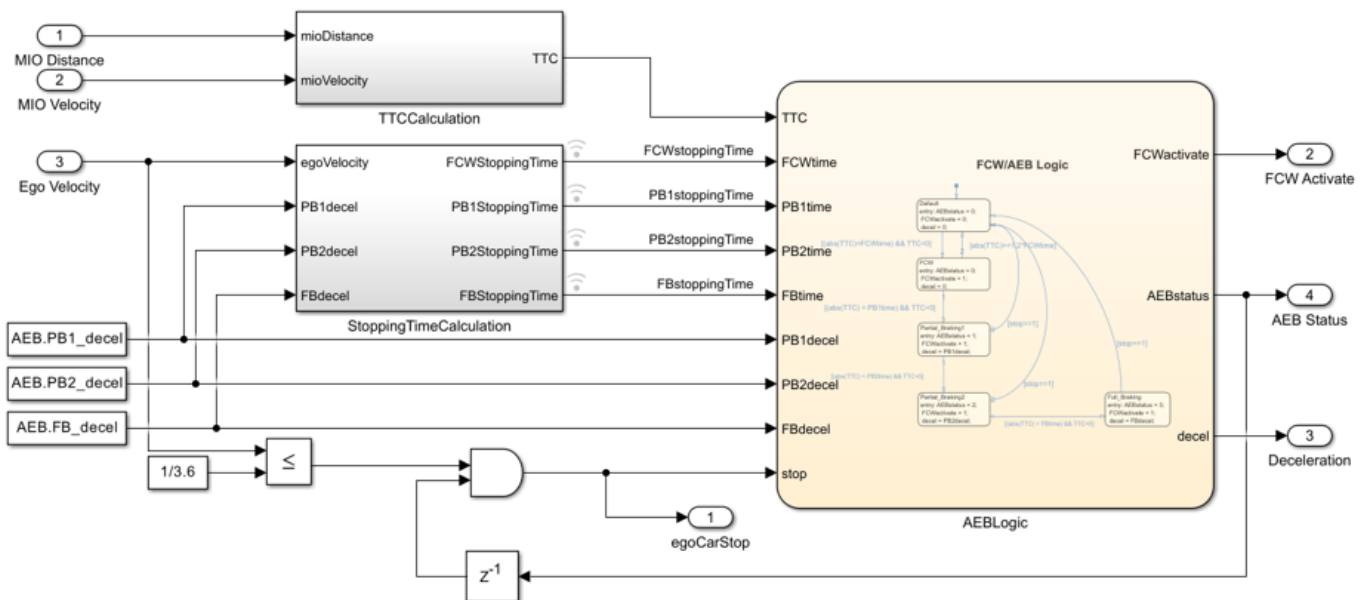
When the time-to-collision (TTC) with the lead vehicle is less than  $\tau_{FCW}$ , the FCW alert activates.

If the driver fails to apply the brake in time, such as due to distraction, the AEB system acts independently of the driver to avoid or mitigate the collision. The AEB systems typically apply cascaded braking, which consists of multi-stage partial braking followed by full braking [1].



Open the Braking Controller subsystem.

```
open_system("AEBController/Braking Controller")
```



The Braking Controller subsystem contains these blocks:

- **TTCCalculation** — Calculates the TTC using the relative distance and velocity of the lead vehicle.
- **StoppingTimeCalculation** — Calculates stopping times for the FCW, first- and second-stage partial braking (PB), and full braking (FB).
- **AEBLogic** — State machine that compares the TTC with the calculated stopping times to determine the FCW and AEB activations.

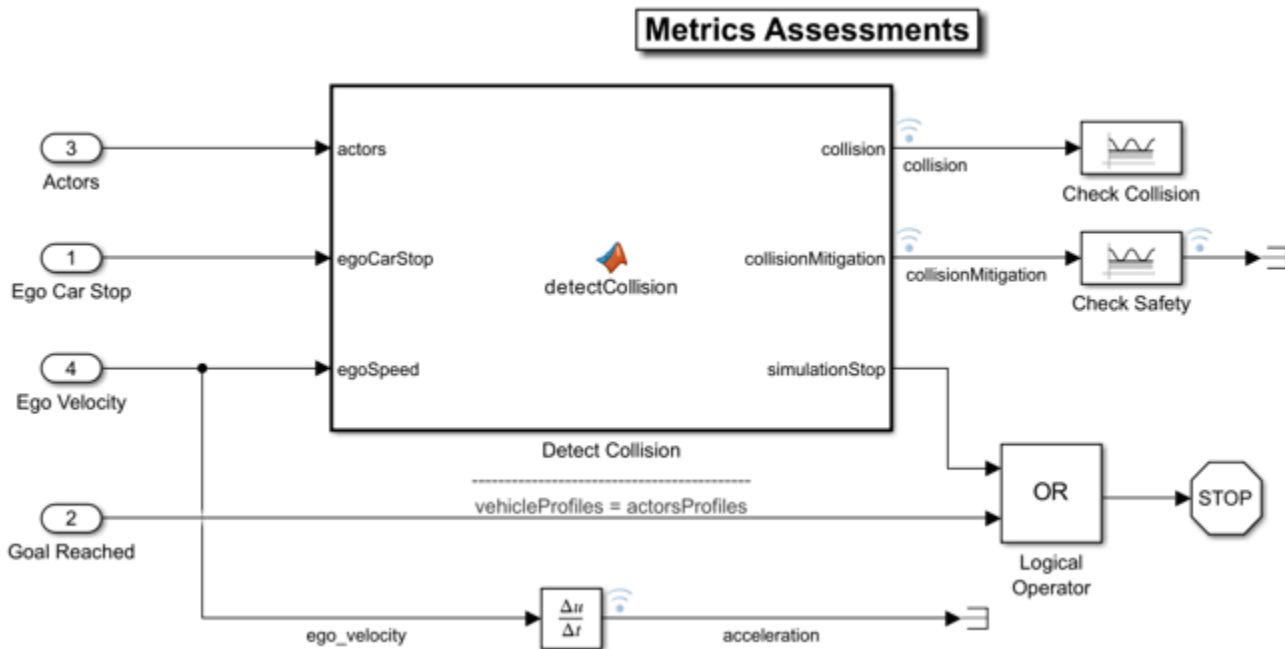


AEB Controller outputs the steering angle and acceleration commands that determine whether to accelerate or decelerate.

### Explore Metrics Assessment

The Metrics Assessment subsystem enables system-level metric evaluations using the ground truth information from the scenario. Open the Metrics Assessment subsystem.

```
open_system("AEBTestBench/Metrics Assessment");
```



In this example, you can assess the AEB system using these metrics:

- **Check Collision** — Verifies whether the ego vehicle collide with the target actor at any point during the simulation.
- **Check Safety** — Verifies that the ego vehicle is within the prescribed threshold `safetyGoal` throughout the simulation. Use the `helperAEBSetup` post-load callback function to define `safetyGoal`.

### Simulate AEB Model

Simulate the test bench model with scenarios based on Euro NCAP test protocols. Euro NCAP offers a series of test protocols that test the performance of AEB systems in car-to-car rear (CCR) [2] and vulnerable road user (VRU) [3] scenarios.

This example uses a closed-loop simulation of these two scenarios. You then analyze the results.

- `scenario_23_AEB_PedestrianChild_Nearside_50width`
- `scenario_25_AEB_PedestrianTurning_Nearside_10kph`

### Simulate `scenario_23_AEB_PedestrianChild_Nearside_50width`

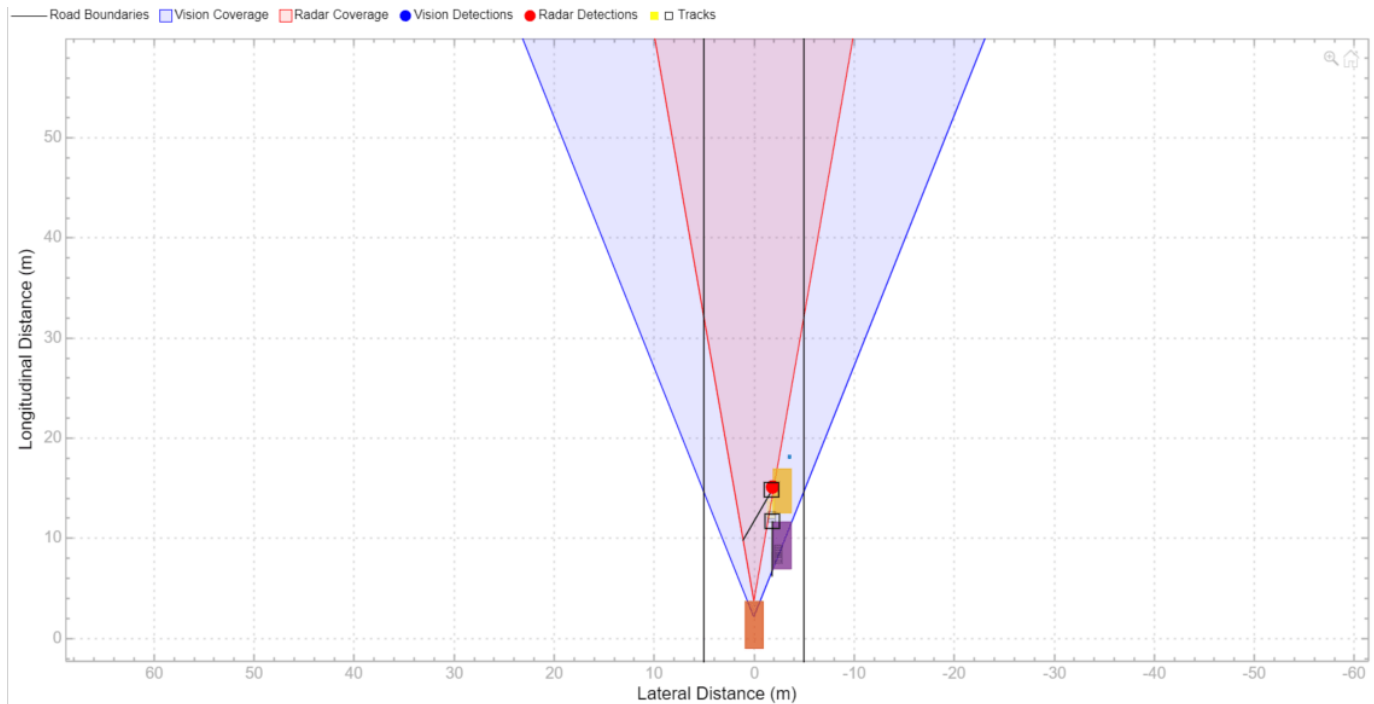
Configure the `AEBTestBench` model for the `scenario_23_AEB_PedestrianChild_Nearside_50width` scenario. In this scenario, a child

pedestrian is crossing from the right side of the road to the left. The ego vehicle, which is traveling forward, collides with the child pedestrian. At collision time, the pedestrian is 50% of the way across the width of the ego vehicle.

```
helperSLAEBSetup(scenarioFcnName="scenario_23_AEB_PedestrianChild_Nearside_50width");
```

The test bench model reads the `drivingScenario` object and runs a simulation.

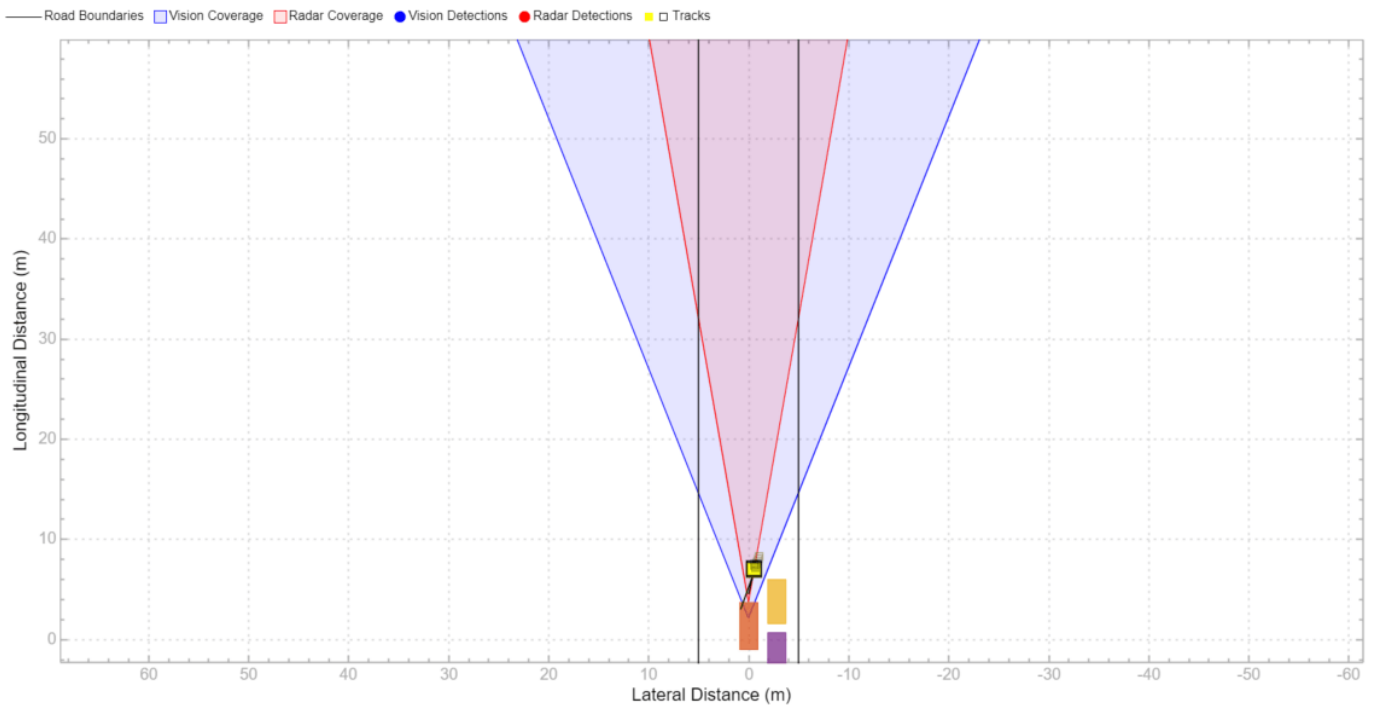
Simulate the model for 0.1 seconds.



```
sim("AEBTestBench", StopTime="0.1"); % Simulate for 0.1 seconds
```

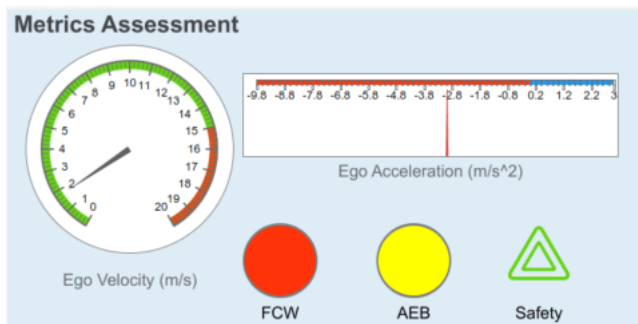
The **Bird's-Eye Scope** shows the ground truth data of the vehicles and child pedestrian. It also shows radar detections, vision detections, and objects tracked by the multi-object tracker. At a simulation time of 0.1 seconds, the camera and radar sensor do not detect the child pedestrian, as other the vehicles obstruct their line of sight.

Simulate the model for 2.8 seconds.



```
sim("AEBTestBench", StopTime="2.8"); % Simulate for 2.8 seconds
```

Update the bird's-eye scope. Notice that the sensor fusion and tracking algorithm detects the child pedestrian as the MIO, and that the AEB system applies the brake to avoid a collision.



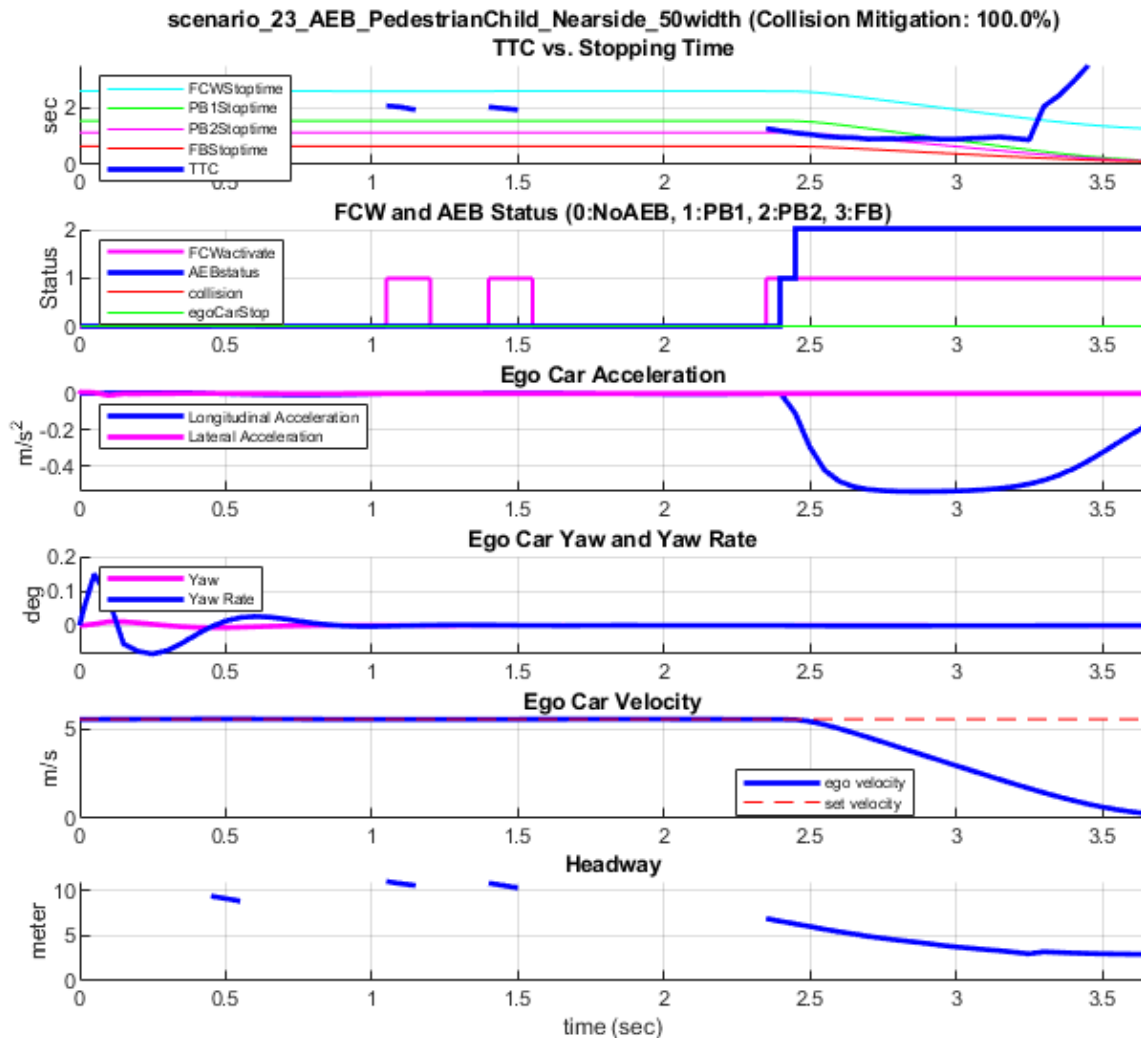
The dashboard panel shows that the AEB system applies cascaded brake to stop the ego vehicle before the collision point. The color of the AEB indicator specifies the level of AEB activation.

- Gray — AEB is not activated.
- Yellow — First stage partial brake is activated.
- Orange — Second stage partial brake is activated.
- Red — Full brake is activated.

Simulate the scenario to the end. Then, plot the results by using the `helperPlotAEBResults` helper function.

```
sim("AEBTestBench"); % Simulate to end of scenario
```

```
helperPlotAEBResults(logsout, scenarioFcnName);
```



- **TTC vs. Stopping Time** — Compares the time-to-collision and the stopping times for the FCW, first stage partial brake, second stage partial brake, and full brake, respectively.
- **FCW and AEB Status** — Displays the FCW and AEB activation status based on the comparison results from the first plot.
- **Ego Car Acceleration** — Shows the acceleration of the ego vehicle.
- **Ego Car Yaw and Yaw Rate** — Shows the yaw and yaw rate of the ego vehicle.
- **Ego Car Velocity** — Shows the velocity of the ego vehicle.
- **Headway** — Shows the headway between the ego vehicle and the MIO.

In the first 2 seconds, the ego vehicle speeds up to reach its specified velocity. At 2.3 seconds, the sensors first detect the child pedestrian. Immediately after the detection, the FCW system activates.

At 2.4 seconds, the AEB system applies the first stage of the partial brake, and the ego vehicle starts to slow down.

When the ego vehicle comes to a complete stop at 4.1 seconds, the headway between the ego vehicle and the child pedestrian is about 2.1 meters. The AEB system fully avoids a collision in this scenario.

### **Simulate with scenario\_25\_AEB\_PedestrianTurning\_Nearside\_10kph**

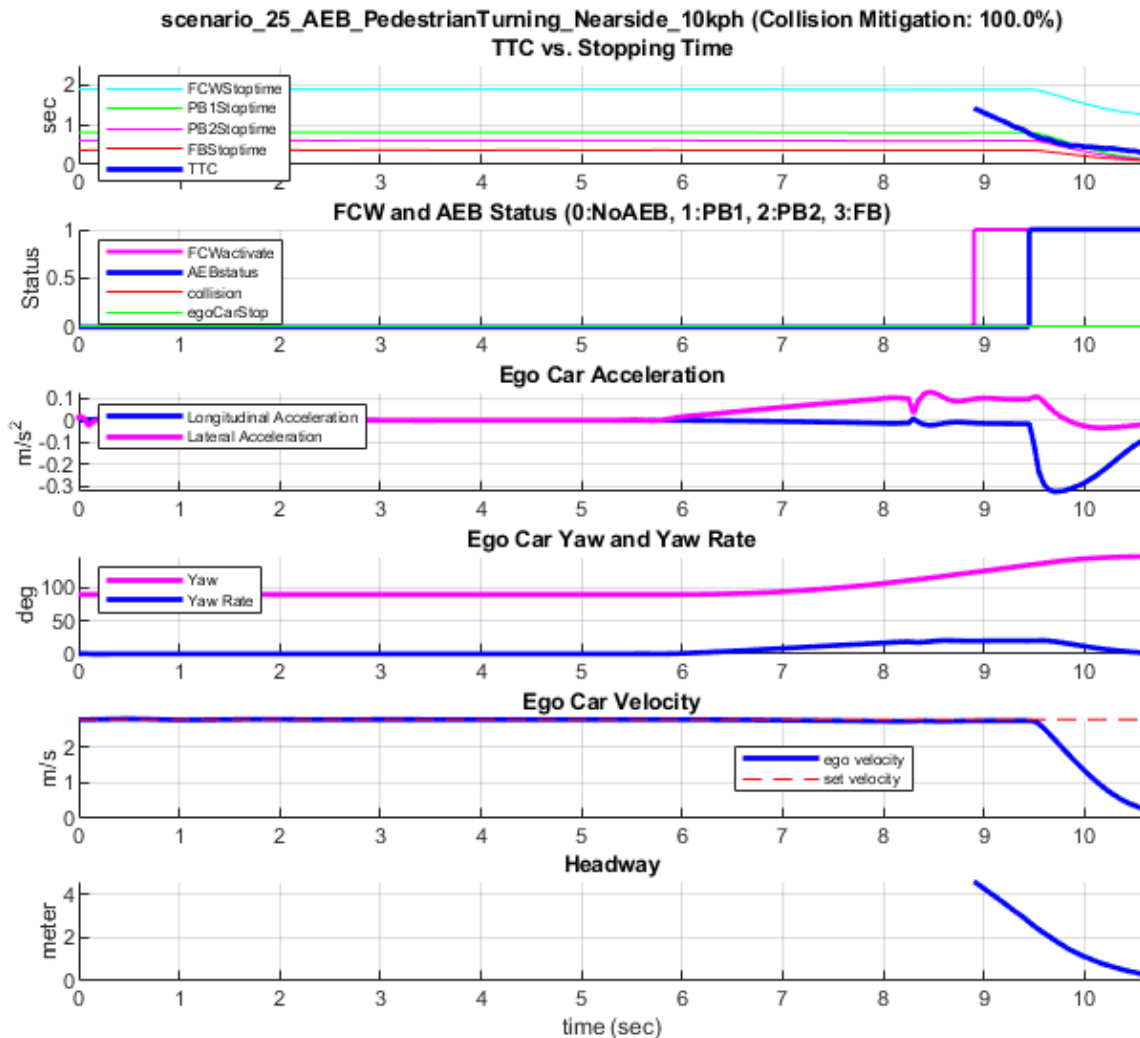
Configure the AEBTestBench model for the scenario\_25\_AEB\_PedestrianTurning\_Nearside\_10kph scenario. In this scenario, the ego vehicle makes a right turn at an intersection, and collides with an adult pedestrian crossing the road from the opposite side of the intersection. At the time of collision, the pedestrian is 50% of the way across the width of the frontal structure of the ego vehicle.

```
helperSLAEBSetup(scenarioFcnName="scenario_25_AEB_PedestrianTurning_Nearside_10kph");
```

Simulate the model and plot the results.

```
sim("AEBTestBench");
```

```
helperPlotAEBResults(logsout,scenarioFcnName);
```



For the first 9.5 seconds, the ego vehicle travels at its specified velocity. At 9.5 seconds, the sensors first detect the pedestrian in the intersection, after the ego vehicle has turned right. Despite the short headway between the ego vehicle and the pedestrian, the AEB system applies only the first partial brake due to the low velocity of the ego vehicle.

### Generate C++ Code

If you have the licenses for Simulink Coder™ and Embedded Coder™, you can generate ready-to-deploy code for algorithm models such as AEB sensor fusion, AEB decision logic, and AEB controller for an embedded real-time (ERT) target.

You can verify that the compiled C++ code behaves as expected using software-in-the-loop simulation. To simulate the referenced models in SIL mode, enter these commands.

```
set_param("AEBTestBench/Sensor Fusion and Tracking", ...
          SimulationMode="Software-in-the-loop (SIL)")
```

```
set_param("AEBTestBench/AEB Decision Logic", ...
          SimulationMode="Software-in-the-loop (SIL)")
set_param("AEBTestBench/AEB Controller", ...
          SimulationMode="Software-in-the-loop (SIL)")
```

When you run the AEBTestBench model, code is generated, compiled, and executed for the AEBSensorFusion, AEBDecisionLogic and AEBController models. This enables you to test the behavior of the compiled code through simulation.

### Explore Additional Scenarios

In this example, you have explored the system behavior for the scenario\_25\_AEB\_PedestrianTurning\_Nearside\_10kph and scenario\_23\_AEB\_PedestrianChild\_Nearside\_50width scenarios. This example provides additional scenarios that are compatible with the AEBTestBench model:

- scenario\_01\_AEB\_Bicyclist\_Longitudinal\_25width
- scenario\_02\_AEB\_Bicyclist\_Longitudinal\_50width
- scenario\_03\_AEB\_Bicyclist\_Longitudinal\_75width
- scenario\_04\_AEB\_CCRb\_2\_initialGap\_12m
- scenario\_05\_AEB\_CCRb\_2\_initialGap\_40m
- scenario\_06\_AEB\_CCRb\_6\_initialGap\_12m
- scenario\_07\_AEB\_CCRb\_6\_initialGap\_40m
- scenario\_08\_AEB\_CCRm\_50overlap
- scenario\_09\_AEB\_CCRm\_50overlap
- scenario\_10\_AEB\_CCRm\_75overlap
- scenario\_11\_AEB\_CCRm\_75overlap
- scenario\_12\_AEB\_CCRm\_100overlap
- scenario\_13\_AEB\_CCRs\_50overlap
- scenario\_14\_AEB\_CCRs\_50overlap
- scenario\_15\_AEB\_CCRs\_75overlap
- scenario\_16\_AEB\_CCRs\_75overlap
- scenario\_17\_AEB\_CCRs\_100overlap
- scenario\_18\_AEB\_Pedestrian\_Farside\_50width
- scenario\_19\_AEB\_Pedestrian\_Longitudinal\_25width
- scenario\_20\_AEB\_Pedestrian\_Longitudinal\_50width
- scenario\_21\_AEB\_Pedestrian\_Nearside\_25width
- scenario\_22\_AEB\_Pedestrian\_Nearside\_75width
- scenario\_23\_AEB\_PedestrianChild\_Nearside\_50width
- scenario\_24\_AEB\_PedestrianTurning\_Farside\_10kph
- scenario\_25\_AEB\_PedestrianTurning\_Nearside\_10kph [Default]
- scenario\_26\_AEB\_CCFtap\_VUT\_10kph\_GVT\_30kph

These scenarios have been created using the **Driving Scenario Designer** app, and then exported to scenario files. You can configure the AEBTestBench model and workspace to simulate these

scenarios using the `helperSLAEBSetup` function. For example, to configure the simulation for the `scenario_01_AEB_Bicyclist_Longitudinal_25width` scenario, enter this command.

```
helperSLAEBSetup(scenarioFcnName="scenario_01_AEB_Bicyclist_Longitudinal_25width");
```

When you are finished with this example, enable MPC update messages once again.

```
mpcverbosity("on");
```

## References

- [1] Hulshof, Wesley, Iain Knight, Alix Edwards, Matthew Avery, and Colin Grover. "Autonomous Emergency Braking Test Results." In *Proceedings of the 23rd International Technical Conference on the Enhanced Safety of Vehicles (ESV)*, Paper Number 13-0168. Seoul, Korea: ESV Conference, 2013.
- [2] European New Car Assessment Programme (Euro NCAP). *Test Protocol - AEB Systems*. Version 2.0.1. Euro NCAP, November, 2017.
- [3] European New Car Assessment Programme (Euro NCAP). *Test Protocol - AEB VRU Systems*. Version 2.0.2. Euro NCAP, November, 2017.

## See Also

### Apps

**Driving Scenario Designer**

### Blocks

Vehicle Body 3DOF | Driving Radar Data Generator | Vision Detection Generator

### Objects

`drivingScenario` | `birdsEyePlot`

## More About

- "Autonomous Emergency Braking with Vehicle Variants" on page 8-1309
- "Autonomous Emergency Braking with RoadRunner Scenario" on page 8-1444
- "Automate Testing for Autonomous Emergency Braking" on page 8-1300
- "Automate Testing for Scenario Variants of AEB System" on page 8-1456
- "Forward Collision Warning Using Sensor Fusion" on page 8-219
- "Adaptive Cruise Control with Sensor Fusion" on page 8-232
- "Sensor Fusion Using Synthetic Radar and Vision Data in Simulink" on page 8-297
- "Euro NCAP Driving Scenarios in Driving Scenario Designer" on page 5-44



## Visualize Sensor Coverage, Detections, and Tracks

Configure and use a Bird's-Eye Plot to display sensor coverage, detections and tracking results around the ego vehicle.

### Overview

Displaying data recorded in vehicle coordinates on a 2-dimensional map around the ego vehicle is an important part of analyzing sensor coverages, detections and tracking results. Use `birdsEyePlot` to display a snapshot of this information for a certain time or to stream data and efficiently update the display.

This example reads pre-recorded sensor data and tracking results. It includes the following:

- Lane information
- Vision objects
- Radar objects
- Positions, velocities, covariance matrices, and labels of the tracks
- Most important object

The above information was recorded at a high rate of 20 updates per second, except vision detections that were recorded at 10 updates per second.

A sensor configuration file defines the position and coverage areas of a vision sensor and a radar sensor with two coverage modes. These coverage areas will be displayed on the bird's-eye plot.

Note that the `birdsEyePlot` object sets up a very specific vehicle coordinate system, where the X-axis points forward from the vehicle, the Y-axis points to the left of the vehicle, and the Z-axis points up from the ground. The origin of the coordinate system is typically defined as the center of the rear axle, and the positions of the sensors are defined relative to the origin. For more details, see “Coordinate Systems in Automated Driving Toolbox” on page 1-2.

### Defining Scene Limits and Sensor Coverage

Configuring a bird's-eye plot takes two steps. In the first step, the bird's-eye plot is created, which sets up the coordinate system described above, where the x-axis is directed upwards and y-axis is directed to the left. It is possible to define the axes limits in each direction. In this forward looking example, we define the scene up to 90 meters in front of the ego vehicle and 35 meters on each side.

```
% Create a bird's-eye plot and limit its axes
BEP = birdsEyePlot('Xlimits', [0 90], 'Ylimits', [-35 35]);
```

In the second step, the bird's-eye plotters are created. The bird's-eye plot offers the following variety of plotters, each configured for plotting a specific data type. They include:

- `coverageAreaPlotter` - Plot sensor coverage areas
- `detectionPlotter` - Plot object detections
- `trackPlotter` - Plot tracks, track uncertainties, and history trails
- `laneBoundaryPlotter` - Plot lane boundaries
- `pathPlotter` - Plot object trajectory

```

% Create a coverageAreaPlotter for a vision sensor and two radar modes
cap(1) = coverageAreaPlotter(BEP, 'FaceColor', 'blue', 'EdgeColor', 'blue');
cap(2) = coverageAreaPlotter(BEP, 'FaceColor', 'red', 'EdgeColor', 'red');
cap(3) = coverageAreaPlotter(BEP, 'FaceColor', 'red', 'EdgeColor', 'red');

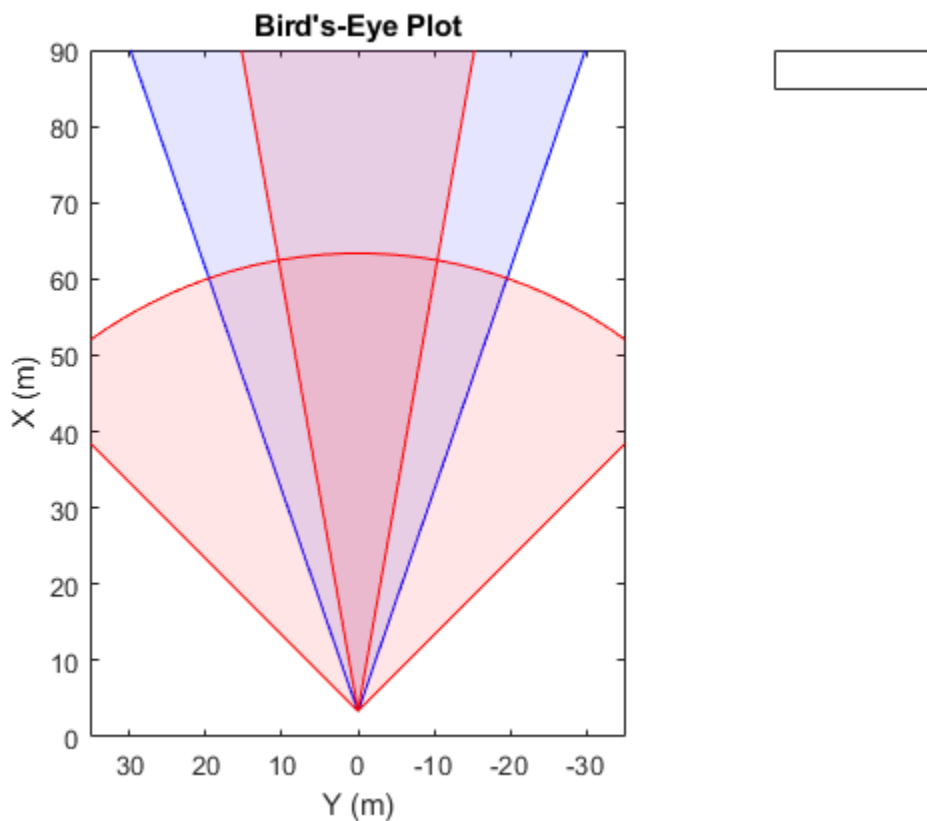
Load sensor configuration data. Sensor configuration includes:

• The position of the sensors relative to the axes origin (X,Y), in meters
• The sensor range, in meters
• The sensor yaw angle relative to the x-axis, in degrees
• The sensor field of view (FOV), in degrees

load('SensorConfigurationData.mat');
% Use the sensor configuration to plot the sensor coverage areas. Vision
% sensor uses the shaded blue coverage area and radar modes are shaded in
% red.
for i = 1:3
    plotCoverageArea(cap(i), [sensorParams(i).X, sensorParams(i).Y],...
        sensorParams(i).Range, sensorParams(i).YawAngle, sensorParams(i).FoV);
end

% Add title
title('Bird''s-Eye Plot')

```



The display above shows the coverage of the vision sensor and two radar sensor modes.

The vision sensor is positioned 3.30 meters in front of the origin (rear axle) at the center of the car, with a range of 150 meters and a FOV of 38 degrees.

The radar is positioned 3.38 meters in front of the origin at the center of the car. The radar long-range mode has a range of 174 meters and a FOV of 20 degrees, while the medium-range mode has a range of 60 meters and a FOV of 90 degrees. Note that the coverage areas are truncated at 90 meters in front of the ego vehicle and 35 meters on each side.

This example shows a forward looking scenario; however, you can define coverage area in **360°** around the ego vehicle. For example, a sensor that covers from the rear of the vehicle backwards would be oriented with a yaw angle of **180°**.

The next few lines read the recorded data in preparation for the next steps.

```
% Load recorded data from a file
load('BirdsEyePlotExampleData.mat', 'dataToDisplay');

% Skip to the 125th time step, where there are 5 vision detections and
% multiple radar objects and tracks.
timeStep = 125;

% Extract the various data from the recorded file for that time step
[visionObjectsPos, radarObjectsPos, laneBoundaries, trackPositions, ...
 trackVelocities, trackCovariances, trackLabels, MIOlabel, MIOposition, ...
 MIOvelocity] = readDataFrame(dataToDisplay(timeStep));
```

### Plotting Detections

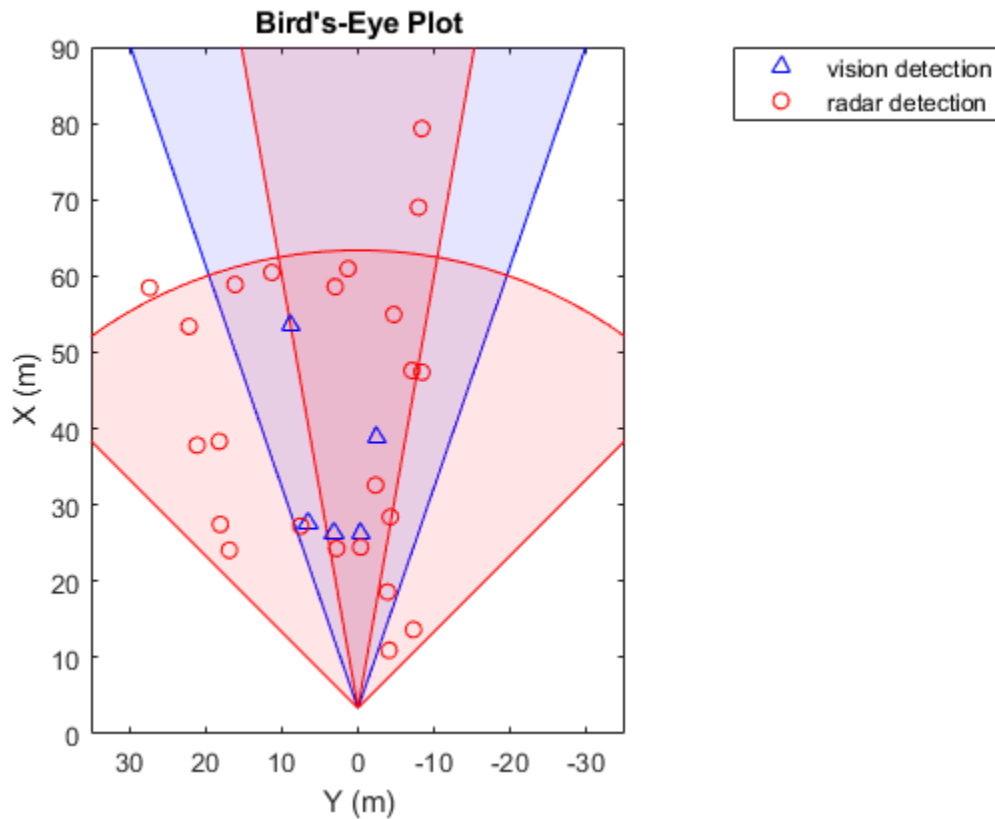
Next, create plotters to display the recorded vision and radar detections

```
% create a vision detection plotter put it in a struct for future use
bepPlotters.Vision = detectionPlotter(BEP, 'DisplayName','vision detection', ...
 'MarkerEdgeColor','blue', 'Marker','^');

% Combine all radar detections into one entry and store it for later update
bepPlotters.Radar = detectionPlotter(BEP, 'DisplayName','radar detection', ...
 'MarkerEdgeColor','red');

% Call the vision detections plotter
plotDetection(bepPlotters.Vision, visionObjectsPos);

% Repeat the above for radar detections
plotDetection(bepPlotters.Radar, radarObjectsPos);
```



### Plotting Tracks and Most-Important Objects

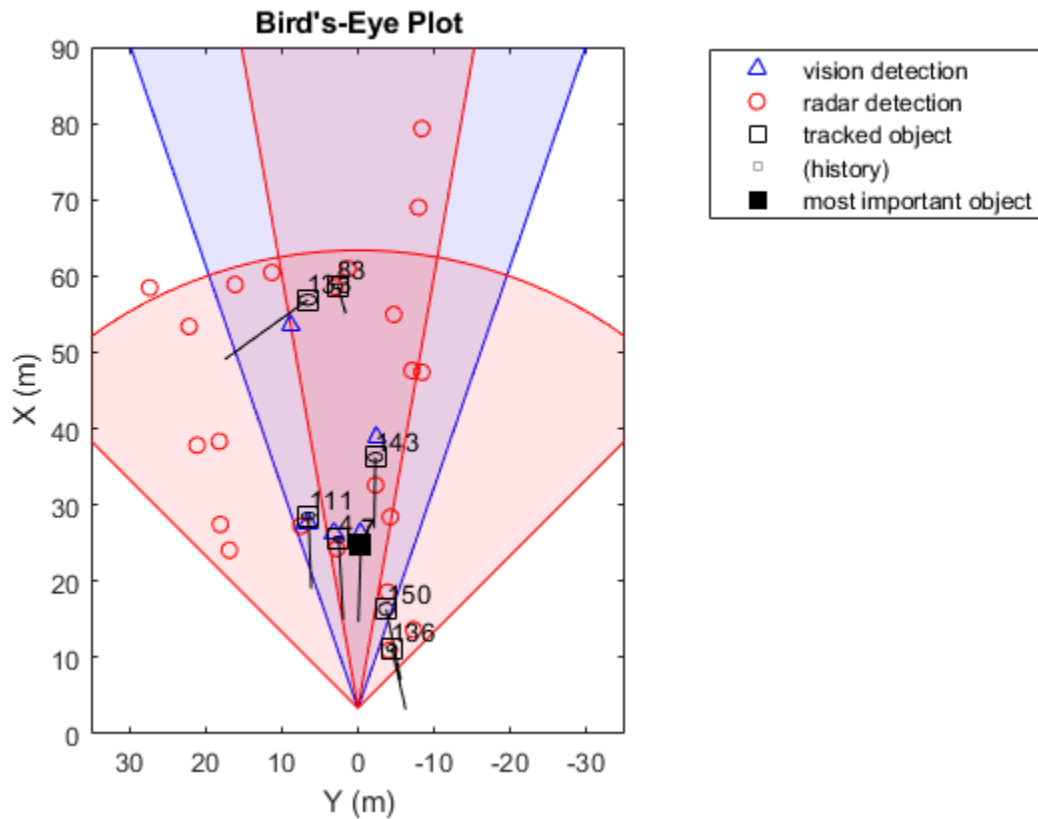
When adding the tracks to the Bird's-Eye Plot, we provide position, velocity and position covariance information. The plotter takes care of displaying the track history trail, but since this is a single frame, there will be no history.

```
% Create a track plotter that shows the last 10 track updates
bepPlotters.Track = trackPlotter(BEP, 'DisplayName','tracked object', ...
    'HistoryDepth',10);

% Create a track plotter to plot the most important object
bepPlotters.MIO = trackPlotter(BEP, 'DisplayName','most important object', ...
    'MarkerFaceColor','black');

% Call the track plotter to plot all the tracks
plotTrack(bepPlotters.Track, trackPositions, trackVelocities, trackCovariances, trackLabels);

% Repeat for the Most Important Object (MIO)
plotTrack(bepPlotters.MIO, MIOposition, MIOvelocity, MIOlabel);
```

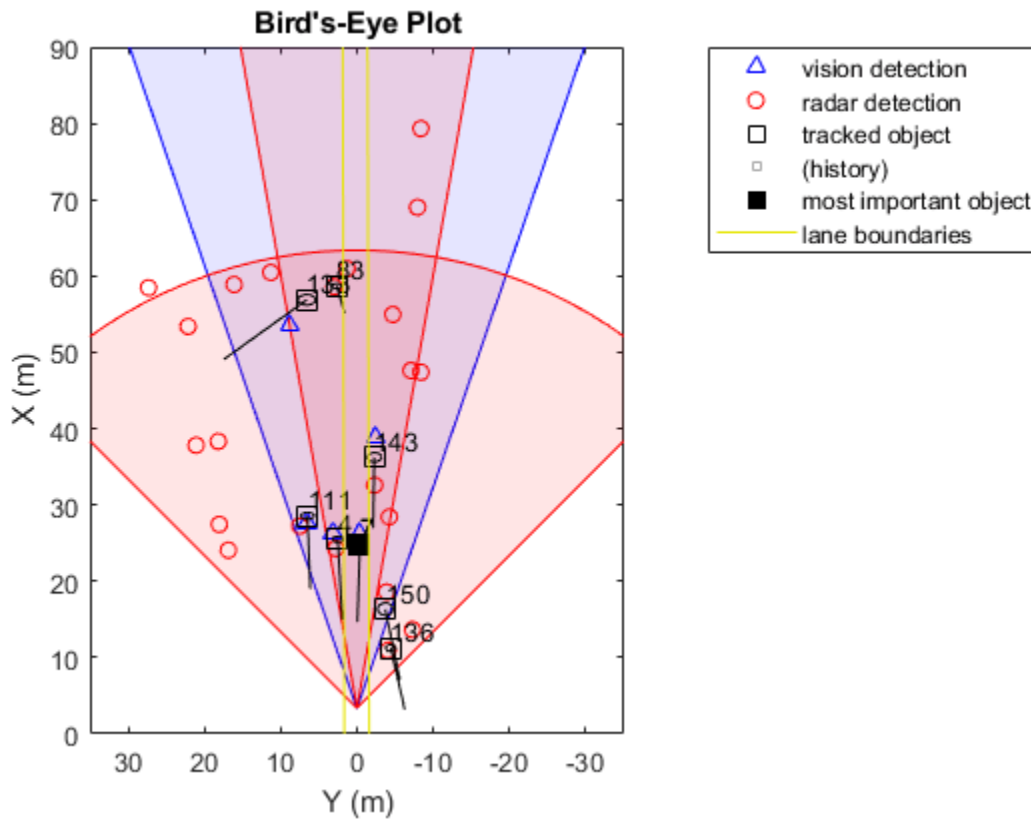


### Plotting the Lane Boundaries

Plotting lane boundaries can utilize the `parabolicLaneBoundary` object. To use it, we saved the lane boundaries as `parabolicLaneBoundary` objects, and call the plotter with it.

```
% Create a plotter for lane boundaries
bepPlotters.LaneBoundary = laneBoundaryPlotter(BEP, ...
    'DisplayName','lane boundaries', 'Color',[.9 .9 0]);

% Call the lane boundaries plotter
plotLaneBoundary(bepPlotters.LaneBoundary, laneBoundaries);
```



### Displaying a Scenario from a Recording File

The recording file contains time-dependent sensor detections, tracking information, and lane boundaries. The next code shows how to play back the recordings and display the results on the bird's-eye plot that was configured above.

Note: vision detections were provided every other frame. In such cases, it is beneficial to show the lack of new sensor detections. To do that, simply pass an empty array to the appropriate plotter to delete the previous detections from the display.

```
% Rewind to the beginning of the recording file
timeStep = 0;
numSteps = numel(dataToDisplay); % Number of steps in the scenario

% Loop through the scenario as long as the bird's eye plot is open
while timeStep < numSteps && isValid(BEP.Parent)
    % Promote the timeStep
    timeStep = timeStep + 1;

    % Capture the current time for a realistic display rate
    tic;

    % Read the data for that time step
    [visionObjectsPos, radarObjectsPos, laneBoundaries, trackPositions, ...
     trackVelocities, trackCovariances, trackLabels, MI0label, MI0position, ...
     MI0velocity] = readDataFrame(dataToDisplay(timeStep));
```

```

% Plot detections
plotDetection(bepPlotters.Vision, visionObjectsPos);
plotDetection(bepPlotters.Radar, radarObjectsPos);

% Plot tracks and MIO
plotTrack(bepPlotters.Track, trackPositions, trackVelocities, trackCovariances, trackLabels)
plotTrack(bepPlotters.MIO, MIOposition, MIOvelocity, MIOlabel);

% Plot lane boundaries
plotLaneBoundary(bepPlotters.LaneBoundary, laneBoundaries);

% The recorded data was obtained at a rate of 20 frames per second.
% Pause for 50 milliseconds for a more realistic display rate. You
% would not need this when you process data and form tracks in this
% loop.
pause(0.05 - toc)
end

```

## Summary

This example demonstrated how to configure and use a bird's-eye plot object and some of the various plotters associated with it.

Try using the track and most-important object plotters or using the bird's-eye plot with a different recording file.

## Supporting Functions

**readDataFrame** - extracts the separate fields from the data provided in dataframe

```

function [visionObjectsPos, radarObjectsPos, laneBoundaries, trackPositions, ...
    trackVelocities, trackCovariances, trackLabels, MIOlabel, MIOposition, ...
    MIOvelocity] = readDataFrame(dataFrame)
visionObjectsPos    = dataFrame.visionObjectsPos;
radarObjectsPos    = dataFrame.radarObjectsPos;
laneBoundaries     = dataFrame.laneBoundaries;
trackPositions     = dataFrame.trackPositions;
trackVelocities    = dataFrame.trackVelocities;
trackCovariances   = dataFrame.trackCovariances;
trackLabels        = dataFrame.trackLabels;
MIOlabel           = dataFrame.MIOlabel;
MIOposition        = dataFrame.MIOposition;
MIOvelocity        = dataFrame.MIOvelocity;
end

```

## See Also

### Objects

birdsEyePlot

### Functions

plotCoverageArea | plotLaneBoundary | plotTrack | plotDetection

## More About

- “Coordinate Systems in Automated Driving Toolbox” on page 1-2

- “Visualize Sensor Data and Tracks in Bird's-Eye Scope” on page 3-2

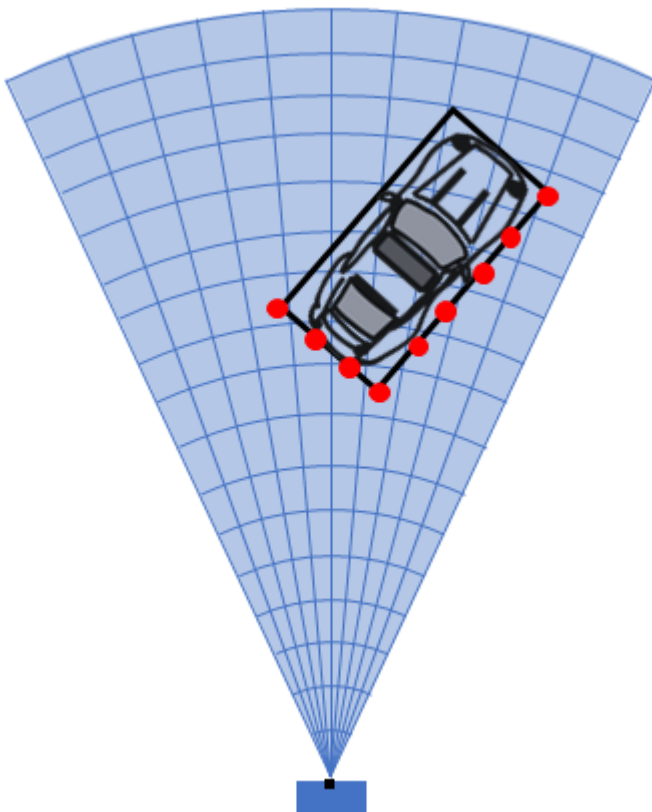


## Extended Object Tracking of Highway Vehicles with Radar and Camera

This example shows you how to track highway vehicles around an ego vehicle. Vehicles are extended objects, whose dimensions span multiple sensor resolution cells. As a result, the sensors report multiple detections of these objects in a single scan. In this example, you will use different extended object tracking techniques to track highway vehicles and evaluate the results of their tracking performance.

### Introduction

In conventional tracking approaches such as global nearest neighbor (`multiObjectTracker`, `trackerGNN`), joint probabilistic data association (`trackerJPDA`) and multi-hypothesis tracking (`trackerTOMHT`), tracked objects are assumed to return one detection per sensor scan. With the development of sensors that have better resolution, such as a high-resolution radar, the sensors typically return more than one detection of an object. For example, the image below depicts multiple detections for a single vehicle that spans multiple radar resolution cells. In such cases, the technique used to track the objects is known as extended object tracking [1].



The key benefit of using a high-resolution sensor is getting more information about the object, such as its dimensions and orientation. This additional information can improve the probability of detection and reduce the false alarm rate.

Extended objects present new challenges to conventional trackers, because these trackers assume a single detection per object per sensor. In some cases, you can cluster the sensor data to provide the conventional trackers with a single detection per object. However, by doing so, the benefit of using a high-resolution sensor may be lost.

In contrast, extended object trackers can handle multiple detections per object. In addition, these trackers can estimate not only the kinematic states, such as position and velocity of the object, but also the dimensions and orientation of the object. In this example, you track vehicles around the ego vehicle using the following trackers:

- A conventional multi-object tracker using a point-target model, `multiObjectTracker`
- A GGIW-PHD (Gamma Gaussian Inverse Wishart PHD) tracker, `trackerPHD` with `ggiwphd` filter
- A GM-PHD (Gaussian mixture PHD) tracker, `trackerPHD` with `gmphd` filter using rectangular target model

You will evaluate the tracking results of all trackers using `trackErrorMetrics` and `trackAssignmentMetrics`, which provide multiple measures of effectiveness of a tracker. You will also evaluate the results using the Optimal SubPattern Assignment Metric (OSPA), `trackOSPAMetric`, which aims to evaluate the performance of a tracker using a combined score.

## Setup

### Scenario

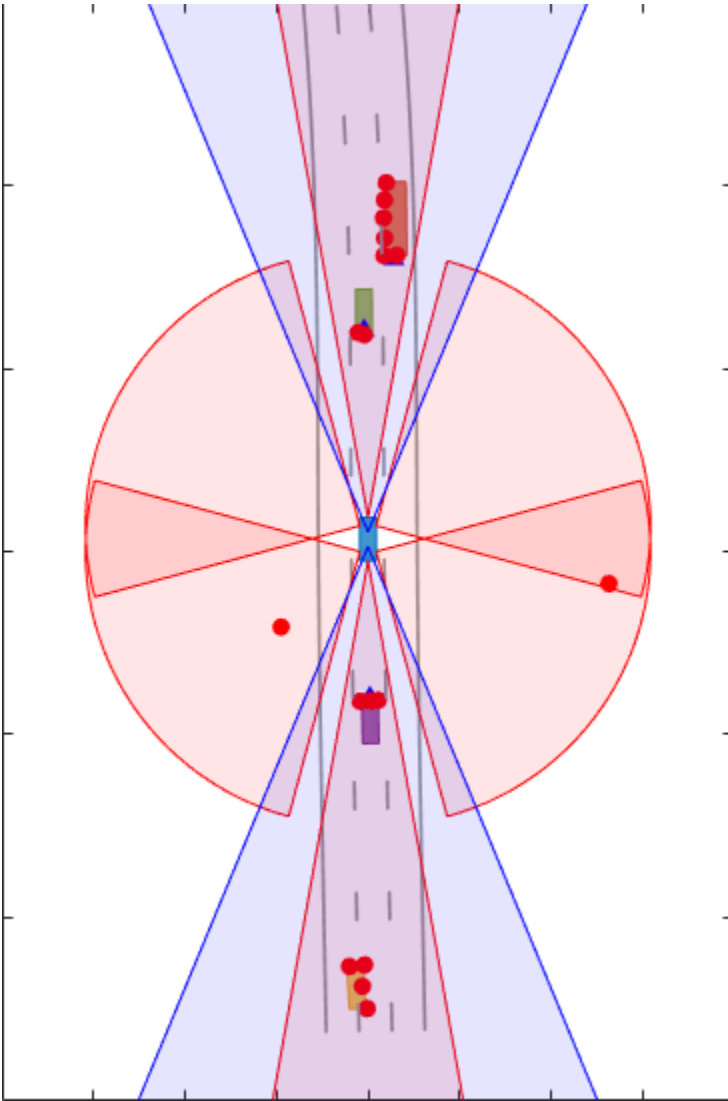
In this example, there is an ego vehicle and four other vehicles: a vehicle ahead of the ego vehicle in the center lane, a vehicle behind the ego vehicle in the center lane, a truck ahead of the ego vehicle in the right lane and an overtaking vehicle in the left lane.

In this example, you simulate an ego vehicle that has 6 radar sensors and 2 vision sensors covering the 360-degree field of view. The sensors have some overlap and some coverage gap. The ego vehicle is equipped with a long-range radar sensor and a vision sensor on both the front and back of the vehicle. Each side of the vehicle has two short-range radar sensors, each covering 90 degrees. One sensor on each side covers from the middle of the vehicle to the back. The other sensor on each side covers from the middle of the vehicle forward.

```
% Create the scenario
exPath = fullfile(matlabroot, 'examples', 'driving_fusion', 'main');
addpath(exPath)
[scenario, egoVehicle, sensors] = helperCreateScenario;

% Create the display object
display = helperExtendedTargetTrackingDisplay;

% Create the Animation writer to record each frame of the figure for
% animation writing. Set 'RecordGIF' to true to enable GIF writing.
gifWriter = helperGIFWriter(Figure = display.Figure, ...
    RecordGIF = false);
```



### Metrics

In this example, you use some key metrics to assess the tracking performance of each tracker. In particular, you assess the trackers based on their accuracy in estimating the positions, velocities, dimensions (length and width) and orientations of the objects. These metrics can be evaluated using the `trackErrorMetrics` class. To define the error of a tracked target from its ground truth, this example uses a 'custom' error function, `helperExtendedTargetError`, listed at the end of this example.

You will also assess the performance based on metrics such as number of false tracks or redundant tracks. These metrics can be calculated using the `trackAssignmentMetrics` class. To define the distance between a tracked target and a truth object, this example uses a 'custom' error function, `helperExtendedTargetDistance`, listed at the end of this example. The function defines the distance metric as the sum of distances in position, velocity, dimension and yaw.

`trackErrorMetrics` and `trackAssignmentMetrics` provide multiple measures of effectiveness of a tracking algorithm. You will also assess the performance based on the Optimal SubPattern

Assignment Metric (OSPA), which provides a single score value for the tracking algorithm at each time step. This metric can be calculated using the `trackOSPAMetric` class. The 'custom' distance function defined for OSPA is same as the assignment metrics.

```
% Function to return the errors given track and truth.
errorFcn = @(track,truth)helperExtendedTargetError(track,truth);

% Function to return the distance between track and truth.
distFcn = @(track,truth)helperExtendedTargetDistance(track,truth);

% Function to return the IDs from the ground truth. The default
% identifier assumes that the truth is identified with PlatformID. In
% drivingScenario, truth is identified with an ActorID.
truthIdFcn = @(x)[x.ActorID];

% Create metrics object.
tem = trackErrorMetrics(...
    ErrorFunctionFormat = 'custom',...
    EstimationErrorLabels = {'PositionError', 'VelocityError', 'DimensionsError', 'YawError'},...
    EstimationErrorFcn = errorFcn,...
    TruthIdentifierFcn = truthIdFcn);

tam = trackAssignmentMetrics(...
    DistanceFunctionFormat = 'custom',...
    AssignmentDistanceFcn = distFcn,...
    DivergenceDistanceFcn = distFcn,...
    TruthIdentifierFcn = truthIdFcn,...
    AssignmentThreshold = 30,...
    DivergenceThreshold = 35);

% Create ospa metric object.
tom = trackOSPAMetric(...
    Distance = 'custom',...
    DistanceFcn = distFcn,...
    TruthIdentifierFcn = truthIdFcn);
```

### Point Object Tracker

The `multiObjectTracker` System object™ assumes one detection per object per sensor and uses a global nearest neighbor approach to associate detections to tracks. It assumes that every object can be detected at most once by a sensor in a scan. In this case, the simulated radar sensors have a high enough resolution to generate multiple detections per object. If these detections are not clustered, the tracker generates multiple tracks per object. Clustering returns one detection per cluster, at the cost of having a larger uncertainty covariance and losing information about the true object dimensions. Clustering also makes it hard to distinguish between two objects when they are close to each other, for example, when one vehicle passes another vehicle.

```
trackerRunTimes = zeros(0,3);
ospaMetric = zeros(0,3);

% Create a multiObjectTracker
tracker = multiObjectTracker(...
    FilterInitializationFcn = @helperInitPointFilter, ...
    AssignmentThreshold = 30, ...
    ConfirmationThreshold = [4 5], ...
    DeletionThreshold = 3);
```

```

% Reset the random number generator for repeatable results
seed = 2018;
S = rng(seed);
timeStep = 1;

% For multiObjectTracker, the radar reports in Ego Cartesian frame and does
% not report velocity. This allows us to cluster detections from multiple
% sensors.
for i = 1:6
    sensors{i}.HasRangeRate = false;
    sensors{i}.DetectionCoordinates = 'Body';
end

Run the scenario.

while advance(scenario) && ishghandle(display.Figure)
    % Get the scenario time
    time = scenario.SimulationTime;

    % Collect detections from the ego vehicle sensors
    [detections,isValidTime] = helperDetect(sensors, egoVehicle, time);

    % Update the tracker if there are new detections
    if any(isValidTime)
        % Detections must be clustered first for the point tracker
        detectionClusters = helperClusterRadarDetections(detections);

        % Update the tracker
        tic
        % confirmedTracks are in scenario coordinates
        confirmedTracks = updateTracks(tracker, detectionClusters, time);
        t = toc;

        % Update the metrics
        % a. Obtain ground truth
        groundTruth = scenario.actors(2:end); % All except Ego

        % b. Update assignment metrics
        tam(confirmedTracks,groundTruth);
        [trackIDs,truthIDs] = currentAssignment(tam);

        % c. Update error metrics
        tem(confirmedTracks,trackIDs,groundTruth,truthIDs);

        % d. Update ospa metric
        ospaMetric(timeStep,1) = tom(confirmedTracks, groundTruth);

        % Update bird's-eye-plot
        % Convert tracks to ego coordinates for display
        confirmedTracksEgo = helperConvertToEgoCoordinates(egoVehicle, confirmedTracks);
        display(egoVehicle, sensors, detections, confirmedTracksEgo, detectionClusters);
        drawnow;

        % Record tracker run times
        trackerRunTimes(timeStep,1) = t;
        timeStep = timeStep + 1;

        % Capture frames for animation

```

```

        gifWriter();
    end
end

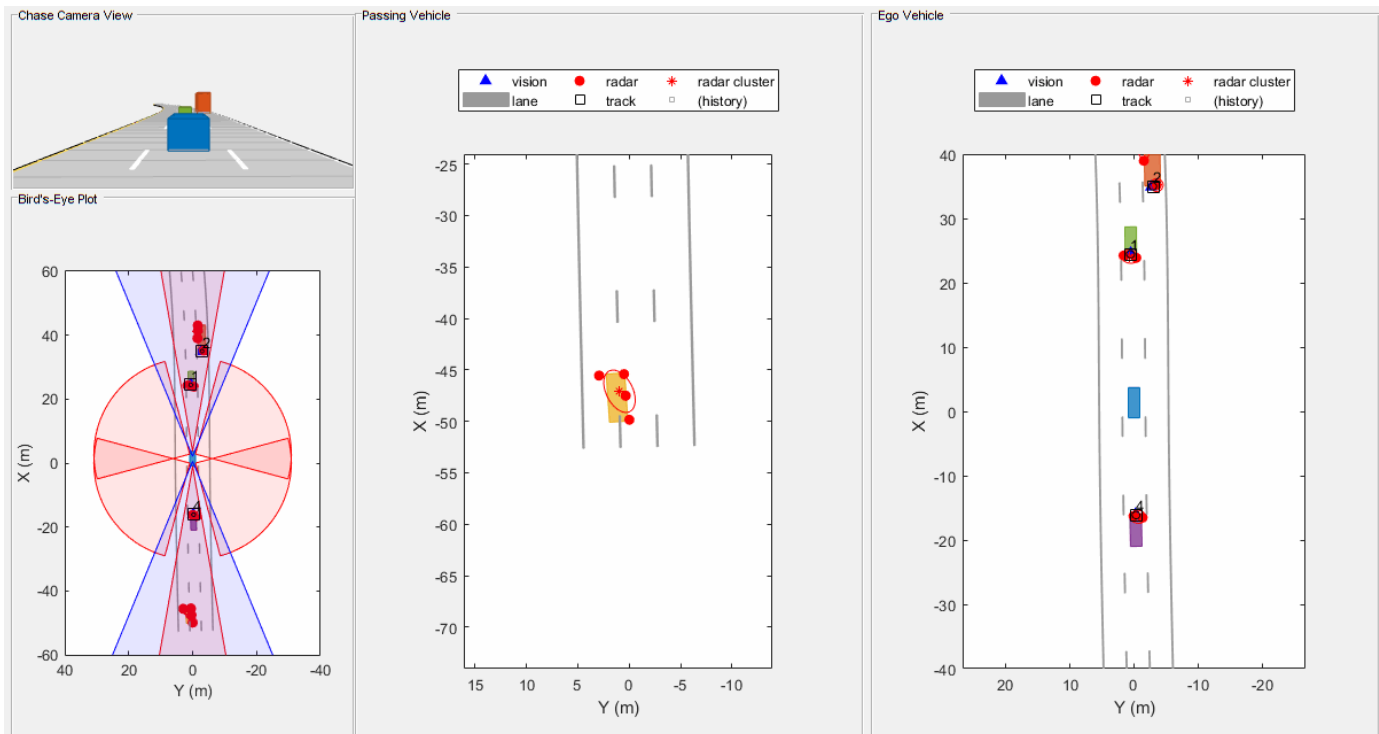
% Capture the cumulative track metrics. The error metrics show the averaged
% value of the error over the simulation.
assignmentMetricsMOT = tam.trackMetricsTable;
errorMetricsMOT = tem.cumulativeTruthMetrics;

% Write GIF if requested
writeAnimation(gifWriter, 'multiObjectTracking');

```

These results show that, with clustering, the tracker can keep track of the objects in the scene. However, it also shows that the track associated with the overtaking vehicle (yellow) moves from the front of the vehicle at the beginning of the scenario to the back of the vehicle at the end. At the beginning of the scenario, the overtaking vehicle is behind the ego vehicle (blue), so radar and vision detections are made from its front. As the overtaking vehicle passes the ego vehicle, radar detections are made from the side of the overtaking vehicle and then from its back, and the track moves to the back of the vehicle.

You can also see that the clustering is not perfect. When the passing vehicle passes the vehicle that is behind the ego vehicle (purple), both tracks are slightly shifted to the left due to the imperfect clustering. A redundant track is created on the track initially due to multiple clusters created when part of the side edge is missed. Also, a redundant track appears on the passing vehicle during the end because the distances between its detections increase.



### GGIW-PHD Extended Object Tracker

In this section, you use a GGIW-PHD tracker (`trackerPHD` with `ggiwphd`) to track objects. Unlike `multiObjectTracker`, which uses one filter per track, the GGIW-PHD is a multi-target filter which

describes the probability hypothesis density (PHD) of the scenario. To model the extended target, GGIW-PHD uses the following distributions:

**Gamma:** Positive value to describe expected number of detections.

**Gaussian:** State vector to describe target's kinematic state.

**Inverse-Wishart:** Positive-definite matrix to describe the elliptical extent.

The model assumes that each distribution is independent of each other. Thus, the probability hypothesis density (PHD) in GGIW-PHD filter is described by a weighted sum of the probability density functions of several GGIW components.

A PHD tracker requires calculating the detectability of each component in the density. The calculation of detectability requires configurations of each sensor used with the tracker. You define these configurations for `trackerPHD` using the `trackingSensorConfiguration` class.

```
% Release and restart all objects.
restart(scenario);
release(tem);
release(tam);
% No penalty for trackerPHD
tam.AssignmentThreshold = tam.AssignmentThreshold - 2;
release(display);
display.PlotClusteredDetection = false;
gifWriter.pFrames = {};
for i = 1:numel(sensors)
    release(sensors{i});
    if i <= 6
        sensors{i}.HasRangeRate = true;
        sensors{i}.DetectionCoordinates = 'Sensor spherical';
    end
end

% Restore random seed.
rng(seed)

% Set up sensor configurations

% Set Ego pose
egoPose.Position = egoVehicle.Position;
egoPose.Velocity = egoVehicle.Velocity;
egoPose.Orientation = rotmat( quaternion([egoVehicle.Yaw egoVehicle.Pitch egoVehicle.Roll], 'euler') );

sensorConfigurations = cell(numel(sensors),1);
for i = 1:numel(sensors)
    sensorConfigurations{i} = trackingSensorConfiguration(sensors{i},egoPose, ...
        FilterInitializationFcn = @helperInitGGIWFilter, ...
        SensorTransformFcn = @ctmeas);
end
```

Define the tracker.

In contrast to a point object tracker, which usually takes into account one partition (cluster) of detections, the `trackerPHD` creates multiple possible partitions of a set of detections and evaluates it against the current components in the PHD filter. The 3 and 5 in the function below defines the lower and upper Mahalanobis distance between detections. This is equivalent to defining that each cluster

of detection must be a minimum of 3 resolutions apart and maximum of 5 resolutions apart from each other. The helper function wraps around `partitionDetections` and doesn't use range-rate measurements for partitioning detections from side radars.

```
partFcn = @(x)helperPartitioningFcn(x,3,5);
```

```
tracker = trackerPHD( SensorConfigurations = sensorConfigurations,...
    PartitioningFcn = partFcn,...
    AssignmentThreshold = 450,...% Minimum negative log-likelihood of a detection cell (multiple
    ExtractionThreshold = 0.75,...% Weight threshold of a filter component to be declared a track
    ConfirmationThreshold = 0.85,...% Weight threshold of a filter component to be declared a con
    MergingThreshold = 50,...% Threshold to merge components
    HasSensorConfigurationsInput = true... % Tracking is performed in scenario frame and hence s
);
```

Run the simulation. First time step

```
timeStep = 1;
% Run the scenario
while advance(scenario) && ishghandle(display.Figure)
    % Get the scenario time
    time = scenario.SimulationTime;

    % Get the poses of the other vehicles in ego vehicle coordinates
    ta = targetPoses(egoVehicle);

    % Collect detections from the ego vehicle sensors
    [detections, isValidTime, configurations] = helperDetect(sensors, egoVehicle, time);

    % Update the tracker with all the detections. Note that there is no
    % need to cluster the detections before passing them to the tracker.
    % Also, the sensor configurations are passed as an input to the
    % tracker.
    tic
    % confirmedTracks are in scenario coordinates
    confirmedTracks = tracker(detections,configurations,time);
    t = toc;

    % Update the metrics
    % a. Obtain ground truth
    groundTruth = scenario.Operators(2:end); % All except Ego

    % b. Update assignment metrics
    tam(confirmedTracks,groundTruth);
    [trackIDs,truthIDs] = currentAssignment(tam);

    % c. Update error metrics
    tem(confirmedTracks,trackIDs,groundTruth,truthIDs);

    % d. Update ospa metric
    ospaMetric(timeStep,2) = tom(confirmedTracks, groundTruth);

    % Update the bird's-eye plot
    % Convert tracks to ego coordinates for display
    confirmedTracksEgo = helperConvertToEgoCoordinates(egoVehicle, confirmedTracks);
    display(egoVehicle, sensors, detections, confirmedTracksEgo);
    drawnow;
```



```
% Record tracker run times
trackerRunTimes(timeStep,2) = t;
timeStep = timeStep + 1;

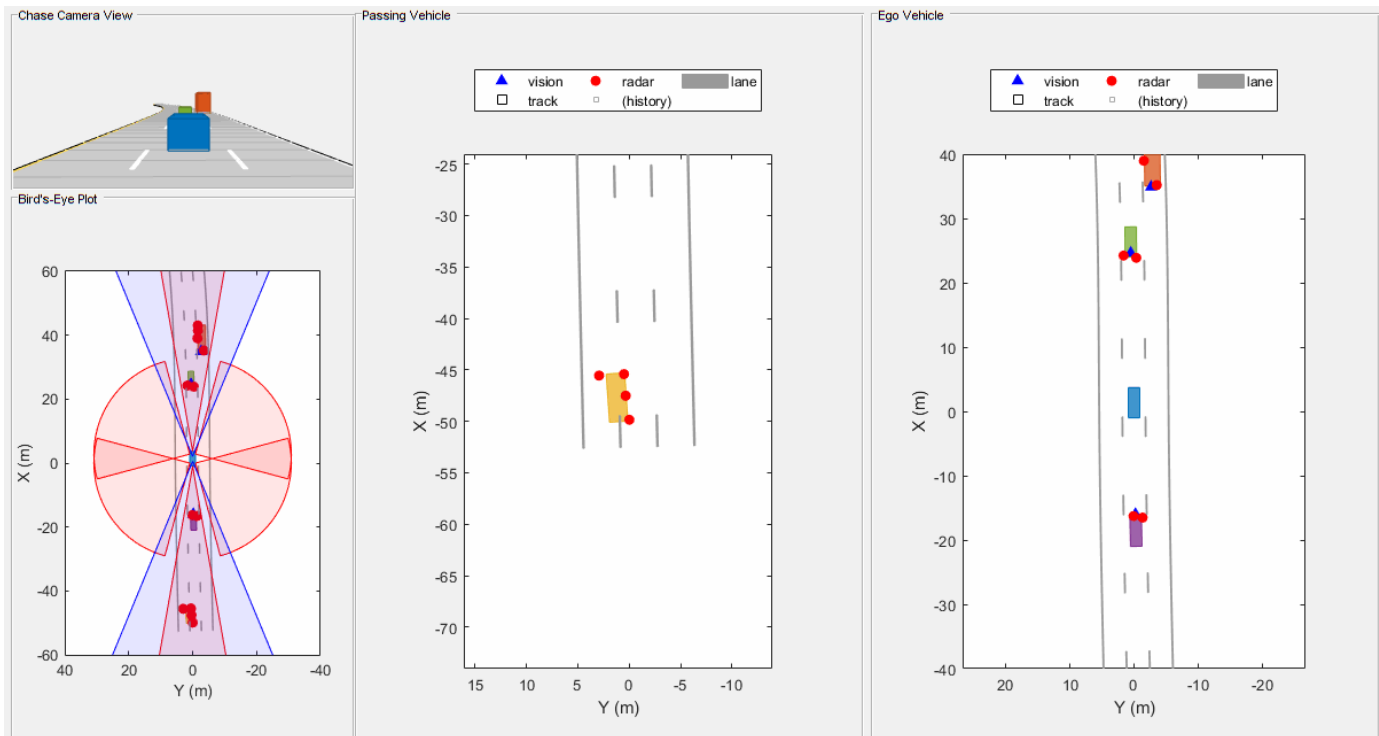
% Capture frames for GIF
gifWriter();
end

% Capture the truth and track metrics tables
assignmentMetricsGGIWPHD = tam.trackMetricsTable;
errorMetricsGGIWPHD = tem.cumulativeTruthMetrics;

% Write GIF if requested
writeAnimation(gifWriter, 'ggiwphdTracking');
```

These results show that the GGIW-PHD can handle multiple detections per object per sensor, without the need to cluster these detections first. Moreover, by using the multiple detections, the tracker estimates the position, velocity, dimensions and orientation of each object. The dashed elliptical shape in the figure demonstrates the expected extent of the target. The filter initialization function specifies multiple possible sizes and their relative weights using multiple components. The list can be expanded to add more sizes with added computational complexity. In contrast, you can also initialize one component per detection with a higher uncertainty in dimensions. This will enable the tracker to estimate the dimensions of the objects automatically. That said, the accuracy of the estimate will depend on the observability of the target dimensions and is susceptible to shrinkage and enlargement of track dimensions as the targets move around the ego vehicle.

The GGIW-PHD filter assumes that detections are distributed around the target's elliptical center. Therefore, the tracks tend to follow observable portions of the vehicle. Such observable portions include rear face of the vehicle that is directly ahead of the ego vehicle or the front face of the vehicle directly behind the ego vehicle for example, the rear and front face of the vehicle directly ahead and behind of the ego vehicle respectively. In contrast, the length and width of the passing vehicle was fully observed during the simulation. Therefore, its estimated ellipse has a better overlap with the actual shape.



### GM-PHD Rectangular Object Tracker

In this section, you use a GM-PHD tracker (`trackerPHD` with `gmphd`) and a rectangular target model (`initctrectgmphd` (Sensor Fusion and Tracking Toolbox)) to track objects. Unlike `ggiwphd`, which uses an elliptical shape to track extent, `gmphd` allows you to use a Gaussian distribution to define the shape of your choice. The rectangular target model is defined by motion models, `ctrect` (Sensor Fusion and Tracking Toolbox) and `ctrectjac` (Sensor Fusion and Tracking Toolbox) and measurement models, `ctrectmeas` (Sensor Fusion and Tracking Toolbox) and `ctrectmeasjac` (Sensor Fusion and Tracking Toolbox).

The sensor configurations defined for `trackerPHD` earlier remain the same, except for definition of `SensorTransformFcn` and `FilterInitializationFcn`.

```
for i = 1:numel(sensorConfigurations)
    sensorConfigurations{i}.FilterInitializationFcn = @helperInitRectangularFilter; % Initialize
    sensorConfigurations{i}.SensorTransformFcn = @ctrectcorners; % Use corners to calculate dete
end

% Define tracker using new sensor configurations
tracker = trackerPHD( SensorConfigurations = sensorConfigurations,...
    PartitioningFcn = partFcn,...
    AssignmentThreshold = 600,... % Minimum negative log-likelihood of a detection cell to add bi
    ExtractionThreshold = 0.85,... % Weight threshold of a filter component to be declared a track
    ConfirmationThreshold = 0.95,... % Weight threshold of a filter component to be declared a co
    MergingThreshold = 50,... % Threshold to merge components
    HasSensorConfigurationsInput = true... % Tracking is performed in scenario frame and hence se
);

% Release and restart all objects.
restart(scenario);
```

```

for i = 1:numel(sensors)
    release(sensors{i});
end
release(tem);
release(tam);
release(display);
display.PlotClusteredDetection = false;
gifWriter.pFrames = {};

% Restore random seed.
rng(seed)

% First time step
timeStep = 1;

% Run the scenario
while advance(scenario) && ishghandle(display.Figure)
    % Get the scenario time
    time = scenario.SimulationTime;

    % Get the poses of the other vehicles in ego vehicle coordinates
    ta = targetPoses(egoVehicle);

    % Collect detections from the ego vehicle sensors
    [detections, isValidTime, configurations] = helperDetect(sensors, egoVehicle, time);

    % Update the tracker with all the detections. Note that there is no
    % need to cluster the detections before passing them to the tracker.
    % Also, the sensor configurations are passed as an input to the
    % tracker.
    tic
    % confirmedTracks are in scenario coordinates
    confirmedTracks = tracker(detections, configurations, time);
    t = toc;

    % Update the metrics
    % a. Obtain ground truth
    groundTruth = scenario.Operators(2:end); % All except Ego

    % b. Update assignment metrics
    tam(confirmedTracks, groundTruth);
    [trackIDs, truthIDs] = currentAssignment(tam);

    % c. Update error metrics
    tem(confirmedTracks, trackIDs, groundTruth, truthIDs);

    % d. Update ospa metric
    ospaMetric(timeStep, 3) = tom(confirmedTracks, groundTruth);

    % Update the bird's-eye plot
    % Convert tracks to ego coordinates for display
    confirmedTracksEgo = helperConvertToEgoCoordinates(egoVehicle, confirmedTracks);
    display(egoVehicle, sensors, detections, confirmedTracksEgo);
    drawnow;

    % Record tracker run times
    trackerRunTimes(timeStep, 3) = t;
    timeStep = timeStep + 1;
end

```

```

    % Capture frames for GIF
    gifWriter();
end

% Capture the truth and track metrics tables
assignmentMetricsGMPHD = tam.trackMetricsTable;
errorMetricsGMPHD = tem.cumulativeTruthMetrics;

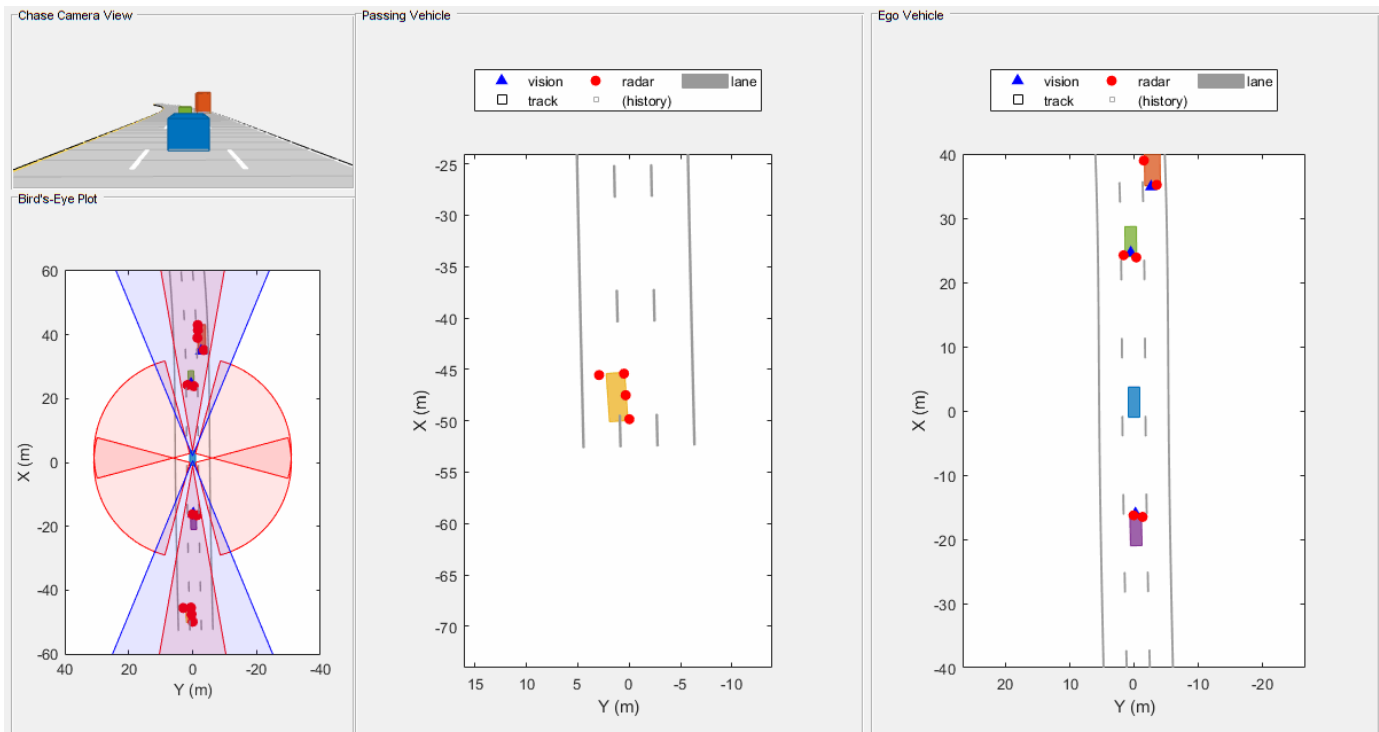
% Write GIF if requested
writeAnimation(gifWriter, 'gmphdTracking');

% Return the random number generator to its previous state
rng(S)
rmpath(exPath)

```

These results show that the GM-PHD can also handle multiple detections per object per sensor. Similar to GGIW-PHD, it also estimates the size and orientation of the object. The filter initialization function uses a similar approach as the GGIW-PHD tracker and initializes multiple components for different sizes.

You can notice that the estimated tracks, which are modeled as rectangles, have a good fit with the simulated ground truth object, depicted by the solid color patches. In particular, the tracks are able to correctly track the shape of the vehicle along with the kinematic center.

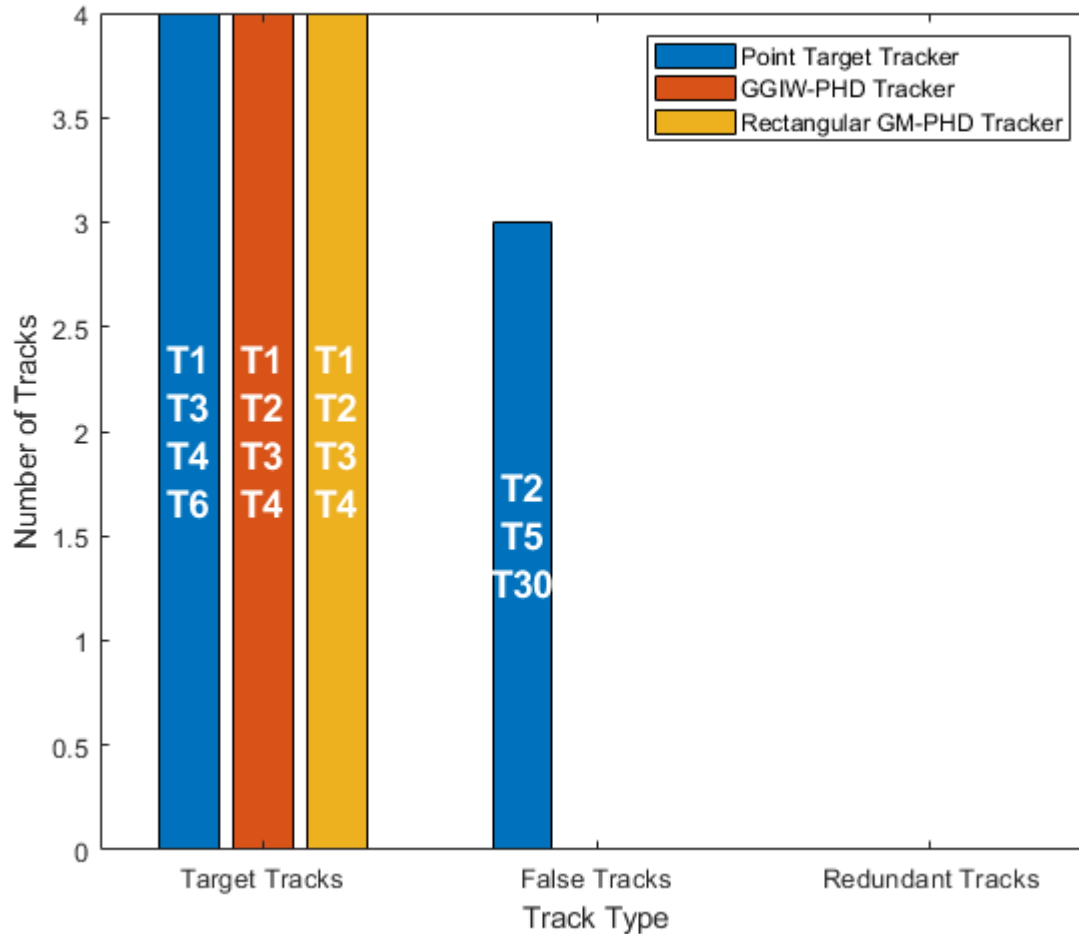


### Evaluate Tracking Performance

Evaluate the tracking performance of each tracker using quantitative metrics such as the estimation error in position, velocity, dimensions and orientation. Also evaluate the track assignments using metrics such as redundant and false tracks.

### Assignment metrics

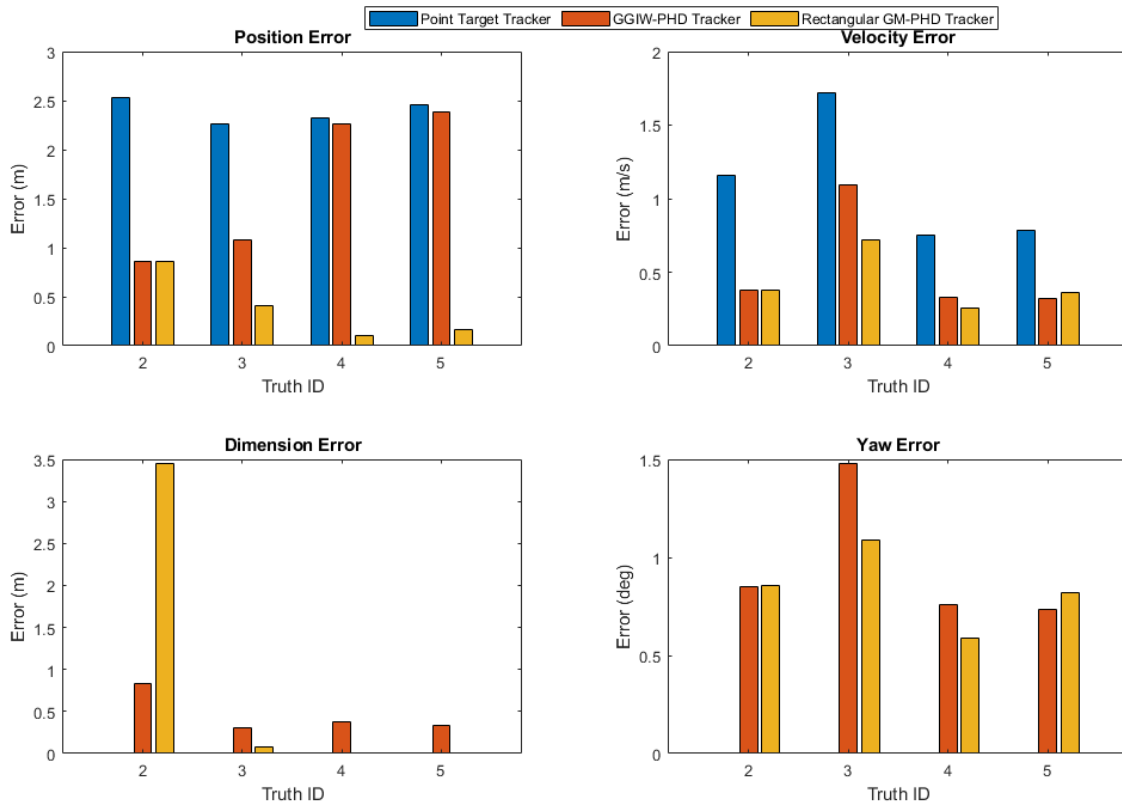
```
helperPlotAssignmentMetrics(assignmentMetricsMOT, assignmentMetricsGGIWPHD, assignmentMetricsGMPH)
```



The assignment metrics illustrate that redundant and false tracks were initialized and confirmed by the point object tracker. These tracks result due to imperfect clustering, where detections belonging to the same target were clustered into more than one clustered detection. In contrast, the GGIW-PHD tracker and the GM-PHD tracker maintain tracks on all four targets and do not create any false or redundant tracks. These metrics show that both extended object trackers correctly partition the detections and associate them with the correct tracks.

### Error metrics

```
helperPlotErrorMetrics(errorMetricsMOT, errorMetricsGGIWPHD, errorMetricsGMPH);
```



The plot shows the average estimation errors for the three types of trackers used in this example. Because the point object tracker does not estimate the yaw and dimensions of the objects, they are now shown in the plots. The point object tracker is able to estimate the kinematics of the objects with a reasonable accuracy. The position error of the vehicle behind the ego vehicle is higher because it was dragged to the left when the passing vehicle overtakes this vehicle. This is also an artifact of imperfect clustering when the objects are close to each other.

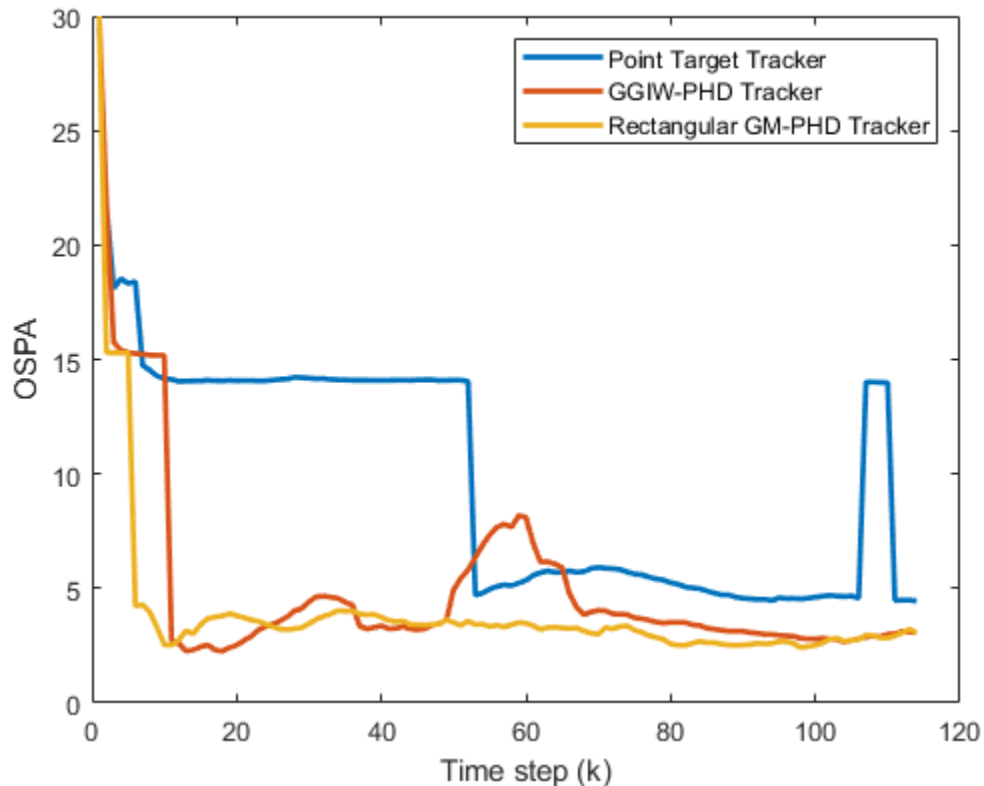
As described earlier, the GGIW-PHD tracker assumes that measurements are distributed around the object's extent, which results in center of the tracks on observable parts of the vehicle. This can also be seen in the position error metrics for TruthID 2 and 4. The tracker is able to estimate the dimensions of the object with about 0.3 meters accuracy for the vehicles ahead and behind the ego vehicle. Because of higher certainty defined for the vehicles' dimensions in the `helperInitGGIWFilter` function, the tracker does not collapse the length of these vehicles, even when the best-fit ellipse has a very low length. As the passing vehicle (TruthID 3) was observed on all dimensions, its dimensions are measured more accurately than the other vehicles. However, as the passing vehicle maneuvers with respect to the ego vehicle, the error in yaw estimate is higher.

The GM-PHD in this example uses a rectangular shaped target model and uses received measurements to evaluate expected measurements on the boundary of the target. This model helps the tracker estimate the shape and orientation more accurately. However, the process of evaluating expected measurements on the edges of a rectangular target is computationally more expensive.

### OSPA Metric

As described earlier, the OSPA metric aims to describe the performance of a tracking algorithm using a single score. Notice that the OSPA sufficiently captures the performance of the tracking algorithm which decreases from GM-PHD to GGIW-PHD to the point-target tracker, as described using the error and assignment metrics.

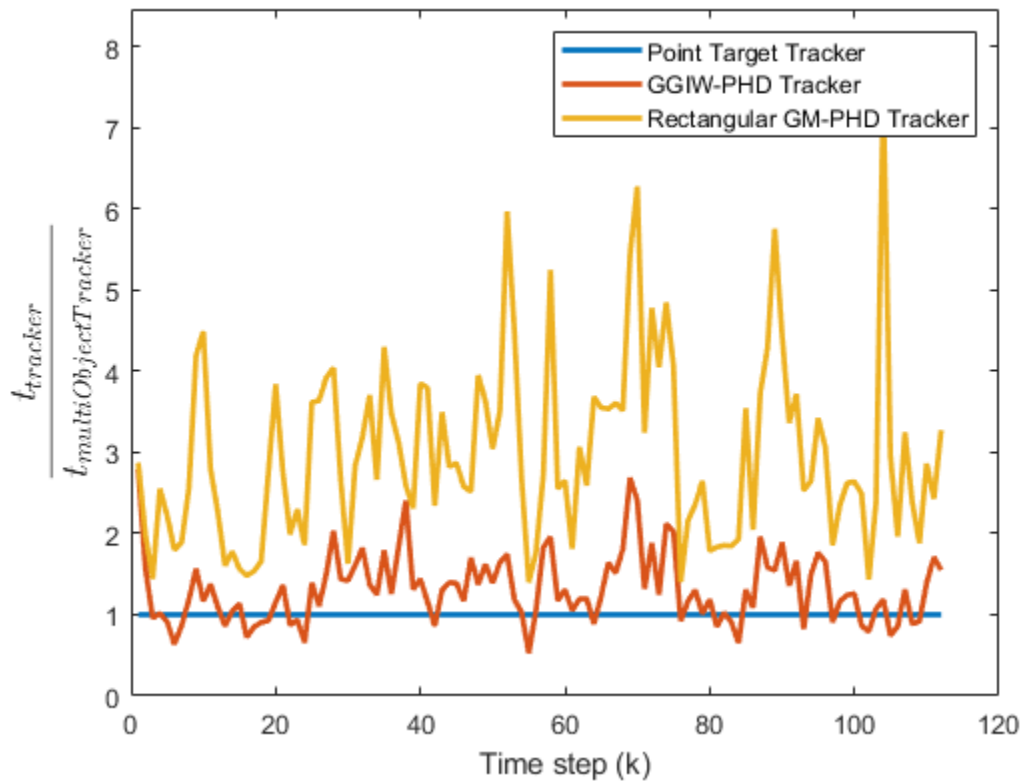
```
ospaFig = figure;
plot(ospaMetric, 'LineWidth', 2);
legend('Point Target Tracker', 'GGIW-PHD Tracker', 'Rectangular GM-PHD Tracker');
xlabel('Time step (k)');
ylabel('OSPA');
```



### Compare Time Performance

Previously, you learned about different techniques, the assumptions they make about target models, and the resulting tracking performance. Now compare the run-times of the trackers. Notice that GGIW-PHD filter offers significant computational advantages over the GM-PHD, at the cost of decreased tracking performance.

```
runTimeFig = figure;
h = plot(trackerRunTimes(3:end,:), ./trackerRunTimes(3:end,1), 'LineWidth', 2);
legend('Point Target Tracker', 'GGIW-PHD Tracker', 'Rectangular GM-PHD Tracker');
xlabel('Time step (k)');
ylabel('$$\frac{t_{tracker}}{t_{multiObjectTracker}}$$', 'interpreter', 'latex', 'fontsize', 14);
ylim([0 max([h.YData]) + 1]);
```



### Summary

This example showed how to track objects that return multiple detections in a single sensor scan using different approaches. These approaches can be used to track objects with high-resolution sensors, such as a radar or laser sensor.

### References

- [1] Granström, Karl, Marcus Baum, and Stephan Reuter. "Extended Object Tracking: Introduction, Overview and Applications." *Journal of Advances in Information Fusion*. Vol. 12, No. 2, December 2017.
- [2] Granström, Karl, Christian Lundquist, and Umut Orguner. "Tracking rectangular and elliptical extended targets using laser measurements." 14th International Conference on Information Fusion. IEEE, 2011.
- [3] Granström, Karl. "Extended target tracking using PHD filters." 2012

### Supporting Functions

#### helperExtendedTargetError

Function to define the error between tracked target and the associated ground truth.

```
function [posError,velError,dimError,yawError] = helperExtendedTargetError(track,truth)
% Errors as a function of target track and associated truth.
```



```

% Get true information from the ground truth.
truePos = truth.Position(1:2)';
% Position is at the rear axle for all vehicles. We would like to compute
% the error from the center of the vehicle
rot = [cosd(truth.Yaw) -sind(truth.Yaw);sind(truth.Yaw) cosd(truth.Yaw)];
truePos = truePos + rot*[truth.Wheelbase/2;0];

trueVel = truth.Velocity(1:2);
trueYaw = truth.Yaw(:);
trueDims = [truth.Length;truth.Width];

% Get estimated value from track.
% GGIW-PHD tracker outputs a struct field 'Extent' and 'SourceIndex'
% GM-PHD tracker outputs struct with but not 'Extent'
% multiObjectTracker outputs objectTrack

if isa(track,'objectTrack')
    estPos = track.State([1 3]);
    estVel = track.State([2 4]);
    % No yaw or dimension information in multiObjectTracker.
    estYaw = nan;
    estDims = [nan;nan];
elseif isfield(track,'Extent') % trackerPHD with GGIWPHD
    estPos = track.State([1 3]);
    estVel = track.State([2 4]);
    estYaw = atan2d(estVel(2),estVel(1));
    d = eig(track.Extent);
    dims = 2*sqrt(d);
    estDims = [max(dims);min(dims)];
else % trackerPHD with GMPHD
    estPos = track.State(1:2);
    estYaw = track.State(4);
    estVel = [track.State(3)*cosd(estYaw);track.State(3)*sind(estYaw)];
    estDims = track.State(6:7);
end

% Compute 2-norm of error for each attribute.
posError = norm(truePos(:) - estPos(:));
velError = norm(trueVel(:) - estVel(:));
dimError = norm(trueDims(:) - estDims(:));
yawError = norm(trueYaw(:) - estYaw(:));
end

```

### helperExtendedTargetDistance

Function to define the distance between a track and a ground truth.

```

function dist = helperExtendedTargetDistance(track,truth)
% This function computes the distance between track and a truth.

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% Errors in each aspect
[posError,velError,dimError,yawError] = helperExtendedTargetError(track,truth);

```

```

% For multiObjectTracker, add a constant penalty for not estimating yaw
% and dimensions
if isnan(dimError)
    dimError = 1;
end
if isnan(yawError)
    yawError = 1;
end

% Distance is the sum of errors
dist = posError + velError + dimError + yawError;

end

```

### helperInitGGIWFilter

Function to create a ggiwphd filter from a detection cell.

```

function phd = helperInitGGIWFilter(varargin)
% helperInitGGIWFilter A function to initialize the GGIW-PHD filter for the
% Extended Object Tracking example

% Create a ggiwphd filter using 5 states and the constant turn-rate models.
phd = ggiwphd(zeros(5,1),eye(5),...
    'StateTransitionFcn',@constturn,...
    'StateTransitionJacobianFcn',@constturnjac,...
    'MeasurementFcn',@ctmeas,...
    'MeasurementJacobianFcn',@ctmeasjac,...
    'HasAdditiveMeasurementNoise',true,...
    'HasAdditiveProcessNoise',false,...
    'ProcessNoise',diag([1 1 3]),...
    'MaxNumComponents',1000,...
    'ExtentRotationFcn',@extentRotFcn,...
    'PositionIndex',[1 3]);

% If the function is called with no inputs i.e. the predictive portion of
% the birth density, no components are added to the mixture.
if nargin == 0
    % Nullify to return 0 components.
    nullify(phd);
else
    % When called with detections input, add two components to the filter,
    % one for car and one for truck, More components can be added based on
    % prior knowledge of the scenario, example, pedestrian or motorcycle.
    % This is a "multi-model" type approach. Another approach can be to add
    % only 1 component with a higher covariance in the dimensions. The
    % later is computationally less demanding, but has a tendency to track
    % observable dimensions of the object. For example, if only the back is
    % visible, the measurement noise may cause the length of the object to
    % shrink.

    % Detections
    detections = varargin{1};

    % Enable elevation measurements to create a 3-D filter using

```

```

% initctggiwphd
if detections{1}.SensorIndex < 7
    for i = 1:numel(detections)
        detections{i}.Measurement = [detections{i}.Measurement(1);0;detections{i}.Measurement(2);detections{i}.Measurement(3)];
        detections{i}.MeasurementNoise = blkdiag(detections{i}.MeasurementNoise(1,1),0.4,detections{i}.MeasurementNoise(2,2),detections{i}.MeasurementNoise(3,3));
        detections{i}.MeasurementParameters(1).HasElevation = true;
    end
end
phd3d = initctggiwphd(detections);

% Set states of the 2-D filter using 3-D filter
phd.States = phd3d.States(1:5);
phd.StateCovariances = phd3d.StateCovariances(1:5,1:5);

phd.DegreesOfFreedom = 1000;
phd.ScaleMatrices = (1000-4)*diag([4.7/2 1.8/2].^2);

% Add truck dimensions as second component
append(phd,phd);
phd.ScaleMatrices(:, :, 2) = (1000-4)*diag([8.1/2 2.45/2].^2);
phd.GammaForgettingFactors = [1.03 1.03];

% Relative weights of the components. Can be treated as probability of
% existence of a car vs a truck on road.
phd.Weights = [0.7 0.3];
end
end

function R = extentRotFcn(x,dT)
% Rotation of the extent during prediction.
w = x(5);
theta = w*dT;
R = [cosd(theta) -sind(theta);sind(theta) cosd(theta)];
end

```

### helperInitRectangularFilter

Function to create a gmphd rectangular target filter from a detection cell.

```

function filter = helperInitRectangularFilter(varargin)
% helperInitRectangularFilter A function to initialize the rectangular
% target PHD filter for the Extended Object Tracking example

% Copyright 2019 The MathWorks, Inc.

if nargin == 0
    % If called with no inputs, simply use the initctrectgmphd function to
    % create a PHD filter with no components.
    filter = initctrectgmphd;
    % Set process noise
    filter.ProcessNoise = diag([1 3]);
else
    % When called with detections input, add two components to the filter,
    % one for car and one for truck, More components can be added based on
    % prior knowledge of the scenario, example, pedestrian or motorcycle.
    % This is a "multi-model" type approach. Another approach can be to add

```

```
% only 1 component with a higher covariance in the dimensions. The
% later is computationally less demanding, but has a tendency to track
% observable dimensions of the object. For example, if only the back is
% visible, the measurement noise may cause the length of the object to
% shrink.

% Detections
detections = varargin{1};

% Create a GM-PHD filter with rectangular model
filter = initctrectgmphd(detections);

% Length width of a passenger car
filter.States(6:7,1) = [4.7;1.8];

% High certainty in dimensions
lCov = 1e-4;
wCov = 1e-4;
lwCorr = 0.5;
lwCov = sqrt(lCov*wCov)*lwCorr;
filter.StateCovariances(6:7,6:7,1) = [lCov lwCov;lwCov wCov];

% Add one more component by appending the filter with itself.
append(filter,filter);

% Set length and width to a truck dimensions
filter.States(6:7,2) = [8.1;2.45];

% Relative weights of each component
filter.Weights = [0.7 0.3];
end
end
```

## See Also

[multiObjectTracker](#) | [drivingScenario](#) | [trackErrorMetrics](#) | [trackAssignmentMetrics](#) | [ggiwphd](#)

## More About

- “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288
- “Track-Level Fusion of Radar and Lidar Data” on page 8-386

# Track-to-Track Fusion for Automotive Safety Applications

This example shows how to fuse tracks from two vehicles in order to provide a more comprehensive estimate of the environment that can be seen by each vehicle. The example demonstrates the use of a track-level fuser and the object track data format. In this example, you use the driving scenario and models from Automated Driving Toolbox™ and the tracking and track fusion models from Sensor Fusion and Tracking Toolbox™.

## Motivation

Automotive safety applications rely on the fusion of data from different sensor systems mounted on the vehicle. Individual vehicles fuse sensor detections by using either a centralized tracker or by taking a more decentralized approach and fusing tracks produced by individual sensors. In addition to intravehicle data fusion, the fusion of data from multiple vehicles provides added benefits, which include better coverage, situational awareness, and safety. [1] This intervehicle sensor fusion approach takes advantage of the variety of sensors and provides better coverage to each vehicle, because it uses data updated by sensors on other vehicles in the area. Governments and vehicle manufacturers have long recognized the need to share information between vehicles in order to increase automotive safety. For example, the Dedicated Short-Range Communications (DSRC) Service was established to provide a communications service for intervehicle information sharing. [2]

While sensor fusion across multiple vehicles is beneficial, most vehicles are required to meet certain safety requirements even if only internal sensors are available. Therefore, the vehicle is likely to be equipped with a tracker and/or a track fuser that provide situational awareness at the single vehicle level. As a result, the assumption made in this example is that vehicles share situational awareness by broadcasting tracks and performing track-to-track fusion.

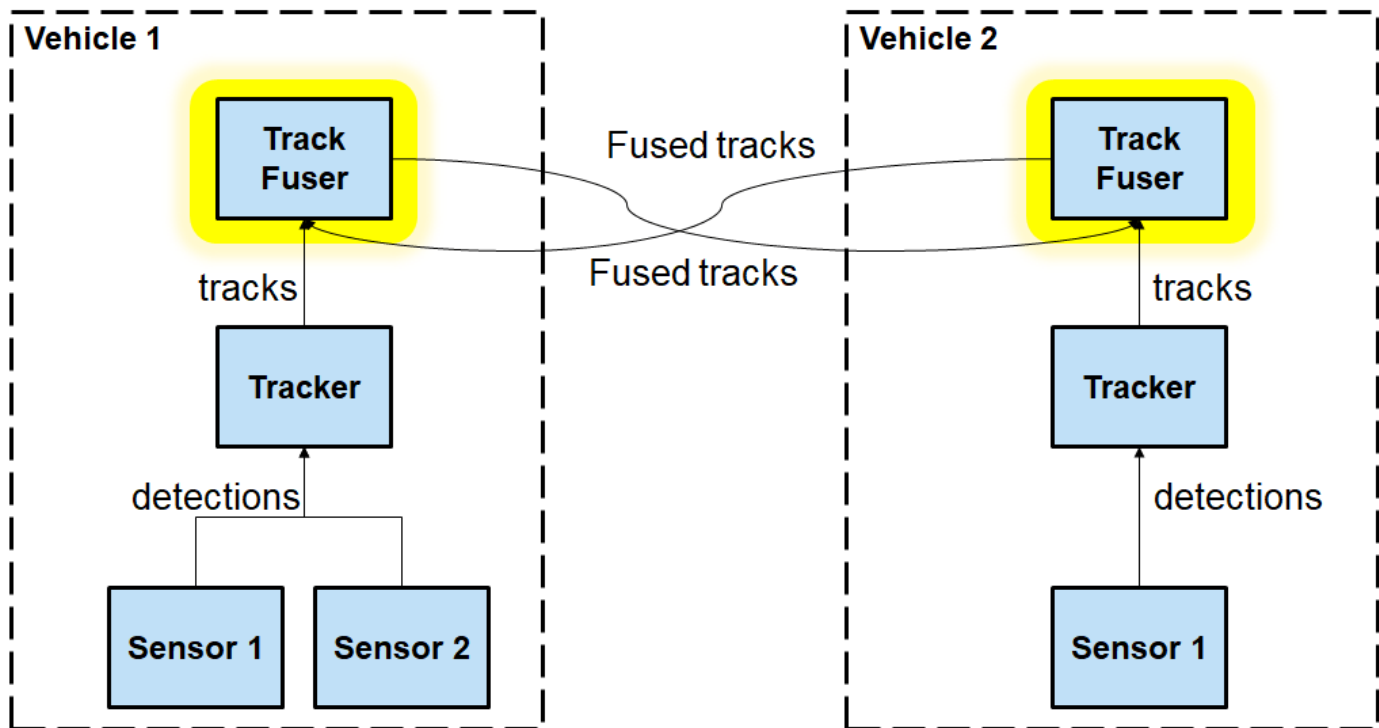
This example demonstrates the benefit of fusing tracks from two vehicles to enhance situational awareness and safety. Note that this example does not simulate the communications systems. Instead, the example assumes that a communications system provides the bandwidth required to transmit tracks between the two vehicles.

## Track-to-Track Architecture

The following block diagram depicts the main functions in the two vehicles.

Vehicle 1 has two sensors, each providing detections to a local tracker. The tracker uses the detections from the local sensors to track objects and outputs these local tracks to the vehicle track fuser. Vehicle 2 has a single sensor, which feeds detections to the local tracker on vehicle 2. The local tracks from vehicle 2 are the input to the local track fuser on vehicle 2.

The track fuser on each vehicle fuses the local vehicle tracks with the tracks received from the other vehicle's track fuser. After each update, the track fuser on each vehicle broadcasts its fused tracks, which feed into the next update of the track fuser on the other vehicle.



In this example, you use a `trackerJPDA` (Sensor Fusion and Tracking Toolbox) object to define each vehicle tracker.

```
% Create trackers for each vehicle
v1Tracker = trackerJPDA('TrackerIndex',1, 'DeletionThreshold', [4 4]); % Vehicle 1 tracker
v2Tracker = trackerJPDA('TrackerIndex',2, 'DeletionThreshold', [4 4]); % Vehicle 2 tracker
posSelector = [1 0 0 0 0 0; 0 0 1 0 0 0];
```

Note that in this architecture, the fused tracks from one vehicle are used to update the fused tracks on the other vehicle. These fused tracks are then broadcast back to the first vehicle. To avoid rumor propagation, be careful how tracks from another vehicle are used to update the track fuser.

Consider the following rumor propagation example: at some update step, vehicle 1 tracks an object using its internal sensors. Vehicle 1 then fuses the object track and transmits it to vehicle 2, which now fuses the track with its own tracks and becomes aware of the object. Up to this point, this is exactly the goal of track-to-track fusion: to enhance the situational awareness of vehicle 2 with information from vehicle 1. Since vehicle 2 now knows about the object, it starts broadcasting the track as well, perhaps for the benefit of another vehicle (not shown in the example).

However, vehicle 1 now receives track information from vehicle 2 about the object that only vehicle 1 actually tracks. So, the track fuser on vehicle 1 has to be aware that the tracks it gets from vehicle 2 about this object do not actually contain any new information updated by an independent source. To make the distinction between tracks that contain new information and tracks that just repeat information, you must define vehicle 2 as an *external source* to the track fuser on vehicle 1. Similarly, vehicle 1 must be defined as an external source to the track fuser on vehicle 2. Furthermore, you need to define only tracks that are updated by a track fuser based on information from an internal source as *self-reported*. By doing so, the track fuser in each vehicle is able to ignore updates from tracks that bounce back and forth between the track fusers without any new information in them.

The local tracker of each vehicle tracks objects relative to the vehicle reference frame, called the ego frame. The track-to-track fusion is done at the scenario frame, which is the global level frame. The helper `egoToScenario` function transforms tracks from ego frame to the scenario frame. Similarly, the function `scenarioToEgo` transforms tracks from scenario frame to any of the ego frames. Both transformations rely on the `StateParameters` property of the `objectTrack` (Sensor Fusion and Tracking Toolbox) objects. Note that when the `trackFuser` object calculates the distance of a central track (in the scenario frame) to a local track (in any frame), it uses the `StateParameters` of the local track to perform the coordinate transformation.

To achieve the above `trackFuser` definitions, define the following sources as a `fuserSourceConfiguration` (Sensor Fusion and Tracking Toolbox) object.

```
% Define sources for each vehicle
v1TrackerConfiguration = fuserSourceConfiguration('SourceIndex',1,'IsInternalSource',true, ...
    "CentralToLocalTransformFcn", @scenarioToEgo, 'LocalToCentralTransformFcn', @egoToScenario);
v2FuserConfiguration = fuserSourceConfiguration('SourceIndex',4,'IsInternalSource',false);
v1Sources = {v1TrackerConfiguration; v2FuserConfiguration};
v2TrackerConfiguration = fuserSourceConfiguration('SourceIndex',2,'IsInternalSource',true, ...
    "CentralToLocalTransformFcn", @scenarioToEgo, 'LocalToCentralTransformFcn', @egoToScenario);
v1FuserConfiguration = fuserSourceConfiguration('SourceIndex',3,'IsInternalSource',false);
v2Sources = {v2TrackerConfiguration; v1FuserConfiguration};
```

You can now define each vehicle track fuser as a `trackFuser` (Sensor Fusion and Tracking Toolbox) object.

```
stateParams = struct('Frame','Rectangular','Position',[0 0 0],'Velocity',[0 0 0]);
v1Fuser = trackFuser('FuserIndex',3,...
    'MaxNumSources',2,'SourceConfigurations',v1Sources,...
    'StateFusion','Intersection','DeletionThreshold',[3 3],...
    'StateParameters',stateParams);
v2Fuser = trackFuser('FuserIndex',4,...
    'MaxNumSources',2,'SourceConfigurations',v2Sources,'StateFusion',...
    'Intersection','DeletionThreshold',[3 3],...
    'StateParameters',stateParams);
```

```
% Initialize the following variables
fusedTracks1 = objectTrack.empty(0,1);
fusedTracks2 = objectTrack.empty(0,1);
wasFuser1Updated = false;
wasFuser2Updated = false;
```

## Scenario Definition

The following scenario shows two vehicles driving down a street. Vehicle 1 is in the lead, equipped with two forward-looking sensors: a short-range radar and a vision sensor. Vehicle 2, driving 10 meters behind vehicle 1, is equipped with a long-range radar. The right side of the street contains parked vehicles. A pedestrian stands between the vehicles. This pedestrian is shown as a dot at about  $X = 60$  meters.

Due to the short distance between vehicle 2 and vehicle 1, most of the vehicle 2 radar sensor coverage is occluded by vehicle 1. As a result, most of the tracks that the track fuser on vehicle 2 maintains are first initialized by tracks broadcast from vehicle 1.

```
% Create the drivingScenario object and the two vehicles
[scenario, vehicle1, vehicle2] = createDrivingScenario;

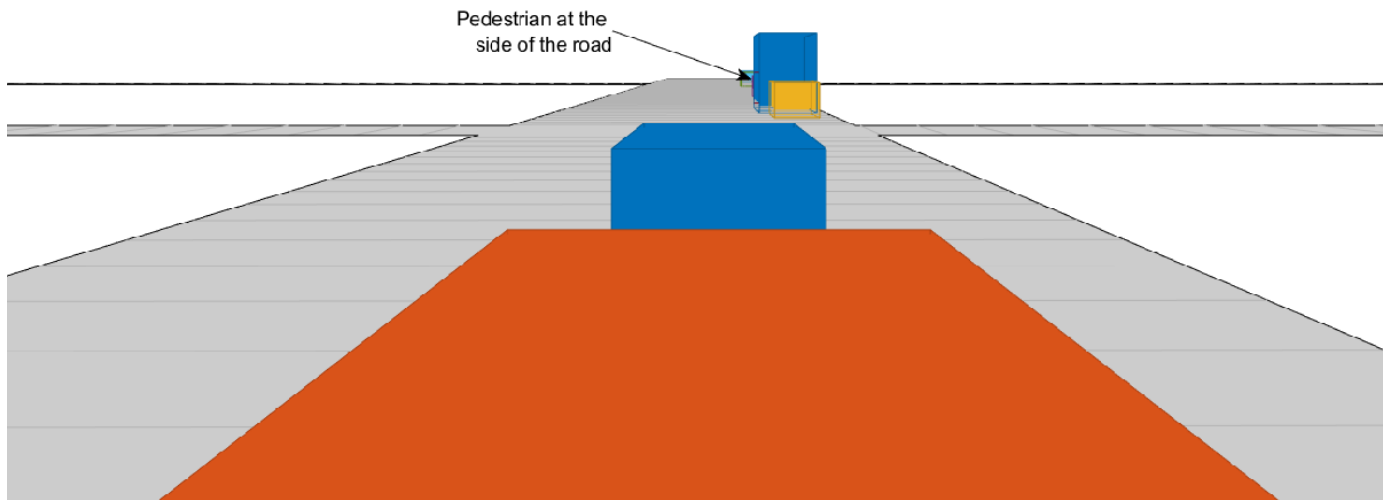
% Create all the sensors
```

```
[sensors, numSensors, attachedVehicle] = createSensors(scenario);
```

```
% Create display
```

```
[f,plotters] = createT2TDisplay(scenario, sensors, attachedVehicle);
```

The following chase plot is seen from the point of view of the second vehicle. An arrow indicates the position of the pedestrian that is almost entirely occluded by the parked vehicles and the first vehicle.



```
% Define each vehicle as a vehicle, sensors, a tracker, and plotters
```

```
v1 = struct('Actor', {vehicle1}, 'Sensors', {sensors(attachedVehicle==1)}, 'Tracker', {v1Tracker};
```

```
v2 = struct('Actor', {vehicle2}, 'Sensors', {sensors(attachedVehicle==2)}, 'Tracker', {v2Tracker};
```

### Simulation and Results

The following code runs the simulation.

```
running = true;
```

```
% For repeatable results, set the random number seed
```

```
s = rng;
```

```
rng(2019)
```

```
snaptimes = [0.5, 2.6, 4.4, 6.3, inf];
```

```
snaps = cell(numel(snaptimes),1);
```

```
i = 1;
```

```
f.Visible = 'on';
```

```
while running && ishghandle(f)
```

```
    time = scenario.SimulationTime;
```



```

% Detect and track at the vehicle level
[tracks1,wasTracker1Updated] = detectAndTrack(v1,time,posSelector);
[tracks2,wasTracker2Updated] = detectAndTrack(v2,time,posSelector);

% Keep the tracks from the previous fuser update
oldFusedTracks1 = fusedTracks1;
oldFusedTracks2 = fusedTracks2;

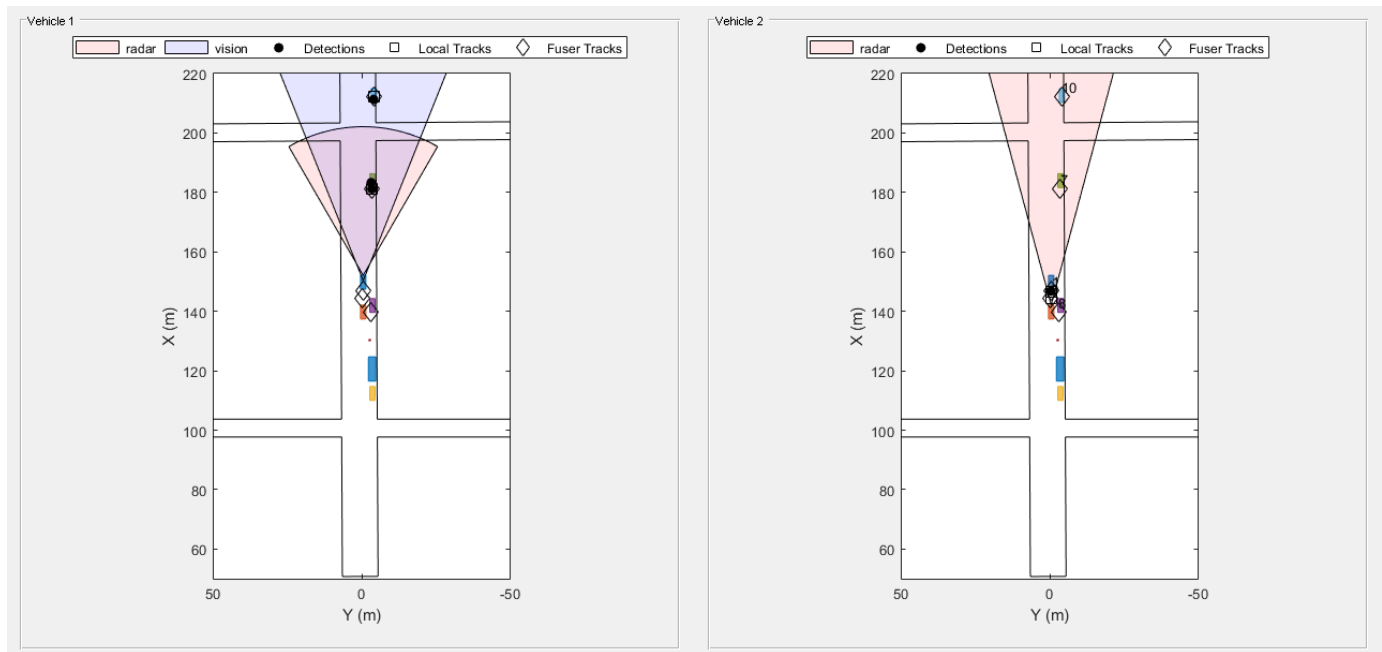
% Update the fusers
if wasTracker1Updated || wasFuser2Updated
    tracksToFuse1 = [tracks1;oldFusedTracks2];
    if isLocked(v1Fuser) || ~isempty(tracksToFuse1)
        [fusedTracks1,~,~,info1] = v1Fuser(tracksToFuse1,time);
        wasFuser1Updated = true;
        pos = getTrackPositions(fusedTracks1,posSelector);
        plotTrack(plotters.veh1FusePlotter,pos);
    else
        wasFuser1Updated = false;
        fusedTracks1 = objectTrack.empty(0,1);
    end
else
    wasFuser1Updated = false;
    fusedTracks1 = objectTrack.empty(0,1);
end
if wasTracker2Updated || wasFuser1Updated
    tracksToFuse2 = [tracks2;oldFusedTracks1];
    if isLocked(v2Fuser) || ~isempty(tracksToFuse2)
        [fusedTracks2,~,~,info2] = v2Fuser(tracksToFuse2,time);
        wasFuser2Updated = true;
        pos = getTrackPositions(fusedTracks2,posSelector);
        ids = string([fusedTracks2.TrackID]');
        plotTrack(plotters.veh2FusePlotter,pos,ids);
    else
        wasFuser2Updated = false;
        fusedTracks2 = objectTrack.empty(0,1);
    end
else
    wasFuser2Updated = false;
    fusedTracks2 = objectTrack.empty(0,1);
end

% Update the display
updateT2TDisplay(plotters, scenario, sensors, attachedVehicle)

% Advance the scenario one time step and exit the loop if the scenario is complete
running = advance(scenario);

% Snap a shot at required times
if time >= snaptimes(i)
    snaps{i} = getframe(f);
    i = i + 1;
end
end

```

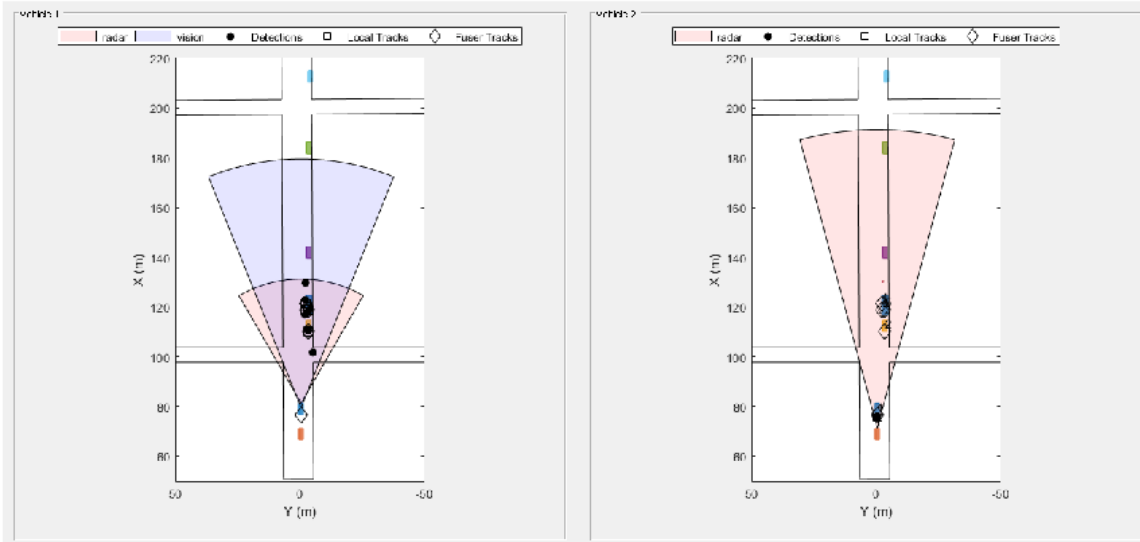


The figure shows the scene and tracking results at the end of the scenario.

### Tracking at the Beginning of the Simulation

When the simulation begins, vehicle 1 detects the vehicles parked on the right side of the street, then the tracks associated with the parked vehicles are confirmed. At this time, the only object detected and tracked by vehicle 2 tracker is vehicle 1 immediately in front of it. Once the vehicle 1 track fuser confirms the tracks, it broadcasts them, and the vehicle 2 track fuser fuses them. As a result, vehicle 2 becomes aware of the parked vehicles before it can detect them on its own.

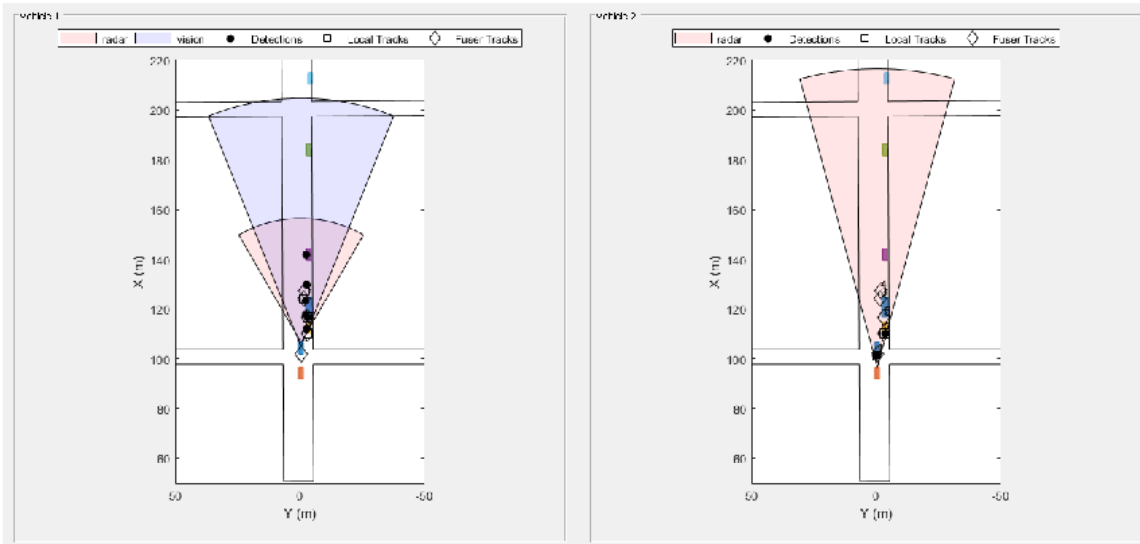
```
showsnap(snaps, 1)
```



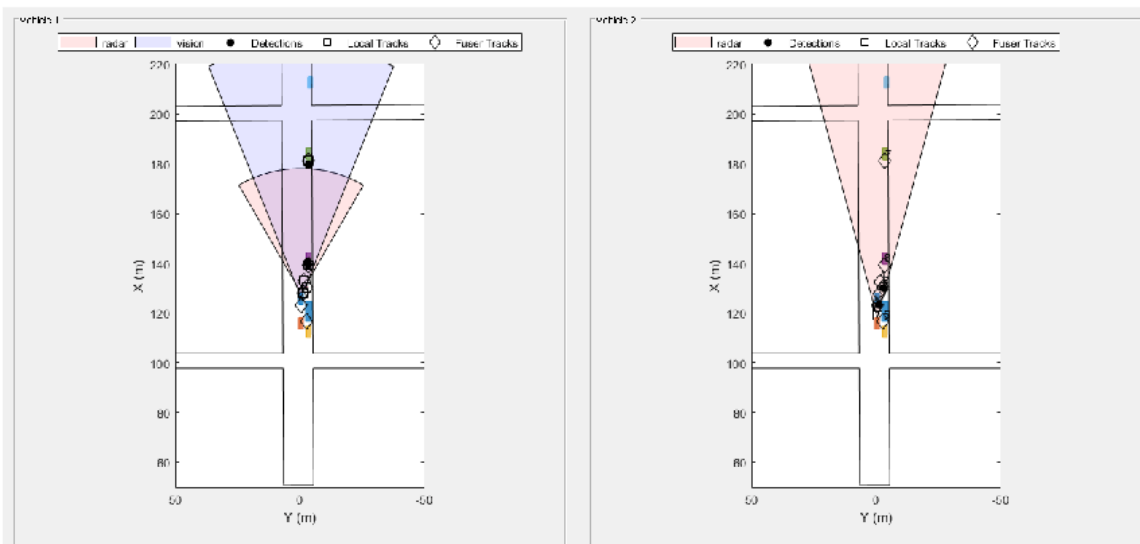
### Tracking the Pedestrian at the Side of the Street

As the simulation continues, vehicle 2 is able to detect and track the vehicles parked at the side as well, and fuses them with the tracks coming from vehicle 1. Vehicle 2 is able to detect and track the pedestrian about 4 seconds into the simulation, and vehicle 2 fuses the track associated with the pedestrian around 4.4 seconds into the simulation (see snapshot 2). However, it takes vehicle 2 about two seconds before it can detect and track the pedestrian by its own sensors (see snapshot 3). These two seconds could make a huge impact on the safety of the pedestrian if that pedestrian started crossing the street.

showsnap(snaps, 2)



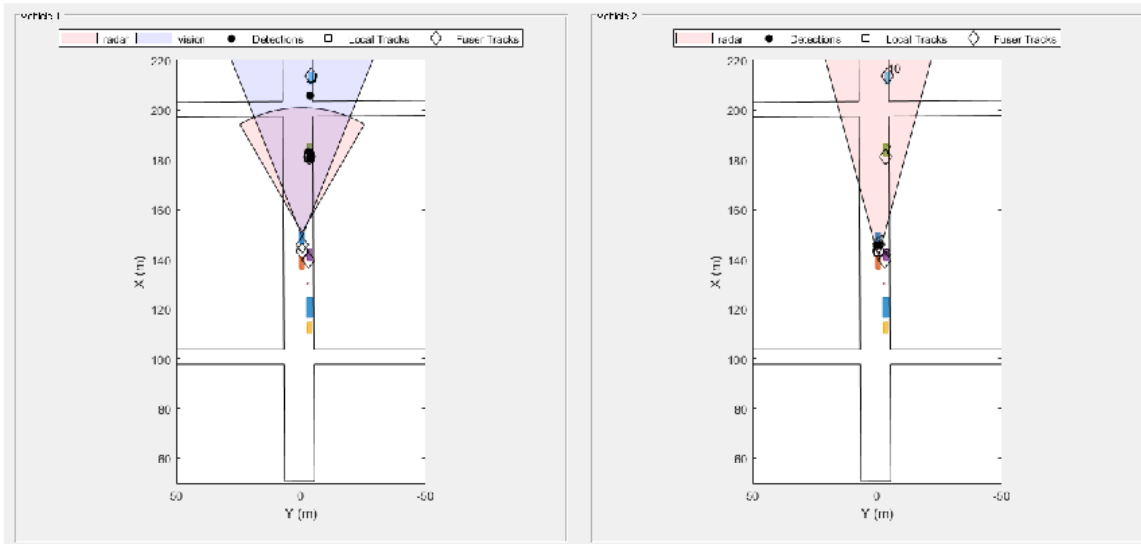
`showsnap(snaps, 3)`



### Avoiding Rumor Propagation

Finally, note how as the vehicles pass the objects, and these objects go out of their field of view, the fused tracks associated with these objects are dropped by both trackers (see snapshot 4). Dropping the tracks demonstrates that the fused tracks broadcast back and forth between the two vehicles are not used to propagate rumors.

`showsnap(snaps, 4)`



```
% Restart the driving scenario to return the actors to their initial positions.
restart(scenario);
```

```
% Release all the sensor objects so they can be used again.
for sensorIndex = 1:numSensors
    release(sensors{sensorIndex});
end
```

```
% Return the random seed to its previous value
rng(s)
```

## Summary

In this example, you saw how track-to-track fusion can enhance the situational awareness and increase the safety in automotive applications. You saw how to set up a `trackFuser` to perform track-to-track fusion and how to define sources as either internal or external by using the `fuserSourceConfiguration` object. By doing so, you avoid rumor propagation and keep only the fused tracks that are really observed by each vehicle to be maintained.

## References

- [1] Bharanidhar Duraisamy, Tilo Schwartz, and Christian Wohler, "Track level fusion algorithms for automotive safety applications", 2013 International Conference on Signal Processing, Image Processing & Pattern Recognition, IEEE, 2013.
- [2] Federal Communications Commission, "Dedicated Short Range Communications Service", <https://www.fcc.gov/wireless/bureau-divisions/mobility-division/dedicated-short-range-communications-dsrc-service>.

## Supporting Functions

### createDrivingScenario

```
function [scenario, egoVehicle, secondVehicle] = createDrivingScenario
% createDrivingScenario Returns the drivingScenario defined in the Designer

% Construct a drivingScenario object.
scenario = drivingScenario('SampleTime', 0.05);

% Add all road segments
roadCenters = [50.8 0.5 0; 253.4 1.5 0];
roadWidth = 12;
road(scenario, roadCenters, roadWidth);

roadCenters = [100.7 -100.6 0; 100.7 103.7 0];
road(scenario, roadCenters);

roadCenters = [201.1 -99.2 0; 199.7 99.5 0];
road(scenario, roadCenters);

% Add the ego vehicle
egoVehicle = vehicle(scenario, 'ClassID', 1, 'Position', [65.1 -0.9 0]);
waypoints = [71 -0.5 0; 148.7 -0.5 0];
speed = 12;
trajectory(egoVehicle, waypoints, speed);

% Add the second vehicle
secondVehicle = vehicle(scenario, 'ClassID', 1, 'Position', [55.1 -0.9 0]);
waypoints = [61 -0.5 0; 138.7 -0.5 0];
speed = 12;
trajectory(secondVehicle, waypoints, speed);

% Add the parked cars
vehicle(scenario, 'ClassID', 1, 'Position', [111.0 -3.6 0]);
vehicle(scenario, 'ClassID', 1, 'Position', [140.6 -3.6 0]);
vehicle(scenario, 'ClassID', 1, 'Position', [182.6 -3.6 0]);
vehicle(scenario, 'ClassID', 1, 'Position', [211.3 -4.1 0]);

% Add pedestrian
actor(scenario, 'ClassID', 4, 'Length', 0.5, 'Width', 0.5, ...
    'Height', 1.7, 'Position', [130.3 -2.7 0], 'RCSPattern', [-8 -8;-8 -8]);

% Add parked truck
vehicle(scenario, 'ClassID', 2, 'Length', 8.2, 'Width', 2.5, ...
    'Height', 3.5, 'Position', [117.5 -3.5 0]);
end
```

### createSensors

```
function [sensors, numSensors, attachedVehicle] = createSensors(scenario)
% createSensors Returns all sensor objects to generate detections
% Units used in createSensors and createDrivingScenario
% Distance/Position - meters
% Speed - meters/second
% Angles - degrees
% RCS Pattern - dBsm
```

```

% Assign into each sensor the physical and radar profiles for all actors
profiles = actorProfiles(scenario);
sensors{1} = radarDetectionGenerator('SensorIndex', 1, ...
    'SensorLocation', [3.7 0], 'MaxRange', 50, 'FieldOfView', [60 5], ...
    'ActorProfiles', profiles, 'HasOcclusion', true, 'HasFalseAlarms', false);
sensors{2} = visionDetectionGenerator('SensorIndex', 2, ...
    'MaxRange', 100, 'SensorLocation', [1.9 0], 'DetectorOutput', 'Objects only', ...
    'ActorProfiles', profiles);
sensors{3} = radarDetectionGenerator('SensorIndex', 3, ...
    'SensorLocation', [3.7 0], 'MaxRange', 120, 'FieldOfView', [30 5], ...
    'ActorProfiles', profiles, 'HasOcclusion', true, 'HasFalseAlarms', false);
attachedVehicle = [1;1;2];
numSensors = numel(sensors);
end

```

### scenarioToEgo

```

function trackInEgo = scenarioToEgo(trackInScenario)
% Performs coordinate transformation from scenario to ego coordinates
% trackInScenario has StateParameters defined to transform it from scenario
% coordinates to ego coordinates
% We assume a constant velocity model with state [x;vx;y;vy;z;vz]
egoPosInScenario = trackInScenario.StateParameters.Position;
egoVelInScenario = trackInScenario.StateParameters.Velocity;
stateInScenario = trackInScenario.State;
stateShift = [egoPosInScenario(1);egoVelInScenario(1);egoPosInScenario(2);egoVelInScenario(2);egoVelInScenario(2);egoVelInScenario(2)];
stateInEgo = stateInScenario - stateShift;
trackInEgo = objectTrack('UpdateTime',trackInScenario.UpdateTime,'State',stateInEgo,'StateCovariance',trackInScenario.StateCovariance);
end

```

### egoToScenario

```

function trackInScenario = egoToScenario(trackInEgo)
% Performs coordinate transformation from ego to scenario coordinates
% trackInEgo has StateParameters defined to transform it from ego
% coordinates to scenario coordinates
% We assume a constant velocity model with state [x;vx;y;vy;z;vz]
egoPosInScenario = trackInEgo.StateParameters.Position;
egoVelInScenario = trackInEgo.StateParameters.Velocity;
stateInScenario = trackInEgo.State;
stateShift = [egoPosInScenario(1);egoVelInScenario(1);egoPosInScenario(2);egoVelInScenario(2);egoVelInScenario(2);egoVelInScenario(2)];
stateInEgo = stateInScenario + stateShift;
trackInScenario = objectTrack('UpdateTime',trackInEgo.UpdateTime,'State',stateInEgo,'StateCovariance',trackInEgo.StateCovariance);
end

```

### detectAndTrack

```

function [tracks,wasTrackerUpdated] = detectAndTrack(agent,time,posSelector)
% Create detections from the vehicle
poses = targetPoses(agent.Actor);
[detections,isValid] = vehicleDetections(agent.Actor.Position,agent.Sensors,poses,time,agent.Detections);

% Update tracks for the vehicle
if isValid
    agent.Tracker.StateParameters = struct(...
        'Frame','Rectangular', ...
        'Position', agent.Actor.Position, ...
        'Velocity', agent.Actor.Velocity);
    tracks = agent.Tracker(detections,time);
end

```

```

        tracksInScenario = tracks;
        for i = 1:numel(tracks)
            tracksInScenario(i) = egoToScenario(tracks(i));
        end
        pos = getTrackPositions(tracksInScenario,posSelector);
        plotTrack(agent.TrkPlotter,pos)
        wasTrackerUpdated = true;
    else
        tracks = objectTrack.empty(0,1);
        wasTrackerUpdated = false;
    end
end

function [objectDetections,isValid] = vehicleDetections(position, sensors, poses, time, plotter)
% Provides the detections for each vehicle.

numSensors = numel(sensors);
objectDetections = {};
isValidTime      = false(1, numSensors);

% Generate detections for each sensor
for sensorIndex = 1:numSensors
    sensor = sensors{sensorIndex};
    [objectDets, ~, isValidTime(sensorIndex)] = sensor(poses, time);
    objectDets = cellfun(@(d) setAtt(d), objectDets, 'UniformOutput', false);

    if isa(sensors{sensorIndex}, 'radarDetectionGenerator')
        objectDets = helperClusterDetections(objectDets, 5);
    end
    numObjects = numel(objectDets);
    objectDetections = [objectDetections; objectDets(1:numObjects)]; %#ok<AGROW>
end
isValid = any(isValidTime);

% Plot detections
if numel(objectDetections)>0
    detPos = cellfun(@(d)d.Measurement(1:2), objectDetections, 'UniformOutput', false);
    detPos = cell2mat(detPos)' + position(1:2);
    plotDetection(plotter, detPos);
end

function d = setAtt(d)
% Set the attributes to be struct
d.ObjectAttributes = struct;
end

function detectionClusters = helperClusterDetections(detections, vehicleSize)
% helperClusterDetections Helper to cluster detections in the example
N = numel(detections);
distances = zeros(N);
for i = 1:N
    for j = i+1:N
        if detections{i}.SensorIndex == detections{j}.SensorIndex
            distances(i,j) = norm(detections{i}.Measurement(1:2) - detections{j}.Measurement(1:2));
        else
            distances(i,j) = inf;
        end
    end
end

```



```

    end
end
leftToCheck = 1:N;
i = 0;
detectionClusters = cell(N,1);
while ~isempty(leftToCheck)
    % Remove the detections that are in the same cluster as the one under
    % consideration
    underConsideration = leftToCheck(1);
    clusterInds = (distances(underConsideration, leftToCheck) < vehicleSize);
    detInds = leftToCheck(clusterInds);
    clusterDets = [detections{detInds}];
    clusterMeas = [clusterDets.Measurement];
    meas = mean(clusterMeas, 2);
    i = i + 1;
    detectionClusters{i} = detections{detInds(1)};
    detectionClusters{i}.Measurement = meas;
    leftToCheck(clusterInds) = [];
end
detectionClusters(i+1:end) = [];

% Since the detections are now for clusters, modify the noise to represent
% that they are of the whole car
for i = 1:numel(detectionClusters)
    measNoise = eye(6);
    measNoise(1:2,1:2) = vehicleSize^2 * eye(2);
    measNoise(4:5,4:5) = eye(2) * vehicleSize^2;
    detectionClusters{i}.MeasurementNoise = measNoise;
end
end

```

## See Also

### Apps

Driving Scenario Designer

### Objects

trackFuser | objectTrack | fuserSourceConfiguration

## More About

- “Introduction to Track-To-Track Fusion” (Sensor Fusion and Tracking Toolbox)

## Track-to-Track Fusion for Automotive Safety Applications in Simulink

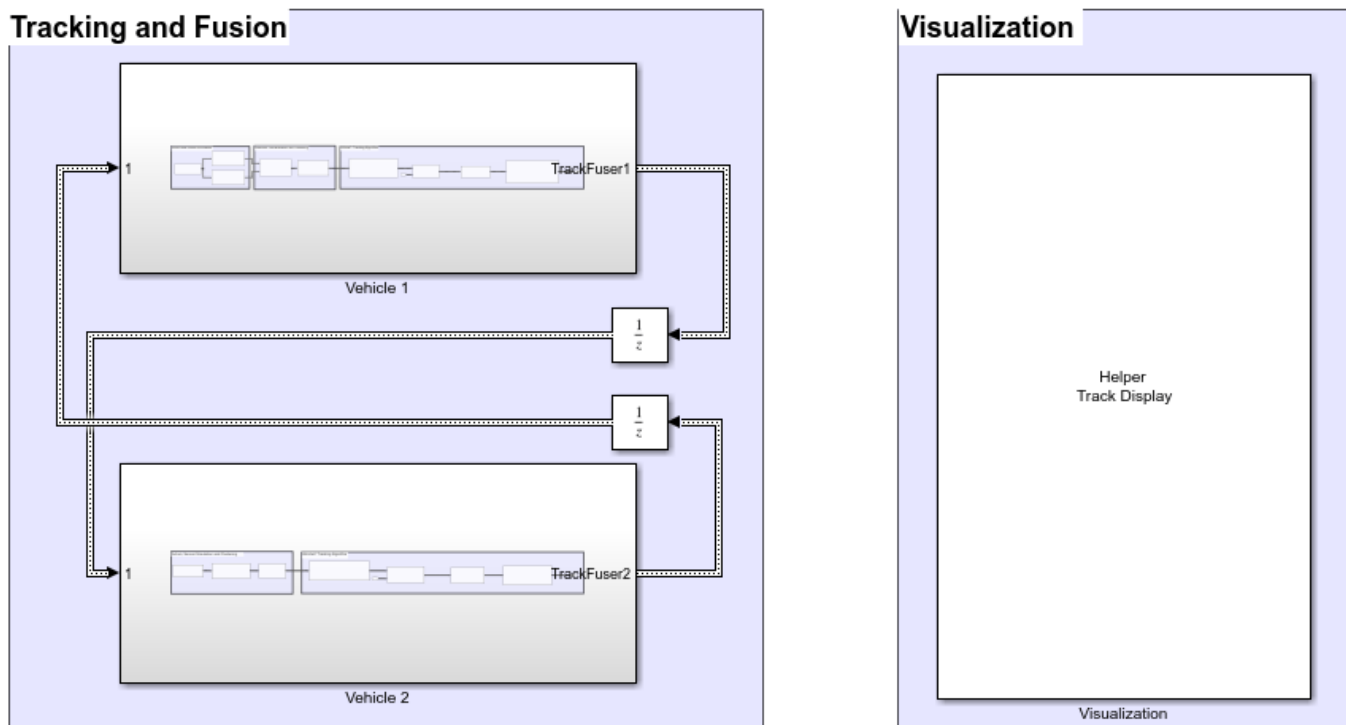
This example shows how to perform track-to-track fusion in Simulink® with Sensor Fusion and Tracking Toolbox™. In the context of autonomous driving, the example illustrates how to build a decentralized tracking architecture using a Track-To-Track Fuser block. In the example, each vehicle performs tracking independently as well as fuses tracking information received from other vehicles. This example closely follows the “Track-to-Track Fusion for Automotive Safety Applications” (Sensor Fusion and Tracking Toolbox) MATLAB® example.

### Introduction

Automotive safety applications largely rely on the situational awareness of the vehicle. A better situational awareness provides the basis to a successful decision-making for different situations. To achieve this, vehicles can benefit from intervehicle data fusion. This example illustrates the workflow in Simulink for fusing data from two vehicles to enhance situational awareness of the vehicle.

### Setup and Overview of the Model

#### Hierarchical "Track-to-Track" Fusion Example

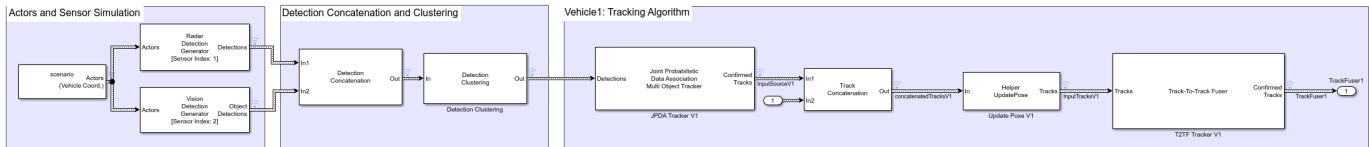


Prior to running this example, the drivingScenario object was used to create the same scenario defined in “Track-to-Track Fusion for Automotive Safety Applications” (Sensor Fusion and Tracking Toolbox). The roads and actors from this scenario were then saved to the scenario object file TrackToTrackFusionScenario.mat.

## Tracking and Fusion

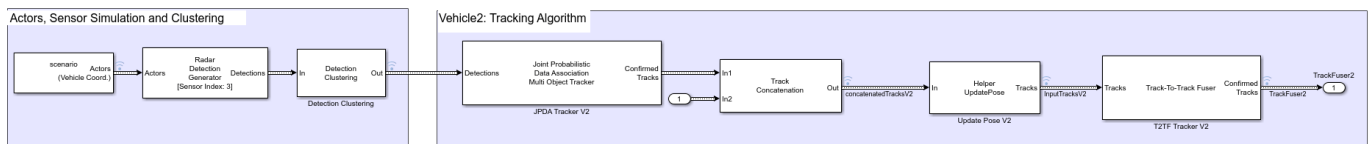
In the Tracking and Fusion section of the model there are two subsystems that implement the target tracking and fusion capabilities of Vehicle 1 and Vehicle 2 in this scenario.

### Vehicle 1 Subsystem



This subsystem includes the Scenario Reader block that reads the actor pose data from the saved file. The block converts the actor poses from the world coordinates of the scenario into ego vehicle coordinates. The actor poses are streamed on a bus generated by the block. The actor poses are used by the Sensor Simulation subsystem, which generates radar and vision detections. These detections are then passed to the JPDA Tracker V1 block, which processes the detections to generate a list of tracks. The tracks are then passed into a Track Concatenation1 block, which concatenates these input tracks. The first input to the Track Concatenation1 block is the local tracks from the JPDA tracker and the second input is the tracks received from the track fuser of the other vehicle. To transform local tracks to central tracks, the track fuser needs the parameter information about the local tracks. However, this information is not available from the direct outputs of the JPDA tracker. Therefore, a helper Update Pose block is used to supply this information by reading the data from the v1Pose.mat file. The updated tracks are then broadcasted to T2TF Tracker V1 block as an input. Finally, the Track-To-Track Fuser (Sensor Fusion and Tracking Toolbox) T2TF Tracker V1 block fuse the local vehicle tracks with the tracks received from the track fuser of the other vehicle. After each update, the track fuser on each vehicle broadcasts its fused tracks to be fed into the update of the track fuser of the other vehicle in the next time stamp.

### Vehicle 2 Subsystem



Vehicle 2 subsystem follows a similar setup as the Vehicle 1 subsystem.

## Visualization

The Visualization block is implemented using the MATLAB System block and is defined using the HelperTrackDisplay block. The block uses RunTimeObject parameters Out, Confirmed Tracks, Tracks and Confirmed Tracks of Detection Clustering, JPDA Tracker V1, Update Pose V1, T2TF Tracker V1 blocks respectively for vehicle 1 and RunTimeObject parameters Out, Confirmed Tracks, Tracks and Confirmed Tracks of Detection Clustering, JPDA Tracker V2, Update Pose V2, T2TF Tracker V2 blocks respectively for vehicle 2 to display their outputs. See "Access Block Data During Simulation" (Simulink) for further information on how to access block outputs during simulation.

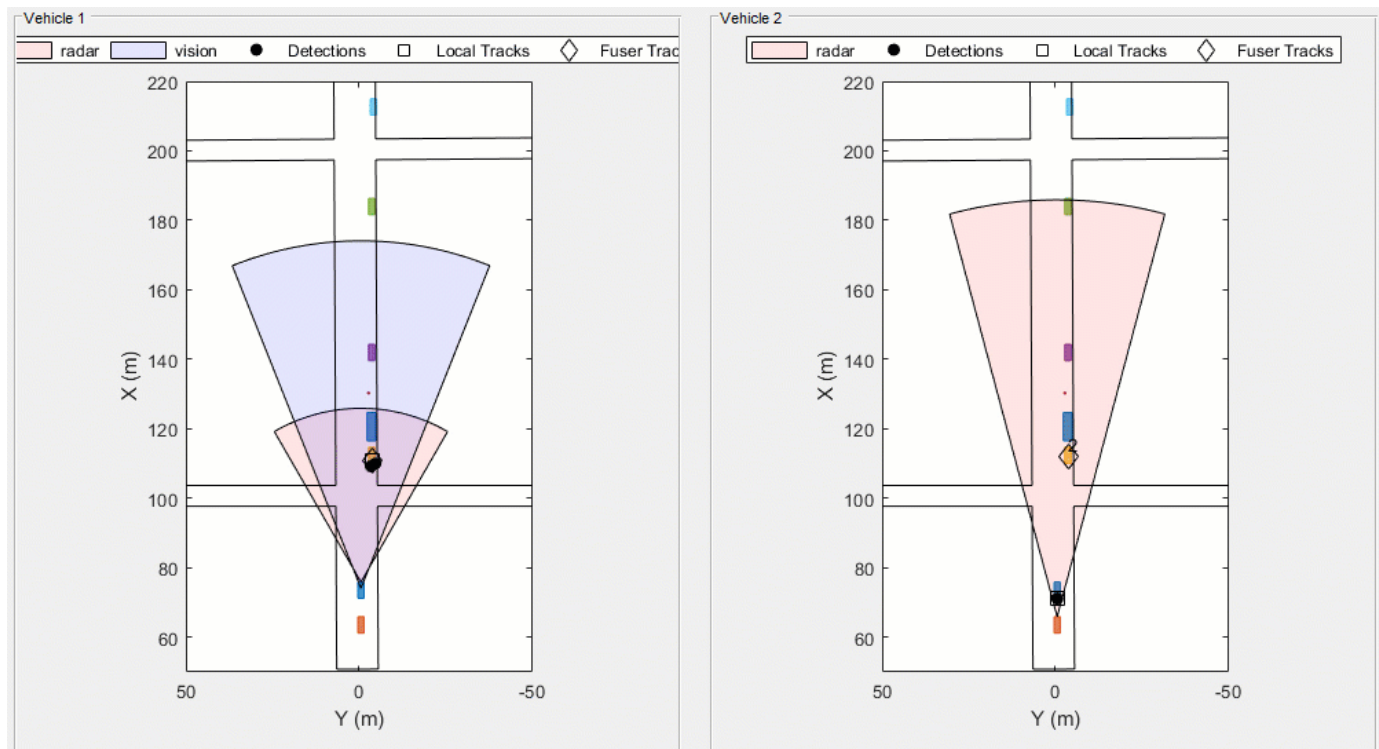
## Results

After running the model, you can visualize the results. This animation shows the results for this simulation.

The visualization includes two panels. The left panel shows the detections, local tracks, and fused tracks that vehicle 1 generated during the simulation and represents the situational awareness of vehicle 1. The right panel shows the situational awareness of vehicle 2.

The recorded detections are represented by black circles. The local and fused tracks from vehicle 1 are represented by a square and a diamond, respectively. The local and fused tracks from vehicle 2 are represented by a solid black square and a diamond. At the start of simulation, vehicle 1 detects vehicles parked on the right side of the street, and tracks associated with the parked vehicles are confirmed. Currently, vehicle 2 only detects vehicle 1 which is immediately in front of it. As the simulation continues, the confirmed tracks from vehicle 1 are broadcast to the fuser on vehicle 2. After fusing the tracks, vehicle 2 becomes aware of the objects prior to detecting these objects on its own. Similarly, vehicle 2 tracks are broadcast to vehicle 1. Vehicle 1 fuses these tracks and becomes aware of the objects prior to detecting them on its own.

In particular, you observe that the pedestrian standing between the blue and purple cars on the right side of the street is detected and tracked by vehicle 1. Vehicle 2 first becomes aware of the pedestrian by fusing the track from Vehicle 1 at around 0.8 seconds. It takes vehicle 2 roughly 3 seconds before it starts detecting the pedestrian using its own sensor. The ability to track a pedestrian based on inputs from vehicle 1 allows vehicle 2 to extend its situational awareness and to mitigate the risk of accident.



### Summary

This example showed how to perform track-to-track fusion in Simulink. You learned how to perform tracking using a decentralized tracking architecture, where each vehicle is responsible for

maintaining its own local tracks, fuse tracks from other vehicles, and communicate the tracks to the other vehicle. You also use a JPDA tracker block to generate the local tracks.

## **See Also**

### **Blocks**

Joint Probabilistic Data Association Multi Object Tracker

### **Objects**

trackFuser

## **More About**

- “Introduction to Track-To-Track Fusion” (Sensor Fusion and Tracking Toolbox)
- “Track-to-Track Fusion for Automotive Safety Applications” on page 8-349

## Visual-Inertial Odometry Using Synthetic Data

This example shows how to estimate the pose (position and orientation) of a ground vehicle using an inertial measurement unit (IMU) and a monocular camera. In this example, you:

- 1 Create a driving scenario containing the ground truth trajectory of the vehicle.
- 2 Use an IMU and visual odometry model to generate measurements.
- 3 Fuse these measurements to estimate the pose of the vehicle and then display the results.

Visual-inertial odometry estimates pose by fusing the visual odometry pose estimate from the monocular camera and the pose estimate from the IMU. The IMU returns an accurate pose estimate for small time intervals, but suffers from large drift due to integrating the inertial sensor measurements. The monocular camera returns an accurate pose estimate over a larger time interval, but suffers from a scale ambiguity. Given these complementary strengths and weaknesses, the fusion of these sensors using visual-inertial odometry is a suitable choice. This method can be used in scenarios where GPS readings are unavailable, such as in an urban canyon.

### Create a Driving Scenario with Trajectory

Create a `drivingScenario` object that contains:

- The road the vehicle travels on
- The buildings surrounding either side of the road
- The ground truth pose of the vehicle
- The estimated pose of the vehicle

The ground truth pose of the vehicle is shown as a solid blue cuboid. The estimated pose is shown as a transparent blue cuboid. Note that the estimated pose does not appear in the initial visualization because the ground truth and estimated poses overlap.

Generate the baseline trajectory for the ground vehicle using the `waypointTrajectory` (Sensor Fusion and Tracking Toolbox) System object™. Note that the `waypointTrajectory` is used in place of `drivingScenario/trajectory` since the acceleration of the vehicle is needed. The trajectory is generated at a specified sampling rate using a set of waypoints, times of arrival, and velocities.

```
% Create the driving scenario with both the ground truth and estimated
% vehicle poses.
scene = drivingScenario;
groundTruthVehicle = vehicle(scene, 'PlotColor', [0 0.4470 0.7410]);
estVehicle = vehicle(scene, 'PlotColor', [0 0.4470 0.7410]);

% Generate the baseline trajectory.
sampleRate = 100;
wayPoints = [ 0 0 0;
             200 0 0;
             200 50 0;
             200 230 0;
             215 245 0;
             260 245 0;
             290 240 0;
             310 258 0;
             290 275 0;
```

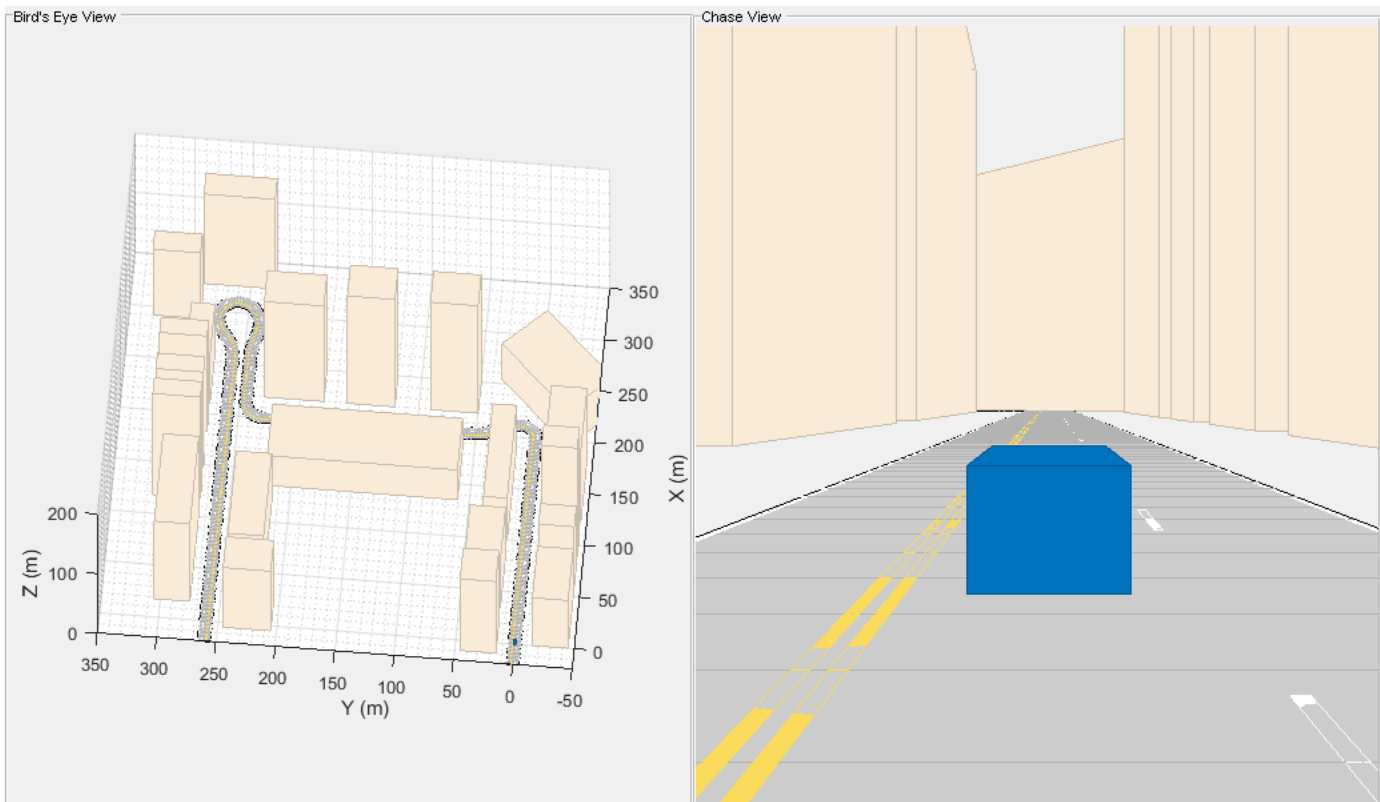
```

        260 260 0;
        -20 260 0];
t = [0 20 25 44 46 50 54 56 59 63 90].';
speed = 10;
velocities = [ speed    0 0;
              speed    0 0;
               0 speed 0;
               0 speed 0;
              speed    0 0;
              speed    0 0;
              speed    0 0;
               0 speed 0;
             -speed    0 0;
             -speed    0 0;
             -speed    0 0];

traj = waypointTrajectory(wayPoints, 'TimeOfArrival', t, ...
    'Velocities', velocities, 'SampleRate', sampleRate);

% Add a road and buildings to scene and visualize.
helperPopulateScene(scene, groundTruthVehicle);

```



### Create a Fusion Filter

Create the filter to fuse IMU and visual odometry measurements. This example uses a loosely coupled method to fuse the measurements. While the results are not as accurate as a tightly coupled method, the amount of processing required is significantly less and the results are adequate. The fusion filter

uses an error-state Kalman filter to track orientation (as a quaternion), position, velocity, and sensor biases.

The `insfilterErrorState` object has the following functions to process sensor data: `predict` and `fusemvo`.

The `predict` function takes the accelerometer and gyroscope measurements from the IMU as inputs. Call the `predict` function each time the accelerometer and gyroscope are sampled. This function predicts the state forward by one time step based on the accelerometer and gyroscope measurements, and updates the error state covariance of the filter.

The `fusemvo` function takes the visual odometry pose estimates as input. This function updates the error states based on the visual odometry pose estimates by computing a Kalman gain that weighs the various inputs according to their uncertainty. As with the `predict` function, this function also updates the error state covariance, this time taking the Kalman gain into account. The state is then updated using the new error state and the error state is reset.

```
filt = insfilterErrorState('IMUSampleRate', sampleRate, ...
    'ReferenceFrame', 'ENU')
% Set the initial state and error state covariance.
helperInitialize(filt, traj);
```

```
filt =
```

```
insfilterErrorState with properties:
```

```
    IMUSampleRate: 100          Hz
  ReferenceLocation: [0 0 0]    [deg deg m]
           State: [17x1 double]
  StateCovariance: [16x16 double]

  Process Noise Variances
    GyroscopeNoise: [1e-06 1e-06 1e-06]    (rad/s)2
  AccelerometerNoise: [0.0001 0.0001 0.0001] (m/s2)2
    GyroscopeBiasNoise: [1e-09 1e-09 1e-09] (rad/s)2
  AccelerometerBiasNoise: [0.0001 0.0001 0.0001] (m/s2)2
```

### Specify the Visual Odometry Model

Define the visual odometry model parameters. These parameters model a feature matching and tracking-based visual odometry system using a monocular camera. The `scale` parameter accounts for the unknown scale of subsequent vision frames of the monocular camera. The other parameters model the drift in the visual odometry reading as a combination of white noise and a first-order Gauss-Markov process.

```
% The flag useVO determines if visual odometry is used:
% useVO = false; % Only IMU is used.
useVO = true; % Both IMU and visual odometry are used.

paramsVO.scale = 2;
paramsVO.sigmaN = 0.139;
paramsVO.tau = 232;
paramsVO.sigmaB = sqrt(1.34);
paramsVO.driftBias = [0 0 0];
```



### Specify the IMU Sensor

Define an IMU sensor model containing an accelerometer and gyroscope using the `imuSensor` System object. The sensor model contains properties to model both deterministic and stochastic noise sources. The property values set here are typical for low-cost MEMS sensors.

```
% Set the RNG seed to default to obtain the same results for subsequent
% runs.
rng('default')

imu = imuSensor('SampleRate', sampleRate, 'ReferenceFrame', 'ENU');

% Accelerometer
imu.Accelerometer.MeasurementRange = 19.6; % m/s^2
imu.Accelerometer.Resolution = 0.0024; % m/s^2/LSB
imu.Accelerometer.NoiseDensity = 0.01; % (m/s^2)/sqrt(Hz)

% Gyroscope
imu.Gyroscope.MeasurementRange = deg2rad(250); % rad/s
imu.Gyroscope.Resolution = deg2rad(0.0625); % rad/s/LSB
imu.Gyroscope.NoiseDensity = deg2rad(0.0573); % (rad/s)/sqrt(Hz)
imu.Gyroscope.ConstantBias = deg2rad(2); % rad/s
```

### Set Up the Simulation

Specify the amount of time to run the simulation and initialize variables that are logged during the simulation loop.

```
% Run the simulation for 60 seconds.
numSecondsToSimulate = 60;
numIMUSamples = numSecondsToSimulate * sampleRate;

% Define the visual odometry sampling rate.
imuSamplesPerCamera = 4;
numCameraSamples = ceil(numIMUSamples / imuSamplesPerCamera);

% Preallocate data arrays for plotting results.
[pos, orient, vel, acc, angvel, ...
 posV0, orientV0, ...
 posEst, orientEst, velEst] ...
= helperPreallocateData(numIMUSamples, numCameraSamples);

% Set measurement noise parameters for the visual odometry fusion.
RposV0 = 0.1;
RorientV0 = 0.1;
```

### Run the Simulation Loop

Run the simulation at the IMU sampling rate. Each IMU sample is used to predict the filter's state forward by one time step. Once a new visual odometry reading is available, it is used to correct the current filter state.

There is some drift in the filter estimates that can be further corrected with an additional sensor such as a GPS or an additional constraint such as a road boundary map.

```
cameraIdx = 1;
for i = 1:numIMUSamples
    % Generate ground truth trajectory values.
```

```
[pos(i,:), orient(i,:), vel(i,:), acc(i,:), angvel(i,:)] = traj();

% Generate accelerometer and gyroscope measurements from the ground truth
% trajectory values.
[accelMeas, gyroMeas] = imu(acc(i,:), angvel(i,:), orient(i));

% Predict the filter state forward one time step based on the
% accelerometer and gyroscope measurements.
predict(filt, accelMeas, gyroMeas);

if (1 == mod(i, imuSamplesPerCamera)) && useVO
    % Generate a visual odometry pose estimate from the ground truth
    % values and the visual odometry model.
    [posVO(cameraIdx,:), orientVO(cameraIdx,:), paramsVO] = ...
        helperVisualOdometryModel(pos(i,:), orient(i,:), paramsVO);

    % Correct filter state based on visual odometry data.
    fusemvo(filt, posVO(cameraIdx,:), RposVO, ...
        orientVO(cameraIdx), RorientVO);

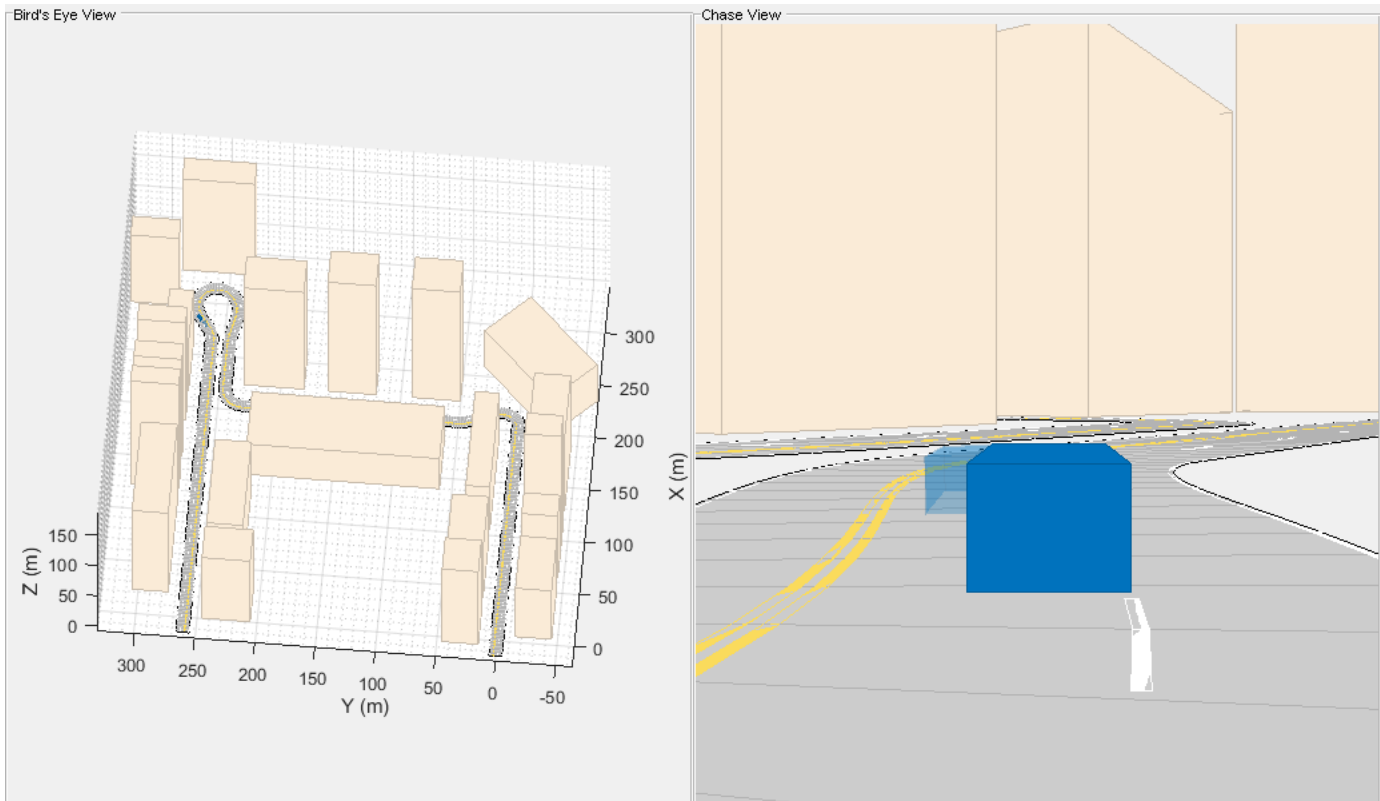
    cameraIdx = cameraIdx + 1;
end

[posEst(i,:), orientEst(i,:), velEst(i,:)] = pose(filt);

% Update estimated vehicle pose.
helperUpdatePose(estVehicle, posEst(i,:), velEst(i,:), orientEst(i));

% Update ground truth vehicle pose.
helperUpdatePose(groundTruthVehicle, pos(i,:), vel(i,:), orient(i));

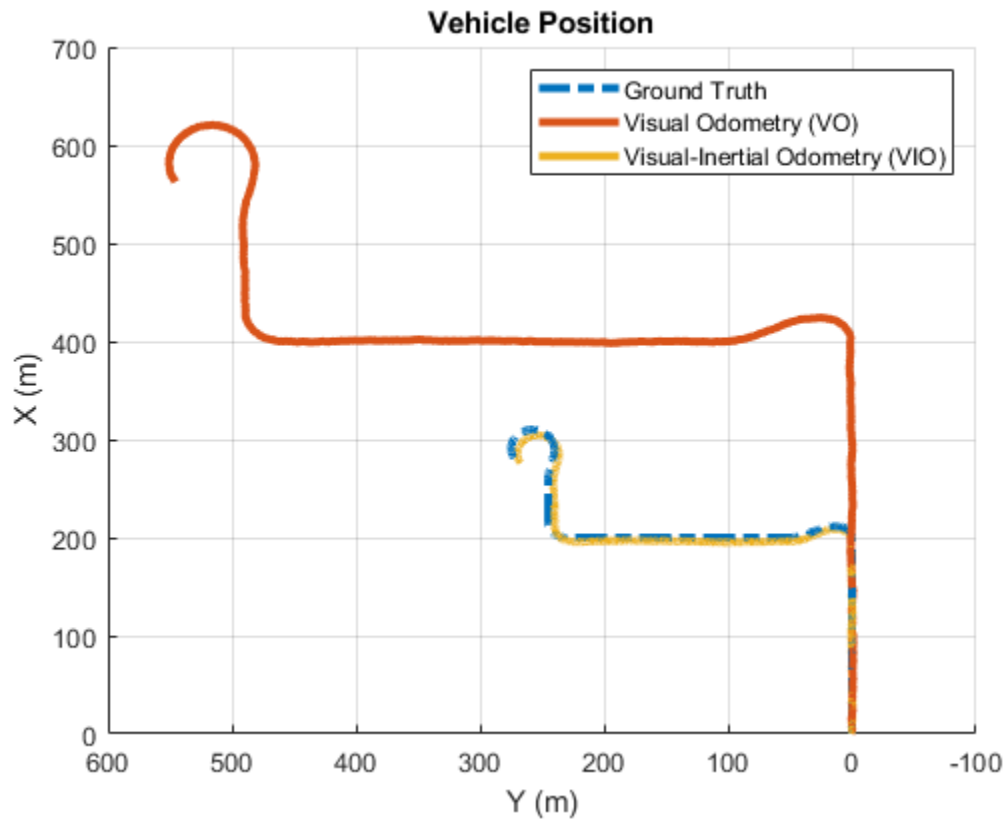
% Update driving scenario visualization.
updatePlots(scene);
drawnow limitrate;
end
```



### Plot the Results

Plot the ground truth vehicle trajectory, the visual odometry estimate, and the fusion filter estimate.

```
figure
if useV0
    plot3(pos(:,1), pos(:,2), pos(:,3), '-.', ...
          posV0(:,1), posV0(:,2), posV0(:,3), ...
          posEst(:,1), posEst(:,2), posEst(:,3), ...
          'LineWidth', 3)
    legend('Ground Truth', 'Visual Odometry (V0)', ...
          'Visual-Inertial Odometry (VI0)', 'Location', 'northeast')
else
    plot3(pos(:,1), pos(:,2), pos(:,3), '-.', ...
          posEst(:,1), posEst(:,2), posEst(:,3), ...
          'LineWidth', 3)
    legend('Ground Truth', 'IMU Pose Estimate')
end
view(-90, 90)
title('Vehicle Position')
xlabel('X (m)')
ylabel('Y (m)')
grid on
```



The plot shows that the visual odometry estimate is relatively accurate in estimating the shape of the trajectory. The fusion of the IMU and visual odometry measurements removes the scale factor uncertainty from the visual odometry measurements and the drift from the IMU measurements.

### Supporting Functions

#### helperVisualOdometryModel

Compute visual odometry measurement from ground truth input and parameters struct. To model the uncertainty in the scaling between subsequent frames of the monocular camera, a constant scaling factor combined with a random drift is applied to the ground truth position.

```
function [posV0, orientV0, paramsV0] ...
    = helperVisualOdometryModel(pos, orient, paramsV0)
```

```
% Extract model parameters.
scaleV0 = paramsV0.scale;
sigmaN = paramsV0.sigmaN;
tau = paramsV0.tau;
sigmaB = paramsV0.sigmaB;
sigmaA = sqrt((2/tau) + 1/(tau*tau))*sigmaB;
b = paramsV0.driftBias;
```

```
% Calculate drift.
b = (1 - 1/tau).*b + randn(1,3)*sigmaA;
drift = randn(1,3)*sigmaN + b;
paramsV0.driftBias = b;
```

```

% Calculate visual odometry measurements.
posV0 = scaleV0*pos + drift;
orientV0 = orient;
end

```

### helperInitialize

Set the initial state and covariance values for the fusion filter.

```

function helperInitialize(filt, traj)

% Retrieve the initial position, orientation, and velocity from the
% trajectory object and reset the internal states.
[pos, orient, vel] = traj();
reset(traj);

% Set the initial state values.
filt.State(1:4) = compact(orient(1)).';
filt.State(5:7) = pos(1,:).';
filt.State(8:10) = vel(1,:).';

% Set the gyroscope bias and visual odometry scale factor covariance to
% large values corresponding to low confidence.
filt.StateCovariance(10:12,10:12) = 1e6;
filt.StateCovariance(end) = 2e2;
end

```

### helperPreallocateData

Preallocate data to log simulation results.

```

function [pos, orient, vel, acc, angvel, ...
        posV0, orientV0, ...
        posEst, orientEst, velEst] ...
    = helperPreallocateData(numIMUSamples, numCameraSamples)

% Specify ground truth.
pos = zeros(numIMUSamples, 3);
orient = quaternion.zeros(numIMUSamples, 1);
vel = zeros(numIMUSamples, 3);
acc = zeros(numIMUSamples, 3);
angvel = zeros(numIMUSamples, 3);

% Visual odometry output.
posV0 = zeros(numCameraSamples, 3);
orientV0 = quaternion.zeros(numCameraSamples, 1);

% Filter output.
posEst = zeros(numIMUSamples, 3);
orientEst = quaternion.zeros(numIMUSamples, 1);
velEst = zeros(numIMUSamples, 3);
end

```

### helperUpdatePose

Update the pose of the vehicle.

```
function helperUpdatePose(veh, pos, vel, orient)

veh.Position = pos;
veh.Velocity = vel;
rpy = eulerd(orient, 'ZYX', 'frame');
veh.Yaw = rpy(1);
veh.Pitch = rpy(2);
veh.Roll = rpy(3);
end
```

### References

- Sola, J. "Quaternion Kinematics for the Error-State Kalman Filter." ArXiv e-prints, arXiv:1711.02508v1 [cs.RO] 3 Nov 2017.
- R. Jiang, R., R. Klette, and S. Wang. "Modeling of Unbounded Long-Range Drift in Visual Odometry." 2010 Fourth Pacific-Rim Symposium on Image and Video Technology. Nov. 2010, pp. 121-126.

### See Also

waypointTrajectory | imuSensor | drivingScenario

# Lane Following Control with Sensor Fusion and Lane Detection

This example shows how to simulate and generate code for an automotive lane-following controller.

In this example, you:

- 1 Review a control algorithm that combines sensor fusion, lane detection, and a lane following controller from the Model Predictive Control Toolbox™ software.
- 2 Test the control system in a closed-loop Simulink® model using synthetic data generated by Automated Driving Toolbox™ software.
- 3 Configure the code generation settings for software-in-the-loop simulation and automatically generate code for the control algorithm.

## Introduction

A lane following system is a control system that keeps the vehicle traveling within a marked lane of a highway, while maintaining a user-set velocity or safe distance from the preceding vehicle. A lane following system includes combined longitudinal and lateral control of the ego vehicle:

- Longitudinal control - Maintain a driver-set velocity and keep a safe distance from the preceding car in the lane by adjusting the acceleration of the ego vehicle.
- Lateral control - Keep the ego vehicle traveling along the centerline of its lane by adjusting the steering of the ego vehicle

The combined lane following control system achieves the individual goals for longitudinal and lateral control. Further, the lane following control system can adjust the priority of the two goals when they cannot be met simultaneously.

For an example of longitudinal control using adaptive cruise control (ACC) with sensor fusion, see “Adaptive Cruise Control with Sensor Fusion” (Model Predictive Control Toolbox). For an example of lateral control using a lane keeping assist (LKA) system with lane detection, see “Lane Keeping Assist with Lane Detection” (Model Predictive Control Toolbox). The ACC example assumes ideal lane detection, and the LKA example does not consider surrounding vehicles.

In this example, both lane detection and surrounding cars are considered. The lane following system synthesizes data from vision and radar detections, estimates the lane center and lead car distance, and calculates the longitudinal acceleration and steering angle of the ego vehicle.

## Define Scenario

Before opening the model, you can optionally change the scenario that the model simulates. This scenario selection is controlled by a callback function, `helperLFSetup`, which runs when the model opens.

By default, the model simulates a cut-in scenario on a curved road. To change the default scenario used, either edit the setup script by clicking the **Edit Setup Script** button in the model or by calling `helperLFSetup` with a new input scenario. For example, the following syntax is equivalent to specifying the default scenario.

```
helperLFSetup('LFACC_04_Curve_CutInOut');
```

You can choose from the following scenarios.

```
'ACC_01_ISO_TargetDiscriminationTest'
'ACC_02_ISO_AutoRetargetTest'
'ACC_03_ISO_CurveTest'
'ACC_04_StopnGo'
'LFACC_01_DoubleCurve_DecelTarget'
'LFACC_02_DoubleCurve_AutoRetarget'
'LFACC_03_DoubleCurve_StopnGo'
'LFACC_04_Curve_CutInOut'
'LFACC_05_Curve_CutInOut_TooClose'
```

### Open Test Bench Model

Open the Simulink test bench model.

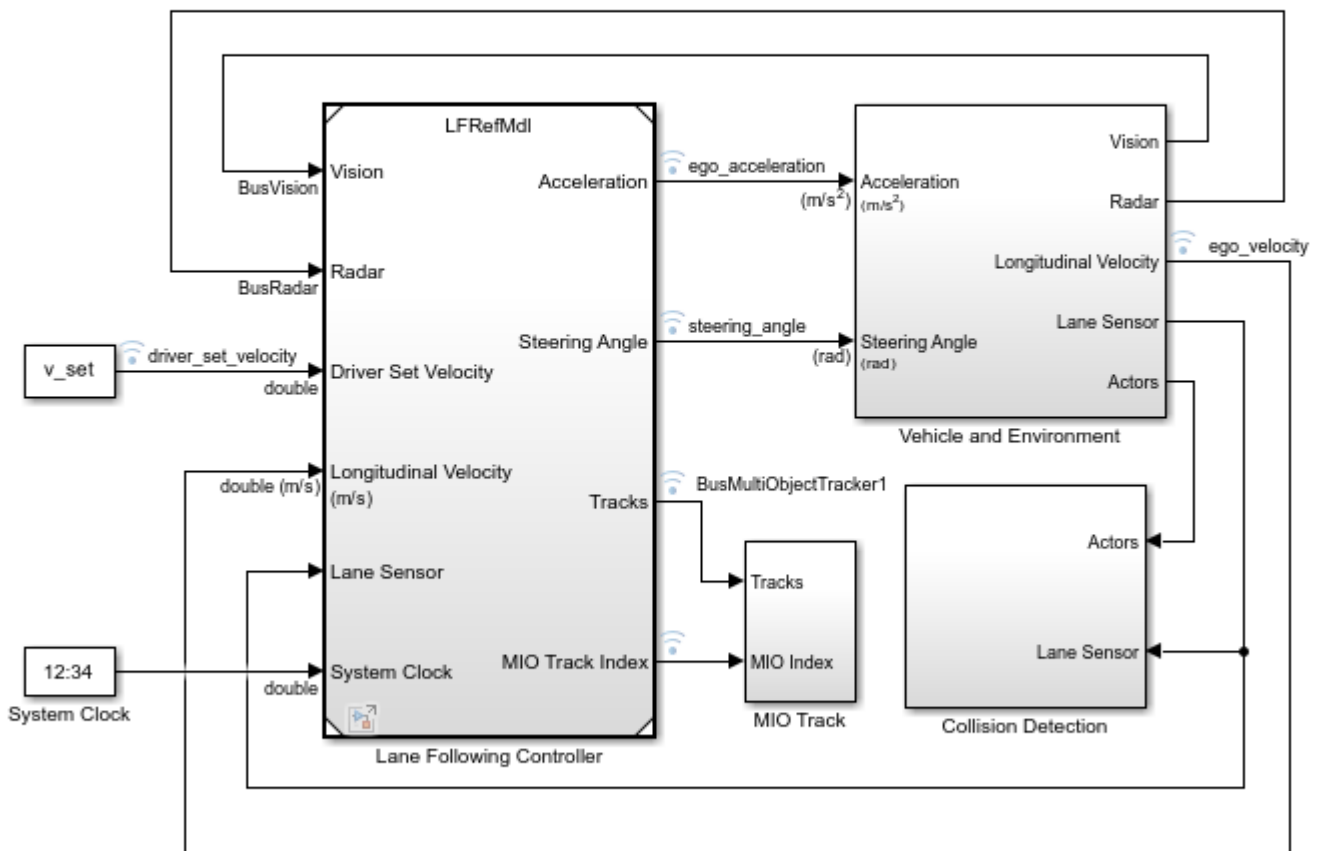
```
open_system('LaneFollowingTestBenchExample')
```

**Lane Following with Spacing Control  
Test Bench**

Model Buttons

Edit Setup  
Script

?



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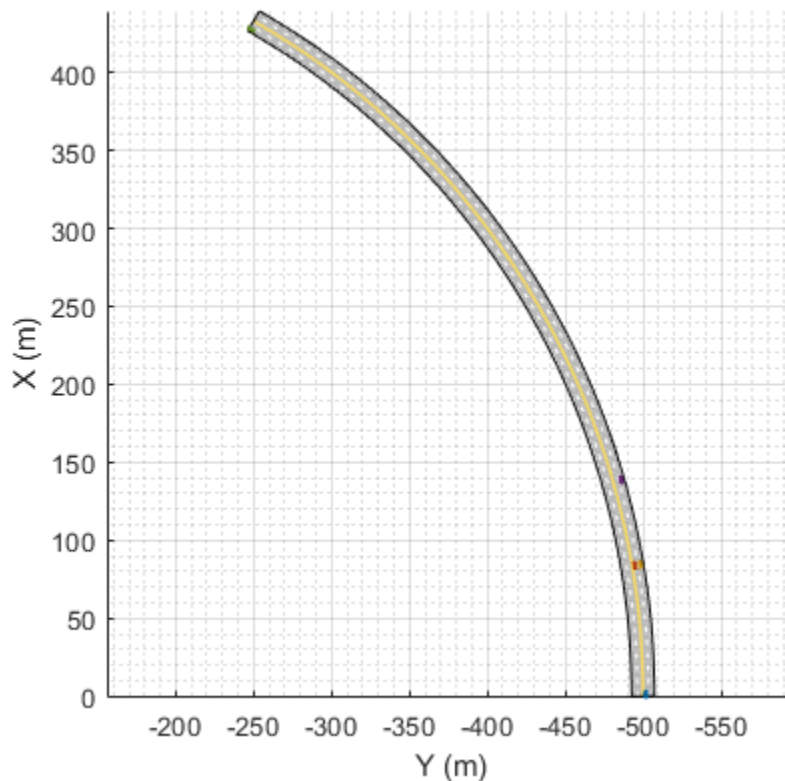
The model contains four main components:

- 1 Lane Following Controller - Controls both the longitudinal acceleration and front steering angle of the ego vehicle
- 2 Vehicle and Environment - Models the motion of the ego vehicle and models the environment
- 3 Collision Detection - Stops the simulation when a collision of the ego vehicle and lead vehicle is detected
- 4 MIO Track - Enables MIO track for display in the Bird's-Eye Scope.

Opening this model also runs the `helperLFSetup` script, which initializes the data used by the model by running the scenario function and loading constants needed by the Simulink model, such as the vehicle model parameters, controller design parameters, road scenario, and surrounding cars.

Plot the road and the path that the ego vehicle will follow.

```
plot(scenario)
```

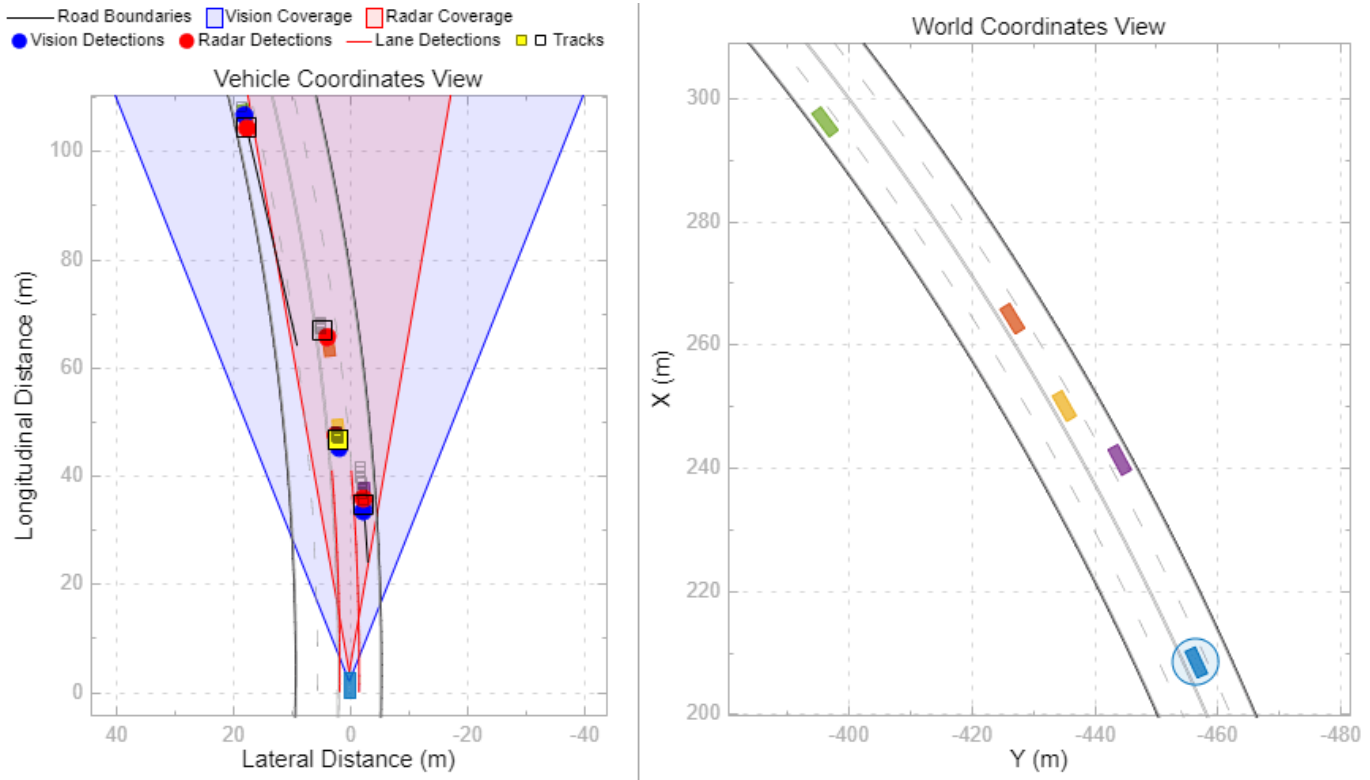


To plot the results of the simulation and depict the ego vehicle surroundings and tracked objects, use the Bird's-Eye Scope. The Bird's-Eye Scope is a model-level visualization tool that you can open from the Simulink toolstrip. On the **Simulation** tab, under **Review Results**, click **Bird's-Eye Scope**. After opening the scope, set up the signals by clicking **Find Signals**.

To get a mid-simulation view, simulate the model for 10 seconds.

```
sim('LaneFollowingTestBenchExample', 'StopTime', '10')
```

After simulating the model for 10 seconds, open the Bird's-Eye Scope. In the scope toolstrip, to display the World Coordinates View of the scenario, click **World Coordinates**. In this view, the ego vehicle is circled. To display the legend for the Vehicle Coordinates View, click **Legend**.

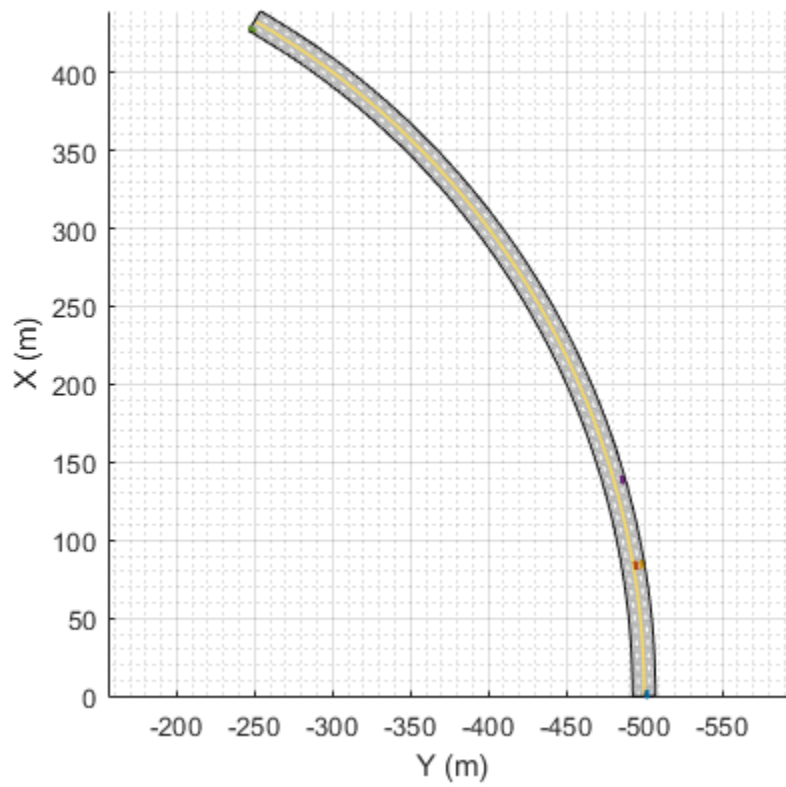


The Bird's-Eye Scope shows the results of the sensor fusion. It shows how the radar and vision sensors detect the vehicles within their coverage areas. It also shows the tracks maintained by the Multi-Object Tracker block. The yellow track shows the most important object (MIO), which is the closest track in front of the ego vehicle in its lane. The ideal lane markings are also shown along with the synthetically detected left and right lane boundaries (shown in red).

Simulate the model to the end of the scenario.

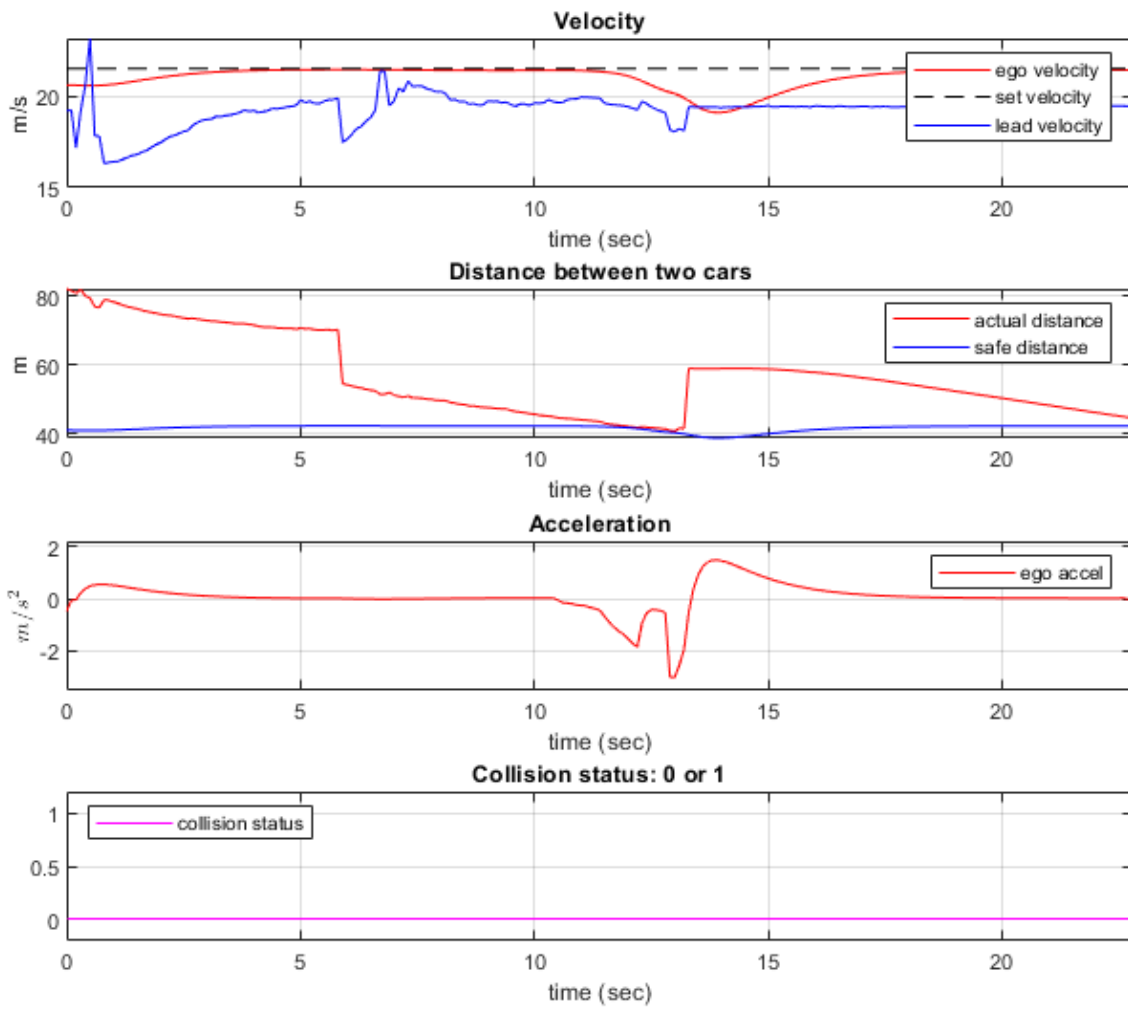
```
sim('LaneFollowingTestBenchExample')
```

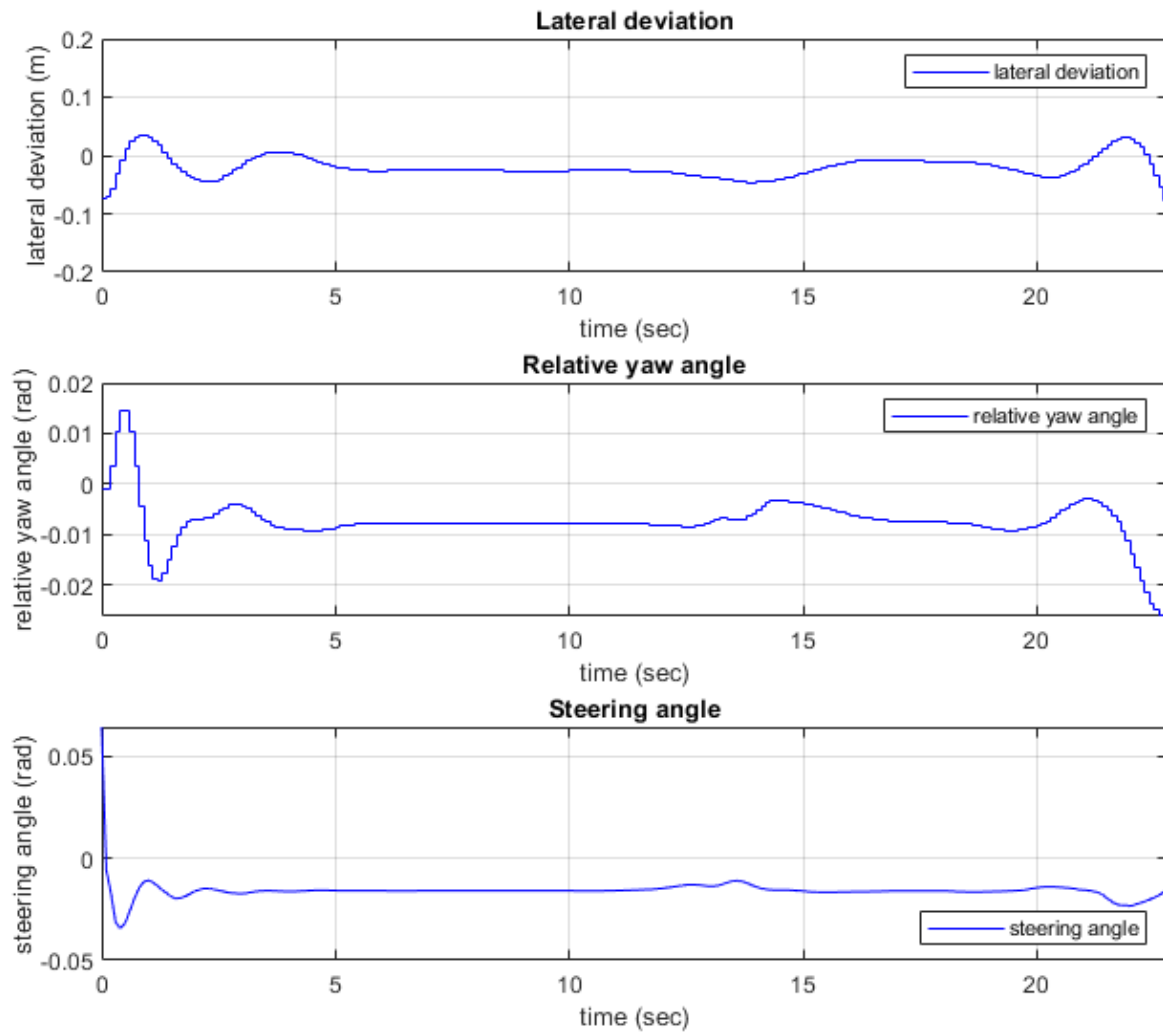
```
Assuming no disturbance added to measured output channel #3.
-->Assuming output disturbance added to measured output channel #2 is integrated white noise.
Assuming no disturbance added to measured output channel #1.
-->Assuming output disturbance added to measured output channel #4 is integrated white noise.
-->The "Model.Noise" property is empty. Assuming white noise on each measured output.
```



Plot the controller performance.

```
plotLFResults(logsout,time_gap,default_spacing)
```





The first figure shows the following spacing control performance results.

- The **Velocity plot** shows that the ego vehicle maintains velocity control from 0 to 11 seconds, switches to spacing control from 11 to 16 seconds, then switches back to velocity control.
- The **Distance between two cars plot** shows that the actual distance between lead vehicle and ego vehicle is always greater than the safe distance.
- The **Acceleration plot** shows that the acceleration for ego vehicle is smooth.
- The **Collision status plot** shows that no collision between lead vehicle and ego vehicle is detected, thus the ego vehicle runs in a safe mode.

The second figure shows the following lateral control performance results.

- The **Lateral deviation plot** shows that the distance to the lane centerline is within 0.2 m.
- The **Relative yaw angle plot** shows that the yaw angle error with respect to lane centerline is within 0.03 rad (less than 2 degrees).

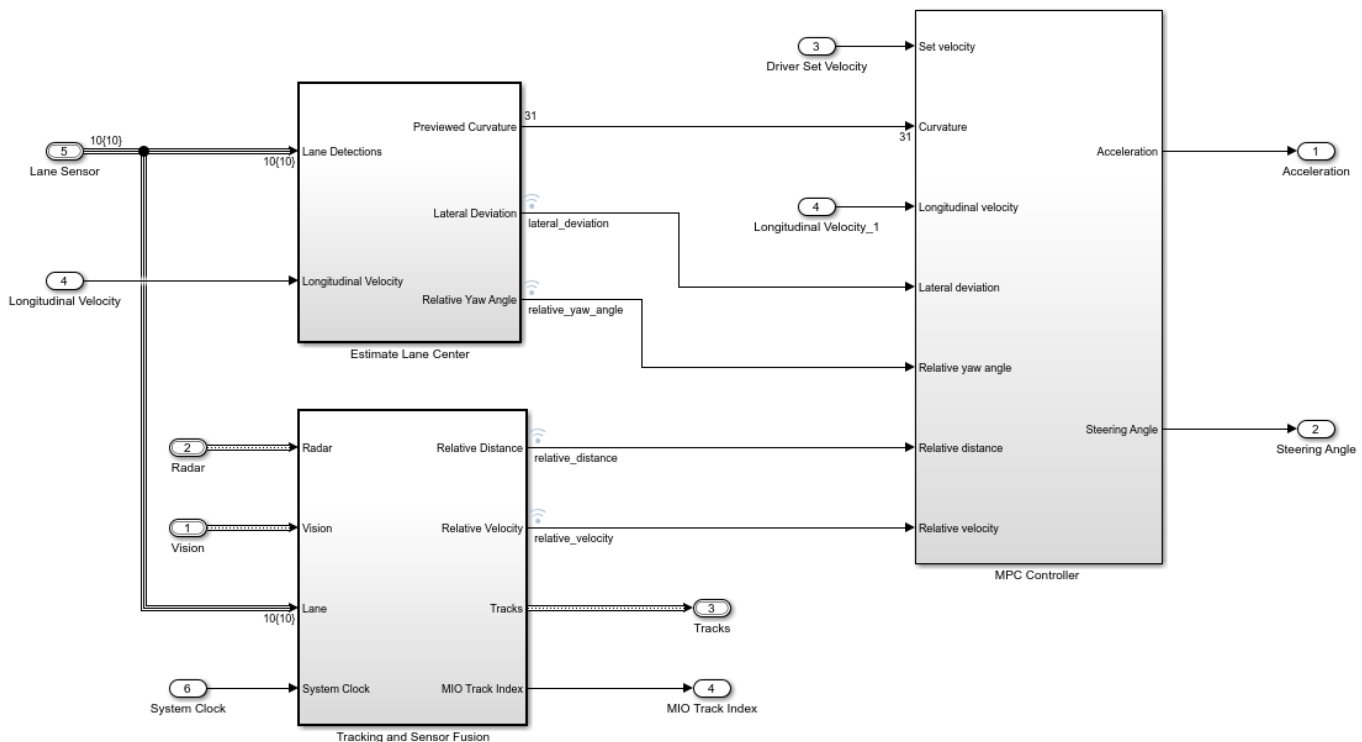
- The **Steering angle** plot shows that the steering angle for ego vehicle is smooth.

### Explore Lane Following Controller

The Lane Following Controller subsystem contains three main parts: 1) Estimate Lane Center 2) Tracking and Sensor Fusion 3) MPC Controller

```
open_system('LaneFollowingTestBenchExample/Lane Following Controller')
```

#### Lane Following with Spacing Control



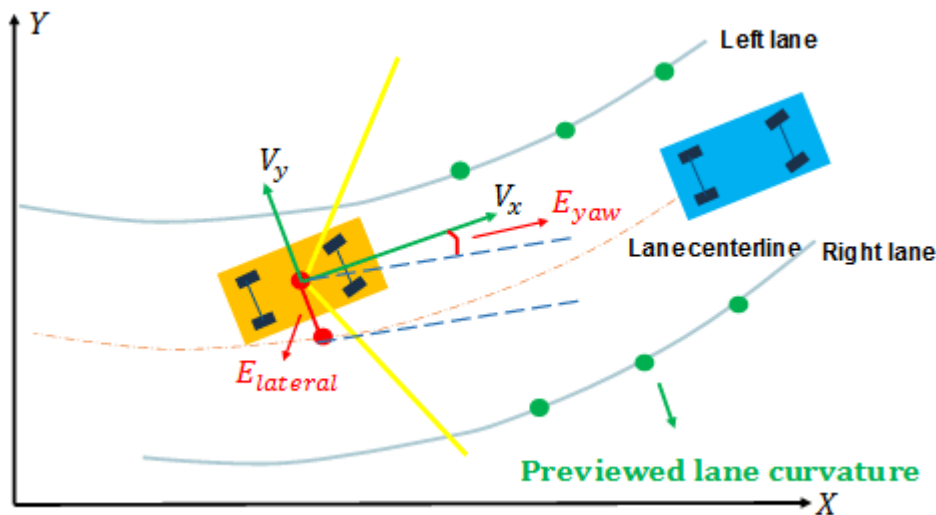
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The Estimate Lane Center subsystem outputs the lane sensor data to the MPC controller. The previewed curvature provides the centerline of lane curvature ahead of the ego vehicle. In this example, the ego vehicle can look ahead for 3 seconds, which is the product of the prediction horizon and the controller sample time. The controller uses previewed information for calculating the ego vehicle steering angle, which improves the MPC controller performance. The lateral deviation measures the distance between the ego vehicle and the centerline of the lane. The relative yaw angle measures the yaw angle difference between the ego vehicle and the road. The ISO 8855 to SAE J670E block inside the subsystem converts the coordinates from Lane Detections, which use ISO 8855, to the MPC Controller which uses SAE J670E.

The Tracking and Sensor Fusion subsystem processes vision and radar detections coming from the Vehicle and Environment subsystem and generates a comprehensive situation picture of the environment around the ego vehicle. Also, it provides the lane following controller with an estimate of the closest vehicle in the lane in front of the ego vehicle.

The goals for the MPC Controller (Model Predictive Control Toolbox) block are to:

- Maintain the driver-set velocity and keep a safe distance from lead vehicle. This goal is achieved by controlling the longitudinal acceleration.
- Keep the ego vehicle in the middle of the lane; that is reduce the lateral deviation  $E_{lateral}$  and the relative yaw angle  $E_{yaw}$ , by controlling the steering angle.
- Slow down the ego vehicle when road is curvy. To achieve this goal, the MPC controller has larger penalty weights on lateral deviation than on longitudinal speed.



The MPC controller is designed within the Path Following Control (PFC) System block based on the entered mask parameters, and the designed MPC Controller is an adaptive MPC which updates the vehicle model at run time. The lane following controller calculates the longitudinal acceleration and steering angle for the ego vehicle based on the following inputs:

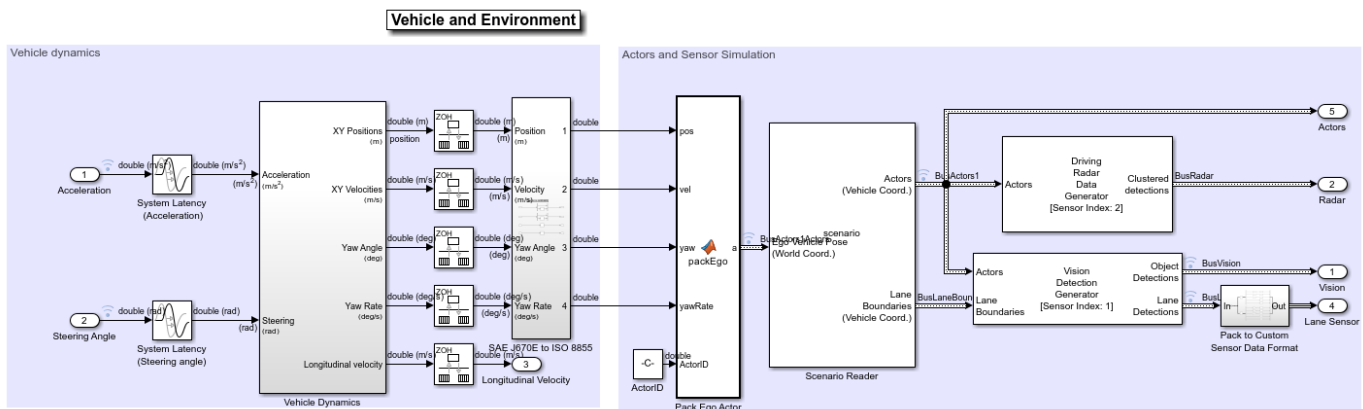
- Driver-set velocity
- Ego vehicle longitudinal velocity
- Previewed curvature (derived from Lane Detections)
- Lateral deviation (derived from Lane Detections)
- Relative yaw angle (derived from Lane Detections)
- Relative distance between lead vehicle and ego vehicle (from the Tracking and Sensor Fusion system)
- Relative velocity between lead vehicle and ego vehicle (from the Tracking and Sensor Fusion system)

Considering the physical limitations of the ego vehicle, the steering angle is constrained to be within  $[-0.26, 0.26]$  rad, and the longitudinal acceleration is constrained to be within  $[-3, 2]$  m/s<sup>2</sup>.

### Explore Vehicle and Environment

The Vehicle and Environment subsystem enables closed-loop simulation of the lane following controller.

```
open_system('LaneFollowingTestBenchExample/Vehicle and Environment')
```



The System Latency blocks model the latency in the system between model inputs and outputs. The latency can be caused by sensor delay or communication delay. In this example, the latency is approximated by one sample time  $T_s = 0.1$  seconds.

The Vehicle Dynamics subsystem models the vehicle dynamics using a Bicycle Model - Force Input block from the Vehicle Dynamics Blockset™. The lower-level dynamics are modeled by a first-order linear system with a time constant of  $\tau = 0.5$  seconds.

The SAE J670E to ISO 8855 subsystem converts the coordinates from Vehicle Dynamics, which uses SAE J670E, to Scenario Reader, which uses ISO 8855.

The Scenario Reader block reads the actor poses data from the base workspace scenario variable. The block converts the actor poses from the world coordinates of the scenario into ego vehicle coordinates. The actor poses are streamed on a bus generated by the block. The Scenario Reader block also generates the ideal left and right lane boundaries based on the position of the vehicle with respect to the scenario used in `helperLFSetUp`.

The Vision Detection Generator block takes the ideal lane boundaries from the Scenario Reader block. The detection generator models the field of view of a monocular camera and determines the heading angle, curvature, curvature derivative, and valid length of each road boundary, accounting for any other obstacles. The Driving Radar Data Generator block generates clustered detections from the ground-truth data present in the field-of-view of the radar based on the radar cross-section defined in the scenario.

### Run Controller for Multiple Test Scenarios

This example uses multiple test scenarios based on ISO standards and real-world scenarios. To verify the controller performance, you can test the controller for multiple scenarios and tune the controller parameters if the performance is not satisfactory. To do so:

- 1 Select the scenario by changing the scenario name input to `helperLFSetUp`.
- 2 Configure the simulation parameters by running `helperLFSetUp`.
- 3 Simulate the model with the selected scenario.
- 4 Evaluate the controller performance using `plotLFResults`
- 5 Tune the controller parameters if the performance is not satisfactory.



You can automate the verification and validation of the controller using Simulink Test™.

### Generate Code for the Control Algorithm

The LFRfMdl model supports generating C code using Embedded Coder® software. To check if you have access to Embedded Coder, run:

```
hasEmbeddedCoderLicense = license('checkout','RTW_Embedded_Coder')
```

You can generate a C function for the model and explore the code generation report by running:

```
if hasEmbeddedCoderLicense
    rtwbuild('LFRfMdl')
end
```

You can verify that the compiled C code behaves as expected using software-in-the-loop (SIL) simulation. To simulate the LFRfMdl referenced model in SIL mode, use:

```
if hasEmbeddedCoderLicense
    set_param('LaneFollowingTestBenchExample/Lane Following Controller',...
             'SimulationMode','Software-in-the-loop (SIL)')
end
```

When you run the LaneFollowingTestBenchExample model, code is generated, compiled, and executed for the LFRfMdl model, which enables you to test the behavior of the compiled code through simulation.

### Conclusions

This example shows how to implement an integrated lane following controller on a curved road with sensor fusion and lane detection, test it in Simulink using synthetic data generated using Automated Driving Toolbox software, componentize it, and automatically generate code for it.

```
close all
bdclose all
```

### See Also

#### Apps

**Bird's-Eye Scope**

#### Blocks

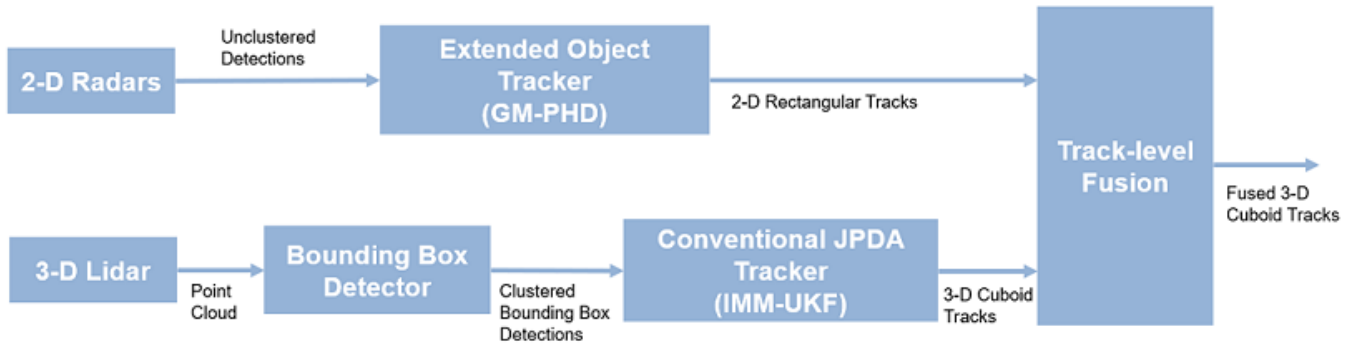
Lane Keeping Assist System

### More About

- “Adaptive Cruise Control with Sensor Fusion” on page 8-232
- “Lane Keeping Assist with Lane Detection” on page 8-541

## Track-Level Fusion of Radar and Lidar Data

This example shows you how to generate an object-level track list from measurements of a radar and a lidar sensor and further fuse them using a track-level fusion scheme. You process the radar measurements using an extended object tracker and the lidar measurements using a joint probabilistic data association (JPDA) tracker. You further fuse these tracks using a track-level fusion scheme. The schematic of the workflow is shown below.



See “Fusion of Radar and Lidar Data Using ROS” (ROS Toolbox) for an example of this algorithm using recorded data on a rosbag.

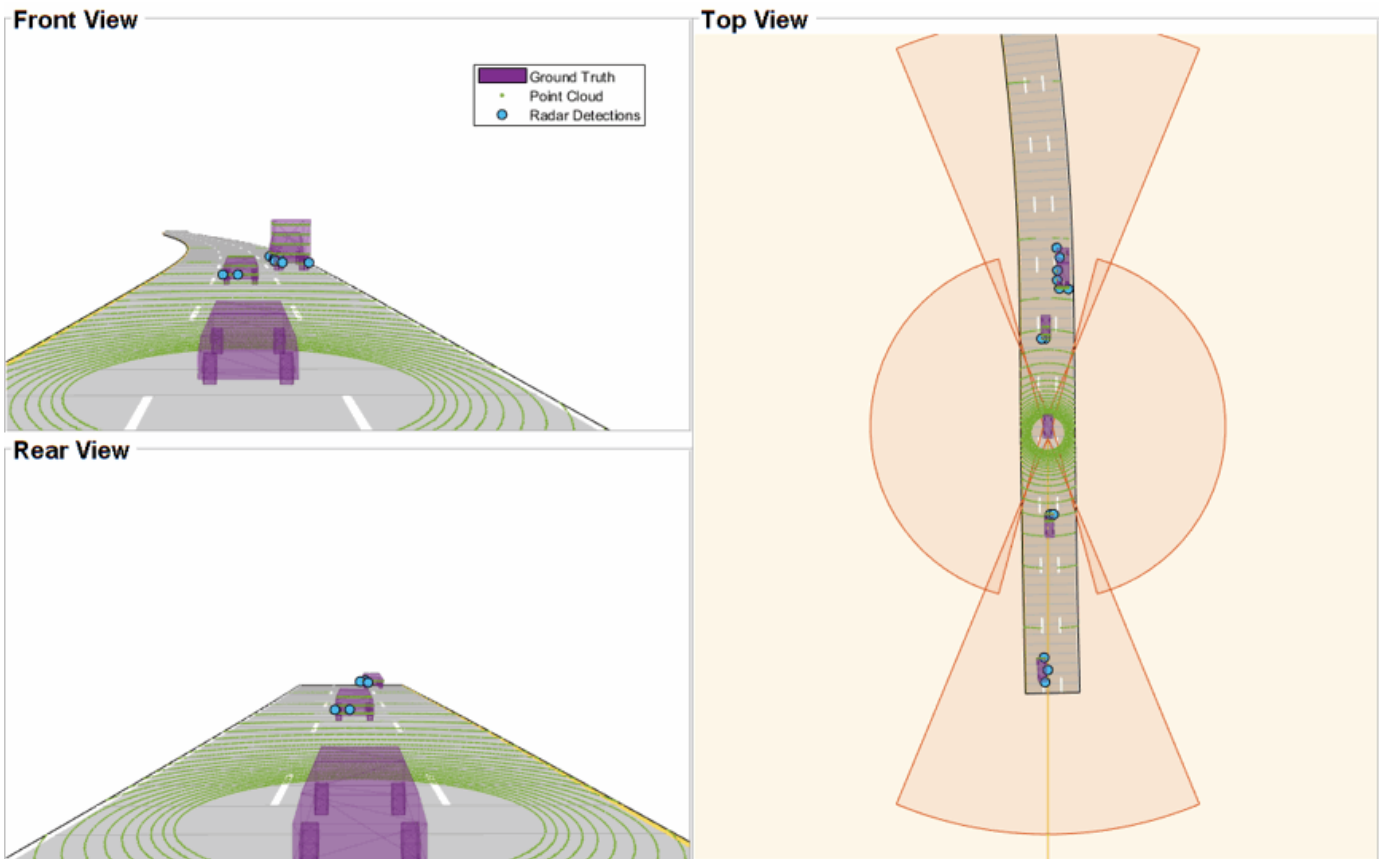
### Setup Scenario for Synthetic Data Generation

The scenario used in this example is created using `drivingScenario`. The data from radar and lidar sensors is simulated using `drivingRadarDataGenerator` and `lidarPointCloudGenerator`, respectively. The creation of the scenario and the sensor models is wrapped in the helper function `helperCreateRadarLidarScenario`. For more information on scenario and synthetic data generation, refer to “Create Driving Scenario Programmatically” on page 8-623.

```
% For reproducible results
rng(2021);
```

```
% Create scenario, ego vehicle and get radars and lidar sensor
[scenario, egoVehicle, radars, lidar] = helperCreateRadarLidarScenario;
```

The ego vehicle is mounted with four 2-D radar sensors. The front and rear radar sensors have a field of view of 45 degrees. The left and right radar sensors have a field of view of 150 degrees. Each radar has a resolution of 6 degrees in azimuth and 2.5 meters in range. The ego is also mounted with one 3-D lidar sensor with a field of view of 360 degrees in azimuth and 40 degrees in elevation. The lidar has a resolution of 0.2 degrees in azimuth and 1.25 degrees in elevation (32 elevation channels). Visualize the configuration of the sensors and the simulated sensor data in the animation below. Notice that the radars have higher resolution than objects and therefore return multiple measurements per object. Also notice that the lidar interacts with the low-poly mesh of the actor as well as the road surface to return multiple points from these objects.

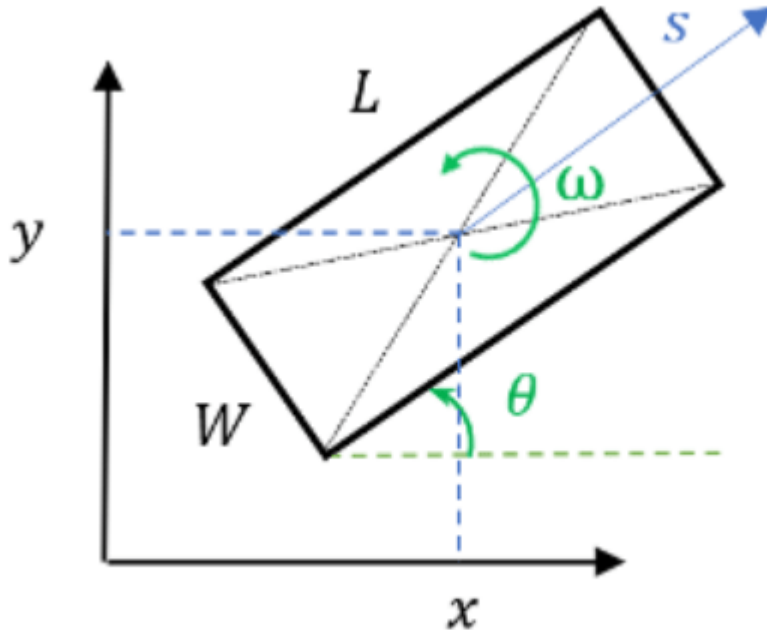


### Radar Tracking Algorithm

As mentioned, the radars have higher resolution than the objects and return multiple detections per object. Conventional trackers such as Global Nearest Neighbor (GNN) and Joint Probabilistic Data Association (JPDA) assume that the sensors return at most one detection per object per scan. Therefore, the detections from high-resolution sensors must be either clustered before processing it with conventional trackers or must be processed using extended object trackers. Extended object trackers do not require pre-clustering of detections and usually estimate both kinematic states (for example, position and velocity) and the extent of the objects. For a more detailed comparison between conventional trackers and extended object trackers, refer to the “Extended Object Tracking of Highway Vehicles with Radar and Camera” (Sensor Fusion and Tracking Toolbox) example.

In general, extended object trackers offer better estimation of objects as they handle clustering and data association simultaneously using temporal history of tracks. In this example, the radar detections are processed using a Gaussian mixture probability hypothesis density (GM-PHD) tracker (`trackerPHD` (Sensor Fusion and Tracking Toolbox) and `gmphd` (Sensor Fusion and Tracking Toolbox)) with a rectangular target model. For more details on configuring the tracker, refer to the “GM-PHD Rectangular Object Tracker” section of the “Extended Object Tracking of Highway Vehicles with Radar and Camera” (Sensor Fusion and Tracking Toolbox) example.

The algorithm for tracking objects using radar measurements is wrapped inside the helper class, `helperRadarTrackingAlgorithm`, implemented as a System object™. This class outputs an array of `objectTrack` (Sensor Fusion and Tracking Toolbox) objects and define their state according to the following convention:

$[x \ y \ s \ \theta \ \omega \ L \ W]$ 


```
radarTrackingAlgorithm = helperRadarTrackingAlgorithm(radars);
```

### Lidar Tracking Algorithm

Similar to radars, the lidar sensor also returns multiple measurements per object. Further, the sensor returns a large number of points from the road, which must be removed before used as inputs for an object-tracking algorithm. While lidar data from obstacles can be directly processed via extended object tracking algorithm, conventional tracking algorithms are still more prevalent for tracking using lidar data. The first reason for this trend is mainly observed due to higher computational complexity of extended object trackers for large data sets. The second reason is the investments into advanced Deep learning-based detectors such as PointPillars [1], VoxelNet [2] and PIXOR [3], which can segment a point cloud and return bounding box detections for the vehicles. These detectors can help in overcoming the performance degradation of conventional trackers due to improper clustering.

In this example, the lidar data is processed using a conventional joint probabilistic data association (JPDA) tracker, configured with an interacting multiple model (IMM) filter. The pre-processing of lidar data to remove point cloud is performed by using a RANSAC-based plane-fitting algorithm and bounding boxes are formed by performing a Euclidian-based distance clustering algorithm. For more information about the algorithm, refer to the “Track Vehicles Using Lidar: From Point Cloud to Track List” (Sensor Fusion and Tracking Toolbox) example. Compared the linked example, the tracking is performed in the scenario frame and the tracker is tuned differently to track objects of different sizes. Further the states of the variables are defined differently to constrain the motion of the tracks in the direction of its estimated heading angle.

The algorithm for tracking objects using lidar data is wrapped inside the helper class, `helperLidarTrackingAlgorithm` implemented as System object. This class outputs an array of

objectTrack (Sensor Fusion and Tracking Toolbox) objects and defines their state according to the following convention:

$$[x \ y \ s \ \theta \ \omega \ z \ \dot{z} \ L \ W \ H]$$

The states common to the radar algorithm are defined similarly. Also, as a 3-D sensor, the lidar tracker outputs three additional states,  $z$ ,  $\dot{z}$  and  $H$ , which refer to z-coordinate (m), z-velocity (m/s), and height (m) of the tracked object respectively.

```
lidarTrackingAlgorithm = helperLidarTrackingAlgorithm(lidar);
```

## Set Up Fuser, Metrics, and Visualization

### Fuser

Next, you will set up a fusion algorithm for fusing the list of tracks from radar and lidar trackers. Similar to other tracking algorithms, the first step towards setting up a track-level fusion algorithm is defining the choice of state vector (or state-space) for the fused or central tracks. In this case, the state-space for fused tracks is chosen to be same as the lidar. After choosing a central track state-space, you define the transformation of the central track state to the local track state. In this case, the local track state-space refers to states of radar and lidar tracks. To do this, you use a fuserSourceConfiguration (Sensor Fusion and Tracking Toolbox) object.

Define the configuration of the radar source. The helperRadarTrackingAlgorithm outputs tracks with SourceIndex set to 1. The SourceIndex is provided as a property on each tracker to uniquely identify it and allows a fusion algorithm to distinguish tracks from different sources. Therefore, you set the SourceIndex property of the radar configuration as same as those of the radar tracks. You set IsInitializingCentralTracks to true to let that unassigned radar tracks initiate new central tracks. Next, you define the transformation of a track in central state-space to the radar state-space and vice-versa. The helper functions central2radar and radar2central perform the two transformations and are included at the end of this example.

```
radarConfig = fuserSourceConfiguration('SourceIndex',1,...
    'IsInitializingCentralTracks',true,...
    'CentralToLocalTransformFcn',@central2radar,...
    'LocalToCentralTransformFcn',@radar2central);
```

Define the configuration of the lidar source. Since the state-space of a lidar track is same as central track, you do not define any transformations.

```
lidarConfig = fuserSourceConfiguration('SourceIndex',2,...
    'IsInitializingCentralTracks',true);
```

The next step is to define the state-fusion algorithm. The state-fusion algorithm takes multiple states and state covariances in the central state-space as input and returns a fused estimate of the state and the covariances. In this example, you use a covariance intersection algorithm provided by the helper function, helperRadarLidarFusionFcn. A generic covariance intersection algorithm for two Gaussian estimates with mean  $x_i$  and covariance  $P_i$  can be defined according to the following equations:

$$P_F^{-1} = w_1 P_1^{-1} + w_2 P_2^{-1}$$

$$x_F = P_F (w_1 P_1^{-1} x_1 + w_2 P_2^{-1} x_2)$$

where  $x_F$  and  $P_F$  are the fused state and covariance and  $w_1$  and  $w_2$  are mixing coefficients from each estimate. Typically, these mixing coefficients are estimated by minimizing the determinant or the trace of the fused covariance. In this example, the mixing weights are estimated by minimizing the determinant of positional covariance of each estimate. Furthermore, as the radar does not estimate 3-D states, 3-D states are only fused with lidars. For more details, refer to the `helperRadarLidarFusionFcn` function shown at the end of this script.

Next, you assemble all the information using a `trackFuser` object.

```
% The state-space of central tracks is same as the tracks from the lidar,
% therefore you use the same state transition function. The function is
% defined inside the helperLidarTrackingAlgorithm class.
f = lidarTrackingAlgorithm.StateTransitionFcn;

% Create a trackFuser object
fuser = trackFuser('SourceConfigurations',{radarConfig;lidarConfig},...
    'StateTransitionFcn',f,...
    'ProcessNoise',diag([1 3 1]),...
    'HasAdditiveProcessNoise',false,...
    'AssignmentThreshold',[250 inf],...
    'ConfirmationThreshold',[3 5],...
    'DeletionThreshold',[5 5],...
    'StateFusion','Custom',...
    'CustomStateFusionFcn',@helperRadarLidarFusionFcn);
```

## Metrics

In this example, you assess the performance of each algorithm using the Generalized Optimal SubPattern Assignment Metric (GOSPA) metric. You set up three separate metrics using `trackGOSPAMetric` (Sensor Fusion and Tracking Toolbox) for each of the trackers. The GOSPA metric aims to evaluate the performance of a tracking system by providing a scalar cost. A lower value of the metric indicates better performance of the tracking algorithm.

To use the GOSPA metric with custom motion models like the one used in this example, you set the `Distance` property to 'custom' and define a distance function between a track and its associated ground truth. These distance functions, shown at the end of this example are `helperRadarDistance`, and `helperLidarDistance`.

```
% Radar GOSPA
gospaRadar = trackGOSPAMetric('Distance','custom',...
    'DistanceFcn',@helperRadarDistance,...
    'CutoffDistance',25);

% Lidar GOSPA
gospaLidar = trackGOSPAMetric('Distance','custom',...
    'DistanceFcn',@helperLidarDistance,...
    'CutoffDistance',25);

% Central/Fused GOSPA
gospaCentral = trackGOSPAMetric('Distance','custom',...
    'DistanceFcn',@helperLidarDistance,...% State-space is same as lidar
    'CutoffDistance',25);
```

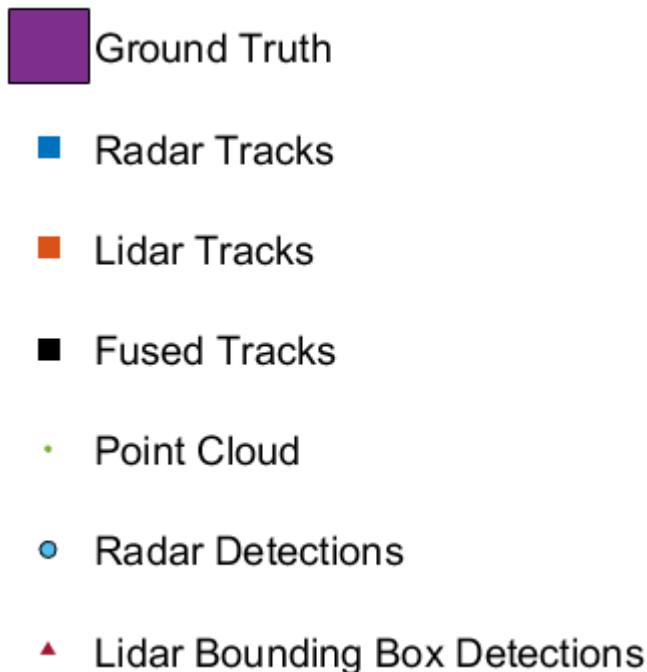
## Visualization

The visualization for this example is implemented using a helper class `helperLidarRadarTrackFusionDisplay`. The display is divided into 4 panels. The display plots

the measurements and tracks from each sensor as well as the fused track estimates. The legend for the display is shown below. Furthermore, the tracks are annotated by their unique identity (TrackID) as well as a prefix. The prefixes "R", "L" and "F" stand for radar, lidar, and fused estimate, respectively.

```
% Create a display.
% FollowActorID controls the actor shown in the close-up
% display
display = helperLidarRadarTrackFusionDisplay('FollowActorID',3);

% Show persistent legend
showLegend(display,scenario);
```



### Run Scenario and Trackers

Next, you advance the scenario, generate synthetic data from all sensors and process it to generate tracks from each of the systems. You also compute the metric for each tracker using the ground truth available from the scenario.

```
% Initialize GOSPA metric and its components for all tracking algorithms.
gospa = zeros(3,0);
missTarget = zeros(3,0);
falseTracks = zeros(3,0);

% Initialize fusedTracks
fusedTracks = objectTrack.empty(0,1);

% A counter for time steps elapsed for storing gospa metrics.
idx = 1;

% Ground truth for metrics. This variable updates every time-step
% automatically being a handle to the actors.
```

```

groundTruth = scenario.actors(2:end);

while advance(scenario)
    % Current time
    time = scenario.SimulationTime;

    % Collect radar and lidar measurements and ego pose to track in
    % scenario frame. See helperCollectSensorData below.
    [radarDetections, ptCloud, egoPose] = helperCollectSensorData(egoVehicle, radars, lidar, time);

    % Generate radar tracks
    radarTracks = radarTrackingAlgorithm(egoPose, radarDetections, time);

    % Generate lidar tracks and analysis information like bounding box
    % detections and point cloud segmentation information
    [lidarTracks, lidarDetections, segmentationInfo] = ...
        lidarTrackingAlgorithm(egoPose, ptCloud, time);

    % Concatenate radar and lidar tracks
    localTracks = [radarTracks;lidarTracks];

    % Update the fuser. First call must contain one local track
    if ~(isempty(localTracks) && ~isLocked(fuser))
        fusedTracks = fuser(localTracks,time);
    end

    % Capture GOSPA and its components for all trackers
    [gospa(1,idx),~,~,~,missTarget(1,idx),falseTracks(1,idx)] = gospaRadar(radarTracks, groundTruth);
    [gospa(2,idx),~,~,~,missTarget(2,idx),falseTracks(2,idx)] = gospaLidar(lidarTracks, groundTruth);
    [gospa(3,idx),~,~,~,missTarget(3,idx),falseTracks(3,idx)] = gospaCentral(fusedTracks, groundTruth);

    % Update the display
    display(scenario, radars, radarDetections, radarTracks, ...
        lidar, ptCloud, lidarDetections, segmentationInfo, lidarTracks,...
        fusedTracks);

    % Update the index for storing GOSPA metrics
    idx = idx + 1;
end

% Update example animations
updateExampleAnimations(display);

```

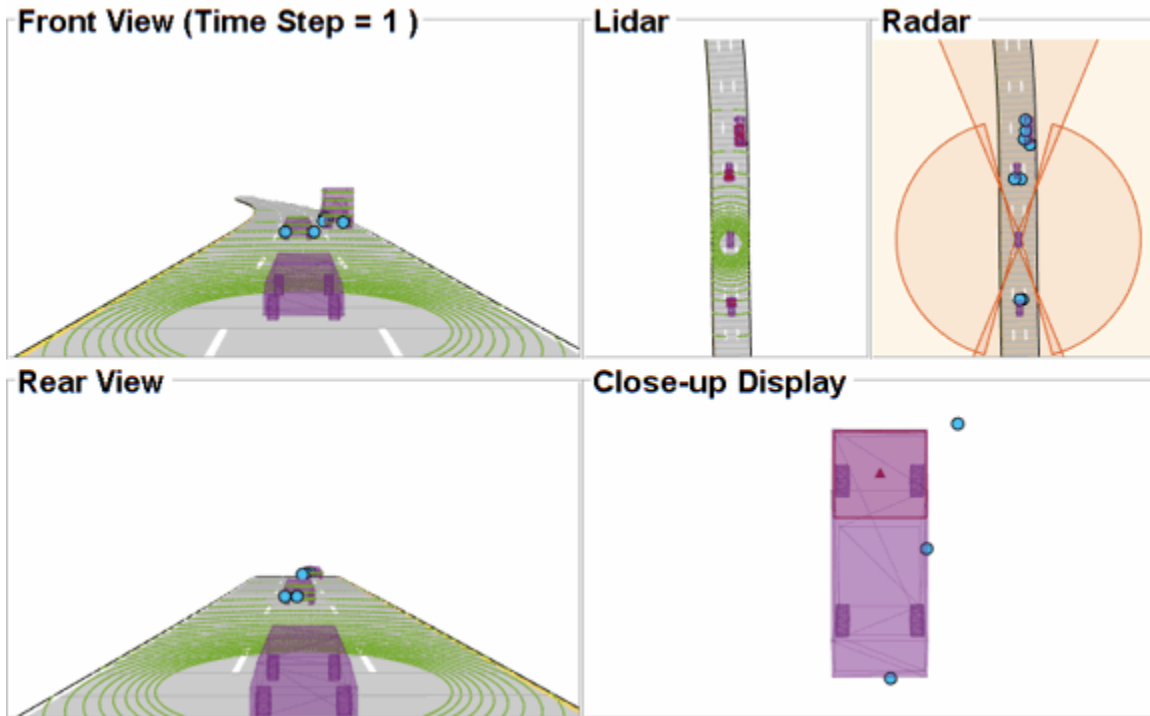
### Evaluate Performance

Evaluate the performance of each tracker using visualization as well as quantitative metrics. Analyze different events in the scenario and understand how the track-level fusion scheme helps achieve a better estimation of the vehicle state.

### Track Maintenance

The animation below shows the entire run every three time-steps. Note that each of the three tracking systems - radar, lidar, and the track-level fusion - were able to track all four vehicles in the scenario and no false tracks were confirmed.

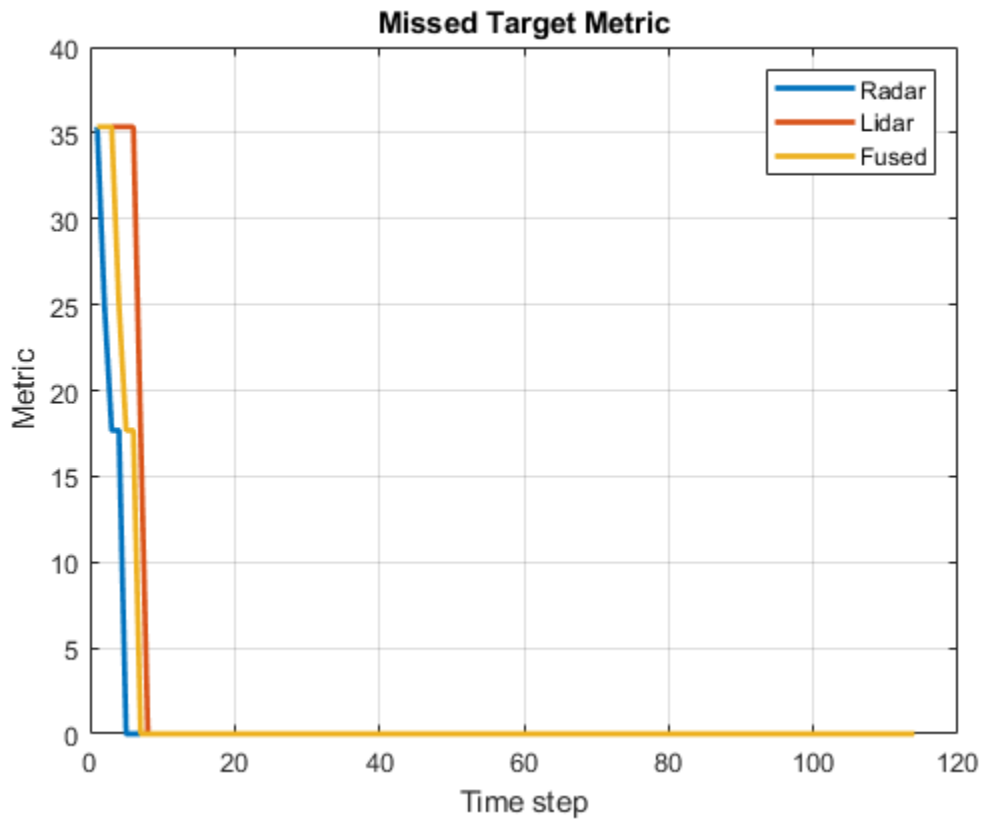


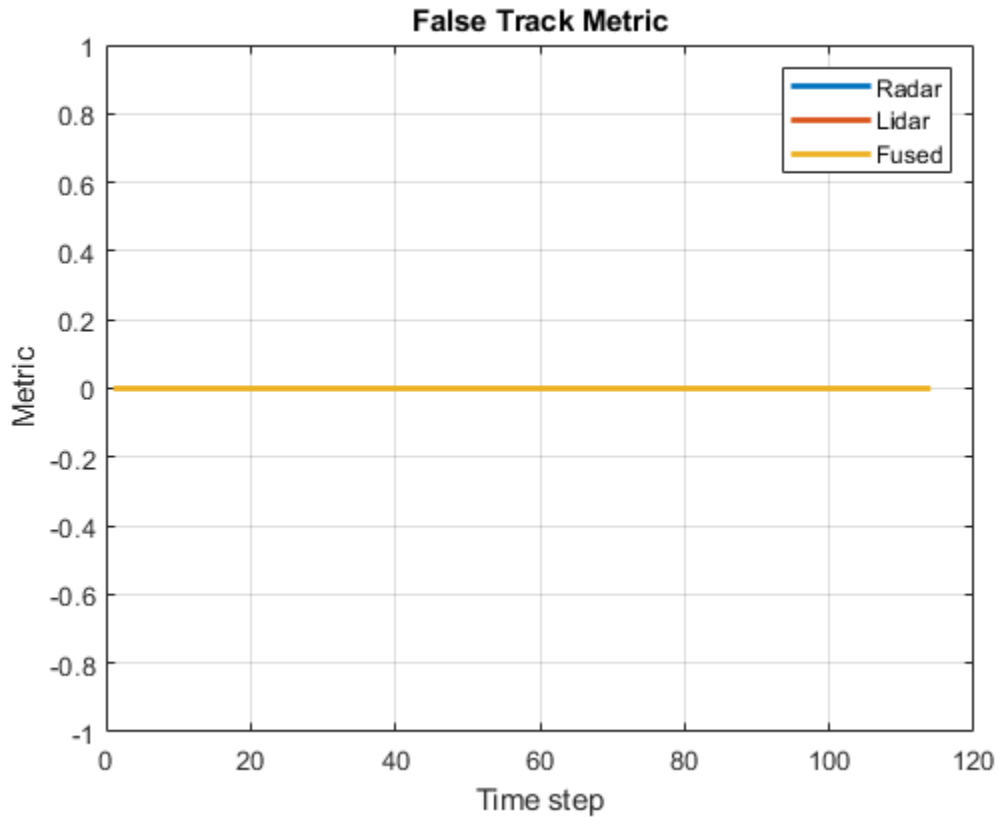


You can also quantitatively measure this aspect of the performance using "missed target" and "false track" components of the GOSPA metric. Notice in the figures below that missed target component starts from a higher value due to establishment delay and goes down to zero in about 5-10 steps for each tracking system. Also, notice that the false track component is zero for all systems, which indicates that no false tracks were confirmed.

```
% Plot missed target component
figure; plot(missTarget,'LineWidth',2); legend('Radar','Lidar','Fused');
title("Missed Target Metric"); xlabel('Time step'); ylabel('Metric'); grid on;
```

```
% Plot false track component
figure; plot(falseTracks,'LineWidth',2); legend('Radar','Lidar','Fused');
title("False Track Metric"); xlabel('Time step'); ylabel('Metric'); grid on;
```



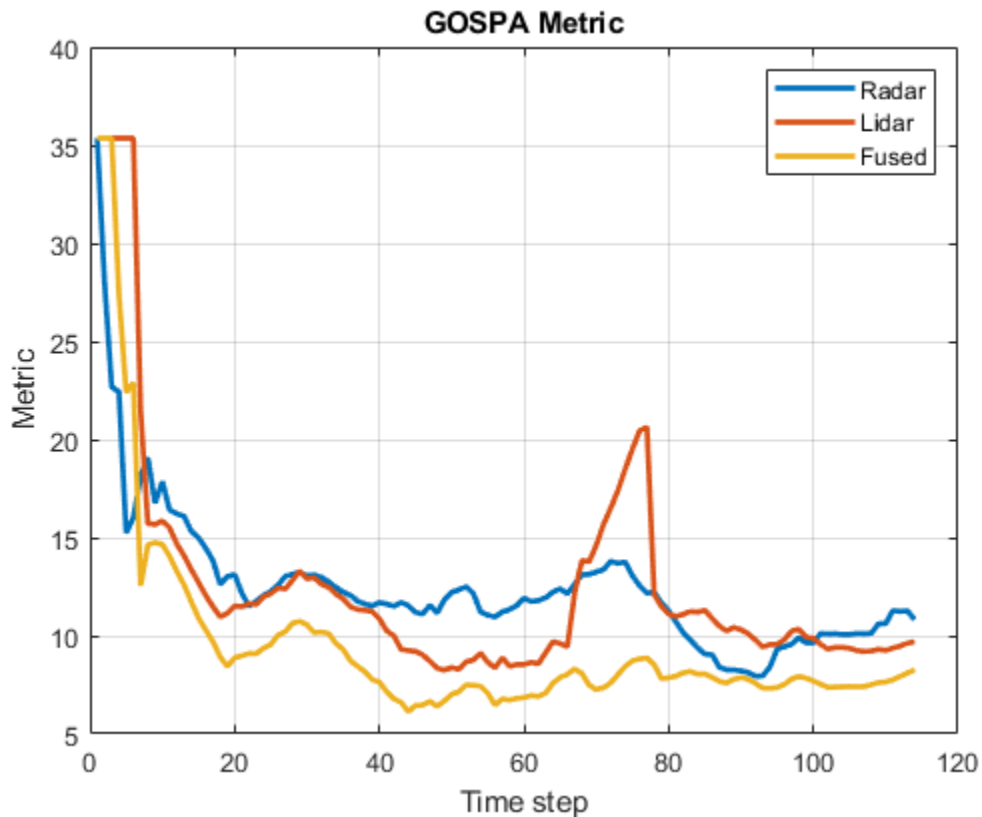


### Track-level Accuracy

The track-level or localization accuracy of each tracker can also be quantitatively assessed by the GOSPA metric at each time step. A lower value indicates better tracking accuracy. As there were no missed targets or false tracks, the metric captures the localization errors resulting from state estimation of each vehicle.

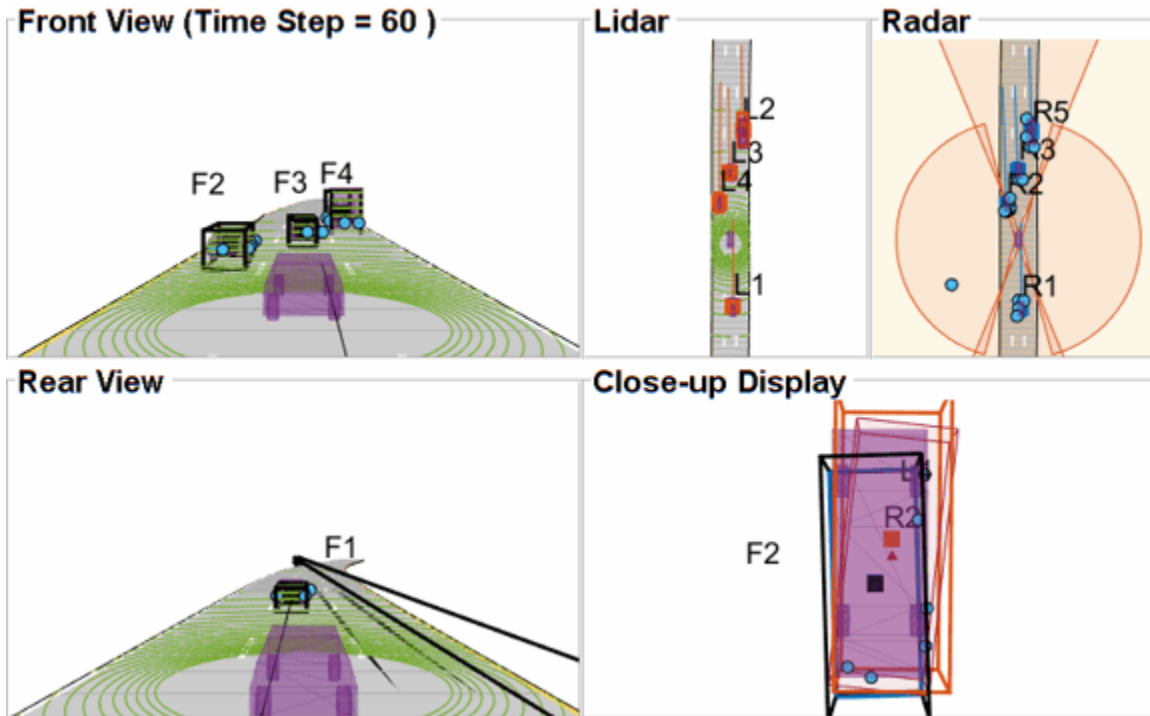
Note that the GOSPA metric for fused estimates is lower than the metric for individual sensor, which indicates that track accuracy increased after fusion of track estimates from each sensor.

```
% Plot GOSPA
figure; plot(gospa', 'LineWidth', 2); legend('Radar', 'Lidar', 'Fused');
title("GOSPA Metric"); xlabel('Time step'); ylabel('Metric'); grid on;
```



### Closely-spaced targets

As mentioned earlier, this example uses a Euclidian-distance based clustering and bounding box fitting to feed the lidar data to a conventional tracking algorithm. Clustering algorithms typically suffer when objects are closely-spaced. With the detector configuration used in this example, when the passing vehicle approaches the vehicle in front of the ego vehicle, the detector clusters the point cloud from each vehicle into a bigger bounding box. You can notice in the animation below that the track drifted away from the vehicle center. Because the track was reported with higher certainty in its estimate for a few steps, the fused estimated was also affected initially. However, as the uncertainty increases, its association with the fused estimate becomes weaker. This is because the covariance intersection algorithm chooses a mixing weight for each assigned track based on the certainty of each estimate.

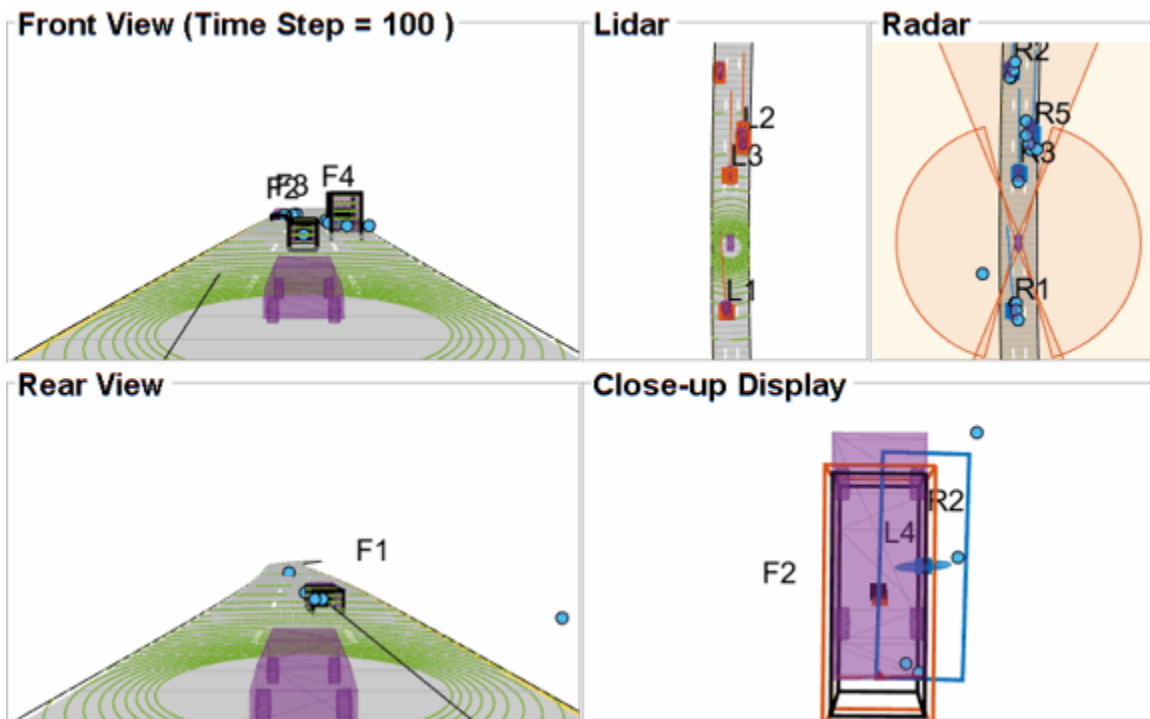


This effect is also captured in the GOSPA metric. You can notice in the GOSPA metric plot above that the lidar metric shows a peak around the 65th time step.

The radar tracks are not affected during this event because of two main reasons. Firstly, the radar sensor outputs range-rate information in each detection, which is different beyond noise-levels for the passing car as compared to the slower moving car. This results in an increased statistical distance between detections from individual cars. Secondly, extended object trackers evaluate multiple possible clustering hypothesis against predicted tracks, which results in rejection of improper clusters and acceptance of proper clusters. Note that for extended object trackers to properly choose the best clusters, the filter for the track must be robust to a degree that can capture the difference between two clusters. For example, a track with high process noise and highly uncertain dimensions may not be able to properly claim a cluster because of its premature age and higher flexibility to account for uncertain events.

### Targets at long range

As targets recede away from the radar sensors, the accuracy of the measurements degrade because of reduced signal-to-noise ratio at the detector and the limited resolution of the sensor. This results in high uncertainty in the measurements, which in turn reduces the track accuracy. Notice in the close-up display below that the track estimate from the radar is further away from the ground truth for the radar sensor and is reported with a higher uncertainty. However, the lidar sensor reports enough measurements in the point cloud to generate a "shrunk" bounding box. The shrinkage effect modeled in the measurement model for lidar tracking algorithm allows the tracker to maintain a track with correct dimensions. In such situations, the lidar mixing weight is higher than the radar and allows the fused estimate to be more accurate than the radar estimate.



### Summary

In this example, you learned how to set up a track-level fusion algorithm for fusing tracks from radar and lidar sensors. You also learned how to evaluate a tracking algorithm using the Generalized Optimal Subpattern Metric and its associated components.

### Utility Functions

#### collectSensorData

A function to generate radar and lidar measurements at the current time-step.

```
function [radarDetections, ptCloud, egoPose] = helperCollectSensorData(egoVehicle, radars, lidar)

% Current poses of targets with respect to ego vehicle
tgtPoses = targetPoses(egoVehicle);

radarDetections = cell(0,1);
for i = 1:numel(radars)
    thisRadarDetections = step(radars{i},tgtPoses,time);
    radarDetections = [radarDetections;thisRadarDetections]; %#ok<AGROW>
end

% Generate point cloud from lidar
rdMesh = roadMesh(egoVehicle);
ptCloud = step(lidar, tgtPoses, rdMesh, time);

% Compute pose of ego vehicle to track in scenario frame. Typically
% obtained using an INS system. If unavailable, this can be set to
% "origin" to track in ego vehicle's frame.
egoPose = pose(egoVehicle);
```

```
end
```

### radar2central

A function to transform a track in the radar state-space to a track in the central state-space.

```
function centralTrack = radar2central(radarTrack)

% Initialize a track of the correct state size
centralTrack = objectTrack('State',zeros(10,1),...
    'StateCovariance',eye(10));

% Sync properties of radarTrack except State and StateCovariance with
% radarTrack See syncTrack defined below.
centralTrack = syncTrack(centralTrack,radarTrack);

xRadar = radarTrack.State;
PRadar = radarTrack.StateCovariance;

H = zeros(10,7); % Radar to central linear transformation matrix
H(1,1) = 1;
H(2,2) = 1;
H(3,3) = 1;
H(4,4) = 1;
H(5,5) = 1;
H(8,6) = 1;
H(9,7) = 1;

xCentral = H*xRadar; % Linear state transformation
PCentral = H*PRadar*H'; % Linear covariance transformation

PCentral([6 7 10],[6 7 10]) = eye(3); % Unobserved states

% Set state and covariance of central track
centralTrack.State = xCentral;
centralTrack.StateCovariance = PCentral;

end
```

### central2radar

A function to transform a track in the central state-space to a track in the radar state-space.

```
function radarTrack = central2radar(centralTrack)

% Initialize a track of the correct state size
radarTrack = objectTrack('State',zeros(7,1),...
    'StateCovariance',eye(7));

% Sync properties of centralTrack except State and StateCovariance with
% radarTrack See syncTrack defined below.
radarTrack = syncTrack(radarTrack,centralTrack);

xCentral = centralTrack.State;
PCentral = centralTrack.StateCovariance;

H = zeros(7,10); % Central to radar linear transformation matrix
```

```
H(1,1) = 1;
H(2,2) = 1;
H(3,3) = 1;
H(4,4) = 1;
H(5,5) = 1;
H(6,8) = 1;
H(7,9) = 1;

xRadar = H*xCentral; % Linear state transformation
PRadar = H*PCentral*H'; % Linear covariance transformation

% Set state and covariance of radar track
radarTrack.State = xRadar;
radarTrack.StateCovariance = PRadar;
end
```

### syncTrack

A function to syncs properties of one track with another except the State and StateCovariance properties.

```
function tr1 = syncTrack(tr1,tr2)
props = properties(tr1);
notState = ~strcmpi(props, 'State');
notCov = ~strcmpi(props, 'StateCovariance');

props = props(notState & notCov);
for i = 1:numel(props)
    tr1.(props{i}) = tr2.(props{i});
end
end
```

### pose

A function to return pose of the ego vehicle as a structure.

```
function egoPose = pose(egoVehicle)
egoPose.Position = egoVehicle.Position;
egoPose.Velocity = egoVehicle.Velocity;
egoPose.Yaw = egoVehicle.Yaw;
egoPose.Pitch = egoVehicle.Pitch;
egoPose.Roll = egoVehicle.Roll;
end
```

### helperLidarDistance

Function to calculate a normalized distance between the estimate of a track in radar state-space and the assigned ground truth.

```
function dist = helperLidarDistance(track, truth)

% Calculate the actual values of the states estimated by the tracker

% Center is different than origin and the trackers estimate the center
rOriginToCenter = -truth.OriginOffset(:) + [0;0;truth.Height/2];
rot = quaternion([truth.Yaw truth.Pitch truth.Roll], 'eulerd', 'ZYX', 'frame');
actPos = truth.Position(:) + rotatepoint(rot, rOriginToCenter)';
```



```

% Actual speed and z-rate
actVel = [norm(truth.Velocity(1:2));truth.Velocity(3)];

% Actual yaw
actYaw = truth.Yaw;

% Actual dimensions.
actDim = [truth.Length;truth.Width;truth.Height];

% Actual yaw rate
actYawRate = truth.AngularVelocity(3);

% Calculate error in each estimate weighted by the "requirements" of the
% system. The distance specified using Mahalanobis distance in each aspect
% of the estimate, where covariance is defined by the "requirements". This
% helps to avoid skewed distances when tracks under/over report their
% uncertainty because of inaccuracies in state/measurement models.

% Positional error.
estPos = track.State([1 2 6]);
reqPosCov = 0.1*eye(3);
e = estPos - actPos;
d1 = sqrt(e'/reqPosCov*e);

% Velocity error
estVel = track.State([3 7]);
reqVelCov = 5*eye(2);
e = estVel - actVel;
d2 = sqrt(e'/reqVelCov*e);

% Yaw error
estYaw = track.State(4);
reqYawCov = 5;
e = estYaw - actYaw;
d3 = sqrt(e'/reqYawCov*e);

% Yaw-rate error
estYawRate = track.State(5);
reqYawRateCov = 1;
e = estYawRate - actYawRate;
d4 = sqrt(e'/reqYawRateCov*e);

% Dimension error
estDim = track.State([8 9 10]);
reqDimCov = eye(3);
e = estDim - actDim;
d5 = sqrt(e'/reqDimCov*e);

% Total distance
dist = d1 + d2 + d3 + d4 + d5;

end

```

### helperRadarDistance

Function to calculate a normalized distance between the estimate of a track in radar state-space and the assigned ground truth.

```
function dist = helperRadarDistance(track, truth)

% Calculate the actual values of the states estimated by the tracker

% Center is different than origin and the trackers estimate the center
rOriginToCenter = -truth.OriginOffset(:) + [0;0;truth.Height/2];
rot = quaternion([truth.Yaw truth.Pitch truth.Roll], 'eulerd', 'ZYX', 'frame');
actPos = truth.Position(:) + rotatepoint(rot, rOriginToCenter)';
actPos = actPos(1:2); % Only 2-D

% Actual speed
actVel = norm(truth.Velocity(1:2));

% Actual yaw
actYaw = truth.Yaw;

% Actual dimensions. Only 2-D for radar
actDim = [truth.Length; truth.Width];

% Actual yaw rate
actYawRate = truth.AngularVelocity(3);

% Calculate error in each estimate weighted by the "requirements" of the
% system. The distance specified using Mahalanobis distance in each aspect
% of the estimate, where covariance is defined by the "requirements". This
% helps to avoid skewed distances when tracks under/over report their
% uncertainty because of inaccuracies in state/measurement models.

% Positional error
estPos = track.State([1 2]);
reqPosCov = 0.1*eye(2);
e = estPos - actPos;
d1 = sqrt(e'/reqPosCov*e);

% Speed error
estVel = track.State(3);
reqVelCov = 5;
e = estVel - actVel;
d2 = sqrt(e'/reqVelCov*e);

% Yaw error
estYaw = track.State(4);
reqYawCov = 5;
e = estYaw - actYaw;
d3 = sqrt(e'/reqYawCov*e);

% Yaw-rate error
estYawRate = track.State(5);
reqYawRateCov = 1;
e = estYawRate - actYawRate;
d4 = sqrt(e'/reqYawRateCov*e);

% Dimension error
estDim = track.State([6 7]);
reqDimCov = eye(2);
e = estDim - actDim;
d5 = sqrt(e'/reqDimCov*e);
```

```

% Total distance
dist = d1 + d2 + d3 + d4 + d5;

% A constant penalty for not measuring 3-D state
dist = dist + 3;

end

helperRadarLidarFusionFcn

Function to fuse states and state covariances in central track state-space

function [x,P] = helperRadarLidarFusionFcn(xAll,PAll)
n = size(xAll,2);
dets = zeros(n,1);

% Initialize x and P
x = xAll(:,1);
P = PAll(:, :, 1);

onlyLidarStates = false(10,1);
onlyLidarStates([6 7 10]) = true;

% Only fuse this information with lidar
xOnlyLidar = xAll(onlyLidarStates,:);
POnlyLidar = PAll(onlyLidarStates,onlyLidarStates,:);

% States and covariances for intersection with radar and lidar both
xToFuse = xAll(~onlyLidarStates,:);
PToFuse = PAll(~onlyLidarStates,~onlyLidarStates,:);

% Sorted order of determinants. This helps to sequentially build the
% covariance with comparable determinations. For example, two large
% covariances may intersect to a smaller covariance, which is comparable to
% the third smallest covariance.
for i = 1:n
    dets(i) = det(PToFuse(1:2,1:2,i));
end
[~,idx] = sort(dets,'descend');
xToFuse = xToFuse(:,idx);
PToFuse = PToFuse(:, :, idx);

% Initialize fused estimate
thisX = xToFuse(:,1);
thisP = PToFuse(:, :, 1);

% Sequential fusion
for i = 2:n
    [thisX,thisP] = fusecovintUsingPos(thisX, thisP, xToFuse(:,i), PToFuse(:, :, i));
end

% Assign fused states from all sources
x(~onlyLidarStates) = thisX;
P(~onlyLidarStates,~onlyLidarStates,:) = thisP;

% Fuse some states only with lidar source
valid = any(abs(xOnlyLidar) > 1e-6,1);

```

```

xMerge = xOnlyLidar(:,valid);
PMerge = POnlyLidar(:, :, valid);

if sum(valid) > 1
    [xL,PL] = fusecovint(xMerge,PMerge);
elseif sum(valid) == 1
    xL = xMerge;
    PL = PMerge;
else
    xL = zeros(3,1);
    PL = eye(3);
end

x(onlyLidarStates) = xL;
P(onlyLidarStates,onlyLidarStates) = PL;

end

function [x,P] = fusecovintUsingPos(x1,P1,x2,P2)
% Covariance intersection in general is employed by the following
% equations:
%  $P^{-1} = w_1 P_1^{-1} + w_2 P_2^{-1}$ 
%  $x = P(w_1 P_1^{-1} x_1 + w_2 P_2^{-1} x_2)$ ;
% where  $w_1 + w_2 = 1$ 
% Usually a scalar representative of the covariance matrix like "det" or
% "trace" of P is minimized to compute w. This is offered by the function
% "fusecovint". However. in this case, the w are chosen by minimizing the
% determinants of "positional" covariances only.
n = size(x1,1);
idx = [1 2];
detP1pos = det(P1(idx,idx));
detP2pos = det(P2(idx,idx));
w1 = detP2pos/(detP1pos + detP2pos);
w2 = detP1pos/(detP1pos + detP2pos);
I = eye(n);

P1inv = I/P1;
P2inv = I/P2;

Pinv = w1*P1inv + w2*P2inv;
P = I/Pinv;

x = P*(w1*P1inv*x1 + w2*P2inv*x2);

end

```

## References

- [1] Lang, Alex H., et al. "PointPillars: Fast encoders for object detection from point clouds." Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition. 2019.
- [2] Zhou, Yin, and Oncel Tuzel. "Voxelnet: End-to-end learning for point cloud based 3d object detection." Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition. 2018.

[3] Yang, Bin, Wenjie Luo, and Raquel Urtasun. "Pixor: Real-time 3d object detection from point clouds." Proceedings of the IEEE conference on Computer Vision and Pattern Recognition. 2018.

### **See Also**

`drivingScenario` | `drivingRadarDataGenerator` | `lidarPointCloudGenerator` | `trackGOSPAMetric`

### **More About**

- "Extended Object Tracking of Highway Vehicles with Radar and Camera" on page 8-329
- "Track Vehicles Using Lidar: From Point Cloud to Track List" on page 8-269
- "Detect, Classify, and Track Vehicles Using Lidar" (Lidar Toolbox)

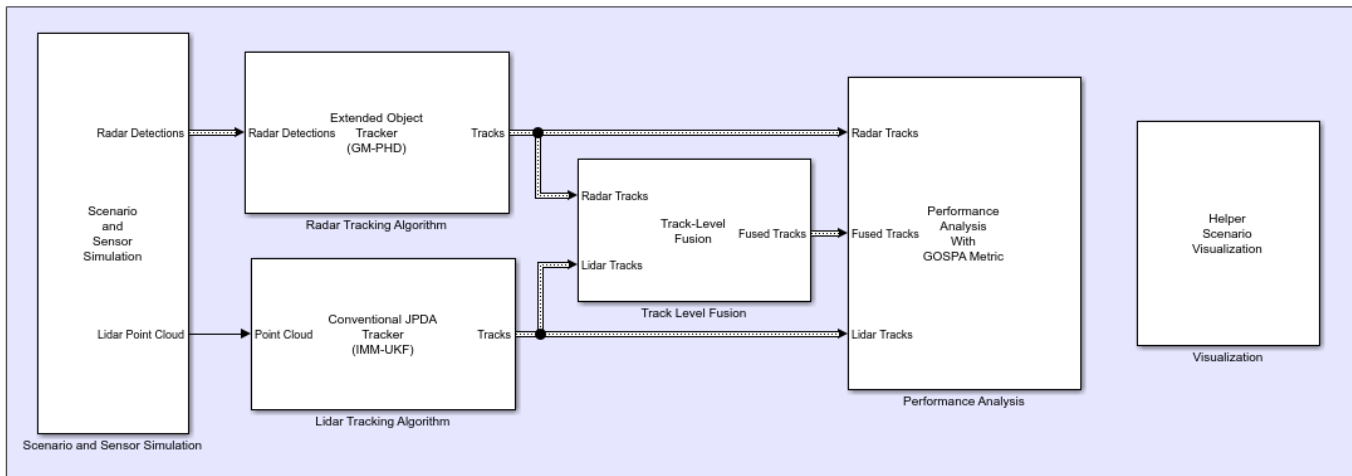
## Track-Level Fusion of Radar and Lidar Data in Simulink

Autonomous systems require precise estimation of their surroundings to support decision making, planning, and control. High-resolution sensors such as radar and lidar are frequently used in autonomous systems to assist in estimation of the surroundings. These sensors generally output tracks. Outputting tracks instead of detections and fusing the tracks together in a decentralized manner provide several benefits, including low false alarm rates, higher target estimation accuracy, a low bandwidth requirement, and low computational costs. This example shows you how to track objects from measurements of a radar and a lidar sensor and how to fuse them using a track-level fusion scheme in Simulink®. You process the radar measurements using a Gaussian Mixture Probability Hypothesis Density (GM-PHD) tracker and the lidar measurements using a Joint Probabilistic Data Association (JPDA) tracker. You further fuse these tracks using a track-level fusion scheme. The example closely follows the “Track-Level Fusion of Radar and Lidar Data” (Sensor Fusion and Tracking Toolbox) MATLAB® example.

### Overview of Model

```
load_system('TrackLevelFusionOfRadarAndLidarDataInSimulink');
set_param('TrackLevelFusionOfRadarAndLidarDataInSimulink','SimulationCommand','update');
open_system('TrackLevelFusionOfRadarAndLidarDataInSimulink');
```

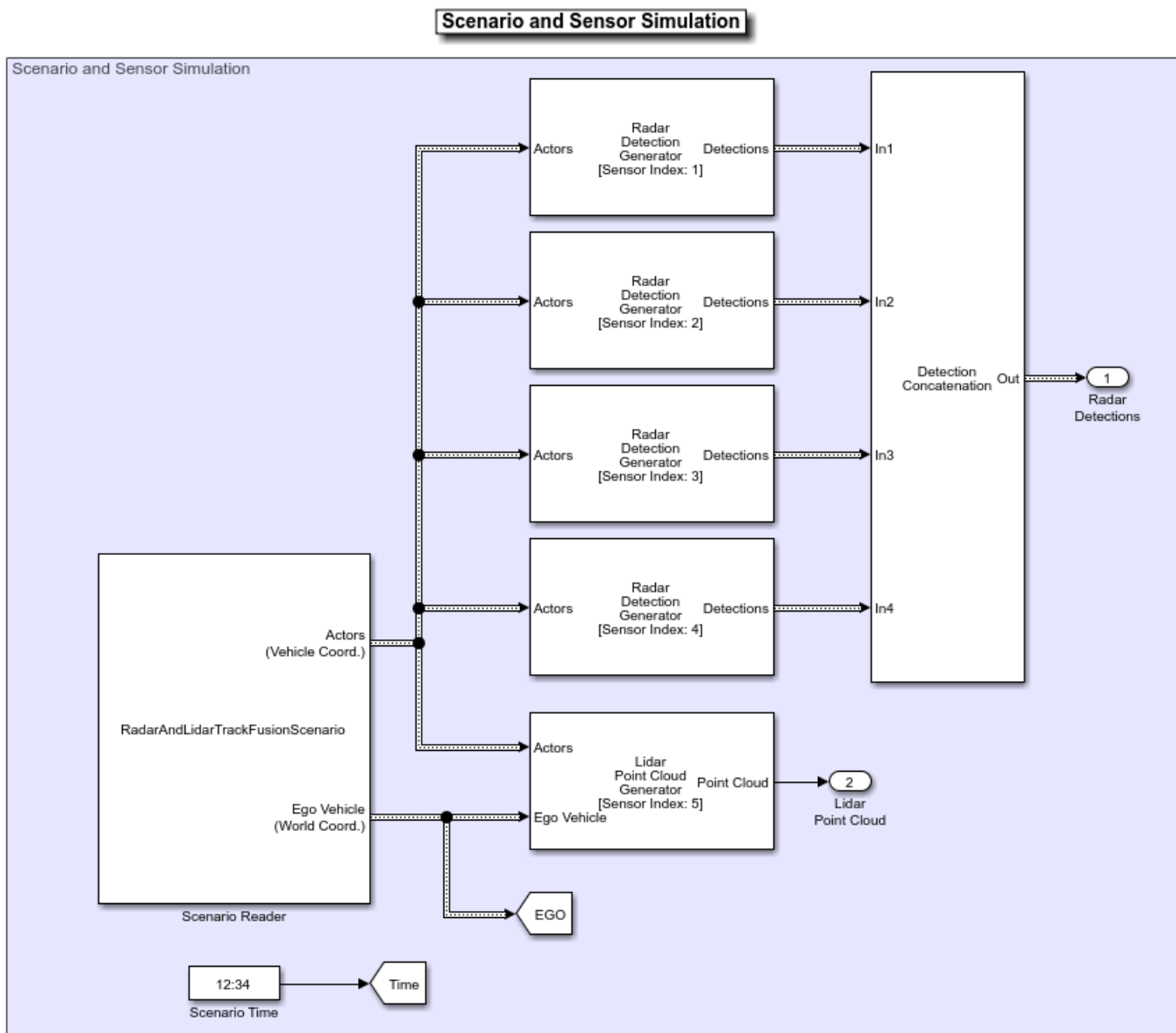
**Track-Level Fusion of Radar and Lidar Data in Simulink**



The model has six subsystems, each implementing a part of the algorithm.

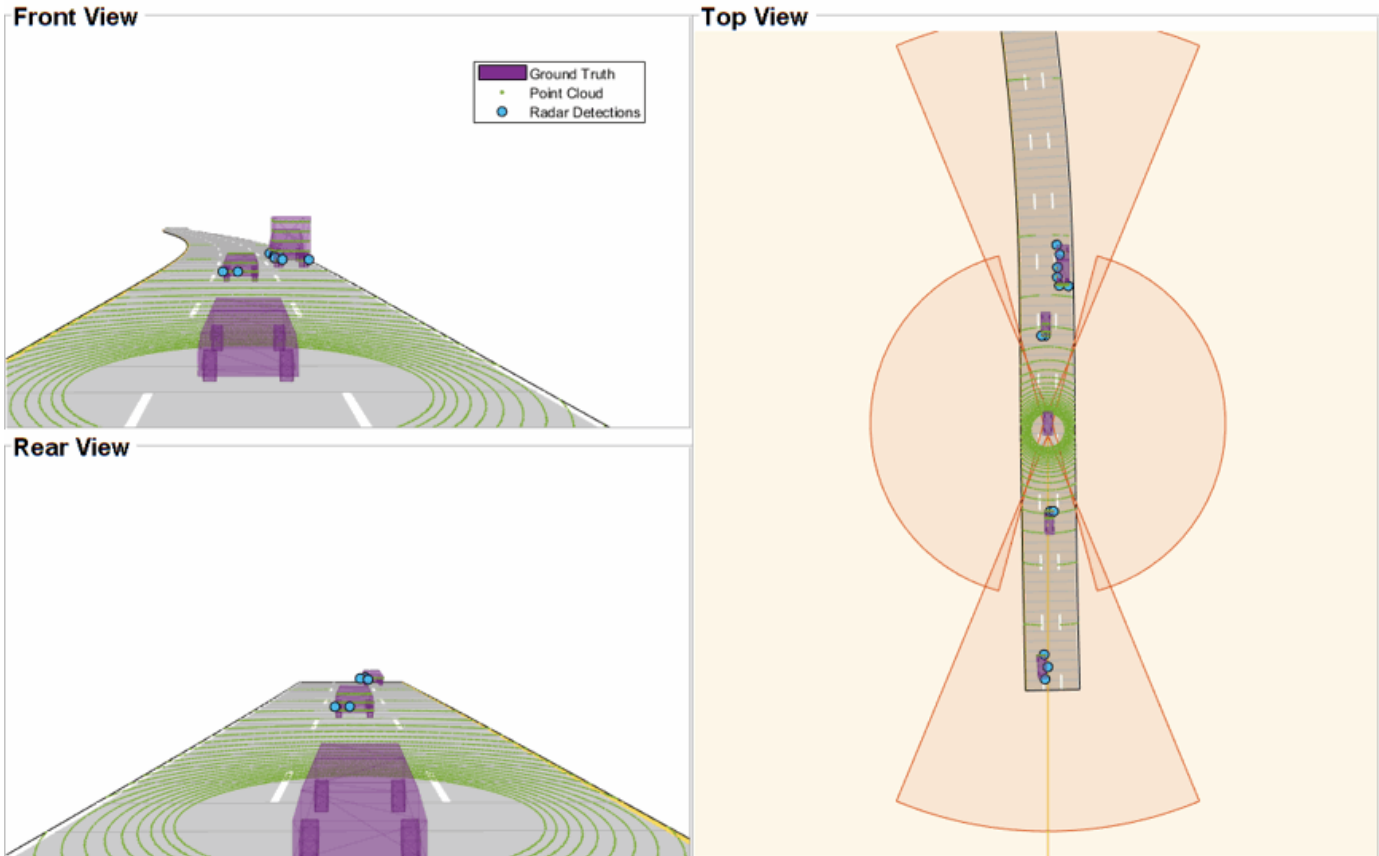
- Scenario and Sensor Simulation
- Radar Tracking Algorithm
- Lidar Tracking Algorithm
- Track Level Fusion
- Performance Analysis
- Visualization

## Scenario and Sensor Simulation



The scenario recording for this example is captured from the scenario described in “Track-Level Fusion of Radar and Lidar Data” (Sensor Fusion and Tracking Toolbox) MATLAB example. The Scenario Reader block reads a prerecorded scenario file and generates actors and ego vehicle position data as Simulink.Bus (Simulink) objects. In this scenario, the ego vehicle is mounted with four 2-D radar sensors. The front and rear radar sensors have a field of view of 45 degrees. The left and right radar sensors have a field of view of 150 degrees. Each radar has a resolution of 6 degrees in azimuth and 2.5 meters in range. The ego vehicle is also mounted with one 3-D lidar sensor with a field of view of 360 degrees in azimuth and 40 degrees in elevation. The lidar has a resolution of 0.2 degrees in azimuth and 1.25 degrees in elevation (32 elevation channels). The Radar Detection Generator block generates radar detections and the Lidar Point Cloud Generator block generates point clouds. Detections from all four radar sensors are grouped together with the Detection

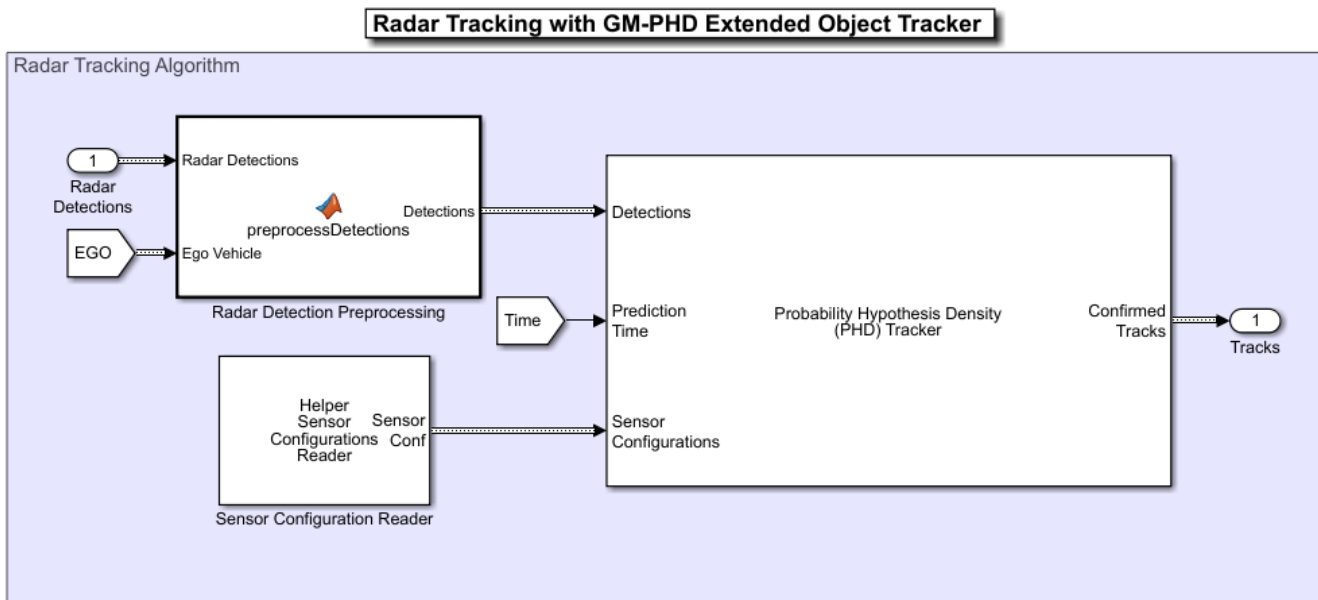
Concatenation block and the Digital Clock block is used to simulate time. Sensor configurations and the simulated sensor data is visualized in the animation that follows. Notice that the radars have higher resolution than objects and therefore return multiple measurements per object. Also notice that the lidar interacts with the actors as well as the road surface to return multiple points.





- Ground Truth
- Radar Tracks
- Lidar Tracks
- Fused Tracks
- Point Cloud
- Radar Detections
- ▲ Lidar Bounding Box Detections

### Radar Tracking Algorithm

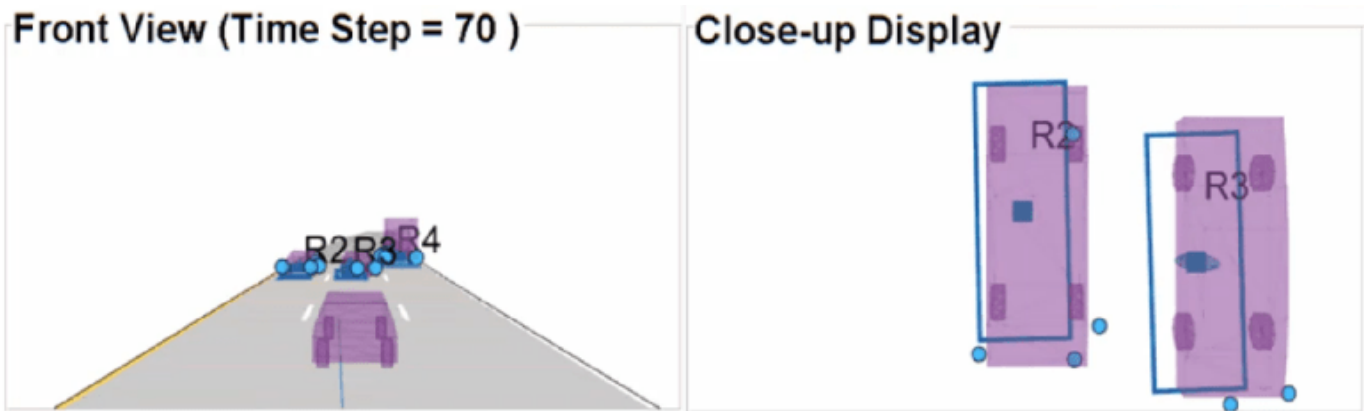


Radars generally have higher resolution than the objects and return multiple detections per object. Conventional trackers such as Global Nearest Neighbor (GNN) and Joint Probabilistic Data Association (JPDA) assume that the sensors return at most one detection per object per scan. Therefore, the detections from high-resolution sensors must be either clustered before processing them with conventional trackers or must be processed using extended object trackers. Extended

object trackers do not require preclustering of detections. Generally, extended object trackers offer better estimation of objects since they handle clustering and data association simultaneously.

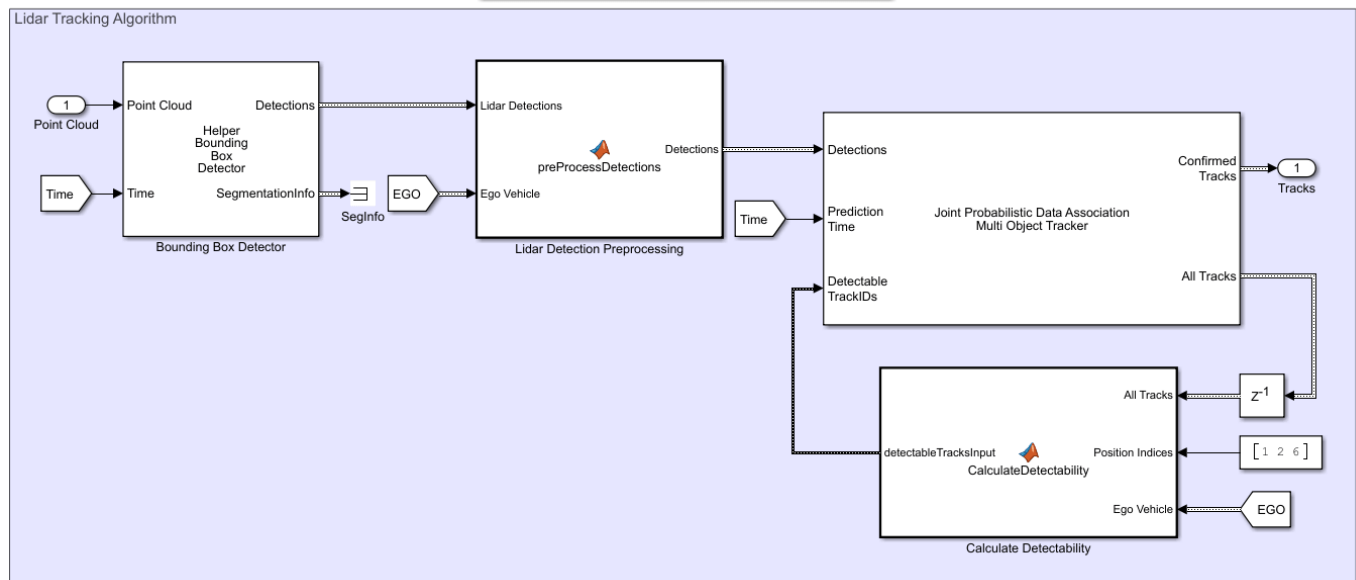
In this example, you use a Gaussian mixture probability hypothesis density (GM-PHD) extended object tracker for radar tracking. The tracker block takes detections, prediction time, and sensor configurations as input and outputs confirmed tracks as a `Simulink.Bus` (Simulink) object. Detections from the radar are preprocessed to include ego vehicle INS information in the Radar Detection Preprocessing MATLAB Function (Simulink) Block. The Sensor Configuration Reader block provides Sensor Configuration to the tracker block. The block is implemented by using MATLAB System (Simulink) block. Code for this block is defined in the `HelperSourceConfigReader` class.

This visualization shows radar tracking at a single time step. Notice that the radar sensors report multiple detections per object and the GM-PHD tracker forms two-dimensional rectangular tracks corresponding to each object.



### Lidar Tracking Algorithm

Lidar Tracking with Conventional JPDA Tracker

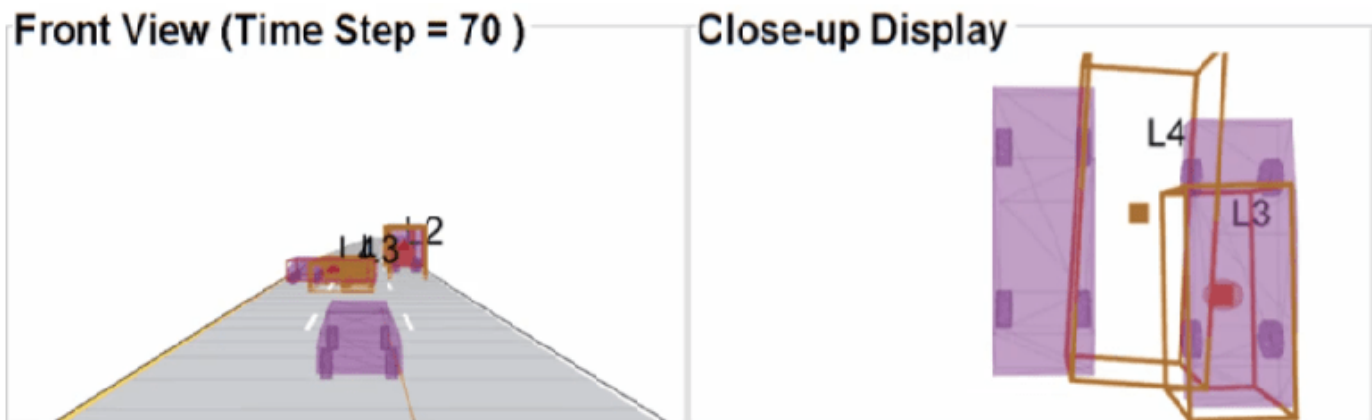


Lidar sensors have high resolution capabilities, and each scan from the sensor contains many points, commonly known as a *point cloud*. This raw data must be preprocessed to extract objects. The preprocessing is performed using a RANSAC-based plane-fitting algorithm and bounding boxes are fitted using a Euclidian-based distance clustering algorithm. For more information about the algorithm, refer to the “Track Vehicles Using Lidar: From Point Cloud to Track List” (Sensor Fusion and Tracking Toolbox) example.

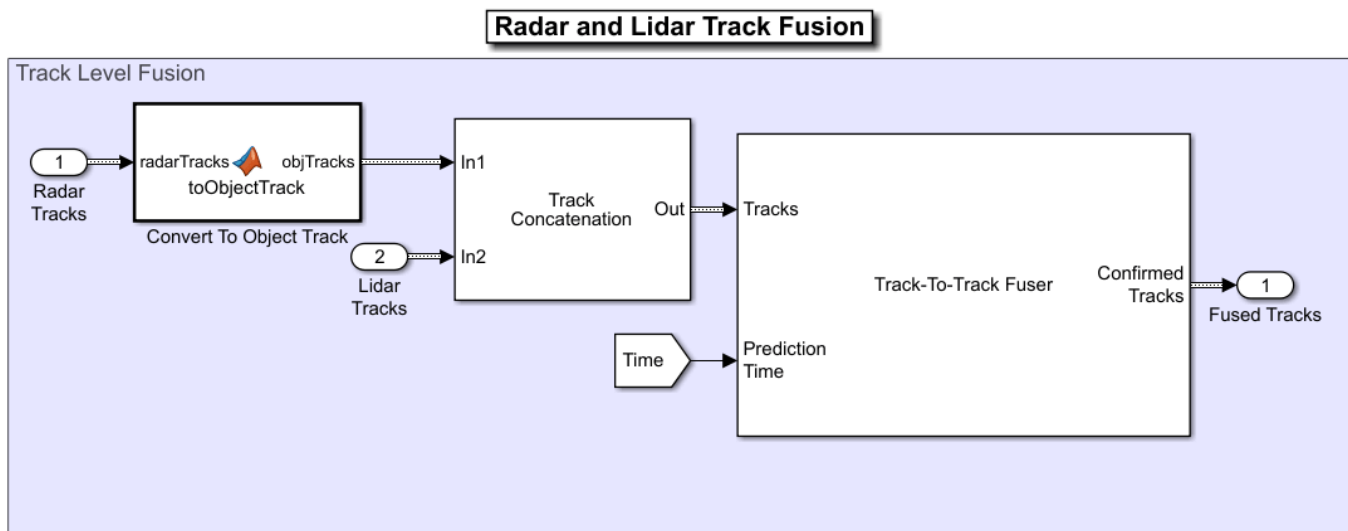
The Bounding Box Detector block is implemented using a MATLAB System (Simulink) block. Code for this block is defined in a helper class, `HelperBoundingBoxDetectorBlk`. The block accepts point cloud locations and a prediction time as input and outputs bounding box detections corresponding to obstacles and segmentation information. Detections are processed using a conventional JPDA tracker, configured with an interacting multiple model (IMM) filter. The IMM filter is implemented using the helper function `helperInitIMMUKFfilter`, which is specified as the **Filter initialization function** parameter of the block. Detections from lidar sensor are preprocessed to include ego vehicle INS information in the Lidar Detection Preprocessing MATLAB Function (Simulink) block.

The Calculate Detectability block calculates the `Detectable TrackIDs` input for the tracker and outputs an two-column array. The first column represents the TrackIDs of the tracks and the second column specifies their detection probability by the sensor and bounding box detector. The block is implemented using a MATLAB Function (Simulink) block.

This visualization shows the lidar tracking at a single time step. The Bounding Box Detector block generates detections from the point cloud, and the JPDA tracker forms three-dimensional cuboid tracks corresponding to each object.



## Track-Level Fusion



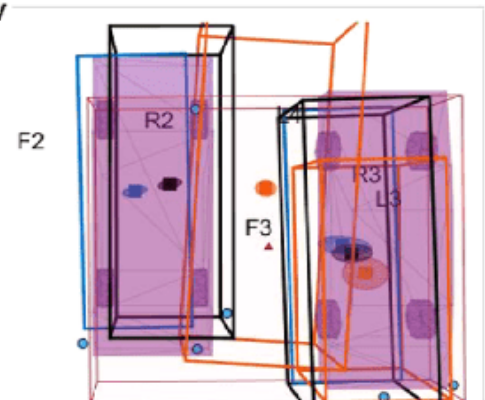
The track fusion algorithm is implemented using the Track-To-Track Fuser block. The block takes a prediction time, rectangular radar tracks, and cuboid lidar tracks as input and outputs fused tracks. It uses a traditional track-to-track association-based fusion scheme and GNN assignment to create a single hypothesis. The Track Concatenation block combines tracks from both sources and generates a single track bus. The fuser source configuration for radar and lidar is set using the SourceConfig variable through the PreLoadFcn callback. See “Model Callbacks” (Simulink) for more information about callback functions. The state fusion algorithm for this example is implemented in the helperRadarLidarFusionFunction helper function and specified as the 'custom fusion function' property.

This visualization shows track fusion at a single time step. The fused tracks are closer to the actual objects than the individual sensor tracks, which indicates that track accuracy increased after fusion of track estimates from both sensors.

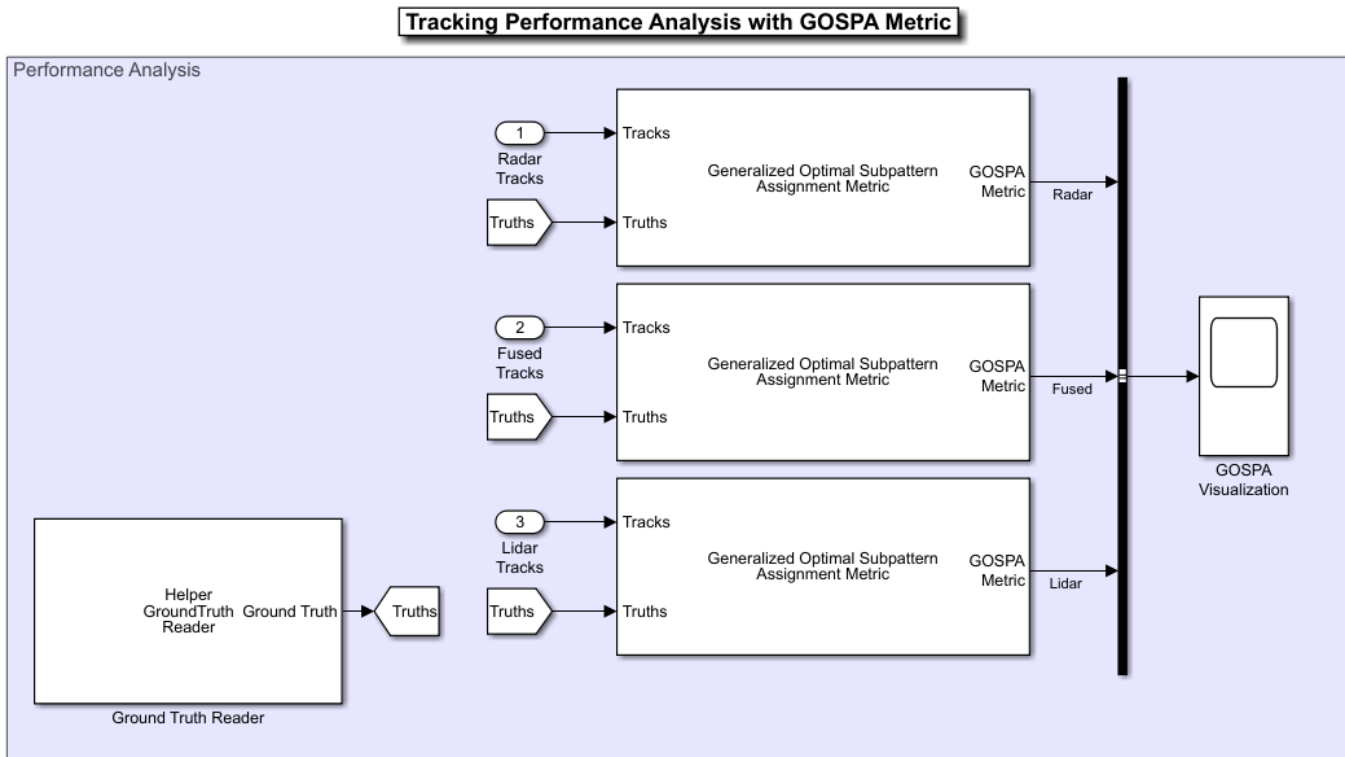
Front View (Time Step = 70 )



Close-up Display



## Performance Analysis



In this example, you assess the performance of each algorithm using the Generalized Optimal Subpattern Assignment (GOSPA) metric. The GOSPA metric aims to evaluate the performance of a tracking system with a scalar cost.

The GOSPA metric can be calculated with the following equation

$$GOSPA = [\sum_{i=0}^m (\min(d_b, c))^p + \frac{c^p}{\alpha} (n - m)]^{1/p}$$

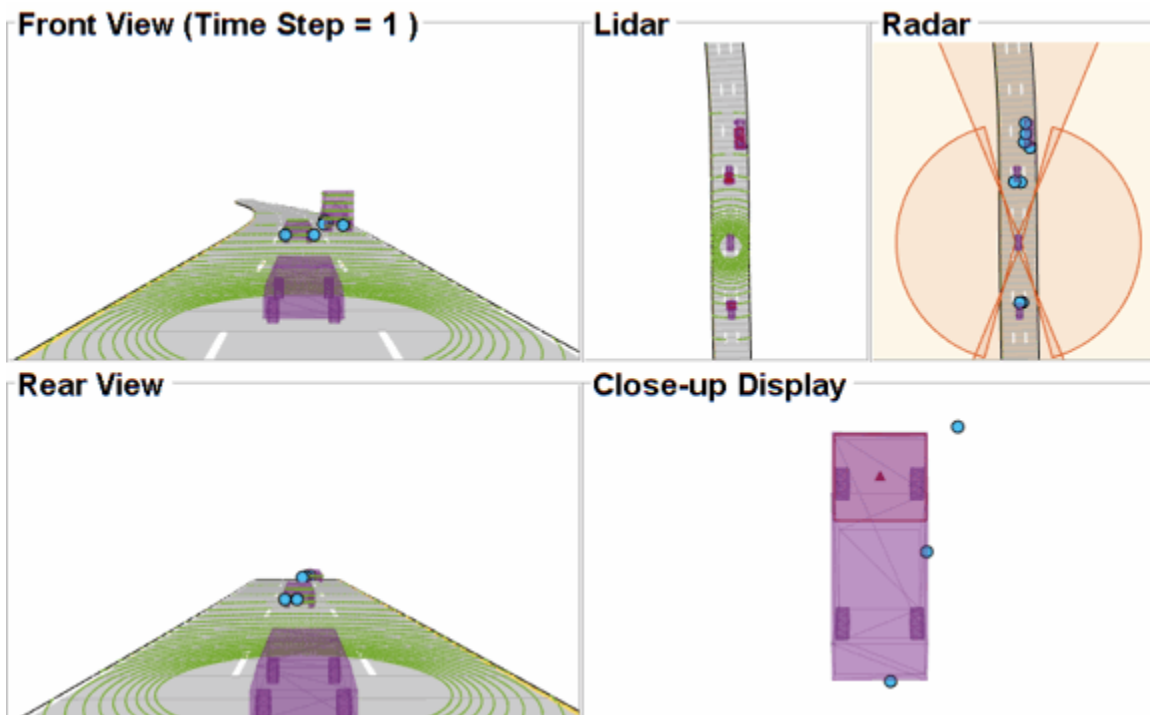
where  $m$  is the number of ground truths,  $n$  ( $n \geq m$ ) is the number of estimated tracks,  $c$  is the cutoff distance threshold,  $d_b$  is the base distance between track and truth calculated by a distance function specified in the Distance property,  $p$  is order of the metric and  $\alpha$  is the alpha parameter of the metric, defined from the block mask.

A lower value of the metric indicates better performance of the tracking algorithm. To use the GOSPA metric with custom motion models like the one used in this example, you set the Distance property to `custom` and define a distance function between a track and its associated ground truth. These distance functions are defined in `helperRadarDistance` and `helperLidarDistance` helper files. The Ground Truth Reader block provides truth data at each time step. The block is implemented using a MATLAB System (Simulink) block and code for this block is defined in the `HelperGroundTruthReader` class. Finally, the GOSPA score for radar tracking, lidar tracking, and track fusion algorithms are grouped together.

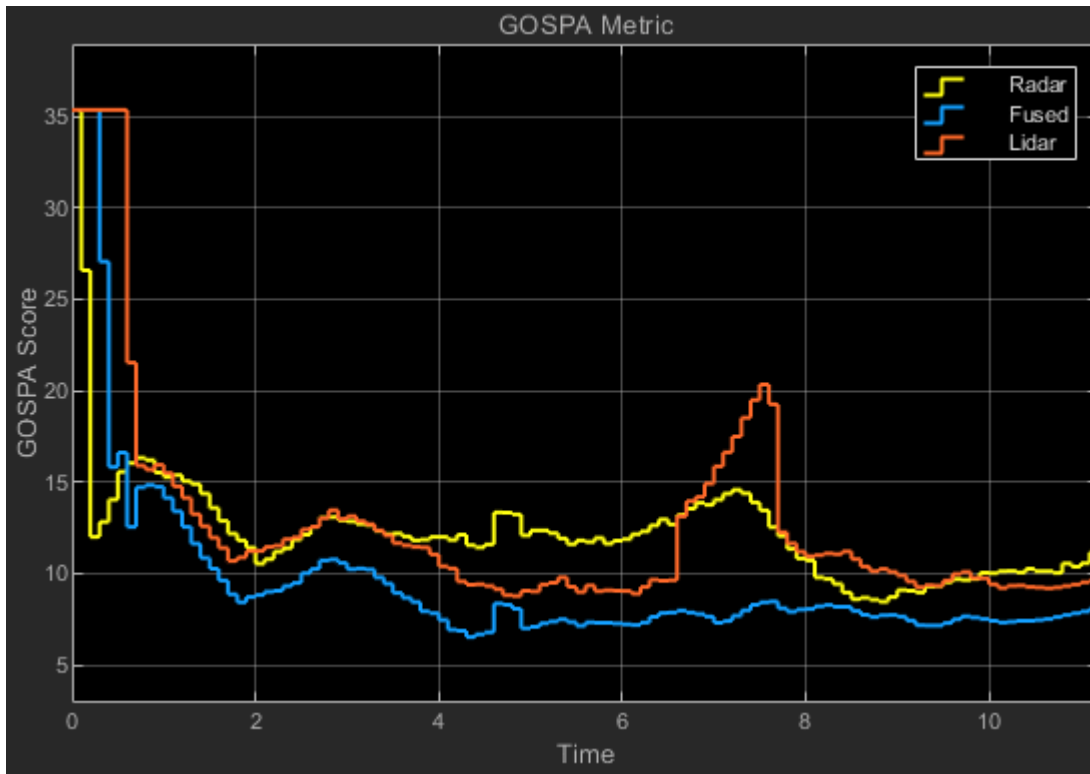
## Visualization

The Visualization block is implemented using a MATLAB System (Simulink) block. Code for this block is defined in the helper class `helperLidarRadarTrackFusionDisplayBlock`. The block uses the `RunTimeObject` parameter of the blocks to display their outputs. See “Access Block Data During Simulation” (Simulink) for further information on how to access block outputs during simulation.

This animation shows the entire run every three time steps. Each three tracking system (radar, lidar, and track-level fusion) was able to track all four vehicles in the scenario without confirming any false tracks.



The GOSPA metric is visualized using the scope block. The x-axis in the figure that follows represents time and y-axis represents the GOSPA score. Each unit on the x-axis represents 10 time steps in the scenario. The track-level localization accuracy of each tracker can be quantitatively assessed with the GOSPA metric at each time step. A lower value indicates better tracking accuracy. As there were no missed targets or false tracks, the metric captures the localization errors resulting from the state estimation of each vehicle. Each component of the GOSPA metric can also be selected as a block output and visualized separately.



Note that the GOSPA metric for fused estimates is lower than the metric for individual sensor, which indicates that track accuracy increased after fusion of track estimates from both sensors.

```
close_system('TrackLevelFusionOfRadarAndLidarDataInSimulink');
```

## Summary

In this example, you learned how to track radar measurements using an extended object tracker with a two-dimensional rectangular model, how to track lidar measurements using a conventional JPDA tracker with a three-dimensional cuboid model, and how to set up a track-level fusion algorithm for fusing tracks from radar and lidar sensors in Simulink. You also learned how to evaluate performance of a tracking algorithm using the Generalized Optimal Subpattern Assignment metric. The simulation results show that tracking by fusing tracks from radar and lidar is more accurate than tracking by each individual sensor.

## See Also

### Related Examples

- “Track-Level Fusion of Radar and Lidar Data” on page 8-386
- “Track Vehicles Using Lidar Data in Simulink” on page 8-416

## Track Vehicles Using Lidar Data in Simulink

This example shows you how to track vehicles using measurements from a lidar sensor mounted on top of an ego vehicle. Due to high resolution capabilities of the lidar sensor, each scan from the sensor contains a large number of points, commonly known as a point cloud. The example illustrates the workflow in Simulink for processing the point cloud and tracking the objects. The lidar data used in this example is recorded from a highway driving scenario. You use the recorded data to track vehicles with a joint probabilistic data association (JPDA) tracker and an interacting multiple model (IMM) approach. The example closely follows the “Track Vehicles Using Lidar: From Point Cloud to Track List” (Sensor Fusion and Tracking Toolbox) MATLAB® example.

### Setup

The lidar data used in this example is available at the following link: <https://ssd.mathworks.com/supportfiles/lidar/data/TrackVehiclesUsingLidarExampleData.zip>

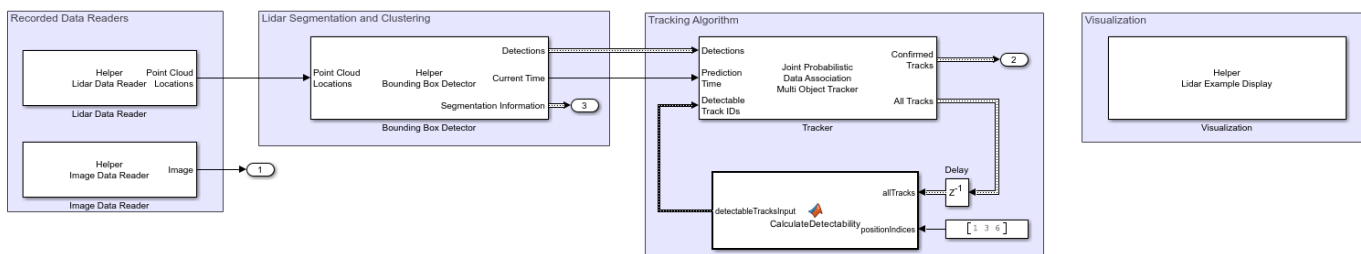
Download the data files into the current working folder. If you want to place the files in a different folder, change the directory name in the subsequent instructions.

```
% Load the data if unavailable.
if ~exist('lidarData_1.mat','file')
    dataUrl = 'https://ssd.mathworks.com/supportfiles/lidar/data/TrackVehiclesUsingLidarExampleData.zip';
    datasetFolder = fullfile(pwd);
    unzip(dataUrl,datasetFolder);
end
```

### Overview of the Model

```
load_system('TrackVehiclesSimulinkExample');
set_param('TrackVehiclesSimulinkExample','SimulationCommand','update');
open_system('TrackVehiclesSimulinkExample');
```

Track Vehicles Using Lidar Data: From Point Cloud To Track List



info

Copyright 2019-2020 The MathWorks, Inc.

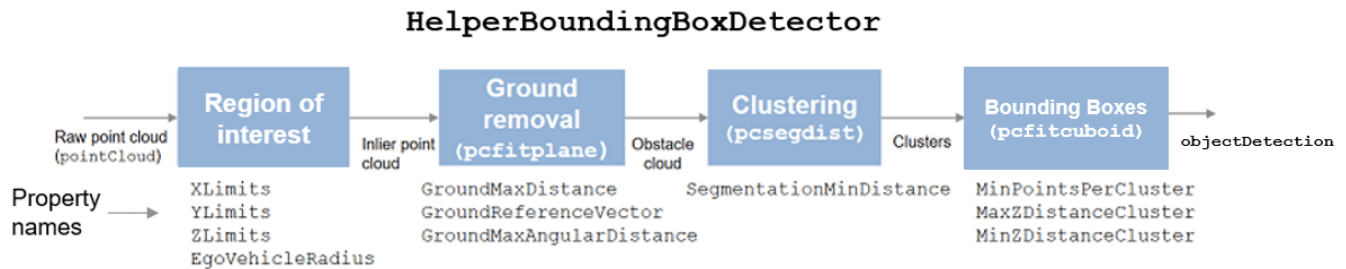
### Lidar and Image Data Reader

The Lidar Data Reader and Image Data Reader blocks are implemented using a MATLAB System (Simulink) block. The code for the blocks is defined by helper classes, `HelperLidarDataReader` and `HelperImageDataReader` respectively. The image and lidar data readers read the recorded data from the MAT files and output the reference image and the locations of points in the point cloud respectively.

### Bounding Box Detector



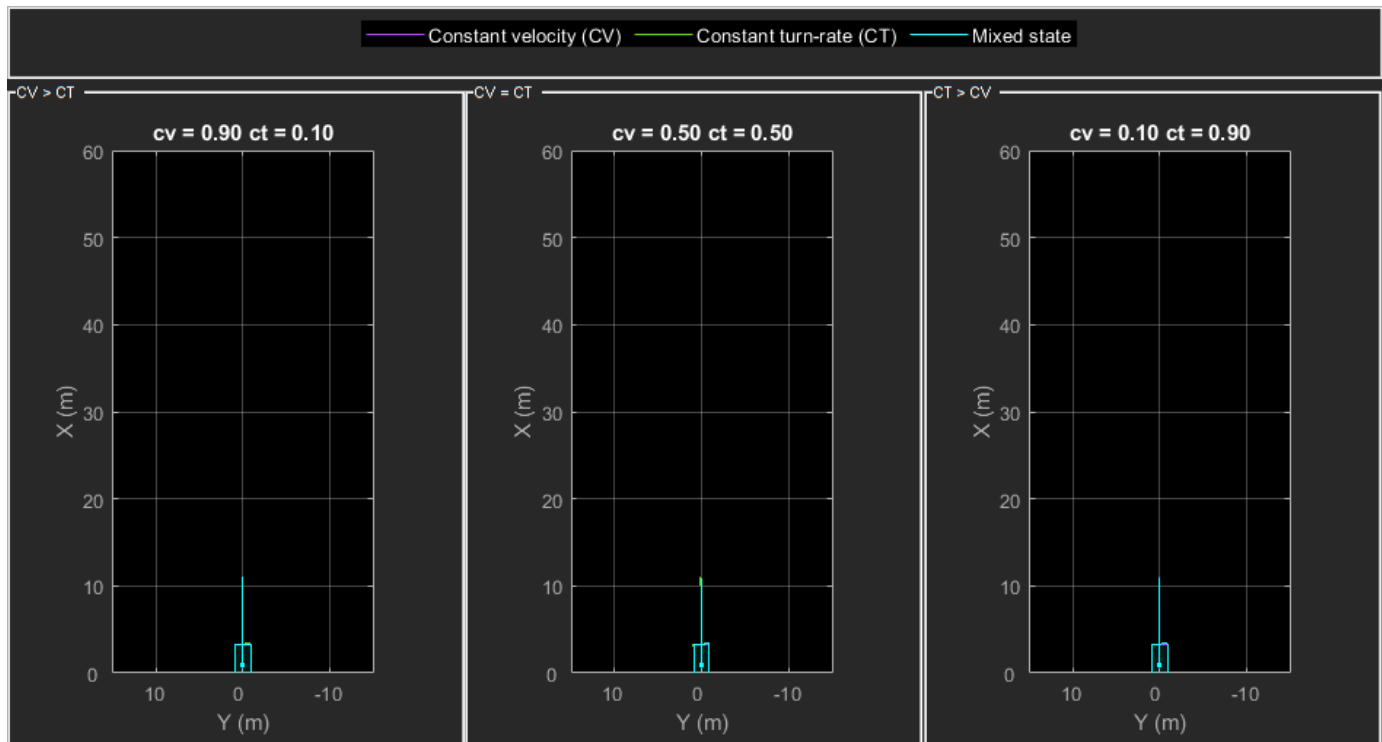
As described earlier, the raw data from sensor contains a large number of points. This raw data must be preprocessed to extract objects of interest, such as cars, cyclists, and pedestrian. The preprocessing is done using the Bounding Box Detector block. The Bounding Box Detector is also implemented as a MATLAB System™ block defined by a helper class, `HelperBoundingBoxDetectorBlock`. It accepts the point cloud locations as an input and outputs bounding box detections corresponding to obstacles. The diagram shows the processes involved in the bounding box detector model and the Computer Vision Toolbox™ functions used to implement each process. It also shows the parameters of the block that control each process.



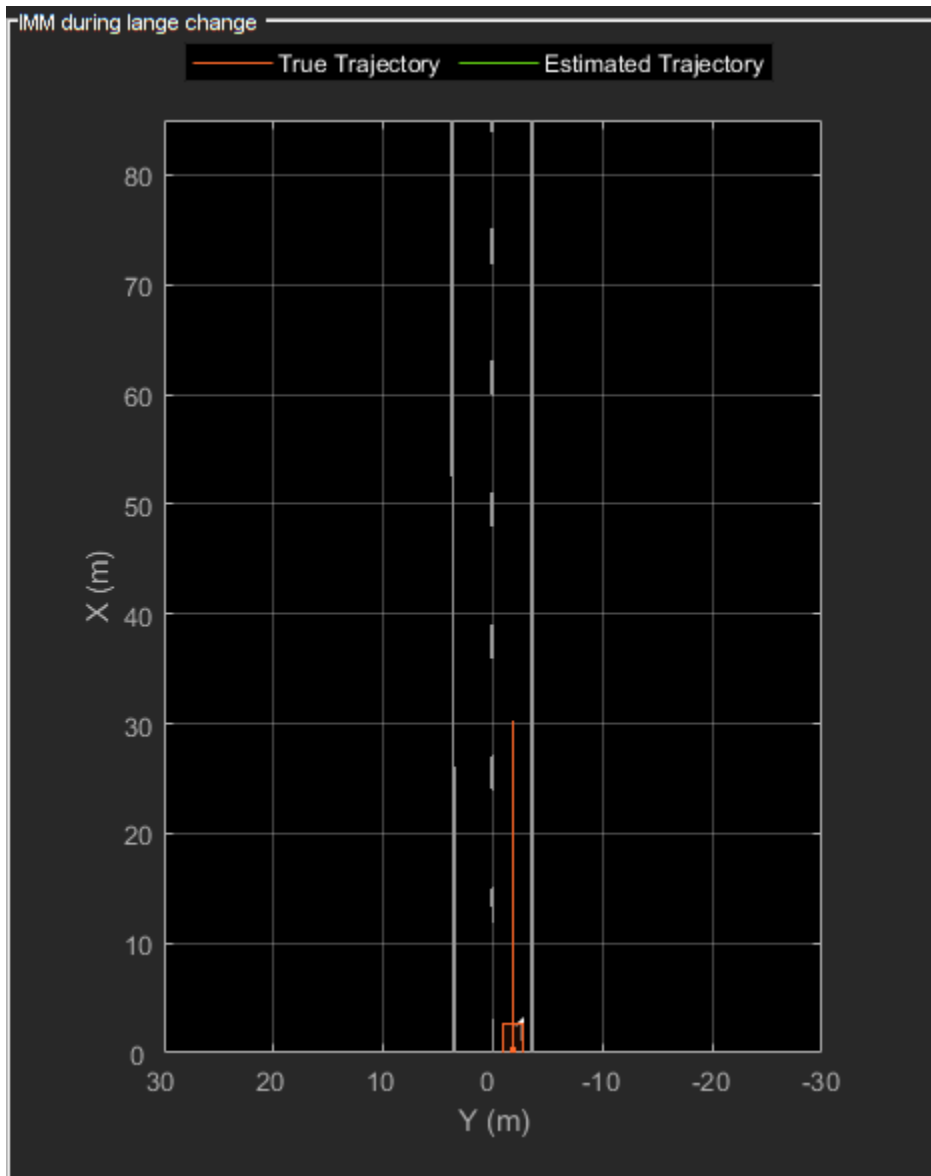
The block outputs the detections and segmentation information as `Simulink.Bus` (Simulink) objects named `detectionBus` and `segmentationBus`. These buses are created in the base workspace using helper function `helperCreateDetectorBus` specified in the `PreLoadFcn` callback. See “Model Callbacks” (Simulink) for more information about callback functions.

### Tracking algorithm

The tracking algorithm is implemented using the joint probabilistic data association (JPDA) tracker, which uses an interacting multiple model (IMM) approach to track targets. The IMM filter is implemented by the `helperInitIMMFilter`, which is specified as the “Filter initialization function” parameter of the block. In this example, the IMM filter is configured to use two models, a constant velocity cuboid model and a constant turn-rate cuboid model. The models define the dimensions of the cuboid as constants during state-transition and their estimates evolve in time during correction stages of the filter. The animation below shows the effect of mixing the constant velocity and constant turn-rate models with different probabilities during prediction stages of the filter.



The IMM filter automatically computes the probability of each model when the filter is corrected with detections. The animation below shows the estimated trajectory and the probability of models during a lane change event.



For a detailed description of the state transition and measurement models, refer to the "Target State and Sensor Measurement Model" section of the MATLAB example.

The tracker block selects the check box "Enable all tracks output" and "Enable detectable track IDs input" to output all tracks from the tracker and calculate their detection probability as a function of their state.

### Calculate Detectability

The Calculate Detectability block is implemented using a MATLAB Function (Simulink) block. The block calculates the Detectable TrackIDs input for the tracker and outputs it as an array with 2 columns. The first column represents the TrackIDs of the tracks and the second column specifies their probability of detection by the sensor and bounding box detector.

### Visualization

The Visualization block is also implemented using the MATLAB System block and is defined using `HelperLidarExampleDisplayBlock`. The block uses `RunTimeObject` parameter of the blocks to display their outputs. See “Access Block Data During Simulation” (Simulink) for further information on how to access block outputs during simulation.

### Detections and Tracks Bus Objects

As described earlier, the inputs and outputs of different blocks are defined by bus objects. You can visualize the structure of each bus using the Type Editor (Simulink). The following images show the structure of the bus for detections and tracks.

#### Detections

The `detectionBus` outputs a nested bus object with 2 elements, `NumDetections` and `Detections`.

Contents of 'Base Workspace' Filter contents

Name	Type	Complexity	Dimensions	Dimensionality
> Detections				
> MeasurementParameters				
> ObjectAttributes				
▼ detectionBus				
— NumDetections	double	real	[1 1]	Fixed
— Detections	Detections	real	[100 1]	Fixed
> segmentationBus				
> trackBus				
> trackBusTracks				

The first element, `NumDetections`, represents the number of detections. The second element `Detections` is a bus object of a fixed size representing all detections. The first `NumDetections` elements of the bus object represent the current set of detections. Notice that the structure of the bus is similar to the `objectDetection` (Sensor Fusion and Tracking Toolbox) class.

Contents of 'Base Workspace' Filter contents

Name	Type	Complexity	Dimensions	Dimensionality
▼ <b>Detections</b>				
— SensorIndex	double	real	[1 1]	Fixed
— Time	double	real	[1 1]	Fixed
— Measurement	double	real	[7 1]	Fixed
— MeasurementNoise	double	real	[7 7]	Fixed
— ObjectClassID	double	real	[1 1]	Fixed
— MeasurementParameters	MeasurementParameters	real	1	Fixed
— ObjectAttributes	ObjectAttributes	real	1	Fixed
> <b>MeasurementParameters</b>				
> <b>ObjectAttributes</b>				
> <b>detectionBus</b>				
> <b>segmentationBus</b>				
> <b>trackBus</b>				
> <b>trackBusTracks</b>				

**Tracks**

The track bus is similar to the detections bus. It is a nested bus, where NumTracks defines the number of tracks in the bus and Tracks define a fixed size of tracks. The size of the tracks is governed by the block parameter "Maximum number of tracks".

Contents of 'Base Workspace' Filter contents

Name	Type	Complexity	Dimensions	Dimensionality
> <b>Detections</b>				
> <b>MeasurementParameters</b>				
> <b>ObjectAttributes</b>				
> <b>detectionBus</b>				
> <b>segmentationBus</b>				
▼ <b>trackBus</b>				
— NumTracks	double	real	[1 1]	Fixed
— Tracks	<b>Bus: trackBusTracks</b>	real	[100 1]	Fixed
> <b>trackBusTracks</b>				

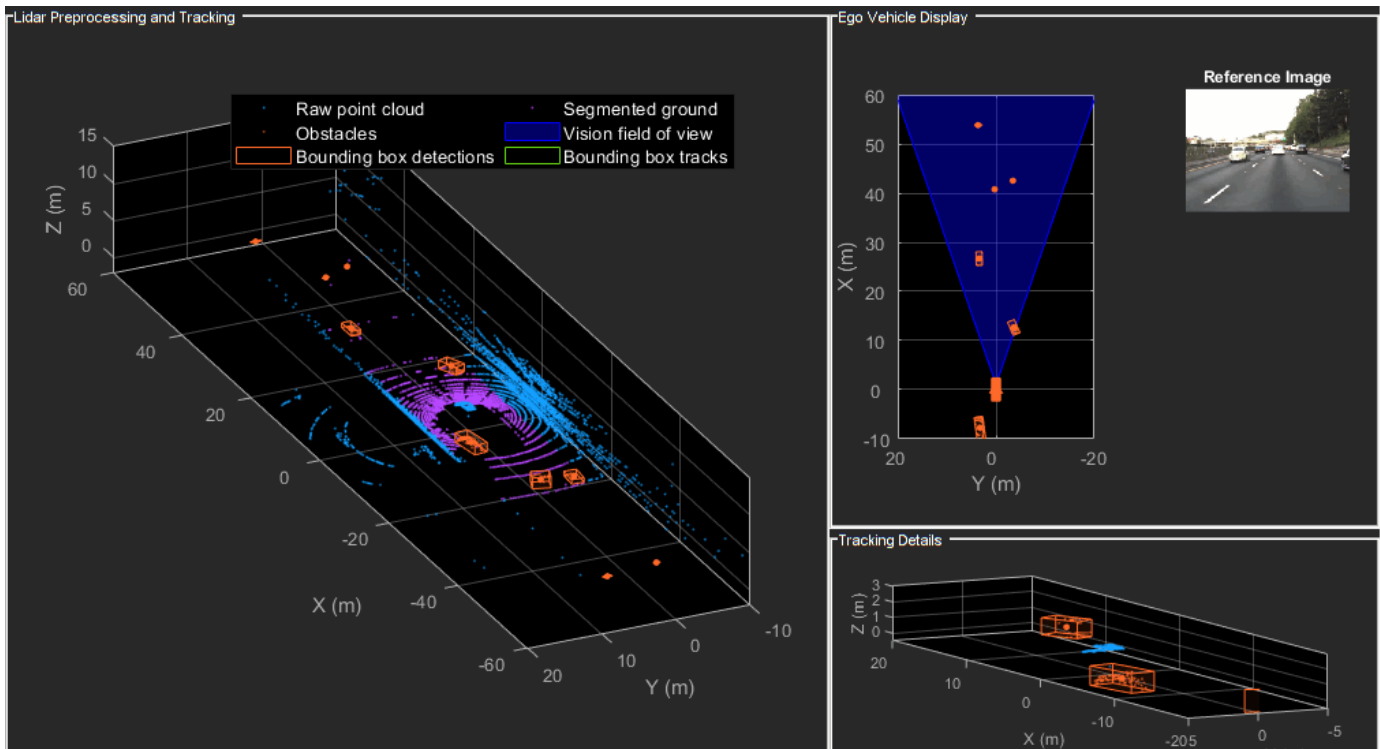
The second element Tracks is a bus object defined by trackBusTracks. This bus is automatically created by the tracker block by using the bus name specified as the prefix. Notice that the structure of the bus is similar to the objectTrack (Sensor Fusion and Tracking Toolbox) class.

Contents of 'Base Workspace' Filter contents

Name	Type	Complexity	Dimensions	Dimensions
> ≡ Detections				
> ≡ MeasurementParameters				
> ≡ ObjectAttributes				
> ≡ detectionBus				
> ≡ segmentationBus				
> ≡ trackBus				
▼ ≡ trackBusTracks				
— TrackID	uint32	real	[1 1]	Fixed
— BranchID	uint32	real	[1 1]	Fixed
— SourceIndex	uint32	real	[1 1]	Fixed
— UpdateTime	double	real	[1 1]	Fixed
— Age	uint32	real	[1 1]	Fixed
— State	double	real	[11 1]	Fixed
— StateCovariance	double	real	[11 11]	Fixed
— ObjectClassID	double	real	[1 1]	Fixed
— TrackLogic	Enum: trackLogicType	real	[1 1]	Fixed
— TrackLogicState	boolean	real	[1 10]	Fixed
— IsConfirmed	boolean	real	[1 1]	Fixed
— IsCoasted	boolean	real	[1 1]	Fixed
— IsSelfReported	boolean	real	[1 1]	Fixed
≡ ObjectAttributes	<b>Bus: ObjectAttributes</b>	real	[20 1]	Fixed

## Results

The detector and tracker algorithm is configured exactly as the “Track Vehicles Using Lidar: From Point Cloud to Track List” (Sensor Fusion and Tracking Toolbox) MATLAB example. After running the model, you can visualize the results on the figure. The animation below shows the results from time 0 to 4 seconds. The tracks are represented by green bounding boxes. The bounding box detections are represented by orange bounding boxes. The detections also have orange points inside them, representing the point cloud segmented as obstacles. The segmented ground is shown in purple. The cropped or discarded point cloud is shown in blue. Notice that the tracked objects are able to maintain their shape and kinematic center by positioning the detections onto visible portions of the vehicles. This illustrates the offset and shrinkage effect modeled in the measurement functions.



```
close_system('TrackVehiclesSimulinkExample');
```

## Summary

This example showed how to use a JPDA tracker with an IMM filter to track objects using a lidar sensor. You learned how a raw point cloud can be preprocessed to generate detections for conventional trackers, which assume one detection per object per sensor scan. You also learned how to use a cuboid model to describe the extended objects being tracked by the JPDA tracker.

## See Also

Joint Probabilistic Data Association Multi Object Tracker

## More About

- “Track Vehicles Using Lidar: From Point Cloud to Track List” on page 8-269
- “Detect, Classify, and Track Vehicles Using Lidar” (Lidar Toolbox)
- “Track-Level Fusion of Radar and Lidar Data in Simulink” on page 8-406

## Grid-Based Tracking in Urban Environments Using Multiple Lidars

This example shows how to track moving objects with multiple lidars using a grid-based tracker. A grid-based tracker enables early fusion of data from high-resolution sensors such as radars and lidars to create a global object list.

### Introduction

Most multi-object tracking approaches represent the environment as a set of discrete and unknown number of objects. The job of the tracker is to estimate the number of objects and their corresponding states, such as position, velocity, and dimensions, using the sensor measurements. With high-resolution sensors such as radar or lidar, the tracking algorithm can be configured using point-object trackers or extended object trackers.

### Point-Object Trackers

Point-object trackers assume that each object may give rise to at most one detection per sensor. Therefore, when using point-target trackers for tracking extended objects, features like bounding box detections are first extracted from the sensor measurements at the object-level. These object-level features then get fused with object-level hypothesis from the tracker. A poor object-level extraction algorithm at the sensor level (such as imperfect clustering) thus greatly impacts the performance of the tracker. For an example of this workflow, refer to “Track Vehicles Using Lidar: From Point Cloud to Track List” on page 8-269.

### Extended Object Trackers

On the other hand, extended object trackers process the detections without extracting object-level hypothesis at the sensor level. Extended object trackers associate sensor measurements directly with the object-level hypothesis maintained by tracker. To do this, a class of algorithms typically requires complex measurement models of the object extents specific to each sensor modality. For example, refer to “Extended Object Tracking with Lidar for Airport Ground Surveillance” (Sensor Fusion and Tracking Toolbox) and “Extended Object Tracking of Highway Vehicles with Radar and Camera” on page 8-329 to learn how to configure a multi-object PHD tracker for lidar and radar respectively.

A grid-based tracker can be considered as a type of extended object tracking algorithm which uses a dynamic occupancy grid map as an intermediate representation of the environment. In a dynamic occupancy grid map, the environment is discretized using a set of 2-D grid cells. The dynamic map represents the occupancy as well as kinematics of the space represented by a grid cell. Using the dynamic map estimate and further classification of cells as static and dynamic serves as a preprocessing step to filter out measurements from static objects and to reduce the computational complexity.

In this example, you use the `trackerGridRFS` (Sensor Fusion and Tracking Toolbox) System object™ to configure the grid-based tracker. This tracker uses the Random Finite Set (RFS) formulation with Dempster-Shafer approximation [1] to estimate the dynamic map. Further, it uses a nearest neighbor cell-to-track association [2] scheme to track dynamic objects in the scene. To initialize new tracks, the tracker uses the DBSCAN algorithm to cluster unassigned dynamic grid cells.

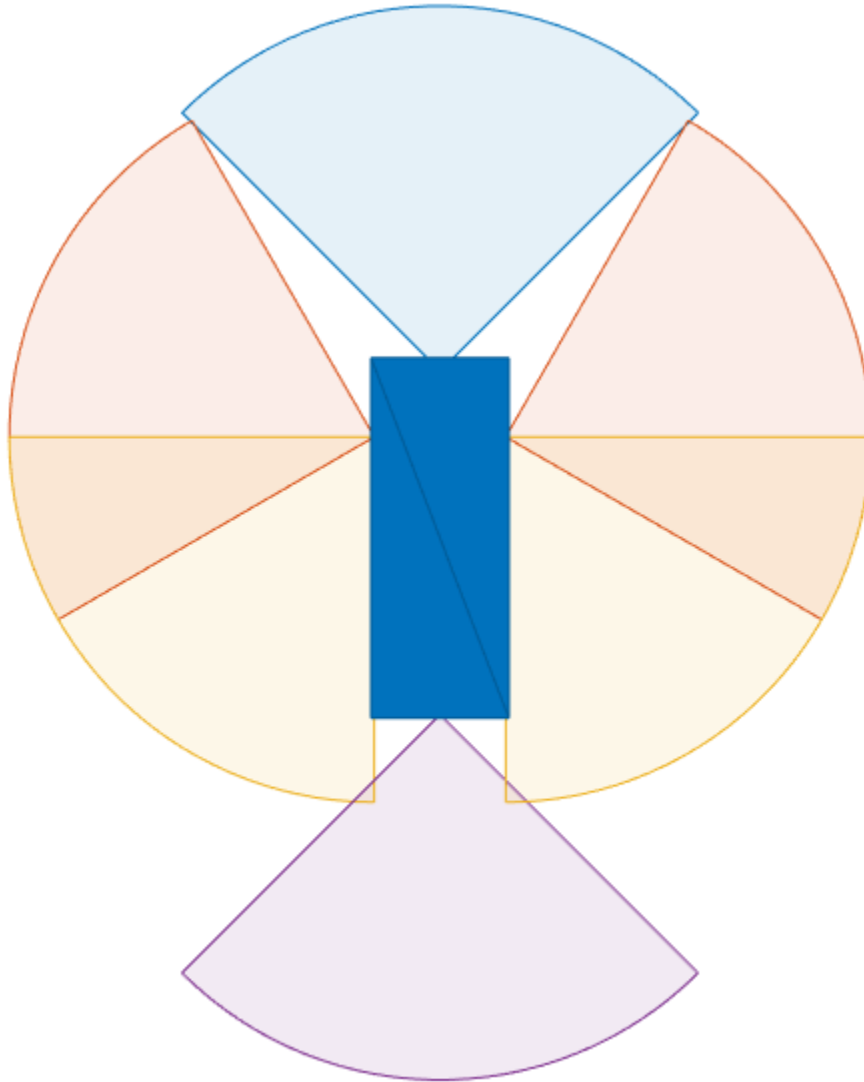
### Set Up Scenario and Lidar Sensor Models

The scenario used in this example was created using the Driving Scenario Designer app and was exported to a MATLAB® function. This MATLAB function was wrapped as a helper function



`helperCreateMultiLidarDrivingScenario`. The scenario represents an urban intersection scene and contains a variety of objects that include pedestrians, bicyclists, cars, and trucks.

The ego vehicle is equipped with 6 homogeneous lidars, each with a horizontal field of view of 90 degrees and a vertical field of view of 40 degrees. The lidars are simulated using the `lidarPointCloudGenerator` System object. Each lidar has 32 elevation channels and has a resolution of 0.16 degrees in azimuth. Under this configuration, each lidar sensor outputs approximately 18,000 points per scan. The configuration of each sensor is shown here.



```
% For reproducible results  
rng(2020);
```

```
% Create scenario  
[scenario, egoVehicle, lidars] = helperCreateMultiLidarDrivingScenario;
```

The scenario and the data from the different lidars can be visualized in the animation below. For brevity and to make the example easier to visualize, the lidar is configured to not return point cloud

from the ground by specifying the `HasRoadsInputPort` property as `false`. When using real data or if using simulated data from roads, the returns from ground and other environment must be removed using point cloud preprocessing. For more information, refer to the “Ground Plane and Obstacle Detection Using Lidar” on page 8-173 example.



### Set Up Grid-Based Tracker

You define a grid-based tracker using `trackerGridRFS` to track dynamic objects in the scene. The first step of defining the tracker is setting up sensor configurations as `trackingSensorConfiguration` objects. The sensor configurations allow you to specify the mounting of each sensor with respect to the tracking coordinate frame. The sensor configurations also allow you to specify the detection limits - field of view and maximum range - of each sensor. In this example, you use the properties of the simulated lidar sensors to define these properties.

The utility function `helperGetLidarConfig` on page 8-434 uses the simulated lidar sensor model and returns its respective configuration. In this example, the targets are tracked in the global or world coordinate system by using the simulated pose of the vehicle. This information is typically obtained via an inertial navigation system. As the sensors move in the scenario system, their configuration must be updated each time by specifying the configurations as an input to the tracker.

```
% Store configurations of all sensor
sensorConfigs = cell(numel(lidars),1);

% Fill in sensor configurations
for i = 1:numel(sensorConfigs)
    sensorConfigs{i} = helperGetLidarConfig(lidars{i},egoVehicle);
end
```

end

```
% Create tracker. You can define the properties before using the tracker.
tracker = trackerGridRFS(SensorConfigurations = sensorConfigs,...
    HasSensorConfigurationsInput = true);
```

The tracker uses a two-dimensional grid for the intermediate representation of the environment. The grid is defined by 3 attributes: its length, its width, and the resolution. The length and width describe the span of the grid in local X and local Y direction of the ego vehicle respectively. The resolution defines the number of cells per meter of the grid. In this example, you use a 120 m by 120 m grid with 2 cells per meter.

```
tracker.GridLength = 120; % meters
tracker.GridWidth = 120; % meters
tracker.GridResolution = 2; % 1/meters
```

In addition to defining the grid, you also define the relative position of the ego vehicle by specifying the origin of the grid (left corner) with respect to the origin of the ego vehicle. In this example, the ego vehicle is located at the center of the grid.

```
tracker.GridOriginInLocal = [-tracker.GridLength/2 -tracker.GridWidth/2];
```

The tracker uses particle-based methods to estimate the state of each grid cell and further classify them as dynamic or static. It uses a fixed number of persistent particles on the grid which defines the distribution of existing targets. It also uses a fixed number of particles to sample the distribution for newborn targets. These birth particles get sampled in different grid cells based on the probability of birth. Further, the velocity and other unknown states like turn-rate and acceleration (applicable when `MotionModel` of the tracker is not `constant-velocity`) of the particles is sampled uniformly using prior information supplied using prior limits. A resampling step assures that the number of particles on the grid remain constant.

```
tracker.NumParticles = 1e5; % Number of persistent particles
tracker.NumBirthParticles = 2e4; % Number of birth particles
tracker.VelocityLimits = [-15 15;-15 15]; % To sample velocity of birth particles (m/s)
tracker.BirthProbability = 0.025; % Probability of birth in each grid cell
tracker.ProcessNoise = 5*eye(2); % Process noise of particles for prediction as variance of [ax;
```

The tracker uses the Dempster-Shafer approach to define the occupancy of each cell. The dynamic grid estimates the belief mass for occupancy and free state of the grid. During prediction, the occupancy belief mass of the grid cell updates due to prediction of the particle distribution. The `DeathRate` controls the probability of survival ( $P_s$ ) of particles and results in a decay of occupancy belief mass during prediction. As the free belief mass is not linked to the particles, the free belief mass decays using a pre-specified, constant discount factor. This discount factor specifies the probability that free regions remain free during prediction.

```
tracker.DeathRate = 1e-3; % Per unit time. Translates to  $P_s = 0.9999$  for 10 Hz
tracker.FreeSpaceDiscountFactor = 1e-2; % Per unit time. Translates to a discount factor of 0.63
```

After estimation of state of each grid cell, the tracker classifies each grid cell as static or dynamic by using its estimated velocity and associated uncertainty. Further, the tracker uses dynamic cells to extract object-level hypothesis using the following technique:

Each dynamic grid cell is considered for assignment with existing tracks. A dynamic grid cell is assigned to its nearest track if the negative log-likelihood between a grid cell and a track falls below an assignment threshold. A dynamic grid cell outside the assignment threshold is considered unassigned. The tracker uses unassigned grid cells at each step to initiate new tracks. Because

multiple unassigned grid cells can belong to the same object track, a DBSCAN clustering algorithm is used to assist in this step. Because there are false positives while classifying the cells as static or dynamic, the tracker filters those false alarms in two ways. First, only unassigned cells which form clusters with more than a specified number of points (`MinNumPointsPerCluster`) can create new tracks. Second, each track is initialized as a tentative track first and is only confirmed if it is detected M out of N times.

```
tracker.AssignmentThreshold = 8; % Maximum distance or negative log-likelihood between cell and t
tracker.MinNumCellsPerCluster = 6; % Minimum number of grid cells per cluster for creating new t
tracker.ClusteringThreshold = 1; % Minimum Euclidean distance between two cells for clustering
tracker.ConfirmationThreshold = [3 4]; % Threshold to confirm tracks
tracker.DeletionThreshold = [4 4]; % Threshold to delete confirmed tracks
```

You can also accelerate simulation by performing the dynamic map estimation on GPU by specifying the `UseGPU` property of the tracker.

```
tracker.UseGPU = false;
```

### Visualization

The visualization used for this example is defined using a helper class, `helperGridTrackingDisplay`, attached with this example. The visualization contains three parts.

- **Ground truth - Front View:** This panel shows the front-view of the ground truth using a chase plot from the ego vehicle. To emphasize dynamic actors in the scene, the static objects are shown in gray.
- **Lidar Views:** These panels show the point cloud returns from each sensor.
- **Grid-based tracker:** This panel shows the grid-based tracker outputs. The tracks are shown as boxes, each annotated by their identity. The tracks are overlaid on the dynamic grid map. The colors of the dynamic grid cells are defined according to the color wheel, which represents the direction of motion in the scenario frame. The static grid cells are represented using a grayscale according to their occupancy. The degree of grayness denotes the probability of the space occupied by the grid cell as free. The positions of the tracks are shown in the ego vehicle coordinate system, while the velocity vector corresponds to the velocity of the track in the scenario frame.

```
display = helperGridTrackingDisplay;
```

### Run Scenario and Track Dynamic Objects

Next, run the scenario, simulate lidar sensor data from each lidar sensor, and process the data using the grid-based tracker.

```
% Initialize pointCloud outputs from each sensor
ptClouds = cell(numel(lidars),1);
sensorConfigs = cell(numel(lidars),1);

while advance(scenario)
    % Current simulation time
    time = scenario.SimulationTime;

    % Poses of objects with respect to ego vehicle
    tgtPoses = targetPoses(egoVehicle);

    % Simulate point cloud from each sensor
    for i = 1:numel(lidars)
```

```

[ptClouds{i}, isValidTime] = step(lidars{i},tgtPoses,time);
sensorConfigs{i} = helperGetLidarConfig(lidars{i},egoVehicle);
end

% Pack point clouds as sensor data format required by the tracker
sensorData = packAsSensorData(ptClouds,sensorConfigs,time);

% Call the tracker
tracks = tracker(sensorData,sensorConfigs,time);

% Update the display
display(scenario, egoVehicle, lidars, ptClouds, tracker, tracks);
drawnow;
end

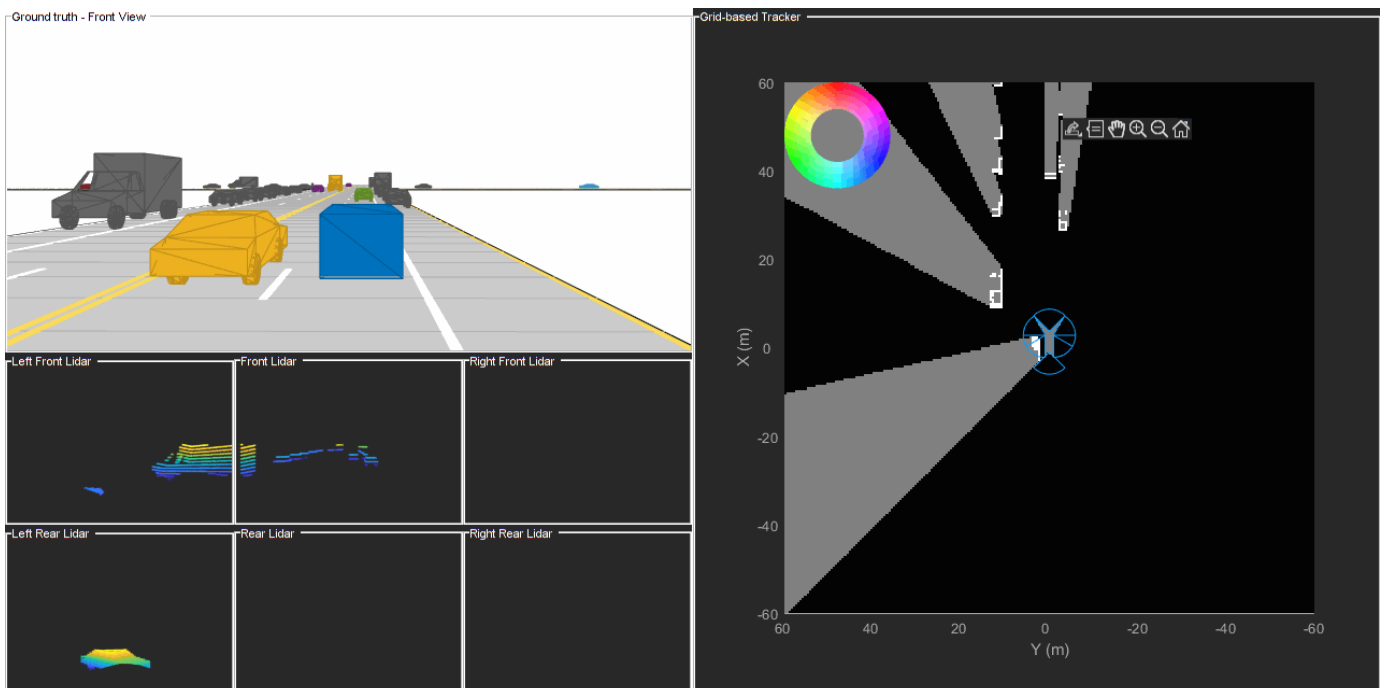
```

## Results

Next, analyze the performance of the tracker using the visualization used in this example.

The grid-based tracker uses the dynamic cells from the estimated grid map to extract object tracks. The animation below shows the results of the tracker in this scenario. The "Grid-based tracker" panel shows the estimated dynamic map as well as the estimated tracks of the objects. It also shows the configuration of the sensors mounted on the ego vehicle as blue circular sectors. Notice that the area encapsulated by these sensors is estimated as "gray" in the dynamic map, representing that this area is not observed by any of the sensors. This patch also serves as an indication of ego-vehicle's position on the dynamic grid.

Notice that the tracks are extracted only from the dynamic grid cells and hence the tracker is able to filter out static objects. Also notice that after a vehicle enters the grid region, its track establishment takes few time steps. This is due to two main reasons. First, there is an establishment delay in classification of the cell as dynamic. Second, the confirmation threshold for the object takes some steps to establish a track as a confirmed object.

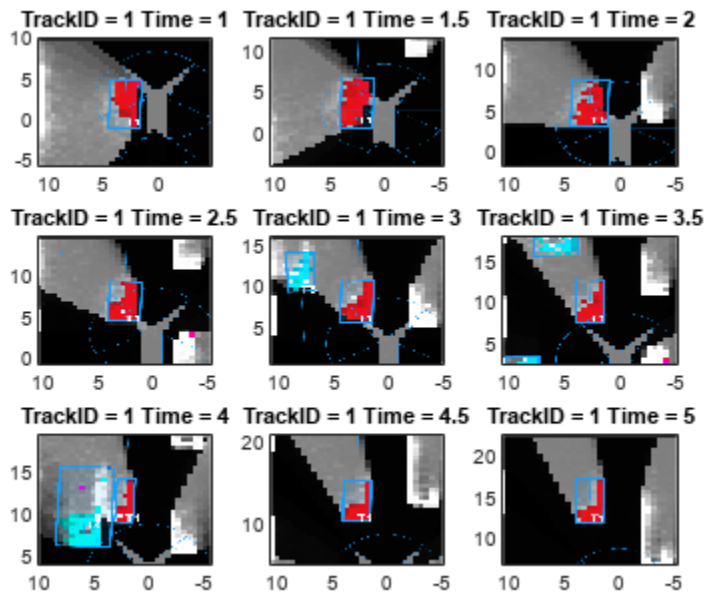


Next, you look at the history of a few tracks to understand how the state of a track gets affected by the estimation of the dynamic grid.

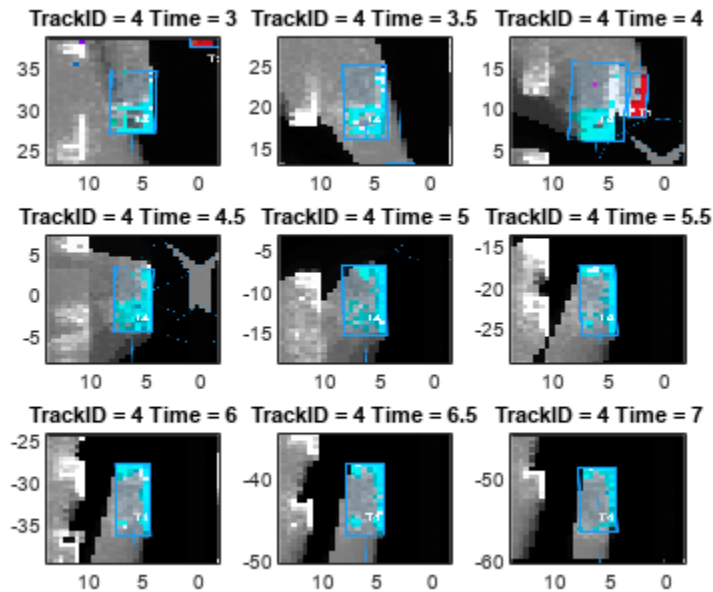
### Longitudinally Moving Tracks

The following snapshots show the history for the track denoted by T1. The T1 track represents the yellow car that passes the ego vehicle on the left during the first few seconds of the simulation. Notice that the grid cells occupied by this track are colored in red, indicating their motion in the positive X direction. The track obtains the track's velocity and heading information using the velocity distribution of the assigned grid cells. It also obtains its length, width, and orientation using the spatial distribution of the assigned grid cells. The default `TrackUpdateFcn` of the `trackerGridRFS` extracts new length, width, and orientation information from the spatial distribution of associated grid cells at every step. This effect can be seen in the snapshots below, where the length and width of the track adjusts according to the bounding box of the associated grid cells. An additional filtering scheme can be added using the predicted length, width, and orientation of the track by using a custom `TrackUpdateFcn`.

```
% Show snapshots for TrackID = 1. Also shows close tracks like T3 and T4
% representing car and truck moving in the opposite direction.
showSnapshots(display.GridView,1);
```



```
showSnapshots(display.GridView,4);
```



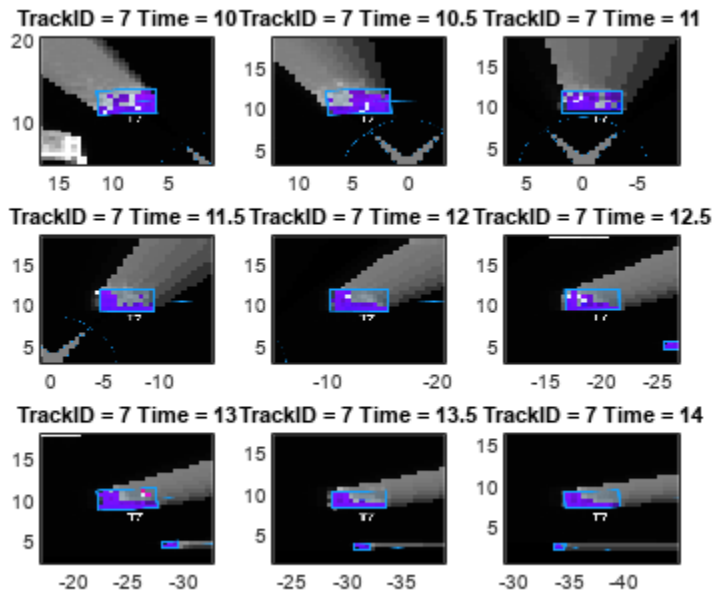
Next, take a closer look at the history of T4. The T4 track represents the truck moving in the opposite direction of the ego vehicle. Notice that the grid cells representing this track are colored in blue, representing the estimated motion direction of the grid cell. Also, notice that there are grid cells in the track that are misclassified by the tracker as static (white color). These misclassified grid cells often occur when sensors report previously occluded regions of an object, because the tracker has an establishment delay to classify these cells property.

Notice that at time = 4, when the truck and the vehicle came close to each other, the grid cells maintained their respective color, representing a stark difference between their estimated velocity directions. This also results in the correct data association between grid cells and predicted tracks of T1 and T4, which helps the tracker to resolve them as separate objects.

### Laterally Moving Tracks

The following snapshots represent the track denoted by T7. This track represents the vehicle moving in the lateral direction, when the ego vehicle stops at the intersection. Notice that the grid cells of this track are colored in purple, representing the direction of motion in negative Y direction. Similar to other tracks, the track maintains its length and width using the spatial distribution of the assigned grid cells.

```
showSnapshots(display.GridView,7);
```

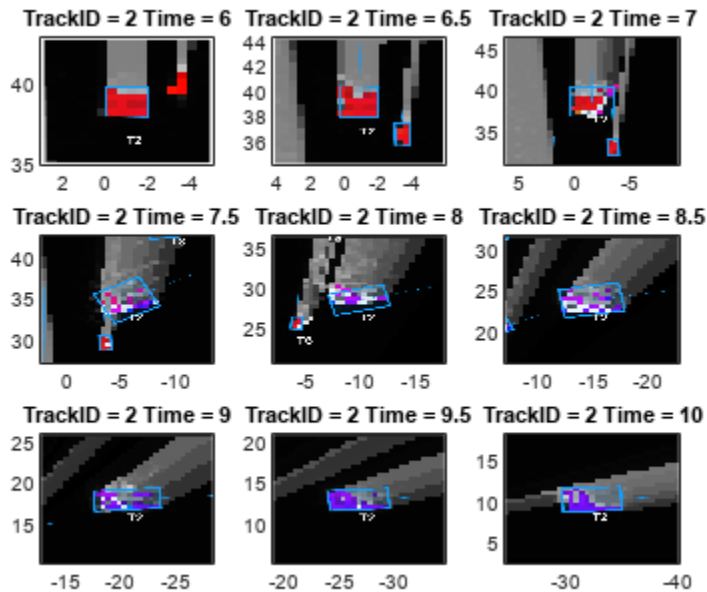


### Tracks Changing Direction

In this example, you used a "constant-velocity" model with the tracker. This motion model assumes that the targets move at a constant velocity, meaning constant speed and direction. However, in urban scenes, this assumption is usually not accurate. To compensate for the unknown acceleration of the objects, a process noise is specified on the tracker. The following snapshots show the history of track T2. This track represents the vehicle directly in front of the ego vehicle. Notice in the ground truth that this vehicle turns right at the intersection.

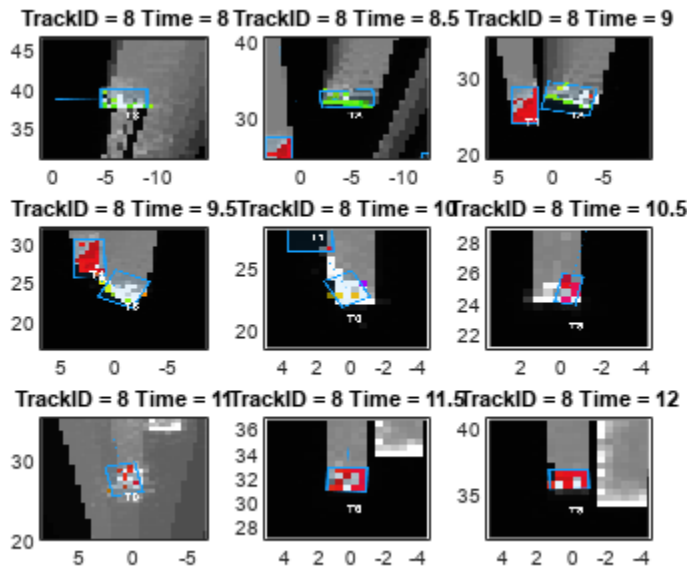
```
showSnapshots(display.GridView, 2);
```





Notice that the color of the grid cells associated with this track changes from red to purple. Also, the transition of colors results in a few misclassified cells, which can result in a poor estimate of length and width of the vehicle. The ability of the tracker to maintain the track on this vehicle is due to a coupled effect of three main reasons. First, the tracker allows to specify an assignment threshold. Even if the predicted track does not align with the dynamic grid cells, it can associate with them up to a certain threshold. Second, to create a new track from grid cells that remain outside the threshold requires meeting the minimum number of cells criteria. Third, the tracker has a deletion threshold, which allows a track to be coasted for a few steps before deleting it. If the classification of grid cells is very poor during the turn, the track can survive a few steps and can get re-associated with the grid cells. Note that misclassified grid cells are far more observable with Track T8, as shown below in its history. The T8 track represents the light blue car traveling in the positive Y direction before taking at right turn at the intersection. This vehicle was partially occluded before the turn and had another closely traveling vehicle while making the turn.

```
showSnapshots(display.GridView,8);
```



## Summary

In this example, you learned the basics of a grid-based tracker and how it can be used to track dynamic objects in a complex urban driving environment. You also learned how to configure the tracker to track an object using point clouds from multiple lidar sensors.

## Supporting Functions

```
function sensorData = packAsSensorData(ptCloud, configs, time)
%The lidar simulation returns output as pointCloud object. The Location
%property of the point cloud is used to extract x,y and z locations of
%returns and pack them as structure with information required by a tracker.

sensorData = struct(SensorIndex = {},...
    Time = {},...
    Measurement = {},...
    MeasurementParameters = {});

for i = 1:numel(ptCloud)
    % This sensor's cloud
    thisPtCloud = ptCloud{i};

    % Allows mapping between data and configurations without forcing an
    % ordered input and requiring configuration input for static sensors.
    sensorData(i).SensorIndex = configs{i}.SensorIndex;

    % Current time
    sensorData(i).Time = time;

    % Measurement as 3-by-N defining locations of points
    sensorData(i).Measurement = reshape(thisPtCloud.Location,[],3)';

    % Data is reported in sensor coordinate frame and hence measurement
```

```
% parameters are same as sensor transform parameters.
sensorData(i).MeasurementParameters = configs{i}.SensorTransformParameters;
sensorData(i).MeasurementParameters(1).Frame = fusionCoordinateFrameType(1);
end

end

function config = helperGetLidarConfig(lidar, egoVehicle)
platPose = struct(Position = egoVehicle.Position(:), Yaw = egoVehicle.Yaw, Pitch = ...
    egoVehicle.Pitch, Roll = egoVehicle.Roll, Velocity = egoVehicle.Velocity);
config = trackingSensorConfiguration(lidar,platPose, IsValidTime = true);
config.DetectionProbability = 0.95;
end
```

## References

- [1] Nuss, Dominik, et al. "A random finite set approach for dynamic occupancy grid maps with real-time application." *The International Journal of Robotics Research* 37.8 (2018): 841-866.
- [2] Steyer, Sascha, Georg Tanzmeister, and Dirk Wollherr. "Object tracking based on evidential dynamic occupancy grids in urban environments." *2017 IEEE Intelligent Vehicles Symposium (IV)*. IEEE, 2017.

## See Also

[lidarPointCloudGenerator](#) | [trackerGridRFS](#)

## More About

- "Track Vehicles Using Lidar: From Point Cloud to Track List" on page 8-269
- "Ground Plane and Obstacle Detection Using Lidar" on page 8-173
- "Extended Object Tracking of Highway Vehicles with Radar and Camera" on page 8-329
- "Extended Object Tracking With Radar For Marine Surveillance" (Sensor Fusion and Tracking Toolbox)
- "Extended Object Tracking with Lidar for Airport Ground Surveillance" (Sensor Fusion and Tracking Toolbox)

## Track Multiple Lane Boundaries with a Global Nearest Neighbor Tracker

This example shows how to design and test a multiple lane tracking algorithm. The algorithm is tested in a driving scenario with probabilistic lane detections.

### Introduction

An automated lane change maneuver (LCM) system enables the ego vehicle to automatically move from one lane to another lane. To successfully change lanes, the system requires localization of the ego vehicle with respect to stationary features, such as lane markings. A lane detection algorithm typically provides offset and curvature information about the current and adjacent lane boundaries. During the lane change, a discontinuity in the lateral offset is introduced into the lane detections, because the lateral offset is always with respect to the current lane in which the vehicle is traveling. The discontinuity and the jump in offset values may cause the LCM system to become unstable. One technique to compensate for this discontinuity issue is to use a multi-lane tracker.

### Detect Lanes in a Lane Change Scenario

You load a `drivingScenario` object, `scenario`, that contains an ego vehicle and its sensors from the `LaneTrackingScenario.mat` file. You use a `visionDetectionGenerator` object to detect lanes in the scenario.

```
load('LaneTrackingScenario.mat','scenario','egoVehicle','sensors');
laneDetector = sensors{1};
```

To visualize the scenario in a Driving Scenario Designer, use:

```
drivingScenarioDesigner(scenario)
```

In this scenario, the ego vehicle is driving along a curved road with multiple lanes. The ego vehicle is equipped with a lane detector that detects lane boundaries and reports two lane boundaries on each side of the ego vehicle. To pass a slower moving vehicle traveling in the ego lane, the ego vehicle changes lanes from its original lane to the one on its left. The measurement reported by the lane detector contains the offset, the heading, and the curvature of the lane.

The following block of code runs the scenario and display the results of the lane detections.

```
% Setup plotting area
egoCarBEP = createDisplay(scenario,egoVehicle);

% Setup data logs
timeHistory = 0:scenario.SampleTime:(scenario.StopTime-scenario.SampleTime);
laneDetectionOffsetHistory = NaN(5,length(timeHistory));
timeStep = 1;
restart(scenario)
running = true;
while running
    % Simulation time
    simTime = scenario.SimulationTime;

    % Get the ground truth lane boundaries in the ego vehicle frame
    groundTruthLanes = laneBoundaries(egoVehicle,'XDistance',0:5:70,'AllBoundaries',true);
    [egoBoundaries,egoBoundaryExist] = findEgoBoundaries(groundTruthLanes); %% ego lane and adja
```

```

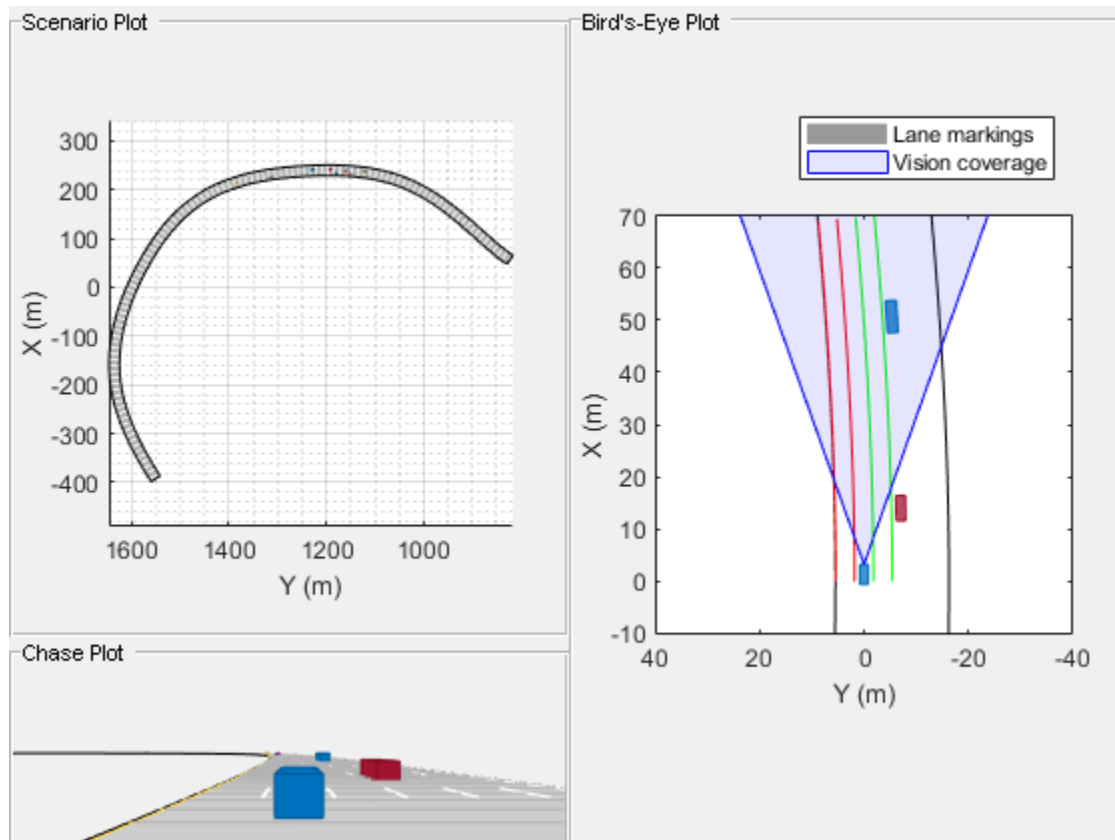
laneBoundaryDetections = laneDetector(egoBoundaries(egoBoundaryExist),simTime); %% ego lane a
laneObjectDetections = packLanesAsObjectDetections(laneBoundaryDetections); %% convert lane l

% Log lane detections
for laneIDX = 1:length(laneObjectDetections)
    laneDetectionOffsetHistory(laneIDX,timeStep) = laneObjectDetections{laneIDX}.Measurement
end

% Visualization road and lane ground truth in ego frame
updateDisplay(egoCarBEP,egoVehicle,egoBoundaries, laneDetector);

% Advance to the next step
timeStep = timeStep + 1;
running = advance(scenario);
end

```

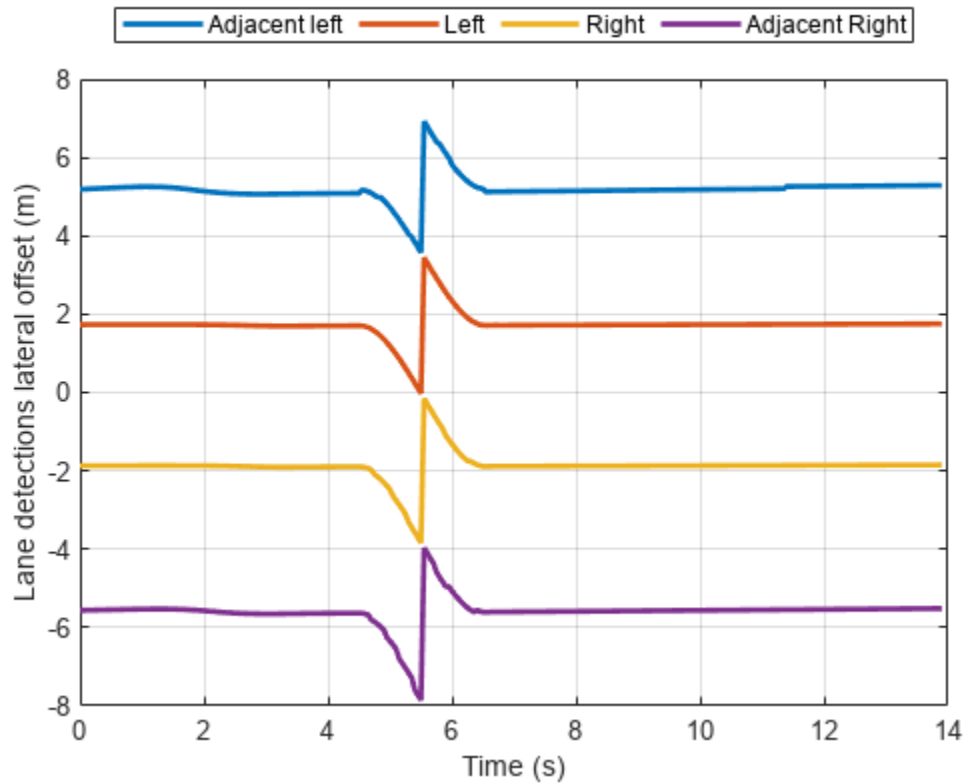


Since the lane detector always reports the two lane markings on each side of the ego vehicle, the lane change causes it to report discontinuous lane markings. You can observe it in the graph below.

```

f=figure;
plot(timeHistory, laneDetectionOffsetHistory(1:4,:), 'LineWidth', 2)
xlabel('Time (s)')
ylabel('Lane detections lateral offset (m)')
legend('Adjacent left', 'Left', 'Right', 'Adjacent Right', 'Orientation', 'horizontal', 'Location',
grid

```



```
p = snapnow;
```

```
close(f)
```

### Define a Multi-Lane Tracker and Track Lanes

Define a multi-lane tracker using the `trackerGNN` (Sensor Fusion and Tracking Toolbox) object. To delete undetected lane boundaries quickly, set the tracker to delete tracked lanes after three misses in three updates. Also set the maximum number of tracks to 10.

Use the `singer` (Sensor Fusion and Tracking Toolbox) acceleration model to model the way lane boundaries change over time. The Singer acceleration model enables you to model accelerations that decay with time, and you can set the decay rate using the decay constant `tau`. You use the `initSingerLane` on page 8-443 function modified from the `initsingerekf` (Sensor Fusion and Tracking Toolbox) function by setting the decay constant `tau` to 1, because the lane change maneuver time is relatively short. The function is attached at the end of the script. Note that the three dimensions defined for the Singer acceleration state are the offset, the heading, and the curvature of the lane boundary, which are the same as those reported in the lane detection.

```
laneTracker = trackerGNN('FilterInitializationFcn', @initSingerLane, 'DeletionThreshold', [3 3],
```

Rerun the scenario to track the lane boundaries.

```
laneTrackOffsetHistory = NaN(5,length(timeHistory));
timeStep = 1;
restart(scenario)
restart(egoVehicle);
```

```
reset(laneDetector);
running = true;
while running
    % Simulation time
    simTime = scenario.SimulationTime;

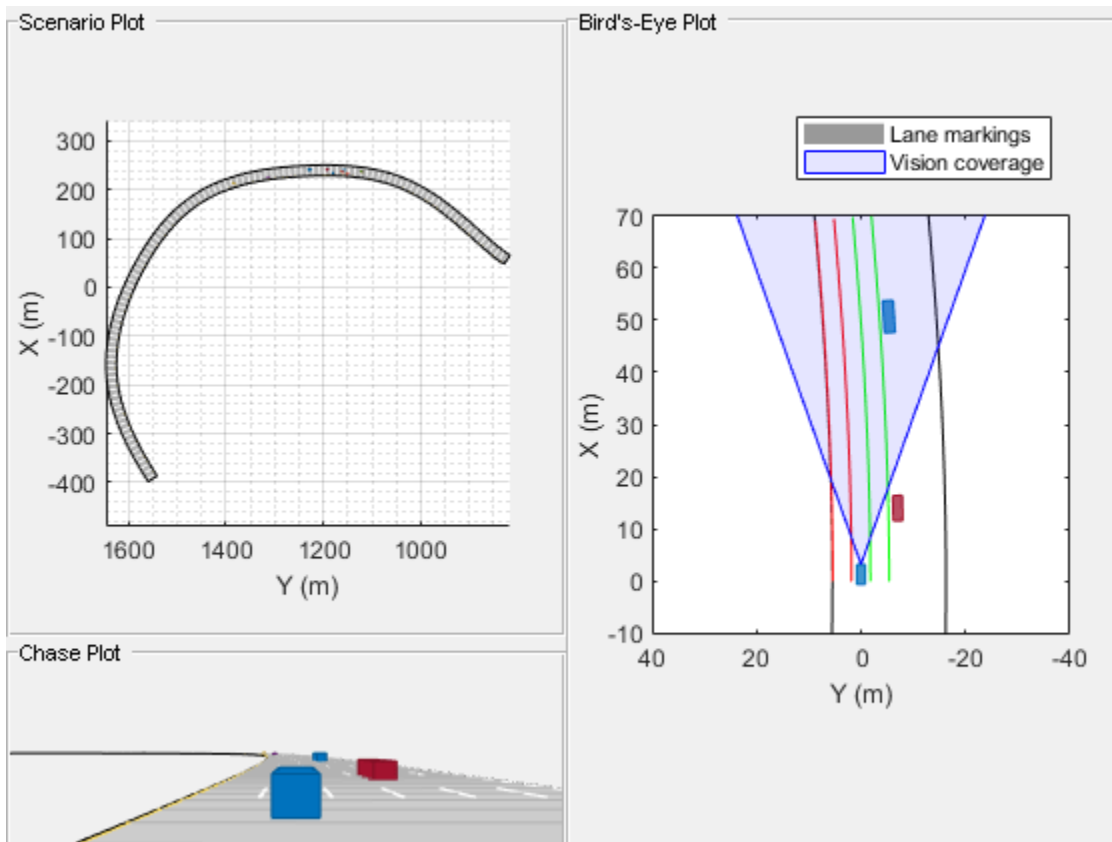
    % Get the ground truth lane boundaries in the ego vehicle frame
    groundTruthLanes = laneBoundaries(egoVehicle,'XDistance',0:5:70,'AllBoundaries',true);
    [egoBoundaries,egoBoundaryExist] = findEgoBoundaries(groundTruthLanes); %% ego lane and adjacent
    laneBoundaryDetections = laneDetector(egoBoundaries(egoBoundaryExist),simTime); %% ego lane and adjacent
    laneObjectDetections = packLanesAsObjectDetections(laneBoundaryDetections); %% convert lane boundaries to objects

    % Track the lanes
    laneTracks = laneTracker(laneObjectDetections,simTime);

    % Log data
    timeHistory(timeStep) = simTime;
    for laneIDX = 1:length(laneTracks)
        laneTrackOffsetHistory(laneTracks(laneIDX).TrackID,timeStep) = laneTracks(laneIDX).State;
    end

    % Visualization road and lane ground truth in ego frame
    updateDisplay(egoCarBEP,egoVehicle,egoBoundaries,laneDetector);

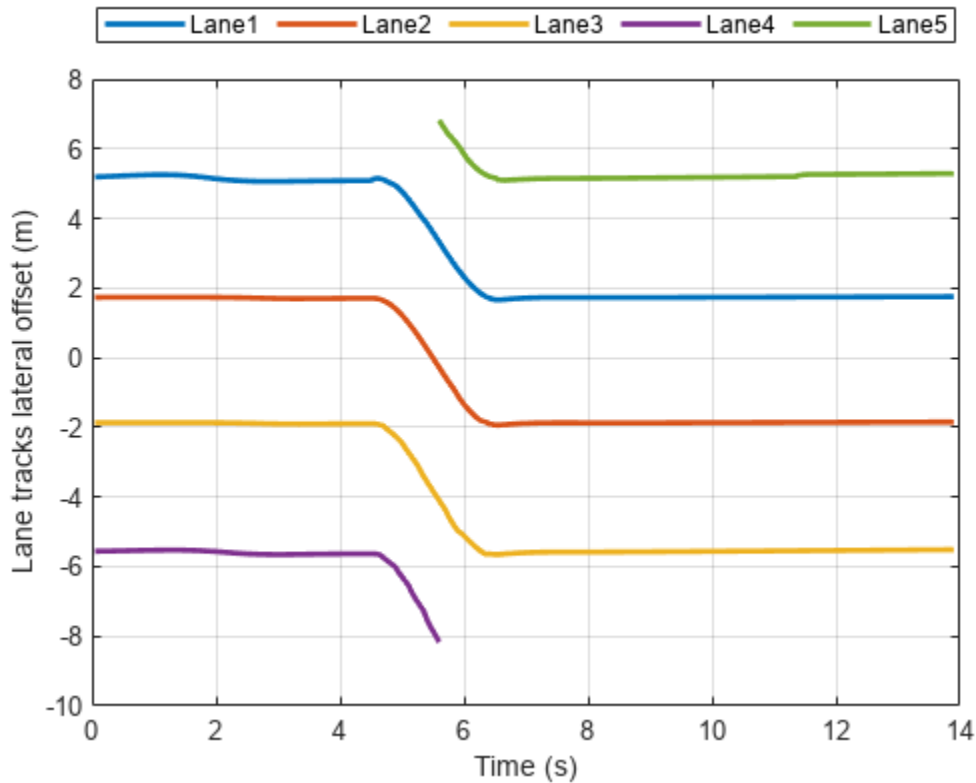
    % Advance to the next step
    timeStep = timeStep + 1;
    running = advance(scenario);
end
```



Plot the lateral offset of the tracked lane boundaries. Observe that the tracked lane boundaries are continuous and do not break when the ego vehicle performs the lane change maneuver.

```
figure
plot(timeHistory, laneTrackOffsetHistory(:, :), 'LineWidth', 2)
xlabel('Time (s)')
ylabel('Lane tracks lateral offset (m)')
legend('Lane1', 'Lane2', 'Lane3', 'Lane4', 'Lane5', 'Orientation', 'horizontal', 'Location', 'north')
grid
```





## Summary

In this example, you learned how to track multiple lanes. Without tracking the lanes, the lane detector reports discontinuous lane offsets relative to the ego vehicle when the ego vehicle changes lanes. The discontinuity in lane offsets can cause significant performance degradation of a closed-loop automated lane change system. You used a tracker to track the lanes and observed that the lane boundary offsets are continuous and can provide a stable input to the lane change system.

## Supporting functions

**createDisplay** Create the display for this example

```
function egoCarBEP = createDisplay(scenario,egoVehicle)
hFigure = figure;
hPanel1 = uipanel(hFigure,'Units','Normalized','Position',[0 1/4 1/2 3/4],'Title','Scenario Plot');
hPanel2 = uipanel(hFigure,'Units','Normalized','Position',[0 0 1/2 1/4],'Title','Chase Plot');
hPanel3 = uipanel(hFigure,'Units','Normalized','Position',[1/2 0 1/2 1],'Title','Bird's-Eye Plot');
hAxes1 = axes('Parent',hPanel1);
hAxes2 = axes('Parent',hPanel2);
hAxes3 = axes('Parent',hPanel3);
legend(hAxes3,'AutoUpdate','off')
scenario.plot('Parent',hAxes1) % plot is a method of drivingScenario Class
chasePlot(egoVehicle,'Parent',hAxes2); % chase plot following the egoVehicle
egoCarBEP = birdsEyePlot('Parent',hAxes3,'XLimits',[-10 70],'YLimits',[-40 40]);
% Set up plotting type
outlinePlotter(egoCarBEP,'Tag','Platforms');
laneBoundaryPlotter(egoCarBEP,'Tag','Roads');
```

```

laneBoundaryPlotter(egoCarBEP, 'Color', 'r', 'LineStyle', '-', 'Tag', 'Left1');
laneBoundaryPlotter(egoCarBEP, 'Color', 'g', 'LineStyle', '-', 'Tag', 'Right1');
laneBoundaryPlotter(egoCarBEP, 'Color', 'r', 'LineStyle', '-', 'Tag', 'Left2');
laneBoundaryPlotter(egoCarBEP, 'Color', 'g', 'LineStyle', '-', 'Tag', 'Right2');
laneMarkingPlotter(egoCarBEP, 'DisplayName', 'Lane markings', 'Tag', 'LaneMarkings');
coverageAreaPlotter(egoCarBEP, 'DisplayName', 'Vision coverage', 'FaceAlpha', 0.1, 'FaceColor', 'b', 'E
end

```

**updateDisplay** Update the display for this example

```

function updateDisplay(egoCarBEP, egoVehicle, LaneBdryIn, laneDetector)
[position, yaw, leng, width, originOffset, color] = targetOutlines(egoVehicle);
outlineplotter = findPlotter(egoCarBEP, 'Tag', 'Platforms');
plotOutline(outlineplotter, position, yaw, leng, width, ...
    'OriginOffset', originOffset, 'Color', color)
rbdry = egoVehicle.roadBoundaries;
roadPlotter = findPlotter(egoCarBEP, 'Tag', 'Roads');
plotLaneBoundary(roadPlotter, rbdry);
lbllPlotter = findPlotter(egoCarBEP, 'Tag', 'Left2');
plotLaneBoundary(lbllPlotter, {LaneBdryIn(1).Coordinates});
lblPlotter = findPlotter(egoCarBEP, 'Tag', 'Left1');
plotLaneBoundary(lblPlotter, {LaneBdryIn(2).Coordinates});
lbrPlotter = findPlotter(egoCarBEP, 'Tag', 'Right1');
plotLaneBoundary(lbrPlotter, {LaneBdryIn(3).Coordinates});
lbrPlotter = findPlotter(egoCarBEP, 'Tag', 'Right2');
plotLaneBoundary(lbrPlotter, {LaneBdryIn(4).Coordinates});
caPlotter = findPlotter(egoCarBEP, 'Tag', 'Vision');
plotCoverageArea(caPlotter, laneDetector.SensorLocation, laneDetector.MaxRange, laneDetector.Yaw
end

```

**findEgoBoundaries** Return the two nearest lane boundaries on each side of the ego vehicle

```

function [egoBoundaries, egoBoundaryExist] = findEgoBoundaries(groundTruthLanes)
%findEgoBoundaries Find the two adjacent lane boundaries on each side of the ego
% [egoBoundaries, egoBoundaryExist] = findEgoBoundaries(groundTruthLanes)
% egoBoundaries - A 4x1 struct of lane boundaries ordered as: adjacent
% left, left, right, and adjacent right
egoBoundaries = groundTruthLanes(1:4);
lateralOffsets = [groundTruthLanes.LateralOffset];
[sortedOffsets, inds] = sort(lateralOffsets);
egoBoundaryExist = [true; true; true; true];

% Left lane and left adjacent lane
idxLeft = find(sortedOffsets > 0, 2, 'first');
numLeft = length(idxLeft);
egoBoundaries(2) = groundTruthLanes(inds(idxLeft(1)));
if numLeft > 1
    egoBoundaries(1) = groundTruthLanes(inds(idxLeft(2)));
else % if left adjacent lane does not exist
    egoBoundaries(1) = egoBoundaries(2);
    egoBoundaryExist(1) = false;
end

% Right lane and right adjacent lane
idxRight = find(sortedOffsets < 0, 2, 'last');
numRight = length(idxRight);
egoBoundaries(3) = groundTruthLanes(inds(idxRight(end)));
if numRight > 1

```

```

    egoBoundaries(4) = groundTruthLanes(inds(idxRight(1)));
else % if right adjacent lane does not exist
    egoBoundaries(4) = egoBoundaries(3);
    egoBoundaryExist(4) = false;
end
end

```

**packLanesAsObjectDetections** Return lane boundary detections as a cell array of objectDetection objects

```

function laneObjectDetections = packLanesAsObjectDetections(laneBoundaryDetections)
%packLanesAsObjectDetections Packs lane detections as a cell array of objectDetection
laneStrengths = [laneBoundaryDetections.LaneBoundaries.Strength];
IdxValid = find(laneStrengths>0);
numLaneDetections = length(IdxValid);
meas = zeros(3,1);
measurementParameters = struct(...
    'Frame', 'rectangular', ...
    'OriginPosition', [0 0 0]', ...
    'Orientation', eye(3,3), ...
    'HasVelocity', false, ...
    'HasElevation', false);

detection = objectDetection(laneBoundaryDetections.Time,meas, ...
    'MeasurementNoise', eye(3,3)/10, ...
    'SensorIndex', laneBoundaryDetections.SensorIndex, ...
    'MeasurementParameters', measurementParameters);
laneObjectDetections = repmat({detection},numLaneDetections,1);
for i = 1:numLaneDetections
    meas = [laneBoundaryDetections.LaneBoundaries(IdxValid(i)).LateralOffset ...
        laneBoundaryDetections.LaneBoundaries(IdxValid(i)).HeadingAngle/180*pi ...
        laneBoundaryDetections.LaneBoundaries(IdxValid(i)).Curvature/180*pi];
    laneObjectDetections{i}.Measurement = meas;
end
end

```

**initSingerLane** Define the Singer motion model for the lane boundary filter

```

function filter = initSingerLane(detection)
filter = initsingerekf(detection);
tau = 1;
filter.StateTransitionFcn = @(state,dt)singer(state,dt,tau);
filter.StateTransitionJacobianFcn = @(state,dt)singerjac(state,dt,tau);
filter.ProcessNoise = singerProcessNoise(zeros(9,1),1,tau,1);
end

```

## See Also

visionDetectionGenerator | drivingScenario | trackerGNN | singer

## More About

- “Multiple Object Tracking Tutorial” on page 8-256

## Generate Code for a Track Fuser with Heterogeneous Source Tracks

This example shows how to generate code for a track-level fusion algorithm in a scenario where the tracks originate from heterogeneous sources with different state definitions. This example is based on the “Track-Level Fusion of Radar and Lidar Data” (Sensor Fusion and Tracking Toolbox) example, in which the state spaces of the tracks generated from lidar and radar sources are different.

### Define a Track Fuser for Code Generation

You can generate code for a `trackFuser` (Sensor Fusion and Tracking Toolbox) using MATLAB® Coder™. To do so, you must modify your code to comply with the following limitations:

### Code Generation Entry Function

Follow the instructions on how to use “System Objects in MATLAB Code Generation” (MATLAB Coder). For code generation, you must first define an entry-level function, in which the object is defined. Also, the function cannot use arrays of objects as inputs or outputs. In this example, you define the entry-level function as the `heterogeneousInputsFuser` function. The function must be on the path when you generate code for it. Therefore, it cannot be part of this live script and is attached in this example. The function accepts local tracks and current time as input and outputs central tracks.

To preserve the state of the fuser between calls to the function, you define the fuser as a persistent variable. On the first call, you must define the fuser variable because it is empty. The rest of the following code steps the `trackFuser` and returns the fused tracks.

```
function tracks = heterogeneousInputsFuser(localTracks,time)
%#codegen

persistent fuser
if isempty(fuser)
    % Define the radar source configuration
    radarConfig = fuserSourceConfiguration('SourceIndex',1,...
        'IsInitializingCentralTracks',true,...
        'CentralToLocalTransformFcn',@central2local,...
        'LocalToCentralTransformFcn',@local2central);

    % Define the lidar source configuration
    lidarConfig = fuserSourceConfiguration('SourceIndex',2,...
        'IsInitializingCentralTracks',true,...
        'CentralToLocalTransformFcn',@central2local,...
        'LocalToCentralTransformFcn',@local2central);

    % Create a trackFuser object
    fuser = trackFuser(...
        'MaxNumSources', 2, ...
        'SourceConfigurations',{radarConfig;lidarConfig},...
        'StateTransitionFcn',@helperpctcuboid,...
        'StateTransitionJacobianFcn',@helperpctcuboidjac,...
        'ProcessNoise',diag([1 3 1]),...
        'HasAdditiveProcessNoise',false,...
        'AssignmentThreshold',[250 inf],...
        'ConfirmationThreshold',[3 5],...
    );
end

tracks = fuser(localTracks,time);
```

```

        'DeletionThreshold',[5 5],...
        'StateFusion','Custom',...
        'CustomStateFusionFcn',@helperRadarLidarFusionFcn);
end

tracks = fuser(localTracks, time);
end

```

### Homogeneous Source Configurations

In this example, you define the radar and lidar source configurations differently than in the original “Track-Level Fusion of Radar and Lidar Data” (Sensor Fusion and Tracking Toolbox) example. In the original example, the `CentralToLocalTransformFcn` and `LocalToCentralTransformFcn` properties of the two source configurations are different because they use different function handles. This makes the source configurations a heterogeneous cell array. Such a definition is correct and valid when executing in MATLAB. However, in code generation, all source configurations must use the same function handles. To avoid the different function handles, you define one function to transform tracks from central (fuser) definition to local (source) definition and one function to transform from local to central. Each of these functions switches between the transform functions defined for the individual sources in the original example. Both functions are part of the `heterogeneousInputsFuser` function.

Here is the code for the `local2central` function, which uses the `SourceIndex` property to determine the correct function to use. Since the two types of local tracks transform to the same definition of central track, there is no need to predefine the central track.

```

function centralTrack = local2central(localTrack)
switch localTrack.SourceIndex
    case 1 % radar
        centralTrack = radar2central(localTrack);
    otherwise % lidar
        centralTrack = lidar2central(localTrack);
end
end

```

The function `central2local` transforms the central track into a radar track if `SourceIndex` is 1 or into a lidar track if `SourceIndex` is 2. Since the two tracks have a different definition of `State`, `StateCovariance`, and `TrackLogicState`, you must first predefine the output. Here is the code snippet for the function:

```

function localTrack = central2local(centralTrack)
state = 0;
stateCov = 1;
coder.varsize('state', [10, 1], [1 0]);
coder.varsize('stateCov', [10 10], [1 1]);
localTrack = objectTrack('State', state, 'StateCovariance', stateCov);

switch centralTrack.SourceIndex
    case 1
        localTrack = central2radar(centralTrack);
    case 2
        localTrack = central2lidar(centralTrack);
    otherwise
        % This branch is never reached but is necessary to force code
        % generation to use the predefined localTrack.
end
end

```

The functions `radar2central` and `central2radar` are the same as in the original example but moved from the live script to the `heterogeneousInputsFuser` function. You also add the `lidar2central` and `central2lidar` functions to the `heterogeneousInputsFuser` function. These two functions convert from the track definition that the fuser uses to the lidar track definition.

### Run the Example in MATLAB

Before generating code, make sure that the example still runs after all the changes made to the fuser. The file `lidarRadarData.mat` contains the same scenario as in the original example. It also contains a set of radar and lidar tracks recorded at each step of that example. You also use a similar display to visualize the example and define the same `trackGOSPAMetric` objects to evaluate the tracking performance.

```
% Load the scenario and recorded local tracks
load('lidarRadarData.mat','scenario','localTracksCollection')
display = helperTrackFusionCodegenDisplay('FollowActorID',3);
showLegend(display,scenario);

% Radar GOSPA
gospaRadar = trackGOSPAMetric('Distance','custom',...
    'DistanceFcn',@helperRadarDistance,...
    'CutoffDistance',25);

% Lidar GOSPA
gospaLidar = trackGOSPAMetric('Distance','custom',...
    'DistanceFcn',@helperLidarDistance,...
    'CutoffDistance',25);

% Central/Fused GOSPA
gospaCentral = trackGOSPAMetric('Distance','custom',...
    'DistanceFcn',@helperLidarDistance,... % State space is same as lidar
    'CutoffDistance',25);

gospa = zeros(3,0);
missedTargets = zeros(3,0);
falseTracks = zeros(3,0);
% Ground truth for metrics. This variable updates every time step
% automatically, because it is a handle to the actors.
groundTruth = scenario.Operators(2:end);

fuserStepped = false;
fusedTracks = objectTrack.empty;
idx = 1;
clear heterogeneousInputsFuser
while advance(scenario)
    time = scenario.SimulationTime;
    localTracks = localTracksCollection{idx};

    if ~isempty(localTracks) || fuserStepped
        fusedTracks = heterogeneousInputsFuser(localTracks,time);
        fuserStepped = true;
    end

    radarTracks = localTracks([localTracks.SourceIndex]==1);
    lidarTracks = localTracks([localTracks.SourceIndex]==2);
```

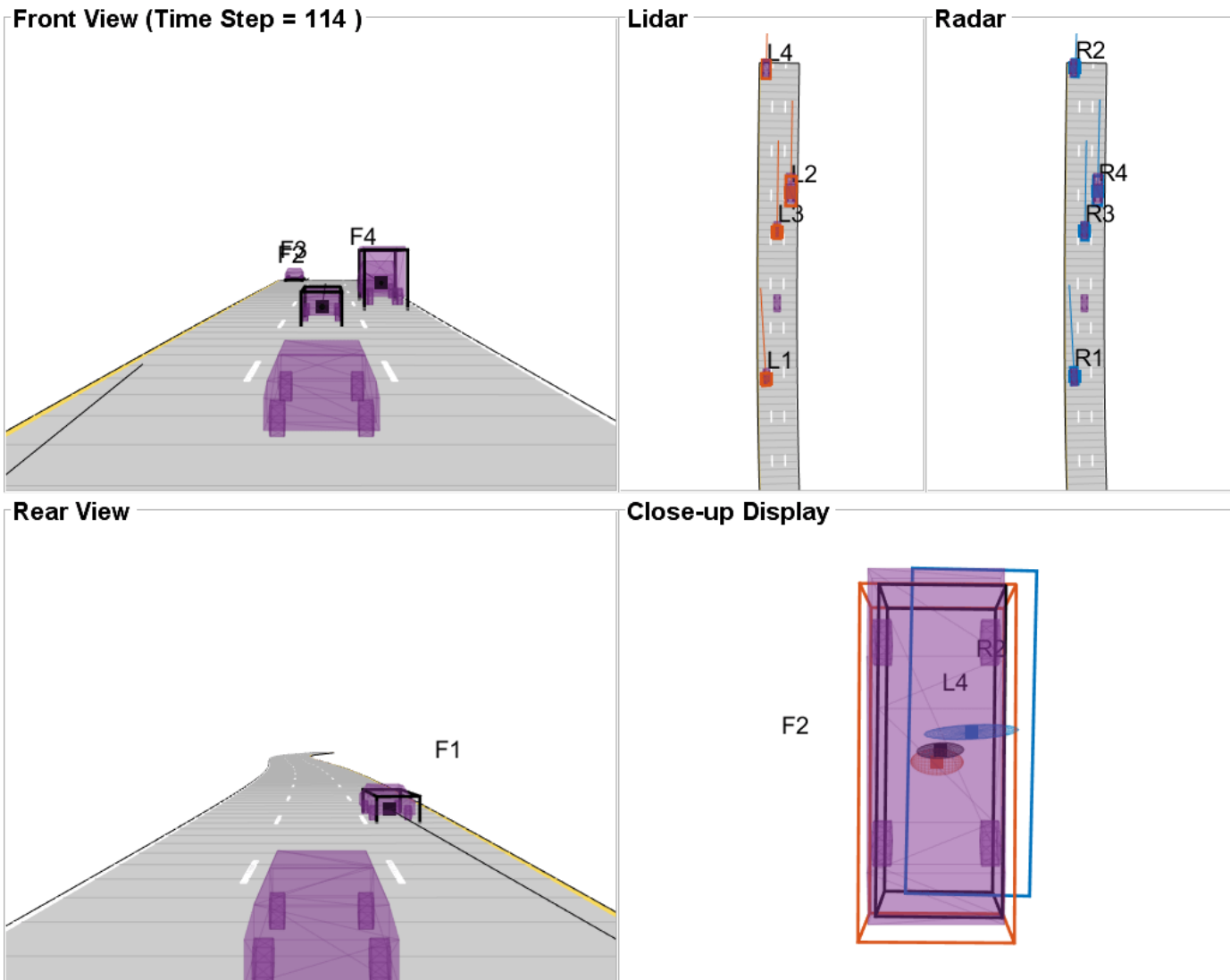
```

% Capture GOSPA and its components for all trackers
[gospa(1,idx),~,~,~,missedTargets(1,idx),falseTracks(1,idx)] = gospaRadar(radarTracks, groundTruthTracks, idx);
[gospa(2,idx),~,~,~,missedTargets(2,idx),falseTracks(2,idx)] = gospaLidar(lidarTracks, groundTruthTracks, idx);
[gospa(3,idx),~,~,~,missedTargets(3,idx),falseTracks(3,idx)] = gospaCentral(fusedTracks, groundTruthTracks, idx);

% Update the display
display(scenario,[],[], radarTracks,...
    [],[],[],[], lidarTracks, fusedTracks);

idx = idx + 1;
end

```



### Generate Code for the Track Fuser

To generate code, you must define the input types for both the radar and lidar tracks and the timestamp. In both the original script and in the previous section, the radar and lidar tracks are defined as arrays of `objectTrack` (Sensor Fusion and Tracking Toolbox) objects. In code generation, the entry-level function cannot use an array of objects. Instead, you define an array of structures.

You use the struct `oneLocalTrack` to define the inputs coming from radar and lidar tracks. In code generation, the specific data types of each field in the struct must be defined exactly the same as the types defined for the corresponding properties in the recorded tracks. Furthermore, the size of each field must be defined correctly. You use the `coder.typeof` (MATLAB Coder) function to specify fields that have variable size: `State`, `StateCovariance`, and `TrackLogicState`. You define the `localTracks` input using the `oneLocalTrack` struct and the `coder.typeof` function, because the number of input tracks varies from zero to eight in each step. You use the function `codegen` (MATLAB Coder) to generate the code.

Notes:

- 1 If the input tracks use different types for the `State` and `StateCovariance` properties, you must decide which type to use, double or single. In this example, all tracks use double precision and there is no need for this step.
- 2 If the input tracks use different definitions of `StateParameters`, you must first create a superset of all `StateParameters` and use that superset in the `StateParameters` field. A similar process must be done for the `ObjectAttributes` field. In this example, all tracks use the same definition of `StateParameters` and `ObjectAttributes`.

`% Define the inputs to fuserHeterogeneousInputs for code generation`

```
oneLocalTrack = struct(...
    'TrackID', uint32(0), ...
    'BranchID', uint32(0), ...
    'SourceIndex', uint32(0), ...
    'UpdateTime', double(0), ...
    'Age', uint32(0), ...
    'State', coder.typeof(1, [10 1], [1 0]), ...
    'StateCovariance', coder.typeof(1, [10 10], [1 1]), ...
    'StateParameters', struct, ...
    'ObjectClassID', double(0), ...
    'ObjectClassProbabilities', double(1),...
    'TrackLogic', 'History', ...
    'TrackLogicState', coder.typeof(false, [1 10], [0 1]), ...
    'IsConfirmed', false, ...
    'IsCoasted', false, ...
    'IsSelfReported', false, ...
    'ObjectAttributes', struct);
```

```
localTracks = coder.typeof(oneLocalTrack, [8 1], [1 0]);
fuserInputArguments = {localTracks, time};
```

```
codegen heterogeneousInputsFuser -args fuserInputArguments;
```

Code generation successful.

### Run the Example with the Generated Code

You run the generated code like you ran the MATLAB code, but first you must reinitialize the scenario, the GOSPA objects, and the display.

You use the `toStruct` (Sensor Fusion and Tracking Toolbox) object function to convert the input tracks to arrays of structures.

Notes:



- 1 If the input tracks use different data types for the `State` and `StateCovariance` properties, make sure to cast the `State` and `StateCovariance` of all the tracks to the data type you chose when you defined the `oneLocalTrack` structure above.
- 2 If the input tracks required a superset structure for the fields `StateParameters` or `ObjectAttributes`, make sure to populate these structures correctly before calling the mex file.

You use the `gospaCG` variable to keep the GOSPA metrics for this run so that you can compare them to the GOSPA values from the MATLAB run.

```
% Rerun the scenario with the generated code
fuserStepped = false;
fusedTracks = objectTrack.empty;
gospaCG = zeros(3,0);
missedTargetsCG = zeros(3,0);
falseTracksCG = zeros(3,0);

idx = 1;
clear heterogeneousInputsFuser_mex
reset(display);
reset(gospaRadar);
reset(gospaLidar);
reset(gospaCentral);
restart(scenario);
while advance(scenario)
    time = scenario.SimulationTime;
    localTracks = localTracksCollection{idx};

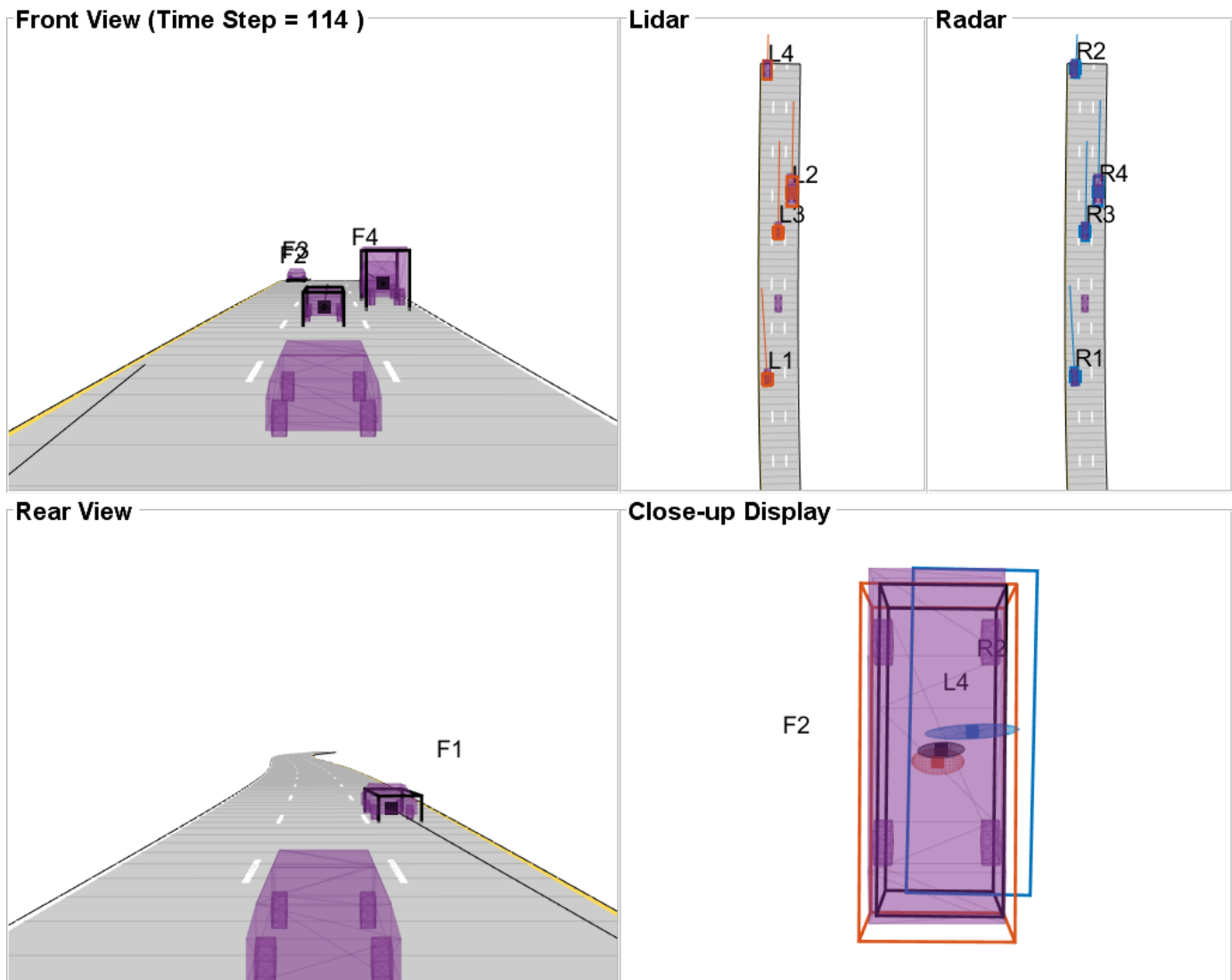
    if ~isempty(localTracks) || fuserStepped
        fusedTracks = heterogeneousInputsFuser_mex(toStruct(localTracks),time);
        fuserStepped = true;
    end

    radarTracks = localTracks([localTracks.SourceIndex]==1);
    lidarTracks = localTracks([localTracks.SourceIndex]==2);

    % Capture GOSPA and its components for all trackers
    [gospaCG(1,idx),~,~,~,missedTargetsCG(1,idx),falseTracksCG(1,idx)] = gospaRadar(radarTracks,
    [gospaCG(2,idx),~,~,~,missedTargetsCG(2,idx),falseTracksCG(2,idx)] = gospaLidar(lidarTracks,
    [gospaCG(3,idx),~,~,~,missedTargetsCG(3,idx),falseTracksCG(3,idx)] = gospaCentral(fusedTracks);

    % Update the display
    display(scenario,[],[], radarTracks,...
        [],[],[],[], lidarTracks, fusedTracks);

    idx = idx + 1;
end
```



At the end of the run, you want to verify that the generated code provided the same results as the MATLAB code. Using the GOSPA metrics you collected in both runs, you can compare the results at the high level. Due to numerical roundoffs, there may be small differences in the results of the generated code relative to the MATLAB code. To compare the results, you use the absolute differences between GOSPA values and check if they are all smaller than  $1e-10$ . The results show that the differences are very small.

```
% Compare the GOSPA values from MATLAB run and generated code
areGOSPAValuesEqual = all(abs(gospa-gospaCG)<1e-10,'all');
disp("Are GOSPA values equal up to the 10th decimal (true/false)? " + string(areGOSPAValuesEqual));

Are GOSPA values equal up to the 10th decimal (true/false)? true
```

### Summary

In this example, you learned how to generate code for a track-level fusion algorithm when the input tracks are heterogeneous. You learned how to define the `trackFuser` and its

SourceConfigurations property to support heterogeneous sources. You also learned how to define the input in compilation time and how to pass it to the mex file in runtime.

## Supporting Functions

The following functions are used by the GOSPA metric.

### helperLidarDistance

Function to calculate a normalized distance between the estimate of a track in radar state-space and the assigned ground truth.

```
function dist = helperLidarDistance(track, truth)

% Calculate the actual values of the states estimated by the tracker

% Center is different than origin and the trackers estimate the center
rOriginToCenter = -truth.OriginOffset(:) + [0;0;truth.Height/2];
rot = quaternion([truth.Yaw truth.Pitch truth.Roll], 'eulerd', 'ZYX', 'frame');
actPos = truth.Position(:) + rotatepoint(rot, rOriginToCenter)';

% Actual speed and z-rate
actVel = [norm(truth.Velocity(1:2)); truth.Velocity(3)];

% Actual yaw
actYaw = truth.Yaw;

% Actual dimensions.
actDim = [truth.Length; truth.Width; truth.Height];

% Actual yaw rate
actYawRate = truth.AngularVelocity(3);

% Calculate error in each estimate weighted by the "requirements" of the
% system. The distance specified using Mahalanobis distance in each aspect
% of the estimate, where covariance is defined by the "requirements". This
% helps to avoid skewed distances when tracks under/over report their
% uncertainty because of inaccuracies in state/measurement models.

% Positional error.
estPos = track.State([1 2 6]);
reqPosCov = 0.1*eye(3);
e = estPos - actPos;
d1 = sqrt(e'/reqPosCov*e);

% Velocity error
estVel = track.State([3 7]);
reqVelCov = 5*eye(2);
e = estVel - actVel;
d2 = sqrt(e'/reqVelCov*e);

% Yaw error
estYaw = track.State(4);
reqYawCov = 5;
e = estYaw - actYaw;
d3 = sqrt(e'/reqYawCov*e);

% Yaw-rate error
```

```

estYawRate = track.State(5);
reqYawRateCov = 1;
e = estYawRate - actYawRate;
d4 = sqrt(e'/reqYawRateCov*e);

% Dimension error
estDim = track.State([8 9 10]);
reqDimCov = eye(3);
e = estDim - actDim;
d5 = sqrt(e'/reqDimCov*e);

% Total distance
dist = d1 + d2 + d3 + d4 + d5;
end

```

### helperRadarDistance

Function to calculate a normalized distance between the estimate of a track in radar state-space and the assigned ground truth.

```

function dist = helperRadarDistance(track, truth)
% Calculate the actual values of the states estimated by the tracker

% Center is different than origin and the trackers estimate the center
rOriginToCenter = -truth.OriginOffset(:) + [0;0;truth.Height/2];
rot = quaternion([truth.Yaw truth.Pitch truth.Roll], 'eulerd', 'ZYX', 'frame');
actPos = truth.Position(:) + rotatepoint(rot, rOriginToCenter)';
actPos = actPos(1:2); % Only 2-D

% Actual speed
actVel = norm(truth.Velocity(1:2));

% Actual yaw
actYaw = truth.Yaw;

% Actual dimensions. Only 2-D for radar
actDim = [truth.Length; truth.Width];

% Actual yaw rate
actYawRate = truth.AngularVelocity(3);

% Calculate error in each estimate weighted by the "requirements" of the
% system. The distance specified using Mahalanobis distance in each aspect
% of the estimate, where covariance is defined by the "requirements". This
% helps to avoid skewed distances when tracks under/over report their
% uncertainty because of inaccuracies in state/measurement models.

% Positional error
estPos = track.State([1 2]);
reqPosCov = 0.1*eye(2);
e = estPos - actPos;
d1 = sqrt(e'/reqPosCov*e);

% Speed error
estVel = track.State(3);
reqVelCov = 5;
e = estVel - actVel;

```

```
d2 = sqrt(e'/reqVelCov*e);

% Yaw error
estYaw = track.State(4);
reqYawCov = 5;
e = estYaw - actYaw;
d3 = sqrt(e'/reqYawCov*e);

% Yaw-rate error
estYawRate = track.State(5);
reqYawRateCov = 1;
e = estYawRate - actYawRate;
d4 = sqrt(e'/reqYawRateCov*e);

% Dimension error
estDim = track.State([6 7]);
reqDimCov = eye(2);
e = estDim - actDim;
d5 = sqrt(e'/reqDimCov*e);

% Total distance
dist = d1 + d2 + d3 + d4 + d5;

% A constant penalty for not measuring 3-D state
dist = dist + 3;
end
```

## See Also

trackFuser

## More About

- “Track-to-Track Fusion for Automotive Safety Applications” on page 8-349
- “Code Generation for Tracking and Sensor Fusion” on page 8-212

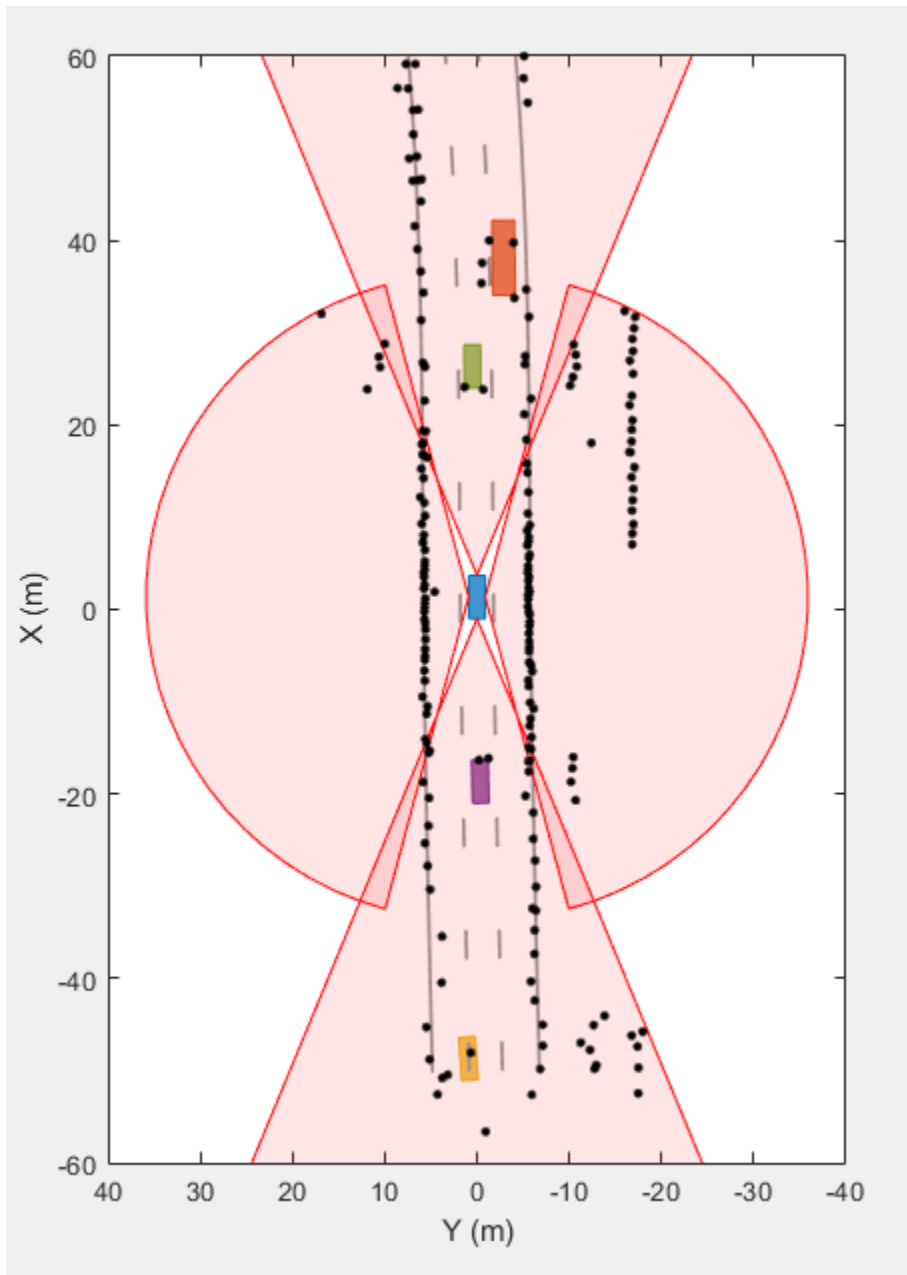
## Highway Vehicle Tracking with Multipath Radar Reflections

This example shows the challenges associated with tracking vehicles on a highway in the presence of multipath radar reflections. It also shows a ghost filtering approach used with an extended object tracker to simultaneously filter ghost detections and track objects.

### Introduction

Automotive radar sensors are robust against adverse environment conditions encountered during driving, such as fog, snow, rain, and strong sunlight. Automotive radar sensors have this advantage because they operate at substantially large wavelengths compared to visible-wavelength sensors, such as lidar and camera. As a side effect of using large wavelengths, surfaces around the radar sensor act like mirrors and produce undesired detections due to multipath propagation. These detections are often referred to as *ghost detections* because they seem to originate from regions where no target exists. This example shows you the impact of these multipath reflections on designing and configuring an object tracking strategy using radar detections. For more details regarding multipath phenomenon and simulation of ghost detections, see the “Simulate Radar Ghosts Due to Multipath Return” (Radar Toolbox) example.

In this example, you simulate the multipath detections from radar sensors in an urban highway driving scenario. The highway is simulated with a barrier on both sides of the road. The scenario consists of an ego vehicle and four other vehicles driving on the highway. The ego vehicle is equipped with four radar sensors providing 360-degree coverage. This image shows the configuration of the radar sensors and detections from one scan of the sensors. The red regions represent the field of view of the radar sensors and the black dots represent the detections.



The radar sensors report detections from the vehicles and from the barriers that are on both sides of the highway. The radars also report detections that do not seem to originate from any real object in the scenario. These are ghost detections due to multipath propagation of radar signals. Object trackers assume all detections originate from real objects or uniformly distributed random clutter in the field of view. Contrary to this assumption, the ghost detections are typically more persistent than clutter and behave like detections from real targets. Due to this reason, an object tracking algorithm is very likely to generate false tracks from these detections. It is important to filter out these detections before processing the radar scan with a tracker.

## Generate Sensor Data

The scenario used in this example is created using the `drivingScenario` class. You use the `radarDataGenerator` (Radar Toolbox) System object™ to simulate radar returns from a direct path and from reflections in the scenario. The `HasGhosts` property of the sensor is specified as `true` to simulate multipath reflections. The creation of the scenario and the sensor models is wrapped in the helper function `helperCreateMultipathDrivingScenario`, which is attached with this example. The data set obtained by sensor simulation is recorded in a MAT file that contains returns from the radar and the corresponding sensor configurations. To record the data for a different scenario or sensor configuration, you can use the following command:

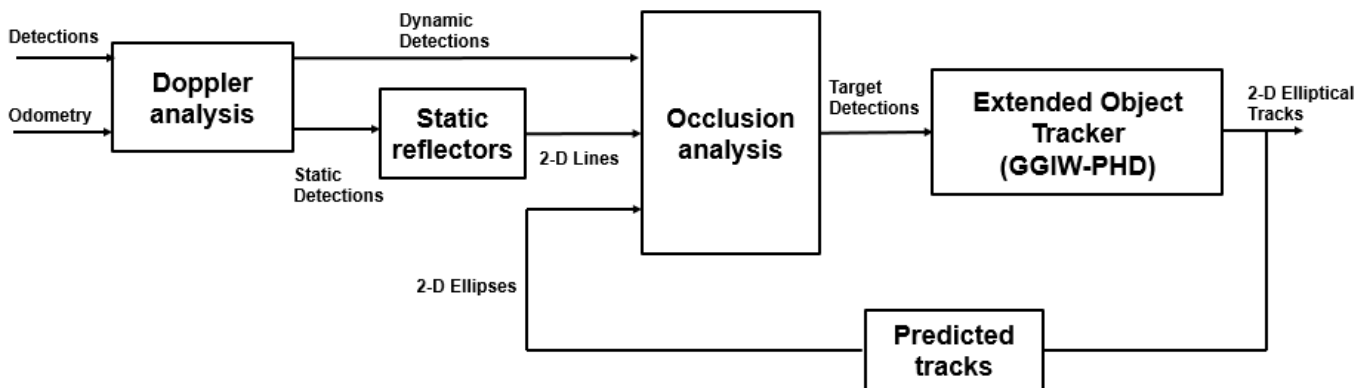
```
helperRecordData(scenario, egoVehicle, sensors, fName);

% Create the scenario
[scenario, egoVehicle, sensors] = helperCreateMultipathDrivingScenario;

% Load the recorded data
load('MultiPathRadarScenarioRecording.mat', 'detectionLog', 'configurationLog');
```

## Radar Processing Chain: Radar Detections to Track List

In this section, you set up an integrated algorithm to simultaneously filter radar detections and track extended objects. The block diagram illustrates the radar processing chain used in this example.



Next, you learn about each of these steps and the corresponding helper functions.

### Doppler analysis

The radar sensors report the measured relative radial velocity of the reflected signals. In this step, you utilize the measured radial velocity of the detections to determine if the target is static or dynamic [1]. In the previous radar scan, a large percentage of the radar detections originate from the static environment around the ego vehicle. Therefore, classifying each detection as static or dynamic greatly helps to improve the understanding of the scene. You use the helper function `helperClassifyStaticDynamic` to classify each detection as static or dynamic.

### Static reflectors

The static environment is also typically responsible for a large percentage of the ghost reflections reported by the radar sensors. After segmenting the data set and finding static detections, you process them to find 2-D line segments in the coordinate frame of the ego vehicle. First, you use the



DBSCAN algorithm to cluster the static detections into different clusters around the ego vehicle. Second, you fit a 2-D line segment on each cluster. These fitted line segments define possible reflection surfaces for signals propagating back to the radar. You use the helper function `helperFindStaticReflectors` to find these 2-D line segments from static detections.

### Occlusion analysis

Reflection from surfaces produce detections from the radar sensor that seem to originate behind the reflector. After segmenting the dynamic detections from the radar, you use simple occlusion analysis to determine if the radar detection is occluded behind a possible reflector. Because signals can be reflected by static or dynamic objects, you perform occlusion analysis in two steps. First, dynamic detections are checked against occlusion with the 2-D line segments representing the static reflectors. You use the helper function `helperClassifyGhostsUsingReflectors` to classify if the detection is occluded by a static reflector. Second, the algorithm uses information about predicted tracks from an extended tracking algorithm to check for occlusion against dynamic objects in the scene. The algorithm uses only confirmed tracks from the tracker to prevent overfiltering of the radar detections in the presence of tentative or false tracks. You use the helper function `helperClassifyGhostsUsingTracks` to classify if the detection is occluded by a dynamic object.

This entire algorithm for processing radar detections and classifying them is then wrapped into a larger helper function, `helperClassifyRadarDetections`, which classifies and segments the detection list into four main categories:

- 1 Target detections - These detections are classified to originate from real dynamic targets in the scene.
- 2 Environment detections - These detections are classified to originate from the static environment.
- 3 Ghost (Static) - These detections are classified to originate from dynamic targets but reflected via the static environment.
- 4 Ghost (Dynamic) - These detections are classified to originate from dynamic targets but reflected via other dynamic objects.

### Setup GGIW-PHD Extended Object Tracker

The target detections are processed with an extended object tracker. In this example, you use a gamma Gaussian inverse Wishart probability hypothesis density (GGIW-PHD) extended object tracker. The GGIW-PHD tracker models the target with an elliptical shape and the measurement model assumes that the detections are uniformly distributed inside the extent of the target. This model allows a target to accept two-bounce ghost detections, which have a higher probability of being misclassified as a real target. These two-bounce ghost detections also report a Doppler measurement that is inconsistent with the actual motion of the target. When these ghost detections and real target detections from the same object are estimated to belong to the same partition of detections, the incorrect Doppler information can potentially cause the track estimate to diverge.

To reduce this problem, the tracker processes the range-rate measurements with higher measurement noise variance to account for this imperfection in the target measurement model. The tracker also uses a combination of a high assignment threshold and low merging threshold. A high assignment threshold allows the tracker to reduce the generation of new components from ghost targets detections, which are misclassified as target detections. A low merging threshold enables the tracker to discard corrected components (hypothesis) of a track, which might have diverged due to correction with ghost detections.

You set up the tracker using the `trackerPHD` System object™. For more details about extended object trackers, refer to the “Extended Object Tracking of Highway Vehicles with Radar and Camera” on page 8-329 example.

```
% Configuration of the sensors from the recording to set up the tracker
[~, sensorConfigurations] = helperAssembleData(detectionLog{1},configurationLog{1});

% Configure the tracker to use the GGIW-PHD filter with constant turn-rate motion model
for i = 1:numel(sensorConfigurations)
    sensorConfigurations{i}.FilterInitializationFcn = @helperInitGGIWFilter;
    sensorConfigurations{i}.SensorTransformFcn = @ctmeas;
end

% Create the tracker using trackerPHD with Name-value pairs
tracker = trackerPHD(SensorConfigurations = sensorConfigurations,...
    PartitioningFcn = @(x)helperMultiPathExamplePartitionFcn(x,2,5),...
    AssignmentThreshold = 450,...
    ExtractionThreshold = 0.8,...
    ConfirmationThreshold = 0.85,...
    MergingThreshold = 25,...
    DeletionThreshold = 1e-3,...
    BirthRate = 1e-4,...
    HasSensorConfigurationsInput = true...
);
```

### Run Scenario and Track Objects

Next, you advance the scenario, use the recorded measurements from the sensors, and process them using the previously described algorithm. You analyze the performance of the tracking algorithm by using the generalized optimal subpattern assignment (GOSPA) metric. You also analyze the performance of the classification filtering algorithm by estimating a confusion matrix between true and estimated classification of radar detections. You obtain the true classification information about the detections using the `helperTrueClassificationInfo` helper function.

```
% Create trackGOSPAMetric object to calculate GOSPA metric
gospaMetric = trackGOSPAMetric(Distance = 'custom', ...
    DistanceFcn = @helperGOSPADistance, ...
    CutoffDistance = 35);

% Create display for visualization of results
display = helperMultiPathTrackingDisplay;

% Predicted track list for ghost filtering
predictedTracks = objectTrack.empty(0,1);

% Confusion matrix
confMat = zeros(5,5,numel(detectionLog));

% GOSPA metric
gospa = zeros(4,numel(detectionLog));

% Ground truth
groundTruth = scenario.Operators(2:end);

for i = 1:numel(detectionLog)
    % Advance scene for visualization of ground truth
    advance(scenario);
```

```

% Current time
time = scenario.SimulationTime;

% Detections and sensor configurations
[detections, configurations] = helperAssembleData(detectionLog{i},configurationLog{i});

% Predict confirmed tracks to current time for classifying ghosts
if isLocked(tracker)
    predictedTracks = predictTracksToTime(tracker,'confirmed',time);
end

% Classify radar detections as targets, ghosts, or static environment
[targets, ghostStatic, ghostDynamic, static, reflectors, classificationInfo] = helperClassifyRadarDetections(detections, configurations, time);

% Pass detections from target and sensor configurations to the tracker
confirmedTracks = tracker(targets, configurations, time);

% Visualize the results
display(egoVehicle, sensors, targets, confirmedTracks, ghostStatic, ghostDynamic, static, reflectors);

% Calculate GOSPA metric
[gospa(1, i),~,~,gospa(2,i),gospa(3,i),gospa(4,i)] = gospaMetric(confirmedTracks, groundTruthTracks{i});

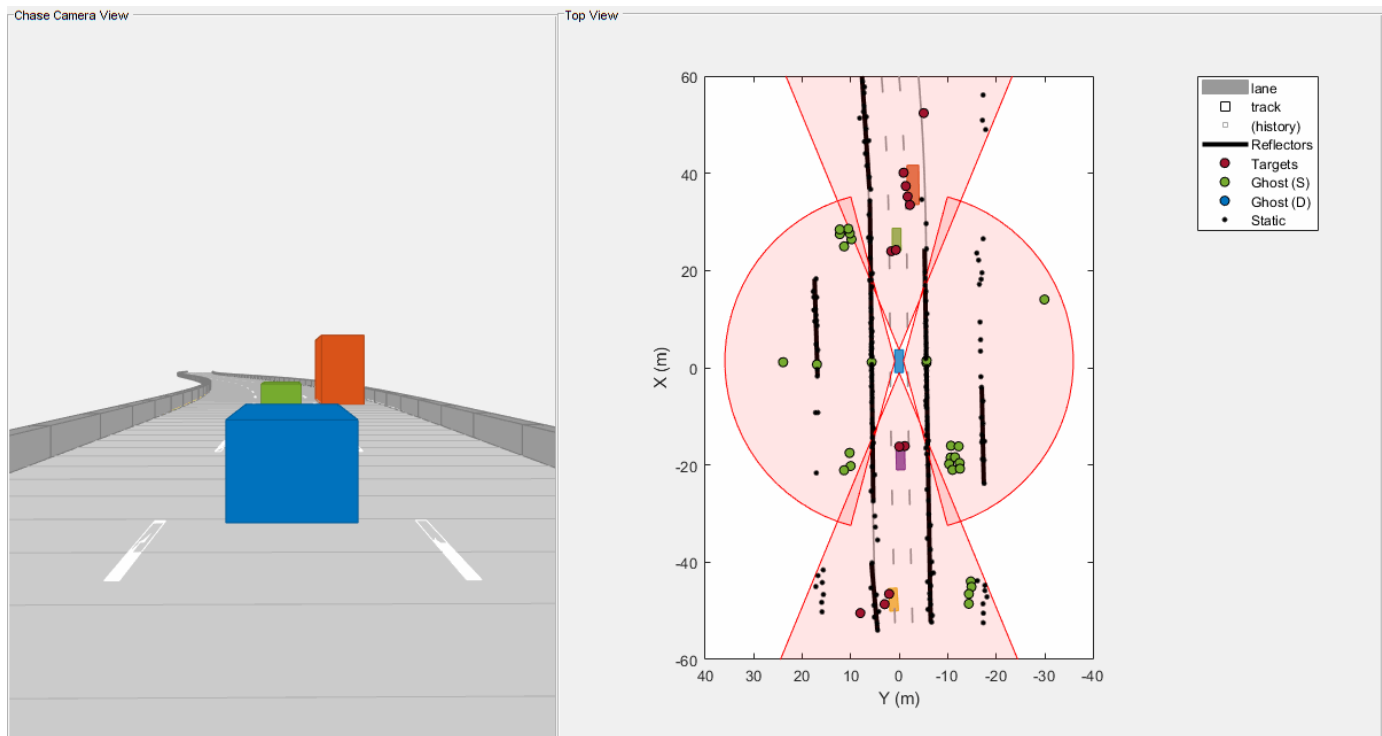
% Get true classification information and generate confusion matrix
trueClassificationInfo = helperTrueClassificationInfo(detections);
confMat(:, :, i) = helperConfusionMatrix(trueClassificationInfo, classificationInfo);
end

```

## Results

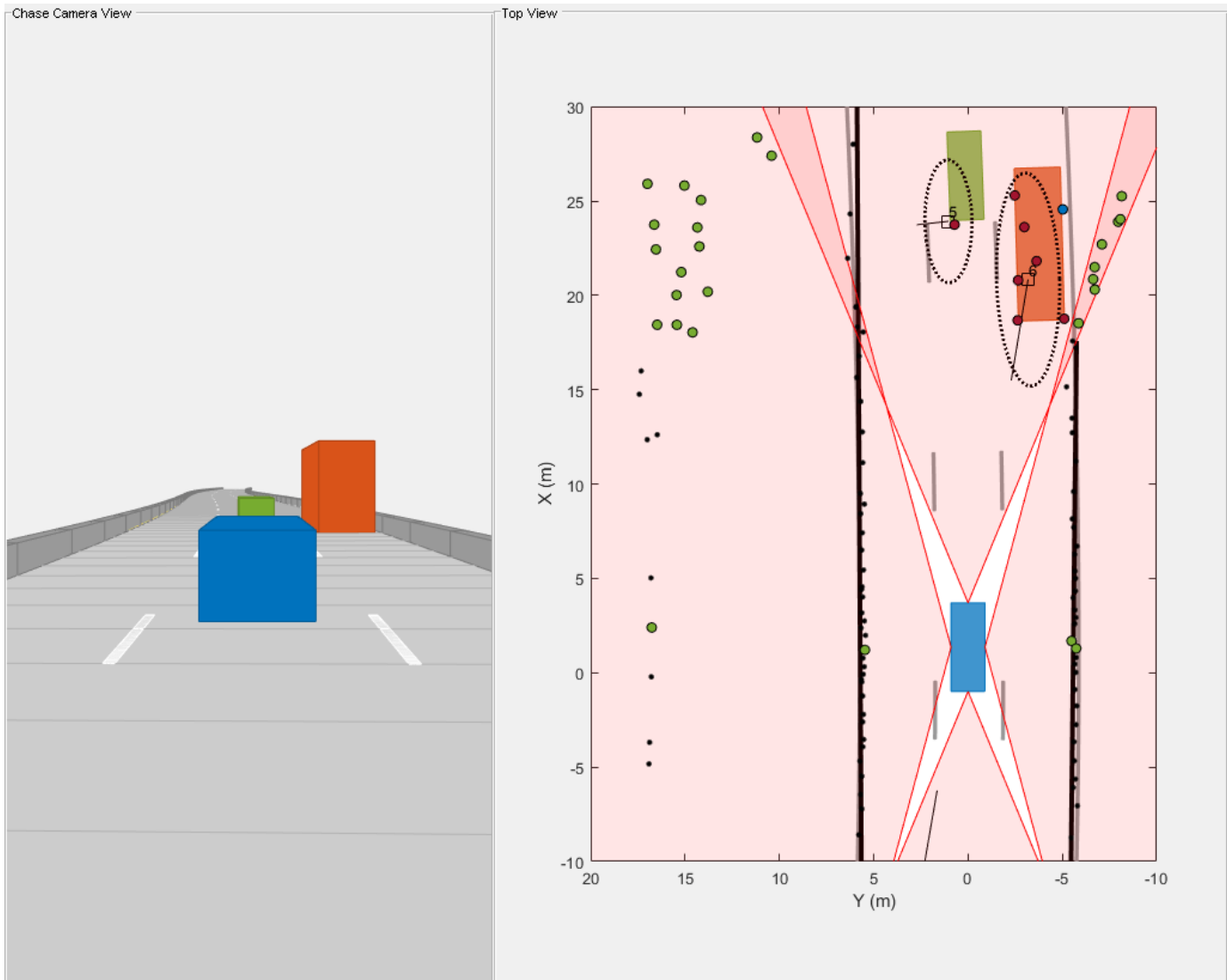
### Animation and snapshot analysis

The animation that follows shows the result of the radar data processing chain. The black ellipses around vehicles represent estimated tracks. The radar detections are visualized with four different colors depending on their predicted classification from the algorithm. The black dots in the visualization represent static radar target detections. Notice that these detections are overlapped by black lines, which represent the static reflectors found using the DBSCAN algorithm. The maroon markers represent the detections processed by the extended object tracker, while the green and blue markers represent radar detections classified as reflections via static and dynamic objects, respectively. Notice that the tracker is able to maintain a track on all four vehicles during the scenario.



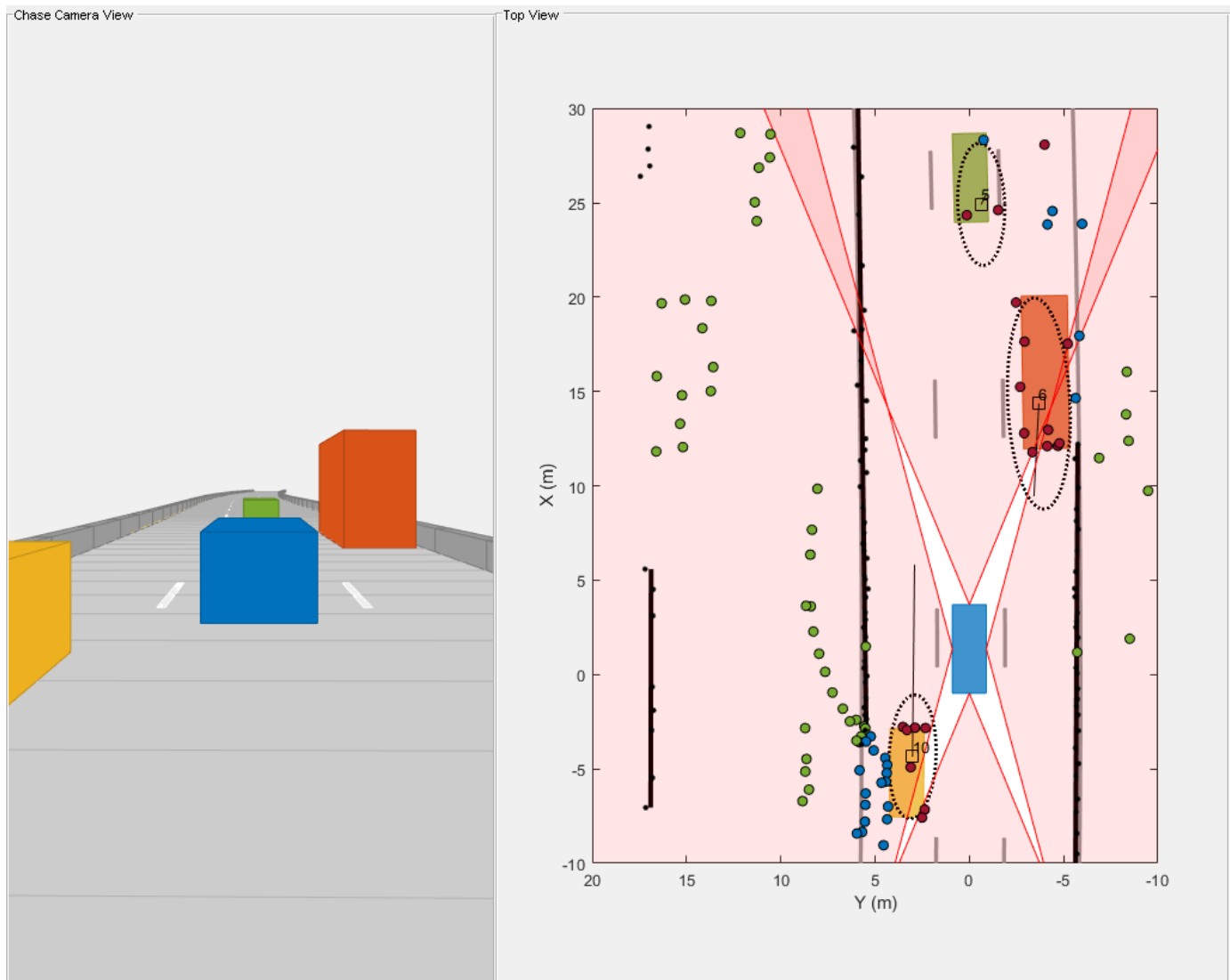
Next, you analyze the performance of the algorithm using different snapshots captured during the simulation. The snapshot below is captured at 3 seconds and shows the situation in front of the ego vehicle. At this time, the ego vehicle is approaching the slow-moving truck, and the left radar sensor observes reflections of these objects via the left barrier. These detections appear as mirrored detections of these objects in the barrier. Notice that the black line estimated as a 2-D reflector is in the line of sight of these detections. Therefore, the algorithm is able to correctly classify these detections as ghost targets reflected off static objects.

```
f = showSnaps(display,1:2,1);
if ~isempty(f)
    ax = findall(f,'Type','Axes','Tag','birdsEyePlotAxes');
    ax.XLim = [-10 30];
    ax.YLim = [-10 20];
end
```



Next, analyze the performance of the algorithm using the snapshot captured at 4.3 seconds. At this time, the ego vehicle is even closer to the truck and the truck is approximately halfway between the green vehicle and the ego vehicle. During these situations, the left side of the truck acts as a strong reflector and generates ghost detections. The detections on the right half of the green vehicle are from two-bounce detections off of the green vehicle as the signal travels back to the sensor after reflecting off the truck. The algorithm is able to classify these detections as ghost detections generated from dynamic object reflections because the estimated extent of the truck is in the direct line of sight of these detections.

```
f = showSnaps(display,1:2,2);
if ~isempty(f)
    ax = findall(f,'Type','Axes','Tag','birdsEyePlotAxes');
    ax.XLim = [-10 30];
    ax.YLim = [-10 20];
end
```



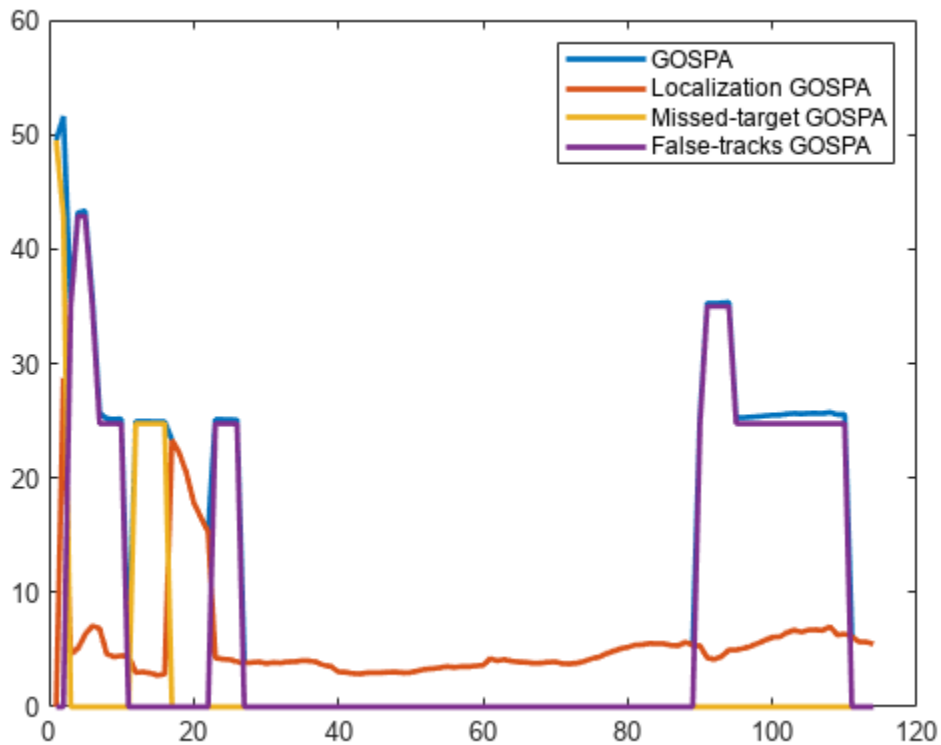
Also notice the passing vehicle denoted by the yellow car on the left of the ego vehicle. The detections, which seem to originate from the nonvisible surface of the yellow vehicle, are two-bounce detections of the barriers, reflected via the front face of the passing vehicle. These ghost detections are misclassified as target detections because they seem to originate from inside the estimated extent of the vehicle. At the same location, the detections that lie beyond the barrier are also two-bounce detections of the front face when the signal is reflected from the barrier and returns to the sensor. Since these detections lie beyond the extent of the track and the track is in the direct line of sight, they are classified as ghost detections from reflections off dynamic objects.

### Performance analysis

Quantitatively assess the performance of the tracking algorithm by using the GOSPA metric and its associated components. A lower value of the metric denotes better tracking performance. In the figure below, the *Missed-target* component of the metric remains zero after a few steps in the beginning, representing establishment delay of the tracker as well as an occluded target. The zero value of the component shows that no targets were missed by the tracker. The *False-tracks* component of the metric increased around for 1 second around 85th time step. This denotes a false

track confirmed by the tracker for a short duration from ghost detections incorrectly classified as a real target.

```
figure;
plot(gospa', 'LineWidth', 2);
legend('GOSPA', 'Localization GOSPA', 'Missed-target GOSPA', 'False-tracks GOSPA');
```



Similar to the tracking algorithm, you also quantitatively analyze the performance of the radar detection classification algorithm by using a confusion matrix [2]. The rows shown in the table denote the true classification information of the radar detections and the columns represent the predicted classification information. For example, the second element of the first row defines the percentage of target detections predicted as ghosts from static object reflections.

More than 90% of the target detections are classified correctly. However, a small percentage of the target detections are misclassified as ghosts from dynamic reflections. Also, approximately 3% of ghosts from static object reflections and 20% of ghosts from dynamic object reflections are misclassified as targets and sent to the tracker for processing. A common situation when this occurs in this example is when the detections from two-bounce reflections lie inside the estimated extent of the vehicle. Further, the classification algorithm used in this example is not designed to find false alarms or clutter in the scene. Therefore, the fifth column of the confusion matrix is zero. Due to spatial distribution of the false alarms inside the field of view, the majority of false alarm detections are either classified as reflections from static objects or dynamic objects.

```
% Accumulate confusion matrix over all steps
confusionMatrix = sum(confMat,3);
numElements = sum(confusionMatrix,2);
```

```
numElemsTable = array2table(numElements, 'VariableNames', {'Number of Detections'}, 'RowNames', {'True Information'});
disp('True Information'); disp(numElemsTable);
```

```
True Information
      Number of Detections
      _____
Targets                1969
Ghost (S)              3155
Ghost (D)              849
Environment            27083
Clutter                138
```

```
% Calculate percentages
```

```
percentMatrix = confusionMatrix./numElements*100;
```

```
percentMatrixTable = array2table(round(percentMatrix,2), 'RowNames', {'Targets', 'Ghost (S)', 'Ghost (D)', 'Environment', 'Clutter'}, 'VariableNames', {'Targets', 'Ghost (S)', 'Ghost (D)', 'Environment', 'Clutter'});
```

```
disp('True vs Predicted Confusion Matrix (%)'); disp(percentMatrixTable);
```

```
True vs Predicted Confusion Matrix (%)
      Targets      Ghost (S)      Ghost (D)      Environment      Clutter
      _____      _____      _____      _____      _____
Targets      90.76          0.56           8.28           0.41           0
Ghost (S)    3.2            83.77          12.68          0.35           0
Ghost (D)    18.26           0.24           81.51           0              0
Environment  1.05            2.71           4.06           92.17          0
Clutter      21.74           62.32          15.22          0.72           0
```

## Summary

In this example, you simulated radar detections due to multipath propagation in an urban highway driving scenario. You configured a data processing algorithm to simultaneously filter ghost detections and track vehicles on the highway. You also analyzed the performance of the tracking algorithm and the classification algorithm using the GOSPA metric and confusion matrix.

## References

[1] Prophet, Robert, et al. "Instantaneous Ghost Detection Identification in Automotive Scenarios." *2019 IEEE Radar Conference (RadarConf)*. IEEE, 2019.

[2] Kraus, Florian, et al. "Using machine learning to detect ghost images in automotive radar." *2020 IEEE 23rd International Conference on Intelligent Transportation Systems (ITSC)*. IEEE, 2020.

## See Also

## Related Examples

- "Simulate Radar Ghosts Due to Multipath Return" on page 8-605

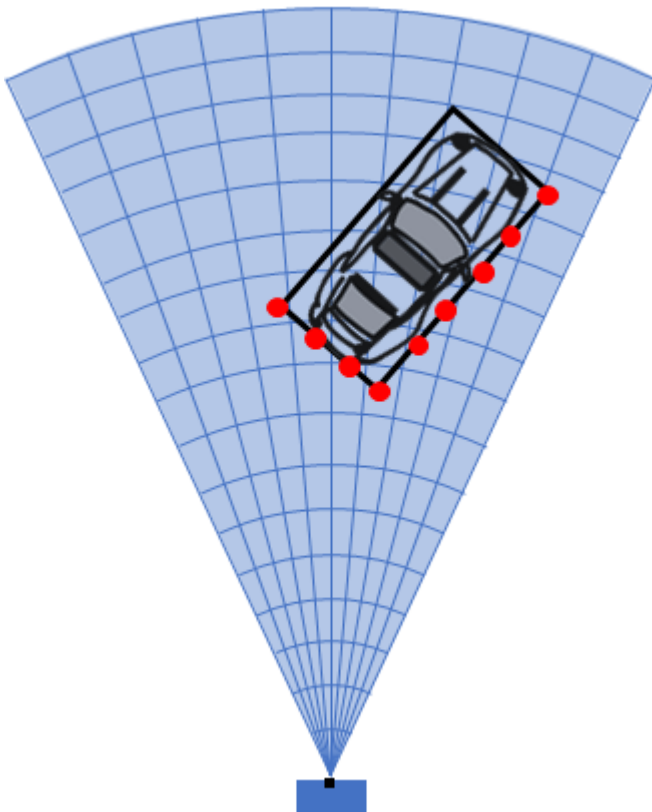


## Extended Object Tracking of Highway Vehicles with Radar and Camera in Simulink

This example shows you how to track highway vehicles around an ego vehicle in Simulink. In this example, you use multiple extended object tracking techniques to track highway vehicles and evaluate their tracking performance. This example closely follows the “Extended Object Tracking of Highway Vehicles with Radar and Camera” (Sensor Fusion and Tracking Toolbox) MATLAB® example.

### Extended Objects and Extended Object Tracking

In the sense of object tracking, extended objects are objects, whose dimensions span multiple sensor resolution cells. As a result, the sensors report multiple detections per objects in a single scan. The key benefit of using a high-resolution sensor is getting more information about the object, such as its dimensions and orientation. This additional information can improve the probability of detection and reduce the false alarm rate. For example, the image below depicts multiple detections for a single vehicle that spans multiple radar resolution cells.



In conventional tracking approaches such as global nearest neighbor, joint probabilistic data association and multi-hypothesis tracking, tracked objects are assumed to return one detection per sensor scan. High resolution sensors that report multiple returns per object in a scan present new challenges to conventional tracker. In some cases, you can cluster the sensor data to provide the conventional trackers with a single detection per object. However, by doing so, the benefit of using a high-resolution sensor may be lost.

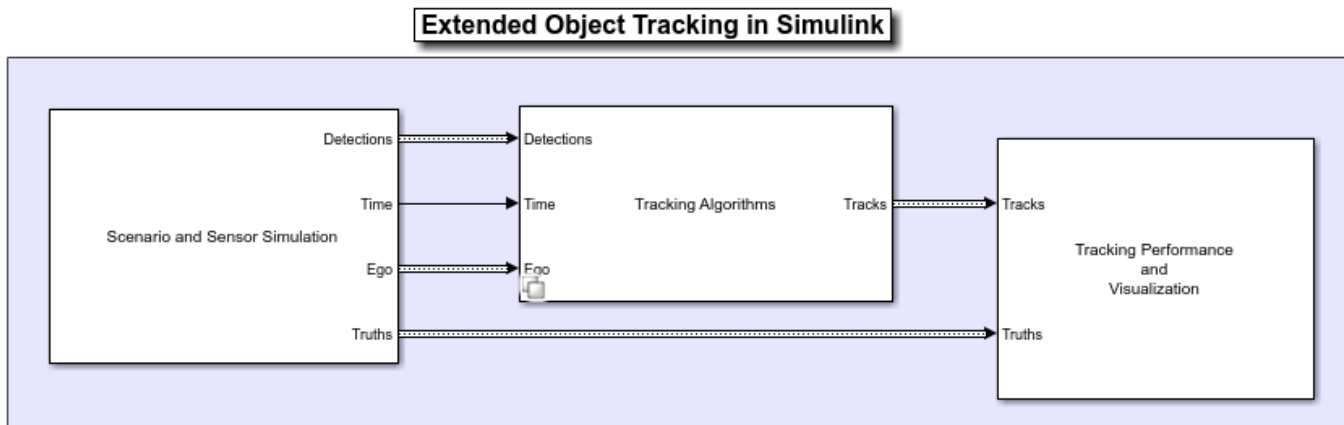
Extended object trackers can handle multiple detections per object. In addition, these trackers can estimate not only the kinematic states, such as position and velocity of the object, but also the dimensions and orientation of the object. In this example, you track vehicles around the ego vehicle using the following trackers:

- A conventional multi-object tracker using a point-target model, Multi-Object Tracker.
- A GGIW-PHD tracker, Probability Hypothesis Density (PHD) Tracker (Sensor Fusion and Tracking Toolbox) with Gamma Gaussian Inverse Wishart (ggiwphd) filter.
- A GM-PHD tracker, Probability Hypothesis Density (PHD) Tracker (Sensor Fusion and Tracking Toolbox) with Gaussian Mixture (gmphd) filter using a rectangular target model.

You will evaluate the results using the Optimal Subpattern Assignment Metric (Sensor Fusion and Tracking Toolbox), which provides a single combined score accounting for errors in both assignment and distance. A lower score means better tracking.

### Overview of the Model

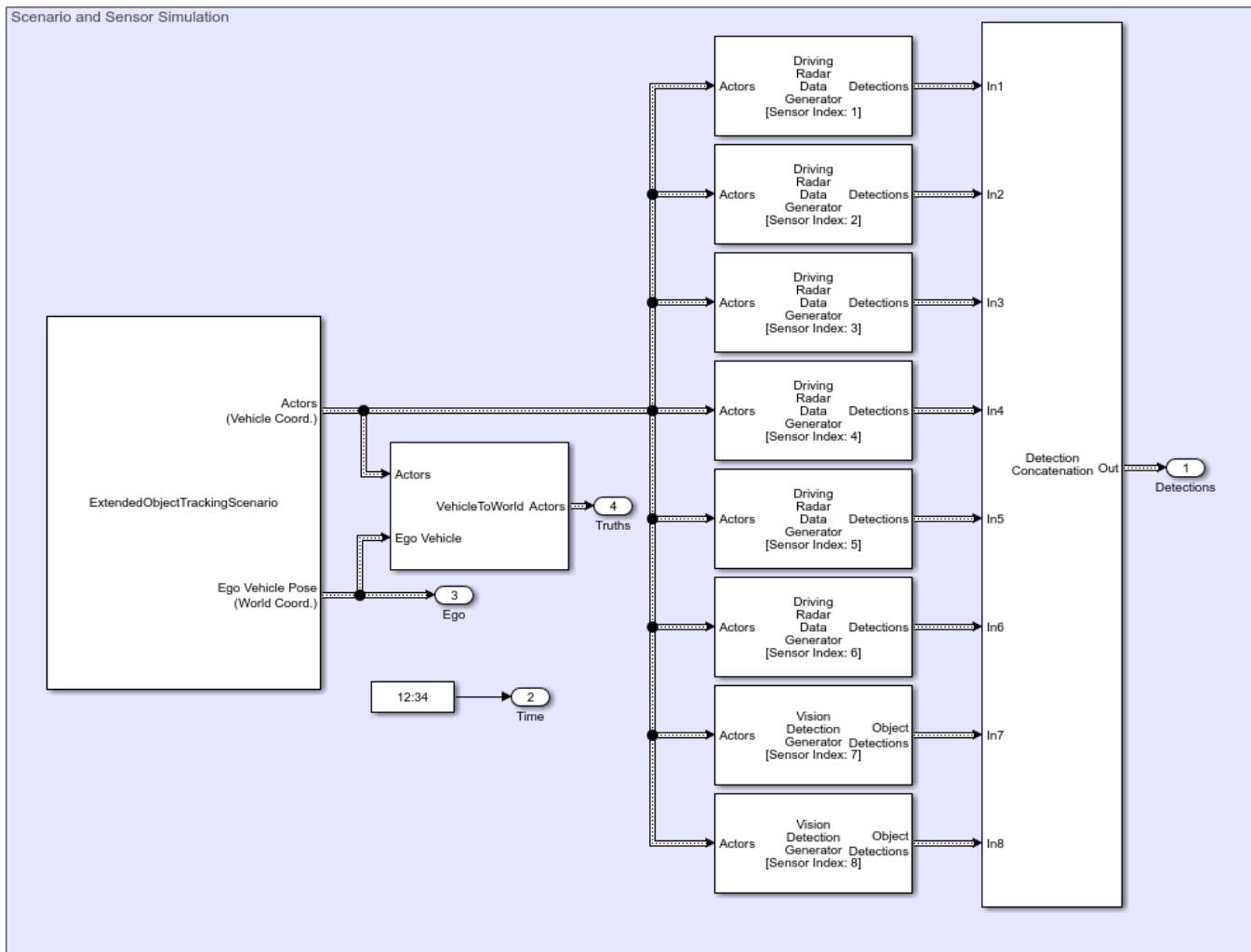
```
load_system('ExtendedObjectTrackingInSimulink');
set_param('ExtendedObjectTrackingInSimulink','SimulationCommand','update');
open_system('ExtendedObjectTrackingInSimulink');
```



The model has three sub-systems, each implementing a part of the workflow:

- Scenario and Sensor Simulation
- Tracking Algorithms
- Tracking Performance and Visualization

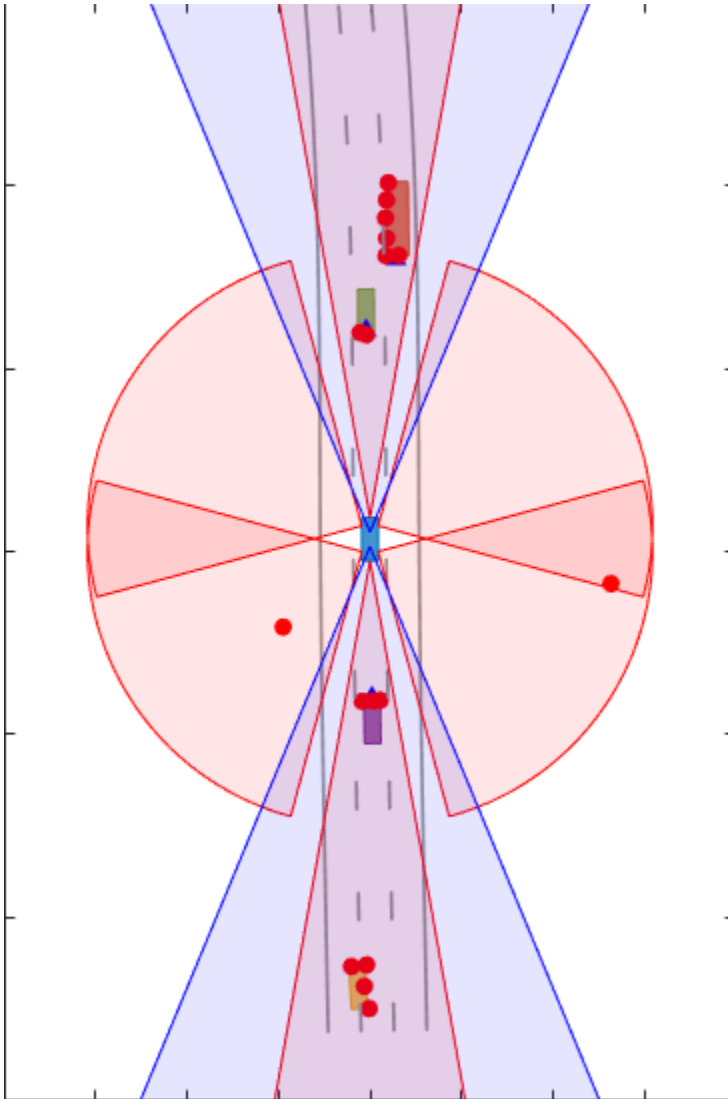
## Scenario and Sensor Simulation



The Scenario Reader block reads a `drivingScenario` object from workspace and generates Actors and Ego vehicle position data as “Explore Simulink Bus Capabilities” (Simulink) Objects. The Vehicle To World block converts the actor position from vehicle coordinates to world coordinates. The Driving Radar Data Generator block simulates radar detections and Vision Detection Generator simulates camera detections. Detections from all the sensors are grouped together using the Detection Concatenation block.

In the scenario there is an ego vehicle and four other vehicles: a vehicle ahead of the ego vehicle in the center lane, a vehicle behind the ego vehicle in the center lane, a truck ahead of the ego vehicle in the right lane, and an overtaking vehicle in the left lane.

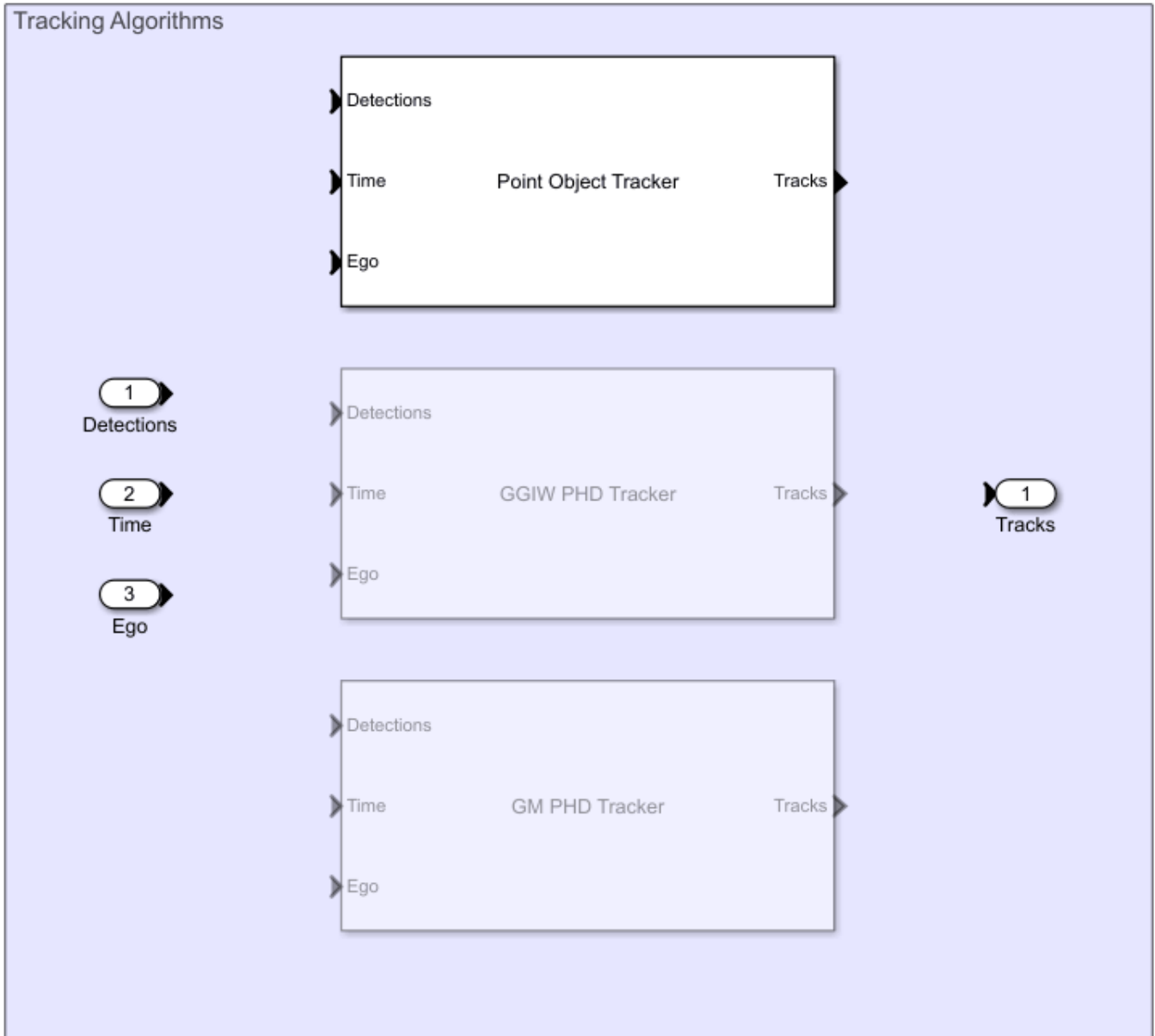
In this example, you simulate an ego vehicle that has six radar sensors and two vision sensors covering the 360-degree field of view. The sensors have some coverage overlaps and gaps. The ego vehicle is equipped with a long-range radar sensor and a vision sensor on the front and back of the vehicle. On each side of the vehicle two short-range radar sensors cover 90 degrees respectively. One of the two sensors cover from the middle of the vehicle to the back, and the other sensor covers from the middle of the vehicle to the front.



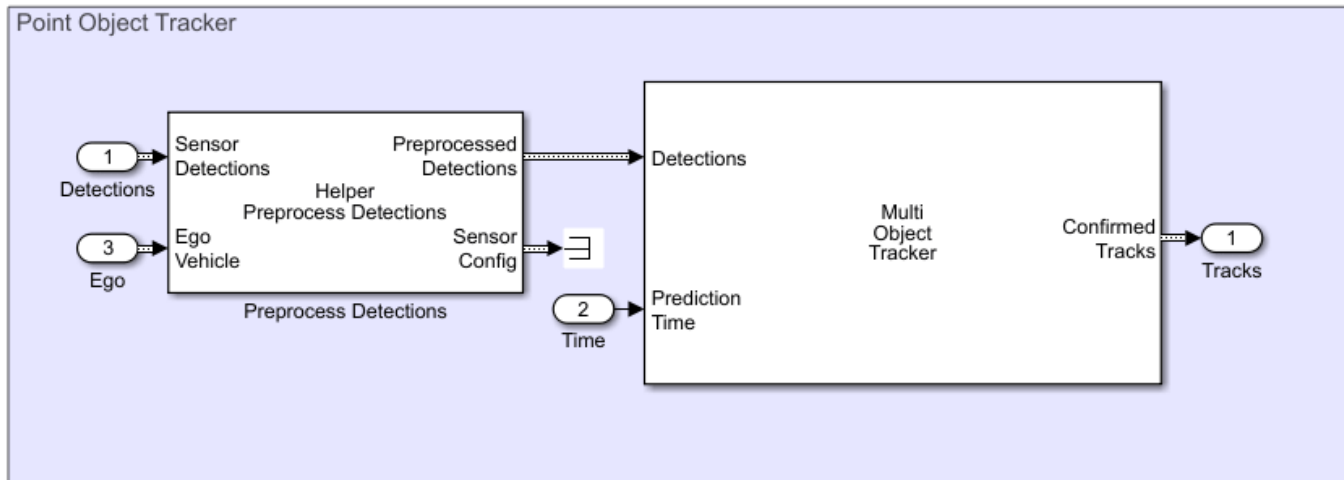
### Tracking Algorithms

You implement three different extended object tracking algorithms using a variant sub-system. See “Implement Variations in Separate Hierarchy Using Variant Subsystems” (Simulink) for more information. The variant sub-system has one Subsystem (Simulink) for each tracking algorithm. You can select the tracking algorithm by changing the value of the workspace variable TRACKER. The default value of TRACKER is 1.

TRACKER	Tracking Algorithm
1	Conventional Multi-Object Tracker with a point-target model
2	Probability Hypothesis Density Tracker with ggiwphd filter
3	Probability Hypothesis Density Tracker with gmphd filter



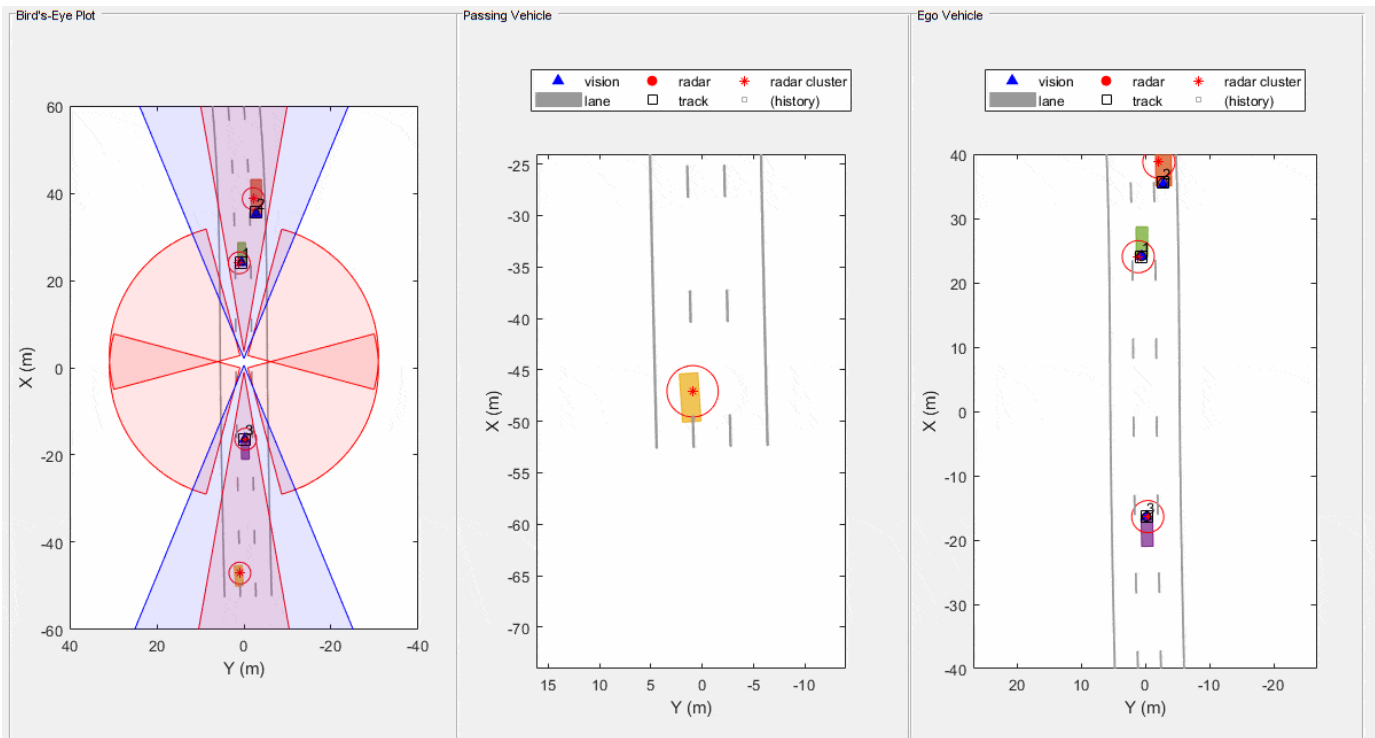
**Point Object Tracker**



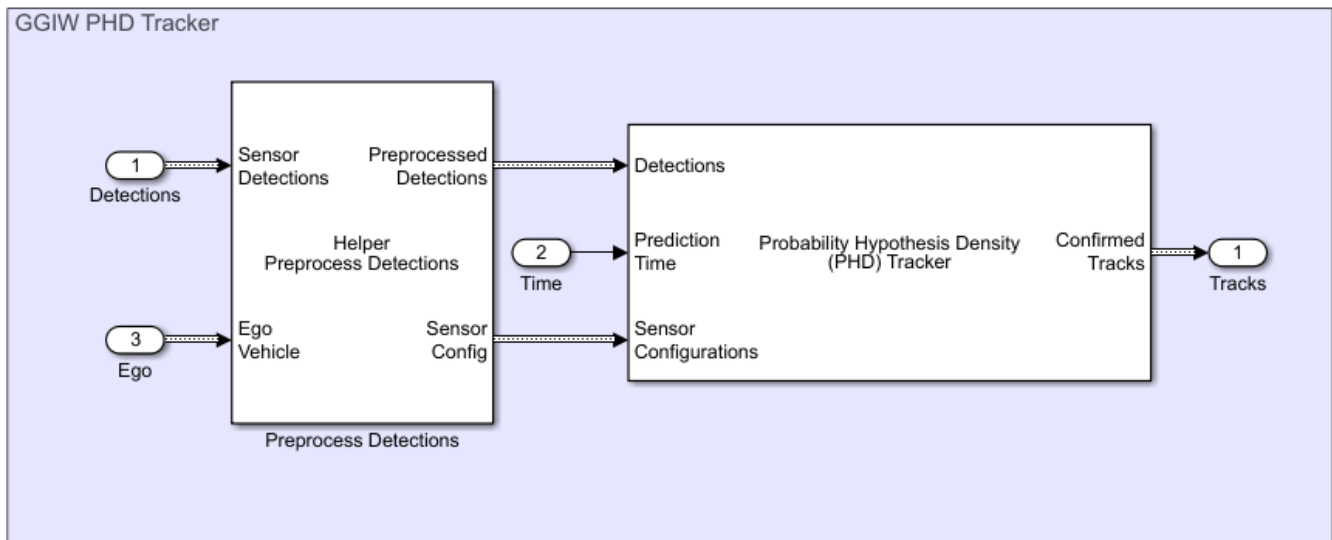
In this section you use the Multi-Object Tracker block to implement the tracking algorithm based on a point target model. Detections from the radar are preprocessed to include ego vehicle INS information using the Helper Preprocess Detection block. The block is implemented using the MATLAB System (Simulink) block. Code for this block is defined in the helper class `helperPreProcessDetections`. The Multi-Object Tracker assumes one detection per object per sensor and uses a global nearest neighbor approach to associate detections to tracks. It assumes that every object can be detected at most once by a sensor in a scan. However, the simulated radar sensors have a high enough resolution and generate multiple detections per object. If these detections are not clustered, the tracker generates multiple tracks per object. Clustering returns one detection per cluster, at the cost of having a larger uncertainty covariance and losing information about the true object dimensions. Clustering also makes it hard to distinguish between two objects when they are close to each other, for example, when one vehicle passes another vehicle.

To cluster the radar detections, you configure the Driving Radar Data Generator block to output Clustered Detections instead of detections. To do this you set the `TargetReportFormat` parameter on the block as `Clustered detections`. In the model, this is achieved by specifying the block parameters in the `InitFcn` callback of the Point Object Tracker subsystem. See "Model Callbacks" (Simulink) for more information about callback functions.

The animation below shows that, with clustering, the tracker can keep track of the objects in the scene. The track associated with the overtaking vehicle (yellow) moves from the front of the vehicle at the beginning of the scenario to the back of the vehicle at the end. At the beginning of the scenario, the overtaking vehicle is behind the ego vehicle (blue), so radar and vision detections are made from its front. As the overtaking vehicle passes the ego vehicle, radar detections are made from the side of the overtaking vehicle and then from its back. You can also observe that the clustering is not perfect. When the passing vehicle passes the vehicle that is behind the ego vehicle (purple), both tracks are slightly shifted to the left due to the imperfect clustering.



### GGIW-PHD Extended Object Tracker



In this section you use a Probability Hypothesis Density (PHD) Tracker (Sensor Fusion and Tracking Toolbox) tracker block to implement the extended object tracking algorithm with `ggiwphd` (Sensor Fusion and Tracking Toolbox) filter to track objects. Detections from the radar are preprocessed to include ego vehicle INS information using the Helper Preprocess Detection block. The block is implemented using the MATLAB System (Simulink) block. Code for this block is defined in the helper class `helperPreProcessDetections`. It also outputs the sensor configurations required by the tracker for calculating the detectability of each component in the density.

You specify the `SensorConfigurations` parameter of the PHD tracker block as a structure with fields same as `trackingSensorConfiguration` (Sensor Fusion and Tracking Toolbox) and set the `FilterInitializationFcn` field as `helperInitGGIWFilter` and `SensorTransformFcn` field as `ctmeas`. In the model this is achieved by specifying the `InitFcn` callback of the GGIW PHD Tracker subsystem. See “Model Callbacks” (Simulink) for more information about callback functions.

Unlike Multi-Object Tracker, which maintains one hypothesis per track, the GGIW-PHD is a multi-target filter which describes the probability hypothesis density (PHD) of the scenario. GGIW-PHD filter uses these distributions to model the extended targets:

**Gamma:** Represents the expected number of detections on a sensor from the extended object.

**Gaussian:** Represents the kinematic state of the extended object.

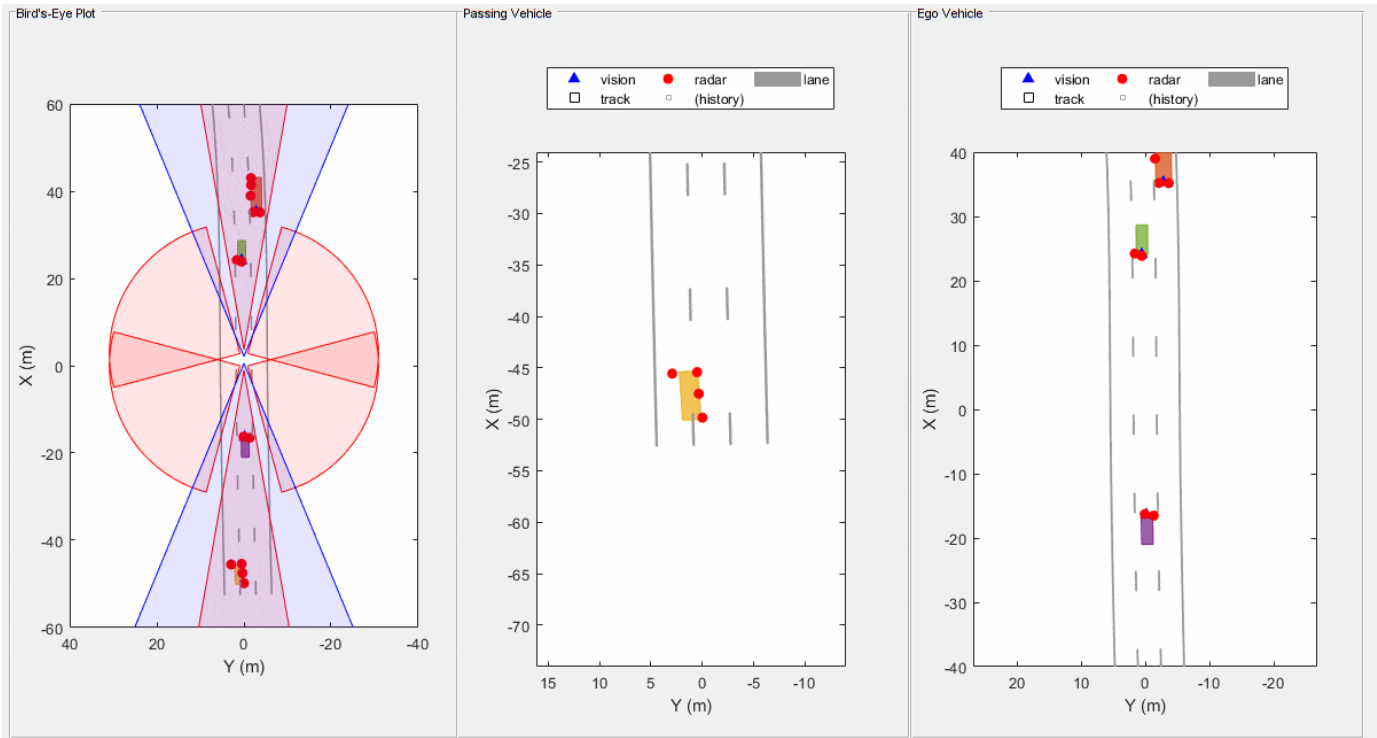
**Inverse-Wishart:** Represents the spatial extent of the target. In 2-D space, the extent is represented by a 2-by-2 random positive definite matrix, which corresponds to a 2-D ellipse description. In 3-D space, the extent is represented by a 3-by-3 random matrix, which corresponds to a 3-D ellipsoid description. The probability density of these random matrices is given as an Inverse-Wishart distribution.

The model assumes that each distribution is independent of each other. Thus, the probability hypothesis density (PHD) in GGIW-PHD filter is described by a weighted sum of the probability density functions of several GGIW components. In contrast to a point object tracker, which assumes one partition of detections, the PHD tracker creates multiple possible partitions of a set of detections and evaluates it against the current components in the PHD filter. You specify a `PartitioningFcn` to create detection partitions, which provides multiple hypotheses about the clustering.

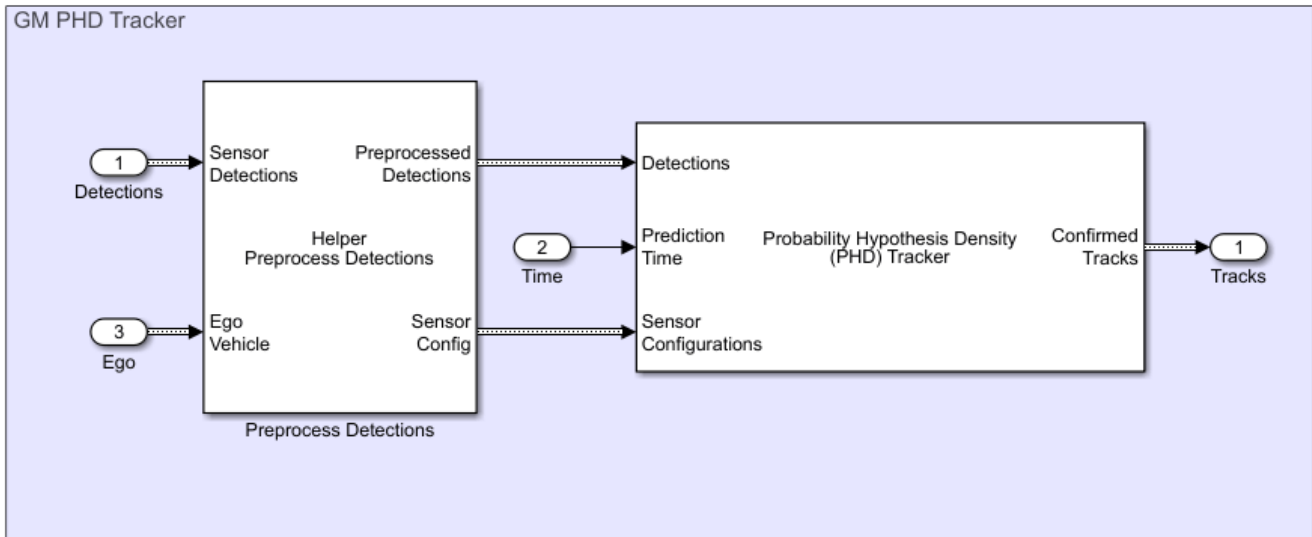
The animation below shows that the GGIW-PHD can handle multiple detections per object per sensor, without the need to cluster these detections first. Moreover, by using the multiple detections, the tracker estimates the position, velocity, dimension, and orientation of each object. The dashed elliptical shape in the figure demonstrates the expected extent of the target.

The GGIW-PHD filter assumes that detections are distributed around the target's elliptical center. Therefore, the tracks tend to follow observable portions of the vehicle. Such observable portions include rear face of the vehicle that is directly ahead of the ego vehicle or the front face of the vehicle directly behind the ego vehicle. The tracker can better approximate the length and width of vehicles that are nearby using the ellipse. In the simulation, for example, the tracker produces a better ellipse overlap with the actual size of the passing vehicle.





### GM-PHD Rectangular Object Tracker



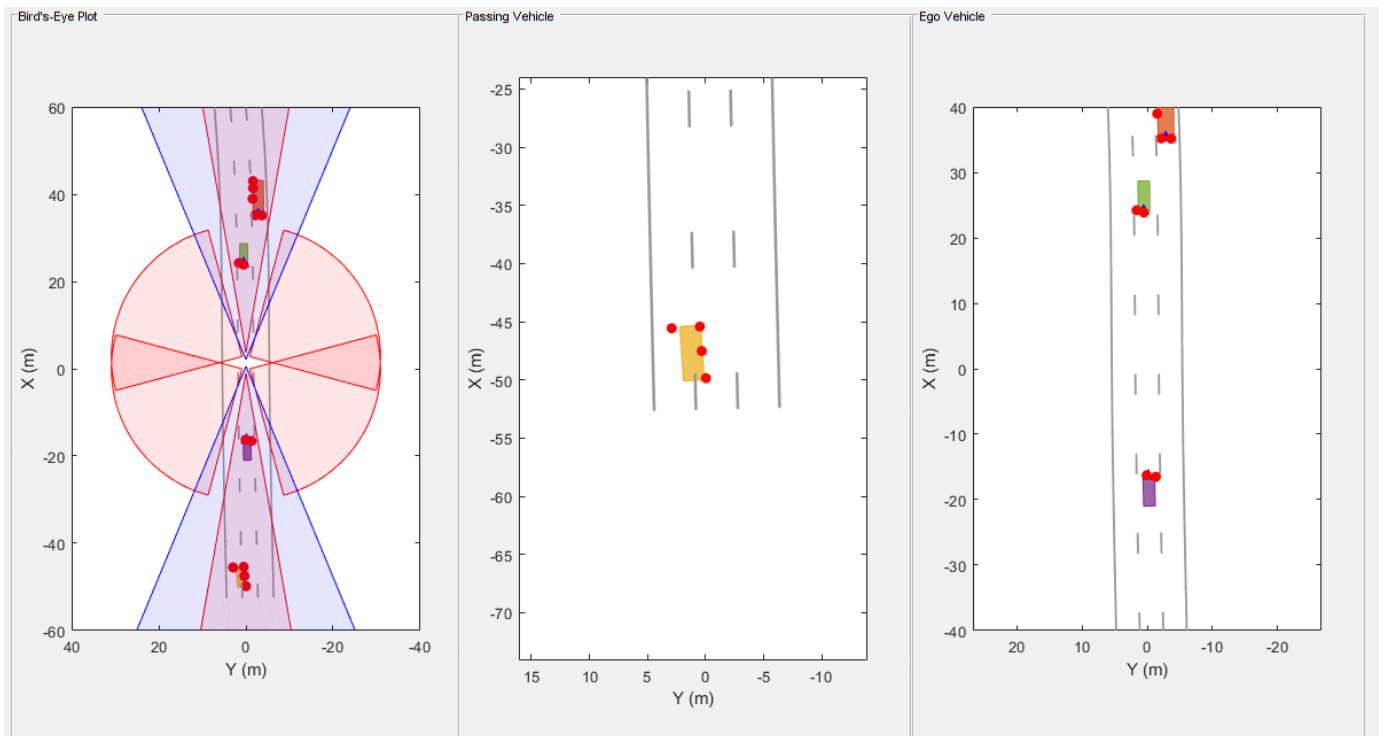
In this section you use a Probability Hypothesis Density (PHD) Tracker (Sensor Fusion and Tracking Toolbox) tracker block with a `gmphd` filter to track objects using a rectangular target model. Unlike `ggiwphd`, which uses an elliptical shape to estimate the object extent, `gmphd` allows you to use a Gaussian distribution to define the shape of your choice. You define a rectangular target model by using `ctrect` (Sensor Fusion and Tracking Toolbox) and `ctrectjac` (Sensor Fusion

and Tracking Toolbox) and measurement models, `ctrectmeas` (Sensor Fusion and Tracking Toolbox) and `ctrectmeasjac` (Sensor Fusion and Tracking Toolbox).

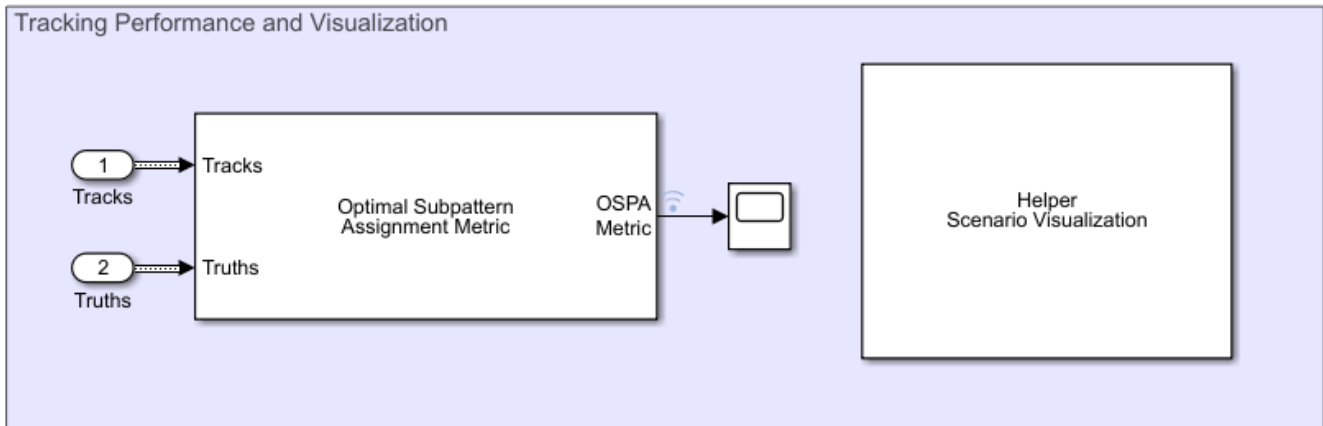
The sensor configurations defined for PHD Tracker remain the same except for definition of the `SensorTransformFcn` and `FilterInitializationFcn` fields. You set the `FilterInitializationFcn` field as `helperInitRectangularFilter` and the `SensorTransformFcn` field as `ctrectcorners`. In the model this is achieved by specifying the `InitFcn` callback of the GM PHD Tracker subsystem. See “Model Callbacks” (Simulink) for more information about callback functions.

The animation below shows that the GM-PHD can also handle multiple detections per object per sensor. Similar to GGIW-PHD, it also estimates the size and orientation of the object. The filter initialization function uses similar approach as GGIW-PHD tracker and initializes multiple components of different sizes.

You can see that the estimated tracks, modeled as rectangles, have a good fit with the simulated ground truth object, depicted by the solid color patches. In particular, the tracks are able to correctly track the shape of the vehicles along with their kinematic centers.



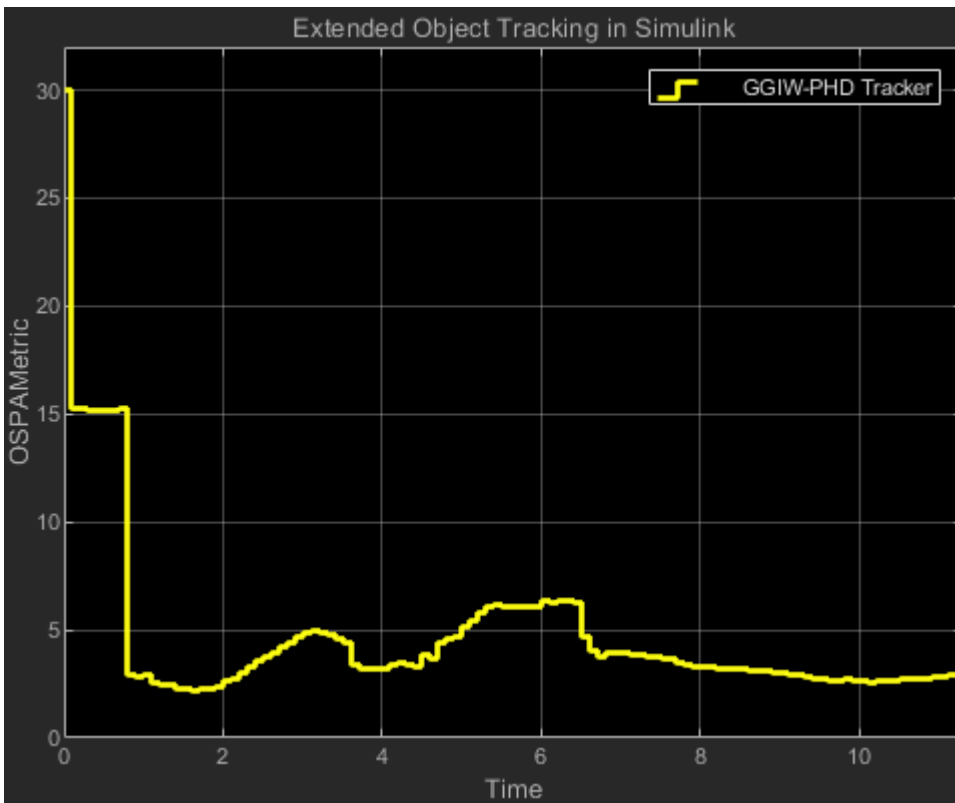
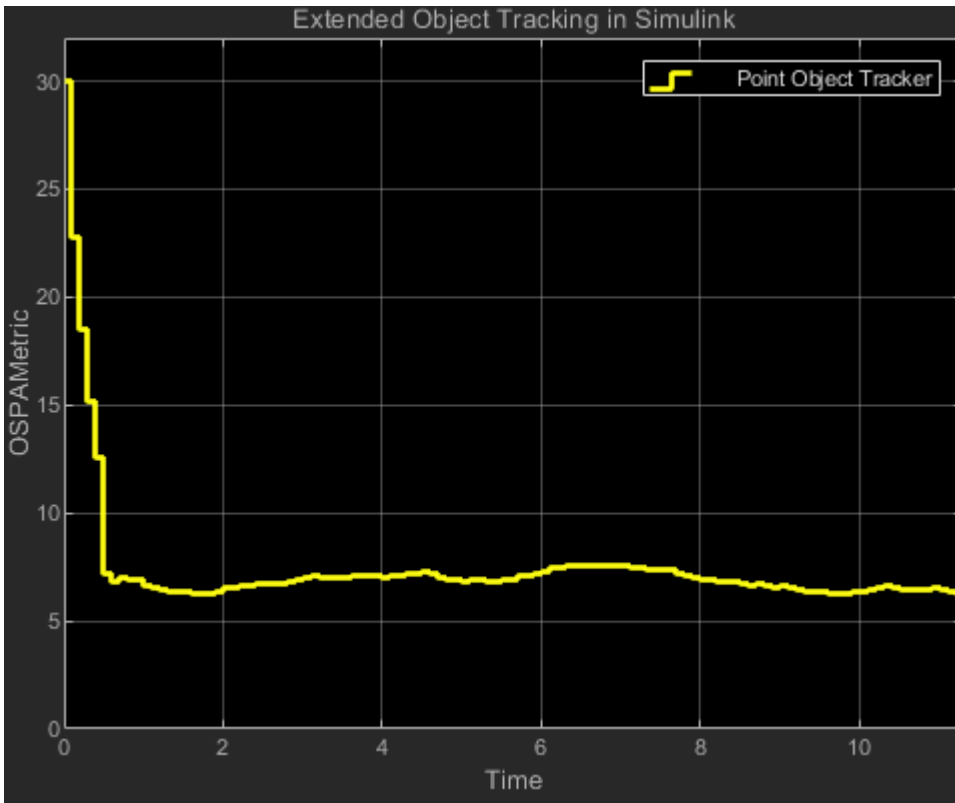
## Tracking Performance and Visualization

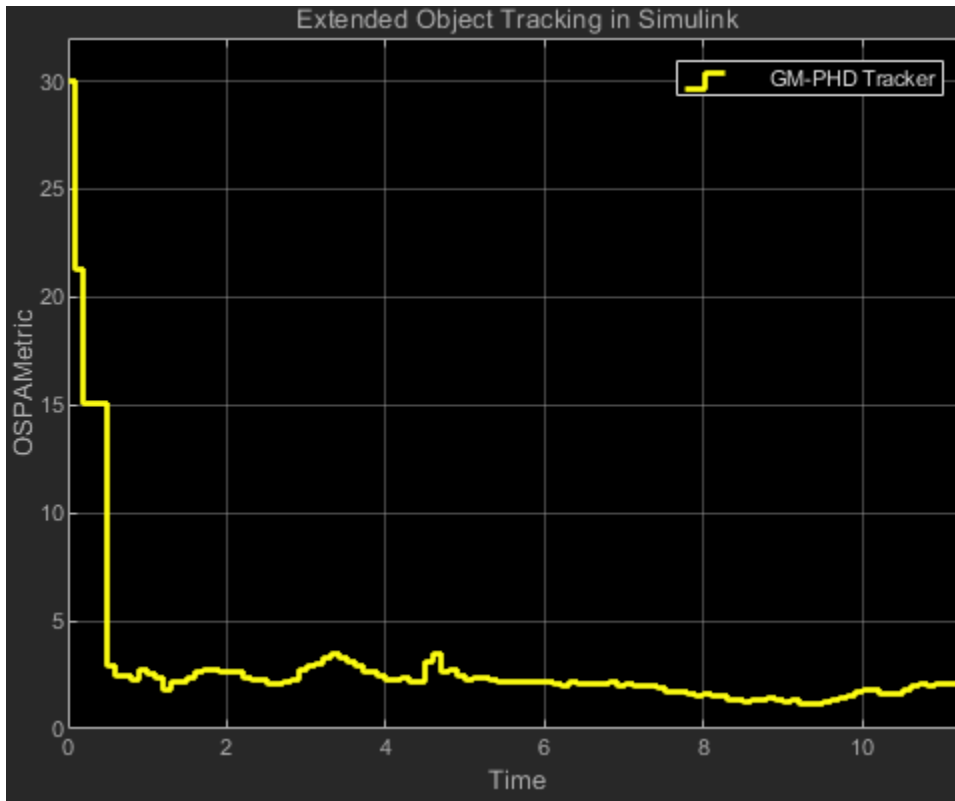


You assess the performance of each algorithm using the Optimal Subpattern Assignment (OSPA) metric. The OSPA metric aims to evaluate the performance of a tracking system with a scalar cost by combining different error components.

$$\text{OSPA} = \left( d_{\text{loc}}^p + d_{\text{card}}^p + d_{\text{lab}}^p \right)^{\frac{1}{p}}$$

where  $d_{\text{loc}}$ ,  $d_{\text{card}}$ , and  $d_{\text{lab}}$  are localization, cardinality and labeling error components and  $p$  is the order of the OSPA metric. See `trackOSPAMetric` (Sensor Fusion and Tracking Toolbox) for more information.





You set the `Distance` type parameter to `custom` and define the distance function between a track and its associated ground truth as the `helperExtendedTargetDistance` helper function. This distance helper function captures position, velocity, dimension and yaw error between a track and an associated truth. The OSPA metric is shown in the scope block. Each unit on the x-axis represents 10 time steps in the scenario. Notice that the OSPA metric decreases and thus shows performance improvement when you switch from point object tracker to GGIW-PHD tracker and from GGIW-PHD tracker to GM-PHD tracker. The scenario is visualized using the Helper Scenario Visualization block, implemented using the MATLAB System (Simulink) block. Code for this block is defined in the helper class `helperExtendedTargetTrackingDisplayBlk`.

```
bdclose('ExtendedObjectTrackingInSimulink');
```

## Summary

In this example you learned how to track objects that return multiple detections in a single sensor scan using different tracking approaches in Simulink environment. You also learned how to evaluate the performance of a tracking algorithm using the OSPA metric.

## See Also

Scenario Reader | Driving Radar Data Generator | Vision Detection Generator | Multi-Object Tracker | Probability Hypothesis Density (PHD) Tracker | Optimal Subpattern Assignment Metric

## More About

- “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288

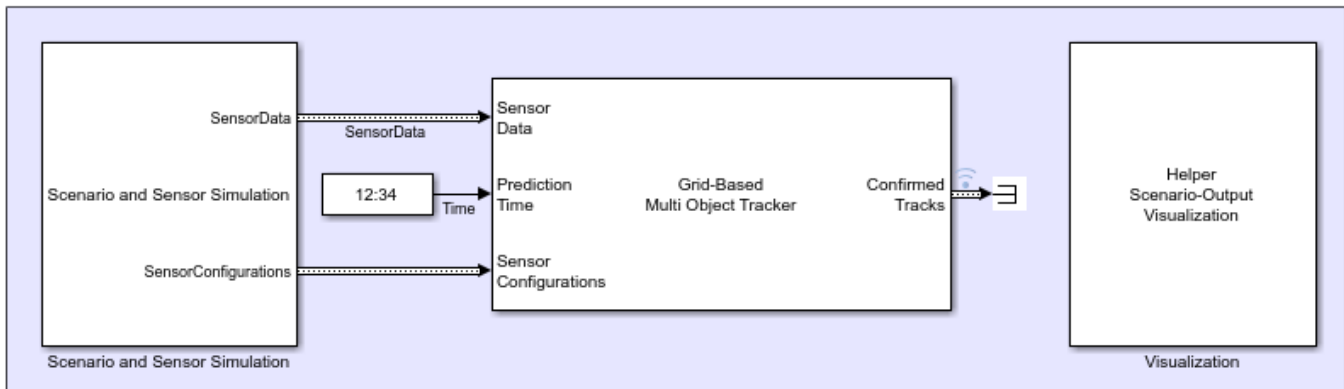
- “Track-Level Fusion of Radar and Lidar Data” on page 8-386
- “Extended Object Tracking of Highway Vehicles with Radar and Camera” on page 8-329

## Grid-based Tracking in Urban Environments Using Multiple Lidars in Simulink

This example shows how to track moving objects with multiple lidars using a grid-based tracker in Simulink. You use the Grid-Based Multi Object Tracker (Sensor Fusion and Tracking Toolbox) Simulink block to define the grid-based tracker. This Grid-based tracker uses dynamic occupancy grid map as an intermediate representation of the environment. This example closely follows the “Grid-Based Tracking in Urban Environments Using Multiple Lidars” (Sensor Fusion and Tracking Toolbox) MATLAB® example.

### Overview of the model

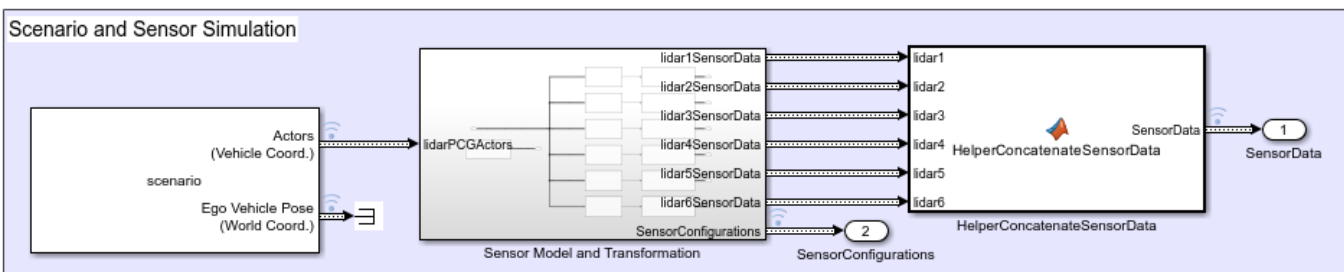
#### Grid-based Tracking in Urban Environments Using Multiple Lidars in Simulink



The model is composed of three parts:

- Scenario and Sensor Simulation
- Grid-Based Multi Object Tracker (Sensor Fusion and Tracking Toolbox)
- Visualization

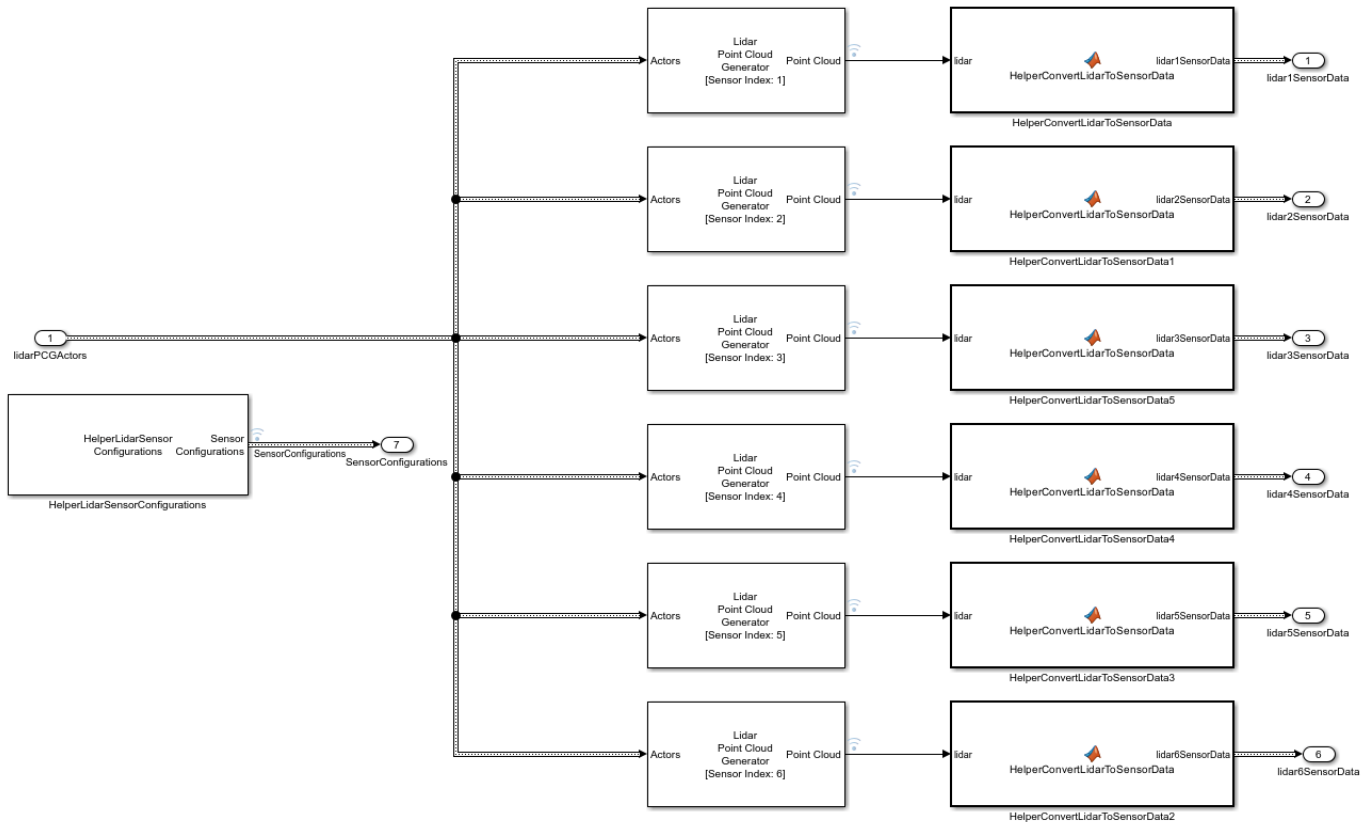
### Scenario and Sensor Simulation



The Scenario Reader block reads a drivingScenario object from workspace and generates Actors and Ego vehicle position data as Simulink.Bus (Simulink) objects. The subsystem Sensor Model and Transformation helps to generate multiple lidar sensor data and transform that data

into a high-resolution sensor data. The `HelperConcatenateSensorData` block is implemented using a MATLAB Function (Simulink) block. Code for this block is defined in the `HelperSensorData` file. This block groups the data received from `Sensor Model` and `Transformation` subsystem, which is used as an input to the tracker block.

### Sensor Model and Transformation

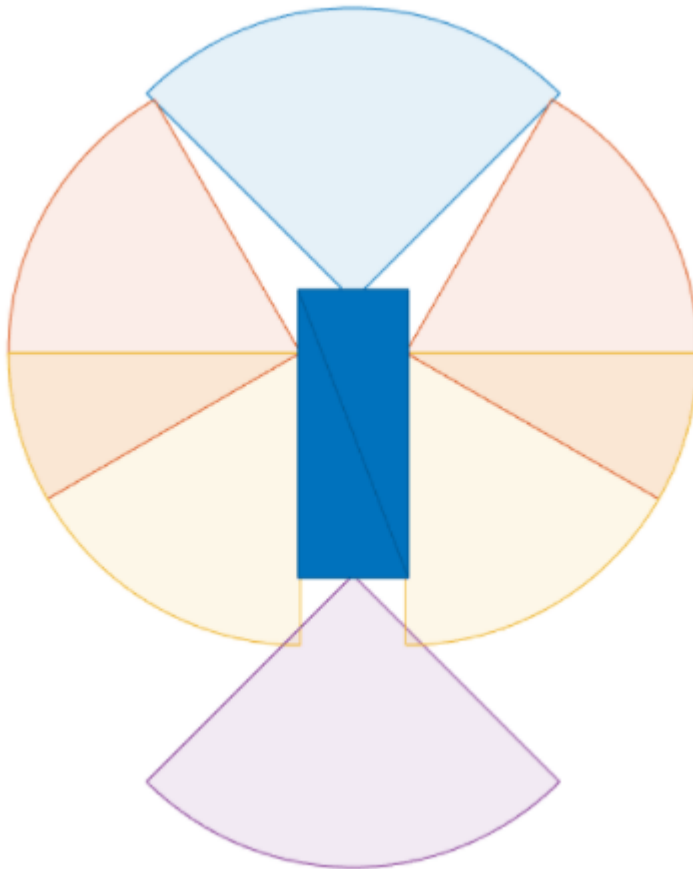


The `HelperLidarSensorConfigurations` block generates real time lidar sensors configuration with the help of Runtime objects obtained from the `Scenario Reader` and `Lidar Point Cloud Generator` blocks. These sensor configurations allow you to specify the mounting of each sensor with respect to the tracking coordinate frame. The sensor configurations also allow you to specify the detection limits - field of view and maximum range - of each sensor. As the sensors move in the scenario system, their configurations must be updated each time by specifying the configurations as an input to the tracker block. The `HelperConvertLidarToSensorData` block is implemented using a MATLAB Function (Simulink) block. Code for this block is defined in the `HelperLidarToSensorData` file. This block transforms the data coming from lidar sensors and sensor configurations Runtime object from the `HelperLidarSensorConfigurations` block into a high resolution sensor data.

The scenario used in this example was created using the `Driving Scenario Designer` app and then exported to a MATLAB® function. The scenario represents an urban intersection scene and contains a variety of objects including pedestrians, bicyclists, cars, and trucks. The ego vehicle is equipped with six homogeneous lidars, each with a horizontal field of view of 90 degrees and a vertical field of view of 40 degrees. Each lidar has 32 elevation channels and has a resolution of 0.16 degrees in



azimuth. Under this configuration, each lidar sensor outputs approximately 18,000 points per scan. The configuration of each sensor is shown here.



### Grid-Based Multi Object Tracker

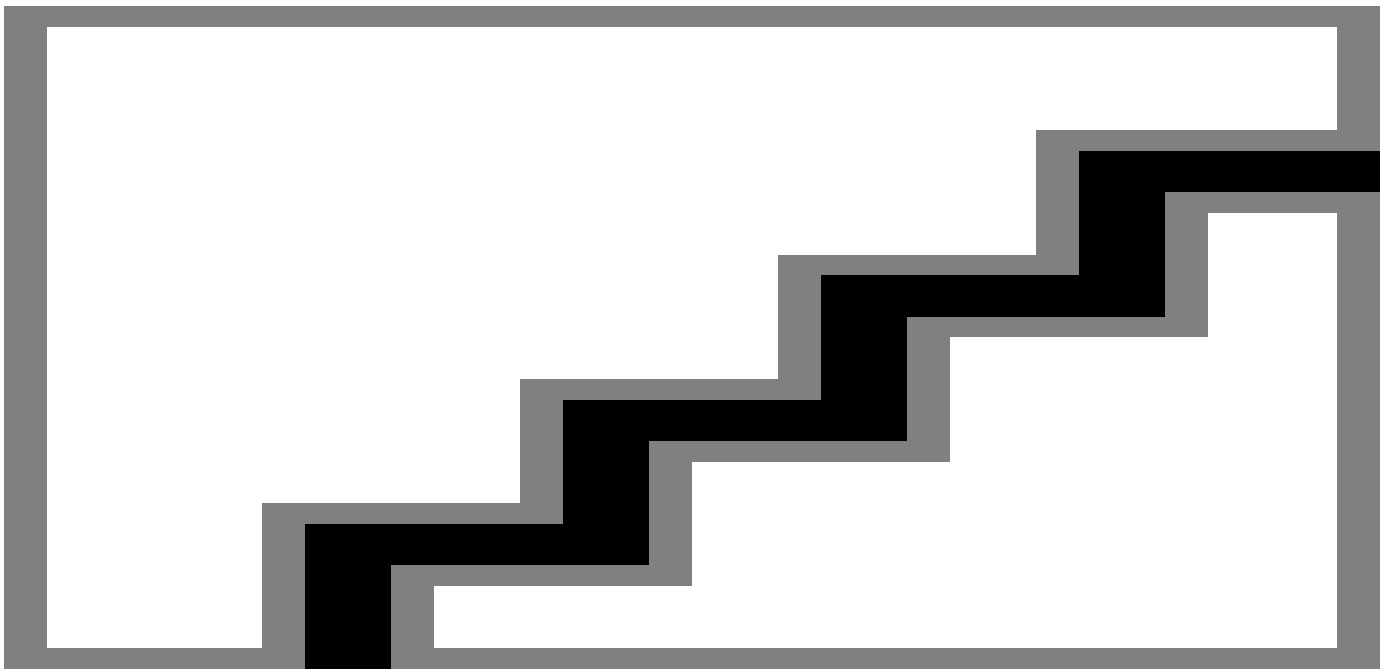
You use the Grid-Based Multi Object Tracker (Sensor Fusion and Tracking Toolbox) block to implement the tracking algorithm to track dynamic objects in the scene. You define all the parameters in the block mask based on the scenario requirement. To visualize the dynamic grid map, make sure you select the `Enable dynamic grid map visualization` parameter on the `visualization` tab of the tracker block.

### Visualization

The visualization used for this example is defined using a helper class, `HelperVisualization` a MATLAB System (Simulink) block, attached with this example. In the step call of visualization block make sure you set the "Parent" property to the current axes. This allows you to visualize the dynamic grid map on the current figure axes. The color disc classifies the motion of the grid cells object. You can see that the grid cells motion in the positive x-direction are classified with red color, objects moving in the negative x-direction are classified with the blue color, objects moving in the negative y-direction are classified with purple and objects moving in the positive y-direction are classified with light-green color. The Visualization contains three parts:

- **Ground truth - Front View:** This panel shows the front-view of the ground truth using a chase plot from the ego vehicle. To emphasize dynamic actors in the scene, the static objects are shown in gray.

- **Lidar Views:** These panels show the point cloud returns from each sensor.
- **Grid-based tracker:** This panel shows the grid-based tracker outputs. The tracks are shown as boxes, each annotated by their identity. The tracks are overlaid on the dynamic grid map. The colors of the dynamic grid cells are defined according to the color wheel, which represents the direction of motion of in the scenario frame. The static grid cells are represented in grayscale according to their occupancy. The degree of grayness denotes the probability that the space occupied by the grid cell is free. The positions of the tracks are shown in the ego vehicle coordinate system, while the velocity vector corresponds to the velocity of the track in the scenario frame.



### **Results and Analysis**

You can analyze the performance of the tracker based on the visualization results. The **Grid-based tracker** panel shows the estimated dynamic map as well as the estimated tracks of the objects. It also shows the configurations of sensors, which are mounted on the ego vehicle and shown as blue circular sectors. Notice that the grey area shown in the dynamic grid map is not observable from any of the ego vehicle sensors since the view direction is blocked. You can also find that the tracks are only extracted from the dynamic cells and hence the tracker is able to filter out static objects.

### **Summary**

In this example you learned how to construct a grid-based multi object tracking system and how to track and visualize dynamic objects in a complex urban driving environment in Simulink.

### **See Also**

Scenario Reader | Lidar Point Cloud Generator | Grid-Based Multi Object Tracker

## **More About**

- “Track Vehicles Using Lidar: From Point Cloud to Track List” on page 8-269
- “Ground Plane and Obstacle Detection Using Lidar” on page 8-173
- “Grid-Based Tracking in Urban Environments Using Multiple Lidars” on page 8-424
- “Extended Object Tracking of Highway Vehicles with Radar and Camera in Simulink” on page 8-465
- “Extended Object Tracking With Radar For Marine Surveillance” (Sensor Fusion and Tracking Toolbox)
- “Extended Object Tracking with Lidar for Airport Ground Surveillance” (Sensor Fusion and Tracking Toolbox)

## Object Tracking and Motion Planning Using Frenet Reference Path

This example shows you how to dynamically replan the motion of an autonomous vehicle based on the estimate of the surrounding environment. You use a Frenet reference path and a joint probabilistic data association (JPDA) tracker to estimate and predict the motion of other vehicles on the highway. Compared to the “Highway Trajectory Planning Using Frenet Reference Path” (Navigation Toolbox) example, you use these estimated trajectories from the multi-object tracker in this example instead of ground truth for motion planning.

### Introduction

Dynamic replanning for autonomous vehicles is typically done with a local motion planner. The local motion planner is responsible for generating optimal trajectory based on a global plan and real-time information about the surrounding environment. The global plan for highway trajectory planning can be described as a pre-generated coordinate list of the highway centerline. The surrounding environment can be described mainly in two ways:

- 1 Discrete set of objects in the surrounding environment with defined geometries.
- 2 Discretized grid with estimates about free and occupied regions in the surrounding environment.

In the presence of dynamic obstacles, a local motion planner also requires predictions about the surroundings to assess the validity of planned trajectories. In this example, you represent the surrounding environment using the *discrete set of objects* approach. For an example using discretized grid, refer to the “Motion Planning in Urban Environments Using Dynamic Occupancy Grid Map” (Sensor Fusion and Tracking Toolbox) example.

### Object State Transition and Measurement Modeling

The object list and their future predictions for motion planning are typically estimated by a multi-object tracker. The multi-object tracker accepts data from sensors and estimates the list of objects. In the tracking community, this list of objects is often termed as *track list*.

In this example, you use radar and camera sensors and estimate the track list using a JPDA multi-object tracker. The first step towards using any multi-object tracker is defining the object state, how the state evolves with time (state transition model) and how the sensor perceives it (measurement model). Common state transition models include constant-velocity model, constant-acceleration model etc. However, in the presence of map information, road network can be integrated into the motion model. In this example, you use a Frenet coordinate system to describe the object state at any given time step,  $k$ .

$$x_k = [s_k \dot{s}_k \ d_k \ \dot{d}_k]$$

where  $s_k$  and  $d_k$  represents the distance of the object along and perpendicular to highway centerline, respectively. You use a constant-speed state transition model to describe the object motion along the highway and a decaying-speed model to describe the motion perpendicular to the highway centerline. This decaying speed model allows you to represent lane change maneuvers by other vehicles on the highway.

$$\begin{bmatrix} s_{k+1} \\ \dot{s}_{k+1} \\ d_{k+1} \\ \dot{d}_{k+1} \end{bmatrix} = \begin{bmatrix} 1 & \Delta T & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & \tau \left(1 - e^{-\frac{\Delta T}{\tau}}\right) \\ 0 & 0 & 0 & e^{-\frac{\Delta T}{\tau}} \end{bmatrix} \begin{bmatrix} s_k \\ \dot{s}_k \\ d_k \\ \dot{d}_k \end{bmatrix} + \begin{bmatrix} \frac{\Delta T^2}{2} & 0 \\ \Delta T & 0 \\ 0 & \frac{\Delta T^2}{2} \\ 0 & \Delta T \end{bmatrix} \begin{bmatrix} w_s \\ w_d \end{bmatrix}$$

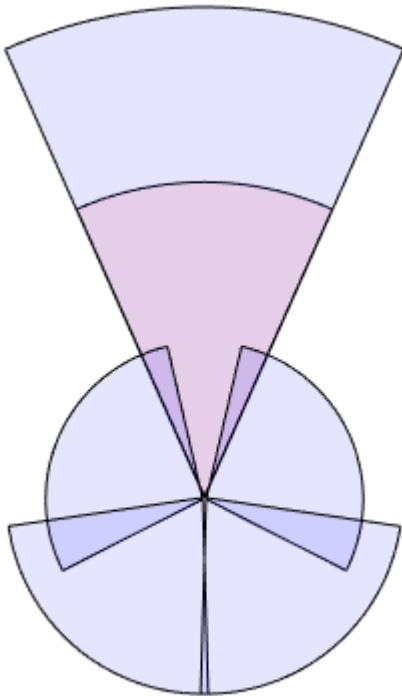
where  $\Delta T$  is the time difference between steps  $k$  and  $k + 1$ ,  $w_s$  and  $w_d$  are zero-mean Gaussian noise representing unknown acceleration in Frenet coordinates, and  $\tau$  is a decaying constant.

This choice of coordinate in modeling the object motion allows you to integrate the highway reference path into the multi-object tracking framework. The integration of reference path acts as additional information for the tracker and allows the tracker to improve current state estimates as well as predicted trajectories of the estimated objects. You can obtain measurement model by first transforming the object state into Cartesian position and velocity and then converting them to respective measured quantities such as azimuth and range.

## Setup

### Scenario and Sensors

The scenario used in this example is created using the Driving Scenario Designer and then exported to a MATLAB® function. The ego vehicle is mounted with 1 forward-looking radar and 5 cameras providing 360-degree coverage. The radar and cameras are simulated using the `drivingRadarDataGenerator` and `visionDetectionGenerator` System objects, respectively.



The entire scenario and sensor setup is defined in the helper function, `helperTrackingAndPlanningScenario`, attached with this example. You define the global plan

describing the highway centerline using a `referencePathFrenet` (Navigation Toolbox) object. As multiple algorithms in this example need access to the reference path, you define the `helperGetReferencePath` function, which uses a persistent object that can be accessed by any function.

```
rng(2022); % For reproducible results

% Setup scenario and sensors
[scenario, egoVehicle, sensors] = helperTrackingAndPlanningScenario();
```

### Joint Probabilistic Data Association Tracker

You set up a joint probabilistic data association tracker using the `trackerJPDA` (Sensor Fusion and Tracking Toolbox) System object. You set the `FilterInitializationFcn` property of the tracker to `helperInitRefPathFilter` function. This helper function defines an extended Kalman filter, `trackerJPDA` (Sensor Fusion and Tracking Toolbox), used to estimate the state of a single object. Local functions inside the `helperInitRefPathFilter` file define the state transition as well as measurement model for the filter. Further, to predict the tracks at a future time for the motion planner, you use the `predictTracksToTime` (Sensor Fusion and Tracking Toolbox) function of the tracker.

```
tracker = trackerJPDA('FilterInitializationFcn',@helperInitRefPathFilter,...
    'AssignmentThreshold',[200 inf],...
    'ConfirmationThreshold',[8 10],...
    'DeletionThreshold',[5 5]);
```

### Motion Planner

You use a similar highway trajectory motion planner as outlined in the “Highway Trajectory Planning Using Frenet Reference Path” (Navigation Toolbox) example. The motion planner uses a planning horizon of 5 seconds and considers three modes for sampling trajectories for the ego vehicle — cruise control, lead vehicle follow, and basic lane change. The entire process for generating an optimal trajectory is wrapped in the helper function, `helperPlanHighwayTrajectory`.

The helper function accepts an `dynamicCapsuleList` (Navigation Toolbox) object as an input to find non-colliding trajectories. The collision checking is performed in the entire planning horizon at an interval of 0.5 seconds. As the track states vary with time, you update the `dynamicCapsuleList` object in the simulation loop using the `helperUpdateCapsuleList` function, attached with this example.

```
% Collision check time stamps
tHorizon = 5; % seconds
deltaT = 0.5; % seconds
tSteps = deltaT:deltaT:tHorizon;

% Create the dynamicCapsuleList object
capList = dynamicCapsuleList;
capList.MaxNumSteps = numel(tSteps) + 1;

% Specify the ego vehicle geometry
carLen = 4.7;
carWidth = 1.8;
rearAxleRatio = 0.25;
egoID = 1;
[egoID, egoGeom] = egoGeometry(capList,egoID);
```

```

% Inflate to allow uncertainty and safety gaps
egoGeom.Geometry.Length = 2*carLen; % in meters
egoGeom.Geometry.Radius = carWidth/2; % in meters
egoGeom.Geometry.FixedTransform(1,end) = -2*carLen*rearAxleRatio; % in meters
updateEgoGeometry(capList, egoID, egoGeom);

```

### Run Simulation

In this section, you advance the simulation, generate sensor data and perform dynamic replanning using estimations about the surroundings. The entire process is divided into 5 main steps:

- 1 You collect simulated sensor data from radar and camera sensors.
- 2 You feed the sensor data to the JPDA tracker to estimate current state of objects.
- 3 You predict the state of objects using the `predictTracksToTime` function.
- 4 You update the object list for the planner and plan a highway trajectory.
- 5 You move the simulated ego vehicle on the planned trajectory.

```

% Create display for visualizing results
display = HelperTrackingAndPlanningDisplay;

% Initial state of the ego vehicle
refPath = helperGetReferencePath;
egoState = frenet2global(refPath,[0 0 0 0.5*3.6 0 0]);
helperMoveEgoToState(egoVehicle, egoState);

while advance(scenario)
    % Current time
    time = scenario.SimulationTime;

    % Step 1. Collect data
    detections = helperGenerateDetections(sensors, egoVehicle, time);

    % Step 2. Feed detections to tracker
    tracks = tracker(detections, time);

    % Step 3. Predict tracks in planning horizon
    timesteps = time + tSteps;
    predictedTracks = repmat(tracks,[1 numel(timesteps)+1]);
    for i = 1:numel(timesteps)
        predictedTracks(:,i+1) = predictTracksToTime(tracker,'confirmed',timesteps(i));
    end

    % Step 4. Update capsule list and plan highway trajectory
    currActorState = helperUpdateCapsuleList(capList, predictedTracks);
    [optimalTrajectory, trajectoryList] = helperPlanHighwayTrajectory(capList, currActorState, egoVehicle);

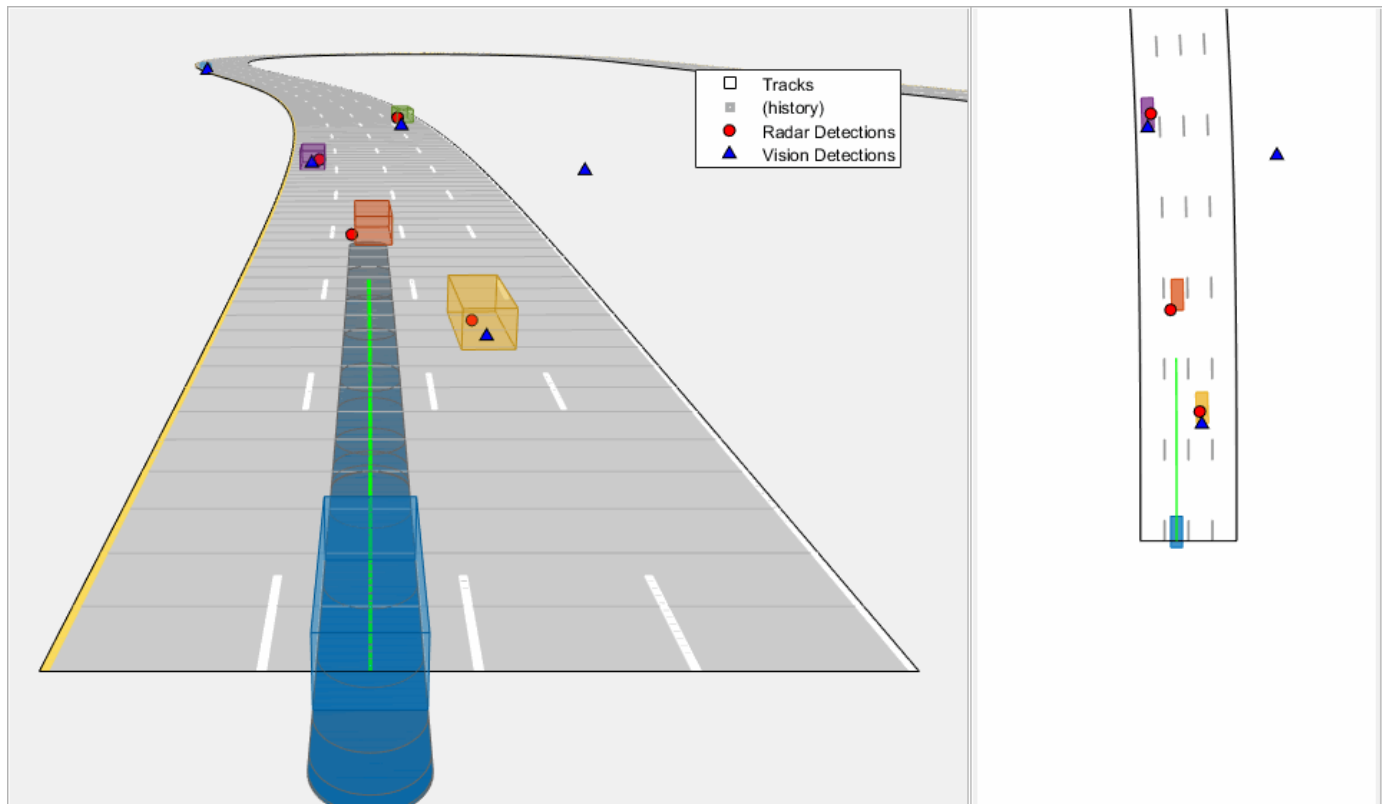
    % Visualize the results
    display(scenario, egoVehicle, sensors, detections, tracks, capList, trajectoryList);

    % Step 5. Move ego on planned trajectory
    egoState = optimalTrajectory(2,:);
    helperMoveEgoToState(egoVehicle, egoState);
end

```

## Results

In the animation below, you can observe the planned ego vehicle trajectories highlighted in green color. The animation also shows all other sampled trajectories for the ego vehicle. For these other trajectories, the colliding trajectories are shown in red, unevaluated trajectories are shown in grey, and kinematically-infeasible trajectories are shown in cyan color. Each track is annotated by an ID representing its unique identity. Notice that the ego vehicle successfully maneuvers around obstacles in the scene.



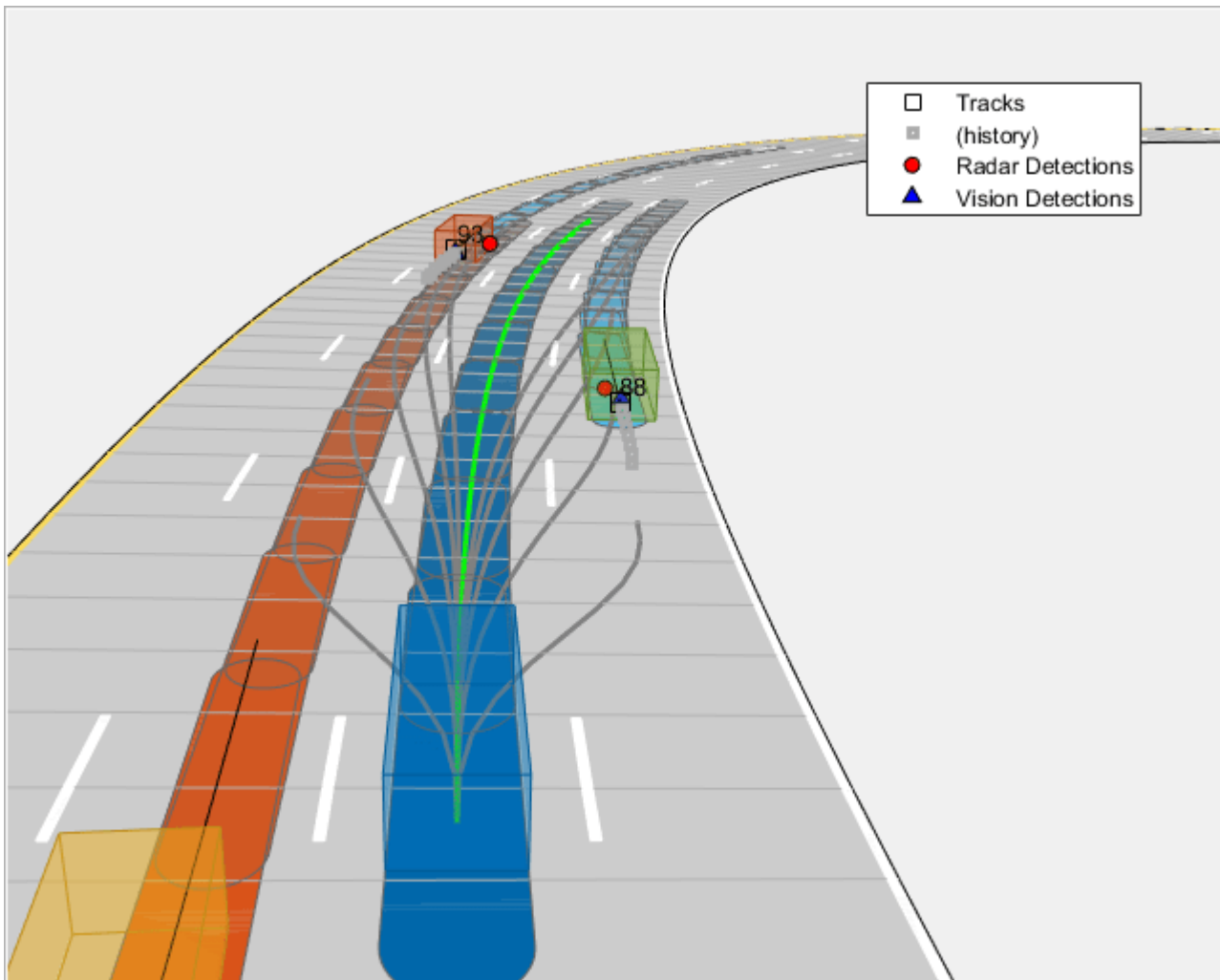
In the following sub-sections, you analyze the estimates from the tracker at certain time steps and understand how it impacts the choices made by the motion planner.

### Road-integrated motion prediction

In this section, you learn how the road-integrated motion model allows the tracker to obtain more accurate long-term predictions about the objects on the highway. Shown below is a snapshot from the simulation taken at time = 30 seconds. Notice the trajectory predicted for the green vehicle to the right of the blue ego vehicle. The predicted trajectory follows the lane of the vehicle because the road network information is integrated with the tracker. If instead, you use a constant-velocity model assumption for objects, the predicted trajectory will follow the direction of instantaneous velocity and will be falsely treated as a collision by the motion planner. In this case, the motion planner can possibly generate an unsafe maneuver.

```
showSnaps(display,2,4); % Shows snapshot while publishing
```

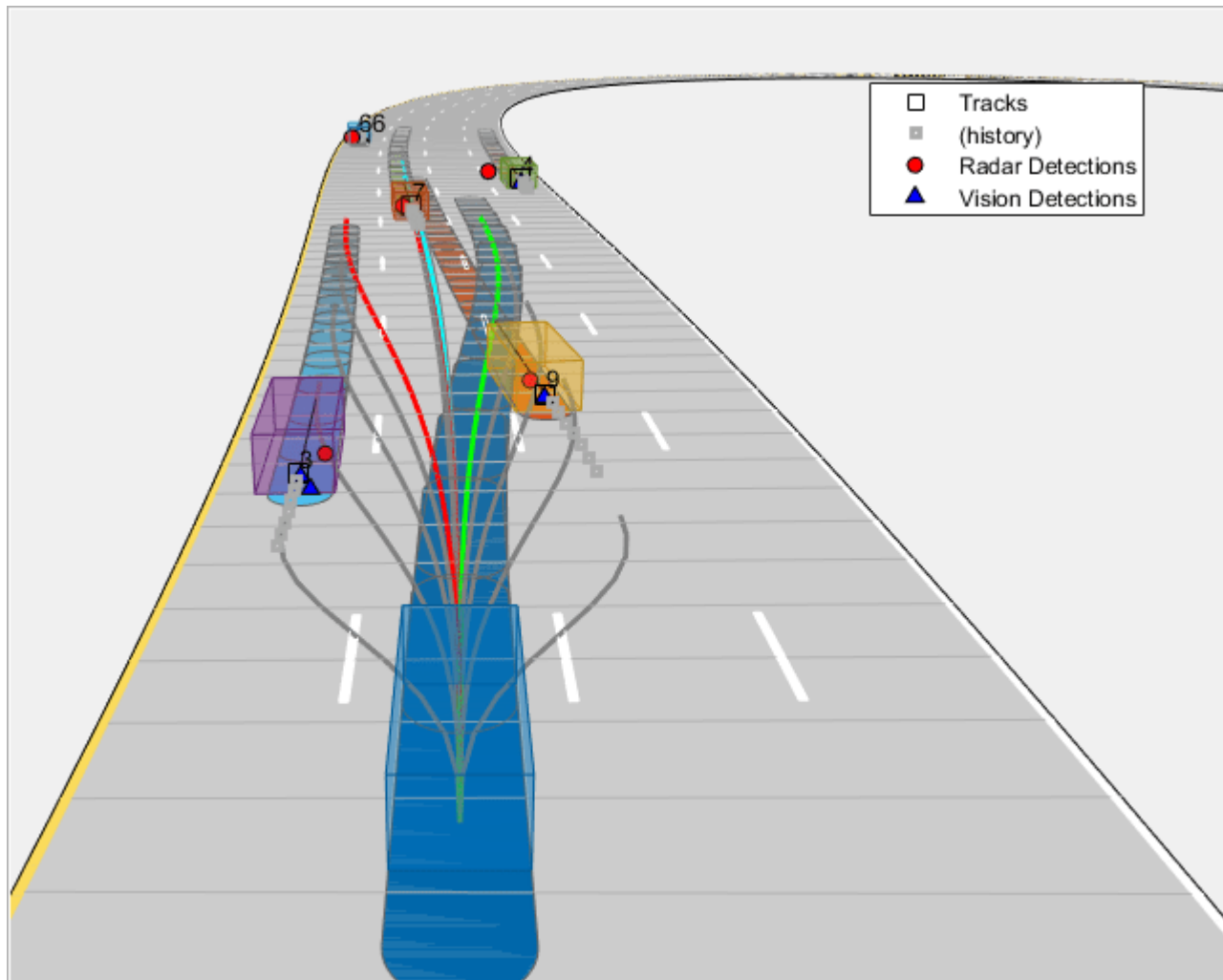




### Lane change prediction

In the first section, you learned how the lane change maneuvers are captured by using a decaying lateral velocity model of the objects. Now, notice the snapshot taken at time = 17.5 seconds. At this time, the yellow vehicle on the right side of the ego vehicle initiates a lane change and intends to enter the lane of the ego vehicle. Notice that its predicted trajectory captures this maneuver, and the tracker predicts it to be in the same lane as the ego vehicle at the end of planning horizon. This prediction informs the motion planner about a possible collision with this vehicle, thus the planner first proceeds to test feasibility for the ego vehicle to change lane to the left. However, the presence of purple vehicle on the left and its predicted trajectory causes the ego vehicle to make a right lane change. You can also observe these colliding trajectories colored as red in the snapshot below.

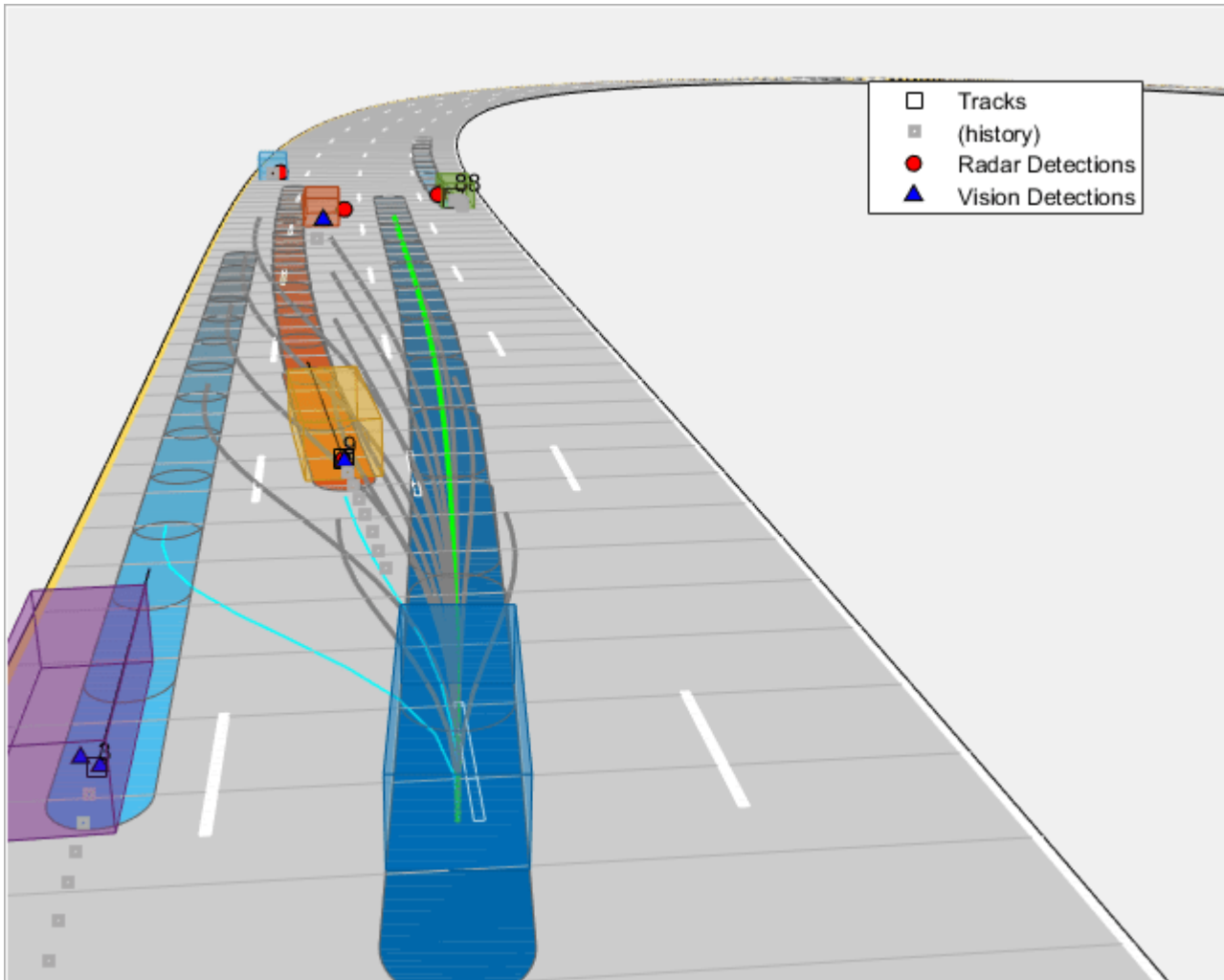
```
showSnaps(display,2,1); % Shows snapshot while publishing
```



### Tracker imperfections

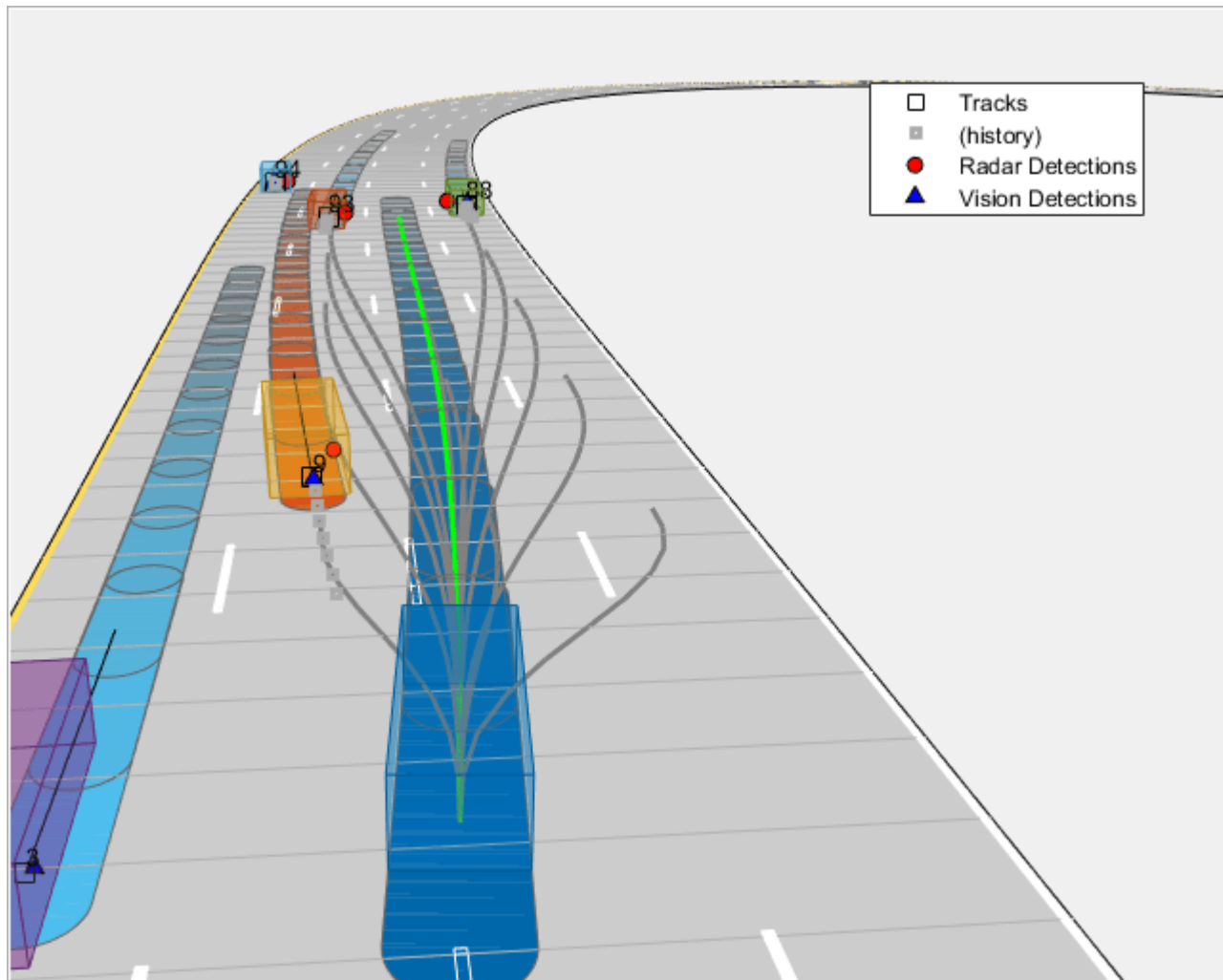
A multi-object tracker may have certain imperfections that can affect motion planning decisions. Specifically, a multi-object tracker can miss objects, report false tracks, or sometimes report redundant tracks. In the snapshot below taken at time = 20 seconds, the tracker drops tracks on two vehicles in front of the ego vehicle due to occlusion. In this particular situation, these missed targets are less likely to influence the decision of the motion planner due to their distance from the ego vehicle.

```
showSnaps(display,2,2); % Shows snapshot while publishing
```



However, as the ego vehicle approaches these vehicles, their influence on the ego vehicle's decision increases. Notice that the tracker is able to establish a track on these vehicles by time = 20.4 seconds, as shown in the snapshot below, thus making the system slightly robust to these imperfections. While configuring a tracking algorithm for motion planning, it is important to consider these imperfections from the tracker and tune the track confirmation and track deletion logics.

```
showSnaps(display,2,3); % Show snapshot while publishing
```



### Summary

You learned how to use a joint probabilistic data association tracker to track vehicles using a Frenet reference path with radar and camera sensors. You configured the tracker to use highway map data to provide long term predictions about objects. You also used these long-term predictions to drive a motion planner for planning trajectories on the highway.

### Supporting Functions

```
function detections = helperGenerateDetections(sensors, egoVehicle, time)
    detections = cell(0,1);
    for i = 1:numel(sensors)
        thisDetections = sensors{i}(targetPoses(egoVehicle),time);
        detections = [detections;thisDetections]; %#ok<AGROW>
    end

    detections = helperAddEgoVehicleLocalization(detections,egoVehicle);
    detections = helperPreprocessDetections(detections);
end

function detectionsOut = helperAddEgoVehicleLocalization(detectionsIn, egoPose)
```

```

defaultParams = struct('Frame','Rectangular',...
    'OriginPosition',zeros(3,1),...
    'OriginVelocity',zeros(3,1),...
    'Orientation',eye(3),...
    'HasAzimuth',false,...
    'HasElevation',false,...
    'HasRange',false,...
    'HasVelocity',false);

fNames = fieldnames(defaultParams);

detectionsOut = cell(numel(detectionsIn),1);

for i = 1:numel(detectionsIn)
    thisDet = detectionsIn{i};
    if iscell(thisDet.MeasurementParameters)
        measParams = thisDet.MeasurementParameters{1};
    else
        measParams = thisDet.MeasurementParameters(1);
    end

    newParams = struct;
    for k = 1:numel(fNames)
        if isfield(measParams,fNames{k})
            newParams.(fNames{k}) = measParams.(fNames{k});
        else
            newParams.(fNames{k}) = defaultParams.(fNames{k});
        end
    end

    % Add parameters for ego vehicle
    thisDet.MeasurementParameters = [newParams;newParams];
    thisDet.MeasurementParameters(2).Frame = 'Rectangular';
    thisDet.MeasurementParameters(2).OriginPosition = egoPose.Position(:);
    thisDet.MeasurementParameters(2).OriginVelocity = egoPose.Velocity(:);
    thisDet.MeasurementParameters(2).Orientation = rotmat(quaternion([egoPose.Yaw egoPose.Pitch 0 0]));

    % No information from object class and attributes
    thisDet.ObjectClassID = 0;
    thisDet.ObjectAttributes = struct;
    detectionsOut{i} = thisDet;
end

end

function detections = helperPreprocessDetections(detections)
    % This function pre-process the detections from radars and cameras to
    % fit the modeling assumptions used by the tracker

    % 1. It removes velocity information from camera detections. This is
    % because those are filtered estimates and the assumptions from camera
    % may not align with defined prior information for tracker.
    %
    % 2. It fixes the bias for camera sensors that arise due to camera
    % projections for cars just left or right to the ego vehicle.
    %

```

```

% 3. It inflates the measurement noise for range-rate reported by the
% radars to match the range-rate resolution of the sensor
for i = 1:numel(detections)
    if detections{i}.SensorIndex > 1 % Camera
        % Remove velocity
        detections{i}.Measurement = detections{i}.Measurement(1:3);
        detections{i}.MeasurementNoise = blkdiag(detections{i}.MeasurementNoise(1:2,1:2),25)
        detections{i}.MeasurementParameters(1).HasVelocity = false;

        % Fix bias
        pos = detections{i}.Measurement(1:2);
        if abs(pos(1)) < 5 && abs(pos(2)) < 5
            [az, ~, r] = cart2sph(pos(1),pos(2),0);
            [pos(1),pos(2)] = sph2cart(az, 0, r + 0.7); % Increase range
            detections{i}.Measurement(1:2) = pos;
            detections{i}.MeasurementNoise(2,2) = 0.25;
        end
    else % Radars
        detections{i}.MeasurementNoise(3,3) = 0.5^2/4;
    end
end
end
end

function helperMoveEgoToState(egoVehicle, egoState)
egoVehicle.Position(1:2) = egoState(1:2);
egoVehicle.Velocity(1:2) = [cos(egoState(3)) sin(egoState(3))]*egoState(5);
egoVehicle.Yaw = egoState(3)*180/pi;
egoVehicle.AngularVelocity(3) = 180/pi*egoState(4)*egoState(5);
end

```

## See Also

trackerJPDA | referencePathFrenet | trajectoryGeneratorFrenet | drivingScenario

## More About

- “Highway Trajectory Planning Using Frenet Reference Path” on page 8-723
- “Optimal Trajectory Generation for Urban Driving” (Navigation Toolbox)
- “Highway Lane Change” on page 8-845

# Asynchronous Sensor Fusion and Tracking with Retrodiction

This example shows how to construct an asynchronous sensor fusion and tracking model in Simulink®.

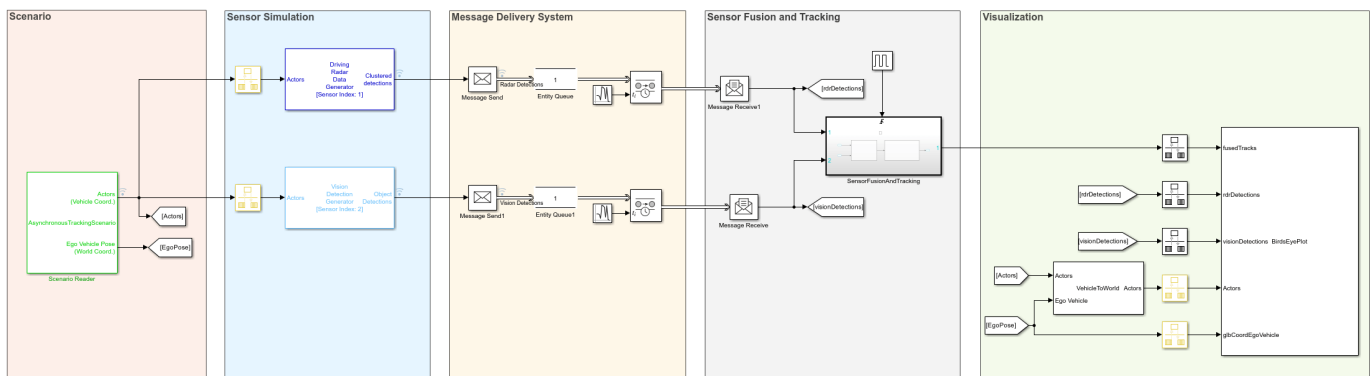
## Introduction

In this example you create a model for sensor fusion and tracking by simulating radar and vision camera, each running at a different update rate. The sensors and the tracker run on separate electronic control units (ECUs). The tracker runs asynchronously from the sensors at a different update rate.

## Model Description

Open the Simulink model using the `open_system` command.

```
open_system('AsynchronousTrackingModel.slx');
```



The model consists of five parts.

The Scenario part of the model consists of a Scenario Reader block, which loads the scenario saved in `AsynchronousTrackingScenario.mat`. In the scenario, there are 4 vehicles: the ego vehicle, a car in front of it, a passing car, and a car behind the ego car.

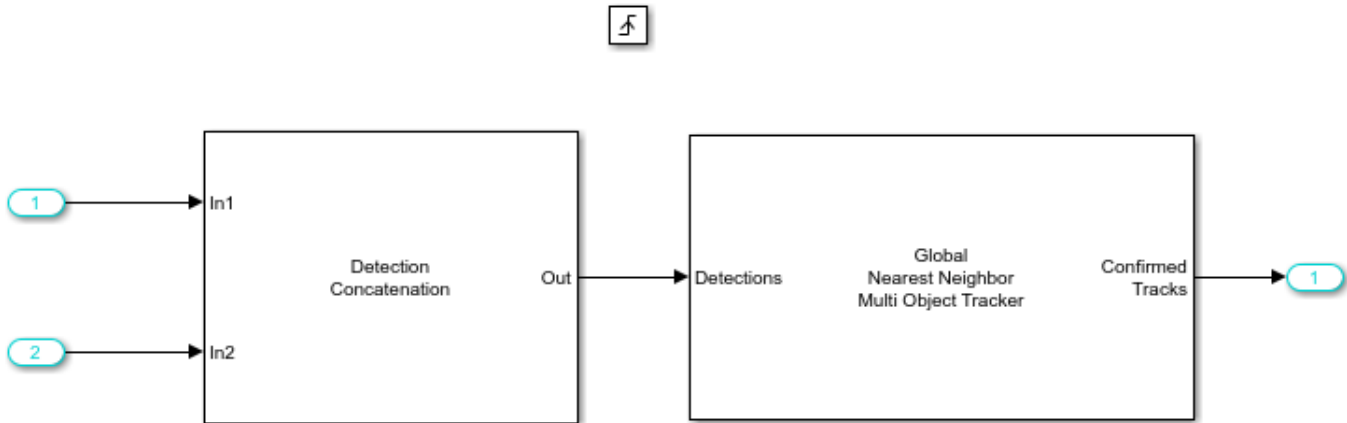
The ego car has two sensors: a radar and a vision camera. The radar is simulated using the Driving Radar Data Generator block, running at 25 Hz, or every 40 milliseconds. The camera is simulated using a Vision Detection Generator block, running every 44 milliseconds. Due to the combination of sensor rates, the scenario needs to run at a rate of at least 250 Hz, or every 4 milliseconds. Both sensor models are shown in the Sensor Simulation part of the model.

The Message Delivery System part of the model simulates the asynchronous communication system between the sensors and the tracker. Each sensor outputs a bus of detections that is packed into by a Message Send block and delivered to an Entity Queue. The queues are organized as a last-in-first-out (LIFO) queue with a capacity of 1. The queues store only latest data from sensors. The Entity Transport Delay blocks are used to simulate communication delays in the network. The blocks delay an entity for a period of time received at its second input port. In this example you use the Random Number block to generate mean delay values of 40 and 44 milliseconds for radar and vision sensors respectively.

The Sensor Fusion and Tracking part of the model consists of the Message Receive blocks and a Triggered Subsystem block. The Message Receive blocks read the messages and pass their payload to

the subsystem. The subsystem is triggered using an external signal at 20Hz or 50 milliseconds. This means that the tracker is updated every 50 milliseconds. The trigger signal is generated using the Pulse Generator block.

```
open_system('AsynchronousTrackingModel/SensorFusionAndTracking');
```



In the subsystem, the Detection Concatenation block concatenates detections from both sensors and passes them to the tracker.

The final part of the model is the Visualization, where all the scenario, sensor, and tracking data are visualized by a helper block.

### Configure the Tracker to Use Retrodiction

For the tracker, you use a Global Nearest Neighbor Tracker block. You modify the tracker to use the retrodiction technique for out-of-sequence measurement (OOSM) handling. When using the tracker in an asynchronous way, the tracker clock may run ahead of the messages that arrive, which renders the messages 'out-of-sequence'. Setting the tracker OOSM handling to retrodiction allows the tracker to process them instead of terminating with an error or neglecting the OOSM. Overall, retrodiction improves the tracker accuracy.

Using retrodiction requires more memory because the tracker must maintain a history of each track. To reduce the memory allocation, you reduce the maximum number of tracks to 20, because there are just a few objects in the scenario. Similarly, you reduce the maximum number of sensors to 2, because only two sensors report to the tracker.

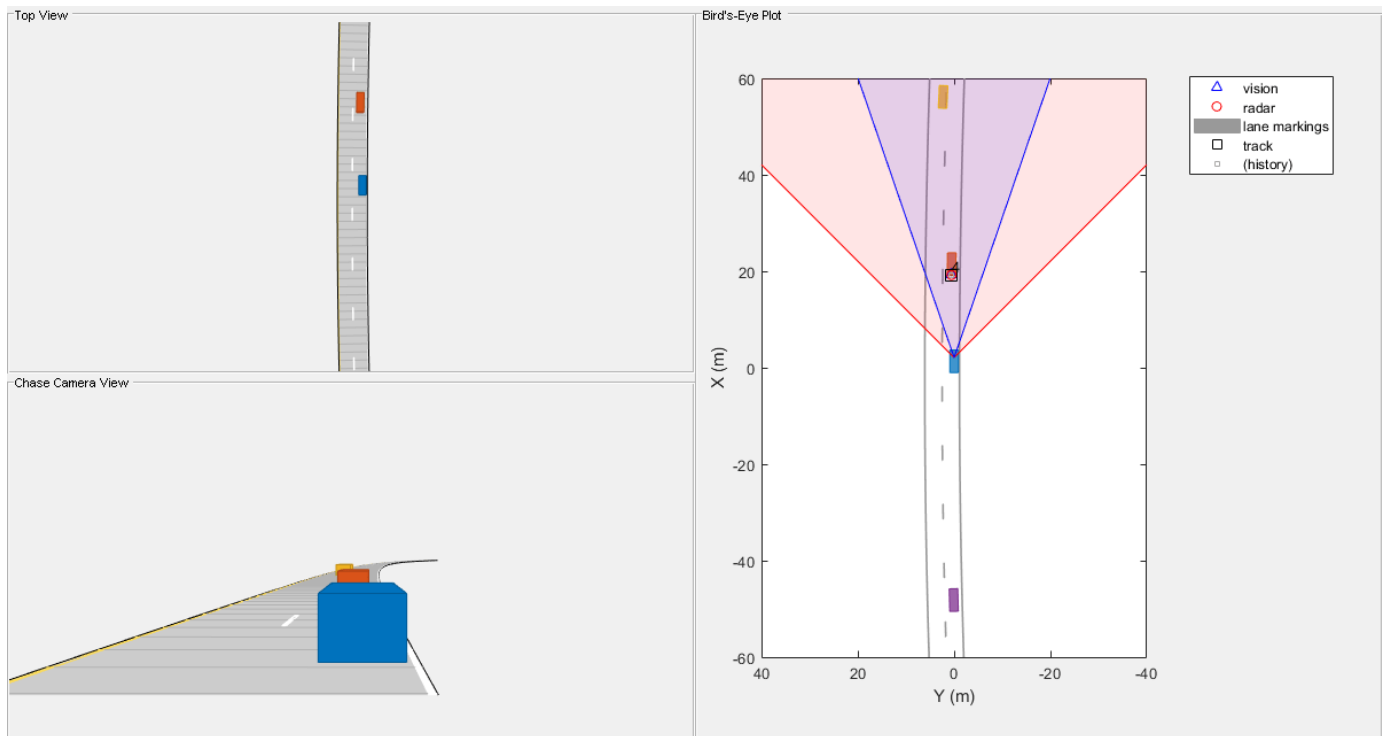
You increase the threshold for assigning detections to tracks from the default 30 to 50 to allow vision and radar detections that may have different offsets on the object to be assigned to the same track. A larger assignment threshold may result in false detections getting assigned to each other and creating false tracks. To reduce the rate of false tracks, you make the confirmation threshold stricter by increasing it from the default 2-out-of-3 to 4-out-of-5 detections.

### Run the Model and See the Results

You build and run the model using the command below.

```
sim('AsynchronousTrackingModel.slx');
close_system('AsynchronousTrackingModel.slx');
```





The simulation shows that the tracker tracks the vehicle in front of the ego vehicle after a few steps required for confirmation and maintains the track throughout the scenario. The passing vehicle, in yellow, is tracked only after it enters the field of view of sensors. The vehicle behind the ego vehicle is never detected by any sensor and therefore it is never tracked.

### Summary

This example showed you how to use an asynchronous sensor fusion and tracking system. The example showed how to connect sensors with different update rates using an asynchronous tracker and how to trigger the tracker to process sensor data at a different rate from sensors. The tracker uses the retrodiction out-of-sequence measurement handling technique to process sensor data that arrives out of sequence.

### See Also

Scenario Reader | Driving Radar Data Generator | Vision Detection Generator | Global Nearest Neighbor Multi Object Tracker

### More About

- “Sensor Fusion Using Synthetic Radar and Vision Data in Simulink” on page 8-297
- “Extended Object Tracking of Highway Vehicles with Radar and Camera in Simulink” on page 8-465

## Extended Target Tracking with Multipath Radar Reflections in Simulink

This example shows how to model and mitigate multipath radar reflections in a highway driving scenario in Simulink®. It closely follows the “Highway Vehicle Tracking with Multipath Radar Reflections” (Radar Toolbox) MATLAB® example.

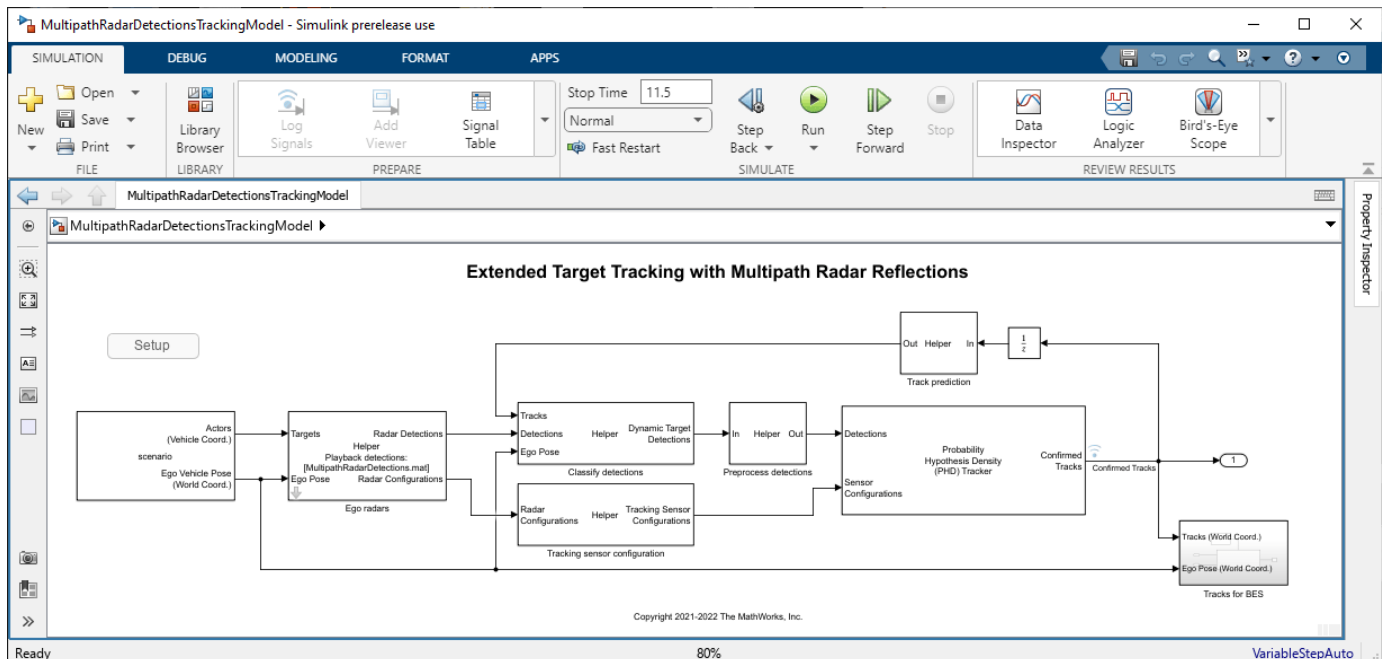
### Introduction

While automotive radars provide robust detection performance across the diverse array of environmental conditions encountered in autonomous driving scenarios, interpreting the detections reported by the radar can prove challenging. Sensor fusion algorithms processing the radar detections will need to be able to identify the desired target detections returned along with detections arising from road (often referred to as clutter) and multipath between the various objects in the driving scenario like guardrails and other vehicles on the road. Detections generated by multiple reflections between the radar and a particular target are often referred to as *ghost detections* because they seem to originate in regions where no targets exist. This example shows you the impact of these multipath reflections on designing and configuring an object tracking strategy using radar detections. For more details regarding the multipath phenomenon and simulation of ghost detections, see the “Simulate Radar Ghosts Due to Multipath Return” (Radar Toolbox) example.

### Load Scenario and Radars

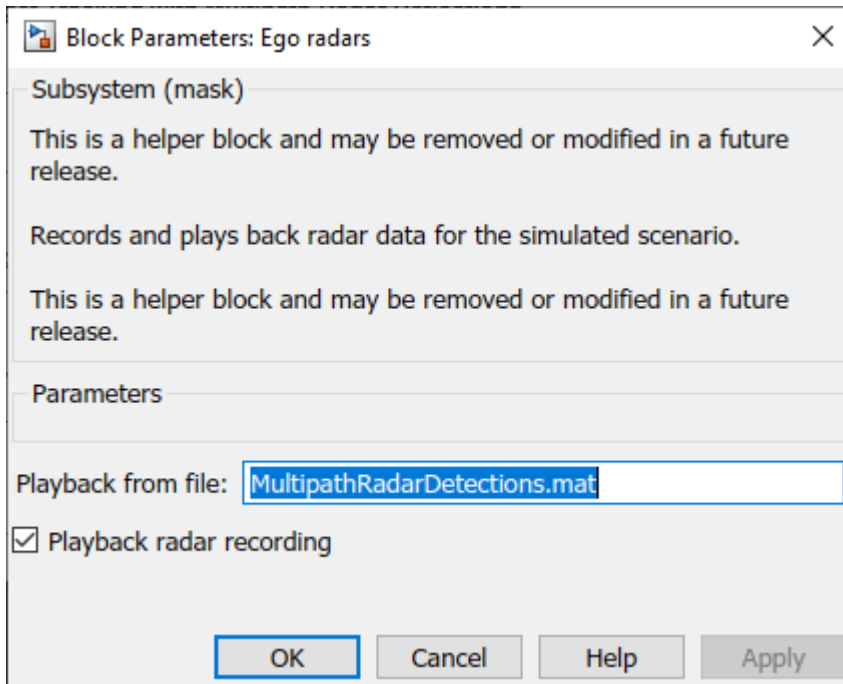
This example uses the same scenario and radars defined by the `helperCreateMultipathDrivingScenario` function used in the “Highway Vehicle Tracking with Multipath Radar Reflections” (Radar Toolbox) example. Opening the model loads this scenario into the workspace for use by the Scenario Reader block.

```
open_system('MultipathRadarDetectionsTrackingModel')
```



Use the **Ego radars** helper block to play back detections recorded from four radars providing full 360 degree coverage around the ego vehicle. To record a new set of detections, clear the **Playback radar recording** check box.

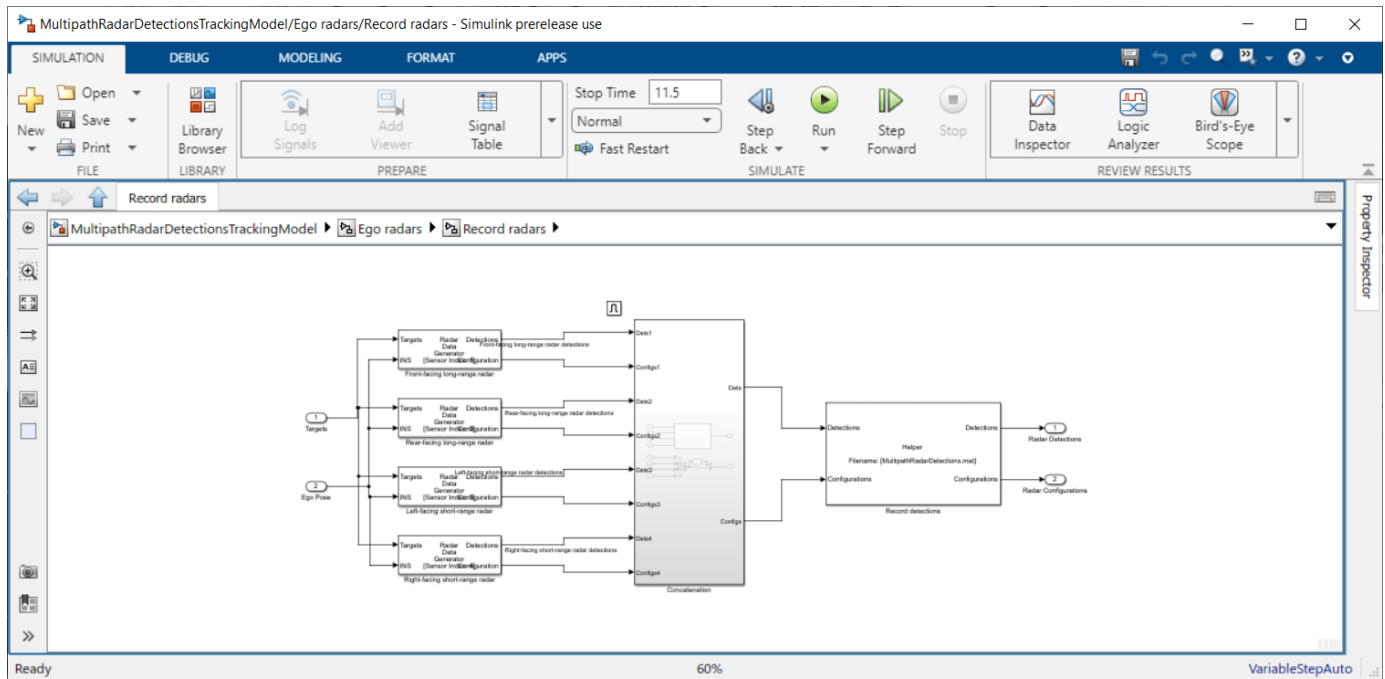
```
open_system('MultipathRadarDetectionsTrackingModel/Ego radars')
```



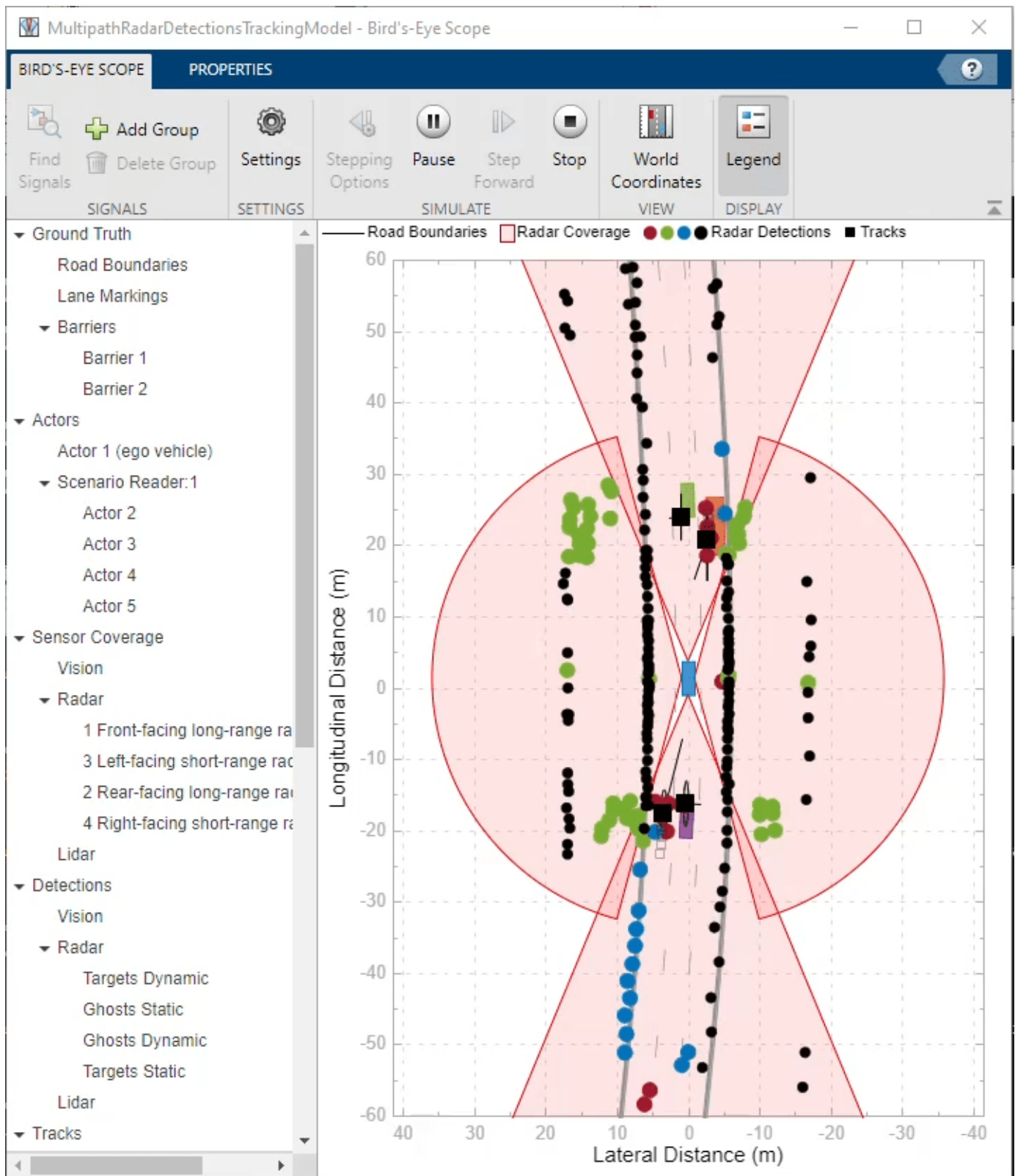
```
close_system('MultipathRadarDetectionsTrackingModel/Ego radars')
```

The four sensor models are configured in the **Record radars** block.

```
open_system('MultipathRadarDetectionsTrackingModel/Ego radars/Record radars')
```



Use Bird's-Eye Scope to visualize the scenario and sensor coverage in this model.



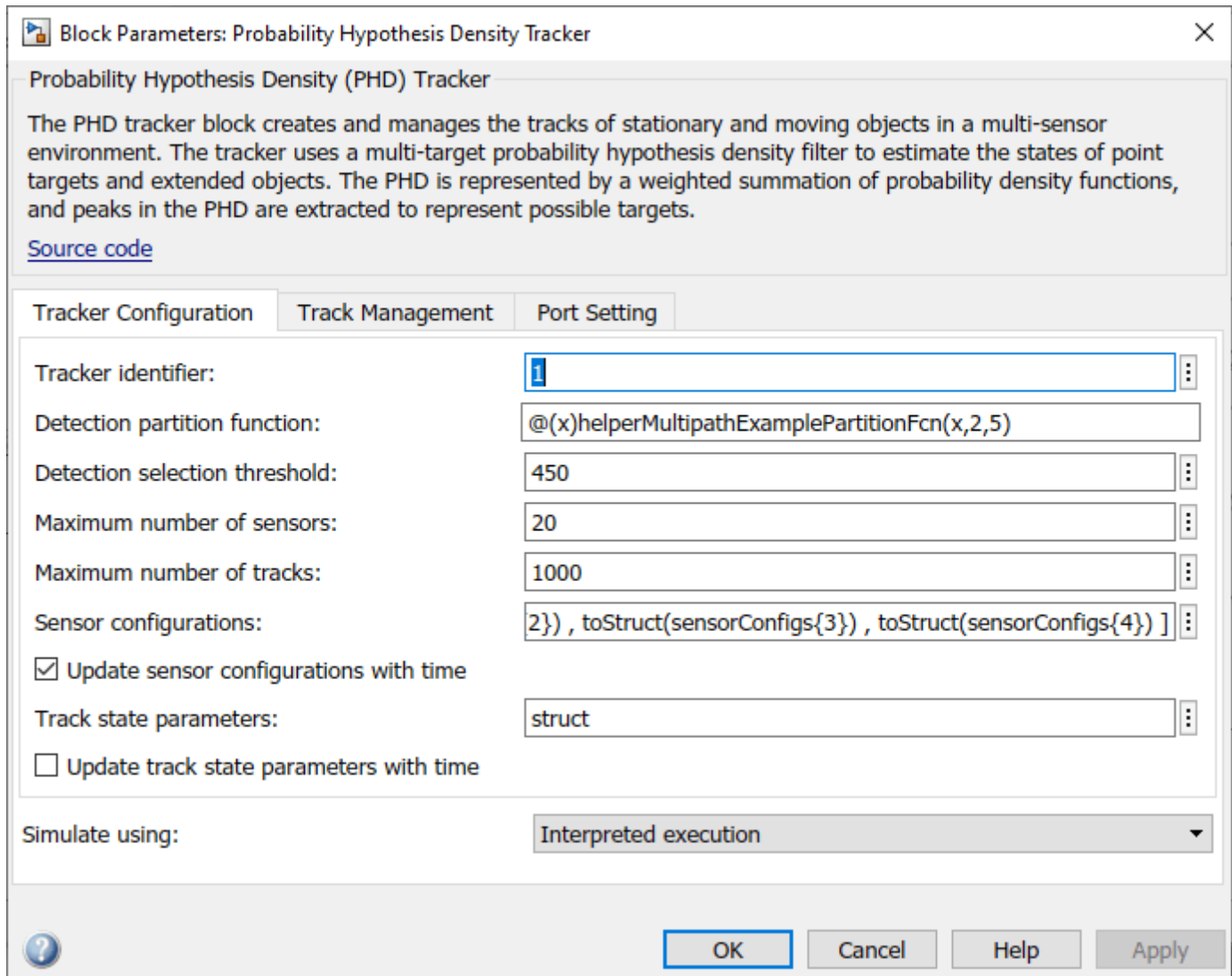
The **Classify detections** helper block classifies the detections generated by the four radars by comparing their measurements to the confirmed tracks from the Probability Hypothesis Density (PHD) Tracker (Sensor Fusion and Tracking Toolbox) block. The detection classification utilizes the measured radial velocity from the targets to determine if the target generating the detection was static or dynamic [1]. The detections are classified into four categories:

- 1 Dynamic targets — These (red) detections are classified to originate from real dynamic targets in the scene.
- 2 Static ghosts — These (green) detections are classified to originate from dynamic targets but reflected via the static environment.
- 3 Dynamic ghosts — These (blue) detections are classified to originate from dynamic targets but reflected via other dynamic objects.
- 4 Static targets — These (black) detections are classified to originate from the static environment.

### **Configure GGIW-PHD Extended Object Tracker**

Configure the Probability Hypothesis Density (PHD) Tracker (Sensor Fusion and Tracking Toolbox) block with the same parameters as used by the “Highway Vehicle Tracking with Multipath Radar Reflections” (Radar Toolbox) example. Reuse the `helperMultipathExamplePartitionFcn` function to define the detection partitions used within the tracker.

```
open_system('MultipathRadarDetectionsTrackingModel/Probability Hypothesis Density Tracker')
```

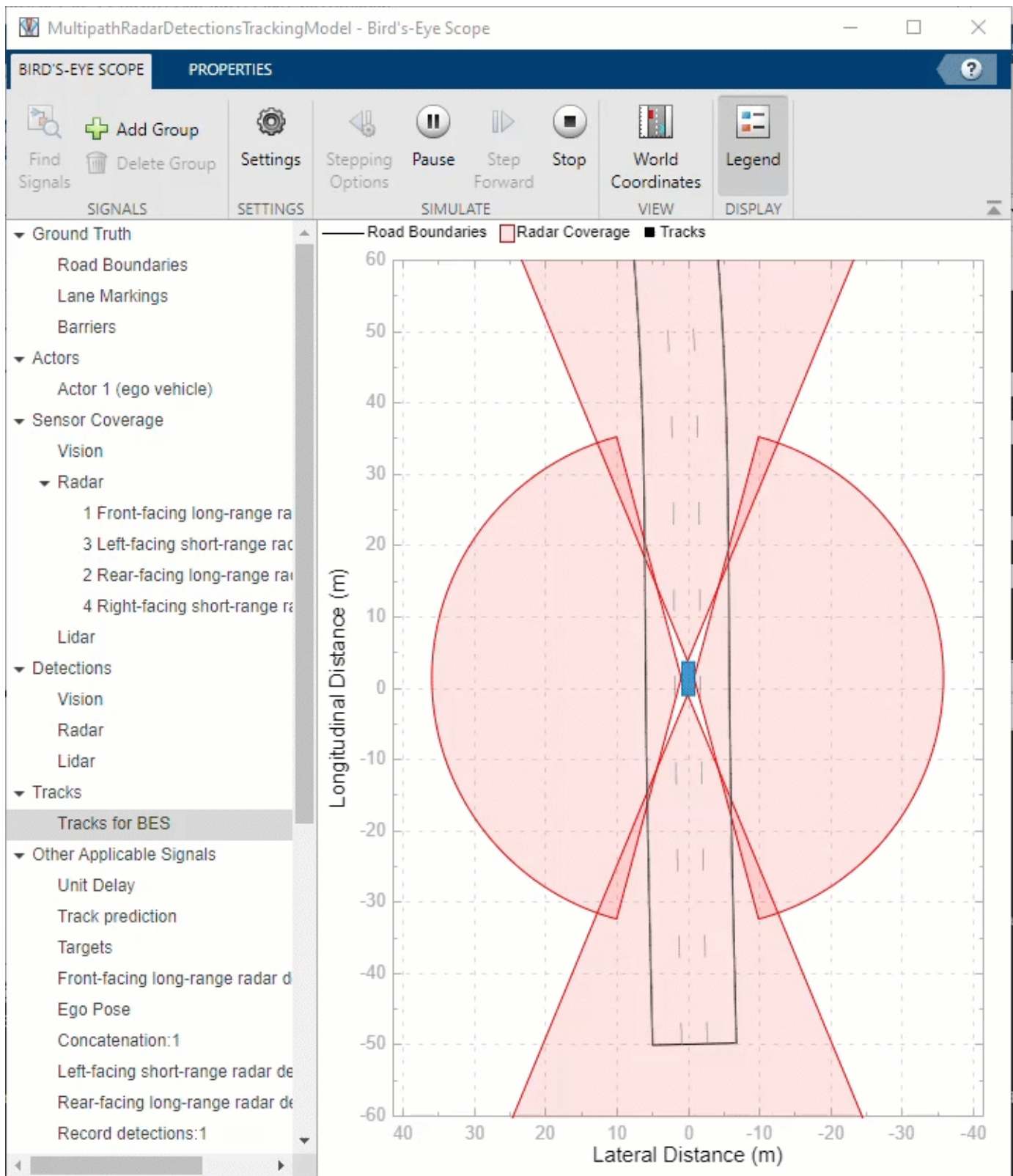


```
close_system('MultipathRadarDetectionsTrackingModel/Probability Hypothesis Density Tracker',0)
```

### Run Simulation

Use the following command to play back the recorded detections and generate tracks.

```
simout = sim('MultipathRadarDetectionsTrackingModel')
```





Use `helperSaveSimulationLogs` to save the logged tracks and classified detections for offline analysis.

```
helperSaveSimulationLogs('MultipathRadarDetectionsTrackingModel',simout);
```

### Analyze Performance

Load the logged tracks and detections to assess the performance of the tracking algorithm by using the GOSPA metric and its associated components.

```
[confirmedTracks,confusionMatrix] = helperLoadSimulationLogs('MultipathRadarDetectionsTrackingModel',simout);
```

Use `trackGOSPAMetric` to calculate GOSPA metrics from the logged tracks.

```
gospaMetric = trackGOSPAMetric('Distance','custom', ...
    'DistanceFcn',@helperGOSPADistance, ...
    'CutoffDistance',35);

% Number of simulated track updates
numSteps = numel(confirmedTracks.Time);

% GOSPA metric
gospa = NaN(4,numSteps);

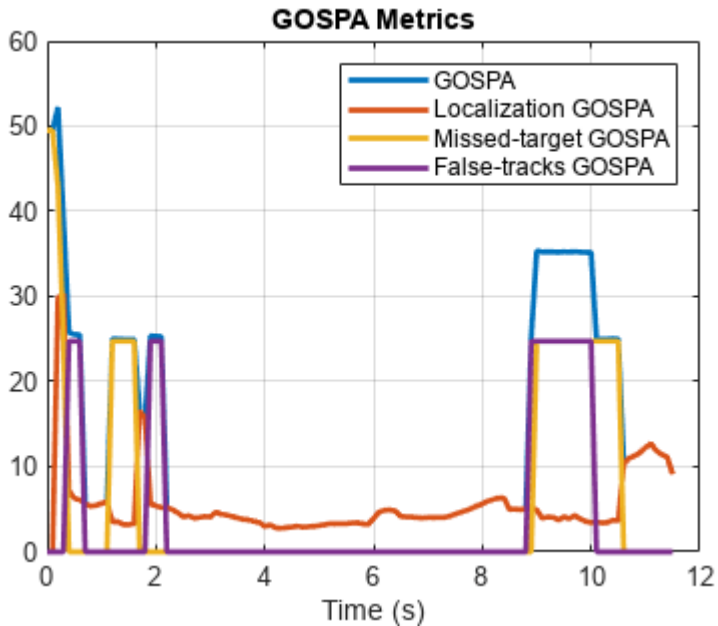
restart(scenario);
groundTruth = scenario.Operators(2:end);
iStep = 1;
tol = seconds(scenario.SampleTime/4);
while scenario.SimulationTime<=seconds(confirmedTracks.Time(end))
    % Select data from time table for current simulation time
    tsim = scenario.SimulationTime;
    wt = withtol(seconds(tsim),tol);

    % Select tracks from time table and compute GOSPA metrics
    theseTracks = confirmedTracks{wt,'Tracks'}{1};
    [gospa(1,iStep),~,~,gospa(2,iStep),gospa(3,iStep),gospa(4,iStep)] = gospaMetric(theseTracks,groundTruth);

    if scenario.IsRunning
        advance(scenario);
    else
        break
    end
    iStep = iStep+1;
end
```

Quantitatively assess the performance of the tracking algorithm by using the GOSPA metric and its associated components. A lower value of the metric denotes better tracking performance. In the following figure, the Missed-target component of the metric remains zero after a few steps in the beginning, representing establishment delay of the tracker. This component shows that no targets were missed by the tracker. The False-tracks component of the metric is zero for most of the simulation, indicating that no false tracks were confirmed by the tracker during those times.

```
% Plot GOSPA metrics
plot(seconds(confirmedTracks.Time),gospa','LineWidth',2);
xlabel('Time (s)');
title('GOSPA Metrics');
grid on;
legend('GOSPA','Localization GOSPA','Missed-target GOSPA','False-tracks GOSPA');
```



Similar to the tracking algorithm, you also quantitatively analyze the performance of the radar detection classification algorithm by using a confusion matrix [2]. The rows shown in the table denote the true classification information of the radar detections and the columns represent the predicted classification information. For example, the second element of the first row defines the percentage of target detections predicted as ghosts from static object reflections.

91% of the target detections are classified correctly. However, a small percentage of the target detections are misclassified as ghosts from dynamic reflections. Also, approximately 4% of ghosts from static object reflections and 22% of ghosts from dynamic object reflections are misclassified as targets and sent to the tracker for processing. A common situation when this occurs in this example is when the detections from two-bounce reflections lie inside the estimated extent of the vehicle. Further, the classification algorithm used in this example is not designed to find false alarms or clutter in the scene. Therefore, the fifth column of the confusion matrix is zero. Due to spatial distribution of the false alarms inside the field of view, the majority of false alarm detections are either classified as reflections from static objects or dynamic objects.

```
% Accumulate confusion matrix over all steps
confMat = shiftdim(reshape([confusionMatrix{:}, 'Confusion Matrix'}], numSteps, 5, 5), 1);
confMat = sum(confMat, 3);

% Number of detections for each target type
numDetections = sum(confMat, 2);

numDetsTable = array2table(numDetections, 'RowNames', {'Targets', 'Ghost (S)', 'Ghost (D)', 'Environment'},
    'VariableNames', {'Number of Detections'});

disp('True Information'); disp(numDetsTable);
```

True Information	Number of Detections
Targets	1990
Ghost (S)	3242

```

Ghost (D)          848
Environment        27451
Clutter            139

```

```
% Calculate classification percentages
```

```
percentMatrix = confMat./numDetections*100;
```

```
percentMatrixTable = array2table(round(percentMatrix,2), 'RowNames',{'Targets','Ghost (S)','Ghost (D)'} , 'ColumnNames',{'Targets','Ghost (S)','Ghost (D)', 'Environment','Clutter'});
```

```
disp('True vs Predicted Confusion Matrix (%)');disp(percentMatrixTable);
```

```
True vs Predicted Confusion Matrix (%)
```

	Targets	Ghost (S)	Ghost (D)	Environment	Clutter
Targets	90.9	0.75	7.94	0.4	0
Ghost (S)	3.52	84.86	11.32	0.31	0
Ghost (D)	22.29	0.24	77.48	0	0
Environment	1.53	2.93	3.42	92.12	0
Clutter	19.42	66.19	13.67	0.72	0

## Summary

In this example, you simulated radar detections due to multipath propagation in an urban highway driving scenario using Simulink. You configured a data processing algorithm to simultaneously filter ghost detections and track vehicles on the highway. You also analyzed the performance of the tracking algorithm and the classification algorithm using the GOSPA metric and confusion matrix.

## References

[1] Prophet, Robert, et al. "Instantaneous Ghost Detection Identification in Automotive Scenarios." *2019 IEEE Radar Conference (RadarConf)*. IEEE, 2019.

[2] Kraus, Florian, et al. "Using machine learning to detect ghost images in automotive radar." *2020 IEEE 23rd International Conference on Intelligent Transportation Systems (ITSC)*. IEEE, 2020.

## See Also

Scenario Reader | Driving Radar Data Generator | Probability Hypothesis Density (PHD) Tracker

## More About

- "Highway Vehicle Tracking with Multipath Radar Reflections" (Radar Toolbox)
- "Simulate Radar Ghosts Due to Multipath Return" (Radar Toolbox)

## Processor-in-the-Loop Verification of JPDA Tracker for Automotive Applications

This example shows you how to generate embedded code for a `trackerJPDA` (Sensor Fusion and Tracking Toolbox) (JPDA) tracker and verify it using processor-in-the-loop (PIL) simulations on a STM32 Nucleo board with 1 MB RAM and 2 MB flash memory. In this example, you configure the JPDA tracker to process detections from a camera and a radar sensor mounted in front of an ego vehicle in highway scenarios. For PIL simulations, you use simulated detections to verify the tracking and computational performance of the generated code.

### Setup Tracking Algorithm for Embedded Code Generation

Balanced between computing requirements and tracking performance, the JPDA tracker is a suitable choice for embedded systems. At every step, the JPDA tracker splits the detections-to-tracks data association problem into multiple clusters per sensor. Each cluster contains a set of detections and tracks that can be assigned to each other after gating. The exact separation of detections and tracks into clusters, the size of each cluster, and number of feasible data association events per cluster is typically determined by run-time inputs and is not known at compilation time. For more information about the JPDA tracking algorithm, refer to the “Algorithms” (Sensor Fusion and Tracking Toolbox) section of `trackerJPDA` (Sensor Fusion and Tracking Toolbox).

When generating embedded code from trackers for safety critical applications such as highway lane following, dynamic memory allocation is typically discouraged. This means that the amount of memory allocated to the tracker must be known at compilation time. Further, the generated code must fit the memory offered by the embedded device. To efficiently manage the memory footprint of a tracker without dynamic memory allocation, you must specify certain bounds on the tracker. These bounds are typically defined using prior knowledge about the targeted application. To bound the number of feasible events per cluster, you use a K-best JPDA tracker by specifying a finite value for the `MaxNumEvents` property. This allows the tracker to use a maximum of K data association events per cluster without enumerating over all feasible events. You use the `MaxNumDetectionsPerCluster` and `MaxNumTracksPerCluster` properties to bound the size of the cluster. For highway driving scenarios, the cluster size can be bounded by using prior knowledge about the maximum number of closely-spaced vehicles. You choose an appropriate value for `AssignmentThreshold` property for gating the detection-to-track association. A large `AssignmentThreshold` value can cause the gate size to be much larger than desired, which can result in the formation of large clusters. To avoid large clusters, you set the `ClusterViolationHandling` property to 'Terminate', which causes the tracker to error out if the cluster sizes are violated. You set the `MaxNumDetections` and `MaxNumDetectionsPerSensor` properties using the information from the simulated or actual sensor. In this example, the radar outputs a maximum of 36 object-level detections and the camera outputs a maximum of 10 object-level detections.

Finally, embedded code generation using Embedded® Coder™ requires MATLAB® code to be written in the form of a function. This function is typically referred to as an entry-point function. To rewrite tracking algorithm as a function, you define the tracker inside the entry-point function using as a persistent variable to preserve its state between function calls. For this example, the tracking algorithm is wrapped in the entry-point function, `trackingAlgorithm` shown below and attached with this example.

```
type trackingAlgorithm.m
```

```

function tracks = trackingAlgorithm(detections, time)

% Define the tracker as a persistent variable
persistent tracker

% Initialize the tracker on first call using isempty
if isempty(tracker)
    tracker = trackerJPDA(FilterInitializationFcn=@helperInitFVSFFilter,...
        MaxNumEvents=5,...% 5 best events per cluster
        MaxNumSensors=2,...% Only 2 sensors feed data to tracker
        MaxNumTracks=36,...% should be at least MaxNumDetectionsPerSensor
        MaxNumDetections=46,...% maximum number of detections from all sensors
        ClutterDensity=1e-9,...% False alarm rate per unit measurement volume
        AssignmentThreshold=50,...% Threshold for gating assignments
        ConfirmationThreshold=[5 6],...% Confirm a track with 5 hits out of 6
        DeletionThreshold=[4 5],...% Delete a track with 4 misses out of 5
        HitMissThreshold=0.5,...% Probability of assignment resulting in hit/miss
        EnableMemoryManagement=true,...% Enable memory management for reducing footprint
        MaxNumDetectionsPerCluster=5,...% Maximum detections per cluster
        MaxNumTracksPerCluster=5,...% Maximum tracks per cluster
        MaxNumDetectionsPerSensor=36,...% Maximum detections per cluster
        ClusterViolationHandling='Terminate'...% Error if cluster sizes are violated
    );
end

% Update the tracker every step using current detections and time stamp
tracks = tracker(detections, time);

end

```

## Setup the Test Bench

To test the tracking algorithm, you use the `drivingScenario` object to simulate a highway driving scenario. You use the `drivingRadarDataGenerator` and `visionDetectionGenerator` objects to simulate detections from radar and camera sensor respectively. The scenarios and sensor configurations used in this example are similar to the one shown in the “Forward Vehicle Sensor Fusion” on page 8-1100 example and are applicable for automotive applications such as “Highway Lane Following” on page 8-893. The process of scenario and sensor model generation is wrapped in the helper function, `helperCreateFVSPILScenario`, attached with this example. This function accepts the name of the scenario as an input. For compatible scenario names, see the [Explore Other Scenarios](#) on page 8-517 section at the bottom of this example.

The target board used in this example supports floating point operations in both single and double precision. To reduce the memory footprint of the tracker, you use single-precision inputs to the tracker. Using single-precision inputs to the tracker allows it to use strict single-precision arithmetic in the generated code. To cast detections to the single-precision, you use the `helperCastDetections` function attached with this example. You can configure the tracking algorithm to use double-precision inputs by changing the `dataType` variable to `'double'`.

You evaluate the performance of the tracking algorithm using the `trackGOSPAMetric` (Sensor Fusion and Tracking Toolbox) (GOSPA) metric. The GOSPA metric uses the available ground truth from the scenario simulation and captures the accuracy of a tracking algorithm as a scalar distance per step. This feature of the metric also makes it an attractive method to assess the equivalency of a tracking algorithm during PIL simulation. In this example, you verify that the generated code on the target hardware produces the same results by comparing the GOSPA values from MATLAB simulation and PIL simulation.

```
% Create scenario.
scenarioName = 'scenario_FVSF_01_Curve_FourVehicles';
[scenario, egoVehicle, radar, camera] = helperCreateFVSFPILScenario(scenarioName);
```

```
% Create GOSPA metric object
gospaObj = trackGOSPAMetric(Distance='posabserr');
```

Next, you run the test bench on this particular scenario by running the tracker in MATLAB environment to ensure that the test bench and tracking algorithm produce expected results. You also capture the GOSPA metric during the MATLAB execution.

```
% Capture the GOSPA metric
gospa = zeros(0,1);
```

```
% Create display
scope = HelperJPDATrackerPILDisplay;
```

```
% Clear persistent variable before every run
clear trackingAlgorithm;
```

```
% Choose data type
dataType = 'single';
```

```
while advance(scenario)
    % Get current simulation time
    time = cast(scenario.SimulationTime, dataType);

    % Collect detections from both radar and camera sensors
    detections = helperCollectDetections(egoVehicle, radar, camera, time);

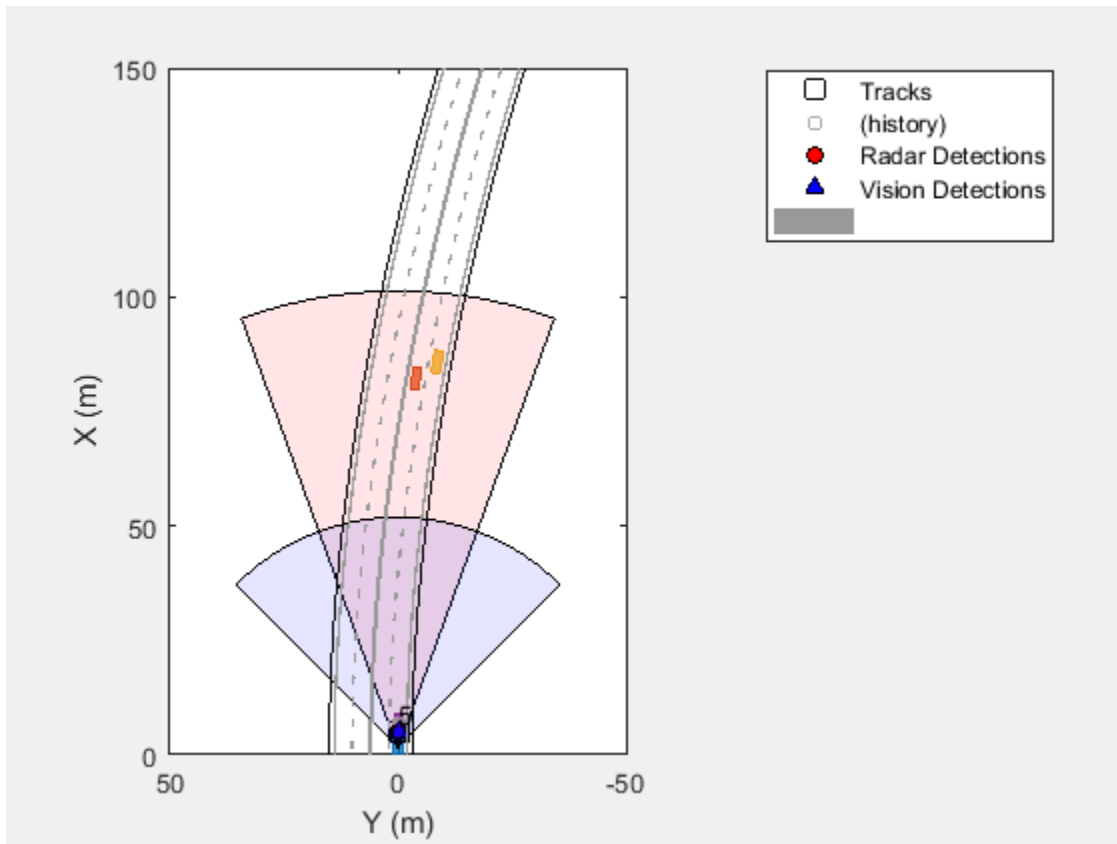
    % Cast detections to single precision
    detections = helperCastDetections(detections, dataType);

    % Feed detections to the tracking algorithm
    tracks = trackingAlgorithm(detections, time);

    % Find detectable targets for truth
    truths = helperFilterWithinCoverage(egoVehicle, radar, camera);

    % Calculate the GOSPA metric
    gospa(end+1,1) = gospaObj(tracks, truths); %#ok<SAGROW>

    % Visualize the results
    scope(scenario, egoVehicle, {radar;camera}, detections, tracks);
end
```



To conveniently to re-run this test bench during PIL simulations, you also wrap the test bench in a separate function, `helperJPDATrackerPILTestBench`. This function can be called with the following syntax:

```
gospa = helperJPDATrackerPILTestBench(scenarioName, trackingAlgorithmName, dataType); % No visual
gospa = helperJPDATrackerPILTestBench(scenarioName, trackingAlgorithmName, dataType, true); % En
```

### Generate Code for PIL

In this section, you generate standalone C code for the tracking algorithm as a static library. You further verify the code by running PIL simulations on a STM32 Nucleo H743ZI2 target board. This target board has an ARM®-Cortex® M7 CPU with 1 MB of RAM and 2 MB of Flash memory. For more information regarding PIL simulations on this board, refer to the “Processor-in-the-Loop Verification of MATLAB Functions Using STMicroelectronics Nucleo Boards” (Simulink Coder Support Package for STMicroelectronics Nucleo Boards) example. Although this example discusses about PIL simulation on the Nucleo target hardware, this approach can be used on any supported hardware. See the “Embedded Coder Supported Hardware” (Embedded Coder) page for more information about supported hardware boards.

To generate code for the tracking algorithm, you must define the types of the inputs to the entry-point function. An easy way to define these inputs is by using the `codegen` (MATLAB Coder) argument. You use the detections captured during the MATLAB execution to define the input types for the entry point function. Note that the data type of the inputs cannot be changed after code generation. Therefore, if the embedded code is generated with single-precision measurements, the test bench must provide single-precision measurements as inputs to the tracking algorithm. As the number of detections change between each call to the tracking algorithm, you define the detection input type as

a variable-sized cell array with a maximum of 46 elements using the `coder.typeof` (MATLAB Coder) function. You also define the input type of time input using the correct data type as defined in the Setup the Test Bench on page 8-509 section.

```
sampleDetection = detections{1};
detectionsInput = coder.typeof({sampleDetection},[46 1],[1 0]);
timeInput = cast(0,dataType);
```

You define the code generation configuration for PIL verification by creating a `coder.EmbeddedCodeConfig` (MATLAB Coder) object. You define the `VerificationMode` as 'PIL' and specify certain hardware properties on the configuration. To profile the generated code on the target hardware, you also set the `CodeExecutionProfiling` property to `true`.

```
cfg = coder.config('lib','ecoder',true); % Creates a coder.EmbeddedCodeConfig object
cfg.VerificationMode = 'PIL'; % Enable PIL for verification
cfg.DynamicMemoryAllocation = 'off'; % Turn-off dynamic memory allocation
cfg.Toolchain = 'GNU Tools for ARM Embedded Processors'; % Specify toolchain
cfg.Hardware = coder.hardware('STM32 Nucleo H743ZI2'); % Specify hardware board
cfg.StackUsageMax = 512; % (Bytes) Limit stack usage
cfg.Hardware.PILCOMPort = 'COM3'; % Specify the port for connecting with hardware board
cfg.CodeExecutionProfiling = true; % Enable code execution profiling
```

Generate code using the `codegen` function. This function produces a MEX file named `trackingAlgorithm_pil` in the current working directory. This MEX file provides a wrapper to send inputs from MATLAB environment to the target hardware and collect outputs from the target hardware back to MATLAB.

```
codegen('trackingAlgorithm.m','-args',{detectionsInput,timeInput},'-config',cfg);

### Connectivity configuration for function 'trackingAlgorithm': 'STM32 Microcontroller'
### COM port: COM3
### Baud rate: 115200
Code generation successful.
```

## PIL Simulation and Results

In this section, you use the MEX generated from the previous section to run PIL simulations using the target hardware. To reuse the test bench created in the Setup the Test Bench on page 8-509 section, you specify the tracking algorithm name as `trackingAlgorithm_pil`

```
trackingAlgorithmName = 'trackingAlgorithm_pil';
gospaPIL = helperJPDATrackerPILTestBench(scenarioName, trackingAlgorithmName, dataType);

### Starting application: 'codegen\lib\trackingAlgorithm\pil\trackingAlgorithm.elf'
   To terminate execution: clear trackingAlgorithm_pil
### Downloading executable to the hardware on Drive: S:
H:\MATLAB\Examples\driving_fusion_nucleo-ex84625170\codegen\lib\trackingAlgorithm\pil\..\..\..\
1 File(s) copied
   Execution profiling data is available for viewing. Open Simulation Data Inspector.
   Execution profiling report available after termination.
```

The plots below show the GOSPA metric captured during MATLAB run and during PIL simulation. Note that the GOSPA metrics captured during both runs are same, which assures that the generated code running on target hardware produces the same results as MATLAB.

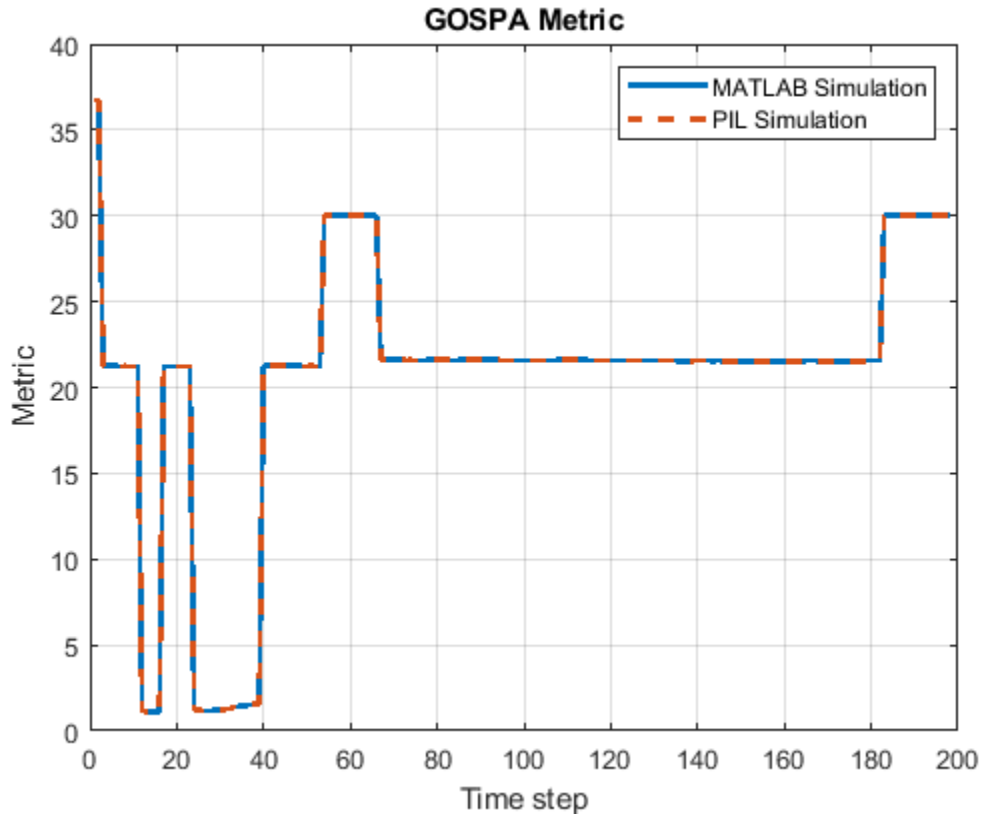
```
figure;
plot(gospa,'LineWidth',2);
hold on;
```



```

plot(gospaPIL, 'LineWidth',2, 'LineStyle', '--');
legend('MATLAB Simulation', 'PIL Simulation');
title("GOSPA Metric");
xlabel('Time step');
ylabel('Metric');
grid on;

```



In addition to tracking performance, you also use the profiling results captured by the PIL simulation to check computational performance of the tracking algorithm on the target hardware. The plots below show the run-time performance of the tracking algorithm on the target hardware. Note that the tracker is able to run at a rate faster than 100 Hz, assuring the capability of real-time computation on this particular board.

```
clear(trackingAlgorithmName); % Results available after PIL ends
```

```
Execution profiling report: report(getCoderExecutionProfile('trackingAlgorithm'))
```

```
% Plot execution profile
```

```
executionProfile = getCoderExecutionProfile('trackingAlgorithm')
```

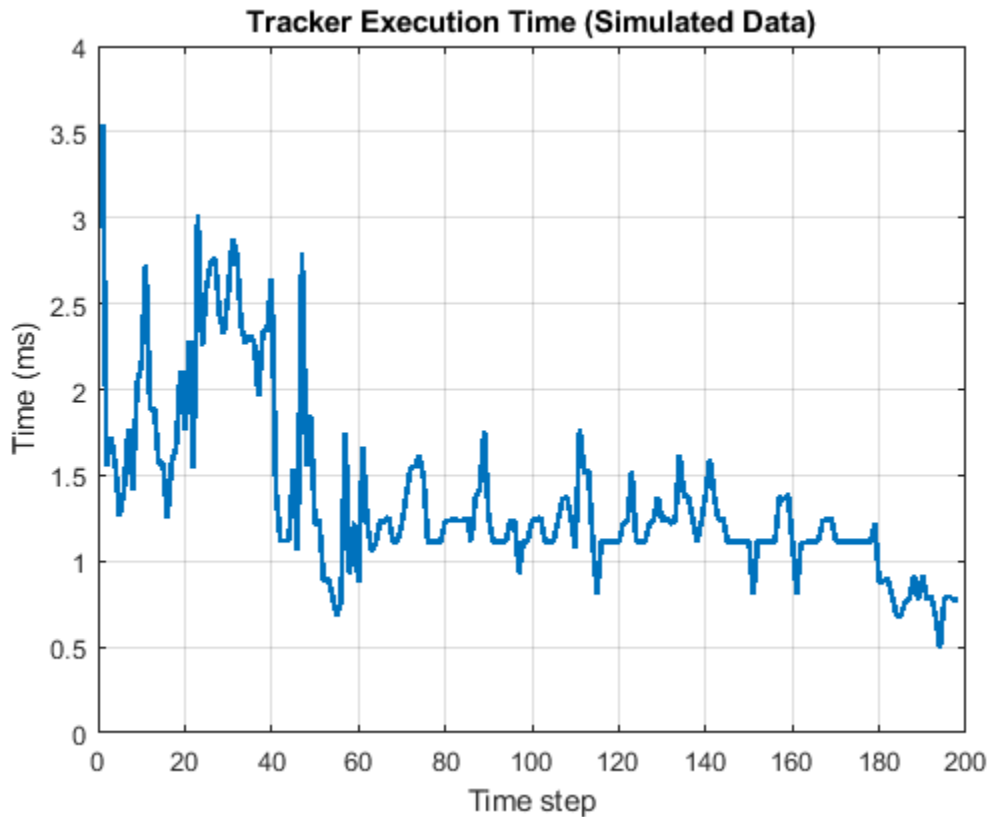
Code execution profiling data for trackingAlgorithm. To open a report, enter the command `report(executionProfile)`.

```
figure;
stepSection = executionProfile.Sections(2);
execTime = stepSection.ExecutionTimeInSeconds;
```

```

plot(1e3*execTime,'LineWidth',2);
title('Tracker Execution Time (Simulated Data)');
xlabel('Time step');
ylabel('Time (ms)');
grid on;

```



### Real-Time Performance Verification on Recorded Data

In the previous sections, you verified the tracking and computational performance of the tracking algorithm on the Nucleo target hardware. The scenario simulation allows you to define a variety of situations and verify the performance of the tracker in such situations. However, it is also critical to verify the performance of the tracker on a real data set. This ensures that the tracking algorithm can bear the challenges and complexity of real-world situations.

In this section, you verify the computational performance of the tracker using recorded data from camera and radar on a highway scenario. The radar used in this recording is a multimode radar, which provides a wide coverage at mid-range and a narrow but high-resolution coverage at long range. In addition to providing detections from target objects, the radar also outputs detections from the road infrastructure, making the tracking algorithm susceptible to many false tracks. You filter out the infrastructure detections using the helper function, `helperFilterStaticDetections`. This helper function uses the recorded speed, yaw-rate of the ego vehicle, as well as doppler (range-rate) information from the radar to filter out detections from static objects in the environment.

```

videoFile = '05_highway_lanechange_25s.mp4';
sensorFile = '05_highway_lanechange_25s_sensor.mat';

```

```
% Load the data
```

```

recording = load(sensorFile);
numSteps = numel(recording.radar);

% Visualize the scenario using a camera recording
videoReader = VideoReader(videoFile);

% Initialize display
scope = HelperJPDATrackerPILDisplay('UseRecordedData',true);

% Timer at 20 Hz
time = cast(0,dataType);
timeStep = cast(0.05,dataType);

% Reinitialize tracker
clear(trackingAlgorithmName);

for currentStep = 1:numSteps
    % Update time
    time = time + timeStep;

    % Collect detections from recording
    [radarTotalDetections, visionDetections, laneData, imuData] = helperCollectDetectionsFromRecording(recording,currentStep);

    % Radar detections from the targets and clutter
    [radarDetections, staticDetections] = helperFilterStaticDetections(radarTotalDetections, imuData, laneData);

    % Concatenate detections
    detections = [radarDetections;visionDetections];

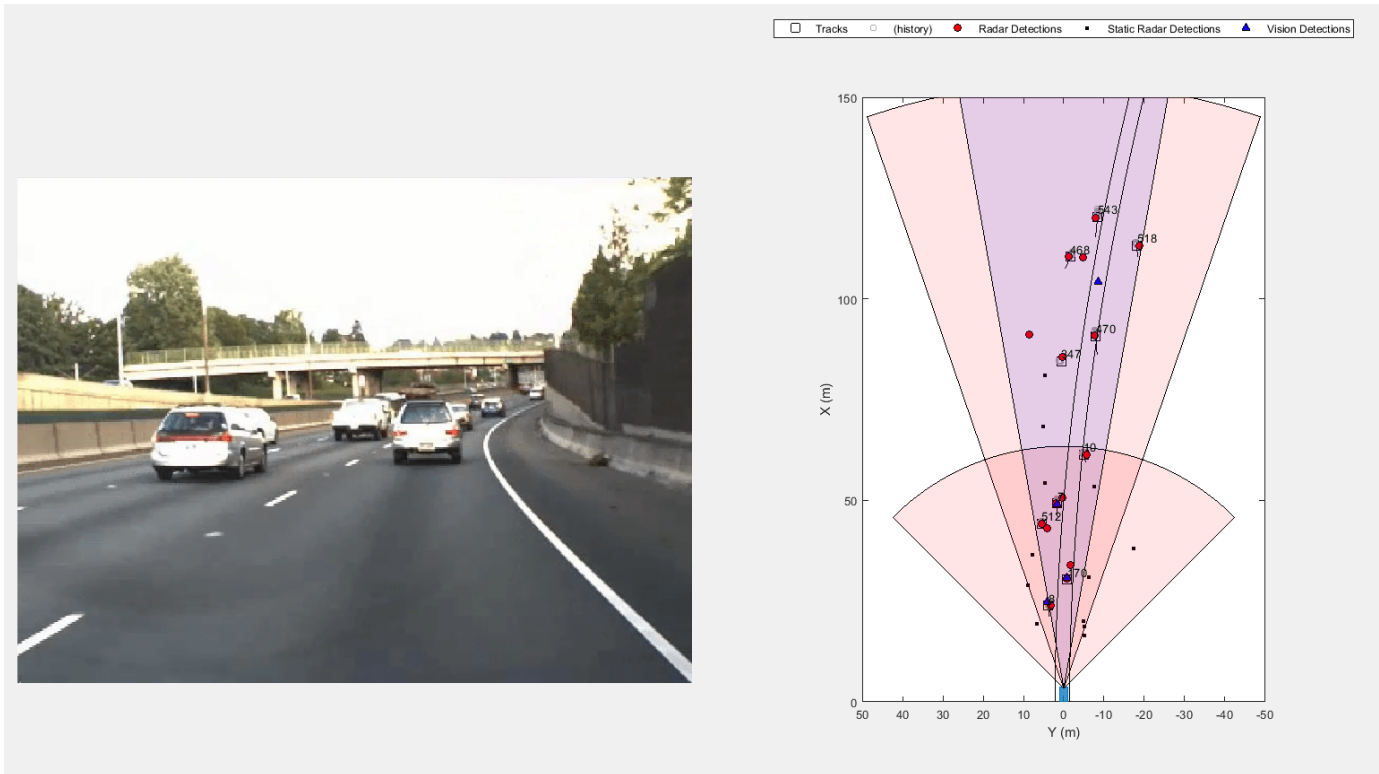
    detections = helperCastDetections(detections,dataType);

    % Run the tracker on hardware
    tracks = feval(trackingAlgorithmName,detections, time); %#ok<FVAL>

    % Visualize
    vidImage = readFrame(videoReader);
    scope(vidImage, laneData, detections, staticDetections, tracks);
end

### Connectivity configuration for function 'trackingAlgorithm': 'STM32 Microcontroller'
### COM port: COM3
### Baud rate: 115200
### Starting application: 'codegen\lib\trackingAlgorithm\pil\trackingAlgorithm.elf'
    To terminate execution: clear trackingAlgorithm_pil
### Downloading executable to the hardware on Drive: S:
H:\MATLAB\Examples\driving_fusion_nucleo-ex84625170\codegen\lib\trackingAlgorithm\pil\..\..\..\
1 File(s) copied
    Execution profiling data is available for viewing. Open Simulation Data Inspector.
    Execution profiling report available after termination.

```



```
clear(trackingAlgorithmName); % Results available after PIL ends
```

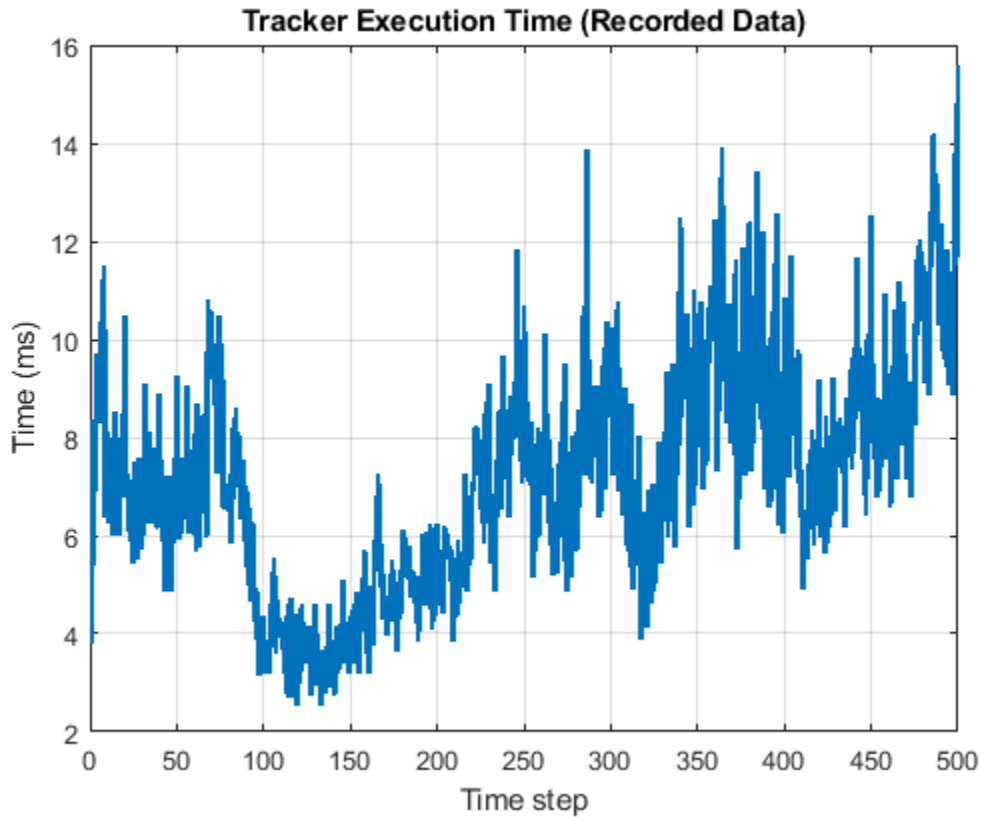
```
Execution profiling report: report(getCoderExecutionProfile('trackingAlgorithm'))
```

```
% Plot execution profile
```

```
executionProfile = getCoderExecutionProfile('trackingAlgorithm')
```

Code execution profiling data for trackingAlgorithm. To open a report, enter the command `report(executionProfile)`.

```
figure;
stepSection = executionProfile.Sections(2);
execTime = stepSection.ExecutionTimeInSeconds;
plot(1e3*execTime,'LineWidth',2);
title('Tracker Execution Time (Recorded Data)');
xlabel('Time step');
ylabel('Time (ms)');
grid on;
```



Note that the tracker is able to track the targets within the field of view of the sensors and is able to run faster than 60 Hz on this particular hardware board. This verifies the real-time tracking capability of the algorithm in denser traffic scenarios captured in the recording.

### Explore Other Scenarios

It is important to assess the performance of the tracking algorithm under different scenarios. You can use the simulation environment in this example to explore other scenarios, compatible with the test bench defined by `helperJPDATrackerPILTestBench`. Here are five compatible scenarios that you can use by specifying the `scenarioName` input as one of the following:

- 'scenario\_FVSF\_01\_Curve\_FourVehicles'
- 'scenario\_FVSF\_02\_Straight\_FourVehicles'
- 'scenario\_FVSF\_03\_Curve\_SixVehicle'
- 'scenario\_FVSF\_04\_Straight\_FourVehicles'
- 'scenario\_FVSF\_05\_Straight\_TwoVehicles'

### Summary

In this example, you learned how to generate code from a tracking algorithm for PIL simulations. You verified the generated code on a STM32 Nucleo board using simulated data as well as recorded data from highway driving scenarios. You further assessed the computational performance and real-time capability of the tracking algorithm in such scenarios on the chosen target hardware.

## Scenario Generation from Recorded Vehicle Data

This example shows how to generate a virtual driving scenario from recorded vehicle data. The scenario is generated from position information recorded from a GPS sensor and recorded object lists processed from a lidar sensor.

### Overview

Virtual driving scenarios can be used to recreate a real scenario from recorded vehicle data. These virtual scenarios enable you to visualize and study the original scenario. Because you can programmatically modify virtual scenarios, you can also use them to synthesize scenario variations when designing and evaluating autonomous driving systems.

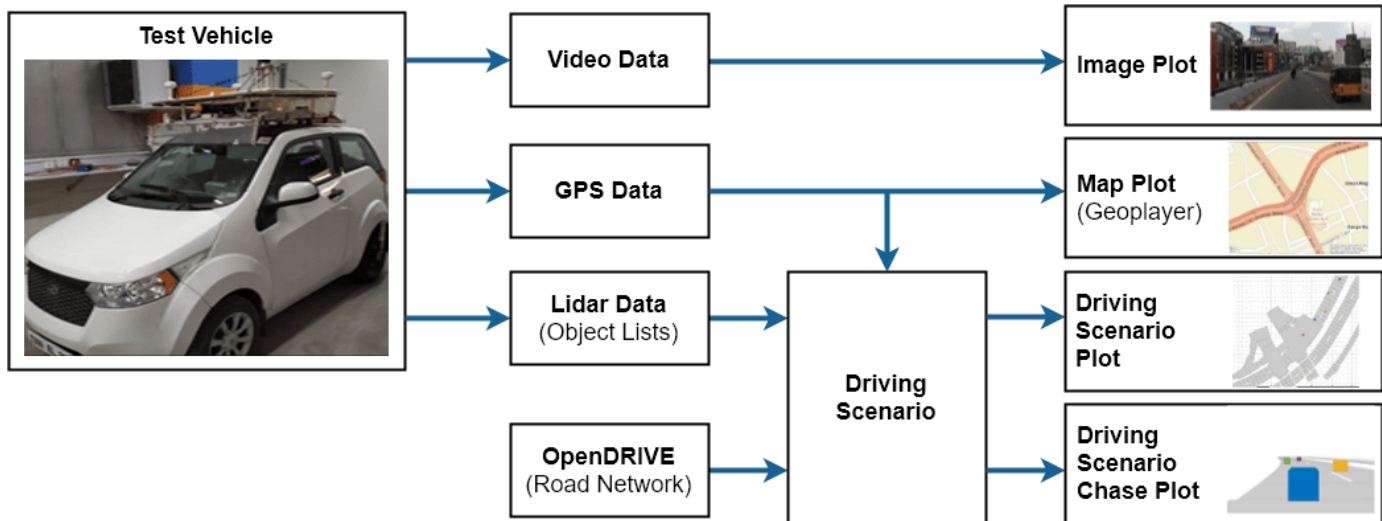
In this example, you create a virtual driving scenario by generating a `drivingScenario` object from data that was recorded from a test (ego) vehicle and an ASAM OpenDRIVE® file. The ASAM OpenDRIVE file describes the road network of the area where the data was recorded. The recorded vehicle data includes:

- **GPS data:** Text file containing the latitude and longitude coordinates of the ego vehicle at each timestamp.
- **Lidar object list data:** Text file containing the number of non-ego actors and the positions of their centers, relative to the ego vehicle, at each timestamp.
- **Video data:** MP4 file recorded from a forward-facing monocular camera mounted on the ego vehicle.

To generate and simulate the driving scenario, you follow these steps:

- 1 Explore recorded vehicle data.
- 2 Import ASAM OpenDRIVE road network into driving scenario.
- 3 Add ego vehicle data from GPS to driving scenario.
- 4 Add non-ego actors from lidar object list to driving scenario.
- 5 Simulate and visualize generated scenario.

The following diagram shows how you use the recorded data in this example. Notice that you create the driving scenario from the GPS, lidar object lists, and ASAM OpenDRIVE files. You use the camera data to visualize the original scenario and can compare this data with the scenario you generate. You also visualize the scenario route on a map using `geoplayer`.



### Explore Recorded Vehicle Data

The positions of the ego vehicle were captured using a UBlox GPS NEO M8N sensor. The GPS sensor was placed on the center of the roof of the ego vehicle. This data is saved in the text file `EgoUrban.txt`.

The positions of the non-ego actors were captured using a Velodyne® VLP-16 lidar sensor with a range of 30 meters. The VLP-16 sensor was placed on the roof of the ego vehicle at a position and height that avoids having the sensor collide with the body of the ego vehicle. The point cloud from the lidar sensor was processed on the vehicle to detect objects and their positions relative to the ego vehicle. This data is saved in the text file `NonEgoUrban.txt`.

To help understand the original scenario, video from a monocular camera was recorded as a reference. This video can also be used to visually compare the original and generated scenarios. A preview of this recorded video is saved in the video file `urbanpreview.mp4`. You can download the full recorded video file from [here](#).

Generate a preview of the urban traffic scenario used in this example.

```

vidObj = VideoReader("urbanpreview.mp4");
fig = figure;
set(fig,Position=[0, 0, 800, 600]);
movegui(fig,"center");
pnl = uipanel(fig,Position=[0 0 1 1],...
    Title="Urban Traffic Scenario");
plt = axes(pnl);
while hasFrame(vidObj)
    vidFrame = readFrame(vidObj);
    image(vidFrame,Parent=plt);
    plt.Visible = "off";
    pause(1/vidObj.FrameRate);
end
  
```

Urban Traffic Scenario





Urban Traffic Scenario



Though the sensor coverage area can be defined around the entire ego vehicle, this example shows only the forward-looking scenario.

### Import ASAM OpenDRIVE Road Network into Driving Scenario

The road network data for generating the virtual scenario is obtained from OpenStreetMap®. The OpenStreetMap data files are converted to ASAM OpenDRIVE files and saved with extension `.xodr`. Use the `roadNetwork` function to import this road network data to a driving scenario.

Create a driving scenario object and import the desired ASAM OpenDRIVE road network into the generated scenario.

```
scenario = drivingScenario;
openDRIVEFile = "OpenDRIVEUrban.xodr";
roadNetwork(scenario, "OpenDRIVE", openDRIVEFile);
```

### Add Ego Vehicle Data from GPS to Generated Scenario

The ego vehicle data is collected from the GPS sensor and stored as a text file. The text file consists of three columns that store the latitude, longitude, and timestamp values for the ego vehicle. Use the

`helperGetEgoData` function to import the ego vehicle data from the text file into a structure in the MATLAB® workspace. The structure contains three fields specifying the latitude, longitude and timestamps.

```
egoFile = "EgoUrban.txt";  
egoData = helperGetEgoData(egoFile);
```

Compute the trajectory waypoints of the ego vehicle from the recorded GPS coordinates. Use the `latlon2local` function to convert the raw GPS coordinates to the local east-north-up Cartesian coordinates. The transformed coordinates define the trajectory waypoints of the ego vehicle.

```
% Specify latitude and longitude at origin of data from ASAM OpenDRIVE file. This point will also  
alt = 540.0 % Average altitude in Hyderabad, India
```

```
alt = 540
```

```
origin = [17.425853702697903, 78.44939480188313, alt]; % [lat, lon, altitude]
```

```
% Specify latitude and longitude of ego vehicle
```

```
lat = egoData.lat;
```

```
lon = egoData.lon;
```

```
% Compute waypoints of ego vehicle
```

```
[X,Y,~] = latlon2local(lat,lon,alt,origin);
```

```
egoWaypoints(:,1) = X;
```

```
egoWaypoints(:,2) = Y;
```

Visualize the GPS path of the ego vehicle using the `geoplayer` object.

```
zoomLevel = 17;
```

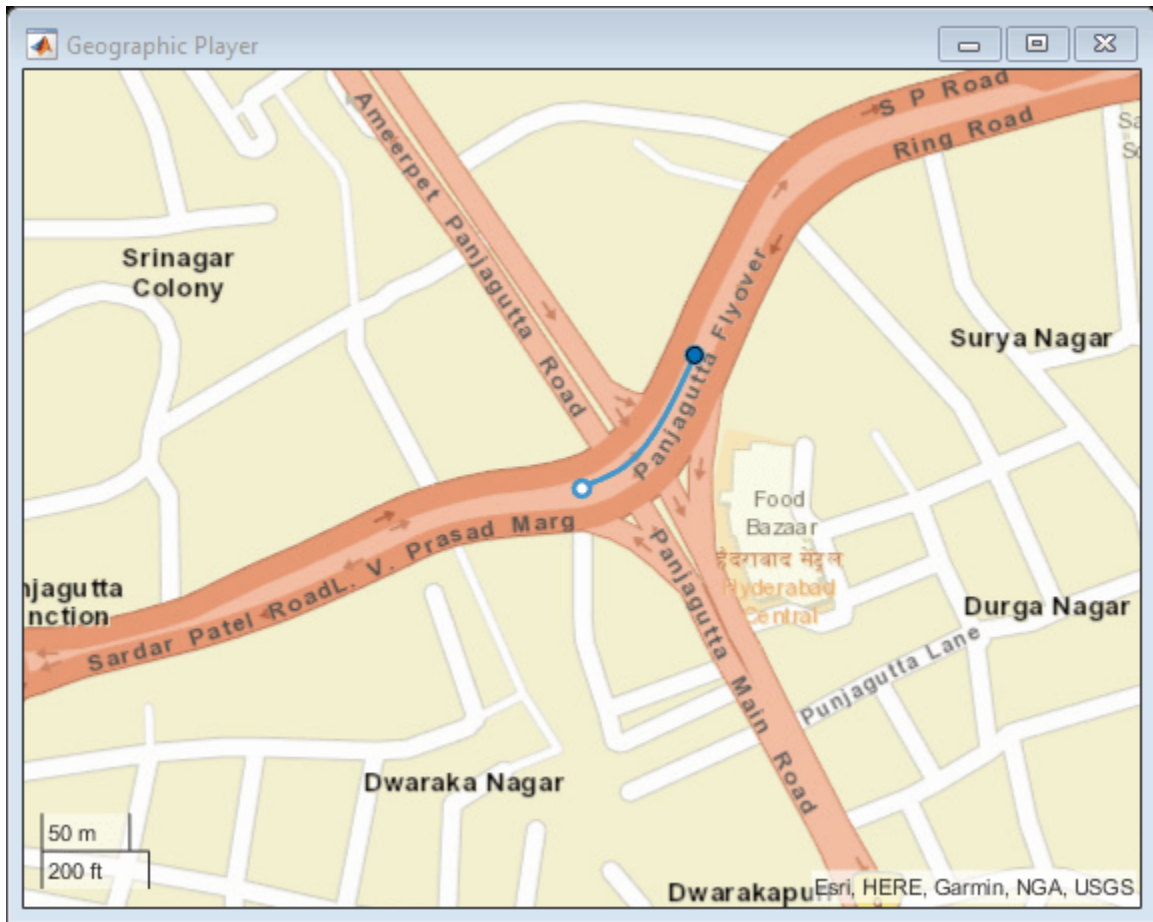
```
player = geoplayer(lat(1),lon(1),zoomLevel);
```

```
plotRoute(player,lat,lon);
```

```
for i = 1:size(lat,1)
```

```
    plotPosition(player,lat(i),lon(i));
```

```
end
```



Urban Traffic Scenario



Use `helperComputeEgoData` to compute the speed and the heading angle values of the ego vehicle at each sensor data timestamp.

```
[egoSpeed,egoAngle] = helperComputeEgoData(egoData,X,Y);
```

Add the ego vehicle to the driving scenario.

```
ego = vehicle(scenario,ClassID=1,Name="Ego",...
    Length=3.6,Width=1.55,Height=1.6,...
    Mesh=driving.scenario.carMesh);
```

Create a trajectory for the ego vehicle from the computed set of ego waypoints and the speed. The ego vehicle follows the trajectory at the specified speed.

```
trajectory(ego,egoWaypoints,egoSpeed);
```

### Add Non-Ego Actors from Lidar Object Lists to Generated Scenario

The non-ego actor data is collected from the lidar sensor and stored as a text file. The text file consists of five columns that store the actor IDs, x-positions, y-positions, z-positions and timestamp

values, respectively. Use the `helperGetNonEgoData` function to import the non-ego actor data from the text file into a structure in the MATLAB® workspace. The output is a structure with three fields:

- 1 ActorID - Scenario-defined actor identifier, specified as a positive integer.
- 2 Position - Position of actor, specified as an  $[x \ y \ z]$  real vector. Units are in meters.
- 3 Time - Timestamp of the sensor recording.

```
nonEgoPosFile = "NonEgoUrban.txt";
nonEgoPropertiesFile = "NonEgoProperties.txt";
[nonEgoData, nonEgoProperties] = ...
    helperGetNonEgoData(nonEgoPosFile, nonEgoPropertiesFile);
```

Use `helperComputeNonEgoData` to compute the trajectory waypoints and the speed of each non-ego actor at each timestamp. The trajectory waypoints are computed relative to the ego vehicle.

```
actors = unique(nonEgoData(1).ActorID);
[nonEgoSpeed, nonEgoWaypoints] = ...
    helperComputeNonEgoData(egoData, ...
        egoWaypoints, nonEgoData, egoAngle);
```

Determine the mesh for non-ego actor according to their class ID.

```
for i = 1:size(nonEgoProperties.ClassID,1)
    switch nonEgoProperties.ClassID(i)
        case 3
            nonEgoProperties.Mesh(i,1) = driving.scenario.bicycleMesh;
        case 2
            nonEgoProperties.Mesh(i,1) = driving.scenario.truckMesh;
        otherwise
            nonEgoProperties.Mesh(i,1) = driving.scenario.carMesh;
    end
end
```

Add the non-ego actors to the driving scenario. You can populate the non-ego actors with appropriate class ID, dimension, colour and mesh. Create trajectories for the non-ego actors from the computed set of actor waypoints and the speed.

```
for i = 1:size(actors,1)
    actor = vehicle(scenario, ClassID=1, ...
        Length=nonEgoProperties.Length(i), ...
        Width=nonEgoProperties.Width(i), ...
        Height=nonEgoProperties.Height(i), ...
        PlotColor=nonEgoProperties.Color(i,:), ...
        Mesh=nonEgoProperties.Mesh(i));
    trajectory(actor, nonEgoWaypoints{i}, nonEgoSpeed{i});
end
```

Visualize the ego vehicle and non-ego actors that you imported into the generated scenario. Also visualize the corresponding trajectory waypoints of the ego vehicle and non-ego actors.

```
% Create a custom figure window and define an axes object
fig = figure;
set(fig, Position=[0, 0, 800, 600]);
movegui(fig, "center");
hViewPnl = uipanel(fig, Position=[0 0 1 1], ...
    Title="Ego Vehicle and Actors");
hCarPlt = axes(hViewPnl);
```

```

% Plot the generated driving scenario.
plot(scenario,"Parent",hCarPlt);
axis([270 320 80 120]);
legend("Imported Road Network","Lanes","Ego Vehicle",...
      "Actor 1","Actor 2","Actor 3","Actor 4","Actor 5")
legend(hCarPlt,"boxoff");

```



```

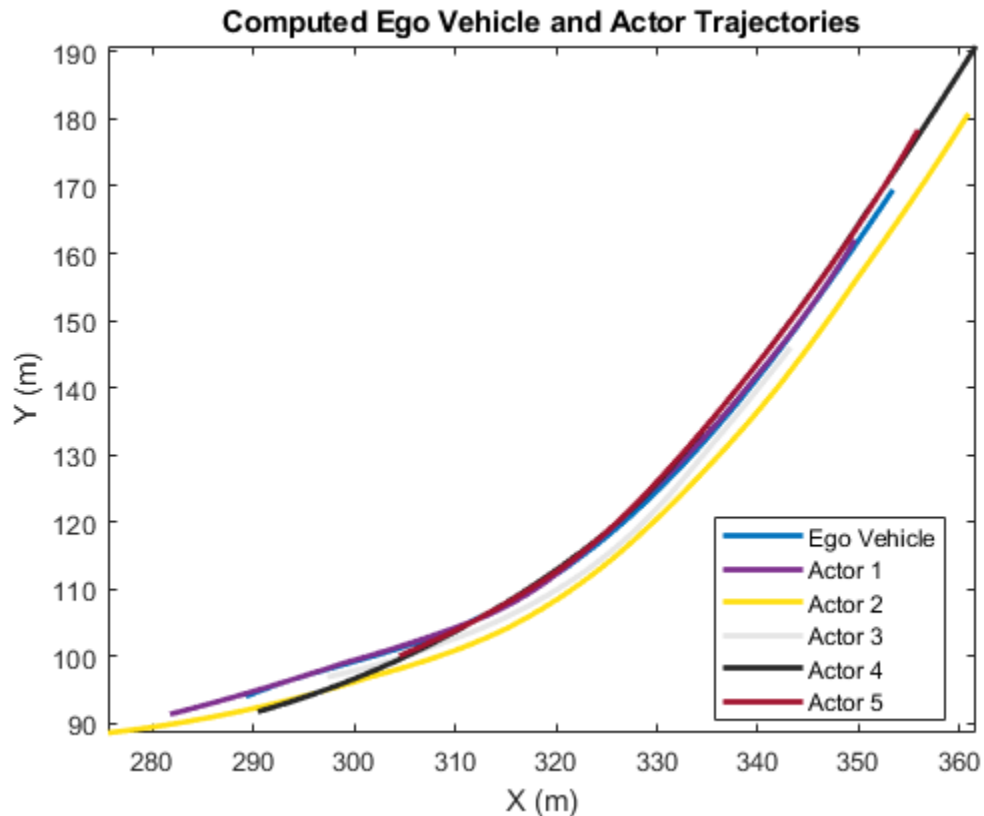
figure,
plot(egoWaypoints(:,1),egoWaypoints(:,2),...
     Color=[0 0.447 0.741],LineWidth=2)
hold on
for i =1:size(actors,1)
    plot(nonEgoWaypoints{i}(:,1),...
         nonEgoWaypoints{i}(:,2),...
         Color=nonEgoProperties.Color(i,:),LineWidth=2)
end
axis("tight")
xlabel("X (m)")
ylabel("Y (m)")
title("Computed Ego Vehicle and Actor Trajectories")

```

```

legend("Ego Vehicle", "Actor 1", "Actor 2", "Actor 3",...
      "Actor 4", "Actor 5", "Location", "Best")
hold off

```



### Simulate and Visualize Generated Scenario

Plot the scenario and the corresponding chase plot. Run the simulation to visualize the generated driving scenario. The ego vehicle and the non-ego actors follow their respective trajectories.

```

% Create a custom figure window to show the scenario and chase plot

```

```

figScene = figure(Name="Driving Scenario",...
    Tag="ScenarioGenerationDemoDisplay");
set(figScene,Position=[0, 0, 1000, 400]);
movegui(figScene,"center");

```

```

% Add the chase plot

```

```

hCarViewPanel = uipanel(figScene,...
    Position=[0.5 0 0.5 1],Title="Chase Camera View");
hCarPlot = axes(hCarViewPanel);
chasePlot(ego,Parent=hCarPlot, Meshes="on");

```

```

% Add the top view of the generated scenario

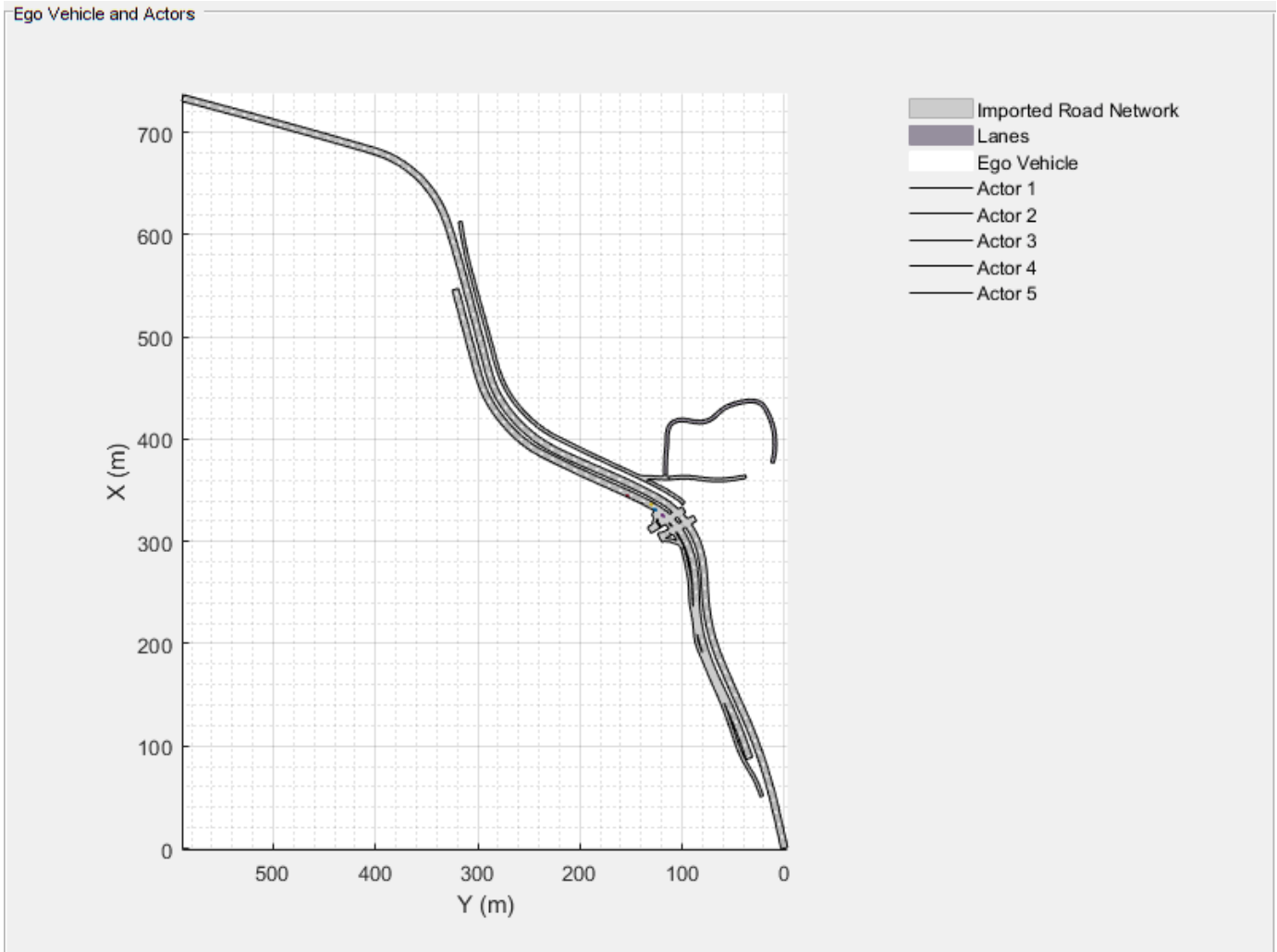
```

```

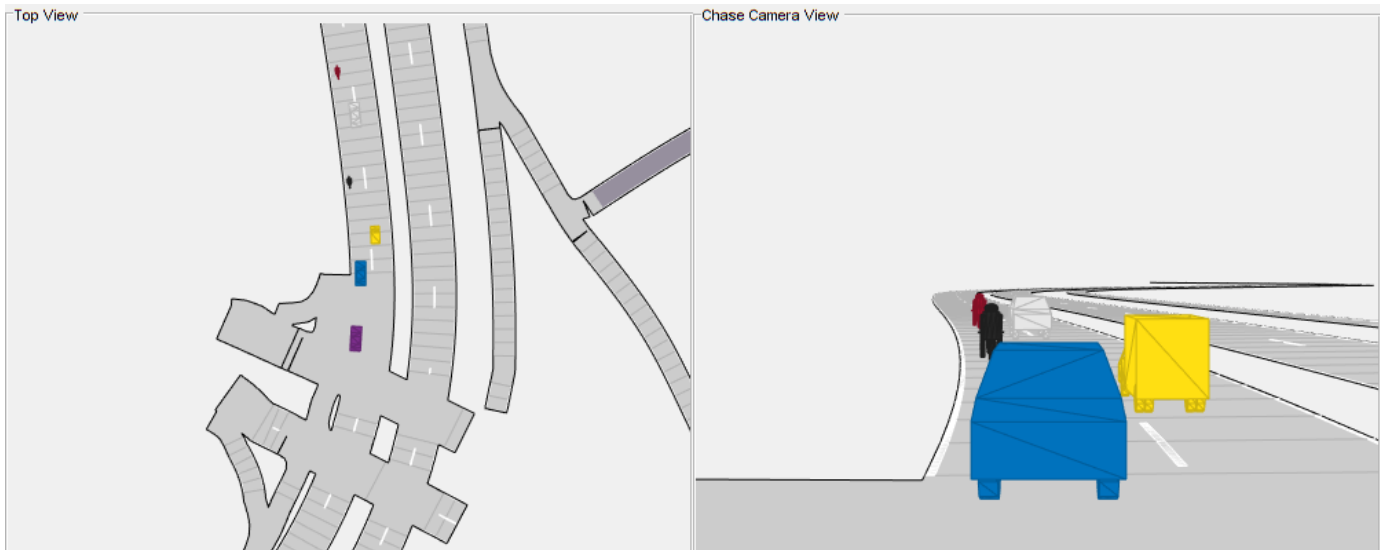
hViewPanel = uipanel(figScene,...
    Position=[0 0 0.5 1],Title="Top View");
hCarPlot = axes(hViewPanel);
chasePlot(ego,Parent=hCarPlot,Meshes="on",...
    ViewHeight=120, ViewPitch=90, ViewLocation=[0, 0]);

```

```
% Run the simulation  
while advance(scenario)  
    pause(0.01)  
end
```







### Export to ASAM OpenSCENARIO

You can also export the scenario to ASAM OpenSCENARIO file.

```
warning("off", "driving:scenario:ExportOpenScenarioODWarning");
export(scenario, "OpenSCENARIO", "PlaybackScenarioExample.xosc");
warning("on", "driving:scenario:ExportOpenScenarioODWarning");
```

The ASAM OpenSCENARIO file can be imported into other tools to visualise and use the same scenario.

### Summary

This example shows how to automatically generate a virtual driving scenario from vehicle data recorded using the GPS and lidar sensors.

### Helper Functions

#### helperGetEgoData

This function reads the ego vehicle data from a text file and converts into a structure.

```
function [egoData] = helperGetEgoData(egoFile)
%Read the ego vehicle data from text file
fileID = fopen(egoFile);
content = textscan(fileID, '%f %f %f');
fields = {'lat', 'lon', 'Time'};
egoData = cell2struct(content, fields, 2);
fclose(fileID);
end
```

#### helperGetNonEgoData

This function reads the processed lidar data and non-ego actor properties in the from text files. You can convert it into a structure. The processed lidar data contains information about the position of non-ego actors, were the non-ego actor properties contains type, dimention and colour information about respective non-ego actors.

```
function [nonEgoPos, nonEgoProperties] = ...
    helperGetNonEgoData(nonEgoPosFile, nonEgoPropertiesFile)
% Read the processed lidar data of non-ego actors from text file.
fileID1 = fopen(nonEgoPosFile);
content = textscan(fileID1, '%d %f %f %f %f');
newcontent{1} = content{1};
newcontent{2} = [content{2} content{3} content{4}];
newcontent{3} = content{5};
fields = {'ActorID', 'Position', 'Time'};
nonEgoPos = cell2struct(newcontent, fields, 2);
fclose(fileID1);

fileID2 = fopen(nonEgoPropertiesFile);
content = textscan(fileID2, '%d %f %f %f %f %f %f');
newcontent{1} = content{1};
newcontent{2} = content{2};
newcontent{3} = content{3};
newcontent{4} = content{4};
newcontent{5} = [content{5} content{6} content{7}];
fields = {'ClassID', 'Length', 'Width', 'Height', 'Color'};
nonEgoProperties = cell2struct(newcontent, fields, 2);
fclose(fileID2);
end
```

### helperComputeEgoData

This function calculates the speed and heading angle of the ego vehicle based on the trajectory waypoints and the timestamps.

```
function [egoSpeed, egoAngle]= ...
    helperComputeEgoData(egoData, X, Y)
egoTime = egoData.Time;
timeDiff = diff(egoTime);
points = [X Y];
difference = diff(points, 1);
distance = sqrt(sum(difference .* difference, 2));
egoSpeed = distance./timeDiff;
egoAngle = atan(diff(Y)./diff(X));
egoAngle(end+1) = egoAngle(end);
egoSpeed(end+1) = egoSpeed(end);
end
```

### helperComputeNonEgoData

This function calculates the speed and heading angle of each non-ego actor based on the trajectory waypoints and timestamps. The speed and heading angle are calculated relative to the ego vehicle.

```
function [nonEgoSpeed, nonEgoWaypoints] = ...
    helperComputeNonEgoData(...
        egoData, egoWaypoints, nonEgoData, egoAngle)

actors = unique(nonEgoData.ActorID);
numActors = size(actors,1);

nonEgoWaypoints = cell(numActors, 1);
nonEgoSpeed      = cell(numActors, 1);

for i = 1:numActors
    id = actors(i);
    idx = find([nonEgoData.ActorID] == id);
    actorXData = nonEgoData.Position(idx,1);
    actorYData = nonEgoData.Position(idx,2);
    actorTime = nonEgoData.Time(idx);
    actorWaypoints = [0 0];

    % Compute the trajectory waypoints of non-ego actor
    [sharedTimeStamps, nonEgoIdx, egoIdx] = ...
        intersect(actorTime, egoData.Time, "stable");
    tempX = actorXData(nonEgoIdx);
    tempY = actorYData(nonEgoIdx);
    relativeX = -tempX .* cos(egoAngle(egoIdx)) + tempY .* sin(egoAngle(egoIdx));
    relativeY = -tempX .* sin(egoAngle(egoIdx)) - tempY .* cos(egoAngle(egoIdx));
    actorWaypoints(nonEgoIdx,1) = egoWaypoints(egoIdx,1) + relativeX;
    actorWaypoints(nonEgoIdx,2) = egoWaypoints(egoIdx,2) + relativeY;

    % Compute the speed values of non-ego actor
    timeDiff = diff(sharedTimeStamps);
    difference = diff(actorWaypoints, 1);
    distance = sqrt(sum(difference .* difference, 2));
    actorSpeed = distance./timeDiff;
    actorSpeed(end+1) = actorSpeed(end);

    % Smooth the trajectory waypoints of non-ego actor
    actorWaypoints = smoothdata(actorWaypoints, "sgolay");

    % Store the values of trajectory waypoints and speed computed of each non-ego actor
    nonEgoWaypoints(i) = {actorWaypoints};
    nonEgoSpeed(i) = {actorSpeed'};
end
end
```

## See Also

### Apps

Driving Scenario Designer

### Functions

roadNetwork | trajectory | vehicle

### Objects

drivingScenario | visionDetectionGenerator | geoplayer

### **Related Examples**

- “Automatic Scenario Generation” on page 8-969

### **More About**

- “Create Driving Scenario Programmatically” on page 8-623
- “Create Actor and Vehicle Trajectories Programmatically” on page 8-642

### **See Also**

### **External Websites**

- ASAM OpenDRIVE

## Generate Lane Information from Recorded Data

This example shows how to generate lane information using recorded data. This workflow enables you to add lane specifications to a road network imported from standard definition (SD) map data using recorded data from a camera and a GPS sensor.

### Overview

You can use virtual driving scenarios to recreate real scenarios from recorded vehicle data. Generating road networks is an important stage in creating a virtual driving scenario. Using a `drivingScenario` object or the Driving Scenario Designer app, you can import a road network from OpenStreetMap® that provides SD map data. However, such road networks lack detailed lane information that is essential for navigation in an autonomous system. In this example, you create a virtual driving scenario by generating a `drivingScenario` object using data recorded from a test (ego) vehicle and OpenStreetMap file. The OpenStreetMap file describes the road network information in the area where the data has been recorded.

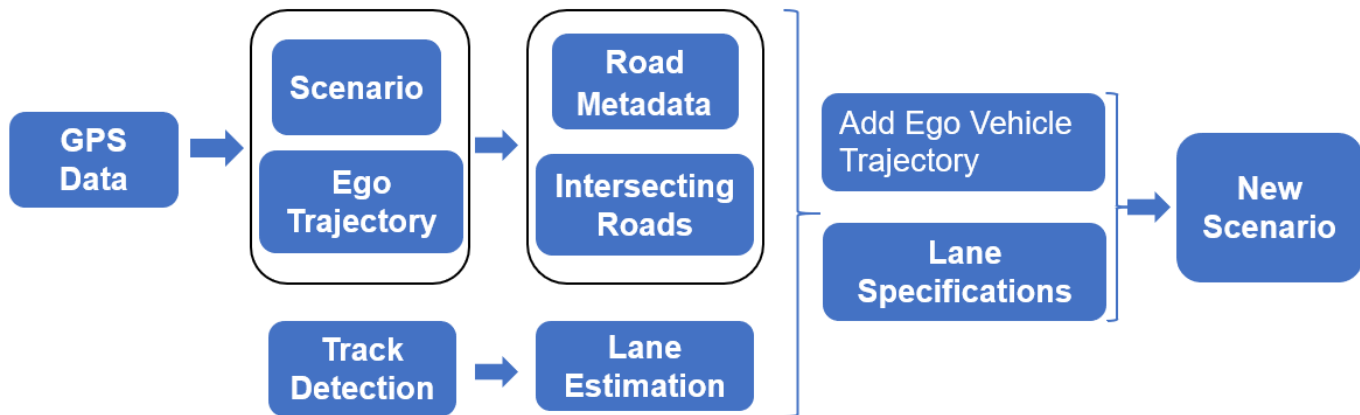
The recorded data includes:

- GPS data — Contains the latitude, longitude, and altitude of the ego vehicle at each timestamp.
- Video data — MP4 file recorded from a forward-facing monocular camera mounted on the ego vehicle.
- Track data — Contains the detected lane tracks at each timestamp of the ego trajectory in the local coordinate frame of the ego vehicle.

To create lane specifications and simulate a scenario, follow these steps:

- 1 Explore the recorded vehicle data.
- 2 Import an OpenStreetMap road network into a driving scenario.
- 3 Add ego vehicle data from the GPS to the driving scenario.
- 4 Identify roads on which the ego vehicle is traveling.
- 5 Create lane specifications.
- 6 Generate a new scenario.
- 7 Simulate and visualize the generated scenario.

This diagram shows how you use the recorded data in this example. Note that you create the driving scenario from the GPS data, and OpenStreetMap file.



### Explore Recorded Vehicle Data

The position of the ego vehicle has been captured using a lane detection sensor module. The inbuilt GPS sensor is placed in the middle of the dashboard of the ego vehicle. The inbuilt camera in the sensor module returns lane detections in terms of parabolic parameters.

### Load Data

Define the range of timestamps for the data.

```
startTimeStamp = 1461634426377778;
endTimeStamp = 1461634462779242;
```

Load the GPS data, track detections, and image data from their respective MAT files for the selected range of timestamps.

```
[gpsData, laneDetections, cameraImages] = helperLoadFile(startTimeStamp, endTimeStamp);
```

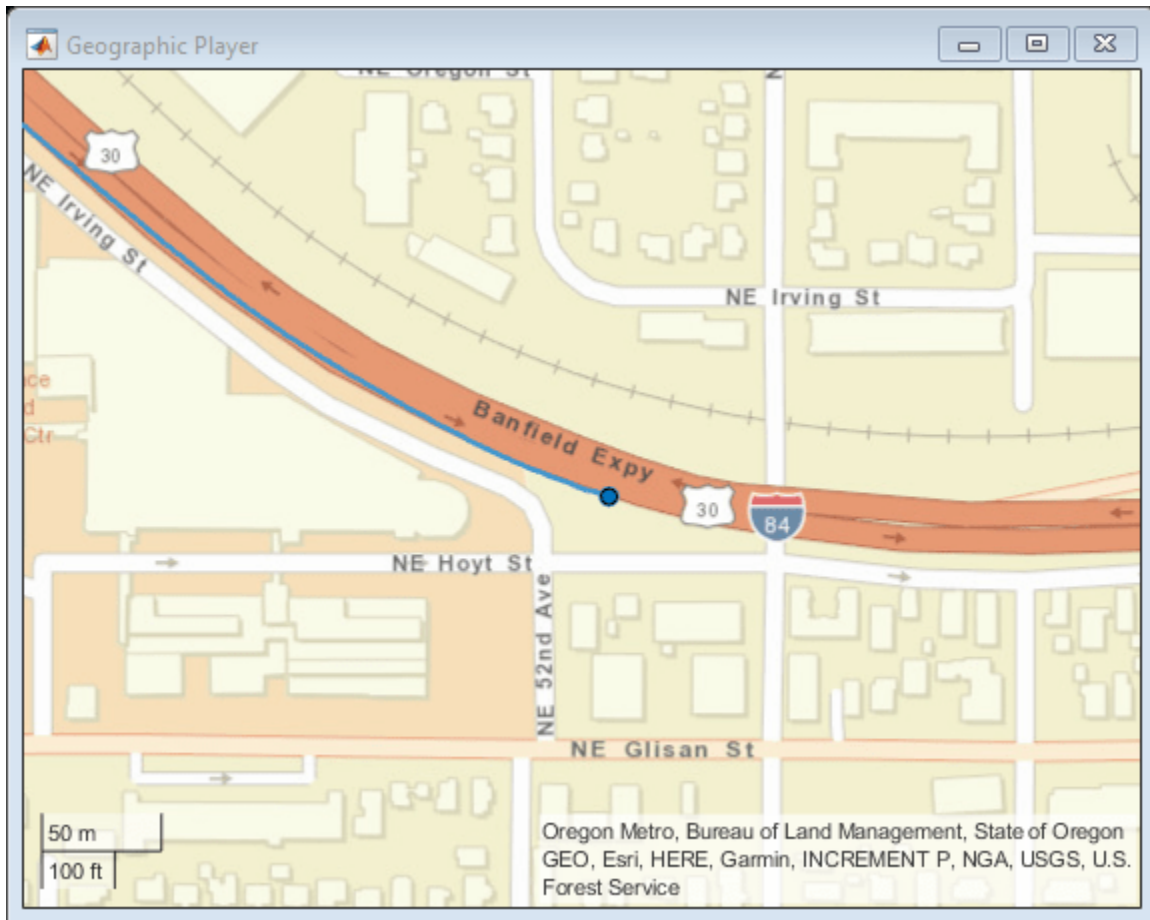
### Visualize Ego Trajectory

Extract the latitude, longitude, time, and altitude values from the GPS data.

```
count = size(gpsData, 2);
time = arrayfun(@(x) x.timeStamp, gpsData)';
lat = arrayfun(@(x) x.latitude, gpsData)';
lon = arrayfun(@(x) x.longitude, gpsData)';
alt = arrayfun(@(x) x.altitude, gpsData)';
```

Visualize the recorded GPS data using the `geoplayer` object.

```
zoomLevel = 17;
player = geoplayer(lat(1), lon(1), zoomLevel);
plotRoute(player, lat, lon);
for i = 1:length(lat)
    plotPosition(player, lat(i), lon(i));
end
```



### Visualize Lane Detections

The recorded lane detections show information about the driving lane of the ego vehicle. Visualize these detections using a bird's-eye plot.

```
currentFigure = figure(Name="Lane Detections");
hPlot = axes(uipanel(currentFigure));
bep = birdsEyePlot(XLim=[0 60],YLim=[-35 35],Parent=hPlot);
bepPlotters.LaneLeft = laneBoundaryPlotter(bep, ...
    DisplayName="Left lane marking", ...
    Color="red",LineStyle="-");

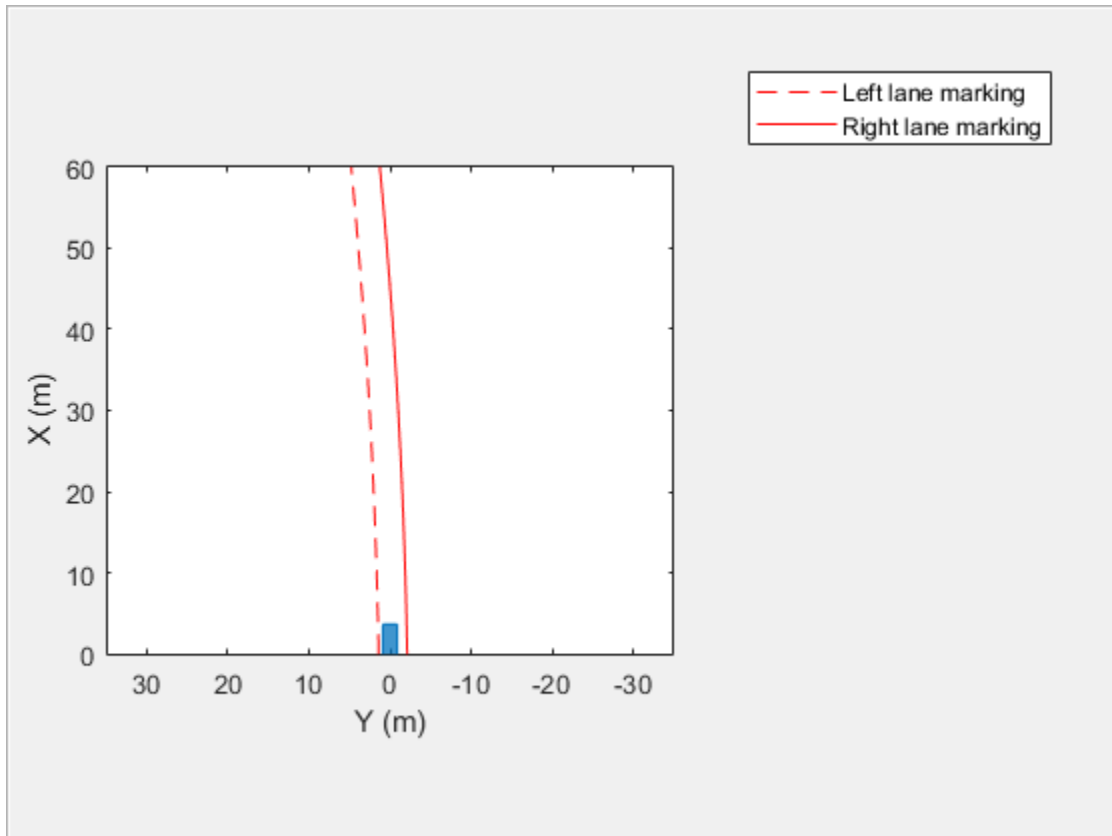
bepPlotters.LaneRight = laneBoundaryPlotter(bep, ...
    DisplayName="Right lane marking", ...
    Color="red",LineStyle="-");
olPlotter = outlinePlotter(bep);
for i= 1:size(laneDetections,2)
    plotOutline(olPlotter,[0 0],0,4.7,1.8,OriginOffset=[-1.35 0],Color=[0 0.447 0.741]);

% Draw left lane boundary
egoLaneLeft = cast([laneDetections(i).left.curvature,laneDetections(i).left.headingAngle, ..
    laneDetections(i).left.offset],"single");
bepPlotters.LaneLeft.LineStyle = drivingUtils.getLaneTypeBEV(laneDetections(i).left.boundary);
lb = parabolicLaneBoundary(egoLaneLeft);
plotLaneBoundary(bepPlotters.LaneLeft,lb);
```

```

% Draw right lane boundary
egoLaneRight = cast([laneDetections(i).right.curvature, laneDetections(i).right.headingAngle,
    laneDetections(i).right.offset], "single");
bepPlotters.LaneRight.LineStyle = drivingUtils.getLaneTypeBEV(laneDetections(i).right.bounda
rb = parabolicLaneBoundary(egoLaneRight);
plotLaneBoundary(bepPlotters.LaneRight, rb);
pause(0.01);
end

```



### Import OpenStreetMap Road Network into Driving Scenario

The road network file used to generate the virtual scenario has been downloaded from the OpenStreetMap (OSM) website. The OpenStreetMap provides access to worldwide, crowd-sourced map data. The data is licensed under the Open Data Commons Open Database License (ODbL). For more information on the ODbL, see the Open Data Commons Open Database License site. Use the latitude and longitude data from the GPS to fetch an OpenStreetMap file containing the corresponding road network information. Use the `roadNetwork` function to import this road network information into a driving scenario.

Create a driving scenario object and import the OSM road network into the generated scenario.

```

scenario = drivingScenario;
% Fetch SD map according to GPS coordinates
url = ['https://api.openstreetmap.org/api/0.6/map?bbox=' ...
    num2str(min(lon)) ',' num2str(min(lat)) ',' ...
    num2str(max(lon)) ',' num2str(max(lat))];

```



```
fileName = websave("drive_map.osm",url,weboptions(ContentType="xml"));
roadNetwork(scenario,"OpenStreetMap",fileName);
```

### Add Ego Vehicle Data from GPS to Imported Scenario

The ego vehicle position data is collected from the GPS sensor and stored as a MAT file. This file specifies the latitude, longitude, altitude in meters, velocity in meters per second, and timestamp values in the Unix POSIX timestamp format for each data instance recorded for the ego vehicle.

Compute the trajectory waypoints of the ego vehicle from the recorded GPS coordinates. Use the `latlon2local` function to convert the raw GPS coordinates to the local east-north-up Cartesian coordinates. The transformed coordinates define the trajectory waypoints of the ego vehicle.

```
origin = [(max(lat) + min(lat))/2,(min(lon) + max(lon))/2,0];
waypoints = zeros(count,3);
% Convert lat and lon to local coordinates to create waypoints for ego vehicle
[waypoints(:,1),waypoints(:,2)] = latlon2local(lat,lon,alt,origin);
% Filter to remove noise
window = round(count*0.2);
waypoints = smoothdata(waypoints,"rloess",window);
```

Compute velocity of the the ego vehicle.

```
distancediff = diff(waypoints);
timediff = cast(diff(time),"double")./1000000;
egoSpeed = zeros(count,1);
egoSpeed(2:end) = vecnorm(distancediff./timediff,2,2);
egoSpeed(1) = egoSpeed(2);
```

Add the ego vehicle to the imported scenario.

```
egoVehicle = vehicle(scenario,ClassID=1,Mesh=driving.scenario.carMesh);
trajectory(egoVehicle,waypoints,egoSpeed);
```

### Identify Roads Intersecting Ego Path

The imported road network contains many roads. Extract the roads on which the ego vehicle is traveling.

```
[roads,roadData] = helperGetRoadsInEgoPath(scenario,waypoints);
```

The `helperGetRoadsInEgoPath` function extracts the roads on which the ego vehicle is traveling. The function returns the `RoadIDs` and `roadData` structures, which contain information such as road centers, road widths, and road names for the relevant roads created in the imported scenario.

When junctions are present in the ego vehicle path, the helper function `helperGetRoadsInEgoPath` tries to create a sequence of roads without junctions by extending the connecting roads of junctions. When the helper function `helperGetRoadsInEgoPath` is not able to do so, it returns an error.

### Create Lane Specifications

This example uses recorded lane detections to create lane specifications. The recorded data provides driving lane information in the vehicle coordinate frame. Initialize these parameters to create lane specifications:

- `numOfLanes` — Number of lanes in the road. The example assumes three lanes that have the same lane widths.

- `startingLane` — Lane ID for the first waypoint of the ego vehicle. By default, this example sets this value to 3.

### Find Ego Lane

The helper function `helperGetEgoLanePosition` uses the `startingLane` argument to compute the lane in which the ego vehicle is traveling. Sudden changes in lane width at points where the ego vehicle changes lanes can cause the function to return the incorrect lane.

```
numOfLanes = 3;
startingLane = 3;
% Fetch ego pose from imported scenario
[yaw,pitch,roll] = drivingUtils.getEgoPose(scenario,waypoints);
egoPose = struct("yaw",yaw,"pitch",pitch,"roll",roll);
egoLanePosition = helperGetEgoLanePosition(laneDetections,egoPose,waypoints,startingLane,numOfLanes);
```

### Create Lane Specifications from Lane Detections

Create lane specifications using the `helperCreateLaneSpecification` function. This function accepts these input arguments: lane detections, ego vehicle waypoints, ego vehicle pose, IDs of roads on which the ego vehicle is traveling, number of lanes, and lane in which the ego vehicle is present at each waypoint.

Optionally, you can also specify these name-value arguments:

- `showAllLanes` — Set this parameter to `true` to create lane markings for all of the lanes. Otherwise, set this parameter to `false`. When set to `false`, the function creates lane markings for only the lane in which data is recorded, which is the ego vehicle lane. By default, the helper function sets this parameter to `true`. When creating non-ego lane markings, the function uses left-lane track detection for all lane markings between the current left-lane track detection and the left road edge. The function uses right-lane track detection for all lane markings between the current right-lane track detection and the right road edge.
- `RoadEdges` — Specify lane marking styles for the left and right road edges, respectively, as a two-element vector of lane marking objects. By default, the helper function applies solid lane markings for both road edges.

The `helperCreateLaneSpecification` function returns a structure that stores lane specifications and IDs for the roads.

```
% Lane marking styles for road edges
roadEdges = [laneMarking("Solid",Color="y") laneMarking("Solid")];
% Create lane markings for all lanes

% Create lane specifications
lanespecifications = helperCreateLaneSpecification(laneDetections,waypoints,egoPose,roads,numOfLanes,startingLane,egoLanePosition,showAllLanes=true,RoadEdges=roadEdges);
```

### Generate Scenario

Create a new driving scenario. Add the extracted roads, lane specifications, ego vehicle, and ego trajectory to the scenario.

```
newScenario = drivingScenario;
```

Add the roads with their computed lane specifications.

```

for i = 1:length(lanespecifications)
    roadId = lanespecifications{i}.RoadID;
    pos = arrayfun(@(x) x.ID == roadId,roadData);
    road(newScenario,roadData(pos).RoadCenters,"Lanes",lanespecifications{i}.specifications);
end

```

Waypoints generated from the GPS data are skewed to the left. Add a correction factor to shift the waypoints to the right, and smooth the waypoints to remove any noise.

```

correction = 3.5;
waypoints = mathUtils.shiftPoints(waypoints,correction,1);
window = round(length(waypoints)*0.2);
waypoints = smoothdata(waypoints,"rloess",window);

```

Add the ego vehicle and its waypoints.

```

egoVehicle = vehicle(newScenario, ...
    ClassID=1, ...
    Mesh=driving.scenario.carMesh, ...
    Length=2, ...
    Width=1);
trajectory(egoVehicle,[waypoints(:,1) waypoints(:,2) waypoints(:,3)],egoSpeed);

```

### Simulate and Visualize Generated Scenario

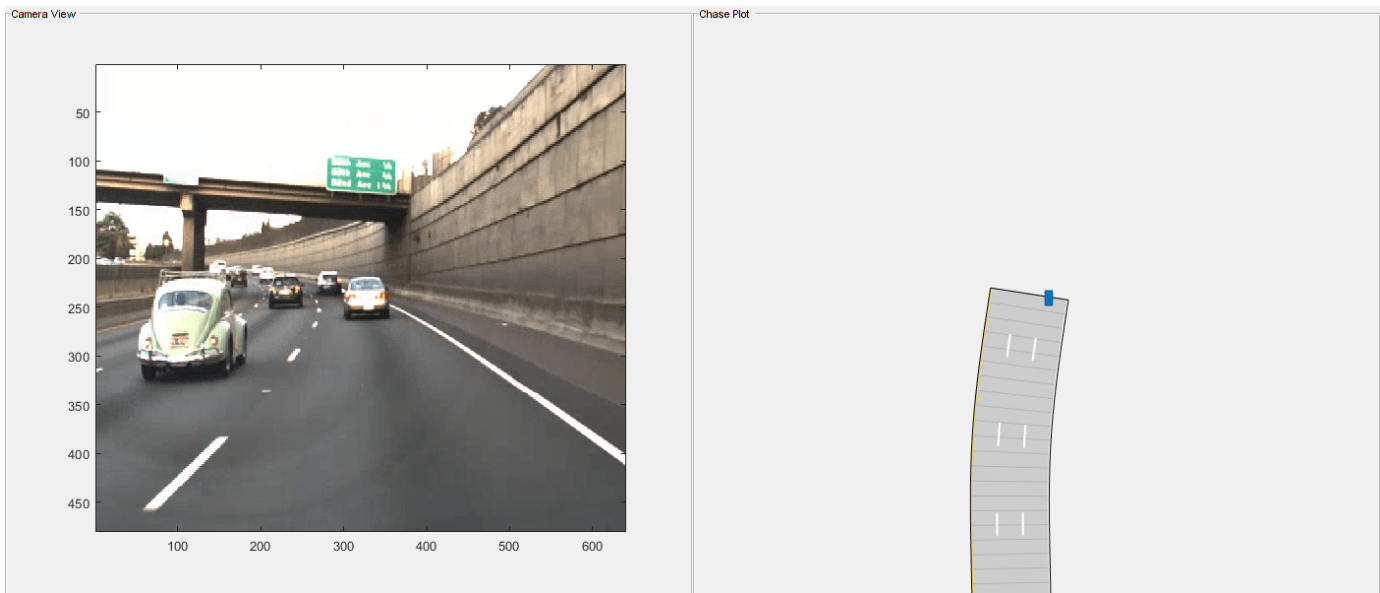
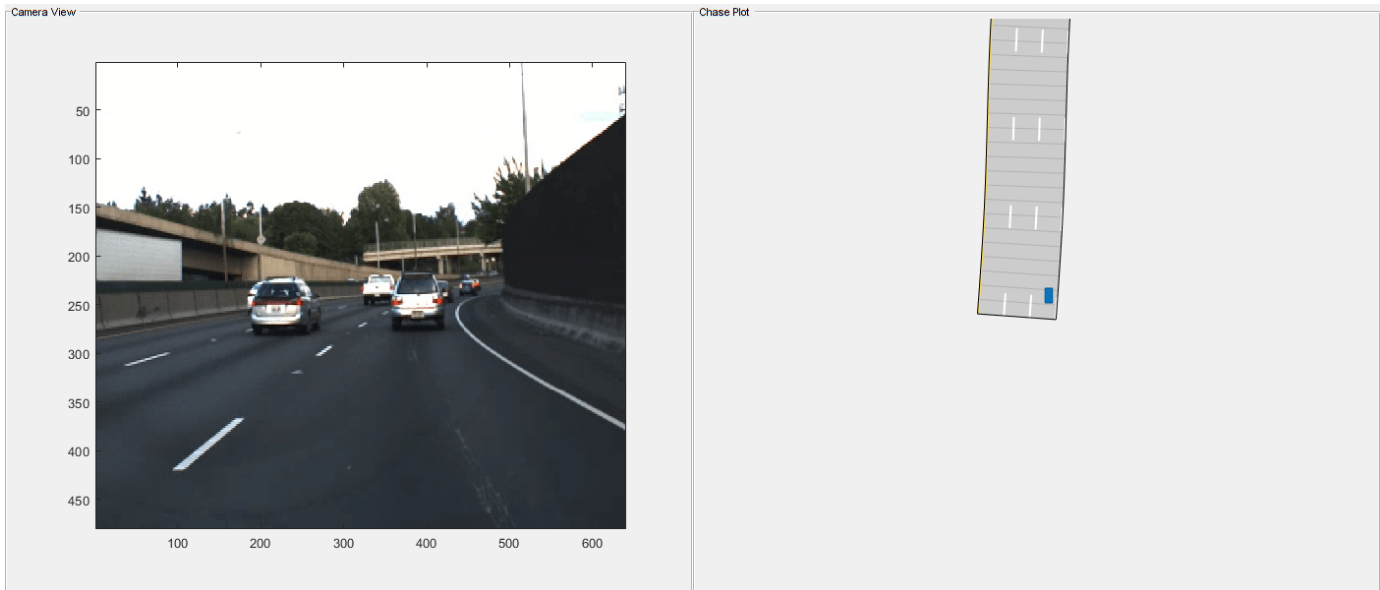
Run the simulation to visualize the generated driving scenario. The ego vehicle follows the trajectories generated from the GPS data. Verify the lane information generated from the recorded lane detections.

```

% Visualization
currentFigure = figure(Name="Generated Scenario and Ground Truth Camera Images",Position=[0 0 14
movegui(currentFigure,"center");
% Add the chase plot
hCarViewPanel = uipanel(currentFigure,Position=[0.5 0 0.5 1],Title="Chase Plot");
hCarPlot = axes(hCarViewPanel);
chasePlot(egoVehicle,Parent=hCarPlot,ViewPitch=90,ViewHeight=120,ViewLocation=[0 0]);

% Add the top view of the generated scenario
hViewPanel = uipanel(currentFigure,Position=[0 0 0.5 1],Title="Camera View");
hPlot = axes(hViewPanel);
i = 1;
camerTime = cast([cameraImages(:).timeStamp]' - gpsData(1).timeStamp,"double")/10^6;
while advance(newScenario)
    while i <= length(camerTime) && newScenario.SimulationTime >= camerTime(i)
        image(cameraImages(i).mov.cdata,Parent=hPlot);
        i = i + 1;
    end
    pause(0.001);
end

```



## See Also

### Related Examples

- "Scenario Generation from Recorded Vehicle Data" on page 8-518
- "Automatic Scenario Generation" on page 8-969

# Lane Keeping Assist with Lane Detection

This example shows how to simulate and generate code for an automotive lane keeping assist (LKA) controller.

In this example, you:

- 1 Review a control algorithm that combines data processing from lane detections and a lane keeping controller from the Model Predictive Control Toolbox™.
- 2 Test the control system in a closed-loop Simulink® model using synthetic data generated by the Automated Driving Toolbox™.
- 3 Configure the code generation settings for software-in-the-loop simulation and automatically generate code for the control algorithm.

## Introduction

A lane keeping assist (LKA) system is a control system that aids a driver in maintaining safe travel within a marked lane of a highway. The LKA system detects when the vehicle deviates from a lane and automatically adjusts the steering to restore proper travel inside the lane without additional input from the driver. In this example, the LKA system switches between the driver steering command and lane keeping controller. This approach is sufficient to introduce a modeling architecture for an LKA system, however a real system would also provide haptic feedback to the steering wheel and enable the driver to override the LKA system by applying sufficient counter-torque.

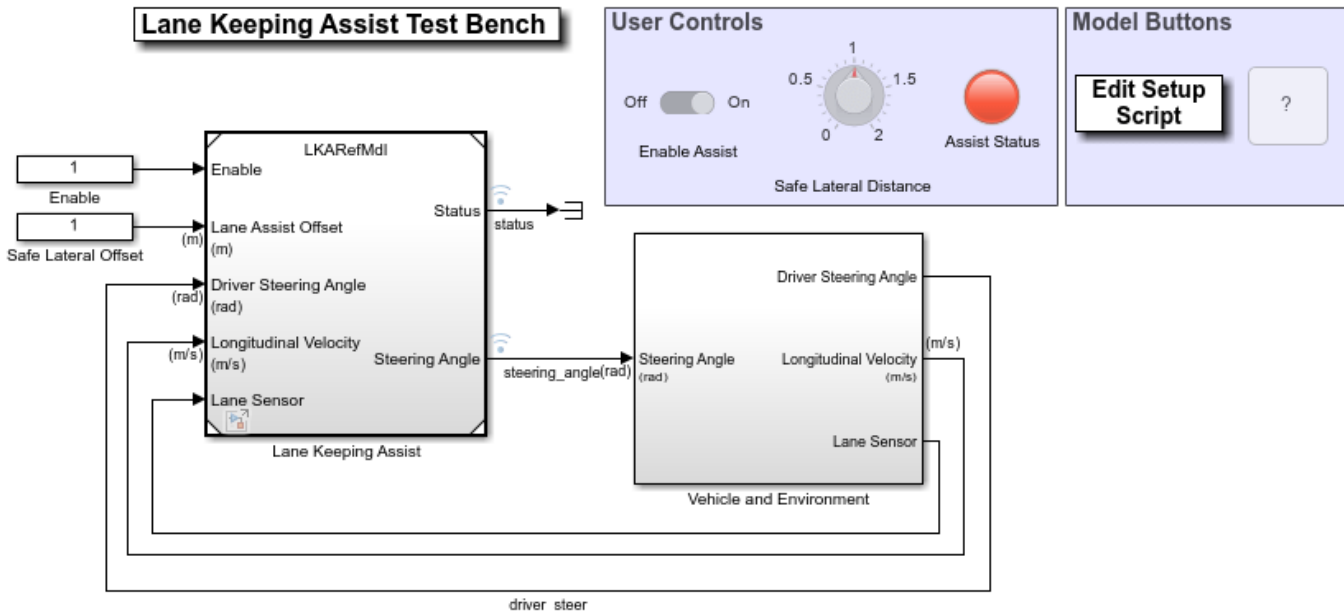
For the LKA to work correctly, the ego vehicle must determine the lane boundaries and how the lane in front of it curves. Idealized LKA designs rely mostly on the previewed curvature, the lateral deviation, and relative yaw angle between the centerline of the lane and the ego vehicle. An example of such a system is given in “Lane Keeping Assist System Using Model Predictive Control” (Model Predictive Control Toolbox). Moving from advanced drive-assistance system (ADAS) designs to more autonomous systems, the LKA must be robust to missing, incomplete, or inaccurate measurement readings from real-world lane detectors.

This example demonstrates a robust approach to the controller design when the data from lane detections may not be accurate. To do so, it uses data from a synthetic lane detector that simulates the impairments introduced by a wide-angle monocular vision camera. The controller makes decisions when the data from the sensor is invalid or outside a range. This provides a safety guard when the sensor measurement is false due to conditions in the environment, such as a sharp curve on the road.

## Open Test Bench Model

To open the Simulink test bench model, use the following command.

```
open_system('LKATestBenchExample')
```



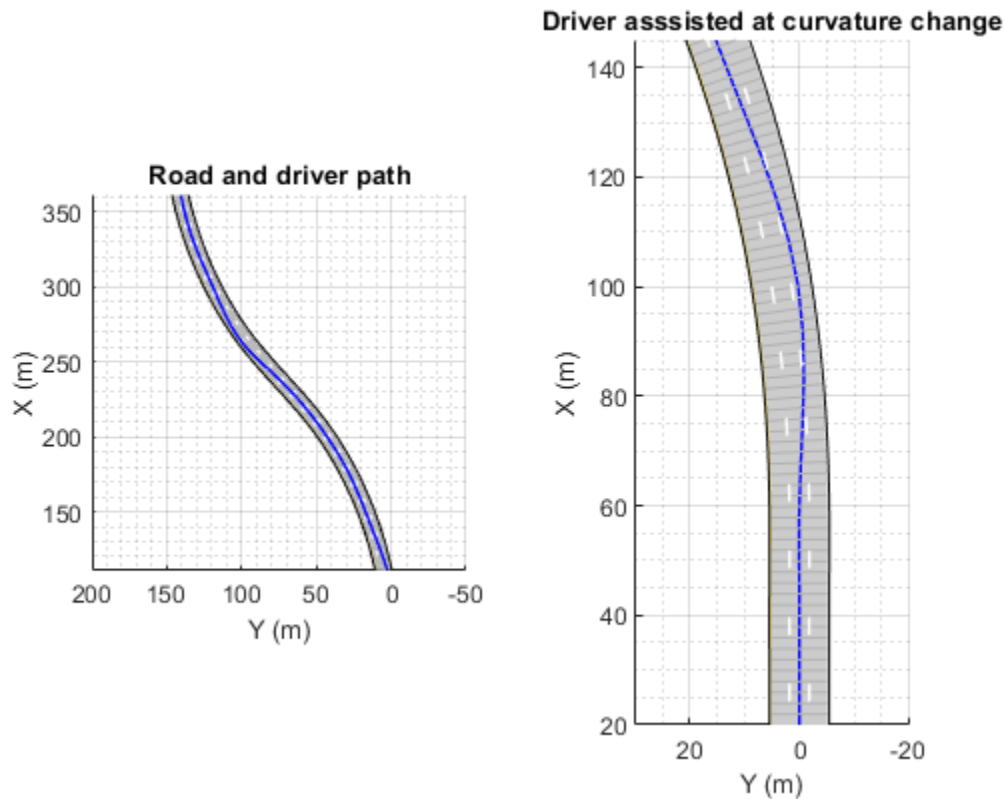
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The model contains two main subsystems:

- 1 Lane Keeping Assist, which controls the front steering angle of the vehicle
- 2 Vehicle and Environment subsystem, which models the motion of the ego vehicle and models the environment

Opening this model also runs the `helperLKASetup` script, which initializes data used by the model. The script loads certain constants needed by the Simulink model, such as the vehicle model parameters, controller design parameters, road scenario, and driver path. You can plot the road and the path that the driver model will follow.

```
plotLKAIInputs(scenario,driverPath)
```



### Simulate Assisting a Distracted Driver

You can explore the behavior of the algorithm by enabling lane-keeping assistance and setting the safe lateral distance. In the Simulink model, in the **User Controls** section, switch the toggle to **On**, and set the **Safe Lateral Distance** to 1 meter. Alternatively, enable the lane-keeping assist and set the safe lateral distance.

```
set_param('LKATestBenchExample/Enable', 'Value', '1')
set_param('LKATestBenchExample/Safe Lateral Offset', 'Value', '1')
```

To plot the results of the simulation, use the Bird's-Eye Scope. The Bird's-Eye Scope is a model-level visualization tool that you can open from the Simulink toolstrip. On the **Simulation** tab, under **Review Results**, click **Bird's-Eye Scope**. After opening the scope, click **Find Signals** to set up the signals. Then run the simulation for 15 seconds, and explore the contents of the Bird's-Eye Scope.

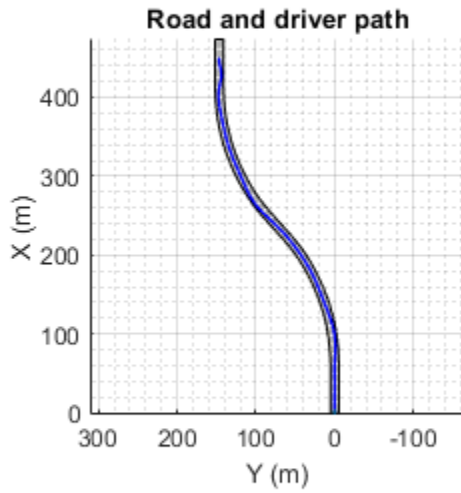
```
sim('LKATestBenchExample', 'StopTime', '15') % Simulate 15 seconds
```

```
Assuming no disturbance added to measured output channel #1.
-->Assuming output disturbance added to measured output channel #2 is integrated white noise.
-->The "Model.Noise" property is empty. Assuming white noise on each measured output.
```

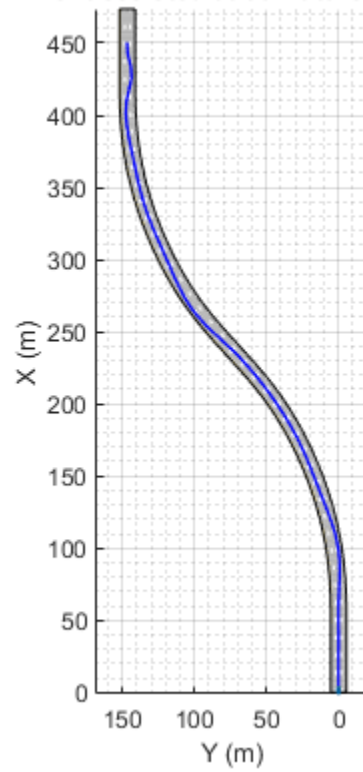
```
ans =
```

```
Simulink.SimulationOutput:
  logout: [1x1 Simulink.SimulationData.Dataset]
  tout: [4684x1 double]
```

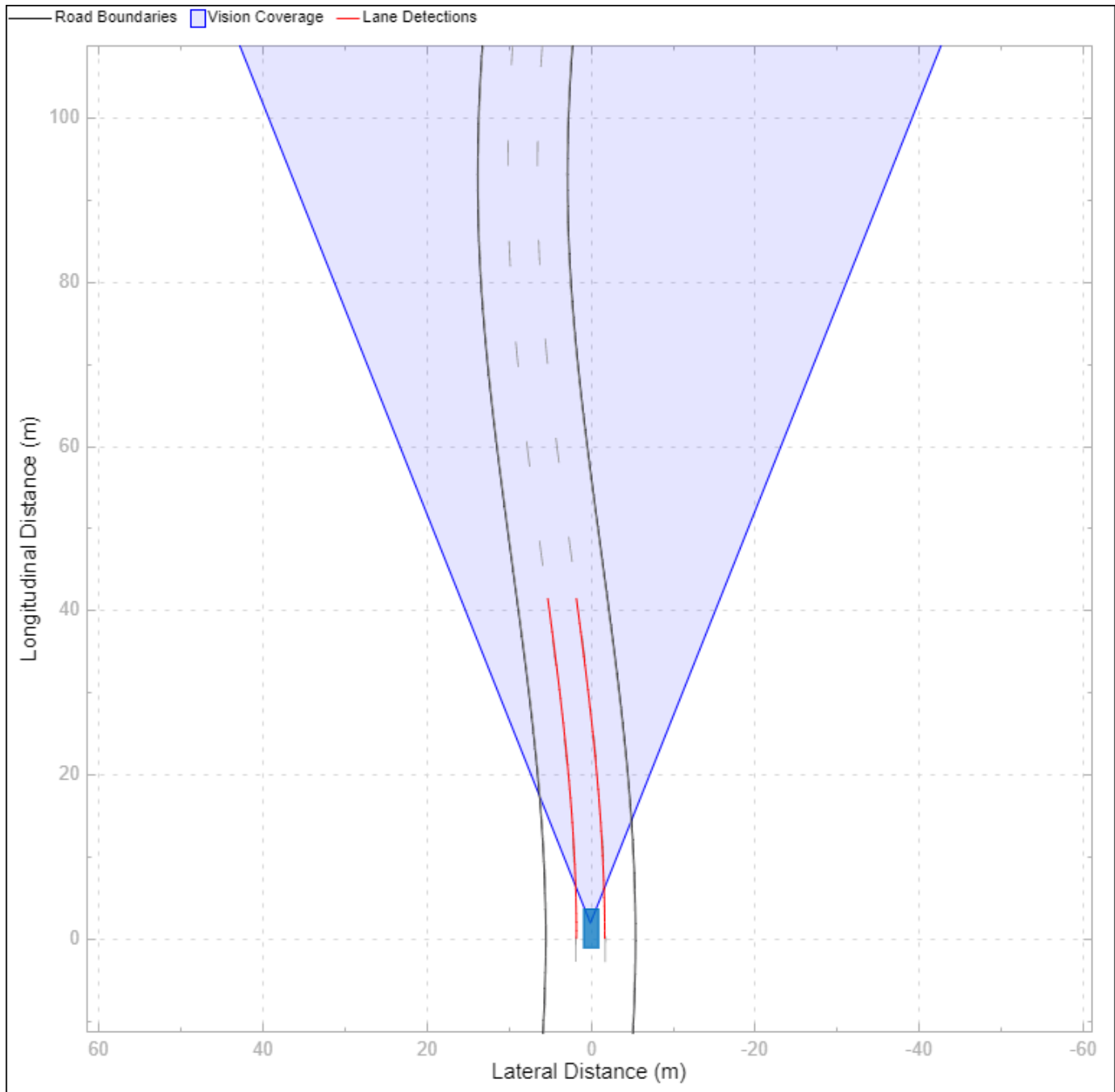
```
SimulationMetadata: [1x1 Simulink.SimulationMetadata]  
ErrorMessage: [0x0 char]
```



**Driver assisted at curvature change**





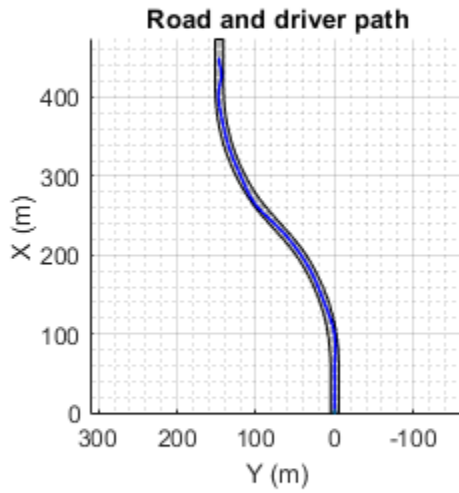


The Bird's-Eye Scope shows a symbolic representation of the road from the perspective of the ego vehicle. In this example, the Bird's-Eye Scope renders the coverage area of the synthetic vision detector as a shaded area. The ideal lane markings are additionally shown, as well as the synthetically detected left and right lane boundaries (shown here in red).

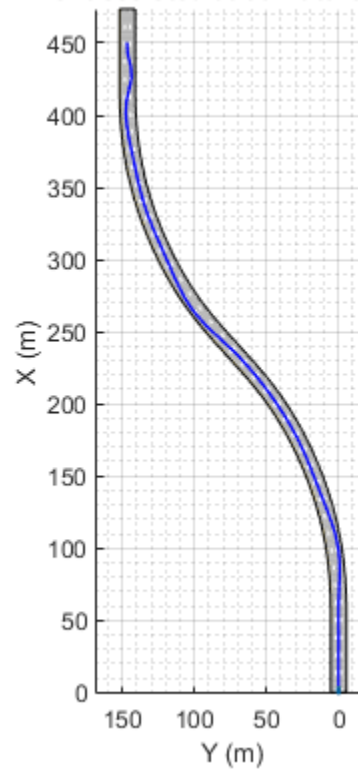
To run the full simulation and explore the results, use the following commands.

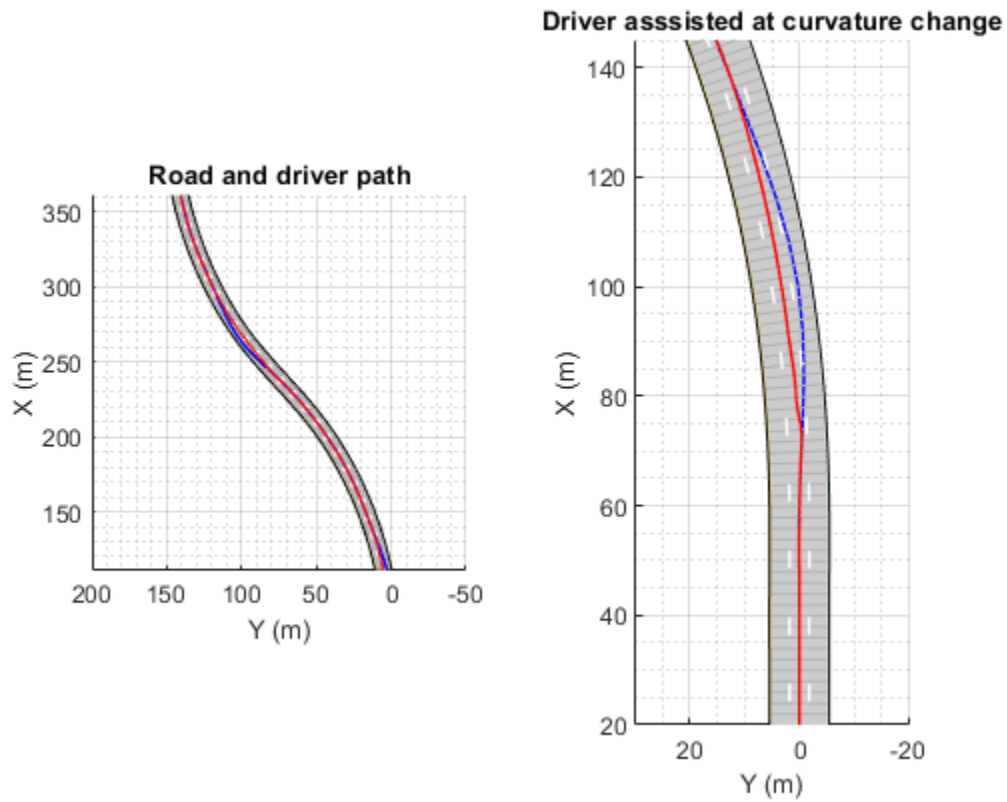
```
sim('LKATestBenchExample') % Simulate to end of scenario
plotLKAResults(scenario,logout,driverPath)
```

Assuming no disturbance added to measured output channel #1.  
-->Assuming output disturbance added to measured output channel #2 is integrated white noise.  
-->The "Model.Noise" property is empty. Assuming white noise on each measured output.



**Driver assisted at curvature change**

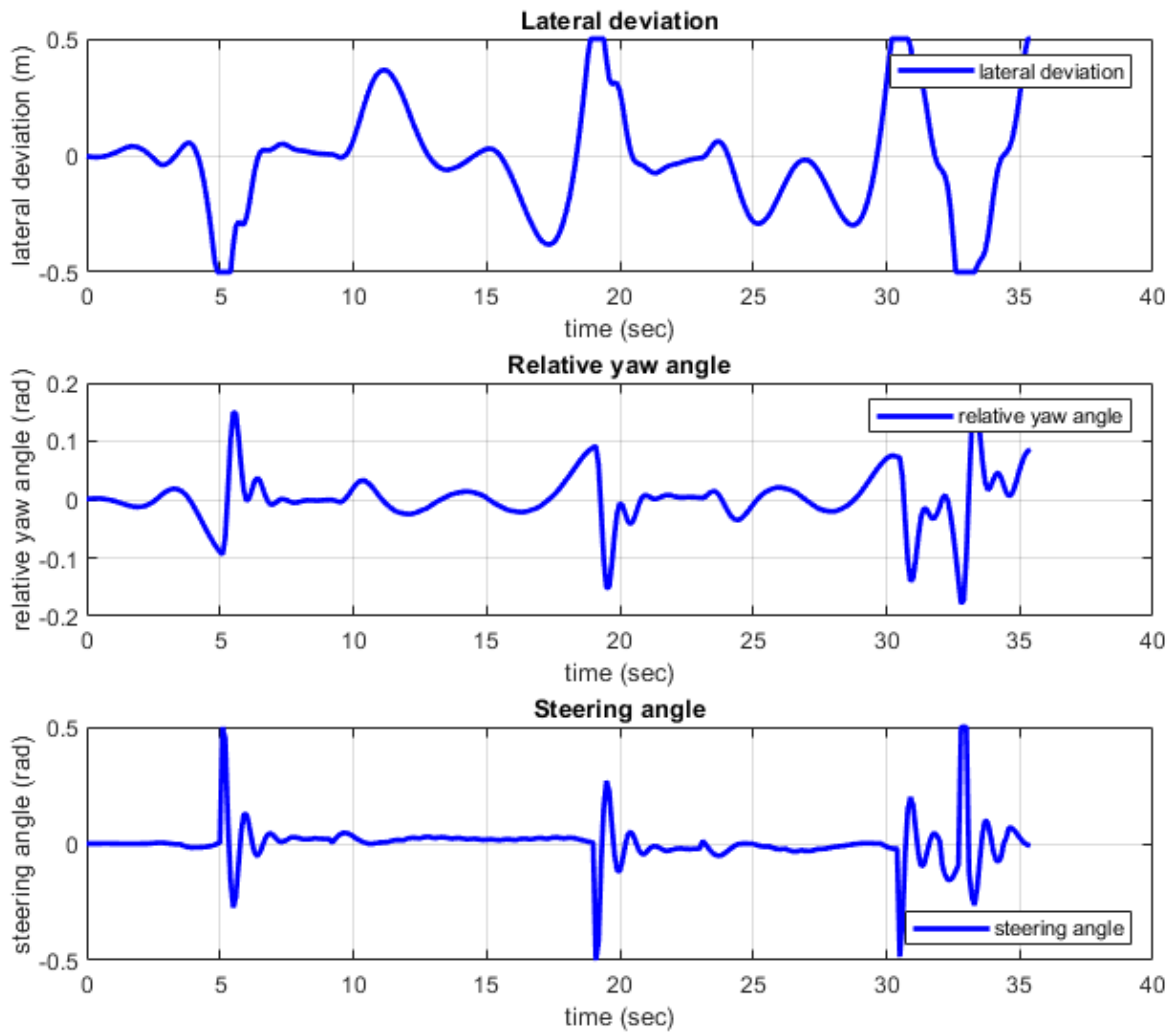




The blue curve for the driver path shows that the distracted driver may drive the ego vehicle to another lane when the road curvature changes. The red curve for the driver with Lane Keeping Assist shows that the ego vehicle remains in its lane when the road curvature changes.

To plot the controller performance, use the following command.

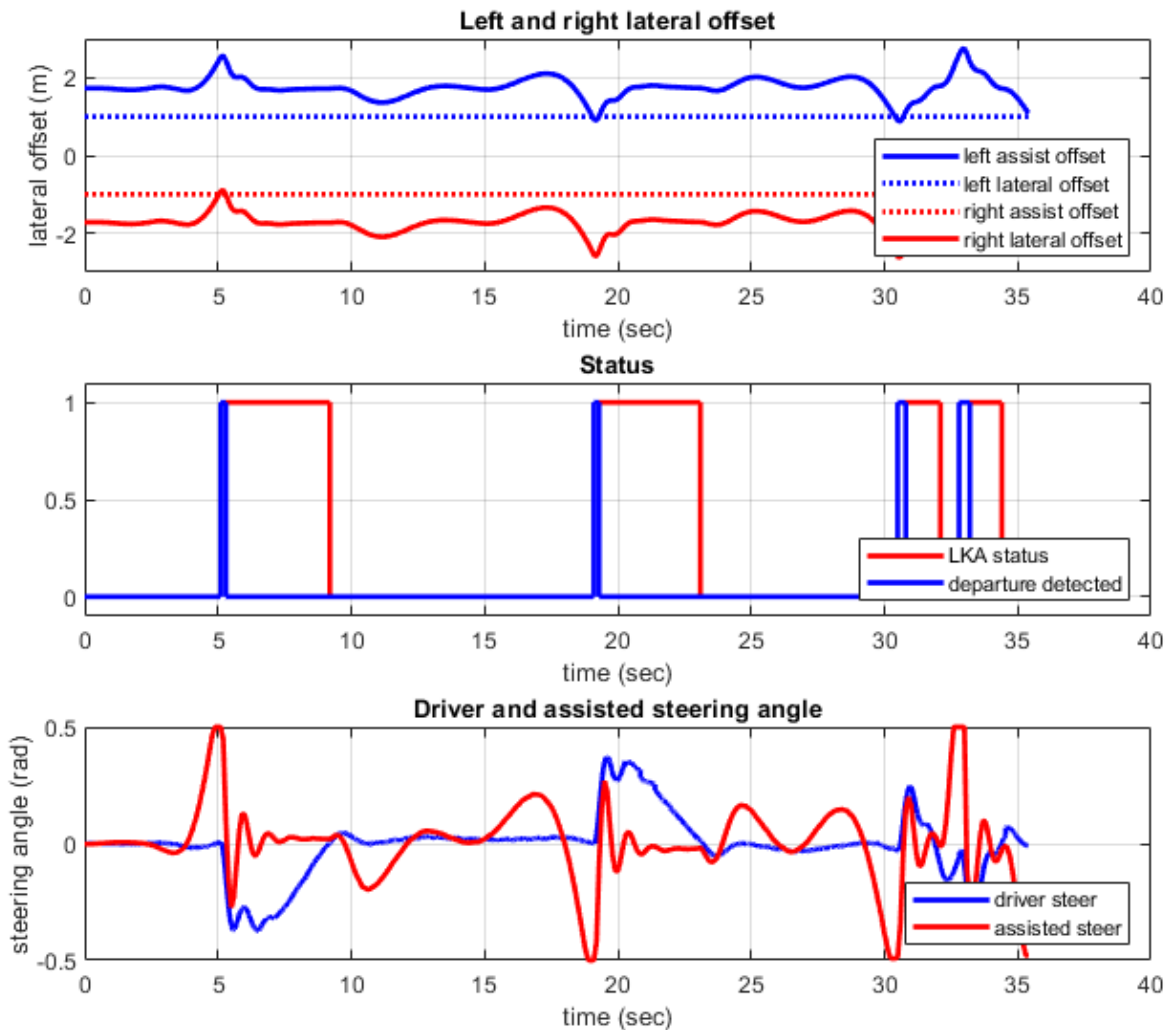
```
plotLKAPerformance(logout)
```



- Top plot shows the lateral deviation relative to ego vehicle. The lateral deviation with LKA is within  $[-0.5, 0.5]$  m.
- Middle plot shows the relative yaw angle. The relative yaw angle with LKA is within  $[-0.15, 0.15]$  rad.
- Bottom plot shows the steering angle of the ego vehicle. The steering angle with LKA is within  $[-0.5, 0.5]$  rad.

To view the controller status, use the following command.

```
plotLKASStatus(logout)
```



- Top plot shows the left and right lane offset. Around 5.5 s, 19 s, 31 s, and 33 s, the lateral offset is within the distance set by the lane keeping assist. When this happens, the lane departure is detected.
- Middle plot shows the LKA status and the detection of lane departure. The departure detected status is consistent with the top plot. The LKA is turned on when the lane departure is detected, but the control is returned to the driver later when the driver can steer the ego vehicle correctly.
- Bottom plot shows the steering angle from driver and LKA. When the difference between the steering angle from driver and LKA is small, the LKA releases control to driver (for example, between 9 s to 17 s).

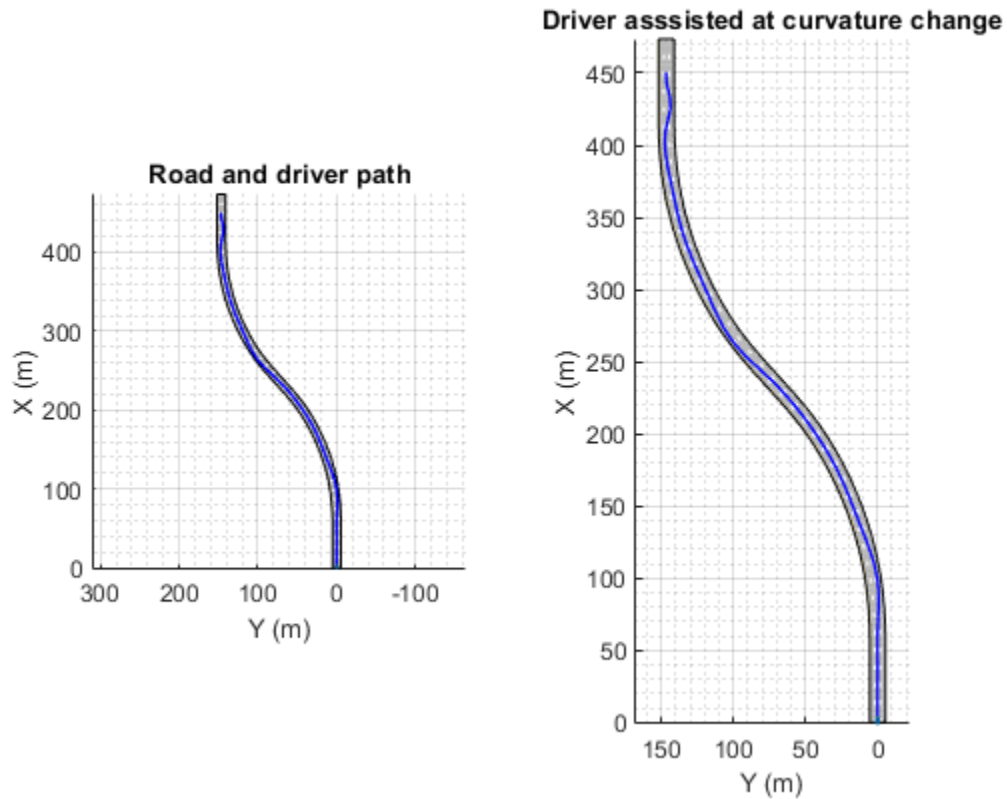
### Simulate Lane Following

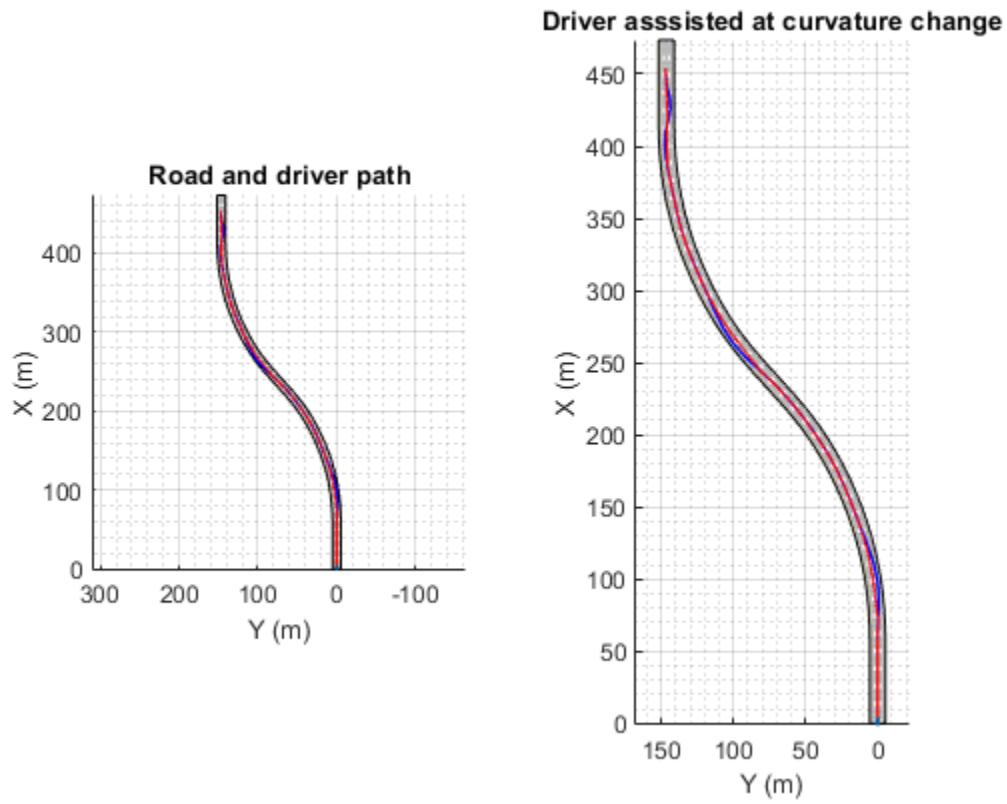
You can modify the value of Safe Lateral Offset for LKA to ignore the driver input, putting the controller into a pure lane following mode. By increasing this threshold, the lateral offset is always

within the distance set by the lane keeping assist. Thus, the status for lane departure is on and the lane keeping assist takes control all the time.

```
set_param('LKATestBenchExample/Safe Lateral Offset','Value','2')  
sim('LKATestBenchExample') % Simulate to end of scenario
```

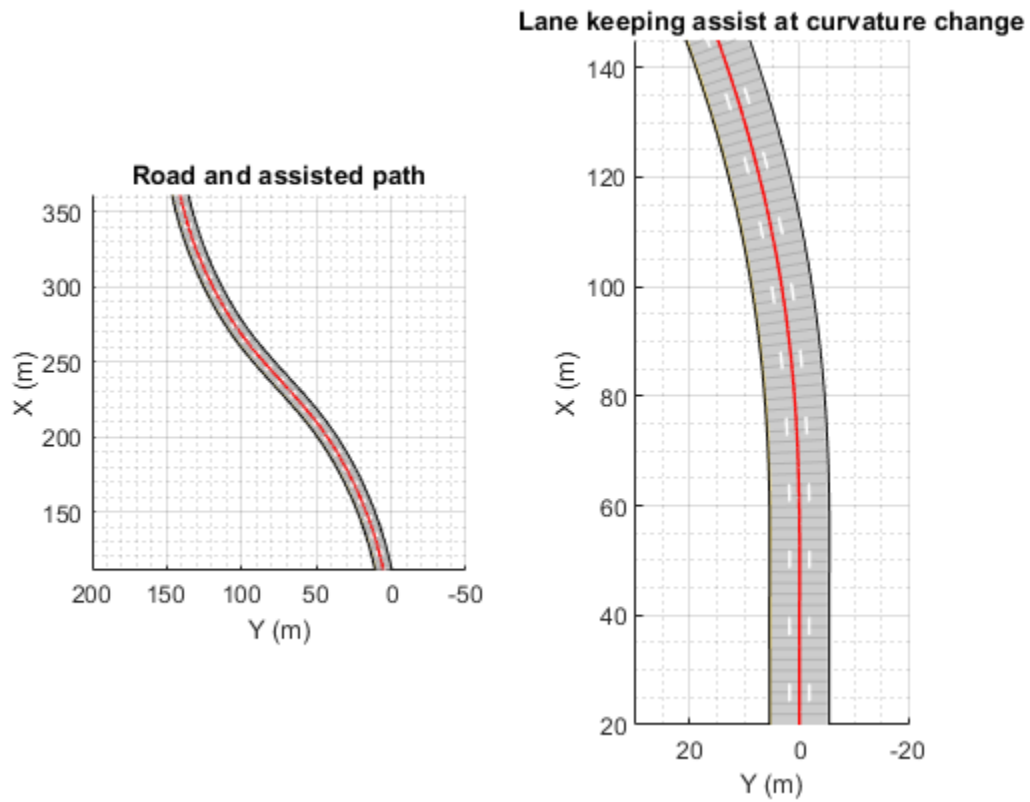
Assuming no disturbance added to measured output channel #1.  
-->Assuming output disturbance added to measured output channel #2 is integrated white noise.  
-->The "Model.Noise" property is empty. Assuming white noise on each measured output.





You can explore the results of the simulation using the following commands.

```
plotLKAResults(scenario,logout)
```

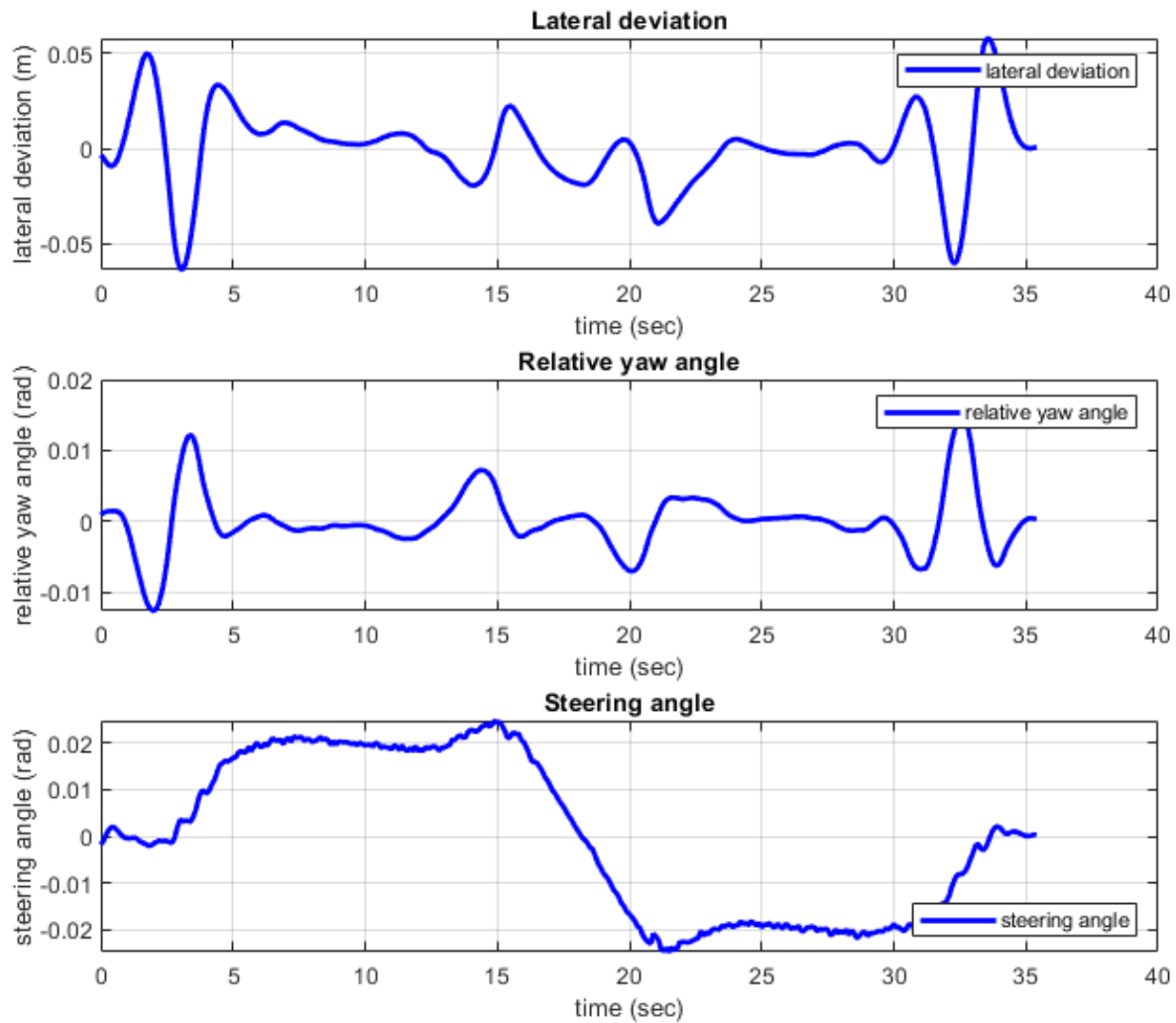


The red curve shows that the Lane Keeping Assist on its own can keep the ego vehicle travelling along the centerline of its lane.

Use the following command to depict the controller performance.

```
plotLKAPerformance(logout)
```

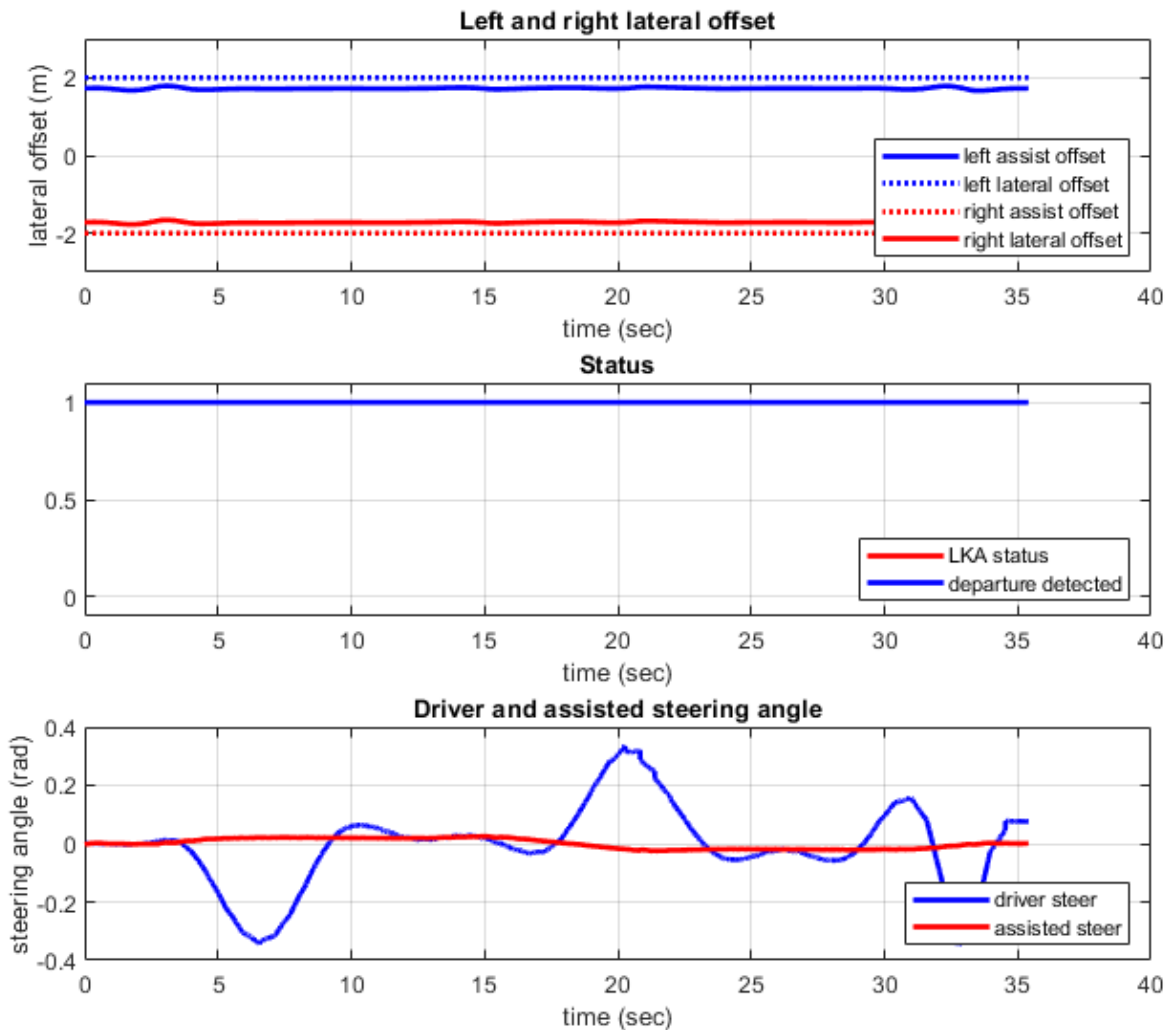




- Top plot shows the lateral deviation relative to ego vehicle. The lateral deviation with LKA is within  $[-0.1, 0.1]$  m.
- Middle plot shows the relative yaw angle. The relative yaw angle with LKA is within  $[-0.02, 0.02]$  rad.
- Bottom plot shows the steering angle of the ego vehicle. The steering angle with LKA is within  $[-0.04, 0.04]$  rad.

To view the controller status, use the following command.

```
plotLKASstatus(logout)
```

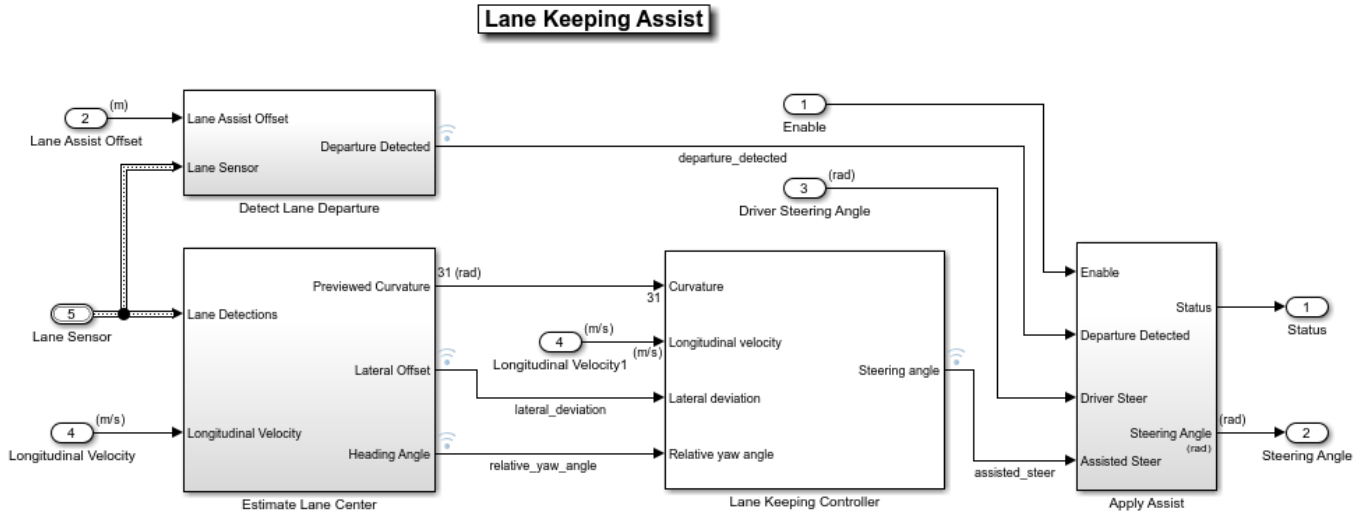


- Top plot shows the left and right lane offset. Since the lateral offset is never within the distance set by the lane keeping assist, the lane departure is not detected.
- Middle plot shows that the LKA status is always one, that is, the Lane Keeping Assist takes control all the time.
- Bottom plot shows the steering angle from driver and LKA. The steering angle from driver negotiating with the curved road is too aggressive. The small steering angle from LKA is sufficient for the curved road in this example.

### Explore Lane Keeping Assist Algorithm

The Lane Keeping Assist model contains four main parts: 1) Estimate Lane Center 2) Lane Keeping Controller 3) Detect Lane Departure, and 4) Apply Assist.

```
open_system('LKATestBenchExample/Lane Keeping Assist')
```

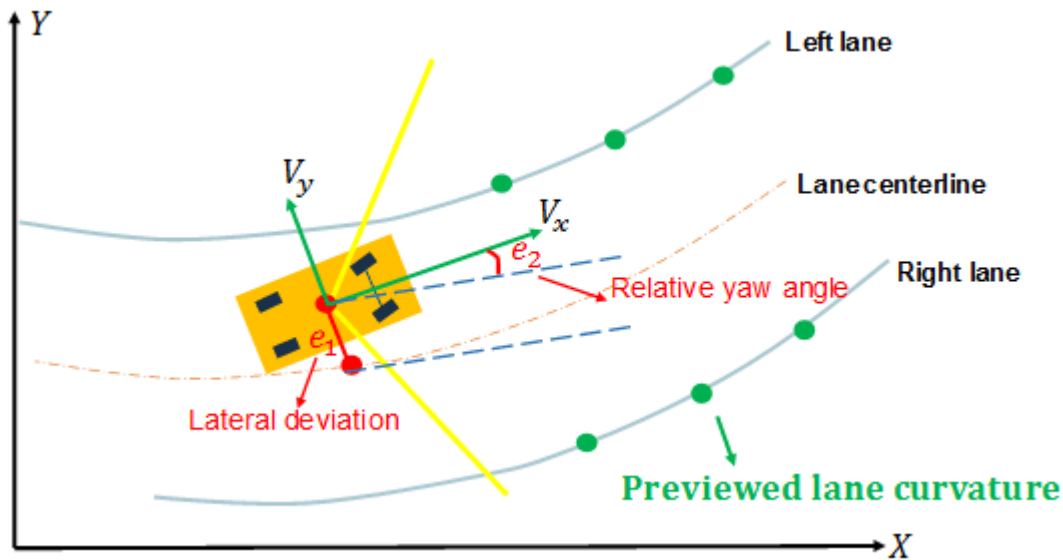


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The Detect Lane Departure subsystem outputs a signal that is true when the vehicle is too close to a detected lane. You detect a departure when the offset between the vehicle and lane boundary from the Lane Sensor is less than the Lane Assist Offset.

The Estimate Lane Center subsystem outputs the data from lane sensors to the lane keeping controller. The detector in this example is configured to report the left and right lane boundaries of the current lane in the current field-of-view of the camera. Each boundary is modeled as a length of a curve whose curvature varies linearly with distance (clothoid curve). To feed this data to a controller, offset both of the detected curves toward the center of the lane by the width of the car and a small margin (1.8 m total). Weight each of the resulting centered curves by the strength of the detection and pass the averaged result to the controller. Also, The Estimate Lane Center subsystem provides finite values for inputs to the Lane Keeping Controller subsystem. The previewed curvature provides the centerline of lane curvature ahead of the ego vehicle. In this example, the ego vehicle can look ahead for three seconds, which is the product of the prediction horizon and sample time. This look-ahead time enables the controller to use previewed information for calculating steering angle for the ego vehicle, which improves the MPC controller performance.

The goal for the Lane Keeping Controller block is to keep the vehicle in its lane and follow the curved road by controlling the front steering angle  $\delta$ . This goal is achieved by driving the lateral deviation  $e_1$  and the relative yaw angle  $e_2$  to be small (see the following figure).



The LKA controller calculates a steering angle for the ego vehicle based on the following inputs:

- Previewed curvature (derived from Lane Detections)
- Ego vehicle longitudinal velocity
- Lateral deviation (derived from Lane Detections)
- Relative yaw angle (derived from Lane Detections)

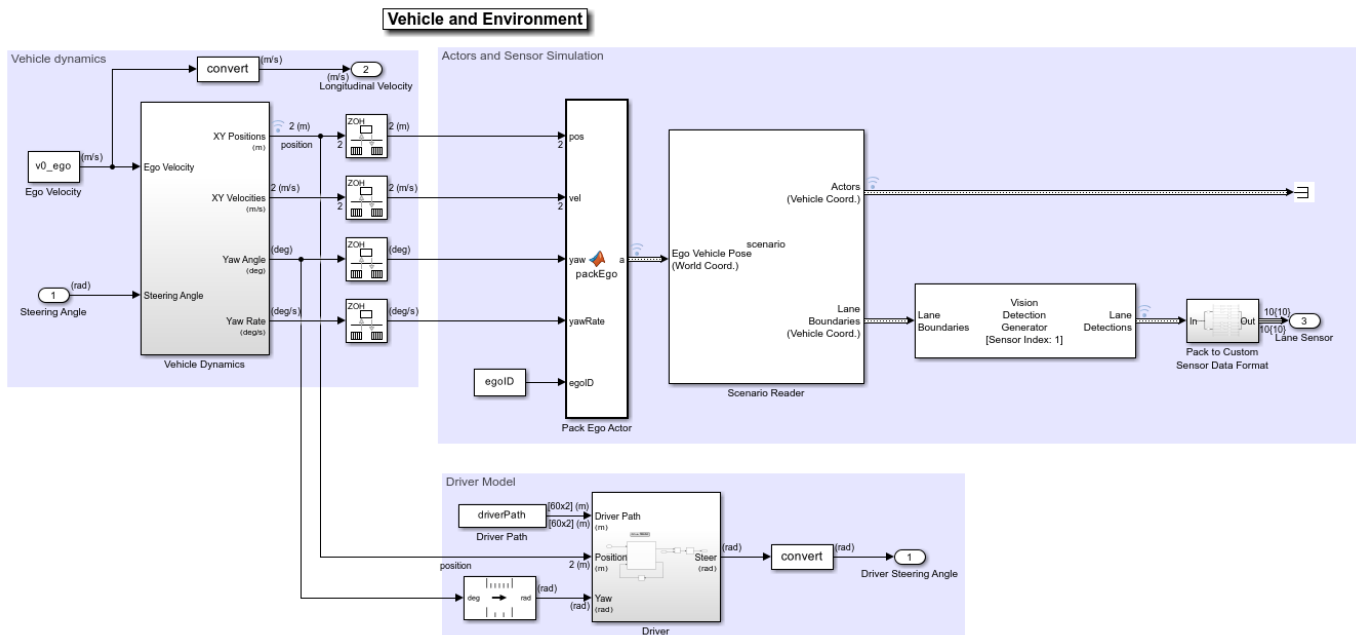
Considering physical limitations of the ego vehicle, the steering angle is constrained to be within  $[-0.5, 0.5]$  rad. You can change the prediction horizon or move the **Controller Behavior** slider to adjust the performance of the controller.

The Apply Assist subsystem decides if the lane keeping controller or the driver takes control of the ego vehicle. The subsystem switches between the driver commanded steering and the assisted steering from the Lane Keeping Controller. The switch to assisted steering is initiated when a lane departure is detected. Control is returned to the driver when the driver begins steering within the lane again.

### Explore Vehicle and Environment

The Vehicle and Environment subsystem enables closed loop simulation of the lane keeping assist controller.

```
open_system('LKATestBenchExample/Vehicle and Environment')
```



The Vehicle Dynamics subsystem models the vehicle dynamics with Vehicle Body 3DOF Single Track block from Vehicle Dynamics Blockset™.

The Scenario Reader block generates the ideal left and right lane boundaries based on the position of the vehicle with respect to the scenario read from scenario file LKATestBenchScenario.mat.

The Vision Detection Generator block takes the ideal lane boundaries from the Scenario Reader block. The detection generator models the field of view of a monocular camera and determines the heading angle, curvature, curvature derivative, and valid length of each road boundary, accounting for any other obstacles.

The Driver subsystem generates the driver steering angle based on the driver path which was created in helperLKASetUp.

### Generate Code for the Control Algorithm

The LKARefMdl model is configured to support generating C code using Embedded Coder® software. To check if you have access to Embedded Coder, run:

```
hasEmbeddedCoderLicense = license('checkout', 'RTW_Embedded_Coder')
```

You can generate a C function for the model and explore the code generation report by running:

```
if hasEmbeddedCoderLicense
    slbuild('LKARefMdl')
end
```

You can verify that the compiled C code behaves as expected using software-in-the-loop (SIL) simulation. To simulate the LKARefMdl referenced model in SIL mode, use:

```
if hasEmbeddedCoderLicense
    set_param('LKATestBenchExample/Lane Keeping Assist', ...
        'SimulationMode', 'Software-in-the-loop (SIL)')
end
```

When you run the `LKATestBenchExample` model, code is generated, compiled, and executed for the `LKARefMdl` model. This allows you to test the behavior of the compiled code through simulation.

### **Conclusions**

This example shows how to implement an integrated lane keeping assist (LKA) controller on a curved road with lane detection. It also shows how to test the controller in Simulink using synthetic data generated by the Automated Driving Toolbox, componentize it, and automatically generate code for it.

```
close all  
bdclose all
```

### **See Also**

#### **Apps**

**Bird's-Eye Scope**

#### **Blocks**

Vehicle Body 3DOF | Vision Detection Generator

### **More About**

- “Lane Keeping Assist System Using Model Predictive Control” (Model Predictive Control Toolbox)
- “Sensor Fusion Using Synthetic Radar and Vision Data in Simulink” on page 8-297
- “Automated Driving Using Model Predictive Control” (Model Predictive Control Toolbox)

# Model Radar Sensor Detections

This example shows how to model and simulate the output of an automotive radar sensor for different driving scenarios. Generating synthetic radar detections is important for testing and validating tracking and sensor fusion algorithms in corner cases or when sensor hardware is unavailable. This example analyzes the differences between radar measurements and the vehicle ground truth position and velocity for a forward collision warning (FCW) scenario, a passing vehicle scenario, and a scenario with closely spaced targets. It also includes a comparison of signal-to-noise ratio (SNR) values between pedestrian and vehicle targets at various ranges.

In this example, you generate radar detections programmatically. You can also generate detections by using the Driving Scenario Designer app. For an example, see “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2.

## Introduction

Vehicles that contain advanced driver assistance system (ADAS) features or are designed to be fully autonomous typically rely on multiple types of sensors. These sensors include sonar, radar, lidar, and vision. A robust solution includes a sensor fusion algorithm to combine the strengths across the various types of sensors included in the system. For more information about sensor fusion of synthetic detections from a multisensor ADAS system, see “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288.

When using synthetic detections for testing and validating tracking and sensor fusion algorithms, it is important to understand how the generated detections model the sensor's unique performance characteristics. Each kind of automotive sensor provides a specific set of strengths and weaknesses which contribute to the fused solution. This example presents some important performance characteristics of automotive radars and shows how the radar performance is modeled by using synthetic detections.

## Radar Sensor Model

This example uses `drivingRadarDataGenerator` to generate synthetic radar detections. `drivingRadarDataGenerator` models the following performance characteristics of automotive radar:

### Strengths

- Good range and range-rate accuracy over long detection ranges
- Long detection range for vehicles

### Weaknesses

- Poor position and velocity accuracy along the cross-range dimension
- Shorter detection range for pedestrians and other nonmetallic objects
- Close range detection clusters pose a challenge to tracking algorithms
- Inability to resolve closely spaced targets at long ranges

## FCW Driving Scenario

Create a forward collision warning (FCW) test scenario, which is used to illustrate how to measure a target's position with a typical long-range automotive radar. The scenario consists of a moving ego

vehicle and a stationary target vehicle placed 150 meters down the road. The ego vehicle has an initial speed of 50 kph before applying its brakes to achieve a constant deceleration of 3 m/s<sup>2</sup>. The vehicle then comes to a complete stop 1 meter before the target vehicle's rear bumper.

```
addpath(fullfile(matlabroot,'toolbox','shared','tracking','fusionlib'));

rng default;
initialDist = 150; % m
initialSpeed = 50; % kph
brakeAccel = 3; % m/s^2
finalDist = 1; % m
[scenario, egoCar] = helperCreateSensorDemoScenario('FCW', initialDist, initialSpeed, brakeAccel
```

### ***Forward-Facing Long-Range Radar***

Create a forward-facing long-range radar sensor mounted on the ego vehicle's front bumper, 20 cm above the ground. The sensor generates raw detections at 10 Hz (every 0.1 seconds) and has an azimuthal field of view of 20 degrees and an angle resolution of 4 degrees. Its maximum range is 150 m and its range resolution is 2.5 m. The ActorProfiles property specifies the physical dimensions and radar cross-section (RCS) patterns of the vehicles seen by the radar in the simulation. As an alternative to raw detections, the drivingRadarDataGenerator can output clustered detections or track updates, as specified with the TargetReportFormat property.

```
radarSensor = drivingRadarDataGenerator( ...
    'SensorIndex', 1, ...
    'TargetReportFormat', 'Detections', ...
    'UpdateRate', 10, ...
    'MountingLocation', [egoCar.Wheelbase+egoCar.FrontOverhang 0 0.2], ...
    'FieldOfView', [20 5], ...
    'RangeLimits', [0 150], ...
    'AzimuthResolution', 4, ...
    'RangeResolution', 2.5, ...
    'Profiles', actorProfiles(scenario))
```

```
radarSensor =
```

```
drivingRadarDataGenerator with properties:
```

```
    SensorIndex: 1
    UpdateRate: 10
```

```
    MountingLocation: [3.7000 0 0.2000]
    MountingAngles: [0 0 0]
```

```
    FieldOfView: [20 5]
    RangeLimits: [0 150]
    RangeRateLimits: [-100 100]
```

```
    DetectionProbability: 0.9000
    FalseAlarmRate: 1.0000e-06
```

```
Use get to show all properties
```

### ***Simulation of Radar Detections***



Simulate the radar measuring the position of the target vehicle by advancing the simulation time of the scenario. The radar sensor generates detections from the true target pose (position, velocity, and orientation) expressed in the ego vehicle's coordinate frame.

The radar is configured to generate detections at 0.1-second intervals, which is consistent with the update rate of typical automotive radars. However, to accurately model the motion of the vehicles, the scenario simulation advances every 0.01 seconds. The sensor returns a logical flag, `isValidTime`, that is true when the radar reaches its required update interval, indicating that this simulation time step will generate detections.

```
% Create display for FCW scenario
[bep, figScene] = helperCreateSensorDemoDisplay(scenario, egoCar, radarSensor);

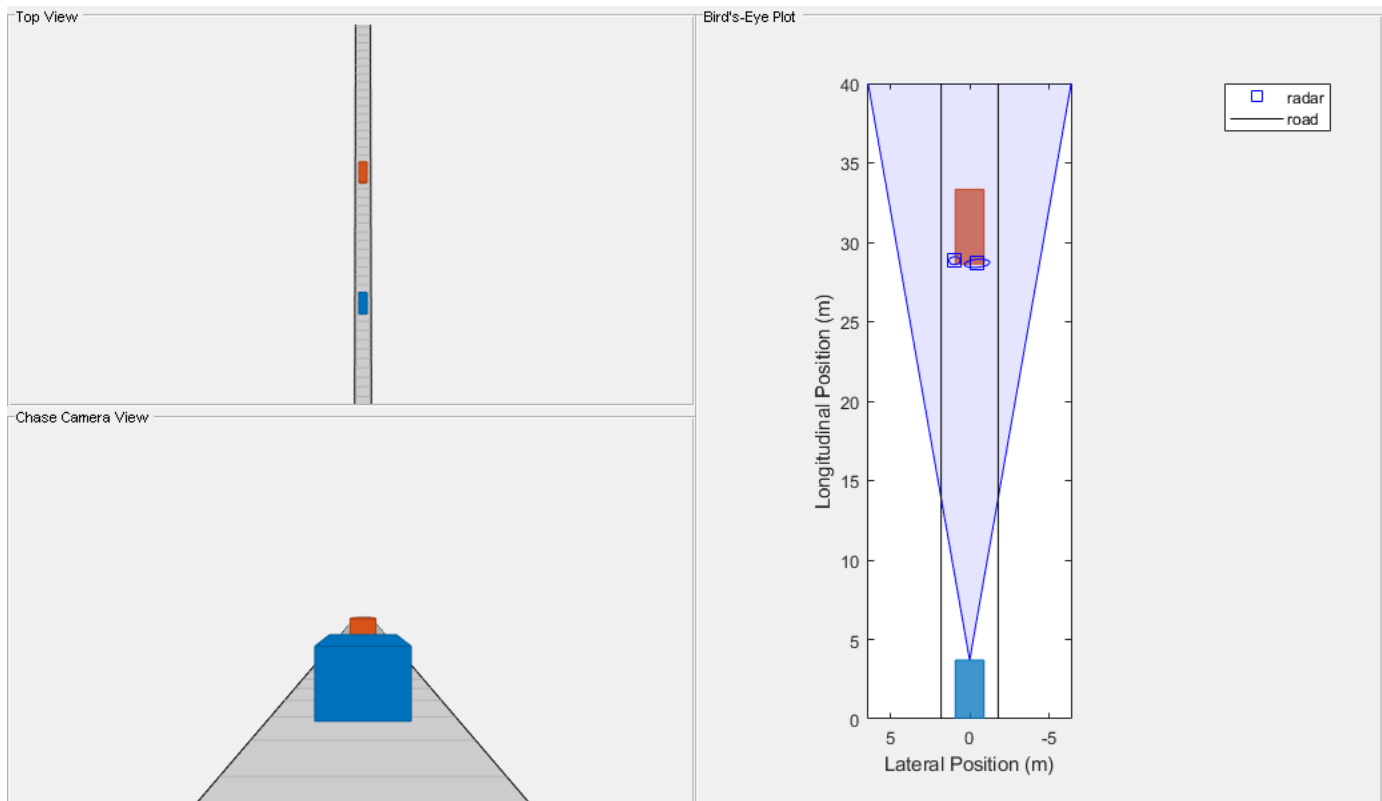
metrics = struct; % Initialize struct to collect scenario metrics
while advance(scenario) % Update vehicle positions
    gTruth = targetPoses(egoCar); % Get target positions in ego vehicle coordinates

    % Generate time-stamped radar detections
    time = scenario.SimulationTime;
    [dets, ~, isValidTime] = radarSensor(gTruth, time);

    if isValidTime
        % Update Bird's-Eye Plot with detections and road boundaries
        helperUpdateSensorDemoDisplay(bep, egoCar, radarSensor, dets);

        % Collect radar detections and ground truth for offline analysis
        metrics = helperCollectScenarioMetrics(metrics, gTruth, dets);
    end

    % Take a snapshot for the published example
    helperPublishSnapshot(figScene, time>=9.1);
end
```



### Position Measurements

Over the duration of the FCW test, the target vehicle's distance from the ego vehicle spans a wide range of values. By comparing the radar's measured longitudinal and lateral positions of the target vehicle to the vehicle's ground truth position, you can observe the accuracy of the radar's measured positions.

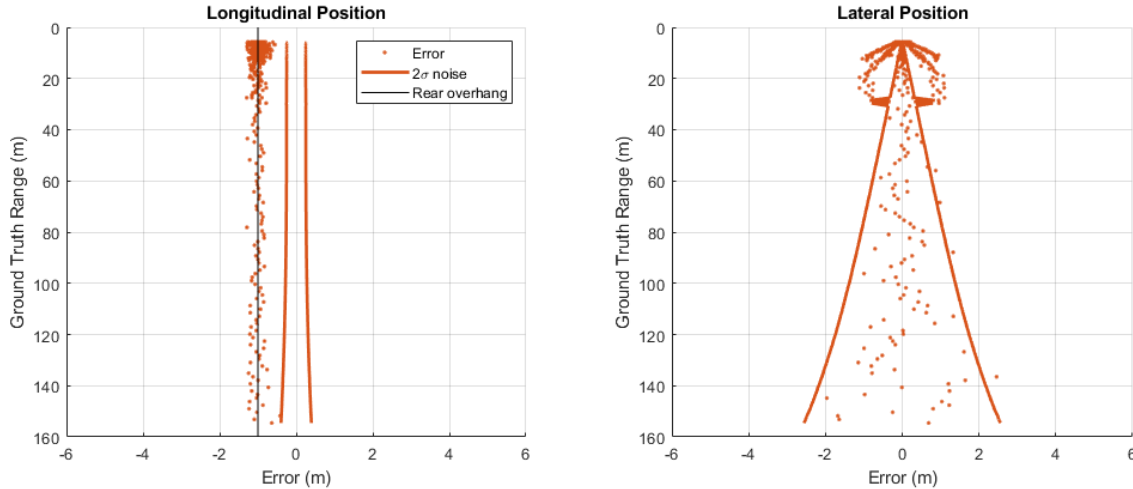
Use `helperPlotSensorDemoDetections` to plot the longitudinal and lateral position errors as the difference between the measured position reported by the radar and the target vehicle's ground truth. The ground truth reference for the target vehicle is the point on the ground directly below the center of the target vehicle's rear axle, which is 1 meter in front of the car's bumper.

```
helperPlotSensorDemoDetections(metrics, 'position', 'reverse range', [-6 6]);
```

```
% Show rear overhang of target vehicle
```

```
tgtCar = scenario.actors(2);
rearOverhang = tgtCar.RearOverhang;
```

```
subplot(1,2,1);
hold on; plot(-rearOverhang*[1 1], ylim, 'k'); hold off;
legend('Error', '2\sigma noise', 'Rear overhang');
```



### ***Longitudinal Position Measurements***

For a forward-facing radar configuration, the radar's range measurements correspond to the longitudinal position of the target vehicle.

The longitudinal position errors in the preceding plot on the left show a -1 meter bias between the longitude measured by the radar and the target's ground truth position. This bias indicates that the radar consistently measures the target to be closer than the position reported by the ground truth. Instead of approximating the target as a single point in space, the radar models the physical dimensions of the vehicle's body. Detections are generated along the vehicle's rear side according to the radar's resolution in azimuth, range, and (when enabled) elevation. This -1 meter offset is then explained by the target vehicle's rear overhang, which defines the distance between the vehicle's rear side and its rear axle, where the ground truth reference is located.

The radar is modeled with a range resolution of 2.5 meters. However, the  $2\sigma$  measurement noise is reported to be as small as 0.25 meter at the closest point and grows slightly to 0.41 meter at the farthest tested range. The realized sensor accuracy is much smaller than the radar's range resolution. Because the radar models the SNR dependence of the range errors using the Cramer-Rao lower bound, targets with a large radar cross-section (RCS) or targets that are close to the sensor will have better range accuracy than smaller or more distant targets.

This SNR dependence on the radar's measurement noise is modeled for each of the radar's measured dimensions: azimuth, elevation, range, and range rate.

### ***Lateral Position Measurements***

For a forward-facing radar configuration, the dimension orthogonal to the radar's range measurements (commonly referred to as the sensor's cross-range dimension) corresponds to the lateral position of the target vehicle.

The lateral position errors from the FCW test in the preceding plot on the right show a strong dependence on the target's ground truth range. The radar reports lateral position accuracies as small as 0.03 meters at close ranges and up to 2.6 meters when the target is far from the radar.

Additionally, multiple detections appear when the target is at ranges less than 30 meters. As previously mentioned, the target vehicle is not modeled as a single point in space, but the radar model compares the vehicle's dimensions with the radar's resolution. In this scenario, the radar views

the rear side of the target vehicle. When the vehicle's rear side spans more than one of the radar's azimuth resolution cells, the radar generates detections from each resolution cell that the target occupies.

Compute the azimuth spanned by the target vehicle in the FCW test when it is at 30 meters ground truth range from the ego vehicle.

```
% Range from radar to target vehicle's rear side
radarRange = 30-(radarSensor.MountingLocation(1)+tgtCar.RearOverhang);

% Azimuth spanned by vehicle's rear side at 30 meters ground truth range
width = tgtCar.Width;
azSpan = rad2deg(width/radarRange)

azSpan =

    4.0764
```

At a ground truth range of 30 meters, the vehicle's rear side begins to span an azimuth greater than the radar's azimuth resolution of 4 degrees. Because the azimuth spanned by the target's rear side exceeds the sensor's resolution, 3 resolved points along the vehicle's rear side are generated: one from the center of the rear side, one from the left edge of the rear side, and one from the right edge.

### Velocity Measurements

Create a driving scenario with two target vehicles (a lead car and a passing car) to illustrate the accuracy of a radar's longitudinal and lateral velocity measurements. The lead car is placed 40 meters in front of the ego vehicle and is traveling with the same speed. The passing car starts in the left lane alongside the ego vehicle, passes the ego vehicle, and merges into the right lane just behind the lead car. This merging maneuver generates longitudinal and lateral velocity components, enabling you to compare the sensor's accuracy along these two dimensions.

Because the lead car is directly in front of the radar, it has a purely longitudinal velocity component. The passing car has a velocity profile with both longitudinal and lateral velocity components. These components change as the car passes the ego vehicle and moves into the right lane behind the lead car. Comparing the radar's measured longitudinal and lateral velocities of the target vehicles to their ground truth velocities illustrates the radar's ability to observe both of these velocity components.

```
% Create passing scenario
leadDist = 40; % m
speed = 50; % kph
passSpeed = 70; % kph
[scenario, egoCar] = helperCreateSensorDemoScenario('Passing', leadDist, speed, passSpeed);
```

### Configuration of Radar Velocity Measurements

A radar generates velocity measurements by observing the Doppler frequency shift on the signal energy returned from each target. The rate at which the target's range is changing relative to the radar is derived directly from these Doppler frequencies. Take the radar sensor used in the previous section to measure position, and configure it to generate range-rate measurements. These measurements have a resolution of 0.5 m/s, which is a typical resolution for an automotive radar.

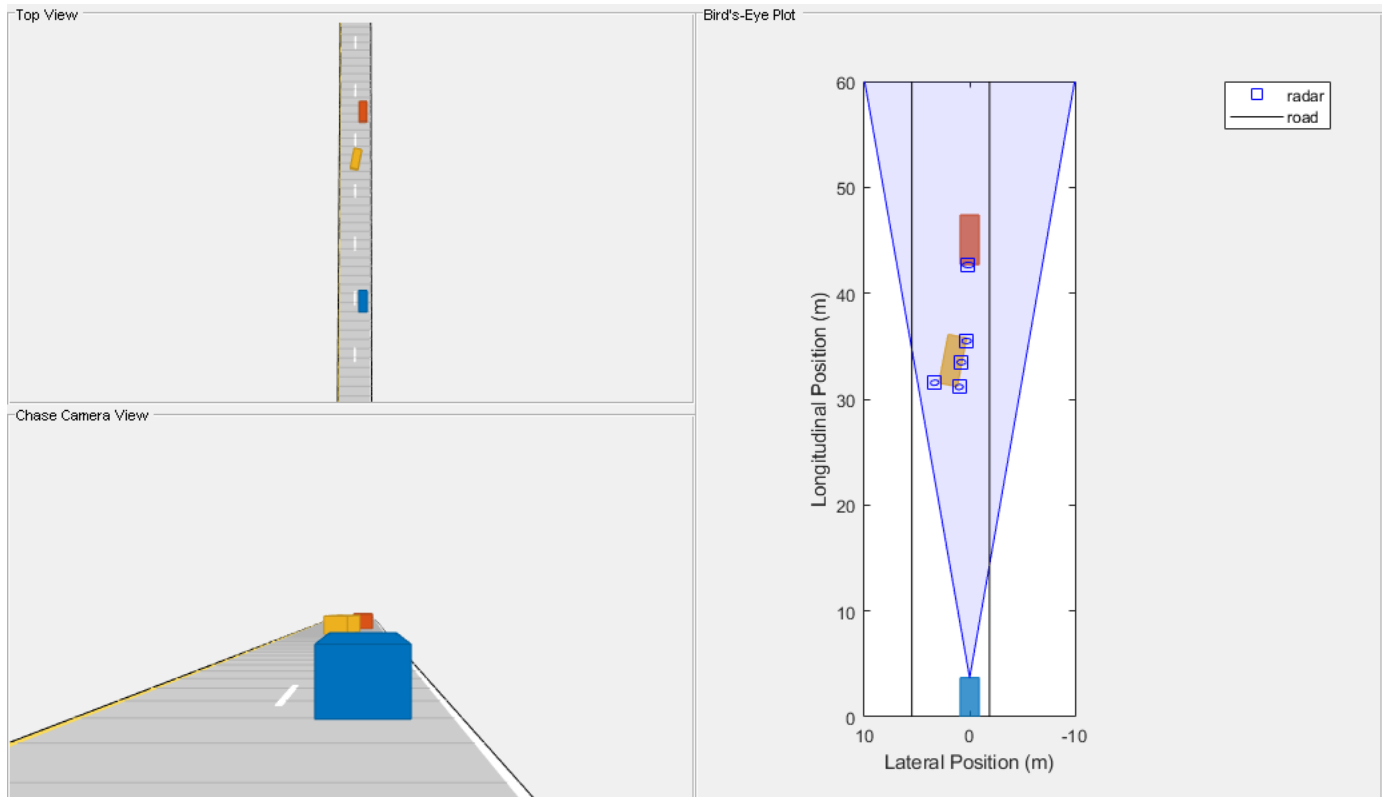
```
% Configure radar for range-rate measurements
release(radarSensor);
```

```
radarSensor.HasRangeRate = true;
radarSensor.RangeRateResolution = 0.5; % m/s
```

```
% Use actor profiles for the passing car scenario
radarSensor.Profiles = actorProfiles(scenario);
```

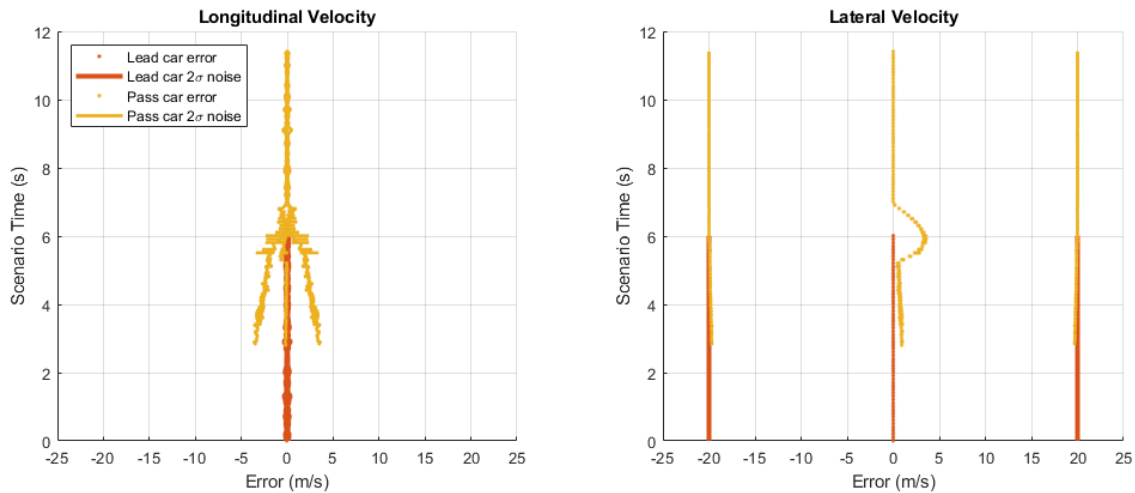
Use `helperRunSensorDemoScenario` to simulate the motion of the ego and target vehicles. This function also collects the simulated metrics, as was previously done for the FCW driving scenario.

```
snapTime = 6; % Simulation time to take snapshot for publishing
metrics = helperRunSensorDemoScenario(scenario, egoCar, radarSensor, snapTime);
```



Use `helperPlotSensorDemoDetections` to plot the radar's longitudinal and lateral velocity errors as the difference between the measured velocity reported by the radar and the target vehicle's ground truth.

```
helperPlotSensorDemoDetections(metrics, 'velocity', 'time', [-25 25]);
subplot(1,2,1);
legend('Lead car error', 'Lead car 2\sigma noise', ...
      'Pass car error', 'Pass car 2\sigma noise', 'Location', 'northwest');
```



### ***Longitudinal Velocity Measurements***

For a forward-facing radar, longitudinal velocity is closely aligned to the radar's range-rate measurements. The preceding plot on the left shows the radar's longitudinal velocity errors for the passing vehicle scenario. Because the radar can accurately measure longitudinal velocity from the Doppler frequency shift observed in the signal energy received from both cars, the velocity errors for both vehicles (shown as points) are small. However, when the passing car enters the radar's field of view at 3 seconds, the passing car's  $2\sigma$  measurement noise (shown using solid yellow lines) is initially large. The noise then decreases until the car merges into the right lane behind the lead car at 7 seconds. As the car passes the ego vehicle, the longitudinal velocity of the passing car includes both radial and nonradial components. The radar inflates its reported  $2\sigma$  longitudinal velocity noise to indicate its inability to observe the passing car's nonradial velocity components as it passes the ego vehicle.

### ***Lateral Velocity Measurements***

For a forward-facing radar, the measured lateral velocity corresponds to a target's nonradial velocity component. The preceding plot on the right shows the passing car's lateral velocity measurement errors, which display as yellow points. The radar's inability to measure lateral velocity produces a large error during the passing car's lane change maneuver between 5 and 7 seconds. However, the radar reports a large  $2\sigma$  lateral velocity noise (shown as solid lines) to indicate that it is unable to observe velocity along the lateral dimension.

### **Pedestrian and Vehicle Detection**

A radar "sees" not only an object's physical dimensions (length, width, and height) but also is sensitive to an object's *electrical* size. An object's electrical size is referred to as its radar cross-section (RCS) and is commonly given in units of decibel square meters (dBsm). An object's RCS defines how effectively it reflects the electromagnetic energy received from the radar back to the sensor. An object's RCS value depends on many properties, including the object's size, shape, and the kind of materials it contains. An object's RCS also depends on the transmit frequency of the radar. This value can be large for vehicles and other metallic objects. For typical automotive radar frequencies near 77 GHz, a car has a nominal RCS of approximately 10 square meters (10 dBsm). However, nonmetallic objects typically have much smaller values. -8 dBsm is a reasonable RCS to associate with a pedestrian. This value corresponds to an effective electrical size of only 0.16 square

meters. In an ADAS or autonomous driving system, a radar must be able to generate detections on both of these objects.

### ***FCW Driving Scenario with a Pedestrian and a Vehicle***

Revisit the FCW scenario from earlier by adding a pedestrian standing on the sidewalk beside the stopped vehicle. Over the duration of the FCW test, the distance from the radar to the target vehicle and pedestrian spans a wide range of values. Comparing the radar's measured signal-to-noise ratio (SNR) reported for the test vehicle and pedestrian detections across the tested ranges demonstrates how the radar's detection performance changes with both detection range and object type.

```
% Create FCW test scenario
initialDist = 150; % m
finalDist = 1; % m
initialSpeed = 50; % kph
brakeAccel = 3; % m/s^2
withPedestrian = true;
[scenario, egoCar] = helperCreateSensorDemoScenario('FCW', initialDist, initialSpeed, brakeAccel
```

### ***Configuration of Radar Detection Performance***

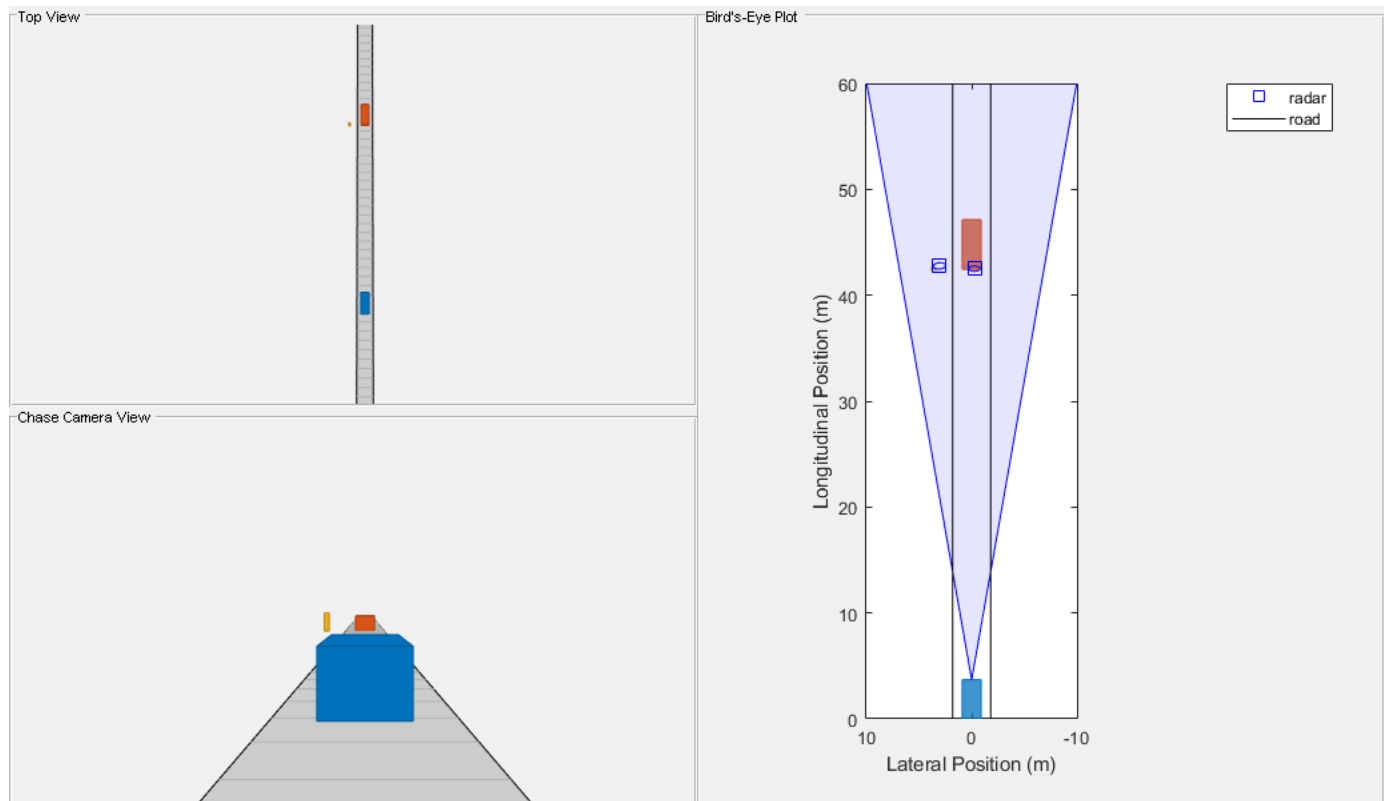
A radar's detection performance is usually specified by the probability of detecting a reference target that has an RCS of 0 dBsm at a specific range. Create a long-range radar that detects a target with an RCS of 0 dBsm at a range of 100 meters, with a detection probability of 90%.

```
% Configure radar's long-range detection performance
release(radarSensor);
radarSensor.ReferenceRange = 100; % m
radarSensor.ReferenceRCS = 0; % dBsm
radarSensor.DetectionProbability = 0.9;

% Use actor profiles for the passing car scenario
radarSensor.Profiles = actorProfiles(scenario);
```

Run the scenario to collect radar detections and ground truth data. Store them for offline analysis.

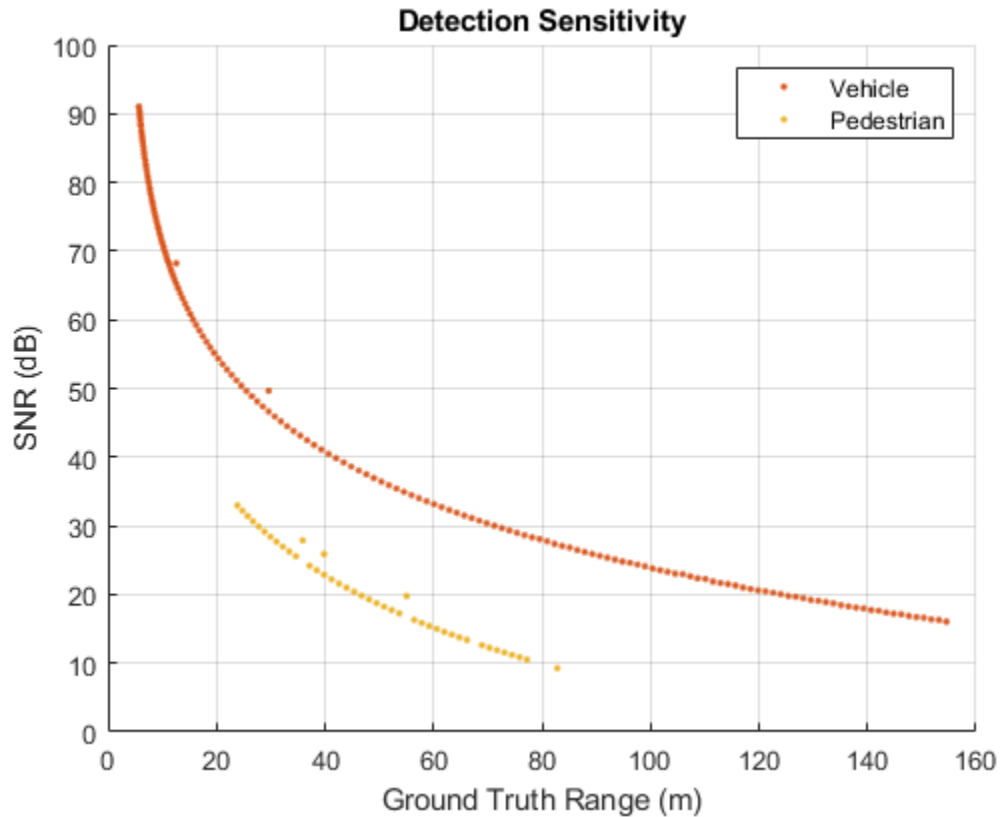
```
snapTime = 8; % Simulation time to take snapshot for publishing
metrics = helperRunSensorDemoScenario(scenario, egoCar, radarSensor, snapTime);
```



Plot SNR of detections for both the target vehicle and the pedestrian.

```
helperPlotSensorDemoDetections(metrics, 'snr', 'range', [0 160]);  
legend('Vehicle', 'Pedestrian');
```





This plot shows the effect of an object's RCS on the radar's ability to "see" it. Detections corresponding to the stationary test vehicle are shown in red. Detections from the pedestrian are shown in yellow.

The test vehicle is detected out to the farthest range included in this test, but detection of the pedestrian becomes less consistent near 70 meters. This difference between the detection range of the two objects occurs because the test vehicle has a much larger RCS (10 dBsm) than the pedestrian (-8 dBsm), which enables the radar to detect the vehicle at longer ranges than the pedestrian.

The test vehicle is also detected at the closest range included in this test, but the radar stops generating detections on the pedestrian near 20 meters. In this scenario, the target vehicle is placed directly in front of the radar, but the pedestrian is offset from the radar's line of sight. Near 20 meters, the pedestrian is no longer inside of the radar's field of view and cannot be detected by the radar.

Revisit this scenario for a mid-range automotive radar to illustrate how the radar's detection performance is affected. Model a mid-range radar to detect an object with an RCS of 0 dBsm at a reference range of 50 meters, with a detection probability of 90%.

```
% Configure radar for a mid-range detection requirement
release(radarSensor);
radarSensor.ReferenceRange = 50; % m
radarSensor.ReferenceRCS = 0; % dBsm
radarSensor.DetectionProbability = 0.9;
```

Additionally, to improve the detection of objects at close ranges that are offset from the radar's line of sight, the mid-range radar's azimuthal field of view is increased to 90 degrees. The radar's azimuth resolution is set to 10 degrees to search this large coverage area more quickly.

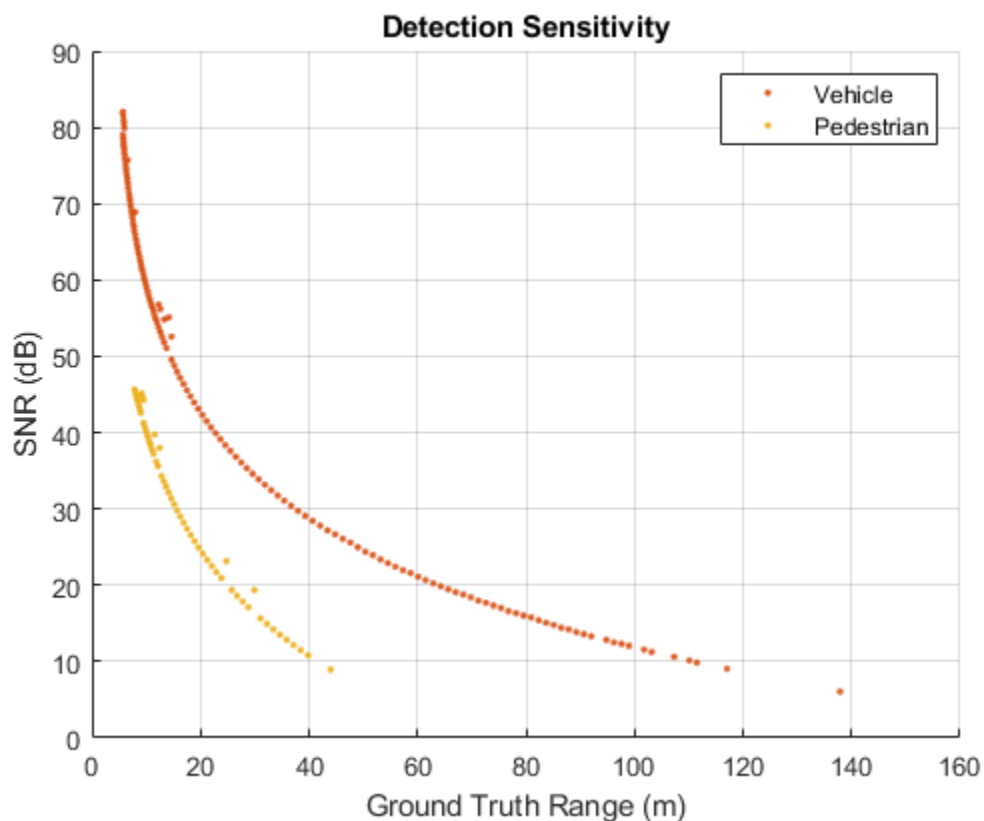
```
% Increase radar's field of view in azimuth and elevation to 90 and 10 degrees respectively
radarSensor.FieldOfView = [90 10];
```

```
% Increase radar's azimuth resolution
radarSensor.AzimuthResolution = 10;
```

Run the FCW test using the mid-range radar and the SNR for the detections from the target vehicle and pedestrian. Plot the SNR.

```
% Run simulation and collect detections and ground truth for offline analysis
metrics = helperRunSensorDemoScenario(scenario, egoCar, radarSensor);
```

```
% Plot SNR for vehicle and pedestrian detections
helperPlotSensorDemoDetections(metrics, 'snr', 'range', [0 160]);
legend('Vehicle', 'Pedestrian');
```



For the mid-range radar, the detections of both the vehicle and pedestrian are limited to shorter ranges. With the long-range radar, the vehicle is detected out to the full test range, but now vehicle detection becomes unreliable at 95 meters. Likewise, the pedestrian is detected reliably only out to 35 meters. However, the mid-range radar's extended field of view in azimuth enables detections on the pedestrian to a 10-meter ground truth range from the sensor, a significant improvement in coverage over the long-range radar.

## Detection of Closely Spaced Targets

When multiple targets occupy a radar's resolution cell, the group of closely spaced targets are reported as a single detection. The reported location is the centroid of the location of each contributing target. This merging of multiple targets into a single detection is common at long ranges, because the area covered by the radar's azimuth resolution grows with increasing distance from the sensor.

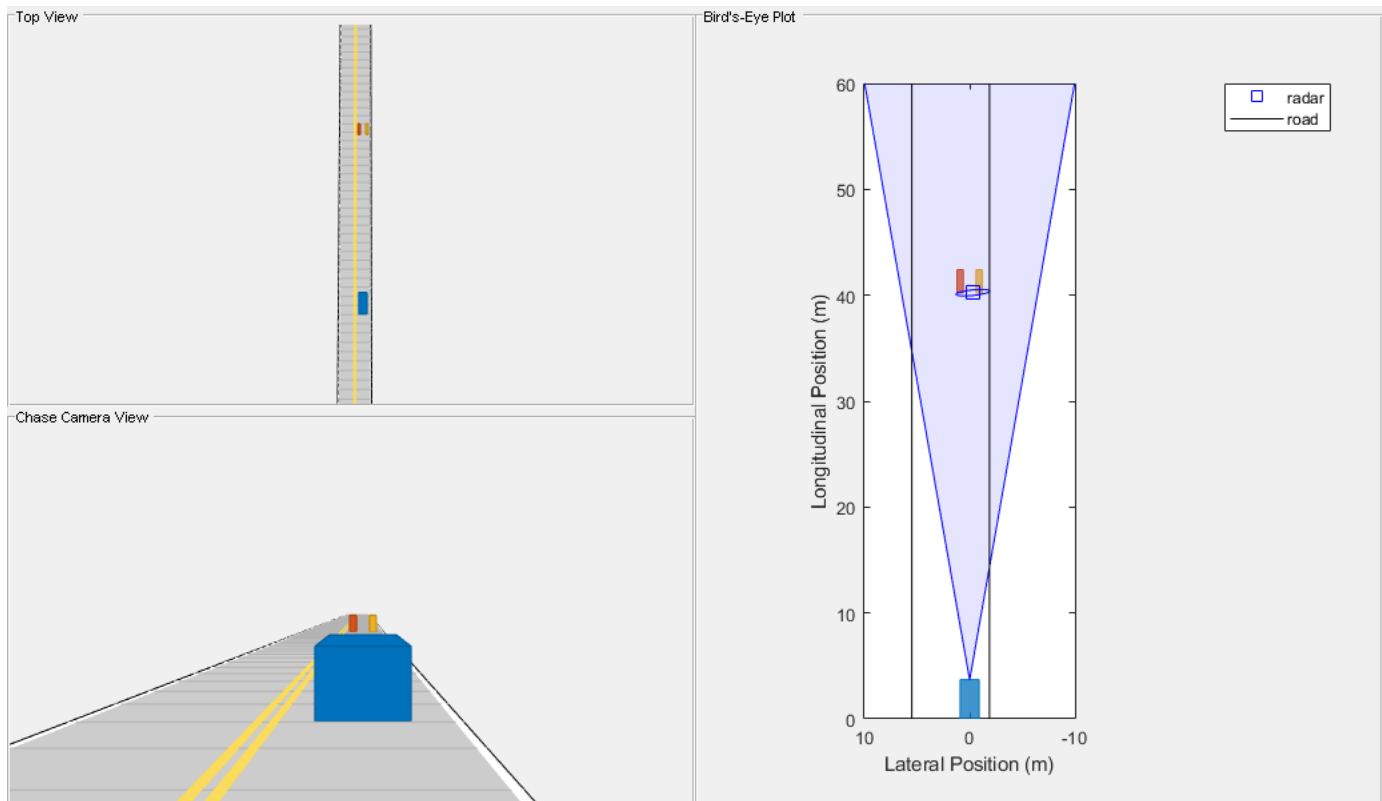
Create a scenario with two motorcycles traveling side-by-side in front of the ego vehicle. This scenario shows how the radar merges closely spaced targets. The motorcycles are 1.8 meters apart and are traveling 10 kph faster than the ego vehicle.

Over the duration of the scenario, the distance between the motorcycles and the ego vehicle increases. When the motorcycles are close to the radar, they occupy different radar resolution cells. By the end of the scenario, after the distance between the radar and the motorcycles has increased, both motorcycles occupy the same radar resolution cells and are merged. The radar's longitudinal and lateral position errors show when this transition occurs during the scenario.

```
duration = 8;           % s
speedEgo = 50;         % kph
speedMotorcycles = 60; % kph
distMotorcycles = 25; % m
[scenario, egoCar] = helperCreateSensorDemoScenario('Side-by-Side', duration, speedEgo, speedMotorcycles);

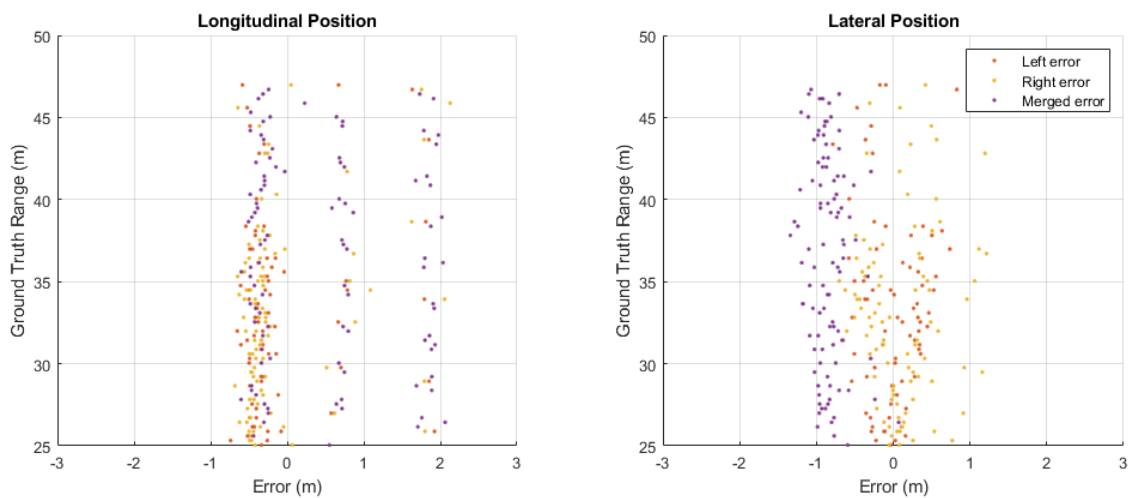
% Create forward-facing long-range automotive radar sensor mounted on ego vehicle's front bumper
radarSensor = drivingRadarDataGenerator(...
    'SensorIndex', 1, ...
    'TargetReportFormat', 'Detections', ...
    'MountingLocation', [egoCar.Wheelbase+egoCar.FrontOverhang 0 0.2], ...
    'Profiles', actorProfiles(scenario));

% Run simulation and collect detections and ground truth for offline analysis
snapTime = 5.6; % Simulation time to take snapshot for publishing
metrics = helperRunSensorDemoScenario(scenario, egoCar, radarSensor, snapTime);
```



Plot the radar's longitudinal and lateral position errors. By analyzing the position errors reported for each motorcycle, you can identify the range where the radar no longer can distinguish the two motorcycles as unique objects.

```
helperPlotSensorDemoDetections(metrics, 'position', 'range', [-3 3], true);
subplot(1,2,2);
legend('Left error', 'Right error', 'Merged error');
```



Detections are generated from the rear and along the inner side of each motorcycle. The red errors are from the left motorcycle, the yellow errors are from the right motorcycle, and the purple points

show the detections that are merged between the two motorcycles. The motorcycles are separated by a distance of 1.8 meters. Each motorcycle is modeled to have a width of 0.6 meters and a length of 2.2 meters. The inner sides of the motorcycles are only 1.2 meters apart.

### ***Inner Side Detections***

Detections are generated from points along the inner side of each motorcycle. The detections start at the closest edge and are sampled in range according to the radar's range resolution of 2.5 meters and the motorcycle's position relative to the radar. The location of the range cell's boundary produces a detection that occurs either at the middle or far edge of the motorcycle's inner side. A detection from the motorcycle's closest edge is also generated. This movement through the radar's range resolution cell boundaries creates the 3 bands of longitudinal position errors seen in the preceding plot on the left. The total longitudinal extent covered by these 3 bands is 2.2 meters, which corresponds to the length of the motorcycles.

Because the inner sides of the motorcycles are separated by only 1.2 meters, these sampled points all fall within a common azimuthal resolution cell and are merged by the radar. The centroid of these merged points lies in the middle of the two motorcycles. The centroiding of the merged detections produces a lateral bias with a magnitude of 0.9 meters, corresponding to half of the distance between the motorcycles. In the lateral position error plot on the right, all of the merged detections (shown in purple) have this bias.

### ***Rear Side Detections***

Detections generated from the rear side of each motorcycle are further apart (1.8 m) than the sampled points along the inner sides (1.2 m).

At the beginning of the scenario, the motorcycles are at a ground truth range of 25 meters from the ego vehicle. At this close range, detections from the rear sides lie in different azimuthal resolution cells and the radar does not merge them. These distinct rear-side detections are shown as red points (left motorcycle) and yellow points (right motorcycle) in the preceding longitudinal and lateral position error plots. For these unmerged detections, the longitudinal position errors from the rear sides are offset by the rear overhang of the motorcycles (0.37 m). The lateral position errors from the rear sides do not exhibit any bias. This result is consistent with the position errors observed in the FCW scenario.

### **Summary**

This example demonstrated how to model the output of automotive radars using synthetic detections. In particular, it presented how the `drivingRadarDataGenerator` model:

- Provides accurate longitudinal position and velocity measurements over long ranges, but has limited lateral accuracy at long ranges
- Generates multiple detections from single target at close ranges, but merges detections from multiple closely spaced targets into a single detection at long ranges
- Sees vehicles and other targets with large radar cross-sections over long ranges, but has limited detection performance for nonmetallic objects such as pedestrians

### **See Also**

**Apps**  
**Driving Scenario Designer**

**Objects**

`drivingScenario` | `drivingRadarDataGenerator` | `visionDetectionGenerator`

**More About**

- “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288
- “Model Vision Sensor Detections” on page 8-575
- “Simulate Radar Ghosts Due to Multipath Return” on page 8-605
- “Highway Vehicle Tracking with Multipath Radar Reflections” on page 8-454

# Model Vision Sensor Detections

This example shows how to model and simulate the output of an automotive vision sensor for different driving scenarios. Generating synthetic vision detections is important for testing and validating tracking and sensor fusion algorithms in corner cases or when sensor hardware is unavailable. This example analyzes the differences between vision measurements and vehicle ground truth position and velocity for a forward collision warning (FCW) scenario, a passing vehicle scenario, and a hill descent scenario.

In this example, you generate vision detections programmatically. You can also generate detections by using the Driving Scenario Designer app. For an example, see “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2.

## Introduction

Vehicles that contain advanced driver assistance system (ADAS) features or are designed to be fully autonomous typically rely on multiple types of sensors. These sensors include sonar, radar, lidar, and vision. A robust solution includes a sensor fusion algorithm to combine the strengths across the various types of sensors included in the system. For more information about sensor fusion of synthetic detections from a multisensor ADAS system, see “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288.

When using synthetic detections for testing and validating tracking and sensor fusion algorithms, it is important to understand how the generated detections model the sensor's unique performance characteristics. Each kind of automotive sensor provides a specific set of strengths and weaknesses which contribute to the fused solution. This example presents some important performance characteristics of automotive vision sensors and shows how the sensor performance is modeled by using synthetic detections.

## Vision Sensor Model

This example uses `visionDetectionGenerator` to generate synthetic vision sensor detections. `visionDetectionGenerator` models the following performance characteristics of automotive vision sensors:

### Strengths

- Good lateral position and velocity accuracy
- One detection reported per target

### Weaknesses

- Poor longitudinal position and velocity accuracy
- Inability to detect occluded targets
- Longitudinal biases for elevated targets

### *FCW Driving Scenario*

Create a forward collision warning (FCW) test scenario, which is used to illustrate how to measure a target's position with an automotive vision sensor. The scenario consists of a moving ego vehicle and a stationary target vehicle placed 75 meters down the road. The ego vehicle has an initial speed of 50 kph before applying its brakes to achieve a constant deceleration of  $3 \text{ m/s}^2$ . The vehicle then comes to a complete stop 1 meter before the target vehicle's rear bumper.

```

rng default;
initialDist = 75; % m
finalDist = 1; % m
initialSpeed = 50; % kph
brakeAccel = 3; % m/s^2
[scenario, egoCar] = helperCreateSensorDemoScenario('FCW', initialDist, initialSpeed, brakeAccel);

```

### ***Forward-Facing Vision Sensor***

Create a forward-facing vision sensor mounted on the ego vehicle's front windshield, 1.1 m above the ground. The sensor is pitched down 1 degree toward the road and generates measurements every 0.1 second. The sensor's camera has a 480-by-640 pixel imaging array and a focal length of 800 pixels. The sensor can locate objects within a single image with an accuracy of 5 pixels and has a maximum detection range of 150 m. The ActorProfiles property specifies the physical dimensions of the vehicles seen by the vision sensor in the simulation.

```

visionSensor = visionDetectionGenerator(...
    'SensorIndex', 1, ...
    'UpdateInterval', 0.1, ...
    'SensorLocation', [0.75*egoCar.Wheelbase 0], ...
    'Height', 1.1, ...
    'Pitch', 1, ...
    'Intrinsics', cameraIntrinsics(800, [320 240], [480 640]), ...
    'BoundingBoxAccuracy', 5, ...
    'MaxRange', 150, ...
    'ActorProfiles', actorProfiles(scenario))

```

visionSensor =

visionDetectionGenerator with properties:

```

    SensorIndex: 1
    UpdateInterval: 0.1000

    SensorLocation: [2.1000 0]
        Height: 1.1000
        Yaw: 0
        Pitch: 1
        Roll: 0
    Intrinsics: [1x1 cameraIntrinsics]

    DetectorOutput: 'Objects only'
    FieldOfView: [43.6028 33.3985]
    MaxRange: 150
    MaxSpeed: 100
    MaxAllowedOcclusion: 0.5000
    MinObjectImageSize: [15 15]

    DetectionProbability: 0.9000
    FalsePositivesPerImage: 0.1000

```

Use get to show all properties

### ***Simulation of Vision Detections***



Simulate the vision sensor measuring the position of the target vehicle by advancing the simulation time of the scenario. The vision sensor generates detections from the true target pose (position, velocity, and orientation) expressed in the ego vehicle's coordinate frame.

The vision sensor is configured to generate detections at 0.1-second intervals, which is consistent with the update rate of typical automotive vision sensors. However, to accurately model the motion of the vehicles, the scenario simulation advances every 0.01 seconds. The sensor returns a logical flag, `isValidTime`, that is true when the vision sensor reaches its required update interval, indicating that this simulation time step will generate detections.

```
% Create display for FCW scenario
[bep, figScene] = helperCreateSensorDemoDisplay(scenario, egoCar, visionSensor);

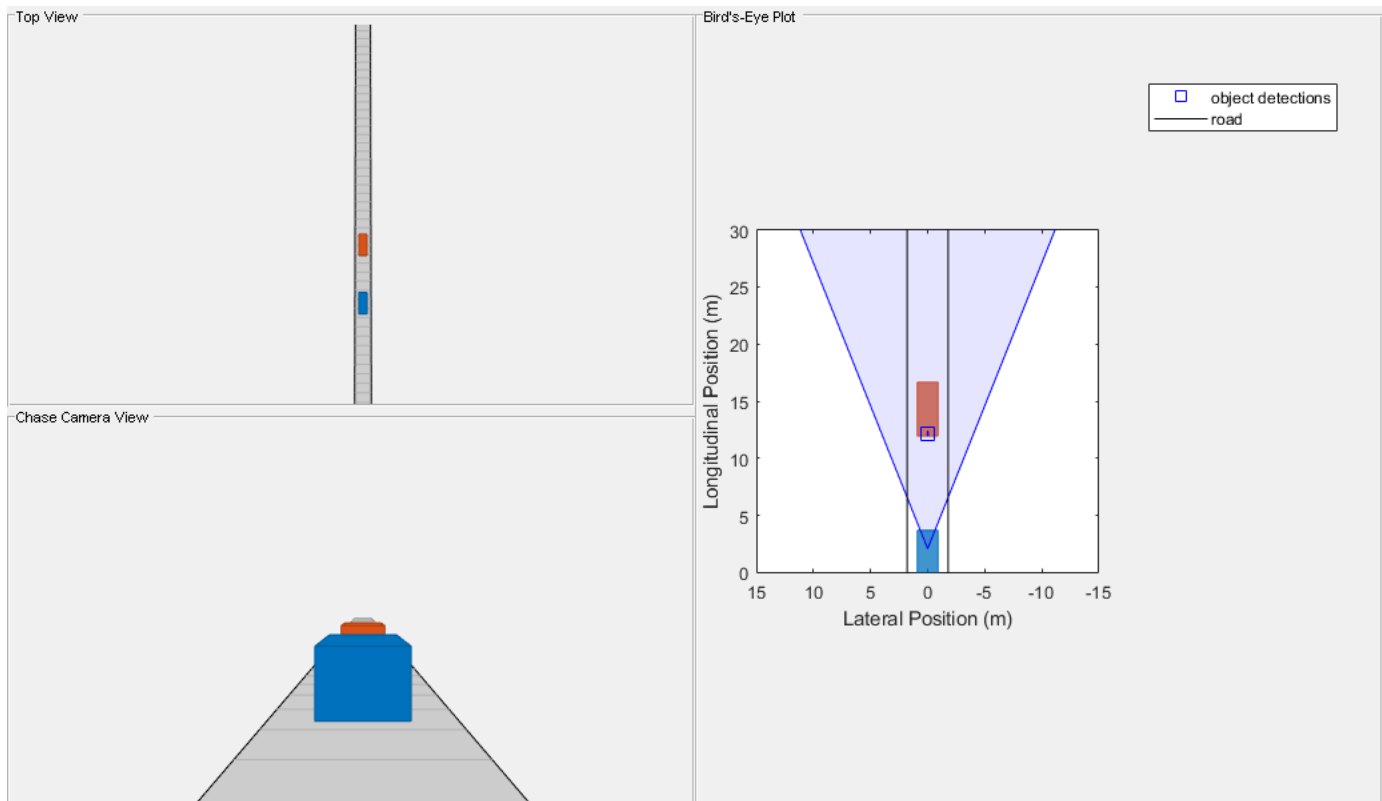
metrics = struct; % Initialize struct to collect scenario metrics
while advance(scenario) % Update vehicle positions
    gTruth = targetPoses(egoCar); % Get target positions in ego vehicle coordinates

    % Generate time-stamped vision detections
    time = scenario.SimulationTime;
    [dets, ~, isValidTime] = visionSensor(gTruth, time);

    if isValidTime
        % Update Bird's-Eye Plot with detections and road boundaries
        helperUpdateSensorDemoDisplay(bep, egoCar, visionSensor, dets);

        % Collect vision detections and ground truth for offline analysis
        metrics = helperCollectScenarioMetrics(metrics, gTruth, dets);
    end

    % Take a snapshot for the published example
    helperPublishSnapshot(figScene, time>=6);
end
```



### Position Measurements

Over the duration of the FCW test, the target vehicle's distance from the ego vehicle spans a wide range of values. By comparing the vision sensor's measured longitudinal and lateral positions of the target vehicle to the target vehicle's ground truth position, you can observe the accuracy of the sensor's measured positions.

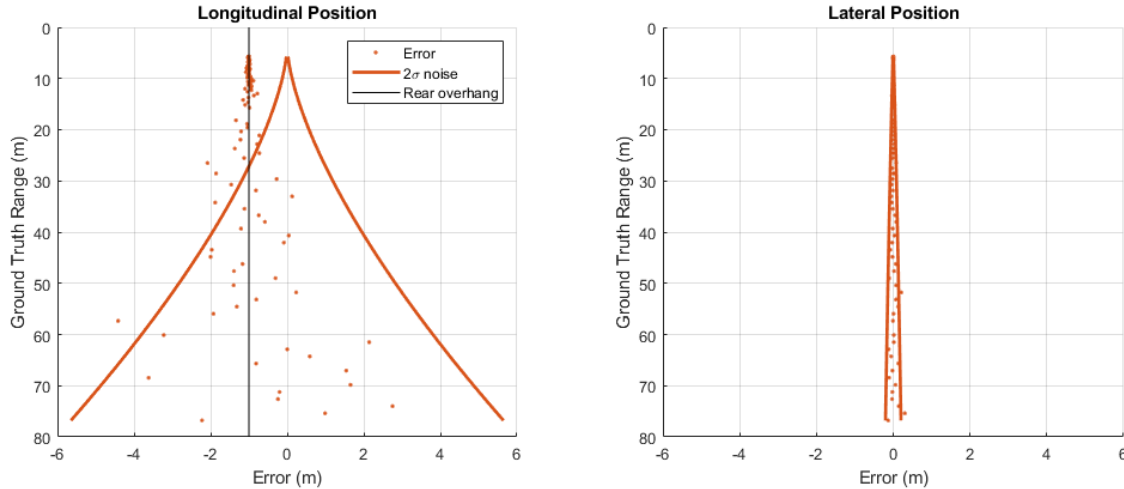
Use `helperPlotSensorDemoDetections` to plot the longitudinal and lateral position errors as the difference between the measured position reported by the vision sensor and the target vehicle's ground truth. The ground truth reference for the target vehicle is the point on the ground directly below the center of the target vehicle's rear axle, which is 1 meter in front of the car's bumper.

```
helperPlotSensorDemoDetections(metrics, 'position', 'reverse range', [-6 6]);
```

```
% Show rear overhang of target vehicle
```

```
tgtCar = scenario.actors(2);  
rearOverhang = tgtCar.RearOverhang;
```

```
subplot(1,2,1);  
hold on; plot(-rearOverhang*[1 1], ylim, 'k'); hold off;  
legend('Error', '\sigma noise', 'Rear overhang');
```



The vision sensor converts the target's position in the camera's image to longitudinal and lateral positions in the ego vehicle's coordinate system. The sensor does this conversion by assuming that the detected points in the image lie on a flat road that is at the same elevation as the ego vehicle.

### ***Longitudinal Position Measurements***

For a forward-facing vision sensor configuration, longitudinal position measurements are derived primarily from the target's vertical placement in the camera's image.

An object's vertical position in the image is strongly correlated to the object's height above the road, but it is weakly correlated to the object's distance from the camera. This weak correlation causes a monocular vision sensor's longitudinal position errors to become large as an object moves away from the sensor. The longitudinal position errors in the preceding plot on the left show how the sensor's longitudinal errors quickly increase when the target vehicle is far from the sensor. The sensor's longitudinal  $2\sigma$  measurement noise is less than 1 meter when the ground truth range to the target vehicle is less than 30 meters, but grows to more than 5 meters at ranges beyond 70 meters from the ego vehicle.

The longitudinal position errors also show a -1 meter bias between the longitude measured by the vision sensor and the target's ground truth position. The -1 meter bias indicates that the sensor consistently measures the target to be closer to the ego vehicle than the target vehicle's ground truth position. Instead of approximating the target as a single point in space, the vision sensor models the physical dimensions of the vehicle's body. For the FCW scenario, the vision sensor views the target vehicle's rear side. The -1 meter bias in the detections generated from this side corresponds to the vehicle's rear overhang. A vehicle's rear overhang defines the distance between the vehicle's rear side and its rear axle, which is where the ground truth reference is located.

### ***Lateral Position Measurements***

For a forward-facing vision sensor configuration, lateral position is derived from the target's horizontal location in the camera's image.

Unlike longitudinal position, an object's lateral position is strongly correlated to its horizontal position in the vision sensor's image. This strong correlation produces accurate lateral position measurements that do not degrade quickly with an object's distance from the sensor. The lateral position errors in the preceding plot on the right grow slowly with range. The  $2\sigma$  measurement noise reported by the sensor remains below 0.2 meters out to a ground truth range of 70 meters.

## Velocity Measurements and Target Occlusion

Create a driving scenario with two target vehicles (a lead car and a passing car) to illustrate the accuracy of a vision sensor's longitudinal and lateral velocity measurements. The lead car is placed 40 meters in front of the ego vehicle and is traveling with the same speed. The passing car starts in the left lane alongside the ego vehicle, passes the ego vehicle, and merges into the right lane just behind the lead car. This merging maneuver generates longitudinal and lateral velocity components, enabling you to compare the sensor's accuracy along these two dimensions.

Because the lead car is directly in front of the sensor, it has a purely longitudinal velocity component. The passing car has a velocity profile with both longitudinal and lateral velocity components. These components change as the car passes the ego vehicle and moves into the right lane behind the lead car. Comparing the sensor's measured longitudinal and lateral velocities of the target vehicles to their ground truth velocities illustrates the vision sensor's ability to observe both of these velocity components.

```
% Create passing scenario
leadDist = 40;      % m
speed = 50;        % kph
passSpeed = 70;    % kph
mergeFract = 0.55; % Merge 55% into right lane
[scenario, egoCar] = helperCreateSensorDemoScenario('Passing', leadDist, speed, passSpeed, mergeFract);
```

### Configuration of Vision Sensor Velocity Measurements

The vision sensor cannot determine an object's velocity from a single image. To estimate velocity, the vision sensor compares the object's movement between multiple images. The extracted target positions from multiple images are processed by using a smoothing filter. In addition to estimating velocity, this filter produces a smoothed position estimate. To adjust the amount of smoothing that the filter applies, you can set the sensor's process noise intensity. The sensor's process noise should be set to be of the order of the maximum acceleration magnitude expected from a target that must be detected by the sensor.

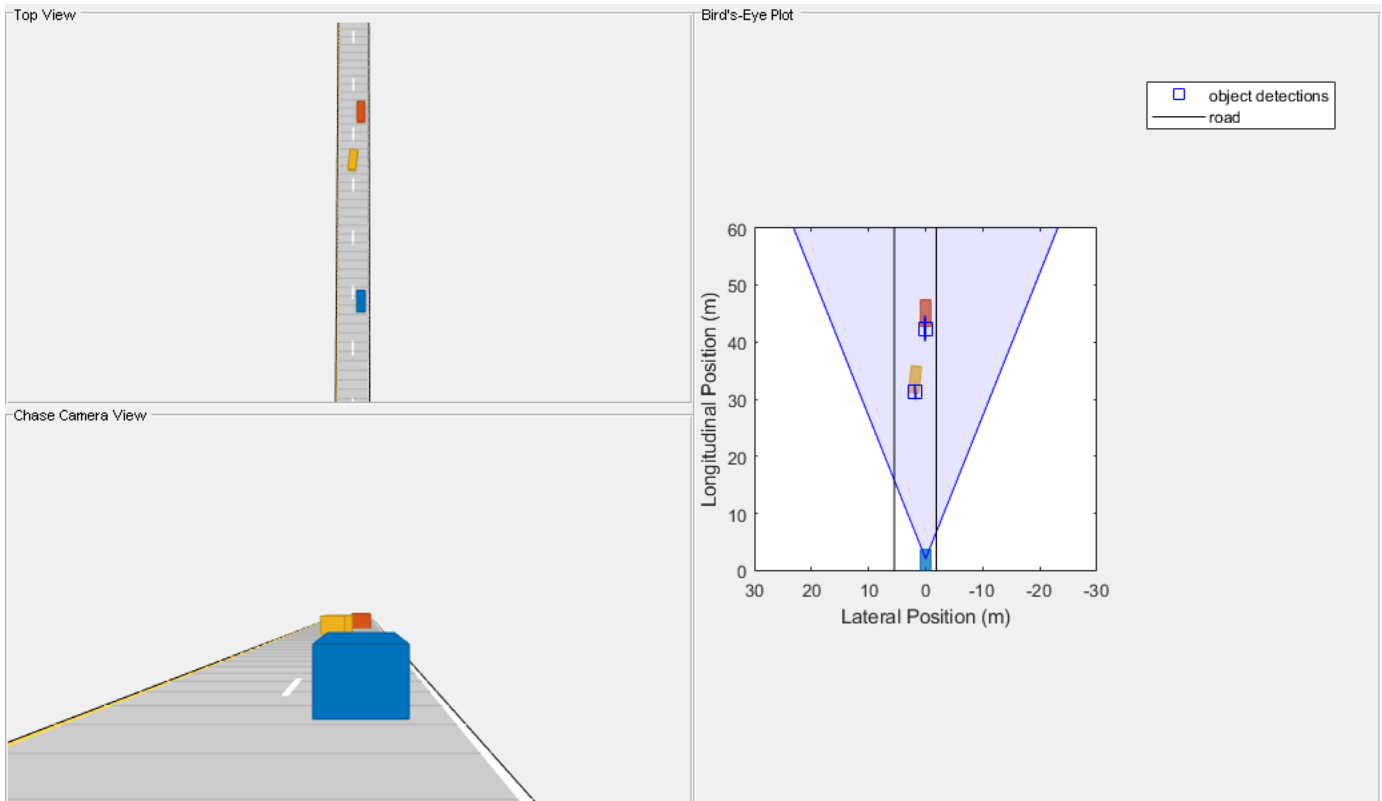
Take the vision sensor used in the previous section, and configure it to generate position and velocity estimates from a smoothing filter with a process noise intensity of 5 m/s<sup>2</sup>.

```
% Configure vision sensor's noise intensity used by smoothing filter
release(visionSensor);
visionSensor.ProcessNoiseIntensity = 5; % m/s^2

% Use actor profiles for the passing car scenario
visionSensor.ActorProfiles = actorProfiles(scenario);
```

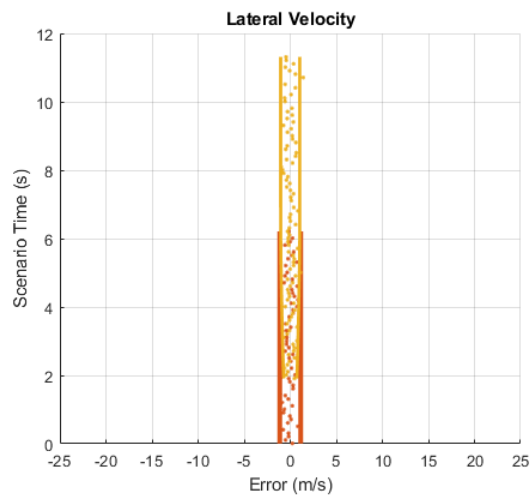
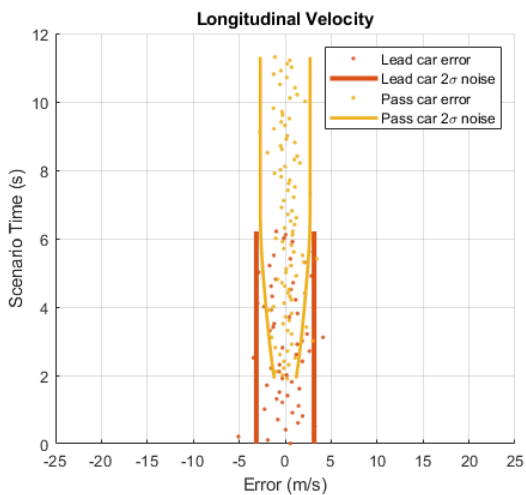
Use `helperRunSensorDemoScenario` to simulate the motion of the ego and target vehicles. This function also collects the simulated metrics, as was previously done for the FCW driving scenario.

```
snapTime = 5.9; % Simulation time to take snapshot for publishing
metrics = helperRunSensorDemoScenario(scenario, egoCar, visionSensor, snapTime);
```



Use `helperPlotSensorDemoDetections` to plot the vision sensor's longitudinal and lateral velocity errors as the difference between the measured velocity reported by the sensor and the target vehicle's ground truth.

```
helperPlotSensorDemoDetections(metrics, 'velocity', 'time', [-25 25]);
subplot(1,2,1);
legend('Lead car error', 'Lead car 2σ noise', 'Pass car error', 'Pass car 2σ noise');
```



**Longitudinal Velocity Measurements**

Forward-facing vision sensors measure longitudinal velocity by comparing how the sensor's longitudinal position measurements change between sensor update intervals. Because the sensor's longitudinal position errors grow with range, the longitudinal velocity errors will also grow with increasing target range.

The longitudinal velocity errors from the passing vehicle scenario are shown in the preceding plot on the left. Because the lead car maintains a constant distance from the vision sensor, its errors (displayed as red points) show the same  $2\sigma$  measurement noise throughout the scenario. However, the passing car's distance from the sensor is not constant, but this distance increases as the car passes the sensor and moves toward the lead car. The passing car's longitudinal velocity errors (displayed as yellow points) are small when it first enters the sensor's field of view at 2 seconds. The passing car is close to the vision sensor at this point in the scenario. From 2 seconds to 6 seconds, the passing car is moving away from the ego vehicle and approaching the lead car. Its longitudinal velocity errors grow as its distance from the sensor increases. Once the passing car merges into the right lane behind the lead car, it maintains a constant distance from the sensor, and its  $2\sigma$  measurement noise remains constant.

### ***Lateral Velocity Measurements***

Forward-facing vision sensors measure lateral velocity by comparing how the sensor's lateral position measurements change between sensor update intervals. Because the sensor's lateral position errors are not strongly correlated with the target's range from the sensor, the lateral velocity errors will also show little dependence on target range.

The lateral velocity errors from the passing vehicle scenario are shown in the preceding plot on the right. The errors from the lead car (red points) and the passing car (yellow points) have nearly the same measurement noise for the entire scenario. The passing car's reported lateral velocity errors show little change as it moves away from the sensor.

### ***Detection of Targets with Partial Occlusion***

In the preceding velocity error plots, the lead car (red points) is reliably detected during the first 6 seconds of the scenario. The passing car (yellow points) is detected at 2 seconds when it first enters the camera's field of view. Detections are then generated on both of the target vehicles until 6 seconds. At 6 seconds, the passing car merges into the right lane and moves between the ego vehicle and the lead car. For the remainder of the scenario, the passing car partially occludes the vision sensor's view of the lead car. 55% of the lead car's rear side is occluded, leaving only 45% visible to the sensor for detection. This occluded view of the lead car prevents the sensor from finding the car in the camera's image and generating detections.

A vision sensor's ability to provide reliable detections is strongly dependent on an unobstructed view of the object it is detecting. In dense traffic, the visibility of vehicles in the scenario can change rapidly as distances between vehicles change and vehicles move in and out of lanes. This inability to maintain detection on obstructed targets poses a challenge to tracking algorithms processing the vision sensor's detections.

Rerun the passing vehicle scenario with a vision sensor that can detect targets with as much as 60% of the target's viewable area occluded.

```
% Configure vision sensor to support maximum occlusion of 60%
release(visionSensor);
visionSensor.MaxAllowedOcclusion = 0.6;

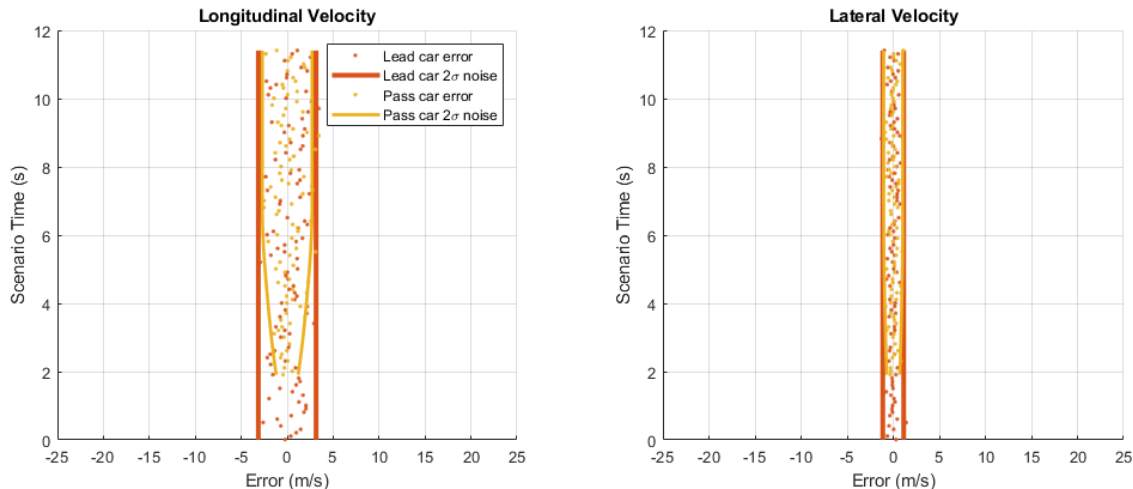
% Run simulation and collect detections and ground truth for offline analysis
```

```

metrics = helperRunSensorDemoScenario(scenario, egoCar, visionSensor);

% Plot longitudinal and lateral velocity errors
helperPlotSensorDemoDetections(metrics, 'velocity', 'time', [-25 25]);
subplot(1,2,1);
legend('Lead car error', 'Lead car 2\sigma noise', 'Pass car error', 'Pass car 2\sigma noise');

```



In the preceding plot, velocity errors are shown for both the lead car (red points) and the passing car (yellow points). The same error performance is observed as before, but now detections on the lead car are maintained after the passing car has merged behind it at 6 seconds. By adjusting the maximum allowed occlusion, you can model a vision sensor's sensitivity to target occlusion.

### Longitudinal Position Bias from Target Elevation

An object's vertical location in the camera's image is strongly correlated to its height above the road. Because a monocular vision sensor generates longitudinal position measurements from the vertical location of objects in its camera's image, large errors can arise for targets at different elevations from the ego vehicle. When an object changes elevation, the sensor incorrectly interprets the vertical displacement in the camera's image as a change in the object's longitudinal position.

Run the FCW scenario again with a stationary target vehicle placed at a location 2 meters lower than the initial position of the ego vehicle. The ego vehicle descends a small hill as it approaches the target vehicle. As the ego vehicle descends the hill, the target vehicle's vertical location in the camera's image changes, introducing a bias in the sensor's measured longitudinal position.

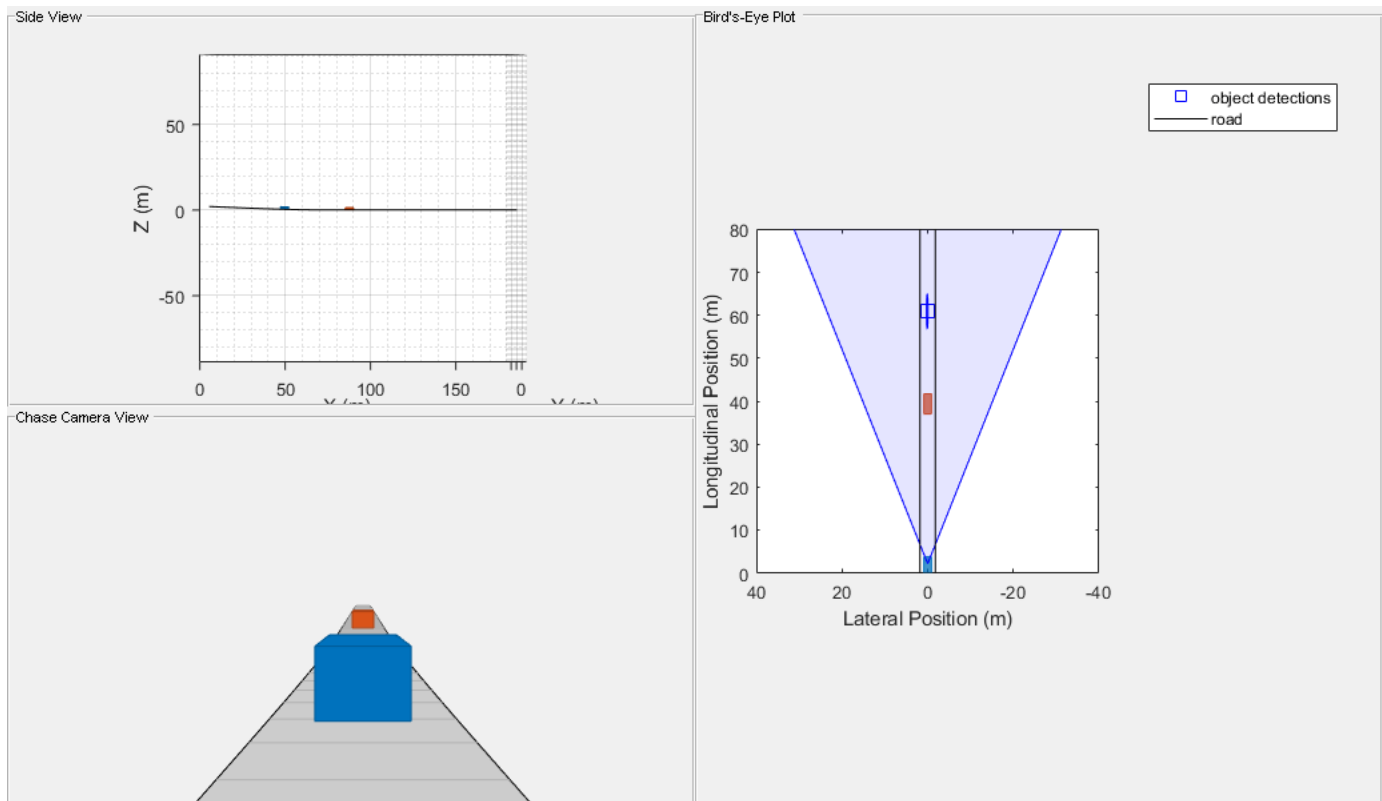
```

% Create FCW hill descent scenario
initialDist = 75; % m
finalDist = 1; % m
initialSpeed = 50; % kph
brakeAccel = 3; % m/s^2
[scenario, egoCar] = helperCreateSensorDemoScenario('FCW', initialDist, initialSpeed, brakeAccel);

% Use actor profiles for the FCW hill descent scenario
release(visionSensor);
visionSensor.ActorProfiles = actorProfiles(scenario);

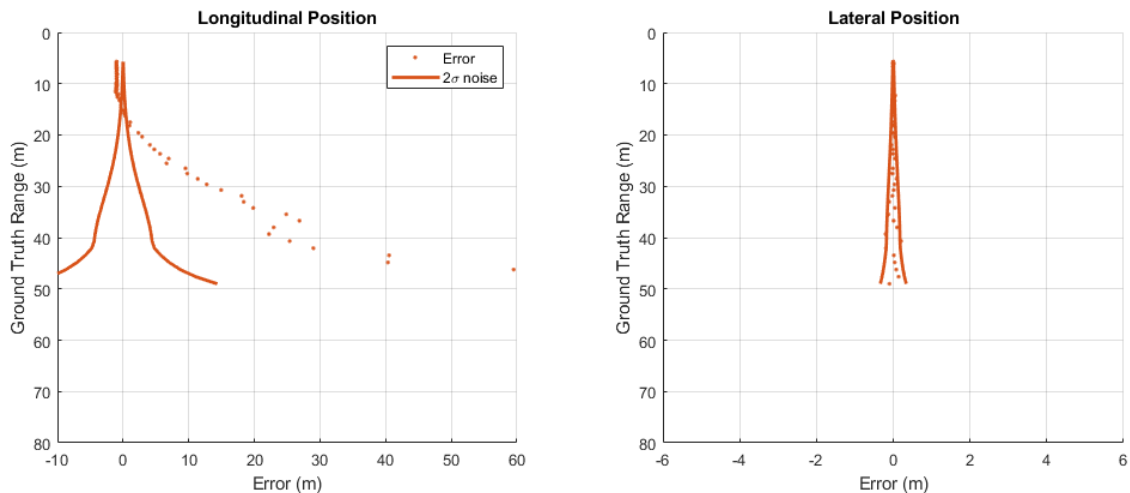
% Run simulation and collect detections and ground truth for offline analysis
snapTime = 3; % Simulation time to take snapshot for publishing
metrics = helperRunSensorDemoScenario(scenario, egoCar, visionSensor, snapTime, true);

```



Plot the position errors generated for the target vehicle as the ego vehicle descends the small hill.

```
helperPlotSensorDemoDetections(metrics, 'position', 'reverse range', [-6 6;0 80]);
subplot(1,2,1); xlim([-10 60]); ylim([0 80]);
legend('Error', '2\sigma noise');
```



The preceding plots show the longitudinal position errors (on the left) and the lateral position errors (on the right) for the hill descent scenario. Note that in the longitudinal position error plot, the limits of the error axis have been increased to accommodate the large bias induced by the target's elevation relative to the camera sensor as the ego vehicle descends the hill.



The ego vehicle begins its descent when it is 75 meters away from the target vehicle. Because the ego vehicle is pitched down as it descends the hill, the target appears at an elevated position near the top of the camera's image. As the ego vehicle descends the hill, the target vehicle's location in the camera's image moves from the top of the image and crosses the horizon line. For monocular vision sensors, targets located near the horizon line in the camera's image are mapped to positions that are very far from the sensor. (By definition, points on the horizon line are located at infinity.) The vision sensor does not generate detections for objects appearing above the horizon in the camera's image, because these points do not map to locations on the road's surface.

Large changes in the vehicle's longitudinal position as its location in the image moves away from the horizon also cause the sensor's smoothing filter to generate large longitudinal velocity estimates. The sensor rejects detections with speeds exceeding its `MaxSpeed` property. These large longitudinal velocities produced by the target's elevation also prevent the sensor from generating detections when the target vehicle is near the camera's horizon.

When the ego vehicle is approximately 40 meters from the target vehicle, the target vehicle's image location has crossed the horizon line and the sensor's velocity estimates satisfy its max speed constraint. At this distance, the vision sensor begins to generate detections from the target vehicle. The mapping of target locations near the camera's horizon to points on the road far from the sensor explains the large longitudinal errors modeled by the monocular vision sensor when it begins detecting the target vehicle. The longitudinal bias continues to decrease as the ego vehicle approaches the bottom of the hill and the target's location moves away from the horizon line in the camera's image. At the end of the ego vehicle's descent, the target is at the same elevation as the ego vehicle. Only the -1 meter bias corresponding to the target vehicle's rear overhang is present. The sensor's lateral position errors show no bias, because the pitch of the ego vehicle as it descends the hill does not change the target's horizontal location in the camera's image.

### Pedestrian and Vehicle Detection

A vision sensor's ability to detect an object in its camera's image depends on the number of pixels the object occupies in the image. When an object's size in the image is large (hundreds of pixels), the sensor can easily identify the object and generate a detection. However when an object's size in the image is small (tens of pixels) the sensor might not find it and will not generate a detection. An object's projected size on the camera's imaging array is a function of both the object's physical size and its distance from the camera. Therefore, when a vehicle is positioned farther from the camera than a pedestrian, both the vehicle and the pedestrian might have similar sizes in the camera's image. This means that a vision sensor will detect large objects (vehicles) at longer ranges than smaller objects (pedestrians).

Run the FCW scenario again with both a stationary car and pedestrian 75 meters in front of the sensor. This scenario illustrates the difference in the sensor's detection range for these two objects. The ego vehicle, stationary car, and pedestrian are all placed at the same elevation.

```
% Create FCW test scenario
initialDist = 75; % m
finalDist = 1; % m
initialSpeed = 50; % kph
brakeAccel = 3; % m/s^2
[scenario, egoCar] = helperCreateSensorDemoScenario('FCW', initialDist, initialSpeed, brakeAccel

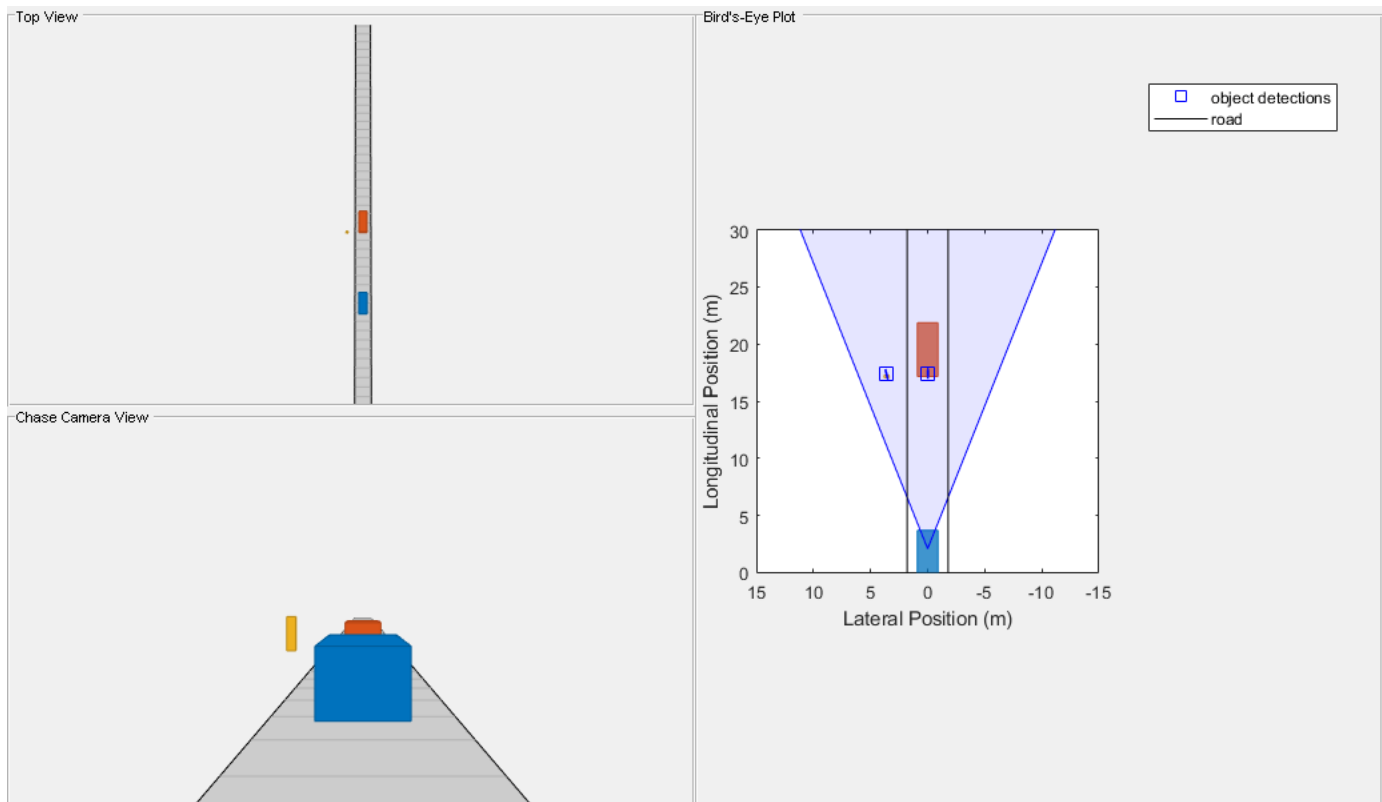
% Use actor profiles for the FCW hill descent scenario
release(visionSensor);
visionSensor.ActorProfiles = actorProfiles(scenario);

% Run simulation and collect detections and ground truth for offline analysis
```

```

snapTime = 5; % Simulation time to take snapshot for publishing
metrics = helperRunSensorDemoScenario(scenario, egoCar, visionSensor, snapTime);

```

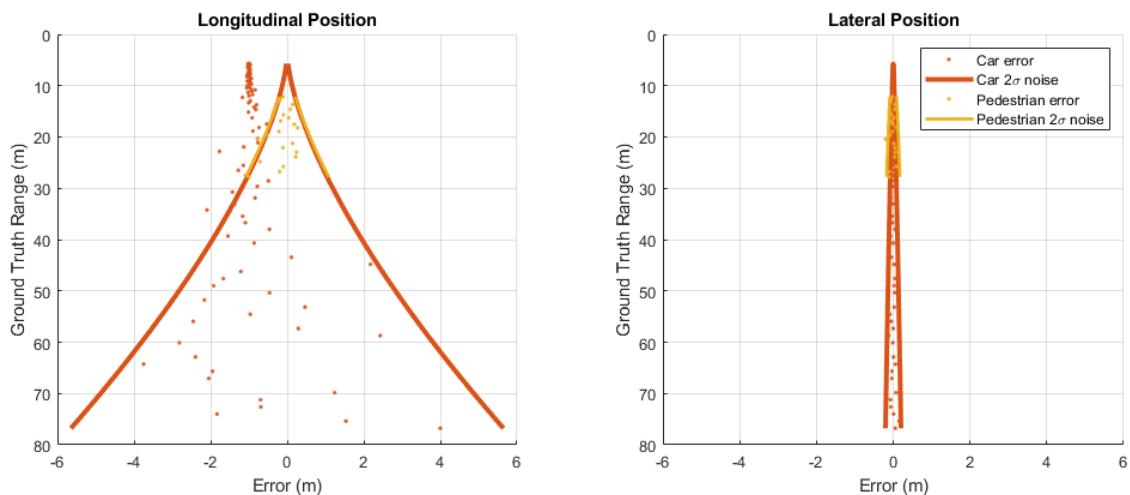


Plot the position errors generated for the target vehicle and pedestrian from the FCW scenario.

```

helperPlotSensorDemoDetections(metrics, 'position', 'reverse_range', [-6 6]);
legend('Car error', 'Car 2\sigma noise', 'Pedestrian error', 'Pedestrian 2\sigma noise');

```



The preceding plots show the longitudinal position errors (on the left) and lateral position errors (on the right) generated by the vision sensor's detections of the target vehicle and pedestrian. Errors

from detections for the target vehicle (shown in red) are generated out to the farthest range included in this test (75 m), but errors for the pedestrian (shown in yellow) do not appear until the ego vehicle has reached a distance of approximately 30 m. This difference in the detection ranges is due to the difference in the sizes of these two objects.

The sensor stops generating detections from the pedestrian at ranges less than 12 m. At this range, the offset of the pedestrian from the camera's optical axis moves the pedestrian outside of the camera's horizontal field of view. Because the target vehicle is directly in front of the camera, it remains centered within the camera's image for the entire FCW test.

Some vision sensors can detect objects with smaller image sizes, enabling the sensors to detect objects at longer ranges. In the previous scenario, the sensor's detection of the pedestrian is limited by the pedestrian's width (0.45 m), which is much narrower than the width of the car (1.8 m). To increase the sensor's detection range for pedestrians to 40 m, compute the width of the pedestrian in the camera's image when it is at 40 m.

Find physical width modeled for a pedestrian

```
profiles = actorProfiles(scenario);
pedWidth = profiles(3).Width

% Compute width of pedestrian in camera's image in pixels at 40 meters from ego vehicle
cameraRange = 40-visionSensor.SensorLocation(1);
focalLength = visionSensor.Intrinsics.FocalLength(1);
pedImageWidth = focalLength*pedWidth/cameraRange

pedWidth =

    0.4500

pedImageWidth =

    9.4987
```

At 40 m, the pedestrian has a width of 9.5 pixels in the camera's image. Set the vision sensor's minimum object width to match the pedestrian's width at 40 m.

```
% Configure sensor to detect pedestrians out to a range of 40 m.
release(visionSensor);
visionSensor.MinObjectImageSize(2) = pedImageWidth

visionSensor =

    visionDetectionGenerator with properties:

        SensorIndex: 1
        UpdateInterval: 0.1000

        SensorLocation: [2.1000 0]
            Height: 1.1000
            Yaw: 0
            Pitch: 1
            Roll: 0
```

```

Intrinsics: [1x1 cameraIntrinsics]

DetectorOutput: 'Objects only'
FieldOfView: [43.6028 33.3985]
MaxRange: 150
MaxSpeed: 100
MaxAllowedOcclusion: 0.6000
MinObjectImageSize: [15 9.4987]

DetectionProbability: 0.9000
FalsePositivesPerImage: 0.1000

```

Use `get` to show all properties

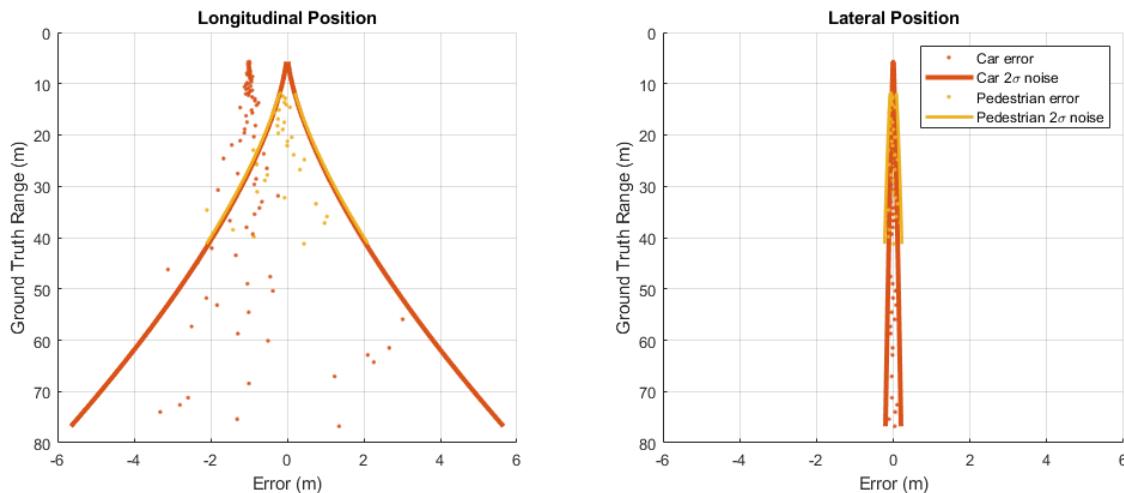
Run the scenario again and plot the position errors to show the revised detection ranges for the vehicle and pedestrian.

```

% Run simulation and collect detections and ground truth for offline
% analysis.
metrics = helperRunSensorDemoScenario(scenario, egoCar, visionSensor);

% Plot position errors for the target vehicle and pedestrian.
helperPlotSensorDemoDetections(metrics, 'position', 'reverse range', [-6 6]);
legend('Car error', 'Car 2σ noise', 'Pedestrian error', 'Pedestrian 2σ noise');

```



The preceding plots show the longitudinal position errors (on the left) and lateral position errors (on the right) for a vision sensor configured to support pedestrian detection out to a range of 40 m. The vehicle (shown in red) is still detected out to the farthest test range, but now detections on the pedestrian (shown in yellow) are generated out to 40 m from the sensor.

### Lane Boundary Measurements and Lane Occlusion

The vision detection generator can also be configured to detect lanes. Recreate the two-lane driving scenario with the lead car and passing car to illustrate the accuracy of a vision sensor's lane boundary measurements. This same merging maneuver is used to occlusion of the lane markings.

```

% Create passing scenario
leadDist = 40; % m

```

```

speed = 50;           % kph
passSpeed = 70;      % kph
mergeFract = 0.55;   % Merge 55% into right lane
[scenario, egoCar] = helperCreateSensorDemoScenario('Passing', leadDist, speed, passSpeed, mergeFract);

```

### Configuration of Vision Sensor Lane Boundary Measurements

Configure the vision sensor used in the previous section, and configure it to generate position and velocity estimates from a smoothing filter with a process noise intensity of 5 m/s<sup>2</sup>.

```
% Configure vision sensor to detect both lanes and objects
```

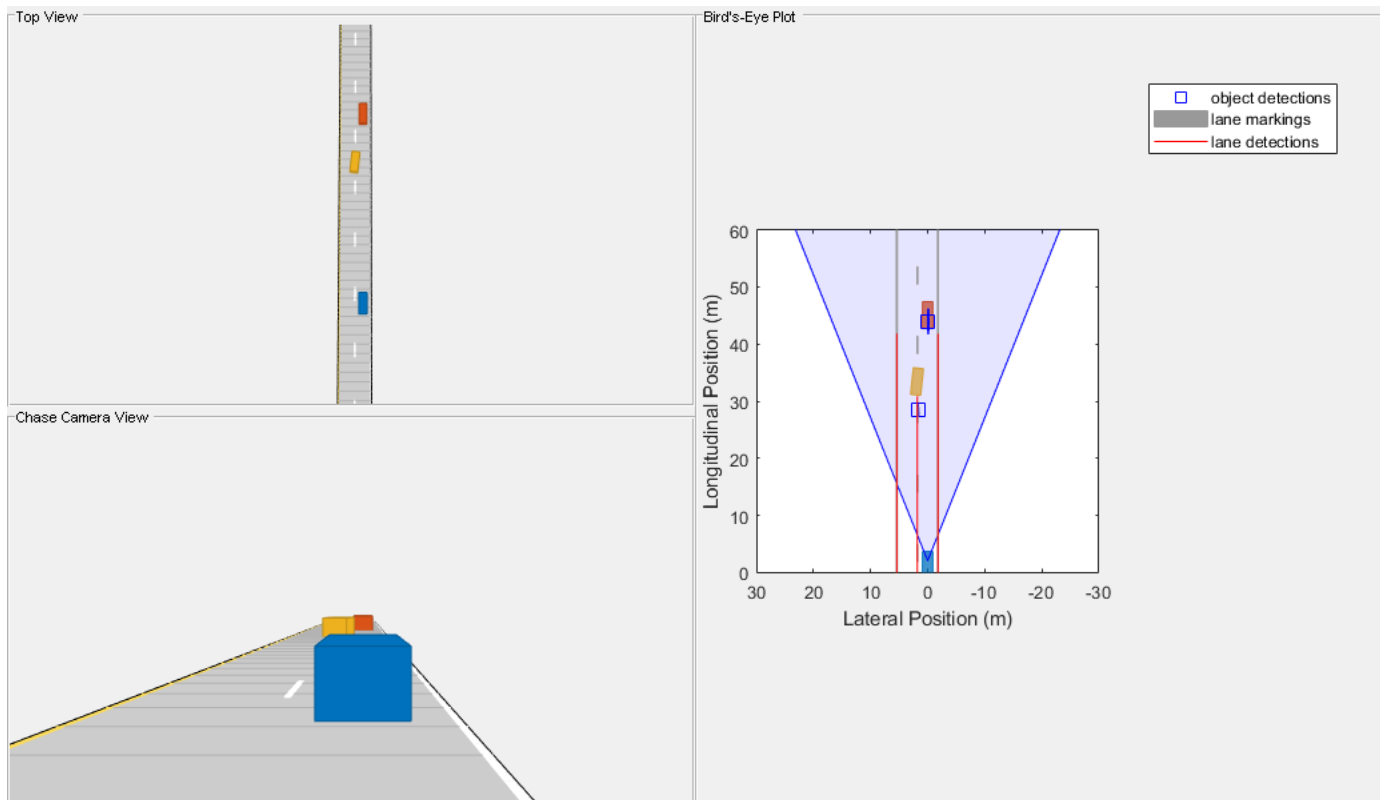
```
release(visionSensor);
visionSensor.DetectorOutput = 'lanes and objects';
```

```
% Use actor profiles for the passing car scenario
```

```
visionSensor.ActorProfiles = actorProfiles(scenario);
```

Use `helperRunSensorDemoScenario` to simulate the motion of the ego and target vehicles.

```
snapTime = 5.9; % Simulation time to take snapshot for publishing
helperRunSensorDemoScenario(scenario, egoCar, visionSensor, snapTime);
```



As can be seen above, the default detector can see lane boundaries out to 45 meters or so when presented with an unoccluded view. You can change the intrinsics of the detector to observe its effect.

```
% show camera intrinsics.
visionSensor.Intrinsics
```

```
ans =
```

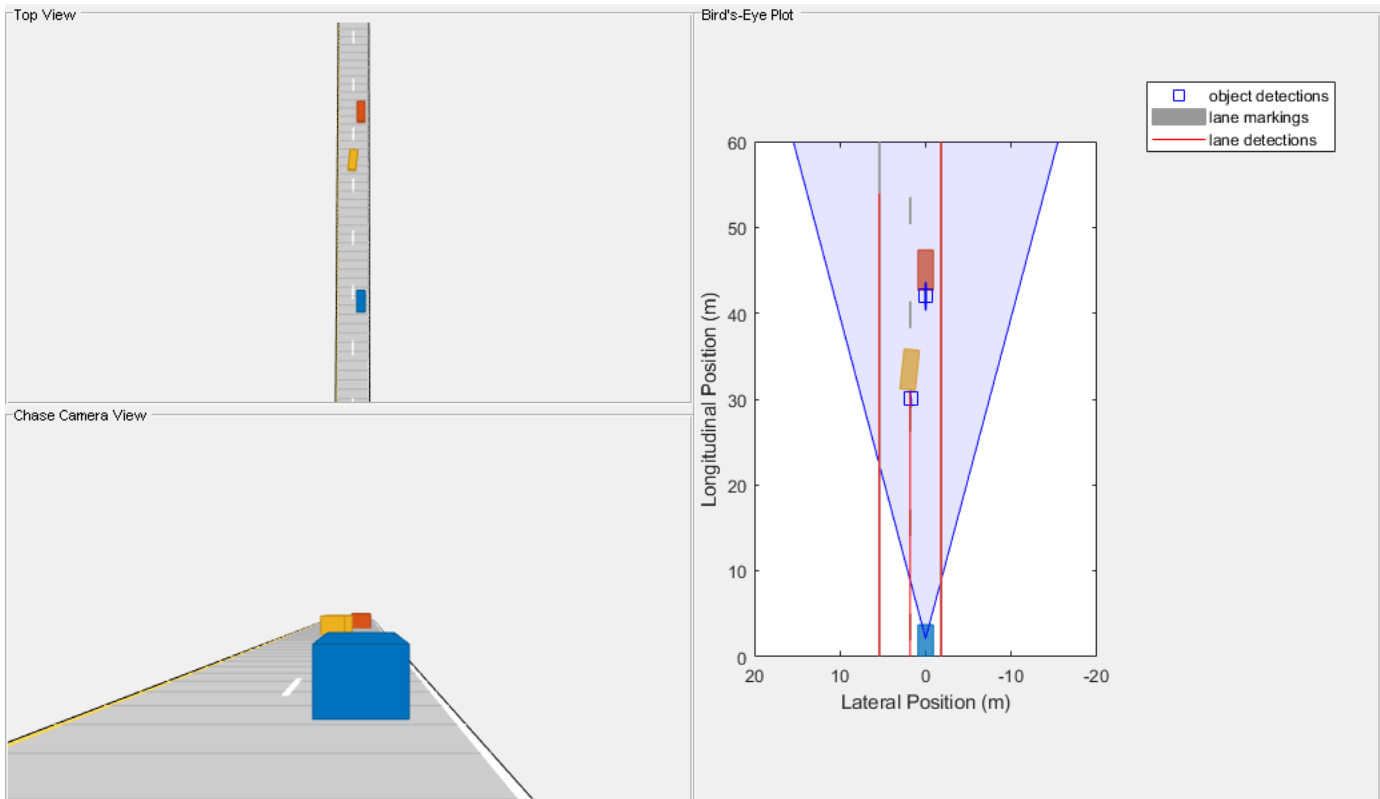
```
cameraIntrinsics with properties:
    FocalLength: [800 800]
    PrincipalPoint: [320 240]
    ImageSize: [480 640]
    RadialDistortion: [0 0]
    TangentialDistortion: [0 0]
    Skew: 0
    K: [3x3 double]

% increase the focal length and observe its effect.
release(visionSensor);
visionSensor.Intrinsics = cameraIntrinsics([1200 1200],[320 240],[480 640])

helperRunSensorDemoScenario(scenario, egoCar, visionSensor, snapTime);

visionSensor =
    visionDetectionGenerator with properties:
        SensorIndex: 1
        UpdateInterval: 0.1000
        SensorLocation: [2.1000 0]
        Height: 1.1000
        Yaw: 0
        Pitch: 1
        Roll: 0
        Intrinsics: [1x1 cameraIntrinsics]
        DetectorOutput: 'Lanes and objects'
        FieldOfView: [29.8628 22.6199]
        MaxRange: 150
        MaxSpeed: 100
        MaxAllowedOcclusion: 0.6000
        MinObjectImageSize: [15 9.4987]
        MinLaneImageSize: [20 3]
        DetectionProbability: 0.9000
        FalsePositivesPerImage: 0.1000

Use get to show all properties
```



Changing the focal length from 800 pixels to 1200 in both x- and y-directions zooms the camera, enabling it to detect out to further ranges.

### Summary

This example demonstrated how to model the output of automotive vision sensors using synthetic detections. In particular, it presented how the `visionDetectionGenerator` model:

- Provides accurate lateral position and velocity measurements over long ranges, but has limited longitudinal accuracy at long ranges
- Limits detection according to a target's physical dimensions and a target's occlusion by other objects in the scenario
- Includes longitudinal biases for targets located at different elevations than the ego vehicle
- Adjusts object and lane detections due to monocular camera intrinsics.

### See Also

#### Apps

`Driving Scenario Designer`

#### Objects

`drivingScenario` | `visionDetectionGenerator` | `drivingRadarDataGenerator`

### **More About**

- “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288
- “Model Radar Sensor Detections” on page 8-559



# Radar Signal Simulation and Processing for Automated Driving

This example shows how to model the hardware, signal processing, and propagation environment of an automotive radar. First you model a highway scenario using Automated Driving Toolbox™. Then, you develop a model of the radar transmit and receive hardware, signal processing and tracker using Radar Toolbox™. Finally, you simulate multipath propagation effects on the radar model.

## Introduction

You can model vehicle motion by using the `drivingScenario` object from Automated Driving Toolbox. The vehicle ground truth can then be used as an input to the radar model to generate synthetic sensor detections. For an example of this workflow, see “Simulate Radar Ghosts Due to Multipath Return” (Radar Toolbox). The automotive radar used in this example uses a statistical model that is parameterized according to high-level radar specifications. The generic radar architecture modeled in this example does not include specific antenna configurations, waveforms, or unique channel propagation characteristics. When designing an automotive radar, or when the specific architecture of a radar is known, use a radar model that includes this additional information.

Radar Toolbox enables you to evaluate different radar architectures. You can explore different transmit and receive array configurations, waveforms, and signal processing chains. You can also evaluate your designs against different channel models to assess their robustness to different environmental conditions. This modeling helps you to identify the specific design that best fits your application requirements.

In this example, you learn how to define a radar model from a set of system requirements for a long-range radar. You then simulate a driving scenario to generate detections from your radar model. A tracker is used to process these detections to generate precise estimates of the position and velocity of the vehicles detected by your automotive radar.

## Calculate Radar Parameters from Long-Range Radar Requirements

The radar parameters are defined for the frequency-modulated continuous wave (FMCW) waveform, as described in the example “Automotive Adaptive Cruise Control Using FMCW Technology” (Radar Toolbox). The radar operates at a center frequency of 77 GHz. This frequency is commonly used by automotive radars. For long-range operation, the radar must detect vehicles at a maximum range of 250-300 meters in front of the ego vehicle. The radar is required to resolve objects in range that are at least 1 meter apart. Because this is a forward-facing radar application, the radar also needs to handle targets with large closing speeds as high as 230 km/hr.

The radar is designed to use an FMCW waveform. These waveforms are common in automotive applications because they enable range and Doppler estimation through computationally efficient FFT operations. For illustration purpose, in this example, configure the radar to a maximum range of 100 meters.

```
% Set random number generator for repeatable results
rng(2017);

% Compute hardware parameters from specified long-range requirements
fc = 77e9; % Center frequency (Hz)
c = physconst('LightSpeed'); % Speed of light in air (m/s)
lambda = freq2wavelen(fc,c); % Wavelength (m)

% Set the chirp duration to be 5 times the max range requirement
```

```

rangeMax = 100; % Maximum range (m)
tm = 5*range2time(rangeMax,c); % Chirp duration (s)

% Determine the waveform bandwidth from the required range resolution
rangeRes = 1; % Desired range resolution (m)
bw = rangeres2bw(rangeRes,c); % Corresponding bandwidth (Hz)

% Set the sampling rate to satisfy both the range and velocity requirements
% for the radar
sweepSlope = bw/tm; % FMCW sweep slope (Hz/s)
fbeatMax = range2beat(rangeMax,sweepSlope,c); % Maximum beat frequency (Hz)

vMax = 230*1000/3600; % Maximum Velocity of cars (m/s)
fdopMax = speed2dop(2*vMax,lambda); % Maximum Doppler shift (Hz)

fifMax = fbeatMax+fdopMax; % Maximum received IF (Hz)
fs = max(2*fifMax,bw); % Sampling rate (Hz)

% Configure the FMCW waveform using the waveform parameters derived from
% the long-range requirements
waveform = phased.FMCWWaveform('SweepTime',tm,'SweepBandwidth',bw,...
    'SampleRate',fs,'SweepDirection','Up');
if strcmp(waveform.SweepDirection,'Down')
    sweepSlope = -sweepSlope;
end
NswEEP = 192;
sig = waveform();

```

### Model Automotive Radar Transceiver

The radar uses an isotropic element to transmit and a uniform linear array (ULA) to receive the radar waveforms. Using a linear array enables the radar to estimate the azimuthal direction of the reflected energy received from the target vehicles. The long-range radar needs to detect targets across a coverage area that spans 15 degrees in front of the ego vehicle. A six-element receive array satisfies this requirement by providing a 17-degree half-power beamwidth. On transmit, the radar uses only a single array element, enabling it to cover a larger area than on receive.

```

% Model the antenna element
antElmnt = phased.IsotropicAntennaElement('BackBaffled',true);

% Construct the receive array
Ne = 6;
rxArray = phased.ULA('Element',antElmnt,'NumElements',Ne,...
    'ElementSpacing',lambda/2);

% Half-power beamwidth of the receive array
hpbw = beamwidth(rxArray,fc,'PropagationSpeed',c)

hpbw = 17.1800

```

Model the radar transmitter for a single transmit channel, and model a receiver preamplifier for each receive channel, using the parameters defined in the example “Automotive Adaptive Cruise Control Using FMCW Technology” (Radar Toolbox).

```

antAperture = 6.06e-4; % Antenna aperture (m^2)
antGain = aperture2gain(antAperture,lambda); % Antenna gain (dB)

txPkPower = db2pow(5)*1e-3; % Tx peak power (W)

```

```

txGain = antGain; % Tx antenna gain (dB)

rxGain = antGain; % Rx antenna gain (dB)
rxNF = 4.5; % Receiver noise figure (dB)

% Waveform transmitter
transmitter = phased.Transmitter('PeakPower',txPkPower,'Gain',txGain);

% Radiator for single transmit element
radiator = phased.Radiator('Sensor',antElmnt,'OperatingFrequency',fc);

% Collector for receive array
collector = phased.Collector('Sensor',rxArray,'OperatingFrequency',fc);

% Receiver preamplifier
receiver = phased.ReceiverPreamp('Gain',rxGain,'NoiseFigure',rxNF,...
    'SampleRate',fs);

% Define radar
radar = radarTransceiver('Waveform',waveform,'Transmitter',transmitter,...
    'TransmitAntenna',radiator,'ReceiveAntenna',collector,'Receiver',receiver);

```

### Define Radar Signal Processing Chain

The radar collects multiple sweeps of the waveform on each of the linear phased array antenna elements. These collected sweeps form a data cube, which is defined in “Radar Data Cube” (Phased Array System Toolbox). These sweeps are coherently processed along the fast- and slow-time dimensions of the data cube to estimate the range and Doppler of the vehicles.

Estimate the direction-of-arrival of the received signals using a root MUSIC estimator. A beamscan is also used for illustrative purposes to help visualize the spatial distribution of the received signal energy.

```

% Direction-of-arrival estimator for linear phased array signals
doaest = phased.RootMUSICEstimator(...
    'SensorArray',rxArray,...
    'PropagationSpeed',c,'OperatingFrequency',fc,...
    'NumSignalsSource','Property','NumSignals',1);

% Scan beams in front of ego vehicle for range-angle image display
angscan = -80:80;
beamscan = phased.PhaseShiftBeamformer('Direction',[angscan;0*angscan],...
    'SensorArray',rxArray,'OperatingFrequency',fc);

% Form forward-facing beam to detect objects in front of the ego vehicle
beamformer = phased.PhaseShiftBeamformer('SensorArray',rxArray,...
    'PropagationSpeed',c,'OperatingFrequency',fc,'Direction',[0;0]);

```

Use the `phased.RangeDopplerResponse` object to perform the range and Doppler processing on the radar data cubes. Use a Hanning window to suppress the large sidelobes produced by the vehicles when they are close to the radar.

```

Nft = waveform.SweepTime*waveform.SampleRate; % Number of fast-time samples
Nst = Nsweep; % Number of slow-time samples
Nr = 2^nextpow2(Nft); % Number of range samples
Nd = 2^nextpow2(Nst); % Number of Doppler samples
rngdopresp = phased.RangeDopplerResponse('RangeMethod','FFT',...
    'DopplerOutput','Speed','SweepSlope',sweepSlope,...

```

```

'RangeFFTLengthSource', 'Property', 'RangeFFTLength', Nr, ...
'RangeWindow', 'Hann', ...
'DopplerFFTLengthSource', 'Property', 'DopplerFFTLength', Nd, ...
'DopplerWindow', 'Hann', ...
'PropagationSpeed', c, 'OperatingFrequency', fc, 'SampleRate', fs);

```

Identify detections in the processed range and Doppler data by using a constant false alarm rate (CFAR) detector. CFAR detectors estimate the background noise level of the received radar data. Detections are found at locations where the signal power exceeds the estimated noise floor by a certain threshold. Low threshold values result in a higher number of reported false detections due to environmental noise. Increasing the threshold produces fewer false detections, but also reduces the probability of detection of an actual target in the scenario. For more information on CFAR detection, see the example “Constant False Alarm Rate (CFAR) Detection” (Phased Array System Toolbox).

```

% Guard cell and training regions for range dimension
nGuardRng = 4;
nTrainRng = 4;
nCUTRng = 1+nGuardRng+nTrainRng;

% Guard cell and training regions for Doppler dimension
dopOver = round(Nd/Nsweep);
nGuardDop = 4*dopOver;
nTrainDop = 4*dopOver;
nCUTDop = 1+nGuardDop+nTrainDop;

cfar = phased.CFARDetector2D('GuardBandSize', [nGuardRng nGuardDop], ...
    'TrainingBandSize', [nTrainRng nTrainDop], ...
    'ThresholdFactor', 'Custom', 'CustomThresholdFactor', db2pow(13), ...
    'NoisePowerOutputPort', true, 'OutputFormat', 'Detection index');

% Perform CFAR processing over all of the range and Doppler cells
freqs = ((0:Nr-1)/Nr-0.5)*fs;
rnggrid = beat2range(freqs, sweepSlope);
iRngCUT = find(rnggrid>0);
iRngCUT = iRngCUT((iRngCUT>=nCUTRng)&(iRngCUT<=Nr-nCUTRng+1));
iDopCUT = nCUTDop:(Nd-nCUTDop+1);
[iRng, iDop] = meshgrid(iRngCUT, iDopCUT);
idxCFAR = [iRng(:) iDop(:)]';

% Perform clustering algorithm to group detections
clusterer = clusterDBSCAN('Epsilon', 2);

```

The `phased.RangeEstimator` and `phased.DopplerEstimator` objects convert the locations of the detections found in the range-Doppler data into measurements and their corresponding measurement variances. These estimators fit quadratic curves to the range-Doppler data to estimate the peak location of each detection. The resulting measurement resolutions are a fraction of the range and Doppler sampling of the data.

The root-mean-square (RMS) range resolution of the transmitted waveform is needed to compute the variance of the range measurements. The Rayleigh range resolution for the long-range radar was defined previously as 1 meter. The Rayleigh resolution is the minimum separation at which two unique targets can be resolved. This value defines the distance between range resolution cells for the radar. However, the variance of the target within a resolution cell is determined by the RMS resolution of the waveform. For an LFM chirp waveform, the relationship between the Rayleigh resolution and the RMS resolution is given by [1].

$$\sigma_{RMS} = \sqrt{12}\Delta_{Rayleigh}$$

where  $\sigma_{RMS}$  is the RMS range resolution and  $\Delta_{Rayleigh}$  is the Rayleigh range resolution.

The variance of the Doppler measurements depends on the number of sweeps processed.

Now, create the range and Doppler estimation objects using the parameters previously defined.

```
rmsRng = sqrt(12)*rangeRes;
rngestimator = phased.RangeEstimator('ClusterInputPort',true,...
    'VarianceOutputPort',true,'NoisePowerSource','Input port',...
    'RMSResolution',rmsRng);

dopestimator = phased.DopplerEstimator('ClusterInputPort',true,...
    'VarianceOutputPort',true,'NoisePowerSource','Input port',...
    'NumPulses',Nsweep);
```

To further improve the precision of the estimated vehicle locations, pass the radar detections to a tracker. Configure the tracker to use an extended Kalman filter (EKF), which converts the spherical radar measurements into the Cartesian coordinate frame of the ego vehicle. Also configure the tracker to use constant velocity dynamics for the detected vehicles. By comparing vehicle detections over multiple measurement time intervals, the tracker further improves the accuracy of the vehicle positions and provides vehicle velocity estimates.

```
tracker = radarTracker('FilterInitializationFcn',@initcvekf,...
    'AssignmentThreshold',50);
```

### Model Free Space Propagation Channel

Use the free space channel to model the propagation of the transmitted and received radar signals.

In a free space model, the radar energy propagates along a direct line-of-sight between the radar and the target vehicles, as shown in the following illustration.



### Simulate the Driving Scenario

Create a highway driving scenario with three vehicles traveling in the vicinity of the ego vehicle. The vehicles are modeled as cuboids and have different velocities and positions defined in the driving scenario. The ego vehicle is moving with a velocity of 80 km/hr and the other three cars are moving at 110 km/hr, 100 km/hr, and 130 km/hr, respectively. For details on modeling a driving scenario see the example “Create Actor and Vehicle Trajectories Programmatically” on page 8-642. The radar sensor is mounted on the front of the ego vehicle.

To create the driving scenario, use the `helperAutoDrivingRadarSigProc` function. To examine the contents of this function, use the `edit('helperAutoDrivingRadarSigProc')` command.

```
% Create driving scenario
[scenario,egoCar,radarParams] = ...
    helperAutoDrivingRadarSigProc('Setup Scenario',c,fc);
```

The following loop uses the `drivingScenario` object to advance the vehicles in the scenario. At every simulation time step, a radar data cube is assembled by collecting 192 sweeps of the radar waveform. The assembled data cube is then processed in range and Doppler. The range and Doppler processed data is then beamformed, and CFAR detection is performed on the beamformed data. Range, radial speed, and direction of arrival measurements are estimated for the CFAR detections. These detections are then assembled into `objectDetection` objects, which are then processed by the `radarTracker` object.

```
% Initialize display for driving scenario example
helperAutoDrivingRadarSigProc('Initialize Display',egoCar,radarParams,...
    rxArray,fc,vMax,rangeMax);

tgtProfiles = actorProfiles(scenario);
tgtProfiles = tgtProfiles(2:end);
tgtHeight = [tgtProfiles.Height];

% Run the simulation loop
sweepTime = waveform.SweepTime;
while advance(scenario)

    % Get the current scenario time
    time = scenario.SimulationTime;

    % Get current target poses in ego vehicle's reference frame
    tgtPoses = targetPoses(egoCar);
    tgtPos = reshape([tgtPoses.Position],3,[]);
    % Position point targets at half of each target's height
    tgtPos(3,:) = tgtPos(3,)+0.5*tgtHeight;
    tgtVel = reshape([tgtPoses.Velocity],3,[]);

    % Assemble data cube at current scenario time
    Xcube = zeros(Nft,Ne,Nsweep);
    for m = 1:Nsweep

        ntgt = size(tgtPos,2);
        tgtStruct = struct('Position',mat2cell(tgtPos(:).',1,repmat(3,1,ntgt)),...
            'Velocity',mat2cell(tgtVel(:).',1,repmat(3,1,ntgt)),...
            'Signature',{rcsSignature,rcsSignature,rcsSignature});
        rxsig = radar(tgtStruct,time+(m-1)*sweepTime);
        % Dechirp the received signal
        rxsig = dechirp(rxsig,sig);

        % Save sweep to data cube
        Xcube(:,:,m) = rxsig;

        % Move targets forward in time for next sweep
        tgtPos = tgtPos+tgtVel*sweepTime;
    end

    % Calculate the range-Doppler response
    [Xrngdop,ringgrid,dopgrid] = rngdopresp(Xcube);

    % Beamform received data
```

```

Xbf = permute(Xrngdop,[1 3 2]);
Xbf = reshape(Xbf,Nr*Nd,Ne);
Xbf = beamformer(Xbf);
Xbf = reshape(Xbf,Nr,Nd);

% Detect targets
Xpow = abs(Xbf).^2;
[detidx,noisepwr] = cfar(Xpow,idxCFAR);

% Cluster detections
[~,clusterIDs] = clusterer(detidx.');
```

```

% Estimate azimuth, range, and radial speed measurements
[azest,azvar,snrdB] = ...
    helperAutoDrivingRadarSigProc('Estimate Angle',doaest,...
    conj(Xrngdop),Xbf,detidx,noisepwr,clusterIDs);
azvar = azvar+radarParams.RMSBias(1)^2;

[rngest,rngvar] = rngestimator(Xbf,rnggrid,detidx,noisepwr,clusterIDs);
rngvar = rngvar+radarParams.RMSBias(2)^2;

[rsest,rsvar] = dopestimtor(Xbf,dopgrid,detidx,noisepwr,clusterIDs);

% Convert radial speed to range rate for use by the tracker
rrest = -rsest;
rrvar = rsvar;
rrvar = rrvar+radarParams.RMSBias(3)^2;

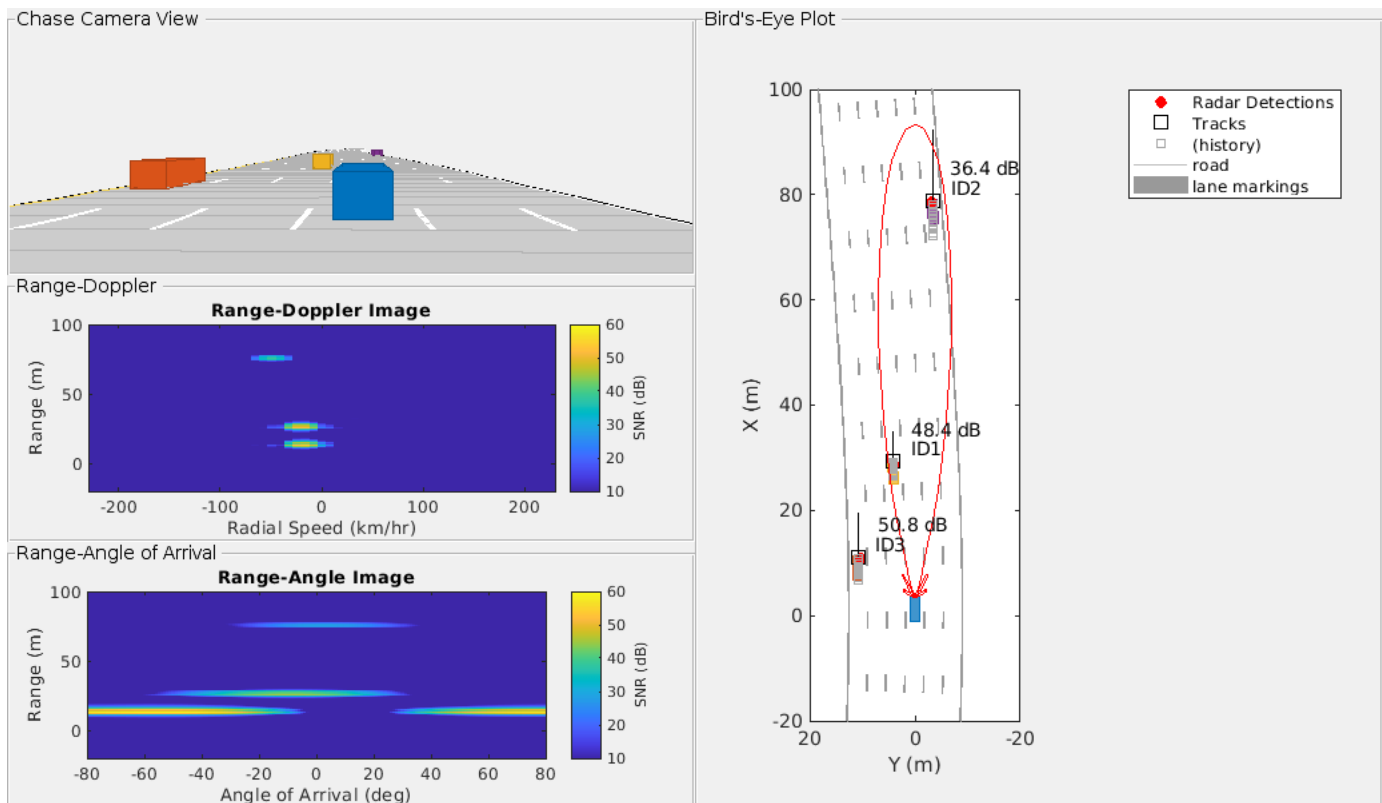
% Assemble object detections for use by tracker
numDets = numel(rngest);
dets = cell(numDets,1);
for iDet = 1:numDets
    dets{iDet} = objectDetection(time,...
        [azest(iDet) rngest(iDet) rrest(iDet)],...
        'MeasurementNoise',diag([azvar(iDet) rngvar(iDet) rrvar(iDet)]),...
        'MeasurementParameters',{radarParams},...
        'ObjectAttributes',{struct('SNR',snrdB(iDet))});
end

% Track detections
tracks = tracker(dets,time);

% Update displays
helperAutoDrivingRadarSigProc('Update Display',egoCar,dets,tracks,...
    dopgrid,rnggrid,Xbf,beamscan,Xrngdop);

% Collect free space channel metrics
metricsFS = helperAutoDrivingRadarSigProc('Collect Metrics',...
    radarParams,tgtPos,tgtVel,dets);
end

```



The previous figure shows the radar detections and tracks for the three target vehicles at 1.1 seconds of simulation time. The plot on the upper-left side shows the chase camera view of the driving scenario from the perspective of the ego vehicle (shown in blue). For reference, the ego vehicle is traveling at 80 km/hr and the other three cars are traveling at 110 km/hr (orange car), 100 km/hr (yellow car), and 130 km/hr (purple car).

The right side of the figure shows the bird's-eye plot, which presents a top down perspective of the scenario. All of the vehicles, detections, and tracks are shown in the coordinate reference frame of the ego vehicle. The estimated signal-to-noise ratio (SNR) for each radar measurement is printed next to each detection. The vehicle location estimated by the tracker is shown in the plot using black squares with text next to them indicating the ID of each track. The velocity for each vehicle estimated by the tracker is shown as a black line pointing in the direction of the velocity of the vehicle. The length of the line corresponds to the estimated speed, with longer lines denoting vehicles with higher speeds relative to the ego vehicle. The track of the purple car (ID2) has the longest line while the track of the yellow car (ID1) has the shortest line. The tracked speeds are consistent with the modeled vehicle speeds previously listed.

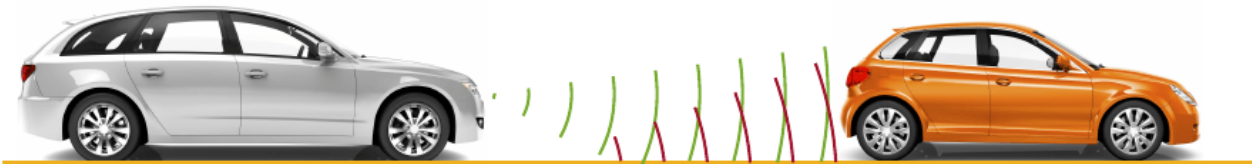
The two plots on the lower-left side show the radar images generated by the signal processing. The upper plot shows how the received radar echoes from the target vehicles are distributed in range and radial speed. Here, all three vehicles are observed. The measured radial speeds correspond to the velocities estimated by the tracker, as shown in the bird's-eye plot. The lower plot shows how the received target echoes are spatially distributed in range and angle. Again, all three targets are present, and their locations match what is shown in the bird's-eye plot.

Due to its close proximity to the radar, the orange car can still be detected despite the large beamforming losses due to its position well outside of the 3 dB beamwidth of the beam. These detections have generated a track (ID3) for the orange car.



## Model a Multipath Channel

The previous driving scenario simulation used free space propagation. This is a simple model that models only direct line-of-sight propagation between the radar and each of the targets. In reality, the radar signal propagation is much more complex, involving reflections from multiple obstacles before reaching each target and returning back to the radar. This phenomenon is known as *multipath propagation*. The following illustration shows one such case of multipath propagation, where the signal impinging the target is coming from two directions: line-of-sight and a single bounce from the road surface.

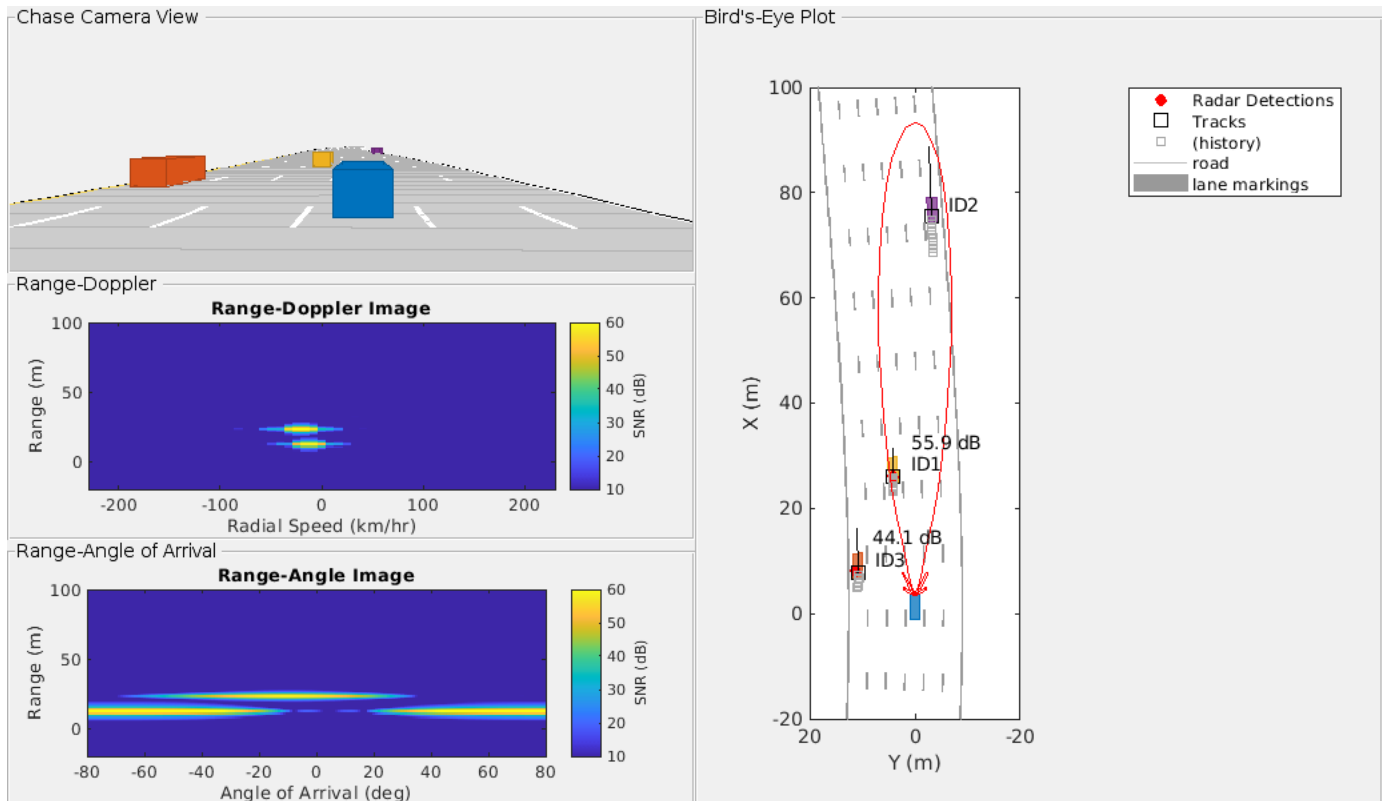


The overall effect of multipath propagation is that the received radar echoes can interfere constructively and destructively. This constructive and destructive interference results from path length differences between the various signal propagation paths. As the distance between the radar and the vehicles changes, these path length differences also change. When the differences between these paths result in echoes received by the radar that are almost 180 degrees out of phase, the echoes destructively combine, and the radar makes no detection for that range.

Replace the free space channel model with a two-ray channel model to demonstrate the propagation environment shown in the previous illustration. Reuse the remaining parameters in the driving scenario and radar model, and run the simulation again.

```
% Reset the driving scenario
[scenario,egoCar,radarParams,pointTgts] = ...
    helperAutoDrivingRadarSigProc('Setup Scenario',c,fc);

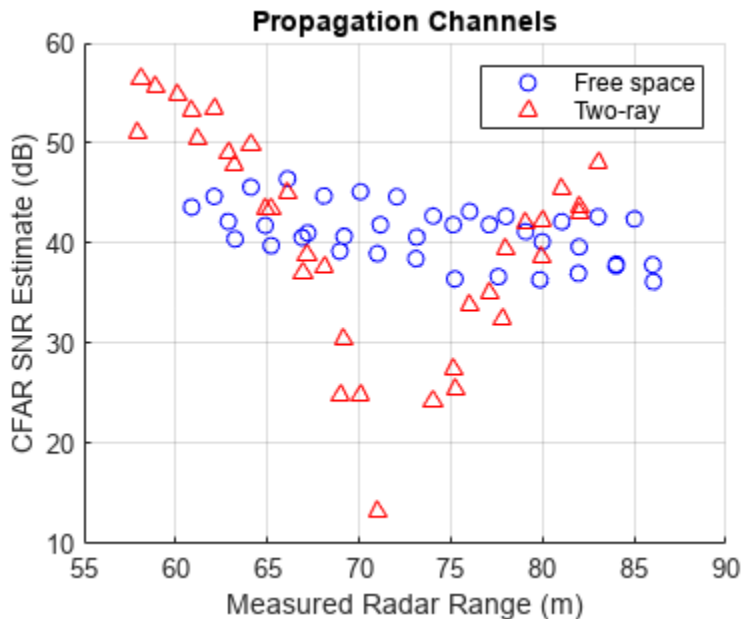
% Run the simulation again, now using the two-ray channel model
metrics2Ray = helperAutoDrivingRadarSigProc('Two Ray Simulation',...
    c,fc,rangeMax,vMax,Nsweep,...           % Waveform parameters
    rngdopresp,beamformer,cfar,idxCFAR,clusterer,... % Signal processing
    rngestimator,dopestimator,doaest,beamscan,tracker,... % Estimation
    radar,sig);                               % Hardware models
```



The previous figure shows the chase plot, bird's-eye plot, and radar images at 1.1 seconds of simulation time, just as was shown for the free space channel propagation scenario. Comparing these two figures, observe that for the two-ray channel, no detection is present for the purple car at this simulation time. This detection loss is because the path length differences for this car are destructively interfering at this range, resulting in a total loss of detection.

Plot the SNR estimates generated from the CFAR processing against the range estimates of the purple car from the free space and two-ray channel simulations.

```
helperAutoDrivingRadarSigProc('Plot Channels',metricsFS,metrics2Ray);
```



As the car approaches a range of 72 meters from the radar, a large loss in the estimated SNR from the two-ray channel is observed with respect to the free space channel. It is near this range that the multipath interference combines destructively, resulting in a loss in signal detections. However, observe that the tracker is able to coast the track during these times of signal loss and provide a predicted position and velocity for the purple car.

### Summary

This example shows how to model the hardware and signal processing of an automotive radar using Radar Toolbox. You also learn how to integrate this radar model with the Automated Driving Toolbox driving scenario simulation. First you generate synthetic radar detections. Then you process these detections further by using a tracker to generate precise position and velocity estimates in the coordinate frame of the ego vehicle. Finally, you learn how to simulate multipath propagation effects.

The workflow presented in this example enables you to understand how your radar architecture design decisions impact higher-level system requirements. Using this workflow enables you select a radar design that satisfies your unique application requirements.

### Reference

[1] Richards, Mark. *Fundamentals of Radar Signal Processing*. New York: McGraw Hill, 2005.

### See Also

#### Objects

`multiObjectTracker` | `phased.FMCWWaveform` | `phased.ULA` | `phased.DopplerEstimator` | `phased.RootMUSICEstimator` | `phased.FreeSpace` | `twoRayChannel`

### More About

- “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288

- “Automotive Adaptive Cruise Control Using FMCW Technology” (Radar Toolbox)
- “Constant False Alarm Rate (CFAR) Detection” (Phased Array System Toolbox)
- “Radar Data Cube” (Phased Array System Toolbox)
- “Create Actor and Vehicle Trajectories Programmatically” on page 8-642

## Simulate Radar Ghosts Due to Multipath Return

This example shows how to simulate ghost target detections and tracks due to multipath reflections, where signal energy is reflected off another target before returning to the radar. In this example you will simulate ghosts with both a statistical radar model and a transceiver model that generates IQ signals.

### Motivation

Many highway scenarios involve not only other cars, but also barriers and guardrails. Consider the simple highway created using the Driving Scenario Designer app. For more information on how to model barriers see the “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288 example. Use the `helperSimpleHighwayScenarioDSD` function exported from the Driving Scenario Designer to get the highway scenario and a handle to the ego vehicle.

```
% Set random seed for reproducible results
rndState = rng('default');

% Create scenario using helper
[scenario, egoVehicle] = helperSimpleHighwayScenarioDSD();
```

To model the detections generated by a forward-looking automotive radar, use the `radarDataGenerator` System object™. Use a 77 GHz center frequency, which is typical for automotive radar. Generate detections up to 150 meters in range and with a radial speed up to 100 m/s.

```
% Automotive radar system parameters
freq = 77e9; % Hz
rgMax = 150; % m
spMax = 100; % m/s
rcs = 10; % dBsm

azRes = 4; % deg
rgRes = 2.5; % m
rrRes = 0.5; % m/s

% Create a forward-looking automotive radar
rdg = radarDataGenerator(1, 'No scanning', ...
    'UpdateRate', 10, ...
    'MountingLocation', [3.4 0 0.2], ...
    'CenterFrequency', freq, ...
    'HasRangeRate', true, ...
    'FieldOfView', [70 5], ...
    'RangeLimits', [0 rgMax], ...
    'RangeRateLimits', [-spMax spMax], ...
    'HasRangeAmbiguities', true, ...
    'MaxUnambiguousRange', rgMax, ...
    'HasRangeRateAmbiguities', true, ...
    'MaxUnambiguousRadialSpeed', spMax, ...
    'ReferenceRange', rgMax, ...
    'ReferenceRCS', rcs, ...
    'AzimuthResolution', azRes, ...
    'RangeResolution', rgRes, ...
    'RangeRateResolution', rrRes, ...
    'TargetReportFormat', 'Detections', ...
```

```

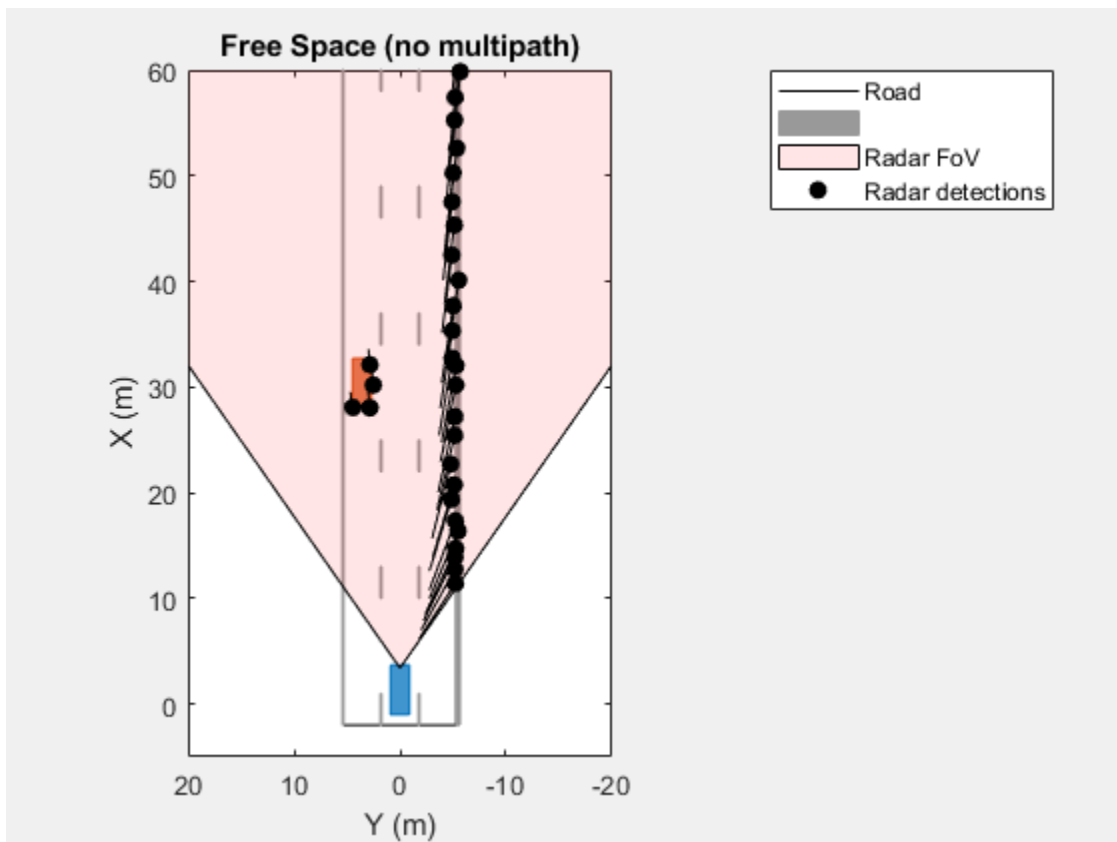
    'Profiles',actorProfiles(scenario));

% Create bird's eye plot and detection plotter function
[~,detPlotterFcn] = helperSetupBEP(egoVehicle,rdg);
title('Free Space (no multipath)');

% Generate raw detections
time = scenario.SimulationTime;
tposes = targetPoses(egoVehicle);
[dets,~,config] = rdg(tposes,time);

% Plot detections
detPlotterFcn(dets,config);

```

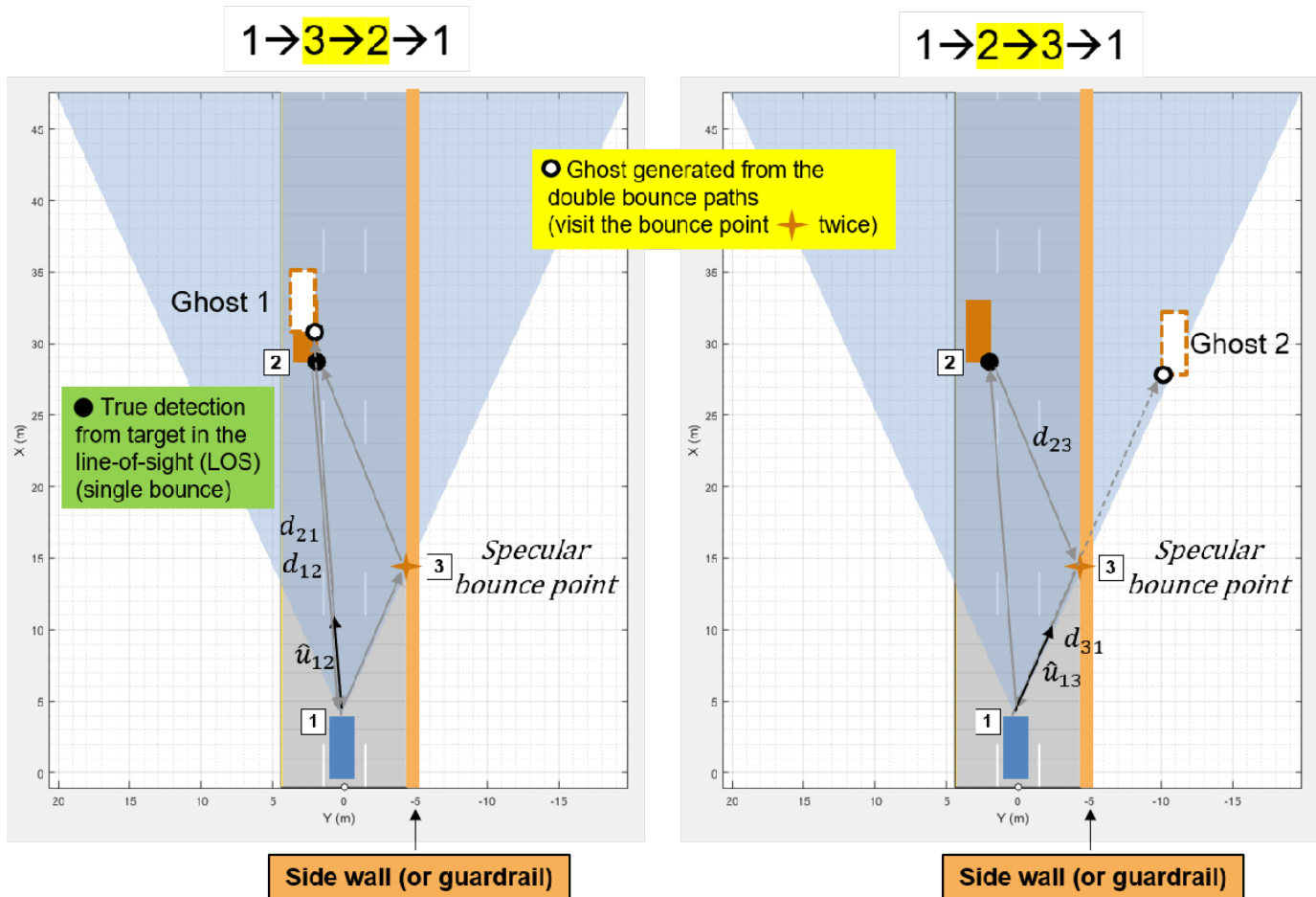


This figure shows the locations of the detections along the target vehicle as well as along the side of the barrier. However, detections are not always so well-behaved. One phenomenon that can pose considerable challenges to radar engineers is multipath. Multipath is when the signal not only propagates directly to the intended target and back to the radar but also includes additional reflections off objects in the environment.

### Multipath Reflections

When a radar signal propagates to a target of interest it can arrive through various paths. In addition to the direct path from the radar to the target and then back to the radar, there are other possible propagation paths. The number of paths is unbounded, but with each reflection, the signal energy decreases. Commonly, a propagation model considering three-bounce paths is used to model this phenomenon.

To understand the three-bounce model, first consider the simpler one-bounce and two-bounce paths, as shown in these figures.



### One-Bounce Path

The one-bounce path propagates from the radar (1) to the target (2) and then is reflected from the target (2) back to the radar. This is often referred to as the direct or line-of-sight path.

### Two-Bounce Paths

In this case, there are two unique propagation paths that consist of two bounces.

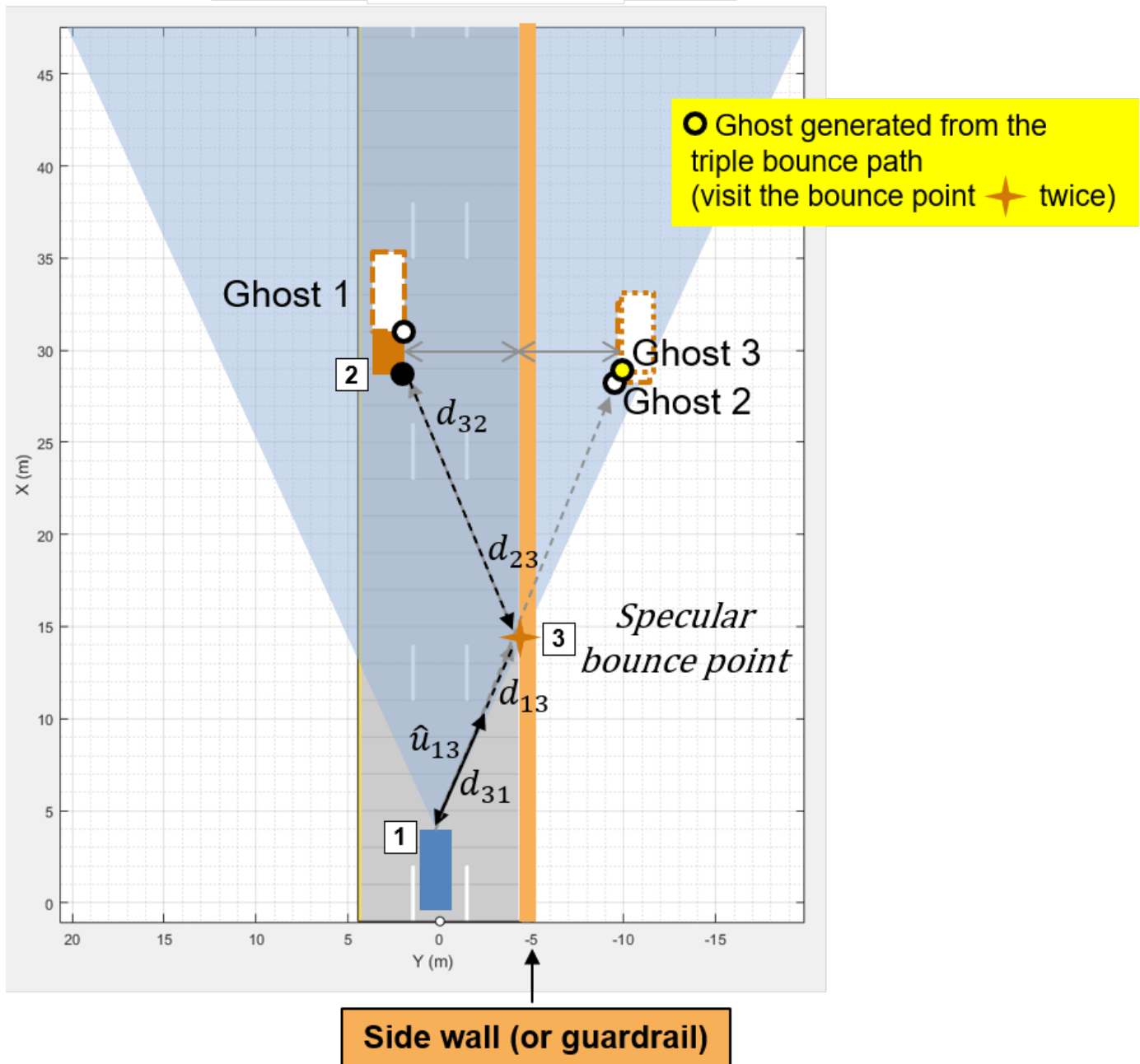
The first two-bounce path propagates from the radar (1) to a reflecting surface (3), then to the target (2) before returning to the radar (1). Because the signal received at the radar arrives from the last bounce from the true target, it generates ghost detections along the same direction as the true target. Because the path length for this propagation is longer, it appears at a farther range than the true target detections.

The second two-bounce path propagates from the radar (1) to the target (2), then to the reflecting surface (3) before returning to the radar (1). In this case, the ghost detections appear on the other side of the reflecting surface as the radar receives the reflected signal in that direction.

Notice that the path length for both two-bounce paths is the same. As a result, the measured range and range rate for these paths will be the same as well.

### Three-Bounce Path

1 → 3 → 2 → 3 → 1



The three-bounce path reflects off the barrier twice. This path never propagates directly to the target or directly back to the radar. The three-bounce ghost detections appear on the other side of the



reflecting surface as the radar receives the reflected signal in that direction. Additionally, it has the longest propagation path of the three-bounce paths and therefore has the longest measured range of the three paths. This path corresponds to a mirror reflection of the true target on the other side of the barrier.

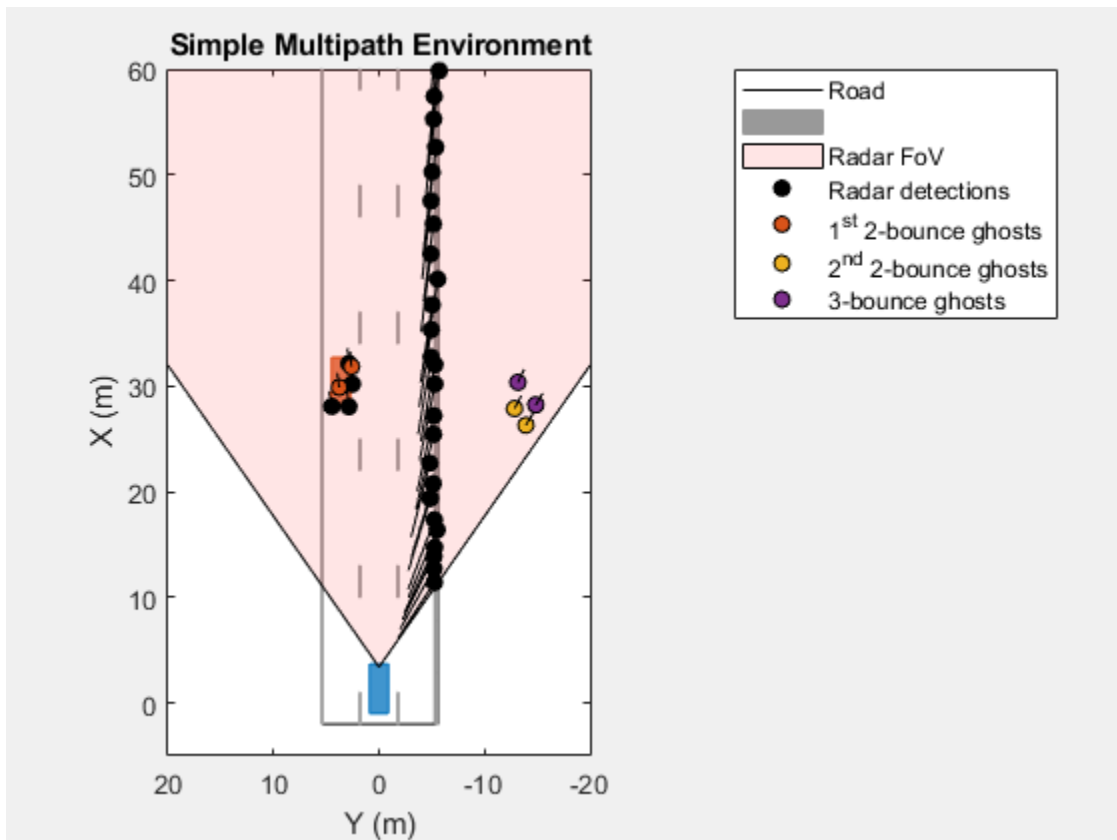
### Model Ghost Target Detections

Set the HasGhosts property on the radarDataGenerator to model the detections generated from these three-bounce paths.

```
% Enable ghost target model
release(rdg);
rdg.HasGhosts = true;

% Generate raw detections
time = scenario.SimulationTime;
tposes = targetPoses(egoVehicle);
[dets,~,config] = rdg(tposes,time);

% Plot detections
detPlotterFcn(dets,config);
title('Simple Multipath Environment');
```



This figure reproduces the analysis of the three propagation paths. The first two-bounce ghosts lie in the direction of the target at a slightly longer range than the direct-path detections. The second two-bounce and three-bounce ghosts lie in the direction of the mirrored image of the target generated by the reflection from the barrier.

## Ghost Tracks

Because the range and velocities of the ghost target detections are like the range and velocity of the true targets, they have kinematics that are consistent for a tracker that is configured to track the true target detections. This consistency between the kinematics of real and ghost targets results in tracks being generated for the ghost target on the other side of the barrier.

Set the `TargetReportFormat` property on `radarDataGenerator` to `Tracks` to model the tracks generated by a radar in the presence of multipath.

```
% Output tracks instead of detections
release(rdg);
rdg.TargetReportFormat = 'Tracks';
rdg.ConfirmationThreshold = [2 3];
rdg.DeletionThreshold = [5 5];
FilterInitializationFcn = 'initcvekf'; % constant-velocity EKF

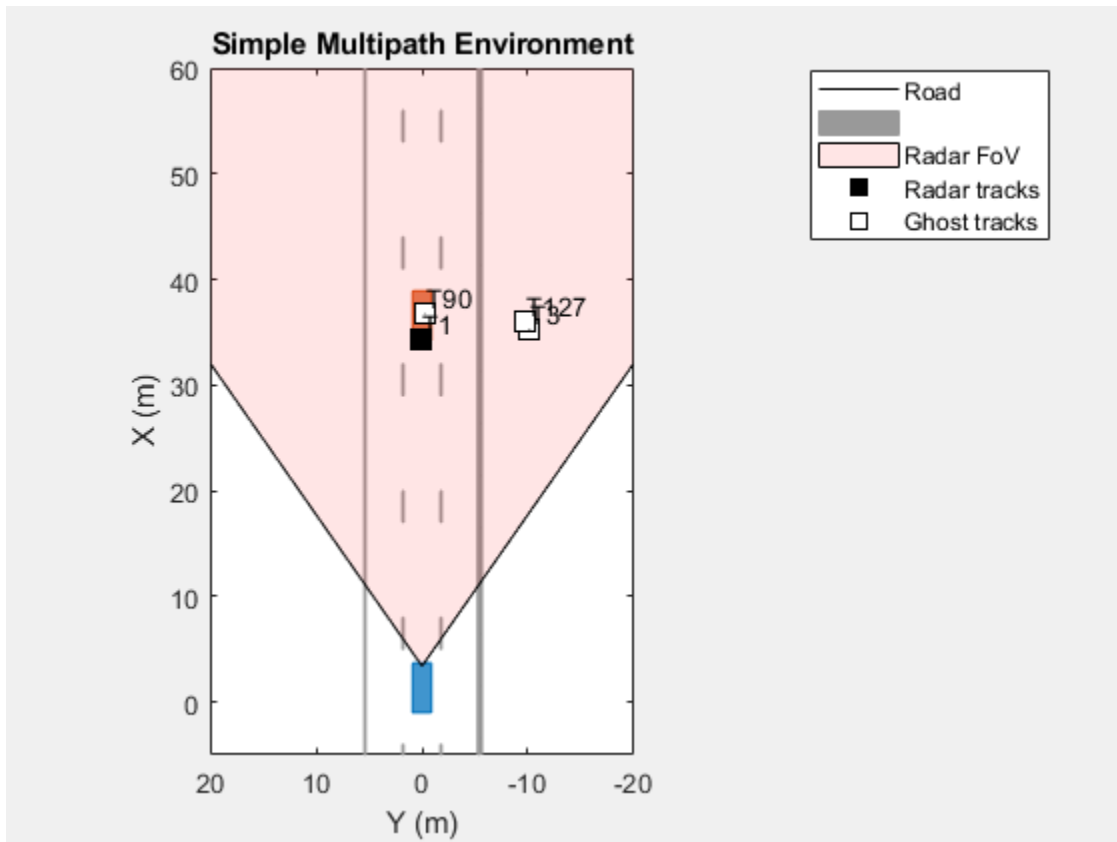
% Create a new bird's eye plot to plot the tracks
[bep, trkPlotterFcn] = helperSetupBEP(egoVehicle, rdg);
title('Simple Multipath Environment');

% Run simulation
restart(scenario);
scenario.StopTime = 7.5;
while advance(scenario)
    time = scenario.SimulationTime;
    tposes = targetPoses(egoVehicle);

    % Generate tracks
    [trks,~,config] = rdg(tposes,time);

    % Filter out tracks corresponding to static objects (e.g. barrier)
    dyntrks = helperKeepDynamicObjects(trks, egoVehicle);

    % Visualize dynamic tracks
    helperPlotScenario(bep, egoVehicle);
    trkPlotterFcn(dyntrks, config);
end
```



This figure shows the confirmed track positions using square markers. The tracks corresponding to static objects (for example a barrier) are not plotted. Notice that there are multiple tracks associated with the lead car. The tracks that overlay the lead car correspond to the true detection and the first two-bounce ghost. The tracks that lie off of the road on the other side of the guardrail correspond to the second two-bounce and three-bounce ghosts.

The track velocities are indicated by the length and direction of the vectors pointing away from the track position (these are small because they are relative to the ego vehicle). Ghost detections may fool a tracker because they have kinematics like the kinematics of the true targets. These ghost tracks can be problematic as they add an additional processing load to the tracker and can confuse control decisions using the target tracks.

### Model IQ Signals

In the previous free-space and multipath simulations in this example, you used measurement-level radar models to generate detections and tracks. Now, use the `radarTransceiver` System object to generate time-domain IQ signals. Create an equivalent `radarTransceiver` directly from the `radarDataGenerator`.

The statistical radar has the following range and range-rate (Doppler) parameters which determine the constraints for the waveform used by the `radarTransceiver`.

```
rgMax = rdg.RangeLimits(2)      % m
rgMax = 150
spMax = rdg.RangeRateLimits(2)  % m/s
```

```
spMax = 100
```

Compute the pulse repetition frequency (PRF) that will satisfy the range rate for the radar.

```
lambda = freq2wavelen(rdg.CenterFrequency);
prf = 2*speed2dop(2*spMax, lambda);
```

Compute the number of pulses needed to satisfy the range-rate resolution requirement.

```
rrRes = rdg.RangeRateResolution
rrRes = 0.5000
dopRes = 2*speed2dop(rrRes, lambda);
numPulses = 2^nextpow2(prf/dopRes)
```

```
numPulses = 512
```

```
prf = dopRes*numPulses
```

```
prf = 1.3150e+05
```

Confirm that the the unambiguous range that corresponds to this PRF is beyond the maximum range limit.

```
rgUmb = time2range(1/prf)
```

```
rgUmb = 1.1399e+03
```

Re-set some properties of the `radarDataGenerator` for better comparison to IQ results from the `radarTransceiver`.

```
release(rdg);
```

```
% Set the range and range-rate ambiguities according to desired PRF and
% number of pulses
```

```
rdg.MaxUnambiguousRange = rgUmb;
rdg.MaxUnambiguousRadialSpeed = spMax;
```

```
% Set the statistical radar to report clustered detections to compare to
% the IQ video from the radar transceiver.
```

```
rdg.TargetReportFormat = 'Clustered detections';
rdg.DetectionCoordinates = 'Body';
```

Construct the equivalent `radarTransceiver` directly from the `radarDataGenerator`. By default, the `radarTransceiver` uses a unit-gain rectangular antenna pattern with azimuth and elevation beamwidths equal to the azimuth and elevation resolutions of the `radarDataGenerator`. To simulate a radar with a transmit pattern that covers the desired field of view, first set the azimuth resolution of the `radarDataGenerator` equal to the field of view.

```
azRes = rdg.AzimuthResolution;
rdg.AzimuthResolution = rdg.FieldOfView(1);
```

```
% Construct the radar transceiver from the radar data generator
```

```
rtxrx = radarTransceiver(rdg)
```

```
rtxrx =
    radarTransceiver with properties:
```

```

        Waveform: [1x1 phased.RectangularWaveform]
        Transmitter: [1x1 phased.Transmitter]
        TransmitAntenna: [1x1 phased.Radiator]
        ReceiveAntenna: [1x1 phased.Collector]
        Receiver: [1x1 phased.ReceiverPreamp]
        MechanicalScanMode: 'None'
        ElectronicScanMode: 'None'
        MountingLocation: [3.4000 0 0.2000]
        MountingAngles: [0 0 0]
        NumRepetitionsSource: 'Property'
        NumRepetitions: 512

```

```

% Restore the desired azimuth resolution for the statistical radar
rdg.AzimuthResolution = azRes;

```

The statistical radar emulates the use of a uniform linear array (ULA) to form multiple receive beams, as needed to achieve the specified azimuth resolution. The number of elements required is determined by the radar's azimuth resolution and wavelength, and can be found with the `beamwidth2ap` function.

```

numRxElt = ceil(beamwidth2ap(rdg.AzimuthResolution,lambda,0.8859)/(lambda/2))
numRxElt = 26

```

Attach a ULA to the receive antenna of the radarTransceiver.

```

elmt = rtxrx.ReceiveAntenna.Sensor;
rxarray = phased.ULA(numRxElt,lambda/2,'Element',elmt);
rtxrx.ReceiveAntenna.Sensor = rxarray;

```

### Generate IQ Samples

Use the `helper3BounceGhostPaths` function to compute the three-bounce paths for the target and sensor positions from the multipath scenario.

```

restart(scenario);
tposes = targetPoses(egoVehicle);

% Generate 3-bounce propagation paths for the targets in the scenario
paths = helper3BounceGhostPaths(tposes,rdg);

```

Use the `radarTransceiver` to generate the baseband sampled IQ data received by the radar.

```

time = scenario.SimulationTime; % Current simulation time
Xcube = rtxrx(paths,time);      % Generate IQ data for transceiver from the 3-bounce path model

```

### Range and Doppler Processing

The received data cube has the three-dimensions: fast-time samples, receive antenna element, and slow-time samples.

```

size(Xcube)

ans = 1x3
    456    26    512

```

Use the `phased.RangeDopplerResponse` System object to perform range and Doppler processing along the first and third dimensions of the data cube.

```
rngdopproc = phased.RangeDopplerResponse( ...
    'RangeMethod','Matched filter', ...
    'DopplerOutput','Speed', ...
    'PropagationSpeed',rtxrx.ReceiveAntenna.PropagationSpeed, ...
    'OperatingFrequency',rtxrx.ReceiveAntenna.OperatingFrequency, ...
    'SampleRate',rtxrx.Receiver.SampleRate);
mfcoeff = getMatchedFilter(rtxrx.Waveform);
[Xrngdop,rggrid,rrgrid] = rngdopproc(Xcube,mfcoeff);
```

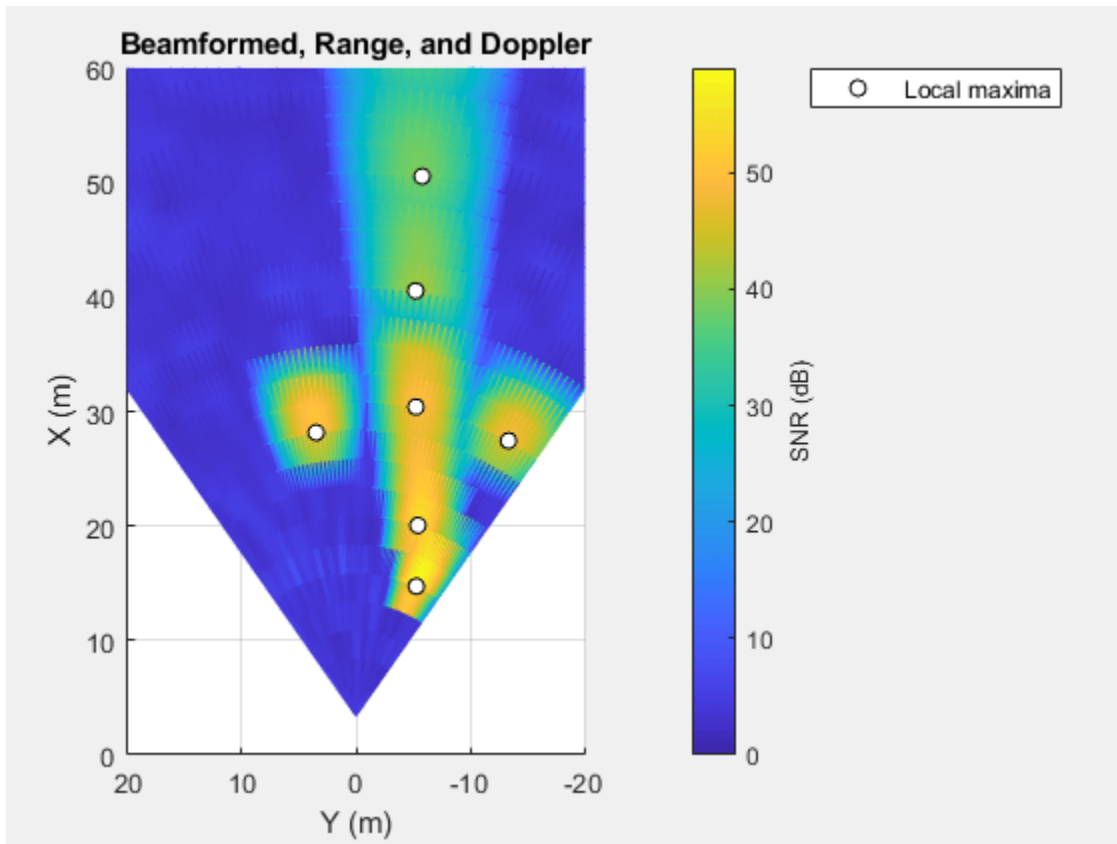
### Beamforming

Use the `phased.PhaseShiftBeamformer` System object to form beams from the receive antenna array elements along the second dimension of the data cube.

```
azFov = rdg.FieldOfView(1);
anggrid = -azFov/2:azFov/2;
bmfwin = @(N)normmax(taylorwin(N,5,-60));
beamformer = phased.PhaseShiftBeamformer( ...
    'Direction',[anggrid;0*anggrid],...
    'SensorArray',rtxrx.ReceiveAntenna.Sensor, ...
    'OperatingFrequency',rtxrx.ReceiveAntenna.OperatingFrequency);
Xbfmrngdop = Xrngdop;
[Nr,Ne,Nd] = size(Xbfmrngdop);
Xbfmrngdop = permute(Xbfmrngdop,[1 3 2]); % Nr x Nd x Ne
Xbfmrngdop = reshape(Xbfmrngdop,[],Ne);
Xbfmrngdop = beamformer(Xbfmrngdop.*bmfwin(Ne));
Xbfmrngdop = reshape(Xbfmrngdop,Nr,Nd,[]); % Nr x Nd x Nb
Xbfmrngdop = permute(Xbfmrngdop,[1 3 2]); % Nr x Nb x Nd
```

Use the `helperPlotBeamformedRangeDoppler` function to plot the range-angle map from the beamformed, range, and Doppler processed data cube.

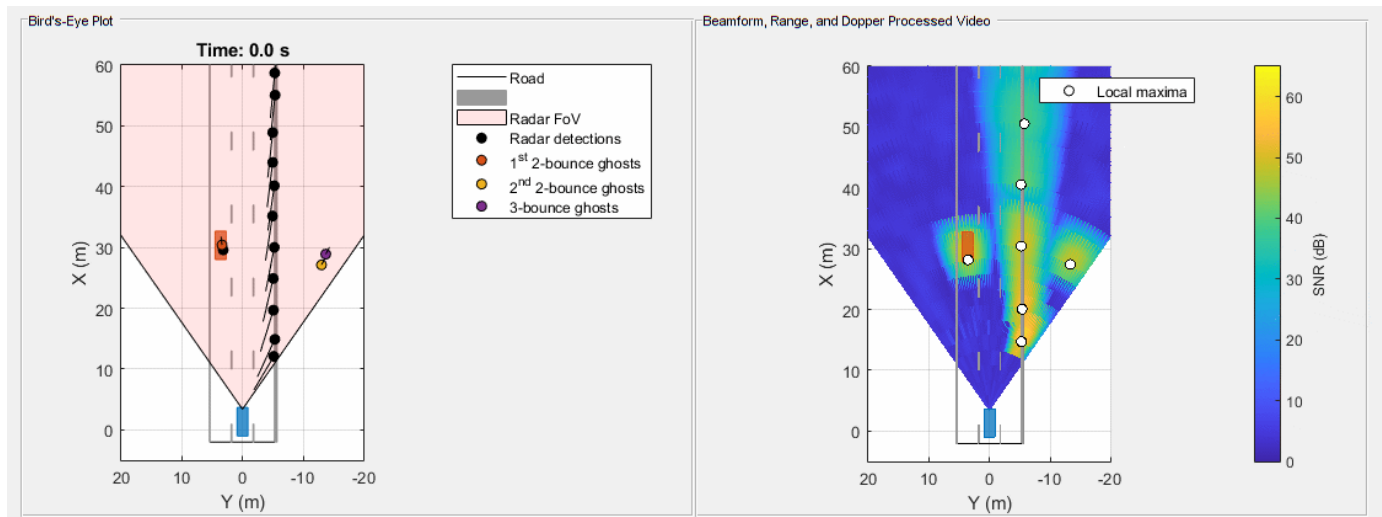
```
helperPlotBeamformedRangeDoppler(Xbfmrngdop,rggrid,anggrid,rtxrx);
```



The local maxima of the received signals correspond to the location of the target vehicle, the guardrail, and the ghost image of the target vehicle on the other side of the guardrail. Show that measurement-level detections generated by `radarDataGenerator` are consistent with the peaks in the range-angle map generated by the equivalent `radarTransceiver`.

Use the `helperPlayStatAndIQMovie` function to compare the measurement-level detections and IQ processed video for the duration of this scenario.

```
helperPlayStatAndIQMovie(scenario,egoVehicle,rtxrx,rdg,rngdopproc,beamformer,bmfwin);
```

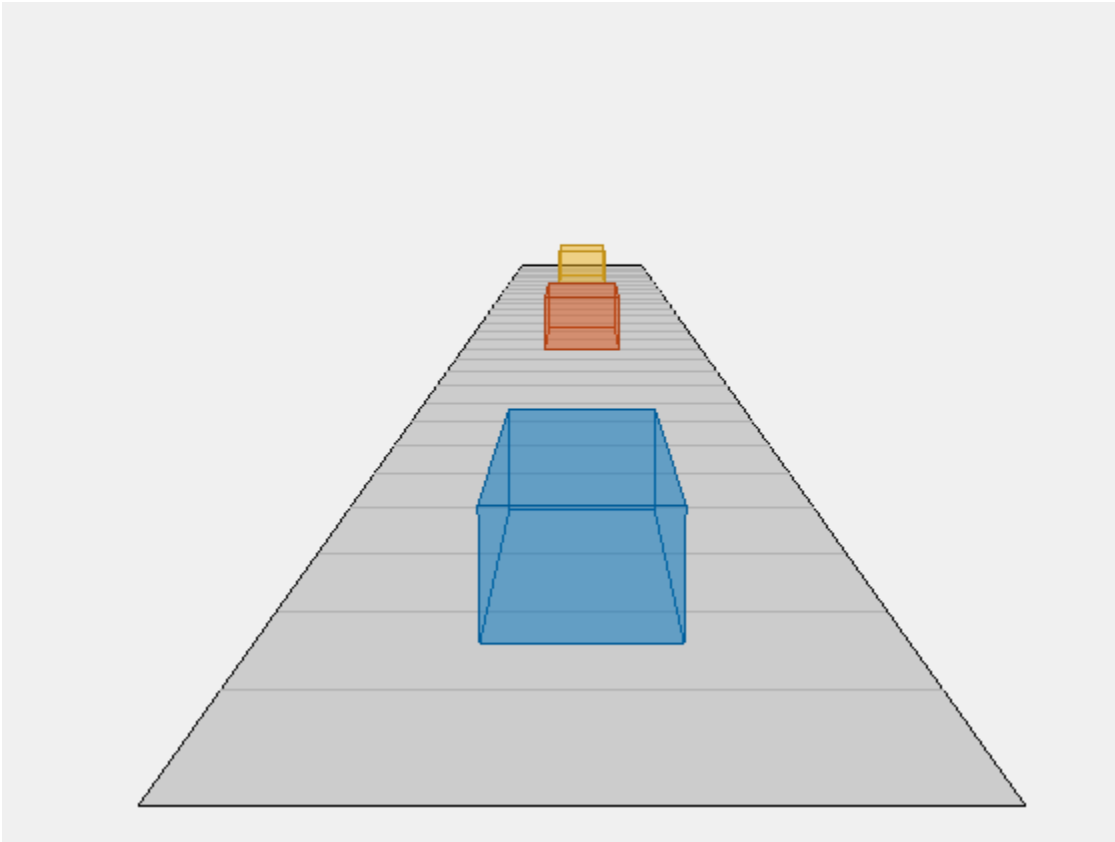


### Multipath Ground Bounce

Multipath ghost detections can be used at times to see objects in the road that would otherwise not be detected by the radar due to occlusion. One example is the detection of an occluded vehicle due to multipath off of the road surface. Use the `helperGroundBounceScenarioDSD` function to create a scenario where a slower moving vehicle in the same lane as the ego vehicle is occluded by another vehicle directly in front of the radar.

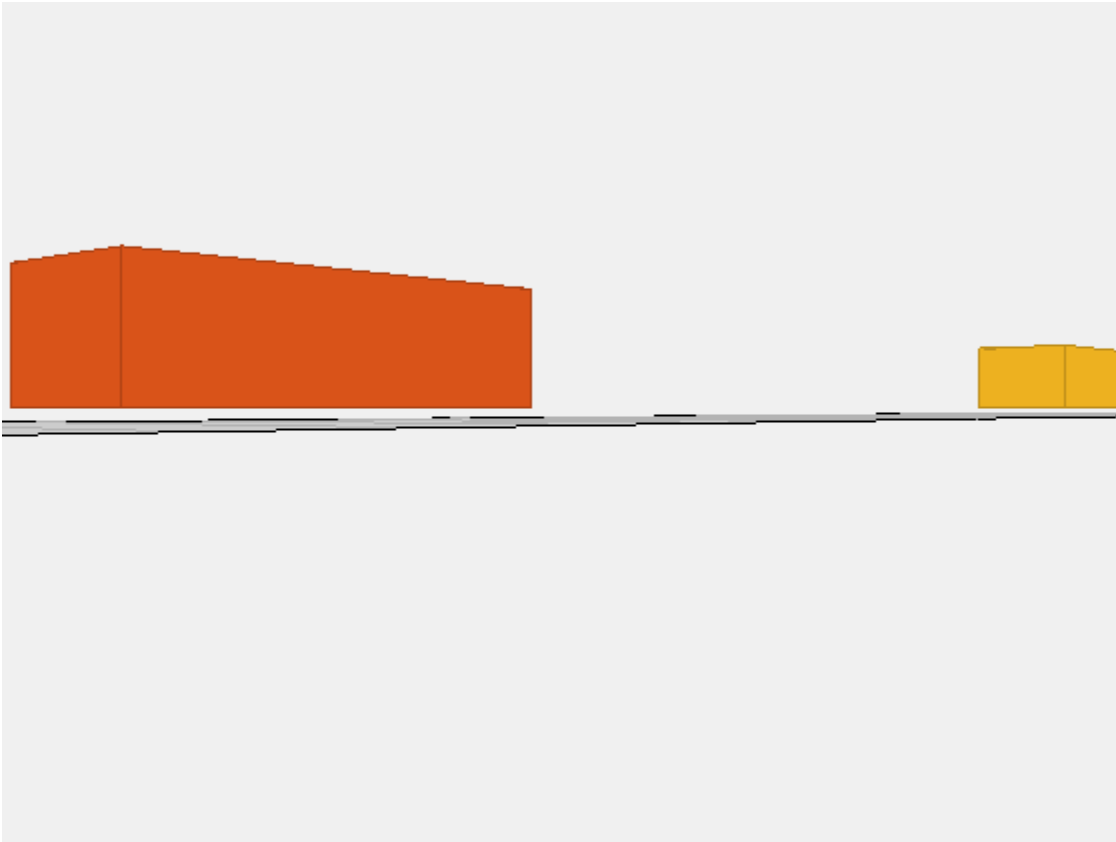
```
[scenario, egoVehicle] = helperGroundBounceScenarioDSD;
ax3d = helperRadarChasePlot(egoVehicle);
```





The yellow car is occluded by the red car. A line of sight does not exist between the blue ego car's forward looking-radar and the yellow car.

```
viewLoc = [scenario.actors(2).Position(1)-10 -10];  
chasePlot(egoVehicle, 'ViewLocation',viewLoc, 'ViewHeight',0, 'ViewYaw',40, 'Parent',ax3d);
```



Multipath can pass through the space between the underside of a car and the surface of the road.

Reuse the `radarDataGenerator` to generate ghost target detections due to multipath between the vehicles and the road surface. Use the `helperRoadProfiles` and `helperRoadPoses` functions to include the road surface in the list of targets modeled in the scenario to enable multipath between the road surface and the vehicles.

```
release(rdg);
rdg.RangeRateResolution = 0.5;
rdg.FieldOfView(2) = 10;
rdg.TargetReportFormat = 'Detections';

tprofiles = actorProfiles(scenario);
rdprofiles = helperRoadProfiles(scenario);
rdg.Profiles = [tprofiles;rdprofiles];

% Create bird's eye plot and detection plotter function
[bep,detPlotterFcn] = helperSetupBEP(egoVehicle,rdg);
[ax3d,detChasePlotterFcn] = helperRadarChasePlot(egoVehicle,rdg);
camup(ax3d,[0 0 1]);
pos = egoVehicle.Position+[-5 -5 0];
campos(ax3d,pos);
camtarget(ax3d,[15 0 0]);

% Generate clustered detections
time = scenario.SimulationTime;
tposes = targetPoses(egoVehicle);
```

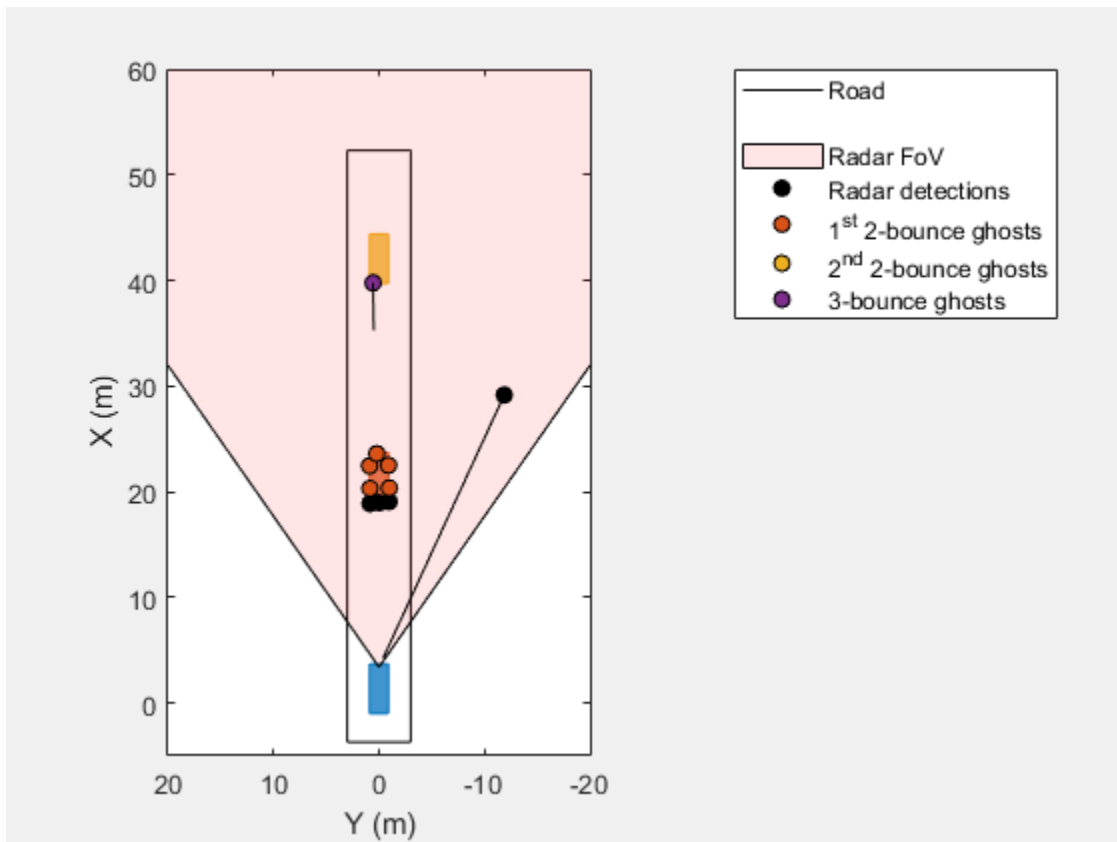
```

rdposes = helperRoadPoses(egoVehicle);
poses = [tposes rdposes];

[dets,~,config] = rdg(poses,time);

% Plot detections
dyndets = helperKeepDynamicObjects(dets,egoVehicle);
detPlotterFcn(dyndets,config);

```



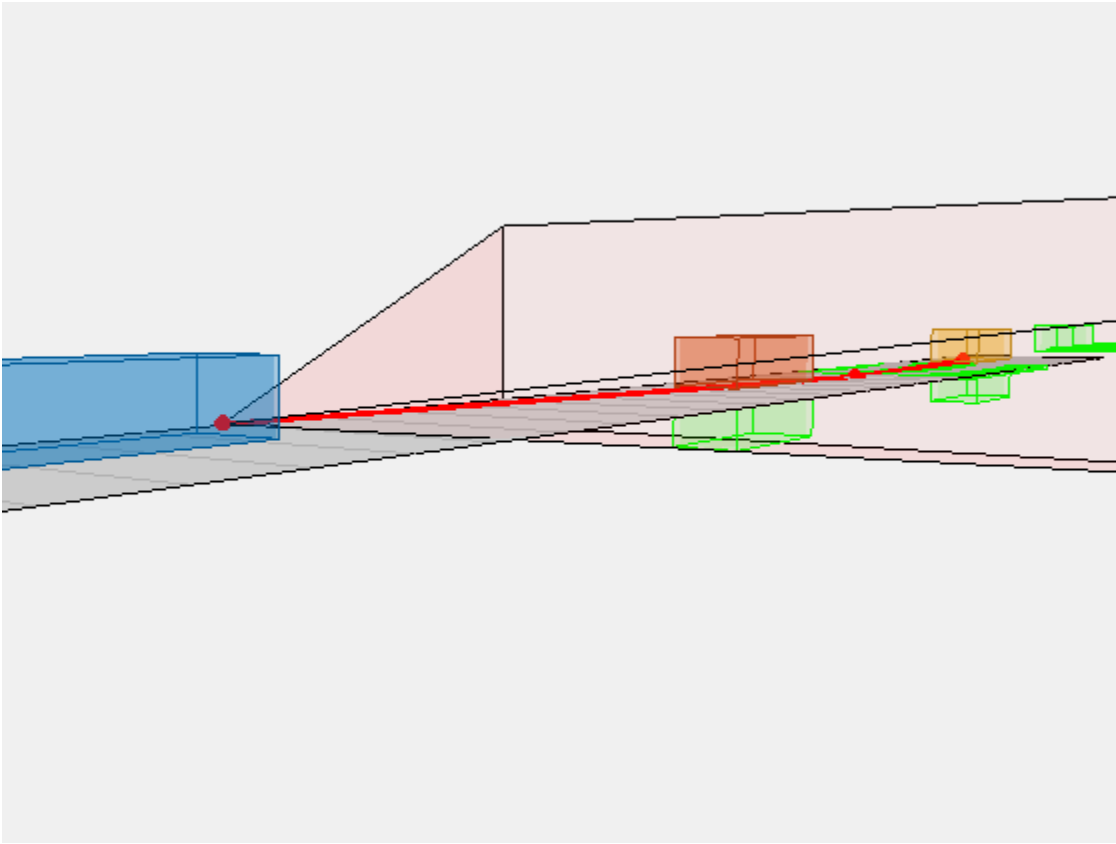
The detection from the occluded car is possible due to the three-bounce path that exists between the road surface and the underside of the red car.

```

% Find the 3-bounce detection from the occluded car
i3 = find(cellfun(@(d)d.ObjectAttributes{1}.BouncePathIndex,dyndets)==3);
det3 = dyndets{i3};

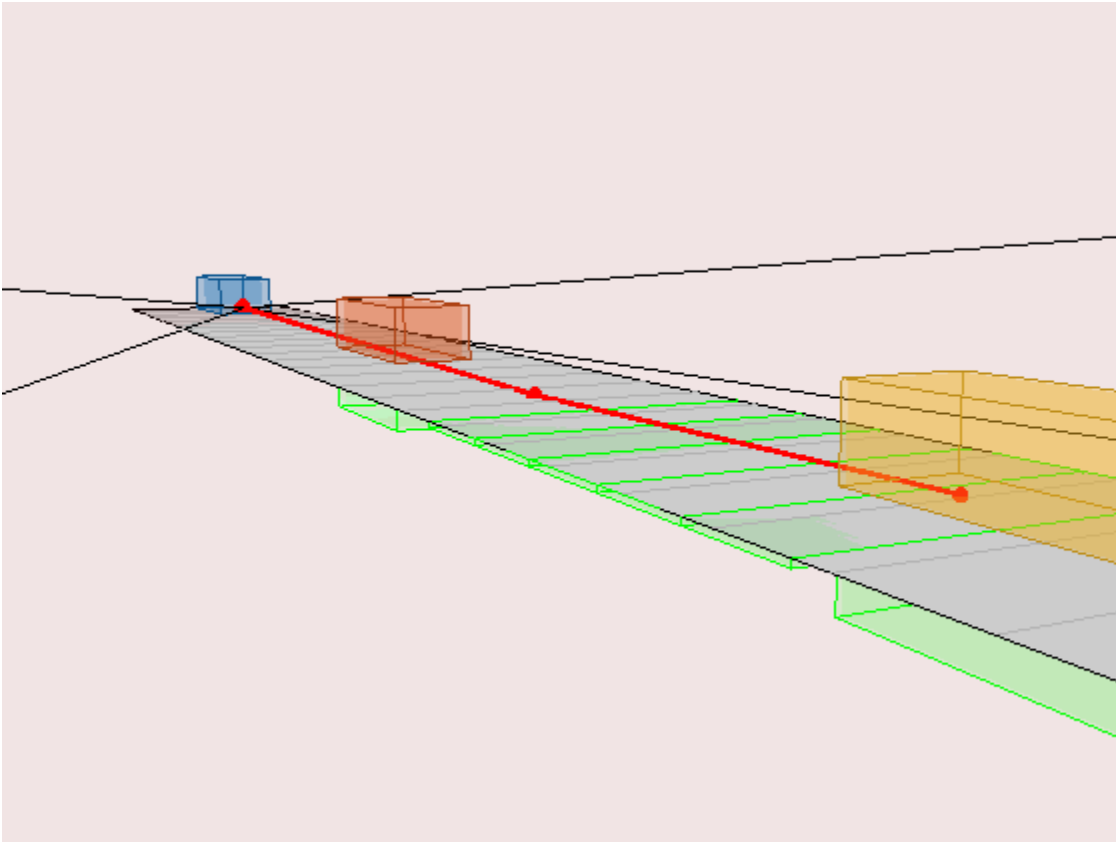
% Plot the 3-bounce path between the radar and the occluded car
iBncTgt = find([poses.ActorID]==det3.ObjectAttributes{1}.BounceTargetIndex);
iTgt = find([poses.ActorID]==det3.ObjectAttributes{1}.TargetIndex);
pos = [rdg.MountingLocation;poses(iBncTgt).Position;poses(iTgt).Position]+egoVehicle.Position;
hold(ax3d,'on');
plot3(ax3d,pos(:,1),pos(:,2),pos(:,3),'r-*','LineWidth',2);
campos([-6 -15 2]); camtarget([17 0 0]);

```



This figure shows the three-bounce path as the red line. Observe that a bounce path between the radar and the occluded yellow car exists by passing below the underside of the red car.

```
% Show bounce path arriving at the occluded yellow car  
campos([55 -10 3]); camtarget([35 0 0]);
```



This figure shows the three-bounce path arriving at the occluded yellow car after bouncing off of the road surface.

### Summary

In this example, you learned how ghost target detections arise from multiple reflections that can occur between the radar and a target. An automotive radar scenario was used to highlight a common case where ghost targets are generated by a guardrail in the field of view of the radar. As a result, there are four unique bounce paths which can produce these ghost detections. The kinematics of the ghost target detections are like the detections of true targets, and as a result, these ghost targets can create ghost tracks which can add additional processing load to a tracker and may confuse control algorithms using these tracks. The `radarTransceiver` can be used to generate higher-fidelity IQ data that is appropriate as input to detection and tracking algorithms.

```
% Restore random state
rng(rndState);
```

### Supporting Functions

#### `helperKeepDynamicObjects`

```
function dynrpts = helperKeepDynamicObjects(rpts,egoVehicle)
% Filter out target reports corresponding to static objects (e.g. guardrail)
%
% This is a helper function and may be removed or modified in a future
% release.
```

```
dynrpts = rpts;
if ~isempty(rpts)
    if iscell(rpts)
        vel = cell2mat(cellfun(@(d)d.Measurement(4:end),rpts(:)','UniformOutput',false));
    else
        vel = cell2mat(arrayfun(@(t)t.State(2:2:end),rpts(:)','UniformOutput',false));
    end
    vel = sign(vel(1,:)).*sqrt(sum(abs(vel(1:2,:)).^2,1));
    egoVel = sign(egoVehicle.Velocity(1))*norm(egoVehicle.Velocity(1:2));
    gndvel = vel+egoVel; % detection speed relative to ground
    isStatic = gndvel > -4 & ... greater than 4 m/s departing and,
               gndvel < 8; % less than 8 m/s closing speed
    dynrpts = rpts(~isStatic);
end
end
```

### normmax

```
function y = normmax(x)
if all(abs(x(:))==0)
    y = ones(size(x),'like',x);
else
    y = x(:)/max(abs(x(:)));
end
end
```

## See Also

### Related Examples

- “Model Radar Sensor Detections” on page 8-559
- “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288
- “Highway Vehicle Tracking with Multipath Radar Reflections” on page 8-454

## Create Driving Scenario Programmatically

This example shows how to generate ground truth for synthetic sensor data and tracking algorithms. It also shows how to update actor poses in open-loop and closed-loop simulations. Finally, it shows how to use the driving scenario to perform coordinate conversion and incorporate them into the bird's-eye plot.

In this example, you programmatically create the driving scenario from the MATLAB® command line. Alternatively, you can create scenarios interactively by using the Driving Scenario Designer app. For an example, see “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2.

### Introduction

One of the goals of a driving scenario is to generate "ground truth" test cases for use with sensor detection and tracking algorithms used on a specific vehicle.

This ground truth is typically defined in a global coordinate system; but, because sensors are typically mounted on a moving vehicle, this data needs to be converted to a reference frame that moves along with the vehicle. The driving scenario facilitates this conversion automatically, allowing you to specify roads and trajectories of objects in global coordinates and provides tools to convert and visualize this information in the reference frame of any actor in the scenario.

### Convert Pose Information to an Actor's Reference Frame

A `drivingScenario` consists of a model of roads and movable objects, called actors. You can use actors to model pedestrians, parking meters, fire hydrants, and other objects within the scenario. Actors consist of cuboids with a length, width, height, and a radar cross-section (RCS). An actor is positioned and oriented about a single point in the center of its bottom face.

A special kind of actor that moves on wheels is a vehicle, which is positioned and oriented on the ground directly beneath the center of the rear axle, which is a more natural center of rotation.

All actors (including vehicles) may be placed anywhere within the scenario by specifying their respective `Position`, `Roll`, `Pitch`, `Yaw`, `Velocity`, and `AngularVelocity` properties.

Here is an example of a scenario consisting of two vehicles 10 meters apart and driving towards the origin at a speed of 3 and 4 meters per second, respectively:

```
scenario = drivingScenario;
v1 = vehicle(scenario, 'ClassID', 1, 'Position', [6 0 0], 'Velocity', [-3 0 0], 'Yaw', 180)
```

```
v1 =
```

```
Vehicle with properties:
```

```
FrontOverhang: 0.9000
RearOverhang: 1
Wheelbase: 2.8000
EntryTime: 0
ExitTime: Inf
ActorID: 1
ClassID: 1
```

```
Name: ""
PlotColor: [0 0.4470 0.7410]
Position: [6 0 0]
Velocity: [-3 0 0]
  Yaw: 180
  Pitch: 0
  Roll: 0
AngularVelocity: [0 0 0]
  Length: 4.7000
  Width: 1.8000
  Height: 1.4000
  Mesh: [1x1 extendedObjectMesh]
RCSPattern: [2x2 double]
RCSAzimuthAngles: [-180 180]
RCSElevationAngles: [-90 90]
```

```
v2 = vehicle(scenario, 'ClassID', 1, 'Position', [0 10 0], 'Velocity', [0 -4 0], 'Yaw', -90)
```

```
v2 =
```

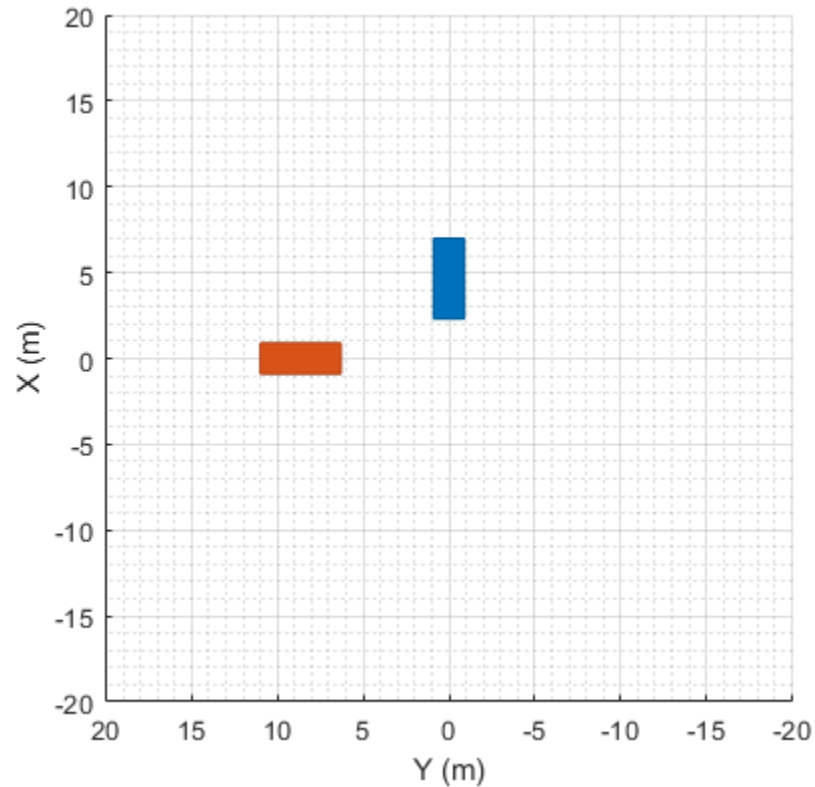
```
Vehicle with properties:
```

```
FrontOverhang: 0.9000
RearOverhang: 1
Wheelbase: 2.8000
EntryTime: 0
ExitTime: Inf
ActorID: 2
ClassID: 1
Name: ""
PlotColor: [0.8500 0.3250 0.0980]
Position: [0 10 0]
Velocity: [0 -4 0]
  Yaw: -90
  Pitch: 0
  Roll: 0
AngularVelocity: [0 0 0]
  Length: 4.7000
  Width: 1.8000
  Height: 1.4000
  Mesh: [1x1 extendedObjectMesh]
RCSPattern: [2x2 double]
RCSAzimuthAngles: [-180 180]
RCSElevationAngles: [-90 90]
```

To visualize a scenario, call the `plot` function on it:

```
plot(scenario);
set(gcf, 'Name', 'Scenario Plot')
xlim([-20 20]);
ylim([-20 20]);
```





Once all the actors in a scenario have been created, you can inspect the pose information of all the actors in the coordinates of the scenario by inspecting the `Position`, `Roll`, `Pitch`, `Yaw`, `Velocity`, and `AngularVelocity` properties of each actor, or you may obtain all of them in a convenient structure by calling the `actorPoses` function on the scenario:

```
ap = actorPoses(scenario)
```

```
ap =
```

```
2x1 struct array with fields:
```

```
ActorID
Position
Velocity
Roll
Pitch
Yaw
AngularVelocity
```

To obtain the pose information of all other objects (or targets) seen by a specific actor in its own reference frame, you can call the `targetPoses` function on the actor itself:

```
v2TargetPoses = targetPoses(v2)
```

```
v2TargetPoses =
```

```
struct with fields:
    ActorID: 1
    ClassID: 1
    Position: [10 6.0000 0]
    Velocity: [-4 -3.0000 0]
    Roll: 0
    Pitch: 0
    Yaw: -90.0000
    AngularVelocity: [0 0 0]
```

We can qualitatively confirm the relative vehicle placement by adding a chase plot for a vehicle. By default, a chase plot displays a projective-perspective view from a fixed distance behind the vehicle.

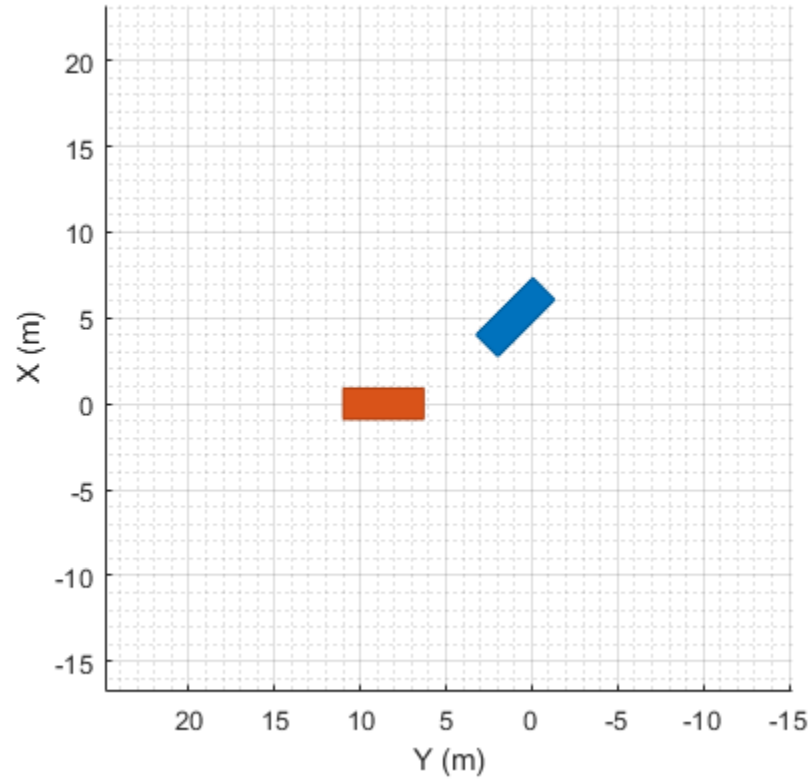
Here we show the perspective seen just behind the second vehicle (red). The target poses seen by the second vehicle show that the location of the other vehicle (in blue) is 6 m forward and 10 m to the left of the second vehicle. We can see this qualitatively in the chase plot:

```
chasePlot(v2)
set(gcf, 'Name', 'Chase Plot')
```



Normally all plots associated with a driving scenario are updated in the course of simulation when calling the `advance` function. If you update a position property of another actor manually, you can call `updatePlots` to see the results immediately:

```
v1.Yaw = 135;  
updatePlots(scenario);
```





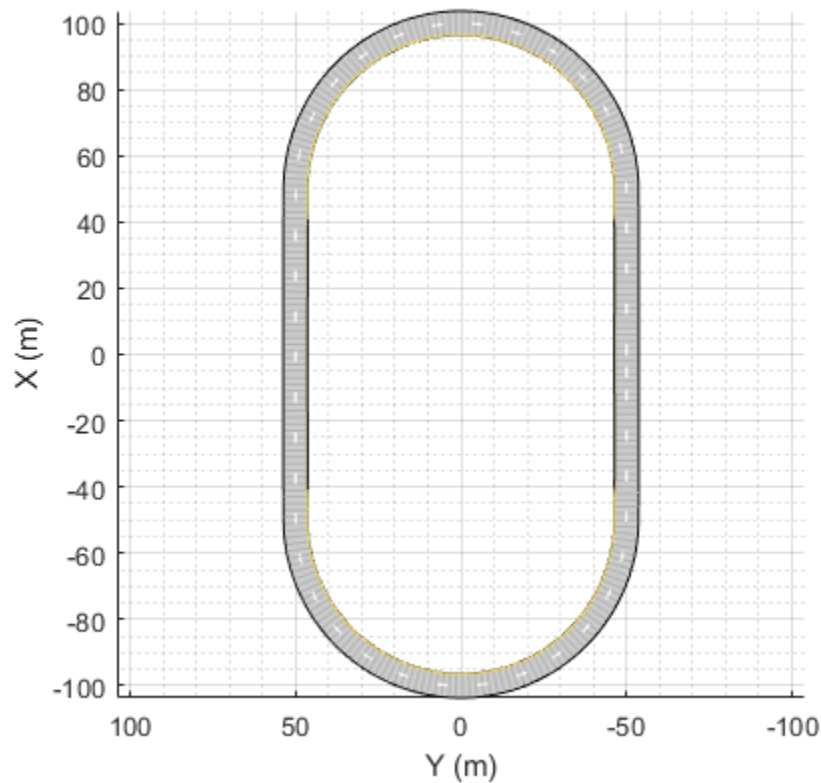
### Convert Road Boundaries to an Actor's Reference Frame

The driving scenario can also be used to retrieve the boundaries of roads defined in the scenario.

Here we make use of the simple oval track described in “Define Road Layouts Programmatically” on page 8-653, which covers an area roughly 200 meters long and 100 meters wide and whose curves have a bank angle of nine degrees:

```
scenario = drivingScenario;
roadCenters = ...
    [ 0 40 49 50 100 50 49 40 -40 -49 -50 -100 -50 -49 -40 0
      -50 -50 -50 -50 0 50 50 50 50 50 50 0 -50 -50 -50 -50
        0 0 .45 .45 .45 .45 .45 0 0 .45 .45 .45 .45 .45 0 0]';
bankAngles = ...
    [ 0 0 9 9 9 9 9 0 0 9 9 9 9 9 0 0];

road(scenario, roadCenters, bankAngles, 'lanes', lanespec(2));
plot(scenario);
```



To obtain the lines that define the borders of the road, use the `roadBoundaries` function on the driving scenario. It returns a cell array that contains the road borders (shown in the scenario plot above as the solid black lines).

```
rb = roadBoundaries(scenario)
```

```
rb =
```

```
1x2 cell array
```

```
{258x3 double} {258x3 double}
```

In the example above, there are two road boundaries (an outer and an inner boundary). You can plot them yourself as follows:

```
figure
```

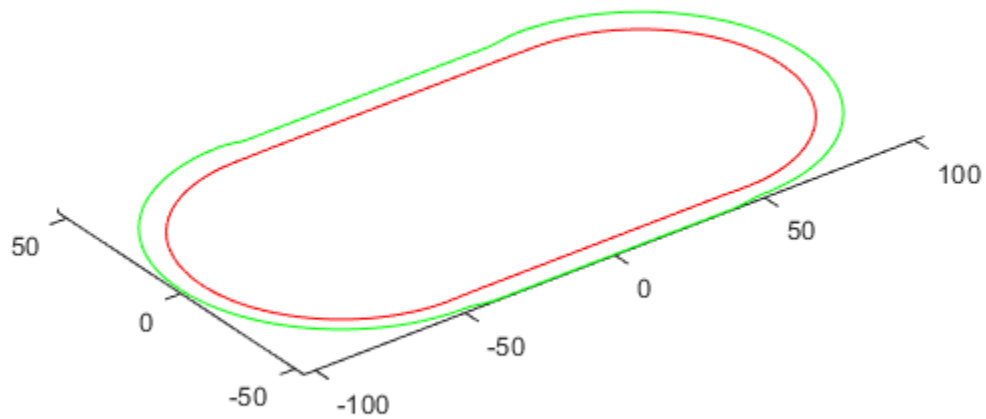
```
outerBoundary = rb{1};
```

```
innerBoundary = rb{2};
```

```
plot3(innerBoundary(:,1),innerBoundary(:,2),innerBoundary(:,3),'r', ...
```

```
       outerBoundary(:,1),outerBoundary(:,2),outerBoundary(:,3),'g')
```

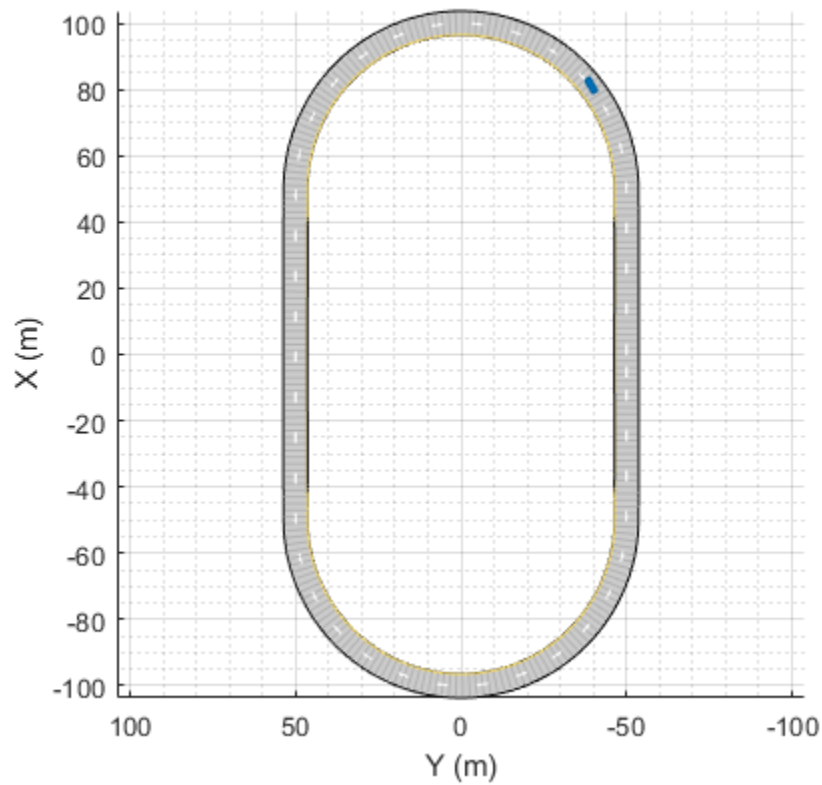
```
axis equal
```



You can use the `roadBoundaries` function on an actor to obtain the road boundaries in the coordinates of the actor. To do that, simply pass the actor as the first argument, instead of the scenario.

To see this, add an "ego vehicle" and place it on the track:

```
egoCar = vehicle(scenario, 'ClassID',1, 'Position',[80 -40 0.45], 'Yaw',30);
```



Next, call the `roadBoundaries` function on the vehicle and plot it as before. It will be rendered relative to the vehicle's coordinates:

```
figure
```

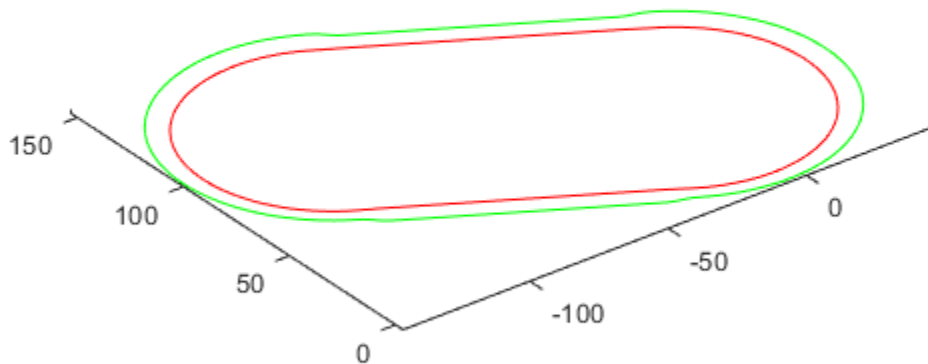
```
rb = roadBoundaries(egoCar)
outerBoundary = rb{1};
innerBoundary = rb{2};
```

```
plot3(innerBoundary(:,1),innerBoundary(:,2),innerBoundary(:,3),'r', ...
       outerBoundary(:,1),outerBoundary(:,2),outerBoundary(:,3),'g')
axis equal
```

```
rb =
```

```
1x2 cell array
```

```
{258x3 double} {258x3 double}
```



### Specify Actor Trajectory

You can position and plot any specific actor along a predefined three-dimensional path.

Here is an example for two vehicles that follow the racetrack at 30 m/s and 50 m/s respectively, each in its own respective lane. We offset the cars from the center of the road by setting the offset position by half a lane width of 2.7 meters, and, for the banked angle sections of the track, half the vertical height on each side:

```
chasePlot(egoCar);
fastCar = vehicle(scenario, 'ClassID',1);

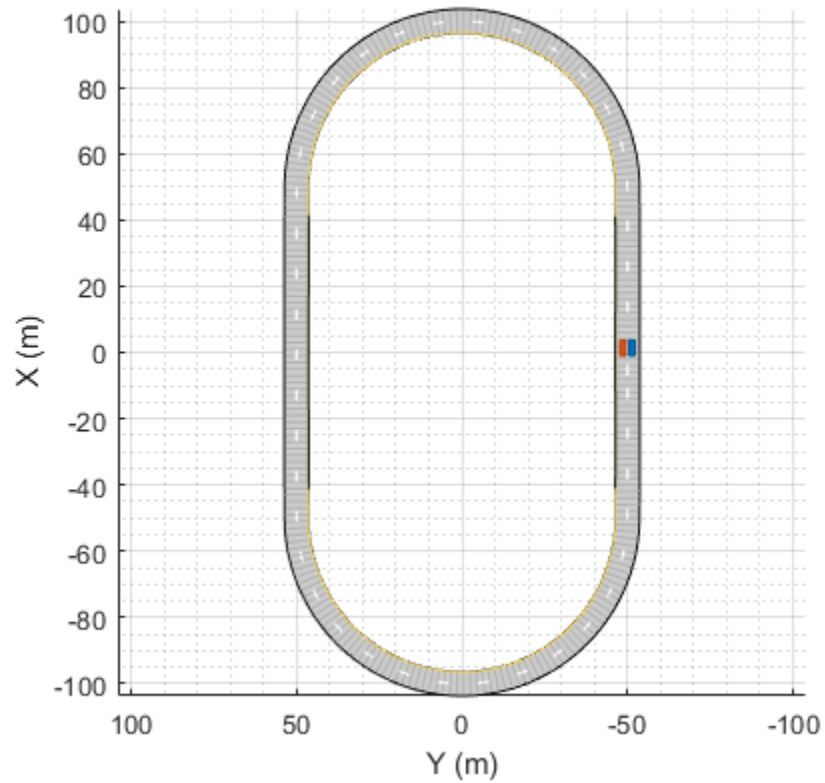
d = 2.7/2;
h = .45/2;
roadOffset = [ 0 0 0 0 d 0 0 0 0 0 0 -d 0 0 0 0
               -d -d -d -d 0 d d d d d d 0 -d -d -d -d
               0 0 h h h h h 0 0 h h h h h 0 0]';

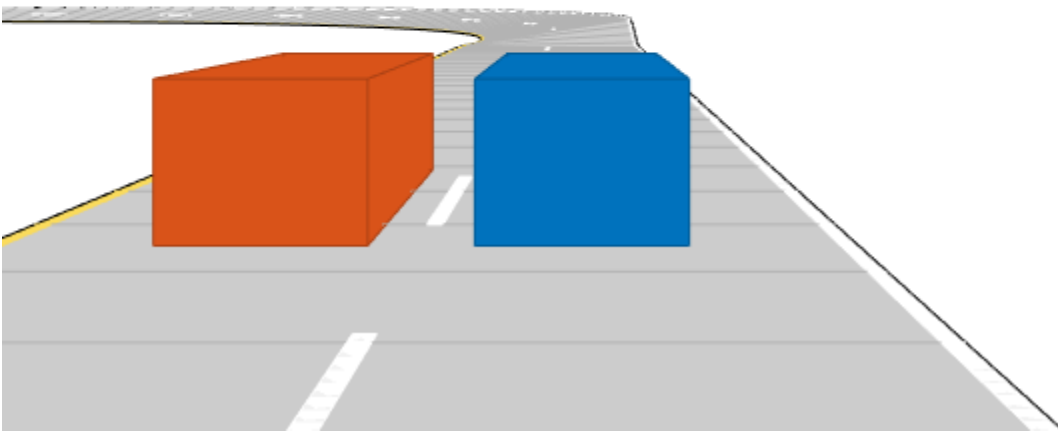
rWayPoints = roadCenters + roadOffset;
lWayPoints = roadCenters - roadOffset;

% loop around the track four times
rWayPoints = [repmat(rWayPoints(1:end-1,:),5,1); rWayPoints(1,:)];
lWayPoints = [repmat(lWayPoints(1:end-1,:),5,1); lWayPoints(1,:)];

smoothTrajectory(egoCar,rWayPoints(:,,:), 30);
smoothTrajectory(fastCar,lWayPoints(:,,:), 50);
```







### Advance the Simulation

Actors that follow a trajectory are updated by calling `advance` on the driving scenario. When `advance` is called, each actor that is following a trajectory will move forward, and the corresponding plots will be updated. Only actors that have defined trajectories actually update. This is so you can provide your own logic while the simulation is running.

The `SampleTime` property in the scenario governs the interval of time between updates. By default it is 10 milliseconds, but you may specify it with arbitrary resolution:

```
scenario.SampleTime = 0.02
```

```
scenario =
```

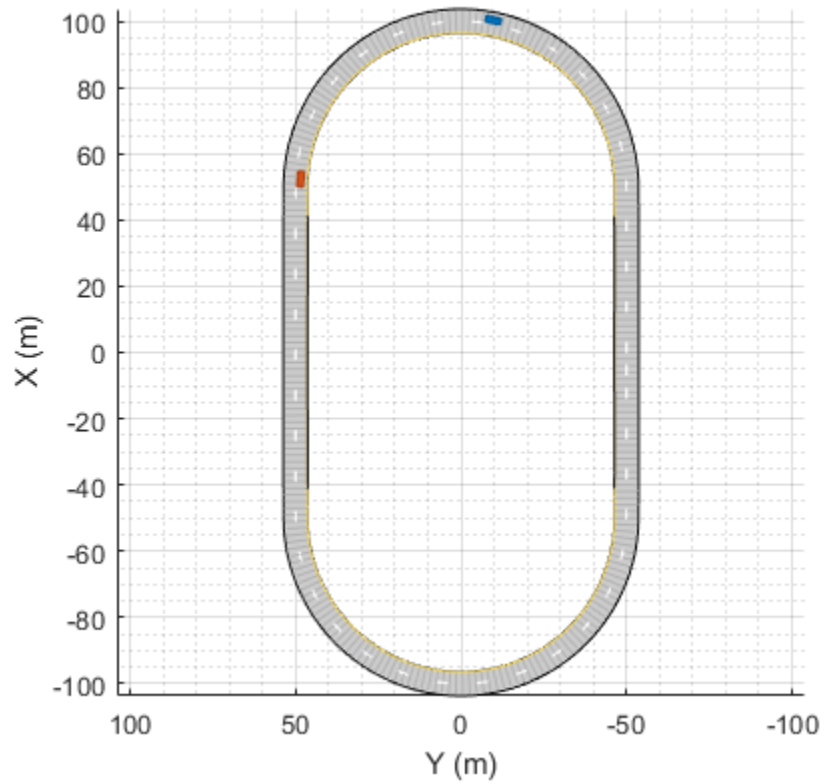
```
  drivingScenario with properties:
```

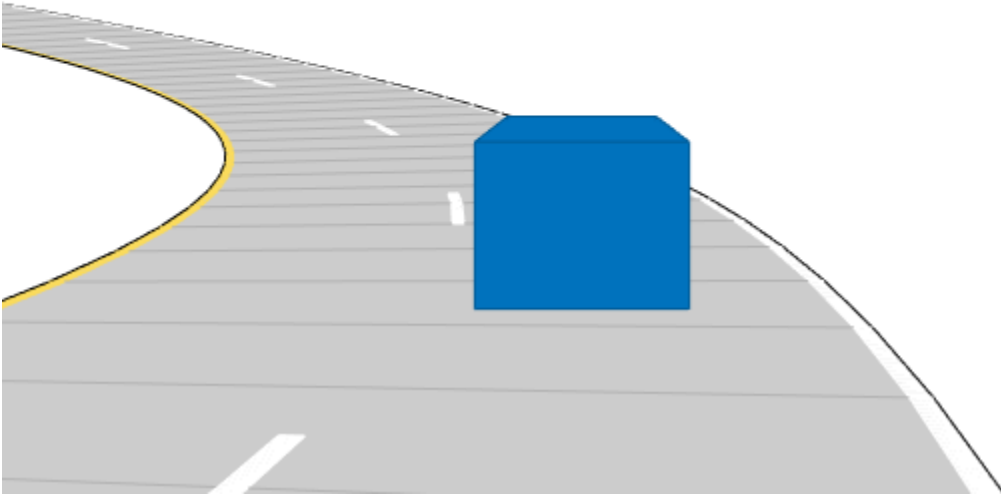
```
    SampleTime: 0.0200
    StopTime: Inf
    SimulationTime: 0
    IsRunning: 1
    Actors: [1x2 driving.scenario.Vehicle]
    Barriers: [0x0 driving.scenario.Barrier]
    ParkingLots: [0x0 driving.scenario.ParkingLot]
```

You can run the simulation by calling `advance` in the conditional of a while loop and placing commands to inspect or modify the scenario within the body of the loop.

The while loop will automatically terminate when the trajectory for any vehicle has finished or an optional StopTime has been reached.

```
scenario.StopTime = 4;  
while advance(scenario)  
    pause(0.001)  
end
```





### Record a Scenario

As a convenience when the trajectories of all actors are known in advance, you can call the `record` function on the scenario to return a structure that contains the pose information of each actor at each time-step.

For example, you can inspect the pose information of each actor for the first 100 milliseconds of the simulation, and inspect the fifth recorded sample:

```
close all

scenario.StopTime = 0.100;
poseRecord = record(scenario)

r = poseRecord(5)
r.ActorPoses(1)
r.ActorPoses(2)

poseRecord =

    1x5 struct array with fields:

        SimulationTime
        ActorPoses
```

```

r =
    struct with fields:
        SimulationTime: 0.0800
        ActorPoses: [2x1 struct]

ans =
    struct with fields:
        ActorID: 1
        Position: [2.4000 -51.3502 0]
        Velocity: [30.0000 -0.0038 0]
        Roll: 0
        Pitch: 0
        Yaw: -0.0073
        AngularVelocity: [0 0 -0.0823]

ans =
    struct with fields:
        ActorID: 2
        Position: [4.0000 -48.6504 0]
        Velocity: [50.0000 -0.0105 0]
        Roll: 0
        Pitch: 0
        Yaw: -0.0120
        AngularVelocity: [0 0 -0.1235]

```

### Incorporating Multiple Views with the Bird's Eye Plot

When debugging the simulation, you may wish to report the "ground truth" data in the bird's-eye plot of a specific actor while simultaneously viewing the plots generated by the scenario. To do this, you can first create a figure with axes placed in a custom arrangement:

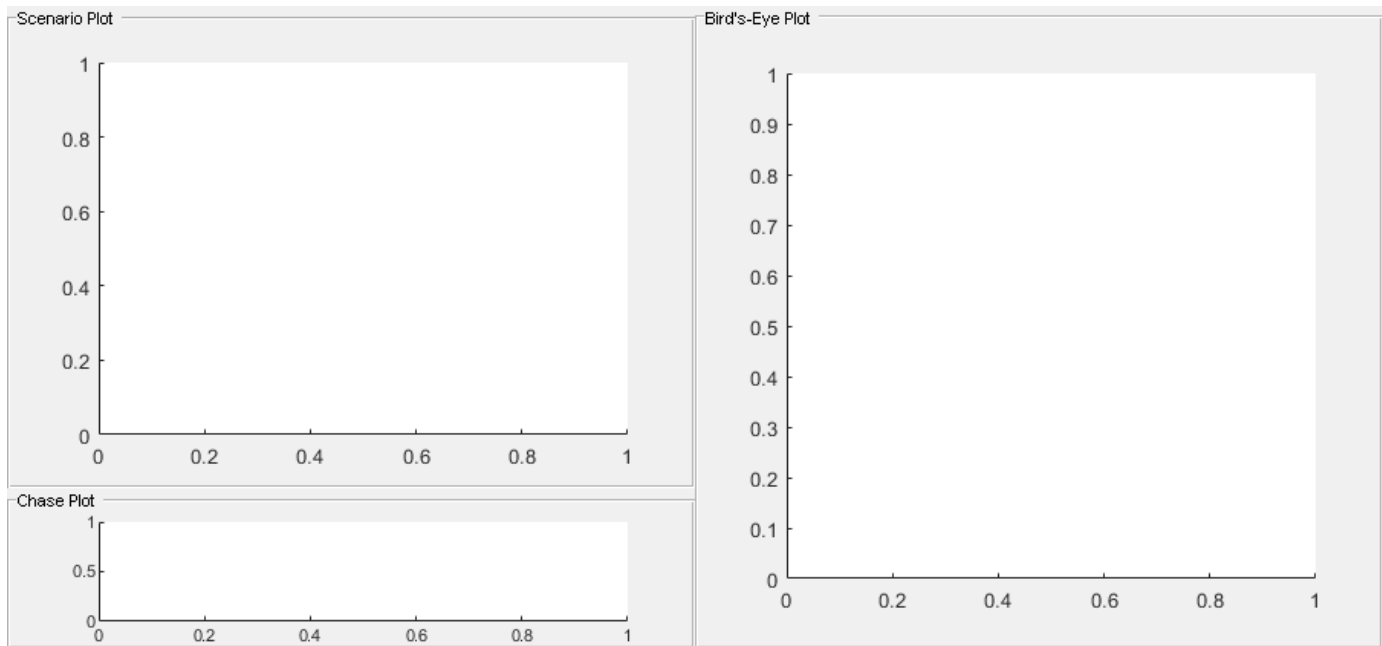
```

close all;
hFigure = figure;
hFigure.Position(3) = 900;

hPanel1 = uipanel(hFigure,'Units','Normalized','Position',[0 1/4 1/2 3/4],'Title','Scenario Plot');
hPanel2 = uipanel(hFigure,'Units','Normalized','Position',[0 0 1/2 1/4],'Title','Chase Plot');
hPanel3 = uipanel(hFigure,'Units','Normalized','Position',[1/2 0 1/2 1],'Title','Bird's-Eye Plot');

hAxes1 = axes('Parent',hPanel1);
hAxes2 = axes('Parent',hPanel2);
hAxes3 = axes('Parent',hPanel3);

```

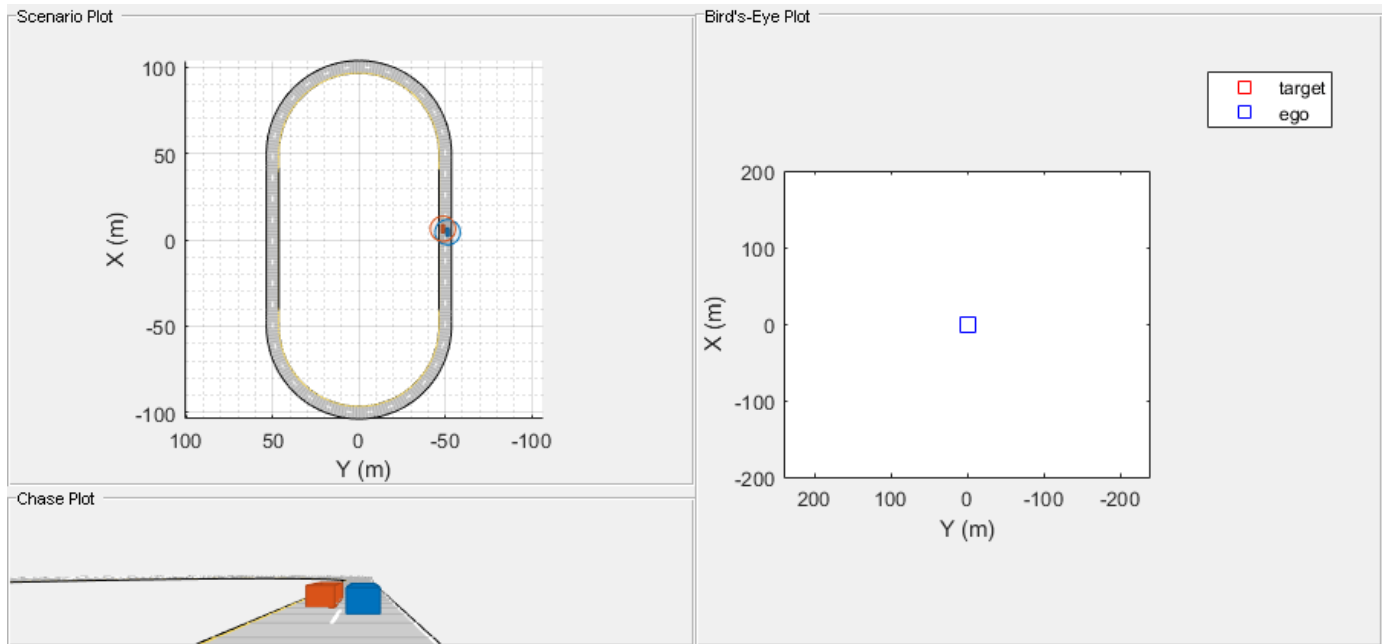


Once you have the axes defined, you specify them via the Parent property when creating the plots:

```
% assign scenario plot to first axes and add indicators for ActorIDs 1 and 2
plot(scenario, 'Parent', hAxes1, 'ActorIndicators', [1 2]);
```

```
% assign chase plot to second axes
chasePlot(egoCar, 'Parent', hAxes2);
```

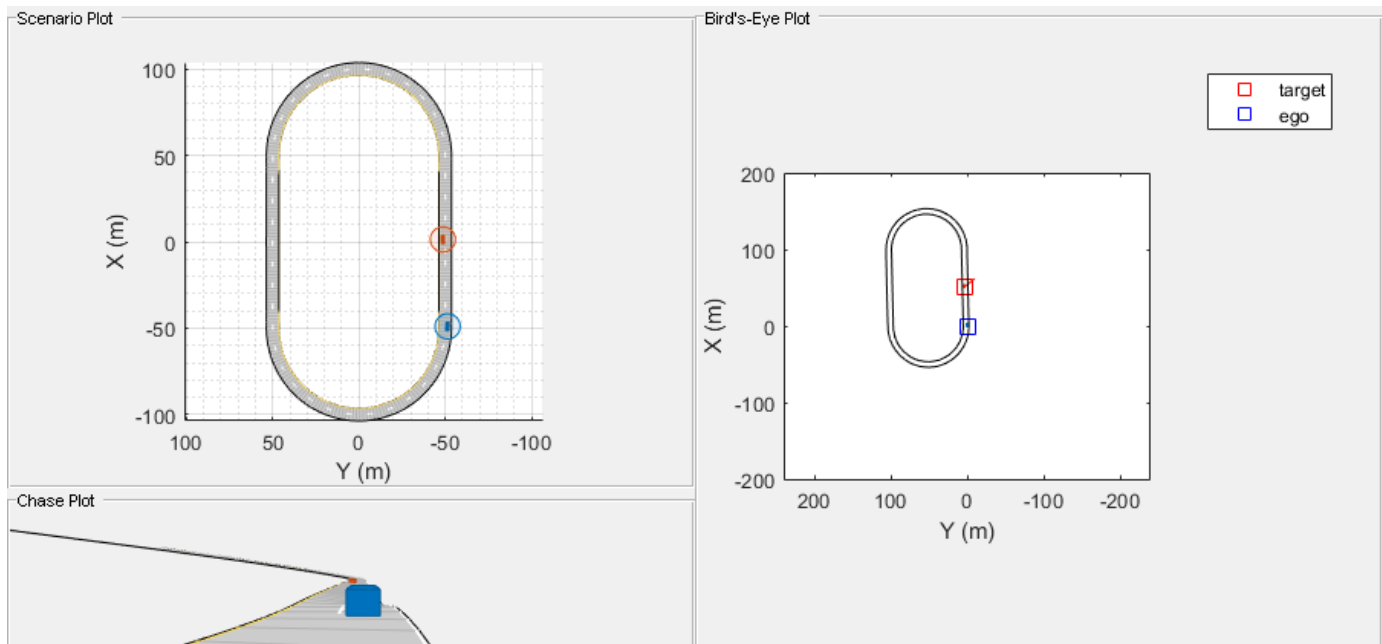
```
% assign bird's-eye plot to third axes
egoCarBEP = birdsEyePlot('Parent', hAxes3, 'XLimits', [-200 200], 'YLimits', [-240 240]);
fastTrackPlotter = trackPlotter(egoCarBEP, 'MarkerEdgeColor', 'red', 'DisplayName', 'target', 'Velocity');
egoTrackPlotter = trackPlotter(egoCarBEP, 'MarkerEdgeColor', 'blue', 'DisplayName', 'ego', 'Velocity');
egoLanePlotter = laneBoundaryPlotter(egoCarBEP);
plotTrack(egoTrackPlotter, [0 0]);
egoOutlinePlotter = outlinePlotter(egoCarBEP);
```



You now can restart the simulation and run it to completion, this time extracting the positional information of the target car via `targetPoses` and display it in the bird's-eye plot. Similarly, you can also call `roadBoundaries` and `targetOutlines` directly from the ego vehicle to extract the road boundaries and the outlines of the actors. The bird's-eye plot is capable of displaying the results of these functions directly:

```
restart(scenario)
scenario.StopTime = Inf;
```

```
while advance(scenario)
    t = targetPoses(egoCar);
    plotTrack(fastTrackPlotter, t.Position, t.Velocity);
    rbs = roadBoundaries(egoCar);
    plotLaneBoundary(egoLanePlotter, rbs);
    [position, yaw, length, width, originOffset, color] = targetOutlines(egoCar);
    plotOutline(egoOutlinePlotter, position, yaw, length, width, 'OriginOffset', originOffset, 'C'
end
```



### Next Steps

This example showed how to generate and visualize ground truth for synthetic sensor data and tracking algorithms using a `drivingScenario` object. To simulate, visualize, or modify this driving scenario in an interactive environment, try importing the `drivingScenario` object into the Driving Scenario Designer app:

```
drivingScenarioDesigner(scenario)
```

### Further Information

For more information on how to define actors and roads, see “Create Actor and Vehicle Trajectories Programmatically” on page 8-642 and “Define Road Layouts Programmatically” on page 8-653.

For a more in-depth example on how to use the bird's-eye plot with detections and tracks, see “Visualize Sensor Coverage, Detections, and Tracks” on page 8-321.

For examples that use the driving scenario to assist in generating synthetic data, see “Model Radar Sensor Detections” on page 8-559, “Model Vision Sensor Detections” on page 8-575, and “Sensor Fusion Using Synthetic Radar and Vision Data” on page 8-288.

## See Also

### Apps

**Driving Scenario Designer**

### Objects

`drivingScenario` | `birdsEyePlot`

### Functions

`vehicle` | `actorPoses` | `targetPoses` | `road` | `roadBoundaries` | `updatePlots` | `chasePlot` | `record`



## **More About**

- “Create Driving Scenario Variations Programmatically” on page 5-125
- “Create Actor and Vehicle Trajectories Programmatically” on page 8-642
- “Define Road Layouts Programmatically” on page 8-653
- “Scenario Generation from Recorded Vehicle Data” on page 8-518
- “Automatic Scenario Generation” on page 8-969

## Create Actor and Vehicle Trajectories Programmatically

This example shows how to programmatically create actor and vehicle trajectories for a driving scenario using Automated Driving Toolbox™ functions. To create actor and vehicle trajectories interactively, use the Driving Scenario Designer app.

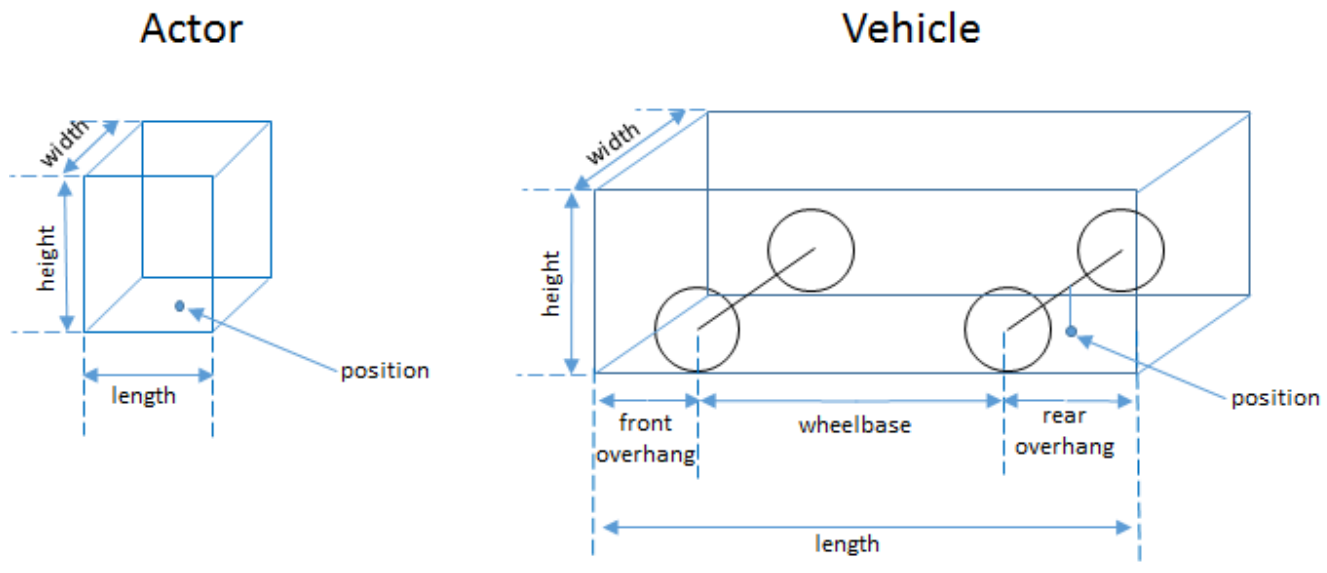
### Actors and Vehicles

Actors in a driving scenario are defined as cuboid objects with a specific length, width, and height. Actors also have a radar cross section (specified in dBsm) which you can refine by defining angular coordinates (azimuth and elevation). Cuboid driving scenarios define the position of an actor as the center of its bottom face. Driving scenarios use this point as the point of contact of the actor with the ground. This point is also the rotational center of the actor.

A vehicle is a special kind of actor that moves on wheels. Vehicles possess three extra properties that govern the placement of the front and rear axle.

- The *wheelbase* is the distance between the front and rear axles.
- The *front overhang* is the amount of distance between the front axle and the front of the vehicle.
- The *rear overhang* is the distance between the rear axle and the rear of the vehicle.

Unlike actors, the position of a vehicle is on the ground at the center of the rear axle. This position corresponds to the natural center of rotation of the vehicle.



This table shows a typical list of actors and their corresponding dimensions:

actor classification	length	width	height	wheelbase	front overhang	rear overhang	radar cross-section
pedestrian	0.24 m	0.45 m	1.7 m	N/A	N/A	N/A	-8 dBsm
automobile	4.7 m	1.8 m	1.4 m	2.8 m	0.9 m	1.0 m	10 dBsm
motorcycle	2.2 m	0.6 m	1.5 m	1.51 m	0.37 m	0.32 m	0 dBsm

This code plots the position of an actor, with the dimensions of a typical human, and a vehicle in a driving scenario. The actor and vehicle are located at positions (0, 2) and (0, -2), respectively.

```
scenario = drivingScenario;
a = actor(scenario, 'ClassID', 1, 'Length', 0.24, 'Width', 0.45, 'Height', 1.7);
passingCar = vehicle(scenario, 'ClassID', 1);
a.Position = [0 2 0]
passingCar.Position = [0 -2 0]
plot(scenario)
ylim([-4 4])
```

a =

Actor with properties:

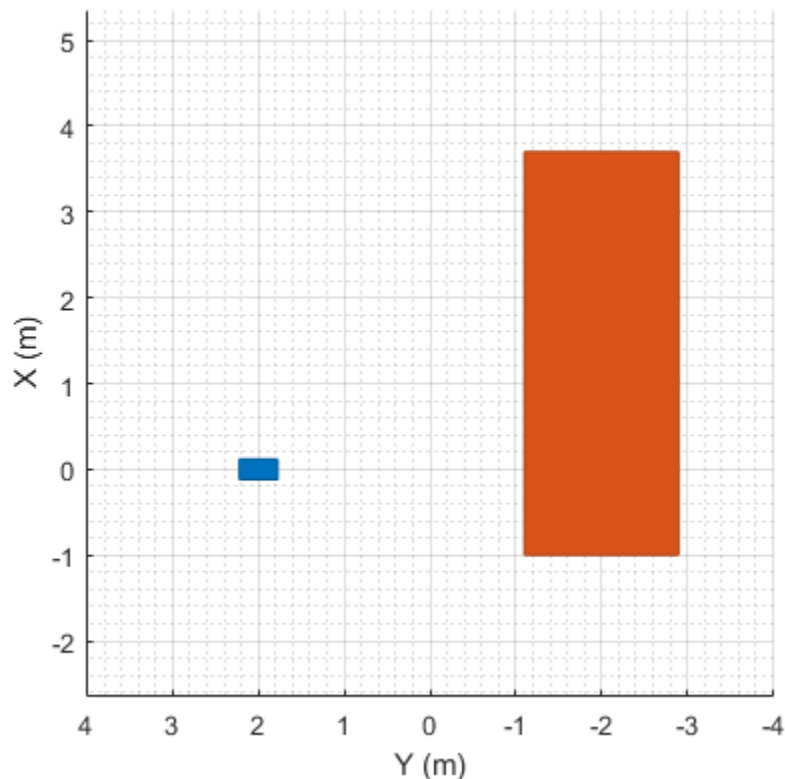
```
EntryTime: 0
ExitTime: Inf
ActorID: 1
ClassID: 1
Name: ""
PlotColor: [0 0.4470 0.7410]
Position: [0 2 0]
Velocity: [0 0 0]
Yaw: 0
Pitch: 0
Roll: 0
AngularVelocity: [0 0 0]
Length: 0.2400
Width: 0.4500
Height: 1.7000
Mesh: [1x1 extendedObjectMesh]
RCSPattern: [2x2 double]
RCSAzimuthAngles: [-180 180]
RCSElevationAngles: [-90 90]
```

passingCar =

Vehicle with properties:

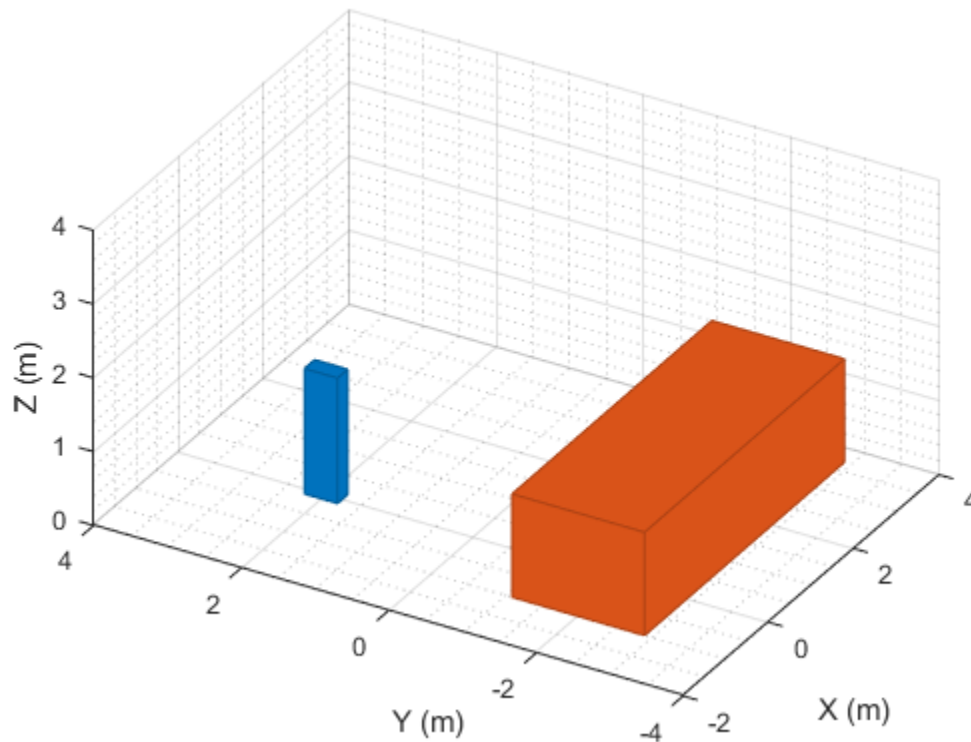
```
FrontOverhang: 0.9000
RearOverhang: 1
Wheelbase: 2.8000
EntryTime: 0
ExitTime: Inf
ActorID: 2
ClassID: 1
Name: ""
```

```
PlotColor: [0.8500 0.3250 0.0980]
Position: [0 -2 0]
Velocity: [0 0 0]
  Yaw: 0
  Pitch: 0
  Roll: 0
AngularVelocity: [0 0 0]
  Length: 4.7000
  Width: 1.8000
  Height: 1.4000
  Mesh: [1x1 extendedObjectMesh]
RCSPattern: [2x2 double]
RCSAzimuthAngles: [-180 180]
RCSElevationAngles: [-90 90]
```



By default, the scenario plot shows an overhead view of the actors. To change this view, you can manipulate the scenario plot interactively by selecting the **Camera Toolbar** available in the **View** menu of the plot. Alternatively, you can programmatically manipulate the plot by using functions such as `xlim`, `ylim`, `zlim`, and `view`. These functions enable you to compare the relative heights of the actors.

```
zlim([0 4])
view(-60,30)
```



## Define Trajectories

By using the `smoothTrajectory` function, you can specify actors and vehicles to follow a path along a set of waypoints at a set of given speeds. When you specify the waypoints, the `smoothTrajectory` function fits a piecewise clothoid curve to each segment between waypoints, preserving curvature between points. Clothoid curves have a curvature that varies linearly with distance traveled, which creates a very simple trajectory for drivers to navigate when traveling at constant velocity.

By default, actor trajectories have no curvature at the endpoints. To complete a loop, specify identical first and last waypoints.

To follow the entire trajectory at a constant speed, specify the speed as a scalar value.

Vehicles pass through the curve between waypoints at their rotational centers. Therefore, to accommodate the length of the vehicle in front of and behind the rear axle during simulation, you can offset the beginning and ending waypoints. Offsetting these waypoints fits the vehicle completely within the road at its endpoints.

If the vehicle needs to turn quickly to avoid an obstacle, place two points close together in the intended direction of travel. This example shows a vehicle turning quickly at two places, but otherwise steering normally.

```
scenario = drivingScenario;
road(scenario, [0 0; 10 0; 53 -20], 'lanes', lanespec(2));
plot(scenario, 'Waypoints', 'on')
idleCar = vehicle(scenario, 'ClassID', 1, 'Position', [25 -5.5 0], 'Yaw', -22);
```

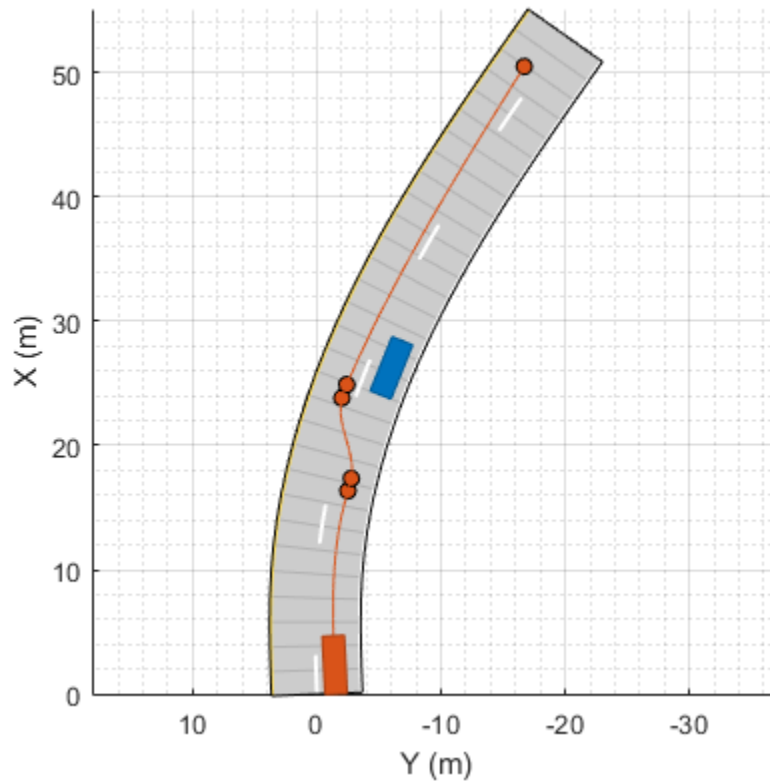
```
passingCar = vehicle(scenario, 'ClassID',1)

waypoints = [1 -1.5; 16.36 -2.5; 17.35 -2.765; 23.83 -2.01; 24.9 -2.4; 50.5 -16.7];
speed = 15;
smoothTrajectory(passingCar,waypoints,speed)
```

```
passingCar =
```

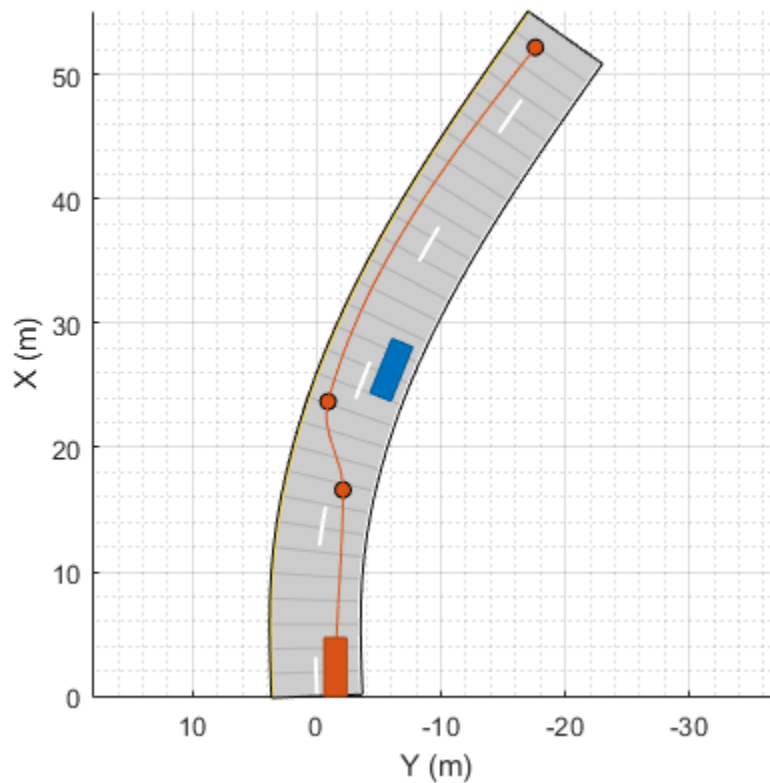
```
Vehicle with properties:
```

```
FrontOverhang: 0.9000
RearOverhang: 1
Wheelbase: 2.8000
EntryTime: 0
ExitTime: Inf
ActorID: 2
ClassID: 1
Name: ""
PlotColor: [0.8500 0.3250 0.0980]
Position: [0 0 0]
Velocity: [0 0 0]
Yaw: 0
Pitch: 0
Roll: 0
AngularVelocity: [0 0 0]
Length: 4.7000
Width: 1.8000
Height: 1.4000
Mesh: [1x1 extendedObjectMesh]
RCSPattern: [2x2 double]
RCSAzimuthAngles: [-180 180]
RCSElevationAngles: [-90 90]
```



Alternatively, you can use fewer waypoints at such turns by explicitly setting the yaw orientation angle of the vehicle at each waypoint. Yaw is positive in the counterclockwise direction, and its units are in degrees. In this variation of the previous example, the trajectory is constrained such that the vehicle is at a  $-15$  degree angle after moving into the left lane. By setting a waypoint to `NaN`, the `smoothTrajectory` function defaults to fitting a clothoid curve to the segment leading up that waypoint. In this case, that segment is the final one in the trajectory.

```
waypoints = [1 -1.5; 16.6 -2.1; 23.7 -0.9; 52.2 -17.6];
yaw = [0; 0; -15; NaN];
smoothTrajectory(passingCar, waypoints, speed, 'Yaw', yaw)
```



### Turning and Braking at Intersections

For sharp turns, either define waypoints close together at the start and end of the turn or explicitly set the yaw of the vehicle at each waypoint. This setting faithfully renders the sudden change in steering.

In this example, a vehicle makes a sharp left turn at an intersection using explicitly set yaw values. At the first waypoint and the waypoint before the turn, the vehicle has a yaw of 0 degrees. At the waypoint after the turn and the final waypoint, the vehicle has a yaw of 90 degrees, which is the orientation of the vehicle after completing the turn. By constraining the trajectory such that the vehicle achieves these yaw orientations, the vehicle turn is much sharper than if you had used the default yaw orientations.

The `smoothTrajectory` function generates a smooth, jerk-limited trajectory, with no discontinuities in acceleration between waypoints. When varying vehicle speeds, such as by slowing down at a turn, the distances between waypoints must be great enough for the vehicle to reach the desired speed while maintaining smooth acceleration throughout. Alternatively, at shorter distances, the changes in speeds must be relatively small. In this example, the vehicle decelerates from a speed of 6 m/s to 5 m/s as it enters the turn. After completing the turn, the vehicle accelerates back to its original speed.

```
scenario = drivingScenario;
road(scenario,[0 -25; 0 25],'lanes',lanespec([1 1]));
road(scenario,[-25 0; 25 0],'lanes',lanespec([1 1]));

turningCar = vehicle(scenario,'ClassID',1);
```

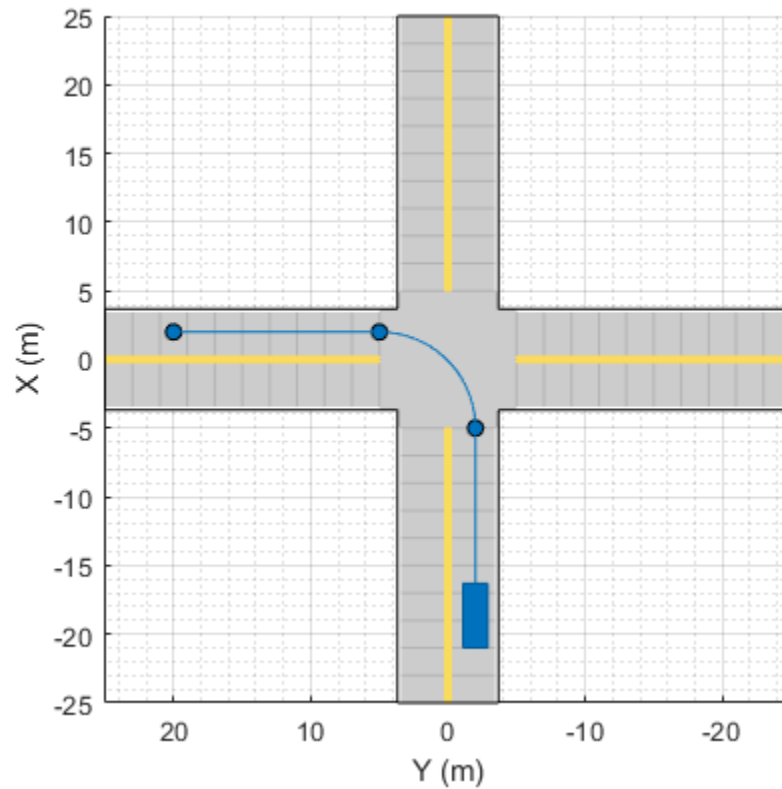


```

waypoints = [-20 -2; -5 -2; 2 5; 2 20];
speed = [6 5 5 6];
yaw = [0 0 90 90];
smoothTrajectory(turningCar,waypoints,speed,'Yaw',yaw)

plot(scenario,'Waypoints','on')

```



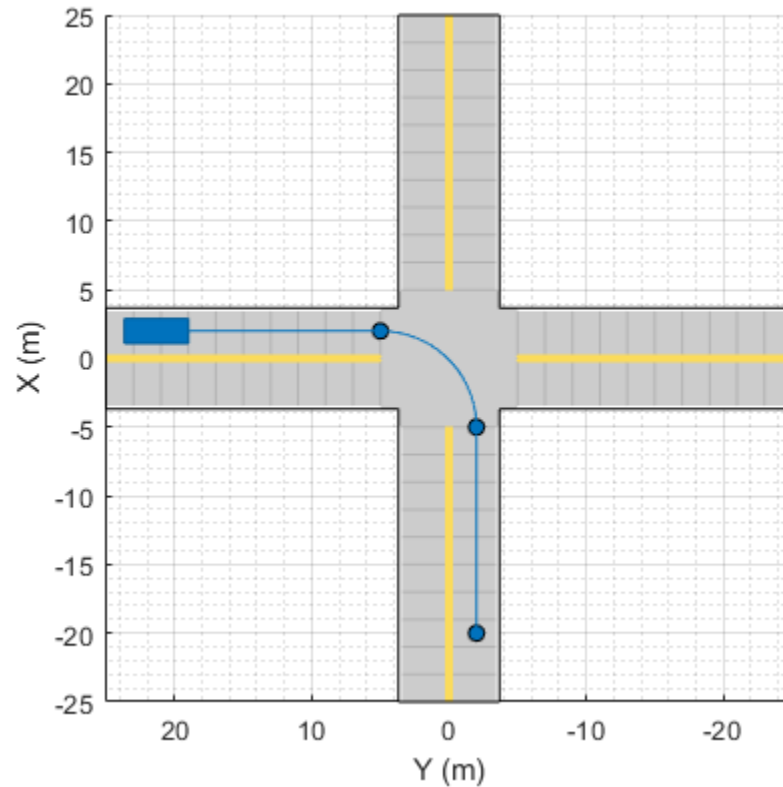
### Move Vehicles

After you define all the roads, actors, and actor trajectories, you can increment the position of each actor by using the advance function on the driving scenario in a loop.

```

while advance(scenario)
    pause(0.01)
end

```



### Move Vehicles in Reverse

To specify reverse driving motions, specify a trajectory with negative speeds. When switching between forward and reverse motions, you must specify a waypoint between these motions that has a speed of 0. At this waypoint, the vehicle decelerates until it comes to a complete stop, and then changes driving directions.

This example expands on the previous example. This time, after completing the left turn, the vehicle backs up and reverses at the intersection. Then, the vehicle switches direction again and drives forward until it stops in the opposite lane from where it started. Because the vehicle travels at slow speeds, to speed up the simulation, specify a shorter pause between simulation updates.

```
scenario = drivingScenario;
road(scenario,[0 -25; 0 25],'lanes',lanespec([1 1]));
road(scenario,[-25 0; 25 0],'lanes',lanespec([1 1]));

turningCar = vehicle(scenario,'ClassID',1);

waypoints = [-20 -2; -5 -2; 2 5; 2 20; 2 5; 5 2; -20 2];
speed = [6 5 5 0 -2 0 5];
yaw = [0 0 90 90 -90 0 -180];
smoothTrajectory(turningCar,waypoints,speed,'Yaw',yaw)

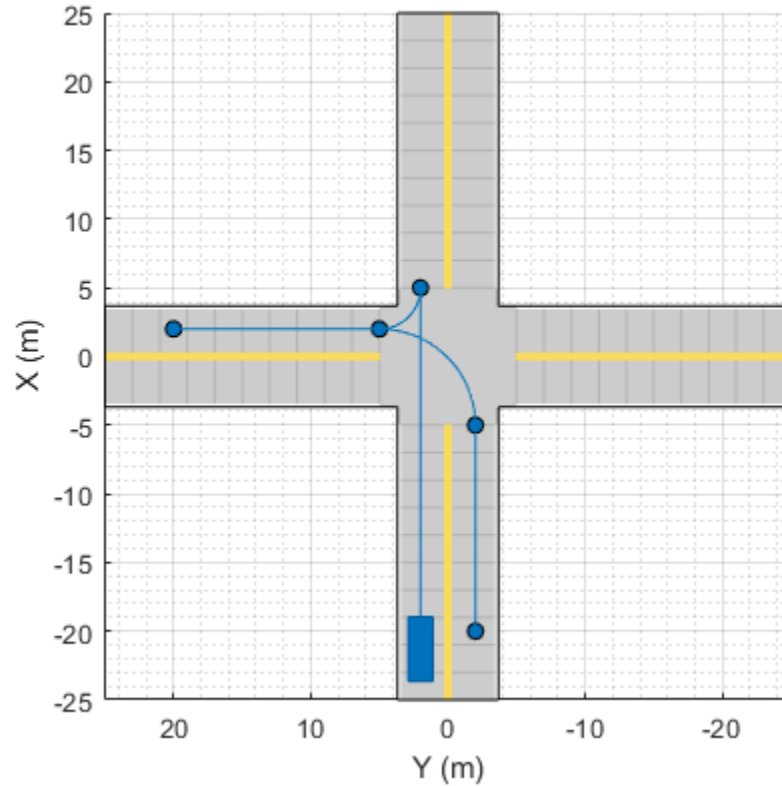
plot(scenario,'Waypoints','on')

while advance(scenario)
```

```

    pause(0.001)
end

```



### Next Steps

This example showed how to create actor and vehicle trajectories for a driving scenario using a `drivingScenario` object. To simulate, visualize, or modify this driving scenario in an interactive environment, try importing the `drivingScenario` object into the **Driving Scenario Designer** app by using this command:

```
drivingScenarioDesigner(scenario)
```

### See Also

#### Apps

**Driving Scenario Designer**

#### Objects

`drivingScenario` | `birdsEyePlot` | `lanespec`

#### Functions

`actor` | `vehicle` | `road` | `trajectory`

## **More About**

- “Create Driving Scenario Programmatically” on page 8-623
- “Create Driving Scenario Variations Programmatically” on page 5-125
- “Scenario Generation from Recorded Vehicle Data” on page 8-518

## Define Road Layouts Programmatically

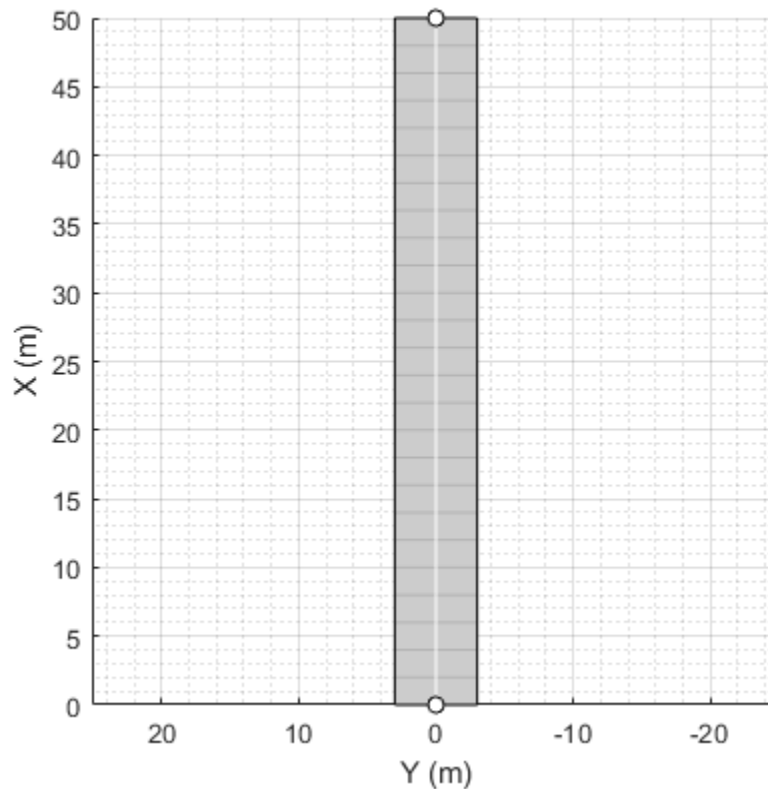
This example shows how to programmatically create a variety of road junctions with Automated Driving Toolbox™ functions. You can combine these junctions with other junctions to create complicated road networks. You can view the code for each plot and use it in your own project.

Alternatively, you can create road junctions interactively by using the Driving Scenario Designer app.

### Straight Roads

Roads of a fixed width can be defined by a series of points that define the locations of the center of the road. A straight road is very simple to describe by specifying its starting and stopping location. Here is an example of a road which starts at (0,0) and ends at (50,0) and has a width of 6 (meters).

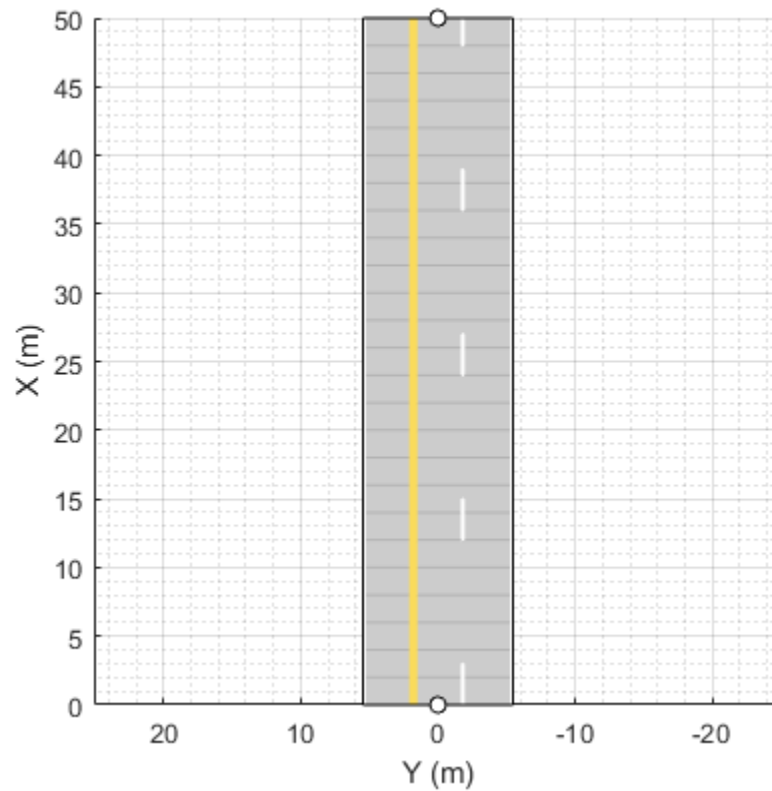
```
scenario = drivingScenario;  
  
roadCenters = [0 0; 50 0];  
roadWidth = 6;  
  
road(scenario, roadCenters, roadWidth);  
plot(scenario, 'RoadCenters', 'on', 'Centerline', 'on');
```



### Laned Roads

As an alternative to specifying road widths, you can specify lanes by providing a lane specification. Here is an example of specifying a road with one lane on the left and two on the right.

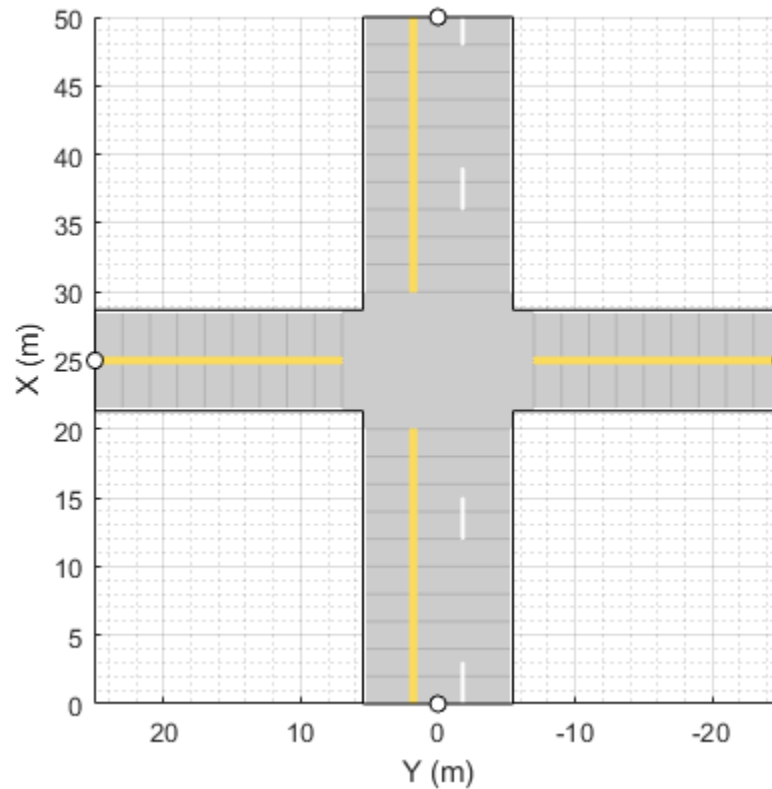
```
scenario = drivingScenario;  
roadCenters = [0 0; 50 0];  
road(scenario, roadCenters, 'lanes', lanespec([1 2]));  
plot(scenario, 'RoadCenters', 'on');
```



### Intersections

Intersections are automatically generated wherever two roads meet. In this example, we add another 50 m section of road.

```
roadCenters = [25 -25; 25 25];  
road(scenario, roadCenters, 'lanes', lanespec([1 1]));
```



### Multiple Lane Specifications

You can also create roads with multiple road segments that have different lane specifications. This example creates a composite lane specification for a road to simulate lane drop.

```
scenario = drivingScenario;
```

```
roadCenters = [0 0; 50 0];
```

```
% Define an array of lane specifications for two one-way road segments.
% Notice that one lane drops in the second road segment.
lsArray = [lanespec(3) lanespec(2)];
```

```
% Define a road segment connector object. Specify position to drop a lane
% and taper length.
```

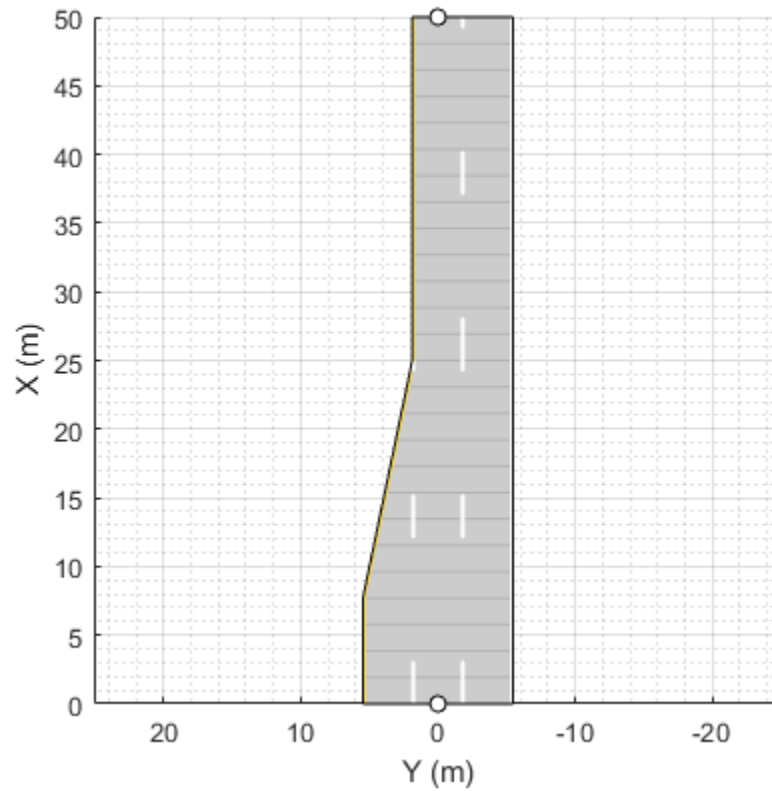
```
lc = laneSpecConnector('Position','Left','TaperLength',30);
```

```
% Combine lane specifications of road segments.
```

```
clspec = compositeLaneSpec(lsArray,'Connector',lc);
```

```
road(scenario,roadCenters,'lanes',clspec);
```

```
plot(scenario,'RoadCenters','on');
```

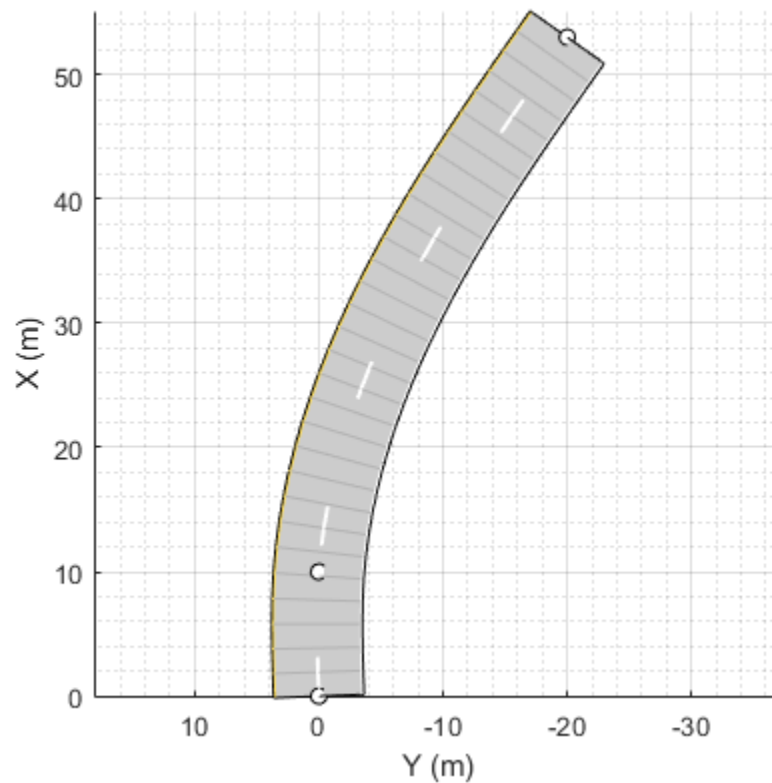


### Curved Roads

Curved roads can be described by using three or more points. The more points you use, the more complex the curve you can create. In this example, we have a curve passing through three points:

```
scenario = drivingScenario;  
  
roadCenters = [0 0; 10 0; 53 -20];  
roadWidth = 6;  
  
road(scenario, roadCenters, roadWidth, 'lanes', lanespec(2));  
plot(scenario, 'RoadCenters', 'on');
```





## Roundabouts

When you specify the road centers, a piecewise clothoid curve is fit in between each segment, where curvature is preserved in between points. Clothoid curves are used extensively when designing roads, because they have a curvature that varies linearly with distance traveled along the road, which is very simple for drivers to navigate.

By default, roads built by the scenario will have no curvature at the endpoints. To make a road loop, repeat the first and last point.

In this example, we show a 4m wide circular road segment circumscribed about a 30 m square area. Adding roads that feed into the roundabout is a matter of specifying other straight or curved road segments:

```
scenario = drivingScenario;

roadCenters = [-15 -15
               15 -15
               15 15
               -15 15
               -15 -15];

road(scenario, roadCenters, 'lanes', lanespec(1));

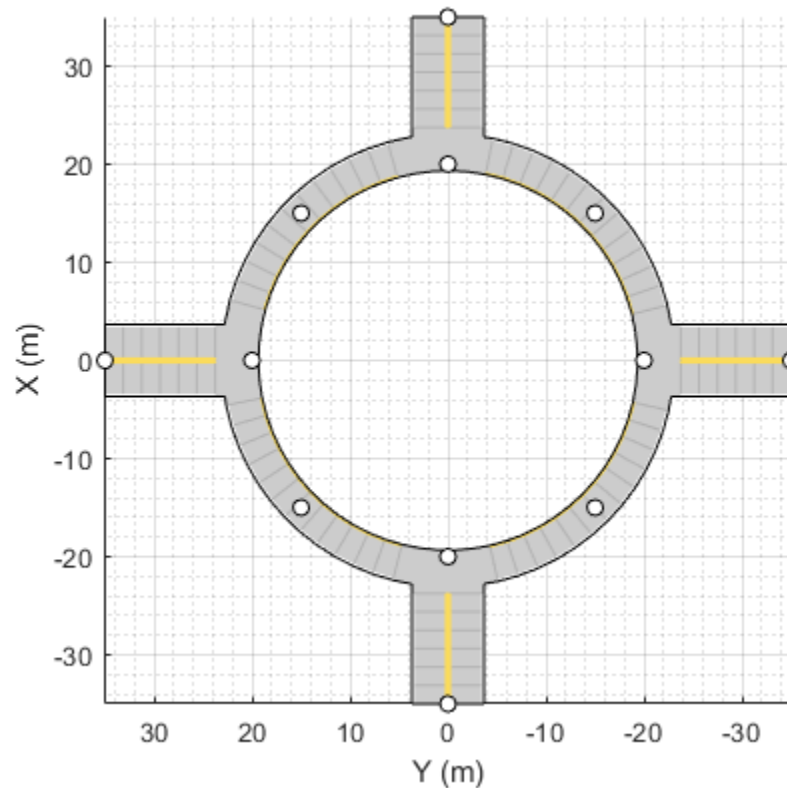
% Define roundabout exits with two lanes each
road(scenario, [-35 0; -20 0], 'lanes', lanespec([1 1]));
road(scenario, [ 20 0; 35 0], 'lanes', lanespec([1 1]));
```

```

road(scenario, [ 0 35; 0 20], 'lanes', lanespec([1 1]));
road(scenario, [ 0 -20; 0 -35], 'lanes', lanespec([1 1]));

plot(scenario, 'RoadCenters', 'on');

```



### Exit Lane

This example simulates a simple exit lane. We start with a simple straight road and then overlay a few points of another road so that it overlaps the original straight road:

```

scenario = drivingScenario;

ls = lanespec(2);
laneWidth = ls.Width(1);

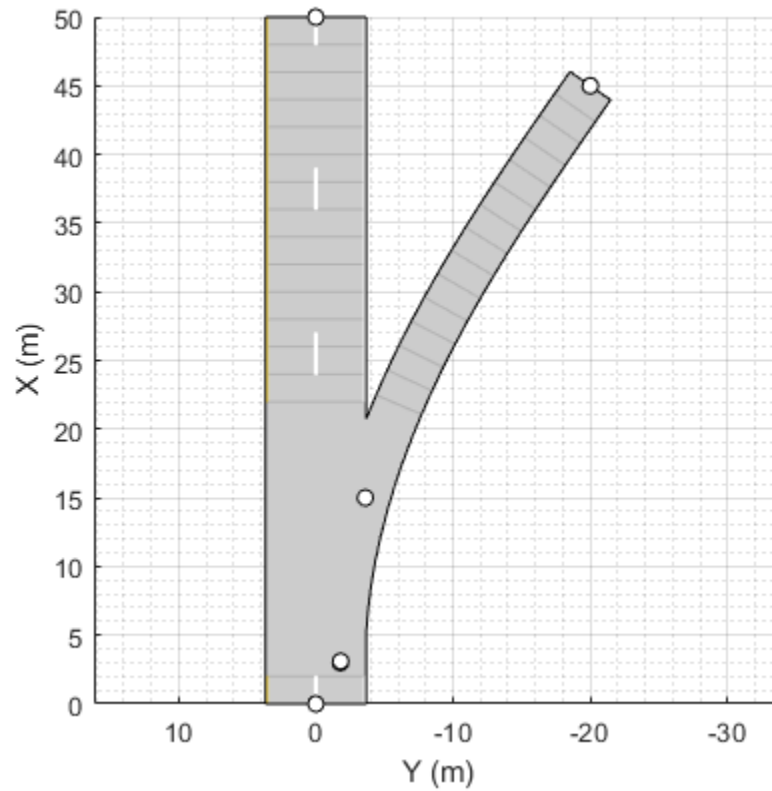
% add straight road segment
road(scenario, [0 0 0; 50 0 0], 'lanes', lanespec(2));

% define waypoints of lane exit
roadCenters = [3.0 -laneWidth/2
               3.1 -laneWidth/2
               15.0 -laneWidth
               45.0 -20];

% add the exit lane
road(scenario, roadCenters, laneWidth);

plot(scenario, 'RoadCenters', 'on')

```



### Adding Elevation

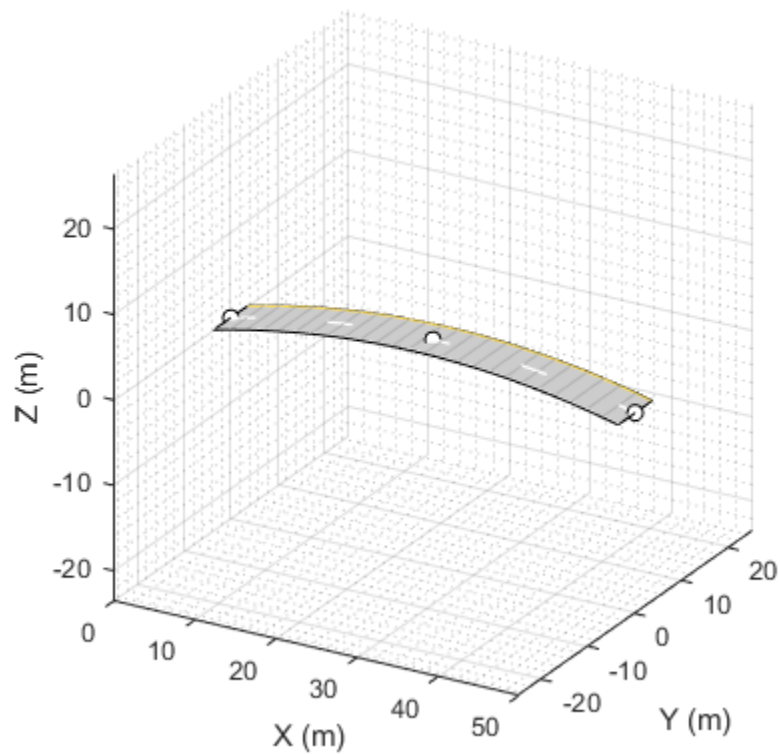
Roads can optionally have elevation information. This can be accomplished by including a third column in the waypoints.

```
scenario = drivingScenario;

roadCenters = [ 0 0 0
                25 0 3
                50 0 0];

road(scenario, roadCenters, 'lanes', lanespec(2));

plot(scenario, 'RoadCenters', 'on');
view(30,24);
```

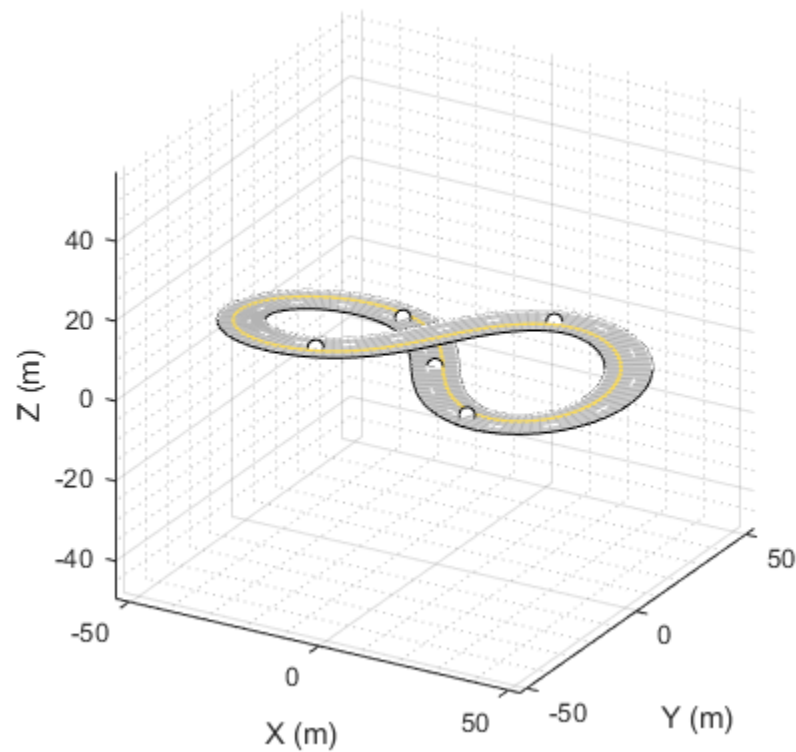


### Overpasses

Roads can cross each other without intersecting if they have differing elevation. The road surface of an overpass is typically 6 to 8 meters above the road.

```
scenario = drivingScenario;
roadCenters = [ 0 0 0
                20 -20 0
                20 20 8
                -20 -20 8
                -20 20 0
                0 0 0];

road(scenario, roadCenters, 'lanes',lanespec([1 2]));
plot(scenario, 'RoadCenters', 'on');
view(30,24)
```



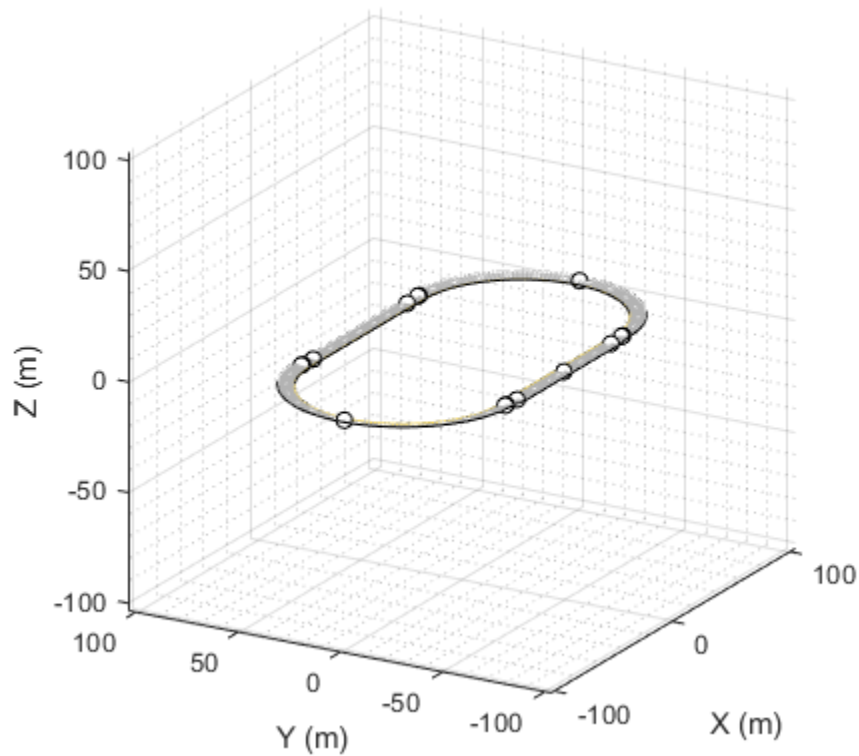
### Road Banking

Roads can be banked, where bank angles can be defined for each waypoint. The following is an oval racetrack with 9 degree banked curves.

```
scenario = drivingScenario;

% transpose waypoints so they visually align with bank angles below
roadCenters = ...
    [ 0 40 49 50 100 50 49 40 -40 -49 -50 -100 -50 -49 -40 0
      -50 -50 -50 -50 0 50 50 50 50 50 50 0 -50 -50 -50 -50
        0 0 .45 .45 .45 .45 .45 0 0 .45 .45 .45 .45 .45 0 0]';
bankAngles = ...
    [ 0 0 9 9 9 9 9 0 0 9 9 9 9 9 0 0];

road(scenario, roadCenters, bankAngles, 'lanes', lanespec(2));
plot(scenario, 'RoadCenters', 'on');
view(-60,20)
```



### Road Heading

Roads can have headings, where heading angles can be defined for each road center. The following is a long loop road with two parallel tracks.

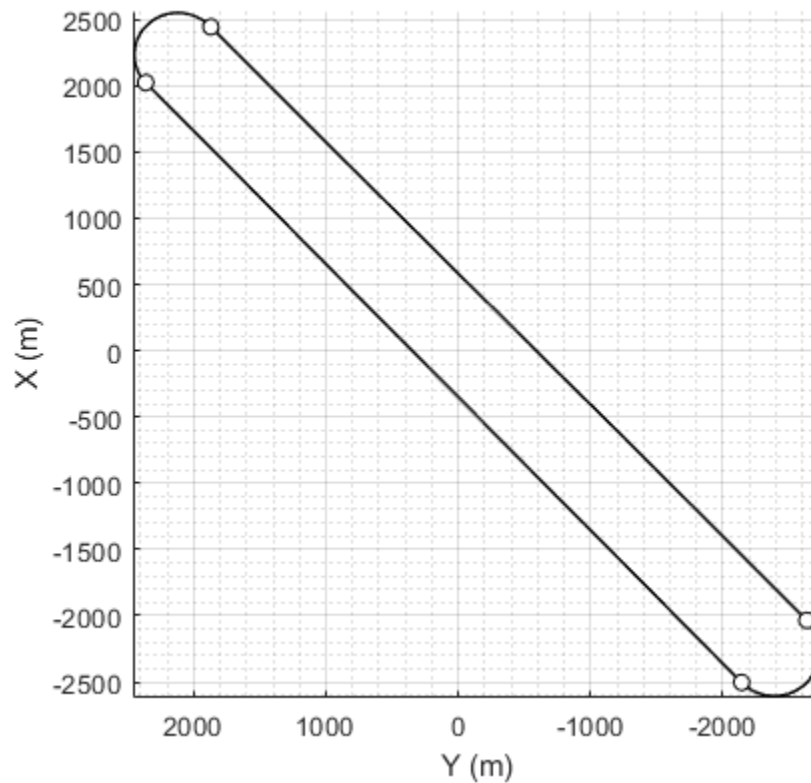
```
scenario = drivingScenario;

% Add a long loop road segment
roadCenters = [2023 2362; -2504 -2141; -2036 -2634; 2444 1870; 2023 2362];

% Specify the heading angles as a constraint to the road center points
slope = roadCenters(2,:) - roadCenters(1,:);
hdAngl = atand(slope(2)/slope(1));
roadHeadings = [hdAngl+180; hdAngl+180; hdAngl; hdAngl; hdAngl+180];

% Add the heading angles into the driving scenario
road(scenario,roadCenters,'Heading',roadHeadings);

plot(scenario,'RoadCenters','on')
```



### Diamond Interchange

Highways and expressways typically are comprised of two parallel roads, each going in the opposing direction. An economical interchange between a highway and a local road is a diamond interchange, which typically consists of a local road overpass and four ramps.

```
scenario = drivingScenario;
```

```
% Highways
```

```
road(scenario, [-200 -8 0; 200 -8 0], 'lanes',lanespec(3)); % north
road(scenario, [ 200  8 0;-200  8 0], 'lanes',lanespec(3)); % south
```

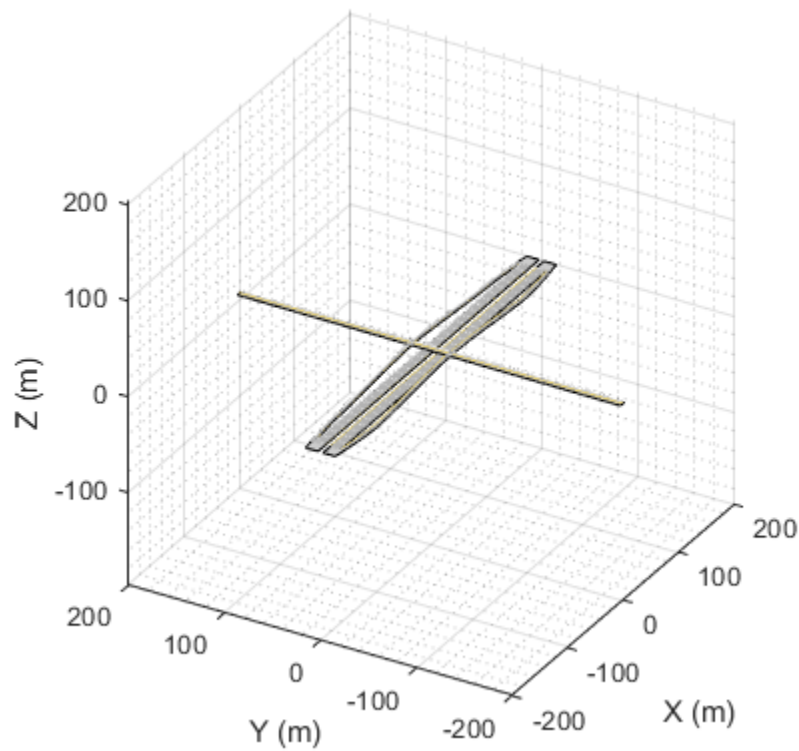
```
% Local Road
```

```
road(scenario, [-0 -200 8; 0 200 8], 'lanes',lanespec([1 1]));
```

```
% Access ramps
```

```
rampNE = [ 3 -20 8; 10 -20 7.8; 126 -20 .2; 130 -20 0; 200 -13.5 0];
road(scenario, [ 1 1 1] .* rampNE, 'lanes',lanespec(1));
road(scenario, [ 1 -1 1] .* flipud(rampNE), 'lanes',lanespec(1));
road(scenario, [-1 -1 1] .* rampNE, 'lanes',lanespec(1));
road(scenario, [-1 1 1] .* flipud(rampNE), 'lanes',lanespec(1));
```

```
plot(scenario);
view(-60,30)
```



### Cloverleaf Interchange

A popular interchange between two highways is the cloverleaf interchange. The cloverleaf interchange consists of four inner and four outer ramps.

A limitation of the driving scenario is that road information is removed in the vicinity of a road junction.

```
scenario = drivingScenario;

% Highways
road(scenario, [-300 -8 0; 300 -8 0], 15); % north
road(scenario, [-300 8 0; 300 8 0], 15); % south
road(scenario, [-8 -300 8; -8 300 8], 15); % east
road(scenario, [8 -300 8; 8 300 8], 15); % west

% Inner ramps
rampNE = [0 -18 0; 20 -18 0; 120 -120 4; 18 -20 8; 18 0 8];
rampNW = [1 -1 1] .* rampNE(end:-1:1,:);
rampSW = [-1 -1 1] .* rampNE;
rampSE = [1 -1 1] .* rampSW(end:-1:1,:);
innerRamps = [rampNE(1:end-1,:)
              rampNW(1:end-1,:)
              rampSW(1:end-1,:)
              rampSE];
road(scenario, innerRamps, 5.4);
```

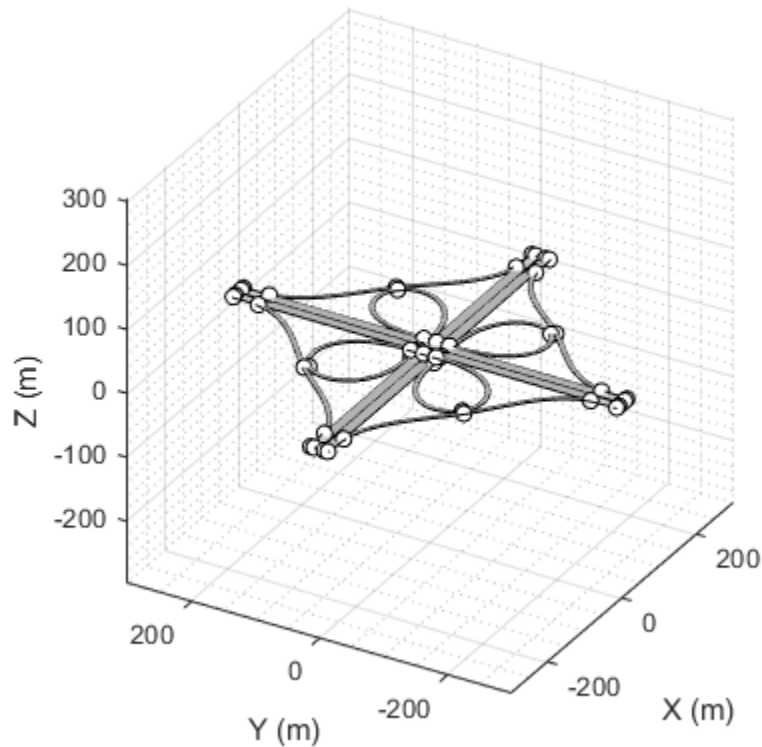


```

% Outer ramps
roadCenters = [13.5 -300 8; 15 -260 8; 125 -125 4; 260 -15 0; 300 -13.5 0];
road(scenario, [ 1 1 1] .* roadCenters, 5.4);
road(scenario, [ 1 -1 1] .* roadCenters, 5.4);
road(scenario, [-1 -1 1] .* roadCenters, 5.4);
road(scenario, [-1 1 1] .* roadCenters, 5.4);

plot(scenario, 'RoadCenters', 'on');
view(-60,30);

```



## Next Steps

This example showed how to create a variety of road junctions using a `drivingScenario` object. To add actors and trajectories to these roads using Automated Driving Toolbox functions, see “Create Actor and Vehicle Trajectories Programmatically” on page 8-642. Alternatively, you can add actors and trajectories interactively by loading the `drivingScenario` object into the Driving Scenario Designer app:

```
drivingScenarioDesigner(scenario)
```

## See Also

### Apps

**Driving Scenario Designer**

### Objects

`drivingScenario` | `lanespec`

### **Functions**

road | roadBoundaries | laneBoundaries

### **More About**

- “Create Driving Scenario Programmatically” on page 8-623
- “Create Driving Scenario Variations Programmatically” on page 5-125
- “Create Actor and Vehicle Trajectories Programmatically” on page 8-642

## Simulate Vehicle Parking Maneuver in Driving Scenario

This example shows how to simulate a parking maneuver and generate sensor detections in a large parking lot using a cuboid driving scenario environment. This scenario and sensor simulation environment enables you to generate rare and potentially dangerous events on which to test your autonomous vehicle algorithms.

### Create Scenario

The scenario used in this example contains a road, parking lot, moving vehicles, stationary vehicles, and pedestrians. The ego vehicle in this scenario contains ultrasonic sensors, which generates synthetic detections for other actors in the scene.

Define an empty scenario.

```
scenario = drivingScenario;
scenario.SampleTime = 0.2;
```

Add a two-lane, 70-meter road to the scenario.

```
roadCenters = [69.2 11.7 0;
              -1.1 11.5 0];
marking = [laneMarking("Solid")
           laneMarking("DoubleSolid",Color=[1 0.9 0])
           laneMarking("Solid")];
laneSpecification = lanespec(2,Width=5.925,Marking=marking);
road(scenario,roadCenters,Lanes=laneSpecification,Name="Road");
```

Add a second, shorter road to serve as an entrance to the parking lot.

```
roadCenters = [12.4 7.7 0;
              12.4 -15.8 0];
road(scenario,roadCenters,Name="Road1");
```

Use the `parkingLot` function to create a parking lot with four grids of parking spaces: one each along the top and bottom edge of the lot, and two in the middle of the lot. The parking grids along the edges contain regular parking spaces while the parking grids in the middle contain a combination of regular and accessible parking spaces. The parking lot also contains a fire lane along the right edge.

```
lot = parkingLot(scenario,[3 -5; 60 -5; 60 -48; 3 -48]);
```

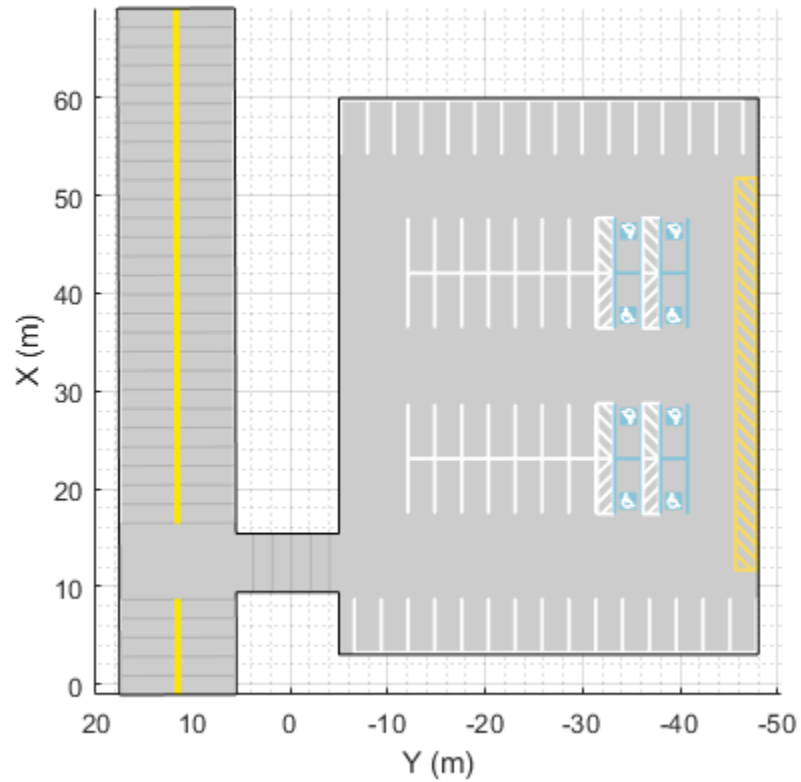
*% Create the parking spaces.*

```
cars = parkingSpace;
accessible = parkingSpace(Type="Accessible");
accessibleLane = parkingSpace(Type="NoParking",MarkingColor=[1 1 1],Width=1.5);
fireLane = parkingSpace(Type="NoParking",Length=2,Width=40);
```

*% Insert the parking spaces.*

```
insertParkingSpaces(lot,cars,Edge=2); % Top edge
insertParkingSpaces(lot,cars,Edge=4); % Bottom edge
insertParkingSpaces(lot, ...
    [cars accessibleLane accessible accessibleLane accessible], ...
    [7 1 1 1 1],Rows=2,Position=[42 -12]);
insertParkingSpaces(lot, ...
    [cars accessibleLane accessible accessibleLane accessible], ...
    [7 1 1 1 1],Rows=2,Position=[23 -12]);
```

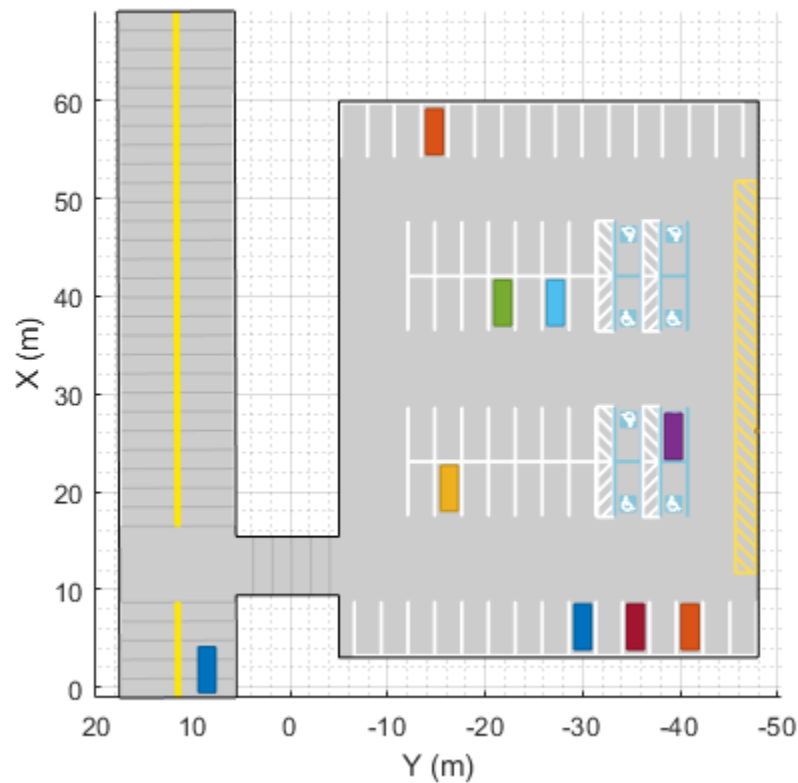
```
insertParkingSpaces(lot, fireLane, 1, Edge=3, Offset=8); % Right edge
% Plot the scenario.
plot(scenario)
```



Add actors to the driving scenario. The positions and trajectories of the actors are defined in the `helperAddActors` supporting file.

```
% Add actors.
scenario = helperAddActors(scenario);

% Define ego vehicle.
ego = scenario.Actors(1);
```



### Define Ultrasonic Sensors

In this example, you simulate an ego vehicle that has 12 ultrasonic sensors. The sensor has a maximum range of 5.5 meters, an azimuth field of view of 60 degrees, and an elevation field of view of 35 degrees. The figure in the next section displays the sensor coverage.

```

numUltrasonics = 12;
sensors = cell(1,numUltrasonics);
mountingLocations = [3.7 0.9 0.2; 3.7 -0.9 0.2; 3.7 0.4 0.2; 3.7 -0.4 0.2; 3.3 0.9 0.2; 3.3 -0.9
    -1 0.9 0.2; -1 -0.9 0.2; -1 0.4 0.2; -1 -0.4 0.2; -0.6 0.9 0.2; -0.6 -0.9 0.2];
mountingAngles = [45 0 0; -45 0 0; 10 0 0; -10 0 0; 80 0 0; -80 0 0; ...
    135 0 0; -135 0 0; 170 0 0; -170 0 0; 100 0 0; -100 0 0; ];
% Create all the sensors
for sndx = 1:numUltrasonics
    sensors{sndx} = ultrasonicDetectionGenerator('SensorIndex', sndx, ...
        'MountingLocation', mountingLocations(sndx,:), ...
        'MountingAngles', mountingAngles(sndx,:), ...
        'FieldOfView', [60 35]);
end

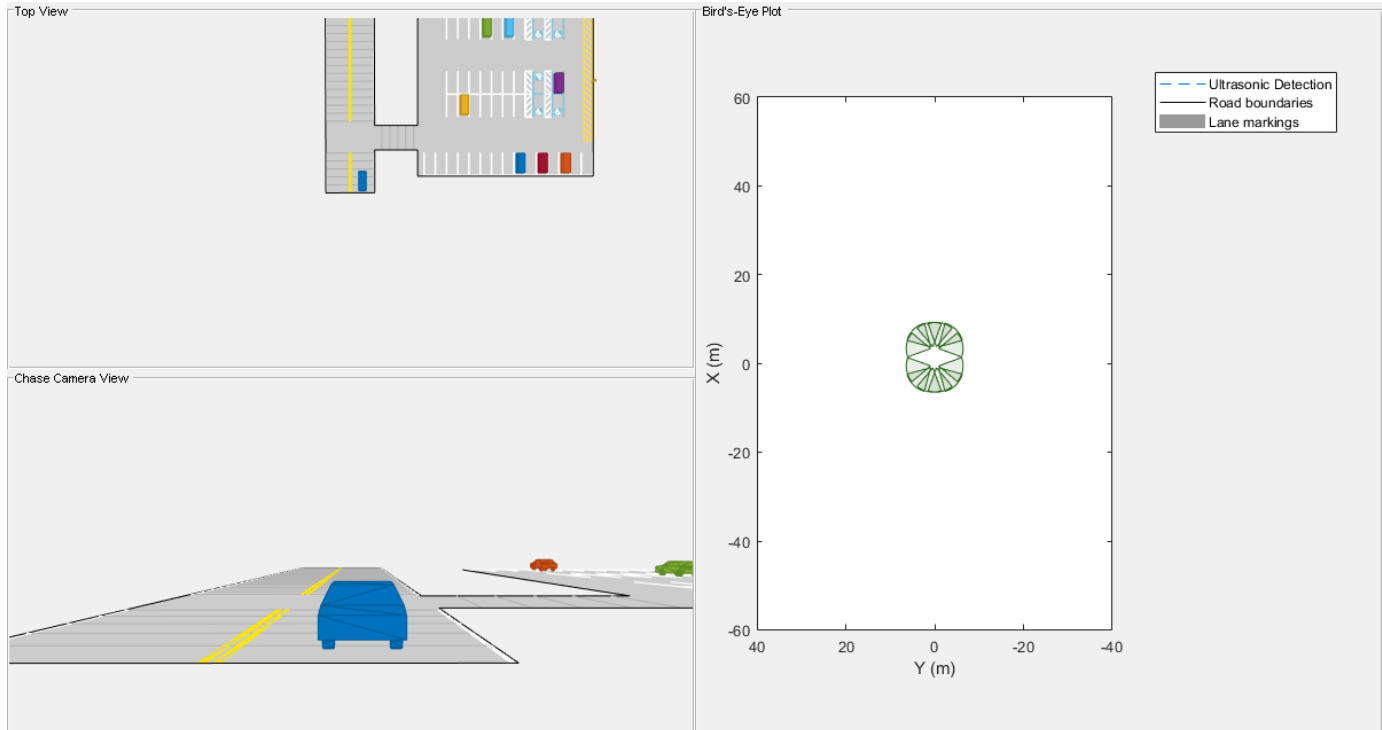
% Register actor profiles with the sensors.
profiles = actorProfiles(scenario);
for m = 1:numel(sensors)
    sensors{m}.Profiles = profiles;
end
sensorColor = [39 99 25]/255;

```

## Visualize Scenario

Create a display for the scenario. This display visualizes the scenario from the perspective of the ego vehicle from the top down and from behind the ego vehicle. It also displays the sensor coverage on a bird's-eye plot and returns a handle to this plot to call during simulation.

```
BEP = createDemoDisplay(ego,sensors,sensorColor);
```



## Simulate the Scenario

Use a loop to move the vehicles and call the sensor simulation.

Note that the scenario generation and sensor simulation can have different time steps. Specifying different time steps for the scenario and sensors enables you to decouple the scenario simulation from the sensor simulation. This technique is useful for modeling actor motion with high accuracy independently from the measurement rate of the sensor.

In this example, the scenario has a time step of 0.01 seconds, while the sensor detects every 0.1 seconds. The sensor returns a logical flag, `isValidTime`, that is `true` if the sensor generates detections.

```
while advance(scenario) && ishghandle(BEP.Parent)

    % Get scenario time
    time = scenario.SimulationTime;

    % Get position of other vehicle in ego vehicle coordinates
    poses = targetPoses(ego);

    % Simulate sensors
    detections = {};
```

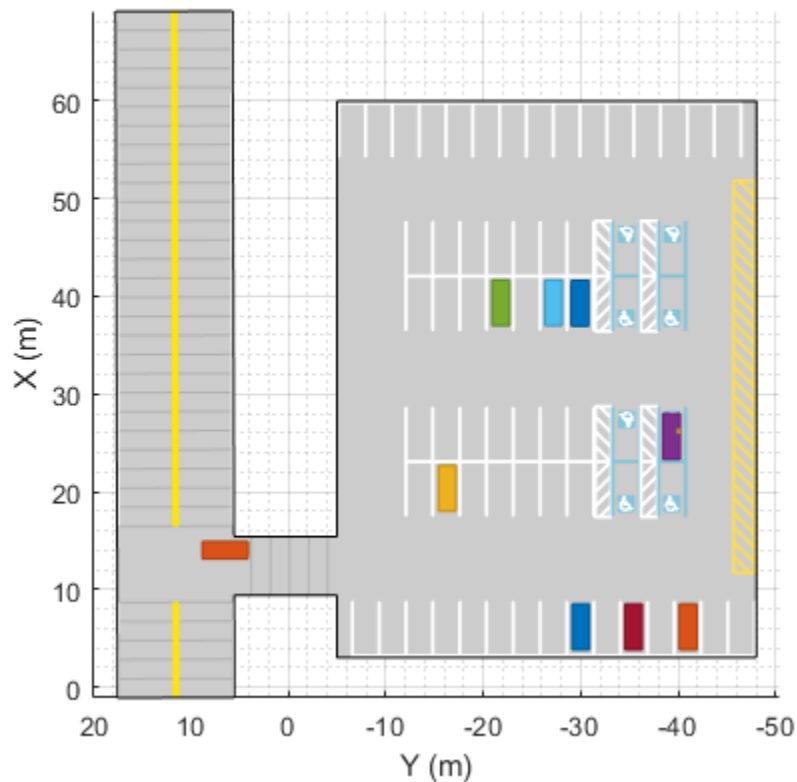
```

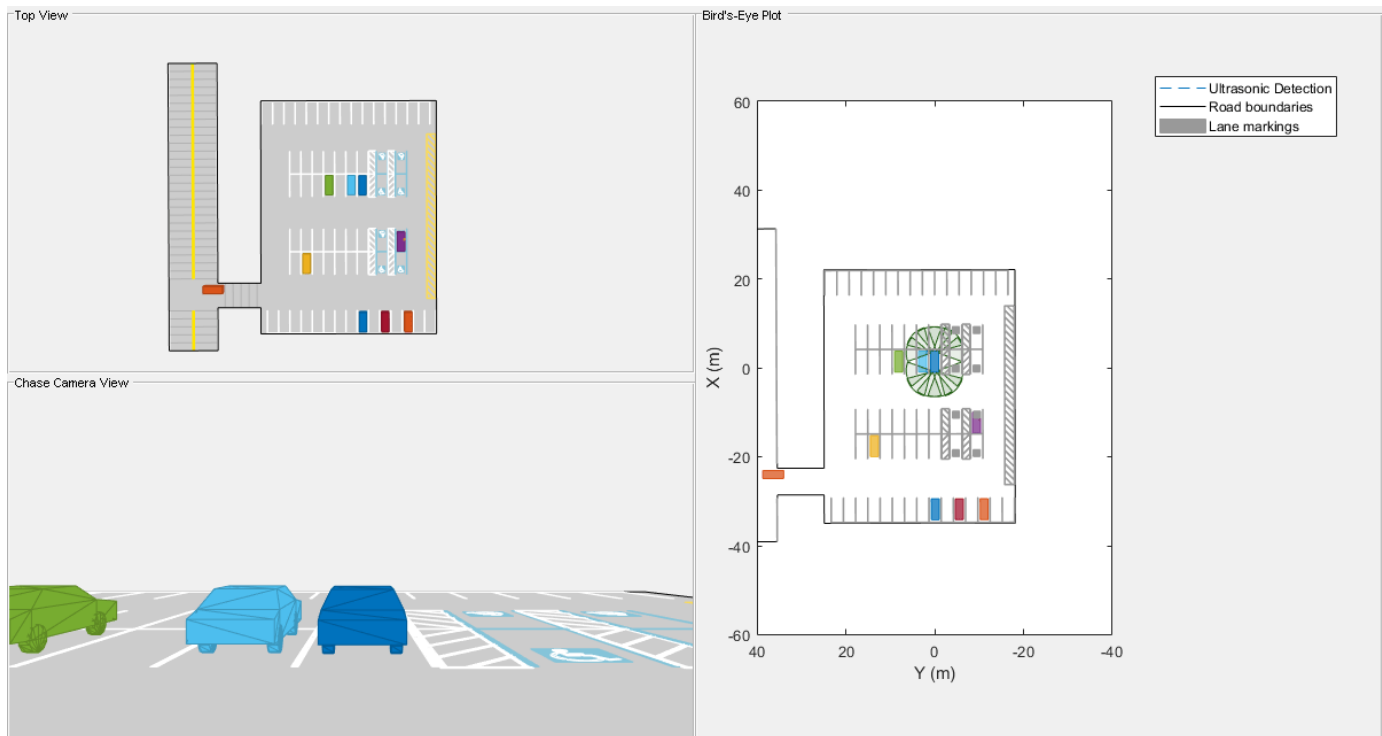
fovs = [];
locations = [];
angles = [];
isValidTime = false;

for sndx = 1:length(sensors)
    [sensorDets,isValidTime(sndx)] = sensors{sndx}(poses,time);
    if ~isempty(sensorDets)
        detections = [detections; sensorDets]; %#ok<*AGROW>
        fovs = [fovs sensors{sndx}.FieldOfView(1)];
        locations = [locations; sensors{sndx}.MountingLocation];
        angles = [angles; sensors{sndx}.MountingAngles];
    end
end

% Update bird's-eye plot
if any(isValidTime)
    updateBEP(BEP,ego,detections,fovs,locations,angles);
end
end

```





## Summary

This example showed how to generate a scenario containing a parking lot, simulate sensor detections, and use these detections to detect vehicles and pedestrians in the parking lot.

You can try to modify the parking lot or add or remove vehicles. You can also try to add, remove, or modify the sensors on the ego vehicle.

## Supporting Functions

### createDemoDisplay

This function creates a three-pane display:

- 1 Top-left pane — A top view that follows the ego vehicle.
- 2 Bottom-left pane — A chase-camera view that follows the ego vehicle.
- 3 Right pane — A birdsEyePlot display.

```
function BEP = createDemoDisplay(egoCar,sensors,sensorColor)
% Make a figure
hFigure = figure(Position=[0 0 1200 640],Name="Parking Maneuver Scenario");
movegui(hFigure,[0 -1]); % Moves figure left and a little down from the top

% Add a car plot that follows the ego vehicle from behind
hCarViewPanel = uipanel(hFigure,Position=[0 0 0.5 0.5],Title="Chase Camera View");
hCarPlot = axes(hCarViewPanel);
chasePlot(egoCar,Parent=hCarPlot,Meshes="on");

% Add a car plot that follows the ego vehicle from a top view
hTopViewPanel = uipanel(hFigure,Position=[0 0.5 0.5 0.5],Title="Top View");
```



```

hCarPlot = axes(hTopViewPanel);
chasePlot(egoCar,Parent=hCarPlot,ViewHeight=130,ViewLocation=[0 0],ViewPitch=90);

% Add pane for bird's-eye plot
hBEVPanel = uipanel(hFigure,Position=[0.5 0 0.5 1],Title="Bird's-Eye Plot");

% Create bird's-eye plot for the ego vehicle and sensor coverage
hBEVPlot = axes(hBEVPanel);
frontBackLim = 60;
BEP = birdsEyePlot(Parent=hBEVPlot,Xlimits=[-frontBackLim frontBackLim],Ylimits=[-35 35]);

% Plot the coverage area for ultrasonic
for sndx = 1:length(sensors)
    cap = coverageAreaPlotter(BEP,FaceColor=sensorColor,EdgeColor=sensorColor);
    plotCoverageArea(cap,sensors{sndx}.MountingLocation(1:2), ...
        sensors{sndx}.DetectionRange(3),sensors{sndx}.MountingAngles(1),sensors{sndx}.FieldOfView(3));
end

% Combine all ultrasonic detections into one entry and store it for later update
rangeDetectionPlotter(BEP,DisplayName="Ultrasonic Detection",LineStyle='--');

% Add road borders to plot
laneBoundaryPlotter(BEP,DisplayName="Road boundaries");

% Add lane markings to plot
laneMarkingPlotter(BEP,DisplayName="Lane markings");

axis(BEP.Parent,"equal");
xlim(BEP.Parent,[-frontBackLim frontBackLim]);
ylim(BEP.Parent,[-40 40]);

% Add an outline plotter for ground truth
outlinePlotter(BEP,Tag="Ground truth");
end

```

### updateBEP

This function updates the bird's-eye plot with road boundaries, ranges, and tracks.

```

function updateBEP(BEP,ego,detections,fovs,locations,angles)
% Update road boundaries and their display
[lmv,lmf] = laneMarkingVertices(ego);
plotLaneMarking(findPlotter(BEP,DisplayName="Lane markings"),lmv,lmf);

% Update parking lot boundaries and markings and their display
[plmv,plmf] = parkingLaneMarkingVertices(ego);
plotParkingLaneMarking(findPlotter(BEP,DisplayName="Lane markings"),plmv,plmf);

% Update ground truth data
[position,yaw,length,width,originOffset,color] = targetOutlines(ego);
plotOutline(findPlotter(BEP,Tag="Ground truth"),position,yaw,length,width, ...
    OriginOffset=originOffset,Color=color);

% Update road boundaries
rbs = roadBoundaries(ego);
plotLaneBoundary(findPlotter(BEP,DisplayName="Road boundaries"),rbs);

% Prepare and update detections display

```

```
N = numel(detections);
detRanges = zeros(N,1);
for i = 1:N
    detRanges(i,:) = detections{i}.Measurement(1);
end
if ~isempty(detRanges)
    plotRangeDetection(findPlotter(BEP,DisplayName="Ultrasonic Detection"), detRanges, fovs,
end
end
```

### See Also

[drivingScenario](#) | [parkingSpace](#) | [insertParkingSpaces](#) | [birdsEyePlot](#)

# Automated Parking Valet

This example shows how to construct an automated parking valet system. In this example, you learn about tools and techniques in support of path planning, trajectory generation, and vehicle control. While this example focuses on a MATLAB®-oriented workflow, these tools are also available in Simulink®. For a Simulink version of this example, see “Automated Parking Valet in Simulink” on page 8-703.

## Overview

Automatically parking a car that is left in front of a parking lot is a challenging problem. The vehicle's automated systems are expected to take over control and steer the vehicle to an available parking spot. Such a function makes use of multiple on-board sensors. For example:

- Front and side cameras for detecting lane markings, road signs (stop signs, exit markings, etc.), other vehicles, and pedestrians
- Lidar and ultrasound sensors for detecting obstacles and calculating accurate distance measurements
- Ultrasound sensors for obstacle detection
- IMU and wheel encoders for dead reckoning

On-board sensors are used to perceive the environment around the vehicle. The perceived environment includes an understanding of road markings to interpret road rules and infer drivable regions, recognition of obstacles, and detection of available parking spots.

As the vehicle sensors perceive the world, the vehicle must plan a path through the environment towards a free parking spot and execute a sequence of control actions needed to drive to it. While doing so, it must respond to dynamic changes in the environment, such as pedestrians crossing its path, and readjust its plan.

This example implements a subset of features required to implement such a system. It focuses on planning a feasible path through the environment, and executing the actions needed to traverse the path. Map creation and dynamic obstacle avoidance are excluded from this example.

## Environment Model

The environment model represents a map of the environment. For a parking valet system, this map includes available and occupied parking spots, road markings, and obstacles such as pedestrians or other vehicles. Occupancy maps are a common representation for this form of environment model. Such a map is typically built using Simultaneous Localization and Mapping (SLAM) by integrating observations from lidar and camera sensors. This example concentrates on a simpler scenario, where a map is already provided, for example, by a vehicle-to-infrastructure (V2X) system or a camera overlooking the entire parking space. It uses a static map of a parking lot and assumes that the self-localization of the vehicle is accurate.

The parking lot example used in this example is composed of three occupancy grid layers.

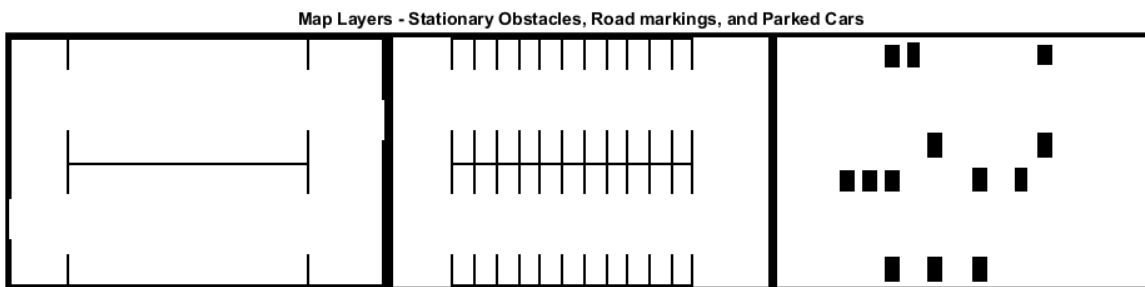
- Stationary obstacles: This layer contains stationary obstacles like walls, barriers, and bounds of the parking lot.
- Road markings: This layer contains occupancy information pertaining to road markings, including road markings for parking spaces.

- Parked cars: This layer contains information about which parking spots are already occupied.

Each map layer contains different kinds of obstacles that represent different levels of danger for a car navigating through it. With this structure, each layer can be handled, updated, and maintained independently.

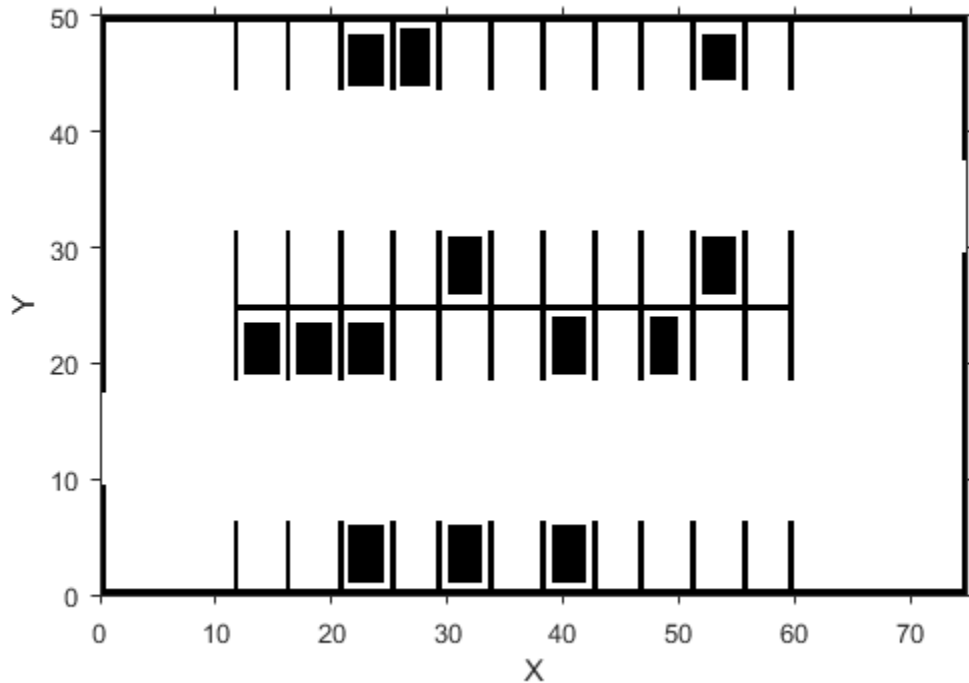
Load and display the three map layers. In each layer, dark cells represent occupied cells, and light cells represent free cells.

```
mapLayers = loadParkingLotMapLayers;
plotMapLayers(mapLayers)
```



For simplicity, combine the three layers into a single costmap.

```
costmap = combineMapLayers(mapLayers);
figure
plot(costmap, 'Inflation', 'off')
legend off
```



The combined costmap is a `vehicleCostmap` object, which represents the vehicle environment as a 2-D occupancy grid. Each grid in the cell has values between 0 and 1, representing the cost of navigating through the cell. Obstacles have a higher cost, while free space has a lower cost. A cell is considered an obstacle if its cost is higher than the `OccupiedThreshold` property, and free if its cost is lower than the `FreeThreshold` property.

The costmap covers the entire 75m-by-50m parking lot area, divided into 0.5m-by-0.5m square cells.

```
costmap.MapExtent % [x, width, y, height] in meters
```

```
costmap.CellSize % cell size in meters
```

```
ans =
```

```
0    75    0    50
```

```
ans =
```

```
0.5000
```

Create a `vehicleDimensions` object for storing the dimensions of the vehicle that will park automatically. Also define the maximum steering angle of the vehicle. This value determines the limits on the turning radius during motion planning and control.

```
vehicleDims      = vehicleDimensions;
maxSteeringAngle = 35; % in degrees
```

Update the `VehicleDimensions` property of the costmap collision checker with the dimensions of the vehicle to park. This setting adjusts the extent of the inflation in the map around obstacles to correspond to the size of the vehicle being parked, ensuring that collision-free paths can be found through the parking lot.

```
costmap.CollisionChecker.VehicleDimensions = vehicleDims;
```

Define the starting pose of the vehicle. The pose is obtained through localization, which is left out of this example for simplicity. The vehicle pose is specified as  $[x, y, \theta]$ , in world coordinates.  $(x, y)$  represents the position of the center of the vehicle's rear axle in world coordinate system.  $\theta$  represents the orientation of the vehicle with respect to world X axis. For more details, see “Coordinate Systems in Automated Driving Toolbox” on page 1-2.

```
currentPose = [4 12 0]; % [x, y, theta]
```

### Behavioral Layer

Planning involves organizing all pertinent information into hierarchical layers. Each successive layer is responsible for a more fine-grained task. The behavioral layer [1] sits at the top of this stack. It is responsible for activating and managing the different parts of the mission by supplying a sequence of navigation tasks. The behavioral layer assembles information from all relevant parts of the system, including:

- **Localization:** The behavioral layer inspects the localization module for an estimate of the current location of the vehicle.
- **Environment model:** Perception and sensor fusion systems report a map of the environment around the vehicle.
- **Determining a parking spot:** The behavioral layer analyzes the map to determine the closest available parking spot.
- **Finding a global route:** A routing module calculates a global route through the road network obtained either from a mapping service or from a V2X infrastructure. Decomposing the global route as a series of road links allows the trajectory for each link to be planned differently. For example, the final parking maneuver requires a different speed profile than the approach to the parking spot. In a more general setting, this becomes crucial for navigating through streets that involve different speed limits, numbers of lanes, and road signs.

Rather than rely on vehicle sensors to build a map of the environment, this example uses a map that comes from a smart parking lot via V2X communication. For simplicity, assume that the map is in the form of an occupancy grid, with road links and locations of available parking spots provided by V2X.

The `HelperBehavioralPlanner` class mimics an interface of a behavioral planning layer. The `HelperBehavioralPlanner` is created using the map and the global route plan. This example uses a static global route plan stored in a MATLAB table, but typically a routing algorithm provided by the local parking infrastructure or a mapping service determines this plan. The global route plan is described as a sequence of lane segments to traverse to reach a parking spot.

Load the MAT-file containing a route plan that is stored in a table. The table has three variables: `StartPose`, `EndPose`, and `Attributes`. `StartPose` and `EndPose` specify the start and end poses of the segment, expressed as  $[x, y, \theta]$ . `Attributes` specifies properties of the segment such as the speed limit.

```
data = load('routePlan.mat');
routePlan = data.routePlan %#ok<NOPTS>
```

```
routePlan =
```

```
4x3 table
```

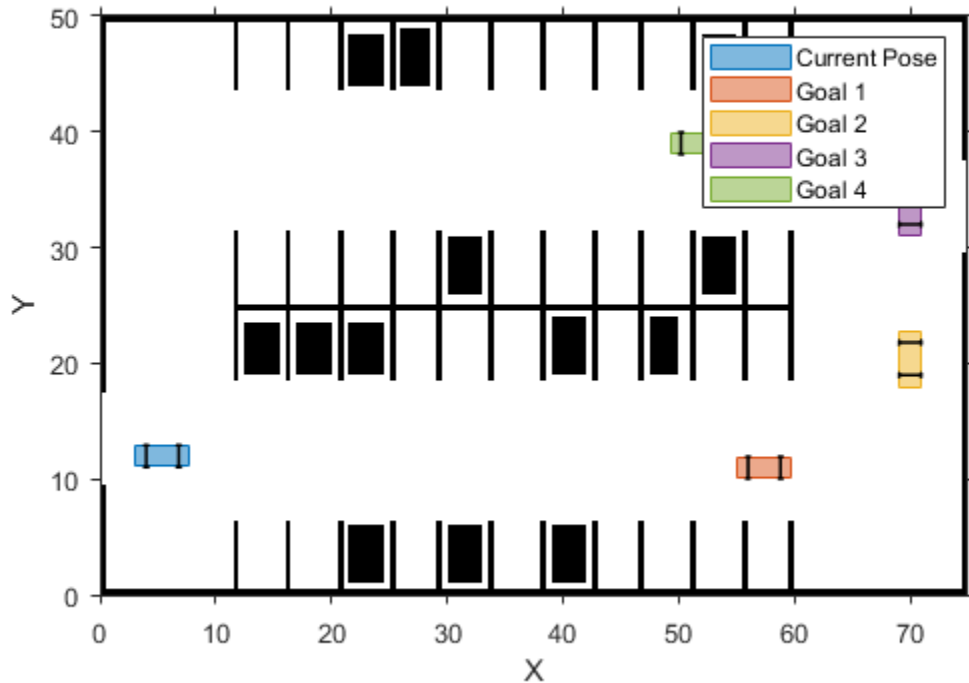
StartPose			EndPose			Attributes
4	12	0	56	11	0	1x1 struct
56	11	0	70	19	90	1x1 struct
70	19	90	70	32	90	1x1 struct
70	32	90	53	39	180	1x1 struct

Plot a vehicle at the current pose, and along each goal in the route plan.

```
% Plot vehicle at current pose
hold on
helperPlotVehicle(currentPose, vehicleDims, 'DisplayName', 'Current Pose')
legend

for n = 1 : height(routePlan)
    % Extract the goal waypoint
    vehiclePose = routePlan{n, 'EndPose'};

    % Plot the pose
    legendEntry = sprintf('Goal %i', n);
    helperPlotVehicle(vehiclePose, vehicleDims, 'DisplayName', legendEntry);
end
hold off
```



Create the behavioral planner helper object. The `requestManeuver` method requests a stream of navigation tasks from the behavioral planner until the destination is reached.

```
behavioralPlanner = HelperBehavioralPlanner(routePlan, maxSteeringAngle);
```

The vehicle navigates each path segment using these steps:

- 1 **Motion Planning:** Plan a feasible path through the environment map using the optimal rapidly exploring random tree (RRT\*) algorithm (`pathPlannerRRT`).
- 2 **Path Smoothing:** Smooth the reference path by fitting splines to it using `smoothPathSpline`.
- 3 **Trajectory Generation:** Convert the smoothed path into a trajectory by generating a speed profile using `helperGenerateVelocityProfile`.
- 4 **Vehicle Control:** Given the smoothed reference path, `HelperPathAnalyzer` calculates the reference pose and velocity based on the current pose and velocity of the vehicle. Provided with the reference values, `lateralControllerStanley` computes the steering angle to control the heading of the vehicle. `HelperLongitudinalController` computes the acceleration and deceleration commands to maintain the desired vehicle velocity.
- 5 **Goal Checking:** Check if the vehicle has reached the final pose of the segment using `helperGoalChecker`.

The rest of this example describes these steps in detail, before assembling them into a complete solution.



## Motion Planning

Given a global route, motion planning can be used to plan a path through the environment to reach each intermediate waypoint, until the vehicle reaches the final destination. The planned path for each link must be feasible and collision-free. A feasible path is one that can be realized by the vehicle given the motion and dynamic constraints imposed on it. A parking valet system involves low velocities and low accelerations. This allows us to safely ignore dynamic constraints arising from inertial effects.

Create a `pathPlannerRRT` object to configure a path planner using an optimal rapidly exploring random tree (RRT\*) approach. The RRT family of planning algorithms find a path by constructing a tree of connected, collision-free vehicle poses. Poses are connected using Dubins or Reeds-Shepp steering, ensuring that the generated path is kinematically feasible.

```
motionPlanner = pathPlannerRRT(costmap, 'MinIterations', 1000, ...
    'ConnectionDistance', 10, 'MinTurningRadius', 20);
```

Plan a path from the current pose to the first goal by using the `plan` function. The returned `driving.Path` object, `refPath`, is a feasible and collision-free reference path.

```
goalPose = routePlan{1, 'EndPose'};
refPath = plan(motionPlanner, currentPose, goalPose);
```

The reference path consists of a sequence of path segments. Each path segment describes the set of Dubins or Reeds-Shepp maneuvers used to connect to the next segment. Inspect the path segments.

```
refPath.PathSegments
```

```
ans =
```

```
1×6 DubinsPathSegment array with properties:
```

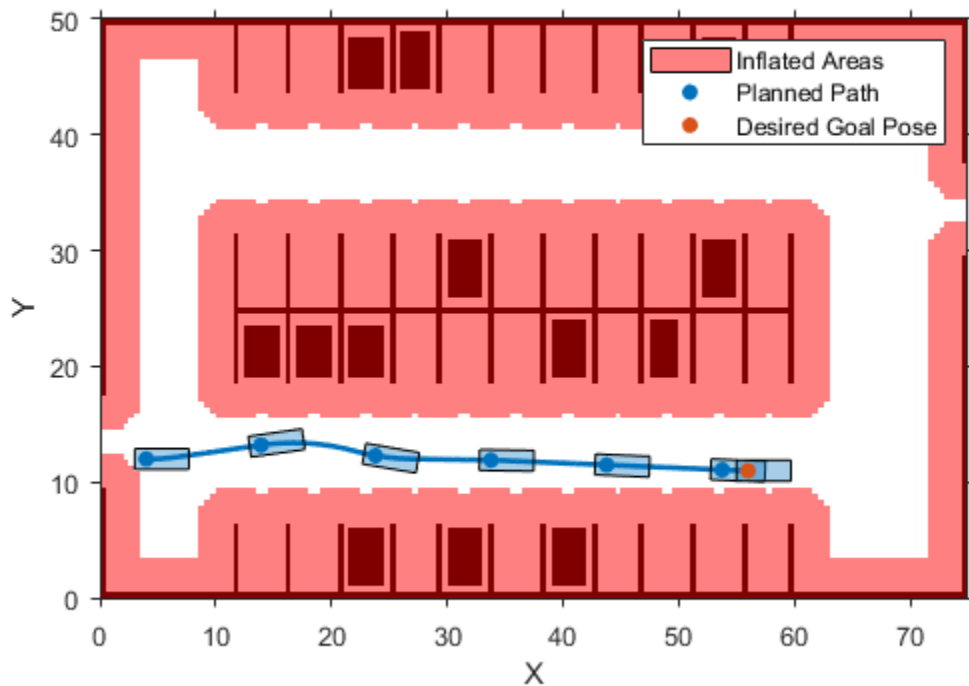
```
StartPose
GoalPose
MinTurningRadius
MotionLengths
MotionTypes
Length
```

The reference path contains transition poses along the way, representing points along the path corresponding to a transition from one maneuver to the next. They can also represent changes in direction, for example, from forward to reverse motion along a Reeds-Shepp path.

Retrieve transition poses and directions from the planned path.

```
[transitionPoses, directions] = interpolate(refPath);
```

```
% Visualize the planned path.
plot(motionPlanner)
```



In addition to the planned reference path, notice the red areas on the plot. These areas represent areas of the costmap where the origin of the vehicle (center of the rear axle) must not cross in order to avoid hitting any obstacles. `pathPlannerRRT` finds paths that avoid obstacles by checking to ensure that vehicle poses generated do not lie on these areas.

### Path Smoothing and Trajectory Generation

The reference path generated by the path planner is composed either of Dubins or Reeds-Shepp segments. The curvature at the junctions of two such segments is not continuous and can result in abrupt changes to the steering angle. To avoid such unnatural motion and to ensure passenger comfort, the path needs to be continuously differentiable and therefore smooth [2]. One approach to smoothing a path involves fitting a parametric cubic spline. Spline fitting enables you to generate a smooth path that a controller can execute.

Use `smoothPathSpline` to fit a parametric cubic spline that passes through all the transition points in the reference path. The spline approximately matches the starting and ending directions with the starting and ending heading angle of the vehicle.

```
% Specify number of poses to return using a separation of approximately 0.1
```

```
% m.
```

```
approxSeparation = 0.1; % meters
```

```
numSmoothPoses = round(refPath.Length / approxSeparation);
```

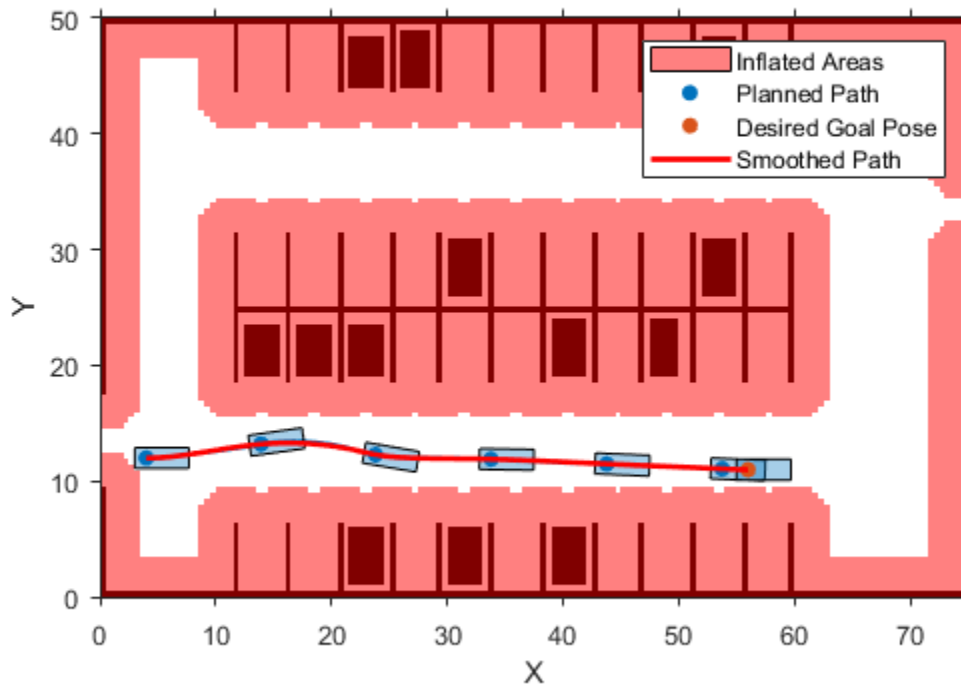
```
% Return discretized poses along the smooth path.
```

```
[refPoses, directions, cumLengths, curvatures] = smoothPathSpline(transitionPoses, directions, numSmoothPoses);
```

```

% Plot the smoothed path.
hold on
hSmoothPath = plot(refPoses(:, 1), refPoses(:, 2), 'r', 'LineWidth', 2, ...
    'DisplayName', 'Smoothed Path');
hold off

```



Next, convert the generated smooth path to a trajectory that can be executed using a speed profile. Compute a speed profile for each path as a sequence of three phases: accelerating to a set maximum speed, maintaining the maximum speed and decelerating to a terminal speed. The `helperGenerateVelocityProfile` function generates such a speed profile.

Specify initial, maximum, and terminal speeds so that the vehicle starts stationary, accelerates to a speed of 5 meters/second, and comes to a stop.

```

maxSpeed = 5; % in meters/second
startSpeed = 0; % in meters/second
endSpeed = 0; % in meters/second

```

Generate a velocity profile.

```

refVelocities = helperGenerateVelocityProfile(directions, cumLengths, curvatures, startSpeed, endSpeed);

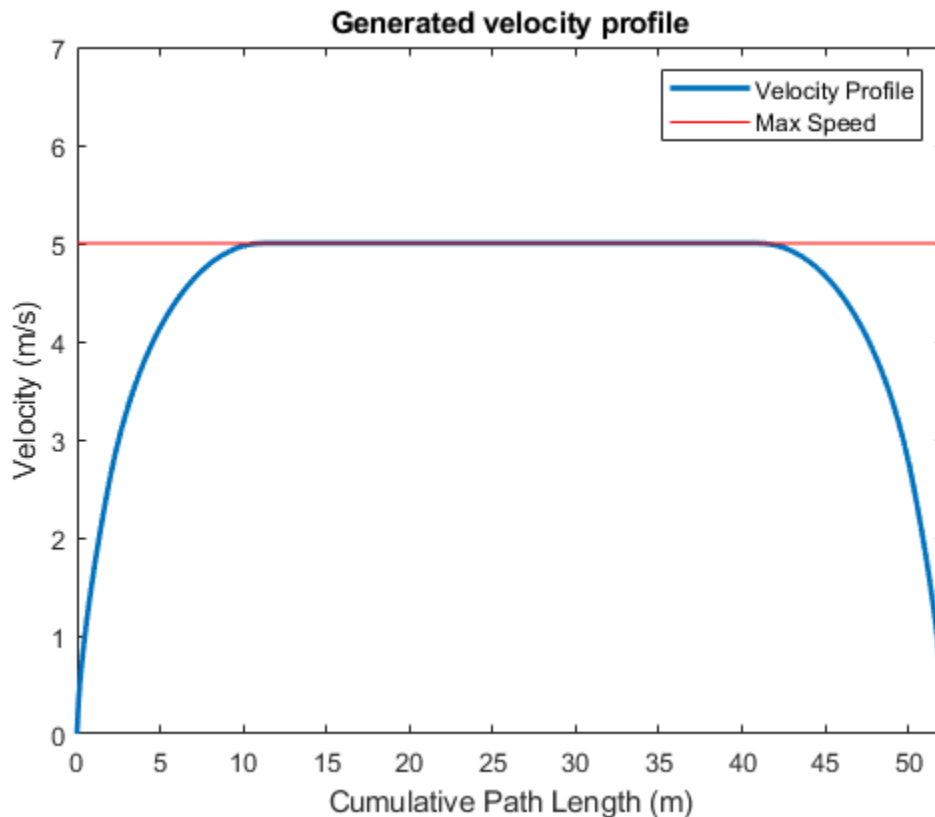
```

`refVelocities` contains reference velocities for each point along the smoothed path. Plot the generated velocity profile.

```

plotVelocityProfile(cumLengths, refVelocities, maxSpeed)

```



### Vehicle Control and Simulation

The reference speeds, together with the smoothed path, comprise a feasible trajectory that the vehicle can follow. A feedback controller is used to follow this trajectory. The controller corrects errors in tracking the trajectory that arise from tire slippage and other sources of noise, such as inaccuracies in localization. In particular, the controller consists of two components:

- **Lateral control:** Adjust the steering angle such that the vehicle follows the reference path.
- **Longitudinal control:** While following the reference path, maintain the desired speed by controlling the throttle and the brake.

Since this scenario involves slow speeds, you can simplify the controller to take into account only a kinematic model. In this example, lateral control is realized by the `lateralControllerStanley` function. The longitudinal control is realized by a helper System object™ `HelperLongitudinalController`, that computes acceleration and deceleration commands based on the Proportional-Integral law.

The feedback controller requires a simulator that can execute the desired controller commands using a suitable vehicle model. The `HelperVehicleSimulator` class simulates such a vehicle using the following kinematic bicycle model:

$$\dot{x}_r = v_r * \cos(\theta)$$

$$\dot{y}_r = v_r * \sin(\theta)$$

$$\dot{\theta} = \frac{v_r}{l} * \tan(\delta)$$

$$\dot{v}_r = a_r$$

In the above equations,  $(x_r, y_r, \theta)$  represents the vehicle pose in world coordinates.  $v_r$ ,  $a_r$ ,  $l$ , and  $\delta$  represent the rear-wheel speed, rear-wheel acceleration, wheelbase, and steering angle, respectively. The position and speed of the front wheel can be obtained by:

$$x_f = x_r + l \cos(\theta)$$

$$y_f = y_r + l \sin(\theta)$$

$$v_f = \frac{v_r}{\cos(\delta)}$$

`% Close all the figures.`

`closeFigures;`

`% Create the vehicle simulator.`

`vehicleSim = HelperVehicleSimulator(costmap, vehicleDims);`

`% Set the vehicle pose and velocity.`

`vehicleSim.setVehiclePose(currentPose);`

`currentVel = 0;`

`vehicleSim.setVehicleVelocity(currentVel);`

`% Configure the simulator to show the trajectory.`

`vehicleSim.showTrajectory(true);`

`% Hide vehicle simulation figure.`

`hideFigure(vehicleSim);`

Create a `HelperPathAnalyzer` object to compute reference pose, reference velocity and driving direction for the controller.

```
pathAnalyzer = HelperPathAnalyzer(refPoses, refVelocities, directions, ...
    'Wheelbase', vehicleDims.Wheelbase);
```

Create a `HelperLongitudinalController` object to control the velocity of the vehicle and specify the sample time.

```
sampleTime = 0.05;
```

```
lonController = HelperLongitudinalController('SampleTime', sampleTime);
```

Use the `HelperFixedRate` object to ensure fixed-rate execution of the feedback controller. Use a control rate to be consistent with the longitudinal controller.

```
controlRate = HelperFixedRate(1/sampleTime); % in Hertz
```

Until the goal is reached, do the following:

- Compute steering and acceleration/deceleration commands required to track the planned trajectory.
- Feed control commands to the simulator.

- Record the returned vehicle pose and velocity to feed into the controller in the next iteration.

```
reachGoal = false;

while ~reachGoal
    % Find the reference pose on the path and the corresponding velocity.
    [refPose, refVel, direction] = pathAnalyzer(currentPose, currentVel);

    % Update driving direction for the simulator.
    updateDrivingDirection(vehicleSim, direction);

    % Compute steering command.
    steeringAngle = lateralControllerStanley(refPose, currentPose, currentVel, ...
        'Direction', direction, 'Wheelbase', vehicleDims.Wheelbase);

    % Compute acceleration and deceleration commands.
    lonController.Direction = direction;
    [accelCmd, decelCmd] = lonController(refVel, currentVel);

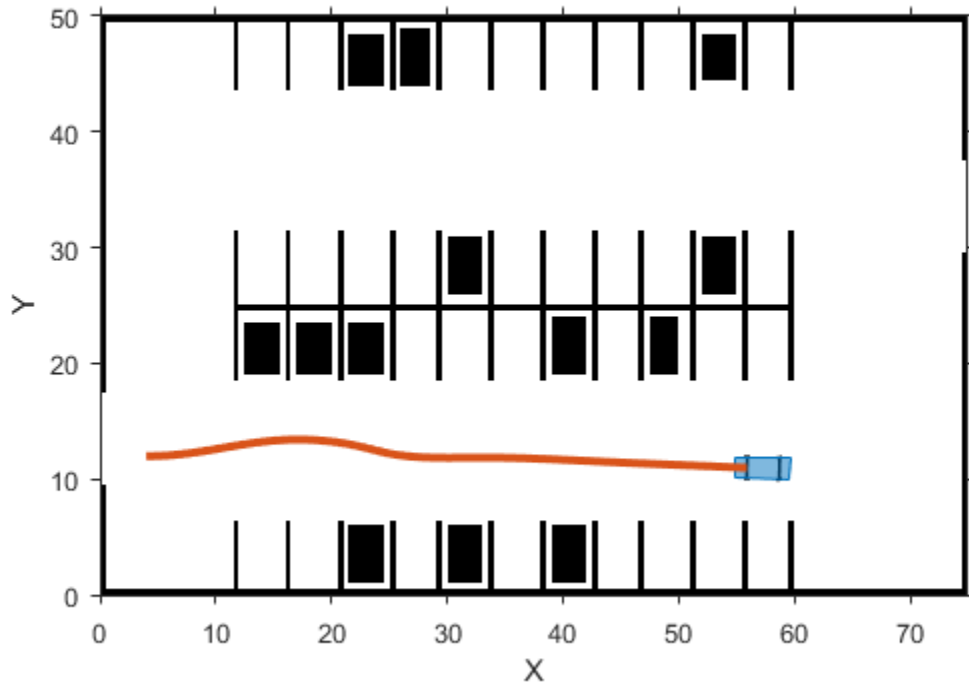
    % Simulate the vehicle using the controller outputs.
    drive(vehicleSim, accelCmd, decelCmd, steeringAngle);

    % Check if the vehicle reaches the goal.
    reachGoal = helperGoalChecker(goalPose, currentPose, currentVel, endSpeed, direction);

    % Wait for fixed-rate execution.
    waitfor(controlRate);

    % Get current pose and velocity of the vehicle.
    currentPose = getVehiclePose(vehicleSim);
    currentVel = getVehicleVelocity(vehicleSim);
end

% Show vehicle simulation figure.
showFigure(vehicleSim);
```



This completes the first leg of the route plan and demonstrates each step of the process. The next sections run the simulator for the entire route, which takes the vehicle close to the parking spot, and finally executes a parking maneuver to place the vehicle into the parking spot.

### Execute a Complete Plan

Now combine all the previous steps in the planning process and run the simulation for the complete route plan. This process involves incorporating the behavioral planner.

```
% Set the vehicle pose back to the initial starting point.
currentPose = [4 12 0]; % [x,y, theta]
vehicleSim.setVehiclePose(currentPose);

% Reset velocity.
currentVel = 0; % meters/second
vehicleSim.setVehicleVelocity(currentVel);

while ~reachedDestination(behavioralPlanner)

    % Request next maneuver from behavioral layer.
    [nextGoal, plannerConfig, speedConfig] = requestManeuver(behavioralPlanner, ...
        currentPose, currentVel);

    % Configure the motion planner.
    configurePlanner(motionPlanner, plannerConfig);

    % Plan a reference path using RRT* planner to the next goal pose.
```

```

refPath = plan(motionPlanner, currentPose, nextGoal);

% Check if the path is valid. If the planner fails to compute a path,
% or the path is not collision-free because of updates to the map, the
% system needs to re-plan. This scenario uses a static map, so the path
% will always be collision-free.
isReplanNeeded = ~checkPathValidity(refPath, costmap);
if isReplanNeeded
    warning('Unable to find a valid path. Attempting to re-plan.')

    % Request behavioral planner to re-plan
    replanNeeded(behavioralPlanner);
    continue;
end

% Retrieve transition poses and directions from the planned path.
[transitionPoses, directions] = interpolate(refPath);

% Smooth the path.
numSmoothPoses = round(refPath.Length / approxSeparation);
[refPoses, directions, cumLengths, curvatures] = smoothPathSpline(transitionPoses, directions);

% Generate a velocity profile.
refVelocities = helperGenerateVelocityProfile(directions, cumLengths, curvatures, startSpeed);

% Configure path analyzer.
pathAnalyzer.RefPoses = refPoses;
pathAnalyzer.Directions = directions;
pathAnalyzer.VelocityProfile = refVelocities;

% Reset longitudinal controller.
reset(lonController);

reachGoal = false;

% Execute control loop.
while ~reachGoal
    % Find the reference pose on the path and the corresponding
    % velocity.
    [refPose, refVel, direction] = pathAnalyzer(currentPose, currentVel);

    % Update driving direction for the simulator.
    updateDrivingDirection(vehicleSim, direction);

    % Compute steering command.
    steeringAngle = lateralControllerStanley(refPose, currentPose, currentVel, ...
        'Direction', direction, 'Wheelbase', vehicleDims.Wheelbase);

    % Compute acceleration and deceleration commands.
    lonController.Direction = direction;
    [accelCmd, decelCmd] = lonController(refVel, currentVel);

    % Simulate the vehicle using the controller outputs.
    drive(vehicleSim, accelCmd, decelCmd, steeringAngle);

    % Check if the vehicle reaches the goal.
    reachGoal = helperGoalChecker(nextGoal, currentPose, currentVel, speedConfig.EndSpeed, d

```



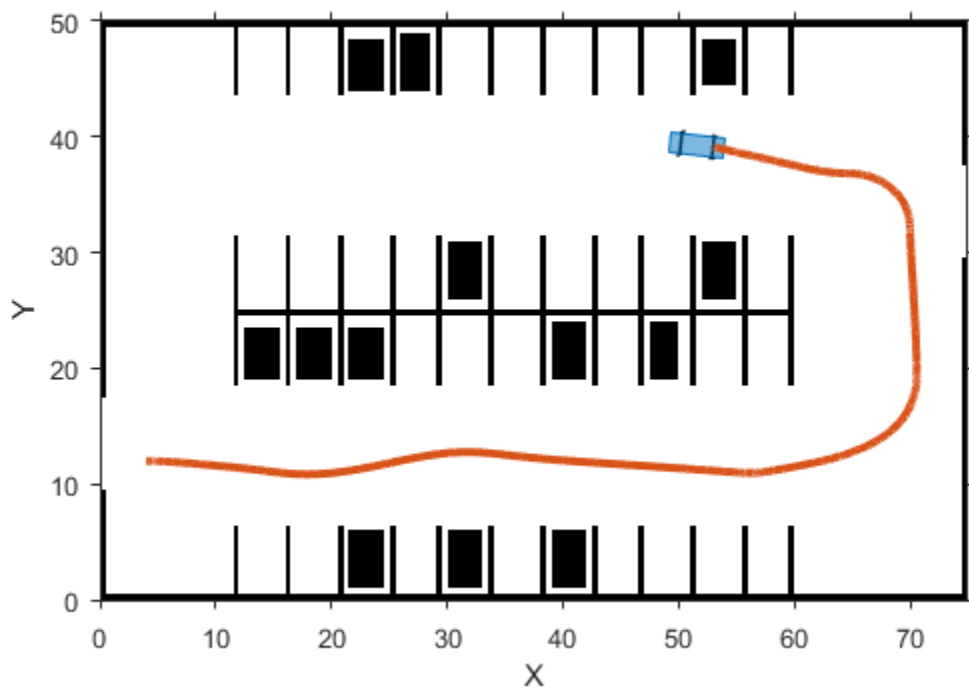
```

% Wait for fixed-rate execution.
waitfor(controlRate);

% Get current pose and velocity of the vehicle.
currentPose = getVehiclePose(vehicleSim);
currentVel  = getVehicleVelocity(vehicleSim);
end
end

% Show vehicle simulation figure.
showFigure(vehicleSim);

```



### Parking Maneuver

Now that the vehicle is near the parking spot, a specialized parking maneuver is used to park the vehicle in the final parking spot. This maneuver requires passing through a narrow corridor flanked by the edges of the parking spot on both ends. Such a maneuver is typically accompanied with ultrasound sensors or laser scanners continuously checking for obstacles.

```

% Hide vehicle simulation figure
hideFigure(vehicleSim);

```

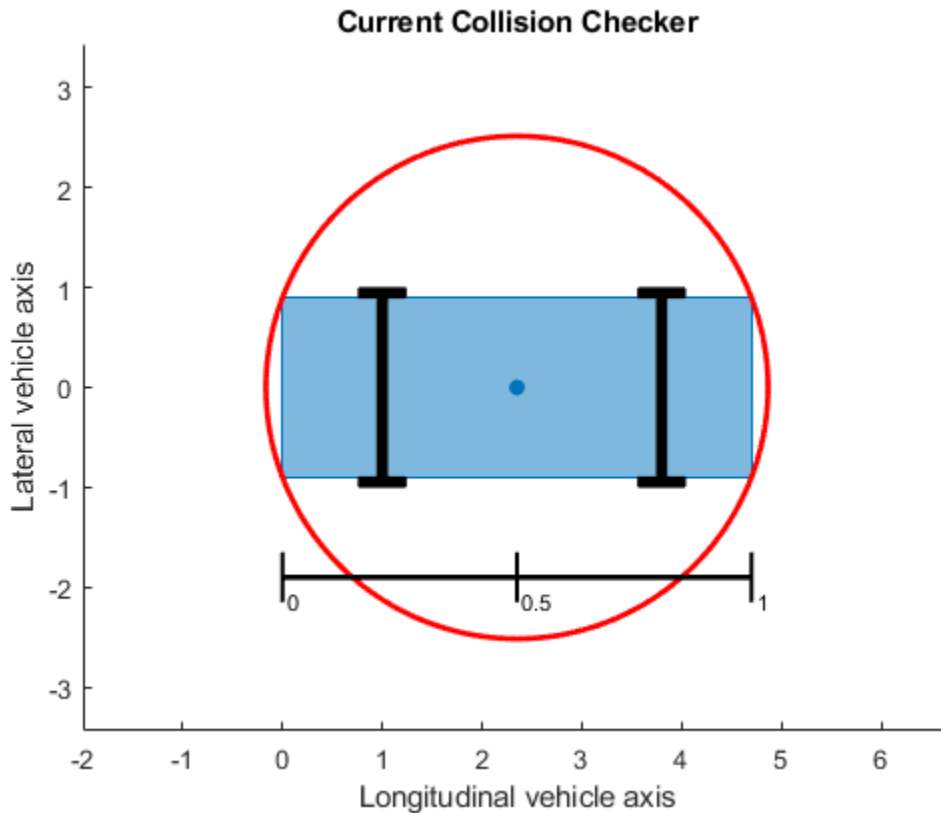
The `vehicleCostmap` uses inflation-based collision checking. First, visually inspect the current collision checker in use.

```

ccConfig = costmap.CollisionChecker;

```

```
figure
plot(ccConfig)
title('Current Collision Checker')
```

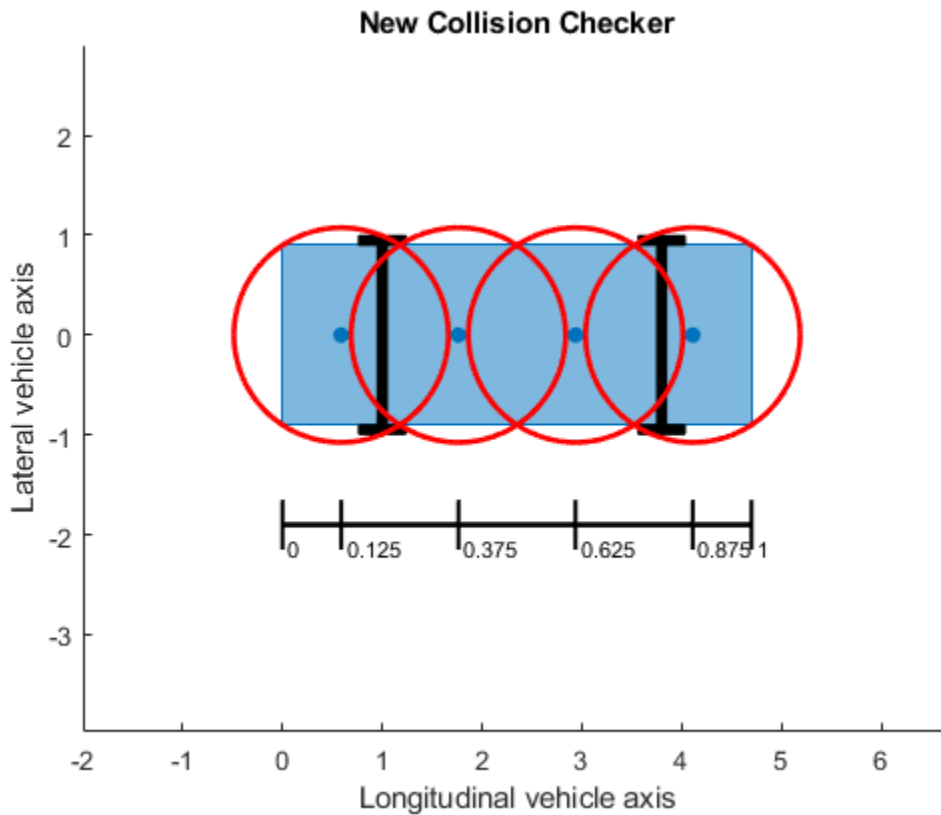


Collision checking is performed by inflating obstacles in the costmap by the inflation radius, and checking whether the center of the circle shown above lies on an inflated grid cell. The final parking maneuver requires a more precise, less conservative collision-checking mechanism. This is commonly solved by representing the shape of the vehicle using multiple (3-5) overlapping circles instead of a single circle.

Use a larger number of circles in the collision checker and visually inspect the collision checker. This allows planning through narrow passages.

```
ccConfig.NumCircles = 4;
```

```
figure
plot(ccConfig)
title('New Collision Checker')
```



Update the costmap to use this collision checker.

```
costmap.CollisionChecker = ccConfig;
```

Notice that the inflation radius has reduced, allowing the planner to find an unobstructed path to the parking spot.

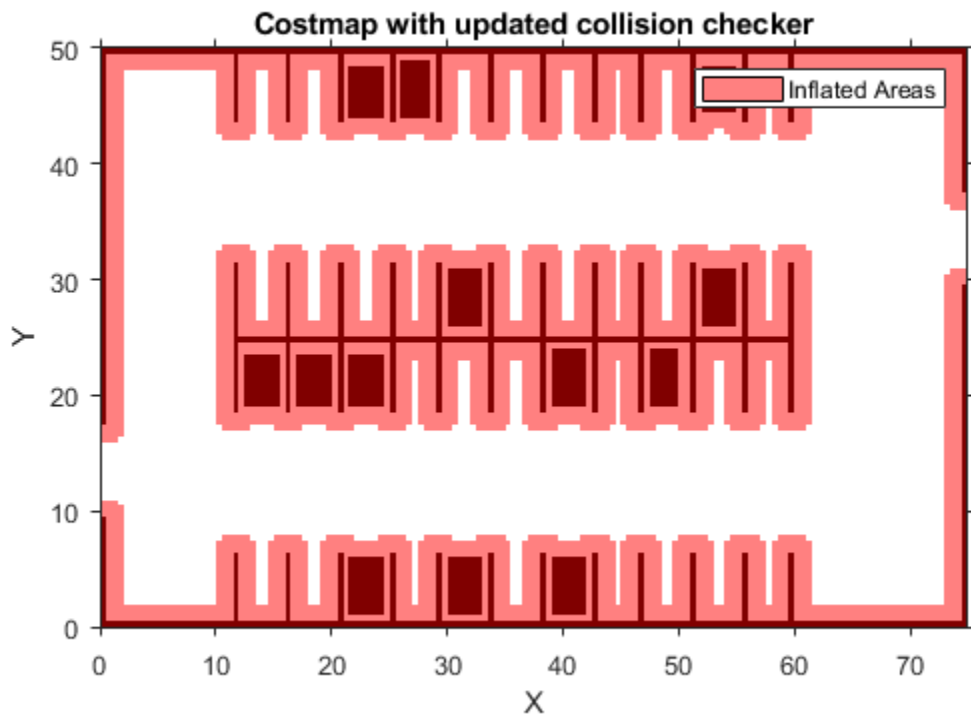
```
figure
plot(costmap)
title('Costmap with updated collision checker')

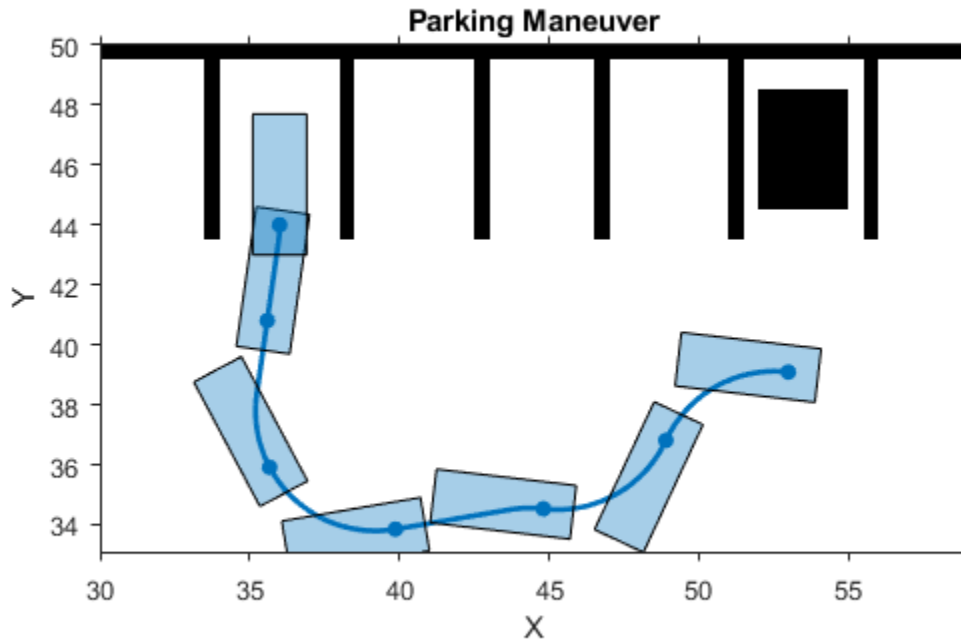
% Set up the pathPlannerRRT to use the updated costmap.
parkMotionPlanner = pathPlannerRRT(costmap, 'MinIterations', 1000);

% Define desired pose for the parking spot, returned by the V2X system.
parkPose = [36 44 90];
preParkPose = currentPose;

% Compute the required parking maneuver.
refPath = plan(parkMotionPlanner, preParkPose, parkPose);

% Plot the resulting parking maneuver.
figure
plotParkingManeuver(costmap, refPath, preParkPose, parkPose)
```





Once the maneuver is found, repeat the previous process to determine a complete plan: smooth the path, generate a speed profile and follow the trajectory using the feedback controller.

```
% Retrieve transition poses and directions from the planned path.
```

```
[transitionPoses, directions] = interpolate(refPath);
```

```
% Smooth the path.
```

```
numSmoothPoses = round(refPath.Length / approxSeparation);
```

```
[refPoses, directions, cumLengths, curvatures] = smoothPathSpline(transitionPoses, directions, numSmoothPoses);
```

```
% Set up the velocity profile generator to stop at the end of the trajectory,
```

```
% with a speed limit of 5 mph.
```

```
refVelocities = helperGenerateVelocityProfile(directions, cumLengths, curvatures, currentVel, 0, 5);
```

```
pathAnalyzer.RefPoses = refPoses;
```

```
pathAnalyzer.Directions = directions;
```

```
pathAnalyzer.VelocityProfile = refVelocities;
```

```
% Reset longitudinal controller.
```

```
reset(lonController);
```

```
reachGoal = false;
```

```
while ~reachGoal
```

```
    % Find the reference pose on the path and the corresponding velocity.
```

```
    [refPose, refVel, direction] = pathAnalyzer(currentPose, currentVel);
```

```
% Update driving direction for the simulator.
updateDrivingDirection(vehicleSim, direction);

% Compute steering command.
steeringAngle = lateralControllerStanley(refPose, currentPose, currentVel, ...
    'Direction', direction, 'Wheelbase', vehicleDims.Wheelbase);

% Compute acceleration and deceleration commands.
lonController.Direction = direction;
[accelCmd, decelCmd] = lonController(refVel, currentVel);

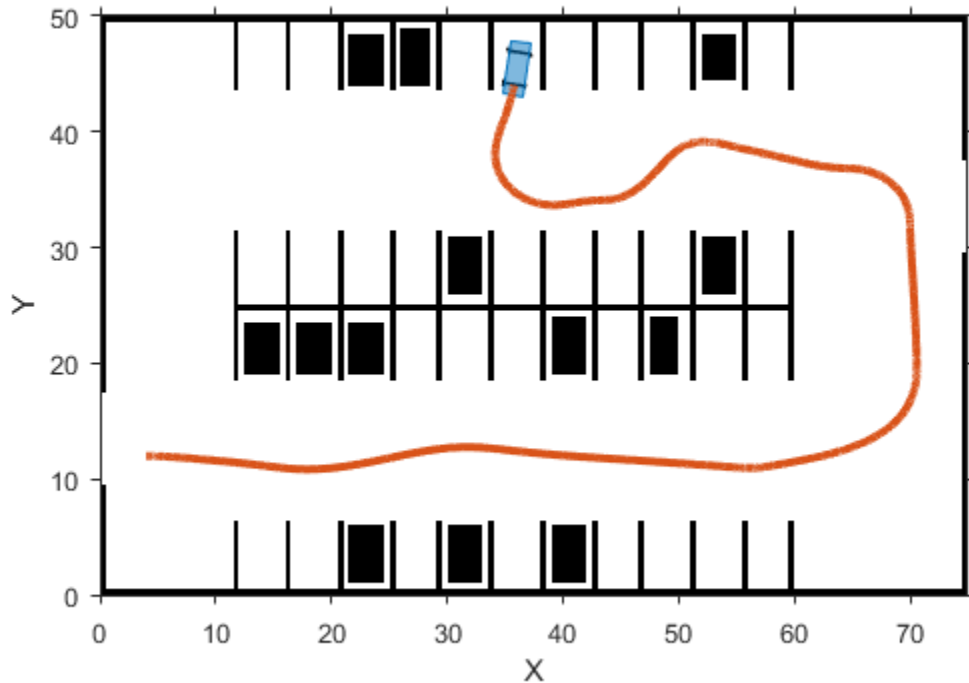
% Simulate the vehicle using the controller outputs.
drive(vehicleSim, accelCmd, decelCmd, steeringAngle);

% Check if the vehicle reaches the goal.
reachGoal = helperGoalChecker(parkPose, currentPose, currentVel, 0, direction);

% Wait for fixed-rate execution.
waitfor(controlRate);

% Get current pose and velocity of the vehicle.
currentPose = getVehiclePose(vehicleSim);
currentVel = getVehicleVelocity(vehicleSim);
end

% Show vehicle simulation figure.
closeFigures;
showFigure(vehicleSim);
```



An alternative way to park the vehicle is to back into the parking spot. When the vehicle needs to back up into a spot, the motion planner needs to use the Reeds-Shepp connection method to search for a feasible path. The Reeds-Shepp connection allows for reverse motions during planning.

```
% Specify a parking pose corresponding to a back-in parking maneuver.
parkPose = [49 47.2 -90];
```

```
% Change the connection method to allow for reverse motions.
parkMotionPlanner.ConnectionMethod = 'Reeds-Shepp';
```

To find a feasible path, the motion planner needs to be adjusted. Use a larger turning radius and connection distance to allow for a smooth back-in.

```
parkMotionPlanner.MinTurningRadius = 10; % meters
parkMotionPlanner.ConnectionDistance = 15;
```

```
% Reset vehicle pose and velocity.
currentVel = 0;
vehicleSim.setVehiclePose(preParkPose);
vehicleSim.setVehicleVelocity(currentVel);
```

```
% Compute the parking maneuver.
replan = true;
while replan
    refPath = plan(parkMotionPlanner, preParkPose, parkPose);
```

```
    % The path corresponding to the parking maneuver is small and requires
```

```

% precise maneuvering. Instead of interpolating only at transition poses,
% interpolate more finely along the length of the path.

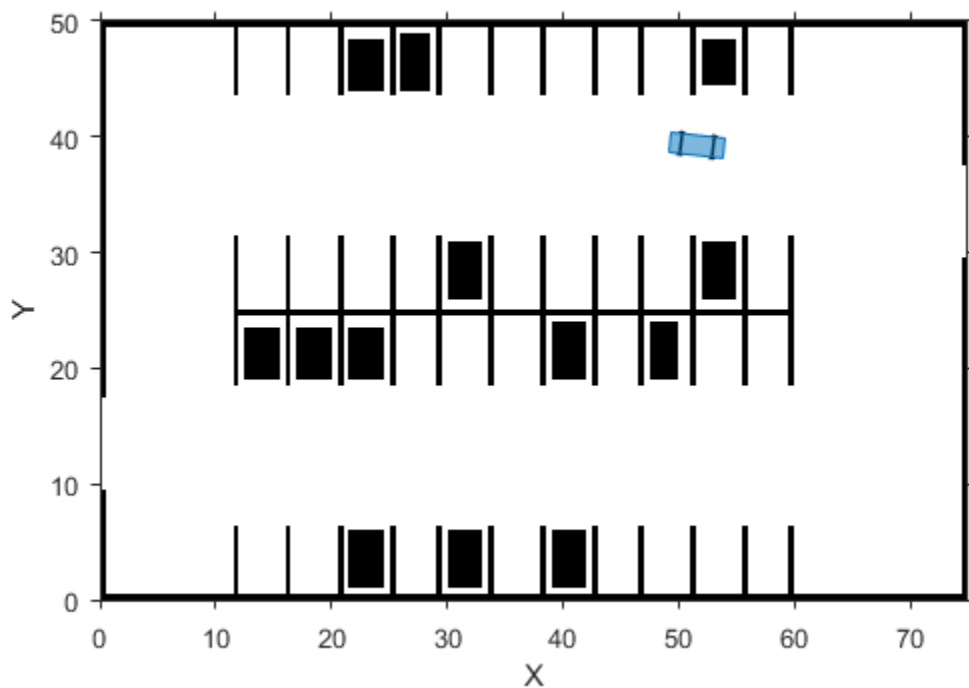
numSamples = 10;
stepSize   = refPath.Length / numSamples;
lengths    = 0 : stepSize : refPath.Length;

[transitionPoses, directions] = interpolate(refPath, lengths);

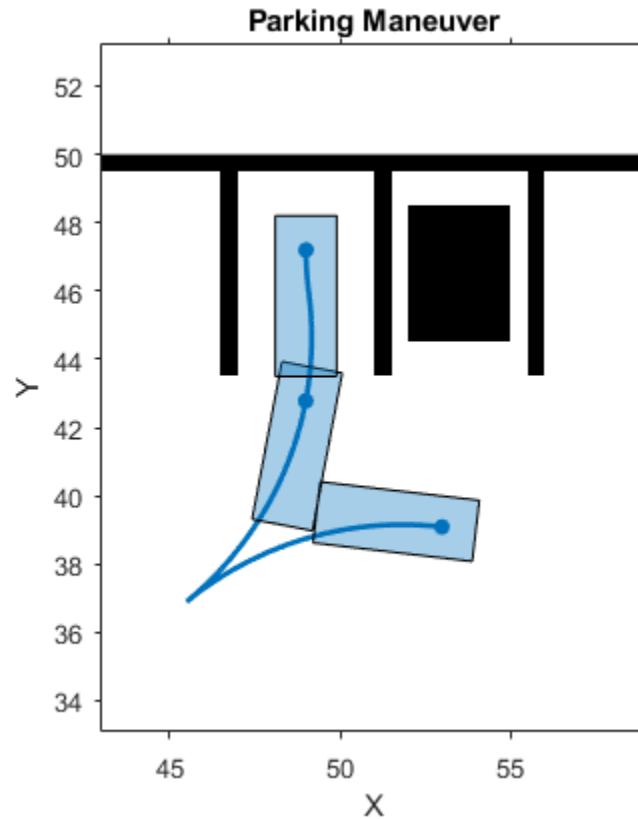
% Replan if the path contains more than one direction switching poses
% or if the path is too long.
replan = sum(abs(diff(directions)))~2 || refPath.Length > 20;
end

% Visualize the parking maneuver.
figure
plotParkingManeuver(costmap, refPath, preParkPose, parkPose)

```







```

% Smooth the path.
numSmoothPoses = round(refPath.Length / approxSeparation);
[refPoses, directions, cumLengths, curvatures] = smoothPathSpline(transitionPoses, directions, numSmoothPoses);

% Generate velocity profile.
refVelocities = helperGenerateVelocityProfile(directions, cumLengths, curvatures, currentVel, 0, numSmoothPoses);

pathAnalyzer.RefPoses = refPoses;
pathAnalyzer.Directions = directions;
pathAnalyzer.VelocityProfile = refVelocities;

% Reset longitudinal controller.
reset(lonController);

reachGoal = false;

while ~reachGoal
    % Get current driving direction.
    currentDir = getDrivingDirection(vehicleSim);

    % Find the reference pose on the path and the corresponding velocity.
    [refPose, refVel, direction] = pathAnalyzer(currentPose, currentVel);

    % If the vehicle changes driving direction, reset vehicle velocity in
    % the simulator and reset longitudinal controller.
    if currentDir ~= direction
        currentVel = 0;
    end
end

```

```
        setVehicleVelocity(vehicleSim, currentVel);
        reset(lonController);
    end

    % Update driving direction for the simulator. If the vehicle changes
    % driving direction, reset and return the current vehicle velocity as zero.
    currentVel = updateDrivingDirection(vehicleSim, direction, currentDir);

    % Compute steering command.
    steeringAngle = lateralControllerStanley(refPose, currentPose, currentVel, ...
        'Direction', direction, 'Wheelbase', vehicleDims.Wheelbase);

    % Compute acceleration and deceleration commands.
    lonController.Direction = direction;
    [accelCmd, decelCmd] = lonController(refVel, currentVel);

    % Simulate the vehicle using the controller outputs.
    drive(vehicleSim, accelCmd, decelCmd, steeringAngle);

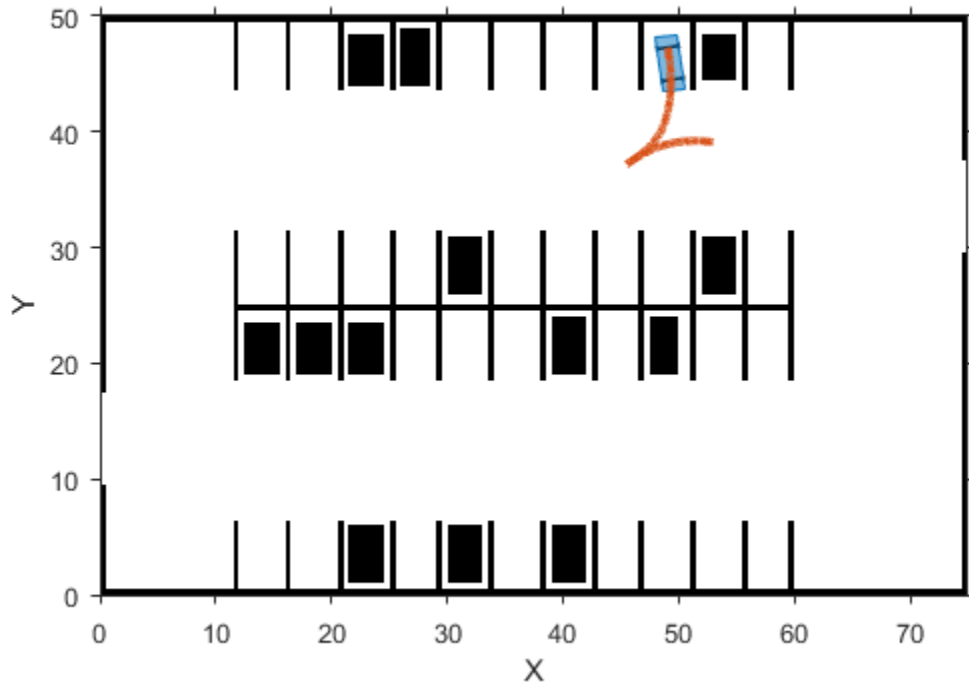
    % Check if the vehicle reaches the goal.
    reachGoal = helperGoalChecker(parkPose, currentPose, currentVel, 0, direction);

    % Wait for fixed-rate execution.
    waitfor(controlRate);

    % Get current pose and velocity of the vehicle.
    currentPose = getVehiclePose(vehicleSim);
    currentVel = getVehicleVelocity(vehicleSim);
end

% Take a snapshot for the example.
closeFigures;
snapnow;

% Delete the simulator.
delete(vehicleSim);
```



## Conclusion

This example showed how to:

- 1 Plan a feasible path in a semi-structured environment, such as a parking lot, using an RRT\* path planning algorithm.
- 2 Smooth the path using splines and generate a speed profile along the smoothed path.
- 3 Control the vehicle to follow the reference path at the desired speed.
- 4 Realize different parking behaviors by using different motion planner settings.

## References

[1] Buehler, Martin, Karl Iagnemma, and Sanjiv Singh. *The DARPA Urban Challenge: Autonomous Vehicles in City Traffic* (1st ed.). Springer Publishing Company, Incorporated, 2009.

[2] Lepetic, Marko, Gregor Klančar, Igor Skrjanc, Drago Matko, Bostjan Potocnik, "Time Optimal Path Planning Considering Acceleration Limits." *Robotics and Autonomous Systems*. Volume 45, Issues 3-4, 2003, pp. 199-210.

## Supporting Functions

**loadParkingLotMapLayers** Load environment map layers for parking lot

```
function mapLayers = loadParkingLotMapLayers()
%loadParkingLotMapLayers
% Load occupancy maps corresponding to 3 layers - obstacles, road
```

```
% markings, and used spots.
```

```
mapLayers.StationaryObstacles = imread('stationary.bmp');
mapLayers.RoadMarkings       = imread('road_markings.bmp');
mapLayers.ParkedCars         = imread('parked_cars.bmp');
end
```

**plotMapLayers** Plot struct containing map layers

```
function plotMapLayers(mapLayers)
%plotMapLayers
% Plot the multiple map layers on a figure window.

figure
cellOfMaps = cellfun(@imcomplement, struct2cell(mapLayers), 'UniformOutput', false);
montage( cellOfMaps, 'Size', [1 numel(cellOfMaps)], 'Border', [5 5], 'ThumbnailSize', [300 NaN]
title('Map Layers - Stationary Obstacles, Road markings, and Parked Cars')
end
```

**combineMapLayers** Combine map layers into a single costmap

```
function costmap = combineMapLayers(mapLayers)
%combineMapLayers
% Combine map layers struct into a single vehicleCostmap.

combinedMap = mapLayers.StationaryObstacles + mapLayers.RoadMarkings + ...
    mapLayers.ParkedCars;
combinedMap = im2single(combinedMap);

res = 0.5; % meters
costmap = vehicleCostmap(combinedMap, 'CellSize', res);
end
```

**configurePlanner** Configure path planner with specified settings

```
function configurePlanner(pathPlanner, config)
%configurePlanner
% Configure the path planner object, pathPlanner, with settings specified
% in struct config.

fieldNames = fields(config);
for n = 1 : numel(fieldNames)
    if ~strcmpi(fieldNames{n}, 'IsParkManeuver')
        pathPlanner.(fieldNames{n}) = config.(fieldNames{n});
    end
end
end
```

**plotVelocityProfile** Plot speed profile

```
function plotVelocityProfile(cumPathLength, refVelocities, maxSpeed)
%plotVelocityProfile
% Plot the generated velocity profile.

% Plot reference velocity along length of the path.
plot(cumPathLength, refVelocities, 'LineWidth', 2);

% Plot a line to display maximum speed.
hold on
```

```

line([0;cumPathLength(end)], [maxSpeed;maxSpeed], 'Color', 'r')
hold off

% Set axes limits.
buffer = 2;
xlim([0 cumPathLength(end)]);
ylim([0 maxSpeed + buffer])

% Add labels.
xlabel('Cumulative Path Length (m)');
ylabel('Velocity (m/s)');

% Add legend and title.
legend('Velocity Profile', 'Max Speed')
title('Generated velocity profile')
end

```

### closeFigures

```

function closeFigures()
% Close all the figures except the simulator visualization.

% Find all the figure objects.
figHandles = findobj('Type', 'figure');
for i = 1: length(figHandles)
    if ~strcmp(figHandles(i).Name, 'Automated Valet Parking')
        close(figHandles(i));
    end
end
end

```

**plotParkingManeuver** Display the generated parking maneuver on a costmap.

```

function plotParkingManeuver(costmap, refPath, currentPose, parkPose)
%plotParkingManeuver
% Plot the generated parking maneuver on a costmap.

% Plot the costmap, without inflated areas.
plot(costmap, 'Inflation', 'off')

% Plot reference parking maneuver on the costmap.
hold on
plot(refPath, 'DisplayName', 'Parking Maneuver')

title('Parking Maneuver')

% Zoom into parking maneuver by setting axes limits.
lo = min([currentPose(1:2); parkPose(1:2)]);
hi = max([currentPose(1:2); parkPose(1:2)]);

buffer = 6; % meters

xlim([lo(1)-buffer hi(1)+buffer])

```

```
ylim([lo(2)-buffer hi(2)+buffer])  
end
```

## See Also

### Functions

[lateralControllerStanley](#) | [inflationCollisionChecker](#) | [interpolate](#) | [smoothPathSpline](#)

### Objects

[pathPlannerRRT](#) | [vehicleCostmap](#) | [vehicleDimensions](#) | [driving.Path](#)

## More About

- “Automated Parking Valet in Simulink” on page 8-703
- “Automated Parking Valet with ROS in MATLAB” (ROS Toolbox)
- “Automated Parking Valet with ROS 2 in MATLAB” (ROS Toolbox)
- “Coordinate Systems in Automated Driving Toolbox” on page 1-2

## Automated Parking Valet in Simulink

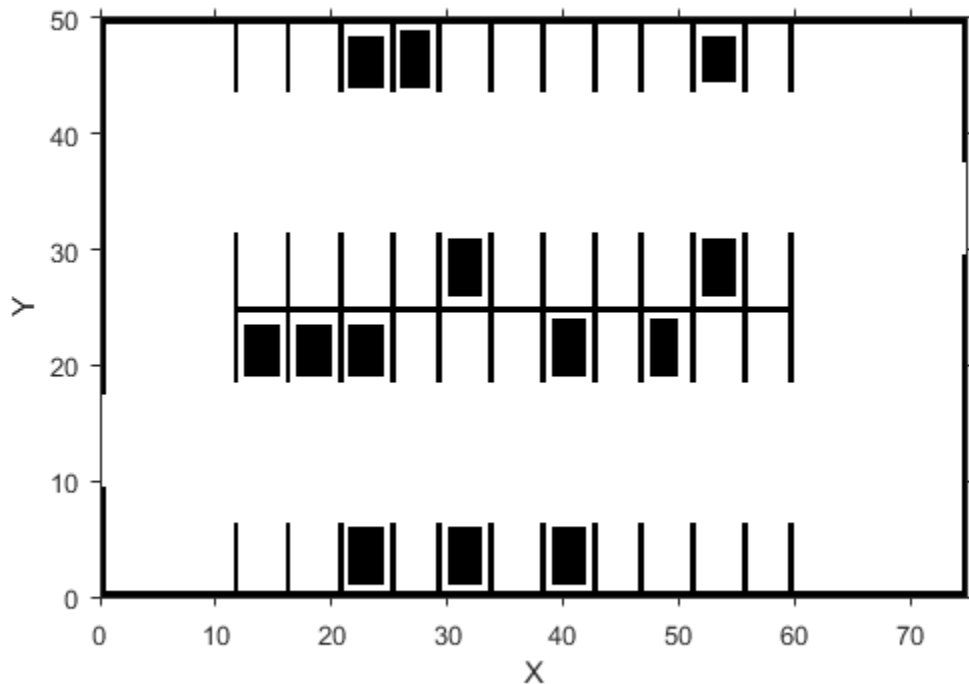
This example shows how to construct an automated parking valet system in Simulink® with Automated Driving Toolbox™. It closely follows the “Automated Parking Valet” on page 8-675 MATLAB® example.

### Introduction

Automatically parking a car that is left in front of a parking lot is a challenging problem. The vehicle's automated systems are expected to take over and steer the vehicle to an available parking spot. This example focuses on planning a feasible path through the environment, generating a trajectory from this path, and using a feasible controller to execute the trajectory. Map creation and dynamic obstacle avoidance are excluded from this example.

Before simulation, the `helperSLCreateCostmap` function is called within the `PreLoadFcn` callback function of the model. For details on using callback functions, see “Model Callbacks” (Simulink). The `helperSLCreateCostmap` function creates a static map of the parking lot that contains information about stationary obstacles, road markings, and parked cars. The map is represented as a `vehicleCostmap` object.

To use the `vehicleCostmap` object in Simulink®, the `helperSLCreateUtilityStruct` function converts the `vehicleCostmap` into a struct array in the block's mask initialization. For more details, see “Initialize Mask” (Simulink).

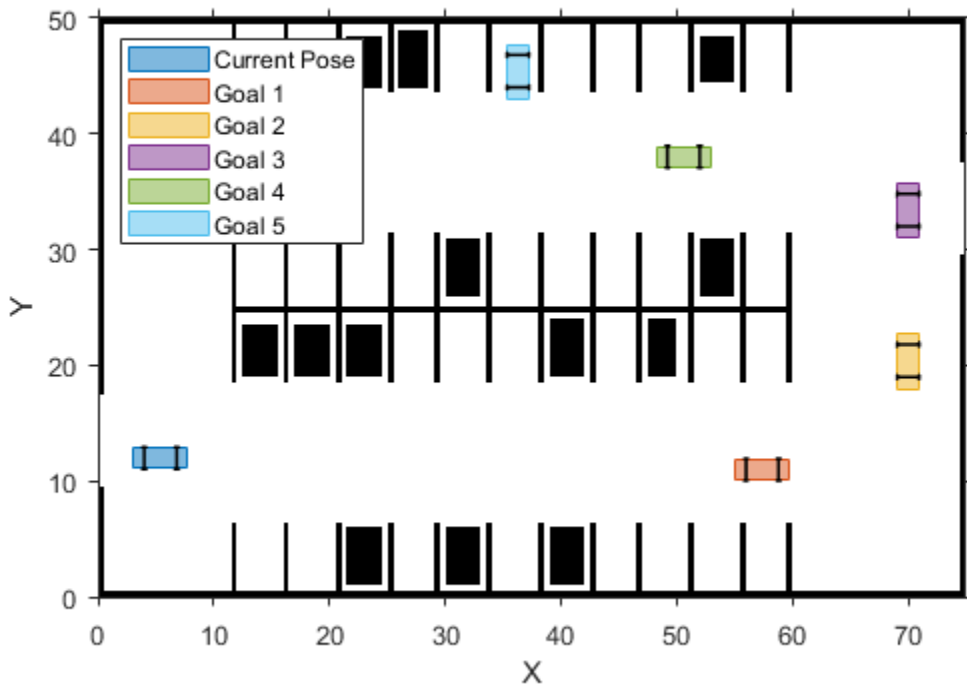


The global route plan is described as a sequence of lane segments to traverse to reach a parking spot. Before simulation, the `PreLoadFcn` callback function of the model loads a route plan, which is stored as a table. The table specifies the start and end poses of the segment, as well as properties of the segment, such as the speed limit.

```
routePlan =
```

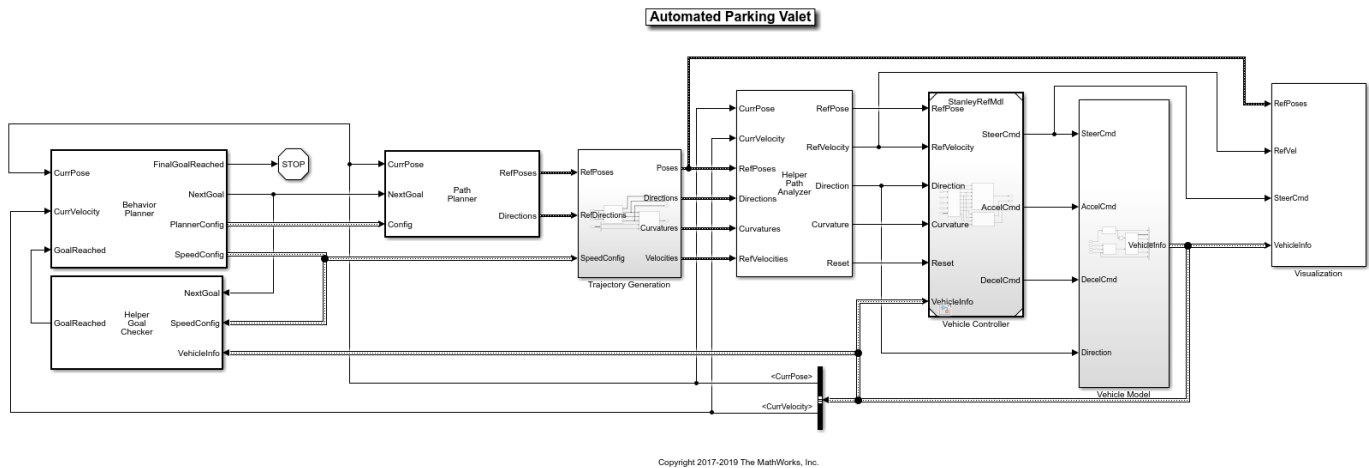
```
5×3 table
```

StartPose			EndPose			Attributes
4	12	0	56	11	0	1×1 struct
56	11	0	70	19	90	1×1 struct
70	19	90	70	32	90	1×1 struct
70	32	90	52	38	180	1×1 struct
53	38	180	36.3	44	90	1×1 struct



The inputs and outputs of many blocks in this example are Simulink buses (`Simulink.Bus` (`Simulink`) classes). In the `PreLoadFcn` callback function of the model, the `helperSLCreateUtilityBus` function creates these buses.



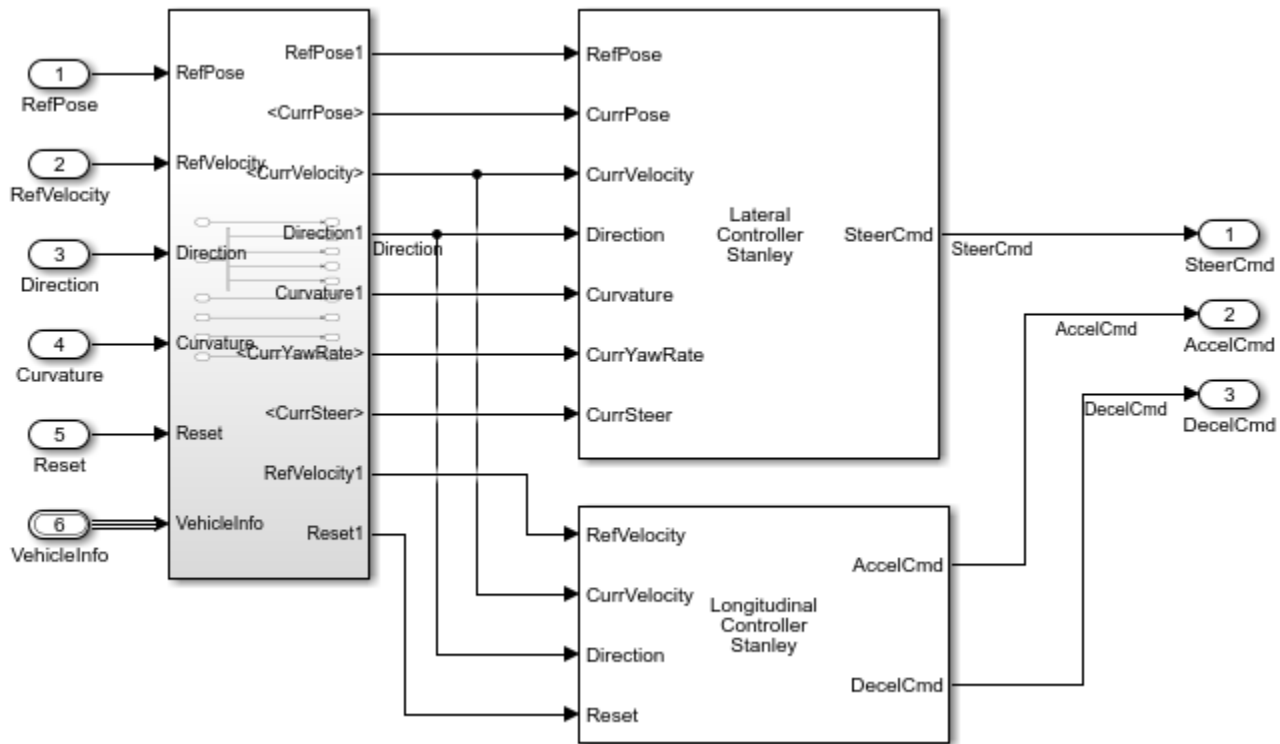


Planning is a hierarchical process, with each successive layer responsible for a more fine-grained task. The behavior layer [1] sits at the top of this stack. The **Behavior Planner** block triggers a sequence of navigation tasks based on the global route plan by providing an intermediate goal and configuration for the **Motion Planning** and **Trajectory Generation** blocks. Each path segment is navigated using these steps:

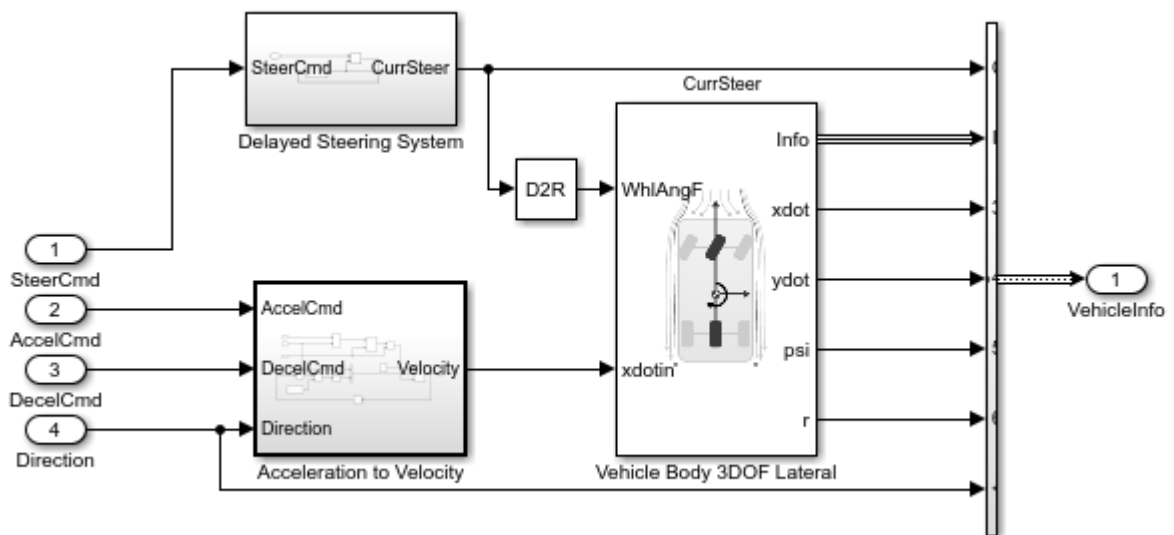
- 1 **Motion Planning:** Plan a feasible path through the environment map using the optimal rapidly exploring random tree (RRT\*) algorithm (pathPlannerRRT).
- 2 **Trajectory Generation:** Smooth the reference path by fitting splines [2] to it using the Path Smoother Spline block. Then convert the smoothed path into a trajectory by generating a speed profile using the Velocity Profiler block.
- 3 **Vehicle Control:** The HelperPathAnalyzer provides the reference signal for the Vehicle Controller subsystem that controls the steering and the velocity of the vehicle.
- 4 **Goal Checking:** Check if the vehicle has reached the final pose of the segment using helperGoalChecker.

### Explore the Subsystems

The Vehicle Controller subsystem contains a Lateral Controller Stanley block and a Longitudinal Controller Stanley block to regulate the pose and the velocity of the vehicle, respectively. To handle realistic vehicle dynamics [3], the **Vehicle model** parameter in the Lateral Controller Stanley block is set to **Dynamic bicycle model**. With this configuration, additional inputs, such as the path curvature, the current yaw rate of the vehicle, and the current steering angle are required to compute the steering command. The Longitudinal Controller Stanley block uses a switching Proportional-Integral controller to calculate the acceleration and the deceleration commands that actuate the brake and throttle in the vehicle.

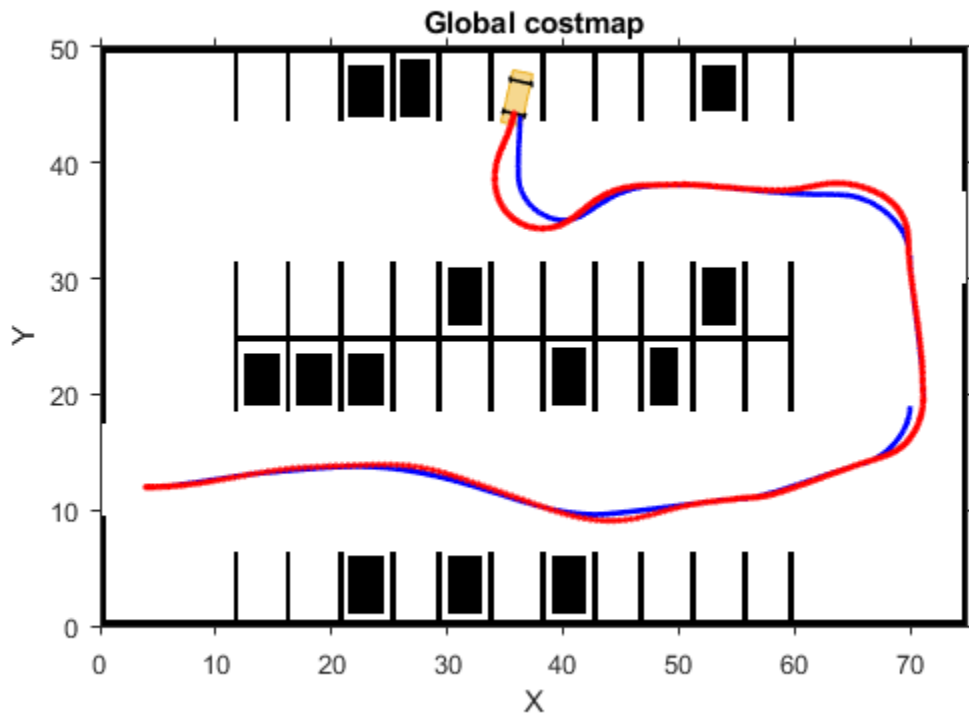


To demonstrate the performance, the vehicle controller is applied to the Vehicle Model block, which contains a simplified steering system [3] that is modeled as a first-order system and a Vehicle Body 3DOF (Vehicle Dynamics Blockset) block shared between Automated Driving Toolbox™ and Vehicle Dynamics Blockset™. Compared with the kinematic bicycle model used in the “Automated Parking Valet” on page 8-675 MATLAB® example, this Vehicle Model block is more accurate because it considers the inertial effects, such as tire slip and steering servo actuation.

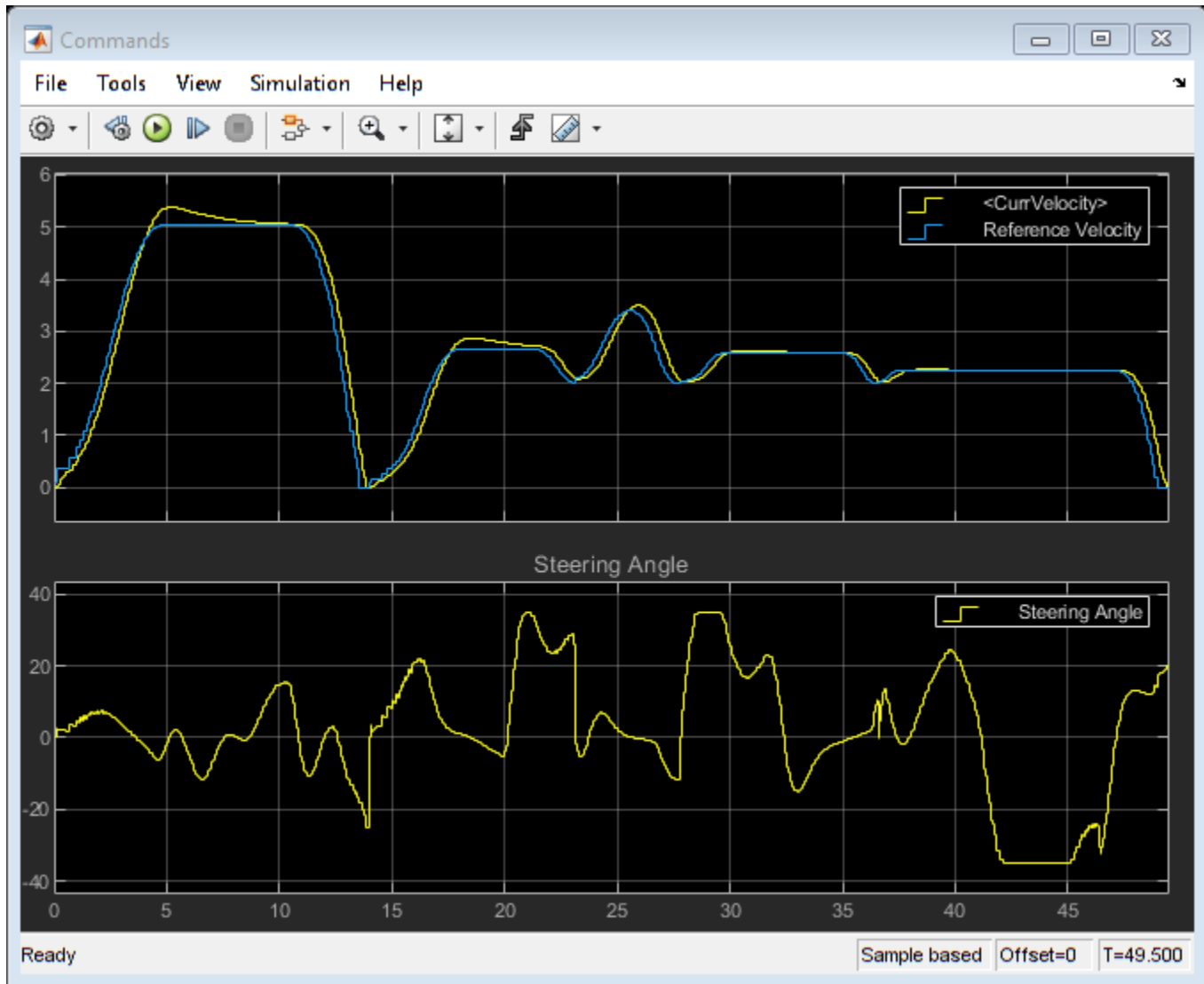


## Simulation Results

The Visualization block shows how the vehicle tracks the reference path. It also displays vehicle speed and steering command in a scope. The following images are the simulation results for this example:



Simulation stops at about 45 seconds, which is when the vehicle reaches the destination.



### Conclusions

This example shows how to implement an automated parking valet in Simulink.

### References

- [1] Buehler, Martin, Karl Iagnemma, and Sanjiv Singh. *The DARPA Urban Challenge: Autonomous Vehicles in City Traffic* (1st ed.). Springer Publishing Company, Incorporated, 2009.
- [2] Lepetic, Marko, Gregor Klančar, Igor Skrjanc, Drago Matko, and Bostjan Potocnik, "Time Optimal Path Planning Considering Acceleration Limits." *Robotics and Autonomous Systems*, Volume 45, Issues 3-4, 2003, pp. 199-210.

[3] Hoffmann, Gabriel M., Claire J. Tomlin, Michael Montemerlo, and Sebastian Thrun. "Autonomous Automobile Trajectory Tracking for Off-Road Driving: Controller Design, Experimental Validation and Racing." *American Control Conference*, 2007, pp. 2296-2301.

## See Also

### Blocks

Vehicle Body 3DOF | Lateral Controller Stanley | Path Smoother Spline | Longitudinal Controller Stanley | Velocity Profiler

### Objects

vehicleDimensions | pathPlannerRRT | vehicleCostmap

## More About

- "Automated Parking Valet" on page 8-675
- "Automated Parking Valet with ROS in Simulink" (ROS Toolbox)
- "Automated Parking Valet with ROS 2 in Simulink" (ROS Toolbox)
- "Visualize Automated Parking Valet Using Cuboid Simulation" on page 8-710
- "Lateral Control Tutorial" on page 8-836
- "Code Generation for Path Planning and Vehicle Control" on page 8-751

## Visualize Automated Parking Valet Using Cuboid Simulation

This example shows how to visualize the motion of a vehicle as it navigates a parking lot in a cuboid driving scenario environment. It closely follows the “Visualize Automated Parking Valet Using Unreal Engine Simulation” on page 8-878 example.

### Visualization Workflow

Automated Driving Toolbox™ provides a cuboid driving scenario environment that enables you to rapidly author scenarios, generate detections using low-fidelity radar and camera sensors, and test controllers and tracking and sensor fusion algorithms in both MATLAB® and Simulink®. The “Automated Parking Valet in Simulink” on page 8-703 example shows how to design a path planning and vehicle control algorithm for an automated parking valet system in Simulink. This example shows how to augment that algorithm to visualize vehicle motion in a scenario using a `drivingScenario` object. The steps in this workflow are:

- 1 Create a driving scenario containing a parking lot.
- 2 Create a `vehicleCostmap` from the driving scenario.
- 3 Create a route plan for the ego vehicle in the scenario.
- 4 Simulate the scenario in Simulink and visualize the motion of the vehicle in the driving scenario.

### Create Driving Scenario

The `drivingScenario` object enables you to author low-fidelity scenes. Create a `drivingScenario` object and add the elements necessary to model a parking maneuver:

- Create a parking lot that contains grids of parking spaces.
- Add the ego vehicle.
- Insert static vehicles at various locations on the parking lot to serve as obstacles.

```
% Create drivingScenario object
scenario = drivingScenario;

% Create parking lot
lot = parkingLot(scenario,[3 -5; 60 -5; 60 -48; 3 -48]);

% Create parking spaces
cars = parkingSpace(Width=3.3);
accessible = parkingSpace(Type="Accessible",Width=3.3);
accessLane = parkingSpace(Type="NoParking",MarkingColor=[1 1 1],Width=1.5);
fireLane = parkingSpace(Type="NoParking",Length=2,Width=40);

% Insert parking spaces
insertParkingSpaces(lot,cars,Edge=2);
insertParkingSpaces(lot,cars,Edge=4);
insertParkingSpaces(lot,[cars accessLane accessible accessLane accessible], ...
    [5 1 1 1 1],Rows=2,Position=[42 -12]);
insertParkingSpaces(lot,[cars accessLane accessible accessLane accessible], ...
    [5 1 1 1 1],Rows=2,Position=[23 -12]);
insertParkingSpaces(lot,fireLane,1,Edge=3,Offset=8);

% Add the ego vehicle
egoVehicle = vehicle(scenario, ...
```

```
ClassID=1, ...
Position=[13 8 0].*[1 -1 1], ...
Yaw=270, ...
Mesh=driving.scenario.carMesh, ...
Name="Ego");

% Add stationary vehicles
car1 = vehicle(scenario, ...
    ClassID=1, ...
    Position=[7.5 -42.7 0.01], ...
    Yaw=180, ...
    Mesh=driving.scenario.carMesh);

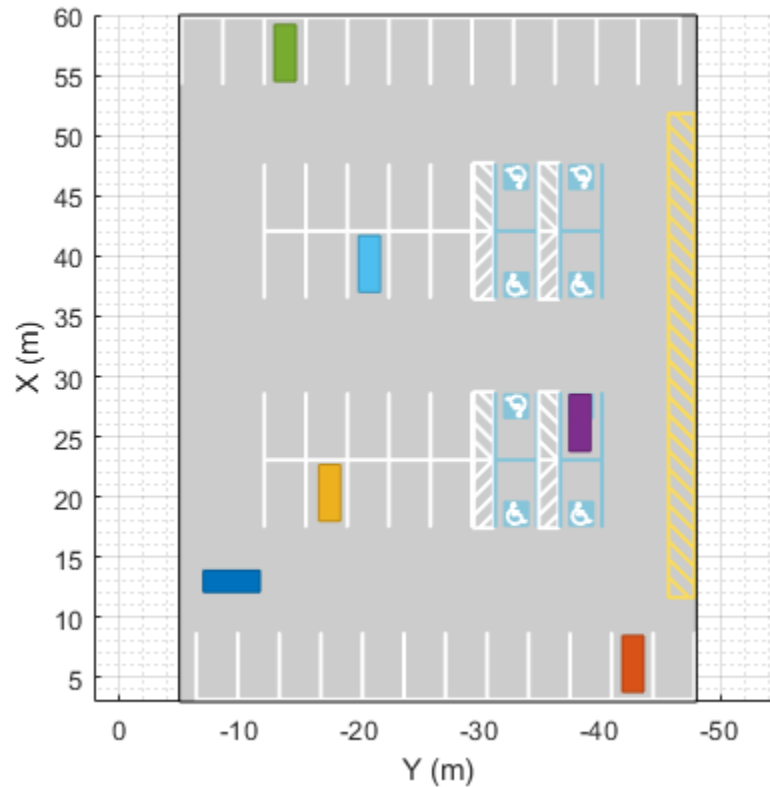
car2 = vehicle(scenario, ...
    ClassID=1, ...
    Position=[19 -17.5 0.01], ...
    Mesh=driving.scenario.carMesh);

car3 = vehicle(scenario, ...
    ClassID=1, ...
    Position=[27.5 -38.3 0.01], ...
    Yaw=180, ...
    Mesh=driving.scenario.carMesh);

car4 = vehicle(scenario, ...
    ClassID=1, ...
    Position=[55.5 -13.8 0.01], ...
    Mesh=driving.scenario.carMesh);

car5 = vehicle(scenario, ...
    ClassID=1, ...
    Position=[38 -20.8 0.01], ...
    Mesh=driving.scenario.carMesh);

% Plot drivingScenario
plot(scenario)
```



### Create Costmap from Driving Scenario

To create a costmap from the driving scenario, follow these steps:

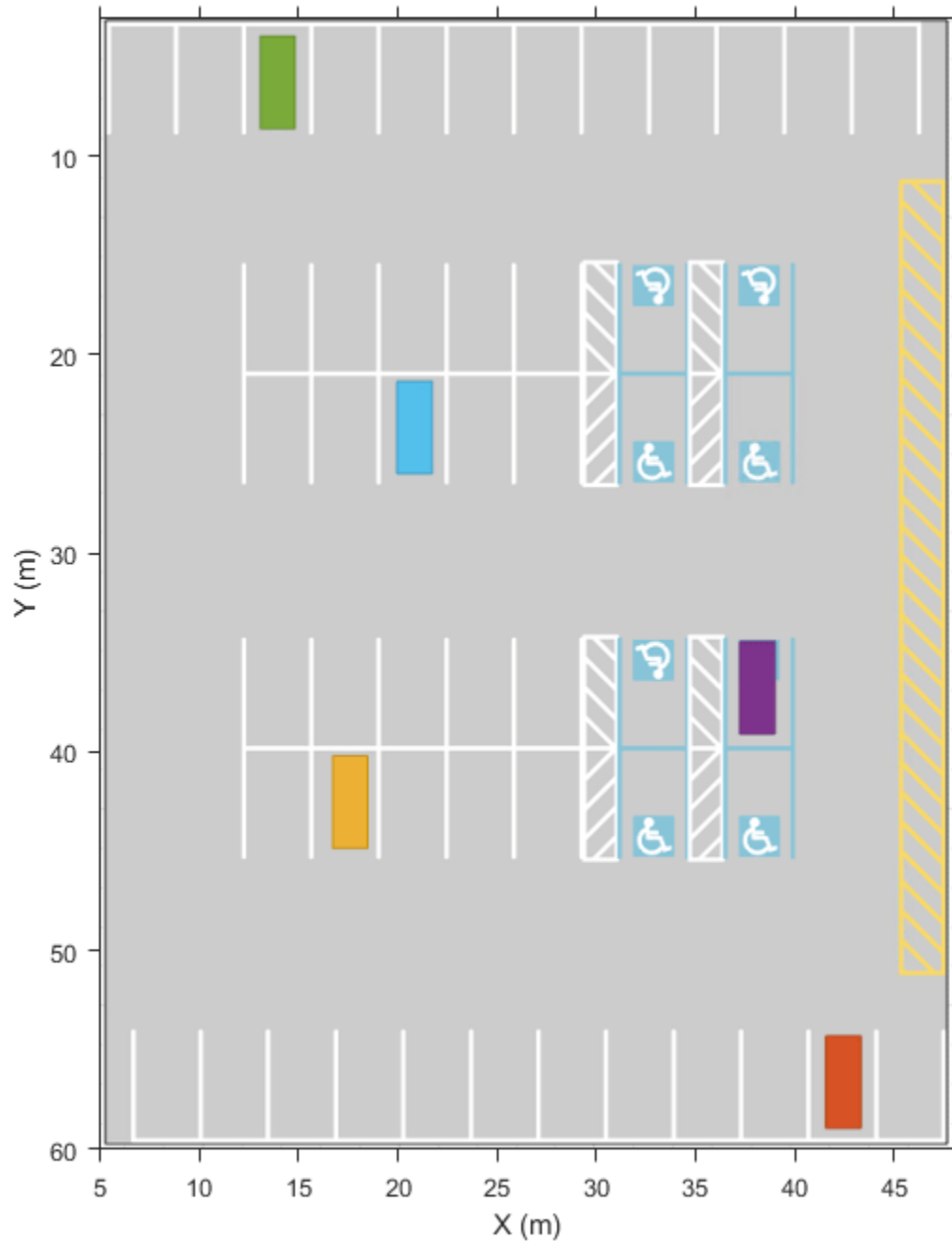
- 1 Capture a screenshot of the plot of the driving scenario using the `saveas` function or a tool of your choice. Save the screenshot as a PNG file in the working directory.
- 2 Create a spatial referencing object using the `imref2d` function. Use the dimensions of the parking lot to specify the *X* and *Y* limits.
- 3 Read the PNG image into a variable in the base workspace using the `imread` function.

You can then display the image using `imshow`. This example provides a previously captured high-resolution screenshot of the scenario and a spatial referencing object.

```
% Load the image data
load("SceneImageData.mat", "sceneImage", "sceneRef")

% Visualize the scene image
figure
imshow(sceneImage, sceneRef);
xlabel('X (m)');
ylabel('Y (m)');
```





The screenshot is an accurate depiction of the environment up to some resolution. You can use this image to create a `vehicleCostmap` for path planning and navigation.

First, estimate free space by using the image. *Free space* is the area where a vehicle can drive without collision with static objects, such as parked cars, cones, and road boundaries, and without crossing marked lines. In this example, you can estimate the free space based on the color of the image. Use the Color Thresholder app to perform segmentation and generate a binary image from the

image. You can also use the `helperCreateCostmapFromImage` helper function, detailed at the end of this example, to generate the binary image:

```
sceneImageBinary = helperCreateCostmapFromImage(sceneImage);
```

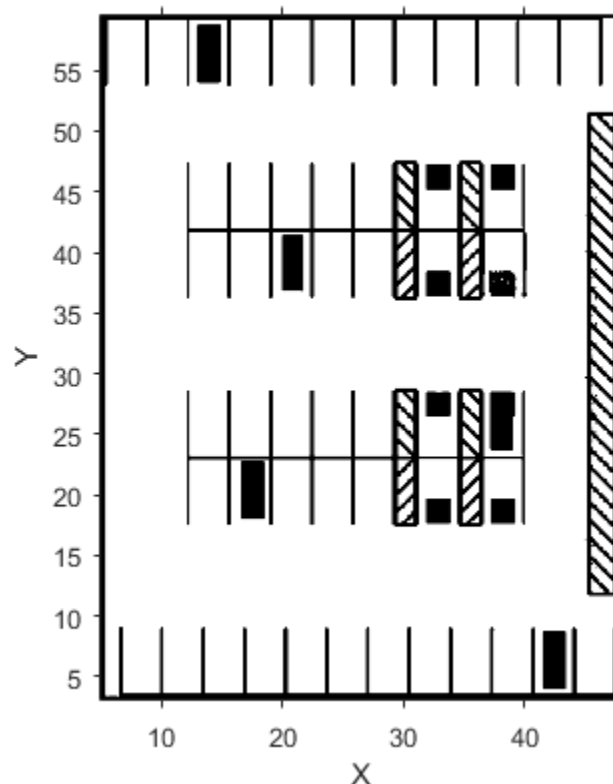
Next, create a costmap from the binary image. Use the binary image to specify the cost value at each cell.

```
% Get the left-bottom corner location of the map
mapLocation = [sceneRef.XWorldLimits(1) sceneRef.YWorldLimits(1)]; % [meters meters]

% Compute resolution
mapWidth = sceneRef.XWorldLimits(2) - sceneRef.XWorldLimits(1); % meters
cellSize = mapWidth/size(sceneImageBinary,2);

% Create the costmap
costmap = vehicleCostmap(im2single(sceneImageBinary),CellSize=cellSize,MapLocation=mapLocation);

figure
plot(costmap,Inflation='off')
legend off
```



You must also specify the dimensions of the vehicle that parks in the driving scenario. This example uses the vehicle dimensions described in the “Create Actor and Vehicle Trajectories Programmatically” on page 8-642 example.

```
frontOverhang = egoVehicle.FrontOverhang;
rearOverhang = egoVehicle.RearOverhang;
```

```

vehicleWidth = egoVehicle.Width;
vehicleHeight = egoVehicle.Height;
vehicleLength = egoVehicle.Length;
centerToFront = (vehicleLength/2) - frontOverhang;
centerToRear = (vehicleLength/2) - rearOverhang;

vehicleDims = vehicleDimensions(vehicleLength,vehicleWidth,vehicleHeight, ...
    FrontOverhang=frontOverhang,RearOverhang=rearOverhang);
costmap.CollisionChecker.VehicleDimensions = vehicleDims;

```

Set the inflation radius by specifying the number of circles enclosing the vehicle.

```
costmap.CollisionChecker.NumCircles = 5;
```

### Create Route Plan for Ego Vehicle

The global route plan is a sequence of lane segments that the vehicle must traverse to reach a parking spot. In this example, the route plan has been created and stored in a table. For more information on creating a route plan, review the “Automated Parking Valet in Simulink” on page 8-703 example. Before simulation, the PreLoadFcn callback function of the model loads the route plan.

```

data = load("routePlanDrivingScenario.mat");
routePlan = data.routePlan %#ok<NOPTS>

% Plot vehicle at the starting pose
egoVehicle.Position = [routePlan.StartPose(1,2) routePlan.StartPose(1,1) 0].*[1 -1 1];
egoVehicle.Yaw = routePlan.StartPose(1,3) - 90;

startPose = routePlan.StartPose(1,:);
hold on
helperPlotVehicle(startPose,vehicleDims,DisplayName="Current Pose")
legend

for n = 1:height(routePlan)
    % Extract the goal waypoint
    vehiclePose = routePlan{n, 'EndPose'};

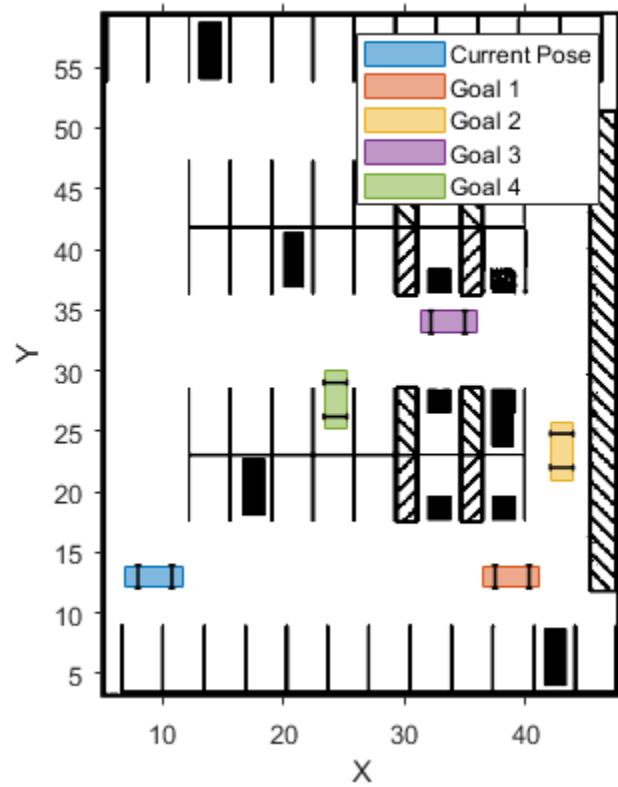
    % Plot the pose
    legendEntry = sprintf("Goal %i",n);
    helperPlotVehicle(vehiclePose,vehicleDims,DisplayName=legendEntry);
    hold on
end
hold off

```

```
routePlan =
```

```
4x3 table
```

StartPose			EndPose			Attributes
8	13	0	37.5	13	0	1x1 struct
37.5	13	0	43	22	90	1x1 struct
43	22	90	35	34	180	1x1 struct
35	34	180	24.3	29	270	1x1 struct



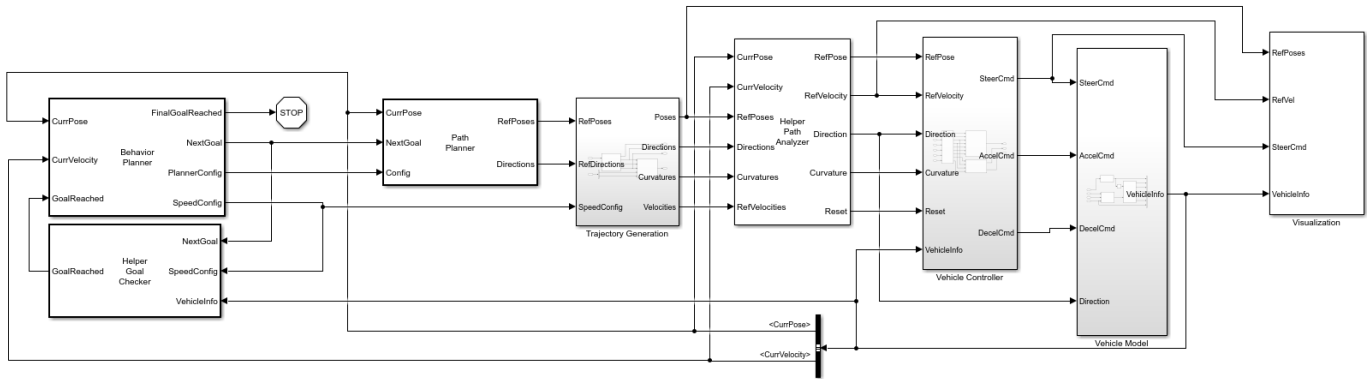
### Explore Model

The APVWithDrivingScenario model extends the one used in the Automated Parking Valet in Simulink example by adding a plot to visualize the vehicle in a driving scenario. Open the model.

```
helperCloseFigures
```

```
modelName = "APVWithDrivingScenario";  
open_system(modelName)
```

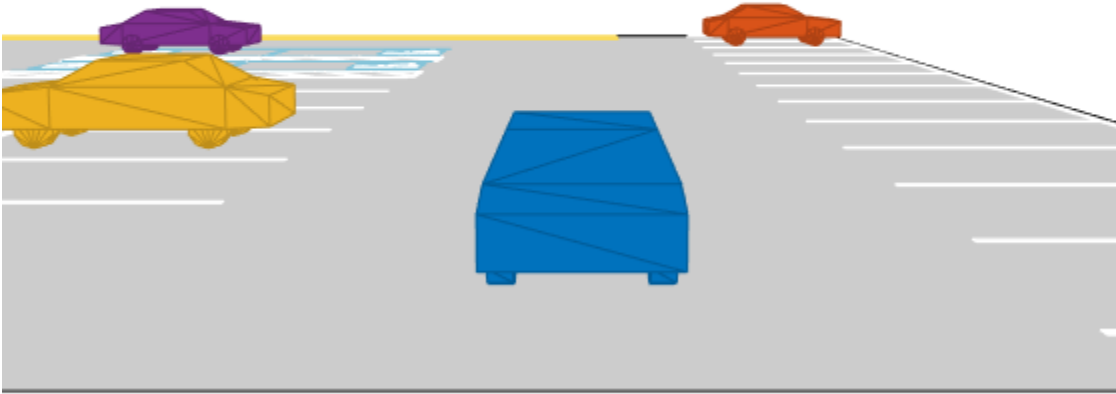
**Automated Parking Valet**



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The Path Planner block of the Simulink model computes an optimal trajectory for the ego vehicle using the route plan created earlier. The model generates a pose for the ego vehicle at each time step. The model feeds this pose to the Visualization block, which updates the drivingScenario object and the costmap visualization. Plot the driving scenario from the perspective of the ego vehicle.

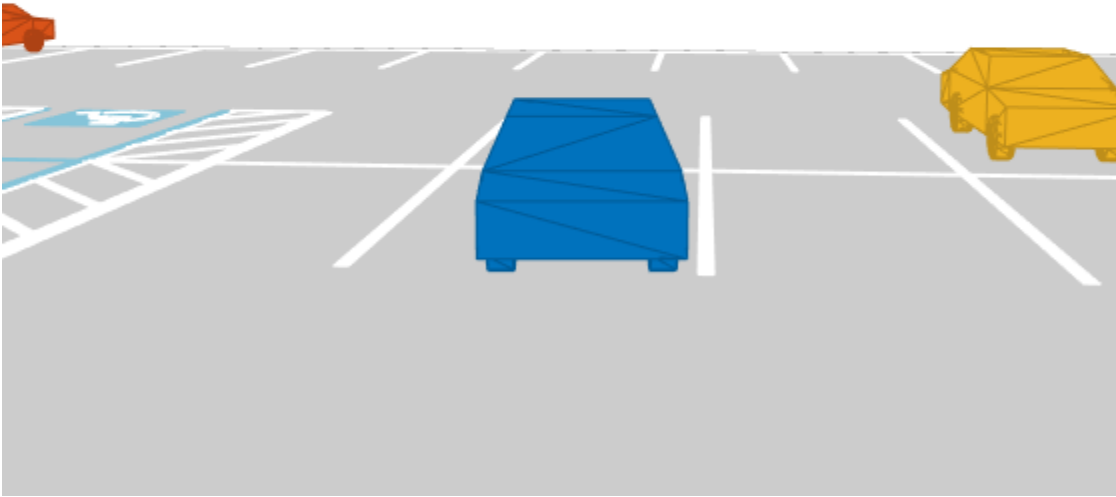
```
chasePlot(egoVehicle,ViewHeight=3,ViewPitch=5,Meshes="on");
movegui("east");
```

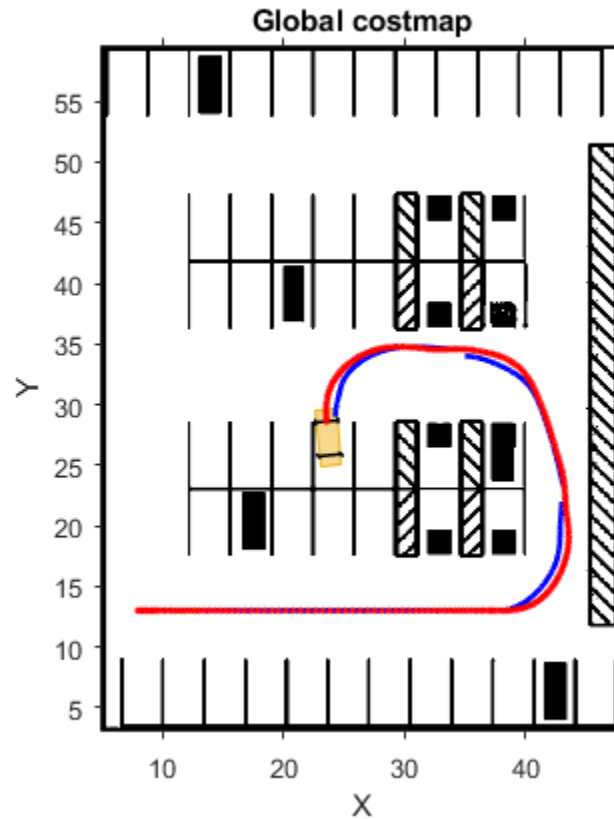


### Visualize Vehicle Motion

Simulate the model to see how the vehicle drives into the desired parking spot.

```
sim(modelName)
```





As the simulation runs, the Simulink environment updates the position and orientation of the vehicle in the driving scenario using the Visualization block. The **Automated Parking Valet** figure displays the planned path in blue and the actual path of the vehicle in red. The **Parking Maneuver** figure shows a local costmap used in searching for the final parking maneuver.

Close the model and the figures.

```
bdclose all
helperCloseFigures
```

## Supporting Functions

### helperCreateCostmapFromImage

```
function BW = helperCreateCostmapFromImage(sceneImage)
%helperCreateCostmapFromImage Create a costmap from an RGB image.

% Call the autogenerated code from the Color Thresholder app.
BW = helperCreateMask(sceneImage);

% Smooth the image.
BW = im2uint8(medfilt2(BW));

% Resize.
BW = imresize(BW,0.5);

% Compute complement.
```



```
BW = imcomplement(BW);
end
```

### helperCreateMask

```
function [BW,maskedRGBImage] = helperCreateMask(RGB)
%helperCreateMask Threshold RGB image using auto-generated code from
%Color Thresholder app.
% [BW,maskedRGBImage] = createMask(RGB) thresholds image RGB using
% autogenerated code from the Color Thresholder app. The colorspace
% and range for each channel of the colorspace have been set within the
% app. The segmentation mask is returned in BW, and a composite of the
% mask and original RGB image is returned in maskedRGBImage.

% Convert RGB image to chosen color space.
I = RGB;

% Define thresholds for channel 1 based on histogram settings.
channel1Min = 115.000;
channel1Max = 246.000;

% Define thresholds for channel 2 based on histogram settings.
channel2Min = 155.000;
channel2Max = 225.000;

% Define thresholds for channel 3 based on histogram settings.
channel3Min = 193.000;
channel3Max = 209.000;

% Create mask based on chosen histogram thresholds.
sliderBW = (I(:,:,1) >= channel1Min) & (I(:,:,1) <= channel1Max) & ...
    (I(:,:,2) >= channel2Min) & (I(:,:,2) <= channel2Max) & ...
    (I(:,:,3) >= channel3Min) & (I(:,:,3) <= channel3Max);
BW = sliderBW;

% Initialize output masked image based on input image.
maskedRGBImage = RGB;

% Set background pixels where BW is false to zero.
maskedRGBImage(repmat(~BW,[1 1 3])) = 0;
end
```

### helperCloseFigures

```
function helperCloseFigures()
%helperCloseFigures Close all the figures except the simulation
%visualization

% Find all the figure objects
figHandles = findobj("Type","figure");

% Close the figures
for i = 1:length(figHandles)
    close(figHandles(i));
end
```

end  
end

## **See Also**

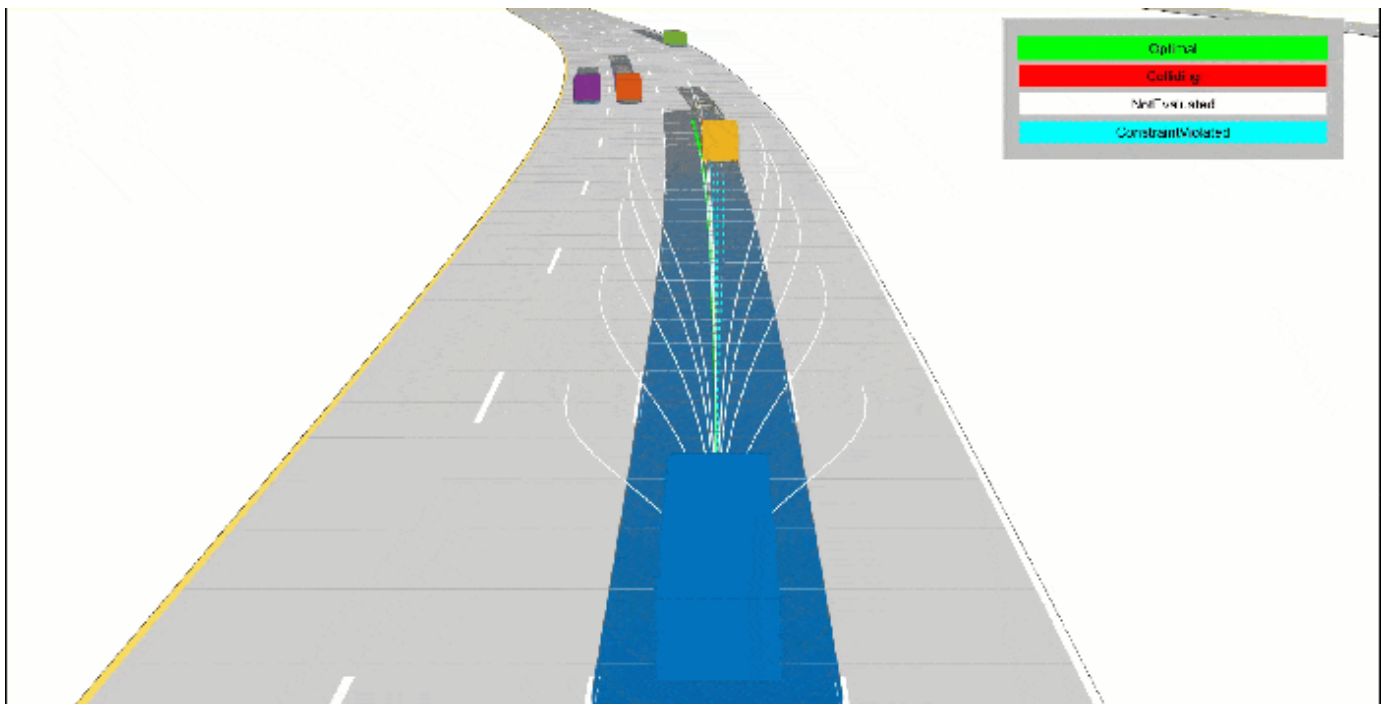
[parkingLot](#) | [drivingScenario](#) | [vehicleCostmap](#)

## **Related Examples**

- [“Automated Parking Valet”](#) on page 8-675
- [“Automated Parking Valet in Simulink”](#) on page 8-703
- [“Visualize Automated Parking Valet Using Unreal Engine Simulation”](#) on page 8-878
- [“Simulate Vehicle Parking Maneuver in Driving Scenario”](#) on page 8-667

## Highway Trajectory Planning Using Frenet Reference Path

This example demonstrates how to plan a local trajectory in a highway driving scenario. This example uses a reference path and dynamic list of obstacles to generate alternative trajectories for an ego vehicle. The ego vehicle navigates through traffic defined in a provided driving scenario from a `drivingScenario` object. The vehicle alternates between adaptive cruise control, lane changing, and vehicle following maneuvers based on cost, feasibility, and collision-free motion.



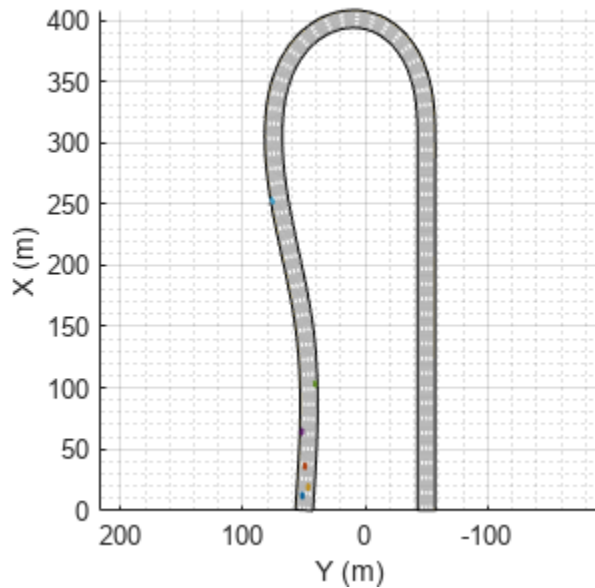
### Load Driving Scenario

Begin by loading the provided `drivingScenario` object, which defines the vehicle and road properties in the current workspace. This scenario was generated using the Driving Scenario Designer app and exported to a MATLAB® function, `drivingScenarioTrafficExample`. For more information, see “Create Driving Scenario Variations Programmatically” on page 5-125.

```
scenario = drivingScenarioTrafficExample;
% Default car properties
carLen   = 4.7; % in meters
carWidth = 1.8; % in meters
rearAxleRatio = .25;

% Define road dimensions
laneWidth  = carWidth*2; % in meters

plot(scenario);
```

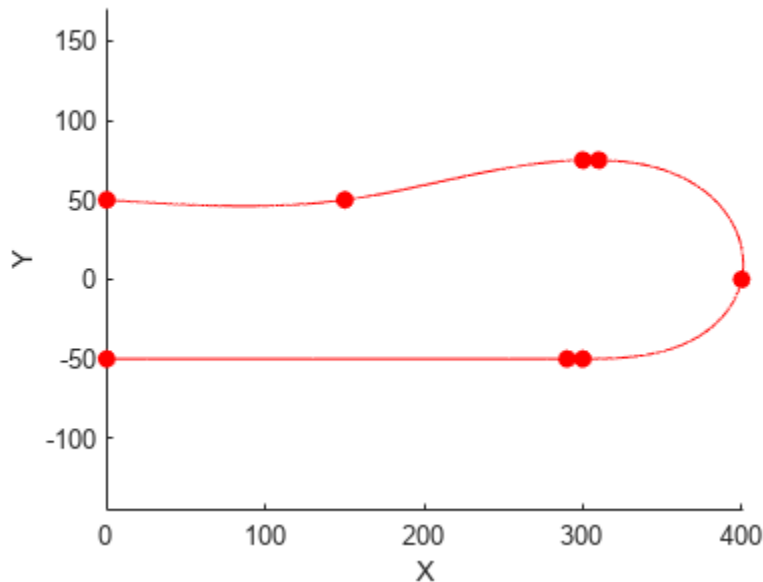


### Construct Reference Path

All of the local planning in this example is performed with respect to a reference path, represented by a `referencePathFrenet` (Navigation Toolbox) object. This object can return the state of the curve at given lengths along the path, find the closest point along the path to some global  $xy$ -location, and facilitates the coordinate transformations between global and Frenet reference frames.

For this example, the reference path is treated as the center of a four-lane highway, and the waypoints match the road defined in the provided `drivingScenario` object.

```
waypoints = [0 50; 150 50; 300 75; 310 75; 400 0; 300 -50; 290 -50; 0 -50]; % in meters
refPath = referencePathFrenet(waypoints);
ax = show(refPath);
axis(ax,'equal'); xlabel('X'); ylabel('Y');
```



### Construct Trajectory Generator

For a local planner, the goal is typically to sample a variety of possible motions that move towards a final objective while satisfying the current kinematic and dynamic conditions. The `trajectoryGeneratorFrenet` (Navigation Toolbox) object accomplishes this by connecting the initial state with a set of terminal states using 4th- or 5th-order polynomial trajectories. Initial and terminal states are defined in the Frenet coordinate system, and each polynomial solution satisfies the lateral and longitudinal position, velocity, and acceleration boundary conditions while minimizing jerk.

Terminal states are often calculated using custom behaviors. These behaviors leverage information found in the local environment, such as the lane information, speed limit, and current or future predictions of actors in the ego vehicle's vicinity.

Construct a `trajectoryGeneratorFrenet` object using the reference path

```
connector = trajectoryGeneratorFrenet(refPath);
```

### Construct Dynamic Collision Checker

The `dynamicCapsuleList` (Navigation Toolbox) object is a data structure that represents the state of a dynamic environment over a discrete set of timesteps. This environment can then be used to efficiently validate multiple potential trajectories for the ego vehicle. Each object in the scene is represented by:

- Unique integer-valued identifier
- Properties for a capsule geometry used for efficient collision checking
- Sequence of SE2 states, where each state represents a discrete snapshot in time.

In this example, the trajectories generated by the `trajectoryGeneratorFrenet` object occur over some span of time, known as the time horizon. To ensure that collision checking covers all possible trajectories, the `dynamicCapsuleList` object should contain predicted trajectories of all actors spanning the maximum expected time horizon.

```
capList = dynamicCapsuleList;
```

Create a geometry structure for the ego vehicle with the given parameters.

```
egoID = 1;
[egoID, egoGeom] = egoGeometry(capList,egoID);

egoGeom.Geometry.Length = carLen; % in meters
egoGeom.Geometry.Radius = carWidth/2; % in meters
egoGeom.Geometry.FixedTransform(1,end) = -carLen*rearAxleRatio; % in meters
```

Add the ego vehicle to the dynamic capsule list.

```
updateEgoGeometry(capList,egoID,egoGeom);
```

Add the `drivingScenario` actors to the `dynamicCapsuleList` object. The geometry is set here, and the states are defined during the planning loop. You can see that the `dynamicCapsuleList` now contains one ego vehicle and five obstacles.

```
actorID = (1:5)';
actorGeom = repelem(egoGeom,5,1);
updateObstacleGeometry(capList,actorID,actorGeom)
```

```
ans =
    dynamicCapsuleList with properties:
```

```
    MaxNumSteps: 31
        EgoIDs: 1
    ObstacleIDs: [5x1 double]
    NumObstacles: 5
        NumEgos: 1
```

## Planning Adaptive Routes Through Traffic

The planning utilities support a local planning strategy that samples a set of local trajectories based on the current and foreseen state of the environment before choosing the most optimal trajectory. The simulation loop has been organized into the following sections:

- 1 Advance the Ground Truth Scenario on page 8-726
- 2 Generate Terminal States on page 8-727
- 3 Evaluate Cost of Terminal States on page 8-727
- 4 Generate Trajectories and Check for Kinematic Feasibility on page 8-728
- 5 Check Trajectories for Collision and Select the Optimal Trajectory on page 8-728
- 6 Display the Sampled Trajectories and Animate Scene on page 8-731

Click the titles of each section to navigate to the relevant code in the simulation loop.

### Advance Ground Truth Scenario on page 8-730

When planning in a dynamic environment, it is often necessary to estimate the state of the environment or predict its state in the near future. For simplicity, this example uses the `drivingScenario` as a ground truth source of trajectories for each actor over the planning horizon. To test a custom prediction algorithm, you can replace or modify the `exampleHelperRetrieveActorGroundTruth` function with custom code.

## Generate Terminal States on page 8-730

A common goal in automated driving is to ensure that planned trajectories are not just feasible but also natural. Typical highway driving involves elements of lane keeping, maintaining the speed limit, changing lanes, adapting speed to traffic, and so on. Each custom behavior might require different environment information. This example demonstrates how to generate terminal states that implement three such behaviors: cruise control, lane changes, and follow lead vehicle.

### Cruise control

The `exampleHelperBasicCruiseControl` function generates terminal states that carry out a cruise control behavior. This function uses the ego vehicle's lateral velocity and a time horizon to predict the ego vehicle's expected lane  $N$ -seconds in the future. The lane-center is calculated and becomes the terminal state's lateral deviation, and the lateral velocity and acceleration are set to zero.

For longitudinal boundary conditions, the terminal velocity is set to the road speed limit and the terminal acceleration is set to zero. The longitudinal position is unrestricted, which is specified as `NaN`. By dropping the longitude constraint, `trajectoryGeneratorFrenet` can use a lower 4th-order polynomial to solve the longitudinal boundary-value problem, resulting in a trajectory that smoothly matches the road speed over the given time horizon:

$$cruiseControlState = [\text{NaN } \dot{s}_{des} \ 0 \ l_{expLane} \ 0 \ 0]$$

### Lane change

The `exampleHelperBasicLaneChange` function generates terminal states that transition the vehicle from the current lane to either adjacent lane. The function first determines the ego vehicle's current lane, and then checks whether the left and right lanes exist. For each existing lane, the terminal state is defined in the same manner as the cruise control behavior, with the exception that the terminal velocity is set to the current velocity rather than the road's speed limit:

$$laneChangeState = [\text{NaN } \dot{s}_{cur} \ 0 \ l_{desLane} \ 0 \ 0]$$

### Follow lead vehicle

The `exampleHelperBasicLeadVehicleFollow` function generates terminal states that attempt to trail a vehicle found ahead of the ego vehicle. The function first determines the ego vehicle's current lane. For each provided `timeHorizon`, the function predicts the future state of each actor, finds all actors that occupy the same lane as the ego vehicle, and determines which is the closest *lead* vehicle (if no lead vehicles are found, the function does not return anything).

The ego vehicle's terminal state is calculated by taking the lead vehicle's position and velocity and reducing the terminal longitudinal position by some safety distance:

$$closestLeadVehicleState = [s_{lead} \ \dot{s}_{lead} \ 0 \ l_{lead} \ \dot{l}_{lead} \ 0]$$

$$followState = [(s_{lead} - d_{safety}) \ \dot{s}_{lead} \ 0 \ l_{lead} \ \dot{l}_{lead} \ 0]$$

## Evaluate Cost of Terminal States on page 8-730

After the terminal states have been generated, their cost can be evaluated. Trajectory evaluation and the ways to prioritize potential solutions is highly subjective. For the sake of simplicity, the `exampleHelperEvaluateTSCost` function defines cost as the combination of three weighted sums.

- **Lateral Deviation Cost ( $C_{latDev}$ )** — A positive weight that penalizes states that deviate from the center of a lane.

$$C_{latDev} = w_{\Delta L} * \Delta L$$

$$\Delta L = \operatorname{argmin}_i (|L_{termState} - L_{lane_i}|)$$

- **Time Cost ( $C_{time}$ )** — A negative weight that prioritizes motions that occur over a longer interval, resulting in smoother trajectories.

$$C_{time} = w_{\Delta t} * \Delta t$$

- **Terminal Velocity Cost ( $C_{speed}$ )** — A positive weight that prioritizes motions that maintain the speed limit, resulting in less dynamic maneuvers.

$$C_{speed} = w_{\Delta v} * \Delta v$$

### Generate Trajectories and Check for Kinematic Feasibility on page 8-731

In addition to having terminal states with minimal cost, an optimal trajectory must often satisfy additional constraints related to kinematic feasibility and ride comfort. Trajectory constraints are one way of enforcing a desired ride quality, but they do so at the expense of a reduced driving envelope.

In this example, the `exampleHelperEvaluateTrajectory` function verifies that each trajectory satisfies the following constraints:

- **MaxAcceleration:** The absolute acceleration throughout the trajectory must be below a specified value. Smaller values reduce driving aggressiveness and eliminate kinematically infeasible trajectories. This restriction may eliminate maneuvers that could otherwise be performed by the vehicle.
- **MaxCurvature:** The minimum turning radius that is allowed throughout a trajectory. As with `MaxAcceleration`, reducing this value results in a smoother driving experience but may eliminate otherwise feasible trajectories.
- **MinVelocity:** This example constrains the ego vehicle to forward-only motion by setting a minimum velocity. This restriction is desired in highway driving scenarios and eliminates trajectories that fit overconstrained or poorly conditioned boundary values.

### Check Trajectories for Collision and Select Optimal Trajectory on page 8-731

The final step in the planning process is choosing the best trajectory that also results in a collision-free path. Collision checking is often deferred until the end because it is an expensive operation, so by evaluating cost and analyzing constraints first, invalid trajectories can be removed from consideration. Remaining trajectories can then be checked for collision in optimal order until a collision free path has been found or all trajectories have been evaluated.

### Define Simulator and Planning Parameters

This section defines the properties required to run the simulator and parameters that are used by the planner and behavior utilities. Properties such as `scenario.SampleTime` and `connector.TimeResolution` are synced so that states in the ground truth actor trajectories and planned ego trajectories occur at the same timesteps. Similarly, `replanRate`, `timeHorizons`, and `maxHorizon` are chosen such that they are integer multiples of the simulation rate.



As mentioned in the previous section, weights and constraints are selected to promote smooth driving trajectories while adhering to the rules of the road.

Lastly, define the `speedLimit` and `safetyGap` parameters, which are used to generate terminal states for the planner.

```
% Synchronize the simulator's update rate to match the trajectory generator's
% discretization interval.
scenario.SampleTime = connector.TimeResolution; % in seconds

% Define planning parameters.
replanRate = 10; % Hz

% Define the time intervals between current and planned states.
timeHorizons = 1:3; % in seconds
maxHorizon = max(timeHorizons); % in seconds

% Define cost parameters.
latDevWeight    = 1;
timeWeight      = -1;
speedWeight     = 1;

% Reject trajectories that violate the following constraints.
maxAcceleration = 15; % in meters/second^2
maxCurvature   = 1; % 1/meters, or radians/meter
minVelocity     = 0; % in meters/second

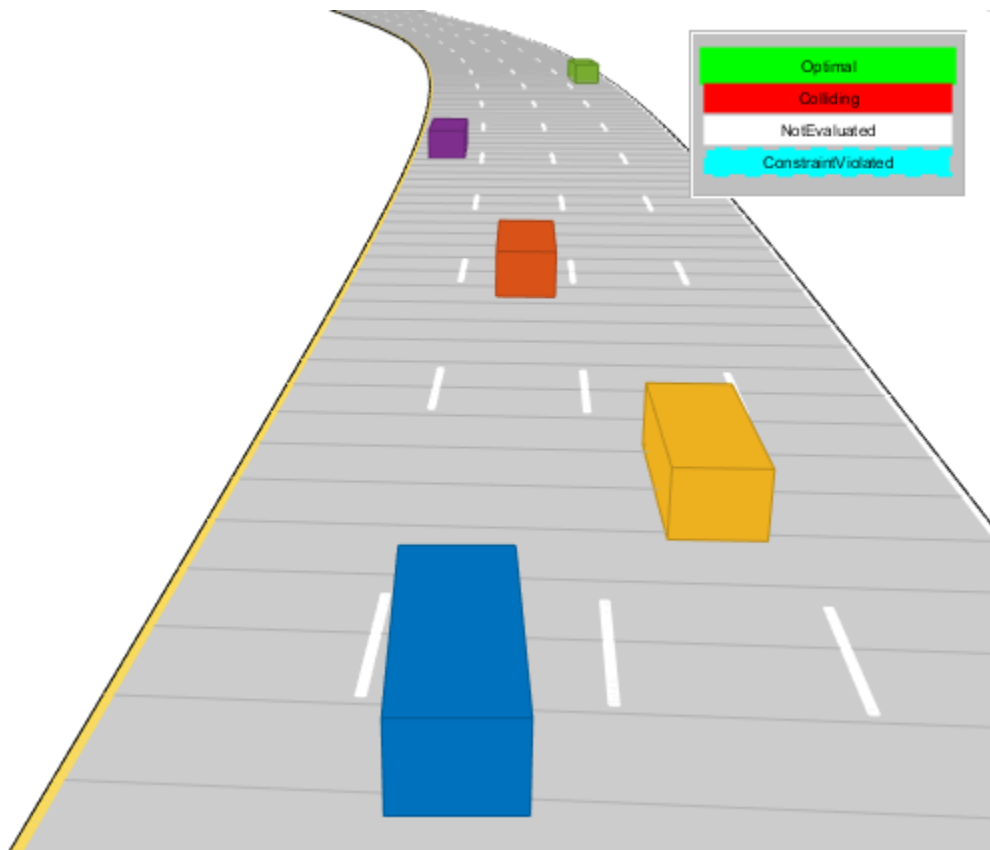
% Desired velocity setpoint, used by the cruise control behavior and when
% evaluating the cost of trajectories.
speedLimit = 11; % in meters/second

% Minimum distance the planner should target for following behavior.
safetyGap = 10; % in meters
```

### Initialize Simulator

Initialize the simulator and create a `chasePlot` viewer.

```
[scenarioViewer, futureTrajectory, actorID, actorPoses, egoID, egoPoses, stepPerUpdate, egoState, isRunning] =
    exampleHelperInitializeSimulator(scenario, capList, refPath, laneWidth, replanRate, carLen);
```



### Run Driving Simulation

```
tic
while isRunning
    % Retrieve the current state of actor vehicles and their trajectory over
    % the planning horizon.
    [curActorState, futureTrajectory, isRunning] = ...
        exampleHelperRetrieveActorGroundTruth(scenario, futureTrajectory, replanRate, maxHorizon);

    % Generate cruise control states.
    [termStatesCC, timesCC] = exampleHelperBasicCruiseControl(...
        refPath, laneWidth, egoState, speedLimit, timeHorizons);

    % Generate lane change states.
    [termStatesLC, timesLC] = exampleHelperBasicLaneChange(...
        refPath, laneWidth, egoState, timeHorizons);

    % Generate vehicle following states.
    [termStatesF, timesF] = exampleHelperBasicLeadVehicleFollow(...
        refPath, laneWidth, safetyGap, egoState, curActorState, timeHorizons);

    % Combine the terminal states and times.
    allTS = [termStatesCC; termStatesLC; termStatesF];
```

```

allDT = [timesCC; timesLC; timesF];
numTS = [numel(timesCC); numel(timesLC); numel(timesF)];

% Evaluate cost of all terminal states.
costTS = exampleHelperEvaluateTSCost(allTS,allDT,laneWidth,speedLimit,...
    speedWeight, latDevWeight, timeWeight);

% Generate trajectories.
egoFrenetState = global2frenet(refPath,egoState);
[frenetTraj,globalTraj] = connect(connector,egoFrenetState,allTS,allDT);

% Eliminate trajectories that violate constraints.
isValid = exampleHelperEvaluateTrajectory(globalTraj,maxAcceleration,maxCurvature,minVelocity,...

% Update the collision checker with the predicted trajectories
% of all actors in the scene.
for i = 1:numel(actorPoses)
    actorPoses(i).States = futureTrajectory(i).Trajectory(:,1:3);
end
updateObstaclePose(capList,actorID,actorPoses);

% Determine evaluation order.
[cost, idx] = sort(costTS);
optimalTrajectory = [];

trajectoryEvaluation = nan(numel(isValid),1);

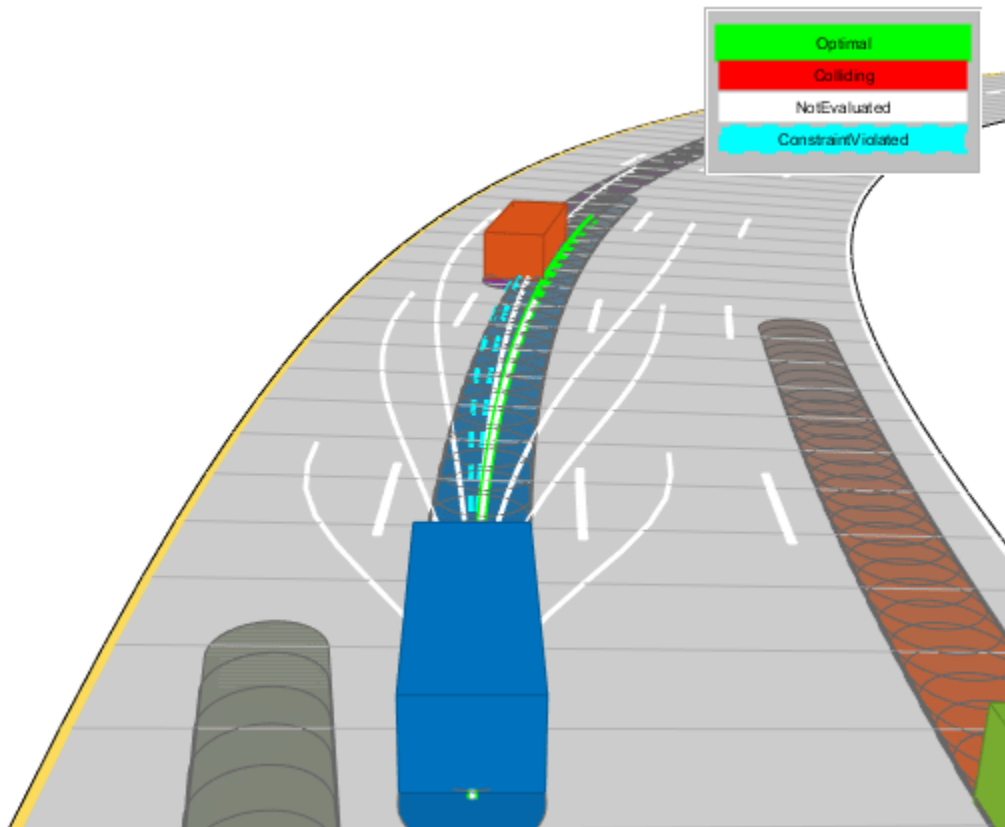
% Check each trajectory for collisions starting with least cost.
for i = 1:numel(idx)
    if isValid(idx(i))
        % Update capsule list with the ego object's candidate trajectory.
        egoPoses.States = globalTraj(idx(i)).Trajectory(:,1:3);
        updateEgoPose(capList,egoID,egoPoses);

        % Check for collisions.
        isColliding = checkCollision(capList);

        if all(~isColliding)
            % If no collisions are found, this is the optimal.
            % trajectory.
            trajectoryEvaluation(idx(i)) = 1;
            optimalTrajectory = globalTraj(idx(i)).Trajectory;
            break;
        else
            trajectoryEvaluation(idx(i)) = 0;
        end
    end
end
end

% Display the sampled trajectories.
lineHandles = exampleHelperVisualizeScene(lineHandles,globalTraj,isValid,trajectoryEvaluation);

```



```

hold on;
show(capList,'TimeStep',1:capList.MaxNumSteps,'FastUpdate',1);
hold off;

if isempty(optimalTrajectory)
    % All trajectories either violated a constraint or resulted in collision.
    %
    % If planning failed immediately, revisit the simulator, planner,
    % and behavior properties.
    %
    % If the planner failed midway through a simulation, additional
    % behaviors can be introduced to handle more complicated planning conditions.
    error('No valid trajectory has been found.');
```

```

else
    % Visualize the scene between replanning.
    for i = (2+(0:(stepPerUpdate-1)))
        % Approximate realtime visualization.
        dt = toc;
        if scenario.SampleTime-dt > 0
            pause(scenario.SampleTime-dt);
        end

        egoState = optimalTrajectory(i,:);
        scenarioViewer.Actors(1).Position(1:2) = egoState(1:2);
        scenarioViewer.Actors(1).Velocity(1:2) = [cos(egoState(3)) sin(egoState(3))]*egoState(3);
        scenarioViewer.Actors(1).Yaw = egoState(3)*180/pi;
    end
end

```

```

scenarioViewer.actors(1).AngularVelocity(3) = egoState(4)*egoState(5);

% Update capsule visualization.
hold on;
show(capList,'TimeStep',i:capList.MaxNumSteps,'FastUpdate',1);
hold off;

% Update driving scenario.
advance(scenarioViewer);
tic;
end
end
end

```

## Planner Customizations and Additional Considerations

Custom solutions often involve many tunable parameters, each capable of changing the final behavior in ways that are difficult to predict. This section highlights some of the feature-specific properties and their effect on the above planner. Then, suggestions provide ways to tune or augment the custom logic.

### Dynamic Capsule List

As mentioned previously, the `dynamicCapsuleList` object acts as a temporal database, which caches predicted trajectories of obstacles. You can perform collision checking with one or more ego bodies over some span of time. The `MaxNumSteps` property determines the total number of time-steps that are checked by the object. In the above simulation loop, the property was set to 31. This value means the planner checks the entire 1-3 second span of any trajectories (sampled at every 0.1 second). Now, increase the maximum value in `timeHorizons`:

```

timeHorizons = 1:5; % in seconds
maxTimeHorizon = max(timeHorizons); % in seconds

```

There are now two options:

- 1 The `MaxNumSteps` property is left unchanged.
- 2 The `MaxNumSteps` property is updated to accommodate the new max timespan.

If the property is left unchanged, then the capsule list only validates the first 3 seconds of any trajectory, which may be preferable if computational efficiency is paramount or the prediction certainty drops off quickly.

Alternatively, one may be working with ground truth data (as is shown above), or the future state of the environment is well known (e.g. a fully automated environment with centralized control). Since this example uses ground truth data for the actors, update the property.

```

capList.MaxNumSteps = 1+floor(maxTimeHorizon/scenario.SampleTime);

```

Another, indirectly tunable, property of the list is the capsule geometry. The geometry of the ego vehicle or actors can be inflated by increasing the `Radius`, and buffer regions can be added to vehicles by modifying the `Length` and `FixedTransform` properties.

Inflate the ego vehicle's entire footprint by increasing the radius.

```

egoGeom.Geometry.Radius = laneWidth/2; % in meters
updateEgoGeometry(capList,egoID,egoGeom);

```

Add a front and rear buffer region to all actors.

```
actorGeom(1).Geometry.Length = carLen*1.5; % in meters
actorGeom(1).Geometry.FixedTransform(1,end) = -actorGeom(1).Geometry.Length*rearAxleRatio; % in m
actorGeom = repmat(actorGeom(1),5,1);
updateObstacleGeometry(capList,actorID,actorGeom);
```

### Rerun Simulation With Updated Properties

Rerun the simulation. The resulting simulation has a few interesting developments:

- The longer five-second time horizon results in a much smoother driving experience. The planner still prioritizes the longer trajectories due to the negative `timeWeight`.
- The updated `MaxNumSteps` property has enabled collision checking over the full trajectory. When paired with the longer planning horizon, the planner identifies and discards the previously optimal left-lane change and returns to the original lane.
- The inflated capsules find a collision earlier and reject a trajectory, which results in more conservative driving behavior. One potential drawback to this is a reduced planning envelope, which runs the risk of the planner not being able to find a valid trajectory.

```
% Initialize the simulator and create a chasePlot viewer.
[scenarioViewer, futureTrajectory, actorID, actorPoses, egoID, egoPoses, stepPerUpdate, egoState, isRunning] =
    exampleHelperInitializeSimulator(scenario, capList, refPath, laneWidth, replanRate, carLen);
tic;
while isRunning
    % Retrieve the current state of actor vehicles and their trajectory over
    % the planning horizon.
    [curActorState, futureTrajectory, isRunning] = exampleHelperRetrieveActorGroundTruth(...
        scenario, futureTrajectory, replanRate, maxHorizon);

    % Generate cruise control states.
    [termStatesCC, timesCC] = exampleHelperBasicCruiseControl(...
        refPath, laneWidth, egoState, speedLimit, timeHorizons);

    % Generate lane change states.
    [termStatesLC, timesLC] = exampleHelperBasicLaneChange(...
        refPath, laneWidth, egoState, timeHorizons);

    % Generate vehicle following states.
    [termStatesF, timesF] = exampleHelperBasicLeadVehicleFollow(...
        refPath, laneWidth, safetyGap, egoState, curActorState, timeHorizons);

    % Combine the terminal states and times.
    allTS = [termStatesCC; termStatesLC; termStatesF];
    allDT = [timesCC; timesLC; timesF];
    numTS = [numel(timesCC); numel(timesLC); numel(timesF)];

    % Evaluate cost of all terminal states.
    costTS = exampleHelperEvaluateTSCost(allTS, allDT, laneWidth, speedLimit, ...
        speedWeight, latDevWeight, timeWeight);

    % Generate trajectories.
    egoFrenetState = global2frenet(refPath, egoState);
    [frenetTraj, globalTraj] = connect(connector, egoFrenetState, allTS, allDT);

    % Eliminate trajectories that violate constraints.
    isValid = exampleHelperEvaluateTrajectory(...
```

```

    globalTraj, maxAcceleration, maxCurvature, minVelocity);

% Update the collision checker with the predicted trajectories
% of all actors in the scene.
for i = 1:numel(actorPoses)
    actorPoses(i).States = futureTrajectory(i).Trajectory(:,1:3);
end
updateObstaclePose(capList, actorID, actorPoses);

% Determine evaluation order.
[cost, idx] = sort(costTS);
optimalTrajectory = [];

trajectoryEvaluation = nan(numel(isValid),1);

% Check each trajectory for collisions starting with least cost.
for i = 1:numel(idx)
    if isValid(idx(i))
        % Update capsule list with the ego object's candidate trajectory.
        egoPoses.States = globalTraj(idx(i)).Trajectory(:,1:3);
        updateEgoPose(capList, egoID, egoPoses);

        % Check for collisions.
        isColliding = checkCollision(capList);

        if all(~isColliding)
            % If no collisions are found, this is the optimal
            % trajectory.
            trajectoryEvaluation(idx(i)) = 1;
            optimalTrajectory = globalTraj(idx(i)).Trajectory;
            break;
        else
            trajectoryEvaluation(idx(i)) = 0;
        end
    end
end

% Display the sampled trajectories.
lineHandles = exampleHelperVisualizeScene(lineHandles, globalTraj, isValid, trajectoryEvaluation);

if isempty(optimalTrajectory)
    % All trajectories either violated a constraint or resulted in collision.
    %
    % If planning failed immediately, revisit the simulator, planner,
    % and behavior properties.
    %
    % If the planner failed midway through a simulation, additional
    % behaviors can be introduced to handle more complicated planning conditions.
    error('No valid trajectory has been found.');
```

```

else
    % Visualize the scene between replanning.
    for i = (2+(0:(stepPerUpdate-1)))
        % Approximate realtime visualization.
        dt = toc;
        if scenario.SampleTime-dt > 0
            pause(scenario.SampleTime-dt);
        end
    end
end

```

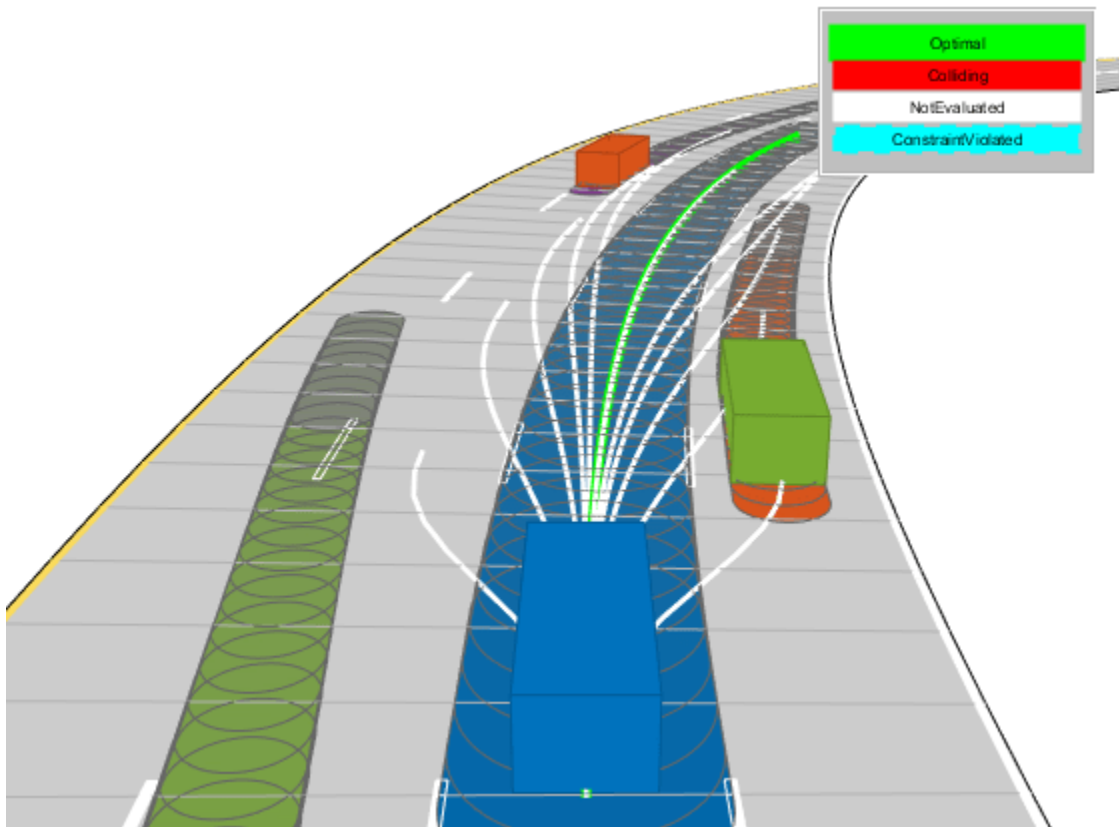
```

egoState = optimalTrajectory(i,:);
scenarioViewer.Actors(1).Position(1:2) = egoState(1:2);
scenarioViewer.Actors(1).Velocity(1:2) = [cos(egoState(3)) sin(egoState(3))]*egoState(4);
scenarioViewer.Actors(1).Yaw = egoState(3)*180/pi;
scenarioViewer.Actors(1).AngularVelocity(3) = egoState(4)*egoState(5);

% Update capsule visualization.
hold on;
show(capList, 'TimeStep', i:capList.MaxNumSteps, 'FastUpdate', 1);
hold off;

% Update driving scenario.
advance(scenarioViewer);
tic;
end
end
end
end

```



## See Also

[referencePathFrenet](#) | [trajectoryGeneratorFrenet](#) | [drivingScenario](#)

## More About

- “Optimal Trajectory Generation for Urban Driving” (Navigation Toolbox)
- “Highway Lane Change” on page 8-845



# Motion Planning in Urban Environments Using Dynamic Occupancy Grid Map

This example shows you how to perform dynamic replanning in an urban driving scene using a Frenet reference path. In this example, you use a dynamic occupancy grid map estimate of the local environment to find optimal local trajectories.

## Introduction

Dynamic replanning for autonomous vehicles is typically done with a local motion planner. The local motion planner is responsible for generating an optimal trajectory based on the global plan and information about the surrounding environment. Information about the surrounding environment can be described mainly in two ways:

- 1 Discrete set of objects in the surrounding environment with defined geometries.
- 2 Discretized grid with estimate about free and occupied regions in the surrounding environment.

In the presence of dynamic obstacles in the environment, a local motion planner requires short-term predictions of the information about the surroundings to assess the validity of the planned trajectories. The choice of environment representation is typically governed by the upstream perception algorithm. For planning algorithms, the object-based representation offers a memory-efficient description of the environment. It also allows for an easier way to define inter-object relations for behavior prediction. On the other hand, a grid-based approach allows for an object-model-free representation, which assists in efficient collision-checking in complex scenarios with large number of objects. The grid-based representation is also less sensitive to imperfections of object extraction such as false and missed targets. A hybrid of these two approaches is also possible by extracting object hypothesis from the grid-based representation.

In this example, you represent the surrounding environment as a dynamic occupancy grid map. For an example using the discrete set of objects, refer to the “Highway Trajectory Planning Using Frenet Reference Path” (Navigation Toolbox) example. A dynamic occupancy grid map is a grid-based estimate of the local environment around the ego vehicle. In addition to estimating the probability of occupancy, the dynamic occupancy grid also estimates the kinematic attributes of each cell, such as velocity, turn-rate, and acceleration. Further, the estimates from the dynamic grid can be predicted for a short-time in the future to assess the occupancy of the local environment in the near future. In this example, you obtain the grid-based estimate of the environment by fusing point clouds from six lidars mounted on the ego vehicle.

## Set Up Scenario and Grid-Based Tracker

The scenario used in this example represents an urban intersection scene and contains a variety of objects, including pedestrians, bicyclists, cars, and trucks. The ego vehicle is equipped with six homogenous lidar sensors, each with a field of view of 90 degrees, providing 360-degree coverage around the ego vehicle. For more details on the scenario and sensor models, refer to the “Grid-Based Tracking in Urban Environments Using Multiple Lidars” (Sensor Fusion and Tracking Toolbox) example. The definition of scenario and sensors is wrapped in the helper function `helperGridBasedPlanningScenario`.

```
% For reproducible results
rng(2020);
```

```
% Create scenario, ego vehicle and simulated lidar sensors
[scenario, egoVehicle, lidars] = helperGridBasedPlanningScenario;
```

Now, define a grid-based tracker using the `trackerGridRFS` (Sensor Fusion and Tracking Toolbox) System object™. The tracker outputs both object-level and grid-level estimate of the environment. The grid-level estimate describes the occupancy and state of the local environment and can be obtained as the fourth output from the tracker. For more details on how to set up a grid-based tracker, refer to the “Grid-Based Tracking in Urban Environments Using Multiple Lidars” (Sensor Fusion and Tracking Toolbox) example.

```
% Set up sensor configurations for each lidar
sensorConfigs = cell(numel(lidars),1);

% Fill in sensor configurations
for i = 1:numel(sensorConfigs)
    sensorConfigs{i} = helperGetLidarConfig(lidars{i},egoVehicle);
end

% Set up tracker
tracker = trackerGridRFS('SensorConfigurations',sensorConfigs,...
    'HasSensorConfigurationsInput',true,...
    'GridLength',120,...
    'GridWidth',120,...
    'GridResolution',2,...
    'GridOriginInLocal',[-60 -60],...
    'NumParticles',1e5,...
    'NumBirthParticles',2e4,...
    'VelocityLimits',[-15 15;-15 15],...
    'BirthProbability',0.025,...
    'ProcessNoise',5*eye(2),...
    'DeathRate',1e-3,...
    'FreeSpaceDiscountFactor',1e-2,...
    'AssignmentThreshold',8,...
    'MinNumCellsPerCluster',4,...
    'ClusteringThreshold',4,...
    'ConfirmationThreshold',[3 4],...
    'DeletionThreshold',[4 4]);
```

### Set Up Motion Planner

Set up a local motion planning algorithm to plan optimal trajectories in Frenet coordinates along a global reference path.

Define the global reference path using the `referencePathFrenet` (Navigation Toolbox) object by providing the waypoints in the Cartesian coordinate frame of the driving scenario. The reference path used in this example defines a path that turns right at the intersection.

```
waypoints = [-110.6 -4.5 0;
    49 -4.5 0;
    55.5 -17.7 -pi/2;
    55.5 -130.6 -pi/2]; % [x y theta]

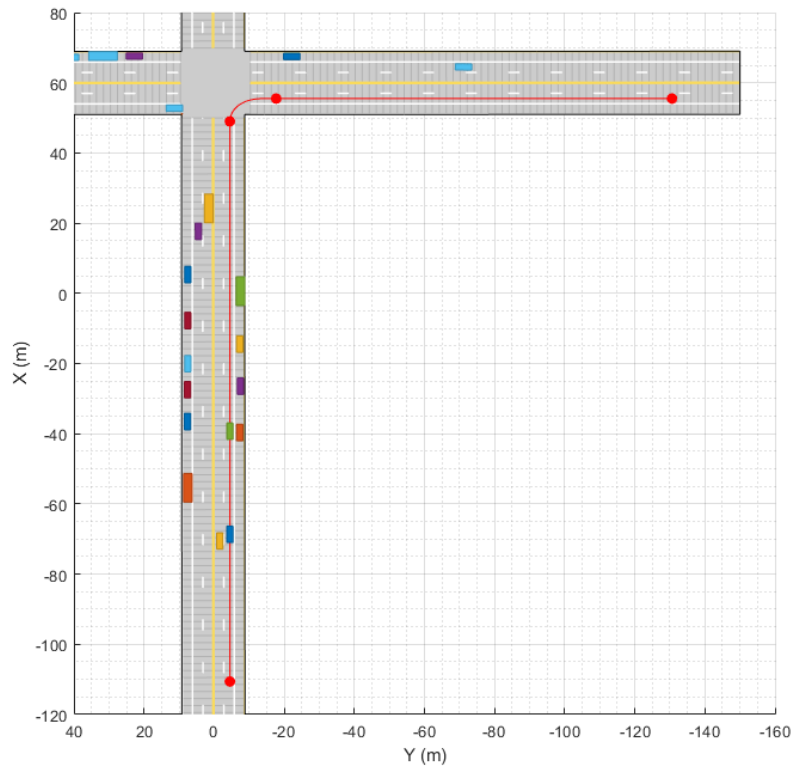
% Create a reference path using waypoints
refPath = referencePathFrenet(waypoints);

% Visualize the reference path
fig = figure('Units','normalized','Position',[0.1 0.1 0.8 0.8]);
```

```

ax = axes(fig);
hold(ax, 'on');
plot(scenario, 'Parent', ax);
show(refPath, 'Parent', ax);
xlim(ax, [-120 80]);
ylim(ax, [-160 40]);

```



```

snapnow;

```

The local motion planning algorithm in this example consists of three main steps:

- 1 Sample local trajectories
- 2 Find feasible and collision-free trajectories
- 3 Choose optimality criterion and select optimal trajectory

The following sections discuss each step of the local planning algorithm and the helper functions used to execute each step.

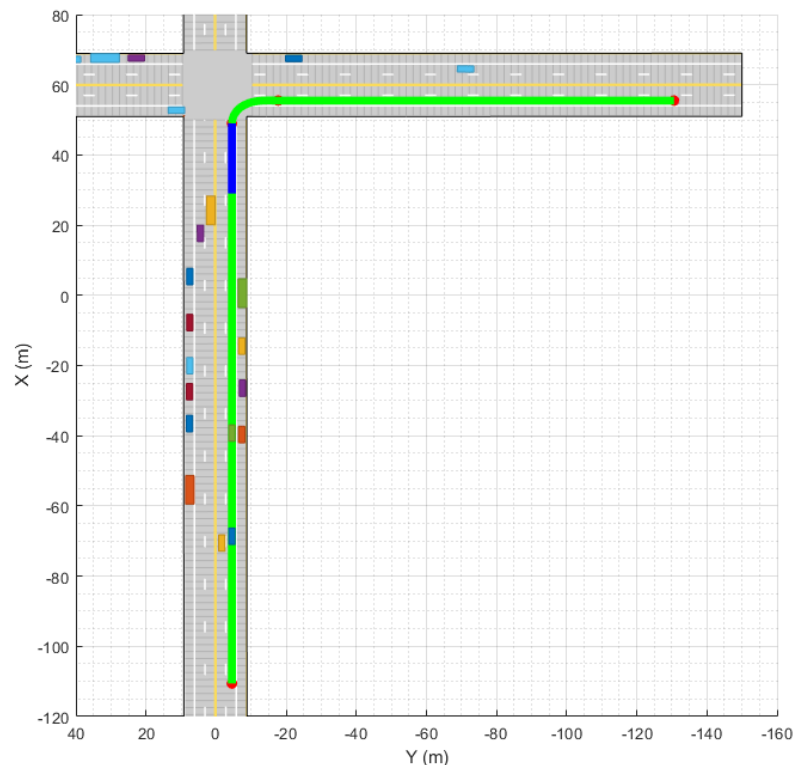
### Sample Local Trajectories

At each step of the simulation, the planning algorithm generates a list of sample trajectories that the ego vehicle can choose. The local trajectories are sampled by connecting the current state of the ego vehicle to desired terminal states. Use the `trajectoryGeneratorFrenet` (Navigation Toolbox) object to connect current and terminal states for generating local trajectories. Define the object by providing the reference path and the desired resolution in time for the trajectory. The object connects initial and final states in Frenet coordinates using fifth-order polynomials.

```
connector = trajectoryGeneratorFrenet(refPath, 'TimeResolution', 0.1);
```

The strategy for sampling terminal states in Frenet coordinates often depends on the road network and the desired behavior of the ego vehicle during different phases of the global path. For more detailed examples of using different ego behavior, such as cruise-control and car-following, refer to the "Planning Adaptive Routes Through Traffic" section of the "Highway Trajectory Planning Using Frenet Reference Path" (Navigation Toolbox) example. In this example, you sample the terminal states using two different strategies, depending on the location of vehicle on the reference path, shown as blue and green regions in the following figure.

```
% Visualize path regions for sampling strategy visualization
pathPoints = closestPoint(refPath, refPath.Waypoints(:,1:2));
roadS = pathPoints(:,end);
intersectionS = roadS(2,end);
intersectionBuffer = 20;
pathGreen = [interpolate(refPath, linspace(0, intersectionS - intersectionBuffer, 20)); ...
            nan(1,6); ...
            interpolate(refPath, linspace(intersectionS, roadS(end), 100))];
pathBlue = interpolate(refPath, linspace(intersectionS - intersectionBuffer, roadS(2,end), 20));
hold(ax, 'on');
plot(ax, pathGreen(:,1), pathGreen(:,2), 'Color', [0 1 0], 'LineWidth', 5);
plot(ax, pathBlue(:,1), pathBlue(:,2), 'Color', [0 0 1], 'LineWidth', 5);
```



```
snapnow;
```

When the ego vehicle is in the green region, the following strategy is used to sample local trajectories. The terminal state of the ego vehicle after  $\Delta T$  time is defined as:

$$x_{\text{Ego}}(\Delta T) = [\text{NaN } \dot{s} \ d \ 0 \ 0];$$

where discrete samples for variables are obtained using the following predefined sets:

$$\{\Delta T \in \{\text{linspace}(2, 4, 6)\}, \dot{s} \in \{\text{linspace}(0, \dot{s}_{\text{max}}, 10)\}, d \in \{0 \ w_{\text{lane}}\}\}$$

The use of NaN in the terminal state enables the `trajectoryGeneratorFrenet` object to automatically compute the longitudinal distance traveled over a minimum-jerk trajectory. This strategy produces a set of trajectories that enable the ego vehicle to accelerate up to the maximum speed limit ( $\dot{s}_{\text{max}}$ ) rates or decelerate to a full stop at different rates. In addition, the sampled choices of lateral offset ( $d_{\text{des}}$ ) allow the ego vehicle to change lanes during these maneuvers.

```
% Define smax and wlane
speedLimit = 15;
laneWidth = 2.975;
```

When the ego vehicle is in the blue region of the trajectory, the following strategy is used to sample local trajectories:

$$x_{\text{Ego}}(\Delta T) = [s_{\text{stop}} \ 0 \ 0 \ 0 \ 0];$$

where  $\Delta T$  is chosen to minimize jerk during the trajectory. This strategy enables the vehicle to stop at the desired distance ( $s_{\text{stop}}$ ) in the right lane with a minimum-jerk trajectory. The trajectory sampling algorithm is wrapped inside the helper function, `helperGenerateTrajectory`, attached with this example.

### Finding Feasible and Collision-Free Trajectories

The sampling process described in the previous section can produce trajectories that are kinematically infeasible and exceed thresholds of kinematic attributes such as acceleration and curvature. Therefore, you limit the maximum acceleration and speed of the ego vehicle using the helper function `helperKinematicFeasibility` on page 8-747, which checks the feasibility of each trajectory against these kinematic constraints.

```
% Define kinematic constraints
accMax = 15;
```

Further, you set up a collision-validator to assess if the ego vehicle can maneuver on a kinematically feasible trajectory without colliding with any other obstacles in the environment. To define the validator, use the helper class `HelperDynamicMapValidator`. This class uses the `predictMapToTime` (Sensor Fusion and Tracking Toolbox) function of the `trackerGridRFS` object to get short-term predictions of the occupancy of the surrounding environment. Since the uncertainty in the estimate increases with time, configure the validator with a maximum time horizon of 2 seconds.

The predicted occupancy of the environment is converted to an inflated costmap at each step to account for the size of the ego vehicle. The path planner uses a timestep of 0.1 seconds with a prediction time horizon of 2 seconds. To reduce computational complexity, the occupancy of the surrounding environment is assumed to be valid for 5 time steps, or 0.5 seconds. As a result, only 4 predictions are required in the 2-second planning horizon. In addition to making binary decisions about collision or no collision, the validator also provides a measure of collision probability of the ego vehicle. This probability can be incorporated into the cost function for optimality criteria to account for uncertainty in the system and to make better decisions without increasing the time horizon of the planner.

```

vehDims = vehicleDimensions(egoVehicle.Length,egoVehicle.Width);
collisionValidator = HelperDynamicMapValidator('MaxTimeHorizon',2, ... % Maximum horizon for val.
'TimeResolution',connector.TimeResolution, ... % Time steps between trajectory samples
'Tracker',tracker, ... % Provide tracker for prediction
'ValidPredictionSpan',5, ... % Prediction valid for 5 steps
'VehicleDimensions',vehDims); % Provide dimensions of ego

```

### Choose Optimality Criterion

After validating the feasible trajectories against obstacles or occupied regions of the environment, choose an optimality criterion for each valid trajectory by defining a cost function for the trajectories. Different cost functions are expected to produce different behaviors from the ego vehicle. In this example, you define the cost of each trajectory as

$$C = J_s + J_d + 1000P_c + 100(\dot{s}_{(\Delta T)} - \dot{s}_{\text{Limit}})^2$$

where:

$J_s$  is the jerk in the longitudinal direction of the reference path

$J_d$  is the jerk in the lateral direction of the reference path

$P_c$  is the collision probability obtained by the validator

The cost calculation for each trajectory is defined using the helper function `helperCalculateTrajectoryCosts` on page 8-747. From the list of valid trajectories, the trajectory with the minimum cost is considered as the optimal trajectory.

### Run Scenario, Estimate Dynamic Map, and Plan Local Trajectories

Run the scenario, generate point clouds from all the lidar sensors, and estimate the dynamic occupancy grid map. Use the dynamic map estimate and its predictions to plan a local trajectory for the ego vehicle.

```

% Close original figure and initialize a new display
close(fig);
display = helperGridBasedPlanningDisplay;

% Initial ego state
currentEgoState = [-110.6 -1.5 0 0 15 0];
helperMoveEgoVehicleToState(egoVehicle, currentEgoState);

% Initialize pointCloud outputs from each sensor
ptClouds = cell(numel(lidars),1);
sensorConfigs = cell(numel(lidars),1);

% Simulation Loop
while advance(scenario)
    % Current simulation time
    time = scenario.SimulationTime;

    % Poses of objects with respect to ego vehicle
    tgtPoses = targetPoses(egoVehicle);

    % Simulate point cloud from each sensor
    for i = 1:numel(lidars)

```

```

        [ptClouds{i}, isValidTime] = step(lidars{i},tgtPoses,time);
        sensorConfigs{i} = helperGetLidarConfig(lidars{i},egoVehicle);
    end

    % Pack point clouds as sensor data format required by the tracker
    sensorData = packAsSensorData(ptClouds,sensorConfigs,time);

    % Call the tracker
    [tracks, ~, ~, map] = tracker(sensorData,sensorConfigs,time);

    % Update validator's future predictions using current estimate
    step(collisionValidator, currentEgoState, map, time);

    % Sample trajectories using current ego state and some kinematic
    % parameters
    [frenetTrajectories, globalTrajectories] = helperGenerateTrajectory(connector, refPath, currentEgoState, map, sensorData, sensorConfigs, time);

    % Calculate kinematic feasibility of generated trajectories
    isKinematicsFeasible = helperKinematicFeasibility(frenetTrajectories,speedLimit,accMax);

    % Calculate collision validity of feasible trajectories
    feasibleGlobalTrajectories = globalTrajectories(isKinematicsFeasible);
    feasibleFrenetTrajectories = frenetTrajectories(isKinematicsFeasible);
    [isCollisionFree, collisionProb] = isTrajectoryValid(collisionValidator, feasibleGlobalTrajectories, feasibleFrenetTrajectories, currentEgoState, map, sensorData, sensorConfigs, time);

    % Calculate costs and final optimal trajectory
    nonCollidingGlobalTrajectories = feasibleGlobalTrajectories(isCollisionFree);
    nonCollidingFrenetTrajectories = feasibleFrenetTrajectories(isCollisionFree);
    nonCollidingCollisionProb = collisionProb(isCollisionFree);
    costs = helperCalculateTrajectoryCosts(nonCollidingFrenetTrajectories, nonCollidingCollisionProb, currentEgoState, map, sensorData, sensorConfigs, time);

    % Find optimal trajectory
    [~,idx] = min(costs);
    optimalTrajectory = nonCollidingGlobalTrajectories(idx);

    % Assemble for plotting
    trajectories = helperAssembleTrajectoryForPlotting(globalTrajectories, ...
        isKinematicsFeasible, isCollisionFree, idx);

    % Update display
    display(scenario, egoVehicle, lidars, ptClouds, tracker, tracks, trajectories, collisionValidator);

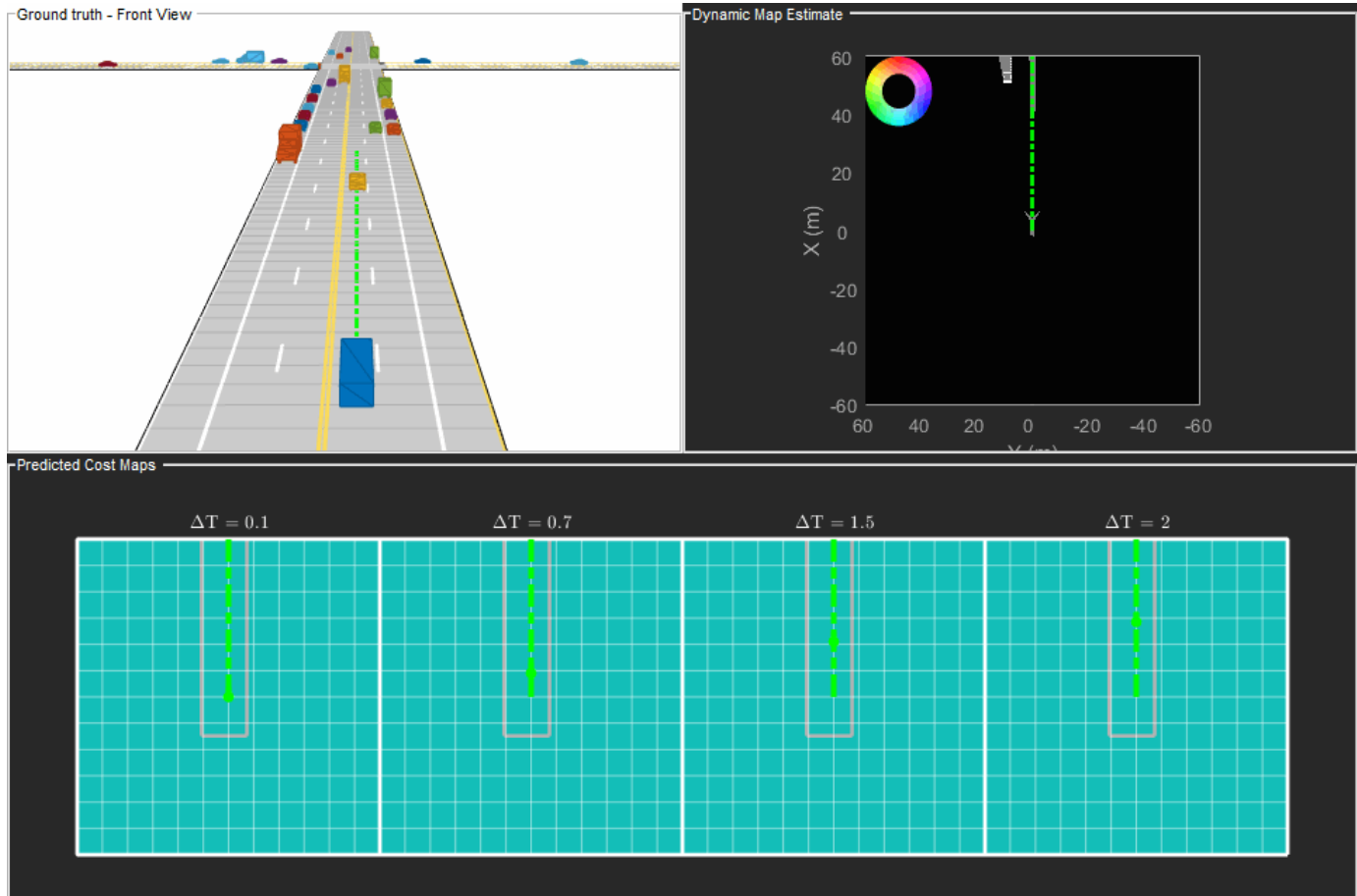
    % Move ego with optimal trajectory
    if ~isempty(optimalTrajectory)
        currentEgoState = optimalTrajectory.Trajectory(2,:);
        helperMoveEgoVehicleToState(egoVehicle, currentEgoState);
    else
        % All trajectories either violated kinematic feasibility
        % constraints or resulted in a collision. More behaviors on
        % trajectory sampling may be needed.
        error('Unable to compute optimal trajectory');
    end
end

```

## Results

Analyze the results from the local path planning algorithm and how the predictions from the map assisted the planner. This animation shows the result of the planning algorithm during the entire

scenario. Notice that the ego vehicle successfully reached its desired destination and maneuvered around different dynamic objects, whenever necessary. The ego vehicle also came to a stop at the intersection due to the regional changes added to the sampling policy.

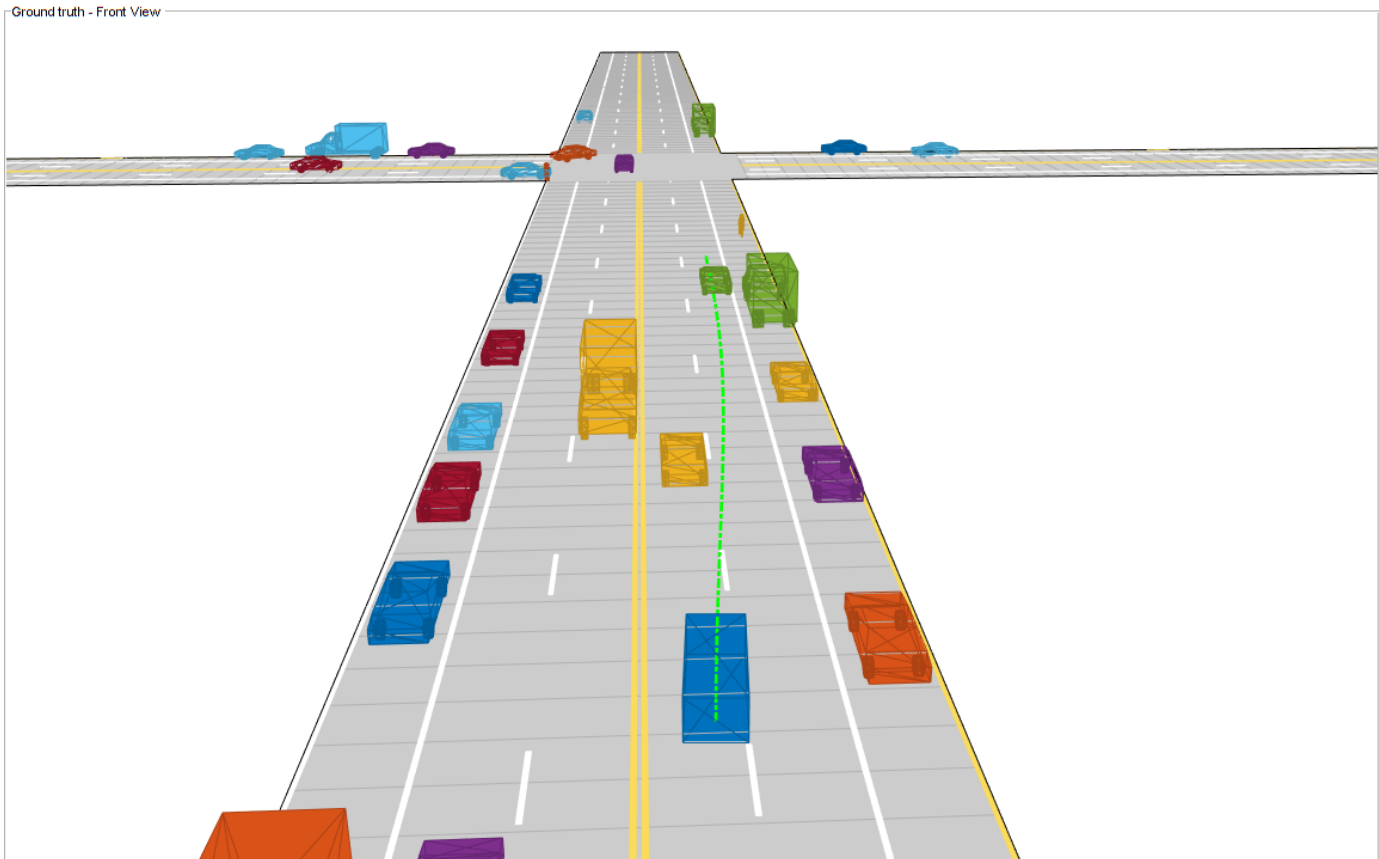


Next, analyze the local planning algorithm during the first lane change. The snapshots in this section are captured at time = 4.3 seconds during the simulation.

In this snapshot, the ego vehicle has just started to perform a lane change maneuver into the right lane.

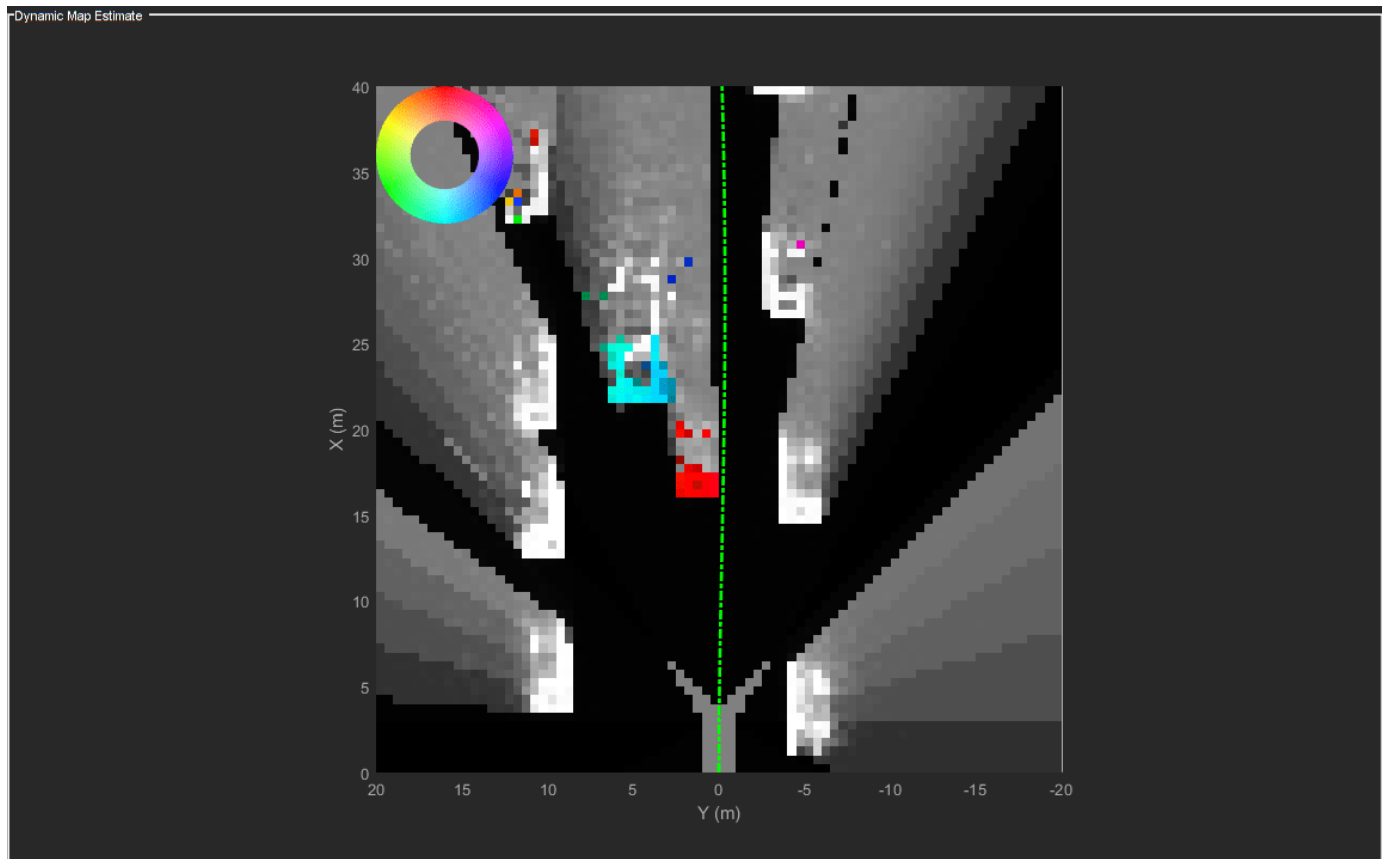
```
showSnaps(display, 3, 1);
```





The snapshot that follows shows the estimate of the dynamic grid at the same time step. The color of the grid cell denotes the direction of motion of the object occupying that grid cell. Notice that the cells representing the car in front of the ego vehicle are colored red, denoting that the cells are occupied with a dynamic object. Also, the car is moving in the positive X direction of the scenario, so based on the color wheel, the color of the corresponding grid cells is red.

```
f = showSnaps(display, 2, 1);
if ~isempty(f)
    ax = findall(f, 'Type', 'Axes');
    ax.XLim = [0 40];
    ax.YLim = [-20 20];
    s = findall(ax, 'Type', 'Surf');
    s.XData = 36 + 1/3*(s.XData - mean(s.XData(:)));
    s.YData = 16 + 1/3*(s.YData - mean(s.YData(:)));
end
```



Based on the previous image, the planned trajectory of the ego vehicle passes through the occupied regions of space, representing a collision if you performed a traditional static occupancy validation. The dynamic occupancy map and the validator, however, account for the dynamic nature of the grid by validating the state of the trajectory against the predicted occupancy at each time step. The next snapshot shows the predicted costmap at different prediction steps ( $\Delta T$ ), along with the planned position of the ego vehicle on the trajectory. The predicted costmap is inflated to account for size of the ego vehicle. Therefore, if a point object representing the origin of the ego vehicle can be placed on the occupancy map without any collision, it can be interpreted that the ego vehicle does not collide with any obstacle. The yellow regions on the costmap denote areas with guaranteed collisions with an obstacle. The collision probability decays outside the yellow regions exponentially until the end of inflation region. The blue regions indicate areas with zero probability of collision according to the current prediction.

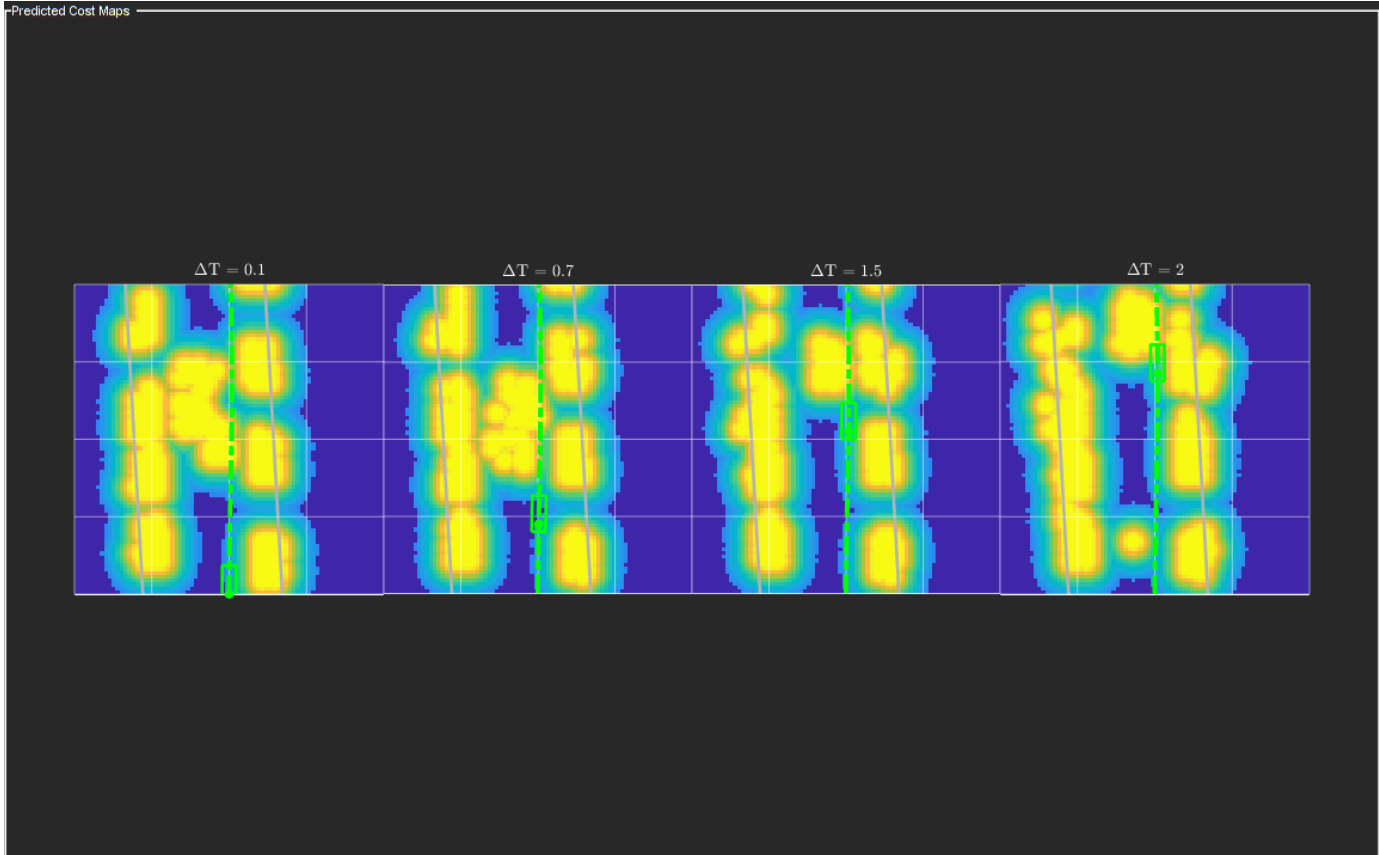
Notice that the yellow region representing the car in front of the ego vehicle moves forward on the costmap as the map is predicted in the future. This reflects that the prediction of occupancy considers the velocity of objects in the surrounding environment. Also, notice that the cells classified as static objects remained relatively static on the grid during the prediction. Lastly, notice that the planned position of the ego vehicle origin does not collide with any occupied regions in the cost map. This shows that the ego vehicle can successfully maneuver on this trajectory.

```
f = showSnaps(display, 1, 1);
if ~isempty(f)
ax = findall(f, 'Type', 'Axes');
for i = 1:numel(ax)
    ax(i).XLim = [0 40];
end
```

```

    ax(i).YLim = [-20 20];
end
end

```



## Summary

In this example, you learned how to use the dynamic map predictions from the grid-based tracker, `trackerGridRFS`, and how to integrate the dynamic map with a local path planning algorithm to generate trajectories for the ego vehicle in dynamic complex environments. You also learned how the dynamic nature of the occupancy can be used to plan trajectories more efficiently in the environment.

## Supporting Functions

```

function sensorData = packAsSensorData(ptCloud, configs, time)
% Pack the sensor data as format required by the tracker
%
% ptCloud - cell array of pointCloud object
% configs - cell array of sensor configurations
% time    - Current simulation time

%The lidar simulation returns outputs as pointCloud objects. The Location
%property of the point cloud is used to extract x,y, and z locations of
%returns and pack them as structures with information required by a tracker.
sensorData = struct('SensorIndex', {}, ...
    'Time', {}, ...

```

```

    'Measurement', {}, ...
    'MeasurementParameters', {});

for i = 1:numel(ptCloud)
    % This sensor's point cloud
    thisPtCloud = ptCloud{i};

    % Allows mapping between data and configurations without forcing an
    % ordered input and requiring configuration input for static sensors.
    sensorData(i).SensorIndex = configs{i}.SensorIndex;

    % Current time
    sensorData(i).Time = time;

    % Extract Measurement as a 3-by-N defining locations of points
    sensorData(i).Measurement = reshape(thisPtCloud.Location,[],3)';

    % Data is reported in the sensor coordinate frame and hence measurement
    % parameters are same as sensor transform parameters.
    sensorData(i).MeasurementParameters = configs{i}.SensorTransformParameters;
end

end

function config = helperGetLidarConfig(lidar, ego)
% Get configuration of the lidar sensor for tracker
%
% config - Configuration of the lidar sensor in the world frame
% lidar - lidarPointCloudGeneration object
% ego    - driving.scenario.Actor in the scenario

% Define transformation from sensor to ego
senToEgo = struct('Frame',fusionCoordinateFrameType(1), ...
    'OriginPosition',[lidar.SensorLocation(:);lidar.Height], ...
    'Orientation',rotmat(Quaternion([lidar.Yaw lidar.Pitch lidar.Roll]),'eulerd','ZYX','frame'),'frame', ...
    'IsParentToChild',true);

% Define transformation from ego to tracking coordinates
egoToScenario = struct('Frame',fusionCoordinateFrameType(1), ...
    'OriginPosition',ego.Position(:), ...
    'Orientation',rotmat(Quaternion([ego.Yaw ego.Pitch ego.Roll]),'eulerd','ZYX','frame'),'frame', ...
    'IsParentToChild',true);

% Assemble using trackingSensorConfiguration.
config = trackingSensorConfiguration(...
    'SensorIndex',lidar.SensorIndex, ...
    'IsValidTime', true, ...
    'SensorLimits',[lidar.AzimuthLimits;0 lidar.MaxRange], ...
    'SensorTransformParameters',[senToEgo;egoToScenario], ...
    'DetectionProbability',0.95);

end

function helperMoveEgoVehicleToState(egoVehicle, currentEgoState)
% Move ego vehicle in scenario to a state calculated by the planner
%
% egoVehicle - driving.scenario.Actor in the scenario
% currentEgoState - [x y theta kappa speed acc]

```

```

% Set 2-D Position
egoVehicle.Position(1:2) = currentEgoState(1:2);

% Set 2-D Velocity (s*cos(yaw) s*sin(yaw))
egoVehicle.Velocity(1:2) = [cos(currentEgoState(3)) sin(currentEgoState(3))]*currentEgoState(5);

% Set Yaw in degrees
egoVehicle.Yaw = currentEgoState(3)*180/pi;

% Set angular velocity in Z (yaw rate) as v/r
egoVehicle.AngularVelocity(3) = currentEgoState(4)*currentEgoState(5);

end

function isFeasible = helperKinematicFeasibility(frenetTrajectories, speedLimit, aMax)
% Check kinematic feasibility of trajectories
%
% frenetTrajectories - Array of trajectories in Frenet coordinates
% speedLimit - Speed limit (m/s)
% aMax - Maximum acceleration (m/s^2)

isFeasible = false(numel(frenetTrajectories),1);
for i = 1:numel(frenetTrajectories)
    % Speed of the trajectory
    speed = frenetTrajectories(i).Trajectory(:,2);

    % Acceleration of the trajectory
    acc = frenetTrajectories(i).Trajectory(:,3);

    % Is speed valid?
    isSpeedValid = ~any(speed < -0.1 | speed > speedLimit + 1);

    % Is acceleration valid?
    isAccelerationValid = ~any(abs(acc) > aMax);

    % Trajectory feasible if both speed and acc valid
    isFeasible(i) = isSpeedValid & isAccelerationValid;
end

end

function cost = helperCalculateTrajectoryCosts(frenetTrajectories, Pc, smax)
% Calculate cost for each trajectory.
%
% frenetTrajectories - Array of trajectories in Frenet coordinates
% Pc - Probability of collision for each trajectory calculated by validator

n = numel(frenetTrajectories);
Jd = zeros(n,1);
Js = zeros(n,1);
s = zeros(n,1);

for i = 1:n
    % Time
    time = frenetTrajectories(i).Times;

    % resolution

```

```
dT = time(2) - time(1);

% Jerk along the path
dds = frenetTrajectories(i).Trajectory(:,3);
Js(i) = sum(gradient(dds,time).^2)*dT;

% Jerk perpendicular to path
%  $d^2L/dt^2 = d/dt(dL/ds*ds/dt)$ 
ds = frenetTrajectories(i).Trajectory(:,2);
ddL = frenetTrajectories(i).Trajectory(:,6).*(ds.^2) + frenetTrajectories(i).Trajectory(:,5)
Jd(i) = sum(gradient(ddL,time).^2)*dT;

s(i) = frenetTrajectories(i).Trajectory(end,2);
end

cost = Js + Jd + 1000*Pc(:) + 100*(s - smax).^2;

end
```

## See Also

### Related Examples

- “Grid-Based Tracking in Urban Environments Using Multiple Lidars” on page 8-424
- “Highway Trajectory Planning Using Frenet Reference Path” on page 8-723

# Code Generation for Path Planning and Vehicle Control

This example shows how to modify a Simulink® model of a path planning and vehicle control algorithm, generate C++ code, and verify the generated code using software-in-the-loop (SIL) simulation.

## Introduction

Developing a path planning and vehicle control algorithm often involves designing and simulating an algorithm model in Simulink, implementing the algorithm in C++ code, and integrating the algorithm code into an external software environment for deployment into a vehicle. Automatically generating and verifying code from the algorithm model ensures functional equivalence between the simulation and implementation.

The “Automated Parking Valet in Simulink” on page 8-703 example showed how to design a path planning and vehicle control algorithm. This example shows how to modify the design for implementation in C++. This steps in this workflow are:

- 1 Partition the design into algorithm and test bench models.
- 2 Modify the algorithm model to support code generation.
- 3 Generate C++ code from the algorithm model.
- 4 Verify the behavior of the generated code using SIL simulation.

You can then integrate the generated code into an external software project for further testing in a vehicle.

## Partition the Algorithm and Test Bench

The original model from the “Automated Parking Valet in Simulink” on page 8-703 example has already been partitioned into separate algorithm and test bench models.

- **Algorithm Model:** AutomatedParkingValetAlgorithm specifies the path planning and vehicle control functionality to be implemented in C++.
- **Test Bench Model:** AutomatedParkingValetTestBench specifies the stimulus and environment to test the algorithm model.

## Simulate Test Bench Model

The AutomatedParkingValetTestBench model specifies the stimulus and environment to test the AutomatedParkingValetAlgorithm model. The main components of the AutomatedParkingValetTestBench include:

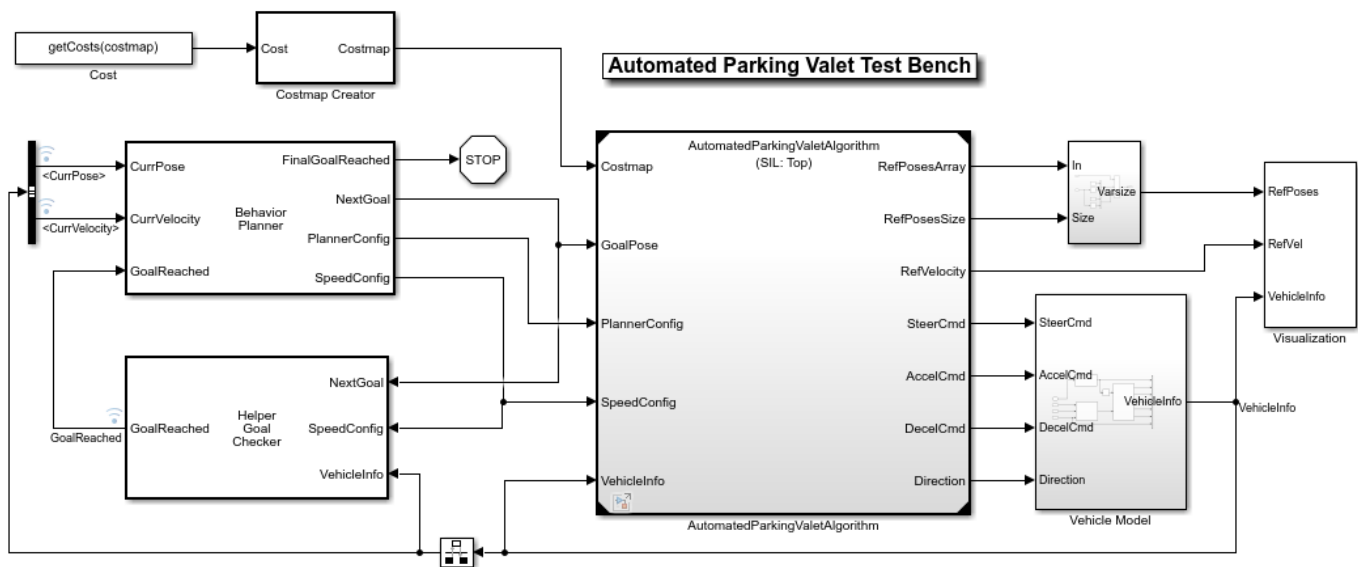
- **Algorithm Model Reference:** The AutomatedParkingValetAlgorithm model block is referenced by a Model block. The Model block supports simulating the referenced model in different modes of simulation including normal and SIL modes. To learn more about the Model block, refer to “Reference Existing Models” (Simulink).
- **Costmap:** The Costmap Creator block creates the costmap of the environment and outputs it as a bus signal.
- **Behavior Planner:** The Behavior Planner block triggers a sequence of navigation tasks based on the global route plan by providing an intermediate goal and configuration.

- **Vehicle Model:** To demonstrate the performance of the algorithm, the parking valet controller is applied to the Vehicle Model block, which contains a Vehicle Body 3DOF block.

The AutomatedParkingValetTestBench model is also configured to log the pose(CurrPose) and longitudinal velocity (CurrVelocity) of the vehicle and the status of whether the goal from the behavioral planner was reached (GoalReached). These signals are logged to the workspace variable logouts.

Simulate the test bench model with the algorithm in normal mode.

```
open_system('AutomatedParkingValetTestBench')
snapnow
set_param('AutomatedParkingValetTestBench/AutomatedParkingValetAlgorithm','SimulationMode','Normal')
sim('AutomatedParkingValetTestBench')
helperPlotSimulationSignals(logouts)
snapnow
```



The first figure displays the path that the vehicle traversed from the parking lot input to the final parking space. The second figure plots the velocity and goal-reached signals. Notice that the vehicle velocity is smooth and continuous when transitioning between goals.

### Modify Algorithm Model to Support Code Generation

The AutomatedParkingValetAlgorithm model specifies the functionality to be implemented in C++. The main components of the AutomatedParkingValetAlgorithm model are:

- **Path Planner:** Plans a feasible path through the environment map using a pathPlannerRRT object.
- **Trajectory Generator:** Smooths the reference path by fitting splines and converts the smoothed path into a trajectory by generating a speed profile.
- **Vehicle Controller:** Controls the steering and velocity of the vehicle to follow the generated path and speed profile.

Open and update the algorithm model.



```
open_system('AutomatedParkingValetAlgorithm')
set_param('AutomatedParkingValetAlgorithm','SimulationCommand','Update');
```

The AutomatedValetParking model includes several modifications from the “Automated Parking Valet in Simulink” on page 8-703 example to support code generation. The most significant modifications are specifying fixed-size component interfaces and explicit rate transitions.

Variable-size component interfaces have been replaced with fixed-size interface to enable generating and verifying C++ code with SIL simulation.

- The variable-size Poses signal has been split into a fixed-size output (RefPosesArray) with an additional output specifying the size (RefPosesSize).
- The costmapBus bus associated with the Costmap input port contains only fixed-size elements, since the costmap does not change size in this example.

The AutomatedValetParking model contains multiple rates. The color of the blocks represents different sample times. Path planning and trajectory generation is performed at a 0.1s sample time and is colored green. Vehicle control is performed at a 0.05s sample time and is colored red. To learn more about displaying sample time colors, refer to “View Sample Time Information” (Simulink).

Explicit rate transition blocks have been inserted into the model to treat each rate as a separate task.

- A Rate Transition block has been inserted to the fixed-size CurrPose signal.
- A helper Varsize Rows Rate Transition block (named RT) has been inserted to variable-size signals that connect blocks of different rates.

Treating each rate as a specific task enables generating a C++ class with separate method entry points for each rate. Generating separate methods for each rate simplifies integration into multi-tasking software schedulers or operating systems in the vehicle. To learn more about treating rates as separate tasks, refer to “Modeling for Multitasking Execution” (Embedded Coder).

### Configure and Generate Code from Algorithm Model

Configuring the AutomatedParkingValetAlgorithm model to generate code includes setting parameters to:

- Generate C++ code with entry points for each rate.
- Apply common optimizations.
- Generate a report to facilitate exploring the generated code.

Set and view model parameters to enable C++ code generation.

```
helperSetModelParametersForCodeGeneration('AutomatedParkingValetAlgorithm')
```

Set AutomatedParkingValetAlgorithm configuration parameters:

Parameter	Value
{'SystemTargetFile' }	{'ert.tlc' }
{'TargetLang' }	{'C' }
{'SolverType' }	{'Fixed-step' }
{'FixedStep' }	{'auto' }
{'EnableMultiTasking' }	{'on' }

```

{'ProdLongLongMode'      } {'on'      } {'Hardware Implementation>Support long
{'BlockReduction'        } {'on'      } {'Simulation Target>Block reduction'
{'MATLABDynamicMemAlloc' } {'on'      } {'Simulation Target>Simulation Target>
{'OptimizeBlockIOStorage'} {'on'      } {'Simulation Target>Signal storage reu
{'InlineInvariantSignals'} {'on'      } {'Simulation Target>Inline invariant s
{'BuildConfiguration'    } {'Faster Runs'} {'Code Generation>Build configuration'
{'RTWVerbose'            } {'of'      } {'Code Generation>Verbose build'
{'CombineSignalStateStructs'} {'on'      } {'Code Generation>Interface>Combine si
{'SupportVariableSizeSignals'} {'on'      } {'Code Generation>Interface>Support va
{'EfficientFloat2IntCast'} {'on'      } {'Code Generation>Optimization>Remove
{'ZeroExternalMemoryAtStartup'} {'off'     } {'Code Generation>Optimization>Remove
{'CustomSymbolStrGlobalVar'} {'$N$M'   } {'Code Generation>Symbols>Global variab
{'CustomSymbolStrType'   } {'$N$M_T' } {'Code Generation>Symbols>Global types
{'CustomSymbolStrField'  } {'$N$M'   } {'Code Generation>Symbols>Field name of
{'CustomSymbolStrFcn'     } {'APV_$N$M$F' } {'Code Generation>Symbols>Subsystem me
{'CustomSymbolStrTmpVar'  } {'$N$M'   } {'Code Generation>Symbols>Local temporar
{'CustomSymbolStrMacro'   } {'$N$M'   } {'Code Generation>Symbols>Constant mac

```

Generate code and the code generation report from the algorithm model.

```

slbuild('AutomatedParkingValetAlgorithm');

### Starting build procedure for: AutomatedParkingValetAlgorithm

```

Use the Code Generation Report to explore the generated code. To learn more about the Code Generation Report, refer to “Reports for Code Generation” (Simulink Coder). Use the Code Interface Report link in the Code Generation Report to explore these generated methods:

- `initialize`: Call once on initialization.
- `step0`: Call periodically every 0.05s to execute trajectory generation and vehicle control.
- `step1`: Call periodically every 0.1s seconds to execute path planning.
- `terminate`: Call once on termination.

Additional get and set methods for signal interface are declared in `AutomatedParkingValetAlgorithm.h` and defined in `AutomatedParkingValetAlgorithm.c`.

### Verify Implementation with SIL Simulation

Software-in-the-loop (SIL) simulation provides early insight into the behavior of a deployed application. To learn more about SIL simulation, refer to “SIL and PIL Simulations” (Embedded Coder).

SIL simulation enables you to: \* Verify that the compiled generated code on the host is functionally equivalent to the normal mode. \* Log execution times of generated code on the host computer. These times can be an early indicator of performance of the generated code. For accurate execution time measurements, profile the generated code when it is integrated into the external environment or when using with processor-in-the-loop(PIL) simulation. To learn more about SIL profiling, refer to “Create Execution-Time Profile for Generated Code” (Embedded Coder).

Configure algorithm and test bench model parameters to support SIL simulation and log execution profiling information.

```

helperSetModelParametersForSIL('AutomatedParkingValetAlgorithm');
helperSetModelParametersForSIL('AutomatedParkingValetTestBench');

```

Set AutomatedParkingValetAlgorithm configuration parameters:

Parameter	Value	Description
{'SystemTargetFile' }	{'ert.tlc' }	{'Code Generation>System target' }
{'TargetLang' }	{'C' }	{'Code Generation>Language' }
{'CodeExecutionProfiling' }	{'on' }	{'Code Generation>Verification>M' }
{'CodeProfilingSaveOptions' }	{'AllData' }	{'Code Generation>Verification>S' }
{'CodeExecutionProfileVariable' }	{'executionProfile' }	{'Code Generation>Verification>W' }

Set AutomatedParkingValetTestBench configuration parameters:

Parameter	Value	Description
{'SystemTargetFile' }	{'ert.tlc' }	{'Code Generation>System target' }
{'TargetLang' }	{'C' }	{'Code Generation>Language' }
{'CodeExecutionProfiling' }	{'on' }	{'Code Generation>Verification>M' }
{'CodeProfilingSaveOptions' }	{'AllData' }	{'Code Generation>Verification>S' }
{'CodeExecutionProfileVariable' }	{'executionProfile' }	{'Code Generation>Verification>W' }

Simulate the test bench model with the algorithm in SIL mode and plot the results.

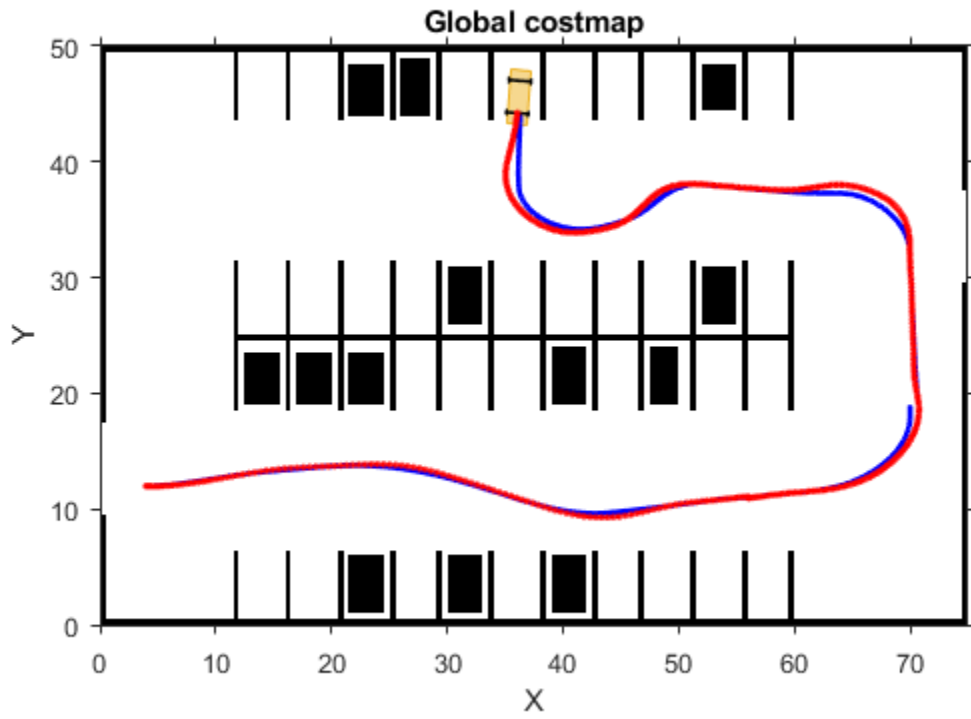
```

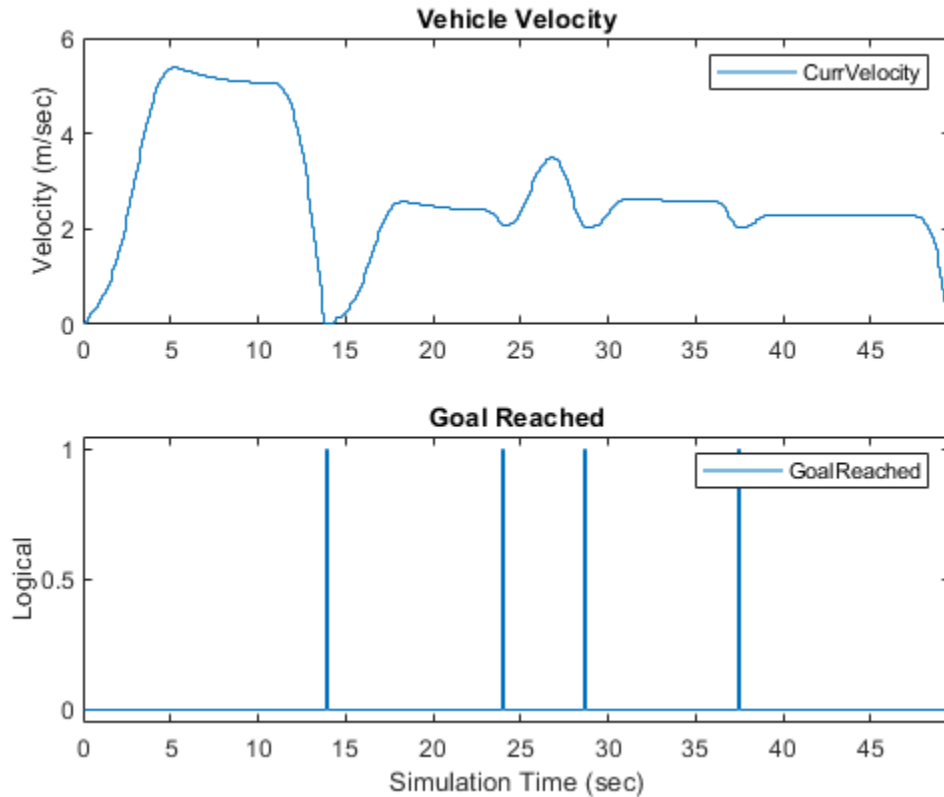
open_system('AutomatedParkingValetTestBench')
set_param('AutomatedParkingValetTestBench/AutomatedParkingValetAlgorithm','SimulationMode','Softw
save_system('AutomatedParkingValetAlgorithm');
sim('AutomatedParkingValetTestBench');

### Starting build procedure for: AutomatedParkingValetAlgorithm

helperPlotSimulationSignals(logsout, executionProfile)
snapnow

```





```
### Successful completion of build procedure for: AutomatedParkingValetAlgorithm
```

```
Build Summary
```

```
Top model targets built:
```

Model	Action	Rebuild Reason
-------	--------	----------------

AutomatedParkingValetAlgorithm	Code generated and compiled	Code generation information file do
--------------------------------	-----------------------------	-------------------------------------

```
1 of 1 models built (0 models already up to date)
```

```
Build duration: 0h 2m 19.629s
```

```
### Generated code for 'AutomatedParkingValetAlgorithm' is up to date because no structural, para
```

```
### Successful completion of build procedure for: AutomatedParkingValetAlgorithm
```

```
Build Summary
```

```
0 of 1 models built (1 models already up to date)
```

```
Build duration: 0h 0m 4.78s
```

```
### Preparing to start SIL simulation ...
```

```
Building with 'Microsoft Visual C++ 2019 (C)'.
```

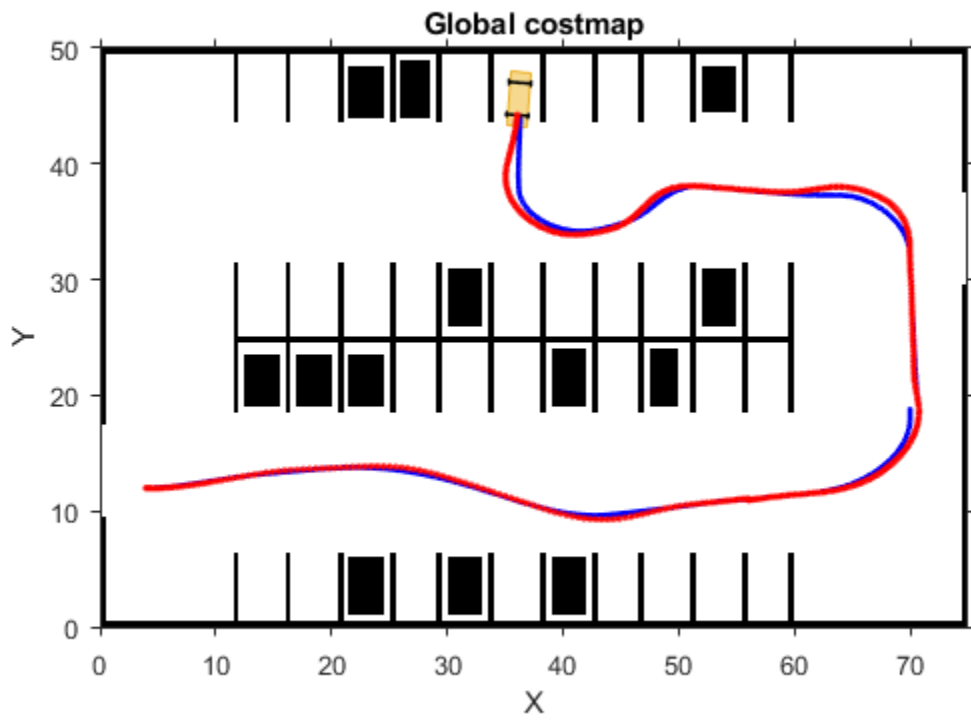
```
MEX completed successfully.
```

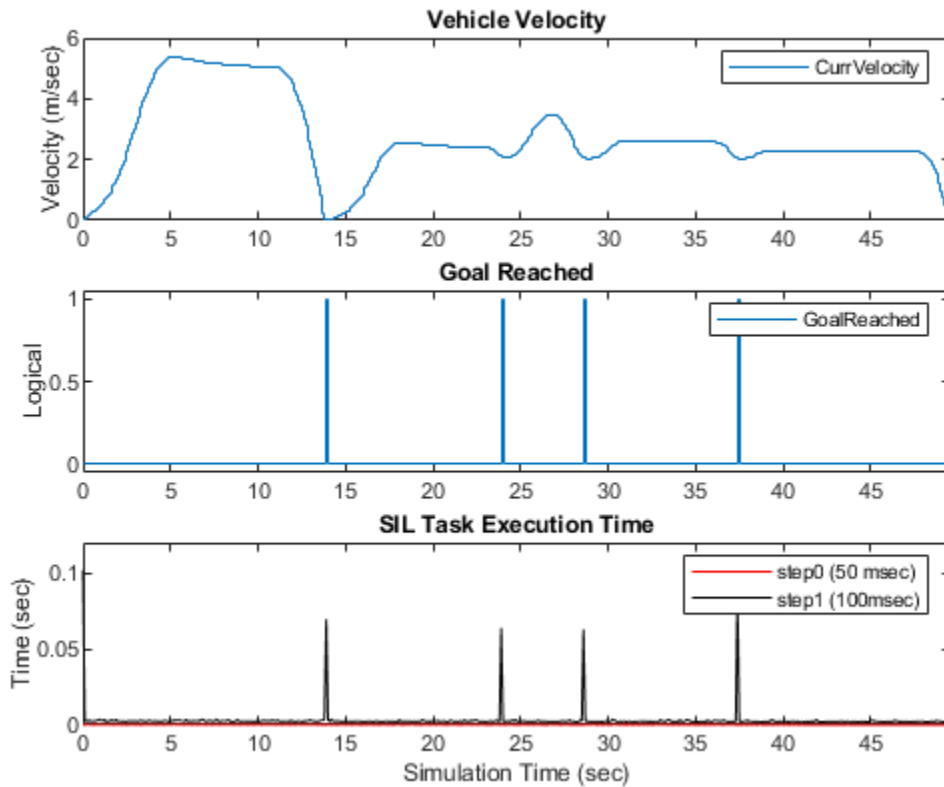
```
### Updating code generation report with SIL files ...
```

```
### Starting SIL simulation for component: AutomatedParkingValetAlgorithm
```

```
### Application stopped
```

```
### Stopping SIL simulation for component: AutomatedParkingValetAlgorithm
```





The execution time for the `step0` and `step1` methods are shown in the lower plot. The plots indicate that the maximum execution time is required at the lower rate (`step1`) after a goal pose is achieved. This lower rate is expected because it corresponds to the time when a new path is planned.

## Conclusion

This example demonstrated a workflow to generate and verify C++ code for a path planner and vehicle control algorithm. Compiling and verifying the code with SIL simulation established confidence that the generated code is functionally correct before integrating into an external software environment. The workflow was demonstrated as an extension of the “Automated Parking Valet in Simulink” on page 8-703 example and is generally applicable to designing and implementing path planning applications.

## See Also

### More About

- “Automated Parking Valet in Simulink” on page 8-703

## Use HERE HD Live Map Data to Verify Lane Configurations

This example shows how to read and visualize lane configurations for a recorded driving route from the HERE HD Live Map (HERE HDLM) service. This visualization can be used to verify the lane configurations detected by the perception system of an onboard sensor, such as a monocular camera.

In this example, you learn how to access the tiled layers from the HDLM service and identify relevant road-level and lane-level topology, geometry, and attributes.

To read the data, you use a `hereHDLMReader` object. Use of the HERE HD Live Map service requires valid HERE HDLM credentials. You need to enter into a separate agreement with HERE in order to gain access to the HDLM services and to get the required credentials (`access_key_id` and `access_key_secret`) for using the HERE Service.

### Overview

High-definition (HD) maps refer to mapping services developed specifically for automated driving applications. The precise geometry of these maps (with up to 1 cm resolution near the equator) make them suitable for automated driving workflows beyond the route planning applications of traditional road maps. Such workflows include lane-level verification, localization, and path planning. This example shows you how to verify the performance of a lane detection system using lane-level information from HD mapping data.

The accuracy of HD mapping data enables its use as a source of ground truth data for verification of onboard sensor perception systems. This high accuracy enables faster and more accurate verification of existing deployed algorithms.

HERE HD Live Map (HERE HDLM) is a cloud-based HD map service developed by HERE Technologies to support highly automated driving. The data is composed of tiled mapping layers that provide access to accurate geometry and robust attributes of a road network. The layers are grouped into the following models:

- **Road Centerline Model:** Provides road topology (specified as nodes and links in a graph), shape geometry, and other road-level attributes.
- **HD Lane Model:** Provides lane topology (as lane groups and lane group connectors), highly accurate geometry, and lane-level attributes.
- **HD Localization Model:** Provides features to support vehicle localization strategies.

For an overview of HERE HDLM layers, see “HERE HD Live Map Layers” on page 4-15.

Cameras are used in automated driving to gather semantic information about the road topology around the vehicle. Lane boundary detection, lane type classification, and road sign detection algorithms form the core of such a camera processing pipeline. You can use the HERE HDLM service, along with a high-precision GPS mounted on the vehicle, to evaluate the accuracy of such algorithms and verify their performance.

In this example, you learn how to:

- 1 Read road and lane information from the HERE HDLM service for a recorded GPS sequence.
- 2 Apply a heuristic route matching approach to the recorded GPS data. Because GPS data is often imprecise, it is necessary to solve the problem of matching recorded geographic coordinates to a representation of the road network.



- Identify environmental attributes relevant to the vehicle. Once a vehicle is successfully located within the context of the map, you can use road and lane attributes relevant to the vehicle to verify data recorded by the vehicle's onboard camera sensor.

### Load and Display Camera and GPS Data

Start by loading data from the recorded drive. The recorded data in this example is from a driving dataset collected by the Udacity® Self-Driving Car team. This data includes a video captured by a front-facing monocular camera and vehicle positions and velocities logged by a GPS.

Load the `centerCamera.avi` camera video data and corresponding video timestamps.

```
recordedData = fullfile(toolboxdir('driving'), 'drivingdata', ...
    'udacity', 'drive_segment_09_29_16');
[videoReader, videoTime] = helperLoadCameraData(fullfile(recordedData));

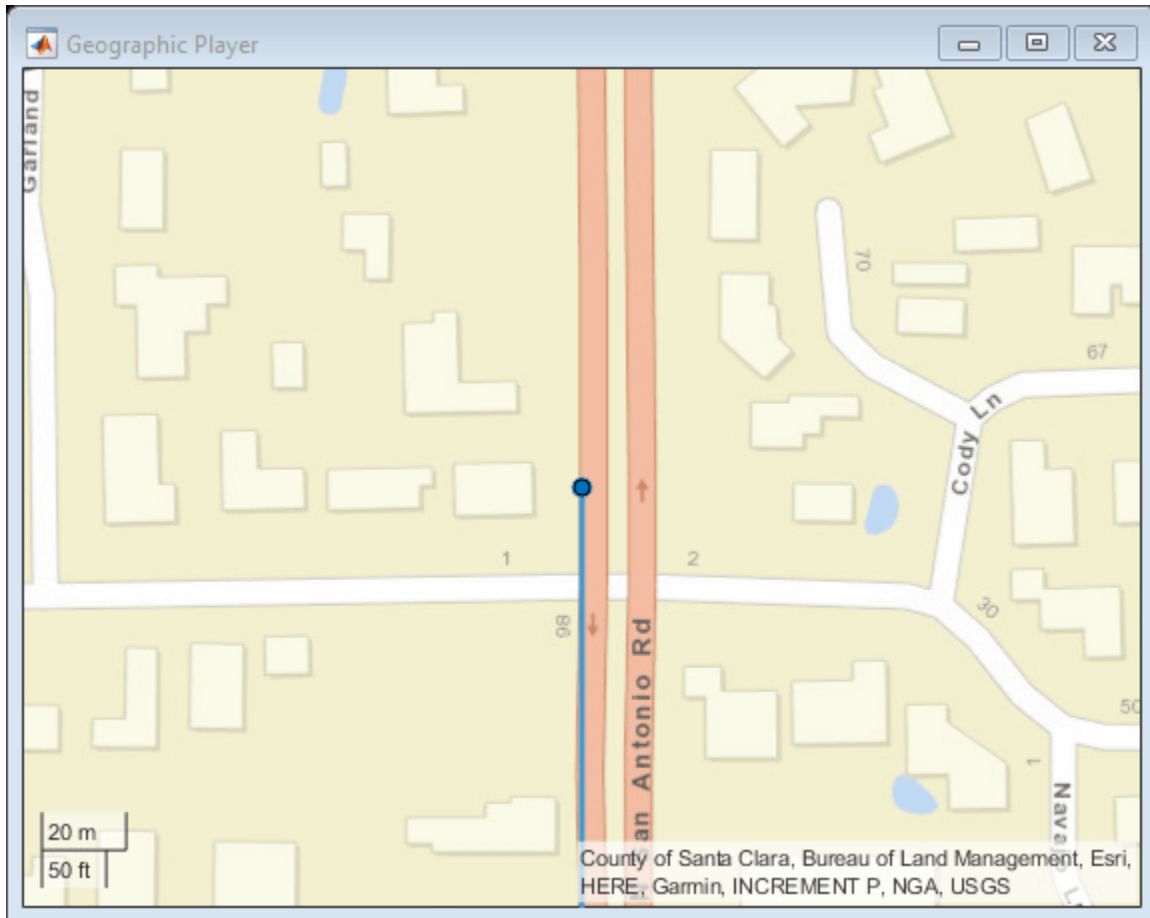
% Show the first frame of the camera data
imageFrame = readFrame(videoReader);
imshow(imageFrame, 'Border', 'tight');
```



Load the GPS data from the `gpsSequence.mat` MAT-file.

```
data = load(fullfile(recordedData, 'gpsSequence.mat'));
gpsData = data.gpsTT;
```

```
% Plot the full route and the first position recorded from the GPS
gpsPlayer = geoplayer(gpsData.Latitude(1), gpsData.Longitude(1), 18);
plotRoute(gpsPlayer, gpsData.Latitude, gpsData.Longitude);
plotPosition(gpsPlayer, gpsData.Latitude(1), gpsData.Longitude(1));
```



### Match Recorded Vehicle Position to a Road

Create a reader for reading the HERE HD Live Map tiles that cover all recorded GPS locations in the drive. If you have not previously set up HERE HDLM credentials, a dialog box prompts you to enter them. Enter the **Access Key ID** and **Access Key Secret** that you obtained from HERE Technologies, and click **OK**.

```
reader = hereHDLReader(gpsData.Latitude, gpsData.Longitude);
```

Read and plot road topology data from the TopologyGeometry layer. This layer represents the configuration of the road network. Nodes of the network correspond to intersections and dead-ends. Links between nodes represent the shape of the connecting streets as polylines. The connectivity and geometry for these features are contained in the LinksStartingInTile and NodesInTile fields.

```
topologyLayer = read(reader, 'TopologyGeometry')
```

```
figure('Name', 'TopologyGeometry');
topologyAxes = plot(topologyLayer);
hold(topologyAxes, 'on');
```

```

geoplot(topologyAxes, gpsData.Latitude, gpsData.Longitude, ...
        'bo-', 'DisplayName', 'Route');

topologyLayer =
  TopologyGeometry with properties:

  Data:
    HereTileId: 309106790
    IntersectingLinkRefs: [44x1 struct]
    LinksStartingInTile: [895x1 struct]
    NodesInTile: [651x1 struct]
    TileCenterHere2dCoordinate: [37.3865 -122.1130]
  Metadata:
    Catalog: 'hrn:here:data::olp-here-had:here-hdlm-protobuf-na-2'
    CatalogVersion: 4601
  Use plot to visualize TopologyGeometry data.

```



The plotting functionality is captured within the `helperPlotLayer` function, which visualizes available data from a HD Live Map layer with the recorded drive on the same geographic axes. This function, defined at the end of the example, will be used to plot subsequent layers.

Given a GPS location recorded along a drive, you can use a route matching algorithm to determine which road on the network the recorded position corresponds to. This example uses a heuristic route matching algorithm that considers the nearest links spatially to the recorded geographic point. The algorithm applies the vehicle's direction of travel to determine the most probable link. This route matching approach does not consider road connectivity, vehicle access, or GPS data with high positional error. Therefore, this approach might not apply to all scenarios.

The `helperGetGeometry` function extracts geometry information from the given topology layer and returns this information in a table with the corresponding links.

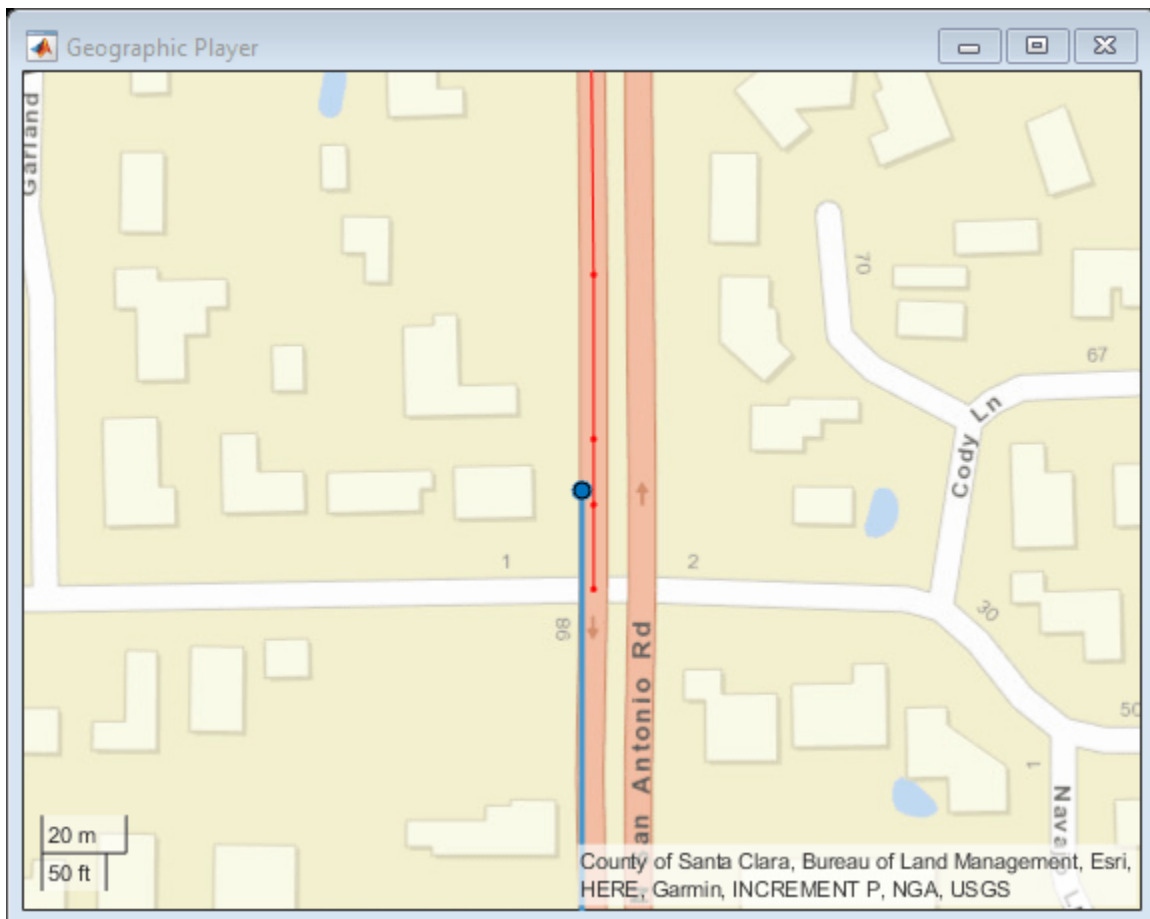
```
topologyTable = helperGetGeometry(topologyLayer.LinksStartingInTile, ...
    {'LinkId', 'Geometry.Here2dCoordinateDiffs'});
topologyTable.Properties.VariableNames = {'LinkId', 'Geometry'};
```

The `HelperLinkMatcher` class creates a link matcher, which contains the shape geometry for each link in the desired map tile. This class uses a basic spatial analysis to match the recorded position to the shape coordinates of the road links.

```
linkMatcher = HelperLinkMatcher(topologyTable);

% Match first point of the recorded route to the most probable link
[linkId, linkLat, linkLon] = match(linkMatcher, gpsData.Latitude(1), ...
    gpsData.Longitude(1), gpsData.Velocity(1,1:2));

% Plot the shape geometry of the link
geoplot(gpsPlayer.Axes, linkLat, linkLon, 'r.-');
```



### Retrieve Speed Limit Along a Matched Road

Characteristics common to all lanes along a given road are attributed to the link element that describes that road. One such attribute, speed limit, describes the maximum legal speed for vehicles traveling on the link. Once a given geographic coordinate is matched to a link, you can identify the

speed limit along that link. Because features like speed limits often change along the length of a link, these attributes are identified for specific ranges of the link.

The `SpeedAttributes` layer contains information about the expected vehicle speed on a link, including the posted speed limit.

```
speedLayer = read(reader, 'SpeedAttributes');
```

The `helperGetSpeedLimits` function extracts speed limit data for the relevant length and direction of a link. As with extracting the geometry information for a link, specifically capturing the speed limit data requires specialized code.

```
speedTable = helperGetSpeedLimits(speedLayer);
```

```
% Find the speed limit entry for the matched link
speed = speedTable(speedTable.LinkId == linkId, :);
```

### Match Recorded Position to a Lane Group

The HD Lane Model contains the lane-level geometry and attributes of the road, providing the detail necessary to support automated driving applications. Much like the Road Centerline Model, the HD Lane Model also follows a pattern of using topology to describe the road network at the lane level. Then features of the lane groups are attributed to the elements of this topology. In the HD Lane Model, the primary topological element is the lane group.

Read and plot lane topology data from the `LaneTopology` layer. This layer represents lane topology as lane groups and lane group connectors. Lane groups represent a group of lanes within a link (road segment). Lane group connectors connect individual lane groups to each other. The connectivity and geometry for these features are contained in the `LaneGroupsStartingInTile` and `LaneGroupConnectorsInTile` fields, for lane groups and lane group connectors, respectively.

```
laneTopologyLayer = read(reader, 'LaneTopology')
laneAxes = helperPlotLayer(laneTopologyLayer, ...
    gpsData.Latitude, gpsData.Longitude);
geolimits(laneAxes, [37.3823, 37.3838], [-122.1151, -122.1128]);
```

```
laneTopologyLayer =
    LaneTopology with properties:
```

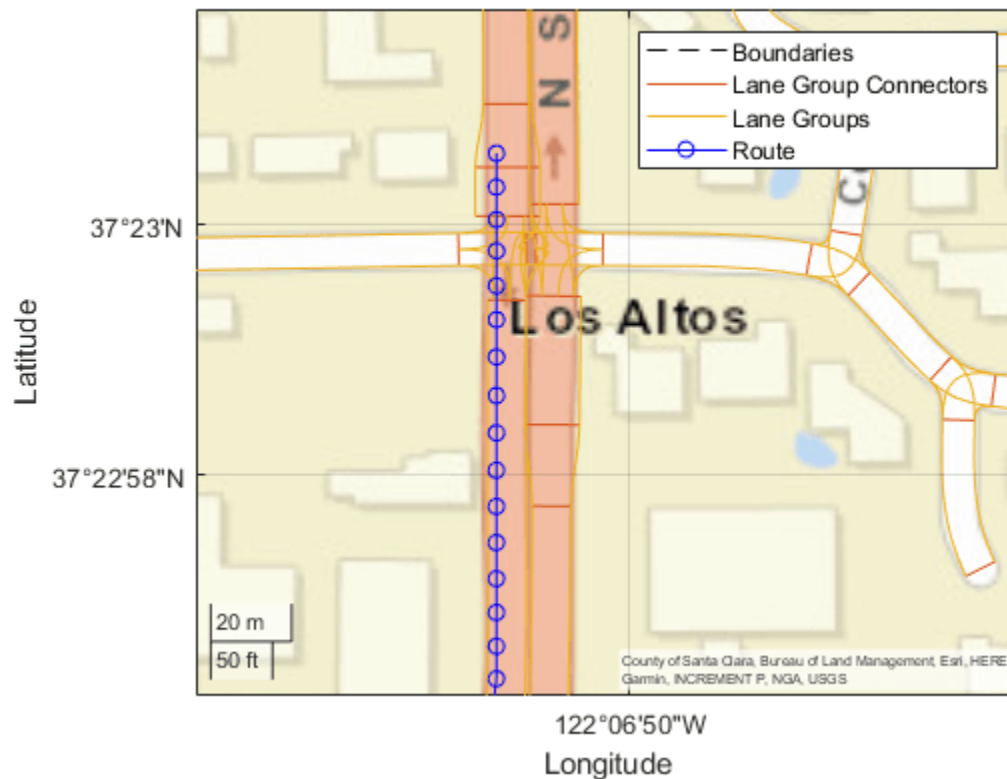
```
Data:
```

```
    HereTileId: 309106790
    IntersectingLaneGroupRefs: [56x1 struct]
    LaneGroupConnectorsInTile: [1174x1 struct]
    LaneGroupsStartingInTile: [1783x1 struct]
    TileCenterHere2dCoordinate: [37.3865 -122.1130]
```

```
Metadata:
```

```
    Catalog: 'hrn:here:data::olp-here-had:here-hdlm-protobuf-na-2'
    CatalogVersion: 4601
```

```
Use plot to visualize LaneTopology data.
```



The lane group represents multiple lanes. Therefore, the geometry of this element is given by the polygonal shape the group takes, as expressed by the left and right boundaries of the lane group. Obtain this lane geometry from the lane boundaries by using the `helperGetGeometry` function.

```
laneGroupFields = {'LaneGroupId', ...
    'BoundaryGeometry.LeftBoundary.Here2dCoordinateDiffs', ...
    'BoundaryGeometry.RightBoundary.Here2dCoordinateDiffs'};
laneTopologyTable = helperGetGeometry(laneTopologyLayer.LaneGroupsStartingInTile, ...
    laneGroupFields);
laneTopologyTable.Properties.VariableNames = {'LaneGroupId', ...
    'LeftGeometry', 'RightGeometry'};
```

As with developing a matching algorithm to identify the most probable travel link, matching the given GPS data to the most probable lane group can follow multiple approaches. The approach described here uses two layers: `LaneRoadReferences` and `LaneTopology`.

- The `LaneRoadReferences` layer enables you to translate a position on the Road Centerline Model (given by a link) to a corresponding position on the HD Lane Model (given by a lane group). Since the link was previously identified, you can filter the candidates for a lane group match to a smaller subset of all the lane groups available in the tile.
- The `LaneTopology` layer gives geometry data, which can be used to consider data that exists spatially within the boundaries of each candidate lane group. As with spatially matching GPS data to links, such an approach is prone to error and subject to the accuracy of the recorded GPS data. In addition to matching the lane group, you also need to match the direction vector of the vehicle relative to the orientation of the lane group. This step is necessary because the attributes of the lanes are defined with respect to the topology orientation.

Use the `helperGetReferences` function to generate a table of all lane groups that exist for at least some length of a link.

```
referenceLayer = read(reader, 'LaneRoadReferences');
referenceTable = helperGetReferences(referenceLayer);
```

Create a lane group matcher that contains the boundary geometry for each lane group in the desired map tile. The `HelperLaneGroupMatcher` class creates a lane group matcher that contains the boundary shape geometry for each lane group in the desired map tile. It also contains a reference table of links to lane groups. As with the `HelperLinkMatcher` class, this class uses a simple spatial analysis approach to determine if a given recorded coordinate exists within the boundaries of a lane group.

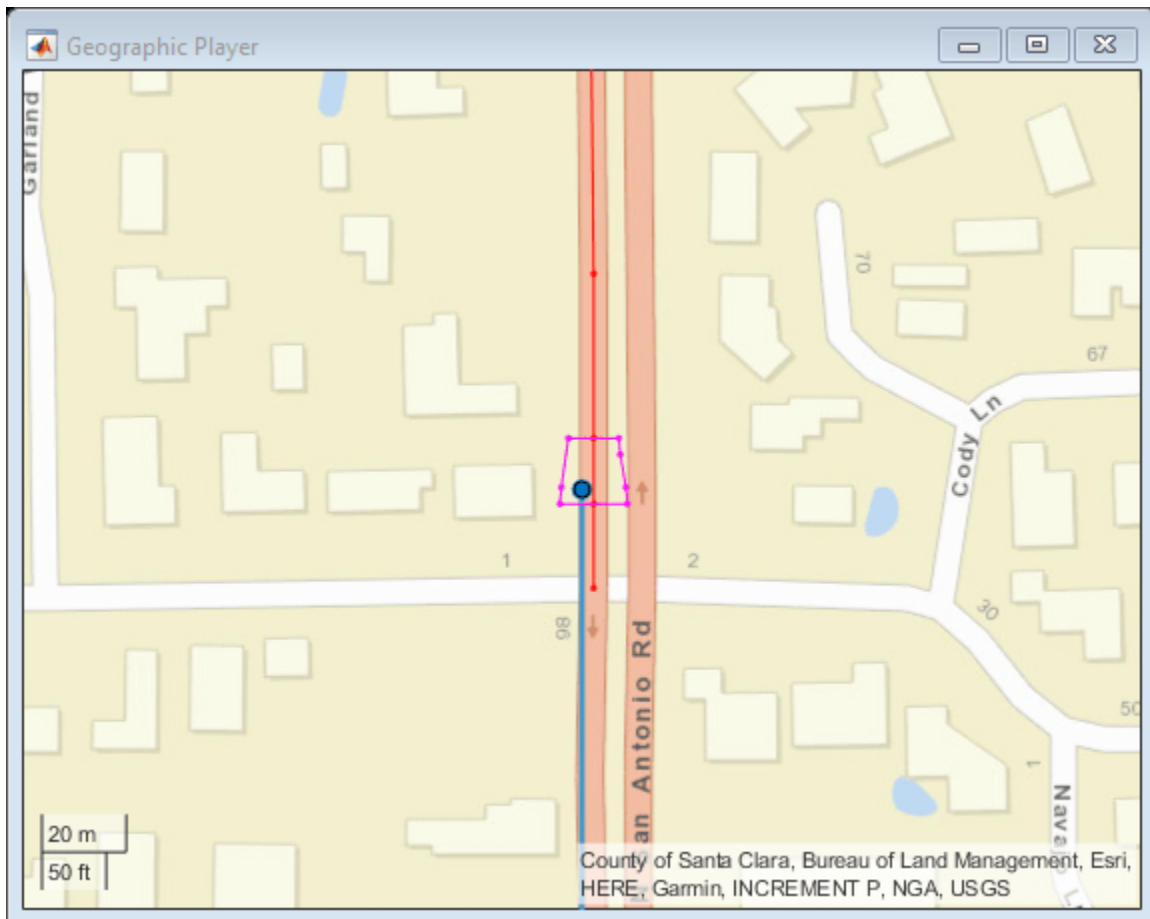
```
laneGroupMatcher = HelperLaneGroupMatcher(referenceTable, laneTopologyTable);
```

```
% Match the lane group and relative direction
```

```
[laneGroupId, isForward, boundGeometry] = match(laneGroupMatcher, linkId, ...
    gpsData.Latitude(1), gpsData.Longitude(1), gpsData.Velocity(1,1:2));
```

```
% Plot the boundary geometry of the lane group
```

```
geoplot(gpsPlayer.Axes, boundGeometry(:,1), boundGeometry(:,2), 'm.-');
```



### Retrieve Lane Configurations for a Matched Lane Group

As with the speed attributes that are mapped to links by an identifier, lane attributes also assign features to lane groups by using a lane group ID. The `LaneAttributes` layer contains information about the lane groups, including the types of each lane in the group and the characteristics of the lane boundaries.

Use the `helperGetLaneAttributes` function to extract the different lane types and lane boundary markings for each lane group in the tile.

```
laneAttributesLayer = read(reader, 'LaneAttributes');
laneAttributesTable = helperGetLaneAttributes(laneAttributesLayer);

% Find the lane attribute entry for the matched lane group
laneAttribute = laneAttributesTable.LaneGroupId == laneGroupId;
```

### Visualize and Verify Recorded Drive with HERE HDLM Data

The matching algorithms and tables generated to identify the road and lane properties can be extended to a sequence of recorded GPS coordinates. For each time step, the vehicle's position is matched to a link and lane group on the road. In addition, the speed limit and lane configurations are displayed along with the corresponding camera images.

The `HelperHDLMI` class creates a tool for streaming video and GPS data from a recorded drive and displaying relevant information from selected HERE HD Live Map layers at each recorded vehicle position.

```
hdlmUI = HelperHDLMI(gpsData.Latitude(1), gpsData.Longitude(1));

% Synchronize the camera and GPS data into a common timetable
synchronizedData = synchronize(videoTime, gpsData);
videoReader.CurrentTime = 0;
maxDisplayRate = videoReader.FrameRate * 5;

% Initialize some variables to maintain history
prevLinkId = 0;
prevLaneGroupId = 0;

for idx = 1 : height(synchronizedData)

    timeStamp = synchronizedData.Time(idx);

    % Check if the current timestamp has GPS data
    hasGPSFrame = ~(ismissing(synchronizedData.Latitude(idx)) || ...
        ismissing(synchronizedData.Longitude(idx)));

    if hasGPSFrame
        latitude = synchronizedData.Latitude(idx);
        longitude = synchronizedData.Longitude(idx);
        velocity = synchronizedData.Velocity(idx, 1:2);

        % Match GPS position to link
        [linkId, linkLat, linkLon] = match(linkMatcher, ...
            latitude, longitude, velocity);

        if linkId ~= prevLinkId
            % Update link
```



```

updateLink(hdlmUI, linkLat, linkLon);
prevLinkId = linkId;

% Update speed limit
speed = speedTable(speedTable.LinkId == linkId, :);
updateSpeed(hdlmUI, speed.Value);
end

% Match GPS position to lane group
[laneGroupId, isForward, boundGeometry] = match(laneGroupMatcher, linkId, ...
    latitude, longitude, velocity);

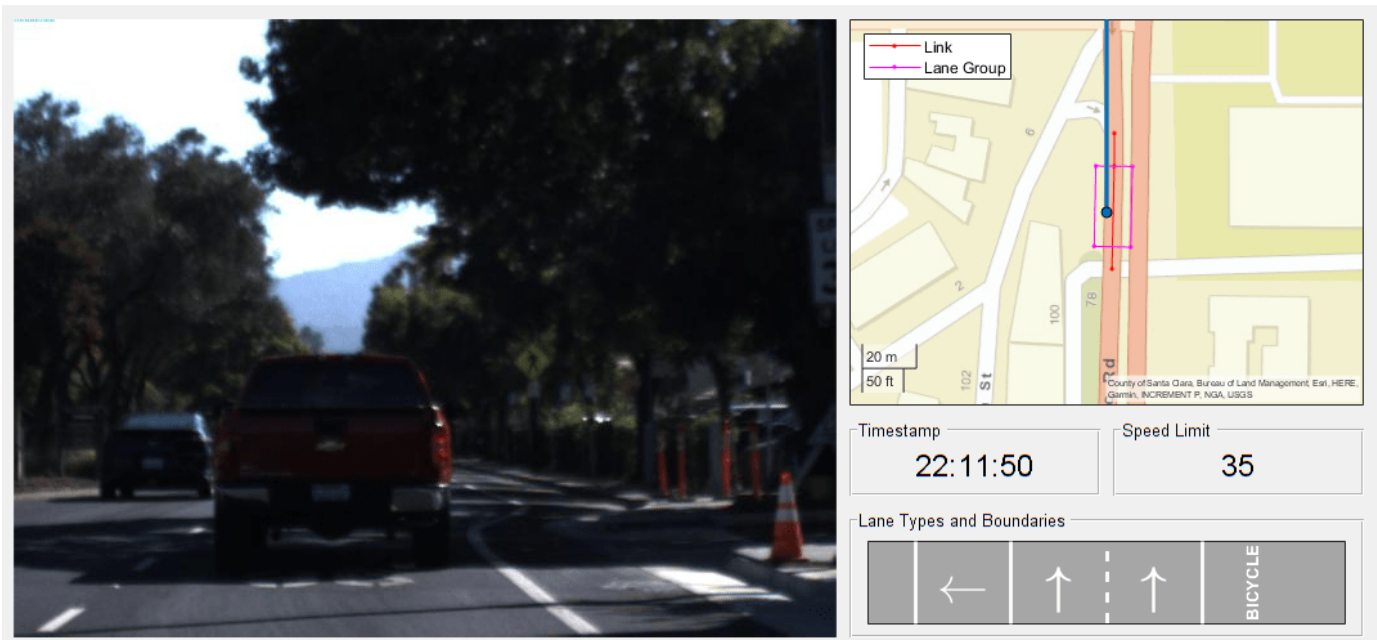
if laneGroupId ~= prevLaneGroupId
    % Update lane group
    updateLaneGroup(hdlmUI, boundGeometry);
    prevLaneGroupId = laneGroupId;

    % Update lane types and boundary markings
    laneAttribute = laneAttributesTable.LaneGroupId == laneGroupId;
    plotLanes(hdlmUI, laneAttributesTable.Lanes{laneAttribute}, ...
        laneAttributesTable.LaneBoundaries{laneAttribute}, isForward);
end

updatePosition(hdlmUI, latitude, longitude);
else
    % Read frame of the video
    imageFrame = readFrame(videoReader);
end

updateImage(hdlmUI, imageFrame);
updateTime(hdlmUI, timeStamp);
pause(1/maxDisplayRate);
end

```



## Conclusion

In this example, you explored how to:

- 1 Access HD mapping data for a given GPS sequence from the HERE HD Live Map service and import that data into MATLAB.
- 2 Match recorded GPS data against the imported road network data to find the relevant link and lane group for each geographic coordinate.
- 3 Query attributes of the matched link and lane group, such as speed limit and lane types, to develop a tool for visually verifying features of the road against the recorded camera data.

The techniques discussed in this example can be further extended to support automated verification of perception algorithms.

## Supporting Functions

`helperPlotLayer` plots layer data and route on a geographic plot.

```
function gx = helperPlotLayer(layer, latitude, longitude)
%helperPlotLayer Create geographic plot with layer data and route
%   gx = helperPlotLayer(layer, latitude, longitude) creates a geographic
%   axes plot with the plottable HDLM layer and the route given by latitude
%   and longitude on a new figure.
```

```
figure;
```

```
% Plot layer
```

```
gx = plot(layer);
```

```
% Enable adding data to the plot
```

```
hold(gx, 'on');
```

```
% Plot latitude, longitude data
```

```
geoplot(gx, latitude, longitude, 'bo-', 'DisplayName', 'Route');
```

```
hold(gx, 'off');
```

```
end
```

`helperGetGeometry` extracts geometry for topology elements from a layer in the form of a table.

```
function geometryTable = helperGetGeometry(layer, fields)
%helperGetGeometry Create a table with geometry for topology elements
%   geometryTable = helperGetGeometry(layer, fields) returns a table
%   formatted with the specified geometry fields of the TopologyGeometry
%   and LaneTopology layers.
```

```
% Pre-allocate struct
```

```
S = repmat(struct, size(layer));
```

```
for field = fields
```

```
    C = strsplit(field{:}, '.');
```

```
    for idx = 1:numel(layer)
```

```
        fieldname = strjoin(C, '');
```

```
        S(idx).(fieldname) = getfield(layer, {idx}, C{:});
```

```
    end
```

```
end
```

```
geometryTable = struct2table(S);
end
```

helperGetSpeedLimits extracts speed limit data from a layer in the form of a table.

```
function speedTable = helperGetSpeedLimits(layer)
%helperGetSpeedLimits Create a data table with speed limits
% speedTable = helperGetSpeedLimits(layer) returns a table formatted with
% the speed limit start, end, direction, and value along a specified link
% as given by the SpeedAttributes layer object specified by layer.

speed = struct(...
    'LinkId',      {}, ...
    'Start',       {}, ...
    'End',         {}, ...
    'Direction',  {}, ...
    'Value',       {});

for idx = 1 : numel(layer.LinkAttribution)

    % Assign the link ID
    link          = layer.LinkAttribution(idx);
    attributions  = link.ParametricAttribution;

    % Examine each attribute assigned to the link
    for attrIndex = 1 : numel(attributions)

        linkAttr = vertcat(attributions.LinkParametricAttribution);

        % For each attribute, check if the speed limit information is
        % listed. If speed limit is provided, make an entry.
        for linkAttrIndex = 1 : numel(linkAttr)

            if ~isempty(linkAttr(linkAttrIndex).SpeedLimit)

                % Assign speed limit to specified link
                speedLimit = struct;
                speedLimit.LinkId          = link.LinkLocalRef;
                speedLimit.Start           = attributions(attrIndex).AppliesToRange.RangeOffsetFrom;
                speedLimit.End              = attributions(attrIndex).AppliesToRange.RangeOffsetFrom;
                speedLimit.Direction       = attributions(attrIndex).AppliesToDirection;
                speedLimit.Value           = linkAttr(linkAttrIndex).SpeedLimit.Value;

                % Convert KPH to MPH
                if strcmpi(linkAttr(linkAttrIndex).SpeedLimit.Unit, 'KILOMETERS_PER_HOUR')
                    speedLimit.Value = speedLimit.Value / 1.609;
                end

                if strcmpi(speedLimit.Direction, 'BOTH')
                    speed = [speed; speedLimit]; %#ok<AGROW>
                end
            end
        end
    end
end
end
end
```

```
speedTable = struct2table(speed);
end
```

helperGetReferences extracts lane road references from a layer object in the form of a table.

```
function laneRoadReferenceTable = helperGetReferences(layer)
%helperGetReferences Create a data table with lane road references
% laneRoadReferenceTable = helperGetReferences(layer) returns a table
% formatted with a list of all lane groups existing on a specified link
% as given by the LaneRoadReferences layer object specified by layer.
```

```
numLinks = numel(layer.LinkLaneGroupReferences);
reference = repmat(struct('LinkId', {}, 'LaneGroupId', {}), numLinks, 1);
```

```
% Get references from links to lane groups
for idx = 1 : numLinks
    link = layer.LinkLaneGroupReferences(idx);
    laneGroups = vertcat(link.LaneGroupReferences.LaneGroupRef);

    reference(idx).LinkId = link.LinkLocalRef;
    reference(idx).LaneGroupId = [laneGroups(:).LaneGroupId]';
end
```

```
laneRoadReferenceTable = struct2table(reference);
end
```

helperGetLaneAttributes extracts lane attributes from a layer object in the form of a table.

```
function laneAttributesTable = helperGetLaneAttributes(layer)
%helperGetLaneAttributes Create a table with lane and boundary types
% laneAttributesTable = helperGetLaneAttributes(layer) returns a table
% formatted with the lane types and the lane boundary markings for each
% lane group in the LaneAttributes layer object specified by layer.
```

```
for laneGroupAttrIndex = 1 : numel(layer.LaneGroupAttribution)
    laneGroup = layer.LaneGroupAttribution(laneGroupAttrIndex);
    attributes(laneGroupAttrIndex).LaneGroupId = laneGroup.LaneGroupRef; %#ok
```

```
% Get lane types for each lane group
for laneAttrIndex = 1 : numel(laneGroup.LaneAttribution)

    lane = laneGroup.LaneAttribution(laneAttrIndex);

    laneAttr = vertcat(lane.ParametricAttribution);
    laneAttr = vertcat(laneAttr.LaneParametricAttribution);

    for idx = 1 : numel(laneAttr)
        if ~isempty(laneAttr(idx).LaneType)
            attributes(laneGroupAttrIndex).Lanes{lane.LaneNumber} = ...
                laneAttr(idx).LaneType;
        end
    end
end
```

```
% Get lane boundaries for each lane group
for laneBoundaryIndex = 1 : numel(laneGroup.LaneBoundaryAttribution)
    laneBoundary = laneGroup.LaneBoundaryAttribution(laneBoundaryIndex);
    boundaries = vertcat(laneBoundary.ParametricAttribution.LaneBoundaryParametricAttribution);
end
```

```

        attributes(laneGroupAttrIndex).LaneBoundaries{laneBoundary.LaneBoundaryNumber} = ...
            boundaries.LaneBoundaryMarking;
    end
end

laneAttributesTable = struct2table(attributes);
end

```

helperLoadCameraData loads a video reader and timestamps from folder.

```

function [videoReader, videoTime] = helperLoadCameraData(dirName)
%helperLoadCameraData Load camera images from folder in a timetable
% [videoReader, videoTime] = helperLoadCameraData(dirName) loads a video
% from the folder dirName. Timestamps for the video are read from a
% MAT-file in the folder named timeStamps.mat.

if ~isfolder(dirName)
    error('Expected dirName to be a path to a folder.')
end

matFileName = fullfile(dirName, 'centerCameraTime.mat');
if exist(matFileName, 'file') ~= 2
    error('Expected dirName to have a MAT-file named centerCameraTime.mat containing timestamps.
end

% Load the MAT-file with timestamps
ts = load(matFileName);
fieldNames = fields(ts);
Time = ts.(fieldNames{1});

videoFileName = fullfile(dirName, 'centerCamera.avi');
if exist(matFileName, 'file') ~= 2
    error('Expected dirName to have a video file named centerCamera.avi.')
end

% Load the video file
videoTime = timetable(Time);
videoReader = VideoReader(videoFileName);
end

```

## See Also

[hereHDLMReader](#) | [read](#) | [plot](#)

## More About

- “HERE HD Live Map Layers” on page 4-15
- “Read and Visualize HERE HD Live Map Data” on page 4-7
- “Import HERE HD Live Map Roads into Driving Scenario” on page 5-104

## Localization Correction Using Traffic Sign Data from HERE HD Maps

This example shows how to use the traffic sign data from the HERE HD Live Map (HERE HDLM) service to correct the GPS measurements collected by an autonomous vehicle.

### Overview

HERE HDLM data contains highly detailed and accurate information about the vehicle environment, such as road and lane topology, and is suitable for developing automated driving applications. For an overview of the data that is accessible from HERE HDLM layers, see “HERE HD Live Map Layers” on page 4-15. This example focuses on the HD Localization Model layer, which contains precise and dense information about traffic signs. You can improve localization accuracy by combining this information with live detections of traffic signs from onboard sensors. This example demonstrates a simplified solution in which you retrieve road sign location data and then use it to correct GPS readings. A more complete solution uses such data as landmarks in a landmark-based simultaneous localization and mapping (SLAM) pipeline.

In this example, you learn how to:

- 1 Read and process traffic sign information from HERE HDLM data using a GPS sequence.
- 2 Match traffic signs detected by the onboard lidar and camera sensors with the signs stored in the HERE HDLM data.
- 3 Compute the position error by comparing known sign locations in HERE HDLM to GPS-returned locations, and correct the localization results.

### Load Sensor Data

The vehicle sensor data used in this example has been recorded to a rosbag using ROS. The example includes only a snippet of the rosbag to show how to extract, synchronize, and postprocess the data. To streamline localization correction, the rest of the example uses the post-processed data stored in MAT files.

```
% Download sensor data
baseDownloadURL = 'https://ssd.mathworks.com/supportfiles/vision/data/localizationAutonomousCarD
dataFolder = fullfile(tempdir,'localizationAutonomousCarDataset',filesep);
options = weboptions('Timeout',Inf);
zipFileName = [dataFolder,'localizationAutonomousCarDataset.zip'];
folderExists = exist(dataFolder,'dir');

% Create a folder in a temporary directory to save the downloaded file
if ~folderExists
    mkdir(dataFolder)
    disp('Downloading localizationAutonomousCarDataset.zip (1.01 GB). This download can take a f
    websave(zipFileName, baseDownloadURL, options);

    % Extract contents of the downloaded file
    disp('Extracting localizationAutonomousCarDataset.zip (1.01 GB) ...')
    unzip(zipFileName, dataFolder)
end

% Extract data from a rosbag (requires ROS Toolbox)
readRosbagData = false;
```

```

hasROSToolbox = license('test','ros_toolbox');
if readRosbagData && hasROSToolbox
    filepath = [dataFolder, '\rosbag\demoRosbag.bag'];
    % helperReadRosbag uses a small rosbag sample to show how a larger
    % rosbag can be processed. An entire data set is loaded below from MAT files.
    [ptCloudsRosbag, imgsRosbag, gpsRosbag] = helperReadRosbag(filepath);
end

```

```

% Load synchronized sensor data directly from MAT files. This data was
% extracted from a much larger rosbag collected using an autonomous car.
imgs = load([dataFolder, '\sensor\images.mat']).imgs; % Images
ptClouds = load([dataFolder, '\sensor\ptClouds.mat']).pcds; % Point clouds
gps = load([dataFolder, '\sensor\gps.mat']).gps; % GPS signals

```

In a complete pipeline, you first detect the traffic signs in the camera frames, and then project them onto the lidar point clouds using the lidar-camera calibration result. This projection gives you the 3-D locations of the traffic signs, which can be used to calculate the error metric based on the traffic signs detected in HERE HD map data. To simplify the processing for illustration purposes, the traffic sign data in this example has been hand-annotated using the Ground Truth Labeler app. Load the bounding boxes of the traffic signs for both the images and point clouds.

```

imgBBoxes = load([dataFolder, '\utility\imgBBoxes.mat']).imgBBoxes;
pcBBoxes = load([dataFolder, '\utility\pcBBoxes.mat']).pcBBoxes;

```

Undistort the images by using camera calibration. The calibration data has been obtained using the Camera Calibrator app.

```

camCalib = load([dataFolder, '\utility\calibration.mat']).calib;
intrinsics = camCalib.intrinsics;

```

Display one of the frames to inspect the sensor data.

```

% Pick a frame
frameIndex = 110;

```

```

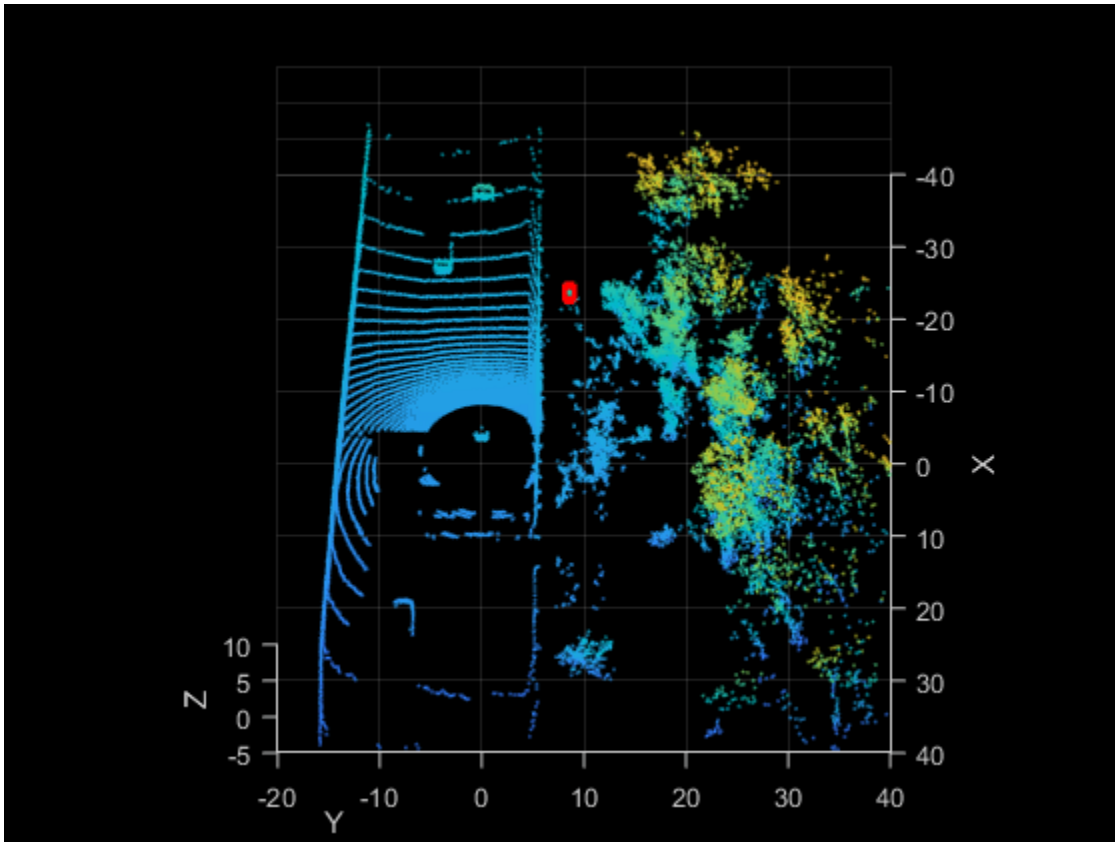
% Display the camera image and 2-D bounding box of the traffic sign
helperDisplayCameraFrame(imgs, imgBBoxes, frameIndex, intrinsics);

```



```
% Display the point cloud and 3-D bounding box of the traffic sign  
helperDisplayPointCloud(ptClouds, pcBBboxes, frameIndex);
```





HERE HDLM data contains links within map tiles. Load the GPS coordinates of a complete route. This route covers a link that stretches over three HDLM tiles.

```
gpsRoute = load([dataFolder, '\utility\gpsRoute.mat']).gps_route;
```

### Read Map Data

To read the data from the map tiles that the GPS route is on, use a `hereHDLMLReader` object. Use of the HERE HD Live Map service requires valid HERE HDLM credentials. You need to enter into a separate agreement with HERE in order to gain access to the HDLM services and to get the required credentials (`access_key_id` and `access_key_secret`) for using the HERE Service.

```
% Create and configure the reader
```

```
config = hereHDLMLConfiguration('hrn:here:data::olp-here-had:here-hdlm-protobuf-na-2',2291);
reader = hereHDLMLReader(gpsRoute(:,1),gpsRoute(:,2), 'Configuration',config);
```

```
% Read data
```

```
topologyLayer = read(reader, 'TopologyGeometry');
signLayer = read(reader, 'LocalizationSign');
```

Preprocess the data to improve the search time when querying the required data. The helper function `helperProcessHDLMLData`, defined at the end of the example, takes the GPS route and returns the following data:

- `linkData` — Contains all the links present in the tiles spanning the GPS route. The links are segmented into pairs of [`lat`, `lon`] coordinates.

- `signData` — Contains information about the signs available in the tiles spanning the GPS route.

```
[linkData,signData] = helperProcessHDLMLData(config,topologyLayer,signLayer);
```

### Localization, Traffic Sign Matching, and Error Correction

To localize the autonomous vehicle, use the GPS measurements and the links forming each road in the `TopologyGeometry` layer:

- 1 For each GPS location, find the closest link in the tile using the `helperFindClosestLink` function.
- 2 Find the closest traffic sign to the vehicle position based on the `LocalizationSign` layer data. Then, match that sign to the one of the traffic signs detected by the lidar and camera.
- 3 Once a traffic sign is not detected anymore, calculate the difference in position between the traffic signs detected by the lidar and camera and the traffic signs selected from the HERE HDLM data.
- 4 Apply the corrections to the previous GPS measurements.

```
% Initialize variables
```

```
hdlmDetectedSigns = zeros(0,2);
lidarDetectedSigns = zeros(0,2);
relevantGPS = zeros(0,2);
finalGPS = zeros(0,4);
finalSigns = zeros(0,4);
numDetections = 0;
```

```
for i = 1:numel(gps)
```

```
    gpsMeasurement = gps{i};
    pcBBox = pcBBoxes{i};
```

```
    % Find the closest link
```

```
    closestLinkID = helperFindClosestLink(linkData, gpsMeasurement);
```

```
    isSignDetected = ~isempty(pcBBox);
```

```
    if isSignDetected
```

```
        % If a traffic sign is detected by lidar and camera, find the ID of
        % the traffic sign that is closest to the current GPS position.
```

```
        distToSigns = helperDistance(gpsMeasurement(1),gpsMeasurement(2), ...
            signData(:,2),signData(:,3));
```

```
        [~,minIndex] = min(distToSigns);
```

```
        closestSignID = signData(minIndex,1);
```

```
    % Make sure that the closest traffic sign is on the closest link
```

```
    for m = 1:size(signLayer,1)
```

```
        roadToSignsRefs = signLayer(m,1).RoadToSignsReferences;
```

```
        if ismember(closestLinkID,[roadToSignsRefs.LinkRef])
```

```
            signRefs = vertcat(roadToSignsRefs.SignRefs);
```

```
            if ismember(closestSignID,[signRefs.SignId])
```

```
                % Transform the coordinates from the lidar frame to the GPS frame
                [lat,lon] = helperLidar2latlon(pcBBox,gps,i);
```

```
            % Store relevant results
```

```
            hdlmDetectedSigns = [hdlmDetectedSigns; signData(minIndex,2:3)]; %#ok<*AGROW
            lidarDetectedSigns = [lidarDetectedSigns; lat, lon];
```

```

        relevantGPS = [relevantGPS; gpsMeasurement(1:2)];
        numDetections = numDetections+1;
        break
    end
end
end
elseif numDetections > 1
    % Once a traffic sign is not detected anymore, calculate the error between
    % the traffic signs detected by the lidar and camera and the traffic signs
    % selected from the HDLM data.
    error = hdLmDetectedSigns(end,1:2) - mean(lidarDetectedSigns(:,1:2));

    % Apply the correction to the GPS coordinates reported by the GPS sensor
    correctedGPS = relevantGPS + error;

    % Store results
    finalGPS = [finalGPS; relevantGPS, correctedGPS];
    finalSigns = [finalSigns; mean(lidarDetectedSigns), hdLmDetectedSigns(end,:)];

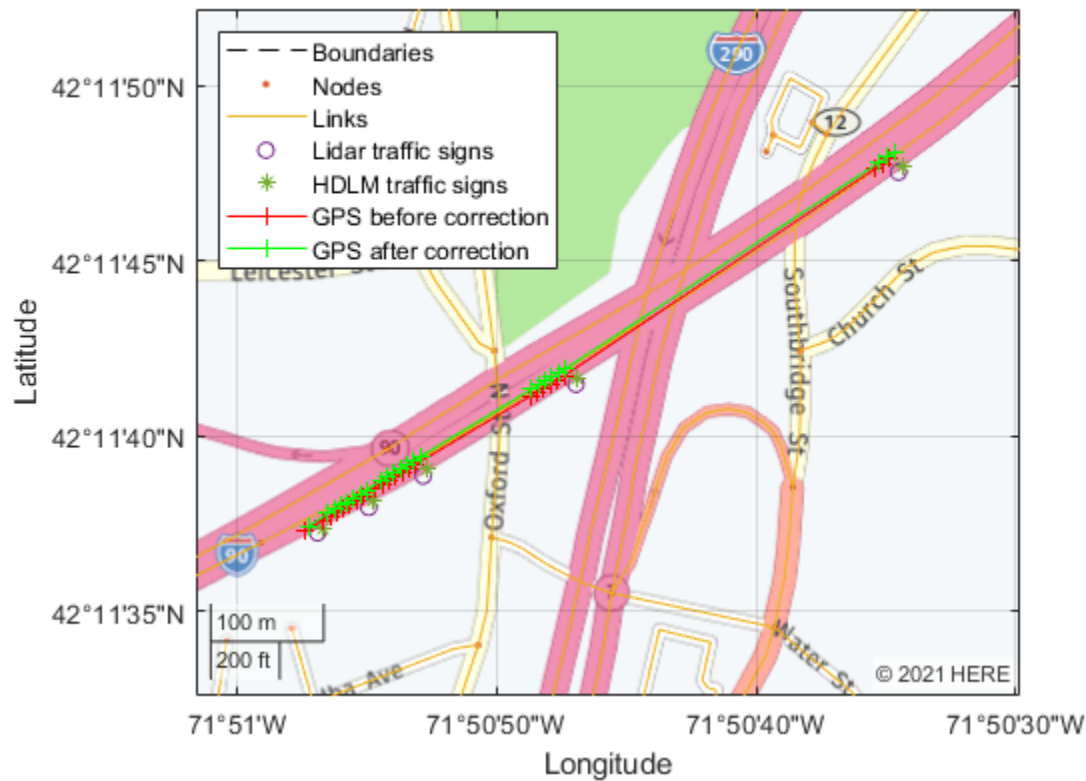
    % Re-initialize storage variables
    numDetections = 0;
    relevantGPS = zeros(0,2);
    hdLmDetectedSigns = zeros(0,2);
    lidarDetectedSigns = zeros(0,2);
end
end

```

### Display Results on Map

Display the results of the localization pipeline on a map using the calculated latitude and longitude measurements.

```
helperDisplayResults(finalSigns, finalGPS, topologyLayer);
```



The corrected localization trace matches the lane level localization more accurately as compared to an actual drive.

### Helper Functions

**helperReadRosbag** reads sensor data from a rosbag and outputs synchronized point clouds, images, and GPS data. It is meant to illustrate rosbag processing. In this example, it processes only a snippet of the data that is stored in the post-processed MAT files. This function requires ROS Toolbox™.

```
function [ptClouds, images, gps] = helperReadRosbag(filepath)
```

```
bag = rosbag(filepath);
```

```
% Names of ROS topics
lidarTopic = '/osl_cloud_node/points';
imageTopic = '/camera/image_color';
gpsTopic = '/raw_fix';
```

```
bagLidar = select(bag, 'Topic', lidarTopic);
bagImage = select(bag, 'Topic', imageTopic);
bagGPS = select(bag, 'Topic', gpsTopic);
```

```
% Read the messages
msgStructsImage = readMessages(bagImage);
msgStructsPC = readMessages(bagLidar);
msgStructsGPS = readMessages(bagGPS);
```

```

numLidarFrames = size(bagLidar.MessageList,1);

ptClouds = cell(numLidarFrames, 1);
images = cell(numLidarFrames, 1);
gps = cell(numLidarFrames, 1);

% Since each sensor runs at a different frequency, use the
% lidar's acquisition rate as the basis for synchronizing lidar,
% video and GPS data. Collect frames from other sensors by
% selecting the closest ones according to their time stamps.
for i = 1:numLidarFrames
    timeStamp = bagLidar.MessageList.Time(i);

    % Lidar point cloud
    msgPC = msgStructsPC{i};
    ptClouds{i} = pointCloud(readXYZ(msgPC));

    % Camera data
    [~, minIdx] = min(abs(bagImage.MessageList.Time-timeStamp));
    images{i} = readImage(msgStructsImage{minIdx});

    % GPS data
    [~, minIdx] = min(abs(bagGPS.MessageList.Time-timeStamp));
    gps{i} = [msgStructsGPS{minIdx}.Latitude, ...
              msgStructsGPS{minIdx}.Longitude, ...
              msgStructsGPS{minIdx}.Altitude];
end
end

```

**helperProcessHDLMDData** processes the data available in the TopologyGeometry and LocalizationSign layers used for localization.

```

function [linkData,signData] = helperProcessHDLMDData(config,topologyLayer,signLayer)

% Collect all the links in the tiles from the TopologyGeometry layer
[linkIDs,linkGeometries] = helperCollectLinksData(config,topologyLayer);

% Divide the links into segments of two points. This gives more accurate
% results when finding the closest link for a given GPS position
linkData = helperSegmentLinks(linkIDs,linkGeometries);

% Collect all the signs in the tiles from the LocalizationSign layer
signData = helperCollectSignData(signLayer);
end

```

**helperCollectLinksData** collects relevant information on all the links that appear in the tiles.

```

function [linkIDs, linkGeometries] = helperCollectLinksData(config,topologyLayer)

linkIDs=[];
linkGeometries=[];

intersectLinkRefs = vertcat(topologyLayer.IntersectingLinkRefs);
tileIDs = unique(vertcat(intersectLinkRefs.LinkHereTileId));
reader = hereHDLMReader(tileIDs,'Configuration',config);
topologies = read(reader,'TopologyGeometry');

for j = 1:size(topologyLayer,1)

```

```

% Intersecting links
currIntersectLinkRefs = topologyLayer(j, 1).IntersectingLinkRefs;
for i = 1:size(currIntersectLinkRefs,1)
    tileID = currIntersectLinkRefs(i).LinkHereTileId;
    linkID = currIntersectLinkRefs(i).LinkId;
    topology = topologies(tileIDs==tileID);

    linksStartingInTile = topology.LinksStartingInTile;
    linksTileID = vertcat(linksStartingInTile.LinkId);
    linkGeometry = linksStartingInTile(linksTileID==linkID).Geometry.Here2dCoordinateDiffs;
    linkIDs = [linkIDs; linkID];
    linkGeometries = [linkGeometries; {linkGeometry}];
end

% Links starting in tile
linksStartingInTile = topologyLayer(j,1).LinksStartingInTile;
for i = 1:size(linksStartingInTile,1)
    linkIDs = [linkIDs; linksStartingInTile(i).LinkId];
    linkGeometry = linksStartingInTile(i).Geometry.Here2dCoordinateDiffs;
    linkGeometries = [linkGeometries; {linkGeometry}];
end
end
end

```

**helperCollectSignData** collects the IDs and positions of traffic signs.

```

function signData = helperCollectSignData(signLayer)

signData = [];
for i = 1:size(signLayer,1)
    signData = [signData; double(vertcat(signLayer(i).Signs.SignId)), ...
                vertcat(signLayer(i).Signs.Here2dCoordinate)]];
end
end

```

**helperSegmentLinks** breaks up long links into shorter segments.

```

function linkData = helperSegmentLinks(linkIDs,linkGeometries)

linkData = zeros(0,5); % [LinkId, start_lat, start_lon, end_lat, end_lon]
for i = 1:numel(linkIDs)
    points = linkGeometries{i};
    numSegments = size(points, 1) - 1;
    linkData = [linkData; [repmat(double(linkIDs(i)),numSegments,1), ...
                            points(1:numSegments, 1:2), points(2:numSegments+1, 1:2)]];
end
end

```

**helperFindClosestLink** finds the closest link to the GPS location.

```

function closestLinkId = helperFindClosestLink(linkData,gps)

% Compute distance to link
distToLinkStart = helperDistance(gps(1),gps(2),linkData(:, 2),linkData(:, 3));
distToLinkEnd = helperDistance(gps(1),gps(2),linkData(:, 4),linkData(:, 5));
distToLinks = min(distToLinkStart,distToLinkEnd);

```

```

% Find closest link
[~,index] = min(distToLinks);
closestLinkID = linkData(index, 1);
end

```

**helperLidar2latlon** converts coordinates from the lidar frame to the GPS frame.

```

function [lat,lon] = helperLidar2latlon(bbox, gps, i)
% Converts the lidar coordinates of the detected traffic sign to latitude and
% longitude measurements. This is done by first converting the lidar coordinates
% to the vehicle frame, then the East, North, Up (ENU) frame, and finally the GPS frame.

% Center of the bounding box in the lidar frame.
center = bbox(1:3);

% Calculate the bearing angle.
lon1 = gps{1,i-4}(1);
lon2 = gps{1,i}(1);
lat1 = gps{1,i-4}(2);
lat2 = gps{1,i}(2);

dLon = lon2 - lon1;
y = sin(dLon) * cos(lat2);
x = cos(lat1) * sin(lat2) - sin(lat1) * cos(lat2) * cos(dLon);
theta = atan2(y, x);

initialBearing = mod(theta + 2*pi, 2*pi);
finalBearing = mod(initialBearing + pi/2, 2*pi);

% Transform from the lidar frame to the vehicle frame.
x = -center(1);
y = -center(2);

% Transform from the vehicle frame to the ENU frame.
e = sin(finalBearing)*x - cos(finalBearing)*y;
n = cos(finalBearing)*x + sin(finalBearing)*y;

% Transform from the ENU frame to the GPS frame.
% The origin of the ENU local frame is set to the current GPS location.
origin = [gps{1,i}(1) gps{1,i}(2) gps{1,i}(3)];
[lat,lon] = local2latlon(e,n,0,origin);
end

```

**helperDistance** calculates the distance between two groups of GPS points.

```

function d = helperDistance(lat1,lon1,lat2,lon2)
numSignals = numel(lat2);
[x,y] = latlon2local(lat2,lon2,zeros(numSignals,1),[lat1 lon1 0]); % Assuming zero altitude
d = sqrt(x.^2 + y.^2);
end

```

**helperDisplayResults** displays the GPS results of the pipeline on a map. This basemap is from HERE Technologies and requires a valid license separate from your HERE HDLM license. To use this map, you must enter the Access Key ID corresponding to your HERE license.

```

function helperDisplayResults(finalSigns,finalGPS,topologyLayer)

```

```

% Create dialog box for entering the Access Key ID.
url = ['https://1.base.maps.ls.hereapi.com/maptile/2.1/maptile/', ...
      'newest/normal.day/{z}/{x}/{y}/256/png?apikey=%s'];

prompt = {'HERE Access Key ID:'};
title = 'HERE Tokens';

dims = [1 40]; % Text edit field height and width
hereTokens = inputdlg(prompt,title,dims);

if ~isempty(hereTokens)

    % Add HERE basemap with custom attribution.
    url = sprintf(url,hereTokens{1});
    copyrightSymbol = char(169);
    attribution = [copyrightSymbol, ' ',datestr(now,'yyyy'),' HERE'];
    addCustomBasemap('herestreeets',url,'Attribution',attribution);

    f = figure('Name','Corrected GPS measurements');
    gx = geoaxes("Parent",f);
    plot(topologyLayer,'Axes',gx);
    hold(gx,'on');
    legend(gx,'Boundaries','Nodes','Links','Location','northwest');

    nlat = [finalSigns(1,1) finalSigns(end,1)];
    nlon = [finalSigns(1,2) finalSigns(end,2)];
    nzoom = 16;

    geolimits(gx,nlat,nlon);
    gx.ZoomLevel = nzoom;

    geobasemap(gx,'herestreeets');
    geoplot(gx,finalSigns(:,1),finalSigns(:,2),'o','DisplayName','Lidar traffic signs');
    geoplot(gx,finalSigns(:,3),finalSigns(:,4),'*','DisplayName','HDLM traffic signs');
    geoplot(gx,finalGPS(:,1),finalGPS(:,2),'r-+','DisplayName','GPS before correction');
    geoplot(gx,finalGPS(:,3),finalGPS(:,4),'g-+','DisplayName','GPS after correction');
else
    error('You must enter valid credentials to access maps from HERE Technologies');
end
end

```

**helperDisplayCameraFrame** displays one camera image with 2-D traffic sign bounding boxes.

```

function helperDisplayCameraFrame(imgs,imgBBoxes,frameIndex,intrinsics)

img = undistortImage(imgs{frameIndex},intrinsics);

f = figure('Name','Camera frame');
ax = gca(f);

% Display camera frame
imshow(img,'Parent',ax);
hold(ax,'on')

showShape('rectangle',imgBBoxes{frameIndex},'Color','blue','LineWidth',2,'Parent',ax);
end

```

**helperDisplayPointCloud** displays one lidar point cloud with 3-D traffic sign bounding boxes.



```
function helperDisplayPointCloud(ptClouds,pcBBoxes,frameIndex)

f = figure('Name','Point cloud');
ax = gca(f);

pcshow(ptClouds{frameIndex},'Parent',ax);
hold(ax,'on')
xlabel(ax,'X')
ylabel(ax,'Y')
zlabel(ax,'Z')

xlim([-40 40])
ylim([-20 40])
zlim([-5 10])
view([90 45])

showShape('cuboid', pcBBoxes{frameIndex},'Color','red','LineWidth',2,'Parent',ax);
end
```

## See Also

hereHDLReader

## Related Examples

- “Use HERE HD Live Map Data to Verify Lane Configurations” on page 8-760
- “Read and Visualize HERE HD Live Map Data” on page 4-7

## Build a Map from Lidar Data

This example shows how to process 3-D lidar data from a sensor mounted on a vehicle to progressively build a map, with assistance from inertial measurement unit (IMU) readings. Such a map can facilitate path planning for vehicle navigation or can be used for localization. For evaluating the generated map, this example also shows how to compare the trajectory of the vehicle against global positioning system (GPS) recording.

### Overview

High Definition (HD) maps are mapping services that provide precise geometry of roads up to a few centimeters in accuracy. This level of accuracy makes HD maps suitable for automated driving workflows such as localization and navigation. Such HD maps are generated by building a map from 3-D lidar scans, in conjunction with high-precision GPS and or IMU sensors and can be used to localize a vehicle within a few centimeters. This example implements a subset of features required to build such a system.

In this example, you learn how to:

- Load, explore and visualize recorded driving data
- Build a map using lidar scans
- Improve the map using IMU readings

### Load and Explore Recorded Driving Data

The data used in this example is from this GitHub® repository, and represents approximately 100 seconds of lidar, GPS and IMU data. The data is saved in the form of MAT-files, each containing a timetable. Download the MAT-files from the repository and load them into the MATLAB® workspace.

**Note:** This download can take a few minutes.

```
baseDownloadURL = 'https://github.com/mathworks/udacity-self-driving-data-subset/raw/master/drive
dataFolder      = fullfile(tempdir, 'drive_segment_11_18_16', filesep);
options         = weboptions('Timeout', Inf);

lidarFileName   = dataFolder + "lidarPointClouds.mat";
imuFileName     = dataFolder + "imuOrientations.mat";
gpsFileName     = dataFolder + "gpsSequence.mat";

folderExists    = exist(dataFolder, 'dir');
matfilesExist  = exist(lidarFileName, 'file') && exist(imuFileName, 'file') ...
    && exist(gpsFileName, 'file');

if ~folderExists
    mkdir(dataFolder);
end

if ~matfilesExist
    disp('Downloading lidarPointClouds.mat (613 MB)...')
    websave(lidarFileName, baseDownloadURL + "lidarPointClouds.mat", options);

    disp('Downloading imuOrientations.mat (1.2 MB)...')
    websave(imuFileName, baseDownloadURL + "imuOrientations.mat", options);
```

```

disp('Downloading gpsSequence.mat (3 KB)...')
websave(gpsFileName, baseDownloadURL + "gpsSequence.mat", options);
end

```

First, load the point cloud data saved from a Velodyne® HDL32E lidar. Each scan of lidar data is stored as a 3-D point cloud using the `pointCloud` object. This object internally organizes the data using a K-d tree data structure for faster search. The timestamp associated with each lidar scan is recorded in the `Time` variable of the timetable.

```

% Load lidar data from MAT-file
data = load(lidarFileName);
lidarPointClouds = data.lidarPointClouds;

% Display first few rows of lidar data
head(lidarPointClouds)

```

Time	PointCloud
23:46:10.5115	1×1 pointCloud
23:46:10.6115	1×1 pointCloud
23:46:10.7116	1×1 pointCloud
23:46:10.8117	1×1 pointCloud
23:46:10.9118	1×1 pointCloud
23:46:11.0119	1×1 pointCloud
23:46:11.1120	1×1 pointCloud
23:46:11.2120	1×1 pointCloud

Load the GPS data from the MAT-file. The `Latitude`, `Longitude`, and `Altitude` variables of the `timetable` are used to store the geographic coordinates recorded by the GPS device on the vehicle.

```

% Load GPS sequence from MAT-file
data = load(gpsFileName);
gpsSequence = data.gpsSequence;

% Display first few rows of GPS data
head(gpsSequence)

```

Time	Latitude	Longitude	Altitude
23:46:11.4563	37.4	-122.11	-42.5
23:46:12.4563	37.4	-122.11	-42.5
23:46:13.4565	37.4	-122.11	-42.5
23:46:14.4455	37.4	-122.11	-42.5
23:46:15.4455	37.4	-122.11	-42.5
23:46:16.4567	37.4	-122.11	-42.5
23:46:17.4573	37.4	-122.11	-42.5
23:46:18.4656	37.4	-122.11	-42.5

Load the IMU data from the MAT-file. An IMU typically consists of individual sensors that report information about the motion of the vehicle. They combine multiple sensors, including accelerometers, gyroscopes and magnetometers. The `Orientation` variable stores the reported orientation of the IMU sensor. These readings are reported as quaternions. Each reading is specified

as a 1-by-4 vector containing the four quaternion parts. Convert the 1-by-4 vector to a quaternion object.

```
% Load IMU recordings from MAT-file
data = load(imuFileName);
imuOrientations = data.imuOrientations;

% Convert IMU recordings to quaternion type
imuOrientations = convertvars(imuOrientations, 'Orientation', 'quaternion');

% Display first few rows of IMU data
head(imuOrientations)
```

Time	Orientation
23:46:11.4570	1×1 quaternion
23:46:11.4605	1×1 quaternion
23:46:11.4620	1×1 quaternion
23:46:11.4655	1×1 quaternion
23:46:11.4670	1×1 quaternion
23:46:11.4705	1×1 quaternion
23:46:11.4720	1×1 quaternion
23:46:11.4755	1×1 quaternion

To understand how the sensor readings come in, for each sensor, compute the approximate frame duration.

```
lidarFrameDuration = median(diff(lidarPointClouds.Time));
gpsFrameDuration   = median(diff(gpsSequence.Time));
imuFrameDuration   = median(diff(imuOrientations.Time));

% Adjust display format to seconds
lidarFrameDuration.Format = 's';
gpsFrameDuration.Format   = 's';
imuFrameDuration.Format   = 's';

% Compute frame rates
lidarRate = 1/seconds(lidarFrameDuration);
gpsRate   = 1/seconds(gpsFrameDuration);
imuRate   = 1/seconds(imuFrameDuration);

% Display frame durations and rates
fprintf('Lidar: %s, %3.1f Hz\n', char(lidarFrameDuration), lidarRate);
fprintf('GPS   : %s, %3.1f Hz\n', char(gpsFrameDuration), gpsRate);
fprintf('IMU   : %s, %3.1f Hz\n', char(imuFrameDuration), imuRate);

Lidar: 0.10008 sec, 10.0 Hz
GPS   : 1.0001 sec, 1.0 Hz
IMU   : 0.002493 sec, 401.1 Hz
```

The GPS sensor is the slowest, running at a rate close to 1 Hz. The lidar is next slowest, running at a rate close to 10 Hz, followed by the IMU at a rate of almost 400 Hz.

### Visualize Driving Data

To understand what the scene contains, visualize the recorded data using streaming players. To visualize the GPS readings, use `geoplayer`. To visualize lidar readings using `pcplayer`.

```

% Create a geoplayer to visualize streaming geographic coordinates
latCenter = gpsSequence.Latitude(1);
lonCenter = gpsSequence.Longitude(1);
zoomLevel = 17;

gpsPlayer = geoplayer(latCenter, lonCenter, zoomLevel);

% Plot the full route
plotRoute(gpsPlayer, gpsSequence.Latitude, gpsSequence.Longitude);

% Determine limits for the player
xlimits = [-45 45]; % meters
ylimits = [-45 45];
zlimits = [-10 20];

% Create a pcplayer to visualize streaming point clouds from lidar sensor
lidarPlayer = pcplayer(xlimits, ylimits, zlimits);

% Customize player axes labels
xlabel(lidarPlayer.Axes, 'X (m)')
ylabel(lidarPlayer.Axes, 'Y (m)')
zlabel(lidarPlayer.Axes, 'Z (m)')

title(lidarPlayer.Axes, 'Lidar Sensor Data')

% Align players on screen
helperAlignPlayers({gpsPlayer, lidarPlayer});

% Outer loop over GPS readings (slower signal)
for g = 1 : height(gpsSequence)-1

    % Extract geographic coordinates from timetable
    latitude = gpsSequence.Latitude(g);
    longitude = gpsSequence.Longitude(g);

    % Update current position in GPS display
    plotPosition(gpsPlayer, latitude, longitude);

    % Compute the time span between the current and next GPS reading
    timeSpan = timerange(gpsSequence.Time(g), gpsSequence.Time(g+1));

    % Extract the lidar frames recorded during this time span
    lidarFrames = lidarPointClouds(timeSpan, :);

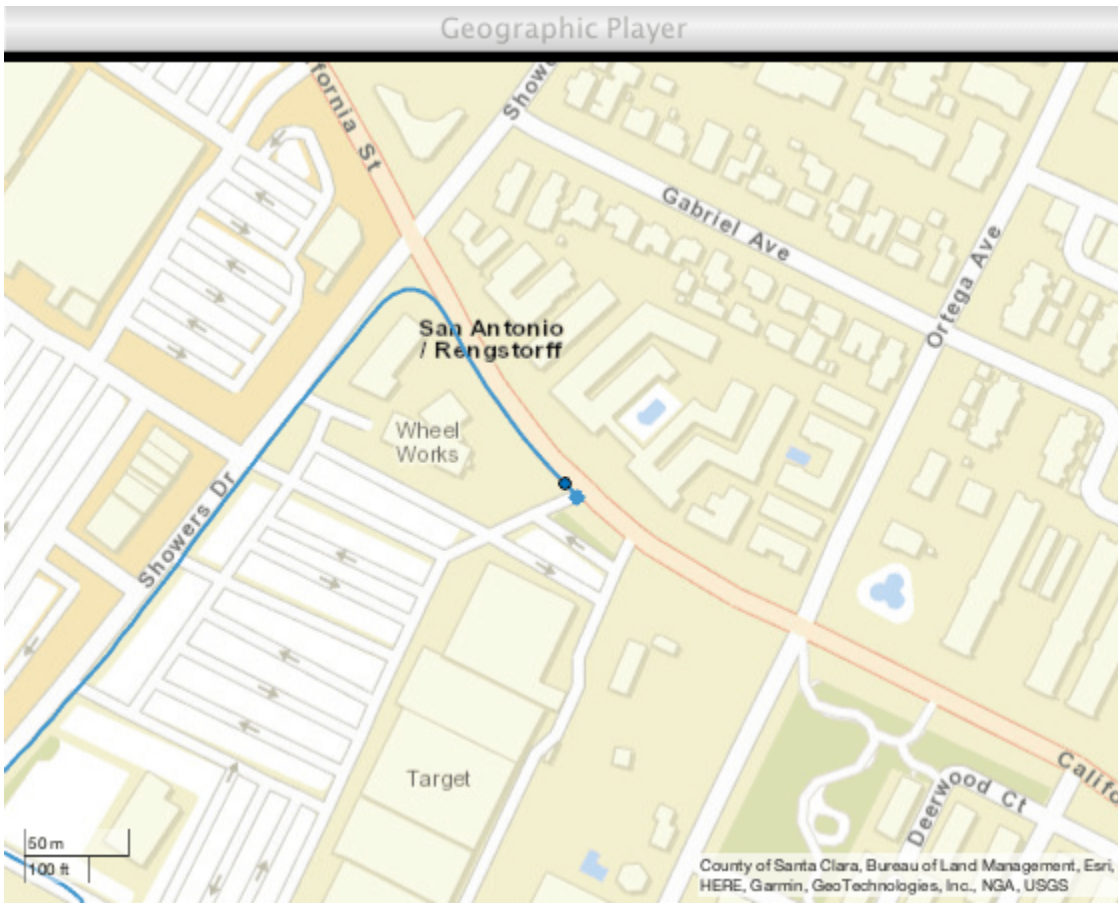
    % Inner loop over lidar readings (faster signal)
    for l = 1 : height(lidarFrames)

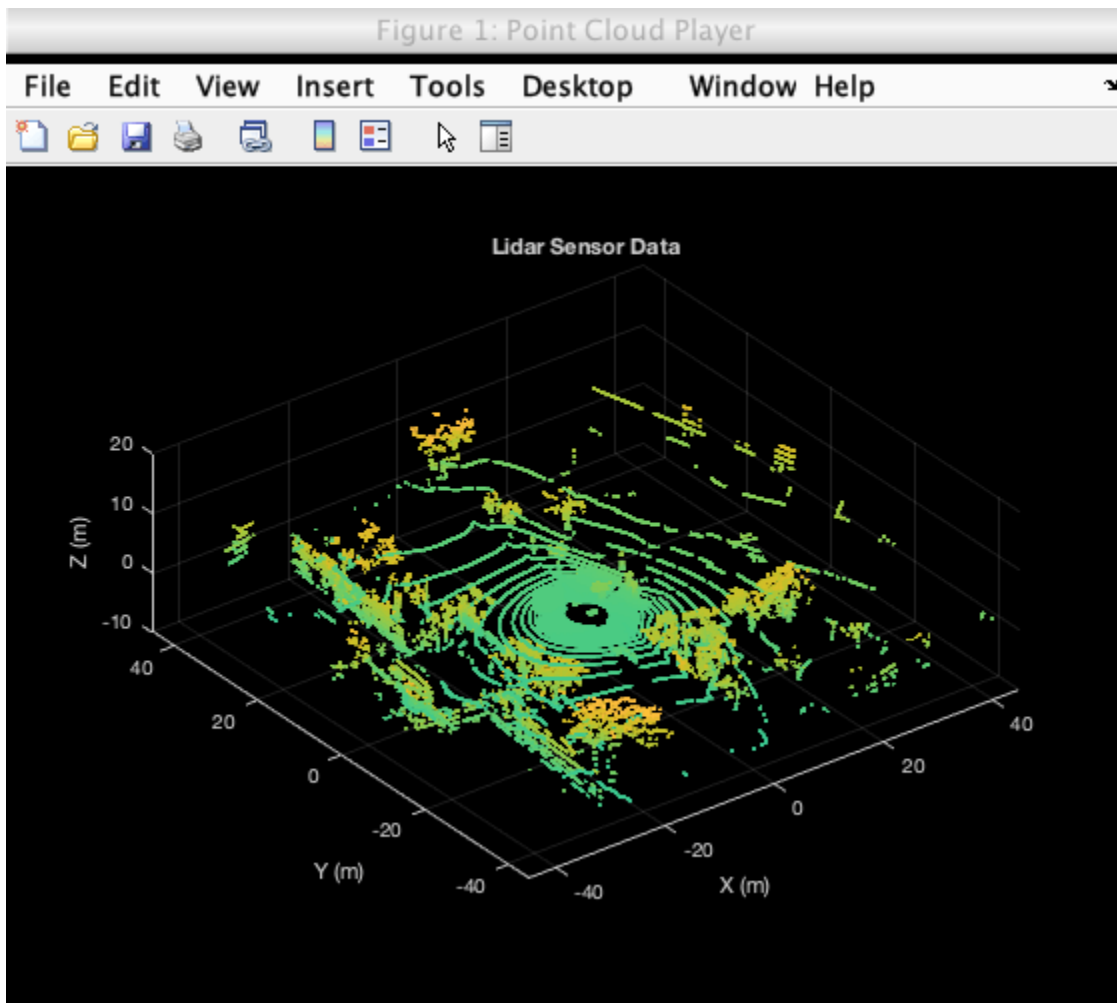
        % Extract point cloud
        ptCloud = lidarFrames.PointCloud(l);

        % Update lidar display
        view(lidarPlayer, ptCloud);

        % Pause to slow down the display
        pause(0.01)
    end
end
end

```





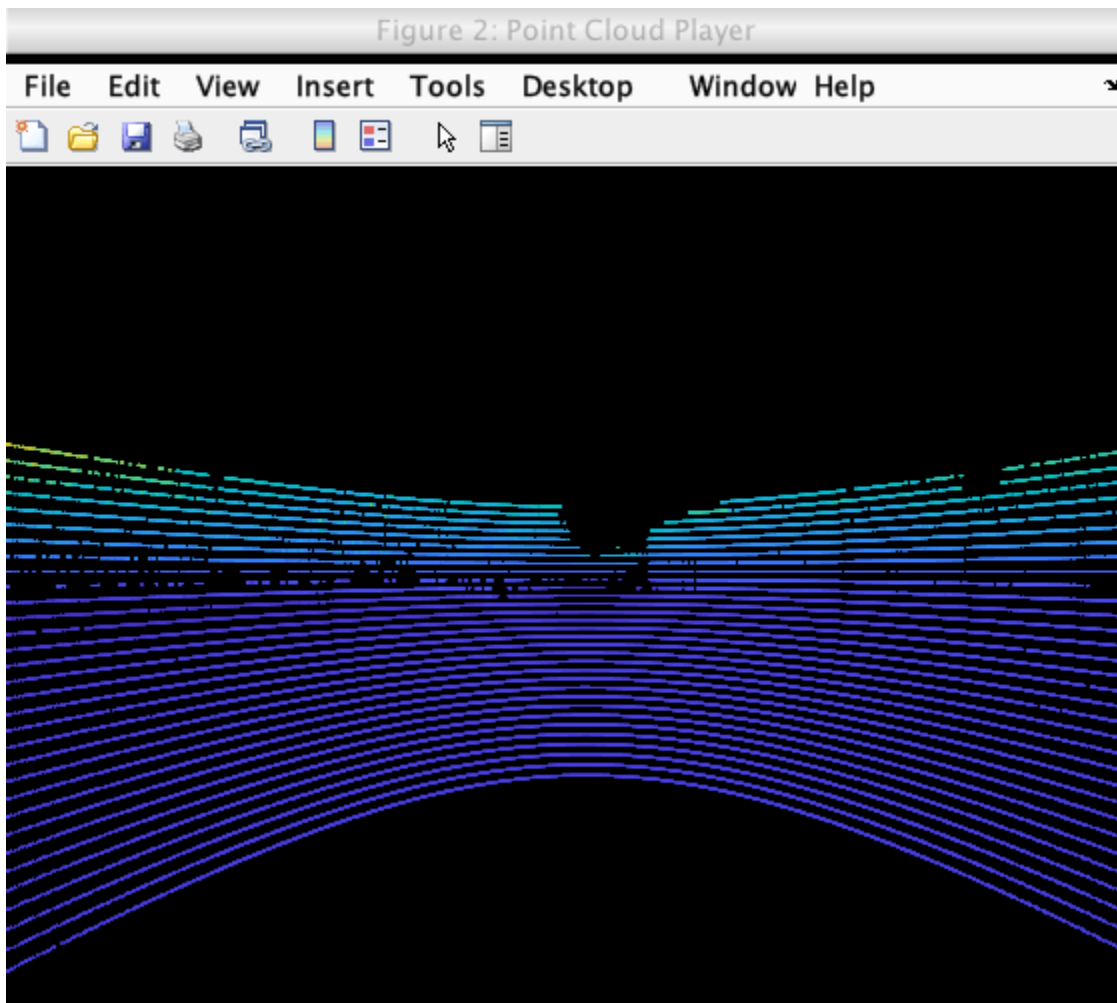
### Use Recorded Lidar Data to Build a Map

Lidars are powerful sensors that can be used for perception in challenging environments where other sensors are not useful. They provide a detailed, full 360 degree view of the environment of the vehicle.

```
% Hide players
hide(gpsPlayer)
hide(lidarPlayer)
```

```
% Select a frame of lidar data to demonstrate registration workflow
frameNum = 600;
ptCloud = lidarPointClouds.PointCloud(frameNum);
```

```
% Display and rotate ego view to show lidar data
helperVisualizeEgoView(ptCloud);
```



Lidars can be used to build centimeter-accurate HD maps, including HD maps of entire cities. These maps can later be used for in-vehicle localization. A typical approach to build such a map is to align successive lidar scans obtained from the moving vehicle and combine them into a single large point cloud. The rest of this example explores this approach to building a map.

- 1 **Align lidar scans:** Align successive lidar scans using a point cloud registration technique like the iterative closest point (ICP) algorithm or the normal-distributions transform (NDT) algorithm. See `pregistericp` and `pregisterndt` for more details about each algorithm. This example uses NDT, because it is typically more accurate, especially when considering rotations. The `pregisterndt` function returns the rigid transformation that aligns the moving point cloud with respect to the reference point cloud. By successively composing these transformations, each point cloud is transformed back to the reference frame of the first point cloud.
- 2 **Combine aligned scans:** Once a new point cloud scan is registered and transformed back to the reference frame of the first point cloud, the point cloud can be merged with the first point cloud using `pcmerge`.

Start by taking two point clouds corresponding to nearby lidar scans. To speed up processing, and accumulate enough motion between scans, use every tenth scan.



```

skipFrames = 10;
frameNum    = 100;

fixed  = lidarPointClouds.PointCloud(frameNum);
moving = lidarPointClouds.PointCloud(frameNum + skipFrames);

```

Prior to registration, process the point cloud so as to retain structures in the point cloud that are distinctive. These pre-processing steps include the following:

- Detect and remove the ground plane
- Detect and remove ego-vehicle

These steps are described in more detail in the “Ground Plane and Obstacle Detection Using Lidar” on page 8-173 example. In this example, the `helperProcessPointCloud` helper function accomplishes these steps.

```

fixedProcessed = helperProcessPointCloud(fixed);
movingProcessed = helperProcessPointCloud(moving);

```

Display the raw and processed point clouds in top-view. Magenta points were removed during processing. These points correspond to the ground plane and ego vehicle.

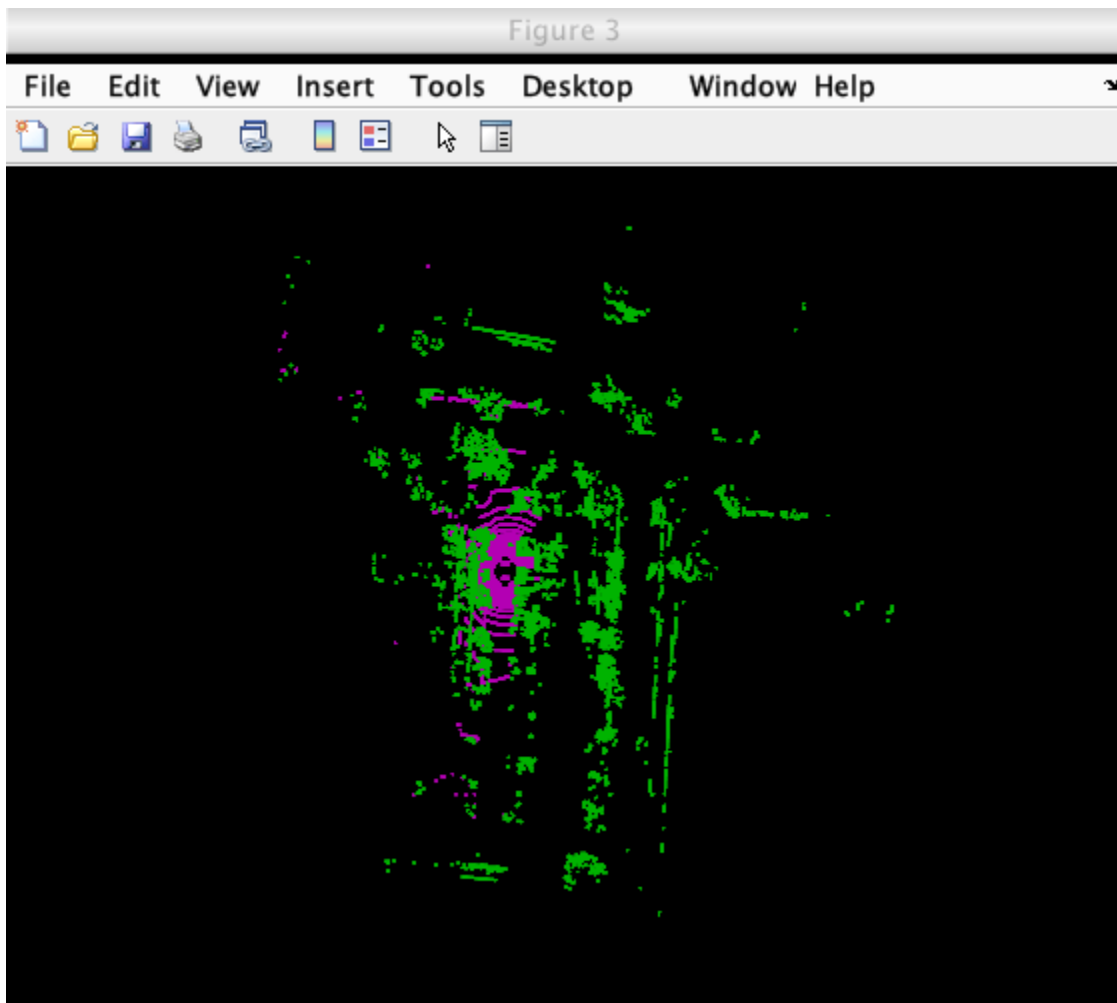
```

hFigFixed = figure;
pcshowpair(fixed, fixedProcessed)
view(2);                                     % Adjust view to show top-view

helperMakeFigurePublishFriendly(hFigFixed);

% Downsample the point clouds prior to registration. Downsampling improves
% both registration accuracy and algorithm speed.
downsamplePercent = 0.1;
fixedDownsampled  = pcdsample(fixedProcessed, 'random', downsamplePercent);
movingDownsampled = pcdsample(movingProcessed, 'random', downsamplePercent);

```



After preprocessing the point clouds, register them using NDT. Visualize the alignment before and after registration.

```
regGridStep = 5;
tform = pregisterndt(movingDownsampled, fixedDownsampled, regGridStep);

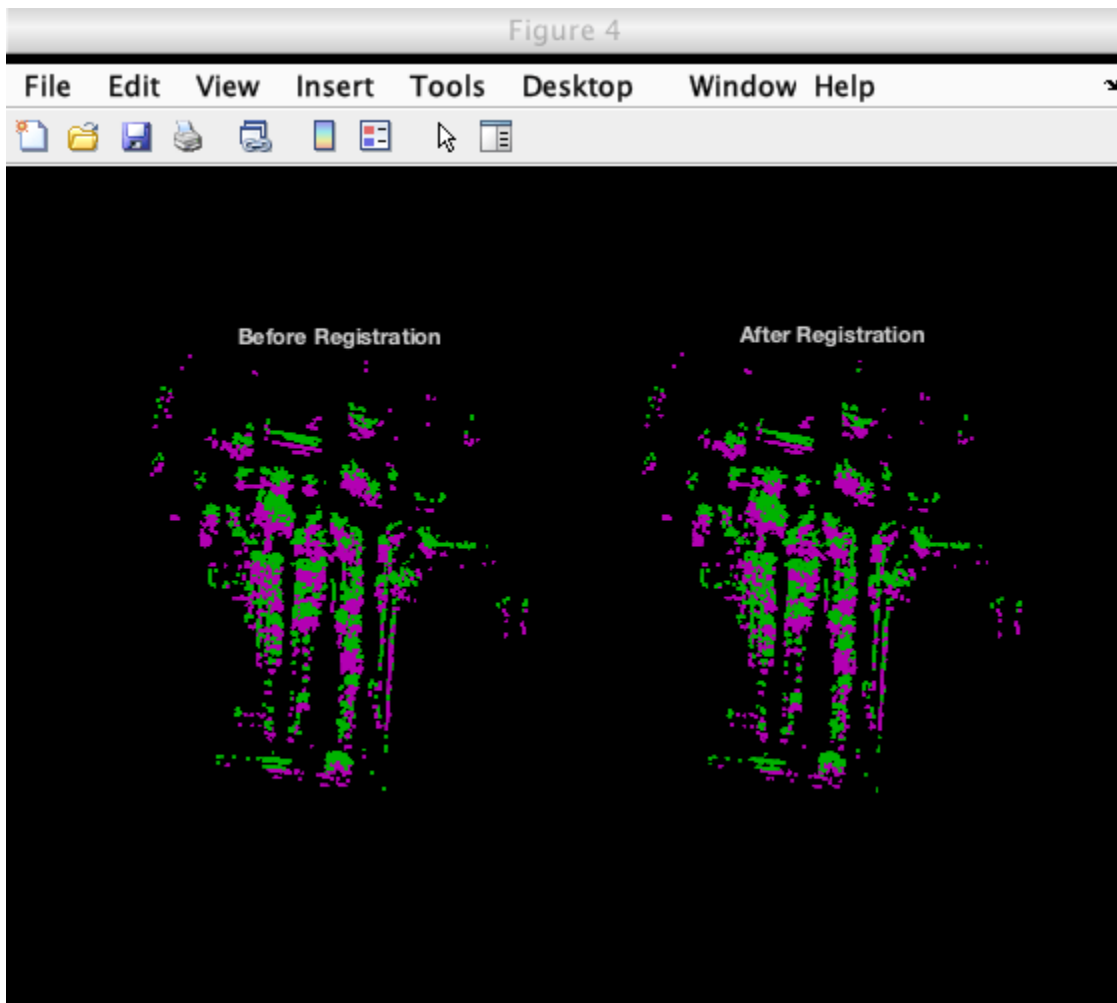
movingReg = pctransform(movingProcessed, tform);

% Visualize alignment in top-view before and after registration
hFigAlign = figure;

subplot(121)
pcshowpair(movingProcessed, fixedProcessed)
title('Before Registration')
view(2)

subplot(122)
pcshowpair(movingReg, fixedProcessed)
title('After Registration')
view(2)

helperMakeFigurePublishFriendly(hFigAlign);
```



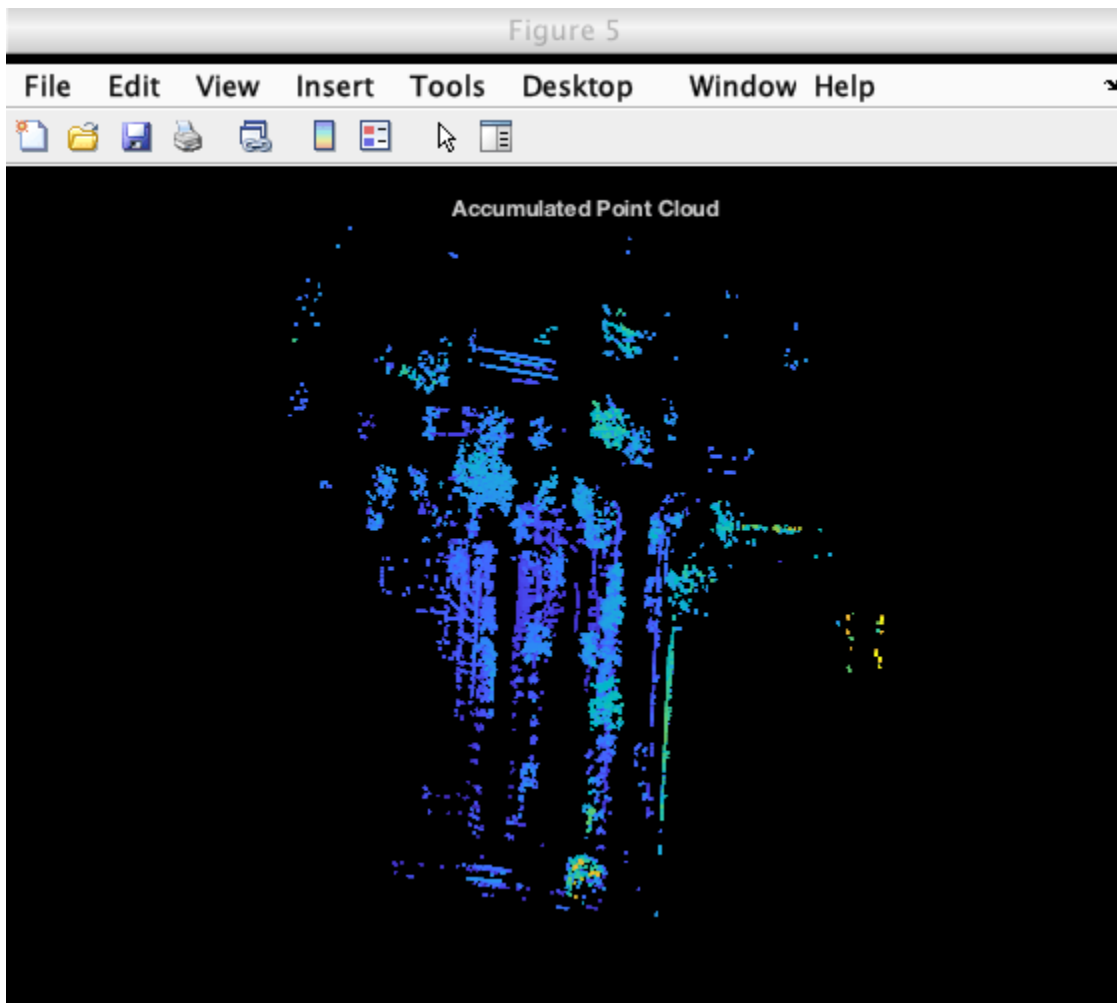
Notice that the point clouds are well-aligned after registration. Even though the point clouds are closely aligned, the alignment is still not perfect.

Next, merge the point clouds using `pcmerge`.

```
mergeGridStep = 0.5;
ptCloudAccum = pcmerge(fixedProcessed, movingReg, mergeGridStep);

hFigAccum = figure;
pcshow(ptCloudAccum)
title('Accumulated Point Cloud')
view(2)

helperMakeFigurePublishFriendly(hFigAccum);
```



Now that the processing pipeline for a single pair of point clouds is well-understood, put this together in a loop over the entire sequence of recorded data. The `helperLidarMapBuilder` class puts all this together. The `updateMap` method of the class takes in a new point cloud and goes through the steps detailed previously:

- Processing the point cloud by removing the ground plane and ego vehicle, using the `processPointCloud` method.
- Downsampling the point cloud.
- Estimating the rigid transformation required to merge the previous point cloud with the current point cloud.
- Transforming the point cloud back to the first frame.
- Merging the point cloud with the accumulated point cloud map.

Additionally, the `updateMap` method also accepts an initial transformation estimate, which is used to initialize the registration. A good initialization can significantly improve results of registration. Conversely, a poor initialization can adversely affect registration. Providing a good initialization can also improve the execution time of the algorithm.

A common approach to providing an initial estimate for registration is to use a constant velocity assumption. Use the transformation from the previous iteration as the initial estimate.

The `updateDisplay` method additionally creates and updates a 2-D top-view streaming point cloud display.

```
% Create a map builder object
mapBuilder = helperLidarMapBuilder('DownsamplePercent', downsamplePercent);

% Set random number seed
rng(0);

closeDisplay = false;
numFrames    = height(lidarPointClouds);

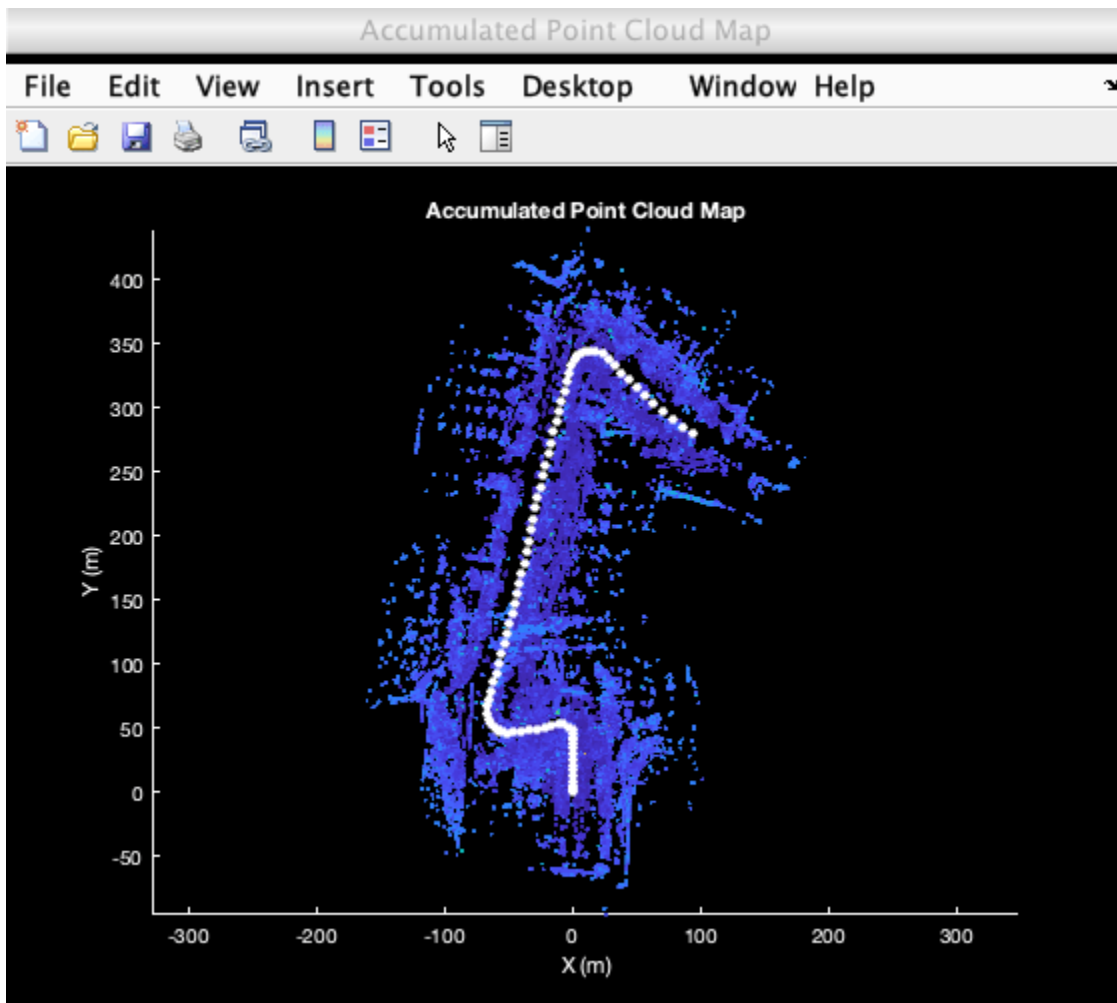
tform = rigidtform3d;
for n = 1 : skipFrames : numFrames - skipFrames

    % Get the nth point cloud
    ptCloud = lidarPointClouds.PointCloud(n);

    % Use transformation from previous iteration as initial estimate for
    % current iteration of point cloud registration. (constant velocity)
    initTform = tform;

    % Update map using the point cloud
    tform = updateMap(mapBuilder, ptCloud, initTform);

    % Update map display
    updateDisplay(mapBuilder, closeDisplay);
end
```



Point cloud registration alone builds a map of the environment traversed by the vehicle. While the map may appear locally consistent, it might have developed significant drift over the entire sequence.

Use the recorded GPS readings as a ground truth trajectory, to visually evaluate the quality of the built map. First convert the GPS readings (latitude, longitude, altitude) to a local coordinate system. Select a local coordinate system that coincides with the origin of the first point cloud in the sequence. This conversion is computed using two transformations:

- 1 Convert the GPS coordinates to local Cartesian East-North-Up coordinates using the `latlon2local` function. The GPS location from the start of the trajectory is used as the reference point and defines the origin of the local  $x,y,z$  coordinate system.
- 2 Rotate the Cartesian coordinates so that the local coordinate system is aligned with the first lidar sensor coordinates. Since the exact mounting configuration of the lidar and GPS on the vehicle are not known, they are estimated.

```
% Select reference point as first GPS reading
origin = [gpsSequence.Latitude(1), gpsSequence.Longitude(1), gpsSequence.Altitude(1)];
```

```
% Convert GPS readings to a local East-North-Up coordinate system
[xEast, yNorth, zUp] = latlon2local(gpsSequence.Latitude, gpsSequence.Longitude, ...
    gpsSequence.Altitude, origin);
```

```
% Estimate rough orientation at start of trajectory to align local ENU
% system with lidar coordinate system
theta = median(atan2d(yNorth(1:15), xEast(1:15)));
```

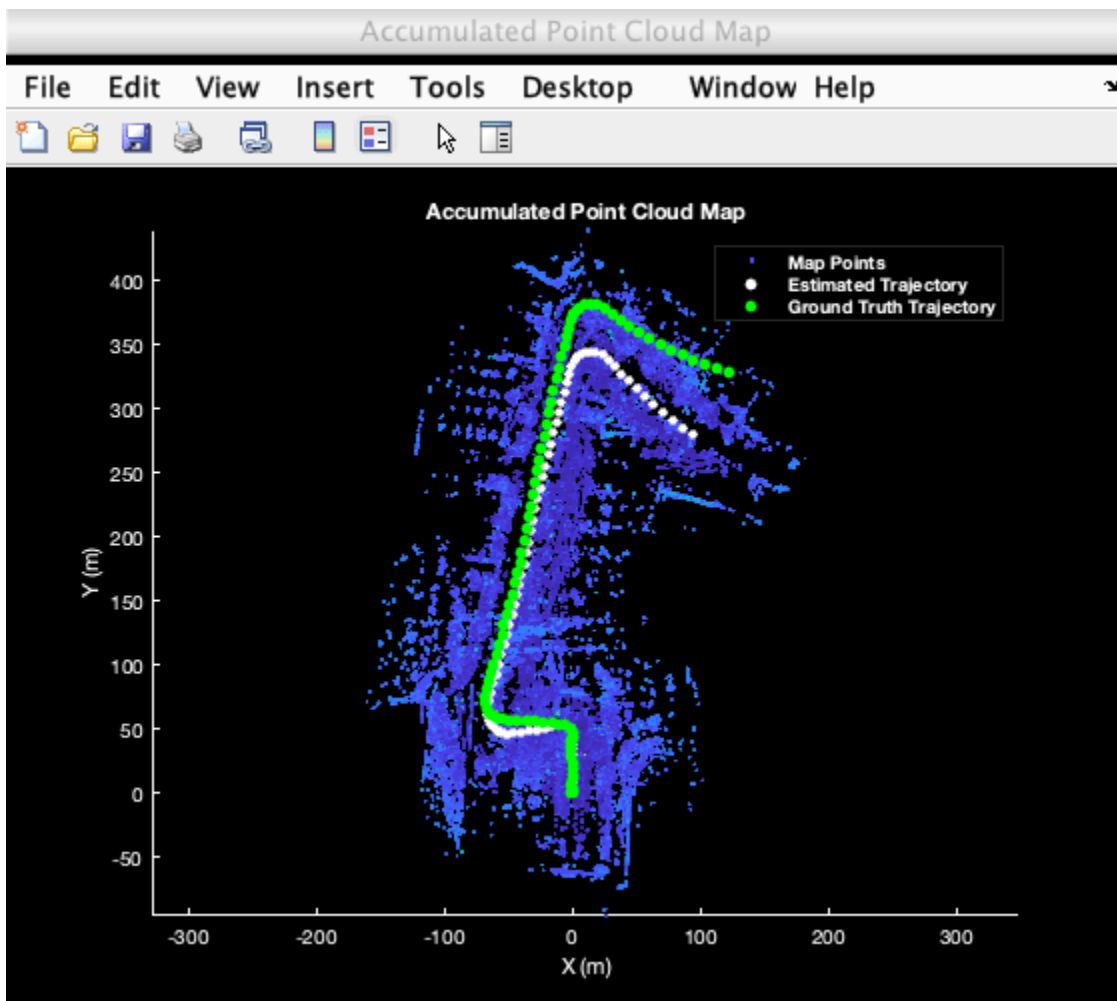
```
R = [ cosd(90-theta) sind(90-theta) 0;
      -sind(90-theta) cosd(90-theta) 0;
      0 0 1];
```

```
% Rotate ENU coordinates to align with lidar coordinate system
groundTruthTrajectory = [xEast, yNorth, zUp] * R;
```

Superimpose the ground truth trajectory on the built map.

```
hold(mapBuilder.Axes, 'on')
scatter(mapBuilder.Axes, groundTruthTrajectory(:,1), groundTruthTrajectory(:,2), ...
        'green','filled');
```

```
helperAddLegend(mapBuilder.Axes, ...
                {'Map Points', 'Estimated Trajectory', 'Ground Truth Trajectory'});
```



After the initial turn, the estimated trajectory veers off the ground truth trajectory significantly. The trajectory estimated using point cloud registration alone can drift for a number of reasons:

- Noisy scans from the sensor without sufficient overlap
- Absence of strong enough features, for example, near long roads
- Inaccurate initial transformation, especially when rotation is significant.

```
% Close map display
updateDisplay(mapBuilder, true);
```

### Use IMU Orientation to Improve Built Map

An IMU is an electronic device mounted on a platform. IMUs contain multiple sensors that report various information about the motion of the vehicle. Typical IMUs incorporate accelerometers, gyroscopes, and magnetometers. An IMU can provide a reliable measure of orientation.

Use the IMU readings to provide a better initial estimate for registration. The IMU-reported sensor readings used in this example have already been filtered on the device.

```
% Reset the map builder to clear previously built map
reset(mapBuilder);

% Set random number seed
rng(0);

initTform = rigidTform3d;
for n = 1 : skipFrames : numFrames - skipFrames

    % Get the nth point cloud
    ptCloud = lidarPointClouds.PointCloud(n);

    if n > 1
        % Since IMU sensor reports readings at a much faster rate, gather
        % IMU readings reported since the last lidar scan.
        prevTime = lidarPointClouds.Time(n - skipFrames);
        currTime = lidarPointClouds.Time(n);
        timeSinceScan = timerange(prevTime, currTime);

        imuReadings = imuOrientations(timeSinceScan, 'Orientation');

        % Form an initial estimate using IMU readings
        initTform = helperComputeInitialEstimateFromIMU(imuReadings, tform);
    end

    % Update map using the point cloud
    tform = updateMap(mapBuilder, ptCloud, initTform);

    % Update map display
    updateDisplay(mapBuilder, closeDisplay);
end

% Superimpose ground truth trajectory on new map
hold(mapBuilder.Axes, 'on')
scatter(mapBuilder.Axes, groundTruthTrajectory(:,1), groundTruthTrajectory(:,2), ...
        'green', 'filled');
```



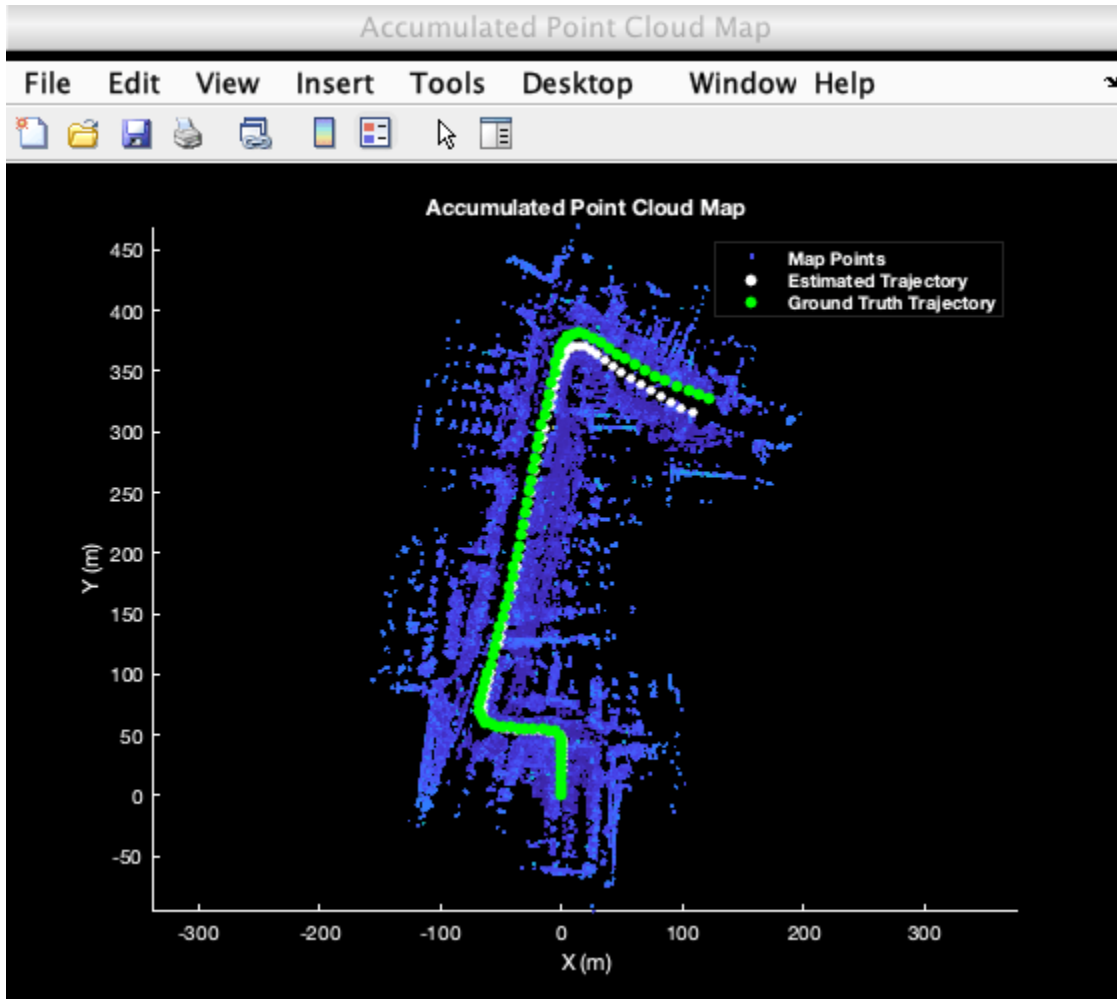
```

helperAddLegend(mapBuilder.Axes, ...
    {'Map Points', 'Estimated Trajectory', 'Ground Truth Trajectory'});

% Capture snapshot for publishing
snapnow;

% Close open figures
close([hFigFixed, hFigAlign, hFigAccum]);
updateDisplay(mapBuilder, true);

```



Using the orientation estimate from IMU significantly improved registration, leading to a much closer trajectory with smaller drift.

### Supporting Functions

**helperAlignPlayers** aligns a cell array of streaming players so they are arranged from left to right on the screen.

```

function helperAlignPlayers(players)
validateattributes(players, {'cell'}, {'vector'});

```

```

hasAxes = cellfun(@(p)isprop(p,'Axes'),players,'UniformOutput', true);
if ~all(hasAxes)
    error('Expected all viewers to have an Axes property');
end

screenSize = get(groot, 'ScreenSize');
screenMargin = [50, 100];

playerSizes = cellfun(@getPlayerSize, players, 'UniformOutput', false);
playerSizes = cell2mat(playerSizes);

maxHeightInSet = max(playerSizes(1:3:end));

% Arrange players vertically so that the tallest player is 100 pixels from
% the top.
location = round([screenMargin(1), screenSize(4)-screenMargin(2)-maxHeightInSet]);
for n = 1 : numel(players)
    player = players{n};

    hFig = ancestor(player.Axes, 'figure');
    hFig.OuterPosition(1:2) = location;

    % Set up next location by going right
    location = location + [50+hFig.OuterPosition(3), 0];
end

function sz = getPlayerSize(viewer)

    % Get the parent figure container
    h = ancestor(viewer.Axes, 'figure');

    sz = h.OuterPosition(3:4);
end
end

```

**helperVisualizeEgoView** visualizes point cloud data in the ego perspective by rotating about the center.

```

function player = helperVisualizeEgoView(ptCloud)

% Create a pcplayer object
xlimits = ptCloud.XLimits;
ylimits = ptCloud.YLimits;
zlimits = ptCloud.ZLimits;

player = pcplayer(xlimits, ylimits, zlimits);

% Turn off axes lines
axis(player.Axes, 'off');

% Set up camera to show ego view
camproj(player.Axes, 'perspective');
camva(player.Axes, 90);
campos(player.Axes, [0 0 0]);
camtarget(player.Axes, [-1 0 0]);

% Set up a transformation to rotate by 5 degrees
theta = 5;

```

```

eulerAngles = [0 0 theta];
translation = [0 0 0];
rotateByTheta = rigidtform3d(eulerAngles, translation);

for n = 0 : theta : 359
    % Rotate point cloud by theta
    ptCloud = pctransform(ptCloud, rotateByTheta);

    % Display point cloud
    view(player, ptCloud);

    pause(0.05)
end
end

```

**helperProcessPointCloud** processes a point cloud by removing points belonging to the ground plane or ego vehicle.

```

function ptCloudProcessed = helperProcessPointCloud(ptCloud)

% Check if the point cloud is organized
isOrganized = ~ismatrix(ptCloud.Location);

% If the point cloud is organized, use range-based flood fill algorithm
% (segmentGroundFromLidarData). Otherwise, use plane fitting.
groundSegmentationMethods = ["planeFit", "rangeFloodFill"];
method = groundSegmentationMethods(isOrganized+1);

if method == "planeFit"
    % Segment ground as the dominant plane, with reference normal vector
    % pointing in positive z-direction, using pcfiteplane. For organized
    % point clouds, consider using segmentGroundFromLidarData instead.
    maxDistance = 0.4; % meters
    maxAngDistance = 5; % degrees
    refVector = [0, 0, 1]; % z-direction

    [~,groundIndices] = pcfiteplane(ptCloud, maxDistance, refVector, maxAngDistance);
elseif method == "rangeFloodFill"
    % Segment ground using range-based flood fill.
    groundIndices = segmentGroundFromLidarData(ptCloud);
else
    error("Expected method to be 'planeFit' or 'rangeFloodFill'")
end

% Segment ego vehicle as points within a given radius of sensor
sensorLocation = [0, 0, 0];
radius = 3.5;

egoIndices = findNeighborsInRadius(ptCloud, sensorLocation, radius);

% Remove points belonging to ground or ego vehicle
ptsToKeep = true(ptCloud.Count, 1);
ptsToKeep(groundIndices) = false;
ptsToKeep(egoIndices) = false;

% If the point cloud is organized, retain organized structure
if isOrganized

```

```
    ptCloudProcessed = select(ptCloud, find(ptsToKeep), 'OutputSize', 'full');
else
    ptCloudProcessed = select(ptCloud, find(ptsToKeep));
end
end
```

**helperComputeInitialEstimateFromIMU** estimates an initial transformation for NDT using IMU orientation readings and previously estimated transformation.

```
function tform = helperComputeInitialEstimateFromIMU(imuReadings, prevTform)
```

```
% Initialize transformation using previously estimated transform
```

```
tform = prevTform;
```

```
% If no IMU readings are available, return
```

```
if height(imuReadings) <= 1
```

```
    return;
```

```
end
```

```
% IMU orientation readings are reported as quaternions representing the
% rotational offset to the body frame. Compute the orientation change
% between the first and last reported IMU orientations during the interval
% of the lidar scan.
```

```
q1 = imuReadings.Orientation(1);
```

```
q2 = imuReadings.Orientation(end);
```

```
% Compute rotational offset between first and last IMU reading by
```

```
% - Rotating from q2 frame to body frame
```

```
% - Rotating from body frame to q1 frame
```

```
q = q1 * conj(q2);
```

```
% Convert to Euler angles
```

```
yawPitchRoll = euler(q, 'ZYX', 'point');
```

```
% Discard pitch and roll angle estimates. Use only heading angle estimate
% from IMU orientation.
```

```
yawPitchRoll(2:3) = 0;
```

```
% Convert back to rotation matrix
```

```
q = quaternion(yawPitchRoll, 'euler', 'ZYX', 'point');
```

```
R = rotmat(q, 'point');
```

```
% Use computed rotation
```

```
tform.T(1:3, 1:3) = R';
```

```
end
```

**helperAddLegend** adds a legend to the axes.

```
function helperAddLegend(hAx, labels)
```

```
% Add a legend to the axes
```

```
hLegend = legend(hAx, labels{:});
```

```
% Set text color and font weight
```

```
hLegend.TextColor = [1 1 1];
```

```
hLegend.FontWeight = 'bold';
```

```
end
```

**helperMakeFigurePublishFriendly** adjusts figures so that screenshot captured by publish is correct.

```
function helperMakeFigurePublishFriendly(hFig)
if ~isempty(hFig) && isValid(hFig)
    hFig.HandleVisibility = 'callback';
end
end
```

## See Also

### Functions

pcmerge | pcregistericp | pcregisterndt

### Objects

pcplayer | geoplayer | pointCloud

## More About

- “Build a Map from Lidar Data Using SLAM” on page 8-806
- “Lidar Localization with Unreal Engine Simulation” on page 8-944
- “Ground Plane and Obstacle Detection Using Lidar” on page 8-173

## External Websites

- Udacity Self-Driving Car Data Subset (MathWorks GitHub repository)

## Build a Map from Lidar Data Using SLAM

This example shows how to process 3-D lidar data from a sensor mounted on a vehicle to progressively build a map and estimate the trajectory of a vehicle using simultaneous localization and mapping (SLAM). In addition to 3-D lidar data, an inertial navigation sensor (INS) is also used to help build the map. Maps built this way can facilitate path planning for vehicle navigation or can be used for localization.

### Overview

The “Build a Map from Lidar Data” on page 8-786 example uses 3-D lidar data and IMU readings to progressively build a map of the environment traversed by a vehicle. While this approach builds a locally consistent map, it is suitable only for mapping small areas. Over longer sequences, the drift accumulates into a significant error. To overcome this limitation, this example recognizes previously visited places and tries to correct for the accumulated drift using the graph SLAM approach.

### Load and Explore Recorded Data

The data used in this example is part of the Velodyne SLAM Dataset, and represents close to 6 minutes of recorded data. Download the data to a temporary directory.

**Note:** This download can take a few minutes.

```
baseDownloadURL = 'https://www.mrt.kit.edu/z/publ/download/velodyneslam/data/scenario1.zip';
dataFolder      = fullfile(tempdir, 'kit_velodyneslam_data_scenario1', filesep);
options         = weboptions('Timeout', Inf);

zipFileName    = dataFolder + "scenario1.zip";

% Get the full file path to the PNG files in the scenario1 folder.
pointCloudFilePattern = fullfile(dataFolder, 'scenario1', 'scan*.png');
numExpectedFiles     = 2513;

folderExists = exist(dataFolder, 'dir');
if ~folderExists
    % Create a folder in a temporary directory to save the downloaded zip
    % file.
    mkdir(dataFolder);

    disp('Downloading scenario1.zip (153 MB) ...')
    websave(zipFileName, baseDownloadURL, options);

    % Unzip downloaded file
    unzip(zipFileName, dataFolder);

elseif folderExists && numel(dir(pointCloudFilePattern)) < numExpectedFiles
    % Redownload the data if it got reduced in the temporary directory.
    disp('Downloading scenario1.zip (153 MB) ...')
    websave(zipFileName, baseDownloadURL, options);

    % Unzip downloaded file.
    unzip(zipFileName, dataFolder)
end
```

Use the `helperReadDataset` function to read data from the created folder in the form of a timetable. The point clouds captured by the lidar are stored in the form of PNG image files. Extract

the list of point cloud file names in the `pointCloudTable` variable. To read the point cloud data from the image file, use the `helperReadPointCloudFromFile` function. This function takes an image file name and returns a `pointCloud` object. The INS readings are read directly from a configuration file and stored in the `insDataTable` variable.

```
datasetTable = helperReadDataset(dataFolder, pointCloudFilePattern);
```

```
pointCloudTable = datasetTable(:, 1);
insDataTable     = datasetTable(:, 2:end);
```

Read the first point cloud and display it at the MATLAB® command prompt

```
ptCloud = helperReadPointCloudFromFile(pointCloudTable.PointCloudFileName{1});
disp(ptCloud)
```

pointCloud with properties:

```
Location: [64×870×3 single]
Count: 55680
XLimits: [-78.4980 77.7062]
YLimits: [-76.8795 74.7502]
ZLimits: [-2.4839 2.6836]
Color: []
Normal: []
Intensity: []
```

Display the first INS reading. The `timetable` holds Heading, Pitch, Roll, X, Y, and Z information from the INS.

```
disp(insDataTable(1, :))
```

Timestamps	Heading	Pitch	Roll	X	Y	Z
13-Jun-2010 06:27:31	1.9154	0.007438	-0.019888	-2889.1	-2183.9	116.47

Visualize the point clouds using `pcplayer`, a streaming point cloud display. The vehicle traverses a path consisting of two loops. In the first loop, the vehicle makes a series of turns and returns to the starting point. In the second loop, the vehicle makes a series of turns along another route and again returns to the starting point.

```
% Specify limits of the player
xlimits = [-45 45]; % meters
ylimits = [-45 45];
zlimits = [-10 20];

% Create a streaming point cloud display object
lidarPlayer = pcplayer(xlimits, ylimits, zlimits);

% Customize player axes labels
xlabel(lidarPlayer.Axes, 'X (m)')
ylabel(lidarPlayer.Axes, 'Y (m)')
zlabel(lidarPlayer.Axes, 'Z (m)')

title(lidarPlayer.Axes, 'Lidar Sensor Data')
```

```

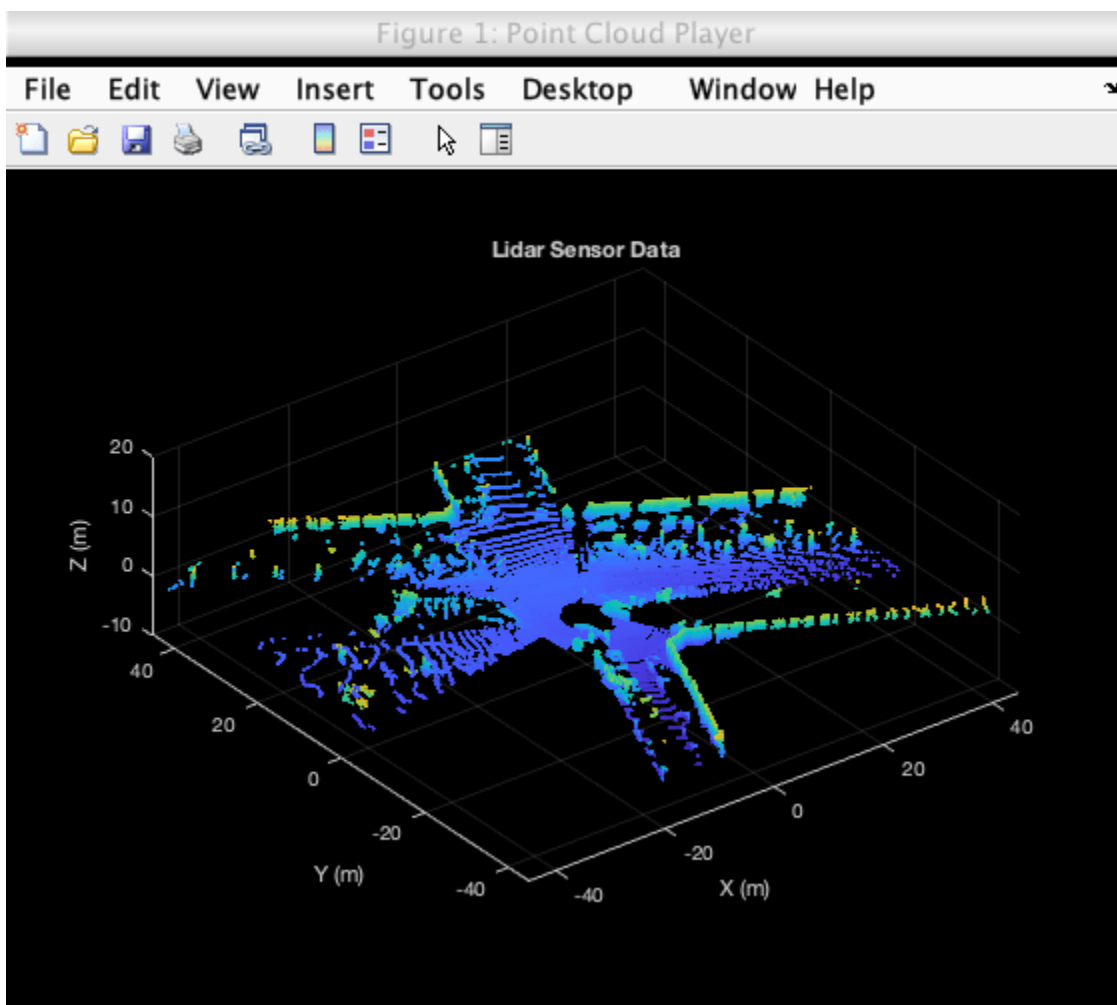
% Skip every other frame since this is a long sequence
skipFrames = 2;
numFrames = height(pointCloudTable);
for n = 1 : skipFrames : numFrames

    % Read a point cloud
    fileName = pointCloudTable.PointCloudFileName{n};
    ptCloud = helperReadPointCloudFromFile(fileName);

    % Visualize point cloud
    view(lidarPlayer, ptCloud);

    pause(0.01)
end

```



### Build a Map Using Odometry

First, use the approach explained in the “Build a Map from Lidar Data” on page 8-786 example to build a map. The approach consists of the following steps:

- **Align lidar scans:** Align successive lidar scans using a point cloud registration technique. This example uses `pregisterndt` for registering scans. By successively composing these



transformations, each point cloud is transformed back to the reference frame of the first point cloud.

- **Combine aligned scans:** Generate a map by combining all the transformed point clouds.

This approach of incrementally building a map and estimating the trajectory of the vehicle is called *odometry*.

Use a `pcviewset` object to store and manage data across multiple views. A view set consists of a set of connected views.

- Each view stores information associated with a single view. This information includes the absolute pose of the view, the point cloud sensor data captured at that view, and a unique identifier for the view. Add views to the view set using `addView`.
- To establish a connection between views use `addConnection`. A connection stores information like the relative transformation between the connecting views, the uncertainty involved in computing this measurement (represented as an information matrix) and the associated view identifiers.
- Use the `plot` method to visualize the connections established by the view set. These connections can be used to visualize the path traversed by the vehicle.

```
hide(lidarPlayer)

% Set random seed to ensure reproducibility
rng(0);

% Create an empty view set
vSet = pcviewset;

% Create a figure for view set display
hFigBefore = figure('Name', 'View Set Display');
hAxBefore = axes(hFigBefore);

% Initialize point cloud processing parameters
downsamplePercent = 0.1;
regGridSize       = 3;

% Initialize transformations
absTform = rigidtform3d; % Absolute transformation to reference frame
relTform = rigidtform3d; % Relative transformation between successive scans

viewId = 1;
skipFrames = 5;
numFrames = height(pointCloudTable);
displayRate = 100; % Update display every 100 frames
for n = 1 : skipFrames : numFrames

    % Read point cloud
    fileName = pointCloudTable.PointCloudFileName{n};
    ptCloudOrig = helperReadPointCloudFromFile(fileName);

    % Process point cloud
    % - Segment and remove ground plane
    % - Segment and remove ego vehicle
    ptCloud = helperProcessPointCloud(ptCloudOrig);

    % Downsample the processed point cloud
```

```

ptCloud = pcdsample(ptCloud, "random", downsamplePercent);

firstFrame = (n==1);
if firstFrame
    % Add first point cloud scan as a view to the view set
    vSet = addView(vSet, viewId, absTform, "PointCloud", ptCloudOrig);

    viewId = viewId + 1;
    ptCloudPrev = ptCloud;
    continue;
end

% Use INS to estimate an initial transformation for registration
initTform = helperComputeInitialEstimateFromINS(relTform, ...
    insDataTable(n-skipFrames:n, :));

% Compute rigid transformation that registers current point cloud with
% previous point cloud
relTform = pcregisterndt(ptCloud, ptCloudPrev, regGridSize, ...
    "InitialTransform", initTform);

% Update absolute transformation to reference frame (first point cloud)
absTform = rigidtform3d( absTform.A * relTform.A );

% Add current point cloud scan as a view to the view set
vSet = addView(vSet, viewId, absTform, "PointCloud", ptCloudOrig);

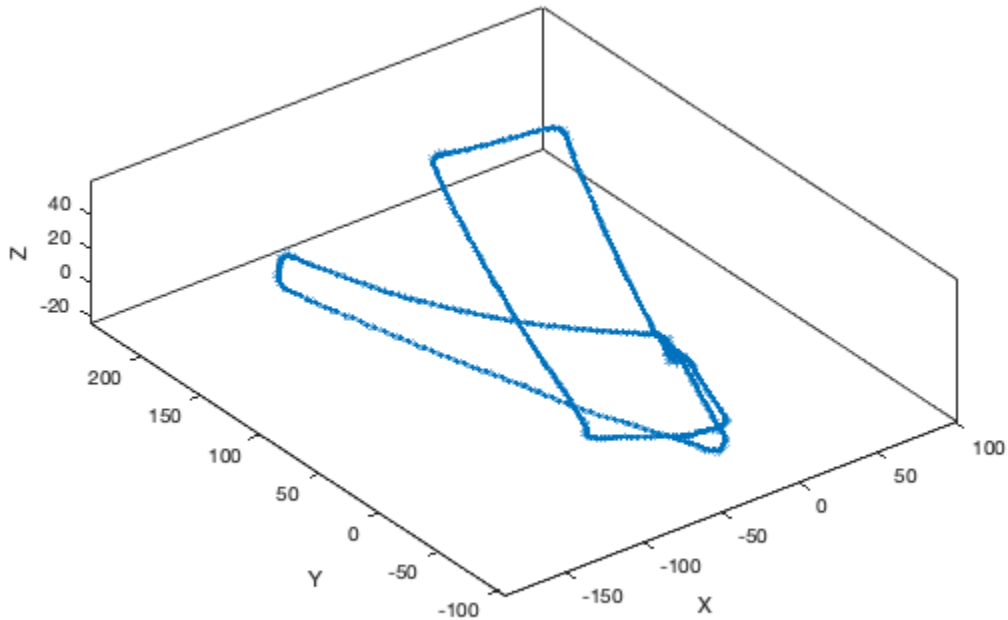
% Add a connection from the previous view to the current view, representing
% the relative transformation between them
vSet = addConnection(vSet, viewId-1, viewId, relTform);

viewId = viewId + 1;

ptCloudPrev = ptCloud;
initTform = relTform;

if n>1 && mod(n, displayRate) == 1
    plot(vSet, "Parent", hAxBefore);
    drawnow update
end
end

```



The view set object `vSet`, now holds views and connections. In the Views table of `vSet`, the `AbsolutePose` variable specifies the absolute pose of each view with respect to the first view. In the Connections table of `vSet`, the `RelativePose` variable specifies relative constraints between the connected views, the `InformationMatrix` variable specifies, for each edge, the uncertainty associated with a connection.

```
% Display the first few views and connections
head(vSet.Views)
head(vSet.Connections)
```

ViewId	AbsolutePose	PointCloud
1	1x1 rigidtform3d	1x1 pointCloud
2	1x1 rigidtform3d	1x1 pointCloud
3	1x1 rigidtform3d	1x1 pointCloud
4	1x1 rigidtform3d	1x1 pointCloud
5	1x1 rigidtform3d	1x1 pointCloud
6	1x1 rigidtform3d	1x1 pointCloud
7	1x1 rigidtform3d	1x1 pointCloud
8	1x1 rigidtform3d	1x1 pointCloud

ViewId1	ViewId2	RelativePose	InformationMatrix
1	2	1x1 rigidtform3d	{6x6 double}
2	3	1x1 rigidtform3d	{6x6 double}

```

3         4         1x1 rigidtfom3d         {6x6 double}
4         5         1x1 rigidtfom3d         {6x6 double}
5         6         1x1 rigidtfom3d         {6x6 double}
6         7         1x1 rigidtfom3d         {6x6 double}
7         8         1x1 rigidtfom3d         {6x6 double}
8         9         1x1 rigidtfom3d         {6x6 double}

```

Now, build a point cloud map using the created view set. Align the view absolute poses with the point clouds in the view set using `pcaalign`. Specify a grid size to control the resolution of the map. The map is returned as a `pointCloud` object.

```

ptClouds = vSet.Views.PointCloud;
absPoses = vSet.Views.AbsolutePose;
mapGridSize = 0.2;
ptCloudMap = pcaalign(ptClouds, absPoses, mapGridSize);

```

Notice that the path traversed using this approach drifts over time. While the path along the first loop back to the starting point seems reasonable, the second loop drifts significantly from the starting point. The accumulated drift results in the second loop terminating several meters away from the starting point.

A map built using odometry alone is inaccurate. Display the built point cloud map with the traversed path. Notice that the map and traversed path for the second loop are not consistent with the first loop.

```

hold(hAxBefore, 'on');
pcshow(ptCloudMap);
hold(hAxBefore, 'off');

close(hAxBefore.Parent)

```

### Correct Drift Using Pose Graph Optimization

*Graph SLAM* is a widely used technique for resolving the drift in odometry. The graph SLAM approach incrementally creates a graph, where nodes correspond to vehicle poses and edges represent sensor measurements constraining the connected poses. Such a graph is called a *pose graph*. The pose graph contains edges that encode contradictory information, due to noise or inaccuracies in measurement. The nodes in the constructed graph are then optimized to find the set of vehicle poses that optimally explain the measurements. This technique is called *pose graph optimization*.

To create a pose graph from a view set, you can use the `createPoseGraph` function. This function creates a node for each view, and an edge for each connection in the view set. To optimize the pose graph, you can use the `optimizePoseGraph` (Navigation Toolbox) function.

A key aspect contributing to the effectiveness of graph SLAM in correcting drift is the accurate detection of loops, that is, places that have been previously visited. This is called *loop closure detection* or *place recognition*. Adding edges to the pose graph corresponding to loop closures provides a contradictory measurement for the connected node poses, which can be resolved during pose graph optimization.

Loop closures can be detected using descriptors that characterize the local environment visible to the Lidar sensor. The *Scan Context* descriptor [1] is one such descriptor that can be computed from a point cloud using the `scanContextDescriptor` function. This example uses a `scanContextLoopDetector` object to manage the scan context descriptors that correspond to each

view. It uses the `detectLoop` object function to detect loop closures with a two phase descriptor search algorithm. In the first phase, it computes the ring key subdescriptors to find potential loop candidates. In the second phase, it classifies views as loop closures by thresholding the scan context distance.

```
% Set random seed to ensure reproducibility
rng(0);

% Create an empty view set
vSet = pcviewset;

% Create a loop closure detector
loopDetector = scanContextLoopDetector;

% Create a figure for view set display
hFigBefore = figure('Name', 'View Set Display');
hAxBefore = axes(hFigBefore);

% Initialize transformations
absTform = rigidtform3d; % Absolute transformation to reference frame
relTform = rigidtform3d; % Relative transformation between successive scans

maxTolerableRMSE = 3; % Maximum allowed RMSE for a loop closure candidate to be accepted

viewId = 1;
for n = 1 : skipFrames : numFrames

    % Read point cloud
    fileName = pointCloudTable.PointCloudFileName{n};
    ptCloudOrig = helperReadPointCloudFromFile(fileName);

    % Process point cloud
    % - Segment and remove ground plane
    % - Segment and remove ego vehicle
    ptCloud = helperProcessPointCloud(ptCloudOrig);

    % Downsample the processed point cloud
    ptCloud = pcdsample(ptCloud, "random", downsamplePercent);

    firstFrame = (n==1);
    if firstFrame
        % Add first point cloud scan as a view to the view set
        vSet = addView(vSet, viewId, absTform, "PointCloud", ptCloudOrig);

        % Extract the scan context descriptor from the first point cloud
        descriptor = scanContextDescriptor(ptCloudOrig);

        % Add the first descriptor to the loop closure detector
        addDescriptor(loopDetector, viewId, descriptor)

        viewId = viewId + 1;
        ptCloudPrev = ptCloud;
        continue;
    end

    % Use INS to estimate an initial transformation for registration
    initTform = helperComputeInitialEstimateFromINS(relTform, ...
```

```

    insDataTable(n-skipFrames:n, :));

% Compute rigid transformation that registers current point cloud with
% previous point cloud
relTform = pcregisterndt(ptCloud, ptCloudPrev, regGridSize, ...
    "InitialTransform", initTform);

% Update absolute transformation to reference frame (first point cloud)
absTform = rigidtform3d( absTform.A * relTform.A );

% Add current point cloud scan as a view to the view set
vSet = addView(vSet, viewId, absTform, "PointCloud", ptCloudOrig);

% Add a connection from the previous view to the current view representing
% the relative transformation between them
vSet = addConnection(vSet, viewId-1, viewId, relTform);

% Extract the scan context descriptor from the point cloud
descriptor = scanContextDescriptor(ptCloudOrig);

% Add the descriptor to the loop closure detector
addDescriptor(loopDetector, viewId, descriptor)

% Detect loop closure candidates
loopViewId = detectLoop(loopDetector);

% A loop candidate was found
if ~isempty(loopViewId)
    loopViewId = loopViewId(1);

    % Retrieve point cloud from view set
    loopView = findView(vSet, loopViewId);
    ptCloudOrig = loopView.PointCloud;

    % Process point cloud
    ptCloudOld = helperProcessPointCloud(ptCloudOrig);

    % Downsample point cloud
    ptCloudOld = pcdsample(ptCloudOld, "random", downsamplePercent);

    % Use registration to estimate the relative pose
    [relTform, ~, rmse] = pcregisterndt(ptCloud, ptCloudOld, ...
        regGridSize, "MaxIterations", 50);

    acceptLoopClosure = rmse <= maxTolerableRMSE;
    if acceptLoopClosure
        % For simplicity, use a constant, small information matrix for
        % loop closure edges
        infoMat = 0.01 * eye(6);

        % Add a connection corresponding to a loop closure
        vSet = addConnection(vSet, loopViewId, viewId, relTform, infoMat);
    end
end

viewId = viewId + 1;

ptCloudPrev = ptCloud;

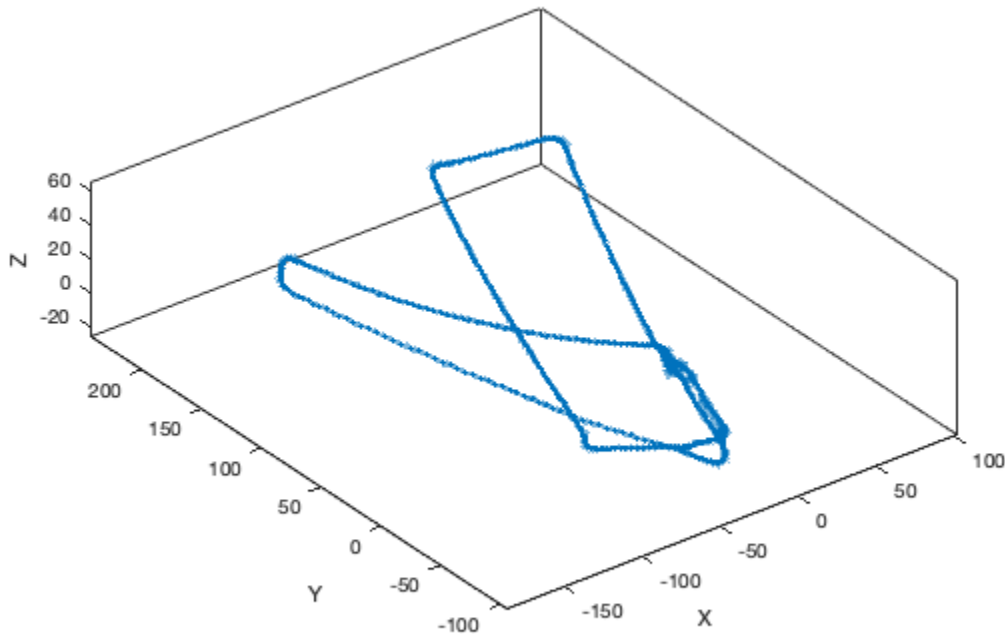
```

```

initTform = relTform;

if n>1 && mod(n, displayRate) == 1
    hG = plot(vSet, "Parent", hAxBefore);
    drawnow update
end
end

```



Create a pose graph from the view set by using the `createPoseGraph` method. The pose graph is a digraph object with:

- Nodes containing the absolute pose of each view
- Edges containing the relative pose constraints of each connection

```

G = createPoseGraph(vSet);
disp(G)

```

digraph with properties:

```

Edges: [539×3 table]
Nodes: [503×2 table]

```

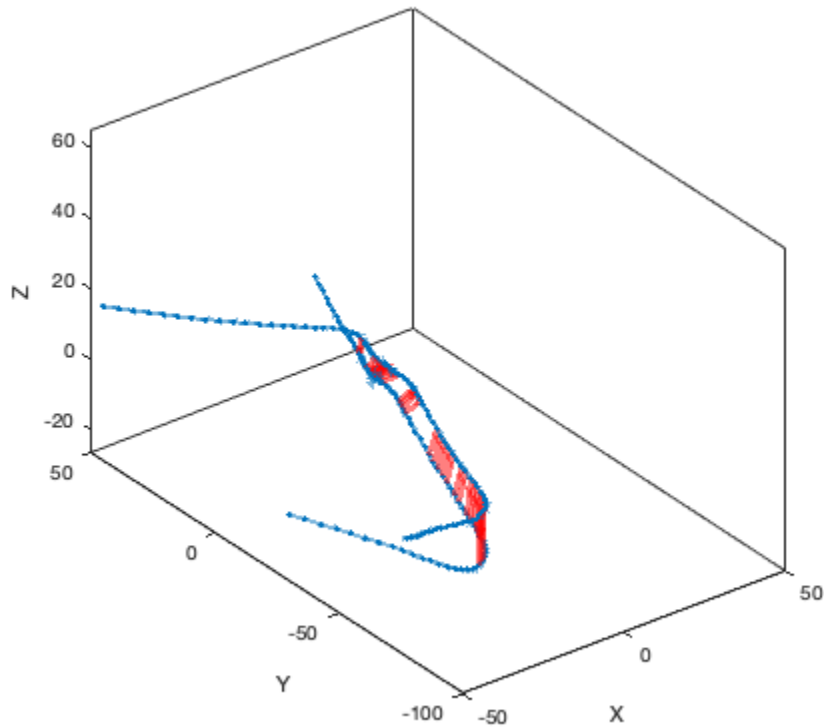
In addition to the odometry connections between successive views, the view set now includes loop closure connections. For example, notice the new connections between the second loop traversal and the first loop traversal. These are loop closure connections. These can be identified as edges in the graph whose end nodes are not consecutive.

```

% Update axes limits to focus on loop closure connections
xlim(hAxBefore, [-50 50]);
ylim(hAxBefore, [-100 50]);

% Find and highlight loop closure connections
loopEdgeIds = find(abs(diff(G.Edges.EndNodes, 1, 2)) > 1);
highlight(hG, 'Edges', loopEdgeIds, 'EdgeColor', 'red', 'LineWidth', 3)

```



Optimize the pose graph using `optimizePoseGraph`.

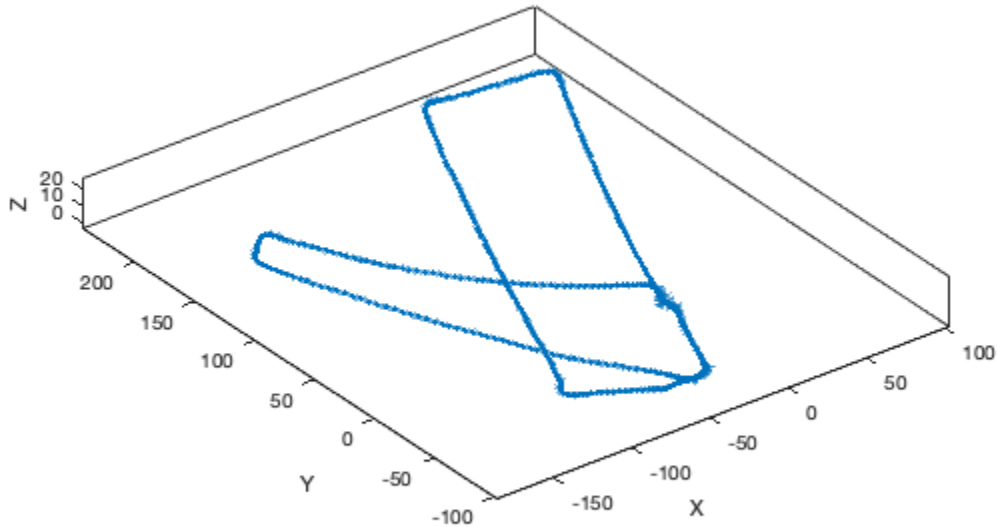
```
optimG = optimizePoseGraph(G, 'g2o-levenberg-marquardt');
```

```
vSetOptim = updateView(vSet, optimG.Nodes);
```

Display the view set with optimized poses. Notice that the detected loops are now merged, resulting in a more accurate trajectory.

```
plot(vSetOptim, 'Parent', hAxBefore)
```





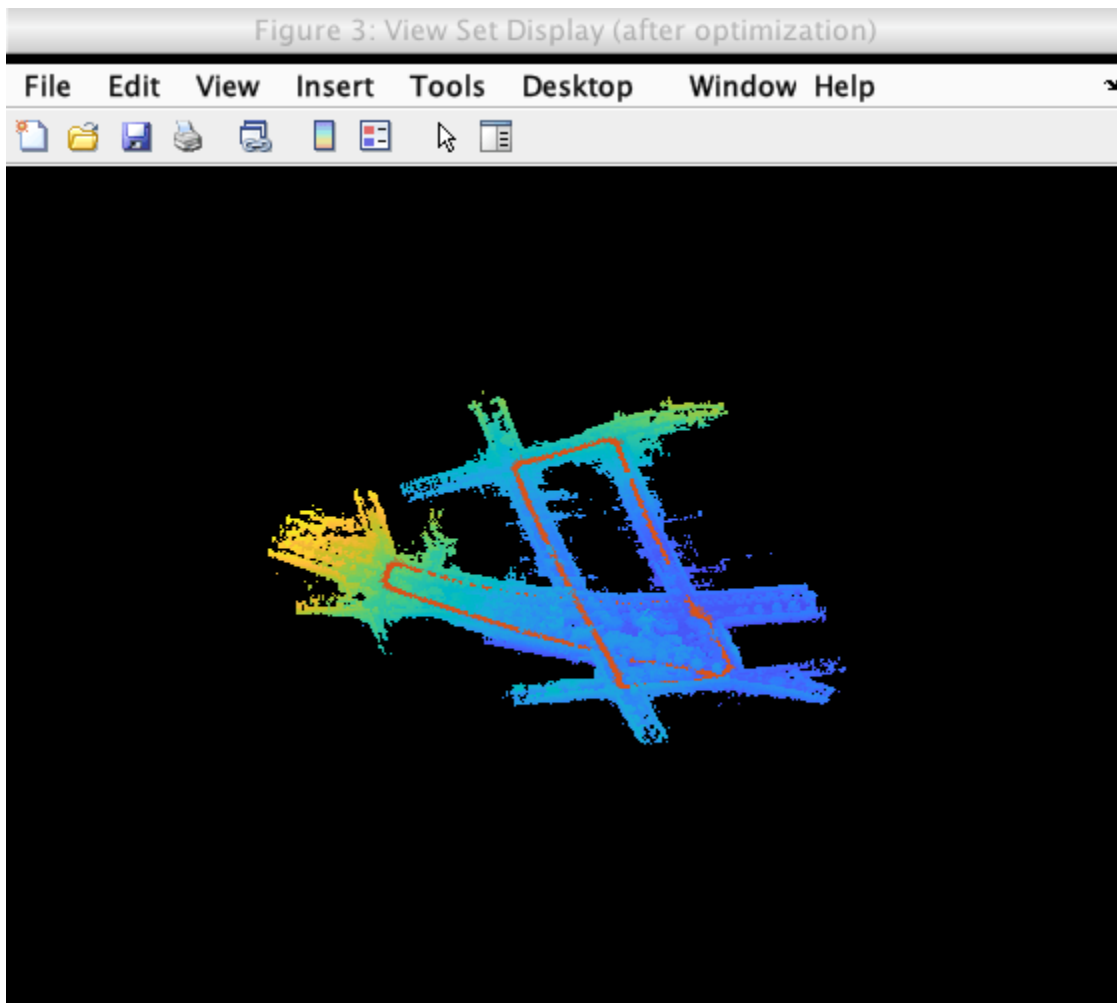
The absolute poses in the optimized view set can now be used to build a more accurate map. Use the `pcalign` function to align the view set point clouds with the optimized view set absolute poses into a single point cloud map. Specify a grid size to control the resolution of the created point cloud map.

```
mapGridSize = 0.2;
ptClouds = vSetOptim.Views.PointCloud;
absPoses = vSetOptim.Views.AbsolutePose;
ptCloudMap = pcalign(ptClouds, absPoses, mapGridSize);

hFigAfter = figure('Name', 'View Set Display (after optimization)');
hAxAfter = axes(hFigAfter);
pcshow(ptCloudMap, 'Parent', hAxAfter);

% Overlay view set display
hold on
plot(vSetOptim, 'Parent', hAxAfter);

helperMakeFigurePublishFriendly(hFigAfter);
```



While accuracy can still be improved, this point cloud map is significantly more accurate.

## References

- 1 G. Kim and A. Kim, "Scan Context: Egocentric Spatial Descriptor for Place Recognition Within 3D Point Cloud Map," *2018 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS)*, Madrid, 2018, pp. 4802-4809.

## Supporting Functions and Classes

**helperReadDataset** reads data from specified folder into a timetable.

```
function datasetTable = helperReadDataset(dataFolder, pointCloudFilePattern)
%helperReadDataset Read Velodyne SLAM Dataset data into a timetable
% datasetTable = helperReadDataset(dataFolder) reads data from the
% folder specified in dataFolder into a timetable. The function
% expects data from the Velodyne SLAM Dataset.
%
% See also fileDatastore, helperReadINSConfigFile.

% Create a file datastore to read in files in the right order
fileDS = fileDatastore(pointCloudFilePattern, 'ReadFcn', ...
```

```

    @helperReadPointCloudFromFile);

% Extract the file list from the datastore
pointCloudFiles = fileDS.Files;

imuConfigFile = fullfile(dataFolder, 'scenario1', 'imu.cfg');
insDataTable = helperReadINSConfigFile(imuConfigFile);

% Delete the bad row from the INS config file
insDataTable(1447, :) = [];

% Remove columns that will not be used
datasetTable = removevars(insDataTable, ...
    {'Num_Satellites', 'Latitude', 'Longitude', 'Altitude', 'Omega_Heading', ...
    'Omega_Pitch', 'Omega_Roll', 'V_X', 'V_Y', 'V_ZDown'});

datasetTable = addvars(datasetTable, pointCloudFiles, 'Before', 1, ...
    'NewVariableNames', "PointCloudFileName");
end

```

**helperProcessPointCloud** processes a point cloud by removing points belonging to the ground plane and the ego vehicle.

```

function ptCloud = helperProcessPointCloud(ptCloudIn, method)
%helperProcessPointCloud Process pointCloud to remove ground and ego vehicle
% ptCloud = helperProcessPointCloud(ptCloudIn, method) processes
% ptCloudIn by removing the ground plane and the ego vehicle.
% method can be "planefit" or "rangefloodfill".
%
% See also pcfplane, pointCloud/findNeighborsInRadius.

arguments
    ptCloudIn (1,1) pointCloud
    method     string {mustBeMember(method, ["planefit","rangefloodfill"])} = "rangefloodfill"
end

isOrganized = ~ismatrix(ptCloudIn.Location);

if (method=="rangefloodfill" && isOrganized)
    % Segment ground using floodfill on range image
    groundFixedIdx = segmentGroundFromLidarData(ptCloudIn, ...
        "ElevationAngleDelta", 11);
else
    % Segment ground as the dominant plane with reference normal
    % vector pointing in positive z-direction
    maxDistance = 0.4;
    maxAngularDistance = 5;
    referenceVector = [0 0 1];

    [~, groundFixedIdx] = pcfplane(ptCloudIn, maxDistance, ...
        referenceVector, maxAngularDistance);
end

if isOrganized
    groundFixed = false(size(ptCloudIn.Location,1),size(ptCloudIn.Location,2));
else
    groundFixed = false(ptCloudIn.Count, 1);
end
end

```

```

groundFixed(groundFixedIdx) = true;

% Segment ego vehicle as points within a given radius of sensor
sensorLocation = [0 0 0];
radius = 3.5;
egoFixedIdx = findNeighborsInRadius(ptCloudIn, sensorLocation, radius);

if isOrganized
    egoFixed = false(size(ptCloudIn.Location,1),size(ptCloudIn.Location,2));
else
    egoFixed = false(ptCloudIn.Count, 1);
end
egoFixed(egoFixedIdx) = true;

% Retain subset of point cloud without ground and ego vehicle
if isOrganized
    indices = ~groundFixed & ~egoFixed;
else
    indices = find(~groundFixed & ~egoFixed);
end

ptCloud = select(ptCloudIn, indices);
end

```

**helperComputeInitialEstimateFromINS** estimates an initial transformation for registration from INS readings.

```

function initTform = helperComputeInitialEstimateFromINS(initTform, insData)

% If no INS readings are available, return
if isempty(insData)
    return;
end

% The INS readings are provided with X pointing to the front, Y to the left
% and Z up. Translation below accounts for transformation into the lidar
% frame.
insToLidarOffset = [0 -0.79 -1.73]; % See DATAFORMAT.txt
Tnow = [-insData.Y(end), insData.X(end), insData.Z(end)].' + insToLidarOffset';
Tbef = [-insData.Y(1) , insData.X(1) , insData.Z(1)].' + insToLidarOffset';

% Since the vehicle is expected to move along the ground, changes in roll
% and pitch are minimal. Ignore changes in roll and pitch, use heading only.
Rnow = rotmat( quaternion([insData.Heading(end) 0 0], 'euler', 'ZYX', 'point'), 'point');
Rbef = rotmat( quaternion([insData.Heading(1) 0 0], 'euler', 'ZYX', 'point'), 'point');

T = [Rbef Tbef; 0 0 0 1] \ [Rnow Tnow; 0 0 0 1];

initTform = rigidTform3d(T);
end

```

**helperMakeFigurePublishFriendly** adjusts figures so that screenshot captured by publish is correct.

```

function helperMakeFigurePublishFriendly(hFig)

if ~isempty(hFig) && isValid(hFig)
    hFig.HandleVisibility = 'callback';
end

```

end  
end

## See Also

### Functions

pcregisterndt | pcshow | createPoseGraph | optimizePoses

### Objects

pcviewset | rigidtransform3d | pointCloud

## More About

- “Build a Map from Lidar Data” on page 8-786
- “Ground Plane and Obstacle Detection Using Lidar” on page 8-173
- “Lidar Localization with Unreal Engine Simulation” on page 8-944
- “Design Lidar SLAM Algorithm Using Unreal Engine Simulation Environment” on page 8-934

## External Websites

- Velodyne SLAM Dataset

## Create Occupancy Grid Using Monocular Camera and Semantic Segmentation

This example shows how to estimate free space around a vehicle and create an occupancy grid using semantic segmentation and deep learning. You then use this occupancy grid to create a vehicle costmap, which can be used to plan a path.

### About Free Space Estimation

Free space estimation identifies areas in the environment where the ego vehicle can drive without hitting any obstacles such as pedestrians, curbs, or other vehicles. A vehicle can use a variety of sensors to estimate free space such as radar, lidar, or cameras. This example focuses on estimating free space from an image sensor using semantic segmentation.

In this example, you learn how to:

- Use semantic image segmentation to estimate free space.
- Create an occupancy grid using the free space estimate.
- Visualize the occupancy grid on a bird's-eye plot.
- Create a vehicle costmap using the occupancy grid.
- Check whether locations in the world are occupied or free.

### Download Pretrained Network

This example uses a pretrained semantic segmentation network, which can classify pixels into 11 different classes, including Road, Pedestrian, Car, and Sky. The free space in an image can be estimated by defining image pixels classified as Road as free space. All other classes are defined as non-free space or obstacles.

The complete procedure for training this network is shown in the “Semantic Segmentation Using Deep Learning” example. Download the pretrained network.

```
% Download and load the pretrained network.  
data = downloadPretrainedNetwork('vision/data', 'segnetVGG16CamVid');  
net = data.net;
```

Note: Download time of the data depends on your Internet connection. The commands used above block MATLAB® until the download is complete. Alternatively, you can use your web browser to first download the data set to your local disk. In this case, to use the file you downloaded from the web, change the `pretrainedFolder` variable above to the location of the downloaded file.

### Estimate Free Space

Estimate free space by processing the image using downloaded semantic segmentation network. The network returns classifications for each image pixel in the image. The free space is identified as image pixels that have been classified as Road.

The image used in this example is a single frame from an image sequence in the CamVid data set[1]. The procedure shown in this example can be applied to a sequence of frames to estimate free space as a vehicle drives along. However, because a very deep convolutional neural network architecture is used in this example (SegNet with a VGG-16 encoder), it takes about 1 second to process each frame. Therefore, for expediency, process a single frame.

```
% Read the image.
I = imread('seq05vd_snap_shot.jpg');

% Segment the image.
[C,scores,allScores] = semanticseg(I,net);

% Overlay free space onto the image.
B = labeloverlay(I,C,'IncludedLabels',"Road");

% Display free space and image.
figure
imshow(B)
```

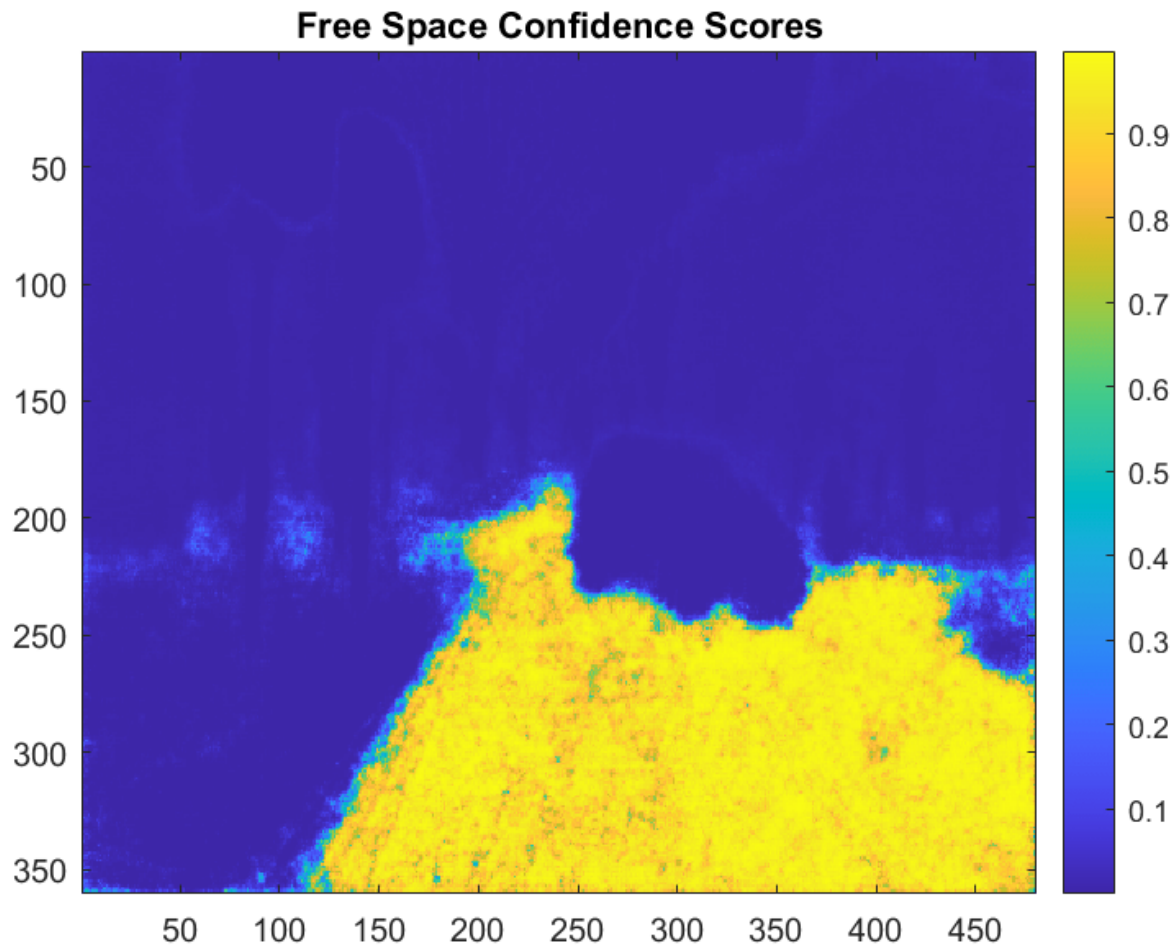


To understand the confidence in the free space estimate, display the output score for the Road class for every pixel. The confidence values can be used to inform downstream algorithms of the estimate's validity. For example, even if the network classifies a pixel as Road, the confidence score may be low enough to disregard that classification for safety reasons.

```
% Use the network's output score for Road as the free space confidence.
roadClassIdx = 4;
freeSpaceConfidence = allScores(:,:,roadClassIdx);

% Display the free space confidence.
```

```
figure
imagesc(freeSpaceConfidence)
title('Free Space Confidence Scores')
colorbar
```



Although the initial segmentation result for Road pixels showed most pixels on the road were classified correctly, visualizing the scores provides richer detail on the classifier's confidence in those classifications. For example, the confidence decreases as you get closer to the boundary of the car.

### Create Bird's-Eye-View Image

The free space estimate is generated in the image space. To facilitate generation of an occupancy grid that is useful for navigation, the free space estimate needs to be transformed into the vehicle coordinate system. This can be done by transforming the free space estimate to a bird's-eye-view image.

To create the bird's-eye-view image, first define the camera sensor configuration. The supporting function listed at the end of this example, `camvidMonoCameraSensor`, returns a `monoCamera` object representing the monocular camera used to collect the `CamVid[1]` data. Configuring the `monoCamera` requires the camera intrinsics and extrinsics, which were estimated using data provided in the



CamVid data set. To estimate the camera intrinsics, the function used CamVid checkerboard calibration images and the Camera Calibrator app. Estimates of the camera extrinsics, such as height and pitch, were derived from the extrinsic data estimated by the authors of the CamVid data set.

```
% Create monoCamera for CamVid data.
sensor = camvidMonoCameraSensor();
```

Given the camera setup, the `birdsEyeView` object transforms the original image to the bird's-eye view. This object lets you specify the area that you want transformed using vehicle coordinates. Note that the vehicle coordinate units were established by the `monoCamera` object, when the camera mounting height was specified in meters. For example, if the height was specified in millimeters, the rest of the simulation would use millimeters.

```
% Define bird's-eye-view transformation parameters.
distAheadOfSensor = 20; % in meters, as previously specified in monoCamera height input
spaceToOneSide    = 3; % look 3 meters to the right and left
bottomOffset      = 0;
outView = [bottomOffset, distAheadOfSensor, -spaceToOneSide, spaceToOneSide];

outImageSize = [NaN, 256]; % output image width in pixels; height is chosen automatically to preserve aspect ratio

birdsEyeConfig = birdsEyeView(sensor,outView,outImageSize);
```

Generate bird's-eye-view image for the image and free space confidence.

```
% Resize image and free space estimate to size of CamVid sensor.
imageSize = sensor.Intrinsics.ImageSize;
I = imresize(I,imageSize);
freeSpaceConfidence = imresize(freeSpaceConfidence,imageSize);

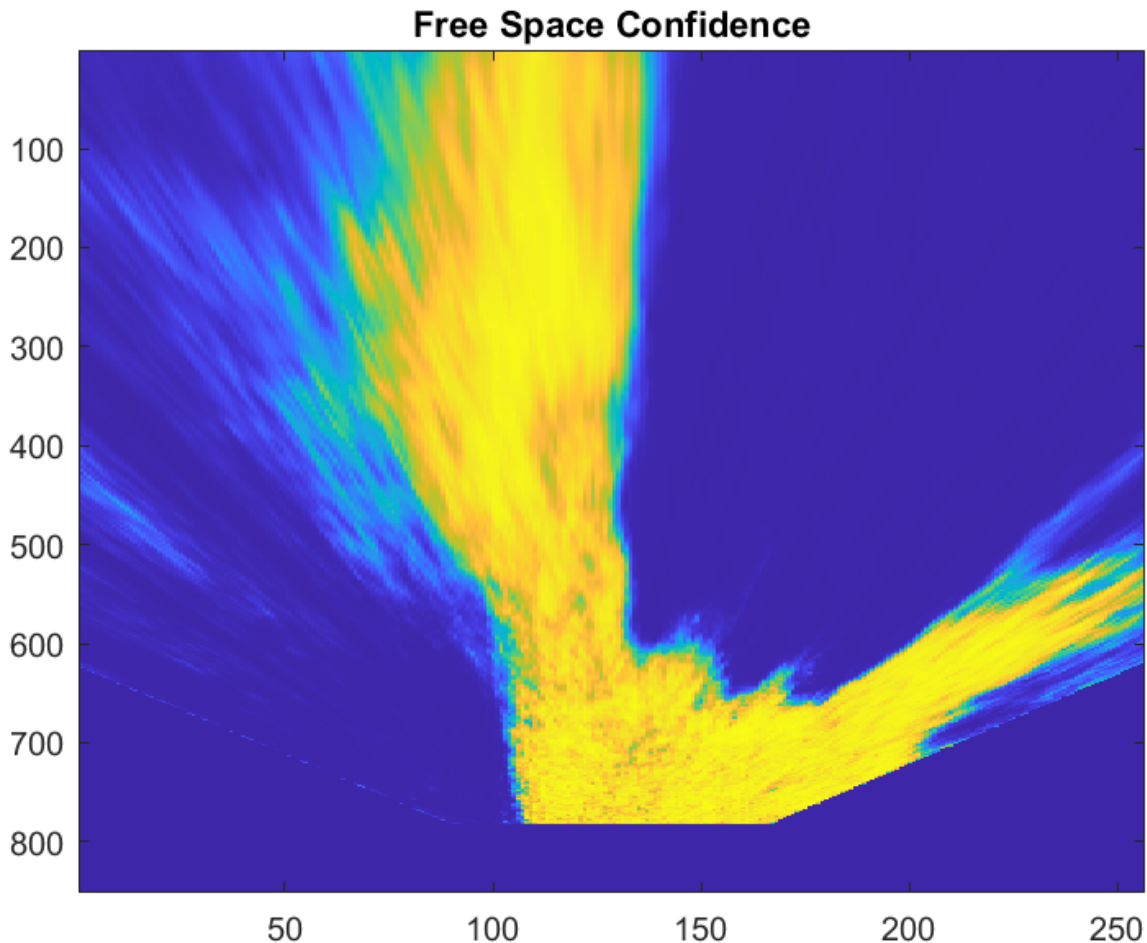
% Transform image and free space confidence scores into bird's-eye view.
imageBEV = transformImage(birdsEyeConfig,I);
freeSpaceBEV = transformImage(birdsEyeConfig,freeSpaceConfidence);

% Display image frame in bird's-eye view.
figure
imshow(imageBEV)
```



Transform the image into a bird's-eye view and generate the free space confidence.

```
figure
imagesc(freeSpaceBEV)
title('Free Space Confidence')
```



The areas farther away from the sensor are more blurry, due to having fewer pixels and thus requiring greater amount of interpolation.

### Create Occupancy Grid Based on Free Space Estimation

Occupancy grids are used to represent a vehicle's surroundings as a discrete grid in vehicle coordinates and are used for path planning. Each cell in the occupancy grid has a value representing the probability of the occupancy of that cell. The estimated free space can be used to fill in values of the occupancy grid.

The procedure to fill the occupancy grid using the free space estimate is as follows:

- 1 Define the dimensions of the occupancy grid in vehicle coordinates.
- 2 Generate a set of (X,Y) points for each grid cell. These points are in the vehicle's coordinate system.

- 3 Transform the points from the vehicle coordinate space (X,Y) into the bird's-eye-view image coordinate space (x,y) using the `vehicleToImage` transform.
- 4 Sample the free space confidence values at (x,y) locations using `griddedInterpolant` to interpolate free space confidence values that are not exactly at pixel centers in the image.
- 5 Fill the occupancy grid cell with the average free space confidence value for all (x,y) points that correspond to that grid cell.

For brevity, the procedure shown above is implemented in the supporting function, `createOccupancyGridFromFreeSpaceEstimate`, which is listed at the end of this example. Define the dimensions of the occupancy grid in terms of the bird's-eye-view configuration and create the occupancy grid by calling `createOccupancyGridFromFreeSpaceEstimate`.

```
% Define dimensions and resolution of the occupancy grid.
gridX = distAheadOfSensor;
gridY = 2 * spaceToOneSide;
cellSize = 0.25; % in meters to match units used by CamVid sensor

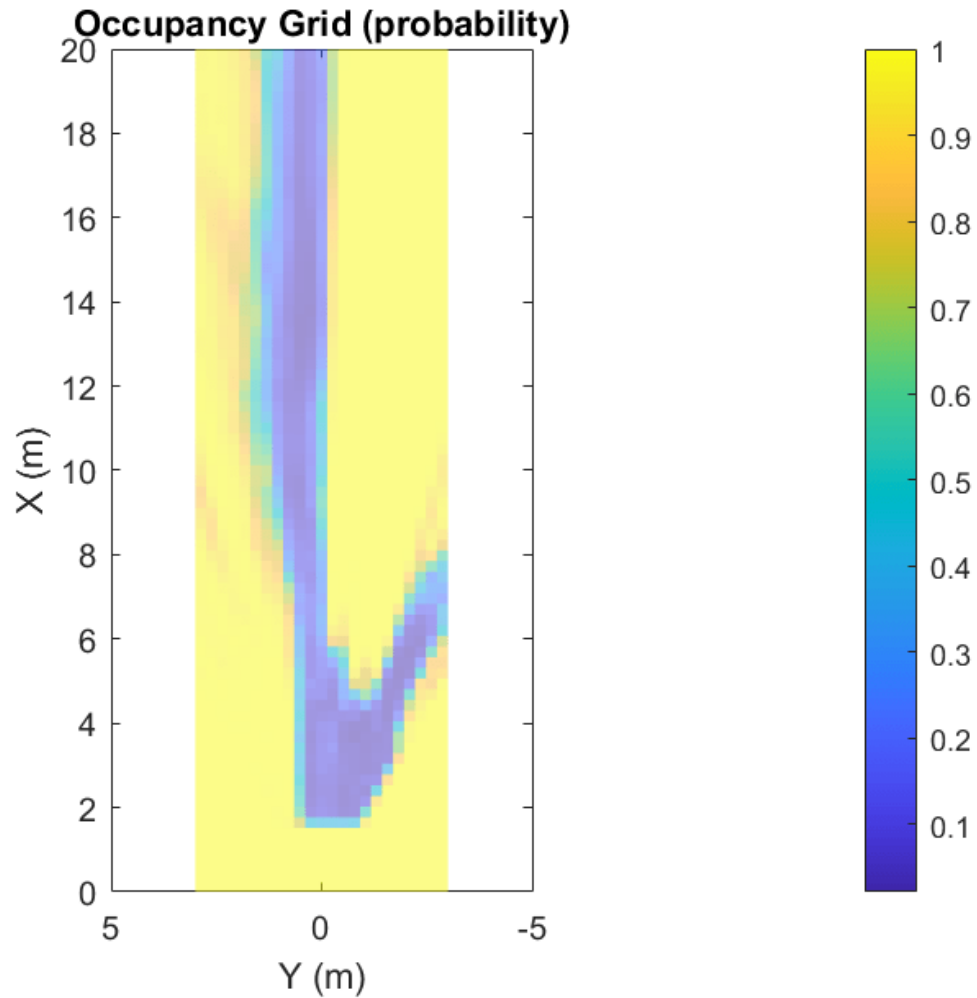
% Create the occupancy grid from the free space estimate.
occupancyGrid = createOccupancyGridFromFreeSpaceEstimate(...
    freeSpaceBEV, birdsEyeConfig, gridX, gridY, cellSize);
```

Visualize the occupancy grid using `birdsEyePlot`. Create a `birdsEyePlot` and add the occupancy grid on top using `pcolor`.

```
% Create bird's-eye plot.
bep = birdsEyePlot('XLimits',[0 distAheadOfSensor],'YLimits', [-5 5]);

% Add occupancy grid to bird's-eye plot.
hold on
[numCellsY,numCellsX] = size(occupancyGrid);
X = linspace(0, gridX, numCellsX);
Y = linspace(-gridY/2, gridY/2, numCellsY);
h = pcolor(X,Y,occupancyGrid);
title('Occupancy Grid (probability)')
colorbar
delete(legend)

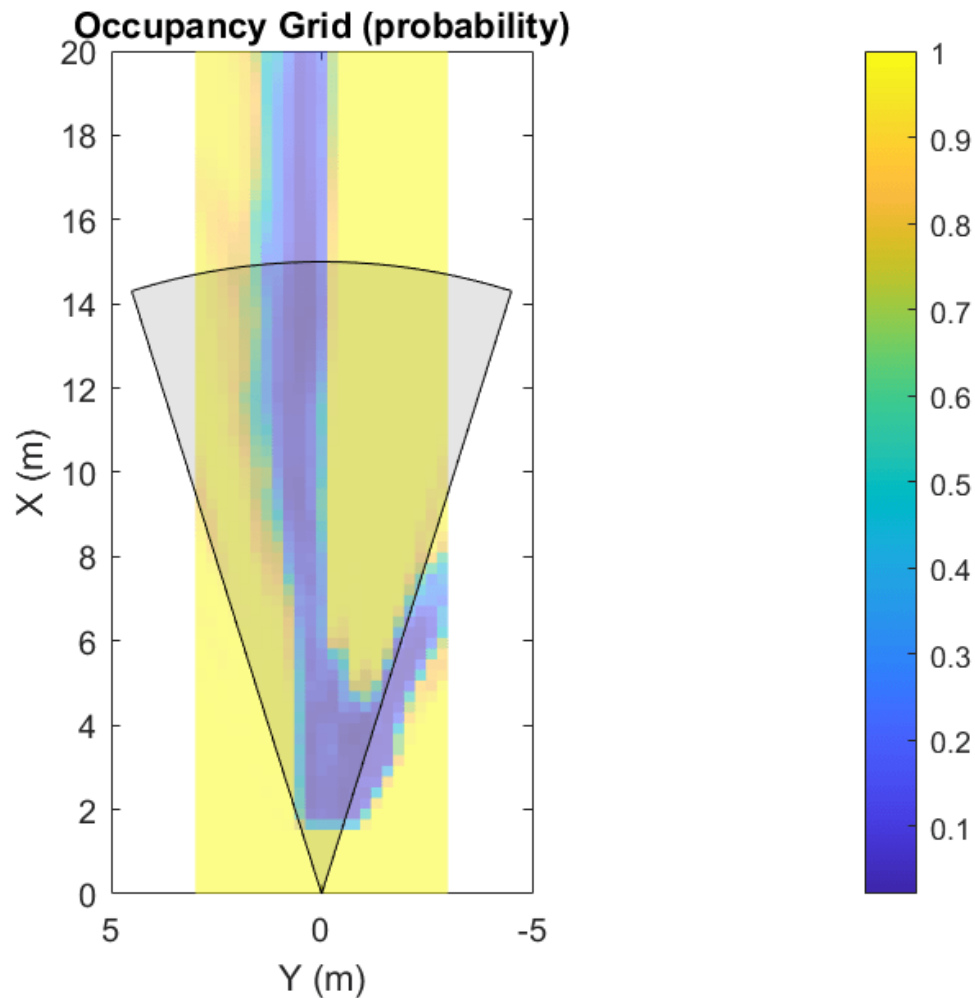
% Make the occupancy grid visualization transparent and remove grid lines.
h.FaceAlpha = 0.5;
h.LineStyle = 'none';
```



The bird's-eye plot can also display data from multiple sensors. For example, add the radar coverage area using `coverageAreaPlotter`.

```
% Add coverage area to plot.
caPlotter = coverageAreaPlotter(bep, 'DisplayName', 'Coverage Area');

% Update it with a field of view of 35 degrees and a range of 60 meters
mountPosition = [0 0];
range = 15;
orientation = 0;
fieldOfView = 35;
plotCoverageArea(caPlotter, mountPosition, range, orientation, fieldOfView);
hold off
```



Displaying data from multiple sensors is useful for diagnosing and debugging decisions made by autonomous vehicles.

### Create Vehicle Costmap Using the Occupancy Grid

The `vehicleCostmap` provides functionality to check if locations, in vehicle or world coordinates, are occupied or free. This check is required for any path-planning or decision-making algorithm. Create the `vehicleCostmap` using the generated `occupancyGrid`.

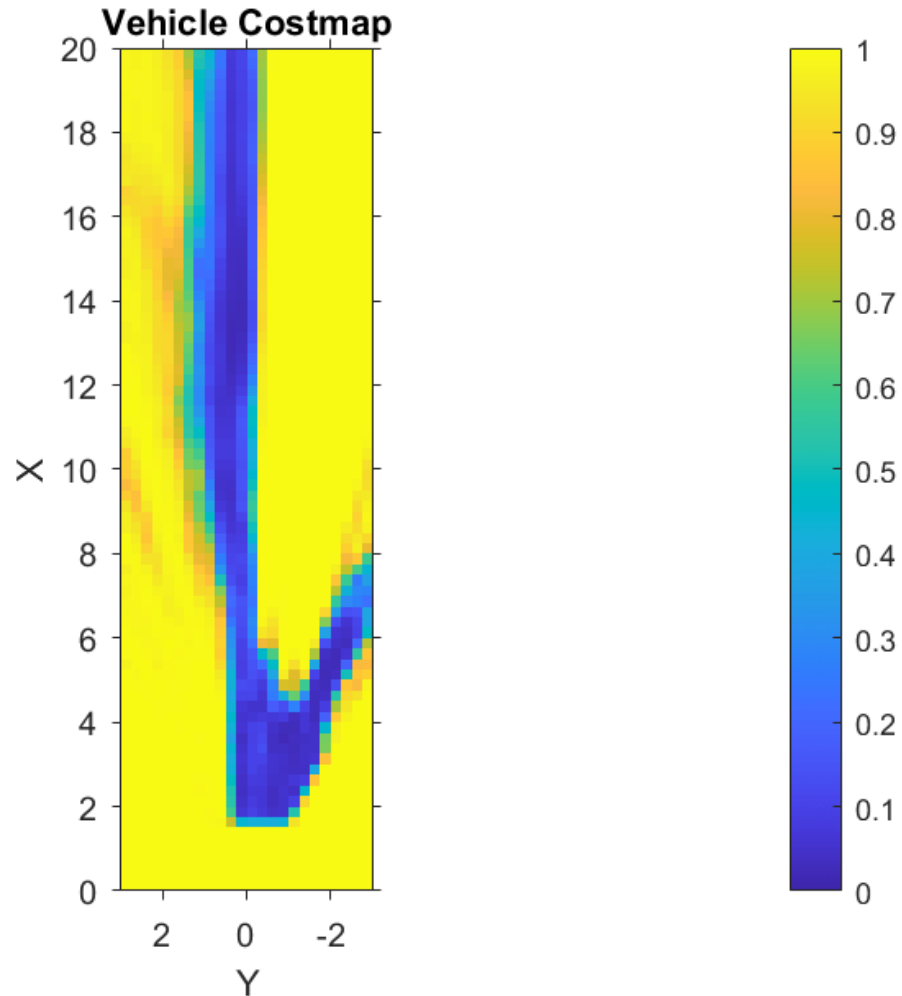
```
% Create the costmap.
costmap = vehicleCostmap(flipud(occupancyGrid), ...
    'CellSize',cellSize, ...
    'MapLocation',[0,-spaceToOneSide]);
costmap.CollisionChecker.InflationRadius = 0;

% Display the costmap.
figure
plot(costmap,'Inflation','off')
colormap(parula)
colorbar
title('Vehicle Costmap')
```

```

% Orient the costmap so that it lines up with the vehicle coordinate
% system, where the X-axis points in front of the ego vehicle and the
% Y-axis points to the left.
view(gca,-90,90)

```



To illustrate how to use the `vehicleCostmap`, create a set of locations in world coordinates. These locations represent a path the vehicle could traverse.

```

% Create a set of locations in vehicle coordinates.
candidateLocations = [
    8 0.375
    10 0.375
    12 2
    14 0.375
    ];

```

Use `checkOccupied` to check whether each location is occupied or free. Based on the results, a potential path might be impossible to follow because it collides with obstacles defined in the costmap.

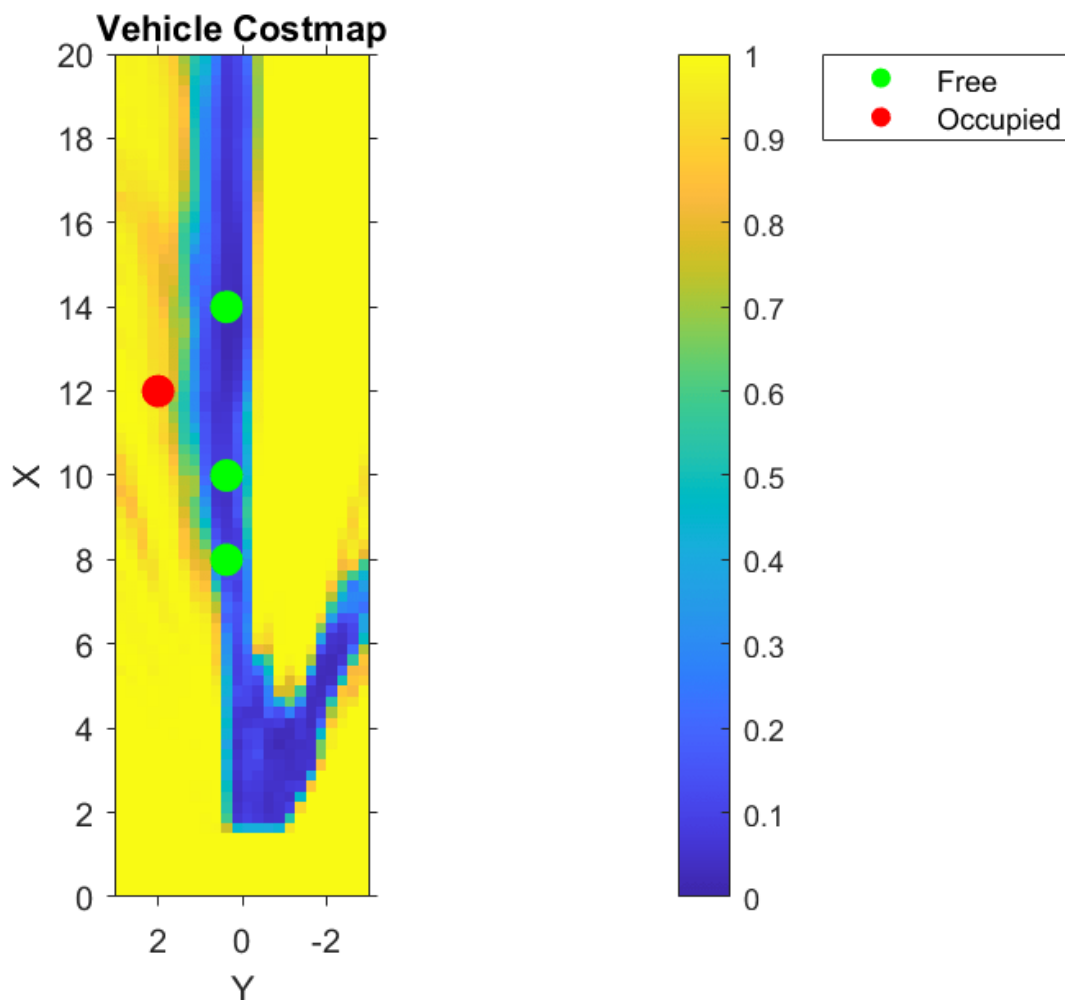
```

% Check if locations are occupied.
isOccupied = checkOccupied(costmap,candidateLocations);

% Partition locations into free and occupied for visualization purposes.
occupiedLocations = candidateLocations(isOccupied,:);
freeLocations = candidateLocations(~isOccupied,:);

% Display free and occupied points on top of costmap.
hold on
markerSize = 100;
scatter(freeLocations(:,1),freeLocations(:,2),markerSize,'g','filled')
scatter(occupiedLocations(:,1),occupiedLocations(:,2),markerSize,'r','filled');
legend(["Free" "Occupied"])
hold off

```



The use of `occupancyGrid`, `vehicleCostmap`, and `checkOccupied` shown above illustrate the basic operations used by path planners such as `pathPlannerRRT`. Learn more about path planning in the “Automated Parking Valet” on page 8-675 example.



## References

[1] Brostow, Gabriel J., Julien Fauqueur, and Roberto Cipolla. "Semantic Object Classes in Video: A high-definition ground truth database." *Pattern Recognition Letters*. Vol. 30, Issue 2, 2009, pp. 88-97.

## Supporting Functions

```
function sensor = camvidMonoCameraSensor()
% Return a monoCamera camera configuration based on data from the CamVid
% data set[1].
%
% The cameraCalibrator app was used to calibrate the camera using the
% calibration images provided in CamVid:
%
% http://web4.cs.ucl.ac.uk/staff/g.brostow/MotionSegRecData/data/CalibrationSeq_and_Files_0010YU
%
% Calibration pattern grid size is 28 mm.
%
% Camera pitch is computed from camera pose matrices [R t] stored here:
%
% http://web4.cs.ucl.ac.uk/staff/g.brostow/MotionSegRecData/data/EgoBoost_trax_matFiles.zip

% References
% -----
% [1] Brostow, Gabriel J., Julien Fauqueur, and Roberto Cipolla. "Semantic Object
% Classes in Video: A high-definition ground truth database." Pattern Recognition
% Letters. Vol. 30, Issue 2, 2009, pp. 88-97.

calibrationData = load('camera_params_camvid.mat');

% Describe camera configuration.
focalLength      = calibrationData.cameraParams.FocalLength;
principalPoint   = calibrationData.cameraParams.PrincipalPoint;
imageSize        = calibrationData.cameraParams.ImageSize;

% Camera height estimated based on camera setup pictured in [1].
height = 0.5; % height in meters from the ground

% Camera pitch was computed using camera extrinsics provided in data set.
pitch = 0; % pitch of the camera, towards the ground, in degrees

camIntrinsics = cameraIntrinsics(focalLength,principalPoint,imageSize);
sensor = monoCamera(camIntrinsics,height,'Pitch',pitch);
end

function occupancyGrid = createOccupancyGridFromFreeSpaceEstimate(...
    freeSpaceBEV,birdsEyeConfig,gridX,gridY,cellSize)
% Return an occupancy grid that contains the occupancy probability over
% a uniform 2-D grid.

% Number of cells in occupancy grid.
numCellsX = ceil(gridX / cellSize);
numCellsY = ceil(gridY / cellSize);

% Generate a set of (X,Y) points for each grid cell. These points are in
% the vehicle's coordinate system. Start by defining the edges of each grid
% cell.
```

```

% Define the edges of each grid cell in vehicle coordinates.
XEdges = linspace(0,gridX,numCellsX);
YEdges = linspace(-gridY/2,gridY/2,numCellsY);

% Next, specify the number of sample points to generate along each
% dimension within a grid cell. Use these to compute the step size in the
% X and Y direction. The step size will be used to shift the edge values of
% each grid to produce points that cover the entire area of a grid cell at
% the desired resolution.

% Sample 20 points from each grid cell. Sampling more points may produce
% smoother estimates at the cost of additional computation.
numSamplePoints = 20;

% Step size needed to sample number of desired points.
XStep = (XEdges(2)-XEdges(1)) / (numSamplePoints-1);
YStep = (YEdges(2)-YEdges(1)) / (numSamplePoints-1);

% Finally, slide the set of points across both dimensions of the grid
% cells. Sample the occupancy probability along the way using
% griddedInterpolant.

% Create griddedInterpolant for sampling occupancy probability. Use 1
% minus the free space confidence to represent the probability of occupancy.
occupancyProb = 1 - freeSpaceBEV;
sz = size(occupancyProb);
[y,x] = ndgrid(1:sz(1),1:sz(2));
F = griddedInterpolant(y,x,occupancyProb);

% Initialize the occupancy grid to zero.
occupancyGrid = zeros(numCellsY*numCellsX,1);

% Slide the set of points XEdges and YEdges across both dimensions of the
% grid cell.
for j = 1:numSamplePoints

    % Increment sample points in the X-direction
    X = XEdges + (j-1)*XStep;

    for i = 1:numSamplePoints

        % Increment sample points in the Y-direction
        Y = YEdges + (i-1)*YStep;

        % Generate a grid of sample points in bird's-eye-view vehicle coordinates
        [XGrid,YGrid] = meshgrid(X,Y);

        % Transform grid of sample points to image coordinates
        xy = vehicleToImage(birdsEyeConfig,[XGrid(:) YGrid(:)]);

        % Clip sample points to lie within image boundaries
        xy = max(xy,1);
        xq = min(xy(:,1),sz(2));
        yq = min(xy(:,2),sz(1));

        % Sample occupancy probabilities using griddedInterpolant and keep
        % a running sum.
        occupancyGrid = occupancyGrid + F(yq,xq);
    end
end

```

```
end  
  
end  
  
% Determine mean occupancy probability.  
occupancyGrid = occupancyGrid / numSamplePoints^2;  
occupancyGrid = reshape(occupancyGrid,numCellsY,numCellsX);  
end
```

## See Also

### Apps

Camera Calibrator

### Functions

semanticseg | checkOccupied

### Objects

birdsEyeView | monoCamera | pathPlannerRRT | vehicleCostmap | birdsEyePlot

## More About

- “Semantic Segmentation Using Deep Learning”
- “Automated Parking Valet” on page 8-675
- “Automate Ground Truth Labeling for Semantic Segmentation” on page 8-59
- “Train Deep Learning Semantic Segmentation Network Using 3-D Simulation Data” (Deep Learning Toolbox)

## Lateral Control Tutorial

This example shows how to control the steering angle of a vehicle that is following a planned path while changing lanes, using the Lateral Controller Stanley block.

### Overview

Vehicle control is the final step in a navigation system and is typically accomplished using two independent controllers:

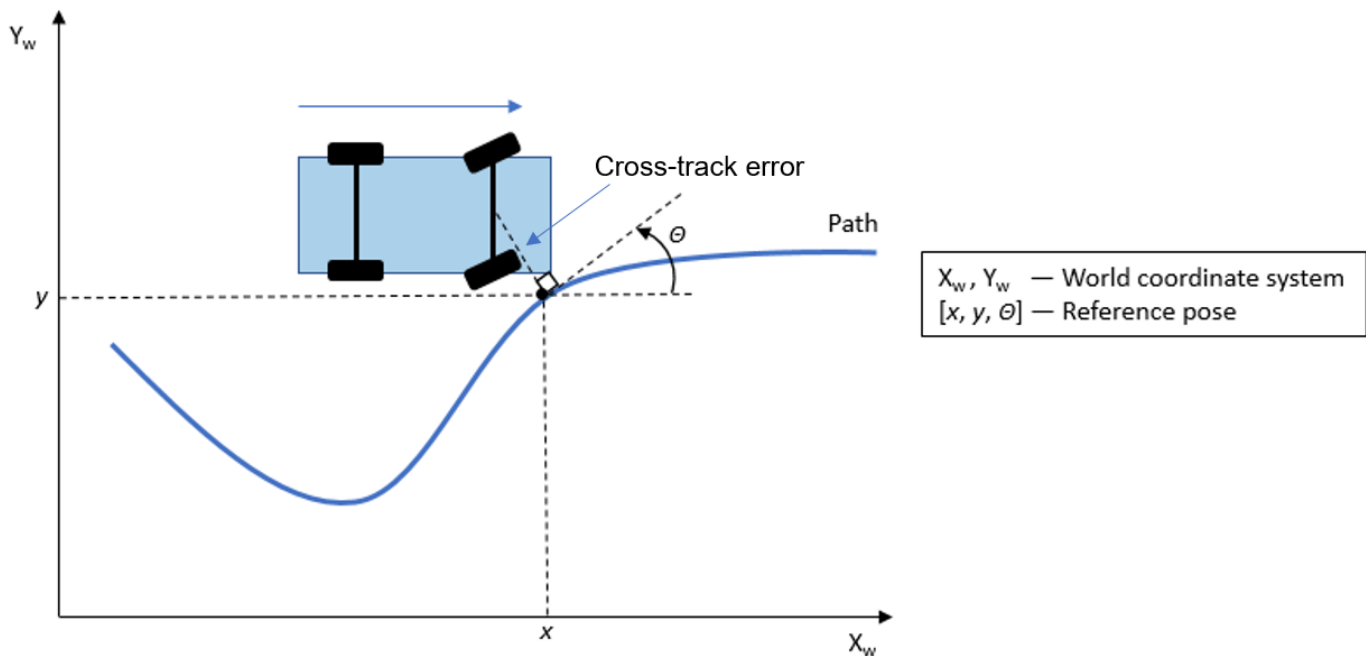
- **Lateral Controller:** Adjust the steering angle such that the vehicle follows the reference path. The controller minimizes the distance between the current vehicle position and the reference path.
- **Longitudinal Controller:** While following the reference path, maintain the desired speed by controlling the throttle and the brake. The controller minimizes the difference between the heading angle of the vehicle and the orientation of the reference path.

This example focuses on lateral control in the context of path following in a constant longitudinal velocity scenario. In the example, you will:

- 1 Learn about the algorithm behind the Lateral Controller Stanley block.
- 2 Create a driving scenario using the Driving Scenario Designer app and generate a reference path for the vehicle to follow.
- 3 Test the lateral controller in the scenario using a closed-loop Simulink® model.
- 4 Visualize the scenario and the associated simulation results using the Bird's-Eye Scope.

### Lateral Controller

The Stanley lateral controller [1] uses a nonlinear control law to minimize the cross-track error and the heading angle of the front wheel relative to the reference path. The Lateral Controller Stanley block computes the steering angle command that adjusts a vehicle's current pose to match a reference pose.



Depending on the vehicle model used in deriving the control law, the Lateral Controller Stanley block has two configurations [1]:

- **Kinematic bicycle model:** The kinematic model assumes that the vehicle has negligible inertia. This configuration is mainly suitable for low-speed environments, where inertial effects are minimal. The steering command is computed based on the reference pose, the current pose, and the velocity of the vehicle.
- **Dynamic bicycle model:** The dynamic model includes inertia effects: tire slip and steering servo actuation. This more complicated, but more accurate, model allows the controller to handle realistic dynamics. In this configuration, the controller also requires the path curvature, the current yaw rate of the vehicle, and the current steering angle to compute the steering command.

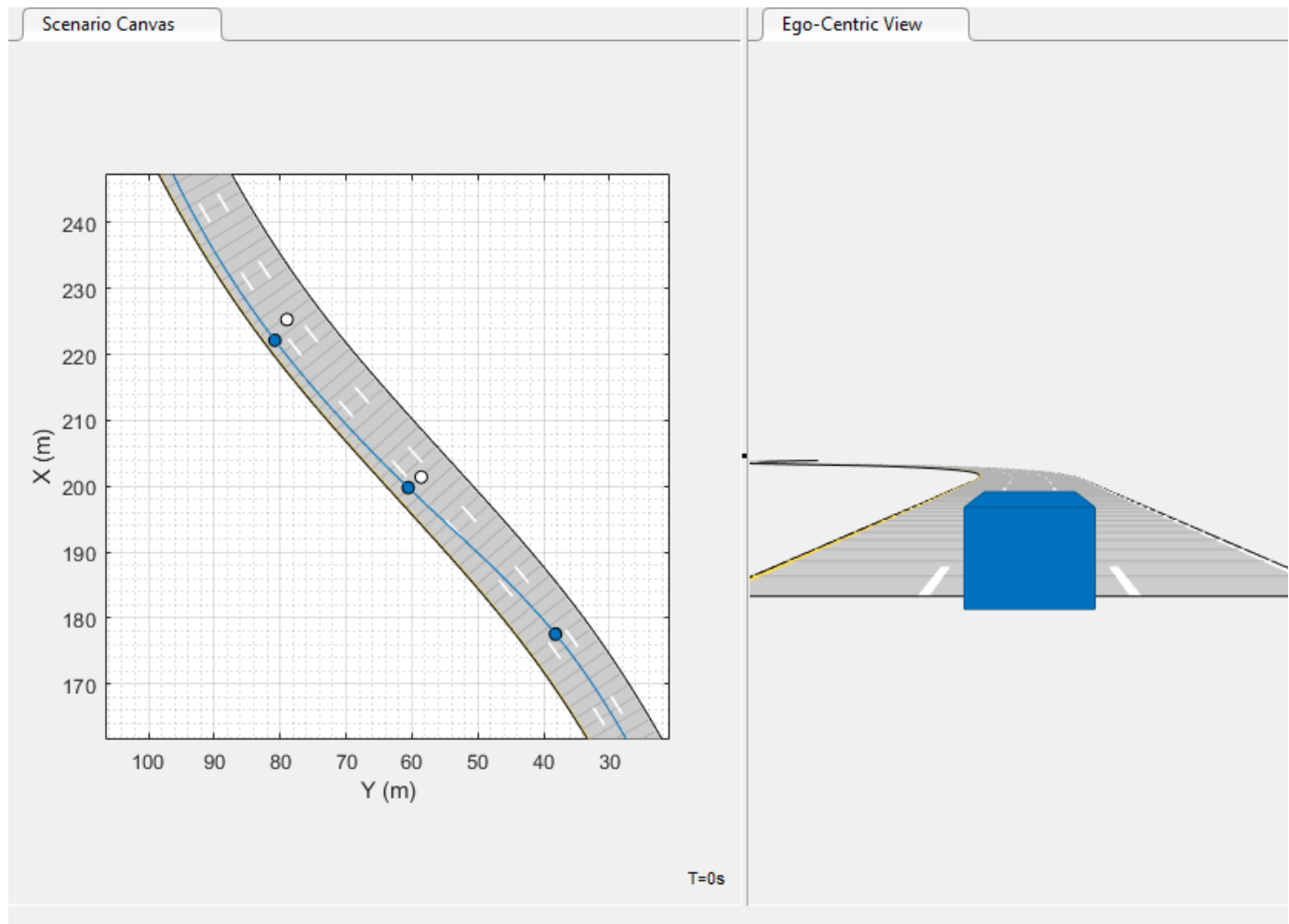
You can set the configuration through the **Vehicle model** parameter in the block dialog box.

### Scenario Creation

The scenario was created using the Driving Scenario Designer app. This scenario includes a single, three-lane road and the ego vehicle. For detailed steps on adding roads, lanes, and vehicles, see “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2. In this scenario, the vehicle:

- 1 Starts in the middle lane.
- 2 Switches to the left lane after entering the curved part of the road.
- 3 Changes back to the middle lane.

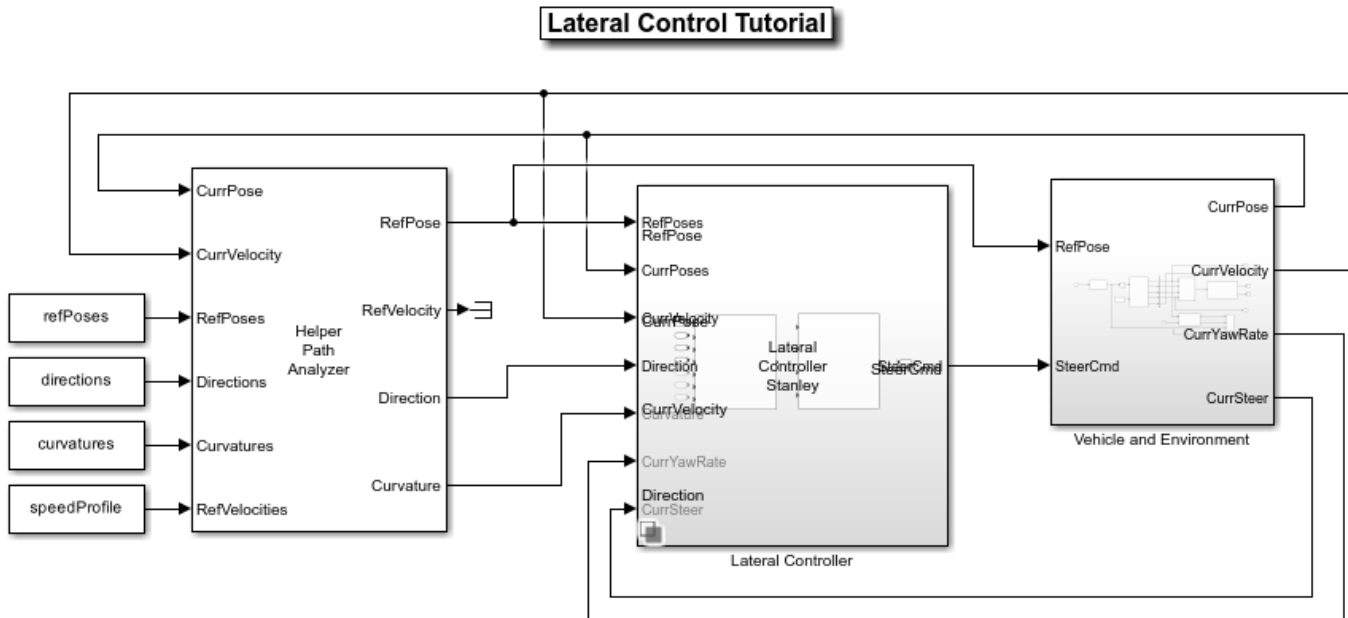
Throughout the simulation, the vehicle runs at a constant velocity of 10 meters/second. This scenario was exported from the app as a MATLAB® function using the **Export > Export MATLAB Function** button. The exported function is named `helperCreateDrivingScenario`. The roads and actors from this scenario were saved to the scenario file `LateralControl.mat`.



### Model Setup

Open the Simulink tutorial model.

```
open_system('LateralControlTutorial')
```



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The model contains the following main components:

- A **Lateral Controller** Variant Subsystem, Variant Model, Variant Assembly Subsystem (Simulink) which contains two Lateral Controller Stanley blocks, one configured with a kinematic bicycle model and the other one with a dynamic bicycle model. They both can control the steering angle of the vehicle. You can specify the active one from the command line. For example, to select the Lateral Controller Stanley Kinematic block, use the following command:

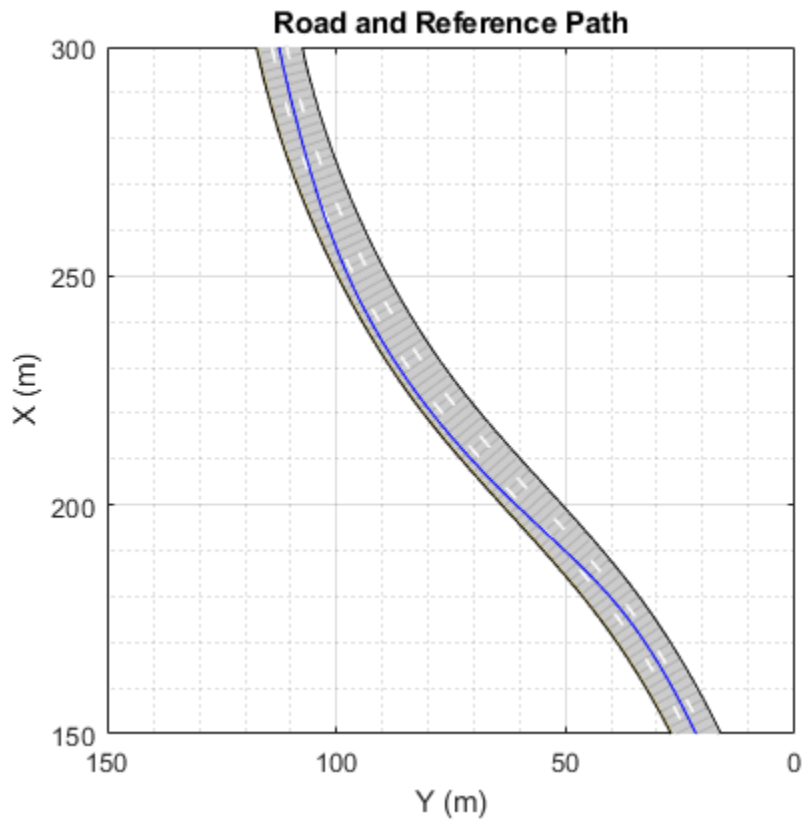
```
variant = 'LateralControlTutorial/Lateral Controller';
set_param(variant, 'LabelModeActivechoice', 'Kinematic');
```

- A **HelperPathAnalyzer** block, which provides the reference signal for the lateral controller. Given the current pose of the vehicle, it determines the reference pose by searching for the closest point to the vehicle on the reference path.
- A **Vehicle and Environment** subsystem, which models the motion of the vehicle using a Vehicle Body 3DOF (Vehicle Dynamics Blockset) block. The subsystem also models the environment by using a Scenario Reader block to read the roads and actors from the LateralControl.mat scenario file.

Opening the model also runs the `helperLateralControlTutorialSetup` script, which initializes data used by the model. The script loads certain constants needed by the Simulink model, such as vehicle parameters, controller parameters, the road scenario, and reference poses. In particular, the script calls the previously exported function `helperCreatedrivingScenario` to build the scenario. The script also sets up the buses required for the model by calling `helperCreateLaneSensorBuses`.

You can plot the road and the planned path using:

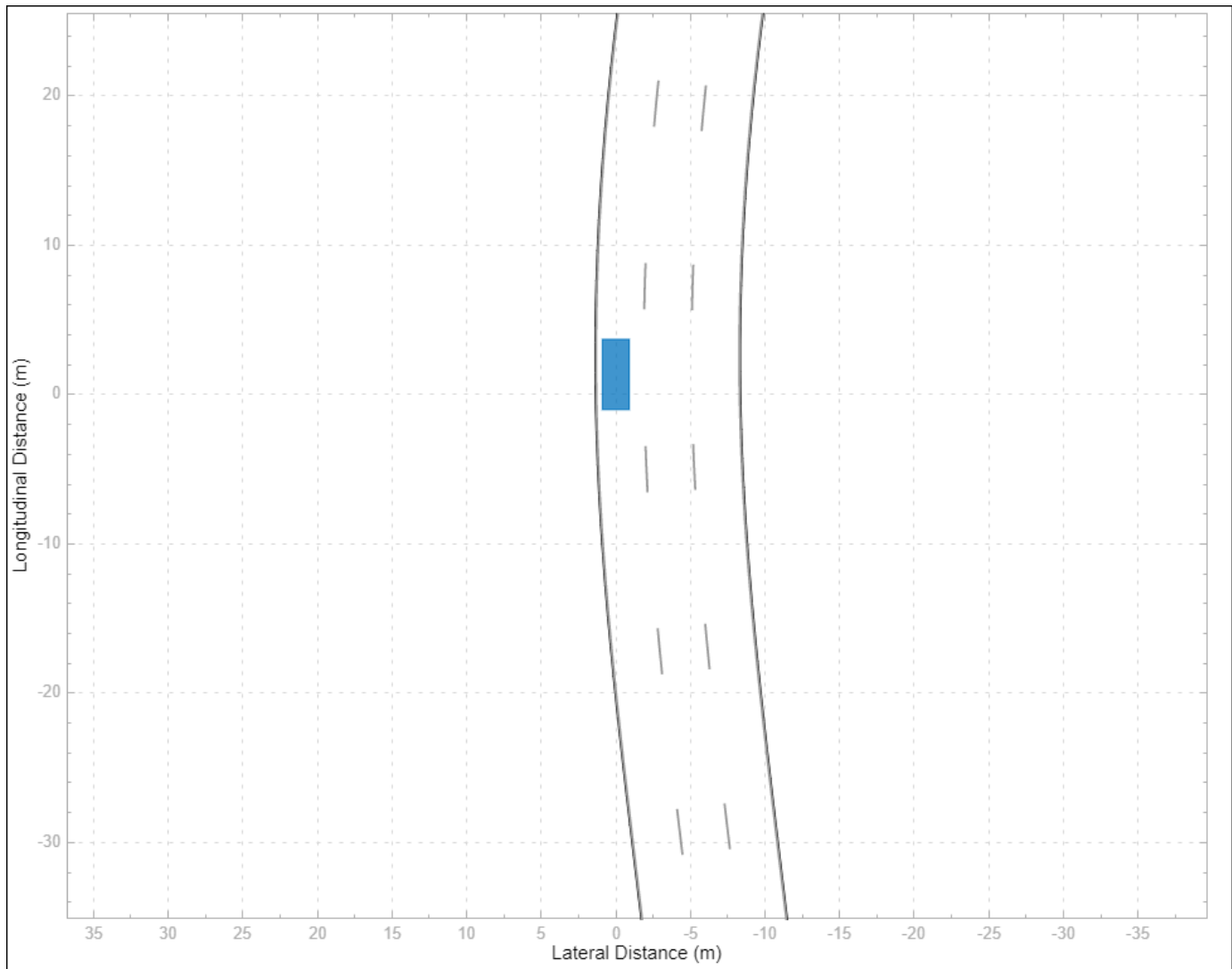
```
helperPlotRoadAndPath(scenario, refPoses)
```



### Simulate Scenario

When simulating the model, you can open the Bird's-Eye Scope to analyze the simulation. After opening the scope, click **Find Signals** to set up the signals. Then run the simulation to display the vehicle, the road boundaries, and the lane markings. The image below shows the Bird's-Eye Scope for this example at 25 seconds. At this instant, the vehicle has switched to the left lane.



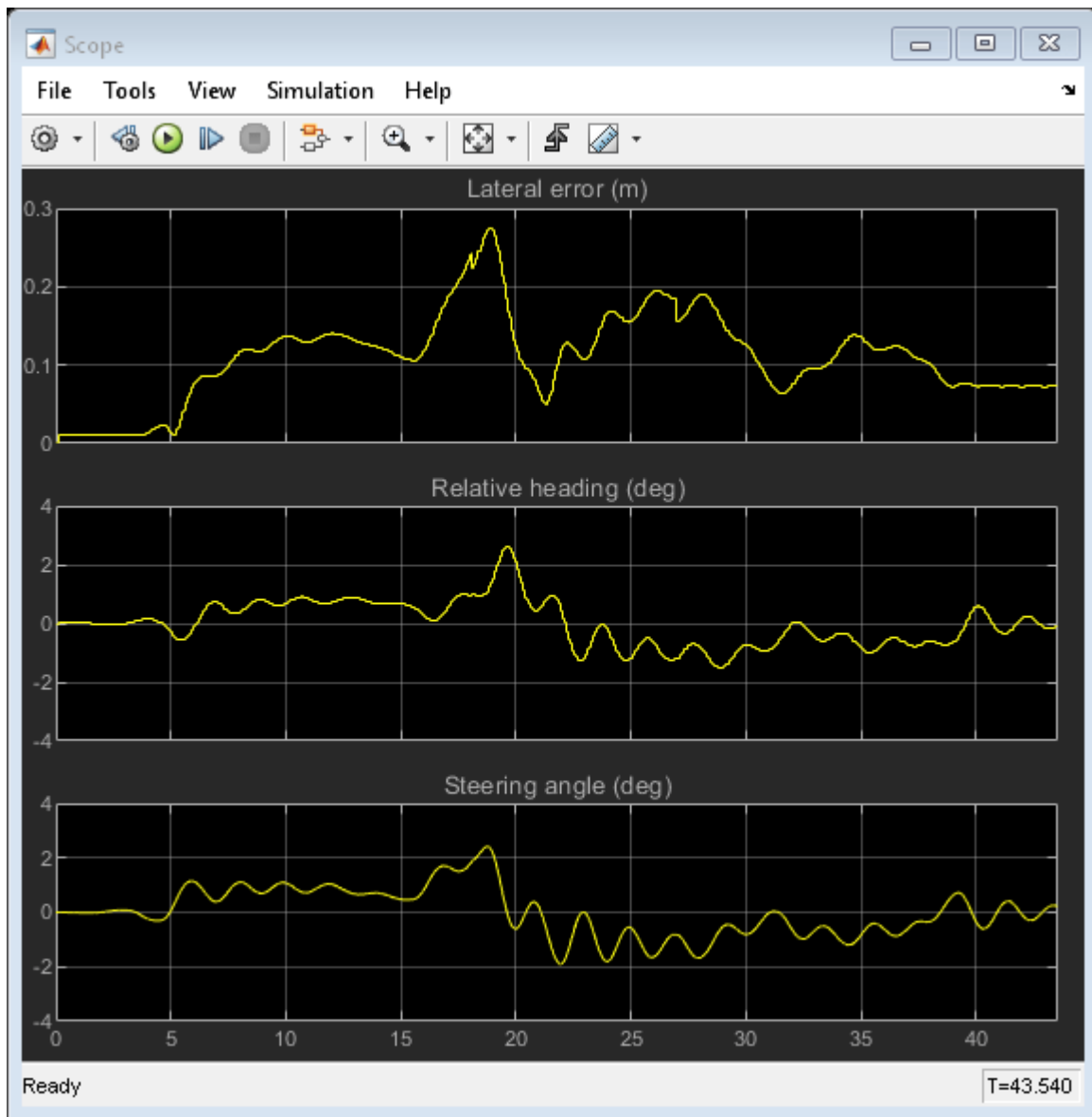


You can run the full simulation and explore the results using the following command:

```
sim('LateralControlTutorial');
```

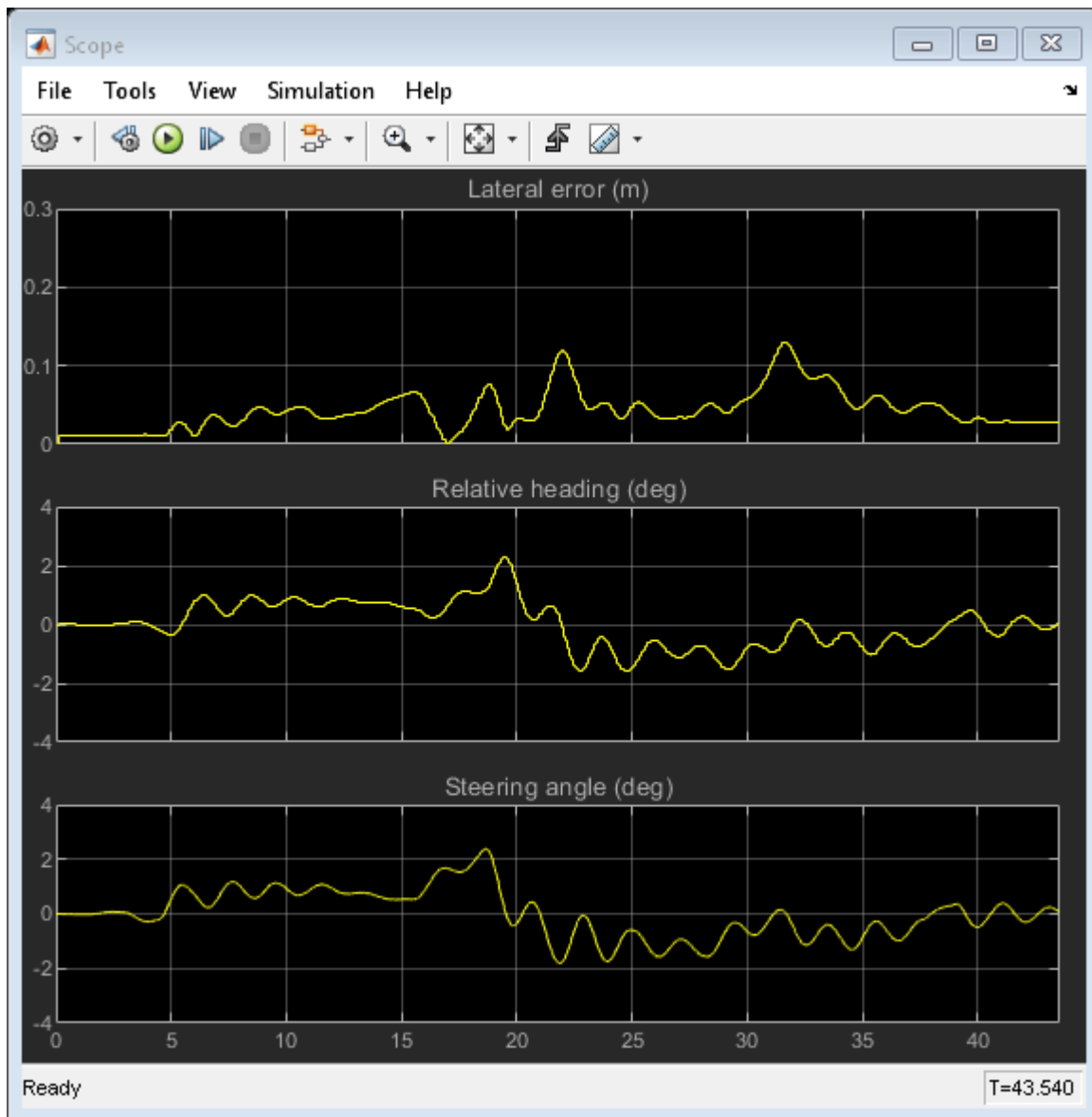
You can also use the Simulink® Scope (Simulink) in the **Vehicle and Environment** subsystem to inspect the performance of the controller as the vehicle follows the planned path. The scope shows the maximum deviation from the path is less than 0.3 meters and the largest steering angle magnitude is less than 3 degrees.

```
scope = 'LateralControlTutorial/Vehicle and Environment/Scope';  
open_system(scope)
```



To reduce the lateral deviation and oscillation in the steering command, use the Lateral Controller Stanley Dynamic block and simulate the model again:

```
set_param(variant, 'LabelModeActivechoice', 'Dynamic');  
sim('LateralControlTutorial');
```



## Conclusions

This example showed how to simulate lateral control of a vehicle in a lane changing scenario using Simulink. Compared with the Lateral Controller Stanley Kinematic block, the Lateral Controller Stanley Dynamic block provides improved performance in path following with smaller lateral deviation from the reference path.

## References

[1] Hoffmann, Gabriel M., Claire J. Tomlin, Michael Montemerlo, and Sebastian Thrun. "Autonomous Automobile Trajectory Tracking for Off-Road Driving: Controller Design, Experimental Validation and Racing." *American Control Conference*. 2007, pp. 2296-2301.

## Supporting Functions

**helperPlotRoadAndPath** Plot the road and the reference path

```
function helperPlotRoadAndPath(scenario,refPoses)
%helperPlotRoadAndPath Plot the road and the reference path
h = figure('Color','white');
ax1 = axes(h, 'Box','on');

plot(scenario,'Parent',ax1)
hold on
plot(ax1,refPoses(:,1),refPoses(:,2),'b')
xlim([150, 300])
ylim([0 150])
ax1.Title = text(0.5,0.5,'Road and Reference Path');
end
```

## See Also

### Apps

**Bird's-Eye Scope | Driving Scenario Designer**

### Blocks

Lateral Controller Stanley | Lane Keeping Assist System | Vehicle Body 3DOF

## More About

- “Automated Parking Valet in Simulink” on page 8-703
- “Create Driving Scenario Interactively and Generate Synthetic Sensor Data” on page 5-2

# Highway Lane Change

This example shows how to perceive surround-view information and use it to design an automated lane change maneuver system for highway driving scenarios.

## Introduction

An automated lane change maneuver (LCM) system enables the ego vehicle to automatically move from one lane to another lane. An LCM system models the longitudinal and lateral control dynamics for an automated lane change. LCM systems scan the environment for most important objects (MIOs) using onboard sensors, identify an optimal trajectory that avoids these objects, and steer the ego vehicle along the identified trajectory.

This example shows how to create a test bench model to test the sensor fusion, planner, and controller components of an LCM system. This example uses five vision sensors and one radar sensor to detect other vehicles from the surrounding view of the ego vehicle. It uses a joint probabilistic data association (JPDA) based tracker to track the fused detections from these multiple sensors. The lane change planner then generates a feasible trajectory for the tracks to negotiate a lane change that is executed by the lane change controller. In this example, you:

- **Partition the algorithm and test bench** — The model is partitioned into lane change algorithm models and a test bench model. The algorithm models implement the individual components of the LCM system. The test bench includes the integration of the algorithm models and testing framework.
- **Explore the test bench model** — The test bench model contains the testing framework, which includes the sensors and environment, ego vehicle dynamics model, and metrics assessment using ground truth.
- **Explore the algorithm models** — Algorithm models are reference models that implement the sensor fusion, planner, and controller components to build the lane change application.
- **Simulate and visualize system behavior** — Simulate the test bench model to test the integration of sensor fusion and tracking with planning and controls to perform lane change maneuvers on a curved road with multiple vehicles.
- **Explore other scenarios** — These scenarios test the system under additional conditions.

You can apply the modeling patterns used in this example to test your own LCM system.

## Partition Algorithm and Test Bench

The model is partitioned into separate algorithm models and a test bench model.

- **Algorithm models** — Algorithm models are reference models that implement the functionality of individual components.
- **Test bench model** — The **Highway Lane Change Test Bench** specifies the stimulus and environment for testing the algorithm models.

## Explore Test Bench Model

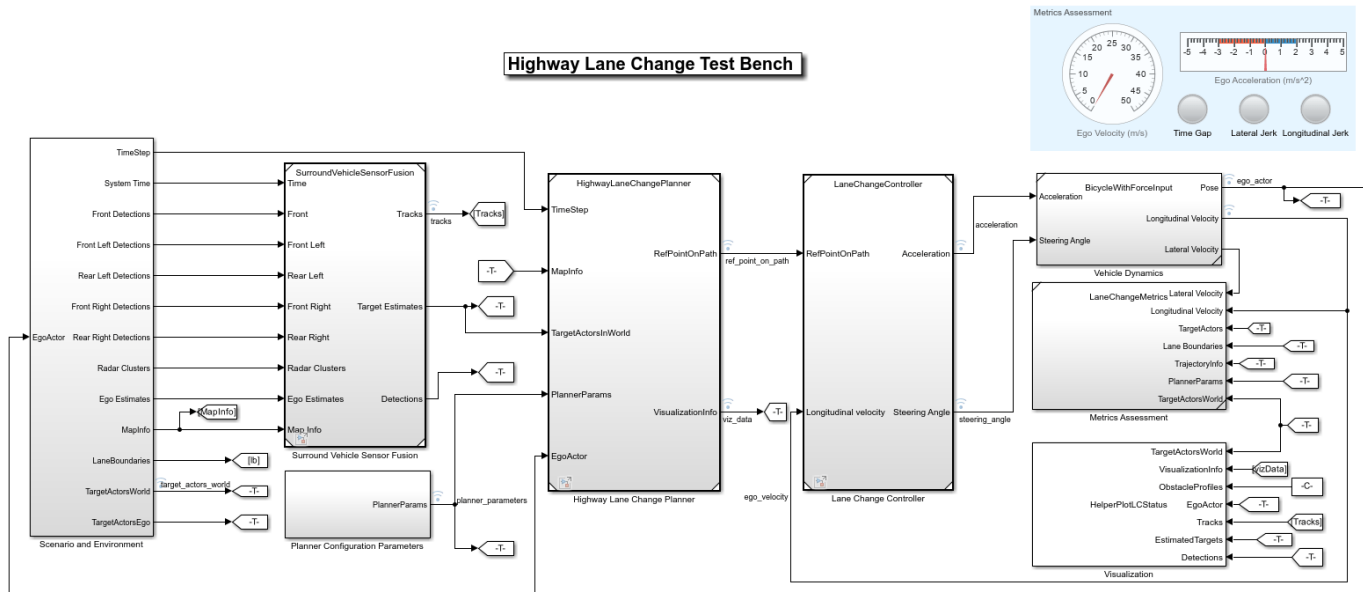
In this example, you use a system-level simulation test bench model to explore the behavior of a probabilistic sensor-based LCM system.

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so you can edit them.

```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"));
helperDrivingProjectSetup("HighwayLaneChange.zip",workDir=pwd);
```

Open the system-level simulation test bench model.

```
open_system("HighwayLaneChangeTestBench")
```



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Opening this model runs the `helperSLHighwayLaneChangeSetup` function, which initializes the road scenario using the `drivingScenario` object in the base workspace. It also configures the sensor configuration parameters, tracker design parameters, planner configuration parameters, controller design parameters, vehicle model parameters, and the Simulink® bus signals required for defining the inputs and outputs for the `HighwayLaneChangeTestBench` model.

The test bench model contains these subsystems:

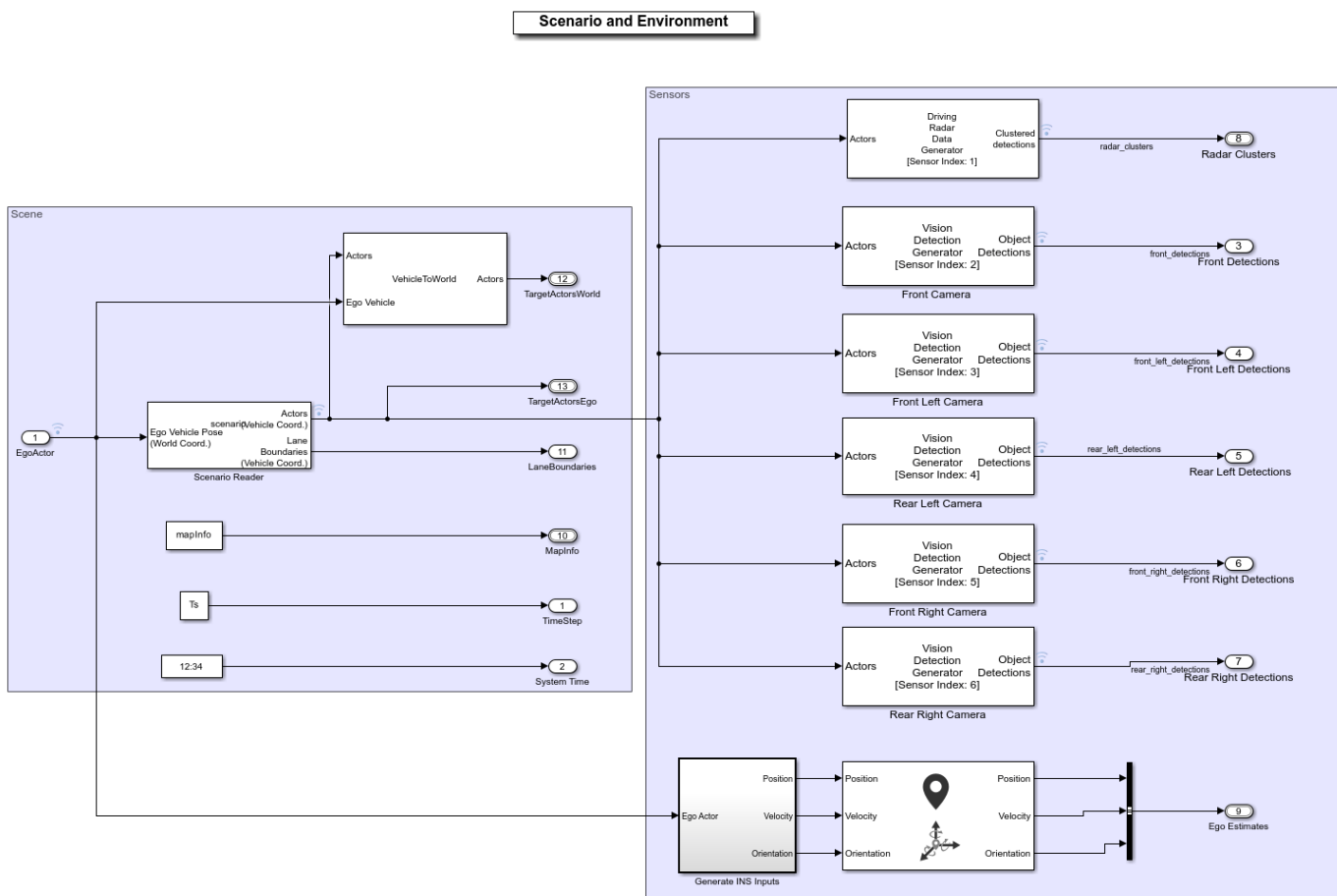
- **Scenario and Environment** — Subsystem that specifies the scene, vehicles, sensors, and map data used for simulation. This example uses five vision sensors, one radar sensor, and an INS sensor.
- **Surround Vehicle Sensor Fusion** — Subsystem that fuses the detections from multiple sensors to produce tracks.
- **Planner Configuration Parameters** — Subsystem that specifies the configuration parameters required for the planner algorithm.
- **Highway Lane Change Planner** — Subsystem that implements the lane change planner algorithm for highway driving.
- **Lane Change Controller** — Subsystem that specifies the path-following controller that generates control commands to steer the ego vehicle along the generated trajectory.
- **Vehicle Dynamics** — Subsystem that specifies the dynamic model for the ego vehicle.
- **Metrics Assessment** — Subsystem that specifies metrics to assess system-level behavior.

The Highway Lane Change Planner, Lane Change Controller, and Metrics Assessment subsystems are the same as those in the “Highway Lane Change Planner and Controller” on page 8-

1339 example. However, whereas the lane change planner in the Highway Lane Change Planner and Controller example, uses ground truth information from the scenario to detect MIOs, the lane change planner in this example uses tracks from surround vehicle sensor fusion to detect the MIOs. The Vehicle Dynamics subsystem models the ego vehicle using a Bicycle Model block, and updates its state using commands received from the Lane Change Controller subsystem.

The Scenario and Environment subsystem uses the Scenario Reader block to provide road network and vehicle ground truth positions. This block also outputs map data required for the highway lane change planner algorithm. This subsystem outputs the detections from the vision sensors, clusters from the radar sensor, and ego-estimated position from the INS sensor required for the sensor fusion and tracking algorithm. Open the Scenario and Environment subsystem.

```
open_system("HighwayLaneChangeTestBench/Scenario and Environment")
```

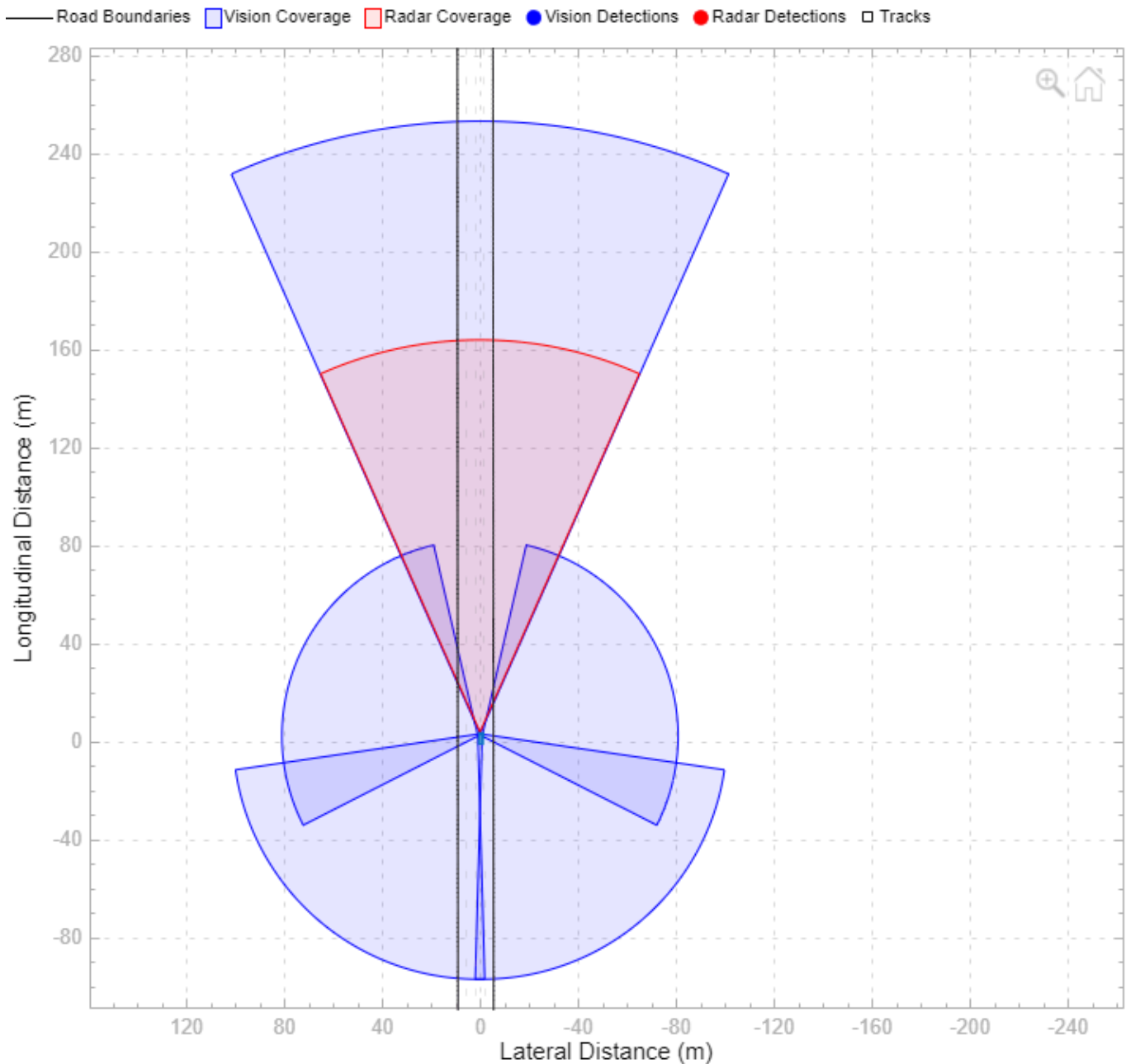


- The Scenario Reader block configures the driving scenario and outputs actor poses, which control the positions of the target vehicles.
- The Vehicle To World block converts actor poses from the coordinates of the ego vehicle to the world coordinates.
- The Vision Detection Generator block simulates object detections using a camera sensor model.
- The Driving Radar Data Generator block simulates object detections based on a statistical model. It also outputs clustered object detections for further processing.

- The INS block models the measurements from the inertial navigation system and global navigation satellite system and outputs the fused measurements. It outputs the noise-corrupted position, velocity, and orientation of the ego vehicle.

The subsystem configures five vision sensors and a radar sensor to capture the surround view of the vehicle. These sensors are mounted on different locations on the ego vehicle to capture a 360-degree view.

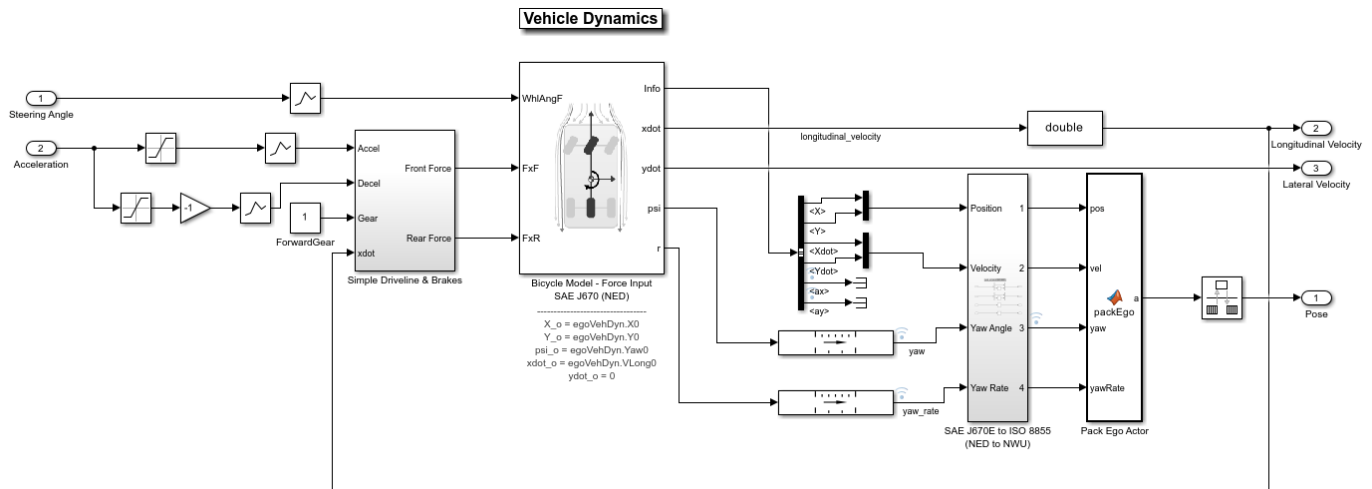
The **Bird's-Eye Scope** displays sensor coverage using a cuboid representation. The radar coverage area and detections are in red. The vision coverage area and detections are in blue.





The Vehicle Dynamics subsystem uses a Bicycle Model block to model the ego vehicle. For more details on the Vehicle Dynamics subsystem, see the “Highway Lane Following” on page 8-893 example. Open the Vehicle Dynamics subsystem.

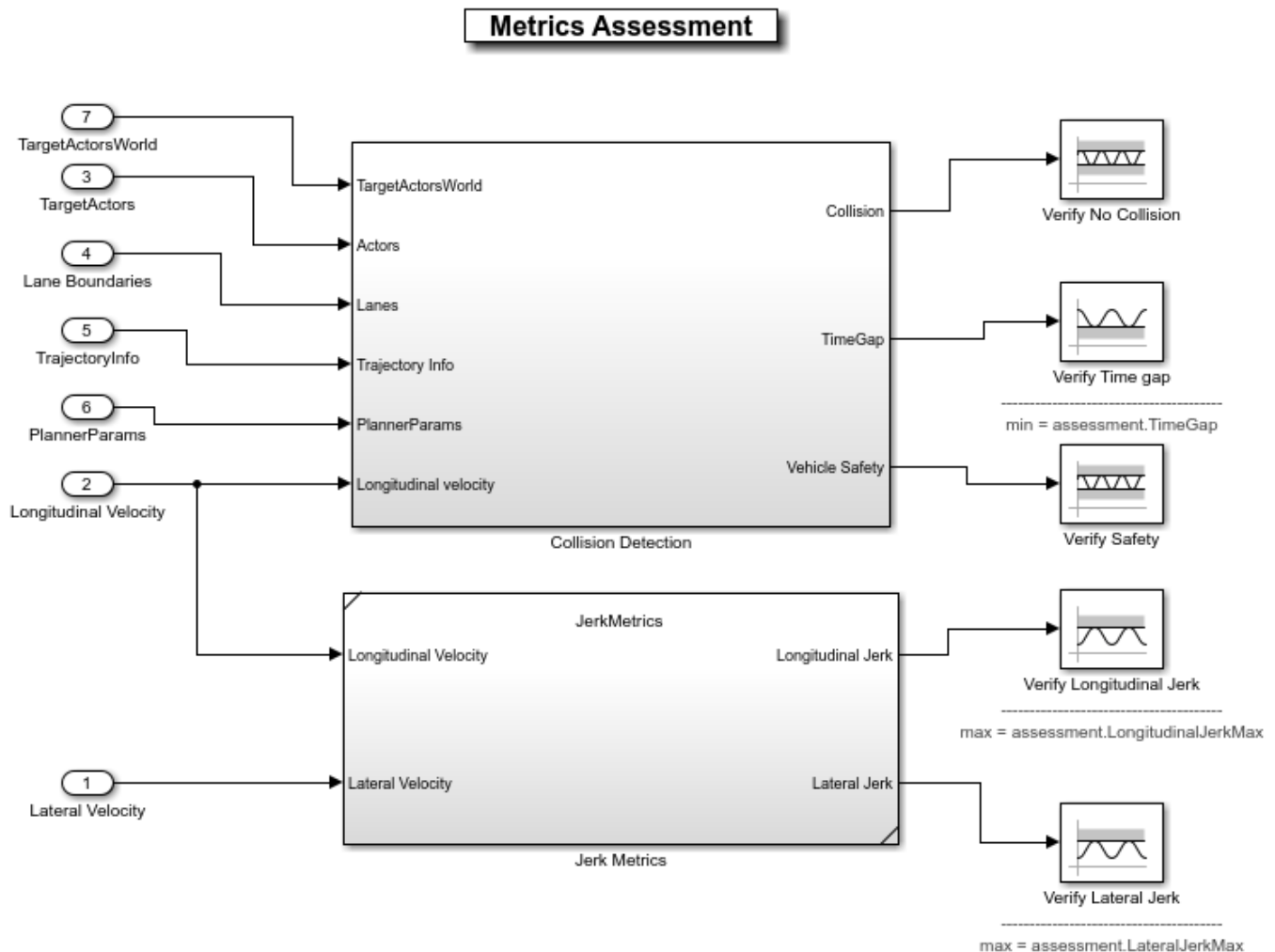
```
open_system("HighwayLaneChangeTestBench/Vehicle Dynamics");
```



The Bicycle Model block implements a rigid two-axle single-track vehicle body model to calculate longitudinal, lateral, and yaw motion. The block accounts for body mass, aerodynamic drag, and weight distribution between the axles due to acceleration and steering. For more details, see Bicycle Model (Automated Driving Toolbox).

The Metric Assessment subsystem enables system-level metric evaluations using the ground truth information from the scenario. Open the Metrics Assessment subsystem.

```
open_system("HighwayLaneChangeTestBench/Metrics Assessment");
```



- The **Collision Detection** subsystem detects the collision of the ego vehicle with other vehicles and halts the simulation if it detects a collision. The subsystem also computes the **TimeGap** parameter using the distance to the lead vehicle (headway) and the longitudinal velocity of the ego vehicle. This parameter is evaluated against prescribed limits.
- The **Jerk Metrics** subsystem computes the **Longitudinal Jerk** and **Lateral Jerk** parameters using longitudinal velocity and lateral velocity, respectively. These parameters are evaluated against prescribed limits.

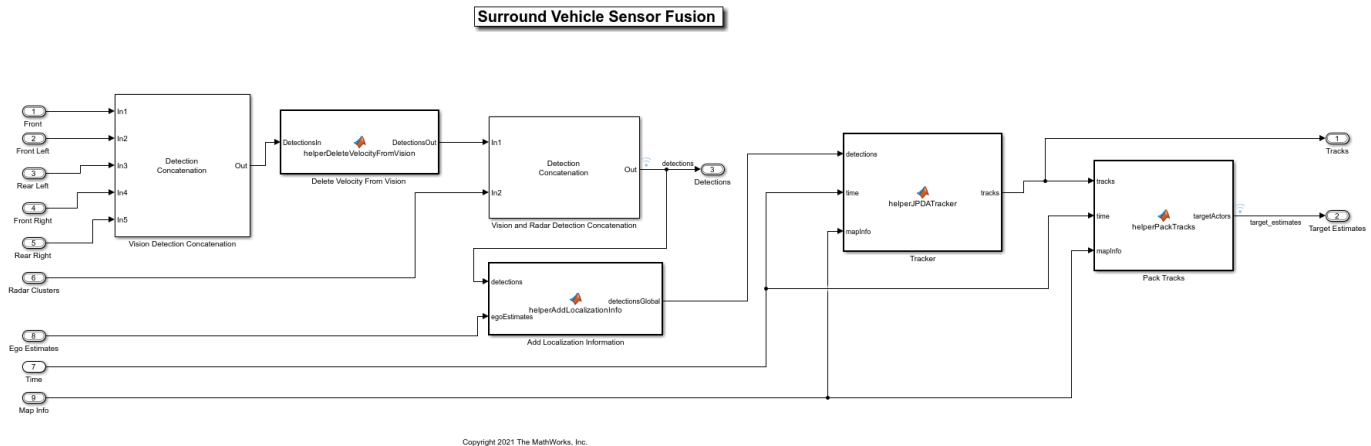
For more details on how to validate the metrics automatically using Simulink Test, see the “Automate Testing for Highway Lane Change” on page 8-1245 example.

### Explore Algorithm Models

The lane change system is developed by integrating the surround vehicle sensor fusion, lane-change planner, and lane-following controller components.

The surround vehicle sensor fusion algorithm model fuses vehicle detections from cameras and radar sensors and tracks the detected vehicles using the central-level tracking method. Open the Surround Vehicle Sensor Fusion algorithm model.

```
open_system("SurroundVehicleSensorFusion")
```



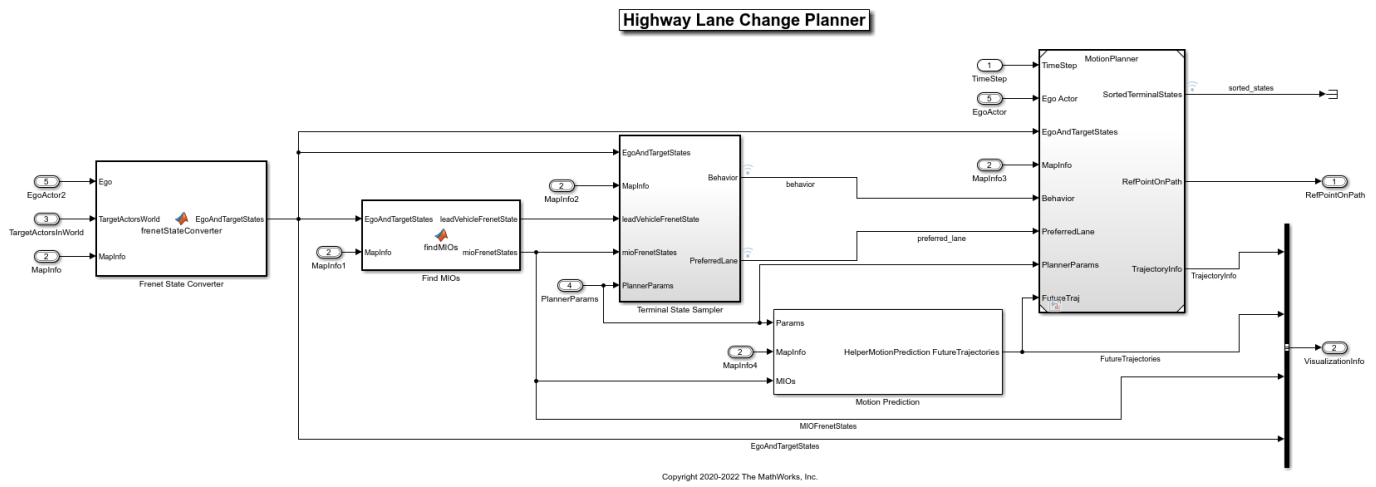
The surround vehicle sensor fusion model takes the vehicle detections from vision sensors and clusters from the radar sensor as inputs.

- The **Vision Detection Concatenation** block concatenates the vision detections.
- The **Delete Velocity From Vision** block is a MATLAB Function block that deletes velocity information from vision detections.
- The **Vision and Radar Detection Concatenation** block concatenates the vision and radar detections.
- The **Add Localization Information** block is a MATLAB Function block that adds localization information for the ego vehicle to the concatenated detections using an estimated ego vehicle pose from the INS sensor. This enables the tracker to track in the global frame, and minimizes the effect on the tracks of lane change maneuvers by the ego vehicle.
- The **helperJPDATracker** block performs fusion and manages the tracks of stationary and moving objects. The tracker fuses the information contained in the concatenated detections and tracks the objects around the ego vehicle. It estimates tracks in the Frenet coordinate system. It uses **mapInfo** from the scenario to estimate the tracks in Frenet coordinate system. The tracker then outputs a list of confirmed tracks. These tracks are updated at a prediction time driven by a digital clock in the **Scenario** and **Environment** subsystem.

For more details on the algorithm, see the “Object Tracking and Motion Planning Using Frenet Reference Path” on page 8-484 example.

The highway lane change planner is a fundamental component of a highway lane change system. This component is expected to handle different driving behaviors to safely navigate the ego vehicle from one point to another point. The **Highway Lane Change Planner** algorithm model contains a terminal state sampler, motion planner, and motion prediction module. The terminal state sampler samples terminal states based on the planner parameters and the current state of both the ego vehicle and other vehicles in the scenario. The motion prediction module predicts the future motion of MIOs. The motion planner samples trajectories and outputs an optimal trajectory. Open the **Highway Lane Change Planner** algorithm model.

```
open_system("HighwayLaneChangePlanner")
```

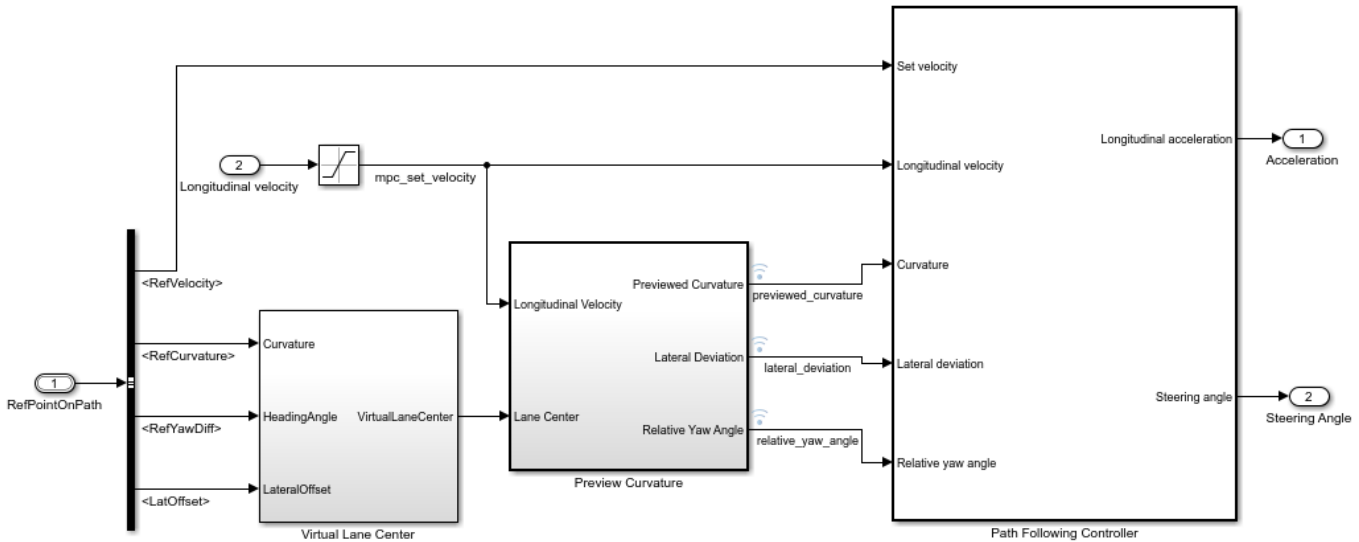


The algorithm model implements the main algorithm for the highway lane change system. The reference model reads map data, actor poses (in world coordinates), and planner parameters from the Scenario and Environment subsystem to perform trajectory planning. The model uses the Frenet coordinate system to find the MIOs surrounding the ego vehicle. Then, the model samples terminal states for different behaviors, predicts the motion of target actors, and generates multiple trajectories. Finally, the model evaluates the costs of generated trajectories and checks for the possibility of collision and kinematic feasibility to estimate the optimal trajectory. For more details, see the “Generate Code for Highway Lane Change Planner” on page 8-1160 example.

The Lane Change Controller reference model simulates a path-following control mechanism that keeps the ego vehicle traveling along the generated trajectory while tracking a set velocity. Open the Lane Change Controller reference model.

```
open_system("LaneChangeController");
```

## Lane Change Controller



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The controller adjusts both the longitudinal acceleration and front steering angle of the ego vehicle to ensure that the ego vehicle travels along the generated trajectory. The controller computes optimal control actions while satisfying velocity, acceleration, and steering angle constraints using adaptive model predictive control (MPC). For more details on the integration of the highway lane change planner and controller, see the “Highway Lane Change Planner and Controller” on page 8-1339 example.

### Simulate and Visualize System Behavior

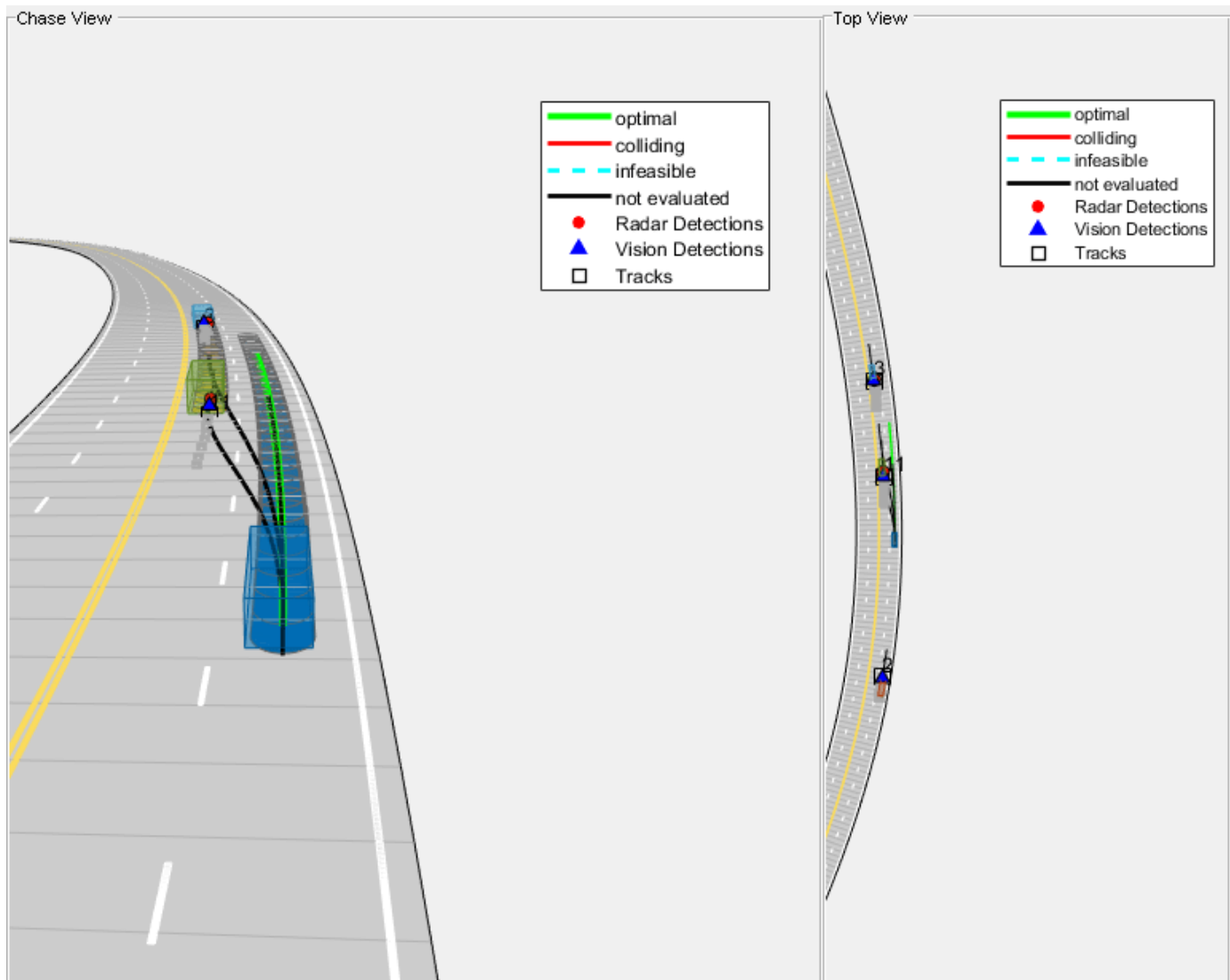
Set up and run the `HighwayLaneChangeTestBench` simulation model to visualize the behavior of the system during a lane change. The `Visualization` block in the model creates a MATLAB figure that shows the chase view and top view of the scenario and plots the ego vehicle, tracks, sampled trajectories, capsule list, and other vehicles in the scenario.

Disable the MPC update messages.

```
mpcverbosity("off");
```

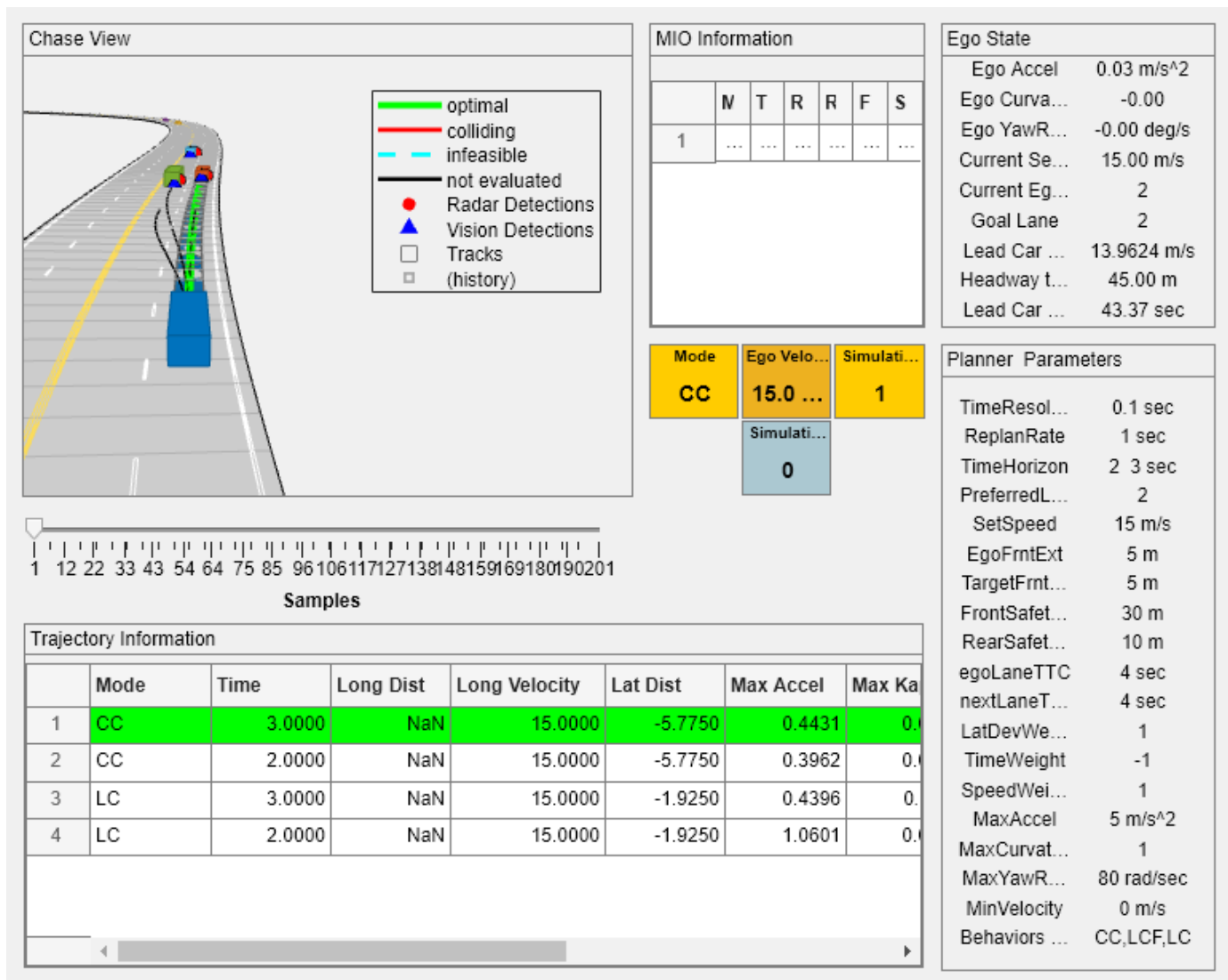
Configure the `HighwayLaneChangeTestBench` model to use the `scenario_LC_15_StopnGo_Curved` scenario.

```
helperSLHighwayLaneChangeSetup(scenarioFcnName="scenario_LC_15_StopnGo_Curved");
sim("HighwayLaneChangeTestBench");
```



During the simulation, the model logs signals to the base workspace as `logouts`. You can analyze the simulation results and debug any failures in the system behavior using the `HelperAnalyzeLCSimulationResults` object. The `visualizeSimulationData` function of the method creates a MATLAB figure and plots a chase view of the scenario along with detections and tracks. For more details on this figure, see the “Generate Code for Highway Lane Change Planner” on page 8-1160 example. Run the function and explore the plot.

```
visualizatonObj = HelperAnalyzeLCSimulationResults(logouts);
visualizatonObj.visualizeSimulationData()
```



### Explore Other Scenarios

In this example, you have explored the system behavior for the scenario\_LC\_15\_StopnGo\_Curved scenario, but you can use the same test bench model to explore other scenarios. This is a list of scenarios that are compatible with the HighwayLaneChangeTestBench model.

```

scenario_LC_01_SlowMoving
scenario_LC_02_SlowMovingWithPassingCar
scenario_LC_03_DisabledCar
scenario_LC_04_CutInWithBrake
scenario_LC_05_SingleLaneChange
scenario_LC_06_DoubleLaneChange
scenario_LC_07_RightLaneChange
scenario_LC_08_SlowmovingCar_Curved
scenario_LC_09_CutInWithBrake_Curved
scenario_LC_10_SingleLaneChange_Curved
scenario_LC_11_MergingCar_HighwayEntry
scenario_LC_12_CutInCar_HighwayEntry

```

```
scenario_LC_13_DisabledCar_Ushape  
scenario_LC_14_DoubleLaneChange_Ushape  
scenario_LC_15_StopnGo_Curved [Default]
```

Each of these scenarios have been created using the Driving Scenario Designer and exported to a scenario file. Examine the comments in each file for more details on the road and vehicles in each scenario. You can configure the HighwayLaneChangeTestBench model and workspace to simulate these scenarios using the helperSLHighwayLaneChangeSetup function. For example, you can configure the simulation for a curved road scenario using this command.

```
helperSLHighwayLaneChangeSetup(scenarioFcnName="scenario_LC_10_SingleLaneChange_Curved");
```

### Conclusion

In this example, you designed and simulated a highway lane change maneuver system using information perceived from surround view. This example showed how to integrate sensor fusion, planner, and controller components to simulate a highway lane change system in a closed-loop environment. The example also demonstrated various evaluation metrics to validate the performance of the designed system. If you have a Simulink Coder™ license and Embedded Coder™ license, you can generate ready-to-deploy code of the algorithm models for an embedded real-time target (ERT).

Enable the MPC update messages again.

```
mpcverbosity("on");
```

### See Also

trajectoryOptimalFrenet

### More About

- “Highway Lane Following” on page 8-893
- “Motion Planning in Urban Environments Using Dynamic Occupancy Grid Map” on page 8-737



## Visual Localization in a Parking Lot

This example shows how to develop a visual localization system using synthetic image data from the Unreal Engine® simulation environment.

It is a challenging task to obtain ground truth for evaluating the performance of a localization algorithm in different conditions. Virtual simulation in different scenarios is a cost-effective method to obtain the ground truth in comparison with more expensive approaches such as using high-precision inertial navigation systems or differential GPS. The use of simulation enables testing under a variety of scenarios and sensor configurations. It also enables a rapid algorithm development, and provides precise ground truth.

This example uses the Unreal Engine simulation environment from Epic Games® to develop and evaluate a visual localization algorithm in a parking lot scenario.

### Overview

Visual localization is the process of estimating the camera pose for a captured image relative to a visual representation of a known scene. It is a key technology for applications such as augmented reality, robotics, and automated driving. Compared with a “Implement Visual SLAM in MATLAB”, visual localization assumes that a map of the environment is known and does not require 3-D reconstruction or loop closure detection. The pipeline of visual localization includes the following:

- **Map Loading:** Load the pre-built map 3-D map containing world point positions and the 3-D to 2-D correspondences between the map points and the key frames. Additionally, for each key frame, load the feature descriptors corresponding to the 3-D map points.
- **Global Initialization:** Extract features from the first image frame and match them with the features corresponding to all the 3-D map points. After getting the 3-D to 2-D correspondences, estimate the camera pose of the first frame in the world coordinate by solving a Perspective-n-Point (PnP) problem. Refine the pose using motion-only bundle adjustment. The key frame that shares the most covisible 3-D map points with the first frame is identified as the reference key frame.
- **Tracking:** Once the first frame is localized, for each new frame, match features in the new frame with features in the reference key frame that have known 3-D world points. Estimate and refine the camera pose using the same approach as in Global Initialization step. The camera pose can be further refined by tracking the features associated with nearby key frames.

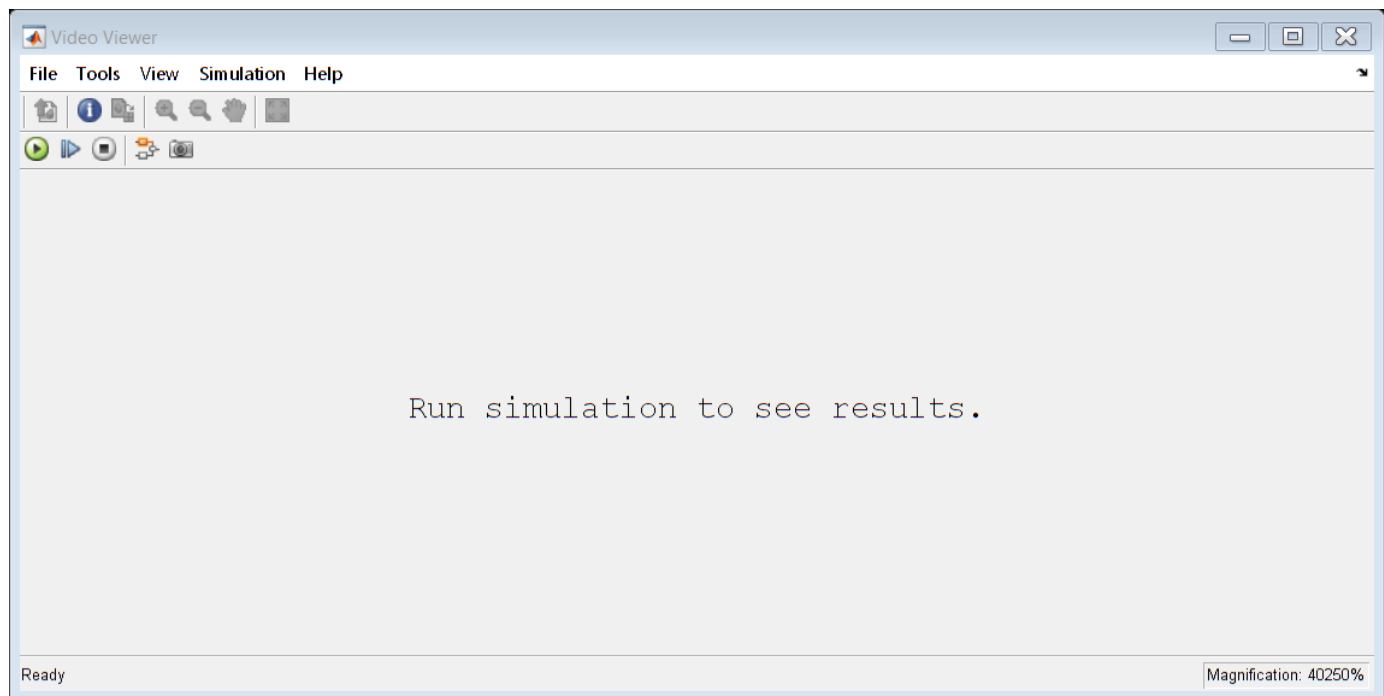
### Create Scene

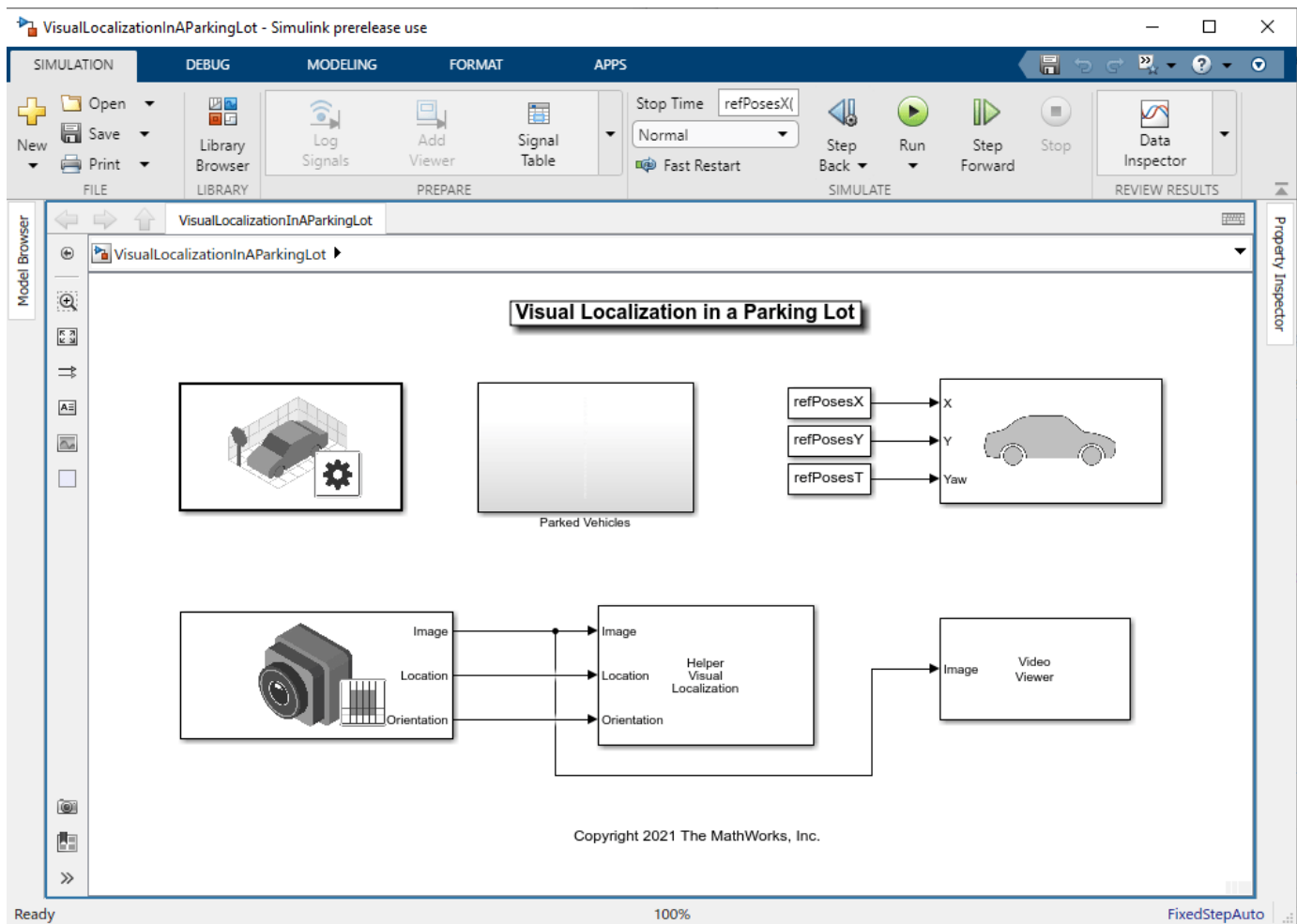
Guiding a vehicle into a parking spot is a challenging maneuver that relies on accurate localization. The `VisualLocalizationInAParkingLot` model simulates a visual localization system in the parking lot scenario used in the “Develop Visual SLAM Algorithm Using Unreal Engine Simulation” on page 8-955 example.

- The Simulation 3D Scene Configuration block sets up the Large Parking Lot scene. The Parked Vehicles subsystem adds parked cars into the parking lot.
- The Simulation 3D Vehicle with Ground Following block controls the motion of the ego vehicle.
- The Simulation 3D Camera block models a monocular camera fixed at the center of the vehicle's roof. You can use the Camera Calibrator app to estimate intrinsics of the actual camera that you want to simulate.

- The Helper Visual Localization MATLAB System block implements the visual localization algorithm. The initial camera pose with respect to the map is estimated using the `helperGlobalInitialization` function. The subsequent camera poses are estimated using the `helperTrackingRefKeyFrame` function and refined using the `helperTrackLocalKeyFrames` function. This block also provides a visualization of the estimated camera trajectory in the pre-built map. You can specify the pre-built map data and the camera intrinsic parameters in the block dialog.

```
% Open the model  
modelName = 'VisualLocalizationInAParkingLot';  
open_system(modelName);
```





## Load Map Data

The pre-built map data is generated using the stereo camera in the “Develop Visual SLAM Algorithm Using Unreal Engine Simulation” on page 8-955 example. The data consists of three objects that are commonly used to manage image and map data for visual SLAM:

- **vSetKeyFrame:** an `imageviewset` object storing the camera poses of key frames and the associated feature points for each 3-D map point in `mapPointSet`.
- **mapPointSet:** a `worldpointset` object storing the 3-D map point locations and the correspondences between the 3-D points and 2-D feature points across key frames. The 3-D map points provide a sparse representation of the environment.

```
% Load pre-built map data
mapData = load("prebuiltMapData.mat")

mapData = struct with fields:
    vSetKeyFrames: [1x1 imageviewset]
    mapPointSet: [1x1 worldpointset]
```

### Set Up Ego Vehicle and Camera Sensor

You can follow the “Select Waypoints for Unreal Engine Simulation” on page 8-872 example to select a sequence of waypoints and generate a reference trajectory for the ego vehicle. This example uses a recorded reference trajectory.

```
% Load reference path
refPosesData = load('parkingLotLocalizationData.mat');

% Set reference trajectory of the ego vehicle
refPosesX = refPosesData.refPosesX;
refPosesY = refPosesData.refPosesY;
refPosesT = refPosesData.refPosesT;

% Set camera intrinsics
focalLength    = [700, 700]; % specified in units of pixels
principalPoint = [600, 180]; % in pixels [x, y]
imageSize      = [370, 1230]; % in pixels [mrows, ncols]
```

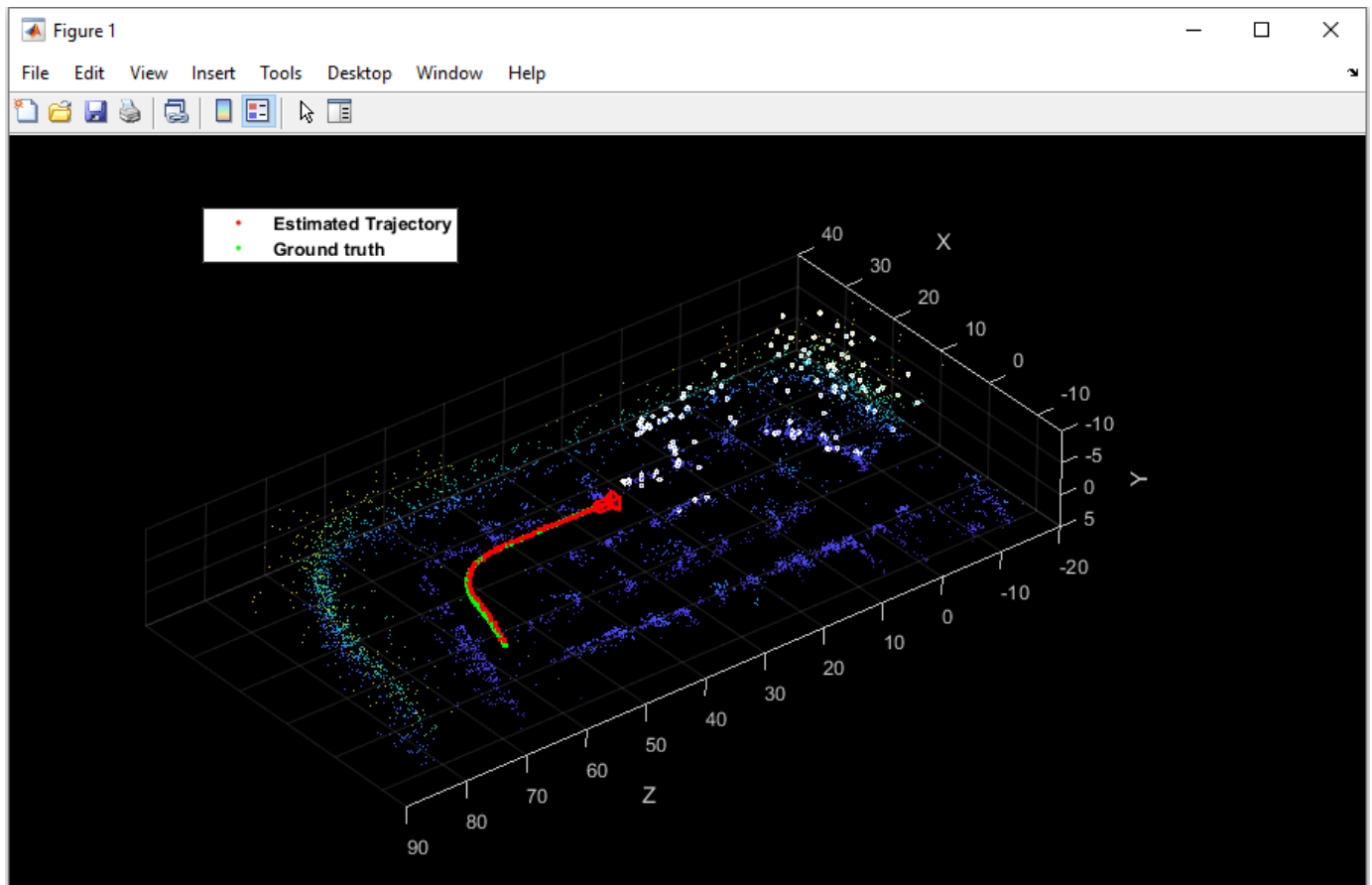
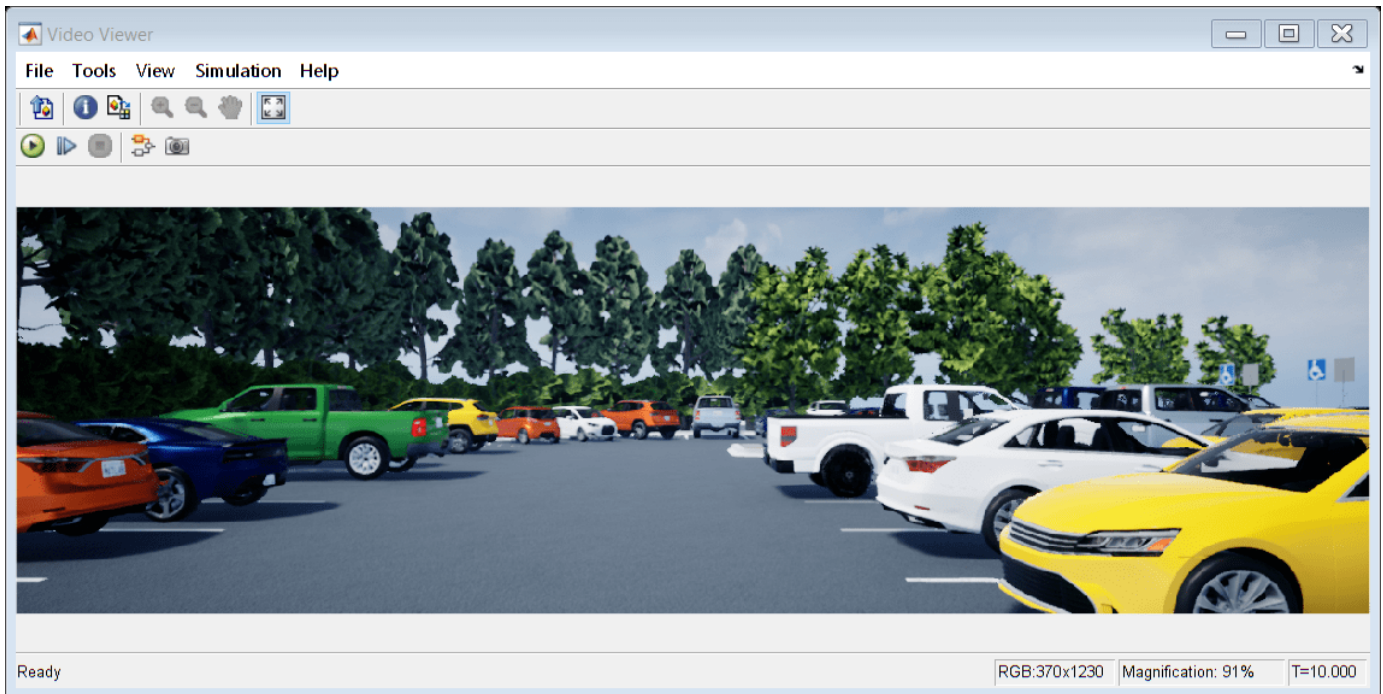
### Run Simulation

Run the simulation and visualize the estimated camera trajectory in the pre-built map. The white points represent the tracked 3-D map points in the current frame. You can compare the estimated trajectory with the ground truth provided by the Simulation 3D Camera block to evaluate the localization accuracy.

```
if ~ispc
    error("Unreal Engine Simulation is supported only on Microsoft" + char(174) + " Windows" + char(174));
end

% Open video viewer to examine camera images
open_system([modelName, '/Video Viewer']);

% Run simulation
sim(modelName);
```



Close the model.

```
close_system([modelName, '/Video Viewer']);  
close_system(modelName, 0);
```

### **Conclusion**

With this setup, you can rapidly iterate over different scenarios, sensor configurations, or reference trajectories and refine the visual localization algorithm before moving to real-world testing.

- To select a different scenario, use the Simulation 3D Scene Configuration block. Choose from the existing prebuilt scenes or create a custom scene in the Unreal® Editor.
- To create a different reference trajectory, use the `helperSelectSceneWaypoints` tool, as shown in the “Select Waypoints for Unreal Engine Simulation” on page 8-872 example.
- To alter the sensor configuration use the Simulation 3D Camera block. The **Mounting** tab provides options for specifying different sensor mounting placements. The **Parameters** tab provides options for modifying sensor parameters such as detection range, field of view, and resolution. You can also use the Simulation 3D Fisheye Camera block which provides a larger field of view.

# Design Lane Marker Detector Using Unreal Engine Simulation Environment

This example shows how to use a 3D simulation environment to record synthetic sensor data, develop a lane marker detection system, and test that system under different scenarios. This simulation environment is rendered using the Unreal Engine® from Epic Games®.

## Overview

Developing a reliable perception system can be very challenging. A visual perception system must be reliable under a variety of conditions, especially when it is used in a fully automated system that controls a vehicle. This example uses a lane detection algorithm to illustrate the process of using the 3D simulation environment to strengthen the design of the algorithm. The main focus of the example is the effective use of the 3D simulation tools rather than the algorithm itself. Therefore, this example reuses the perception algorithms from the “Visual Perception Using Monocular Camera” on page 8-108 example.

The Visual Perception Using Monocular Camera example uses recorded video data to develop a visual perception system that contains lane marker detection and classification, vehicle detection, and distance estimation. Use of the recorded video is a great start, but it is inadequate for exploring many other cases that can be more easily synthesized in a virtual environment. More complex scenarios can include complex lane change maneuvers, occlusion of lane markers due to other vehicles, and so on. Most importantly, closed-loop simulation involves both perception and control of the vehicle, both of which require either a virtual environment or a real vehicle. Additionally, testing up front with a real vehicle can be expensive, thus making the use of a 3D simulation environment very attractive.

This example takes the following steps to familiarize you with an approach to designing a visual perception algorithm:

- 1 Introduces you to the 3D simulation environment in Simulink®
- 2 Guides you through the setup of a virtual vehicle and camera sensor
- 3 Shows you how to effectively set up a debugging environment for your visual perception algorithm
- 4 Presents how to increase scene complexity in preparation for closed-loop simulation

## Introduction to the 3D Simulation Environment

Automated Driving Toolbox™ integrates a 3D simulation environment in Simulink. The 3D simulation environment uses the Unreal Engine by Epic Games. Simulink blocks related to the 3D simulation environment provide the ability to:

- Select different scenes in the 3D visualization engine
- Place and move vehicles in the scene
- Attach and configure sensors on the vehicles
- Simulate sensor data based on the environment around the vehicle

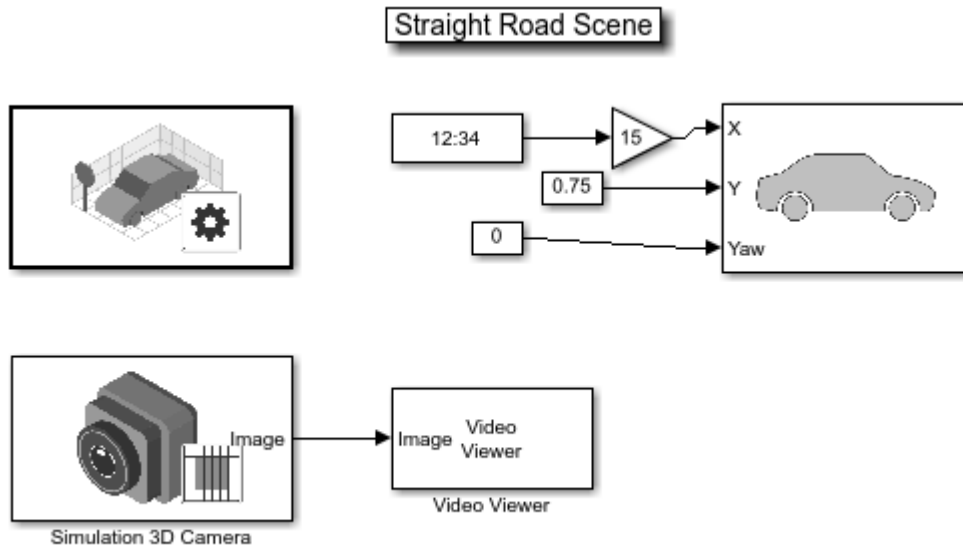
The Simulink blocks for 3D simulation can be accessed by opening `drivingsim3d` library.

To aid in the design of visual perception algorithms in this example, you use a block that defines a scene, a block that controls a virtual vehicle, and a block that defines a virtual camera. The example focuses on detecting lane markers using a monocular camera system.

## Create a Simple Straight Road Scene in 3D Simulation

Start by defining a simple scenario involving a straight highway road on which to exercise the lane marker detection algorithm.

```
open_system('straightRoadSim3D');
```



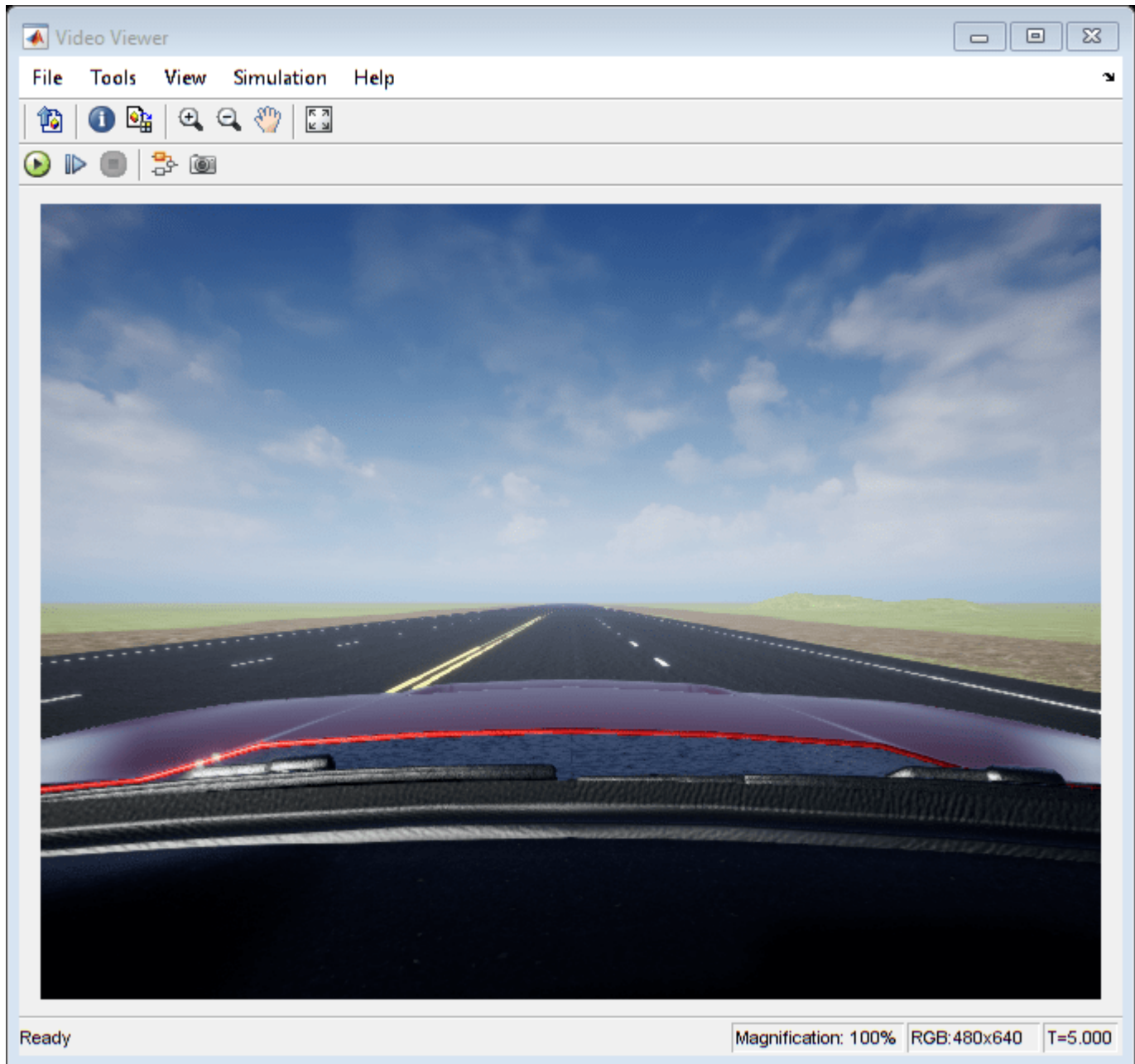
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The Simulation 3D Scene Configuration block lets you choose one of the predefined scenes, in this case Straight Road. When the model is invoked, it launches the Unreal Engine®. The Simulation 3D Vehicle with Ground Following block creates a virtual vehicle within the gaming engine and lets Simulink take control of its position by supplying **X** and **Y** in meters, and **Yaw** in degrees. **X**, **Y**, and **Yaw** are specified with respect to a world coordinate system, with an origin in the middle of the scene. In this case, since the road is straight, an offset of 0.75 meters in the Y-direction and a series of increasing X values move the vehicle forward. Later sections of this example show how to define more complex maneuvers without resorting to **X**, **Y**, and **Yaw** settings based on trial and error.

The model also contains a Simulation 3D Camera block, which extracts video frames from a virtual camera attached at the rearview mirror within the virtual vehicle. The camera parameters let you simulate typical parameters of a camera that can be described by a pinhole camera model, including focal length, camera optical center, radial distortion, and output image size. When the model is invoked, the resulting scene is shown from a perspective of a camera that automatically follows the vehicle.

```
sim('straightRoadSim3D');
```

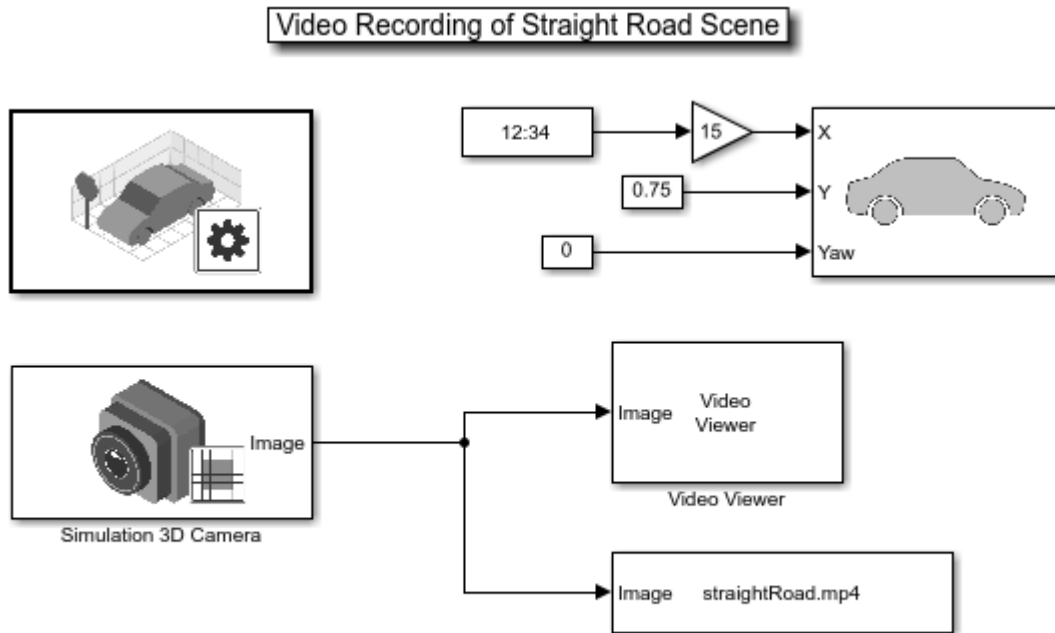




### Design and Debugging of Visual Perception Module

Visual perception is generally complex, whether it involves classic computer vision or deep learning. Developing such a system often requires rapid iterations with incremental refinements. Although Simulink is a powerful environment for system-level engineering and closed-loop simulations, perception-based algorithms are typically developed in textual programming languages like MATLAB or C++. Additionally, the startup time for a model that needs to establish communication between Simulink and the Unreal Engine® is significant. For these reasons, it is convenient to record the image data generated by the virtual camera into a video and develop the perception algorithm in MATLAB. The following model records the camera into an MP4 file on disk.

```
open_system('straightRoadVideoRecording');
```



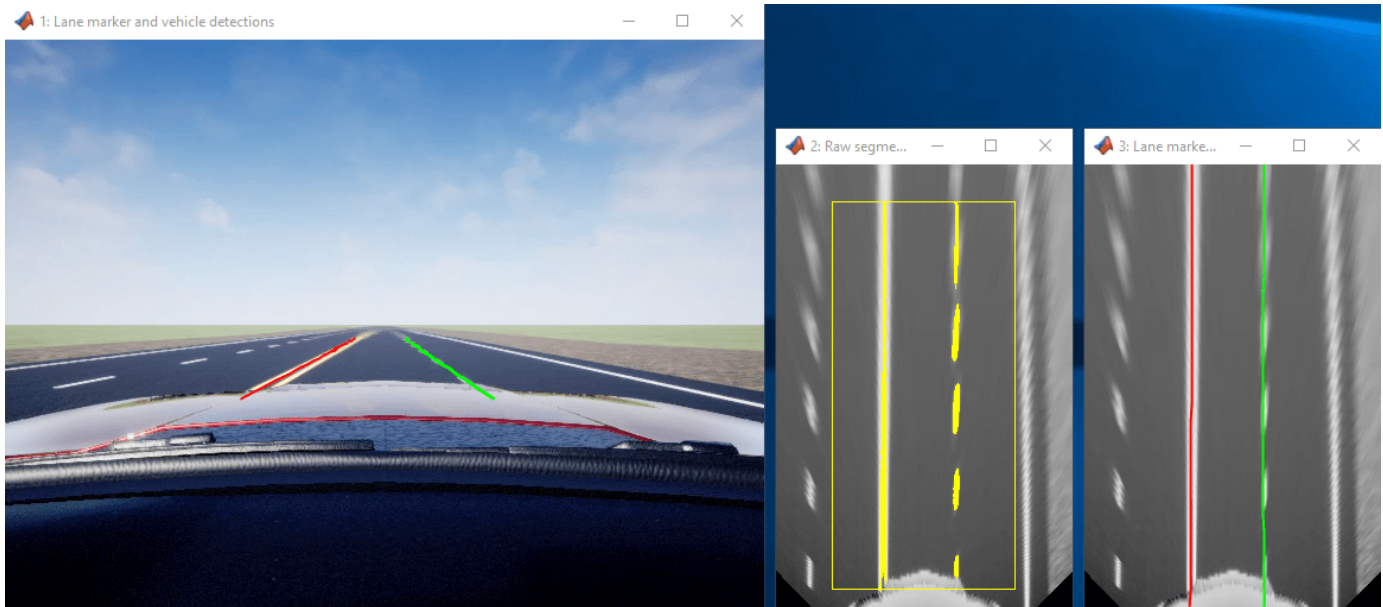
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The video is recorded using the To Multimedia File block. The resulting `straightRoad.mp4` file can now be used to develop the perception module, without incurring the startup-time penalty of the 3D simulation environment.

To design the lane marker detector, you use a module from the “Visual Perception Using Monocular Camera” on page 8-108 example. However, if you simply transplant the existing `helperMonoSensor.m` routine from that example, even the simplest straight road scene does not produce good results. Immediately, you can see how powerful the virtual environment can be. You can choose any trajectory or environment for your vehicle, thus letting you explore many what-if scenarios prior to placing the perception module on an actual vehicle.

To aid in the design of the algorithm, use the provided `HelperLaneDetectorWrapper.m` system object. This system object works in MATLAB and when placed inside the “MATLAB System Block” (Simulink) in Simulink. The following script, `helperStraightRoadMLTest`, invokes the wrapper from the MATLAB command prompt. This approach permits quick iterations of the design without continuous invocation of the 3D simulation environment.

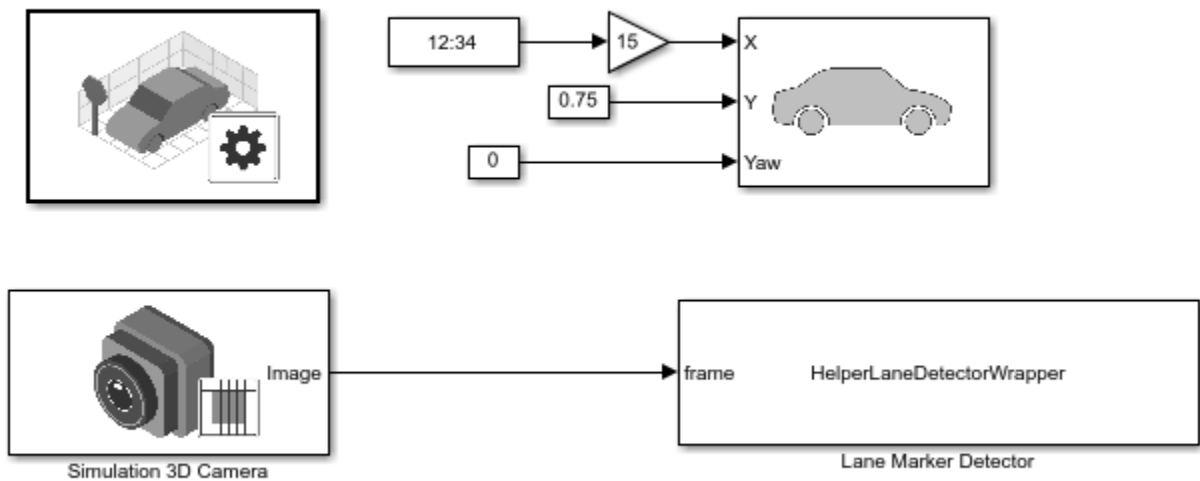
```
helperStraightRoadMLTest
```



Once the algorithm begins to work well, you can place it back into a model as shown below. You can attempt to change the car's trajectory, as demonstrated in the "Select Waypoints for Unreal Engine Simulation" on page 8-872 example. That way, you can look for ways to move the car such that the algorithm fails. The entire process is meant to be iterative.

```
open_system('straightRoadMonoCamera');
```

### Lane Marker Detection Using Monocular Camera



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### Navigate Through a More Complex Scene to Improve the Perception Algorithm

While developing your algorithm, you can increase the level of scene complexity to continue adapting your system to conditions resembling reality. In this section, switch the scene to Virtual Mcity, which provides stretches of the road with curved lanes, no lane markers, or merging lane markers.

Before you begin, you need to define a trajectory through a suitable stretch of the virtual Mcity, which is a representation of actual testing grounds that belong to the University of Michigan. To see the details of how to obtain a series of **X**, **Y**, and **Yaw** values suitable for moving a car through a complex environment, refer to the “Select Waypoints for Unreal Engine Simulation” on page 8-872 example. The key steps are summarized below for your convenience.

```
% Extract scene image location based on scene's name
sceneName = 'VirtualMcity';
[sceneImage, sceneRef] = helperGetSceneImage(sceneName);

% Interactively select waypoints through Mcity
helperSelectSceneWaypoints(sceneImage, sceneRef)

% Convert the sparse waypoints into a denser trajectory that a car can
% follow
numPoses = size(refPoses, 1);
refDirections = ones(numPoses,1); % Forward-only motion
numSmoothPoses = 20 * numPoses; % Increase this to increase the number of returned poses
[newRefPoses,~,cumLengths] = smoothPathSpline(refPoses, refDirections, numSmoothPoses);

% Create a constant velocity profile by generating a time vector
% proportional to the cumulative path length
simStopTime = 10;
timeVector = normalize(cumLengths, 'range', [0, simStopTime]);

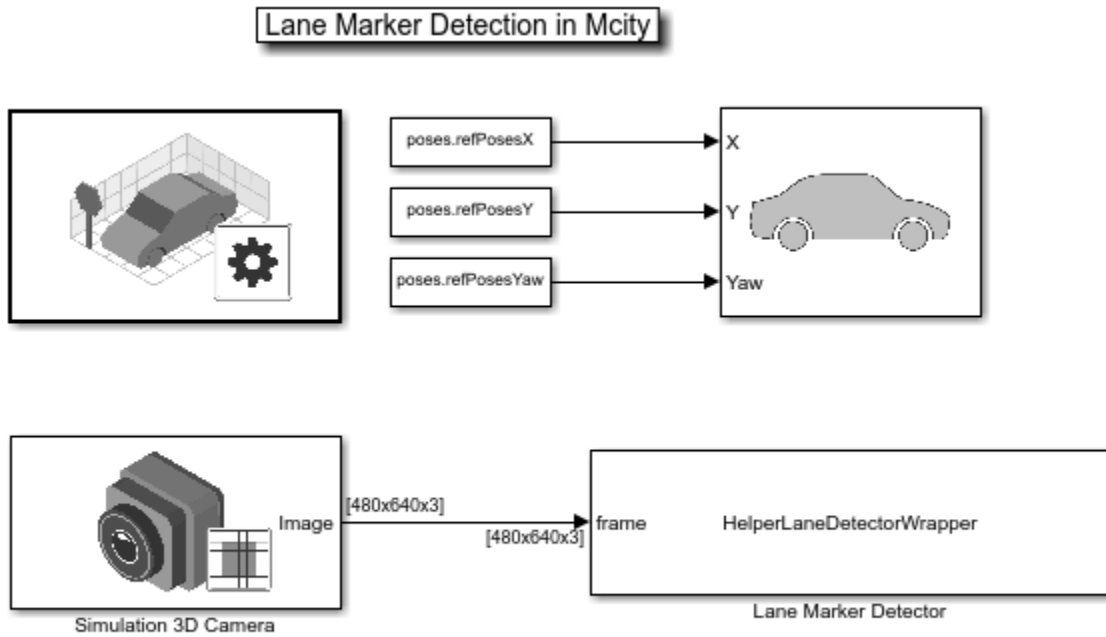
refPosesX = [timeVector, newRefPoses(:,1)];
refPosesY = [timeVector, newRefPoses(:,2)];
refPosesYaw = [timeVector, newRefPoses(:,3)];
```

Load the preconfigured vehicle poses created using the method shown above.

```
poses = load('mcityPoses');
```

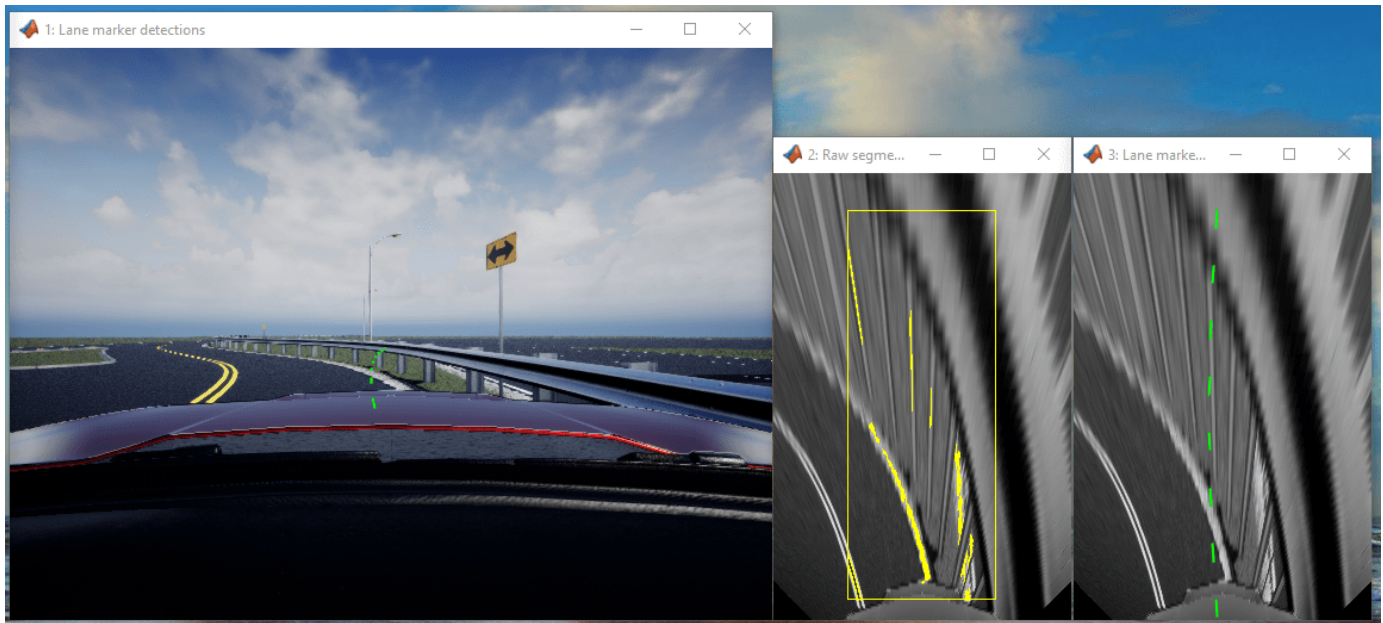
With the predefined trajectory, you can now virtually drive the vehicle through a longer stretch of a complex virtual environment.

```
open_system('mcityMonoCamera');
sim('mcityMonoCamera');
clear poses;
```

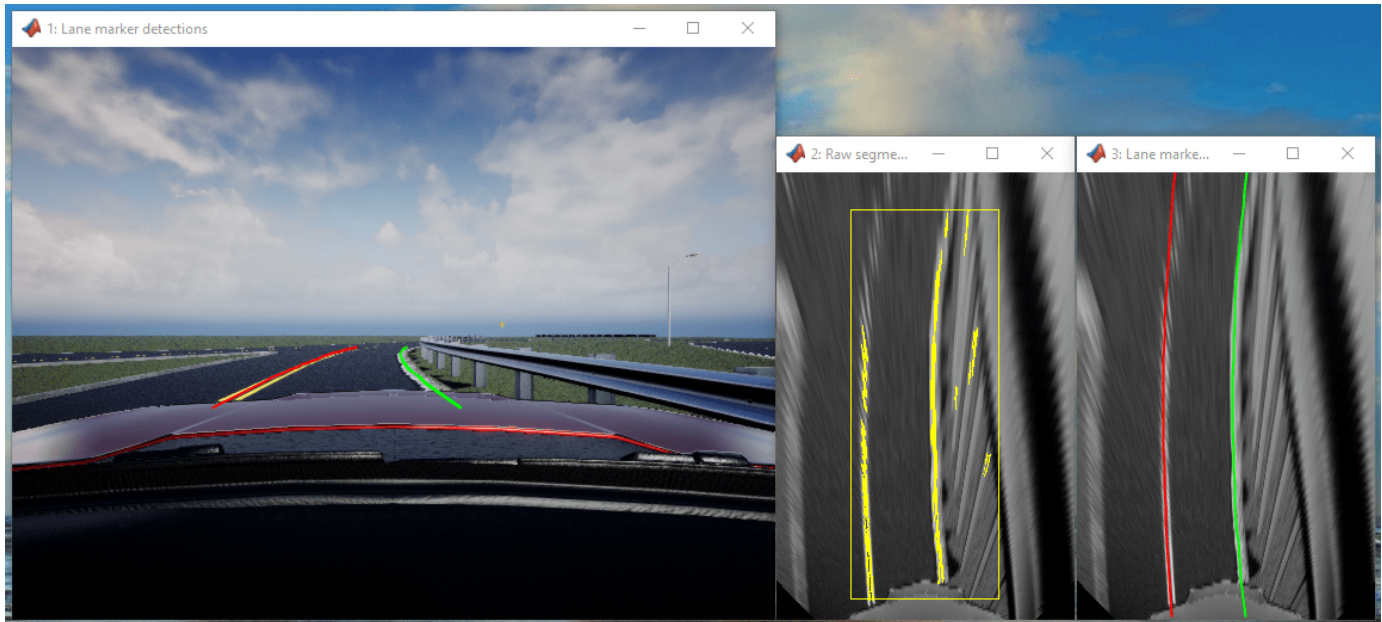


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Many times, the results are less than desirable. For example, notice where the barriers are confused with lane markers and when the region of interest selected for analysis is too narrow to pick up the left lane.



However, the detector performs well in other areas of the scene.



The main point is that the virtual environment lets you stress-test your design and helps you realize what kind of conditions you may encounter on real roads. Running your algorithm in a virtual environment also saves you time. If your design does not run successfully in the virtual environment, then there is no point of running it in a real vehicle on a road, which is far more time-consuming and expensive.

### Closed-Loop Testing

One of the most powerful features of a 3D simulation environment is that it can facilitate closed-loop testing of a complex system. Lane keep assist, for example, involves both perception and control of the vehicle. Once a perception system is perfected on very complex scenes and performs well, it can then be used to drive a control system that actually steers the car. In this case, rather than manually set up a trajectory, the vehicle uses the perception system to drive itself. It is beyond the scope of this example to show the entire process. However, the steps described here should provide you with ideas on how to design and debug your perception system so it can later be used in a more complex closed-loop simulation.

```
bdclose all;
```

### See Also

#### Blocks

Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following | Simulation 3D Camera | Simulation 3D Fisheye Camera

### More About

- “Select Waypoints for Unreal Engine Simulation” on page 8-872
- “Choose a Sensor for Unreal Engine Simulation” on page 6-17
- “Simulate Simple Driving Scenario and Sensor in Unreal Engine Environment” on page 6-21

- “Depth and Semantic Segmentation Visualization Using Unreal Engine Simulation” on page 6-31
- “Unreal Engine Simulation for Automated Driving” on page 6-2
- “Highway Lane Following” on page 8-893

## Select Waypoints for Unreal Engine Simulation

This example shows how to select a sequence of waypoints from a scene and visualize the path of a vehicle following these waypoints in a 3D simulation environment. This environment uses the Unreal Engine® by Epic Games®.

### Introduction

Automated Driving Toolbox™ integrates an Unreal Engine simulation environment in Simulink®. Simulink blocks related to the simulation environment can be found in the `drivingsim3d` library. These blocks provide the ability to:

- Select different scenes in the simulation environment.
- Place and move vehicles in the scene.
- Attach and configure sensors on the vehicles.
- Simulate sensor data based on the environment around the vehicle.

This powerful simulation tool can be used to supplement real data when developing, testing, and verifying the performance of automated driving algorithms. In conjunction with a vehicle model, you can use this environment to perform realistic closed-loop simulations that encompass the entire automated driving stack, from perception to control.

The first step in using this environment is understanding the scene and selecting waypoints along a desired vehicle path. This step is useful especially in scenarios where the localization algorithm is not under test. This example focuses on this first step.

In this example, you will:

- Visualize the scene in MATLAB®.
- Interactively select waypoints along a path in the scene.
- Set up the simulation environment.
- Move the vehicle along the path.

### Visualize Scene

First, visualize the scene in MATLAB. Each scene can be visualized using a 2D top-view projection of the scene onto an image. Each scene image has a corresponding 2D spatial referencing object of class `imref2d` describing the relationship between the pixels in the image and the world coordinates of the scene. Use the `helperGetSceneImage` function to retrieve the scene image and associated spatial reference. This example uses a prebuilt scene of a large parking lot. To generate a scene image and spatial reference for a custom scene, follow the process described in “Create Top-Down Map of Unreal Engine Scene” on page 6-66 instead.

```
sceneName = 'LargeParkingLot';  
[sceneImage, sceneRef] = helperGetSceneImage(sceneName);
```

To better understand the physical dimensions of the scene, inspect the `sceneRef` variable. The `XWorldLimits` and `YWorldLimits` properties specify the limits of the world in the X and Y directions.

```
sceneRef.XWorldLimits    % (in meters)
```



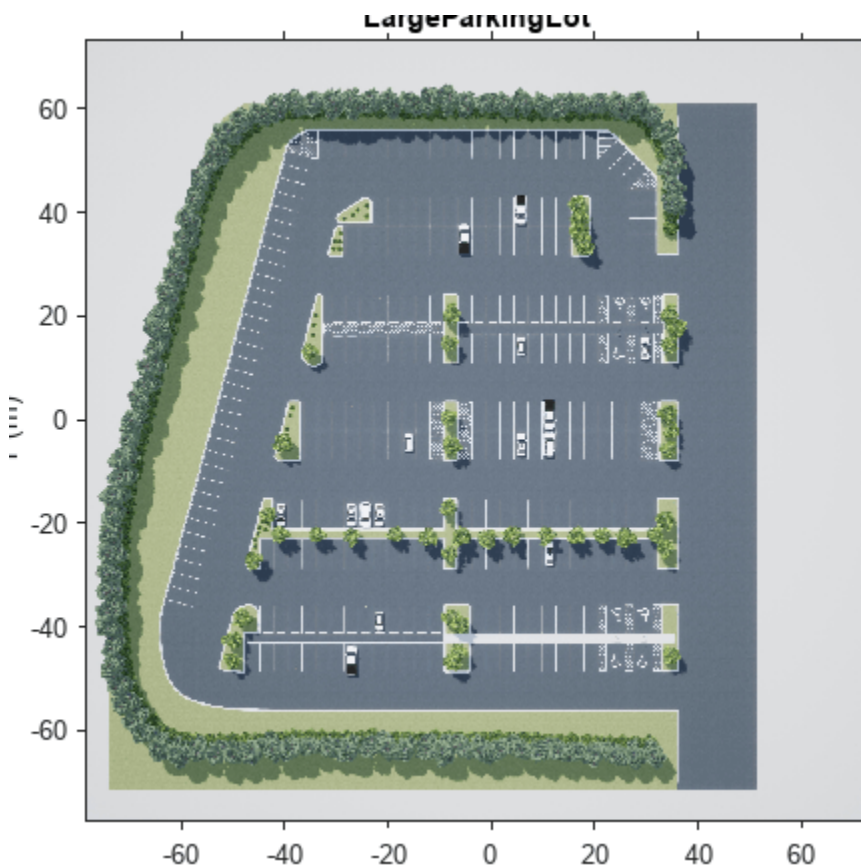
```
ans = 1×2
    -78.6000    72.6000

sceneRef.YWorldLimits    % (in meters)

ans = 1×2
    -77.7000    73.5000
```

Visualize the scene image by using the `helperShowSceneImage` function. This helper function displays the scene image in a figure window. Use the pan and zoom tools to explore the scene.

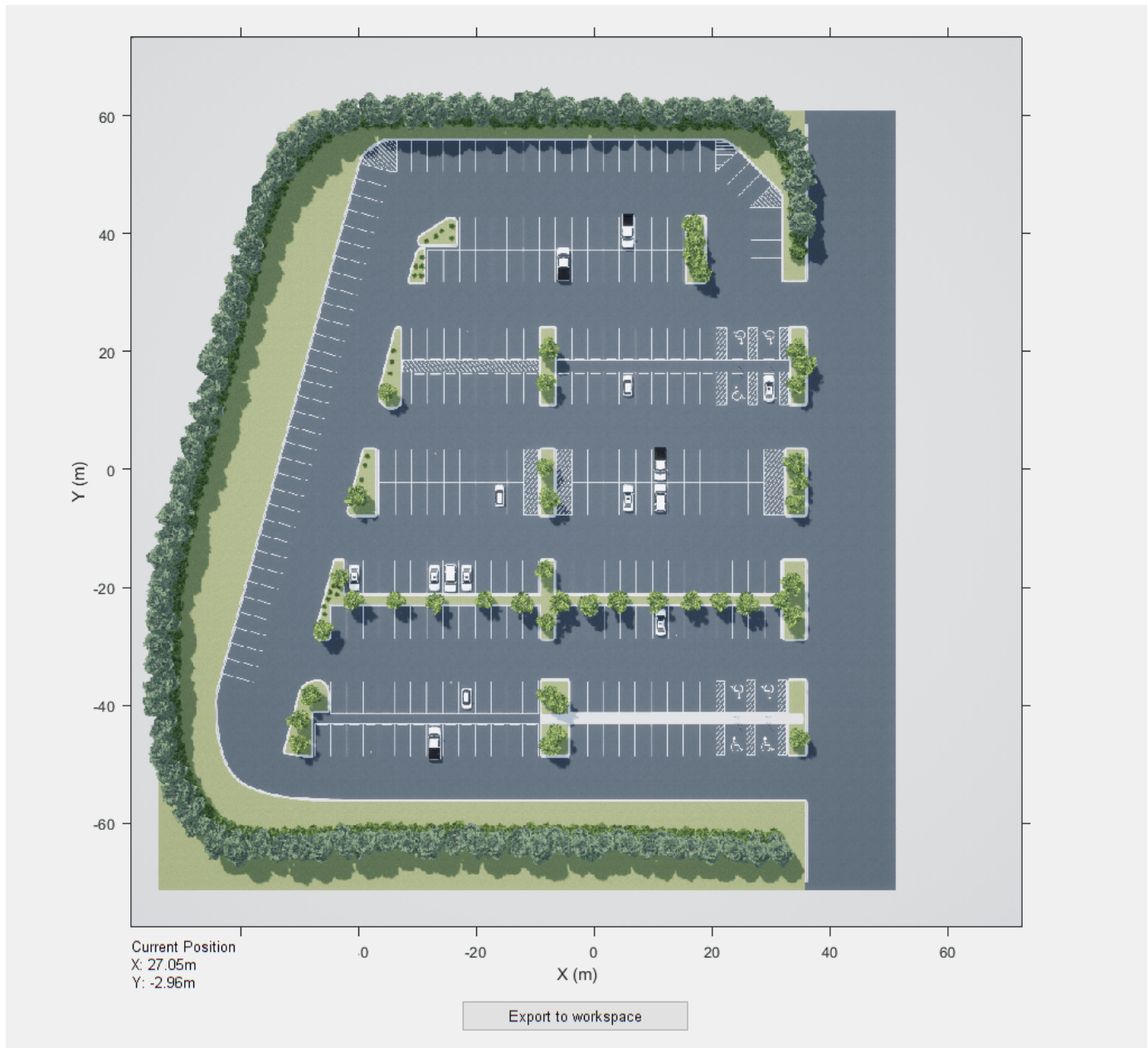
```
hScene = figure;
helperShowSceneImage(sceneImage, sceneRef)
title(sceneName)
```



### Interactively Select Waypoints

After exploring the scene, select a set of waypoints to define a path for a vehicle to follow. This path can be used to move the vehicle in the scene. Use the helper function `helperSelectSceneWaypoints` to interactively select waypoints in the scene.

```
hFig = helperSelectSceneWaypoints(sceneImage, sceneRef);
```



This helper function opens a figure window with the selected scene.

- Explore the scene by zooming and panning through the scene image. Use the mouse scrollwheel or the axes toolbar to zoom. Hover over the edge of the axes to pan in that direction.
- Begin drawing a path by clicking on the scene. A path is created as a polyline consisting of multiple points. Finish drawing the path by double-clicking or right-clicking.
- Once you are done drawing a path, click **Export to Workspace** to export the variables to the MATLAB workspace. In the dialog box that opens, click **OK** to export a set of variables to the workspace.

The following data is exported to the workspace as MATLAB variables:

- **Waypoints:** A cell array with each element containing an  $M$ -by-2 matrix of  $(x, y)$  waypoints in world coordinates. Each element of the cell array corresponds to the waypoints from a different path.
- **Path Poses:** A cell array with each element containing  $M$ -by-3 matrices of  $(x, y, \theta)$  poses containing the pose of each waypoint.  $x$  and  $y$  are specified in meters.  $\theta$  is specified in degrees.

```
% Load variables to workspace if they do not exist
if exist('refPoses', 'var')==0 || exist('wayPoints', 'var')==0

    % Load MAT-file containing preselected waypoints
    data = load('waypointsLargeParkingLot');
    data = data.waypointsLargeParkingLot;

    % Assign to caller workspace
    assignin('caller', 'wayPoints', {data.waypoints});
    assignin('caller', 'refPoses', {data.refPoses});
end
```

The exported variables now contain a sequence of waypoints (`wayPoints`) and a sequence of poses (`refPoses`). Use the `smoothPathSpline` function to transform the sequence of poses to a  $C^2$  continuous path.

```
numPoses = size(refPoses{1}, 1);

refDirections = ones(numPoses,1); % Forward-only motion
numSmoothPoses = 20 * numPoses; % Increase this to increase the number of returned poses

[smoothRefPoses,~,cumLengths] = smoothPathSpline(refPoses{1}, refDirections, numSmoothPoses);
```

### Set Up Model and Simulation Environment

Open the `VisualizeVehiclePathIn3DSimulation` Simulink model. This model uses the Simulation 3D Scene Configuration block to select a desired scene. This example uses the Large Parking Lot scene. The Simulation 3D Scene Configuration block sets up the environment and establishes communication between Simulink and the simulation environment.

```
if ~ispc
    error(['3D Simulation is only supported on Microsoft', char(174), ' Windows', char(174), '.'])
end

modelName = 'VisualizeVehiclePathIn3DSimulation';
open_system(modelName);
snapnow;
```

### Move Vehicle Along Path

Use the Simulation 3D Vehicle with Ground Following block to place and move vehicles in the scene. The model is set up to accept variables `refPosesX`, `refPosesY`, and `refPosesT` from the workspace using the From Workspace (Simulink) block. Separate  $x$ ,  $y$  and  $\theta$  from `newRefPoses` into separate time series. The model reads these workspace variables to update the position of the vehicle.

```
% Configure the model to stop simulation at 5 seconds.
simStopTime = 5;
set_param(gcs, 'StopTime', num2str(simStopTime));
```

```
% Create a constant velocity profile by generating a time vector
% proportional to the cumulative path length.
timeVector = normalize(cumLengths, 'range', [0, simStopTime]);

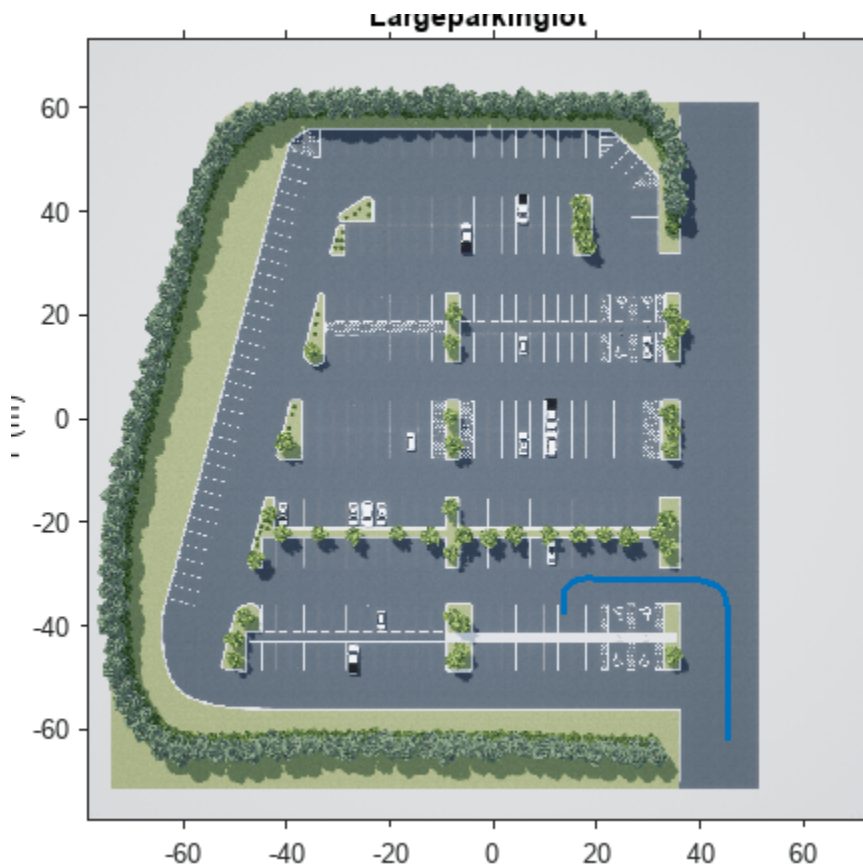
% Create variables required by the Simulink model.
refPosesX = [timeVector, smoothRefPoses(:,1)];
refPosesY = [timeVector, smoothRefPoses(:,2)];
refPosesT = [timeVector, smoothRefPoses(:,3)];
```

When you simulate the model, a few seconds are needed to initialize the simulation environment. Once this initialization is complete, a separate window opens for the simulation environment visualization. The image below is a snapshot of the simulation environment window.



Run the simulation. The figure window plot shows the path that the vehicle traverses through the simulation environment.

```
sim(modelName);
```



```
% Close the model and figure windows.
close(hFig)
close_system(modelName)
close(hScene)
```

## See Also

### Blocks

Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following

### Functions

imref2d

## More About

- “Create Top-Down Map of Unreal Engine Scene” on page 6-66
- “Design Lane Marker Detector Using Unreal Engine Simulation Environment” on page 8-863
- “Visualize Automated Parking Valet Using Unreal Engine Simulation” on page 8-878
- “Simulate Vision and Radar Sensors in Unreal Engine Environment” on page 8-887
- “Unreal Engine Simulation for Automated Driving” on page 6-2
- “Coordinate Systems for Unreal Engine Simulation in Automated Driving Toolbox” on page 6-11

## Visualize Automated Parking Valet Using Unreal Engine Simulation

This example shows how to visualize vehicle motion in a 3D simulation environment rendered using the Unreal Engine® from Epic Games®. It closely follows the “Automated Parking Valet in Simulink” on page 8-703 example.

### Introduction

Automated Driving Toolbox™ integrates an Unreal Engine simulation environment in Simulink®. You can use this environment to visualize the motion of a vehicle in a prebuilt scene. This environment provides an intuitive way to analyze the performance of path planning and vehicle control algorithms. The “Automated Parking Valet in Simulink” on page 8-703 example shows how to design a path planning and vehicle control algorithm for an automated parking valet system in Simulink. This example shows how to augment the model to visualize the vehicle motion in a scene using the visualization engine. The steps in this workflow are:

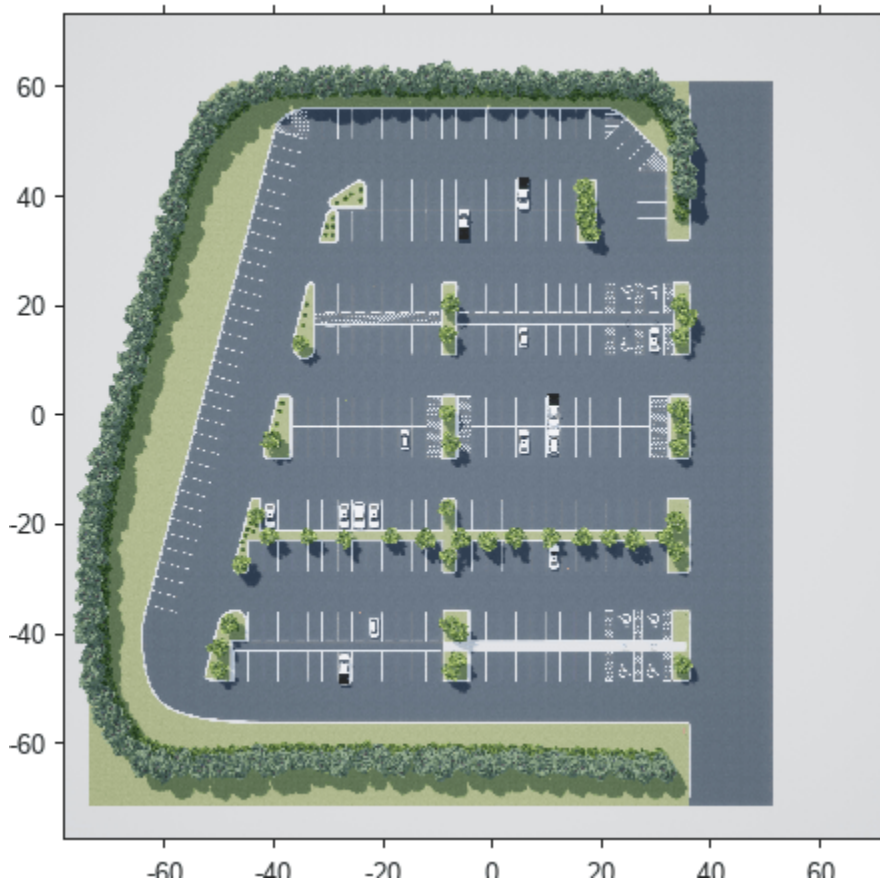
- 1 Create a costmap from a 3D scene.
- 2 Create a route plan from the scene.
- 3 Configure the 3D scene and ego vehicle in Simulink.
- 4 Simulate and visualize the vehicle's motion in the 3D scene.

### Create Costmap from 3D Scene

The visualization integration comes with a number of prebuilt scenes. Each scene comes with a high-resolution image that can be used to explore the scene. Use the `helperShowSceneImage` function to display the images. This example uses the Large Parking Lot scene.

```
% Load and display the image of the parking lot
sceneName = 'LargeParkingLot';
[sceneImage, sceneRef] = helperGetSceneImage(sceneName);

% Visualize the scene image
figure
helperShowSceneImage(sceneImage, sceneRef)
```



Such a high-resolution image is an accurate depiction of the environment up to some resolution. You can use this image to create a `vehicleCostmap` for path planning and navigation.

First, estimate free space from the image. Free space is the area where a vehicle can drive without collision with other static objects, such as parked cars, cones, and road boundaries, and without crossing marked lines. In this example, you can estimate the free space based on the color of the image. Use the Color Thresholder app from Image Processing Toolbox to perform the segmentation and generate a binary image from the image. You can also use the helper function `helperCreateCostmapFromImage` at the end of the example to generate the binary image:

```
sceneImageBinary = helperCreateCostmapFromImage(sceneImage);
```

Alternatively, load a pregenerated binary image.

```
sceneImageBinary = imread('sim3d_LargeParkingLotBinary.bmp');
```

Next, create a costmap from the binary image. Use the binary image to specify the cost value at each cell.

```
% Get the left-bottom corner location of the map
mapLocation = [sceneRef.XWorldLimits(1), sceneRef.YWorldLimits(1)]; % [meters, meters]

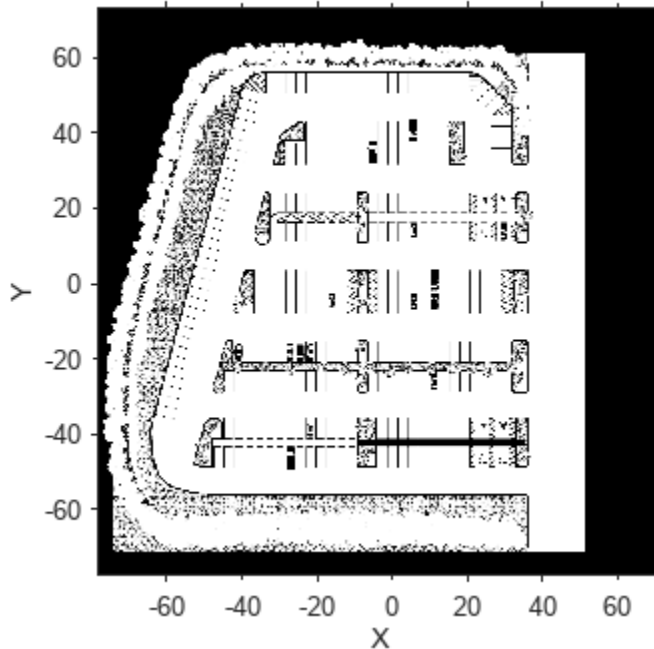
% Compute resolution
mapWidth = sceneRef.XWorldLimits(2)-sceneRef.XWorldLimits(1); % meters
cellSize = mapWidth/size(sceneImageBinary, 2);
```

```

% Create the costmap
costmap = vehicleCostmap(im2single(sceneImageBinary), 'CellSize', cellSize, 'MapLocation', mapLo

figure
plot(costmap, 'Inflation', 'off');

```



Legend `off`

You also need to specify the dimensions of the vehicle that will park automatically based on the vehicles available in the 3D scene. This example uses the dimension of a Hatchback. These dimensions need to be consistent between the costmap and the Simulink model.

```

centerToFront = 1.104; % meters
centerToRear  = 1.343; % meters
frontOverhang = 0.828; % meters
rearOverhang  = 0.589; % meters
vehicleWidth  = 1.653; % meters
vehicleHeight = 1.513; % meters
vehicleLength = centerToFront + centerToRear + frontOverhang + rearOverhang;

vehicleDims = vehicleDimensions(vehicleLength, vehicleWidth, vehicleHeight, ...
    'FrontOverhang', frontOverhang, 'RearOverhang', rearOverhang);
costmap.CollisionChecker.VehicleDimensions = vehicleDims;

```

Set the inflation radius by specifying the number of circles enclosing the vehicle.

```
costmap.CollisionChecker.NumCircles = 5;
```

### Create Route Plan from a 3D Scene

The global route plan is described as a sequence of lane segments to traverse in order to reach a parking spot. You can interactively select intermediate goal positions from the scene image using the tool described in “Select Waypoints for Unreal Engine Simulation” on page 8-872. In this example, the



route plan has been created and stored in a table. Before simulation, the PreLoadFcn callback function of the model loads the route plan.

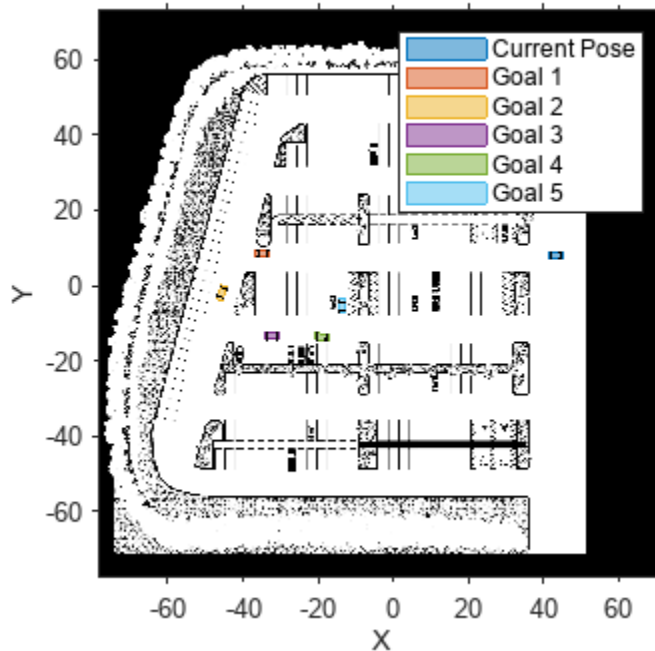
```
data      = load('routePlanUnreal.mat');
routePlan = data.routePlan %#ok<NOPTS>
```

```
routePlan=5x3 table
      StartPose      EndPose      Attributes
      _____      _____      _____
      44.5      8      180      -33.5      8.5      180      1x1 struct
      -33.5      8.5      180      -45.2      -0.7      250      1x1 struct
      -45.2      -0.7      250      -33.5      -13.5      0      1x1 struct
      -33.5      -13.5      0      -20.3      -13.5      -7      1x1 struct
      -20.3      -13.5      -7      -13.5      -6.8      90      1x1 struct
```

```
% Plot vehicle at the starting pose
startPose = routePlan.StartPose(1,:);
hold on
helperPlotVehicle(startPose, vehicleDims, 'DisplayName', 'Current Pose')
legend

for n = 1 : height(routePlan)
    % Extract the goal waypoint
    vehiclePose = routePlan{n, 'EndPose'};

    % Plot the pose
    legendEntry = sprintf('Goal %i', n);
    helperPlotVehicle(vehiclePose, vehicleDims, 'DisplayName', legendEntry);
    hold on
end
hold off
```



### Configure 3D Scene and Ego Vehicle

Close the figures and open the model.

```
helperCloseFigures
```

```
if ~ispc
    error(['3D Simulation is only supported on Microsoft', char(174), ' Windows', char(174), '.'])
end
```

```
modelName = 'APVWith3DSimulation';
open_system(modelName)
snapnow
```

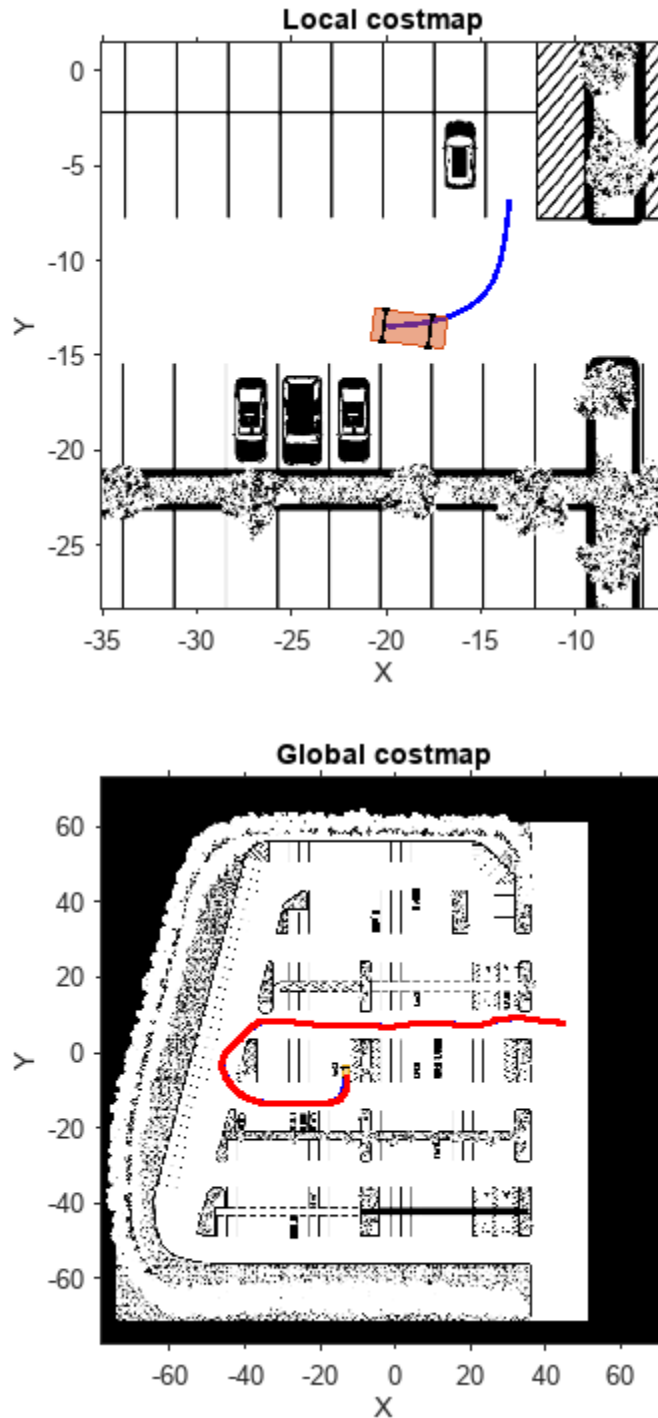
This model extends the one used in the Automated Parking Valet in Simulink example by adding two blocks for visualizing the vehicle in the 3D scene:

- **Simulation 3D Scene Configuration:** Implements the 3D simulation environment. The **Scene description** parameter is set to Large parking lot.
- **Simulation 3D Vehicle with Ground Following:** Provides an interface that changes the position and orientation of the vehicle in the 3D scene. The **Type** of the vehicle is set to **Hatchback** to be consistent with the vehicle dimensions in `costmap`. The inputs to this block are the vehicle's [X, Y] position in meters and the Yaw heading angle in degrees. These values are in the world coordinate system.

### Visualize Vehicle Motion in 3D Scene

Simulate the model to see how the vehicle drives into the desired parking spot.

```
sim(modelName)
```



As the simulation runs, the Simulink environment updates the position and orientation of the vehicle in the 3D visualization engine through the Simulation 3D Vehicle with Ground Following block. A new window shows the ego vehicle in the 3D visualization engine. The Automated Parking Valet figure displays the planned path in blue and the actual path of the vehicle in red. The Parking

Maneuver figure shows a local costmap used in searching for the final parking maneuver.



### Explore Enhanced Path Planning System

The Path Planner block plans a feasible path through the environment map using the optimal rapidly exploring random tree (RRT\*) algorithm. To ensure the performance of the planning algorithm, the path planning module is modified to include two separate modules:

- **Driving Mode:** Uses the costmap of the entire parking lot for navigation. This implementation is also used in the “Automated Parking Valet in Simulink” on page 8-703 example.
- **Parking Mode:** Uses a local costmap for the final parking maneuver. The local costmap is a submap of the costmap with a square shape. To specify the size of this map, use the **Local costmap size (m)** parameter of the Path Planner block dialog box. A costmap with smaller dimensions significantly reduces the computation burden in searching for a feasible path to the final parking spot. It also increases the probability of finding a feasible path given the same planner settings.

Open the Path Planner subsystem.

```
open_system([modelName, '/Path Planner'], 'force')
```

The two path planner modules are implemented as Enabled Subsystem (Simulink) blocks. The enable signal is from the `IsParkingManeuver` signal in the input `Config` bus sent from the Behavior Planner block. When the Parking Mode subsystem is enabled, a local costmap is created with the center as the current position of the vehicle.

Close the model and the figures.

```
bdclose all
helperCloseFigures
```

## Conclusions

This example showed how to integrate 3D simulation with the existing Automated Parking Valet in Simulink example to visualize the motion of vehicle in a 3D parking lot scene.

## Supporting Functions

### helperCreateCostmapFromImage

```
function BW = helperCreateCostmapFromImage(sceneImage) %#ok<DEFNU>
%helperCreateCostmapFromImage Create a costmap from an RGB image.

% Flip the scene image
sceneImage = flipud(sceneImage);

% Call the autogenerated code from the Color Thresholder app
BW = helperCreateMask(sceneImage);

% Smooth the image
BW = im2uint8(medfilt2(BW));

% Resize
BW = imresize(BW, 0.5);

% Compute complement
BW = imcomplement(BW);
end
```

### helperCreateMask

```
function [BW,maskedRGBImage] = helperCreateMask(RGB)
%createMask Threshold RGB image using auto-generated code from colorThresholder app.
% [BW,MASKEDRGBIMAGE] = createMask(RGB) thresholds image RGB using
% auto-generated code from the colorThresholder app. The colorspace and
% range for each channel of the colorspace were set within the app. The
% segmentation mask is returned in BW, and a composite of the mask and
% original RGB images is returned in maskedRGBImage.

% Auto-generated by colorThresholder app on 22-Oct-2021
%-----

% Convert RGB image to chosen color space
I = RGB;

% Define thresholds for channel 1 based on histogram settings
channel1Min = 42.000;
channel1Max = 179.000;

% Define thresholds for channel 2 based on histogram settings
channel2Min = 66.000;
channel2Max = 191.000;

% Define thresholds for channel 3 based on histogram settings
channel3Min = 67.000;
```

```
channel3Max = 164.000;

% Create mask based on chosen histogram thresholds
sliderBW = (I(:,:,1) >= channel1Min ) & (I(:,:,1) <= channel1Max) & ...
    (I(:,:,2) >= channel2Min ) & (I(:,:,2) <= channel2Max) & ...
    (I(:,:,3) >= channel3Min ) & (I(:,:,3) <= channel3Max);
BW = sliderBW;

% Initialize output masked image based on input image.
maskedRGBImage = RGB;

% Set background pixels where BW is false to zero.
maskedRGBImage(repmat(~BW,[1 1 3])) = 0;
end
```

### helperCloseFigures

```
function helperCloseFigures()
%helperCloseFigures Close all the figures except the simulation visualization

% Find all the figure objects
figHandles = findobj('Type', 'figure');

% Close the figures
for i = 1: length(figHandles)
    close(figHandles(i));
end
end
```

## See Also

### Blocks

Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following

### Functions

vehicleCostmap | vehicleDimensions

### Apps

Color Thresholder

## More About

- “Select Waypoints for Unreal Engine Simulation” on page 8-872
- “Automated Parking Valet in Simulink” on page 8-703
- “Unreal Engine Simulation for Automated Driving” on page 6-2
- “Visualize Automated Parking Valet Using Cuboid Simulation” on page 8-710

# Simulate Vision and Radar Sensors in Unreal Engine Environment

This example shows how to implement a synthetic data simulation for tracking and sensor fusion in Simulink® with using the Unreal Engine® simulation environment from Epic Games®. It closely follows the “Sensor Fusion Using Synthetic Radar and Vision Data in Simulink” on page 8-297 example.

## Introduction

Automated Driving Toolbox™ provides tools for authoring, simulating, and visualizing virtual driving scenarios. With these scenarios, you can simulate rare and potentially dangerous events, generate synthetic radar and vision detections from the scenarios, and use the synthetic detections to test vehicle algorithms. This example covers the entire synthetic data workflow in Simulink using the 3D simulation environment.

## Setup and Overview of Model

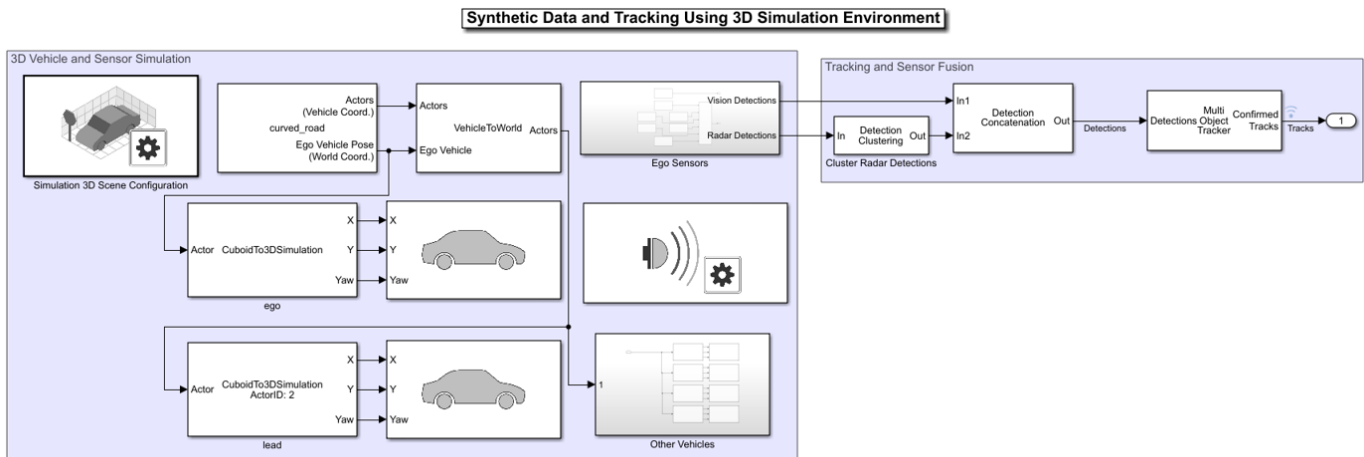
Prior to running this example, the roads, actors, and trajectories in the scenario were created using this procedure:

- 1 Extract the center locations from a portion of the road in the “Define Road Layouts Programmatically” on page 8-653 3D scene, using the techniques introduced in “Select Waypoints for Unreal Engine Simulation” on page 8-872.
- 2 Create a road in the Driving Scenario Designer that has these extracted locations as its road center values.
- 3 Define multiple moving vehicles on the road that have trajectories similar to the ones in the scenario defined in “Sensor Fusion Using Synthetic Radar and Vision Data in Simulink” on page 8-297.
- 4 Save the scenario file, `curved_road.mat`, from the Driving Scenario Designer and load them into the model using a Scenario Reader block.
- 5 Output poses of vehicles from the Scenario Reader block and convert them to the world coordinates. Use the Cuboid to 3D Simulation block to convert to X, Y, and Yaw required by the 3D vehicle block.

The actor poses provided by the Scenario Reader block is used by the Simulation 3D Vehicle with Ground Following blocks to define the locations of the ego vehicle, lead vehicle, and other vehicles at each time step of the simulation.

```
close;
if ~ispc
    error(['3D Simulation is supported only on Microsoft', char(174), ' Windows', char(174), '.']);
end

open_system('SimulateSensorsIn3DEnvironmentModel');
```



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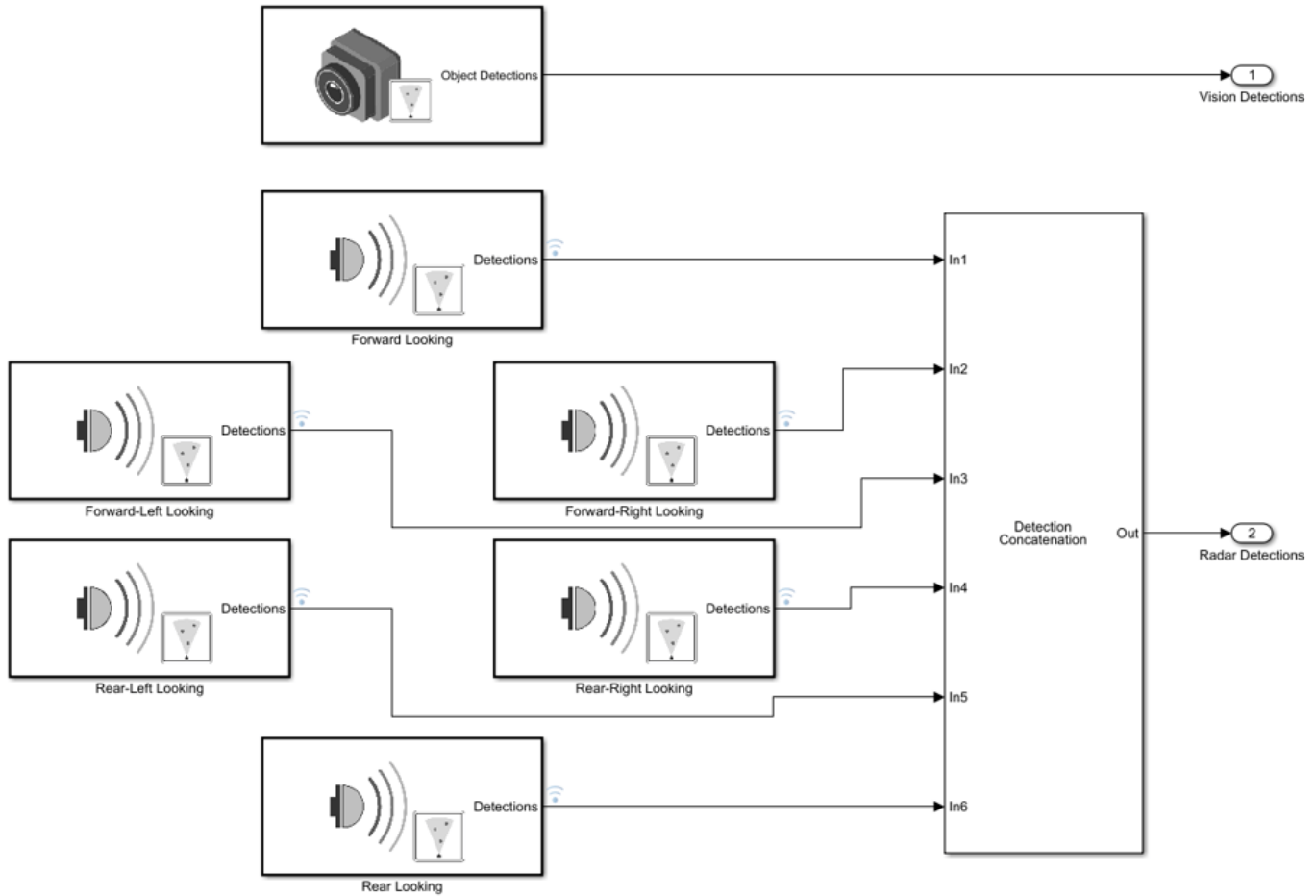
## Simulating Sensor Detections

In this example, you simulate an ego vehicle that has a vision sensor on its front bumper and six radar sensors covering the full 360 degrees field of view. The ego vehicle is equipped with a long-range radar on both the front and rear of the vehicle. Each side of the vehicle has two short-range radars, each covering 90 degrees. One radar on each side covers from the middle of the vehicle to the back. The other radar on each side covers from the middle of the vehicle forward.

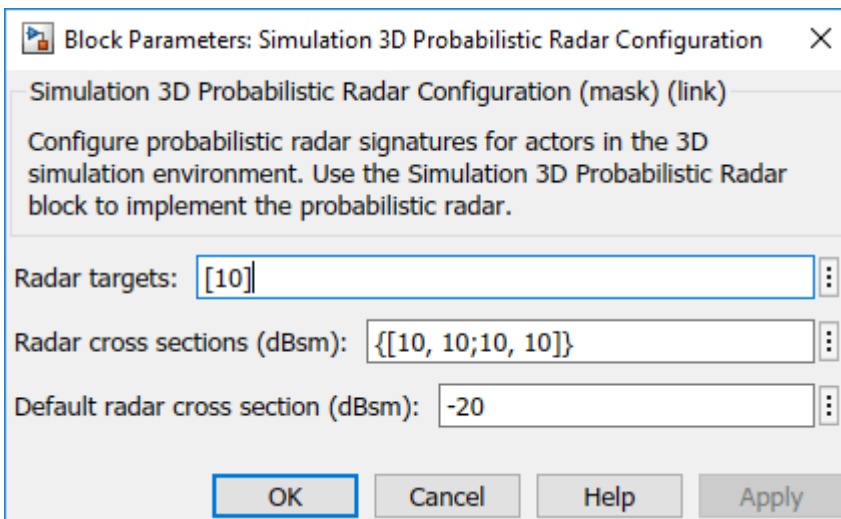
The Ego Sensors subsystem contains the one Simulation 3D Vision Detection Generator block and six Simulation 3D Probabilistic Radar blocks that model the previously described sensors. The outputs of the radar blocks are concatenated using a Detection Concatenation block. In the top-level model, the radar output is then concatenated with the vision output to create a single stream of detections to be fused by the Multi-Object Tracker block.

```
open_system('SimulateSensorsIn3DEnvironmentModel/Ego Sensors')
```





The probabilistic radars "see" not only an actor's physical dimensions (e.g., length, width, and height) but are also sensitive to an actor's *electrical* size. An actor's electrical size is referred to as its radar cross-section (RCS). The RCS patterns for the vehicles in the simulation are defined using the Simulation 3D Probabilistic Radar Configuration block.



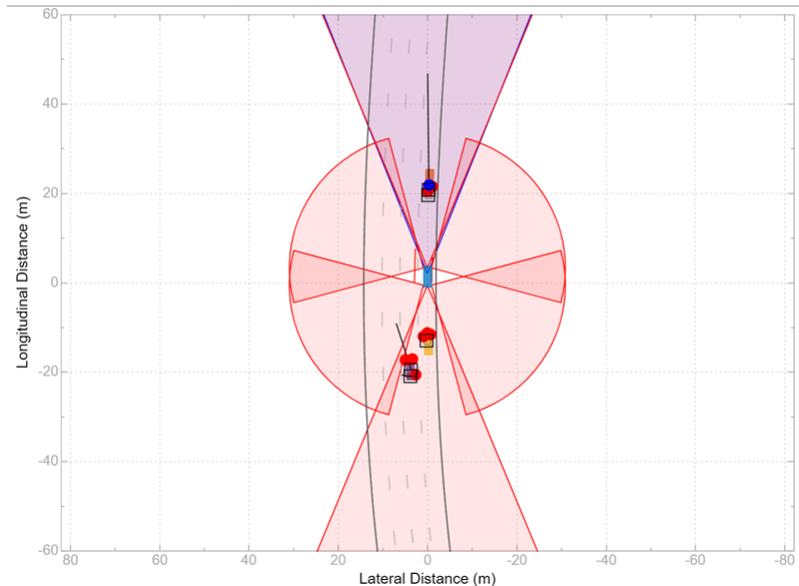
Use this block to define the RCS patterns for all of the actors in the simulation. Any actors that do not have a specified RCS pattern use the default RCS value.

### Tracking and Sensor Fusion

The detections generated by the ego vehicle's suite of radars are preprocessed using a helper Detection Clustering block before they are fused using the Multi-Object Tracker block. The multi-object tracker is configured with the same parameters used in the corresponding Simulink example, "Sensor Fusion Using Synthetic Radar and Vision Data in Simulink" on page 8-297. The output from the Multi-Object Tracker block is a list of confirmed tracks.

### Display

The Bird's-Eye Scope is a model-level visualization tool in Simulink opened from the Simulink toolstrip. After opening the scope, click **Find Signals** to set up the signals. Then run the simulation to display the ego actor, radar and vision detections, and tracks. The following image shows the scope's display for this example.



When the simulation starts, a few seconds are needed to initialize the Unreal Engine simulation environment, especially when running it for the first time. Once this initialization is complete, the simulation environment opens in a separate window. The following image is a snapshot of the simulation window corresponding to the snapshot of the Bird's-Eye Scope shown in the previous image.



The simulated vehicles are shown in the simulation window. The detections and tracks generated by the simulation appear only in the Bird's-Eye Scope.

### Summary

In this example, you learned how to extract road centers from a 3D scenario for use in the Driving Scenario Designer app. You also learned how to export the vehicle trajectories created from the road segments for use in the 3D simulation environment in Simulink. You then learned how to configure a probabilistic camera model and multiple probabilistic radar models in the Unreal Engine environment and how to fuse the detections from the multiple sensors located around the ego vehicle's perimeter using a multi-object tracker. The confirmed tracks generated by the tracker can then be used for control algorithms such as adaptive cruise control (ACC) or forward collision warning (FCW).

```
close_system('SimulateSensorsIn3DEnvironmentModel');
```

### See Also

#### Apps

**Bird's-Eye Scope | Driving Scenario Designer**

#### Blocks

Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following | Simulation 3D Probabilistic Radar | Simulation 3D Probabilistic Radar Configuration | Detection Concatenation | Multi-Object Tracker

## **More About**

- “Visualize Sensor Data from Unreal Engine Simulation Environment” on page 6-37
- “Sensor Fusion Using Synthetic Radar and Vision Data in Simulink” on page 8-297

# Highway Lane Following

This example shows how to simulate a highway lane following application with vision processing, sensor fusion, and controller components. These components are tested in a 3D simulation environment that includes camera and radar sensor models.

## Introduction

A highway lane following system steers a vehicle to travel within a marked lane. It also maintains a set velocity or safe distance to a preceding vehicle in the same lane. The system typically uses vision processing algorithms to detect lanes and vehicles from a camera. The vehicle detections from the camera are then fused with detections from a radar to improve the robustness of perception. The controller uses the lane detections, vehicle detections, and set speed to control steering and acceleration.

This example demonstrates how to create a test bench model to test vision processing, sensor fusion, and controls in a 3D simulation environment. The test bench model can be configured for different scenarios to test the ability to follow lanes and avoid collisions with other vehicles. In this example, you:

- 1 Partition the algorithm and test bench** — The model is partitioned into lane following algorithm models and a test bench model. The algorithm models implement the individual components. The test bench includes the integration of the algorithm models, and virtual testing framework.
- 2 Explore the test bench model** — The test bench model contains the testing framework, which includes the scenario, ego vehicle dynamics model, and metrics assessment using ground truth. A cuboid scenario defines vehicle trajectories and specifies the ground truth. An equivalent Unreal Engine® scene is used to model detections from a radar sensor and images from a monocular camera sensor. A bicycle model is used to model the ego vehicle.
- 3 Explore the algorithm models** — Algorithm models are reference models that implement vision processing, sensor fusion, decision logic, and controls components to build the lane following application.
- 4 Visualize a test scenario** — The scenario contains a curved road with multiple vehicles.
- 5 Simulate the test bench model** — The model is simulated to test integration of the vision processing, sensor fusion, and controls components.
- 6 Explore additional scenarios** — These scenarios test the system under additional conditions.

Testing the integration of the controller and the perception algorithm requires a photorealistic simulation environment. In this example, you enable system-level simulation through integration with the Unreal Engine from Epic Games®. The 3D simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error(['3D Simulation is supported only on Microsoft', char(174), ...
        ' Windows', char(174), '.'])
end
```

To ensure reproducibility of the simulation results, set the random seed.

```
rng(0)
```

## Partition Algorithm and Test Bench

The model is partitioned into separate algorithm and test bench models.

- Algorithm models — Algorithm models are reference models that implement the functionality of individual components.
- Test bench model — The Highway Lane Following test bench specifies the stimulus and environment to test the algorithm models.

## Explore Test Bench Model

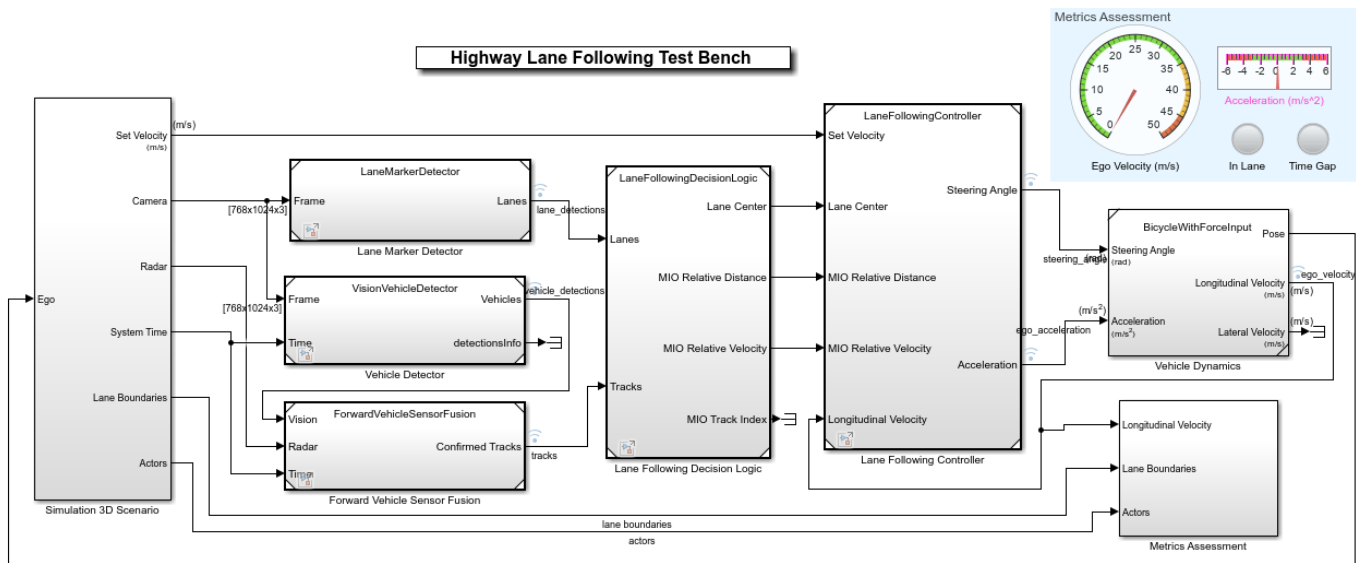
In this example, you use a system-level simulation test bench model to explore the behavior of the control and vision processing algorithms for the lane following system.

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot, "toolbox", "driving", "drivingdemos"));
helperDrivingProjectSetup("HighwayLaneFollowing.zip", workDir=pwd);
```

Open the system-level simulation test bench model.

```
open_system("HighwayLaneFollowingTestBench")
```



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The test bench model contains these modules:

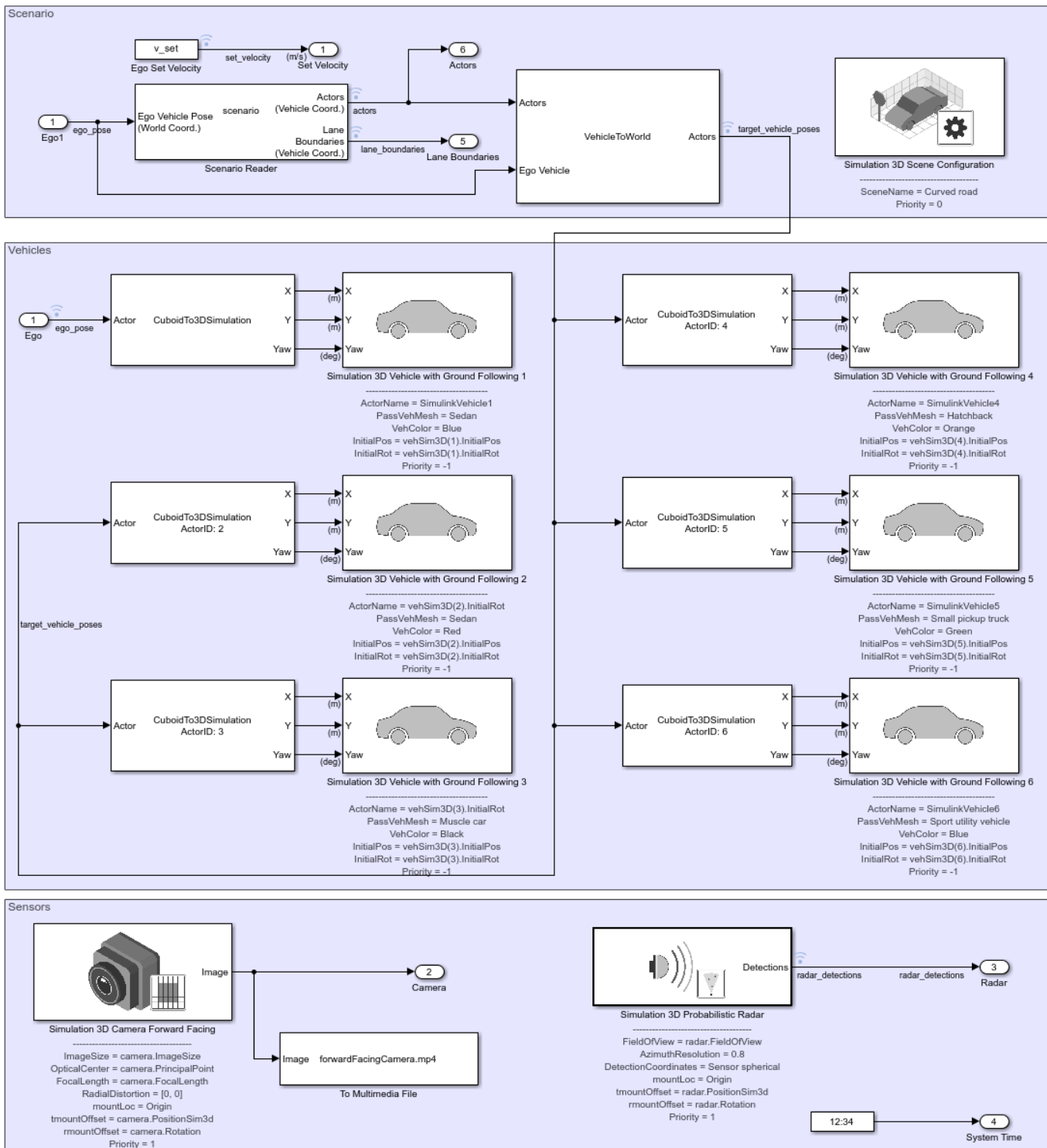
- Simulation 3D Scenario — Subsystem that specifies the road, vehicles, camera sensor, and radar sensor used for simulation.
- Lane Marker Detector — Algorithm model to detect the lane boundaries in the frame captured by the camera sensor.
- Vehicle Detector — Algorithm model to detect vehicles in the frame captured by the camera sensor.

- Forward Vehicle Sensor Fusion — Algorithm model to fuse vehicle detections from the camera and radar sensors.
- Lane Following Decision Logic — Algorithm model to specify the lateral and longitudinal decision logic that provides information related to the most important object (MIO) and lane center to the controller.
- Lane Following Controller — Algorithm model that specifies the steering angle and acceleration controls.
- Vehicle Dynamics — Subsystem that specifies the dynamic model of the ego vehicle.
- Metrics Assessment — Subsystem that assesses system-level behavior.

The Simulation 3D Scenario subsystem configures the road network, positions vehicles, and synthesizes sensors. Open the Simulation 3D Scenario subsystem.

```
open_system("HighwayLaneFollowingTestBench/Simulation 3D Scenario")
```

**Simulation 3D Scenario**



The scene and road network are specified by these parts of the subsystem:



- The Simulation 3D Scene Configuration block has the **SceneName** parameter set to Curved road.
- The Scenario Reader block is configured to use a driving scenario that contains a road network that closely matches a section of the road network from the Curved road scene.

The vehicle positions are specified by these parts of the subsystem:

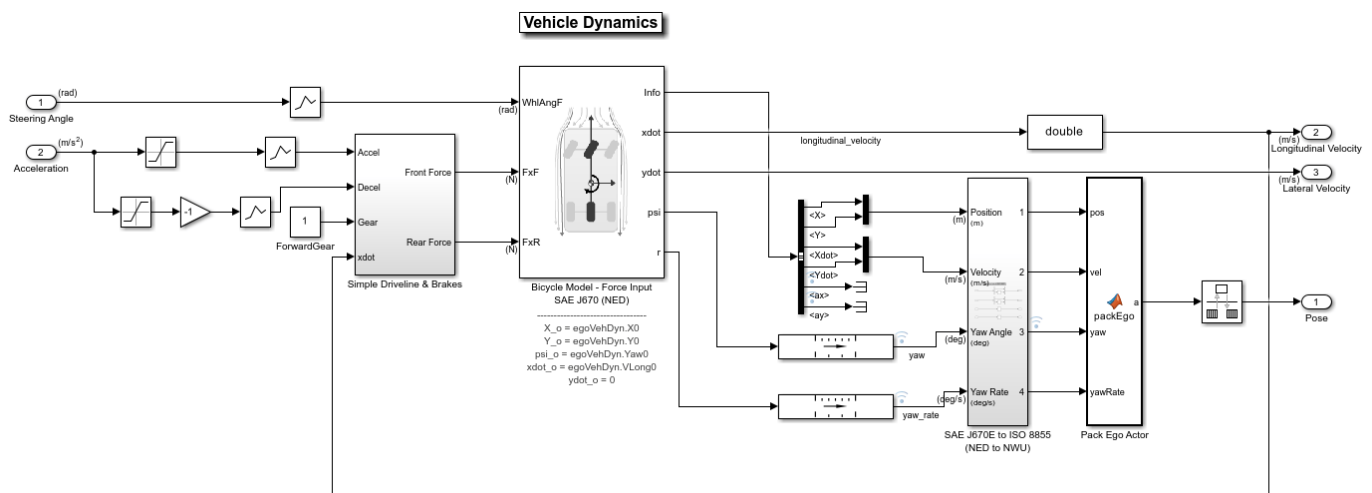
- The Ego input port controls the position of the ego vehicle, which is specified by the Simulation 3D Vehicle with Ground Following 1 block.
- The Vehicle To World block converts actor poses from the coordinates of the ego vehicle to the world coordinates.
- The Scenario Reader block outputs actor poses, which control the position of the target vehicles. These vehicles are specified by the other Simulation 3D Vehicle with Ground Following blocks.
- The Cuboid To 3D Simulation block converts the ego pose coordinate system (with respect to below the center of the vehicle rear axle) to the 3D simulation coordinate system (with respect to below the vehicle center).

The sensors attached to the ego vehicle are specified by these parts of the subsystem:

- The Simulation 3D Camera block is attached to the ego vehicle to capture its front view. The output image from this block is processed by the Lane Marker Detector block to detect the lanes and Vehicle Detector block to detect the vehicles.
- The Simulation 3D Probabilistic Radar Configuration block is attached to the ego vehicle to detect vehicles in 3D simulation environment.
- The Measurement Bias Center to Rear Axle block converts the coordinate system of the Simulation 3D Probabilistic Radar Configuration block (with respect to below the vehicle center) to the ego pose coordinates (with respect to below the center of the vehicle rear axle).

The Vehicle Dynamics subsystem uses a Bicycle Model block to model the ego vehicle. Open the Vehicle Dynamics subsystem.

```
open_system("HighwayLaneFollowingTestBench/Vehicle Dynamics");
```



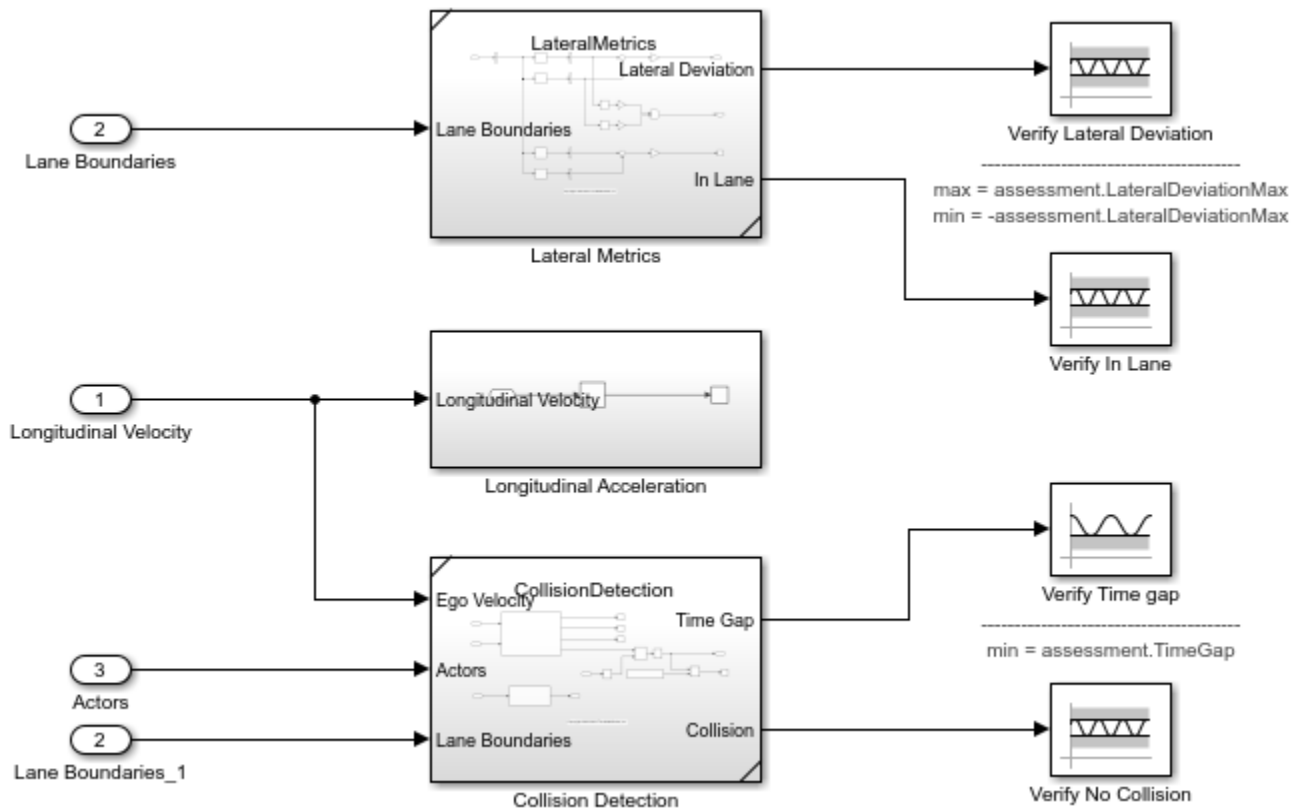
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The Bicycle Model block implements a rigid two-axle single track vehicle body model to calculate longitudinal, lateral, and yaw motion. The block accounts for body mass, aerodynamic drag, and

weight distribution between the axles due to acceleration and steering. For more details, see Bicycle Model.

The Metric Assessment subsystem enables system-level metric evaluations using the ground truth information from the scenario. Open the Metrics Assessment subsystem.

```
open_system("HighwayLaneFollowingTestBench/Metrics Assessment");
```



In this example, four metrics are used to assess the lane-following system.

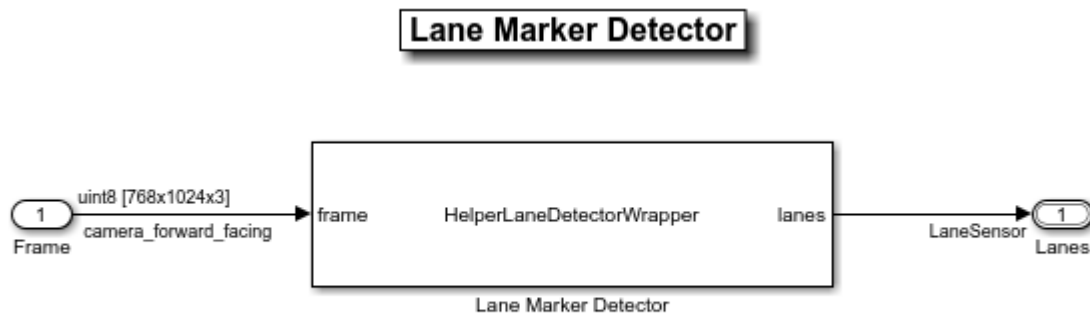
- **Verify Lateral Deviation** — This block verifies that the lateral deviation from the center line of the lane is within prescribed thresholds for the corresponding scenario. Define the thresholds when you author the test scenario.
- **Verify In Lane** — This block verifies that the ego vehicle is following one of the lanes on the road throughout the simulation.
- **Verify Time gap** — This block verifies that the time gap between the ego vehicle and the lead vehicle is more than 0.8 seconds. The time gap between the two vehicles is defined as the ratio of the calculated headway distance to the ego vehicle velocity.
- **Verify No Collision** — This block verifies that the ego vehicle does not collide with the lead vehicle at any point during the simulation. For more details on how to integrate these metrics with Simulink Test™ for enabling automatic regression testing, see “Automate Testing for Highway Lane Following” on page 8-909.

## Explore Algorithm Models

The lane following system is developed by integrating the lane marker detector, vehicle detector, forward vehicle sensor fusion, lane following decision logic, and lane following controller components.

The lane marker detector algorithm model implements a perception module to analyze the images of roads. Open the Lane Marker Detector algorithm model.

```
open_system("LaneMarkerDetector");
```

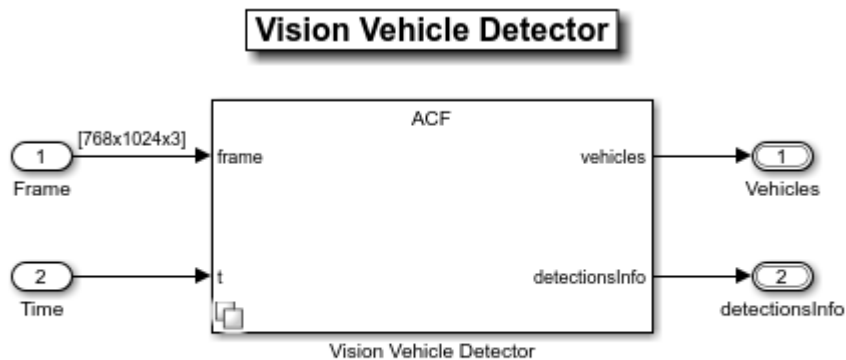


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The lane marker detector takes the frame captured by a monocular camera sensor as input. It also takes in the camera intrinsic parameters through the mask. It detects the lane boundaries and outputs the lane information and marking type of each lane through the LaneSensor bus. For more details on how to design and evaluate a lane marker detector, see “Design Lane Marker Detector Using Unreal Engine Simulation Environment” on page 8-863 and “Generate Code for Lane Marker Detector” on page 8-1064.

The vehicle detector algorithm model detects vehicles in the driving scenario. Open the Vehicle Detector algorithm model.

```
open_system("VisionVehicleDetector");
```

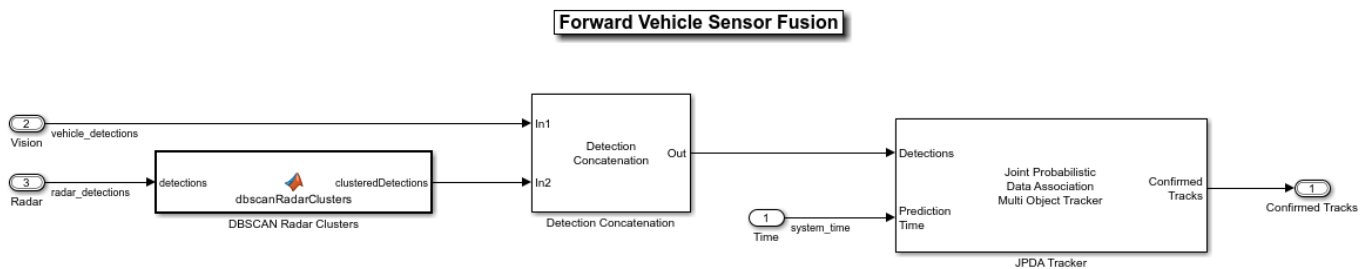


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The vehicle detector takes the frame captured by a camera sensor as input. It also takes in the camera intrinsic parameters through the mask. It detects the vehicles and outputs the vehicle information as bounding boxes. For more details on how to design and evaluate a vehicle detector, see “Generate Code for Vision Vehicle Detector” on page 8-1108.

The forward vehicle sensor fusion component fuses vehicle detections the from camera and radar sensors and tracks the detected vehicles using the central level tracking method. Open the Forward Vehicle Sensor Fusion algorithm model.

```
open_system("ForwardVehicleSensorFusion");
```



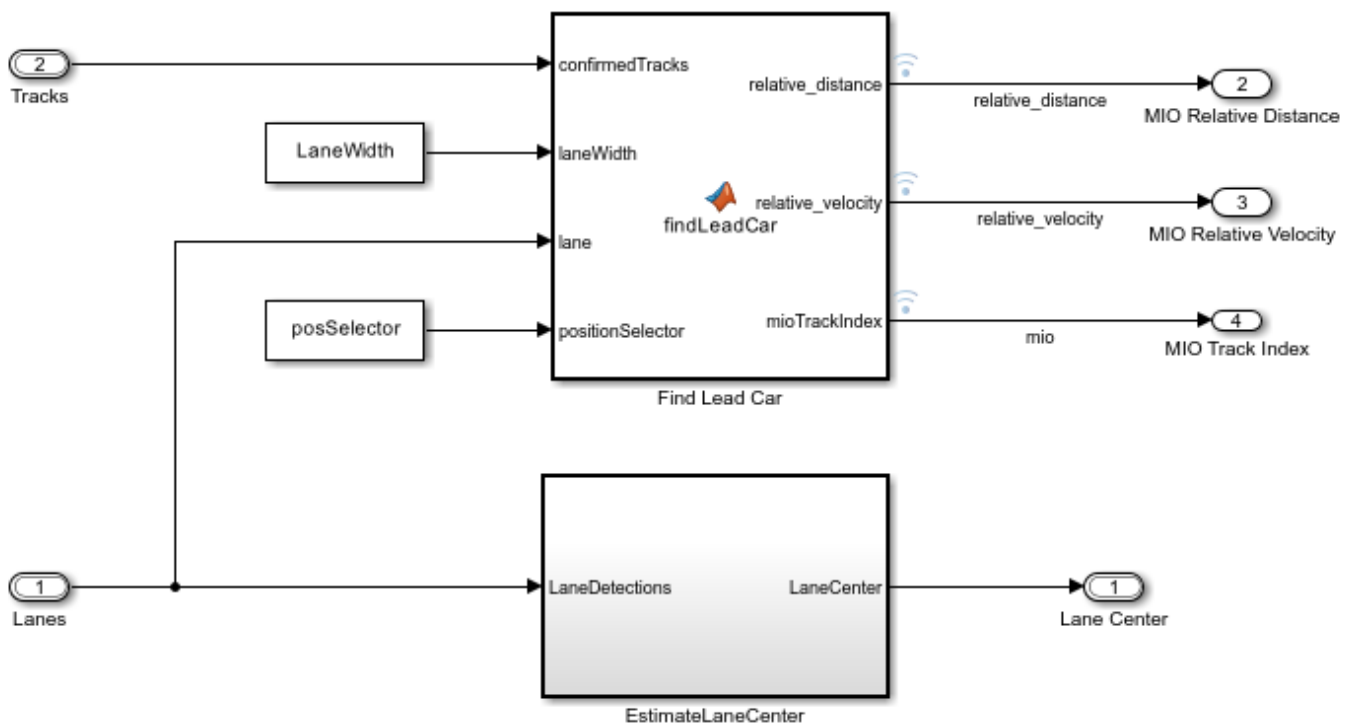
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The forward vehicle sensor fusion model takes in the vehicle detections from vision and radar sensors as inputs. The radar detections are clustered and then concatenated with vision detections. The concatenated vehicle detections are then tracked using a joint probabilistic data association tracker. This component outputs the confirmed tracks. For more details on forward vehicle sensor fusion, see “Forward Vehicle Sensor Fusion” on page 8-1100.

The lane following decision logic algorithm model specifies lateral and longitudinal decisions based on the detected lanes and tracks. Open the Lane Following Decision Logic algorithm model.

```
open_system("LaneFollowingDecisionLogic");
```

### Lane Following Decision Logic

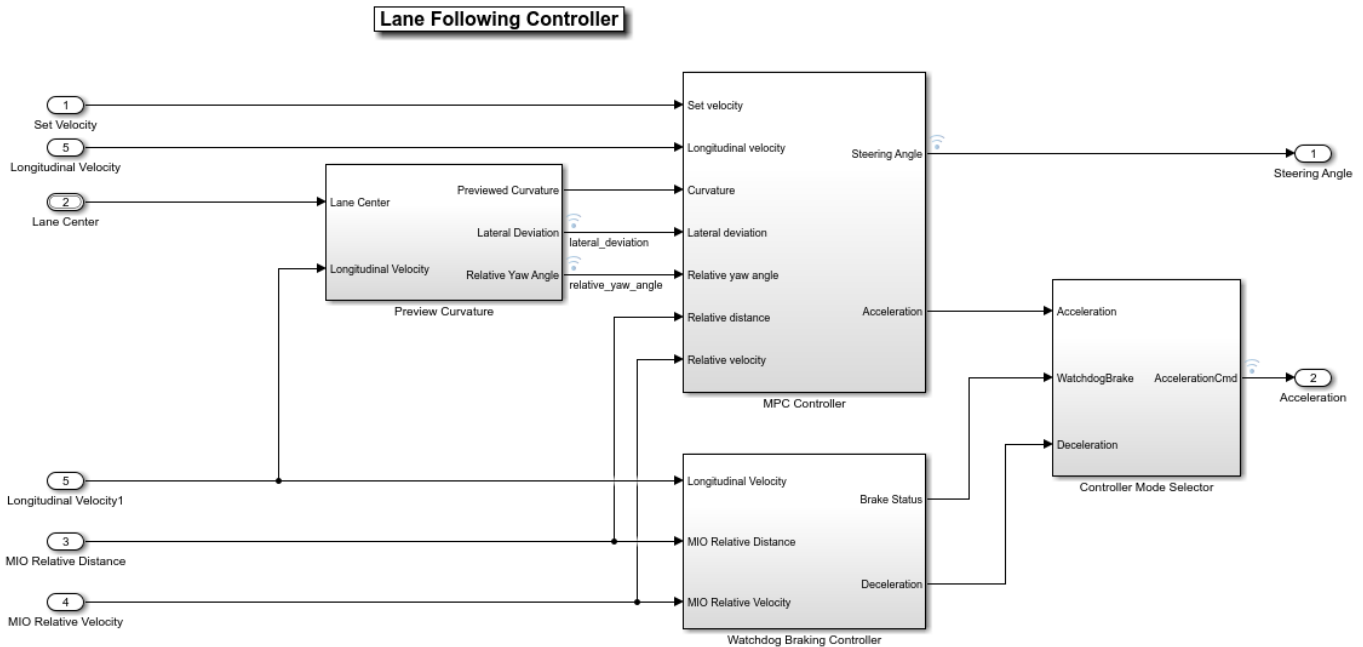


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The lane following decision logic model takes the detected lanes from the lane marker detector and the confirmed tracks from the forward vehicle sensor fusion module as inputs. It estimates the lane center and also determines the MIO lead car traveling in the same lane as the ego vehicle. It outputs the relative distance and relative velocity between the MIO and ego vehicle.

The lane following controller specifies the longitudinal and lateral controls. Open the Lane Following Controller algorithm model.

```
open_system("LaneFollowingController");
```



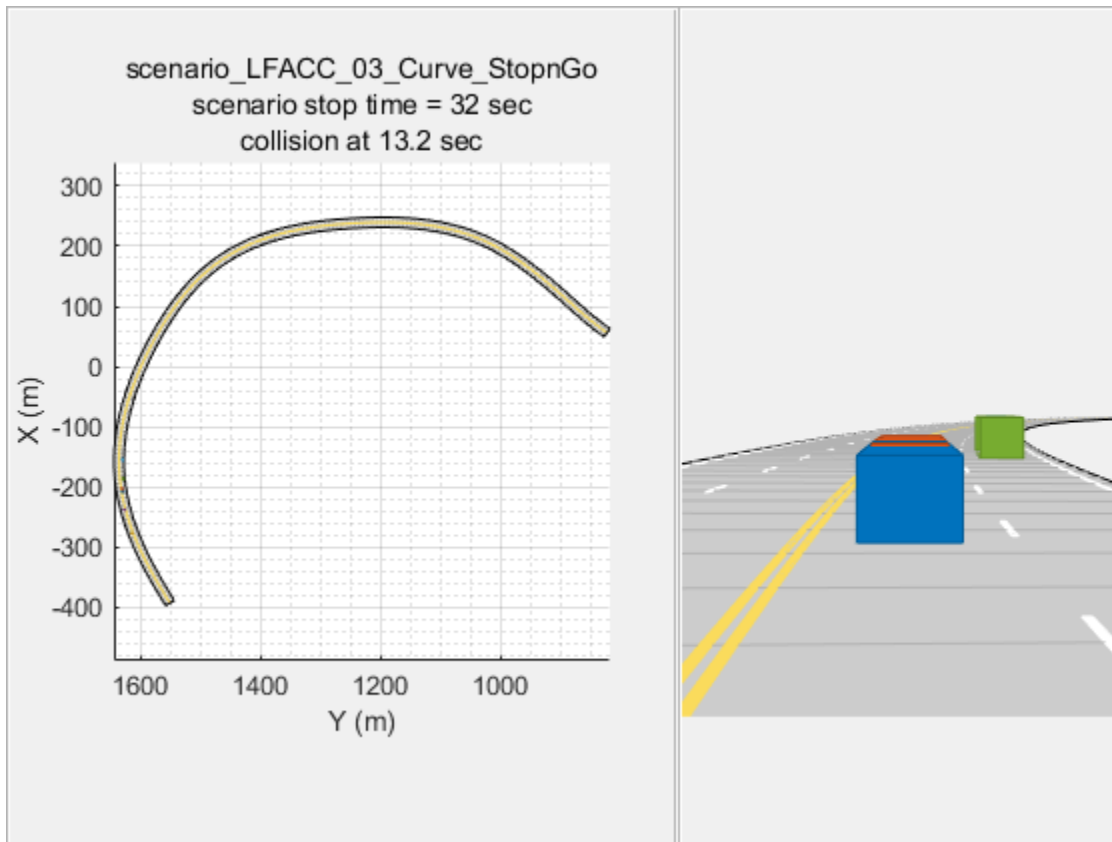
The controller takes the set velocity, lane center, and MIO information as inputs. It uses a path following controller to control the steering angle and acceleration for the ego vehicle. It also uses a watchdog braking controller to apply brakes as a fail-safe mode. The controller outputs the steering angle and acceleration command that determines whether to accelerate, decelerate, or apply brakes. The Vehicle Dynamics block uses these outputs for lateral and longitudinal control of the ego vehicle.

### Visualize Test Scenario

The helper function `scenario_LFACC_03_Curve_StopnGo` generates a cuboid scenario that is compatible with the `HighwayLaneFollowingTestBench` model. This is an open-loop scenario containing multiple target vehicles on a curved road. The road centers, lane markings, and vehicles in this cuboid scenario closely match a section of the curved road scene provided with the 3D simulation environment. In this scenario, a lead vehicle slows down in front of the ego vehicle while other vehicles travel in adjacent lanes.

Plot the open-loop scenario to see the interactions of the ego vehicle and target vehicles.

```
hFigScenario = helperPlotLFScenario("scenario_LFACC_03_Curve_StopnGo");
```



The ego vehicle is not under closed-loop control, so a collision occurs with the slower moving lead vehicle. The goal of the closed-loop system is to follow the lane and maintain a safe distance from the lead vehicles. In the HighwayLaneFollowingTestBench model, the ego vehicle has the same initial velocity and initial position as in the open-loop scenario.

Close the figure.

```
close(hFigScenario)
```

### Simulate the test bench model

Configure and test the integration of the algorithms in the 3D simulation environment. To reduce command-window output, turn off the MPC update messages.

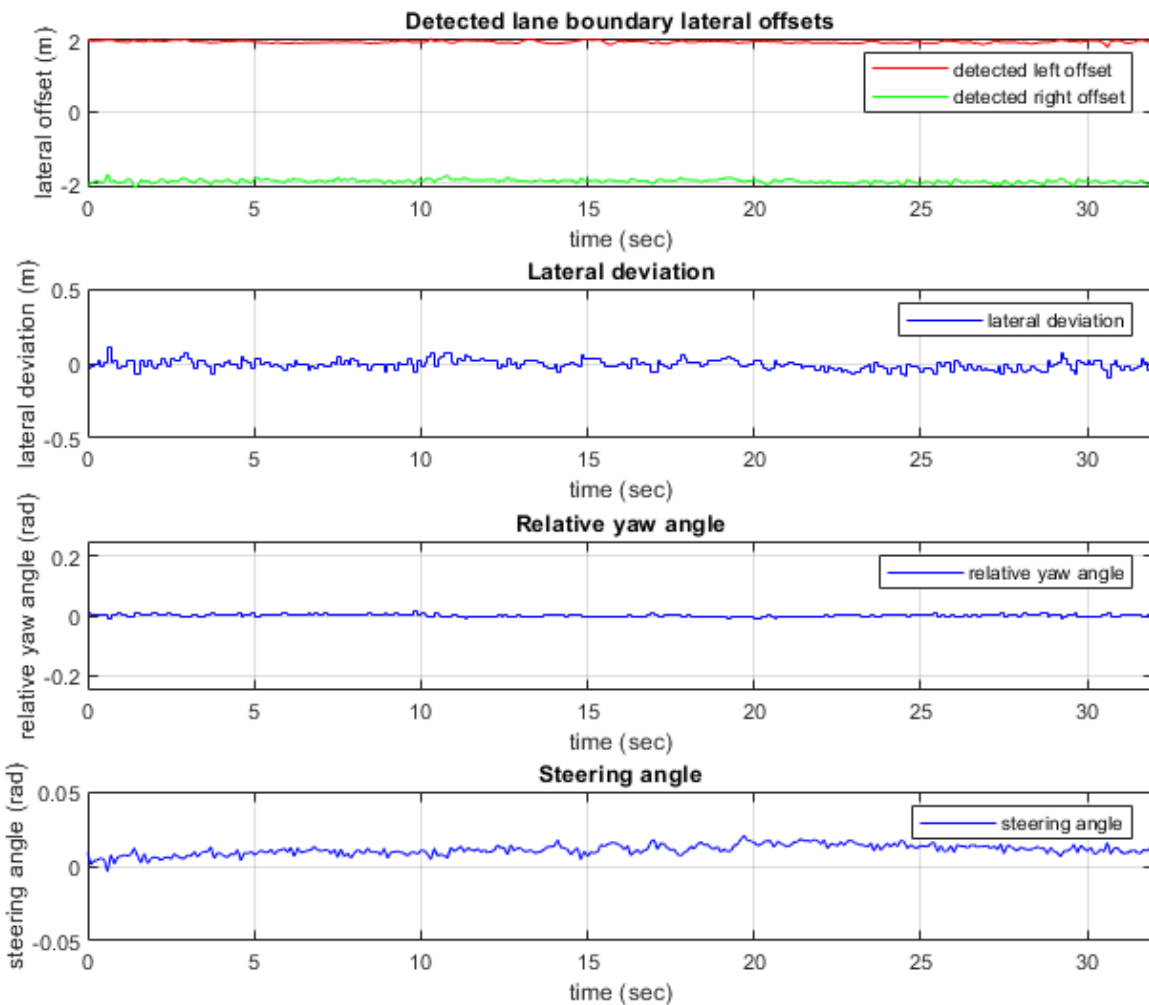
```
mpcverbosity("off");
```

Configure the test bench model to use the same scenario.

```
helperSLHighwayLaneFollowingSetup("scenarioFcnName", ...
    "scenario_LFACC_03_Curve_StopnGo");
sim("HighwayLaneFollowingTestBench")
```

Plot the lateral controller performance results.

```
hFigLatResults = helperPlotLFLateralResults(logsout);
```



Close the figure.

```
close(hFigLatResults)
```

Examine the simulation results.

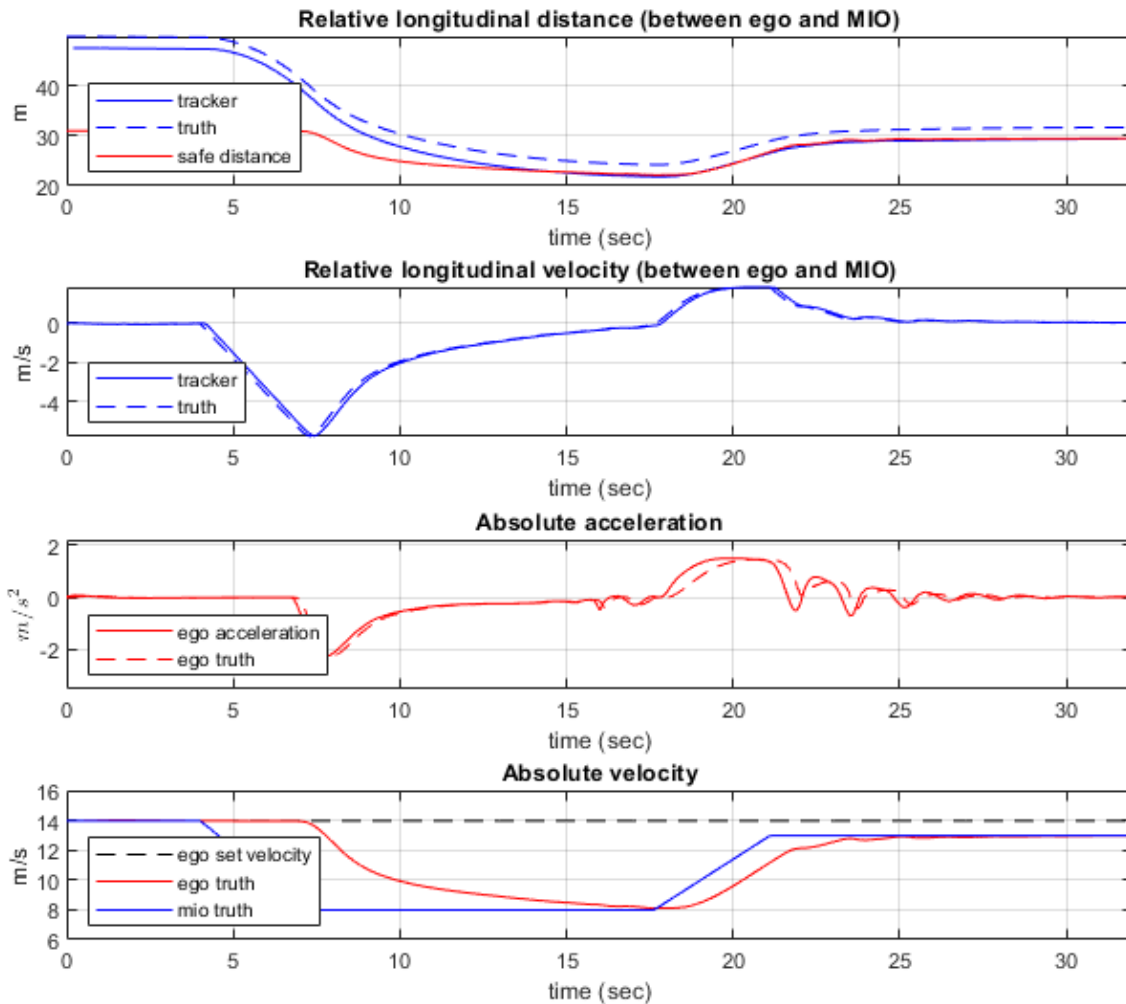
- The **Detected lane boundary lateral offsets** plot shows the lateral offsets of the detected left-lane and right-lane boundaries from the centerline of the lane. The detected values are close to the ground truth of the lane but deviate by small quantities.
- The **Lateral deviation** plot shows the lateral deviation of the ego vehicle from the centerline of the lane. Ideally, lateral deviation is zero meters, which implies that the ego vehicle exactly follows the centerline. Small deviations occur when the vehicle is changing velocity to avoid collision with another vehicle.
- The **Relative yaw angle** plot shows the relative yaw angle between ego vehicle and the centerline of the lane. The relative yaw angle is very close to zero radian, which implies that the heading angle of the ego vehicle matches the yaw angle of the centerline closely.



- The **Steering angle** plot shows the steering angle of the ego vehicle. The steering angle trajectory is smooth.

Plot the longitudinal controller performance results.

```
hFigLongResults = helperPlotLFLongitudinalResults(logsout,time_gap,...
    default_spacing);
```



Close the figure.

```
close(hFigLongResults)
```

Examine the simulation results.

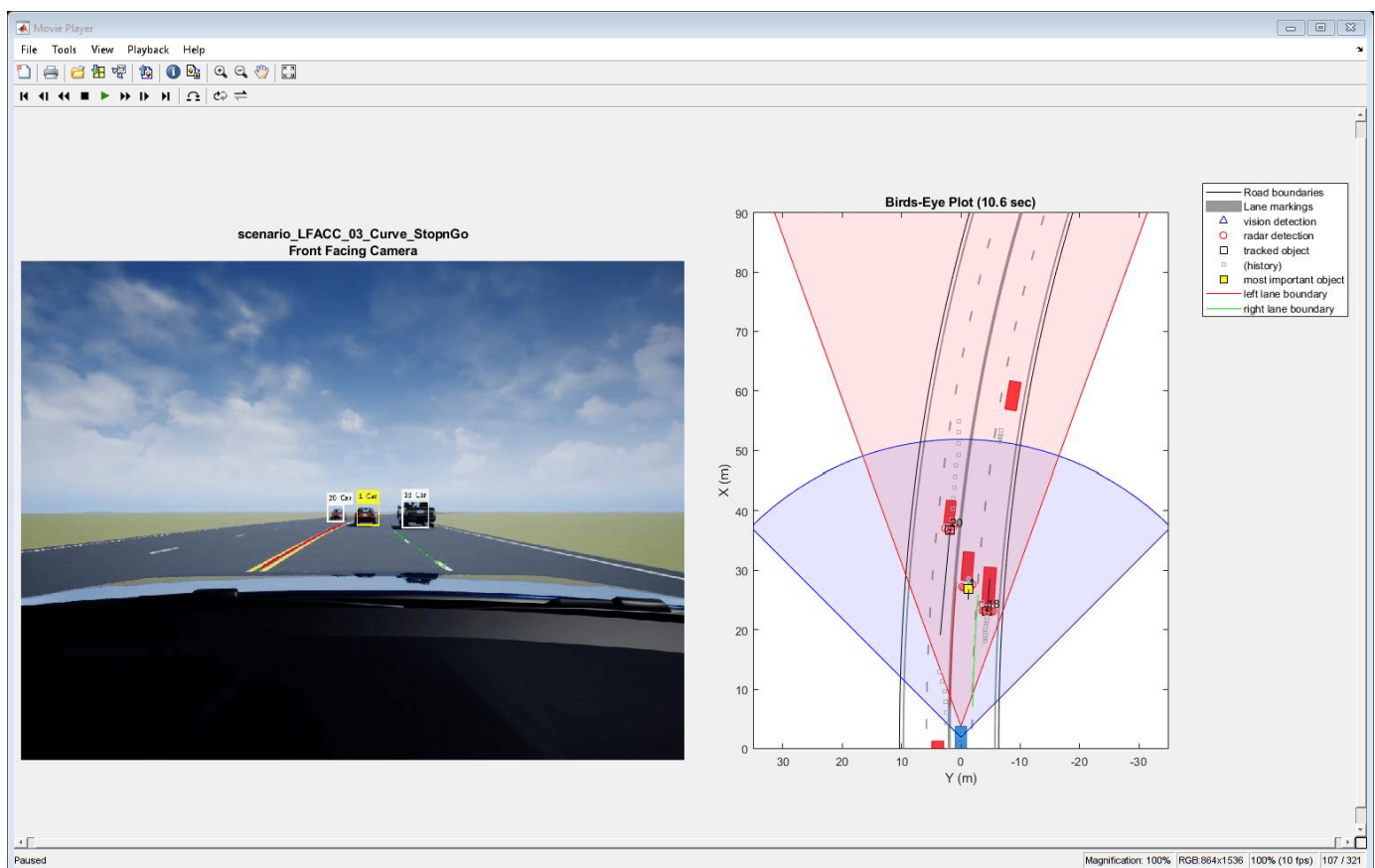
- The **Relative longitudinal distance** plot shows the distance between the ego vehicle and the MIO. In this case, the ego vehicle approaches the MIO and gets close to it or exceeds the safe distance in some cases.

- The **Relative longitudinal velocity** plot shows the relative velocity between the ego vehicle and the MIO. In this example, the vehicle detector only detects positions, so the tracker in the control algorithm estimates the velocity. The estimated velocity lags the actual (ground truth) MIO relative velocity.
- The **Absolute acceleration** plot shows that the controller commands the vehicle to decelerate when it gets too close to the MIO.
- The **Absolute velocity** plot shows the ego vehicle initially follows the set velocity, but when the MIO slows down, to avoid a collision, the ego vehicle also slows down.

During simulation, the model logs signals to the base workspace as `logout` and records the output of the camera sensor to `forwardFacingCamera.mp4`. You can use the `helperPlotLFDetectionResults` function to visualize the simulated detections similar to how recorded data is explored in the “Forward Collision Warning Using Sensor Fusion” on page 8-219 example. You can also record the visualized detections to a video file to enable review by others who do not have access to MATLAB.

Plot the detection results from logged data, generate a video, and open the Video Viewer app.

```
hVideoViewer = helperPlotLFDetectionResults(...
    logout, "forwardFacingCamera.mp4", scenario, camera, radar,...
    scenarioFcnName,...
    "RecordVideo", true,...
    "RecordVideoFileName", scenarioFcnName + "_VPA",...
    "OpenRecordedVideoInVideoViewer", true,...
    "VideoViewerJumpToTime", 10.6);
```



Play the generated video.

- **Front Facing Camera** shows the image returned by the camera sensor. The left lane boundary is plotted in red and the right lane boundary is plotted in green. These lanes are returned by the Lane Marker Detector model. Tracked detections are also overlaid on the video.
- **Bird's-Eye Plot** shows true vehicle positions, sensor coverage areas, probabilistic detections, and track outputs. The plot title includes the simulation time so that you can correlate events between the video and previous static plots.

Close the figure.

```
close(hVideoViewer)
```

### Explore Additional Scenarios

The previous simulations tested the `scenario_LFACC_03_Curve_StopnGo` scenario. This example provides additional scenarios that are compatible with the `HighwayLaneFollowingTestBench` model:

```
scenario_LF_01_Straight_RightLane
scenario_LF_02_Straight_LeftLane
scenario_LF_03_Curve_LeftLane
scenario_LF_04_Curve_RightLane
scenario_LFACC_01_Curve_DecelTarget
scenario_LFACC_02_Curve_AutoRetarget
scenario_LFACC_03_Curve_StopnGo
scenario_LFACC_04_Curve_CutInOut
scenario_LFACC_05_Curve_CutInOut_TooClose
scenario_LFACC_06_Straight_StopandGoLeadCar
```

These scenarios represent two types of testing.

- Use scenarios with the `scenario_LF_` prefix to test lane-detection and lane-following algorithms without obstruction from other vehicles. The vehicles in the scenario are positioned such that they are not seen by the ego vehicle.
- Use scenarios with the `scenario_LFACC_` prefix to test lane-detection and lane-following algorithms with other vehicles that are within the sensor coverage area of the ego vehicle.

Examine the comments in each file for more details about the geometry of the road and vehicles in each scenario. You can configure the `HighwayLaneFollowingTestBench` model and workspace to simulate these scenarios using the `helperSLHighwayLaneFollowingSetup` function.

For example, while evaluating the effects of a camera-based lane detection algorithm on closed-loop control, it can be helpful to begin with a scenario that has a road but no vehicles. To configure the model and workspace for such a scenario, use the following code.

```
helperSLHighwayLaneFollowingSetup("scenarioFcnName", ...
    "scenario_LF_04_Curve_RightLane");
```

Enable the MPC update messages again.

```
mpcverbosity("on");
```

### Conclusion

This example showed how to integrate vision processing, sensor fusion and controller components to simulate a highway lane following system in a closed-loop 3D simulation environment. The example

also demonstrated various evaluation metrics to validate the performance of the designed system. If you have licenses for Simulink Coder™ and Embedded Coder™ you can generate ready to deploy code with the embedded real-time target (ERT).

## See Also

### Blocks

Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following | Cuboid To 3D Simulation | Simulation 3D Camera | Simulation 3D Probabilistic Radar | Scenario Reader

## More About

- “Automate Testing for Highway Lane Following” on page 8-909
- “Highway Lane Following with Intelligent Vehicles” on page 8-1082
- “Highway Lane Change” on page 8-845
- “Visual Perception Using Monocular Camera” on page 8-108
- “Forward Collision Warning Using Sensor Fusion” on page 8-219
- “Lane Following Control with Sensor Fusion and Lane Detection” on page 8-375
- “Simulate Vision and Radar Sensors in Unreal Engine Environment” on page 8-887
- “Visualize Sensor Data from Unreal Engine Simulation Environment” on page 6-37
- “Coordinate Systems for Unreal Engine Simulation in Automated Driving Toolbox” on page 6-11

# Automate Testing for Highway Lane Following

This example shows how to assess the functionality of a lane-following application by defining scenarios based on requirements, automating testing of components and the generated code for those components. The components include lane-detection, sensor fusion, decision logic, and controls. This example builds on the “Highway Lane Following” on page 8-893 example.

## Introduction

A highway lane-following system steers a vehicle to travel within a marked lane. It also maintains a set velocity or safe distance from a preceding vehicle in the same lane. The system typically includes lane detection, sensor fusion, decision logic, and controls components. System-level simulation is a common technique for assessing functionality of the integrated components. Simulations are configured to test scenarios based on system requirements. Automatically running these simulations enables regression testing to verify system-level functionality.

The “Highway Lane Following” on page 8-893 example showed how to simulate a system-level model for lane-following. This example shows how to automate testing that model against multiple scenarios using Simulink Test™. The scenarios are based on system-level requirements. In this example, you will:

- 1 Review requirements:** The requirements describe system-level test conditions. Simulation test scenarios are created to represent these conditions.
- 2 Review the test bench model:** Review the system-level lane-following test bench model that contains metric assessments. These metric assessments integrate the test bench model with Simulink Test for the automated testing.
- 3 Disable runtime visualizations:** Runtime visualizations are disabled to reduce execution time for the automated testing.
- 4 Automate testing:** A test manager is configured to simulate each test scenario, assess success criteria, and report results. The results are explored dynamically in the test manager and exported to a PDF for external reviewers.
- 5 Automate testing with generated code:** The lane detection, sensor fusion, decision logic, and controls components are configured to generate C++ code. The automated testing is run on the generated code to verify expected behavior.
- 6 Automate testing in parallel:** Overall execution time for running the tests is reduced using parallel computing on a multi-core computer.

Testing the system-level model requires a photorealistic simulation environment. In this example, you enable system-level simulation through integration with the Unreal Engine from Epic Games®. The 3D simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error("The 3D simulation environment requires a Windows 64-bit platform");
end
```

To ensure reproducibility of the simulation results, set the random seed.

```
rng(0);
```

## Review Requirements

Requirements Toolbox™ lets you author, analyze, and manage requirements within Simulink. This example contains ten test scenarios, with high-level testing requirements defined for each scenario. Open the requirement set.

To explore the test requirements and test bench model, open a working copy of the project example files. MATLAB copies the files to an example folder so that you can edit them. The TestAutomation folder contains the files that enables the automate testing.

```
addpath(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos'));
helperDrivingProjectSetup('HighwayLaneFollowing.zip', 'workDir', pwd);
```

```
open('HighwayLaneFollowingTestRequirements.slsreq')
```

Alternatively, you can also open the file from the **Requirements** tab of the Requirements Manager app in Simulink.

The screenshot shows the Requirements Editor interface. On the left, a tree view shows a requirement set named 'HighwayLaneFollowingTestRequirements' containing 10 requirements. Requirement 3, 'scenario\_LFACC\_03\_Curve\_StopnGo', is selected. The main pane displays the details for this requirement, including its properties and a table of test descriptions.


**Requirement: 3**

**Details**

**Properties**

Type: Functional  
 Index: 3  
 Custom ID: 3  
 Summary: scenario\_LFACC\_03\_Curve\_StopnGo

**Test Description**

Test Description	Target vehicles	Requirements on Ego vehicle
<p><b>Stop and go test in curved road</b></p> 	<p><b>Lead vehicle:</b>            Initial velocity: 13.6m/s            Headway: 50m            Event:            Lead vehicle travels with initial velocity for 4s, then slows down to 8m/s and after 10s increase its velocity to 13m/s in ego lane.</p> <p><b>Slow moving vehicle - 1:</b>            Set velocity: 8m/s            Headway: 1100m            Lane: Adjacent to ego lane</p> <p><b>Slow moving vehicle - 2:</b></p>	<p>Initial velocity: 14m/s            Lateral deviation &lt; 0.45m            Time gap &gt; 0.8s</p> <p>Expected behavior:            Ego vehicle should first decelerate when lead vehicle slows down and then accelerate when lead vehicle increase its velocity such that it maintains safety time gap from lead vehicle while following the lanes.</p>

Keywords:

Revision information:

**Links**

Verified by:  
 scenario\_LFACC\_03\_Curve\_StopnGo

Each row in this file specifies the requirements in textual and graphical formats for testing the lane-following system for a test scenario. The scenarios with the **scenario\_LF\_** prefix enable you to test lane-detection and lane-following algorithms without obstruction by other vehicles. The scenarios with the **scenario\_LFACC\_** prefix enable you to test lane-detection, lane-following, and ACC behavior with other vehicles on the road.

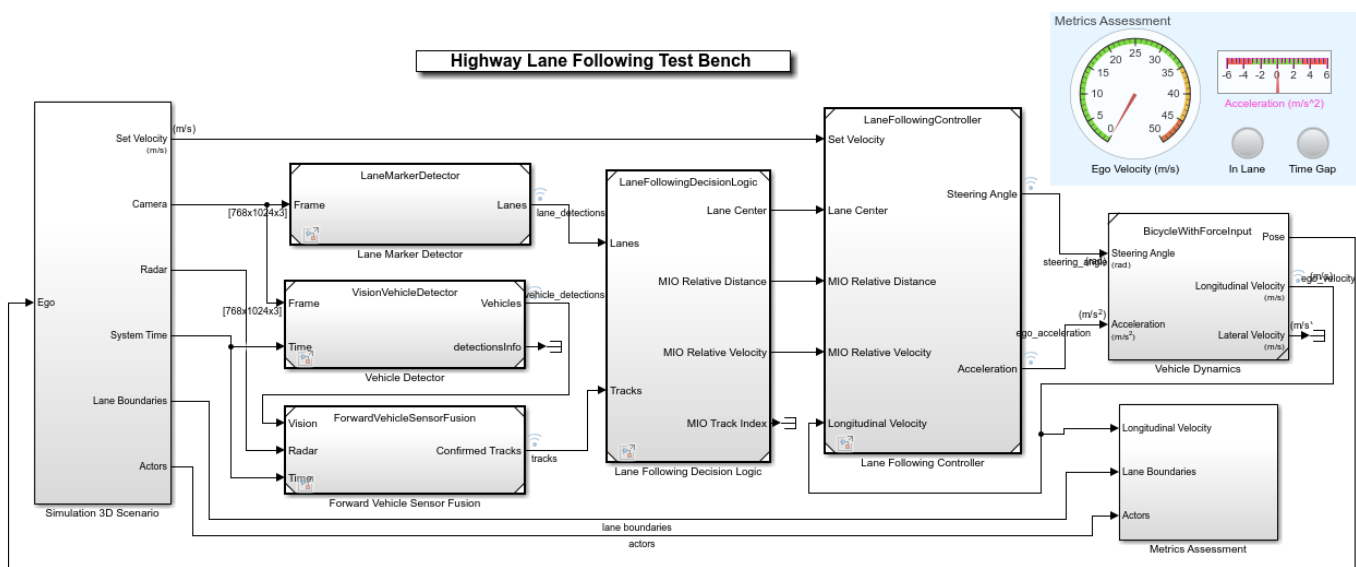
- 1 scenario\_LF\_01\_Straight\_RightLane — Straight road scenario with ego vehicle in right lane.
- 2 scenario\_LF\_02\_Straight\_LeftLane — Straight road scenario with ego vehicle in left lane.
- 3 scenario\_LF\_03\_Curve\_LeftLane — Curved road scenario with ego vehicle in left lane.
- 4 scenario\_LF\_04\_Curve\_RightLane — Curved road scenario with ego vehicle in right lane.
- 5 scenario\_LFACC\_01\_Curve\_DecelTarget — Curved road scenario with a decelerating lead vehicle in ego lane.
- 6 scenario\_LFACC\_02\_Curve\_AutoRetarget — Curved road scenario with changing lead vehicles in ego lane. This scenario tests the ability of the ego vehicle to retarget to a new lead vehicle while driving along a curve.
- 7 scenario\_LFACC\_03\_Curve\_StopnGo — Curved road scenario with a lead vehicle slowing down in ego lane.
- 8 scenario\_LFACC\_04\_Curve\_CutInOut — Curved road scenario with a fast moving car in the adjacent lane cuts into the ego lane and cuts out from ego lane.
- 9 scenario\_LFACC\_05\_Curve\_CutInOut\_TooClose — Curved road scenario with a fast moving car in the adjacent lane cuts into the ego lane and cuts out from ego lane aggressively.
- 10 scenario\_LFACC\_06\_Straight\_StopandGoLeadCar — Straight road scenario with a lead vehicle that breaks down in ego lane.

These requirements are implemented as test scenarios with the same names as the scenarios used in the HighwayLaneFollowingTestBench model.

### Review Test Bench Model

This example reuses the HighwayLaneFollowingTestBench model from the “Highway Lane Following” on page 8-893 example. Open the test bench model.

```
open_system("HighwayLaneFollowingTestBench");
```



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This test bench model has **Simulation 3D Scenario**, **Lane Marker Detector**, **Vehicle Detector**, **Forward Vehicle Sensor Fusion**, **Lane Following Decision Logic** and **Lane Following Controller** and **Vehicle Dynamics** components.

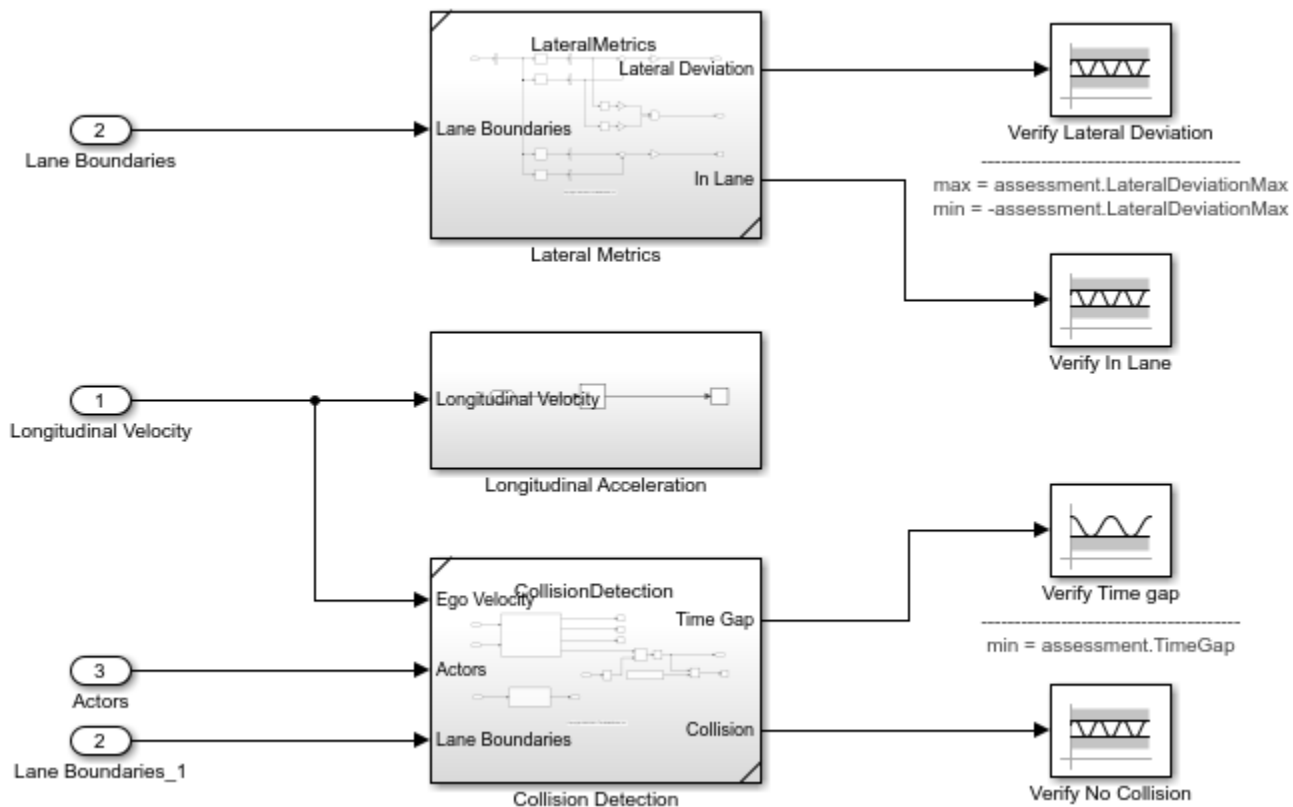
This test bench model is configured using the `helperSLHighwayLaneFollowingSetup` script. This setup script takes `scenarioName` as input. `scenarioName` can be any one of the previously described test scenarios. To run the setup script, use code:

```
scenarioName = "scenario_LFACC_03_Curve_StopnGo";
helperSLHighwayLaneFollowingSetup("scenarioFcnName", scenarioName);
```

You can now simulate the model and visualize the results. For more details on the analysis of the simulation results and the design of individual components in the test bench model, see the “Highway Lane Following” on page 8-893 example.

In this example, the focus is more on automating the simulation runs for this test bench model using Simulink Test for the different test scenarios. The **Metrics Assessment** subsystem enables integration of system-level metric evaluations with Simulink Test. This subsystem uses Check Static Range (Simulink) blocks for this integration. Open the **Metrics Assessment** subsystem.

```
open_system("HighwayLaneFollowingTestBench/Metrics Assessment");
```



In this example, four metrics are used to assess the lane-following system.

- **Verify Lateral Deviation:** Verifies that the lateral deviation from the centerline of the lane is within prescribed thresholds for the corresponding scenario. Prescribed thresholds are defined while authoring the test scenario.



- **Verify In Lane:** Verifies that the ego vehicle is following one of the lanes on the road throughout the simulation.
- **Verify Time gap:** Verifies that the time gap between the ego vehicle and the lead vehicle is above 0.8 seconds. The time gap between the two vehicles is defined as the ratio of the calculated headway distance to the ego vehicle velocity.
- **Verify No Collision:** Verifies that the ego vehicle does not collide with the lead vehicle at any point during the simulation.

### Disable Runtime Visualizations

The system-level test bench model visualizes intermediate outputs during the simulation for the analysis of different components in the model. These visualizations are not required when the tests are automated. You can reduce execution time for the automated testing by disabling them.

Disable runtime visualizations for the **Lane Marker Detector** subsystem.

```
load_system('LaneMarkerDetector');
blk = 'LaneMarkerDetector/Lane Marker Detector';
set_param(blk, 'EnableDisplays', 'off');
```

Disable runtime visualizations for the **Vehicle Detector** subsystem.

```
load_system('VisionVehicleDetector');
blk = 'VisionVehicleDetector/Vision Vehicle Detector/ACF/ACF';
set_param(blk, 'EnableDisplay', 'off');
```

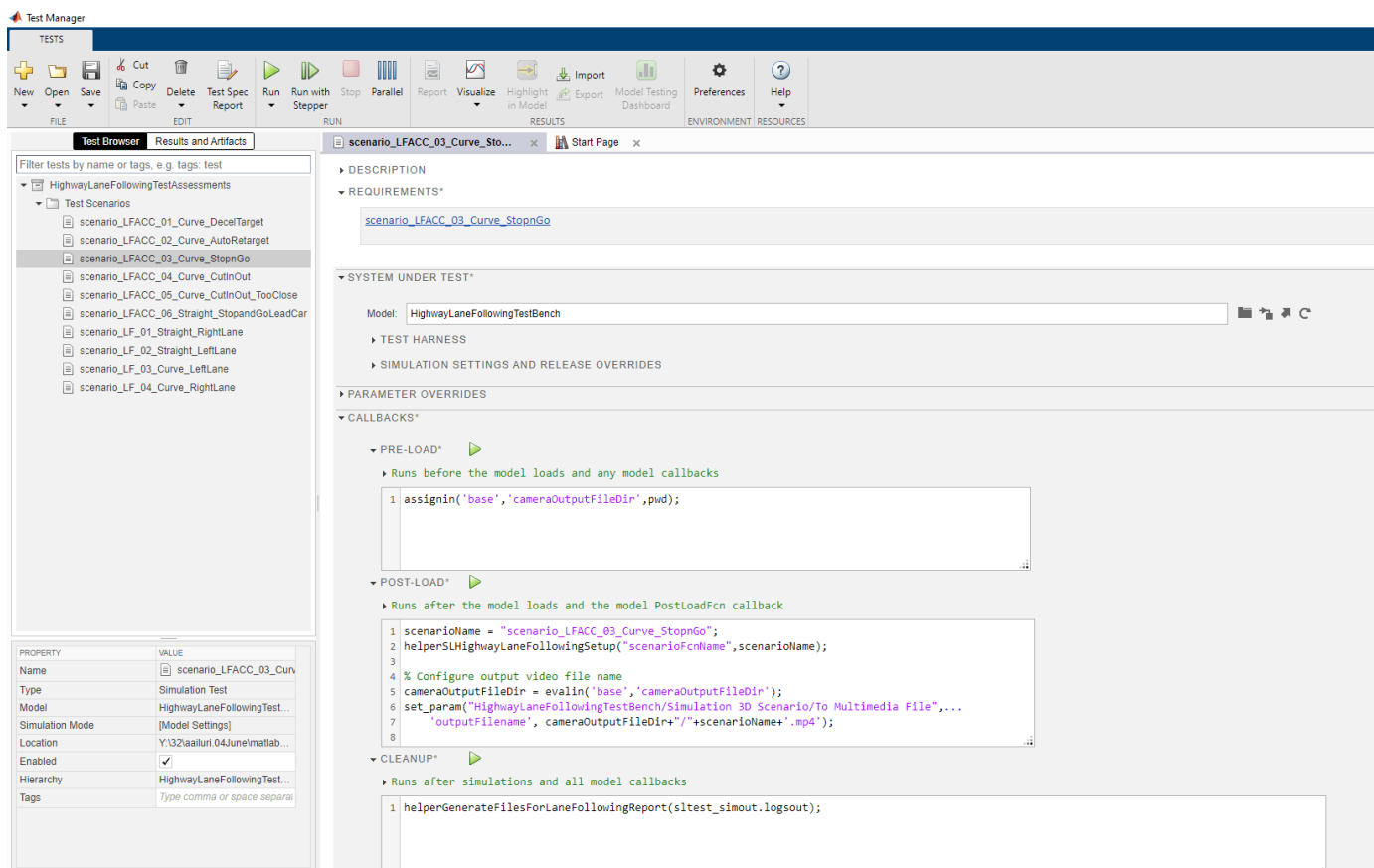
Configure the Simulation 3D Scene Configuration block to run the Unreal Engine in headless mode, where the 3D simulation window is disabled.

```
blk = ['HighwayLaneFollowingTestBench/Simulation 3D Scenario/', ...
      'Simulation 3D Scene Configuration'];
set_param(blk, 'EnableWindow', 'off');
```

### Automate Testing

The Test Manager is configured to automate the testing of the lane-following application. Open the `HighwayLaneFollowingTestAssessments.mldatx` test file in the Test Manager.

```
sltestmgr;
testFile = sltest.testmanager.load('HighwayLaneFollowingTestAssessments.mldatx');
```



Observe the populated test cases that were authored previously in this file. Each test case is linked to the corresponding requirement in the Requirements Editor for traceability. Each test case uses the POST-LOAD callback to run the setup script with appropriate inputs and to configure the output video file name. After the simulation of the test case, it invokes `helperGenerateFilesForLaneFollowingReport` from the CLEAN-UP callback to generate the plots explained in the “Highway Lane Following” on page 8-893 example.

### Run and explore results for a single test scenario:

To reduce command-window output, turn off the MPC update messages.

```
mpcverbosity('off');
```

To test the system-level model with the `scenario_LFACC_03_Curve_StopnGo` test scenario from Simulink Test, use this code:

```
testSuite = getTestSuiteByName(testFile, 'Test Scenarios');
testCase = getTestCaseByName(testSuite, 'scenario_LFACC_03_Curve_StopnGo');
resultObj = run(testCase);
```

To generate a report after the simulation, use this code:

```
slttest.testmanager.report(resultObj, 'Report.pdf', ...,
    'Title', 'Highway Lane Following', ...
    'IncludeMATLABFigures', true, ...
```

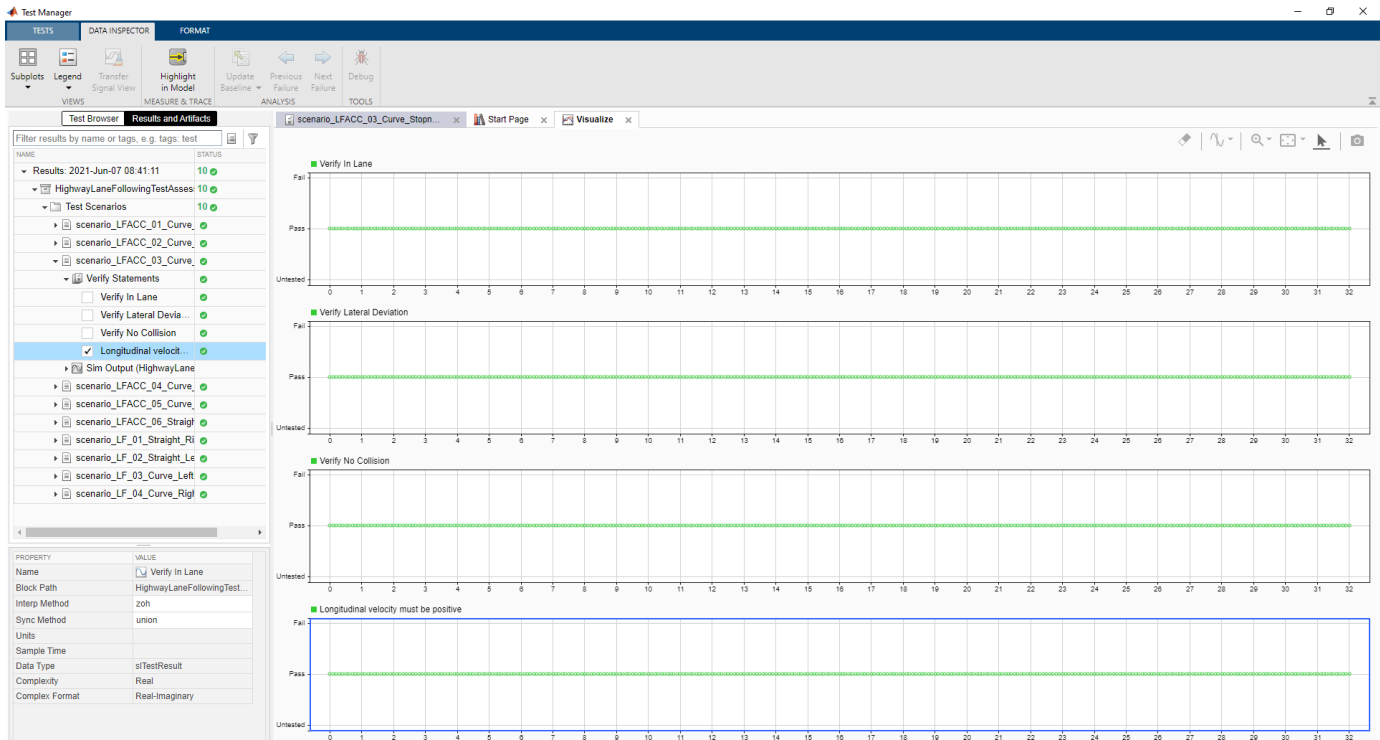
```
'IncludeErrorMessages',true,...
'IncludeTestResults',0,'LaunchReport',true);
```

Examine the report `Report.pdf`. Observe that the **Test environment** section shows the platform on which the test is run and the MATLAB® version used for testing. The **Summary** section shows the outcome of the test and duration of the simulation in seconds. The **Results** section shows pass/fail results based on the assessment criteria. This section also shows the plots logged from the `helperGenerateFilesForLaneFollowingReport` function.

### Run and explore results for all test scenarios:


















You can simulate the system for all the tests by using `sltest.testmanager.run`. Alternatively, you can simulate the system by clicking **Play** in the Test Manager app.

After completion of the test simulations, the results for all the tests can be viewed in the **Results and Artifacts** tab of the Test Manager. For each test case, the Check Static Range (Simulink) blocks in the model are associated with the Test Manager to visualize overall pass/fail results.



You can find the generated report in current working directory. This report contains a detailed summary of pass/fail statuses and plots for each test case.

## Summary

Name	Outcome	Duration (Seconds)
 <a href="#">HighwayLaneFollowingTestAssessments</a>	10 	2149.277
 <a href="#">Test Scenarios</a>	10 	2149.278
 <a href="#">scenario LFACC 01 Curve DecelTarget</a>		448.803
 <a href="#">scenario LFACC 02 Curve AutoRetarget</a>		218.906
 <a href="#">scenario LFACC 03 Curve StopnGo</a>		268.746
 <a href="#">scenario LFACC 04 Curve CutInOut</a>		200.885
 <a href="#">scenario LFACC 05 Curve CutInOut TooClose</a>		237.335
 <a href="#">scenario LFACC 06 Straight StopandGoLeadCar</a>		128.585
 <a href="#">scenario LF 01 Straight RightLane</a>		157.953
 <a href="#">scenario LF 02 Straight LeftLane</a>		145.923
 <a href="#">scenario LF 03 Curve LeftLane</a>		177.465
 <a href="#">scenario LF 04 Curve RightLane</a>		164.469

### Verify test status in Requirements Editor:

Open the Requirements Editor and select **Display**. Then, select **Verification Status** to see a verification status summary for each requirement. Green and red bars indicate the pass/fail status of simulation results for each test.

Requirements Editor

REQUIREMENTS

FILE REQUIREMENTS LINKS VIEW EDIT ANALYSIS SHARE

New Requirement Set Open Import Save Add Requirement Delete Promote Requirement (disabled because sort is enabled) Demote Requirement (disabled because sort is enabled) Add Link Delete Clear Issue Show Requirements Show Links Refresh Columns Information Search Traceability Matrix Traceability Diagram Export

Index	Summary	Verified
1	scenario_LFACC_01_Curve_DecelTarget	
2	scenario_LFACC_02_Curve_AutoRetarget	
3	scenario_LFACC_03_Curve_StopnGo	
4	scenario_LFACC_04_Curve_CutInOut	
5	scenario_LFACC_06_Straight_StopandGoLead...	
6	scenario_LFACC_05_Curve_CutInOut_TooClose	
7	scenario_LF_01_Straight_RightLane	
8	scenario_LF_02_Straight_LeftLane	
9	scenario_LF_03_Curve_LeftLane	
10	scenario_LF_04_Curve_RightLane	

Requirement: 3

Details

▼ Properties


Type: Functional

Index: 3

Custom ID: 3

Summary: scenario\_LFACC\_03\_Curve\_StopnGo

Description Rationale

Test Description	Target vehicles	Requirements on Ego vehicle
<p><b>Stop and go test in curved road</b></p> 	<p><b>Lead vehicle:</b> Initial velocity: 13.6m/s Headway: 50m Event: Lead vehicle travels with initial velocity for 4s, then slows down to 8m/s and after 10s increase its velocity to 13m/s in ego lane.</p> <p><b>Slow moving vehicle - 1:</b> Set velocity: 8m/s Headway: 1100m Lane: Adjacent to ego lane</p> <p><b>Slow moving vehicle - 2:</b></p>	<p>Initial velocity: 14m/s</p> <p>Lateral deviation &lt; 0.45m</p> <p>Time gap &gt; 0.8s</p> <p>Expected behavior: Ego vehicle should first decelerate when lead vehicle slows down and then accelerate when lead vehicle increase its velocity such that it maintains safety time gap from lead vehicle while following the lanes.</p>

Keywords:

Revision information:

▼ Links

Verified by: [scenario\\_LFACC\\_03\\_Curve\\_StopnGo](#)

## Automate Testing with Generated Code

The HighwayLaneFollowingTestBench model enables integrated testing of **Lane Marker Detector**, **Vehicle Detector**, **Forward Vehicle Sensor Fusion**, **Lane Following Decision Logic**, and **Lane Following Controller** components. It is often helpful to perform regression testing of these components through software-in-the-loop (SIL) verification. If you have Embedded Coder™ Simulink Coder™ license, then you can generate code for these components. This workflow lets you verify that the generated code produces expected results that match the system-level requirements throughout simulation.

Set **Lane Marker Detector** to run in Software-in-the-loop mode.

```
model = 'HighwayLaneFollowingTestBench/Lane Marker Detector';
set_param(model, 'SimulationMode', 'Software-in-the-loop');
```

Set **Vehicle Detector** to run in Software-in-the-loop mode.

```
model = 'HighwayLaneFollowingTestBench/Vehicle Detector';
set_param(model, 'SimulationMode', 'Software-in-the-loop');
```

Set **Forward Vehicle Sensor Fusion** to run in Software-in-the-loop mode.

```
model = 'HighwayLaneFollowingTestBench/Forward Vehicle Sensor Fusion';  
set_param(model, 'SimulationMode', 'Software-in-the-loop');
```

Set **Lane Following Decision Logic** to run in Software-in-the-loop mode.

```
model = 'HighwayLaneFollowingTestBench/Lane Following Decision Logic';  
set_param(model, 'SimulationMode', 'Software-in-the-loop');
```

Set **Lane Following Controller** to run in Software-in-the-loop mode.

```
model = 'HighwayLaneFollowingTestBench/Lane Following Controller';  
set_param(model, 'SimulationMode', 'Software-in-the-loop');
```

Now, run `sltest.testmanager.run` to simulate the system for all the test scenarios. After the completion of tests, review the plots and results in the generated report.

Enable the MPC update messages again.

```
mpcverbosity('on');
```

### **Automate Testing in Parallel**

If you have a Parallel Computing Toolbox™ license, then you can configure Test Manager to execute tests in parallel using a parallel pool. To run tests in parallel, save the models after disabling the runtime visualizations using `save_system('LaneMarkerDetector')`, `save_system('VisionVehicleDetector')` and `save_system('HighwayLaneFollowingTestBench')`. Test Manager uses the default Parallel Computing Toolbox cluster and executes tests only on the local machine. Running tests in parallel can speed up execution and decrease the amount of time it takes to get test results. For more information on how to configure tests in parallel from the Test Manager, see “Run Tests Using Parallel Execution” (Simulink Test).

## **See Also**

### **More About**

- “Highway Lane Following” on page 8-893

# Traffic Light Negotiation

This example shows how to design and test decision logic for negotiating a traffic light at an intersection.

## Introduction

Decision logic for negotiating traffic lights is a fundamental component of an automated driving application. The decision logic must react to inputs like the state of the traffic light and surrounding vehicles. The decision logic then provides the controller with the desired velocity and path. Since traffic light intersections are dangerous to test, simulating such driving scenarios can provide insight into the interactions of the decision logic and the controller.

This example shows how to design and test the decision logic for negotiating a traffic light. The decision logic in this example reacts to the state of the traffic light, distance to the traffic light, and distance to the closest vehicle ahead. In this example, you will:

- 1 Explore the test bench model:** The model contains the traffic light sensors and environment, traffic light decision logic, controls, and vehicle dynamics.
- 2 Model the traffic light decision logic:** The traffic light decision logic arbitrates between a lead vehicle and an upcoming traffic light. It also provides a reference path for the ego vehicle to follow at an intersection in the absence of lanes.
- 3 Simulate a left turn with traffic light and a lead vehicle:** The model is configured to test the interactions between the traffic light decision logic and controls of the ego vehicle, while approaching an intersection in the presence of a lead vehicle.
- 4 Simulate a left turn with traffic light and cross traffic:** The model is configured to test the interactions between the traffic light decision logic and controls of the ego vehicle when there is cross traffic at the intersection.
- 5 Explore other scenarios:** These scenarios test the system under additional conditions.

You can apply the modeling patterns used in this example to test your own decision logic and controls to negotiate traffic lights.

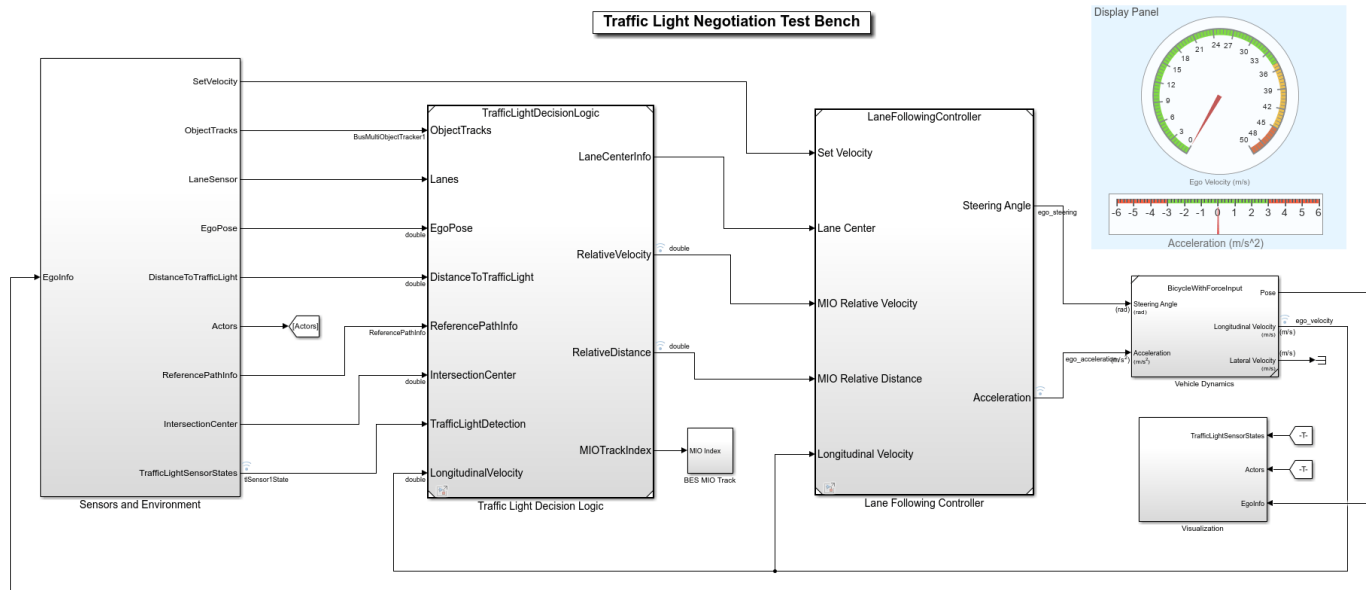
## Explore Test Bench Model

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos'));
helperDrivingProjectSetup('TrafficLightNegotiation.zip', 'workDir', pwd);
```

To explore the behavior of the traffic light negotiation system, open the simulation test bench model for the system.

```
open_system("TrafficLightNegotiationTestBench");
```



Opening this model runs the `helperSLTrafficLightNegotiationSetup` script that initializes the road scenario using the `drivingScenario` object in the base workspace. It runs the default test scenario, `scenario_02_TLN_left_turn_with_cross_over_vehicle`, that contains an ego vehicle and two other vehicles. This setup script also configures the controller design parameters, vehicle model parameters, and Simulink® bus signals required for defining the inputs and outputs for the `TrafficLightNegotiationTestBench` model.

The test bench model contains the following subsystems:

- 1 Sensors and Environment:** Models the traffic light sensor, road network, vehicles, and the camera and radar sensors used for simulation.
- 2 Traffic Light Decision Logic:** Arbitrates between the traffic light and other lead vehicles or cross-over vehicles at the intersection.
- 3 Lane-Following Controller:** Generates longitudinal and lateral controls.
- 4 Vehicle Dynamics:** Models the ego vehicle using a Bicycle Model block and updates its state using commands received from the **Lane Following Controller** subsystem.
- 5 Visualization:** Plots the world coordinate view of the road network, vehicles, and the traffic light state during simulation.

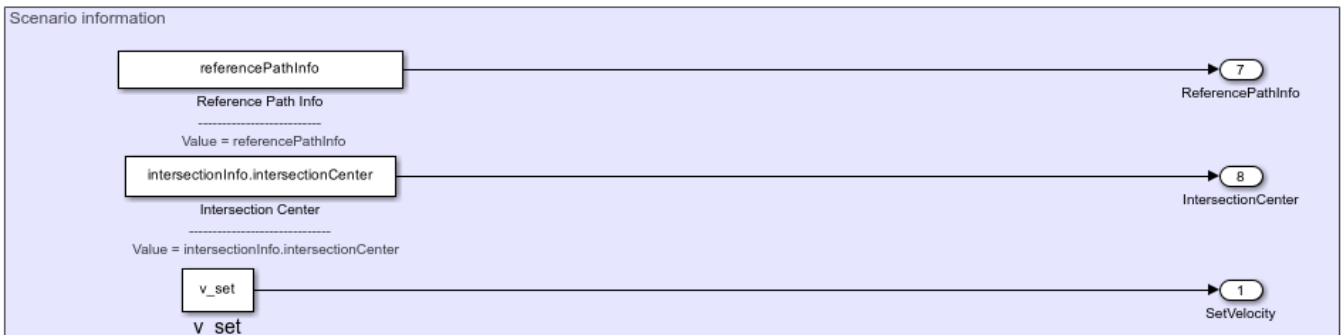
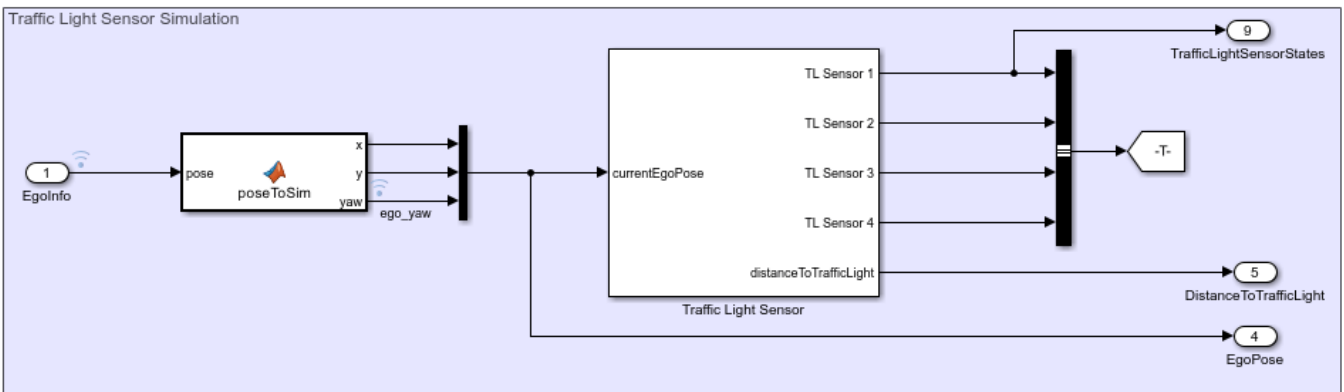
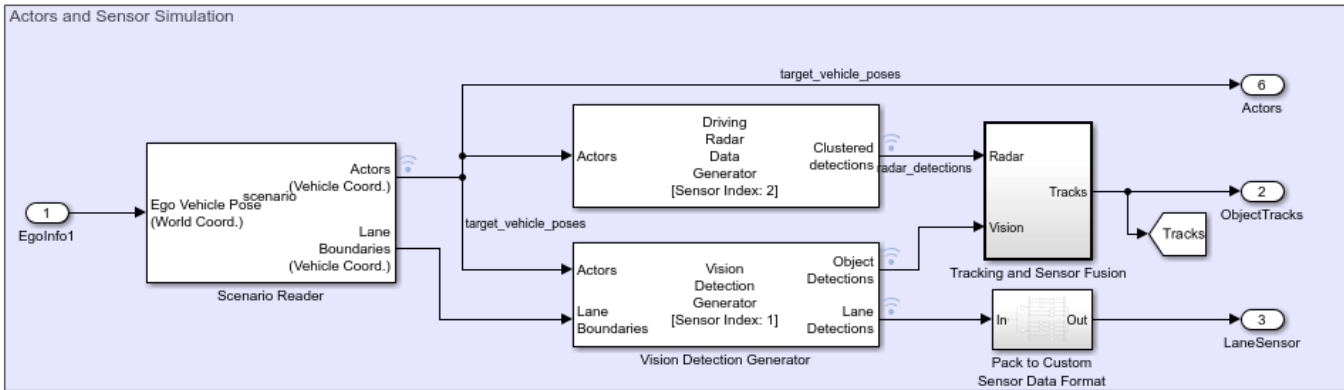
The **Lane Following Controller** reference model and the **Vehicle Dynamics** subsystem are reused from the “Highway Lane Following” on page 8-893 example. This example focuses on the **Sensors and Environment** and **Traffic Light Decision Logic** subsystems.

The **Sensors and Environment** subsystem configures the road network, defines target vehicle trajectories, and synthesizes sensors. Open the **Sensors and Environment** subsystem.

```
open_system("TrafficLightNegotiationTestBench/Sensors and Environment");
```



**Sensors and Environment**

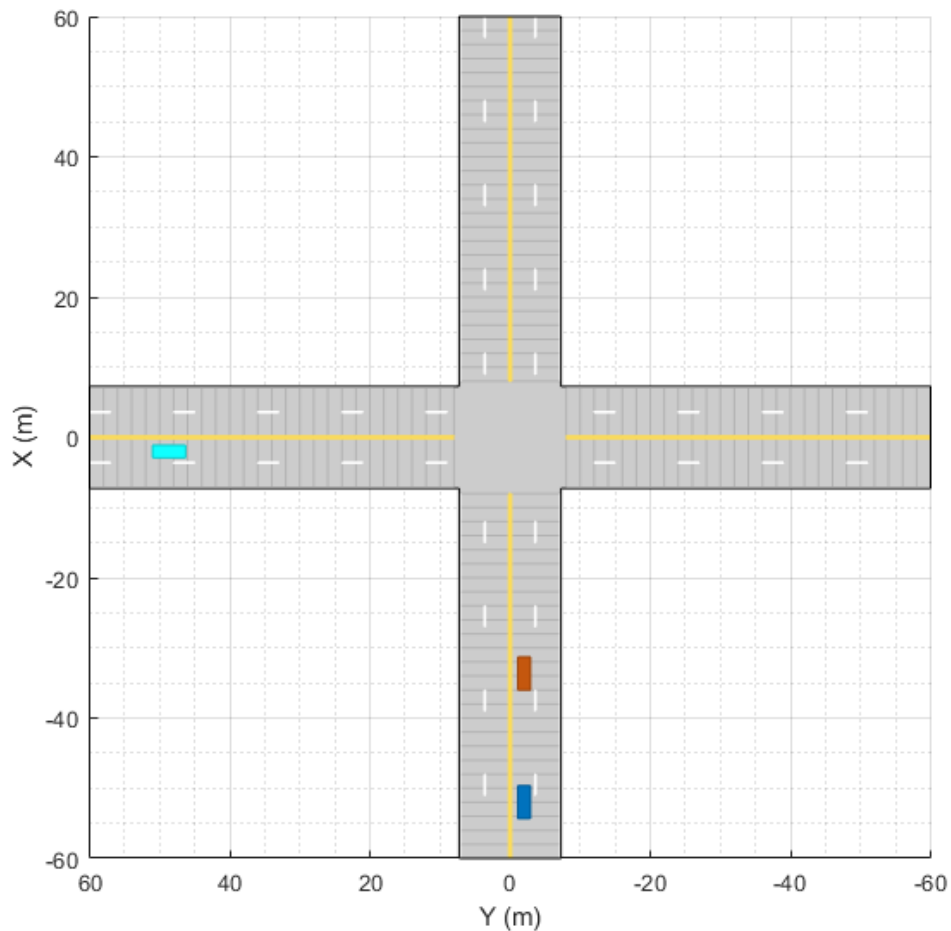


The scenario and sensors on the ego vehicle are specified by the following parts of the subsystem:

- The Scenario Reader block is configured to take in ego vehicle information to perform a closed-loop simulation. It outputs ground truth information of lanes and actors in ego vehicle coordinates. This block reads the `drivingScenario` object variable, `scenario`, from the base workspace, which contains a road network compatible with the `TrafficLightNegotiationTestBench` model.

Plot the road network provided by the scenario.

```
hFigScenario = figure('Position', [1 1 800 600]);
plot(scenario, 'Parent', axes(hFigScenario));
```



This default scenario has one intersection with an ego vehicle, one lead vehicle, and one cross-traffic vehicle.

Close the figure.

```
close(hFigScenario);
```

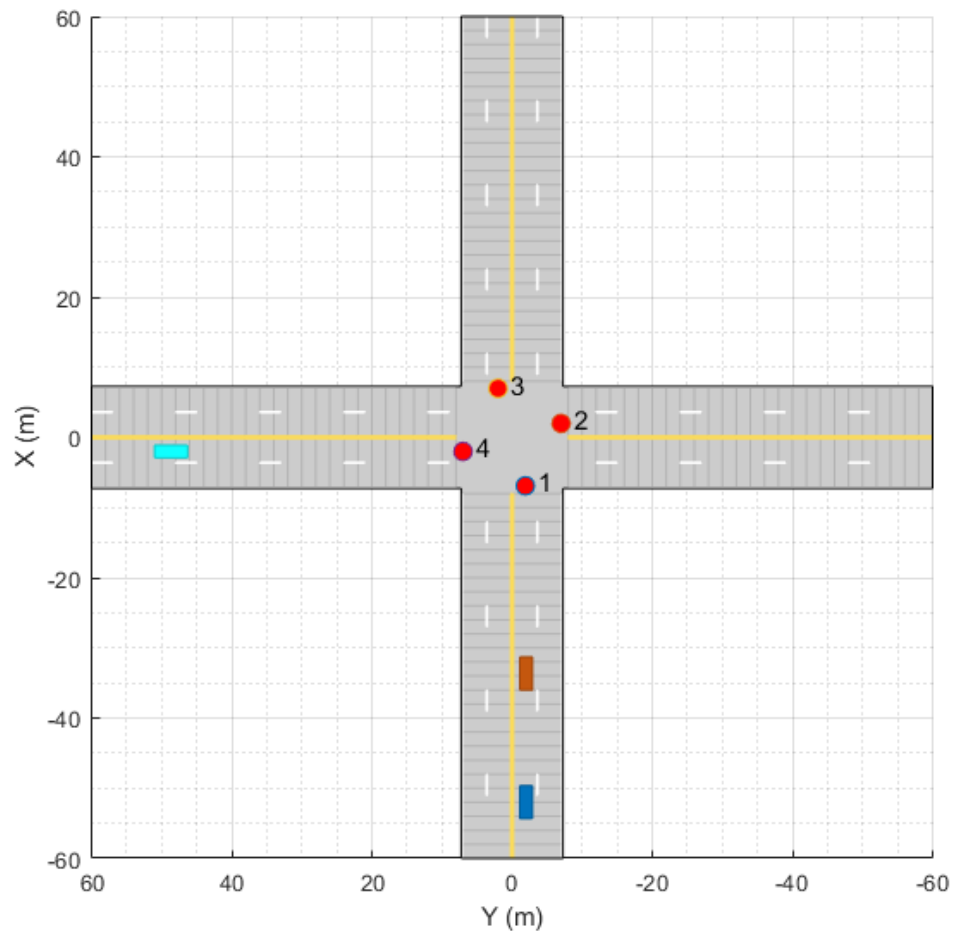
The **Tracking and Sensor Fusion** subsystem fuses vehicle detections from Driving Radar Data Generator and Vision Detection Generator blocks by using a Multi-Object Tracker block to provide object tracks surrounding the ego vehicle.

The Vision Detection Generator block also provides lane detections with respect to the ego vehicle that helps in identifying vehicles present in the ego lane.

The **Traffic Light Sensor** subsystem simulates the traffic lights. It is configured to support four traffic light sensors at the intersection, **TL Sensor 1**, **TL Sensor 2**, **TL Sensor 3**, and **TL Sensor 4**.

Plot the scenario with traffic light sensors.

```
hFigScenario = helperPlotScenarioWithTrafficLights();
```



Observe that this is the same scenario as before, only with traffic light sensors added. These sensors are represented by red circles at the intersection, indicating red traffic lights. The labels for the traffic lights **1**, **2**, **3**, **4** correspond to **TL Sensor 1**, **TL Sensor 2**, **TL Sensor 3**, and **TL Sensor 4**, respectively.

Close the figure.

```
close(hFigScenario);
```

The test scenarios in `TrafficLightNegotiationTestBench` are configured such that the ego vehicle negotiates with **TL Sensor 1**. There are three modes in which you can configure this **Traffic Light Sensor** subsystem:

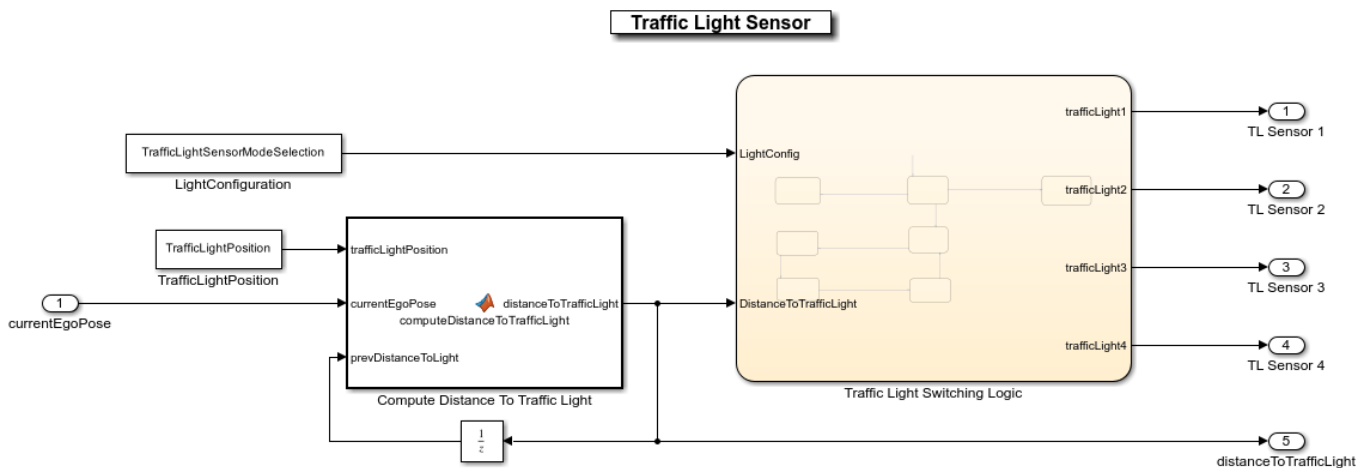
- 1 Steady Red:** **TL Sensor 1** and **TL Sensor 3** are always in a red state. The other two traffic lights are always in a green state.
- 2 Steady Green:** **TL Sensor 1** and **TL Sensor 3** are always in a green state. The other two traffic lights are always in a red state.

- 3 **Cycle [Default]: TL Sensor 1 and TL Sensor 3** follow a cyclic pattern: green-yellow-red with predefined timings. Other traffic lights also follow a cyclic pattern: red-green-yellow with predefined timings to complement the **TL Sensor 1** and **TL Sensor 3**.

You can configure this subsystem in one of these modes by using the Traffic Light Sensor Mode mask parameter.

Open the **Traffic Light Sensor** subsystem.

```
open_system(['TrafficLightNegotiationTestBench/' ...
  'Sensors and Environment/Traffic Light Sensor'], 'force');
```



The **Traffic Light Switching Logic** Stateflow® chart implements the traffic light state change logic for the four traffic light sensors. The initial state for all the traffic lights is set to red. Transition to a different mode is based on a trigger condition defined by distance of the ego vehicle to the **TL Sensor 1** traffic light. This distance is defined by the variable `distanceToTrafficLight`. Traffic light transition is triggered if this distance is less than `trafficLightStateTriggerThreshold`. This threshold is currently set to 60 meters and can be changed in the `helperSLTrafficLightNegotiationSetup` script.

The Compute Distance To Traffic Light block calculates `distanceToTrafficLight` using the traffic light position of **TL Sensor 1**, defined by the variable `trafficLightPosition`. This is obtained from the Traffic Light Position mask parameter of the **Traffic Light Sensor** subsystem. The value of the mask parameter is set to `intersectionInfo.tlSensor1Position`, a variable set in the base workspace by the `helperSLTrafficLightNegotiationSetup` script. `intersectionInfo` structure is an output from the `helperGetTrafficLightScene` function. This function is used to create the test scenarios that are compatible with the `TrafficLightNegotiationTestBench` model.

The following inputs are needed by the traffic light decision logic and controller to implement their functionalities:

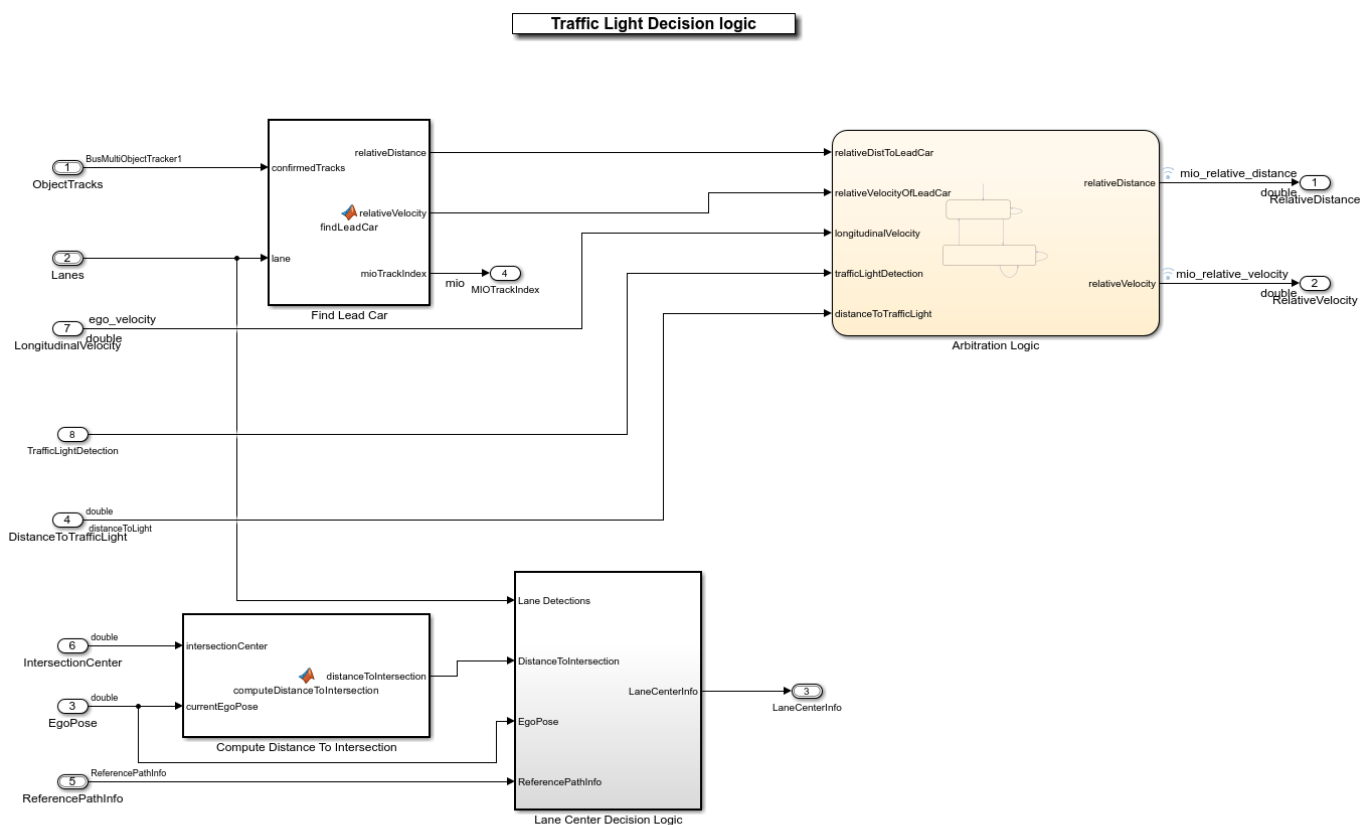
- **ReferencePathInfo** provides a predefined reference trajectory that can be used by the ego vehicle for navigation in absence of lane information. The ego vehicle can go straight, take a left turn, or a right turn at the intersection based on the reference path. This reference path is obtained using `referencePathInfo`, an output from `helperGetTrafficLightScene`. This function takes an input argument to specify the direction of travel at the intersection. The possible values are: `Straight`, `Left`, and `Right`.

- **IntersectionCenter** provides the position of the intersection center of the road network in the scenario. This is obtained using the `intersectionInfo`, an output from `helperGetTrafficLightScene`.
- **Set Velocity** defines the user-set velocity for the controller.

### Model Traffic Light Decision Logic

The **Traffic Light Decision Logic** reference model arbitrates between the lead car and the traffic light. It also calculates the lane center information as required by the controller either using the detected lanes or a predefined path. Open the **Traffic Light Decision Logic** reference model.

```
open_system("TrafficLightDecisionLogic");
```

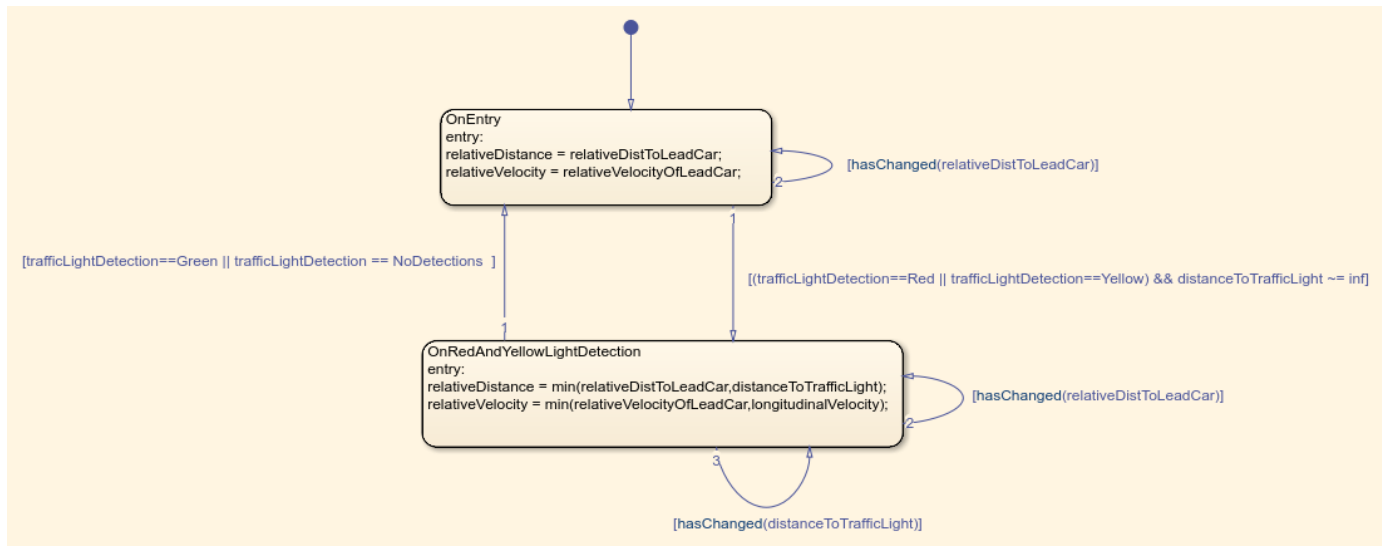


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The **Find Lead Car** subsystem finds the lead car in the current lane from input object tracks. It provides relative distance, **relativeDistToLeadCar**, and relative velocity, **relativeVelocityOfLeadCar**, with respect to the lead vehicle. If there is no lead vehicle, then this block considers the lead vehicle to be present at infinite distance.

The **Arbitration Logic** Stateflow chart uses the lead car information and implements the logic required to arbitrate between the traffic light and the lead vehicle at the intersection. Open the **Arbitration Logic** Stateflow chart.

```
open_system("TrafficLightDecisionLogic/Arbitration Logic");
```



The **Arbitration Logic** Stateflow chart consists of two states, **OnEntry** and **OnRedAndYellowLightDetection**. If the traffic light state is green or if there are no traffic light detections, the state remains in the **OnEntry** state. If the traffic light state is red or yellow, then the state transitions to the **OnRedAndYellowLightDetection** state. The control flow switches between these states based on **trafficLightDetection** and **distanceToTrafficLight** variables. In each state, relative distance and relative velocity with respect to the most important object (MIO) are calculated. The lead vehicle and the red traffic light are considered as MIOs.

#### **OnEntry:**

```
relativeDistance = relativeDistToLeadCar;
relativeVelocity = relativeVelocityOfLeadCar;
```

#### **OnRedAndYellowLightDetection:**

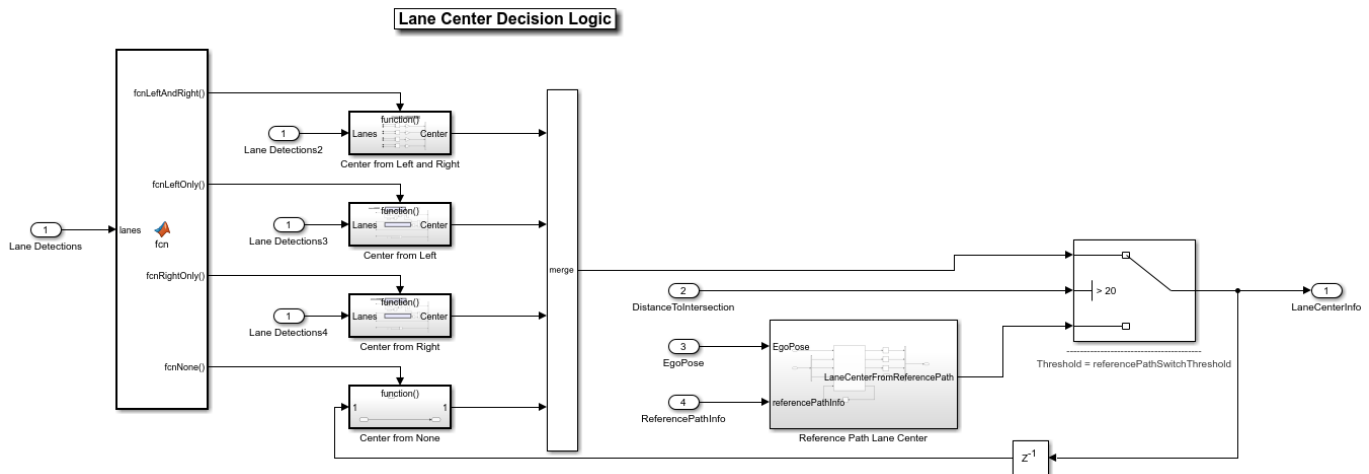
```
relativeDistance = min(relativeDistToLeadCar,distanceToTrafficLight);
relativeVelocity = min(relativeVelocityOfLeadCar,longitudinalVelocity);
```

The **longitudinalVelocity** represents the longitudinal velocity of the ego vehicle.

The **Compute Distance To Intersection** block computes the distance to the intersection center from the current ego position. Because the intersection has no lanes, the ego vehicle uses this distance to fall back to the predefined reference path at the intersection.

The **Lane Center Decision Logic** subsystem calculates the lane center information as required by the **Path Following Control System** (Model Predictive Control Toolbox). Open the **Lane Center Decision Logic** subsystem.

```
open_system("TrafficLightDecisionLogic/Lane Center Decision Logic");
```



The **Lane Center Decision Logic** subsystem primarily relies on the lane detections from the Vision Detection Generator block to estimate lane center information like curvature, curvature derivative, lateral offset, and heading angle. However, there are no lane markings to detect at the intersection. In such cases, the lane center information can be estimated from a predefined reference path.

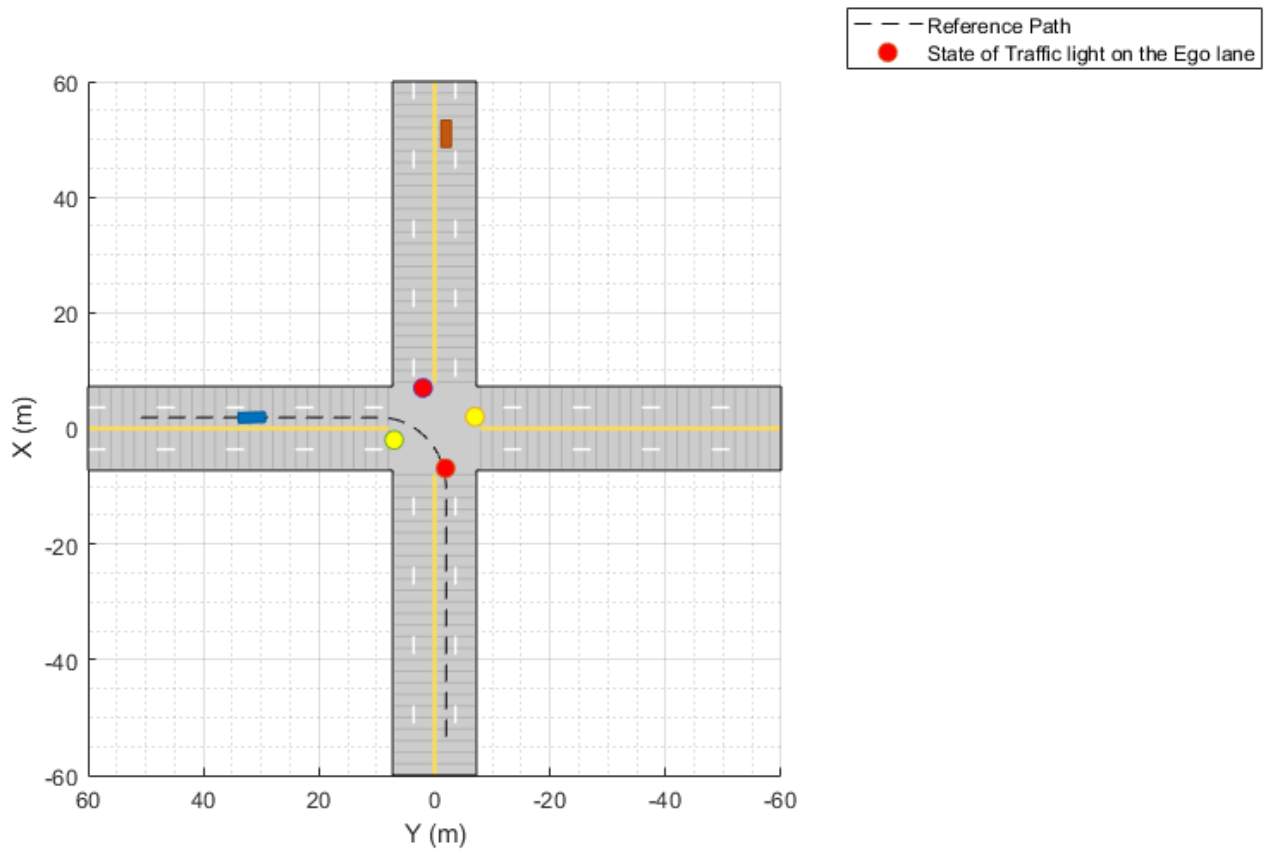
The **Reference Path Lane Center** subsystem computes lane center information based on the current ego pose and predefined reference path. A switch is configured to use **LaneCenterFromReferencePath** when **DistanceToIntersection** is less than **referencePathSwitchThreshold**. This threshold is currently set to 20 meters and can be changed in the helperSLTrafficLightNegotiationSetup script.

### Simulate Left Turn with Traffic Light and Lead Vehicle

In this test scenario, a lead vehicle travels in the ego lane and crosses the intersection. The traffic light state keeps green for the lead vehicle and turns red for the ego vehicle. The ego vehicle is expected to follow the lead vehicle, negotiate the traffic light, and make a left turn.

Configure the TrafficLightNegotiationTestBench model to use the scenario\_03\_TLN\_left\_turn\_with\_lead\_vehicle scenario.

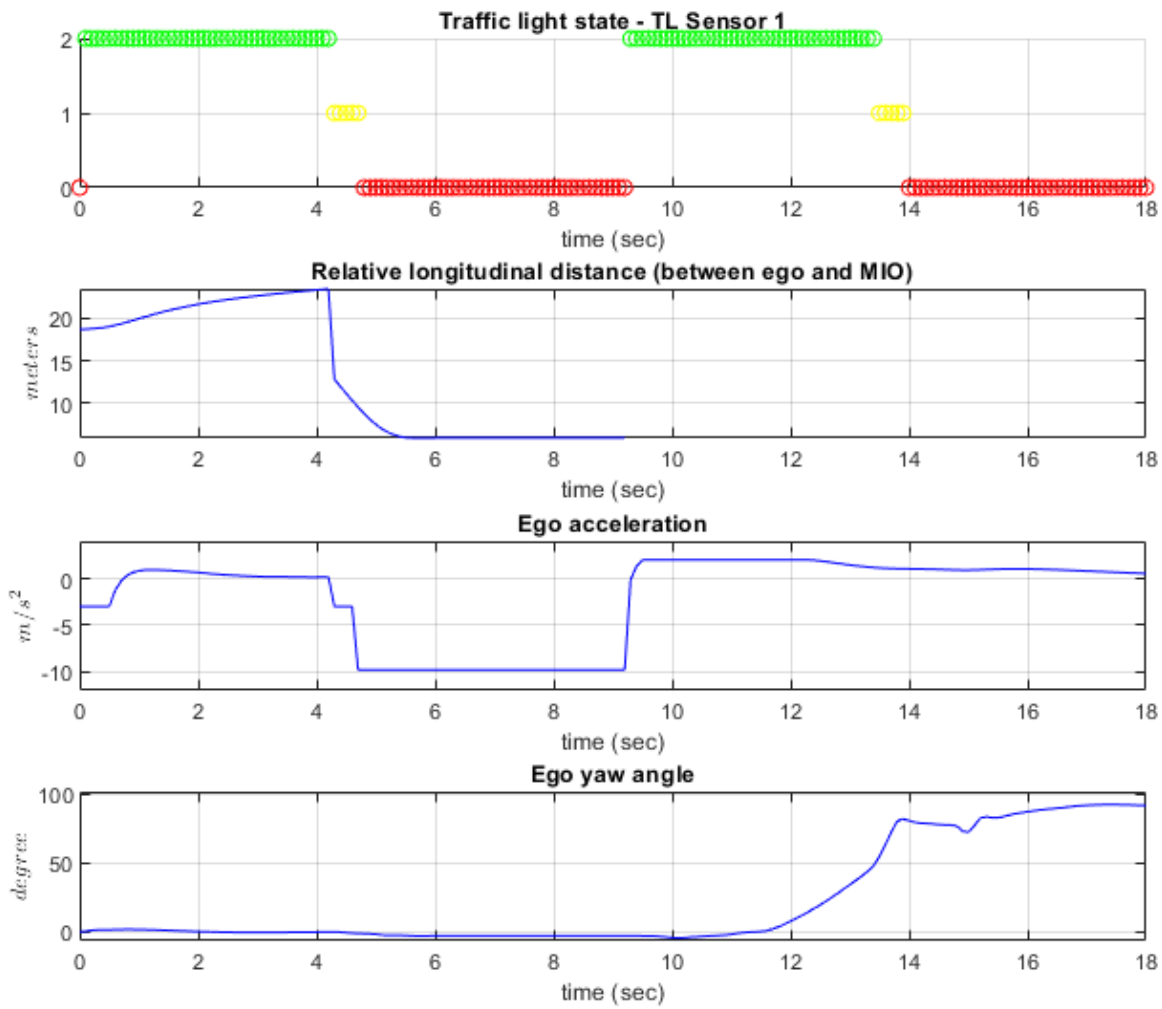
```
helperSLTrafficLightNegotiationSetup( ...
    "scenario_03_TLN_left_turn_with_lead_vehicle");
% To reduce command-window output, first turn off the MPC update messages.
mpcverbosity('off');
% Simulate the model.
sim("TrafficLightNegotiationTestBench");
```



Plot the simulation results.

```
hFigResults = helperPlotTrafficLightNegotiationResults(logsout);
```





Examine the results.

- The **Traffic light state - TL Sensor 1** plot shows the traffic light sensor states of **TL Sensor 1**. It changes from green to yellow, then from yellow to red, and then repeats in **Cycle** mode.
- The **Relative longitudinal distance** plot shows the relative distance between the ego vehicle and the MIO. Notice that the ego vehicle follows the lead vehicle from 0 to 4.2 seconds by maintaining a safe distance from it. You can also observe that from 4.2 to 9 seconds, this distance reduces because the red traffic light is detected as an MIO. Also notice the gaps representing infinite distance when there is no MIO after the lead vehicle exceeds the maximum distance allowed for an MIO.
- The **Ego acceleration** plot shows the acceleration profile from the **Lane Following Controller**. Notice the negative acceleration from 4.2 to 4.7 seconds, in reaction to the detection of the red traffic light as an MIO. You can also observe the increase in acceleration after 9 seconds, in response to the green traffic light.

- The **Ego yaw angle** plot shows the yaw angle profile of the ego vehicle. Notice the variation in this profile after 12 seconds, in response to the ego vehicle taking a left turn.

Close the figure.

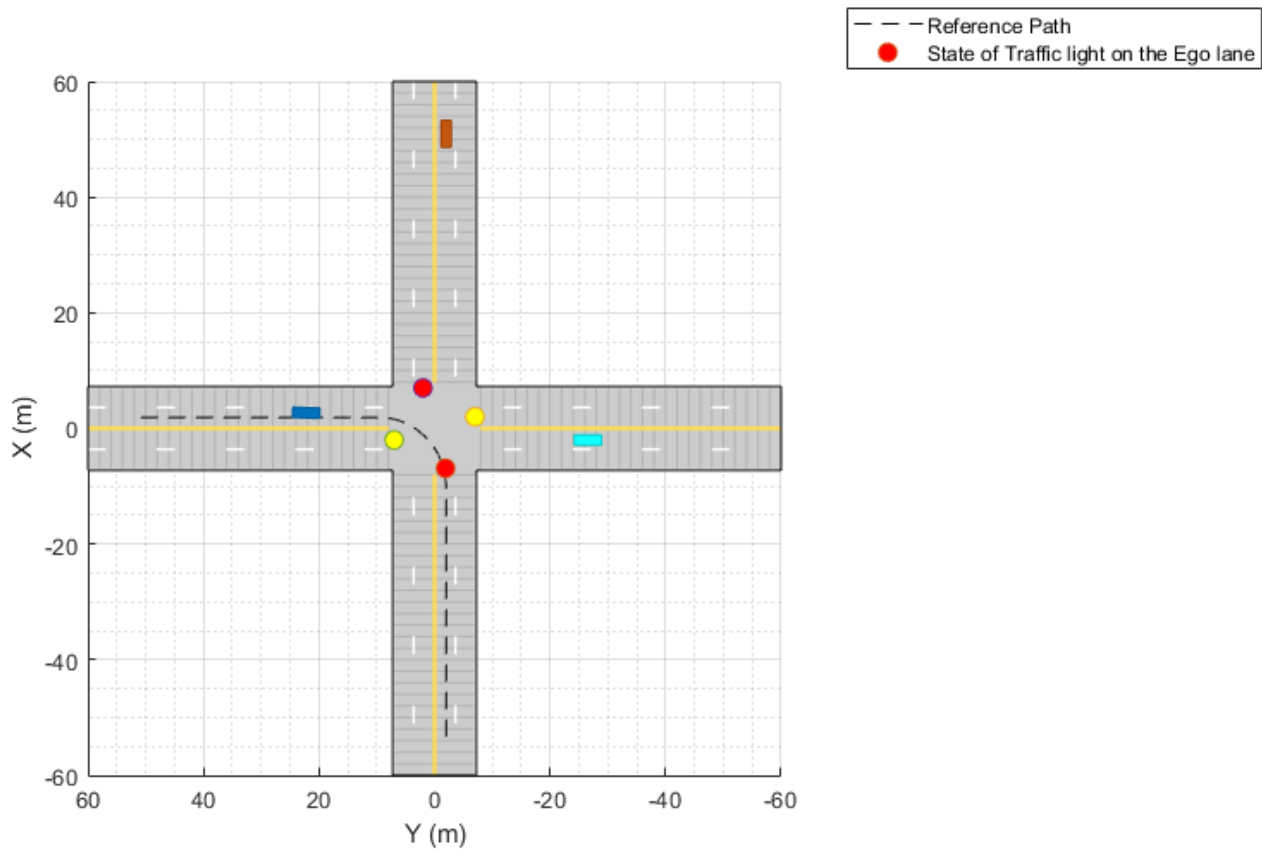
```
close(hFigResults);
```

### **Simulate Left Turn with Traffic Light and Cross Traffic**

This test scenario is an extension to the previous scenario. In addition to the previous conditions, in this scenario, a slow-moving cross-traffic vehicle is in the intersection when the traffic light is green for the ego vehicle. The ego vehicle is expected to wait for the cross-traffic vehicle to pass the intersection before taking the left turn.

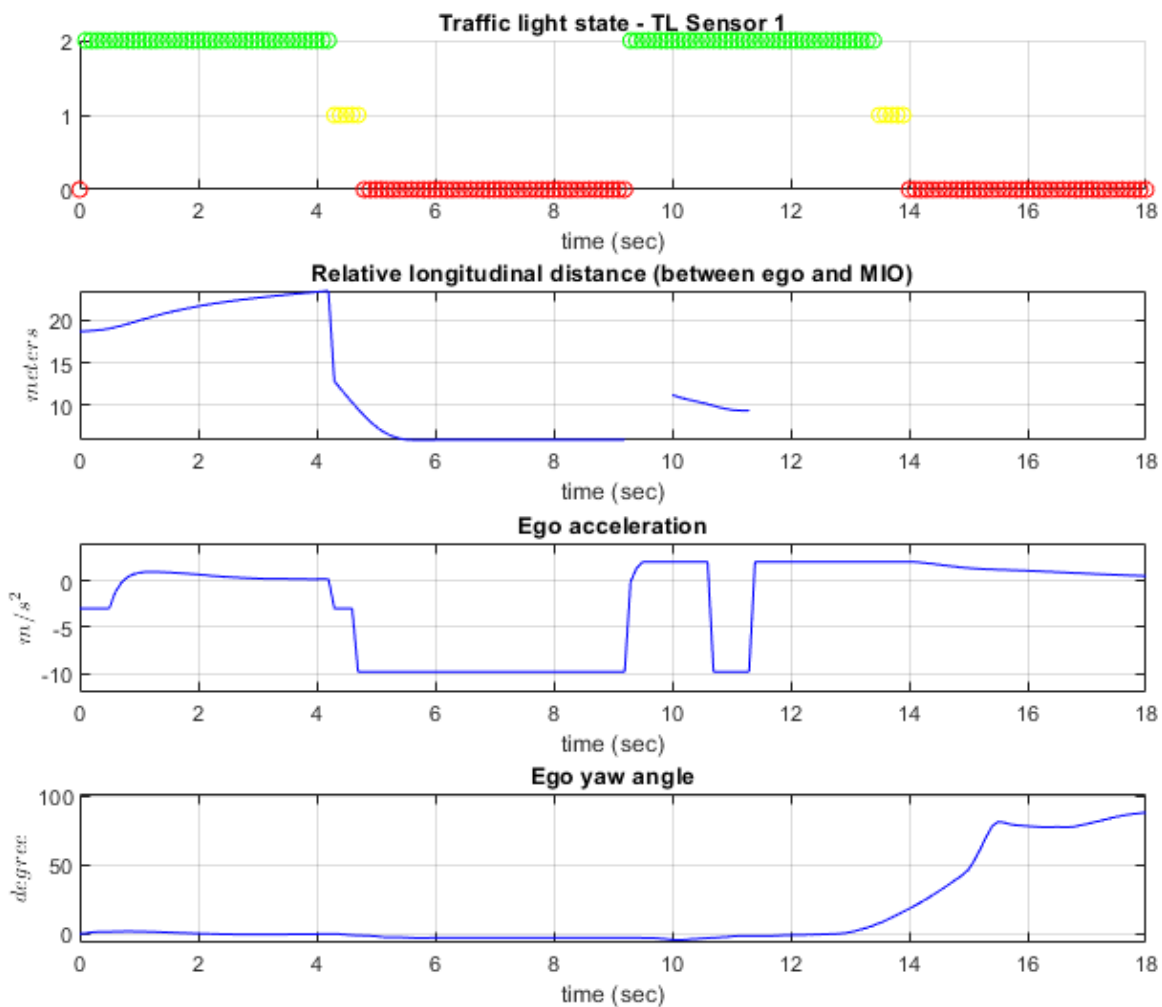
Configure the `TrafficLightNegotiationTestBench` model to use the `scenario_02_TLN_left_turn_with_cross_over_vehicle` scenario.

```
helperSLTrafficLightNegotiationSetup( ...  
    "scenario_02_TLN_left_turn_with_cross_over_vehicle");  
  
% Simulate the model.  
sim("TrafficLightNegotiationTestBench");
```



Plot the simulation results.

```
hFigResults = helperPlotTrafficLightNegotiationResults(logsout);
```



Examine the results.

- The **Traffic light state - TL Sensor 1** plot is same as the one from the previous simulation.
- The **Relative longitudinal distance** plot diverges from the previous simulation run from 10.5 seconds onward. Notice the detection of the cross-traffic vehicle as the MIO at 10 seconds at around 10 meters.
- The **Ego acceleration** plot also quickly responds to the cross-traffic vehicle at 10.6. You can notice a hard-braking profile in response to the cross-traffic vehicle at the intersection.
- The **Ego yaw angle** plot shows that the ego vehicle initiates a left turn after 14 seconds, in response to the cross-traffic vehicle leaving the intersection.

Close the figure.

```
close(hFigResults);
```

## Explore Other Scenarios

In the previous sections, you explored the system behavior for the `scenario_03_TLN_left_turn_with_lead_vehicle` and `scenario_02_TLN_left_turn_with_cross_over_vehicle` scenarios. Below is a list of scenarios that are compatible with `TrafficLightNegotiationTestBench`.

```
scenario_01_TLN_left_turn
scenario_02_TLN_left_turn_with_cross_over_vehicle [Default]
scenario_03_TLN_left_turn_with_lead_vehicle
scenario_04_TLN_straight
scenario_05_TLN_straight_with_lead_vehicle
```

Use these additional scenarios to analyze `TrafficLightNegotiationTestBench` under different conditions. For example, while learning about the interactions between the traffic light decision logic and controls, it can be helpful to begin with a scenario that has an intersection with a traffic light but no vehicles. To configure the model and workspace for such a scenario, use this code:

```
helperSLTrafficLightNegotiationSetup( ...
    "scenario_04_TLN_straight");
```

Enable the MPC update messages.

```
mpcverbosity('on');
```

## Conclusion

In this example, you implemented decision logic for traffic light negotiation and tested it with a lane following controller in a closed-loop Simulink model.

## See Also

### More About

- “Highway Lane Change” on page 8-845
- “Highway Lane Following” on page 8-893

## Design Lidar SLAM Algorithm Using Unreal Engine Simulation Environment

This example shows how to record synthetic lidar sensor data from a 3-D simulation environment, and develop a simultaneous localization and mapping (SLAM) algorithm using the recorded data. The simulation environment uses the Unreal Engine® by Epic Games®.

### Introduction

Automated Driving Toolbox™ integrates an Unreal Engine simulation environment in Simulink®. Simulink blocks related to this simulation environment can be found in the `drivingsim3d` library. These blocks provide the ability to:

- Select different scenes in the 3D simulation environment
- Place and move vehicles in the scene
- Attach and configure sensors on the vehicles
- Simulate sensor data based on the environment around the vehicle

This powerful simulation tool can be used to supplement real data when developing, testing, and verifying the performance of automated driving algorithms, making it possible to test scenarios that are difficult to reproduce in the real world.

In this example, you evaluate a lidar perception algorithm using synthetic lidar data generated from the simulation environment. The example walks you through the following steps:

- Record and visualize synthetic lidar sensor data from the simulation environment.
- Develop a perception algorithm to build a map using SLAM in MATLAB®.

### Set Up Scenario in Simulation Environment

First, set up a scenario in the simulation environment that can be used to test the perception algorithm. Use a scene depicting a typical city block with a single vehicle that is the vehicle under test. You can use this scene to test the performance of the algorithm in an urban road setting.

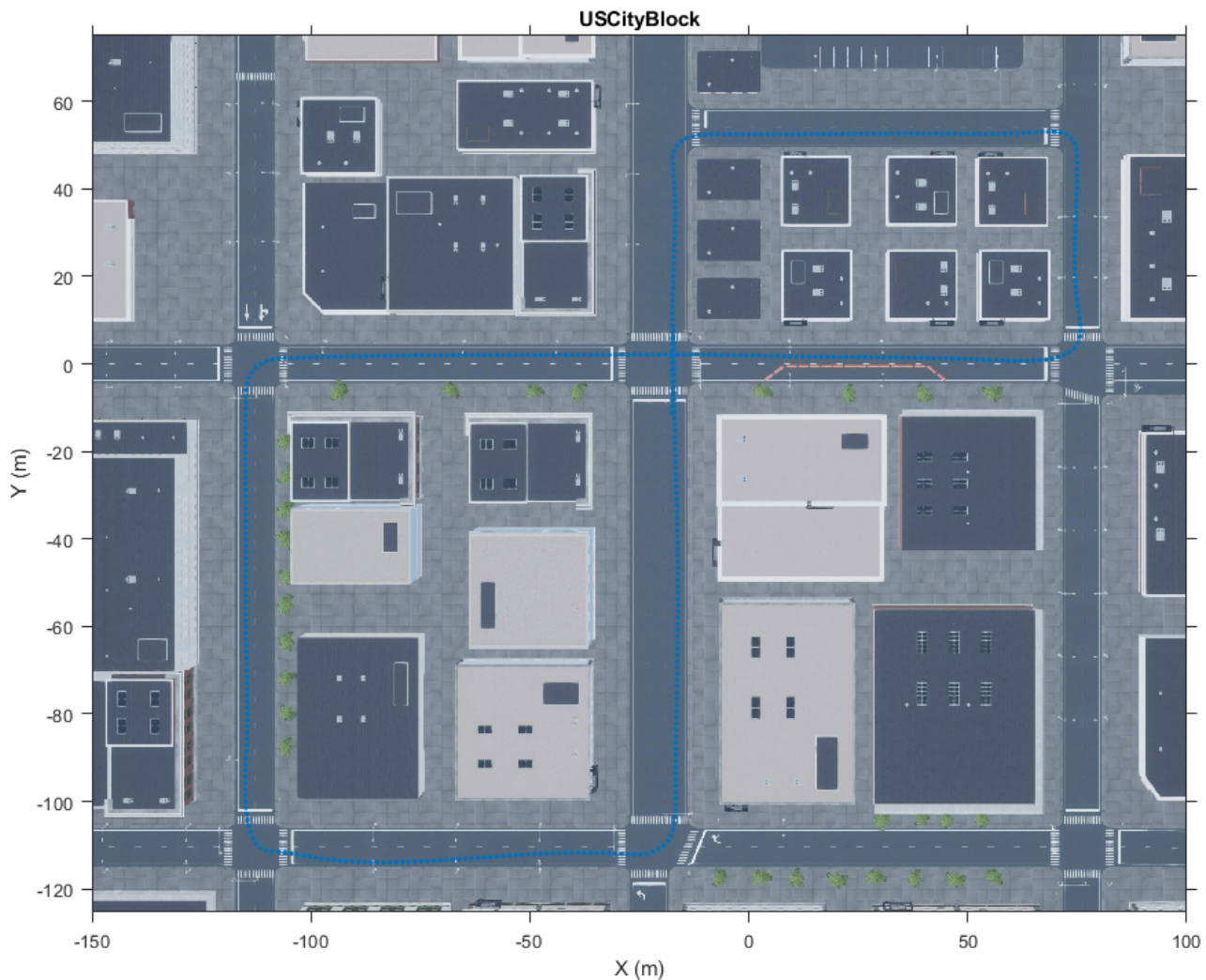
Next, select a trajectory for the vehicle to follow in the scene. The “Select Waypoints for Unreal Engine Simulation” on page 8-872 example describes how to interactively select a sequence of waypoints from a scene and generate a vehicle trajectory. This example uses a recorded drive segment obtained using the `helperSelectSceneWaypoints` function, as described in the waypoint selection example.

```
% Load reference path for recorded drive segment
xData = load('refPosesX.mat');
yData = load('refPosesY.mat');
yawData = load('refPosesT.mat');

% Set up workspace variables used by model
refPosesX = xData.refPosesX;
refPosesY = yData.refPosesY;
refPosesT = yawData.refPosesT;

% Display path on scene image
sceneName = 'USCityBlock';
```

```
hScene = figure;  
helperShowSceneImage(sceneName);  
hold on  
scatter(refPosesX(:,2),refPosesY(:,2),7,'filled')  
  
% Adjust axes limits  
xlim([-150 100])  
ylim([-125 75])
```



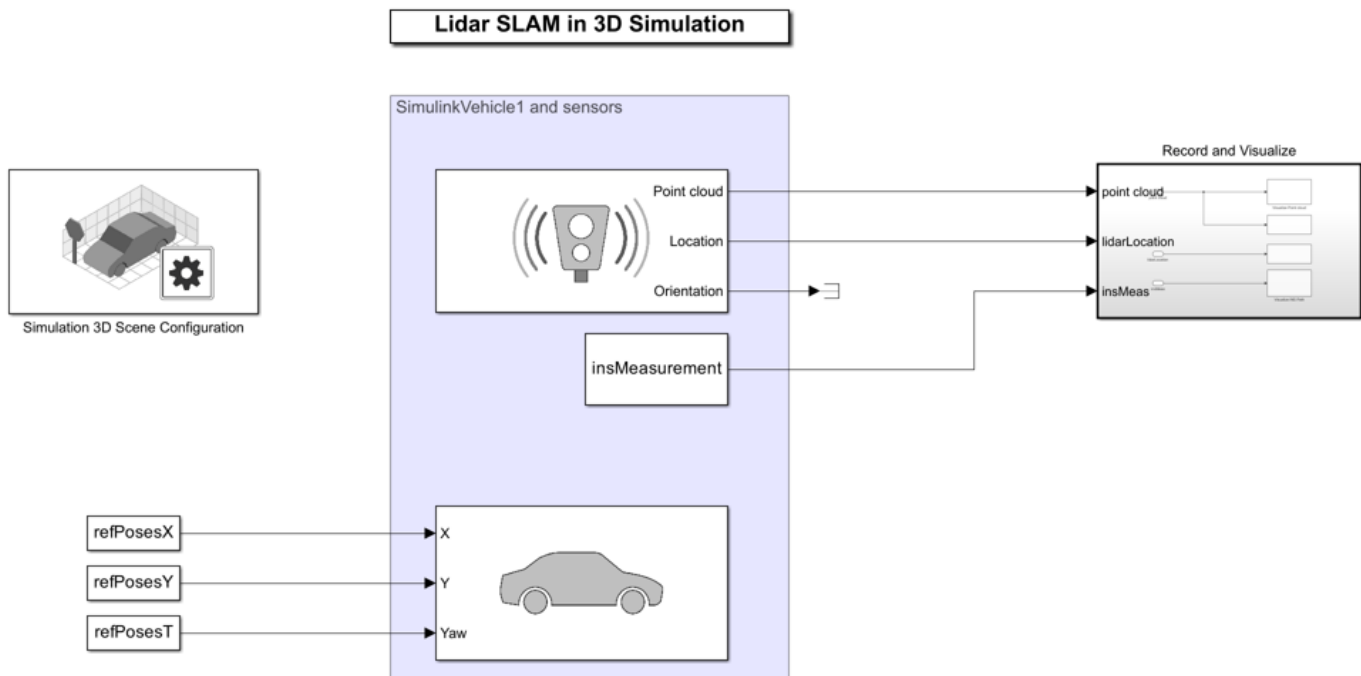
The LidarSLAMIn3DSimulation Simulink model is configured with the US City Block scene using the Simulation 3D Scene Configuration block. The model places a vehicle on the scene using the Simulation 3D Vehicle with Ground Following block. A lidar sensor is attached to the vehicle using the

Simulation 3D Lidar block. In the block dialog box, use the **Mounting** tab to adjust the placement of the sensor. Use the **Parameters** tab to configure properties of the sensor to simulate different lidar sensors. In this example, the lidar is mounted on the center of the roof. The lidar sensor is configured to model a typical Velodyne® HDL-32E sensor.

```
close(hScene)
```

```
if ~ispc
    error(['3D Simulation is only supported on Microsoft',char(174),' Windows',char(174),'.']);
end
```

```
% Open the model
modelName = 'LidarSLAMIn3DSimulation';
open_system(modelName);
snapnow;
```



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The model records and visualizes the synthetic lidar data. The recorded data is available through the simulation output, and can be used for prototyping your algorithm in MATLAB. Additionally, the model uses a From Workspace (Simulink) block to load simulated measurements from an Inertial Navigation Sensor (INS). The INS data was obtained by using an `insSensor` object, and saved in a MAT file.

The rest of the example follows these steps:

- 1 Simulate the model to record synthetic lidar data generated by the sensor and save it to the workspace.
- 2 Use the sensor data saved to the workspace to develop a perception algorithm in MATLAB. The perception algorithm builds a map of the surroundings using SLAM.



### 3 Visualize the results of the built map.

#### Record and Visualize Synthetic Lidar Sensor Data

The **Record and Visualize** subsystem records the synthetic lidar data to the workspace using a To Workspace (Simulink) block. The **Visualize Point Cloud** MATLAB Function block uses a `pcplayer` object to visualize the streaming point clouds. The **Visualize INS Path** MATLAB Function block visualizes the streaming INS data.

Simulate the model. The streaming point cloud display shows the synthetic lidar sensor data. The scene display shows the synthetic INS sensor data. Once the model has completed simulation, the `simOut` variable holds a structure with variables written to the workspace. The `helperGetPointCloud` function extracts the sensor data into an array of `pointCloud` objects. The `pointCloud` object is the fundamental data structure used to hold lidar data and perform point cloud processing in MATLAB. Additionally, INS data is loaded from a MAT file, which will later be used to develop the perception algorithm. The INS data was obtained using the `insSensor` object. The INS data has been processed to contain `[x, y, theta]` poses in world coordinates.

```
% Update simulation stop time to end when reference path is completed
simStopTime = refPosesX(end,1);
set_param(gcs, 'StopTime', num2str(simStopTime));

% Load INS data from MAT file
data = load('insMeasurement.mat');
insData = data.insMeasurement.signals.values;

% Run the simulation
simOut = sim(modelName);

% Create a pointCloud array from the recorded data
ptCloudArr = helperGetPointCloud(simOut);
```

#### Use Recorded Data to Develop Perception Algorithm

The synthetic lidar sensor data can be used to develop, experiment with, and verify a perception algorithm in different scenarios. This example uses an algorithm to build a 3-D map of the environment from streaming lidar data. Such an algorithm is a building block for applications like localization. It can also be used to create high-definition (HD) maps for geographic regions that can then be used for online localization. The map building algorithm is encapsulated in the `helperLidarMapBuilder` class. This class uses point cloud and lidar processing capabilities in MATLAB. For more details, see “Point Cloud Processing”.

The `helperLidarMapBuilder` class takes incoming point clouds from a lidar sensor and progressively builds a map using the following steps:

- 1 **Preprocess point cloud:** Preprocess each incoming point cloud to remove the ground plane and ego vehicle.
- 2 **Register point clouds:** Register the incoming point cloud with the last point cloud using a normal distribution transform (NDT) registration algorithm. The `pcregisterndt` function performs the registration. To improve accuracy and efficiency of registration, `pcdownsample` is used to downsample the point cloud prior to registration. An initial transformation estimate can substantially improve registration performance. In this example, INS measurements are used to accomplish this.
- 3 **Register point clouds:** Use the estimated transformation obtained from registration to transform the incoming point cloud to the frame of reference of the map.

- 4 Update view set:** Add the incoming point cloud and the estimated absolute pose as a view in a `pcviewset` object. Add a connection between the current and previous view with the relative transformation between them.

The `updateMap` method of the `helperLidarMapBuilder` class accomplishes these steps. The `helperEstimateRelativeTransformationFromINS` function computes an initial estimate for registration from simulated INS sensor readings.

Such an algorithm is susceptible to drift while accumulating a map over long sequences. To reduce the drift, it is typical to detect loop closures and use graph SLAM to correct the drift. See “Build a Map from Lidar Data Using SLAM” on page 8-806 example for a detailed treatment. The `configureLoopDetector` method of the `helperLidarMapBuilder` class configures loop closure detection. Once it is configured, loop closure detection takes place each time `updateMap` is invoked, using the following functions and classes:

- `pcviewset`: Manages data associated with point cloud odometry like point clouds, poses and connections.
- `scanContextDescriptor`: Extracts scan context descriptors from each incoming point cloud. Scan context is a 2-D global feature descriptor that is used for loop closure detection.
- `scanContextLoopDetector`: Manages scan context descriptors and detects loop closures. It uses `scanContextDistance` to compute the distance between scan context descriptors and select the closest feature matches.

Then, the example uses point cloud registration to accept or reject loop closure candidates and to find the loop closure transformation.

```
% Set the random seed for example reproducibility
rng(0);

% Create a lidar map builder
mapBuilder = helperLidarMapBuilder('DownsamplePercent',0.25, ...
    'RegistrationGridStep',3.5,'Verbose',true);

% Configure the map builder to detect loop closures
configureLoopDetector(mapBuilder,'LoopConfirmationRMSE',1.5, ...
    'SearchRadius',0.15,'DistanceThreshold',0.2);

% Loop through the point cloud array and progressively build a map
skipFrames = 5;
numFrames = numel(ptCloudArr);
exitLoop = false;

prevInsMeas = insData(1,:);
for n = 1:skipFrames:numFrames

    insMeas = insData(n,:);

    % Estimate initial transformation using INS
    initTform = helperEstimateRelativeTransformationFromINS(insMeas,prevInsMeas);

    % Update map with new lidar frame
    updateMap(mapBuilder,ptCloudArr(n),initTform);

    % Update top-view display
    isDisplayOpen = updateDisplay(mapBuilder,exitLoop);
```

```

% Check and exit if needed
exitLoop = ~isDisplayOpen;

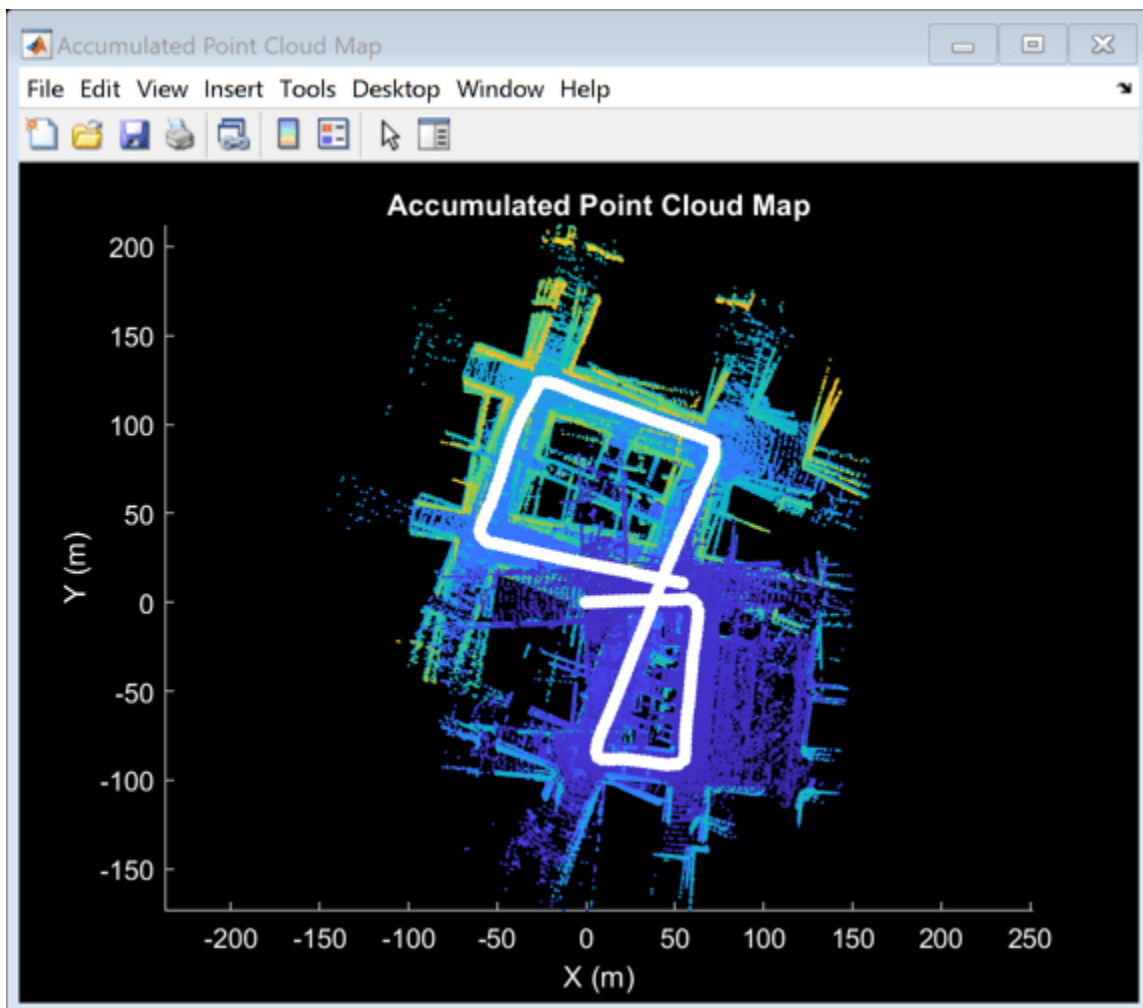
prevInsMeas = insMeas;
end

snapnow;

% Close display
closeDisplay = true;
updateDisplay(mapBuilder,closeDisplay);

Loop closure candidate found between view Id 208 and 1 with RMSE 0.996855...
Accepted
Loop closure candidate found between view Id 212 and 6 with RMSE 1.153788...
Accepted

```



The accumulated drift progressively increases over time resulting in an unusable map.

Once sufficient loop closures are detected, the accumulated drift can be corrected using pose graph optimization. This is accomplished by the `optimizeMapPoses` method of the

helperLidarMapBuilder class, which uses createPoseGraph to create a pose graph and optimizePoseGraph (Navigation Toolbox) to optimize the pose graph.

After the pose graph has been optimized, rebuild the map using the updated poses. This is accomplished by the rebuildMap method of helperLidarMapBuilder using pcalign.

Use optimizeMapPoses and rebuildMap to correct for the drift and rebuild the map. Visualize the view set before and after pose graph optimization.

```
% Visualize viewset before pose graph optimization
```

```
hFigViewset = figure;
hG = plot(mapBuilder.ViewSet);
view(hG.Parent,2);
title('Viewset Display')
```

```
% Optimize pose graph and rebuild map
```

```
optimizeMapPoses(mapBuilder);
rebuildMap(mapBuilder);
```

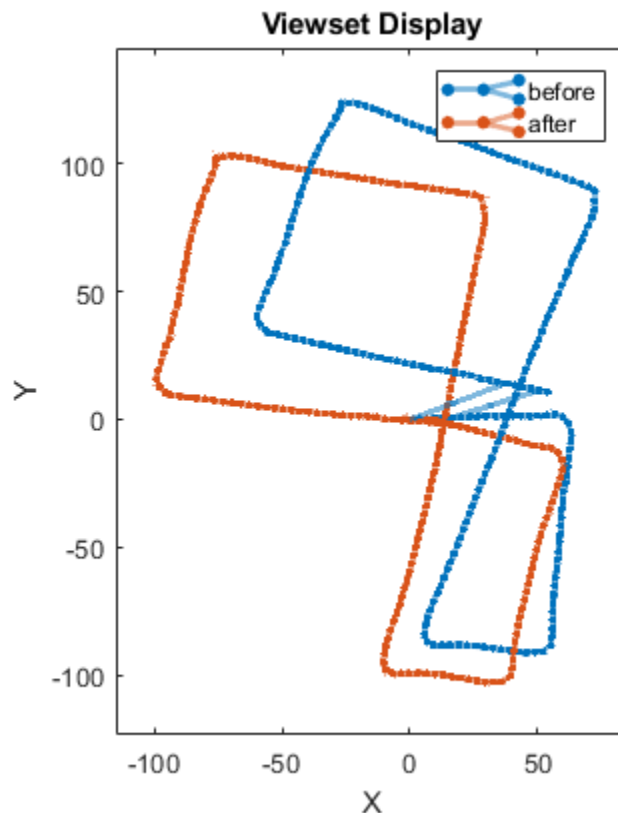
```
% Overlay viewset after pose graph optimization
```

```
hold(hG.Parent,'on');
plot(mapBuilder.ViewSet);
hold(hG.Parent,'off');
```

```
legend(hG.Parent,'before','after')
```

```
Optimizing pose graph...done
```

```
Rebuilding map...done
```



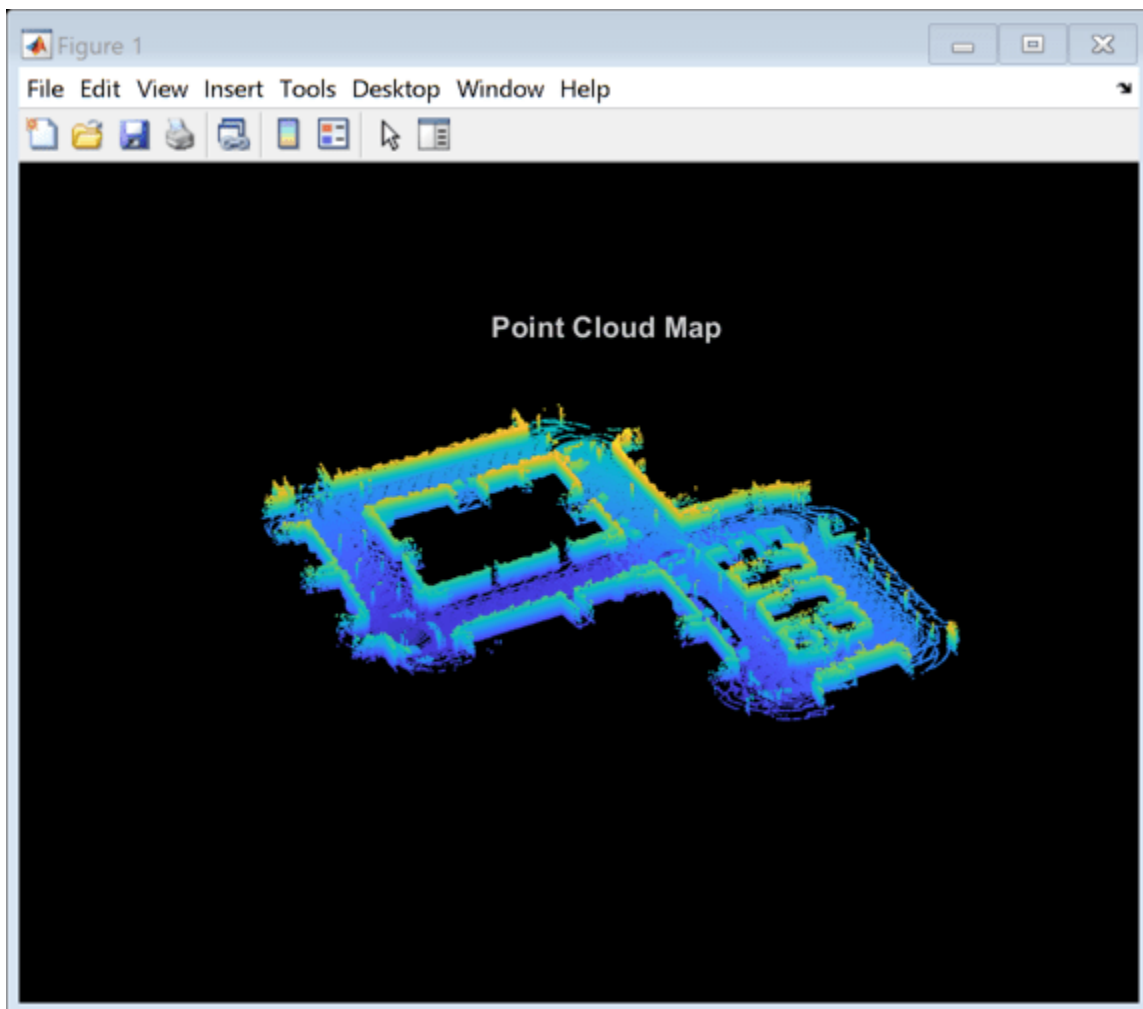
Visualize the accumulated point cloud map computed using the recorded data.

```
close(hFigViewset)

hFigMap = figure;
pcshow(mapBuilder.Map)

% Customize axes labels and title
xlabel('X (m)')
ylabel('Y (m)')
zlabel('Z (m)')
title('Point Cloud Map')

helperMakeFigurePublishFriendly(hFigMap);
```



By changing the scene, placing more vehicles in the scene, or updating the sensor mounting and parameters, the perception algorithm can be stress-tested under different scenarios. This approach can be used to increase coverage for scenarios that are difficult to reproduce in the real world.

```
% Close windows
close(hFigMap)
close_system(modelName)
```

## Supporting Functions

**helperGetPointCloud** Extract an array of `pointCloud` objects.

```
function ptCloudArr = helperGetPointCloud(simOut)

% Extract signal
ptCloudData = simOut.ptCloudData.signals.values;

% Create a pointCloud array
ptCloudArr = pointCloud(ptCloudData(:,:,1));

for n = 2 : size(ptCloudData,4)
    ptCloudArr(end+1) = pointCloud(ptCloudData(:,:,n)); %#ok<AGROW>
end
end
```

**helperMakeFigurePublishFriendly** Adjust figure so that screenshot captured by `publish` is correct.

```
function helperMakeFigurePublishFriendly(hFig)

if ~isempty(hFig) && isvalid(hFig)
    hFig.HandleVisibility = 'callback';
end
end
```

Additional supporting functions or classes used in the example are included below.

**helperLidarMapBuilder** progressively builds a lidar map using point cloud scans. Each point cloud is processed to remove the ground plane and the ego vehicle, and registered against the previous point cloud. A point cloud map is then progressively built by aligning and merging the point clouds.

**helperEstimateRelativeTransformationFromINS** estimates a relative transformation from INS data.

**helperShowSceneImage** displays top-view image of the Unreal scene.

**helperUpdatePolyline** updates a polyline position used in conjunction with `helperShowSceneImage`.

## See Also

### Functions

`pcregisterndt` | `pcshow` | `createPoseGraph`

### Objects

`pcviewset` | `rigidtform3d` | `pointCloud`

### Blocks

Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following | Simulation 3D Lidar

## More About

- “Select Waypoints for Unreal Engine Simulation” on page 8-872
- “Build a Map from Lidar Data” on page 8-786

- “Build a Map from Lidar Data Using SLAM” on page 8-806
- “Lidar Localization with Unreal Engine Simulation” on page 8-944
- “Develop Visual SLAM Algorithm Using Unreal Engine Simulation” on page 8-955

## Lidar Localization with Unreal Engine Simulation

This example shows how to develop and evaluate a lidar localization algorithm using synthetic lidar data from the Unreal Engine® simulation environment.

One of the biggest challenges in developing a localization algorithm and evaluating its performance in varying conditions is obtaining ground truth. Although you can capture ground truth using expensive, high-precision inertial navigation systems (INS), virtual simulation is a cost-effective alternative. Simulation enables you to test under a variety of scenarios and sensor configurations. It also enables rapid development iteration and provides precise ground truth.

This example uses a prebuilt map of a parking lot scenario in the Unreal Engine simulation environment to develop and evaluate a lidar localization algorithm based on the normal distributions transform (NDT) approach. This example assumes a known initial pose of the vehicle.

### Overview

Lidar localization is the process of estimating the lidar pose for a captured point cloud relative to a known point cloud map of the environment. Localization is a key technology for applications such as augmented reality, robotics, and automated driving. This example shows a lidar localization workflow with these steps:

- Load a prebuilt map.
- Localize on a given reference path using an NDT map.
- Control the vehicle along a given reference path using the NDT localization estimate feedback.

### Set Up Scenario in Simulation Environment

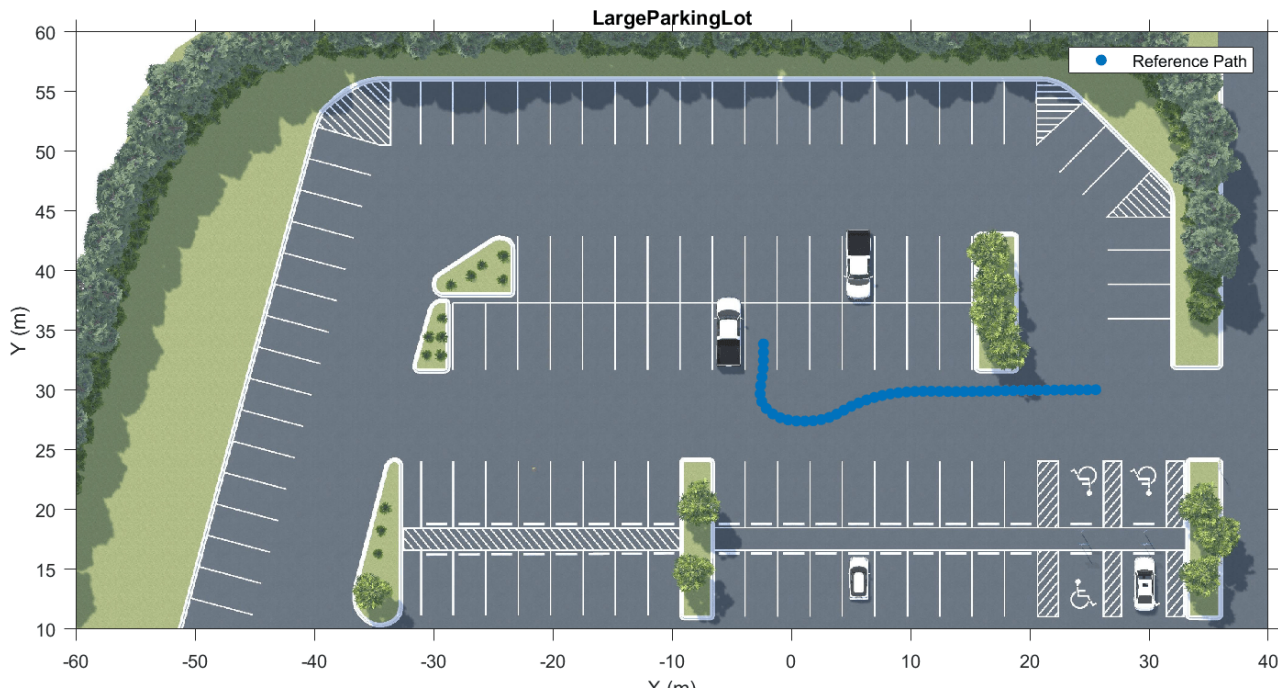
Parking a vehicle in a parking spot is a challenging maneuver that relies on accurate localization. Use the prebuilt Large Parking Lot scene to create this scenario. This example uses a recorded reference trajectory obtained by interactively selecting a sequence of waypoints from a scene. First, visualize the reference path using a 2-D bird's-eye view of the scene.

```
% Load reference path
data = load("ReferencePathForward.mat");

refPosesX = data.ReferencePathForward.refPosesX;
refPosesY = data.ReferencePathForward.refPosesY;
refPosesT = data.ReferencePathForward.refPosesT;

sceneName = "LargeParkingLot";
hScene = figure;
helperShowSceneImage(sceneName);
hold on
scatter(refPosesX(:,2),refPosesY(:,2), [],"filled",DisplayName="Reference Path");
xlim([-60 40])
ylim([10 60])
hScene.Position = [100 100 1000 500]; % Resize figure
legend
hold off
```





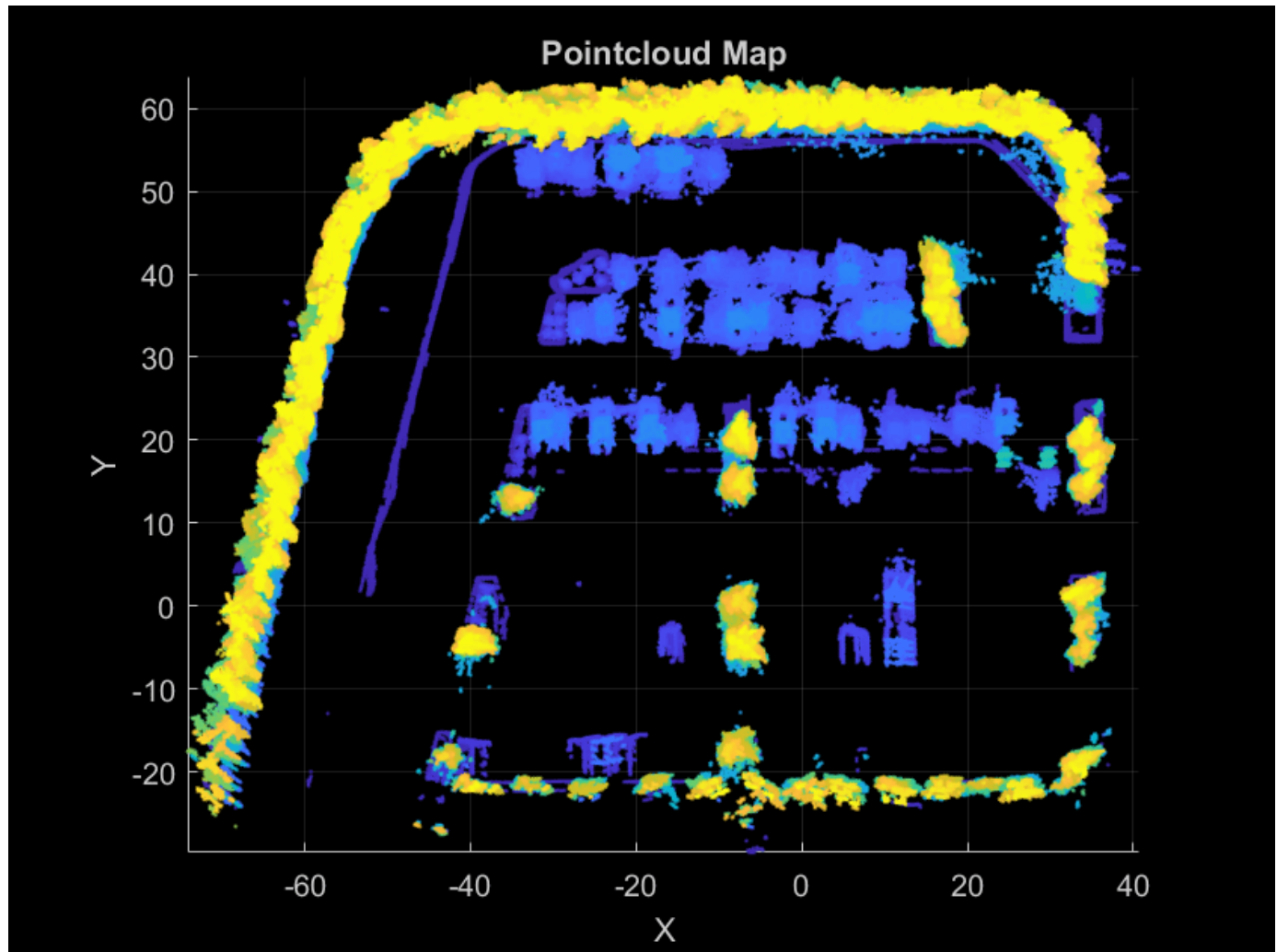
### Create NDT Map from Prebuilt Point Cloud Map

These are the steps to generate the prebuilt point cloud map:

- 1 Record the point clouds and the ground truth poses of the lidar sensor, while the ego vehicle moves along the known path in the environment. For more information about the path used to generate the map for this example, see “Build Occupancy Map from 3-D Lidar Data using SLAM” on page 8-1192.
- 2 Preprocess the point clouds to segment and remove the ground and the ego vehicle, and clip the point cloud to a select radius around the vehicle.
- 3 Align all the recorded point clouds using the known ground-truth poses with `pcaalign`.

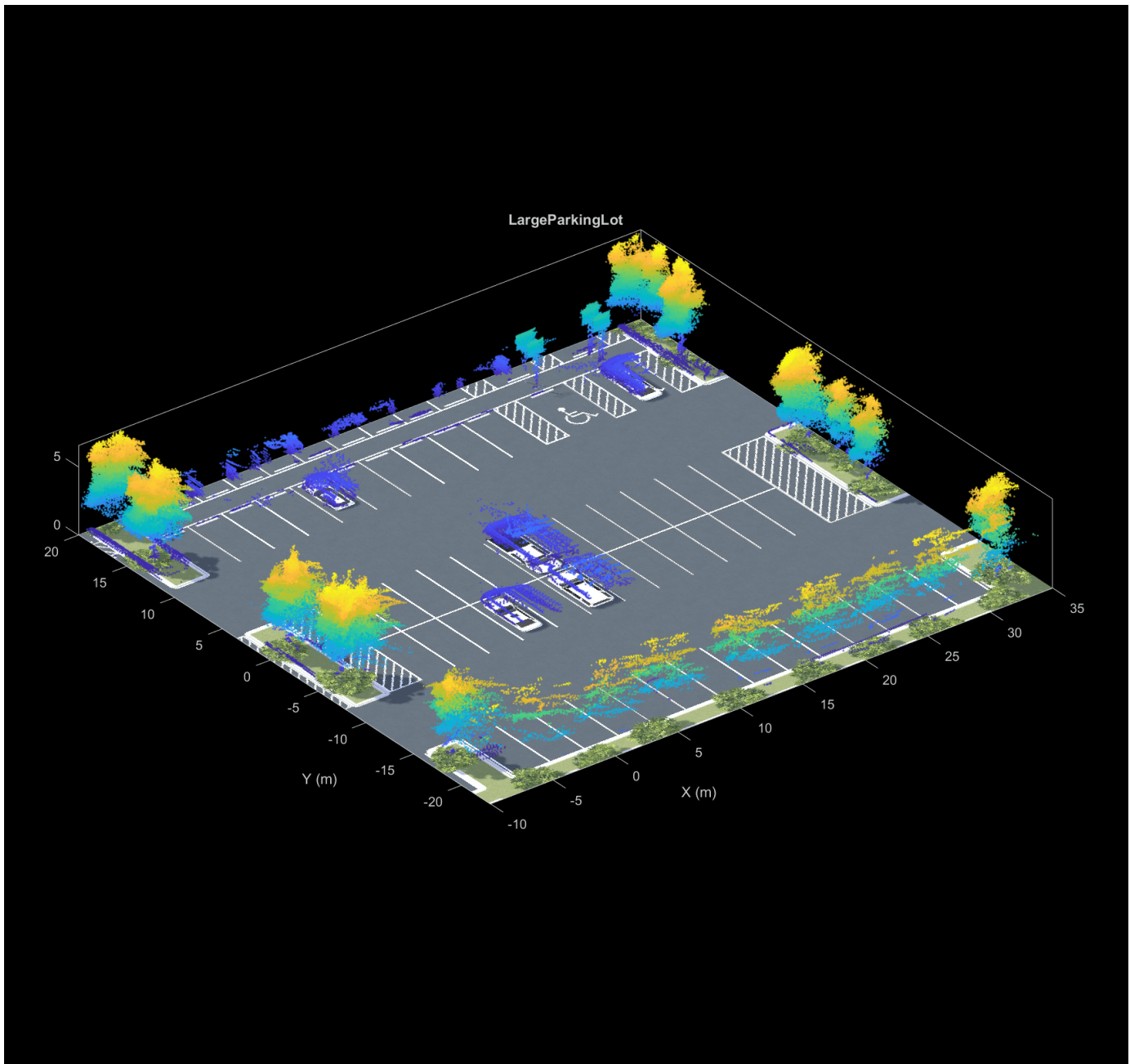
This example uses a map that has been prebuilt using these steps. Load and visualize the map.

```
load("parkingLotPCMapPoints.mat");
figure
pcshow(ptCloudMapPoints)
view(2)
title("Pointcloud Map")
xlabel("X")
ylabel("Y")
```



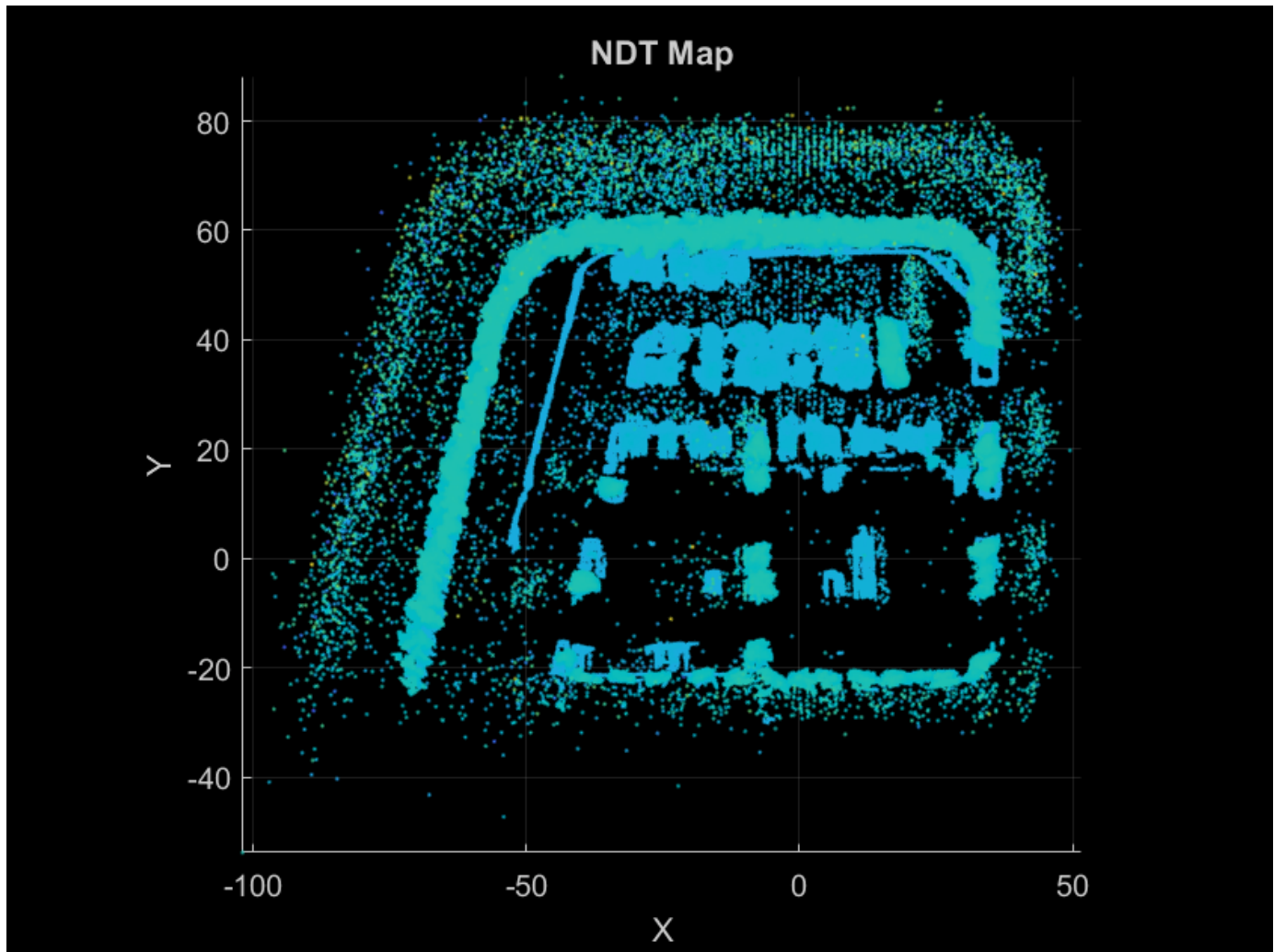
Superimpose the point cloud map on the top-view image of the scene to visually examine how closely it resembles features in the scene.

```
hMapOnScene = helperSuperimposeMapOnSceneImage('LargeParkingLot', ptCloudMapPoints);
```



Create an NDT map from the above point cloud map using `pcmapndt`. Visualize the NDT map.

```
voxelSize = 1;  
ndtMap = pcmapndt(pointCloud(ptCloudMapPoints), voxelSize);  
figure  
show(ndtMap)  
view(2)  
title("NDT Map")  
xlabel("X")  
ylabel("Y")
```



### Localize Using NDT Map

You can start the localization process with an initial estimate of the pose, which you can use to select a submap region around and begin pose estimation. This is more efficient than doing a global search in the entire map. In a real-world scenario, you can obtain an initial pose estimate at the entrance to the mapped environment using external sensors, such as a global navigation satellite system (GNSS) or fiducial markers, such as april tags or QR codes. As the vehicle moves into the mapped environment, the pose estimate obtained using localization from the previous time step is used as the initial pose estimate for the current time step.

These steps summarize the localization workflow presented in this example:

- 1 At the start of the simulation, use the initial pose estimate to select a submap of interest in the known NDT map, and obtain the actual pose estimate by localizing the point cloud in the NDT map.
- 2 Use the pose estimate obtained in the previous time step to check if the estimate is too close to the submap edge, or if it is outside the submap. If so, update the submap to a region around the pose estimate using `selectSubmap`.

- 3 Find the actual pose estimate by localizing the current point cloud in the NDT map using `findPose`. Specify lower values for the `Tolerance` name-value argument for accurate results.
- 4 Repeat steps 2 and 3 for all subsequent timesteps along the reference trajectory.

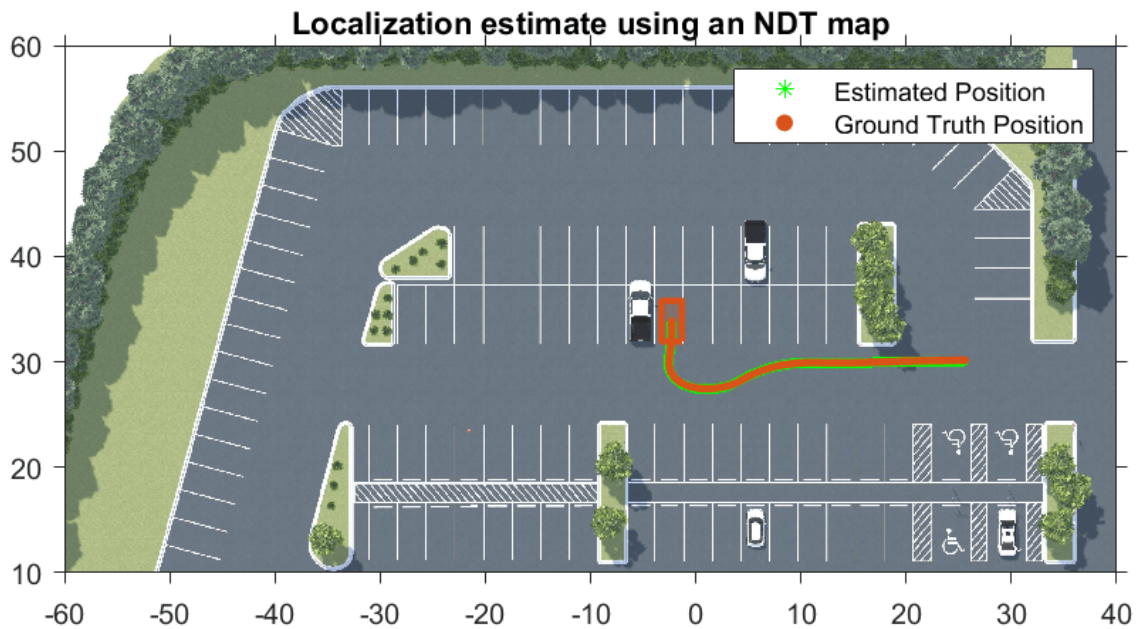
The `localizeUsingLidar` model contains a hatchback vehicle moving along the specified reference path by using the Simulation 3D Vehicle with Ground Following block. A lidar sensor is mounted on the roof center of a vehicle using the Simulation 3D Lidar block. The `Localize` MATLAB Function Block and the `helperLidarLocalizerNDT` function implement the localization algorithm using the previously listed steps. Run the simulation to visualize the localization estimate and the ground truth pose of the vehicle along the reference trajectory.

```
close(hScene)

if ~ispc
    error("Unreal Engine Simulation is supported only on Microsoft" ...
        + char(174) + " Windows" + char(174) + ".");
end

% Open model
modelName = "localizeUsingLidar";
open_system(modelName)
snapnow

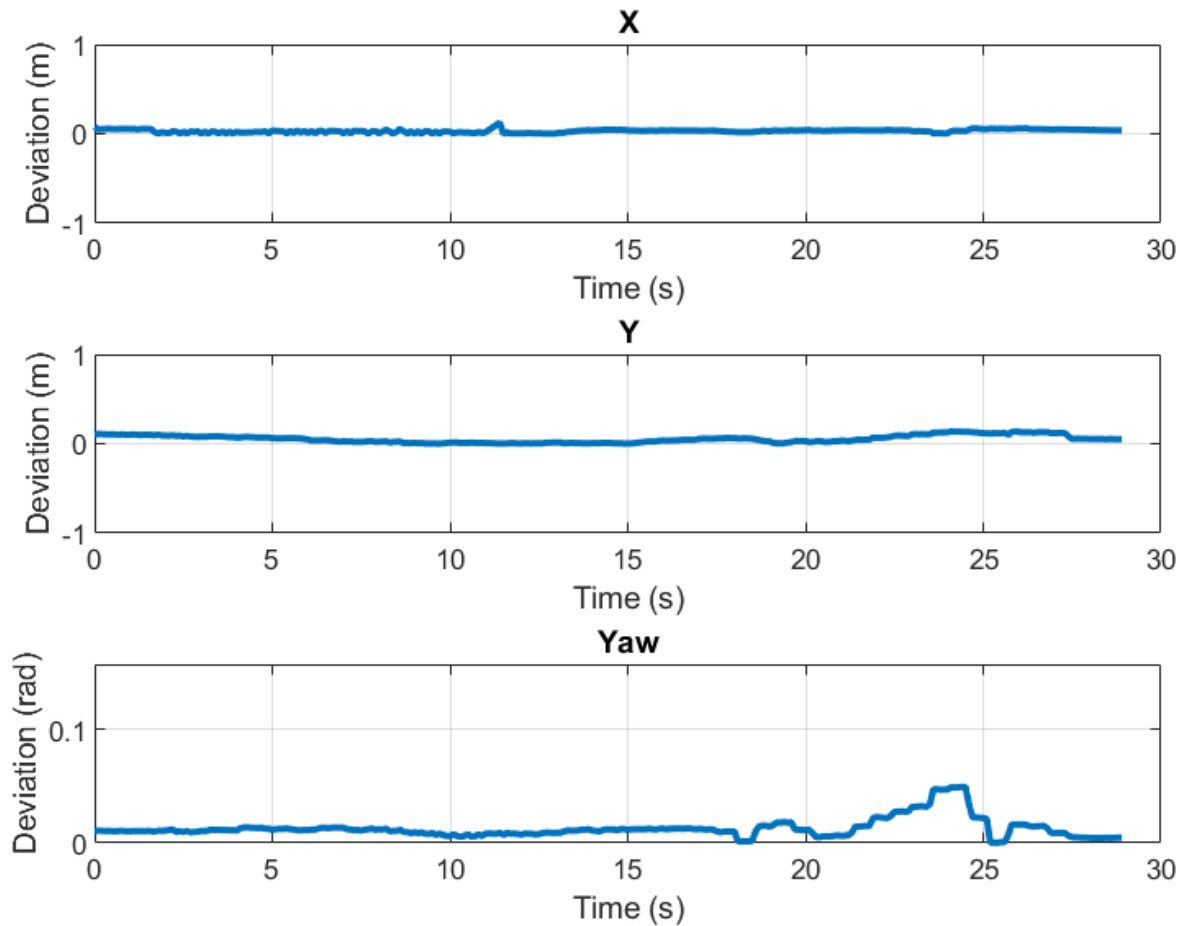
% Run simulation
simOut = sim(modelName);
```



### Evaluate Localization Accuracy

To quantify the efficacy of localization, measure the deviation in translation and rotation estimates compared to ground truth. Since the vehicle is moving on the flat ground, this example is concerned with motion in only the  $XY$ -plane.

```
hFigMetrics = helperDisplayMetrics(simOut);
```



### Control Vehicle Using NDT Localization Estimate Feedback

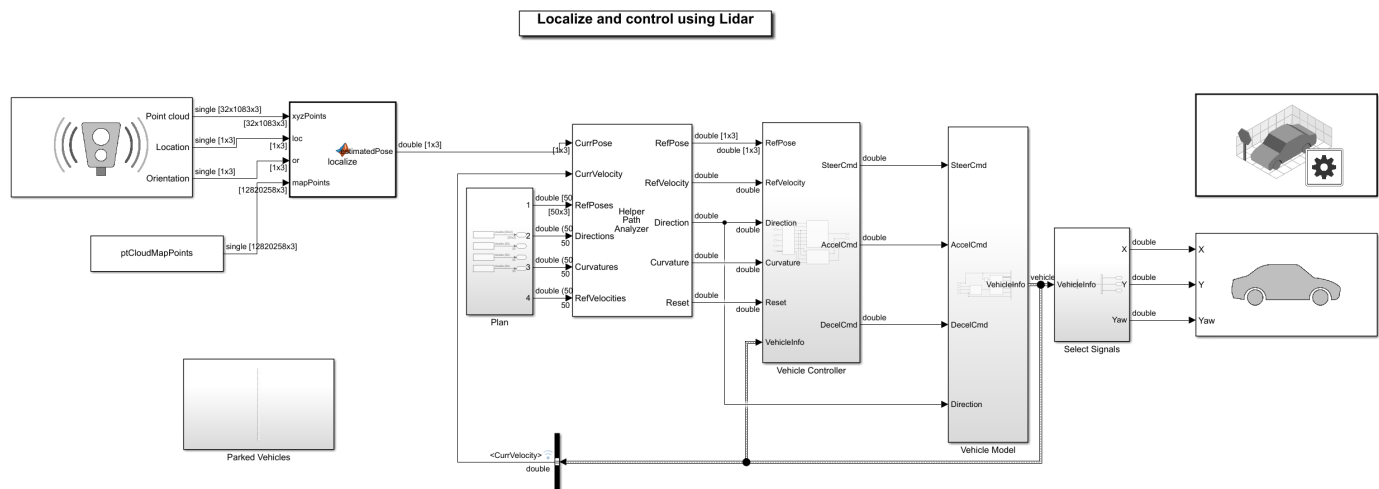
Metrics such as deviation in translation and rotation estimates are not, alone, enough to ensure the performance and accuracy of a localization system. For example, changes to the accuracy or performance of a localization system can affect the vehicle controller, requiring you to retune controller gains. Therefore, you must have a closed-loop verification framework that incorporates downstream components. The `localizeAndControlUsingLidar` model demonstrates this framework by incorporating a localization algorithm, vehicle controller, and suitable vehicle model.

The model has these main components:

- The `Localize` block is a MATLAB Function block that encapsulates the NDT map based localization algorithm implemented using the `helperLidarLocalizerNDT` function. This block takes the lidar point cloud generated by the Simulation 3D Lidar block and the initial known pose as inputs and produces a localization estimate. The estimate is returned as  $[x\ y\ \theta]$ , which represents the 2-D pose of the lidar in the map reference frame.
- The `Plan` subsystem loads a preplanned trajectory from the workspace using the `refPoses`, `directions`, `curvatures`, and `velocities` workspace variables. The Path Smoother Spline

block is used to compute the refPoses, directions, and curvatures variables. The Velocity Profiler block computes the velocities variable.

- The Helper Path Analyzer block uses the reference trajectory and the current pose to feed the appropriate reference signal to the vehicle controller.
- The Vehicle Controller subsystem controls the steering and velocity of the vehicle by using a lateral and longitudinal controller to produce steering and acceleration or deceleration commands, implemented by the Lateral Controller Stanley and Longitudinal Controller Stanley blocks. The subsystem feeds these commands to a vehicle model to simulate the dynamics of the vehicle in the simulation environment using the Vehicle Body 3DOF block.



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```
% Specify vehicle dimensions
centerToFront = 1.104;
centerToRear = 1.343;
frontOverhang = 0.828;
rearOverhang = 0.589;
vehicleWidth = 1.653;
vehicleHeight = 1.513;
vehicleLength = centerToFront + centerToRear + frontOverhang + rearOverhang;
hatchbackDims = vehicleDimensions(vehicleLength,vehicleWidth,vehicleHeight, ...
FrontOverhang=frontOverhang,RearOverhang=rearOverhang);

vehicleDims = [hatchbackDims.Length hatchbackDims.Width hatchbackDims.Height];
vehicleColor = [0.85 0.325 0.098];

% Load workspace variables for preplanned trajectory
refPoses = data.ReferencePathForward.Trajectory.refPoses;
directions = data.ReferencePathForward.Trajectory.directions;
curvatures = data.ReferencePathForward.Trajectory.curvatures;
velocities = data.ReferencePathForward.Trajectory.velocities;
startPose = refPoses(1,:);

% Open model
modelName = "localizeAndControlUsingLidar";
open_system(modelName)
snapnow
```



```
% Run simulation
sim(modelName);

close_system(modelName)
```

### Supporting Functions

**helperDisplayMetrics** displays metrics to assess the quality of localization.

```
function hFig = helperDisplayMetrics(simOut)

simTimes = simOut.logout{1}.Values.Time;

xEst = simOut.logout{1}.Values.Data;
yEst = simOut.logout{2}.Values.Data;
yawEst = simOut.logout{3}.Values.Data;

xTruth = squeeze(simOut.logout{4}.Values.Data(:,1,:));
yTruth = squeeze(simOut.logout{4}.Values.Data(:,2,:));
yawTruth = squeeze(simOut.logout{5}.Values.Data(:,3,:));

xDeviation = abs(xEst - xTruth);
yDeviation = abs(yEst - yTruth);
yawDeviation = abs(helperWrapToPi(yawTruth - yawEst));

lim = [-1 1];
hFig = figure(Name="Metrics - Absolute Deviation");
subplot(3,1,1)
plot(simTimes, xDeviation,LineWidth=2);
ylim(lim)
grid on
title("X")
xlabel("Time (s)")
ylabel("Deviation (m)")

subplot(3,1,2)
plot(simTimes, yDeviation,LineWidth=2);
ylim(lim)
grid on
title("Y")
xlabel("Time (s)")
ylabel("Deviation (m)")

subplot(3,1,3)
plot(simTimes, yawDeviation,LineWidth=2);
ylim([0 pi/20])
grid on
title("Yaw")
xlabel("Time (s)")
ylabel("Deviation (rad)")
end
```

**helperSuperImposeMapOnSceneImage** superimposes point cloud map on scene image.

```
function hFig = helperSuperimposeMapOnSceneImage(sceneName, ptCloudAccum)

hFig = figure(Name="Point Cloud Map");
hIm = helperShowSceneImage(sceneName);
```

```
hold(hIm.Parent, "on")
pcshow(ptCloudAccum);
hold(hIm.Parent, "off")
```

```
xlim(hIm.Parent, [-10 35]);
ylim(hIm.Parent, [-23 20]);
end
```

**helperWrapToPi** wraps angles to the range  $[-\pi \pi]$ .

```
function angle = helperWrapToPi(angle)
```

```
idx = (angle < -pi) | (angle > pi);
angle(idx) = helperWrapTo2Pi(angle(idx) + pi) - pi;
end
```

**helperWrapTo2Pi** wraps angles to the range  $[-2\pi 2\pi]$ .

```
function angle = helperWrapTo2Pi(angle)
```

```
pos = (angle>0);
angle = mod(angle, 2*pi);
angle(angle==0 & pos) = 2*pi;
end
```

## See Also

### Functions

[pccat](#) | [pctransform](#) | [pcalign](#) | [pcviewset](#) | [pcplayer](#)

### Blocks

[Simulation 3D Scene Configuration](#) | [Simulation 3D Vehicle with Ground Following](#) | [Simulation 3D Lidar](#)

## More About

- “Select Waypoints for Unreal Engine Simulation” on page 8-872
- “Build a Map from Lidar Data Using SLAM” on page 8-806
- “Design Lidar SLAM Algorithm Using Unreal Engine Simulation Environment” on page 8-934

## Develop Visual SLAM Algorithm Using Unreal Engine Simulation

This example shows how to develop a visual Simultaneous Localization and Mapping (SLAM) algorithm using image data obtained from the Unreal Engine® simulation environment.

*Visual SLAM* is the process of calculating the position and orientation of a camera with respect to its surroundings while simultaneously mapping the environment. Developing a visual SLAM algorithm and evaluating its performance in varying conditions is a challenging task. One of the biggest challenges is generating the ground truth of the camera sensor, especially in outdoor environments. The use of simulation enables testing under a variety of scenarios and camera configurations while providing precise ground truth.

This example demonstrates the use of Unreal Engine simulation to develop a visual SLAM algorithm for either a monocular or a stereo camera in a parking scenario. For more information about the implementation of the visual SLAM pipelines, see the “Monocular Visual Simultaneous Localization and Mapping” example and the “Stereo Visual Simultaneous Localization and Mapping” example.

### Set Up Scenario in Simulation Environment

Use the Simulation 3D Scene Configuration block to set up the simulation environment. Select the built-in Large Parking Lot scene, which contains several parked vehicles. The visual SLAM algorithm matches features across consecutive images. To increase the number of potential feature matches, you can use the Parked Vehicles subsystem to add more parked vehicles to the scene. To specify the parking poses of the vehicles, use the `helperAddParkedVehicle` function. If you select a more natural scene, the presence of additional vehicles is not necessary. Natural scenes usually have enough texture and feature variety suitable for feature matching.

You can follow the “Select Waypoints for Unreal Engine Simulation” on page 8-872 example to interactively select a sequence of parking locations. You can use the same approach to select a sequence of waypoints and generate a reference trajectory for the ego vehicle. This example uses a recorded reference trajectory and parked vehicle locations.

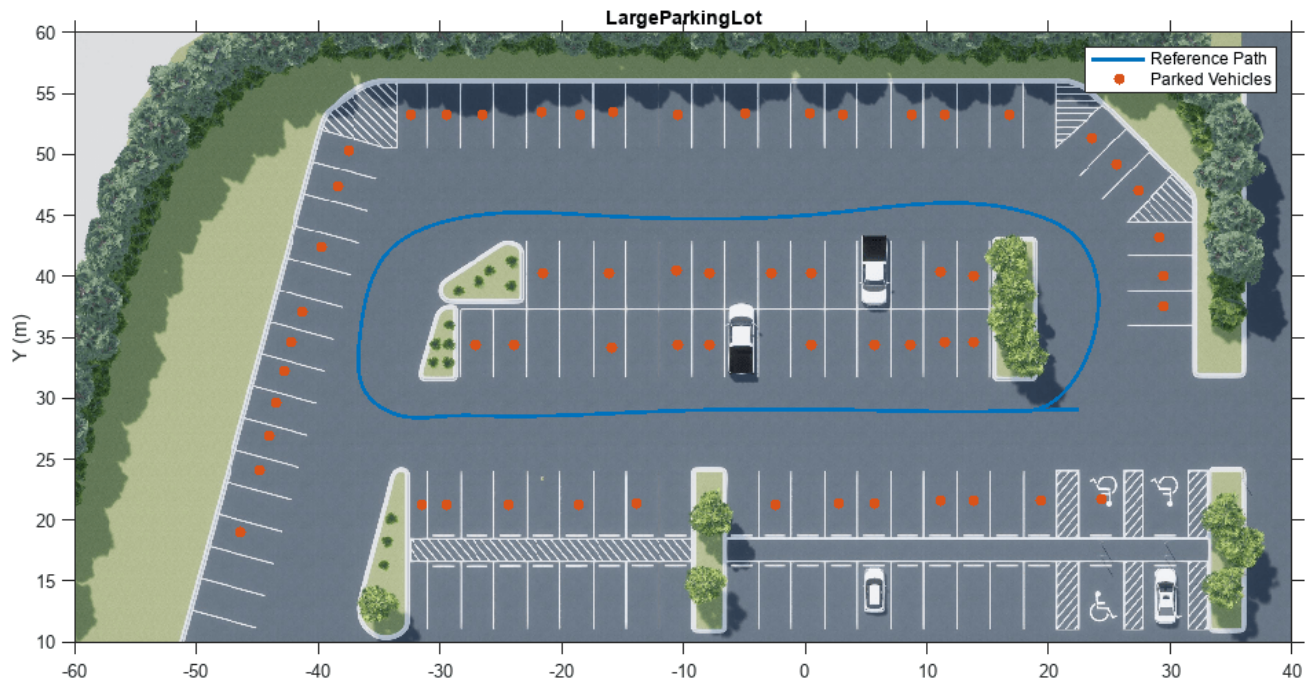
```
% Load reference path
data = load("parkingLotReferenceData.mat");

% Set reference trajectory of the ego vehicle
refPosesX = data.refPosesX;
refPosesY = data.refPosesY;
refPosesT = data.refPosesT;

% Set poses of the parked vehicles
parkedPoses = data.parkedPoses;

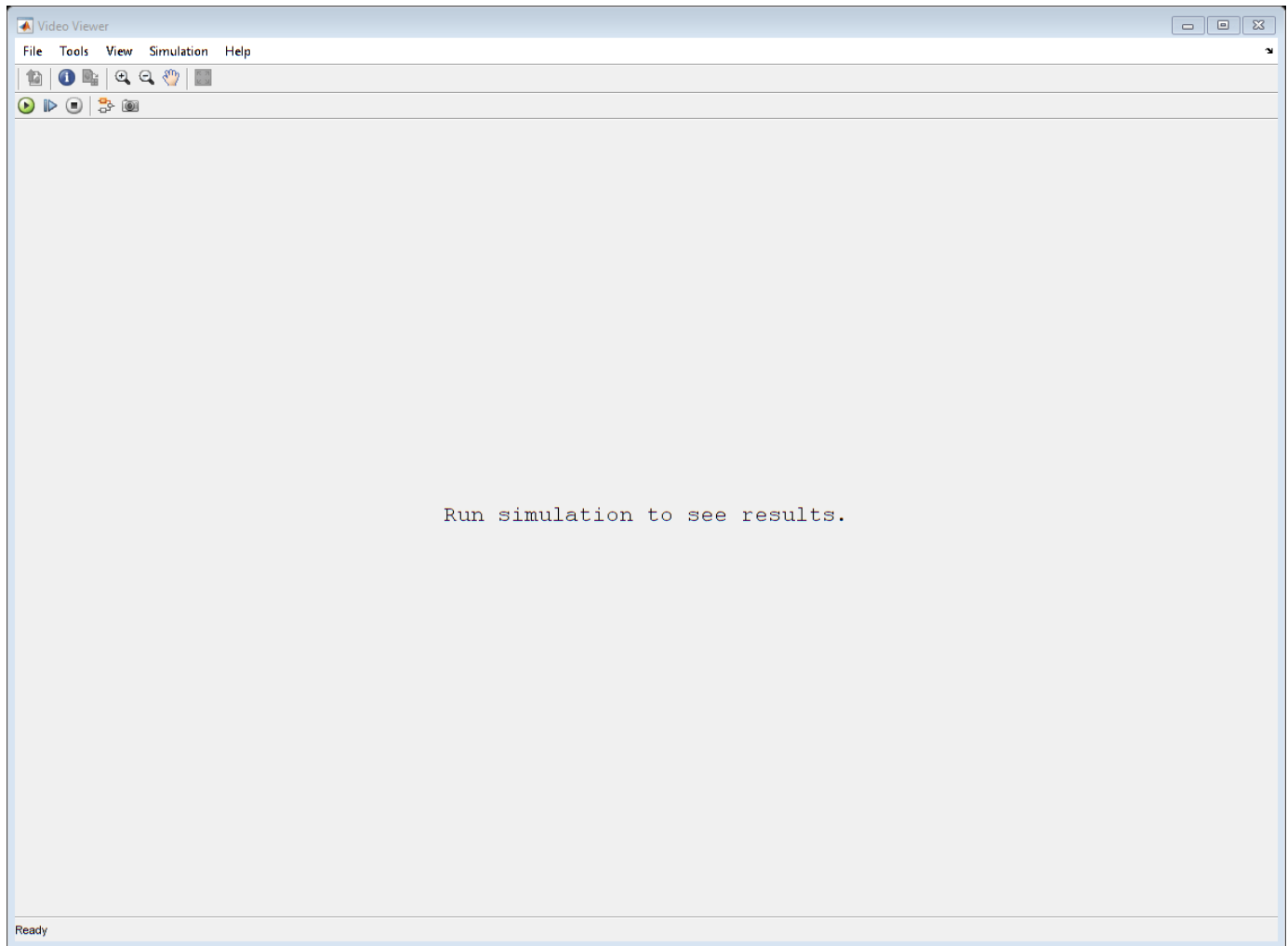
% Display the reference path and the parked vehicle locations
sceneName = "LargeParkingLot";
hScene = figure;
helperShowSceneImage(sceneName);
hold on
plot(refPosesX(:,2), refPosesY(:,2), LineWidth=2, DisplayName='Reference Path');
scatter(parkedPoses(:,1), parkedPoses(:,2), [], 'filled', DisplayName='Parked Vehicles');
xlim([-60 40])
ylim([10 60])
```

```
hScene.Position = [100, 100, 1000, 500]; % Resize figure  
legend  
hold off
```

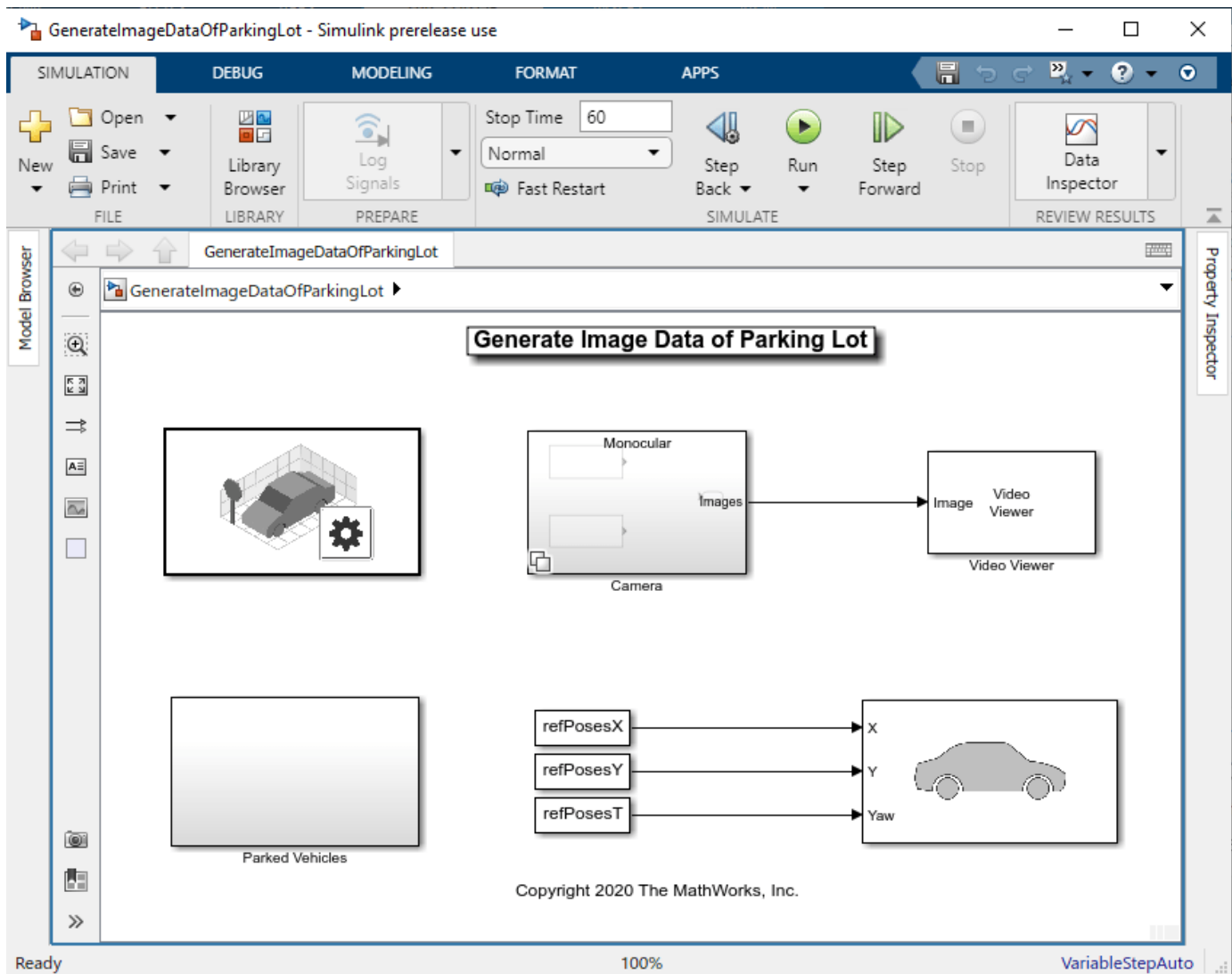


Open the model and add parked vehicles

```
modelName = 'GenerateImageDataOfParkingLot';  
open_system(modelName);
```



```
helperAddParkedVehicles(modelName, parkedPoses);
```



### Set Up Ego Vehicle and Camera Sensor

Set up the ego vehicle moving along the specified reference path by using the Simulation 3D Vehicle with Ground Following block. The Camera Variant Subsystem contains two configurations of camera sensors: monocular and stereo. In both configurations, the camera is mounted on the vehicle roof center. You can use the Camera Calibrator or Stereo Camera Calibrator app to estimate intrinsics of the actual camera that you want to simulate. This example shows the monocular camera workflow first followed by the stereo camera workflow.

```
% Select monocular camera
useMonoCamera = 1;

% Inspect the monocular camera
open_system([modelName, '/Camera/Monocular']);

% Camera intrinsics
focalLength    = [700, 700]; % specified in units of pixels
principalPoint = [600, 180]; % in pixels [x, y]
```

```
imageSize      = [370, 1230]; % in pixels [mrows, ncols]
intrinsics     = cameraIntrinsics(focalLength, principalPoint, imageSize);
```

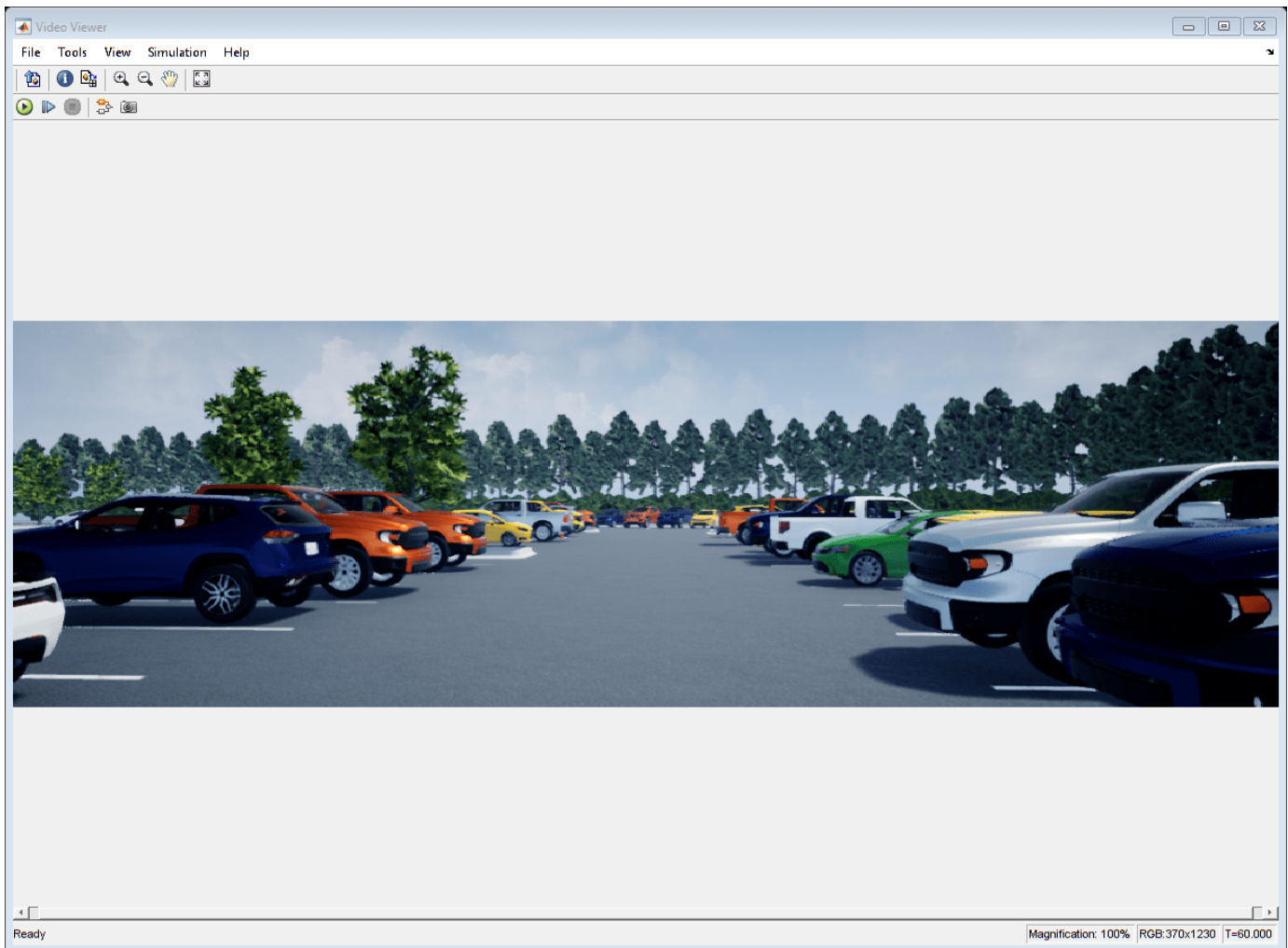
### Visualize and Record Sensor Data

Run the simulation to visualize and record sensor data. Use the Video Viewer block to visualize the image output from the camera sensor. Use the To Workspace block to record the ground truth location and orientation of the camera sensor.

```
close(hScene)
```

```
if ~ispc
    error("Unreal Engine Simulation is supported only on Microsoft" + char(174) + " Windows" + char(174));
end
```

```
% Run simulation
simOut = sim(modelName);
```



```
% Extract camera images as an imageDatastore
imds = helperGetCameraImages(simOut);
```

```
% Extract ground truth as an array of rigidtfom3d objects
gTruth = helperGetSensorGroundTruth(simOut);
```

### Develop Monocular Visual SLAM Algorithm Using Recorded Data

Use the images to evaluate the monocular visual SLAM algorithm. The function `helperVisualSLAM` implements the monocular ORB-SLAM pipeline:

- **Map Initialization:** ORB-SLAM starts by initializing the map of 3-D points from two images. Use `estrelpose` to compute the relative pose based on 2-D ORB feature correspondences and `triangulate` to compute the 3-D map points. The two frames are stored in an `imageviewset` object as key frames. The 3-D map points and their correspondences to the key frames are stored in a `worldpointset` object.
- **Tracking:** Once a map is initialized, for each new image, the function `helperTrackLastKeyFrame` estimates the camera pose by matching features in the current frame to features in the last key frame. The function `helperTrackLocalMap` refines the estimated camera pose by tracking the local map.
- **Local Mapping:** The current frame is used to create new 3-D map points if it is identified as a key frame. At this stage, `bundleAdjustment` is used to minimize reprojection errors by adjusting the camera pose and 3-D points.
- **Loop Closure:** Loops are detected for each key frame by comparing it against all previous key frames using the bag-of-features approach. Once a loop closure is detected, the pose graph is optimized to refine the camera poses of all the key frames using the `optimizePoseGraph` (Navigation Toolbox) function.

For the implementation details of the algorithm, see the “Monocular Visual Simultaneous Localization and Mapping” example.

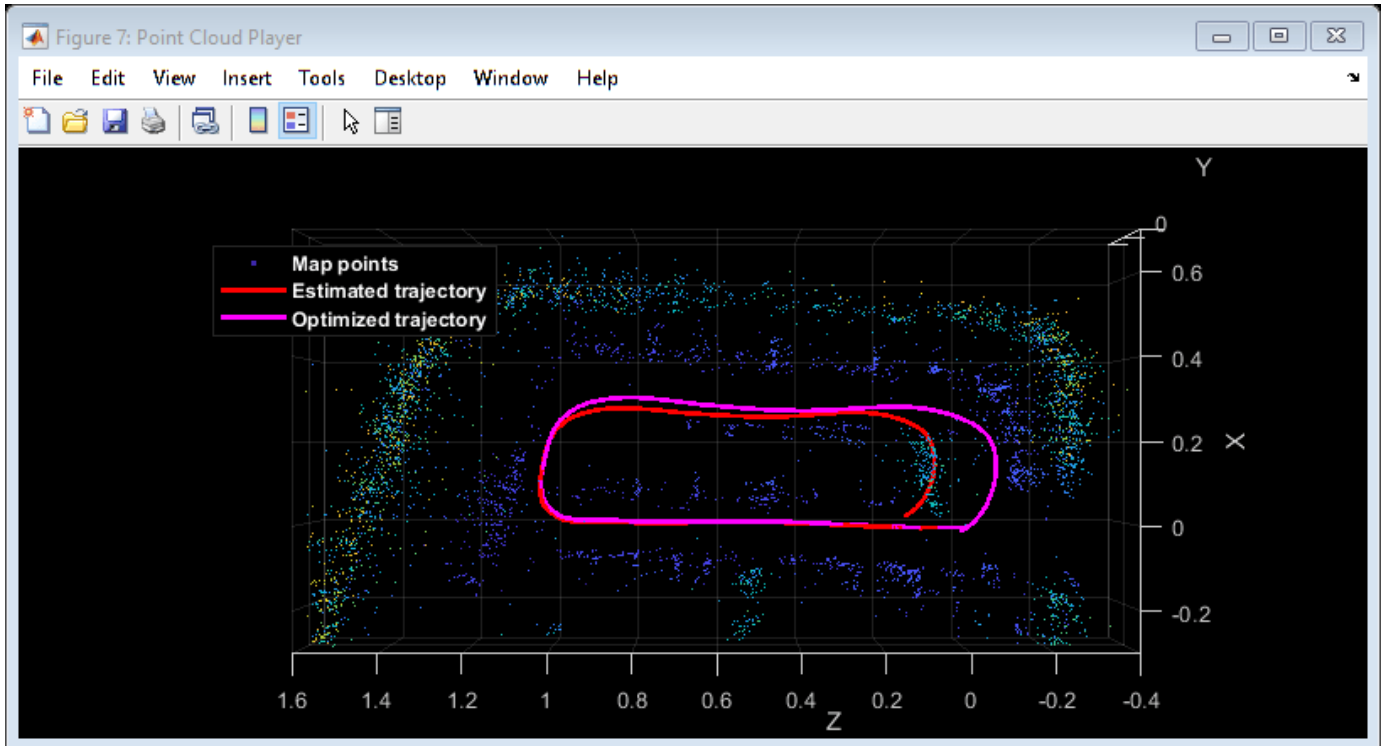
```
[mapPlot, optimizedPoses, addedFramesIdx] = helperVisualSLAM(imds, intrinsics);
```

Map initialized with frame 1 and frame 4





Loop edge added between keyframe: 4 and 97

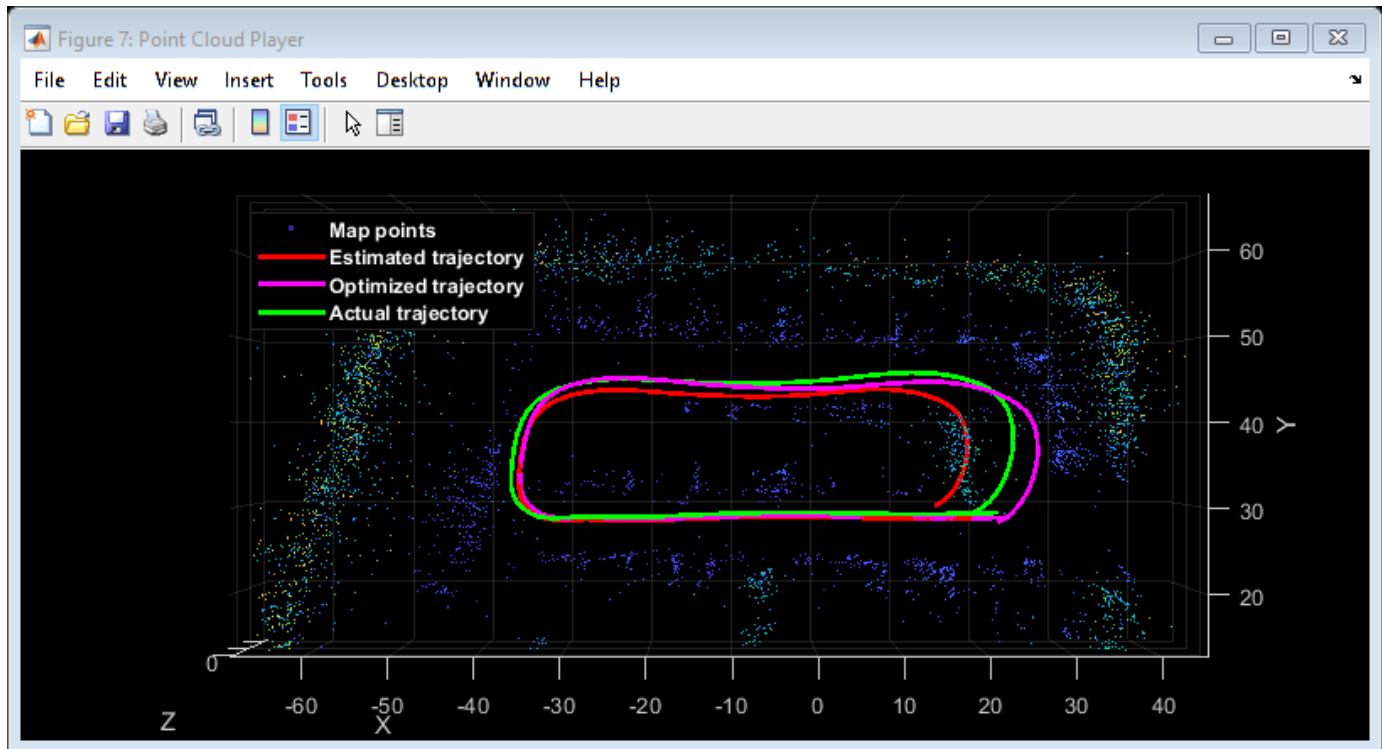


### Evaluate Against Ground Truth

You can evaluate the optimized camera trajectory against the ground truth obtained from the simulation. Since the images are generated from a monocular camera, the trajectory of the camera can only be recovered up to an unknown scale factor. You can approximately compute the scale factor from the ground truth, thus simulating what you would normally obtain from an external sensor.

```
% Plot the camera ground truth trajectory
scaledTrajectory = plotActualTrajectory(mapPlot, gTruth(addedFramesIdx), optimizedPoses);

% Show legend
showLegend(mapPlot);
```



You can also calculate the root mean square error (RMSE) of trajectory estimates.

```
helperEstimateTrajectoryError(gTruth(addedFramesIdx), scaledTrajectory);
```

```
Absolute RMSE for key frame trajectory (m): 1.9101
```

### Stereo Visual SLAM Algorithm

In a monocular visual SLAM algorithm, depth cannot be accurately determined using a single camera. The scale of the map and of the estimated trajectory is unknown and drifts over time. Additionally, because map points often cannot be triangulated from the first frame, bootstrapping the system requires multiple views to produce an initial map. Using a stereo camera solves these problems and provides a more reliable visual SLAM solution. The function `helperVisualSLAMStereo` implements the stereo visual SLAM pipeline. The key difference from the monocular pipeline is that at the map initialization stage, the stereo pipeline creates 3-D map points from a pair of stereo images of the same frame, instead of creating them from two images of different frames. For the implementation details of the algorithm, see the “Stereo Visual Simultaneous Localization and Mapping” example.

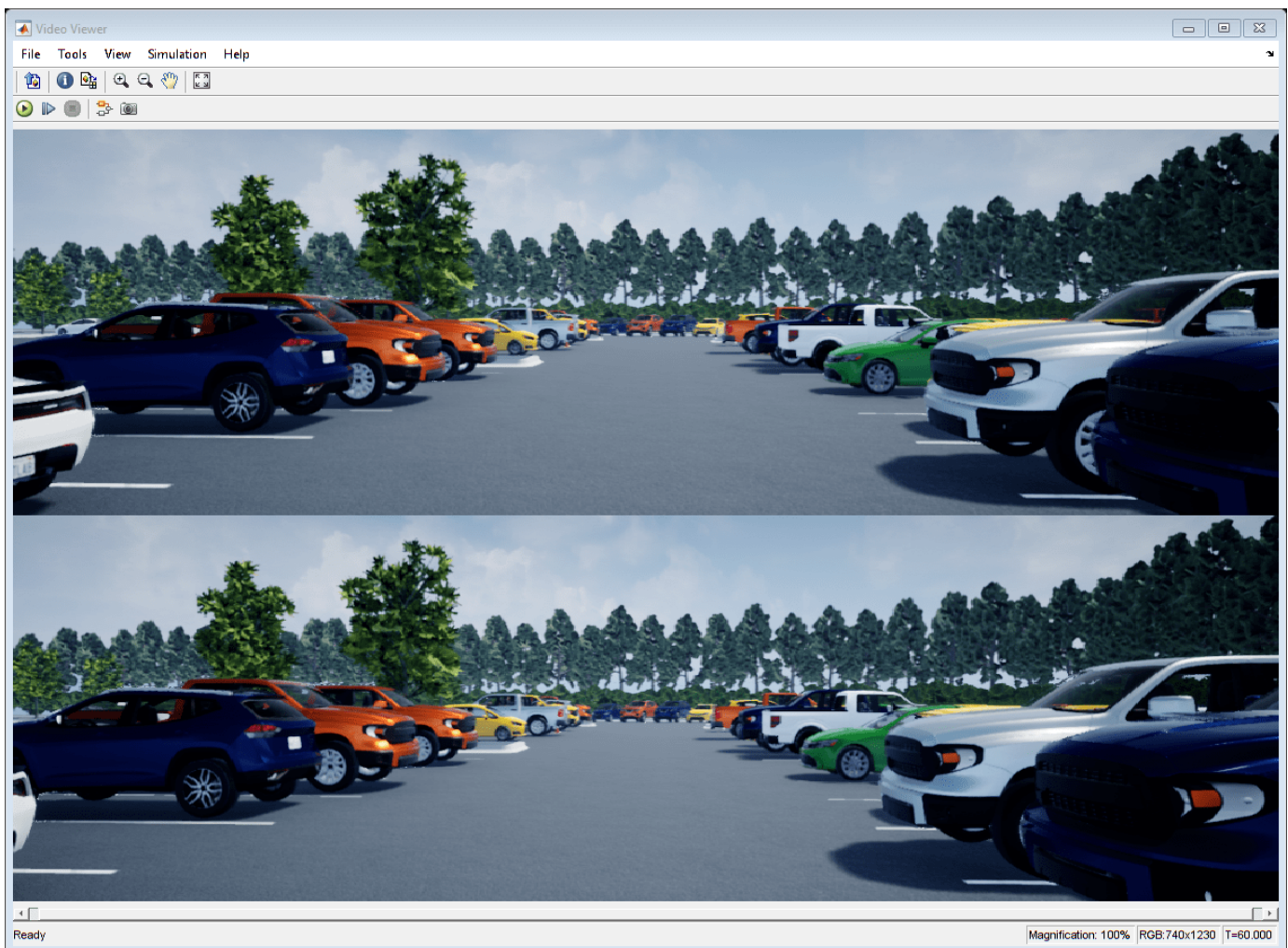
```
% Select stereo camera
useMonoCamera = 0;

% Inspect the stereo camera
open_system([modelName, '/Camera/Stereo']);
snapnow;

% Set stereo camera baseline
baseline = 0.5; % In meters

% Construct the reprojection matrix for 3-D reconstruction
```

```
reprojectionMatrix = [1, 0, 0, -principalPoint(1);  
    0, 1, 0, -principalPoint(2);  
    0, 0, 0, focalLength(1);  
    0, 0, 1/baseline, 0];  
  
% Maximum disparity in stereo images  
maxDisparity = 48;  
  
% Run simulation  
simOut = sim(modelName);
```



```
snapnow;
```

**Extract Stereo Images**

```
[imdsLeft, imdsRight] = helperGetCameraImagesStereo(simOut);
```

```
% Extract ground truth as an array of rigidtfom3d objects
```

```
gTruth = helperGetSensorGroundTruth(simOut);
```

Run the stereo visual SLAM algorithm

```
[mapPlot, optimizedPoses, addedFramesIdx] = helperVisualSLAMStereo(imdsLeft, imdsRight, intrinsic
```



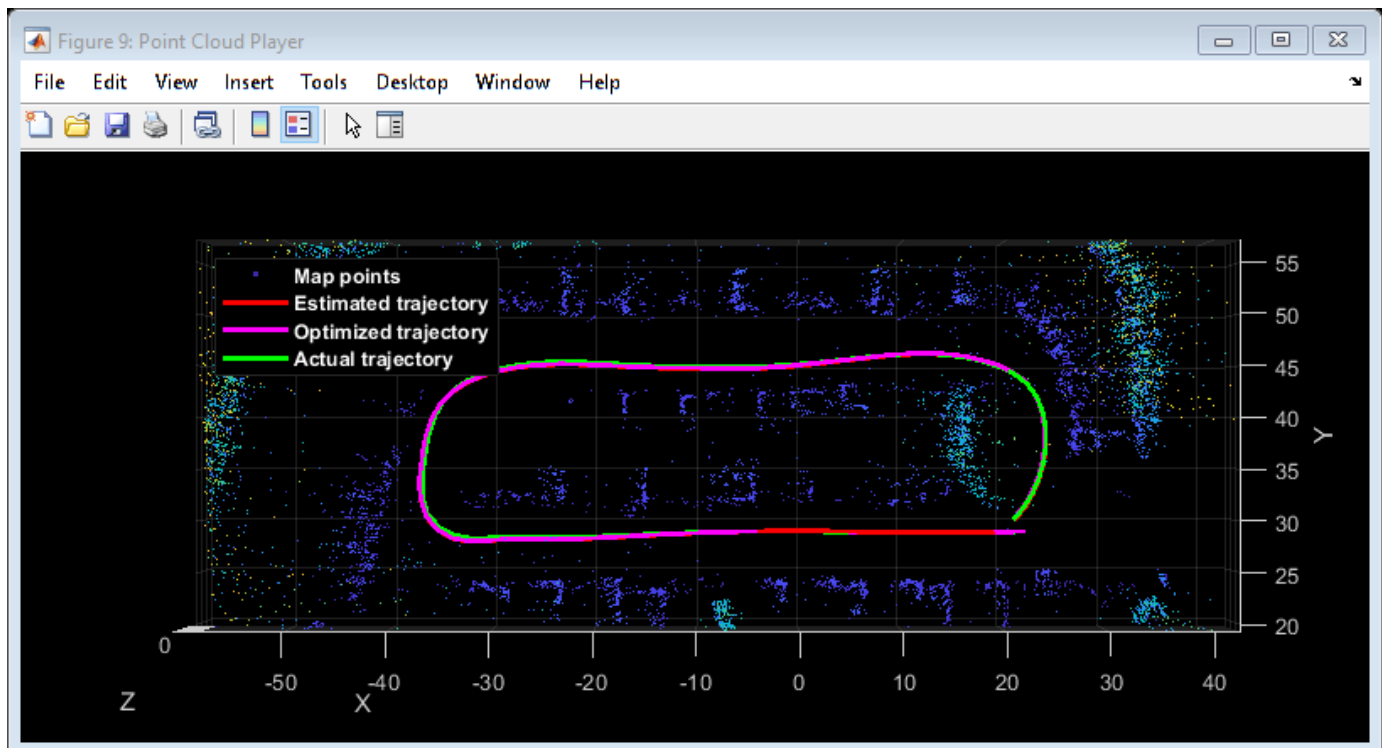
Loop edge added between keyframe: 2 and 92

```
% Plot the camera ground truth trajectory
```

```
optimizedTrajectory = plotActualTrajectory(mapPlot, gTruth(addedFramesIdx));
```

```
% Show legend
```

```
showLegend(mapPlot);
```



```
% Calculate the root mean square error (RMSE) of trajectory estimates
helperEstimateTrajectoryError(gTruth(addedFramesIdx), optimizedTrajectory);
```

Absolute RMSE for key frame trajectory (m): 0.27679

Compared with the monocular visual SLAM algorithm, the stereo visual SLAM algorithm produces a more accurate estimation of the camera trajectory.

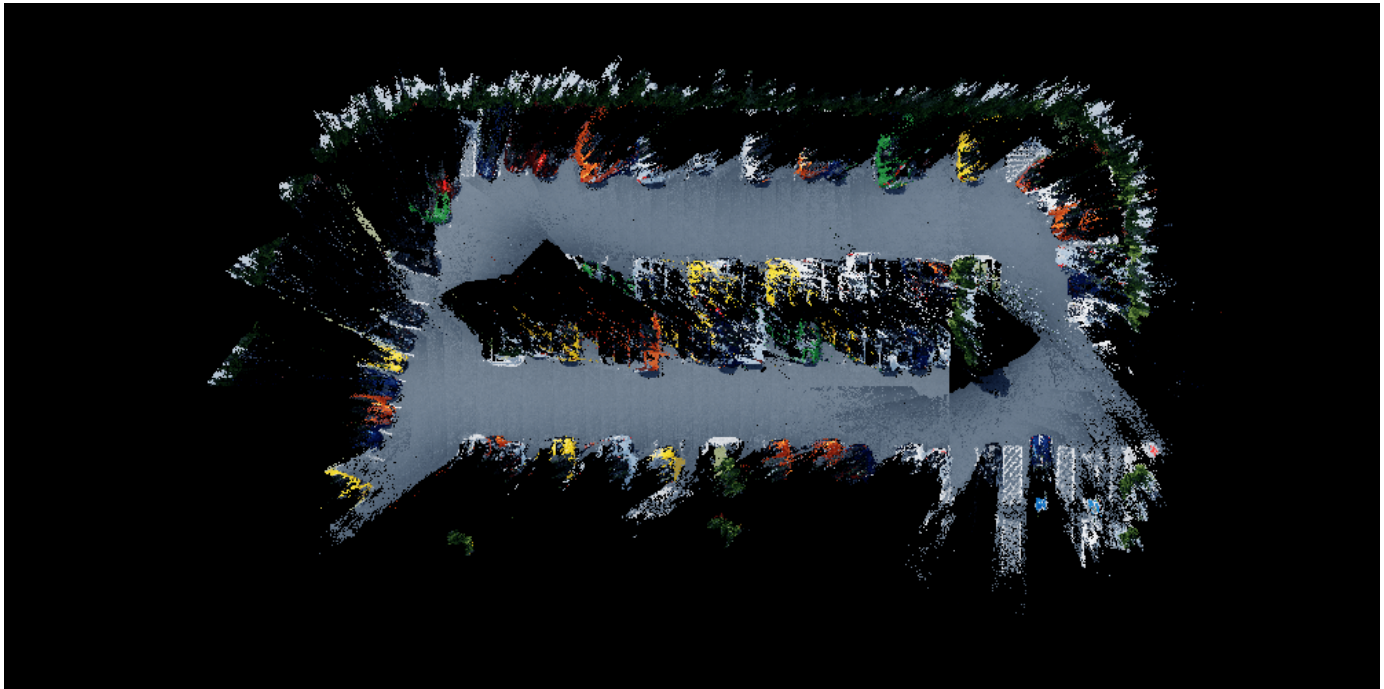
### Dense Reconstruction from Stereo Images

Given the refined camera poses, you can perform dense reconstruction from the stereo images corresponding to the key frames.

```
pointCloudsAll = helperDenseReconstructFromStereo(imdsLeft, imdsRight, ...
    imageSize, addedFramesIdx, optimizedPoses, maxDisparity, reprojectionMatrix);
```

```
% Visualize the scene
figure(Position=[1100 600 1000 500]);
ax = pcshow(pointCloudsAll,VerticalAxis="y", VerticalAxisDir="down");
xlabel('X')
ylabel('Y')
zlabel('Z')
```

```
% Display bird's eye view of the parking lot
view(ax, [0 -1 0]);
camroll(ax, 90);
```



Close model and figures.

```
close_system(modelName, 0);
close all
```

## Supporting Functions

**helperGetCameraImages** Get camera output

```
function imds = helperGetCameraImages(simOut)
% Save image data to a temporary folder
dataFolder = fullfile(tempdir, 'parkingLotImages', filesep);
folderExists = exist(dataFolder, 'dir');
if ~folderExists
    mkdir(dataFolder);
end

files = dir(dataFolder);
if numel(files) < 3
    numFrames = numel(simOut.images.Time);
    for i = 3:numFrames % Ignore the first two frames
        img = squeeze(simOut.images.Data(:,:,i));
        imwrite(img, [dataFolder, sprintf('%04d', i-2), '.png'])
    end
end

% Create an imageDatastore object to store all the images
imds = imageDatastore(dataFolder);
end
```

**helperGetCameraImagesStereo** Get camera output

```
function [imdsLeft, imdsRight] = helperGetCameraImagesStereo(simOut)
% Save image data to a temporary folder
dataFolderLeft = fullfile(tempdir, 'parkingLotStereoImages', filesep, 'left', filesep);
dataFolderRight = fullfile(tempdir, 'parkingLotStereoImages', filesep, 'right', filesep);
folderExists = exist(dataFolderLeft, 'dir');
if ~folderExists
    mkdir(dataFolderLeft);
    mkdir(dataFolderRight);
end

files = dir(dataFolderLeft);
if numel(files) < 3
    numFrames = numel(simOut.imagesLeft.Time);
    for i = 3:numFrames % Ignore the first two frames
        imgLeft = squeeze(simOut.imagesLeft.Data(:,:,i));
        imwrite(imgLeft, [dataFolderLeft, sprintf('%04d', i-2), '.png'])

        imgRight = squeeze(simOut.imagesRight.Data(:,:,i));
        imwrite(imgRight, [dataFolderRight, sprintf('%04d', i-2), '.png'])
    end
end

% Use imageDatastore objects to store the stereo images
imdsLeft = imageDatastore(dataFolderLeft);
imdsRight = imageDatastore(dataFolderRight);
end
```

**helperGetSensorGroundTruth** Save the sensor ground truth

```
function gTruth = helperGetSensorGroundTruth(simOut)
numFrames = numel(simOut.location.Time);
```

```

gTruth = repmat(rigidtf3d, numFrames-2, 1);
for i = 1:numFrames-2 % Ignore the first two frames
    gTruth(i).Translation = squeeze(simOut.location.Data(:, :, i+2));
    % Ignore the roll and the pitch rotations since the ground is flat
    yaw = double(simOut.orientation.Data(:, 3, i+2));
    gTruth(i).R = [cos(yaw), -sin(yaw), 0; ...
                  sin(yaw), cos(yaw), 0; ...
                  0, 0, 1];
end
end

```

**helperEstimateTrajectoryError** Calculate the tracking error

```

function rmse = helperEstimateTrajectoryError(gTruth, scaledLocations)
gLocations      = vertcat(gTruth.Translation);

rmse = sqrt(mean( sum((scaledLocations - gLocations).^2, 2) ));
disp(['Absolute RMSE for key frame trajectory (m): ', num2str(rmse)]);
end

```

**helperDenseReconstructFromStereo** Perform dense reconstruction from stereo images with known camera poses

```

function pointCloudsAll = helperDenseReconstructFromStereo(imdsLeft, imdsRight, ...
    imageSize, addedFramesIdx, optimizedPoses, maxDisparity, reprojectionMatrix)

ptClouds = repmat(pointCloud(zeros(1, 3)), numel(addedFramesIdx), 1);

for i = 1: numel(addedFramesIdx)
    I1 = readimage(imdsLeft, addedFramesIdx(i));
    I2 = readimage(imdsRight, addedFramesIdx(i));
    disparityMap = disparitySGM(im2gray(I1), im2gray(I2), DisparityRange=[0, maxDisparity], Unique);
    xyzPoints = reconstructScene(disparityMap, reprojectionMatrix);

    % Ignore the upper half of the images which mainly show the sky
    xyzPoints(1:100, :, :) = NaN;

    xyzPoints = reshape(xyzPoints, [imageSize(1)*imageSize(2), 3]);

    validIndex = xyzPoints(:, 3) > 0 & xyzPoints(:, 3) < 40/reprojectionMatrix(4, 3);

    xyzPoints = xyzPoints(validIndex, :);
    colors = reshape(I1, [imageSize(1)*imageSize(2), 3]);
    colors = colors(validIndex, :);

    currPose = optimizedPoses.AbsolutePose(i);
    xyzPoints = transformPointsForward(currPose, xyzPoints);
    ptCloud = pointCloud(xyzPoints, Color=colors);
    ptClouds(i) = pcdsample(ptCloud, random=0.2);
end

% Concatenate the point clouds
pointCloudsAll = pccat(ptClouds);
end

```

## See Also

imageviewset | triangulate | optimizePoses | estrelpose | bundleAdjustment

## **More About**

- “Monocular Visual Simultaneous Localization and Mapping”
- “Structure From Motion From Multiple Views”
- “Select Waypoints for Unreal Engine Simulation” on page 8-872
- “Design Lidar SLAM Algorithm Using Unreal Engine Simulation Environment” on page 8-934



# Automatic Scenario Generation

This example shows how to automate scenario generation by using a `drivingScenario` object. In this example, you will automate:

- Vehicle placements in a scenario by defining their start and goal positions
- Waypoint selection and trajectory generation for the vehicles to traverse from their start positions to goal positions.
- Speed adjustment such that the vehicles accelerate or decelerate to avoid colliding between other vehicles that travel in the same lane.

You can use this example to synthesize a number of random scenarios for testing driving algorithms.

## Introduction

The `drivingScenario` object and the Driving Scenario Designer app in Automated Driving Toolbox™ are efficient tools for generating synthetic driving scenarios. You can create a road network or import a road network from OpenDRIVE®, HERE HD Live Map, and OpenStreetMap®. Then, you can add actors or vehicles to the road network and define their trajectories to synthesize a driving scenario. The waypoints required for generating the trajectories must be selected carefully such that the trajectories of the vehicles lie within the road network and the vehicles does not collide as they travel along their trajectories. Defining such vehicle placements and trajectories often requires multiple trials and is time consuming if you have large road networks and many vehicles to configure.

This example provides helper functions and demonstrates the steps to automate vehicle placements and trajectory generation by using the `drivingScenario` object. You can also export the generated scenario to the Driving Scenario Designer app. The rest of the example demonstrates these steps involved in automating scenario generation.

- 1 Import road network** - Import OpenStreetMap® road network into a driving scenario object by using the helper function `helperOSMimport`.
- 2 Define start and goal positions** - Specify regions of interest (ROIs) in the road network to select the start and goal positions for vehicles by using the helper function `helperSamplePositions`.
- 3 Generate vehicle trajectories** - Generate waypoints and trajectories by using the helper function `helperGenerateWaypoints` and the trajectory function.
- 4 Modify speed profiles to avoid collision** - Modify the speed profiles of the vehicles in the scenario by using the Simulink® model `CollisionFreeSpeedManipulator`. The model checks the speed profile of each vehicle and prevents them from colliding with each other as they travel along their trajectories. The output from the model is an updated scenario that is free from collision between vehicles. You can convert the output from the `CollisionFreeSpeedManipulator` Simulink model to a driving scenario object by using the helper function `helpergetCFSMScenario`.
- 5 Simulate and visualize generated scenario** - Simulate and display the automatically generated scenario by using the `plot` function. You can also read and simulate the scenario by using the Driving Scenario Designer app.

### Import Road Network

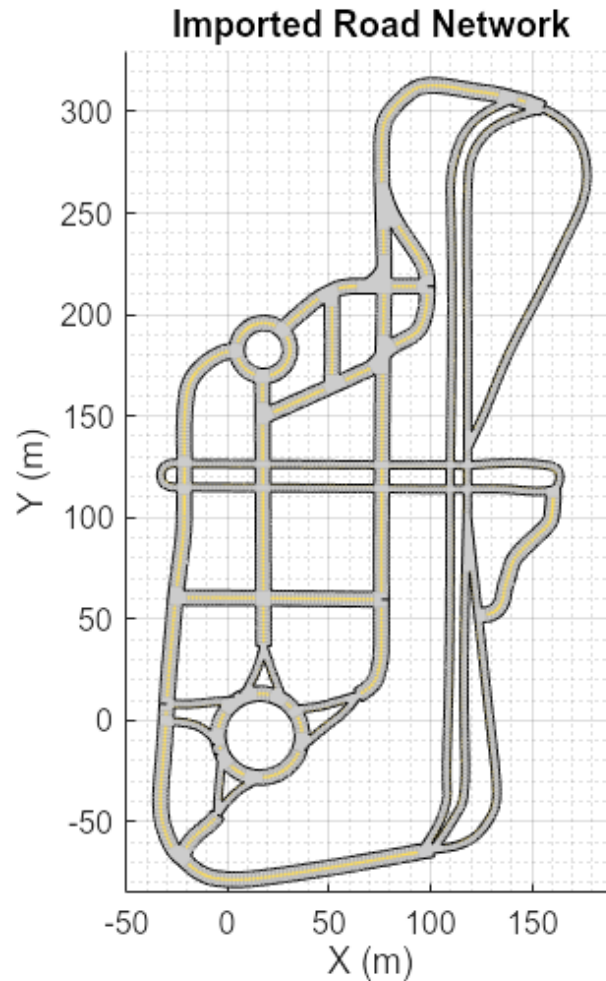
You can download a road network from <https://www.openstreetmap.org>, which provides access to crowd-sourced map data all over the world. The data is licensed under the Open Data Commons Open Database License (ODbL), <https://opendatacommons.org/licenses/odbl/>.

Specify the bounding box coordinates to import the MCity test facility map from [openstreetmap.org](https://www.openstreetmap.org) by using the `helperOSMImport` function. The function returns a driving scenario object that contains the road network from the imported map data. You can also use the `roadNetwork` function to import a road network from OpenDRIVE®, HERE HD Live Map, or OpenStreetMap® files.

```
% Import the road network of MCity
minLat = 42.2990;
maxLat = 42.3027;
minLon = -83.6996;
maxLon = -83.6965;
bbox = [minLat maxLat;minLon maxLon];
scenario = helperOSMImport(bbox);
% Create another scenario object for plotting purposes
scenario_in = helperOSMImport(bbox);
```

Display the MCity road network by using the `plot` function.

```
figure
plot(scenario_in)
title('Imported Road Network')
xlim([-50 190])
ylim([-85 330])
```



### Define Start and Goal Positions

To create a driving scenario, you must first define specific points on the road network that can serve as start and goal positions for the vehicles in the scenario. Use the `helperSamplePositions` function to generate a random set of these points in the road network. You can use one or more of these name-value pair arguments of `helperSamplePositions` functions to configure the start and goal positions in different ways"

- Use 'Seed' to specify the random generator settings to be used for generating random points. You can select any points in the generated set as start and goal positions.
- Use 'ROI' to specify one or more ROIs in the road network within which you want to define the start and goal positions. The ROIs can be circular, rectangular, or a polygon region with any number of vertices. The value for ROI is an  $N$ -by-2 matrix specifying the spatial coordinates of a closed region. If this value is not specified, the function generates random points across the entire road network.
- Use 'Lanes' to specify the lanes in which you want to define the start and goal positions. To select a single lane, specify the lane number as a scalar value. For multiple lanes, the value of 'Lanes' must be a vector containing the desired lane numbers. If this value is not specified, the function selects the lanes randomly.

- Use 'LongitudinalDistance' to set the longitudinal distance between two consecutive points. If this value is not specified, the function imposes at least 5 meters of distance between two consecutive points in the same lane. This implies that the longitudinal distance between two consecutive vehicles placed in the same lane is at least 5 meters.

During simulation, the vehicles spawn at the start points and then travel to reach the goal points.

### 1. Select Start Positions

Generate 10 random points to use as potential start positions. Specify a flag for setting the random number generator. Set the value for `setSeed` to 1 to specify the seed for random number generator. Pass the random generator settings as input to the `helperSamplePositions` function by using the 'Seed' name-value pair argument.

The `helperSamplePositions` function outputs the 3-D spatial coordinates of the randomly selected points in the imported road network. The function also outputs the yaw angles relative to the selected points. The yaw angle obtained relative to a point defines the orientation for the vehicle to be placed at that point.

```
numPoints = 10;
setSeed = 1;
if setSeed == 1
    seed = 2;
    rng(seed);
    s = rng;
    [points,yaw] = helperSamplePositions(scenario,numPoints,'Seed',s);
else
    [points,yaw] = helperSamplePositions(scenario,numPoints);
end
```

Specify the number of vehicles to be placed in the scenario as 3. Select any three points in the generated set as the start positions for the vehicles.

```
numVehicles = 3;
startSet1 = [points(2,:);points(4,:);points(7,:)];
yaw1 = [yaw(2);yaw(4);yaw(7)];
```

Place vehicles in the selected points by using the `vehicle` function.

```
for idx = 1 : numVehicles
    vehicle(scenario,'Position',startSet1(idx,:), 'Yaw',yaw1(idx), 'ClassID',1);
end
```

Generate another set of points by defining the ROIs. Compute the coordinates to specify a circular ROI.

```
xCor = 0;
yCor = 0;
radius = 50;
theta = 0: pi/10: 2*pi;
roiCircular(:,1) = xCor+radius*cos(theta);
roiCircular(:,2) = yCor+radius*sin(theta);
```

Specify the number of points to be generated within the ROI and the number of vehicles to place within the ROI as 3. Select all the points within the circular ROI as the start positions for the vehicles.

```
numPoints = 3;
numVehicles = numPoints;
```

```
[startSet2,yaw2] = helperSamplePositions(scenario,numPoints,'ROI',roiCircular);
for idx = 1 : size(startSet2,1)
    vehicle(scenario,'Position',startSet2(idx,:), 'Yaw',yaw2(idx), 'ClassID',1);
end
```

Specify the coordinates for a rectangular ROI. Set the number of points to be generated within the ROI and the number of vehicles to place within the ROI as 3. Set the longitudinal distance between two consecutive points in the same lane to 30 meters. If the ROI is not large enough to accommodate the specified number of points at the specified longitudinal distance, then the `helperSamplePositions` function returns only those number of points that can be accommodated within the ROI. To get the desired number of points, you must either reduce the longitudinal distance or increase the area of the ROI.

```
roiRectangular = [0 0;100 100];
numPoints = 3;
[startSet3,yaw3] = helperSamplePositions(scenario,numPoints,'ROI',roiRectangular,'LongitudinalDi
```

Place vehicles at the selected points by using the `vehicle` function.

```
for idx = 1 : size(startSet3,1)
    vehicle(scenario,'Position',startSet3(idx,:), 'Yaw',yaw3(idx), 'ClassID',1);
end
```

Plot the generated sample points and the ROIs.

```
figScene = figure('Name','AutomaticScenarioGeneration');
set(figScene,'Position',[0,0,900,500]);

hPanel1 = uipanel(figScene,'Position',[0 0 0.5 1]);
hPlot1 = axes(hPanel1);
plot(scenario_in,'Parent',hPlot1);
title('Points for Selecting Start Positions')
hold on
plot(points(:,1),points(:,2),'ro','MarkerSize',5,'MarkerFaceColor','r');

plot(roiCircular(:,1),roiCircular(:,2),'LineWidth',1.2,'Color','k')
plot(startSet2(:,1),startSet2(:,2),'ko','MarkerSize',5,'MarkerFaceColor','k');

plot([roiRectangular(1,1);roiRectangular(1,1);roiRectangular(2,1);roiRectangular(2,1);roiRectangul
    [roiRectangular(1,2);roiRectangular(2,2);roiRectangular(2,2);roiRectangular(1,2);roiRectangul
    'LineWidth',1.2,'Color','b');
plot(startSet3(:,1),startSet3(:,2),'bo','MarkerSize',5,'MarkerFaceColor','b');
xlim([-50 190])
ylim([-85 330])
hold off
```

Display the start positions and the vehicles in the scenario.

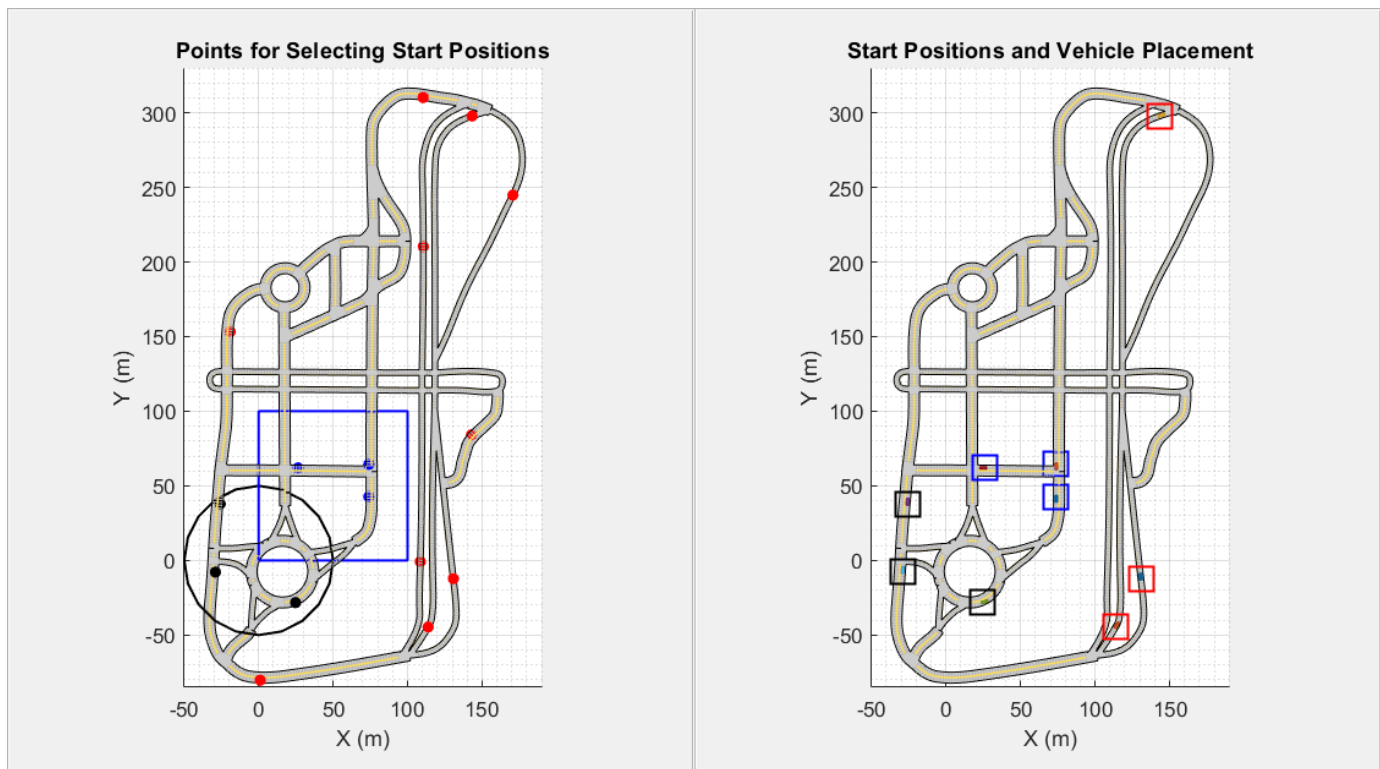
- The 3 start positions in red were selected from the 10 random points defined throughout the scenario.
- The 3 start positions in black were selected from the 3 random points defined in the circular ROI.
- The 3 start positions in blue were selected from the 3 random points defined in the rectangular ROI.

```
hPanel2 = uipanel(figScene,'Position',[0.5 0 0.5 1]);
hPlot2 = axes(hPanel2);
plot(scenario,'Parent',hPlot2);
```

```

title('Start Positions and Vehicle Placement')
hold on
plot(startSet1(:,1),startSet1(:,2),'rs','MarkerSize',15,'LineWidth',1.2);
plot(startSet2(:,1),startSet2(:,2),'ks','MarkerSize',15,'LineWidth',1.2);
plot(startSet3(:,1),startSet3(:,2),'bs','MarkerSize',15,'LineWidth',1.2);
xlim([-50 190])
ylim([-85 330])
hold off

```



Merge all the start positions into a single matrix. The number of start positions implies the total number of vehicles in the driving scenario.

```
startPositions = [startSet1;startSet2;startSet3];
```

## 2. Inspect Scenario Object

Display the scenario object and inspect its properties. The `Actors` property of the scenario object is a 1-by-9 array that stores information about the 9 vehicles that are added to the driving scenario. Access the details of each vehicle in `Actors` property by using dot indexing. Display the details about the first vehicle in the driving scenario. The `Position` property contains the start position of the vehicle.

```
scenario
```

```
scenario =
  drivingScenario with properties:
```

```

    SampleTime: 0.0100
      StopTime: Inf
  SimulationTime: 0

```

```

    IsRunning: 1
    Actors: [1x9 driving.scenario.Vehicle]
    Barriers: [0x0 driving.scenario.Barrier]
    ParkingLots: [0x0 driving.scenario.ParkingLot]

```

```
scenario.actors(1)
```

```
ans =
```

```
Vehicle with properties:
```

```

    FrontOverhang: 0.9000
    RearOverhang: 1
    Wheelbase: 2.8000
    EntryTime: 0
    ExitTime: Inf
    ActorID: 1
    ClassID: 1
    Name: ""
    PlotColor: [0 0.4470 0.7410]
    Position: [130.7903 -12.2335 -2.0759e-04]
    Velocity: [0 0 0]
    Yaw: 96.6114
    Pitch: 0
    Roll: 0
    AngularVelocity: [0 0 0]
    Length: 4.7000
    Width: 1.8000
    Height: 1.4000
    Mesh: [1x1 extendedObjectMesh]
    RCSPattern: [2x2 double]
    RCSAzimuthAngles: [-180 180]
    RCSElevationAngles: [-90 90]

```

### 3. Select Goal Positions

Generate the goal positions for the vehicles in the scenario by using the `helperSamplePositions` function. The total number of goal positions must be the same as the total number of start positions.

```
numGoalPositions = length(startPositions)
```

```
numGoalPositions = 9
```

Specify the coordinates for a polygon ROI and find 5 random points within the polygon ROI. Select these points as the goal positions for the first 5 vehicles in the scenario.

```

roiPolygon = [-50 170;30 250;72 170;-50 170];
numPoints1 = 5;
goalSet1 = helperSamplePositions(scenario,numPoints1,'ROI',roiPolygon);

```

Generate the remaining set of goal positions in such a way that they all lie in a specific lane. Use the 'Lanes' name-value pair argument to specify the lane number for goal positions.

```

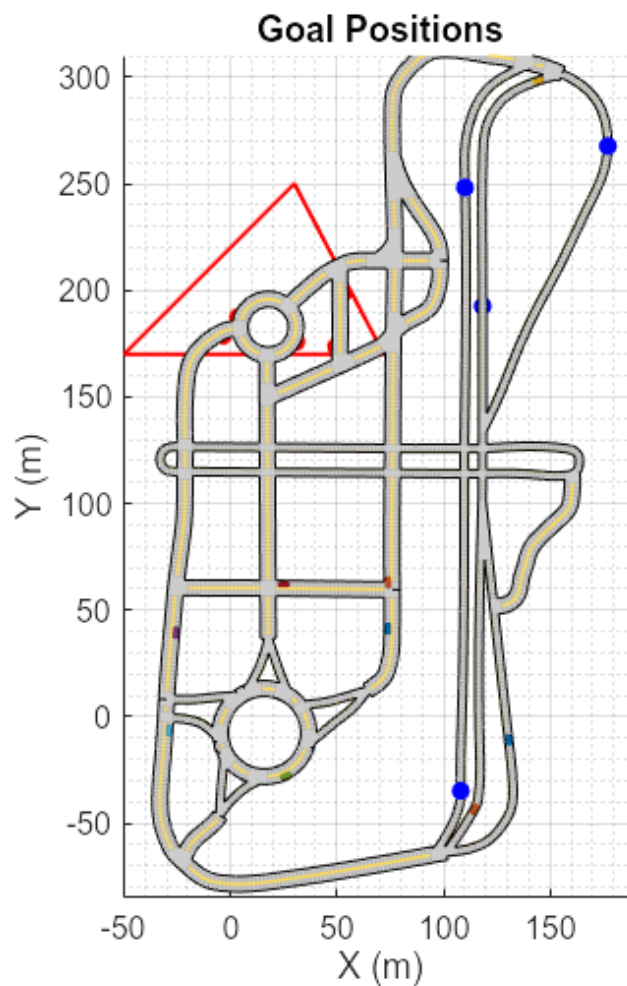
numPoints2 = 4;
goalSet2 = helperSamplePositions(scenario,numPoints2,'Lanes',1);

```

Display the scenario and the selected goal positions.

- The 5 points in red show the goal positions defined in the polygon ROI.
- The 4 points in blue show the goal positions defined across the entire scenario.

```
figure
plot(scenario);
title('Goal Positions')
hold on
plot(roiPolygon(:,1), roiPolygon(:,2), 'LineWidth',1.2, 'Color','r')
plot(goalSet1(:,1), goalSet1(:,2), 'ro', 'MarkerSize',5, 'MarkerFaceColor','r')
plot(goalSet2(:,1), goalSet2(:,2), 'bo', 'MarkerSize',5, 'MarkerFaceColor','b')
xlim([-50 190])
ylim([-85 310])
hold off
```



Merge all the goal positions into a single matrix.

```
goalPositions = [goalSet1;goalSet2];
```

Display the start positions and the goal positions with respect to each vehicle in the scenario.



```
vehicleNum = 1:length(startPositions);
table(vehicleNum(:),startPositions,goalPositions,'VariableNames',{'Vehicle','Start positions','Goal positions'})
```

```
ans=9x3 table
```

Vehicle	Start positions			Goal positions		
1	130.79	-12.233	-0.00020759	49.544	173.51	0.0009993
2	113.86	-44.576	-0.00076866	53.168	198.75	0.00070254
3	143.37	297.8	-0.00188	3.5187	187.51	0.00057965
4	-25.863	37.977	0.00020468	30.912	175.81	0.00087745
5	24.74	-28.221	-0.00031535	-3.3494	178.66	0.00055764
6	-29.047	-7.817	-0.00053606	108.15	-34.789	-0.00049719
7	26.393	62.042	0.00095438	118.42	192.5	0.00054377
8	73.989	42.717	0.00094018	110.09	248.17	-0.00032446
9	73.996	64.436	0.0011401	177.2	267.68	-0.0015615

### Generate Vehicle Trajectories

Use the helperGenerateWaypoints function to compute waypoints that connect the start and goal positions. The function returns a structure array that contains the road centers, computed waypoints, and yaw angle for each vehicle in the scenario. Read the vehicle information from the scenario object and specify random speed values for each vehicle. Use the trajectory function to generate the trajectories for each vehicle by using the computed waypoints and random speed values.

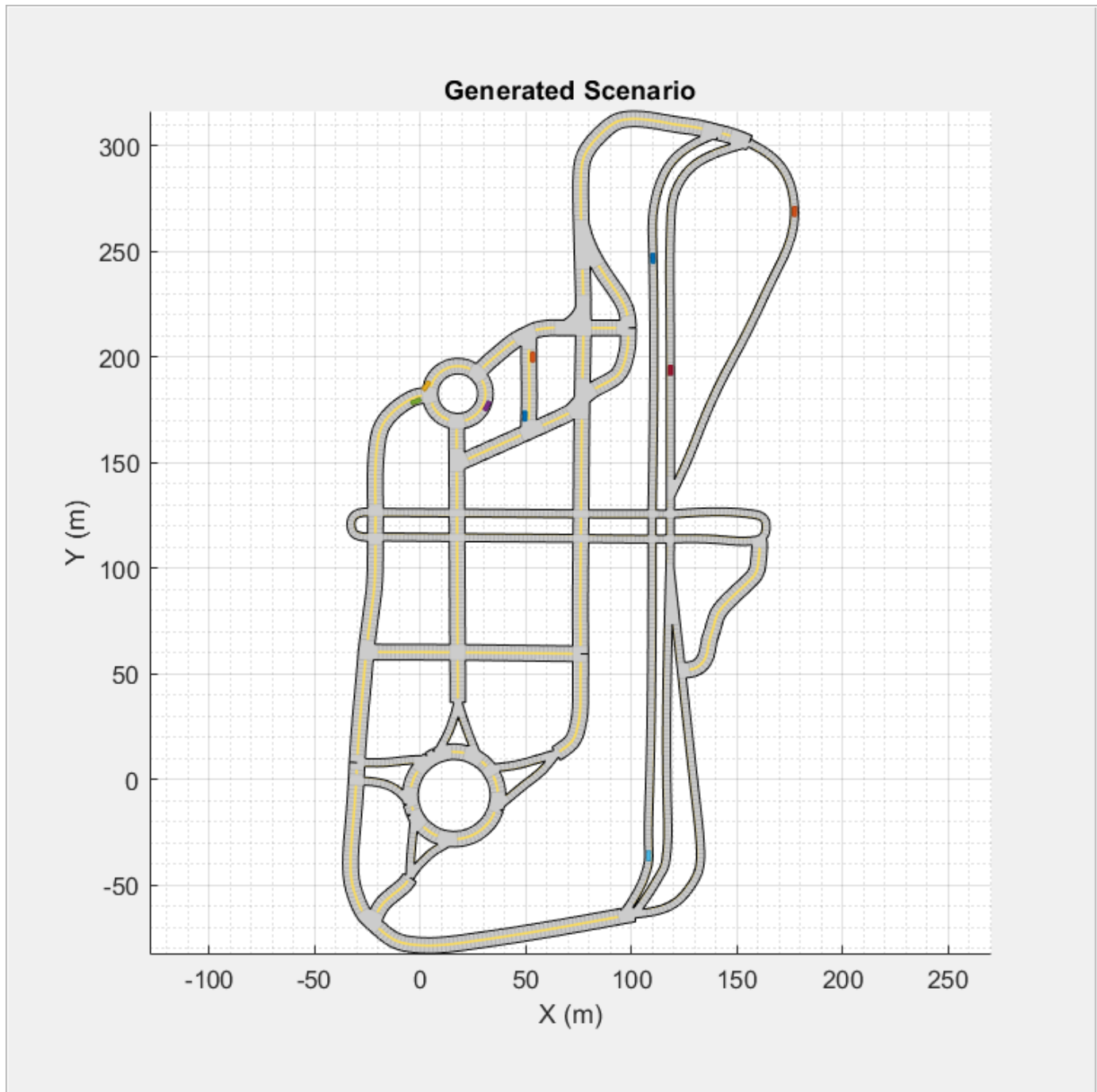
```
info = helperGenerateWaypoints(scenario,startPositions,goalPositions);
for indx = 1:length(startPositions)
    vehicleData = scenario.actors(indx);
    speed = randi([10,25],1,1);
    waypts = info(indx).waypoints;
    trajectory(vehicleData,waypts,speed);
end
```

Set the stop time for the scenario.

```
scenario.StopTime = 50;
```

Create a custom figure and display the simulated driving scenario.

```
close all;
figScene = figure;
set(figScene,'Position',[0,0,600,600]);
movegui(figScene,'center');
hPanel = uipanel(figScene,'Position',[0 0 1 1]);
hPlot = axes(hPanel);
plot(scenario,'Parent',hPlot);
title('Generated Scenario')
% Run the simulation
while advance(scenario)
    pause(0.01)
end
```



In the generated scenario, all the vehicles traverse along their trajectories at a particular speed to reach their goal positions. You can also observe collision between two actors as they traverse along their trajectories. While you synthesize a scenario for testing driving algorithms, it is important that the vehicles in the scenario do not collide. To prevent collision, you must adjust the velocity of the vehicles so that they do not collide with each other while traveling along their paths.

## Modify Speed Profile to Avoid Collision

Use the Simulink model `CollisionFreeSpeedManipulator` to correct the velocity of the vehicles such that they do not collide as they traverse along their trajectories. The model uses nonlinear time scaling to reactively accelerate or decelerate a vehicle without altering its trajectory [1].

```
% Open the Simulink system block
open_system('CollisionFreeSpeedManipulator');

% Pass the scenario object as input
set_param('CollisionFreeSpeedManipulator/VelocityUpdate',...
          'ScenarioName', 'scenario')

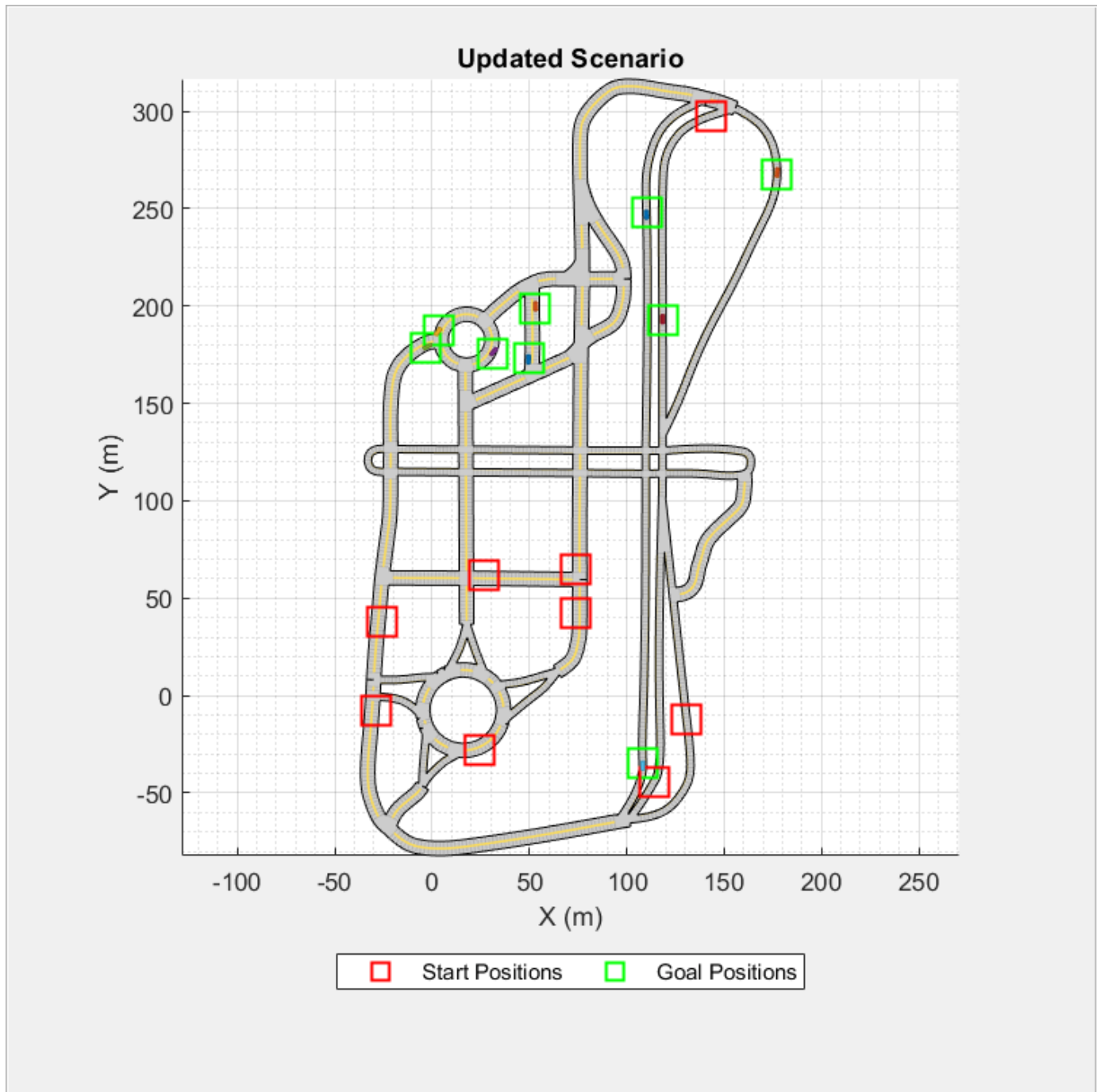
% Run the simulation and log the output
out = sim('CollisionFreeSpeedManipulator', 'StopTime', '50');

% Clear all the temporary variables and close the Simulink block
bdclose
```

## Simulate and Visualize Generated Scenario

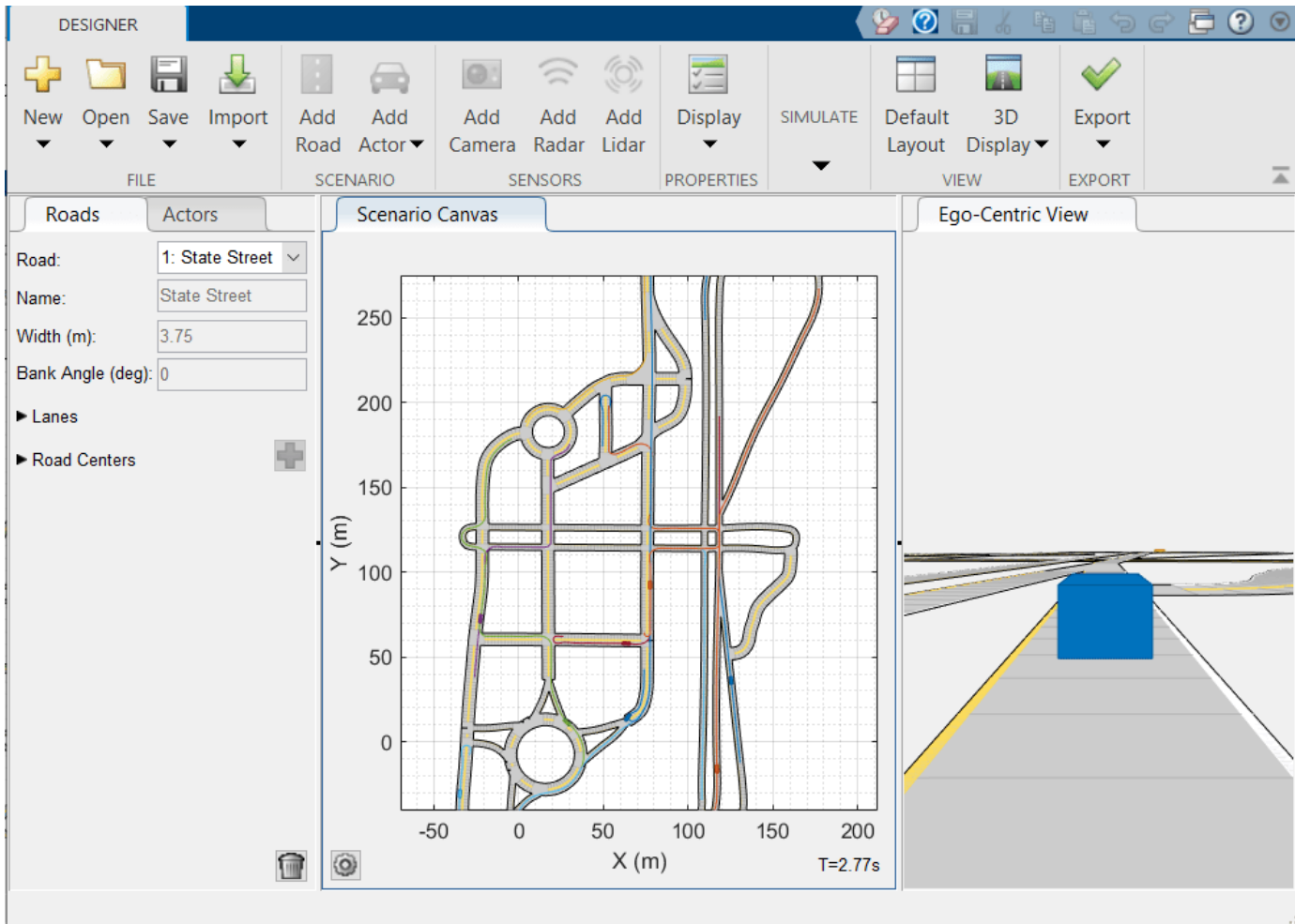
Use the `helpergetCFSMSscenario` function to convert the Simulink model output to a driving scenario object. Simulate and display the driving scenario. You can see that the vehicles travel along the specified trajectories to reach their goal positions.

```
newScenario = helpergetCFSMSscenario(out, scenario);
close all;
figScene = figure;
set(figScene, 'Position', [0,0,600,600]);
movegui(figScene, 'center');
hPanel = uipanel(figScene, 'Position', [0 0 1 1]);
hPlot = axes(hPanel);
plot(newScenario, 'Parent', hPlot);
title('Updated Scenario')
hold on
h1 = plot(goalPositions(:,1), goalPositions(:,2), 'gs', 'MarkerSize', 15, 'LineWidth', 1.2);
h2 = plot(startPositions(:,1), startPositions(:,2), 'rs', 'MarkerSize', 15, 'LineWidth', 1.2);
legend([h2 h1], {'Start Positions'; 'Goal Positions'}, 'Location', 'southoutside', 'Orientation', 'horizontal');
hold off
% Run the simulation
while advance(newScenario)
    pause(0.01)
end
```



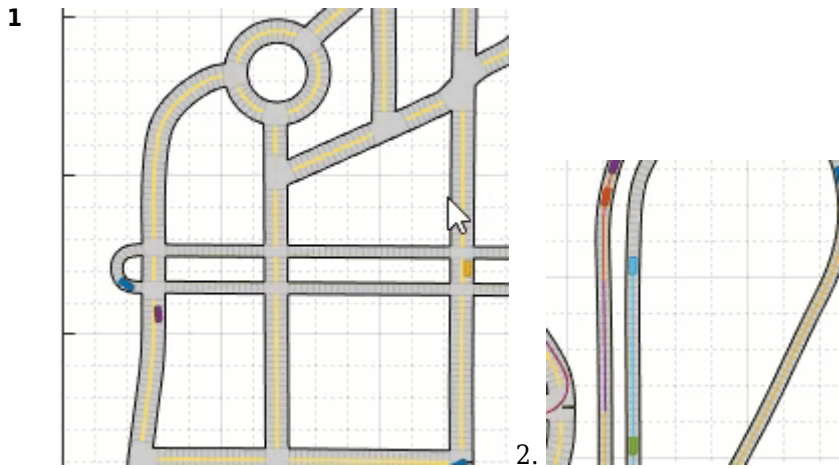
You can also export the scenario to Driving Scenario Designer app and run the simulation.

```
drivingScenarioDesigner(newScenario)
```



### Tips To Avoid Collisions

The Simulink model `CollisionFreeSpeedManipulator` adjusts only the speed profile of the active vehicles. Once the vehicle reaches the goal position and becomes inactive in the scenario, it is not considered for checking collisions. If you want to generate a driving scenario with non-colliding vehicles, select points at less proximities and in different lanes as the start and the goal positions. If there is another vehicle whose goal position is close to the non-active vehicle and trajectory is same as the non-active vehicle's trajectory then there will be collision between these vehicles. Similarly, collision occurs when two vehicles travelling in same or different lanes come in close proximity at the road intersections. Also, the chances for collision is more if two or more goal positions lie in the same lane.



## References

- [1] Singh, Arun Kumar, and K. Madhava Krishna. "Reactive Collision Avoidance for Multiple Robots by Non Linear Time Scaling." In *52nd IEEE Conference on Decision and Control*, 952-58. Firenze: IEEE, 2013. <https://doi.org/10.1109/CDC.2013.6760005>.

## See Also

roadNetwork | vehicle | plot | drivingScenario

## Related Examples

- "Create Driving Scenario Variations Programmatically" on page 5-125
- "Scenario Generation from Recorded Vehicle Data" on page 8-518

## Automatic Scenario Variant Generation for Testing AEB Systems

This example shows how to automatically generate variants of a seed scenario in which two actors collide. You can generate random variants of a collision scenario that you can use for the design and validation of autonomous driving applications such as automated emergency braking (AEB) systems. In this example, you generate the scenario variants by modifying the speed of the ego vehicle, actor dimensions, and the collision point. The collision point is a position on the ego vehicle at which the ego vehicle and target actor collide. This example assumes that the ego vehicle and the target actor always collide at 90 degrees, and the target actor collides with a point on the front edge of the ego vehicle. However, the collision time remains the same as in the seed scenario.

- If the ego vehicle collides with a target actor multiple times, this example generates scenario variants based on only the first collision instance.
- If the ego vehicle collides with multiple target actors at different times in a scenario, this example generates scenario variants for only one target actor. You can specify which target actor to consider for generating the scenario variants.

This example uses the `drivingScenario` object to create a seed scenario and provides helper functions to generate the variants from the seed scenario. The rest of the example demonstrates the steps involved in generating the scenario variants.

**Generate Seed Scenario** — Create a collision scenario by using a `drivingScenario` object. The scenario can contain any number of actors and collision instances. However, this example generates a variant based on only the first collision instance that occurs between the ego vehicle and the specified target actor.

**Validate and Store Seed Scenario Data** — To generate the variants, the seed scenario must meet these requirements:

- The ego vehicle and the target actor in the seed scenario must have three waypoints along their trajectories.
- The speeds of the ego vehicle and the target actor at the first waypoint must be zero. For the rest of the waypoints, the speed values of the ego vehicle and the target actor must remain constant in reference to themselves.

Use the `helperValidateScenario` function to validate that the input seed scenario meets the requirements. To get information from the seed scenario about the collision time instant and recorded states of the ego vehicle and target actor during simulation, as well as the ego and target actor poses, trajectories, and waypoints, use the `helperValidateScenario` and `helperComputeCollisionData` functions. Store the information from the seed scenario to a `scenarioData` object, a custom object class returned by the `helperScenarioData` function. You can then use the `scenarioData` object to generate variants of the seed scenario.

**Generate Variant of Seed Scenario** — Modify the seed scenario by using the helper functions `helperChangeActorDimensions`, `helperChangeCollisionPoint`, and `helperChangeEgoSpeed`. These helper functions enable you to generate variants of the seed scenario by altering the dimensions of the actors in the scenario, the collision point, and the speed of the ego actor.

- **Specify New Actor Dimensions and Modify Seed Scenario** — Use the `helperChangeActorDimensions` function to specify new dimensions for the ego vehicle, the

target actor, or both in the variant scenario. You can specify new values for the length, width, height, front overhang, rear overhang, and wheelbase of the actors in the scenario. However, the collision point in the generated scenario variant remains the same as that of the seed scenario. If the new actor dimensions cause the ego vehicle to arrive at the collision point ahead of the target actor, then the function makes the ego vehicle wait at its first waypoint long enough to preserve the expected collision time. Similarly, if the target actor arrives at the collision point ahead of the ego vehicle, the function makes the target actor wait at its first waypoint.

- **Specify New Collision Point and Modify Seed Scenario** — Specify a new collision point relative to the width of the ego vehicle. Use the `helperChangeCollisionPoint` function to generate a variant of the seed scenario by modifying the collision point in the seed scenario to the new value.
- **Specify New Ego Speed and Modify Seed Scenario** — Specify the new ego speed value and the parameter to alter for generating the variant. Use the `helperChangeEgoSpeed` function to compute the parameters required for altering the arrival times of the ego and the target actor at each waypoint along their trajectories. The `helperChangeEgoSpeed` function uses the collision information in the `scenarioData` object to generate a scenario variant with the new ego speed value.

**Visualize Generated Scenario** — Simulate and display the generated scenario variants by using the `plot` function.

### Generate Seed Scenario

The seed scenario must be a collision scenario in which collision occurs between the ego vehicle and at least one of the target actors in the scenario. In this example, you generate the `AEB_PedestrianTurning_Farside_50width` test scenario of the European New Car Assessment Programme (Euro NCAP) test protocol as the seed scenario. The actor dimensions, positions, speed values, and trajectories are set as per the Euro NCAP test protocol requirements.

The scenario has an ego vehicle and an actor. The actor is a pedestrian, which is the moving target with which the ego vehicle collides. The collision occurs only once during the simulation time. The ego vehicle and the target actor must have at least three waypoints along their trajectories and travel at constant speeds starting from their second waypoint. The speed value for the ego vehicle and the target actor must be zero at their first waypoint.

Create a driving scenario object.

```
scenario = drivingScenario;
```

Specify the width and the road centers to create a road by using the `road` function. Add two driving lanes to the road by using the `lanespec` function.

```
roadCenters = [30 30 0;
               30 -30 0];
marking = [laneMarking("Solid")
           laneMarking("Dashed")
           laneMarking("Solid")];
laneSpecification = lanespec([1 1],Width=3.5,Marking=marking);
road(scenario,roadCenters,Lanes=laneSpecification,Name="Road");

roadCenters = [10 0 0;
               50 0 0];
marking = [laneMarking("Solid")
           laneMarking("Dashed")
```



```

    laneMarking("Solid"]);
laneSpecification = lanespec([1 1],Width=3.5,Marking=marking);
road(scenario,roadCenters,Lanes=laneSpecification,Name="Road1");

```

Add an ego vehicle to the scenario and set its trajectory by specifying the waypoints and speed. Because this example uses the Name field to identify the ego vehicle in a scenario, the name for the ego vehicle must contain the word "Ego" or "Test". Set the name of the ego vehicle to "Vehicle Under Test". Set the speed of the ego vehicle to 21.24 km/h.

```

egoVehicle = vehicle(scenario,ClassID=1,Position=[28.25 12.5 0], ...
    FrontOverhang=0.9,Mesh=driving.scenario.carMesh, ...
    Name="Vehicle under Test");
egoWaypoints = [29 15 0; 29 4 0; 29.93 1 0;
    32 -0.9 0; 34 -1.24 0.01; 49 -1.24 0];
egoSpeed = 21.24;
% Convert speed value to m/s
egoSpeed = (egoSpeed*1000)/3600;
egoSpeedVector = [0; egoSpeed; egoSpeed; egoSpeed; egoSpeed; egoSpeed];
egoYaw = [-90; -90; NaN; -20.93; 0; 0];
trajectory(egoVehicle,egoWaypoints,egoSpeedVector,Yaw=egoYaw);

```

Add an actor of class Pedestrian to the scenario, and set its trajectory by specifying the waypoints and the speed. Specify waypoints and the speed such that it collides with the ego vehicle. Because this example uses the Name field to identify the moving target in a scenario, the name for the target actor must contain the word "Target". Set the name for the target vehicle to "Target Pedestrian". Set the speed of the target actor to 5 km/h.

```

movingTarget = actor(scenario,ClassID=4, ...
    Length=0.24, ...
    Width=0.5, ...
    Height=1.8, ...
    Position=[39.575 -7.71 0], ...
    RCSPattern=[-8 -8; -8 -8], ...
    Mesh=driving.scenario.pedestrianMesh, ...
    Name="Target Pedestrian");
targetWaypoints = [39.575 -7.71 0; 39.575 -6.71 0; 39.575 10 0];
targetSpeed = 5;
% Convert speed value to m/s
targetSpeed = (targetSpeed*1000)/3600;
targetSpeedVector = [0; targetSpeed; targetSpeed];
targetYaw = [90; NaN; 90];
trajectory(movingTarget,targetWaypoints,targetSpeedVector,Yaw=targetYaw);

```

Display the seed scenario.

```

figScene = figure;
set(figScene,Position=[50 50 500 500]);
hPanel1 = uipanel(figScene,Position=[0 0 1 1]);
hPlot1 = axes(hPanel1);
plot(scenario,Waypoints="on",Parent=hPlot1)
title("Seed Scenario")
while advance(scenario)
    pause(0.01)
end

```

### Validate and Store Seed Scenario Data

Specify the ActorID values of the ego vehicle and the target actor. You can find the ActorID values and the names of the ego vehicle and the target actor by inspecting the Actors property of the scenario object.

```
egoID = 1;
targetID = 2;
table([scenario.actors.ActorID],[scenario.actors.Name],VariableNames={'ActorID','Name'})
```

```
ans=1x2 table
      ActorID      Name
      _____      _____
      1      2      "Vehicle under Test"      "Target Pedestrian"
```

Store the speed, waypoints, yaw, and ActorID data of the ego vehicle and the target actor as structures. If you do not know the ActorID and yaw information for the ego vehicle and the target actor, you can leave the id and yaw fields, respectively, while creating the structures.

```
egoData = struct(id=egoID,speed=egoSpeedVector, ...
                waypoints=egoWaypoints,yaw=egoYaw);
targetData = struct(id=targetID,speed=targetSpeedVector, ...
                   waypoints=targetWaypoints,yaw=targetYaw);
```

Use the helperValidateScenario function to validate the ego data egoData and the target data targetData collected from the seed scenario. If the id field specifying the ActorID value is not present in a structure, the helperValidateScenario function checks the input drivingScenario object for actors with names that contain the words Ego or Test and Target. If the actor names are not available, the function selects the vehicle with an ActorID value 1 as the ego vehicle, and the actor with an ActorID value 2 as the target actor.

The helperValidateScenario function checks if the ego vehicle and the target actor have at least three waypoints along their trajectories, a speed value of zero at the first waypoint, and travel at a constant speed starting from the second waypoint.

- If the ego vehicle or target actor has only two waypoints, the helperValidateScenario function adds a third waypoint at the midpoint between them and sets its speed value to that of the last waypoint.
- If the speed value of the ego vehicle or target actor at its first waypoint is not zero, the helperValidateScenario function changes the value to zero.
- If the ego vehicle or target actor does not travel with a constant speed starting from the second waypoint, the helperValidateScenario function sets its speed value to a constant. In the case of ego vehicle, it sets the speed value to 60 km/h. For target actor, it sets the speed value to 65 km/h.

The helperValidateScenario function returns information about the validated ego vehicle and target actor data.

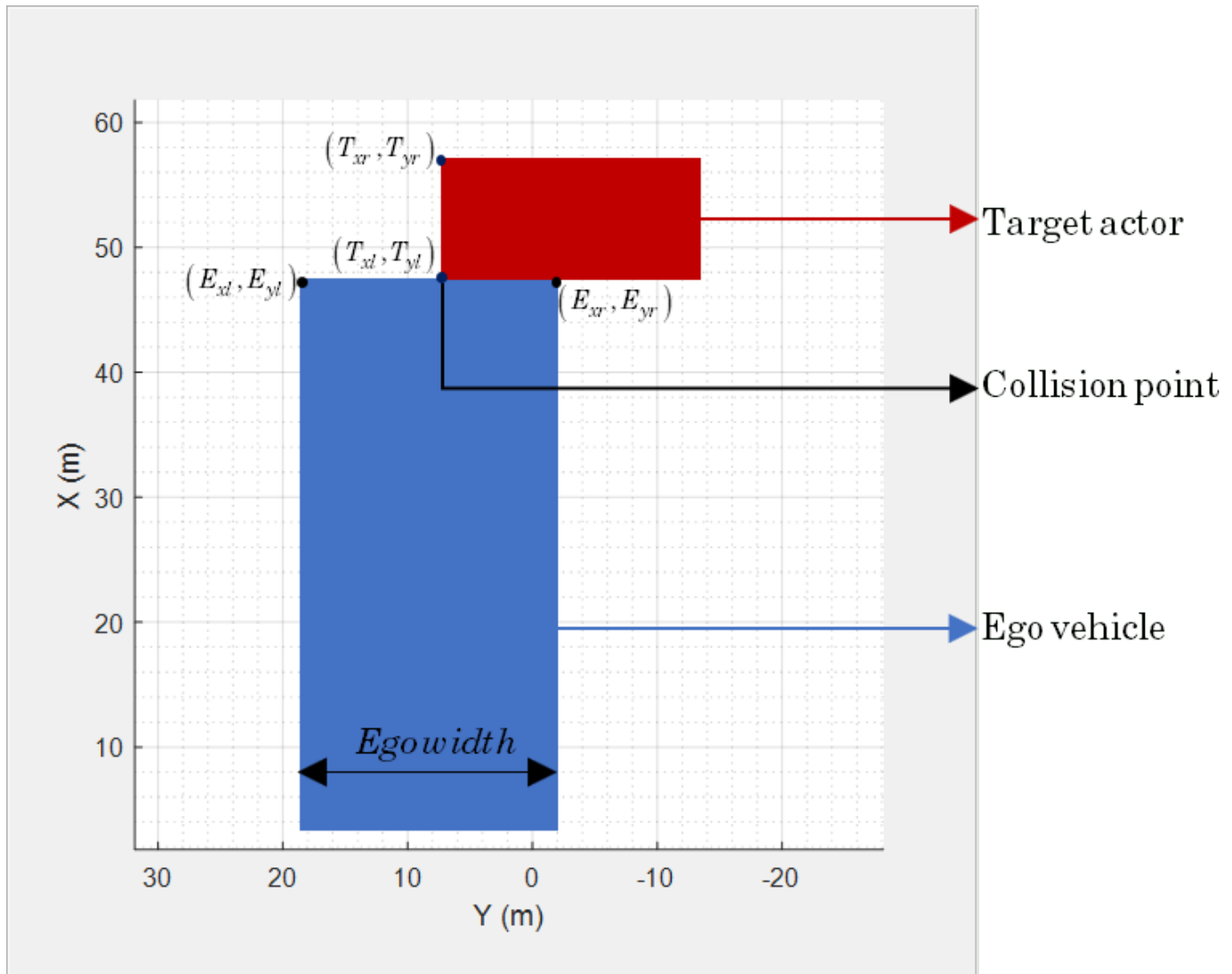
```
[egoID,targetID,egoData,targetData] = helperValidateScenario(scenario,egoData,targetData);
```

To generate variants of the seed scenario, you must compute information about the first collision event that occurs in the seed scenario. Use the helperComputeCollisionData function to compute the collision information. The helperComputeCollisionData function returns a collisionData object with these properties:

- **Time** — Specifies the time instant at which collision occurs between the ego vehicle and the target actor in the seed scenario. Unit is in seconds.
- **EgoFrontEdge** — Specifies position values of the top-left ( $E_{xl}, E_{yl}$ ) and top-right ( $E_{xr}, E_{yr}$ ) corners of the ego vehicle at the time of collision.
- **TargetFrontEdge** — Specifies position values of the left ( $T_{xl}, T_{yl}$ ) and right ( $T_{xr}, T_{yr}$ ) corners on the front edge of the target actor at the time of collision.
- **EgoPosition** — Specifies the centroid of the ego vehicle at the time of collision.
- **TargetPosition** — Specifies the centroid of the target actor at the time of collision.
- **CollisionPoint** — Specifies the relative position on the front edge of the ego vehicle that collides first with the left corner ( $T_{xl}, T_{yl}$ ) on the front edge of the target actor. The collision point ( $CP$ ) and ( $T_{xl}, T_{yl}$ ) is related by the equation,

$$CP = \frac{|E_{xl} - T_{xl}| + |E_{yl} - T_{yl}|}{Ego\ width}.$$

- **EgoCollisionSideLength** — Specifies the width of the ego vehicle.



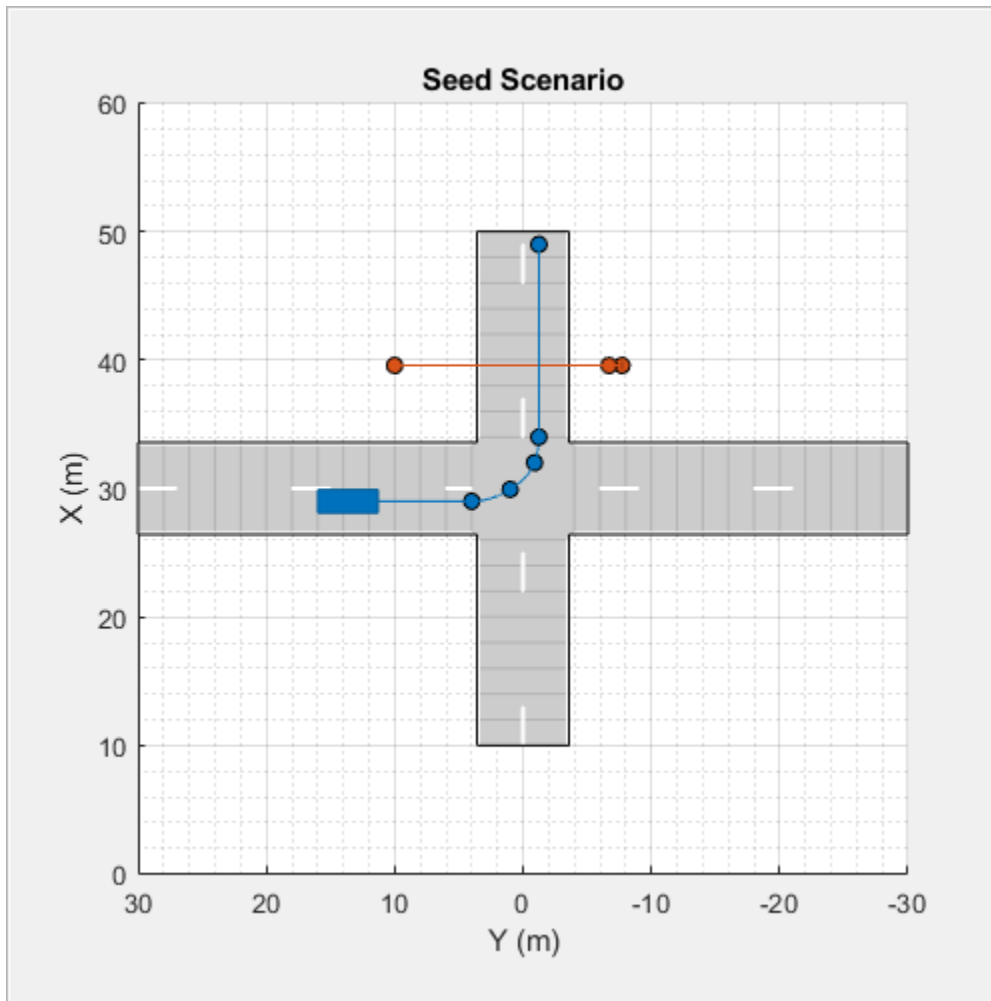
```
[collisionInformation] = helperComputeCollisionData(scenario,egoID,targetID)
```

```
collisionInformation =  
    collisionData with properties:
```

```
        Time: 5.3800  
        EgoFrontEdge: [2x3 double]  
        TargetFrontEdge: [2x3 double]  
        EgoPosition: [35.6595 -1.2400 0.0100]  
        TargetPosition: [39.5750 -1.2378 0]  
        CollisionPoint: 0.4343  
        EgoCollisionSideLength: 1.8000
```

Use the `helperScenarioData` function to store the seed scenario, information about the first collision event, and the recorded actor poses to a `scenarioData` object.

```
seedData = helperScenarioData(scenario,egoData,targetData,collisionInformation);
```



### Generate Variants of Seed Scenario

Use the seed scenario and the collision information to generate scenario variants. You can:

- Change the dimensions of the colliding actors in the scenario.
- Change the collision point, which is the position at which the actors collide.
- Change the speed of the ego vehicle. You can also set new speed values for the ego vehicle while it travels along the turns on the road.

### Change Actor Dimensions

Modify the dimensions of the ego vehicle and the target actor in the seed scenario by specifying new values for one or more of these vehicle parameters: length, width, height, front overhang, rear overhang, and wheelbase. You can also compute the length of a vehicle as the sum of its front overhang, rear overhang, and wheelbase.

Specify the new dimension values for the ego vehicle and the target actor. Store the values as a structure.

```
egoDimensions = struct(FrontOverhang=2,RearOverhang=2,Width=3,Height=3);
targetDimensions = struct(Length=3,Width=2,Height=2);
```

Use the `helperChangeActorDimensions` function to modify the dimensions of the actors in the seed scenario.

- If you specify a new value for the length parameter, the `helperChangeActorDimensions` function adjusts only the front overhang parameter to modify the length of the vehicle to the new value.
- If you specify a new value for the rear overhang or wheelbase parameter, the `helperChangeActorDimensions` function, in addition, will adjust the front overhang value to maintain the specified length of the actor.
- If you specify a new value for the front overhang parameter, the `helperChangeActorDimensions` function adjusts only the wheelbase parameter to maintain the specified length of the actor.

The collision time instant and the collision point in the new scenario remain the same as those of the seed scenario. To achieve this, the `helperChangeActorDimensions` function modifies the wait time of the ego vehicle, the target actor, or both at the first waypoint. If the new ego dimension causes the ego vehicle to arrive at the collision point ahead of the target actor, then the function makes the ego vehicle wait at its first waypoint. Similarly, if the target actor arrives at the collision point ahead of the ego vehicle, the function makes the target actor wait at its first waypoint.

The function returns the modified scenario as a `drivingScenario` object. You can also get the details of the collision information, actor poses, and trajectories in the new scenario as a second output, which the function returns as a structure. In this example, this structure is `stateAD`.

```
[scenarioAD, stateAD] = helperChangeActorDimensions(seedData, ...
    egoDimensions, TargetDimensions=targetDimensions)
```

```
scenarioAD =
    drivingScenario with properties:

        SampleTime: 0.0100
        StopTime: Inf
    SimulationTime: 0
        IsRunning: 1
        Actors: [1x2 driving.scenario.Actor]
        Barriers: [0x0 driving.scenario.Barrier]
        ParkingLots: [0x0 driving.scenario.ParkingLot]

stateAD = struct with fields:
    scenario: [1x1 drivingScenario]
    collisionData: [1x1 collisionData]
    egoMotionData: [1x1 struct]
    targetMotionData: [1x1 struct]
```

To instead modify the dimensions of only the ego vehicle, you can use this syntax:  
`helperChangeActorDimensions(seedData, egoDimensions)`.

Inspect the details of the collision event in the modified scenario. Note that the collision time and the collision point in the modified scenario are the same as those of the seed scenario and the ego vehicle width is modified to 3.

```
stateAD.collisionData

ans =
    collisionData with properties:
```

```

        Time: 5.4200
        EgoFrontEdge: [2x3 double]
        TargetFrontEdge: [2x3 double]
        EgoPosition: [35.8955 -1.2400 0.0100]
        TargetPosition: [39.5750 -2.4878 0]
        CollisionPoint: 0.4242
        EgoCollisionSideLength: 3

```

Inspect the waypoints and the speed values of the ego vehicle in the modified scenario.

```
stateAD.egoMotionData
```

```
ans = struct with fields:
    id: 1
    speed: [6x1 double]
    waypoints: [6x3 double]
    yaw: [6x1 double]

```

Inspect the waypoints and the speed values of the target actor in the modified scenario. Note that the function makes the target actor wait at its first waypoint for 0.94 s.

```
stateAD.targetMotionData.waittime
```

```
ans = 3x1
    0.9400
         0
         0

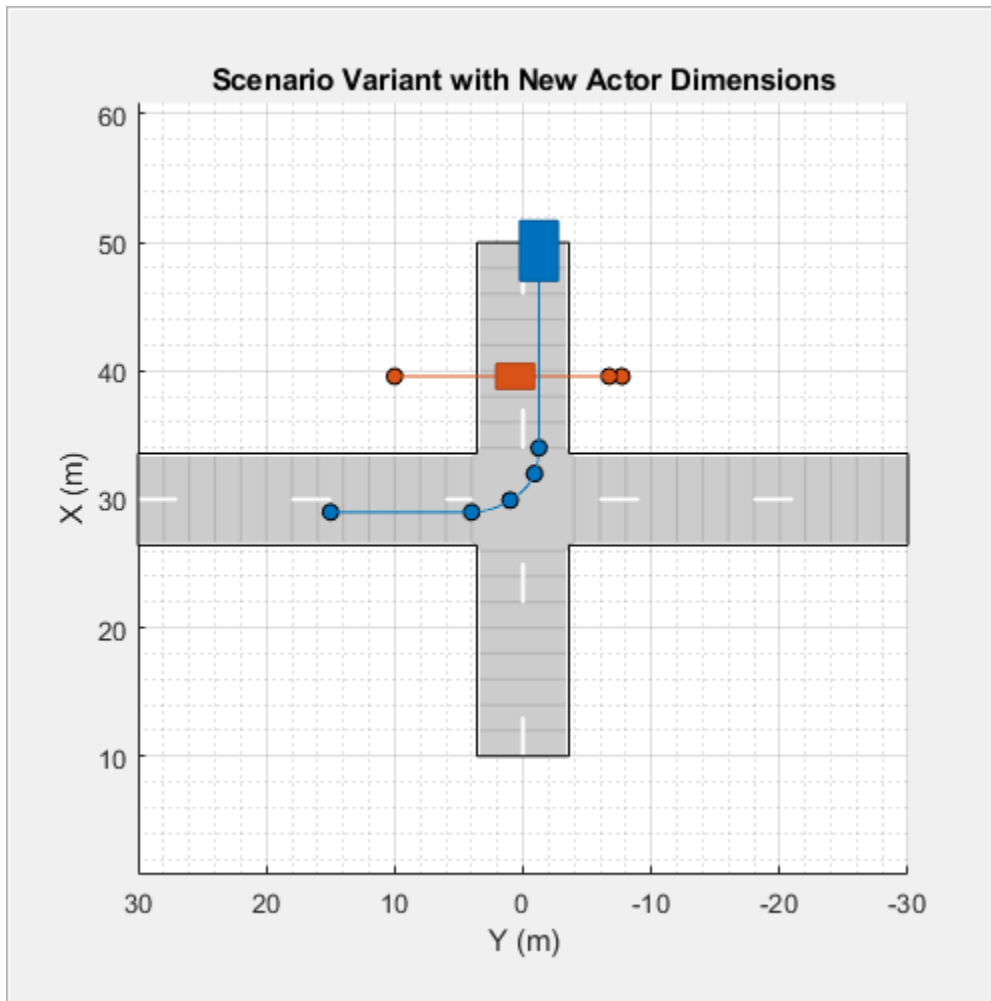
```

Display the scenario generated for the new actor dimensions.

```

figScene = figure;
set(figScene,Position=[50 50 500 500]);
hPanel1 = uipanel(figScene,Position=[0 0 1 1]);
hPlot1 = axes(hPanel1);
plot(scenarioAD,Waypoints="on",Parent=hPlot1)
title("Scenario Variant with New Actor Dimensions")
while advance(scenarioAD)
    pause(0.01)
end

```



### Change Collision Point

The collision point is the point on the front edge of the ego vehicle with which the left corner on the front edge of the target actor first collides. The value of collision point must be in the range 0 to 1.

- If you specify the collision point value as 0.5, the left corner of the front edge of the target actor first collides with the center of the ego vehicle's front edge.
- If the collision point value is less than 0.5, the left corner of the front edge of the target actor first collides with a position on the ego vehicle's front edge closer to the top-left corner of the ego vehicle.
- If the collision point value is greater than 0.5, the left corner of the front edge of the target vehicle first collides with a position on the ego vehicle's front edge closer to the top-right corner of the ego vehicle.

Specify the new collision point value as 0.95. Use the `helperChangeCollisionPoint` function to generate a scenario with the modified collision point. The function returns the modified scenario as a `drivingScenario` object and also returns a structure that stores the collision information and the actor data of the modified scenario. The collision time instant in the new scenario remains the same as that of the seed scenario. To achieve this, the `helperChangeCollisionPoint` function makes the target actor wait at its first waypoint.



```
newCP = 0.95;
[scenarioCP,stateCP] = helperChangeCollisionPoint(seedData,newCP);
```

Inspect the details of the collision event in the modified scenario.

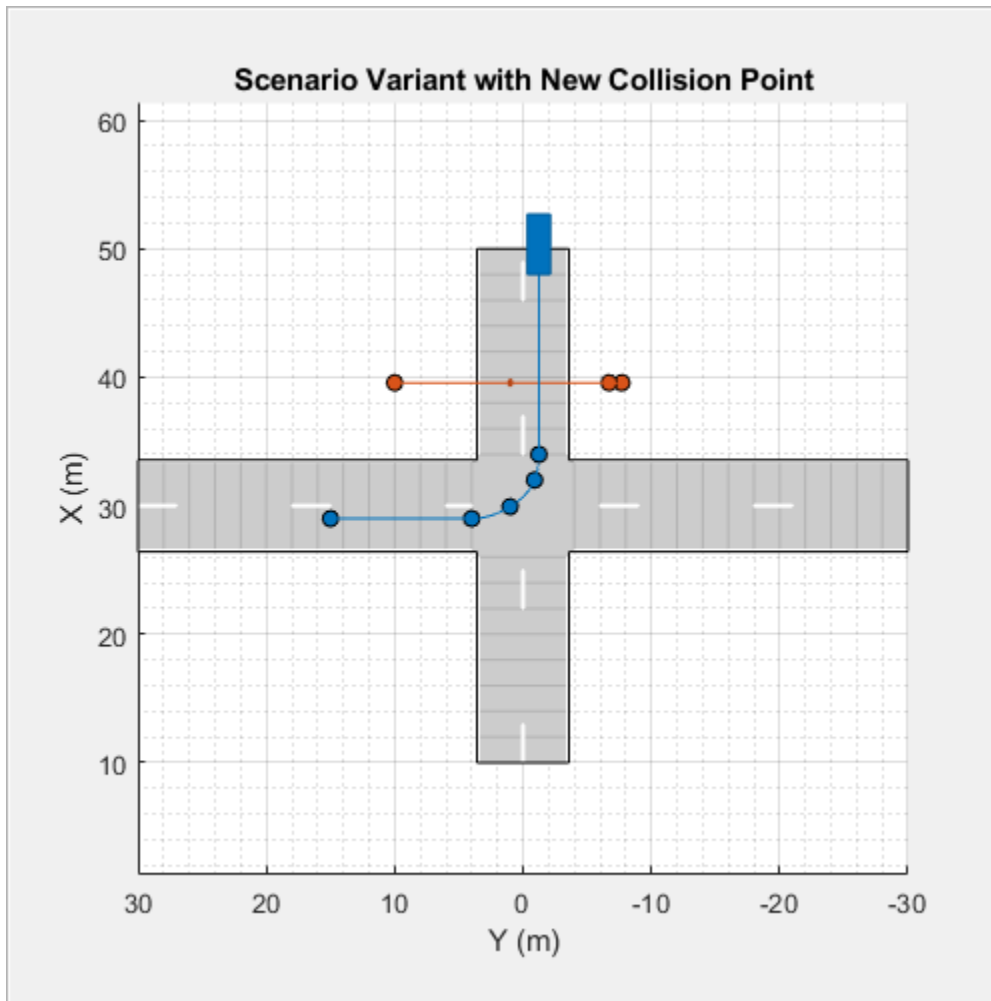
```
stateCP.collisionData
```

```
ans =
  collisionData with properties:

        Time: 5.3800
    EgoFrontEdge: [2x3 double]
    TargetFrontEdge: [2x3 double]
      EgoPosition: [35.6595 -1.2400 0.0100]
      TargetPosition: [39.5750 -2.1660 0]
      CollisionPoint: 0.9495
    EgoCollisionSideLength: 1.8000
```

Display the scenario generated for the new collision point. Note that the collision point is shifted toward the right of the ego vehicle's front edge and the collision time remains the same as that of the seed scenario. To inspect the ego vehicle and target actor data, check the `egoMotionData` and `targetMotionData` fields in the output structure, `stateCP`.

```
figScene = figure;
set(figScene,Position=[50 50 500 500]);
hPanel1 = uipanel(figScene,Position=[0 0 1 1]);
hPlot1 = axes(hPanel1);
plot(scenarioCP,Waypoints="on",Parent=hPlot1)
title("Scenario Variant with New Collision Point")
while advance(scenarioCP)
    pause(0.01)
end
```



### Change Ego Speed

Use the `helperChangeEgoSpeed` helper function to compute modifications to the arrival times of the ego vehicle and the target actor at each waypoint along their trajectories. You can compute the modifications using one of these three processes: "WaitTime", "EntryTime", or "StartingPosition". The function estimates new collision time for the new ego speed value using the process you select.

Specify the new speed value for the ego vehicle as 15 km/h.

```
egoNewSpeed = 15;
% Convert the speed value to m/s
egoNewSpeed = (egoNewSpeed*1000)/3600;
```

### Alter "WaitTime" to generate scenario variant

If you use "WaitTime" to generate the scenario variant, either the ego vehicle or the target actor waits at its first waypoint for a particular amount of time. If the new ego speed value causes the ego vehicle to arrive at the collision point ahead of the target actor, then the function makes the ego vehicle wait at its first waypoint. The function accomplishes this by assigning a `waittime` value to

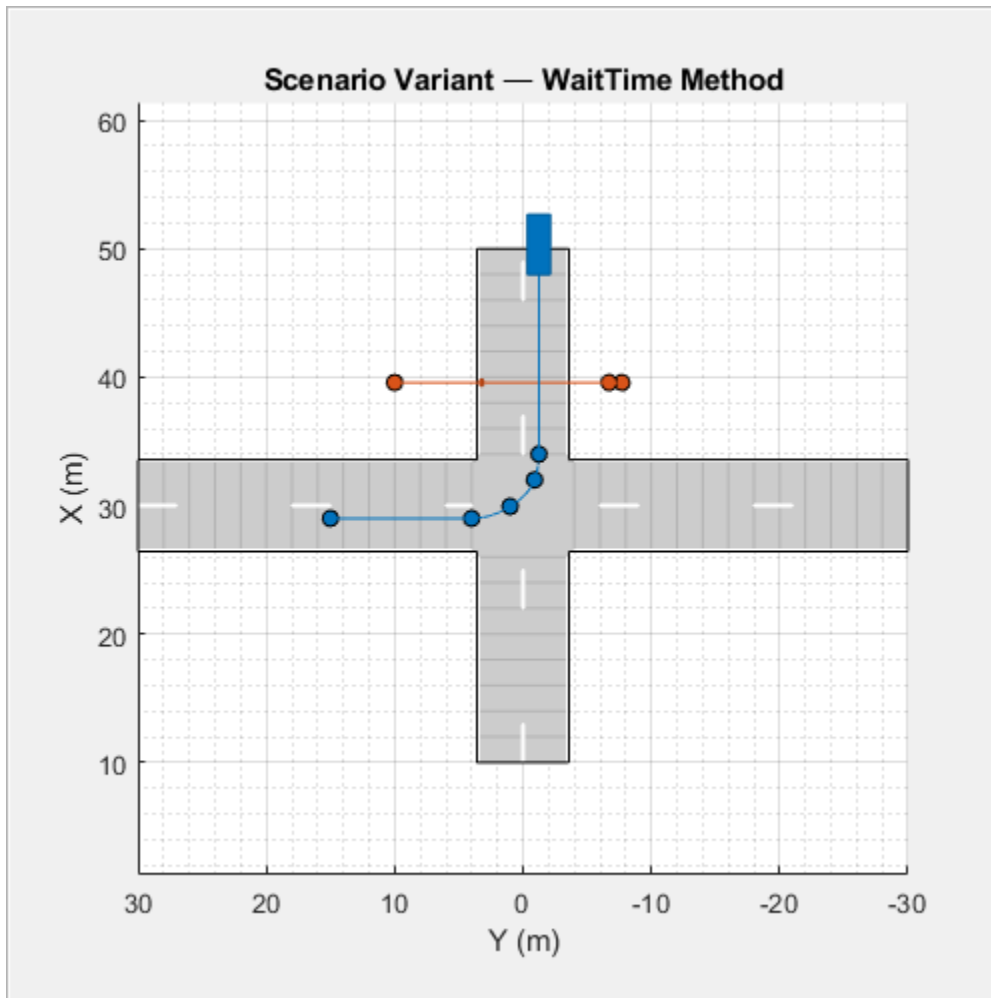
the first waypoint. Similarly, if the target actor arrives at the collision point ahead of the ego vehicle, the function makes the target actor wait at its first waypoint.

Specify the modification method as "WaitTime".

```
method = "WaitTime";
[scenarioWT,stateWT] = helperChangeEgoSpeed(seedData,egoNewSpeed,Method=method);
```

Display the scenario generated with the new ego speed.

```
figScene = figure;
set(figScene,Position=[50 50 500 500]);
hPanel1 = uipanel(figScene,Position=[0 0 1 1]);
hPlot1 = axes(hPanel1);
plot(scenarioWT,Waypoints="on",Parent=hPlot1)
title("Scenario Variant – WaitTime Method")
while advance(scenarioWT)
    pause(0.01)
end
```



Inspect the details of the collision event and the target actor data in the modified scenario. Note that the collision point and the collision time remain the same as those of the seed scenario. The function

makes the target actor wait at its first waypoint to adjust the collision event to the new ego speed value.

```
stateWT.collisionData
```

```
ans =
  collisionData with properties:
      Time: 7.6100
      EgoFrontEdge: [2x3 double]
      TargetFrontEdge: [2x3 double]
      EgoPosition: [35.6259 -1.2400 0.0100]
      TargetPosition: [39.5750 -1.2317 0]
      CollisionPoint: 0.4343
      EgoCollisionSideLength: 1.8000
```

```
stateWT.targetMotionData.waittime
```

```
ans = 3x1
      2.2256
         0
         0
```

Check the ego speed value in the modified scenario.

```
stateWT.egoMotionData.speed
```

```
ans = 6x1
         0
      4.1667
      4.1667
      4.1667
      4.1667
      4.1667
```

### Alter "EntryTime" to generate scenario variant

If you use "EntryTime" to generate the scenario variant, the function modifies the entry time of either the ego vehicle or target actor.

- The function modifies the entry time of the ego vehicle if the ego vehicle is estimated to reach the collision point ahead of the target actor.
- The function modifies the entry time of the target actor if the target actor is estimated to reach the collision point ahead of the ego vehicle.

Specify the modification method as "EntryTime".

```
method = "EntryTime";
[scenarioET,stateET] = helperChangeEgoSpeed(seedData,egoNewSpeed,Method=method);
```

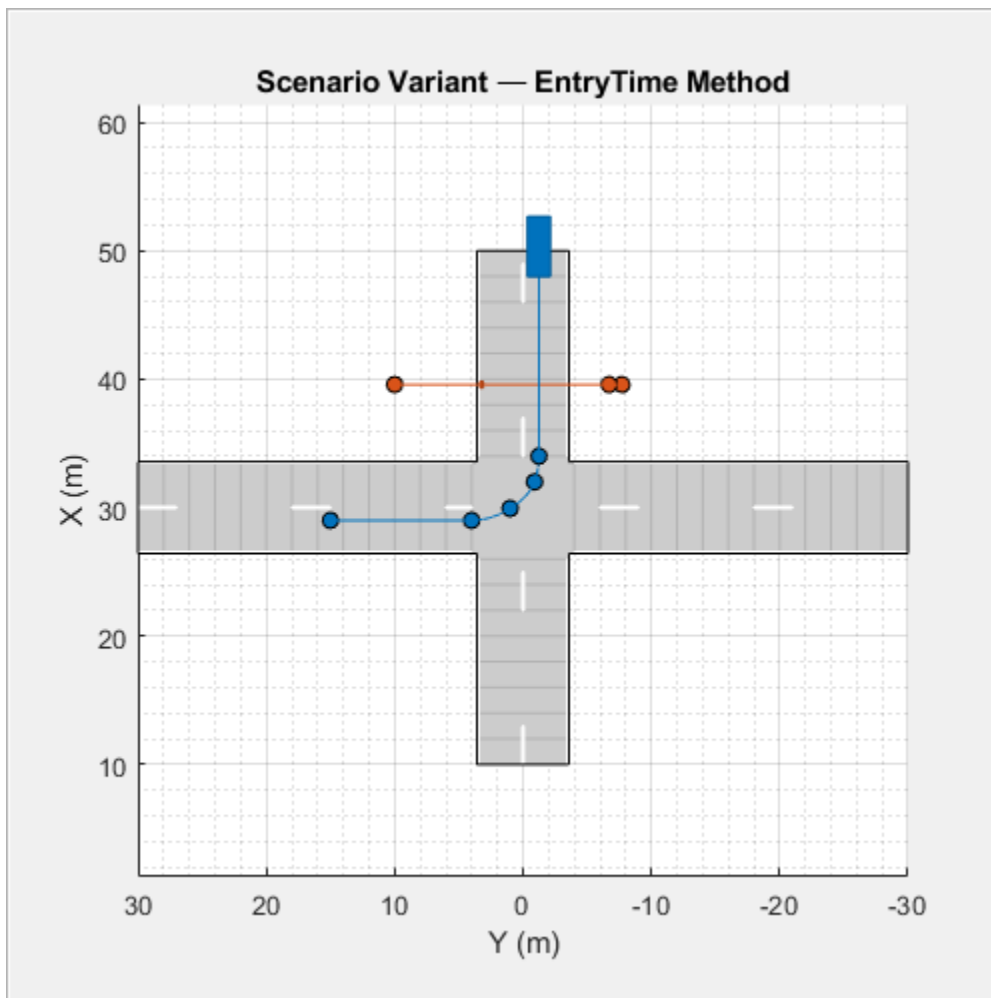
Check the ego speed value in the modified scenario.

```
stateET.egoMotionData.speed
```

```
ans = 6×1
    0
    4.1667
    4.1667
    4.1667
    4.1667
    4.1667
```

Display the scenario generated with the new ego speed. Note that the target actor appears in the scenario only after a particular time.

```
figScene = figure;
set(figScene,Position=[50 50 500 500]);
hPanel1 = uipanel(figScene,Position=[0 0 1 1]);
hPlot1 = axes(hPanel1);
plot(scenarioET,Waypoints="on",Parent=hPlot1)
title("Scenario Variant - EntryTime Method")
while advance(scenarioET)
    pause(0.01)
end
```



**Alter "StartingPosition" to generate scenario variant**

If you use "StartingPosition" to generate the scenario variant, the function modifies the starting position of the target actor. To use this method, the new ego speed value must be greater than the ego speed in the seed scenario.

Specify the ego speed value as 70 km/h. Specify the modification method as "StartingPosition". The function alters the starting position of the target actor based on the time difference.

```
egoSpeedSP = 70;
% Convert value to m/s
egoSpeedSP = (egoSpeedSP*1000)/3600;
method = "StartingPosition";
[scenarioSP,stateSP] = helperChangeEgoSpeed(seedData,egoSpeedSP,Method=method);
```

Check the ego speed value in the modified scenario.

```
stateSP.egoMotionData.speed
```

```
ans = 6×1
      0
 19.4444
 19.4444
 19.4444
 19.4444
 19.4444
```

Read the values of the target actor waypoints in the modified scenario.

```
modifiedValue = stateSP.targetMotionData.waypoints;
```

Read the values of the target actor waypoints in the seed scenario.

```
originalValue = targetData.waypoints;
```

Compare the values of the target actor waypoints in the modified scenario with those in the seed scenario. Note the change in the first and the second waypoints of the target actor in the modified scenario.

```
table(modifiedValue,originalValue,VariableNames={'Target Actor Waypoints in Modified Scenario',
```

```
ans=3×2 table
```

Target Actor Waypoints in Modified Scenario			Target Actor Waypoints in Seed Scenario		
39.575	-2.5017	0	39.575	-7.71	0
39.575	-1.4878	0	39.575	-6.71	0
39.575	10	0	39.575	10	0

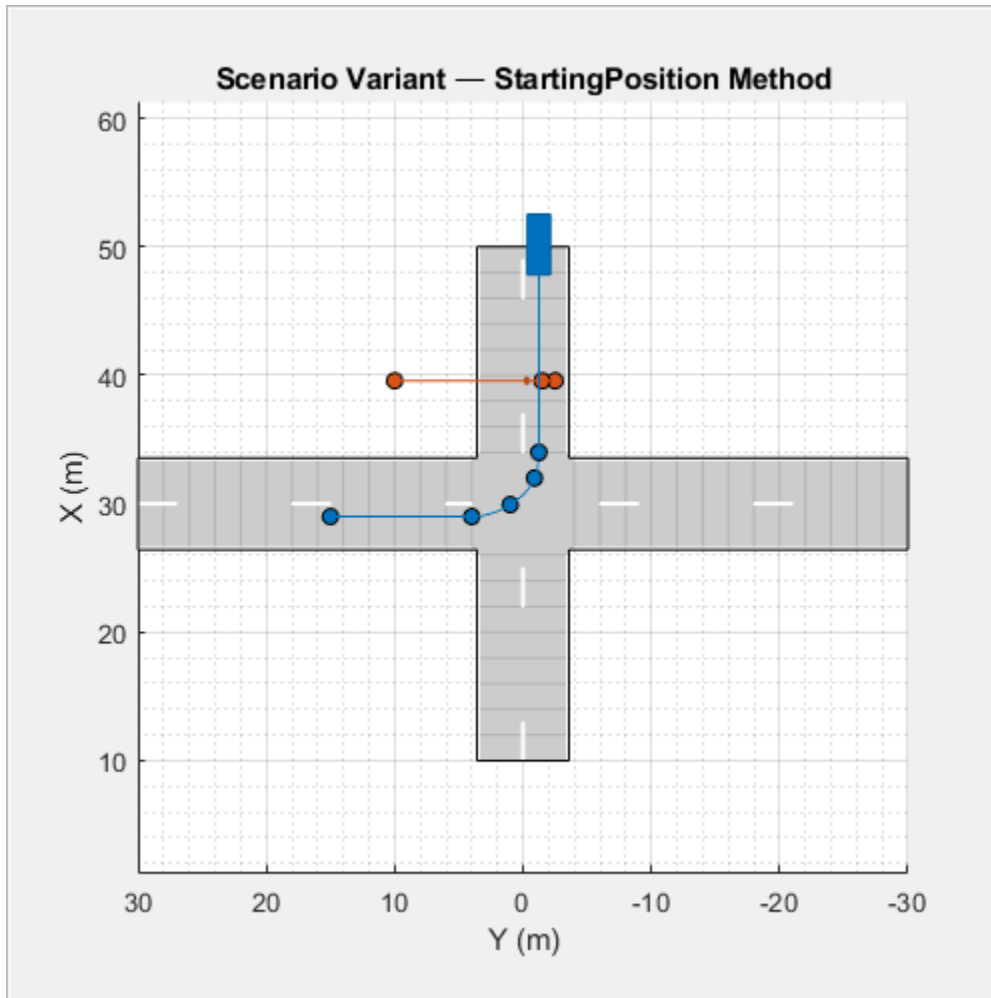
Display the scenario generated with the new ego speed.

```
figScene = figure;
set(figScene,Position=[50 50 500 500]);
hPanel1 = uipanel(figScene,Position=[0 0 1 1]);
hPlot1 = axes(hPanel1);
```

```

plot(scenarioSP,Waypoints="on",Parent=hPlot1)
title("Scenario Variant – StartingPosition Method")
while advance(scenarioSP)
    pause(0.01)
end

```



### Change Ego Speed on Road Turn

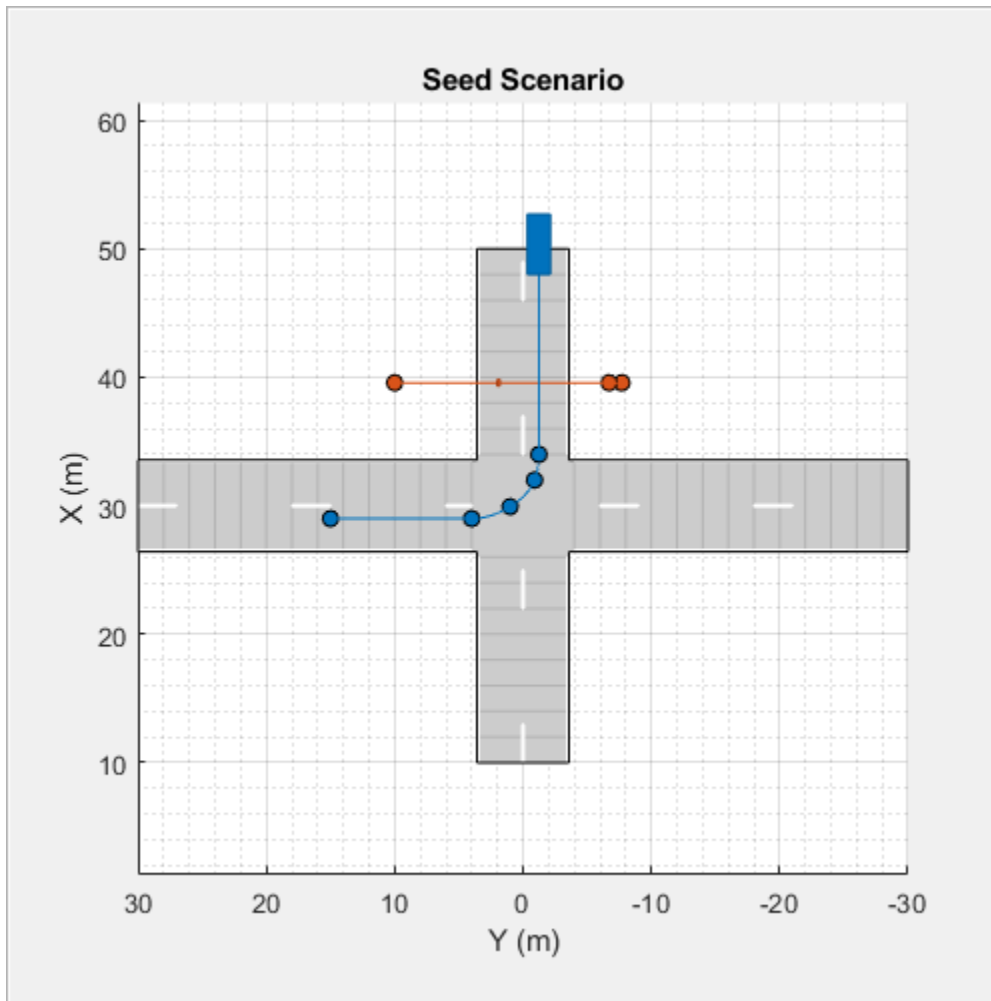
If the trajectory of the ego vehicle is a curved path, the radius of curvature of the trajectory can vary depending on the speed of the ego vehicle. The radius of curvature of the ego trajectory increases for higher speed values and decreases for lower speed values. In this case, the collision time and the collision point do not remain the same as those of the seed scenario for large changes in the radius of curvature.

Specify the new ego speed value. Use the `helperChangeEgoTrajectoryAtTurn` helper function to generate a variant of the seed scenario by modifying the radius of curvature of the ego trajectory for a given ego speed value.

```

egoNewSpeed = 10;
% Convert the speed value to m/s
egoNewSpeed = (egoNewSpeed*1000)/3600;
[scenarioAtTurn,stateAtTurn] = helperChangeEgoTrajectoryAtTurn(seedData,egoNewSpeed);

```



Check the speed value in the modified scenario.

```
stateAtTurn.egoMotionData.speed
```

```
ans = 8×1
```

```

0
2.7778
2.7778
2.7778
2.7778
2.7778
2.7778
2.7778
```

Read the values of the ego vehicle waypoints in the modified scenario and the seed scenario. Note the change in the number of ego vehicle waypoints and their values in the modified scenario.

```
stateAtTurn.egoMotionData.waypoints
```

```
ans = 8×3
```



```

29.0000    15.0000         0
29.0000     4.0000         0
29.0247     1.3453         0
29.4062     0.1678         0
30.1839    -0.7938         0
31.3399    -1.2134     0.0073
34.0000    -1.2400     0.0100
49.0000    -1.2400         0

```

egoData.waypoints

ans = 6×3

```

29.0000    15.0000         0
29.0000     4.0000         0
29.9300     1.0000         0
32.0000    -0.9000         0
34.0000    -1.2400     0.0100
49.0000    -1.2400         0

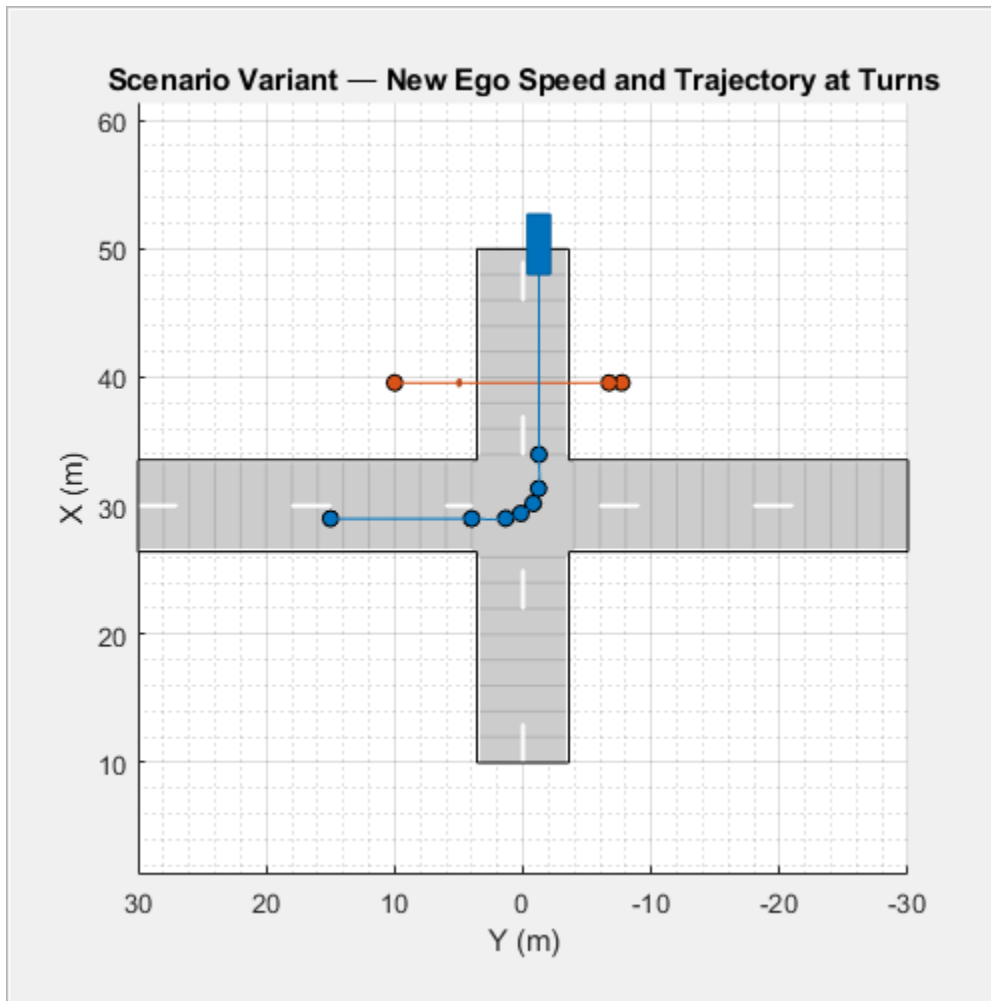
```

Display the generated scenario. Note that the radius of curvature of the ego trajectory has decreased for the given ego speed value.

```

figScene = figure;
set(figScene,Position=[50,50,500,500]);
hPanel1 = uipanel(figScene,Position=[0 0 1 1]);
hPlot1 = axes(hPanel1);
plot(scenarioAtTurn,Waypoints="on",Parent=hPlot1)
title("Scenario Variant – New Ego Speed and Trajectory at Turns")
while advance(scenarioAtTurn)
    pause(0.01)
end

```



### Further Exploration

You can also generate a scenario variant by modifying actor dimensions, the collision point, and ego speed at the same time by iterating through them.

Create a vector specifying which parameters of the scenario to modify. The vector must contain a combination of these values: "dimensions", "point", or "speed".

- To modify the actor dimensions, specify a value in the array as "dimensions".
- To modify the collision point, specify a value in the array as "point".
- To modify the speed of the ego vehicle and radius of curvature of ego's trajectory at road turns, specify a value in the array as "speed".

```
parameters = ["dimensions"; "point"; "speed"];
```

Specify new dimensions for the ego vehicle. If you want to change the dimensions of the target actor, specify a value for the targetDimensions variable. Otherwise, set the variable value to [].

```
egoDimensions = struct(Length=2,Width=1,Height=3);
targetDimensions = [];
```

Specify the new collision point.

```
newCP = 0.2;
```

Specify the new ego speed and the method to use for modifying the ego speed. To modify the radius of curvature of the ego vehicle trajectory at turns, set the `egoSpeedAtTurn` parameter to `true`. Otherwise, set the value to `false`.

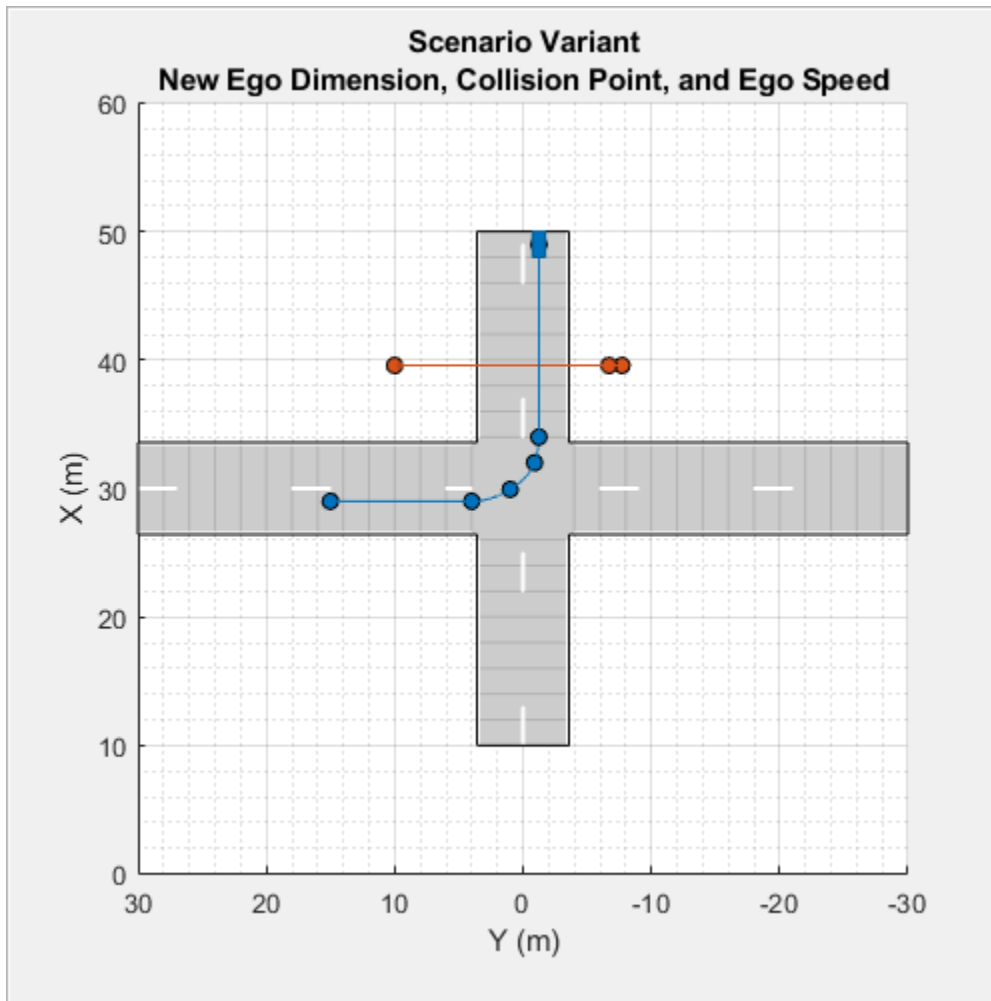
```
egoNewSpeed = 5;
% Convert the speed value to m/s
egoNewSpeed = (egoNewSpeed*1000)/3600;
method = "WaitTime";
egoSpeedAtTurn = false;
```

Generate a scenario variant by modifying the specified parameters in sequence using a loop. The `helperChangeState` function sets the state of the seed scenario to the newly generated scenario variant. Then, the next iteration of the loop uses parameters of the updated seed scenario to generate another variant.

```
tempSeedData = seedData;
for i = 1:size(parameters,1)
    switch parameters(i)
        case "point"
            [newScenario,newState] = helperChangeCollisionPoint(tempSeedData,newCP);
            tempSeedData = helperChangeState(tempSeedData,newState);
        case "dimensions"
            if isempty(targetDimensions) == 0
                [newScenario,newState] = helperChangeActorDimensions(tempSeedData, ...
                    egoDimensions,TargetDimensions=targetDimensions);
            else
                [newScenario,newState] = helperChangeActorDimensions(tempSeedData,egoDimensions)
            end
            tempSeedData = helperChangeState(tempSeedData,newState);
        case "speed"
            [newScenario,newState] = helperChangeEgoSpeed(tempSeedData, ...
                egoNewSpeed,Method=method);
            tempSeedData = helperChangeState(tempSeedData,newState);
            if egoSpeedAtTurn == true
                [newScenario,newState] = helperChangeEgoTrajectoryAtTurn(tempSeedData,egoNewSpeed)
                tempSeedData = helperChangeState(tempSeedData,newState);
            end
        end
    end
end
```

Display the generated scenario.

```
figScene = figure;
set(figScene,Position=[50 50 500 500]);
hPanel1 = uipanel(figScene,Position=[0 0 1 1]);
hPlot1 = axes(hPanel1);
plot(newScenario,Waypoints="on",Parent=hPlot1)
title(["Scenario Variant", "New Ego Dimension, Collision Point, and Ego Speed"])
while advance(newScenario)
    pause(0.01)
end
```



### Helper Function

The `helperChangeState` helper function sets the state of the seed scenario to the state of the generated variant scenario. Use this function to update the state of the seed scenario when generating a scenario variant by modifying multiple parameters at the same time by iterating through them. The `helperScenarioVariantUpdateState` adds the road information, states of the ego vehicle and target actor during simulation to the updated seed scenario.

```
function tempSeedData = helperChangeState(tempSeedData,newState)
tempSeedData.SeedScenario = newState.scenario;
tempSeedData.CollisionInformation = newState.collisionData;
tempSeedData.EgoMotionData = newState.egoMotionData;
tempSeedData.TargetMotionData = newState.targetMotionData;
tempSeedData = helperScenarioVariantUpdateState(tempSeedData);
end
```

### References

- [1] EURO NCAP AEB VRU Test Protocol v3.0.4. Available from: <https://cdn.euroncap.com/media/62795/euro-ncap-aeb-vru-test-protocol-v304.pdf>.

## See Also

### Apps

**Driving Scenario Designer**

### Functions

`drivingScenario` | `laneType` | `lanespec` | `trajectory` | `plot` | `advance` | `restart`

## Related Examples

- “Automatic Scenario Generation” on page 8-969
- “Scenario Generation from Recorded Vehicle Data” on page 8-518

## Generate Scenario from Recorded GPS and Lidar Data

This example shows how to generate a driving scenario by extracting recorded data from global positioning systems (GPS) and lidar sensors mounted on an ego vehicle. In this example, you use prerecorded sensor data and follow these steps to generate the scenario:

Read data from the GPS sensor. Use the GPS data to:

- Import the map data from OpenStreetMap®.
- Extract the road information and driving route from the imported map data.
- Compute the waypoints for the ego vehicle.
- Estimate the ego speed and trajectory.

Read data from the lidar sensor. Use the lidar data to:

- Find the dimension and the type of non-ego actors in the driving scene.
- Estimate the entry times, exit times, positions, velocities, speeds, yaws, and trajectories of non-ego actors by using the lidar data.

Generate the driving scenario by using the extracted road network and the estimated ego and non-ego data.

### Read GPS Sensor Data

Create a folder in the temporary directory on your computer to store the sensor data.

```
sensorData = fullfile(tempdir, "AutomotiveDataset");
if ~isfolder(sensorData)
    mkdir(sensorData)
end
```

Download the .mat file containing the recorded GPS sensor data and save it to a specified folder in the temporary directory. Load the GPS sensor data from the .mat file into the MATLAB® workspace.

```
if ~exist("data", "var")
    url = "https://ssd.mathworks.com/supportfiles/driving/data/highwayLaneChangeDatase/ins2.mat";
    filePath = fullfile(sensorData, "ins.mat");
    if ~isfile(filePath)
        websave(filePath, url);
    end
    data = load(filePath);
end
```

Display the GPS sensor data. The data is stored as a structure with fields `timeStamp`, `velocity`, `yawRate`, `latitude`, `longitude`, and `altitude`. The latitude and the longitude coordinates specify the driving route of the ego vehicle.

```
data.ins
```

```
ans=1x1158 struct array with fields:
    timeStamp
    velocity
    yawRate
    latitude
```

```

longitude
altitude

```

Select a part of the recorded sensor data by specifying start and end timestamp values. Units are in microseconds. Typically, the units depend on the data logging configuration of the sensors.

```

sim.startTime = 1461634424950000;
sim.endTime = 1461634434950000;

```

Compute the number of data points within the specified start and end timestamps. Also, find the start and end indices of the timestamps by using the `helperTimestampIndex` function.

```

[count.gps, sim.gps.startstep, sim.gps.endstep] = helperTimestampIndex([data.ins.timeStamp].', sim.

```

Extract the timestamp, latitude, longitude, and elevation parameters of all data points between the start and end indices. Store the extracted parameters in a table.

```

data.ins = data.ins(sim.gps.startstep : sim.gps.endstep);
gps = table([data.ins.timeStamp].', [data.ins.latitude].', [data.ins.longitude].', [data.ins.altitude].

```

### Extract Road Network Using GPS Sensor Data

Specify the minimum and maximum values of the latitude and longitude coordinates, for the selected data, to download a road network using the OpenStreetMap® website. You can also specify an offset value in order to extract extended map data that lies within the range of the GPS sensor.

```

map.gpsExtend = 0.0001;
map.minLat = min(gps.lat) - map.gpsExtend;
map.maxLat = max(gps.lat) + map.gpsExtend;
map.minLon = min(gps.lon) - map.gpsExtend;
map.maxLon = max(gps.lon) + map.gpsExtend;

```

Download the map data from the OpenStreetMap® website <https://www.openstreetmap.org>, which provides access to crowd-sourced map data from all over the world. The data is licensed under the Open Data Commons Open Database License (ODbL), <https://opendatacommons.org/licenses/odbl/>.

Extract the map data from within the minimum and maximum latitude and longitude coordinates. Specify a file name to save the downloaded map data. In this example, the file name is set as the name of a road in the driving route.

```

url = ['https://api.openstreetmap.org/api/0.6/map?bbox=' ...
      num2str(map.minLon, '%.10f') ', ' num2str(map.minLat, '%.10f') ', ' ...
      num2str(map.maxLon, '%.10f') ', ' num2str(map.maxLat, '%.10f')'];
fileName = "BanfieldFreeway.osm";
websave(fileName, url, weboptions('ContentType="xml"'));

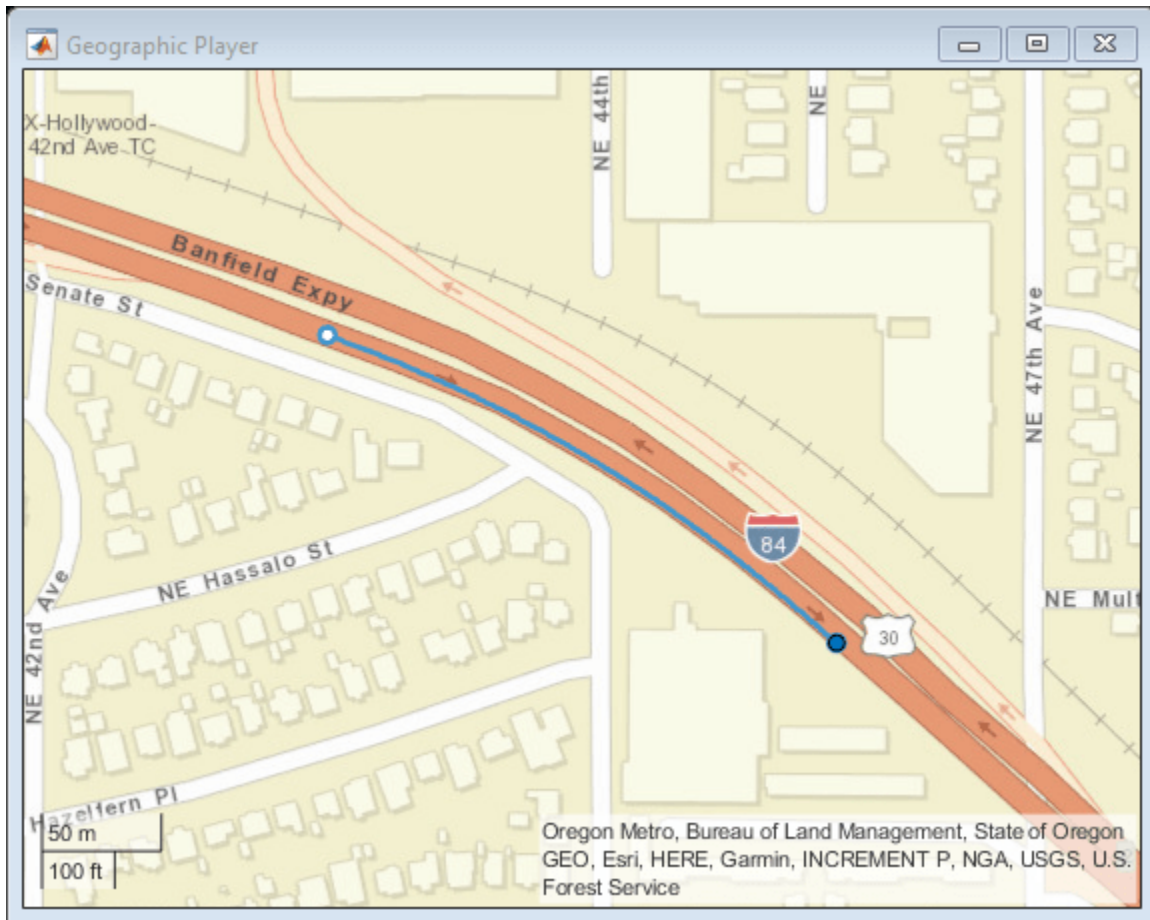
```

Plot the driving route on a map by using the `geoPlayer` function.

```

map.midLat = (map.minLat + map.maxLat)/2;
map.midLon = (map.minLon + map.maxLon)/2;
zoomLevel = 17;
player = geoplayer(map.midLat, map.midLon, zoomLevel);
figure
plotRoute(player, gps.lat, gps.lon);
for i = 1:count.gps
    plotPosition(player, gps.lat(i), gps.lon(i));
end

```



### Get Road Information from Extracted Road Network

To get information from the extracted road network, you must first import the map data to a `drivingScenario` object. Then, use the `helperGetRoadHistoryAttributes` function to extract the road information.

Compute the total simulation time by using the start and end timestamps of the GPS data. Units are in seconds.

```
sim.TotalTime = (sim.endTime - sim.startTime)/10^6;
```

Specify the sample time for the driving scenario. The sample time is the time interval between scenario simulation steps, and also defines the sample time for the ego vehicle. Units are in seconds.

```
sim.egoSampleTime = 0.01;
```

Create an empty driving scenario object by using the `drivingScenario` function.

```
importedScenario = drivingScenario(SampleTime=sim.egoSampleTime,StopTime=sim.TotalTime);
```

Import the extracted map data to the driving scenario by using the `roadNetwork` function.

```
roadNetwork(importedScenario,OpenStreetMap=fileName);
```



Read the road information stored in the scenario object by using the `helperGetRoadHistoryAttributes` function. The road properties include the road centers, road width, banking angles, lane specifications, and road names.

```
[roadCenters,roadWidth,bankingAngles,laneSpec,roadNames] = helperGetRoadHistoryAttributes(importedScenario);
```

### Create Driving Scenario and Add Roads to Scenario

Create a new `drivingScenario` object and add roads to the new scenario. Set the properties of these roads by using the extracted road information.

Specify the sample time for the new scenario.

```
sim.sampleTime = 0.1;
scenario = drivingScenario(SampleTime=sim.sampleTime,StopTime=sim.TotalTime);
```

Specify a georeference point and use the `latlon2local` function to convert the GPS sensor data from GPS coordinates to local east-north-up Cartesian coordinates.

```
refPoint = [map.midLat map.midLon,0];
[gps.x,gps.y,gps.elevation] = latlon2local(gps.lat,gps.lon,gps.elevation,refPoint);
filteredData = smoothdata([gps.x,gps.y,gps.elevation],'sgolay');
gps.x = filteredData(:,1);
gps.y = filteredData(:,2);
gps.elevation = filteredData(:,3);
```

Specify a bounding box that define the range for the map coordinates.

```
map.localExtend = 50;
map.xmin = min(gps.x) - map.localExtend;
map.xmax = max(gps.x) + map.localExtend;
map.ymin = min(gps.y) - map.localExtend;
map.ymax = max(gps.y) + map.localExtend;
```

Specify the names of the roads in the exported road network to be added to the scenario. You can find the names of the roads in the `roadNames` output of the `helperGetRoadHistoryAttributes` function.

```
map.keepRoads = "Banfield Freeway";
```

Check if the desired roads are within the bounding box and, if they are, add them to the driving scenario.

```
for i = 1:size(roadNames,1)
    flag = 0;
    for j = 1: size(map.keepRoads,1)
        if contains(roadNames{i,1},map.keepRoads(j,1),IgnoreCase=true)
            flag = 1;
        end
    end
    if flag
        k = 0;
        for l = 1:size(roadCenters{i,1},1)
            k = k+1;
            % Remove road centers that lie outside the bounding box.
            if roadCenters{i,1}(k,1) < map.xmin || ...
                roadCenters{i,1}(k,1) > map.xmax || ...
                roadCenters{i,1}(k,2) < map.ymin || ...
```

```

        roadCenters{i,1}(k,2) > map.ymax
        roadCenters{i,1}(k,:) = [];
        k = k-1;
    end
end
if k > 1
    % Add roads by using the road centers. Set the road width to 12.
    roadwidth = 12;
    road(scenario, roadCenters{i,1}, roadwidth, Name=roadNames{i,1});
end
end
end
end

```

### Compute Ego Data Using GPS Sensor Data

The GPS sensor data corresponds to the ego vehicle, so you can use the GPS measurements to compute the ego vehicle waypoints and speed.

The latitude and longitude values specify the waypoints for the ego vehicle in GPS coordinates. Compute the GPS time relative to the start time of the simulation and find the ego speed value at each waypoint.

```

gps.relativeTime = double(gps.timestamp - sim.startTime)/10^6;
gps.speed = helperComputeSpeed(gps.x,gps.y,gps.relativeTime);

```

Add the ego vehicle to the imported road network and compute its trajectory.

```

egoVehicleGPS = vehicle(importedScenario, ClassID=1, Position=[gps.x(1), gps.y(1), 0]);
trajectory(egoVehicleGPS, [gps.x, gps.y, zeros(count.gps, 1)], gps.speed);

```

Extract information about the position, velocity, and yaw of the ego vehicle from the imported scenario by using the actorPoses function.

```

positionIndex = [1 3 6];
velocityIndex = [2 4 7];
i = 1;
while advance(importedScenario)
    position(1,:) = actorPoses(importedScenario).Position;
    simEgo.data(i, positionIndex) = position;
    velocity(1,:) = actorPoses(importedScenario).Velocity;
    simEgo.data(i, velocityIndex) = velocity;
    simEgo.data(i, 5) = i;
    yaw = actorPoses(importedScenario).Yaw;
    simEgo.data(i, 8) = yaw;
    simEgo.data(i, 9) = importedScenario.SimulationTime;
    i = i + 1;
end

```

The computed ego data values include the time, waypoints, velocity, and yaw of the ego vehicle. Store the ego data to a table and inspect the values.

```

table(simEgo.data(:,9), simEgo.data(:, positionIndex), ...
    simEgo.data(:, velocityIndex), simEgo.data(:, 8), ...
    VariableNames=["Time", "Waypoints", "Velocity", "Yaw"])

```

```
ans=995x4 table
```

Time	Waypoints	Velocity	Yaw
------	-----------	----------	-----

0.01	-106.57	64.44	0	24.011	-8.6344	0	-19.779
0.02	-106.33	64.354	0	24.02	-8.6419	0	-19.787
0.03	-106.09	64.267	0	24.029	-8.6517	0	-19.802
0.04	-105.85	64.181	0	24.036	-8.664	0	-19.822
0.05	-105.6	64.094	0	24.043	-8.6787	0	-19.848
0.06	-105.36	64.007	0	24.028	-8.6866	0	-19.876
0.07	-105.12	63.92	0	24.013	-8.6937	0	-19.903
0.08	-104.88	63.833	0	23.998	-8.7003	0	-19.928
0.09	-104.64	63.746	0	23.984	-8.7061	0	-19.951
0.1	-104.4	63.659	0	23.969	-8.7111	0	-19.973
0.11	-104.16	63.572	0	23.935	-8.7088	0	-19.994
0.12	-103.93	63.485	0	23.901	-8.7067	0	-20.015
0.13	-103.69	63.398	0	23.868	-8.7047	0	-20.037
0.14	-103.45	63.311	0	23.833	-8.7029	0	-20.06
0.15	-103.21	63.224	0	23.801	-8.7017	0	-20.083
0.16	-102.97	63.137	0	23.845	-8.7289	0	-20.106
:							

### Add Ego and Non-Ego Actors to Scenario

To add ego and non-ego actors to the scenario:

- Read data recorded by lidar sensor.
- Estimate the position, velocity, speed, and yaw for the ego vehicle by considering both GPS and lidar timestamps. Compute the ego trajectory.
- Find the number of non-ego actors in the scenario. Compute their waypoints, velocities, speeds, and yaws by using the recorded lidar sensor. Compute the trajectories of the non-ego actors.
- Convert the waypoints of the non-ego actors from the ego frame to the scenario frame.
- Add the ego and non-ego actors to the driving scenario.

### Read Lidar Sensor Data

Download the .mat file containing the recorded lidar sensor data and save it to a specified folder in the temporary directory. Load the lidar sensor data from the .mat file into the MATLAB workspace.

```
if ~exist("newData","var")
    url = "https://ssd.mathworks.com/supportfiles/driving/data/highwayLaneChangeDatase/lidar2.mat";
    filePath = fullfile(sensorData,'lidar.mat');
    if ~isfile(filePath)
        websave(filePath,url);
    end
    newData = load(filePath);
end
```

Compute the number of data points within the specified start and end timestamps. Also, find start and end indices of the timestamps by using the helperTimestampIndex function.

```
[count.lidar,sim.lidar.startstep,sim.lidar.endstep] = helperTimestampIndex([newData.lidar.timeStamp,
```

Extract the timestamp and point cloud data that lies between the start and end indices. Store the extracted parameters in a table.

```
newData.lidar = newData.lidar(sim.lidar.startstep : sim.lidar.endstep);
lidar = table([newData.lidar.timeStamp].',{newData.lidar.ptCloud}.',VariableNames=["timestamp", "p
```

```
lidar=100x2 table
    timestamp      ptCloud
-----
1461634425028360 {1x1 pointCloud}
1461634425128114 {1x1 pointCloud}
1461634425228122 {1x1 pointCloud}
1461634425327849 {1x1 pointCloud}
1461634425427574 {1x1 pointCloud}
1461634425528347 {1x1 pointCloud}
1461634425627513 {1x1 pointCloud}
1461634425728613 {1x1 pointCloud}
1461634425828486 {1x1 pointCloud}
1461634425928594 {1x1 pointCloud}
1461634426028230 {1x1 pointCloud}
1461634426128400 {1x1 pointCloud}
1461634426228515 {1x1 pointCloud}
1461634426327968 {1x1 pointCloud}
1461634426427685 {1x1 pointCloud}
1461634426527961 {1x1 pointCloud}
:
```

### Estimate Ego Data With Regard to GPS and Lidar Timestamps

Find the lidar timestamps relative to the start time of the simulation. Units are in seconds.

```
lidar.relativeTime = double(lidar.timestamp - sim.startTime)/10^6;
```

Find the ego position, velocity, speed, and yaw by using the ego data from the GPS measurements as reference.

```
temp = zeros(1,9);
i = 1;
for j = 2 : size(simEgo.data,1)
    t = simEgo.data(j,9);
    if i <= count.lidar && lidar.relativeTime(i) <= t
        tratio = (t - lidar.relativeTime(i)) / (t - simEgo.data(j-1,9));
        for k = [1:4,8]
            temp(1,k) = simEgo.data(j,k) - ...
                ((simEgo.data(j,k) - simEgo.data(j-1,k))*tratio);
        end
        ego.position(i,:) = temp(1,positionIndex);
        ego.velocity(i,:) = temp(1,velocityIndex);
        ego.speed(i,:) = sqrt(temp(1,2)^2 + temp(1,4)^2);
        ego.yaw(i,:) = temp(1,8);
        i = i + 1;
    elseif i == count.lidar && size(simEgo.data,1) == j
        ego.position(i,:) = simEgo.data(j,positionIndex);
        ego.velocity(i,:) = simEgo.data(j,velocityIndex);
        ego.speed(i,:) = sqrt(simEgo.data(j,2)^2 + simEgo.data(j,4)^2);
        ego.yaw(i,:) = simEgo.data(j,8);
    end
end
ego.position = smoothdata(ego.position,'sgolay');
ego.yaw = smoothdata(ego.yaw);
```

### Add Ego Vehicle to Scenario

Add the ego vehicle to the driving scenario and compute its trajectory.

```
egoVehicle = vehicle(scenario,ClassID=1,Position=ego.position(1,:),Yaw=ego.yaw(1), ...
    Mesh=driving.scenario.carMesh);
trajectory(egoVehicle,ego.position,ego.speed,Yaw=ego.yaw);
```

### Estimate Non-Ego Data

Create a track list from the lidar point cloud data by using the `helperPointCloudToTracks` function. The track list contains information about the objects detected in the point cloud data.

```
if ~exist("trackList","var")
    trackList.object = helperPointCloudToTracks(lidar.ptCloud);
    trackList.timestamp = lidar.timestamp;
    trackList.relativeTime = lidar.relativeTime;
    for i = 1:count.lidar
        trackList.nObj(i,1) = size(trackList.object{i,1},1);
    end
end
```

Convert the track list data to non-ego data by using the `helperComputeNonEgoData` function. The function computes the dimensions, entry times, exit times, yaws, and speeds of the non-ego actors in the scenario. The function also converts the positions of the non-ego actors computed in the ego frame to scenario or map frame, and then smooths the position values.

```
[count.nonEgo,nonEgo] = helperComputeNonEgoData(trackList,count,ego)
```

```
count = struct with fields:
    gps: 200
    lidar: 100
    nonEgo: 5
```

```
nonEgo=5x17 table
```

trackCount	id	length	width	height	age	entryIndex	entryTime	exitInde
94	37	4.6931	1.7953	1.4497	100	7	0.7	100
94	38	4.6931	1.7932	1.4506	100	7	0.7	100
94	49	4.6942	1.7974	1.4007	100	7	0.7	100
28	99	4.6924	1.7942	1.399	34	8	0.8	35
44	941	4.6938	1.7981	1.4171	50	54	5.4	97

### Add Non-Ego Actors to Scenario

Add the non-ego actors to the driving scenario and compute their trajectories.

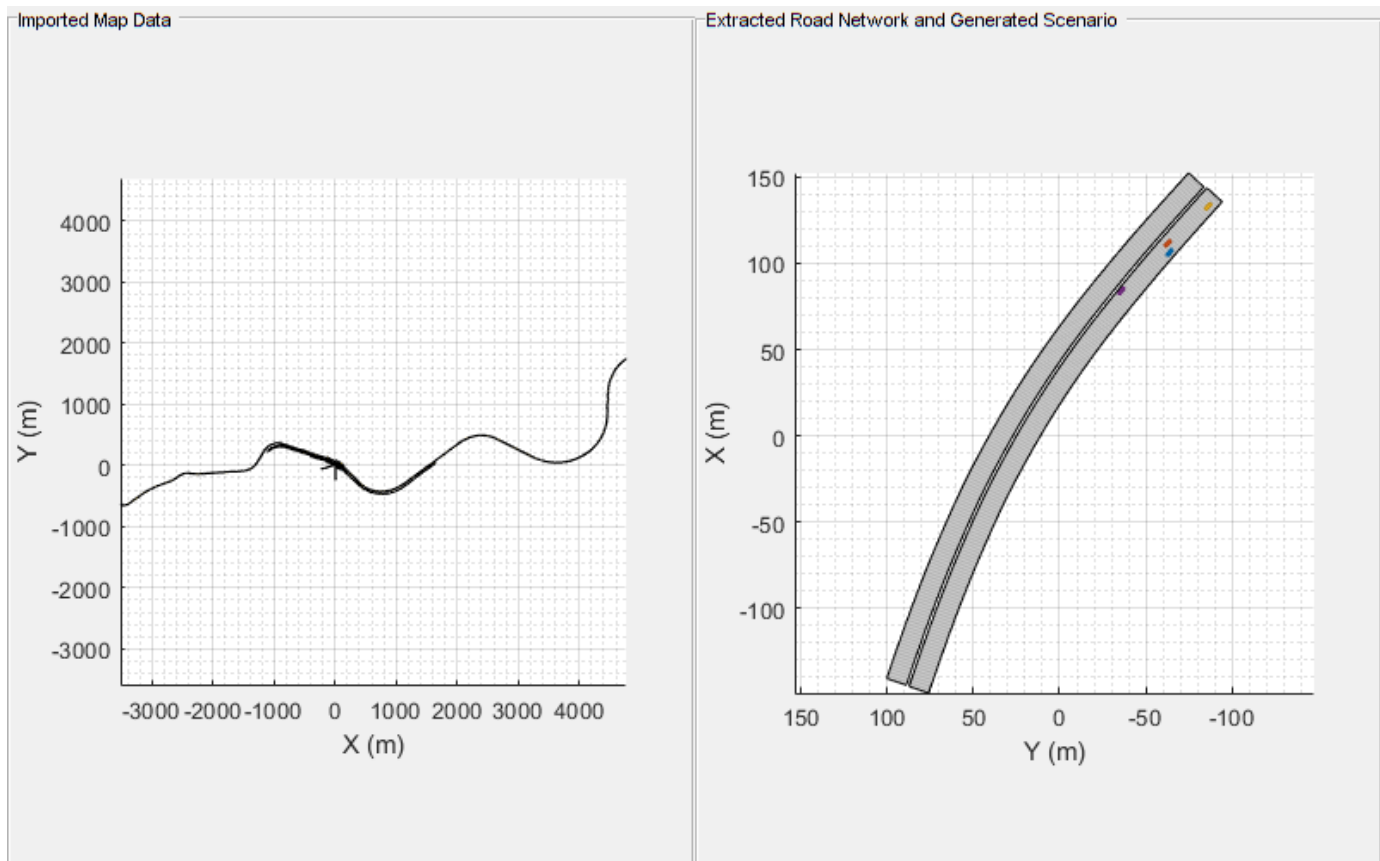
```
for i= 1:count.nonEgo
    if nonEgo.classID(i) == 1
        nonEgoVehicle(i) = vehicle(scenario, ...
            ClassID=nonEgo.classID(i),Name=nonEgo.id(i,:), ...
            Position=nonEgo.smoothPos{i,1}(1,:), ...
            Length=nonEgo.length(i,1),Width=nonEgo.width(i,1), ...
            Height=nonEgo.height(i,1),Mesh=nonEgo.mesh(i,1), ...
            EntryTime=nonEgo.entryTime(i,1), ...
```

```
        ExitTime=nonEgo.exitTime(i,1));
else
    nonEgoVehicle(i) = actor(scenario, ...
        ClassID=nonEgo.classID(i),Name=nonEgo.id(i,:), ...
        Position=nonEgo.smoothPos{i,1}(1,:), ...
        Length=nonEgo.length(i,1),Width=nonEgo.width(i,1), ...
        Height=nonEgo.height(i,1),Mesh=nonEgo.mesh(i,1), ...
        EntryTime=nonEgo.entryTime(i,1), ...
        ExitTime=nonEgo.exitTime(i,1));
end
trajectory(nonEgoVehicle(i),nonEgo.smoothPos{i,1},nonEgo.speed{i,1});
end
```

### Simulate and Visualize Generated Scenario

Plot the map data and the scenario generated using GPS and lidar sensor data.

```
scfig = figure(Position=[0,0,800,500]);
hfig = uipanel(scfig,Title="Imported Map Data",Position=[0 0 0.5 1]);
plaxis = axes(hfig);
plot(importedScenario,Parent=plaxis)
hfig1 = uipanel(scfig,Title="Extracted Road Network and Generated Scenario",Position=[0.5 0 0.5 1]);
plaxis1 = axes(hfig1);
plot(scenario,Parent=plaxis1);
xlim([-100,100])
while advance(scenario)
    pause(sim.sampleTime);
end
```



You can also visually inspect the accuracy of the generated scenario by plotting it alongside the camera sensor and lidar sensor data.

Read the data recorded by camera sensor.

```

if ~exist("camera","var")
    url = "https://ssd.mathworks.com/supportfiles/driving/data/highwayLaneChangeDatase/camera2.m";
    filePath = fullfile(sensorData,"camera.mat");
    if ~isfile(filePath)
        websave(filePath,url);
    end
    img = load(filePath,"imageData");
    [count.camera,sim.camera.startstep,sim.camera.endstep] = ...
        helperTimestampIndex([img.imageData.timeStamp].', ...
            sim.startTime,sim.endTime);
    img.imageData = img.imageData(sim.camera.startstep:sim.camera.endstep);
    camera = table([img.imageData.timeStamp].',{img.imageData.mov}.', ...
        VariableNames=["timestamp","img"]);
    for i = 1 : count.camera
        camera.img{i,1} = camera.img{i,1}.cdata;
    end
    camera.relativeTime = double(camera.timestamp - sim.startTime)/10^6;
end

```

Display the top-view and chase-view plots of the generated scenario.

```

restart(scenario)
close all
fig = figure;
set(fig,Position=[40 40 1000 800]);
% Ego Top View
hPanel = uipanel(fig, ...
    Title="Top-View of Generated Scenario",Position=[0 0.5 0.5 0.5]);
hPlot = axes(hPanel);
chasePlot(egoVehicle,Parent=hPlot, ...
    ViewPitch=90,ViewHeight=120,ViewLocation=[0, 0]);

% Ego ChasePlot
hPanel2 = uipanel(fig, ...
    Title="Chase-View of Generated Scenario",Position=[0.5 0.5 0.5 0.5]);
hPlot2 = axes(hPanel2);
chasePlot(egoVehicle,Parent=hPlot2,Meshes='on');

```

Specify an axes for displaying the camera data.

```

% Image from camera
hPanel3 = uipanel(fig, ...
    Title="Recorded Camera Data",Position=[0 0 0.5 0.5]);
hPlot3 = axes(hPanel3);

% Initialize last used indices of the sensor
last.lidarIndex = 0;
last.cameraIndex = 0;

```

Plot the lidar point cloud data.

```

hPanel4 = uipanel(fig, ...
    Title="Recorded Lidar Data",Position=[0.5 0 0.5 0.5]);
hPlot4 = axes(hPanel4);

% Initialize Display
xlims = [-60 60];
ylims = [-30 30];
zlims = [-5 20];
player = pcplayer(xlims,ylims,zlims,Parent=hPlot4);

```

Call the advance function in a loop to advance the simulation one time step at a time.

```

while advance(scenario)
    if last.cameraIndex + 1 <= count.camera && ...
        scenario.SimulationTime >= camera.relativeTime(last.cameraIndex+1)
        condition = true;
        while condition
            last.cameraIndex = last.cameraIndex + 1;
            condition = scenario.SimulationTime < ...
                camera.relativeTime(last.cameraIndex);
        end
        image(camera.img{last.cameraIndex,1},Parent=hPlot3);
    end
    %
    if last.lidarIndex + 1 <= count.lidar && ...
        scenario.SimulationTime >= lidar.relativeTime(last.lidarIndex + 1)
        condition = true;
        while condition

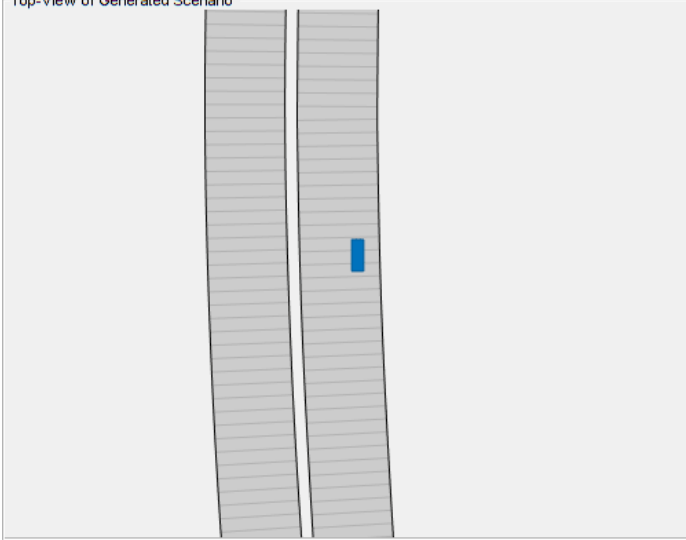
```



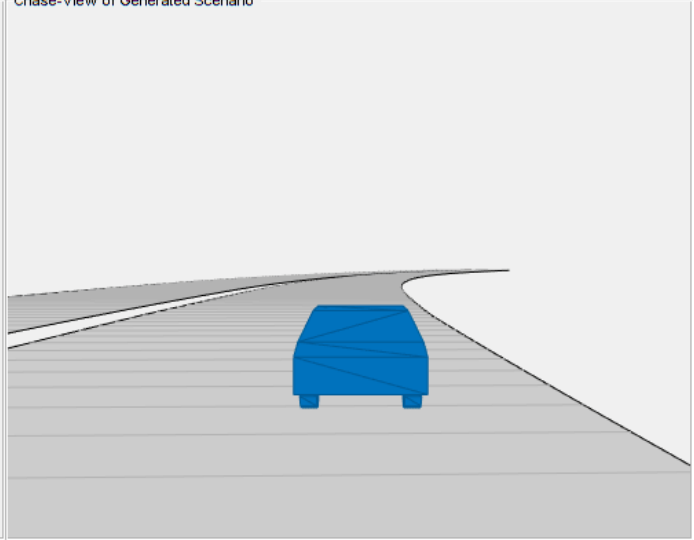
```
        last.lidarIndex = last.lidarIndex + 1;
        condition = scenario.SimulationTime < ...
            lidar.relativeTime(last.lidarIndex);
    end

    % Plot point cloud with bounding box and label
    ptCloud = lidar.ptCloud{last.lidarIndex,1};
    confirmedTracks = trackList.object{last.lidarIndex,1};
    view(player,ptCloud);
    % The helperParseTracks function returns position, dimension, and orientation of the 3-D
    posIndex = [1 3 6];
    velocityIndex = [2 4 7];
    yawIndex = 8;
    dimIndex = [9 10 11];
    if ~isempty(confirmedTracks)
        [pos,dims,orients,labels] = helperParseTracks(confirmedTracks,posIndex,dimIndex,yawIndex);
        yaw = zeros(size(pos,1),3);
        yaw(:,3) = orients';
        bboxes = [pos,dims,yaw];
        showShape(cuboid=bboxes,Label=labels',Parent=hPlot4);
    end
end
pause(sim.sampleTime)
end
```

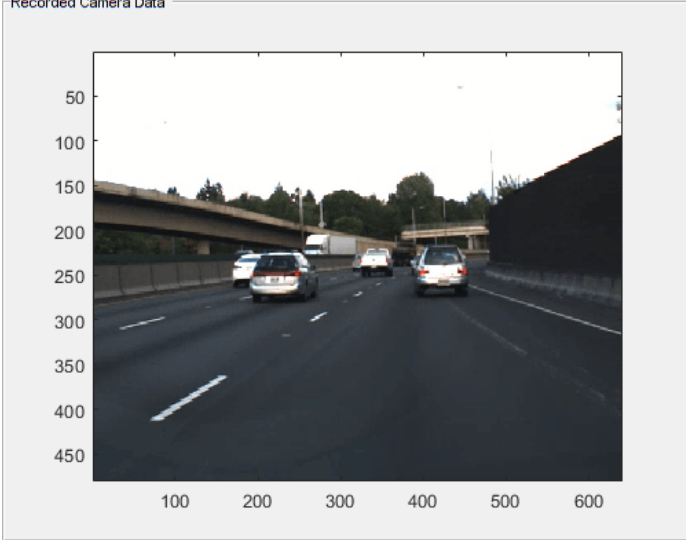
Top-View of Generated Scenario



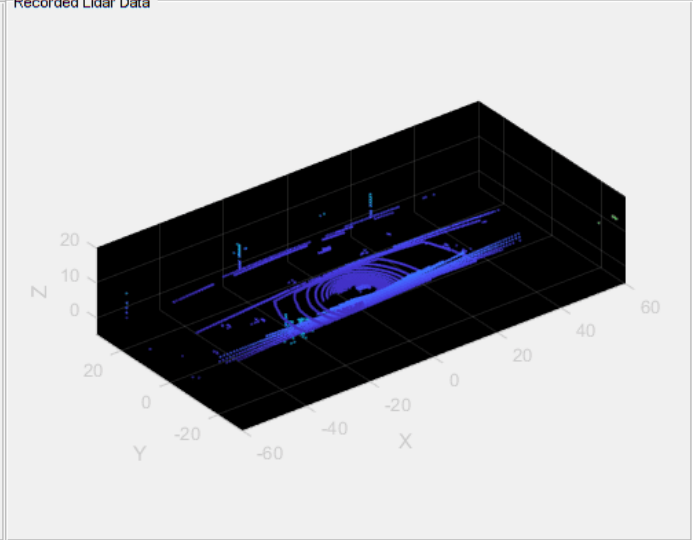
Chase-View of Generated Scenario

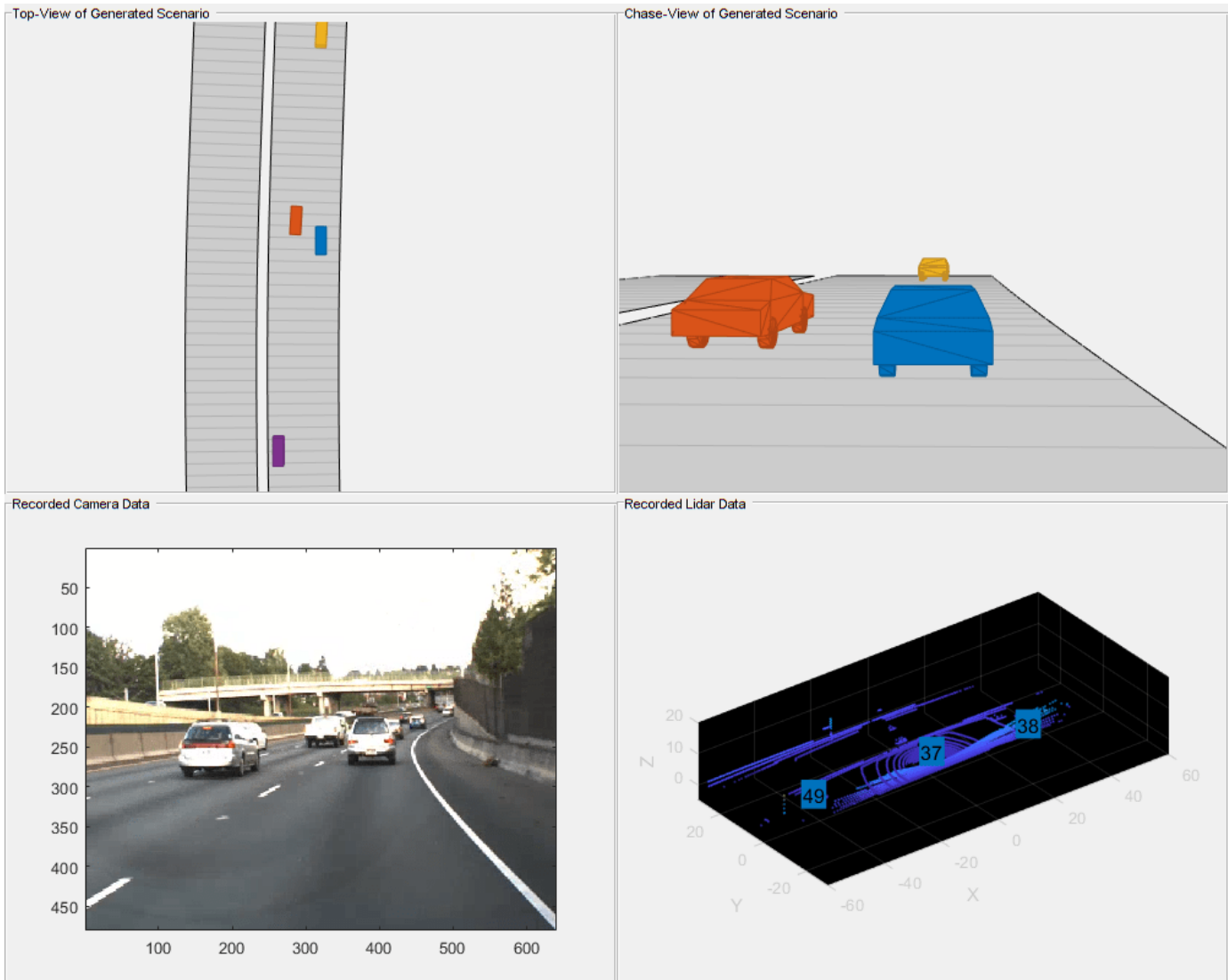


Recorded Camera Data



Recorded Lidar Data





## References

- [1] Park, Seo-Wook, Kunal Patil, Will Wilson, Mark Corless, Gabriel Choi, and Paul Adam. "Creating Driving Scenarios from Recorded Vehicle Data for Validating Lane Centering System in Highway Traffic," 2020-01-0718, 2020. <https://doi.org/10.4271/2020-01-0718>.

## See Also

road | roadNetwork | vehicle | actor | trajectory | drivingScenario | advance | restart | plot

## Related Examples

- "Detect, Classify, and Track Vehicles Using Lidar" (Lidar Toolbox)
- "Automatic Scenario Generation" on page 8-969

- “Scenario Generation from Recorded Vehicle Data” on page 8-518

## Highway Lane Following with RoadRunner Scene

This example shows how to configure and simulate a highway lane following application using a scene created in RoadRunner 3D scene editing tool. This example closely follows the “Highway Lane Following” on page 8-893 example.

### Introduction

A highway lane following system steers a vehicle to travel within a marked lane. It also maintains a set velocity or safe distance to a preceding vehicle in the same lane. The system typically includes vision processing, sensor fusion, decision logic, and controls components. To ensure functional safety and interoperability, this system requires testing on a variety of road conditions. For example, testing on a scene that has varying shadows, lane marking types, and road materials can make it easier to identify edge cases.

RoadRunner is an interactive editor that enables you to design 3D scenes for simulating and testing automated driving systems. You can use RoadRunner to create roads, lane markings, road signs, vegetation, and scenes with varied complexities in a 3D environment.

The “Highway Lane Following” on page 8-893 example that this example is based on shows how to simulate scenarios for curved and straight road scenes. This example demonstrates how to simulate scenarios with a scene created in RoadRunner. The scene contains variations in shadows, lane marking types, and road materials designed to test the impact of the vision processing on system functionality. In this example, you will:

- 1 **Review scene:** Explore the scene and road segments that were created in RoadRunner.
- 2 **Integrate scene into driving scenario:** Export the road network from the RoadRunner scene to an OpenDRIVE® file, and then import this file into a driving scenario. Then, add a vehicle to the scenario and simulate the scenario.
- 3 **Integrate scene into Unreal Engine scenario:** Export the RoadRunner scene to an Unreal Engine® game and connect a Simulink® model to this scene. The imported driving scenario specifies vehicle poses. Add sensors to the vehicle and the simulate the scenario.
- 4 **Integrate scene into lane following application:** Using the techniques described in the previous sections, you integrate the RoadRunner scene into a scenario for highway lane following. Then, you add additional target vehicles to the scenario and simulate the system in a scenario that transitions from no shadows to shadows.
- 5 **Explore additional scenarios:** Simulate additional scenarios for lane marking and road type variations. Apply these techniques to your own design.

You can use the modeling patterns and techniques used in this example to import your own scenes and test your algorithms.

In this example, you enable system-level simulation through integration with the Unreal Engine from Epic Games®. This simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error(['3D Simulation is only supported on Microsoft', char(174), ...
        ' Windows', char(174), '.']);
end
```

To ensure reproducibility of the simulation results, set the random seed.

```
rng(0);
```

This example also requires you to download the Automated Driving Toolbox™ Interface for Unreal Engine 4 Projects support package.

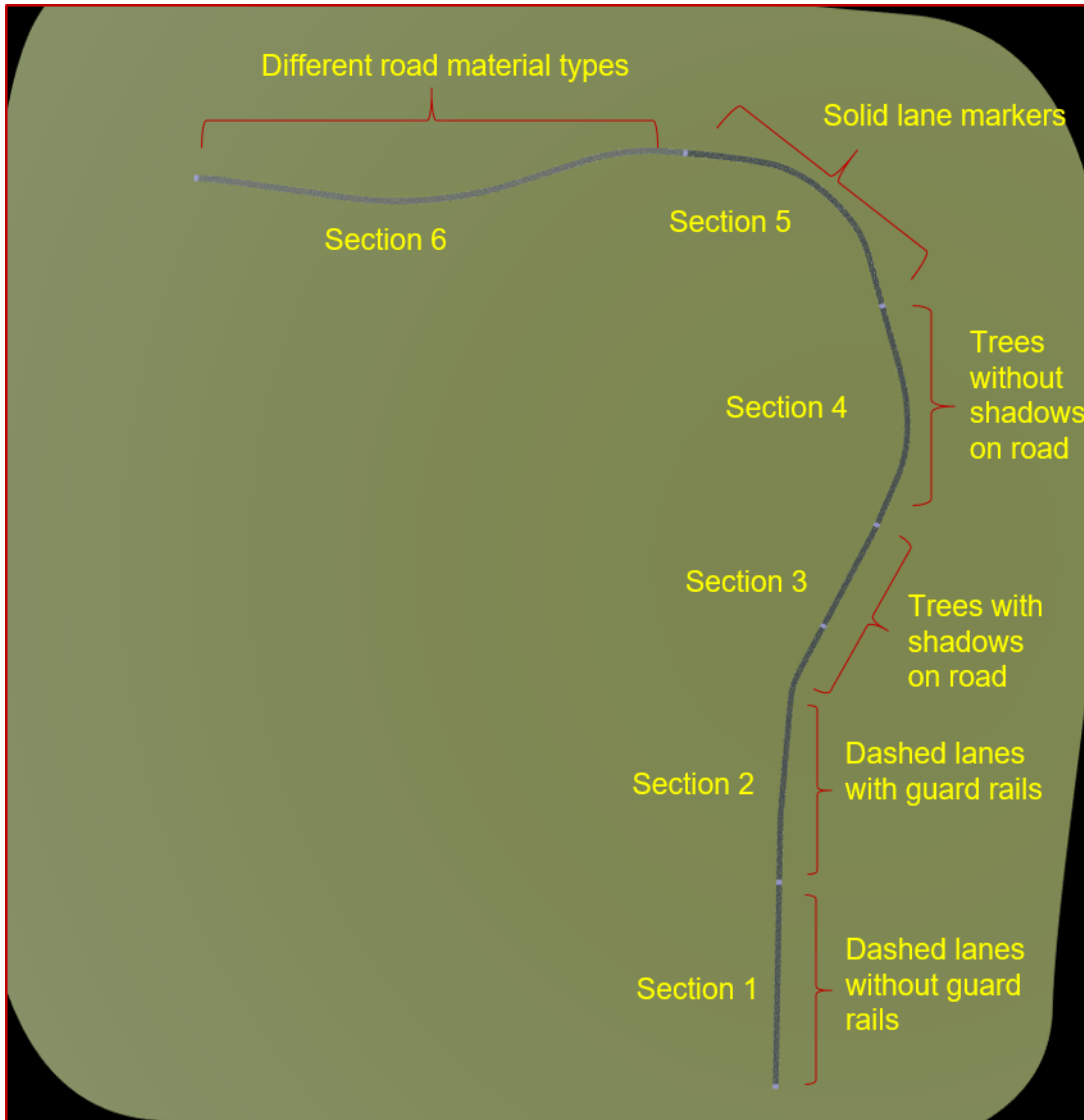
```
pathToUnrealExe = fullfile(...  
    matlabshared.supportpkg.getSupportPackageRoot,...  
    "toolbox","shared","sim3dprojects","driving","RoadRunnerScenes",...  
    "WindowsPackage", "RRScene.exe");  
if (~exist(pathToUnrealExe, 'file'))  
    error('This example requires you to download and install Automated Driving Toolbox Interface  
end
```

### **Review Scene**

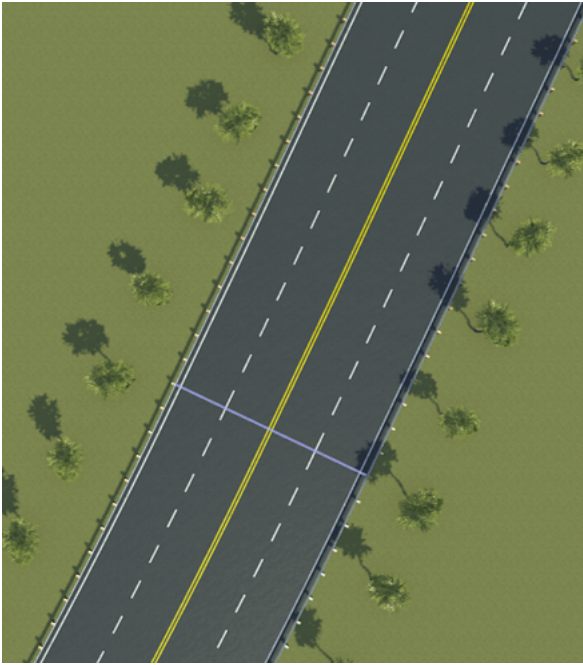
This example includes a scene (`RRHighway.rrscene`) that was designed in RoadRunner. If you have RoadRunner installed, you can follow the workflow in the “RoadRunner Project and Scene System” (RoadRunner) topic to open the `RRHighway.rrscene` scene.

This scene is designed to pose challenges to the lane following system. This image shows that the road network is divided into six sections. Each section incrementally adds variations to the scene as follows:

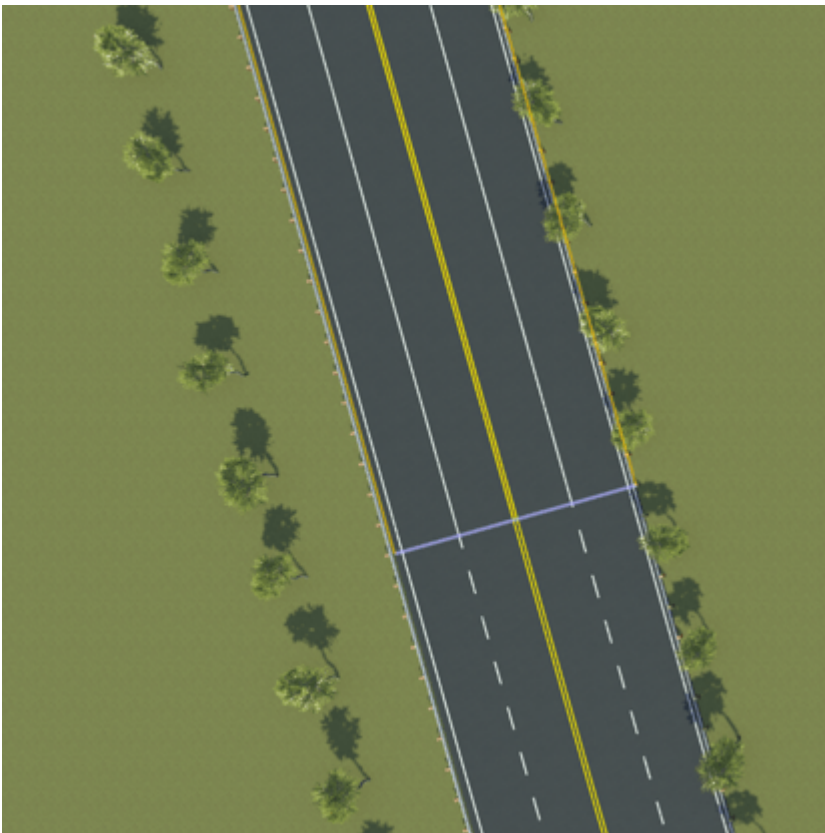
- Section 1 contains dashed lanes without guard rails.
- Section 2 contains dashed lanes with guard rails.
- Section 3 adds trees that do cast shadows on the lane markings.
- Section 4 contains trees that do not cast shadows on lane markings.
- Section 5 contains solid lane markings instead of dashed lane markings.
- Section 6 road material with lighter texture in comparison with other sections of the road.



For example, the following image shows the transition between Section-3 (with trees that do not cast shadows on the lane markings) and Section-4 (with trees that do cast shadows on lane markings).



The following image shows the transition between Section-4 (with dashed lane markings) and Section-5 (with solid lane markings).





The following image shows the transition between Section-5 (with darker road material) and Section-6 (with lighter road material).



### **Integrate Scene into Driving Scenario**

A common motivation for importing scenes into a driving scenario is to enable the addition of vehicles and trajectories, either interactively or programmatically. You can integrate a road network from a RoadRunner scene into a driving scenario by using these steps:

- 1 Export OpenDRIVE file from RoadRunner.
- 2 Import OpenDRIVE file into driving scenario.
- 3 Add vehicle and trajectory to driving scenario.
- 4 Simulate driving scenario.

### **Export OpenDRIVE File from RoadRunner**

RoadRunner enables you to export scenes to many file formats, include OpenDRIVE®. To learn more about the OpenDRIVE export workflow, see “Export to ASAM OpenDRIVE” (RoadRunner). This example includes an OpenDRIVE file (`RRHighway.xodr`) that was exported from the RoadRunner scene (`RRHighway.rrscene`) using the process described in that topic.

### **Import OpenDRIVE File into Driving Scenario**

OpenDRIVE files can be imported into cuboid driving scenarios. To learn more about this workflow, see “Highway Trajectory Planning Using Frenet Reference Path” on page 8-723.

Create a driving scenario and import the OpenDRIVE road network. For the purposes of this example, turn off the warnings from the OpenDRIVE importer.

```
scenario = drivingScenario;
```

Turn off warning from OpenDRIVE importer for example purpose

```
warning('off','driving:scenario:OpenDRIVEWarnings');  
roadNetwork(scenario,"OpenDrive","RRHighway.xodr");
```

### Add Vehicle and Trajectory to Driving Scenario

You can add vehicles to a scenario either programmatically or interactively. This example shows the programmatic workflow. To add vehicles interactively, use the **Driving Scenario Designer** app.

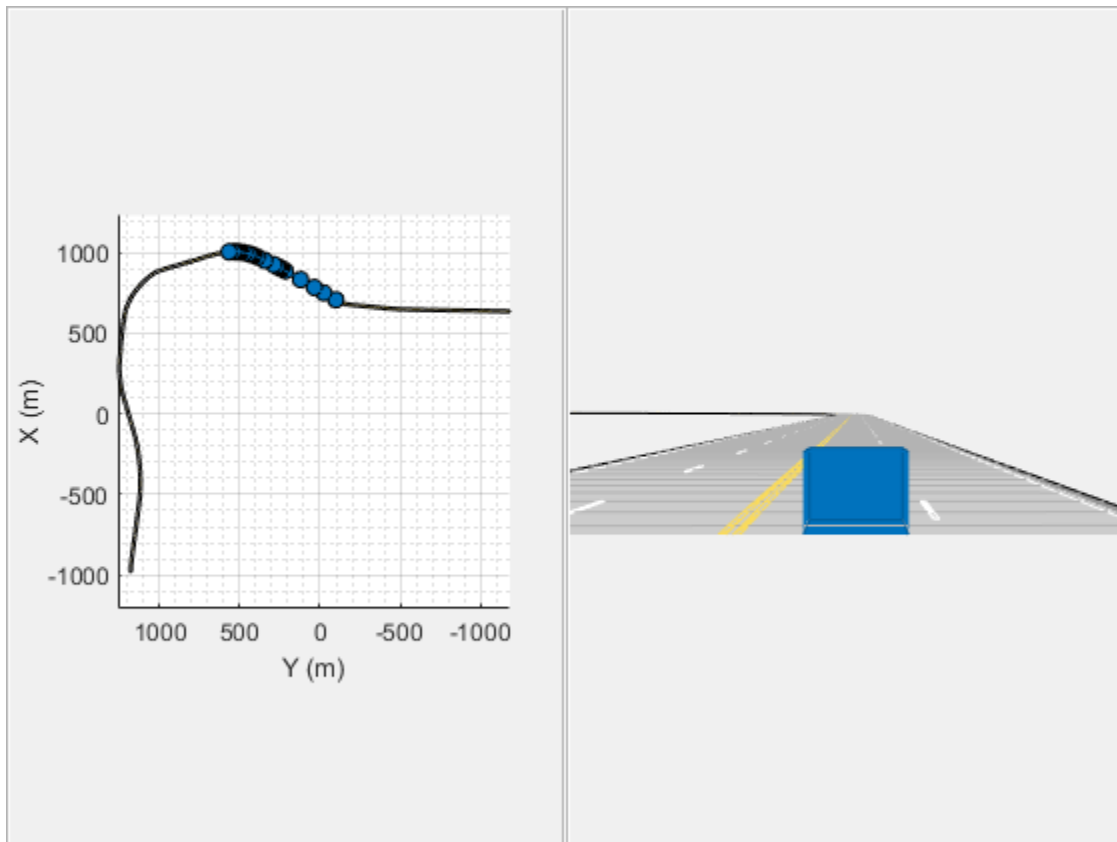
Add a vehicle to the road network using a set of predefined waypoints. These waypoints are attached as a supporting file, `manualWaypoints.mat`.

```
v = vehicle(scenario,"ClassID", 1);  
load("manualWaypoints.mat","waypoints");  
speed = 20; % m/s  
trajectory(v, waypoints, speed);
```

### Simulate Driving Scenario

Plot the driving scenario in world coordinates. Also plot the scenario from the vehicle perspective by using a chase plot.

```
hFigScenario = figure;  
p1 = uipanel("Position",[0 0 0.5 1]);  
h1 = axes("Parent",p1);  
plot(scenario,"Waypoints","On","Parent",h1);  
p2 = uipanel("Position",[0.5 0 0.5 1]);  
h2 = axes("Parent",p2);  
chasePlot(v,"Parent",h2);
```



Set the visibility of the figure to off.

```
set(hFigScenario, 'Visible', 'Off');
```

You can optionally continue to explore, simulate, and edit the scenario in Driving Scenario Designer `drivingScenarioDesigner(scenario)`.

### Integrate Scene into Unreal Engine Scenario

A common motivation for importing scenes into Unreal Engine is to enable simulation systems with camera, radar, and lidar sensor models. You can integrate a RoadRunner scene with an Unreal Engine driving scenario simulation using these steps:

- 1 Export Unreal Engine scene from RoadRunner.
- 2 Configure Unreal Engine scene.
- 3 Create test bench model.
- 4 Simulate test bench model.

### Export Unreal Engine Scene from RoadRunner

RoadRunner enables exporting to Unreal Engine scene. To learn more about this workflow, see “Export to Unreal Using Filmbox (.fbx) File” (RoadRunner). The workflow includes exporting Filmbox (.fbx) and XML files, which can be imported into the Unreal Editor. After you open a scene in the Unreal Engine editor, you might want to adjust other scene aspects such as lighting.

This example uses an Unreal Engine scene (RRHighway) that was exported from the RoadRunner scene (RRHighway.rrscene).

### Configure Unreal Engine Scene

The Unreal Engine scene can co-simulate with Simulink using a `MathWorksSimulation` plugin from the Automated Driving Toolbox Interface for Unreal Engine 4 Projects support package. To install the support package, follow the steps in “Install Support Package for Customizing Scenes” on page 6-46.

The Unreal Engine scene (RRHighway) used in this example has been compiled with the `MathWorksSimulation` plugin.

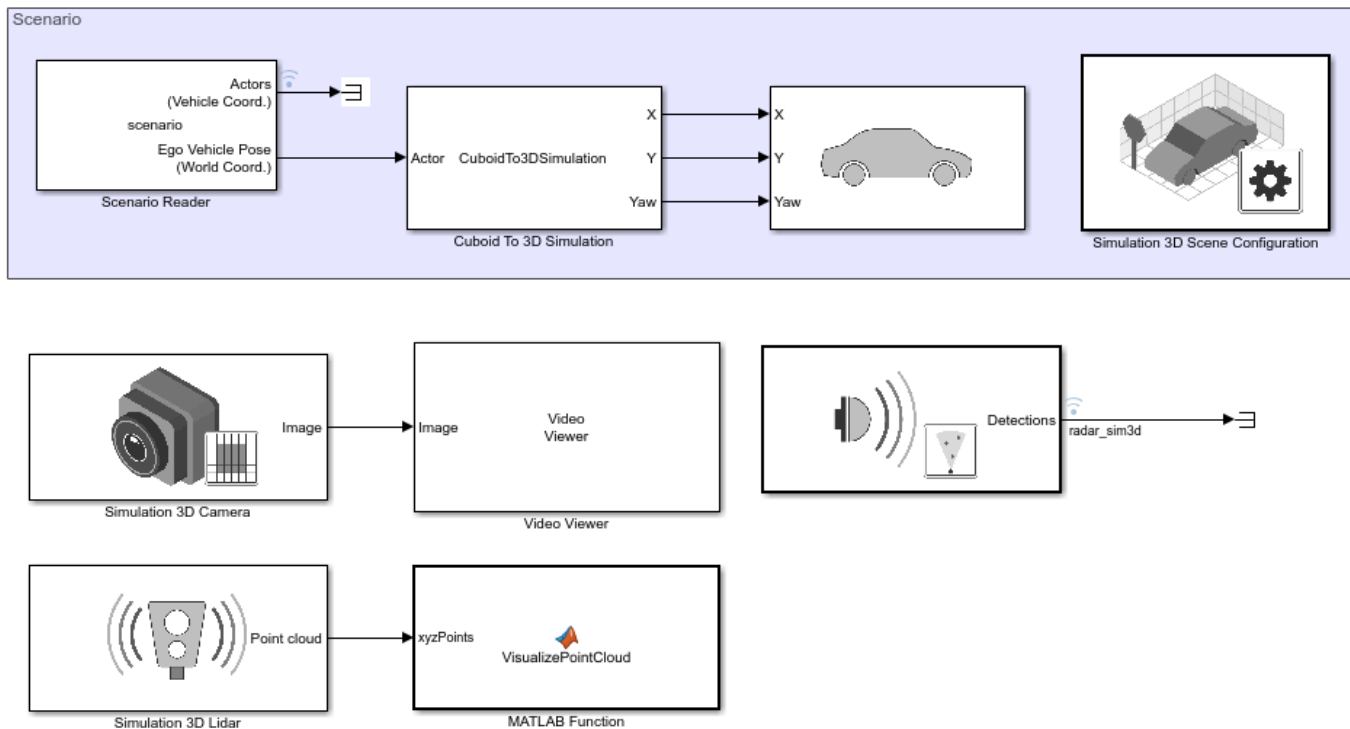
### Create Test Bench Model

You can connect a Simulink model to the Unreal Engine for co-simulation. To learn more about this workflow, see “Simulate Simple Driving Scenario and Sensor in Unreal Engine Environment” on page 6-21. The open-loop test bench model (RRHighwayTestBench.slx) uses this workflow to connect to the Unreal Engine scene (RRHighway).

Open the test bench model for the scenario.

```
open_system("RRHighwayTestBench");
```

#### Road Runner Highway Test Bench



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Opening this model runs the `helperSLRRHighwaySetup` script. This script configures the Simulation 3D Scene Configuration block in the `RRHighwayTestBench` model.

This model contains blocks that enable simulating a driving scenario with Unreal Engine.

- Scenario Reader reads the driving scenario from the base workspace and outputs the ego vehicle pose.
- Simulation 3D Scene Configuration enables connection to the `RRHighway` scene.
- Simulation 3D Vehicle with Ground Following controls the pose of a vehicle in the scene
- Vehicle To World converts actor poses from the coordinates of the input ego vehicle to the world coordinates of the scenario.
- Simulation 3D Camera synthesizes camera images.
- Simulation 3D Probabilistic Radar synthesizes radar detections.
- Simulation 3D Lidar synthesizes lidar point cloud data.

The model also contains blocks to visualize the camera and lidar sensors. You can use the Bird's-Eye Scope to visualize radar and vision detections from a bird's-eye view. To learn how to configure this scope, see “Visualize Sensor Data from Unreal Engine Simulation Environment” on page 6-37.

### Simulate Test Bench Model

Simulate the model. The vehicle follows the trajectory defined in the driving scenario.

```
sim("RRHighwayTestBench");
```



### Integrate Scene into Lane Following Application

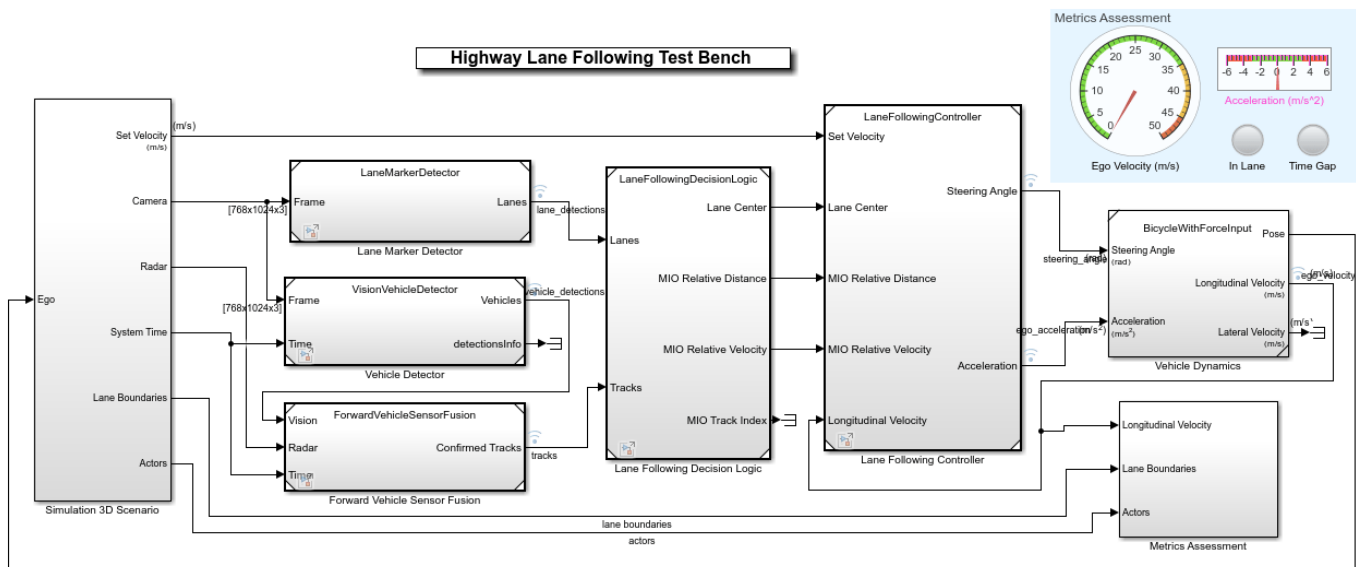
You can reuse the techniques described in the previous sections to simulate and assess a closed-loop system such as the highway lane following application. This section reuses models, helper functions, and techniques described in the “Highway Lane Following” on page 8-893 example.

To explore the test bench model, open a working copy of the project example files. MATLAB™ copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot, "toolbox", "driving", "drivingdemos"));
helperDrivingProjectSetup("HighwayLaneFollowing.zip", "workDir", pwd);
```

Open and configure the system level test bench model.

```
open_system("HighwayLaneFollowingTestBench");
scenarioFcnName = "scenario_RRHighway_01_NoShadowToShadow";
helperSLHighwayLaneFollowingSetup("scenarioFcnName", scenarioFcnName);
```



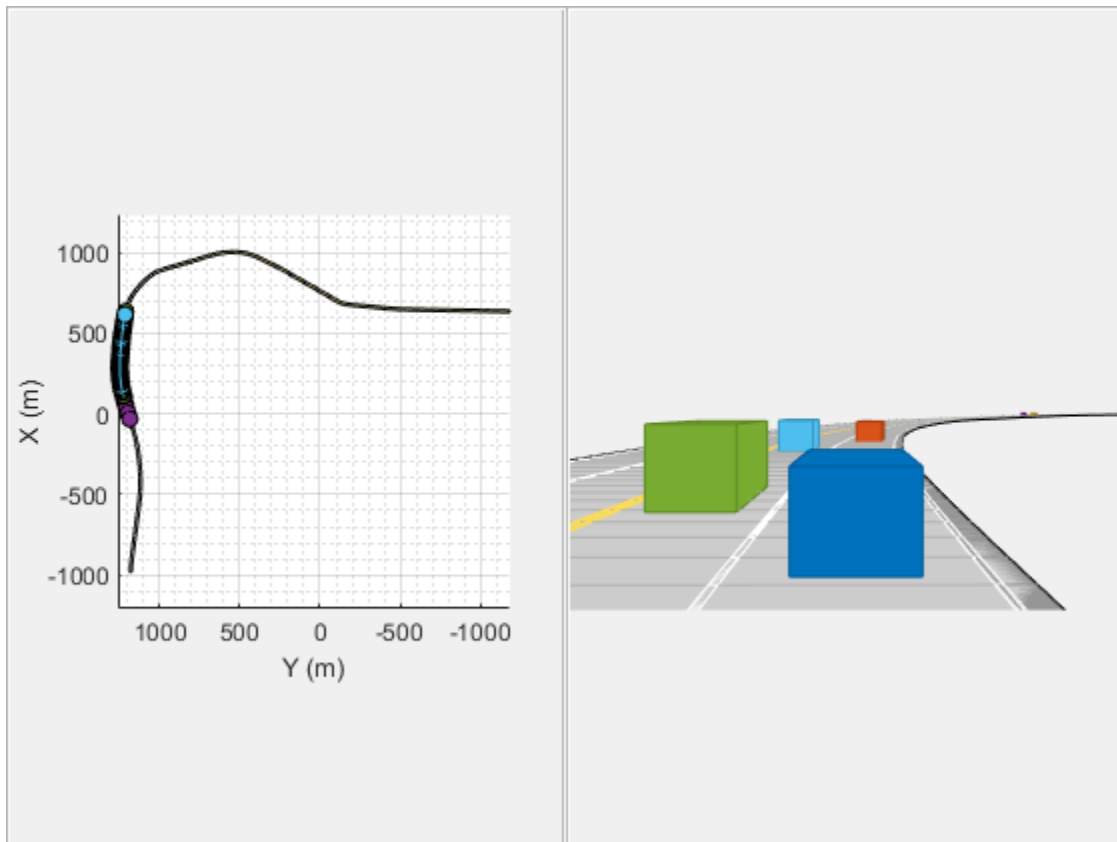
Copyright 2019-2021 The MathWorks, Inc.

## Integrate Scene into Driving Scenario

The first argument to the `helperSLHighwayLaneFollowingSetup` is the name of a function that creates a driving scenario that is compatible with the `HighwayLaneFollowingTestBench`. The `scenario_RRHighway_01_NoShadowToShadow` function creates this driving scenario. It imports the `RRHighway.xodr` OpenDRIVE file and adds vehicles around the road segment that transitions from no shadow to shadow. You can explore this function to learn more about programmatic techniques for creating scenarios. It leverages several helper functions that you can use to simplify adding vehicle and their trajectories to the imported road network. Explore the `scenario_RRHighway_01_NoShadowToShadow` to know more about the helper functions and their usage.

The `helperSLHighwayLaneFollowingSetup` function creates a variable scenario in the base workspace. Plot this scenario and notice the region of the scene that will be simulated.

```
hFigScenario = figure;
p1 = uipanel("Position",[0 0 0.5 1]);
h1 = axes("Parent",p1);
plot(scenario,"Waypoints","On","Parent",h1);
p2 = uipanel("Position",[0.5 0 0.5 1]);
h2 = axes("Parent",p2);
chasePlot(scenario.Operators(1),"Parent",h2)
```



Set the visibility of the figure to off.

```
set(hFigScenario, "Visible", "Off");
```

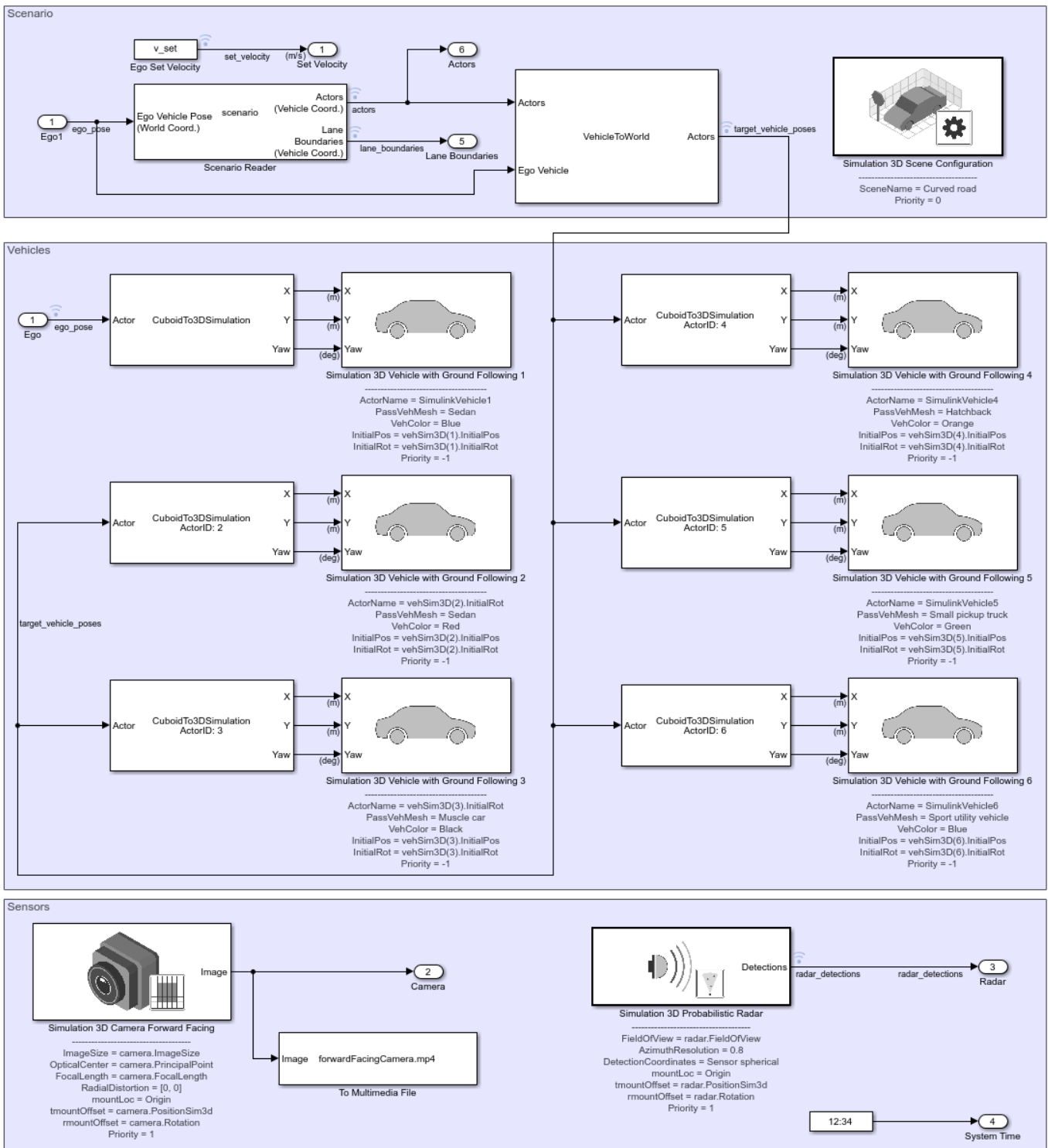
### **Integrate Scene into Unreal Engine Scenario**

The HighwayLaneFollowingTestBench model contains algorithm components for vision detection, forward vehicle sensor fusion, and controls. The Simulation 3D Scenario subsystem integrates the model with the driving scenario and the corresponding Unreal Engine game.

Open the Simulation 3D Scenario subsystem.

```
open_system("HighwayLaneFollowingTestBench/Simulation 3D Scenario")
```

Simulation 3D Scenario



Notice that this subsystem reuses the modeling techniques and blocks described previously in this example.



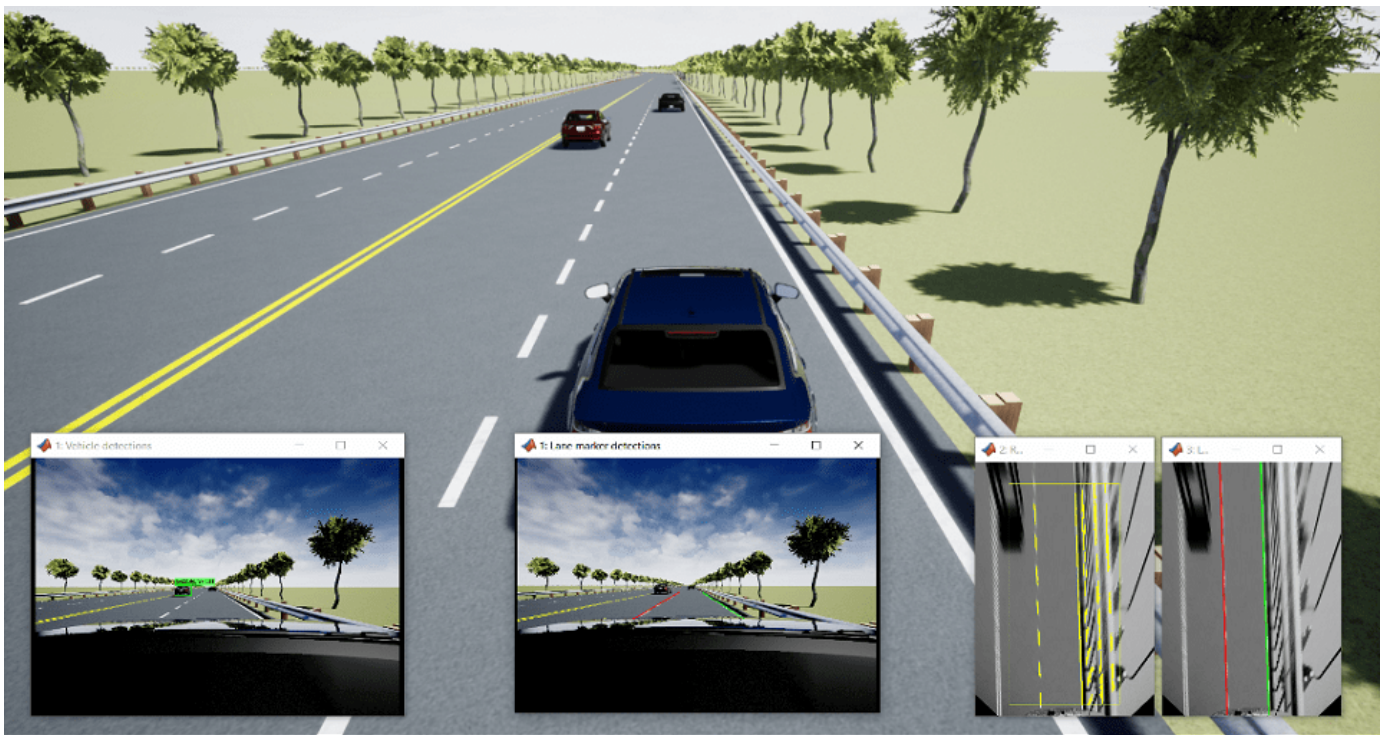
The primary differences are:

- The ego vehicle is under closed-loop control.
- Target vehicles are added to the scenario.
- The lane following example does not use a lidar sensor.

Simulate the model to see the ego vehicle behavior for the scenario.

```
sim("HighwayLaneFollowingTestBench");
```

The system is able to detect and follow lanes in the conditions where shadows are present. For more details on how to analyze the simulation results, refer to the “Highway Lane Following” on page 8-893 example.



Close the figure.

```
close(hFigScenario);
```

### Explore Additional Scenarios

This example provides additional scenarios that you can use to test the system behavior.

- `scenario_RRHighway_02_DashedToSolidMarkings` function configures the test scenario such that the ego vehicle navigates from Section 4 to Section 5 of the scene. This enables testing the lane following application for the transition from dashed lane markings to solid lane markings.
- `scenario_RRHighway_03_DarkToLightRoadMaterial` function configures the test scenario such that the ego vehicle navigates from Section 5 to Section 6 of the scene. This enables testing the lane following application for the transition from darker textured road material to lighter textured road material.

You can configure the model and workspace with these scenarios by using the `helperSLHighwayLaneFollowingSetup` function. For example, this code configures the test bench to simulate a scenario in the region where the road material changes.

```
helperSLHighwayLaneFollowingSetup("scenarioFcnName",...  
    "scenario_RRHighway_03_DarkToLightRoadMaterial");
```

Enable the warnings from OpenDRIVE importer.

```
warning('on','driving:scenario:OpenDRIVEWarnings');
```

You can apply these techniques to integrate RoadRunner scenes into driving scenarios for simulation and testing of your systems.

## See Also

### Blocks

[Simulation 3D Scene Configuration](#) | [Simulation 3D Probabilistic Radar](#) | [Simulation 3D Camera](#) | [Simulation 3D Probabilistic Radar](#) | [Scenario Reader](#) | [Simulation 3D Vehicle with Ground Following](#)

### Functions

[drivingScenario](#) | [vehicle](#) | [roadNetwork](#)

### Apps

[Driving Scenario Designer](#)

## More About

- “Highway Lane Following” on page 8-893
- “Highway Lane Following with Intelligent Vehicles” on page 8-1082

## Export Multiple Scenes Using MATLAB

This example shows how to bulk-export scenes from a RoadRunner project to one of the file formats supported by RoadRunner. In this example, you export scenes to the ASAM OpenDRIVE® file format using MATLAB® functions.

To run this example, you must:

- Have an Automated Driving Toolbox® license.
- Have a RoadRunner® license and the product is installed.
- Have created a RoadRunner project folder.

### Start RoadRunner Programmatically

To use MATLAB functions to control RoadRunner programmatically, use the `roadrunner` object. By default, `roadrunner` opens RoadRunner from the default installation folder for the platform you are using (either Windows® or Linux®). These are the default installation locations by platform:

- Windows - C:\Program Files\RoadRunner *R20NNx*\bin\win64
- Linux, Ubuntu® - /usr/local/RoadRunner\_*R20NNx*\bin\glx64

*R20NNx* is the MATLAB version for the release you are using.

If your RoadRunner installation is at a different location than the default location, use MATLAB `settings` API to customize the default value of the RoadRunner installation folder.

### Export Scene from RoadRunner to ASAM OpenDRIVE

Export a scene from a RoadRunner project to the ASAM OpenDRIVE format using MATLAB.

Open a project in RoadRunner using the `roadrunner` function by specifying the location in which to create a project. This example assumes that RoadRunner is installed in its default location in Windows.

Specify the path to an existing project. For example, this code shows the path to a project located on C:\RR\MyProject. The function returns a `roadrunner` object, `rrApp`, that provides functions for performing basic workflow tasks such as opening, closing, and saving scenes and projects.

```
projectFolder = "C:\RR\MyProject";
rrApp = roadrunner(projectFolder,InstallationFolder="C:\Program Files\RoadRunner R2022b\bin\win64");
```

Open a scene in the project by using the `openScene` function with the `roadrunner` object and the RoadRunner scene you wish to open as input arguments. This example uses the `FourWaySignal.rrscene` scene, which is one of the scenes included by default in RoadRunner projects, and is located in the `Scenes` folder of the project.

```
sceneName = "FourWaySignal.rrscene";
openScene(rrApp,sceneName);
```

Set export options by creating an `openDriveExportOptions` object to enable export of signals and objects from the file.

```
options = openDriveExportOptions(OpenDriveVersion=1.5,ExportSignals=true,ExportObjects=true);
```

Use the `exportScene` function to export the scene to ASAM OpenDRIVE. Specify your roadrunner object, the name of the file to which you want to export the scene, the export format, and the export options as input arguments to the `exportScene` function.

```
filename = "FourWaySignal.xodr";
formatname = "OpenDRIVE";
exportScene(rrApp,filename,formatname,options);
```

### Export Multiple Scenes from RoadRunner to ASAM OpenDRIVE Format

Export multiple scenes in a RoadRunner project to ASAM OpenDRIVE® format using MATLAB.

Open a project in RoadRunner using the `roadrunner` function by specifying the location in which to create a project. This example assumes that RoadRunner is installed in its default location in Windows.

Specify the path to an existing project. For example, this code shows the path to a project located on `C:\RR\MyProject`. The function returns a `roadrunner` object, `rrApp`, that provides functions for performing basic workflow tasks such as opening, closing, and saving scenes and projects.

```
demoProj = fullfile('C:', 'DemoProject');
rrApp = roadrunner(demoProj,InstallationFolder="C:\Program Files\RoadRunner R2022b\bin\win64");
```

Specify the path to the scene files you wish to export. You must specify the path to the Scenes folder in your RoadRunner project, which contains all the scenes in that project.

```
sceneFiles = dir(fullfile(demoProj, 'Scenes', '*.rrscene'));
scenes = {sceneFiles.name};
```

Specify the path to your export folder. This is the folder into which RoadRunner exports all your scene files. Iterate through all the scene files, opening each scene using the `openScene` function and then calling the `exportScene` function to export the open scene to the ASAM OpenDRIVE format.

```
exportFolder = fullfile('C:', 'OpenDRIVE');
for sndx = 1:numel(scenes)
    openScene(rrApp,scenes{sndx});
    [~,fileName] = fileparts(scenes{sndx});
    exportFilePath = [fullfile(exportFolder,fileName) '.xodr'];
    exportScene(rrApp,exportFilePath, 'OpenDRIVE');
end
```

Once all the scene files have been exported, close the RoadRunner application by using the `close` function.

```
close(rrApp);
```

### Extend RoadRunner Export Options

To customize the script further, you can specify non-default export settings or specify other file formats. For more details on supported formats, see the `exportScene` function. For additional flexibility in exporting scenes, consider exporting the scene using custom export options. For more details, see the `exportCustomFormat` function.

### See Also

`roadrunner` | `openScene` | `exportScene` | `close`

## **Related Examples**

- “Export to ASAM OpenDRIVE” (RoadRunner)
- “Convert Asset Data Between RoadRunner and ASAM OpenDRIVE” (RoadRunner)

## Convert Scenes Between Formats Using MATLAB Functions

This example shows how to import RoadRunner scenes from one file format and export those scenes to a different format. In this example, you import ASAM OpenDRIVE® files into scenes, save them to a project, and export the scenes to export them to Filmbox® FBX® files using MATLAB® functions.

To run this example, you must:

- Have an Automated Driving Toolbox® license.
- Have a RoadRunner® license and the product is installed.
- Have created a RoadRunner project folder.

### Start RoadRunner Programmatically

To use MATLAB functions to control RoadRunner programmatically, use the `roadrunner` object. By default, `roadrunner` opens RoadRunner from the default installation folder for the platform you are using (either Windows® or Linux®). These are the default installation locations by platform:

- Windows - C:\Program Files\RoadRunner R20NNx\bin\win64
- Linux, Ubuntu® - /usr/local/RoadRunner\_R20NNx/bin/glnxa64

R20NNx is the MATLAB release you are using.

If your RoadRunner installation is at a different location than the default location, use MATLAB `settings` API to customize the default value of the RoadRunner installation folder.

### Import and Export of Multiple Scenes

Import multiple scenes from the ASAM OpenDRIVE format and export them to the FBX format.

Open a project in RoadRunner using the `roadrunner` function by specifying the location in which to create a project. This example assumes that RoadRunner is installed in its default location in Windows.

Specify the path to an existing project. For example, this code shows the path to a project located on C:\RR\MyProject. The function returns a `roadrunner` object, `rrApp`, that provides functions for performing basic workflow tasks such as opening, closing, and saving scenes and projects.

```
demoProj = fullfile('C:', 'DemoProject');
rrApp = roadrunner(demoProj, InstallationFolder="C:\Program Files\RoadRunner R2022b\bin\win64 ");
```

Specify the paths to the ASAM OpenDRIVE files you want to import and to the folder into which you want to export the Filmbox files.

```
odrFolder = fullfile('C:', 'OpenDRIVE');
odrFiles = dir(fullfile(odrFolder, '*.xodr'));
exportFolder = fullfile('C:', 'Filmbox');
```

Import the ASAM OpenDRIVE files and export them to the FBX format. Import each ASAM OpenDRIVE file into a new scene by using the `newScene` function to create a new scene in your project, then specifying the file path for each scene to import to the `importScene` function. Then, export the imported scene to a file by using the `exportScene` function.

```
for fndx = 1:length(odrFiles)
    newScene(rrApp);
```

```
importFilePath = fullfile(odrFolder,odrFiles(fndx).name);
importScene(rrApp,importFilePath,"OpenDRIVE");
[~,fileName] = fileparts(odrFiles(fndx).name);
exportFilePath = [fullfile(exportFolder,fileName) '.fbx'];
exportScene(rrApp,exportFilePath,"Filmbox");
end
```

Once all the scenes have been exported, close the RoadRunner application by using the `close` function.

```
close(rrApp);
```

### Extend RoadRunner Export Options

To customize the script further, you can specify non-default import and export settings or specify other file formats. For more details on supported formats, see the `importScene` and `exportScene` functions. For additional flexibility in exporting scenes, consider exporting the scene using custom export options. For more details, see the `exportCustomFormat` function.

### See Also

`roadrunner` | `newScene` | `exportScene` | `exportCustomFormat` | `importScene` | `close`

### Related Examples

- “Importing ASAM OpenDRIVE Files” (RoadRunner)
- “Export to FBX” (RoadRunner)

## Simulate a RoadRunner Scenario Using MATLAB Functions

This example shows how to run and visualize scenarios in RoadRunner Scenario using MATLAB functions. You can use MATLAB functions to control RoadRunner Scenario programmatically. Common programmatic tasks that you can perform include:

- Open and close the RoadRunner Scenario application.
- Open, close, and save scenes, scenarios, and projects.
- Import and export scenarios.

RoadRunner Scenario enables you to interactively design and simulate agents in scenarios. To verify the behavior of these agents, it is often helpful to automate the process of running and analyzing the results of scenario simulations. In this example, you learn how to use Automated Driving Toolbox® to launch RoadRunner Scenario, configure and run a simulation, and then plot simulation results.

To run this example, you must:

- Have an Automated Driving Toolbox® license.
- Have a RoadRunner license and the product is installed.
- Have a RoadRunner Scenario license and the product is installed.
- Have created a RoadRunner project folder.

### Set Up Environment to Launch RoadRunner Scenario

To use MATLAB functions to control RoadRunner Scenario programmatically, use the `roadrunner` object. By default, `roadrunner` opens RoadRunner from the default installation folder for the platform you are using (either Windows® or Linux®). These are the default installation locations by platform:

- Windows - C:\Program Files\RoadRunner *R20NNx*\bin\win64
- Linux, Ubuntu® - /usr/local/RoadRunner\_*R20NNx*\bin\glxa64

*R20NNx* is the MATLAB release you are using.

If your RoadRunner Scenario installation is at a different location than the default location, use the MATLAB `settings` API to customize the default value of the RoadRunner Scenario installation folder.

### Open RoadRunner Scenario Session

You can use the `roadrunner` function to create a `roadrunner` object and launch a RoadRunner Scenario session. The `roadrunner` function requires an argument that specifies the location of a RoadRunner project. A RoadRunner project folder typically contains these subfolders: `Assets`, `Exports`, `Project`, `Scenarios`, and `Scenes`.

Open a project in RoadRunner using the `roadrunner` function by specifying the location in which to create a project. This example assumes that RoadRunner is installed in its default location in Windows.

Specify the path to an existing project. For example, this code shows the path to a project located on C:\RR\MyProject. The function returns a `roadrunner` object, `rrApp`, that provides functions for performing basic workflow tasks such as opening, closing, and saving scenes and projects.



```
rrProj = "C:\RR\MyProject";
rrApp = roadrunner(rrProj,InstallationFolder="C:\Program Files\RoadRunner R2022b\bin\win64");
```

Open an existing scenario in RoadRunner Scenario by using the `openScenario` function and specifying the `rrApp` object and the specific scenario filename that you want to open. For example, open the `TrajectoryCutIn` scenario file, which is a scenario included by default in RoadRunner projects. This function opens the desired scenario in the RoadRunner Scenario application through MATLAB.

```
openScenario(rrApp,"TrajectoryCutIn.rrscenario");
```

### Simulate Scenario

Once the scenario is loaded into RoadRunner Scenario, automate the simulation tasks by using the `createSimulation` function to create a simulation object. The simulation object enables you to programmatically interact with the scenario simulation.

Specify the `rrApp` object as an input argument to the `createSimulation` function. The function creates a simulation object, `rrSim`.

```
rrSim = createSimulation(rrApp);
```

```
Connection status: 1
```

```
Connected to RoadRunner Scenario server on localhost:59151, with client id {1c6fd5fc-736d-4cd9-90
```

Set a maximum simulation time of 10 seconds. Use the `set` function and specify the `rrSim` object, name of the variable to set, and the value for that variable as input arguments.

```
maxSimulationTimeSec = 10;
set(rrSim,'MaxSimulationTime',maxSimulationTimeSec);
```

Enable simulation result logging so that you can plot the results later.

```
set(rrSim,"Logging","on");
```

Start the simulation. Use a `while` loop to monitor the status of the simulation, and wait for the simulation to complete.

```
set(rrSim,"SimulationCommand","Start");
while strcmp(get(rrSim,"SimulationStatus"),"Running")
    pause(1);
end
```

### Plot Agent Velocities

In this section, you retrieve the logged velocities of the actors from the simulation and plot their magnitudes against simulation time.

Get the logged results from the scenario. Use the `get` function and specify the `rrSim` object and `"SimulationLog"` as input arguments. The function returns the simulation logs in `rrLog`, which contains information about the simulation of the scenario.

```
rrLog = get(rrSim,"SimulationLog");
```

The `TrajectoryCutIn` scenario contains two actors. The red sedan has `Actor ID` set to 1, and the white sedan has `Actor ID` set to 2. Get the logged velocities of these actors from simulation log. Also, get the corresponding simulation times from the simulation logs.

```

velocityAgent1 = get(rrLog, 'Velocity', 'ActorID', 1);
velocityAgent2 = get(rrLog, 'Velocity', 'ActorID', 2);
time = [velocityAgent1.Time];

```

The function returns the velocities of the red sedan and the white sedan as vectors and stores them in the `velMagAgent1` and `velMagAgent2` variables, respectively. Calculate the magnitude of the velocity for each actor by using the `norm` function.

```

velMagAgent1 = arrayfun(@(x) norm(x.Velocity,2),velocityAgent1);
velMagAgent2 = arrayfun(@(x) norm(x.Velocity,2),velocityAgent2);

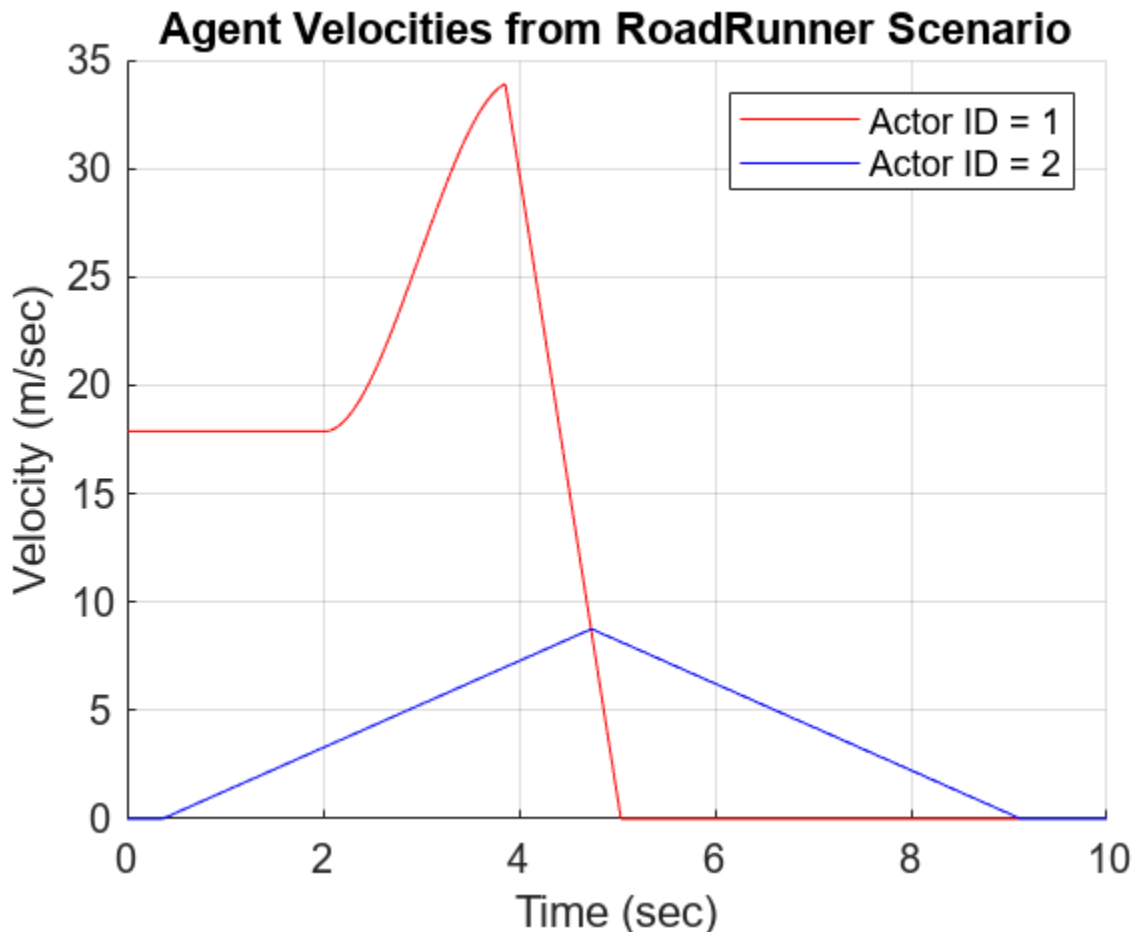
```

Plot the agent velocities with respect to simulation time using the `plot` function. Label the graph and the x and y axes.

```

figure
hold on
plot(time,velMagAgent1,"r")
plot(time,velMagAgent2,"b")
grid on
title("Agent Velocities from RoadRunner Scenario")
ylabel("Velocity (m/sec)")
xlabel("Time (sec)")
legend("Actor ID = 1","Actor ID = 2")

```



Notice that the velocities of the actors correspond to their specifications in the **Logic Editor** of RoadRunner Scenario.

### Plot Agent Velocities

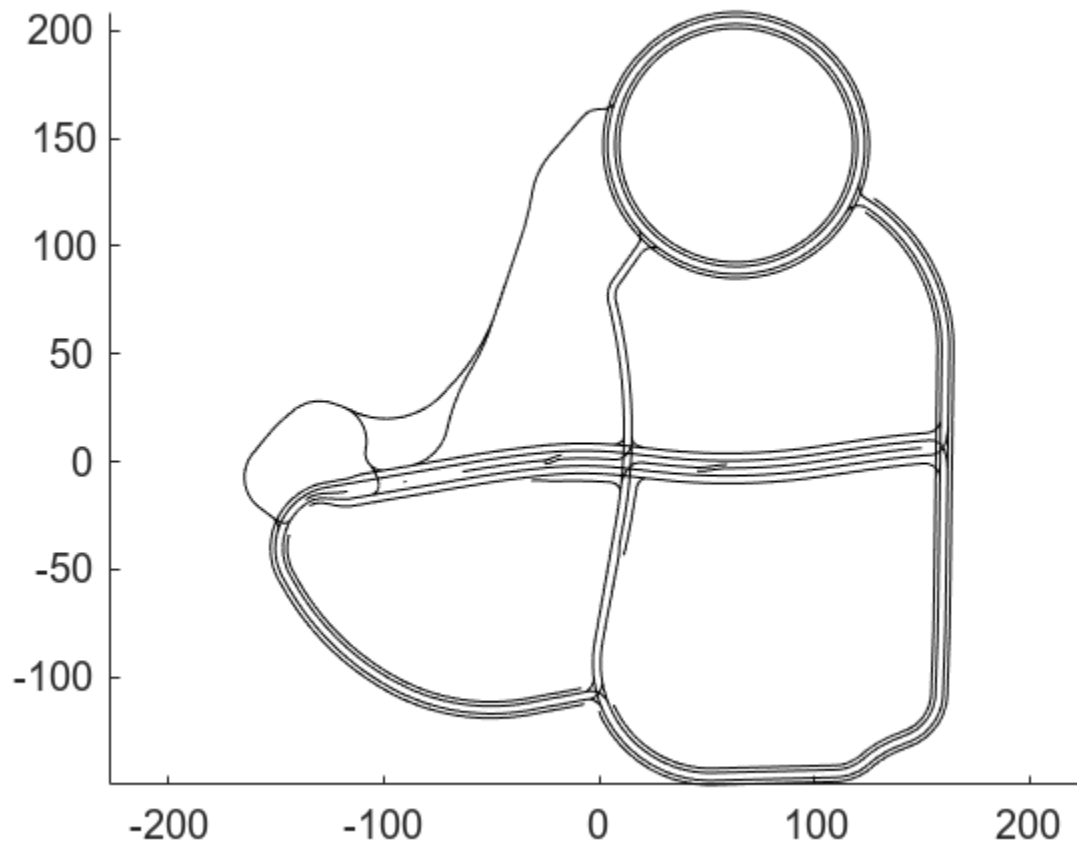
Plot the lanes from the RoadRunner scene and overlay the positions of vehicles on the map.

Get the HD Map specification from RoadRunner by using the `getMap` function. Notice that the function returns a structure and one of the fields contains information about the lanes.

```
hdMap = getMap(rrSim);
lanes = hdMap.map.lanes;
```

Loop through each of the lane specifications using a `for` loop and plot the lane coordinates.

```
figure
hold on
for i = 1:numel(lanes)
    control_points = lanes(i).geometry.values;
    x_coordinates = arrayfun(@(cp) cp.x,control_points);
    y_coordinates = arrayfun(@(cp) cp.y,control_points);
    plot(x_coordinates, y_coordinates, 'black');
end
axis equal
```

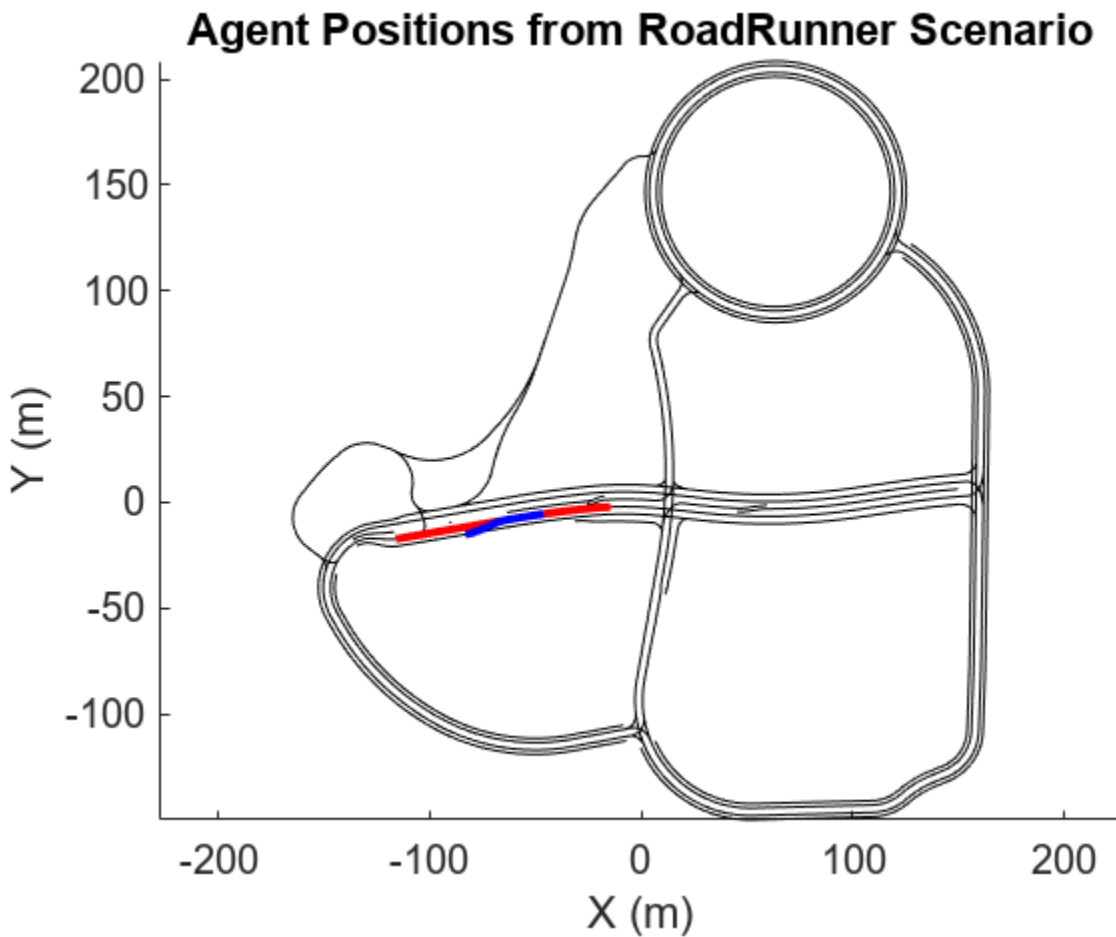


Extract the positions of the vehicles and plot them on the lanes.

```
poseActor1 = rrLog.get('Pose', 'ActorID', 1);
positionActor1_x = arrayfun(@(x) x.Pose(1,4), poseActor1);
positionActor1_y = arrayfun(@(x) x.Pose(2,4), poseActor1);
plot(positionActor1_x, positionActor1_y, "r", "LineWidth", 2)

poseActor2 = rrLog.get('Pose', 'ActorID', 2);
positionActor2_x = arrayfun(@(x) x.Pose(1,4), poseActor2);
positionActor2_y = arrayfun(@(x) x.Pose(2,4), poseActor2);
plot(positionActor2_x, positionActor2_y, "b", "LineWidth", 2)

title("Agent Positions from RoadRunner Scenario")
ylabel("Y (m)")
xlabel("X (m)")
```



```
figure(gcf)
```

### Close Scenario Session

To stop interacting with RoadRunner Scenario, close the simulation. Then close the application.

```
close(rrApp)
```

Close the open figure.

```
close all
```

### Further Exploration

In this example you learned about the basic capabilities of connecting to RoadRunner Scenario programmatically using MATLAB. To extend this script further, you can:

- Vary the scenario and vehicle actors in the scenario.
- Develop MATLAB and Simulink behaviors, publish actor behavior, simulate behaviors in RoadRunner Scenario simulation, and control simulations and access simulation parameters.

### See Also

`roadrunner` | `openScenario` | `createSimulation` | `Simulink.ScenarioLog` | `set` | `close` | `settings`

### Related Examples

- “Design and Simulate Scenarios” (RoadRunner Scenario)
- “Overview of Simulating RoadRunner Scenarios with MATLAB and Simulink” on page 7-2

## Build Pikes Peak RoadRunner 3D Scene Using RoadRunner HD Map

This example shows how to build a RoadRunner 3D scene for Pikes Peak, Colorado, using MATLAB functions. You can build a scene for the full road, or a section of Pikes Peak Road using a Keyhole Markup Language (KML) file containing its latitude-longitude coordinates and a Geostationary Earth Orbit Tagged Image File Format (GeoTIFF) file containing its elevation. Use Mapping Toolbox® to import the data files for the road.

### Import KML File for Pikes Peak

You can choose to build the RoadRunner HD Map for either a section of the road or the full road. Note that building a section of the road requires significantly less time than building the entire scene. In this example, you import the coordinates for the road centers into MATLAB from a KML file (Map data ©2022 Google), and then plot the data imported from the KML file to view the coordinates.

To build only a section of the road, specify `buildFullRoad` as `false`. To build the full road, specify it as `true`.

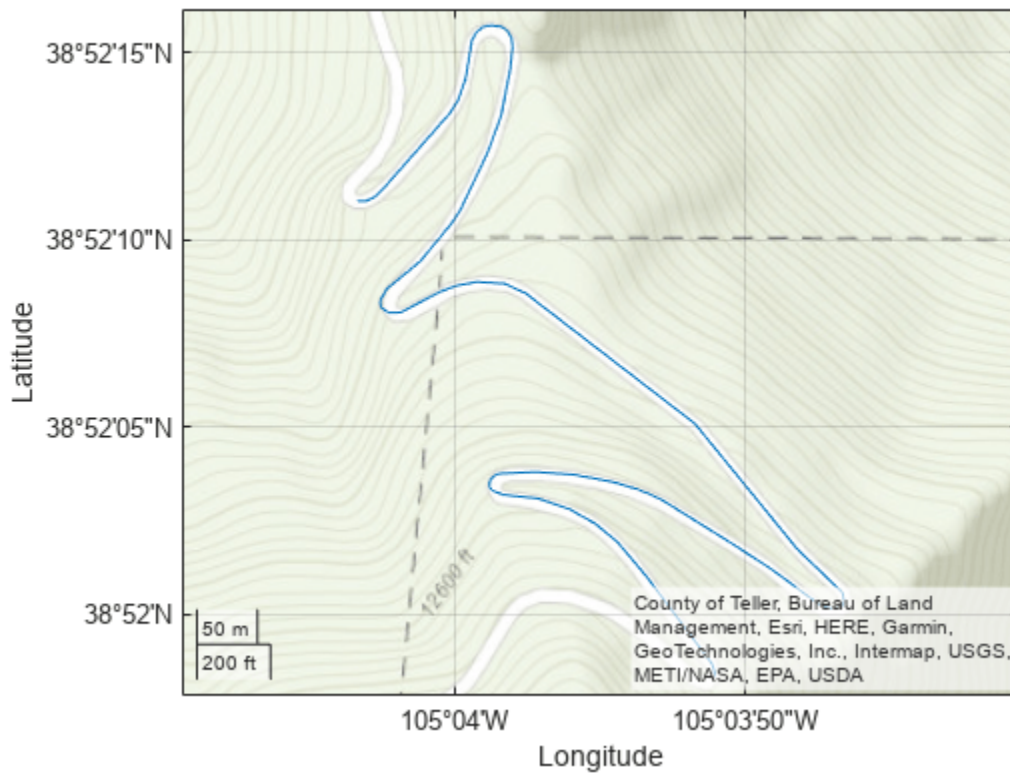
```
buildFullRoad = false;
```

Read the data from the KML file.

```
if buildFullRoad
    kmlData = readgeotable("PikesPeakFullRoadData.kml"); %#ok<*UNRCH>
else
    kmlData = readgeotable("PikesPeakRoadSectionData.kml");
end
```

Plot the coordinates of Pikes Peak road.

```
geoplot(kmlData)
geobasemap topographic
```



### Import GeoTIFF File for Pikes Peak Elevation

To include elevation for Pikes Peak Road, download terrain data for the area from the United States Geological Survey National Map Services, and query the elevations for the coordinates corresponding to the road. The data has been processed by cropping the USGS data to the Pikes Peak area.

United States Geological Survey National Map Services TNM Download

Convert the geospatial table to table of road centers to obtain the latitude and longitude coordinates for the road.

```
T = geotable2table(kmlData, ["Latitude", "Longitude"]);
[lat, lon] = polyjoin(T.Latitude, T.Longitude);
```

Query the elevations of the road coordinates from the terrain data.

```
[georefGrid, spatialRef] = readgeoraster('PikesPeak.tif', 'OutputType', 'double');
ctrElev = geointerp(georefGrid, spatialRef, lat, lon);
```

### Upsample Data

Because the data points obtained from the KML file are sparse, and the road contains sharp curves, you must upsample the data to avoid modeling inaccurate road lanes. You can upsample the data by using `helperRoadDimensions` helper function. First, you must convert the imported latitude and longitude coordinates to *xy-map* coordinates. Then, using the converted coordinates for the centers of the road, you must set the road width. In this example, Pikes Peak Road is a two-lane road, so you can assume a total road width of 7.4 meters based on the average lane width of 3.7 meters.

Compute the georeference origin as the center of the bounding quadrangle.

```
[latlim,lonlim] = geoquadline(lat,lon);
lat0 = mean(latlim);
lon0 = mean(lonlim);
```

Create a Transverse Mercator projection, customized for the region of interest.

```
wkt = ['PROJCS["WGS 84 / Transverse Mercator",' ...
      'GEOGCS["WGS 84",' ...
      'DATUM["WGS_1984",' ...
      'SPHEROID["WGS 84",6378137,298.257223563]],' ...
      'PRIMEM["Greenwich",0],' ...
      'UNIT["degree",0.0174532925199433,' ...
      'AUTHORITY["EPSG","9122"]],' ...
      'AUTHORITY["EPSG","4326"]],' ...
      'PROJECTION["Transverse_Mercator"],' ...
      'PARAMETER["latitude_of_origin", num2str(lat0,7) '], ' ...
      'PARAMETER["central_meridian", num2str(lon0,7) '], ' ...
      'PARAMETER["scale_factor",0.9996],' ...
      'PARAMETER["false_easting",0],' ...
      'PARAMETER["false_northing",0],' ...
      'UNIT["metre",1],' ...
      'AXIS["Easting",EAST],' ...
      'AXIS["Northing",NORTH]]'];
p = projcrs(wkt);
```

Project the latitude and longitude coordinates to xy-coordinates.

```
[x,y] = projfwd(p,lat,lon);
```

Define the road centers and the road width.

```
rdCtrs = [x y ctrElev];
rdWidth = 7.4;
```

Upsample the data for the lane boundaries to obtain a better result for the road curves.

```
[lftBndry,rgtBndry,ctrBndry] = helperRoadDimensions(rdCtrs,rdWidth);
```

### Create RoadRunner HD Map

Create the RoadRunner HD Map using the interpolated data, and modify the road to resemble Pikes Peak Road, which consists of two lanes and three lane boundaries. Then, apply a solid white marking to the outer lane boundaries and a double yellow marking between the two lanes for the entire length of the road.

Create an empty RoadRunner HD Map.

```
rrMap = roadrunnerHDMap;
```

To improve performance as the number of objects in the map increases, initialize the `Lanes` and `LaneBoundaries` properties of the HD Map.

```
rrMap.Lanes(2,1) = roadrunner.hdmap.Lane();
rrMap.LaneBoundaries(3,1) = roadrunner.hdmap.LaneBoundary();
```

Assign Lane property values. Use `deal` to match the input lists to the output lists.



```
[rrMap.Lanes.ID] = deal("Lane1", "Lane2");
[rrMap.Lanes.TravelDirection] = deal("Backward", "Forward");
[rrMap.Lanes.LaneType] = deal("Driving");
```

Average the coordinates of the left and right lane boundaries with the corresponding coordinates of the center lane boundary to obtain the lane centers.

```
lftLane = (lftBndry+ctrBndry)/2;
rgtLane = (rgtBndry+ctrBndry)/2;
[rrMap.Lanes.Geometry] = deal(lftLane, rgtLane);
```

Assign IDs and the corresponding coordinates to the three lane boundaries.

```
[rrMap.LaneBoundaries.ID] = deal("Left", "Center", "Right");
[rrMap.LaneBoundaries.Geometry] = deal(lftBndry, ctrBndry, rgtBndry);
```

Associate the lane boundaries to their lanes using their IDs. Note that both lanes share the center lane boundary.

```
leftBoundary(rrMap.Lanes(1), "Left", Alignment="Forward");
rightBoundary(rrMap.Lanes(1), "Center", Alignment="Forward");
leftBoundary(rrMap.Lanes(2), "Center", Alignment="Forward");
rightBoundary(rrMap.Lanes(2), "Right", Alignment="Forward");
```

Define the file path to the solid white lane marking asset.

```
solidWhiteAsset = roadrunner.hdmap.RelativeAssetPath(AssetPath="Assets/Markings/SolidSingleWhite");
```

Define the path to the solid double yellow lane marking asset. Add both lane markings to the HD Map.

```
doubleYellowAsset = roadrunner.hdmap.RelativeAssetPath(AssetPath="Assets/Markings/SolidDoubleYellow");
rrMap.LaneMarkings(2,1) = roadrunner.hdmap.LaneMarking();
[rrMap.LaneMarkings.ID] = deal("SolidWhite", "DoubleYellow");
[rrMap.LaneMarkings.AssetProperty] = deal(solidWhiteAsset, doubleYellowAsset);
```

Specify that the markings span the entire length of their lane boundary. Create a reference and attribution for the the solid double yellow marking.

```
markingSpan = [0 1];
markingRefSY = roadrunner.hdmap.MarkingReference(MarkingID=roadrunner.hdmap.Reference(ID="DoubleYellow"));
markingAttribSY = roadrunner.hdmap.ParametricAttribution(MarkingReference=markingRefSY, Span=markingSpan);
```

Create a reference and attribution for the solid white marking. Then, to apply the solid white marking to the left and right lane boundaries and the solid double yellow marking to the center lane boundary.

```
markingRefSW = roadrunner.hdmap.MarkingReference(MarkingID=roadrunner.hdmap.Reference(ID="SolidWhite"));
markingAttribSW = roadrunner.hdmap.ParametricAttribution(MarkingReference=markingRefSW, Span=markingSpan);
[rrMap.LaneBoundaries.ParametricAttributes] = deal(markingAttribSW, markingAttribSY, markingAttribSY);
```

### Set Geographic Boundaries and Reference

Setting the geographic boundaries and reference for the RoadRunner HD Map centers the scene on the imported road and enables you to insert the road into the scene without using the **World Settings Tool** in RoadRunner.

Set the geographic bounds for the map as the minimum and maximum coordinate values of the center boundary.

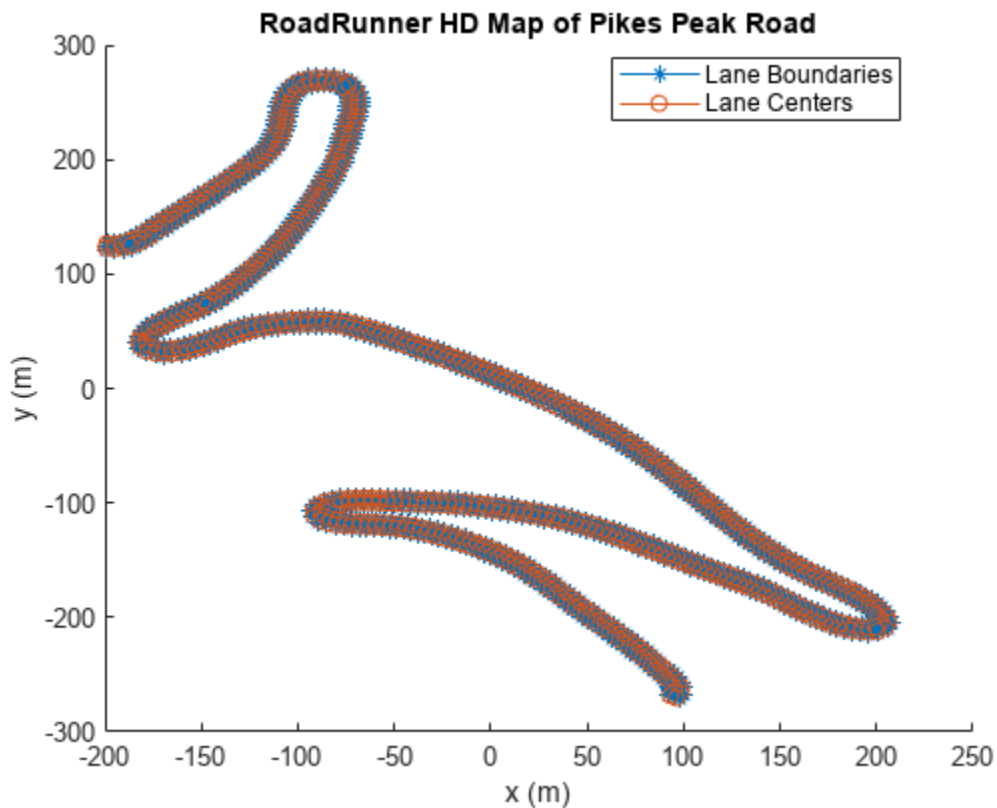
```
geoBounds = [min(ctrBndry); max(ctrBndry)];
rrMap.GeographicBoundary = geoBounds;
```

Set the geographic reference for the region of interest.

```
rrMap.GeoReference = [lat0 lon0];
```

Plot the lane centers and lane boundaries.

```
plot(rrMap)
title('RoadRunner HD Map of Pikes Peak Road')
xlabel('x (m)')
ylabel('y (m)')
```



### Export RoadRunner HD Map and Import to RoadRunner

Save the RoadRunner HD Map to a file. Import it into RoadRunner by adding the file to a folder in the **Library Browser** and dragging it into the scene. For more information on importing an HD Map file into RoadRunner, see [Import HD Map File into RoadRunner](#). Build the scene using the **Scene Builder Tool**.

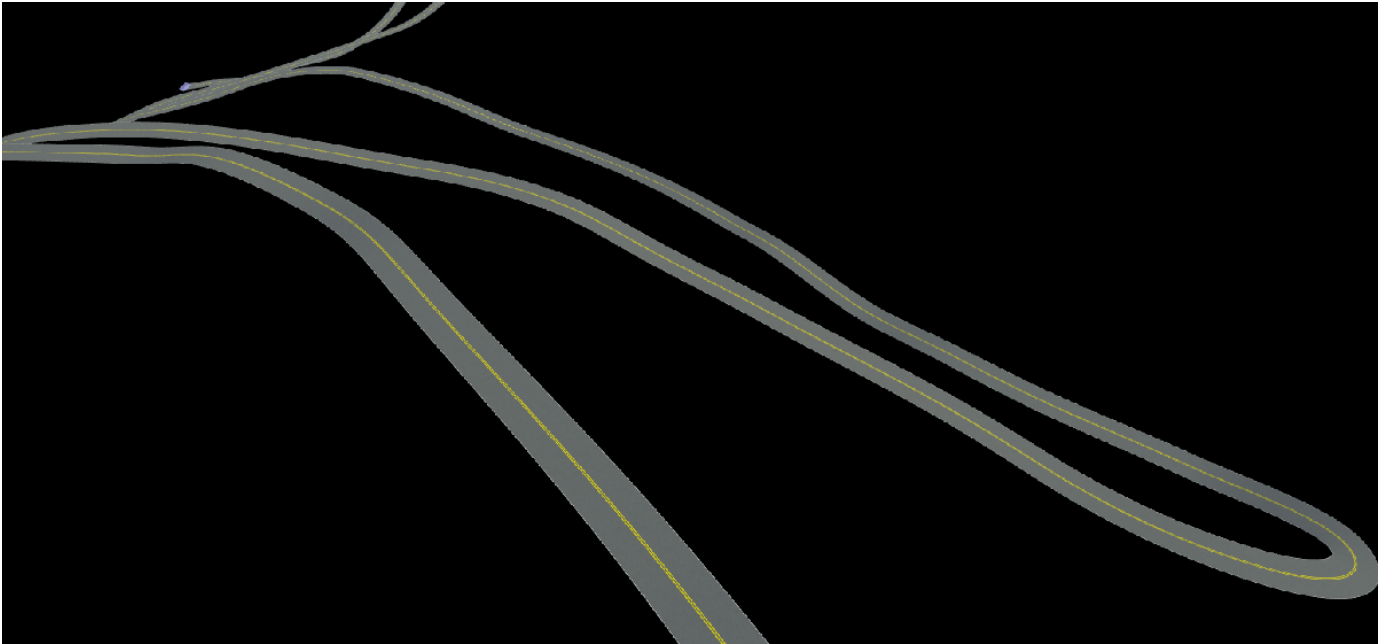
Specify an output filename for based on the data used to construct the RoadRunner HD Map.

```
if buildFullRoad
    fileName = "PikesPeakFullRoad.rrhd";
else
    fileName = "PikesPeakRoadSection.rrhd";
end
```

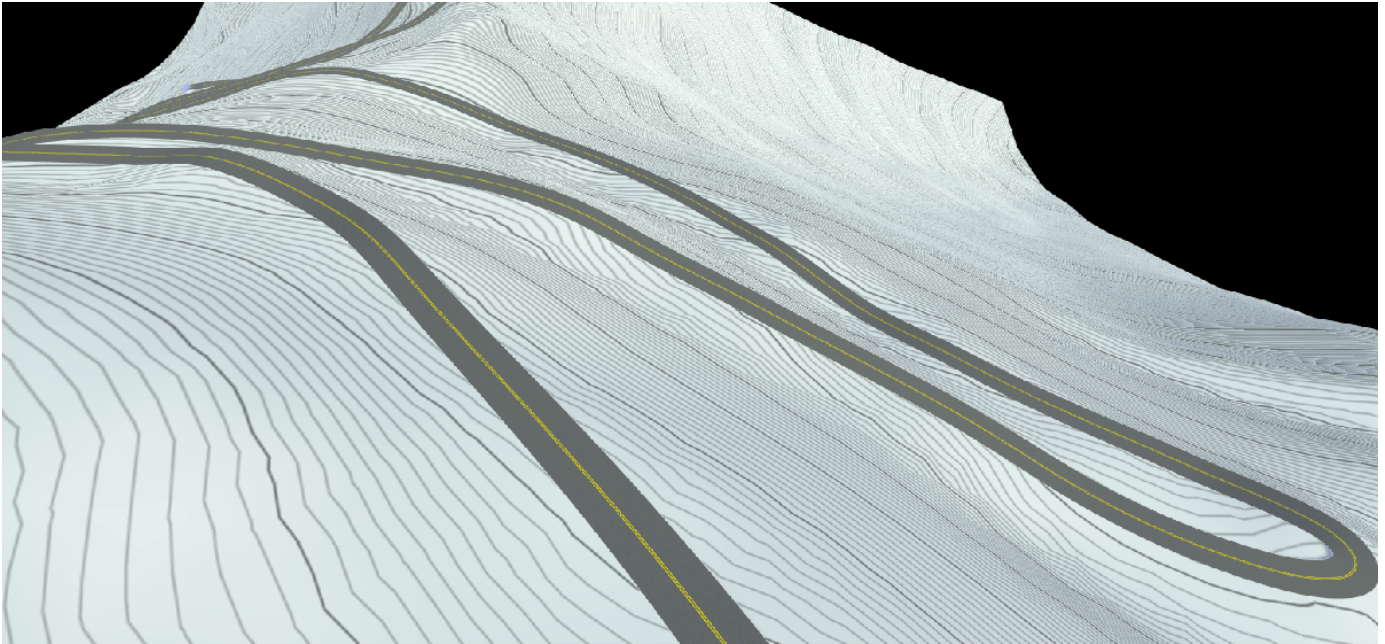
Write the map to the file.

```
write(rrMap, fileName);
```

This figure shows a 3D scene of Pikes Peak Road built using RoadRunner Scene Builder.



To visualize the terrain, you can import the PikesPeak.tif file into RoadRunner using the Elevation Map Tool.



**See Also**

roadrunner | roadrunnerHDMap

**Related Examples**

- “Build Simple Roads Programmatically Using RoadRunner HD Map”

# Traffic Light Negotiation with Unreal Engine Visualization

This example shows how to design and simulate a vehicle to negotiate traffic lights in the Unreal Engine® driving simulation environment.

## Introduction

Decision logic for negotiating traffic lights is a fundamental component of automated driving applications. The decision logic interacts with a controller to steer the ego vehicle based on the state of the traffic light and other vehicles in the ego lane. Simulating real-world traffic scenarios with realistic conditions can provide more insight into the interactions between the decision logic and the controller. Automated Driving Toolbox™ provides a 3D simulation environment powered by Unreal Engine® from Epic Games®. You can use this engine to visualize the motion of a vehicle in a prebuilt 3D scene. This engine provides an intuitive way to analyze the performance of decision logic and control algorithms when negotiating a traffic light at an intersection.

For information on how to design the decision logic and controls for negotiating traffic lights in a cuboid environment, see the “Traffic Light Negotiation” on page 8-919 example. This example shows how to control a traffic light in an Unreal scene and then how to simulate and visualize vehicle behavior for different test scenarios. In this example, you will:

- 1 Explore the architecture of the test bench model:** The model contains sensors and environment, traffic light decision logic, controls, and vehicle dynamics.
- 2 Control traffic light in an Unreal scene:** The Simulation 3D Traffic Light Controller helper block configures the model to control the state of a traffic light in an Unreal scene by using Simulink®.
- 3 Simulate vehicle behavior during green to red transition:** The model analyzes the interactions between the decision logic and the controller when the traffic light state transitions from green to red and the ego vehicle is at a distance of 10 meters from the stop line.
- 4 Simulate vehicle behavior during red to green transition:** The model analyzes the interactions between the decision logic and the controller when the traffic light transitions from red to green and the ego vehicle is at a distance of 11 meters from stop line. In this case, the ego vehicle also negotiates traffic light as another vehicle crosses the intersection.
- 5 Explore other scenarios:** These scenarios test the system under additional conditions.

You can apply the modeling patterns used in this example to test your own decision logic and controls to negotiate traffic lights in an Unreal scene.

In this example, you enable system-level simulation through integration with the Unreal Engine. This environment requires a Windows® 64-bit platform.

```
if ~ispc
    error(['3D Simulation is only supported on Microsoft', ...
        char(174), ' Windows', char(174), '.']);
end
```

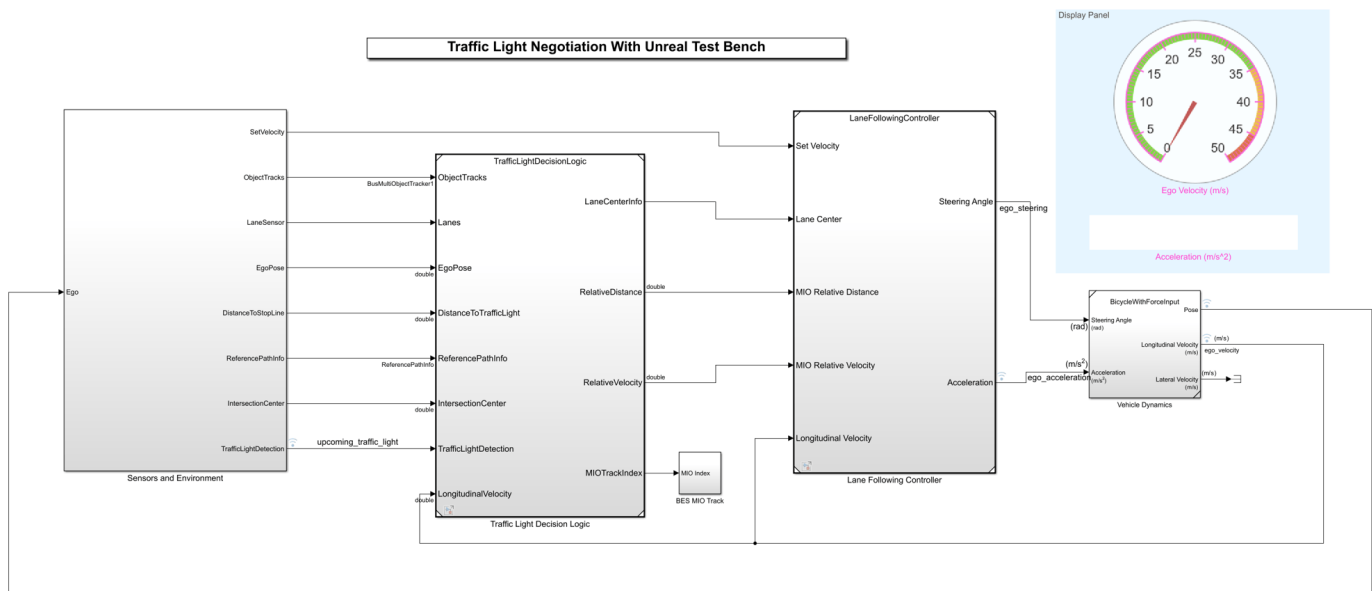
## Explore Architecture of Test Bench Model

To explore the test bench model, copy the project example files to a working folder. Use `workDir` argument of the `helperDrivingProjectSetup` function to specify the file path. The length of file path must be less than 70 characters to avoid maximum character limit for Windows file path.

```
addpath(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos'));
helperDrivingProjectSetup('TLNUnreal.zip', 'workDir', pwd);
```

To explore the behavior of the traffic light negotiation system, open the simulation test bench model for the system.

```
open_system("TLNWithUnrealTestBench");
```



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Opening this model runs the helperSLTrafficLightNegotiationWithUnrealSetup script to initialize the test scenario stored as a drivingScenario object in the base workspace. The default test scenario, scenario\_03\_TLN\_straight\_greenToRed\_with\_lead\_vehicle, contains one ego vehicle and two non-ego vehicles. This setup script also configures the controller design parameters, vehicle model parameters, and Simulink® bus signals to define the inputs and outputs for the TLNWithUnrealTestBench model.

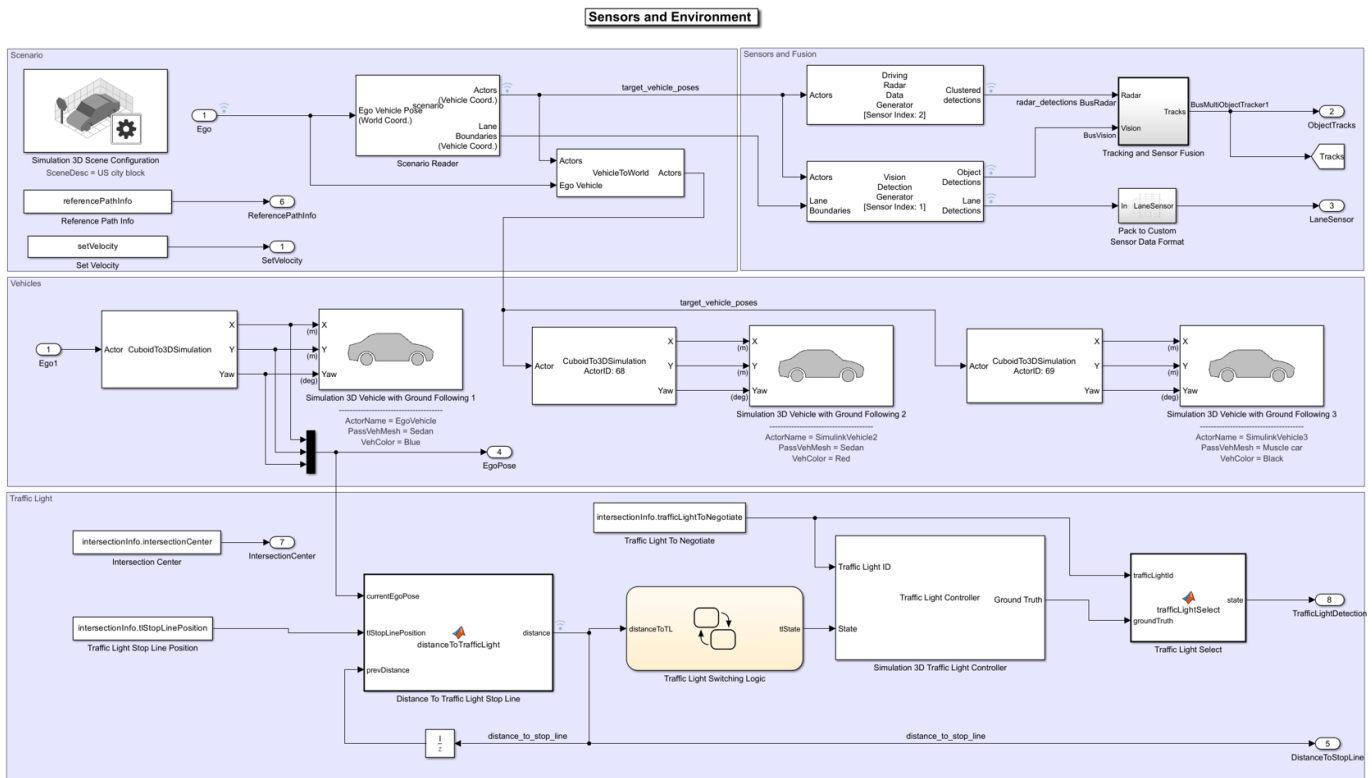
The test bench model contains the following subsystems:

- 1 Sensors and Environment:** Models the road network, vehicles, camera, and radar sensors used for simulation. The subsystem uses the Simulation 3D Traffic Light Controller helper block to control the state of traffic lights in an Unreal scene.
- 2 Traffic Light Decision Logic:** Arbitrates between the traffic light and other lead vehicles or cross-traffic vehicles at the intersection.
- 3 Lane-Following Controller:** Generates longitudinal and lateral controls for the ego vehicle.
- 4 Vehicle Dynamics:** Models the ego vehicle using a Bicycle Model block and updates its state using commands received from the **Lane Following Controller** reference model.

The **Traffic Light Decision Logic**, **Lane Following Controller** reference models, and **Vehicle Dynamics** subsystem are reused from the “Traffic Light Negotiation” on page 8-919 example. This example modifies the **Sensors and Environment** subsystem to make it compatible for simulation with an Unreal scene.

The **Sensors and Environment** subsystem configures the road network, sets vehicle positions, synthesizes sensors, and fuses the vehicle detections from the radar and vision sensors. Open the **Sensors and Environment** subsystem.

```
open_system("TLNWithUnrealTestBench/Sensors and Environment");
```



## Select Scenario

The scene and road network required for the test bench model are specified by the following parts of this subsystem:

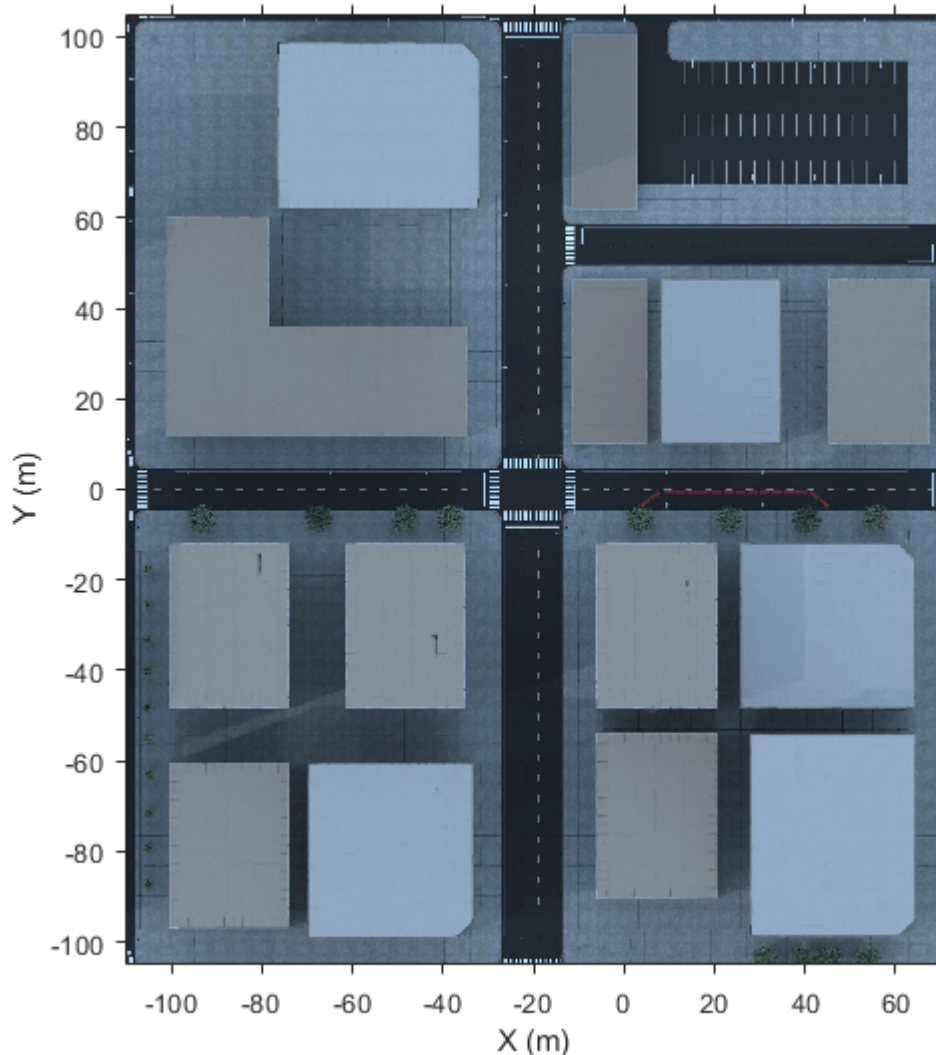
- The scene name parameter `Scene name` of the `Simulation 3D Scene Configuration` block is set to `US City Block`. The US city block road network consists of fifteen one-way intersections with two traffic lights at each intersection. This example uses a section of the US city block scene to test the model.
- The `Scenario Reader` block takes the ego vehicle information as input and performs a closed-loop simulation. This block reads the `drivingScenario` object `scenario` from the base workspace. The scenario contains the desired road network. The road network closely matches with a section of the US city block scene and contains one intersection.

You can display the selected section of the US city block scene by using the `helperDisplayTrafficLightScene` function.

Specify the x and the y limits to select the desired scene area and plot the extracted scene.

```
xlimit = [-110 70];
ylimit = [-105 105];
```

```
hFigure = helperDisplayTrafficLightScene(xlimit, ylimit);
snapnow;
close(hFigure);
```



The `helperGetTrafficLightScenario` function specifies a reference path for the ego vehicle to follow when the lane information is not available. The **Reference Path Info** block reads the reference path stored in the base workspace variable `referencePathInfo`. The ego vehicle can either go straight or take a left turn at the intersection based on the reference trajectory. You can select one of these reference trajectories by setting the input values of `helperGetTrafficLightScenario` function. Set the value to

- **Straight** - To make the ego vehicle travel straight through the intersection.
- **Left** - To make the ego vehicle take a left turn at the intersection.

The **Set Velocity** block reads the velocity value from the base workspace variable `setVelocity` and gives as input to the controller.



## Set Vehicle Positions

The scenario contains one ego vehicle and two non-ego vehicles. The positions for each vehicle in the scenario are specified by these parts of the subsystem:

- The Simulation 3D Vehicle with Ground Following block provides an interface that changes the position and orientation of the vehicle in the 3D scene.
- The **Ego** input port controls the position of the ego vehicle, which is specified by the Simulation 3D Vehicle with Ground Following 1 block. The ActorName mask parameter of Simulation 3D Vehicle with Ground Following 1 block is specified as EgoVehicle.
- The Cuboid To 3D Simulation block converts the ego pose coordinate system (with respect to below the center of the vehicle rear axle) to the 3D simulation coordinate system (with respect to below the vehicle center).
- The Scenario Reader block also outputs ground truth information of lanes and actor poses in ego vehicle coordinates for the target vehicles. There are two target vehicles in this example, which are specified by the other Simulation 3D Vehicle with Ground Following blocks.
- The Vehicle To World block converts the actor pose coordinates from ego vehicle coordinates to the world coordinates.

The **Tracking and Sensor Fusion** subsystem fuses vehicle detections from Driving Radar Data Generator and Vision Detection Generator blocks and tracks the fused detections using Multi-Object Tracker block to provide object tracks surrounding the ego vehicle. The Vision Detection Generator block also provides lane detections with respect to the ego vehicle that helps in identifying vehicles present in the ego lane.

## Control Traffic Light in Unreal Scene

This model uses the **Simulation 3D Traffic Light Controller** helper block to configure and control the state of traffic lights in an Unreal scene. The **Simulation 3D Traffic Light Controller** helper block controls the state of traffic lights by using Timer-Based or State-Based mode. You can select the desired mode by using the Control mode mask parameter. By default, this model uses State-Based mode. For information on Timer-Based mode, see the block mask description.

In State-Based mode, the block overwrites the state of a traffic light specified by the Traffic Light ID input port. The value for the Traffic Light ID input port is set by the `intersectionInfo.trafficLightToNegotiate` variable in the `helperGetTrafficLightScenario` function. In this model, the value for Traffic Light ID input port is set to 16. This implies that the block controls the traffic light with ID value 16 in the US city block scene. The states of all the traffic lights present in the US city block scene is returned by the Ground Truth output port of the Simulation 3D Traffic Light Controller helper block. The model tests the decision logic and controls by using the ground truth information and does not require perception-based traffic light detection.

The Traffic Light Select block extracts the state of the traffic light with ID value 16 from the Ground Truth output. The **Traffic Light Decision Logic** reference model uses the state value to arbitrate between the lead car and the traffic light. For more information about the **Traffic Light Decision Logic** reference model, see the “Traffic Light Negotiation” on page 8-919 example.

The **Traffic Light Stop Line Position** block provides the stop line position at the intersection corresponding to the selected traffic light `trafficLightToNegotiate`. The stop line position value is specified by `intersectionInfo.tlStopLinePosition`.

The **Intersection Center** block provides the position of the intersection center of the road network in the scenario. This is obtained using the `intersectionInfo`, an output from `helperGetTrafficLightScenario`.

It is often important to test the decision logic and controls when the ego vehicle is close to the traffic light and the traffic light changes its state. The model used in this example enables traffic lights to change state when the `EgoVehicle` is close to the traffic light.

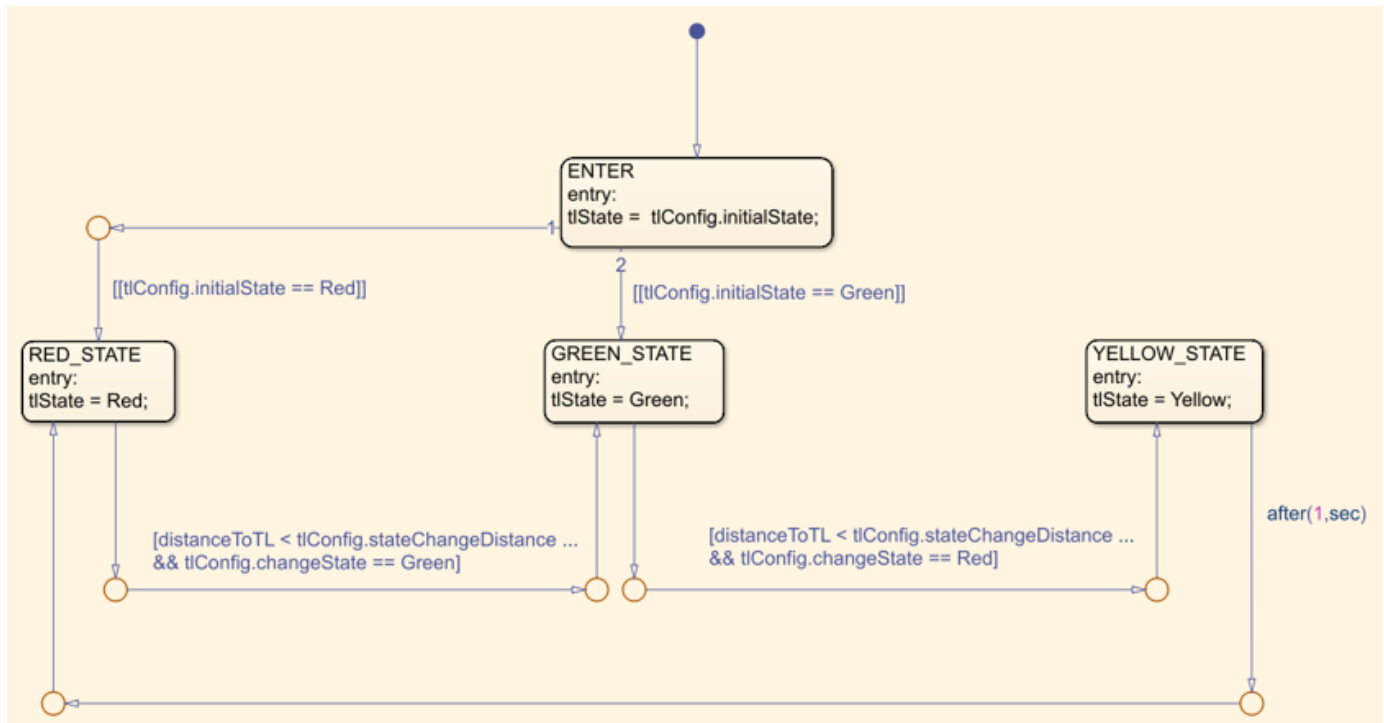
The **Distance To Traffic Light Stop Line** block calculates the Euclidean distance between the stop line corresponding to the selected traffic light `trafficLightToNegotiate` and the current ego vehicle position.

The **Traffic Light Decision Logic** uses the distance value to decide the most important object (MIO), the closest object in front of the ego vehicle. It can be the lead vehicle or traffic light in the ego lane.

The **Traffic Light Switching Logic** block outputs `tlState`, the state of the traffic light that needs to be set. This is implemented using Stateflow® and uses the distance value to trigger a state change when the `EgoVehicle` is closer to the traffic light than the specified distance.

Open the **Traffic Light Switching Logic** block.

```
open_system("TLNWithUnrealTestBench/Sensors and Environment/" + ...
    "Traffic Light Switching Logic", 'force');
```



**Traffic Light Switching Logic** uses the `Configuration` params mask parameter to read the traffic light configuration, `trafficLightConfig`, from the base workspace. You can use the `trafficLightConfig` structure to configure different test scenarios. This structure is defined in the test scenario function and has the following fields: `stateChangeDistance`, `initialState`, and `changeState`.

- `initialState` specifies the state of the traffic light before the state change.
- `stateChangeDistance` specifies the threshold distance of the `EgoVehicle` to the traffic light at which state change should happen.
- `changeState` specifies the state of the traffic light to be set after state change.

State switching happens based on the set configuration and when `EgoVehicle` reaches `stateChangeDistance`. When the `initialState` is Red and `changeState` is Green the Stateflow chart switches from Red state to Green state. Conversely, when the `initialState` is Green and `changeState` is Red the Stateflow chart is modeled such that the state transition happens from Green state to Yellow state and after one second, the traffic light switches to Red state.

### Simulate Vehicle Behavior During Green To Red Transition

This section tests the decision logic when the ego vehicle is at a close distance to the traffic light and the traffic light state changes from green to red. In this test scenario, a lead vehicle travels in the ego lane and crosses the intersection. The traffic light state keeps green for the lead vehicle and turns red when the ego vehicle is at a distance of 10 meters from the stop line. The ego vehicle is expected to follow the lead vehicle, negotiate the state transition, and come to a complete halt before the stop line.

Configure the `TLNWithUnrealTestBench` model to use the `scenario_03_TLN_straight_greenToRed_with_lead_vehicle` test scenario.

```
helperSLTrafficLightNegotiationWithUnrealSetup(...
    "scenario_03_TLN_straight_greenToRed_with_lead_vehicle");
```

Display the `trafficLightConfig` structure parameters set for the test scenario.

```
disp(trafficLightConfig');

    initialState: 2
stateChangeDistance: 10
    changeState: 0
```

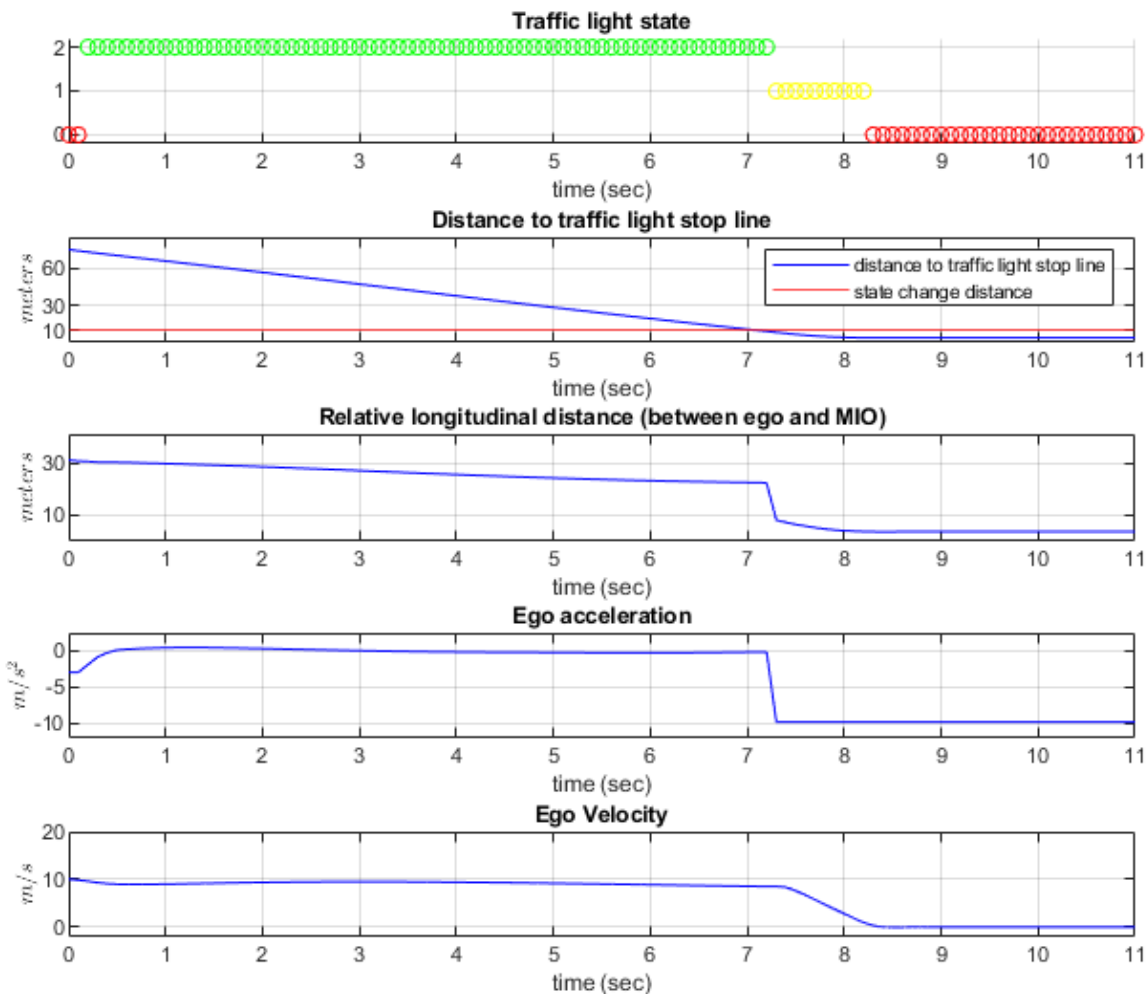
Simulate the model. During the simulation, the model logs the signals required for post simulation analysis to `logout`.

To reduce command-window output, first turn off the MPC update messages.

```
mpcverbosity('off');
sim("TLNWithUnrealTestBench");
```

Plot the simulation results using `helperPlotTrafficLightControlAndNegotiationResults` function.

```
hFigResults = helperPlotTrafficLightControlAndNegotiationResults( ...
    logout, trafficLightConfig.stateChangeDistance);
```



Examine the results.

- The **Traffic light state** plot shows the state of the traffic light. The **Distance to traffic light stop line** plot shows the distance between the ego vehicle and the stop line corresponding to the traffic light. You can see that the initial state of the traffic light is green and the state changes from green to yellow as the ego vehicle approaches the stop line. The state changes from yellow to red when the ego vehicle is at a distance of 10 meters from the stop line.
- The **Relative longitudinal distance** plot shows the relative distance between the ego vehicle and the most important object (MIO). The MIO is the closest object in front of the ego vehicle. It can be a lead vehicle or a traffic light in the ego lane. The ego vehicle follows the lead vehicle and maintains a safe distance when the traffic light state is green. The distance between the ego and the lead vehicle decreases when the traffic light transitions from green to red. This is because, as the ego vehicle approaches the stop line, the traffic light is detected as an MIO. At this point of time, the traffic light state is either red or yellow.

- The **Ego acceleration** plot shows the acceleration profile from the **Lane Following Controller**. Notice that this closely follows the dip in the relative distance, in reaction to the detection of the red traffic light as an MIO.
- The **Ego velocity** plot shows the velocity profile of the ego vehicle. Notice that the ego velocity slows down in reaction to the yellow and red traffic lights and comes to a complete halt before the stop line. This can be verified by comparing the plot with **Distance to traffic light stop line**, when the velocity is zero.

You can refer to the “Traffic Light Negotiation” on page 8-919 example to learn more about this analysis and the interactions between the decision logic and the controller.

Close the figure.

```
close(hFigResults);
```

### Simulate Vehicle Behavior During Red To Green Transition

This section tests the decision logic when the ego vehicle is at a close distance to the traffic light and the traffic light state changes from red to green. In addition, a cross-traffic vehicle is in the intersection when the traffic light is green for the ego vehicle. The traffic light state is initially red for the ego vehicle and turns green when the ego vehicle is at a distance of 11 meters from the stop line. The ego vehicle is expected to slow down as it approaches the traffic light when the state is red and must start accelerating when the traffic light state changes from red to green. It is also expected to wait for the cross-traffic vehicle to pass the intersection before accelerating to continue its travel.

The test scenario function `scenario_04_TLN_straight_redToGreen_with_cross_vehicle` implements this scenario. Configure the `TLNWithUnrealTestBench` model to use this scenario.

```
helperSLTrafficLightNegotiationWithUnrealSetup(...
    "scenario_04_TLN_straight_redToGreen_with_cross_vehicle");
```

Display the `trafficLightConfig` structure parameters that are set for this test scenario.

```
disp(trafficLightConfig');

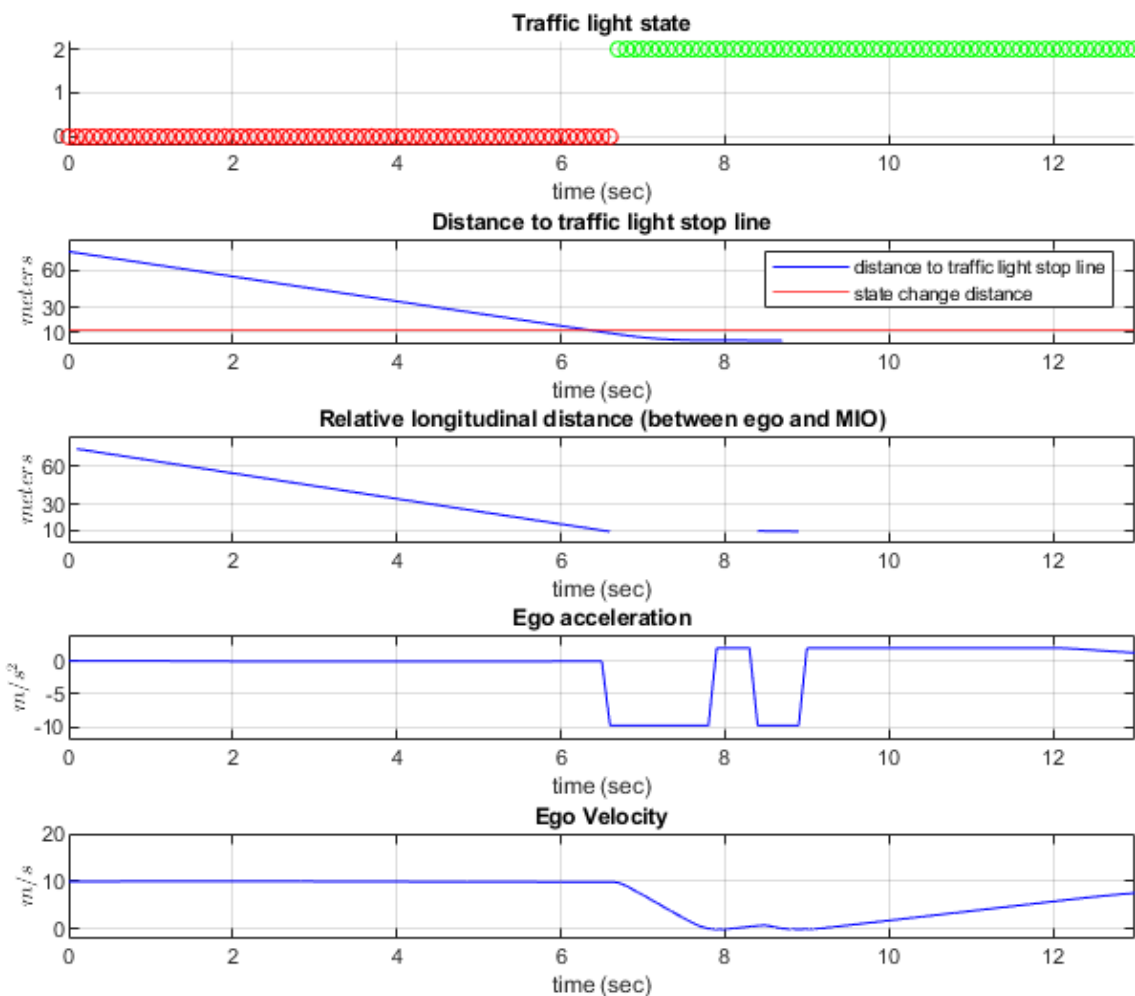
    initialState: 0
stateChangeDistance: 11
    changeState: 2
```

Simulate the model.

```
sim("TLNWithUnrealTestBench");
```

Plot the simulation results.

```
hFigResults = helperPlotTrafficLightControlAndNegotiationResults( ...
    logstdout, trafficLightConfig.stateChangeDistance);
```



Examine the results.

- The **Traffic light state** plot shows that the initial traffic light state is red. The traffic light state changes from red to green when the ego vehicle is at a distance of 11 meters from the stop line.
- The **Relative longitudinal distance** plot closely follows the **Distance to traffic light stop line** plot because there is no lead vehicle. Notice the sudden dip in the relative distance in response to the detection of the cross-over vehicle.
- The **Ego acceleration** plot shows that the ego vehicle attempts to slow down on seeing the red traffic light. However, in response to the state change to green, you can observe an increase in acceleration. You can then notice a hard-braking profile in response to the cross-traffic vehicle at the intersection.
- The **Ego velocity** plot closely follows the **Ego acceleration** plot and shows a decrease in velocity as the ego vehicle approaches the intersection. You can also notice a slight increase in velocity in

response to green traffic light and subsequent decrease in velocity in response to the cross-traffic vehicle.

Close the figure.

```
close(hFigResults);
```

### Explore Other Scenarios

In the previous sections, you explored the system behavior for the `scenario_03_TLN_straight_greenToRed_with_lead_vehicle` and `scenario_04_TLN_straight_redToGreen_with_cross_vehicle` scenarios. Below is a list of scenarios that are compatible with `TLNWithUnrealTestBench`.

```
scenario_01_TLN_left_redToGreen_with_lead_vehicle  
scenario_02_TLN_straight_greenToRed  
scenario_03_TLN_straight_greenToRed_with_lead_vehicle [Default]  
scenario_04_TLN_straight_redToGreen_with_cross_vehicle
```

Use these additional scenarios to analyze `TLNWithUnrealTestBench` under different conditions.

Enable the MPC update messages.

```
mpcverbosity('on');
```

You can use the modeling patterns in this example to build your own traffic light negotiation application.

### See Also

[Simulation 3D Scene Configuration](#) | [Simulation 3D Vehicle with Ground Following](#) | [Vehicle To World](#) | [Cuboid To 3D Simulation](#) | [Driving Radar Data Generator](#) | [Vision Detection Generator](#) | [Multi-Object Tracker](#)

### More About

- [“Traffic Light Negotiation”](#) on page 8-919

## Generate Code for Lane Marker Detector

This example shows how to test a monocular-camera-based lane marker detector and generate C++ code for real-time applications on a prebuilt 3D scene from the Unreal Engine® driving simulation environment. This example validates the lane marker detector algorithm using metrics and verifies the generated C++ code by using software-in-the-loop simulation.

### Introduction

A lane marker detector is a fundamental perception component of an automated driving application. The detector analyzes images of roads captured using a monocular camera sensor and returns information about the curvature and marking type of each lane. You can design and simulate a lane marker detector algorithm using MATLAB® or Simulink® and assess its accuracy using a known ground truth. You can do C++ code generation to integrate the detector to an external software environment and deploy to a vehicle. Performing code generation and verification of the Simulink model ensures functional equivalence between simulation and real-time implementation.

For information about how to design a lane marker detector, see the “Design Lane Marker Detector Using Unreal Engine Simulation Environment” on page 8-863 example. This example shows how to test the lane marker detector in a 3D simulation environment and generate C++ code for real-time implementation. In this example, you will:

- 1 Explore and simulate the lane marker detector model.
- 2 Assess accuracy of the lane marker detector algorithm by comparing with the ground truth.
- 3 Generate C++ code from the algorithm model.
- 4 Verify implementation with software-in-the-loop (SIL) simulation.
- 5 Assess execution time and perform code coverage analysis. To perform code coverage analysis, you must use Simulink Coverage™.

This example tests the lane marker detector algorithm on a 3D simulation environment that uses Unreal Engine® from Epic Games®. The Unreal Engine driving simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error(['Unreal driving simulation environment is only supported on Microsoft', char(174), ' V
end
```

Set up the example files and open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos'));
helperDrivingProjectSetup("LaneDetector.zip", "workDir", pwd);
```

To ensure reproducibility of the simulation results, set the random seed.

```
rng(0);
```

### Explore the Model

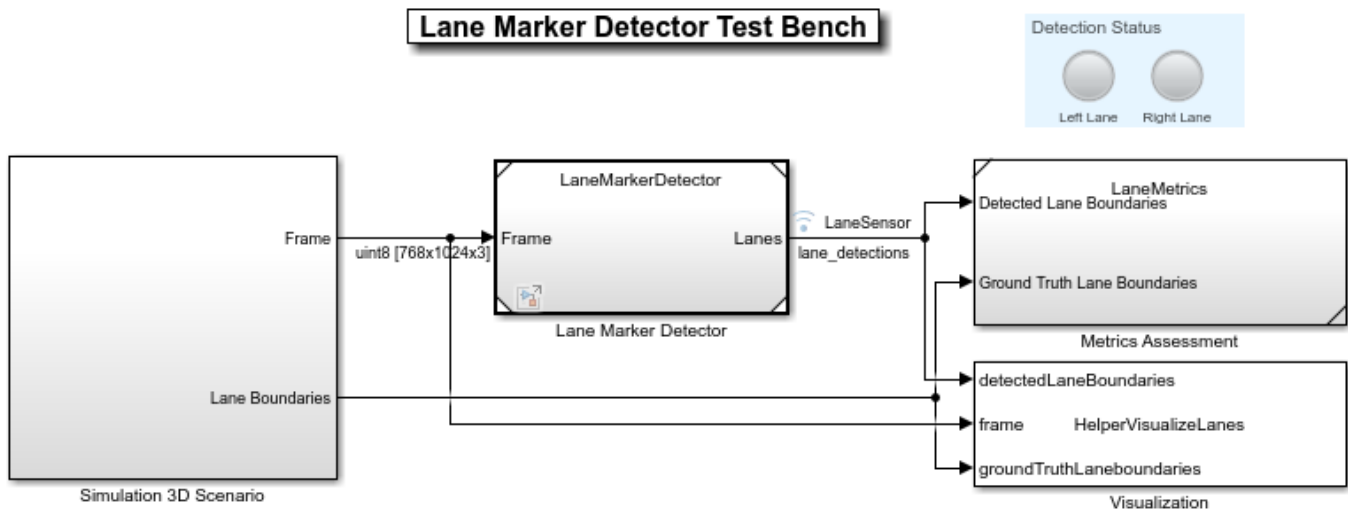
The lane marker detector system in this example has a lane marker detector test bench and reference model.



- Test Bench Model: The test bench model simulates and tests the behavior of the lane marker detector algorithm in an open-loop.
- Reference Model: The **Lane Marker Detector** block in the test bench model invokes the `LaneMarkerDetector` reference model. The reference model implements the lane marker detection algorithm and generates the C++ code of the algorithm. This reference model can be integrated with closed-loop systems.

Open the test bench model.

```
open_system('LaneMarkerDetectorTestBench');
```



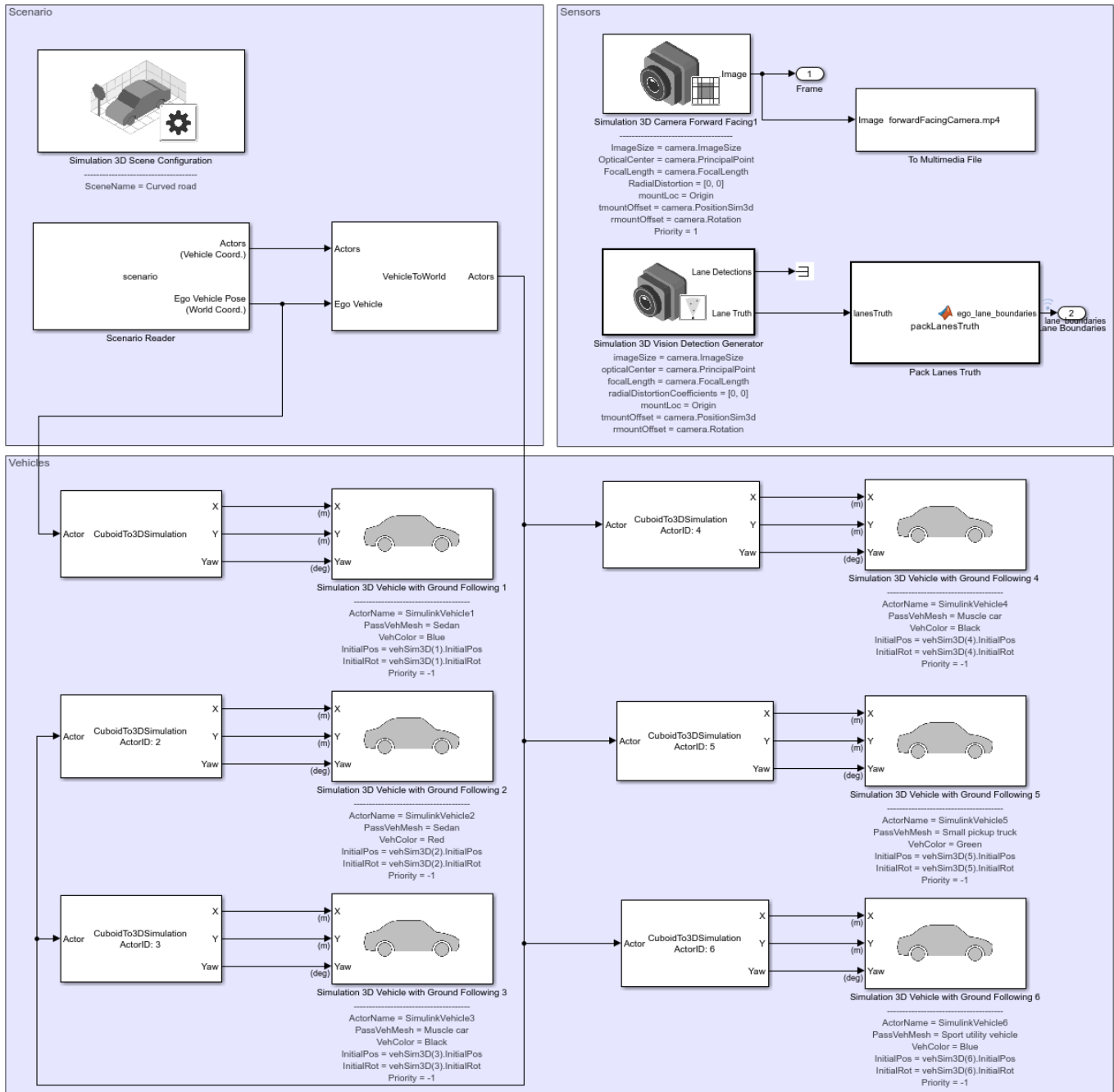
Opening this model runs the `helperSLLaneMarkerDetectorSetup` script that initializes the road scenario using the `drivingScenario` object in the base workspace. It also configures the lane marker detector parameters, vehicle model parameters, and the Simulink bus signals required for defining the inputs and outputs for the `LaneMarkerDetectorTestBench` model. The test bench model contains these subsystems:

- 1 Simulation 3D Scenario: Specifies the scene, vehicles, and camera sensor used for simulation.
- 2 Lane Marker Detector: Implements the lane marker detector algorithm.
- 3 Metrics Assessment: Assesses the lane marker detector algorithm behavior using metrics that include true positives, false positives, and false negatives.
- 4 Visualization: Displays the frame captured by the camera sensor and overlays the lane detections during the simulation.

The **Simulation 3D Scenario** subsystem configures the road network, sets vehicle positions, and synthesizes sensors. This is similar to the Simulation 3D Scenario subsystem in the “Highway Lane Following” on page 8-893 example. However, the Simulation 3D Scenario subsystem used in this example does not have a radar sensor. It uses the Simulation 3D Vision Detection Generator block to get the ground truth lane boundaries for metrics computation. Open the **Simulation 3D Scenario** subsystem.

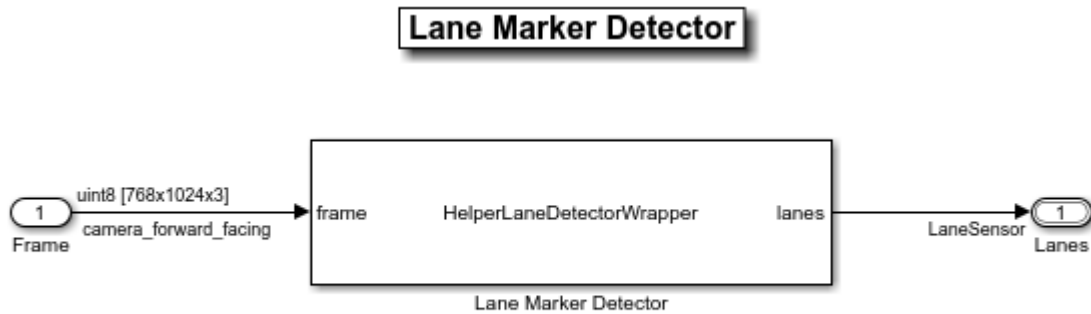
```
open_system('LaneMarkerDetectorTestBench/Simulation 3D Scenario');
```

Simulation 3D Scenario



**Lane Marker Detector** is the reference model that detects the lane boundaries in the frames. Open the **Lane Marker Detector** reference model.

```
open_system('LaneMarkerDetector');
```

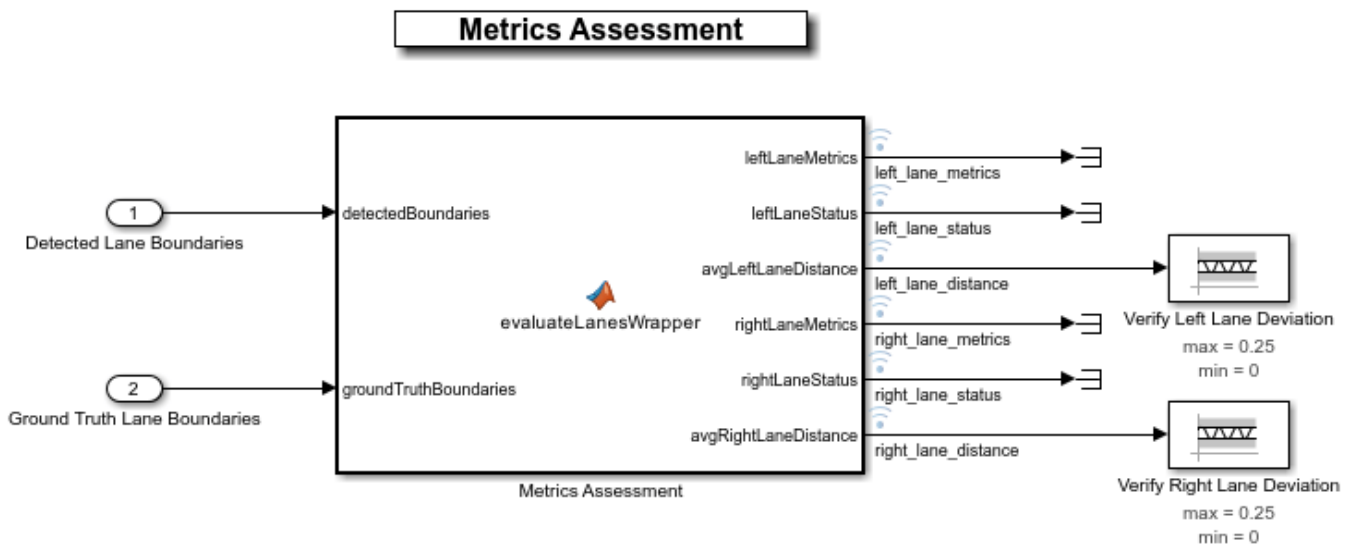


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The **Lane Marker Detector** block uses a System object™, `HelperLaneDetectorWrapper`, that configures and implements the lane marker detection algorithm. The block takes the frames captured by a camera sensor as input and outputs the detected lane boundaries by using the `LaneSensor` Simulink bus.

The **Metrics Assessment** subsystem evaluates the accuracy of detection results using the ground truth information. Open the **Metrics Assessment** subsystem.

```
open_system('LaneMarkerDetectorTestBench/Metrics Assessment');
```



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The **Metrics Assessment** subsystem compares the detected lane boundaries and the ground truth lane boundaries by using the `evaluateLaneBoundaries` function. The function computes the lateral distance between the detected lane boundaries and the ground truth data. If the computed distance is within a particular threshold, then the detected boundary is considered as a valid match (true positive) and the corresponding lane status is set to 1. Otherwise, the function evaluates whether the boundary is a false negative or false positive and then sets the lane status to 0. The subsystem connects the outputs `left_lane_status` and `right_lane_status` to the lamps in the

dashboard. The lamps go green when the lane status is 1 and go red when the lane status is 0. The outputs `left_lane_metrics` and `right_lane_metrics` are 1-by-3 arrays containing the lane matches (true positives), misses (false negatives) and false positives for left and right lanes respectively. The average left lane and right lane deviations computed from the detected lane boundaries are returned at the outputs `left_lane_distance` and `right_lane_distance` respectively. The model uses these deviation values to verify the accuracy of the algorithm during the simulation using Check Static Range (Simulink) blocks: **Verify Left Lane Deviation** and **Verify Right Lane Deviation**.

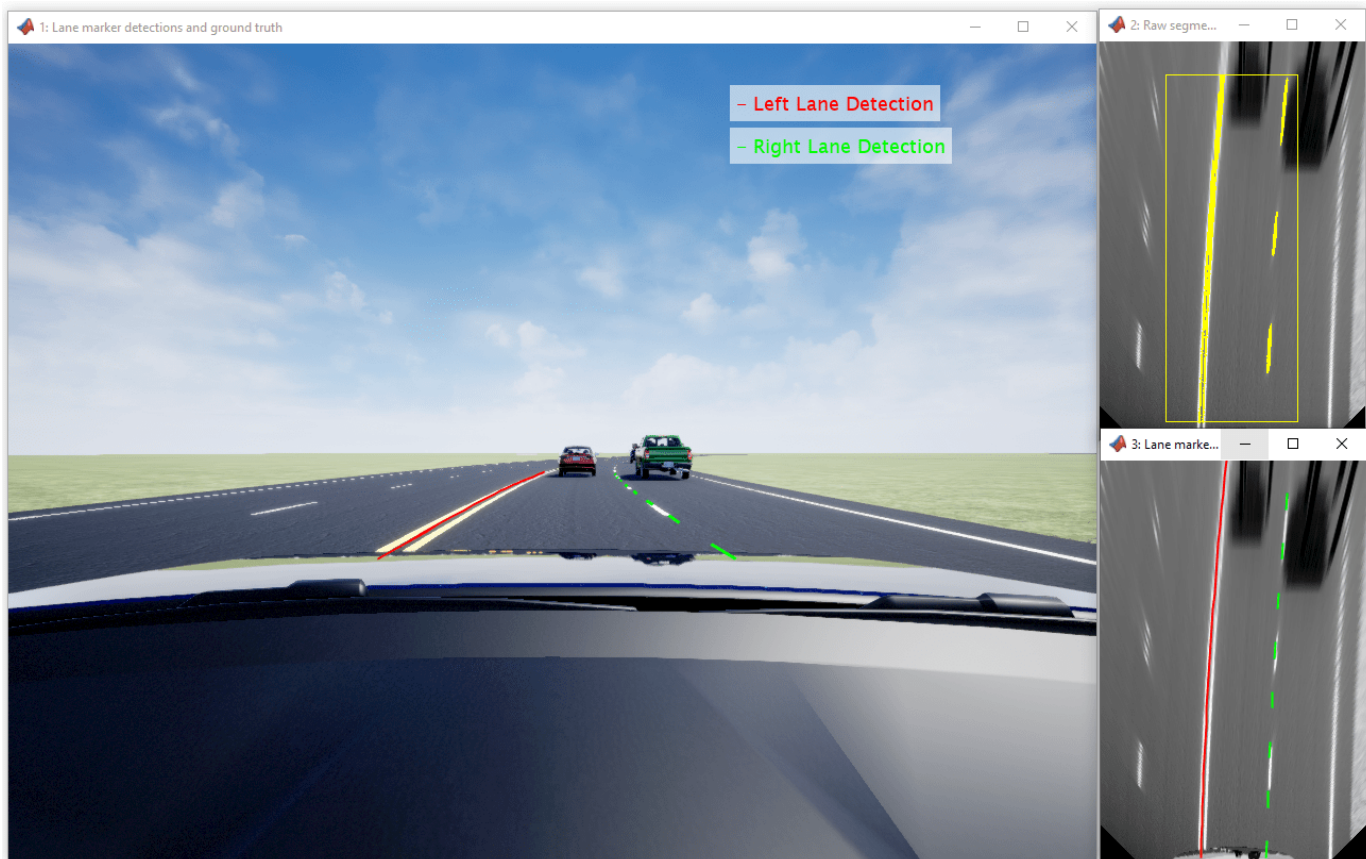
### Simulate the Model

Configure the `LaneMarkerDetectorTestBench` model to simulate in the `scenario_LD_02_Curve_SixVehicles` scenario. This scenario contains six vehicles, including the ego vehicle, and defines their trajectories.

```
helperSLLaneMarkerDetectorSetup("scenario_LD_02_Curve_SixVehicles");
```

Simulate the test bench model. Use the visualization window and the status lamps on the dashboard to view the detection results while the simulation is running.

```
sim('LaneMarkerDetectorTestBench');
```



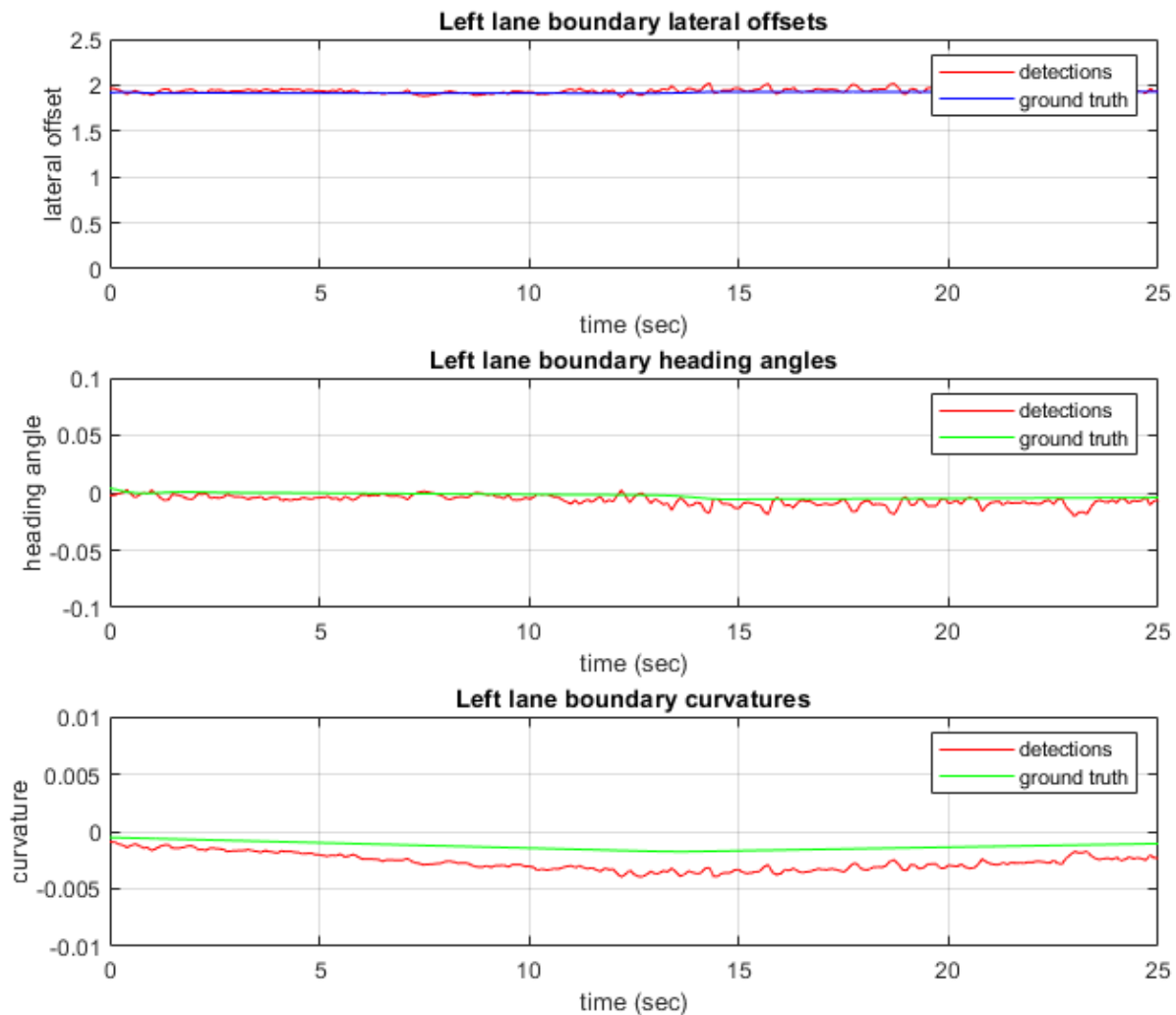
You can also visualize the ground truth lane boundaries by enabling the `EnableTruthDisplay` mask parameter in the **Visualization** block.

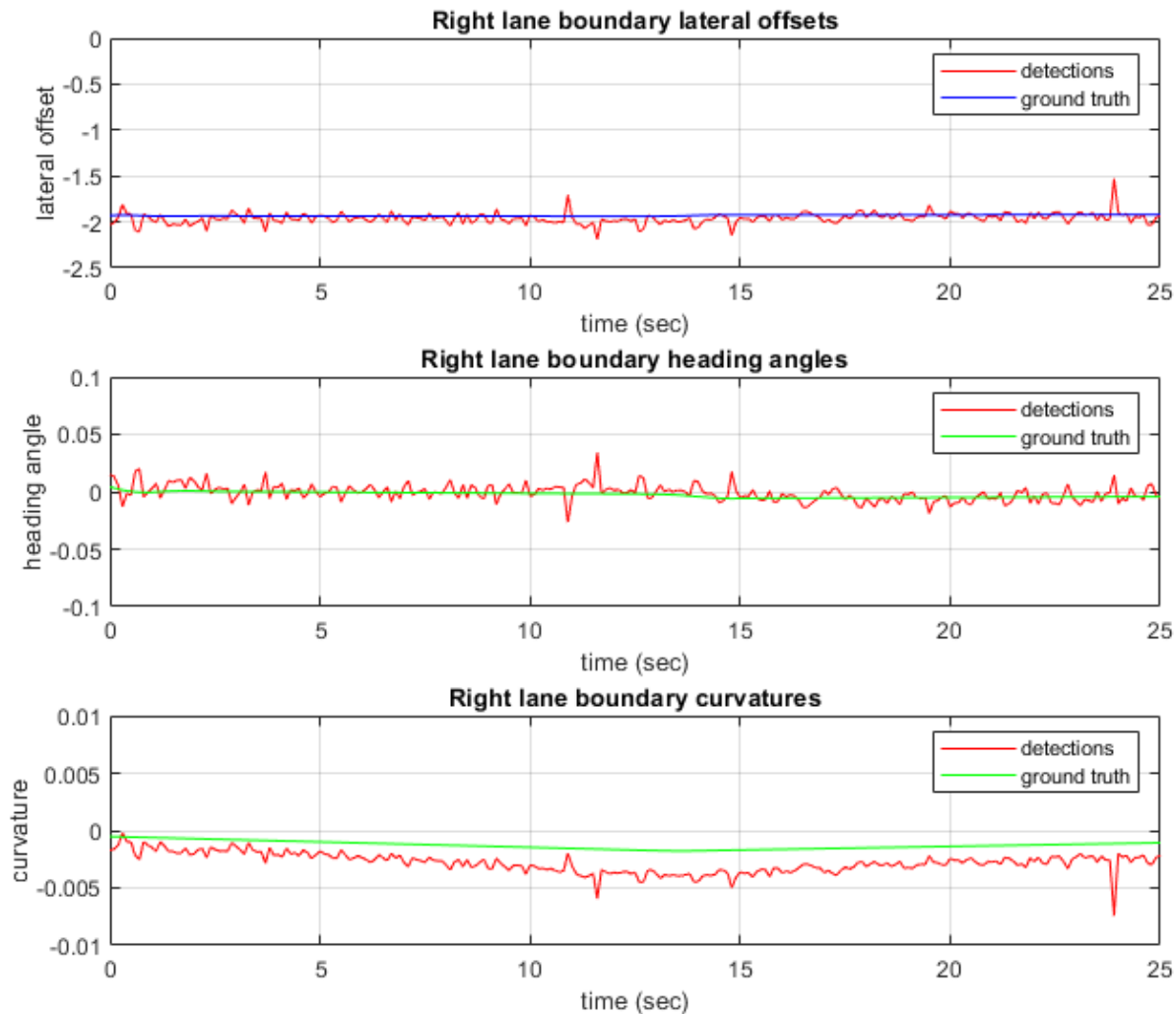
### Assess Accuracy of Algorithm

Analyze the detection results and validate the overall performance of the algorithm.

During simulation, the model outputs three parameters that characterize a lane boundary: curvature, heading angle, and lateral offset. The model logs these parameters for the detected lane boundaries and ground truth to the base workspace variable `logout`. You can plot the values in `logout` by using the `helperLaneBoundaryParams` function.

```
helperPlotLaneBoundaryParams(logout);
```





From the plots, you can infer the deviations between the ground truth and the detected lane boundaries. A large deviation between the plots indicates that the detected lane boundary is significantly away from the ground truth.

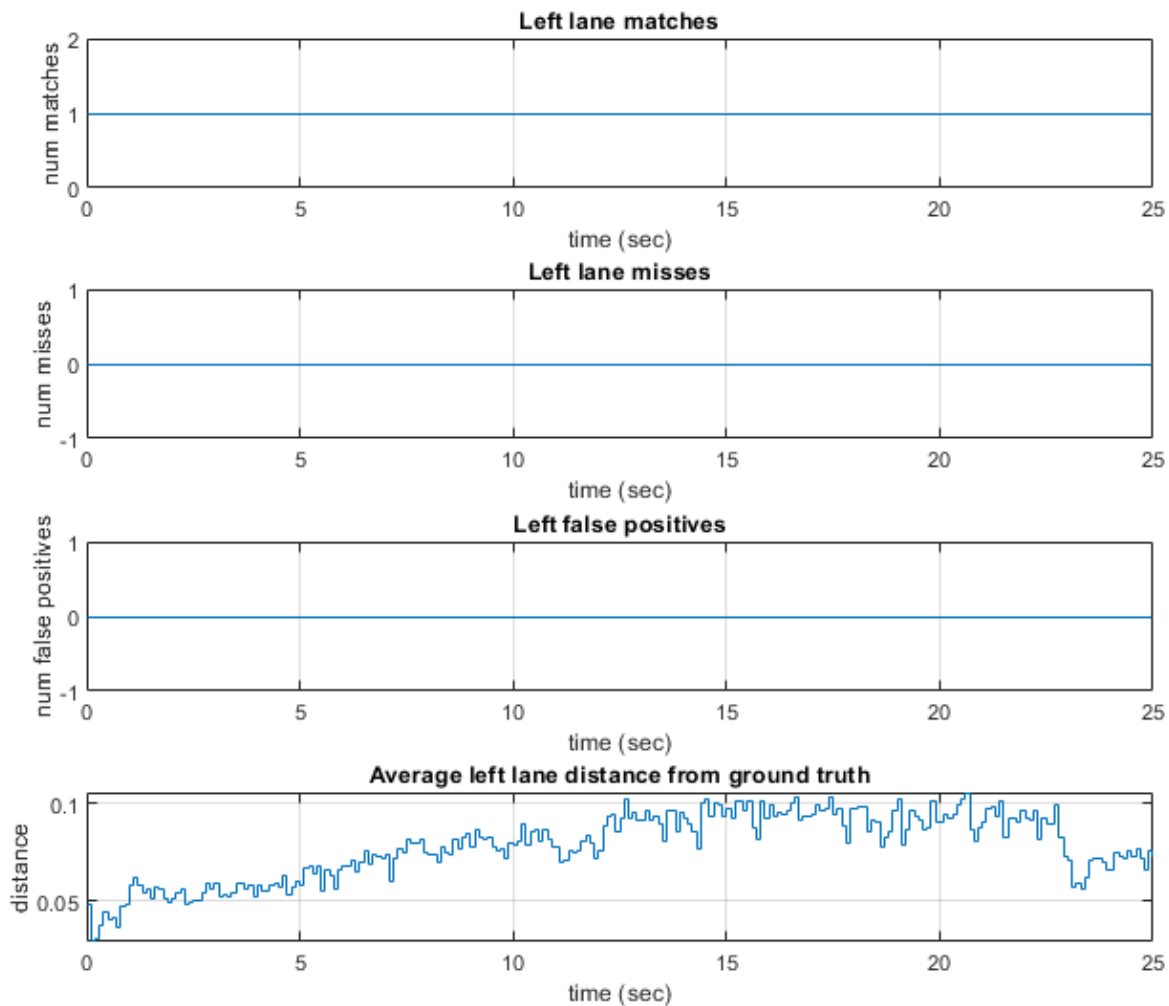
You can also verify the performance of the lane marker detector algorithm by validating and plotting the metrics separately for the left lane and the right lane. The model also logs the detection results for the left and right lanes computed by the **Metrics Assessment** subsystem to the base workspace variable `logout`. The **Metrics Assessment** subsystem outputs:

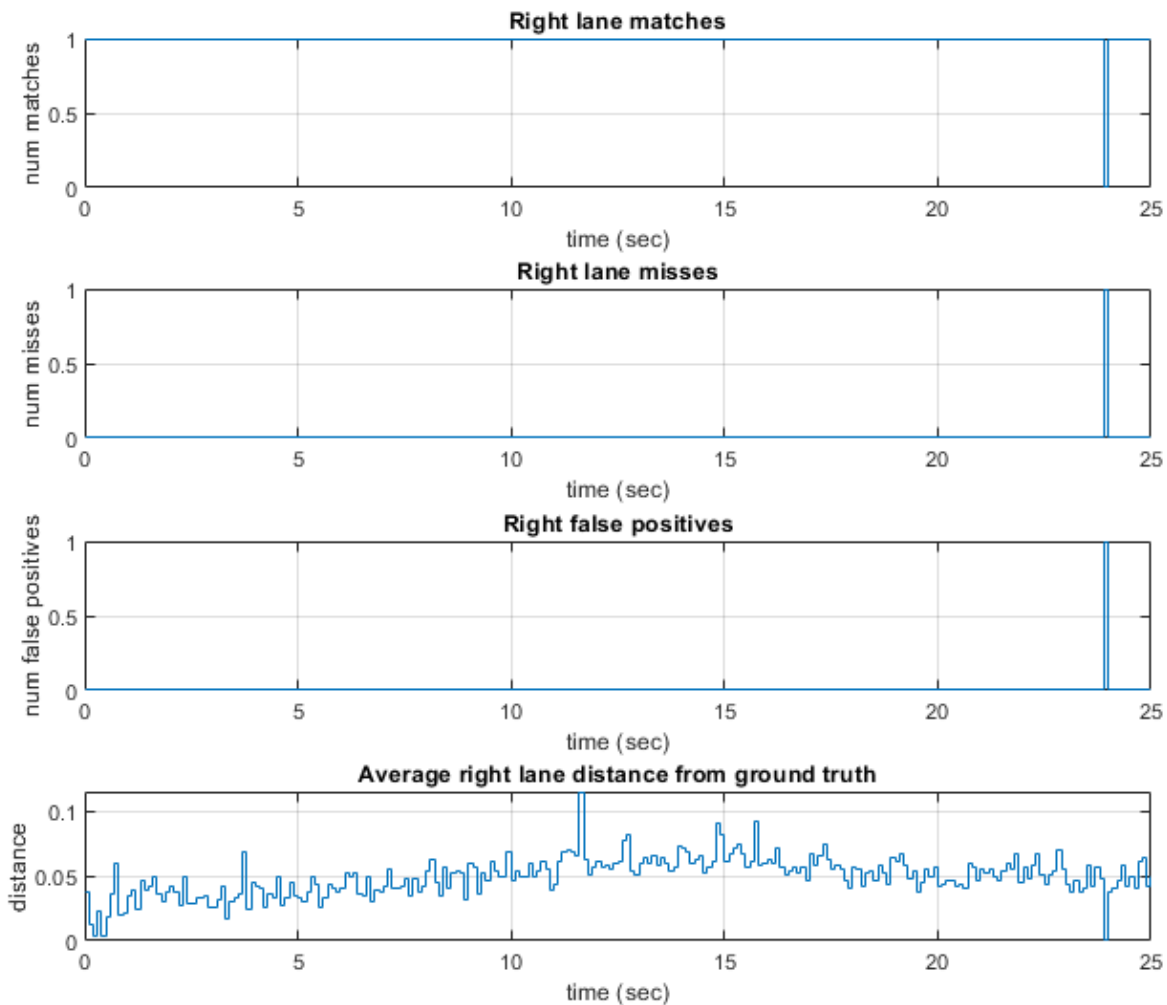
- 1 **Left lane metrics:** Returned as an array that contains the number of matches (true positives), misses (false negatives), and false positives computed from detections for the left lane of the road.
- 2 **Left lane status:** Returned as true or false. The value is true for matches in the left lane and false for misses and false positives in the left lane.

- 3 **Left lane distance:** A scalar specifying the average value of distances between detected left lane boundary points and the ground truth for the left lane.
- 4 **Right lane metrics:** Returned as an array that contains the number of matches (true positives), misses (false negatives), and false positives computed from detections for the right lane of the road.
- 5 **Right lane status:** Returned as true or false. The value is true for matches in the right lane and false for misses and false positives in the right lane.
- 6 **Right lane distance:** A scalar specifying the average value of distances between detected right lane boundary points and the ground truth for the right lane.

Plot the detection results for left and right lanes by using the `helperPlotLaneMetrics` script:

```
[numLaneMatches, numLaneMisses, numFalsePositives] = helperPlotLaneMetrics(logsout);
```



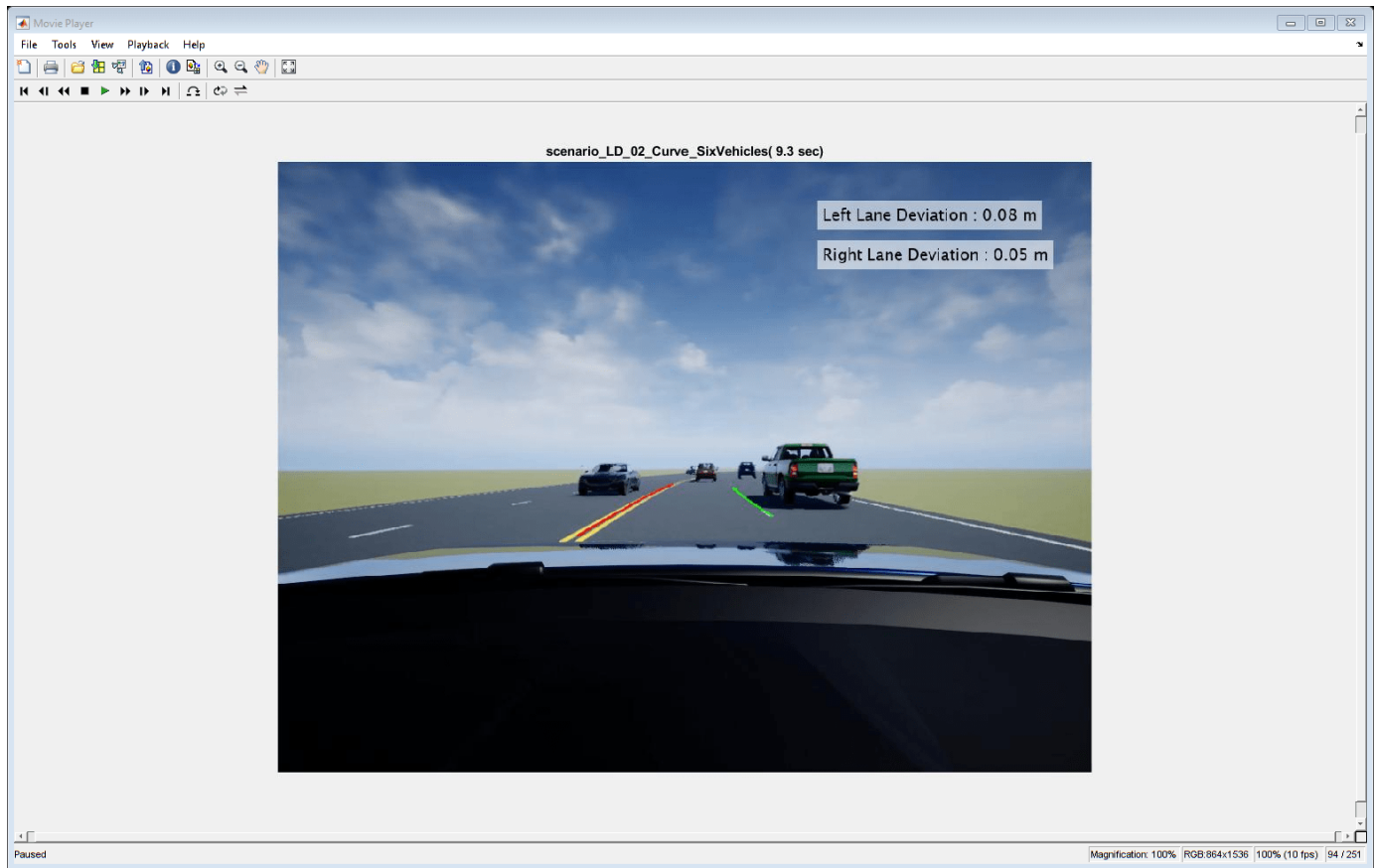


From the plots you can infer that all the detected left lane and the right lane boundaries match with the ground truth and that there are no false positives or false negatives.

During simulation, the model records the output of the camera sensor to `forwardFacingCamera.mp4`. You can overlay the deviation results on the lanes detected in the frames and record to a video file by using `helperPlotLaneDetectionResults` function.

```
hVideoViewer = helperPlotLaneDetectionResults(...
logout, "forwardFacingCamera.mp4" , scenario, camera,scenarioFcnName,...
"RecordVideo", true,"RecordVideoFileName", scenarioFcnName,...
"OpenRecordedVideoInVideoViewer", true,"VideoViewerJumpToTime", 9.3);
```





You can also compute overall precision and sensitivity of the lane marker detection algorithm as below:

**Precision:** Compute as the percentage of true positives in the total number of detected lane boundaries.

```
precision = (numLaneMatches./(numLaneMatches+numFalsePositives))*100;
disp(precision);
```

```
99.8008
```

**Sensitivity:** Compute as the percentage of true positives in total number of actual lane boundaries.

```
sensitivity = (numLaneMatches./(numLaneMatches+numLaneMisses))*100;
disp(sensitivity);
```

```
99.8008
```

The precision and the sensitivity values of a robust lane marker detector must be close to 100 for different test scenarios and test conditions.

### Generate C++ Code

You can now generate C++ code for the algorithm, apply common optimizations, and generate a report to facilitate exploring the generated code.

Configure the `LaneMarkerDetector` model to generate C++ code for real-time implementation of the algorithm. Set the model parameters to enable code generation and display the configuration values.

Set and view model parameters to enable C++ code generation.

```
helperSetModelParametersForCodeGeneration('LaneMarkerDetector');
save_system('LaneMarkerDetector');
```

Model configuration parameters:

Parameter	Value	
{'SystemTargetFile'}	{'ert.tlc'}	{'Code Generation>System target file'}
{'TargetLang'}	{'C++'}	{'Code Generation>Language'}
{'SolverType'}	{'Fixed-step'}	{'Solver>Type'}
{'FixedStep'}	{'auto'}	{'Solver>Fixed-step size (fundamental period)'}
{'EnableMultiTasking'}	{'on'}	{'Solver>Treat each discrete rate as a task'}
{'ProdLongLongMode'}	{'on'}	{'Hardware Implementation>Support long long products'}
{'BlockReduction'}	{'on'}	{'Simulation Target>Block reduction'}
{'MATLABDynamicMemAlloc'}	{'on'}	{'Simulation Target>Simulation Target'}
{'OptimizeBlockIOStorage'}	{'on'}	{'Simulation Target>Signal storage'}
{'InlineInvariantSignals'}	{'on'}	{'Simulation Target>Inline invariant signals'}
{'BuildConfiguration'}	{'Faster Runs'}	{'Code Generation>Build configuration'}
{'RTWVerbose'}	{'off'}	{'Code Generation>Verbose build'}
{'CombineSignalStateStructs'}	{'on'}	{'Code Generation>Interface>Combine signal state structs'}
{'SupportVariableSizeSignals'}	{'on'}	{'Code Generation>Interface>Support variable size signals'}
{'CodeInterfacePackaging'}	{'C++ class'}	{'Code Generation>Interface>Code interface packaging'}
{'GenerateExternalIOAccessMethods'}	{'Method'}	{'Code Generation>Interface>Data Method'}
{'EfficientFloat2IntCast'}	{'on'}	{'Code Generation>Optimization>Remove redundant casts'}
{'ZeroExternalMemoryAtStartup'}	{'off'}	{'Code Generation>Optimization>Remove redundant casts'}
{'CustomSymbolStrGlobalVar'}	{'\$N\$M'}	{'Code Generation>Symbols>Global variable name'}
{'CustomSymbolStrType'}	{'\$N\$M_T'}	{'Code Generation>Symbols>Global type name'}
{'CustomSymbolStrField'}	{'\$N\$M'}	{'Code Generation>Symbols>Field name'}
{'CustomSymbolStrFcn'}	{'APV_\$N\$M\$F'}	{'Code Generation>Symbols>Subsystem name'}
{'CustomSymbolStrTmpVar'}	{'\$N\$M'}	{'Code Generation>Symbols>Local temporary name'}
{'CustomSymbolStrMacro'}	{'\$N\$M'}	{'Code Generation>Symbols>Constant name'}

Generate code and review the code generation report from the reference model.

```
slbuild('LaneMarkerDetector');
```

```
### Starting build procedure for: LaneMarkerDetector
### Successful completion of build procedure for: LaneMarkerDetector
```

Build Summary

Top model targets built:

Model	Action	Rebuild Reason
LaneMarkerDetector	Code generated and compiled.	Code generation information file does not exist

```
1 of 1 models built (0 models already up to date)
Build duration: 0h 1m 37.176s
```

Use the code generation report to explore the generated code. To learn more about the code generation report, see “Reports for Code Generation” (Embedded Coder). Use the Code Interface Report link in the Code Generation Report to explore these generated methods:

- `LaneMarkerDetector_initialize`: Call once on initialization.
- `LaneMarkerDetector_step`: Call periodically every step to execute the lane marker detection algorithm.
- `LaneMarkerDetector_terminate`: Call once on termination.

Additional get and set methods for signal interface are declared in `LaneMarkerDetector.h` and defined in `LaneMarkerDetector.cpp`.

### Assess Functionality of Code

After generating C++ code for the lane marker detector, you can now assess the code functionality using software-in-the-loop (SIL) simulation. It provides early insight into the behavior of a deployed application. To learn more about SIL simulation, refer to “SIL and PIL Simulations” (Embedded Coder).

SIL simulation enables you to verify that the compiled generated code on the host is functionally equivalent to the normal mode.

Configure algorithm and test bench model parameters to support SIL simulation and log execution profiling information.

```
helperSetModelParametersForSIL('LaneMarkerDetector');
helperSetModelParametersForSIL('LaneMarkerDetectorTestBench');
```

LaneMarkerDetector configuration parameters:

Parameter	Value	Description
{'SystemTargetFile' }	{'ert.tlc' }	{'Code Generation>System target ...
{'TargetLang' }	{'C++' }	{'Code Generation>Language'
{'CodeExecutionProfiling' }	{'on' }	{'Code Generation>Verification>Me
{'CodeProfilingSaveOptions' }	{'AllData' }	{'Code Generation>Verification>S
{'CodeExecutionProfileVariable' }	{'executionProfile' }	{'Code Generation>Verification>W

LaneMarkerDetectorTestBench configuration parameters:

Parameter	Value	Description
{'SystemTargetFile' }	{'ert.tlc' }	{'Code Generation>System target ...
{'TargetLang' }	{'C++' }	{'Code Generation>Language'
{'CodeExecutionProfiling' }	{'on' }	{'Code Generation>Verification>Me
{'CodeProfilingSaveOptions' }	{'AllData' }	{'Code Generation>Verification>S
{'CodeExecutionProfileVariable' }	{'executionProfile' }	{'Code Generation>Verification>W

Configure the test bench model to simulate **Lane Marker Detector** in software-in-the-loop (SIL) mode.

```
set_param('LaneMarkerDetectorTestBench/Lane Marker Detector','SimulationMode','Software-in-the-Loop');
sim('LaneMarkerDetectorTestBench');
```

```
### Starting build procedure for: LaneMarkerDetector
### Generated code for 'LaneMarkerDetector' is up to date because no structural, parameter or code changes were detected.
### Successful completion of build procedure for: LaneMarkerDetector
```

Build Summary

Top model targets built:

Model	Action	Rebuild Reason
LaneMarkerDetector	Code compiled.	Compilation artifacts were out of date.

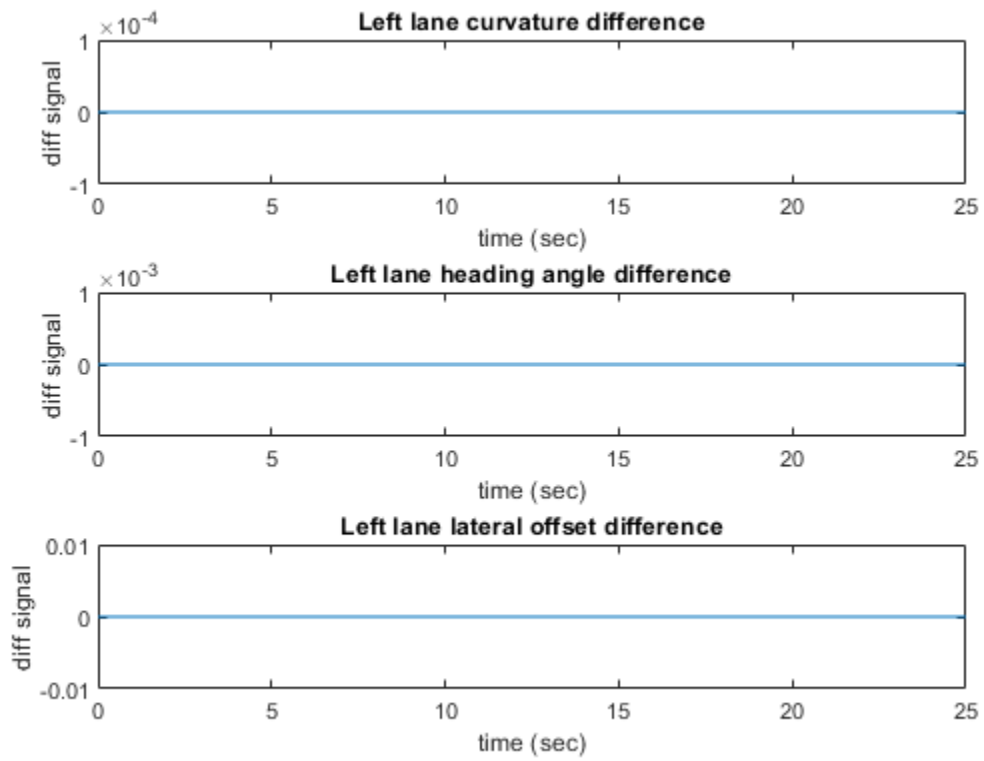
```
1 of 1 models built (0 models already up to date)
Build duration: 0h 0m 8.5562s
### Preparing to start SIL simulation ...
Building with 'Microsoft Visual C++ 2019 (C)'.
MEX completed successfully.
### Starting SIL simulation for component: LaneMarkerDetector
### Application stopped
### Stopping SIL simulation for component: LaneMarkerDetector
```

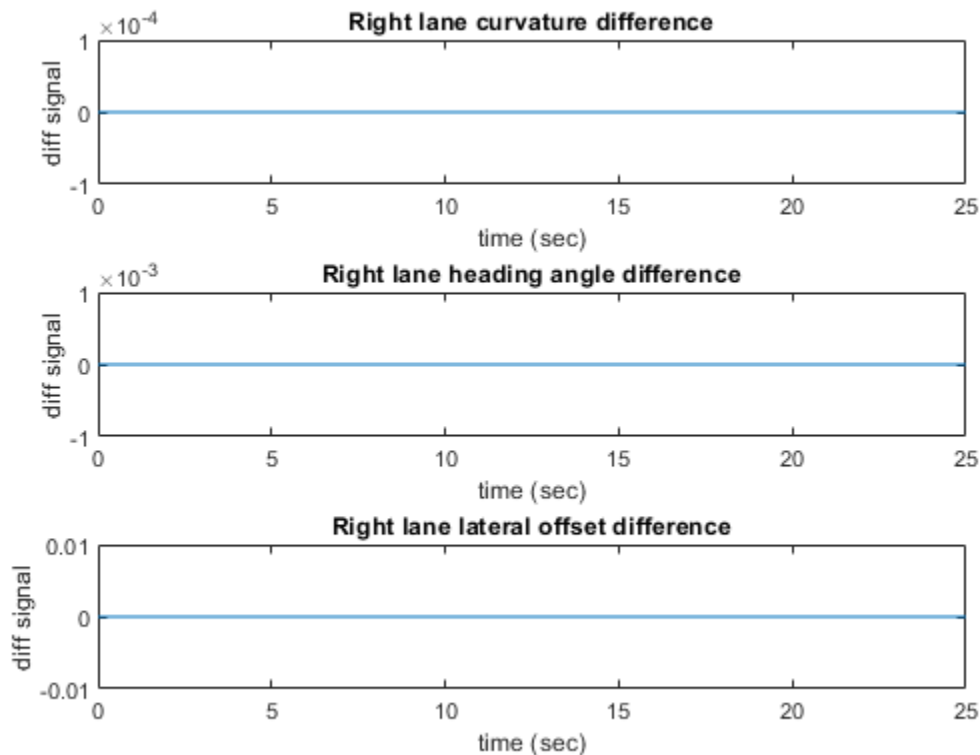
You can compare the outputs from normal simulation mode and software-in-the-loop (SIL) simulation mode. You can verify if the differences between these runs are in the tolerance limits by using the following code. Plot the differences of the detected lane boundary parameters between the normal simulation mode and SIL simulation mode.

```
runIDs = Simulink.sdi.getAllRunIDs;
normalSimRunID = runIDs(end - 1);
SilSimRunID = runIDs(end);
diffResult = Simulink.sdi.compareRuns(normalSimRunID ,SilSimRunID);
```

Plot the differences between lane boundary parameters computed from normal mode and SIL mode.

```
helperPlotDiffSignals(diffResult);
```





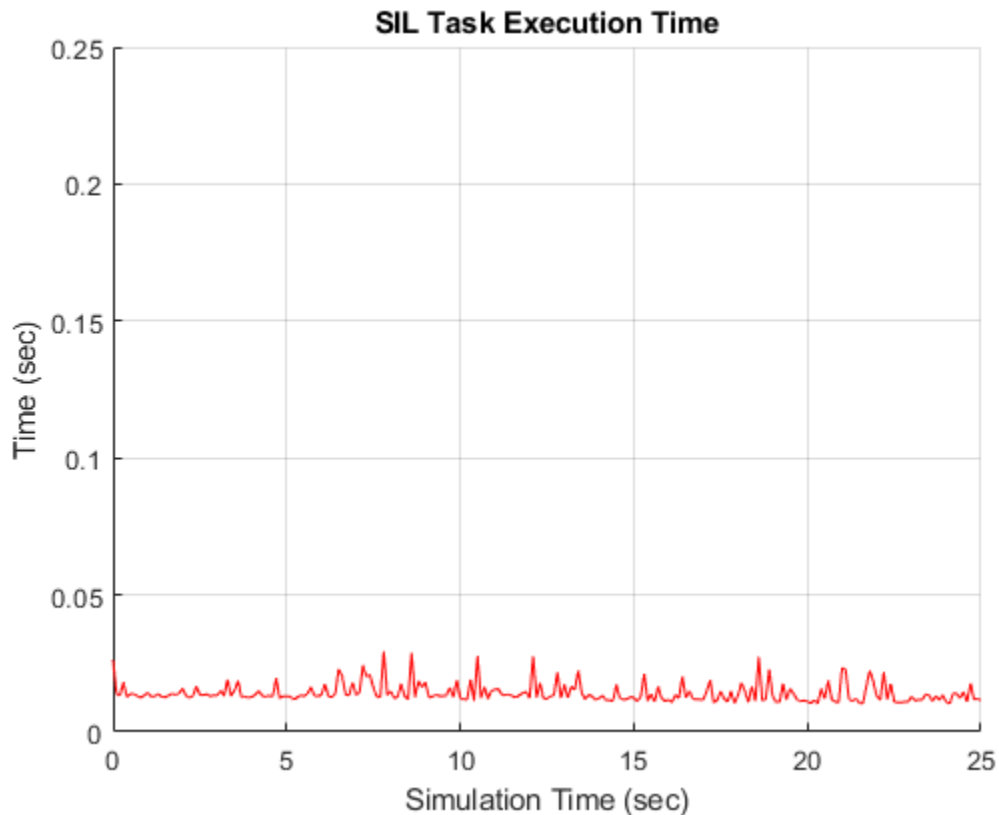
Notice that the differences between the lane boundary parameter values between normal mode of simulation and SIL mode of simulation are approximately zero. However, there are slight differences because of different rounding off techniques used by different compilers.

### Assess Execution Time and Coverage of Code

During the software-in-the-loop (SIL) simulation, log the execution time metrics for the generated code on the host computer to the variable `executionProfile` in the MATLAB base workspace. These times can be an early indicator for performance of the generated code. For accurate execution time measurements, profile the generated code when it is integrated into the external environment or when using with processor-in-the-loop (PIL) simulation. To learn more about SIL profiling, refer to “Create Execution-Time Profile for Generated Code” (Embedded Coder).

Plot the execution time taken for `LaneMarkerDetector_step` function using `helperPlotExecutionProfile` function.

```
helperPlotExecutionProfile(executionProfile);
```



Notice that you can deduce the average time taken per frame for the lane marker detector from this plot. For more information on generating execution profiles and analyzing them during SIL simulation, refer to “Execution Time Profiling for SIL and PIL” (Embedded Coder).

If you have a Simulink Coverage™ license, you can also perform the code coverage analysis for the generated code to measure the testing completeness. You can use missing coverage data to find gaps in testing, missing requirements, or unintended functionality. Configure the coverage settings and simulate the test bench model to generate coverage analysis report. Find the generated report `CoverageResults/LaneMarkerDetector.html` in the working directory.

```
if(license('test','Simulink_Coverage'))
    helperCoverageSettings('LaneMarkerDetectorTestBench');
    cvDataObj = cvsim('LaneMarkerDetectorTestBench');
    cvhtml('CoverageResults/LaneMarkerDetector',cvDataObj);
end
```

```
### Starting build procedure for: LaneMarkerDetector
### Generated code for 'LaneMarkerDetector' is up to date because no structural, parameter or code changes were detected.
### Successful completion of build procedure for: LaneMarkerDetector
```

Build Summary

Top model targets built:

Model	Action	Rebuild Reason
LaneMarkerDetector	Code compiled.	Compilation artifacts were out of date.

```

1 of 1 models built (0 models already up to date)
Build duration: 0h 0m 33.21s
### Preparing to start SIL simulation ...
Building with 'Microsoft Visual C++ 2019 (C)'.
MEX completed successfully.
### Starting SIL simulation for component: LaneMarkerDetector
### Stopping SIL simulation for component: LaneMarkerDetector
### Completed code coverage analysis

```

## Summary

File/Complexity	Test 1									
	Decision		Statement		Function		Function call		Relational Boundary	
<b>TOTAL COVERAGE</b>	1144	73%	85%	95%	90%	26%				
1. ... <a href="#">LaneMarkerDetector.cpp</a>	1127	73%	85%	94%	90%	27%				
2. ... <a href="#">rtGetInf.cpp</a>	6	50%	93%	100%	0%	0%				
3. ... <a href="#">rtGetNaN.cpp</a>	3	50%	93%	100%	0%	0%				
4. ... <a href="#">rt_nonfinite.cpp</a>	8	50%	96%	100%	86%	0%				

## Summary By Model Object

Model Object	Test 1									
	Decision		Statement		Function		Function call		Relational Boundary	
1. <a href="#">LaneMarkerDetector</a>	73%	85%	95%	90%	26%					

You can find the decision coverage, statements coverage and function coverage results while simulating the generated code for this test scenario, `scenario_LD_02_Curve_SixVehicles`. You can test this model with different scenarios to get full coverage of the generated code. For more information on how to analyze coverage results during software-in-the-loop simulation, refer “Code Coverage for Models in Software-in-the-Loop (SIL) Mode and Processor-in-the-Loop (PIL) Mode” (Embedded Coder)

### Explore Additional Scenarios

This example provides additional scenarios that you can use with the `LaneMarkerDetectorTestBench` model:

```

scenario_LF_01_Straight_RightLane
scenario_LF_02_Straight_LeftLane
scenario_LF_03_Curve_LeftLane
scenario_LF_04_Curve_RightLane
scenario_LD_01_Curve_ThreeVehicles
scenario_LD_02_Curve_SixVehicles [Default]

```

- Use scenarios with the prefix `scenario_LF` in the filename to test the lane marker detection algorithm without obstruction by other vehicles. The vehicles still exist in the scenario but are positioned such that they are not within the visible range of the ego vehicle.
- Use scenarios with the prefix `scenario_LD` in the filename to test the lane marker detection algorithm while other vehicles on the road are within the visible range of the ego vehicle.



While designing and testing the lane marker detection algorithm in open loop, it is helpful to begin with a scenario that has only the ego vehicle. To configure the model and workspace for such a scenario, use the following code.

```
helperSLLaneMarkerDetectorSetup("scenario_LF_04_Curve_RightLane");
```

You can use this model to integrate RoadRunner™ scenes into driving scenarios for simulation and testing.

## See Also

### Functions

`evaluateLaneBoundaries`

### Blocks

Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following | Cuboid To 3D Simulation | Vehicle To World

## More About

- “Visual Perception Using Monocular Camera” on page 8-108
- “Design Lane Marker Detector Using Unreal Engine Simulation Environment” on page 8-863
- “Evaluate and Visualize Lane Boundary Detections Against Ground Truth” on page 8-95

## Highway Lane Following with Intelligent Vehicles

This example shows how to simulate a lane following application in a scenario that contains intelligent target vehicles. The intelligent target vehicles are the non-ego vehicles in the scenario and are programmed to adapt their trajectories based on the behavior of its neighboring vehicles. In this example, you will:

1. Model the behavior of the target vehicles to dynamically adapt their trajectories in order to perform one of the following behaviors: velocity keeping, lane following, or lane change.
2. Simulate and test the lane following application in response to the dynamic behavior of the target vehicles on straight road and curved road scenarios.

You can also apply the modeling patterns used in this example to test your own lane following algorithms.

### Introduction

The highway lane following system developed in this example steers the ego vehicle to travel within a marked lane. The system tests the lane following capability in the presence of other non-ego vehicles, which are the target vehicles. For regression testing, it is often sufficient for the target vehicles to follow a predefined trajectory. To randomize the behavior and identify edge cases like aggressive lane change in front of the ego vehicle, it is beneficial to add intelligence to the target vehicles.

This example builds on the “Highway Lane Following” on page 8-893 example that demonstrates lane following in the presence of target vehicles that follow predefined trajectories. This example modifies the scenario simulation framework of the “Highway Lane Following” on page 8-893 example by adding functionalities to model and simulate intelligent target vehicles. The intelligent target vehicles added to this example adapt their trajectories based on the behavior of the neighboring vehicles and the environment. In response, the lane following system automatically reacts to ensure that the ego vehicle stays in its lane.

In this example, you achieve system-level simulation through integration with the Unreal Engine® from Epic Games®. The 3D simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error(['Unreal simulation is only supported on Microsoft', char(174), ' Windows', char(174)],
end
```

To ensure reproducibility of the simulation results, set the random seed.

```
rng(0);
```

In the rest of the example, you will:

- 1 **Explore the test bench model:** Explore the functionalities in the system-level test bench model that you use to assess lane following with intelligent target vehicles.
- 2 **Vehicle behaviors:** Explore vehicle behaviors that you can use to model the intelligent target vehicles.
- 3 **Model the intelligent target vehicles:** Model the target vehicles in the scenario for three different behaviors: velocity keeping, lane following, and lane changing.

- 4 **Simulate lane following with intelligent target vehicles on a straight road:** Simulate velocity keeping, lane following, and lane change behaviors of a target vehicle while testing lane following on a straight road.
- 5 **Simulate lane following with intelligent target vehicles on a curved road:** Simulate velocity keeping, lane following, and lane change behaviors of a target vehicle while testing lane following on a curved road.
- 6 **Test with other scenarios:** Test the model with other scenarios available with this example.

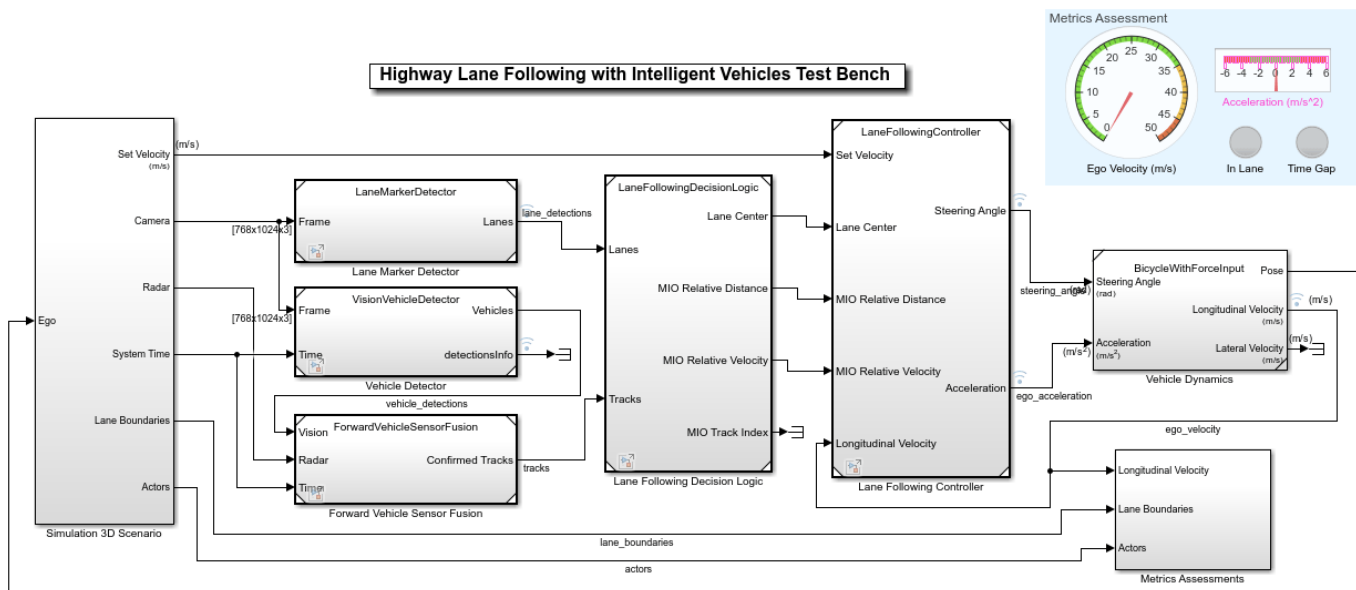
### Explore Test Bench Model

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos'));
helperDrivingProjectSetup('HLFIntelligentVehicles.zip', 'workDir', pwd);
```

Open the system-level simulation test bench model for the lane following application.

```
open_system("HighwayLaneFollowingWithIntelligentVehiclesTestBench")
```



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The test bench model contains these modules:

- 1 **Simulation 3D Scenario:** Subsystem that specifies road, ego vehicle, intelligent target vehicles, camera, and radar sensors used for simulation.
- 2 **Lane Marker Detector:** Algorithm model to detect the lane boundaries in the frame captured by camera sensor.
- 3 **Vehicle Detector:** Algorithm model to detect to detect vehicles in the frame captured by camera sensor.
- 4 **Forward Vehicle Sensor Fusion:** Algorithm model that fuses the detections of vehicles in front of the ego vehicle that were obtained from vision and radar sensors.

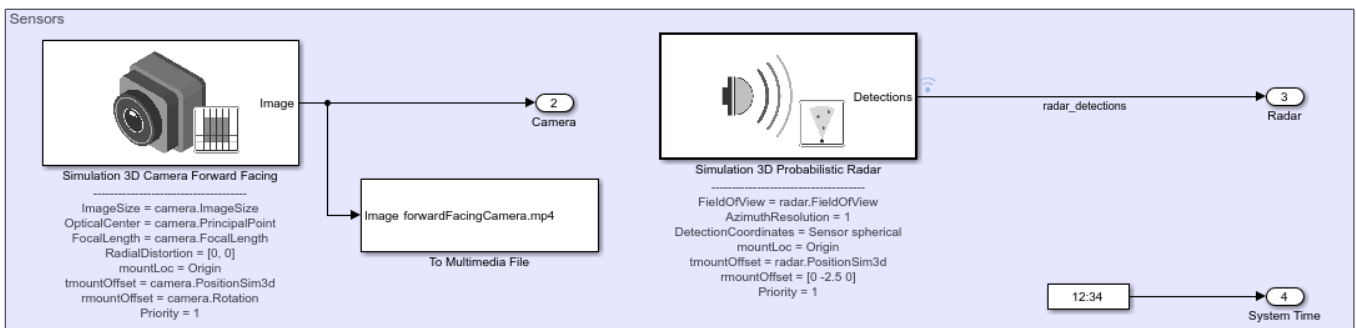
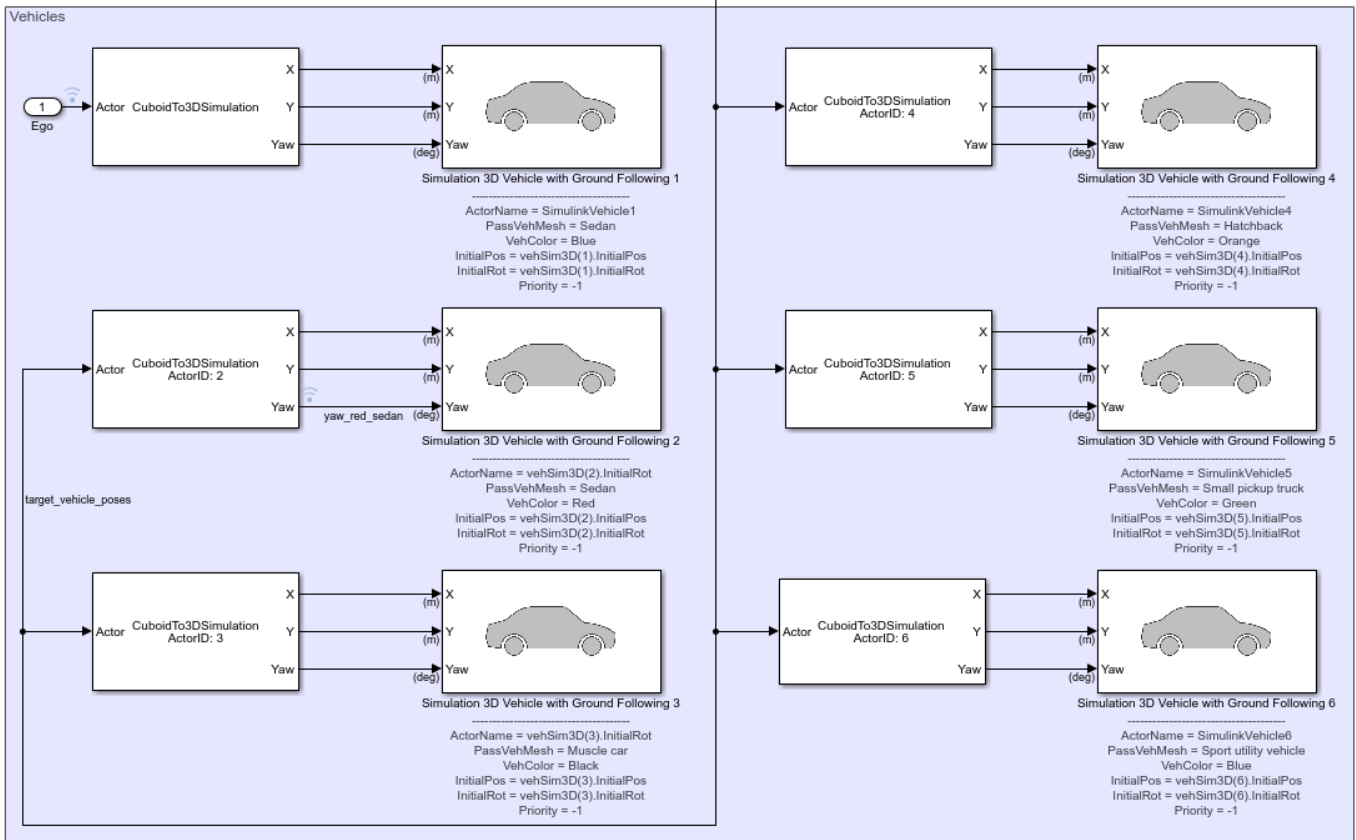
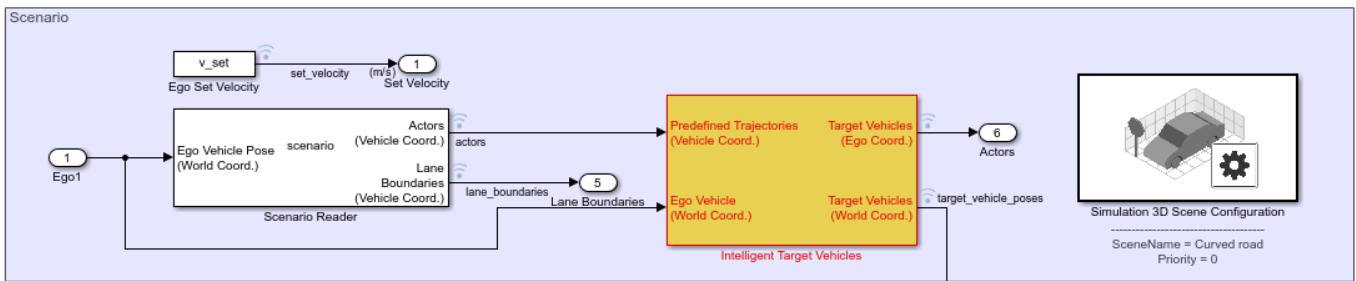
- 5 **Lane Following Decision Logic:** Algorithm model that specifies lateral, longitudinal decision logic and provides lane center information and MIO related information to controller.
- 6 **Lane Following Controller:** Algorithm model that specifies the controls.
- 7 **Vehicle Dynamics:** Specifies the dynamics model for the ego vehicle.
- 8 **Metrics Assessment:** Assesses system-level behavior.

The Lane Marker Detector, Vehicle Detector, Forward Vehicle Sensor Fusion, Lane Following Decision Logic, Lane Following Controller, Vehicle Dynamics, and Metrics Assessment subsystems are based on the subsystems used in “Highway Lane Following” on page 8-893 (Automated Driving Toolbox). If you have license to Simulink® Coder™ and Embedded Coder™, you can generate deployable-ready embedded real-time code for the Lane Marker Detector, Vehicle Detector, Forward Vehicle Sensor Fusion, Lane Following Decision Logic, and Lane Following Controller algorithm models. This example focuses only on the **Simulation 3D Scenario** subsystem. An **Intelligent Target Vehicles** subsystem block is added to the **Simulation 3D Scenario** subsystem in order to configure the behavior of target vehicles in the scenario. The Lane Marker Detector, Vehicle Detector, Forward Vehicle Sensor Fusion, Lane Following Decision Logic, Lane Following Controller, Vehicle Dynamics, and Metrics Assessment subsystems steer the ego vehicle in response to the behavior of the target vehicles configured by the **Simulation 3D Scenario** subsystem.

Open the **Simulation 3D Scenario** subsystem and highlight the **Intelligent Target Vehicles** subsystem.

```
open_system("HighwayLaneFollowingWithIntelligentVehiclesTestBench/Simulation 3D Scenario")
hilit_system("HighwayLaneFollowingWithIntelligentVehiclesTestBench/Simulation 3D Scenario/Intel")
```

**Simulation 3D Scenario**



The **Simulation 3D Scenario** subsystem configures the road network, models the target vehicles, sets vehicle positions, and synthesizes sensors. The subsystem is initialized by using the `helperSLHighwayLaneFollowingWithIntelligentVehiclesSetup` script. This script defines the driving scenario for testing the highway lane following. This setup script defines the road network and sets the behavior for each target vehicle in the scenario.

- The Scenario Reader block reads the roads and actors (ego and target vehicles) from a scenario file specified using the `helperSLHighwayLaneFollowingWithIntelligentVehiclesSetup` script. The block outputs the poses of target vehicles and the lane boundaries with respect to the coordinate system of the ego vehicle.
- The **Intelligent Target Vehicles** is a function-call subsystem block that models the behavior of the actors in the driving scenario. The initial values for this subsystem block parameters are set by the `helperSLHighwayLaneFollowingWithIntelligentVehiclesSetup` script. The Cuboid To 3D Simulation and the Simulation 3D Vehicle with Ground Following blocks set the actor poses for the 3D simulation environment.
- The Simulation 3D Scene Configuration block implements a 3D simulation environment by using the road network and the actor positions.

This setup script also configures the controller design parameters, vehicle model parameters, and the Simulink® bus signals required for the `HighwayLaneFollowingWithIntelligentVehiclesTestBench` model. This script assigns an array of structures, `targetVehicles`, to the base workspace that contains the behavior type for each target vehicle.

### Vehicle Behaviors

This example enables you to use four modes of vehicle behaviors for configuring the target vehicles using the `targetVehicles` structure.

- **Default:** In this mode, the target vehicles in the scenario follow predefined trajectories. The target vehicles are non-adaptive and are not configured for intelligent behavior.
- **VelocityKeeping:** In this mode, the target vehicles are configured to travel in a lane at a constant set velocity. Each target vehicle maintains the set velocity regardless of the presence of a lead vehicle in its current lane and does not check for collision.
- **LaneFollowing:** In this mode, the target vehicles are configured to travel in a lane by adapting their velocities in response to a lead vehicle. If a target vehicle encounters a lead vehicle in its current lane, the model performs collision checking and adjusts the velocity of the target vehicle. Collision checking ensures that the target vehicle maintains a safe distance from the lead vehicle.
- **LaneChange:** In this mode, the target vehicles are configured to travel in a lane at a particular velocity and follow the lead vehicle. If the target vehicle gets too close to the lead vehicle, then it performs a lane change. Before changing the lane, the model checks for potential forward and side collisions and adapts the velocity of the target vehicle to maintain a safe distance from other vehicles in the scenario.

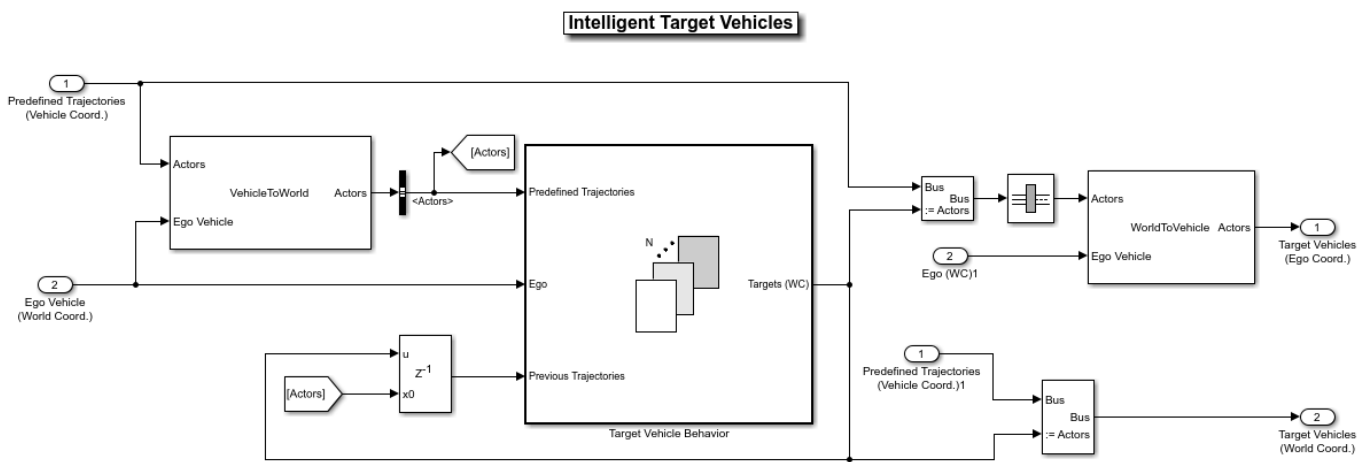
### Model Intelligent Target Vehicles

The **Intelligent Target Vehicles** subsystem dynamically updates the vehicle poses for all the target vehicles based on their predefined vehicle behavior. As mentioned already, the `helperSLHighwayLaneFollowingWithIntelligentVehiclesSetup` script defines the scenario and the behavior for each target vehicle in the scenario. The setup script stores the vehicle behavior and other attributes as an array of structures, `targetVehicles`, to the base workspace. The structure stores these attributes:

- ActorID
- Position
- Velocity
- Roll
- Pitch
- Yaw
- AngularVelocity
- InitialLaneID
- BehaviorType

The **Intelligent Target Vehicles** subsystem uses a mask to load the configuration in `targetVehicles` from the base workspace. You can set the values of these attributes to modify the position, orientation, velocities, and behavior of target vehicles. Open the **Intelligent Target Vehicles** subsystem.

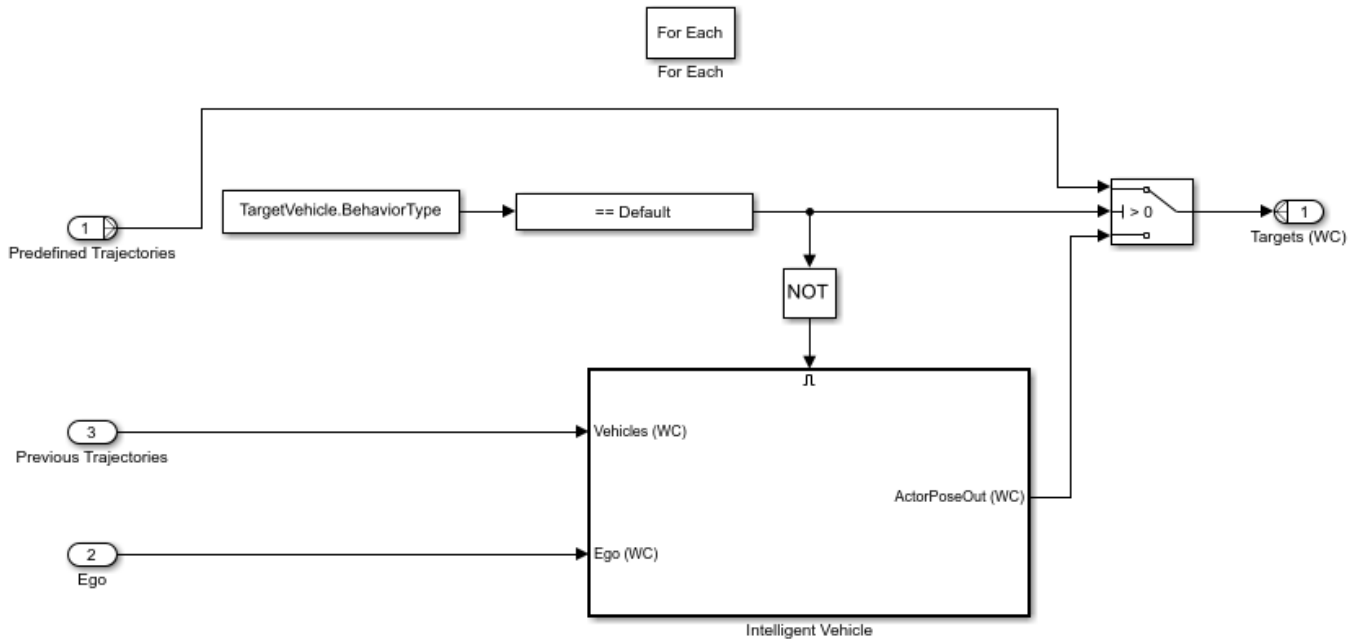
```
open_system("HighwayLaneFollowingWithIntelligentVehiclesTestBench/Simulation 3D Scenario/Intelli
```



The **Vehicle To World** block converts the predefined actor (ego and target vehicle) poses and trajectories from ego-vehicle coordinates to world coordinates. The **Target Vehicle Behavior** subsystem block computes the next state of the target vehicles by using predefined target vehicles poses, ego-vehicle pose, and current state of target vehicles. The subsystem outputs the target vehicles poses in world coordinates for navigating the vehicles in the 3D simulation environment.

Open the **Target Vehicle Behavior** subsystem.

```
open_system("HighwayLaneFollowingWithIntelligentVehiclesTestBench/Simulation 3D Scenario/Intelli
```

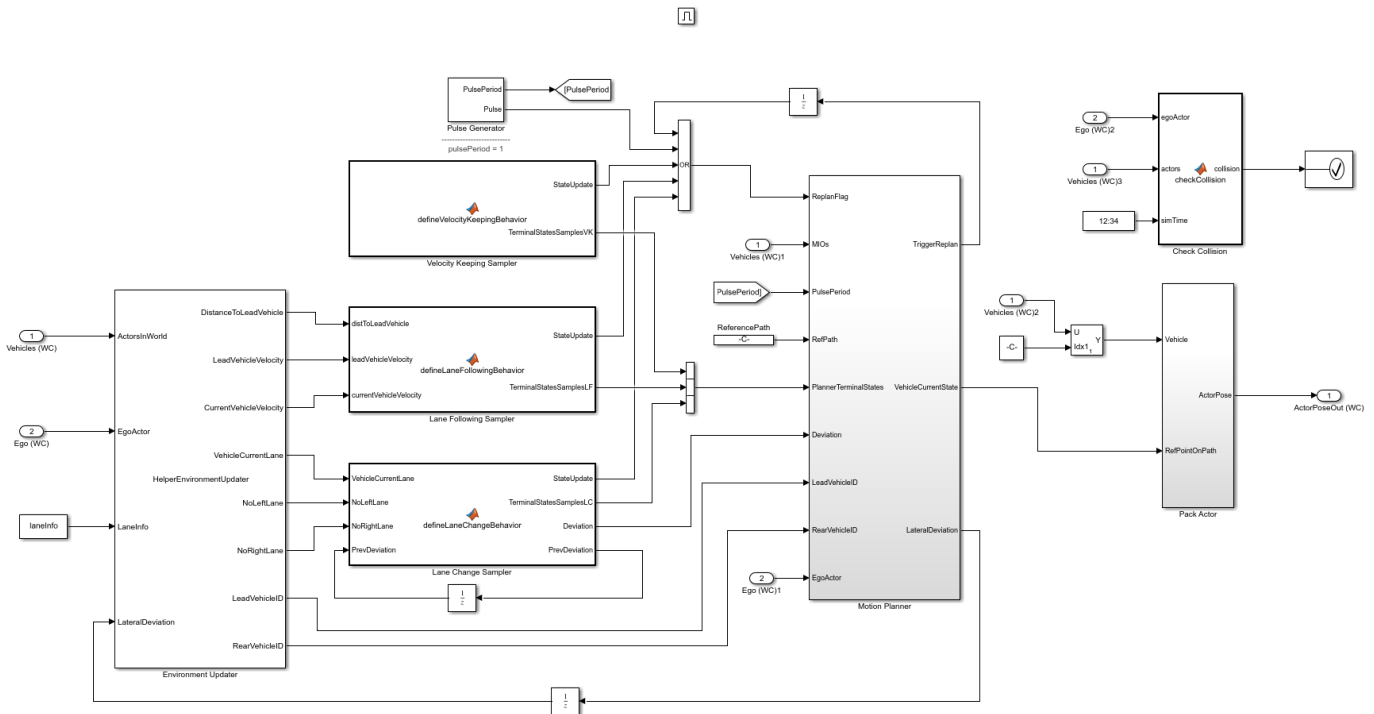


The **Target Vehicle Behavior** subsystem enables you to switch between the default and other vehicle behaviors. If the behavior type for a target vehicle is set to **Default**, the subsystem configures the target vehicles to follow predefined trajectories. Otherwise, the position of the vehicle is dynamically computed and updated using the **Intelligent Vehicle** subsystem block. The **Intelligent Vehicle** subsystem block configures the **VelocityKeeping**, **LaneFollowing**, and **LaneChange** behaviors for the target vehicles.

Open **Intelligent Vehicle** subsystem.

`open_system("HighwayLaneFollowingWithIntelligentVehiclesTestBench/Simulation 3D Scenario/Intelli`





The **Intelligent Vehicle** subsystem computes the pose of a target vehicle by using information about the neighboring vehicles and the vehicle behavior. The subsystem is similar to the **Lane Change Planner** component of the “Highway Lane Change” on page 8-845 example. The **Intelligent Vehicle** subsystem has these blocks:

- The **Environment Updater** block computes the lead and rear vehicle information, current lane number, and existence of adjacent lanes (NoLeftLane, NoRightLane) with respect to the current state of the target vehicle. This block is configured by the System object™ HelperEnvironmentUpdater.
- The **Velocity Keeping Sampler** block defines terminal states required for the VelocityKeeping behavior. This block reads the set velocity from the mask parameter norm(TargetVehicle.Velocity).
- The **Lane Following Sampler** block defines terminal states required for the LaneFollowing behavior. This block reads the set velocity from the mask parameter norm(TargetVehicle.Velocity).
- The **Lane Change Sampler** block defines terminal states required for the LaneChange behavior. This block also defines deviation offset from the reference path to keep the vehicle in a specific lane after a lane change. This block reads TargetVehicle.Velocity, laneInfo, and TargetVehicle.InitialLaneID from the base workspace by using mask parameters.

The table shows the configuration of terminal states and parameters for different vehicle behaviors:

Vehicle Behavior	Longitudinal States	Lateral States	Velocity States
Velocity Keeping	Constant set to 60 meters	Constant set to 0, to travel in the current lane	Configurable constant
Lane Following	Varies based on distance to the lead vehicle in the current lane of the vehicle	Constant set to 0, to travel in the current lane	Varies based on velocity of the lead vehicle in the current lane of the vehicle
Lane Change	Constant set to 60 meters	Varies based on the current lane of the lead vehicle and lane geometry	Configurable constant

- The **Check Collision** block checks for collision with any other vehicle in the scenario. The simulation stops if collision is detected.
- The **Pulse Generator** block defines the replan period for the **Motion Planner** subsystem. The default value is set to 1 second. Replanning can be triggered every pulse period, or if any of the samplers has a state update, or by the **Motion Planner** subsystem.
- The **MotionPlanner** subsystem generates trajectory for a target vehicle by using the terminal states defined by the vehicle behavior. It uses `trajectoryOptimalFrenet` (Navigation Toolbox) from Navigation Toolbox™ to generate a trajectory. The subsystem estimates the position of the vehicle along its trajectory at every simulation step. This subsystem internally uses the `HelperTrajectoryPlanner System` object™ to implement a fallback mechanism for different vehicle behaviors when the `trajectoryOptimalFrenet` function is unable to generate a feasible trajectory.
- If the vehicle behavior is set to `LaneChange`, the trajectory planner attempts to generate a trajectory with `LaneFollowing` behavior. If it is unable to generate a trajectory, then it stops the vehicle using its stop behavior.
- If the vehicle behavior is set to `LaneFollowing` or `VelocityKeeping`, the trajectory planner stops the vehicle using stop behavior.

The system implements the stop behavior by constructing a trajectory with the previous state of the vehicle, which results in an immediate stop of the target vehicle.

### Simulate Intelligent Target Vehicle Behavior on Straight Road

This example uses a test scenario that has three target vehicles (red sedan, black muscle car, and orange hatchback) and one ego vehicle (blue sedan) traveling on a straight road with two lanes.

- The red sedan is the first target vehicle and travels in the lane adjacent to the ego lane.
- The orange hatchback is a lead vehicle for the ego vehicle in the ego lane.
- The black muscle car is slow moving and a lead vehicle for the red sedan in the adjacent lane of the ego vehicle. The figure shows the initial positions of these vehicles.



You can run the simulation any number of times by changing the behavior type for each vehicle during each run. This example runs the simulation three times and at each run the behavior type for the first target vehicle is modified.

### Configure All Target Vehicles Behavior to Velocity Keeping and Run Simulation

Run the setup script to configure `VelocityKeeping` behavior for all target vehicles.

```
helperSLHighwayLaneFollowingWithIntelligentVehiclesSetup(...
    "scenarioFcnName",...
    "scenario_LFACC_01_Straight_IntelligentVelocityKeeping");
```

Display the `BehaviorType` of all the target vehicles.

```
disp([targetVehicles(:).BehaviorType]');
```

```
VelocityKeeping
VelocityKeeping
VelocityKeeping
Default
Default
```

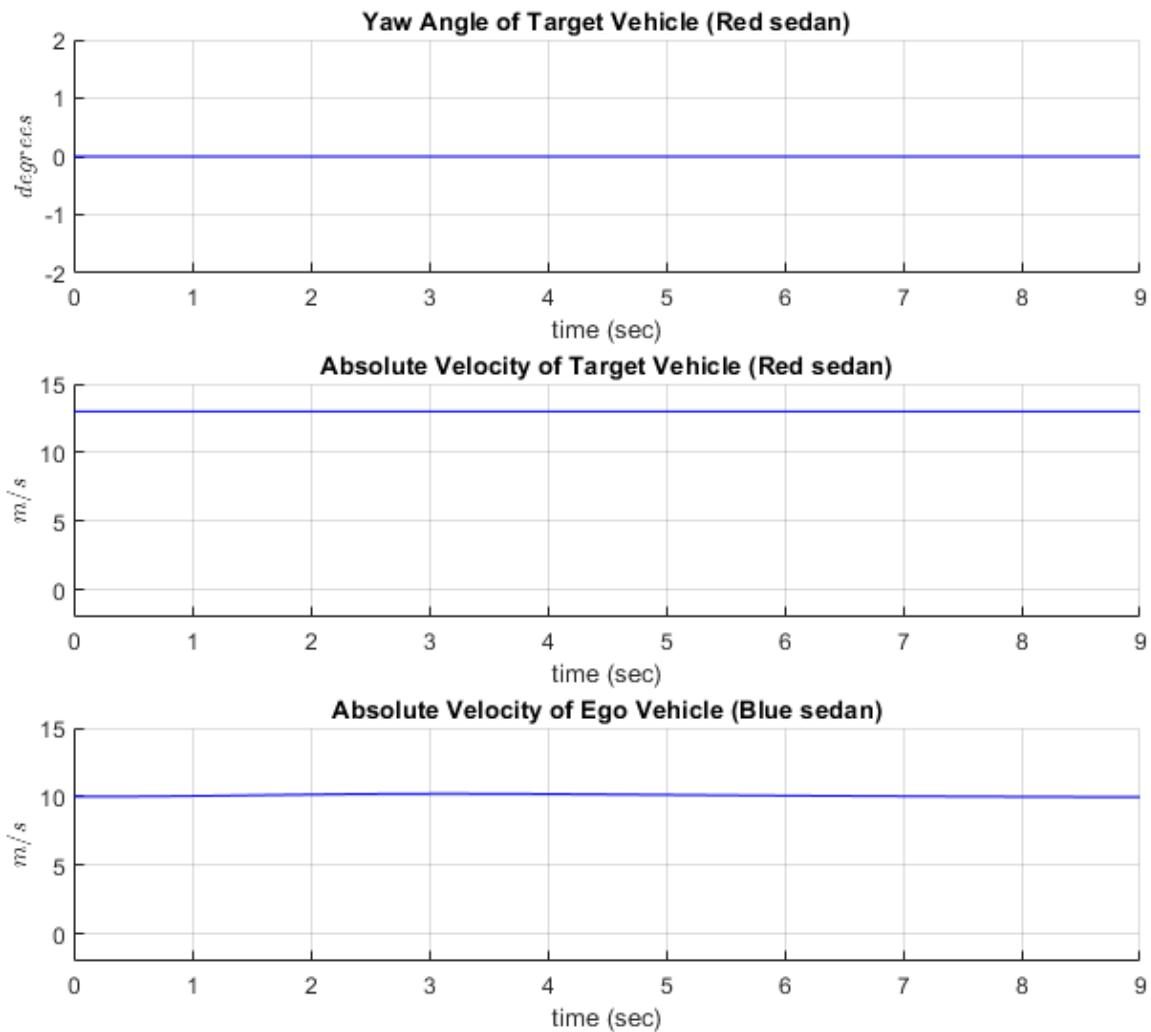
Run the simulation and visualize the results. The target vehicles in the scenario travel in their respective lanes at a constant velocity. The red sedan and the black muscle car maintain their velocity and do not check for collisions.

To reduce command-window output, turn off the model predictive control (MPC) update messages.

```
mpcverbosity('off');  
% Run the model  
simout = sim("HighwayLaneFollowingWithIntelligentVehiclesTestBench", "StopTime", "9");
```

Plot the velocity profiles of ego and first target vehicle (red sedan) to analyze the results.

```
hFigVK = helperPlotEgoAndTargetVehicleProfiles(simout.logout);
```



Close figure

```
close(hFigVK);
```

- The **Yaw Angle of Target Vehicle (Red sedan)** plot shows the yaw angle of the red sedan. There is no variation in the yaw angle as the vehicle travels on a straight lane road.

- The **Absolute Velocity of Target Vehicle (Red sedan)** plot shows the absolute velocity of the red sedan. The velocity profile of the vehicle is constant as the vehicle is configured to `VelocityKeeping` behavior.
- The **Absolute Velocity of Ego Vehicle (Blue sedan)** plot shows that there is no effect of the red sedan on the ego vehicle as both vehicles travel in adjacent lanes.

### Configure First Target Vehicle Behavior to Lane Following and Run Simulation

Configure the behavior type for the first target vehicle (red sedan) to perform lane following. Display the updated values for the `BehaviorType` of target vehicles.

```
targetVehicles(1).BehaviorType = VehicleBehavior.LaneFollowing;  
disp([targetVehicles(:).BehaviorType]');
```

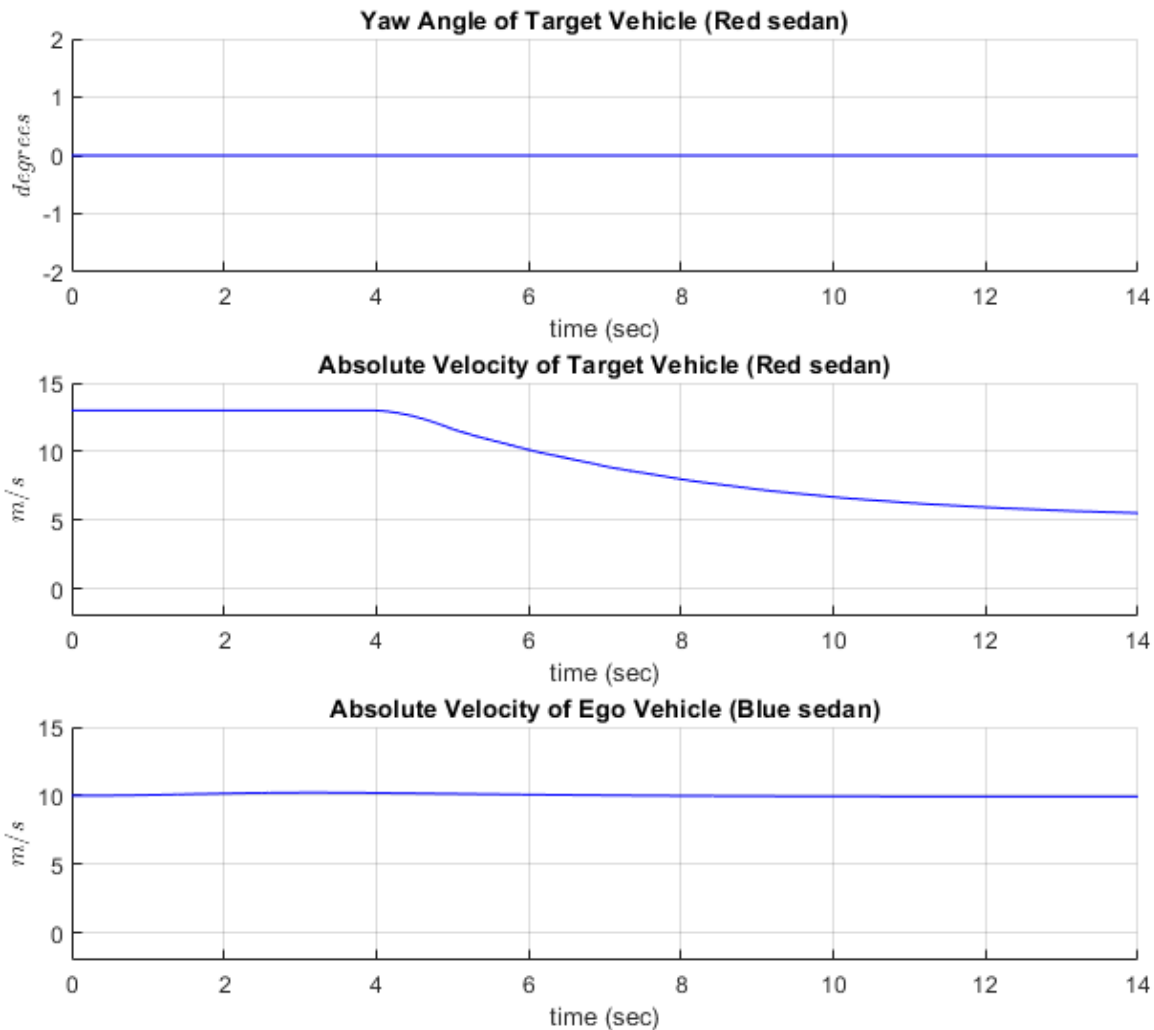
```
LaneFollowing  
VelocityKeeping  
VelocityKeeping  
Default  
Default
```

Run the simulation and visualize the results. The target vehicles in the scenario are traveling in their respective lanes. The first target vehicle (red sedan) slows down to avoid colliding with the slow-moving black muscle car in its lane.

```
sim("HighwayLaneFollowingWithIntelligentVehiclesTestBench");
```

Plot the velocity profiles of the ego and first target vehicle (red sedan) to analyze the results.

```
hFigLF = helperPlotEgoAndTargetVehicleProfiles(logsout);
```



Close figure

```
close(hFigLF);
```

- The **Yaw Angle of Target Vehicle (Red sedan)** plot is the same as the one obtained in the previous simulation. There is no variation in the yaw angle as the vehicle travels on a straight lane road.
- The **Absolute Velocity of Target Vehicle (Red sedan)** plot diverges from the previous simulation. The velocity of the red sedan gradually decreases from 13 m/s to 5 m/s to avoid colliding with the black muscle car and maintains a safety gap.
- The **Absolute Velocity of Ego Vehicle (Blue sedan)** plot is same as the one in the previous simulation. The ego vehicle is not affected by the change in the behavior of the red sedan.

### Configure First Target Vehicle Behavior to Lane Changing and Run Simulation

```
targetVehicles(1).BehaviorType = VehicleBehavior.LaneChange;
```

Display the BehaviorType of all the target vehicles.

```
disp([targetVehicles(:).BehaviorType]');
```

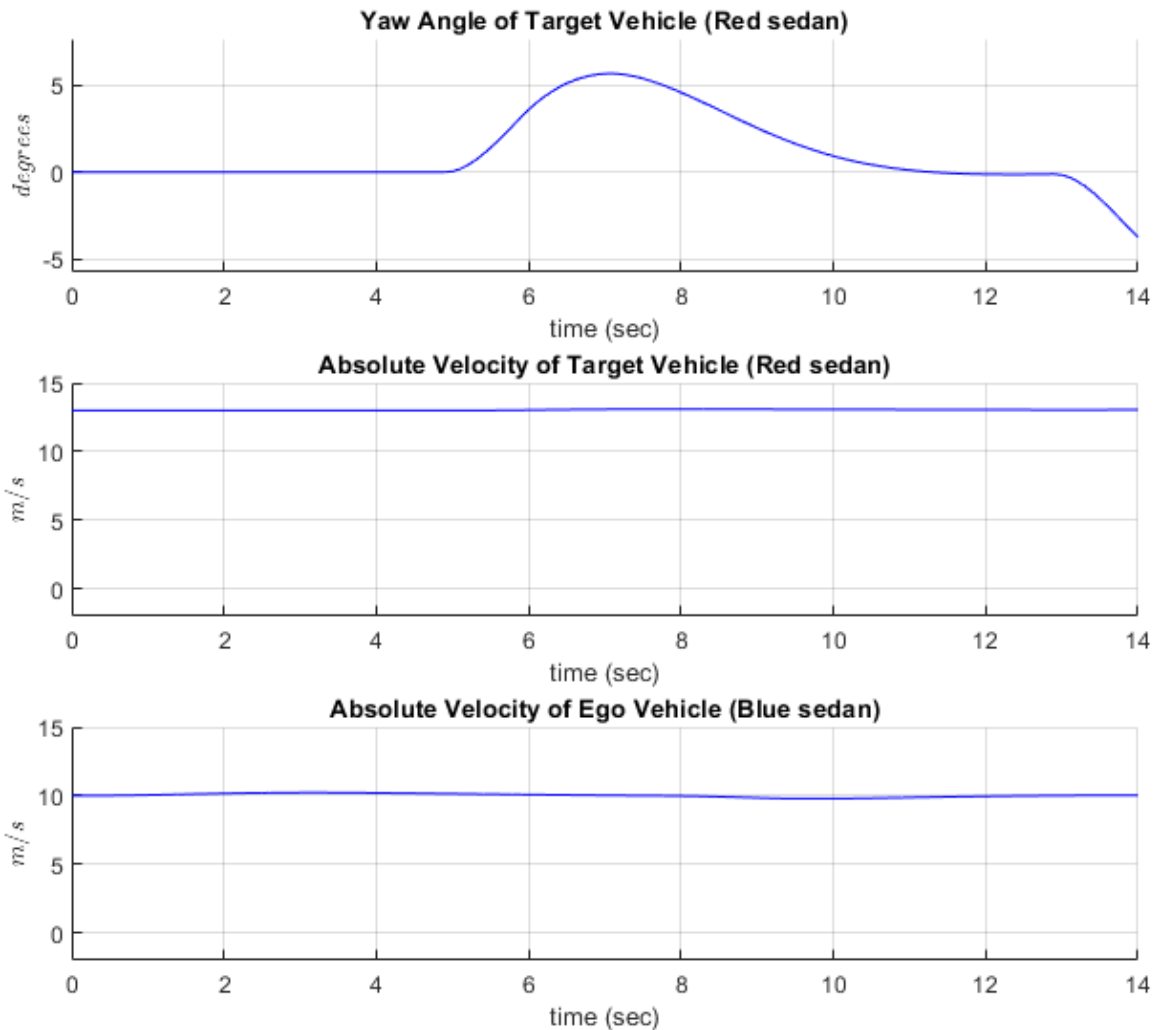
```
    LaneChange  
    VelocityKeeping  
    VelocityKeeping  
    Default  
    Default
```

Run the simulation and visualize the results. The orange hatchback and black muscle car are traveling at constant velocity in their respective lanes. The first target vehicle (red sedan) performs a lane change as it gets close to the black muscle car. It also does another lane change when it gets close to the orange hatchback.

```
sim("HighwayLaneFollowingWithIntelligentVehiclesTestBench");
```

Plot the velocity profiles of the ego and the first target vehicle (red sedan) to analyze the results.

```
hFigLC = helperPlotEgoAndTargetVehicleProfiles(logsout);
```



Close figure

```
close(hFigLC);
```

- The **Yaw Angle of Target Vehicle (Red sedan)** plot diverges from the previous simulation results. The yaw angle profile of the first target vehicle shows deviations as the vehicle performs a lane change.
- The **Absolute Velocity of Target Vehicle (Red sedan)** plot is similar to the VelocityKeeping behavior. The red sedan maintains a constant velocity even during the lane change.
- The **Absolute Velocity of Ego Vehicle (Blue sedan)** plot shows the ego vehicle response to the lane change maneuver by the first target vehicle (red sedan). The velocity of the ego vehicle decreases as the red sedan changes lanes. The red sedan moves to the ego lane and travels in front of the ego vehicle. The ego vehicle reacts by decreasing its velocity in order to travel in the same lane. Close all the figures.



### Simulate Intelligent Target Vehicle Behavior on Curved Road

Test the model on a scenario with curved roads. The vehicle configuration and position of vehicles are similar to the previous simulation. The test scenario contains a curved road and the first target vehicle (Red sedan) is configured to LaneChange behavior. The other two target vehicles are configured to VelocityKeeping behavior. The figure below shows the initial positions of the vehicles in the curved road scene.

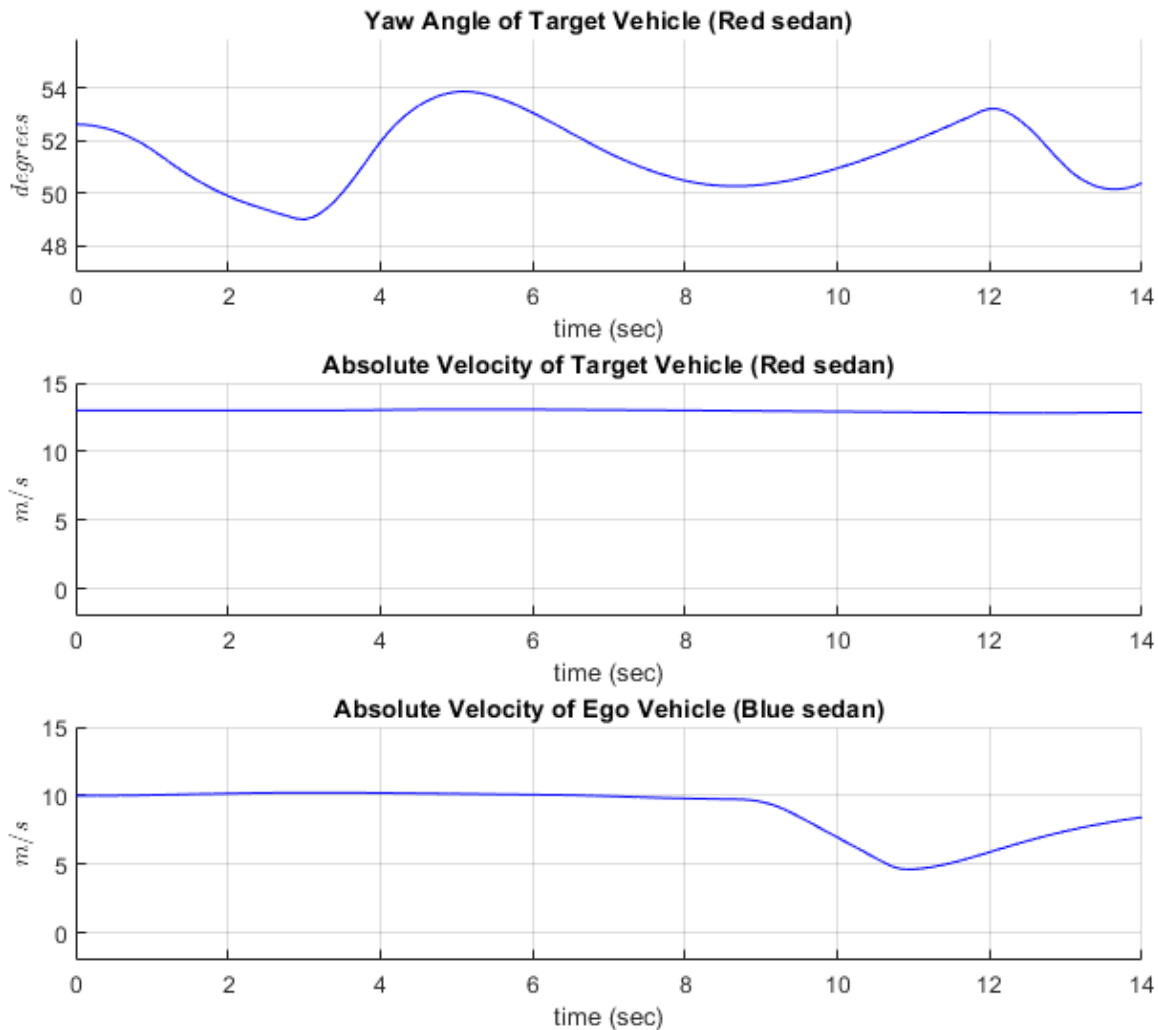


Run the setup script to configure the model parameters.

```
helperSLHighwayLaneFollowingWithIntelligentVehiclesSetup(...
    "scenarioFcnName",...
    "scenario_LFACC_04_Curved_IntelligentLaneChange");
```

Run simulation and visualize the results. Plot the yaw angle and velocity profiles of ego and target vehicles.

```
sim("HighwayLaneFollowingWithIntelligentVehiclesTestBench");
hFigCurvedLC = helperPlotEgoAndTargetVehicleProfiles(logsout);
```



- The **Yaw Angle of Target Vehicle (Red sedan)** plot shows variation in the profile as the red sedan performs lane change on a curved road. The curvature of the road also impacts the yaw angle of the target vehicle.
- The **Absolute Velocity of Target Vehicle (Red sedan)** plot is similar to the `VelocityKeeping` behavior, as the red sedan maintains a constant velocity during lane change on a curved road.
- The **Absolute Velocity of Ego Vehicle (Blue sedan)** plot shows the response of the ego vehicle to the lane change maneuver by the red sedan. The ego vehicle reacts by decreasing its velocity in order to travel in the same lane.

Close the figure.

```
close(hFigCurvedLC);
```

## Explore Other Scenarios

This example provides additional scenarios that are compatible with the `HighwayLaneFollowingWithIntelligentVehiclesTestBench` model. Below is a list of compatible scenarios that are provided with this example.

- `scenario_LFACC_01_Straight_IntelligentVelocityKeeping` function configures the test scenario such that all the target vehicles are configured to perform `VelocityKeeping` behavior on a straight road.
- `scenario_LFACC_02_Straight_IntelligentLaneFollowing` function configures the test scenario such that the red sedan performs `LaneFollowing` behavior while all other target vehicles perform `VelocityKeeping` behavior on a straight road.
- `scenario_LFACC_03_Straight_IntelligentLaneChange` function configures the test scenario such that the red sedan performs `LaneChange` behavior while all other target vehicles perform `VelocityKeeping` behavior on a straight road.
- `scenario_LFACC_04_Curved_IntelligentLaneChange` function configures the test scenario such that the red sedan performs `LaneChange` behavior while all other target vehicles perform `VelocityKeeping` behavior on a curved road. This is configured as the default scenario.
- `scenario_LFACC_05_Curved_IntelligentDoubleLaneChange` function configures the test scenario such that the red sedan performs `LaneChange` behavior while all other target vehicles perform `VelocityKeeping` behavior on a curved road. The placement of other vehicles in this scenario is such that the red sedan performs a double lane change during the simulation.

For more details on the road and target vehicle configurations in each scenario, view the comments in each file. You can configure the Simulink model and workspace to simulate these scenarios using the `helperSLHighwayLaneFollowingWithIntelligentVehiclesSetup` function.

```
helperSLHighwayLaneFollowingWithIntelligentVehiclesSetup("scenarioFcnName", "scenario_LFACC_05_Cu
```

## Conclusion

This example demonstrates how to test the functionality of a lane following application in a scenario with an ego vehicle and multiple intelligent target vehicles.

Enable the MPC update messages again.

```
mpcverbosity('on');
```

## See Also

[Scenario Reader](#) | [Cuboid To 3D Simulation](#) | [Simulation 3D Vehicle with Ground Following](#) | [Simulation 3D Scene Configuration](#) | [Vehicle To World](#) | [trajectoryOptimalFrenet](#)

## More About

- “Highway Lane Following with RoadRunner Scene” on page 8-1021
- “Highway Lane Following” on page 8-893
- “Highway Lane Change” on page 8-845

## Forward Vehicle Sensor Fusion

This example shows how to simulate sensor fusion and tracking in a 3D simulation environment for automated driving applications. The example also shows how to use performance metrics to evaluate the performance of a tracker in an open-loop environment.

### Introduction

Autonomous vehicle uses multiple sensors, including cameras and radar, to perceive the surrounding environment. However, each sensor has its own limitations. Fusing information from various sensors can make vehicle perception more robust. Sensor fusion and tracking is central to the decision-making process in various systems, including highway lane following and forward collision warning. By using the sensor fusion and tracking model in this example, you can run tests on critical scenarios that are in reality difficult to implement. In this example, you perform the following steps.

- 1 Explore the test bench model** — The model contains sensors, sensor fusion and tracking algorithm, and metrics to assess functionality. An equivalent Unreal Engine® scene is used to model detections from a radar sensor and a vision sensor.
- 2 Configure sensors and the environment** — Set up a driving scenario that includes an ego vehicle with camera and radar sensor. Plot the coverage area of each sensor using bird's-eye scope.
- 3 Perform sensor fusion and tracking** — Combine information from the two sensors using a joint probabilistic data association (JPDA) multi-object tracker to track the objects around the ego vehicle.
- 4 Evaluate the tracker performance** — Use the generalized optimal subpattern assignment (GOSPA) metric to evaluate the performance of the tracker.
- 5 Simulate the test bench model and analyze the results** — You can configure the test bench model for different scenarios. By default, the model configures a scenario where target vehicles come close to each other in front of the ego vehicle in three adjacent lanes and pose a challenge for the tracking system. Simulate the model and analyze the components of the GOSPA metric to understand the tracker performance.

This example tests the sensor fusion and tracking algorithm in a 3D simulation environment that uses the Unreal Engine® from Epic Games®. The Unreal Engine driving simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error(['3D simulation is only supported on Microsoft', char(174), ' Windows', char(174), '.'])
end
```

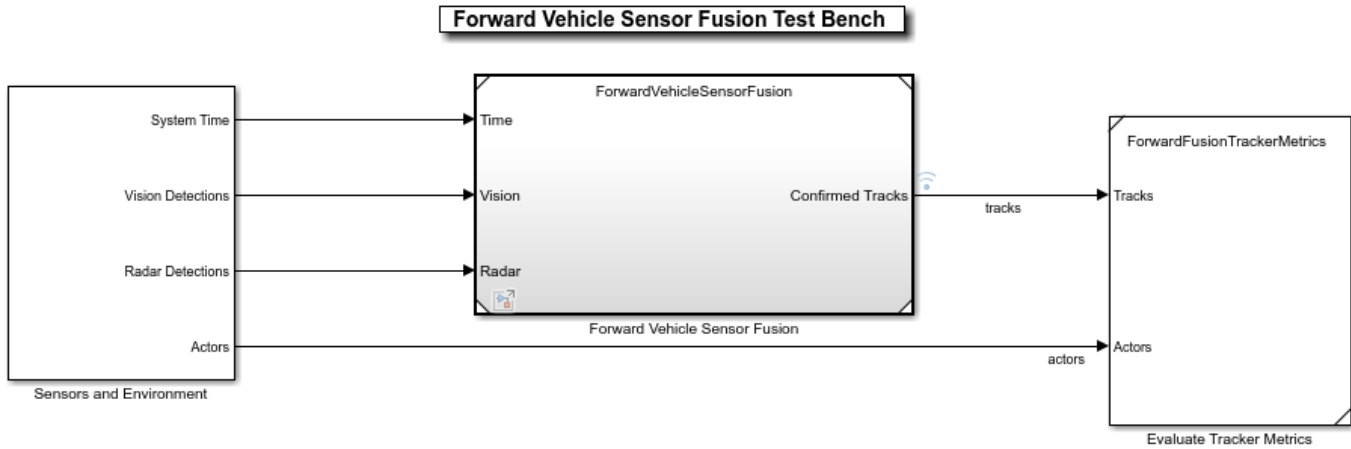
### Explore Test Bench Model

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos'));
helperDrivingProjectSetup('FVSensorFusion.zip', 'workDir', pwd);
```

Open the test bench model.

```
open_system('ForwardVehicleSensorFusionTestBench');
```



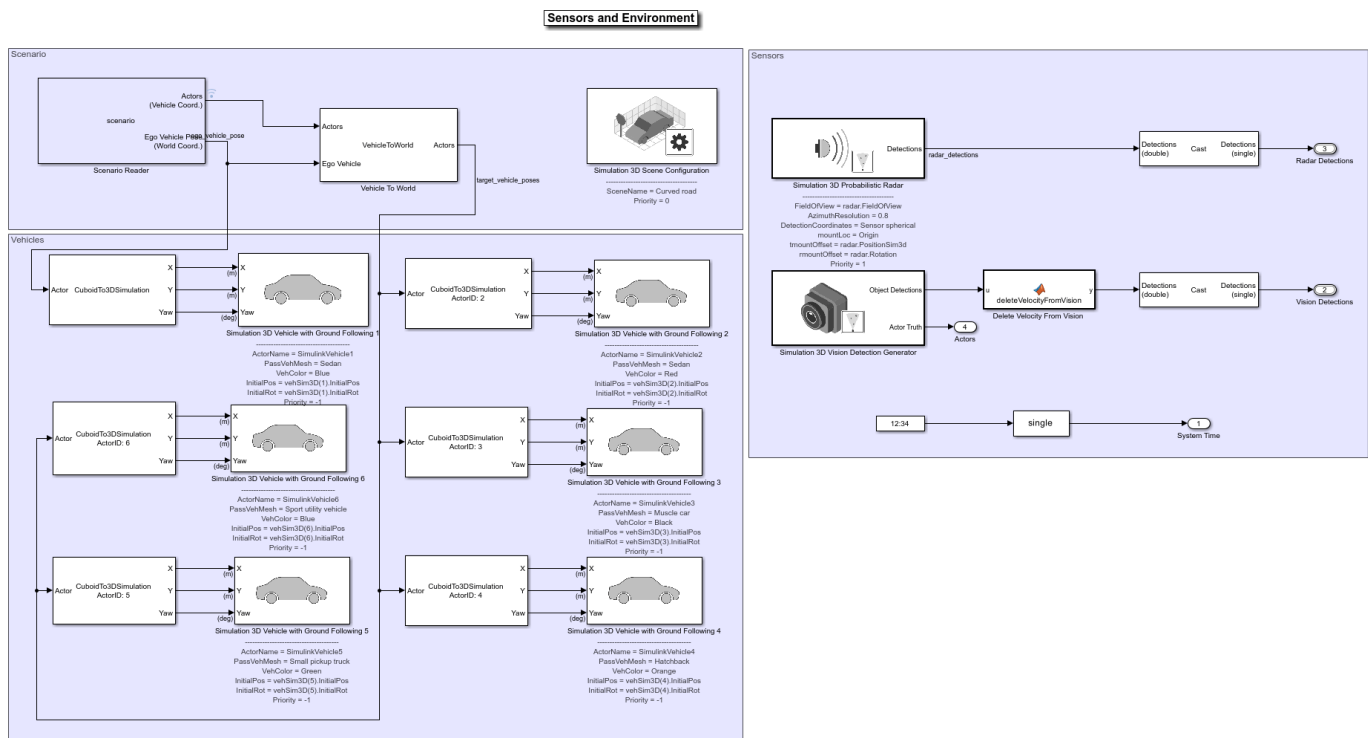
Opening this model runs the `helperSLForwardVehicleSensorFusionSetup` script, which initializes the scenario using the `drivingScenario` object in the base workspace. It also configures the sensor fusion and tracking parameters, vehicle parameters, and the Simulink® bus signals required for defining the inputs and outputs for the `ForwardVehicleSensorFusionTestBench` model. The test bench model contains these subsystems:

- **Sensors and Environment** — This subsystem specifies the scene, vehicles, and sensors used for simulation.
- **Forward Vehicle Sensor Fusion** — This subsystem implements the radar clustering, detection concatenation, fusion, and tracking algorithms.
- **Evaluate Tracker Metrics** — This subsystem assesses the tracker performance using GOSPA metric between a set of tracks and their ground truths.

### Configure Sensors and Environment

The **Sensors and Environment** subsystem configures the road network, places vehicles, and synthesizes sensors. For an example that uses a similar subsystem, see “Highway Lane Following” on page 8-893. Open the **Sensors and Environment** subsystem.

```
open_system('ForwardVehicleSensorFusionTestBench/Sensors and Environment');
```



The subsystem includes two sensor blocks: Simulation 3D Probabilistic Radar and Simulation 3D Vision Detection Generator. The parameters of these models are set by the helperSLForwardVehicleSensorFusionSetup script when you open the test bench model. These blocks generate detections from the 3D simulation environment.

- The Simulation 3D Probabilistic Radar block generates object detections based on a statistical model. This sensor is mounted on the ego vehicle at an offset specified by the Position and Rotation parameters of the radar structure.

```
disp(radar');
```

```
FieldOfView: [40 5]
DetectionRanges: [1 100]
Position: [3.7290 0 0.8000]
PositionSim3d: [2.4240 0 0.8000]
Rotation: [0 0 0]
```

- The Simulation 3D Vision Detection Generator block generates detections from camera measurements taken by a vision sensor mounted on the ego vehicle at an offset specified by the Position and Rotation parameters of the camera structure.

```
disp(camera');
```

```
NumColumns: 1024
NumRows: 768
FieldOfView: [45 45]
ImageSize: [768 1024]
PrincipalPoint: [512 384]
FocalLength: [512 512]
Position: [1.8750 0 1.2000]
```

```

PositionSim3d: [0.5700 0 1.2000]
Rotation: [0 0 0]
DetectionRanges: [6 50]
LaneDetectionRanges: [6 30]
MeasurementNoise: [3x3 double]
MinObjectImageSize: [10 10]

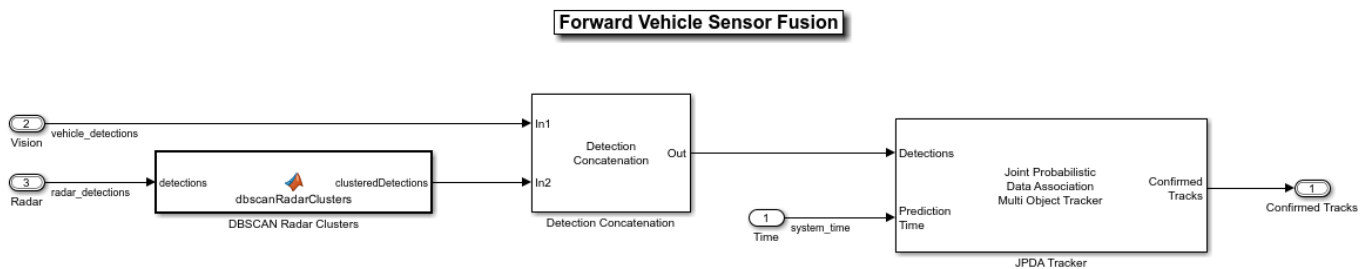
```

The bird's-eye scope displays sensor coverages by using a cuboid representation. The radar coverage area and detections are in red. The vision coverage area and detections are in blue.

## Perform Sensor Fusion and Tracking

The Forward Vehicle Sensor Fusion model is the reference model that processes vision and radar detections and generates the position and velocity of the tracks relative to the ego vehicle. Open the Forward Vehicle Sensor Fusion reference model.

```
open_system('ForwardVehicleSensorFusion');
```



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The Forward Vehicle Sensor Fusion reference model contains these blocks:

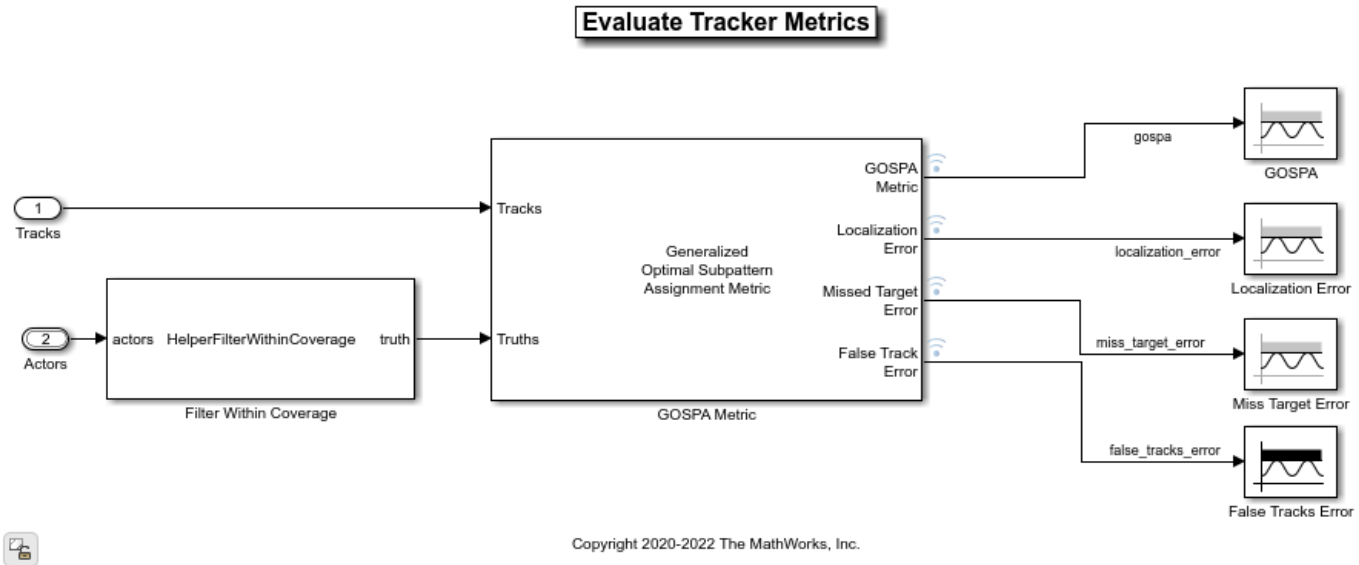
- Detection Clustering — Cluster multiple radar detections, since the tracker expects at most one detection per object per sensor.
- Detection Concatenation — Combine the vision and radar detections onto a single output bus.
- JPDA Tracker — Perform fusion and manage the tracks of stationary and moving objects.

The JPDA Tracker block is a key block of the Forward Vehicle Sensor Fusion reference model. The tracker fuses the information contained in concatenated detections and tracks the objects around the ego vehicle. The tracker outputs a list of confirmed tracks. These tracks are updated at prediction time, driven by a digital clock in the Sensors and Environment subsystem.

## Evaluate Performance of Tracker

The Evaluate Tracker Metrics subsystem computes various metrics to assess the performance of a tracker. Open the Evaluate Tracker Metrics subsystem.

```
open_system('ForwardVehicleSensorFusionTestBench/Evaluate Tracker Metrics');
```



To evaluate tracker performance, you must to remove the actors that are outside the coverage area of the sensors from the ground truth information. For this purpose, the subsystem uses the Filter Within Coverage block to filter only those actors that are within the coverage area of the sensors.

The subsystem contains GOSPA metric block, which computes these metrics:

- GOSPA metric — This metric measures the distance between a set of tracks and their ground truths, and combines both assignment and state-estimation accuracy into a single cost value.
- Localization error — This error indicates the state-estimation accuracy. A higher value indicates that the assigned tracks do not estimate the state of the truths correctly.
- Missed target error — This error indicates the presence of missed targets. A higher value indicates that targets are not being tracked.
- False track error — This error indicates the presence of false tracks.

### Simulate Test Bench Model and Analyze Results

During simulation, you can visualize the scenario in both the 3D simulation window and using bird's-eye scope.

To open the scope, click **Bird's-Eye Scope** in the Review Results section of the Simulink toolstrip. Next, click **Update Signals** to find and update signals that the scope can display.

Configure the `ForwardVehicleSensorFusionTestBench` model to simulate the `scenario_LFACC_03_Curve_StopnGo` scenario. This scenario contains six vehicles, including the ego vehicle. The scenario function also defines their trajectories. In this scenario, the ego vehicle has a lead vehicle in its lane. In the lane to the right of the ego vehicle, target vehicles indicated in green and blue are traveling in the same direction. In the lane to the left of the ego vehicle, target vehicles indicated in yellow and purple are traveling in the opposite direction.

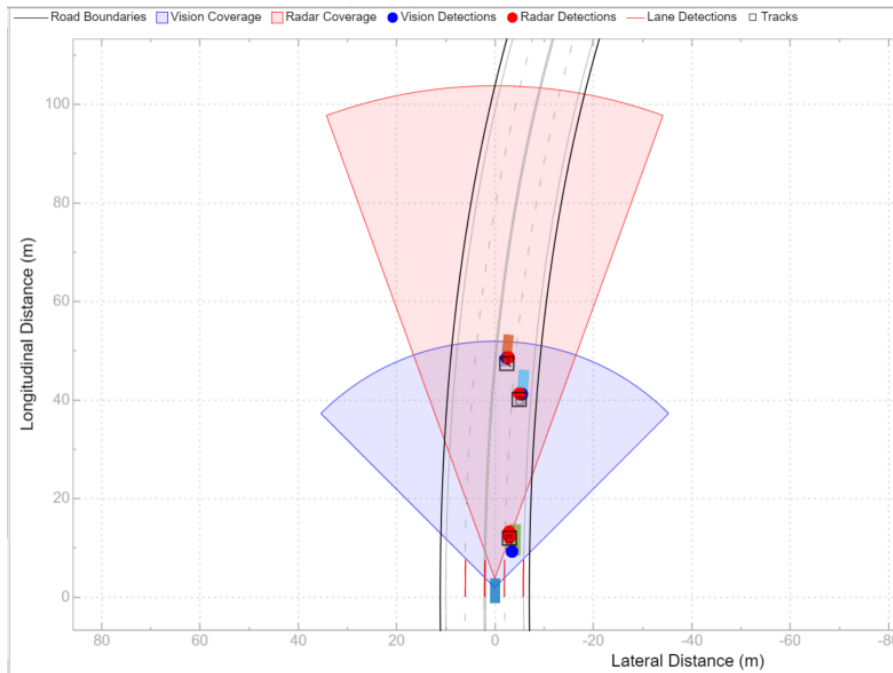
```
helperSLForwardVehicleSensorFusionSetup("scenarioFcnName", "scenario_LFACC_03_Curve_StopnGo");
```

Simulate the test bench model.

```
sim('ForwardVehicleSensorFusionTestBench');
```

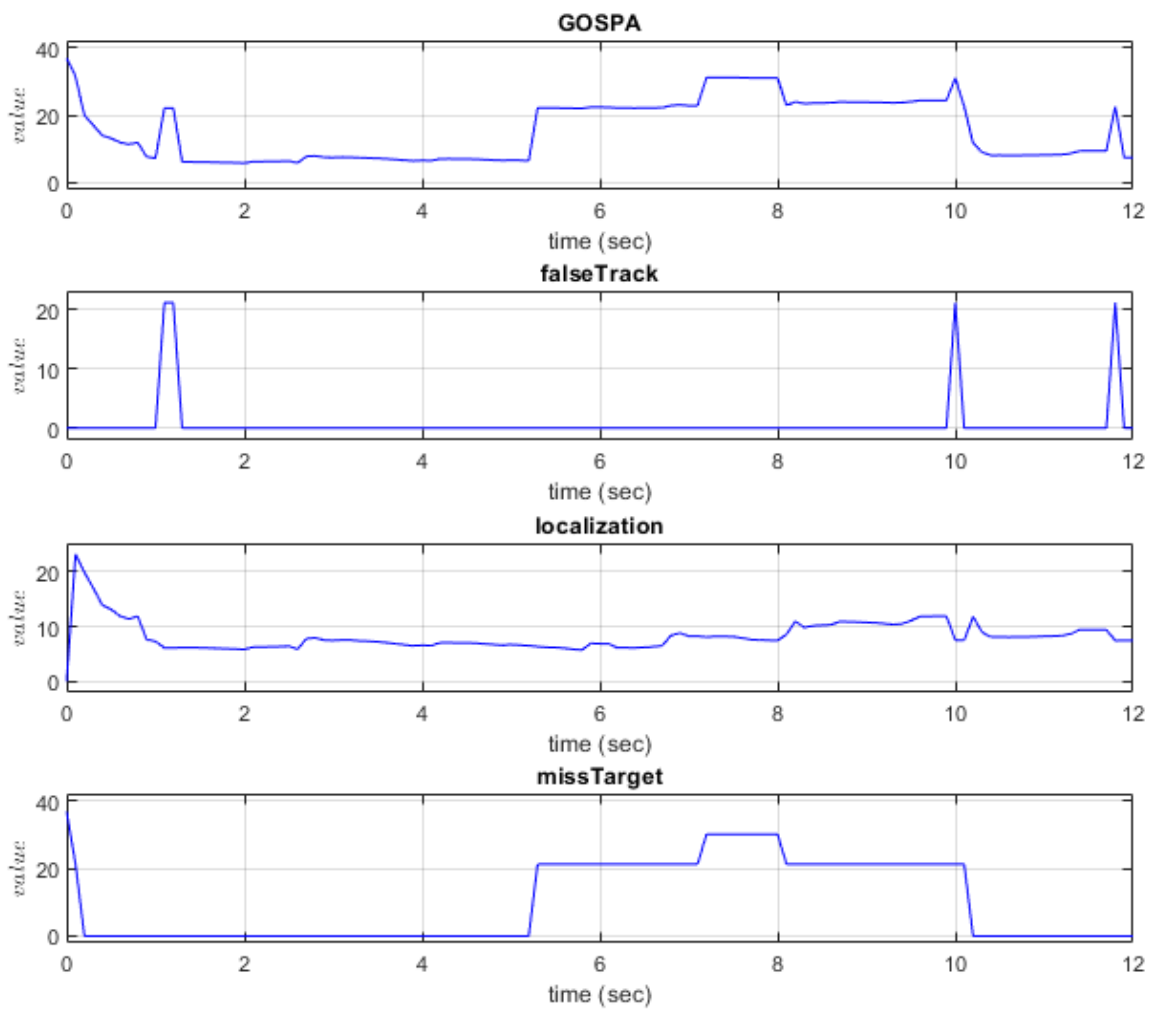


Simulation opens the 3D Simulation window, which displays the scenario but does not display detections or sensor coverage. Use the Bird's-Eye Scope window to visualize the ego actor, target actors, sensor coverage and detections, and confirmed tracks. To visualize only the sensor data, turn off the 3D Simulation window during simulation by clearing the `Display 3D simulation window` parameter in the Simulation 3D Scene Configuration block.



During the simulation, the model outputs the GOSPA metric and its components. The model logs the metrics, with the confirmed tracks and ground truth information, to the base workspace variable `logout`. You can plot the values in `logout` by using the `helperPlotForwardVehicleSensorFusionResults` function.

```
helperPlotForwardVehicleSensorFusionResults(logout);
```



The plots show that the localization error accounts for most the GOSPA metric values. Notice that the missed target component starts from a high value, due to establishment delay of the tracker, and goes down to zero after some time. The other peaks in the missed target curve occur because there were no detections for the opposite vehicles initially as they are occluded due to lead vehicle and also once the vehicles approaches the ego vehicle in the opposite direction, there is some establishment delay of the tracker causing peaks in missed target.

### Explore Other Scenarios

You can use the procedure in this example to explore these other scenarios, which are compatible with `ForwardVehicleSensorFusionTestBench` :

- `scenario_LFACC_01_Curve_DecelTarget`
- `scenario_LFACC_02_Curve_AutoRetarget`
- `scenario_LFACC_03_Curve_StopnGo` [Default]

- scenario\_LFACC\_04\_Curve\_CutInOut
- scenario\_LFACC\_05\_Curve\_CutInOut\_TooClose
- scenario\_LFACC\_06\_Straight\_StopandGoLeadCar
- scenario\_FVSF\_01\_Curve\_FourVehicles
- scenario\_FVSF\_02\_Straight\_FourVehicles
- scenario\_FVSF\_03\_Curve\_SixVehicles

Use these additional scenarios to analyze `ForwardVehicleSensorFusionTestBench` under different conditions.

### **Conclusion**

This example showed how to simulate and evaluate the performance of the sensor fusion and tracking component for automated driving application. This component-level model lets you stress test your design in open-loop virtual environment and helps in tuning the tracker parameters by evaluating GOSPA metrics. The next logical step is to integrate this component-level model in closed-loop system like highway lane following.

### **See Also**

[Scenario Reader](#) | [Vehicle To World](#) | [Simulation 3D Scene Configuration](#) | [Cuboid To 3D Simulation](#) | [Multi-Object Tracker](#)

### **More About**

- “Surround Vehicle Sensor Fusion” on page 8-1183
- “Highway Lane Following” on page 8-893
- “Highway Lane Change” on page 8-845

## Generate Code for Vision Vehicle Detector

This example shows how to test a monocular-camera-based vehicle detector and generate deployable code for real-time applications on a prebuilt 3D scene from the Unreal Engine® driving simulation environment.

In this example, you:

- Design the test bench model to verify the functionality of a monocular-camera-based vehicle detector using ground truth information.
- Simulate the test bench model with ACF and YOLOv2 based vehicle detectors and compare performance.
- Generate C++ code for the ACF based detector and CUDA code for the YOLOv2 based detector, and validate the functional equivalence with simulation.

### Introduction

A vehicle detector is a fundamental perception component of an automated driving application. The detector analyzes images of roads captured using a monocular camera sensor and returns information about the positions of different vehicles that are in the visible range of the camera. You can design and simulate a vehicle detector algorithm using MATLAB® or Simulink® and assess its accuracy using known ground truth. You can use different detectors to detect vehicles, including `vehicleDetectorACF` and `vehicleDetectorYOLOv2`. Based on the chosen detector and the target platform, you can do C++ or CUDA code generation and integrate the detector into an external software environment, and deploy it to a vehicle. Performing code generation and verification of the Simulink model ensures functional equivalence between simulation and real-time implementation.

This example shows how to test the vehicle detector in an Unreal Engine driving simulation environment and generate deployable code for real-time implementation. In this example, you:

- 1 Explore the test bench model** — The test bench model contains the scenario and environment, vision vehicle detector, and metrics to assess the functionality.
- 2 Simulate with ACF and YOLOv2 vehicle detectors** — Configure the ACF and YOLOv2 variants of the vehicle detector and assess performance using metrics.
- 3 Generate C++ code for ACF vehicle detector** — Configure the ACF vehicle detector to generate C++ code for CPU targets.
- 4 Assess the functionality of generated code using software-in-the-loop** — Verify implementation with software-in-the-loop (SIL) simulation.
- 5 Generate CUDA code for YOLOv2 vehicle detector** — Configure the YOLOv2 vehicle detector to generate CUDA code for GPU targets.

You can apply the modeling patterns used in this example to test your own vehicle detector component.

This example tests the vehicle detector algorithm in a 3D simulation environment that uses the Unreal Engine from Epic Games®. The Unreal Engine driving simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error(['3D simulation is supported only on Microsoft', char(174), ' Windows', char(174), '.'])
end
```

Set up the example files and open the project.

```
addpath(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos'));
helperDrivingProjectSetup("VisionVehicleDetector.zip", "workDir", pwd);
```

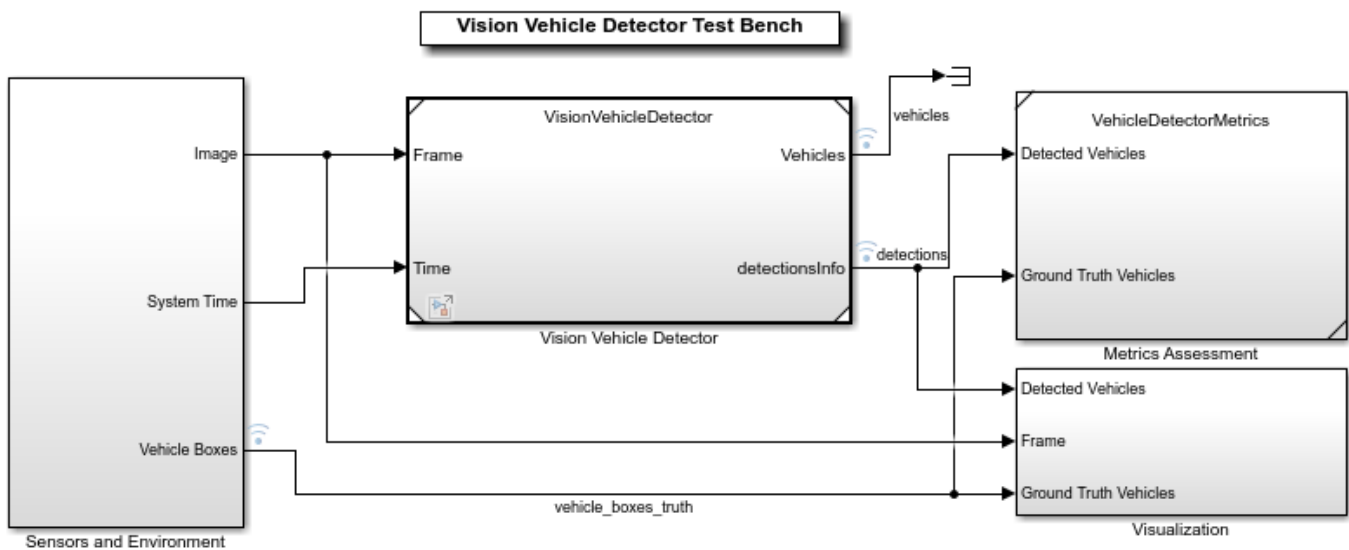
### Explore Test Bench Model

The vision vehicle detector system in this example comprises a test bench and a reference model that implements the vehicle detection algorithm.

- Test bench model — The test bench model simulates and tests the behavior of the vision vehicle detector algorithm in an open-loop.
- Reference model — The Vision Vehicle Detector block in the test bench model invokes the `VisionVehicleDetector` reference model. The reference model implements the vehicle detection algorithm and generates C++ code for the ACF vehicle detector and CUDA code for the YOLOv2 vehicle detector. This reference model can be integrated with closed-loop systems such as Highway Lane Following system.

Open the test bench model.

```
open_system('VisionVehicleDetectorTestBench');
```



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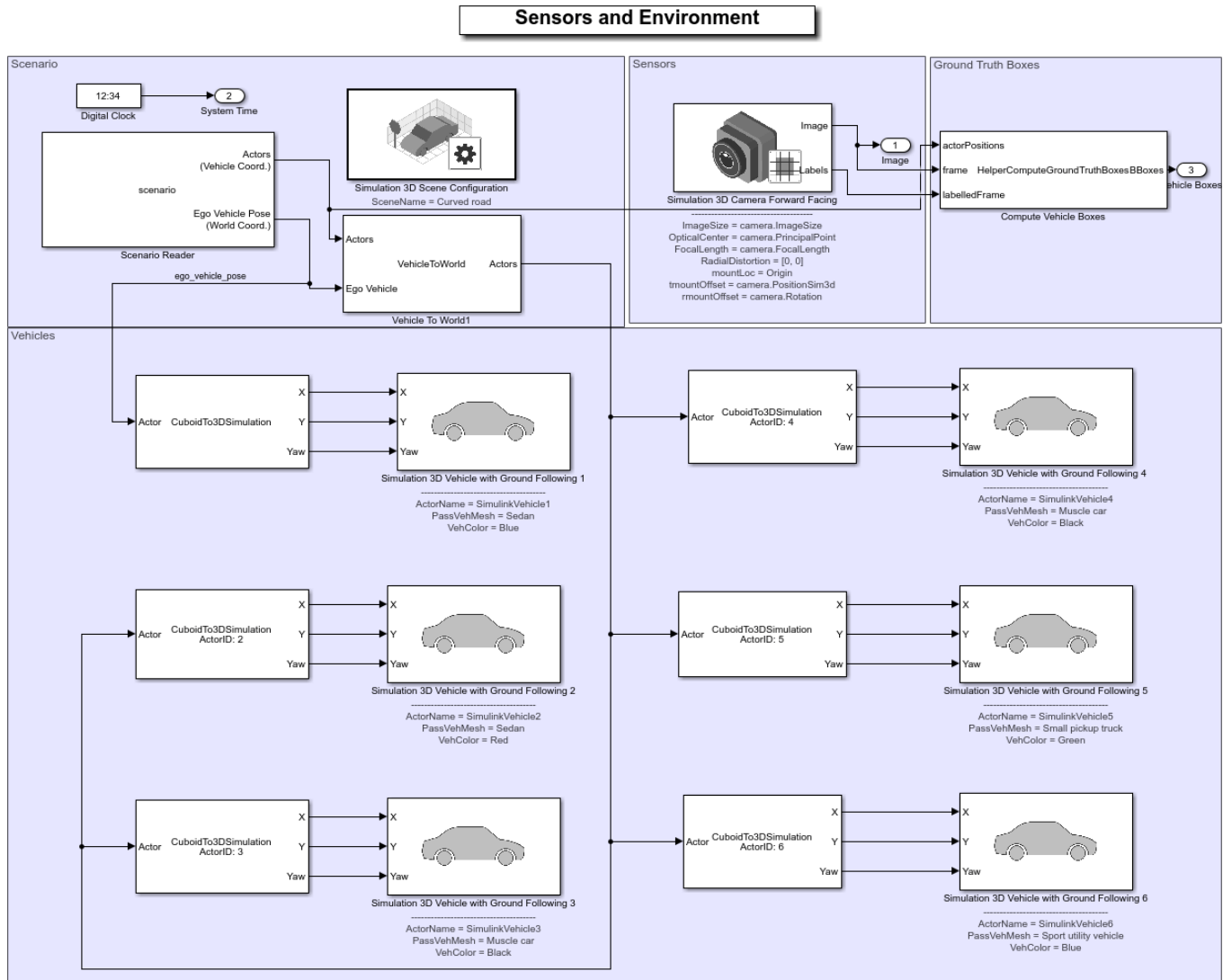
Opening this model runs the `helperSLVisionVehicleDetectorSetup` script, which initializes the road scenario using the `drivingScenario` object in the base workspace. It also configures the vehicle detector parameters, vehicle model parameters, and Simulink bus signals required for defining the inputs and outputs for the `VisionVehicleDetectorTestBench` model. The test bench model contains these subsystems:

- Sensors and Environment — Subsystem that specifies the scene, vehicles, and camera sensor used for simulation and computes the ground truth vehicle bounding boxes.
- Vision Vehicle Detector — Subsystem that implements the vehicle detection algorithm.
- Metrics Assessment — Subsystem that assesses the vehicle detection algorithm using metrics that include true positives, false positives, and false negatives.

The Sensors and Environment subsystem configures the road network, sets vehicle positions, and synthesizes the camera sensor.

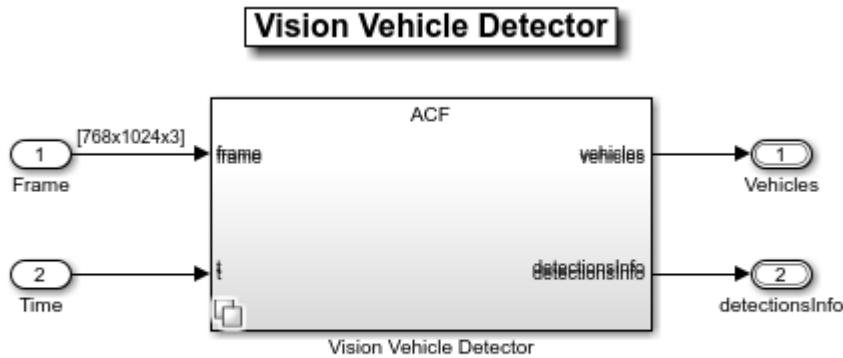
This subsystem is similar to the Simulation 3D Scenario subsystem in the “Highway Lane Following” on page 8-893 example. Additionally, it also computes the ground truth vehicle bounding boxes using the actual actor positions from the Scenario Reader and the labeled image from the Simulation 3D Camera Forward Facing block. Open the Sensors and Environment subsystem.

```
open_system('VisionVehicleDetectorTestBench/Sensors and Environment');
```



Vision Vehicle Detector is the reference model that detects the vehicles in the camera frames. Open the Vision Vehicle Detector reference model.

```
open_system('VisionVehicleDetector');
```



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The Vision Vehicle Detector reference model contains a variant subsystem. It contains three vehicle detector variants.

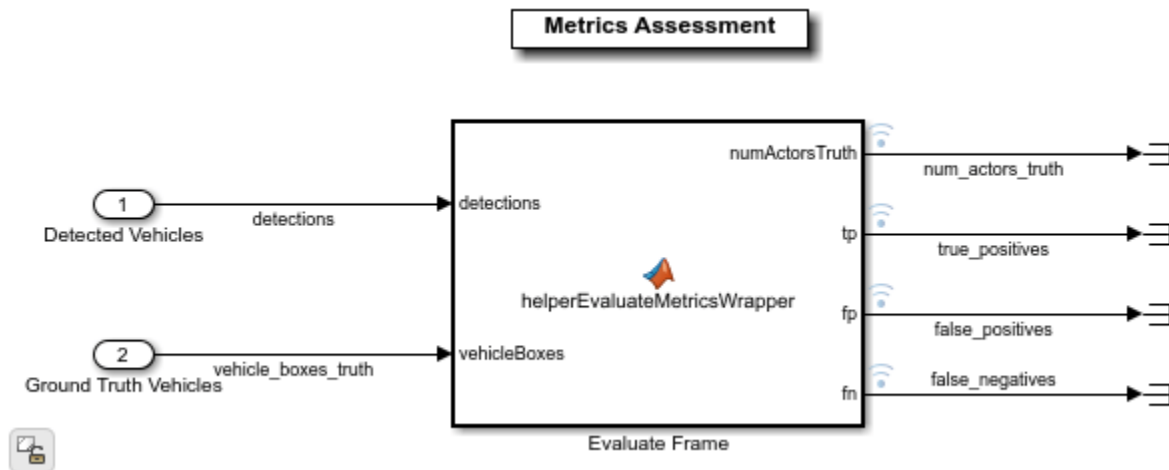
- ACF
- YOLOv2 Simulation
- YOLOv2 Code Generation

You can configure the desired variant using the `helperSLVisionVehicleDetectorSetup` script. The default variant is ACF and can be configured for both interpreted execution and code generation.

Each of these variants takes the frames captured by a camera sensor as input and outputs the detected vehicles by using the `BusVision` Simulink bus.

The Metrics Assessment subsystem evaluates the accuracy of detection results using the ground truth information. Open the Metrics Assessment subsystem.

```
open_system('VisionVehicleDetectorTestBench/Metrics Assessment');
```



The Metrics Assessment subsystem computes the true positives, false negatives, and false positives for the detections.

## Simulate with ACF and YOLOv2 Vehicle Detectors

In this section, you assess and compare the simulation results of the ACF and YOLOv2 vehicle detectors using a test scenario. This scenario contains five vehicles, including the ego vehicle. In this test scenario, a lead vehicle travels in the ego lane with a constant velocity of 14 m/s, and a headway distance of 20 meters. Another target vehicle travels in the adjacent right lane with a constant velocity of 14 m/s. The other two vehicles travel in the opposite direction in the left lane adjacent to the ego lane.

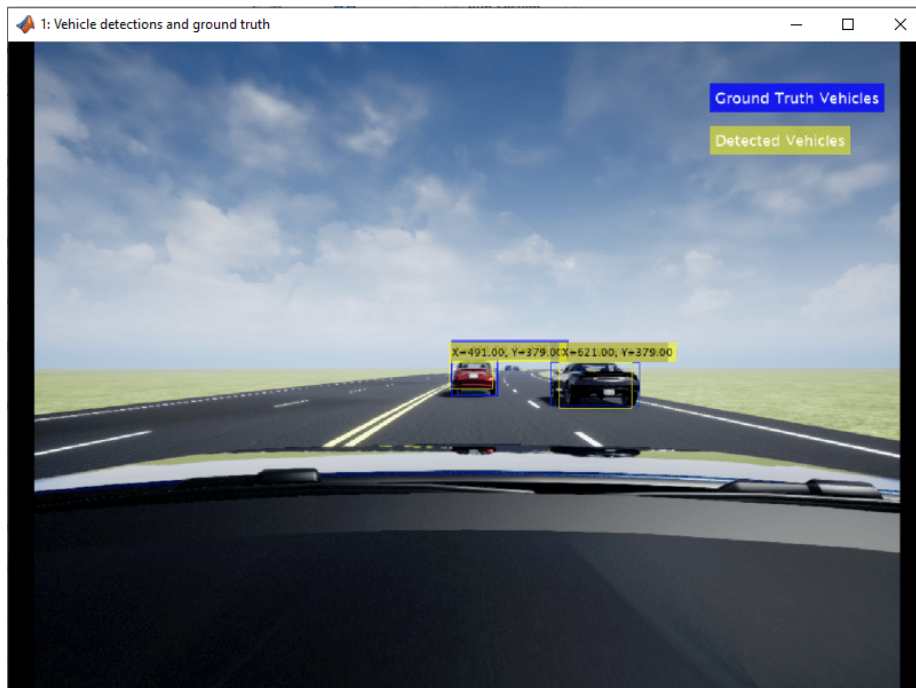
### Simulate with ACF

Configure the Vision Vehicle Detector Test Bench model to use the `scenario_VVD_01_Curve_FiveVehicles` scenario and ACF vehicle detector variant.

```
helperSLVisionVehicleDetectorSetup(...
    "scenarioFcnName", "scenario_VVD_01_Curve_FiveVehicles", ...
    "detectorVariantName", "ACF");
```

Simulate the test bench model. Use the visualization window to view the detection results while the simulation is running.

```
simoutACF = sim('VisionVehicleDetectorTestBench');
```



You can also visualize the ground truth vehicle bounding boxes by enabling the `EnableTruthDisplay` mask parameter in the Visualization block.

You can analyze the detection results and validate the overall performance of the algorithm by comparing the values of true positives, false positives, and false negatives with the number of vehicles in the ground truth.

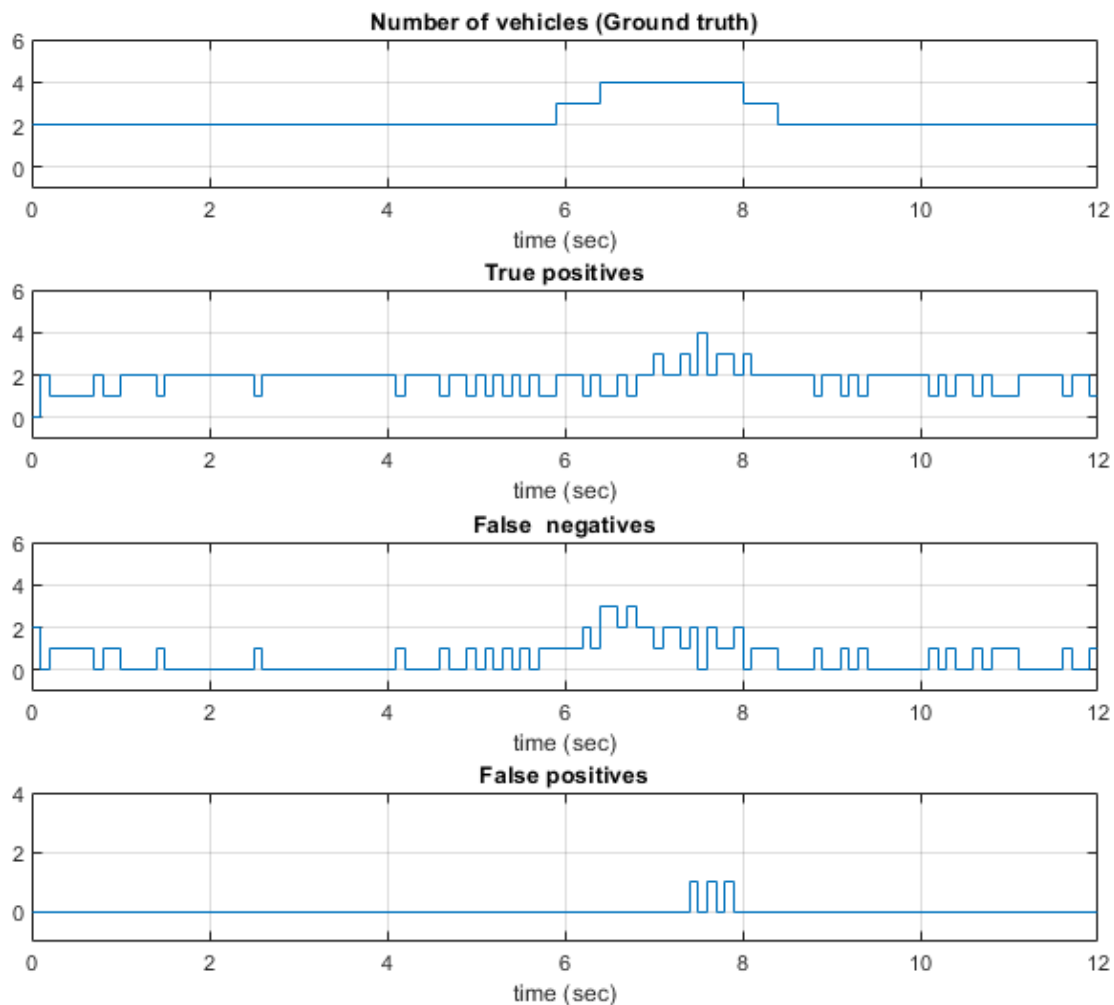
- The number of vehicles (ground truth) is the number of available vehicles in the range of the camera sensor at any given instant of time.



- The true positives are the vehicles that the algorithm was able to detect correctly.
- The false negatives are the vehicles that the algorithm was unable to detect.
- The false positives are the vehicles that the algorithm detected when no vehicle was present.

During simulation, the model logs these values to the `simoutACF.logout` workspace variable. You can plot the values in `simoutACF.logout` by using the `helperPlotDetectionMetrics` function.

```
hFigACFResults = helperPlotDetectionMetrics("ACF", simoutACF.logout);
```



Note that the sum of true positives and false negatives is always equal to the ground truth number of vehicles.

### Simulate with YOLOv2

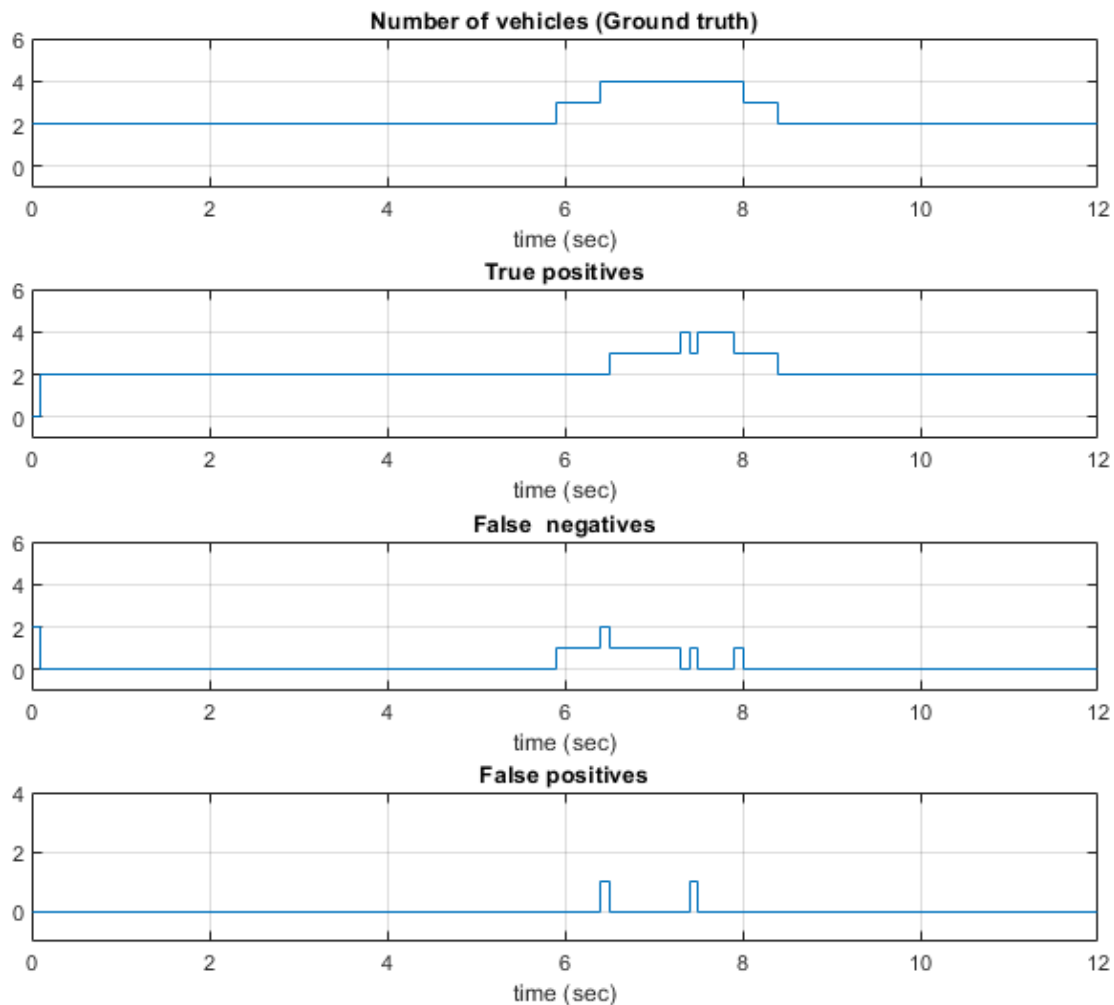
If you have a Deep Learning Toolbox™ license, you can run the YOLOv2 vehicle detector variant.

```
isDLTAvailable = license('test', 'Neural_Network_Toolbox');
```

Configure the Vision Vehicle Detector Test Bench model to use the `scenario_VVD_01_Curve_FiveVehicles` scenario and YOLOv2 Simulation vehicle detector variant and simulate the test bench model. For the purposes of this example, turn off the warnings related to compute capability of GPU device.

```
warning('off', 'parallel:gpu:device:DeviceDeprecated');
if(isDLTAvailable)
    helperSLVisionVehicleDetectorSetup(...
        "scenarioFcnName", "scenario_VVD_01_Curve_FiveVehicles", ...
        "detectorVariantName", "YOLOv2_Simulation");
    simoutYOLOv2 = sim('VisionVehicleDetectorTestBench');

    hFigYOLOv2Results = helperPlotDetectionMetrics("YOLOv2", simoutYOLOv2.logout);
end
```



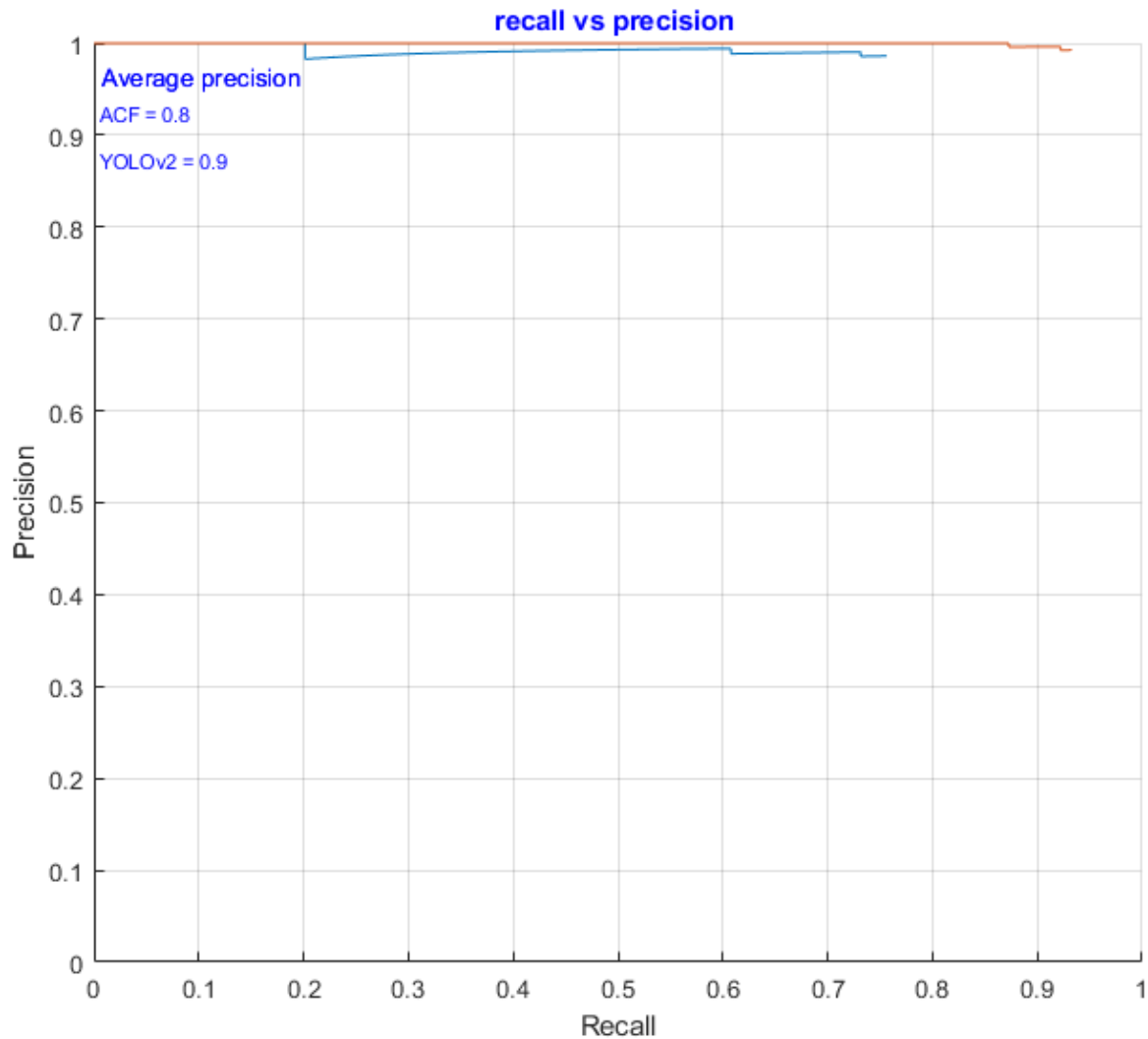
The plots indicate that the vehicle detections from the YOLOv2 vehicle detector are more consistent.

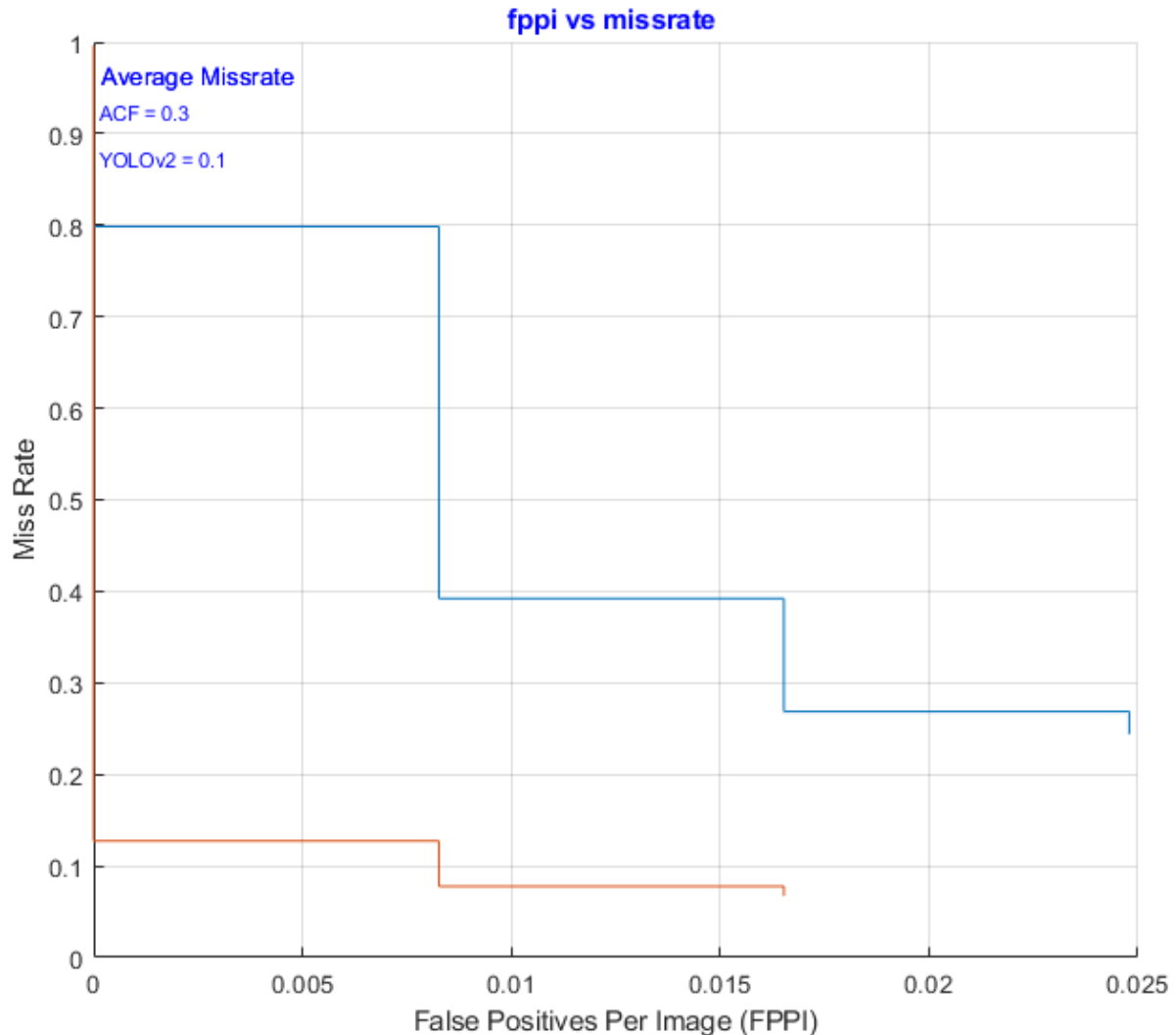
Close the figures.

```
close(hFigACFResults);
close(hFigYOLOV2Results);
```

You can also compare the overall performance of the ACF and YOLOv2 vehicle detectors by plotting the recall against the precision, and the false positives per image against the miss rate. You can plot these curves using the `helperPlotPrecisionAndMissrate` function.

```
if(isDLTAvailable)
    detectionMetricsACF = helperComputePrecisionAndMissrate(simoutACF.logout);
    detectionMetricsYOLOv2 = helperComputePrecisionAndMissrate(simoutYOLOv2.logout);
    helperPlotPrecisionAndMissrate(detectionMetricsACF, "ACF", detectionMetricsYOLOv2, "YOLOv2")
end
```





The plot indicates that YOLOv2 performs slightly better than ACF for this test scenario.

You can also use this test bench to generate code for the ACF and YOLOv2 vehicle detectors.

### Generate C++ Code for ACF Vehicle Detector

You can generate C++ code for the ACF algorithm, apply common optimizations, and generate a report to facilitate exploring the generated code. Configure the test bench model to use the ACF variant.

```
helperSLVisionVehicleDetectorSetup("detectorVariantName", "ACF");
```

Configure the `VisionVehicleDetector` model to generate C++ code for real-time implementation of the algorithm. Set the model parameters to enable code generation and display the configuration values.

Set and view model parameters to enable C++ code generation.

```
helperSetModelParametersForCodeGeneration('VisionVehicleDetector');
save_system('VisionVehicleDetector');
```

Model configuration parameters:

Parameter	Value	
{'SystemTargetFile' }	{'ert.tlc' }	{'Code Generation>System target file' }
{'TargetLang' }	{'C++' }	{'Code Generation>Language' }
{'SolverType' }	{'Fixed-step' }	{'Solver>Type' }
{'FixedStep' }	{'auto' }	{'Solver>Fixed-step size (fundamental time step)' }
{'EnableMultiTasking' }	{'on' }	{'Solver>Treat each discrete rate as a task' }
{'ProdLongLongMode' }	{'on' }	{'Hardware Implementation>Support long long' }
{'BlockReduction' }	{'on' }	{'Simulation Target>Block reduction' }
{'MATLABDynamicMemAlloc' }	{'on' }	{'Simulation Target>Simulation Target' }
{'OptimizeBlockIOStorage' }	{'on' }	{'Simulation Target>Signal storage' }
{'InlineInvariantSignals' }	{'on' }	{'Simulation Target>Inline invariants' }
{'BuildConfiguration' }	{'Faster Runs' }	{'Code Generation>Build configuration' }
{'RTWVerbose' }	{'off' }	{'Code Generation>Verbose build' }
{'CombineSignalStateStructs' }	{'on' }	{'Code Generation>Interface>Combine signal state structs' }
{'SupportVariableSizeSignals' }	{'on' }	{'Code Generation>Interface>Support variable size signals' }
{'CodeInterfacePackaging' }	{'C++ class' }	{'Code Generation>Interface>Code interface packaging' }
{'GenerateExternalIOAccessMethods' }	{'Method' }	{'Code Generation>Interface>Data Method' }
{'EfficientFloat2IntCast' }	{'on' }	{'Code Generation>Optimization>Remove redundant casts' }
{'ZeroExternalMemoryAtStartup' }	{'off' }	{'Code Generation>Optimization>Remove redundant memory' }
{'CustomSymbolStrGlobalVar' }	{'\$N\$M' }	{'Code Generation>Symbols>Global variable name' }
{'CustomSymbolStrType' }	{'\$N\$M_T' }	{'Code Generation>Symbols>Global type name' }
{'CustomSymbolStrField' }	{'\$N\$M' }	{'Code Generation>Symbols>Field name' }
{'CustomSymbolStrFcn' }	{'APV_ \$N\$M\$F' }	{'Code Generation>Symbols>Subsystem function name' }
{'CustomSymbolStrTmpVar' }	{'\$N\$M' }	{'Code Generation>Symbols>Local temporary variable name' }
{'CustomSymbolStrMacro' }	{'\$N\$M' }	{'Code Generation>Symbols>Constant name' }

Generate code and review the code generation report from the reference model.

```
rtwbuild('VisionVehicleDetector');
```

```
### Starting build procedure for: VisionVehicleDetector
### Successful completion of build procedure for: VisionVehicleDetector
```

Build Summary

Top model targets built:

Model	Action	Rebuild Reason
VisionVehicleDetector	Code generated and compiled	Code generation information file does not exist

1 of 1 models built (0 models already up to date)  
Build duration: 0h 1m 14.916s

Use the code generation report to explore the generated code. For more information about the code generation report, see “Reports for Code Generation” (Embedded Coder). Use the code interface report link in the code generation report to explore these generated methods:

- `initialize` — Call once on initialization.

- `step` — Call periodically every step to execute the vehicle detection algorithm.
- `terminate` — Call once on termination.

Additional get and set methods for signal interface are declared in `VisionVehicleDetector.h` and defined in `VisionVehicleDetector.cpp`.

### Assess Functionality Using SIL

After generating C++ code for the ACF vision vehicle detector variant, you can now assess the code functionality using SIL simulation. It provides early insight into the behavior of a deployed application. For more information about SIL simulation, see “SIL and PIL Simulations” (Embedded Coder).

SIL simulation enables you to verify whether the compiled generated code on the host is functionally equivalent to the normal mode.

Configure the algorithm and test bench model parameters to support SIL simulation and log execution profiling information.

```
helperSetModelParametersForSIL('VisionVehicleDetector');
helperSetModelParametersForSIL('VisionVehicleDetectorTestBench');
```

VisionVehicleDetector configuration parameters:

Parameter	Value	Description
{'SystemTargetFile' }	{'ert.tlc' }	{'Code Generation>System target'
{'TargetLang' }	{'C++' }	{'Code Generation>Language'
{'CodeExecutionProfiling' }	{'on' }	{'Code Generation>Verification>M'
{'CodeProfilingSaveOptions' }	{'AllData' }	{'Code Generation>Verification>S'
{'CodeExecutionProfileVariable' }	{'executionProfile' }	{'Code Generation>Verification>W'

VisionVehicleDetectorTestBench configuration parameters:

Parameter	Value	Description
{'SystemTargetFile' }	{'ert.tlc' }	{'Code Generation>System target'
{'TargetLang' }	{'C++' }	{'Code Generation>Language'
{'CodeExecutionProfiling' }	{'on' }	{'Code Generation>Verification>M'
{'CodeProfilingSaveOptions' }	{'AllData' }	{'Code Generation>Verification>S'
{'CodeExecutionProfileVariable' }	{'executionProfile' }	{'Code Generation>Verification>W'

Configure the test bench model to simulate Vision Vehicle Detector in SIL mode.

```
set_param('VisionVehicleDetectorTestBench/Vision Vehicle Detector', 'SimulationMode', 'Software-in-
save_system('VisionVehicleDetector');
simoutACFSIL = sim('VisionVehicleDetectorTestBench');
```

```
### Starting build procedure for: VisionVehicleDetector
### Successful completion of build procedure for: VisionVehicleDetector
```

Build Summary

Top model targets built:

Model	Action	Rebuild Reason
VisionVehicleDetector	Code generated and compiled	Generated code was out of date.

```

1 of 1 models built (0 models already up to date)
Build duration: 0h 0m 47.784s
### Preparing to start SIL simulation ...
Building with 'Microsoft Visual C++ 2019 (C)'.
MEX completed successfully.
### Starting SIL simulation for component: VisionVehicleDetector
### Application stopped
### Stopping SIL simulation for component: VisionVehicleDetector

```

You can compare the outputs from normal simulation mode and SIL simulation mode. You can verify if the differences between these runs are in the tolerance limits by using the following code. Plot the differences in value among the true positives, false positives, and false negatives between the normal simulation mode and SIL simulation mode.

```

runIDs = Simulink.sdi.getAllRunIDs;
normalSimRunID = runIDs(end - 2);
SilSimRunID = runIDs(end);
diffResult = Simulink.sdi.compareRuns(normalSimRunID, SilSimRunID);

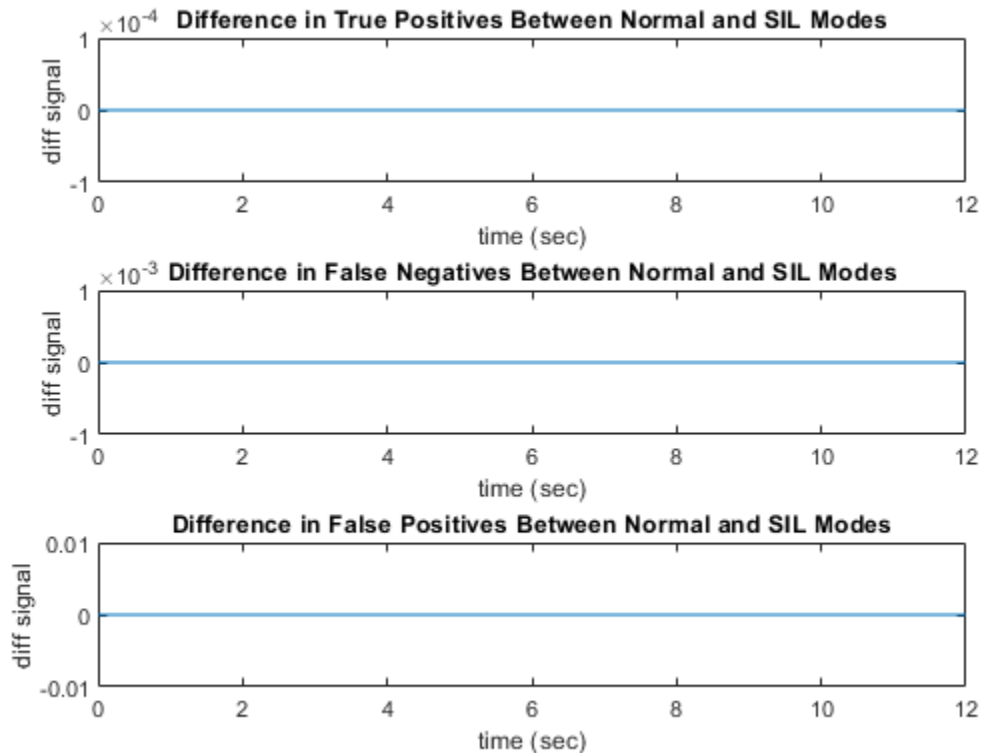
```

Plot the differences between detection metric values computed from normal mode and SIL mode.

```

helperPlotDiffSignals(diffResult);

```



The differences between the detection metric values between the normal simulation mode and the SIL simulation mode are zero.

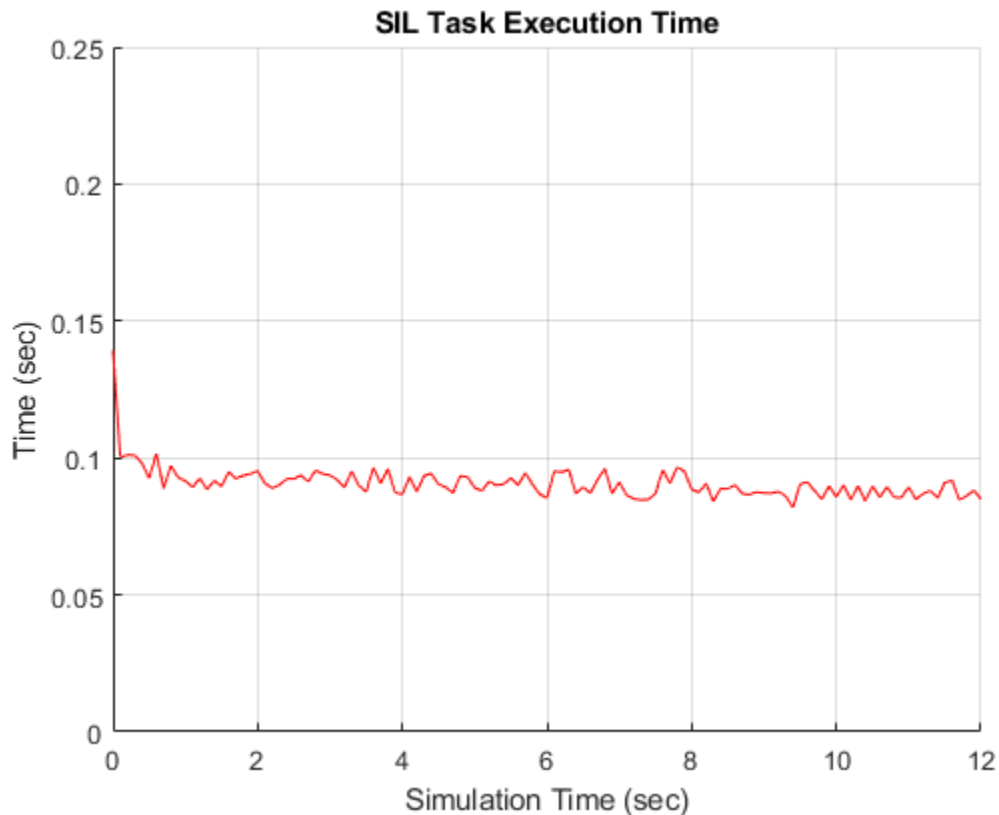
### Assess Execution Time

During the SIL simulation, log the execution time metrics for the generated code on the host computer to the variable `executionProfile` in the MATLAB base workspace. These times can be an early indicator of the performance of the generated code. For accurate execution time measurements, profile the generated code when it is integrated into the external environment or when you use processor-in-the-loop (PIL) simulation. To learn more about PIL profiling, refer to “Create Execution-Time Profile for Generated Code” (Embedded Coder).

Plot how long the `VisionVehicleDetector_step` function takes to execute using `helperPlotExecutionProfile` function.

```
helperPlotExecutionProfile(simoutACFSIL.executionProfile);
```





Using the plot, you can deduce the average time that the vision vehicle detector takes to execute each frame. For more information on generating execution profiles and analyzing them during SIL simulation, see “Execution Time Profiling for SIL and PIL” (Embedded Coder).

### Generate CUDA Code for YOLOv2 Vehicle Detector

If you have a GPU Coder™ license, you can configure the model to generate CUDA code for the YOLOv2 vehicle detector. Configure the test bench model to use the YOLOv2 Code Generation variant.

```
isGPCAvailable = license('test', 'GPU_Coder');

if(isGPCAvailable && isDLTAvailable)
    helperSLVisionVehicleDetectorSetup("detectorVariantName", "YOLOv2 Code Generation");
end
```

### Verify GPU Environment

To verify that the compilers and libraries necessary for running this section are set up correctly, use the `coder.checkGpuInstall` function. Set `DeepLibTarget` to either `'cudnn'` or `'tensorrt'` based on availability of the relevant libraries on the target.

```
if(isGPCAvailable && isDLTAvailable)
    % Deep learning code generation for target library cuDNN requires the
    % GPU Coder Interface for Deep Learning Libraries support package.
    info = matlabshared.supportpkg.getInstalled;
    isDLGPUCodegenAvailable = 0;
```

```

    if(~isempty(info))
        for i = 1:length(info)
            if(strcmp(info(i).Name, 'GPU Coder Interface for Deep Learning Libraries'))
                isDLGPUCodegenAvailable = 1;
            end
        end
    end

    if(isDLGPUCodegenAvailable)
        envCfg = coder.gpuEnvConfig('host');
        envCfg.DeepLibTarget = 'cudnn';
        envCfg.DeepCodegen = 1;
        envCfg.Quiet = 1;
        coder.checkGpuInstall(envCfg);
    end
end

```

Open the configuration parameters dialog box. In the Code Generation pane, set **Language** to **C++** and enable **Generate GPU code**.

```

if(isGPCAvailable && isDLTAvailable && isDLGPUCodegenAvailable)
    set_param('VisionVehicleDetector', 'TargetLang', 'C++');
    set_param('VisionVehicleDetector', 'GenerateGPUCode', 'CUDA');
    set_param('VisionVehicleDetector', 'DLTargetLibrary', 'cuDNN');
    save_system('VisionVehicleDetector');
end

```

Generate and build the Simulink model on the host GPU by using the `rtwbuild` command. The code generator places the files in the build folder, which is a subfolder named `VisionVehicleDetector_ert_rtw` under your current working folder.

```

if(isGPCAvailable && isDLTAvailable && isDLGPUCodegenAvailable)
    rtwbuild('VisionVehicleDetector');
end

```

Use the code generation report to explore the generated code. For more information about the code generation report, see “Reports for Code Generation” (Embedded Coder). Use the code interface report link in the code generation report to explore these generated methods:

- `initialize` — Call once on initialization.
- `step` — Call periodically every step to execute the vehicle detection algorithm.
- `terminate` — Call once on termination.

After generating CUDA code for the vision vehicle detector, you can now assess the code functionality using SIL simulation similar to the ACF vehicle detector variant.

Turn back on warnings related to compute capability of GPU device.

```
warning('on', 'parallel:gpu:device:DeviceDeprecated');
```

In this example, you compared the performance of ACF and YOLOv2 vehicle detection algorithms, generated C++ code for ACF detector and assessed functionality using SIL simulation, and generated CUDA code for YOLOv2 detector.

## See Also

Scenario Reader | Vehicle To World | Simulation 3D Scene Configuration | Cuboid To 3D Simulation | Simulation 3D Vehicle with Ground Following

## More About

- “Generate Code for Lane Marker Detector” on page 8-1064
- “Automate Testing for Lane Marker Detector” on page 8-1124
- “Highway Lane Following” on page 8-893
- “Automate Testing for Highway Lane Following” on page 8-909

## Automate Testing for Lane Marker Detector

This example shows how to automate testing of a lane marker detector algorithm and the generated code by using Simulink Test™. In this example, you will:

- Assess the behavior of a lane marker detector algorithm on different test scenarios with different test requirements.
- Automate testing of the lane marker detector algorithm and the generated code for the algorithm.

This example uses the lane marker detector model presented in “Design Lane Marker Detector Using Unreal Engine Simulation Environment” on page 8-863 and “Generate Code for Lane Marker Detector” on page 8-1064 examples.

### Introduction

A lane marker detector is a fundamental perception component of an automated driving application. The detector analyzes images of roads captured using a monocular camera sensor and returns information about the curvature and marking type of each lane. You can design and simulate a lane marker detector using MATLAB® or Simulink® and then, assess its accuracy using a known ground truth. You can configure the simulations to use test scenarios that are based on system requirements. You can integrate the detector to an external software environment and deploy to a vehicle through C++ code generation. Code generation and verification of the Simulink model ensures functional equivalence between simulation and real-time implementation. Automatically running these simulations enables regression testing to verify system-level functionality.

For information about how to design a lane marker detector and generate a model for C++ code generation, see “Design Lane Marker Detector Using Unreal Engine Simulation Environment” on page 8-863 and “Generate Code for Lane Marker Detector” on page 8-1064, respectively. This example shows how to automate testing the lane marker detector and the code generation models against multiple scenarios using Simulink Test™. The scenarios are based on system-level requirements. The rest of the example explains the steps involved in automated testing of the lane marker detector model.

- 1 Review requirements:** Explore the test scenarios and review the requirements that describe the test conditions.
- 2 Review the test bench model:** Review the lane marker detector test bench model that contains metric assessments. These metric assessments integrate the test bench model with Simulink Test™ for the automated testing.
- 3 Disable runtime visualizations:** Disable runtime visualizations to reduce execution time for the automated testing.
- 4 Automate testing:** Configure the test manager to simulate each test scenario, assess success criteria, and report the results. You can explore the results dynamically using the test manager and export to a PDF for external reviews.
- 5 Automate testing with generated code:** Configure the lane detection, sensor fusion, decision logic, and controls components to generate C++ code. Run automated testing on the generated code and verify behavior.
- 6 Automate testing in parallel:** Reduce overall execution time for the tests by using parallel computing on a multi-core computer.

In this example, you enable system-level simulation through integration with the Unreal Engine from Epic Games®. The 3D simulation environment requires a Windows® 64-bit platform.

```

if ~ispc
    error("The 3D simulation environment requires a Windows 64-bit platform");
end

```

To ensure reproducibility of the simulation results, set the random seed.

```
rng(0);
```

## Review Requirements

This example contains six test scenarios for evaluating the model. To define the high-level testing requirements for each scenario, use Requirements Toolbox™.

To explore the test requirements and test bench model, open a working copy of the project example files. MATLAB copies the files to an example folder so that you can edit them. TestAutomation folder contains the files that enables the automate testing.

```

addpath(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos'));
helperDrivingProjectSetup('LaneDetector.zip', 'workDir', pwd);


```

Open the test requirements file.

```
open('LaneMarkerDetectorTestRequirements.slsreqx')
```

You can also open the file using the **Requirements** tab of the Requirements Manager app in Simulink.

The screenshot shows the Requirements Editor application. The left pane displays a tree view of requirements under the folder 'LaneMarkerDetectorTestRequirements'. The main pane shows the details for 'Requirement: #2'. The 'Properties' section indicates it is a 'Functional' requirement with index 6 and custom ID '#2'. The 'Summary' is 'scenario\_LD\_02\_Curve\_SixVehicles'. Below this, there are two tabs: 'Description' and 'Rationale'. The 'Description' tab is active, showing a 'Test Description' and 'Test Requirements' table.

Test Description	Test Requirements
<p><b>Test lane marker detector on a curved road when one or more vehicles obstruct the ego vehicle's lane</b></p>  <ul style="list-style-type: none"> <li>Test lane marker detector on a curved road scenario with ego vehicle in the left lane.</li> <li>Five target vehicles are present in the scenario.</li> <li>Lead vehicle slows down in front of ego vehicle while other vehicles travels in the adjacent lanes.</li> <li>Initial Velocities are set to 20.6m/s.</li> </ul>	<ul style="list-style-type: none"> <li>Deviation between the detected left lane marking and the corresponding ground truth must be less than 0.25m.</li> <li>Deviation between the detected right lane marking and the corresponding ground truth must be less than 0.25m.</li> </ul>

The panel displays information about the test scenarios and the test requirements in textual and graphical format. To test lane detection on scenarios with only ego vehicle, use scenario files with the prefix **scenario\_LF\_**. To test lane detection on scenarios with other vehicles on the road, use scenario files with the prefix **scenario\_LD\_**.

- 1 `scenario_LF_01_Straight_RightLane` — Straight road scenario with ego vehicle in right lane.
- 2 `scenario_LF_02_Straight_LeftLane` — Straight road scenario with ego vehicle in left lane.
- 3 `scenario_LF_03_Curve_LeftLane` — Curved road scenario with ego vehicle in left lane.
- 4 `scenario_LF_04_Curve_RightLane` — Curved road scenario with ego vehicle in right lane.
- 5 `scenario_LD_01_Curve_ThreeVehicles` — Curved road scenario with a passing vehicle in ego lane.
- 6 `scenario_LD_02_Curve_SixVehicles` — Curved road scenario with changing lead vehicles in ego lane.

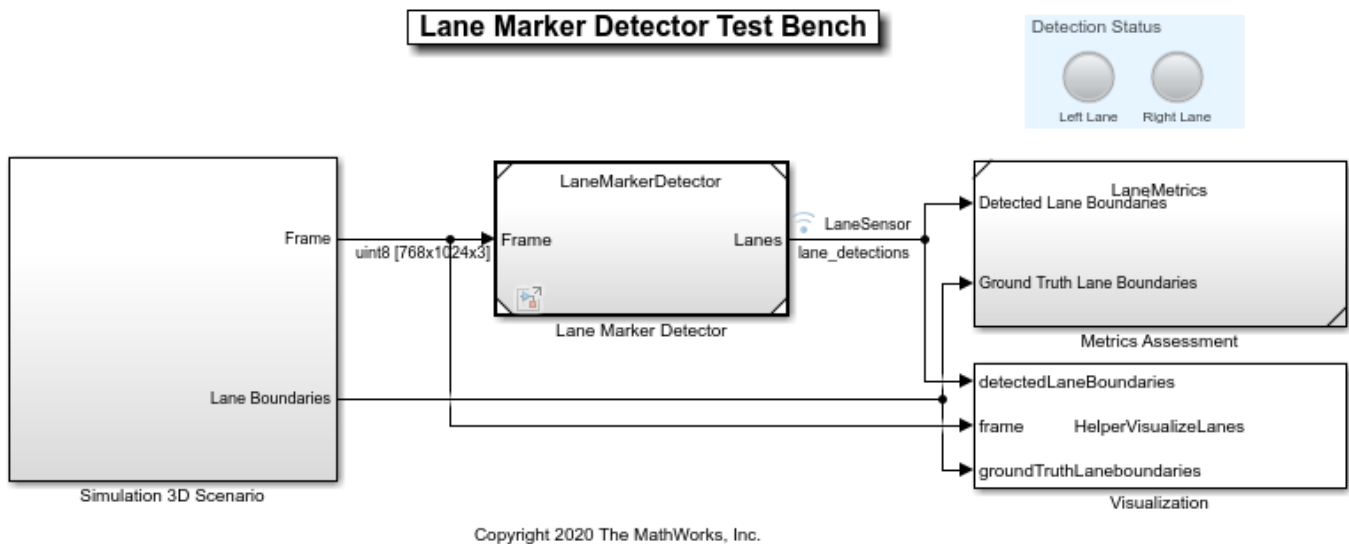
These test scenarios have same names as the scenarios used in the LaneMarkerDetectorTestBench model.

### Review Test Bench Model

This example reuses the LaneMarkerDetectorTestBench model from the “Generate Code for Lane Marker Detector” on page 8-1064 example.

Open the test bench model.

```
open_system("LaneMarkerDetectorTestBench");
```



This test bench model has **Simulation 3D Scenario**, **Lane Marker Detector**, and **Metrics Assessment** subsystems.

To configure the test bench model, use the `helperSLLaneMarkerDetectorSetup` script. Specify a test scenario as input to the setup script by using the `scenarioName` input argument. The value for `scenarioName` must be any one of the scenario names specified in the test requirements.

Run the setup script.

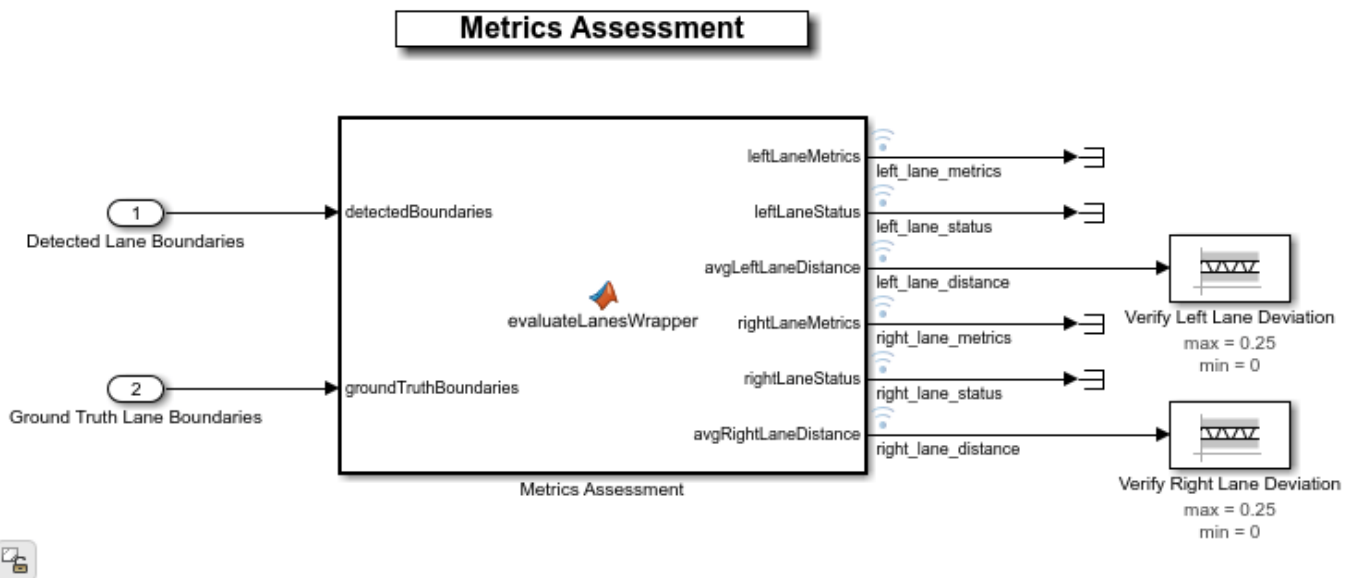
```
scenarioName = "scenario_LD_02_Curve_SixVehicles";
helperSLLaneMarkerDetectorSetup(scenarioName);
```

You can now simulate the model and visualize the results. For more details on the simulation and analysis of the simulation results, see the “Design Lane Marker Detector Using Unreal Engine Simulation Environment” on page 8-863 and “Generate Code for Lane Marker Detector” on page 8-1064 example.

This example focuses on automating the simulation runs to test the lane marker detector on different driving scenarios by using Simulink Test. The **Metrics Assessment** subsystem integrates the system-level metric evaluations with Simulink Test by using the Check Static Range (Simulink) block.

Open the **Metrics Assessment** subsystem.

```
open_system("LaneMarkerDetectorTestBench/Metrics Assessment");
```



The **Metric Assessment** subsystem outputs:

- 1 **Left lane metrics:** An array that contains the number of matches (true positives), misses (false negatives), and mismatches (false positives) computed from the detection results for left lane.
- 2 **Left lane status:** A logical scalar returned as true (1) or false (0). The value is true for matches in the left lane and false for misses and false positives in the left lane.
- 3 **Left lane distance:** A scalar specifying the average value of distances between detected left lane marking and the corresponding ground truth.
- 4 **Right lane metrics:** An array that contains the number of matches (true positives), misses (false negatives), and false positives computed from the detection results for right lane.
- 5 **Right lane status:** Returned as true or false. The value is true for matches in the right lane and false for misses and false positives in the right lane.
- 6 **Right lane distance:** A scalar specifying the average value of distances between detected right lane boundary points and the ground truth for the right lane.

The model logs the output results from **Metric Assessment** subsystem to the base workspace variable `logout`. You can verify the performance of the lane marker detector algorithm by validating and plotting the metrics computed separately for the left lane and the right lane during simulation. You can also verify the performance of lane marker detector algorithm post simulation using precision and sensitivity metrics.

### Disable Runtime Visualizations

Disable runtime visualizations for the **Lane Marker Detector** subsystem.

```
load_system('LaneMarkerDetector');
blk = 'LaneMarkerDetector/Lane Marker Detector';
set_param(blk, 'EnableDisplays', 'off');
```

Configure the Simulation 3D Scene Configuration block to run the Unreal Engine in headless mode, where the 3D simulation window is disabled.

```
blk = ['LaneMarkerDetectorTestBench/Simulation 3D Scenario/', ...
      'Simulation 3D Scene Configuration'];
set_param(blk, 'EnableWindow', 'off');
```

### Automate Testing

Open the `LaneMarkerDetectorTestAssessments.mldatx` test file in the Test Manager. The Test Manager is configured to automate the testing of lane marker detector algorithm.

```
sltestmgr;
testFile = sltest.testmanager.load('LaneMarkerDetectorTestAssessments.mldatx');
```

The screenshot displays the MATLAB Test Manager interface. The left pane shows a tree view of test scenarios under 'LaneMarkerDetectorTestAssessments', with 'scenario\_LD\_02\_Curve\_SixVehicles' selected. The main pane shows the configuration for this scenario, including parameter overrides, callbacks, and custom criteria.

**PARAMETER OVERRIDES**

- CALLBACKS\*
  - PRE-LOAD\*
    - POST-LOAD\*
      - Runs after the model loads and the model PostLoadFcn callback
 

```
1 scenarioName = "scenario_LD_02_Curve_SixVehicles";
2 helperSLLaneMarkerDetectorSetup(scenarioName);
3 % Configure output video file name
4 cameraOutputFileDir = evalin('base','cameraOutputFileDir');
5 set_param("LaneMarkerDetectorTestBench/Simulation 3D Scenario/To Multimedia File","outputFilename", cameraOutputFileDir+"/"+scenarioName+'.mp4');
```
      - CLEANUP\*
        - Runs after simulations and all model callbacks
 

```
1 helperGenerateReportForLaneMarkerDetector(sltest_simout.logout);
```
- INPUTS
- SIMULATION OUTPUTS
- CONFIGURATION SETTINGS OVERRIDES
- ITERATIONS
- LOGICAL AND TEMPORAL ASSESSMENTS
- CUSTOM CRITERIA\*
  - function customCriteria(test)
    - Perform custom criteria analysis on test results
 

```
1 % Thresholds for precision and sensitivity
2 precisionThreshold = 90;
3 sensitivityThreshold = 90;
4 % Verify if the precision and sensitivity are greater than the thresholds
5 helperVerifyPrecisionAndSensitivity(test,precisionThreshold,sensitivityThreshold);
```

The bottom left pane shows the properties for the selected test scenario:

PROPERTY	VALUE
Name	scenario_LD_02_Curve_S...
Type	Simulation Test
Model	LaneMarkerDetectorTestBe...
Simulation Mode	[Model Settings]
Location	C:\Users\aaaluri\OneDrive - ...
Enabled	<input checked="" type="checkbox"/>
Hierarchy	LaneMarkerDetectorTestAs...
Tags	Type comma or space separa...



The test cases in the Test Manager are linked to the test requirements in the Requirements Editor. Each test case uses the POST-LOAD callback to run the setup script with appropriate inputs and to configure the output video file name. After the simulation of the test case, it invokes `helperGenerateReportForLaneMarkerDetector` from the CLEAN-UP callback to generate the plots for lane boundary parameters and to generate the videos with overlaid lane detections. It also invokes CUSTOM CRITERIA to plot detection results from **Metric Assessment** subsystem and to verify the precision and sensitivity metrics using `helperVerifyPrecisionAndSensitivity` function. For more information about these plots, see “Generate Code for Lane Marker Detector” on page 8-1064 example.

### Run and explore results for a single test scenario:

Test the system-level model on `scenario_LD_02_Curve_SixVehicles` scenario.

```
testSuite = getTestSuiteByName(testFile, 'Test Scenarios');
testCase = getTestCaseByName(testSuite, 'scenario_LD_02_Curve_SixVehicles');
resultObj = run(testCase);
```

Generate test reports obtained after simulation.

```
sltest.testmanager.report(resultObj, 'Report.pdf', ...,
    'Title', 'Lane Marker Detector', ...,
    'IncludeMATLABFigures', true, ...,
    'IncludeErrorMessages', true, ...,
    'IncludeTestResults', 0, 'LaunchReport', true);
```

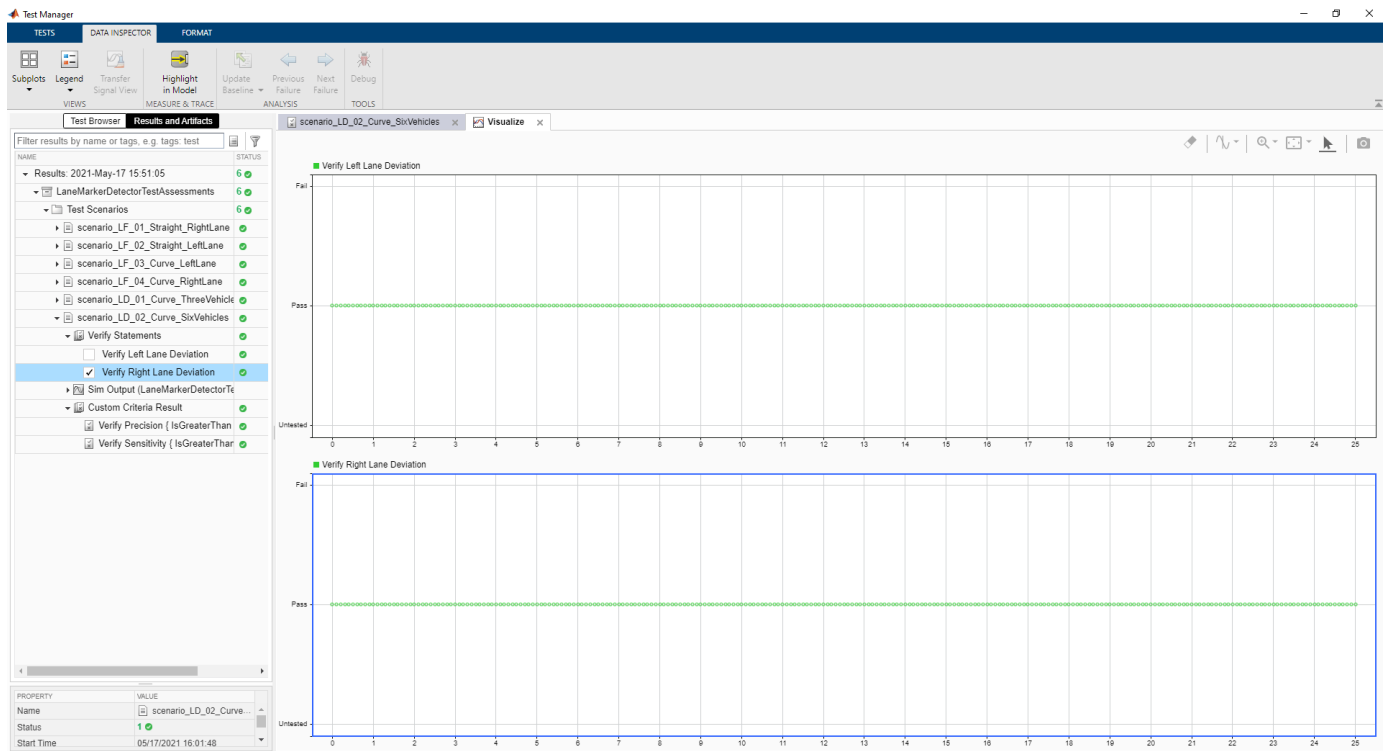
Examine the `Report.pdf`. The **Test environment** section shows the platform on which the test is run and the MATLAB® version used for testing. The **Summary** section shows the outcome of the test and duration of the simulation in seconds. The **Results** section shows pass or fail results based on the assessment criteria and displays the plots logged from the `helperGenerateReportForLaneMarkerDetector` function.

### Run and explore results for all test scenarios:

You can simulate the system to run all the tests by using `sltest.testmanager.run` command. Alternatively, you can click **Play** in the Test Manager app.

















After completion of the test simulations, the results for all the tests can be viewed in the **Results and Artifacts** tab of the Test Manager. For each test case, the Check Static Range (Simulink) blocks in the model are associated with the Test Manager. You can visualize the overall pass or fail results.

## 8 Featured Examples



You can find the generated report in current working directory. This report contains a detailed summary of pass or fail statuses and the plots for each test case.

## Summary


Name	Outcome	Duration (Seconds)
 <a href="#">LaneMarkerDetectorTestAssessments</a>	6 	767.007
 <a href="#">Test Scenarios</a>	6 	767.006
 <a href="#">scenario LF 01 Straight RightLane</a>		208.372
 <a href="#">scenario LF 02 Straight LeftLane</a>		95.882
 <a href="#">scenario LF 03 Curve LeftLane</a>		109.988
 <a href="#">scenario LF 04 Curve RightLane</a>		115.757
 <a href="#">scenario LD 01 Curve ThreeVehicles</a>		106.659
 <a href="#">scenario LD 02 Curve SixVehicles</a>		130.041

### Verify test status in Requirements Editor:

Open the Requirements Editor and select **Display**. Then, select **Verification Status** to see a verification status summary for each requirement. Green and red bars indicate the pass and fail status of simulation results for each test.

The screenshot displays the Requirements Editor interface. On the left, a table lists requirements with their indices and verification status. The main area shows the details for Requirement #2, including its properties and a test description. The test description includes a 3D visualization of a vehicle on a curved road and a list of test requirements.

Index	Summary	Verified
1	scenario_LF_01_Straight_RightLane	Yes
2	scenario_LF_02_Straight_LeftLane	Yes
3	scenario_LF_03_Curve_LeftLane	Yes
4	scenario_LF_04_Curve_RightLane	Yes
5	scenario_LD_01_Curve_ThreeVehicles	Yes
6	scenario_LD_02_Curve_SixVehicles	Yes

Test Description	Test Requirements
<p><b>Test lane marker detector on a curved road when one or more vehicles obstruct the ego vehicle's lane</b></p>  <ul style="list-style-type: none"> <li>Test lane marker detector on a curved road scenario with ego vehicle in the left lane.</li> <li>Five target vehicles are present in the scenario.</li> <li>Lead vehicle slows down in front of ego vehicle while other vehicles...</li> </ul>	<ul style="list-style-type: none"> <li>Deviation between the detected left lane marking and the corresponding ground truth must be less than 0.25m.</li> <li>Deviation between the detected right lane marking and the corresponding ground truth must be less than 0.25m.</li> </ul>

### Automate Testing with Generated Code

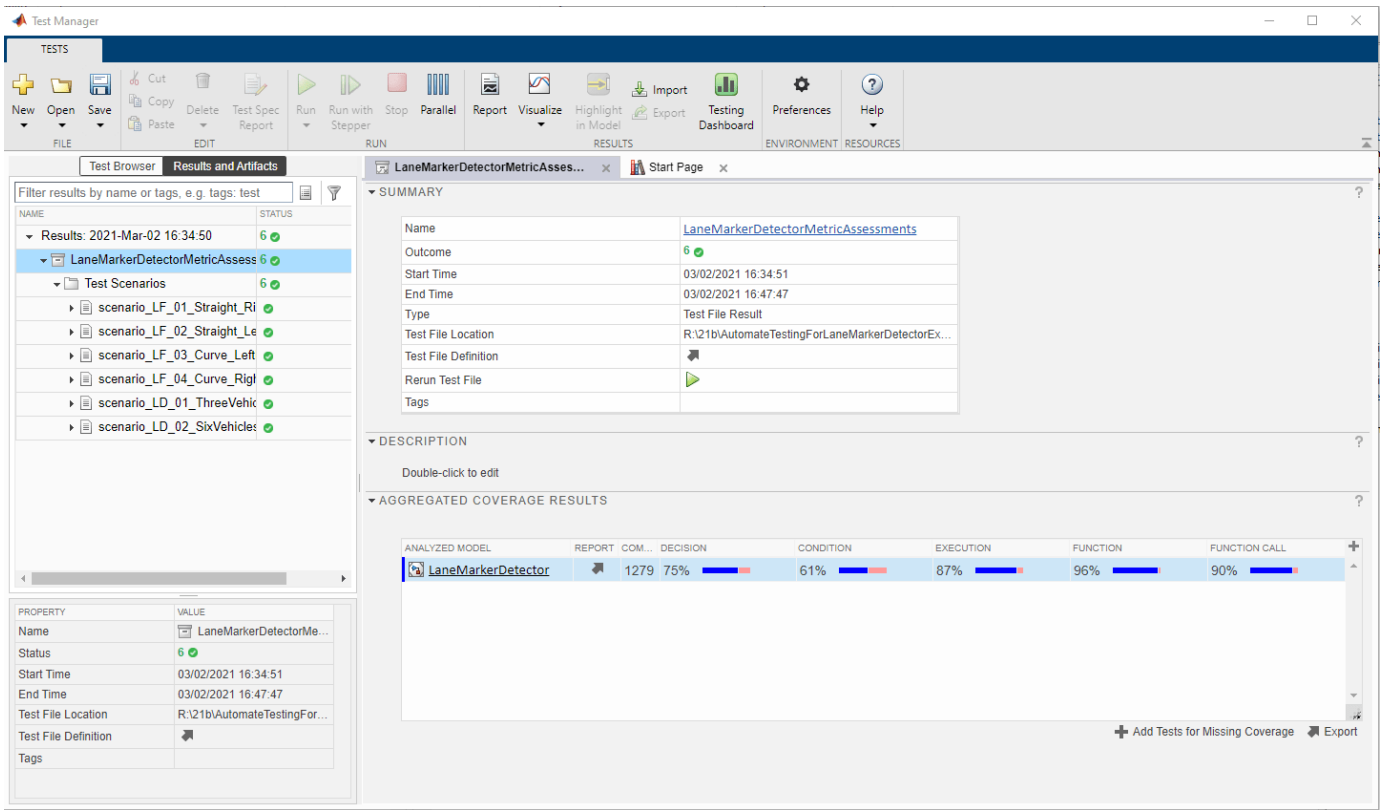
The LaneMarkerDetectorTestBench model enables testing of **Lane Marker Detector** component. To perform regression testing of these components use software-in-the-loop (SIL) verification. If you have Embedded Coder™ Simulink Coder™ license, you can generate code for the lane marker detector component. You can verify if the generated code produce results that match the test requirements.

Set the simulation mode for **Lane Marker Detector** to software-in-the-loop.

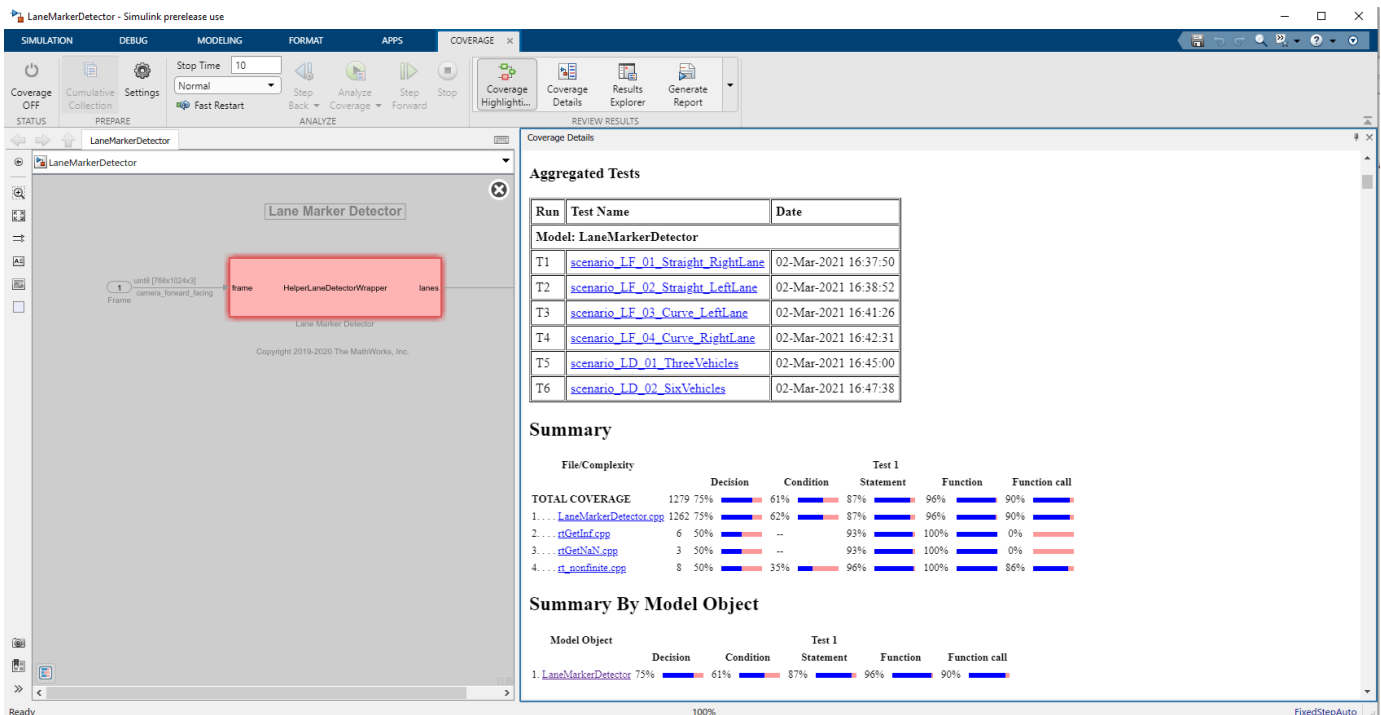
```
model = 'LaneMarkerDetectorTestBench/Lane Marker Detector';
set_param(model, 'SimulationMode', 'Software-in-the-loop');
```

Simulate the system for all the test scenarios and generate the test report by using the MATLAB command, run `sltest.testmanager.run`. Use the generated report to review the plots and test results.

If you have a Simulink Coverage™ license, you can get the code coverage analysis for the generated code to measure the testing completeness. You can use missing coverage data to find gaps in testing, missing requirements, or unintended functionality. You can visualize the coverage results for individual test cases and also aggregated coverage results as well.



You can click on LaneMarkerDetector link in test manager to view the detailed report of coverage results.



### **Automate Testing in Parallel**

If you have a Parallel Computing Toolbox™ license, you can configure the test manager to execute tests in parallel using a parallel pool. To run the tests in parallel, disable the runtime visualizations and save the models using `save_system('LaneMarkerDetector')` and `save_system('LaneMarkerDetectorTestBench')`. Test Manager uses the default Parallel Computing Toolbox cluster and executes tests only on the local machine. Running tests in parallel speeds up execution and decreases the amount of time required for testing. For more information on how to configure tests in parallel using the Test Manager, see “Run Tests Using Parallel Execution” (Simulink Test).

### **See Also**

#### **Blocks**

Simulation 3D Scene Configuration | Simulation 3D Vehicle with Ground Following | Cuboid To 3D Simulation | Vehicle To World

### **More About**

- “Design Lane Marker Detector Using Unreal Engine Simulation Environment” on page 8-863
- “Evaluate and Visualize Lane Boundary Detections Against Ground Truth” on page 8-95
- “Generate Code for Lane Marker Detector” on page 8-1064
- “Generate Code for Vision Vehicle Detector” on page 8-1108

# Generate Code for Highway Lane Following Controller

This example shows how to test the highway lane following controller and generate C++ code for real-time applications on a prebuilt 3D scene from the Unreal Engine® driving simulation environment.

In this example, you:

- 1 Design a test bench model to verify the functionality of a lane following decision logic and controller with ground truth information.
- 2 Generate code for the lane following decision logic and controller, and validate the functional equivalence by using software-in-the-loop (SIL) simulation.

## Introduction

The lane following controller is a fundamental component in highway lane following applications. The lane following controller generates the steering angle and acceleration control commands for an ego vehicle by using lane and vehicle information along with the set speed.

The lane following controller combines longitudinal and lateral controls. The longitudinal controller is responsible for maintaining the driver-set velocity and keeping a safe distance from the lead vehicle. The lateral controller is responsible for keeping the vehicle in the center of its current lane. In this example, you use the ground truth lane and vehicle information to test the lane following controller. For more information, see Path Following Control System (Model Predictive Control Toolbox).

This example shows how to test and verify the functionality of a lane following controller using a 3D simulation environment. In this example, you:

- 1 Explore the test bench model.
- 2 Simulate the test bench model.
- 3 Generate C++ code from the reference model.
- 4 Assess the functionality of the generated code using SIL verification.
- 5 Assess the execution time and perform code coverage analysis.
- 6 Explore additional scenarios given in this example.

You test the lane following controller on a 3D simulation environment that uses the Unreal Engine from Epic Games®. The Unreal Engine driving simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error(['Unreal driving simulation environment is only supported on Microsoft', char(174), ' \
end
```

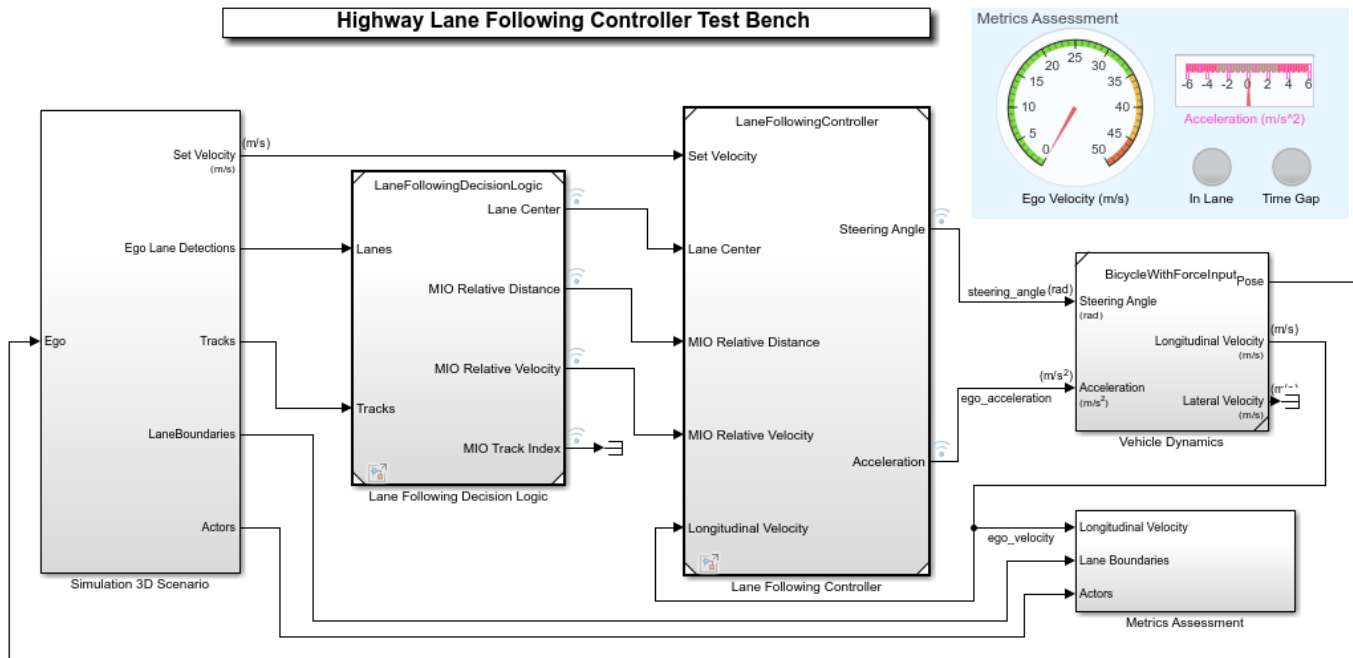
## Explore Test Bench Model

To explore the test bench model, open a working copy of the project example files. MATLAB copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos'));
helperDrivingProjectSetup('HLFController.zip', 'workDir', pwd);
```

In this example, you use a system-level simulation test bench model to explore the behavior of the controller for the lane following system. Open the system-level simulation test bench model.

```
open_system('HighwayLaneFollowingControllerTestBench');
```



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Opening this model runs the helperSLHighwayLaneFollowingControllerSetup script, which initializes the road scenario using the drivingScenario object in the base workspace. It also configures the lane following controller parameters, vehicle model parameters, and Simulink bus signals required for defining the inputs and outputs for the HighwayLaneFollowingControllerTestBench model.

The test bench model contains these subsystems:

- 1 Simulation 3D Scenario — This subsystem specifies the road, vehicles used for simulation.
- 2 Lane Following Decision Logic — This subsystem specifies the lateral and longitudinal decision logic.
- 3 Lane Following Controller — This subsystem specifies the path-following controller that generates control commands to steer the ego vehicle.
- 4 Vehicle Dynamics — This subsystem specifies the dynamic model for the ego vehicle.
- 5 Metrics Assessment — This subsystem specifies metrics to assess system level behavior.

The Vehicle Dynamics subsystem is the same subsystem used in the “Highway Lane Following” on page 8-893 example. This example focuses on the Lane Following Decision Logic and Lane Following Controller reference models.

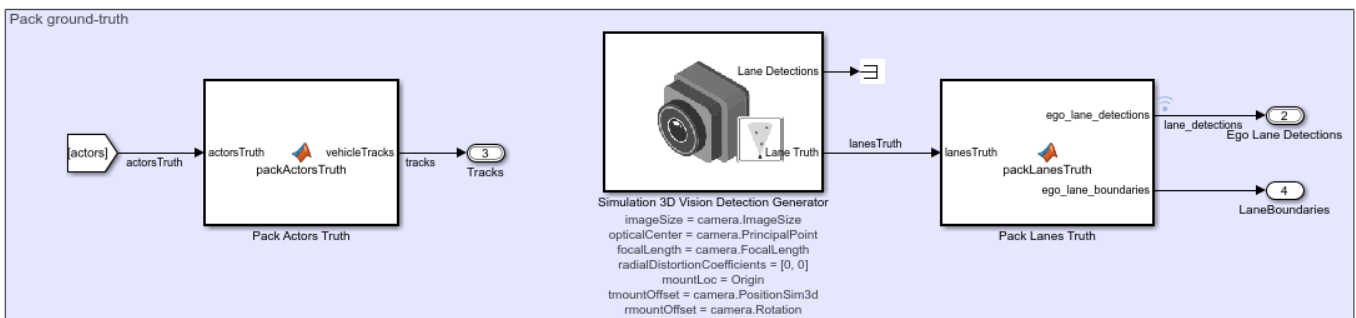
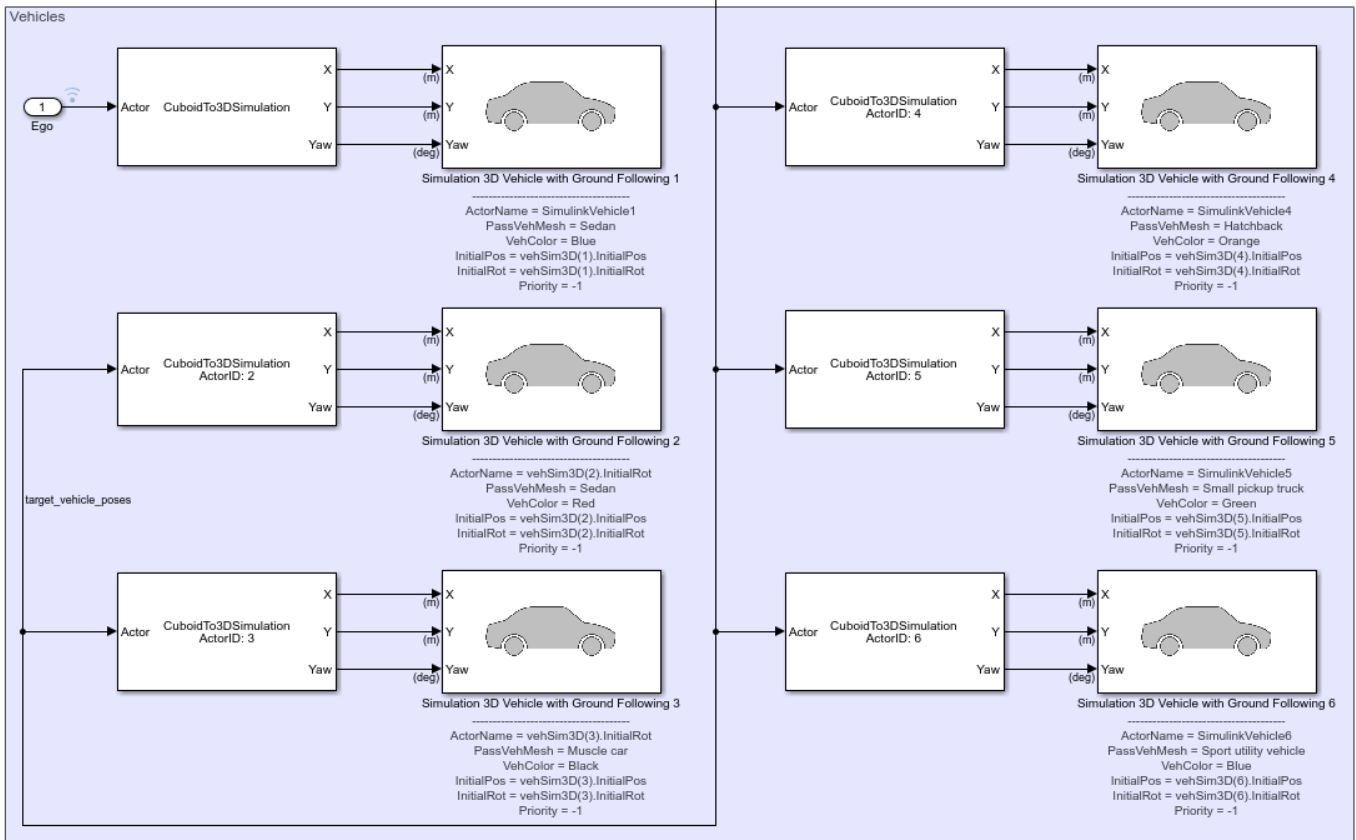
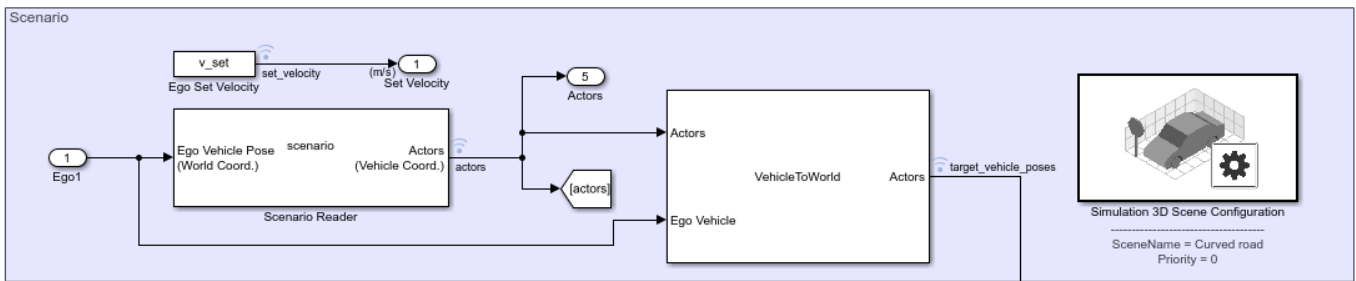
The Simulation 3D Scenario subsystem configures the road network, sets vehicle positions, and packs truth data, similar to the Simulation 3D Scenario subsystem in the “Highway Lane Following” on page 8-893. However, the Simulation 3D Scenario subsystem used in this example does not have any



sensors. Instead, lanes truth from the Simulation 3D Vision Detection Generator block is packed into lanes bus and actors truth from Scenario Reader block is packed into tracks bus structure to provide inputs to the lane following decision logic. Open the Simulation 3D Scenario subsystem.

```
open_system('HighwayLaneFollowingControllerTestBench/Simulation 3D Scenario');
```

Simulation 3D Scenario

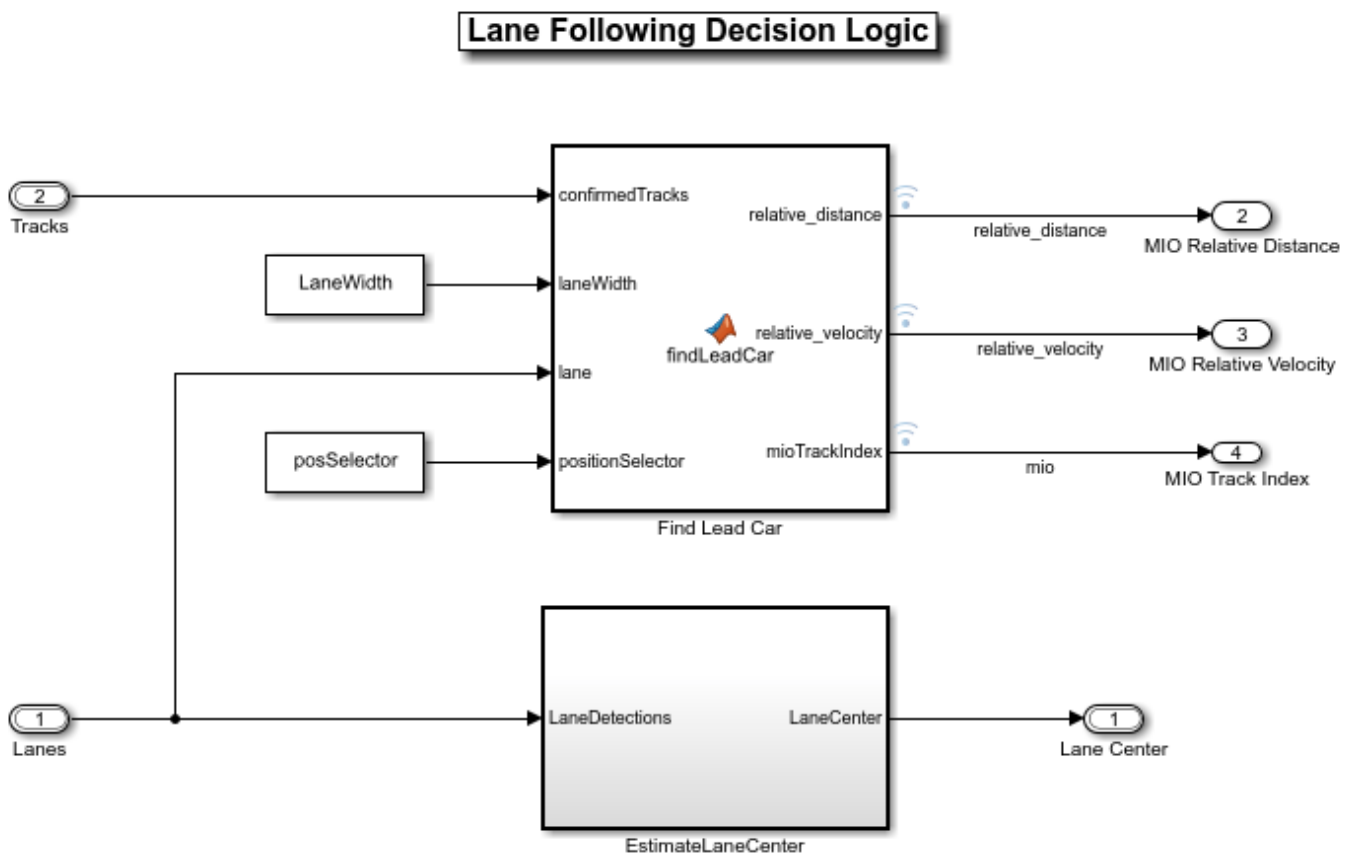


- The Pack Actors Truth MATLAB® function block packs the ground truth information of the actors into the tracker bus structure, which the Lane Following Decision Logic reference model requires.

- The Simulation 3D Vision Detection Generator block is attached to the ego vehicle to get lane truth information from the 3D simulation environment.
- The Pack Lanes Truth MATLAB function block packs the lane ground truth information into the lanes bus structure, which the Lane Following Decision Logic reference model requires.
- The Rear Axle to Vehicle Center block shifts the lane detections from rear axle to the vehicle center as required by the lateral controller.

Lane Following Decision Logic is the reference model that detects the lead vehicle information and lane center. The Lane Following Controller model needs this information. Open Lane Following Decision Logic model.

```
open_system('LaneFollowingDecisionLogic');
```



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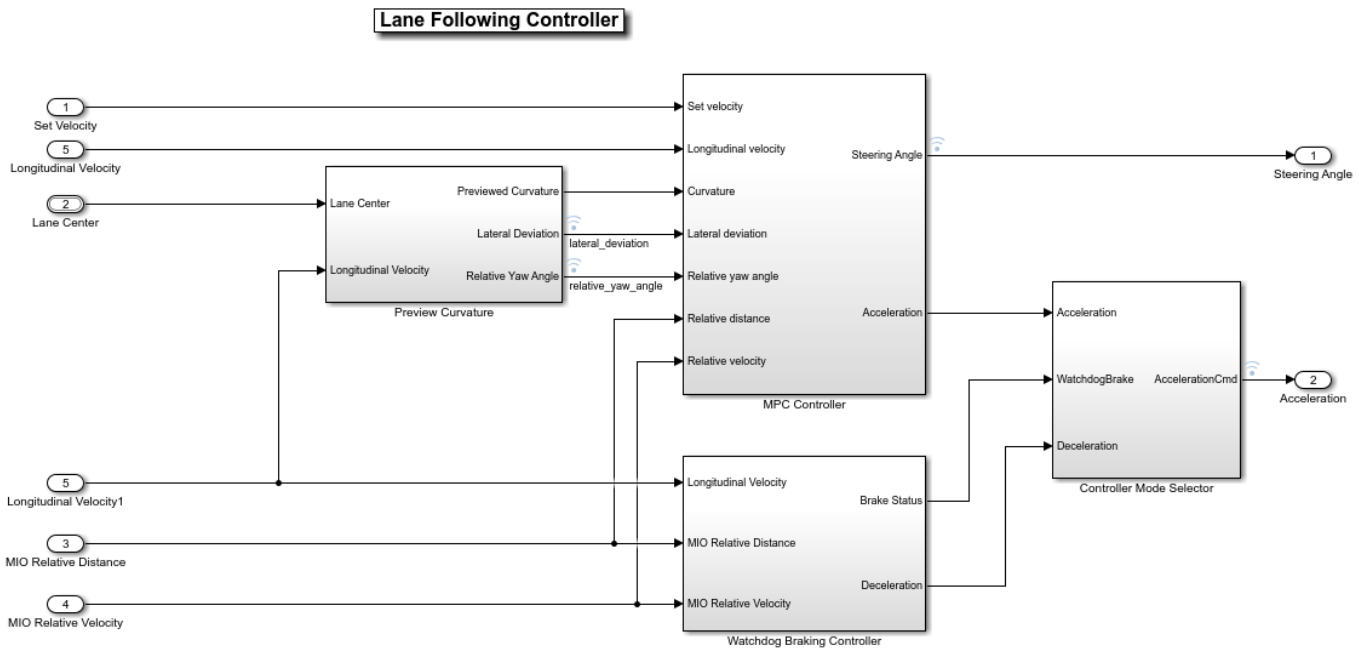
The Find Lead Car MATLAB function block finds the lead car that is most important object (MIO) present in front of the ego vehicle in the same lane. It outputs the relative distance and relative velocity between the ego vehicle and the MIO.

The Estimate Lane Center subsystem calculates the lane center of the ego lane, which is required by the Lane Following Controller model.

The Lane Following Controller takes as input the MIO information and lane center information from the lane following decision logic reference model, along with the set velocity and longitudinal velocity

of ego vehicle. The model then generates control commands (steering angle and acceleration) for the ego vehicle. Open the Lane Following Controller model.

```
open_system('LaneFollowingController');
```



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The Preview Curvature block calculates the curvature, lateral deviation, and relative yaw angle using the lane center information. The controller uses previewed information for calculating the ego vehicle steering angle. The lateral deviation measures the distance between the ego vehicle and the center of the lane. The relative yaw angle measures the yaw angle difference between the ego vehicle and the road. The ISO 8855 to SAE J670E block inside subsystem converts the lane coordinates from the ISO 8855 standard to the SAE J670E standard used by MPC Controller.

The MPC Controller block uses the Path Following Control System (Model Predictive Control Toolbox) block from Model Predictive Control Toolbox™. The Path Following Controller block keeps the vehicle traveling within a marked lane of a highway while maintaining the driver-set velocity. This controller includes combined longitudinal and lateral control of the ego vehicle:

- Longitudinal control maintains the driver-set velocity of the ego vehicle.
- Lateral control keeps the ego vehicle traveling along the center line of its lane by adjusting the steering angle of the ego vehicle.

The MPC controller provides a slow and steady response to the ego vehicle. A faster response is required during the emergency conditions, and the Watchdog Braking Controller block applies the brakes under such conditions.

Based on the braking status of the Watchdog Braking Controller block, the Controller Mode Selector subsystem outputs the acceleration command that determines whether to accelerate or decelerate.

## Simulate Model

Configure the `HighwayLaneFollowingControllerTestBench` model to simulate the `scenario_LFACC_03_Curve_StopnGo` scenario. This scenario contains six vehicles, including the ego vehicle, and defines their trajectories.

```
helperSLHighwayLaneFollowingControllerSetup("scenarioFcnName", "scenario_LFACC_03_Curve_StopnGo");
```

Simulate the test bench model.

```
sim('HighwayLaneFollowingControllerTestBench');

    Assuming no disturbance added to measured output channel #3.
-->Assuming output disturbance added to measured output channel #2 is integrated white noise.
    Assuming no disturbance added to measured output channel #1.
-->Assuming output disturbance added to measured output channel #4 is integrated white noise.
-->The "Model.Noise" property of the "mpc" object is empty. Assuming white noise on each measured
```

## Generate C++ Code

You can now generate C++ code for the algorithm, apply common optimizations, and generate a report to facilitate exploring the generated code. Configure the Lane Following Decision Logic and Lane Following Controller models to generate C++ code for real-time implementation of the algorithm. Set the model parameters to enable code generation and display the configuration values.

Set and view model parameters to enable C++ code generation.

```
helperSetModelParametersForCodeGeneration('LaneFollowingController');
save_system('LaneFollowingController');
```

Model configuration parameters:

Parameter	Value	
{'SystemTargetFile'}	{'ert.tlc'}	{'Code Generation>System target file'}
{'TargetLang'}	{'C++'}	{'Code Generation>Language'}
{'SolverType'}	{'Fixed-step'}	{'Solver>Type'}
{'FixedStep'}	{'auto'}	{'Solver>Fixed-step size (fundamental period)'}
{'EnableMultiTasking'}	{'on'}	{'Solver>Treat each discrete rate as a task'}
{'ProdLongLongMode'}	{'on'}	{'Hardware Implementation>Support long products'}
{'BlockReduction'}	{'on'}	{'Simulation Target>Block reduction'}
{'MATLABDynamicMemAlloc'}	{'on'}	{'Simulation Target>Simulation target'}
{'OptimizeBlockIOStorage'}	{'on'}	{'Simulation Target>Signal storage'}
{'InlineInvariantSignals'}	{'on'}	{'Simulation Target>Inline invariant signals'}
{'BuildConfiguration'}	{'Faster Runs'}	{'Code Generation>Build configuration'}
{'RTWVerbose'}	{'off'}	{'Code Generation>Verbose build'}
{'CombineSignalStateStructs'}	{'on'}	{'Code Generation>Interface>Combine signal state structs'}
{'SupportVariableSizeSignals'}	{'on'}	{'Code Generation>Interface>Support variable size signals'}
{'CodeInterfacePackaging'}	{'C++ class'}	{'Code Generation>Interface>Code interface packaging'}
{'GenerateExternalIOAccessMethods'}	{'Method'}	{'Code Generation>Interface>Data method generation'}
{'EfficientFloat2IntCast'}	{'on'}	{'Code Generation>Optimization>Remove redundant casts'}
{'ZeroExternalMemoryAtStartup'}	{'off'}	{'Code Generation>Optimization>Remove redundant memory'}
{'CustomSymbolStrGlobalVar'}	{'\$N\$M'}	{'Code Generation>Symbols>Global variable name'}
{'CustomSymbolStrType'}	{'\$N\$M_T'}	{'Code Generation>Symbols>Global type name'}
{'CustomSymbolStrField'}	{'\$N\$M_'}	{'Code Generation>Symbols>Field name'}
{'CustomSymbolStrFcn'}	{'APV_ \$N\$M\$F'}	{'Code Generation>Symbols>Subsystem name'}

```
{'CustomSymbolStrTmpVar'      } {'$N$M'      } {'Code Generation>Symbols>Local temporary symbol'}
{'CustomSymbolStrMacro'      } {'$N$M'      } {'Code Generation>Symbols>Constant symbol'}
```

Generate code and review the code generation report from the reference model.

```
rtwbuild('LaneFollowingController');

### Starting build procedure for: LaneFollowingController
  Assuming no disturbance added to measured output channel #3.
-->Assuming output disturbance added to measured output channel #2 is integrated white noise.
  Assuming no disturbance added to measured output channel #1.
-->Assuming output disturbance added to measured output channel #4 is integrated white noise.
-->The "Model.Noise" property of the "mpc" object is empty. Assuming white noise on each measured output channel.
### Successful completion of build procedure for: LaneFollowingController
```

Build Summary

Top model targets built:

Model	Action	Rebuild Reason
LaneFollowingController	Code generated and compiled	Code generation information file does not exist

1 of 1 models built (0 models already up to date)  
Build duration: 0h 1m 16.773s

### Assess Functionality of Code

After generating the C++ code, you can now assess the code functionality using SIL simulation. Simulation provides early insight into the behavior of a deployed application. To learn more about SIL simulation, see “SIL and PIL Simulations” (Embedded Coder).

SIL simulation enables you to verify that the compiled generated code on the host is functionally equivalent to the normal mode.

Configure the reference model parameters to support SIL simulation and log the execution profiling information.

```
helperSetModelParametersForSIL('LaneFollowingController');
helperSetModelParametersForSIL('HighwayLaneFollowingControllerTestBench');
```

LaneFollowingController configuration parameters:

Parameter	Value	Description
{'SystemTargetFile' }	{'ert.tlc' }	{'Code Generation>System target file'}
{'TargetLang' }	{'C++' }	{'Code Generation>Language'}
{'CodeExecutionProfiling' }	{'on' }	{'Code Generation>Verification>Model execution profiling'}
{'CodeProfilingSaveOptions' }	{'AllData' }	{'Code Generation>Verification>Save profiling data'}
{'CodeExecutionProfileVariable' }	{'executionProfile' }	{'Code Generation>Verification>Execution profile variable'}

HighwayLaneFollowingControllerTestBench configuration parameters:

Parameter	Value	Description
-----------	-------	-------------

{'SystemTargetFile'}	}	{'ert.tlc'}	}	{'Code Generation>System target'}
{'TargetLang'}	}	{'C++'}	}	{'Code Generation>Language'}
{'CodeExecutionProfiling'}	}	{'on'}	}	{'Code Generation>Verification>M'}
{'CodeProfilingSaveOptions'}	}	{'AllData'}	}	{'Code Generation>Verification>S'}
{'CodeExecutionProfileVariable'}	}	{'executionProfile'}	}	{'Code Generation>Verification>W'}

Configure the test bench model to simulate Lane Following Decision Logic and Lane Following Controller in SIL mode.

```
set_param('HighwayLaneFollowingControllerTestBench/Lane Following Controller','SimulationMode','SIL');
sim('HighwayLaneFollowingControllerTestBench');
```

```
### Starting serial model reference code generation build
### Starting build procedure for: LaneFollowingController
    Assuming no disturbance added to measured output channel #3.
-->Assuming output disturbance added to measured output channel #2 is integrated white noise.
    Assuming no disturbance added to measured output channel #1.
-->Assuming output disturbance added to measured output channel #4 is integrated white noise.
-->The "Model.Noise" property of the "mpc" object is empty. Assuming white noise on each measured
### Successful completion of build procedure for: LaneFollowingController
```

Build Summary

Code generation targets built:

Model	Action	Rebuild Reason
LaneFollowingController	Code generated and compiled	LaneFollowingController.cpp does not exist

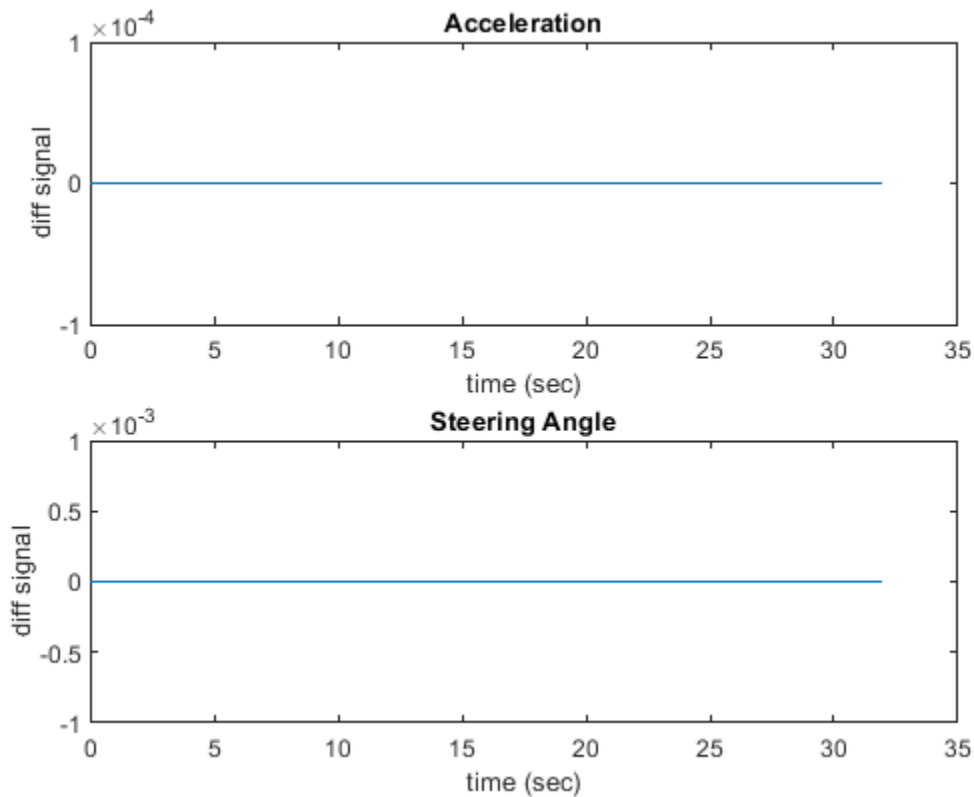
```
1 of 1 models built (0 models already up to date)
Build duration: 0h 1m 40.52s
### Preparing to start SIL simulation ...
Building with 'MinGW64 Compiler (C)'.
MEX completed successfully.
### Starting SIL simulation for component: LaneFollowingController
### Application stopped
### Stopping SIL simulation for component: LaneFollowingController
```

Compare the outputs from normal simulation mode and SIL simulation mode. You can verify if the differences between these runs are in the tolerance limits by using the following code. Plot the differences of the steering and acceleration values between the normal simulation mode and SIL simulation mode.

```
runIDs = Simulink.sdi.getAllRunIDs;
normalSimRunID = runIDs(end - 1);
SilSimRunID = runIDs(end);
diffResult = Simulink.sdi.compareRuns(normalSimRunID ,SilSimRunID);
```

Plot the differences in the controller output parameters computed from normal mode and SIL mode.

```
helperPlotLFControllerDiffSignals(diffResult);
```



The differences between the normal and SIL modes of the simulation are approximately zero. Slight differences are due to differences in the rounding off techniques used by different compilers.

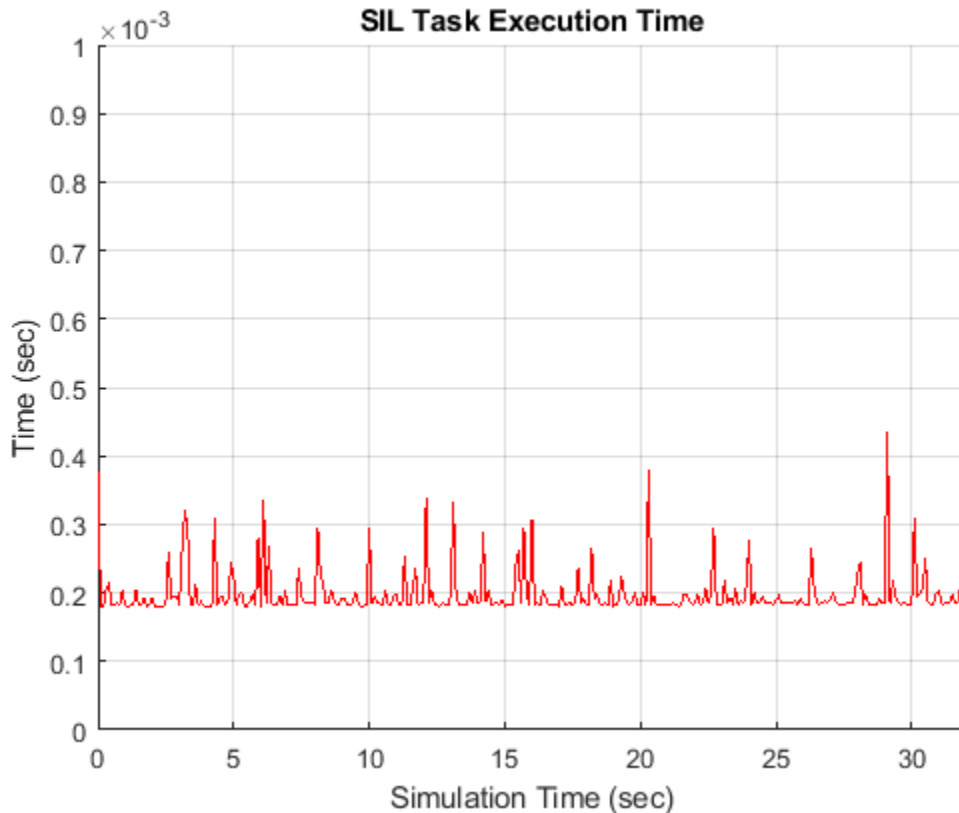
### Assess Execution Time and Coverage of Code

During the SIL simulation, log the execution time metrics for the generated code on the host computer to the variable `executionProfile` in the MATLAB base workspace. These times can be an early indicator of the performance of the generated code. For accurate execution time measurements, profile the generated code when it is integrated into the external environment or when you use with processor-in-the-loop (PIL) simulation. To learn more about PIL profiling, refer to “Create Execution-Time Profile for Generated Code” (Embedded Coder).

Plot the execution time taken for `_step` function using the `helperPlotLFControllerExecutionProfile` function.

```
helperPlotLFControllerExecutionProfile(executionProfile);
```





From the plot, you can deduce the average time taken per timestep for the lane following controller. For more information on generating execution profiles and analyzing them during SIL simulation, refer to “Execution Time Profiling for SIL and PIL” (Embedded Coder).

If you have a Simulink Coverage™ license, you can also perform the code coverage analysis for the generated code to measure the testing completeness. You can use missing coverage data to find gaps in testing, missing requirements, or unintended functionality. Configure the coverage settings and simulate the test bench model to generate the coverage analysis report. Find the generated report `CoverageResults/LaneFollowingController_modelrefsil_summary_cov.html` in the working directory.

```
if(license('test','Simulink_Coverage'))
    helperCoverageSettings('HighwayLaneFollowingControllerTestBench');
    cvDataGroupObj = cvsim('HighwayLaneFollowingControllerTestBench');
    % Get Generated Code coverage of LaneFollowingController.
    cvDataObj = get(cvDataGroupObj,'LaneFollowingController');
    cvhtml('CoverageResults/LaneFollowingController_modelrefsil_summary_cov',cvDataObj);
end

### Starting serial model reference code generation build
### Starting build procedure for: LaneFollowingController
    Assuming no disturbance added to measured output channel #3.
-->Assuming output disturbance added to measured output channel #2 is integrated white noise.
    Assuming no disturbance added to measured output channel #1.
-->Assuming output disturbance added to measured output channel #4 is integrated white noise.
-->The "Model.Noise" property of the "mpc" object is empty. Assuming white noise on each measured
### Successful completion of build procedure for: LaneFollowingController
```

## Build Summary

Code generation targets built:

Model	Action	Rebuild Reason
===== LaneFollowingController	Code compiled	Code instrumentation settings have changed.

1 of 1 models built (0 models already up to date)

Build duration: 0h 2m 15.436s

### Preparing to start SIL simulation ...

Building with 'MinGW64 Compiler (C)'.

MEX completed successfully.

### Starting SIL simulation for component: LaneFollowingController

### Stopping SIL simulation for component: LaneFollowingController

### Completed code coverage analysis

## Summary

File/Complexity	Test 1				
	Decision	Statement	Function	Function call	Relational Boundary
<b>TOTAL COVERAGE</b>	200 81%	90%	85%	94%	11%
1... <a href="#">LaneFollowingController.cpp</a>	43 41%	54%	75%	67%	4%
2... <a href="#">LaneFollowingControllerAPV_PathFollowingControlSystem.cpp</a>	152 90%	96%	100%	98%	21%
3... <a href="#">LaneFollowingController_capi.cpp</a>	5 --	95%	80%	100%	--

You can find the decision coverage, statement coverage, and function coverage results while simulating the generated code for this test scenario, `scenario_LFACC_03_Curve_StopnGo`. You can test this model with different scenarios to get full coverage of the generated code. For more information on how to analyze coverage results during SIL simulation, refer “Code Coverage for Models in Software-in-the-Loop (SIL) Mode and Processor-in-the-Loop (PIL) Mode” (Embedded Coder).

Similarly, you can configure Lane Following Decision Logic to generate code and run in SIL to verify the functional equivalence with simulation.

**Explore Additional Scenarios**

This example provides additional scenarios that you can use with the `HighwayLaneFollowingControllerTestBench` model:

- `scenario_LF_01_Straight_RightLane`
- `scenario_LF_02_Straight_LeftLane`
- `scenario_LF_03_Curve_LeftLane`
- `scenario_LF_04_Curve_RightLane`
- `scenario_LFACC_01_Curve_DecelTarget`
- `scenario_LFACC_02_Curve_AutoRetarget`
- `scenario_LFACC_03_Curve_StopnGo` [Default]
- `scenario_LFACC_04_Curve_CutInOut`

- scenario\_LFACC\_05\_Curve\_CutInOut\_TooClose
- scenario\_LFACC\_06\_Straight\_StopandGoLeadCar
- scenario\_ACC\_01\_Straight\_TargetDiscriminationTest
- scenario\_ACC\_02\_Straight\_StopnGo

Examine the comments in each file for more details about the geometry of the road and vehicles in each scenario. You can configure the `HighwayLaneFollowingControllerTestBench` model and workspace to simulate these scenarios using the `helperSLHighwayLaneFollowingSetup` function as follows.

```
helperSLHighwayLaneFollowingControllerSetup("scenarioFcnName", "scenario_LFACC_04_Curve_CutInOut
```

## See Also

[Scenario Reader](#) | [Vehicle To World](#) | [Simulation 3D Scene Configuration](#) | [Cuboid To 3D Simulation](#)

## More About

- “Highway Lane Following” on page 8-893
- “Automate Testing for Highway Lane Following” on page 8-909
- “Automate Testing for Highway Lane Following Controls and Sensor Fusion” on page 8-1148

## Automate Testing for Highway Lane Following Controls and Sensor Fusion

This example shows how to integrate the sensor fusion and controls components of a highway lane following application. It also shows how to assess the functionality of this integration by defining scenarios based on requirements, automating testing of components, and generating code for those components.

### Introduction

Sensor fusion and lane following controller components are the two fundamental components of a highway lane following application. The sensor fusion component fuses information from a camera and a radar sensor to detect vehicles and their tracks. The lane following controller generates control signals for vehicle dynamics. It uses perception-based lane detections to provide the steering angle for lateral control and acceleration for longitudinal control. Simulating and testing the interactions between these two components using metrics for different test scenarios is important. Automatically running these simulations enables regression testing to verify system-level functionality.

This example enables integration and simulation of these two components using a system-level test bench model. It shows how to automate testing against multiple scenarios using Simulink Test™. The scenarios are based on system-level requirements. Additionally, it also shows how you can verify the generated code using software-in-the-loop (SIL) simulation. In this example, you:

- 1 Review requirements** — The requirements describe system-level test conditions. Simulation test scenarios are created to represent these conditions.
- 2 Explore the test bench model** — The model contains sensor fusion, controls, vehicle dynamics, sensors, and metrics to assess functionality. The metric assessments integrate the test bench model with Simulink Test for the automated testing.
- 3 Disable runtime visualizations** — Runtime visualizations are disabled to reduce the execution time for automated testing.
- 4 Automate testing** — A test manager is configured to simulate each test scenario, assess success criteria, and report results. The results are explored dynamically in the test manager and exported to a PDF for external reviewers.
- 5 Automate testing with generated code** — The sensor fusion, decision logic, and controls components are configured to generate C++ code. You run automated testing on the generated code to verify expected behavior.
- 6 Automate testing in parallel** — Overall execution time for running the tests is reduced using parallel computing on a multicore computer.

Testing the integration of the sensor fusion and controls algorithms requires a photorealistic simulation environment. In this example, you enable system-level simulation through integration with the Unreal Engine® from Epic Games®. The 3D simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error(['3D simulation is supported only on Microsoft', char(174), ' Windows', char(174), '.'])
end
```

## Review Requirements

To explore the requirements, open a working copy of the project example files. MATLAB copies the files to an example folder so that you can edit them.


```
addpath(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos'));
helperDrivingProjectSetup('HLFControlsSensorFusion.zip', 'workDir', pwd);
```

Requirements Toolbox™ enables you to author, analyze, and manage requirements within Simulink. This example contains 10 test scenarios, with high-level testing requirements defined for each scenario. Open the requirement set.

```
open('HLFControlsWithSensorFusionTestRequirements.slsreqx')
```

Alternatively, you can also open the file from the **Requirements** tab of the Requirements Manager app in Simulink.

The screenshot shows the Requirements Editor application. On the left, a tree view lists 10 requirements under the folder 'HLFControlsWithSensorFusionTestRequirements'. Requirement #3, 'scenario\_LFACC\_03\_Curve\_StopGo', is selected. The main pane displays the details for this requirement, including its type (Functional), index (3), and summary. A table provides a detailed breakdown of the requirement's test description, target vehicles, and requirements on the ego vehicle.

Test Description	Target vehicles	Requirements on Ego vehicle
<p><b>Stop and go test in curved road</b></p> 	<p><b>Lead vehicle:</b> Initial velocity: 13.6m/s Headway: 50m Event: Lead vehicle travels with initial velocity for 4s, then slows down to 8m/s and after 10s increase its velocity to 13m/s in ego lane.</p> <p><b>Slow moving vehicle - 1:</b> Set velocity: 8m/s Headway: 1100m Lane: Adjacent to ego lane</p> <p><b>Slow moving vehicle - 2:</b> Set velocity: 8m/s</p>	<p>Initial velocity: 14m/s Lateral deviation &lt; 0.45m Time gap &gt; 0.8s Expected behavior: Ego vehicle should first decelerate when lead vehicle slows down and then accelerate when lead vehicle increase its velocity such that it maintains safety time gap from lead vehicle while following the lanes.</p>

Each row in this file specifies the requirements in textual and graphical formats for testing the lane-following system for a test scenario. The scenarios with the `scenario_LF_` prefix enable you to test lane-detection and lane-following algorithms without obstruction by other vehicles. The scenarios with the `scenario_LFACC_` prefix enable you to test lane-detection, lane-following, and adaptive cruise control (ACC) behavior with other vehicles on the road.

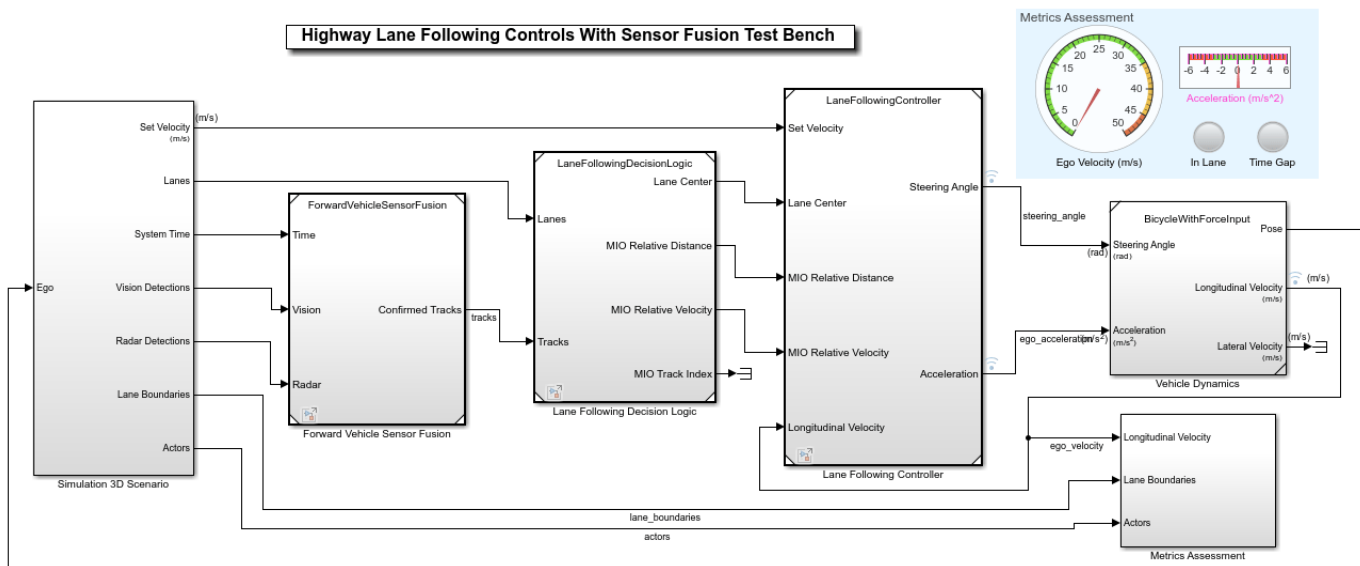
- `scenario_LF_01_Straight_RightLane` — Straight road scenario with the ego vehicle in the right lane.
- `scenario_LF_02_Straight_LeftLane` — Straight road scenario with the ego vehicle in the left lane.
- `scenario_LF_03_Curve_LeftLane` — Curved road scenario with the ego vehicle in the left lane.

- `scenario_LF_04_Curve_RightLane` — Curved road scenario with the ego vehicle in the right lane.
- `scenario_LFACC_01_Curve_DecelTarget` — Curved road scenario with a decelerating lead vehicle in the ego lane.
- `scenario_LFACC_02_Curve_AutoRetarget` — Curved road scenario with changing lead vehicles in the ego lane. This scenario tests the ability of the ego vehicle to retarget to a new lead vehicle while driving along a curve.
- `scenario_LFACC_03_Curve_StopnGo` — Curved road scenario with a lead vehicle slowing down in the ego lane.
- `scenario_LFACC_04_Curve_CutInOut` — Curved road scenario with a lead car cutting into the ego lane.
- `scenario_LFACC_05_Curve_CutInOut_TooClose` — Curved road scenario with a lead car cutting aggressively into the ego lane.
- `scenario_LFACC_06_Straight_StopandGoLeadCar` — Straight road scenario with a lead vehicle that breaks down in the ego lane.

### Explore Test Bench Model

Open test bench model.

```
open_system('HLFControlsWithSensorFusionTestBench');
```



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The test bench model contains these subsystems:

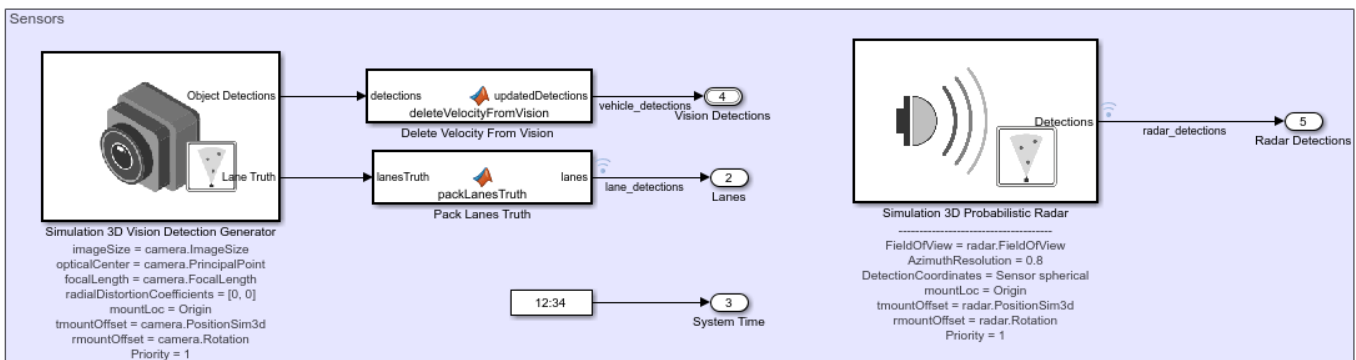
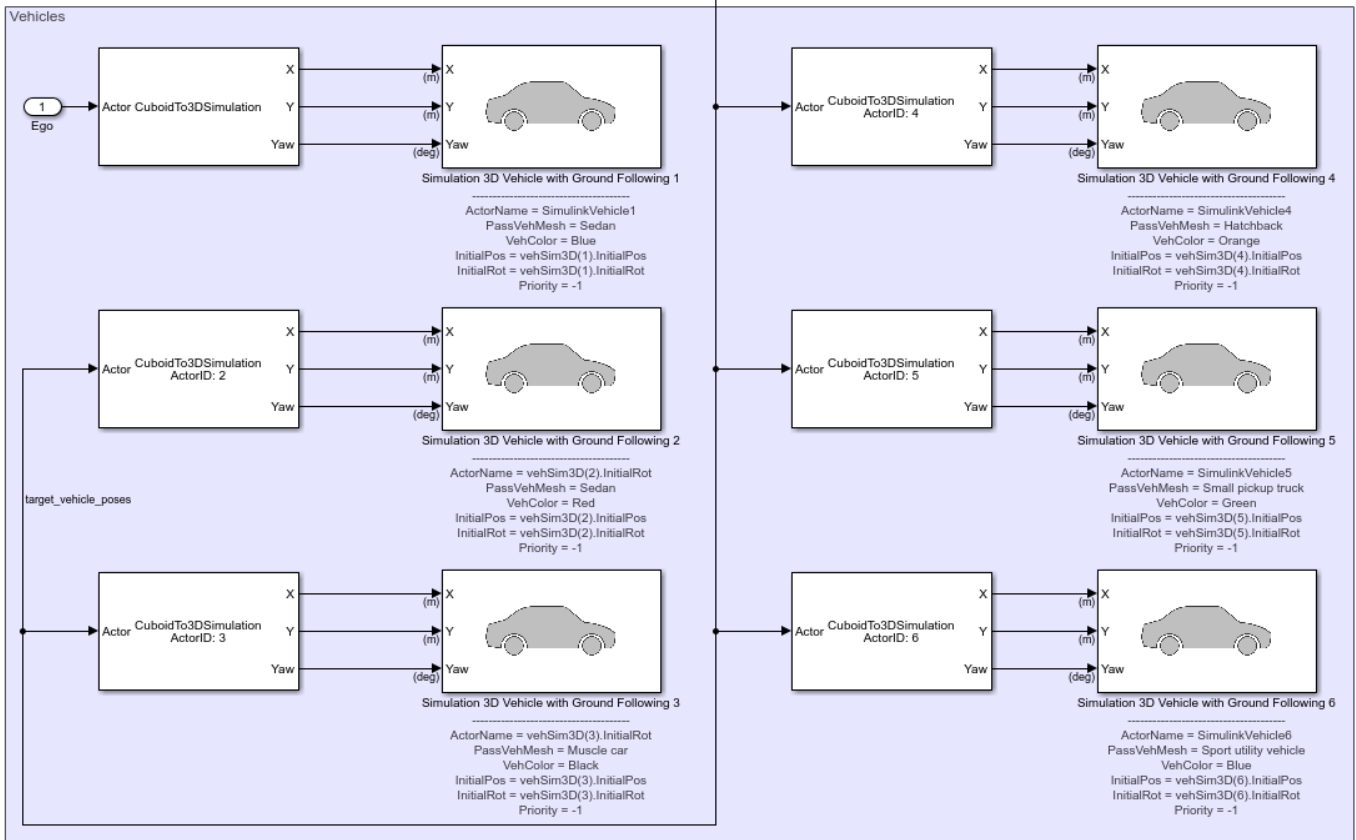
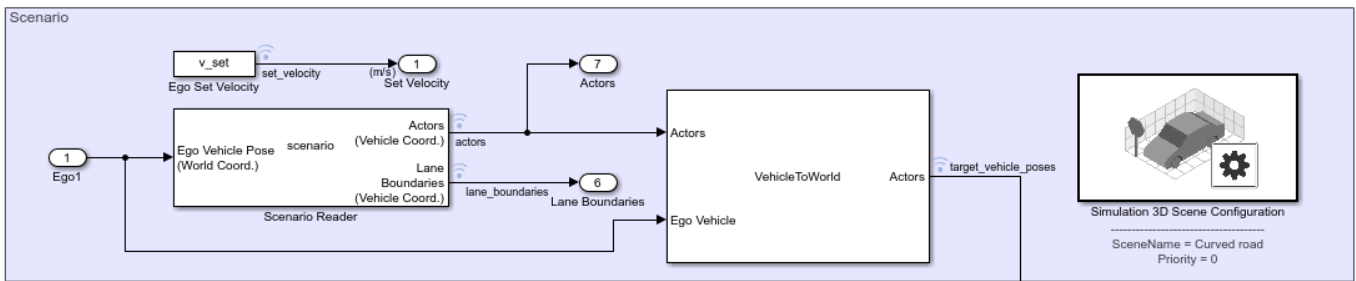
- 1 Simulation 3D Scenario — Subsystem that specifies the road, vehicles, vision detection generator, and radar sensors used for simulation.
- 2 Forward Vehicle Sensor Fusion — Subsystem that fuses the detections of vehicles in front of the ego vehicle that were obtained from the vision and radar sensors.
- 3 Lane Following Decision Logic — Algorithm model that specifies the lateral and longitudinal decision logic and provides lane center information and the most important object (MIO) related information to the controller.

- 4 Lane Following Controller — Algorithm model that specifies the controller.
- 5 Vehicle Dynamics — Subsystem that specifies the dynamic model for the ego vehicle
- 6 Metrics Assessment — Subsystem that assesses system-level behavior.

The Simulation 3D Scenario subsystem configures the road network, sets vehicle positions, and synthesizes sensors. Open the Simulation 3D Scenario subsystem.

```
open_system("HLFControlsWithSensorFusionTestBench/Simulation 3D Scenario")
```

**Sensors and Environment**





The scene and road network are specified by these parts of the subsystem:

- The Simulation 3D Scene Configuration block has the SceneName parameter set to Curved road .
- The Scenario Reader block is configured to use a driving scenario that contains a road network.

The vehicle positions are specified by these parts of the subsystem:

- The Ego input port controls the position of the ego vehicle, which is specified by the Simulation 3D Vehicle with Ground Following 1 block.
- The Vehicle To World block converts actor poses from the coordinates of the ego vehicle to the world coordinates.
- The Scenario Reader block outputs actor poses, which control the position of the target vehicles. These vehicles are specified by the other Simulation 3D Vehicle with Ground Following blocks.
- The Cuboid To 3D Simulation block converts the ego pose coordinate system (with respect to below the center of the vehicle rear axle) to the 3D simulation coordinate system (with respect to below the vehicle center).

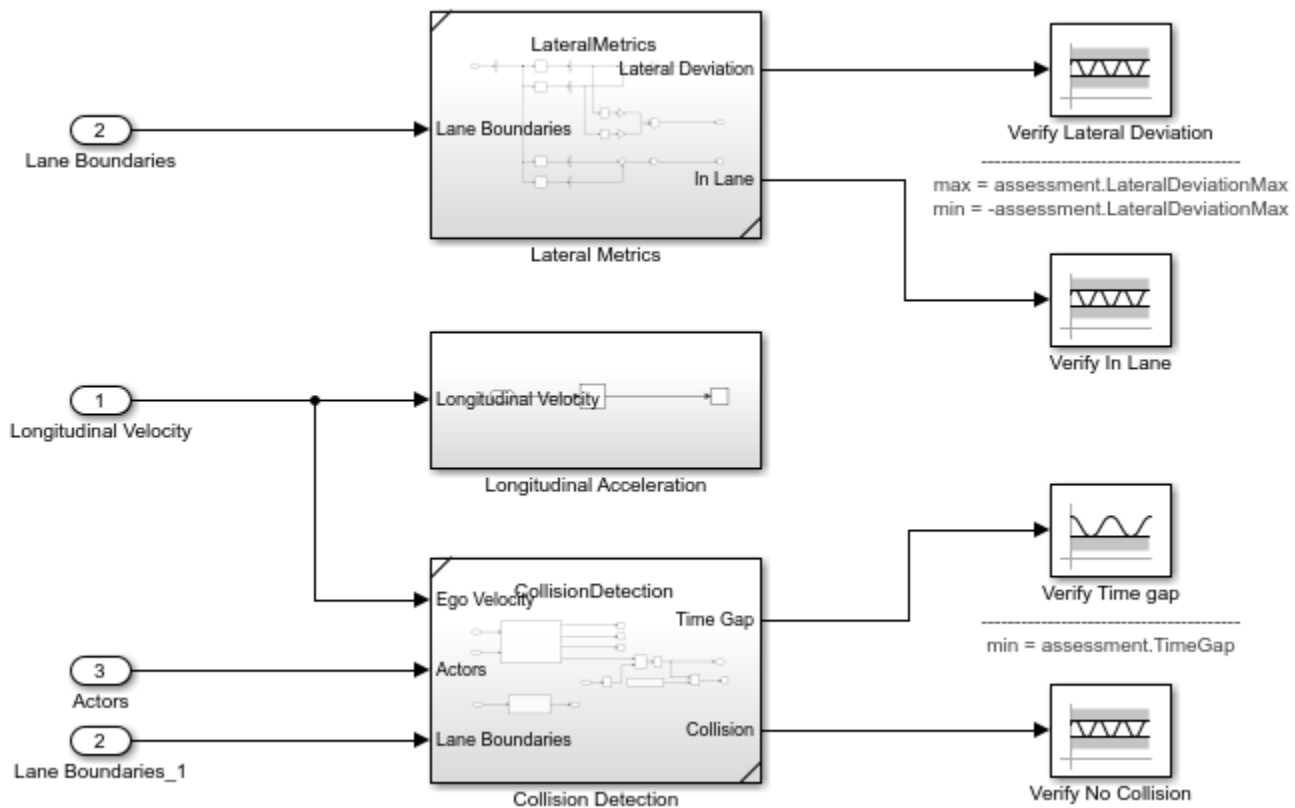
The sensors attached to the ego vehicle are specified by these parts of the subsystem:

- The Simulation 3D Vision Detection Generator block is attached to the ego vehicle to detect vehicles and lanes in the 3D simulation environment. The block derives vehicle detections from simulated actor poses that are based on cuboid representations of the actors in the scenario.
- The Delete Velocity From Vision block packs vision detections to match the bus used by the vision processing algorithm. To do so, the block replaces the measurement noise and disables the velocity measurement.
- The Pack Lanes Truth block packs the lane ground truth information into the lanes bus structure, which the Lane Following Decision Logic reference model requires.
- The Simulation 3D Probabilistic Radar block is attached to the ego vehicle to detect vehicles in the 3D Simulation environment.

The Forward Vehicle Sensor Fusion, Lane Following Decision Logic, Lane Following Controller, Vehicle Dynamics, and Metrics Assessment subsystems are based on the subsystems used in the “Highway Lane Following” on page 8-893 example.

In this example, the focus is on automating the simulation runs for this test bench model using Simulink Test for the different test scenarios. The Metrics Assessment subsystem enables integration of system-level metric evaluations with Simulink Test. This subsystem uses Check Static Range (Simulink) blocks for this integration. Open the Metrics Assessment subsystem.

```
open_system('HLFControlsWithSensorFusionTestBench/Metrics Assessment');
```



In this example, four metrics are used to assess the lane-following system.

- **Verify Lateral Deviation** — This block verifies that the lateral deviation from the center line of the lane is within prescribed thresholds for the corresponding scenario. Define the thresholds when you author the test scenario.
- **Verify In Lane** — This block verifies that the ego vehicle is following one of the lanes on the road throughout the simulation.
- **Verify Time gap** — This block verifies that the time gap between the ego vehicle and the lead vehicle is more than 0.8 seconds. The time gap between the two vehicles is defined as the ratio of the calculated headway distance to the ego vehicle velocity.
- **Verify No Collision** — This block verifies that the ego vehicle does not collide with the lead vehicle at any point during the simulation.

### Disable Runtime Visualizations

The system-level test bench model opens a Unreal Engine simulation window for visualizing the scenario. This window is not required when the tests are automated.

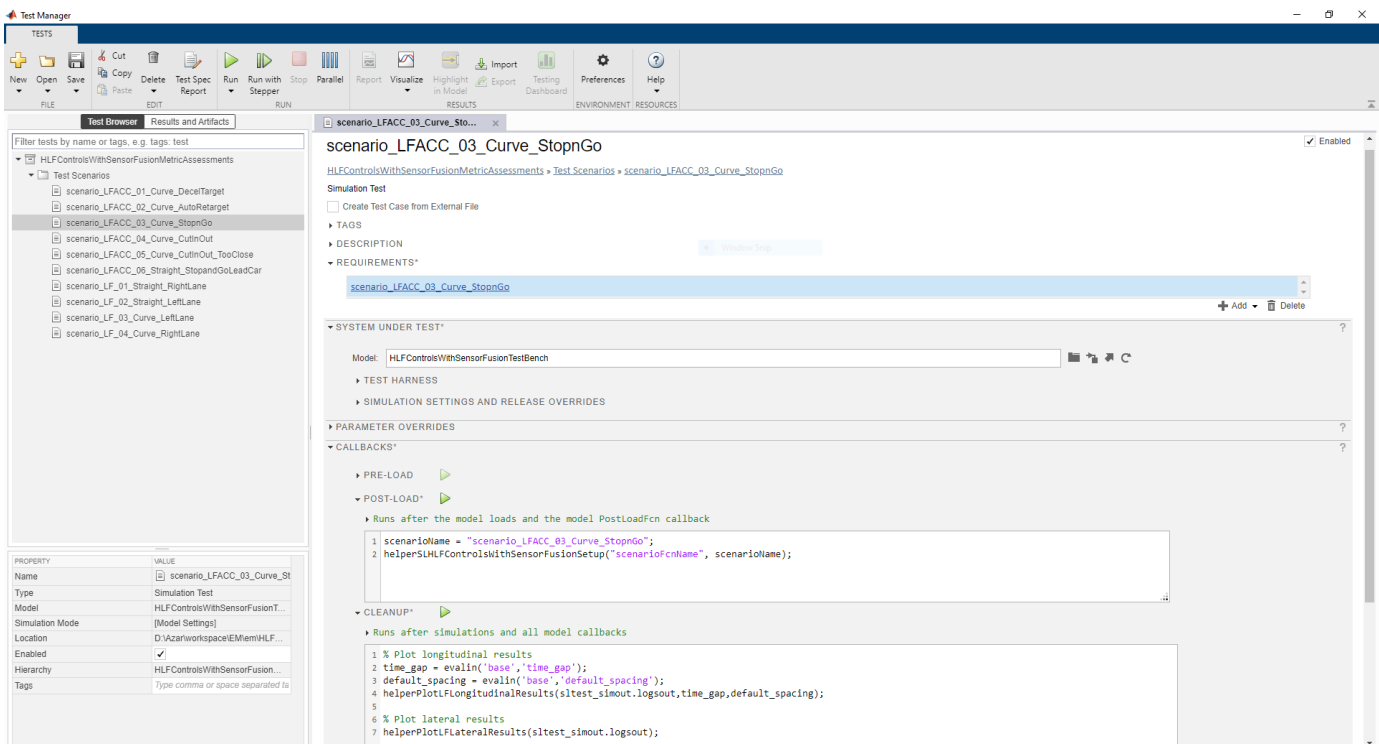
Configure the Simulation 3D Scene Configuration block to run the Unreal Engine in headless mode, where the 3D simulation window is disabled.

```
blk = 'HLFCtrlWithSensorFusionTestBench/Simulation 3D Scenario/Simulation 3D Scene Configuratio
set_param(blk, 'EnableWindow', 'off');
```

## Automate Testing

The Test Manager is configured to automate the testing of the lane-following application. Open the `HLFControlsWithSensorFusionMetricAssessments.mldatx` test file in the Test Manager.

```
sltestmgr;
sltest.testmanager.load('HLFControlsWithSensorFusionMetricAssessments.mldatx');
```



Observe the populated test cases that were authored previously in this file. These tests are configured to run the model.

Each test case uses the POST-LOAD callback to run the setup script with appropriate inputs. After the simulation of the test case, the Test Manager invokes `helperGenerateFilesForLaneFollowingWithSensorFusionReport` from the CLEAN-UP callback to generate the plots.

### Run and Explore Results for Single Test Scenario

To test the system-level model with the `scenario_LFACC_03_Curve_StopnGo` test scenario from Simulink Test, use this code:

```
testFile = sltest.testmanager.load('HLFControlsWithSensorFusionMetricAssessments.mldatx');
testSuite = getTestSuiteByName(testFile, 'Test Scenarios');
testCase = getTestCaseByName(testSuite, 'scenario_LFACC_03_Curve_StopnGo');
resultObj = run(testCase);
```

To generate a report after the simulation, use this code:

```
sltest.testmanager.report(resultObj, 'Report.pdf', ...,
'Title', 'Highway Lane Following Controls with Sensor Fusion', ...
```

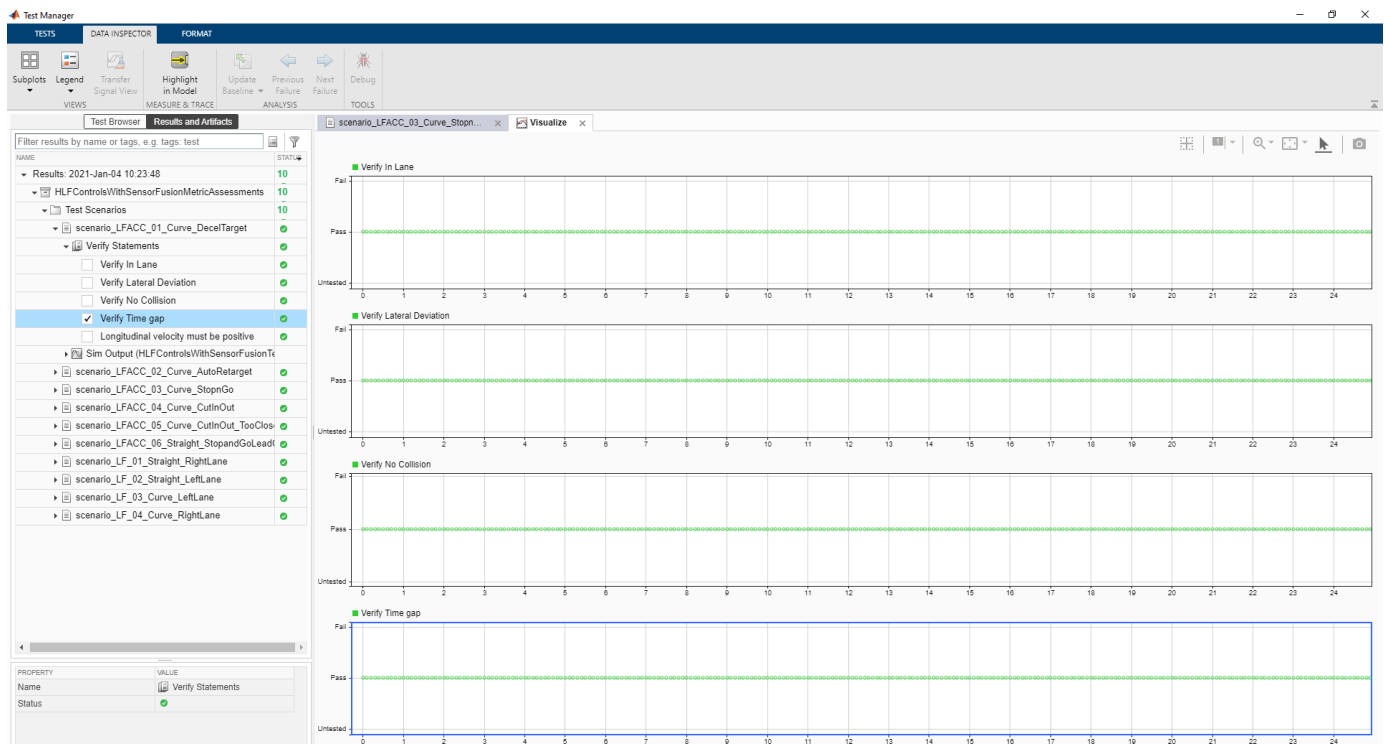
```
'IncludeMATLABFigures',true,...
'IncludeErrorMessages',true,...
'IncludeTestResults',0,'LaunchReport',true);
```

Examine the Report.pdf. Observe that the Test environment section shows the platform on which the test is run and the MATLAB® version used for testing. The Summary section shows the outcome of the test and duration of the simulation in seconds. The Results section shows pass/fail results based on the assessment criteria. This section also shows the plots logged from the `helperGenerateFilesForLaneFollowingWithSensorFusionReport` function.

### Run and Explore Results for All Test Scenarios




You can simulate the system for all the tests by using `sltest.testmanager.run`. Alternatively, you can simulate the system by clicking **Play** in the Test Manager app.

When the test simulations are complete, the results for all the tests can be viewed in the **Results and Artifacts** tab of the Test Manager. For each test case, the Check Static Range (Simulink) blocks in the model are associated with the Test Manager to visualize overall pass/fail results.



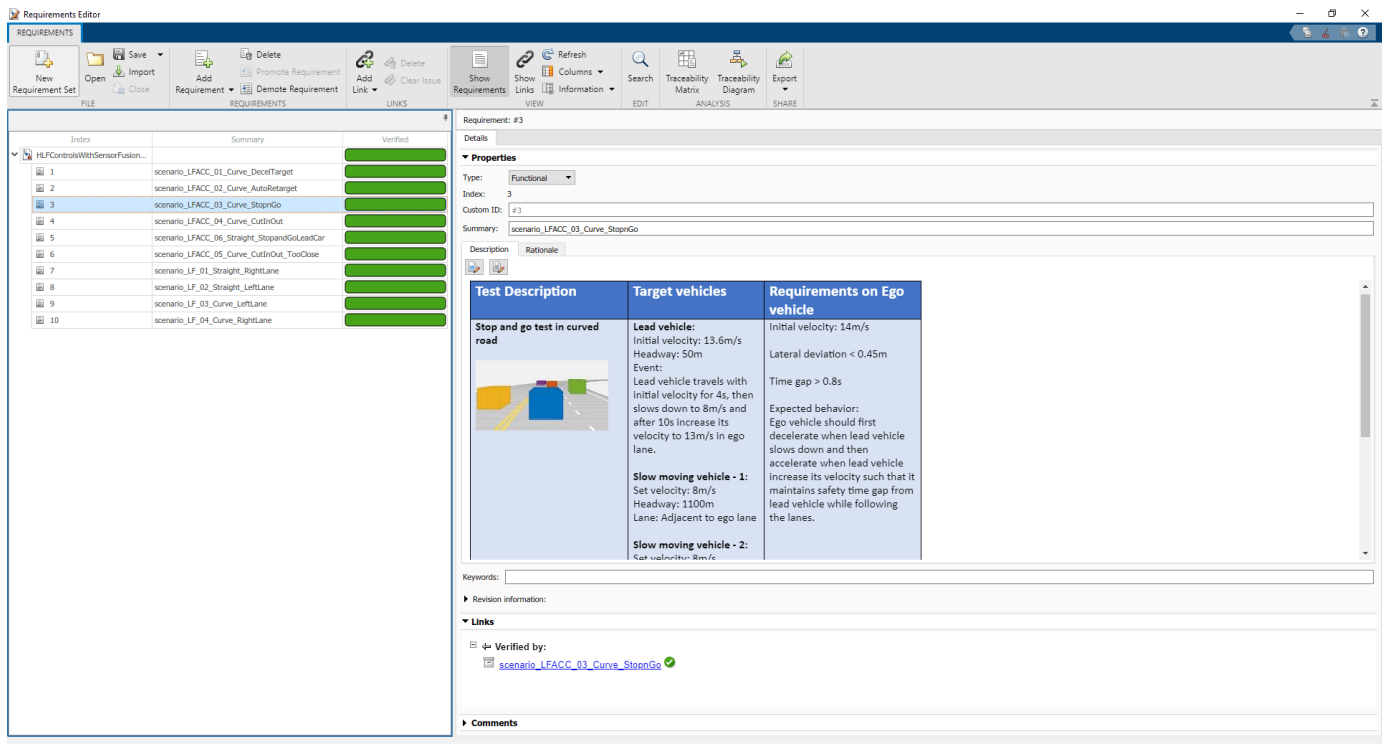
You can find the generated report in the current working directory. This report contains a detailed summary of pass/fail statuses and plots for each test case.

## Summary

Name	Outcome	Duration (Seconds)
 <a href="#">HLFControlsWithSensorFusionMetricAssessment</a>	10 	975.589
 <a href="#">Test Scenarios</a>	10 	975.588
 <a href="#">scenario LFACC 01 Curve DecelTarget</a>		135.661
 <a href="#">scenario LFACC 02 Curve AutoRetarget</a>		95.336
 <a href="#">scenario LFACC 03 Curve StopnGo</a>		120.341
 <a href="#">scenario LFACC 04 Curve CutInOut</a>		106.337
 <a href="#">scenario LFACC 05 Curve CutInOut TooClose</a>		103.88
 <a href="#">scenario LFACC 06 Straight StopandGoLeadCar</a>		104.695
 <a href="#">scenario LF 01 Straight RightLane</a>		70.055
 <a href="#">scenario LF 02 Straight LeftLane</a>		71.362
 <a href="#">scenario LF 03 Curve LeftLane</a>		84.615
 <a href="#">scenario LF 04 Curve RightLane</a>		82.867

### Verify Test Status in Requirements Editor

Open the Requirements Editor and select **Display**. Then, select **Verification Status** to see a verification status summary for each requirement. Green and red bars indicate the pass/fail status of simulation results for each test.



### Automate Testing with Generated Code

The `HLFControlsWithSensorFusionTestBench` model enables integrated testing of the Forward Vehicle Sensor Fusion, Lane Following Decision Logic, and Lane Following Controller components. Regression testing of these components through SIL verification is often helpful. If you have a Simulink Coder™ license, then you can generate code for these components. This workflow lets you verify that the generated code produces expected results that match the system-level requirements throughout simulation.

Set Forward Vehicle Sensor Fusion to run in software-in-the-loop mode.

```
model = 'HLFControlsWithSensorFusionTestBench/Forward Vehicle Sensor Fusion';
set_param(model, 'SimulationMode', 'Software-in-the-loop');
```

Set Lane Following Decision Logic to run in software-in-the-loop mode.

```
model = 'HLFControlsWithSensorFusionTestBench/Lane Following Decision Logic';
set_param(model, 'SimulationMode', 'Software-in-the-loop');
```

Set Lane Following Controller to run in software-in-the-loop mode.

```
model = 'HLFControlsWithSensorFusionTestBench/Lane Following Controller';
set_param(model, 'SimulationMode', 'Software-in-the-loop');
```

Now, run `sltest.testmanager.run` to simulate the system for all the test scenarios. After tests are complete, review the plots and results in the generated report.

### Automate Testing in Parallel

If you have a Parallel Computing Toolbox™ license, then you can configure Test Manager to execute tests in parallel using a parallel pool. To run tests in parallel, save the models after disabling the

runtime visualizations using `save_system('HLFControlsWithSensorFusionTestBench')`. Test Manager uses the default Parallel Computing Toolbox cluster and executes tests only on the local machine. Running tests in parallel can speed up execution and decrease the amount of time it takes to get test results. For more information on how to configure tests in parallel from the Test Manager, see “Run Tests Using Parallel Execution” (Simulink Test).

## See Also

Scenario Reader | Vehicle To World | Simulation 3D Scene Configuration | Cuboid To 3D Simulation | Multi-Object Tracker | Simulation 3D Vision Detection Generator | Simulation 3D Probabilistic Radar

## More About

- “Forward Vehicle Sensor Fusion” on page 8-1100
- “Generate Code for Highway Lane Following Controller” on page 8-1135
- “Highway Lane Following” on page 8-893
- “Automate Testing for Highway Lane Following” on page 8-909

## Generate Code for Highway Lane Change Planner

This example shows how to design, test, and generate C++ code for a lane change planner for highway driving. This example closely follows the “Highway Trajectory Planning Using Frenet Reference Path” on page 8-723 example. In this example, you:

- 1 Design the test bench model to verify the functionality of the highway lane change planner using ground truth information.
- 2 Generate code for a highway lane change planner, profile the execution time, and validate the functional equivalence with simulation.

### Introduction

The highway lane change system enables the ego vehicle to automatically move from one lane to another lane on a highway. The highway lane change planner is a fundamental component of a highway lane change system. It is expected to handle different driving behaviors to safely navigate the ego vehicle from one point to another point. In this example, the highway lane change planner samples trajectories for different driving behaviors such as cruise control, lead car following (LCF), and lane change maneuvers. It then evaluates the cost, feasibility, and possibility of collision with other vehicles and generates an optimal collision-free trajectory. This example also shows how to generate C++ code and verify the generated code using software-in-the-loop (SIL) execution. In this example, you:

- 1 **Explore test bench model** — The test bench model contains the scenario and environment, planner configuration parameters, highway lane change planner, and metrics to assess the functionality.
- 2 **Model lane change planner** — The reference model contains a terminal state sampler, motion planner, and motion prediction module. The terminal state sampler samples terminal states based on the planner parameters and the current state of both the ego vehicle and other vehicles in the scenario. The motion prediction module predicts the future motion of most important objects (MIOs). Motion planner samples trajectories and outputs an optimal trajectory.
- 3 **Simulate with cruise control and lead car following** — Simulate the system by enabling only cruise control and lead car following maneuvers.
- 4 **Simulate with lane change** — Simulate the system by adding a lane-change maneuver.
- 5 **Generate C++ code** — Configure the lane change planner reference model to run in SIL mode, and verify the functional equivalence with simulation.
- 6 **Assess execution time and perform code coverage analysis** — Assess the performance of the generated code by using the execution time and coverage.
- 7 **Explore other scenarios** — These scenarios test the system under additional conditions. You can apply the modeling patterns used in this example to test your own planner component for the highway lane change system.

### Explore Test Bench Model

The highway lane change planner system in this example contains a highway lane change planner test bench and a reference model.

- Test bench model — The test bench model simulates and tests the behavior of the highway lane change planner algorithm in a closed loop.



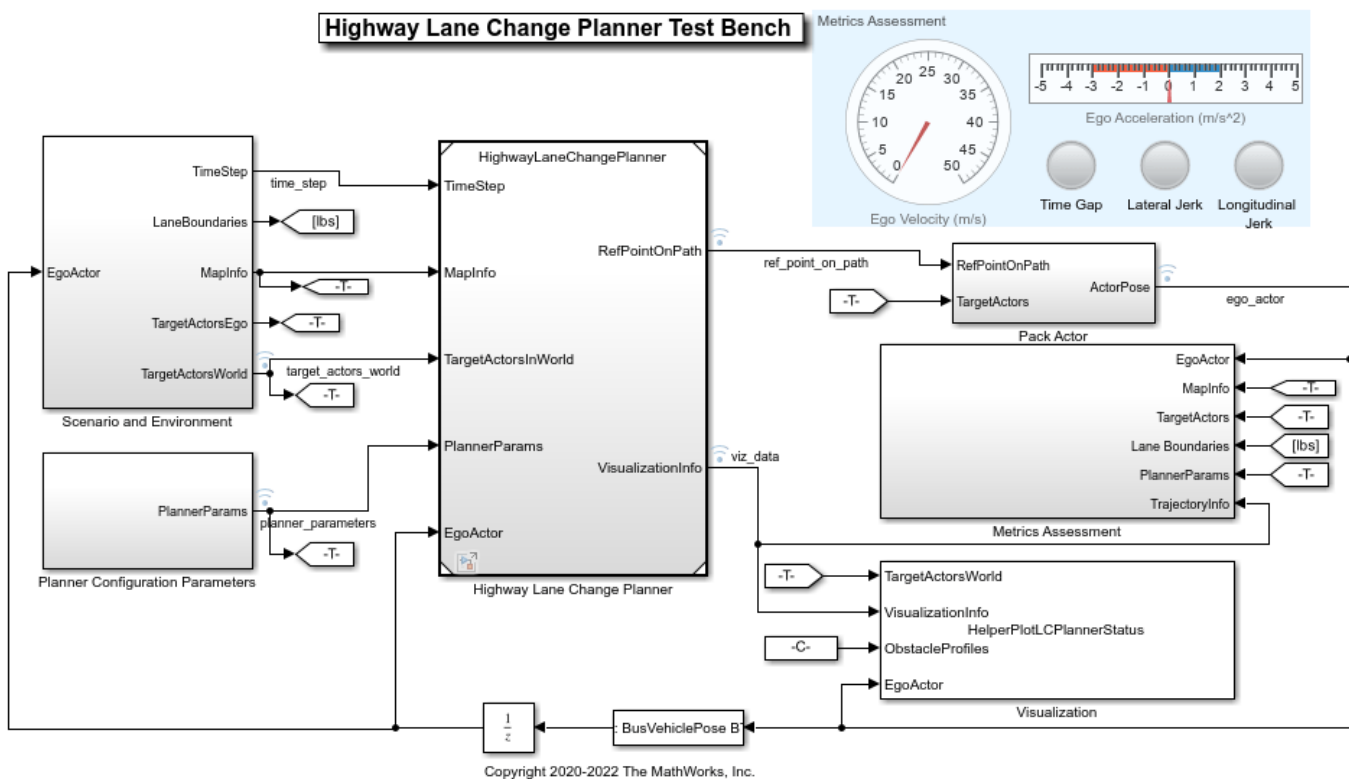
- Reference model — The Highway Lane Change Planner reference model implements the highway lane change planner algorithm and generates C++ code of the algorithm.

The reference model can be integrated with the “Highway Lane Change” on page 8-845 system. To explore the test bench model, open a working copy of the project example files. MATLAB copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos'));
helperDrivingProjectSetup('HLCPlanner.zip', 'workDir', pwd);
```

Open the test bench model.

```
open_system('HighwayLaneChangePlannerTestBench');
```



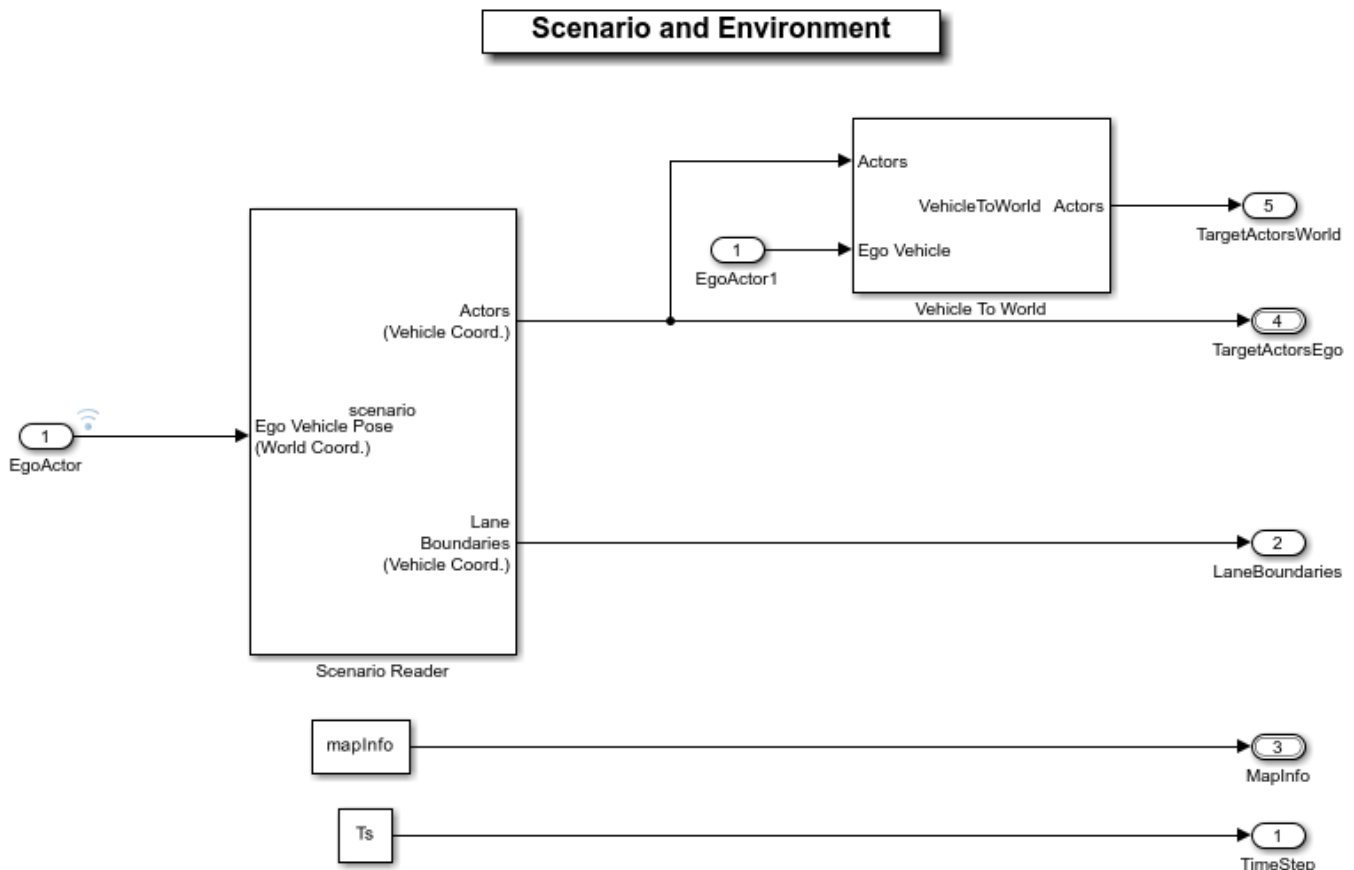
Opening this model runs the `helperSLHighwayLaneChangePlannerSetup` script, which initializes the road scenario using a `drivingScenario` object in the base workspace. It also configures the planner parameters, initial ego vehicle information, lane information, global plan points required by the planner, and Simulink bus signals required for defining the inputs and outputs for the `HighwayLaneChangePlannerTestBench` model. The test bench model contains these subsystems:

- Scenario and Environment — Subsystem that specifies the scene, vehicles, and map data used for simulation.
- Planner Configuration Parameters — Subsystem that specifies the configuration parameters required for the planner algorithm.
- Highway Lane Change Planner — Subsystem that implements the lane change planner algorithm for the highway.

- Metrics Assessment — Subsystem that specifies metrics to assess the highway lane change planner behavior.
- Visualization — Subsystem that visualizes the status of the ego vehicle and other vehicles defined in the scenario.
- Pack Actor — Subsystem that updates the actor bus using the current state of the ego vehicle from the planner.

The Scenario and Environment subsystem uses the Scenario Reader block to provide road network and vehicle ground truth positions and map data required for the highway lane change planner algorithm. This subsystem outputs the map data required by the lane change planner. Open the Scenario and Environment subsystem.

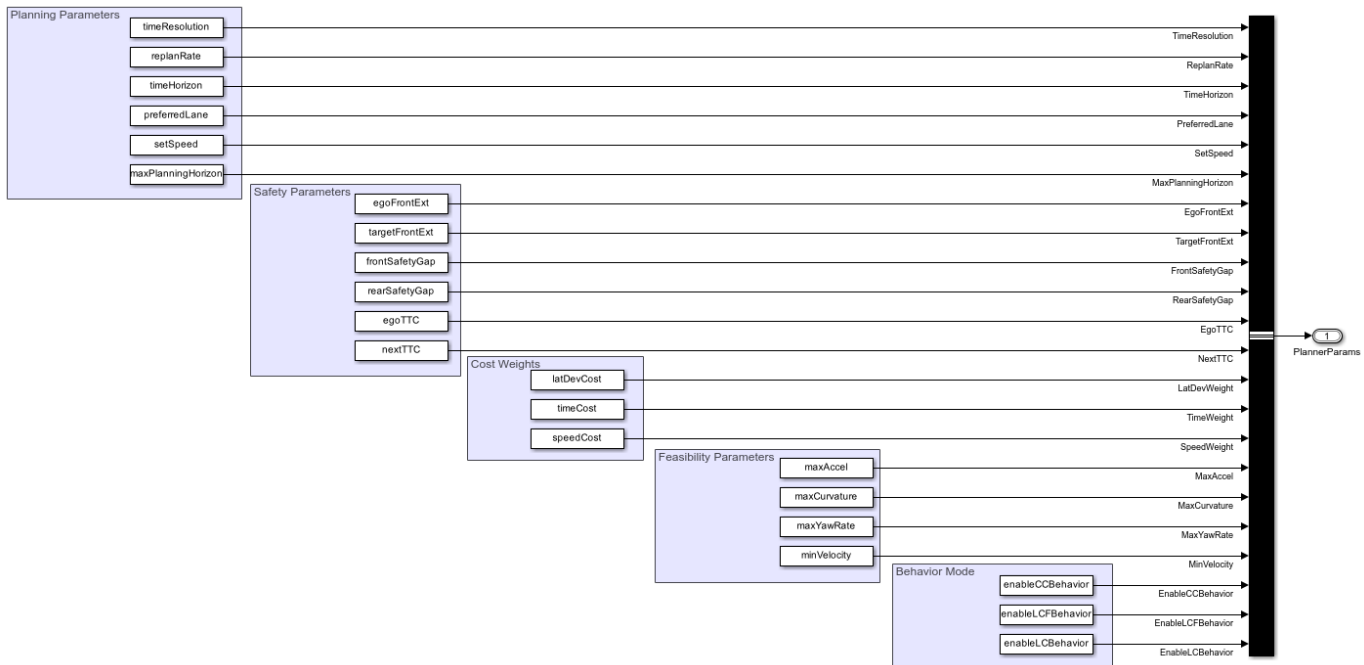
```
open_system('HighwayLaneChangePlannerTestBench/Scenario and Environment');
```



The Scenario Reader block is configured to read the `drivingScenario` object from the base workspace. It uses this object to read the actor data and lane boundary information. It takes in ego vehicle information to perform a closed loop simulation. This block outputs ground truth vehicle information from the actors in ego vehicle coordinates. The Vehicle To World block is used to convert target vehicle positions from vehicle coordinates to world coordinates. This subsystem reads map data from the base workspace and outputs information about lanes and the reference path.

The Planner Configuration Parameters subsystem reads base workspace variables using constant blocks and constructs a bus structure using the Bus Creator block. The bus created by this subsystem is used by the lane change planner.

```
open_system("HighwayLaneChangePlannerTestBench/Planner Configuration Parameters");
```



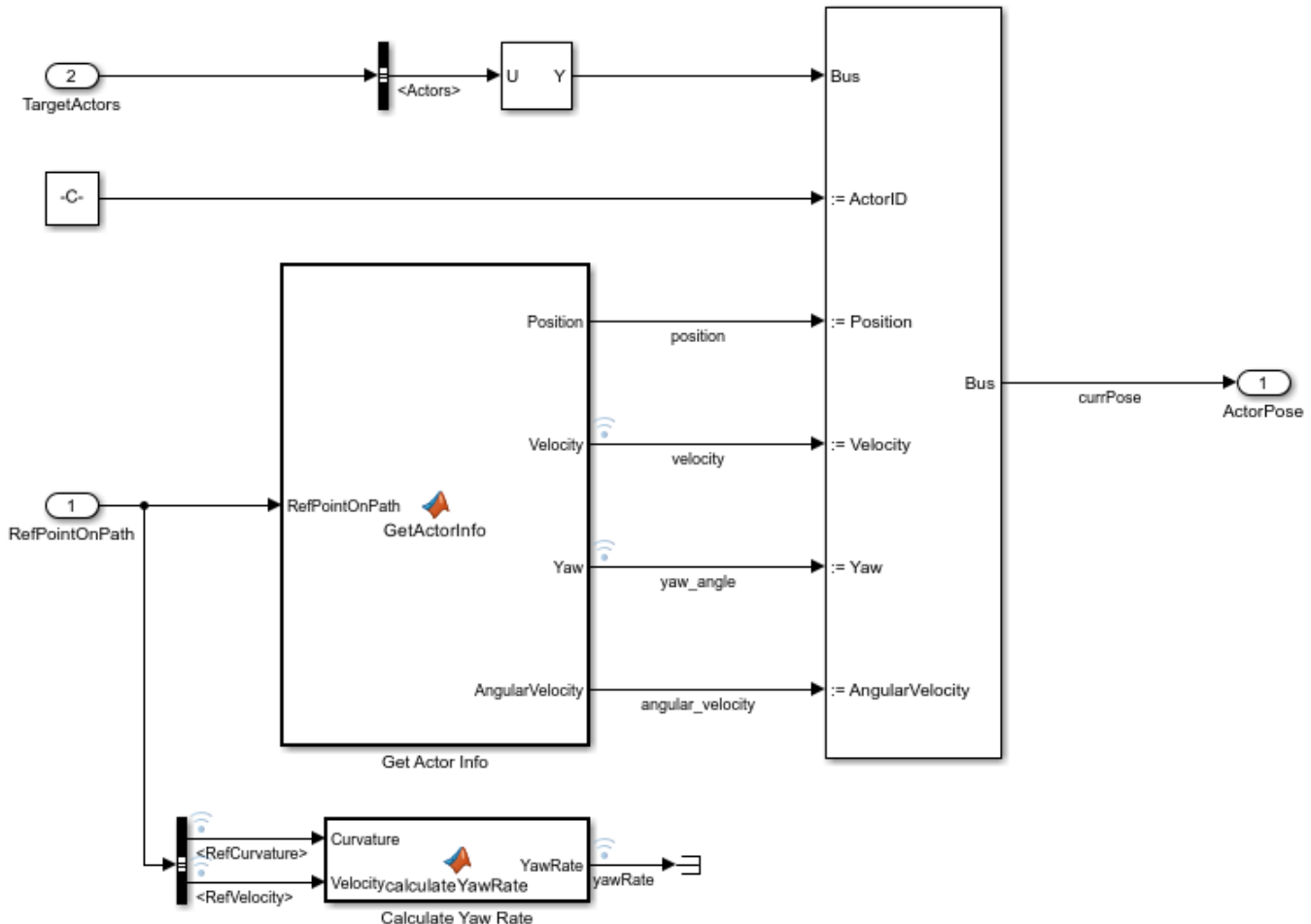
The Planner Configuration Parameters block reads the following parameters from the base workspace:

- `timeResolution` defines the time resolution of the sampled trajectories in seconds.
- `replanRate` defines the replan rate for the planner in seconds.
- `timeHorizon` defines a vector of time horizons for sampling the trajectories in seconds.
- `preferredLane` defines the preferred lane for the ego vehicle
- `setSpeed` defines the driver set speed that ego vehicle can follow in m/s.
- `maxPlanningHorizon` defines the maximum longitudinal planning horizon in meters.
- `egoFrontExt` and `targetFrontExt` define the front extension for the ego and target vehicles, respectively, in meters. These parameters are used to inflate the ego and target vehicles during collision checking.
- `frontSafetyGap` and `rearSafetyGap` define the safety gap between the ego vehicle and other vehicles.
- `egoTTC` and `nextTTC` define the time-to-collision bounds with other vehicles in the scenario.
- `latDevCost`, `timeCost`, and `speedCost` define the weights for calculating the cost of sampled terminal states.
- `maxAccel`, `maxCurvature`, `maxYawRate`, and `maxVelocity` define the kinematic feasibility bounds.

- `enableCCBehavior`, `enableLCFBehavior`, and `enableLCBehavior` are used for enabling the sampling of terminal states for cruise control behavior, lead car following behavior (LCF), and lane change behavior, respectively.

The Pack Actor subsystem packs the information generated by the planner into the actor bus. The actor bus is used to update the ego actor information for the scenario reader block to perform closed loop simulation.

```
open_system('HighwayLaneChangePlannerTestBench/Pack Actor');
```



The Get Actor Info MATLAB® function block outputs actor information in the format required by the bus assignment block. The bus assignment block outputs the actor bus with updated information. The Calculate Yaw Rate MATLAB function block computes the yaw rate for the ego vehicle.

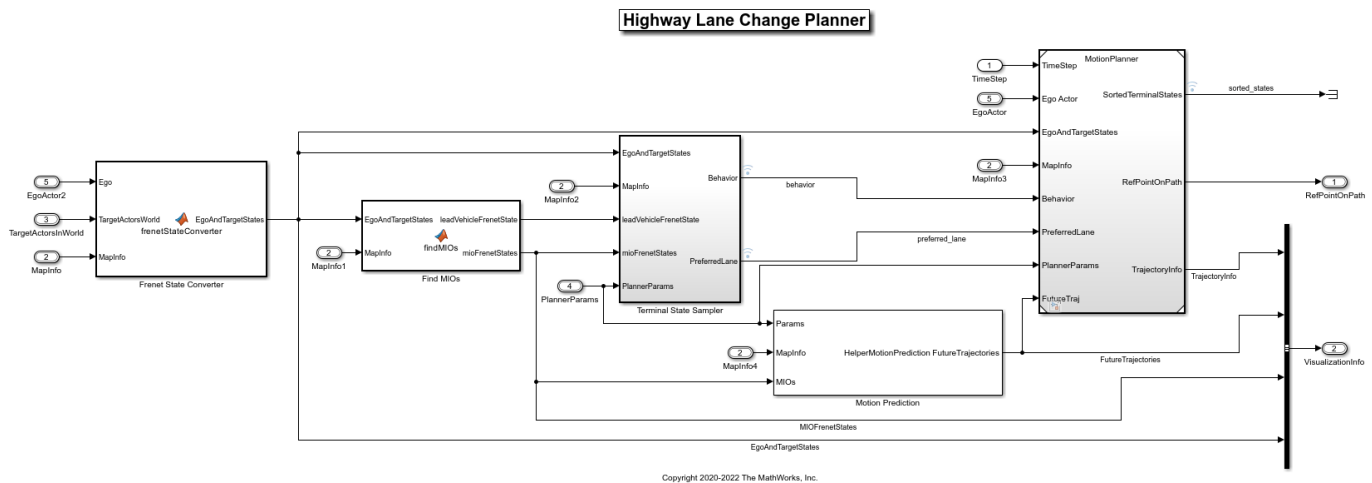
The Visualization block creates a MATLAB figure that shows the chase view and top view of the scenario and plots the ego vehicle, sampled trajectories, capsule list, and other vehicles in the scenario.

The Metrics Assessment subsystem assesses the highway lane change planner behavior using metrics that include the longitudinal and lateral jerk, collision, and time to collision. For more details, see “Highway Lane Change” on page 8-845.

## Model Highway Lane Change Planner

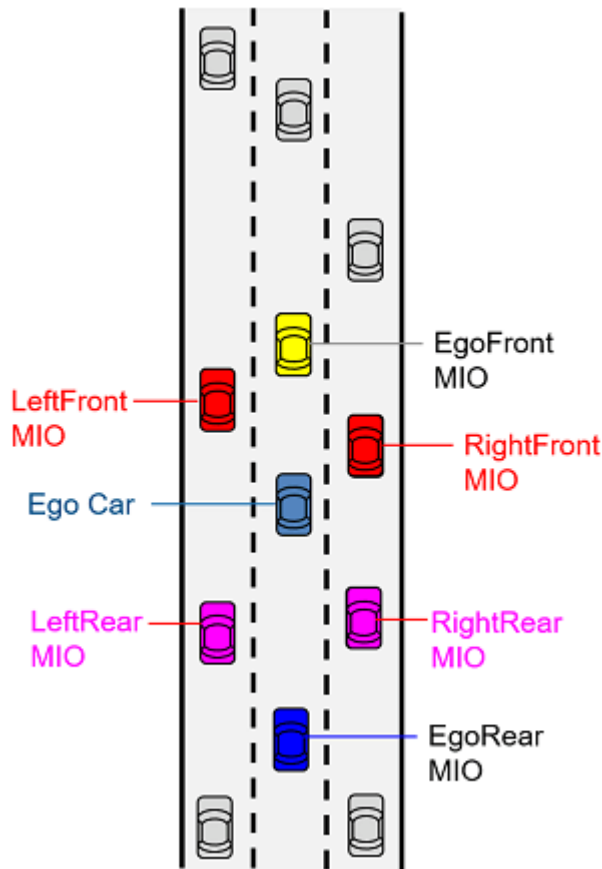
The Highway Lane Change Planner reference model implements the main algorithm for the highway lane change system. The reference model reads map data, actor poses (in world coordinates), and planner parameters from Scenario and Environment subsystem to perform trajectory planning. The model uses the Fernet coordinate system to find the most important MIOs surrounding the ego vehicle. Subsequently, the model samples terminal states for different behaviors, predicts the motion of target actors, and generates multiple trajectories. Finally, the model evaluates the costs of generated trajectories and checks for the possibility of collision and kinematic feasibility to estimate the optimal trajectory. Open the Highway Lane Change Planner reference model.

```
open_system('HighwayLaneChangePlanner');
```



The Highway Lane Change Planner reference model contains the following blocks:

- The Frenet State Converter MATLAB function block converts the ego and target actor information into the Frenet coordinate system from the world coordinate system.
- The Find MIOs MATLAB function block identifies the MIOs using ground truth vehicle poses with respect to the current state of the ego vehicle. The vehicles present in the front or rear of the ego vehicle are considered MIOs. The MIOs can also be present in adjacent lanes, as shown in the following figure.

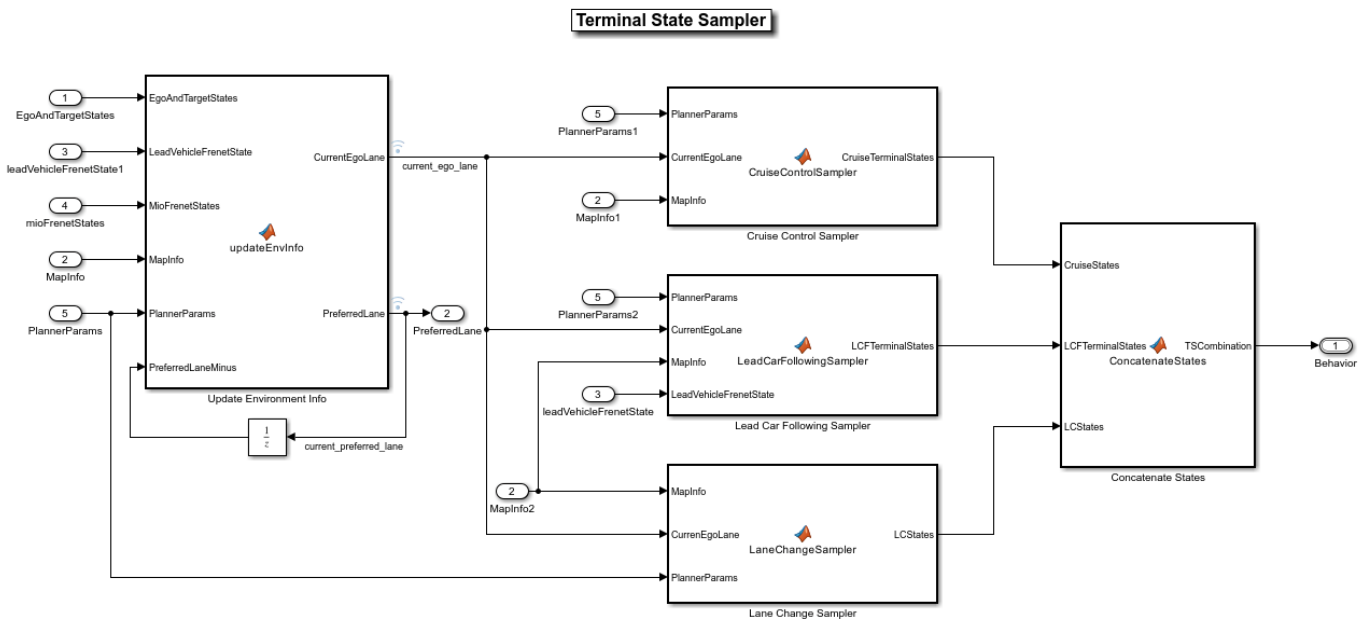


The Find MIOs block outputs information on the MIOs, including the lead vehicle, in the Frenet coordinate system.

- Terminal State Sampler subsystem samples terminal states for cruise control, lead car following, and lane change behaviors. It outputs concatenated terminal states for the trajectory generator.
- The Motion Prediction MATLAB system block predicts the motion of MIOs using a constant velocity model. The predicted states of the MIOs are used for collision checking. This block uses the `HelperMotionPrediction` system object, which implements the constant velocity based motion prediction model. You can implement your own motion prediction module and test the test bench model.
- The Motion Planner reference model uses the predicted states of MIOs, planner parameters, and terminal states generated by the Terminal State Sampler to perform trajectory planning for the ego vehicle.

The Terminal State Sampler subsystem configures planner behavior by computing the terminal states using the ego vehicle and MIOs state information. Open the Terminal State Sampler subsystem.

```
open_system('HighwayLaneChangePlanner/Terminal State Sampler')
```



The Terminal State Sampler subsystem contains the following blocks:

- Update Environment Info updates the current lane and the preferred lane for the ego vehicle based on its current pose. This block invokes the `updateEnvironmentInfo` function implemented in the `HelperTerminalStateSampler` function, which is attached to this example.
- Cruise Control Sampler samples terminal states for the cruise behavior based on the current state of the ego vehicle. This block invokes the `cruiseControlSampler` function from `HelperTerminalStateSampler`.
- Lead Car Following Sampler samples terminal states for adaptively changing the velocity of the ego vehicle with respect to the lead vehicle in the current ego lane. This block invokes the `LeadCarFollowingSampler` function from `HelperTerminalStateSampler`.
- Lane Change Sampler samples terminal states for lane change behavior for the ego vehicle. This block invokes the `laneChangeSampler` function from `HelperTerminalStateSampler`.
- Concatenate States concatenates the terminal states from the Cruise Control Sampler, Lead Car Following Sampler, and Lane Change Sampler blocks.

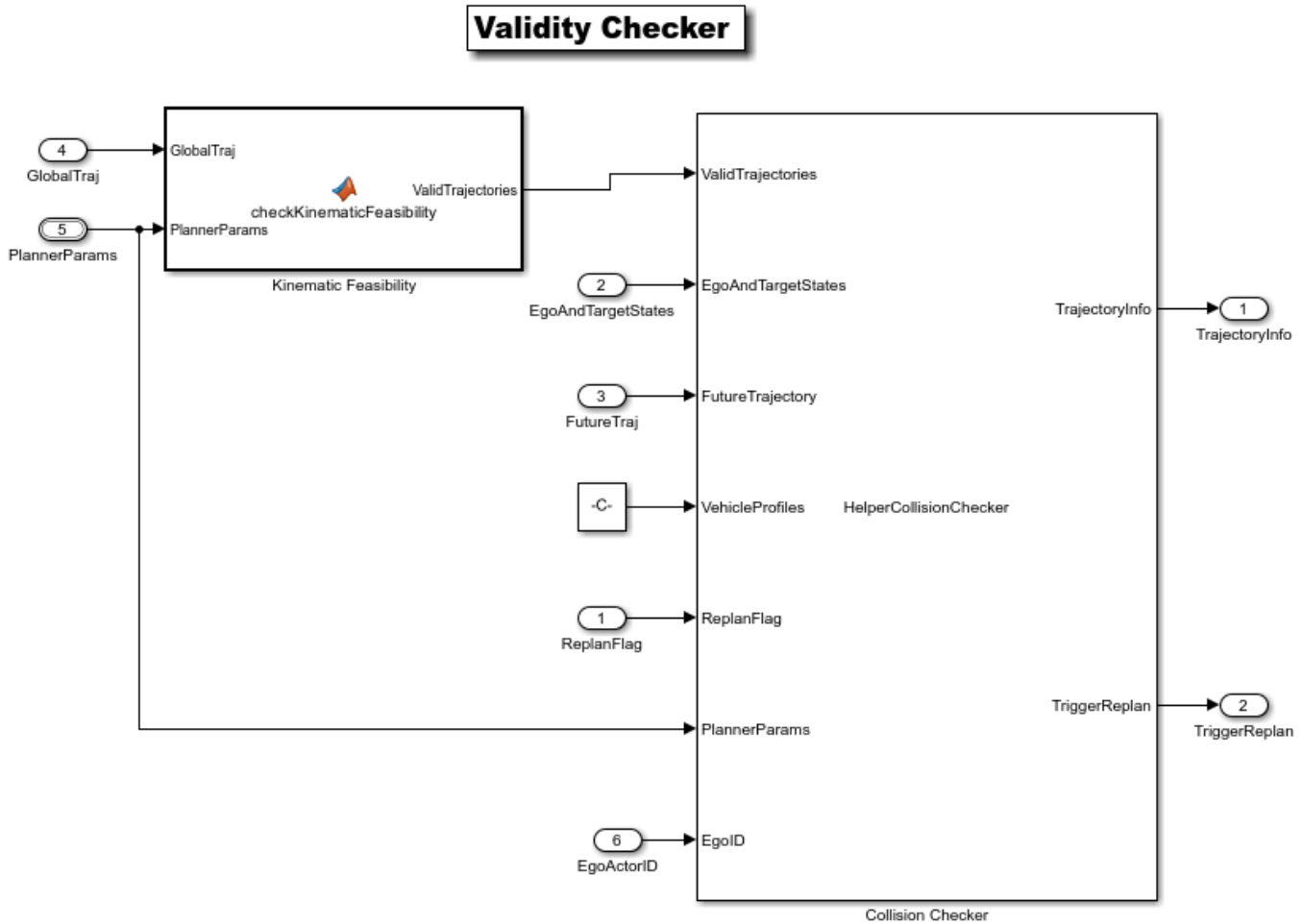
You can design your own Terminal State Sampler to sample terminal states for other behaviors, such as stop and go. You can also enable or disable samplers in the Terminal State Sampler by using the flags defined in the `helperSLHighwayLaneChangePlannerSetup` script.

The Motion Planner reference model generates trajectories based on the sampled terminal states and planner parameters. Open the Motion Planner reference model.

```
open_system('MotionPlanner')
```







The Kinematic Feasibility block uses the `helperKinematicFeasibility` function to check the feasibility of the yaw rate, curvature, acceleration, and velocity bounds for the generated trajectories. You can add other feasibility criteria for validating the trajectories.

The Collision Checker block checks for collision with future trajectories of MIOs. It outputs the optimal trajectory that the ego vehicle can follow. You can apply this modeling pattern and implement your own logic to evaluate the cost and feasibility to find the optimal trajectory.

The Highway Lane Change Planner test bench by default samples trajectories for cruise control, lead car following, and lane change behaviors. You can enable or disable these behaviors by setting the flags in the `helperSLHighwayLaneChangePlannerSetup` script.

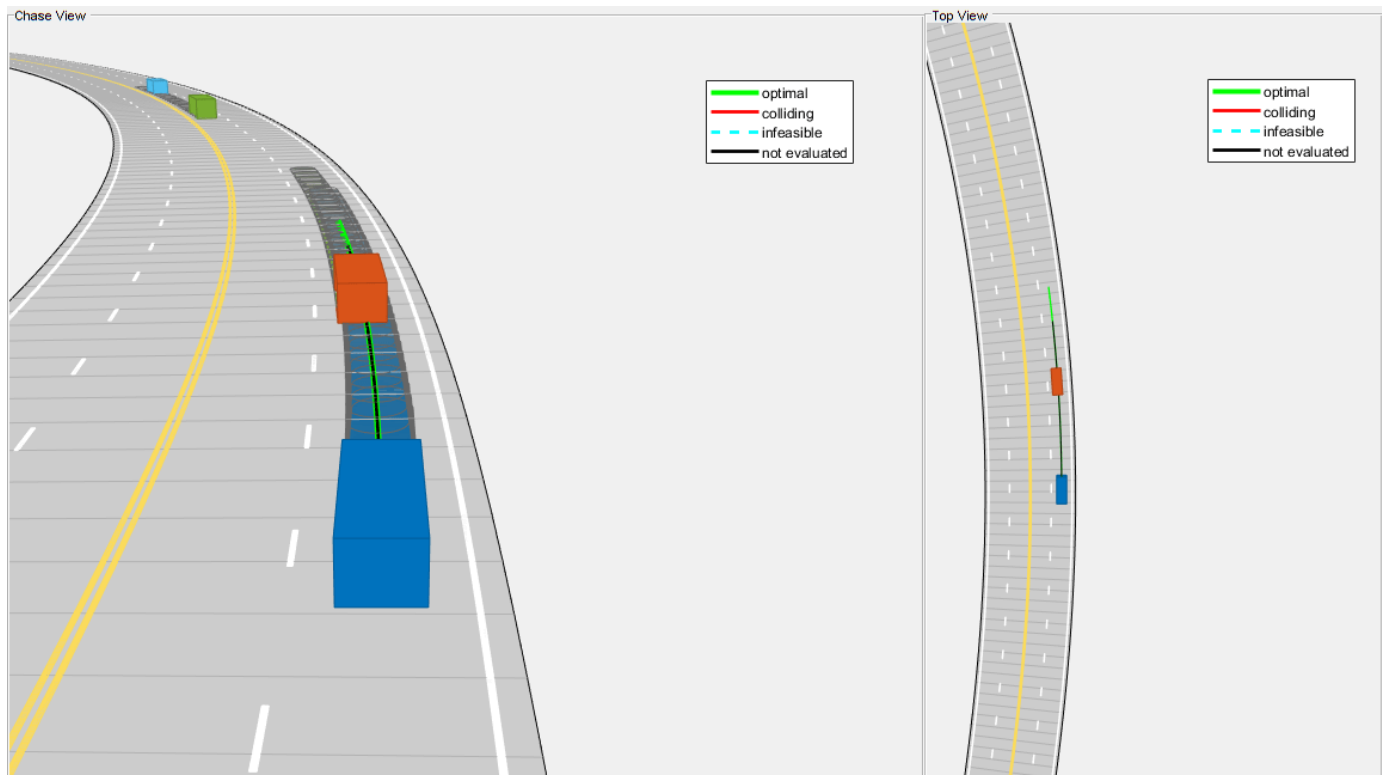
### Simulate with Cruise Control and Lead Car Following Behaviors

Set up the Highway Lane Change Planner test bench with cruise control and lead car following behavior and run the model to visualize the behavior of the system. Configure the test bench model to use the `scenario_LC_15_StopnGo_Curved` scenario. This scenario contains a slow moving lead vehicle in front of the ego vehicle. The lead car following behavior enables the ego vehicle to adjust its velocity to avoid collision with the slow moving lead vehicle. When you enable only cruise control behavior, the ego vehicle travels at the set velocity and avoiding collision with the lead vehicle is not possible.

```
helperSLHighwayLaneChangePlannerSetup("scenarioFcnName", "scenario_LC_15_StopnGo_Curved");
```

By default, the `helperSLHighwayLaneChangeSetup` script configures the model by enabling the cruise control, lead car following, and lane change behaviors. Disable the lane change behavior and simulate the model to observe the system behavior.

```
enableLCBehavior = 0;
sim('HighwayLaneChangePlannerTestBench');
```

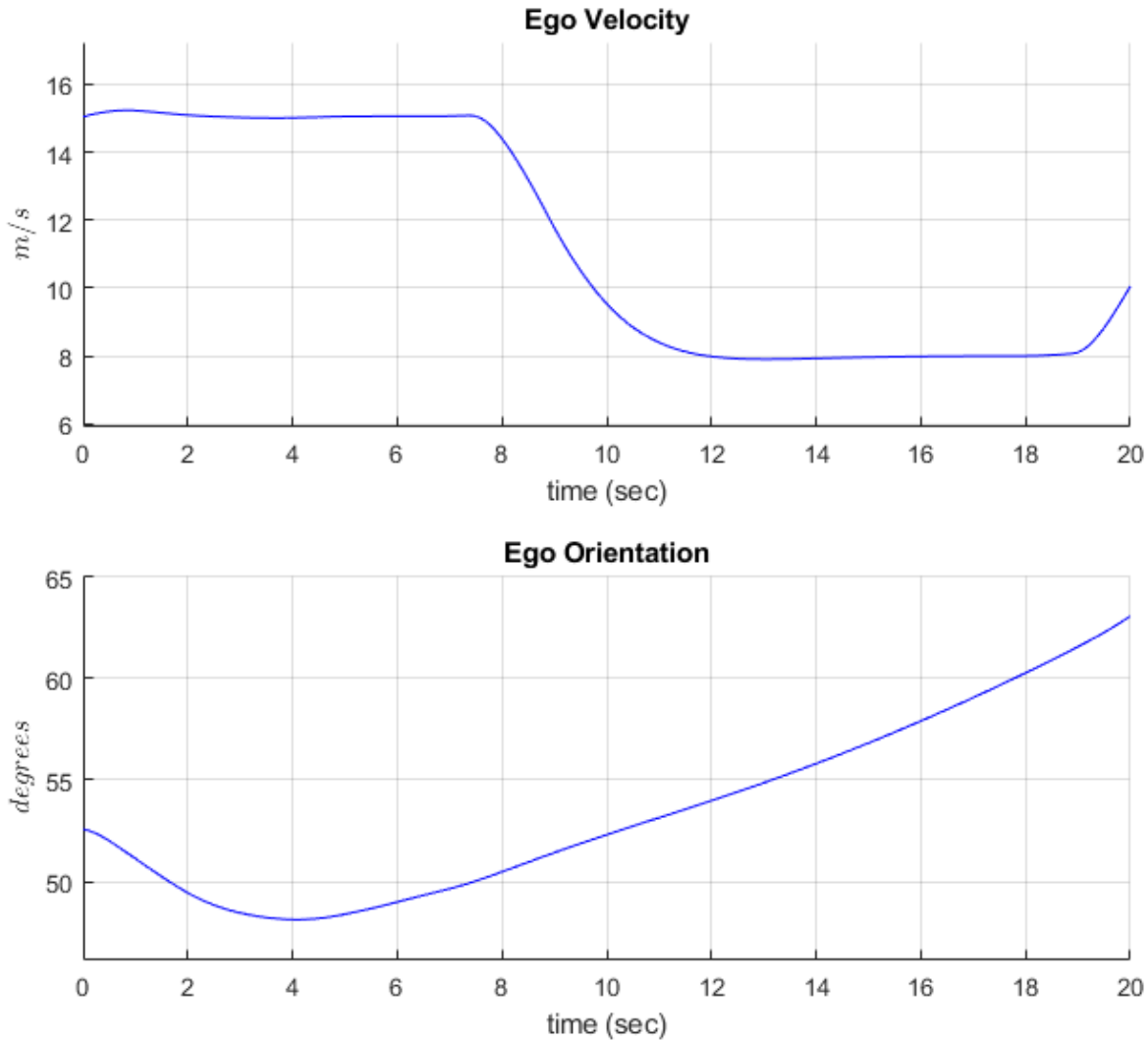


Close the figure.

```
hLCPlot = findobj('Type', 'Figure', 'Name', 'Lane Change Status Plot');
if ~isempty(hLCPlot)
    close(hLCPlot);
end
```

Plot the ego velocity and orientation to analyze the behavior of the ego vehicle during the simulation.

```
hPlotSimResults = helperPlotEgoLateralandLongitudinalResults(logsout);
```



Observe that the ego vehicle negotiates with the lead vehicle by reducing its velocity to avoid collision. The change in the orientation of the ego vehicle is due to the fact that the vehicle is traveling along a curved road.

Close the figure.

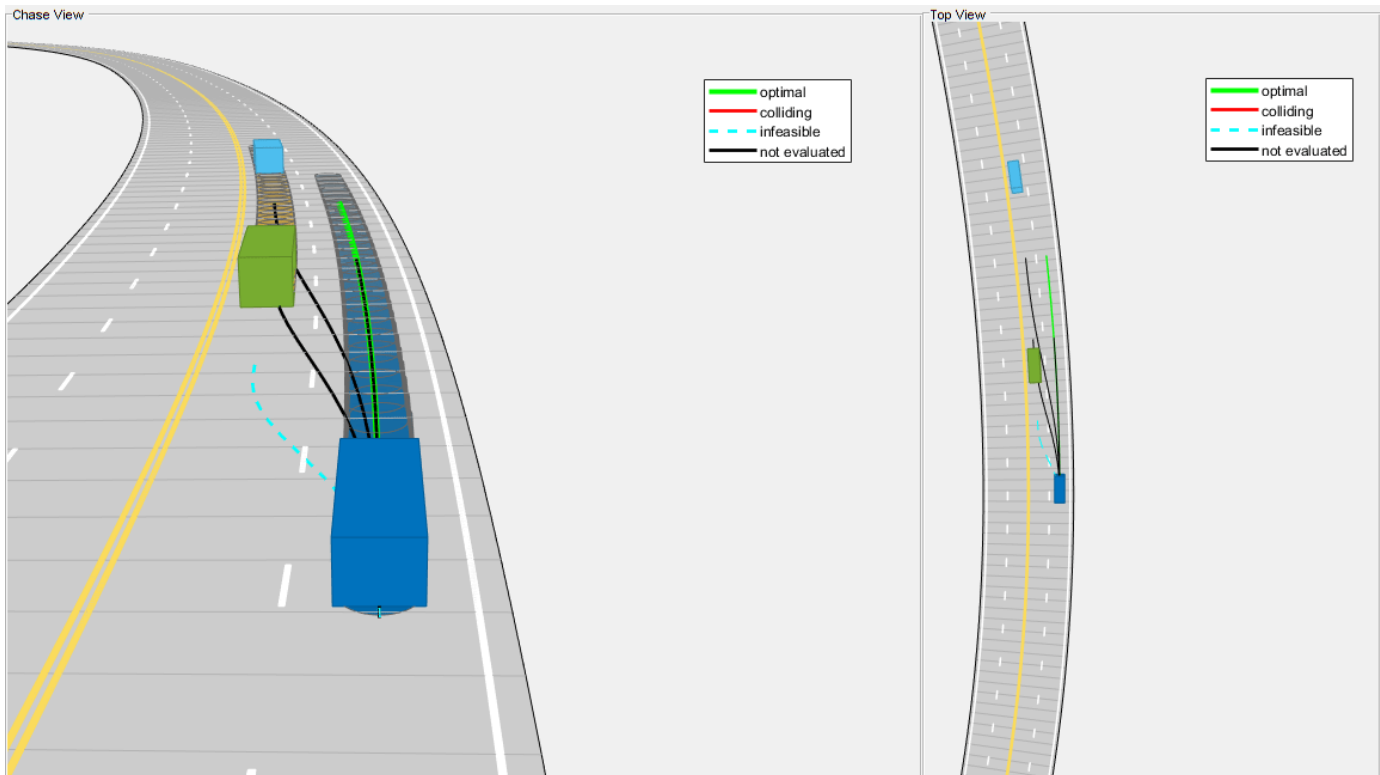
```
close(hPlotSimResults);
```

Now, simulate the model by enabling lane change behavior.

### Simulate and Visualize Lane Change Behavior

Now, enable the lane change behavior and simulate the model to observe the system behavior. Enabling the lane change behavior allows the ego vehicle to perform a lane change for maintaining the desired velocity and to avoid collision with the slow moving lead vehicle in the scenario.

```
enableLCBehavior = 1;
sim('HighwayLaneChangePlannerTestBench');
```

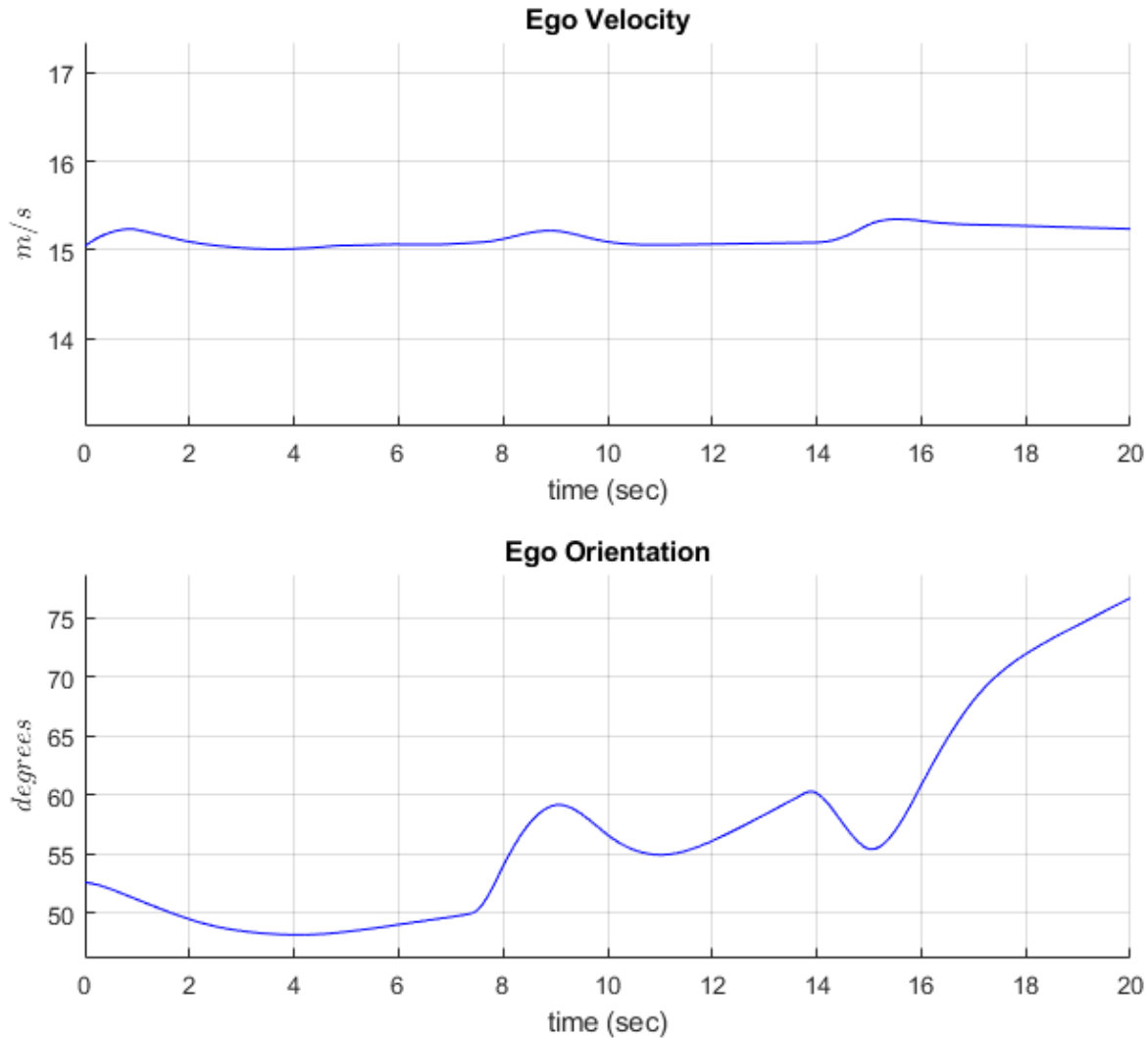


Close the figure.

```
hLCPlot = findobj('Type', 'Figure', 'Name', 'Lane Change Status Plot');
if ~isempty(hLCPlot)
    close(hLCPlot);
end
```

Plot the ego velocity and orientation to analyze the behavior of the ego vehicle during the simulation.

```
hPlotSimResults = helperPlotEgoLateralandLongitudinalResults(logsout);
```



Observe that the ego vehicle maintains a nearly constant velocity and yet avoids collision with the slow moving lead car due to a lane change maneuver. The ego orientation plot clearly reflects the change in the ego orientation during the lane change.

Close the figure.

```
close(hPlotSimResults);
```

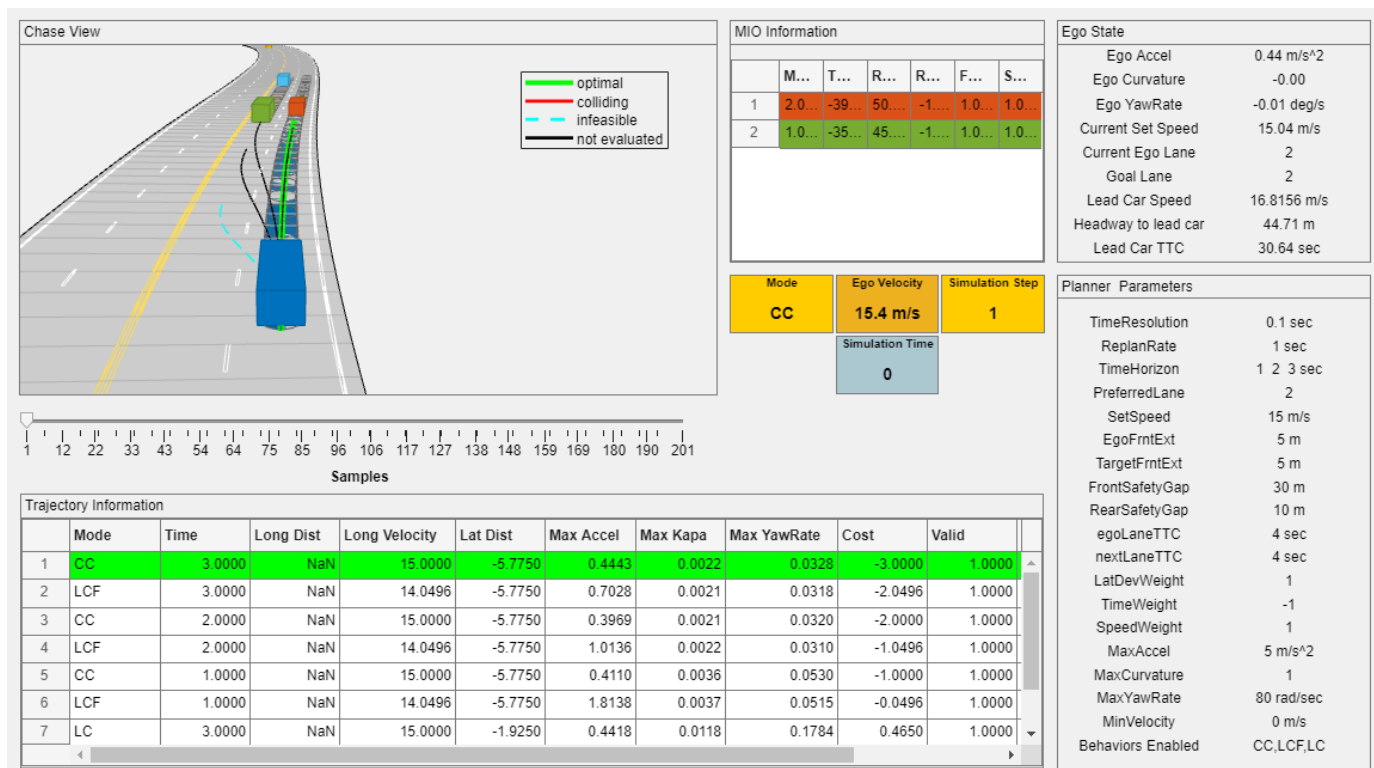
During the simulation, the model logs signals to base workspace as `logout`. You can analyze the simulation results and debug any failures in the system behavior using the `HelperAnalyzeLCPlannerSimulationResults` class. The `visualizeSimulationData` method the class creates a MATLAB figure and plots chase view of the scenario. The slider in the figure enables you to select a desired simulation step to analyze different parameters shown in these panes:

- **Chase View** — Shows chase view of the scenario showing ego vehicle, sampled trajectories, capsule list, and other vehicles.

- **Trajectory Information** — Shows different attributes of sampled trajectories. The highlighted rows show the type of sampled trajectory by using the same color coding as shown in the **Chase View**.
- **MIO Information** — Shows different attributes of identified MIOs. The color of the row matches the face color of the corresponding vehicle.
- **Mode** — Shows the selected behavior for the ego vehicle.
- **Ego Velocity** — Shows the velocity of ego vehicle. Units are in meters per second.
- **Simulation Step** — Shows the simulation step number set using the slider.
- **Simulation Time** — Shows time corresponding to simulation step. Units are in seconds.
- **Ego State** — Shows parameters of the ego vehicle and identified lead vehicle.
- **Planner Parameters** — Shows configuration parameters for the planner.

Run the script and explore the plot.

```
visualizatonObj = HelperAnalyzeLCPlannerSimulationResults(logsout);
visualizatonObj.visualizeSimulationData()
```



## Generate C++ Code

You can now generate C++ code for the algorithm, apply common optimizations, and generate a report to facilitate exploring the generated code.

Configure the Highway Lane Change Planner and Motion Planner models to generate C++ code for real-time implementation of the algorithm. Set the model parameters to enable code generation and display the configuration values.

Now, set and view the model parameters to enable C++ code generation. Close the reference models to preserve the model on the root level before saving the model.

```
close_system('MotionPlanner');
helperSetModelParametersForCodeGeneration('MotionPlanner');
save_system('MotionPlanner');
close_system('HighwayLaneChangePlanner');
helperSetModelParametersForCodeGeneration('HighwayLaneChangePlanner');
save_system('HighwayLaneChangePlanner');
```

Model configuration parameters:

Parameter	Value	
{'SystemTargetFile'}	{'ert.tlc'}	{'Code Generation>System target file'}
{'TargetLang'}	{'C++'}	{'Code Generation>Language'}
{'SolverType'}	{'Fixed-step'}	{'Solver>Type'}
{'FixedStep'}	{'auto'}	{'Solver>Fixed-step size (fundamental time step)'}
{'EnableMultiTasking'}	{'on'}	{'Solver>Treat each discrete rate as a task'}
{'ProdLongLongMode'}	{'on'}	{'Hardware Implementation>Support for long long products'}
{'BlockReduction'}	{'on'}	{'Simulation Target>Block reduction'}
{'MATLABDynamicMemAlloc'}	{'on'}	{'Simulation Target>Simulation Target'}
{'OptimizeBlockIOStorage'}	{'on'}	{'Simulation Target>Signal storage'}
{'InlineInvariantSignals'}	{'on'}	{'Simulation Target>Inline invariant signals'}
{'BuildConfiguration'}	{'Faster Runs'}	{'Code Generation>Build configuration'}
{'RTWVerbose'}	{'off'}	{'Code Generation>Verbose build'}
{'CombineSignalStateStructs'}	{'on'}	{'Code Generation>Interface>Combine signal state structs'}
{'SupportVariableSizeSignals'}	{'on'}	{'Code Generation>Interface>Support variable size signals'}
{'CodeInterfacePackaging'}	{'C++ class'}	{'Code Generation>Interface>Code interface packaging'}
{'GenerateExternalIOAccessMethods'}	{'Method'}	{'Code Generation>Interface>Data method generation'}
{'EfficientFloat2IntCast'}	{'on'}	{'Code Generation>Optimization>Remove redundant casts'}
{'ZeroExternalMemoryAtStartup'}	{'off'}	{'Code Generation>Optimization>Remove redundant memory'}
{'CustomSymbolStrGlobalVar'}	{'\$N\$M'}	{'Code Generation>Symbols>Global variable name'}
{'CustomSymbolStrType'}	{'\$N\$M_T'}	{'Code Generation>Symbols>Global type name'}
{'CustomSymbolStrField'}	{'\$N\$M_'}	{'Code Generation>Symbols>Field name'}
{'CustomSymbolStrFcn'}	{'APV_ \$N\$M\$F'}	{'Code Generation>Symbols>Subsystem name'}
{'CustomSymbolStrTmpVar'}	{'\$N\$M'}	{'Code Generation>Symbols>Local temporary variable name'}
{'CustomSymbolStrMacro'}	{'\$N\$M'}	{'Code Generation>Symbols>Constant name'}

Model configuration parameters:

Parameter	Value	
{'SystemTargetFile'}	{'ert.tlc'}	{'Code Generation>System target file'}
{'TargetLang'}	{'C++'}	{'Code Generation>Language'}
{'SolverType'}	{'Fixed-step'}	{'Solver>Type'}
{'FixedStep'}	{'auto'}	{'Solver>Fixed-step size (fundamental time step)'}
{'EnableMultiTasking'}	{'on'}	{'Solver>Treat each discrete rate as a task'}
{'ProdLongLongMode'}	{'on'}	{'Hardware Implementation>Support for long long products'}
{'BlockReduction'}	{'on'}	{'Simulation Target>Block reduction'}
{'MATLABDynamicMemAlloc'}	{'on'}	{'Simulation Target>Simulation Target'}
{'OptimizeBlockIOStorage'}	{'on'}	{'Simulation Target>Signal storage'}
{'InlineInvariantSignals'}	{'on'}	{'Simulation Target>Inline invariant signals'}
{'BuildConfiguration'}	{'Faster Runs'}	{'Code Generation>Build configuration'}

```

{'RTWVerbose' } {'off' } {'Code Generation>Verbose build'
{'CombineSignalStateStructs' } {'on' } {'Code Generation>Interface>Combine
{'SupportVariableSizeSignals' } {'on' } {'Code Generation>Interface>Support
{'CodeInterfacePackaging' } {'C++ class' } {'Code Generation>Interface>Code i
{'GenerateExternalIOAccessMethods' } {'Method' } {'Code Generation>Interface>Data M
{'EfficientFloat2IntCast' } {'on' } {'Code Generation>Optimization>Remo
{'ZeroExternalMemoryAtStartup' } {'off' } {'Code Generation>Optimization>Remo
{'CustomSymbolStrGlobalVar' } {'$N$M' } {'Code Generation>Symbols>Global va
{'CustomSymbolStrType' } {'$N$M_T' } {'Code Generation>Symbols>Global ty
{'CustomSymbolStrField' } {'$N$M' } {'Code Generation>Symbols>Field nar
{'CustomSymbolStrFcn' } {'APV_$N$M$F' } {'Code Generation>Symbols>Subsystem
{'CustomSymbolStrTmpVar' } {'$N$M' } {'Code Generation>Symbols>Local ter
{'CustomSymbolStrMacro' } {'$N$M' } {'Code Generation>Symbols>Constant

```

Generate code and review the code generation report for the reference model.

```

rtwbuild('HighwayLaneChangePlanner');

### Starting serial model reference code generation build.
### Starting build procedure for: MotionPlanner
### Successful completion of build procedure for: MotionPlanner
### Starting build procedure for: HighwayLaneChangePlanner
### Successful completion of build procedure for: HighwayLaneChangePlanner

```

Build Summary

Code generation targets built:

Model	Action	Rebuild Reason
MotionPlanner	Code generated and compiled.	MotionPlanner.cpp does not exist.

Top model targets built:

Model	Action	Rebuild Reason
HighwayLaneChangePlanner	Code generated and compiled.	Code generation information file does not exist.

2 of 2 models built (0 models already up to date)

Build duration: 0h 5m 48.783s

Use the code generation report to explore the generated code. To learn more about the code generation report, see “Reports for Code Generation” (Embedded Coder). Use the code interface report link in the code generation report to explore these generated methods:

- `initialize` — Call once on initialization.
- `step` — Call periodically every step to execute the lane marker detection algorithm.
- `terminate` — Call once on termination.

Additional get and set methods for signal interface are declared in `HighwayLaneChangePlanner.h` and defined in `HighwayLaneChangePlanner.cpp`.

### Assess Functionality of Code

After generating C++ code for the highway lane change planner, you can now assess the code functionality using software-in-the-loop (SIL) simulation. It provides early insight into the behavior of



a deployed application. To learn more about SIL simulation, see “SIL and PIL Simulations” (Embedded Coder).

SIL simulation enables you to verify that the compiled generated code on the host is functionally equivalent to the normal mode.

Configure the algorithm and test bench model parameters to support SIL simulation and log execution profiling information.

```
helperSetModelParametersForSIL('HighwayLaneChangePlanner');
helperSetModelParametersForSIL('HighwayLaneChangePlannerTestBench');
```

HighwayLaneChangePlanner configuration parameters:

Parameter	Value	Description
{'SystemTargetFile' }	{'ert.tlc' }	{'Code Generation>System target ...
{'TargetLang' }	{'C++' }	{'Code Generation>Language'
{'CodeExecutionProfiling' }	{'on' }	{'Code Generation>Verification>Me...
{'CodeProfilingSaveOptions' }	{'AllData' }	{'Code Generation>Verification>S...
{'CodeExecutionProfileVariable' }	{'executionProfile' }	{'Code Generation>Verification>W...

HighwayLaneChangePlannerTestBench configuration parameters:

Parameter	Value	Description
{'SystemTargetFile' }	{'ert.tlc' }	{'Code Generation>System target ...
{'TargetLang' }	{'C++' }	{'Code Generation>Language'
{'CodeExecutionProfiling' }	{'on' }	{'Code Generation>Verification>Me...
{'CodeProfilingSaveOptions' }	{'AllData' }	{'Code Generation>Verification>S...
{'CodeExecutionProfileVariable' }	{'executionProfile' }	{'Code Generation>Verification>W...

Configure the test bench model to simulate in SIL mode.

```
set_param('HighwayLaneChangePlannerTestBench/Highway Lane Change Planner','SimulationMode','Softw
sim('HighwayLaneChangePlannerTestBench');
```

```
### Starting serial model reference code generation build.
### Starting build procedure for: MotionPlanner
### Successful completion of build procedure for: MotionPlanner
### Starting build procedure for: HighwayLaneChangePlanner
### Successful completion of build procedure for: HighwayLaneChangePlanner
```

Build Summary

Code generation targets built:

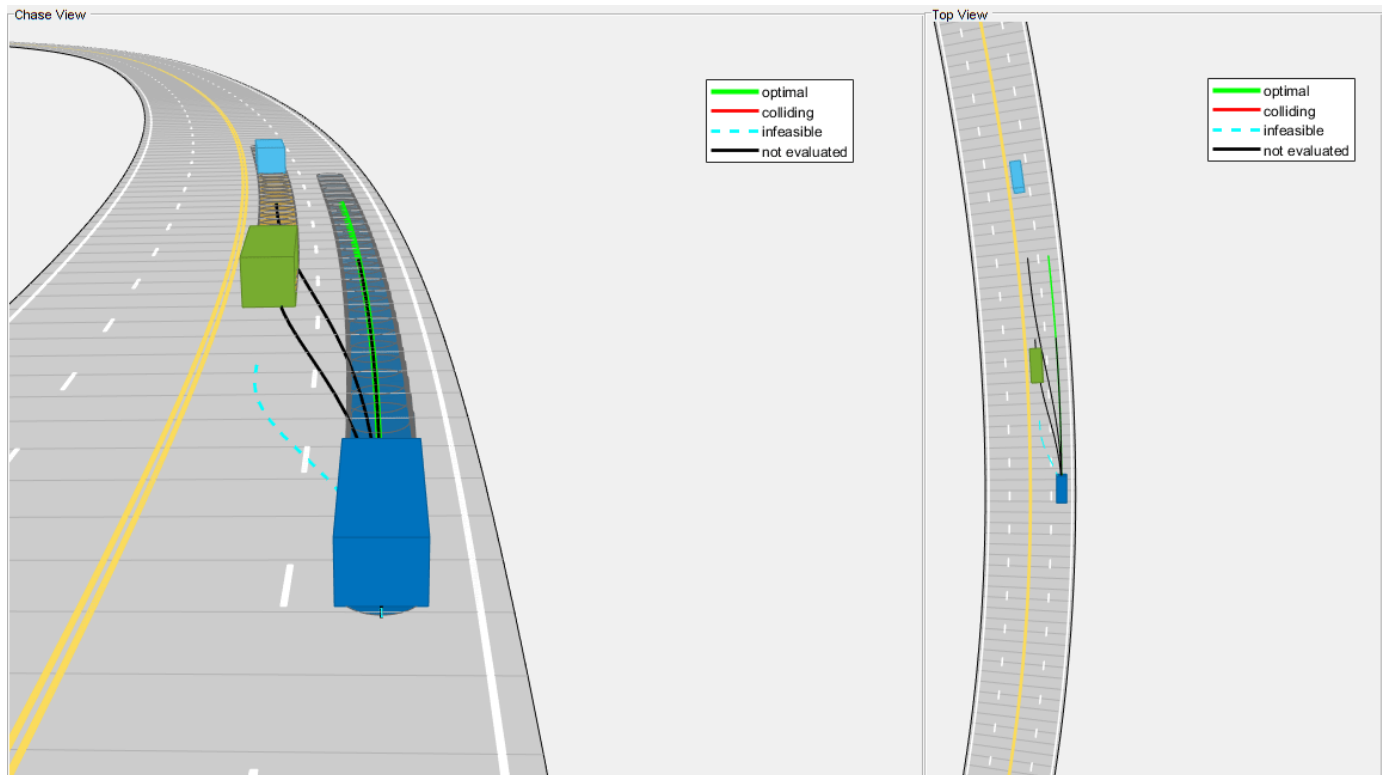
Model	Action	Rebuild Reason
MotionPlanner	Code compiled.	Code instrumentation settings changed.
HighwayLaneChangePlanner	Code generated and compiled.	HighwayLaneChangePlanner.cpp does not ex...

2 of 2 models built (0 models already up to date)

```

Build duration: 0h 2m 54.713s
### Preparing to start SIL simulation ...
Building with 'Microsoft Visual C++ 2019 (C)'.
MEX completed successfully.
### Starting SIL simulation for component: HighwayLaneChangePlanner
### Application stopped
### Stopping SIL simulation for component: HighwayLaneChangePlanner

```



Close the figure.

```

hLCPlot = findobj( 'Type', 'Figure', 'Name', 'Lane Change Status Plot');
if ~isempty(hLCPlot)
    close(hLCPlot);
end

```

You can compare the outputs from normal simulation mode and SIL simulation mode. You can verify if the differences between these runs are within the tolerance limits by using the following code. Plot the differences of the detected lane boundary parameters between the normal simulation mode and SIL simulation mode.

```

runIDs = Simulink.sdi.getAllRunIDs;
normalSimRunID = runIDs(end - 1);
SilSimRunID = runIDs(end);
diffResult = Simulink.sdi.compareRuns(normalSimRunID ,SilSimRunID);

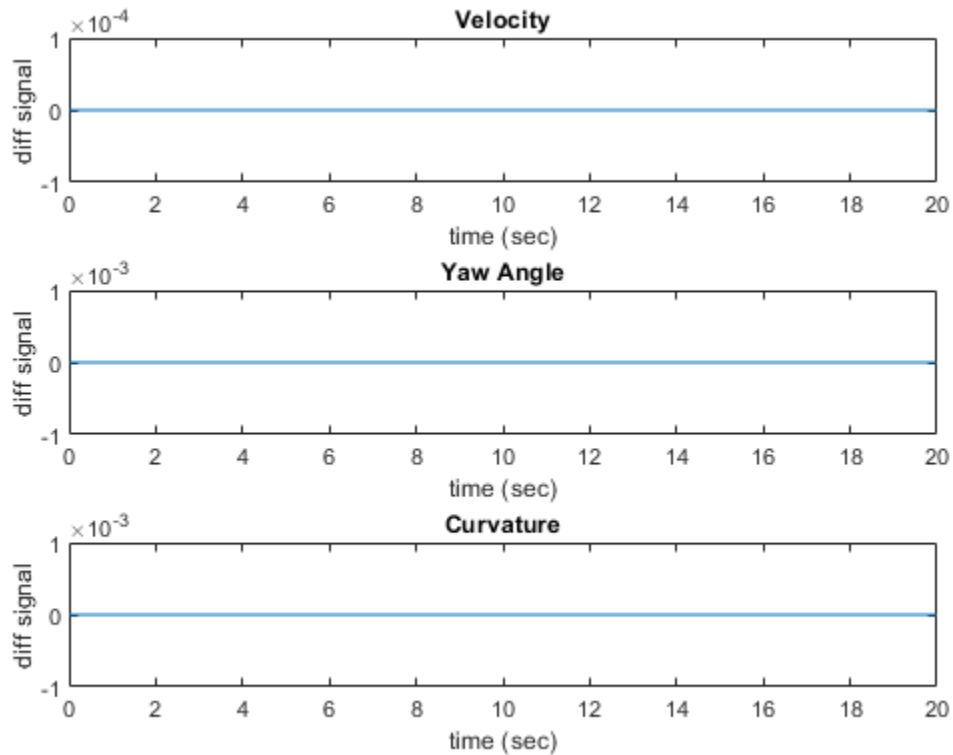
```

Plot the differences between the lane boundary parameters computed from normal mode and SIL mode.

```

hFigDiffResult = helperPlotLCPlannerDiffSignals(diffResult);

```



Close the figure handle.

```
close(hFigDiffResult);
```

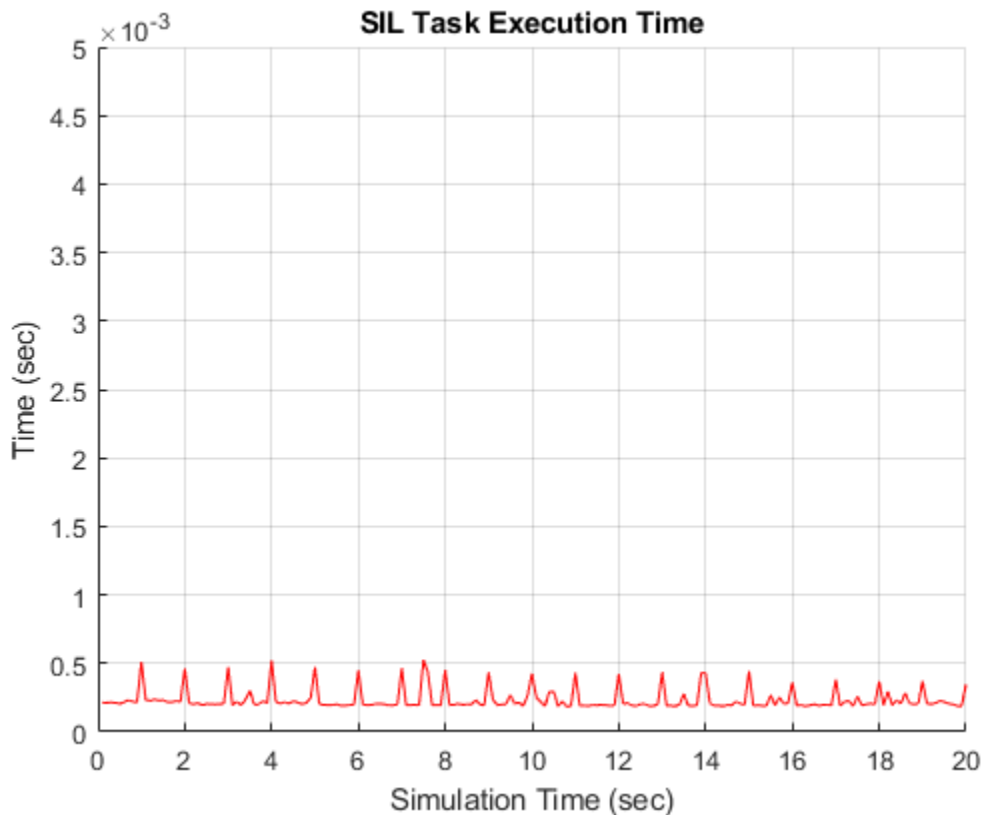
Notice that the differences between normal mode of simulation and SIL mode of simulation are approximately zero.

### Assess Execution Time and Coverage of Code

During the SIL simulation, log the execution time metrics for the generated code on the host computer to the variable `executionProfile` in the MATLAB base workspace. These times can be an early indicator of the performance of the generated code. For accurate execution time measurements, profile the generated code when it is integrated into the external environment or when you use processor-in-the-loop (PIL) simulation. To learn more about PIL profiling, refer to “Create Execution-Time Profile for Generated Code” (Embedded Coder).

Plot the execution time taken for the step function of `HighwayLaneChangePlanner` using the `helperPlotLCPlannerExecutionProfile` function.

```
hFigLCExeProfile = helperPlotLCPlannerExecutionProfile(executionProfile);
```



You can deduce the average time taken per frame for the highway lane change planner from this plot. For more information on generating execution profiles and analyzing them during SIL simulation, see “Execution Time Profiling for SIL and PIL” (Embedded Coder).

Close the figure.

```
close(hFigLCExeProfile);
```

If you have a Simulink Coverage™ license, you can also perform the code coverage analysis for the generated code to measure the testing completeness. You can use missing coverage data to find gaps in testing, missing requirements, or unintended functionality. Configure the coverage settings and simulate the test bench model to generate the coverage analysis report. Find the generated report `CoverageResults/HighwayLaneChangePlanner_modelrefsil_summary_cov.html` in the working directory.

```
if(license('test','Simulink_Coverage'))
    helperCoverageSettings('HighwayLaneChangePlannerTestBench');
    cvDataGroupObj = cvsim('HighwayLaneChangePlannerTestBench');
    % Get Generated Code coverage of HighwayLaneChangePlanner.
    cvDataObj = get(cvDataGroupObj,'HighwayLaneChangePlanner');
    cvhtml('CoverageResults/HighwayLaneChangePlanner_modelrefsil_summary_cov',cvDataObj);
end

hLCPlot = findobj('Type','Figure','Name','Lane Change Status Plot');
if ~isempty(hLCPlot)
    close(hLCPlot);
end
```

```

### Starting serial model reference code generation build.
### Starting build procedure for: MotionPlanner
### Successful completion of build procedure for: MotionPlanner
### Starting build procedure for: HighwayLaneChangePlanner
### Successful completion of build procedure for: HighwayLaneChangePlanner

```

#### Build Summary

Code generation targets built:

Model	Action	Rebuild Reason
MotionPlanner	Code compiled.	Code instrumentation settings changed.
HighwayLaneChangePlanner	Code compiled.	Referenced model MotionPlanner was out of date.

```

2 of 2 models built (0 models already up to date)
Build duration: 0h 1m 46.404s
### Preparing to start SIL simulation ...
Building with 'Microsoft Visual C++ 2019 (C)'.
MEX completed successfully.
### Starting SIL simulation for component: HighwayLaneChangePlanner
### Stopping SIL simulation for component: HighwayLaneChangePlanner
### Completed code coverage analysis

```

You can find the decision coverage, statement coverage, and function coverage results while simulating the generated code for this test scenario, `scenario_LC_15_StopnGo_Curved`. You can test this model with different scenarios to get full coverage of the generated code. For more information on how to analyze coverage results during SIL simulation, see “Code Coverage for Models in Software-in-the-Loop (SIL) Mode and Processor-in-the-Loop (PIL) Mode” (Embedded Coder).

#### Explore Other Scenarios

The following additional scenarios are compatible with the Highway Lane Change Planner test bench model.

- `scenario_LC_01_SlowMoving`
- `scenario_LC_02_SlowMovingWithPassingCar`
- `scenario_LC_03_DisabledCar`
- `scenario_LC_04_CutInWithBrake`
- `scenario_LC_05_SingleLaneChange`
- `scenario_LC_06_DoubleLaneChange`
- `scenario_LC_07_RightLaneChange`
- `scenario_LC_08_SlowmovingCar_Curved`
- `scenario_LC_09_CutInWithBrake_Curved`
- `scenario_LC_10_SingleLaneChange_Curved`
- `scenario_LC_11_MergingCar_HighwayEntry`
- `scenario_LC_12_CutInCar_HighwayEntry`
- `scenario_LC_13_DisabledCar_Ushape`
- `scenario_LC_14_DoubleLaneChange_Ushape`

- `scenario_LC_15_StopnGo_Curved` [Default]

These scenarios are created using the Driving Scenario Designer and are exported to a scenario file. Examine the comments in each file for more details on the road and vehicles in each scenario. You can configure the Highway Lane Change Planner test bench and workspace to simulate these scenarios using the `helperSLHighwayLaneChangePlannerSetup` function. For example, you can configure the simulation for a curved road scenario.

```
helperSLHighwayLaneChangePlannerSetup("scenarioFcnName", "scenario_LC_14_DoubleLaneChange_Ushape")
```

### Conclusion

This example showed how to design, test and generate code for highway lane change planner. After successful testing, you can integrate this planner in highway lane change system.

### See Also

Scenario Reader | Vehicle To World

### More About

- “Highway Lane Change” on page 8-845
- “Surround Vehicle Sensor Fusion” on page 8-1183
- “Highway Lane Following” on page 8-893
- “Highway Lane Following with RoadRunner Scene” on page 8-1021

# Surround Vehicle Sensor Fusion

This example shows how to implement a synthetic data simulation to detect vehicles using multiple vision and radar sensors, and generate fused tracks for surround view analysis in Simulink® with Automated Driving Toolbox™. It also shows how to use quantitative analysis tools in Sensor Fusion and Tracking Toolbox™ for assessing the performance of a tracker.

## Introduction

Sensor fusion and tracking is a fundamental perception component of automated driving applications. An autonomous vehicle uses many onboard sensors to understand the world around it. Each of the sensors the vehicle uses for self-driving applications, such as radar, camera, and lidar sensors has its own limitations. The goal of sensor fusion and tracking is to take the inputs of different sensors and sensor types, and use the combined information to perceive the environment more accurately. Any cutting-edge autonomous driving system that can make critical decisions, such as highway lane following or highway lane change, strongly relies on sensor fusion and tracking. As such, you must test the design of sensor fusion and tracking systems using a component level model. This model enables you to test critical scenarios that are difficult to test in real time.

This example shows how to fuse and track the detections from multiple vision detection sensors and a radar sensor. The sensors are mounted on the ego vehicle such that they provide 360 degree coverage around the ego vehicle. The example clusters radar detections, fuses them with vision detections, and tracks the detections using a joint probabilistic data association (JPDA) multi-object tracker. The example also shows how to evaluate the tracker performance using the generalized optimal subpattern assignment (GOSPA) metric for a set of predefined scenarios in an open-loop environment. In this example, you:

- 1 Explore the test bench model** — The model contains sensors, sensor fusion and tracking algorithm, and metrics to assess functionality. Detection generators from a driving scenario are used to model detections from a radar and vision sensor.
- 2 Configure sensors and environment** — Set up a driving scenario that includes an ego vehicle with a camera and a radar sensor. Plot the coverage area of each sensor using **Bird's-Eye Scope**.
- 3 Perform sensor fusion and tracking** — Cluster radar detections, fuse them with vision detections, and track the detections using a JPDA multi-object tracker.
- 4 Evaluate performance of tracker** — Use the GOSPA metric to evaluate the performance of the tracker.
- 5 Simulate the test bench model and analyze the results** — The model configures a scenario with multiple target vehicles surrounding an ego vehicle that performs lane change maneuvers. Simulate the model, and analyze the components of the GOSPA metric to understand the performance of tracker.
- 6 Explore other scenarios** — These scenarios test the system under additional conditions.

## Explore Test Bench Model

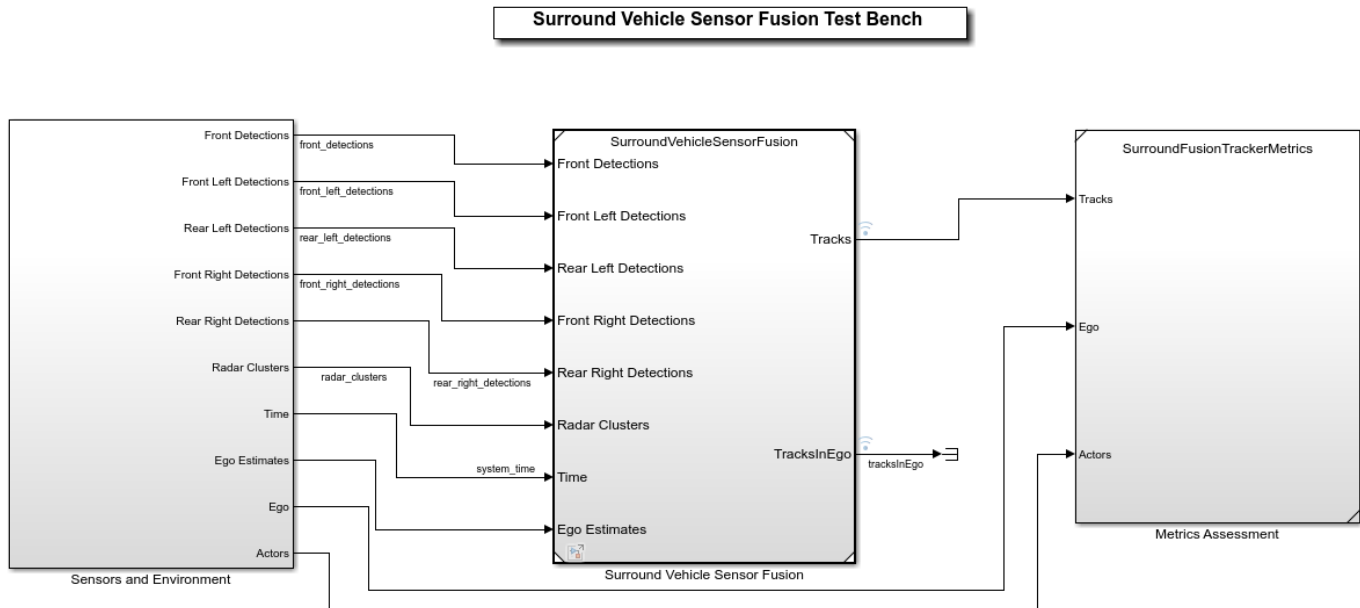
This example uses both a test bench model and a reference model of surround vehicle sensor fusion. The test bench model simulates and tests the behavior of the fusion and tracking algorithm in an open loop. The reference model implements the sensor fusion and tracking algorithm.

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot, "toolbox", "driving", "drivingdemos"));
helperDrivingProjectSetup("SVSensorFusion.zip", workDir=pwd);
```

Open the test bench model.

```
open_system("SurroundVehicleSensorFusionTestBench");
```



Opening this model runs the `helperSLSurroundVehicleSensorFusionSetup` script, which initializes the road scenario using the `drivingScenario` object in the base workspace. The script also configures the sensor parameters, tracker parameters, and the Simulink bus signals required to define the inputs and outputs for the `SurroundVehicleSensorFusionTestBench` model. The test bench model contains these subsystems:

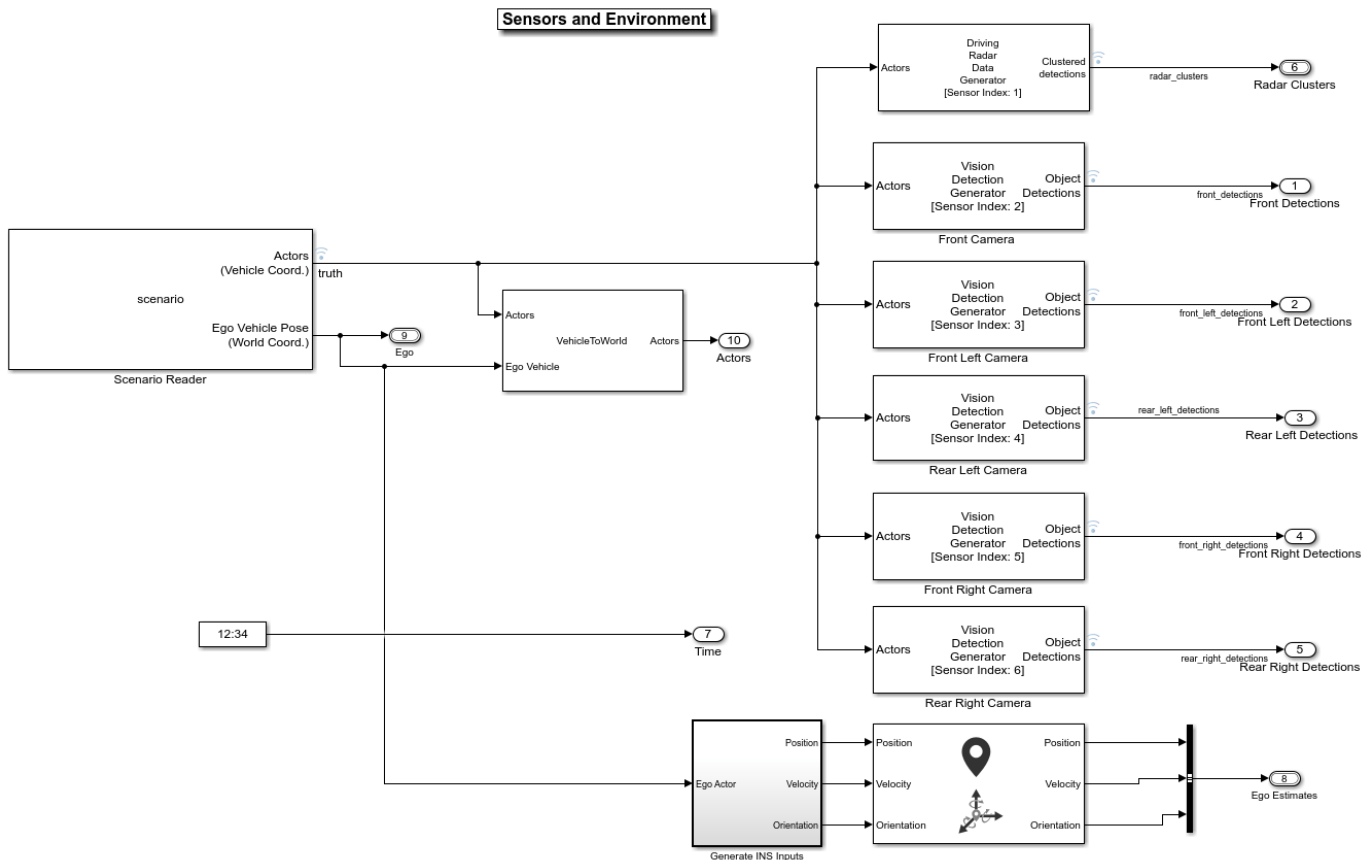
- 1 **Sensors and Environment** — This subsystem specifies the scene, camera, radar, and INS sensors used for simulation.
- 2 **Surround Vehicle Sensor Fusion** — This subsystem fuses the detections from multiple sensors to produce tracks.
- 3 **Metrics Assessment** — This subsystem assesses the surround vehicle sensor fusion design using the GOSPA metric.

### Configure Sensors and Environment

The Sensors and Environment subsystem configures the road network, sets vehicle positions, and synthesizes sensors. Open the Sensors and Environment subsystem.

```
open_system("SurroundVehicleSensorFusionTestBench/Sensors and Environment");
```

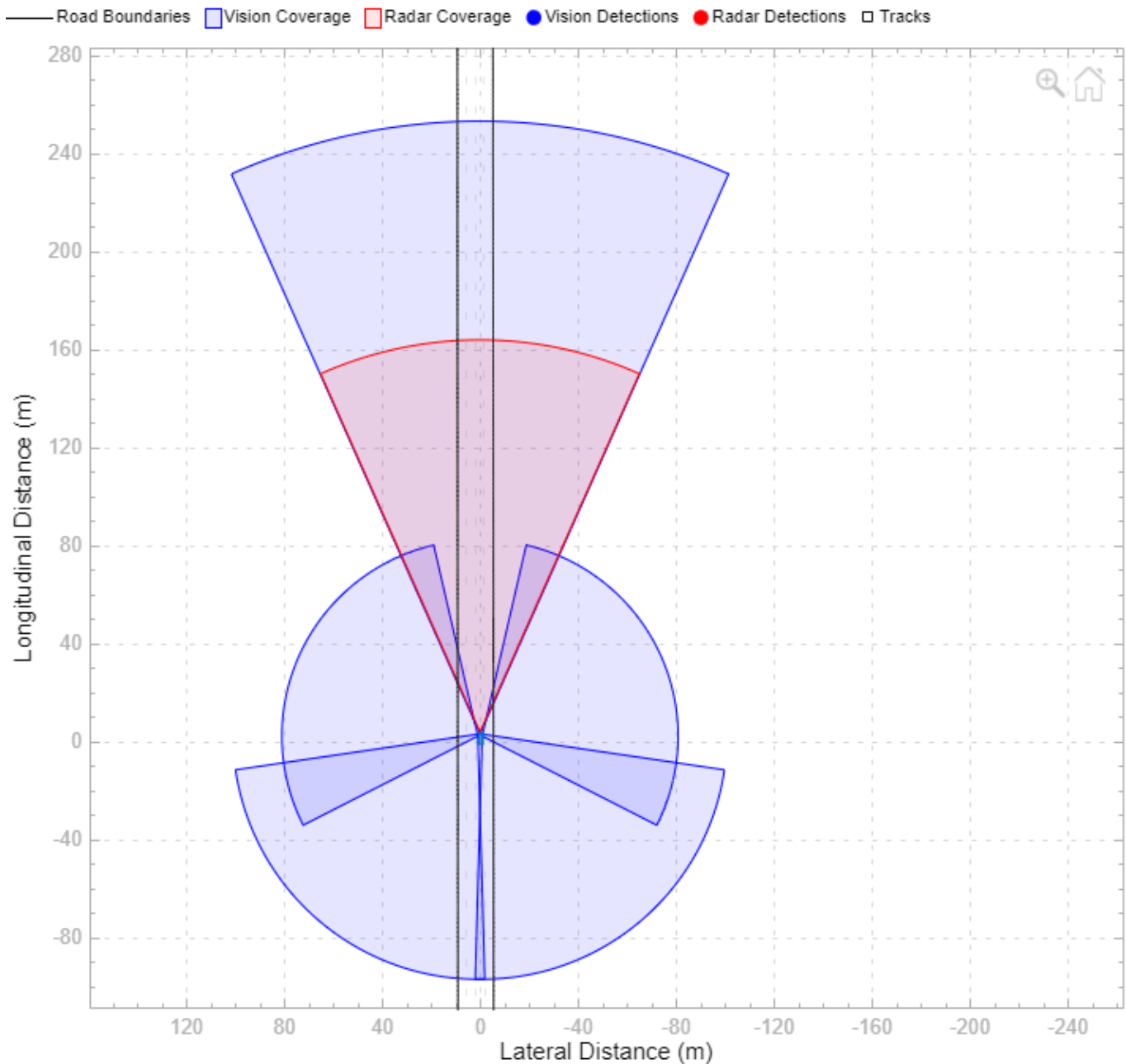




- The Scenario Reader block configures the driving scenario and outputs actor poses, which control the positions of the target vehicles.
- The Vehicle To World block converts actor poses from the coordinates of the ego vehicle to the world coordinates.
- The Vision Detection Generator block simulates object detections using a camera sensor model.
- The Driving Radar Data Generator block simulates object detections based on a statistical model. It also outputs clustered object detections for further processing.
- The INS block models the measurements from inertial navigation system and global navigation satellite system and outputs the fused measurements. It outputs the noise-corrupted position, velocity, and orientation for the ego vehicle.

The subsystem configures five vision sensors and a radar sensor to capture the surround view of the vehicle. These sensors are mounted on different locations on the ego vehicle to capture a 360 degree view. The `helperSLSurroundVehicleSensorFusionSetup` script sets the parameters of the sensor models.

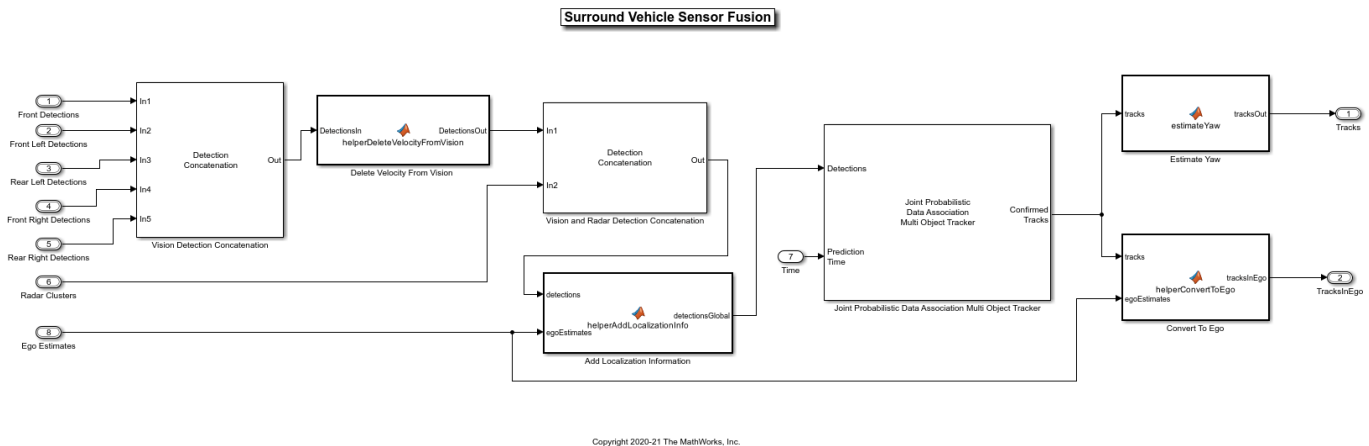
The **Bird's-Eye Scope** displays sensor coverage by using a cuboid representation. The radar coverage area and detections are in red. The vision coverage area and detections are in blue.



### Perform Sensor Fusion and Tracking

The Surround Vehicle Sensor Fusion is the reference model that processes vision and radar detections and generates the position and velocity of the tracks relative to the ego vehicle. Open the Surround Vehicle Sensor Fusion reference model.

```
open_system("SurroundVehicleSensorFusion");
```



- The Vision Detection Concatenation block concatenates the vision detections. The prediction time is driven by a clock in the Sensors and Environment subsystem.
- The Delete Velocity From Vision block is a MATLAB Function block that deletes velocity information from vision detections.
- The Vision and Radar Detection Concatenation block concatenates the vision and radar detections.
- The Add Localization Information block is a MATLAB Function block that adds localization information for the ego vehicle to the concatenated detections using an estimated ego vehicle pose from INS sensor. This enables the tracker to track in the global frame and minimizes the effect on the tracks of lane change maneuvers by the ego vehicle.
- The Joint Probabilistic Data Association Multi Object Tracker (Sensor Fusion and Tracking Toolbox) block performs the fusion and manages the tracks of stationary and moving objects.
- The Estimate Yaw block is a MATLAB Function block that estimates the yaw for the tracks and appends it to Tracks output. Yaw information is useful when you integrate this component level model with closed-loop systems like highway lane change system.
- The Convert To Ego block is a MATLAB Function block that converts the tracks from the global frame to the ego frame using the estimated ego vehicle information. The **Bird's-Eye Scope** displays tracks in the ego frame.

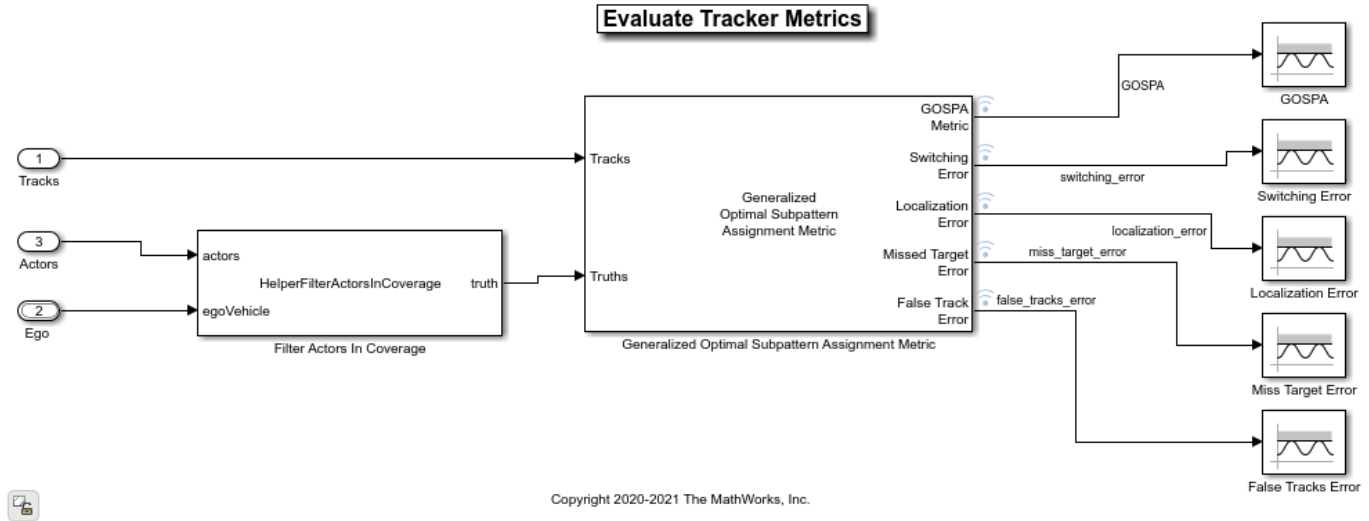
The Joint Probabilistic Data Association Multi-Object Tracker is a key block in the Surround Vehicle Sensor Fusion reference model. The tracker fuses the information contained in concatenated detections and tracks the objects around the ego vehicle. The tracker then outputs a list of confirmed tracks. These tracks are updated at a prediction time driven by a digital clock in the Sensors and Environment subsystem.

### Evaluate Performance of Tracker

The Metrics Assessment subsystem computes various metrics to assess the performance of a tracker. Open the Metrics Assessment subsystem.

This metric assesses the performance of a tracker by combining both assignment and state-estimation accuracy into a single cost value. Open the Metrics Assessment subsystem.

```
open_system("SurroundVehicleSensorFusionTestBench/Metrics_Assessment");
```



To evaluate the performance of a tracker, you must remove the ground truth information of the actors that are outside the coverage area of the sensors. For this purpose, the subsystem uses the Filter Within Coverage MATLAB Function block to filter only those actors that are within the coverage area of the sensors.

The subsystem contains a GOSPA metric block that computes these metrics:

- GOSPA metric — Measures the distance between a set of tracks and their ground truths. This metric combines both assignment and state-estimation accuracy into a single cost value.
- Switching error — Indicates the resulting error during track switching. A higher switching error indicates the incorrect assignments of tracks to truth while switching tracks.
- Localization error — Indicates the state-estimation accuracy. A higher localization error indicates that the assigned tracks do not estimate the state of the truths correctly.
- Missed target error — Indicates the presence of missed targets. A higher missed target error indicates that targets are not being tracked.
- False tracks error — Indicates the presence of false tracks.

### Simulate Test Bench Model and Analyze Results

During simulation, you can visualize the scenario using the **Bird's-Eye Scope**. To open the scope, click **Bird's-Eye Scope** in the **Review Results** section of the Simulink toolstrip. Next, click **Update Signals** to find and update signals that the scope can display. Select the `tracksInEgo` signal for the confirmed tracks.

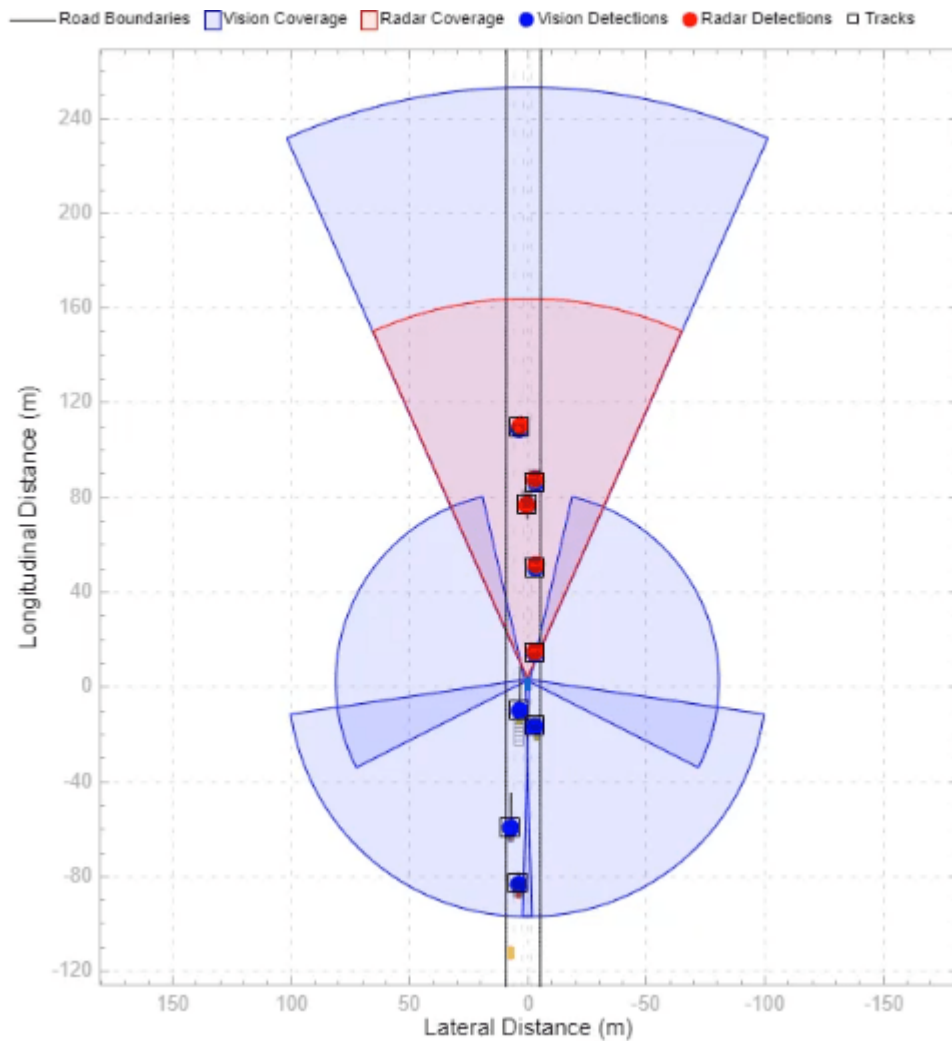
Configure the `SurroundVehicleSensorFusionTestBench` model to simulate the `scenario_LC_06_DoubleLaneChange` scenario. This scenario contains 10 vehicles, including the ego vehicle, and defines their trajectories. In this scenario, the ego vehicle changes lanes two times. The target actors are moving around the ego vehicle.

```
helperSLSurroundVehicleSensorFusionSetup("scenarioFcnName","scenario_LC_06_DoubleLaneChange");
```

Simulate the test bench model.

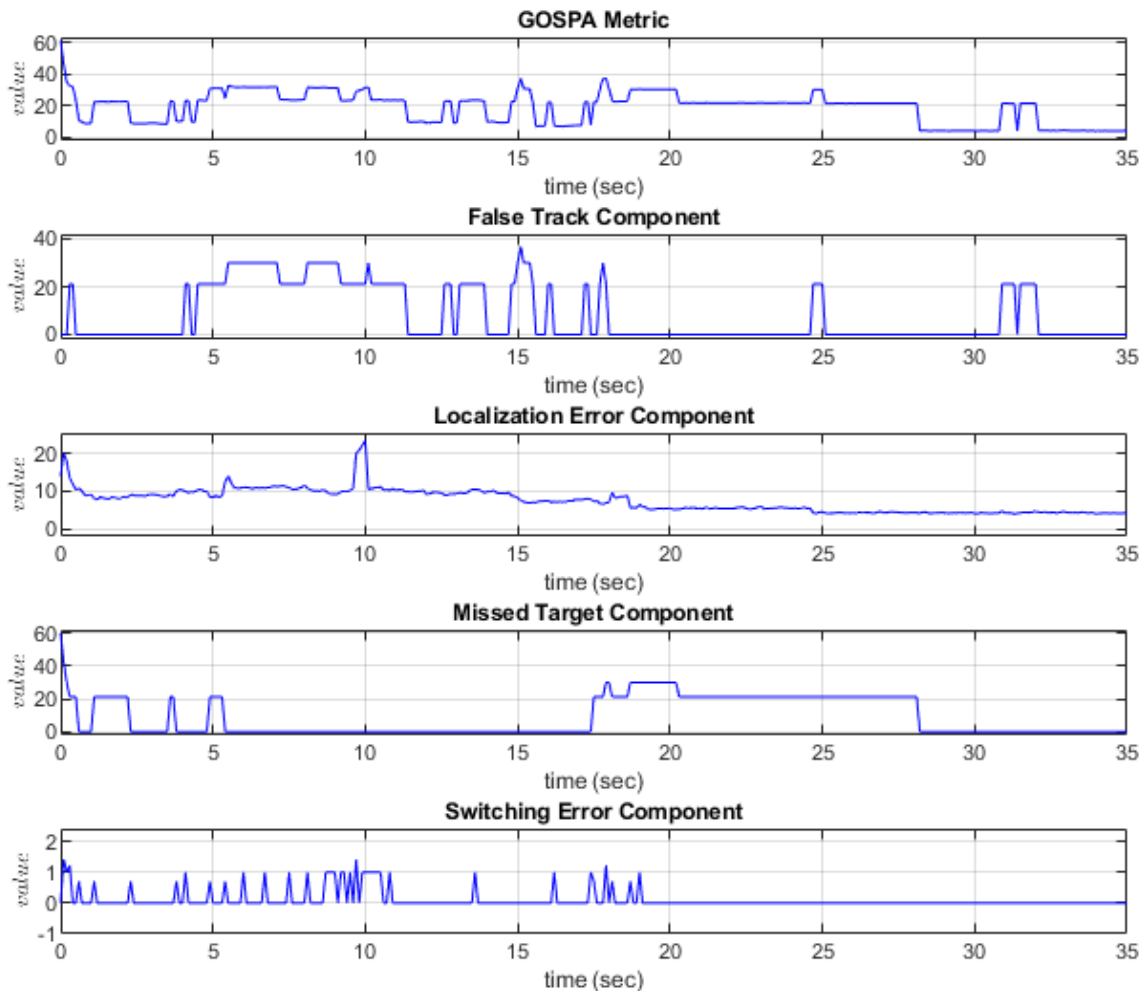
```
sim("SurroundVehicleSensorFusionTestBench");
```

Once the simulation starts, use the Bird's-Eye Scope window to visualize the ego actor, target actors, sensor coverages and detections, and confirmed tracks.



During simulation, the model outputs the GOSPA metric and its components, which measure the statistical distance between multiple tracks and truths. The model logs these metrics, with the confirmed tracks and ground truth information, to the base workspace variable `logout`. You can plot the values in `logout` by using the `helperPlotSurroundVehicleSensorFusionResults` function.

```
hFigResults = helperPlotSurroundVehicleSensorFusionResults(logout);
```



In this simulation, the **Distance Type** and **Cutoff distance** parameters of GOSPA metric block are set to custom and 30 respectively. The helperComputeDistanceToTruth function computes the custom distance by combining the errors in position and velocity between each truth and track.

Close the figure.

```
close(hFigResults);
```

### Explore Other Scenarios

You can use the procedure in this example to explore these other scenarios, which are compatible with SurroundVehicleSensorFusionTestBench:

```
scenario_LC_01_SlowMoving
scenario_LC_02_SlowMovingWithPassingCar
scenario_LC_03_DisabledCar
scenario_LC_04_CutInWithBrake
```

```
scenario_LC_05_SingleLaneChange
scenario_LC_06_DoubleLaneChange [Default]
scenario_LC_07_RightLaneChange
scenario_LC_08_SlowmovingCar_Curved
scenario_LC_09_CutInWithBrake_Curved
scenario_LC_10_SingleLaneChange_Curved
scenario_LC_11_MergingCar_HighwayEntry
scenario_LC_12_CutInCar_HighwayEntry
scenario_LC_13_DisabledCar_Ushape
scenario_LC_14_DoubleLaneChange_Ushape
scenario_LC_15_StopnGo_Curved
scenario_SVSF_01_ConstVelocityAsTargets
scenario_SVSF_02_CrossTargetActors
```

Use these additional scenarios to analyze `SurroundVehicleSensorFusionTestBench` under different conditions.

### Conclusion

This example showed how to simulate and evaluate the performance of the surround vehicle sensor fusion and tracking component for highway lane change maneuvers. This component-level model lets you stress test your design in an open-loop virtual environment and helps in tuning the tracker parameters by evaluating GOSPA metrics. The next logical step is to integrate this component-level model in a closed-loop system like highway lane change.

### See Also

[Scenario Reader](#) | [Vehicle To World](#) | [Vision Detection Generator](#) | [Driving Radar Data Generator](#)

### More About

- “Forward Vehicle Sensor Fusion” on page 8-1100
- “Highway Lane Following” on page 8-893
- “Highway Lane Change” on page 8-845

## Build Occupancy Map from 3-D Lidar Data using SLAM

This example demonstrates how to build a 2-D occupancy map from 3-D Lidar data using a simultaneous localization and mapping (SLAM) algorithm. This occupancy map is useful for localization and path planning for vehicle navigation. You can also use this map as a prebuilt map to incorporate sensor information.

In this example, you process point clouds incrementally to estimate the trajectory of a vehicle with a mounted lidar sensor. These estimates are prone to accumulating drift over time, which reduces the accuracy of the built map. To correct drift, use loop closure detection and pose graph optimization. Finally, use the optimized poses to build an occupancy map. The lidar point cloud data in this example has been collected from a scene in a simulation environment built using the Unreal Engine® from Epic Games®.

In this example you learn how to:

- 1 Set up a scenario in the simulation environment with different scenes, vehicles, sensor configurations, and collect data.
- 2 Estimate the trajectory of a vehicle using the phase correlation registration technique.
- 3 Use a SLAM algorithm to perform loop closure detection and pose graph optimization.
- 4 Use the estimated poses to build and visualize an occupancy map.

### Set Up Scenario in Simulation Environment

Load the prebuilt Large Parking Lot scene. The “Select Waypoints for Unreal Engine Simulation” on page 8-872 example describes how to interactively select a sequence of waypoints from a scene and how to generate a reference vehicle trajectory. Use this approach to select a sequence of waypoints and generate a reference trajectory for the ego vehicle. Add additional vehicles by specifying the parking poses of the vehicles. Visualize the reference path and the parked vehicles on a 2-D bird's-eye view of the scene.

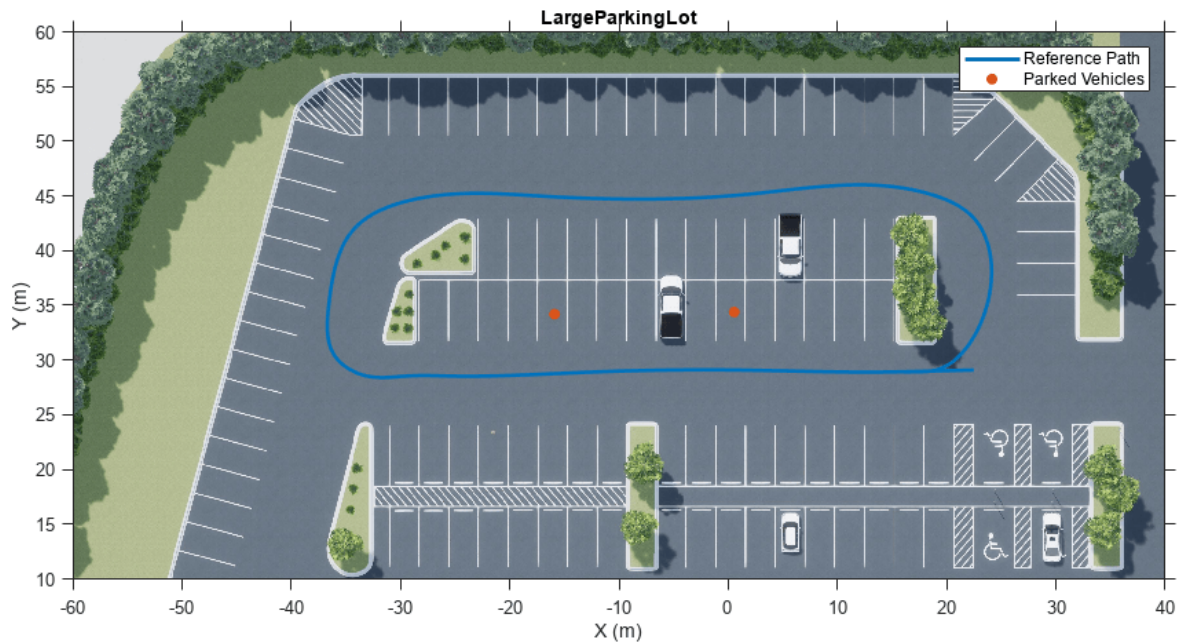
```
% Load reference path
data = load('parkingLotReferenceData.mat');

% Set reference trajectory of the ego vehicle
refPosesX = data.refPosesX;
refPosesY = data.refPosesY;
refPosesT = data.refPosesT;

% Set poses of the parked vehicles
parkedPoses = data.parkedPoses([18 21],:);

% Display the reference path and the parked vehicle locations
sceneName = 'LargeParkingLot';
hScene = figure('Name', 'Large Parking Lot', 'NumberTitle', 'off');
helperShowSceneImage(sceneName);
hold on
plot(refPosesX(:,2), refPosesY(:,2), 'LineWidth', 2, 'DisplayName', 'Reference Path');
scatter(parkedPoses(:,1), parkedPoses(:,2), [], 'filled', 'DisplayName', 'Parked Vehicles');
xlim([-60 40])
ylim([10 60])
hScene.Position = [100, 100, 1000, 500]; % Resize figure
legend
hold off
```





Open the model and add parked vehicles using the `helperAddParkedVehicle` function.

```
modelName = 'GenerateLidarDataOfParkingLot';
open_system(modelName);
snapnow;
```

```
helperAddParkedVehicles(modelName, parkedPoses);
```

### Record and Visualize Data

Set up a simple model with a hatchback vehicle moving along the specified reference path by using the Simulation 3D Vehicle with Ground Following block. Mount a lidar on the roof center of a vehicle using the Simulation 3D Lidar block. Record and visualize the sensor data. The recorded data is used to develop the localization algorithm.

```
close(hScene)
```

```
if ~ispc
    error("Unreal Engine Simulation is supported only on Microsoft" + char(174) + " Windows" + char(174));
end
```

```
% Run simulation
simOut = sim(modelName);
```

```
close_system(modelName, 0);
```

```
% Extract lidar data
ptCloudArr = helperGetPointClouds(simOut);
```

```
% Extract ground truth for the lidar data as an array of rigidtf3d objects
groundTruthPosesLidar = helperGetLidarGroundTruth(simOut);
```

## Vehicle Odometry Using Phase Correlation Algorithm

In order to build a map using the collected point clouds, the relative poses between the successive point clouds need to be estimated. From these poses, the estimated trajectory of the vehicle is determined. This approach of incrementally estimating the trajectory is called odometry.

To build a 2-D occupancy grid map, 2-D pose estimations are sufficient. Hence, convert the point clouds into 2-D occupancy grid images by projecting the points onto the ground plane. Use a phase correlation registration algorithm to calculate the 2-D relative transformation between two images. By successively composing these transformations, you transform each point cloud back to the reference frame of the first point cloud. This technique is also used in `pcregistercorr` [1].

In summary, these are the steps used to calculate the vehicle odometry:

- 1 Preprocess the point cloud
- 2 Create an occupancy grid image of the point cloud, by determining the occupancy based on the height (Z-axis) value of the points
- 3 Register two occupancy grid images created from point clouds that correspond to the same scene. Use the `imregcorr` function to register the grid images and estimate the pose.
- 4 Repeat steps on point clouds successively to estimate the relative poses between them

### Preprocess Point Cloud

The preprocessing step involves the following operations:

- 1 Remove the outliers.
- 2 Clip the point cloud to concentrate on the area of interest.
- 3 Segment and remove the ego vehicle.

```
ptCloud = ptCloudArr(1);

% Remove outliers in the point cloud
ptCloudDenoised = pcdenoise(ptCloud);

% Clip the point cloud. This is done to improve the processing performance
% and also to include only the areas of interest

% Set the limits to select the point cloud
selectLimitX = [-40 40];
selectLimitY = [-40 40];

% In order to not include ground in the processing, add a buffer value to
% the lower Z limit of the point cloud. Clip anything above 5m.
minZValue = ptCloudDenoised.ZLimits(1) + 0.2;
maxZValue = 5;
selectLimitZ = [minZValue maxZValue];

roi = [selectLimitX selectLimitY selectLimitZ];
indices = findPointsInROI(ptCloudDenoised,roi);
ptCloudClipped = select(ptCloudDenoised,indices);

% Segment and remove ego vehicle

% Set location of the sensor and vehicle radius
sensorLocation = [0 0 0];
```

```

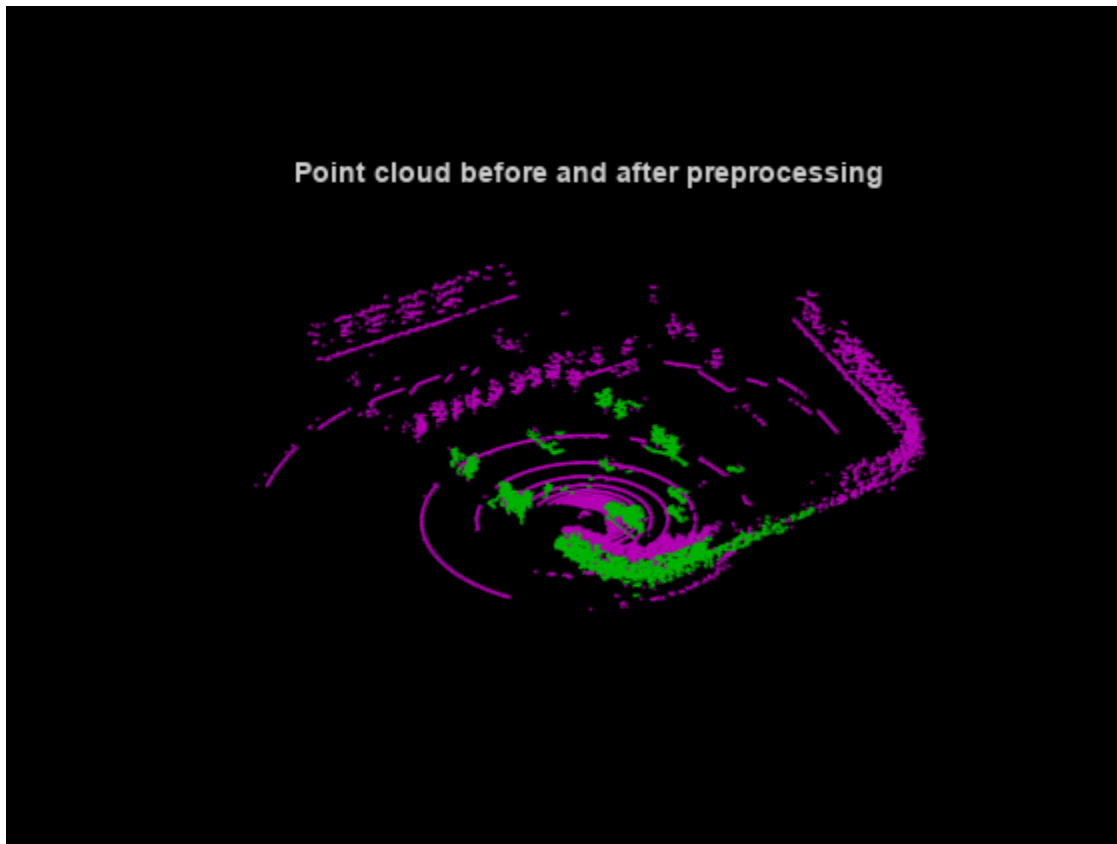
vehicleRadius = 3.5;

% Find the indices of the points other than the ego vehicle and create a
% point cloud with these points
egoIndices = findNeighborsInRadius(ptCloudClipped,sensorLocation,vehicleRadius);

egoFixed = false(ptCloudClipped.Count,1);
egoFixed(egoIndices) = true;
ptCloudProcessed = select(ptCloudClipped,~egoFixed);

% Visualize and compare the point cloud before and after preprocessing.
figure('Name','Processed Point Clouds','NumberTitle','off');
pcViewAxes = pcshowpair(ptCloud, ptCloudProcessed);
title('Point cloud before and after preprocessing');
xlabel(pcViewAxes,'X (m)');
ylabel(pcViewAxes,'Y (m)');
zlabel(pcViewAxes,'Z (m)');

```



### Create Occupancy Grid Image

Follow the steps below to create the occupancy grid images from the point clouds by projecting the points onto the ground plane.

- 1 Define a grid on the X-Y plane with appropriate resolution
- 2 Calculate a probability value for each point in the point cloud based on its Z-value. This probability is determined by a lower and an upper limit, with all the Z-values between the limits

scaled in the range  $[0, 1]$ . Any points with Z-values below the lower limit or above the upper limit, are mapped to the probability values 0 and 1 respectively.

- 3 Accumulate the probabilities in each grid cell corresponding to the points and compute the average. Use `pcbin` to discretize the grid and obtain the indices of the grid cells for processing.
- 4 Visualize the occupancy grid image that represents a top view of the scene.

```
% Set the occupancy grid size to 100 m with a resolution of 0.2 m
gridSize = 100;
gridStep = 0.2;

% The occupancy grid is created by scaling the points from 1m - 5m in
% height to the probability values of [0 1]
zLimits = [1 5];

% Since we use the Z-values to determine the occupancy in a grid image,
% move the point cloud by sensor height so that more points are included to
% calculate occupancy

% Set the sensor height. This information can be obtained from the lidar
% point cloud
sensorHeight = groundTruthPosesLidar(1).Translation(3);

locationPts = ptCloudProcessed.Location;
locationPts(:,3) = locationPts(:,3) + sensorHeight;
ptCloudHeightAdjusted = pointCloud(locationPts);

% Calculate the number of bins
spatialLimits = [-gridSize/2 gridSize/2; -gridSize/2 gridSize/2; ptCloudHeightAdjusted.ZLimits];

gridXBinSize = round(abs(spatialLimits(1,2) - spatialLimits(1,1)) / gridStep);
gridYBinSize = round(abs(spatialLimits(2,2) - spatialLimits(2,1)) / gridStep);

numBins = [gridXBinSize gridYBinSize 1];

% Find bin indices
binIndices = pcbin(ptCloudHeightAdjusted,numBins,spatialLimits,'BinOutput',false);

% Pre allocate occupancy grid
occupancyGrid = zeros(gridXBinSize,gridYBinSize,'like',ptCloudHeightAdjusted.Location);
gridCount = zeros(gridXBinSize,gridYBinSize);

% Scale the Z values of the points to the probability range [0 1]
zValues = rescale(ptCloudHeightAdjusted.Location(:,3),'InputMin', zLimits(1),'InputMax', zLimits(2));

for idx = 1:numel(binIndices)
    binIdx = binIndices(idx);
    if ~isnan(binIdx)
        occupancyGrid(binIdx) = occupancyGrid(binIdx) + zValues(idx);
        gridCount(binIdx) = gridCount(binIdx) + 1;
    end
end

gridCount(gridCount == 0) = 1;

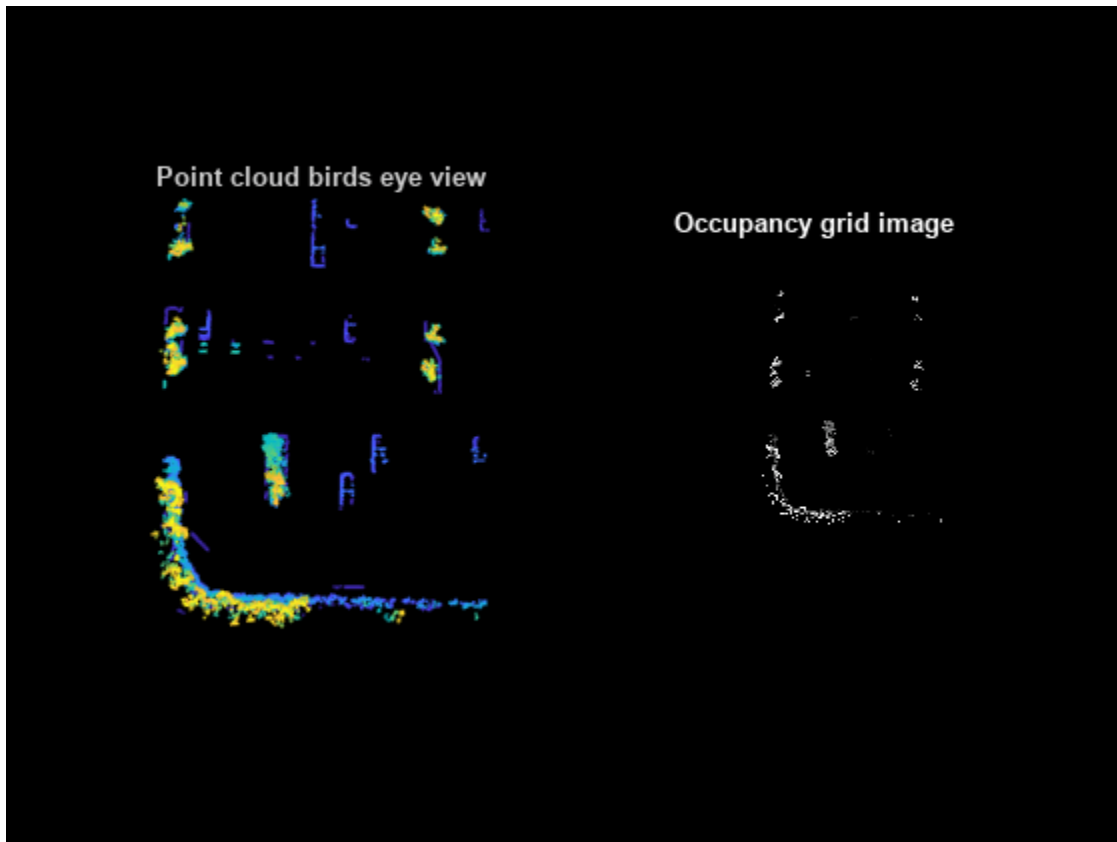
occupancyGrid = occupancyGrid ./ gridCount;

% Visualize the created occupancy grid
```

```

figure;
subplot(1,2,1);
pcshow(ptCloudProcessed); view(2);
title('Point cloud birds eye view')
subplot(1,2,2);
imshow(imrotate(occupancyGrid, 90));
tHandle = title('Occupancy grid image');
tHandle.Color = [1 1 1];

```



Projecting the points onto the ground plane works well if the ground plane is flat. The data collected in this example has a relatively flat ground plane. If the ground plane is not flat, transform the ground plane so that it is parallel to the X-Y plane. For more information, see the “Register Lidar Moving Point Cloud to Fixed Point Cloud” example and the “Tips” section of `pcregistercorr`.

### Register and Estimate Poses

Use `poseGraph` (Navigation Toolbox) to store the estimated poses.

```

% Pose graph for registration poses
regEstPoseGraph = poseGraph;
relTrans = groundTruthPosesLidar(1).T(4, 1:2);
relYaw = -atan2(groundTruthPosesLidar(1).T(2,1),groundTruthPosesLidar(1).T(1,1));

```

Then use `imregcorr` to estimate the relative transformation. Add the poses obtained to the pose graph using `addRelativePose` (Navigation Toolbox) method. Visualize the poses that are stored in the pose graph as the algorithm progresses.

```

% Get ground truth pose graph
gTPoseGraph = helperGetGTPoseGraph(groundTruthPosesLidar);

% Obtain the nodes from the pose graphs
gTNodes = gTPoseGraph.nodes();

% Plot the ground truth trajectory
figure('Name','Vehicle Trajectory','NumberTitle','off');
compareTrajAxes = axes;
compareTrajAxes.XLim = [-10 60];
compareTrajAxes.YLim = [-20 5];
compareTrajAxes.XGrid = 'on';
compareTrajAxes.YGrid = 'on';
title('Compare Trajectories')

hold on;
plot(gTNodes(:,1),gTNodes(:,2),'Color','blue','LineWidth',3,'DisplayName','Ground Truth Trajectory');

% Visualize the estimated trajectory and the location of the vehicle when
% running the algorithm
estimatedTraj = plot(gTNodes(1,1),gTNodes(1,2),'Color','green','LineWidth',3,'DisplayName','Estimated Trajectory');
currentLoc = scatter(gTNodes(1,1),gTNodes(1,2),50,'red','filled','DisplayName','Vehicle Location');

legend;

% Process every fourth frame. This is done to speed up the processing
% without affecting much the accuracy.
skipFrames = 3;

numFrames = numel(groundTruthPosesLidar);

occGridFixed = occupancyGrid';

for frameIdx = 1+skipFrames:skipFrames:numFrames
    ptCloud = ptCloudArr(frameIdx);

    ptCloudProcessed = helperPreprocessPtCloud(ptCloud);

    occGridMoving = helperCreateOccupancyGrid(ptCloudProcessed,gridSize,gridStep,zLimits, sensorModel);

    % Registration

    % imregcorr reports the transformation from the origin. Hence provide a
    % referencing such that the sensor is at the center of the images
    Rgrid = imref2d(size(occGridMoving));
    offsetX = mean(Rgrid.XWorldLimits);
    Rgrid.XWorldLimits = Rgrid.XWorldLimits - offsetX;
    offsetY = mean(Rgrid.YWorldLimits);
    Rgrid.YWorldLimits = Rgrid.YWorldLimits - offsetY;

    % Find relative pose in image coordinates
    [relPoseImage, peak] = imregcorr(occGridMoving,Rgrid,occGridFixed,Rgrid);

    % Convert translation to grid coordinates
    transInGrid = relPoseImage.T(3,1:2) .* gridStep;

```

```

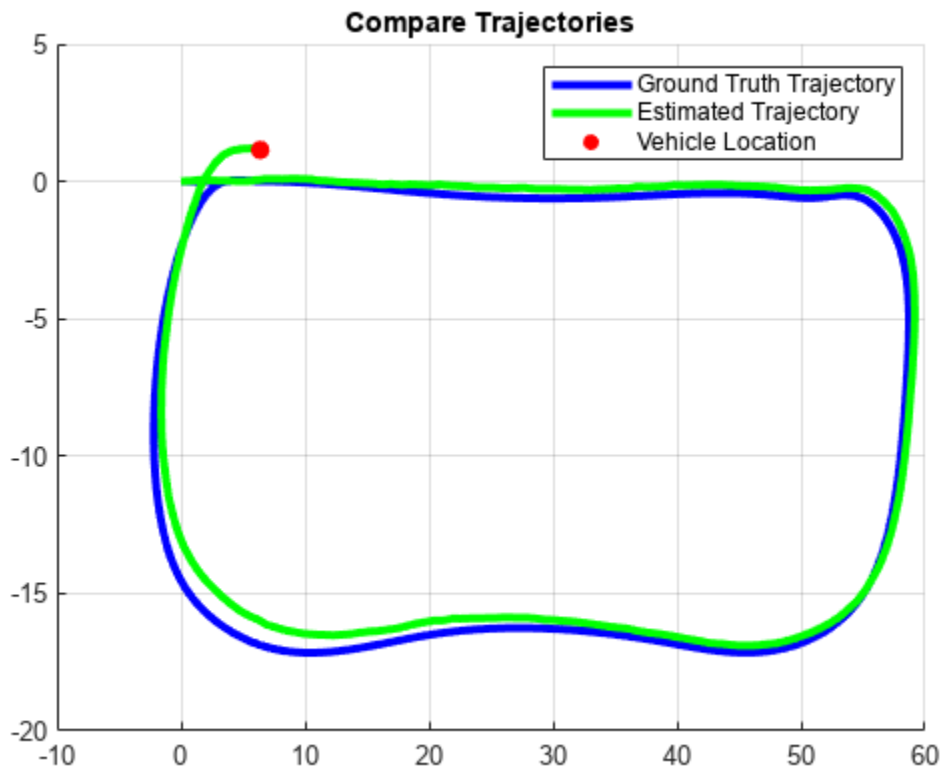
% The transformation is a rigid transformation. Since relative pose is
% an affine2d object, convert to rigid2d object
rotations = relPoseImage.T(1:2,1:2);
[u,~,v] = svd(rotations);
relPose = rigid2d(u*v', transInGrid);

% Add pose to registration estimate pose graph
relTrans = relPose.Translation(1:2);
relYaw = -atan2(relPose.T(2,1), relPose.T(1,1));
regEstPoseGraph.addRelativePose([relTrans relYaw]);

occGridFixed = occGridMoving;

% Update the estimated trajectory and vehicle location
estimatedNode = regEstPoseGraph.nodes(regEstPoseGraph.NumNodes);
estimatedTraj.XData(end+1) = estimatedNode(1);
estimatedTraj.YData(end+1) = estimatedNode(2);
set(currentLoc, 'XData', estimatedNode(1), 'YData', estimatedNode(2));
drawnow;
end
hold off;

```



Notice that there is a drift that has accumulated over time which makes the trajectory to deviate from the ground truth and terminate at a different end point. This drift occurs due to the errors accumulated in estimation of poses.

## Detect Loops and Correct Drift

Graph SLAM technique can be used to correct the accumulated drift and obtain an accurate map. Use the `lidarSLAM` (Navigation Toolbox) object and its methods to use pose graph optimization to detect loops and correct drift in the trajectory. When a new scan is added to the `lidarSLAM` (Navigation Toolbox) object, the following steps occur:

- 1 Pose Estimation: Uses `imregcorr` for registration.
- 2 Build pose graph: Stores poses in a `poseGraph` (Navigation Toolbox) object.
- 3 Loop closure detection: Loops are places that have been previously visited. The `lidarSLAM` (Navigation Toolbox) object uses scan registration methods, `matchScansGrid` (Navigation Toolbox) and `matchScans` (Navigation Toolbox) to detect loops. This process is referred to as *loop closure detection*. The object performs loop closure detection by matching the current scan against the previous scans within a small radius around the current robot location. Detected loops are added to the pose graph.
- 4 Pose graph optimization: Based on the detected loops, the object optimizes the pose graph to find new set of vehicle poses with reduced drift.
- 5 Build a map.

The `lidarSLAM` parameters are empirically set based on the data.

```
% Set lidarSLAM Parameters
mapResolution = 2;
maxLidarRange = 50;
loopClosureThreshold = 2450;
loopClosureRadius = 3;

% Initialize lidarSLAM object
slamAlg = lidarSLAM(mapResolution,maxLidarRange);
slamAlg.ScanRegistrationMethod = 'PhaseCorrelation';
slamAlg.LoopClosureThreshold = loopClosureThreshold;
slamAlg.LoopClosureSearchRadius = loopClosureRadius;
```

Use `addScan` (Navigation Toolbox) method of the `lidarSLAM` (Navigation Toolbox) object to incrementally provide the data for registration and loop closure detection. Because the `addScan` (Navigation Toolbox) method only accepts a `lidarScan` (Navigation Toolbox) object, you must convert the grid image to a `lidarScan` (Navigation Toolbox) object.

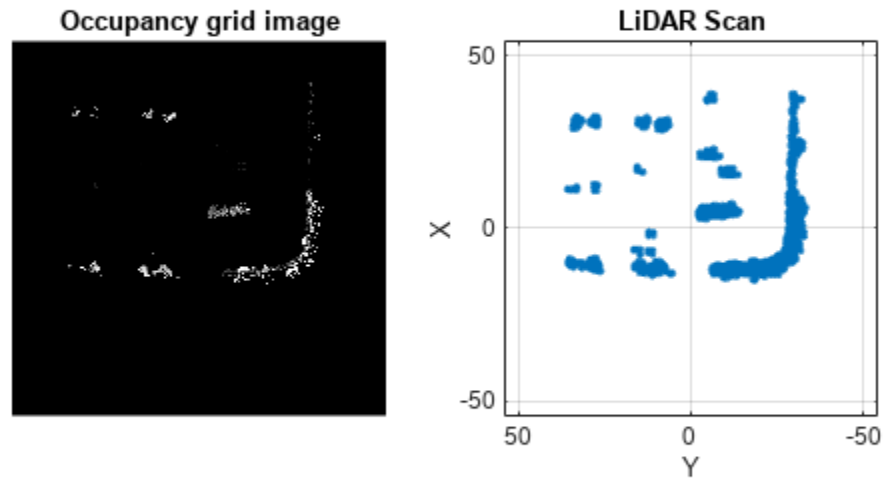
```
occGridFixed = occupancyGrid';

% Create a lidarScan object from occupancy grid image
[rows,cols,values] = find(occGridFixed);
xLocs = -gridSize/2 + rows * gridStep;
yLocs = -gridSize/2 + cols * gridStep;

scan = lidarScan([yLocs xLocs]);

% Visualize the grid image and lidar scan
figure('Name','Occupancy image and lidar scan','NumberTitle','off');
subplot(1,2,1);
imshow(imrotate(occupancyGrid, -180));
title('Occupancy grid image')
subplot(1,2,2)
plot(scan)
```





Incrementally add the lidar scans to the lidarSLAM (Navigation Toolbox) object.

```

% Plot the ground truth trajectory
figure('Name','Trajectory traversal','NumberTitle','off');
slamAlgAxes = axes;
plot(gTNodes(:,1), gTNodes(:,2),'Color','blue','LineWidth',3,'DisplayName','Ground Truth Trajectory');
hold on;
slamAlgAxes.XLim = [-10 60];
slamAlgAxes.YLim = [-20 5];
slamAlgAxes.XGrid = 'on';
slamAlgAxes.YGrid = 'on';
title('Trajectory traversal and loop closure detections')
legend

% Plot the current location of the vehicle as the algorithm progresses.
currentLoc = scatter(gTNodes(1,1), gTNodes(1,2), 50,'red','filled','DisplayName','Vehicle Location');

% Also plot any location where a loop closure was detected.
loopLocation = scatter([],[], 50,'black','filled','DisplayName','Loop Detected');

for frameIdx = 1:skipFrames:numFrames

    ptCloud = ptCloudArr(frameIdx);

    ptCloudProcessed = helperPreprocessPtCloud(ptCloud);

    occGridMoving = helperCreateOccupancyGrid(ptCloudProcessed, gridSize, gridStep, zLimits, sensorRange);

```

```

[rows,cols,values] = find(occGridMoving);
xLocs = -gridSize/2 + rows * gridStep;
yLocs = -gridSize/2 + cols * gridStep;

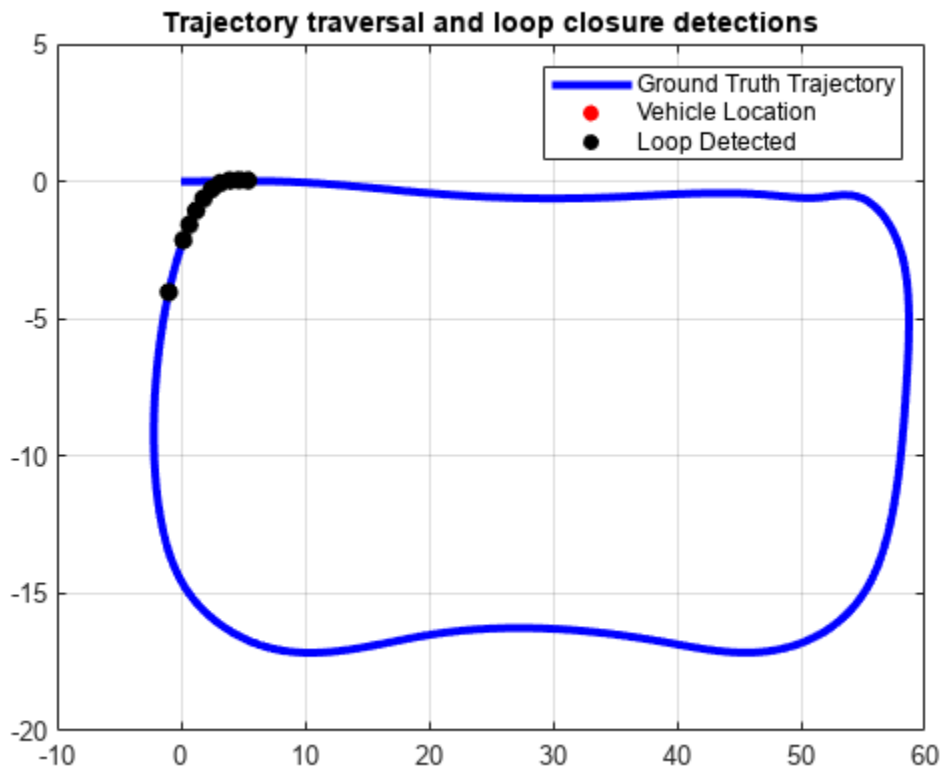
scan = lidarScan([yLocs xLocs]);

% Add Lidar scan to algorithm
[isScanAccepted,loopClosureInfo] = addScan(slamAlg, scan);

% Update the loop closure detected location
if isScanAccepted && size(loopClosureInfo.EdgeIDs,1) > 0
    loopLocation.XData(end+1) = gTNodes(frameIdx,1);
    loopLocation.YData(end+1) = gTNodes(frameIdx,2);
end

% Update the vehicle location
set(currentLoc, 'XData',gTNodes(frameIdx,1), 'YData',gTNodes(frameIdx,2));
drawnow;
end
hold off;

```



Visualize the trajectory obtained by using pose graph optimization. Note that the drift has been reduced. For details on how to calculate the errors for pose estimates, see the “Lidar Localization with Unreal Engine Simulation” on page 8-944 example.

```

% Obtain the poses from the pose graph
slamAlgPoses = slamAlg.PoseGraph.nodes();
estNodes = regEstPoseGraph.nodes();

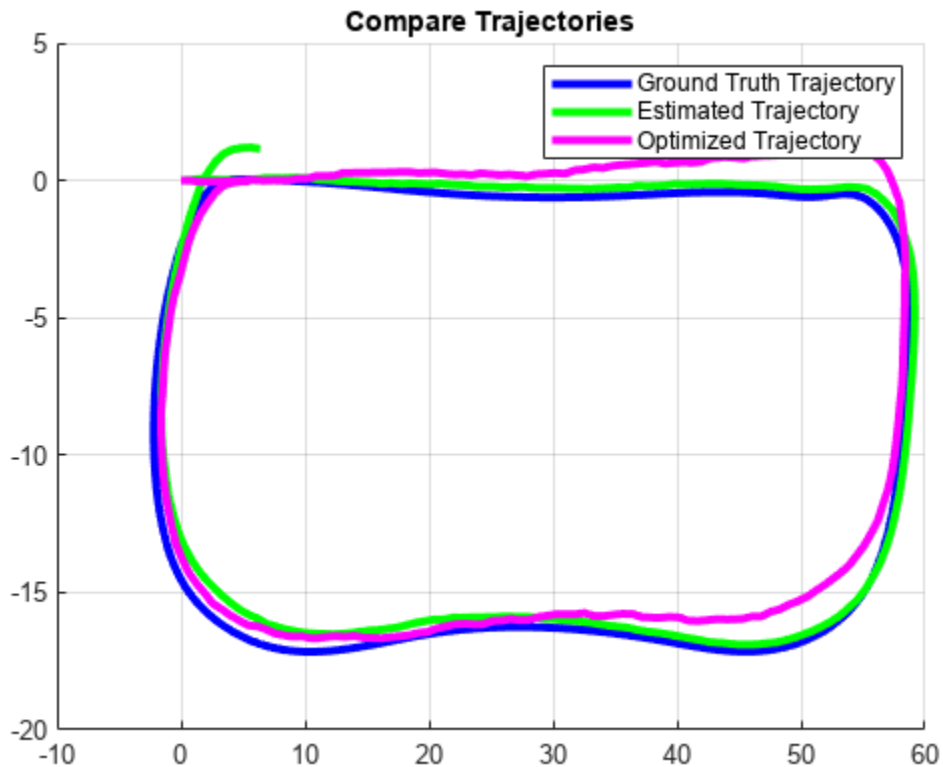
% Plot the trajectories from the nodes
figure('Name','Vehicle Trajectory','NumberTitle','off');
slamTrajAxes = axes;
slamTrajAxes.XLim = [-10 60];
slamTrajAxes.YLim = [-20 5];
slamTrajAxes.XGrid = 'on';
slamTrajAxes.YGrid = 'on';
title('Compare Trajectories')
legend

hold on;

plot(gTNodes(:,1),gTNodes(:,2),'Color','blue','LineWidth',3,'DisplayName','Ground Truth Trajectory');
plot(estNodes(:,1),estNodes(:,2),'Color','green','LineWidth',3,'DisplayName','Estimated Trajectory');
plot(slamAlgPoses(:,1),slamAlgPoses(:,2),'Color','magenta','LineWidth',3,'DisplayName','Optimized Trajectory');

hold off;

```



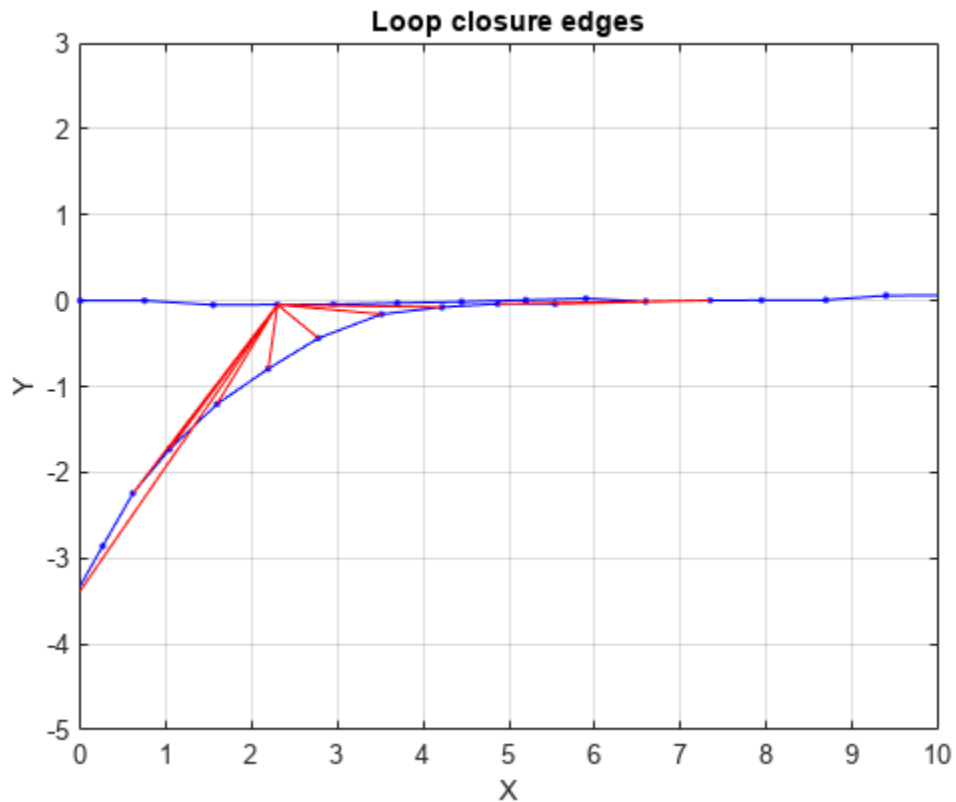
View and visualize the detected loop closure nodes added to the `slamAlg` object.

```
slamAlg.PoseGraph.LoopClosureEdgeIDs
```

```
ans = 1x10
```

```
189 193 195 197 199 201 203 205 207 209
```

```
figure('Name', 'Loop Closure Results', 'NumberTitle', "off");
pGraphAxes = slamAlg.PoseGraph.show('IDs', 'off');
pGraphAxes.XLim = [0 10];
pGraphAxes.YLim = [-5 3];
title('Loop closure edges')
```

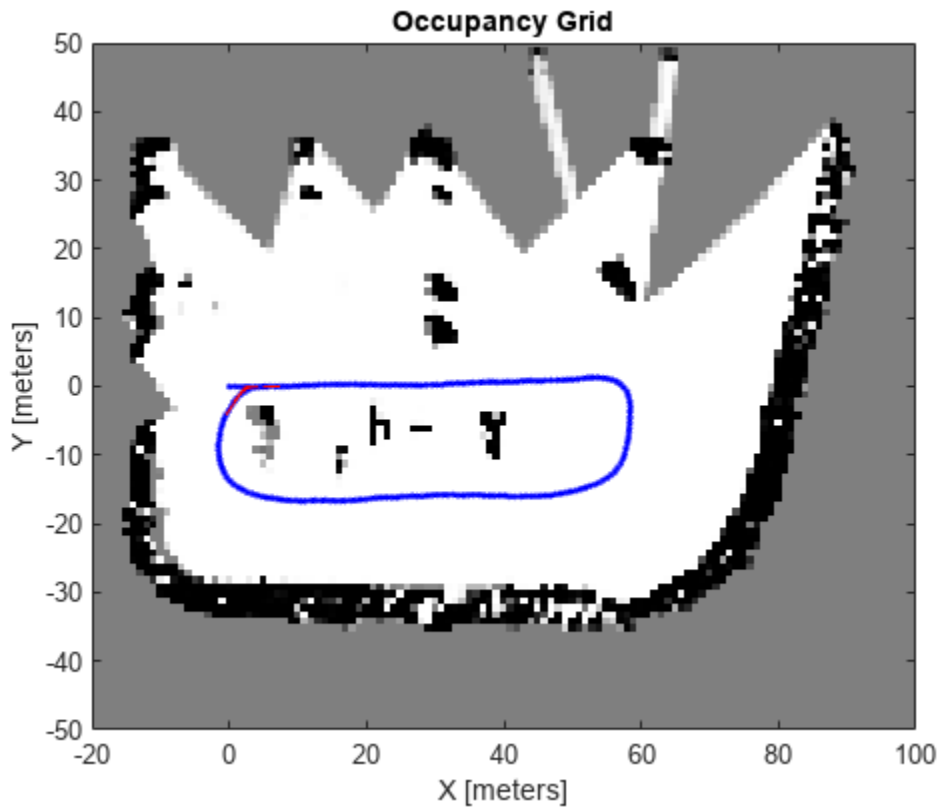


### Build and Visualize Map

Use the `buildMap` (Navigation Toolbox) method to build the occupancy grid map. Obtain the required scans and poses using the `scansAndPoses` (Navigation Toolbox) method of `lidarSLAM` (Navigation Toolbox) object.

```
[scans, optimizedPoses] = scansAndPoses(slamAlg);

map = buildMap(scans, optimizedPoses, 1, 50);
figure('Name', 'Occupancy Map', 'NumberTitle', "off");
show(map);
hold on
show(slamAlg.PoseGraph, 'IDs', 'off');
xlim([-20 100]);
ylim([-50 50]);
hold off;
```



Stitch the point clouds together using the information from the pose graph to create a point cloud map.

```

sensorHeight = groundTruthPosesLidar(1).Translation(3);
ptCloudAccum = ptCloud.empty;

% Configure display
xlims = [ -30 100];
ylims = [-50 60];
zlims = [-3 30];
player = pcplayer(xlims, ylims, zlims);

% Define rigid transformation between the lidar sensor mounting position
% and the vehicle reference point.
lidarToVehicleTform = rigidtform3d([0 0 0],[0 0 -1.57]);

% Specify vehicle dimensions
centerToFront = 1.104;
centerToRear = 1.343;
frontOverhang = 0.828;
rearOverhang = 0.589;
vehicleWidth = 1.653;
vehicleHeight = 1.513;
vehicleLength = centerToFront + centerToRear + frontOverhang + rearOverhang;
hatchbackDims = vehicleDimensions(vehicleLength,vehicleWidth,vehicleHeight, ...
'FrontOverhang',frontOverhang,'RearOverhang',rearOverhang);

```

```

vehicleDims = [hatchbackDims.Length,hatchbackDims.Width,hatchbackDims.Height];
vehicleColor = [0.85 0.325 0.098];

% Estimation trajectory handle
markerSize = 3;
hold(player.Axes,'on');
estTrajHandle = scatter3(player.Axes,NaN,NaN,NaN,markerSize,vehicleColor,'filled');
hold(player.Axes,'off');

for frameIdx = 1:skipFrames:numFrames

    % Obtain the point clouds
    ptCloud = ptCloudArr(frameIdx);
    ptCloudProcessed = helperPreprocessPtCloud(ptCloud);

    % Obtain the pose
    poseIdx = floor((frameIdx-1)/skipFrames) + 1;
    pose = optimizedPoses(poseIdx, :);

    % Construct the rigidtform3d object required to concatenate point clouds.
    % This object holds the rigid transformation
    yaw = pose(3);
    rot = [cos(yaw) -sin(yaw) 0;...
          sin(yaw) cos(yaw) 0;...
          0 0 1];
    trans = [pose(1:2) sensorHeight];

    absPose = rigidtform3d(rot,trans);

    % Accumulated point cloud map
    ptCloudAccum = pccat([ptCloudAccum,ptctransform(ptCloudProcessed,absPose)]);

    % Update accumulated point cloud map
    view(player,ptCloudAccum);

    % Set viewing angle to top view
    view(player.Axes,2);

    % Convert current absolute pose of sensor to vehicle frame
    absVehiclePose = rigidtform3d( absPose.A * lidarToVehicleTform.A );

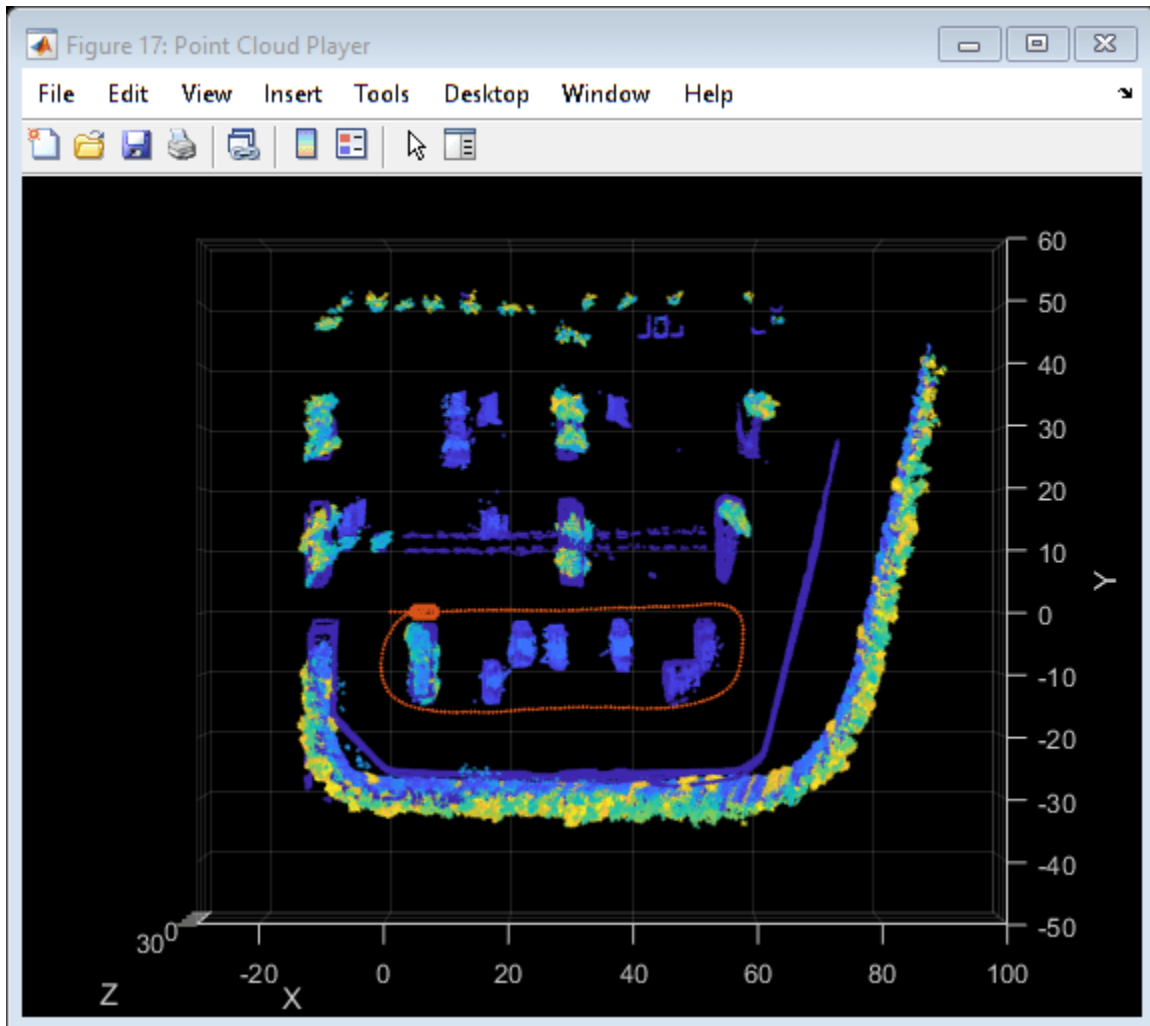
    % Draw vehicle at current absolute pose
    helperDrawVehicle(player.Axes,absVehiclePose,vehicleDims,'Color',vehicleColor);

    %
    estTrajHandle.XData(end+1) = trans(1);
    estTrajHandle.YData(end+1) = trans(2);
    estTrajHandle.ZData(end+1) = trans(3);

end

hold(player.Axes, 'off');

```



## References

[1] Dimitrievski, Martin, David Van Hamme, Peter Veelaert, and Wilfried Philips. "Robust Matching of Occupancy Maps for Odometry in Autonomous Vehicles." In *Proceedings of the 11th Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications*, 626-33. Rome, Italy: SCITEPRESS - Science and Technology Publications, 2016.

## Supporting Functions

**helperShowSceneImage** displays scene image.

**helperAddParkedVehicles** adds parked vehicles to the parking lot scene.

**helperPreprocessPtCloud** preprocesses the point cloud.

**helperCreateOccupancyGrid** creates an occupancy grid image from point cloud.

**helperDrawVehicle** draws a vehicle in the map.

**helperGetSceneImage** retrieves scene image and spatial reference.

**helperGetPointClouds** extracts an array of `pointCloud` objects that contain lidar sensor data.

```
function ptCloudArr = helperGetPointClouds(simOut)

% Extract signal
ptCloudData = simOut.ptCloudData.signals.values;

% Create a pointCloud array
ptCloudArr = pointCloud(ptCloudData(:,:, :,2)); % Ignore first frame
for n = 3 : size(ptCloudData,4)
    ptCloudArr(end+1) = pointCloud(ptCloudData(:,:, :,n)); %#ok<AGROW>
end

end
```

**helperGetLidarGroundTruth** Extract ground truth location and orientation.

```
function gTruth = helperGetLidarGroundTruth(simOut)
numFrames = size(simOut.lidarLocation.time,1);

gTruth = repmat(rigidTform3d, numFrames-1, 1);

for i = 2:numFrames
    gTruth(i-1).Translation = squeeze(simOut.lidarLocation.signals.values(:, :, i));
    % Ignore the roll and the pitch rotations since the ground is flat
    yaw = double(simOut.lidarOrientation.signals.values(:, 3, i));
    gTruth(i-1).R = [cos(yaw), -sin(yaw), 0; ...
                    sin(yaw), cos(yaw), 0; ...
                    0, 0, 1];
end

end
```

**helperGetGTPoseGraph** Obtain pose graph from Lidar ground truth

```
function gTPoseGraph = helperGetGTPoseGraph(gTruthLidar)

gTPoseGraph = poseGraph;
gTPoseGraph.addRelativePose([0 0 0]);

for idx = 3:numel(gTruthLidar)
    relTform = gTruthLidar(idx).T * inv(gTruthLidar(idx-1).T);
    relTrans = relTform(4, 1:2);
    relYaw = -atan2(relTform(2,1),relTform(1,1));

    gTPoseGraph.addRelativePose([relTrans relYaw]);
end

end
```

## See Also

### Functions

`pcdenoise` | `imregcorr` | `poseGraph` | `pcregistercorr`

### Objects

`lidarSLAM` | `rigidTform3d` | `pointCloud`



## **More About**

- “Build a Map from Lidar Data” on page 8-786
- “Lidar Localization with Unreal Engine Simulation” on page 8-944
- “Occupancy Grids” (Navigation Toolbox)
- “Perform SLAM Using 3-D Lidar Point Clouds” (Navigation Toolbox)
- “Design Lidar SLAM Algorithm Using Unreal Engine Simulation Environment” on page 8-934

## **External Websites**

- [Velodyne SLAM Dataset](#)

## Automate Testing for Vision Vehicle Detector

This example shows how to automate testing of a YOLOv2-based vehicle detector algorithm and the generated code by using Simulink® Test™. In this example, you:

- Assess the behavior of the YOLOv2-based vehicle detector algorithm on different test scenarios with different test requirements.
- Automate testing of the YOLOv2-based vehicle detector algorithm and the generated Math Kernel Library for Deep Neural Networks (MKL-DNN) code or CUDA code.

### Introduction

A vehicle detector is a fundamental perception component of an automated driving application. The detector analyzes images captured using a monocular camera sensor and returns information about the vehicles present in the image. You can design and simulate a vehicle detector using MATLAB® or Simulink, and then assess its accuracy using known ground truth. You can define system requirements to configure test scenarios for simulation. You can integrate the detector into an external software environment and deploy it to a vehicle through generated code. Code generation and verification of the Simulink model ensures functional equivalence between simulation and real-time implementation.

For information about how to design and generate code for a vehicle detector, see “Generate Code for Vision Vehicle Detector” on page 8-1108.

This example shows how to automate testing the vehicle detector and the code generation models against multiple scenarios using Simulink Test. The scenarios are based on system-level requirements. In this example, you:

- 1 Review requirements — Explore the test scenarios and review requirements that describe test conditions.
- 2 Review the test bench model — Review the vision vehicle detector test bench model, which contains metric assessments. These metric assessments integrate the test bench model with Simulink Test for automated testing.
- 3 Disable runtime visualizations — Disable runtime visualizations to reduce execution time for automated testing.
- 4 Automate testing — Configure a test manager to simulate each test scenario with the YOLOv2 vehicle detector, assess success criteria, and report the results. You can explore the results dynamically using the test manager and export them to a PDF for external review.
- 5 Automate testing with generated code — Configure the model to generate either MKL-DNN or CUDA code from the YOLOv2 vehicle detector, run automated tests on the generated code, and get coverage analysis results.
- 6 Automate testing in parallel — Reduce overall execution time for the tests by using parallel computing on a multicore computer.

In this example, you enable system-level simulation through integration with the Unreal Engine™ from Epic Games®. The 3D simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error("The 3D simulation environment requires a Windows 64-bit platform")
end
```

## Review Requirements

This example contains 10 test scenarios for evaluating the model. To define the high-level testing requirements for each scenario, use Requirements Toolbox™.

To explore the test requirements and test bench model, open a working copy of the project example files. MATLAB copies the files to an example folder so that you can edit them.


```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"))
helperDrivingProjectSetup("VisionVehicleDetector.zip",workDir=pwd);
```

Open the test requirements file.

```
open("VisionVehicleDetectorTestRequirements.slreqx")
```

You can also open the file using the **Requirements** tab of the **Requirements Manager** app in Simulink.

The screenshot shows the Requirements Editor interface. On the left, a tree view lists 10 scenarios under 'VisionVehicleDetectorTestRequirements'. The main panel displays details for 'Requirement: #14', which is 'scenario\_VVD\_01\_Curve\_FiveVehicles'. The 'Properties' section shows it is a 'Functional' requirement with 'Index: 1' and 'Custom ID: #14'. The 'Description' tab is active, showing a 'Test Description' and 'Test Requirements' table.

Test Description	Test Requirements
<p><b>Test YOLOv2 vehicle detector on a curved road</b></p>  <ul style="list-style-type: none"> <li>Test YOLOv2 vehicle detector on a curved road scenario with ego vehicle in the left lane.</li> <li>Initial velocity of ego vehicle is set to 14m/s.</li> <li>Four target vehicles are present in the scenario.</li> <li>Lead vehicle travels with 20m/s in ego lane and other vehicles travel with 14m/s in the lanes adjacent to ego lane.</li> </ul>	<ul style="list-style-type: none"> <li>Number of false positives should be less than 1</li> <li>Number of true positives should be less than the number of actors present in the frame.</li> <li>Sum of true positives and false negatives should be equal to number of actors present in the frame.</li> <li>Avg precision should be greater than 80%</li> <li>Avg miss rate should be less than 20%</li> </ul>

The panel displays information about the test scenarios and the test requirements in textual and graphical format.

- `scenario_VVD_01_Curve_FiveVehicles` — Curved road scenario with the ego vehicle in the left lane and four target vehicles traveling in adjacent lanes.
- `scenario_LFACC_01_Curve_DecelTarget` — Curved road scenario with a decelerating lead vehicle in the ego lane.
- `scenario_LFACC_02_Curve_AutoRetarget` — Curved road scenario with changing lead vehicles in the ego lane.
- `scenario_LFACC_03_Curve_StopnGo` — Curved road scenario with a lead vehicle slowing down in the ego lane.

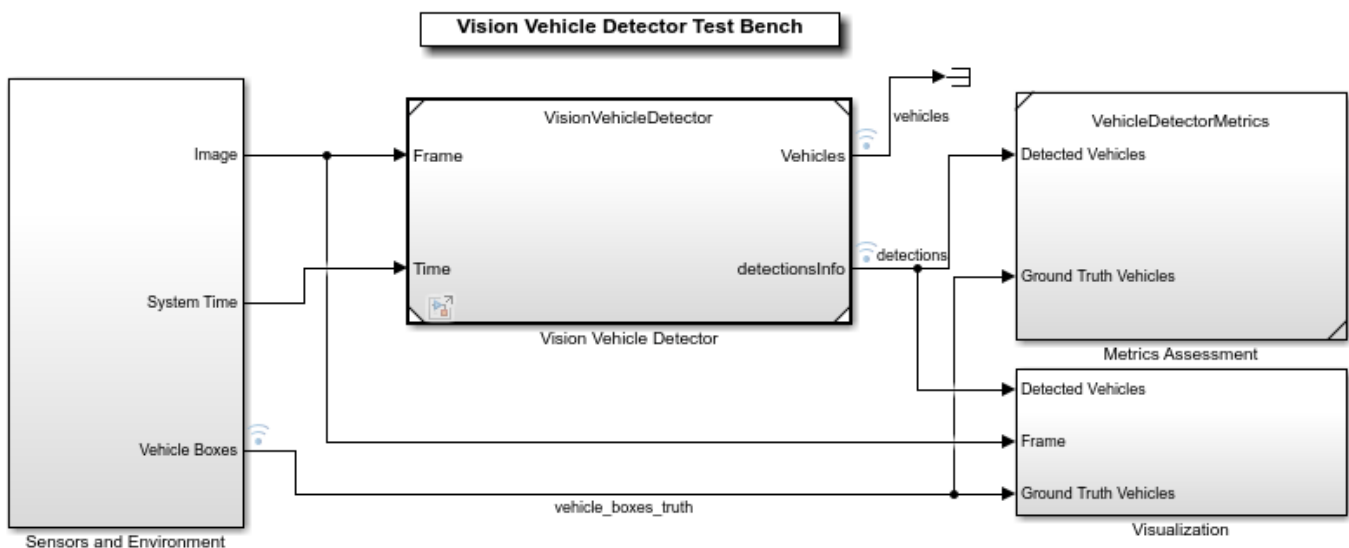
- `scenario_LFACC_04_Curve_CutInOut` — Curved road scenario with a lead vehicle cutting into the ego lane to overtake a slow-moving vehicle in the adjacent lane, and then cutting out of the ego lane.
- `scenario_LFACC_05_Curve_CutInOut_TooClose` — Curved road scenario with a lead vehicle cutting aggressively into the ego lane to overtake a slow-moving vehicle in the adjacent lane, and then cutting out of the ego lane.
- `scenario_LFACC_06_Straight_StopandGoLeadCar` — Straight road scenario with a lead vehicle that breaks down in the ego lane.
- `scenario_FVSF_01_Curve_FourVehicles` — Curved road scenario with a lead vehicle cutting out of the ego lane to overtake a slow-moving vehicle.
- `scenario_FVSF_02_Straight_FourVehicles` — Straight road scenario where non-ego vehicles vary their velocities.
- `scenario_FVSF_03_Curve_SixVehicles` — Curved road scenario where the ego car varies its velocity.

### Review Test Bench Model

The example reuses the model from “Generate Code for Vision Vehicle Detector” on page 8-1108.

Open the test bench model.

```
open_system("VisionVehicleDetectorTestBench")
```



To configure the test bench model, use the `helperSLVisionVehicleDetectorSetup` script. Specify a test scenario as input to the setup script by using the `scenarioFcnName` input argument. The value for `scenarioFcnName` must be one of the scenario names specified in the test requirements. Specify the detector variant name as `YOLOv2 Simulation` to use the YOLOv2 vehicle detector in normal mode and `YOLOv2 Code Generation` to use the YOLOv2 vehicle detector in software-in-the-loop (SIL) mode.

Run the setup script.

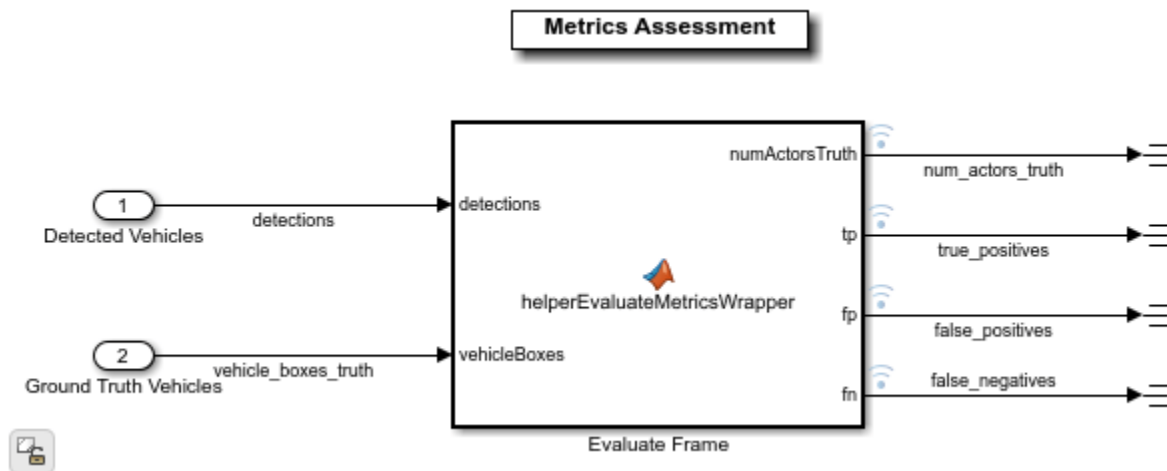
```
detectorVariantName = "YOLOv2 Simulation";
helperSLVisionVehicleDetectorSetup(scenarioFcnName="scenario_VVD_01_Curve_FiveVehicles", ...
    detectorVariantName=detectorVariantName)
```

You can now simulate the model and visualize the results. For more details on the simulation and analysis of the simulation results, see the “Generate Code for Vision Vehicle Detector” on page 8-1108.

This example focuses on automating the simulation runs to test the YOLOv2 vehicle detector on different driving scenarios by using Simulink Test. The Metrics Assessment subsystem outputs the required signals to compute the metrics.

Open the Metrics Assessment subsystem.

```
open_system("VisionVehicleDetectorTestBench/Metrics Assessment");
```



The Metric Assessment subsystem outputs these values:

- **Number of actors** — The number of vehicles in range of the camera sensor at any given time.
- **True positives** — The number of vehicles that the algorithm detects correctly.
- **False negatives** — The number of vehicles that are present, but that the algorithm does not detect.
- **False positives** — The number of vehicles that the algorithm detects when the vehicles are not present in reality.

The model logs the output results from the Metric Assessment subsystem to the base workspace variable `logout`. You can verify the performance of the YOLOv2 vehicle detector algorithm by validating and plotting the computed metrics. After the simulation, you can also compute average precision and average miss rate from these logged metrics, and verify the performance of the YOLOv2 vehicle detector using them.

### Disable Runtime Visualizations

The test bench model visualizes intermediate outputs during the simulation. These visualizations are not required when the tests are automated. You can reduce the execution time for automated testing by disabling them.

Disable runtime visualizations for the Vision Vehicle Detector subsystem.

```
load_system("VisionVehicleDetector")
blk = "VisionVehicleDetector/Vision Vehicle Detector/YOLOv2 Simulation/YOLOv2";
set_param(blk,EnableDisplay="off");
```

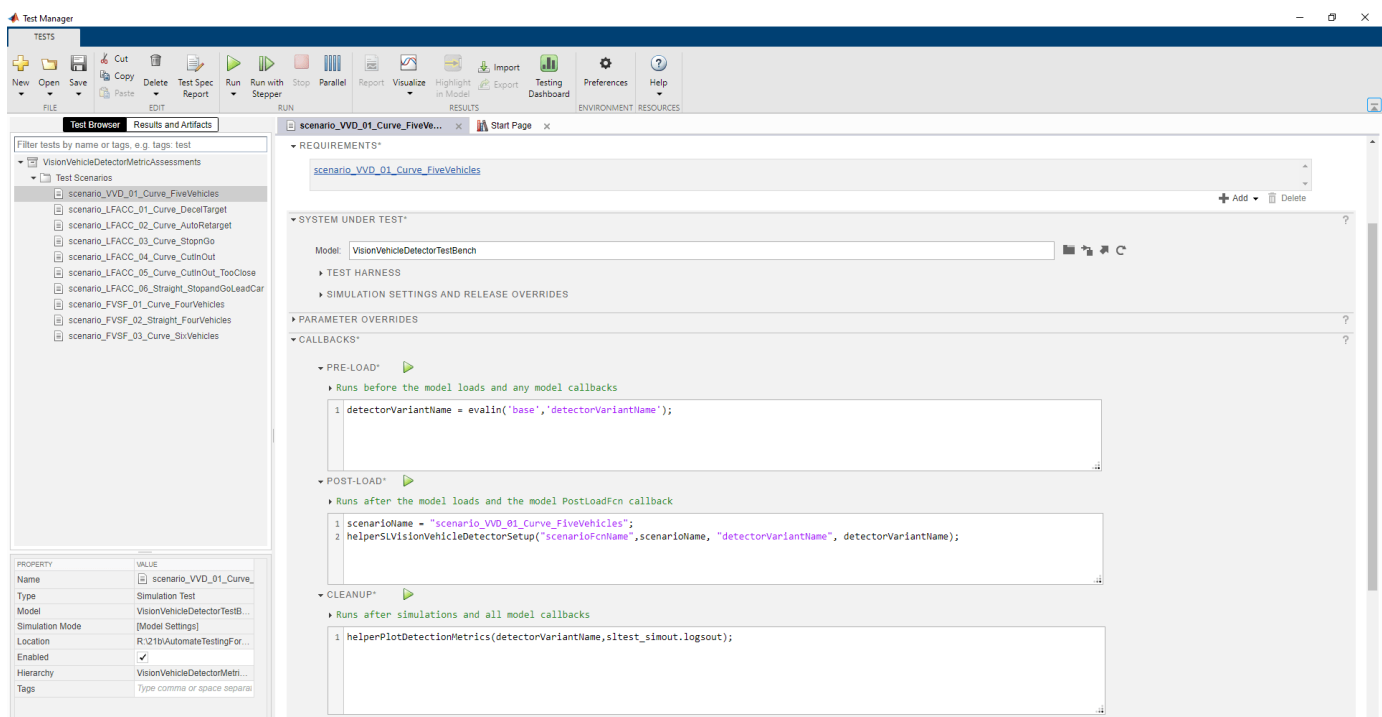
Configure the Simulation 3D Scene Configuration block to disable the 3D simulation window and run Unreal Engine in headless mode.

```
blk = "VisionVehicleDetectorTestBench/Sensors and Environment/Simulation 3D Scene Configuration"
set_param(blk,EnableWindow="off");
```

## Automate Testing

Open the `VisionVehicleDetectorMetricAssessments.mldatx` test file in the **Test Manager**. The **Test Manager** is configured to automate testing of the YOLOv2 vehicle detector algorithm.

```
sltestmgr
testFile = sltest.testmanager.load("VisionVehicleDetectorTestAssessments.mldatx");
```



The test cases in the **Test Manager** are linked to the test requirements in the **Requirements Editor**. Each test case uses the **POST-LOAD** callback to run the setup script with appropriate inputs. After simulating the test cases, the **Test Manager** invokes these assessments to evaluate the performance of the algorithm:

- **CLEANUP** — Invokes the `helperPlotDetectionMetrics` function to plot detection results from the Metric Assessment subsystem. For more information about these plots, see “Generate Code for Vision Vehicle Detector” on page 8-1108 example.
- **LOGICAL AND TEMPORAL ASSESSMENTS** — Invokes custom conditions to evaluate the algorithm.

- **CUSTOM CRITERIA** — Invokes the `helperVerifyPrecisionAndSensitivity` function to evaluate the precision and sensitivity metrics.

### Run and Explore Results for Single Test Scenario

Test the system-level model on the `scenario_VVD_01_Curve_FiveVehicles` scenario.

```
testSuite = getTestSuiteByName(testFile, "Test Scenarios");
testCase = getTestCaseByName(testSuite, "scenario_VVD_01_Curve_FiveVehicles");
resultObj = run(testCase);
```

Generate the test reports obtained after simulation.

```
sltest.testmanager.report(resultObj, "Report.pdf", ...
    Title="YOLOv2 Vehicle Detector", ...
    IncludeMATLABFigures=true, IncludeErrorMessage=true, ...
    IncludeTestResults=false, LaunchReport=true);
```

Examine `Report.pdf`. The `Test environment` section shows the platform on which the test is run and the MATLAB version used for testing. The `Summary` section shows the outcome of the test and the duration of the simulation in seconds. The `Results` section shows pass or fail results based on the logical and temporal assessment criteria. The customized criteria used to assess the algorithm for this test case are:

- 1 At any point of time, `TruePositives <= NumActorsTruth`
- 2 At any point of time, `FalsePositives <= 1`
- 3 At any point of time, `(TruePositives + FalseNegatives) == NumActorsTruth`

The report also displays the plots logged from the `helperPlotDetectionMetrics` function.

### Run and Explore Results for All Test Scenarios

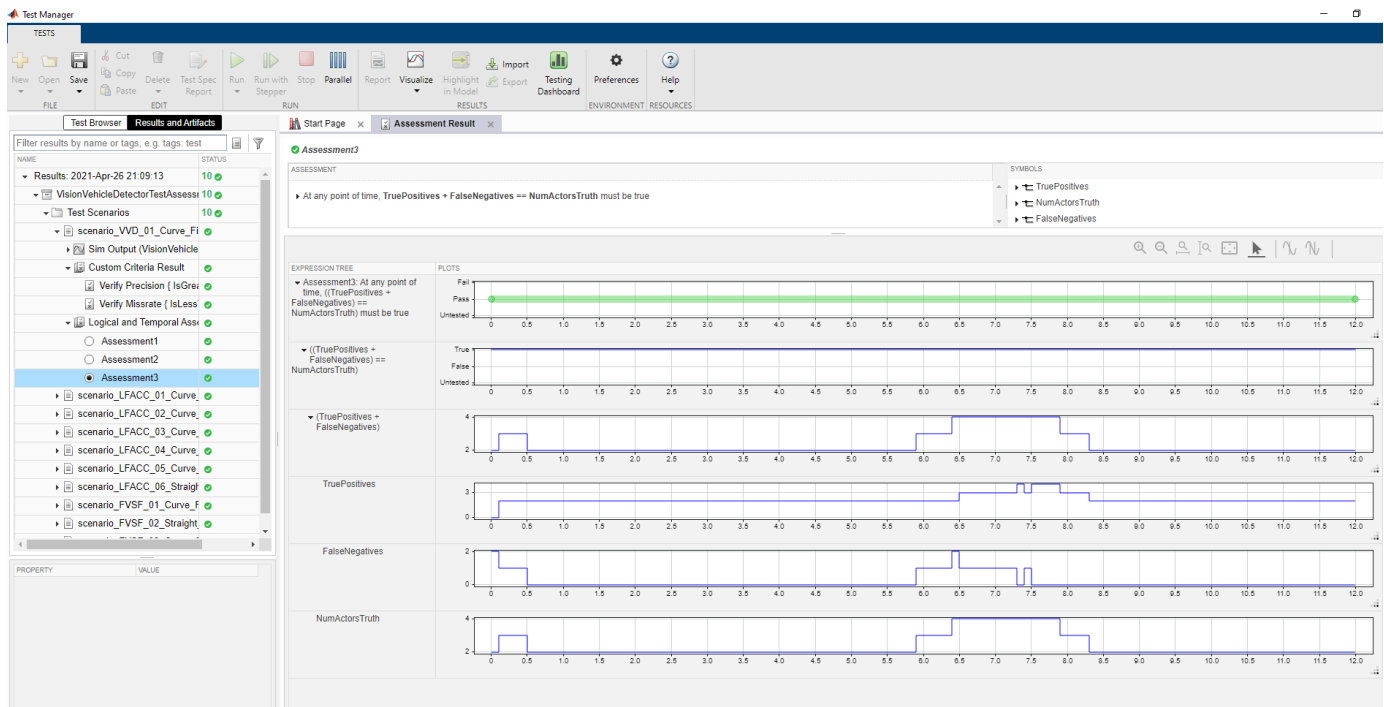
Run a simulation of the system for all the tests.

```
run(testFile)
```

Alternatively, you can select **Play** in the **Test Manager** app.

After completion of the test simulations, you can view the results for all the tests in the **Results and Artifacts** tab of the **Test Manager**. For each test case, check `Custom Criteria Result` and `Logical And Temporal Assessments`. You can visualize the overall pass or fail results.

## 8 Featured Examples



You can find the generated report in the current working directory. This report contains a detailed summary of the pass or fail statuses and plots for each test case.



**Summary**

Name	Outcome	Duration (Seconds)
 <a href="#">VisionVehicleDetectorMetricAssessments</a>	10 	938.155
 <a href="#">Test Scenarios</a>	10 	938.154
 <a href="#">scenario VVD 01 Curve FiveVehicles</a>		124.958
 <a href="#">scenario LFACC 01 Curve DecelTarget</a>		102.338
 <a href="#">scenario LFACC 02 Curve AutoRetarget</a>		59.832
 <a href="#">scenario LFACC 03 Curve StopnGo</a>		68.83
 <a href="#">scenario LFACC 04 Curve CutInOut</a>		86.421
 <a href="#">scenario LFACC 05 Curve CutInOut TooClose</a>		69.053
 <a href="#">scenario LFACC 06 Straight StopandGoLeadCar</a>		36.991
 <a href="#">scenario FVSF 01 Curve FourVehicles</a>		69.197
 <a href="#">scenario FVSF 02 Straight FourVehicles</a>		79.401
 <a href="#">scenario FVSF 03 Curve SixVehicles</a>		240.731

**Verify Test Status in Requirements Editor**

Open the **Requirements Editor** and select **Display**. Then, select **Verification Status** to see a verification status summary for each requirement. Green and red bars indicate the pass and fail status, respectively, for each simulation test result.

The screenshot shows the Requirements Editor interface. On the left, a table lists requirements with columns for Index, ID, Summary, and Verified. The main panel displays the details for Requirement 1, including its properties (Type: Functional, Index: 1, Custom ID: 1, Summary: scenario\_VVD\_01\_Curve\_FiveVehicles) and a test description. The test description includes a scenario on a curved road and a list of test requirements.

Index	ID	Summary	Verified
1	1	scenario_VVD_01_Curve_FiveVehicles	✓
2	2	scenario_LFACC_01_Curve_DecelTarget	✓
3	3	scenario_LFACC_02_Curve_AutoRetarget	✓
4	4	scenario_LFACC_03_Curve_StopnGo	✓
5	5	scenario_LFACC_04_Curve_CutInOut	✓
6	6	scenario_LFACC_05_Curve_CutInOut_TooClose	✓
7	7	scenario_LFACC_06_Straight_StopandGoLeadCar	✓
8	8	scenario_FVSF_01_Curve_FourVehicles	✓
9	9	scenario_FVSF_02_Straight_FourVehicles	✓
10	10	scenario_FVSF_03_Curve_SixVehicles	✓

**Requirement: 1**

**Details**

**Properties**

Type: Functional  
 Index: 1  
 Custom ID: 1  
 Summary: scenario\_VVD\_01\_Curve\_FiveVehicles

**Description**

**Test Description**

**Test YOLOv2 vehicle detector in stop and go test scenario on a curved road**

- Test YOLOv2 vehicle detector on a curved road scenario with ego vehicle in the left lane.
- Initial velocity of ego vehicle is set to 14m/s.
- Four target vehicles are present in the scenario.
- Lead vehicle travels with 20m/s in ego lane and other vehicles travel with 14m/s in the lanes adjacent to ego lane.

**Test Requirements**

- Number of false positives should be less than 5
- Number of true positives should be less than 5
- Number of misses should be less than 5
- Avg precision should be greater than 80%
- Avg miss rate should be less than 20%

Keywords:

Revision information:

**Links**

Verified by: scenario\_VVD\_01\_Curve\_FiveVehicles ✓

## Automate Testing with Generated Code

The VisionVehicleDetectorTestBench model enables generating either MKL-DNN code or CUDA code from a YOLOv2 Vehicle detector component to perform regression testing of these components using SIL verification.

### Configure YOLOv2 Detector to Generate MKL-DNN Code

If you have Embedded Coder™ and Simulink Coder™ licenses, you can generate MKLDNN code for the YOLOv2 vehicle detector. Set DLTargetLibrary to "MKL-DNN".

Configure the YOLOv2 vehicle detector to generate the MKL-DNN code.

```
set_param("VisionVehicleDetector", TargetLang="C++")
set_param("VisionVehicleDetector", GenerateGPUCode="None")
set_param("VisionVehicleDetector", DLTargetLibrary="MKL-DNN")
```

### Configure YOLOv2 Detector to Generate CUDA code

If you have GPU Coder™ and Simulink Coder licenses, you can generate CUDA code for the YOLOv2 vehicle detector. To verify that the compilers and libraries necessary for running this section are set up correctly, use the coder.checkGpuInstall function. Set DLTargetLibrary to either "cudnn" or "tensorrt", based on the availability of the relevant libraries on the target. For more details on

how to verify the GPU environment, see the “Generate Code for Vision Vehicle Detector” on page 8-1108 example.

Configure the model to generate the CUDA code.

```
set_param("VisionVehicleDetector", TargetLang="C++")
set_param("VisionVehicleDetector", GenerateGPUCode="CUDA")
set_param("VisionVehicleDetector", DLTargetLibrary="cuDNN")
```

Save the configured system using `save_system("VisionVehicleDetector")`.

### Configure and Simulate Model in SIL Mode for All Test Scenarios

Set the detector variant name to YOLOv2 Code Generation and the simulation mode of the model to SIL mode.

```
detectorVariantName = "YOLOv2 Code Generation";
model = "VisionVehicleDetectorTestBench/Vision Vehicle Detector";
set_param(model, SimulationMode="Software-in-the-loop")
```

Simulate system for all the test scenarios and generate the test report by using the MATLAB command: `run(testFile)`. Review the plots and results in the generated report.

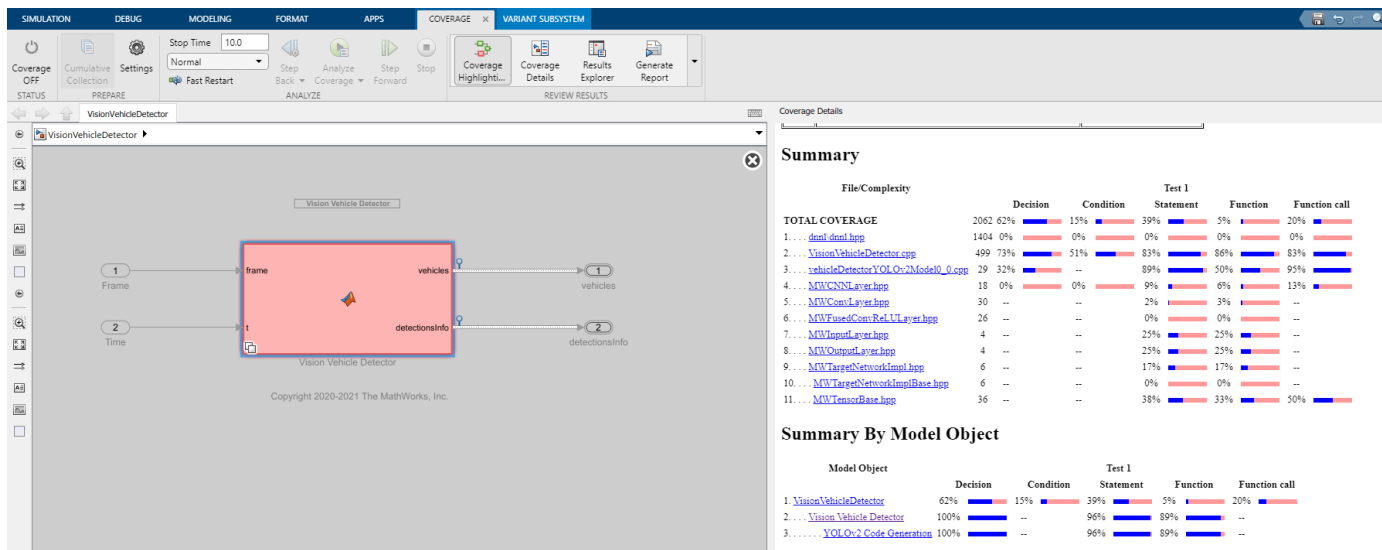
### Capture Coverage Results

If you have a Simulink Coverage™ license, you can get the code coverage analysis for the generated code to measure testing completeness. You can use coverage data to find gaps in testing, missing requirements, or unintended functionality. You can visualize the coverage results for individual test cases, as well as aggregated coverage results.

The screenshot displays the Test Manager application window. The left pane shows a tree view of test results for 'VisionVehicleDetectorMetricAssessments' with a status of 10/10. The right pane shows a detailed report for the same test, including a summary table and an aggregated coverage results table.

ANALYZED MODEL	REPORT	SIM MODE	COM.	DECISION	CONDITION	EXECUTION	FUNCTION	FUNCTION CALL
VisionVehicleDetector	ModelRefSIL	SIL	2062	62%	15%	39%	5%	20%
rtGetNaN.cpp	SIL	SIL	3	50%	--	93%	100%	0%
rtGetInf.cpp	SIL	SIL	6	50%	--	93%	100%	0%
rt_noninf.cpp	SIL	SIL	13	29%	33%	47%	100%	75%
rt_nonfinite.cpp	SIL	SIL	8	0%	--	32%	20%	86%
MWVoloSoftmaxLayerImpl.cpp	SIL	SIL	21...	1%	0%	2%	2%	2%
MWVoloSoftmaxLayer.cpp	SIL	SIL	20...	0%	--	2%	1%	2%
MWVoloExtractionLayerImpl.cpp	SIL	SIL	21...	3%	0%	3%	2%	5%
MWVoloExtractionLayer.cpp	SIL	SIL	21...	4%	--	2%	1%	2%
MWTensorBase.cpp	SIL	SIL	523	0%	0%	11%	4%	0%
MWTargetNetworkImpl.cpp	SIL	SIL	21...	22%	4%	9%	4%	5%
MWSigmoidLayerImpl.cpp	SIL	SIL	21...	1%	0%	1%	1%	1%

Click the `VisionVehicleDetector` link in **Test Manager** to view a detailed report of the coverage results.



## Automate Testing in Parallel

If you have a Parallel Computing Toolbox™ license, you can configure the test manager to execute tests in parallel using a parallel pool. To run the tests in parallel, disable the runtime visualizations and save the models using `save_system("VisionVehicleDetector")` and `save_system("VisionVehicleDetectorTestBench")`. **Test Manager** uses the default Parallel Computing Toolbox cluster and executes tests on only the local machine. Running tests in parallel speeds up execution and decreases the amount of time required for testing. For more information on how to configure tests in parallel using the **Test Manager**, see “Run Tests Using Parallel Execution” (Simulink Test).

## See Also

### More About

- “Generate Code for Vision Vehicle Detector” on page 8-1108
- “Automate Testing for Forward Vehicle Sensor Fusion” on page 8-1221
- “Highway Lane Following” on page 8-893
- “Highway Lane Change” on page 8-845

# Automate Testing for Forward Vehicle Sensor Fusion

This example shows how to automate testing of a forward vehicle sensor fusion algorithm and its generated code by using Simulink® Test™. In this example, you:

- Assess the behavior of a sensor fusion and tracking algorithm on different test scenarios with different test requirements.
- Automate testing of the sensor fusion and tracking algorithm and the generated code for the algorithm.

## Introduction

The sensor fusion and tracking algorithm is a fundamental perception component of an automated driving application. The tracker analyzes the sensor data and tracks the objects on the road. You can design, simulate, and evaluate the performance of a sensor fusion and tracking algorithm using MATLAB® and Simulink®. You can define system requirements to configure test scenarios for simulation. You can integrate the sensor fusion and tracking algorithm in an external software environment and deploy it to a vehicle through C++ code generation. Code generation and verification of the Simulink model ensures functional equivalence between simulation and real-time implementation. Automatically running these simulations enables regression testing to verify system-level functionality.

For information about how to design a sensor fusion and tracking algorithm, see the “Forward Vehicle Sensor Fusion” on page 8-1100 example. This example shows how to automate testing the sensor fusion and tracking algorithm against multiple scenarios using Simulink Test. The scenarios are based on system-level requirements. In this example, you:

- Review requirements — Explore the test scenarios and review the requirements that describe the test conditions.
- Review the test bench model — Review the forward vehicle sensor fusion test bench model, which contains metric assessments. These metric assessments integrate the test bench model with Simulink Test for automated testing.
- Disable runtime visualizations — Disable runtime visualizations to reduce execution time for automated testing.
- Automate testing — Configure the test manager to simulate each test scenario, assess success criteria, and report the results. You can explore the results dynamically using the test manager and export to a PDF for external reviews.
- Automate testing with generated code — Configure the forward vehicle sensor fusion component to generate C++ code. Run automated tests on the generated code and verify behavior.
- Automate testing in parallel — Increase overall execution speed for the tests by using parallel computing on a multicore computer.

In this example, you enable system-level simulation through integration with the Unreal Engine® from Epic Games®. The 3D simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error("The 3D simulation environment requires a Windows 64-bit platform")
end
```

## Review Requirements

This example provides 11 test scenarios for evaluating the model. To define the high-level testing requirements for each scenario, use Requirements Toolbox™. To explore the test requirements, open a working copy of the project example files. MATLAB copies the files to an example folder so that you can edit them.

Open the project and the test requirements file.

```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"))
helperDrivingProjectSetup("FVSensorFusion.zip",workDir=pwd)
open("ForwardVehicleSensorFusionTestRequirements.slreqx")
```

You can also open the file using the **Requirements** tab of the **Requirements Manager** app in Simulink.

The screenshot shows the Requirements Editor window. On the left, a table lists 11 scenarios. The right pane shows the details for Requirement #3, including its properties (Functional, Index 3, Custom ID #3) and a detailed view with a diagram and test requirements.

Index	Summary
1	scenario_LFACC_01_Curve_DecelTarget
2	scenario_LFACC_02_Curve_AutoRetarget
3	scenario_LFACC_03_Curve_StopnGo
4	scenario_LFACC_04_Curve_CutInOut
5	scenario_LFACC_06_Straight_StopandGoLeadCar
6	scenario_LFACC_05_Curve_CutInOut_TooClose
7	scenario_FVSF_01_Curve_FourVehicles
8	scenario_FVSF_02_Straight_FourVehicles
9	scenario_FVSF_03_Curve_SixVehicles
10	scenario_FVSF_04_Straight_ThreeVehicles
11	scenario_FVSF_05_Straight_TwoVehicles

**Requirement: #3**

**Properties**

- Type: Functional
- Index: 3
- Custom ID: #3
- Summary: scenario\_LFACC\_03\_Curve\_StopnGo

**Test Description**

**Stop and go test in curved road**

- Test forward vehicle sensor fusion on a curved road scenario with ego vehicle in the left lane and other five vehicles in the scenario.
- Lead vehicle travels with initial velocity for 4s, then slows down to 8m/s and after 10s increase its velocity to 13m/s

**Test Requirements**

The maximum expected GOSPA value should not exceed 40, given the GOSPA properties as below,

- Alpha = 2
- Order = 2
- Switching Penalty = 0
- Cut Off Distance = 30

Keywords:

Revision information:

Links

Comments

The panel displays information about the test scenarios and the test requirements in textual and graphical format. To test a sensor fusion and tracking algorithm, use these scenario files.

- `scenario_LFACC_01_Curve_DecelTarget` — Curved road scenario with a decelerating lead vehicle in the ego lane.
- `scenario_LFACC_02_Curve_AutoRetarget` — Curved road scenario with changing lead vehicles in the ego lane. This scenario tests the ability of the ego vehicle to retarget to a new lead vehicle while driving along a curve.
- `scenario_LFACC_03_Curve_StopnGo` — Curved road scenario with a lead vehicle slowing down in the ego lane.

- `scenario_LFACC_04_Curve_CutInOut` — Curved road scenario with a lead vehicle cutting into the ego lane to overtake a slow-moving vehicle in the adjacent lane, and then cutting out of the ego lane.
- `scenario_LFACC_05_Curve_CutInOut_TooClose` — Curved road scenario with a lead car cutting aggressively into the ego lane.
- `scenario_LFACC_06_Straight_StopandGoLeadCar` — Straight road scenario with a lead vehicle that breaks down in the ego lane.
- `scenario_FVSF_01_Curve_FourVehicles` — Curved road scenario with a lead car cutting out of the ego lane to overtake a slow-moving car.
- `scenario_FVSF_02_Straight_FourVehicles` — Straight road scenario where non-ego vehicles vary their velocity.
- `scenario_FVSF_03_Curve_SixVehicles` — Curved road scenario where the ego car varies its velocity.
- `scenario_FVSF_04_Straight_ThreeVehicles` — Straight road scenario with the ego car and two target vehicles. The lead vehicle travels in the ego lane and the other target vehicle travels in the adjacent right lane.
- `scenario_FVSF_05_Straight_TwoVehicles` — Straight road scenario with the ego vehicle and a target vehicle that travels in the adjacent lane to the right of the ego lane.

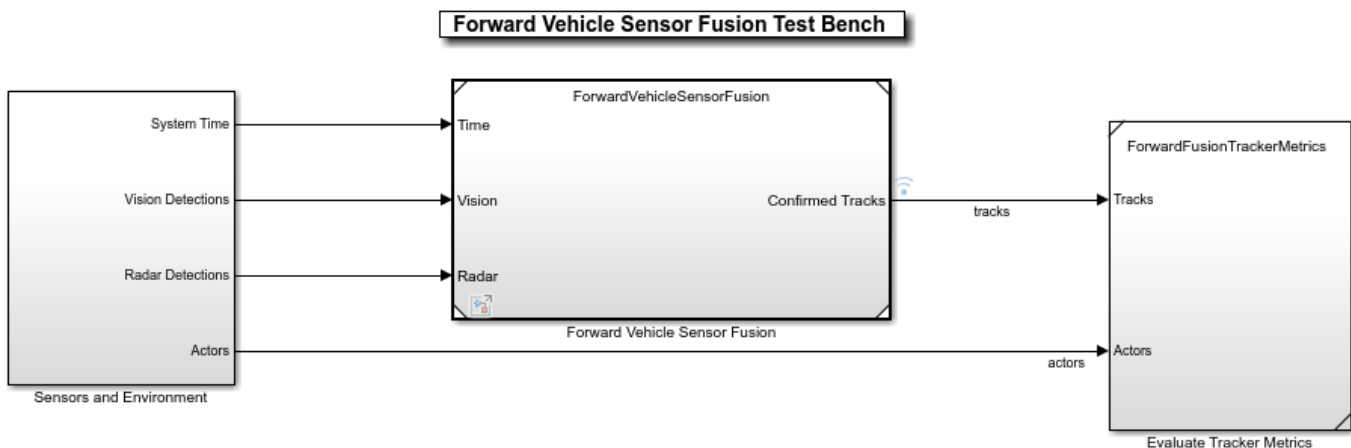
These test scenarios have the same names as the scenarios used in the `ForwardVehicleSensorFusionTestBench` model.

### Review Test Bench Model

This example reuses the `ForwardVehicleSensorFusionTestBench` model from the “Forward Vehicle Sensor Fusion” on page 8-1100 example.

Open the test bench model.

```
open_system("ForwardVehicleSensorFusionTestBench")
```



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To configure the test bench model, use the `helperSLForwardVehicleSensorFusionSetup` script. Specify a test scenario as input to the setup script by using the `scenarioFcnName` input argument. The value for `scenarioFcnName` must be one of the scenario names specified in the test requirements.

Run the setup script.

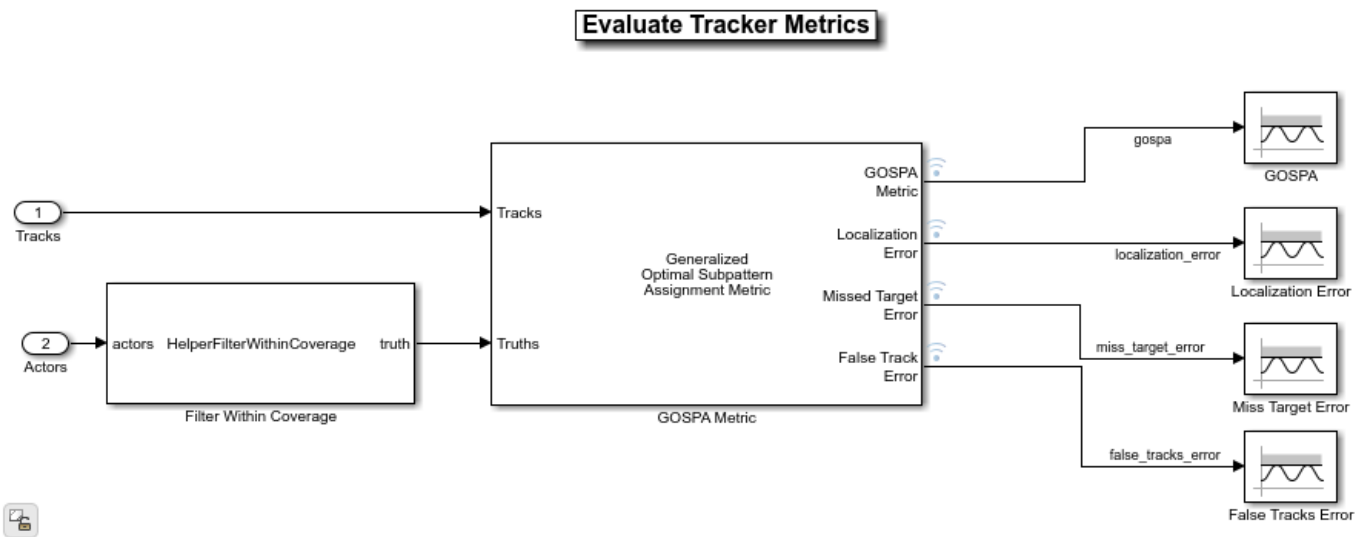
```
helperSLForwardVehicleSensorFusionSetup(scenarioFcnName="scenario_LFACC_03_Curve_StopnGo")
```

You can now simulate the model and visualize the results. For more details on the simulation and analysis of the simulation results, see the “Forward Vehicle Sensor Fusion” on page 8-1100 example.

This example focuses on automating the simulation runs to test the sensor fusion and tracking algorithm on different driving scenarios by using Simulink Test. The `Evaluate Tracker Metrics` subsystem integrates the component-level metric evaluations with Simulink Test by using the Check Static Upper Bound block.

Open the `Evaluate Tracker Metrics` subsystem.

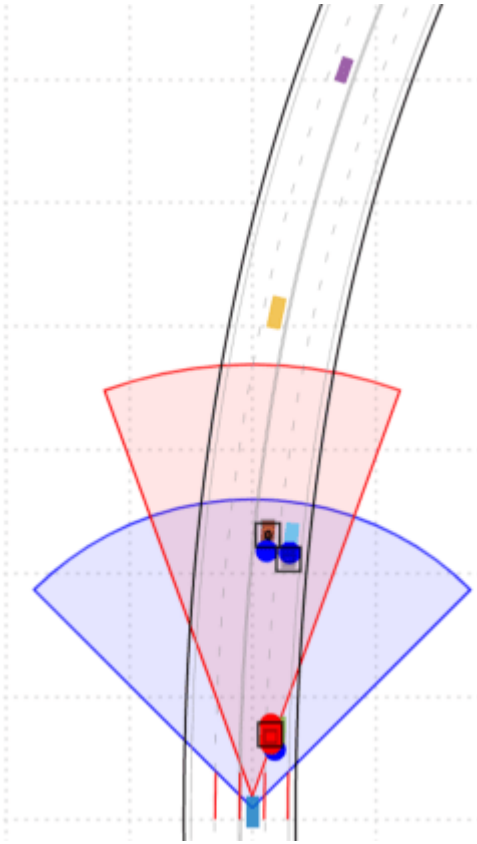
```
open_system("ForwardVehicleSensorFusionTestBench/Evaluate Tracker Metrics")
```



The `Evaluate Tracker Metrics` subsystem outputs the generalized optimal subpattern assignment (GOSPA) metric and its components.

The `Filter Within Coverage` block removes the actors that are outside the coverage area of the sensors from the ground truth information. As shown in this figure, the block removes the purple and yellow vehicles from the truth list as these vehicles are not within the coverage areas of both the sensors. The `GOSPA Metric` block uses the filtered actors to compute the GOSPA metric and its components. The model logs the output results from the `Evaluate Tracker Metrics` subsystem to the base workspace variable `logstdout`. You can verify the performance of the sensor fusion and tracking algorithm by validating and plotting the GOSPA metrics computed during the simulation. For more details on GOSPA metrics, see `trackGOSPAMetric` (Sensor Fusion and Tracking Toolbox).





### Disable Runtime Visualizations

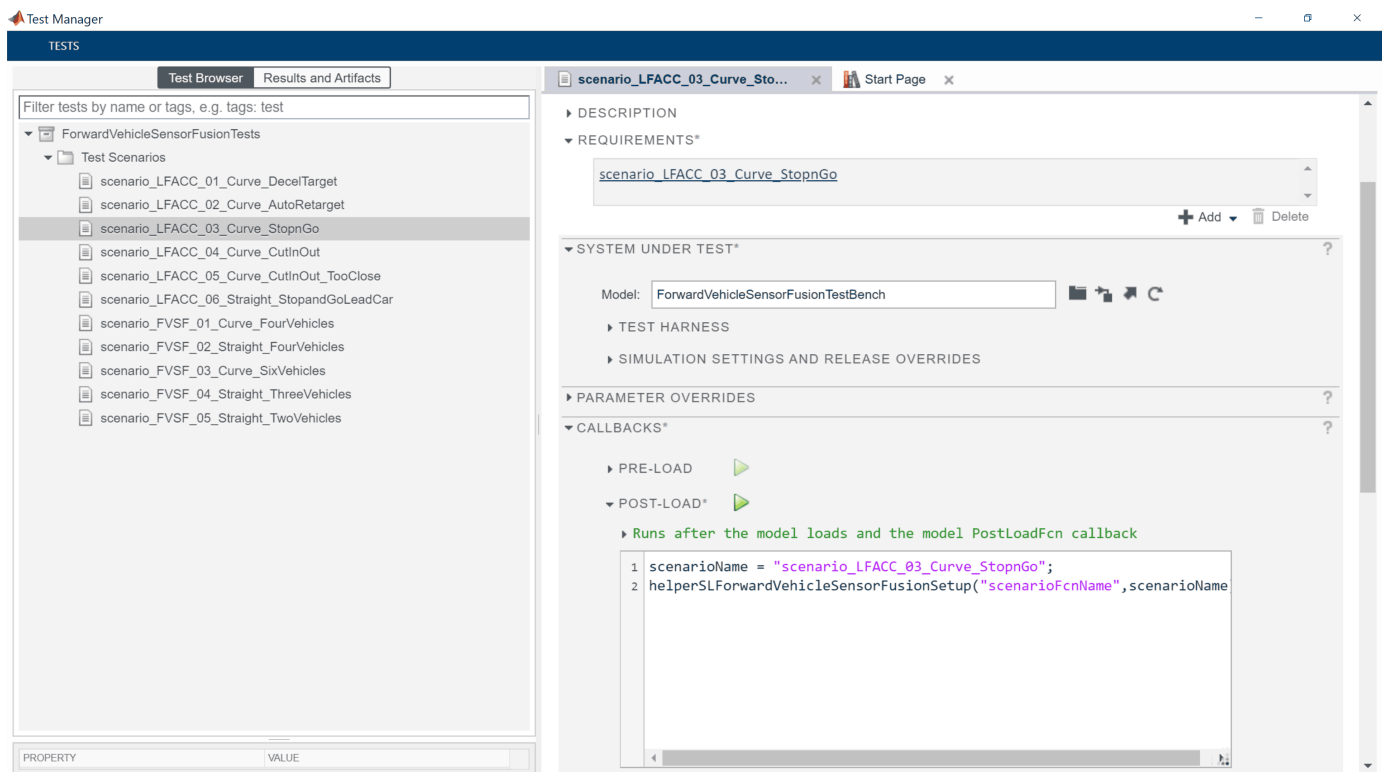
The test bench model opens an Unreal Engine simulation window for visualizing the scenario. You do not require this window while running automated tests. Configure the Simulation 3D Scene Configuration block to run the Unreal Engine in headless mode, where the 3D simulation window is disabled.

```
blk = ['ForwardVehicleSensorFusionTestBench/Sensors and Environment/', ...
      'Simulation 3D Scene Configuration'];
set_param(blk, EnableWindow="off")
```

### Automate Testing

Open the `ForwardVehicleSensorFusionTests.mldatx` test file in the **Test Manager**. The **Test Manager** is configured to automate the testing of the sensor fusion and tracking algorithm.

```
sltestmgr
testFile = sltest.testmanager.load("ForwardVehicleSensorFusionTests.mldatx");
```



The test cases in the **Test Manager** are linked to the test requirements in the **Requirements Editor**. Each test case uses the POST-LOAD callback to run the setup script with appropriate inputs. After simulating the test case, the **Test Manager** invokes the `helperPlotForwardVehicleSensorFusionResults` function from the CLEANUP callback to generate the plots for GOSPA and its components from the Evaluate Tracker Metrics subsystem. For more information about these plots, see the “Forward Vehicle Sensor Fusion” on page 8-1100 example.

### Run and Explore Results for Single Test Scenario

Test the system-level model on the `scenario_LFACC_03_Curve_StopnGo` scenario.

```

testSuite = getTestSuiteByName(testFile, "Test Scenarios");
testCase = getTestCaseByName(testSuite, "scenario_LFACC_03_Curve_StopnGo");
resultObj = run(testCase);

```

Generate the test reports obtained after the simulation.

```

sltest.testmanager.report(resultObj, "Report.pdf", ...
Title="Forward Vehicle Sensor Fusion", ...
IncludeMATLABFigures=true, IncludeErrorMessages=true, ...
IncludeTestResults=false, LaunchReport=true);

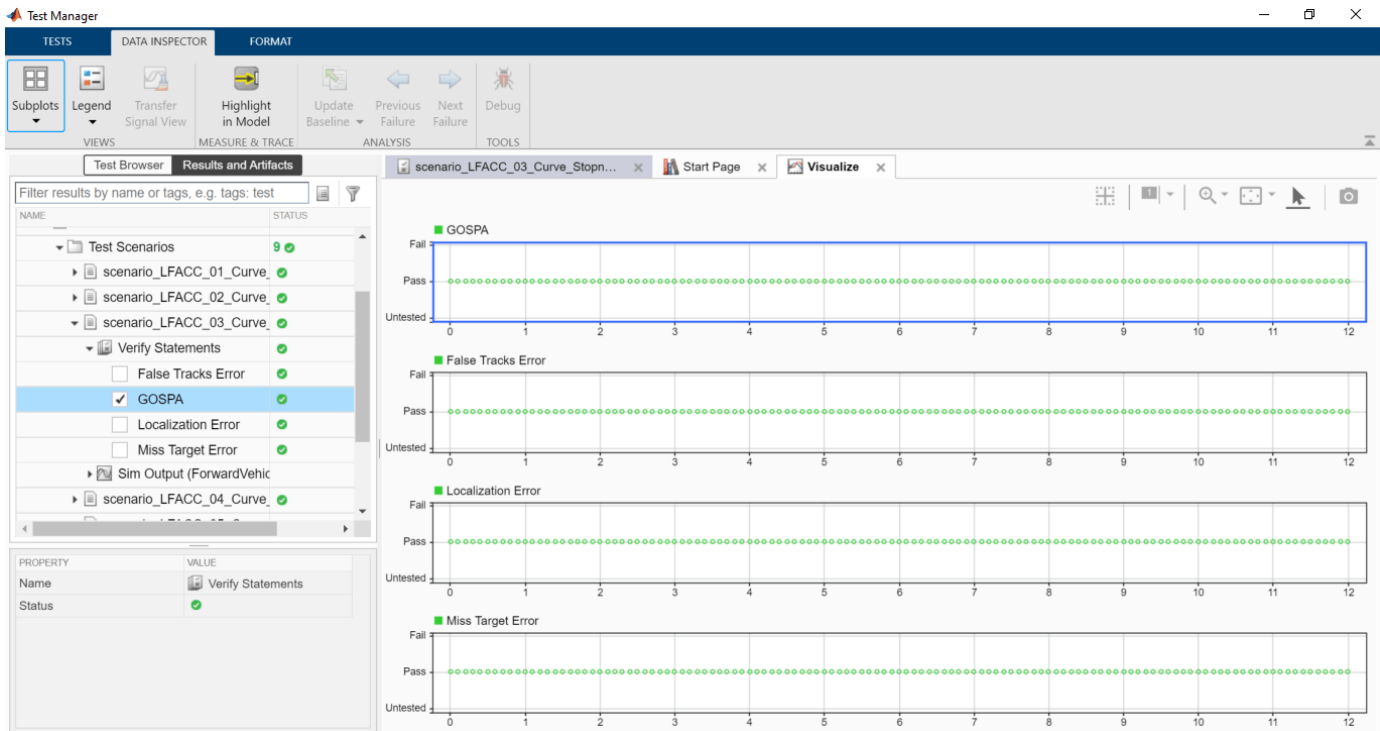
```

Examine `Report.pdf`. The Test environment section shows the platform on which the test is run and the MATLAB version used for testing. The Summary section shows the outcome of the test and the duration of the simulation in seconds. The Results section shows pass or fail results based on the assessment criteria, and displays the plots logged from the `helperPlotForwardVehicleSensorFusionResults` function.

## Run and Explore Results for All Test Scenarios

Run a simulation of the system for all the tests by using the `run(testFile)` command. Alternatively, you can click **Play** in the **Test Manager** app.

View the results in the **Results and Artifacts** tab of the **Test Manager**. For each test case, the Check Static Upper Bound blocks in the model are associated with the **Test Manager**. This association enables you to visualize the overall pass or fail results.



You can find the generated report in your current working directory. This report contains a detailed summary of the pass or fail statuses and plots for each test case.

## Summary


Name	Outcome	Duration (Seconds)
 <a href="#">ForwardVehicleSensorFusionTests</a>	11 	774.211
 <a href="#">Test Scenarios</a>	11 	774.21
 <a href="#">scenario LFACC 01 Curve DecelTarget</a>		94.202
 <a href="#">scenario LFACC 02 Curve AutoRetarget</a>		57.59
 <a href="#">scenario LFACC 03 Curve StopnGo</a>		65.584
 <a href="#">scenario LFACC 04 Curve CutInOut</a>		81.32
 <a href="#">scenario LFACC 05 Curve CutInOut TooClose</a>		73.38
 <a href="#">scenario LFACC 06 Straight StopandGoLeadCar</a>		44.701
 <a href="#">scenario FVSF 01 Curve FourVehicles</a>		64.187
 <a href="#">scenario FVSF 02 Straight FourVehicles</a>		70.916
 <a href="#">scenario FVSF 03 Curve SixVehicles</a>		76.121
 <a href="#">scenario FVSF 04 Straight ThreeVehicles</a>		74.746
 <a href="#">scenario FVSF 05 Straight TwoVehicles</a>		71.042

### Verify Test Status in Requirements Editor

Open the **Requirements Editor** and select **Display**. Then, select **Verification Status** to see a verification status summary for each requirement. Green and red bars indicate the pass or fail status, respectively, for each simulation test result.

The screenshot shows the Requirements Editor interface. On the left, a table lists requirements with their indices and verification status. Requirement #3 is highlighted. On the right, the details for requirement #3 are shown, including its type (Functional), index (3), and custom ID (#3). The description is split into two columns: 'Test Description' and 'Test Requirements'. The test description includes a 3D visualization of a car in a curved road and a bullet point: 'Test forward vehicle sensor fusion on a'. The test requirements table lists parameters: Alpha = 2, Order = 2, Switching Penalty = 0, and Cut Off Distance = 30.

Index	Summary	Verified
1	scenario_LFACC_01_Curve_DecelTarget	✓
2	scenario_LFACC_02_Curve_AutoRetarget	✓
3	scenario_LFACC_03_Curve_StopnGo	✓
4	scenario_LFACC_04_Curve_CutInOut	✓
5	scenario_LFACC_06_Straight_StopandGoLeadCar	✓
6	scenario_LFACC_05_Curve_CutInOut_TooClose	✓
7	scenario_FVSF_01_Curve_FourVehicles	✓
8	scenario_FVSF_02_Straight_FourVehicles	✓
9	scenario_FVSF_03_Curve_SixVehicles	✓
10	scenario_FVSF_04_Straight_ThreeVehicles	✓
11	scenario_FVSF_05_Straight_TwoVehicles	✓

Test Description	Test Requirements
<p><b>Stop and go test in curved road</b></p>  <ul style="list-style-type: none"> <li>Test forward vehicle sensor fusion on a</li> </ul>	<p>The maximum expected GOSPA value should not exceed 40, given the GOSPA properties as below,</p> <p>Alpha = 2 Order = 2 Switching Penalty = 0 Cut Off Distance = 30</p>

## Automate Testing with Generated Code

The ForwardVehicleSensorFusionTestBench model enables regression testing of the Forward Vehicle Sensor Fusion component through software-in-the-loop (SIL) verification, and enables you to identify any issues in this component. This workflow enables you to verify that the generated code produces expected results that match the system-level requirements throughout the simulation.

Set the Forward Vehicle Sensor Fusion component to run in SIL mode.

```
model = "ForwardVehicleSensorFusionTestBench/Forward Vehicle Sensor Fusion";
set_param(model,SimulationMode="Software-in-the-loop");
```

Simulate the system for all test scenarios using the run(testFile) command. After the tests are complete, review the plots and results in the generated report.

## Capture Coverage Results

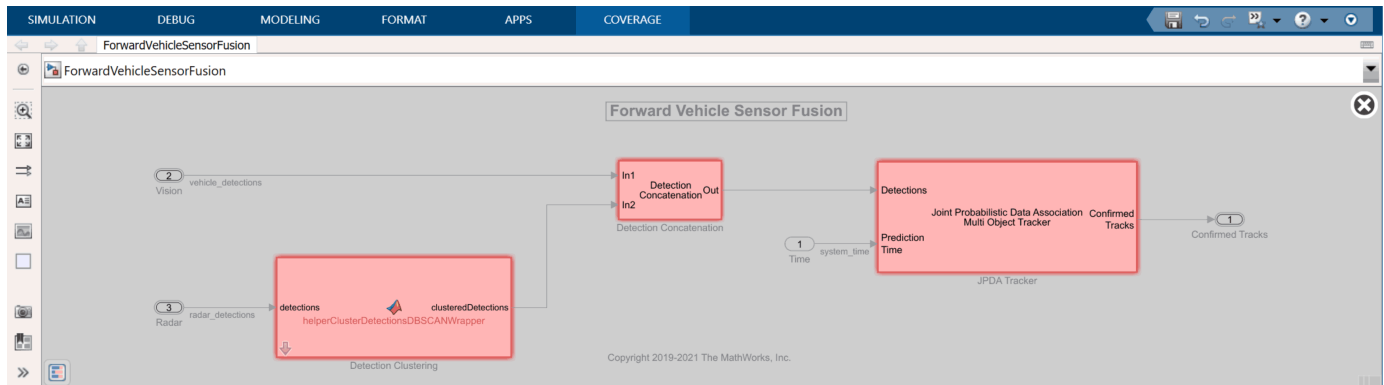
If you have a Simulink Coverage™ license, you can get the code coverage analysis for the generated code to measure the testing completeness. You can use the coverage data to find gaps in testing, missing requirements, or unintended functionality. You can visualize the coverage results for individual test cases, as well as aggregated coverage results.

## 8 Featured Examples

The screenshot shows the Test Manager interface. On the left, a tree view shows the test hierarchy: ForwardVehicleSensorFusionTests (11) > Test Scenarios (11) > scenario\_LFACC\_01\_Curve\_DeceITarget, scenario\_LFACC\_02\_Curve\_AutoRetarget, scenario\_LFACC\_03\_Curve\_StopnGo, scenario\_LFACC\_04\_Curve\_CutInOut, scenario\_LFACC\_05\_Curve\_CutInOut\_TooClose, scenario\_LFACC\_06\_Straight\_StopandGoLeadCar, scenario\_FVSF\_01\_Curve\_FourVehicles, scenario\_FVSF\_02\_Straight\_FourVehicles, scenario\_FVSF\_03\_Curve\_SixVehicles, scenario\_FVSF\_04\_Straight\_ThreeVehicles, scenario\_FVSF\_05\_Straight\_TwoVehicles. The right pane shows the 'AGGREGATED COVERAGE RESULTS' for 'ForwardVehicleSensorFusion' with the following table:

ANALYZED MODEL	REPORT	COMPLEXITY	DECISION	CONDITION	MCDC	EXECUTION	FUNCTION	FUNCTION CALL
ForwardVehicleSensorFusion	2315	69%	60%	27%	81%	91%	81%	

Select ForwardVehicleSensorFusion in the **AGGREGATED COVERAGE RESULTS** section of the test manager to view a detailed report of the coverage results.



### Summary

File/Complexity	Test 1						
	Decision	Condition	MCDC	Statement	Function	Function call	
<b>TOTAL COVERAGE</b>	2315	69%	60%	27%	81%	91%	81%
1. . . . ForwardVehicleSensorFusion.cpp	2298	69%	61%	28%	81%	92%	81%
2. . . . rtGetInf.cpp	6	50%	--	--	93%	100%	0%
3. . . . rtGetNaN.cpp	3	50%	--	--	93%	100%	0%
4. . . . rt_nonfinite.cpp	8	40%	31%	11%	72%	60%	86%

Ready 91% FixedStepAuto

## Automate Testing in Parallel

If you have a Parallel Computing Toolbox™ license, you can configure the test manager to execute tests in parallel using a parallel pool. To run the tests in parallel, disable the runtime visualizations and save the models using `save_system("ForwardVehicleSensorFusion")` and `save_system("ForwardVehicleSensorFusionTestBench")`. **Test Manager** uses the default Parallel Computing Toolbox cluster, and executes tests on only the local machine. Running tests in parallel speeds up execution and decreases the amount of time required for testing. For more information on how to configure tests in parallel using the **Test Manager**, see “Run Tests Using Parallel Execution” (Simulink Test).

## See Also

### More About

- “Forward Vehicle Sensor Fusion” on page 8-1100
- “Automate Real-Time Testing for Forward Vehicle Sensor Fusion” on page 8-1322
- “Automate Testing for Highway Lane Following Controls and Sensor Fusion” on page 8-1148
- “Highway Lane Following” on page 8-893
- “Highway Lane Change” on page 8-845

## Automate Testing for Highway Lane Following Controller

This example shows how to automate testing of a lane following controller and the generated code for this component by using Simulink® Test™. In this example, you:

- Assess the behavior of a lane following controller on different test scenarios with different test requirements.
- Automate testing of the lane following controller and the generated code for the reference model.

This example uses the lane following controller presented in the “Generate Code for Highway Lane Following Controller” on page 8-1135 example.

### Introduction

The lane following controller is a fundamental component in highway lane following applications. The lane following controller generates the steering angle and acceleration control commands for an ego vehicle by using lane and vehicle information along with a set speed. For more information about how to design a lane following controller and configure the model for C++ code generation, see the “Generate Code for Highway Lane Following Controller” on page 8-1135 example.

This example shows how to automate testing of the lane following controller against multiple scenarios by using Simulink Test. The scenarios are based on system-level requirements. It also shows how you can verify the generated code using software-in-the-loop (SIL) simulation. In this example, you:

- 1 Review requirements — The requirements describe system-level test conditions. Use simulation test scenarios to represent these conditions.
- 2 Review test bench model — The model contains controls, vehicle dynamics, and metrics to assess functionality. The metric assessments integrate the test bench model with Simulink Test for automated testing.
- 3 Disable runtime visualizations — Disable runtime visualizations to reduce the execution time for automated testing.
- 4 Automate testing — Configure a test manager to simulate each test scenario, assess success criteria, and report results. Explore the results dynamically in the test manager and export them to a PDF for external reviewers.
- 5 Automate testing with generated code — Configure the decision logic and controls components to generate C++ code. Run automated testing on the generated code to verify the behavior.
- 6 Automate testing in parallel — Reduce the overall execution time for running the tests by using parallel computing on a multicore computer.

In this example, you enable system-level simulation through integration with the Unreal Engine® from Epic Games®. The 3D simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error(['3D simulation is supported only on Microsoft',char(174),' Windows',char(174),'.'])
end
```

### Review Requirements

To explore the requirements, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.



```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"))
helperDrivingProjectSetup("HLFController.zip",workDir=pwd)
```

Requirements Toolbox™ enables you to author, analyze, and manage requirements within Simulink. This example contains 12 test scenarios, with high-level testing requirements defined for each scenario. Open the requirement set.

```
open("HighwayLaneFollowingControllerTestRequirements.slsrx")
```

Alternatively, you can open the file from the **Requirements** tab of the **Requirements Manager** app in Simulink.

Each row in this file specifies the testing requirements of the lane following controller component in textual and graphical formats. The scenarios with the `scenario_LF_` prefix enable you to test the lane following controller algorithm without obstruction by other vehicles. The scenarios with the `scenario_ACC_` prefix enable you to test adaptive cruise control (ACC) behavior with other vehicles on the road. The scenarios with the `scenario_LFACC_` prefix enable you to test lane following and ACC behavior with other vehicles on the road.

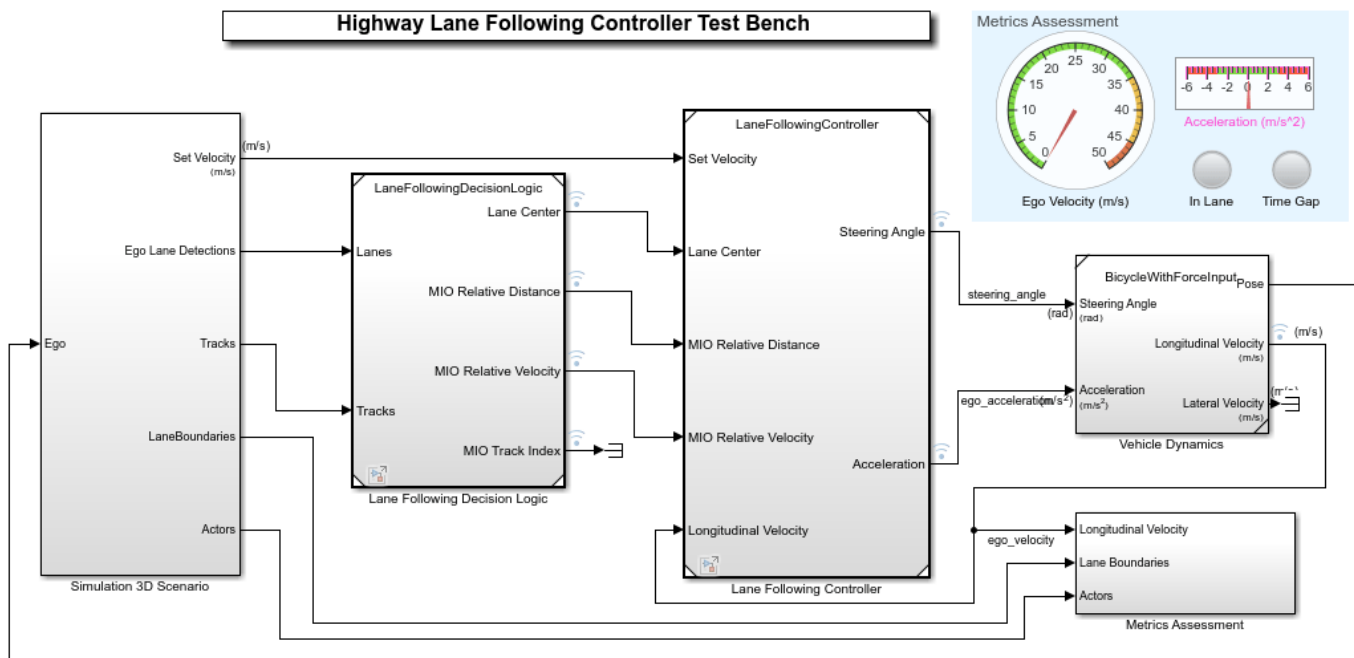
- `scenario_LF_01_Straight_RightLane` — Straight road scenario with the ego vehicle in the right lane.
- `scenario_LF_02_Straight_LeftLane` — Straight road scenario with the ego vehicle in the left lane.
- `scenario_LF_03_Curve_LeftLane` — Curved road scenario with the ego vehicle in the left lane.
- `scenario_LF_04_Curve_RightLane` — Curved road scenario with the ego vehicle in the right lane.

- `scenario_ACC_01_Straight_TargetDiscriminationTest` — Straight road scenario with two target vehicles, one in the ego lane and another one in an adjacent lane. This scenario tests the ability of the ego vehicle to identify the lead vehicle when there is another target vehicle that is traveling adjacent to the lead vehicle with the same speed.
- `scenario_ACC_02_Straight_StopnGo` — Straight road scenario with a decelerating lead vehicle in the ego lane.
- `scenario_LFACC_01_Curve_DecelTarget` — Curved road scenario with a decelerating lead vehicle in the ego lane.
- `scenario_LFACC_02_Curve_AutoRetarget` — Curved road scenario with changing lead vehicles in the ego lane. This scenario tests the ability of the ego vehicle to retarget to a new lead vehicle while driving along a curve.
- `scenario_LFACC_03_Curve_StopnGo` — Curved road scenario with a lead vehicle slowing down in the ego lane.
- `scenario_LFACC_04_Curve_CutInOut` — Curved road scenario with a fast-moving car in the adjacent lane that cuts into the ego lane, and then cuts out from the ego lane.
- `scenario_LFACC_05_Curve_CutInOut_TooClose` — Curved road scenario with a fast-moving car in the adjacent lane that cuts into the ego lane and cuts out from the ego lane aggressively.
- `scenario_LFACC_06_Straight_StopandGoLeadCar` — Straight road scenario with a broken down vehicle in the ego lane.

### Review Test Bench Model

Open the test bench model.

```
open_system("HighwayLaneFollowingControllerTestBench")
```



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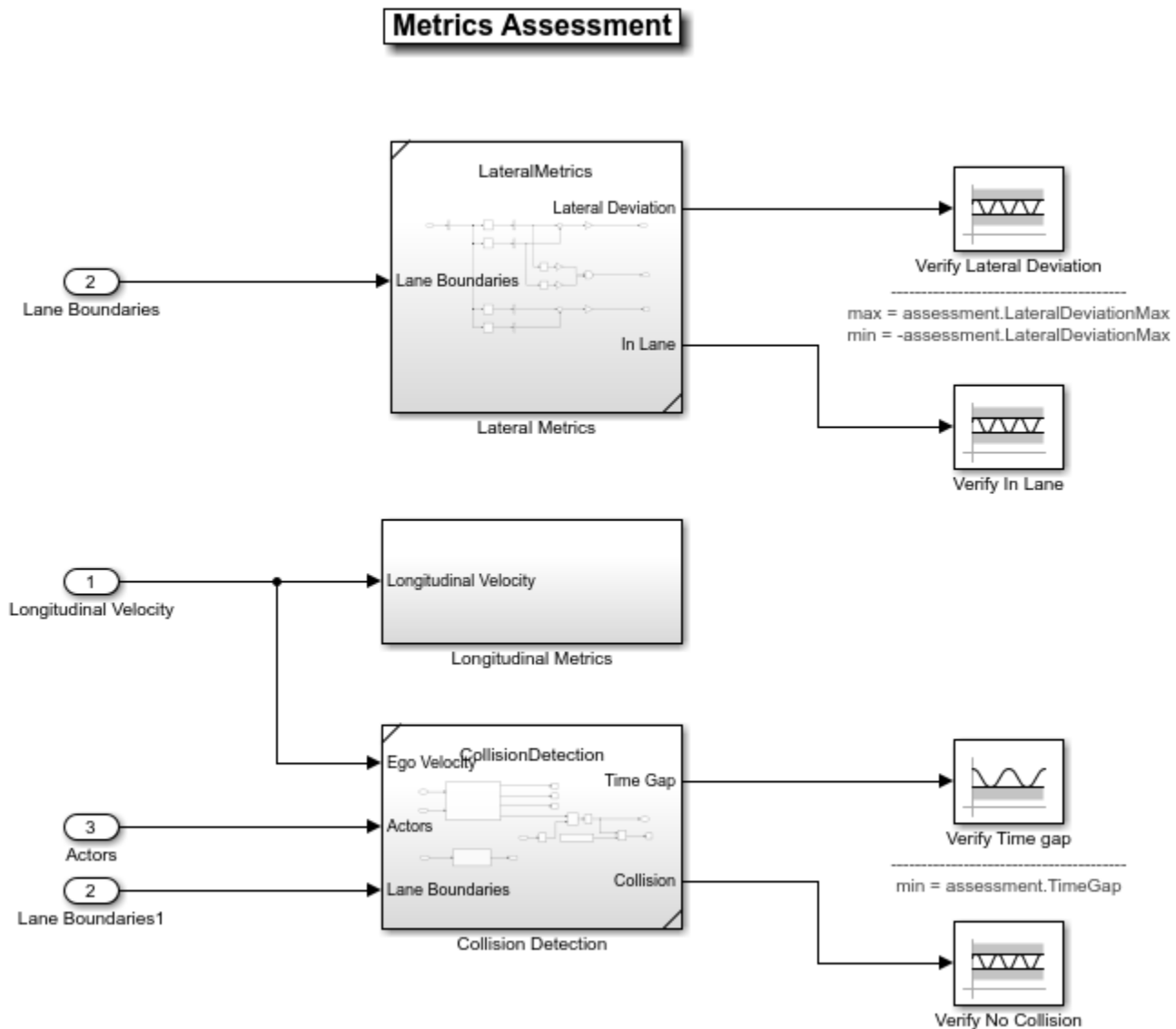
The test bench model contains these subsystems:

- **Simulation 3D Scenario** — Specifies the road, vehicles, and vision detection generator used for simulation.
- **Lane Following Decision Logic** — Specifies the lateral and longitudinal decision logic, and provides lane center information and most important object (MIO) related information to the controller.
- **Lane Following Controller** — Specifies the path-following controller that generates control commands to steer the ego vehicle.
- **Vehicle Dynamics** — Specifies the dynamic model for the ego vehicle.
- **Metrics Assessment** — Assesses system-level behavior.

The **Simulation 3D Scenario**, **Lane Following Decision Logic**, **Lane Following Controller**, **Vehicle Dynamics**, and **Metrics Assessment** subsystems are based on the subsystems used in the “Generate Code for Highway Lane Following Controller” on page 8-1135 example.

In this example, the focus is on automating the simulation runs for this test bench model using Simulink Test for the different test scenarios. The **Metrics Assessment** subsystem enables integration of system-level metric evaluations with Simulink Test. This subsystem uses Check Static Range (Simulink) blocks for this integration. Open the **Metrics Assessment** subsystem.

```
open_system("HighwayLaneFollowingControllerTestBench/Metrics Assessment")
```



In this example, four metrics are used to assess the lane following system.

- **Verify Lateral Deviation** — This block verifies that the lateral deviation from the center line of the lane is within the prescribed thresholds for the corresponding scenario. Define the thresholds when you author the test scenario.
- **Verify In Lane** — This block verifies that the ego vehicle is following one of the lanes on the road throughout the simulation.
- **Verify Time gap** — This block verifies that the time gap between the ego vehicle and the lead vehicle is more than 0.8 seconds. The time gap between the two vehicles is defined as the ratio of the calculated headway distance to the ego vehicle velocity.
- **Verify No Collision** — This block verifies that the ego vehicle does not collide with the lead vehicle at any point during the simulation.

## Disable Runtime Visualizations

The system-level test bench model opens an Unreal Engine simulation window for visualizing the scenario. This window is not required when the tests are automated.

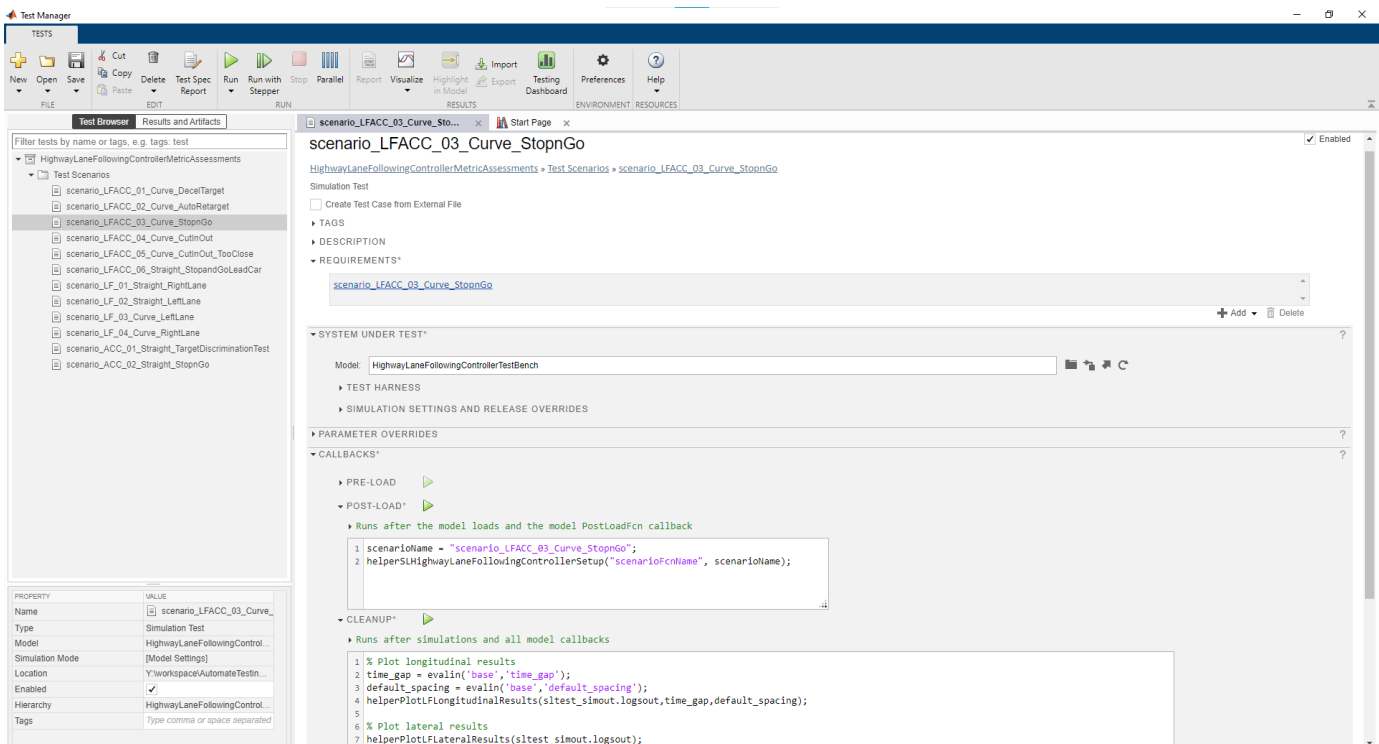
Configure the Simulation 3D Scene Configuration block to run the Unreal Engine in headless mode, where the 3D simulation window is disabled.

```
blk = "HighwayLaneFollowingControllerTestBench/Simulation 3D Scenario/Simulation 3D Scene Config";
set_param(blk,EnableWindow="off");
```

## Automate Testing

The **Test Manager** is configured to automate the testing of the lane following controller component. Open the HighwayLaneFollowingControllerMetricAssessments.mldatx test file in the **Test Manager**.

```
sltestmgr
sltest.testmanager.load("HighwayLaneFollowingControllerMetricAssessments.mldatx");
```



Observe the populated test cases previously authored in this file. These tests are configured to run the model.

Each test case uses the **POST-LOAD** callback to run the setup script with appropriate inputs. After the simulation of each test case, the **Test Manager** runs the script from the **CLEANUP** callback to generate the results plots.

## Run and Explore Results for Single Test Scenario

Turn off the update messages about model predictive control objects.

```
mpcverbosity("off");
```

Test the system-level model with the `scenario_LFACC_03_Curve_StopnGo` test scenario from Simulink Test.

```
testFile = sltest.testmanager.load("HighwayLaneFollowingControllerMetricAssessments.mldatx");
testSuite = getTestSuiteByName(testFile,"Test Scenarios");
testCase = getTestCaseByName(testSuite,"scenario_LFACC_03_Curve_StopnGo");
resultObj = run(testCase);
```

Generate a report after the simulation.

```
sltest.testmanager.report(resultObj,"Report.pdf", ...
    Title="Highway Lane Following Controller", ...
    IncludeMATLABFigures=true, ...
    IncludeErrorMessages=true, ...
    IncludeTestResults=false, ...
    LaunchReport=true);
```

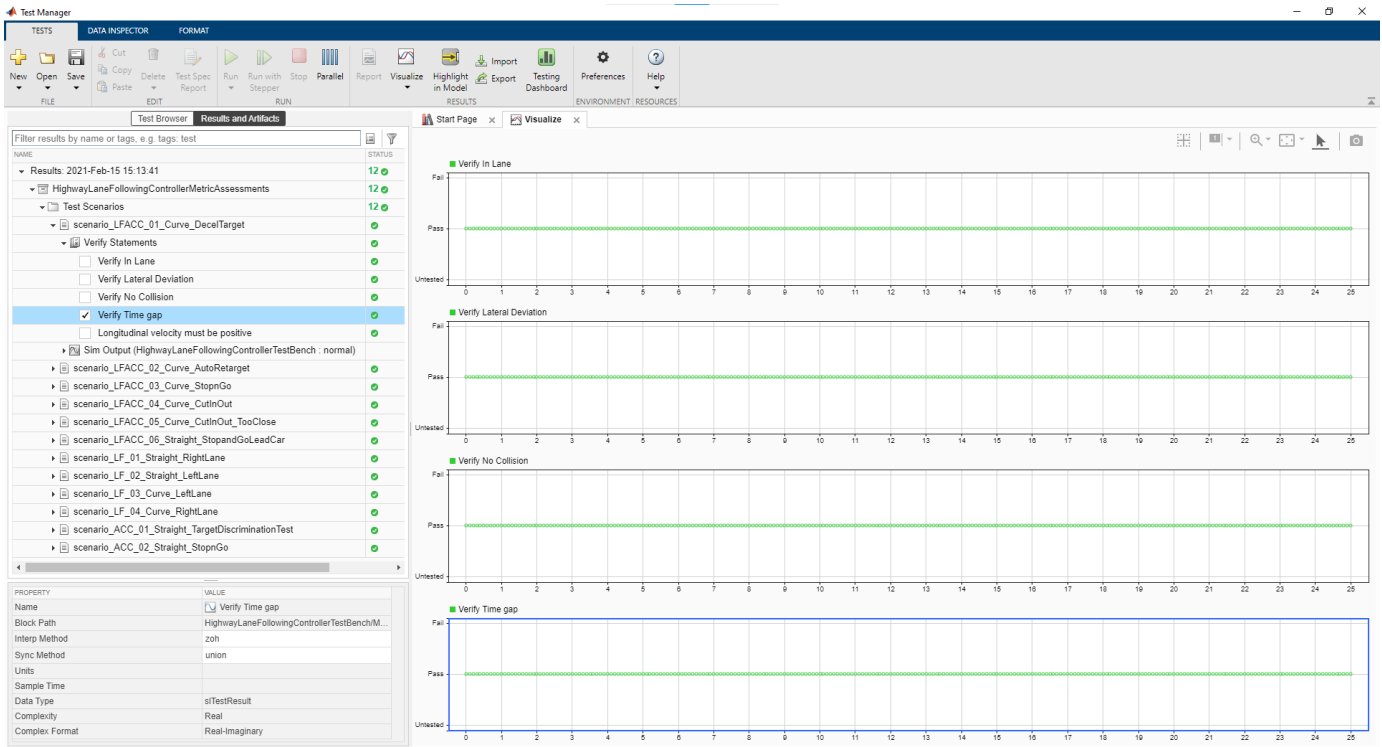
Examine `Report.pdf`. Observe that the `Test environment` section shows the platform on which the test is run and the MATLAB version used for testing. The `Summary` section shows the outcome of the test and duration of the simulation in seconds. The `Results` section shows pass or fail results based on the assessment criteria. This section also shows the logged plots from the **CLEANUP** callback commands.

If you have a license for Simulink Coverage™, you can get coverage results in the generated `Report.pdf` by enabling coverage settings in the **Test Manager** file. For more information, see the **Coverage Settings** section in “Specify Test Properties in the Test Manager” (Simulink Test). You can use coverage data to find gaps in testing, missing requirements, or unintended functionality.

### Run and Explore Results for All Test Scenarios






















Simulate the system for all the tests by using the `run(testFile)` command. Alternatively, you can simulate the system by selecting **Play** in the **Test Manager** app.

When the test simulations are complete, you can view the test results in the **Results and Artifacts** tab of the **Test Manager**. For each test case, the Check Static Range (Simulink) blocks in the model are associated with the **Test Manager**. This association enables you to visualize overall pass or fail results.



You can find the generated report in the current working directory. This report contains a detailed summary of the pass or fail statuses and plots for each test case.

## Summary

Name	Outcome	Duration (Seconds)
 <a href="#">HighwayLaneFollowingControllerMetricAssessments</a>	12 	760.882
 <a href="#">Test Scenarios</a>	12 	760.882
 <a href="#">scenario LFACC 01 Curve DecelTarget</a>		78.508
 <a href="#">scenario LFACC 02 Curve AutoRetarget</a>		63.516
 <a href="#">scenario LFACC 03 Curve StopnGo</a>		77.304
 <a href="#">scenario LFACC 04 Curve CutInOut</a>		67.768
 <a href="#">scenario LFACC 05 Curve CutInOut TooClose</a>		70.898
 <a href="#">scenario LFACC 06 Straight StopandGoLeadCar</a>		64.465
 <a href="#">scenario LF 01 Straight RightLane</a>		48.862
 <a href="#">scenario LF 02 Straight LeftLane</a>		42.762
 <a href="#">scenario LF 03 Curve LeftLane</a>		62.097
 <a href="#">scenario LF 04 Curve RightLane</a>		53.803
 <a href="#">scenario ACC 01 Straight TargetDiscriminationTest</a>		69.783
 <a href="#">scenario ACC 02 Straight StopnGo</a>		60.492

### Verify Test Status in Requirements Editor

Open the **Requirements Editor** and select **Display**. Then, select **Verification Status** to see a verification status summary for each requirement. The green and red bars indicate the respective pass or fail status of the simulation results for each test.



## Automate Testing with Generated Code

The HighwayLaneFollowingControllerTestBench model enables you to verify the generated code by performing equivalence testing for the Lane Following Decision Logic and Lane Following Controller components in open-loop. To perform equivalence testing of these components, use back-to-back testing. Back-to-back tests compare the results of normal simulations with the generated code results from software-in-the-loop, processor-in-the-loop, or hardware-in-the-loop simulations. For more information, see `sltest.testmanager.createTestForComponent` (Simulink Test). This example focusses on verifying the Lane Following Controller.

Use these steps to create and run an equivalence test for the Lane Following Controller.

1. Select a test scenario and run the setup script.

```
helperSLHighwayLaneFollowingControllerSetup(scenarioFcnName="scenario_LFACC_03_Curve_StopnGo");
```

2. Create a test suite object.

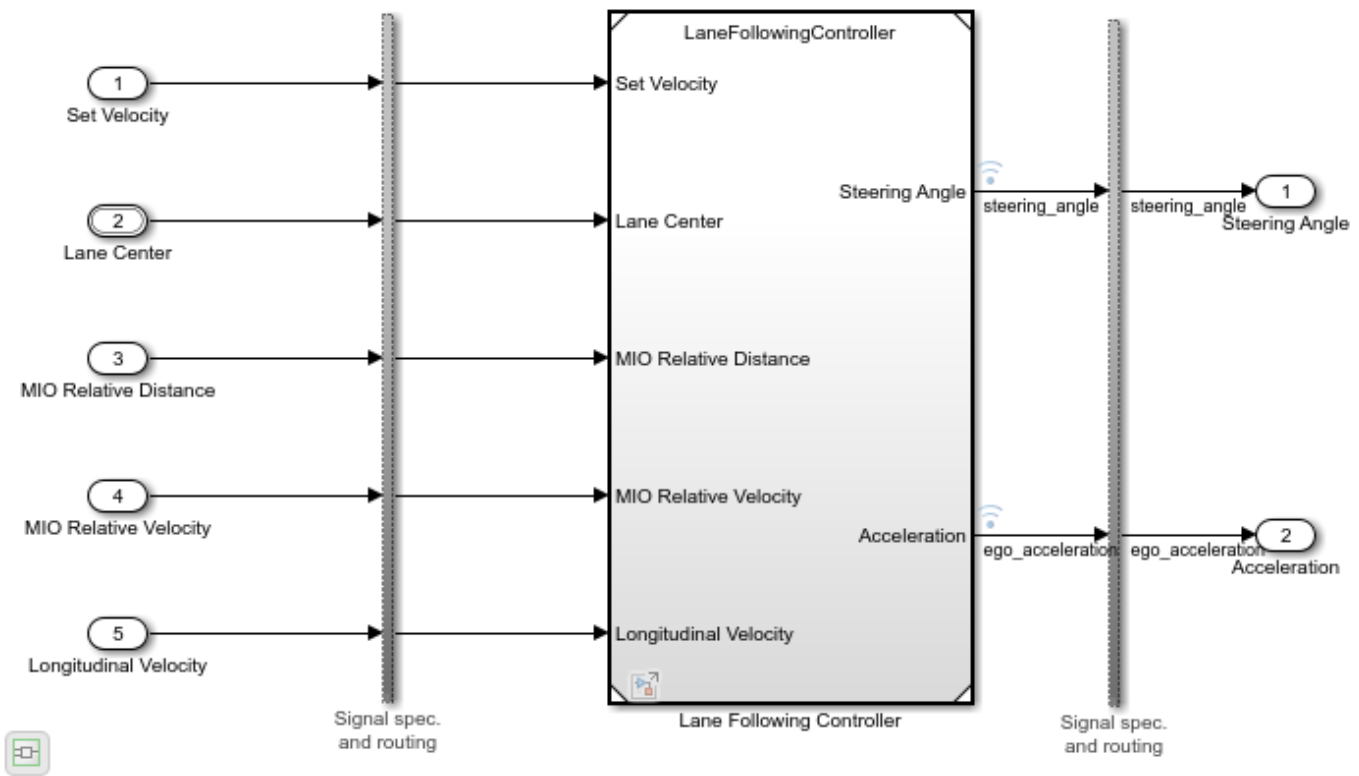
```
testSuite = getTestSuiteByName(testFile,"LaneFollowingControllerEquivalenceTest");
if isempty(testSuite)
    testSuite = sltest.testmanager.TestSuite(testFile,"LaneFollowingControllerEquivalenceTest");
end
```

3. Create an equivalence test for the component.

```
testCase = sltest.testmanager.createTestForComponent("TestFile",testSuite, ...
    "Component","HighwayLaneFollowingControllerTestBench/Lane Following Controller", ...
    TestType="equivalence",Simulation1Mode="Normal", ...
    Simulation2Mode="Software-in-the-Loop (SIL)",UseComponentInputs=false, ...
    HarnessOptions={"LogOutputs",true});
```

A test harness is created by default in the previous step. Find and open the test harness.

```
harnessList = sltest.harness.find("HighwayLaneFollowingControllerTestBench/Lane Following Controller")
sltest.harness.open("HighwayLaneFollowingControllerTestBench/Lane Following Controller",harnessList)
```



4. Set the tolerance for the equivalence test.

Capture the equivalence criteria.

```
eq = captureEquivalenceCriteria(testCase);
```

Set the equivalence criteria tolerance for output signals.

```
sc = getSignalCriteria(eq);
for i=1:size(sc,2)
    if (strcmp(sc(i).Name,"steering_angle") || strcmp(sc(i).Name,"ego_acceleration"))
        sc(i).AbsTol = sqrt(eps("double"));
    else
        sc(i).Enabled = false;
    end
end
```

5. Run the equivalence test simulation.

```
run(testCase);
```

6. View the test results after the simulation completes. Select the **Results and Artifacts** tab of the **Test Manager** or enter this command.

```
sltest.testmanager.view;
```

The tab shows pass or fail results based on the assessment criteria. You can use this process to create equivalence tests for other test scenarios as well.

This process has shown you how to create and run an equivalence test programmatically. You can also do this graphically by following the steps explained in the “Create and Run a Back-to-Back Test” (Simulink Test) example.

The `HighwayLaneFollowingControllerTestBench` model also enables integrated testing of the Lane Following Decision Logic and Lane Following Controller components with Vehicle Dynamics in closed-loop. Regression testing of these components through SIL verification allows you to identify any issues at the system level. This workflow enables you to verify that the generated code produces expected results that match the system-level requirements throughout the simulation.

Set the Lane Following Decision Logic to run in software-in-the-loop mode.

```
model = "HighwayLaneFollowingControllerTestBench/Lane Following Decision Logic";
set_param(model,SimulationMode="Software-in-the-loop")
```

Set the Lane Following Controller to run in software-in-the-loop mode.

```
model = "HighwayLaneFollowingControllerTestBench/Lane Following Controller";
set_param(model,SimulationMode="Software-in-the-loop")
```

Use the `run(testFile)` command to simulate the system for all test scenarios. After the tests are complete, review the plots and results in the generated report. If you have a license for Simulink Coverage, you can also get the code coverage analysis for the generated code in the generated report by enabling coverage settings in the **Test Manager** file.

You can visualize the coverage results for individual test cases, as well as the aggregated coverage results.

Reenable the MPC update messages.

```
mpcverbosity("on");
```

### Automate Testing in Parallel

If you have a Parallel Computing Toolbox™ license, then you can configure **Test Manager** to execute tests in parallel using a parallel pool. To run tests in parallel, save the models after disabling the runtime visualizations using `save_system("HighwayLaneFollowingControllerTestBench")`. **Test Manager** uses the default Parallel Computing Toolbox cluster, and executes tests on only the local machine. Running tests in parallel can speed up execution and decrease the amount of time it takes to get test results. For more information on how to configure tests in parallel from the **Test Manager**, see “Run Tests Using Parallel Execution” (Simulink Test).

### See Also

### More About

- “Automate Real-Time Testing for Highway Lane Following Controller” on page 8-1267
- “Automate Testing for Highway Lane Following Controls and Sensor Fusion” on page 8-1148
- “Generate Code for Highway Lane Following Controller” on page 8-1135

- “Highway Lane Following” on page 8-893

# Automate Testing for Highway Lane Change

This example shows how to assess the functionality of a lane change application by defining scenarios based on requirements, and automating testing of components and the generated code for those components. The components include a lane change planner and controller. This example builds on the “Highway Lane Change” on page 8-845 example.

## Introduction

The highway lane change system enables the ego vehicle to automatically move from one lane to another lane on a highway. The system models longitudinal and lateral control dynamics for automated lane change. System-level simulation enables you to assess the functionality of the system-level test bench model. You can configure simulations to test scenarios based on system requirements. Automatically running these simulations enables regression testing to verify system-level functionality.

The “Highway Lane Change” on page 8-845 example shows how to design and simulate a system-level model for lane change using ground truth information. This example shows how to automate the testing of that model against multiple scenarios by using Simulink® Test™. The scenarios are based on system-level requirements. In this example, you:

- 1 Review requirements** — The requirements describe system-level test conditions. Create simulation test scenarios to represent these conditions.
- 2 Review the test bench model** — Review the system-level lane-change test bench model that contains metric assessments. These metric assessments integrate the test bench model with Simulink Test for automated testing.
- 3 Disable runtime visualizations** — Disabling runtime visualizations reduces the execution time for automated testing.
- 4 Automate testing** — Configure a test manager to simulate each test scenario, assess success criteria, and report results. Explore the results dynamically in the test manager and export them to a PDF for external reviewers.
- 5 Automate testing with generated code** — Configure the lane change planner and controller components to generate C++ code. Run automated testing on the generated code and verify the behavior.
- 6 Automate testing in parallel** — Increase overall execution speed for running tests by using parallel computing on a multicore computer.

## Review Requirements

To explore the requirements, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

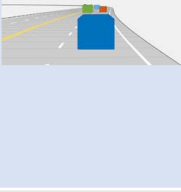
```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"))  
helperDrivingProjectSetup("HighwayLaneChange.zip",workDir=pwd)
```

Requirements Toolbox™ enables you to author, analyze, and manage requirements within Simulink. This example contains 15 test scenarios, with high-level testing requirements defined for each scenario. Open the requirement set.

```
open("HighwayLaneChangeTestRequirements.slsreqx")
```

Alternatively, you can open the file from the **Requirements** tab of the **Requirements Manager** app in Simulink.

The screenshot shows the Requirements Editor interface. On the left, a tree view lists 15 requirements under the 'Highway...' category. Requirement #15, 'scenario\_LC\_15\_StopnGo\_Curved', is selected. The main area displays the details for this requirement, including its type (Functional), index (15), and summary. A table provides a detailed view of the requirement's test description, target vehicles, and requirements on the ego vehicle.

Test Description	Target vehicles	Requirements on Ego vehicle
<p>Lane change test with slow moving lead vehicle on a curved road.</p> 	<p><b>Lead vehicle:</b> Initial velocity: 10m/s Headway: 45m</p> <p><b>Events</b> Lead vehicle moves with constant velocity of 10 m/s</p> <p><b>Slow-moving left front vehicle:</b> The slow-moving left front vehicle moves with constant velocity of 6 m/s.</p> <p><b>Break down vehicle in</b></p>	<p>Initial Velocity: 11m/s</p> <p>Longitudinal Jerk &lt; 5 m/s<sup>3</sup></p> <p>Lateral Jerk &lt; 5 m/s<sup>3</sup></p> <p>Time gap &gt; 0.8s</p> <p>Front Safety Gap &gt; 20m</p> <p>Rear Safety Gap &gt; 5m</p> <p>TTC in the Ego Lane &gt; 2 sec</p> <p>TTC in the next lane &gt; 5 sec</p> <p>Planner Configuration: Time Horizon = 13 sec; Time Resolution = 0.1 sec; Preferred Lane = 2;</p>

Each row in this file specifies the testing requirements of a lane-change system test scenario in textual and graphical formats. These scenarios enable you to test the lane change planner and controller components.

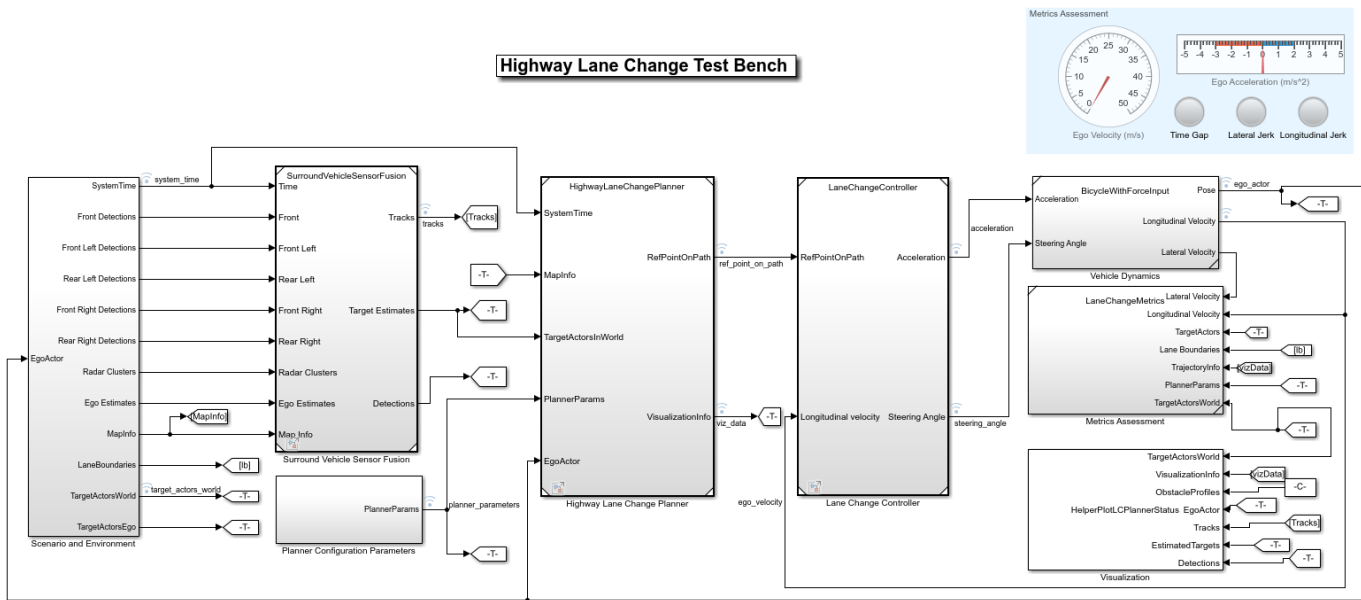
- **scenario\_LC\_01\_SlowMoving** — Three-lane straight road scene with a slow-moving lead vehicle in the ego lane.
- **scenario\_LC\_02\_SlowMovingWithPassingCar** — Three-lane straight road scene with a slow-moving lead vehicle in the ego lane and a passing car in the left lane.
- **scenario\_LC\_03\_DisabledCar** — Three-lane straight road scenario with a disabled vehicle in the ego lane.
- **scenario\_LC\_04\_CutInWithBrake** — Three-lane straight road scene with a lead car cutting into the ego lane with a brake.
- **scenario\_LC\_05\_SingleLaneChange** — Four-lane straight road scene with multiple vehicles in the scenario and a slow-moving lead vehicle.
- **scenario\_LC\_06\_DoubleLaneChange** — Four-lane straight road scene with multiple vehicles in the scenario, including a slow-moving lead vehicle and a fast-moving rear vehicle.
- **scenario\_LC\_07\_RightLaneChange** — Three-lane straight road scene with a lead car in the ego lane and a passing vehicle in the left lane that causes a right-lane change trigger for the ego vehicle.
- **scenario\_LC\_08\_SlowmovingCar\_Curved** — Curved road scene with a slow-moving lead car in the ego lane.
- **scenario\_LC\_09\_CutInWithBrake\_Curved** — Curved road scene with a lead car cutting into the ego lane.

- `scenario_LC_10_SingleLaneChange_Curved` — Curved road scene with multiple vehicles in the scenario and a slow-moving lead vehicle.
- `scenario_LC_11_MergingCar_HighwayEntry` — Highway entry scene with three vehicles in the scenario. One of the vehicles is merging into the ego lane from the highway-entry road segment.
- `scenario_LC_12_CutInCar_HighwayEntry` — Highway entry scene with four vehicles in the scenario. One of the vehicle cuts into the ego lane on the curved segment of the road network.
- `scenario_LC_13_DisabledCar_Ushape` — U-shaped scene with multiple vehicles in the scenario, including a disabled car in the adjacent lane of the ego vehicle and a slow-moving vehicle in the ego lane.
- `scenario_LC_14_DoubleLaneChange_Ushape` — U-shaped scene with multiple vehicles in the scenario, including a disabled car in the adjacent lane of the ego vehicle and a slow-moving vehicle in the ego lane.
- `scenario_LC_15_StopnGo_Curved` — Curved road scene that contains six vehicles in the scenario. The lead vehicle slows down while other vehicles travel in adjacent lanes.

## Review Test Bench Model

This example reuses the `HighwayLaneChangeTestBench` model from the “Highway Lane Change” on page 8-845 example. Open the test bench model.

```
open_system("HighwayLaneChangeTestBench")
```



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The test bench model contains these subsystems:

- **Scenario and Environment** — Specifies the scene, vehicles, and map data used for simulation.
- **Planner Configuration Parameters** — Specifies the configuration parameters required for the planner algorithm.
- **Highway Lane Change Planner** — Implements the lane change planner algorithm for highways.

- `Lane Change Controller` — Algorithm model that specifies the controller.
- `Vehicle Dynamics` — Specifies the dynamic model for the ego vehicle.
- `Metrics Assessment` — Assesses system-level behavior.

Configure this test bench model by using the `helperSLHighwayLaneChangeSetup` script. This setup script takes `scenarioName` as input, where `scenarioName` can be any one of the previously described test scenarios. To run the setup script, use this code:

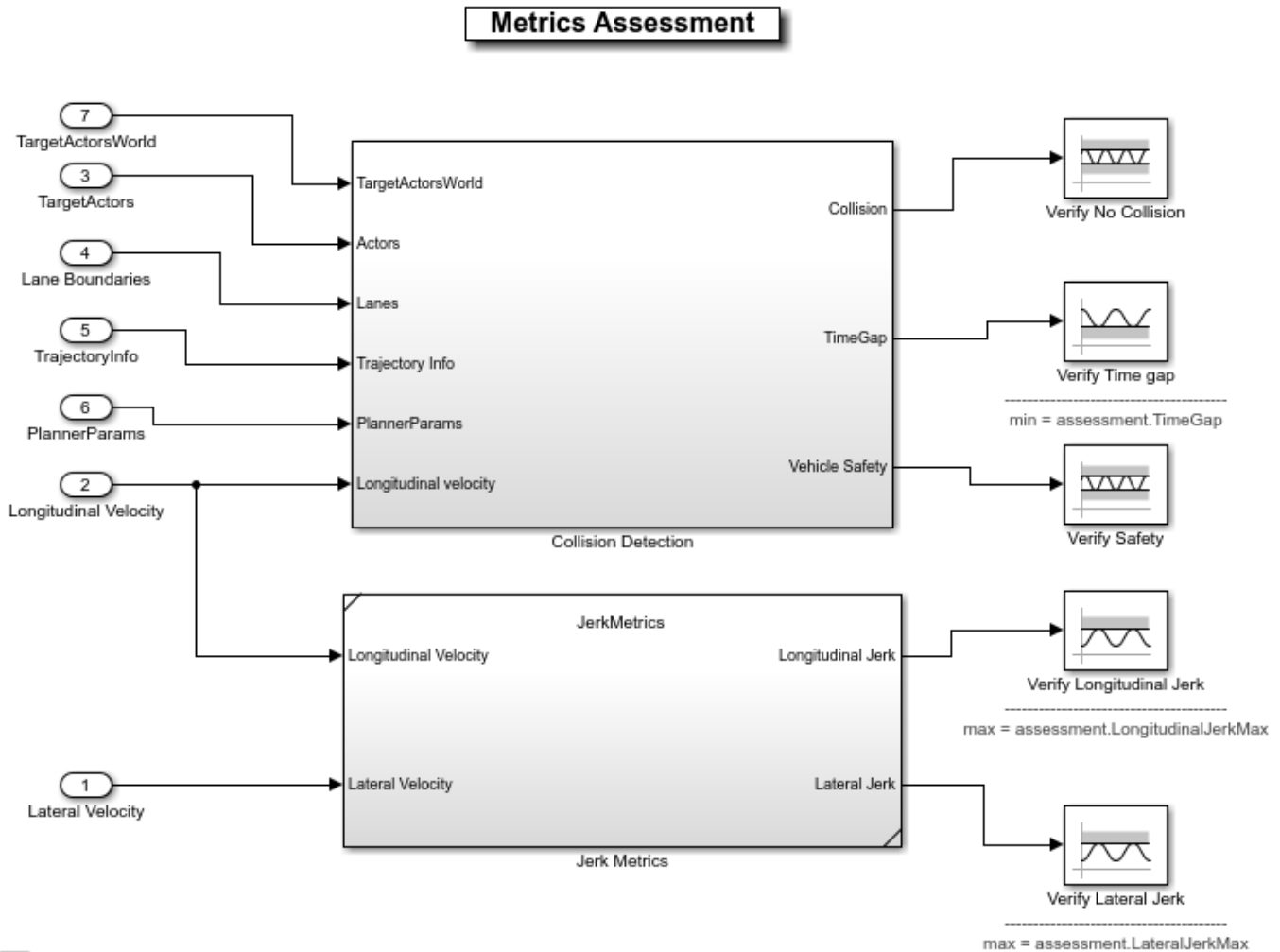
```
scenarioName = "scenario_LC_15_StopnGo_Curved";  
helperSLHighwayLaneChangeSetup(scenarioFcnName=scenarioName)
```

You can now simulate the model and visualize the results. For more details on the design of individual components in the test bench model, see the “Highway Lane Change” on page 8-845 example.

Next, automate the simulation runs for this test bench model using Simulink Test for the different test scenarios. The `Metrics Assessment` subsystem enables integration of system-level metric evaluations with Simulink Test. This subsystem uses `Check Static Range` (Simulink) and `Check Static Lower Bound` (Simulink) blocks for this integration. Open the `Metrics Assessment` subsystem.

```
open_system("HighwayLaneChangeTestBench/Metrics Assessment")
```





The Metric Assessment subsystem outputs these metrics:

- **Verify Time gap** — Verifies that the time gap between the ego vehicle and the lead vehicle is greater than 0.8 seconds. The time gap between the two vehicles is the ratio of the calculated headway distance to the ego vehicle velocity.
- **Verify No Collision** — Verifies that the ego vehicle does not collide with any vehicle in the scenario at any point during the simulation.
- **Verify Longitudinal Jerk** — Verifies that the ego vehicle has a longitudinal jerk value between  $-5 \text{ m/s}^3$  and  $5 \text{ m/s}^3$ .
- **Verify Lateral Jerk** — Verifies that the ego vehicle has a lateral jerk value between  $-5 \text{ m/s}^3$  and  $5 \text{ m/s}^3$ .
- **Verify Safety** — Verifies the safety of the ego vehicle with respect to the vehicles present in the current lane, left lane, and right lane. This ensures that the ego vehicle performs a safe maneuver while following the trajectory.

## Disable Runtime Visualizations

The system-level test bench model opens a visualization window showing the ego vehicle, the sampled trajectories, and a capsule list in both the chase view and top view of the scenario. You can disable the visualization window to make the simulation run faster.

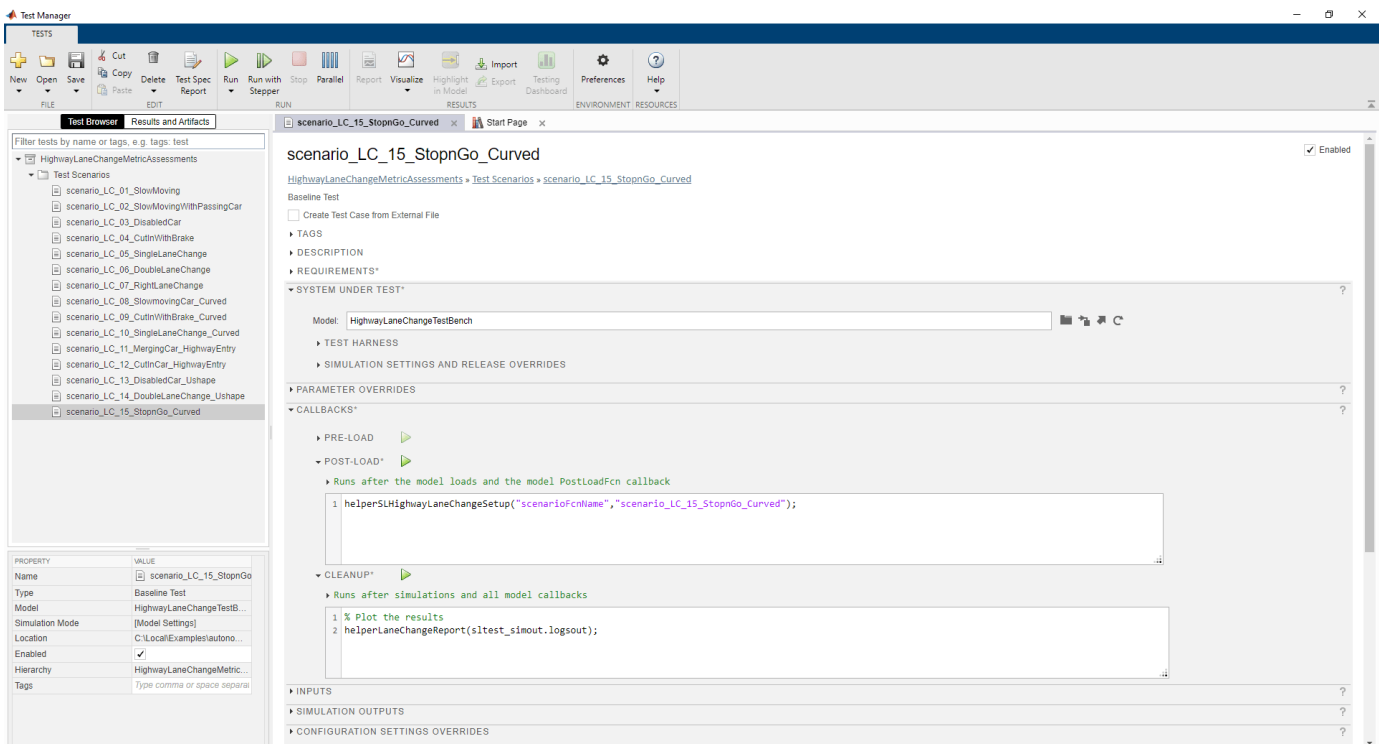
Configure the Visualization block to disable the visualization window.

```
blk = "HighwayLaneChangeTestBench/Visualization";
set_param(blk,EnableChaseView="off")
set_param(blk,EnableTopView="off")
```

## Automate Testing

Configure the **Test Manager** to automate the testing of the lane change application. Open the `HighwayLaneChangeMetricAssessments.mldatx` test file in the **Test Manager**.

```
sltestmgr;
testFile = sltest.testmanager.load("HighwayLaneChangeMetricAssessments.mldatx");
```



Observe the populated test cases previously authored in this file. These tests are configured to run the model.

Each test case uses the **POST-LOAD** callback to run the setup script with appropriate inputs. After simulating the test case, the **Test Manager** uses the `helperLaneChangeReport` function from the **CLEAN-UP** callback to generate the plots for curvature, lateral deviation, heading angle, velocity, steering angle, acceleration, and jerk.

## Run and Explore Results for Single Test Scenario

Test the system-level model on the `scenario_LC_15_StopnGo_Curved` scenario.

```
testSuite = getTestSuiteByName(testFile,"Test Scenarios");
testCase = getTestCaseByName(testSuite,"scenario_LC_15_StopnGo_Curved");
resultObj = run(testCase);
```

Generate test report after the simulation.

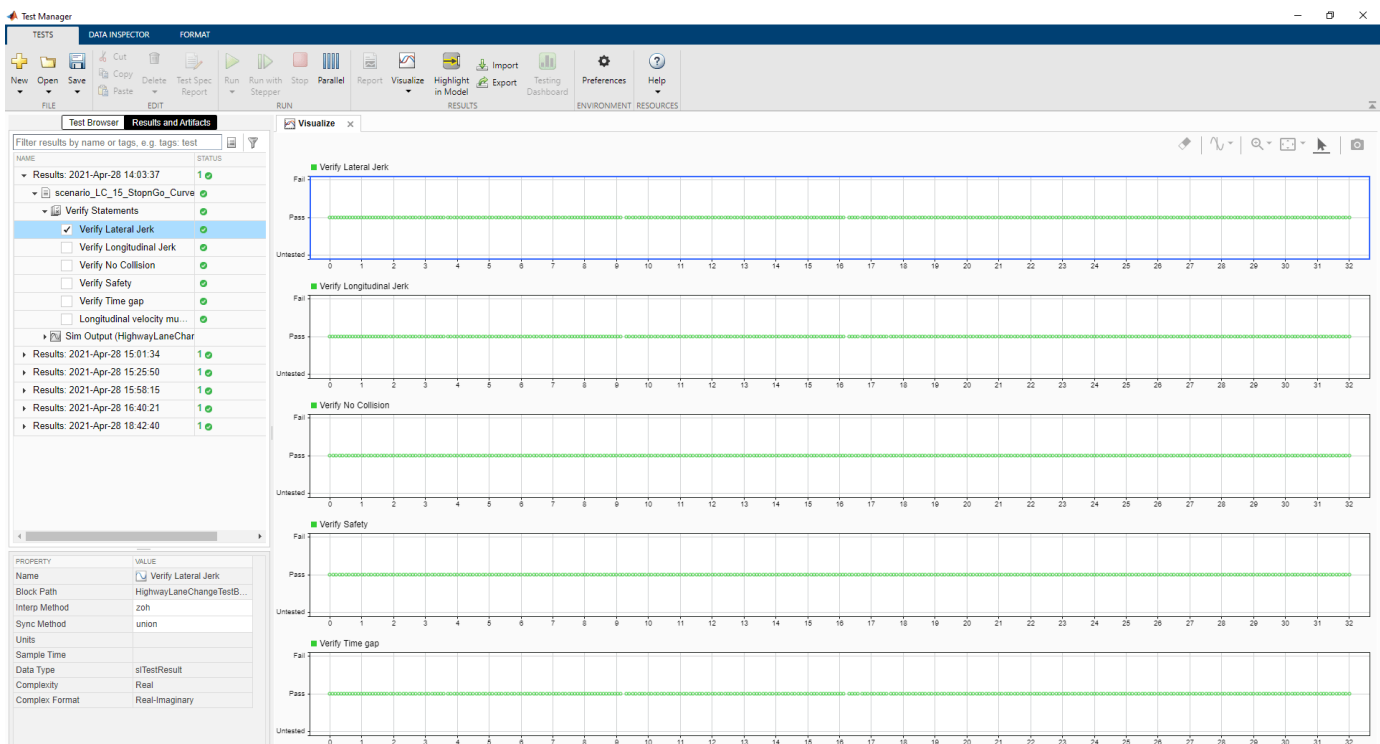
```
sltest.testmanager.report(resultObj,"Report.pdf", ...
Title="Highway Lane Change", ...
IncludeMATLABFigures=true, ...
IncludeErrorMessages=true, ...
IncludeTestResults=false, ...
LaunchReport=true)
```

Examine the Report.pdf file. Observe that the Test environment section shows the platform on which the test is run and the MATLAB version used for testing. The Summary section shows the outcome of the test and duration of the simulation in seconds. The Results section shows pass or fail results based on the assessment criteria. This section also shows the plots logged from the helperLaneChangeReport function.

## Run and Explore Results for All Test Scenarios
































Simulate the system for all the tests by using the run(testFile) command. Alternatively, you can simulate the system by clicking **Play** in the **Test Manager** app.

When the test simulations are complete, view the results for all of the tests in the **Results and Artifacts** tab of the **Test Manager**. For each test case, the **Test Manager** uses the Check Static Range (Simulink) and Check Static Lower Bound (Simulink) blocks in the model to visualize overall pass or fail results.



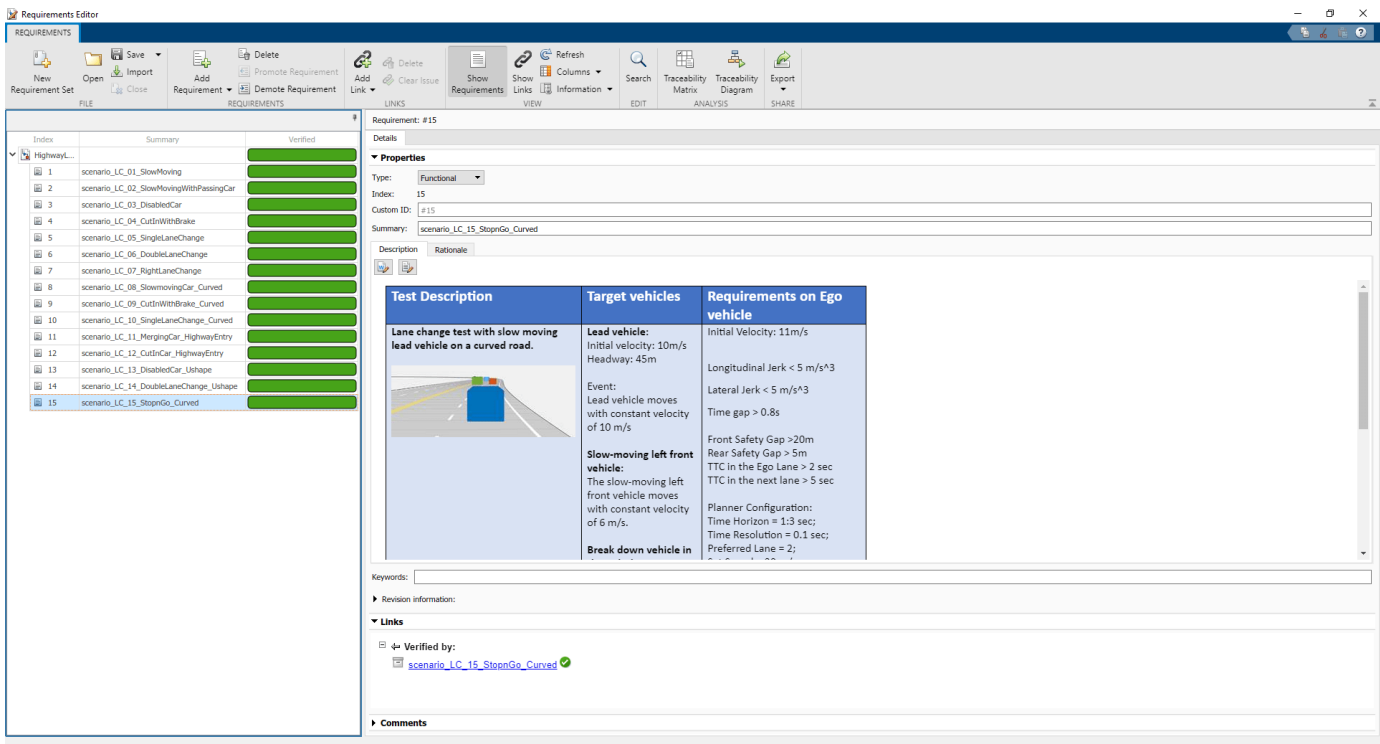
You can find the generated report in the current working directory. This report contains a detailed summary of pass or fail statuses and plots for each test case.

## Summary

Name	Outcome	Duration (Seconds)
 <a href="#">HighwayLaneChangeMetricAssessments</a>	15 	3467.32
 <a href="#">Test Scenarios</a>	15 	3467.319
 <a href="#">scenario LC 01 SlowMoving</a>		271.492
 <a href="#">scenario LC 02 SlowMovingWithPassingCar</a>		209.534
 <a href="#">scenario LC 03 DisabledCar</a>		188.259
 <a href="#">scenario LC 04 CutInWithBrake</a>		190.421
 <a href="#">scenario LC 05 SingleLaneChange</a>		223.1
 <a href="#">scenario LC 06 DoubleLaneChange</a>		301.246
 <a href="#">scenario LC 07 RightLaneChange</a>		230.206
 <a href="#">scenario LC 08 SlowmovingCar Curved</a>		201.479
 <a href="#">scenario LC 09 CutInWithBrake Curved</a>		201.3
 <a href="#">scenario LC 10 SingleLaneChange Curved</a>		235.87
 <a href="#">scenario LC 11 MergingCar HighwayEntry</a>		219.927
 <a href="#">scenario LC 12 CutInCar HighwayEntry</a>		228.907
 <a href="#">scenario LC 13 DisabledCar Ushape</a>		289.334
 <a href="#">scenario LC 14 DoubleLaneChange Ushape</a>		220
 <a href="#">scenario LC 15 StopnGo Curved</a>		204.14

### Verify Test Status in Requirements Editor

Open the **Requirements Editor** and select **Display**. Then, select **Verification Status** to see a verification status summary for each requirement. Green and red bars indicate the pass or failure, respectively, of simulation results for each test.



## Automate Testing with Generated Code

The HighwayLaneChangeTestBench model enables integrated testing of the Highway Lane Change Planner and Highway Lane Change Controller components. Generating code for these components requires a Simulink Coder™ license. This workflow enables you to verify that the generated code produces expected results that match the system-level requirements throughout simulation.

Set the Highway Lane Change Planner to run in software-in-the-loop (SIL) mode.

```
model = "HighwayLaneChangeTestBench/Highway Lane Change Planner";
set_param(model,SimulationMode="Software-in-the-loop")
```

Set the Lane Change Controller to run in SIL mode.

```
model = "HighwayLaneChangeTestBench/Lane Change Controller";
set_param(model,SimulationMode="Software-in-the-loop")
```

Simulate the system for all the test scenarios by using the run(testFile) command. After the tests are complete, review the plots and results in the generated report. If you have a license for Simulink Coverage™, you can also get the code coverage analysis for the generated code in the generated report. This license also enables you to visualize the coverage results for individual test cases and aggregated coverage results.

## Automate Testing in Parallel

If you have a Parallel Computing Toolbox™ license, you can configure the **Test Manager** to execute tests in parallel using a parallel pool. To run tests in parallel, save the models after disabling the runtime visualizations by using the save\_system("HighwayLaneChangeTestBench") command. The **Test Manager** uses the default Parallel Computing Toolbox cluster and executes tests only on

the local machine. Running tests in parallel speeds up execution and decreases the amount of time it takes to get test results. For more information on how to configure tests in parallel from the **Test Manager**, see “Run Tests Using Parallel Execution” (Simulink Test).

## **See Also**

### **More About**

- “Highway Lane Change” on page 8-845
- “Generate Code for Highway Lane Change Planner” on page 8-1160
- “Highway Lane Following” on page 8-893

# Visualize Logged Data from Unreal Engine Simulation

This example shows how to customize the visualization of logged simulation data in a time-synchronized fashion by using the Simulation Data Inspector (SDI).

## Introduction

Automated driving applications use multilevel sensors such as cameras, radars, and lidar sensors to implement perception, planning, and control algorithms. Automated Driving Toolbox™ provides tools for creating and visualizing different test scenarios to test and verify the behavior of your application. Improving the design of an application often requires visualizing data from different sensors, along with simulation data, to analyze and debug failed test cases.

This example shows how to customize the visualization of logged simulation data for post-simulation analysis of an automated driving application. It shows how to configure and visualize the logged sensor and simulation data in a time-synchronized fashion using SDI. In this example, you:

- 1 Explore and simulate test bench model — The model consists of vehicles, an environment, and a visualization framework. Configure and simulate the model to log the data for post-simulation analysis.
- 2 Inspect logged data — Explore and inspect the logged data.
- 3 Configure and visualize a data instance — Configure and visualize the logged data at a specific time instance.
- 4 Visualize logged data using SDI — Visualize the logged data for the entire simulation run using SDI.

Because this example requires a photorealistic simulation environment to capture data from various sensors during simulation, you enable the simulation through integration with the Unreal Engine® from Epic Games®. The 3D simulation environment requires a Windows® 64-bit platform.

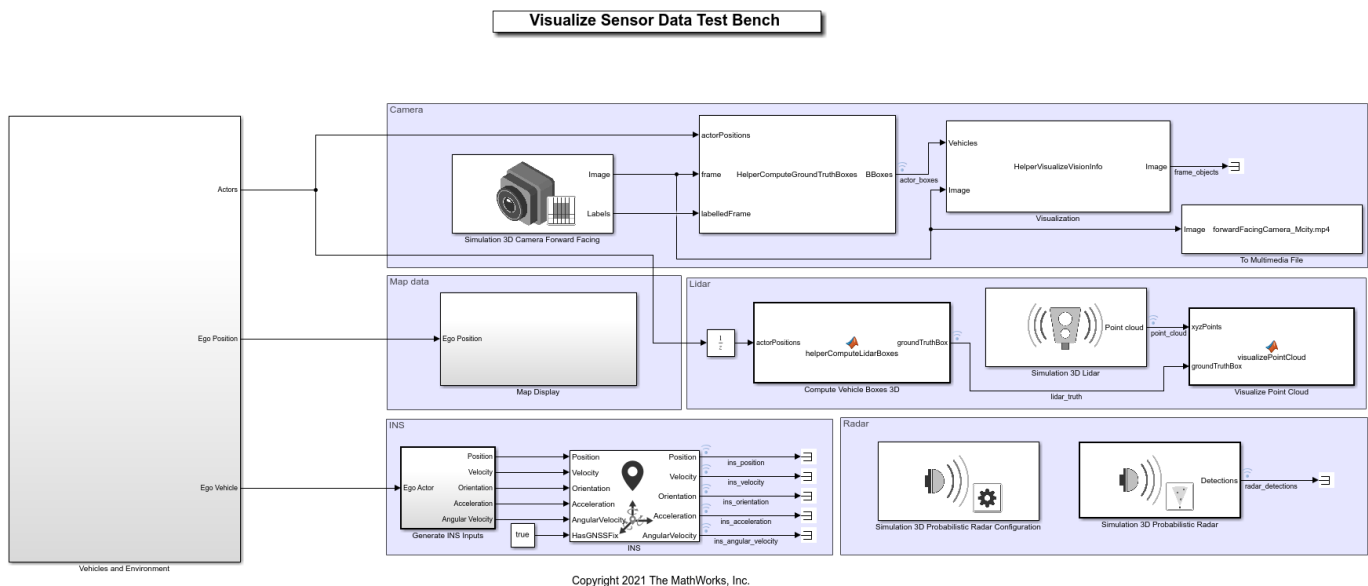
```
if ~ispc
    error(['3D Simulation is supported only on Microsoft', char(174), ' Windows', char(174), '.'])
end
```

## Explore and Simulate Test Bench Model

In this example, you use a test bench model to log the data during the simulation. In this test bench, the ego car moves around the Virtual Mcity scene, and the model visualizes the sensor data.

Open the test bench model.

```
open_system("VisualizeSensorDataTestBench")
```



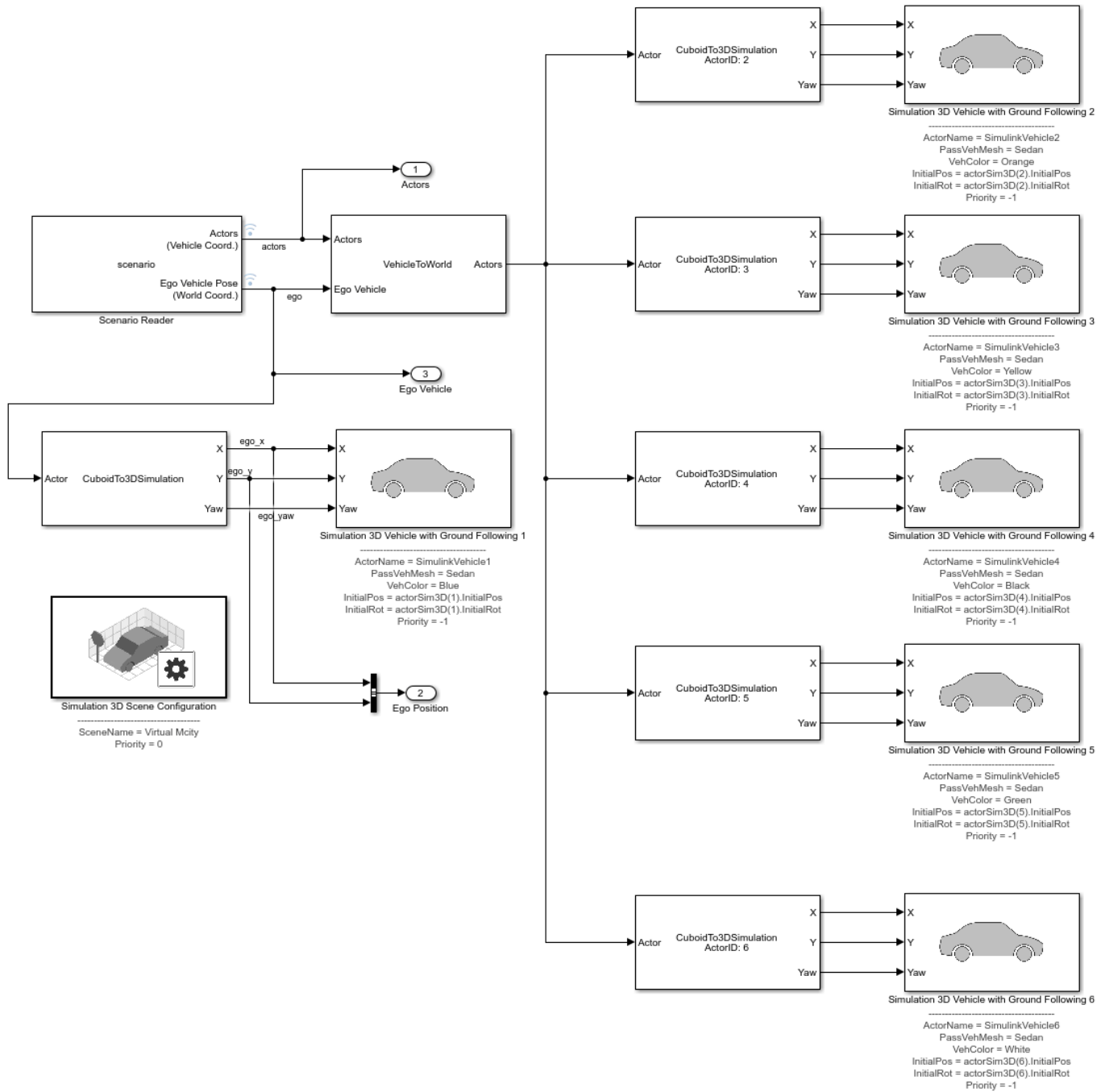
The test bench model contains these subsystems:

- **Vehicles and Environment** — Specifies the scene and vehicles.
- **Camera** — Specifies a camera sensor, overlays bounding boxes for vehicles in the scene, and logs the data to a multimedia file.
- **Map data** — Generates latitude and longitude from the ego position, and plots geographic data using `geoplayer`.
- **Lidar** — Specifies a lidar sensor, computes bounding boxes for vehicles, and visualizes point cloud data.
- **INS** — Specifies an INS sensor to get pose information for the ego vehicle.
- **Radar** — Specifies a radar sensor to obtain radar detections.

The **Vehicles and Environment** subsystem uses the prebuilt **Virtual Mcitty** scene with predefined vehicle trajectories. Open the **Vehicles and Environment** subsystem.

```
open_system("VisualizeSensorDataTestBench/Vehicles and Environment")
```





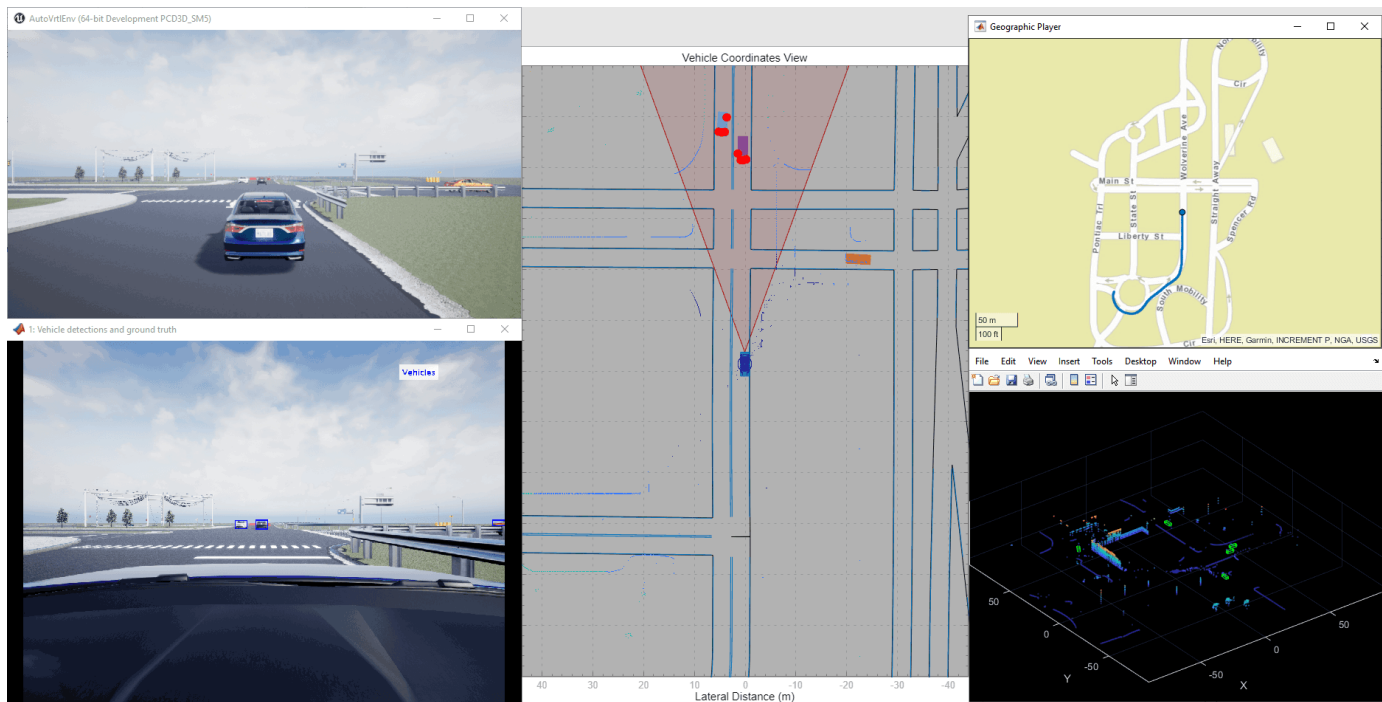
The scenario contains six vehicles moving with predefined trajectories. The ego vehicle is connected to the camera, radar, and lidar sensors. This example enables you to visualize the data of these sensors and the ground truth of the vehicles.

You can also configure logging of the required data and signals for post-simulation visualization. For more information, see “Configure a Signal for Logging” (Simulink). When you run the simulation, the model opens different windows to visualize different types of data:

- Unreal Engine creates a 3D simulation window to display the scenario.
- The To Video Display block displays the images overlaid with ground truth vehicles.
- The Map Display subsystem opens a geographic player to display the geographic location of the ego vehicle.
- The Visualize Point Cloud MATLAB® function block opens a lidar pcplayer window to display the point cloud.

Simulate the model to log the required data.

```
sim("VisualizeSensorDataTestBench");
close("PointCloud data")
```



### Inspect Logged Data

For post-simulation visualization, the model logs the simulation data to the `logouts` variable, which is a `Simulink.SimulationData.Dataset` (Simulink) object. The logged signals are stored in the `Simulink.SimulationData.Signal` (Simulink) data type.

Display logouts.

```
disp(logouts)
```

```
Simulink.SimulationData.Dataset 'logouts' with 15 elements
```

	Name	BlockPath
1	[1x1 Signal] lidar_truth	...ataTestBench/Compute Vehicle Boxes 3D
2	[1x1 Signal] ins_acceleration	VisualizeSensorDataTestBench/INS
3	[1x1 Signal] ins_angular_velocity	VisualizeSensorDataTestBench/INS
4	[1x1 Signal] ins_orientation	VisualizeSensorDataTestBench/INS
5	[1x1 Signal] ins_position	VisualizeSensorDataTestBench/INS

```

6 [1x1 Signal]    ins_velocity      VisualizeSensorDataTestBench/INS
7 [1x1 Signal]    actor_boxes      ...izeSensorDataTestBench/MATLAB System1
8 [1x1 Signal]    ego_latitude     ...ataTestBench/Map Display/Conv2LatLong
9 [1x1 Signal]    ego_longitude    ...ataTestBench/Map Display/Conv2LatLong
10 [1x1 Signal]   point_cloud      ...nsorDataTestBench/Simulation 3D Lidar
11 [1x1 Signal]   ''               ...mulation 3D Lidar/Simulation 3D Lidar
12 [1x1 Signal]   radar_detections ...nch/Simulation 3D Probabilistic Radar
13 [1x1 Signal]   ''               ...dar/Simulation 3D Probabilistic Radar
14 [1x1 Signal]   actors           ...icles and Environment/Scenario Reader
15 [1x1 Signal]   ego              ...icles and Environment/Scenario Reader

```

- Use braces { } to access, modify, or add elements using index.

You can access a logged signal using its Name or BlockPath by using the `get` method. For example, access the signal for the logged radar detections using this command.

```
radarSignal = logcout.get("radar_detections")
```

```
radarSignal =
```

```

Simulink.SimulationData.Signal
Package: Simulink.SimulationData

Properties:
    Name: 'radar_detections'
    PropagatedName: ''
    BlockPath: [1x1 Simulink.SimulationData.BlockPath]
    PortType: 'output'
    PortIndex: 1
    Values: [1x1 struct]

```

To access the data from the signal, use the `Values` property of the `Simulink.SimulationData.Signal` object. Get the data of the radar signal.

```
radarData = radarSignal.Values
```

```
radarData =
```

```

struct with fields:

    NumDetections: [1x1 timeseries]
    IsValidTime: [1x1 timeseries]
    Detections: [50x1 struct]

```

Notice that the `NumDetections` field is in timeseries format. It contains data for the complete simulation run in array format. Display the `NumDetections` data.

```
disp(radarData.NumDetections)
```

```

timeseries with properties:

    Events: []
    Name: 'NumDetections'
    UserData: []

```

```
        Data: [1x1x1121 double]
    DataInfo: [1x1 tsdata.datametadate]
        Time: [1121x1 double]
    TimeInfo: [1x1 tsdata.timemetadate]
        Quality: []
    QualityInfo: [1x1 tsdata.qualmetadate]
    IsTimeFirst: 0
    TreatNaNasMissing: 1
        Length: 1121
```

The `Time` property contains the corresponding time for each logged signal. The `Data` property contains the number of detections at each time step.

Find the number of detections, and the corresponding simulation time, of the data point 481.

```
disp(['At ', num2str(radarData.NumDetections.Time(481)), ...
     's, the Number of Radar Detections is ', num2str(radarData.NumDetections.Data(481)), '.'])
```

```
At 24s, the Number of Radar Detections is 13.
```

### Configure and Visualize Data Instance

This section shows how to configure the setup script to visualize the logged data at a specified time.

#### Configure Visualization Parameters

Use the `helperVisualizationSetup` function to customize the visualization of your sensors.

The `helperVisualizationSetup` function returns a visualization configuration structure that can store the required sensor data for visualization along with flags indicating whether or not to visualize cameras, radar sensors, and lidar sensors. By default, the configuration structure has zeroes for sensor data.

In this example, the data visualization flags are preset to visualize the camera image with vehicle truth 2D bounding boxes, radar detections with actor truth, and lidar point clouds with vehicle truth 3D bounding boxes.

```
visualizationDataConfig = helperVisualizationSetup
```

```
visualizationDataConfig =
```

```
    struct with fields:
```

```
    enableCameraVisualization: 1
    enableRadarVisualization: 1
    enableLidarVisualization: 1
        numCamera: 1
        numRadar: 1
        numLidar: 1
    BusCameraData: [1x1 struct]
    BusRadarData: [1x1 struct]
    BusLidarData: [1x1 struct]
```

Note that the flags are set to visualize data from the camera, radar, and lidar sensors. The data of each sensor is stored in an individual structure. You can use the **Type Editor** to understand the format of the sensor data. For more information, see [Type Editor \(Simulink\)](#).

The `BusCameraData` structure stores flags to enable visualization of ground truth and detections along with the data.

```
disp(visualizationDataConfig.BusCameraData)

    enableCameraLaneTruth: 0
    enableCameraObjectTruth: 1
    enableCameraLaneDetections: 0
    enableCameraObjectDetections: 0
        Frame: [768x1024x3 double]
        GroundTruth: [1x1 struct]
        Detections: [1x1 struct]
        Parameters: [1x1 struct]
```

The flag to visualize vehicle bounding boxes overlaid on camera image is set to `true`. Other flags for lane visualizations (truth and detections) and vehicle detections are set to `false`.

The `Frame` field stores image data for visualization as an array. The `GroundTruth` structure stores ground truth data for vehicles and lanes.

```
disp(visualizationDataConfig.BusCameraData.GroundTruth)

    Objects: [20x4 double]
    Lanes: [1x1 struct]
```

The `Detections` structure stores detections from vehicles and lanes.

```
disp(visualizationDataConfig.BusCameraData.Detections)

    Objects: [1x1 struct]
    Lanes: [1x1 struct]
```

The `Parameters` structure stores camera parameters, which can be changed by editing the `helperVisualizationSetup` function script.

```
disp(visualizationDataConfig.BusCameraData.Parameters)

    NumColumns: 1024
    NumRows: 768
    FieldOfView: [45 45]
    ImageSize: [768 1024]
    PrincipalPoint: [512 384]
    FocalLength: [512 512]
    Position: [1.8750 0 1.2000]
    PositionSim3d: [0.5700 0 1.2000]
    Rotation: [0 0 0]
    DetectionRanges: [6 50]
    LaneDetectionRanges: [6 30]
    MeasurementNoise: [3x3 double]
    MinObjectImageSize: [10 10]
```

The `BusRadarData` structure stores flags to enable visualization of actor truth and of the scenario overlaid on a bird's-eye view. By default, these two flags are set to `true`. This structure also stores the actor ground truth, radar detections, and radar parameters. You can modify radar parameters using the `helperVisualizationSetup` function.

```
disp(visualizationDataConfig.BusRadarData)

    enableRadarObjectTruth: 1
    enableScenarioVisualization: 1
        Actors: [1x1 struct]
        Detections: [1x1 struct]
        Parameters: [1x1 struct]

disp(visualizationDataConfig.BusRadarData.Parameters)
```

```
    FieldOfView: [40 5]
    DetectionRanges: [1 150]
        Position: [3.7290 0 0.8000]
    PositionSim3d: [2.4240 0 0.8000]
    Rotation: [0 0 0]
```

The `BusLidarData` stores the `enableLidarObjectTruth` flag, which enables the visualization of ground truth vehicle bounding boxes on the point cloud. To store ground truth information, set this flag to `true`. The `PointCloud` field stores the point cloud data for visualization.

```
disp(visualizationDataConfig.BusLidarData)

    enableLidarObjectTruth: 1
        ObjectTruth: [20x9 double]
        PointCloud: [0 0 0]
```

### Get Data Instance

Use the `visualizationDataConfig` structure to visualize data at a specified time instance. Visualize the sensor data at 24 seconds, extract the data from `logout`, and store it in the configuration structure.

Specify a time for visualization.

```
time = 24;
simulationTimeStep = max(1,round(time/Ts)); % Ts is simulation step size.
```

Read the camera data and vehicle truth 2D bounding boxes from `logout`.

```
% Read camera image recording
videoSrc = VideoReader("forwardFacingCamera_Mcity.mp4");

% Vehicle ground truth 2D bounding boxes
cameraObjectTruthData = logout.get("actor_boxes").Values;
```

Get the camera frame at the specified time.

```
frame = read(videoSrc, simulationTimeStep);
```

Add the camera frame and vehicle truth to the `visualizationDataConfig` structure.

```

% Add camera frame into structure
visualizationDataConfig.BusCameraData.Frame = frame;
% Add vehicle truth 2D bounding boxes into structure
visualizationDataConfig.BusCameraData.GroundTruth.Objects = cameraObjectTruthData.data(:, :, simulationTimeStep);

```

Read the radar detections, ego bus, and vehicle truth.

```

radarDetectionsData = logstdout.get("radar_detections").Values;
egoVehicleData = logstdout.get("ego").Values;
radarActorTruth = logstdout.get("actors").Values;

```

Add the radar detections to the visualizationDataConfig structure.

```

% Radar object detections
numDetections = radarDetectionsData.NumDetections.Data(simulationTimeStep);
for k = 1:numDetections
    visualizationDataConfig.BusRadarData.Detections.Detections(k).Measurement = radarDetectionsData.Detections(k).Measurement;
    visualizationDataConfig.BusRadarData.Detections.Detections(k).MeasurementNoise = radarDetectionsData.Detections(k).MeasurementNoise;
end
visualizationDataConfig.BusRadarData.Detections.NumDetections = numDetections;

```

Add ego information to visualizationDataConfig for visualizing the scenario in a bird's-eye plot.

```

% Ego information
visualizationDataConfig.BusRadarData.actors.NumActors = 1;
visualizationDataConfig.BusRadarData.actors.actors(1).Position = egoVehicleData.Position.Data(:, :, simulationTimeStep);
visualizationDataConfig.BusRadarData.actors.actors(1).Yaw = egoVehicleData.Yaw.Data(:, :, simulationTimeStep);

```

Add actor truth to the visualizationDataConfig structure for visualization in a bird's-eye plot.

```

% Get actor truth for radar
numActors = radarActorTruth.NumActors.Data(simulationTimeStep);
% Add Actor bus data into structure
visualizationDataConfig.BusRadarData.actors.NumActors = radarActorTruth.NumActors.Data(simulationTimeStep);
fn = fieldnames(visualizationDataConfig.BusRadarData.actors.actors);
for i = 1:numActors
    for k = 1:numel(fn)
        visualizationDataConfig.BusRadarData.actors.actors(i+1).(fn{k}) = radarActorTruth.actors.actors(i).(fn{k});
    end
end

```

Read the lidar data and vehicle truth 3D bounding boxes from the simulation data.

```

% Lidar data
pointCloudData = logstdout.get("point_cloud").Values;
% Vehicle ground truth 3D bounding boxes
lidarActorBoxes = logstdout.get("lidar_truth").Values;

```

Add the lidar data and vehicle truth to the visualizationDataConfig structure.

```

% Add point cloud into structure
visualizationDataConfig.BusLidarData.PointCloud = pointCloudData.Data(:, :, :, simulationTimeStep);
% Add vehicle truth 3D bounding boxes into structure
visualizationDataConfig.BusLidarData.ObjectTruth = lidarActorBoxes.Data(:, :, simulationTimeStep);

```

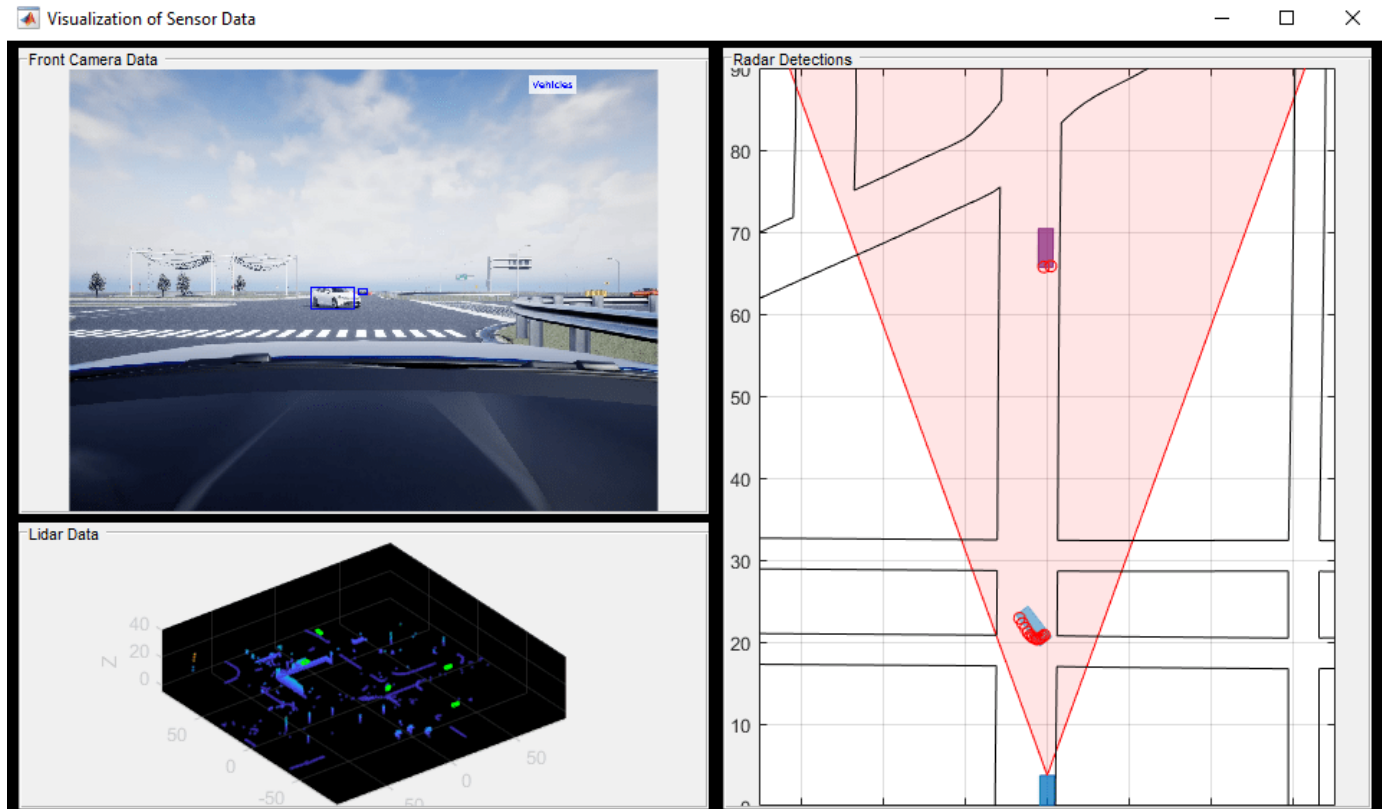
## Visualize Data Instance

Use the `helperPlotSensorData` function to visualize the data in `visualizationDataConfig`. Because this function uses persistent variables to define the figure and axes for visualization, you must clear the existing persistent variables.

```
clear helperPlotSensorData
```

Visualize the data instance.

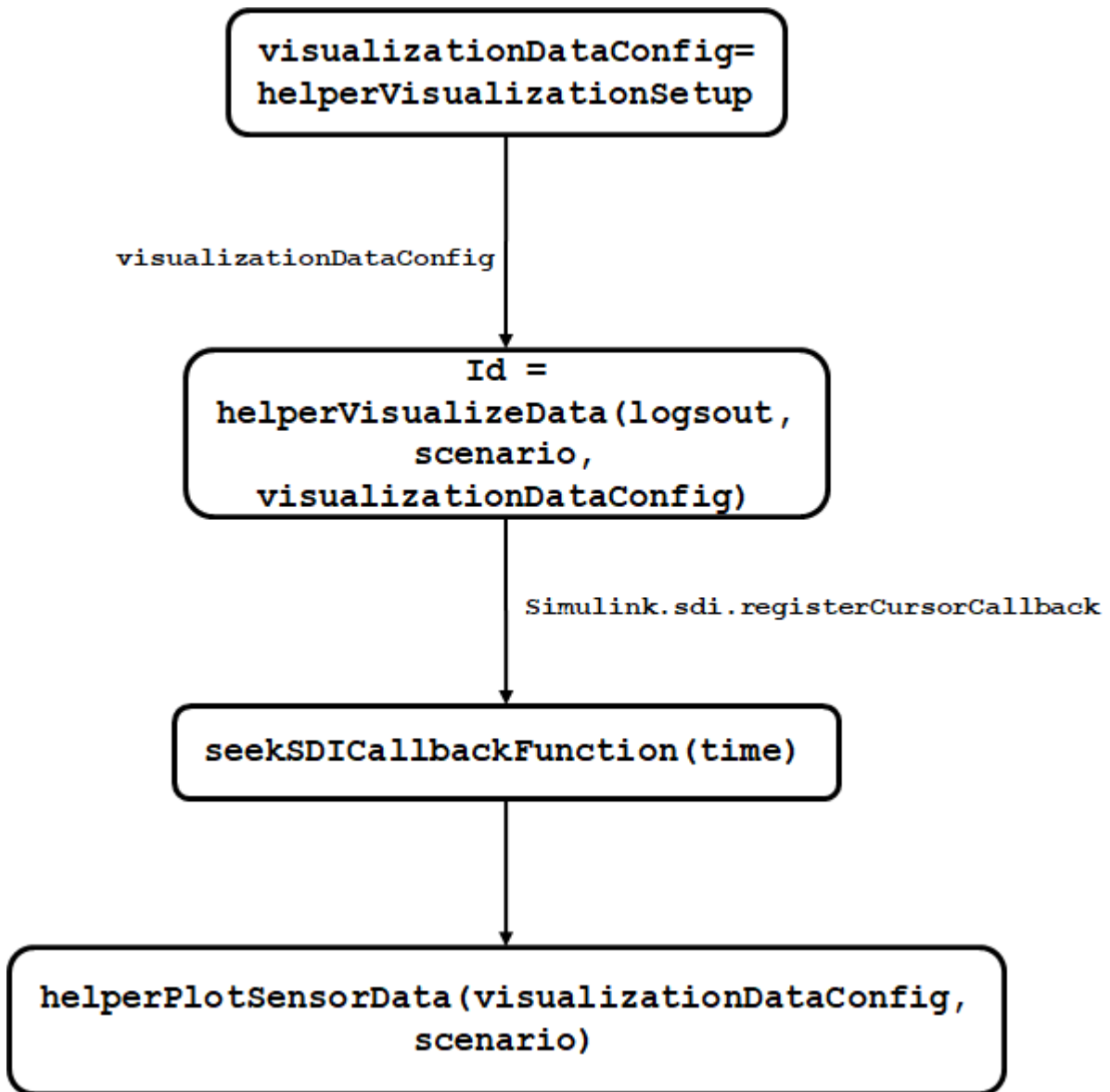
```
helperPlotSensorData(visualizationDataConfig, scenario)
```



### Visualize Logged Data using SDI

You can also use SDI to visualize the logged data for an entire simulation. SDI is a powerful tool for visualizing and comparing multiple kinds of data, including map data. Using SDI, you can visualize logged signals during and after the simulation. You can use the cursor in SDI to visualize the data in playback mode. You can also assign a callback function to the cursor, using the `Simulink.sdi.registerCursorCallback` function, that triggers when you move the SDI cursor. Because the `Simulink.sdi.registerCursorCallback` function returns a callback ID that you must clear before assigning another callback function, use the `Simulink.sdi.unregisterCursorCallback` function to clear the SDI callback.



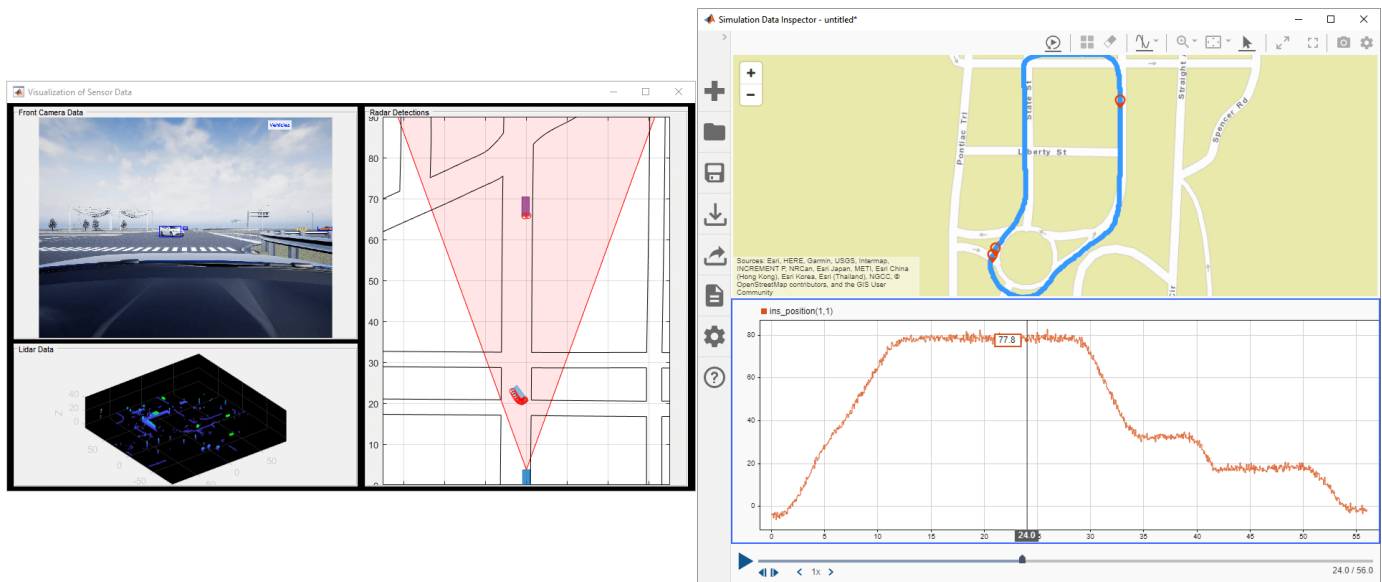


This flowchart shows the workflow for visualizing logged data using SDI. Using the `helperVisualizeData` function, you can specify the names of the signals that logged data during simulation. You can also visualize map data with the logged `ego_latitude` and `ego_longitude` signals. For more information, see “View and Replay Map Data” (Simulink).

The `helperVisualizeData` function initializes SDI, and adds the `seekSDICallbackFunction` function as the SDI cursor callback function. The callback function takes the data from `logsout` and adds it to the structure at each cursor move. The callback function passes this structure to the `helperPlotSensorData` function, which enables you to visualize sensor data in playback mode.

```

visualizationDataConfig = helperVisualizationSetup;
id = helperVisualizeData(logsout, scenario, visualizationDataConfig);
  
```



The `helperVisualizeData` function returns the callback ID of the SDI cursor callback function. Unregister the SDI cursor callback function before running the simulation again.

```
Simulink.sdi.unregisterCursorCallback(id)
```

### See Also

### More About

- "Configure a Signal for Logging" (Simulink)
- "Highway Lane Following" on page 8-893

## Automate Real-Time Testing for Highway Lane Following Controller

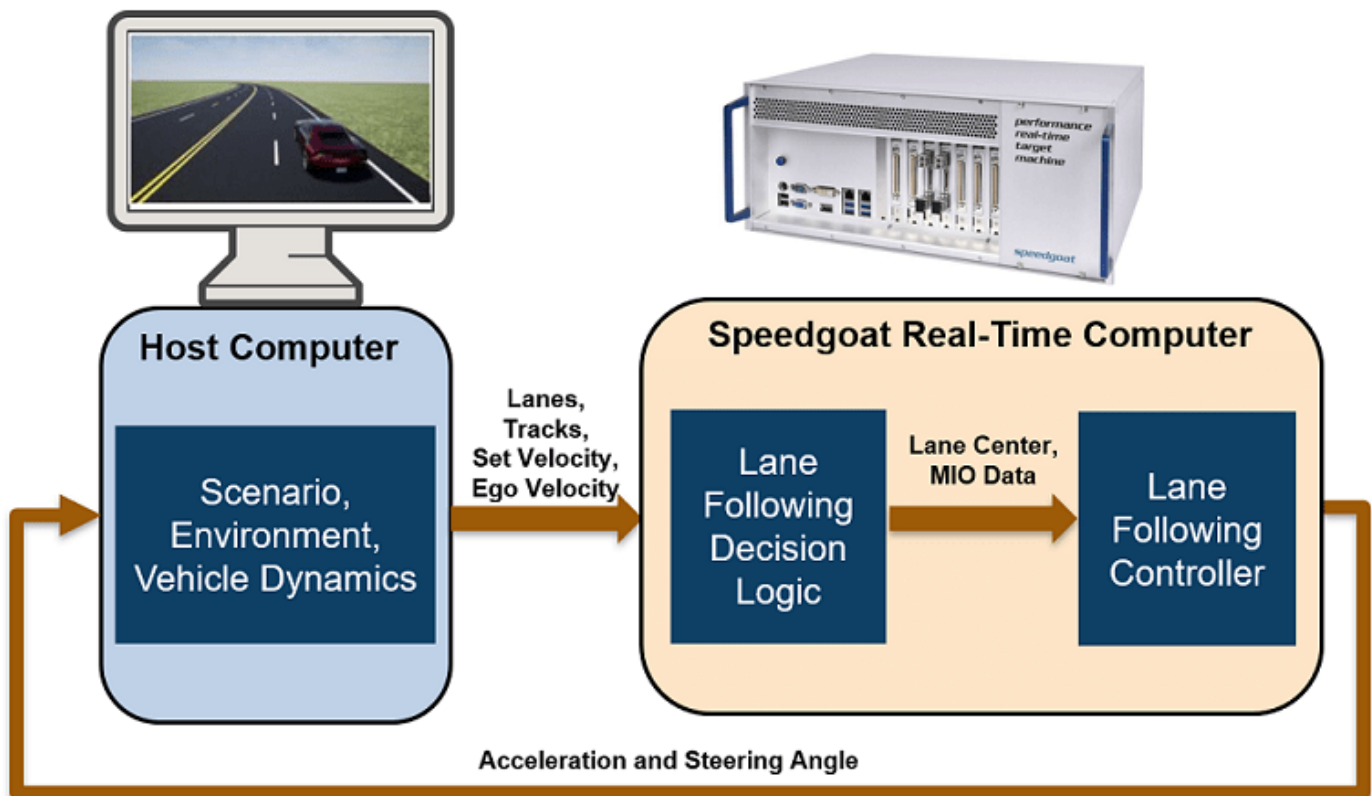
This example shows how to automate the testing of a lane following controller deployed to a Speedgoat® real-time target machine using Simulink® Test™. In this example, you:

- Deploy the highway lane following controller to a Speedgoat machine using Simulink Real-Time™.
- Perform automated testing of the deployed application using Simulink Test.

The lane following controller is a fundamental component in highway driving applications, as it combines lateral and longitudinal controls for an ego vehicle. This critical component is most commonly deployed to a real-time processor. This example shows how you can deploy the lane following controller to a Speedgoat real-time machine. It also shows how you can reuse the desktop simulation test cases and automate regression testing for the deployed controller. This example builds on the “Generate Code for Highway Lane Following Controller” on page 8-1135 example.

### System Configuration

This example uses a hardware setup that primarily consists of two machines, a host and a target, connected by ethernet.



This example uses this hardware configuration:

- 1 Target — Speedgoat Performance Real-Time machine with an Intel® Core™ i7 4.2 GHz, running Simulink Real-Time operating system. For more information, see Speedgoat Performance Real-Time Target Machine.
- 2 Host — Intel® Xeon® 3.60GHz, running a Windows® 64-bit operating system.
- 3 Ethernet cable connecting the target to the host.

The target runs the lane following decision logic and lane following controller. It sends steering angle and acceleration signals to the host using the User Datagram Protocol (UDP) over ethernet.

The host sets up the simulation environment, configures the test scenarios, and models the vehicle dynamics of the ego vehicle. It sends signals carrying information about lanes, tracks, ego velocity, and set velocity to the target using UDP. It receives the steering angle and acceleration to generate the ego pose from the target using UDP.

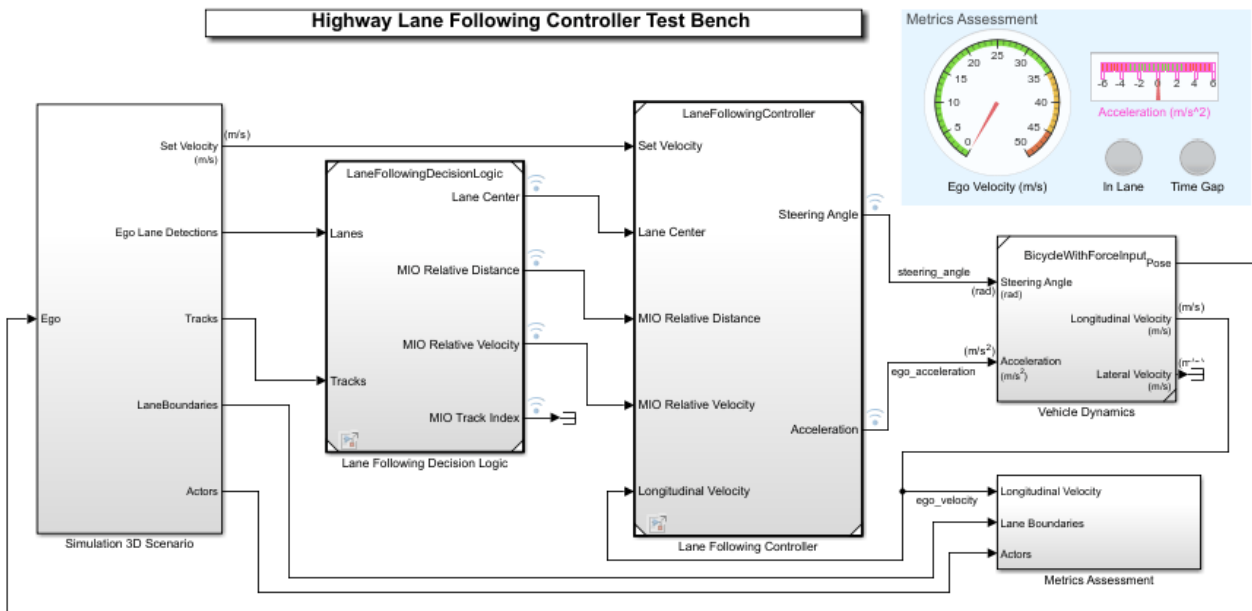
Using this setup, you can deploy the lane following controller to the target, run the host model for a test scenario, and log and visualize simulation results.

In this example, you:

- 1 **Review the simulation test bench model** — The model contains the scenario, controls, vehicle dynamics, and metrics to assess functionality. The metric assessments integrate the test bench model with Simulink Test for automated testing.
- 2 **Partition and explore host and target models** — The simulation test bench model is partitioned into two models. One runs on the host machine, and the other is used for deployment to the target machine.
- 3 **Deploy the target model** — Configure and deploy the lane following controller model to the target machine using Simulink Real-Time.
- 4 **Simulate host model and visualize results** — Configure the host model with a test scenario. Simulate the model and visualize the results.
- 5 **Explore the test manager file** — Explore the configured test manager file that enables you to automate the testing of the deployed lane following controller.
- 6 **Automate testing** — Run the test suite using the test manager and analyze the test report.

### **Review Simulation Test Bench Model**

This example uses the test bench model from “Generate Code for Highway Lane Following Controller” on page 8-1135, as shown in this figure.



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This simulation test bench model contains these subsystems:

- **Simulation 3D Scenario** — Specifies the road, vehicles, and vision detection generator used for simulation.
- **Lane Following Decision Logic** — Specifies the lateral and longitudinal decision logic, and provides lane center information and most important object (MIO) related information to the controller.
- **Lane Following Controller** — Specifies the path-following controller that generates control commands to steer the ego vehicle.
- **Vehicle Dynamics** — Specifies the dynamic model for the ego vehicle.
- **Metrics Assessment** — Assesses system-level behavior.

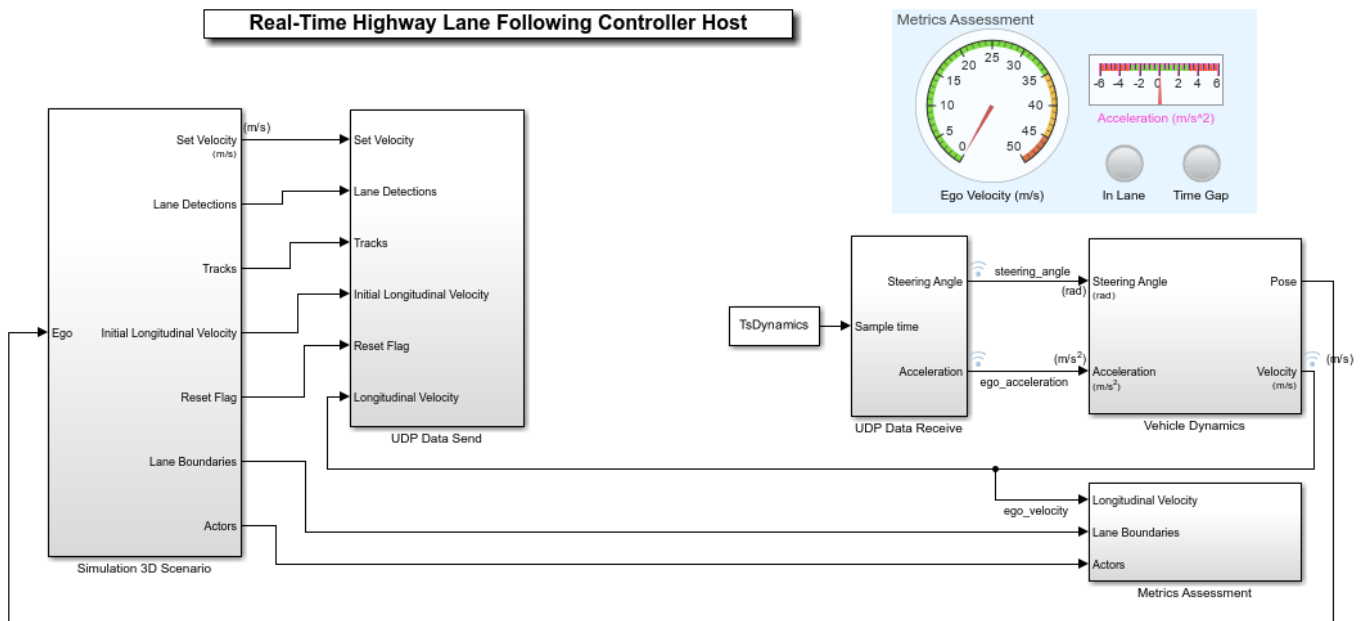
### Partition and Explore Host and Target Models

The test bench model is partitioned into host and target models. Explore these models.

#### Explore Host Model

The host model contains the Simulation 3D Scenario, Vehicle Dynamics, and Metrics Assessment subsystems of the highway lane following application. The model also configures the UDP interface using the UDP Data Send and UDP Data Receive subsystems. Open the host model.

```
open_system("RTHLFControllerHost")
```

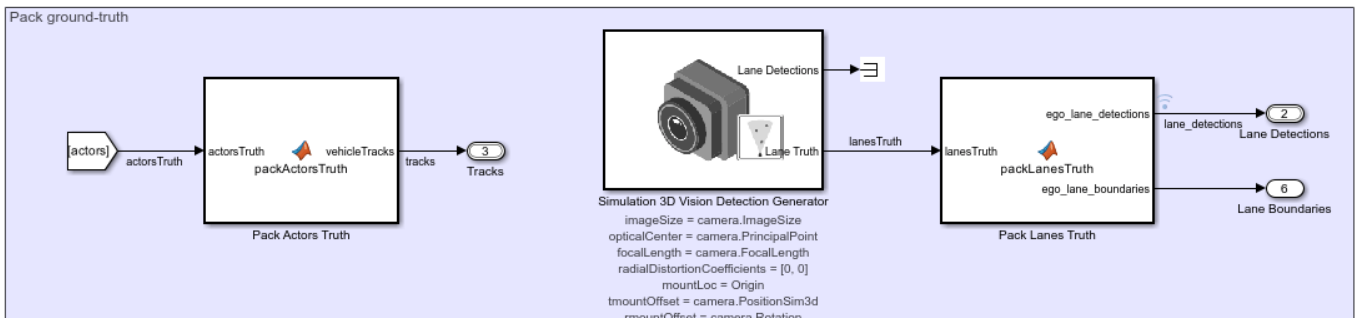
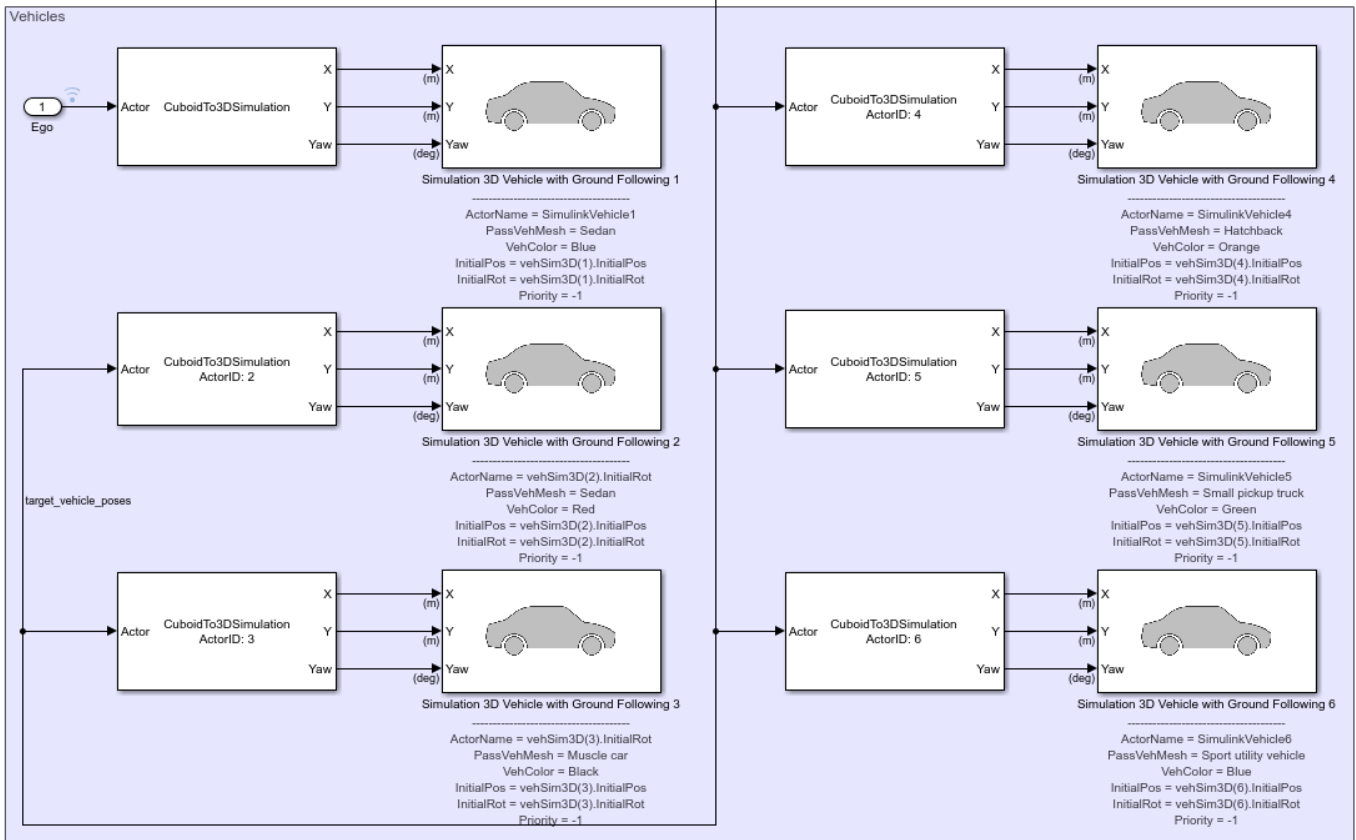
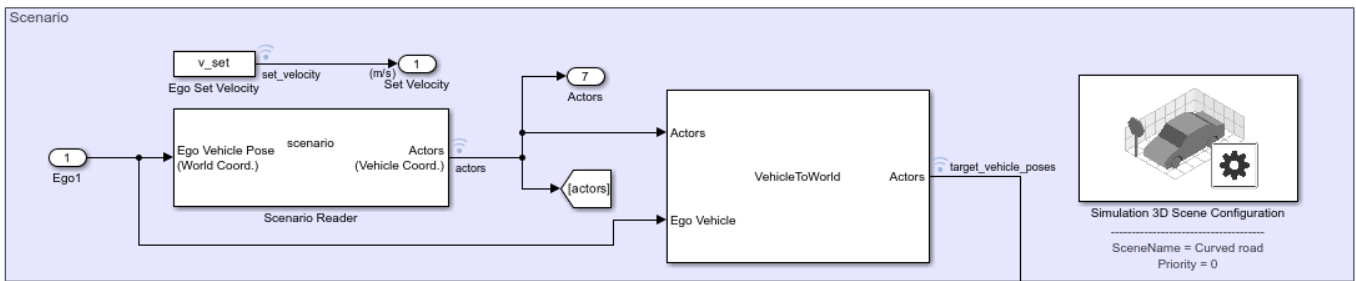


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The `Simulation 3D Scenario` subsystem configures the road network, sets vehicle positions, and packs truth data into detections. For more information see “Generate Code for Highway Lane Following Controller” on page 8-1135. Open the `Simulation 3D Scenario` subsystem.

```
open_system("RTHLFControllerHost/Simulation 3D Scenario")
```

**Simulation 3D Scenario**

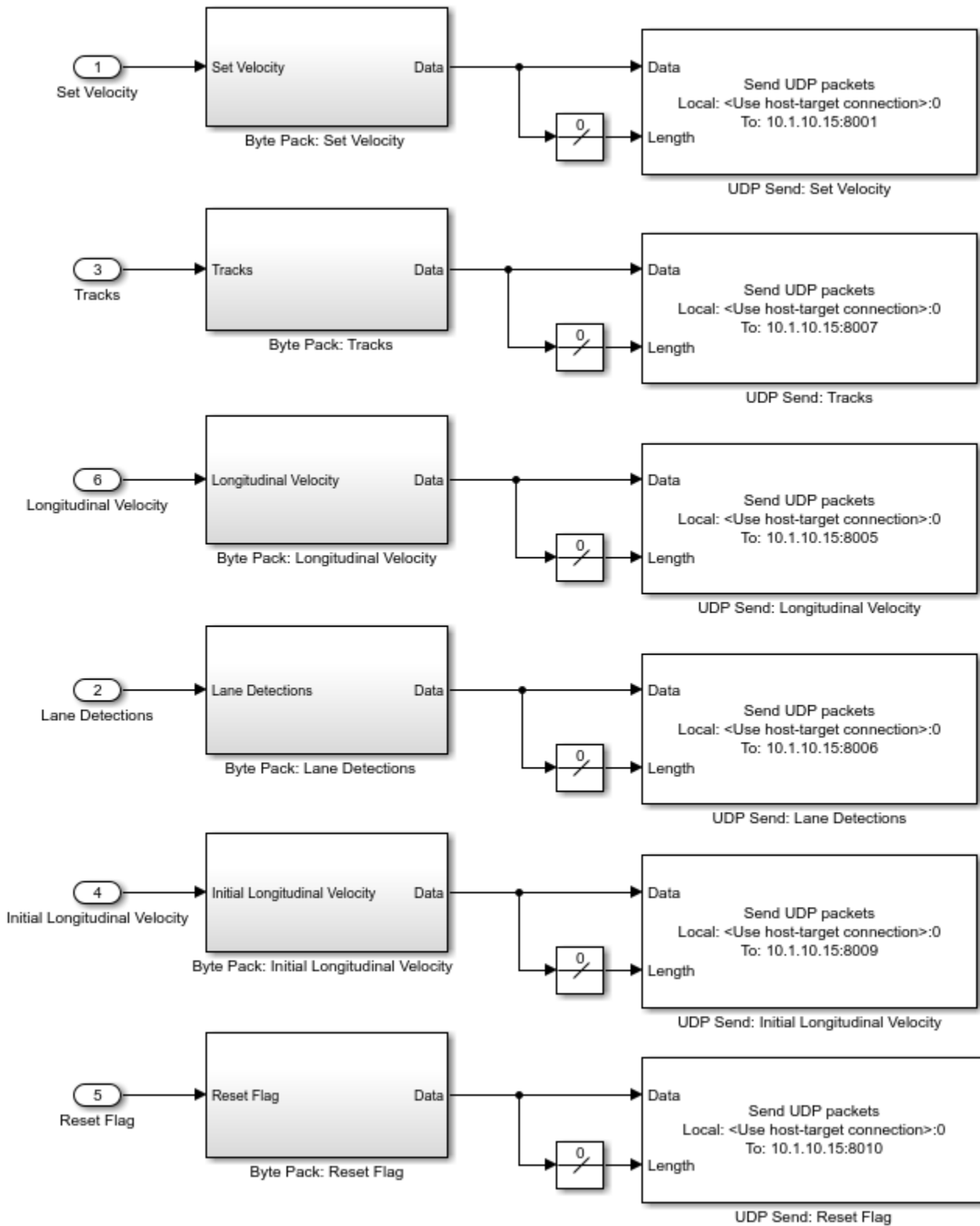


This subsystem also sets the initial velocity of the ego vehicle, and generates the reset flag using a MATLAB® Function block. Use this flag to reset the internal states of the deployed application before you run the simulation.

The UDP Data Send subsystem contains Byte Packing (Simulink Real-Time) and UDP Send (Simulink Real-Time) blocks from the Simulink Real-Time library. Open the UDP Data Send subsystem.

```
open_system("RTHLFControllerHost/UDP Data Send")
```





Each `Byte Pack` subsystem contains a `Byte Packing` block that converts one or more signals of user-selectable data types to a single vector of varying data types. Each `UDP Send` block sends the data from the corresponding `Byte Pack` subsystem over a UDP network to the specified IP address and port. You must configure these `UDP Send` blocks with the IP address and port number of the target machine.

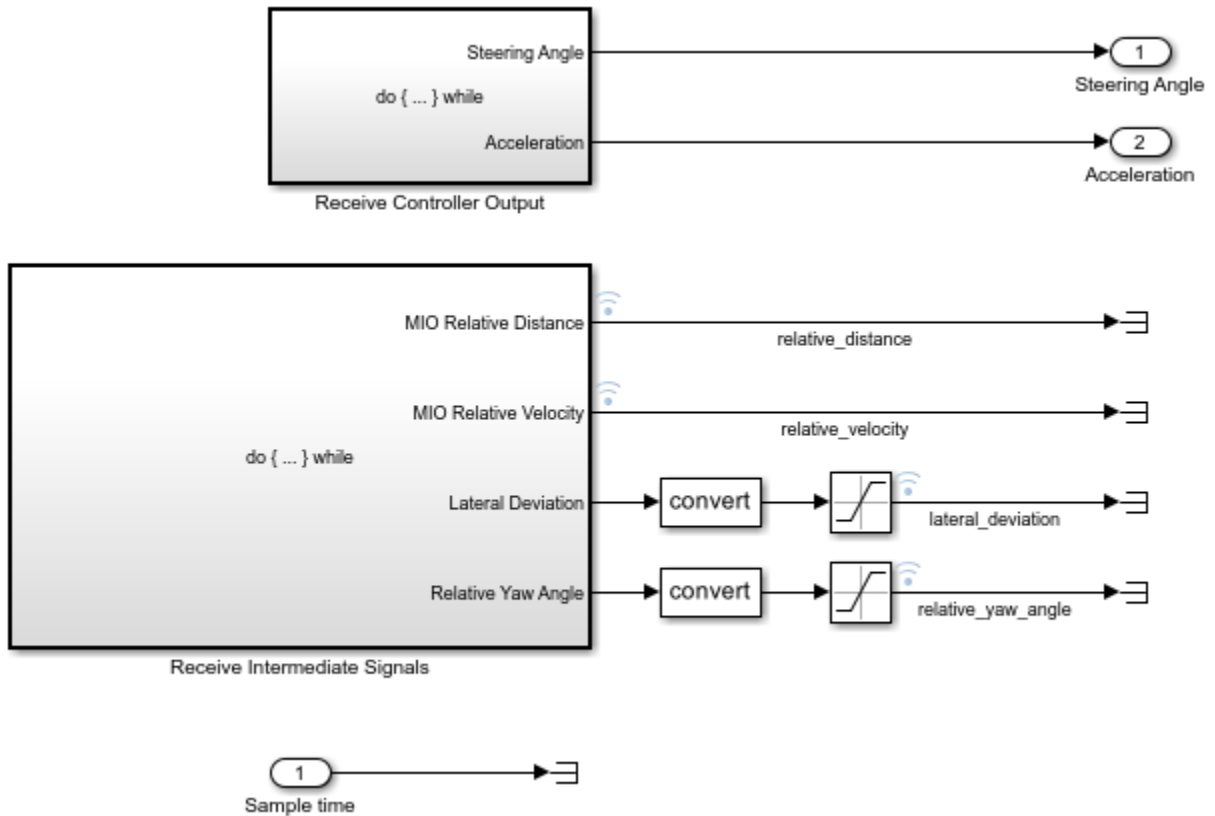
This list defines the specifications of the data signals.

- `Set Velocity` – 8-byte double
- `Longitudinal Velocity` – 8-byte double
- `Initial Longitudinal Velocity` – 8-byte double
- `Reset Flag` – 8-byte double
- `Tracks` – 268-byte Simulink bus structure
- `Lane Detections` – 32-byte Simulink bus structure

This example sets the maximum number of tracks to 5. You can update this value when you use a different test scenario.

The `UDP Data Receive` subsystem contains `UDP Receive (Simulink Real-Time)` and `Byte Unpacking (Simulink Real-Time)` blocks from the `Simulink Real-Time` library. Open the `UDP Data Receive` subsystem.

`open_system("RTHLFControllerHost/UDP Data Receive")`

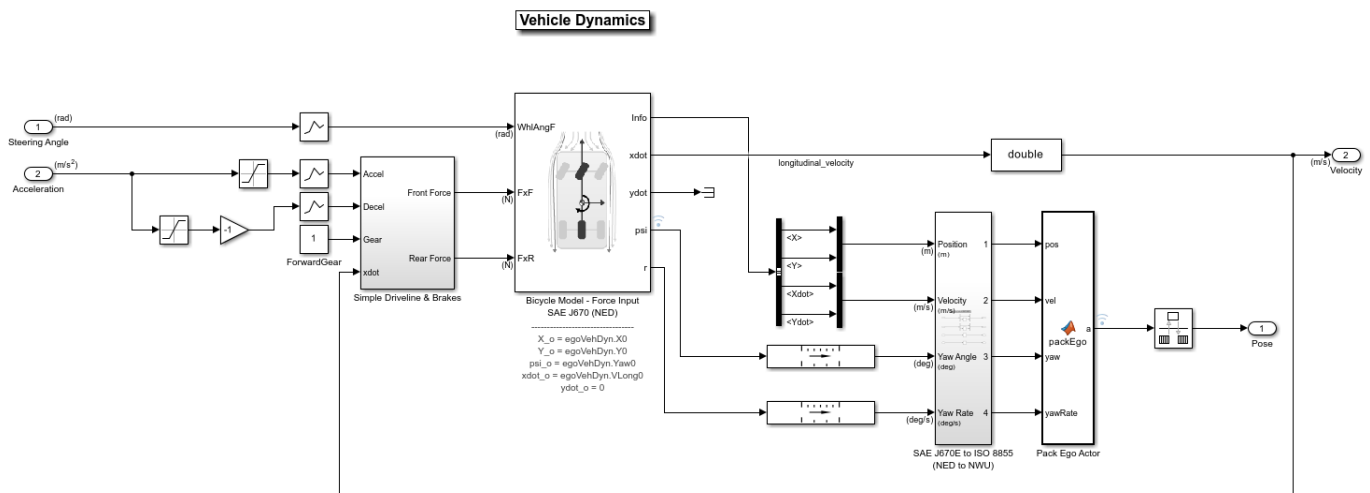


This subsystem contains two additional subsystems:

- **Receive Controller Output** — Receives and unpacks the controller outputs sent from the target machine.
- **Receive Intermediate Signals** — Receives and unpacks the intermediate signals from the target machine.

The **Vehicle Dynamics** subsystem contains a dynamic model for the ego vehicle.

```
open_system("RTHLFControllerHost/Vehicle Dynamics")
```



The **Vehicle Dynamics** subsystem implements a Bicycle Model for the ego vehicle. The subsystem takes controller outputs and estimates the ego vehicle pose.

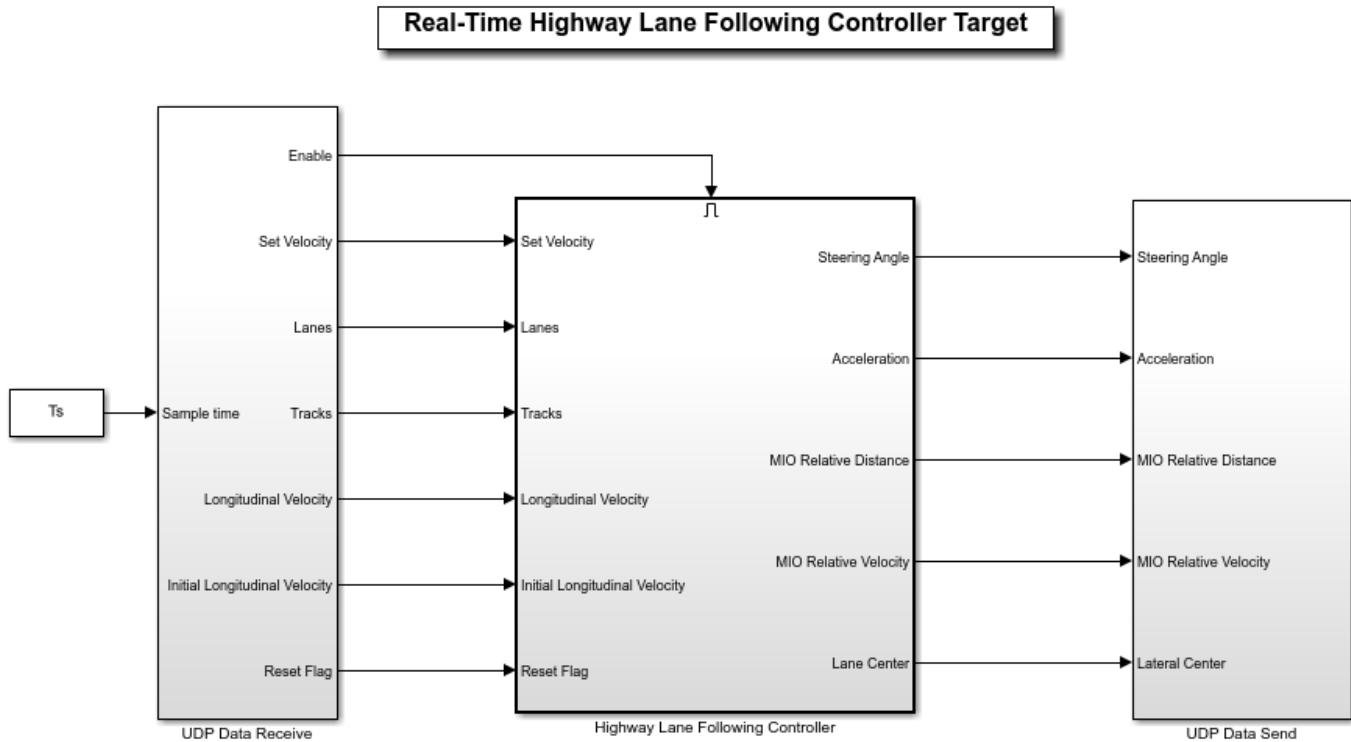
The **Metrics Assessment** subsystem is based on the subsystem used in the “Generate Code for Highway Lane Following Controller” on page 8-1135 example.

To perform the real-time simulation, the host model runs with simulation pacing set to 1. For more information, see “Simulation Pacing” (Simulink).

### Explore Target Model

The target model contains the **Highway Lane Following Controller** subsystem, along with UDP interfaces. Open the target model.

```
open_system("RTHLFControllerTarget")
```



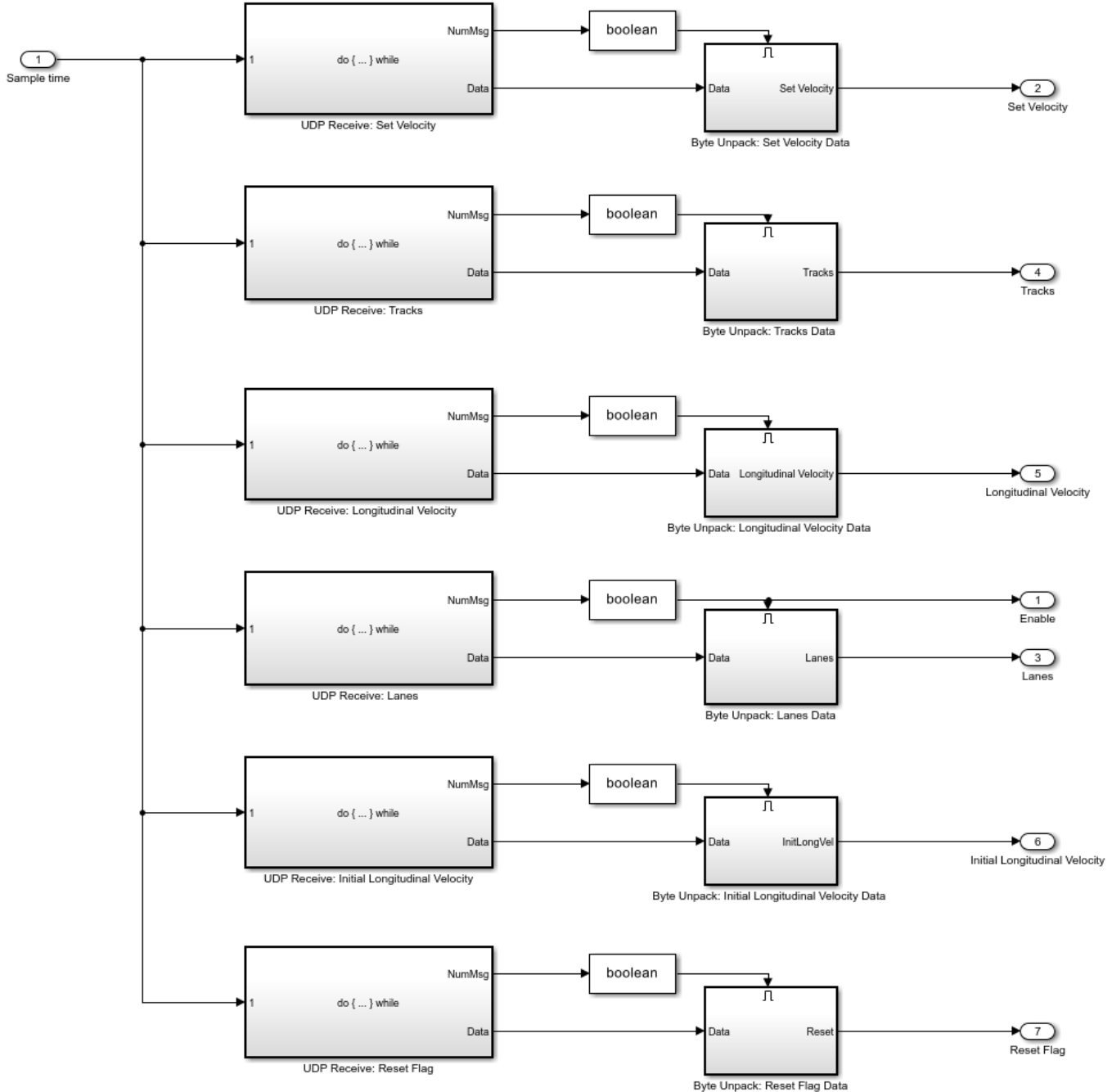
Copyright 2021 The MathWorks, Inc.

The target model contains these subsystems:

- **UDP Data Receive** — Receives data required for highway lane following controller model to run.
- **Highway Lane Following Controller** — Enabled subsystem that contains the lane following decision logic and lane following controller algorithms.
- **UDP Data Send** — Sends the outputs of the controller to the host model, which are required by **Vehicle Dynamics** subsystem of the host model.

The **UDP Data Receive** subsystem contains **UDP Receive** and **Byte Unpacking** blocks from Simulink Real-Time library. Open the **UDP Data Receive** subsystem.

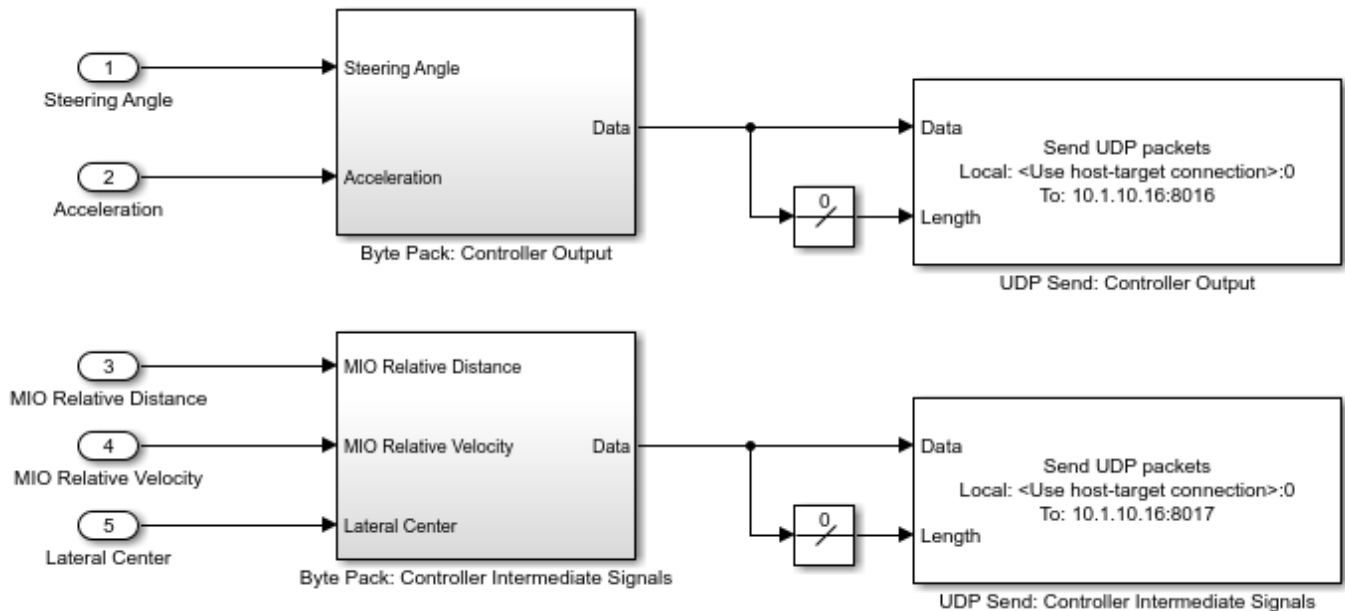
```
open_system("RTHLFControllerTarget/UDP Data Receive")
```



This subsystem receives data frames from the host machine, and deconstructs them using the Byte Unpack subsystems.

The UDP Data Send subsystem contains Byte Packing and UDP Send blocks from Simulink Real-Time library. Open the UDP Data Send subsystem.

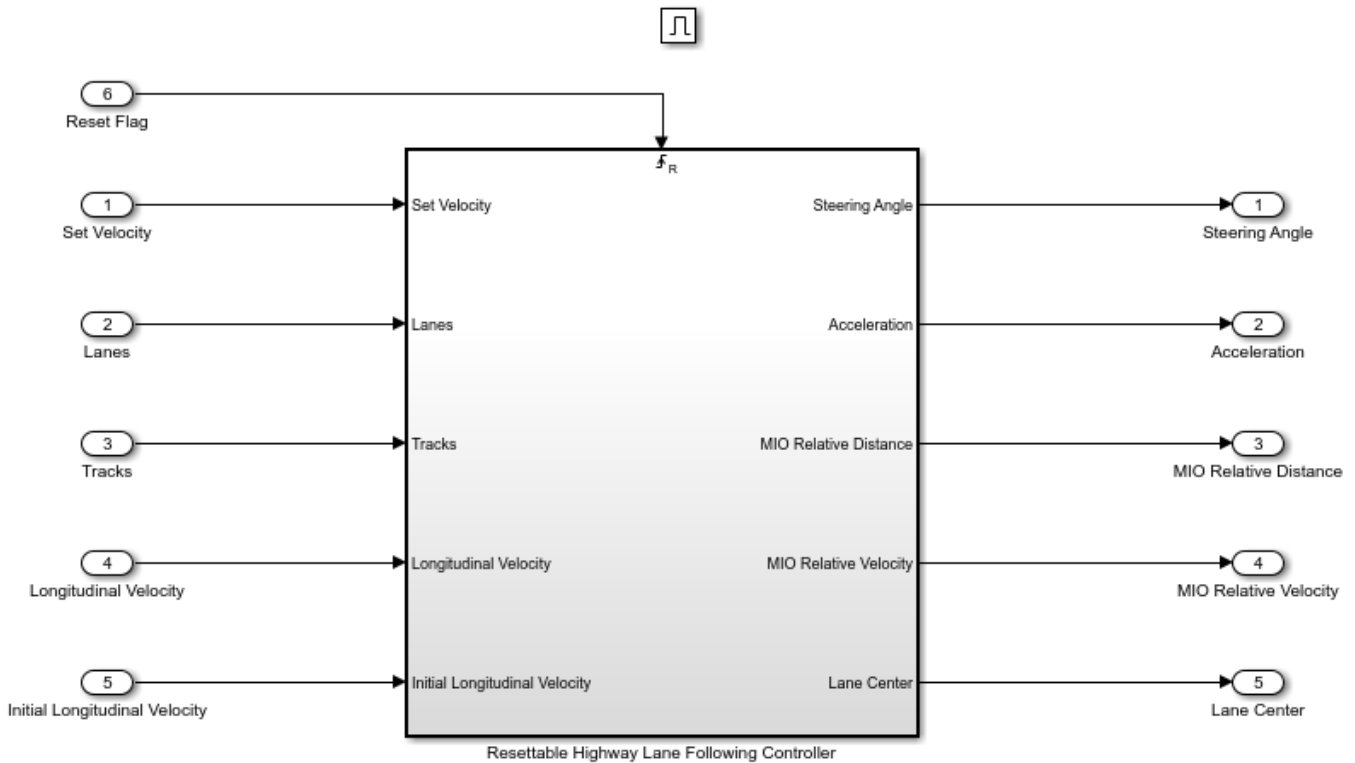
```
open_system("RTHLFControllerTarget/UDP Data Send")
```



This subsystem sends the controller outputs, **Steering Angle** and **Acceleration**, to the host machine using a UDP Send block. It also sends some internal signals used for plotting.

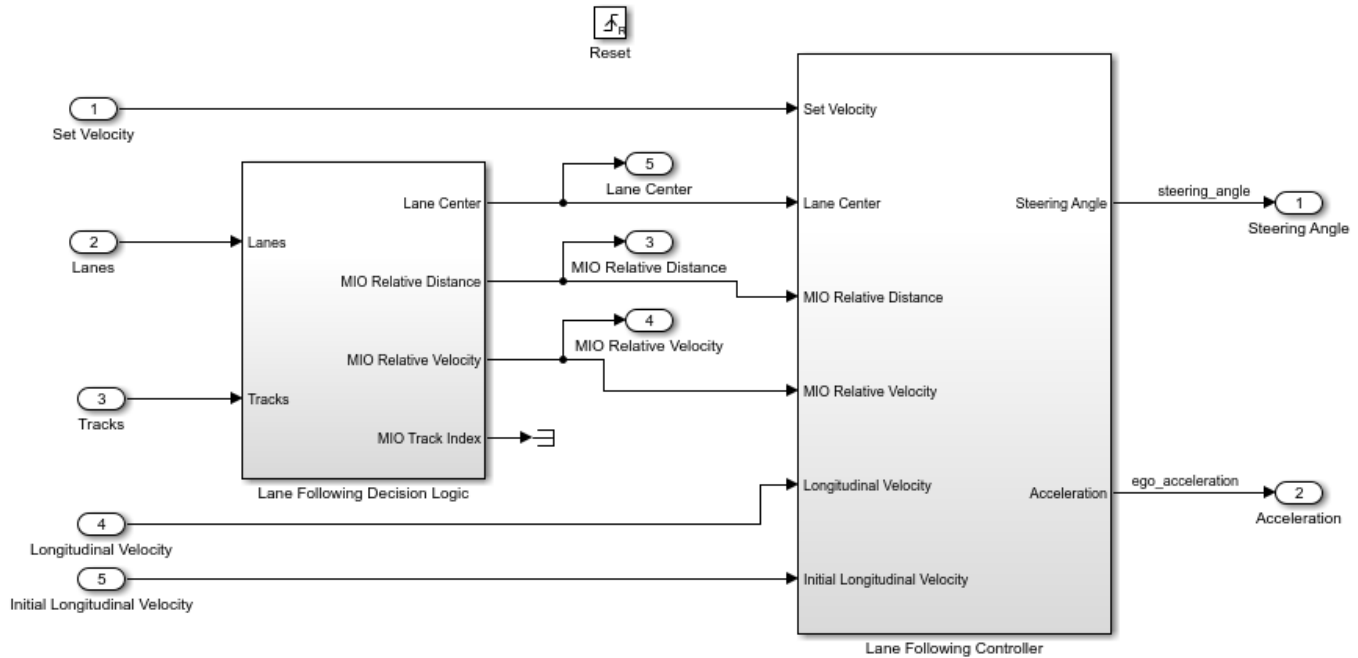
The **Highway Lane Following Controller** subsystem is an enabled subsystem that enables execution of the controller algorithm upon receiving data from the host machine. Open the **Highway Lane Following Controller** subsystem.

```
open_system("RTHLFControllerTarget/Highway Lane Following Controller")
```



The enabled subsystem contains a resettable subsystem. The resettable subsystem resets the lane following controller to its default state when Reset Flag is set. Open the Resettable Highway Lane Following Controller subsystem.

```
open_system("RTHLFControllerTarget/Highway Lane Following Controller/Resettable Highway Lane Fol
```



This subsystem is a combination of the Lane Following Decision Logic and Lane Following Controller subsystems. These subsystems are similar to the ones used in the “Generate Code for Highway Lane Following Controller” on page 8-1135 example.

### Deploy Target Model

Follow these steps to deploy the model to a real-time machine.

1. Configure the UDP blocks in the host and target models.

The UDP Send and UDP Receive blocks used in the host and target models require valid IP addresses for the host and target machines. This example ships with the `helperSLRTUDPSetup.m` file, which updates these blocks with your specified IP addresses. You can update these blocks manually, or by using the `helperSLRTUDPSetup` function as shown:

```
% Specify host model and IP address of Host machine
hostMdl = "RTHLFControllerHost";
hostIP = "10.1.10.16";

% Specify Target model and IP address of Target machine
targetMdl = "RTHLFControllerTarget";
targetIP = "10.1.10.15";

% Invoke the function to update the blocks
helperSLRTUDPSetup(targetMdl, targetIP, hostMdl, hostIP);
```

2. Build the target model and create an `slrealtime` application file, `RTHLFControllerTarget.mldatx`.

```
slbuild(targetMdl);
```

3. Connect to the target machine.



Connect to the target machine by defining an `slrealtime` object to manage the target computer.

```
% Create slrealtime object
tg = slrealtime;

% Specify IP address for target machine
setipaddr(tg, '10.1.10.15')

% Connect to target
connect(tg);
```

The real-time operating system (RTOS) version on the target computer must match with that on the host computer. Otherwise, you cannot connect to the target computer. Run the `update(tg)` command to update the RTOS version on the target computer.

4. Load the real-time application to the target.

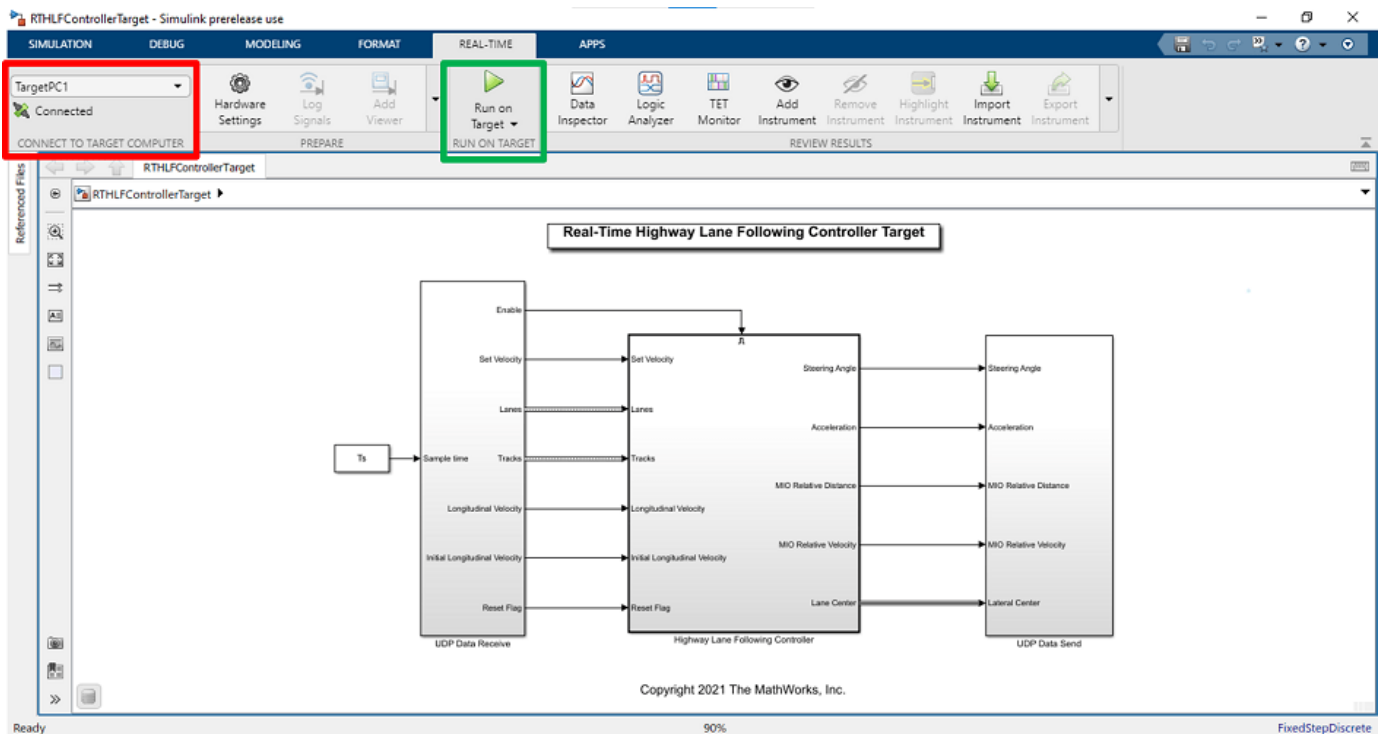
Load the generated `RTHLFControllerTarget.mdlax` application to the target machine.

```
% Load the controller model to the target
load(tg, targetMdl);
```

5. Execute the real-time application on the target.

```
% Start the loaded application on the target machine.
start(tg);
```

Alternatively, you can deploy the target model by using the Simulink graphical user interface.



On the **Real-Time** tab, in the **Connect To Target Computer** section, select your target machine from the list. Use the `slrtExplorer` (Simulink Real-Time) to configure the target.

To deploy and run the controller model on the target machine, select **Run on Target**.

### Simulate Host Model and Visualize Results

Configure the RTHLFControllerHost model to simulate the scenario\_LFACC\_03\_Curve\_StopnGo scenario. This scenario contains six vehicles, including the ego vehicle, and defines their trajectories.

```
helperSLHLFControllerHostSetup(scenarioFcnName="scenario_LFACC_03_Curve_StopnGo");
```

Simulate the host model.

```
sim(hostMdl);
```

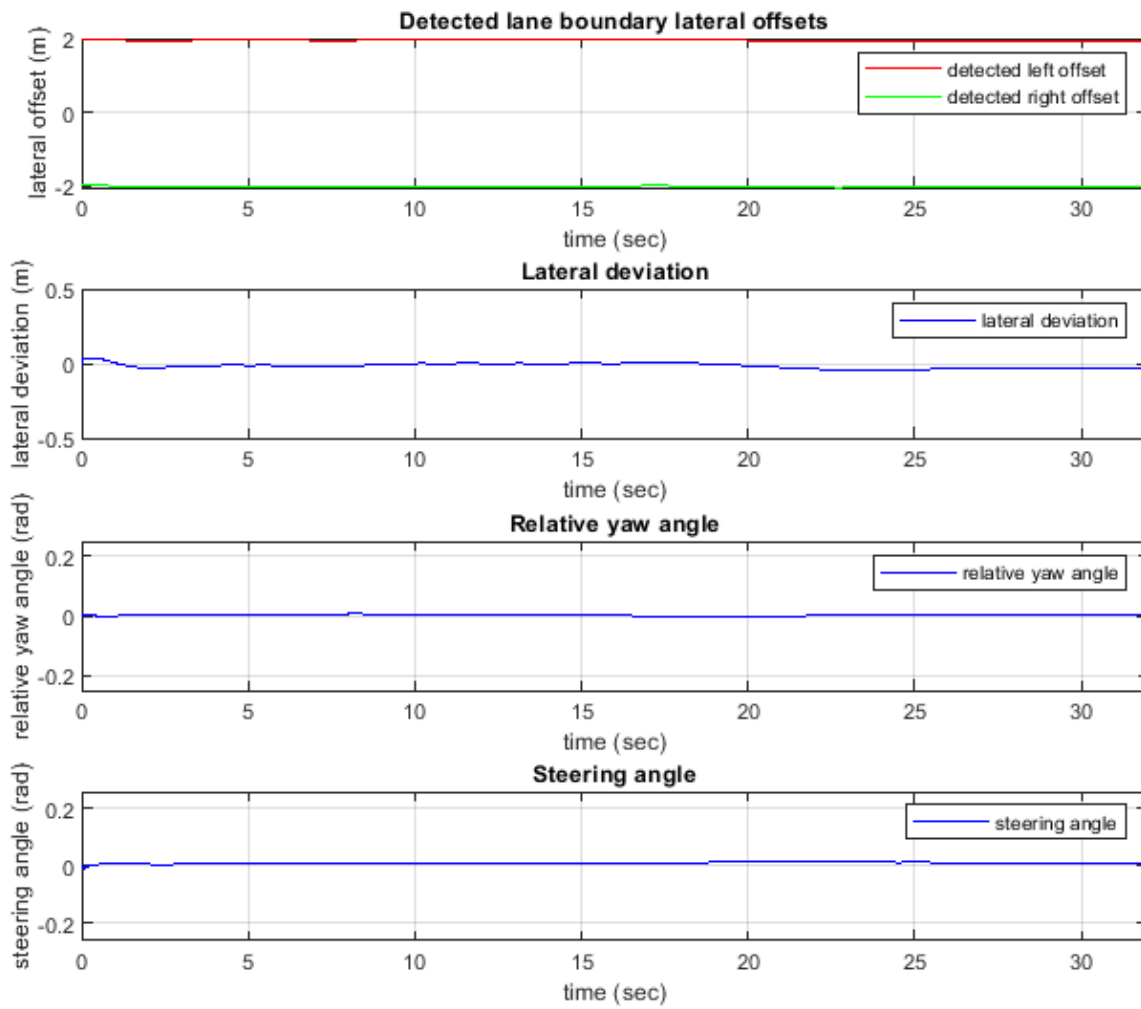


Stop and unload the application in the target machine.

```
stop(tg);
```

Plot the performance metrics for the lateral controller.

```
hFigLatResults = helperPlotLFLateralResults(logsout);
```



Examine the results.

- The **Detected lane boundary lateral offsets** plot shows the lateral offsets of the detected left-lane and right-lane boundaries from the center of the lane. This signal is input to the controller.
- The **Lateral deviation** plot shows the lateral deviation of the ego vehicle from the centerline of the lane. Ideally, lateral deviation is zero meters, which implies that the ego vehicle exactly follows the centerline. Small deviations occur when the vehicle changes velocity to avoid collision with another vehicle. This signal is input to the controller.
- The **Relative yaw angle** plot shows the relative yaw angle between the ego vehicle and the centerline of the lane. The relative yaw angle is close to zero radians, which implies that the heading angle of the ego vehicle closely matches the yaw angle of the centerline. This signal is input to the controller.

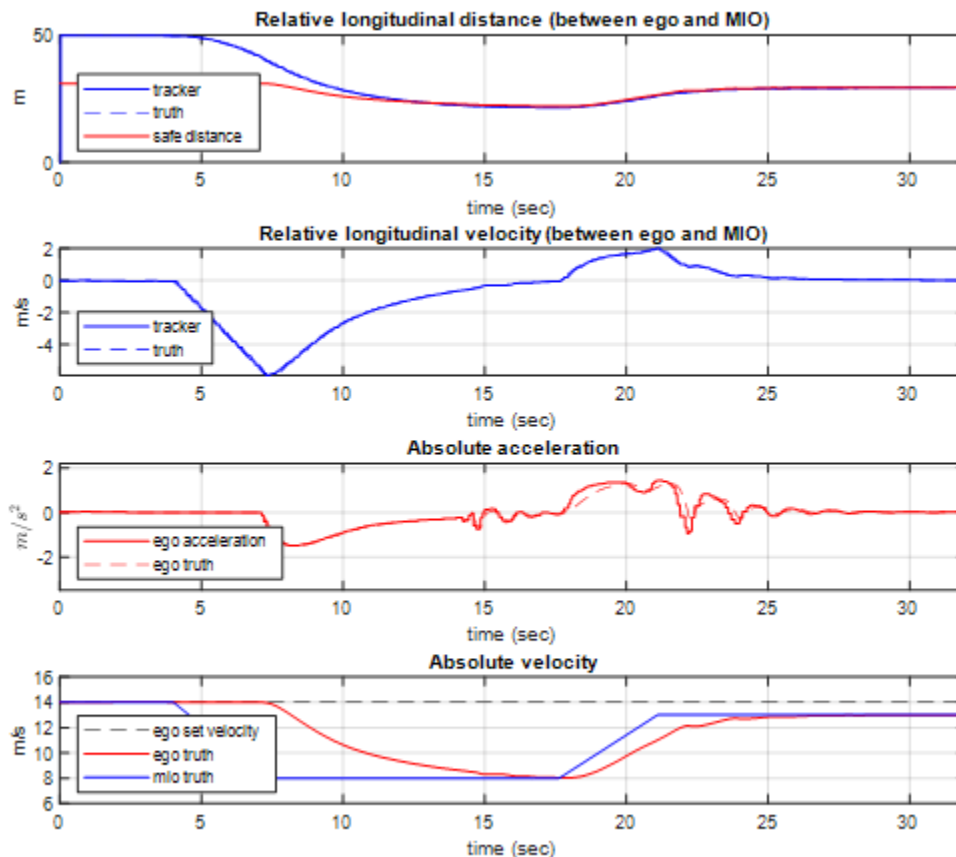
- The **Steering angle** plot shows the steering angle of the ego vehicle. Observe that the plot shows little deviation, indicating that the steering angle trajectory is smooth. This signal is output by the controller.

Close the figure.

```
close(hFigLatResults);
```

Plot the performance metrics for the longitudinal controller.

```
hFigLongResults = helperPlotLFLongitudinalResults(logout,time_gap,default_spacing);
```



Examine the results.

- The **Relative longitudinal distance** plot shows the distance between the ego vehicle and the MIO. In this case, the ego vehicle approaches the MIO and even exceeds the safe distance, in some cases. This signal is input to the controller.
- The **Relative longitudinal velocity** plot shows the relative velocity between the ego vehicle and the MIO. Because this example contains no tracker and tracks data filled using ground truth, the estimated velocity is almost identical to the ground truth. This signal is input to the controller.
- The **Absolute acceleration** plot shows that the controller commands the vehicle to decelerate when it approaches the MIO. This signal is output by the controller.

- The **Absolute velocity** plot shows the ego vehicle initially follows the set velocity, but avoids a collision by slowing down when the MIO slows down. This signal is input to the controller.

Close the figure.

```
close(hFigLongResults);
```

## Explore Test Manager File

Simulink Test includes the **Test Manager**, which you can use to author test cases for Simulink models. After authoring your test cases, you can group them and execute them individually or in a batch.

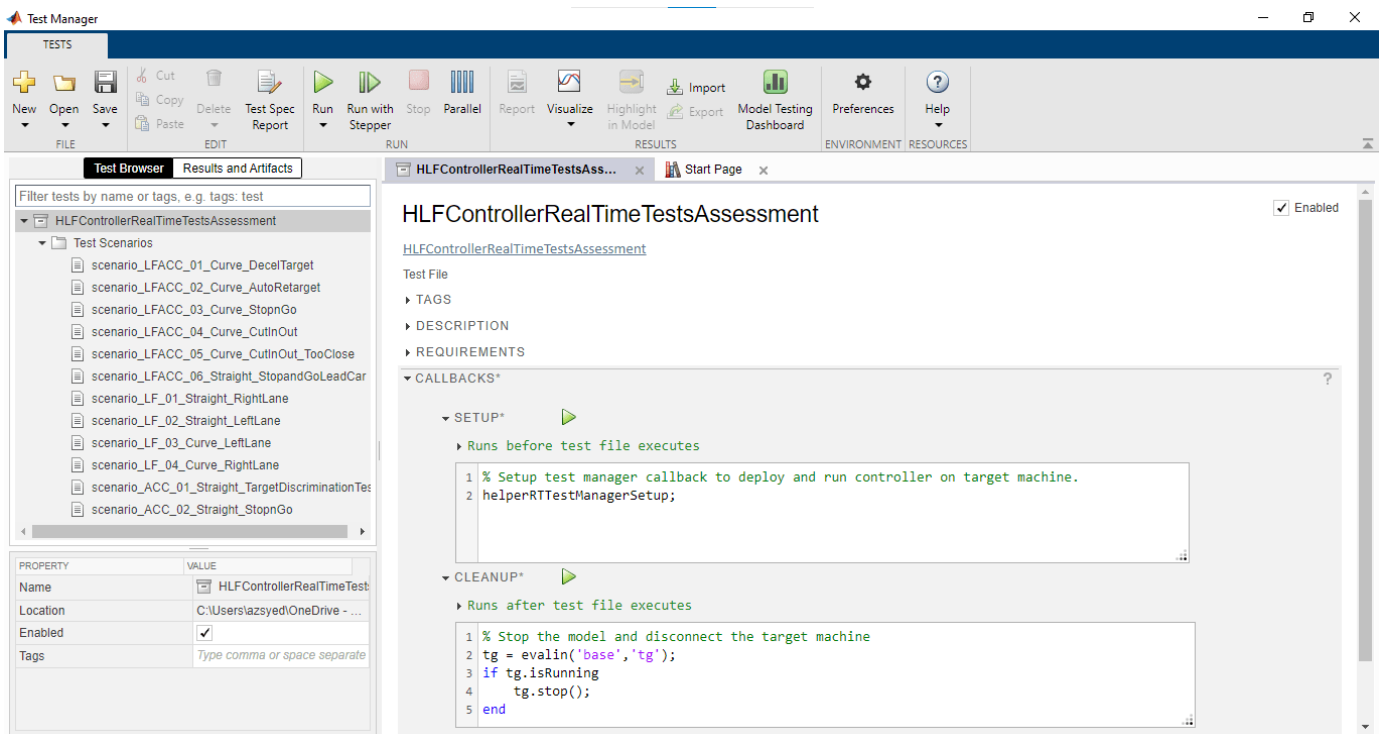
This example reuses the test scenarios from the “Automate Testing for Highway Lane Following Controller” on page 8-1232 example.

The target model is configured so that you do not have to compile and deploy the controller for every test case. Once you deploy the controller, and before the next test case, it resets to its initial state. The example uses these test file callbacks:

- The **SETUP** callback calls the `helperRTTestManagerSetup` function to configure the target model to deploy and run on a real-time machine.
- The **CLEANUP** callback stops and unloads the application from the target machine.

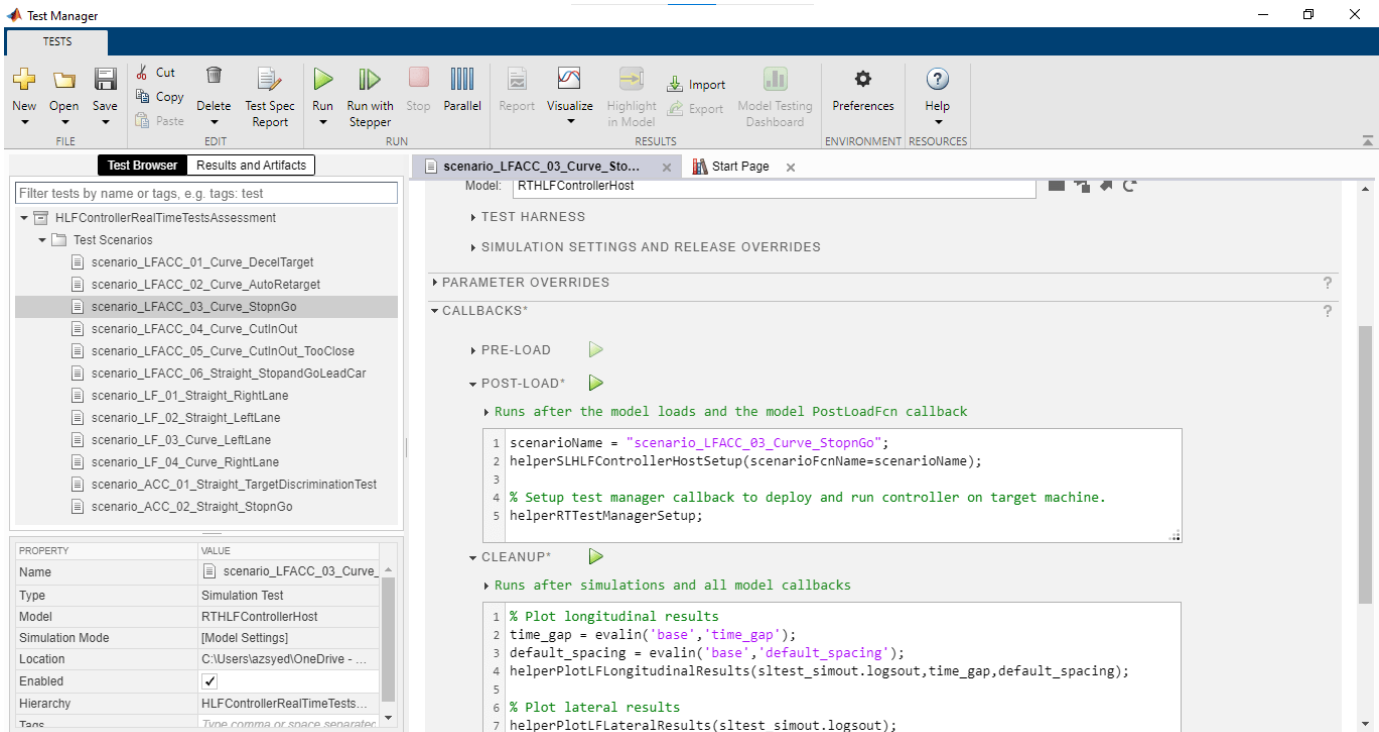
Open the test file `HLFControllerRealTimeTestsAssessment.mldatx` in the **Test Manager** and explore the configuration.

```
sltestmgr
sltest.testmanager.load("HLFControllerRealTimeTestsAssessment.mldatx");
```



You can also run individual test scenarios using these test case callbacks:

- The **POST-LOAD** callback calls the `helperRTTestManagerSetup` to configure the target model to deploy and run on a real-time machine. It also configures the host model for a test scenario.
- The **CLEANUP** callback contains a script to plot the results of the simulation run.



## Automate Testing

Using the created **Test Manager** file, run a single test case to test the application on a real-time machine.

Running the test scenarios from test file requires a connection with the target machine. If the target machine is not already connected, refer to steps 1-3 of the Deploy Target Model section.

Use this code to test the lane following controller model with the `scenario_LFACC_03_Curve_StopnGo` test scenario from Simulink Test.

```
testFile = sltest.testmanager.load("HLFControllerRealTimeTestsAssessment.mldatx");
testSuite = getTestSuiteByName(testFile,"Test Scenarios");
testCase = getTestCaseByName(testSuite,"scenario_LFACC_03_Curve_StopnGo");
resultObj = run(testCase);
```

To generate a report after the simulation, use this code:

```
sltest.testmanager.report(resultObj,"Report.pdf", ...
    Title="Real-Time Highway Lane Following Controller Test Assessment", ...
    IncludeMATLABFigures=true, ...
    IncludeErrorMessage=true, ...
    IncludeTestResults=false, ...
    LaunchReport=true);
```

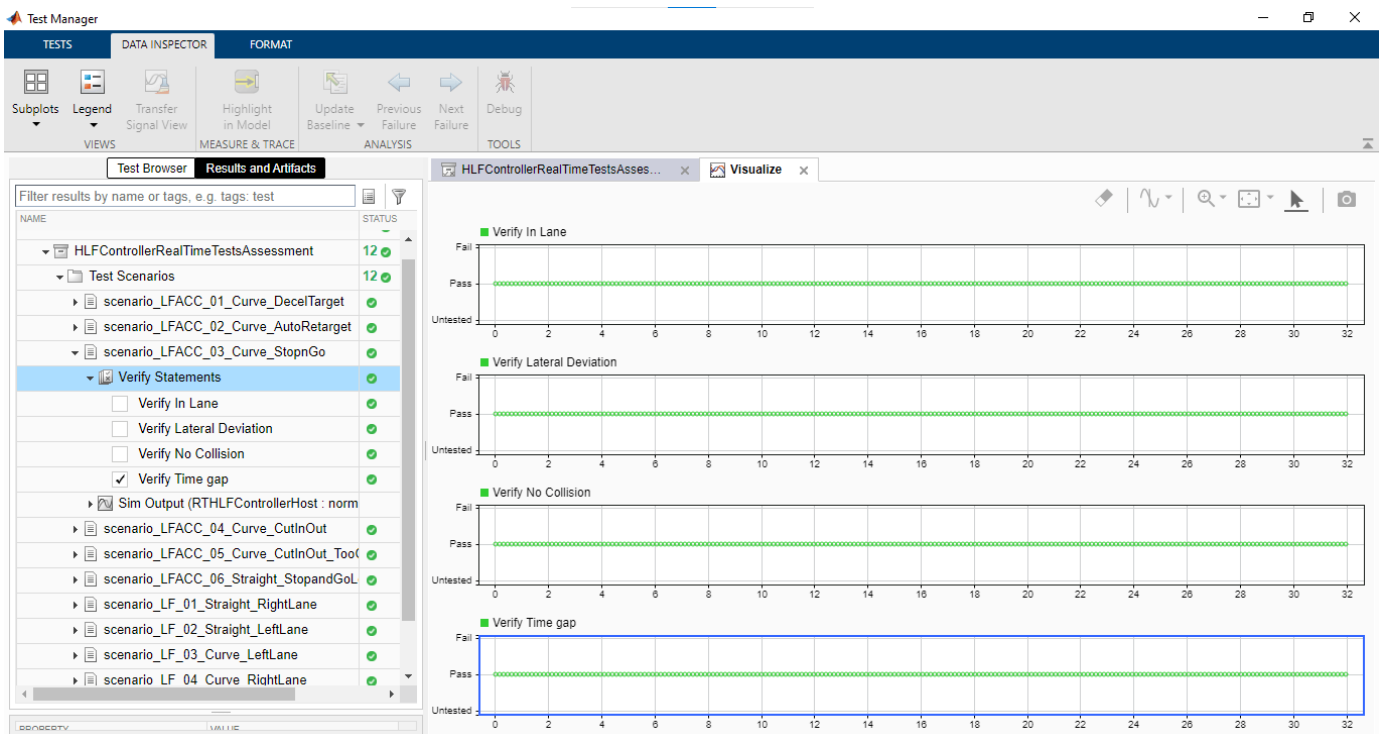
Examine `Report.pdf`. Observe that the **Test Environment** section shows the platform on which the test is run and the MATLAB version used for testing. The **Summary** section shows the outcome of

the test and the duration of the simulation in seconds. The **Results** section shows pass or fail results based on the assessment criteria. This section also shows the logged plots from the **CLEANUP** callback commands.

## Run and Explore Results for All Test Scenarios

You can simulate the system for all the tests by using `run(testFile)`. Alternatively, you can simulate the system by clicking **Play** in the **Test Manager**.

When the test simulations are complete, you can view the results for all the tests in the **Results and Artifacts** tab of the **Test Manager**. For each test case, the Check Static Range (Simulink) blocks in the model are associated with the **Test Manager** to visualize overall pass or fail results.



You can find the generated report in the current working directory. This report contains a detailed summary of the pass or fail statuses and plots for each test case.

## Summary

Name	Outcome	Duration (Seconds)
<a href="#">HLFControllerRealTimeTestsAssessment</a>	12 ✓	906.568
<a href="#">Test Scenarios</a>	12 ✓	906.568
<a href="#">scenario LFACC 01 Curve DecelTarget</a>	✓	118.089
<a href="#">scenario LFACC 02 Curve AutoRetarget</a>	✓	71.864
<a href="#">scenario LFACC 03 Curve StopnGo</a>	✓	101.32
<a href="#">scenario LFACC 04 Curve CutInOut</a>	✓	85.256
<a href="#">scenario LFACC 05 Curve CutInOut TooClose</a>	✓	85.132
<a href="#">scenario LFACC 06 Straight StopandGoLeadCar</a>	✓	61.455
<a href="#">scenario LF 01 Straight RightLane</a>	✓	50.003
<a href="#">scenario LF 02 Straight LeftLane</a>	✓	49.122
<a href="#">scenario LF 03 Curve LeftLane</a>	✓	67.77
<a href="#">scenario LF 04 Curve RightLane</a>	✓	66.269
<a href="#">scenario ACC 01 Straight TargetDiscriminationTest</a>	✓	82.579
<a href="#">scenario ACC 02 Straight StopnGo</a>	✓	67.556

## See Also

### Blocks

Scenario Reader | Simulation 3D Scene Configuration | UDP Send | UDP Receive | Byte Unpacking | Byte Packing

## Related Examples

- “Automate Real-Time Testing for Forward Vehicle Sensor Fusion” on page 8-1322
- “Highway Lane Following” on page 8-893
- “Generate Code for Highway Lane Following Controller” on page 8-1135
- “Automate Testing for Highway Lane Following Controller” on page 8-1232
- “Automate Testing for Highway Lane Following Controls and Sensor Fusion” on page 8-1148



# Generate C++ Message Interfaces for Lane Following Controls and Sensor Fusion

This example shows how to generate C++ code that supports message-based communication between components of a highway lane following system. Generating code with message interfaces enables your application to communicate in a distributed system that uses an external message protocol service.

## Introduction

Next generation autonomous vehicles (AVs) run highly complex algorithms to perform perception, planning, and control. Service-oriented architecture (SOA) is becoming a prevalent means of dealing with this increasing complexity. SOA promotes a distributed approach to implementing perception, planning, and control algorithms using local computing units. These units can exchange information with each other using message-based communication services such as Robot Operating System (ROS), Data Distribution Services (DDS), and the AUTOSAR Adaptive Platform.

This example focuses on modeling message-based communication between sensor fusion and controls components of a highway lane-following application. The example uses the Send (Simulink) and Receive (Simulink) blocks from the Simulink Messages and Events library to model the message-passing interface between the components of this system. This example also uses the `HLFControlsWithSensorFusionTestBench` model from the “Automate Testing for Highway Lane Following Controls and Sensor Fusion” on page 8-1148 example. In this example, you:

- 1 Identify algorithm components for deployment — Review the test bench model with signals and identify the algorithm components in the test bench model.
- 2 Add Simulink message interfaces to algorithm components — Review the test bench model with Simulink messages. Simulate the model and examine the results.
- 3 Generate C++ code — Configure the algorithm components with Simulink messages to generate C++ code.
- 4 Explore generated code — Explore the generated code and observe message interfaces.

In this example, you enable system-level simulation through integration with the Unreal Engine® from Epic Games®. The 3D simulation environment requires a Windows® 64-bit platform.

```
if ~ispc
    error(['3D simulation is supported only on Microsoft',char(174), ' Windows',char(174),'.'])
end
```

## Identify Algorithm Components for Deployment

This example uses a system-level simulation test bench model to interface with Simulink messages. To explore the test bench model, open a working copy of the project example files. MATLAB copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"))
helperDrivingProjectSetup("HLFControlsSensorFusion.zip",workDir=pwd)
```

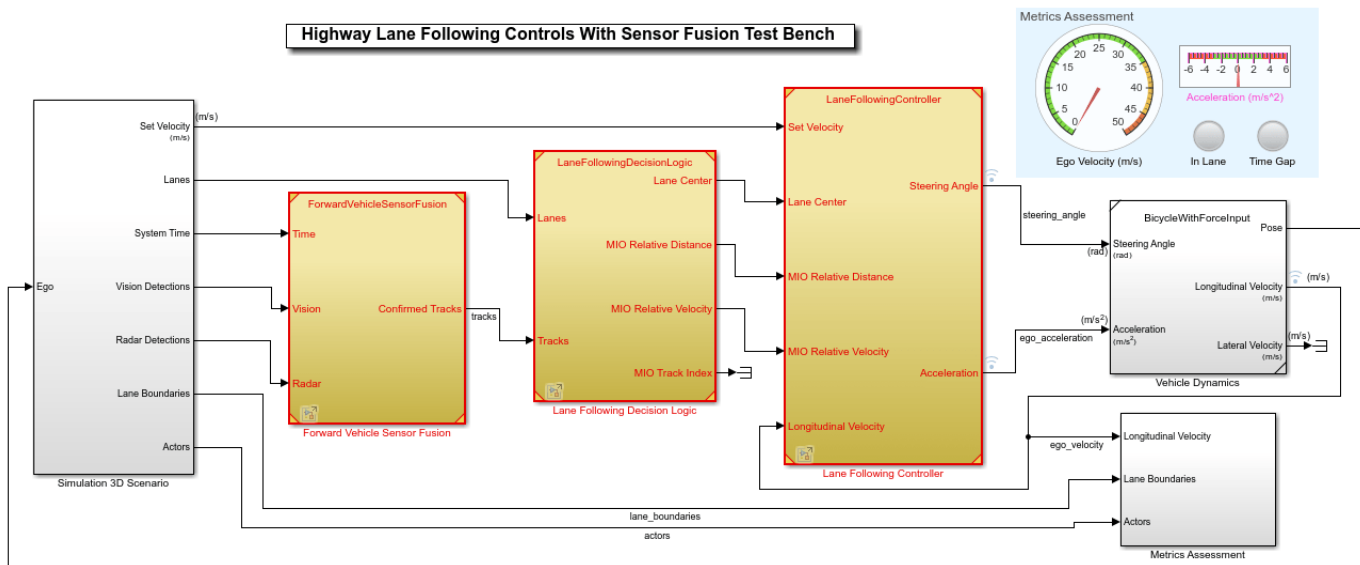
Open the test bench model and highlight the model components for deployment.

```
open_system("HLFControlsWithSensorFusionTestBench")
hilite_system("HLFControlsWithSensorFusionTestBench/Forward Vehicle Sensor Fusion")
```

```

hilite_system("HLFControlsWithSensorFusionTestBench/Lane Following Decision Logic")
hilite_system("HLFControlsWithSensorFusionTestBench/Lane Following Controller")

```



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The test bench model contains these subsystems:

- **Simulation 3D Scenario** — Specifies the road, vehicles, vision detection generator, and radar sensors used for the simulation.
- **Forward Vehicle Sensor Fusion** — Fuses the vision and radar sensor detections of vehicles in front of the ego vehicle.
- **Lane Following Decision Logic** — Algorithm model that specifies the lateral and longitudinal decision logic, and provides lane center information and most important object (MIO) related information to the controller.
- **Lane Following Controller** — Algorithm model that specifies the controller.
- **Vehicle Dynamics** — Specifies the dynamic model for the ego vehicle.
- **Metrics Assessment** — Assesses system-level behavior.

This example configures the Forward Vehicle Sensor Fusion, Lane Following Decision Logic, and Lane Following Controller components using Simulink messages.

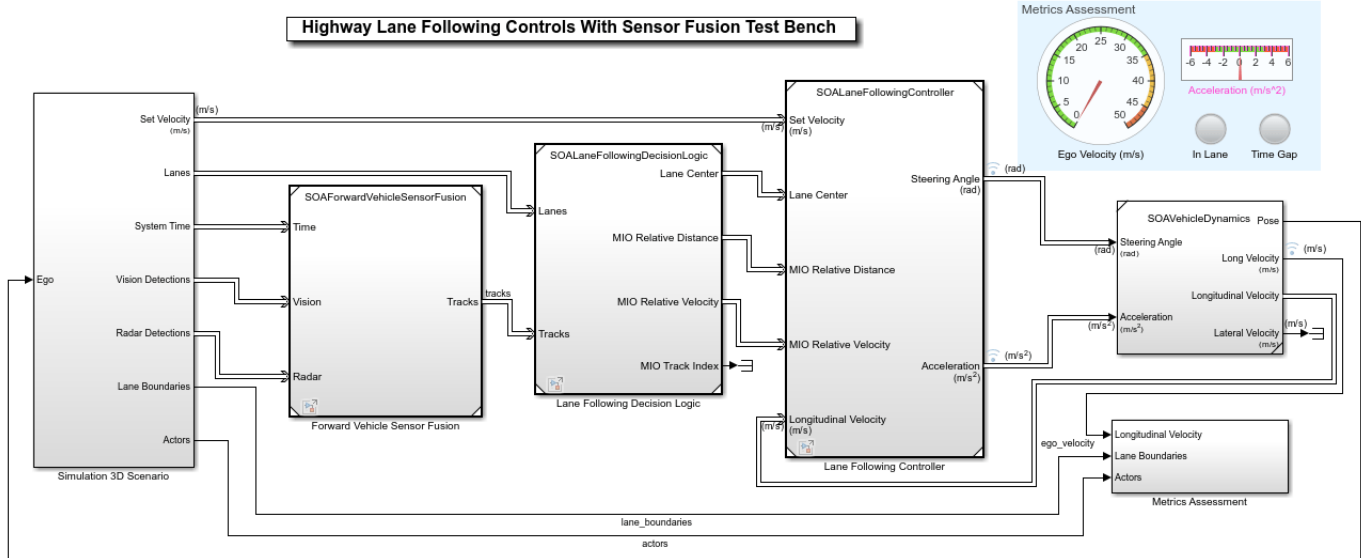
### Add Simulink Message Interfaces to Algorithm Components

To model a message passing interface for algorithm components, add Send and Receive blocks at the output and input ports, respectively, of the algorithm components. Open the test bench model that contains message interfaces.

```

open_system("SOAHLFControlsWithSensorFusionTestBench")

```



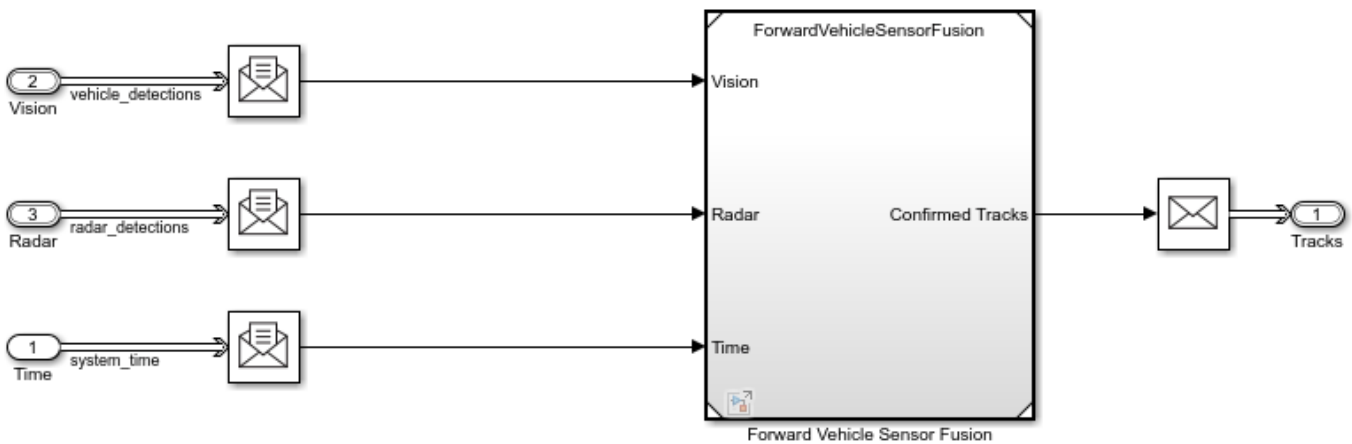
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Observe the message interfaces between the components of the model. To explore the modeling pattern for the message Send and Receive interfaces, open each component model.

Open the Forward Vehicle Sensor Fusion component.

`open_system("SOAForwardVehicleSensorFusion")`

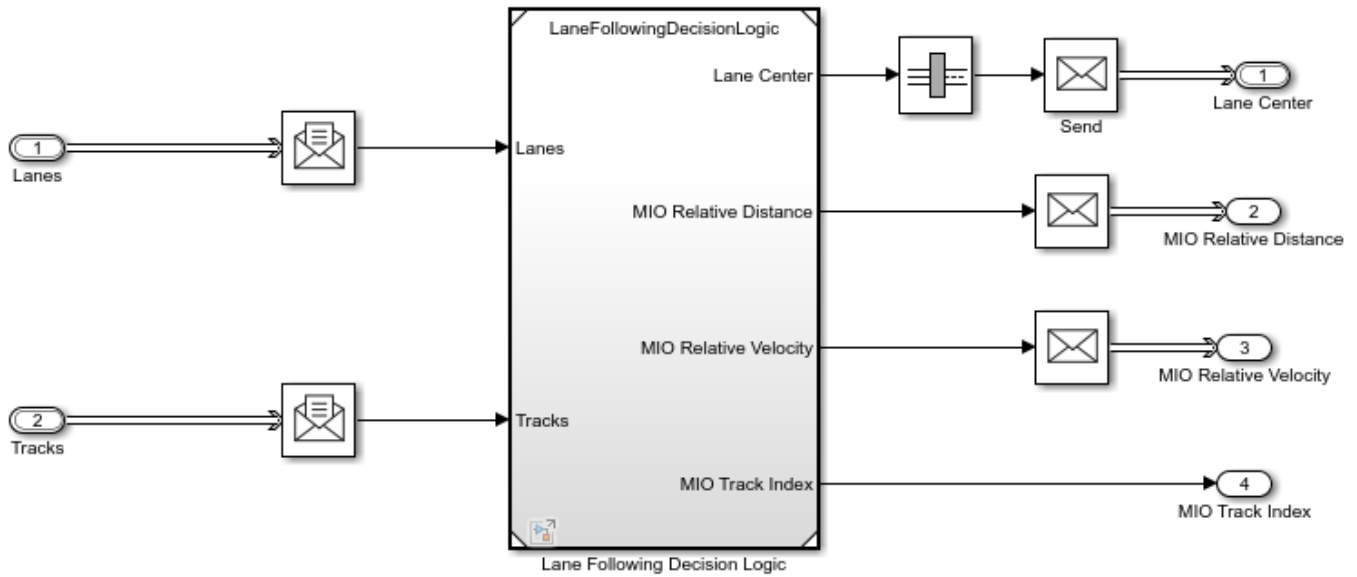
### Forward Vehicle Sensor Fusion



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Open the Lane Following Decision Logic component.

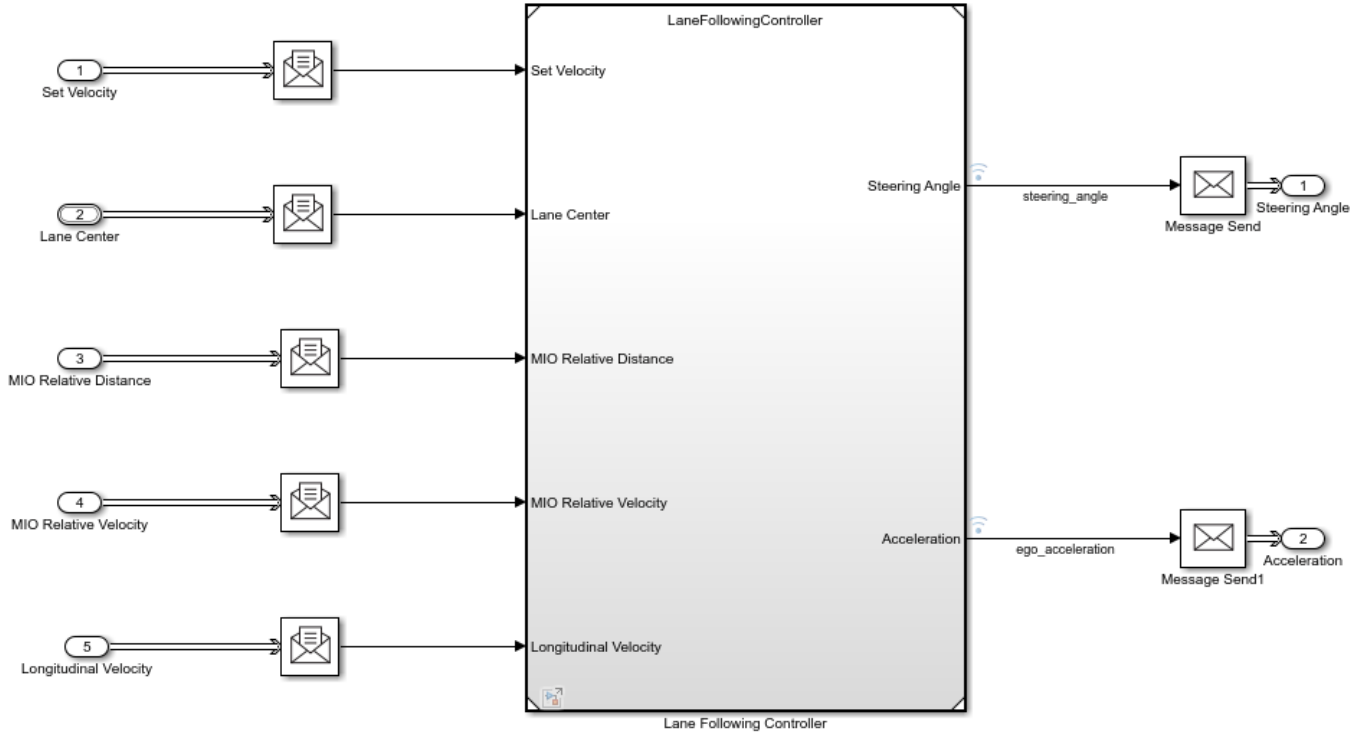
`open_system("SOALaneFollowingDecisionLogic")`



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Open the Lane Following Controller component.

```
open_system("SOALaneFollowingController")
```



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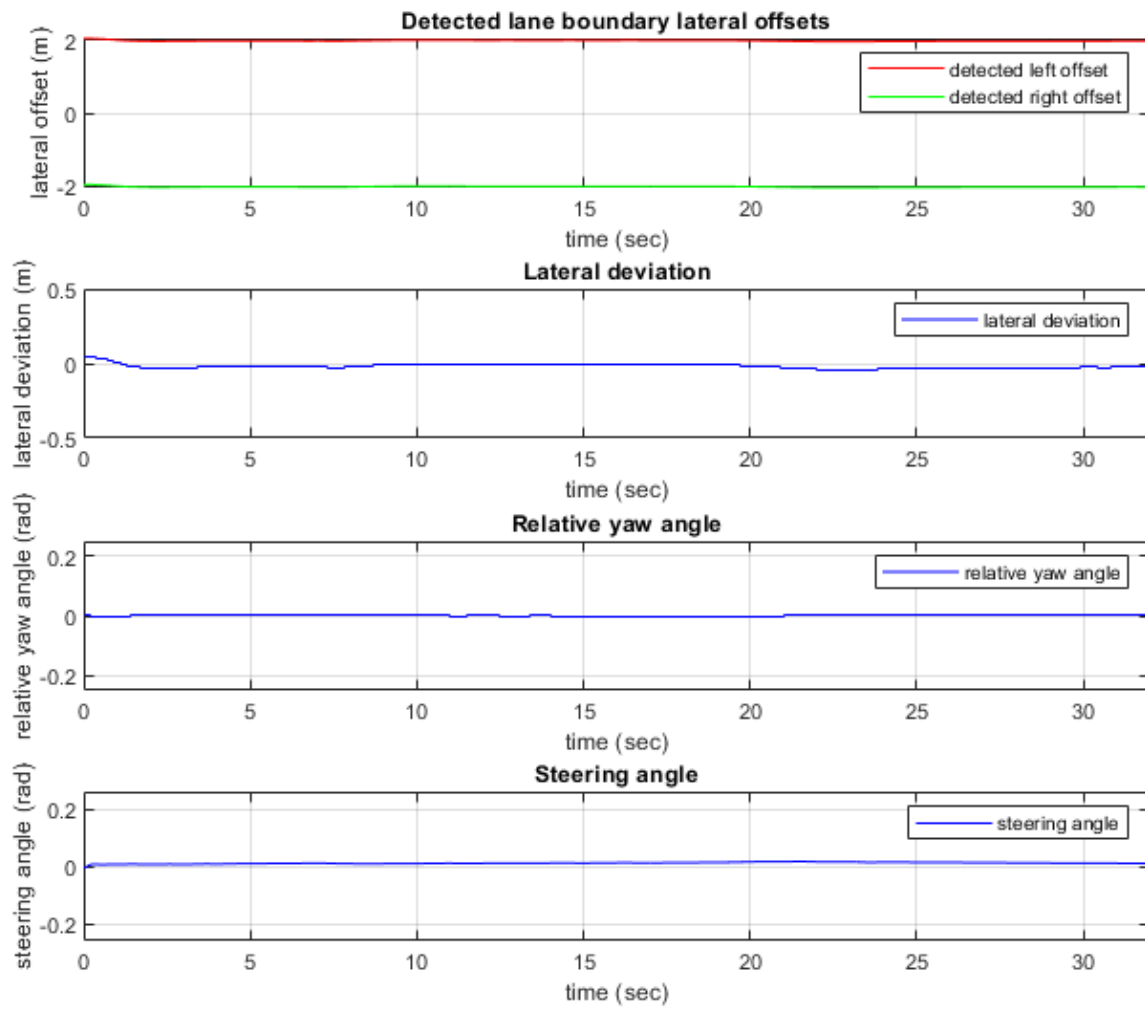
Observe the Simulink message Send and Receive blocks connected to the Lane Following Controller reference component. Simulate the model and examine the results.

```
sim("SOAHLFCtrlWithSensorFusionTestBench");
```

```
    Assuming no disturbance added to measured output channel #3.
-->Assuming output disturbance added to measured output channel #2 is integrated white noise.
    Assuming no disturbance added to measured output channel #1.
-->Assuming output disturbance added to measured output channel #4 is integrated white noise.
-->The "Model.Noise" property is empty. Assuming white noise on each measured output.
```

Plot performance metrics for the lateral controller.

```
hFigLatResults = helperPlotLFLateralResults(logsout);
```

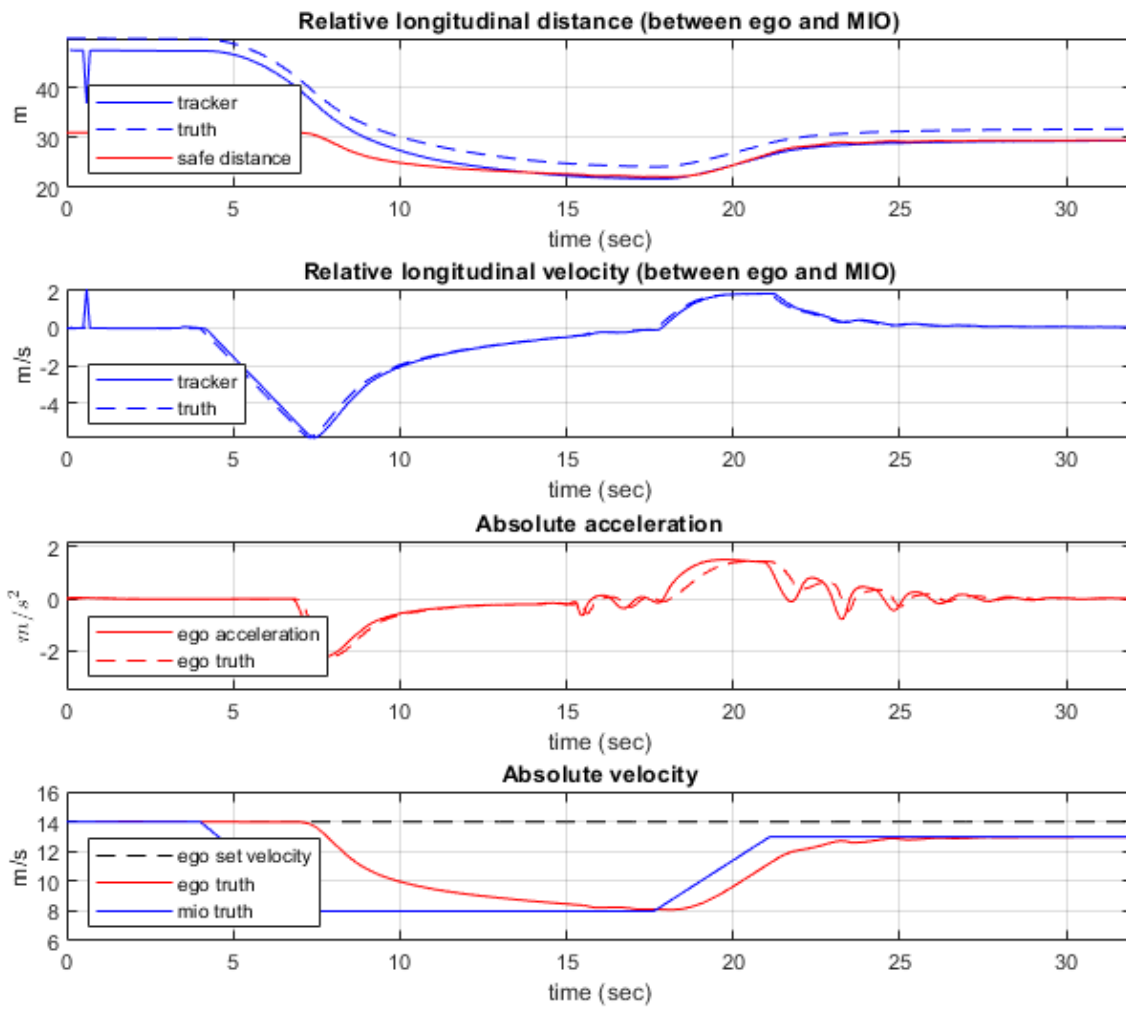


Close the figure.

```
close(hFigLatResults)
```

Plot performance metrics for the longitudinal controller. For more information about the lateral and longitudinal controller metrics, see “Highway Lane Following” on page 8-893.

```
hFigLongResults = helperPlotLFLongitudinalResults(logsout,time_gap, ...
    default_spacing);
```



Close the figure.

```
close(hFigLongResults)
```

### Generate C++ Code

Generate C++ code for the Forward Vehicle Sensor Fusion, Lane Following Decision Logic, and Lane Following Controller algorithm components.

Configure the reference model parameters for code generation support.

```
helperSetModelParametersForCodeGeneration({'SOAForwardVehicleSensorFusion', ...
                                           'SOALaneFollowingDecisionLogic', ...
                                           'SOALaneFollowingController'});
save_system("SOAForwardVehicleSensorFusion");
save_system("SOALaneFollowingDecisionLogic");
save_system("SOALaneFollowingController");
```

Model configuration parameters:

Parameter	Value	
{'SystemTargetFile'}	{'ert.tlc'}	{'Code Generation>System target file'}
{'TargetLang'}	{'C++'}	{'Code Generation>Language'}
{'SolverType'}	{'Fixed-step'}	{'Solver>Type'}
{'FixedStep'}	{'auto'}	{'Solver>Fixed-step size (fundamental time step)'}
{'EnableMultiTasking'}	{'on'}	{'Solver>Treat each discrete rate as a task'}
{'ProdLongLongMode'}	{'on'}	{'Hardware Implementation>Support long long products'}
{'BlockReduction'}	{'on'}	{'Simulation Target>Block reduction'}
{'MATLABDynamicMemAlloc'}	{'on'}	{'Simulation Target>Simulation Target'}
{'OptimizeBlockIOStorage'}	{'on'}	{'Simulation Target>Signal storage'}
{'InlineInvariantSignals'}	{'on'}	{'Simulation Target>Inline invariant signals'}
{'BuildConfiguration'}	{'Faster Runs'}	{'Code Generation>Build configuration'}
{'RTWVerbose'}	{'off'}	{'Code Generation>Verbose build'}
{'CombineSignalStateStructs'}	{'on'}	{'Code Generation>Interface>Combine signal state structs'}
{'SupportVariableSizeSignals'}	{'on'}	{'Code Generation>Interface>Support variable size signals'}
{'CodeInterfacePackaging'}	{'C++ class'}	{'Code Generation>Interface>Code interface packaging'}
{'GenerateExternalIOAccessMethods'}	{'Method'}	{'Code Generation>Interface>Data Method'}
{'EfficientFloat2IntCast'}	{'on'}	{'Code Generation>Optimization>Remove redundant casts'}
{'ZeroExternalMemoryAtStartup'}	{'off'}	{'Code Generation>Optimization>Remove redundant casts'}
{'CustomSymbolStrGlobalVar'}	{'\$N\$M'}	{'Code Generation>Symbols>Global variable name'}
{'CustomSymbolStrType'}	{'\$N\$M_T'}	{'Code Generation>Symbols>Global type name'}
{'CustomSymbolStrField'}	{'\$N\$M_'}	{'Code Generation>Symbols>Field name'}
{'CustomSymbolStrFcn'}	{'APV_ \$N\$M\$F'}	{'Code Generation>Symbols>Subsystem function name'}
{'CustomSymbolStrTmpVar'}	{'\$N\$M'}	{'Code Generation>Symbols>Local temporary variable name'}
{'CustomSymbolStrMacro'}	{'\$N\$M'}	{'Code Generation>Symbols>Constant name'}

Generate code for the Forward Vehicle Sensor Fusion component.

```
slbuild("SOAForwardVehicleSensorFusion");
```

```
### Starting serial model reference code generation build
### Starting build procedure for: ForwardVehicleSensorFusion
### Successful completion of code generation for: ForwardVehicleSensorFusion
### Starting build procedure for: SOAForwardVehicleSensorFusion
### Successful completion of code generation for: SOAForwardVehicleSensorFusion
```

Build Summary

Code generation targets built:

Model	Action	Rebuild Reason
ForwardVehicleSensorFusion	Code generated	ForwardVehicleSensorFusion.cpp does not exist.

Top model targets built:

Model	Action	Rebuild Reason
SOAForwardVehicleSensorFusion	Code generated	Code generation information file does not exist.

2 of 2 models built (0 models already up to date)  
Build duration: 0h 3m 48.978s



Generate code for the Lane Following Decision Logic component.

```
slbuild("SOALaneFollowingDecisionLogic");

### Starting serial model reference code generation build
### Starting build procedure for: LaneFollowingDecisionLogic
### Successful completion of code generation for: LaneFollowingDecisionLogic
### Starting build procedure for: SOALaneFollowingDecisionLogic
### Successful completion of code generation for: SOALaneFollowingDecisionLogic
```

Build Summary

Code generation targets built:

Model	Action	Rebuild Reason
=====	=====	=====
LaneFollowingDecisionLogic	Code generated	LaneFollowingDecisionLogic.cpp does not exist.

Top model targets built:

Model	Action	Rebuild Reason
=====	=====	=====
SOALaneFollowingDecisionLogic	Code generated	Code generation information file does not exist.

2 of 2 models built (0 models already up to date)  
Build duration: 0h 0m 27.85s

Generate code for the Lane Following Controller component.

```
slbuild("SOALaneFollowingController");

### Starting serial model reference code generation build
### Starting build procedure for: LaneFollowingController
    Assuming no disturbance added to measured output channel #3.
-->Assuming output disturbance added to measured output channel #2 is integrated white noise.
    Assuming no disturbance added to measured output channel #1.
-->Assuming output disturbance added to measured output channel #4 is integrated white noise.
-->The "Model.Noise" property is empty. Assuming white noise on each measured output.
### Successful completion of code generation for: LaneFollowingController
### Starting build procedure for: SOALaneFollowingController
### Successful completion of code generation for: SOALaneFollowingController
```

Build Summary

Code generation targets built:

Model	Action	Rebuild Reason
=====	=====	=====
LaneFollowingController	Code generated	LaneFollowingController.cpp does not exist.

Top model targets built:

Model	Action	Rebuild Reason
=====	=====	=====
SOALaneFollowingController	Code generated	Code generation information file does not exist.

2 of 2 models built (0 models already up to date)  
Build duration: 0h 1m 1.832s

## Explore Generated Code

Explore the generated code for the Forward Vehicle Sensor Fusion component and verify the message interfaces.

Open the `SOAForwardVehicleSensorFusion.cpp` file and view these message interfaces:

- `TimeRecvData.RecvData` — Receives system time from the Simulation 3D Scenario subsystem.
- `VisionRecvData.RecvData` — Receives vision detections from the Simulation 3D Scenario subsystem.
- `RadarRecvData.RecvData` — Receives radar detections from the Simulation 3D Scenario subsystem.
- `TracksSendData.SendData` — Sends confirmed tracks detected by this component to the Lane Following Decision Logic component.

The screenshot displays the MATLAB/Simulink IDE interface. On the left, a block diagram titled "Forward Vehicle Sensor Fusion" shows three input ports: "1 system\_time" (Time), "2 vehicle\_detections" (Vision), and "3 radar\_detections" (Radar). The "Time" input connects to a "Time" block, which then feeds into the "Forward Vehicle Sensor Fusion" block. The "vehicle\_detections" input connects to a "Dt:Bus:BusVision BT/NVB" block, which feeds into the "Vision" block of the "Forward Vehicle Sensor Fusion" block. The "radar\_detections" input connects to a "Dt:Bus:BusRadar BT/NVB" block, which feeds into the "Radar" block of the "Forward Vehicle Sensor Fusion" block. The output of the "Forward Vehicle Sensor Fusion" block is "Confirmed Tracks", which connects to a "Tracks" block.

On the right, the generated C++ code for `SOAForwardVehicleSensorFusion.cpp` is shown. The code includes headers for `SOAForwardVehicleSensorFusion.h` and `SOAForwardVehicleSensorFusion_private.h`. It defines a model step function `void ForwardVehicleSensorFusionRefModelClass::step()` which initializes `int32_T status_0;` and `int32_T status_0_;`. The function then receives data from the root: `timeRecvData.RecvData(&fvsfrefDm.system_time, sizeof(real_T), &status);`, `visionRecvData.RecvData(&fvsfrefDm.Receive1, sizeof(BusVision), &status);`, and `radarRecvData.RecvData(&fvsfrefDm.Receive2, sizeof(BusRadar), &status);`. Finally, it sends data to the root: `TracksSendData.SendData(&fvsfrefDm.ForwardVehicleSensorFusion, sizeof(BusTrackerPOA), &status_0_);`.

You can also use this process to verify the message classes for the Lane Following Decision Logic and Lane Following Controller components from their generated code.

For information about how to integrate the generated code with external message protocols, see "Generate C++ Messages to Communicate Data Between Simulink and an Operating System or

Middleware” (Embedded Coder) and “Model Message-Based Communication Integrated with POSIX Message Queues” (Embedded Coder).

## **See Also**

### **More About**

- “Highway Lane Following” on page 8-893
- “Automate Testing for Highway Lane Following Controls and Sensor Fusion” on page 8-1148
- “Generate C++ Messages to Communicate Data Between Simulink and an Operating System or Middleware” (Embedded Coder)

## Automate Testing for Autonomous Emergency Braking

This example shows how to assess the functionality of an autonomous emergency braking (AEB) application by defining scenarios based on requirements and automating testing of components and the generated code for those components. The components include sensor fusion and tracking, decision logic, and controls. This example builds on the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example.

### Introduction

An AEB system avoids or mitigates collisions, protecting both the ego vehicle and vulnerable road users, such as pedestrians and cyclists. The system typically includes sensor fusion and tracking, decision logic, and controls components. You can use system-level simulation to assess the functionality of the integrated components. In this example, you configure simulations to test scenarios based on system requirements. Automating these simulations enables regression testing to verify system-level functionality. For more information about how to design and simulate a system-level model for AEB, see “Autonomous Emergency Braking with Sensor Fusion” on page 8-305.

This example shows how to automate testing of the AEB model against multiple scenarios using Simulink® Test™. The scenarios are based on system-level requirements. In this example, you:

- 1 **Review requirements** — Explore the test scenarios and review the requirements that describe the test conditions.
- 2 **Review the test bench model** — Review a system-level autonomous emergency braking test bench model that contains metric assessments. These metric assessments integrate the test bench model with Simulink Test for automated testing.
- 3 **Automate testing** — Configure the **Test Manager** to simulate each test scenario, assess success criteria, and report the results. You can explore the results dynamically using the **Test Manager**, and export them to a PDF for external review.
- 4 **Automate testing with generated code** — Configure the sensor fusion, decision logic, and controls components to generate C++ code. Run automated tests on the generated code and verify behavior.
- 5 **Automate testing in parallel** — Increase overall execution speed for the tests by using parallel computing on a multicore computer.

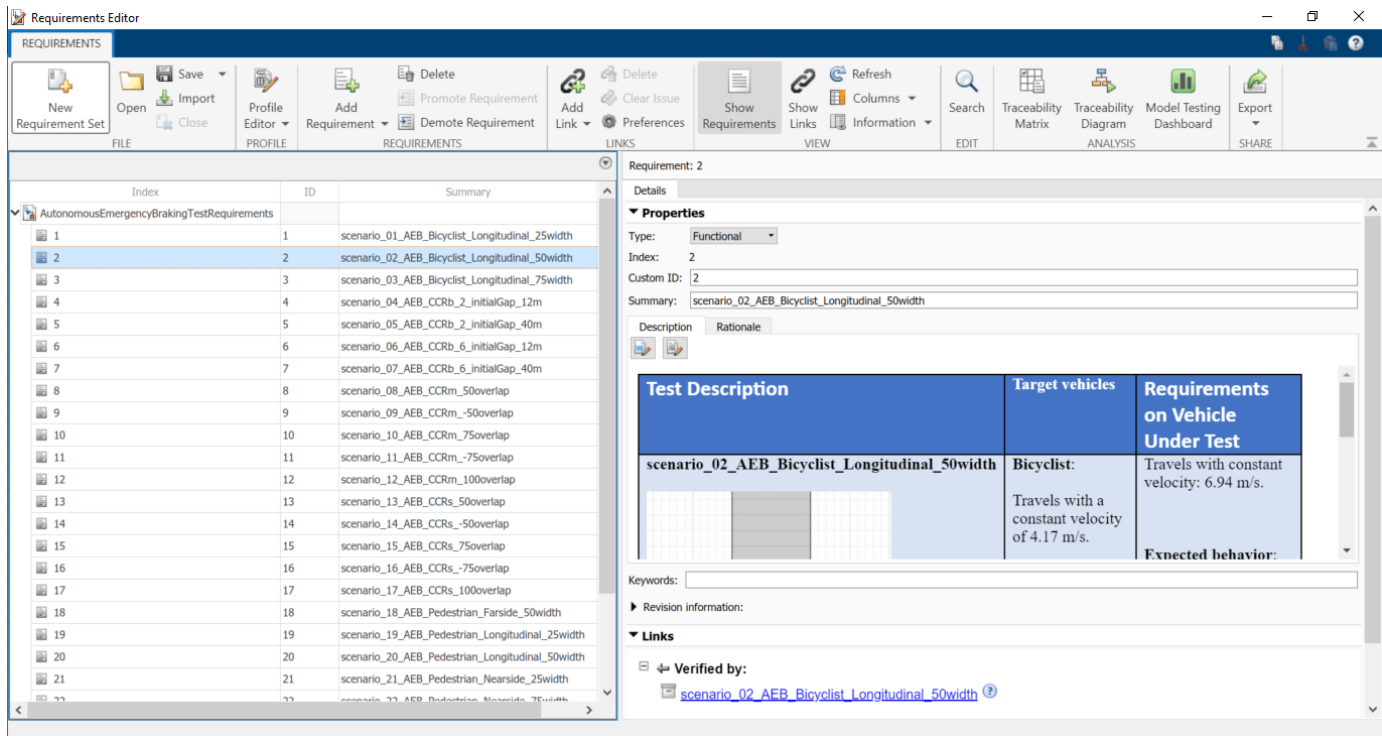
### Review Requirements

Requirements Toolbox™ enables you author, analyze, and manage requirements within Simulink. This example provides 26 test scenarios for evaluating the model. Each test scenario also defines high-level testing requirements.

To explore the test requirements and test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them. The TestAutomation folder contains the files for automating testing.

```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"))
helperDrivingProjectSetup("AutonomousEmergencyBraking.zip",workDir=pwd);
open("AutonomousEmergencyBrakingTestRequirements.slreqx")
```

Alternatively, you can open the file from the **Requirements** tab of the **Requirements Manager** app in Simulink.



The panel displays information about the test scenarios and the test requirements in textual and graphical formats. To test the AEB system, use these scenarios:

- **scenario\_01\_AEB\_Bicyclist\_Longitudinal\_25width** — The ego vehicle collides with the cyclist in front of it. Before the collision, the cyclist and ego vehicle are traveling in the same direction along the longitudinal axis. At collision time, the bicycle is 25% of the way across the width of the ego vehicle.
- **scenario\_02\_AEB\_Bicyclist\_Longitudinal\_50width** — The ego vehicle collides with the cyclist in front of it. Before the collision, the cyclist and ego vehicle are traveling in the same direction along the longitudinal axis. At collision time, the bicycle is 50% of the way across the width of the ego vehicle.
- **scenario\_03\_AEB\_Bicyclist\_Longitudinal\_75width** — The ego vehicle collides with the cyclist in front of it. Before the collision, the cyclist and ego vehicle are traveling in the same direction along the longitudinal axis. At collision time, the bicycle is 75% of the way across the width of the ego vehicle.
- **scenario\_04\_AEB\_CCRb\_2\_initialGap\_12m** — A car-to-car rear braking (CCRb) scenario, where the ego vehicle rear-ends a braking vehicle. The braking vehicle begins to decelerate at a rate of  $2 \text{ m/s}^2$ . The initial gap between the ego vehicle and the braking vehicle is 12 m.
- **scenario\_05\_AEB\_CCRb\_2\_initialGap\_40m** — A car-to-car rear braking (CCRb) scenario, where the ego vehicle rear-ends a braking vehicle. The braking vehicle begins to decelerate at a rate of  $2 \text{ m/s}^2$ . The initial gap between the ego vehicle and the braking vehicle is 40 m.
- **scenario\_06\_AEB\_CCRb\_6\_initialGap\_12m** — A car-to-car rear braking (CCRb) scenario, where the ego vehicle rear-ends a braking vehicle. The braking vehicle begins to decelerate at a rate of  $6 \text{ m/s}^2$ . The initial gap between the ego vehicle and the braking vehicle is 12 m.
- **scenario\_07\_AEB\_CCRb\_6\_initialGap\_40m** — A car-to-car rear braking (CCRb) scenario, where the ego vehicle rear-ends a braking vehicle. The braking vehicle begins to decelerate at a rate of  $6 \text{ m/s}^2$ . The initial gap between the ego vehicle and the braking vehicle is 40 m.

- `scenario_08_AEB_CCRm_50overlap` — A car-to-car rear moving (CCRm) scenario, where the ego vehicle rear-ends a moving vehicle. At collision time, the ego vehicle overlaps with 50% of the width of the moving vehicle.
- `scenario_09_AEB_CCRm_50overlap` — A car-to-car rear moving (CCRm) scenario, where the ego vehicle rear-ends a moving vehicle. At collision time, the ego vehicle overlaps with -50% of the width of the moving vehicle. When the ego vehicle is to the left of the other vehicle, the percent overlap is negative.
- `scenario_10_AEB_CCRm_75overlap` — A car-to-car rear moving (CCRm) scenario, where the ego vehicle rear-ends a moving vehicle. At collision time, the ego vehicle overlaps with 75% of the width of the moving vehicle.
- `scenario_11_AEB_CCRm_75overlap` — A car-to-car rear moving (CCRm) scenario, where the ego vehicle rear-ends a moving vehicle. At collision time, the ego vehicle overlaps with -75% of the width of the moving vehicle.
- `scenario_12_AEB_CCRm_100overlap` — A car-to-car rear moving (CCRm) scenario, where the ego vehicle rear-ends a moving vehicle. At collision time, the ego vehicle overlaps with 100% of the width of the moving vehicle.
- `scenario_13_AEB_CCRs_50overlap` — A car-to-car rear stationary (CCRs) scenario, where the ego vehicle rear-ends a stationary vehicle. At collision time, the ego vehicle overlaps with 50% of the width of the stationary vehicle.
- `scenario_14_AEB_CCRs_50overlap` — A car-to-car rear stationary (CCRs) scenario, where the ego vehicle rear-ends a stationary vehicle. At collision time, the ego vehicle overlaps with -50% of the width of the stationary vehicle.
- `scenario_15_AEB_CCRs_75overlap` — A car-to-car rear stationary (CCRs) scenario, where the ego vehicle rear-ends a stationary vehicle. At collision time, the ego vehicle overlaps with 75% of the width of the stationary vehicle.
- `scenario_16_AEB_CCRs_75overlap` — A car-to-car rear stationary (CCRs) scenario, where the ego vehicle rear-ends a stationary vehicle. At collision time, the ego vehicle overlaps with -75% of the width of the stationary vehicle. When the ego vehicle is to the left of the other vehicle, the percent overlap is negative.
- `scenario_17_AEB_CCRs_100overlap` — A car-to-car rear stationary (CCRs) scenario, where the ego vehicle rear-ends a stationary vehicle. At collision time, the ego vehicle overlaps with 100% of the width of the stationary vehicle.
- `scenario_18_AEB_Pedestrian_Farside_50width` — The ego vehicle collides with a pedestrian who is traveling from the left side of the road, which Euro NCAP test protocols refer to as the far side. These protocols assume that vehicles travel on the right side of the road. Therefore, the left side of the road is the side farthest from the ego vehicle. At collision time, the pedestrian is 50% of the way across the width of the ego vehicle.
- `scenario_19_AEB_Pedestrian_Longitudinal_25width` — The ego vehicle collides with a pedestrian who is traveling in the direction of ego vehicle on the road. At collision time, the pedestrian is 25% of the way across the width of the ego vehicle.
- `scenario_20_AEB_Pedestrian_Longitudinal_50width` — The ego vehicle collides with a pedestrian who is traveling in the direction of ego vehicle on the road. At collision time, the pedestrian is 50% of the way across the width of the ego vehicle.
- `scenario_21_AEB_Pedestrian_Nearside_25width` — The ego vehicle collides with a pedestrian who is traveling from the right side of the road, which Euro NCAP test protocols refer to as the near side. At collision time, the pedestrian is 25% of the way across the width of the ego vehicle. These protocols assume that vehicles travel on the right side of the road. Therefore, the right side of the road is the side nearest to the ego vehicle.

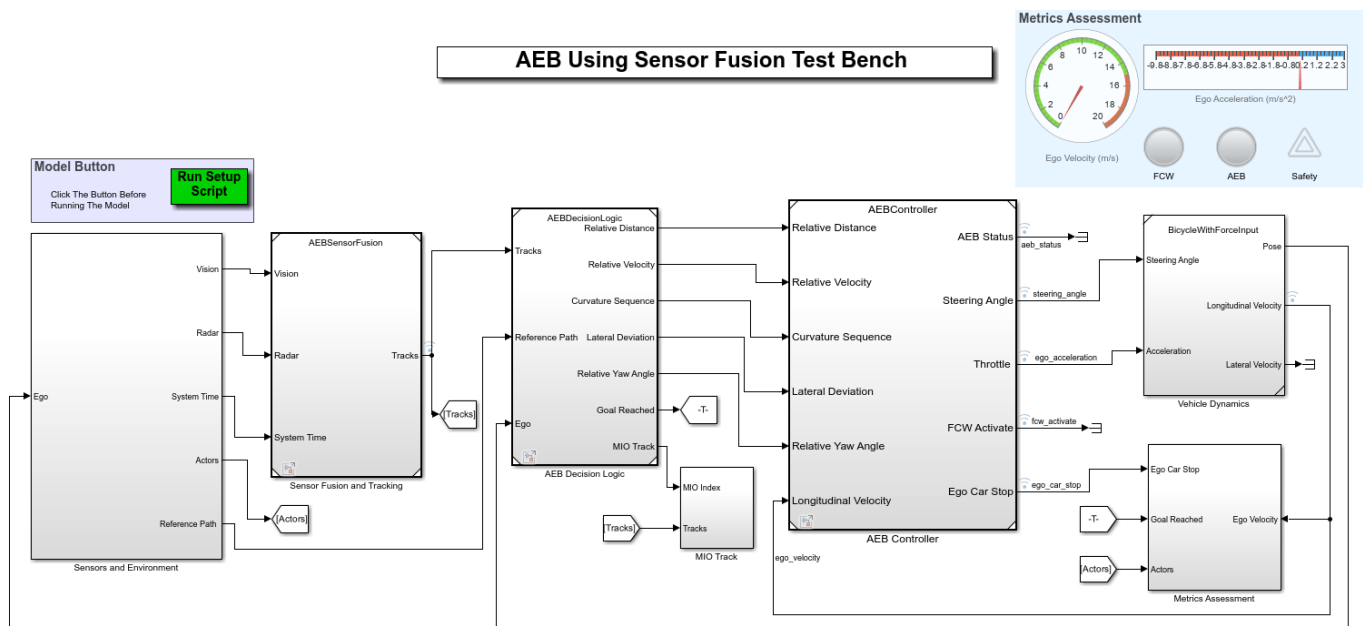
- `scenario_22_AEB_Pedestrian_Nearside_75width` — The ego vehicle collides with a pedestrian who is traveling from the right side of the road, which Euro NCAP test protocols refer to as the near side. At collision time, the pedestrian is 75% of the way across the width of the ego vehicle
- `scenario_23_AEB_PedestrianChild_Nearside_50width` — The ego vehicle collides with a pedestrian child who is traveling from the right side of the road, which Euro NCAP test protocols refer to as the near side. At collision time, the pedestrian child is 50% of the way across the width of the ego vehicle.
- `scenario_24_AEB_PedestrianTurning_Farside_10kph` — The ego vehicle turns at an intersection and collides with a pedestrian who is traveling parallel with the left side, or far side, of the vehicle at the start of the simulation.
- `scenario_25_AEB_PedestrianTurning_Nearside_10kph` — The ego vehicle turns at an intersection and collides with a pedestrian who is traveling parallel with the right side, or near side, of the vehicle at the start of the simulation.
- `scenario_26_AEB_CCFtap_VUT_10kph_GVT_30kph` — The ego vehicle, while making a turn at an intersection, collides with a target vehicle traveling at a constant speed.

These requirements are implemented as test scenarios with the same names as the scenarios used in the AEBTestBench model.

## Review Test Bench Model

This example reuses the AEBTestBench model from the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example. Open the test bench model.

```
open_system("AEBTestBench");
```



This test bench model has these components:

- Sensors and Environment

- Sensor Fusion and Tracking
- AEB Decision Logic
- AEB Controller
- Vehicle Dynamics

To configure the test bench model, use the `helperSLAEBSetup` function. Specify a test scenario as input to the setup function by using the `scenarioFcnName` input argument. The value for `scenarioFcnName` must be one of the scenario names specified in the test requirements.

To reduce Command Window output, turn off the MPC update messages.

```
mpcverbosity("off");
```

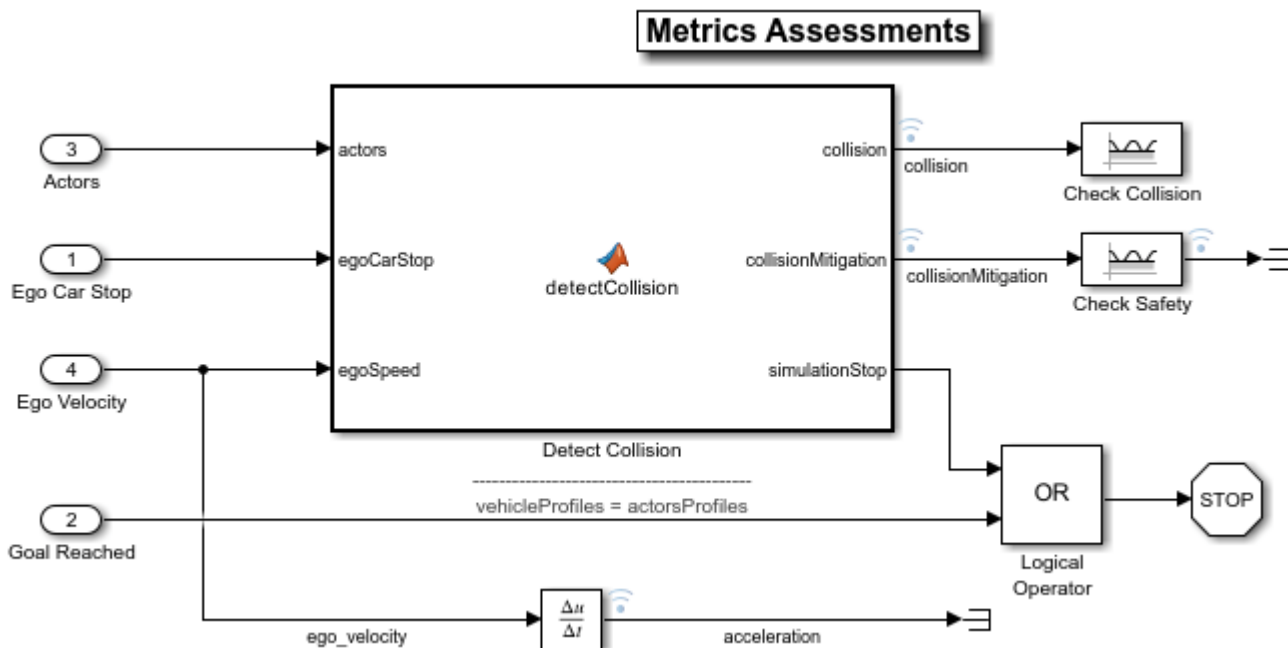
Run the setup function.

```
helperSLAEBSetup(scenarioFcnName="scenario_25_AEB_PedestrianTurning_Nearside_10kph");
```

You can now simulate the model and visualize the results. For more details on the analysis of the simulation results, see the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example.

In this example, the focus is automating the simulation runs for this test bench model using Simulink Test for the different test scenarios. The `Metrics Assessment` subsystem enables integration of system-level metric evaluations with Simulink Test. This subsystem uses Check Static Lower Bound (Simulink) blocks for this integration. Open the `Metrics Assessment` subsystem.

```
open_system("AEBTestBench/Metrics Assessment");
```



This example uses these metrics

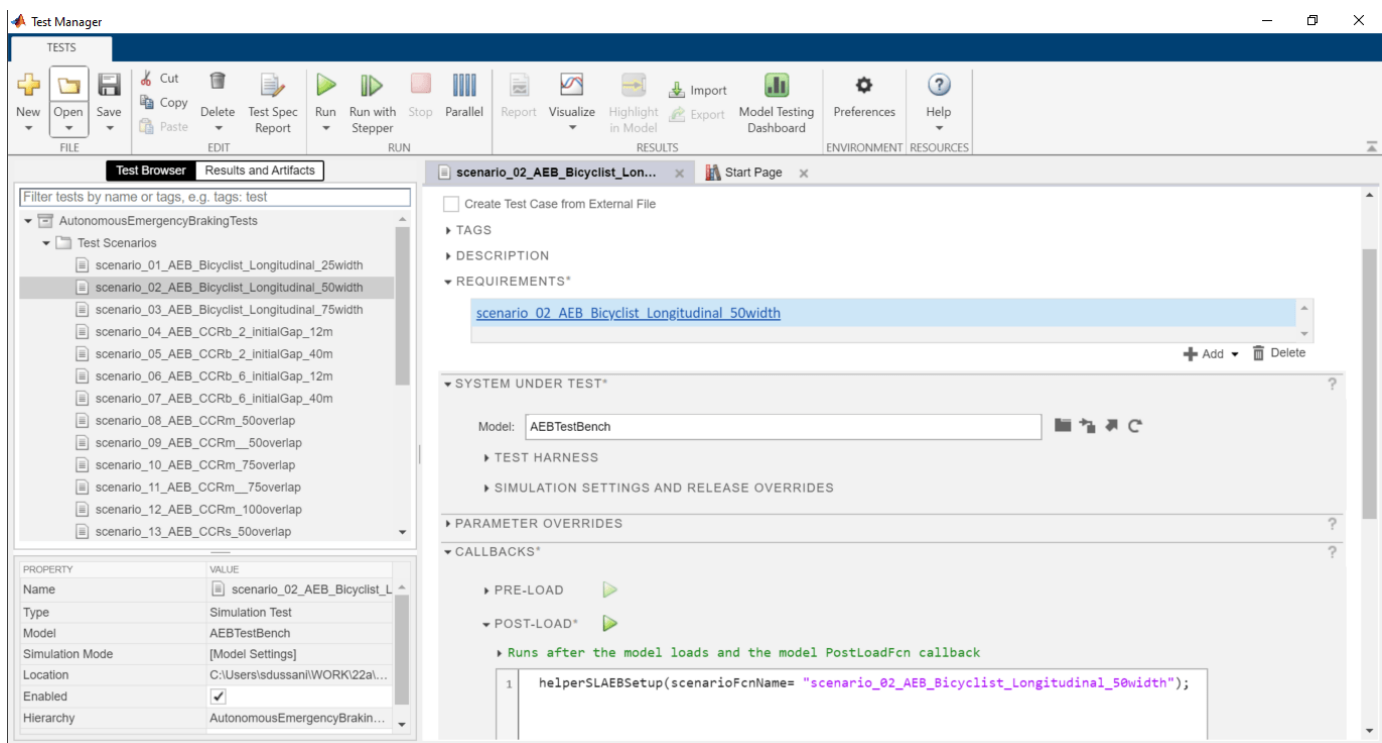


- **Check Safety** — Verifies that the ego vehicle meets the `safetyGoal` by reducing its velocity to mitigate the collision risk. Use the `helperSLAEBSetup` script to specify the `safetyGoal` parameter.
- **Check Collision** — Verifies that the ego vehicle does not collide with the other actors at any point during the simulation.

## Automate Testing

The **Test Manager** has been configured to automate testing of the AEB application. Open the `AutonomousEmergencyBrakingTests.mldatx` test file in the **Test Manager**.

```
sltestmgr;
testFile = sltest.testmanager.load("AutonomousEmergencyBrakingTests.mldatx");
```



The test cases in the **Test Manager** are linked to the test requirements in the **Requirements Editor**. Each test case uses the POST-LOAD callback to run the setup function with appropriate inputs. After simulating the test case, it invokes `helperPlotAEBResults` from the CLEANUP callback to generate the plots explained in the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example.

## Run and Explore Results for a Single Test Scenario

To test the system-level model with the `scenario_25_AEB_PedestrianTurning_Nearside_10kph` test scenario from Simulink Test, use this code:

```
testSuite = getTestSuiteByName(testFile, "Test Scenarios");
testCase = getTestCaseByName(testSuite, "scenario_25_AEB_PedestrianTurning_Nearside_10kph");
resultObj = run(testCase);
```

To generate a report after the simulation, use this code:

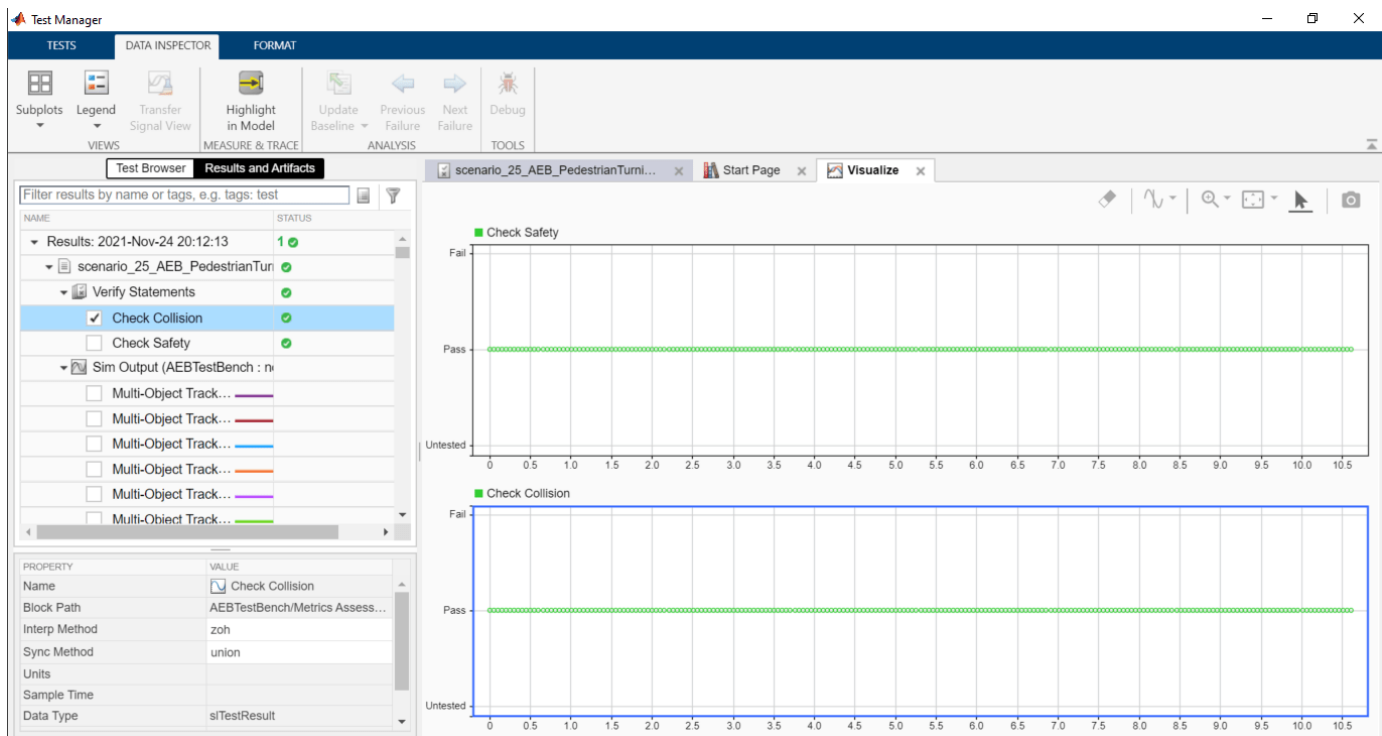
```
sltest.testmanager.report(resultObj, "Report.pdf", ...
    Title="Autonomous Emergency Braking", ...
    IncludeMATLABFigures=true, ...
    IncludeErrorMessages=true, ...
    IncludeTestResults=0, ...
    LaunchReport=true);
```

Examine `Report.pdf`. Observe that the `Test environment` section shows the platform on which the test is run and the MATLAB version used for testing. The `Summary` section shows the outcome of the test and duration of the simulation in seconds. The `Results` section shows pass or fail results based on the assessment criteria. This section also shows the plots logged from the `helperPlotAEBResults` function.

### Run and Explore Results for All Test Scenarios

Run a simulation of the system for all the tests by entering `run(testFile)`. Alternatively, you can simulate the system by clicking **Run** in the **Test Manager** app.

View the results in the **Results and Artifacts** pane of the **Test Manager**. For each test case, the Check Static Lower Bound (Simulink) blocks in the model are associated with the **Test Manager** to visualize overall pass or fail results.



You can find the generated report in your current working directory. This report contains a detailed summary of pass or fail statuses and plots for each test case.

Summary	Outcome	Duration (Seconds)
AutonomousEmergencyBrakingTests	26	805.186
Test Scenarios	26	805.186
scenario_01_AEB_Bicyclist_Longitudinal_25width		43.459
scenario_02_AEB_Bicyclist_Longitudinal_50width		33.442
scenario_03_AEB_Bicyclist_Longitudinal_75width		32.879
scenario_04_AEB_CCRb_2_initialGap_12m		36.832
scenario_05_AEB_CCRb_2_initialGap_40m		40.247
scenario_06_AEB_CCRb_6_initialGap_12m		37.089
scenario_07_AEB_CCRb_6_initialGap_40m		35.553
scenario_08_AEB_CCRm_50overlap		29.922
scenario_09_AEB_CCRm_50overlap		27.931
scenario_10_AEB_CCRm_75overlap		27.644
scenario_11_AEB_CCRm_75overlap		27.172
scenario_12_AEB_CCRm_100overlap		26.862
scenario_13_AEB_CCRs_50overlap		24.424
scenario_14_AEB_CCRs_50overlap		25.932
scenario_15_AEB_CCRs_75overlap		24.874
scenario_16_AEB_CCRs_75overlap		23.954
scenario_17_AEB_CCRs_100overlap		24.449

## Verify Test Status in Requirements Editor

Open the **Requirements Editor** and select **Columns**. Then, select **Verification Status** to see a verification status summary for each requirement. Green and red bars indicate the pass or fail status, respectively, for each simulation test result.

The screenshot shows the Requirements Editor interface. On the left, a table lists requirements with columns for Index, ID, Summary, and Verified. The 'Verified' column shows green bars for all listed requirements. On the right, the 'Details' pane for 'Requirement: 2' is open, showing properties like Type (Functional), Index (2), and Summary (scenario\_02\_AEB\_Bicyclist\_Longitudinal\_50width). Below the properties, there is a 'Test Description' table with three columns: Test Description, Target vehicles, and Requirements on Vehicle Under Test. The 'Test Description' table contains the following information:

Test Description	Target vehicles	Requirements on Vehicle Under Test
scenario_02_AEB_Bicyclist_Longitudinal_50width	Bicyclist: Travels with a constant velocity of 4.17 m/s.	Travels with constant velocity: 6.94 m/s.  Expected behavior:

Below the table, there is a 'Keywords' field and a 'Links' section with a 'Verified by:' field containing a link to the requirement and a green checkmark.

## Automate Testing with Generated Code

The AEBTestBench model enables integrated testing of the Sensor Fusion and Tracking, AEB Decision Logic, and AEB Controller components. Using this example, you can also perform regression testing of these components through software-in-the-loop (SIL) verification. If you have licenses for Embedded Coder™ and Simulink Coder™, then you can generate code for these

components. This workflow enables you to verify that the generated code produces expected results that match the system-level requirements throughout the simulation.

Set Sensor Fusion and Tracking to run in SIL mode.

```
model = "AEBTestBench/Sensor Fusion and Tracking";  
set_param(model,SimulationMode="Software-in-the-loop");
```

Set AEB Decision Logic to run in SIL mode.

```
model = "AEBTestBench/AEB Decision Logic";  
set_param(model,SimulationMode="Software-in-the-loop");
```

Set AEB Controller to run in SIL mode.

```
model = "AEBTestBench/AEB Controller";  
set_param(model,SimulationMode="Software-in-the-loop");
```

Simulate the system for all test scenarios using the `run(testFile)` command. After completing the tests, review the plots and results in the generated report.

Enable MPC update messages.

```
mpcverbosity("on");
```

### **Automate Testing in Parallel**

If you have a Parallel Computing Toolbox™ license, then you can configure **Test Manager** to execute tests in parallel using a parallel pool. **Test Manager** uses the default Parallel Computing Toolbox cluster and executes tests on only the local machine. Running tests in parallel can increase execution speed and decrease the amount of time it takes to get test results. For more information on how to configure tests in parallel from the **Test Manager**, see “Run Tests Using Parallel Execution” (Simulink Test).

## **See Also**

### **Blocks**

Scenario Reader | Driving Radar Data Generator | Vision Detection Generator

## **Related Examples**

- “Autonomous Emergency Braking with Sensor Fusion” on page 8-305
- “Autonomous Emergency Braking with Vehicle Variants” on page 8-1309
- “Forward Collision Warning Using Sensor Fusion” on page 8-219
- “Highway Lane Following” on page 8-893

# Autonomous Emergency Braking with Vehicle Variants

This example shows how to simulate an autonomous emergency braking application by varying the fidelity of an ego vehicle using 3DOF and 14DOF variants of a vehicle dynamics model. The example also shows how to test these variants in a closed-loop environment that includes probabilistic camera and radar sensor models.

## Introduction

Autonomous emergency braking (AEB) is an advanced active safety system that helps drivers avoid or mitigate collisions with other vehicles. In an AEB system, an AEB controller specifies commands for required steering and acceleration (or braking) controls. The vehicle dynamics model receives these commands from the controller. For AEB applications, high-fidelity vehicle dynamics are very important for matching virtual simulation test results to real-world test results. In this example, you study the interactions between an AEB controller and two vehicle dynamics models with different fidelity. You separately integrate each vehicle dynamics model with the AEB system, and analyze the test behavior for each case. For more details on vehicle dynamics models, see “Passenger Vehicle Dynamics Models” (Vehicle Dynamics Blockset).

In this example, you:

- 1 **Explore the test bench model** — The model contains the sensors and environment, sensor fusion and tracking, decision logic, controls, and a subsystem for selecting between a 3DOF and a 14DOF vehicle dynamics model.
- 2 **Visualize test scenario** — In the test scenario, a pedestrian is crossing a road at an intersection when an ego vehicle is taking a left turn through the intersection.
- 3 **Simulate with the 3DOF vehicle dynamics model** — Configure the test bench model with 3DOF vehicle dynamics and simulate the test bench model.
- 4 **Simulate with the 14DOF vehicle dynamics model** — Configure the test bench model with 14DOF vehicle dynamics and simulate the test bench model.
- 5 **Explore another test scenario** — This test scenario contains an ego vehicle, a child pedestrian, and two obstructing vehicles.

## Explore Test Bench Model

In this example, you use a system-level simulation test bench model to explore and analyze the interactions between the AEB controller and the behavior of the vehicle dynamics model for AEB system.

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

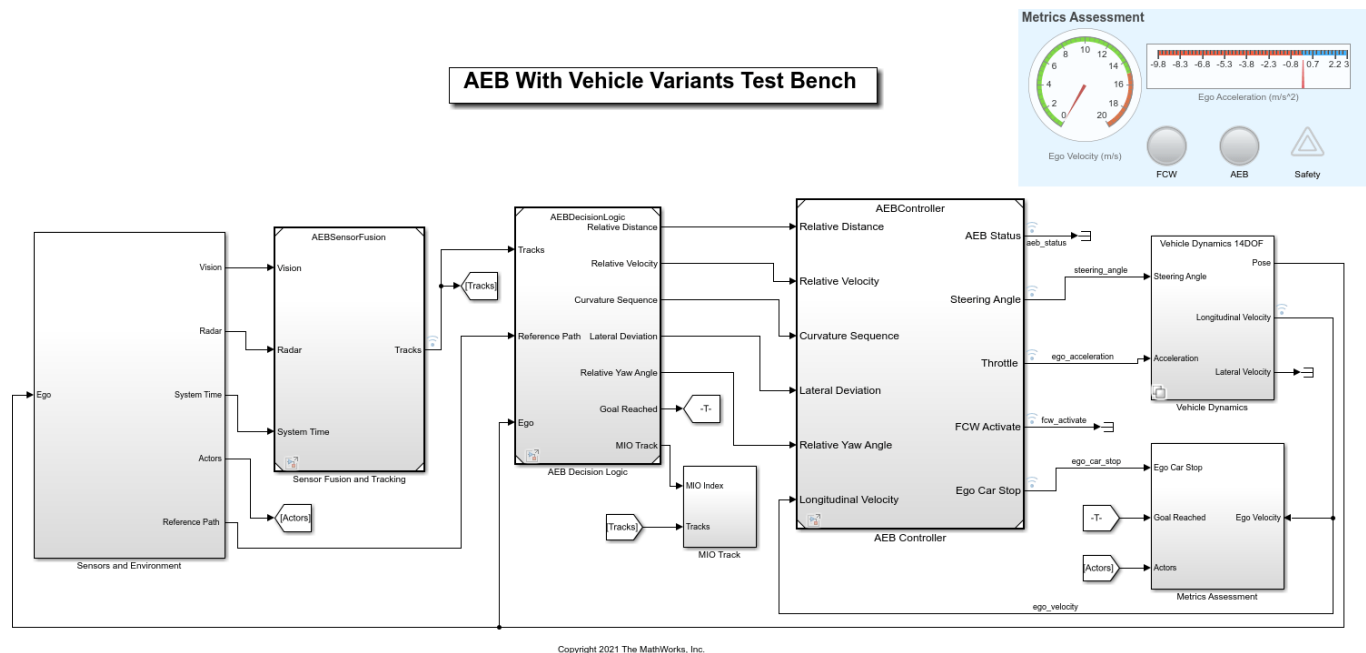
```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"))
helperDrivingProjectSetup("AEBWithVehicleVariants.zip",workDir=pwd);
```

To reduce Command Window output, turn off MPC update messages.

```
mpcverbosity("off");
```

Open the system-level simulation test bench model.

```
open_system("AEBWithVehicleVariantsTestBench");
```



Opening this model runs the helper `SLAEBWithVehicleVariantsSetup` function that initializes the scenario using the `drivingScenario` object in the base workspace. The setup function runs the default test scenario `scenario_02_AEB_PedestrianChild_Nearside`, which contains an ego vehicle and a child pedestrian crossing the road. It also selects the default vehicle dynamics variant `14DOF`. This setup function also configures the controller design parameters, vehicle model parameters, and Simulink® bus signals required for defining the inputs and outputs for the `AEBWithVehicleVariantsTestBench` model.

The test bench model contains these subsystems:

- **Sensors and Environment** — Subsystem that specifies the road, actors, camera, and radar sensor used for simulation.
- **Sensor Fusion and Tracking** — Algorithm model to fuse vehicle detections from the camera and radar sensors.
- **AEB Decision Logic** — Algorithm model to specify the lateral and longitudinal decision logic that provides most important object (MIO) related information and ego vehicle reference path information to the controller.
- **AEB Controller** — Algorithm model that uses the nonlinear model predictive controller (NLMPCC) to specify the steering angle and acceleration controls.
- **Vehicle Dynamics** — Variant subsystem that specifies the dynamics model of the ego vehicle.
- **Metrics Assessment** — Subsystem that assesses system-level behavior.
- **MIO Track** — Subsystem that prepares the MIO track for display in the **Bird's-Eye Scope**.

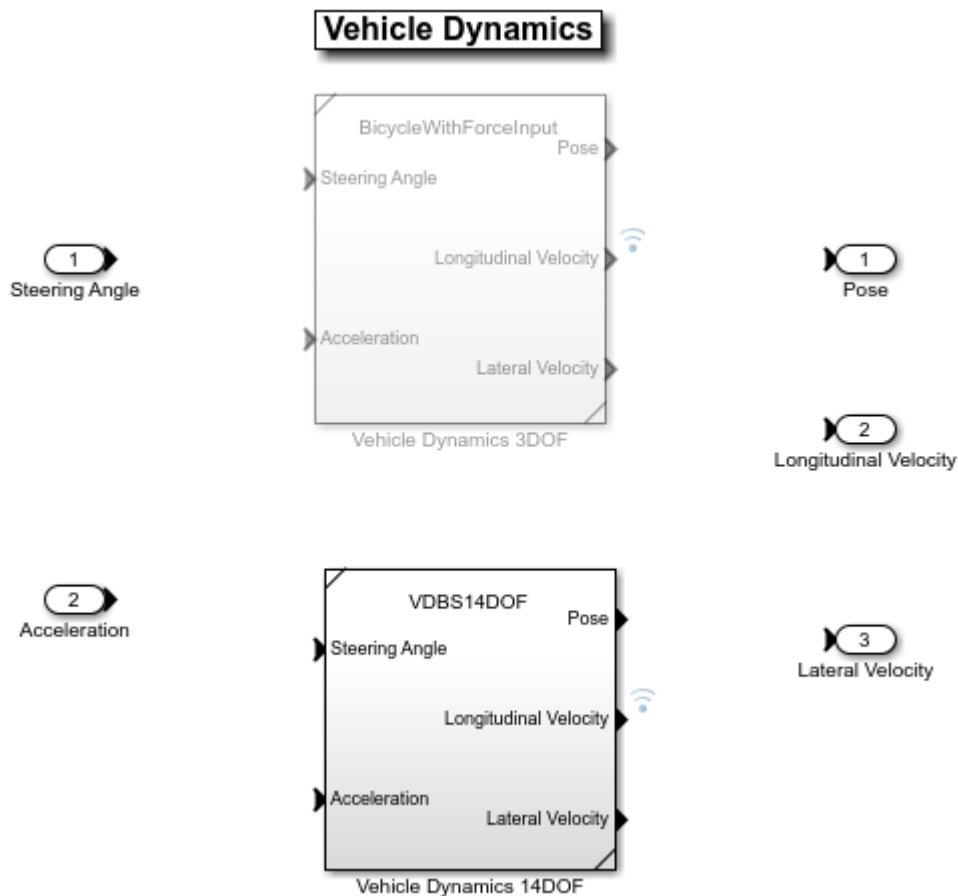
To plot synthetic sensor detections, tracked objects and ground truth data, use the **Bird's-Eye Scope**. The **Bird's-Eye Scope** is a model-level visualization tool that you can open from the Simulink model toolbar. On the **Simulation** tab, under **Review Results**, click **Bird's-Eye Scope**. After opening the scope, click **Update Signals** to set up the signals. The dashboard panel displays these ego vehicle parameters: velocity, acceleration, AEB status, forward collision warning (FCW) status, and safety status.

The Sensors and Environment and Metrics Assessment subsystems, as well as the Sensor Fusion and Tracking, AEB Decision Logic, and AEB Controller reference models, are reused from the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example. The Vehicle Dynamics variant subsystem contains two vehicle variants.

- Vehicle Dynamics 3DOF
- Vehicle Dynamics 14DOF (default)

Each of these variants takes the Steering Angle and Acceleration commands from the AEB controller as input and outputs the Pose, Longitudinal Velocity, and Lateral Velocity of the ego vehicle. Open the Vehicle Dynamics variant subsystem.

```
open_system("AEBWithVehicleVariantsTestBench/Vehicle Dynamics");
```



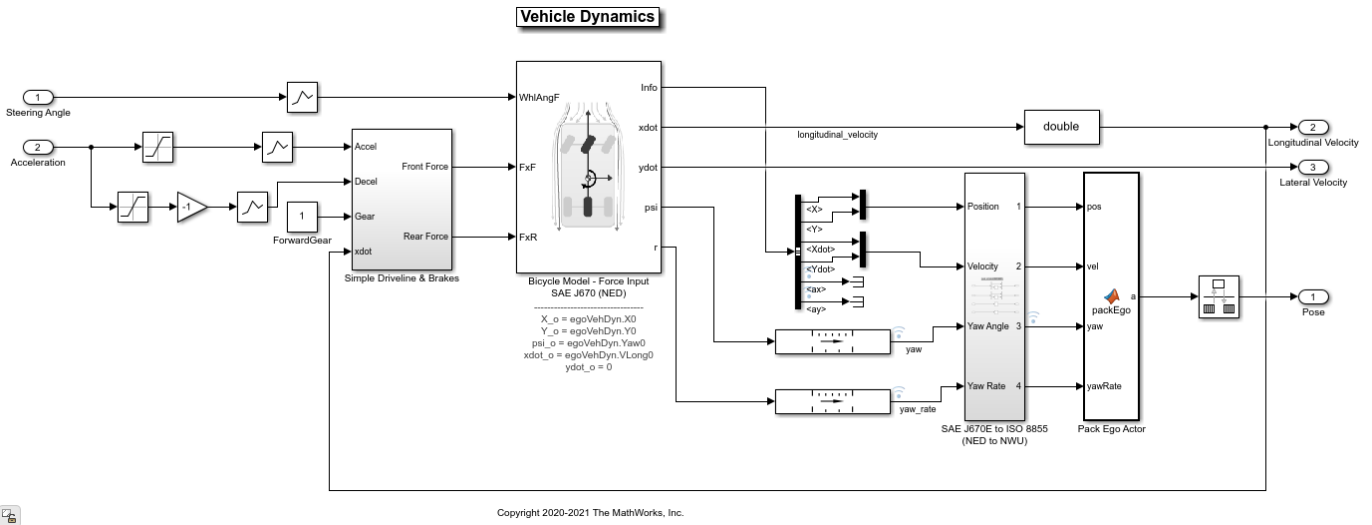
You can configure the desired variant using the `helperSLAEBWithVehicleVariantsSetup` function. The default variant is Vehicle Dynamics 14DOF.

### Explore 3DOF Variant

The Vehicle Dynamics 3DOF variant uses a Bicycle Model - Force Input block that implements a Bicycle Model single-track, 3DOF, rigid vehicle body to calculate longitudinal, lateral, and yaw motion. Open the Vehicle Dynamics 3DOF variant.

```

helperSLAEBWithVehicleVariantsSetup(...
    scenarioFcnName="scenario_01_AEB_Pedestrian_Intersection", ...
    vehicleVariantName="3DOF");
pause(3)
open_system( ...
    "AEBWithVehicleVariantsTestBench/Vehicle Dynamics/Vehicle Dynamics 3DOF");
    
```



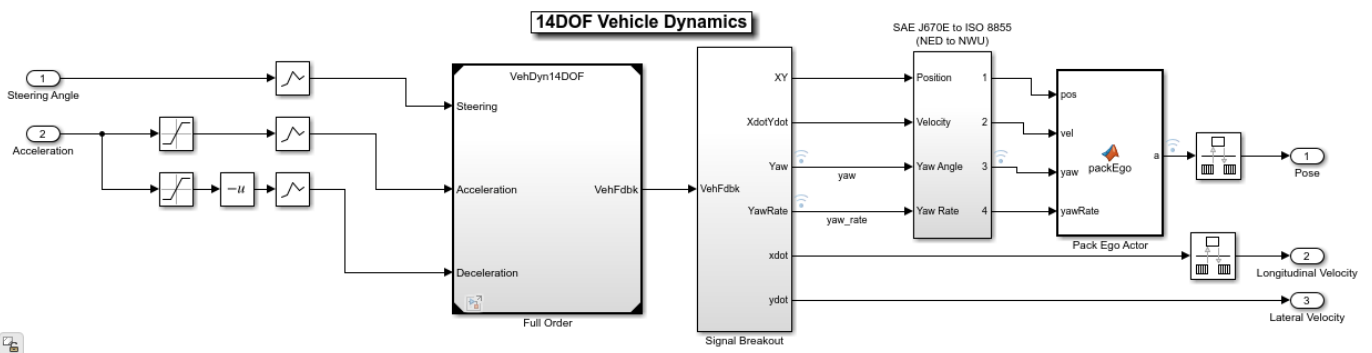
The Bicycle Model - Force Input block accounts for body mass, aerodynamic drag, and weight distribution between the axles due to longitudinal acceleration. The block is configured to use the external longitudinal force to accelerate or brake the vehicle. This block calculates lateral forces using the tire slip angles and linear cornering stiffness.

### Explore 14DOF Variant

The Vehicle Dynamics 14DOF variant implements transmission controls, tires, load transfer, braking, and powertrain response for a vehicle. Open the Vehicle Dynamics 14DOF variant.

```

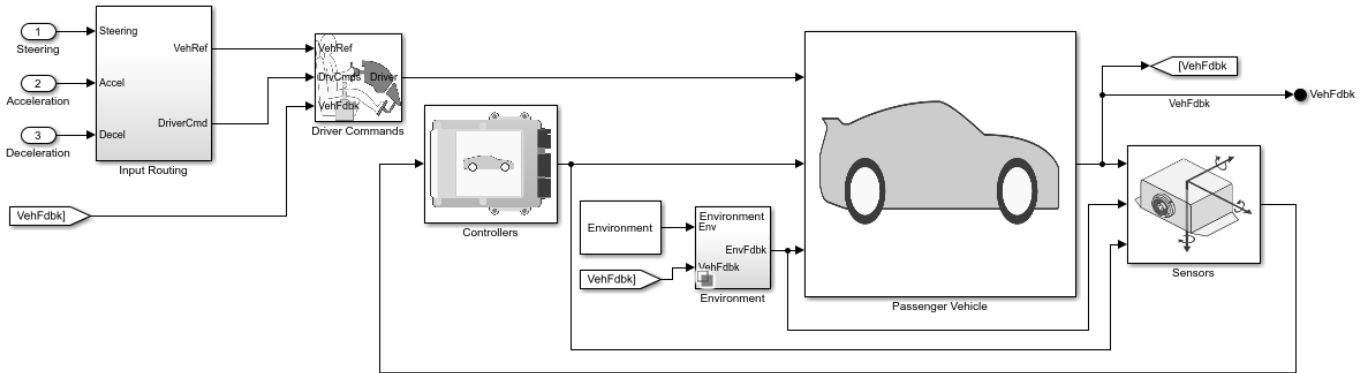
helperSLAEBWithVehicleVariantsSetup(...
    scenarioFcnName="scenario_01_AEB_Pedestrian_Intersection", ...
    vehicleVariantName="14DOF");
pause(3)
open_system( ...
    "AEBWithVehicleVariantsTestBench/Vehicle Dynamics/Vehicle Dynamics 14DOF");
    
```





The Vehicle Dynamics 14DOF variant subsystem contains the VehDyn14DOF reference model, which has the Input Routing, Driver Commands, Controllers, and Environment subsystems. Open the VehDyn14DOF reference model.

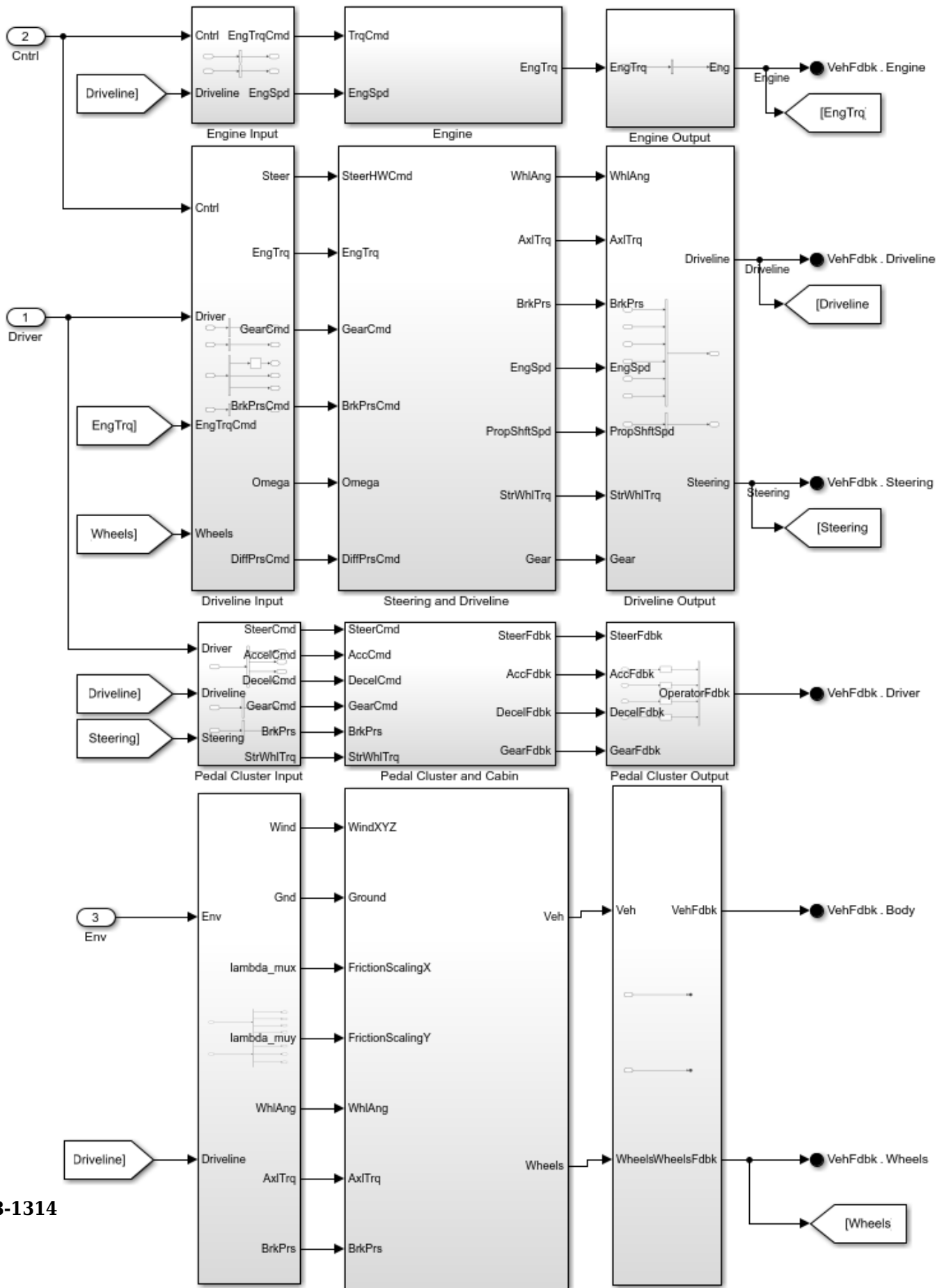
```
open_system("VehDyn14DOF");
```



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The VehDyn14DOF reference model has a Passenger Vehicle subsystem that contains the Engine, Steering and Driveline, Pedal cluster and Cabin, and Chassis and Tires subsystems. Open the Passenger Vehicle subsystem.

```
open_system("VehDyn14DOF/Passenger Vehicle");
```



The Passenger Vehicle subsystem contains these subsystems:

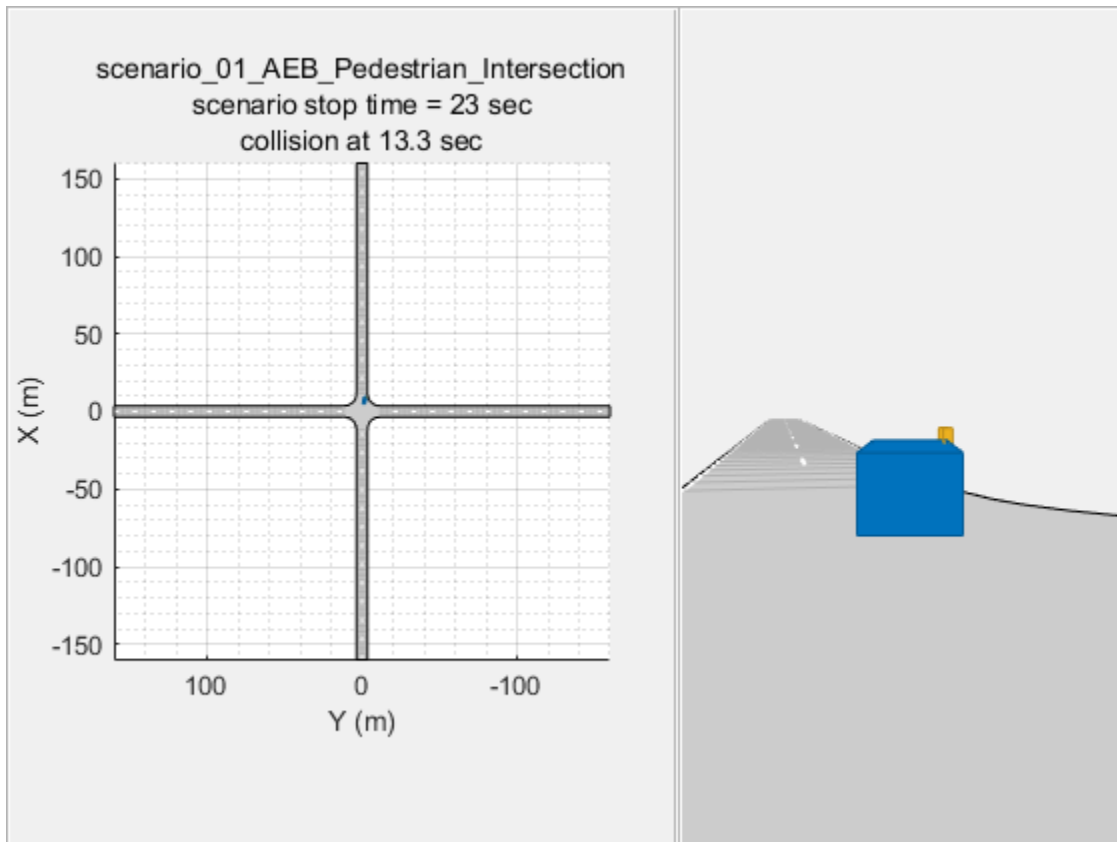
- **Engine** — The Engine subsystem contains a Mapped SI Engine block to model a spark-ignition engine by using power, air mass flow, fuel flow, exhaust temperature, efficiency, and emission performance lookup tables. For more details, see Mapped SI Engine (Vehicle Dynamics Blockset).
- **Steering and Driveline** — The Steering and Driveline subsystem uses a Kinematic Steering block with the Type parameter set to Ackerman. For more details, see Kinematic Steering (Vehicle Dynamics Blockset). The transmission is modelled using the Ideal Fixed Gear Transmission block. For more details on the transmission, see Ideal Fixed Gear Transmission (Vehicle Dynamics Blockset). The Driveline Model is a variant subsystem that contains four variants: Rear Wheel Drive, Front Wheel Drive, All Wheel Drive, and the default Rear Wheel Drive Active Differential. The Brake Hydraulics subsystem converts the brake command to the actual brake pressure on the pedal.
- **Pedal Cluster and Cabin** — The Pedal Cluster and Cabin subsystem is a placeholder for introducing faults, detailed actuator behavior, and interactions of other systems with a human interface, such as changes in power steering and braking assistance.
- **Chassis and Tires** — The Chassis and Tires subsystem has the Vehicle subsystem, Wheels and Tires subsystem, and Suspension variant subsystem. The Vehicle subsystem has a variant subsystem to select between a 3DOF and a 6DOF vehicle body. The Wheels and Tires subsystem has a VDBS subsystem containing the variant subsystem Tires, which selects between the Magic Formula Tires, Fiala Tires, Magic Formula Vector Tires, and default Fiala Tires Vector variants. The Suspension variant subsystem has six variants of suspension models: Double Wishbone Suspension that uses Independent Suspension - Double Wishbone (Vehicle Dynamics Blockset), Independent Mapped Front Suspension Mapped Solid Axle Rear Suspension that uses Independent Suspension - Mapped (Vehicle Dynamics Blockset) for front suspension and Solid Axle Suspension - Mapped (Vehicle Dynamics Blockset) for rear suspension, MacPherson Front Suspension Solid Axle Rear Suspension uses the Independent Suspension - MacPherson (Vehicle Dynamics Blockset) for front suspension and solid axle for rear suspension, MacPherson Suspension uses independent MacPherson suspension, Mapped Suspension uses the independent Mapped suspension, Kinematics and Compliance Independent Suspension uses the Independent Suspension - K and C (Vehicle Dynamics Blockset) (default).

### Visualize Test Scenario

The scenario\_01\_AEB\_Pedestrian\_Intersection scenario generates a cuboid scenario that is compatible with the AEBWithVehicleVariantsTestBench model. This is an open-loop scenario containing an ego vehicle and a pedestrian actor. In this scenario, the pedestrian actor crosses the road at the intersection when the ego vehicle takes a left turn at the intersection.

Plot the open-loop scenario to see the interactions of the ego vehicle and the pedestrian actor.

```
hFigScenario = helperPlotScenario("scenario_01_AEB_Pedestrian_Intersection");
```



The ego vehicle is not under closed-loop control, so a collision occurs with the pedestrian actor that is crossing the road at the intersection. The goal of the closed-loop simulation is to avoid the collision with the pedestrian actor. Using this scenario, you can analyze the lateral controls with both the vehicle variants in a closed loop.

Close the figure.

```
close(hFigScenario);
```

### Simulate with 3DOF Vehicle Dynamics Model

In this section, you configure and assess the simulation results of the 3DOF vehicle variant using the `scenario_01_AEB_Pedestrian_Intersection` test scenario.

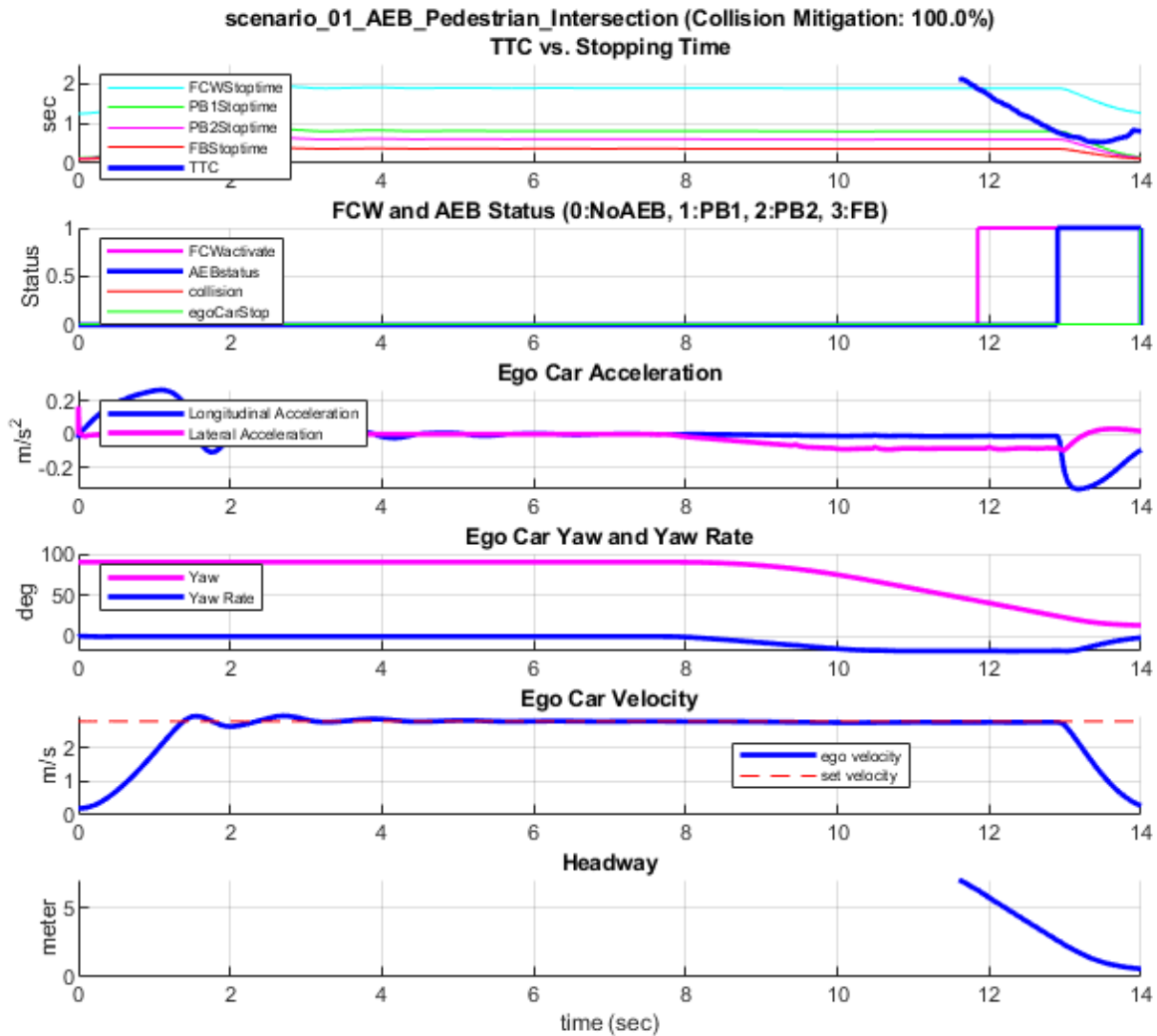
Configure the `AEBWithVehicleVariantsTestBench` model to use the `scenario_01_AEB_Pedestrian_Intersection` scenario and 3DOF vehicle model variant.

```
helperSLAEBWithVehicleVariantsSetup(...
    scenarioFcnName="scenario_01_AEB_Pedestrian_Intersection", ...
    vehicleVariantName="3DOF");
```

Simulate the test bench model. Use the **Bird's-Eye Scope** visualization to view the results while the simulation is running.

Simulate the model and analyze the plots.

```
sim("AEBWithVehicleVariantsTestBench");
helperPlotAEBResults(logout,scenarioFcnName);
```



- **TTC vs. Stopping Time** — Shows a comparison between time-to-collision (TTC) and the stopping times for the FCW, first stage partial brake, second stage partial brake, and full brake respectively.
- **FCW and AEB Status** — Shows how the AEB state machine determines the activations for the FCW and AEB based on the comparison results from the first plot.
- **Ego Car Acceleration** — Shows the longitudinal and lateral acceleration of the ego vehicle.
- **Ego Car Yaw and Yaw Rate** — Shows the yaw and yaw rate of the ego vehicle.
- **Ego Car Velocity** — Shows the longitudinal velocity of the ego vehicle.
- **Headway** — Shows the headway distance between the ego vehicle and the MIO.

### Simulate with 14DOF Vehicle Dynamics Model

In this section, you configure and assess the simulation results of the 14DOF vehicle variant using the `scenario_01_AEB_Pedestrian_Intersection` test scenario. The higher order 14DOF vehicle model enables you to more realistically reflect nonlinear dynamics and effects including transmission controls, tires, load transfer, braking, and powertrain response.

Configure the `AEBWithVehicleVariantsTestBench` model to use the `scenario_01_AEB_Pedestrian_Intersection` scenario and 14DOF vehicle model variant.

```
helperSLAEBWithVehicleVariantsSetup(...
    scenarioFcnName="scenario_01_AEB_Pedestrian_Intersection", ...
    vehicleVariantName="14DOF");
```

Simulate the test bench model. Use the **Bird's-Eye Scope** visualization to view the results while the simulation is running.

Simulate the model and analyze the plots.

```
sim("AEBWithVehicleVariantsTestBench");

[hFigLongResults,hFigLatResults] = helperPlot14DOFVehicleResults(logsout,scenarioFcnName);

### Starting serial model reference simulation build
### Successfully updated the model reference simulation target for: VehDyn14DOF

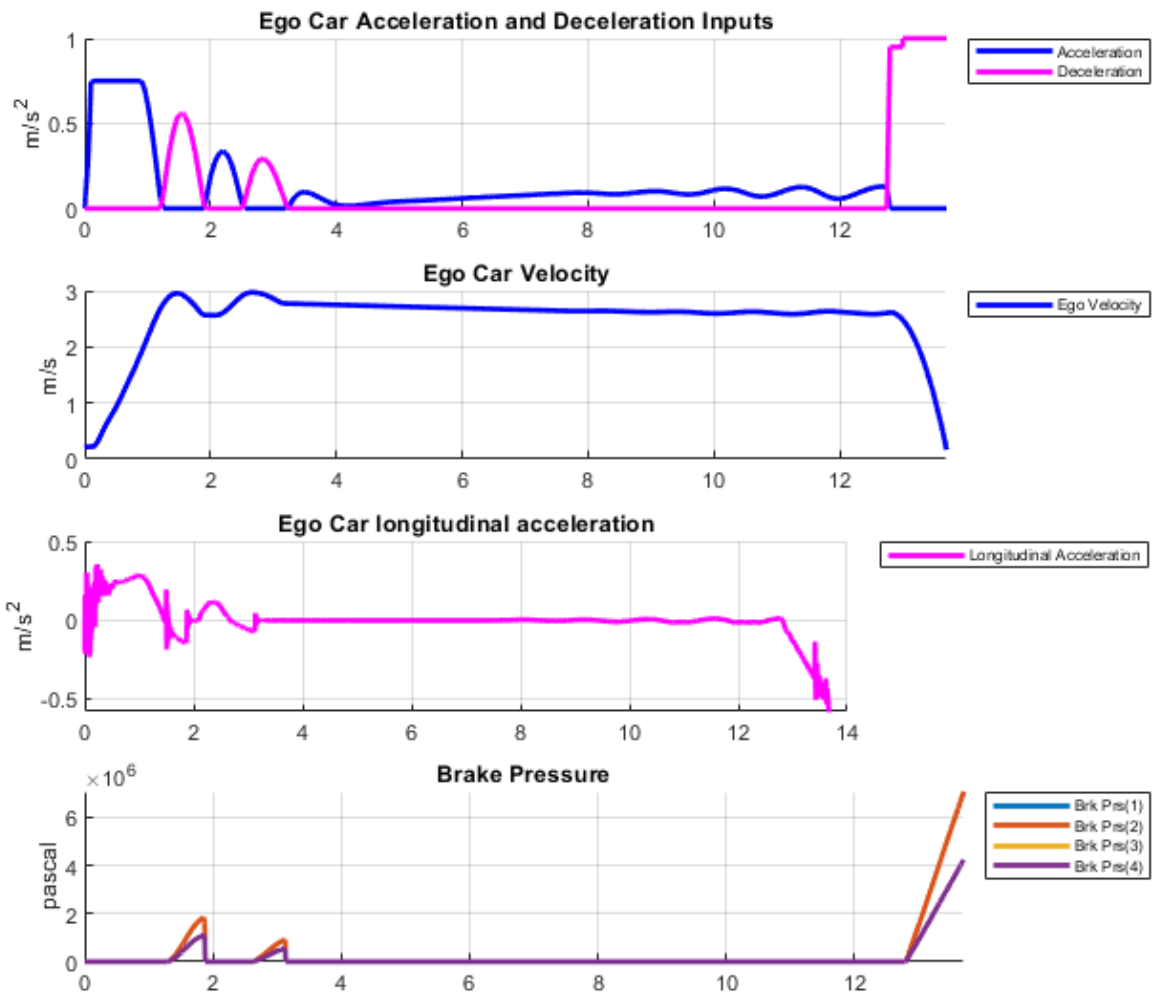
Build Summary

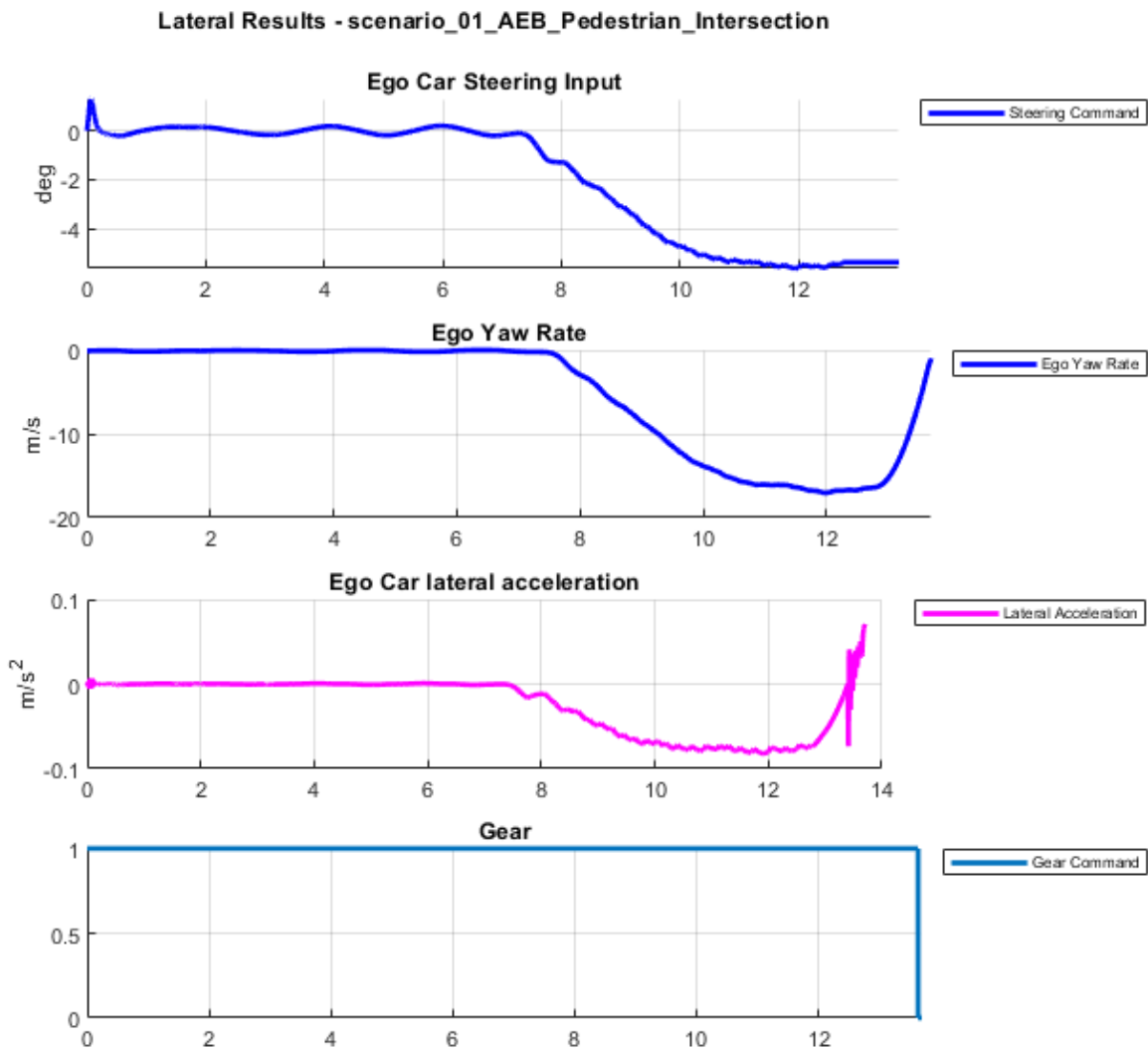
Simulation targets built:

Model          Action                               Rebuild Reason
=====
VehDyn14DOF    Code generated and compiled

1 of 1 models built (0 models already up to date)
Build duration: 0h 2m 27.545s
```

Longitudinal Results - scenario\_01\_AEB\_Pedestrian\_Intersection





- From the **Longitudinal Results** plots, you can observe the acceleration and deceleration input commands and corresponding outputs from the high-fidelity vehicle dynamics model, such as the ego car velocity, longitudinal acceleration, and brake pressures at the four wheels. These plots enable you to analyze the longitudinal behavior of the vehicle.
- From the **Lateral Results** plots, you can observe the steering input commands and corresponding outputs such as yaw rate, lateral acceleration, and gear commands. These plots enable you to analyze the lateral behavior of the vehicle.

For an ego vehicle traveling at higher speeds, you can also plot tire forces, suspension forces, engine speed, and tire speeds for a more in-depth analysis.

```
close(hFigLongResults);
close(hFigLatResults);
```

This example also provides an additional scenario, `scenario_02_AEB_PedestrianChild_Nearside`, which is compatible with the



AEBWithVehicleVariantsTestBench model. This scenario has been created using the Driving Scenario Designer app and exported to a scenario file. You can configure the AEBWithVehicleVariantsTestBench model and workspace to simulate with this scenario using the helperSLAEBWithVehicleVariantsSetup function.

To configure the test bench to simulate the scenario\_02\_AEB\_PedestrianChild\_Nearside scenario using the 14DOF vehicle variant, enter this command.

```
helperSLAEBWithVehicleVariantsSetup(scenarioFcnName="scenario_02_AEB_PedestrianChild_Nearside", v
```

To configure the test bench to simulate the scenario\_02\_AEB\_PedestrianChild\_Nearside scenario using the 3DOF vehicle variant, enter this command.

```
helperSLAEBWithVehicleVariantsSetup(scenarioFcnName="scenario_02_AEB_PedestrianChild_Nearside", v
```

This scenario enables you to analyze the longitudinal dynamics of the selected vehicle model. You can simulate and plot the signals for analysis using the helperPlotAEBResults function for a 3DOF simulation or the helperPlot14DOFVehicleResults function for a 14DOF simulation.

For new scenarios, you must specify the initial gear value for the transmission controller that provides inputs to the Passenger Vehicle subsystem. To set the initial gear to 0, enter this command.

```
set_param("VehDyn14DOF/Controllers/Transmission Controller/PRNDL Controller/Transmission Control
```

When you are done with this example, enable MPC update messages.

```
mpcverbosity("on");
```

## See Also

### Blocks

Scenario Reader | Driving Radar Data Generator | Vision Detection Generator

## Related Examples

- “Autonomous Emergency Braking with Sensor Fusion” on page 8-305
- “Automate Testing for Autonomous Emergency Braking” on page 8-1300
- “Autonomous Emergency Braking with RoadRunner Scenario” on page 8-1444
- “Forward Collision Warning Using Sensor Fusion” on page 8-219
- “Highway Lane Following” on page 8-893

## Automate Real-Time Testing for Forward Vehicle Sensor Fusion

This example shows how to automate testing of a forward vehicle sensor fusion algorithm deployed to a Speedgoat® real-time target machine using Simulink® Test™. In this example, you:

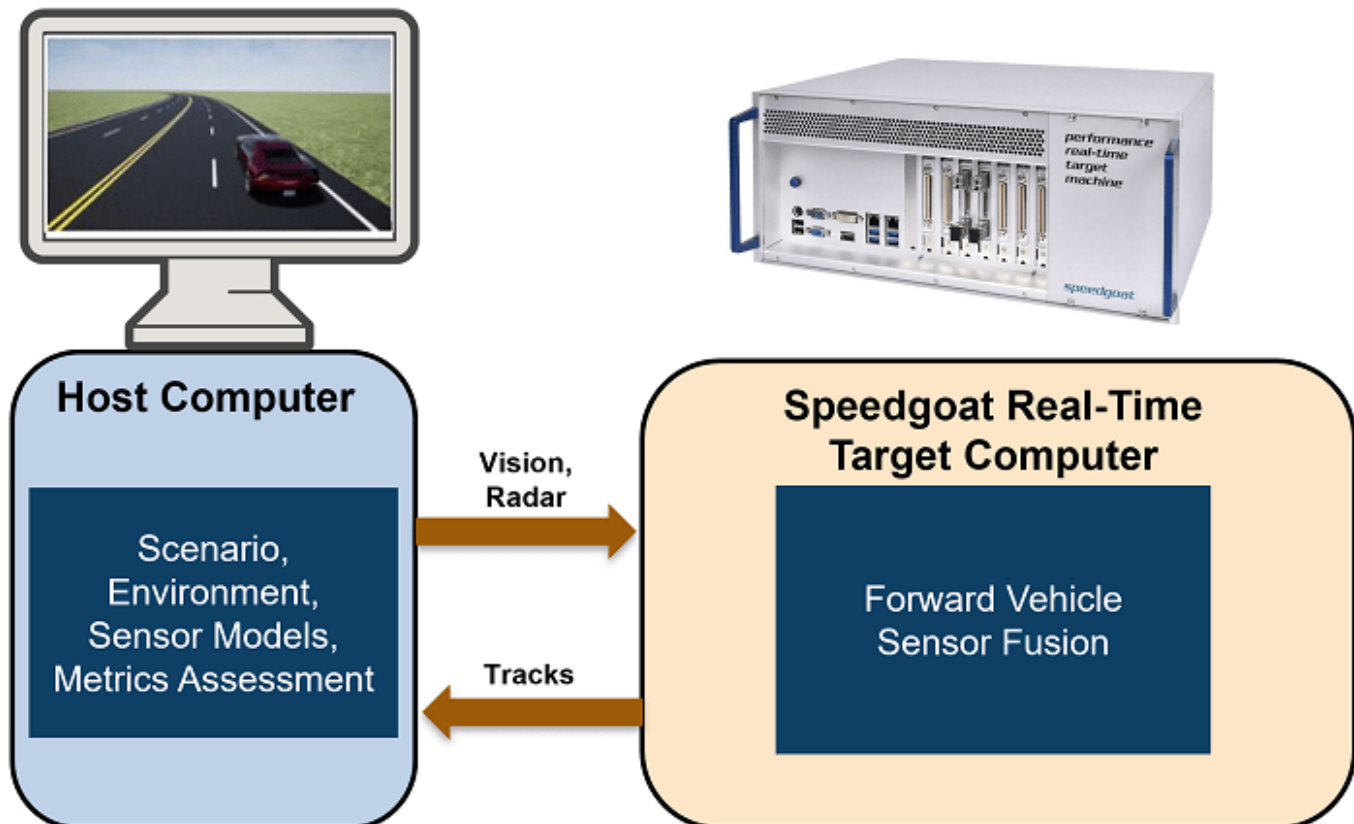
- Deploy the forward vehicle sensor fusion algorithm to a Speedgoat machine using Simulink Real-Time™.
- Perform automated testing of the deployed application using Simulink Test.

The forward vehicle sensor fusion component performs information fusion from different sensors to perceive front view of the autonomous vehicle. This component is central to the decision-making process in various automated driving applications, such as highway lane following and forward collision warning. This component is commonly deployed to a real-time processor.

This example shows how you can deploy the forward vehicle sensor fusion algorithm to a Speedgoat real-time machine. It also shows how you can reuse the desktop simulation test cases and automate regression testing for the deployed algorithm. This example builds on the “Forward Vehicle Sensor Fusion” on page 8-1100 example.

### System Configuration

This example uses a hardware setup that primarily consists of two machines, a host and a target, connected by ethernet.



This example uses this hardware configuration:

- 1 Target — Speedgoat Performance real-time machine with an Intel® Core™ i7 @ 4.2 GHz, running Simulink Real-Time. For more information, see the Speedgoat Performance real-time target machine site.
- 2 Host — Intel® Xeon® @ 3.60GHz, running Windows® 10, 64-bit operating system.
- 3 Ethernet cable connecting the target to the host.

The target runs the forward vehicle sensor fusion algorithm. It sends algorithm output to the host using the User Datagram Protocol (UDP) over the ethernet cable.

The host sets up the simulation environment and configures the test scenarios, sensor models, and metrics assessment. It sends vision and radar detection data to the target and receives the tracker output from the target using UDP.

Using this setup, you can deploy a forward vehicle sensor fusion algorithm to the target, run the host model for a test scenario, and log and visualize simulation results.

In this example, you:

- 1 **Review the simulation test bench model** — The simulation test bench model contains the scenario, sensor models, forward vehicle sensor fusion algorithm, and metrics to assess functionality. The metric assessments integrate the test bench model with Simulink Test for automated testing.
- 2 **Partition and explore the host and target models** — The simulation test bench model is partitioned into two models. One runs on the host machine and the other is used for deployment to the target machine.
- 3 **Deploy the target model** — Configure and deploy the forward vehicle sensor fusion algorithm model to the target machine using Simulink Real-Time.
- 4 **Simulate the host model and visualize the results** — Configure the host model with a test scenario. Simulate the model and visualize the results.
- 5 **Explore the Test Manager file** — Explore the configured Test Manager file that enables you to automate the testing of the deployed forward vehicle sensor fusion algorithm.
- 6 **Automate testing** — Run the test suite using the **Test Manager** and analyze the test report.

### Review Simulation Test Bench Model

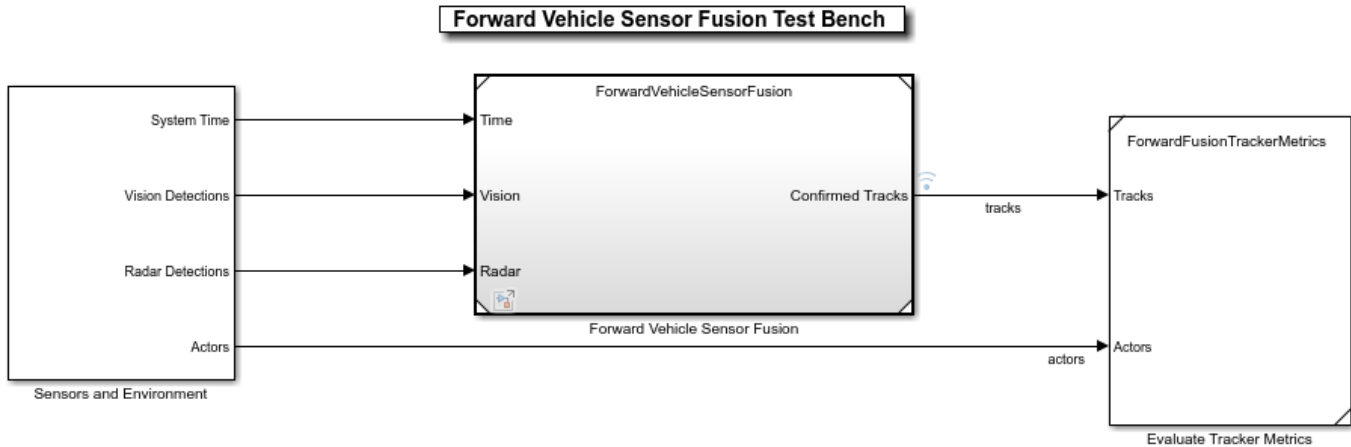
This example uses the test bench model from the “Forward Vehicle Sensor Fusion” on page 8-1100 example.

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so you can edit them.

```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"));
helperDrivingProjectSetup("FVSensorFusion.zip",workDir=pwd);
```

Open the test bench model.

```
open_system("ForwardVehicleSensorFusionTestBench")
```



This simulation test bench model contains these subsystems:

- **Sensors and Environment** — Specifies the scene, vehicles, and sensors used for simulation.
- **Forward Vehicle Sensor Fusion** — Implements the radar clustering, detection concatenation, fusion, and tracking algorithms.
- **Evaluate Tracker Metrics** — Assesses the tracker performance, using the generalized optimal subpattern assignment (GOSPA) metric, between a set of tracks and their ground truths.

### Partition and Explore Host and Target Models

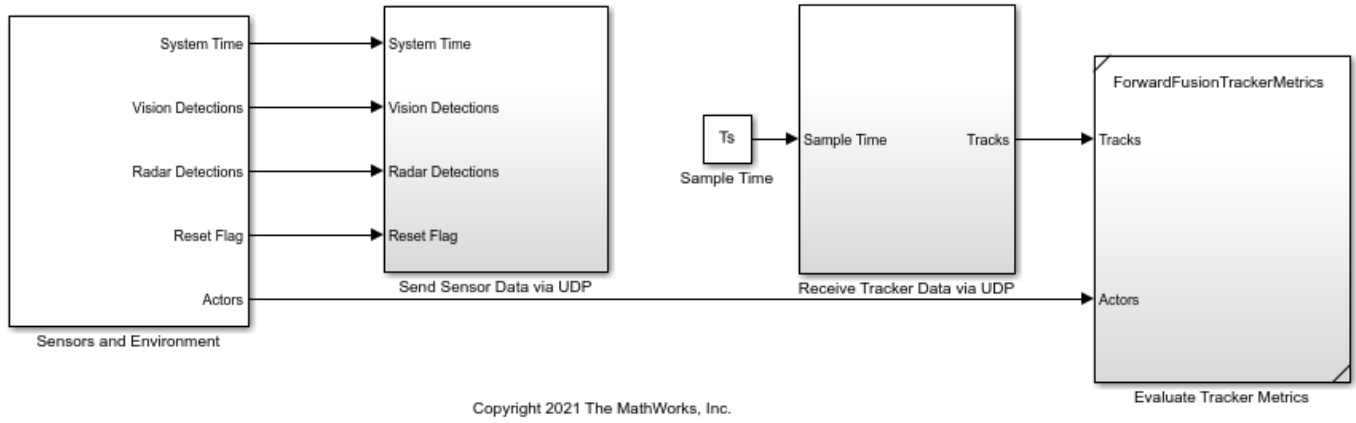
The test bench model is partitioned into host and target models. Explore these models.

#### Explore Host Model

The host model contains the **Sensors and Environment** and **Evaluate Tracker Metrics** subsystems of the test bench model. The model also configures the UDP interface using the **Send Sensor Data via UDP** and **Receive Tracker Data via UDP** subsystems. Open the host model.

```
open_system("RTForwardVehicleSensorFusionHost")
```

**Real-Time Forward Vehicle Sensor Fusion Host**

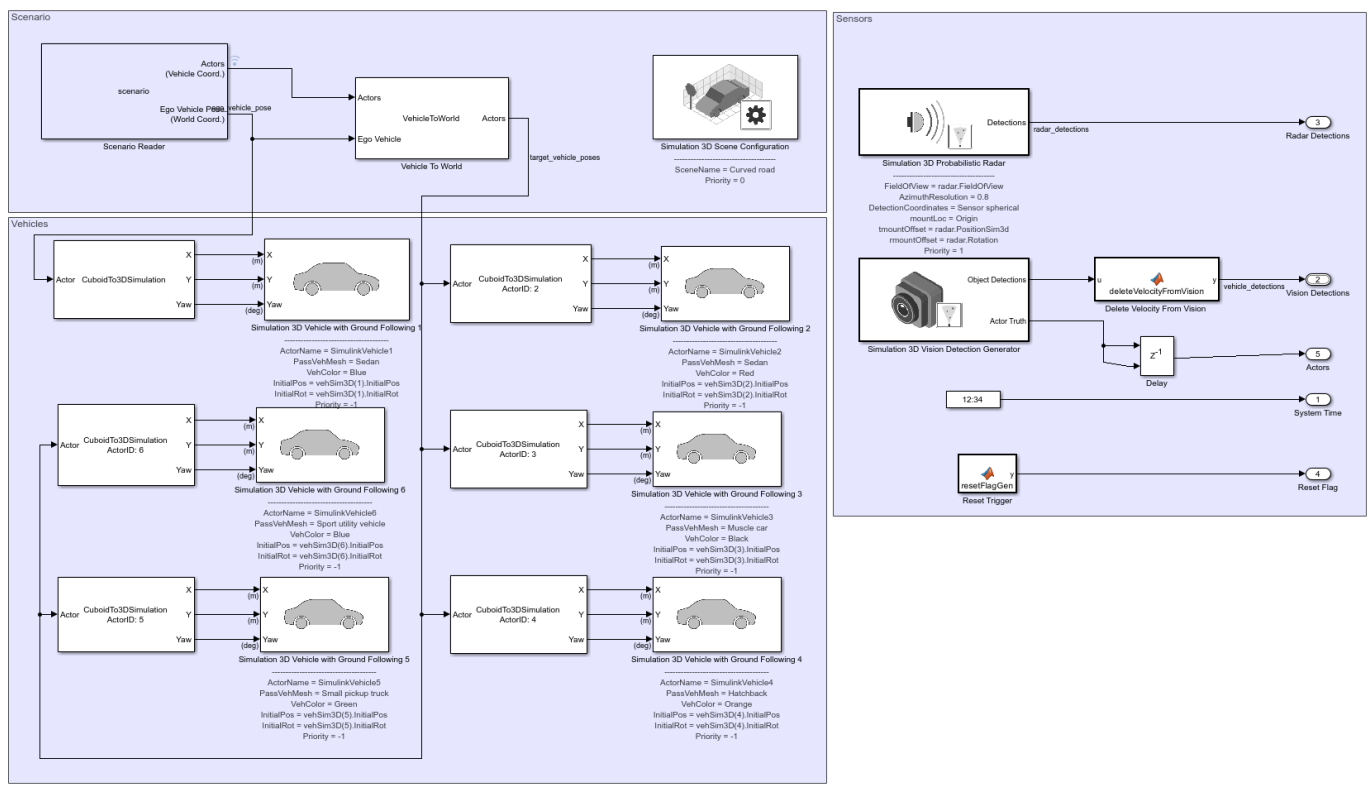


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The Sensors and Environment subsystem configures the road network, places vehicles, and synthesizes sensors. For more information, see the “Forward Vehicle Sensor Fusion” on page 8-1100 example. Open the Sensors and Environment subsystem.

```
open_system("RTForwardVehicleSensorFusionHost/Sensors and Environment")
```

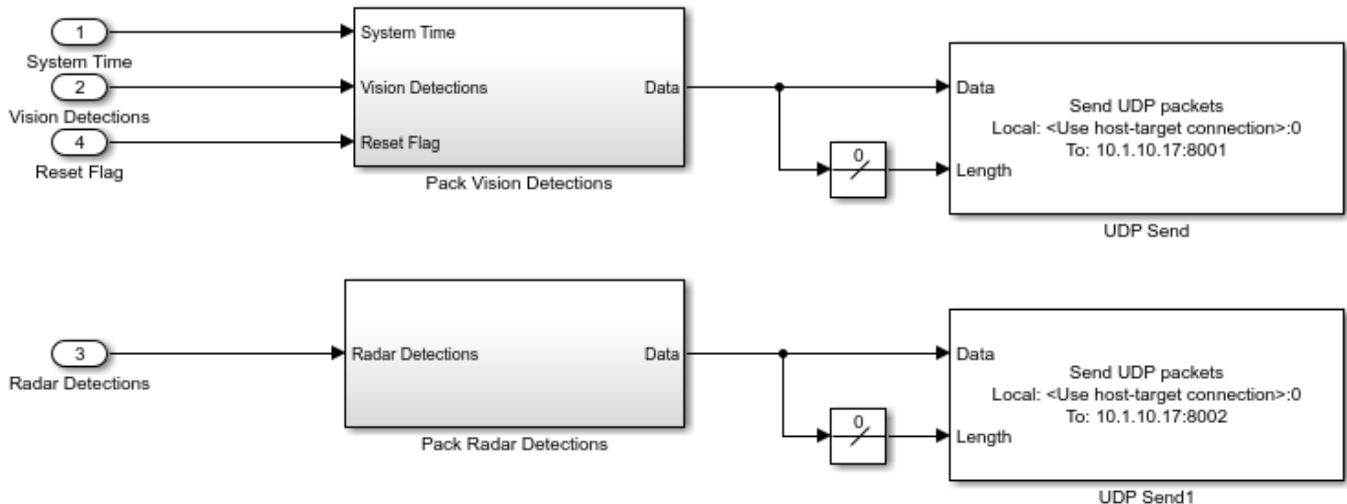
**Sensors and Environment**



This subsystem also generates the reset flag using a MATLAB Function block. Use this flag to reset the internal states of the deployed application before you run the simulation.

The Send Sensor Data via UDP subsystem contains Byte Packing (Simulink Real-Time) and UDP Send (Simulink Real-Time) blocks from the Simulink Real-Time library. Open the Send Sensor Data via UDP subsystem.

```
open_system("RTForwardVehicleSensorFusionHost/Send Sensor Data via UDP")
```



Each Byte Pack subsystem contains a Byte Packing block that converts one or more signals of user-selectable data types to a single vector of varying data types. Each UDP Send block sends the data from the corresponding Byte Pack subsystem over a UDP network to the specified IP address and port. You must configure these UDP Send blocks with the IP address and port number of the target machine.

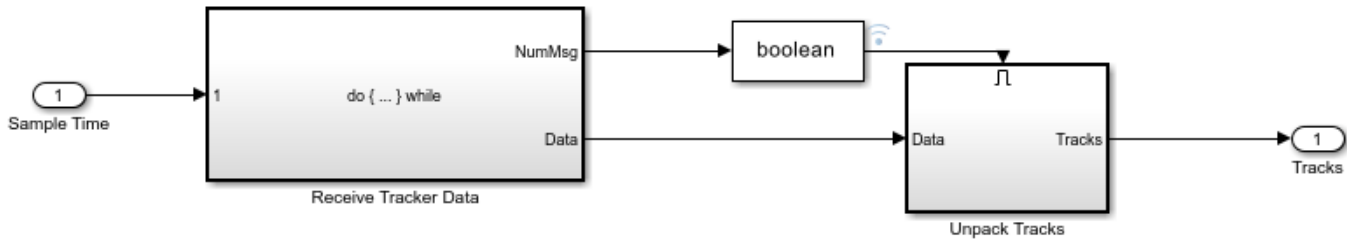
This example sets the maximum number of vision detections to 20 and maximum number of radar detections to 50. You can update these values in the target setup function `helperSLForwardVehicleSensorFusionTargetSetup`.

This list defines the specifications of the data signals.

- System Time — 8-byte double
- Vision Detections — 4825-byte Simulink bus structure
- Reset Flag — 8-byte double
- Radar Detections — 12809-byte Simulink bus structure

The Receive Tracker Data via UDP subsystem contains UDP Receive (Simulink Real-Time) and Byte Unpacking (Simulink Real-Time) blocks from the Simulink Real-Time library. Open the Receive Tracker Data via UDP subsystem.

```
open_system("RTForwardVehicleSensorFusionHost/Receive Tracker Data via UDP")
```

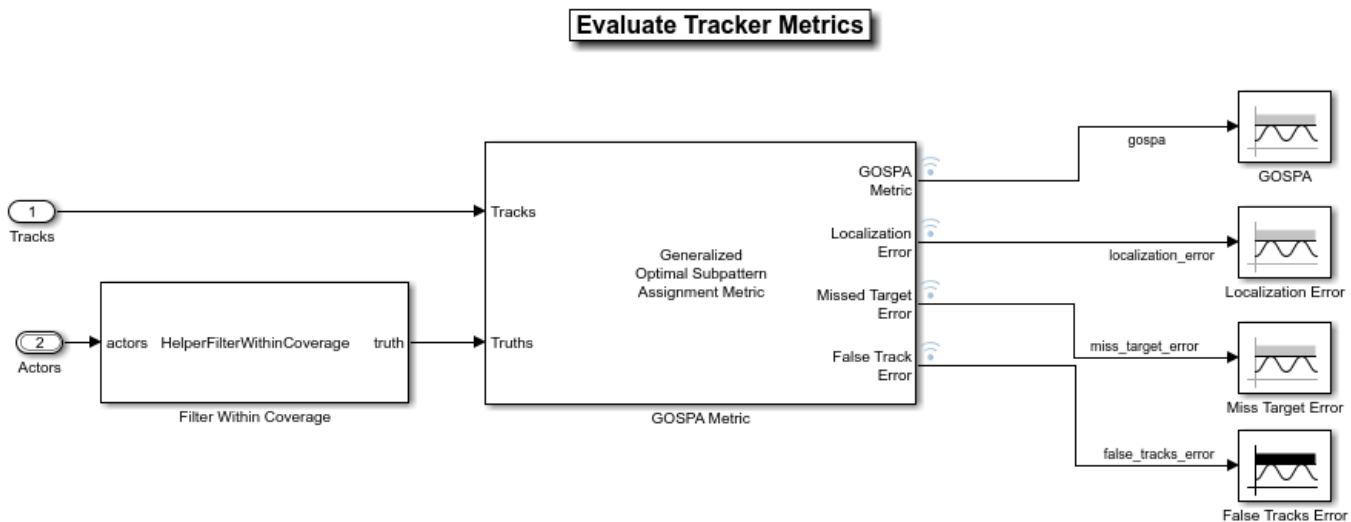


This subsystem contains two additional subsystems:

- Receive Tracker Data — Receives tracker output data sent from the target machine.
- Unpack Tracks Data — Unpacks the data and convert it into a bus signal.

The Evaluate Tracker Metrics subsystem computes various metrics to assess the performance of a tracker. Open the Evaluate Tracker Metrics subsystem.

```
open_system("RTForwardVehicleSensorFusionHost/Evaluate Tracker Metrics")
```



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This subsystem implements a GOSPA Metric block to assess the performance of the tracker. For more information, see Generalized Optimal Subpattern Assignment Metric (Sensor Fusion and Tracking Toolbox).

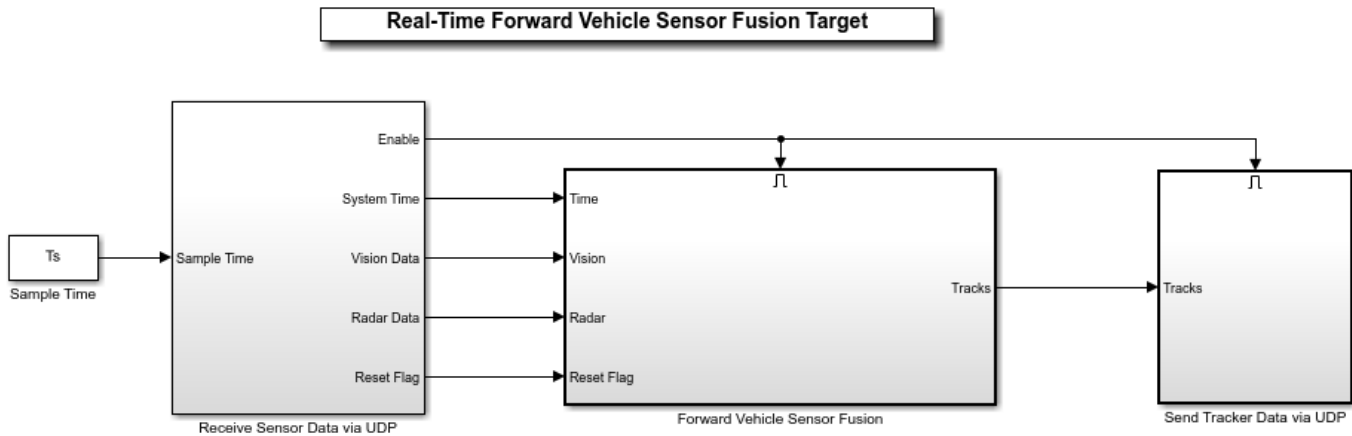
The Evaluate Tracker Metrics subsystem is based on the subsystem used in the “Forward Vehicle Sensor Fusion” on page 8-1100 example.

To perform the real-time simulation, the host model runs with simulation pacing set to 0.05. You can tune simulation pacing value to synchronize the host and target machines and reproduce the simulation results shown in this example. For more information on tuning simulation pacing value, see “Simulation Pacing” (Simulink).

### Explore Target Model

The target model contains the Forward Vehicle Sensor Fusion subsystem, along with UDP interfaces. Open the target model.

```
open_system("RTForwardVehicleSensorFusionTarget")
```



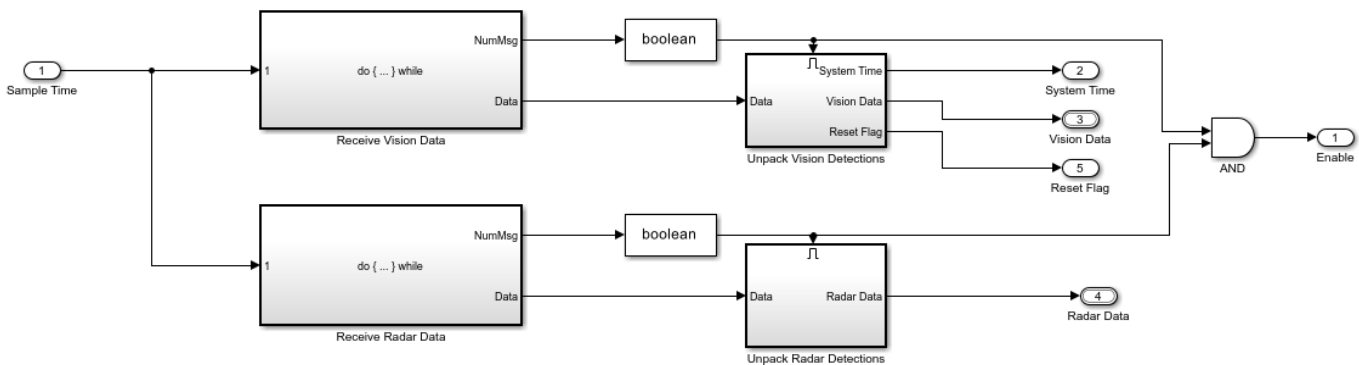
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The target model contains these subsystems:

- **Receive Sensor Data via UDP** — Receives data required for the forward vehicle sensor fusion algorithm model to run.
- **Forward Vehicle Sensor Fusion** — Enabled subsystem that contains the forward vehicle sensor fusion algorithm.
- **Send Tracker Data via UDP** — Sends the tracker output to the host model, which is required by Evaluate Tracker Metrics subsystem of the host model.

The Receive Sensor Data via UDP subsystem contains UDP Receive and Byte Unpacking blocks from the Simulink Real-Time library. Open the Receive Sensor Data via UDP subsystem.

```
open_system("RTForwardVehicleSensorFusionTarget/Receive Sensor Data via UDP")
```

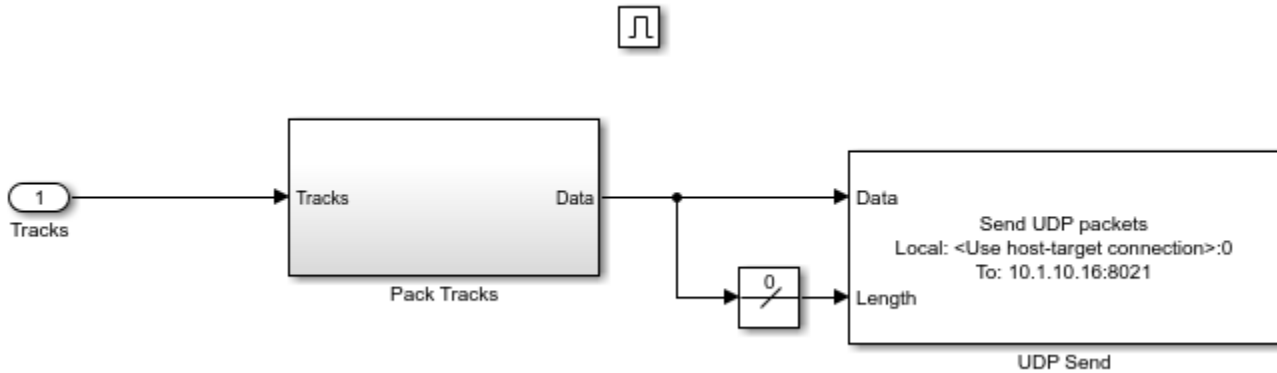


This subsystem receives data frames from the host machine, and deconstructs them using the Byte Unpack subsystems.



The Send Tracker Data via UDP subsystem contains Byte Packing and UDP Send blocks from the Simulink Real-Time library. Open the Send Tracker Data via UDP subsystem.

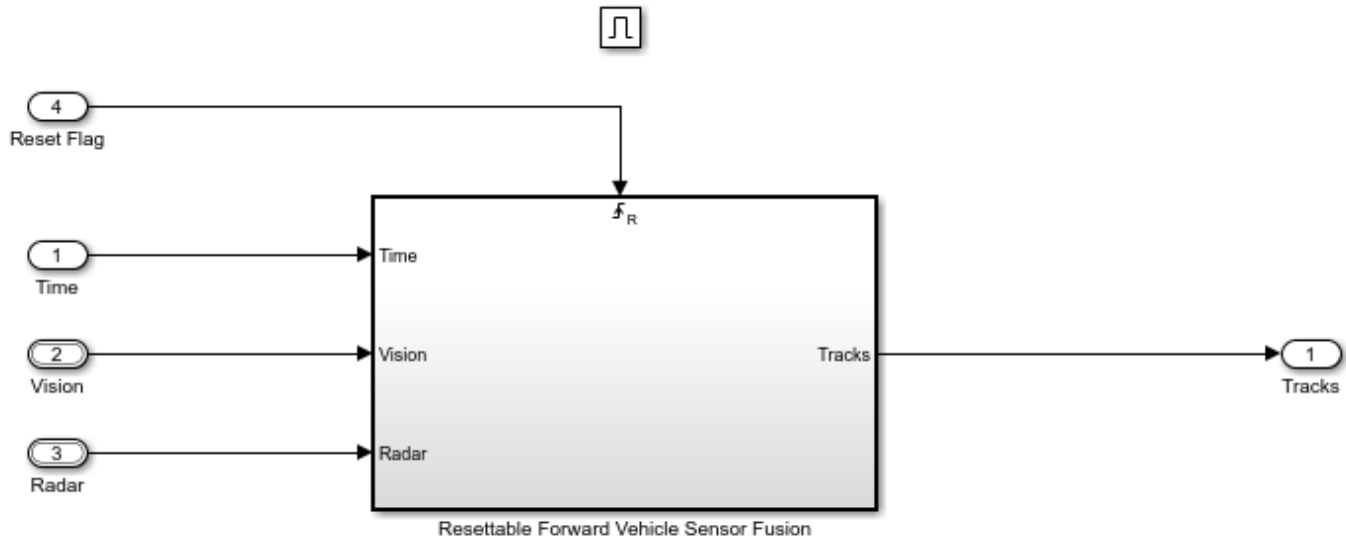
```
open_system("RTForwardVehicleSensorFusionTarget/Send Tracker Data via UDP")
```



This subsystem sends the tracker output to the host machine using a UDP Send block.

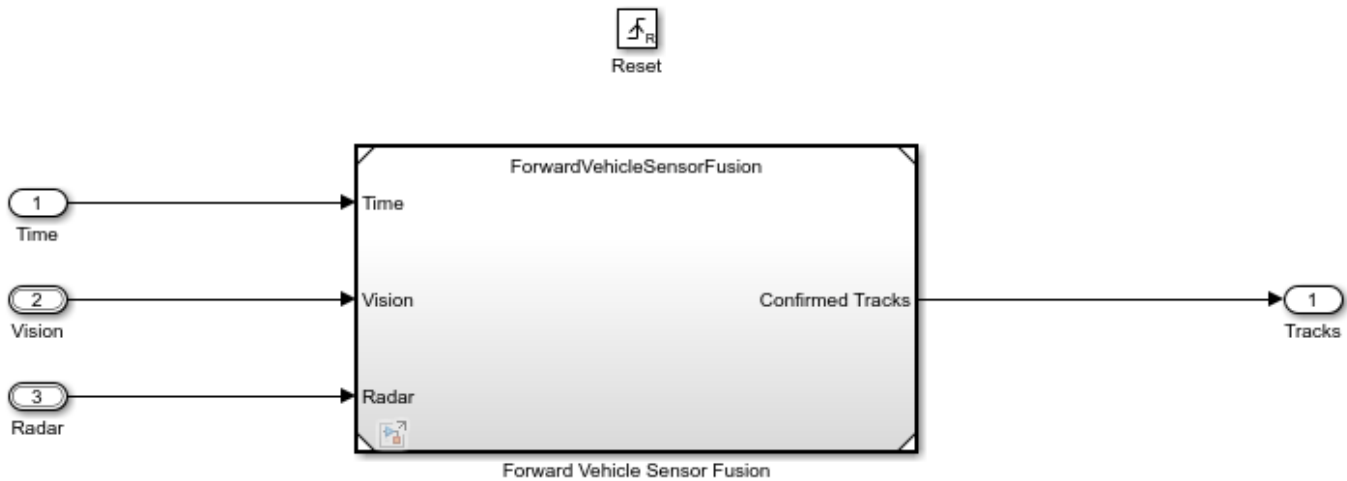
The Forward Vehicle Sensor Fusion subsystem is an enabled subsystem that enables execution of the algorithm upon receiving data from the host machine. Open the Forward Vehicle Sensor Fusion subsystem.

```
open_system("RTForwardVehicleSensorFusionTarget/Forward Vehicle Sensor Fusion")
```



The enabled subsystem contains a resettable subsystem. The resettable subsystem resets the forward vehicle sensor fusion algorithm to its default state when Reset Flag is enabled. Open the Resettable Forward Vehicle Sensor Fusion subsystem.

```
open_system("RTForwardVehicleSensorFusionTarget/Forward Vehicle Sensor Fusion/Resettable Forward
```



This subsystem contains the Forward Vehicle Sensor Fusion reference model. This is the same model used in the “Forward Vehicle Sensor Fusion” on page 8-1100 example.

### Deploy Target Model

Follow these steps to deploy the model to a real-time machine.

1. Configure the UDP blocks in the host and target models.

The UDP Send and UDP Receive blocks used in the host and target models require valid IP addresses for the host and target machines. This example ships with the `helperSLRTUDPSetup.m` file, which updates these blocks with your specified IP addresses. You can update these blocks manually, or by using the `helperSLRTUDPSetup` function as shown:

```
% Specify host model and IP address of Host machine
hostMdl = "RTForwardVehicleSensorFusionHost";
hostIP = "10.1.10.16";

% Specify Target model and IP address of Target machine
targetMdl = "RTForwardVehicleSensorFusionTarget";
targetIP = "10.1.10.17";

% Invoke the function to update the blocks
helperSLRTUDPSetup(targetMdl, targetIP, hostMdl, hostIP);
```

2. Set up real-time configuration to the reference model `ForwardVehicleSensorFusion.slx`, and build the target model, which creates an `slrealtime` application file, `RTForwardVehicleSensorFusionTarget.mldatx`.

```
% Setup real-time configuration to the ForwardVehicleSensorFusion.slx
load_system("ForwardVehicleSensorFusion");
if (isempty(getConfigSet("ForwardVehicleSensorFusion", "ConfigRef")))
    configRef = Simulink.ConfigSetRef;
    attachConfigSet("ForwardVehicleSensorFusion", configRef)
    set_param(configRef, SourceName="RTConfig");
    set_param(configRef, Name="ConfigRef");
    setActiveConfigSet("ForwardVehicleSensorFusion", "ConfigRef");
end
save_system('ForwardVehicleSensorFusion');
```

```
% Build the target model  
slbuild(targetMdl);
```

3. Connect to the target machine.

Connect to the target machine by defining an `slrealtime` object to manage the target computer.

```
% Create slrealtime object  
tg = slrealtime;  
  
% Specify IP address for target machine  
setipaddr(tg,targetIP)  
  
% Connect to target  
connect(tg);
```

The real-time operating system (RTOS) version on the target computer must match the version on the host computer. Otherwise, you cannot connect to the target computer. Run the `update(tg)` command to update the RTOS version on the target computer.

4. Load the real-time application to the target.

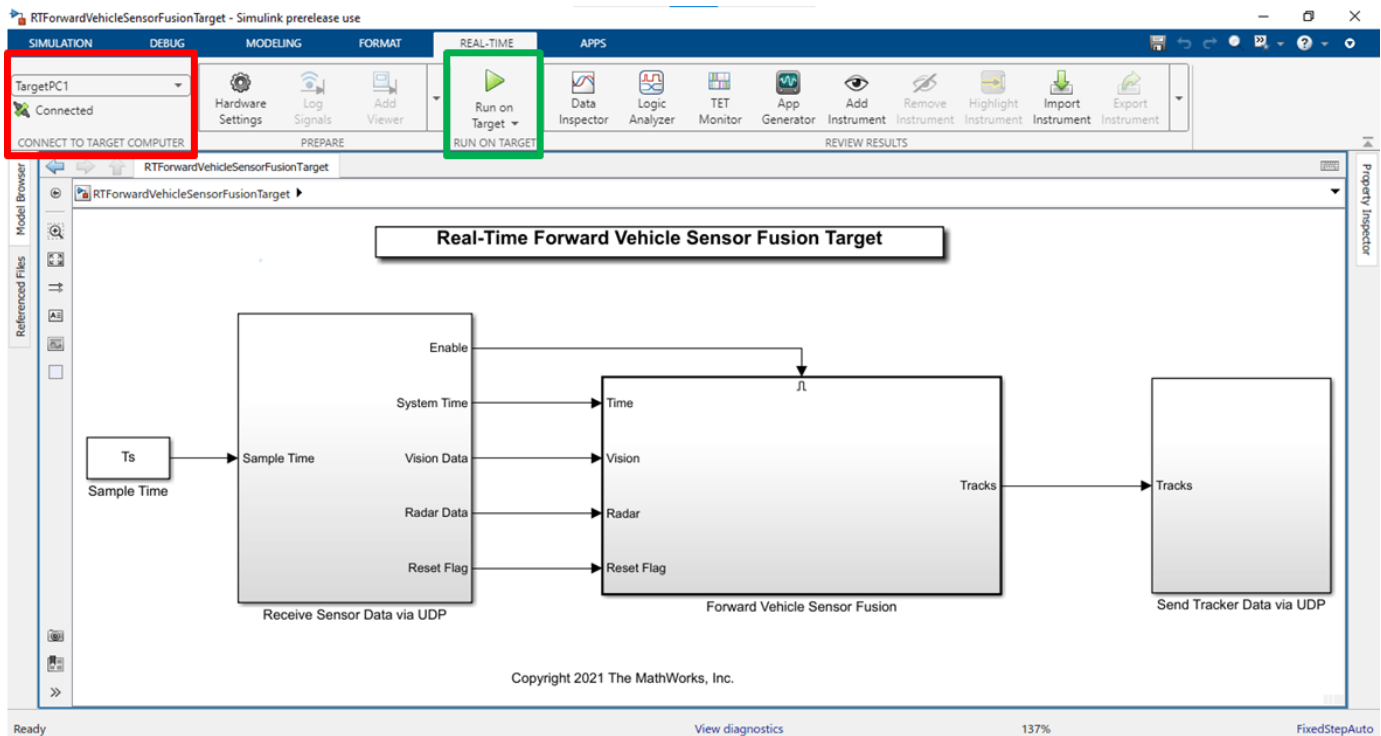
Load the generated `RTForwardVehicleSensorFusionTarget.mldatx` application to the target machine.

```
% Load the generated application to the target  
load(tg,targetMdl);
```

5. Execute the real-time application on the target.

```
% Start the loaded application on the target machine.  
start(tg);
```

Alternatively, you can deploy the target model by using the Simulink graphical user interface.



On the **Real-Time** tab, in the **Connect To Target Computer** section, select your target machine from the list. Use the Simulink Real-Time Explorer (Simulink Real-Time) to configure the target.

To deploy and run the model on the target machine, select **Run on Target**.

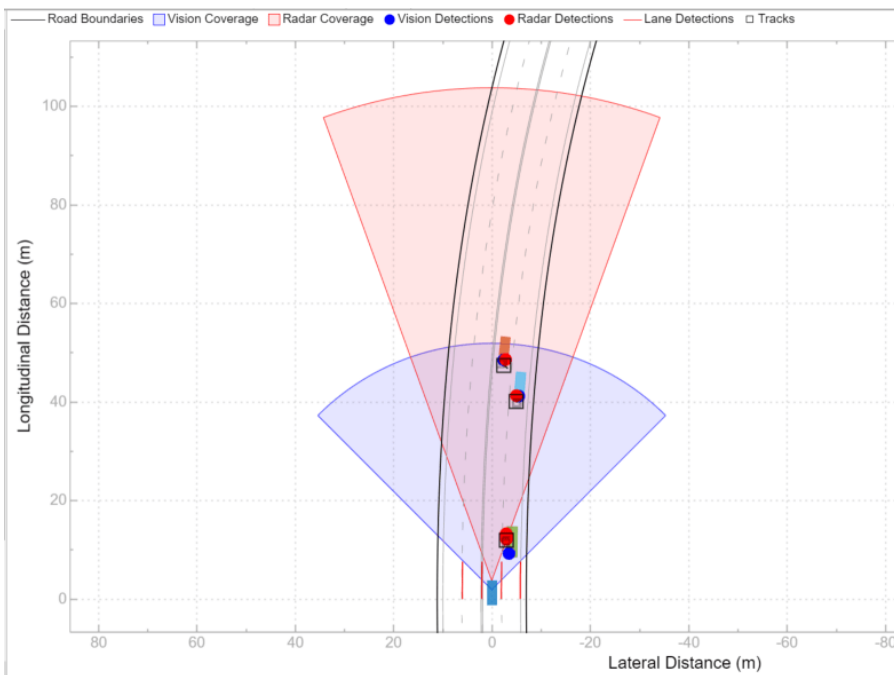
### Simulate Host Model and Visualize Results

Configure the `RTForwardVehicleSensorFusionHost` model to simulate the `scenario_LFACC_03_Curve_StopnGo` scenario. This scenario contains six vehicles, including the ego vehicle, and defines their trajectories.

```
helperSLForwardVehicleSensorFusionHostSetup(scenarioFcnName="scenario_LFACC_03_Curve_StopnGo");
```

Simulate the host model.

```
sim(hostMdl);
```

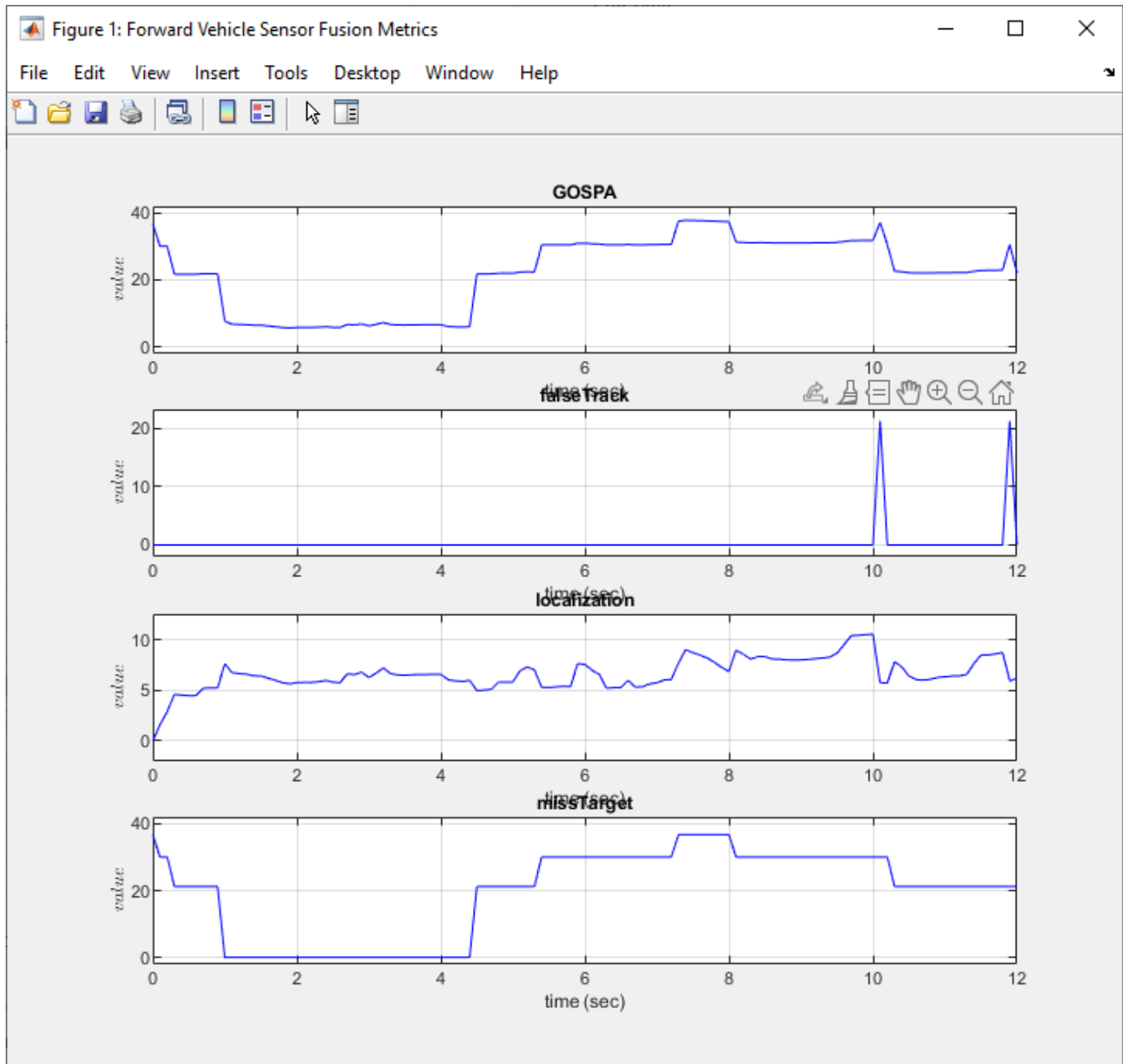


Stop and unload the application in the target machine.

```
stop(tg);
```

Plot the performance metrics for the target algorithm. For more information about these performance metrics, see “Forward Vehicle Sensor Fusion” on page 8-1100 example.

```
hFigure = helperPlotForwardVehicleSensorFusionResults(logsout);
```



The plots show that the localization error is the primary factor in the GOSPA metric. Notice that the missed target component initially starts from a higher value due to the establishment delay of the tracker and goes down to zero after some time. The other peaks in the missed target curve occur because of the same delay, when the yellow and purple target vehicles enter the coverage area of the sensors.

Close the figure.

```
close(hFigure);
```

## Explore Test Manager File

Simulink Test includes the **Test Manager**, which you can use to author test cases for Simulink models. After authoring your test cases, you can group them and execute them individually or in a batch.

This example reuses the test scenarios from the “Automate Testing for Forward Vehicle Sensor Fusion” on page 8-1221 example.

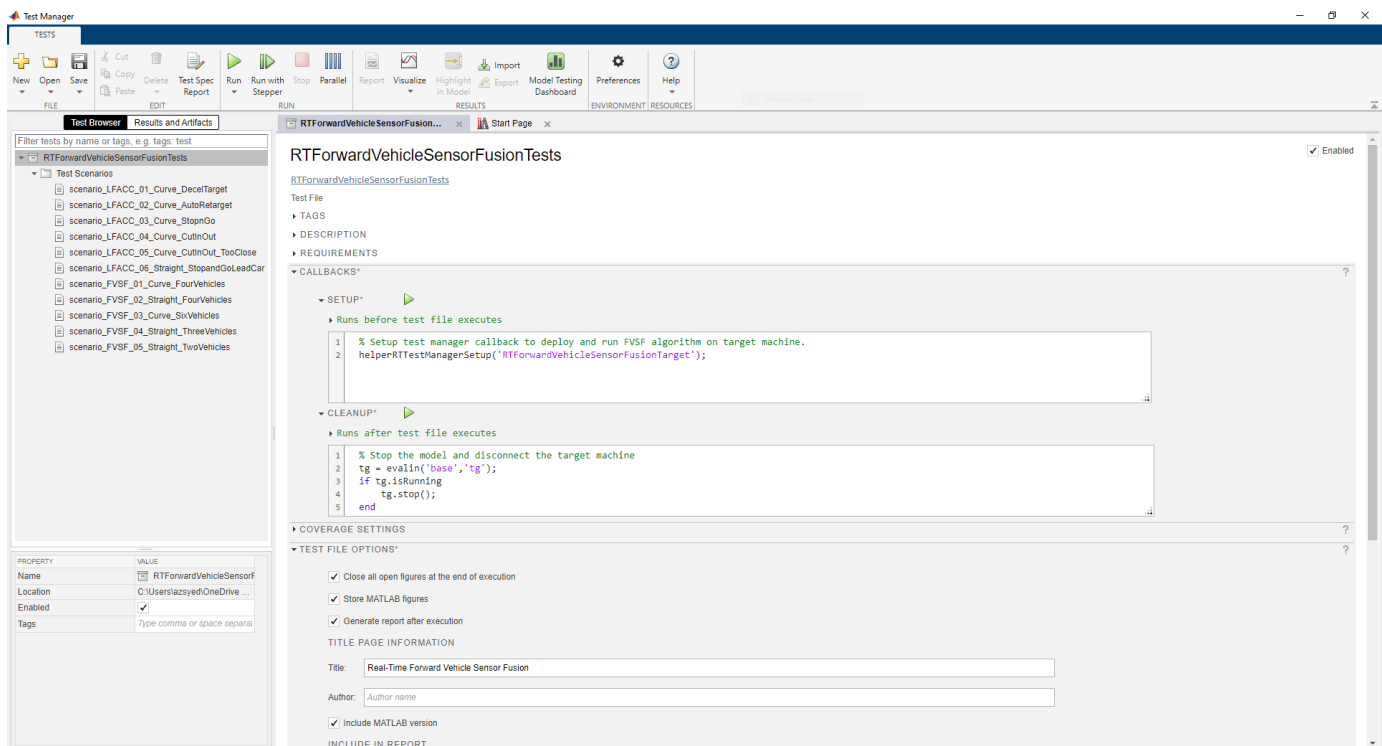
The target model is configured so that you do not have to compile and deploy the target model for every test case. Once you deploy the model, and before the next test case, it resets to its initial state. The example uses these test file callbacks:

- The **SETUP** callback calls the `helperRTTestManagerSetup` function to configure the target model to deploy and run on a real-time machine.
- The **CLEANUP** callback stops and unloads the application from the target machine.

Open the test file `RTForwardVehicleSensorFusionTests.mldatx` in the **Test Manager** and explore the configuration.

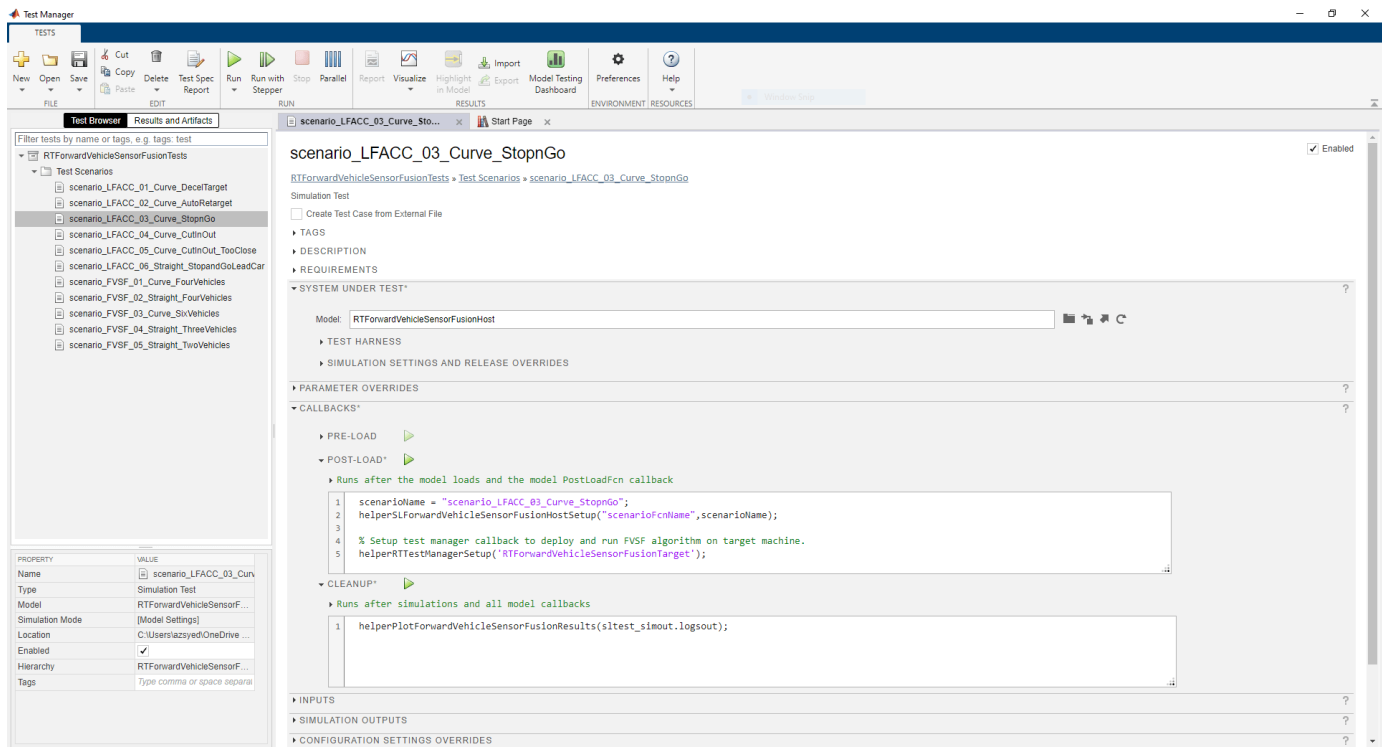
```
sltestmgr
```

```
sltest.testmanager.load("RTForwardVehicleSensorFusionTests.mldatx");
```



You can also run individual test scenarios using these test case callbacks:

- The **POST-LOAD** callback calls the `helperRTTestManagerSetup` to configure the target model to deploy and run on a real-time machine. It also configures the host model for a test scenario.
- The **CLEANUP** callback contains a script to plot the results of the simulation run.



## Automate Testing

Using the created **Test Manager** file, run a single test case to test the application on a real-time machine.

Running the test scenarios from test file requires a connection with the target machine. If the target machine is not connected, refer to steps 1-3 of the Deploy Target Model section to establish the connection.

Use this code to test the forward vehicle sensor fusion algorithm model with the `scenario_LFACC_03_Curve_StopnGo` test scenario from Simulink Test.

```
testFile = sltest.testmanager.load("RTForwardVehicleSensorFusionTests.mldatx");
testSuite = getTestSuiteByName(testFile, "Test Scenarios");
testCase = getTestCaseByName(testSuite, "scenario_LFACC_03_Curve_StopnGo");
resultObj = run(testCase);
```

To generate a report after the simulation, use this code:

```
sltest.testmanager.report(resultObj, "Report.pdf", ...
Title="Real-Time Forward Vehicle Sensor Fusion", ...
IncludeMATLABFigures=true, ...
IncludeErrorMessages=true, ...
IncludeTestResults=false, ...
LaunchReport=true);
```

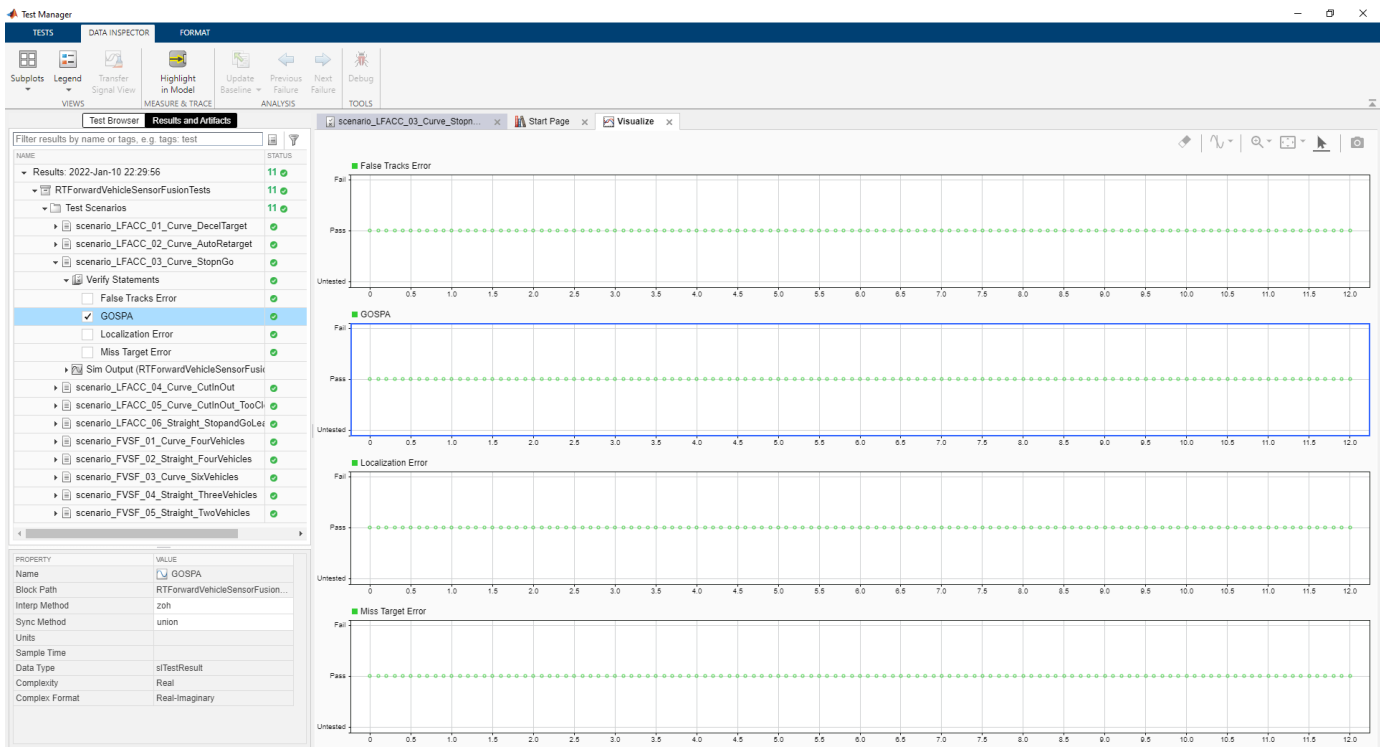
Examine `Report.pdf`. Observe that the **Test Environment** section shows the platform on which the test is run and the MATLAB version used for testing. The **Summary** section shows the outcome of the test and the duration of the simulation in seconds. The **Results** section shows pass or fail results based on the assessment criteria. This section also shows the logged plots from the **CLEANUP** callback commands.



## Run and Explore Results for All Test Scenarios

You can simulate the system for all the tests by using `run(testFile)`. Alternatively, you can simulate the system by clicking **Run** in the **Test Manager**.

When the test simulations are complete, you can view the results for all the tests in the **Results and Artifacts** pane of the **Test Manager**. For each test case, the Check Static Range (Simulink) blocks in the model are associated with the **Test Manager** to visualize overall pass or fail results.



You can find the generated report in the current working directory. This report contains a detailed summary of the pass or fail statuses and plots for each test case.

## Summary

Name	Outcome	Duration (Seconds)
 <a href="#">RTForwardVehicleSensorFusionTests</a>	11 	1178.665
 <a href="#">Test Scenarios</a>	11 	1178.666
 <a href="#">scenario_LFACC_01_Curve_DecelTarget</a>		126.723
 <a href="#">scenario_LFACC_02_Curve_AutoRetarget</a>		103.072
 <a href="#">scenario_LFACC_03_Curve_StopnGo</a>		89.839
 <a href="#">scenario_LFACC_04_Curve_CutInOut</a>		104.225
 <a href="#">scenario_LFACC_05_Curve_CutInOut_TooClose</a>		103.284
 <a href="#">scenario_LFACC_06_Straight_StopandGoLeadCar</a>		76.455
 <a href="#">scenario_FVSF_01_Curve_FourVehicles</a>		97.471
 <a href="#">scenario_FVSF_02_Straight_FourVehicles</a>		126.971
 <a href="#">scenario_FVSF_03_Curve_SixVehicles</a>		116.419
 <a href="#">scenario_FVSF_04_Straight_ThreeVehicles</a>		121.408
 <a href="#">scenario_FVSF_05_Straight_TwoVehicles</a>		104.912

## See Also

### Blocks

Scenario Reader | Simulation 3D Scene Configuration | UDP Send | UDP Receive | Byte Unpacking | Byte Packing

## Related Examples

- “Highway Lane Following” on page 8-893
- “Forward Vehicle Sensor Fusion” on page 8-1100
- “Automate Testing for Forward Vehicle Sensor Fusion” on page 8-1221
- “Automate Real-Time Testing for Highway Lane Following Controller” on page 8-1267
- “Automate PIL Testing for Forward Vehicle Sensor Fusion” on page 8-1419

# Highway Lane Change Planner and Controller

This example shows how to simulate an automated lane change maneuver system for highway driving scenario.

## Introduction

An automated lane change maneuver (LCM) system enables the ego vehicle to automatically move from one lane to another lane. The LCM system models the longitudinal and lateral control dynamics for automated lane change. An LCM system senses the environment for most important objects (MIOs) using on-board sensors, identifies an optimal trajectory that avoids these objects, and steers the ego vehicle along this trajectory.

This example shows how to design and test the planner and controller components of an LCM system. In this example, the lane change planner uses ground truth information from the scenario to detect MIOs. It then generates a feasible trajectory to negotiate a lane change that is executed by the lane change controller. In this example, you:

- **Explore the test bench model** — The model contains planning, controls, vehicle dynamics, scenario, and metrics to assess functionality.
- **Model the lane change planner** — The reference model finds the MIO, samples terminal states of the ego vehicle, and generates an optimal trajectory.
- **Model the lane change controller** — This model generates control commands for the ego vehicle based on the generated trajectory.
- **Simulate and visualize system behavior** — The test bench model is configured to test the integration of planning and controls to perform lane change maneuvers on a curved road with multiple vehicles.
- **Explore other scenarios** — These scenarios test the system under additional conditions.

You can apply the modeling patterns used in this example to test your own planner and controller components of an LCM system.

## Explore Test Bench Model

In this example, you use a simulation test bench model to explore the behavior of the planner and controller components for a lane change maneuver system.

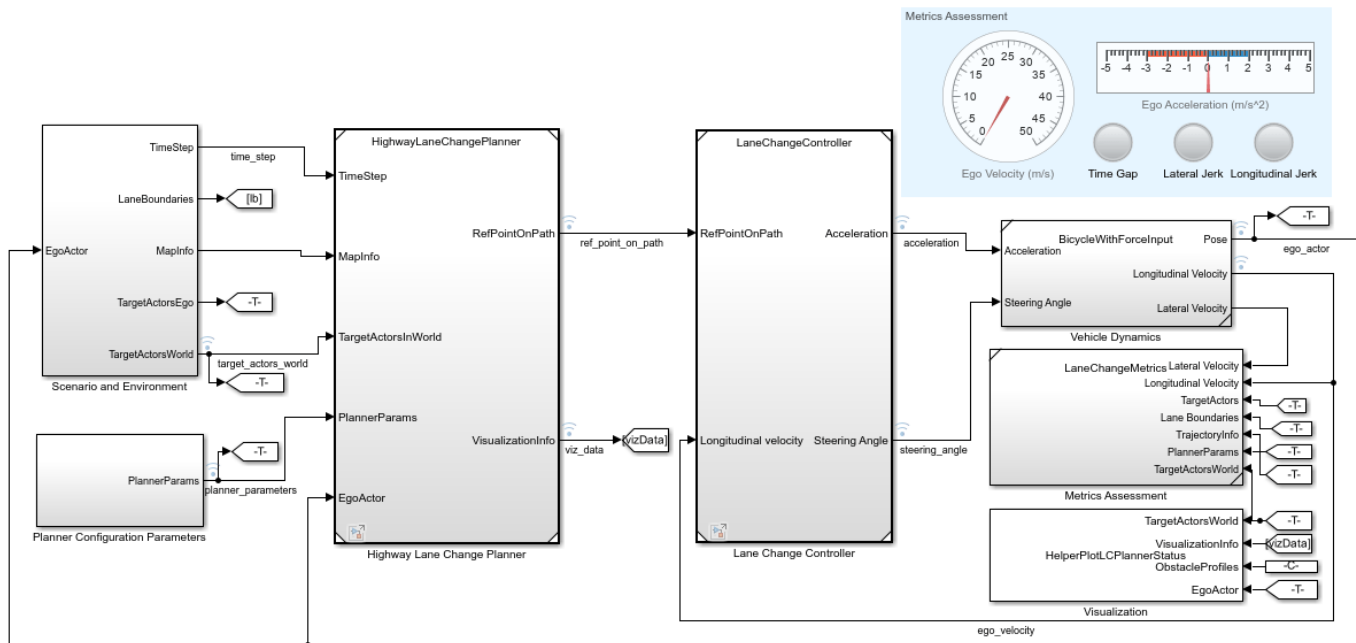
To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot, 'toolbox', 'driving', 'drivingdemos'));  
helperDrivingProjectSetup('HLCPlannerAndController.zip', 'workDir', pwd);
```

Open the simulation test bench model.

```
open_system('HLCPlannerAndControllerTestBench');
```

### Highway Lane Change Planner And Controller Test Bench



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Opening this model runs the `helperSLHLCPlannerAndControllerSetup` script that initializes the road scenario using the `drivingScenario` object in the base workspace. It also configures the planner configuration parameters, controller design parameters, vehicle model parameters, and the Simulink® bus signals required for defining the inputs and outputs for the `HLCPlannerAndControllerTestBench` model.

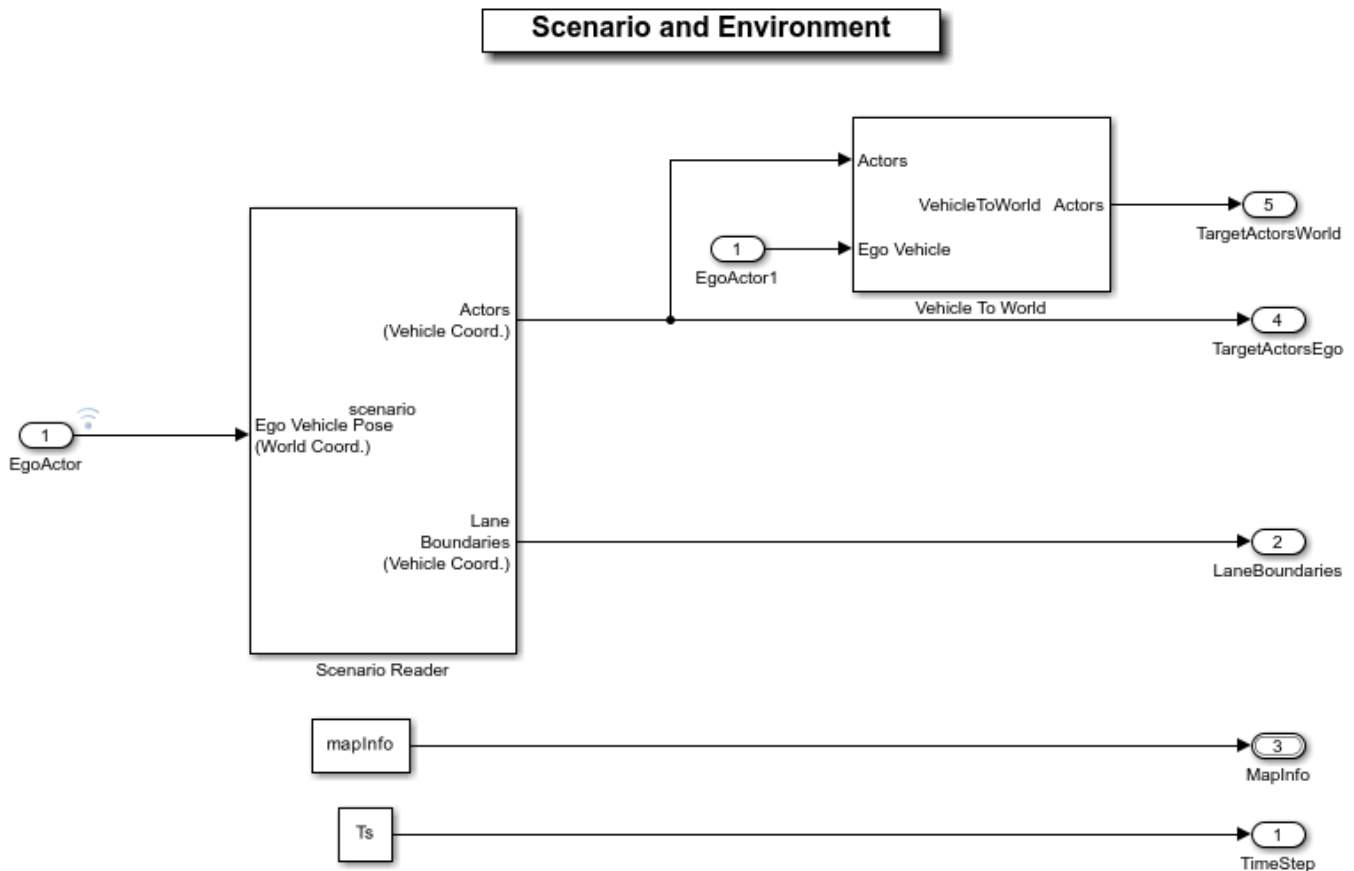
The test bench model contains the following subsystems.

- Scenario and Environment — Subsystem that specifies the scene, vehicles, and map data used for simulation.
- Planner Configuration Parameters — Subsystem that specifies the configuration parameters required for the planner algorithm.
- Highway Lane Change Planner — Subsystem that implements the lane change planner algorithm for highway.
- Lane Change Controller — Subsystem that specifies the path following controller that generates control commands to steer the ego vehicle along the generated trajectory.
- Vehicle Dynamics — Subsystem that specifies the dynamic model for the ego vehicle.
- Metrics Assessment — Subsystem that specifies metrics to assess system level behavior.

The Vehicle Dynamics subsystem models the ego vehicle using a Bicycle Model and updates its state using commands received from the Lane Change Controller. For more details on Vehicle Dynamics subsystem, see “Highway Lane Following” on page 8-893 example.

The Scenario and Environment subsystem uses the Scenario Reader block to provide road network and vehicle ground truth positions. This block also outputs map data required for the highway lane change planner algorithm. Open the Scenario and Environment subsystem.

```
open_system('HLCPlannerAndControllerTestBench/Scenario and Environment')
```



The Scenario Reader block is configured to read the `drivingScenario` object from the base workspace. It uses this object to read the actor data. It takes in ego vehicle information to perform a closed-loop simulation. This block outputs ground truth information of the lanes and actors in ego vehicle coordinates. The Vehicle To World block is used to convert target vehicle positions from the vehicle coordinates to world coordinates. This subsystem reads map data from the base workspace and outputs information about the lanes and reference path.

The Planner Configuration Parameters subsystem reads base workspace variables using constant blocks and constructs a bus structure using the Bus Creator block. The bus created by this subsystem is used by the lane change planner.

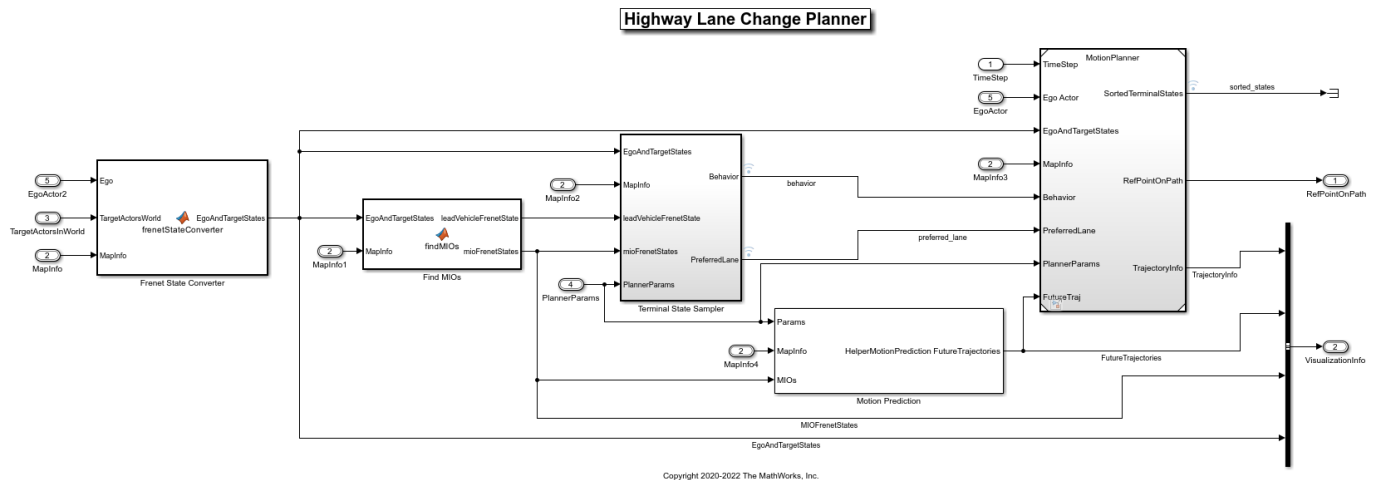
The Highway Lane Change Planner reference model uses ground truth actor positions in world coordinates, map data, and planner configuration parameters to perform trajectory planning for the automated lane change maneuver.

### Model Highway Lane Change Planner

The Highway Lane Change Planner reference model implements the main algorithm for the highway lane change system. The model finds the MIOs surrounding the ego vehicle using the Fernet coordinate system. Subsequently, the model samples terminal states for different behaviors, predicts the motion of target actors, and generates multiple trajectories. Finally, the model evaluates the costs

of generated trajectories and checks for the possibility of collision and kinematic feasibility to estimate the optimal trajectory. Open the Highway Lane Change Planner reference model.

```
open_system('HighwayLaneChangePlanner')
```



The Highway Lane Change Planner model contains the following blocks:

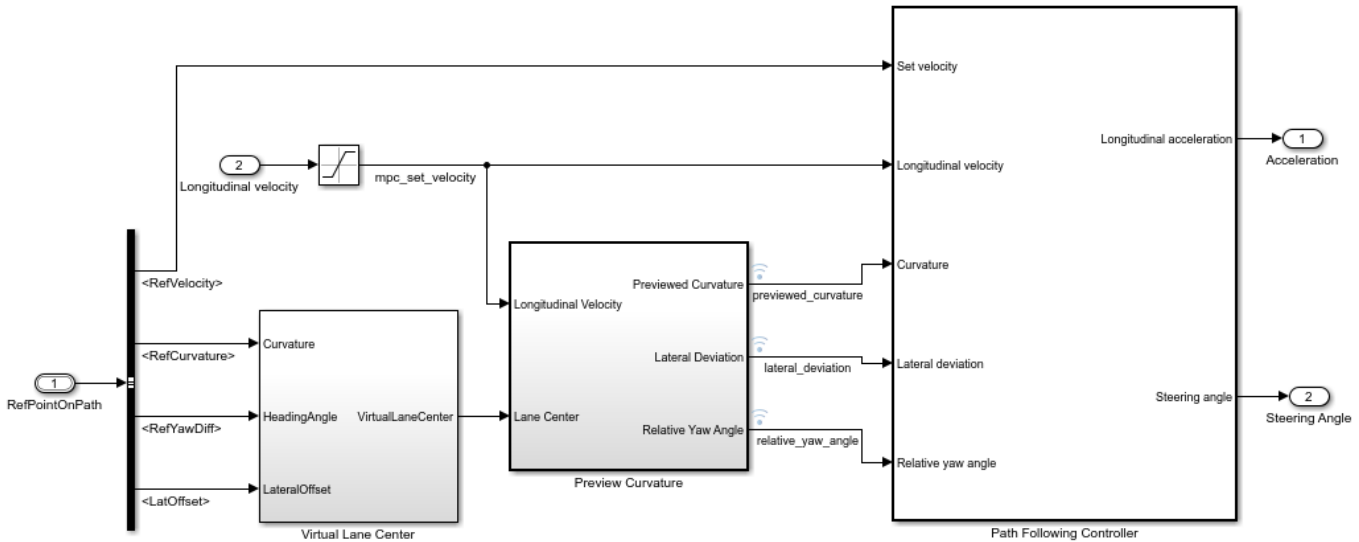
- The Frenet State Converter block converts the pose of the ego vehicle and other vehicles in the scenario into the Frenet coordinate system from world coordinates.
- The Find MIOs block identifies the MIOs surrounding the ego vehicle.
- The Terminal State Sampler block samples terminal states for cruise control, lead car following, and lane change behaviors. The Motion Prediction module predicts the motion of MIOs.
- The Motion Planner reference model generates an optimal trajectory from the sampled trajectories. This model checks the sampled trajectories for cost, feasibility, and the possibility of collision to identify the optimal trajectory. This block also computes the appropriate point on the trajectory for the ego vehicle to follow. For more information on the Highway Lane Change Planner, see “Generate Code for Highway Lane Change Planner” on page 8-1160.

### Model Lane Change Controller

The Lane Change Controller reference model simulates a path following control mechanism that keeps the ego vehicle traveling along the generated trajectory while tracking a set velocity. To do so, the controller adjusts both the longitudinal acceleration and front steering angle of the ego vehicle. The controller computes optimal control actions while satisfying velocity, acceleration, and steering angle constraints using adaptive model predictive control (MPC). Open the Lane Change Controller reference model.

```
open_system('LaneChangeController')
```

## Lane Change Controller



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- The Virtual Lane Center subsystem creates a virtual lane from the path point. The virtual lane matches the format required by the Path Following Controller block.
- The Preview Curvature subsystem converts trajectory to curvature input required by Path Following Controller block.
- The Path Following Controller block uses the Path Following Control System (Model Predictive Control Toolbox) block from the Model Predictive Control Toolbox™.

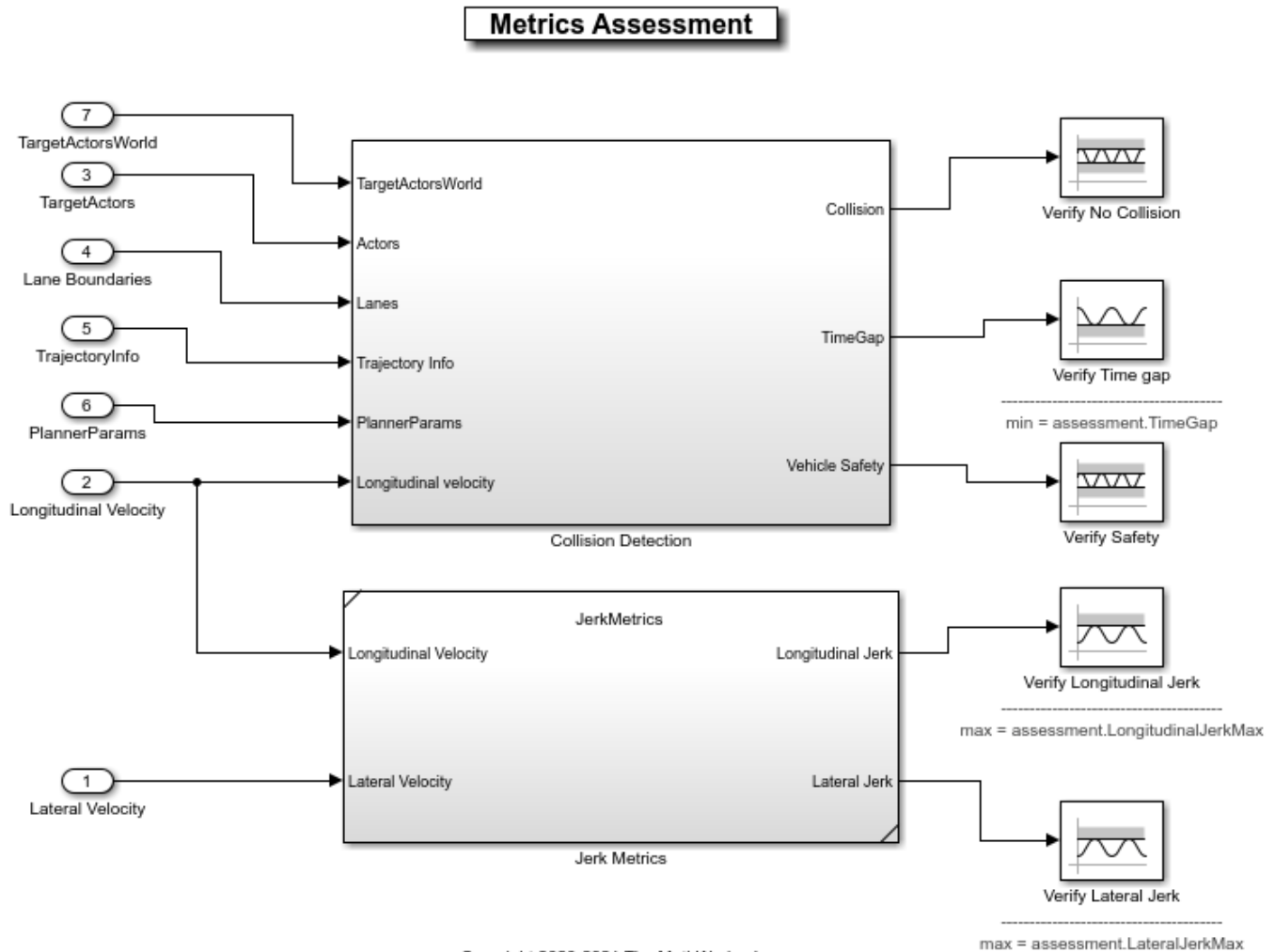
The Path Following Controller block keeps the vehicle traveling within a marked lane of a highway while maintaining a user-set velocity. This controller includes combined longitudinal and lateral control of the ego vehicle:

- Longitudinal control maintains a user-set velocity of the ego vehicle.
- Lateral control keeps the ego vehicle traveling along the center line of its lane by adjusting the steering of the ego vehicle.

### Explore Metrics Assessment

The Metrics Assessment subsystem assesses system level behavior of the LCM system using the metrics mentioned below. Open the Metrics Assessment subsystem.

```
open_system('HLCPlannerAndControllerTestBench/Metrics Assessment')
```



- The **DetectCollision** block detects the collision of the ego vehicle with other vehicles and halts the simulation if a collision is detected.
- The **DetectLeadVehicle** block computes the headway between the ego and lead vehicles, which is used for computing the **TimeGap** value.
- The **TimeGap** value is calculated using the distance to the lead vehicle (headway) and the longitudinal velocity of the ego vehicle, and it is evaluated against prescribed limits.
- The **LongitudinalJerk** value is calculated using the longitudinal velocity and evaluated against prescribed limits.
- The **LateralJerk** value is calculated using the lateral velocity evaluated against prescribed limits.

### Simulate and Visualize System Behavior

Set up and run the **HLCPlannerAndControllerTestBench** simulation model to visualize the behavior of the system during a lane change. The Visualization block in the model creates a MATLAB figure that shows the chase view and top view of the scenario and plots the ego vehicle, sampled trajectories, capsule list, and other vehicles in the scenario. Configure the

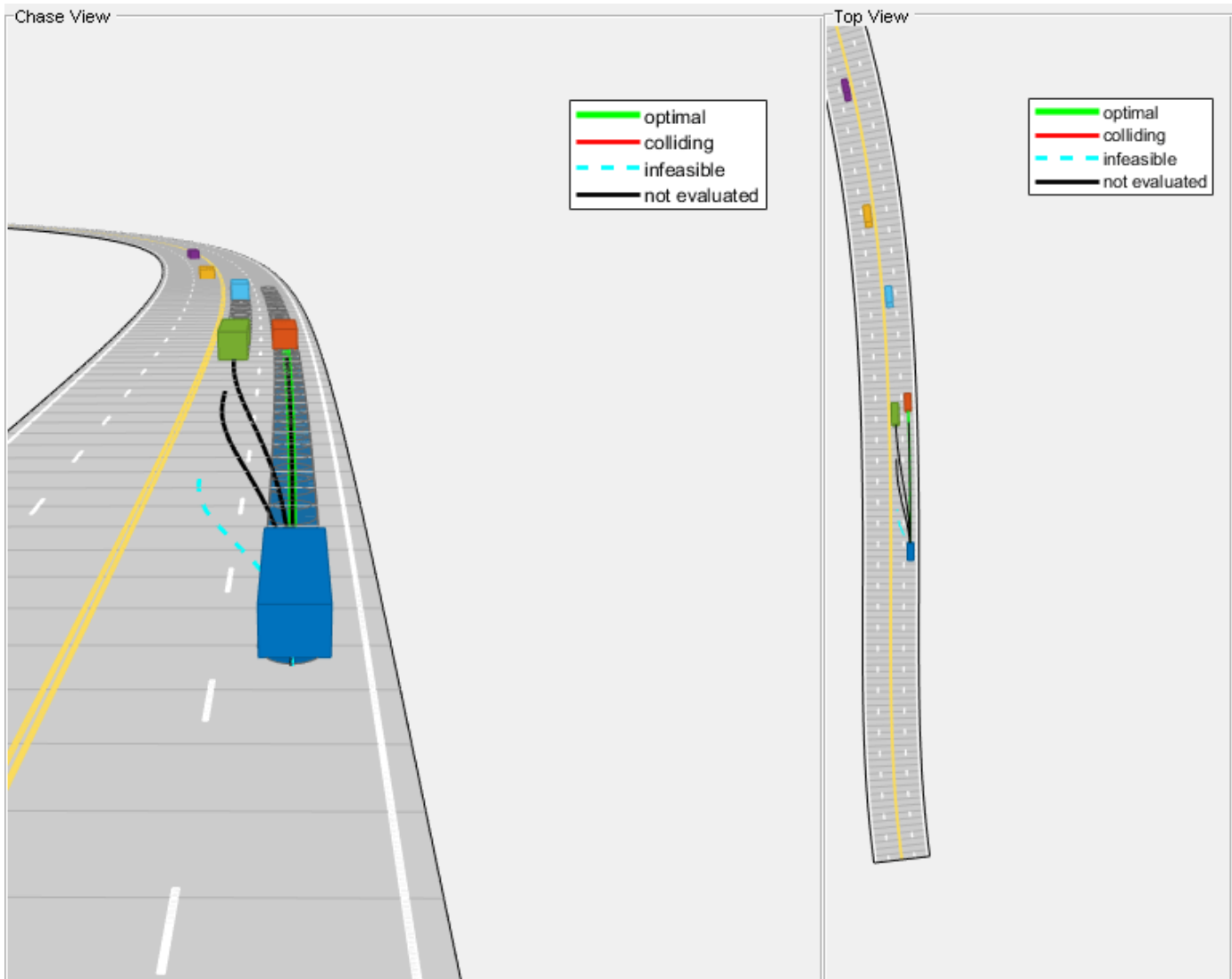


**HLCPlannerAndControllerTestBench** model to use the `scenario_LC_15_StopnGo_Curved` scenario.

```
helperSLHLCPlannerAndControllerSetup('scenarioFcnName', 'scenario_LC_15_StopnGo_Curved')
```

Simulate the model for 5 seconds. The highway lane change planner reference model generates a trajectory to navigate the vehicle in the scenario. To reduce command-window output, first turn off the MPC update messages.

```
mpcverbosity('off');
sim('HLCPlannerAndControllerTestBench', 'StopTime', '5');
```

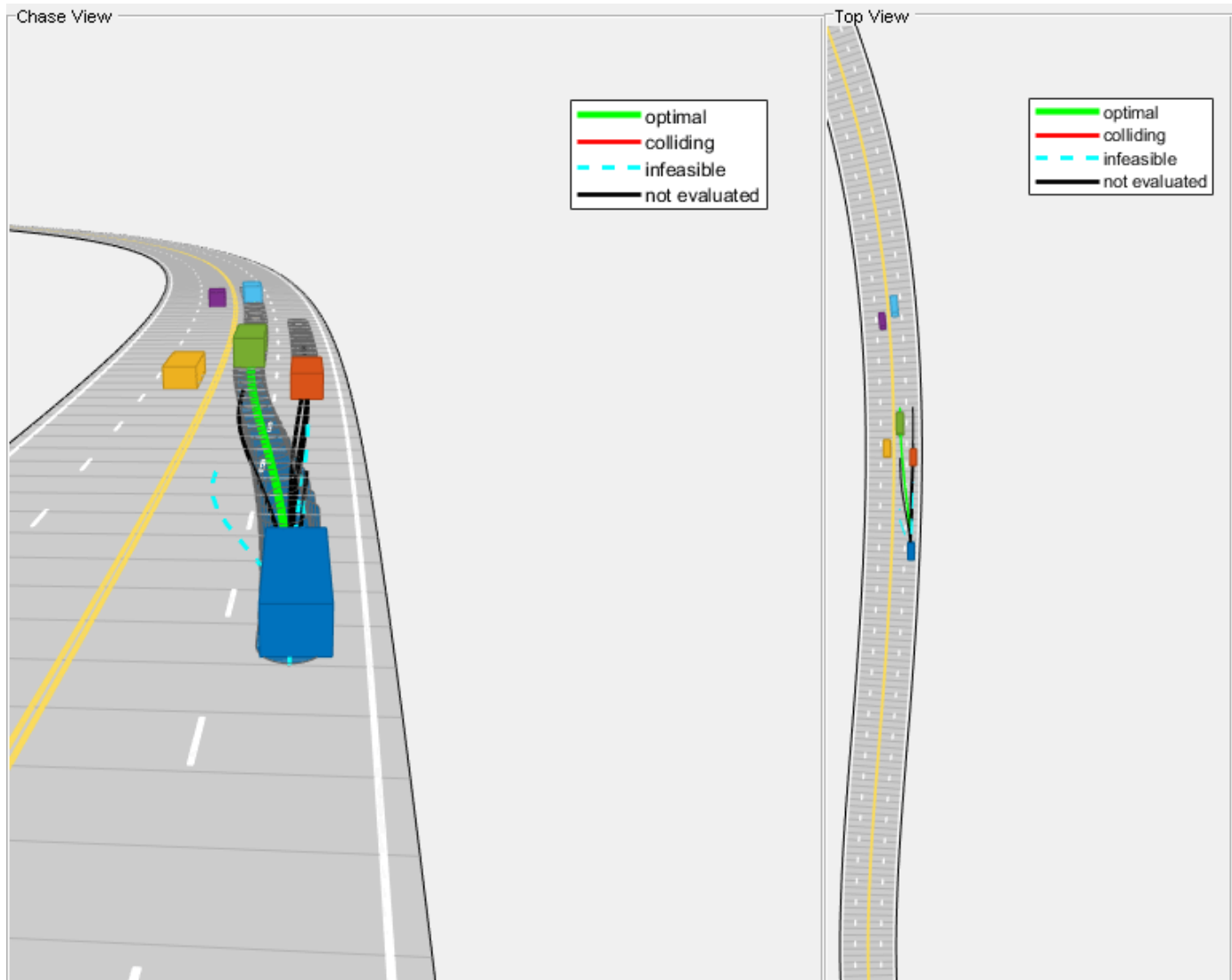


Close the figure.

```
hLCPlot = findobj('Type', 'Figure', 'Name', 'Lane Change Status Plot');
if ~isempty(hLCPlot)
    close(hLCPlot);
end
```

Run the simulation for 8 seconds. The highway lane change planner reference model generates a trajectory to navigate around a slower lead vehicle.

```
sim('HLCPlannerAndControllerTestBench','StopTime','8');
```

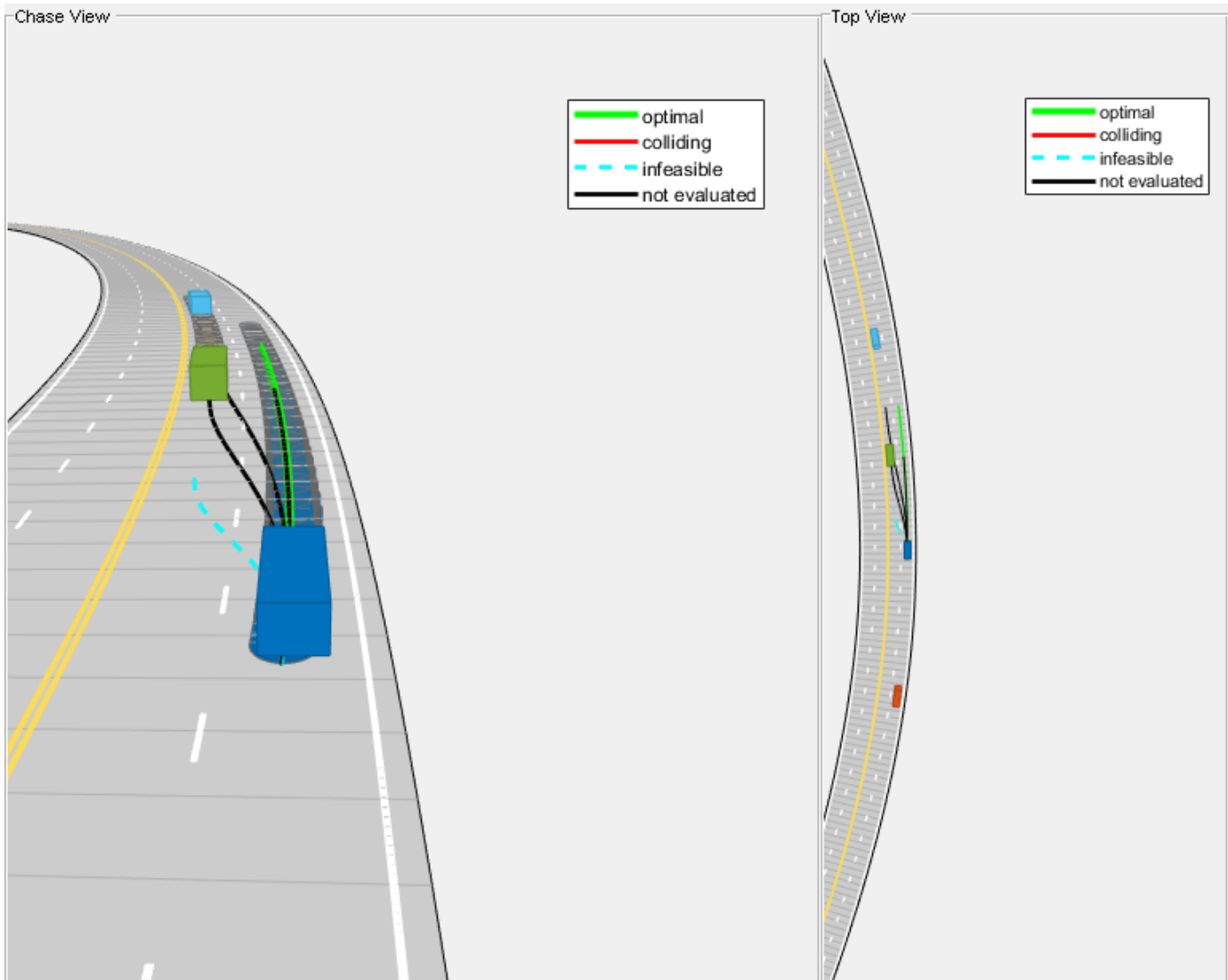


Close the figure.

```
hLCPlot = findobj('Type','Figure','Name','Lane Change Status Plot');
if ~isempty(hLCPlot)
    close(hLCPlot);
end
```

Run the simulation for 18 seconds. The highway lane change planner reference model generates a trajectory to navigate the vehicle to the left lane and then to the right lane to avoid collision with the slow moving lead vehicle. Observe that the ego vehicle performs a lane change twice to avoid collision while maintaining a set velocity.

```
simout = sim('HLCPlannerAndControllerTestBench','StopTime','18');
```

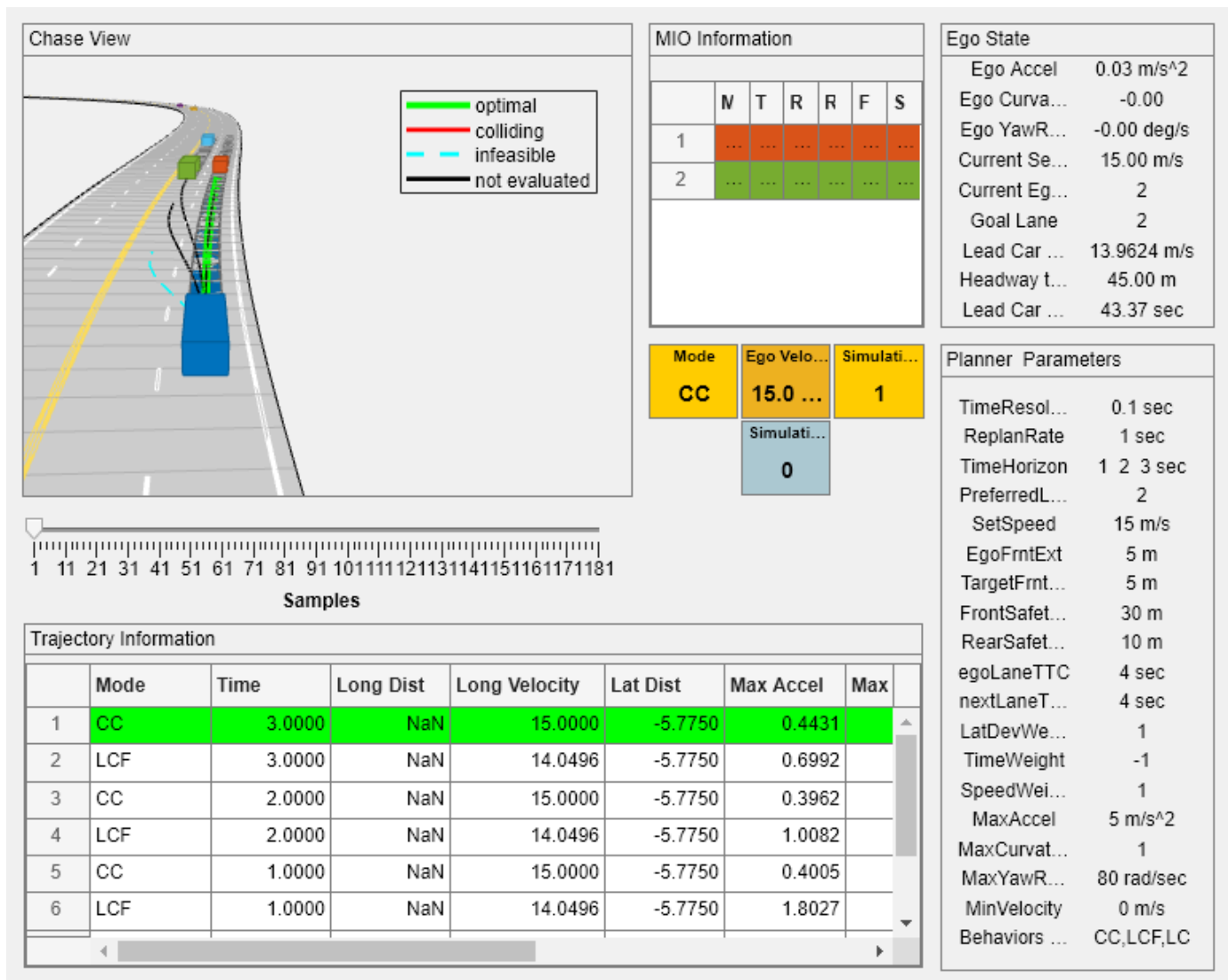


Close the figure.

```
hLCPlot = findobj('Type', 'Figure', 'Name', 'Lane Change Status Plot');
if ~isempty(hLCPlot)
    close(hLCPlot);
end
```

During the simulation, the model logs signals to base workspace as `logout`. You can analyze the simulation results and debug any failures in the system behavior using the `HelperAnalyzeLCPlannerSimulationResults` object. The `visualizeSimulationData` function of the object creates a MATLAB figure and plots chase view of the scenario. For more details on this figure, see the “Generate Code for Highway Lane Change Planner” on page 8-1160 example. Run the function and explore the plot.

```
visualizatonObj = HelperAnalyzeLCPlannerSimulationResults(simout.logout);
visualizatonObj.visualizeSimulationData
```



### Explore Other Scenarios

In the previous section, you explored the system behavior for the scenario\_LC\_15\_StopnGo\_Curved scenario. Below is a list of scenarios that are compatible with the HLCPlannerAndControllerTestBench model.

```

scenario_LC_01_SlowMoving
scenario_LC_02_SlowMovingWithPassingCar
scenario_LC_03_DisabledCar
scenario_LC_04_CutInWithBrake
scenario_LC_05_SingleLaneChange
scenario_LC_06_DoubleLaneChange
scenario_LC_07_RightLaneChange
scenario_LC_08_SlowmovingCar_Curved
scenario_LC_09_CutInWithBrake_Curved
scenario_LC_10_SingleLaneChange_Curved
scenario_LC_11_MergingCar_HighwayEntry
scenario_LC_12_CutInCar_HighwayEntry

```

```
scenario_LC_13_DisabledCar_Ushape  
scenario_LC_14_DoubleLaneChange_Ushape  
scenario_LC_15_StopnGo_Curved [Default]
```

These scenarios are created using the Driving Scenario Designer and are exported to a scenario file. Examine the comments in each file for more details on the road and vehicles in each scenario. You can configure the `HLCPlannerAndControllerTestBench` and workspace to simulate these scenarios using the `helperSLHLCPlannerAndControllerSetup` function. For example, you can configure the simulation for a curved road scenario.

```
helperSLHLCPlannerAndControllerSetup('scenarioFcnName', 'scenario_LC_10_SingleLaneChange_Curved')
```

## Conclusion

This example shows how to simulate a highway lane change maneuver using ground truth vehicle positions.

Enable the MPC update messages again.

```
mpcverbosity('on');
```

## See Also

### Blocks

Scenario Reader | Vision Detection Generator | Driving Radar Data Generator | INS

## Related Examples

- “Highway Lane Following” on page 8-893
- “Highway Lane Change” on page 8-845
- “Automate Testing for Highway Lane Change” on page 8-1245

## Intersection Movement Assist Using Vehicle-to-Vehicle Communication

This example shows how to model vehicle-to-vehicle (V2V) communication and how to design an Intersection Movement Assist (IMA) safety application using V2V communication. It also shows the effect of channel impairments on the application.

### Introduction

V2V communication enables vehicles to exchange information about their states over a wireless network to improve road traffic safety and reduce congestion. By using this technology, each vehicle can get a 360-degree view of the surrounding vehicles. You can use V2V communication to reduce the number of crashes at intersections. This example shows how to model V2V communication using precomputed channel characteristics. It also shows how to design an IMA application using V2V communication. The IMA application in this example evaluates traffic conditions at an intersection and warns the driver of any potential collision threats. Using this example, you can test the IMA application in various test scenarios.

In this example, you:

- **Explore the test bench model** — The test bench model consists of **Scenario, Vehicle To Vehicle Communications, Object Tracking, IMA Analysis**, and **Visualization** sections, as well as a **Dashboard Panel Display** for feedback.
- **Review characteristics of the V2V communication channel** — Plot the precomputed channel characteristics like distance vs. signal-to-noise ratio (SNR), SNR vs. throughput, and distance vs. throughput characteristics of the V2V communication channel for different message transmission ranges and review their effect on message communication between the V2V transmitter and the V2V Receiver.
- **Model V2V communication** — Design a V2V transmitter to generate basic safety message (BSM) and V2V receiver to receive transmitted BSM using the precomputed channel characteristics.
- **Model the IMA analyzer** — Analyze the collision risk for the ego vehicle and generate an IMA warning based on the received BSM.
- **Simulate the test bench model** — Simulate the test scenarios and visualize the results of IMA analysis and the performance of V2V communication for different V2V ranges.
- **Explore other scenarios** — These scenarios test the system under additional conditions.

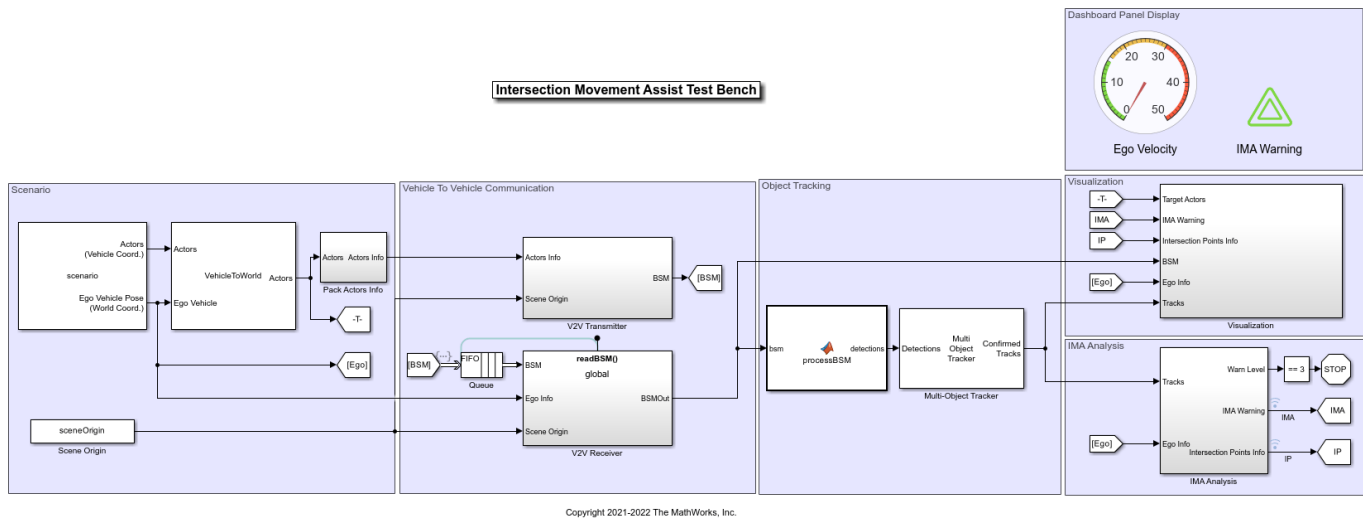
### Explore Test Bench Model

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"));  
helperDrivingProjectSetup("IntersectionMovementAssist.zip",workDir=pwd);
```

Open the test bench model for the Intersection Movement Assist application using V2V communication.

```
open_system("IntersectionMovementAssistTestBench")
```



Opening this model runs the `helperSLIntersectionMovementAssistSetup` function, which initializes the scenario using the `drivingScenario` object in the base workspace. It runs the default test scenario `scenario_01_IMA_Target_Emerges_At_SkewedT_Intersection`, which contains an ego vehicle and other vehicles in the Virtual Mcity environment. This function also loads `V2XChannelInfo.mat` file provided by this example to save the precomputed channel characteristics to base workspace for the range specified. This setup function also configures the analysis parameters and Simulink® bus signals that define the inputs and outputs for the test bench model.

The test bench model contains these sections:

- **Scenario** — Specifies the scenario and actors using Scenario Reader block and converts the actor poses from the ego vehicle coordinates to world coordinates using Vehicle To World block. This section also provides the scene origin for the simulation. The `extractActorInfo` MATLAB function block extracts dimensions and class IDs of actors in the scenario and appends it to the bus that specifies data for actor poses.
- **Vehicle To Vehicle Communication** — Models the V2V communication. The V2V Transmitter generates BSM for each target vehicle using the extracted information for that actor. The V2V Receiver receives transmitted BSMs using precomputed channel characteristics. The FIFO queue models a message receive interface that runs on message availability.
- **Object Tracking** — Processes and converts the received BSMs into detections using the `processBSM` MATLAB function block, and tracks each detection using a Multi-Object Tracker.
- **IMA Analysis** — Assesses collision risk for the ego vehicle using the confirmed tracks and ego information and generates an IMA warning.
- **Visualization** — Visualizes the scenario during the simulation and displays IMA analysis results and V2V communication performance.
- **Dashboard Panel Display** — Displays the ego vehicle velocity and IMA warning level.

This example focuses on the V2V communication, IMA analysis and visualization.

### Review Characteristics of V2V Communication Channel

The V2V communication represents a message-based communication between the actors that are present in the scenario. The V2V transmitter transmits the messages and the V2V receiver receives

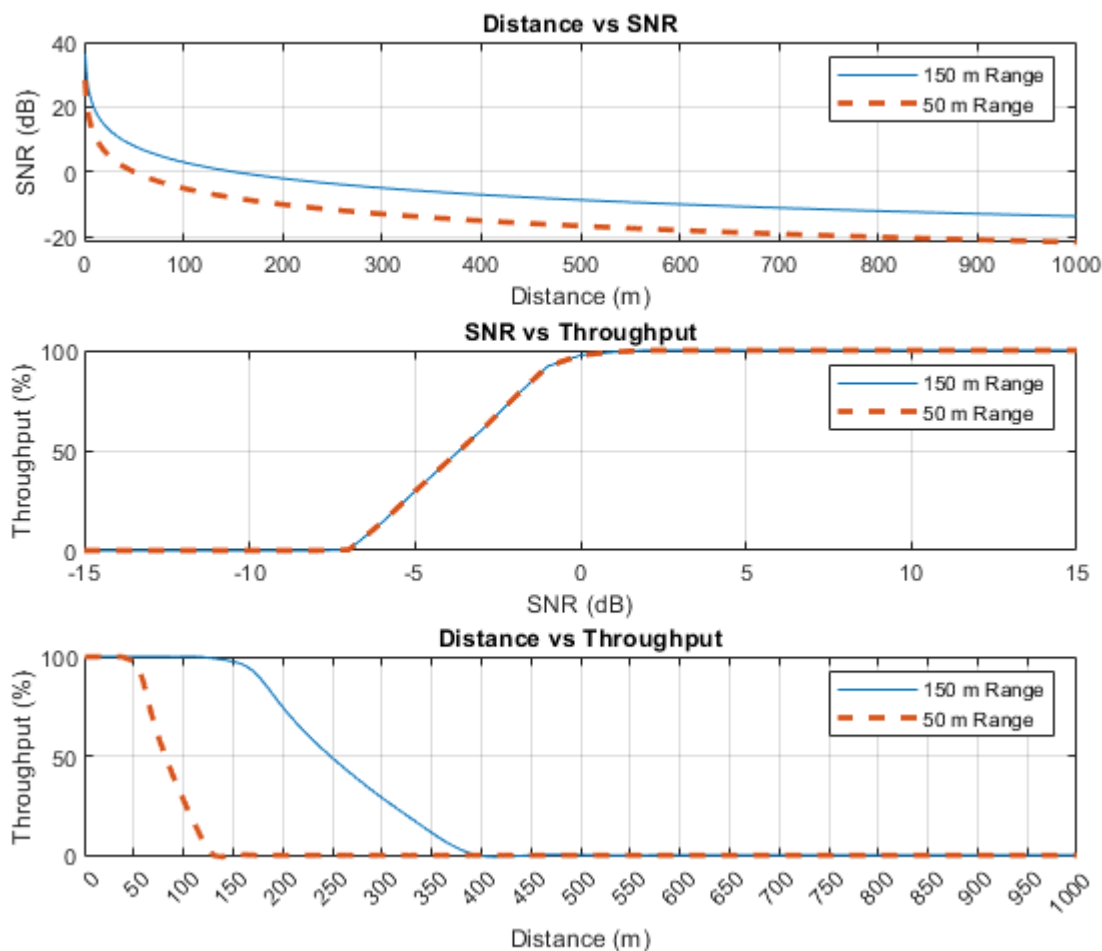
the messages. This communication relies on channel characteristics to determine the likelihood of successful message reception.

This example provides the MAT file `V2XChannelInfo.mat`, which models the precomputed channel characteristics. The example loads the channel characteristics into the base workspace using the `helperSLIntersectionMovementAssistSetup` function and feeds it to the receiver during simulation. The MAT file contains data about distance vs. SNR and SNR vs. throughput relations. Using this data, the model derives the relation between the throughput and distance.

This example enables you to specify a range to get the precomputed distance vs. SNR data. To specify a range, use the `V2VRange` name-value argument of the `helperSLIntersectionMovementAssistSetup` function. The range refers to the distance between the target vehicle and ego vehicle at which the probability of packet detection for the ego vehicle is around 95%.

Plot and compare the channel characteristics for 150 m and 50 m ranges using `helperPlotChannelInfo` function.

```
hFig = helperPlotChannelInfo(150,50);
```





- **Distance vs SNR** — Shows the relation between distance from transmitter to receiver and the SNR for varying ranges. Based on the specified range, the example computes the corresponding distance vs. SNR relation using the offset values provided in the MAT file `V2XChannelInfo.mat`.
- **SNR vs Throughput** — Shows the throughput performance in frequency-selective fading and additive white Gaussian noise (AWGN) channel. For more details, see the “Release 14 V2X Sidelink PSCCH and PSSCH Throughput” (LTE Toolbox) example.
- **Distance vs Throughput** — Shows the relation between distance and throughput for the specified range. The throughput refers to expected probability of packet detection. When the range is 150 m, the plot shows that the likelihood of packet detection is nearly 100% up to 150 m and then it gradually decreases until it reaches 0% at around 400 m. Notice that, when the range is 50 m, the probability of packet detection is only close to 100% within the first 50 m, after which it starts decreasing. By a distance of 150 m, packet detection probability with a range of 50 m is already near 0%.

Close the figure.

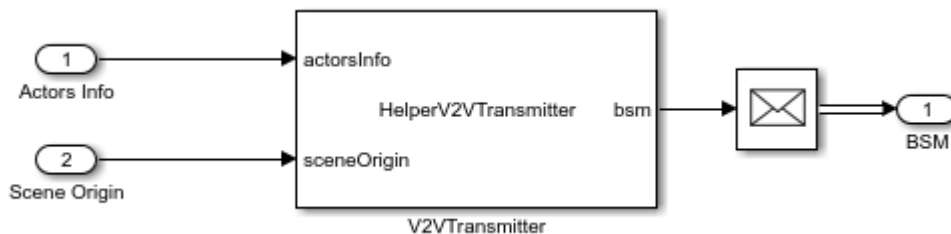
```
close(hFig);
```

### Model V2V Communication

This example uses the V2V Transmitter and V2V Receiver subsystems to model the V2V communication. The V2V Transmitter subsystem transmits the BSMs from all target vehicles to the ego vehicle. The V2V Receiver subsystem receives the BSMs at the ego vehicle based on the specified channel characteristics.

Open the V2V Transmitter subsystem.

```
open_system("IntersectionMovementAssistTestBench/V2V Transmitter")
```



The V2V Transmitter subsystem implements the transmitters of all the target vehicles in the scenario using the `HelperV2VTransmitter` System object™. The subsystem reads the actor information and passes it through an inertial navigation system (INS) and global navigation satellite system (GNSS) to apply noise to the actor information. The subsystem also converts the pose information of target vehicles from Cartesian coordinates to geographic coordinates using the scene origin information. Then, the subsystem generates the BSMs for all target vehicles.

A generated BSM contains these attributes for each vehicle [1]:

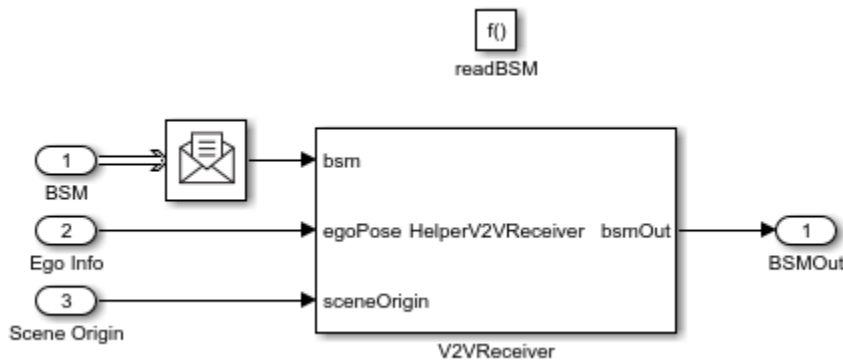
- `MsgCount` — Sequence number for a stream of messages.
- `TemporaryId` — Random device identifier.
- `DSecond` — Time at which the position was determined.
- `Latitude` — Geographic latitude of the vehicle.

- Longitude — Geographic longitude of the vehicle.
- Elevation — Geographic position above or below the reference ellipsoid defined by the World Geodetic System of 1984 (WGS84).
- PositionalAccuracy — Accuracy of the positional determination.
- TransmissionState — The current state of the vehicle transmission.
- Speed — Speed of the vehicle.
- Heading — Current heading of the vehicle, in degrees clockwise from north.
- SteeringWheelAngle — Angle of the steering wheel of the driver.
- AccelerationSet4Way — Acceleration of the vehicle along three directions, and its yaw rotation rates.
- BrakeSystemStatus — Current brake and system control status.
- VehicleSize — Length and width of the vehicle.

The Message Send block converts the signal to a Simulink message and delivers to an entity queue. The queues are organized as first-in-first-out (FIFO) queues.

Open V2V Receiver subsystem

```
open_system("IntersectionMovementAssistTestBench/V2V Receiver")
```



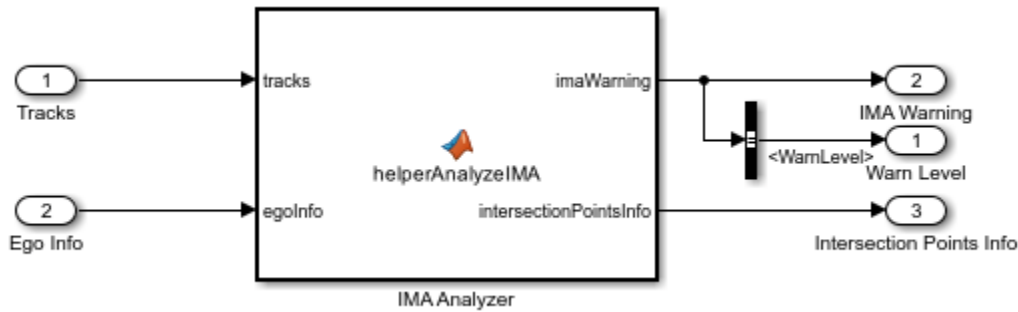
The V2V Receiver subsystem implements the behavior of the receiver of the ego vehicle using the `HelperV2VReceiver` System object. The receiver takes the precomputed channel characteristics as a mask parameter and transmitted BSM, scene origin, and the ego information as input. When the transmitter delivers a message in the entity queue, it triggers the V2V Receiver subsystem. For each target vehicle, the receiver computes the distance from that target vehicle to the ego vehicle, and then finds the corresponding throughput using the precomputed channel characteristics. When the throughput is greater than the generated random number, the receiver receives the BSM and stores it in the output bus `BSMOut`.

### Model IMA Analyzer

The IMA Analyzer block, in the IMA Analysis subsystem, assesses the collision risk for the ego vehicle using the tracks that are produced by tracker, and generates an IMA warning.

Open the IMA Analysis subsystem.

```
open_system("IntersectionMovementAssistTestBench/IMA Analysis")
```



To generate the IMA warning, the paths for the target and ego vehicles are estimated using their current positions, speeds, and heading angles. The estimated path of each vehicle is a straight line connecting the initial position of the vehicle and its estimated position after 20 seconds. You can adjust the time required for path estimation using the `tAhead` parameter. To assess a collision risk, the IMA Analyzer checks whether the estimated path of the ego vehicle intersects with the estimated paths of the target vehicles. If the estimated ego path intersects with the estimated path of any target vehicle, the IMA Analyzer computes these parameters:

- Ego arrival time — Specifies the time required for the ego vehicle to reach the path intersection point.
- Time gap — Specifies the absolute difference between the arrival times of the ego vehicle and the target vehicle at the path intersection point.

The IMA Analyzer then compares the ego arrival time and time gap values with their respective predefined thresholds. Based on the results of comparison, the analyzer sets an appropriate level of warning, as shown in this table.

Ego Arrival Time Condition	Time Gap Condition	IMA Warning Level
$\text{egoArrivalTime} < \text{minArrivalTime}$	$\text{timeGap} < \text{minTimeGap}$	High
$\text{egoArrivalTime} < \text{minArrivalTime}$	$\text{timeGap} \geq \text{minTimeGap}$	Moderate
$\text{egoArrivalTime} \geq \text{minArrivalTime}$	$\text{timeGap} < \text{minTimeGap}$	Low
$\text{egoArrivalTime} \geq \text{minArrivalTime}$	$\text{timeGap} \geq \text{minTimeGap}$	Low

- High — Both the ego arrival time and time gap are less than their minimum thresholds. High level of warning specifies higher probability of collision at an intersection. As such, the driver of the ego vehicle must take action to avoid collision.
- Moderate — The ego arrival time is less than its minimum threshold, but the time gap is greater than or equal to its minimum threshold. This level of warning specifies that the probability of collision is less if the ego vehicle continues moving in the same direction with the same velocity. Hence, the ego vehicle should pass through the intersection with caution, but no immediate action is required.
- Low — The ego arrival time is greater than or equal to its minimum threshold, regardless of the relationship of the time gap to its minimum threshold. This level of warning specifies very low probability of collision. As such, the ego vehicle does not require any immediate action.

### Simulate Test Bench Model

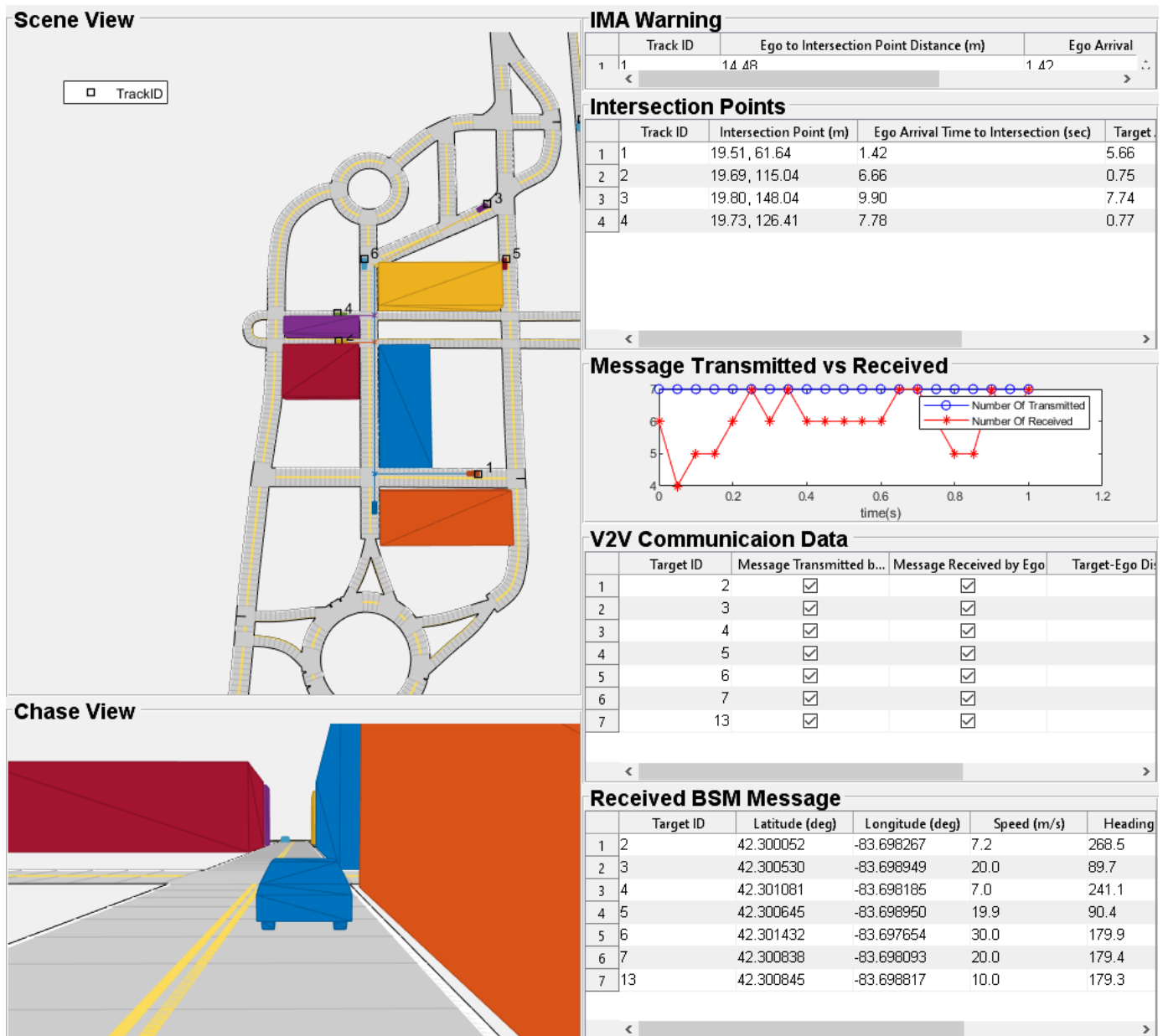
Set up and run the IntersectionMovementAssistTestBench simulation model to visualize the IMA analysis results and the performance of the V2V communication.

Configure the IntersectionMovementAssistTestBench model to use the scenario\_01\_IMA\_Target\_Emerges\_At\_SkewedT\_Intersection scenario and set the V2V communication range to 150 m.

```
helperSLIntersectionMovementAssistSetup(scenarioFcnName="scenario_01_IMA_Target_Emerges_At_SkewedT_Intersection");
```

Simulate the model for 1 second and visualize the results.

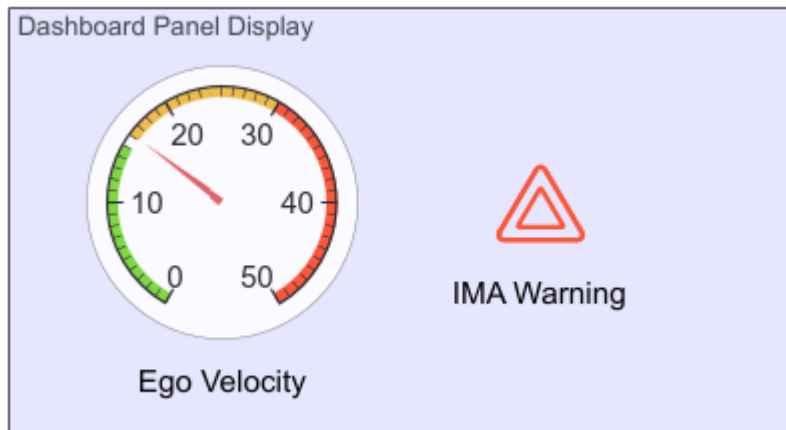
```
sim("IntersectionMovementAssistTestBench", StopTime="1");
```



The Visualization subsystem generates a MATLAB figure that displays this information:

- **Scene View** — Displays a bird's-eye-view plot of the scenario that shows the estimated paths of the ego and target vehicles and their intersecting points.
- **Chase View** — Displays a chase view of the scenario, showing the ego vehicle and other target vehicles within the field of view.
- **IMA Warning** — Displays the IMA warning, the ego vehicle arrival time to the intersection point, and the distance between the ego vehicle and the intersection point for the upcoming path intersection point.
- **Intersection Points** — Displays, for each target, a path intersection point, time to arrive at the intersection point, distance from the intersection point, and time gap between that target and the ego vehicle arriving at the intersection point.
- **Message Transmitted vs Received** — Plots the number of transmitted and received messages at each time step.
- **V2V Communication Data** — Displays information about the transmission and reception of BSM and SNR details for each received message.
- **Received BSM Message** — Displays the latitude, longitude, speed, heading, length, and width for each target whose BSM messages are received.

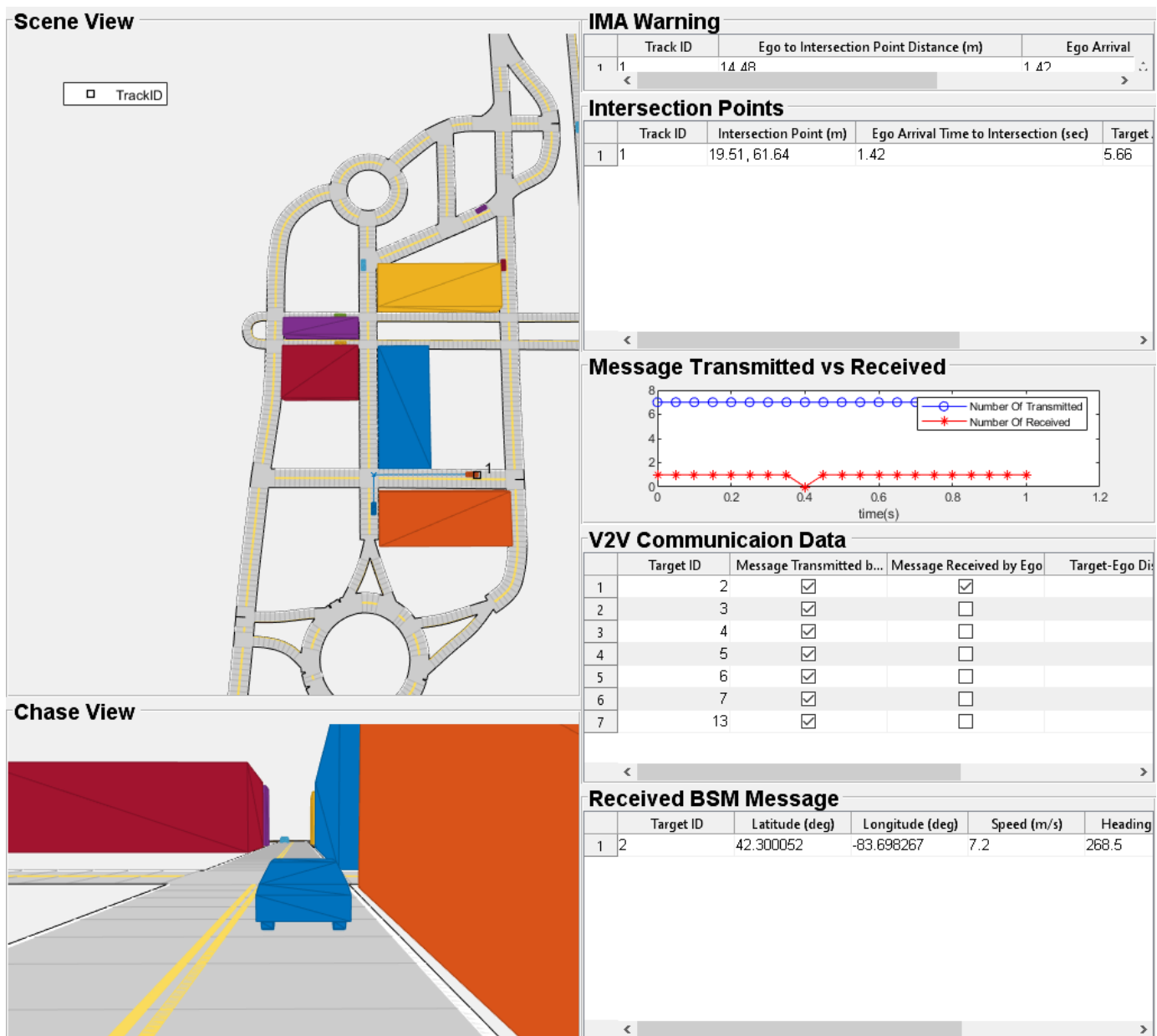
The dashboard displays the IMA warning during the simulation. The color of the IMA warning indicator corresponds to the severity of the collision risk.



- Green — No collision risk
- Yellow — Low collision risk
- Orange — Moderate collision risk
- Red — High collision risk

Set the range to 50 m, and run the simulation again to visualize the effects of channel impairments on IMA performance.

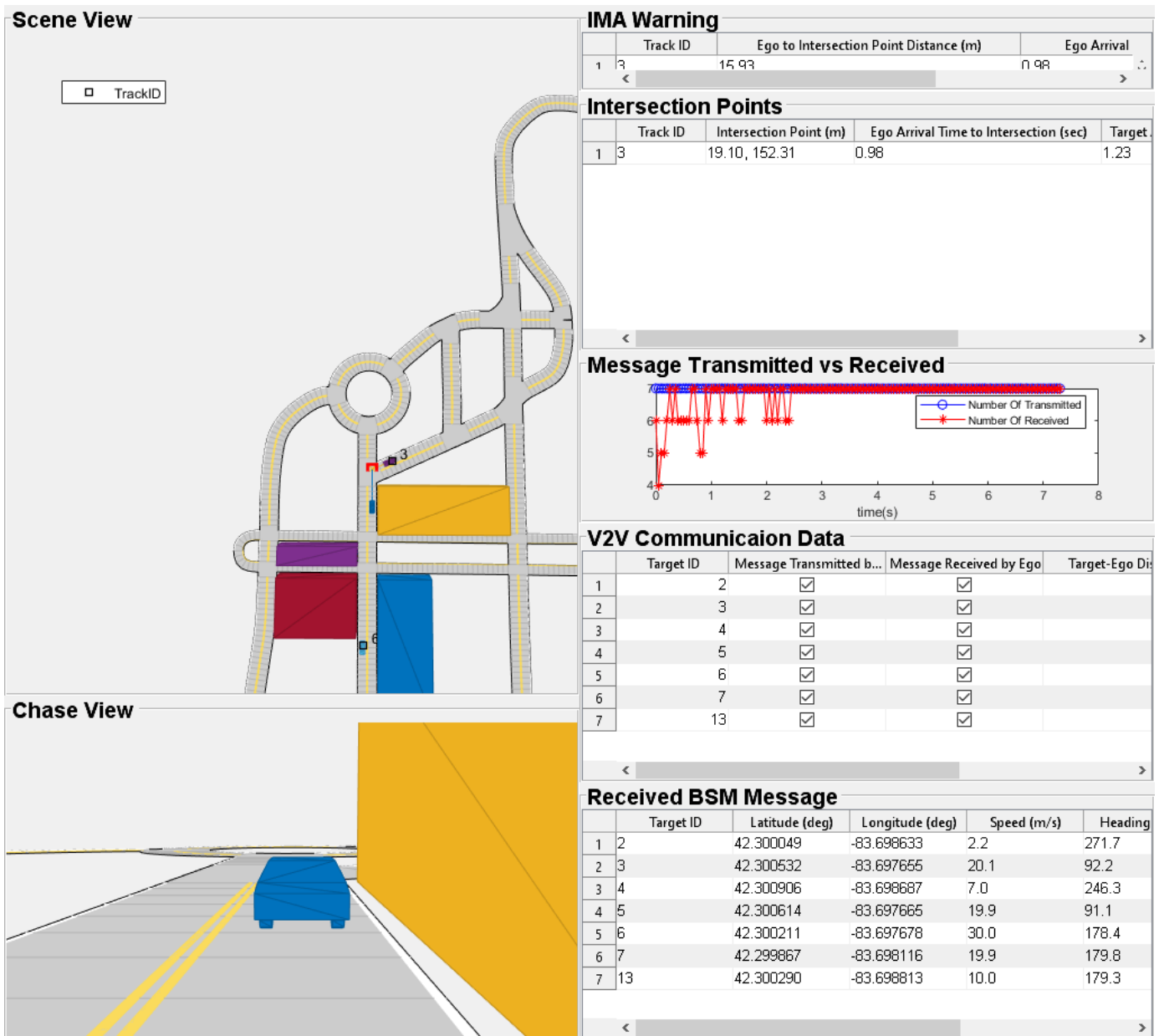
```
helperSLIntersectionMovementAssistSetup(scenarioFcnName="scenario_01_IMA_Target_Emerges_At_Skewed",
sim("IntersectionMovementAssistTestBench", StopTime="1");
```



Notice that when you reduce the range to 50 m, the number of received BSM messages also declines. At the 50 m range, the receiver receives a message for only one target vehicle. In contrast, the receiver received the messages for most of the target vehicles at the 150 m range.

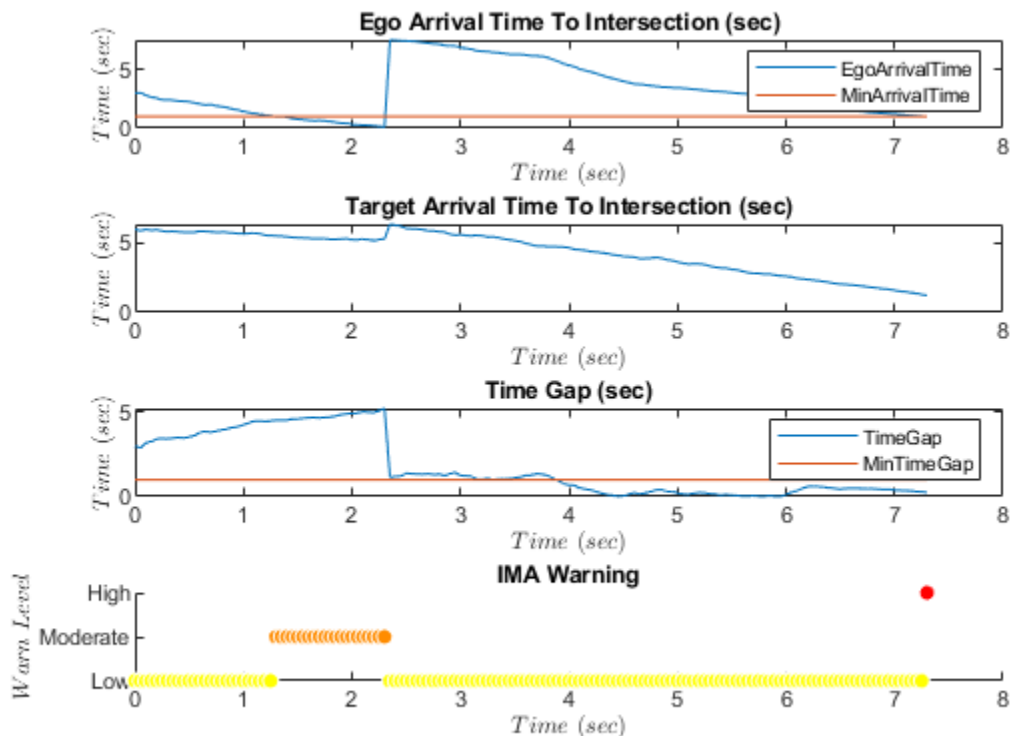
Simulate the complete scenario with a range of 150 m.

```
helperSLIntersectionMovementAssistSetup(scenarioFcnName="scenario_01_IMA_Target_Emerges_At_Skewed");
simout = sim("IntersectionMovementAssistTestBench");
```



Plot the results.

```
hFigResults=helperPlotIMAAnalysisResults(simout);
```



- The **Ego Arrival Time To Intersection** plot shows the arrival time of ego vehicle to the upcoming intersection. If the ego arrival time is greater than the minimum arrival time, then the IMA warning is low. If the ego arrival time is less than the minimum arrival time, then the IMA warning is moderate or high, depending on the time gap.
- The **Target Arrival Time To Intersection** plot shows the arrival time of the target vehicle whose path intersects with the path of the ego vehicle in the upcoming intersection.
- The **Time Gap** plot shows the absolute difference between the arrival times of the ego and target vehicles to the intersection. If the time gap is less than the minimum time gap and ego arrival time is also less than minimum arrival time, then the state of the IMA warning is high.
- The **IMA Warning** plot displays the state of IMA warning at each time step.

Close the figure.

```
close(hFigResults);
```

### Explore Other Scenarios

In this example, you explored the system behavior for the `scenario_01_IMA_Target_Emerges_At_SkewedT_Intersection` scenario. This example provides additional scenarios that are compatible with the `IntersectionMovementAssistTestBench` model.

- `scenario_01_IMA_Target_Emerges_At_SkewedT_Intersection`
- `scenario_02_IMA_Target_Emerges_At_Oblique_Intersection`



- scenario\_03\_IMA\_Ego\_Emerges\_At\_T\_Intersection
- scenario\_04\_IMA\_Ego\_Emerges\_At\_Oblique\_Intersection
- scenario\_05\_IMA\_Ego\_Emerges\_At\_NarrowT\_Intersection

These scenarios have been created using the **Driving Scenario Designer** app and then exported to scenario files. Examine the comments in each file for more details on the road and vehicles in each scenario. You can configure the `IntersectionMovementAssistTestBench` and workspace to simulate these scenarios using the `helperSLIntersectionMovementAssistSetup` function. For example, to configure the simulation for the `scenario_02_IMA_Target_Emerges_At_Oblique_Intersection` scenario, enter this command.

```
helperSLIntersectionMovementAssistSetup(scenarioFcnName="scenario_02_IMA_Target_Emerges_At_Oblique_Intersection")
```

## References

[1] SAE International. *Dedicated Short Range Communications (DSRC) Message Set Dictionary*. J2735\_201603. SAE International, issued September 2015; revised March 2016. [https://www.sae.org/standards/content/j2735\\_201603/](https://www.sae.org/standards/content/j2735_201603/).

## See Also

### Blocks

Scenario Reader

## Related Examples

- “Traffic Light Negotiation Using Vehicle-to-Everything Communication” on page 8-1362
- “Forward Collision Warning Using Sensor Fusion” on page 8-219
- “Autonomous Emergency Braking with Sensor Fusion” on page 8-305
- “Highway Lane Change” on page 8-845
- “Highway Lane Following” on page 8-893
- “Release 14 V2X Sidelink PSCCH and PSSCH Throughput” (LTE Toolbox)
- “Truck Platooning Using Vehicle-to-Vehicle Communication” on page 8-1410

## Traffic Light Negotiation Using Vehicle-to-Everything Communication

This example shows how to model and simulate a traffic light negotiation application using vehicle-to-everything (V2X) communication. This example uses the vehicle-to-vehicle (V2V) and vehicle-to-infrastructure (V2I) modes of V2X communication.

### Introduction

A traffic light negotiation system makes an appropriate decision at an intersection based on the current state of the traffic light and the status of other surrounding vehicles. V2V and V2I are wireless communication technologies that transmit essential information about the states of other vehicles and the state of a traffic light signal to an ego vehicle. The V2V and V2I technologies improve the perceptual ability of vehicles, enabling them to effectively manage traffic light negotiation. The information received through the V2V and V2I systems is used by the decision logic component of an automated driving application. The decision logic component reacts to this information regarding the state of the traffic light and surrounding vehicles and provides necessary inputs to the controller to guide the vehicle safely.

This example builds on the “Traffic Light Negotiation” on page 8-919 example. The traffic light negotiation example shows how to design and test decision logic for negotiating a traffic light at an intersection using probabilistic vision and radar sensors. This example shows how to design and test decision logic, using V2V and V2I communication, for negotiating a traffic light while preventing collisions at intersections.

In this example, you:

- **Explore the test bench model** — The model contains components for the traffic light sensors and environment, V2V communication, V2I communication, tracker, decision logic, controls, and vehicle dynamics.
- **Model V2V and V2I communication** — The model uses V2V mode to communicate basic safety messages (BSMs) from non-ego vehicles to the ego vehicle. V2I mode communicates signal phase and timing (SPAT) messages from the traffic signal to the ego vehicle. For more details on V2V communication, see “Intersection Movement Assist Using Vehicle-to-Vehicle Communication” on page 8-1350.
- **Model the decision logic** — The decision logic identifies the most important object (MIO) and the state of the traffic signal of interest and arbitrates between them. It provides a reference path for the ego vehicle to follow at an intersection in the absence of lane markings. The decision logic subsystem also differentiates between a lead vehicle and a crossover vehicle, to provide crossover vehicle alert.
- **Simulate interactions with traffic light** — Configure the model to test the interactions between the decision logic and controls of the ego vehicle while approaching a signalized intersection in the presence of a lead vehicle.
- **Simulate the interactions with a crossover vehicle and traffic light** — Configure the model to test the interactions between the traffic light decision logic and controls of the ego vehicle when there is cross traffic at the intersection.
- **Explore other scenarios** — These scenarios test the system under additional conditions.

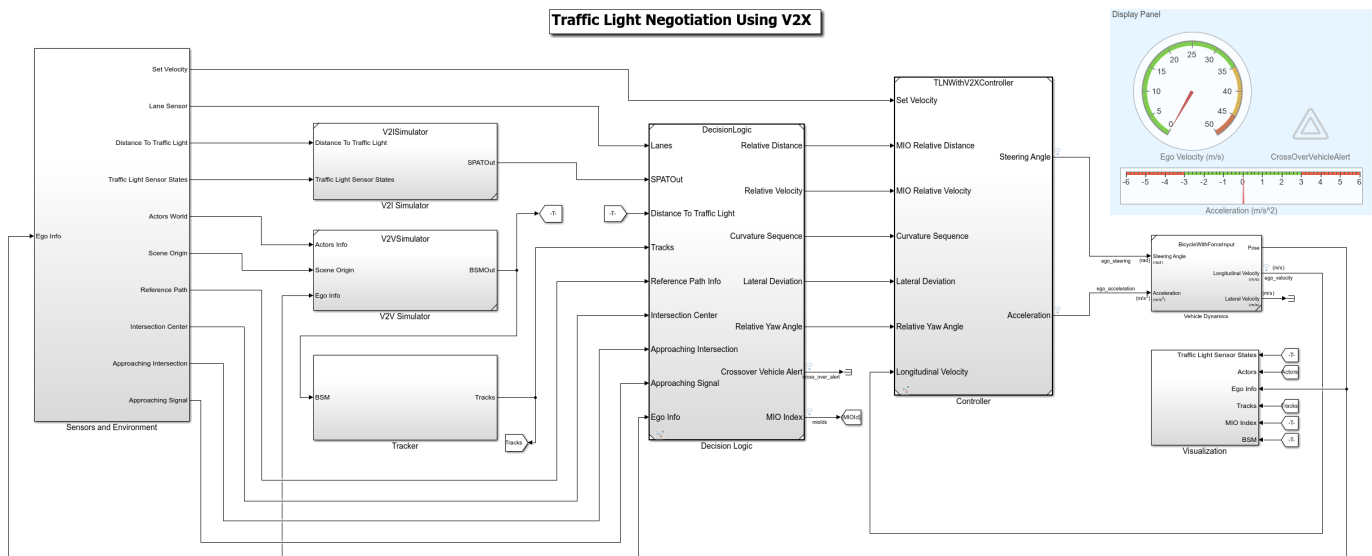
## Explore Test Bench Model

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"));
helperDrivingProjectSetup("TrafficLightNegotiationWithV2X.zip",workDir=pwd);
```

To explore the behavior of the traffic light negotiation system, open the simulation test bench model for the system.

```
open_system("TrafficLightNegotiationWithV2XTestBench");
```



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Opening this model runs the `helperSLTrafficLightNegotiationWithV2XSetup` function that initializes the scenario using the `drivingScenario` object in the base workspace. The function runs the default scenario, `scenario_03_TLNWithV2X_Straight_With_Lead_and_CrossOver`, which contains an ego vehicle with a lead vehicle and crossover vehicle. This function also loads the `V2XChannelInfo.mat` file, provided by this example, to save the precomputed channel characteristics to the base workspace for the range specified. The setup function configures the controller design parameters, vehicle model parameters, and Simulink® bus signals required for defining the inputs and outputs for the `TrafficLightNegotiationWithV2XTestBench` model.

The test bench model contains these subsystems:

- **Sensors and Environment** — Models the traffic light sensors, road network, vehicles, and the camera and radar sensors used for simulation.
- **V2V Simulator** — Models the vehicle-to-vehicle (V2V) communication system.
- **V2I Simulator** — Models the vehicle-to-infrastructure (V2I) communication system.
- **Tracker** — Converts received BSMs into detections, and tracks each detection using a Multi-Object Tracker.
- **Decision Logic** — Arbitrates between the traffic light and other lead vehicles or crossover vehicles at the intersection.

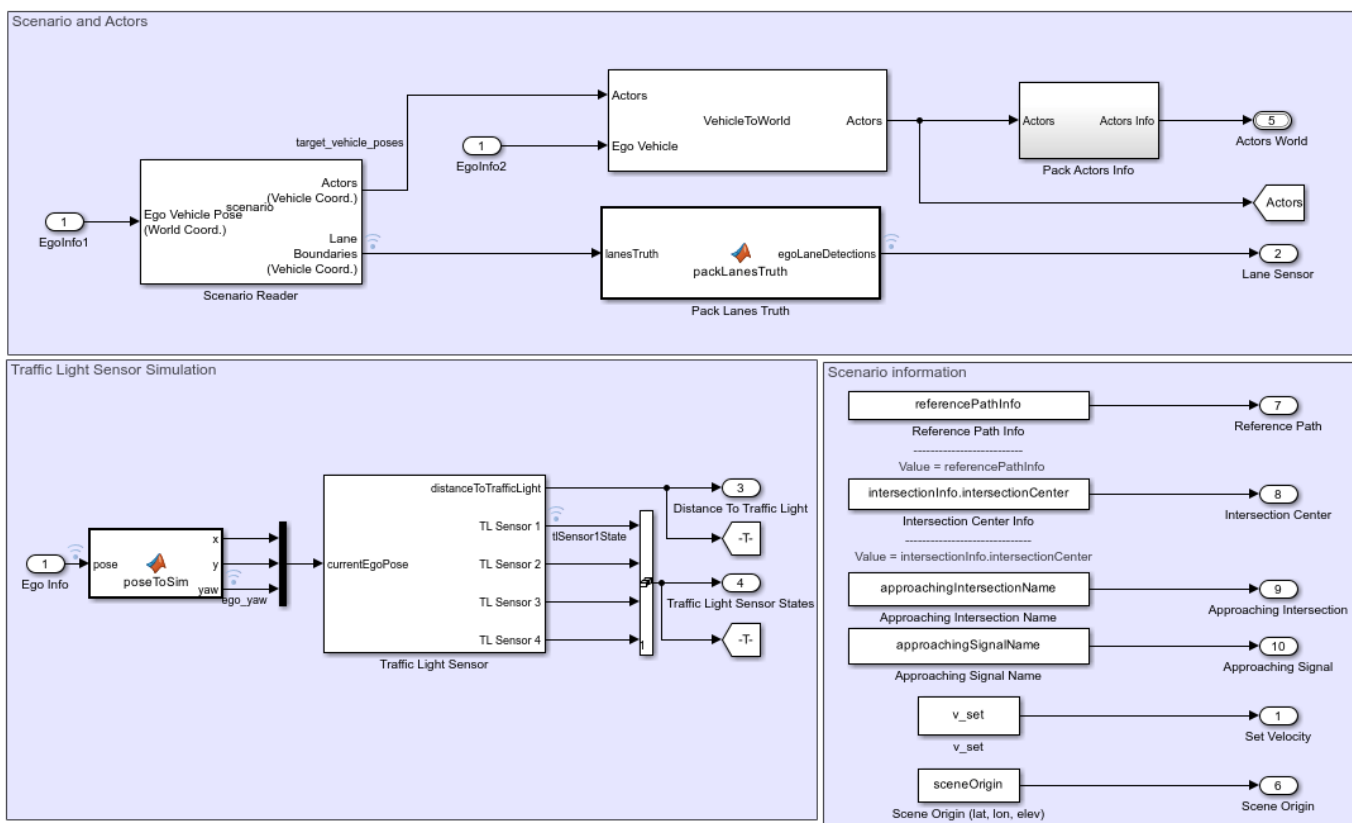
- **Controller** — Generates longitudinal and lateral controls using Path Following Control System (Model Predictive Control Toolbox) block and Watchdog Braking Controller subsystem.
- **Vehicle Dynamics** — Models the ego vehicle using a Bicycle Model block, and updates its state using commands received from the Controller reference model.
- **Visualization** — Plots the world coordinate view of the road network, vehicles, and the traffic light state during simulation.

This example reuses the Vehicle Dynamics subsystem from the “Highway Lane Following” on page 8-893 example. This example focuses on the V2V Simulator and V2I Simulator subsystems and Decision Logic reference model.

The Sensors and Environment subsystem configures the road network, defines target vehicle trajectories, and provides scenario-related information. Open the Sensors and Environment subsystem.

```
open_system("TrafficLightNegotiationWithV2XTestBench/Sensors and Environment");
```

### Sensors and Environment



The Sensors and Environment subsystem consists of these sections:

- **Scenario and Actors** — Configures the scenario and actors. The Scenario Reader block takes the ego vehicle information as input to perform closed-loop simulation. It outputs ground truth information for the lanes and actors in ego vehicle coordinates. This block reads the `drivingScenario` object, `scenario`, which contains a road network compatible with the

TrafficLightNegotiationWithV2XTestBench model, from the base workspace. This section also converts the actor poses from the coordinates of the ego vehicle to world coordinates using a Vehicle To World block.

- **Traffic Light Sensor Simulation** — Simulates the traffic lights using four traffic light sensors at an intersection. For more information, see the “Traffic Light Negotiation” on page 8-919 example.
- **Scenario Information** — Provides scenario-related information such as reference path, scene origin, approaching intersection, signal name, set velocity for the ego vehicle, and intersection center information.

### Model V2V and V2I Communication

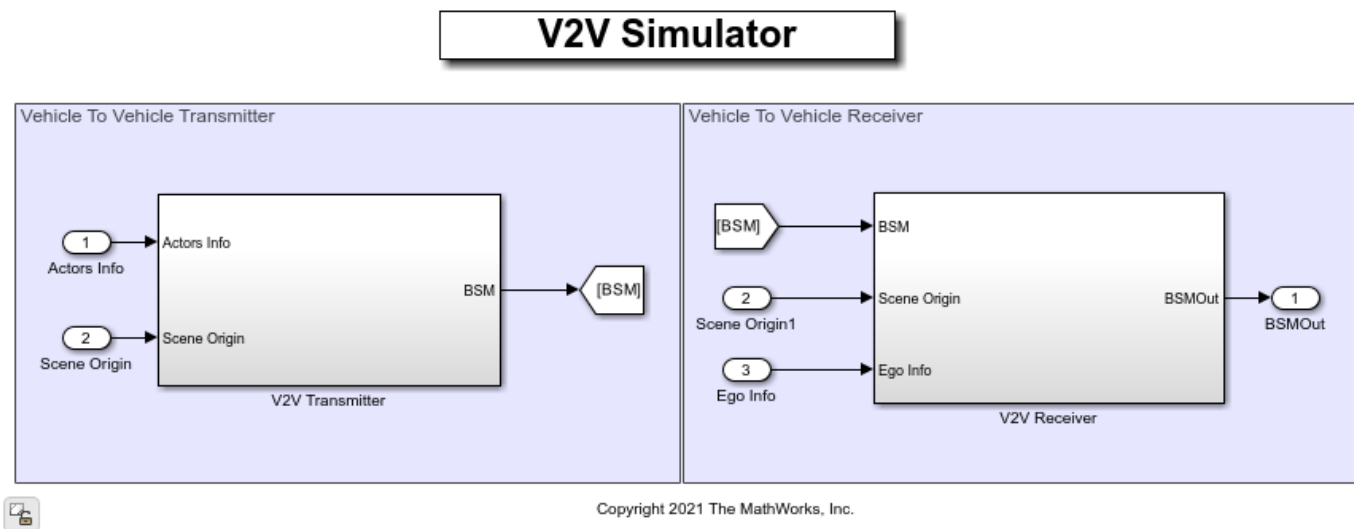
The V2V Simulator represents the message-based communication between vehicles present in the scenario. Each vehicle transmits essential information about its state in the form of BSMs. The V2I Simulator represents the message-based communication between the ego vehicle and infrastructure. In this example, the infrastructure is a traffic light sensor that transmits SPAT messages.

#### V2V Simulator

The V2V Simulator subsystem consists of the V2V Transmitter and V2V Receiver subsystems.

Open the V2V Simulator subsystem.

```
open_system("TrafficLightNegotiationWithV2XTestBench/V2V Simulator")
```



The V2V Transmitter subsystem implements the transmitters of all target vehicles in the scenario using the HelperV2VTransmitter object and uses the actor information and the scene origin information to generate BSMs. First, the subsystem passes the input actor information through an inertial navigation system (INS) and global navigation satellite system (GNSS) to apply noise to the input data. Then, it converts the target vehicle poses from Cartesian coordinates to geographic coordinates to generate the BSMs. To convert the generated BSMs to Simulink messages, the subsystem uses a Send block.

A generated BSM contains these attributes for each vehicle:

- `MsgCount` — Sequence number for a stream of messages.
- `TemporaryId` — Random device identifier.
- `DSecond` — Time at which the position was determined.
- `Latitude` — Geographic latitude of the vehicle.
- `Longitude` — Geographic longitude of the vehicle.
- `Elevation` — Geographic position of the vehicle above or below the reference ellipsoid.
- `PositionalAccuracy` — Accuracy of the positional determination.
- `TransmissionState` — The current state of the vehicle transmission.
- `Speed` — Speed of the vehicle.
- `Heading` — Current heading of the vehicle, in degrees clockwise from north.
- `SteeringWheelAngle` — Angle of the steering wheel of the vehicle.
- `AccelerationSet4Way` — Acceleration of the vehicle along three directions, and the yaw rotation rate.
- `BrakeSystemStatus` — Current brake and system control status.
- `VehicleSize` — Length and width of the vehicle.

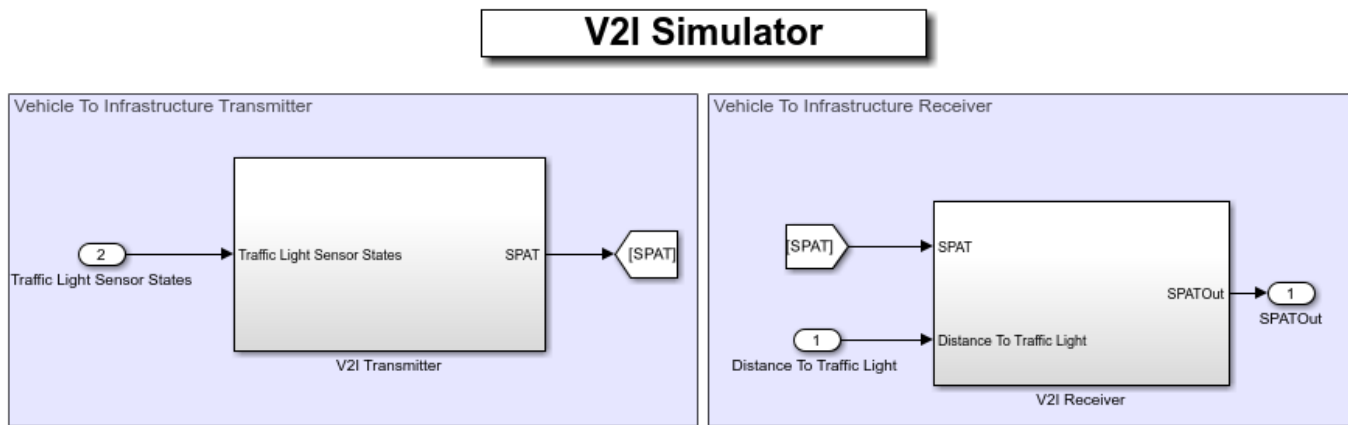
In the V2V Receiver subsystem, a Receive block converts the BSMs back to a signal. The V2V Receiver subsystem implements the receiver behavior for the ego vehicle using the `HelperV2VReceiver` object, and takes the BSM, ego information, and scene origin as input. The V2V Receiver uses precomputed channel characteristics to receive the message. The channel characteristics provide the throughput percentage for a given distance between the transmitter and receiver. If the throughput percentage is greater than the generated random number, then the subsystem receives the BSM and appends it to the output bus `BSMOut`. For more details on channel characteristics, see “Intersection Movement Assist Using Vehicle-to-Vehicle Communication” on page 8-1350.

## V2I Simulator

The V2I Simulator subsystem consists of the V2I Transmitter and V2I Receiver subsystems.

Open the V2I Simulator subsystem.

```
open_system("TrafficLightNegotiationWithV2XTestBench/V2I Simulator")
```



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The V2I Transmitter subsystem implements the transmitter of a traffic light sensor using the HelperV2ITransmitter object, and generates the SPAT message for the traffic light sensor. The SPAT message conveys the current status of one or more signalized intersections in a region. To convert the generated SPATs to a Simulink messages, the subsystem uses a Send block.

A generated SPAT contains these attributes:

- TimeStamp — Minute of the year.
- Name — Region name.
- Intersection — Traffic signal information for each intersection in a region.

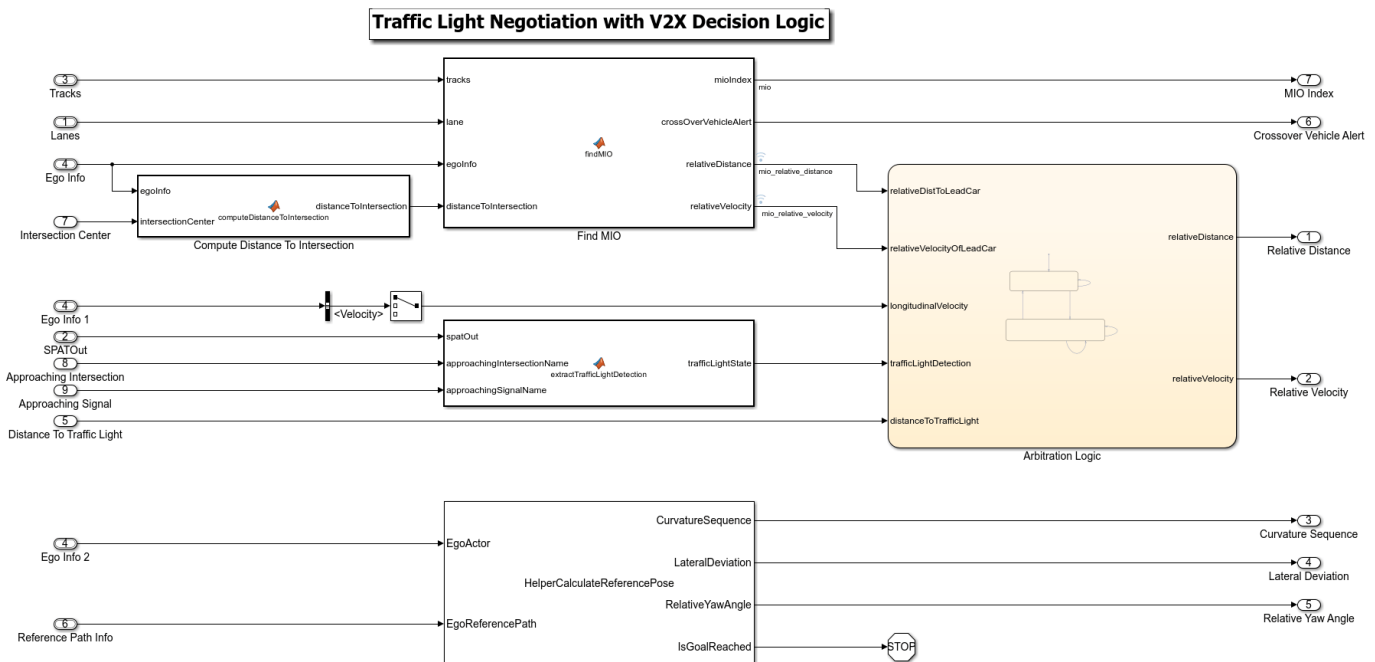
In the V2I Receiver subsystem, a Receive block converts the SPAT messages back to a signal. The V2I Receiver subsystem implements the receiver behavior for the ego vehicle using the HelperV2IReceiver object. The V2I Receiver uses precomputed channel characteristics. For a specified distance between the transmitter and receiver, if the throughput is greater than the preset threshold, the receiver receives the SPAT message sent by the transmitter.

### Model Decision Logic

The Decision Logic reference model arbitrates between the lead vehicle, a crossover vehicle, and the traffic light. The model computes the relative velocity and relative distance of the ego vehicle with respect to the MIO. The model also computes the curvature, relative yaw angle, and lateral deviation from the reference path.

Open the Decision Logic reference model.

```
open_system("DecisionLogic");
```



The Find MIO MATLAB Function block finds the MIO from the input object tracks. The MIO can be a lead car in the current lane, or it can be a crossover vehicle that can possibly collide with the ego vehicle. The block provides the relative distance and relative velocity of the ego vehicle, with respect to the MIO. For crossover vehicles, the relative distance is the distance between the ego vehicle and the estimated collision point. The relative velocity is the ego velocity towards the estimated collision point. When no MIO is present, this block sets both the relative velocity and relative distance to infinity.

The HelperCalculateReferencePose MATLAB System object™ computes the curvature, relative yaw angle, and lateral deviation from the reference path. The Arbitration Logic block, which arbitrates between the MIO and the traffic light, is reused from the Traffic Light Decision Logic reference model in the “Traffic Light Negotiation” on page 8-919 example.

### **Simulate Interactions with Traffic Light**

Configure the model to use the scenario\_01\_TLNWithV2X\_LeftTurn\_With\_Lead scenario.

```
helperSLTrafficLightNegotiationWithV2XSetup(ScenarioFcnName="scenario_01_TLNWithV2X_LeftTurn_With_Lead");
```

To reduce Command Window output, turn off the model predictive control (MPC) update messages.

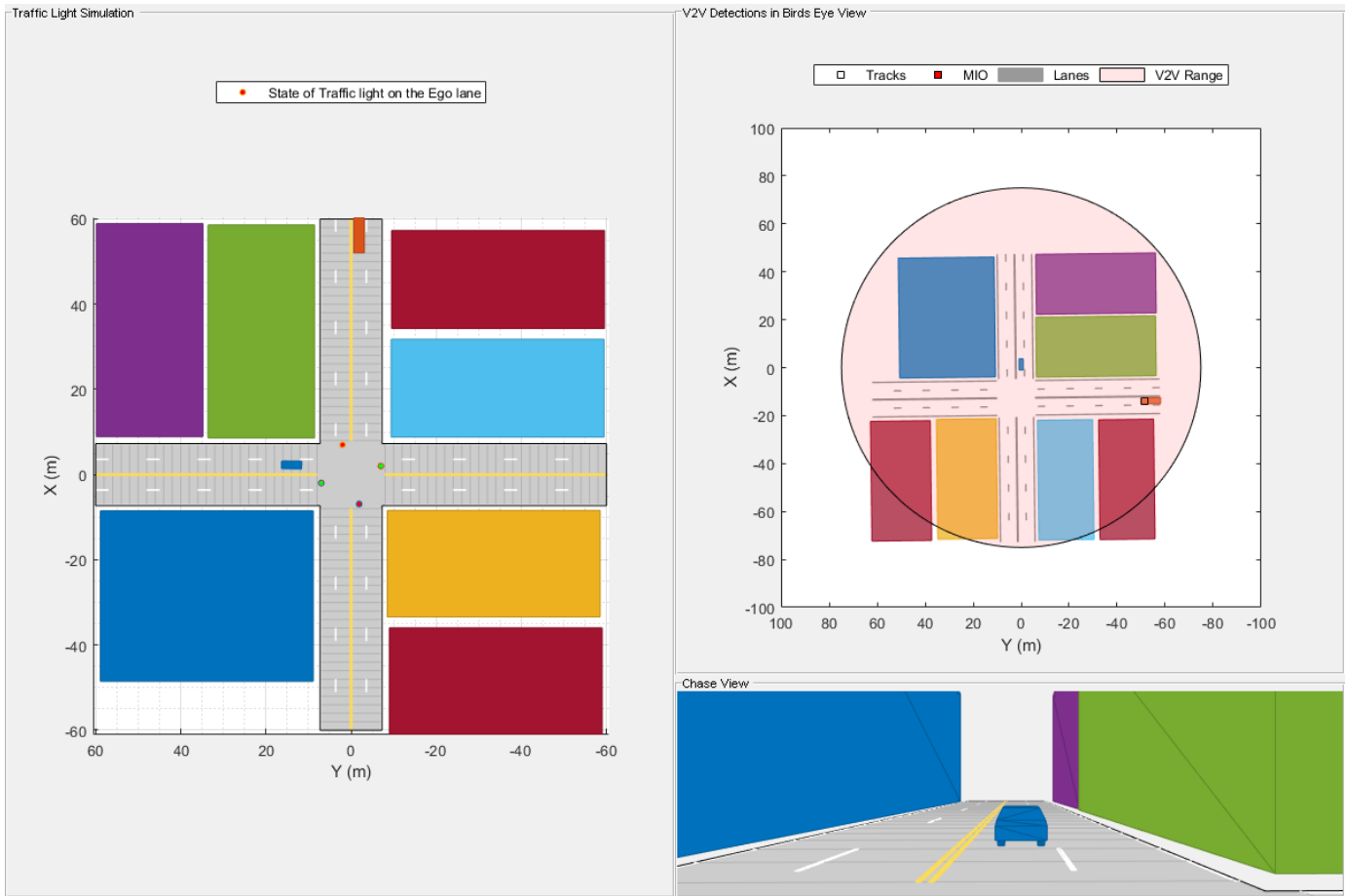
```
mpcverbosity("off");
```

In this test scenario, a lead vehicle travels in the ego lane and crosses the intersection while the traffic light is green. Then, the traffic light turns red forcing the ego vehicle to wait. The ego vehicle is expected to follow the lead vehicle, negotiate the traffic light, and make a left turn.

Simulate the test bench model.

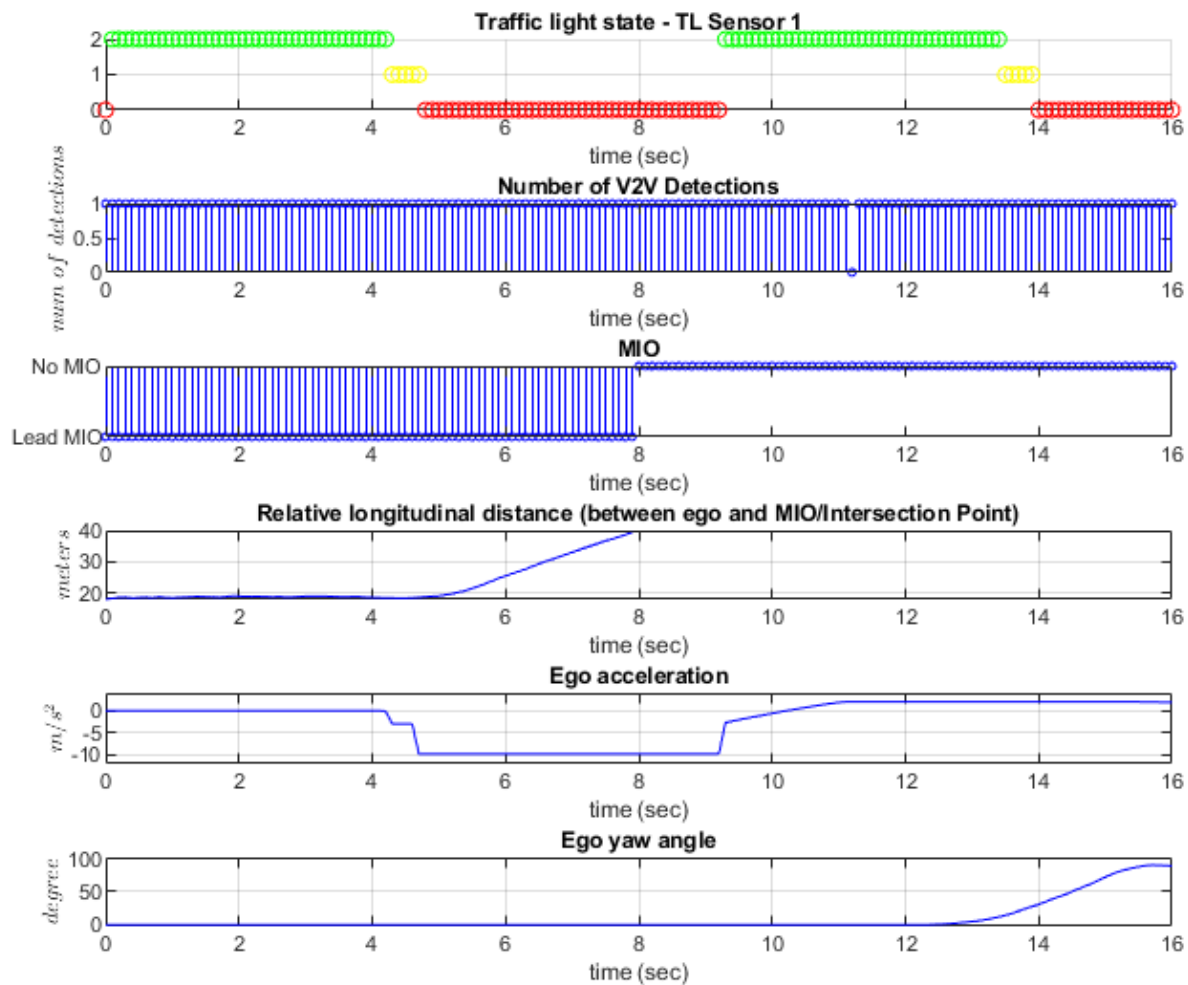
```
sim("TrafficLightNegotiationWithV2XTestBench");
```





You can plot the results using the `helperTLNwithV2XResults` function.

```
helperTLNwithV2XResults(logout)
```



- The Traffic light state - TL Sensor 1 plot shows the traffic light sensor states of TL Sensor 1. It changes from green to yellow, then from yellow to red, and then repeats this behavior.
- The Number of V2V Detections plots shows the number of vehicles detected using V2V communication. Observe that the only non-ego vehicle present in the scenario is detected most of the time.
- The MIO plot shows the type of MIO at each time instant. Notice that the MIO is initially the lead vehicle, and after the ego vehicle takes the left turn, there is no MIO as there is no lead vehicle or crossover vehicle.
- The Ego acceleration plot shows the acceleration profile from the Controller. Notice that the ego vehicle decelerates slightly more than 4 seconds into the simulation, to react to the red state of the traffic light. When the traffic light turns green, slightly more than 9 seconds into the simulation, the ego vehicle accelerates.

- The Ego yaw angle plot shows the yaw angle profile of the ego vehicle. Notice that the yaw angle is close to 0 degrees up to 12 seconds into the simulation because the ego vehicle travels straight while approaching the intersection. When the ego vehicle takes a left turn through the intersection, slightly more than 12 seconds into the simulation, the ego yaw angle shows significant variation.

### Simulate Interactions with Crossover Vehicle and Traffic Light

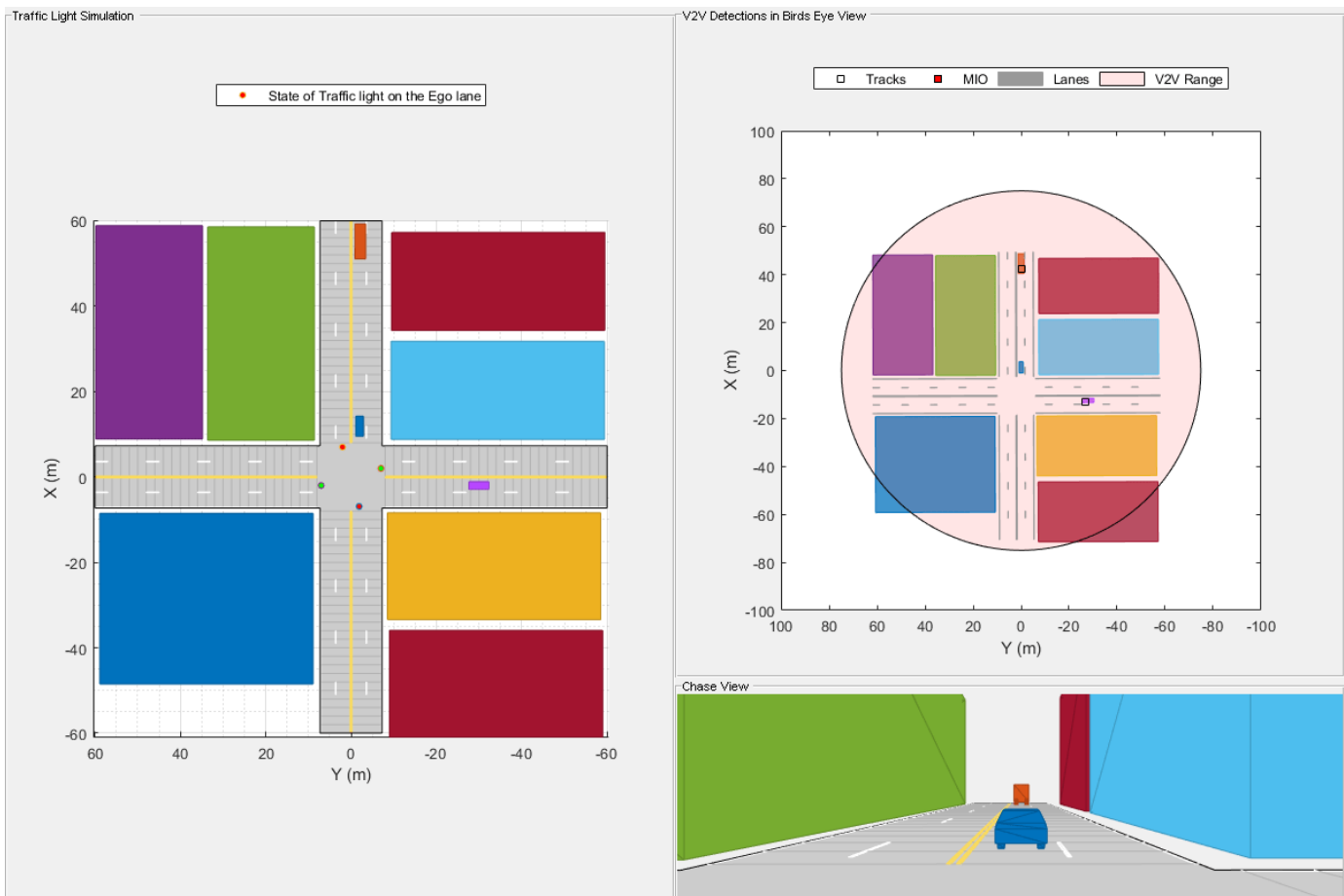
Configure the model to use the `scenario_03_TLNWithV2X_Straight_With_Lead_and_CrossOver` scenario.

```
helperSLTrafficLightNegotiationWithV2XSetup(ScenarioFcnName="scenario_03_TLNWithV2X_Straight_With_Lead_and_CrossOver");
```

This test scenario configures the model to test the interactions between the decision logic and controls of the ego vehicle when both a lead vehicle and a cross-traffic vehicle are present at the intersection. The ego vehicle is expected to follow the lead vehicle, wait for the crossover vehicle to clear the intersection, and negotiate the traffic light.

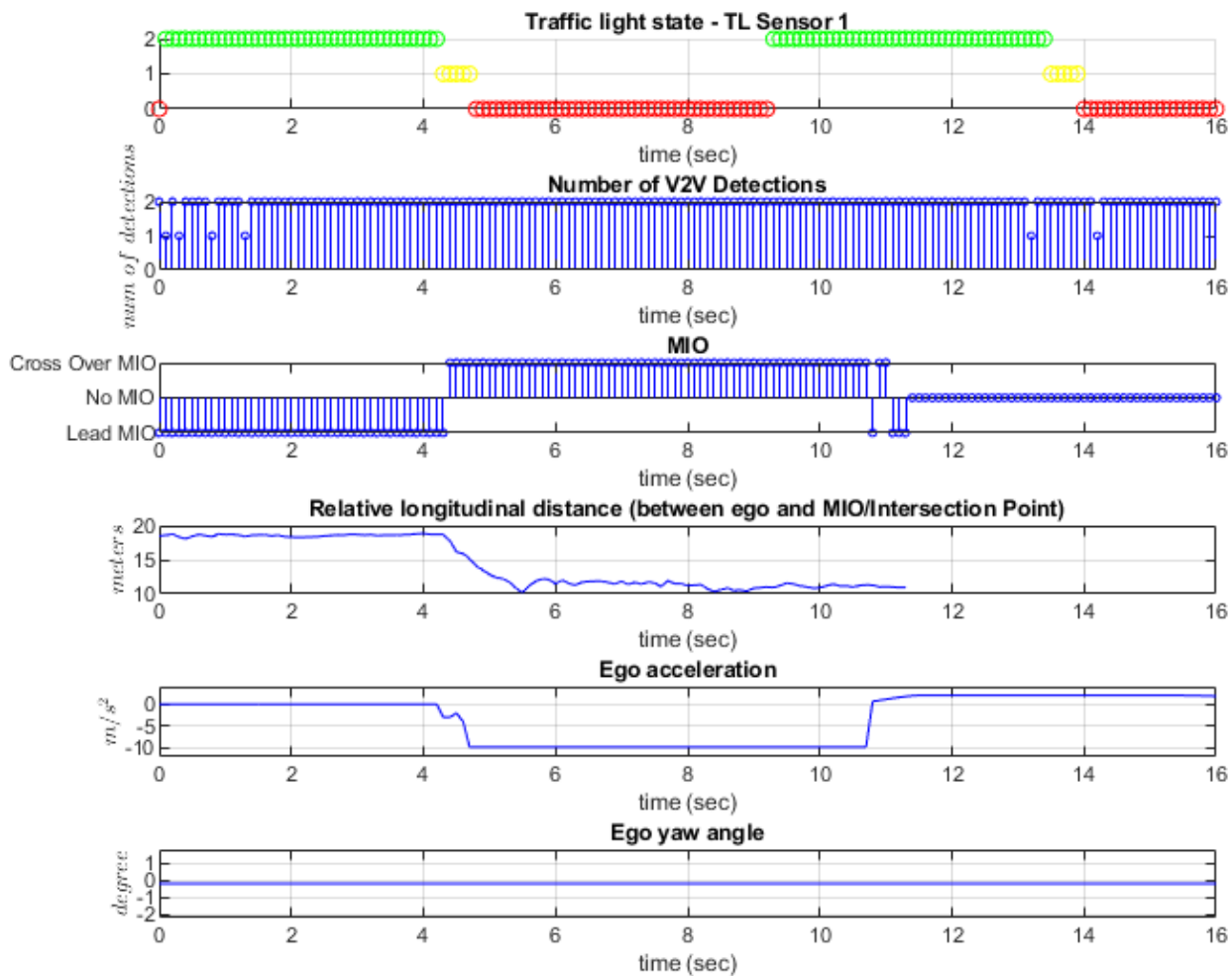
Simulate the test bench model.

```
sim("TrafficLightNegotiationWithV2XTestBench");
```



Plot the results.

```
helperTLNWithV2XResults(logout)
```



The ego begins to decelerate slightly more than 4 seconds into the simulation, in response to detecting the red traffic light. The ego vehicle halts at the intersection. While waiting at the intersection, the crossover vehicle approaches the intersection and becomes the MIO, as shown in the MIO plot, slightly more than 4 seconds into the simulation. Though the light turns green slightly more than 9 seconds into the simulation, the ego vehicle does not accelerate until the crossover vehicle moves out of the intersection. After 10 seconds, the ego vehicle starts accelerating and moves through the intersection. Because the ego vehicle drives straight throughout the simulation, the ego yaw angle does not change.

### Explore Other Scenarios

The example provides these additional scenarios that are compatible with the TrafficLightNegotiationWithV2XTestBench model.

- scenario\_01\_TLNWithV2X\_LeftTurn\_With\_Lead

- scenario\_02\_TLNWithV2X\_LeftTurn\_With\_CrossOver
- scenario\_03\_TLNWithV2X\_Straight\_With\_Lead\_and\_CrossOver (default)
- scenario\_04\_TLNWithV2X\_Straight\_With\_SequenceOfCrossOver
- scenario\_05\_TLNWithV2X\_Straight\_With\_CrossOver\_SlowingToStop

For more details on each scenario, view the comments in its file. You can configure the Simulink model and workspace to simulate these scenarios using the `helperSLTrafficLightNegotiationWithV2XSetup` function.

```
helperSLTrafficLightNegotiationWithV2XSetup(ScenarioFcnName="scenario_03_TLNWithV2X_Straight_W
```

Enable the MPC update messages once again.

```
mpcverbosity("on");
```

## References

[1] SAE International. *Dedicated Short Range Communications (DSRC) Message Set Dictionary*. J2735\_201603. SAE International, issued September 2015; revised March 2016. [https://www.sae.org/standards/content/j2735\\_201603/](https://www.sae.org/standards/content/j2735_201603/).

## See Also

### Blocks

Scenario Reader | Bicycle Model

## Related Examples

- “Autonomous Emergency Braking with Sensor Fusion” on page 8-305
- “Intersection Movement Assist Using Vehicle-to-Vehicle Communication” on page 8-1350
- “Forward Collision Warning Using Sensor Fusion” on page 8-219
- “Highway Lane Following” on page 8-893
- “Highway Lane Change” on page 8-845

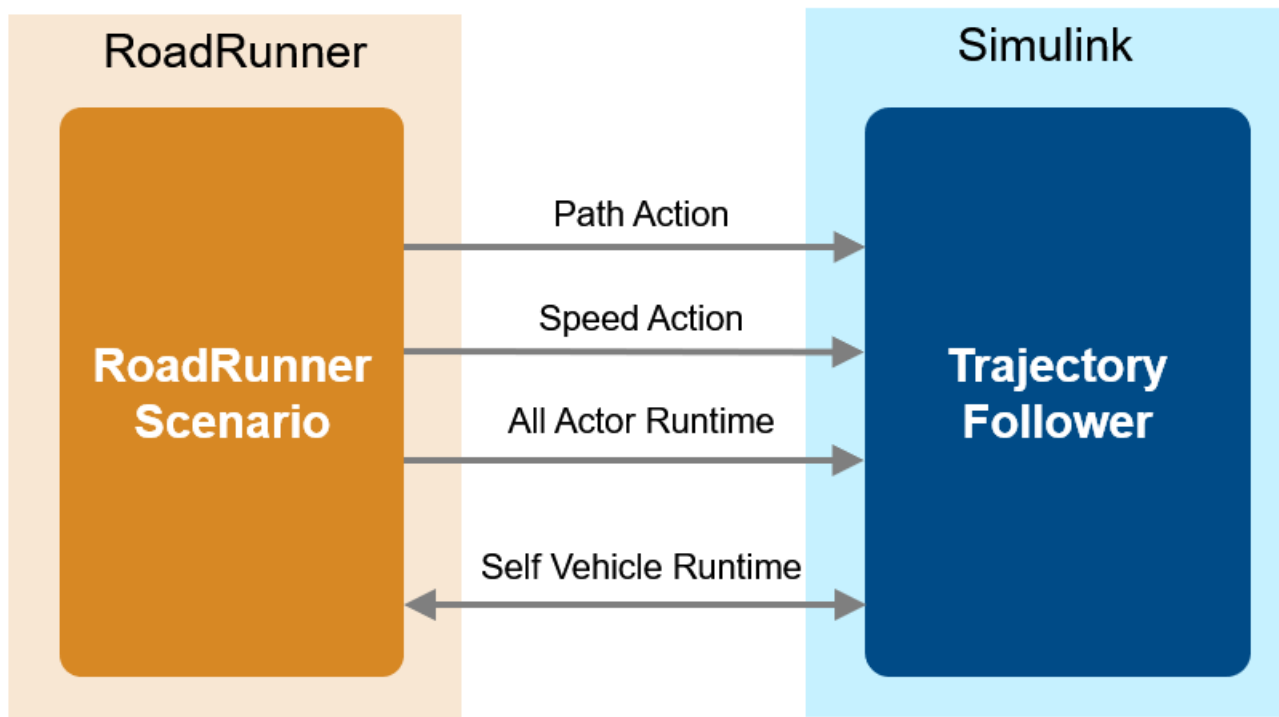
## Trajectory Follower with RoadRunner Scenario

This example shows how to design a trajectory follower in Simulink® and cosimulate it with RoadRunner Scenario. The trajectory follower includes controls and vehicle dynamics.

### Introduction

RoadRunner Scenario is an interactive editor that enables you to design scenarios for simulating and testing automated driving systems. You can place vehicles, define their paths and interactions in the scenario, and then simulate the scenario in the editor. RoadRunner Scenario supports in-editor playback for scenario visualization and connecting to other simulators such as MATLAB® and Simulink for cosimulation.

This example shows the steps for cosimulation of RoadRunner Scenario and Simulink. It shows how to design a trajectory follower in Simulink. It also shows how to visualize simulation data using MATLAB. This diagram shows an overview of the information exchanged between RoadRunner Scenario and the trajectory follower:



RoadRunner Scenario communicates with the Simulink trajectory follower using message-based communication. The trajectory follower gets the ego path from the path action message, uses the speed action messages to update the current speed of the ego vehicle, and reads the runtime information of all the actors in the scenario to support relative target speed. To navigate the ego vehicle along the specified trajectory, the trajectory follower implements a controller and vehicle dynamics subsystem and updates the ego pose using the self vehicle runtime message.

In this example, you:

- 1 **Set up MATLAB** — Configure MATLAB settings to interact with RoadRunner Scenario.

- 2 **Set up RoadRunner Scenario** — Open a RoadRunner Scenario project and copy the required files to the project folder.
- 3 **Explore scenario** — Explore how the scenario defines actions for an actor.
- 4 **Simulate scenario with built-in behavior** — Simulate the scenario with the ego vehicle using the RoadRunner Scenario built-in behavior. Inspect the velocity profile using the Simulation Data Inspector (SDI).
- 5 **Design trajectory follower using Simulink** — Design a trajectory follower using Simulink.
- 6 **Simulate scenario with trajectory follower** — Associate the trajectory following behavior to the ego vehicle in RoadRunner Scenario. Simulate the scenario and inspect the ego velocity profile using the SDI.

## Set Up MATLAB

This section shows how to set up the environment to cosimulate MATLAB with RoadRunner Scenario.

Specify the path to your local RoadRunner installation folder. This code shows the path for the default installation location on Windows®.

```
rrAppPath = "C:\Program Files\RoadRunner R2022a\bin\win64";
```

To update the path for the RoadRunner installation folder, get the root object within the settings hierarchical tree. For more information, see `SettingsGroup`.

```
s = settings;
s.roadrunner.application.InstallationFolder.TemporaryValue = rrAppPath;
```

## Set Up RoadRunner Scenario

Specify the path to your RoadRunner project. This code shows the path to a sample project folder on Windows.

```
rrProjectPath = "C:\RR\MyProjects";
```

Open RoadRunner using the specified path to your project.

```
rrApp = roadrunner(rrProjectPath);
```

The `rrApp` RoadRunner object enables you to interact with RoadRunner from the MATLAB workspace. You can open the scenario and update scenario variables using this object. For more information on variables, see “Generate Scenario Variations Using gRPC API” (RoadRunner Scenario).

This example uses two files that you must add to the RoadRunner project.

- `scenario_TF_EgoFollowsSpeed.rrscenario` — Scenario file based on the `ScenarioBasic.rrscene` scene that ships with RoadRunner.
- `TrajectoryFollower.rrbehavior.rrmeta` — Behavior file that associates the trajectory follower behavior implemented using the Simulink model to the ego vehicle in RoadRunner Scenario.

Copy these files to the RoadRunner project. To learn more about the RoadRunner environment, see “RoadRunner Project and Scene System” (RoadRunner).

```
copyfile("scenario_TF_EgoFollowsSpeed.rrscenario",fullfile(rrProjectPath,"Scenarios"));
copyfile("TrajectoryFollower.rrbehavior.rrmeta",fullfile(rrProjectPath,"Assets","Behaviors"));
```

## Explore Scenario

Open the scenario `scenario_TF_EgoFollowsSpeed.rrscenario`.

```
openScenario(rrApp,"scenario_TF_EgoFollowsSpeed.rrscenario");
```

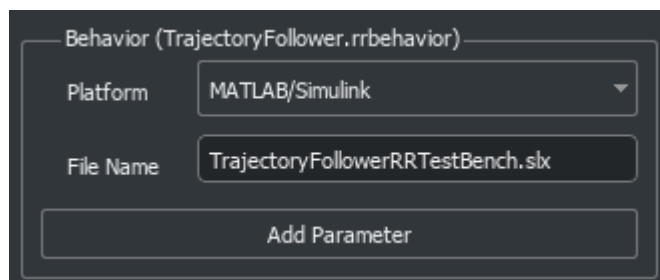


The scenario contains a white ego vehicle that travels on the specified path. In this example, you must specify a path for the ego vehicle. The ego vehicle initially travels at a speed of 5 m/s, and then increases its speed to 15 m/s over a period of 10 seconds.

Visualize the scenario logic in the **Logic** editor pane. For more information, see “Define Scenario Logic” (RoadRunner Scenario).

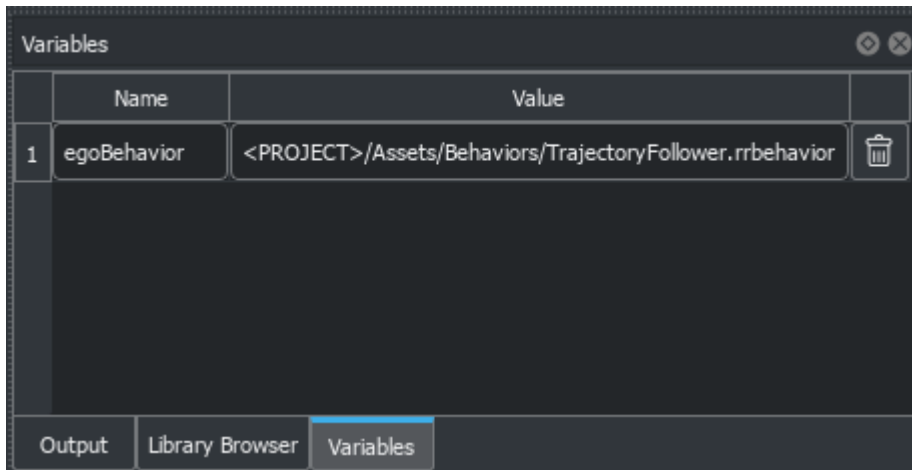


In this example, you implement trajectory following behavior for the ego vehicle using a Simulink model. Select the `TrajectoryFollower.rrbehavior.rrmeta` file in the **Library Browser**. The **Attributes** pane shows that the behavior file points to a Simulink model, `TrajectoryFollowerRRTestBench.slx`.



Specify the behavior for the ego vehicle using the `egoBehavior` variable.





Connect to the RoadRunner Scenario server for cosimulation by using the `createSimulation` function, and enable data logging.

```
rrSim = rrApp.createSimulation;
rrSim.set('Logging', 'on');
```

Connection status: 1

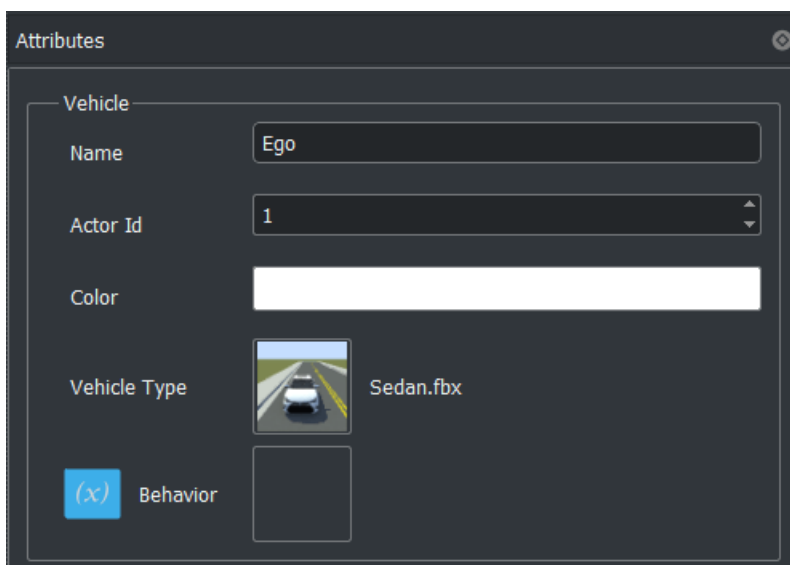
Connected to RoadRunner Scenario server on localhost:53789, with client id {c839b6c2-ad48-4fe0-a

`rrSim` is the `Simulink.ScenarioSimulation` object. Use this object to set variables and to read scenario-related information.

### Simulate RoadRunner Scenario

When `egoBehavior` is unspecified, the ego vehicle uses the built-in behavior of the RoadRunner scenario. Clear the `egoBehavior` variable to use the built-in behavior.

```
rrApp.setScenarioVariable("egoBehavior", " ");
```

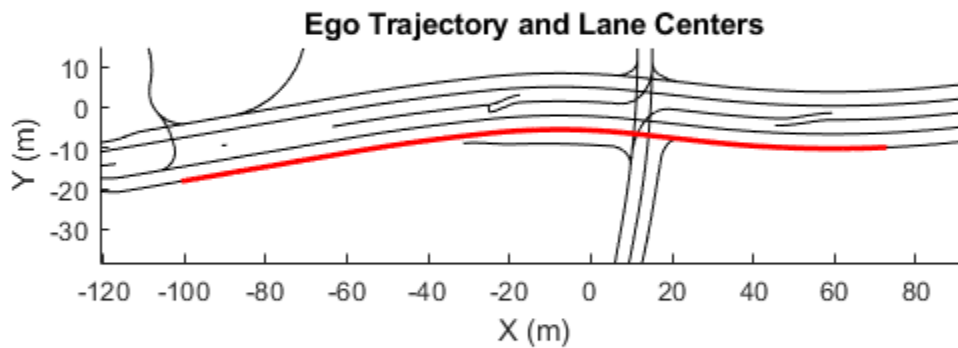


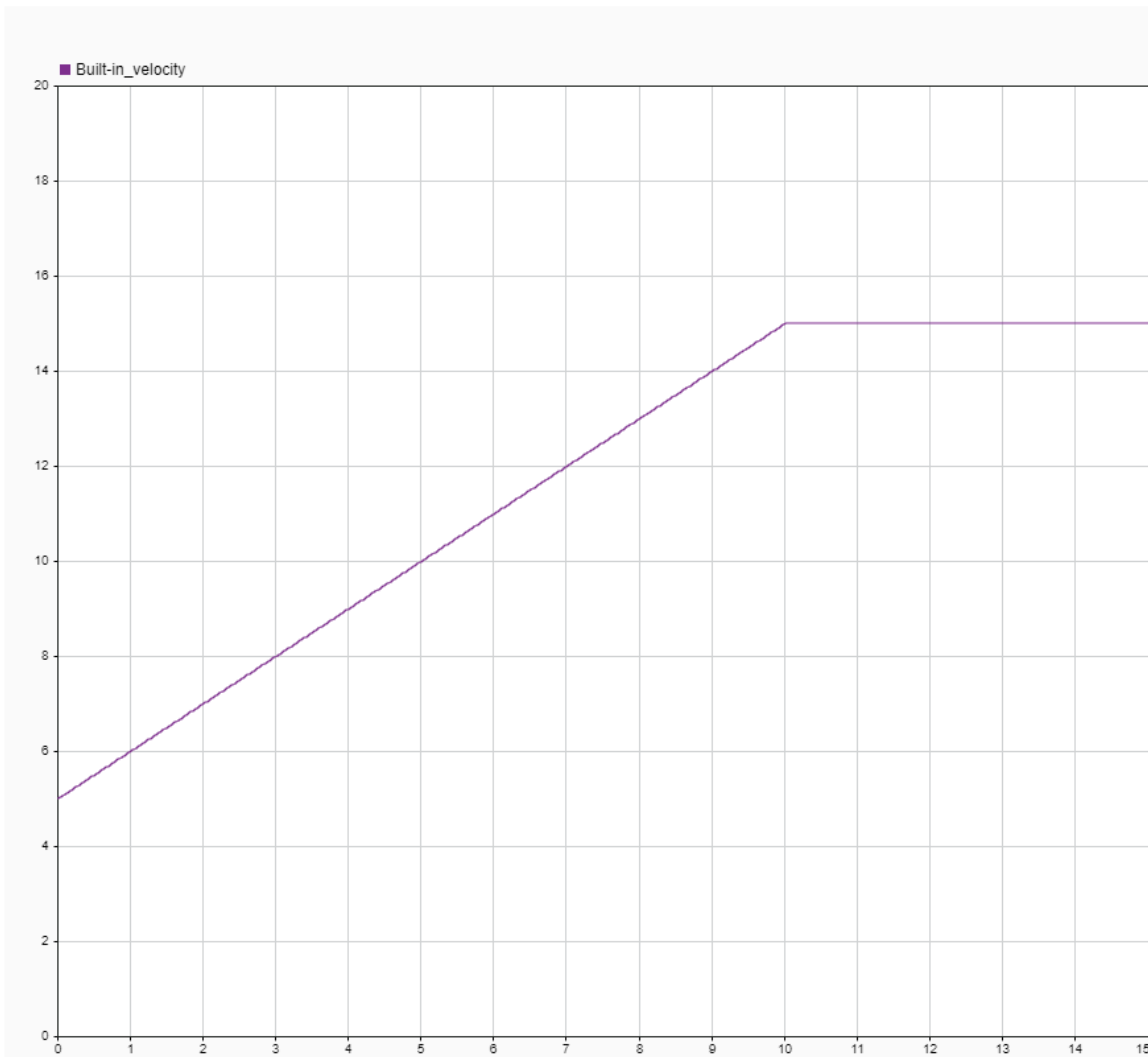
Run the simulation and wait for the simulation to complete.

```
rrSim.set("SimulationCommand","Start");  
while strcmp(rrSim.get("SimulationStatus"),"Running")  
    pause(1);  
end
```

Use the `helperVisualizeVelocityProfile` function to visualize the velocity profile using the SDI. The `helperVisualizeVelocityProfile` function also plots lane centers and the ego vehicle trajectory. The `helperVisualizeVelocityProfile` function takes `rrSim`, the ego actor ID, and the signal name for SDI as inputs.

```
helperVisualizeVelocityProfile(rrSim,1,"Built-in")  
hFigSDI = Simulink.sdi.snapshot;
```





The velocity profile shows the change in velocity over time. Notice that the ego vehicle follows the Change Speed action specified in the scenario logic.

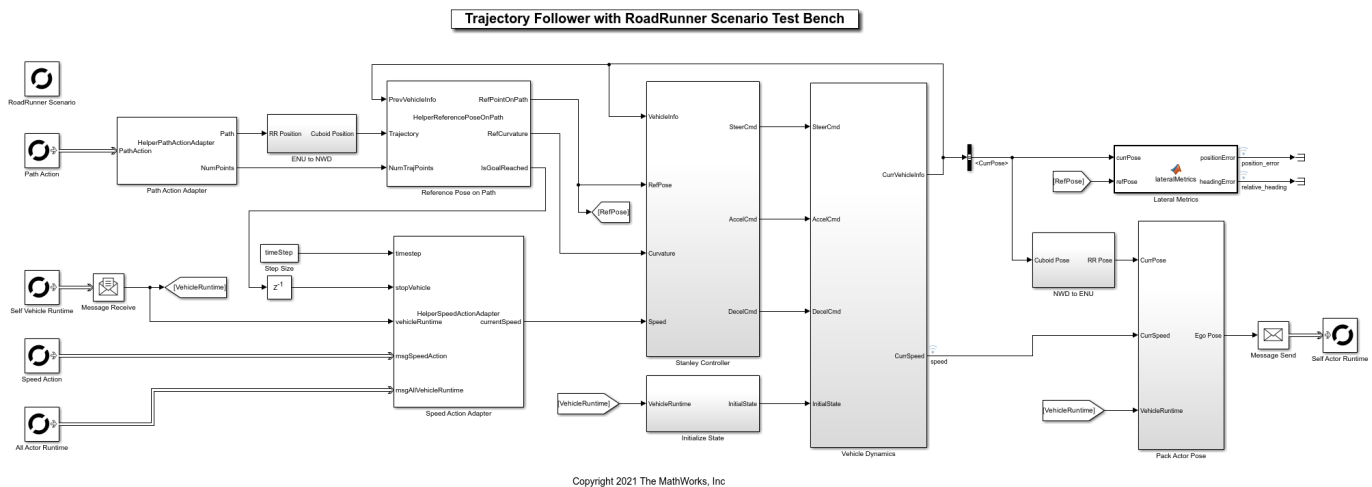
Close the figure.

```
close(hFigSDI)
```

### Design Trajectory Follower Using Simulink

This example uses the `TrajectoryFollowerRRTestBench` model to define the custom behavior of the ego vehicle. This model uses a Stanley controller and 3DOF vehicle dynamics to control the ego speed. Open the test bench model.

```
open_system("TrajectoryFollowerRRTestBench");
```



The test bench model performs these tasks:

- Reads data from RoadRunner Scenario.
- Processes the input data.
- Writes the processed data to RoadRunner Scenario.

### Read Data from RoadRunner Scenario

The test bench model reads the data from RoadRunner Scenario using these modules:

The model uses RoadRunner Scenario Reader blocks to read messages from RoadRunner Scenario.

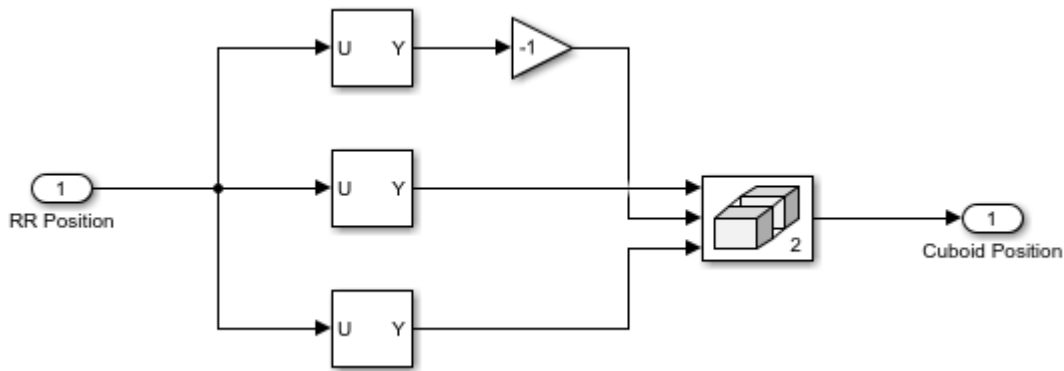
This example uses these RoadRunner Scenario Reader blocks:

- **Path Actions** — Reads the specified path of the ego vehicle.
- **Self Vehicle Spec** — Reads the ego vehicle specification information.
- **Self Vehicle Runtime** — Reads the ego vehicle runtime information.
- **Speed Actions** — Reads the Change Speed actions of the ego vehicle.
- **All Actor Runtime** — Reads the actor runtime information of all vehicles.

The Path Action Adapter block extracts the trajectory and number of waypoints from the vehicle path.

The ENU to NWD subsystem converts the RoadRunner Scenario coordinate system to the cuboid coordinate system. For more information on these coordinate systems, see “Coordinate Space and Georeferencing” (RoadRunner) and “Coordinate Systems in Automated Driving Toolbox” on page 1-2. Open the ENU to NWD subsystem.

```
open_system("TrajectoryFollowerRRTestBench/ENU to NWD");
```



The Speed Action Adapter block processes the speed action commands specified in RoadRunner Scenario and calculates the reference speed of the ego vehicle.

The Initialize State subsystem calculates the initial state of the ego vehicle for vehicle dynamics.

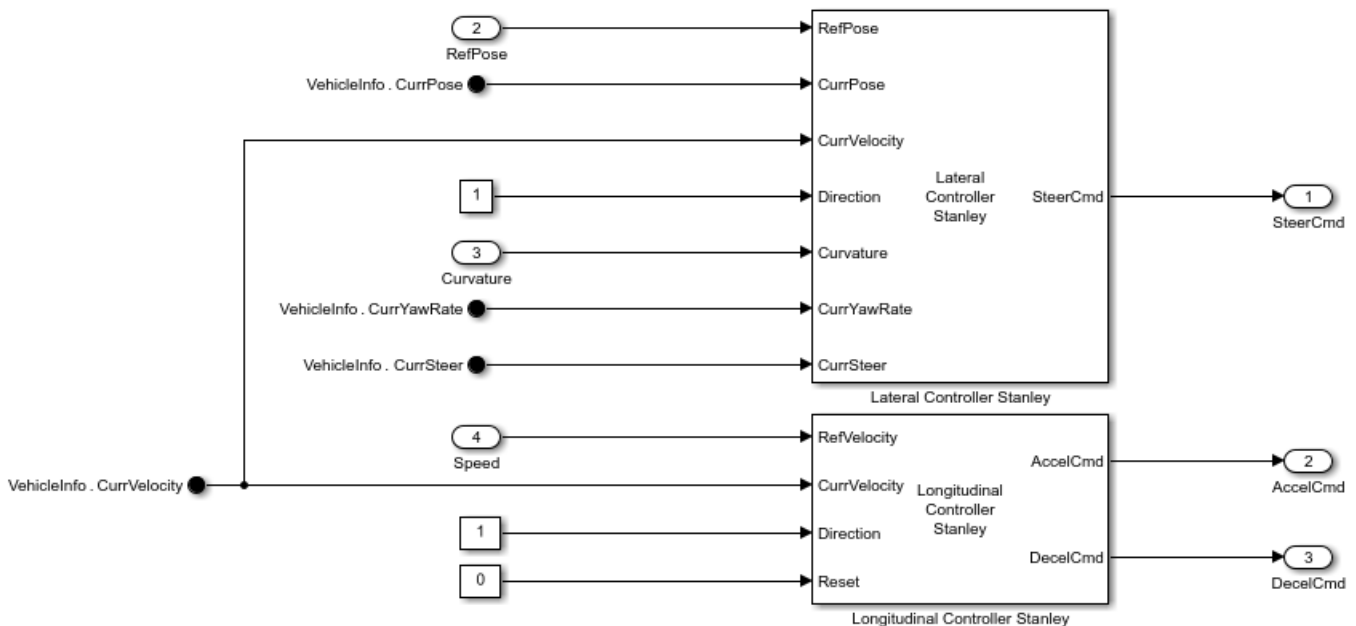
### Process Input Data

The test bench model processes the RoadRunner Scenario data using these modules:

The Reference Pose on Path subsystem calculates the reference pose of the ego vehicle on the path using the previous pose of the ego vehicle. The subsystem also calculates the reference curvature of the trajectory using the smoothPathSpline function.

The Stanley Controller subsystem uses a Lateral Controller Stanley block for steering angle control and Longitudinal Controller Stanley block for acceleration control. Open the Stanley Controller subsystem.

```
open_system("TrajectoryFollowerRRTestBench/Stanley Controller");
```



To compute the steering angle command, the Lateral Controller Stanley block minimizes the position error and the angle error of the current pose with respect to the reference pose.

In this example, the Lateral Controller Stanley block uses the dynamic bicycle model as a vehicle model for the steering angle control. The dynamic bicycle model is suitable for trajectory following in high-speed environments such as highways, where inertial effects are more pronounced. For more details, see Lateral Controller Stanley.

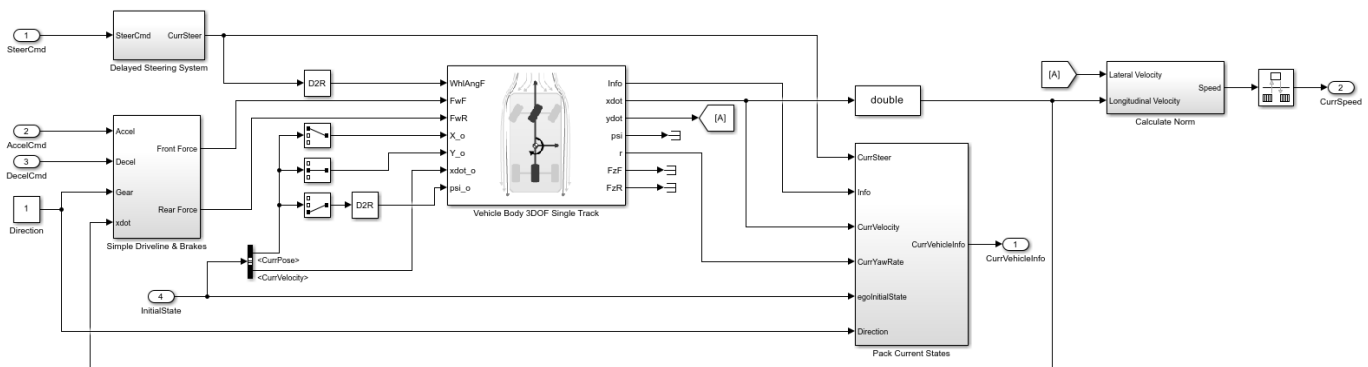
The Lateral Controller Stanley block in this example supports a maximum steering angle of 30 degrees. Due to this, the ego vehicle may not be able to take some sharp turns.

To compute the acceleration and deceleration commands, the Longitudinal Controller Stanley block implements a discrete proportional-integral (PI) controller. For more details, see Longitudinal Controller Stanley.

The Longitudinal Controller Stanley block in this example supports a maximum acceleration of  $2 \text{ m/s}^2$ . To get the desired behavior, you must specify a Change Speed action in RoadRunner Scenario with a required acceleration that does not exceed  $2 \text{ m/s}^2$ .

The Vehicle Dynamics subsystem uses a 3DOF Bicycle Model block to model the ego vehicle. Open the Vehicle Dynamics subsystem.

```
open_system("TrajectoryFollowerRRTestBench/Vehicle Dynamics");
```



The Bicycle Model block implements a rigid, two-axle, single-track vehicle body model to calculate longitudinal, lateral, and yaw motion. The block accounts for body mass, aerodynamic drag, and weight distribution between the axles due to acceleration and steering. For more details, see Vehicle Body 3DOF Three Axles (Vehicle Dynamics Blockset).

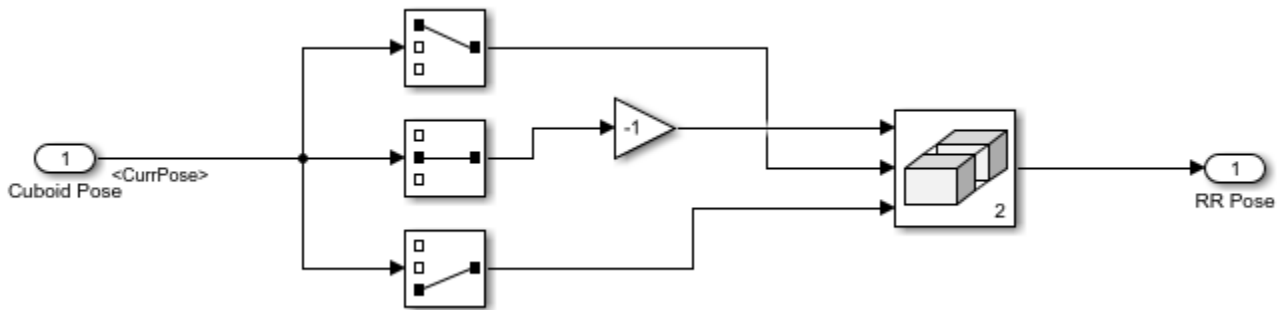
The Lateral Metrics subsystem calculates position error and relative heading to check the performance of the controller and the vehicle dynamics. Position error is the deviation of the ego vehicle from the reference pose. Relative heading is the ego vehicle heading angle relative to reference path.

### Write Processed Data to RoadRunner Scenario

The test bench model writes the processed data to RoadRunner Scenario using these modules:

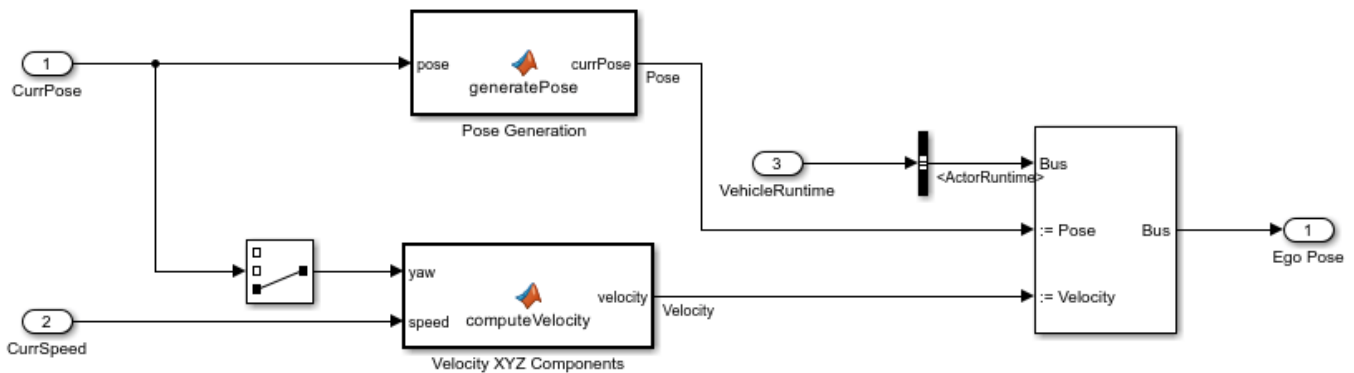
The NWD to ENU subsystem transforms the pose that you get from the cuboid coordinate system to the RoadRunner Scenario coordinate system. Open the NWD to ENU subsystem.

```
open_system("TrajectoryFollowerRRTestBench/NWD to ENU");
```



The Pack Actor Pose subsystem converts the pose into a 4-by-4 position matrix using the current pose of the ego vehicle and calculates the velocity components of the vehicle. Open the Pack Actor Pose subsystem.

```
open_system("TrajectoryFollowerRRTestBench/Pack Actor Pose");
```

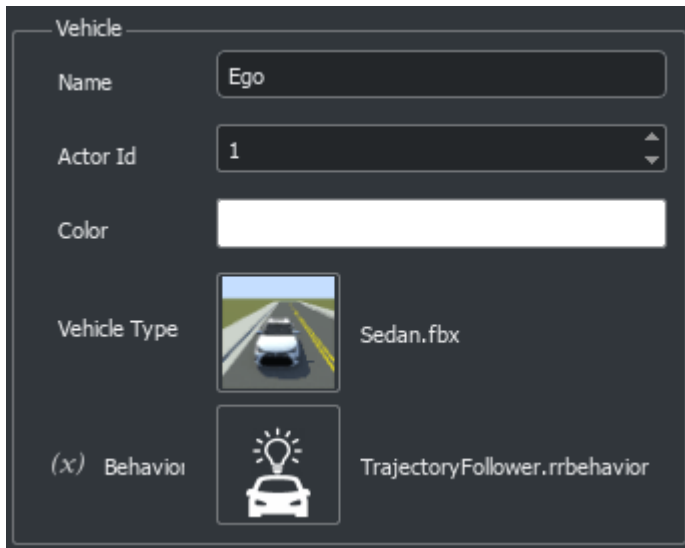


The subsystem writes the vehicle pose to RoadRunner Scenario using the RoadRunner Scenario Writer block.

### Simulate Scenario with Trajectory Follower

Set the scenario variable egoBehavior to use the Simulink model.

```
rrApp.setScenarioVariable("egoBehavior", "<PROJECT>/Assets/Behaviors/TrajectoryFollower.rrbehavior");
```



Set the step size of RoadRunner Scenario to match the step size of the TrajectoryFollowerRRTestBench model.

```
rrSim.set("StepSize", timeStep);
```

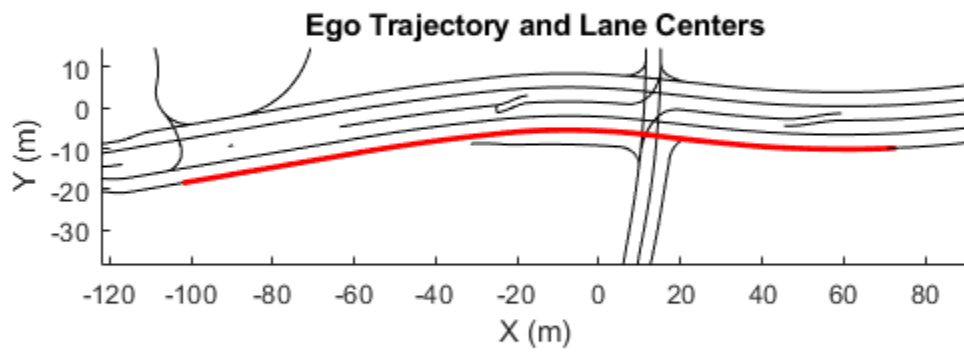
Run the simulation and wait for it to complete.

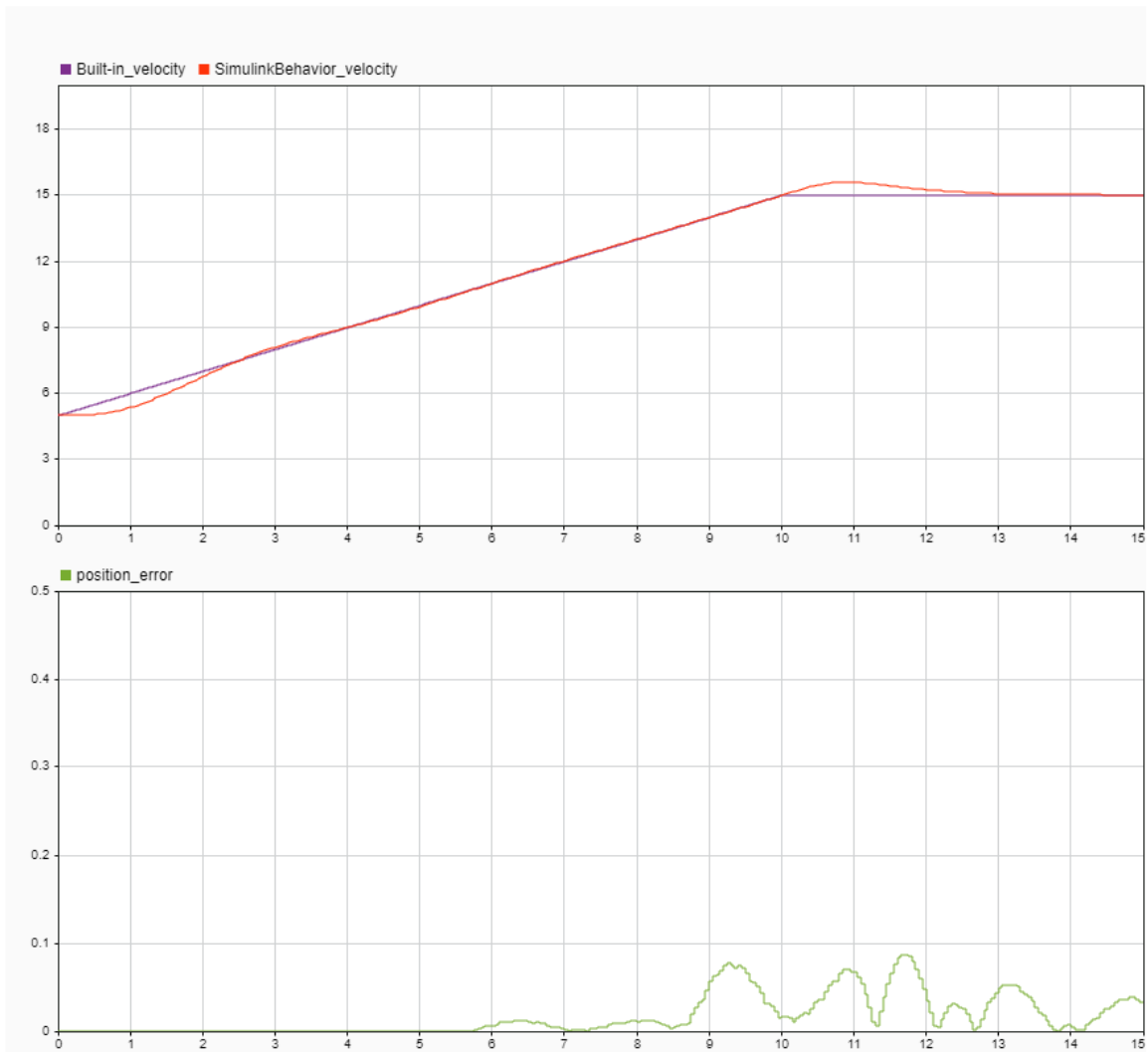
```
rrSim.set("SimulationCommand", "Start");  
while strcmp(rrSim.get("SimulationStatus"), "Running")  
    pause(1);  
end
```

Plot the simulation results.

```
helperVisualizeVelocityProfile(rrSim, 1, "SimulinkBehavior");  
Simulink.sdi.snapshot;
```







The first subplot compares the velocity profile of the built-in behavior with that of the trajectory follower. Notice the overshoot in the trajectory follower profile that increases when the ego vehicle travels on a turning road segment. You can adjust the controller parameters to reduce the overshoot. The second subplot plots the position error of the ego vehicle due to controller and vehicle dynamics.

## See Also

### Blocks

[RoadRunner Scenario](#) | [RoadRunner Scenario Writer](#) | [RoadRunner Scenario Reader](#)

### Objects

`Simulink.ScenarioSimulation`

## **Related Examples**

- “Speed Action Follower with RoadRunner Scenario” on page 8-1388
- “Highway Lane Change Planner with RoadRunner Scenario” on page 8-1399
- “Generate Scenario Variations Using gRPC API” (RoadRunner Scenario)

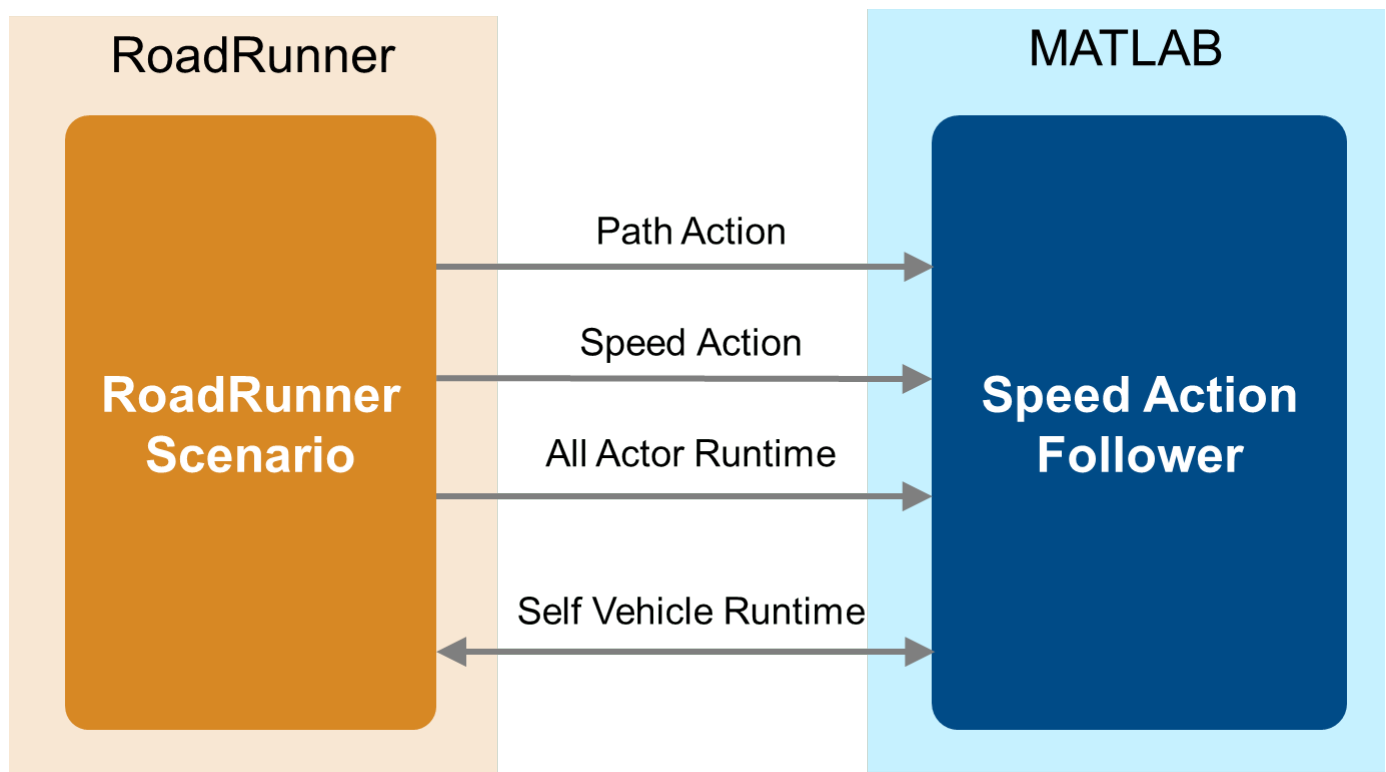
## Speed Action Follower with RoadRunner Scenario

This example shows how to design and implement a speed action follower in MATLAB® and cosimulate with RoadRunner Scenario.

### Introduction

RoadRunner Scenario is an interactive editor that enables you to design scenarios for simulating and testing automated driving systems. You can place vehicles, define their paths and interactions in the scenario, and then simulate the scenario in the editor. RoadRunner Scenario supports in-editor playback for scenario visualization and connecting to other simulators such as MATLAB and Simulink® for cosimulation.

This example shows the steps for cosimulation of RoadRunner Scenario and MATLAB. It shows how to design a speed action follower using a MATLAB System object™. It also shows how to visualize simulation data using MATLAB. This diagram shows an overview of the information exchanged between RoadRunner Scenario and the speed action follower:



The speed action follower reads the vehicle runtime, path, and speed action of the ego vehicle, and all actor runtimes from RoadRunner Scenario. It then uses this information to process the speed action and updates the ego vehicle runtime in the scenario.

In this example, you:

- 1 **Set up MATLAB** — Configure MATLAB settings to interact with RoadRunner Scenario.
- 2 **Set up RoadRunner Scenario** — Open RoadRunner and copy required files to the RoadRunner project folder.

- 3 **Explore the scenario** — Associate speed action following behavior to the ego vehicle in RoadRunner Scenario.
- 4 **Design a speed action follower** — Design a speed action follower in MATLAB using a System object.
- 5 **Simulate following an absolute speed action** — Simulate a scenario in which the ego vehicle follows an absolute speed that results in collision with the lead vehicle.
- 6 **Simulate following a relative speed action** — Simulate a scenario in which the ego vehicle follows the speed of a lead vehicle to avoid collision.

### Set Up MATLAB

This section shows how to set up the environment to cosimulate MATLAB with RoadRunner Scenario.

Specify the path to your local RoadRunner installation folder. This code shows the path for the default installation location in Windows®.

```
rrAppPath = "C:\Program Files\RoadRunner R2022b\bin\win64";
```

To update the path for the RoadRunner installation folder, get the root object within the settings hierarchical tree. For more information, see [SettingsGroup](#).

```
s = settings;
s.roadrunner.application.InstallationFolder.TemporaryValue = rrAppPath;
```

### Set Up RoadRunner Scenario

Specify the path to your RoadRunner project. This code shows the path for a sample project folder location in Windows.

```
rrProjectPath = "C:\RR\MyProjects";
```

Open RoadRunner using the specified path to your project.

```
rrApp = roadrunner(rrProjectPath);
```

The `rrApp` RoadRunner object enables you to interact with RoadRunner from the MATLAB workspace. You can open the scenario and update scenario variables using this object. For more information on variables, see “Generate Scenario Variations Using gRPC API” (RoadRunner Scenario).

This example uses two files that you must add to the RoadRunner project.

- 1 `scenario_SAF_OneLeadCar.rrscenario` — Scenario file based on the `ScenarioBasic.rrscene` scene that ships with RoadRunner.
- 2 `SpeedActionFollower.rrbehavior.rrmeta` — Behavior file that associates the speed action following behavior implemented using a MATLAB System object to the ego vehicle in RoadRunner Scenario.

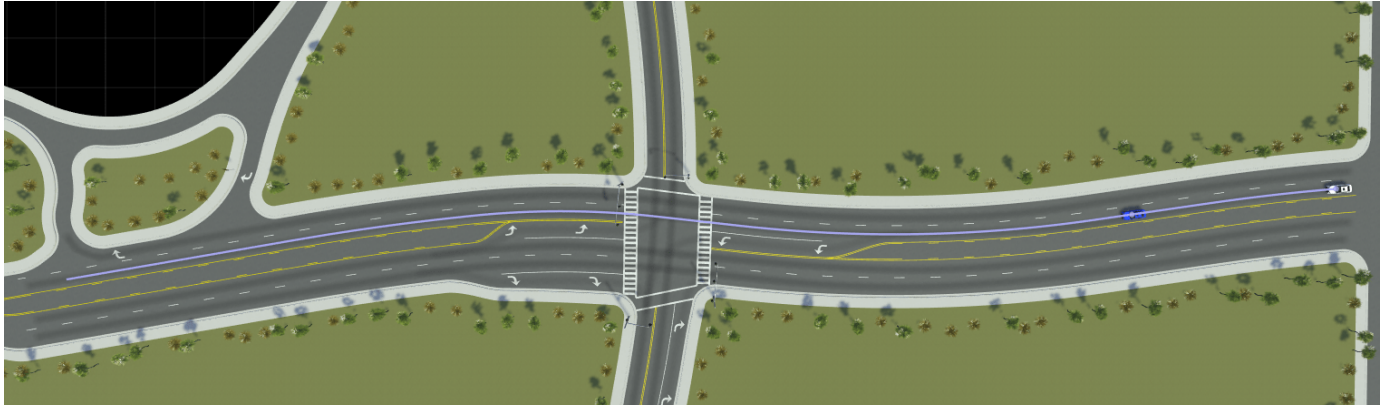
Copy these files to the RoadRunner project. To learn more about the RoadRunner environment, see “RoadRunner Project and Scene System” (RoadRunner).

```
copyfile("scenario_SAF_OneLeadCar.rrscenario",fullfile(rrProjectPath,"Scenarios"));
copyfile("SpeedActionFollower.rrbehavior.rrmeta",fullfile(rrProjectPath,"Assets","Behaviors"));
```

### Explore Scenario

Open the scenario `scenario_SAF_OneLeadCar.rrscenario`.

```
openScenario(rrApp, "scenario_SAF_OneLeadCar.rrscenario");
```

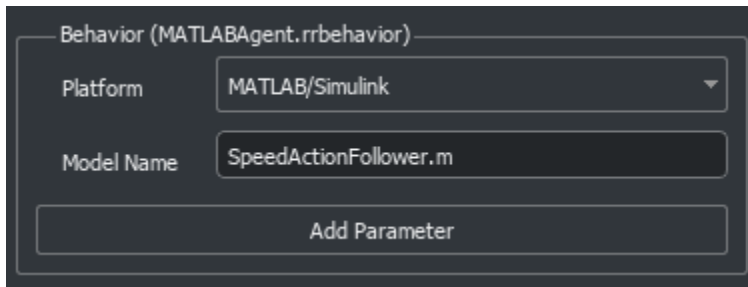


The scenario contains two vehicles. The blue lead car follows the lane-following built-in behavior. The white ego vehicle travels on the specified path. In this example, you must specify a path for the ego vehicle. The lead car initially travels at a speed of 20 m/s, and then decelerates to a speed of 5 m/s over the next 10 seconds. The ego vehicle initially travels at a speed of 20 m/s. When the ego vehicle is 30 m away from the lead car, it starts decelerating to attain an absolute target speed of 15 m/s.

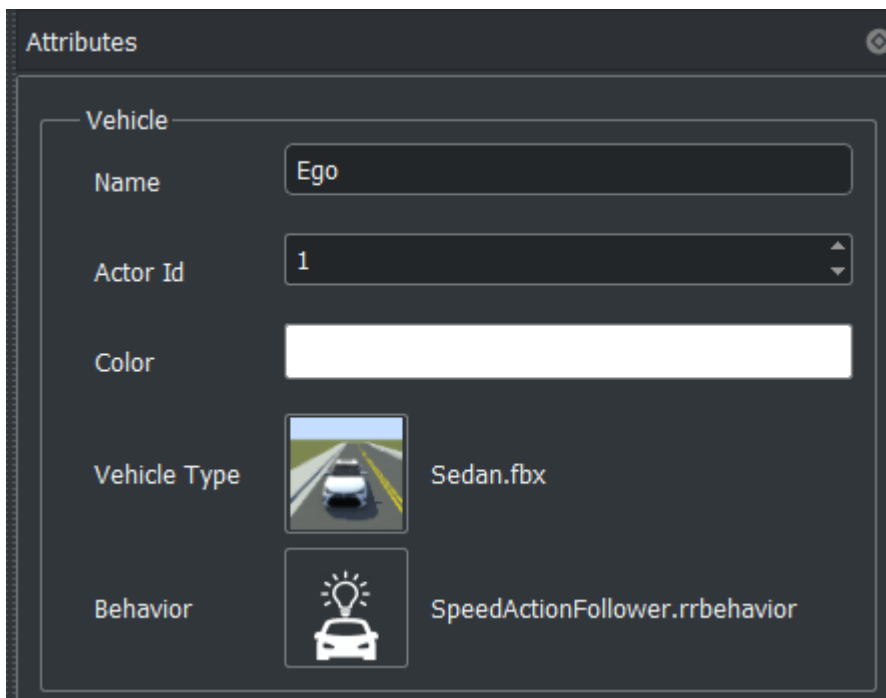
You can visualize the assigned speed command in the **Logic** editor pane and the **Attributes** pane. For more information, see “Define Scenario Logic” (RoadRunner Scenario).



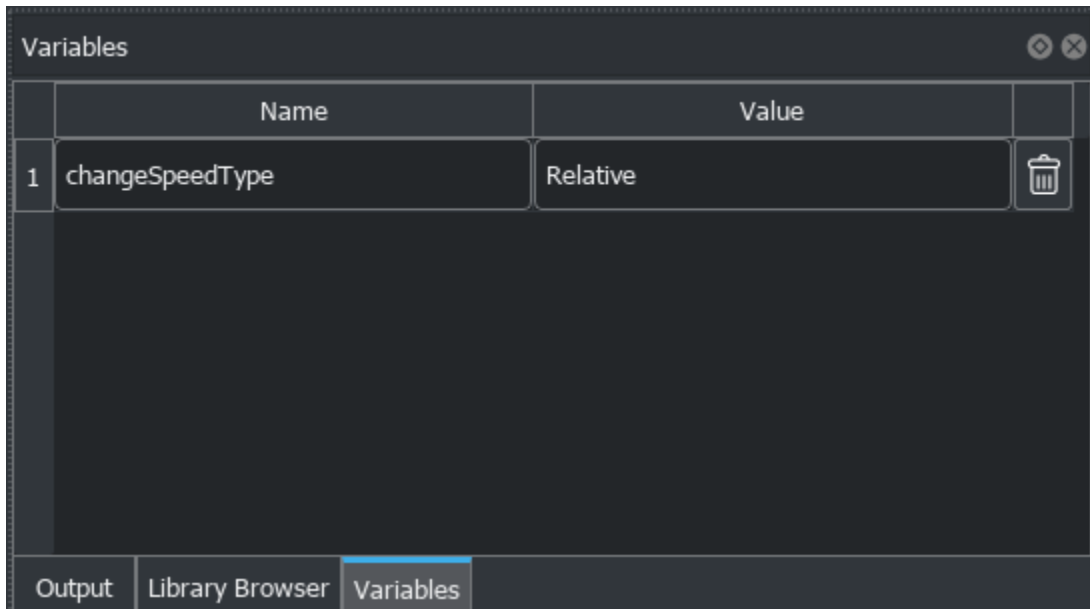
In this example, you implement a speed action following behavior for the ego vehicle using a MATLAB System object. Select the `SpeedActionFollower.rrbehavior` file in the **Library Browser**. The **Attributes** pane shows that the behavior file points to a MATLAB System object, `SpeedActionFollower.m`.



Specify the custom `SpeedActionFollower.rrbehavior` behavior for the ego vehicle. For more information on assigning behaviors, see "Specify and Assign Actor Behaviors" (RoadRunner Scenario).



This example uses the `changeSpeedType` scenario variable to programmatically vary the **Relative To** attribute of the `Change Speed` action of the ego vehicle. Using this variable, you can specify an absolute target speed or a relative target speed.



Connect to the RoadRunner Scenario server for cosimulation using the `createSimulation` function.

```
rrSim = rrApp.createSimulation;
```

`rrSim` is the `Simulink.ScenarioSimulation` object. Use this object to set variables and to read scenario-related information.

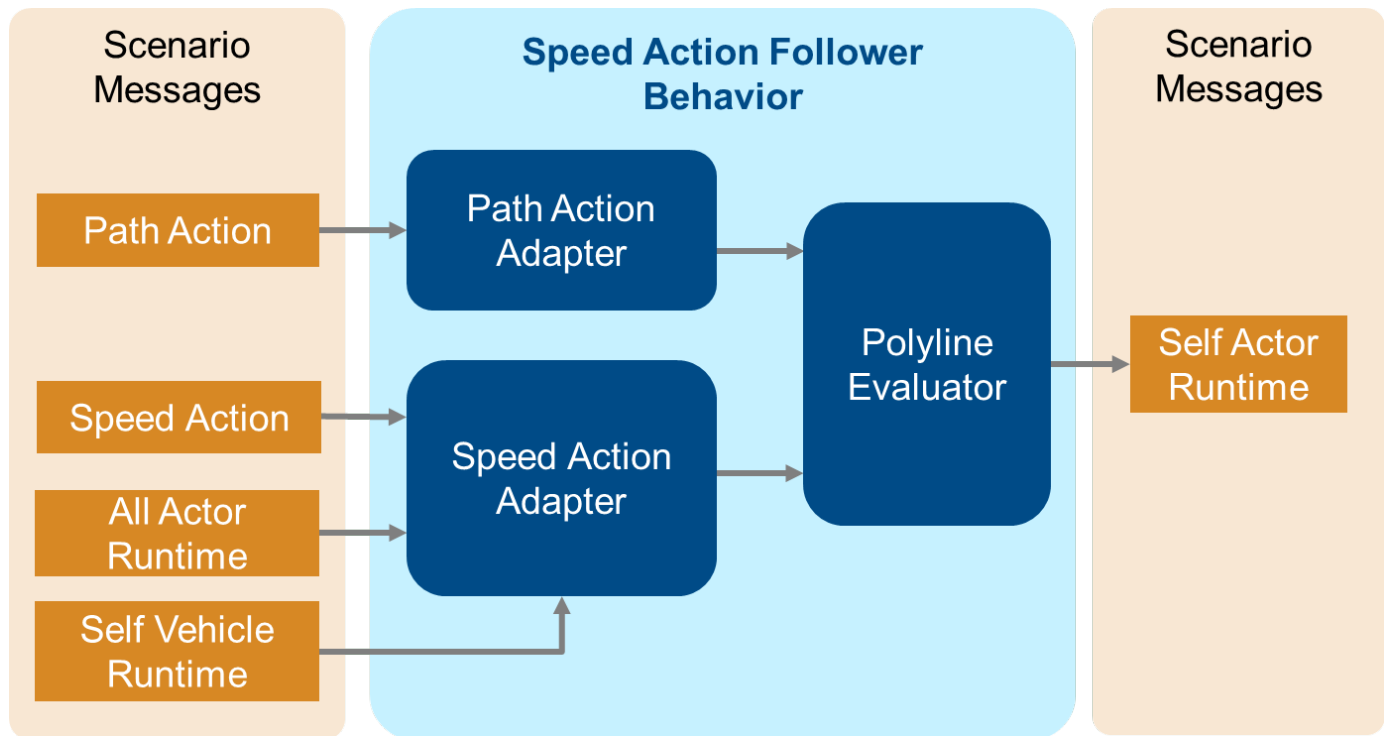
Enable data logging.

```
rrSim.set('Logging', 'On');
```

### Design Speed Action Follower

The speed action follower reads path and speed actions from RoadRunner Scenario and updates the runtime pose of the ego vehicle. This diagram shows the key functionality implemented in the speed action follower.





The speed action follower defines a custom behavior for the ego vehicle in RoadRunner Scenario. This custom behavior, `SpeedActionFollower.m`, is implemented using a MATLAB System object.

The `SpeedActionFollower` MATLAB program file calls the `setupImpl` function method during initialization. The path action adapter reads the `Follow Path` action from RoadRunner Scenario and gets the waypoints of the specified path.

`SpeedActionFollower` then calls the `stepImpl` function at each simulation step. The speed action adapter reads the `Change Speed` action from RoadRunner Scenario and calculates the current speed of the ego vehicle. The polyline evaluator reads the waypoints and the current speed to calculate the current pose of the ego vehicle.

### Speed Action Adapter

The speed action adapter processes `Change Speed` action messages and updates the current speed of the vehicle. It supports absolute and relative types of target speed. The `HelperSpeedActionAdapter.m` script implements the speed action adapter with this primary interface:

```
[currentSpeed] =
stepImpl(obj,timestep,stopVehicle,vehicleRuntime,msgSpeedAction,msgAllVehicle
Runtime)
```

- `timestep` — Step size for simulation time.
- `stopVehicle` — Flag that shows whether the ego vehicle finished traveling on its route.
- `vehicleRuntime` — Runtime data of the ego vehicle.
- `msgSpeedAction` — Message about the `Change Speed` action from RoadRunner Scenario.

- `msgAllVehicleRuntime` — Message about runtime data for all vehicles in RoadRunner Scenario.
- `currentSpeed` — Current speed of the ego vehicle.

### Path Action Adapter

The path action adapter reads the `Follow Path` action from RoadRunner Scenario and returns the waypoints of the specified path. The `HelperPathActionAdapter.m` script implements the path action adapter with this primary interface:

```
[path,numPoints] = stepImpl(obj,pathAction)
```

- `pathAction` — `Follow Path` action from RoadRunner Scenario.
- `path` — 2-D matrix representing the waypoints on the path. Each row contains three elements, representing the `x`-, `y`-, and `z`-coordinates of the corresponding waypoint, respectively.
- `numPoints` — Number of waypoints in the path.

### Polyline Evaluator

The polyline evaluator calculates the next ego position based on the current position and the current speed. The `HelperPolylineEvaluator.m` script implements the polyline evaluator with this primary interface:

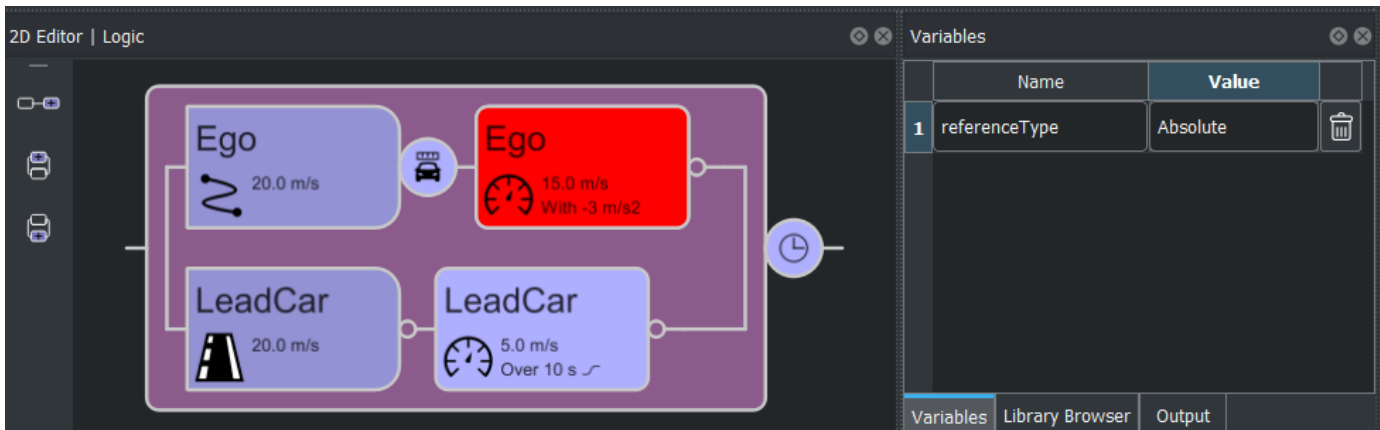
```
[posX,posY,posZ,yaw,routeDistance,routeFinished] =  
stepImpl(obj,polyline,polylineLength,timestep,speed)
```

- `polyline` — 2-D matrix representing the waypoints on the path. Each row contains three elements, representing the `x`-, `y`-, and `z`-coordinates of the corresponding waypoint, respectively.
- `polylineLength` — Number of waypoints in the path.
- `timestep` — Step size for simulation time.
- `speed` — Current speed of the ego vehicle.
- `posX`, `posY`, `posZ` — Updated `x`-, `y`-, and `z`-positions of the ego vehicle, respectively.
- `yaw` — Updated yaw of the ego vehicle.
- `routeDistance` — Distance traveled by the ego vehicle.
- `routeFinished` — Flag that shows whether the ego vehicle finished traveling on its route.

### Simulate Following Absolute Speed Action

This example assigns the `changeSpeedType` variable to the **Relative To** attribute of the `Change Speed` action of the ego vehicle in RoadRunner Scenario. Set `changeSpeedType` to `Absolute`.

```
rrApp.setScenarioVariable('changeSpeedType','Absolute');
```

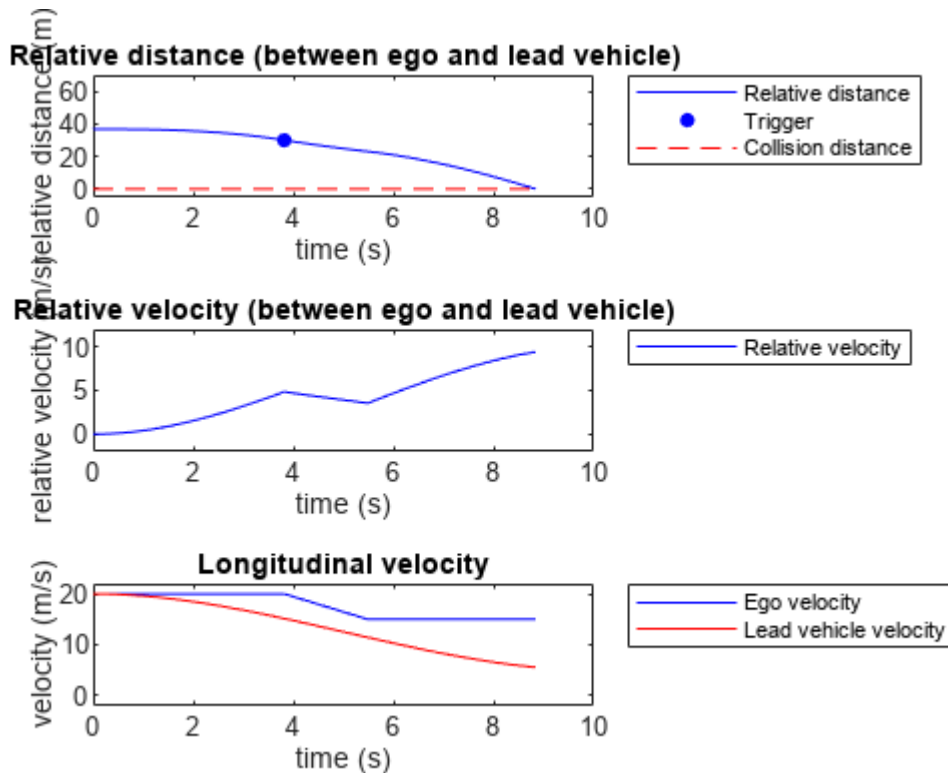


Start the simulation and wait for the simulation to complete.

```
rrSim.set('SimulationCommand', 'Start');
while strcmp(rrSim.get('SimulationStatus'), 'Running')
    pause(1);
end
```

Use the `helperVisualizeSpeedFollowerVelocityProfile` function to plot the simulation results. The `helperVisualizeSpeedFollowerVelocityProfile` helper function takes `rrSim`, the ego actor ID, and the lead vehicle actor ID as inputs.

```
helperPlotSpeedFollowerVelocityProfile(rrSim,1,2);
```



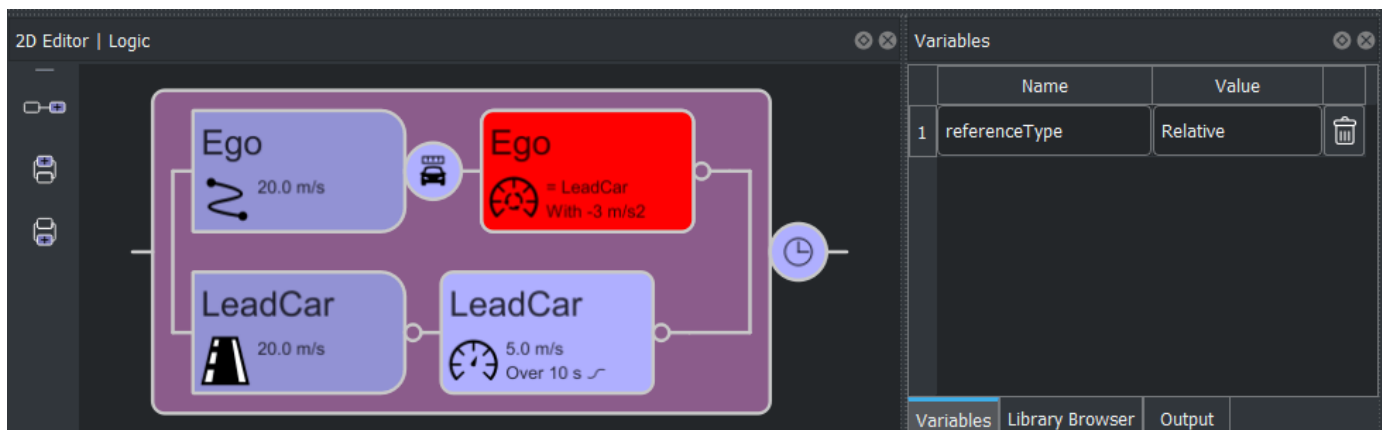
Examine the simulation results.

- The **Relative distance** plot shows the relative longitudinal distance between the ego vehicle and lead vehicle. When the relative distance reaches 30 m, the ego vehicle slows down to 15 m/s. At the end of the simulation, the ego vehicle collides with the lead vehicle.
- The **Relative velocity** plot shows the relative longitudinal velocity between the ego and lead vehicles. Initially, relative velocity is 0 m/s because both the ego and lead vehicle starts traveling at the same speed. When the ego vehicle slows down, the relative velocity first decreases, and then increases because the ego vehicle maintains a velocity of 15 m/s and the lead car continues to slow down to attain a velocity of 5 m/s.
- The **Longitudinal velocity** plot shows the absolute longitudinal velocities of both the ego and the lead vehicle. When the Change Speed action is triggered, the ego vehicle slows down to 15 m/s and maintains that speed.

### Simulate Following Relative Speed Action

Set changeSpeedType to Relative.

```
rrApp.setScenarioVariable('changeSpeedType', 'Relative');
```



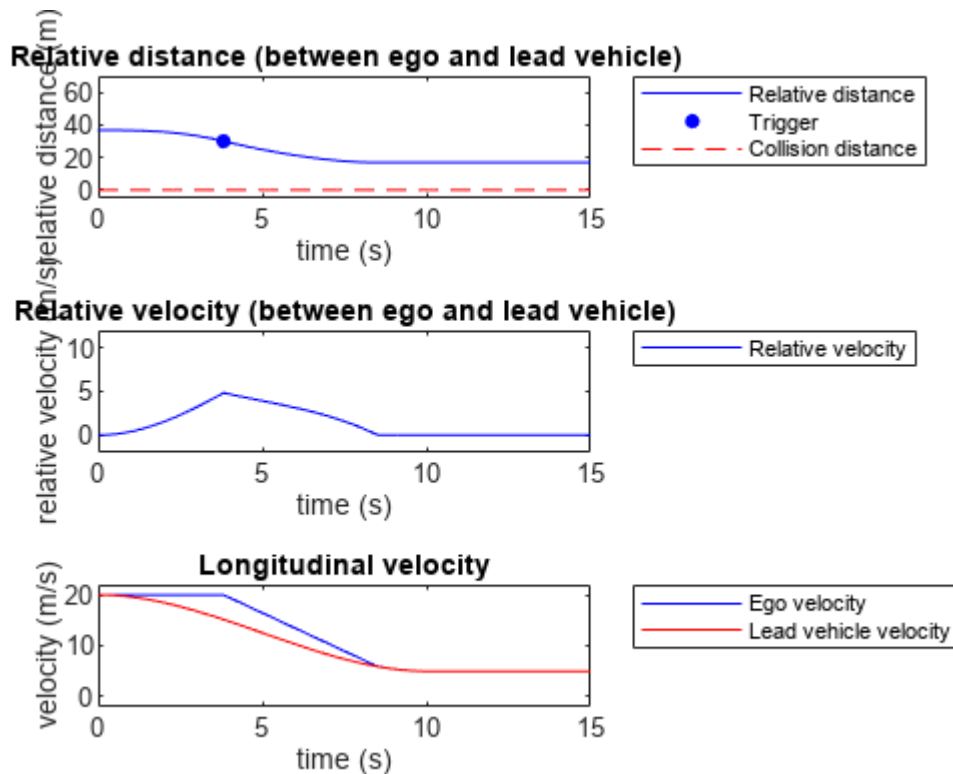
The second action phase of the ego vehicle now defines a relative speed action. When the ego vehicle is 30 m away from the lead car, the ego vehicle starts decelerating to match the speed of the lead car.

Start the scenario and wait for the simulation to complete.

```
rrSim.set('SimulationCommand', 'Start');
while strcmp(rrSim.get('SimulationStatus'), 'Running')
    pause(1);
end
```

Use the helperVisualizeSpeedFollowerVelocityProfile function to plot the simulation results.

```
helperPlotSpeedFollowerVelocityProfile(rrSim, 1, 2);
```



Examine the simulation results.

- The **Relative distance** plot shows the relative longitudinal distance between the ego and lead vehicle. When the relative distance reaches 30m, the ego vehicle slows down to match the speed of the lead vehicle. At the end of the simulation, the ego vehicle maintains a constant distance from the lead vehicle and avoids collision.
- The **Relative velocity** plot shows the relative longitudinal velocity between the ego and lead vehicles. When the ego vehicle slows down, the relative velocity decreases until it reaches 0 m/s.
- The **Longitudinal velocity** plot shows the absolute longitudinal velocity of both the ego and the lead vehicle. When the Change Speed action is triggered, the ego vehicle slows down to match the speed of the lead vehicle, and continues to follow the speed of the lead vehicle.

## Conclusion

This example showed how to design a speed action follower in MATLAB by reading a Change Speed action and Follow Path action from RoadRunner Scenario. It also showed how to use a scenario variable to parameterize the scenario and simulate the updated scenario.

## See Also

### Blocks

RoadRunner Scenario | RoadRunner Scenario Reader | RoadRunner Scenario Writer

### Objects

Simulink.ScenarioSimulation

## **Related Examples**

- “Trajectory Follower with RoadRunner Scenario” on page 8-1374
- “Highway Lane Change Planner with RoadRunner Scenario” on page 8-1399
- “Generate Scenario Variations Using gRPC API” (RoadRunner Scenario)

## Highway Lane Change Planner with RoadRunner Scenario

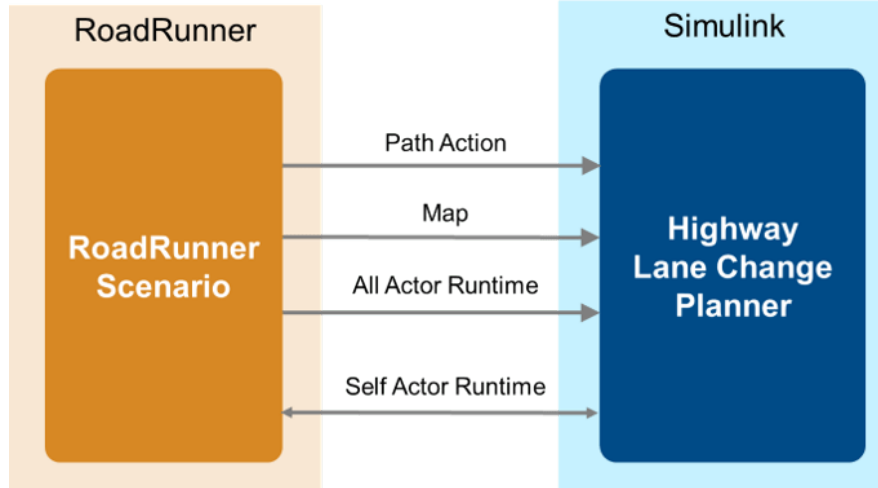
This example shows how to simulate a highway lane change planner, designed in Simulink®, with RoadRunner Scenario.

### Introduction

RoadRunner Scenario is an interactive editor that enables you to design scenarios for simulating and testing automated driving systems. You can place vehicles, define their paths and interactions in the scenario, and then simulate the scenario in the editor. RoadRunner Scenario supports in-editor playback for scenario visualization and connecting to other simulators, such as MATLAB® and Simulink, for cosimulation.

The lane change planner is a fundamental component of a highway lane change system that enables an ego vehicle to move from one lane to another. The lane change planner is expected to handle different driving behaviors to safely navigate the ego vehicle from one point to another point. This example shows how to use RoadRunner Scenario to simulate the highway lane change planner reference model used in the “Generate Code for Highway Lane Change Planner” on page 8-1160 example.

This figure shows an overview of the information exchanged between RoadRunner Scenario and the highway lane change planner. The lane change planner reads path action, map data, and all actor runtime from RoadRunner Scenario. The planner uses this information to sample trajectories, and then finds an optimal collision-free trajectory to navigate the ego vehicle in the scenario.



In this example, you:

- **Set up the environment** — Configure MATLAB settings to interact with RoadRunner Scenario.
- **Explore RoadRunner scenario** — Explore the RoadRunner scene and scenario required for simulating the highway lane change planner.
- **Explore the highway lane change planner test bench** — The test bench model has interfaces for RoadRunner Scenario, the highway lane change planner, metrics assessment, and visualization.
- **Simulate the lane change scenario** — Cosimulate the lane change planner with RoadRunner Scenario and assess performance.

- **Explore additional scenarios** — These scenarios test the system under additional conditions.

### Set Up Environment

This section shows how to set up the environment to cosimulate the highway lane change planner with RoadRunner Scenario.

Specify the path to your local RoadRunner installation folder. This code shows the path for the default installation location on Windows®.

```
rrAppPath = "C:\Program Files\RoadRunner R2022b\bin\win64";
```

Specify the path to your RoadRunner project. This code shows the path to a sample project folder on Windows.

```
rrProjectPath = "C:\RR\MyProjects";
```

To update the path for the RoadRunner installation folder, get the root object within the settings hierarchical tree. For more information, see `SettingsGroup`.

```
s = settings;  
s.roadrunner.application.InstallationFolder.TemporaryValue = rrAppPath;
```

Open RoadRunner using the specified path to your project.

```
rrApp = roadrunner(rrProjectPath);
```

The `rrApp` RoadRunner object enables you to interact with RoadRunner from the MATLAB workspace. You can open the scenario and update scenario variables using this object. For more information on variables, see “Generate Scenario Variations Using gRPC API” (RoadRunner Scenario).

Open a working copy of the highway lane change planner project example files. MATLAB copies the files to an example folder so that you can edit them.

```
addpath(fullfile(matlabroot,"toolbox","driving","drivingdemos"));  
helperDrivingProjectSetup("HLCPlannerWithRRScenario.zip",workDir=pwd);
```

Copy the RoadRunner scene, scenario, and behavior files to the RoadRunner project. To learn more about the RoadRunner environment, see “RoadRunner Project and Scene System” (RoadRunner).

```
copyfile("HLCPlannerWithRRScenario/HLCtestScenarios/RoadRunner/Scenes",fullfile(rrProjectPath,"S  
copyfile("HLCPlannerWithRRScenario/HLCtestScenarios/RoadRunner/Scenarios",fullfile(rrProjectPath  
copyfile("HLCPlannerWithRRScenario/HLCPlannerWithRRScenario/TestBench/HLCPlanner.rrbehavior.rrme
```

### Explore RoadRunner scenario

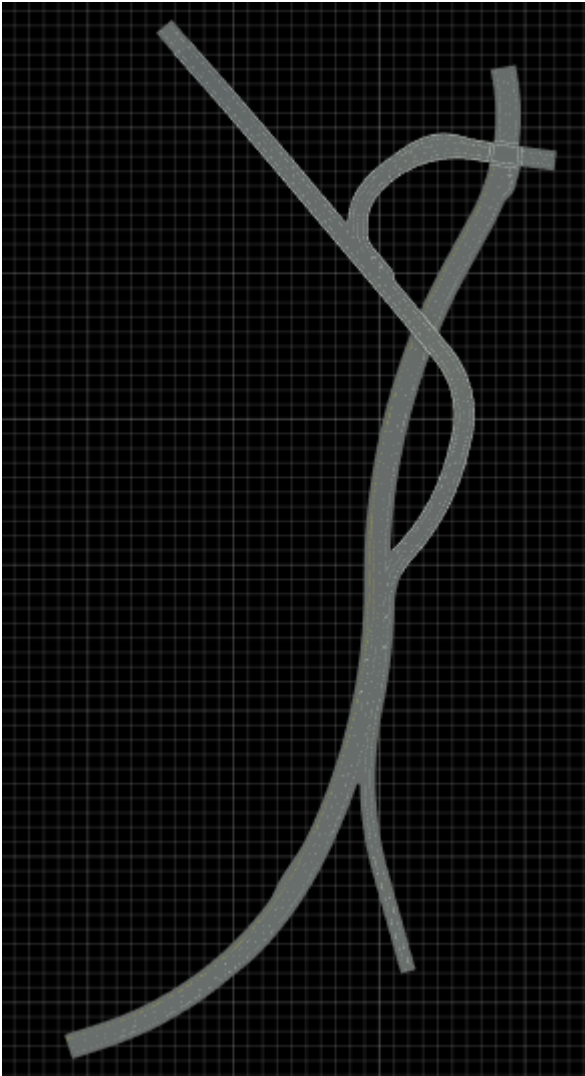
This example reuses the highway lane change planner from the “Generate Code for Highway Lane Change Planner” on page 8-1160 example. This planner supports specific road types and needs a reference path for planning its trajectories. As it requires time input for re-planning, you must synchronize the step size of the lane change planner model with RoadRunner scenario.

### Road Design

Highway lane change planner supports roads with elevation and non-uniform lane width. This example uses `FreewayGauntlet.rrscene` to simulate the highway lane change planner. The scene contains a one-way highway road which forks up to a bridge. Open the scene.



```
openScene(rrApp, "FreewayGauntlet.rrscene")
```



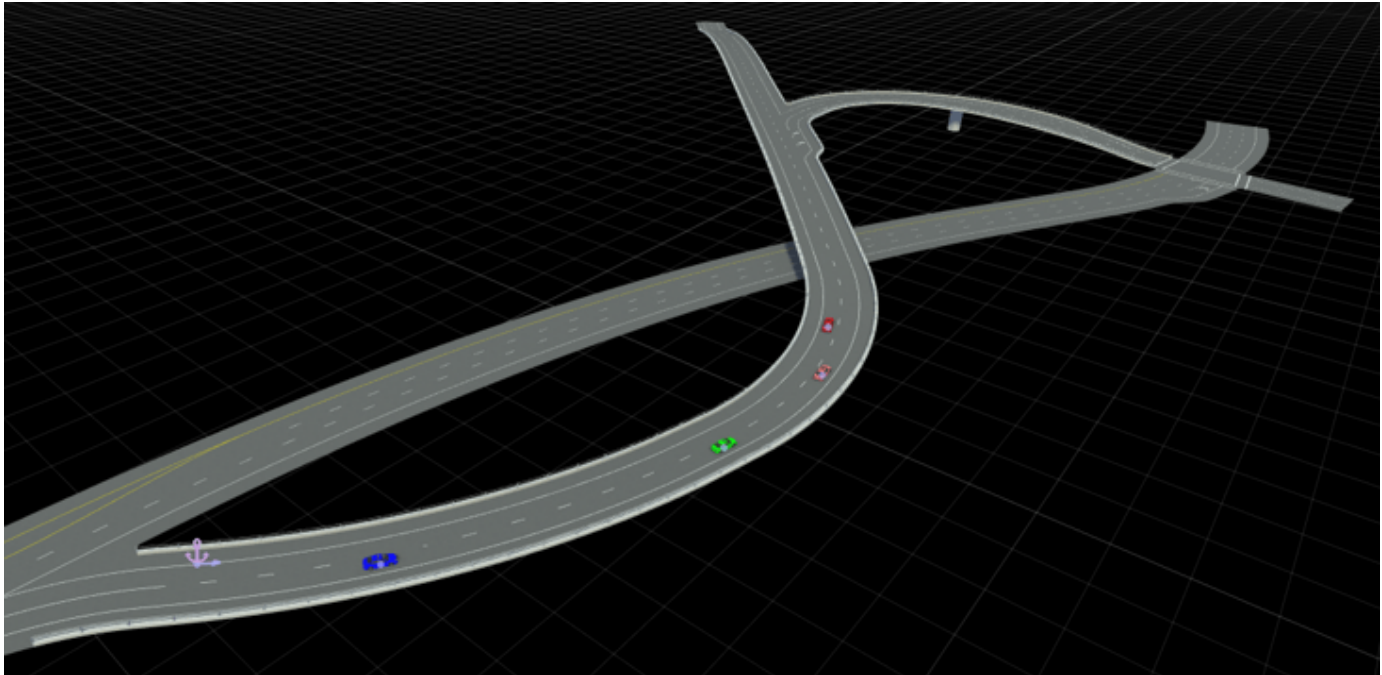
Notice that the road in the scene has elevations and variable lane width.

### **Ego Reference Path**

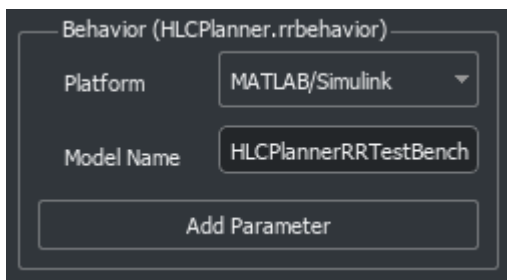
To navigate the ego vehicle, the lane change planner requires a predefined global reference path. You can specify the path for the vehicle using RoadRunner Scenario editor. For more information on how to specify a path, see “Path Editing” (RoadRunner Scenario). If you do not specify path for the vehicle, this example generates a path using lane centers.

This example uses the `scenario_HLCRR_09_Freeway_Exit.rrscenario` scenario. Open the scenario.

```
openScenario(rrApp, "scenario_HLCRR_09_Freeway_Exit.rrscenario");
```



The scenario consists of four vehicles. The blue sedan is named Ego. An explicit driving path is not specified for Ego. The planner uses the global reference path generated using lane centers. The other three vehicles are configured to use the built-in behavior of RoadRunner Scenario. In this example, these vehicles are the target actors. To simulate lane change behavior for the ego vehicle Ego, specify custom behavior for it using the `HLCPlanner.rrbehavior.rrmeta` file. For more information on custom behavior, see “Overview of Simulating RoadRunner Scenarios with MATLAB and Simulink” on page 7-2.



Connect to the RoadRunner Scenario server for cosimulation using the `createSimulation` function, and enable data logging.

```
rrSim = rrApp.createSimulation;
rrSim.set('Logging','on');
```

`rrSim` is the `Simulink.ScenarioSimulation` object. Use this object to set variables and to read scenario and map-related information.

### Simulation Step Size

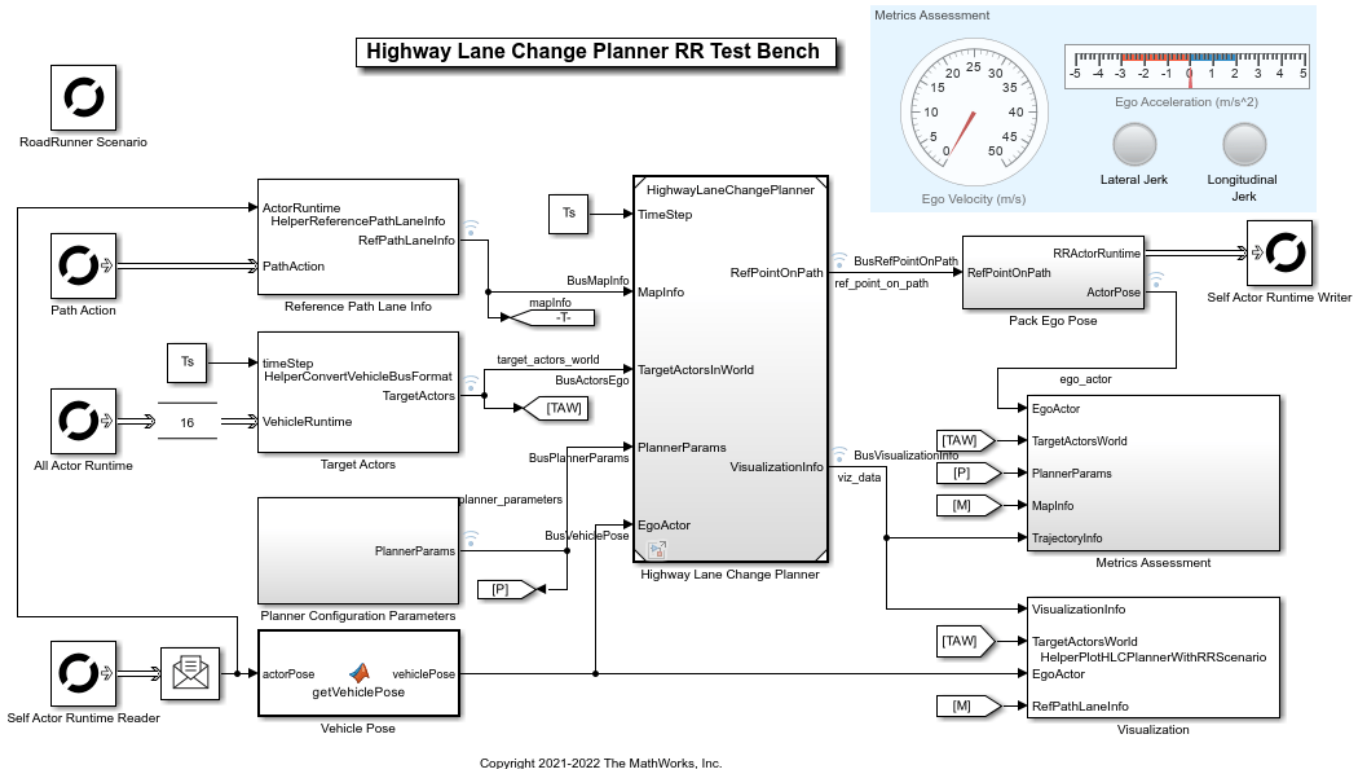
The lane change planner is designed to run at a step size of 0.1 seconds. Set the simulation step size of RoadRunner Scenario to 0.1 seconds.

```
Ts = 0.1;
rrSim.set('StepSize',Ts);
```

## Explore Highway Lane Change Planner Test Bench

In this example, you use a system level test bench model to simulate and test the behavior of a lane change planner with RoadRunner Scenario. Open the test bench model.

```
open_system("HLCP_lannerRRTestBench");
```



The test bench model contains RoadRunner Scenario blocks, which configure, read from, and write to RoadRunner Scenario, as well as these modules:

- **Highway Lane Change Planner** — Reference model that implements the lane change planner algorithm.
- **Planner Configuration Parameters** — Subsystem that specifies the configuration parameters required for the highway lane change planner algorithm.
- **Reference Path Lane Info** — System object™ that reads the reference path and populates the required lane information for the lane change planner.
- **Target Actors** — Subsystem that converts the runtime information of all the target vehicles to the required bus format for the lane change planner.
- **Metrics Assessment** — Subsystem that specifies metrics to assess the highway lane change planner behavior.
- **Pack Ego Pose** — Subsystem that updates the actor bus using the current state of the ego vehicle from the lane change planner.

- **Visualization** — System object that visualizes the status of the ego vehicle and other vehicles defined in the scenario.

The Highway Lane Change Planner model and Planner Configuration Parameters, Metrics Assessment, and Pack Ego Pose subsystems are based on the subsystems used in the “Generate Code for Highway Lane Change Planner” on page 8-1160 example. This example focuses on the RoadRunner Scenario blocks and the Reference Path Lane Info, Pack Ego Pose, and Visualization subsystems.

### RoadRunner Scenario Blocks

The RoadRunner Scenario blocks consist of:

- **RoadRunner Scenario** — Defines the interface for an actor model.
- **Path Action** — RoadRunner Scenario Reader block that reads the reference path of the ego vehicle.
- **All Actor Runtime** — RoadRunner Scenario Reader block that reads runtime information of all the vehicles.
- **Self Actor Runtime Reader** — RoadRunner Scenario Reader block that reads ego actor runtime information.
- **Self Actor Runtime Writer** — RoadRunner Scenario Writer block that writes the ego vehicle runtime to RoadRunner Scenario.

### Reference Path Lane Info

The Reference Path Lane Info System object is implemented as `HelperReferencePathLaneInfo.m`. The System object reads the specified reference path of the ego vehicle from the RoadRunner scenario to calculate the lane-related information `RefPathLaneInfo`, required by the highway lane change planner. If you do not specify the reference path for the ego vehicle, the System object generates the reference path using lane centers of the ego lane. The System object reads the `ActorRuntime` and `Follow Path Action` messages from RoadRunner Scenario, then constructs lane information for the reference path. The primary interface of the subsystem is:

```
RefPathLaneInfo = stepImpl(obj,ActorRuntime,PathAction)
```

- **ActorRuntime** — Self actor runtime message from RoadRunner Scenario.
- **PathAction** — Path action message from RoadRunner Scenario.
- **RefPathLaneInfo** — Bus with lane and path information required for highway lane change planner.

`RefPathLaneInfo` contains this information:

- **NumLanes** — Number of lanes in the scenario.
- **LaneWidth** — Width of each lane.
- **LaneCenters** — Lane center offsets from the reference path.
- **NumGlobalPlanPoints** — Number of points in the reference path.
- **GlobalPlanPoints** — Reference path points.

`HelperReferencePathLaneInfo` uses the `helperGetLaneInfo` function to read lane and lane boundary information from RoadRunner.

```
[lanes, laneBoundaries] = helperGetLaneInfo(rrSim);
```

The lanes output argument is a structure that contains these fields:

- ID — ID of the lane.
- TravelDir — Travel direction of the lane.
- LaneType — Type of lane.
- LeftLaneBoundary — Left lane boundary information.
- RightLaneBoundary — Right lane boundary information.
- SuccessorLanes — Successor of the current lane.
- PredecessorLanes — Predecessor of the current lane.
- Geometry — Lane center coordinates.

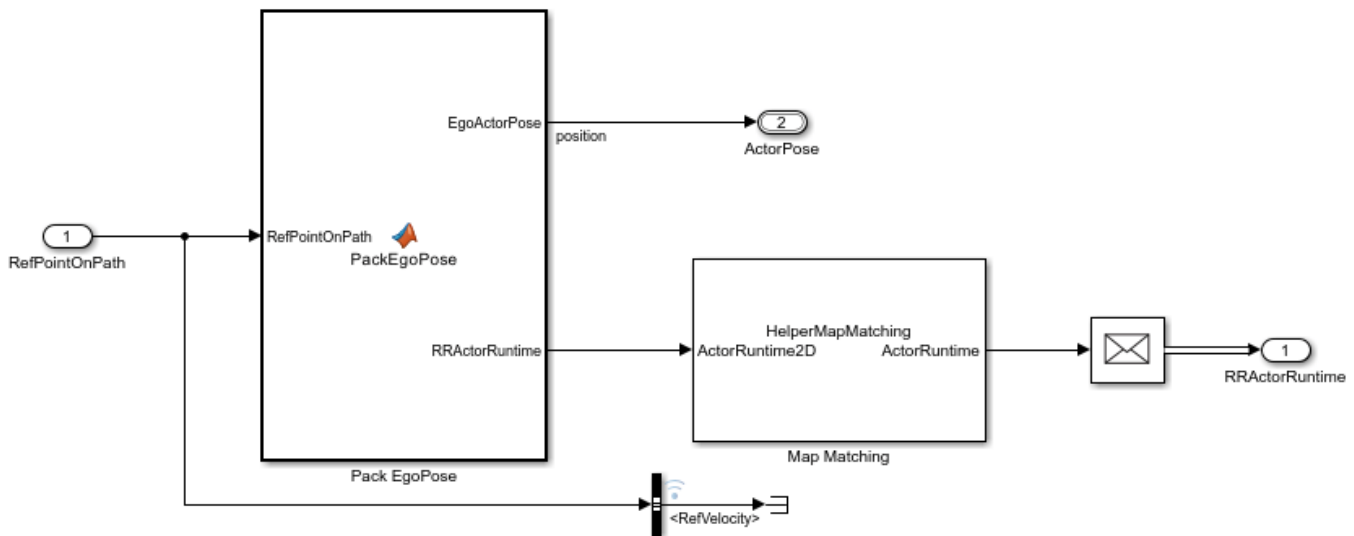
The laneBoundaries output argument is a structure with these fields:

- ID — ID of the lane boundary.
- Geometry — Lane boundary coordinates.

### Pack Ego Pose

The Pack Ego Pose subsystem packs the planner output into the actor runtime message and actor pose. The Self Actor Runtime Writer blocks writes the actor runtime message to RoadRunner Scenario. The actor pose is used as input for the Metrics Assessment subsystem.

```
open_system("HLCPlannerRRTestBench/Pack Ego Pose");
```



The Map Matching System object calculates roll and pitch information of the ego vehicle using map information. The System object outputs the actor pose with elevation and banking information.

### Visualization

Visualization System object creates a MATLAB plot of the capsule list of all vehicles and candidate trajectories of the ego vehicle. The HelperPlotHLCPlannerWithRRScenario script implements the visualization using this primary interface:

```
stepImpl(obj,VisualizationInfo,TargetActorsWorld,EgoActor)
```

- VisualizationInfo — Trajectory information obtained from the planner.
- TargetActorsWorld — Target actor runtime information.
- EgoActor — Ego vehicle runtime information.

### Simulate and Visualize Lane Change Scenario

This example uses the `helperSLHLCPPlannerRRSetup` function to initialize the ego and target actor profiles based on the selected scenario.

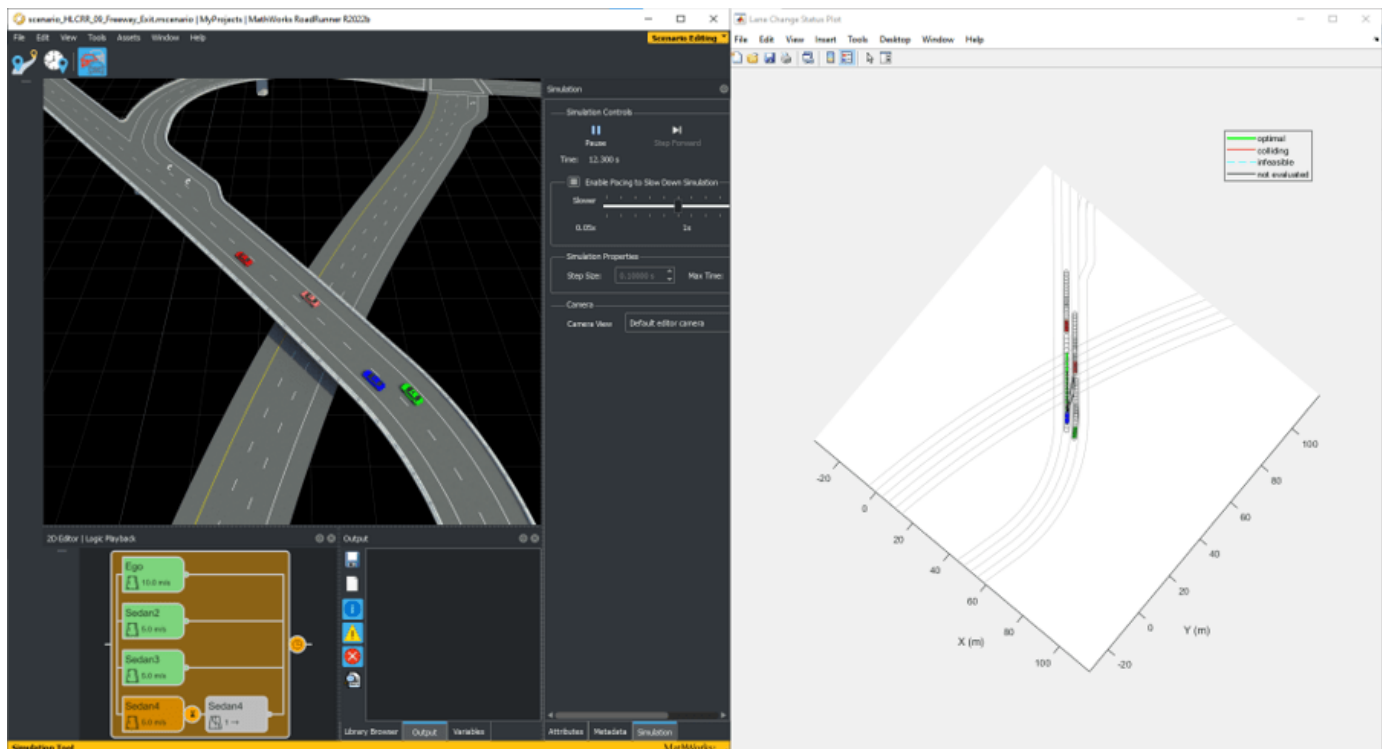
```
helperSLHLCPPlannerRRSetup(rrApp,rrSim,scenarioFileName="scenario_HLCRR_09_Freeway_Exit");
```

This model may take a couple of minutes to update the diagram when you are compiling for the first time. Update the model before running the simulation.

```
set_param("HLCPlannerRRTestBench",SimulationCommand="update");
```

Simulate the scenario and observe the lane changes made by the ego vehicle to avoid collisions with the target actors.

```
rrSim.set('SimulationCommand','Start');
while strcmp(rrSim.get("SimulationStatus"),"Running")
    pause(1);
end
hLCPlot = findobj(Type="Figure",Name="Lane Change Status Plot");
if ~isempty(hLCPlot)
    close(hLCPlot);
end
```



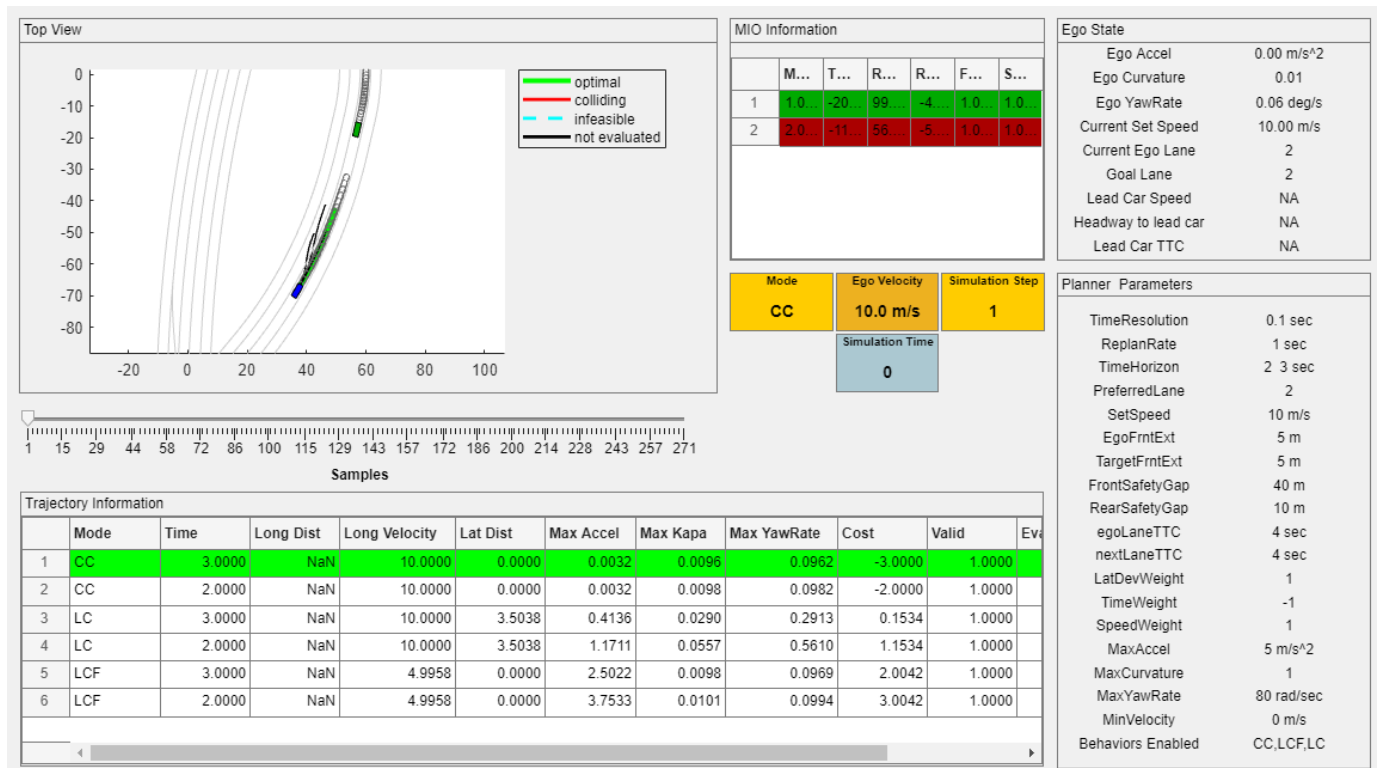
Notice that the ego vehicle changes lanes twice to avoid collision. Visualize the top view of the scenario using a MATLAB figure that plots the ego vehicle, sampled trajectories, capsule list, and other vehicles in the scenario. The visualization also shows the optimal, colliding, infeasible, and non-evaluated trajectories of the ego vehicle, in the MATLAB figure.

During the simulation, the model logs signals to base workspace as `logout`. You can analyze the simulation results and debug any failures in the system behavior using the `HelperAnalyzeLCRRSimulationResults` object. The `visualizeSimulationData` function of the object creates a MATLAB figure and plots the scenario. The slider in the figure enables you to select a desired simulation step to analyze different parameters shown in these panes:

- **Top View** — Shows top view of the scenario showing ego vehicle, sampled trajectories, capsule list, and other vehicles.
- **Trajectory Information** — Shows different attributes of sampled trajectories. The highlighted rows show the type of sampled trajectory by using the same color coding as shown in the **Top View**.
- **MIO Information** — Shows different attributes of identified most important objects (MIOs). The color of the row matches the face color of the corresponding vehicle.
- **Mode** — Shows the selected behavior for the ego vehicle.
- **Ego Velocity** — Shows the velocity of ego vehicle. Units are in meters per second.
- **Simulation Step** — Shows the simulation step number set using the slider.
- **Simulation Time** — Shows time corresponding to simulation step. Units are in seconds.
- **Ego State** — Shows parameters of the ego vehicle and identified lead vehicle.
- **Planner Parameters** — Shows configuration parameters for the planner.

Run the script and explore the plot.

```
visualizatonObj = HelperAnalyzeLCRRSimulationResults(logout);  
visualizatonObj.visualizeSimulationData
```



### Explore Other Scenarios

In this example, you have explored the system behavior for the `scenario_HLCRR_09_Freeway_Exit` scenario, which used `FreewayGauntlet.rrscene`. You can use the same test bench model to explore other scenarios. This example provides these additional scenarios, which are compatible with the `HLCPlannerRRTestBench` model.

- `scenario_HLCRR_01_SlowMoving`
- `scenario_HLCRR_02_SlowMoving_PassingCar`
- `scenario_HLCRR_03_DisabledCar`
- `scenario_HLCRR_04_DenseTraffic`
- `scenario_HLCRR_05_ALKS_CutIn_NoCollision`
- `scenario_HLCRR_06_ALKS_Cutout_DisabledCar`
- `scenario_HLCRR_07_Cutin_DisabledCar`
- `scenario_HLCRR_08_Freeway_CutIn`

`scenario_HLCRR_04_DenseTraffic` scenario use `CurvedRoad.rrscene` scene, which consists of a curved highway scene with four lanes and other scenarios use `WindingRoad.rrscene` scene, which consists of a winding highway scene with eight lanes. You can configure the `HLCPlannerRRTestBench` model to simulate these scenarios using the `helperSLHLCPlannerRRSetup` function. For example, to configure, the test bench to simulate the `scenario_HLCRR_01_SlowMoving` scenario, enter this command.



```
helperSLHLCPlannerRRSetup(rrApp, rrSim, scenarioFileName="scenario_HLCRR_01_SlowMoving")
```

## See Also

### Blocks

RoadRunner Scenario | RoadRunner Scenario Reader | RoadRunner Scenario Writer

### Objects

Simulink.ScenarioSimulation

## Related Examples

- “Speed Action Follower with RoadRunner Scenario” on page 8-1388
- “Trajectory Follower with RoadRunner Scenario” on page 8-1374
- “Highway Lane Following with RoadRunner Scenario” on page 8-1432
- “Generate Scenario Variations Using gRPC API” (RoadRunner Scenario)
- “Highway Lane Change” on page 8-845
- “Generate Code for Highway Lane Change Planner” on page 8-1160
- “Highway Lane Change Planner and Controller” on page 8-1339

## Truck Platooning Using Vehicle-to-Vehicle Communication

This example shows how to simulate a platooning application with vehicle-to-vehicle (V2V) communication, tractor-trailer dynamics, and controller components in the Unreal Engine® simulation environment.

### Introduction

Platooning is the coordinated travel by two or more autonomous vehicles, with each following vehicle maintaining a consistent distance from the preceding vehicle. The vehicle at the front of the line serves as the platoon leader. As the movement of the platoon leader changes, the vehicles behind it respond and adjust. The vehicles use V2V communication and automated driving systems for effective platooning. Vehicles traveling in tightly spaced platoons can improve traffic flow, safety, and fuel economy.

This example shows how to design and simulate platooning of trucks that have tractors and trailers by using V2V communication. To test the platooning application, you can configure the test bench model with different acceleration profiles for the platoon leader, and also specify different initial states for both the leader and the followers. In this example, you:

- **Explore the test bench model** — The test bench model consists of a platoon leader and two platoon followers, as well as V2V communication, visualization, and metrics components.
- **Model V2V communication** — Model the V2V communication between three vehicles for platooning. Each vehicle in the platoon has a V2V transmitter and a V2V receiver. The V2V transmitter enables the vehicle to transmit its pose information using basic safety messages (BSMs). The platoon followers use V2V receivers to receive BSMs from other vehicles.
- **Model platooning controller** — Each platoon follower has a platooning controller that specifies longitudinal controls to keep a constant spacing from its preceding vehicle while following the lead vehicle.
- **Model 6DOF tractor-trailer dynamics** — The six degrees of freedom (DOF) tractor-trailer dynamics model a three-axle tractor towing a three-axle trailer through a hitch.
- **Simulate the test bench model** — Simulate the test bench model to test the integration of the V2V communication, platooning controller, and the vehicle dynamics components and visualize the results.
- **Explore other scenarios** — These scenarios test the system under additional conditions.

This example uses Unreal Engine from Epic Games® for visualization, which requires a Windows® 64-bit platform.

```
if ~ispc
    error(['3D Simulation is supported only on Microsoft',char(174),' Windows',char(174),'.'])
end
```

### Explore Test Bench Model

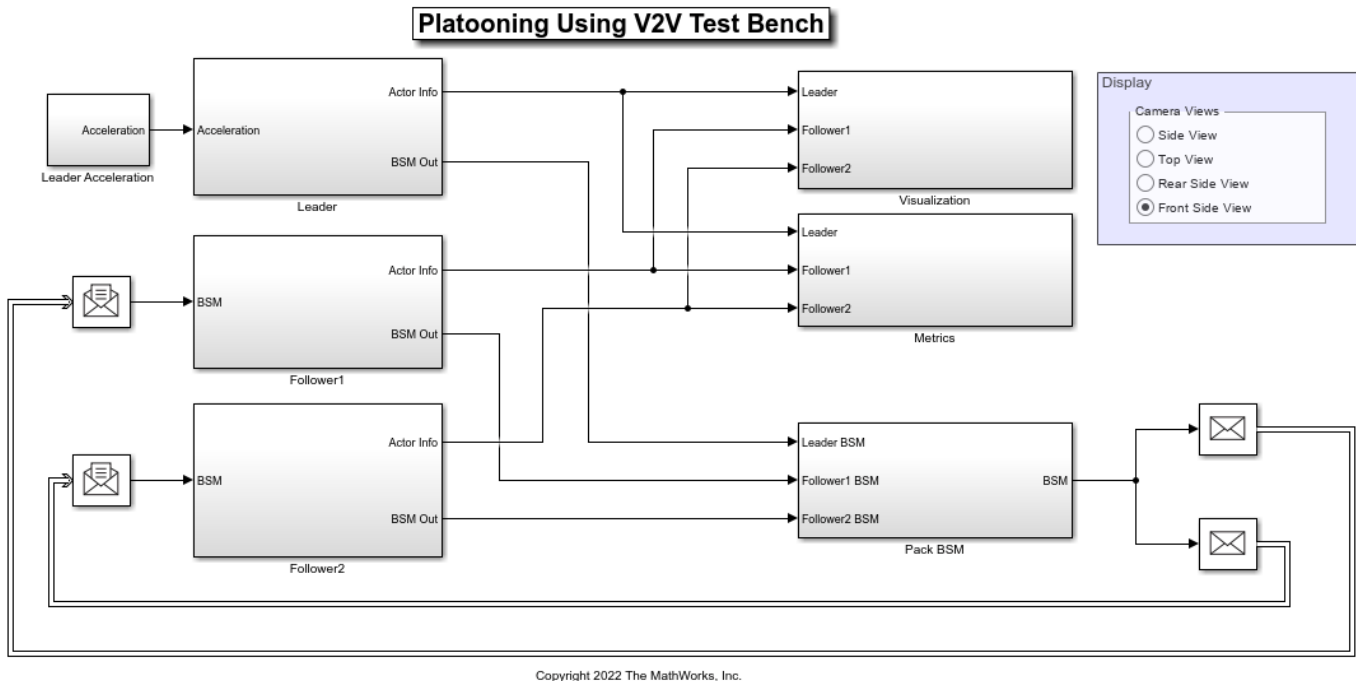
In this example, you use a system-level simulation test bench model to explore and analyze the interactions between the platooning controller and the behavior of the tractor-trailer dynamics model for the platooning system.

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

```
helperDrivingProjectSetup("Platooning.zip",workDir=pwd)
```

Open the simulation test bench model.

```
open_system("PlatooningUsingV2VTestBench")
```



Opening this model runs the `helperSLPlatooningUsingV2VSetup` function, which initializes the vehicles with their initial poses and creates all the variables in the base workspace required by the test bench model. The function runs the default scenario, `scenario_01_Platooning_StartAndSlow`, which places three tractors and their trailers in the Straight Road (Vehicle Dynamics Blockset) scene with the given initial spacing and initial velocity. This function also loads the `V2XChannelInfo.mat` file, to save the precomputed channel characteristics to the base workspace for the range specified. The setup function configures the controller parameters, vehicle model parameters, and Simulink® bus signals required for defining the inputs and outputs for the `PlatooningUsingV2VTestBench` model.

The test bench model contains these subsystems:

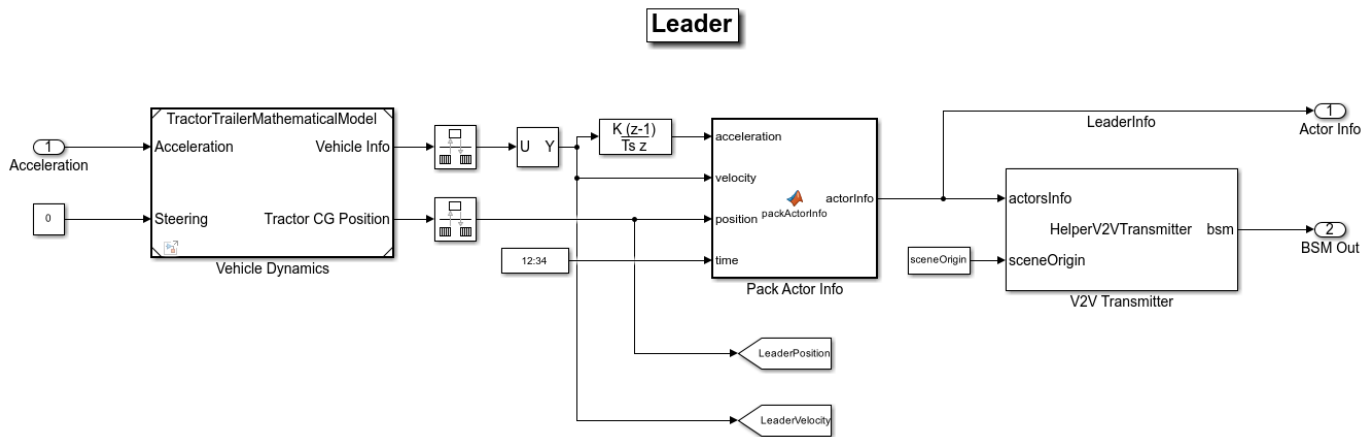
- **Leader** — Models the platoon leader, which moves along the lane and follows a given acceleration profile.
- **Follower1 and Follower2** — The `Follower1` and `Follower2` subsystems model the platoon followers, which use V2V communication and a platooning controller to follow the platoon leader.
- **Metrics** — Verifies platoon stability and checks for collision.
- **Visualization** — Displays the platoon in a 3D simulation environment using a camera, and plots the vehicle velocity and spacing.
- **Display** — The `Display` area provides radio buttons to select the desired camera view from these options: **Side View**, **Top View**, **Rear Side View**, or **Front Side View**.

### Platoon Leader

The platoon leader determines the course of the journey and drives the entire platoon. This example configures the leader to travel in a straight line with a predefined acceleration profile.

Open the Leader subsystem.

```
open_system("PlatooningUsingV2VTestBench/Leader")
```



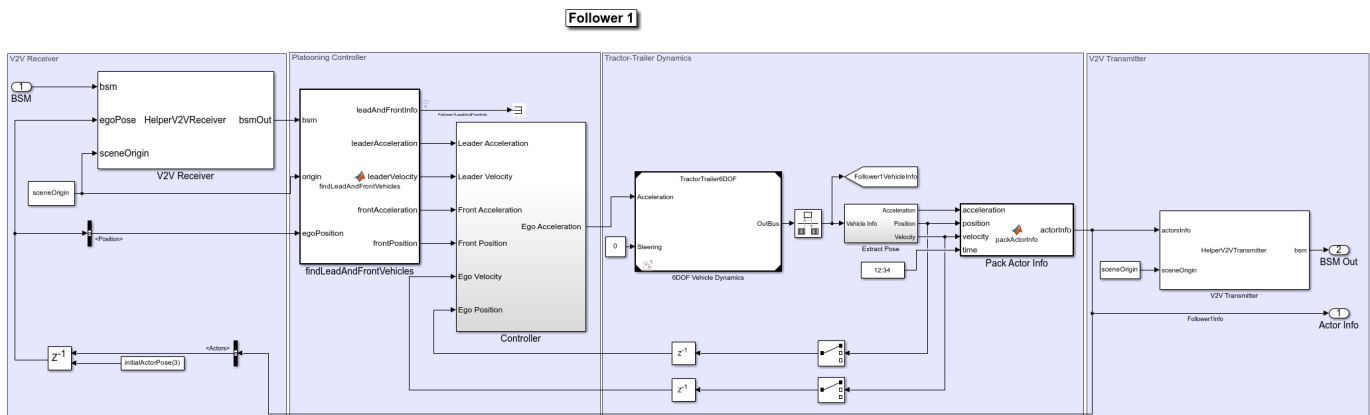
The Leader subsystem implements the platoon leader using the mathematical model of tractor-trailer dynamics. The mathematical model has two inputs: acceleration and steering angle. The acceleration is set from a predefined set of values, and the steering angle is set to zero, because the vehicles travel on a straight road. The Pack Actor Info MATLAB Function block packages the updated vehicle information and feeds it to the V2V Transmitter block, which transmits it to other vehicles in the platoon as BSM messages.

### Platoon Followers

This example models two platoon followers that follow the leader and keep constant spacing from the preceding vehicle.

Open the Follower1 subsystem.

```
open_system("PlatooningUsingV2VTestBench/Follower1")
```



The Follower1 subsystem consists of four sections:

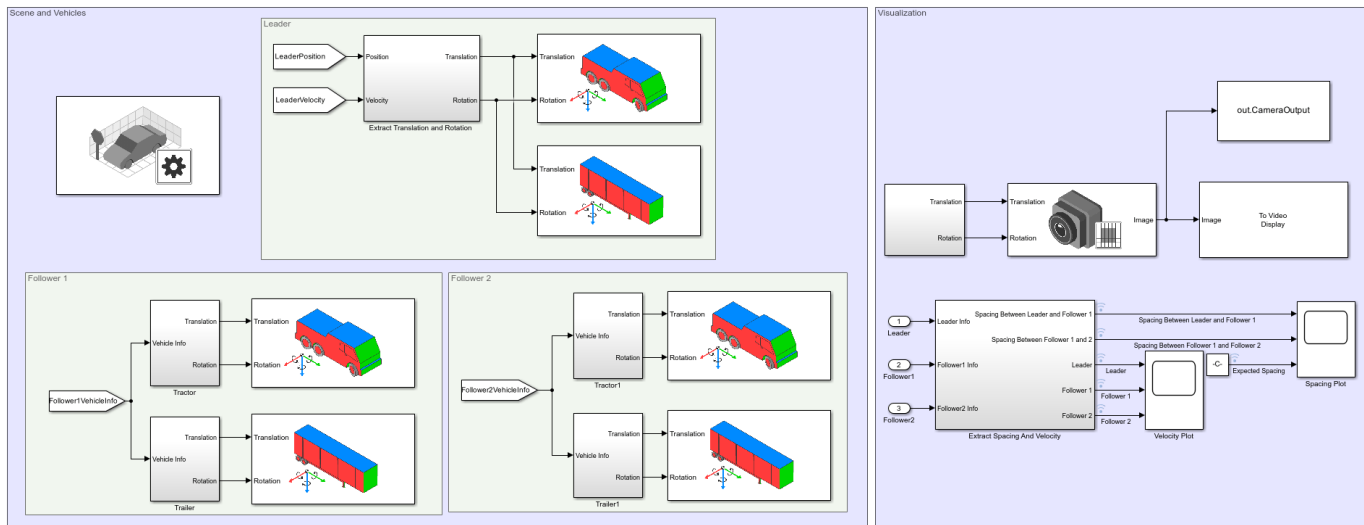
- **V2V Receiver** — Implements the receiver behavior for the followers to receive the BSMs from other vehicles present in the platoon using the precomputed channel characteristics.
- **Platooning Controller** — Extracts information about platooning vehicles from the received BSM and feeds this information to the controller. The Controller subsystem computes the acceleration of platoon followers to maintain a constant spacing from preceding vehicle and follow the lead vehicle.
- **Tractor-Trailer Dynamics** — Implements a model of a three-axle tractor towing a three-axle trailer through a hitch. The tractor, trailer, and hitch are of six degrees of freedom (DOF). The tractor and trailer both have individual models for their vehicle body, wheels, and suspension. The platooning controller feeds the acceleration input to the vehicle dynamics, and the steering angle remains constant at zero.
- **V2V Transmitter** — Implements the transmitter of the platoon follower. This block takes the actor information and scene origin as input to generate and broadcast the BSM.

## Visualization

The Visualization subsystem sets up the 3D visualization, and plots the velocity of the vehicles and the spacing between them.

Open the Visualization subsystem.

```
open_system("PlatooningUsingV2VTestBench/Visualization")
```



These blocks configure the vehicles and 3D simulation environment:

- The Simulation 3D Scene Configuration (Vehicle Dynamics Blockset) block configures the 3D simulation environment. This example uses the Straight Road (Vehicle Dynamics Blockset) scene for 3D simulation environment.
- The Simulation 3D Tractor (Vehicle Dynamics Blockset) block implements a three-axle tractor in the 3D simulation environment.
- The Simulation 3D Trailer (Vehicle Dynamics Blockset) block implements a three-axle trailer in the 3D simulation environment. Vehicle dynamics models for each tractor and trailer provide their updated positions.

These parts of the subsystem implement the camera display and generate the plots for velocity and spacing:

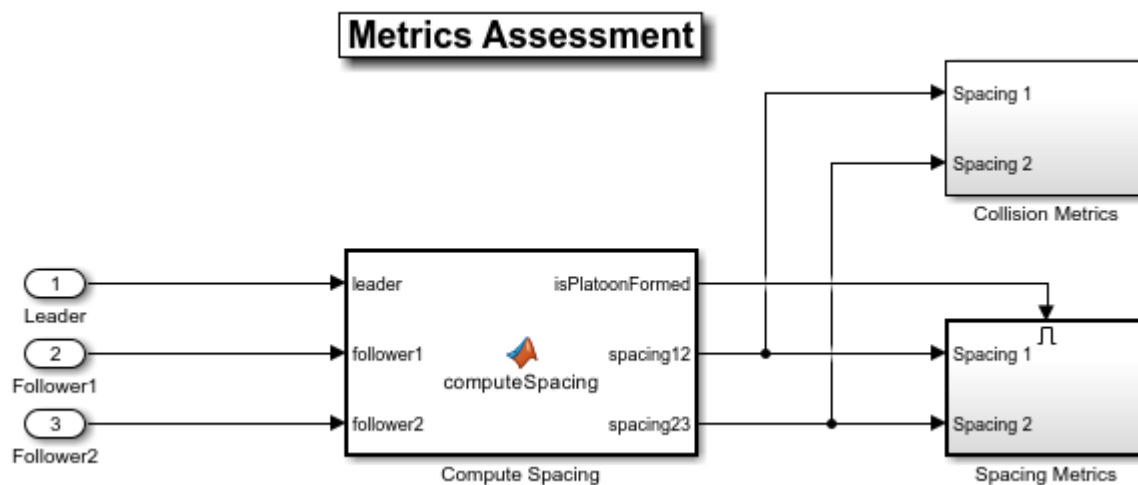
- The Simulation 3D Camera block captures the images from the 3D simulation environment.
- The To Video Display block displays the images captured by the camera.

### Metrics Assessment

The Metrics subsystem verifies platoon stability and checks for collision.

Open the Metrics subsystem.

```
open_system("PlatooningUsingV2VTestBench/Metrics")
```



This example evaluates the platooning system using these metrics:

- **Spacing Metrics** — Verifies whether the spacing between the vehicles are within a given range. These metrics are enabled only after the platoon formation.
- **Collision Metrics** — The collision metrics check for collision during the simulation and stop the simulation if there is any collision.

### Model V2V Communication

The platooning controller of each vehicle needs precise information about the other vehicles for effective platooning. V2V communication enables the vehicles in the platoon to communicate with each other over a wireless network. Using V2V communication, the platooning controller of each follower vehicle receives the position, velocity, and acceleration information from the other vehicles. Based on this information, the platooning controller specifies the longitudinal controls for a follower vehicle.

This example models V2V communication using these elements:

- **V2V Transmitter** — The `HelperV2VTransmitter` System object™ implements the transmitter of the vehicles. Using the actor information, the transmitter generates the BSM for each vehicle. In this example, the leader and followers have their own transmitters to generate their BSMs.
- **V2V Receiver** — The `HelperV2VReceiver` System object implements the receiver behavior. It takes the BSM, ego information, and scene origin as input. The `V2V Receiver` uses precomputed

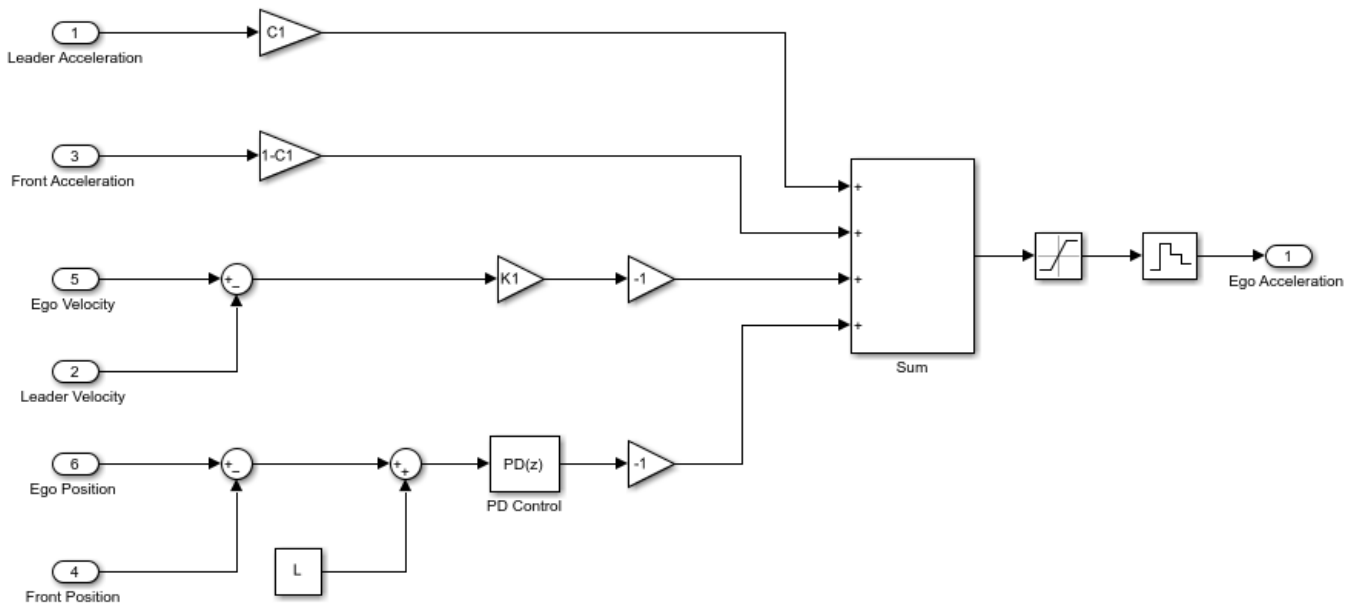
channel characteristics to receive the transmitted BSM message. The channel characteristics provide the throughput percentage for a given distance between the transmitter and receiver. If the throughput percentage is greater than the generated random number, then the receiver receives the BSM and appends it to the output. In this example, each platoon follower has its own receiver.

For more information about V2V communication and BSMs, see the “Intersection Movement Assist Using Vehicle-to-Vehicle Communication” on page 8-1350 example.

### Model Platooning Controller

The platooning controller specifies the longitudinal controls for the follower vehicles. In the `Follower1` subsystem, open the `Controller` subsystem.

```
open_system("PlatooningUsingV2VTestBench/Follower1/Controller")
```



The platooning controller has these objectives:

- Individual vehicle stability — The spacing error for each following vehicle converges to zero if the preceding vehicle is traveling at constant speed.
- String stability — Spacing errors do not amplify as they propagate towards the tail of the vehicle string.

The controller of each platoon follower reads the poses of the platoon leader, preceding vehicle, and itself. Using this input information, the controller computes the longitudinal acceleration for the platoon follower. This example sets the constant spacing value to 7 meters.

For more details about the controller design and tuning, see the “Design Controller for Vehicle Platooning” (Simulink Control Design) example.

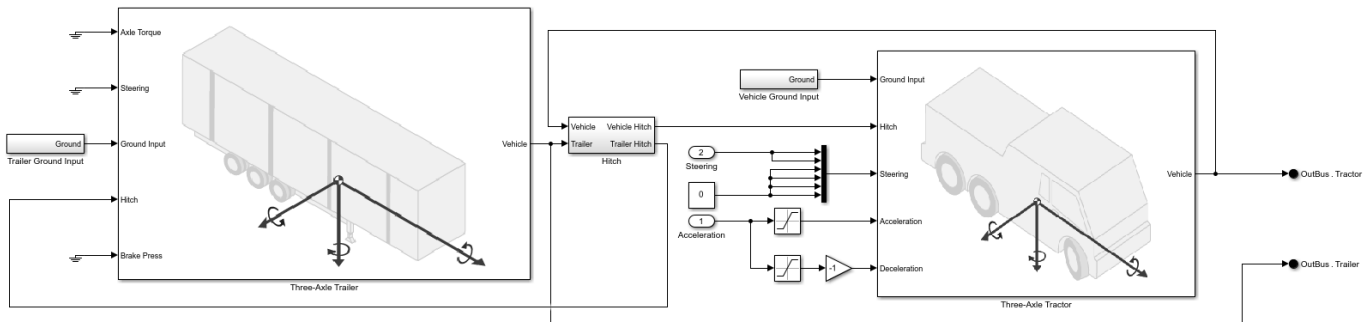
### Model 6DOF Tractor-Trailer Dynamics

The 6DOF tractor-trailer dynamics model implements a three-axle tractor towing a three-axle trailer. The tractor tows the trailer through a 6DOF hitch.

Open the 6DOF model.

```
open_system("TractorTrailer6DOF","force")
```

### Three-Axle Tractor Towing Three-Axle Trailer



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The vehicle dynamics model has three subsystems, for the tractor, the trailer, and the hitch. Both the three-axle tractor and trailer subsystems include models for the wheels, suspension, and vehicle body. The vehicle dynamics model accepts acceleration and steering as the input and outputs the information about the vehicle body, wheels, and suspension. The input acceleration is converted into the axle torque and brake pressure of the tractor. The steering controls the steering angle of the front axle of the tractor.

For more details about the vehicle dynamics model, see the “Three-Axle Tractor Towing a Three-Axle Trailer” (Vehicle Dynamics Blockset) example.

### Simulate Test Bench Model

In this section, you configure the model and assess the simulation results of the platooning system.

Configure the `PlatooningUsingV2VTestBench` model to use the `scenario_01_Platooning_StartAndSlow` scenario. This scenario sets the tractors and the trailers on a straight road with the given initial spacing and velocity. The scenario also selects the appropriate acceleration profile for the leader.

```
helperSLPlatooningUsingV2VSetup(ScenarioFcnName="scenario_01_Platooning_StartAndSlow")
```

Run the simulation and visualize the results. Use the visualization window to view the vehicles and the scopes to view the spacing and velocity while the simulation is running. To select the desired camera view, use the radio buttons in the `Display` area of the test bench model.

```
out = sim("PlatooningUsingV2VTestBench");
% Close the scopes
scopeHandles = get(0,"ShowHiddenHandles");
set(0,ShowHiddenHandles="On")
hScope = findobj(0,Type="Figure",Tag="SIMULINK_SIMSCOPE_FIGURE");
close(hScope)
set(0,ShowHiddenHandles=scopeHandles)

### Starting serial model reference simulation build.
### Model reference simulation target for TractorTrailerMathematicalModel is up to date.
### Model reference simulation target for TractorTrailer6DOF is up to date.
```



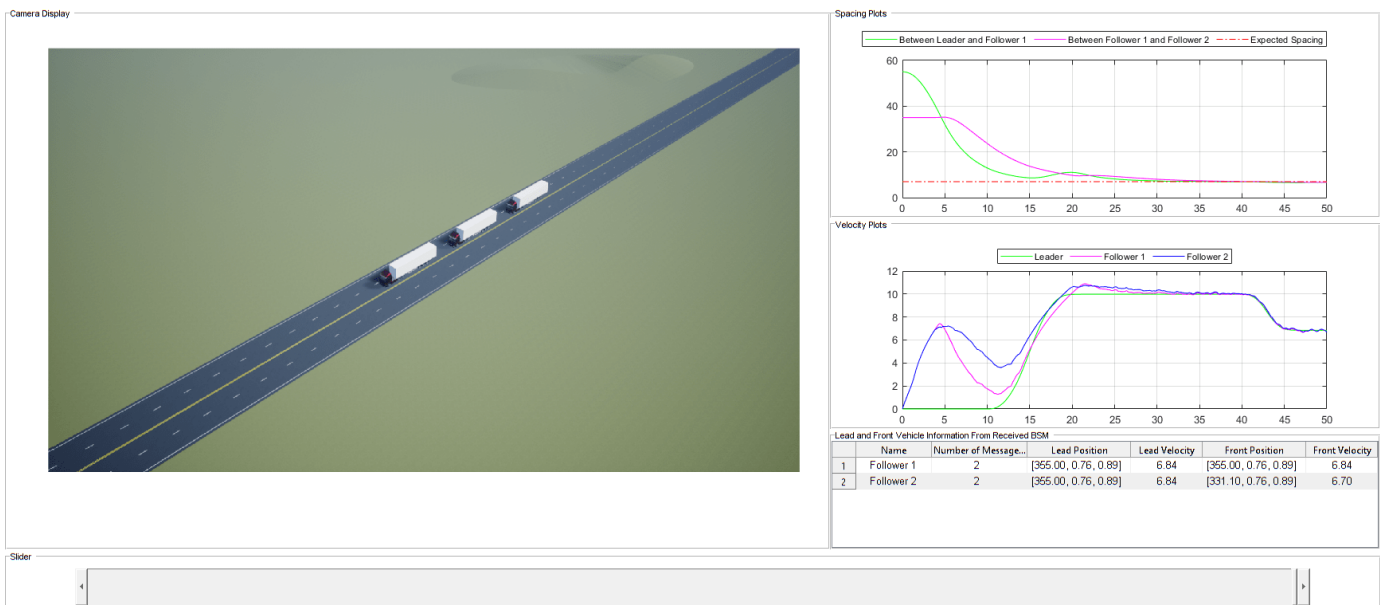
## Build Summary

0 of 2 models built (2 models already up to date)  
Build duration: 0h 1m 9.2024s

During simulation, the model logs signals to the base workspace and records the output of the camera sensor. You can use the `helperPlotSimulationResults` function to visualize the simulation results.

Plot the simulation results.

```
hFig = helperPlotSimulationResults(out);
```



Close the figure.

```
close(hFig)
```

## Explore Other Scenarios

The example provides these additional scenarios that are compatible with the `PlatooningUsingV2VTestBench` model. All these scenarios are configured on the Straight Road (Vehicle Dynamics Blockset) scene to test the platooning application with different acceleration profiles and initial conditions.

- `scenario_01_Platooning_StartAndSlow` (default)
- `scenario_02_Platooning_StopAndGo`
- `scenario_03_Platooning_AccelAndStop`

For more details on each scenario, view the comments in its file. You can configure the Simulink model and workspace to simulate these scenarios using the `helperSLPlatooningUsingV2VSetup` function. For example, this command configures the test bench model to use the default `scenario_01_Platooning_StartAndSlow` scenario.

```
helperSLPlatooningUsingV2VSetup(ScenarioFcnName="scenario_01_Platooning_StartAndSlow")
```

## **See Also**

### **Blocks**

Simulation 3D Camera | Simulation 3D Scene Configuration | Simulation 3D Tractor | Simulation 3D Trailer

## **Related Examples**

- “Design Controller for Vehicle Platooning” (Simulink Control Design)
- “Intersection Movement Assist Using Vehicle-to-Vehicle Communication” on page 8-1350
- “Three-Axle Tractor Towing a Three-Axle Trailer” (Vehicle Dynamics Blockset)

# Automate PIL Testing for Forward Vehicle Sensor Fusion

This example shows how to generate embedded code for the “Forward Vehicle Sensor Fusion” on page 8-1100 algorithm and verify it using processor-in-the-loop (PIL) simulation on NVIDIA® Jetson® hardware. It also shows how to automate the testing of the algorithm on this board using Simulink® Test™. In this example, you:

- Configure the model to run a PIL simulation, and verify the results against a normal simulation.
- Perform automated PIL testing for the forward vehicle sensor fusion algorithm using Simulink Test.

## Introduction

The forward vehicle sensor fusion component of an automated driving system performs information fusion from different sensors to perceive surrounding environment in front of an autonomous vehicle. This component is central to the decision-making process in various automated driving applications, such as highway lane following and forward collision warning. This component is commonly deployed to the target hardware.

This example shows how you can test a forward vehicle sensor fusion algorithm on NVIDIA Jetson hardware using PIL simulation. A PIL simulation cross-compiles generated source code, and then downloads and runs object code on your target hardware. By comparing the normal and PIL simulation results, you can test the numerical equivalence of your model and the generated code. For more information, see “SIL and PIL Simulations” (Embedded Coder).

This example builds upon the “Forward Vehicle Sensor Fusion” on page 8-1100 example.

In this example, you:

- 1 Review the test bench model** — The model contains sensors, a sensor fusion and tracking algorithm, and metrics to assess functionality.
- 2 Simulate the model** — Configure the test bench model for a test scenario. Simulate the model and visualize the results.
- 3 Generate C code** — Configure the reference model to generate C code.
- 4 Run PIL simulation** — Perform PIL simulation on NVIDIA Jetson hardware and assess the results.
- 5 Automate the PIL testing** — Configure the **Test Manager** to simulate each test scenario, assess success criteria, and report results. Explore the results dynamically in the **Test Manager**, and export them to a PDF for external review.

## Review Test Bench Model

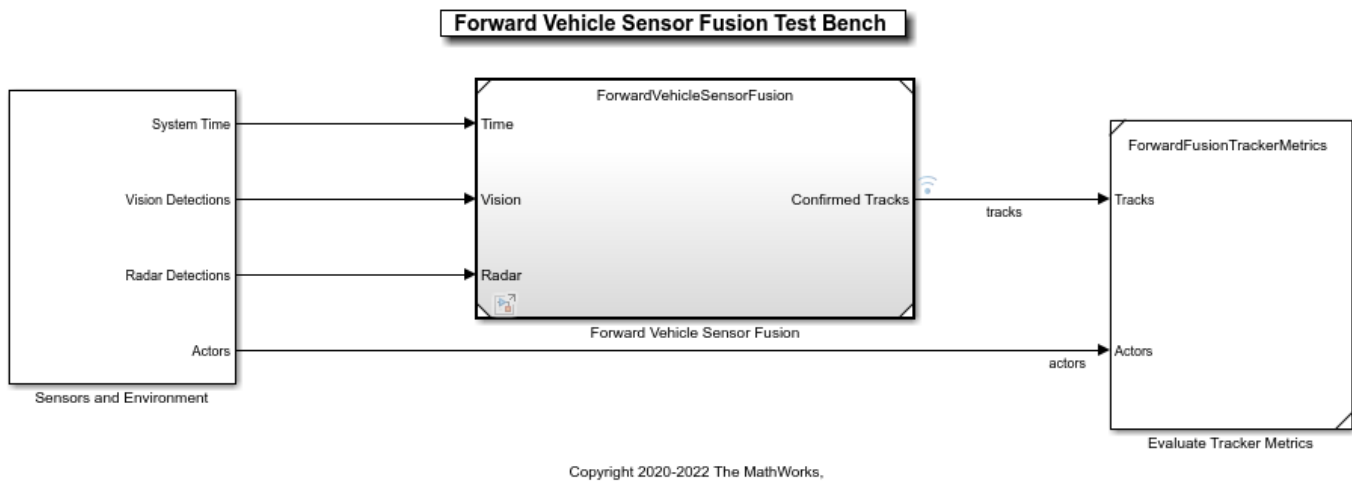
To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

```
helperDrivingProjectSetup("FVSensorFusion.zip",workDir=pwd)
```

This example reuses the ForwardVehicleSensorFusionTestBench model from the “Forward Vehicle Sensor Fusion” on page 8-1100 example.

Open the test bench model.

```
open_system("ForwardVehicleSensorFusionTestBench")
```



Opening this model runs the `helperSLForwardVehicleSensorFusionSetup` script, which initializes the scenario using the `drivingScenario` object in the base workspace. It also configures the sensor fusion and tracking parameters, vehicle parameters, and the Simulink bus signals required for defining the inputs and outputs for the `ForwardVehicleSensorFusionTestBench` model. The test bench model contains these subsystems:

- **Sensors and Environment** — Specifies the scene, vehicles, and sensors used for simulation.
- **Forward Vehicle Sensor Fusion** — Implements the radar clustering, detection concatenation, and object tracking algorithms.
- **Evaluate Tracker Metrics** — Assesses the tracker performance using the generalized optimal subpattern assignment (GOSPA) metric between a set of tracks and their ground truths.

For more information about these subsystems, see the “Forward Vehicle Sensor Fusion” on page 8-1100 example.

### Simulate Model

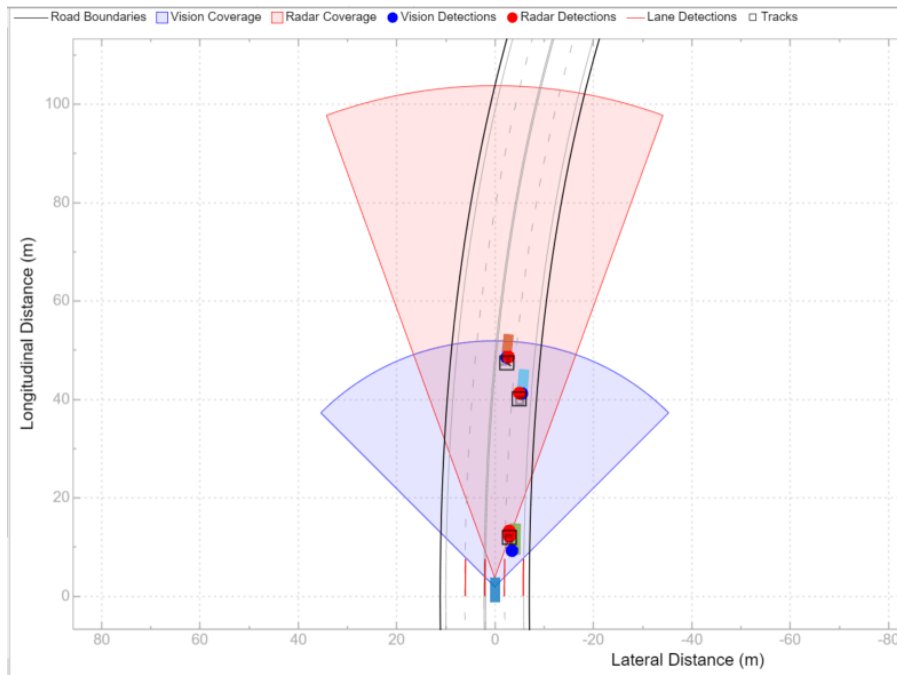
Configure the `ForwardVehicleSensorFusionTestBench` model to simulate the `scenario_LFACC_03_Curve_StopnGo` scenario. This scenario contains six vehicles, including the ego vehicle. The scenario function defines their trajectories. In this scenario, the ego vehicle has a lead vehicle in its lane. In the lane to the right of the ego vehicle, target vehicles indicated in green and blue are traveling in the same direction. In the lane to the left of the ego vehicle, target vehicles indicated in yellow and purple are traveling in the opposite direction.

```
helperSLForwardVehicleSensorFusionSetup(scenarioFcnName="scenario_LFACC_03_Curve_StopnGo")
```

Simulate the test bench model.

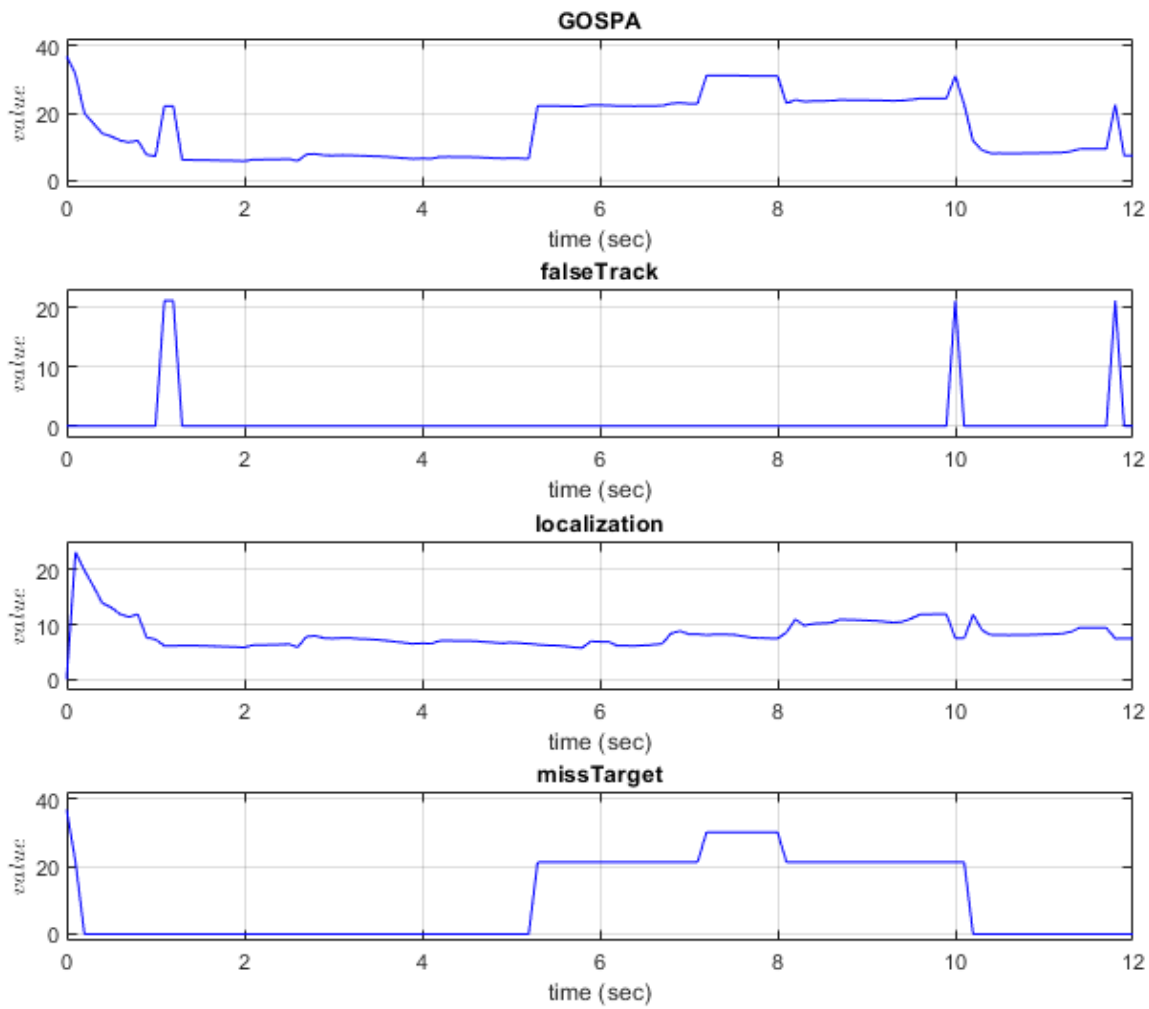
```
sim("ForwardVehicleSensorFusionTestBench")
```

Simulation opens the 3D Simulation window, which displays the scenario, but does not display detections or sensor coverage. Use the **Bird's-Eye Scope** to visualize the ego actor, target actors, sensor coverage and detections, and confirmed tracks. To visualize only the sensor data, turn off the 3D Simulation window during simulation by clearing the **Display 3D simulation window** parameter in the Simulation 3D Scene Configuration block.



During the simulation, the model outputs the GOSPA metric and its components. The model logs the metrics, with the confirmed tracks and ground truth information, to the base workspace variable `logstdout`. You can plot the values in `logstdout` by using the `helperPlotForwardVehicleSensorFusionResults` function.

```
hFigResults = helperPlotForwardVehicleSensorFusionResults(logstdout);
```



The plots show that the localization error accounts for most of the GOSPA metric values. Notice that the missed target component starts from a high value, due to establishment delay of the tracker, and goes down to zero after some time. The other peaks in the missed target curve occur because there were no detections for the opposite vehicles initially as they are occluded due to lead vehicle and also once the vehicles approach the ego vehicle in the opposite direction, there is some establishment delay of the tracker causing peaks in missed target.

Close the figure.

```
close(hFigResults)
```

### Generate C Code

You can now generate C code for the algorithm, apply common optimizations, and generate a report to facilitate exploring the generated code. Configure the Forward Vehicle Sensor Fusion model

to generate C code for real-time implementation of the algorithm. Set the model parameters to enable code generation and display the configuration values.

Set the model parameters to enable C code generation and save the model.

```
helperSetModelParametersForPIL("ForwardVehicleSensorFusion")
save_system("ForwardVehicleSensorFusion")
```

Generate code for the reference model.

```
slbuild("ForwardVehicleSensorFusion");
```

Review the code generation report. Notice that the "Memory Information\*" metric shows that the algorithm requires less than 1 MB of memory during execution. As such, you can deploy and run the model on any hardware with 1 MB or more of RAM.

The screenshot displays the 'Code Generation Report' window for the model 'ForwardVehicleSensorFusion'. The report is organized into several sections:

- Model Information:**
  - Author: The MathWorks, Inc.
  - Last Modified By: The MathWorks, Inc.
  - Model Version: 6.40
  - Tasking Mode: SingleTasking
- Code Information:**
  - System Target File: ert.tlc
  - Hardware Device Type: ARM Compatible->ARM 64-bit (LP64)
  - Simulink Coder Version: 9.7 (R2022b) 14-Apr-2022
  - Timestamp of Generated Source Code: Wed May 25 21:07:19 2022
  - Location of Generated Source Code: \AutomateTestingForForwardVehicleSensorFusionExample\ForwardVehicleSensorFusion\_ert\_rtw
  - Type of Build: Model
  - Memory Information: **Global Memory: 329164(bytes), Maximum Stack: 336(bytes)** (highlighted in red)
  - Objectives Specified: unmet
- Additional Information:**
  - Code Generation Advisor: Not run

The left sidebar shows a 'Content' pane with a tree view of the report sections, including Summary, Subsystem Report, Code Interface Report, Traceability Report, Static Code Metrics Report, Code Replacements Report, and Code Assumptions. Under the 'Code' section, various files are listed, such as ert\_main.c, Model files, ForwardVehicleSensorF files, Data files, Utility files, Interface files, and Other files.

## Run PIL Simulation

After generating the C code, you can now verify the code using PIL simulation on an NVIDIA Jetson board. The PIL simulation enables you to test the functional equivalence of the compiled, generated code on the intended hardware. For more information about PIL simulation, see "SIL and PIL Simulations" (Embedded Coder).

Follow these steps to perform a PIL simulation.

1. Create a hardware object for an NVIDIA Jetson board.

```
hwObj = jetson("jetson-name", "ubuntu", "ubuntu");
```

2. Set up the model configuration parameters for the Forward Vehicle Sensor Fusion reference model.

```
% Set the hardware board.
set_param("ForwardVehicleSensorFusion",HardwareBoard="NVIDIA Jetson")
save_system("ForwardVehicleSensorFusion")

% Set model parameters for PIL simulation.
set_param("ForwardVehicleSensorFusionTestBench/Forward Vehicle Sensor Fusion",SimulationMode="Pro")
helperSetModelParametersForPIL("ForwardVehicleSensorFusionTestBench")
```

3. Simulate the model and observe the behavior.

```
sim("ForwardVehicleSensorFusionTestBench")
```

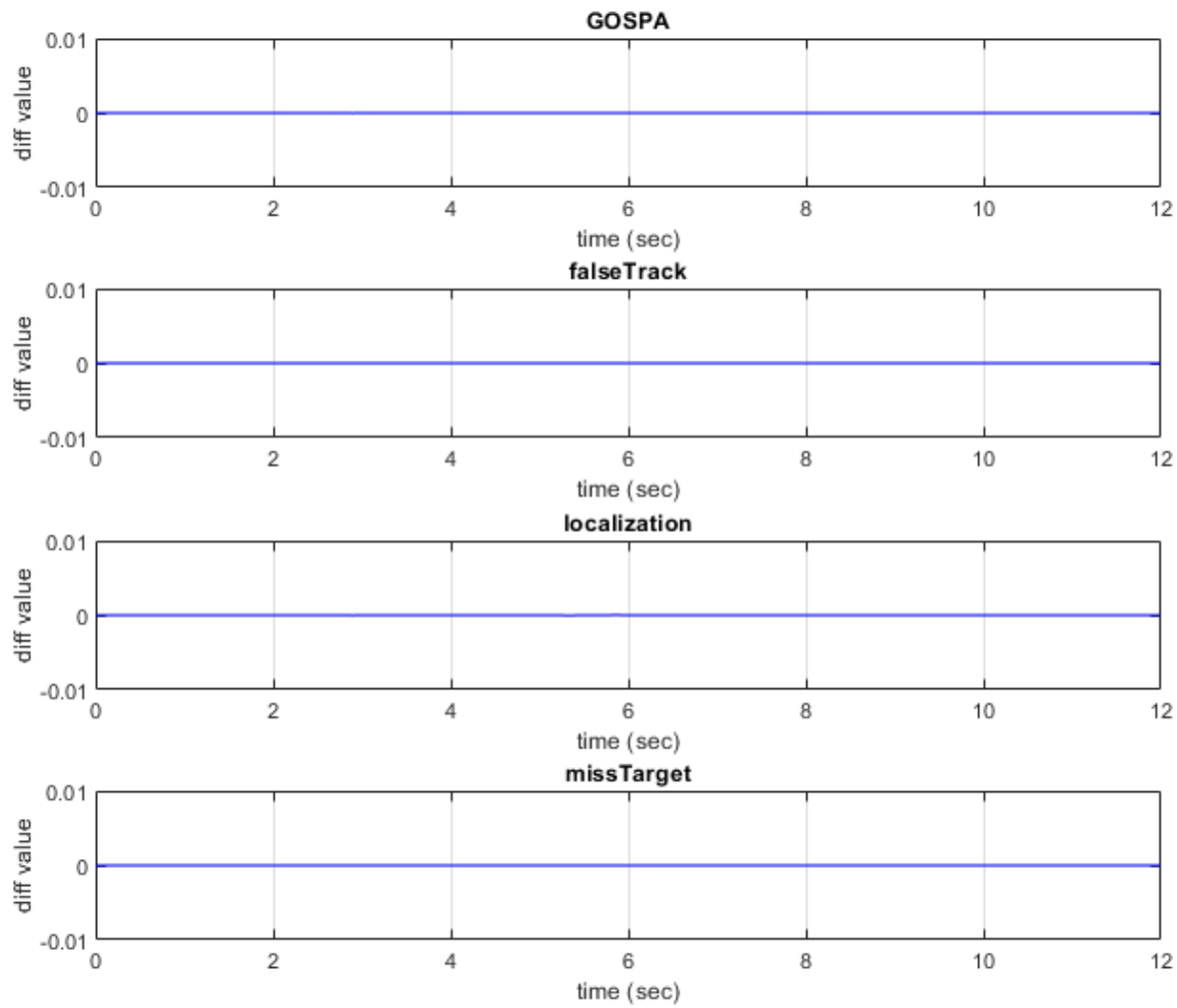
Compare the outputs from normal simulation mode and PIL simulation mode.

```
runIDs = Simulink.sdi.getAllRunIDs;
normalSimRunID = runIDs(end - 1);
PilSimRunID = runIDs(end);
diffResult = Simulink.sdi.compareRuns(normalSimRunID,PilSimRunID);
```

Plot the differences in the sensor fusion metrics computed from normal mode and PIL mode.

```
hFigDiffResults = helperPlotFVSFDiffSignals(diffResult);
```





Note that the GOSPA metrics captured during both runs are same, which assures that the PIL mode simulation produces the same results as normal mode simulation.

Close the figure.

```
close(hFigDiffResults)
```

### Assess Execution Time

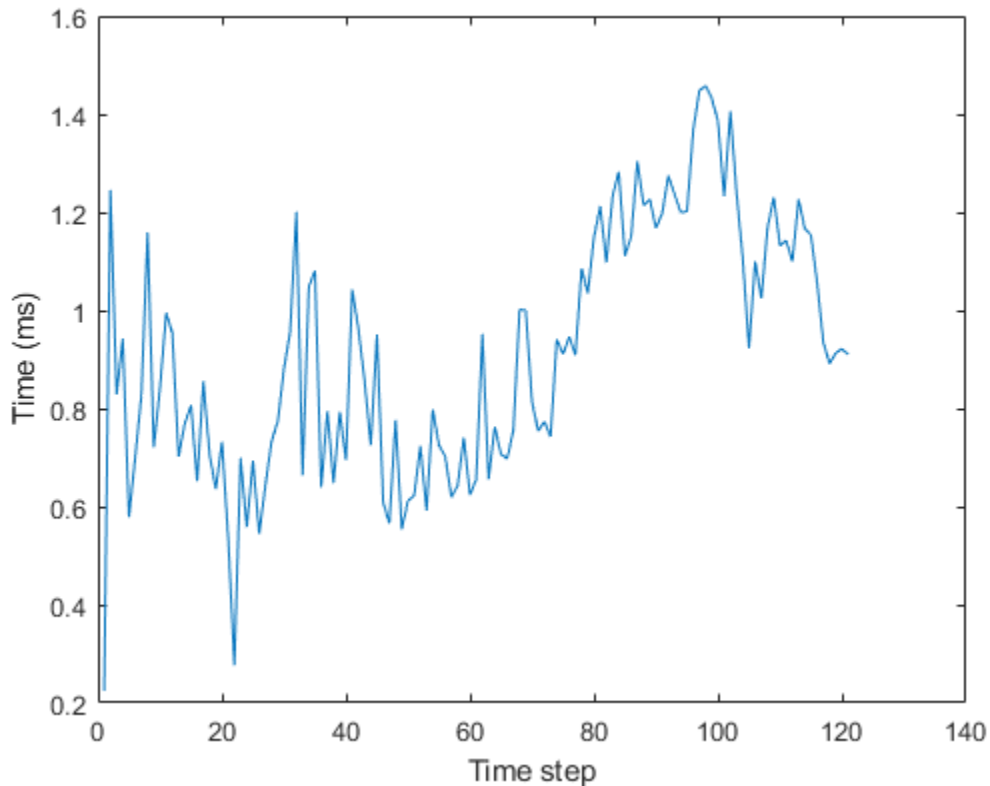
During the PIL simulation, the host computer logs the execution-time metrics for the deployed code to the `executionProfile` variable in the MATLAB base workspace. You can use the execution-time metrics to determine whether the generated code meets the requirements for real-time deployment on your target hardware. These times indicate the performance of the generated code on the target hardware. For more information, see “Create Execution-Time Profile for Generated Code” (Embedded Coder).

Plot the execution time for the `_step` function.

```

hFigExecProfile = figure;
plot(1e3*executionProfile.Sections(2).ExecutionTimeInSeconds)
xlabel("Time step")
ylabel("Time (ms)")

```



Notice that the run time of tracker for this scenario is less than two milliseconds, which is much smaller than 100 milliseconds of update time for camera and radar sensors. This shorter run time of tracker indicates that the algorithm is capable of real-time computation using this board.

Close the figure.

```
close(hFigExecProfile)
```

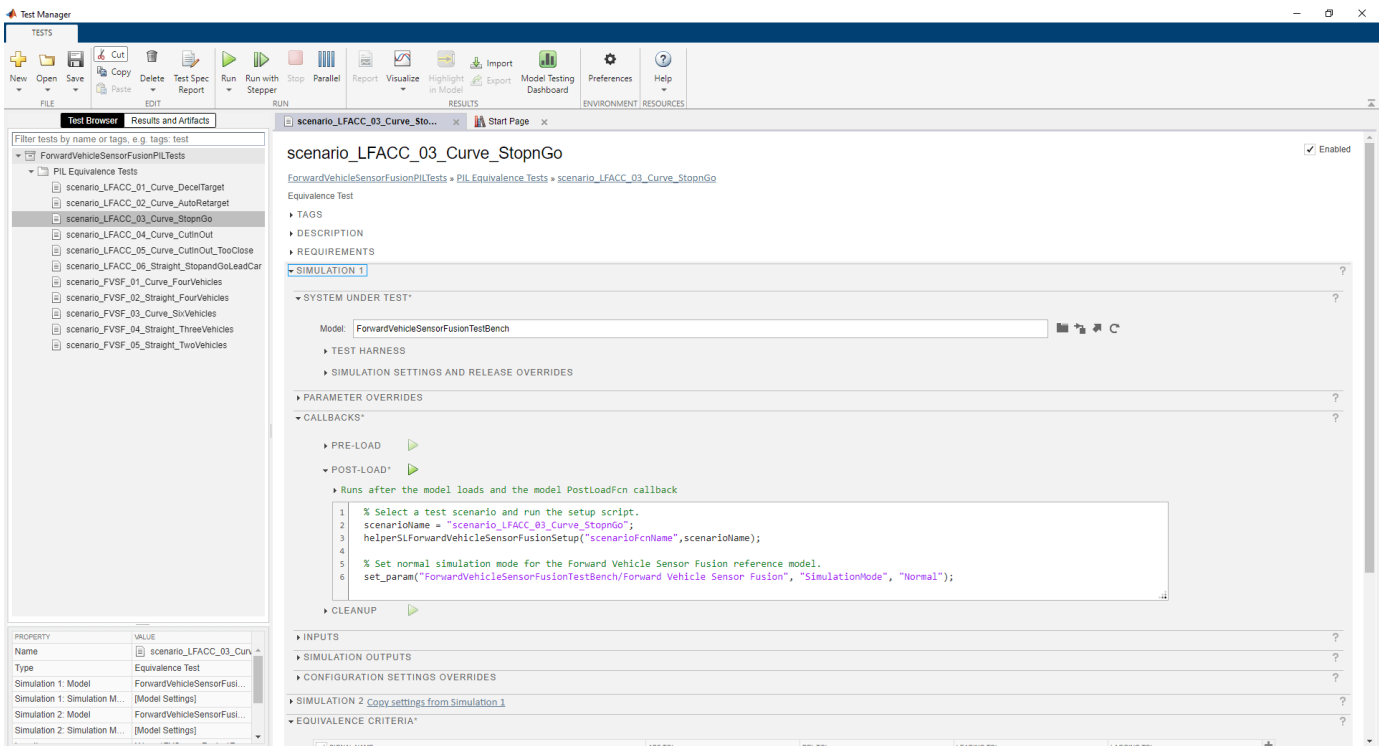
### Automate PIL Testing

Simulink Test includes the Test Manager, which you can use to author test cases for Simulink models. After authoring your test cases, you can group them and execute them individually or in a batch. Open the `ForwardVehicleSensorFusionPILTests.mldatx` test file in the **Test Manager**. The **Test Manager** is configured to automate the PIL testing of the sensor fusion and tracking algorithm by using equivalence tests. Equivalence tests compare the normal and PIL simulation results. For more information, see “Test Two Simulations for Equivalence” (Simulink Test).

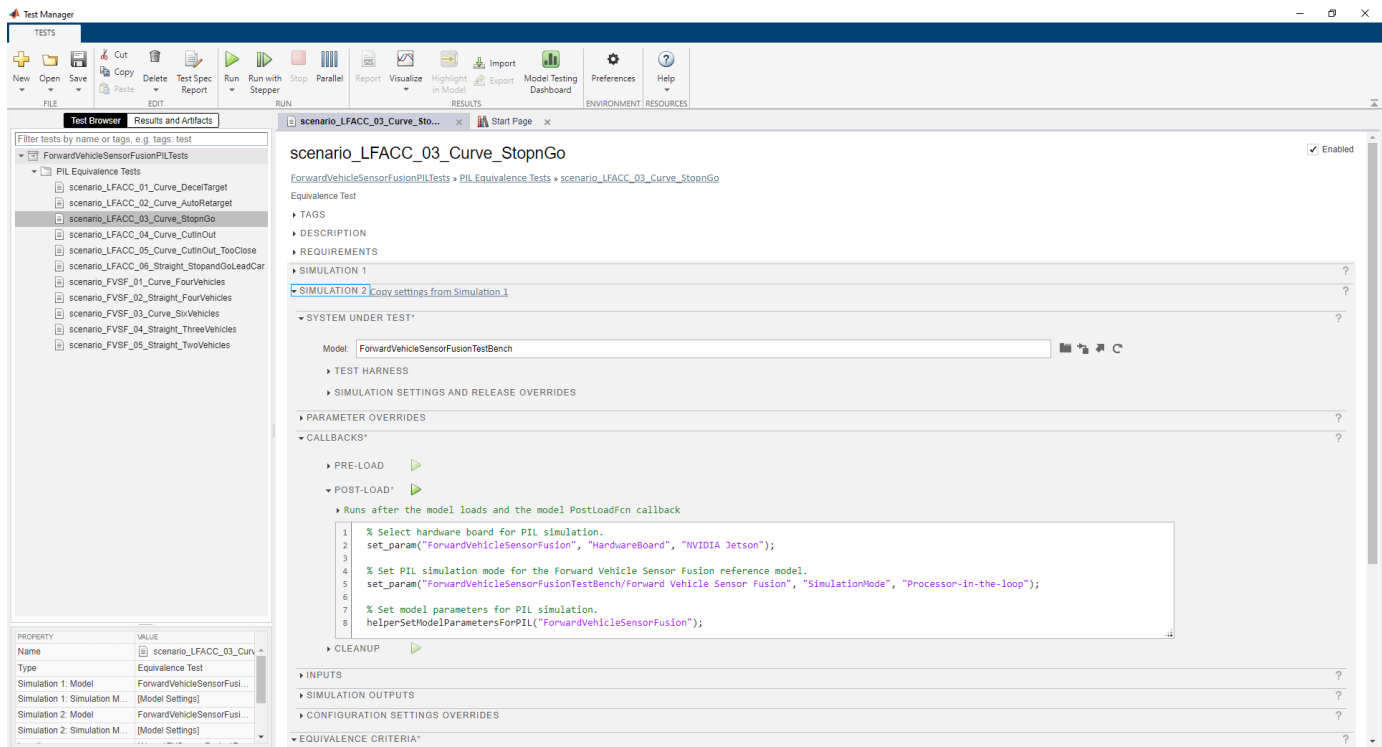
This example reuses the test scenarios from the “Automate Testing for Forward Vehicle Sensor Fusion” on page 8-1221 example, which demonstrates the SIL verification of a forward vehicle sensor fusion algorithm.

```
sltestmgr
testFile = sltest.testmanager.load("ForwardVehicleSensorFusionPILTests.mldatx");
```

Each test case contains two sections: **SIMULATION1** and **SIMULATION2**. The **SIMULATION1** section uses its **POST-LOAD** callback to run the setup script with appropriate inputs, and configures the ForwardVehicleSensorFusion model to run in normal simulation mode, as shown in this figure.



The **SIMULATION2** section uses its **POST-LOAD** callback to set up the hardware, and configures the ForwardVehicleSensorFusion model to run in PIL simulation mode, as shown in this figure.



Running the test scenarios from a test file requires you to create a hardware object. Execute first step in the Run PIL Simulation section to create the hardware object.

### Run and Explore Results for Single Test Scenario

Test the system-level model on the scenario\_LFACC\_03\_Curve\_StopnGo scenario.

```
testSuite = getTestSuiteByName(testFile,"PIL Equivalence Tests");
testCase = getTestCaseByName(testSuite,"scenario_LFACC_03_Curve_StopnGo");
resultObj = run(testCase);
```

Generate the test reports obtained after the simulation.

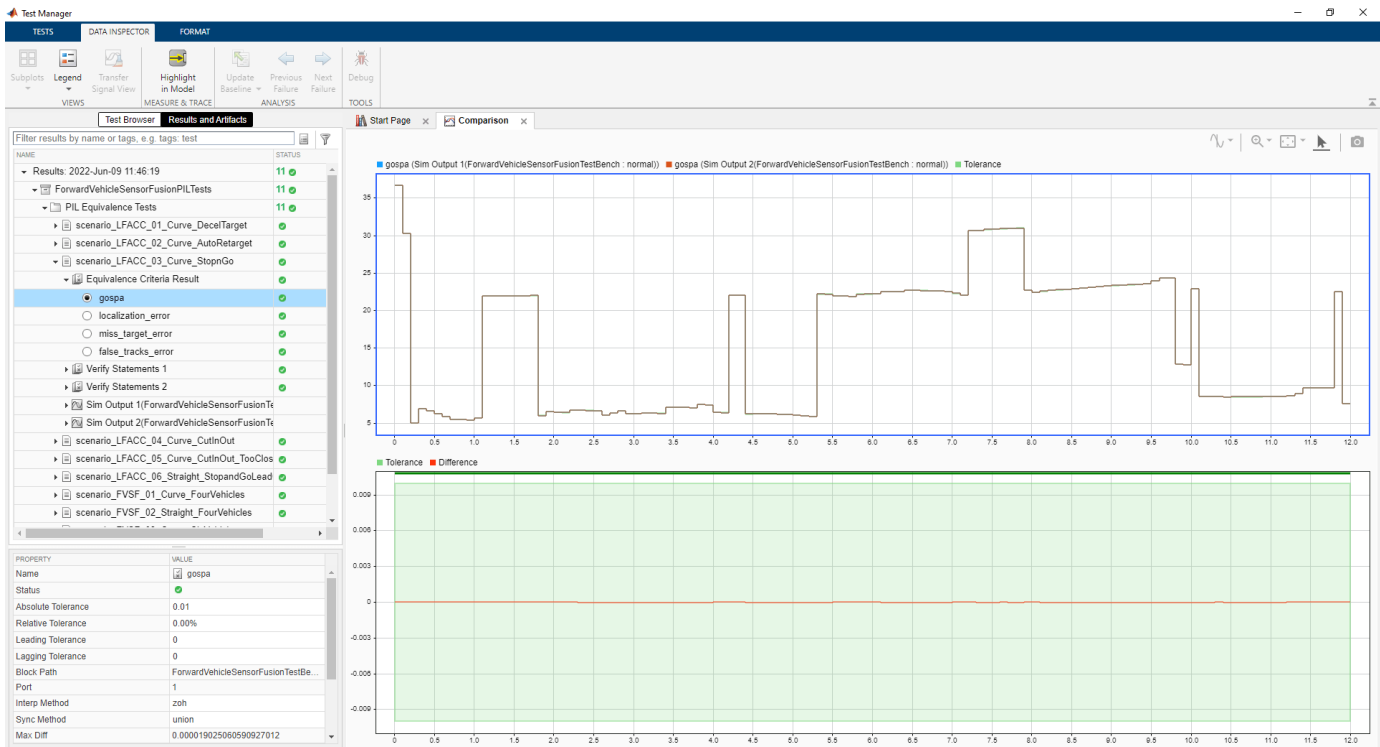
```
sltest.testmanager.report(resultObj,"Report.pdf", ...
    Title="Forward Vehicle Sensor Fusion PIL Simulation Results", ...
    IncludeMATLABFigures=true, ...
    IncludeErrorMessage=true, ...
    IncludeTestResults=false, ...
    LaunchReport=true);
```

Examine Report.pdf. The **Test environment** section shows the platform on which the test is run and the MATLAB version used for testing. The **Summary** section shows the outcome of the test and the duration of the simulation, in seconds. The **Results** section shows pass or fail results based on the assessment criteria.

### Run and Explore Results for All Test Scenarios

Run a simulation of the system for all the tests by using the run(testFile) command. Alternatively, you can click **Play** in the **Test Manager** app.

View the results in the **Results and Artifacts** tab of the **Test Manager**. You can visualize the overall pass or fail results.



You can find the generated report in your current working directory. This report contains a detailed summary of the pass or fail statuses and plots for each test case.

## Summary

Name	Outcome	Duration (Seconds)
 <a href="#">ForwardVehicleSensorFusionPILTests</a>	11 ✓	2227.493
 <a href="#">PIL Equivalence Tests</a>	11 ✓	2227.493
 <a href="#">scenario LFACC 01 Curve DecelTarget</a>	✓	2227.488
 <a href="#">scenario LFACC 02 Curve AutoRetarget</a>	✓	1749.516
 <a href="#">scenario LFACC 03 Curve StopnGo</a>	✓	1587.15
 <a href="#">scenario LFACC 04 Curve CutInOut</a>	✓	1410.963
 <a href="#">scenario LFACC 05 Curve CutInOut TooClose</a>	✓	1213.422
 <a href="#">scenario LFACC 06 Straight StopandGoLeadCar</a>	✓	1025.589
 <a href="#">scenario FVSF 01 Curve FourVehicles</a>	✓	895.229
 <a href="#">scenario FVSF 02 Straight FourVehicles</a>	✓	706.381
 <a href="#">scenario FVSF 03 Curve SixVehicles</a>	✓	526.004
 <a href="#">scenario FVSF 04 Straight ThreeVehicles</a>	✓	320.233
 <a href="#">scenario FVSF 05 Straight TwoVehicles</a>	✓	161.178

### Conclusion

This example has shown you how to automate the PIL testing of forward vehicle sensor fusion algorithm on an NVIDIA Jetson hardware board. The generated code of this algorithm requires less than 1 MB of memory during execution, which makes it suitable for testing on any hardware with at least 1 MB of RAM.

### See Also

#### Blocks

Scenario Reader | Vehicle To World | Simulation 3D Scene Configuration | Cuboid To 3D Simulation | Multi-Object Tracker

### Related Examples

- “Forward Vehicle Sensor Fusion” on page 8-1100

- “Automate Testing for Forward Vehicle Sensor Fusion” on page 8-1221
- “Automate Real-Time Testing for Forward Vehicle Sensor Fusion” on page 8-1322
- “Highway Lane Following” on page 8-893

## Highway Lane Following with RoadRunner Scenario

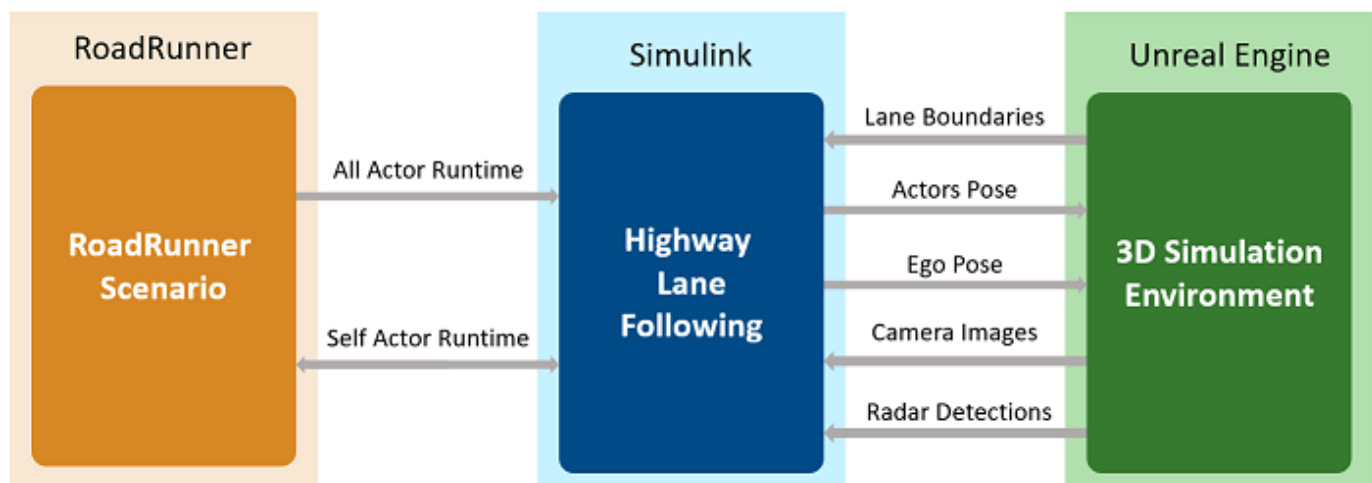
This example shows how to simulate a highway lane following application, designed in Simulink®, with RoadRunner Scenario.

### Introduction

RoadRunner Scenario is an interactive editor that enables you to design scenarios for simulating and testing automated driving systems. You can place vehicles, define their paths and interactions in the scenario, and then simulate the scenario in the editor. RoadRunner Scenario supports in-editor playback for scenario visualization and connecting to other simulators, such as MATLAB® and Simulink, for cosimulation.

A highway lane following system steers a vehicle to travel within its lanes. It also maintains a set velocity, or a safe distance from a leading vehicle in the same lane. A highway lane following system typically uses camera and radar sensors to detect lanes and vehicles. It uses vision processing algorithms to detect lanes and vehicles in images from the camera, then fuses the vehicle detections from the camera with detections from a radar to improve the robustness of its perception. The controller uses the lane detections, vehicle detections, and set speed to control steering and acceleration. This example shows how to use RoadRunner Scenario to cosimulate with the Simulink highway lane following test bench model used in the “Highway Lane Following” on page 8-893 example.

This figure shows an overview of the information exchanged between RoadRunner Scenario, the highway lane following test bench model in Simulink, and the Unreal Engine® simulation environment. The highway lane following model reads all actor runtimes from RoadRunner Scenario and passes the actor pose and ego pose information in Unreal Engine simulation environment. The ego vehicle has attached camera and radar sensors in Unreal Engine simulation environment and the highway lane following model gets the ground truth lane boundaries, camera images, and radar detections from these sensors. The model uses this information to control the ego vehicle and write back the new ego pose to RoadRunner Scenario.



In this example, you:

- **Set up the environment** — Configure MATLAB settings to interact with RoadRunner Scenario.



- **Explore RoadRunner scenario** — Explore the RoadRunner scene and scenario required for simulating the highway lane following system.
- **Explore the test bench model** — The test bench contains an interface for RoadRunner Scenario, the highway lane following model, and a metrics assessment subsystem that assesses model performance using ground truth data.
- **Simulate the lane following scenario** — Cosimulate the lane following scenario with RoadRunner Scenario and Unreal Engine.
- **Explore additional scenarios** — These scenarios test the system under additional conditions.

This example shows cosimulation with the Unreal Engine from Epic Games®, which requires a Windows® 64-bit platform.

```
if ~ispc
    error(['Unreal Engine simulation is supported only on Microsoft',char(174),' Windows',char(174)
end
```

### Set Up Environment

This section shows how to set up the environment to cosimulate the highway lane following system with RoadRunner Scenario.

Specify the path to your local RoadRunner installation folder. This code shows the path for the default installation location on Windows.

```
rrAppPath = "C:\Program Files\RoadRunner R2022b\bin\win64";
```

Specify the path to your RoadRunner project. This code shows the path to a sample project folder on Windows.

```
rrProjectPath = "C:\RR\MyProjects";
```

Open RoadRunner using the specified path to your project.

```
rrApp = roadrunner(rrProjectPath);
```

The `rrApp` RoadRunner object enables you to interact with RoadRunner from the MATLAB workspace. You can open the scenario and update scenario variables using this object. For more information on this object, see `roadrunner`.

Open a working copy of the files for a highway lane following with RoadRunner Scenario project. MATLAB copies the files to an example folder so you can edit them.

```
helperDrivingProjectSetup("HLFWithRRScenario.zip",workDir=pwd);
```

Copy the RoadRunner scene, scenario, and behavior files to the RoadRunner project.

```
HLFWithRRScenarioProject = currentProject;
projectPath = convertStringsToChars(HLFWithRRScenarioProject.RootFolder);
projectRootFolder = projectPath(1:find(projectPath=='\ ',1,'last')-1);
```

```
copyfile(fullfile(projectRootFolder,"HLFTestScenarios/RoadRunner/Scenes"),fullfile(rrProjectPath,
copyfile(fullfile(projectRootFolder,"HLFTestScenarios/RoadRunner/Scenarios"),fullfile(rrProjectPath,
copyfile(fullfile(projectRootFolder,"HLFWithRRScenario/TestBench/HLF.rrbehavior.rmeta"),fullfile(rrProjectPath,

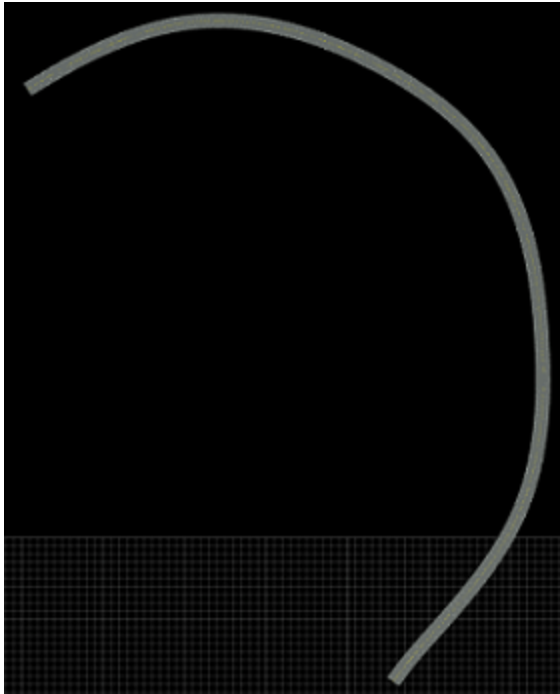
```

### Explore RoadRunner Scenario

This example reuses the scenarios from the “Highway Lane Following” on page 8-893 example in RoadRunner. This example uses the `HLFCurvedRoad.rrscene` to simulate the highway lane

following model. The scene contains a two-way, four-lane, curved highway road. The road centers, and lane markings in this scene closely match a section of curved road scene provided with the Unreal Engine simulation environment. Open the scene.

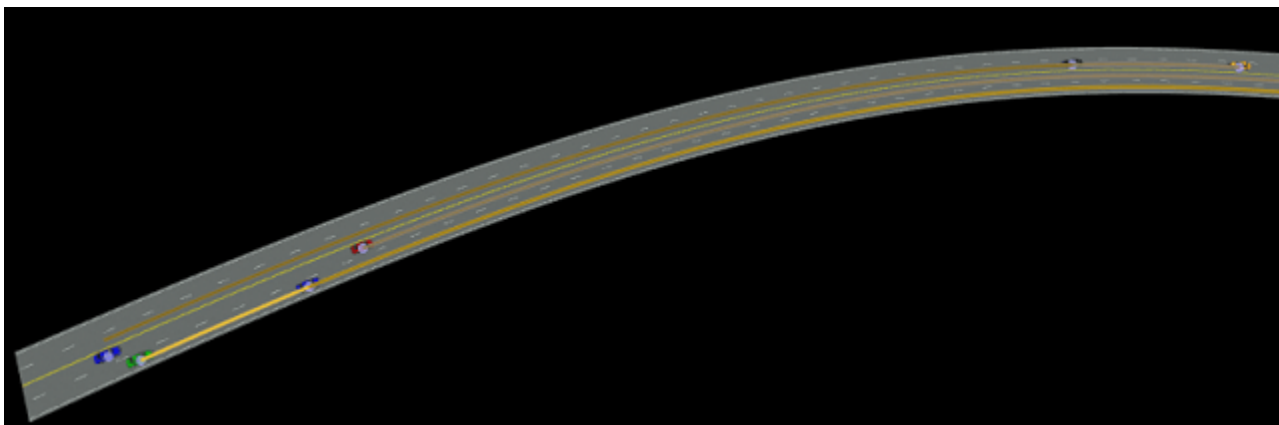
```
openScene(rrApp, "HLFCurvedRoad.rrscene")
```



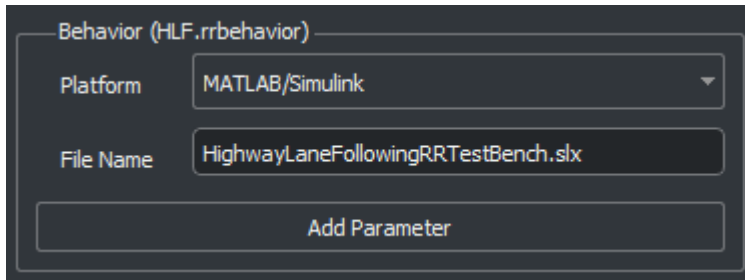
The `scenario_LFACCRR_03_Curve_StopnGo.rrscenario` file is a RoadRunner scenario compatible with the `HighwayLaneFollowingRRTestBench` model. This is an open-loop scenario containing multiple target vehicles on a curved road. This example uses RoadRunner Scenario vehicle assets that closely match the vehicles in Unreal Engine simulation environment. You need RoadRunner Asset Library license to render these vehicles in RoadRunner Scenario.

In this scenario, a lead vehicle slows down in front of the ego vehicle while other vehicles travel in adjacent lanes. Open the scenario.

```
openScenario(rrApp, "scenario_LFACCRR_03_Curve_StopnGo.rrscenario")
```



To simulate the lane following behavior for the ego vehicle, specify custom behavior for it using the `HLF.rrbehavior.rrmeta` file.



Connect to the RoadRunner Scenario server for cosimulation using the `createSimulation` function and enable data logging.

```
rrSim = createSimulation(rrApp);
set(rrSim,Logging="on");
```

`rrSim` is a `Simulink.ScenarioSimulation` object. Use this object to set variables and to read scenario and map-related information.

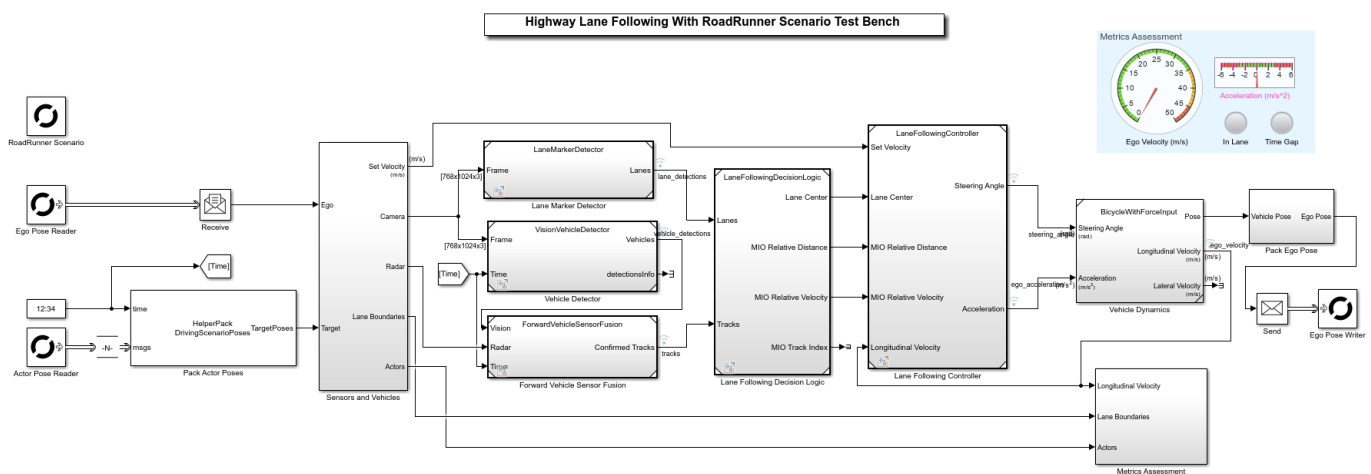
The highway lane following application is designed to run at a step size of 0.1. Set the simulation step size of RoadRunner Scenario.

```
Ts = 0.1;
set(rrSim,StepSize=Ts)
```

### Explore Test Bench Model

In this example, you use a system-level simulation test bench model to simulate and test the behavior of the lane following model with RoadRunner Scenario. Open the test bench model.

```
open_system("HighwayLaneFollowingRRTestBench")
```



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The test bench model contains RoadRunner Scenario blocks, which configure, read from, and write to RoadRunner Scenario. It also contains these modules:

- **Sensors and Vehicles** — Subsystem that specifies and updates the Unreal Engine simulation environment along with the camera and radar sensors used for simulation.
- **Pack Actor Poses** — MATLAB System object™ that provides inputs to the vehicles in the Unreal Engine simulation environment from the driving-scenario-compatible poses of the target actors read from RoadRunner Scenario.
- **Lane Marker Detector** — Algorithm model that detects the lane boundaries in the frame captured by the camera sensor.
- **Vehicle Detector** — Algorithm model that detects vehicles in the frame captured by the camera sensor.
- **Forward Vehicle Sensor Fusion** — Algorithm model that fuses vehicle detections from the camera and radar sensors.
- **Lane Following Decision Logic** — Algorithm model that specifies the lateral and longitudinal decision logic that provides information to the controller related to the most important object (MIO) and lane center.
- **Lane Following Controller** — Algorithm model that specifies steering angle and acceleration controls.
- **Vehicle Dynamics** — Subsystem that specifies the dynamic model of the ego vehicle.
- **Metrics Assessment** — Subsystem that assesses system-level behavior.

The Lane Marker Detector, Vehicle Detector, Forward Vehicle Sensor Fusion, Lane Following Decision Logic, Lane Following Controller, Vehicle Dynamics, and Metrics Assessment subsystems are based on the subsystems used in the “Highway Lane Following” on page 8-893 example. This example focuses on the RoadRunner Scenario blocks and the Sensors and Vehicles subsystem.

### **RoadRunner Scenario Blocks**

The RoadRunner Scenario blocks consist of:

- **RoadRunner Scenario** — Defines the interface for an actor model.
- **Ego Pose Reader** — RoadRunner Scenario Reader block that reads the ego pose.
- **Actor Pose Reader** — RoadRunner Scenario Reader block that reads the poses of target actors.
- **Ego Pose Writer** — RoadRunner Scenario Writer block that writes the updated ego pose back to RoadRunner Scenario.

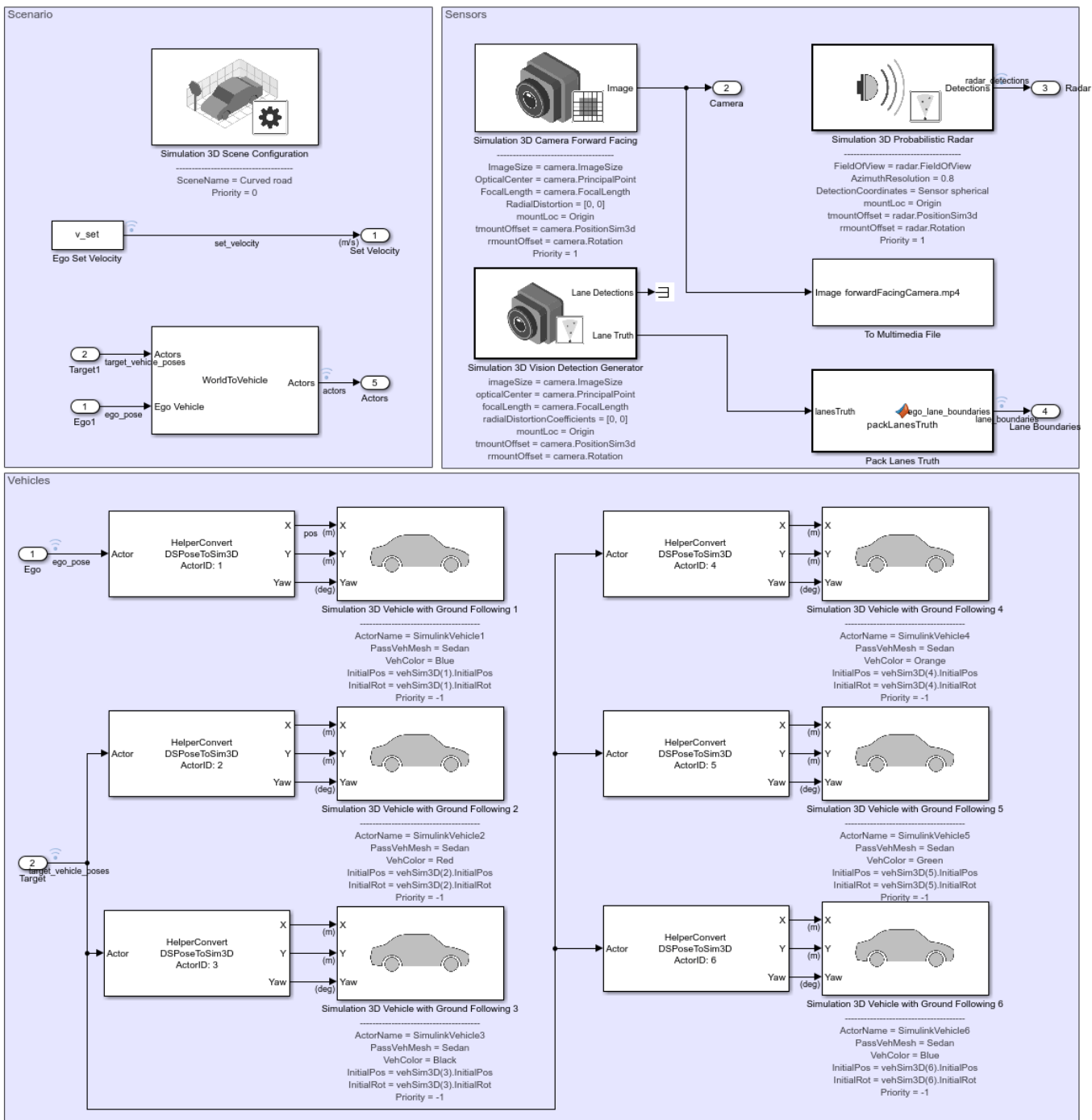
### **Sensors and Vehicles Subsystem**

The Sensors and Vehicles subsystem specifies sensors and vehicles in the Unreal Engine simulation environment. The target actors in the Unreal Engine simulation environment update their poses using RoadRunner Scenario. The camera sensor and radar sensor are attached to the ego vehicle. They capture images and radar detections from the Unreal Engine simulation environment, and provide the detections to the algorithm models of the highway lane following system for further processing.

Open the Sensors and Vehicles subsystem.

```
open_system("HighwayLaneFollowingRRTestBench/Sensors and Vehicles")
```

**Sensors and Vehicles**



The Simulation 3D Scene Configuration block specifies the scene and the road network. Its **SceneName** parameter value is Curved road.

The vehicle positions are specified by these parts of the subsystem:

- The Ego and Targets inputs specify the current positions of the ego and target vehicles, respectively, in RoadRunner Scenario.
- The HelperConvertDSPoseToSim3D system converts the Driving Scenario compatible pose from RoadRunner Scenario to the X,Y, and Yaw coordinates used by the Simulation 3D Vehicle Ground Following Block.
- Each Simulation 3D Vehicle with Ground Following block implements a vehicle at the specified position in the Unreal Engine simulation environment.

These sensors have a **Parent Name** parameter value of Simulation 3D Vehicle With Ground Following 1, assigning them to the ego vehicle:

- The Simulation 3D Camera block captures the front view of the ego vehicle. The Lane Marker Detector block and Vehicle Detector block process the output image from this block to detect the lanes and vehicles, respectively.
- The Simulation 3D Probabilistic Radar Configuration block detects vehicles in the Unreal Engine simulation environment.
- The Simulation 3D Vision Detection Generator block provides the ground truth lane boundaries used by the Metrics Assessment subsystem.

### Simulate Lane Following Scenario

Disable the MPC update messages.

```
mpcverbosity("off");
```

This example uses the helperSLHighwayLaneFollowingWithRRSetup helper function to set up the ego and target actor profiles along with the sensor parameters. These values are scenario dependent, and can change based on the selected scenario.

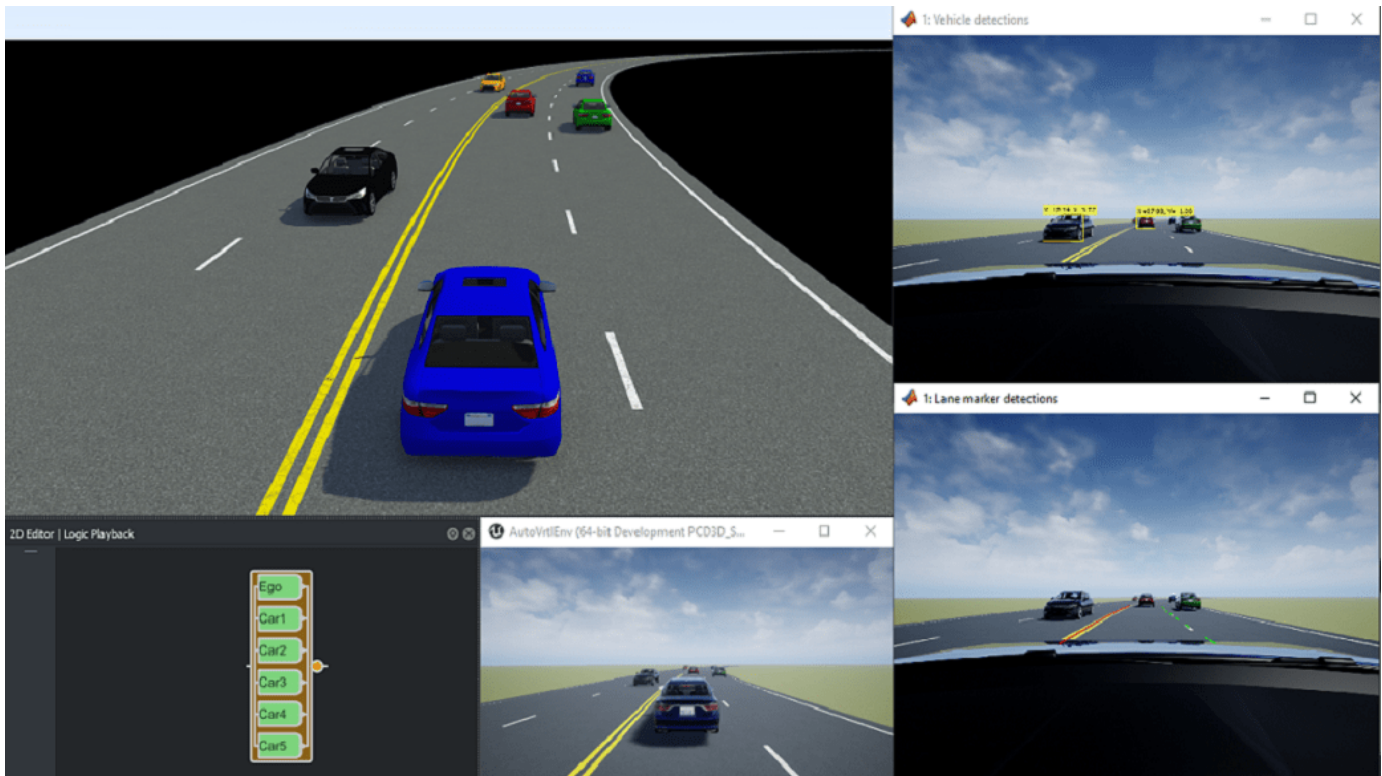
```
helperSLHighwayLaneFollowingWithRRSetup(rrApp, rrSim, scenarioFileName="scenario_LFACCRR_03_Curve_9
```

This model may take a couple of minutes to update the diagram when you compile it for the first time. Update the model before running the simulation.

```
set_param("HighwayLaneFollowingRRTestBench", SimulationCommand="update")
```

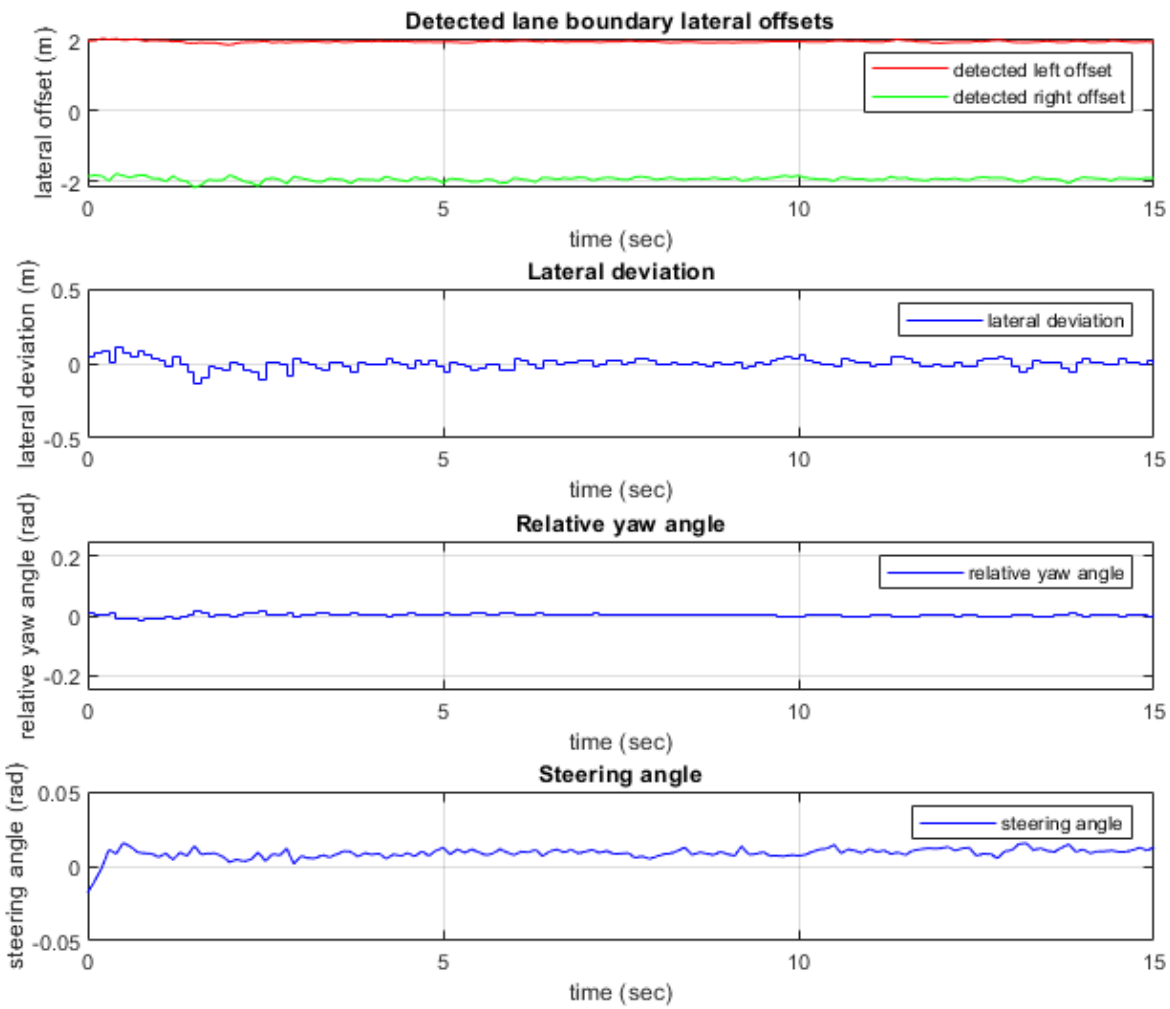
Simulate the scenario and observe how the ego vehicle stays in the current lane and adjusts its speed to avoid collision with the lead vehicle.

```
set(rrSim, SimulationCommand="Start")
while strcmp(rrSim.get("SimulationStatus"), "Running")
    pause(1)
end
```



Plot the lateral controller performance results.

```
hFigLatResults = helperPlotLFLateralResults(logsout);
```



Close the figure.

```
close(hFigLatResults)
```

Examine the simulation results.

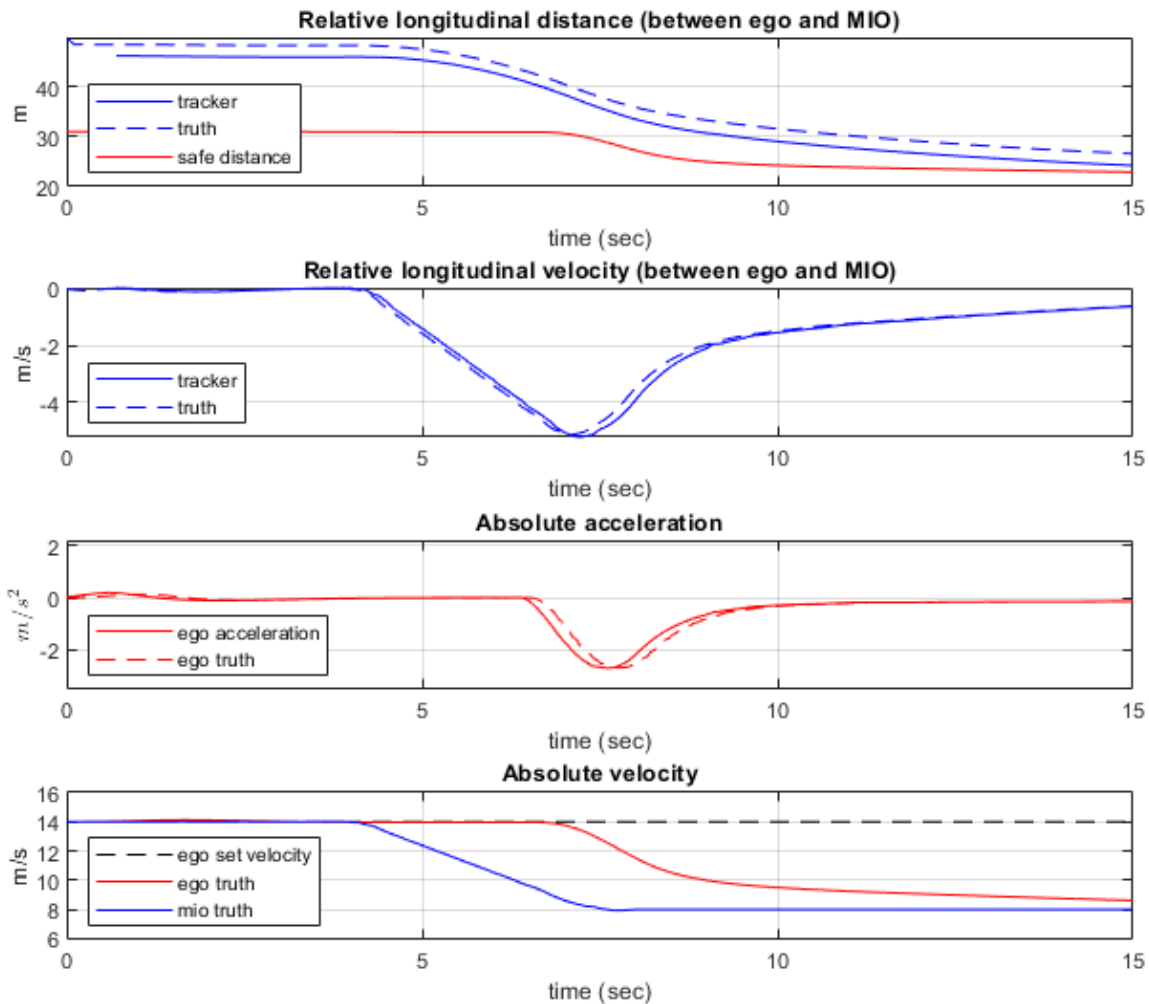
- The **Detected lane boundary lateral offsets** plot shows the lateral offsets of the detected left-lane and right-lane boundaries from the centerline of the lane. The detected values are close to the ground truth of the lane, but deviate by small quantities.
- The **Lateral deviation** plot shows the lateral deviation of the ego vehicle from the centerline of the lane. Ideally, lateral deviation is 0 meters, which implies that the ego vehicle follows the centerline exactly. Small deviations occur when the vehicle changes velocity to avoid collision with another vehicle.
- The **Relative yaw angle** plot shows the relative yaw angle between the ego vehicle and the centerline of the lane. The relative yaw angle is very close to 0 radians, which implies that the heading angle of the ego vehicle matches the yaw angle of the centerline closely.



- The **Steering angle** plot shows the steering angle of the ego vehicle.

Plot the longitudinal controller performance results.

```
hFigLongResults = helperPlotLFLongitudinalResults(logout,time_gap,default_spacing);
```



Close the figure.

```
close(hFigLongResults)
```

Examine the simulation results.

- The **Relative longitudinal distance** plot shows the distance between the ego vehicle and the MIO. In this case, the ego vehicle approaches the MIO and gets close to it, or exceeds the safe distance in some cases.
- The **Relative longitudinal velocity** plot shows the relative velocity between the ego vehicle and the MIO. In this example, the vehicle detector detects only positions, so the tracker in the control

algorithm estimates the velocity. The estimated velocity is less than the actual (ground truth) MIO relative velocity.

- The **Absolute acceleration** plot shows that the controller commands the vehicle to decelerate when it gets too close to the MIO. The **Absolute velocity** plot shows that the ego vehicle initially follows the set velocity, but when the MIO slows down, the ego vehicle also slows down to avoid a collision.

### Explore Other Scenarios

In this example, you have explored the behavior for the `scenario_LFACCRR_03_Curve_StopnGo.rrscenario` scenario, which uses the `HLFCurvedRoad.rrscene` scene. You can use the same test bench model to explore other scenarios. This example provides these additional scenarios that are compatible with the `HighwayLaneFollowingWithRRTestBench` model.

- `scenario_LFRR_01_Straight_RightLane.rrscenario`
- `scenario_LFRR_02_Straight_LeftLane.rrscenario`
- `scenario_LFRR_03_Curve_LeftLane.rrscenario`
- `scenario_LFRR_04_Curve_RightLane.rrscenario`
- `scenario_LFACCRR_01_Curve_DecelTarget.rrscenario`
- `scenario_LFACCRR_02_Curve_AutoRetarget.rrscenario`
- `scenario_LFACCRR_03_Curve_StopnGo.rrscenario`
- `scenario_LFACCRR_04_Curve_CutInOut.rrscenario`
- `scenario_LFACCRR_05_Curve_CutInOut_TooClose.rrscenario`
- `scenario_LFACCRR_06_Straight_StopandGoLeadCar.rrscenario`

The scenarios with the `Curve` keyword in the name use the `HLFCurvedRoad.rrscene`. The remaining scenarios use the `|HLFStraightRoad.rrscene|scene`, which contains a two-way, four-lane, straight highway road. You can open the scene using this command.

```
openScene(rrApp, "HLFStraightRoad.rrscene")
```

These scenarios represent two types of testing.

- The scenarios with the `scenario_LFRR_` prefix test lane detection and lane following algorithms without obstructions from other vehicles.
- The scenarios with the `scenario_LFACCRR_` prefix test lane detection and lane following algorithms with other vehicles within the sensor coverage area of the ego vehicle.

You can explore these scenarios in RoadRunner. For example, to open the `scenario_LFACCRR_06_Straight_StopandGoLeadCar.rrscenario` scenario, enter this command.

```
openScenario(rrApp, "scenario_LFACCRR_06_Straight_StopandGoLeadCar.rrscenario")
```

You can configure the `HighwayLaneFollowingWithRRTestBench` model to simulate these scenarios using the `helperSLHighwayLaneFollowingWithRRSetup` function. For example, to configure the model to run the `scenario_LFACCRR_06_Straight_StopandGoLeadCar.rrscenario` scenario, enter this command.

```
helperSLHighwayLaneFollowingWithRRSetup(rrApp, rrSim, scenarioFileName="scenario_LFACCRR_06_Straight_StopandGoLeadCar.rrscenario")
```

Enable the MPC update messages.

```
mpcverbosity("on");
```

## See Also

### Blocks

Simulation 3D Camera | Simulation 3D Scene Configuration | Simulation 3D Probabilistic Radar Configuration | Simulation 3D Vision Detection Generator | Simulation 3D Vehicle with Ground Following | RoadRunner Scenario | RoadRunner Scenario Reader | RoadRunner Scenario Writer

## Related Examples

- “Highway Lane Following” on page 8-893
- “Automate Testing for Highway Lane Following” on page 8-909
- “Automate Real-Time Testing for Highway Lane Following Controller” on page 8-1267
- “Highway Lane Change Planner with RoadRunner Scenario” on page 8-1399

## Autonomous Emergency Braking with RoadRunner Scenario

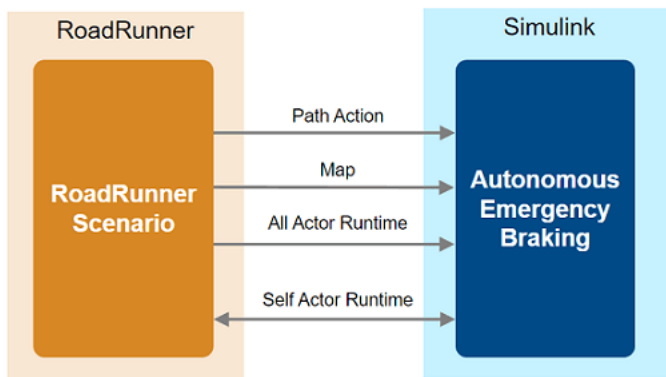
This example shows how to simulate an autonomous emergency braking (AEB) system, designed in Simulink®, with RoadRunner Scenario.

### Introduction

RoadRunner Scenario is an interactive editor that enables you to design scenarios for simulating and testing automated driving systems. You can place vehicles, define their paths and interactions in the scenario, and then simulate the scenario in the editor. RoadRunner Scenario supports in-editor playback for scenario visualization and connecting to other simulators, such as MATLAB® and Simulink, for cosimulation.

AEB is an advanced active safety system that helps drivers avoid or mitigate collisions with other vehicles. This example shows how to use RoadRunner Scenario to simulate the AEB test bench model used in the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example.

This figure shows an overview of the information exchanged between RoadRunner Scenario, and autonomous emergency braking test bench model in Simulink. The autonomous emergency braking model reads all actor runtimes from RoadRunner Scenario and utilizes the actors pose and ego pose information for Simulation. The model gets the vision and radar detections from the sensors and uses this information to control the ego vehicle and writes back the updated ego pose to RoadRunner Scenario.



In this example, you:

- **Set up the environment** — Configure MATLAB settings to interact with RoadRunner Scenario.
- **Author Euro NCAP scenario using RoadRunner Scenario** — Author the RoadRunner scene and scenario for testing the AEB system using the European New Car Assessment Programme (Euro NCAP) test protocol.
- **Explore the AEB test bench** — The test bench model has interfaces for RoadRunner Scenario, sensors, sensor fusion and tracking, decision logic, an AEB controller, vehicle dynamics, and metrics assessment.
- **Simulate with Car-to-Car Front Turn-Across-Path scenario** — Cosimulate the AEB test bench model with RoadRunner Scenario for the Car-to-Car Front turn-across-path (CCFtap) test scenario, and plot the simulation results.

- **Simulate with scenario variants** — Create variants of the CCFtap scenario, with speed variations of both the vehicles under test (VUT) and the global vehicle target (GVT), to assess the AEB test bench per the Euro NCAP specifications.
- **Explore other scenarios** — Test the system under additional conditions.

### Set Up Environment

This section shows how to set up the environment to cosimulate the AEB application with RoadRunner Scenario.

Specify the path to your local RoadRunner installation folder. This code shows the path for the default installation location on Windows®.

```
rrAppPath = "C:\Program Files\RoadRunner R2022b\bin\win64";
```

Specify the path to your RoadRunner project. This code shows a sample project folder on Windows.

```
rrProjectPath = "C:\RR\MyProjects";
```

To update the path for the RoadRunner installation folder, get the root object within the settings hierarchical tree. For more information, see `SettingsGroup`.

```
s = settings;
s.roadrunner.application.InstallationFolder.TemporaryValue = rrAppPath;
```

Open RoadRunner using the specified path to your project.

```
rrApp = roadrunner(rrProjectPath);
```

The `rrApp` RoadRunner object enables you to interact with RoadRunner from the MATLAB workspace. You can open the scenario and update the scenario variables using this object. For more information on this object, see `roadrunner`.

Open a working copy of the files for an AEB with RoadRunner Scenario project. MATLAB copies all the required files to the present working directory so that you can edit them.

```
helperDrivingProjectSetup("AEBWithRRScenario.zip",workDir=pwd)
```

To reduce Command Window output, turn off model predictive controller (MPC) update messages.

```
mpcverbosity("off");
```

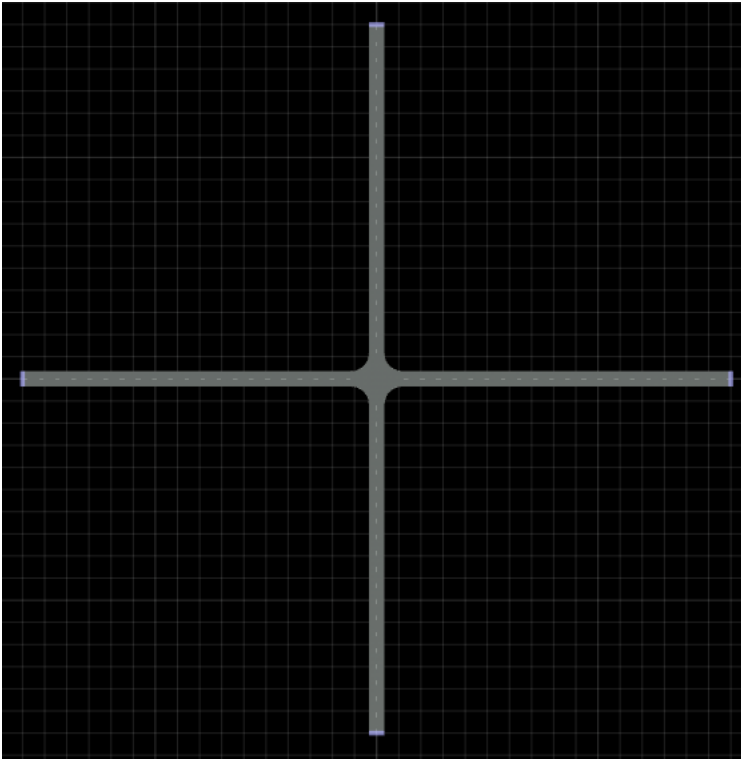
Copy the RoadRunner scene, scenario, and behavior files to the RoadRunner project.

```
copyfile("AEBWithRRScenario/AEBTestScenarios/RoadRunner/Scenes",fullfile(rrProjectPath,"Scenes"));
copyfile("AEBWithRRScenario/AEBTestScenarios/RoadRunner/Scenarios",fullfile(rrProjectPath,"Scenarios"));
copyfile("AEBWithRRScenario/AEBWithRRScenario/TestBench/AEB.rrbehavior.rmeta",fullfile(rrProjectPath,"TestBench/AEB.rrbehavior.rmeta"));
```

### Author Euro NCAP Scenario Using RoadRunner Scenario

This example reuses the AEB components from the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example, but shows you how you can simulate an AEB application with a Euro NCAP scenario authored using RoadRunner Scenario. This example uses a CCFtap Euro NCAP scenario authored using a junction scene, `JunctionWithConnectingLanes`. Open the scene.

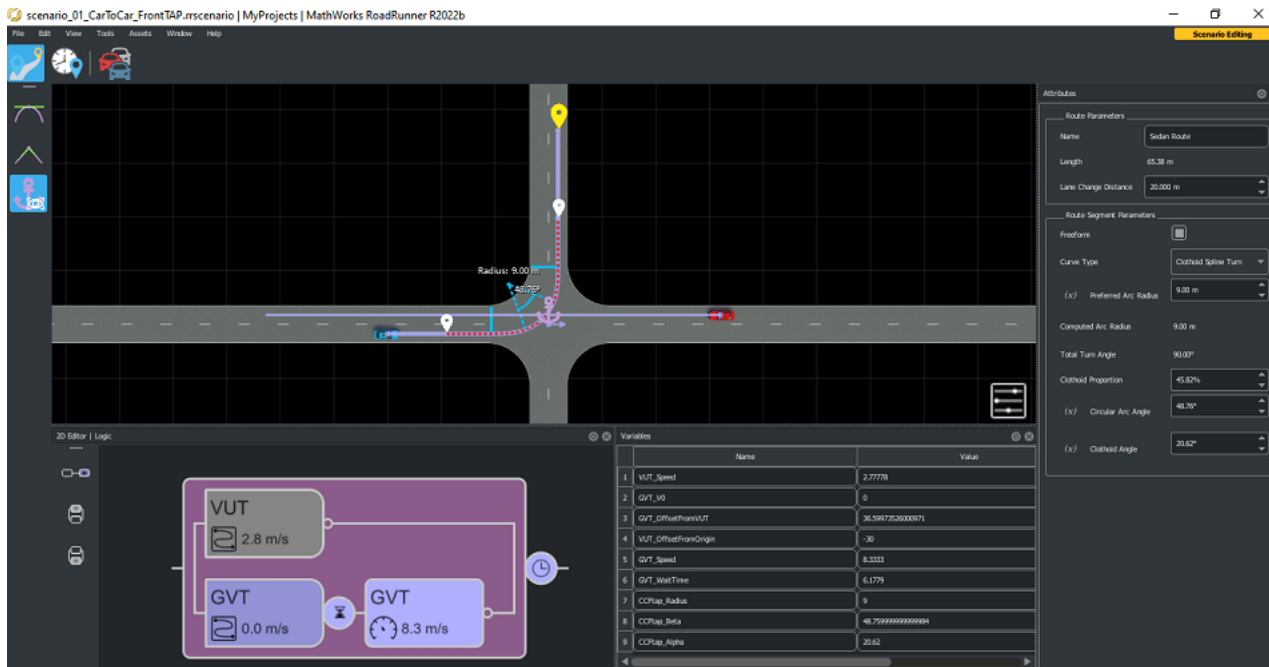
```
openScene(rrApp,"JunctionWithConnectingLanes.rrscene")
```



The Euro NCAP specification refers to the ego vehicle as the vehicle under test (VUT) and the target vehicle as a global vehicle target (GVT).

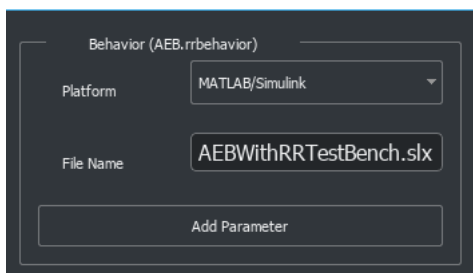
The `scenario_01_CarToCar_FrontTAP.rrscenario` file is a RoadRunner scenario compatible with the `AEBWithRRTestBench` model. In this scenario, a VUT turns across the path of an oncoming GVT that is traveling at a constant speed, causing a collision in which the frontal structure of the GVT strikes the frontal structure of the VUT. The VUT and GVT follow predefined paths specified in the scenario. Open the scenario in the `JunctionWithConnectingLanes` scene.

```
openScenario(rrApp, "scenario_01_CarToCar_FrontTAP.rrscenario")
```



The GVT travels on a straight-line path. The VUT travels straight, makes a left turn, and then travels straight again. The initial and final straight-line trajectories of the VUT are clothoid, and during the turn, the trajectory has a fixed radius per the *Euro NCAP Test Protocol - AEB Car-to-Car systems version 3.0.1*. The scenario\_01\_CarToCar\_FrontTAP scenario has a VUT test speed of 10 km/h, or 2.778 m/s. The VUT trajectory parameters, **Computed Arc Radius** and **Circular Arc Angle** are 9 m and 48.76 degrees, respectively. You can also configure this scenario for other VUT speeds. For more details, see the Simulate with Scenario Variants section of this example.

To simulate the AEB behavior, use the `AEB.rrbehavior.rrmeta` file to assign custom behavior to the ego vehicle.



Connect to the RoadRunner Scenario server for cosimulation using the `createSimulation` function, and enable data logging.

```
rrSim = rrApp.createSimulation;
set(rrSim,Logging="on")
```

`rrSim` is a `Simulink.ScenarioSimulation` object. Use this object to set variables and read scenarios and map-related information.

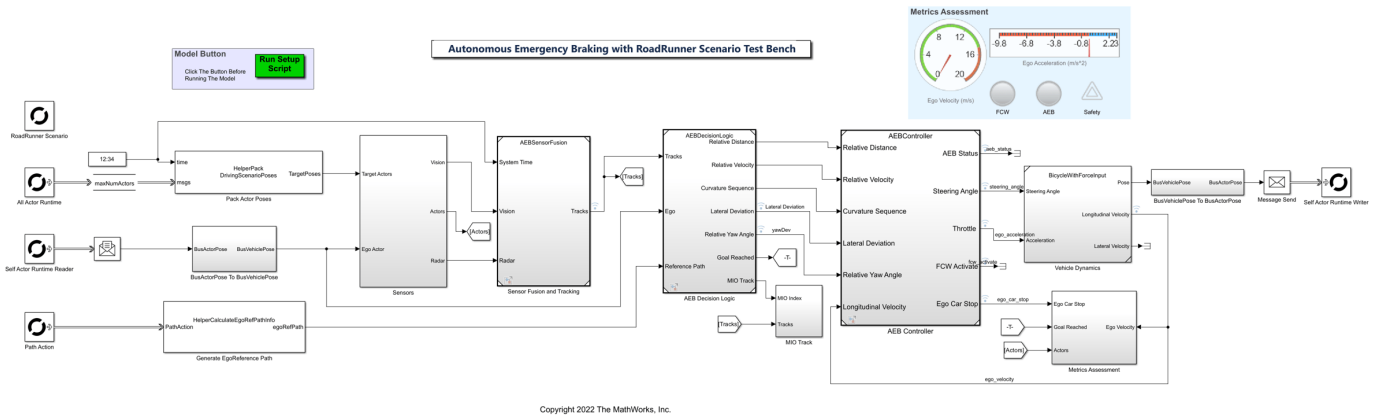
The AEB application is designed to run at a step size of 0.05 seconds. Set the simulation step size of RoadRunner Scenario to 0.05 seconds.

```
Ts = 0.05;
set(rrSim, StepSize=Ts)
```

## Explore Test Bench

In this example, you use a system-level simulation test bench model to simulate and test the behavior of the AEB model with the RoadRunner Scenario. Open the test bench model.

```
modelName = "AEBWithRRTestBench";
open_system(modelName)
```



The test bench model contains RoadRunner Scenario blocks, which configure, read from, and write to RoadRunner Scenario, as well as these modules:

- **Sensors** — Subsystem that specifies the actors, camera, and radar sensor used for simulation from the RoadRunner scenario.
- **Sensor Fusion and Tracking** — Algorithm model that fuses vehicle detections from the camera to those from the radar sensor.
- **AEB Decision Logic** — Algorithm model that specifies the lateral and longitudinal decision logic that provides the most important object (MIO) related information and ego vehicle reference path information to the controller.
- **AEB Controller** — Algorithm model that specifies the steering angle and acceleration controls.
- **Vehicle Dynamics** — Subsystem that specifies the dynamic model of the ego vehicle.
- **Generate EgoReference Path** — Subsystem that calculates the reference path attributes using the path information from RoadRunner Scenario.
- **Pack Actor Poses** — MATLAB System object that outputs the driving scenario compatible poses of target actors read from RoadRunner Scenario.
- **Metrics Assessment** — Subsystem that assesses system-level behavior.

The Sensor Fusion and Tracking, AEB Decision Logic, AEB Controller, Vehicle Dynamics, and Metrics Assessment are reused from the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example.

This example focuses on the RoadRunner Scenario blocks and the Sensors subsystem.

## RoadRunner Scenario Blocks

The RoadRunner Scenario blocks consist of:



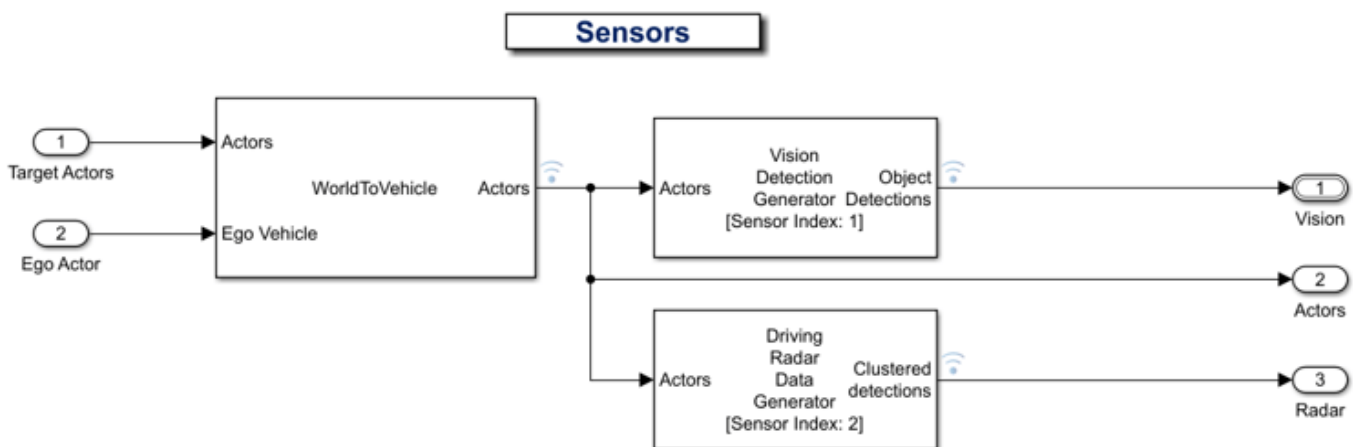
- `RoadRunner Scenario` — Defines the interface for an actor model.
- `Self Actor Runtime Reader` — RoadRunner Scenario Reader block that reads ego actor runtime information.
- `All Actor Runtime` — RoadRunner Scenario Reader block that reads the runtime information of all the vehicles.
- `Path Action` — RoadRunner Scenario Reader block that reads the reference path of the ego vehicle.
- `Self Actor Runtime Writer` — RoadRunner Scenario Writer block that writes the ego vehicle runtime to RoadRunner Scenario.

## Sensors

The Sensors subsystem synthesizes the vision and radar sensors, which are attached to the ego vehicle.

Open the Sensors subsystem.

```
open_system("AEBWithRRTestBench/Sensors")
```



The Sensors subsystem contains these blocks:

- The Driving Radar Data Generator block generates clustered detections from radar sensor mounted on ego vehicle.
- The Vision Detection Generator block generates detections and measurements from a camera mounted on the ego vehicle.
- The World To Vehicle block convert actors from world coordinates to the vehicle coordinates of the input ego vehicle.

## Simulate with CCFtap Scenario

This example uses the `helperSLAEBWithRRSetup` helper function to set up the ego profile, and target actor profiles, along with the sensor parameters based on the ego vehicle speed. These values are scenario dependent, and can change based on the selected scenario. Configure the model with the `scenario_01_CarToCar_FrontTAP` scenario.

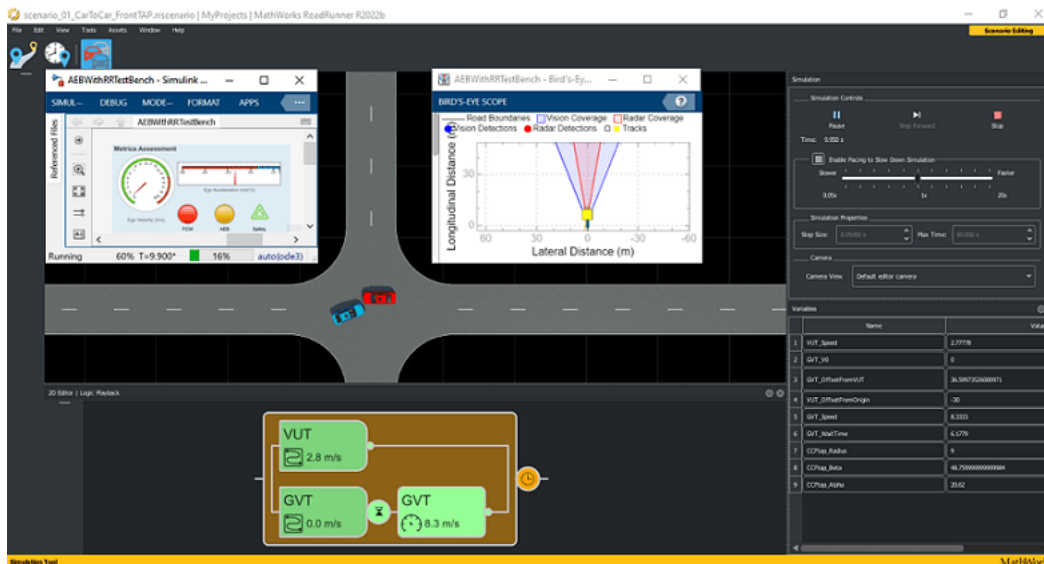
```
helperSLAEBWithRRSetup(rrApp, rrSim, scenarioFileName="scenario_01_CarToCar_FrontTAP")
```

This model may take few seconds to update the diagram when compiling for the first time. Update the model before running the simulation.

```
set_param(modelName,SimulationCommand="update")
```

Simulate the scenario and observe how the AEB system avoids collision.

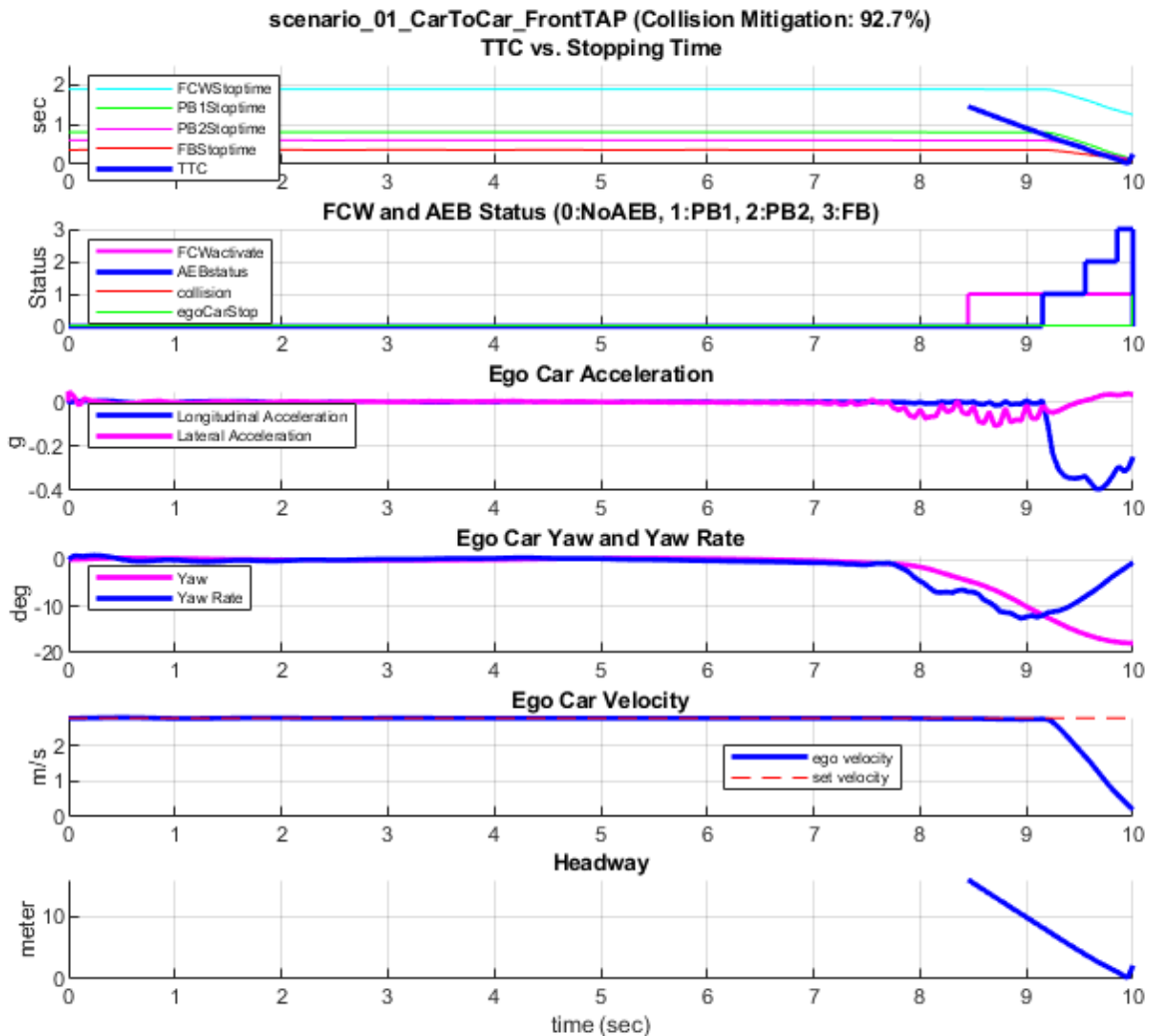
```
set(rrSim,SimulationCommand="Start")
while strcmp(rrSim.get("SimulationStatus"),"Running")
    pause(1)
end
```



Notice that the sensor fusion and tracking algorithm tracks the target vehicle and the decision logic algorithm finds that target as the MIO, and that the AEB system applies the brake to mitigate the collision.

Plot the simulation results by using the `helperPlotAEBResults` helper function.

```
helperPlotAEBResults(logout,"scenario_01_CarToCar_FrontTAP")
```



- **TTC vs. Stopping Time** — Compares the time-to-collision and the stopping times for the forward collision warning (FCW), first stage partial brake, second stage partial brake, and full brake, respectively. For more information about multi-stage partial braking, see “Autonomous Emergency Braking with Sensor Fusion” on page 8-305.
- **FCW and AEB Status** — Displays the FCW and AEB activation status based on the comparison results from the first plot.
- **Ego Car Acceleration** — Shows the acceleration of the ego vehicle.
- **Ego Car Yaw and Yaw Rate** — Shows the yaw and yaw rate of the ego vehicle.
- **Ego Car Velocity** — Shows the velocity of the ego vehicle.
- **Headway** — Shows the headway between the ego vehicle and the MIO.

In the first few seconds, the ego vehicle travels with its specified velocity of 2.778 m/s. The sensors detect the target vehicle at the intersection. Immediately after the detection, the FCW system activates.

The AEB system then applies the first stage of the partial brake, and the ego vehicle starts to slow down.

The ego vehicle reduces its velocity to mitigate the collision in this scenario.

### Simulate with Scenario Variants

The Euro NCAP standard recommends testing CCFTap scenarios with speed variations for the VUT and GVT. This example supports these speed variations for the VUT and GVT, which results in a total of nine scenario variations:

- VUT — 10, 15, or 20 km/h
- GVT — 30, 45, or 55 km/h

To keep the same collision point for all these variations, the example modifies the wait time of the GVT. The example also updates the trajectory of the VUT with the change in its test speed, as shown in this table.

Test speed	Part 1 (clothoid)			Part 2 (constant radius)			Part 3 (clothoid)		
	Start Radius R1 [m]	End Radius R2 [m]	Angle $\alpha$ [deg]	Start Radius R2 [m]	End Radius R2 [m]	Angle $\beta$ [deg]	Start Radius R2 [m]	End Radius R1 [m]	Angle $\alpha$ [deg]
10 km/h	1500	9.00	20.62	9.00	9.00	48.76	9.00	1500	20.62
15 km/h	1500	11.75	20.93	11.75	11.75	48.14	11.75	1500	20.93
20 km/h	1500	14.75	21.79	14.75	14.75	46.42	14.75	1500	21.79

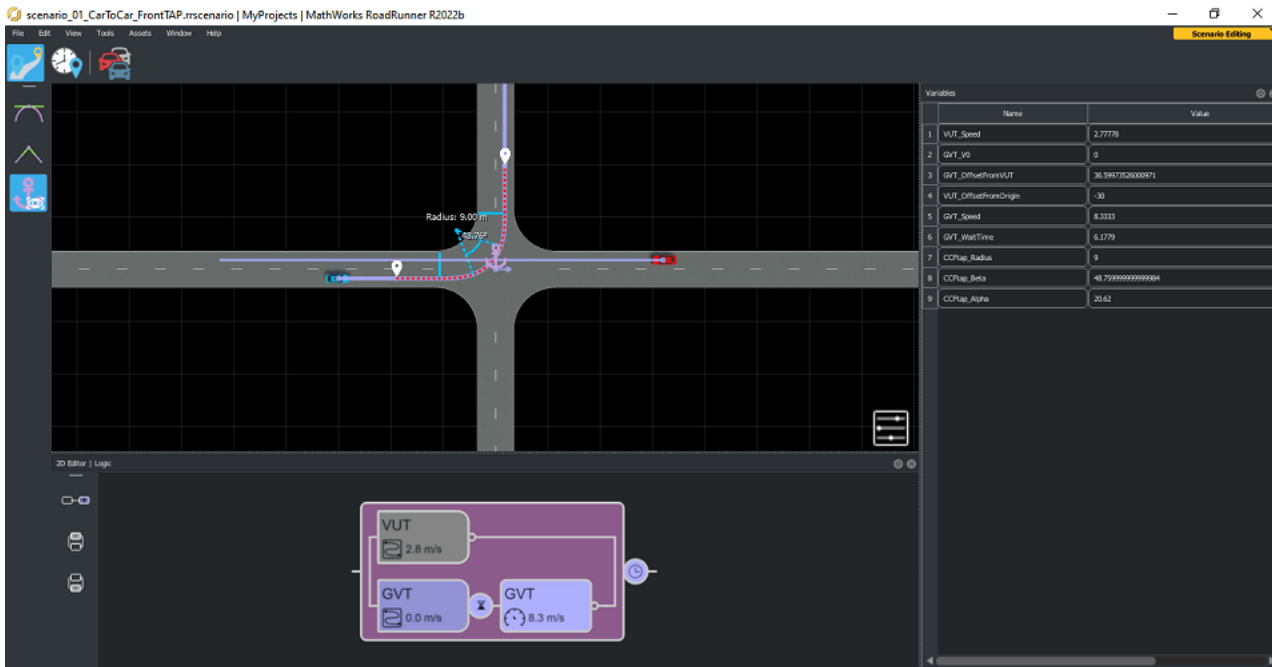
This example uses a `CCFTapVariationData.mat` file that contains the VUT trajectory parameters and precalculated GVT wait times for all nine scenario variations.

Load the mat file.

```
load("CCFTapVariationData.mat")
disp(CCFTapVariationData)
```

<u>vutSpeed</u>	<u>gvtSpeed</u>	<u>vutAlpha</u>	<u>vutBeta</u>	<u>vutRadius</u>	<u>gvtWaitTime</u>
10	30	20.62	48.76	9	6.1779
10	45	20.62	48.76	9	7.4019
10	55	20.62	48.76	9	7.847
15	30	20.93	48.14	11.75	2.2
15	45	20.93	48.14	11.75	3.5
15	55	20.93	48.14	11.75	3.9728
20	30	21.79	46.42	14.75	0
20	45	21.79	46.42	14.75	1.3668
20	55	21.79	46.42	14.75	1.8728

`scenario_01_CarToCar_FrontTAP` contains variables that enable you to vary the VUT trajectory parameters and GVT wait times, as shown in this image.



You can use the `setScenarioVariable` function to modify these variables.

Follow these steps to simulate the AEB test bench with a scenario variant:

1. Select the variant to run and set the VUT and GVT speeds. This example shows the ninth variation, which specifies a VUT speed of 20 km/h and a GVT speed of 55 km/h.

```
variantID = 9;
vutSpeed = table2array(CCFTapVariationData(variantID,1));
gvtSpeed = table2array(CCFTapVariationData(variantID,2));

vutSpeed = vutSpeed * 0.2778; % convert VUT speed from km/hr to m/s
gvtSpeed = gvtSpeed * 0.2778; % convert GVT speed from km/hr to m/s
rrApp.setScenarioVariable("VUT_Speed",num2str(vutSpeed))
rrApp.setScenarioVariable("GVT_Speed",num2str(gvtSpeed))
```

2. Get the GVT wait time value from `CCFTapVariationData`.

```
gvtWaitTime = table2array(CCFTapVariationData(variantID,6));
```

Update the `GVT_WaitTime` variable of RoadRunner Scenario.

```
rrApp.setScenarioVariable("GVT_WaitTime",num2str(gvtWaitTime))
```

Based on the VUT speed, set the Euro NCAP path parameters in the RoadRunner Scenario.

```
rrApp.setScenarioVariable("CCFTap_Alpha",num2str(table2array(CCFTapVariationData(variantID,3))))
rrApp.setScenarioVariable("CCFTap_Beta",num2str(table2array(CCFTapVariationData(variantID,4))))
rrApp.setScenarioVariable("CCFTap_Radius",num2str(table2array(CCFTapVariationData(variantID,5))))
```

3. Run the setup script to initialize the required variables for the test bench.

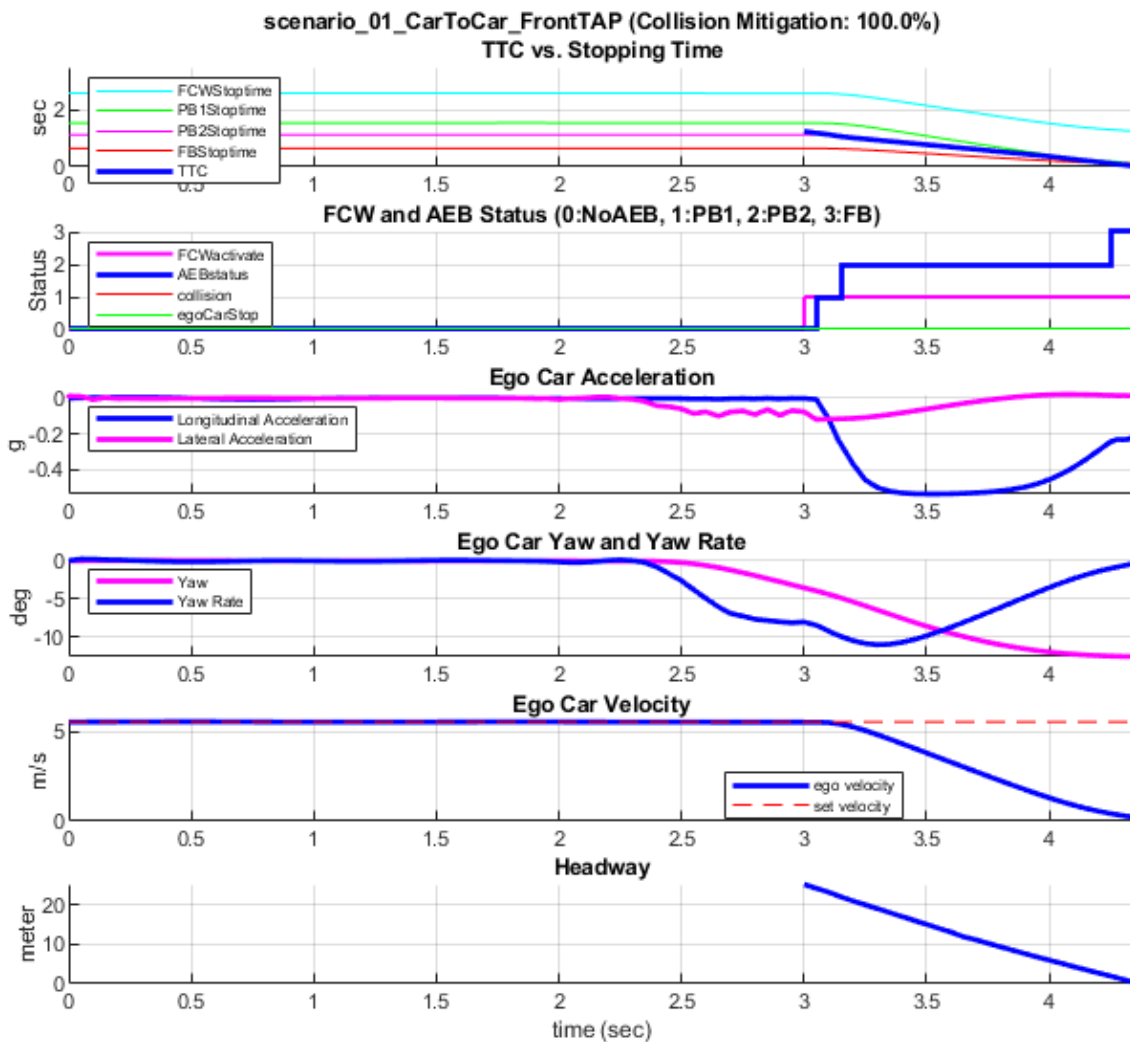
```
helperSLAEBWithRRSetup(rrApp,rrSim,scenarioFileName="scenario_01_CarToCar_FrontTAP")
```

4. Simulate the model and plot the results.

```
set(rrSim,SimulationCommand="Start")
while strcmp(rrSim.get("SimulationStatus"),"Running")
    pause(1)
end
```

Plot the simulation results by using the helperPlotAEBResults helper function.

```
helperPlotAEBResults(logout,"scenario_01_CarToCar_FrontTAP")
```



### Explore Other Scenarios

In this example, you have explored the behavior for the `scenario_01_CarToCar_FrontTAP`.`rrscenario` scenario, which uses the `JunctionWithConnectingLanes`.`rrscene` scene. You can use the same test bench model to

explore other scenarios. This example provides these additional scenarios that are compatible with the `AEBWithRRTestBench` model.

- `scenario_02_CarToCar_RearStationary.rrscenario` — In this scenario, the VUT collides with the GVT that is stationary in the VUT lane.
- `scenario_03_CarToPedestrian_NearSide_Adult.rrscenario` — In this scenario, the ego vehicle collides with a pedestrian who is traveling from the right side of the road, which Euro NCAP test protocols refer to as the near side.

Using these test scenarios, you can verify whether the AEB system successfully applies the brake and avoids or mitigates a collision with the target.

These scenarios use the `HighwayStraightRoad.rrscene` scene, which contains a two-way, four-lane, straight highway road. You can explore these scenarios in RoadRunner Scenario. For example, to open the `scenario_02_CarToCar_RearStationary.rrscenario` scenario, enter this command.

```
openScenario(rrApp,"scenario_02_CarToCar_RearStationary.rrscenario")
```

You can configure the `AEBWithRRTestBench` model to simulate this scenario by using the `helperSLAEBWithRRSetup` function. To configure the model to run the `scenario_02_CarToCar_RearStationary.rrscenario` scenario, enter this command.

```
helperSLAEBWithRRSetup(rrApp,rrSim,scenarioFileName="scenario_02_CarToCar_RearStationary")
```

When you are finished with this example, enable MPC update messages.

```
mpcverbosity("on");
```

## See Also

### Blocks

[World To Vehicle](#) | [Driving Radar Data Generator](#) | [Vision Detection Generator](#) | [RoadRunner Scenario](#) | [RoadRunner Scenario Reader](#) | [RoadRunner Scenario Writer](#)

## Related Examples

- “Autonomous Emergency Braking with Sensor Fusion” on page 8-305
- “Automate Testing for Autonomous Emergency Braking” on page 8-1300
- “Autonomous Emergency Braking with Vehicle Variants” on page 8-1309
- “Forward Collision Warning Using Sensor Fusion” on page 8-219
- “Highway Lane Change Planner with RoadRunner Scenario” on page 8-1399

## Automate Testing for Scenario Variants of AEB System

This example shows how to assess the functionality of an autonomous emergency braking (AEB) application by varying the European New Car Assessment Programme (Euro NCAP) Car-to-Pedestrian Nearside Child (CPNC) driving scenario. This example builds on the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example.

### Introduction

Autonomous emergency braking is an advanced active safety system that helps drivers avoid or mitigate collisions with other vehicles. The test space for autonomous driving functions is incredibly large, and it is not feasible to validate large numbers of scenarios with real-world driving tests. This example enables you to perform scenario-based testing of an AEB system by generating multiple scenario variants from a seed scenario.

The example shows how to vary ego speed and collision point parameters to generate multiple variants of the Euro NCAP CPNC test scenario. The example also shows how to use iterative testing methodology in Simulink® **Test Manager** to test the generated variants. In this example, you:

- 1 Explore the test bench model** — The model contains modules for the sensors and environment, sensor fusion and tracking, decision logic, controls, and vehicle dynamics.
- 2 Review seed scenario and generate variants** — Review the CPNC seed scenario and generate variants of the seed scenario by varying the ego speed and the collision point between the ego vehicle and pedestrian.
- 3 Perform iterative testing with scenario variants** — Configure **Test Manager** to simulate the AEB test bench model for each scenario variant using scripted iterative testing with Simulink Test™, assess success criteria, and report results.
- 4 Visualize the results and review the generated report** — Plot a grid-based visualization to review and analyze the results from iterative testing. You can also export the simulation results to a PDF and review the generated report.

### Explore Test Bench Model

This example reuses the AEBTestBench model from the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example.

To explore the test bench model, open a working copy of the project example files. MATLAB® copies the files to an example folder so that you can edit them.

```
helperDrivingProjectSetup("AutonomousEmergencyBraking.zip",workDir=pwd)
```

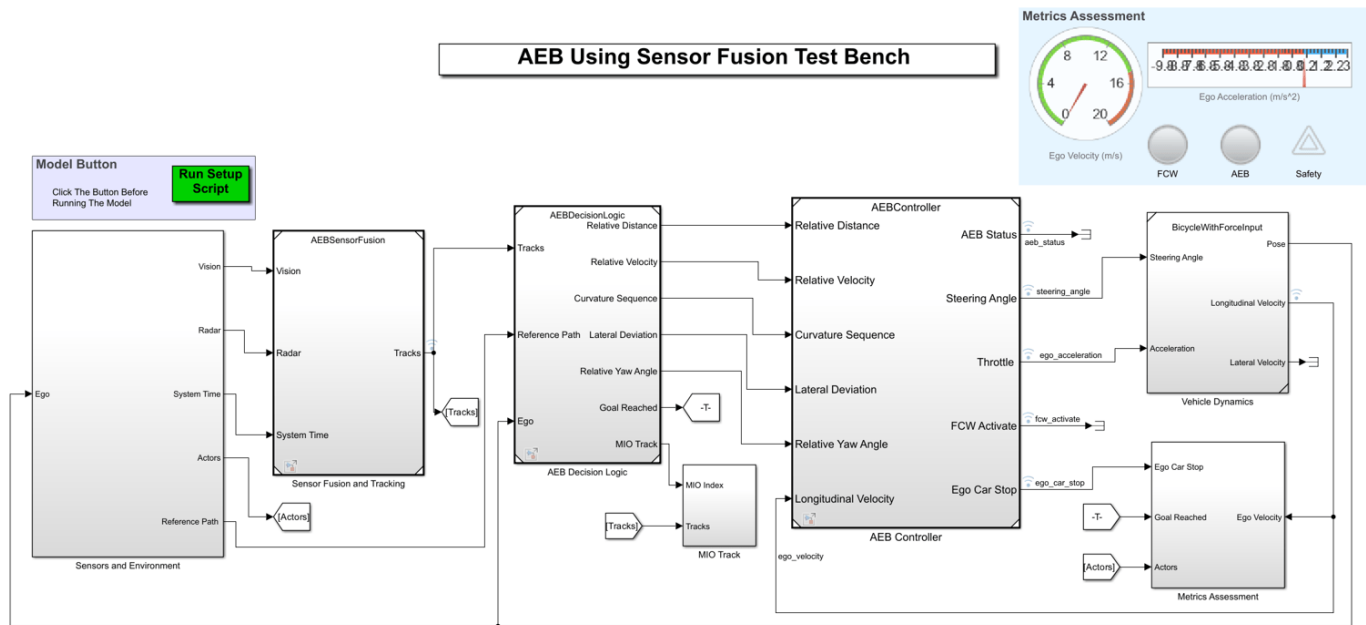
To reduce Command Window output, turn off model predictive controller (MPC) update messages.

```
mpcverbosity("off");
```

Open the system-level simulation test bench model.

```
open_system("AEBTestBench")
```





This test bench model has these modules:

- **Sensors and Environment** — Subsystem that specifies the road, actors, camera, and radar sensor used for simulation.
- **Sensor Fusion and Tracking** — Algorithm model that fuses vehicle detections from the camera to those from the radar sensor.
- **AEB Decision Logic** — Algorithm model that specifies the lateral and longitudinal decision logic that provides most important object (MIO) related information and ego vehicle reference path information to the controller.
- **AEB Controller** — Algorithm model that specifies the steering angle and acceleration controls.
- **Vehicle Dynamics** — Subsystem that specifies the dynamic model of the ego vehicle.
- **Metrics Assessment** — Subsystem that assesses system-level behavior.

For more details on these components and simulating the test bench model, see the “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example.

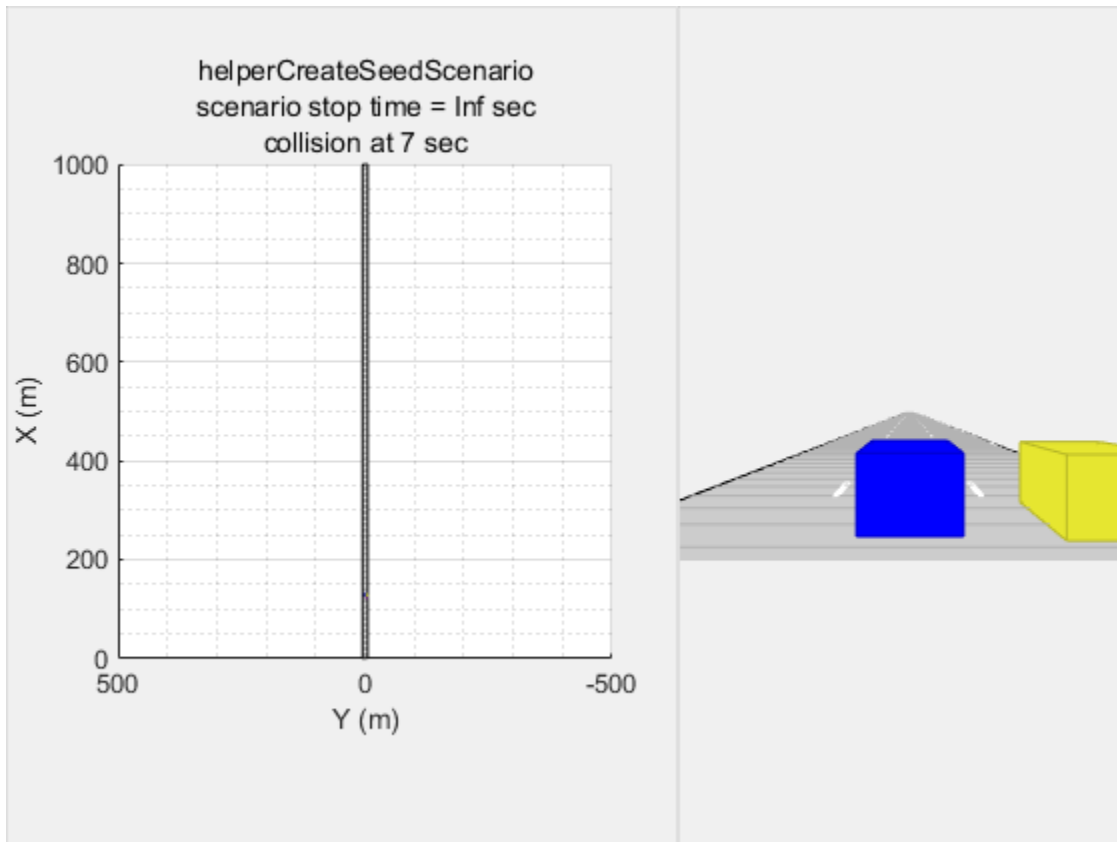
In this example, your focus is on automating the simulation runs for multiple variants of a seed scenario. You create the seed scenario using the **Driving Scenario Designer** app.

### Review Seed Scenario and Generate Variants

The `helperCreateSeedScenario` function generates a cuboid scenario that is compatible with the `AEBTestBench` model. This is an open-loop scenario containing two stationary target vehicles on a straight road and a child pedestrian. This is a Euro NCAP CPNC scenario, in which the ego vehicle collides with a pedestrian child who is running behind the obstruction from the nearside. The frontal structure of the vehicle hits the pedestrian.

Plot the open-loop scenario to see the interactions of the ego vehicle and the pedestrian child target.

```
hFigSeedScenario = helperPlotScenario("helperCreateSeedScenario");
```



The ego vehicle, which is not under closed-loop control, collides with the pedestrian child. The goal of the closed-loop system is to avoid or mitigate the collision with the pedestrian actor. In the `AEBTestBench` model, the ego vehicle has the same initial speed and initial position as in the open-loop scenario.

Close the figure.

```
close(hFigSeedScenario)
```

### Generate Variants of Seed Scenario

The `helperCreateSeedScenario` function creates a seed scenario in which the speed of the ego vehicle is 60 km/hr, and the collision point is at the front-left corner of the ego vehicle. To test this AEB CPNC scenario per Euro NCAP test protocols, you create multiple variants of the seed scenario by varying the ego speed and collision point. Use the `helperCreateSeedScenario` function to create the seed scenario.

```
[seedScenario,egoVehicle] = helperCreateSeedScenario;
```

Use the `getScenarioDescriptor` function to create a `scenarioDescriptor` object that has the properties of the seed scenario. You can modify the properties of this object to generate scenario variations.

```
% Get the scenario descriptor from the seed scenario
scenarioDescriptor = getScenarioDescriptor(seedScenario);
```

Define the IDs of the ego vehicle and the target actor that collides with the ego vehicle.

```
egoID = egoVehicle.ActorID;
targetID = 2;
```

To generate scenario variations, the ego vehicle in the seed scenario must satisfy these criteria:

- The ego vehicle must collide with the target vehicle.
- The ego vehicle must have consistent motion properties.
- The ego trajectory must have at least three waypoints.
- The ego vehicle must travel at a constant speed.

The `helperCheckScenario` function validates the seed scenario against these criteria. If any of the checks fail, the function returns a value of 0 indicating that you must modify the scenario before using it to generate variations variations.

The `helperPerformScenarioCollision` function modifies the scenario based on the conditions specified in “Generate Scenario Variants for Testing AEB Pedestrian Systems” on page 10-19 example.

```
% Validate the seed scenario information stored in scenarioDescriptor.
checkStatus = helperCheckScenario(egoID,targetID,scenarioDescriptor);
if ~checkStatus % if scenario check failed, modify the scenario according to requirements
    scenarioDescriptor = helperPerformScenarioCollision(egoID,targetID,scenarioDescriptor,method);
end
```

To generate variants of the seed scenario, use the `helperGenerateScenarioVariant` function. The `helperGenerateScenarioVariant` function uses these input arguments: the `scenarioDescriptor` object, the ego vehicle ID, the target actor ID, a new speed for the ego vehicle, and a new collision point.

Specify the new ego speed in m/s. To convert 20 km/h to m/s, divide by 3.6. This results in a speed value of approximately 5.5 m/s.

```
egoNewSpeed = 20 * 1/3.6; % m/s
```

Define the new collision point, as specified in the “Generate Scenario Variants for Testing AEB Pedestrian Systems” on page 10-19 example, which is required for scenario variant generation. For a collision point at the center of the front of the ego vehicle front, specify `newCollisionPoint` as 0.5.

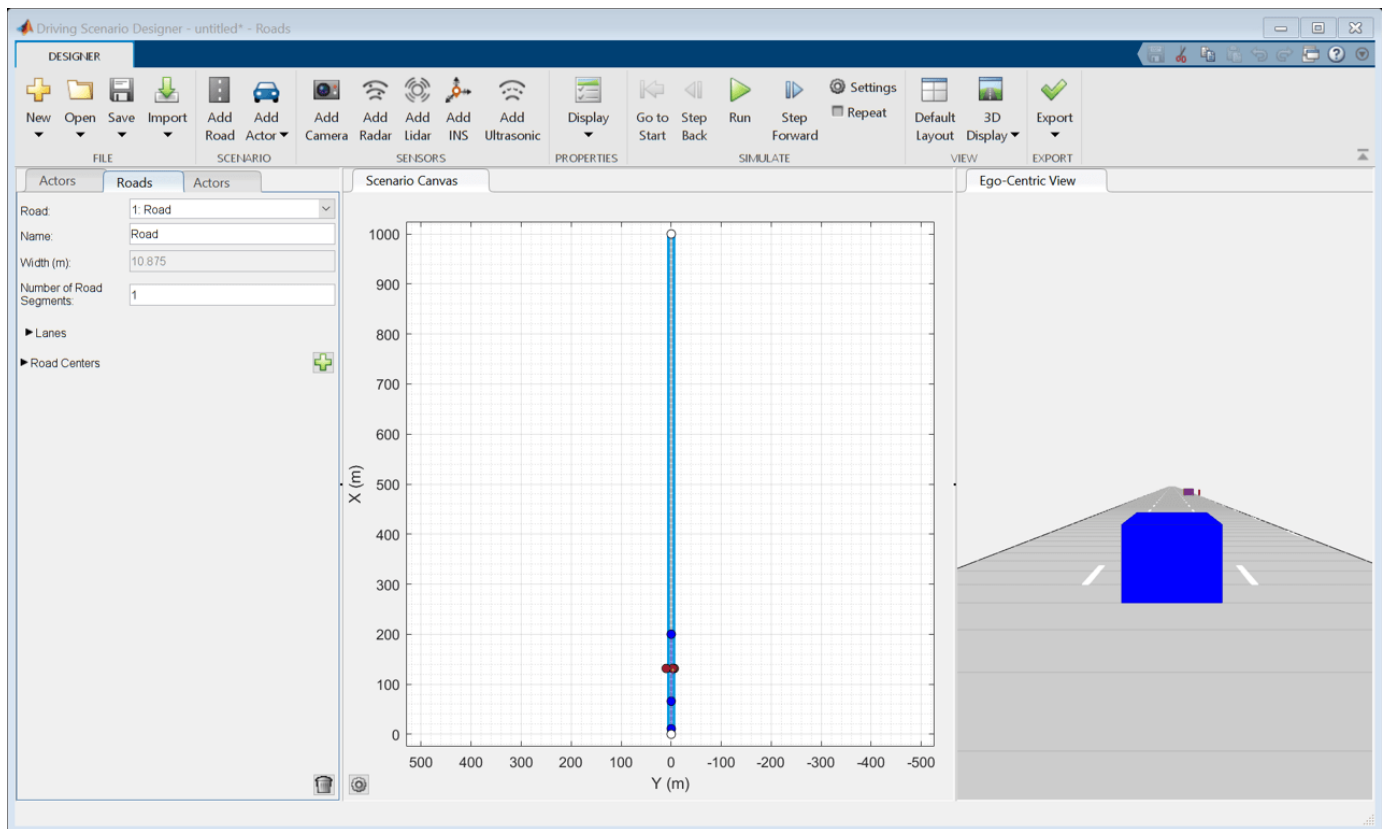
```
newCollisionPoint = 0.5;
```

Generate the variant, using the `helperGenerateScenarioVariant` function, with the ego vehicle traveling at 20 km/h and hitting the pedestrian at the center of the front of the vehicle.

```
scenarioVariant = helperGenerateScenarioVariant(scenarioDescriptor,egoID,targetID,egoNewSpeed,newCollisionPoint);
```

Review the generated variant scenario using the **Driving Scenario Designer** app.

```
drivingScenarioDesigner(scenarioVariant);
```



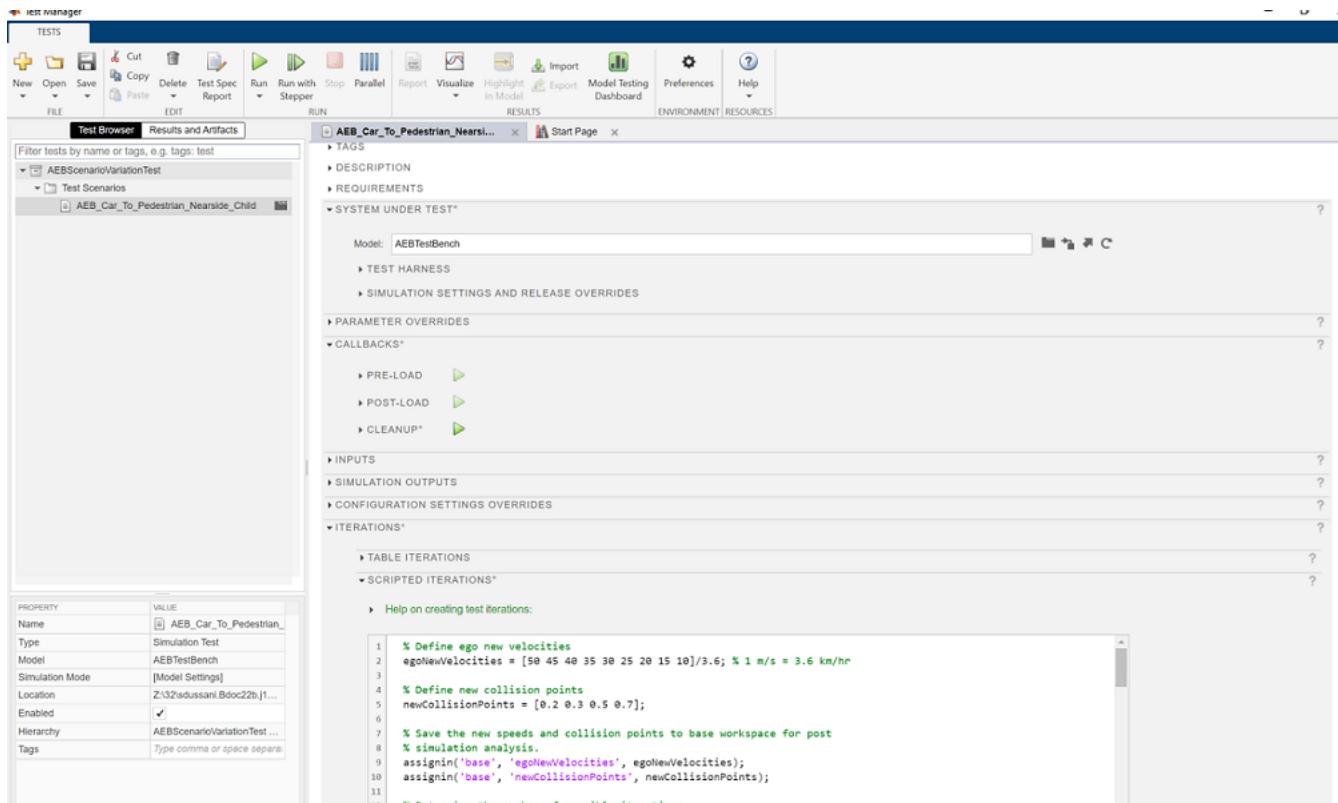
Notice that the generated variant has an ego speed of 5.5 m/s, and the collision occurs at the center of the front of the ego vehicle. You can use this scenario with the AEBTestBench model to perform closed-loop testing.

Simulink Test enables you to automate the generation and testing of scenario variants with the closed-loop model. Using Simulink Test, you can generate a large number of variations from a seed scenario and catch the failures.

### Perform Iterative Testing with Scenario Variants

This example includes a **Test Manager** configuration for automating testing of the AEB application with the generated variants. Open the AEBScenarioVariationTest.mldatx test file in the **Test Manager**.

```
sltestmgr
testFile = sltest.testmanager.load("AEBScenarioVariationTest");
```



The Simulink scripted iteration framework enables you to automate scenario variant generation and closed-loop testing using the test bench model. The iterative testing script in the `AEBScenarioVariationTest.mldatx` file describes how to combine scenario variant generation and closed-loop testing of the AEB application.

```

ITERATIONS*
TABLE ITERATIONS
SCRIPTED ITERATIONS*
Help on creating test iterations:

1 % Define ego new velocities
2 egoNewVelocities = [50 45 40 35 30 25 20 15 10]/3.6; % 1 m/s = 3.6 km/hr
3
4 % Define new collision points
5 newCollisionPoints = [0.2 0.3 0.5 0.7];
6
7 % Save the new speeds and collision points to base workspace for post
8 % simulation analysis.
9 assignin('base', 'egoNewVelocities', egoNewVelocities);
10 assignin('base', 'newCollisionPoints', newCollisionPoints);
11
12 % Determine the number of possible iterations
13 numEgoVelocities = length(egoNewVelocities);
14 numCollisionPoints = length(newCollisionPoints);
15
16 % Create the seed scenario
17 [seedScenario, egoVehicle, egoData, targetData] = helperCreateSeedScenario();
18
19 % Validate seed scenario
20 helperValidateScenario(seedScenario, egoData, targetData);
21
22 % Run the setup script to initialize the workspace variable, and buses that
23 % are required to run the AEBTestBench.slx
24 helperSLAEBSetup("scenario", seedScenario, "egoVehicle", egoVehicle);
25
26 % Iterate over the ego new velocities and collision points to create Simulink
27 % test iterations.
28 for i = 1 : length(egoNewVelocities) % Select the ego new speed to vary over the new collision points
29     for j = 1 : length(newCollisionPoints) % Select the collision point to vary for the current iteration
30
31         % Generate the current scenario with the current ego speed,
32         % collision point information.
33         scenarioVariant = helperGenerateScenarioVariant(seedScenario, egoData.id, targetData.id, egoNewVelocities(i), newCollisionPoints(j));
34
35         % Calculate the egoVehDyn structure that is required to update the
36         % initial ego velocity for the AEBTestBench.
37         egoVehDyn = helperGetEgoVehicleDynamicsParams(scenarioVariant, egoData.id);
38
39         % Create the test iteration object.
40         testIter = sltest.testmanager.TestIteration;
41
42         % Set the scenario variable with the scenarioVariant for the current iteration.
43         testIter.setVariable('Name', 'scenario', 'Source', 'model workspace', 'Value', scenarioVariant);
44
45         % Set the ego vehicle set velocity v_set variable for the current iteration.
46         testIter.setVariable('Name', 'v_set', 'Source', 'base workspace', 'Value', egoNewVelocities(i));
47
48         % Set the egoVehDyn structure for the current iteration.
49         testIter.setVariable('Name', 'egoVehDyn', 'Source', 'base workspace', 'Value', egoVehDyn);
50
51         % Add the current iteration
52         addIteration(sltest_testCase, testIter);
53     end
54 end

```

Iteration Templates Generate an iteration script using templates

The `setVariable` function sets these parameters for each iteration:

- `v_set` — Set Velocity of the ego vehicle.
- `scenario` — Driving Scenario object.
- `egoVehDyn` — Initialization parameters for Vehicle Dynamics subsystem, specified as a structure.

The `addIteration` function adds test iterations. For more information on creating scripted iterations, see the “Test Iterations” (Simulink Test).

After simulating the test case, the **Test Manager** uses the `helperPlotAEBResults` function from the **CLEANUP** callback to generate the post-simulation plots. For more information on these plots, see “Autonomous Emergency Braking with Sensor Fusion” on page 8-305 example.

### Run and Explore Results for CPNC Scenario Variants

To test the system-level model with the generated variants from Simulink Test, use this code:

```

resultSet = run(testFile);
testFileResults = getTestFileResults(resultSet);
testSuiteResults = getTestSuiteResults(testFileResults);

```

```
testCaseResults = getTestCaseResults(testSuiteResults);
testIterationResults = getIterationResults(testCaseResults);
```

### Visualize Results and Review Generated Report

The `testIterationResults` output contains the results for all the iterations. To plot the summary of results in the form of a color grid, use the `helperPlotAEBVariantResults` function. This helper function plots the grid results with specific colors for each cell that indicate the pass or fail status of closed-loop simulation of the `AEBTestBench` model with the generated scenario variants.

```
helperPlotAEBVariantResults(testIterationResults, egoNewSpeeds, newCollisionPoints)
```



In the result grid, the columns represent the collision point values of 0.2, 0.3, 0.5, and 0.7. The rows represent nine ego speed values ranging from 10 km/h to 50 km/h in steps of 5 km/h. For each value of ego speed, there are four possible collision points, which results in a total of 36 variations. The right plot in the figure shows the color lookup table, where green shows very significant speed reduction of the ego vehicle at collision time, and red represents low speed reduction at collision time. The speed reduction of the ego vehicle is the difference between the initial ego speed and the ego speed at the time of collision. If there is no collision, the speed reduction is the difference between the initial speed and the ego speed at the end of the simulation.

Each cell of the grid shows the final ego speed using a color that corresponds to the amount of speed reduction. Notice that all cells of the grid are green, which indicates that the algorithm in the AEB test bench passed all 36 variations of the CPNC scenario.

Use this code to generate the report, for further analysis of specific iterations:

```
sltest.testmanager.report(testIterationResults, "Report.pdf", ...
Title="Automate Testing for CPNC Scenario Variants of AEB System", ...
IncludeMATLABFigures=true, ...
IncludeErrorMessages=true, ...
IncludeTestResults=0, ...
LaunchReport=true);
```

## Review Generated Report

Examine `Report.pdf`. Observe that the `Test environment` section shows the platform on which the test is run and the MATLAB version used for testing. The `Summary` section shows the outcome of the test and duration of the simulation, in seconds. The `Results` section shows pass or fail results based on the assessment criteria. This section also shows the plots logged from the `helperPlotAEBResults` function.

Enable MPC update messages.

```
mpcverbosity("on");
```

## See Also

### Apps

[Driving Scenario Designer](#)

### Objects

[drivingScenario](#)

### Functions

[getScenarioDescriptor](#) | [getScenario](#)

### Blocks

[Vehicle Body 3DOF](#) | [Driving Radar Data Generator](#) | [Vision Detection Generator](#)

## Related Examples

- [“Autonomous Emergency Braking with Sensor Fusion”](#) on page 8-305
- [“Autonomous Emergency Braking with Vehicle Variants”](#) on page 8-1309
- [“Autonomous Emergency Braking with RoadRunner Scenario”](#) on page 8-1444
- [“Automate Testing for Autonomous Emergency Braking”](#) on page 8-1300



# Scenario Generation

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- “Overview of Scenario Generation from Recorded Sensor Data” on page 9-2
- “Smooth GPS Waypoints for Ego Localization” on page 9-5
- “Preprocess Lane Detections for Scenario Generation” on page 9-11
- “Improve Ego Vehicle Localization” on page 9-16
- “Extract Lane Information from Recorded Camera Data for Scene Generation ” on page 9-38
- “Generate High Definition Scene from Lane Detections ” on page 9-49
- “Extract Vehicle Track List from Recorded Camera Data for Scenario Generation” on page 9-62
- “Extract Vehicle Track List from Recorded Lidar Data for Scenario Generation” on page 9-72
- “Generate Scenario from Actor Track List and GPS Data” on page 9-81
- “Generate RoadRunner Scene from Recorded Lidar Data” on page 9-92
- “Generate RoadRunner Scenario from Recorded Sensor Data” on page 9-102

## Overview of Scenario Generation from Recorded Sensor Data

The Scenario Builder for Automated Driving Toolbox support package enables you to create virtual driving scenarios from vehicle data recorded using various sensors, such as a global positioning system (GPS), inertial measurement unit (IMU), camera, and lidar. To create virtual driving scenarios, you can use raw sensor data as well as recorded actor track lists or lane detections. Using these virtual driving scenarios, you can mimic real-world driving conditions and evaluate autonomous driving systems in a simulation environment.

Scenario generation from recorded sensor data involves these steps:

- 1 Preprocess input data.
- 2 Extract ego vehicle information.
- 3 Extract scene information.
- 4 Extract information of non-ego actors.
- 5 Create, simulate, and export scenario.



### Preprocess Input Data

Scenario Builder for Automated Driving Toolbox supports a variety of sensor data. You can load recorded data from GPS, IMU, camera, or lidar sensors into MATLAB. You can also load processed lane detections and actor track list data to create a virtual scenario.

After loading the data into MATLAB, you can perform these preprocessing steps on sensor data:

- Align the recorded timestamp range of different sensors by cropping their data into a common timestamp range. The Scenario Builder for Automated Driving Toolbox support package supports timestamp values in the POSIX<sup>®</sup> format.
- Normalize and convert the timestamp values into units of seconds.
- Organize the sensor data into formats that Scenario Builder for Automated Driving Toolbox supports. For more information, see “Preprocess Lane Detections for Scenario Generation” on page 9-11.
- Specify the region of interest (ROI) in the GPS data for which you want to create a scenario. Use the `getMapROI` function to get the coordinates of a geographic bounding box from the GPS data. To visualize geographic data, use the `geoplayer` object.
- Convert geographic coordinates to local Cartesian coordinates using the `latlon2local` function.

### Extract Ego Vehicle Information

The local Cartesian coordinates that you obtain from the `latlon2local` function specify the ego waypoints. Because these waypoints are directly extracted from raw GPS data, they often suffer from GPS noise due to multipath propagation. You can smooth this data to remove noise and better localize the ego vehicle. For more information on smoothing GPS data, see “Smooth GPS Waypoints for Ego

Localization” on page 9-5. Then, generate the ego trajectory from the waypoints and the corresponding time information using the `waypointTrajectorySystem` object.

To improve localization of the ego vehicle, you can fuse the information from GPS and IMU sensors to correct the drift in the position and orientation of the ego vehicle. For more information, see “Improve Ego Vehicle Localization” on page 9-16.

## Extract Scene Information

To extract scene information, you must have road parameters and lane information. Use the `roadprops` function to extract road parameters from the desired geographic ROI. You can extract road parameters from these sources:

- ASAM OpenDRIVE file
- HERE HD Live Map<sup>5</sup> (HERE HDLM)
- OpenStreetMap
- Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0)<sup>6</sup>

The function extracts parameters for any road within the ROI. To generate a scenario, you need only the roads on which the ego vehicle is traveling. Use the `selectActorRoads` function to get the ego-specific roads.

Standard definition (SD) map data often lacks detailed lane information, which is essential for navigation in an autonomous system. You can use the `updateLaneSpec` function to get detailed lane information from recorded lane detections. To extract lane information from raw camera data, see “Extract Lane Information from Recorded Camera Data for Scene Generation” on page 9-38.

You can also create a scene from recorded lidar data. For more information, see “Generate RoadRunner Scene from Recorded Lidar Data” on page 9-92.

## Extract Non-Ego Actor Information

After extracting ego information and road parameters, you must use non-ego actor information to create a driving scenario. Use the `actorprops` function to extract non-ego actor parameters from the actor track list data. The function extracts various non-ego parameters, including speed, yaw, and entry and exit times. For more information, see the `actorprops` function.

To extract an actor track list from camera data, see “Extract Vehicle Track List from Recorded Camera Data for Scenario Generation” on page 9-62. You can also extract a vehicle track list from recorded lidar data. For more information, see “Extract Vehicle Track List from Recorded Lidar Data for Scenario Generation” on page 9-72.

## Create, Simulate, and Export Scenario

Create a driving scenario using a `drivingScenario` object. Use this object to add a road network and specify actors and their trajectories from your extracted parameters. For more information on

<sup>5</sup> You need to enter into a separate agreement with HERE in order to gain access to the HDLM services and to get the required credentials (`access_key_id` and `access_key_secret`) for using the HERE Service.

<sup>6</sup> To gain access to the Zenrin Japan Map API 3.0 (Itsumo NAVI API 3.0) service and get the required credentials (a client ID and secret key), you must enter into a separate agreement with ZENRIN DataCom CO., LTD.

how to create and simulate scenario, see “Generate Scenario from Actor Track List and GPS Data” on page 9-81.

You can export the generated scenario to the ASAM OpenSCENARIO file format using the `export` function of the `drivingScenario` object.

Using a `roadrunnerHDMMap` object, you can also create a RoadRunner HD Map from road network data that you have updated using lane detections. The RoadRunner HD Map enables you to build a RoadRunner scene. For more information, see the “Generate RoadRunner Scene from Recorded Lidar Data” on page 9-92 example.

You can export actor trajectories to CSV files, and generate RoadRunner scenario by importing CSV trajectories into RoadRunner Scenario. For more information, see “Generate RoadRunner Scenario from Recorded Sensor Data” on page 9-102.

You can create multiple variations of a generated scenario to perform additional testing of automated driving functionalities. For more information, see “Overview of Scenario Variant Generation” on page 10-2.

## See Also

### Functions

`getMapROI` | `roadprops` | `selectActorRoads` | `updateLaneSpec` | `actorprops`

### Objects

`drivingScenario` | `roadrunnerHDMMap`

## Related Examples

- “Smooth GPS Waypoints for Ego Localization” on page 9-5
- “Improve Ego Vehicle Localization” on page 9-16
- “Preprocess Lane Detections for Scenario Generation” on page 9-11
- “Extract Lane Information from Recorded Camera Data for Scene Generation” on page 9-38
- “Generate High Definition Scene from Lane Detections” on page 9-49
- “Generate Scenario from Actor Track List and GPS Data” on page 9-81
- “Generate RoadRunner Scenario from Recorded Sensor Data” on page 9-102

## Smooth GPS Waypoints for Ego Localization

This example shows how to smooth an ego trajectory obtained from the Global Positioning System (GPS) and Inertial Measurement Unit (IMU) sensors.

You can use virtual driving scenarios to recreate real-world scenarios from recorded vehicle data. To generate a reliable virtual scenario, you must have accurate trajectory information. You can obtain ego trajectory information from GPS and IMU sensors. However, data from these sensors is often noisy which results in inaccurate waypoints. You can smooth these noisy waypoints to accurately localize the ego vehicle.

In this example, you preprocess the GPS data and smooth noisy ego waypoints using a kinematic motion model and a window-based statistical model.

### Load and Preprocess GPS Data

Download the GPS data. The data contains a structure with these fields:

- `timeStamp` — Time at which the data was collected. Units are in microseconds.
- `velocity` — Velocity of the ego vehicle. Units are in meters per second.
- `yawRate` — Yaw rate of the ego vehicle. Units are in degrees.
- `latitude` — Latitude coordinate values of the ego trajectory. Units are in degrees.
- `longitude` — Longitude coordinate values of the ego trajectory. Units are in degrees.
- `altitude` — Altitude values of the ego trajectory. Units are in meters.

```
sensorData = fullfile(tempdir, "AutomotiveDataset");
if ~isfolder(sensorData)
    mkdir(sensorData)
end
if ~exist("data", "var")
    url = "https://ssd.mathworks.com/supportfiles/driving/data/highwayLaneChangeDatase/ins2.mat"
    filePath = fullfile(sensorData, "ins.mat");
    if ~isfile(filePath)
        websave(filePath, url);
    end
    data = load(filePath);
end
```

Insert the `startTime`, `egoSampleTime` and `endTime` to the `sim` object.

- `startTime` — Time to start collecting the data. Units are in microseconds.
- `endTime` — Time to stop collecting the data. Units are in microseconds.
- `egoSampleTime` — Time interval between each consecutive data point. Units are in microseconds.

```
sim.startTime = 1461634424950000;
sim.endTime = 1461634434950000;
sim.egoSampleTime = 0.05;
```

Compute the start and end timestamp indices, and the number of data points, by using the `helperTimestampIndex` function.

```
[~, sim.gps.startstep, sim.gps.endstep] = helperTimestampIndex([data.ins.timeStamp]', sim.startTime
```

Extract the GPS data for the specified timestamp range.

```
dataSelected.ins = data.ins(sim.gps.startstep:sim.gps.endstep);
gps = table([dataSelected.ins.timeStamp]',[dataSelected.ins.latitude]',[dataSelected.ins.longitude]
```

`gps` is an  $M$ -by-4 table containing latitude, longitude, and altitude values for each timestamp, where  $M$  is the number of data points.

Display the first five entries of the table.

```
gps(1:5,:)
```

```
ans=5x4 table
      Timestamp      Latitude      Longitude      Altitude
      _____      _____      _____      _____
1461634424978430      45.532      -122.62      34.861
1461634425028360      45.532      -122.62      34.85
1461634425078181      45.532      -122.62      34.839
1461634425128114      45.532      -122.62      34.825
1461634425178370      45.532      -122.62      34.789
```

Convert the GPS coordinates to local east-north-up (ENU) coordinates by using the `latlon2local` function. The transformed coordinates define the waypoints of the ego vehicle. Units are in meters.

```
referenceLocation = [gps.Latitude(1) gps.Longitude(1) gps.Altitude(1)];
[gps.East,gps.North,gps.Up] = latlon2local(gps.Latitude,gps.Longitude,gps.Altitude,referenceLocation);
```

Calculate the yaw and velocity of the ego vehicle from the GPS data.

```
[yaw,velocity] = helperCalculateYawAndVelocity(gps,sim);
EgoData = table(gps.Timestamp,[gps.East,gps.North,gps.Up],velocity,yaw,VariableNames=["Time","Waypoints","Velocity","Yaw"]);
```

Display the first five entries of the `EgoData` table.

```
EgoData(1:5,:)
```

```
ans=5x4 table
      Time      Waypoints      Velocity      Yaw
      _____      _____      _____      _____
1461634424978430      0      0      0      0      0      -13.289
1461634425028360      1.2552      -0.39305      0.37473      27.078      -6.3955      0      -13.289
1461634425078181      2.6257      -0.67587      0.11217      19.352      -4.2481      0      -12.389
1461634425128114      3.5158      -0.91352      0.3314      31.264      -7.0961      0      -12.789
1461634425178370      5.0913      -1.4249      0.26856      20.78      -12.254      0      -30.529
```

Raw GPS data often contains noise. In this example, you can smooth the noisy GPS waypoints by using a kinematic motion model and a window based statistical model. The kinematic motion model is preferred over the statistical method as it uses motion information to smooth the trajectory.

### Smooth Ego Trajectory Using Motion Model

Create a smooth, jerk-limited trajectory from the ego waypoints by using the `smoothTrajectory` function. The generated ego trajectory features a smooth transition of accelerations between waypoints.

```

% Jerk tolerance
jerk = 0.1;
waypoints = EgoData.Waypoints;
speed = vecnorm(EgoData.Velocity,2,2);
yaw = EgoData.Yaw;
scenario.SampleTime = 0.05;
scenario = drivingScenario(SampleTime=scenario.SampleTime);
egoVehicle = vehicle(scenario,ClassID=1,Position=waypoints(1,:),Velocity=EgoData.Velocity(1,:),Yaw=yaw);

% Apply trajectory smoothing using smoothTrajectory
smoothTrajectory(egoVehicle,waypoints,Yaw=yaw,Jerk=jerk)
% Obtain smooth trajectory waypoints
reScenario = record(scenario);
for idx = 1:size(reScenario,2)
    smoothWaypoints(idx,:) = reScenario(idx).ActorPoses(1).Position;
end

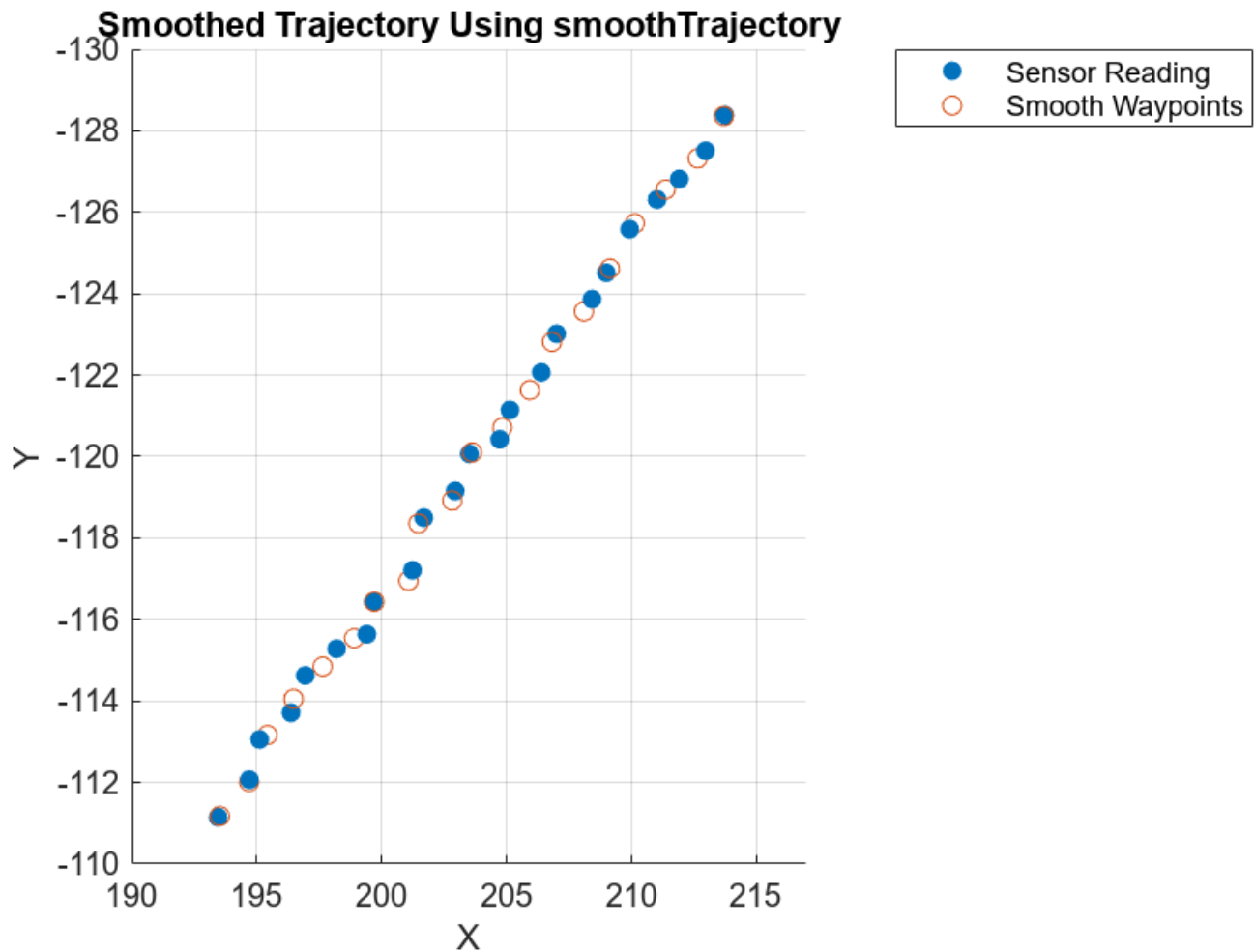
```

Visualize the smoothed ego trajectory. Note that this model is unable to smooth the trajectory because this is a high-frequency dataset. You can downsample the data and perform smoothing to reduce the error, but this can lead to data loss.

```

figure
scatterPlot1 = scatter3(waypoints(:,1),waypoints(:,2),waypoints(:,3),"filled");
hold on
scatterPlot2 = scatter3(smoothWaypoints(:,1),smoothWaypoints(:,2),smoothWaypoints(:,3));
hold off
view(0,270)
axis([190 217 -130 -110])
legend([scatterPlot1 scatterPlot2],{'Sensor Reading','Smooth Waypoints'})
title("Smoothed Trajectory Using smoothTrajectory")
xlabel("X")
ylabel("Y")
zlabel("Z")

```



### Smooth Ego Trajectory Using Statistical Model

Smooth the ego trajectory by using the `smoothdata` function. This function uses a statistical window-based, moving-average method to smooth the trajectory.

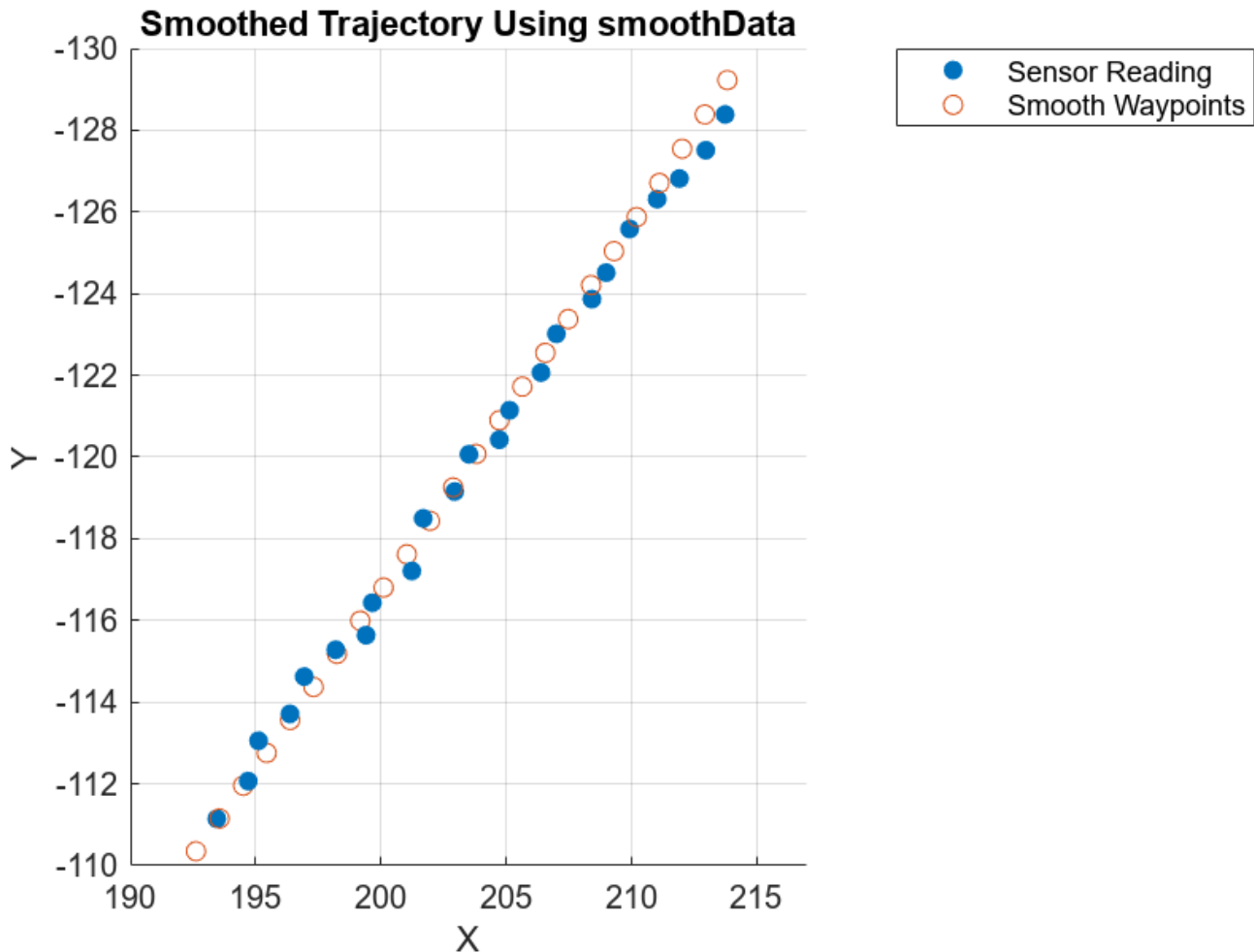
```
% The smoothData function smooths out x,y, and z separately
smoothFactor = 0.75; % Between 0 and 1
% sgolay smooths the waypoints using a Savitzky-Golay filter, which is more effective than other
smoothWaypoints = smoothdata(waypoints(:,1:3),"sgolay",SmoothingFactor=smoothFactor');
% smoothdata can be further used to smooth yaw
smoothYaw = smoothdata(yaw,"sgolay",SmoothingFactor=smoothFactor);
```

Visualize the smoothed trajectory. For high-frequency data, the smoothing results are better for the statistical model than for the motion model.

```
scatterPlot1 = scatter3(waypoints(:,1),waypoints(:,2),waypoints(:,3),"filled");
hold on
scatterPlot2 = scatter3(smoothWaypoints(:,1),smoothWaypoints(:,2),smoothWaypoints(:,3));
hold off
view(0,270)
```



```
axis([190 217 -130 -110])
legend([scatterPlot1 scatterPlot2],["Sensor Reading","Smooth Waypoints"])
title("Smoothed Trajectory Using smoothData")
xlabel("X")
ylabel("Y")
zlabel("Z")
```



### Helper Function

**helperCalculateYawAndVelocity** — Calculate yaw angles and velocity from the GPS and timestamp data.

```
function [calculatedYaw,calculatedVelocity] = helperCalculateYawAndVelocity(gps,sim)
% helperCalculateYawAndVelocity calculates yaw angles and velocity from the GPS and timestamp data
% This is a helper function for example purposes and may be removed or modified in the future.

% Copyright 2022 The MathWorks, Inc.
gps.relativeTime = double(gps.Timestamp - sim.startTime)/10^6;
gps.speed = helperComputeSpeed(gps.East,gps.North,gps.relativeTime);
sim.TotalTime = (sim.endTime - sim.startTime)/10^6;
importedScenario = drivingScenario(SampleTime=sim.egoSampleTime,StopTime=sim.TotalTime);
```

```
egoVehicleGPS = vehicle(importedScenario,ClassID=1,Position=[gps.East(1) gps.North(1) 0]);
trajectory(egoVehicleGPS,[gps.East gps.North zeros(size(gps,1),1)],gps.speed);
positionIndex = [1 3 6];
velocityIndex = [2 4 7];
i = 1;
while advance(importedScenario)
    position(1,:) = actorPoses(importedScenario).Position;
    simEgo.data(i,positionIndex) = position;
    velocity(1,:) = actorPoses(importedScenario).Velocity;
    simEgo.data(i,velocityIndex) = velocity;
    simEgo.data(i,5) = i;
    yaw = actorPoses(importedScenario).Yaw;
    simEgo.data(i,8) = yaw;
    simEgo.data(i,9) = importedScenario.SimulationTime;
    i = i + 1;
end
calculatedVelocity = [[0 0 0]; simEgo.data(:,velocityIndex)];
calculatedYaw = [simEgo.data(1,8); simEgo.data(:,8)];
end
```

## See Also

### Functions

[smoothTrajectory](#) | [smoothdata](#) | [latlon2local](#)

## Related Examples

- “Overview of Scenario Generation from Recorded Sensor Data” on page 9-2
- “Improve Ego Vehicle Localization” on page 9-16
- “Preprocess Lane Detections for Scenario Generation” on page 9-11
- “Extract Lane Information from Recorded Camera Data for Scene Generation” on page 9-38
- “Extract Vehicle Track List from Recorded Camera Data for Scenario Generation” on page 9-62
- “Generate High Definition Scene from Lane Detections” on page 9-49
- “Generate Scenario from Actor Track List and GPS Data” on page 9-81

## Preprocess Lane Detections for Scenario Generation

This example shows how to preprocess lane detection data to organize it into a format supported by Scenario Builder for Automated Driving Toolbox™.

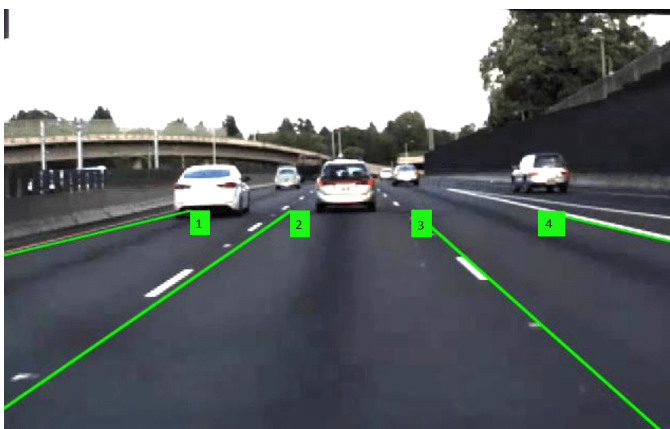
Scenario Builder for Automated Driving Toolbox provides workflows to generate high-definition (HD) scenes from lane detections. For more information on generating a scene from lane detections, see the “Generate High Definition Scene from Lane Detections” on page 9-49 example.

In this example, you organize detected lane boundary points into the table format required by the `updateLaneSpec` function.

### Desired Format of Lane Boundary Detections

The `updateLaneSpec` function accepts lane detection input as an M-by-N table. M is the number of lane detection samples and N-1 is the maximum number of detected lane boundaries across all samples. The lane detections must follow the vehicle coordinate system used by Automated Driving Toolbox. As such, the Y-coordinate values for the lane boundary points to the left of the ego vehicle must be positive values and the lane boundary points to the right must be negative values. For more information on the vehicle coordinate system, see “Coordinate Systems in Automated Driving Toolbox” on page 1-2.

The table must specify at least three columns: the first column for timestamps and the remaining columns for the lane boundaries of the ego lane. You must specify detected lane boundaries as `parabolicLaneBoundary`, `cubicLaneBoundary`, or `clothoidLaneBoundary` objects. The detected lane boundaries must be in left-to-right order, with respect to the travel direction of the ego vehicle, as shown in this image. The image shows a camera frame with overlaid lane boundary detections, and the data organization for the corresponding lane boundary data.



	1	2	3	4	5
	Timestamp	Boundary1	Boundary2	Boundary3	Boundary4
1	14616344049...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
2	14616344049...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
3	14616344050...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
4	14616344050...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
5	14616344051...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
6	14616344051...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
7	14616344052...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
8	14616344052...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
9	14616344053...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
10	14616344053...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
11	14616344054...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary

### Inspect Lane Detection Data

This example shows how to generate lane boundary models from lane boundary points represented in the vehicle coordinate system. If your data specifies pixel locations for detected lane boundary points, you must convert them to vehicle coordinate system by using the `imageToVehicle` function.

This example uses raw lane detection data stored as a column vector of structures. Load the recorded lane detection data into the workspace, and display the fields of the first structure in the data.

```
load("LaneDetectionCoordinates.mat")
laneDetectionCoordinates(1)

ans = struct with fields:
    timeStamp: 1461634404927776
        left: [1x1 struct]
        right: [1x1 struct]
    secondLeft: [1x1 struct]
    secondRight: [1x1 struct]
```

Each element of the vector is a structure with five fields. The first field contains the timestamp, and the remaining fields contains data for four lane boundaries. The `left` and `right` fields contains data for the left and right boundaries, respectively, of the ego lane. The `secondLeft` field contains data for the lane boundary to the left of the left ego lane boundary. The `secondRight` fields contains data for the lane boundary to the right of the right ego lane boundary.

The data for each lane boundary consists of a structure with two fields: lane boundary points and the boundary type.

Display the structure of the left boundary data for the first timestamp.

```
laneDetectionCoordinates(1).left

ans = struct with fields:
    Points: [11x2 double]
    BoundaryType: 1
```

You can use the `findParabolicLaneBoundaries` function to generate a `parabolicLaneBoundary` lane boundary model directly from the lane detection points. However, to generate a cubic or clothoid lane boundary model, you must first use the `fitPolynomialRANSAC` function to find the polynomial coefficients of the model, and then use the `cubicLaneBoundary` or `clothoidLaneBoundary` object, respectively. This example shows steps to generate cubic lane boundary model.

### Find Coefficients of Lane Boundary Models

Find the cubic polynomial coefficients that fit the detected lane boundary points by using the `fitPolynomialRANSAC` function. Specify a degree of 3 and the `maxDistance` as half of the approximate boundary width. For this example, specify the approximate boundary width as 0.15 meters.

```
approxBoundaryWidth = 0.15;
Left = {};
Right = {};
SecondLeft = {};
SecondRight = {};

for i = 1:length(laneDetectionCoordinates)
    Left{i} = fitPolynomialRANSAC(laneDetectionCoordinates(i).left.Points,3,approxBoundaryWidth/2);
    Right{i} = fitPolynomialRANSAC(laneDetectionCoordinates(i).right.Points,3,approxBoundaryWidth/2);
    SecondLeft{i} = fitPolynomialRANSAC(laneDetectionCoordinates(i).secondLeft.Points,3,approxBoundaryWidth/2);
    SecondRight{i} = fitPolynomialRANSAC(laneDetectionCoordinates(i).secondRight.Points,3,approxBoundaryWidth/2);
end
```

The function returns the cubic polynomial coefficients required to generate the `cubicLaneBoundary` model.

## Generate Lane Boundary Models

Generate a cubic lane boundary model from the cubic polynomial coefficients by using the `cubicLaneBoundary` object.

```
for i = 1:length(laneDetectionCoordinates)
    Left{i} = cubicLaneBoundary(Left{i});
    Right{i} = cubicLaneBoundary(Right{i});
    SecondLeft{i} = cubicLaneBoundary(SecondLeft{i});
    SecondRight{i} = cubicLaneBoundary(SecondRight{i});
end
```

By default, the `cubicLaneBoundary` object returns lane boundaries with a `BoundaryType` value of `Solid`. Update the types of lane boundaries by using the recorded lane detection data.

```
for i = 1:length(laneDetectionCoordinates)
    Left{i}.BoundaryType = laneDetectionCoordinates(i).left.BoundaryType;
end
```

## Organize Data into Table Format

Organize the generated lane boundary models into the table format required by the `updateLaneSpec` function.

```
laneDetections = table({laneDetectionCoordinates.timeStamp}', ...
    SecondLeft',Left',Right',SecondRight' , ...
    VariableNames=["Timestamp" ,"Boundary1" ,"Boundary2" ,"Boundary3" ,"Boundary4"]);
```

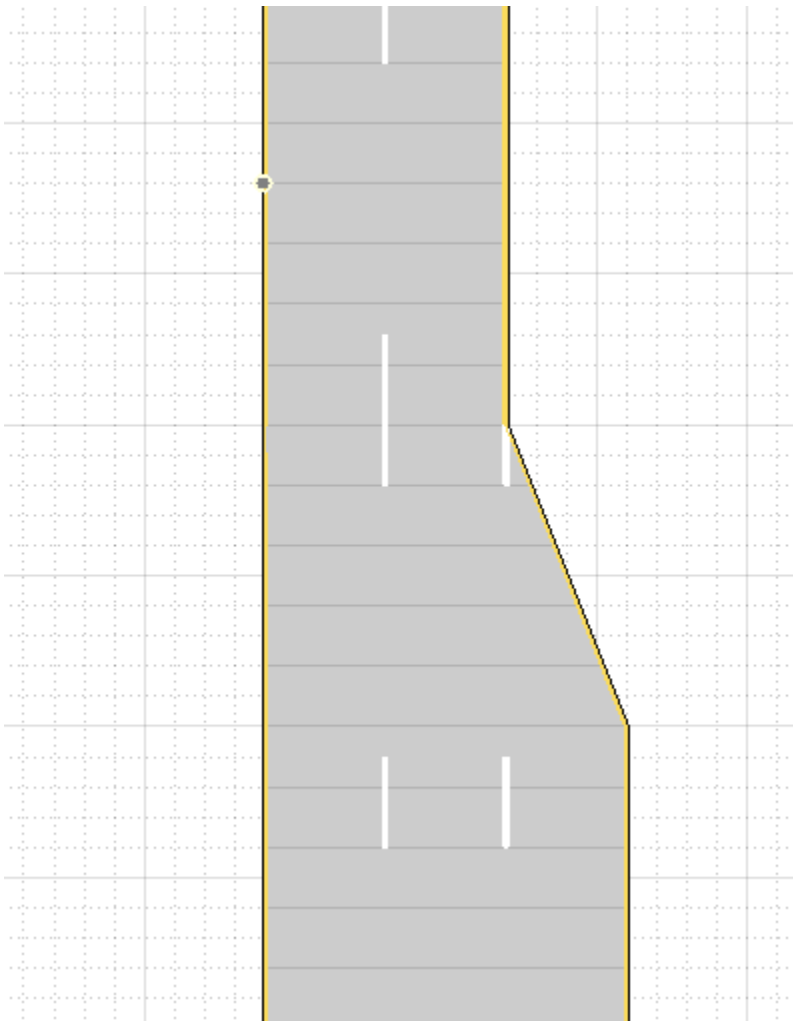
Display the first five entries of the `laneDetections` table.

```
laneDetections(1:5,:)
```

```
ans=5x5 table
      Timestamp          Boundary1          Boundary2          Boundary
    _____  _____  _____  _____
    {[1461634404927776]}  {1x1 cubicLaneBoundary}  {1x1 cubicLaneBoundary}  {1x1 cubicLane
    {[1461634404977663]}  {1x1 cubicLaneBoundary}  {1x1 cubicLaneBoundary}  {1x1 cubicLane
    {[1461634405027158]}  {1x1 cubicLaneBoundary}  {1x1 cubicLaneBoundary}  {1x1 cubicLane
    {[1461634405078119]}  {1x1 cubicLaneBoundary}  {1x1 cubicLaneBoundary}  {1x1 cubicLane
    {[1461634405127767]}  {1x1 cubicLaneBoundary}  {1x1 cubicLaneBoundary}  {1x1 cubicLane
```

## Handle Variable Number of Lanes

If the number of lanes in the recorded data changes over time, the number of columns in the table must change to match the maximum number of detected lane boundaries across all samples. You can represent missing lane detections by using empty cells, as shown in this image. The image shows a road, on which the ego vehicle has traveled, and the corresponding lane boundary detections. Notice that there are four lane boundary detections for first few timestamps, but that the fifth column of the table has empty cells for the later timestamps because the number of detected lane boundaries drops to three.



LaneDetections x

1158x5 table

	1 Timestamp	2 Boundary1	3 Boundary2	4 Boundary3	5 Boundary4
1	14616344049...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
2	14616344049...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
3	14616344050...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
4	14616344050...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
5	14616344051...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
6	14616344051...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
7	14616344052...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
8	14616344052...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary
9	14616344053...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	[]
10	14616344053...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	[]
11	14616344054...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	[]
12	14616344054...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	[]
13	14616344055...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	[]
14	14616344055...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	[]
15	14616344056...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	[]
16	14616344056...	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	1x1 parabolicLaneBoundary	[]

## See Also

`updateLaneSpec` | `imageToVehicle` | `findParabolicLaneBoundaries` | `cubicLaneBoundary` | `parabolicLaneBoundary`

## Related Examples

- “Overview of Scenario Generation from Recorded Sensor Data” on page 9-2
- “Smooth GPS Waypoints for Ego Localization” on page 9-5
- “Extract Lane Information from Recorded Camera Data for Scene Generation” on page 9-38
- “Generate High Definition Scene from Lane Detections” on page 9-49
- “Extract Vehicle Track List from Recorded Camera Data for Scenario Generation” on page 9-62
- “Generate Scenario from Actor Track List and GPS Data” on page 9-81

## Improve Ego Vehicle Localization

This example shows how to improve ego vehicle localization by fusing global positioning system (GPS) and inertial measurement unit (IMU) sensor data. GPS and IMU sensors suffer from noise and inaccuracies, such as drift in position and orientation. This example enables you to generate an accurate ego trajectory for creating a virtual scenario from recorded sensor data. To interpret ego sensor information accurately, you must accurately localize the ego vehicle.

### Introduction

Using recorded vehicle data, you can generate virtual driving scenarios to recreate a real-world scenario. Virtual scenarios enable you to study and visualize these recorded scenarios. To generate a reliable virtual scenario, you must have accurate ego vehicle localization data. However, GPS and IMU sensor data often suffers from noise, as well as other inaccuracies such as drift in the position and orientation of the ego vehicle. This example shows how to perform information fusion using GPS and IMU sensor data, as well as the prior vehicle position, to correct the drift in the ego position and improve ego vehicle localization. You then use these accurate ego trajectories to create a virtual driving scenario. This example also shows how to construct a map with estimated poses and lidar data to visually analyze the estimated trajectory of the ego vehicle.

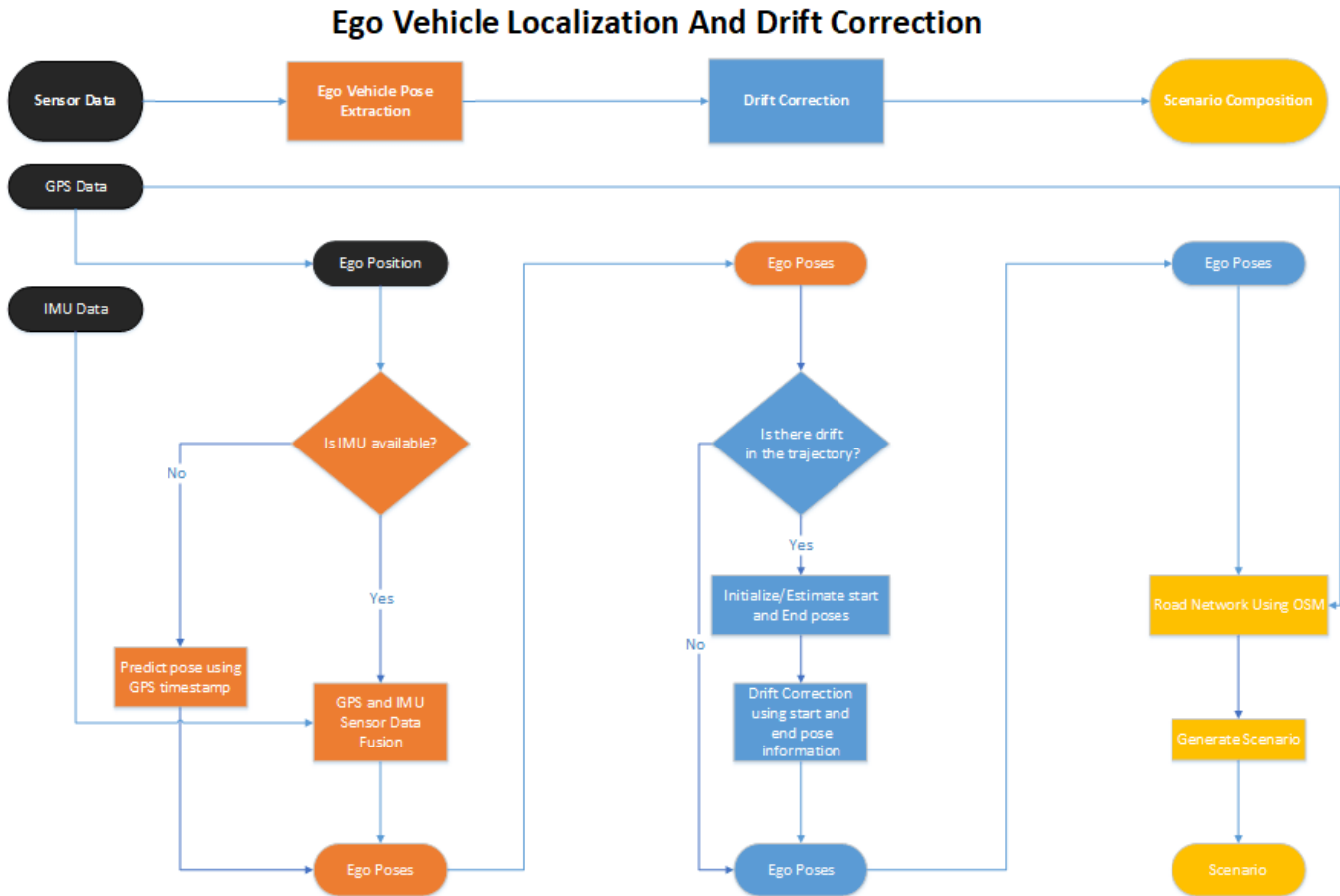
This example uses Udacity® data recorded using GPS, IMU, camera, and lidar sensors. You preprocess and align the data recorded from each sensor to its respective reference frame. Then, you follow these steps to improve ego vehicle localization through accurate estimation of the position and orientation of the ego vehicle.

- Fuse GPS and IMU sensor data.
- Convert poses from the north-east-down (NED) to the east-north-up (ENU) frame.
- Correct drift using start and end pose information.

This example uses OpenStreetMap® to get the road network of the area where the data was recorded. Using this road network and the generated ego trajectories, you create a virtual driving scenario.

This flowchart gives an overview of the workflow presented in this example.





**Sensor Data block** consists of preprocessed and aligned GPS, IMU, and lidar data.

**Ego Vehicle Pose Extraction block** extracts the pose of the ego vehicle. Pose information consists of both position and orientation. The block obtains the orientation of the ego vehicle from IMU sensor data. If IMU sensor data is not present, then the block predicts ego orientation using position and GPS timestamps.

If there is a visual drift in the ego trajectory obtained from the **Ego Vehicle Pose Extraction block**, with respect to the road network, then perform drift correction.

**Drift Correction block** takes ego poses obtained from the **Ego Vehicle Pose Extraction block** for drift correction. Drift correction is done on the basis of initialized start and end pose. If initialized poses are unavailable, then you can correct slight drift by taking an average of a few poses at the start and end of the trajectory to obtain the start and end pose, respectively.

**Scenario Composition block** reads OpenStreetMap (OSM) data to get information about the road network. Then the block adds drift-corrected, localized ego pose information to generate the scenario.

### Download and Prepare Data Set

In this example, recorded vehicle data is collected from the Udacity data set and stored as a .mat file. The recorded data includes:

- GPS data — Contains the latitude, longitude, altitude, and velocity of the ego vehicle at each GPS timestamp.
- IMU data — Contains the linear acceleration and angular velocity values at each IMU timestamp.
- Lidar data — Contains the point cloud, saved as a `pointCloud` object, at each lidar timestamp.
- Camera data — Contains a cell array of image data, as 480-by-640-by-3 arrays, at each camera timestamp.

**Note:** The download time of the data depends on your internet connection. MATLAB will be temporarily unresponsive during the execution of this code block.

```
downloadFolder = fullfile(tempdir,"AutomotiveDataset");
if ~isfolder(downloadFolder)
    mkdir(downloadFolder)
end
if ~exist("gps","var")
    url = "https://ssd.mathworks.com/supportfiles/driving/data/UdacityHighway/gps.zip";
    filePath = fullfile(downloadFolder,"gps/gps.mat");

    if ~isfile(filePath)
        unzip(url,downloadFolder)
    end
    load(filePath);
end
if ~exist("imu","var")
    url = "https://ssd.mathworks.com/supportfiles/driving/data/UdacityHighway/imu.zip";
    filePath = fullfile(downloadFolder,"imu/imu.mat");

    if ~isfile(filePath)
        unzip(url,downloadFolder)
    end
    load(filePath);
end
if ~exist("lidar","var")
    url = "https://ssd.mathworks.com/supportfiles/driving/data/UdacityHighway/lidar.zip";
    filePath = fullfile(downloadFolder,"lidar/lidar.mat");

    if ~isfile(filePath)
        unzip(url,downloadFolder)
    end
    load(filePath);
end
if ~exist("centerCamera","var")
    url = "https://ssd.mathworks.com/supportfiles/driving/data/UdacityHighway/centerCamera.zip";
    filePath = fullfile(downloadFolder,"centerCamera/centerCamera.mat");

    if ~isfile(filePath)
        unzip(url,downloadFolder)
    end
    load(filePath);
end
```

### Process GPS Data

Compute the waypoints for the ego vehicle trajectory from the recorded GPS coordinates. Use the `latlon2local` function to convert the raw GPS coordinates to the local frame. The GPS local frame

is ENU, and the IMU local frame is NED. To align the GPS and IMU frames, convert the local coordinates to the NED frame.

```
referenceLocation = [gps.Latitude(1,1) gps.Longitude(1,1) gps.Altitude(1,1)];
[currentEast,currentNorth,currentUp] = latlon2local(gps.Latitude,gps.Longitude,gps.Altitude,referenceLocation);
```

Convert the GPS local frame to the NED frame using the helperNED2ENU function.

```
gpsPositionNED = helperNED2ENU([currentEast,currentNorth,currentUp]);
gpsX = gpsPositionNED(:,1);
gpsY = gpsPositionNED(:,2);
gpsZ = gpsPositionNED(:,3);

waypoints = [gpsX gpsY gpsZ];
wp = waypointTrajectory(Waypoints=waypoints,TimeOfArrival=seconds(gps.Time),ReferenceFrame="NED");

% Estimate orientation information
[~,orientationGPS] = lookupPose(wp,seconds(imu.Time));
```

### Process Lidar Frames

Select lidar frames, and align them so that the ego vehicle points to the positive x-axis in the lidar point cloud.

```
% Select lidar frames for drift correction and scenario creation
lidarFrames = 50:100;

% Rotation matrix for rotations around x-, y-, and z-axes
rotX = @(t) [1 0 0;
             0 cosd(t) -sind(t);
             0 sind(t) cosd(t)];

rotY = @(t) [cosd(t) 0 sind(t);
             0 1 0;
             -sind(t) 0 cosd(t)];

rotZ = @(t) [cosd(t) -sind(t) 0;
             sind(t) cosd(t) 0;
             0 0 1];

% Transform to align lidar frames
lidarData = lidar.PointCloud;
rot = rotZ(-90)*rotY(0)*rotX(0);
tform = rigid3d(rot',[0 0 0]);

% Preallocate variable
lidarDataAlign = lidarData(lidarFrames);

% Align lidar frames
for i = 1:size(lidarDataAlign,1)
    lidarDataAlign(i) = pctransform(lidarDataAlign(i),tform);
end
```

### Combine GPS, IMU and Lidar Data

GPS, IMU and lidar data are stored in the timetable format. Combine the data together into one matrix, `inputDataMatrix`, for use in fusion.

```

gpsTable = timetable(gps.Time,[gps.Latitude gps.Longitude gps.Altitude],gps.Velocity);
gpsTable.Properties.VariableNames{1} = 'latLonAlt';
gpsTable.Properties.VariableNames{2} = 'gpsVelocity';

imuTable = timetable(imu.Time,imu.LinearAcceleration,imu.AngularVelocity,compact(orientationGPS));
imuTable.Properties.VariableNames{1} = 'linearAcceleration';
imuTable.Properties.VariableNames{2} = 'angularVelocity';
imuTable.Properties.VariableNames{3} = 'orientation';

lidarTable = timetable(lidar.Time,ones(size(lidar.Time,1),1));
lidarTable.Properties.VariableNames{1} = 'lidarFlag';

inputDataMatrix = synchronize(gpsTable,imuTable,lidarTable);
inputDataMatrix.Properties.VariableNames{5} = 'orientation';
inputDataMatrix.Properties.VariableNames{1} = 'latLonAlt';

```

### Initialization

Initialize the ego vehicle start and end poses.

```

% Initialize ego vehicle Yaw, Pitch and Roll angle
initialYaw = atan2d(median(gpsY(1:12,:)),median(gpsX(1:12,:)));
initialPitch = 0;
initialRoll = 0;

% Initial orientation
initialEgoVehicleOrientationNED = eul2quat(deg2rad([(initialYaw),initialPitch,initialRoll]));

% Accurate vehicle start and end positions for drift correction
startPosition = [7.5 0.1752 1.15968]; % In meters
startOrientationAngle = [-104.9690 0 0]; % [Yaw, Pitch, Roll] in degrees
endPosition = [-21.9728 -109.8728 0.798131]; % In meters
endOrientationAngle = [-105.3025 0 0]; % [Yaw, Pitch, Roll] in degrees

```

If an accurate initial orientation is available, then alignment is not required. Otherwise, set these flags to 0 to align angles using GPS position.

```

groundStartPositionFlag = 1; % Flag 1 to use initialized start position
groundEndPositionFlag = 1; % Flag 1 to use initialized end position

```

Define the measurement noise for each sensor. This example obtains the noise parameters using experimentation and by autotuning an `insfilterAsync` (Sensor Fusion and Tracking Toolbox) object. For more information, see “Automatic Tuning of the `insfilterAsync` Filter” (Sensor Fusion and Tracking Toolbox).

```

% Velocity
Rvel = 1;
% Acceleration
Racc = 1e+5;
% Angular acceleration
Rgyro = 1e+5;
% GPS
Rpos = [1 1 1e+5].^2;
% RollPitchHead
Rcorr = 1;

```

Preallocate variables for position and orientation.

```

sizeInputDataMatrix = size(inputDataMatrix,1);
fusedPosition = zeros(sizeInputDataMatrix,3);
fusedOrientation = zeros(sizeInputDataMatrix,1,"quaternion");
egoPositionLidar = zeros(size(lidar.Time,1),3);
egoOrientationLidar = zeros(size(lidar.Time,1),1,"quaternion");

```

### GPS and IMU Sensor Data Fusion

This example uses the Kalman filter to asynchronously fuse GPS, accelerometer, and gyroscope data using an `insfilterAsync` filter. If IMU sensor data is not available, then you can estimate orientation information using the `lookupPose` function. To visualize ego vehicle position along with heading direction, use the `helperPlotPositionAndHeading` function.

```

% Create an INS filter to fuse asynchronous GPS and INS data to estimate pose.
filt = insfilterAsync(ReferenceFrame="NED");

```

```

% GPS reference location

```

```

filt.ReferenceLocation = referenceLocation;
filt.State = [initialEgoVehicleOrientationNED,[0 0 0],[gpsX(1,1) gpsY(1,1) gpsZ(1,1)],[0 0 0],
    imu.LinearAcceleration(1,:),[0 0 0],[0 0 0],[0 0 0],[0 0 0]]';
imuFs = 1/seconds(imu.Time(2)-imu.Time(1));
gpsFs = 1/seconds(gps.Time(2)-gps.Time(1));
prevTime = seconds(inputDataMatrix.Time(1));

```

```

% Obtain poses at lidar timestamps

```

```

lidarStep = 1;

```

```

% Fusion starts with GPS data

```

```

startRow = find(~isnan(inputDataMatrix.latLonAlt),1,"first");

```

```

for row = startRow:size(inputDataMatrix,1)
    currTime = seconds(inputDataMatrix.Time(row));

```

```

    % Predict the filter forward time difference
    predict(filt,currTime-prevTime);

```

```

    if any(~isnan(inputDataMatrix.latLonAlt(row,:)))

```

```

        % Fuse GPS with velocity readings

```

```

        fusegps(filt,inputDataMatrix.latLonAlt(row,:),Rpos,inputDataMatrix.gpsVelocity(row,:),Rvel);

```

```

    end

```

```

    if any(~isnan(inputDataMatrix.angularVelocity(row,:)))

```

```

        % Fuse accelerometer and gyroscope readings

```

```

        fuseaccel(filt,inputDataMatrix.linearAcceleration(row,:),Racc);

```

```

        fusegyro(filt,inputDataMatrix.angularVelocity(row,:),Rgyro);

```

```

        if any(~isnan(inputDataMatrix.orientation(row,:)))

```

```

            % Correct orientation on the basis of orientation obtained from
            % GPS data at IMU timestamp

```

```

            correct(filt,1:4,inputDataMatrix.orientation(row,:),Rcorr);

```

```

        end

```

```

    end

```

```

% Get poses at lidar timestamp

```

```

if ~isnan(inputDataMatrix.lidarFlag(row))

```

```

    [egoPositionLidar(lidarStep,:),egoOrientationLidar(lidarStep),~] = pose(filt);

```

```

    lidarStep = lidarStep+1;

```

```

end

```

```

    prevTime = currTime;

    % Log the current pose estimate for visualization
    [fusedPosition(row,:), fusedOrientation(row)] = pose(filt);
end

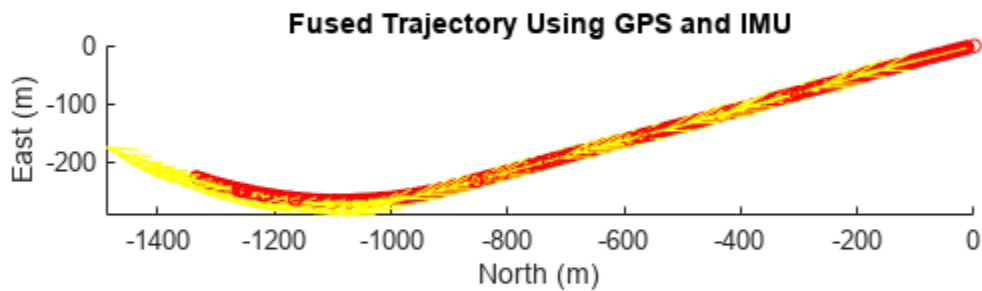
```

Visualize the fused estimated trajectory with orientation.

```

helperPlotPositionAndHeading(fusedPosition, fusedOrientation, 100);
title("Fused Trajectory Using GPS and IMU")
xlabel("North (m)")
ylabel("East (m)")
zlabel("Down (m)")

```



### Pose Conversion from NED to ENU Frame

Convert poses from the NED frame to the ENU frame using the `helperNED2ENU` function. In this example, the ENU frame is the reference frame for road network import.

```

% Convert to map frame (ENU frame)
gpsENU = helperNED2ENU([gpsX gpsY gpsZ]);
gpsXENU = gpsENU(:,1);
gpsYENU = gpsENU(:,2);
gpsZENU = gpsENU(:,3);

% Conversion for orientation
yawPitchRoll = rad2deg(quat2eul(initialEgoVehicleOrientationNED));

```

```

[~,yawPitchRollENU] = helperNED2ENU([0 0 0],yawPitchRoll);
initialEgoVehicleOrientationENU = eul2quat(deg2rad(yawPitchRollENU));

% Select pose at lidar timestamps
yawPitchRollLidarNED = zeros(size(egoOrientationLidar,1),3);
for i = 1:size(egoOrientationLidar,1)
    yawPitchRollLidarNED(i,:) = rad2deg(quat2eul(egoOrientationLidar(i,:)));
end
[egoPositionLidarENU,yawPitchRollENU] = helperNED2ENU(egoPositionLidar,yawPitchRollLidarNED);
egoOrientationLidarENU = eul2quat(deg2rad(yawPitchRollENU));

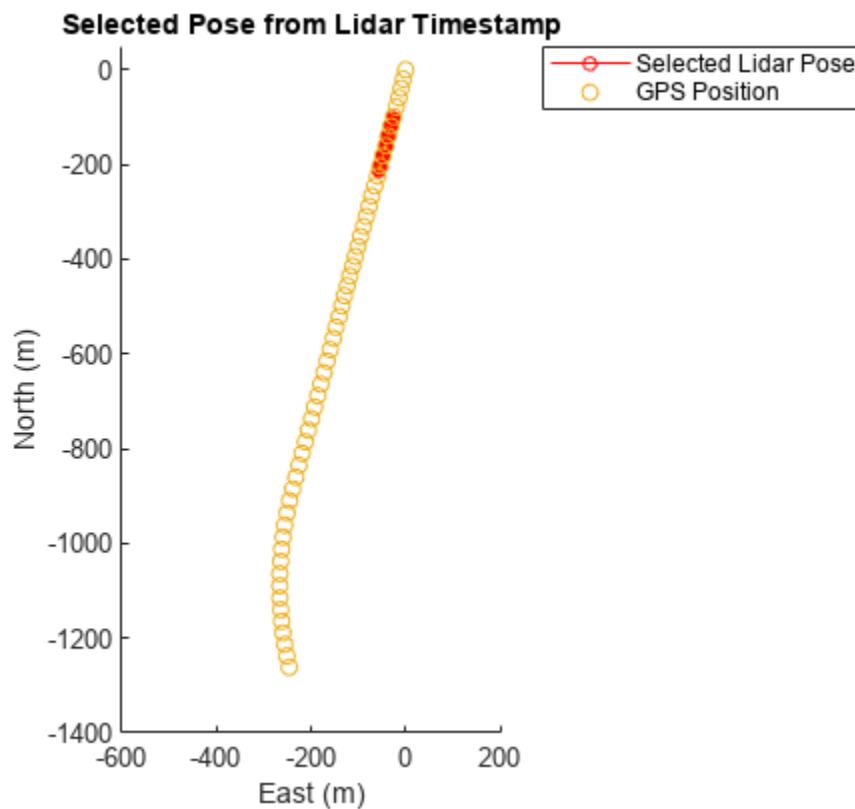
```

Visualize the poses at the selected lidar timestamps from the vehicle trajectory information.

```

figure
scatterPlot1 = helperPlotPositionAndHeading(egoPositionLidarENU(lidarFrames,:),egoOrientationLidarENU(lidarFrames,:));
hold on
scatterPlot2 = scatter3(gpsXENU,gpsYENU,gpsZENU);
axis([-600 200 -1400 50 -10 10])
view(0,90)
hold off
legend([scatterPlot1 scatterPlot2],"Selected Lidar Pose","GPS Position",Location="NorthEastOutside")
title("Selected Pose from Lidar Timestamp")
xlabel("East (m)")
ylabel("North (m)")
zlabel("Up (m)")

```



### Drift Correction Using Start and End Pose Information

Sensor noise and inaccuracies introduce drift in the estimated trajectory. Correct the drift using specified start and end pose information. Create a `poseGraph3D` (Navigation Toolbox) object by using the `helperComputeRelativePose` function. The helper function computes relative poses between local frames using the global frame of reference. Match the initialized and estimated final poses using loop-closure-based graph optimization.

Visualize drift correction by comparing corrected and estimated trajectories against road networks.

```
% Calculate relative poses at lidar timestamps
% Convert pose from global to local reference frame
globalPose = [egoPositionLidarENU(lidarFrames,:) egoOrientationLidarENU(lidarFrames,:)];

% Normalize poses to take origin as reference
normGlobalPose = [globalPose(:,1:3)-globalPose(1,1:3) globalPose(:,4:7)];

% Initialize relative pose
relativePose = zeros(lidarFrames(1)+size(normGlobalPose,1)-1,7);
relativePose(lidarFrames(1),:) = [[0 0 0] initialEgoVehicleOrientationENU];

% Calculate relative pose
for i = 1:(size(normGlobalPose,1)-1)
    computedPose = helperComputeRelativePose(normGlobalPose(i,:),normGlobalPose(i+1,:));
    relativePose(lidarFrames(1)+i,:) = computedPose;
end

% Calculate start pose
if groundStartPositionFlag == 1
    % Use initialized start position
    startOrientation = eul2quat(deg2rad(startOrientationAngle));
    startPose = [startPosition startOrientation];
else
    % Align position by taking average of estimated poses
    startPosition = normGlobalPose(1,1:3);
    startOrientationAngle = [atan2d(median(normGlobalPose(1:12,2)),median(normGlobalPose(1:12,1)
    startOrientation = eul2quat(deg2rad(startOrientationAngle));
    startPose = [startPosition startOrientation];
end

poseGraphDrift = poseGraph3D;

% Add start pose
addRelativePose(poseGraphDrift,startPose);

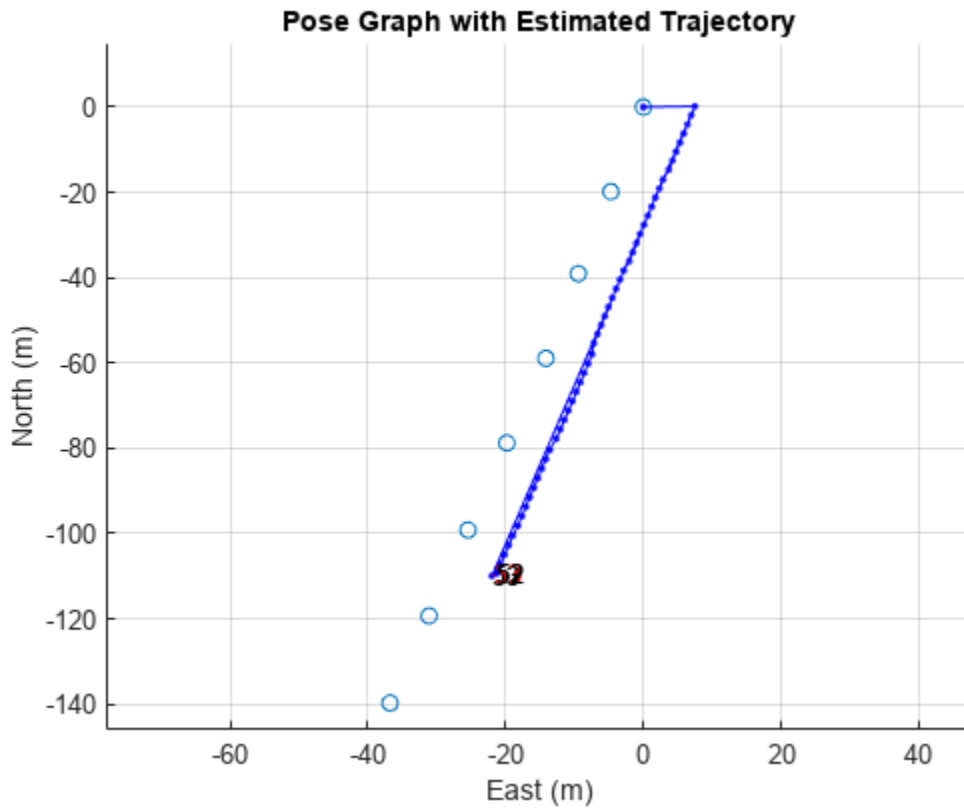
% Add estimated pose information
for i = lidarFrames(2):lidarFrames(end)
    addRelativePose(poseGraphDrift,relativePose(i,:));
end
driftPosition = poseGraphDrift.nodes;

% First pose of poseGraph
firstPose = driftPosition(2,:);

% Final pose of poseGraph
finalPose = driftPosition(end,:);
startNodeId = 2;
endNodeId = poseGraphDrift.NumNodes;
```

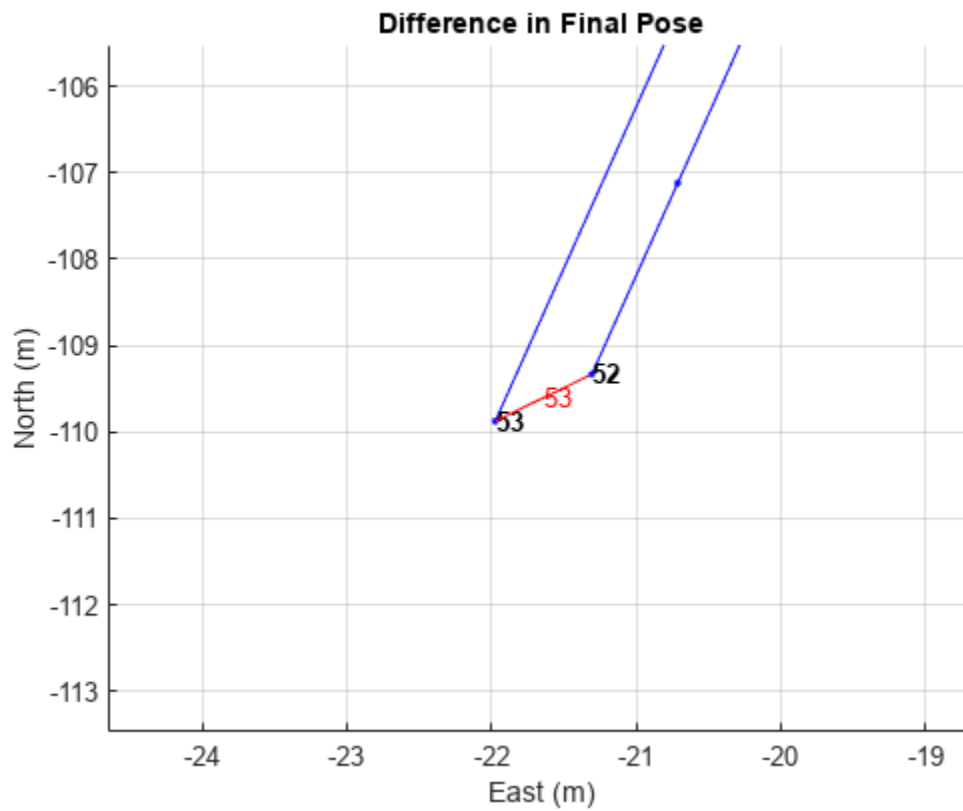






Visualize the difference between the initialized and estimated end poses.

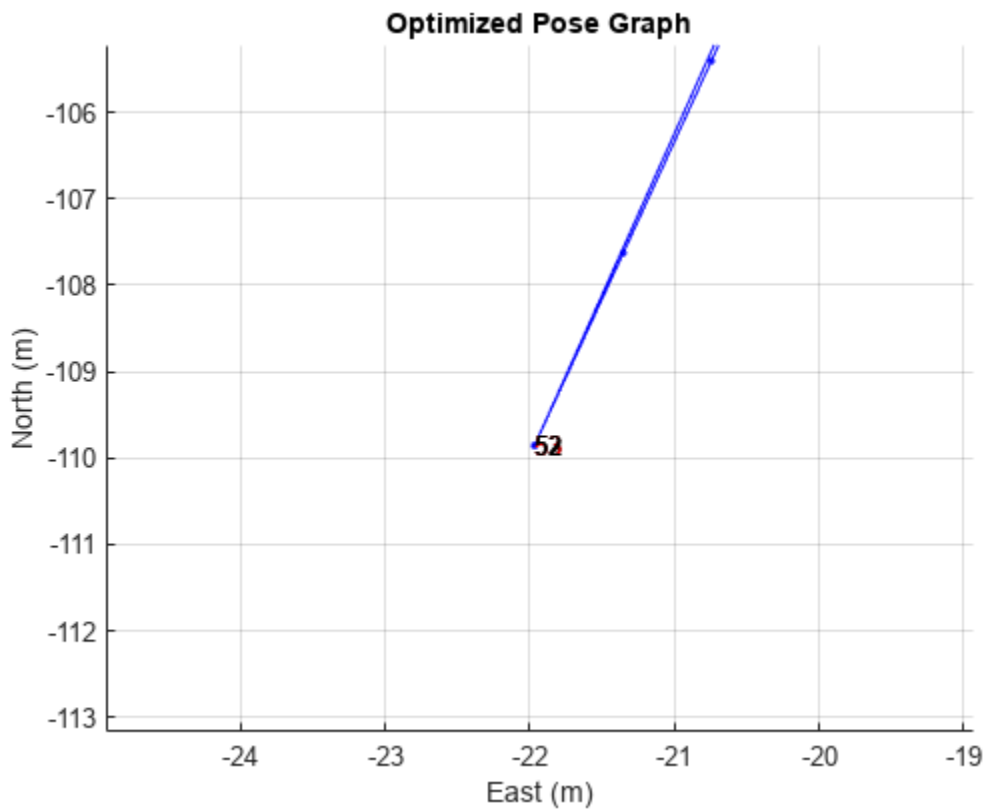
```
figure
scatter3(gpsXENU,gpsYENU,gpsZENU)
hold on
show(poseGraphDrift);
hold off
axis([-24.65 -18.65 -113.47 -105.52 -5.00 5.00])
view(0,90)
title("Difference in Final Pose")
xlabel("East (m)")
ylabel("North (m)")
zlabel("Up (m)")
```



```
[poseGraphDriftOptimized] = optimizePoseGraph(poseGraphDrift,MaxIterations=1000);
```

Visualize the optimized pose graph with drift correction.

```
figure
scatter3(gpsXENU,gpsYENU,gpsZENU)
hold on
show(poseGraphDriftOptimized);
hold off
axis([-24.93 -18.93 -113.17 -105.22 -5.00 5.00])
view(0,90)
title("Optimized Pose Graph")
xlabel("East (m)")
ylabel("North (m)")
zlabel("Up (m)")
```



```
optimizedPose = poseGraphDriftOptimized.nodes(startNodeId:endNodeId);
```

Import and visualize the road network with the corrected and drift-affected trajectories.

```
scenario = drivingScenario;
```

```
% Add road to the scenario using OSM network information
% Specify bounds for the area of the road network to import
mapParameters = getMapROI(gps.Latitude,gps.Longitude);
```

```
% Fetch the OpenStreetMap XML
```

```
if ~isfile("drive_map.osm")
```

```
    % Save OSM data into a file
```

```
    websave("drive_map.osm", mapParameters.osmUrl, weboptions(ContentType="xml"));
```

```
end
```

```
% Import OSM road network into driving scenario.
```

```
roadNetwork(scenario,OpenStreetMap="drive_map.osm");
```

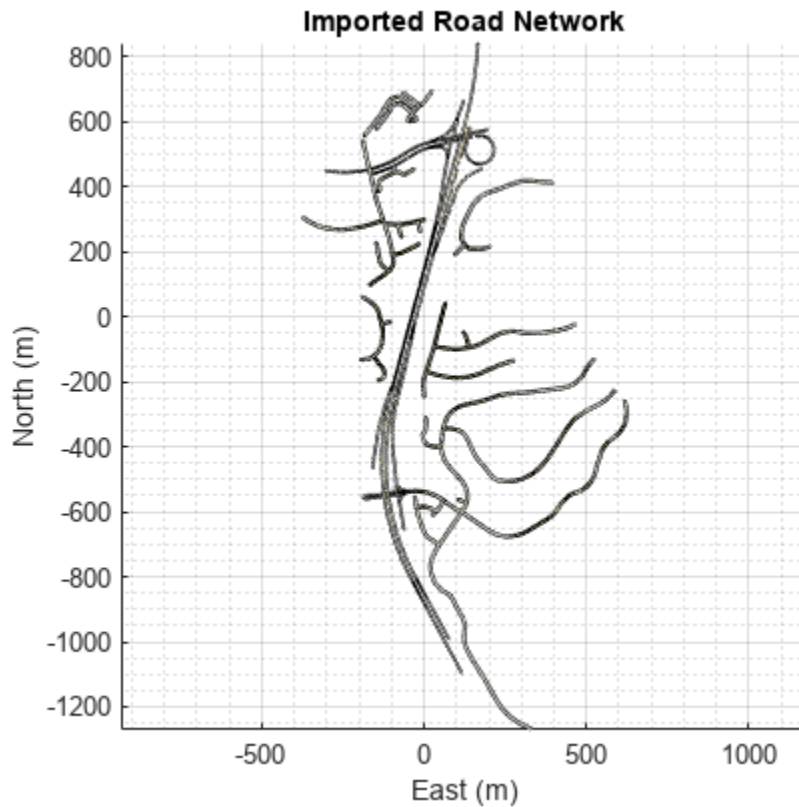
```
plot(scenario)
```

```
title("Imported Road Network")
```

```
xlabel("East (m)")
```

```
ylabel("North (m)")
```

```
zlabel("Up (m)")
```



Align the reference location with the scenario.

```
% Mean value of latitude and longitude
```

```
mapRef = [(mapParameters.minLat + mapParameters.maxLat)/2, (mapParameters.minLon + mapParameters.maxLon)/2];
[mapBiasX, mapBiasY, mapBiasZ] = latlon2local(mapRef(1,1), mapRef(1,2), 0, referenceLocation);
```

```
% Align drift-affected ego vehicle position with map frame
```

```
mapVehicleDriftPosition(:,1) = normGlobalPose(:,1) - mapBiasX;
mapVehicleDriftPosition(:,2) = normGlobalPose(:,2) - mapBiasY;
mapVehicleDriftPosition(:,3) = normGlobalPose(:,3);
mapVehicleDriftPosition(:,4:7) = normGlobalPose(:,4:7);
```

```
% Align corrected ego vehicle position with map frame
```

```
mapVehiclePosition(:,1) = optimizedPose(:,1) - mapBiasX;
mapVehiclePosition(:,2) = optimizedPose(:,2) - mapBiasY;
mapVehiclePosition(:,3) = optimizedPose(:,3);
mapVehiclePosition(:,4:7) = optimizedPose(:,4:7);
```

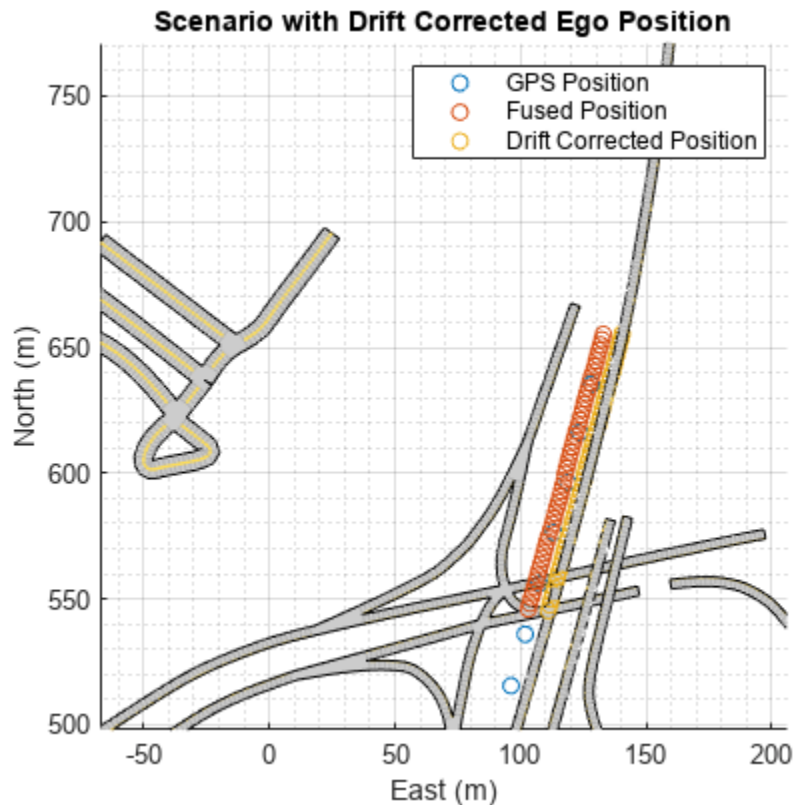
Visualize the scenario with the drift-corrected ego position.

```
plot(scenario)
hold on
scatterPlot1 = scatter3(gpsXENU-mapBiasX, gpsYENU-mapBiasY, gpsZENU);
scatterPlot2 = scatter3(mapVehicleDriftPosition(:,1), mapVehicleDriftPosition(:,2), mapVehicleDriftPosition(:,3));
scatterPlot3 = scatter3(mapVehiclePosition(:,1), mapVehiclePosition(:,2), mapVehiclePosition(:,3));
hold off
axis([-67 206 498 771 -10 10])
legend([scatterPlot1 scatterPlot2 scatterPlot3], ["GPS Position", "Fused Position", "Drift Corrected Position"])
```

```

title("Scenario with Drift Corrected Ego Position")
xlabel("East (m)")
ylabel("North (m)")
zlabel("Up (m)")

```



### Scenario Composition

Create a virtual scenario using the localized trajectory and road network obtained from OpenStreetMap.

To compose a scenario, compute the ego speed and yaw angles using the drift-corrected trajectory.

```

% Calculate ego vehicle speed
timeOfArrivalEgo = seconds(lidarTable.Time(lidarFrames));
diffXPosition = diff(mapVehiclePosition(:,1));
diffYPosition = diff(mapVehiclePosition(:,2));
diffZPosition = diff(timeOfArrivalEgo);
euclideanDistance = sqrt(diffXPosition.^2 + diffYPosition.^2);
speedEgoVehicle = euclideanDistance./diffZPosition;
speedEgoVehicle(end+1) = speedEgoVehicle(end);

% Calculate yaw angle
mapVehicleAngle = quat2eul(mapVehiclePosition(:,4:7));
yawEgoVehicle = rad2deg(mapVehicleAngle(:,1));

% Reduce ego vehicle and map elevation to ground
updatedScenario = drivingScenario;
[roadTaken,roadData] = helperGetRoadsInEgoPath(scenario,mapVehiclePosition(:,1:3));

```

```

roadCenter = roadData.RoadCenters;
roadCenter(:,3) = zeros(size(roadCenter,1),1);
road(updatedScenario,roadCenter,roadData.RoadWidth,Lanes=roadData.LanesSpecifications);
mapVehiclePosition(:,3) = zeros(size(mapVehiclePosition,1),1);

% Add ego vehicle and drift corrected trajectory to the scenario.
% Add corrected ego trajectory to scenario
egoVehicle = vehicle(updatedScenario,ClassID=1,Name="EgoVehicle", ...
    Position=mapVehiclePosition(1,1:3),Yaw=yawEgoVehicle(1,1), ...
    Mesh=driving.scenario.carMesh,Wheelbase=2);

% Create ego trajectory
trajectory(egoVehicle,mapVehiclePosition(:,1:3),speedEgoVehicle,Yaw=yawEgoVehicle);

```

### Simulate and Visualize Generated Scenario

Plot the scenario and the corresponding chase plot. Run the simulation to visualize the generated driving scenario. Use `camTimeBias` to synchronize between the camera frame and scenario time instance.

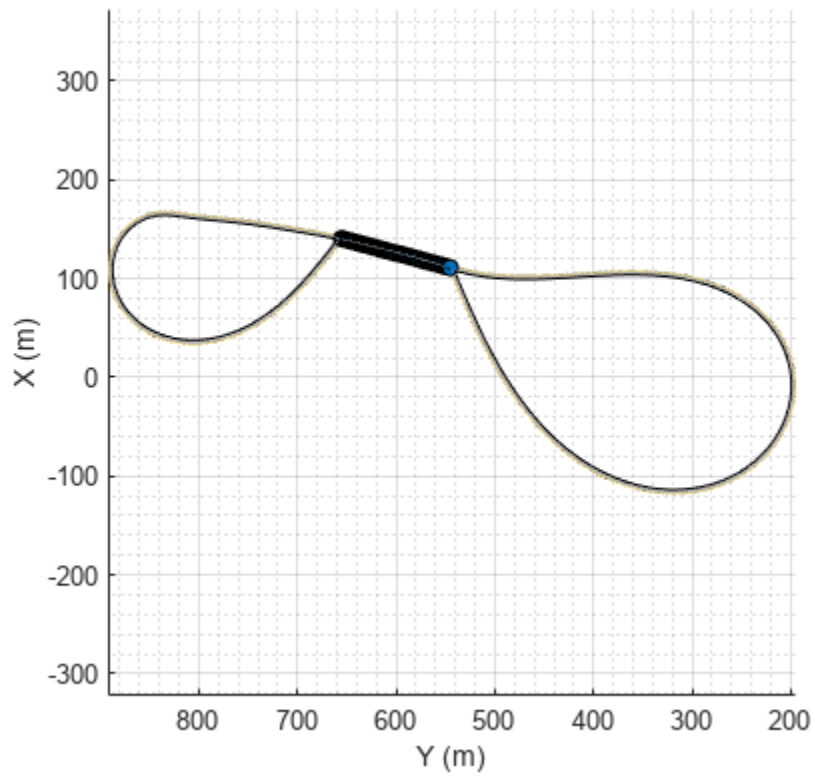
```

% Plot scenario
plot(updatedScenario,waypoints="on")

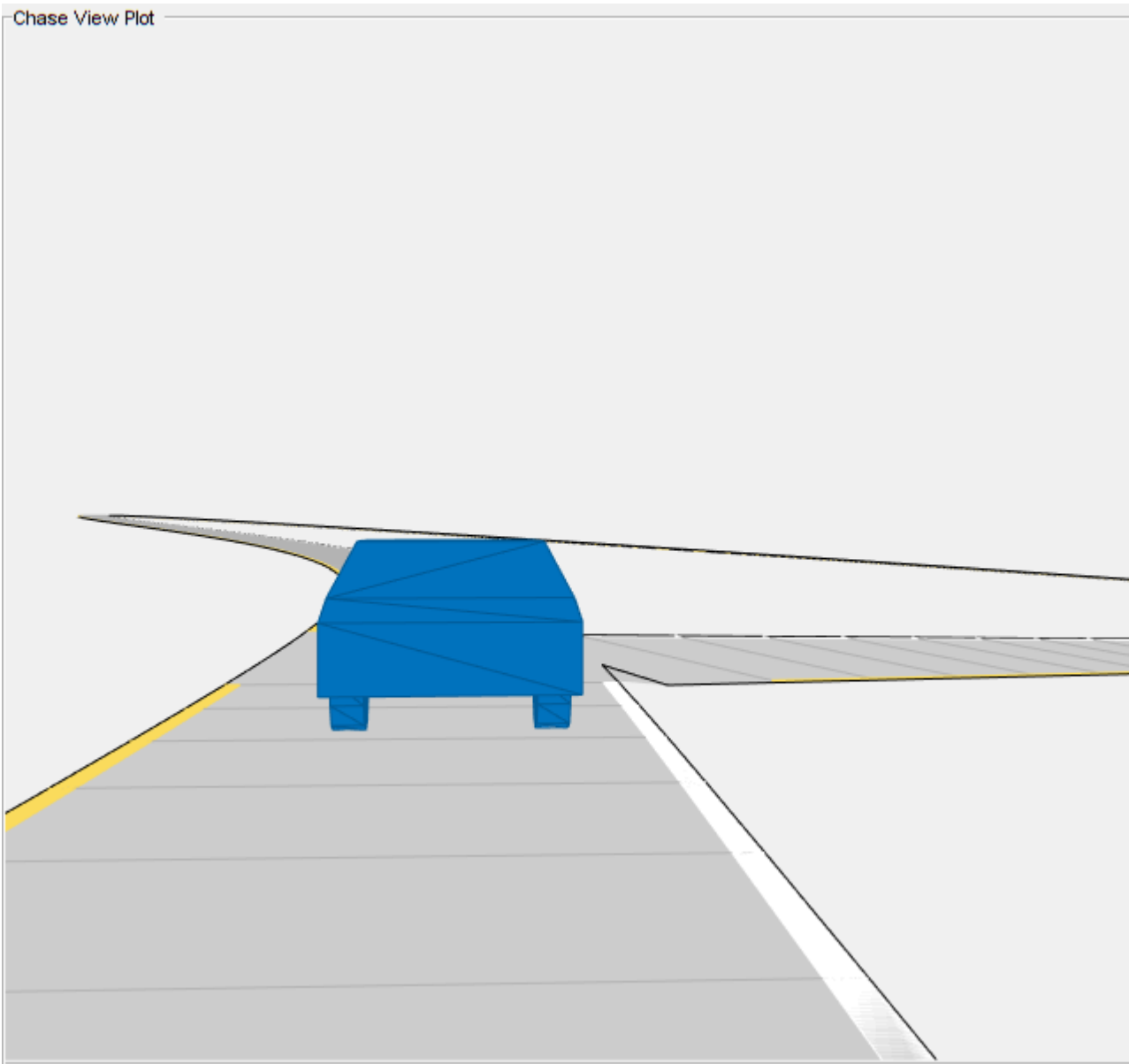
fig.chasePlot = figure;
set(fig.chasePlot,Position=[680 60 640 600])
fig.hPanel.chasePlot = uipanel(fig.chasePlot, ...
    Title="Chase View Plot",Position=[0 0 1 1]);
fig.hPlot.chasePlot = axes(fig.hPanel.chasePlot);
chasePlot(egoVehicle,Parent=fig.hPlot.chasePlot,ViewHeight=1.5,ViewYaw=-5,Meshes="on")

% Center camera images
fig.camera = figure;
set(fig.camera,Position=[30 60 640 600])
fig.hPanel.camera = uipanel(fig.camera, ...
    Title="Camera Image Plot",Position=[0 0 1 1]);
fig.hPlot.camera = axes(fig.hPanel.camera);
updatedScenario.SampleTime = 0.1;
updatedScenario.StopTime = 5;
cameraTime = seconds(centerCamera.Time);
cameraData = centerCamera.Images;
camTimeBias = 0.04;
camTime = cameraTime - cameraTime(1) - camTimeBias;
while advance(updatedScenario)
    camIdx = find(camTime<=updatedScenario.SimulationTime,1,"last");
    image(cameraData{camIdx,1},Parent=fig.hPlot.camera);
    drawnow
    pause(0.1)
end

```











### Construct Map

For visual analysis, construct a map with the estimated poses and lidar data using the `pcalign` function.

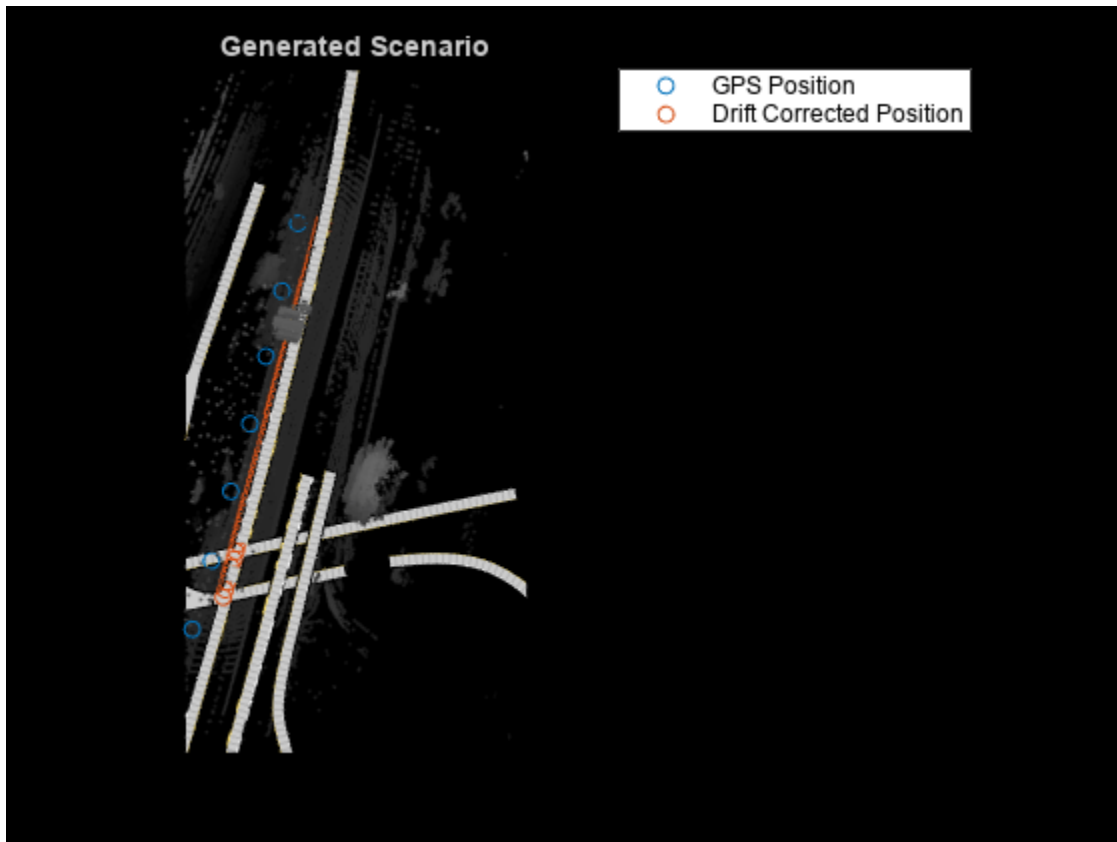
```
% Initialize variable to store orientation matrix
mapOrientation = rigid3d.empty;
for row = 1:size(optimizedPose,1)
    mapOrientation(row,1) = rigid3d((quat2rotm(optimizedPose(row,4:7)))', (optimizedPose(row,1:3)
end

% Construct map using orientation matrix and lidar data
pointCloudMap = pcalign(lidarDataAlign(1:end,:), mapOrientation, 0.5);
```

```
% Transform the map point cloud to correct bias
tform = rigid3d(rotZ(0)',[-mapBiasX -mapBiasY 0]);
```

Visualize the map with the generated scenario.

```
plot(scenario)
hold on
scatterPlot1 = scatter3(gpsXENU-mapBiasX,gpsYENU-mapBiasY,gpsZENU);
scatterPlot2 = scatter3(optimizedPose(:,1)-mapBiasX,optimizedPose(:,2)-mapBiasY,optimizedPose(:,3)-mapBiasZ);
pcshow(pctransform(pointCloudMap,tform))
hold off
axis([100 200 500 700 -10 10])
view(0,90)
lgnd = legend([scatterPlot1 scatterPlot2],["GPS Position","Drift Corrected Position"]);
set(lgnd,color="White")
title("Generated Scenario")
xlabel("East (m)")
ylabel("North (m)")
zlabel("Up (m)")
```



## See Also

### Functions

getMapROI | roadprops | selectActorRoads | insfilterAsync

### Objects

drivingScenario | poseGraph

## **Related Examples**

- “Overview of Scenario Generation from Recorded Sensor Data” on page 9-2
- “Smooth GPS Waypoints for Ego Localization” on page 9-5
- “Generate High Definition Scene from Lane Detections” on page 9-49
- “Extract Vehicle Track List from Recorded Camera Data for Scenario Generation” on page 9-62
- “Generate Scenario from Actor Track List and GPS Data” on page 9-81

## Extract Lane Information from Recorded Camera Data for Scene Generation

This example shows how to extract the lane information required for generating high-definition scenes from raw camera data.

Lane boundaries are crucial for interpreting the position and motion of moving vehicles. They are also useful for localizing vehicles on map.

In this example, you:

- Detect lane boundaries from recorded forward-facing monocular camera images using a pretrained deep learning model.
- Transform detected lane boundaries from image coordinates to real-world vehicle coordinates using monocular camera sensor parameters.
- Smooth noisy lane boundaries by using a singer acceleration extended Kalman filter, to reduce lane detection errors.

You can use the filtered lane information to generate a high-definition road scene. For more information about creating scene from lane information, see the “Generate High Definition Scene from Lane Detections” on page 9-49 example.

### Load Camera Sensor Data

Download a ZIP file containing the camera sensor data with camera parameters, and then unzip the file. This data set has been collected using a forward-facing camera mounted on an ego vehicle.

```
dataFolder = tempdir;
dataFilename = "PolysyncSensorData.zip";
url = "https://ssd.mathworks.com/supportfiles/driving/data/"+dataFilename;
filePath = fullfile(dataFolder, dataFilename);
if ~isfile(filePath)
    websave(filePath,url);
end
unzip(filePath, dataFolder);
dataset = fullfile(dataFolder, "PolysyncSensorData");
data = load(fullfile(dataset, "sensorData.mat"));
monocamData = data.CameraData;
```

`monocamData` data is a table with two columns:

- `timeStamp` — Time, in microseconds, at which the image data was captured.
- `fileName` — Filenames of the images in the data set.

The images are located in the `Camera` folder in the `dataset` directory. Create a table that contains the file paths of these images with their relative timestamps by using the `helperUpdateTable` function.

```
imageFolder = "Camera";
monocamData = helperUpdateTable(monocamData, dataset, imageFolder);
```

Display first five entries of `monocamData`.

```
monocamData(1:5, :)
```

```
ans=5x2 table
   timeStamp                filePath
   _____                _____
   1.4616e+15    {"C:\Users\adeshmuk\AppData\Local\Temp\PolysyncSensorData\Camera\001.png"}
   1.4616e+15    {"C:\Users\adeshmuk\AppData\Local\Temp\PolysyncSensorData\Camera\002.png"}
   1.4616e+15    {"C:\Users\adeshmuk\AppData\Local\Temp\PolysyncSensorData\Camera\003.png"}
   1.4616e+15    {"C:\Users\adeshmuk\AppData\Local\Temp\PolysyncSensorData\Camera\004.png"}
   1.4616e+15    {"C:\Users\adeshmuk\AppData\Local\Temp\PolysyncSensorData\Camera\005.png"}}
```

Display the first image from the `monocamData`.

```
img = imread(monocamData.filePath{1});
imshow(img)
```



### Detect Lane Boundaries

In this example, you use a pretrained deep neural network model to detect lane boundaries. Download the pretrained model available as a ZIP file and then unzip. This model requires the Deep Learning Toolbox™ Converter for ONNX™ Model Format support package. You can install Deep Learning Toolbox™ Converter for ONNX™ Model Format from the Add-On Explorer. For more

information about installing add-ons, see “Get and Manage Add-Ons” The downloaded model is 90 MB.

```
modelName = "CameraLaneDetectorRESA.zip";
modelUrl = "https://ssd.mathworks.com/supportfiles/driving/data/"+modelName;
filePath = fullfile(dataFolder,modelName);
if ~isfile(filePath)
    websave(filePath,modelUrl);
end
unzip(filePath,dataFolder);
modelFolder = fullfile(dataFolder,"CameraLaneDetectorRESA");
model = load(fullfile(modelFolder,"cameraLaneDetectorRESA.mat"));
laneBoundaryDetector = model.net;
```

Specify these parameters for the lane boundary detection model.

- **Threshold** — Confidence score threshold for boundary detection. The model ignores detections with a confidence score less than the threshold value. If you observe false detections, try increasing this value.
- **CropHeight** — Crop height of detection image. The model crops the images to the specified height, removing everything above that line and processing the images from the bottom to the specified height. Specify this value to remove parts of the image above the road.
- **ExecutionEnvironment** — Execution environment, specify as "cpu", "gpu", or "auto".

```
params.threshold = 0.5;
params.cropHeight = 190;
params.executionEnvironment = "auto";
```

The `helperDetectLaneBoundaries` function detects lane boundaries for each image in `monocamData`. Note that, depending on your hardware configuration, this function takes a significant amount of time to run.

```
laneBoundaries = helperDetectLaneBoundaries(laneBoundaryDetector,monocamData,params);
```

`laneBoundaries` is an `M`-by-6 cell array containing lane boundary points in image coordinates. `M` represents the number of images. The six columns represent the lanes detected in the image, from left to right. An empty cell indicates that no lane was detected for that timestamp.

**Note:** The Deep Learning model detects only the lane boundaries. It does not classify the lane boundaries into classes such as solid and dashed.

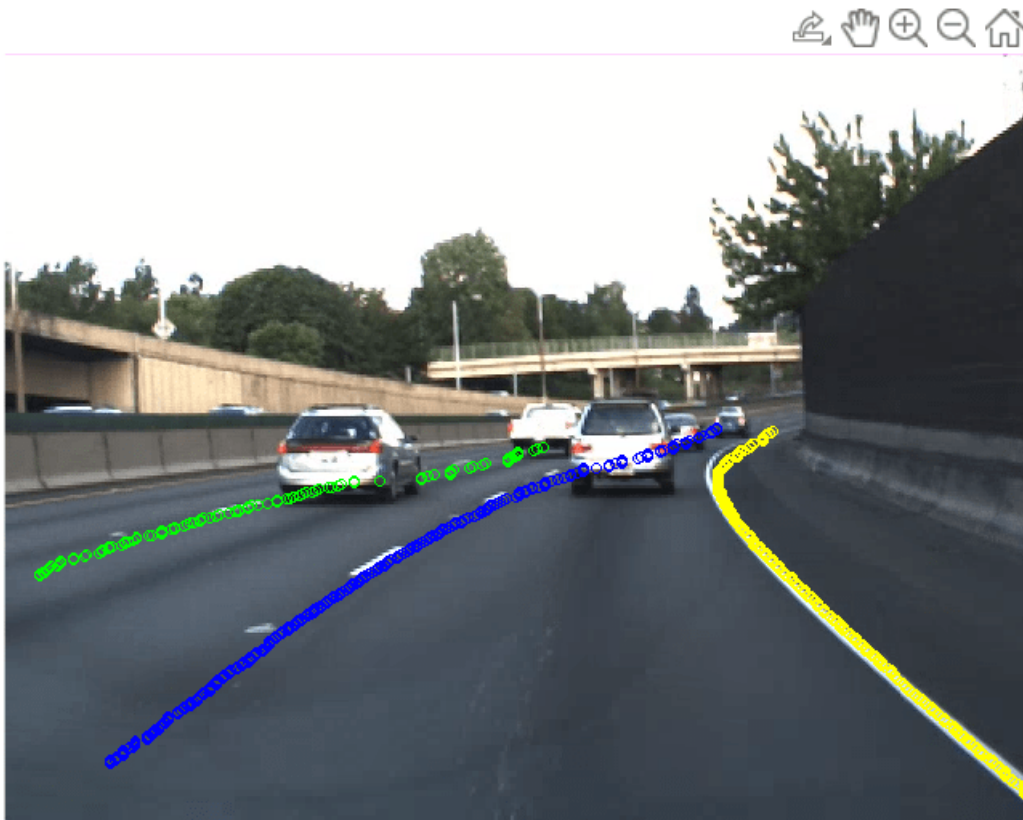
Read an image from the camera data.

```
imgIdx = 10;
I = imread(monocamData.filePath{imgIdx});
```

Overlay the lane boundaries on the image, and display the overlaid image using the `helperViewLaneOnImage` function.

```
helperViewLaneOnImage(laneBoundaries(imgIdx,:),I)
```





### Transform Lane Boundary Coordinates to Vehicle Coordinates

To generate a real-world scene, you must transform the detected lane boundaries from image coordinates to vehicle coordinates using the camera parameters. If you do not know the camera parameters, you can estimate them. For more information about estimating camera parameters, see “Calibrate a Monocular Camera” on page 1-8. You can also use the `estimateMonoCameraFromScene` function to estimate approximate camera parameters directly from a camera image.

Specify the camera intrinsic parameters of focal length ( $f_x$ ,  $f_y$ ), principal point ( $c_x$ ,  $c_y$ ), and image size.

```
intrinsic = data.Intrinsic
intrinsic = struct with fields:
    fx: 800
    fy: 800
    cx: 320
    cy: 240
    imageSize: [480 640]
```

Create a `cameraIntrinsic` object.

```
focallength = [intrinsics.fx intrinsics.fy];
principalPoint = [intrinsics.cx intrinsics.cy];
imageSize = intrinsics.imageSize;
intrinsics = cameraIntrinsics(focallength,principalPoint,imageSize);
```

Create a `monoCamera` object using the camera intrinsic parameters, height, and location. Display the object properties.

```
camHeight = data.cameraHeight;
camLocation = data.cameraLocation;
sensorParams = monoCamera(intrinsics,camHeight,"SensorLocation",camLocation)
```

```
sensorParams =
    monoCamera with properties:
```

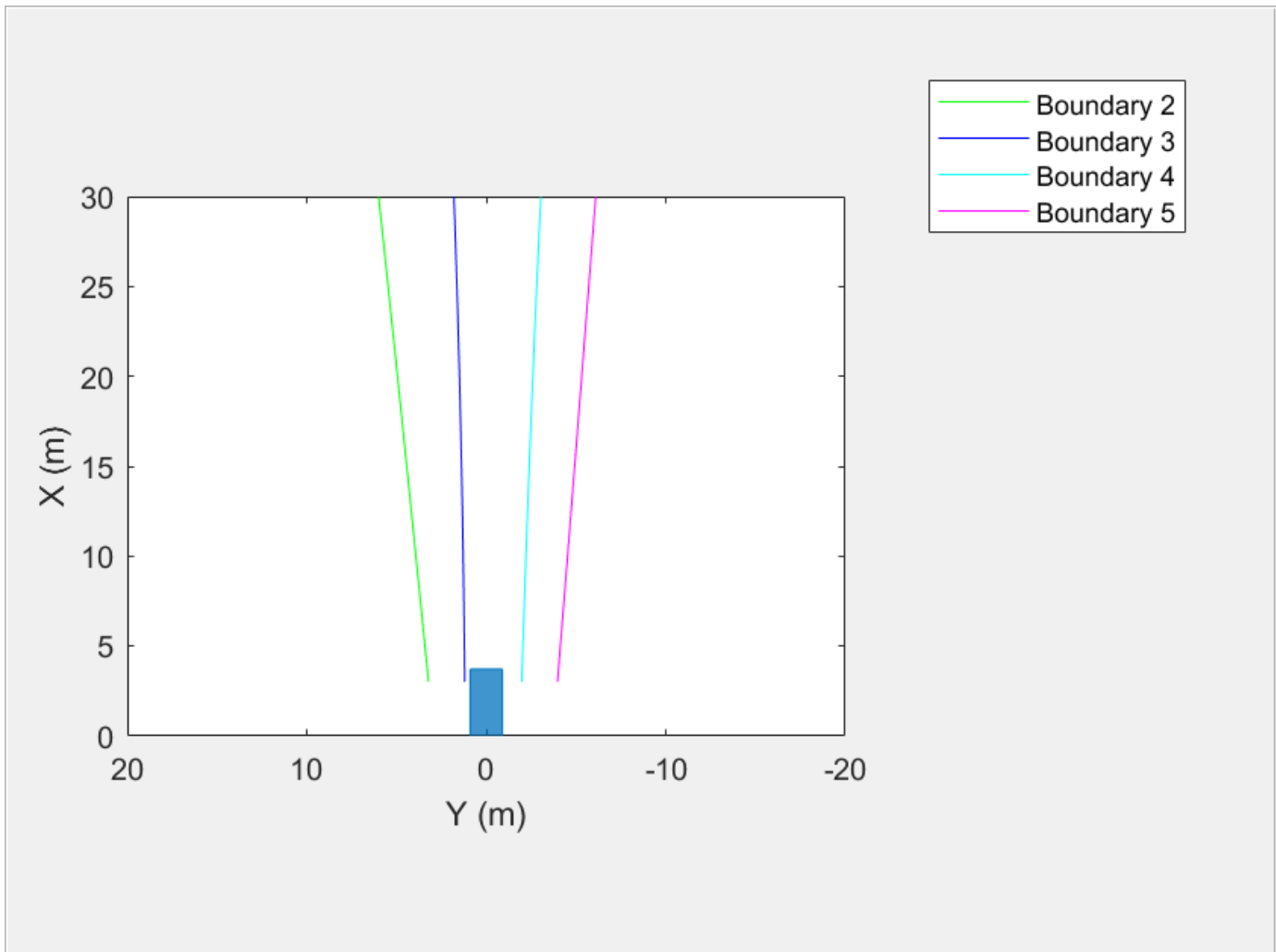
```
    Intrinsic: [1x1 cameraIntrinsics]
    WorldUnits: 'meters'
    Height: 1.1000
    Pitch: 0
    Yaw: 0
    Roll: 0
    SensorLocation: [2.1000 0]
```

The `helperDetectionsToVehicle` function transforms the lane boundary points from image coordinates to vehicle coordinates. The function also fits the parabolic lane boundary model to the transformed boundary points using the `fitPolynomialRANSAC` function.

```
transformedDetections = helperDetectionsToVehicle(laneBoundaries,sensorParams);
```

Visualize the transformed points in a bird's-eye-view.

```
currentFigure = figure(Name="Lane Detections");
hPlot = axes(uipanel(currentFigure));
bep = birdsEyePlot(XLim=[0 30],YLim=[-20 20],Parent=hPlot);
helperPlotLanes(bep,transformedDetections)
```



### Postprocess Lane Boundaries Using Tracker

If your lane boundaries contain detection noise, you can smooth the noisy lane boundaries, using a multi-object GNN tracker, to create a more accurate scene.

Define a multi-lane GNN tracker using the `trackerGNN` (Sensor Fusion and Tracking Toolbox) object. This example specifies these properties:

- `ConfirmationThreshold` — Specified as [12 15], to confirm the track if the lane is detected for at least 12 out of the past 15 detections.
- `DeletionThreshold` — Specified as [5 5], to remove a track if the track is missing from the 5 most recent consecutive detections.
- `AssignmentThreshold` — Specified as 20, this sets the normalized maximum distance at which to assign a detection to a track.

This example uses the `singer` (Sensor Fusion and Tracking Toolbox) acceleration model to handle the lane boundary changes over time. The `helperInitSingerLane` function uses the `initsingerekf` (Sensor Fusion and Tracking Toolbox) function with modifications to the filter parameters. In this

helper function, the decay constant `tau` is set to 1 as the lane change maneuver time is relatively short.

**Note:** The three dimensions defined for the Singer acceleration state are the three coefficients of the parabolic model fitted on the lane boundary.

```
lbTracker = trackerGNN(FilterInitializationFcn=@helperInitSingerLane, ...
    ConfirmationThreshold=[12 15],...
    DeletionThreshold=[5 5],...
    AssignmentThreshold=20);
```

```
% Define variable to store the smooth lane boundaries.
smoothLaneBoundaries = {};
```

Specify the detection timestamps for the tracker. Note that the tracker requires timestamps in seconds, so you must convert the timestamps from the sensor from microseconds to seconds.

```
% Load the timestamps generated by the sensor.
timeStamps = double(monocamData.timeStamp);
% The timestamps of the camera sensor are in microseconds. Convert to
% seconds and offset from the first timestamp.
tsecs = timeStamps*(10^-6);
tsecs = tsecs - tsecs(1);
```

Specify the measurement noise as a three-element row vector. The measurement noise describes the uncertainty in the measurements. You can change this value to adjust the performance of the model on your data set.

```
measurementNoise = [1e-6 1e-4 0.1];
```

Smooth the lane boundary detections using the `lbTracker` object. The `helperPackAsObjectDetections` function converts the lane boundary detections to the object detections that the `lbTracker` requires. After smoothing the detections, the `helperExtractLaneBoundaries` function converts the tracker output back to lane boundaries.

```
for i = 1:size(transformedDetections,1)
    % Convert the lane boundary detections to object detections.
    measurements = helperPackAsObjectDetections(transformedDetections(i,:),tsecs(i),measurementNoise);

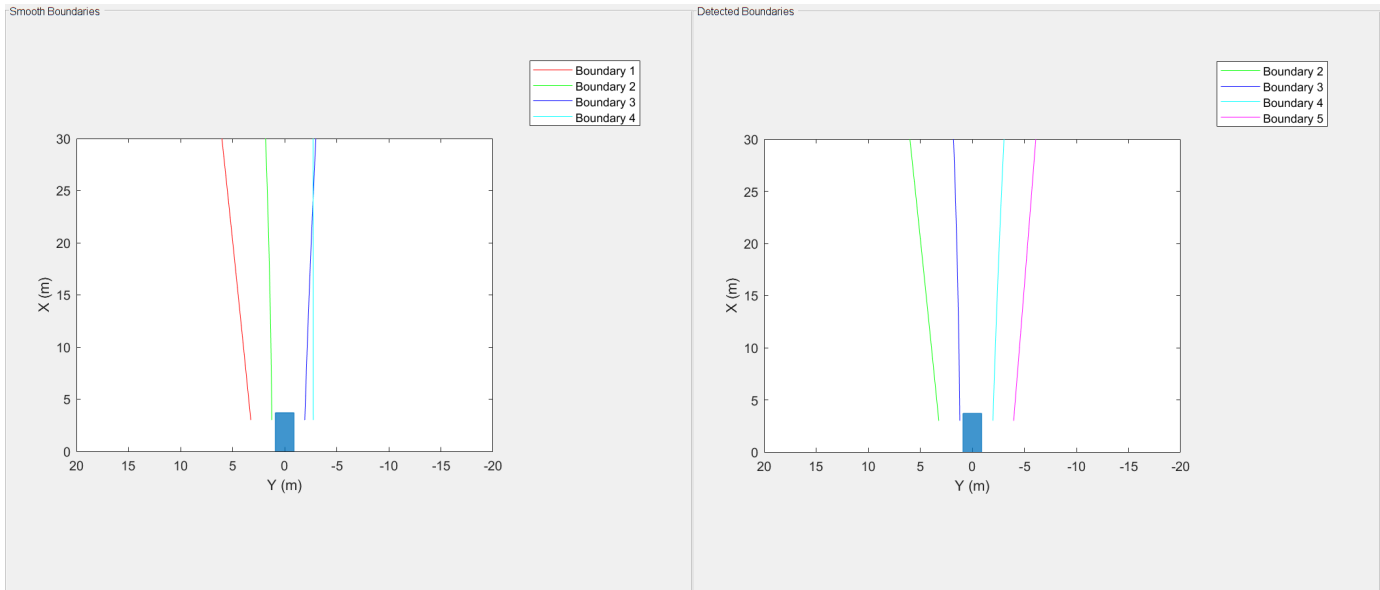
    % Track the detections.
    tracks = lbTracker(measurements,tsecs(i));

    % Apply post-processing on the track to return in usable format.
    tracks = helperExtractLaneBoundaries(tracks);

    smoothLaneBoundaries(end+1,:) = tracks;
end
```

Visualize and compare the lane boundaries before and after smoothing.

```
currentFigure = figure(Name="Compare Lane Boundaries",Position=[0 0 1400 600]);
hPlotSmooth = axes(uipanel(currentFigure,Position=[0 0 0.5 1],Title="Smooth Boundaries"));
bepSmooth = birdsEyePlot(XLim=[0 30],YLim=[-20 20],Parent=hPlotSmooth);
hPlot = axes(uipanel(currentFigure,Position=[0.5 0 0.5 1],Title="Detected Boundaries"));
bep = birdsEyePlot(XLim=[0 30],YLim=[-20 20],Parent=hPlot);
helperCompareLanes(bepSmooth,smoothLaneBoundaries,bep,transformedDetections);
```



Append the timestamps for each detection, and convert the cell array to a table for use with the `updateLaneSpec` function. Using this function, you can map the smoothed lane boundaries to a standard-definition road network to create a high-definition road scene. For more information, see the “Generate High Definition Scene from Lane Detections” on page 9-49 example.

```
smoothLaneBoundaries = [num2cell(timeStamps) smoothLaneBoundaries];
smoothLaneBoundaries = cell2table(smoothLaneBoundaries, VariableNames=["timeStamps" "Boundary 1" "Boundary 2" "Boundary 3" "Boundary 4" "Boundary 5"]);
```

Display the table. Note that the first few entries of the table are empty, as tracker requires a few frames to initialize before it can produce consistent detections.

`smoothLaneBoundaries`

```
smoothLaneBoundaries=714x7 table
    timeStamps      Boundary 1      Boundary 2      Boundary 3      Boundary 4      Boundary 5
```

timeStamps	Boundary 1	Boundary 2	Boundary 3	Boundary 4	Boundary 5
1.4616e+15	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}
1.4616e+15	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}
1.4616e+15	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}
1.4616e+15	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}
1.4616e+15	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}
1.4616e+15	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}
1.4616e+15	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}
1.4616e+15	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}
1.4616e+15	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}
1.4616e+15	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}	{0x0 double}
1.4616e+15	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}
1.4616e+15	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}
1.4616e+15	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}
1.4616e+15	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}
1.4616e+15	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}	{1x1 parabolicLaneBoundary}
⋮					

You can use the `smoothLaneBoundaries` data in the “Generate High Definition Scene from Lane Detections” on page 9-49 example to generate ASAM OpenDRIVE® or Road Runner scene from these detections.

### Helper Functions

**helperDetectLaneBoundaries** — Detect lane boundaries in images.

```
function dets = helperDetectLaneBoundaries(model,images,params)

% Set the networkInputSize as [368,640].
params.networkInputSize = [368 640];

% Initialize detections.
dets = [];
f = waitbar(0,"Detecting lanes...");
% Loop over the images and detect.
for i = 1:size(images,1)

    I = imread(images.filePath{i});
    waitbar(i/numel(images),f,"Detecting lanes...")
    detections = helperDetectLaneOnSingleImage(model,I,params,params.executionEnvironment,FitPolynomial);

    % Append the detections.
    dets = [dets; detections];
end
close(f)

end
```

**helperDetectionsToVehicle** — Transform points from image to vehicle coordinates using the `imageToVehicle` function and fit a parabolic model to them using the `fitPolynomialRANSAC` function.

```
function converted = helperDetectionsToVehicle(laneMarkings,sensor)
% Convert detections from image frame to vehicle frame and fit polynomial
% on the detections.
numframes = size(laneMarkings,1);
numLanes = size(laneMarkings,2);
converted = cell(size(laneMarkings));

% Specify the boundary model as parabolicLaneBoundary.
model = @parabolicLaneBoundary;

% Specify the polynomial degree as 2 for parabolic lane boundaries.
degree = 2;

% Specify the extent for considering detections as from 3 meters to 30 meters
extent = [3 30];

% Set the max distance of points to consider in the lane boundary model as
% 0.3 meters.
n = 0.3;

% For each frame.
```

```

for i = 1:numframes
    % For each detected lane boundary.
    for j = 1:numLanes
        if ~isempty(laneMarkings{i,j})
            imageCoords = laneMarkings{i,j};

            % Function imageToVehicle performs the transformation.
            vehicleCoords = imageToVehicle(sensor,imageCoords);

            % Fits a parabolic model on the points.
            p = fitPolynomialRANSAC(vehicleCoords,degree,n);

            % Create the parabolicLaneBoundary object.
            boundaries = model(p);
            boundaries.XExtent = extent;
            converted{i,j} = boundaries;
        end
    end
end
end
end

```

**helperPackAsObjectDetections** — Return lane boundary detections as a cell array of `objectDetection` (Sensor Fusion and Tracking Toolbox) objects.

```

function packedDetections = helperPackAsObjectDetections(detections,time,mnoise)
% helperPackAsObjectDetections create objectDetection object from lane detections.

mnoiseDiag = diag(mnoise);
numdets = size(detections,2);
packedDetections = cell(numdets,1);
for i = 1:numdets
    if ~isempty(detections{1,i}) && isa(detections{1,i},"parabolicLaneBoundary")
        packedDetections{i,1} = objectDetection(time,detections{1,i}.Parameters,MeasurementNoise-
    end
end
packedDetections = packedDetections(~cellfun("isempty",packedDetections));
end

```

**helperExtractLaneBoundaries** — Extract `objectTracks` and convert them to a parabolic lane boundary model.

```

function trackedLanes = helperExtractLaneBoundaries(tracks)
% helperExtractLaneBoundaries construct lane boundaries from objectTrack

trackedLanes = cell(1,6);
if ~isempty(tracks)
    collectedTracks = [];
    numtracks = size(tracks,1);
    for i = 1:numtracks
        % Create a parabolicLaneBoundary object from the states.
        laneBoundary = parabolicLaneBoundary(tracks(i,1).State([1,4,7]'));

        % Set the XExtent from 3 to 30 meters.
        laneBoundary.XExtent = [3 30];
        collectedTracks = [collectedTracks laneBoundary];
    end

    % Arrange the lane Boundaries in left to right based on the offset

```

```
% values.
params = [collectedTracks.Parameters];
offsets = params(3:3:end);
[~,ind] = sort(offsets,"descend");
collectedTracks = collectedTracks(ind);

% Place the lane boundaries in the cell array.
for i = 1:numel(collectedTracks)
    trackedLanes{1,i} = collectedTracks(i);
end
end
end
```

**helperInitSingerLane** — Singer motion model for the lane boundary filter.

```
function filter = helperInitSingerLane(detection)
% helperInitSingerLane Initialize singer model for lane detection.

filter = initsingerekf(detection);
tau = 1; % To accomodate short As lane change maneuver time.
filter.StateTransitionFcn = @(state,dt)singer(state,dt,tau);
filter.StateTransitionJacobianFcn = @(state,dt)singerjac(state,dt,tau);
filter.ProcessNoise = singerProcessNoise(zeros(9,1),1,tau,1);
end
```

## See Also

[monoCamera](#) | [cameraIntrinsics](#) | [trackerGNN](#) | [singer](#) | [getMapROI](#) | [roadprops](#) | [selectActorRoads](#)

## Related Examples

- “Overview of Scenario Generation from Recorded Sensor Data” on page 9-2
- “Smooth GPS Waypoints for Ego Localization” on page 9-5
- “Generate High Definition Scene from Lane Detections” on page 9-49
- “Generate RoadRunner Scene from Recorded Lidar Data” on page 9-92
- “Extract Vehicle Track List from Recorded Camera Data for Scenario Generation” on page 9-62
- “Generate Scenario from Actor Track List and GPS Data” on page 9-81

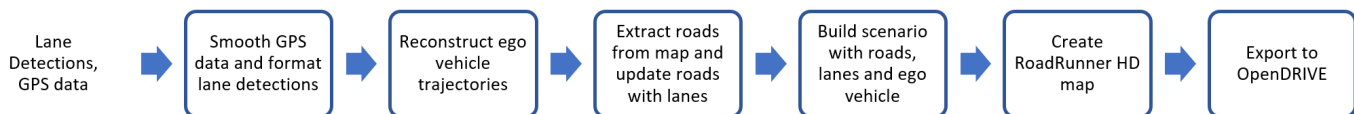


## Generate High Definition Scene from Lane Detections

This example shows how to generate a High-Definition (HD) scene containing roads with lanes by using the data extracted from OpenStreetMap®, Global Positioning System (GPS), and lane detections.

Lanes in roads of virtual driving scenarios are essential to perform safety assessment for automated driving applications. You can create real-world scenario using Standard-Definition (SD) map imported from OpenStreetMap®. However SD maps lack detailed lane information that is essential for navigation in an autonomous system. This example shows a workflow to generate HD map from SD maps with detailed lane information using recorded lane detections and GPS sensor data.

This figure shows these steps.



### Load Sensor Data

Download a ZIP file containing GPS data, lane detections, and camera information and then unzip. In this example, you use camera data for visual validation of the generated scene.

```

dataFolder = tempdir;
dataFilename = "PolysyncSensorData.zip";
url = "https://ssd.mathworks.com/supportfiles/driving/data/"+dataFilename;
filePath = fullfile(dataFolder, dataFilename);
if ~isfile(filePath)
    websave(filePath,url);
end
unzip(filePath, dataFolder);
dataset = fullfile(dataFolder, "PolysyncSensorData");
data = load(fullfile(dataset, "sensorData.mat"));
  
```

Load the GPS data.

```
gpsData = data.GPSData;
```

`gpsData` is a table with these columns:

- `timeStamp` — Time, in microseconds, at which the GPS data was collected.
- `latitude` — Latitude coordinate values of ego waypoints. Units are in degrees.
- `longitude` — Longitude coordinate values of ego waypoints. Units are in degrees.
- `altitude` — Altitude coordinate values of ego waypoints. Units are in meters.

Display the first five entries of `gpsData`.

```
gpsData(1:5, :)
```

```

ans=5x4 table
    timeStamp    latitude    longitude    altitude
    _____    _____    _____    _____
  
```

```

1.4616e+15    45.532    -122.62    34.432
1.4616e+15    45.532    -122.62    34.434
1.4616e+15    45.532    -122.62    34.395
1.4616e+15    45.532    -122.62    34.379
1.4616e+15    45.532    -122.62    34.383

```

Load the recorded lane detections data. Alternatively, you can generate lane detections by processing raw camera data. For more information on how to generate lane detection from camera data, see the “Extract Lane Information from Recorded Camera Data for Scene Generation” on page 9-38 example.

```
laneDetections = data.LaneDetections;
```

`laneDetections` is a table with these columns. For more information on how to organize lane detections into this format, see the “Preprocess Lane Detections for Scenario Generation” on page 9-11 example.

- `timeStamp` — Time, in microseconds, at which lane detection was recorded.
- `left` — Left boundary information, specified as a `parabolicLaneBoundary` model.
- `right` — Right boundary information, specified as a `parabolicLaneBoundary` model.

Display the first five entries of `laneDetections`.

```
laneDetections(1:5,:)
```

```
ans=5x3 table
   timeStamp                left                right
   _____  _____  _____
   1.4616e+15    1x1 parabolicLaneBoundary    1x1 parabolicLaneBoundary
   1.4616e+15    1x1 parabolicLaneBoundary    1x1 parabolicLaneBoundary
   1.4616e+15    1x1 parabolicLaneBoundary    1x1 parabolicLaneBoundary
   1.4616e+15    1x1 parabolicLaneBoundary    1x1 parabolicLaneBoundary
   1.4616e+15    1x1 parabolicLaneBoundary    1x1 parabolicLaneBoundary
```

Load the camera data recorded from a forward-facing monocular camera mounted on the ego vehicle.

```
cameraData = data.CameraData;
```

The camera data is a table with two columns:

- `timeStamp` — Time, in microseconds, at which the image data was captured.
- `fileName` — Filenames of the images in the data set.

The images are located in the `Camera` folder under `dataset` directory. Create a table that contains file paths of these images for each timestamp by using the `helperUpdateTable` function.

```
imageFolder = "Camera";
cameraData = helperUpdateTable(cameraData,dataset,imageFolder);
```

Display the first five entries of `cameraData`.

```
cameraData(1:5,:);
```

Remove data from workspace.

```
clear data;
```

### Crop and Preprocess Sensor Data

Crop the GPS data, lane detections, and camera data relative to GPS time stamp range by using the `helperCropData`.

```
startTime = gpsData.timeStamp(1);
endTime = gpsData.timeStamp(end);
```

```
% Pack all the tables in a cell array.
recordedData = {gpsData, laneDetections, cameraData};
```

```
% Crop the data.
recordedData = helperCropData(recordedData, startTime, endTime);
```

The data set time format is not in POSIX® system which is required for Scenario Builder functions. Convert time stamps to `posixtime` by using the `helperNormTimeInSecs` function and specify these options.

- `scale` — Scale to convert time stamp. Specify as `1e-6` to convert microseconds to seconds. Specify `1`, if the recorded time stamps are in seconds.
- `offset` — Offset to set the simulation start time. Driving scenario supports start time as `0`.

```
scale = 1e-6;
offset = startTime;
recordedData = helperNormTimeInSecs(recordedData, offset, scale);
```

Extract the GPS data, lane detections and camera data with updated timestamps values from `recordedData`.

```
gpsData = recordedData{1,1};
laneDetections = recordedData{1,2};
cameraData = recordedData{1,3};
```

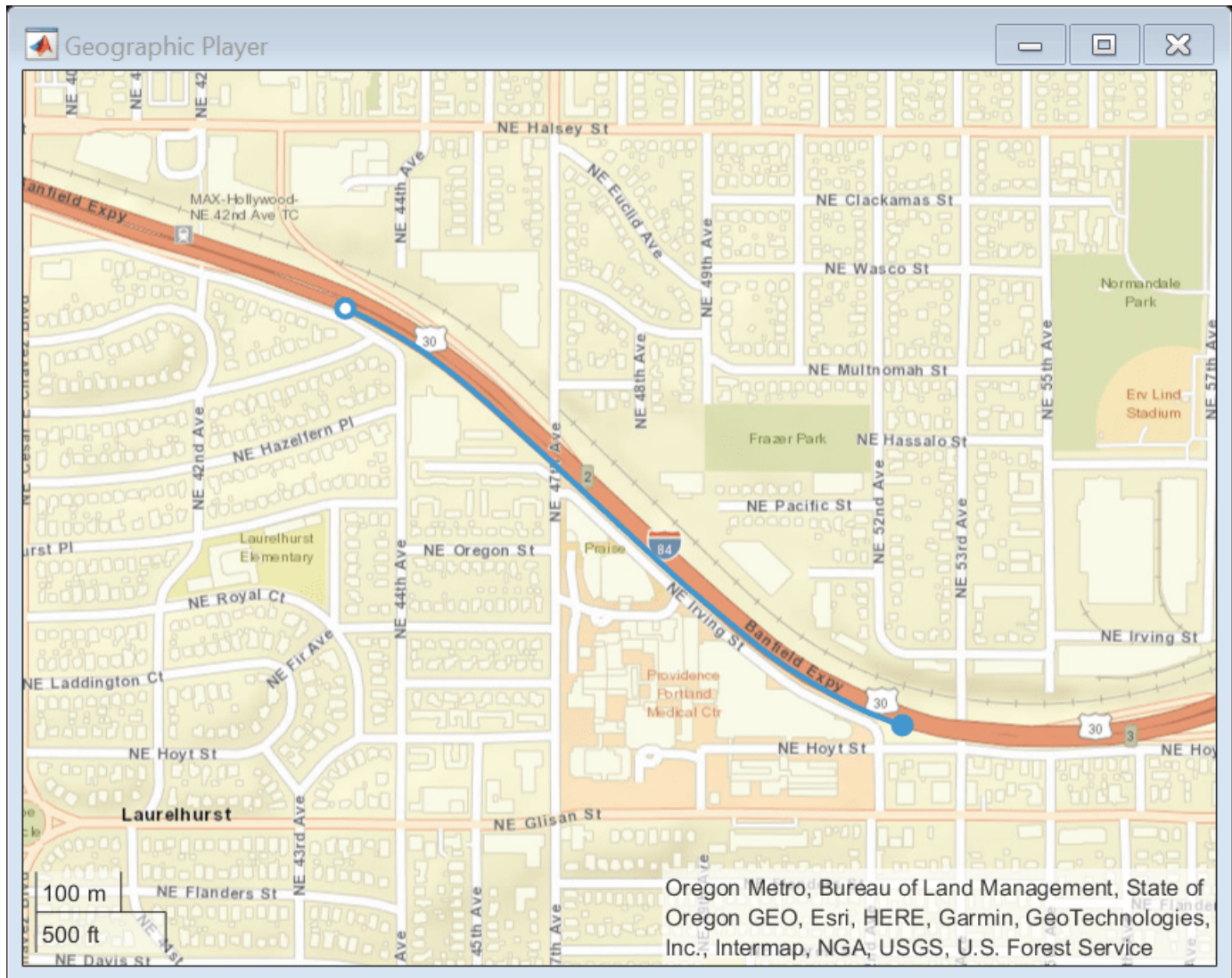
Remove `recordedData` from workspace.

```
clear recordedData;
```

### Extract Map Roads using GPS data

Create a geographic player using the `geoplayer` object and display the full route using GPS data.

```
zoomLevel = 16;
center = mean([gpsData.latitude gpsData.longitude]);
player = geoplayer(center(1), center(2), zoomLevel);
plotRoute(player, gpsData.latitude, gpsData.longitude);
```



Obtain geographic bounding box coordinates from GPS data by using the `getMapROI` function.

```
mapStruct = getMapROI(gpsData.latitude,gpsData.longitude);
```

The map file required for importing roads of an area has been downloaded from the OpenStreetMap (OSM) website. The OpenStreetMap provides access to worldwide, crowd-sourced map data. The data is licensed under the Open Data Commons Open Database License (ODbL). For more information on the ODbL, see the Open Data Commons Open Database License site.

```
url = mapStruct.osmUrl;
filename = "drive_map.osm";
websave(filename,url,weboptions(ContentType="xml"));
```

Extract road properties and geographic reference coordinates to use to identify ego roads by using the `roadprops` function.

```
[roadData,geoReference] = roadprops("OpenStreetMap",filename);
```

Display the first five entries of `roadData`.

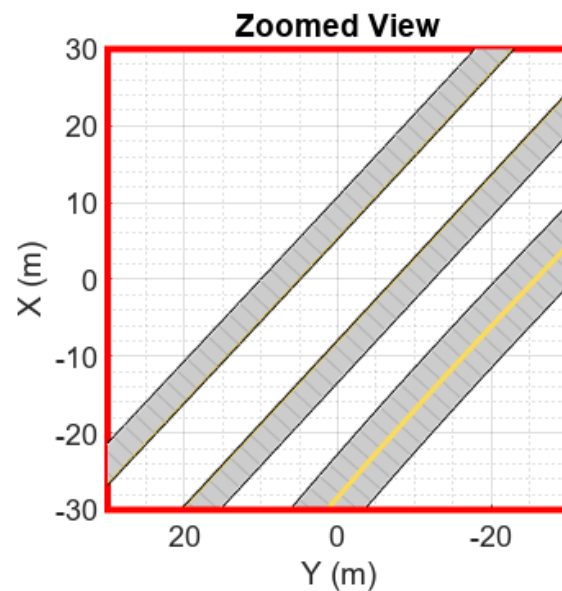
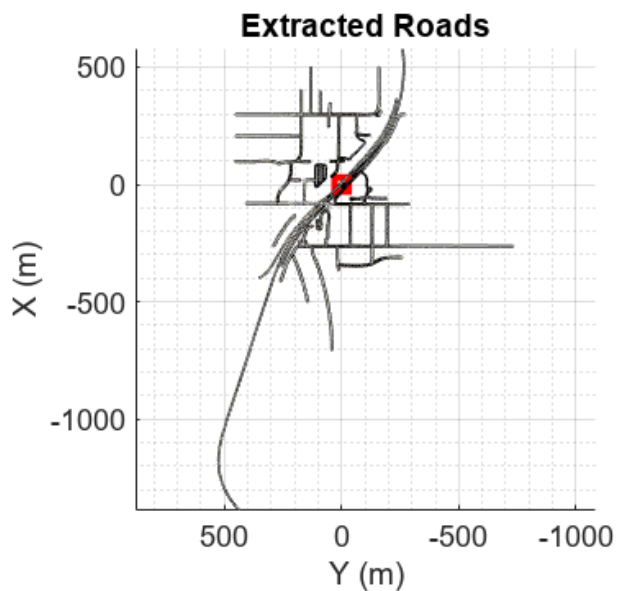
```
roadData(1:5,:)
```

```
ans=5x10 table
```

RoadID	JunctionID	RoadName	RoadCenters	RoadWidth	Bank
1	0	"5510377-617349836-617349835"	{15x3 double}	7.35	{15x1
2	0	"5510384"	{ 5x3 double}	7.35	{ 5x1
3	0	"5510384"	{14x3 double}	7.35	{14x1
4	0	"5511492"	{15x3 double}	7.35	{15x1
5	0	"5511492"	{ 5x3 double}	7.35	{ 5x1

Visualize the imported roads by using the `helperPlotRoads` function. Notice that the roads do not contain lane information. Define `cropWindow` of the form `[x y width height]` to crop the map, zoom in, and display. The `x` and `y` elements are the coordinates of the top-left corner of the crop window.

```
cropWindow = [-30 -30 60 60];
helperPlotRoads(roadData,cropWindow);
```



## Select Ego Roads from Road Network

Convert geographic GPS coordinates to local East-North-Up (ENU) coordinates by using the `latlon2local` function. The transformed coordinates define the trajectory waypoints of the ego vehicle. Units are in meters.

```
[xEast,yNorth,zUp] = latlon2local(gpsData.latitude,gpsData.longitude,gpsData.altitude,geoReferenc
waypoints = [xEast,yNorth,zUp];
```

Raw GPS data often contains noise. Smooth the GPS waypoints by using the `smoothdata` function.

```
window = round(size(waypoints,1)*0.2);
waypoints = smoothdata(waypoints,"rloess",window);
```

If GPS data also suffers from drift in position and orientation, then you must improve ego vehicle localization to generate accurate ego trajectory. For more information, see the “Improve Ego Vehicle Localization” on page 9-16 example.

Create the ego trajectory using the waypoints and their corresponding time of arrivals by using the `waypointTrajectory` (Sensor Fusion and Tracking Toolbox) System object™. This example do not consider altitude values of the waypoints, therefore set all the altitude values to 0. You must set `ReferenceFrame` property of this System object to ENU because Scenario Builder for Automated Driving Toolbox® supports the ENU format for local coordinate data.

```
waypoints = double([waypoints(:,1:2) zeros(size(zUp))]);
egoTrajectory = waypointTrajectory(waypoints,gpsData.timeStamp,ReferenceFrame="ENU");
```

Select road properties on which the ego vehicle is traveling by using the `selectActorRoads` function.

```
egoRoadData = selectActorRoads(roadData,egoTrajectory.Waypoints);
```

Display `egoRoadData` table.

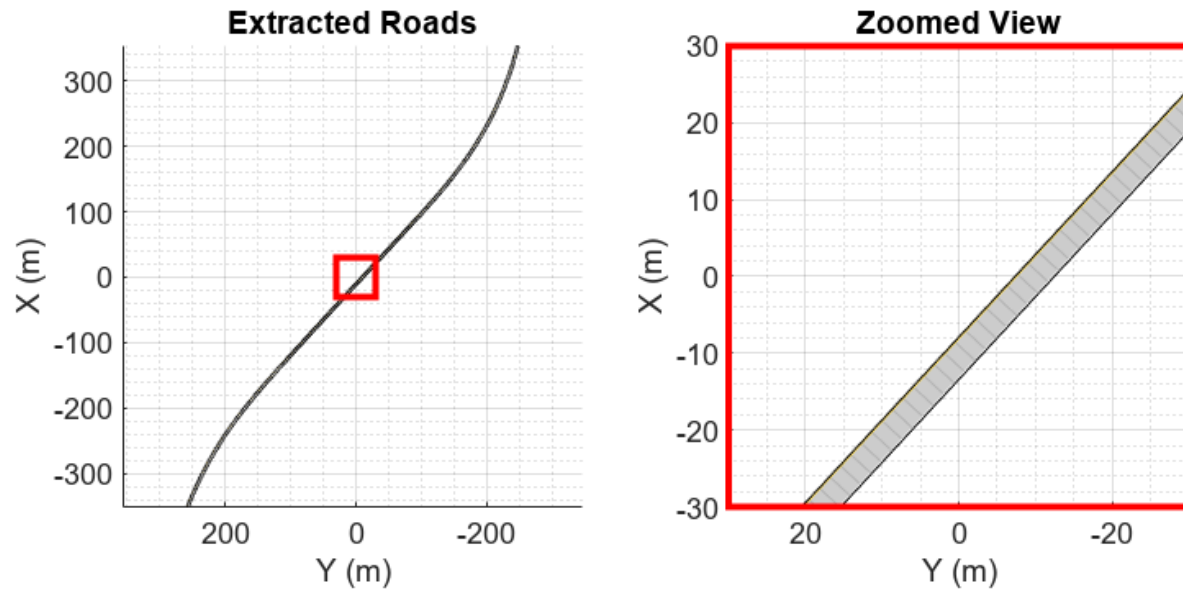
```
egoRoadData
```

```
egoRoadData=1×10 table
```

RoadID	JunctionID	RoadName	RoadCenters	RoadWidth	BankAngle
75	0	"Banfield Freeway"	{438×3 double}	3.75	{35×1 double}

Visualize the selected roads by using the `helperPlotRoads` function. Notice that the selected ego roads do not have lane information.

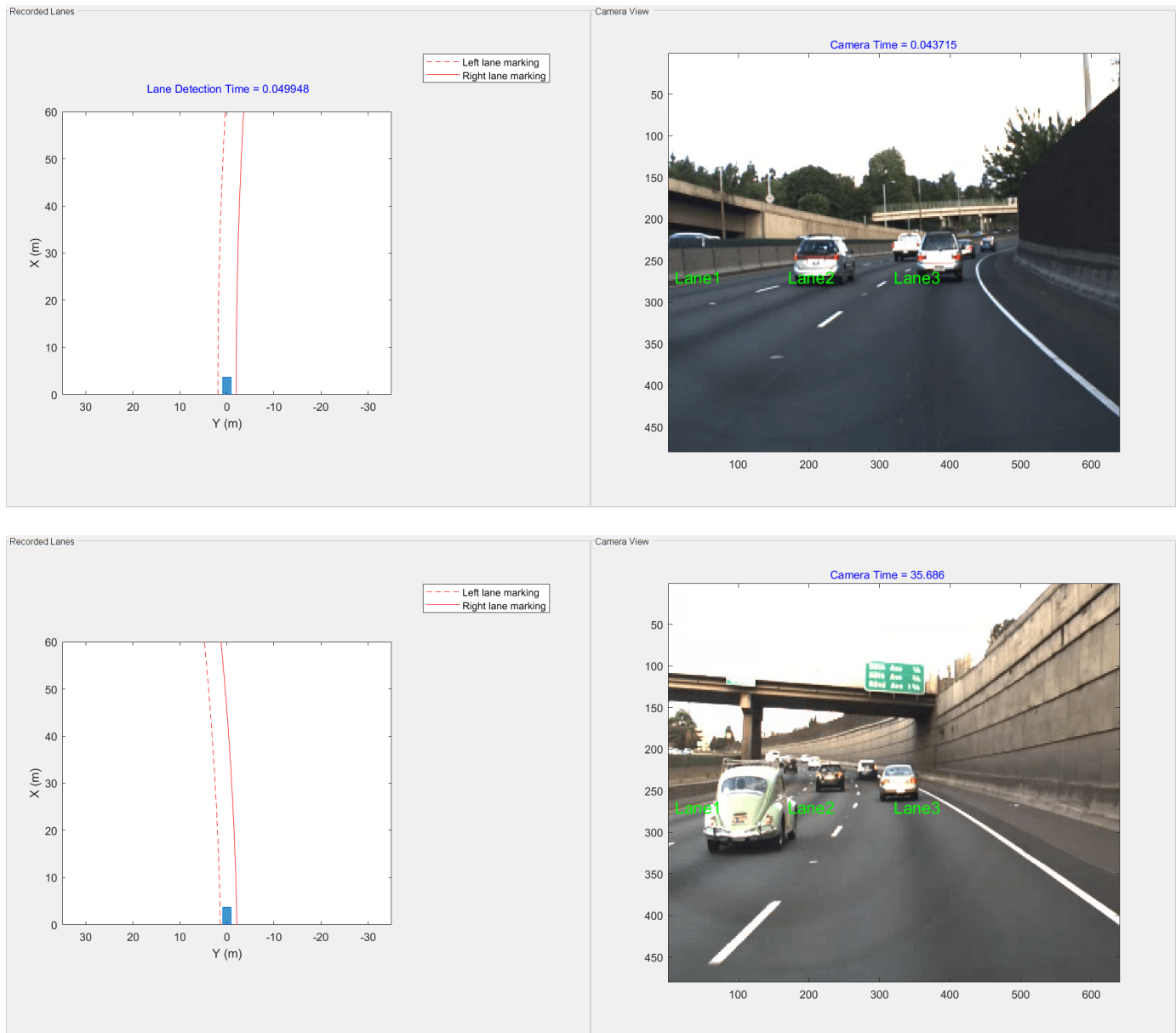
```
helperPlotRoads(egoRoadData,cropWindow);
```



### Generate Lane Specifications for Ego Roads

Visualize lane detections and camera images by using the `birdsEyePlot` function and `helperPlotLanes` function.

```
% Initialize the figure with bird's-eye plot.
currentFigure = figure(Position=[0 0 1400 600]);
hPlot = axes(uipanel(currentFigure,Position=[0 0 0.5 1],Title="Recorded Lanes"));
bep = birdsEyePlot(XLim=[0 60],YLim=[-35 35],Parent=hPlot);
camPlot = axes(uipanel(currentFigure,Position=[0.5 0 0.5 1],Title="Camera View"));
helperPlotLanes(bep,camPlot, laneDetections, cameraData);
```



Create reference lane specifications by using the `lanespec` function. Specify three number of lanes on the basis of visual inspection of camera data. Note that the reference lane specification need not to be accurate as it provides a global context to populate lanes on the roads.

```
numOfLanes = 3;
refLaneSpec = lanespec(numOfLanes);
```

Specify the lane index for the first waypoint of the ego vehicle. You must start numbering the lanes in left-to-right order along the travel direction of the ego vehicle. For this example, the first waypoint of the ego vehicle is on the third lane as shown in the camera image.

```
firstEgoWaypointLaneIdx = 3;
```

Update the lane specification with information extracted from lane detections by using the `updateLaneSpec` function. The camera image shows that all three lanes of the ego road have nearly

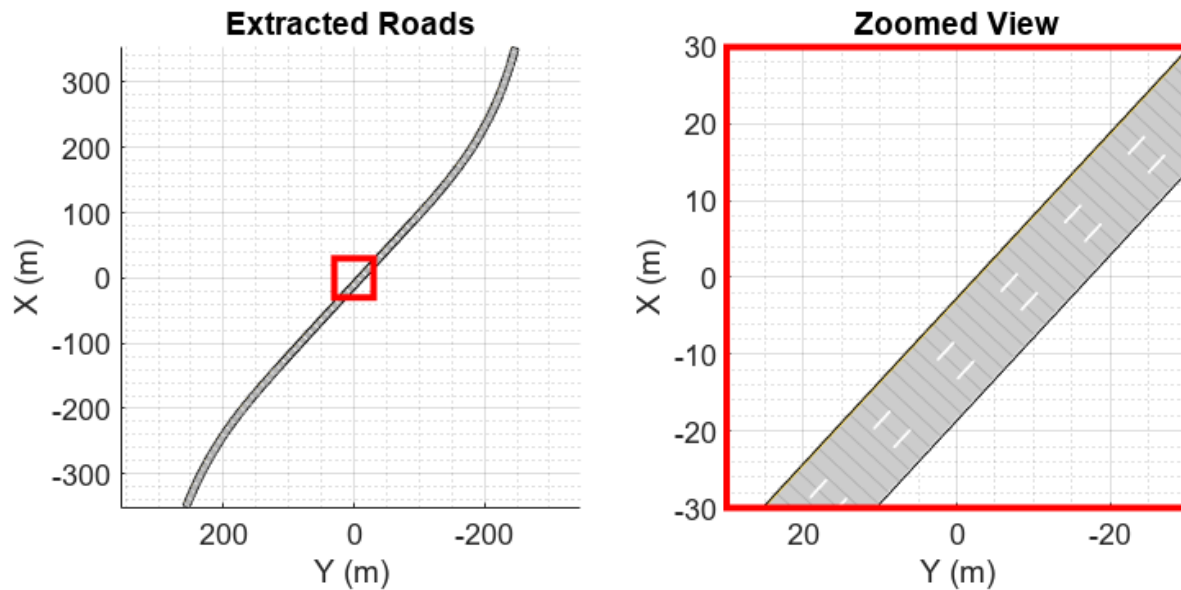


same lane width. To replicate ego lane width for non-detected lanes, set the `ReplicateUpdatedLaneWidth` argument to true.

```
egoRoadsWithUpdatedLanes = updateLaneSpec(laneDetections, egoRoadData, refLaneSpec, ...
                                          egoTrajectory, firstEgoWaypointLaneIdx, ReplicateUpdatedLanes);
```

Visualize ego roads with updated lane specifications by using the `helperPlotRoads` function.

```
helperPlotRoads(egoRoadsWithUpdatedLanes, cropWindow);
```



### Simulate Scenario with Ego Vehicle and Updated Lanes

Define parameters to create a driving scenario. `endTime` is specified as GPS end time and the `sampleTime` is calculated as minimum difference between two consecutive GPS timestamps.

```
endTime = gpsData.timeStamp(end);
sampleTime = min(diff(gpsData.timeStamp));
```

Create a driving scenario by using the `drivingScenario` object. Specify `SampleTime` and `StopTime` for the driving scenario.

```
scenario = drivingScenario(SampleTime=sampleTime, StopTime=endTime);
```

Add roads with updated lane specifications by using `helperAddRoads` function. This helper function adds roads to driving scenario using the `road` function.

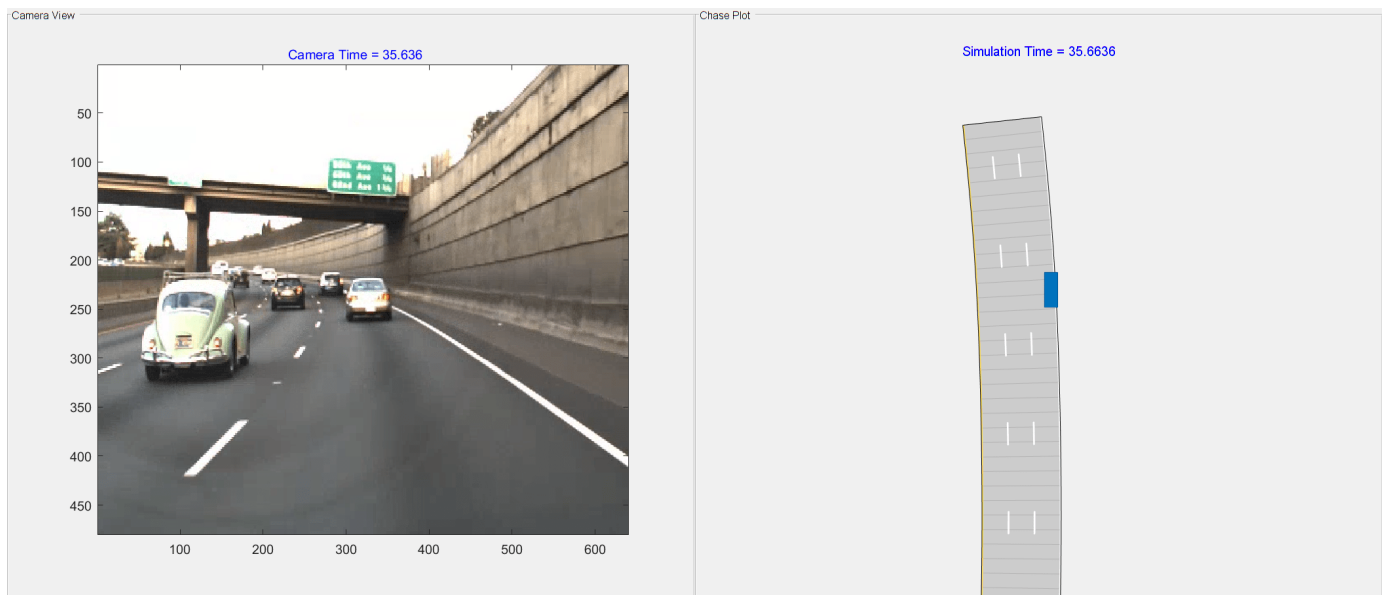
```
scenario = helperAddRoads2Scene(scenario, egoRoadsWithUpdatedLanes);
```

Add the ego vehicle waypoints to scenario by using the `helperAddEgo` function.

```
scenario = helperAddEgo2Scene(scenario, egoTrajectory);
```

Visualize the generated scenario and compare it with recorded camera data using the `helperVisualizeHDSceneWithEgo` function.

```
currentFigure = figure(Name="Generated Scene", Position=[0 0 1400 600]);
helperVisualizeHDSceneWithEgo(currentFigure, scenario, cameraData);
```



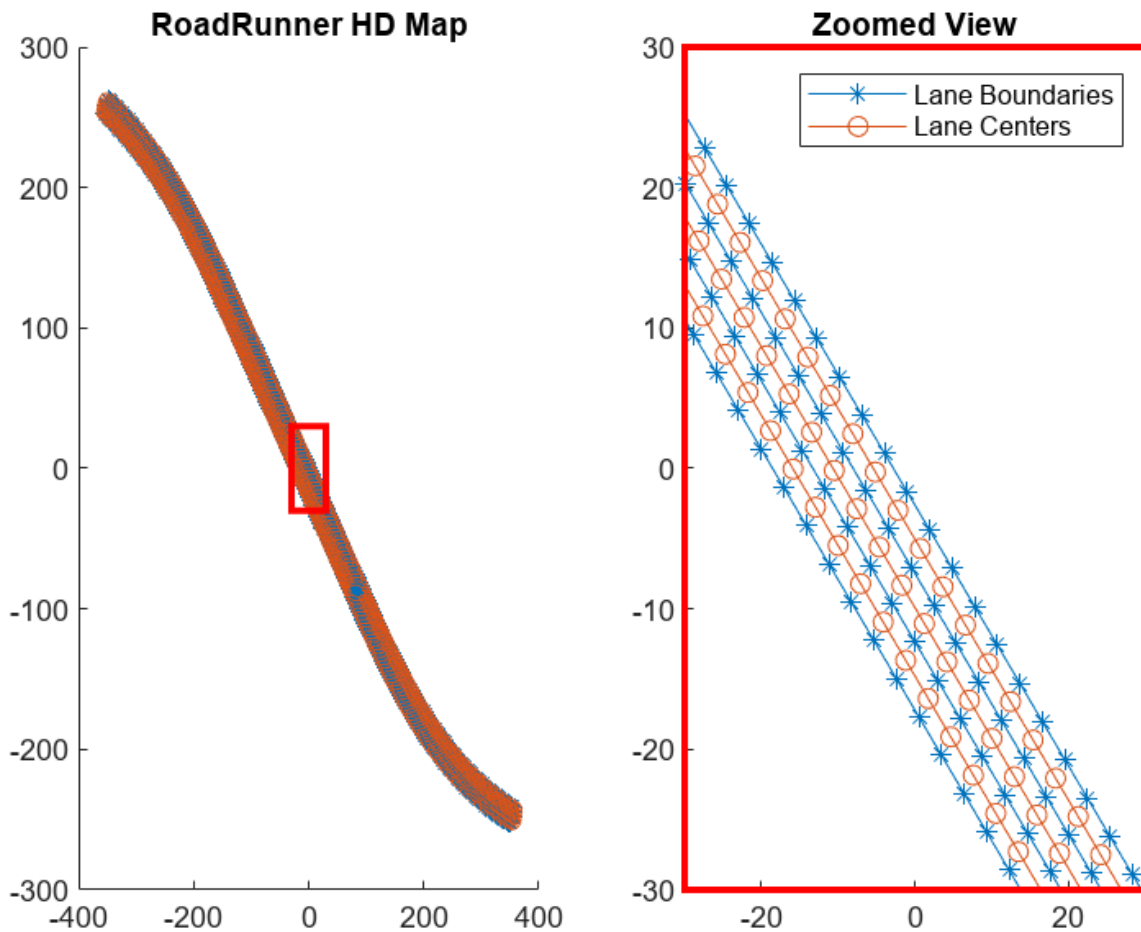
### Create RoadRunner HD Map

HD map contains lane information which is useful for automated driving applications such as sensing, perception, localization, and planning. Create a RoadRunner HD map from generated driving scenario by using the `helperComposeRRHDMMap` function.

```
rrHDMMap = helperComposeRRHDMMap(scenario);
```

Visualize HD Map roads by using the `helperPlotRoads` function.

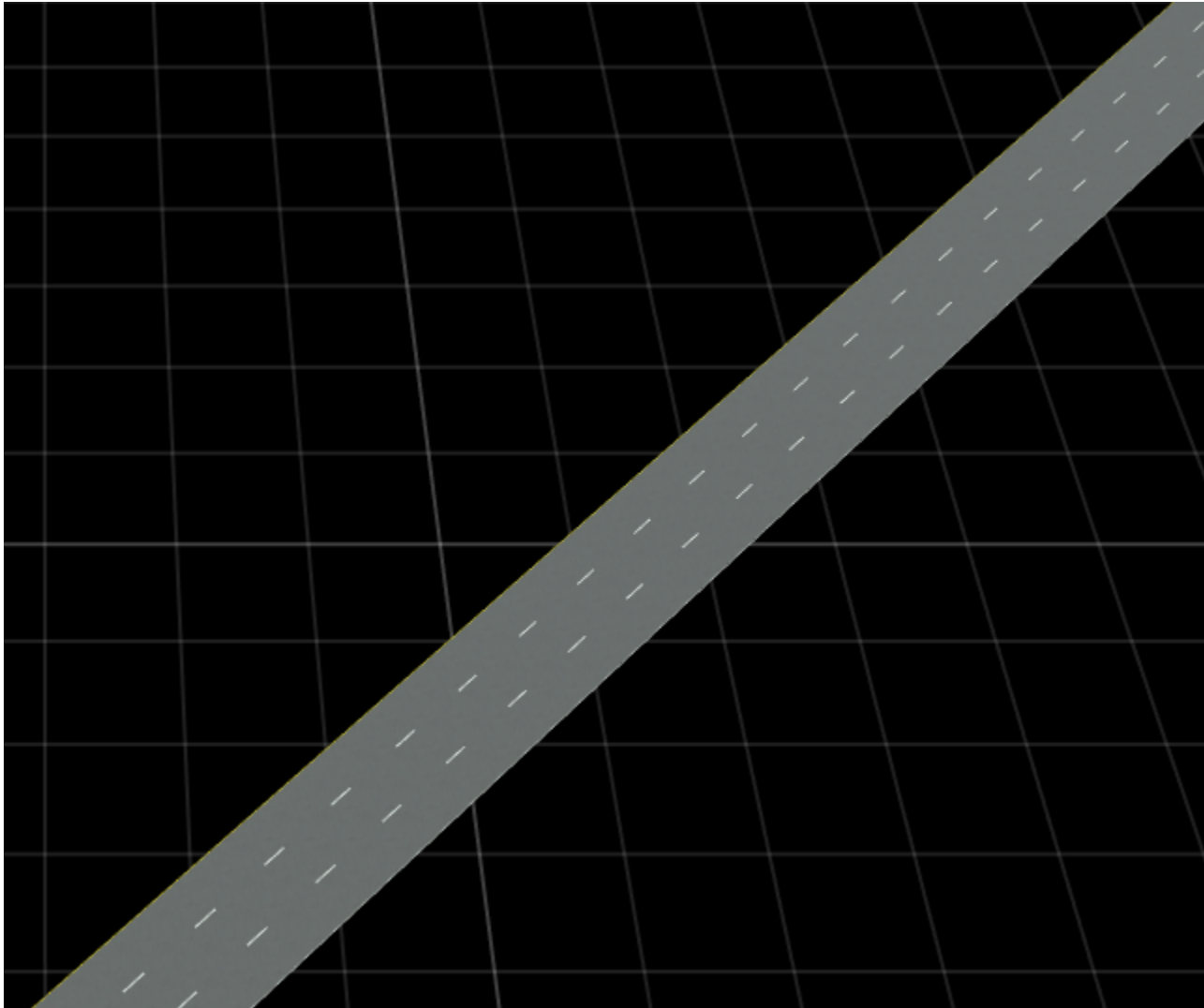
```
helperPlotRoads(rrHDMMap, cropWindow)
```



Write the RoadRunner HD Map to a binary file, which you can import in RoadRunner.

```
write(rrHDMMap, "RoadRunnerHDMMapFromLanes.rhd");
```

You can import the `RoadRunnerHDMMapFromLanes.rhd` data to RoadRunner and build the scene using Scene Builder Tool. For detailed instructions on importing a RoadRunner HD Map file with `.rhd` extension into RoadRunner, previewing the map, and building the scene, see "Build Scene" (RoadRunner). This figure shows a scene built using RoadRunner Scene Builder.



**Note:** Use of the Scene Builder Tool requires a RoadRunner Scene Builder license.

### See Also

#### Functions

`getMapROI` | `roadprops` | `selectActorRoads` | `updateLaneSpec` | `cubicLaneBoundary` | `parabolicLaneBoundary`

### Related Examples

- “Overview of Scenario Generation from Recorded Sensor Data” on page 9-2
- “Smooth GPS Waypoints for Ego Localization” on page 9-5
- “Extract Lane Information from Recorded Camera Data for Scene Generation” on page 9-38
- “Extract Vehicle Track List from Recorded Lidar Data for Scenario Generation” on page 9-72
- “Extract Vehicle Track List from Recorded Camera Data for Scenario Generation” on page 9-62

- “Generate Scenario from Actor Track List and GPS Data” on page 9-81

## Extract Vehicle Track List from Recorded Camera Data for Scenario Generation

This example shows how to extract the vehicle track-list information required for generating scenarios from raw camera data.

Track lists are crucial for interpreting the positions and trajectories of the vehicles in a scenario. You can use track lists to extract dynamic actor properties.

In this example, you:

- Detect the vehicles from recorded camera data using a pretrained `yoloV4ObjectDetector` object.
- Apply a global nearest neighbour (GNN) tracker to generate a vehicle track list from the detected vehicles.
- Transform the detected vehicle positions from image coordinates to real-world vehicle coordinates using monocular camera sensor parameters.
- Format the vehicle track list for use in the scenario generation workflow.

You can use the extracted vehicle track list to generate a scenario from recorded sensor data. For more information about creating scenarios from vehicle track lists, see the “Generate Scenario from Actor Track List and GPS Data” on page 9-81 example. For more information on generating scenarios for RoadRunner Scenario, see the “Generate RoadRunner Scenario from Recorded Sensor Data” on page 9-102 example.

### Load Camera Data

Download a ZIP file containing a subset of sensor data from the PandaSet data set, and then unzip the file. This data set, which contains camera images and camera sensor parameters has been collected using a forward-facing camera mounted on an ego vehicle.

```
dataFolder = tempdir;
dataFilename = "PandasetSensorData.zip";
url = "https://ssd.mathworks.com/supportfiles/driving/data/" + dataFilename;
filePath = fullfile(dataFolder,dataFilename);
if ~isfile(filePath)
    websave(filePath,url)
end
unzip(filePath,dataFolder)
dataset = fullfile(dataFolder,"PandasetSensorData");
data = load(fullfile(dataset,"sensorData.mat"));
monocamData = data.CameraData;
```

`monocamData` is a table with two columns:

- `timeStamp` — Time, in seconds, at which the image data was captured.
- `fileName` — Filenames of the images in the data set.

The images are located in the `Camera` folder in the `dataset` directory. Create a table that contains the file paths of these images with their relative timestamps by using the `helperUpdateTable` function.

```
imageFolder = "Camera";
monocamData = helperUpdateTable(monocamData, dataset, imageFolder);
```

Display the first five entries of monocamData.

```
monocamData(1:5, :)
```

Display the first image from monocamData.

```
image = imread(monocamData.filePath{1});
imshow(image)
```



## Detect Vehicles

In this example, you use a pretrained deep neural network model to detect the vehicles from behind. Download the ZIP file containing the pretrained model, and then unzip it. The size of the downloaded model is 234 MB.

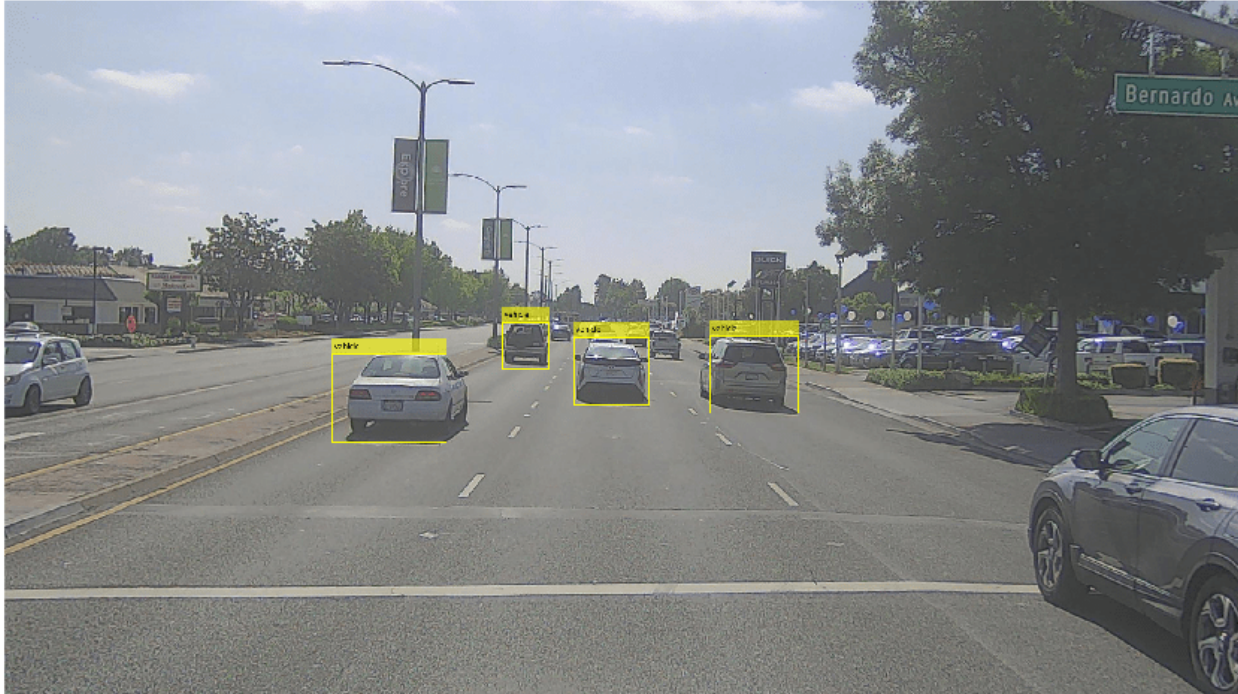
```
modelName = "CameraVehicleDetectorYOLOv4.zip";
modelUrl = "https://ssd.mathworks.com/supportfiles/driving/data/" + modelName;
filePath = fullfile(dataFolder, modelName);
if ~isfile(filePath)
    websave(filePath, modelUrl)
end
modelFolder = fullfile(dataFolder, "CameraVehicleDetectorYOLOv4");
unzip(filePath, dataFolder)
model = load(fullfile(modelFolder, "cameraVehicleDetectorYOLOv4.mat"));
vehicleDetector = model.detector;
```

Detect the vehicles in the first image of monocamData.

```
[bboxes,scores,labels] = detect(vehicleDetector,image,Threshold=0.6);
```

Overlay the vehicle detections on the image, and display the overlaid image.

```
detectedImg = insertObjectAnnotation(image,"Rectangle",bboxes,labels,LineWidth=2);
imshow(detectedImg)
```



To generate a real-world scenario, you must transform the detected vehicle positions from image coordinates to vehicle coordinates using the camera parameters. If you do not know the camera parameters, you can estimate them. For more information about estimating camera parameters, see “Calibrate a Monocular Camera” on page 1-8. You can also use the `estimateMonoCameraFromScene` function to estimate approximate camera parameters directly from a camera image.

To create a `monoCamera` object, you specify the camera intrinsic parameters of focal length (`fx`, `fy`), principal point (`cx`, `cy`), and image size. Extract the components for focal length and principal point from the camera data.

```
intrinsic = data.Intrinsic
intrinsic = struct with fields:
    fx: 1.9700e+03
    fy: 1.9700e+03
    cx: 970.0002
    cy: 483.2988
```

Create a `cameraIntrinsic` object.

```
focalLength = [intrinsic.fx intrinsic.fy];
principalPoint = [intrinsic.cx intrinsic.cy];
```



```
imageSize = [size(image,1) size(image,2)];
intrinsics = cameraIntrinsics(focalLength,principalPoint,imageSize);
```

Create a `monoCamera` object using the camera intrinsic parameters and height. Display the object properties.

```
camHeight = data.CameraHeight;
sensorParams = monoCamera(intrinsics,camHeight)
```

```
sensorParams =
  monoCamera with properties:

    Intrinsics: [1x1 cameraIntrinsics]
  WorldUnits: 'meters'
    Height: 1.6600
    Pitch: 0
    Yaw: 0
    Roll: 0
  SensorLocation: [0 0]
```

Configure the vehicle detector for use with the monocular camera mounted on the ego vehicle by using the `configureDetectorMonoCamera` function. Specify the `objectSize` as `[1.5 2.5]` to limit the width of detected objects to a typical range for vehicle widths.

```
objectSize = [1.5 2.5];
configuredDetector = configureDetectorMonoCamera(vehicleDetector,sensorParams,objectSize)
```

```
configuredDetector =
  yolov4ObjectDetectorMonoCamera with properties:

    Camera: [1x1 monoCamera]
  WorldObjectSize: [1.5000 2.5000]
    Network: [1x1 dlnetwork]
  AnchorBoxes: {3x1 cell}
  ClassNames: {'vehicle'}
  InputSize: [608 608 3]
  ModelName: 'csp-darknet53-coco'
```

To specify the position of the rotational center of a vehicle, this example extracts the midpoint of the vehicle rear axle by detecting rear view of that vehicle. Detect the rear views of the vehicles from the camera images.

```
% Create a placeholder for detections.
vehicleDetections = [];

% Get backside bounding boxes, scores, and labels.
for i = 1:size(monocamData,1)
    image = imread(monocamData.filePath{i});
    [bboxes,scores,labels] = detect(configuredDetector,image,Threshold=0.6);
    vehicleDetections(i,1).Bboxes = bboxes;
    vehicleDetections(i,1).Scores = scores;
    vehicleDetections(i,1).Labels = labels;
end

% Create detection results table.
vehicleDetections = struct2table(vehicleDetections);
```

vehicleDetections is an M-by-3 table containing the detected bounding boxes for the vehicles, scores, and labels in each image. M is the number of images.

### Generate Tracks from Detections

You must assign detections to distinct tracks to determine the entry and exit times of vehicles. If your detections contain noise, you can smooth the noisy detections by using a global nearest neighbor (GNN) tracker. To track vehicle detections in this example, you initialize the GNN tracker using a constant velocity Kalman filter.

Define a GNN tracker using the trackerGNN (Sensor Fusion and Tracking Toolbox) object, by specifying these properties.

- ConfirmationThreshold — Specified as [5 5], to confirm the track if the vehicle is detected for at least 5 out of the past 5 detections.
- DeletionThreshold — Specified as [5 5], to remove a track if the track is missing from the 5 most recent consecutive detections.
- AssignmentThreshold — Specified as 120, this sets the normalized maximum distance at which to associate a detection to a track.

```
vehicleTrackerGNN = trackerGNN(FilterInitializationFcn=@helperInitBboxFilter, ...
    AssignmentThreshold=120, ...
    DeletionThreshold=[5 5], ...
    ConfirmationThreshold=[5 5]);
```

Create a video player object to visualize the tracked vehicles.

```
videoPlayer = vision.VideoPlayer;
```

Process vehicle detections for each frame, and assign tracks if a detection meets the assignment criteria. Extract the rear-axle information of each tracked vehicle for scenario generation.

```
% Get the list of all backside bounding boxes for each frame from the detector output.
backsideBboxes = vehicleDetections.Bboxes;

% Initialize the current step for tracker.
currentStep = 0;

% Get the total number of frames.
numFrames = size(monocamData,1);

% Create a placeholder to save the track list data.
tracklist = [];

for i = 1:numFrames
    % Update step counter.
    currentStep = currentStep + 1;

    % Read the current frame.
    frame = imread(monocamData.filePath{i});

    % Get the backside bounding boxes for the current frame.
    bboxes = backsideBboxes{i};

    % Pack detections as measurements for the tracker.
    measurements = helperPackAsObjectDetections(bboxes,currentStep);
```

```
% Return the updated tracks for the current time step.
confirmedTracks = vehicleTrackerGNN(measurements,currentStep);

% Remove invalid tracks.
imageSize = sensorParams.Intrinsics.ImageSize;
confirmedTracks = helperRemoveInvalidTracks(confirmedTracks,imageSize);

% Extract the backside bounding boxes from the confirmed tracks.
vehicleBboxes = helperExtractBboxes(confirmedTracks);

% Estimate the position of vehicles in the ego frame from the backside
% bounding boxes, and create the track list.
if ~isempty(vehicleBboxes)
    trackInfo = [];
    for j = 1:size(confirmedTracks,1)
        id = confirmedTracks(j).TrackID;
        bbox = vehicleBboxes(j,:);

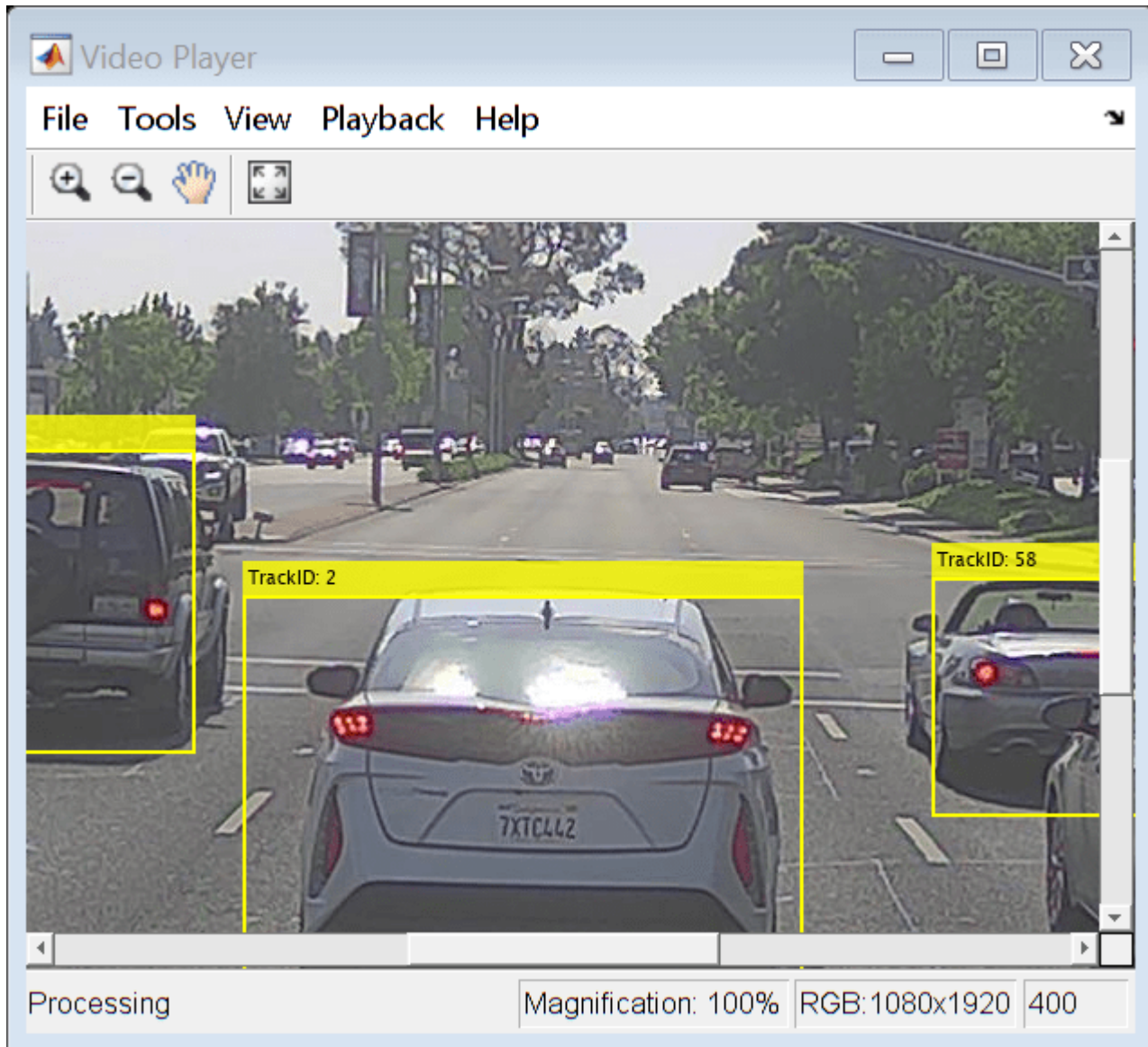
        % Convert to vehicle coordinates using the monoCamera object.
        xyPos = imageToVehicle(sensorParams, [bbox(1)+bbox(3)/2,bbox(2)+bbox(4)]);
        vehiclePosition = [xyPos 0];

        % Create a structure to hold the track information.
        trackInfo(j,1).TrackID = id;
        trackInfo(j,1).Position = double(vehiclePosition);
    end

    % Store the track information into the track list.
    tracklist{i,1} = trackInfo;
end

% Insert tracking annotations.
annotatedFrame = helperInsertTrackAnnotations(frame,confirmedTracks);

% Display the annotated frame.
videoPlayer(annotatedFrame)
pause(0.1)
end
```



### Format Vehicle Track List

The generated track lists store positions and track IDs for the vehicles detected in each camera frame using a cell array. Use the `helperConvertTracklist` function to organize vehicle track lists into the two-column table that the `actorprops` function requires. Specify camera timestamps as you get the detections for each camera frame. You can use the `actorprops` function to extract actor properties from the vehicle track lists for generating a driving scenario. For more information, see the “Generate Scenario from Actor Track List and GPS Data” on page 9-81 example. For more information on how to generate scenarios for RoadRunner Scenario from vehicle track lists, see the “Generate RoadRunner Scenario from Recorded Sensor Data” on page 9-102 example.

```
timeStamp = monocamData.timeStamp;
tracklist = helperConvertTracklist(tracklist,timeStamp);
```

Display the first 10 entries in `tracklist`.

```
tracklist(1:10,:)
ans=10x2 table
   timeStamp      TrackerInfo
   _____  _____
   1.5576e+09    {0x0 double}
   1.5576e+09    {0x0 double}
   1.5576e+09    {0x0 double}
   1.5576e+09    {0x0 double}
   1.5576e+09    {4x1 struct}
   1.5576e+09    {4x1 struct}
   1.5576e+09    {4x1 struct}
   1.5576e+09    {4x1 struct}
   1.5576e+09    {4x1 struct}
   1.5576e+09    {4x1 struct}
```

Display the fifth entry in TrackerInfo.

```
tracklist.TrackerInfo{5,1}
ans=4x1 struct array with fields:
   TrackID
   ClassID
   Position
```

## Helper Functions

**helperInitBboxFilter** — Initialize 4-D constant velocity Kalman filter.

```
function filter = helperInitBboxFilter(Detection)
% Step 1: Define the motion model and state.
% Use a constant velocity model for a bounding box on the image.
% The state is [x; vx; y; vy; w; vw; h; hv]
% The state transition matrix is:
%     [1 dt 0 0 0 0 0 0;
%       0 1 0 0 0 0 0 0;
%       0 0 1 dt 0 0 0 0;
%       0 0 0 1 0 0 0 0;
%       0 0 0 0 1 dt 0 0;
%       0 0 0 0 0 1 0 0;
%       0 0 0 0 0 0 1 dt;
%       0 0 0 0 0 0 0 1]
% Assume dt = 1. This implementation does not consider a time-variant
% transition model for a linear Kalman filter.
dt = 1;
cvel = [1 dt; 0 1];
A = blkdiag(cvel,cvel,cvel,cvel);

% Step 2: Define the process noise.
% The process noise represents the parts of the process that the model
% does not take into account. For example, in a constant velocity model,
% the acceleration is ignored.
G1d = [dt^2/2; dt];
Q1d = G1d*G1d';
Q = blkdiag(Q1d,Q1d,Q1d,Q1d);
```

```

% Step 3: Define the measurement model.
% Only the position ([x; y; w; h]) is measured.
% The measurement model is
H = [1 0 0 0 0 0 0 0; ...
     0 0 1 0 0 0 0 0; ...
     0 0 0 0 1 0 0 0; ...
     0 0 0 0 0 0 1 0];

% Step 4: Map the sensor measurements to an initial state vector.
% Because there is no measurement of the velocity, the v components are
% initialized to 0:
state = [Detection.Measurement(1); ...
        0; ...
        Detection.Measurement(2); ...
        0; ...
        Detection.Measurement(3); ...
        0; ...
        Detection.Measurement(4); ...
        0];

% Step 5: Map the sensor measurement noise to a state covariance.
% For the parts of the state that the sensor measured directly, use the
% corresponding measurement noise components. For the parts that the
% sensor does not measure, assume a large initial state covariance. That way,
% future detections can be assigned to the track.
L = 50; % Large value
stateCov = diag([Detection.MeasurementNoise(1,1), ...
                L, ...
                Detection.MeasurementNoise(2,2), ...
                L, ...
                Detection.MeasurementNoise(3,3), ...
                L, ...
                Detection.MeasurementNoise(4,4), ...
                L]);

% Step 6: Create the correct filter.
filter = trackingKF(...
    StateTransitionModel=A, ...
    MeasurementModel=H, ...
    State=state, ...
    StateCovariance=stateCov, ...
    MeasurementNoise=Detection.MeasurementNoise, ...
    ProcessNoise=Q);
end

```

**helperConvertTracklist** — Organize track lists into a two-column table.

```

function modifiedTracklist = helperConvertTracklist(tracklist,timeStamp)
% Loop through the vehicle track lists.
for i = 1:size(tracklist,1)
    % Get timestamp data.
    modifiedTracklist(i).timeStamp = timeStamp(i);

    % Get the TrackerInfo data.
    trackInfo = tracklist{i};
    if ~isempty(trackInfo)
        trackerInfo = [];
        for j = 1:size(trackInfo,1)

```

```
% Get the track ID for the current track.
trackerInfo(j,1).TrackID = trackInfo(j).TrackID;

% Set the class ID to 1, representing 'vehicle' class, as the detector
% can detect only cars.
trackerInfo(j,1).ClassID = 1;

% Get the vehicle position in the ego frame.
trackerInfo(j,1).Position = trackInfo(j).Position;
end
% Store the TrackerInfo.
modifiedTracklist(i).TrackerInfo = trackerInfo;
else
modifiedTracklist(i).TrackerInfo = [];
end
end
modifiedTracklist = struct2table(modifiedTracklist);
end
```

## See Also

### Functions

[getMapROI](#) | [roadprops](#) | [selectActorRoads](#) | [updateLaneSpec](#)

## Related Examples

- “Overview of Scenario Generation from Recorded Sensor Data” on page 9-2
- “Smooth GPS Waypoints for Ego Localization” on page 9-5
- “Improve Ego Vehicle Localization” on page 9-16
- “Extract Lane Information from Recorded Camera Data for Scene Generation” on page 9-38
- “Generate High Definition Scene from Lane Detections” on page 9-49
- “Extract Vehicle Track List from Recorded Lidar Data for Scenario Generation” on page 9-72
- “Generate Scenario from Actor Track List and GPS Data” on page 9-81

## Extract Vehicle Track List from Recorded Lidar Data for Scenario Generation

This example shows how to extract the vehicle track-list information required for generating a scenarios from raw lidar data.

Track lists are crucial for interpreting the positions and trajectories of the vehicles in a scenario. You can use track lists to extract dynamic actor properties.

In this example, you:

- Detect the vehicles from recorded lidar data using a pretrained `pointPillarsObjectDetector` (Lidar Toolbox) object.
- Generate a vehicle track list from the detected vehicles using a joint probabilistic data association (JPDA) tracker.
- Format the vehicle track list for use in the scenario generation workflow.

You can use the extracted vehicle track list to generate a scenario from recorded sensor data. For more information about creating scenarios from vehicle track lists, see the “Generate Scenario from Actor Track List and GPS Data” on page 9-81 example. For more information on generating scenarios for RoadRunner Scenario, see the “Generate RoadRunner Scenario from Recorded Sensor Data” on page 9-102 example.

### Load Lidar Data

Download a ZIP file containing a subset of sensor data from the PandaSet data set and then unzip the file. This data set contains a sequence of 400 lidar point clouds and lidar sensor information. The size of the downloaded data set is 394 MB.

```
dataFolder = tempdir;
lidarDataFileName = "PandasetLidarData.zip";
url = "https://ssd.mathworks.com/supportfiles/driving/data/" + lidarDataFileName;
filePath = fullfile(dataFolder,lidarDataFileName);
if ~isfile(filePath)
    websave(filePath,url)
end
unzip(filePath,dataFolder)
dataset = fullfile(dataFolder,"PandasetLidarData");
data = load(fullfile(dataset,"LidarSensorData.mat"));
lidarData = data.LidarData;
```

`lidarData` is a table with two columns:

- `timeStamp` — Time, in seconds, at which the point cloud data was captured.
- `fileName` — Filenames of the point clouds in the data set.

The point clouds are located in the `Lidar` folder in the `dataset` directory. Create a table that contains the file paths of these point clouds with their relative timestamps by using the `helperUpdateTable` function.

```
lidarFolder = "Lidar";
lidarData = helperUpdateTable(lidarData,dataset,lidarFolder);
```

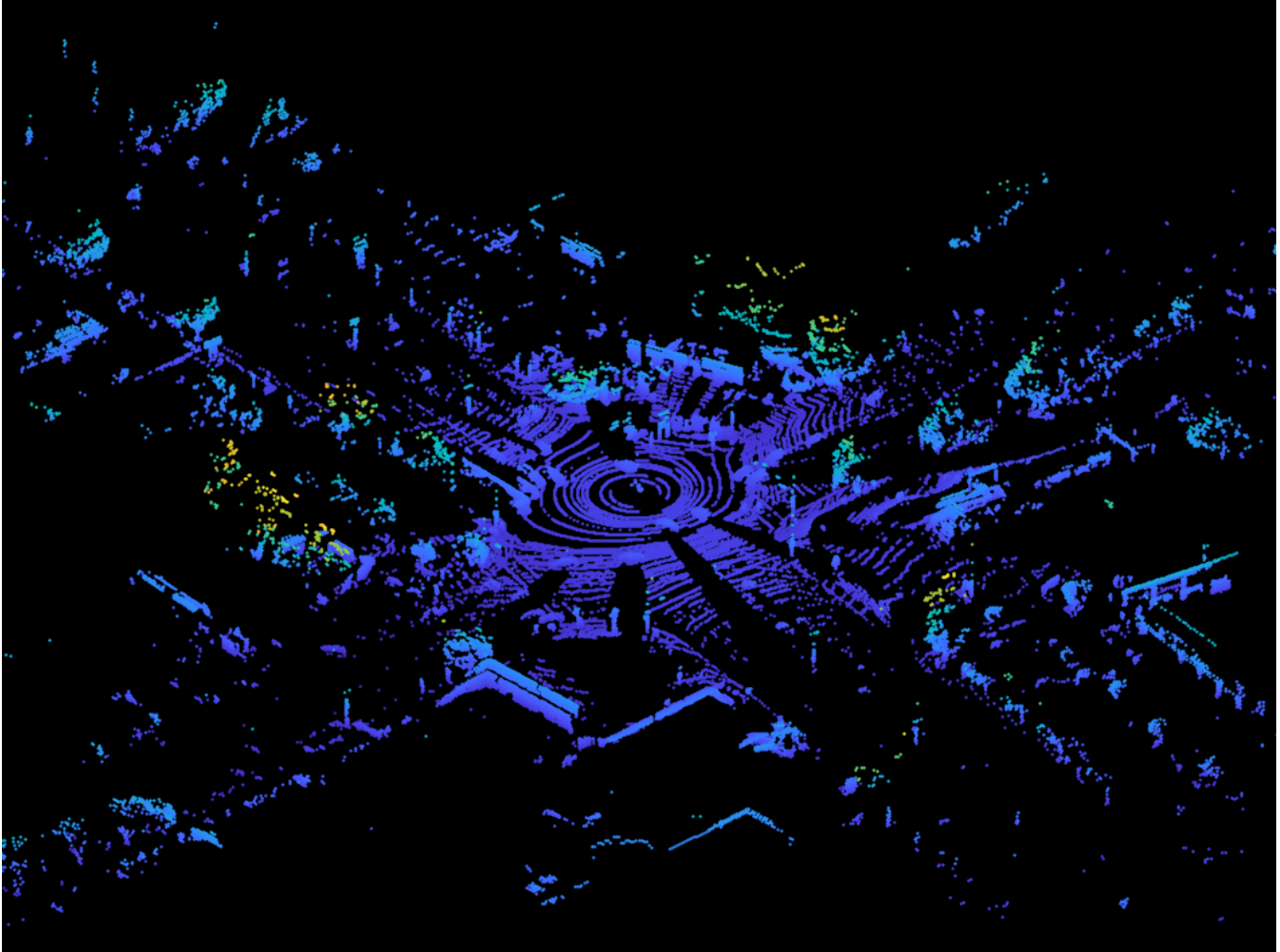


Display the first five entries of `lidarData`.

```
lidarData(1:5, :)
```

Read and display the first point cloud from `lidarData`.

```
ptCld = pcread(lidarData.filePath{1});  
ax = pcshow(ptCld);  
zoom(ax,4)
```



Download a ZIP file containing the camera images for the same subset of the PandaSet data set, and then unzip the file. In this example, you use the camera data for visual validation of the tracked actors. The size of the downloaded data set is 104 MB.

```
sensorDataFilename = "PandasetSensorData.zip";  
url = "https://ssd.mathworks.com/supportfiles/driving/data/" + sensorDataFilename;  
filePath = fullfile(dataFolder, sensorDataFilename);  
if ~isfile(filePath)  
    websave(filePath, url)  
end  
unzip(filePath, dataFolder)
```

```
dataset = fullfile(dataFolder, "PandasetSensorData");
data = load(fullfile(dataset, "sensorData.mat"));
monocamData = data.CameraData;
```

monocamData is a table with two columns:

- `timeStamp` — Time, in seconds, at which the image data was captured.
- `fileName` — Filenames of the images in the data set.

The images are located in the `Camera` folder in the `dataset` directory. Create a table that contains the file paths of these images with their relative timestamps by using the `helperUpdateTable` function.

```
imageFolder = "Camera";
monocamData = helperUpdateTable(monocamData, dataset, imageFolder);
```

Display the first five entries of `monocamData`.

```
monocamData(1:5, :)
```

Read and display the first image from the `monocamData`.

```
img = imread(monocamData.filePath{1});
imshow(img)
```



### Detect Vehicles from Lidar Data

In this example, you use a pretrained `pointPillarsObjectDetector` (Lidar Toolbox) deep neural network model to detect vehicles from lidar data. Download a ZIP file containing the pretrained model, and then unzip it. The size of the downloaded model is 9 MB.

```

modelName = "LidarVehicleDetectorPointPillars.zip";
modelUrl = "https://ssd.mathworks.com/supportfiles/driving/data/" + modelName;
filePath = fullfile(dataFolder,modelName);
if ~isfile(filePath)
    websave(filePath,modelUrl)
end
unzip(filePath,dataFolder)
modelFolder = fullfile(dataFolder,"LidarVehicleDetectorPointPillars");
model = load(fullfile(modelFolder,"lidarVehicleDetectorPointPillars.mat"));
lidarVehicleDetector = model.detector;

```

Specify these parameters for the lidar vehicle detection model.

- **Threshold** — Confidence score threshold for boundary detection. The model ignores detections with a confidence score less than the threshold value. If you observe false detections, try increasing this value.
- **xLimits** — Range of coordinates along the X-axis.
- **yLimits** — Range of coordinates along the Y-axis.

```

params.threshold = 0.4;
params.xLimits = [-12 12];
params.yLimits = [0 60];

```

Detect vehicles for each point cloud in `lidarData` by using the `helperDetectVehicles` function. Note that, depending on your hardware configuration, this function can take a significant amount of time to run.

```
vehicleDetections = helperDetectVehicles(lidarVehicleDetector,lidarData,params);
```

`vehicleDetections` is an M-by-3 table containing the detected vehicle bounding boxes for each point cloud, their detection scores, and their labels. M is the total number of point clouds.

Read a point cloud, and extract the detected vehicle bounding boxes.

```

fileIdx = 1;
ptCloud = pcread(lidarData.filePath{fileIdx});
bboxes = vehicleDetections.Bboxes{fileIdx};

```

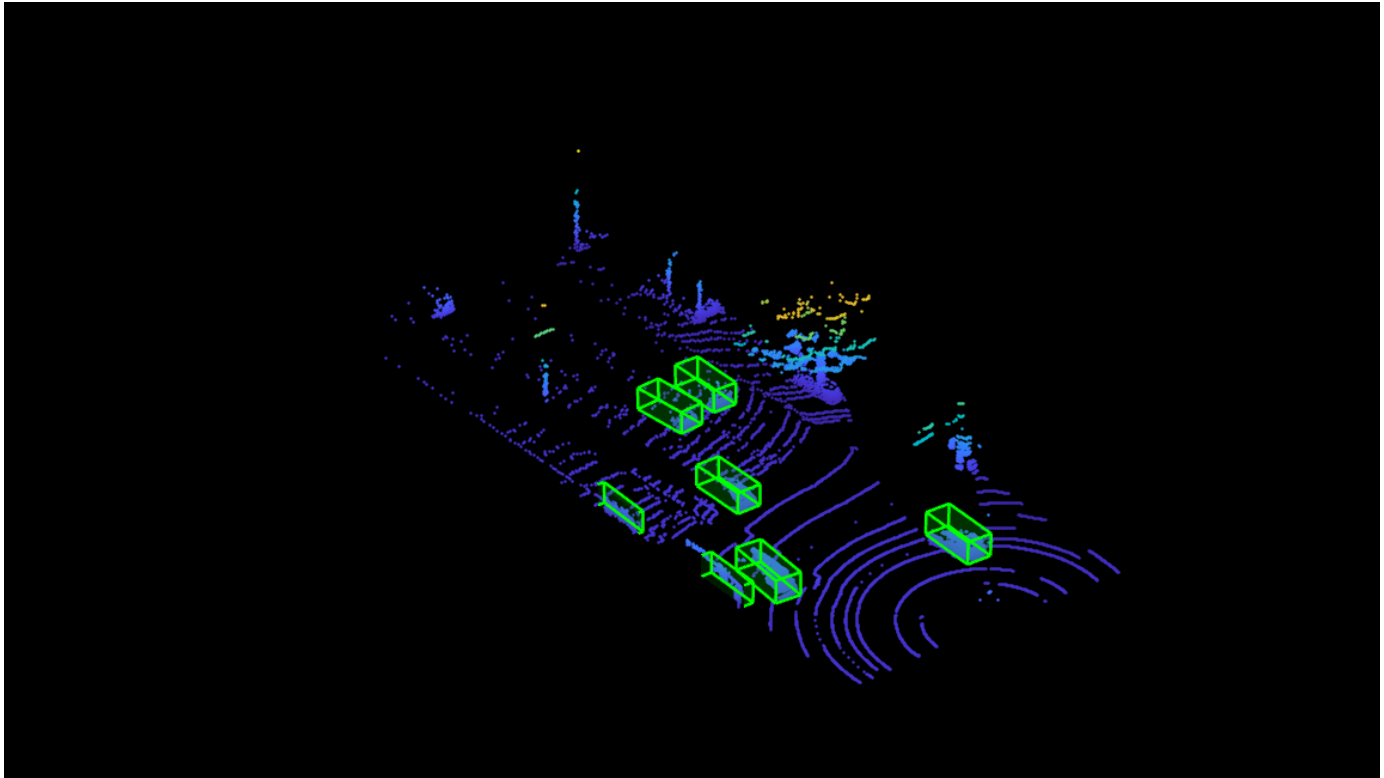
Overlay the vehicle detections on the point cloud, and display the overlaid point cloud.

```

posViewCrop = find(ptCloud.Location(:,:,1) < params.xLimits(2) ...
    & ptCloud.Location(:,:,1) > params.xLimits(1) ...
    & ptCloud.Location(:,:,2) < params.yLimits(2) ...
    & ptCloud.Location(:,:,2) > params.yLimits(1));
ptCloud = select(ptCloud,posViewCrop,OutputSize="full");

ax = pcshow(ptCloud.Location);
showShape(cuboid=bboxes,Parent=ax,Opacity=0.1,Color="green",LineWidth=1)

```



### Generate Tracks from Detections

You must assign detections to distinct tracks to determine the entry and exit times of vehicles. If your detections contain noise, you can smooth the noisy detections using a JPDA tracker. To track vehicle detections in this example, you initialize the JPDA tracker using an interacting multiple model (IMM) filter with constant velocity and constant turn motion models.

Define a JPDA tracker using a `trackerJPDA` (Sensor Fusion and Tracking Toolbox) System object™ with these properties:

- `ConfirmationThreshold` — Specified as `[4 7]`, to confirm the track if the lane is detected for at least 4 out of the past 7 detections.
- `DeletionThreshold` — Specified as `[3 3]`, to remove a track if the track is missing from the 3 most recent consecutive detections.
- `AssignmentThreshold` — Specified as `[50 200]`, this sets the normalized maximum distance to associate a detection to a track.

```
vehicleTracker = trackerJPDA(FilterInitializationFcn=@helperMultiClassInitIMMFilter,...
    TrackLogic="History", ...
    AssignmentThreshold=[50 200], ...
    ClutterDensity=1e-12, ...
    ConfirmationThreshold=[4 7], ...
    DeletionThreshold=[3 3], ...
    InitializationThreshold=0.1, ...
    HitMissThreshold=0.2);
```

Specify the measurement noise `measNoise`. The measurement noise describes the uncertainty in the measurements.

```
measNoise = blkdiag(0.25*eye(3),25,eye(3));
```

Create an object to display the tracks overlaid on the point clouds, and the respective camera frames, by using the helperLidarVisualizer class.

```
displayObj = helperLidarVisualizer;
initializeDisplay(displayObj)
```

Process the vehicle detections for each frame, and assign tracks if the detection meets the assignment criteria.

```
% Get the list of all bounding boxes for each frame from the detector output.
Bboxes = vehicleDetections.Bboxes;
```

```
% Create a placeholder to save the track list data.
tracklist = struct;
```

```
for i = 1:size(lidarData,1)
    % Read the current frame.
    ptCloud = pcread(lidarData.filePath{i});

    % Get the bounding boxes for current frame.
    bboxes = Bboxes{i};

    % Get the timestamp.
    curTimeStamp = lidarData.timeStamp(i);
    tracklist(i).Time = curTimeStamp;

    % Convert the bounding boxes to object detections.
    measurements = helperAssembleDetections(bboxes,measNoise,curTimeStamp);

    % Return the updated tracks for the current timestamp.
    [confirmedTracks] = vehicleTracker(measurements,curTimeStamp);

    % Extract the bounding boxes and TrackID from the confirmed tracks.
    vehicleBboxes = helperExtractBboxes(confirmedTracks);

    % Create a track list from the state information of the confirmed tracks.
    trackerInfo = struct;
    if ~isempty(vehicleBboxes)
        for j = 1:numel(confirmedTracks)
            id = confirmedTracks(j).TrackID;
            vehiclePosition = vehicleBboxes(j,:);

            % Create a structure to hold the track information.
            trackerInfo(j,1).TrackID = id;

            % Set the class ID to 1, representing the 'vehicle' class.
            trackerInfo(j,1).ClassID = 1;

            % Get the vehicle position in the ego frame.
            trackerInfo(j,1).Position = double(vehiclePosition(:,1:3));
        end

        % Store the track information in the track list.
        tracklist(i).TrackerInfo = trackerInfo;
    else
        tracklist(i).TrackerInfo = [];
    end
end
```

```

end

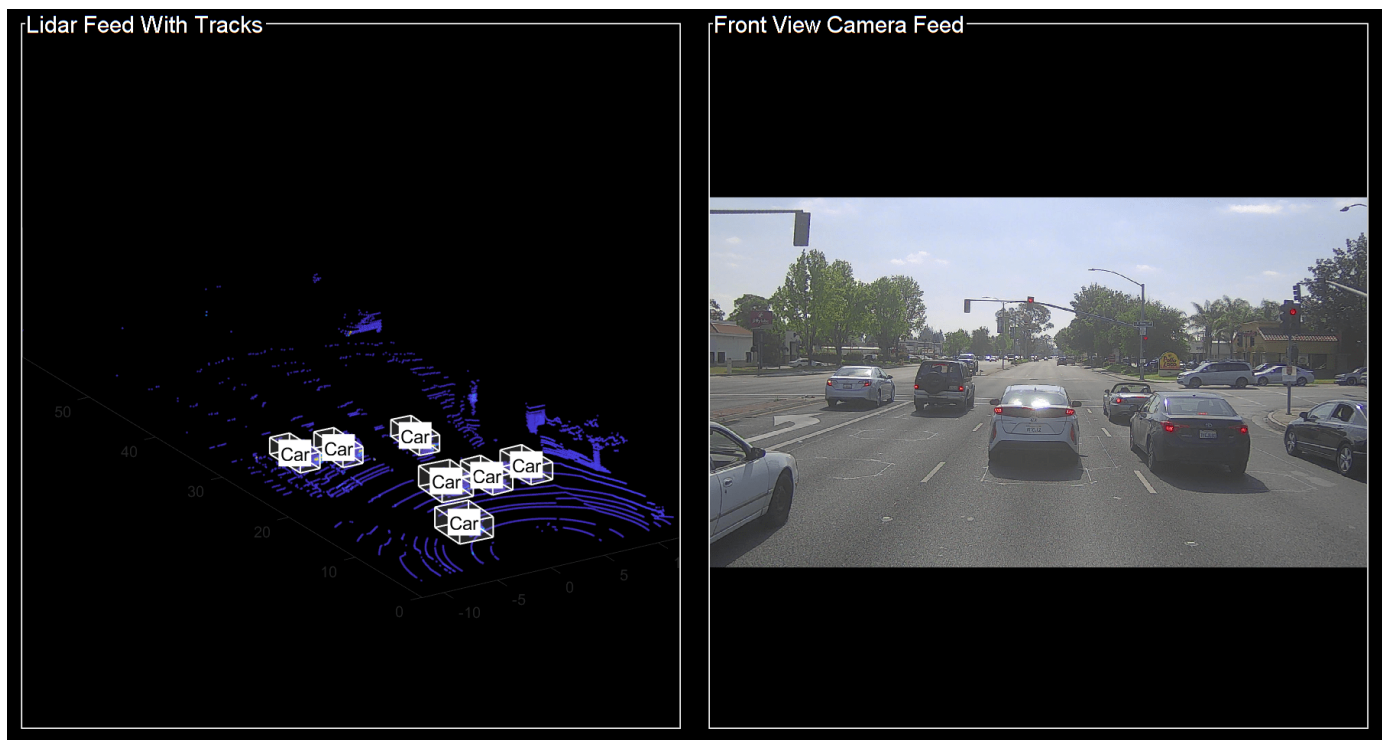
% Update the display with the current point cloud.
ptCloudUnOrg = removeInvalidPoints(ptCloud);
updatePointCloud(displayObj,ptCloudUnOrg)

% Update the display with the current front-view image.
frontViewImage = imread(monocamData.filePath{i});
updateImage(displayObj,frontViewImage)

% Update the display, if the tracks are not empty.
if ~isempty(confirmedTracks)
    updateTracks(displayObj,confirmedTracks)
end

drawnow("limitrate")
end

```



The generated track lists store positions, track IDs, and class IDs for the vehicles detected in each point cloud frame using a structure. Use the `struct2table` function to convert the vehicle track list structure into a two-column table, as required by the `actorprops` function. You can use the `actorprops` function to extract actor properties from vehicle track lists, for use in generating a driving scenario.

Format the track list for use with the `actorprops` function. Using this function, you can convert an actor track list into the scenario actor information required for creating a scenario. For more information on how to generate a scenario from tracklist, see the “Generate Scenario from Actor Track List and GPS Data” on page 9-81 example. For information on how to generate a scenario for RoadRunner Scenario, see the “Generate RoadRunner Scenario from Recorded Sensor Data” on page 9-102 example.

```
tracklist = struct2table(tracklist);
```

Display the first five entries of the table. Note that the first few entries of the TrackerInfo column of the table are empty, as the tracker requires a few frames to initialize before it can produce consistent detections.

```
tracklist(1:5,:)
```

```
ans=5x2 table
      Time      TrackerInfo
-----
1.5576e+09 {0x0 double}
1.5576e+09 {0x0 double}
1.5576e+09 {0x0 double}
1.5576e+09 {6x1 struct}
1.5576e+09 {6x1 struct}
```

## Helper Functions

**helperExtractBboxes** — Extract the vehicle bounding boxes from the tracks.

```
function bboxes = helperExtractBboxes(tracks)
positionSelector = [1 0 0 0 0 0 0 0 0 0 0;
                   0 0 1 0 0 0 0 0 0 0 0;
                   0 0 0 0 0 1 0 0 0 0 0];
yawSelector = [0 0 0 0 0 0 0 1 0 0 0];

dimensionSelector = [0 0 0 0 0 0 0 0 0 1 0;
                    0 0 0 0 0 0 0 0 0 1 0 0;
                    0 0 0 0 0 0 0 0 0 0 0 1];

% Retrieve bounding boxes from the tracks.
positions = getTrackPositions(tracks,positionSelector);
yaws = getTrackPositions(tracks,yawSelector);
dimensions = getTrackPositions(tracks,dimensionSelector);

bboxes = [positions dimensions zeros(size(positions,1),2) yaws];

end
```

**helperAssembleDetections** — Convert the detected vehicle bounding boxes to object detections, for use in the tracker.

```
function mydetections = helperAssembleDetections(bboxes,measNoise,timestamp)
% Assemble bounding boxes as a cell array of objectDetection objects.

mydetections = cell(size(bboxes,1),1);
for i = 1:size(bboxes,1)

    % This example assumes that all vehicles are cars.
    classid = 1;
    lidarModel = [bboxes(i,1:3) bboxes(i,end) bboxes(i,4:6)];

    mydetections{i} = objectDetection(timestamp, ...
        lidarModel',MeasurementNoise=measNoise, ...
        ObjectAttributes=struct("ClassID",classid));
```

end  
end

### See Also

#### Functions

getMapROI | roadprops | selectActorRoads | updateLaneSpec

#### Objects

pointPillarsObjectDetector | trackerJPDA

### Related Examples

- “Overview of Scenario Generation from Recorded Sensor Data” on page 9-2
- “Generate Scenario from Actor Track List and GPS Data” on page 9-81
- “Generate High Definition Scene from Lane Detections” on page 9-49
- “Extract Lane Information from Recorded Camera Data for Scene Generation” on page 9-38
- “Generate RoadRunner Scene from Recorded Lidar Data” on page 9-92
- “Smooth GPS Waypoints for Ego Localization” on page 9-5
- “Improve Ego Vehicle Localization” on page 9-16



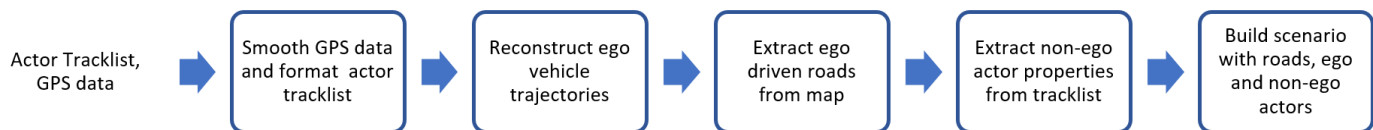
## Generate Scenario from Actor Track List and GPS Data

This example shows how to generate a scenario containing actor trajectories by using data extracted from a Global Positioning System (GPS) and an actor track list.

Generating scenarios from recorded sensor data enables you create scenarios mimicking real-world actor behaviors, such as front vehicle cut-in for adaptive cruise control ACC. These scenarios, generated from real-world sensor data, can improve the test coverage of automated driving systems. As unlike manual scenario creation, they are scalable and less prone to human error. This example shows how to automatically create a scenario from recorded sensor data.

This figure shows these steps.

- Smooth GPS data and format actor track list
- Reconstruct ego vehicle trajectories
- Extract ego vehicle driven roads from map
- Extract non-ego actor properties from track list
- Build scenario with roads, ego vehicle and non-ego actors



### Load Sensor Data

Download a ZIP file containing a subset of sensor data from the PandaSet data set, and then unzip the file. This file contains GPS data, an actor track list, and camera information. In this example, you use the camera data for visual validation of the generated scenario.

```

dataFolder = tempdir;
dataFilename = "PandasensorData.zip";
url = "https://ssd.mathworks.com/supportfiles/driving/data/"+dataFilename;
filePath = fullfile(dataFolder,dataFilename);
if ~isfile(filePath)
    websave(filePath,url)
end
unzip(filePath,dataFolder)
dataset = fullfile(dataFolder,"PandasensorData");
data = load(fullfile(dataset,"sensorData.mat"));
  
```

Load the GPS data into the workspace.

```
gpsData = data.GPSData;
```

gpsData is a table with these columns:

- `timeStamp` — Time, in seconds, at which the GPS data was collected.
- `latitude` — Latitude coordinate value of the ego vehicle. Units are in degrees.
- `longitude` — Longitude coordinate value of the ego vehicle. Units are in degrees.

- `altitude` — Altitude coordinate value of the ego vehicle. Units are in meters.

Display the first five entries of `gpsData`.

```
gpsData(1:5, :)
```

```
ans=5x4 table
   timeStamp    latitude    longitude    altitude
   _____    _____    _____    _____
   1.5576e+09    37.374      -122.06     42.858
   1.5576e+09    37.374      -122.06     42.858
   1.5576e+09    37.374      -122.06     42.854
   1.5576e+09    37.374      -122.06     42.849
   1.5576e+09    37.374      -122.06     42.848
```

Load the actor track list data. Alternatively, you can generate an actor track list by processing raw camera or lidar sensor data. For more information on how to generate actor track list from camera data, see the “Extract Vehicle Track List from Recorded Camera Data for Scenario Generation” on page 9-62 example. For more information on generating a track list from lidar data, see the “Extract Vehicle Track List from Recorded Lidar Data for Scenario Generation” on page 9-72 example.

```
tracklist = data.ActorTracklist;
```

`tracklist` is a table with these columns:

- `timeStamp` — Time, in seconds, for each actor track.
- `TrackerInfo` — Track information for the non-ego actors.

Each row of the `TrackerInfo` column is an M-by-1 structure with these fields, where M is the number of tracks per timestamp.

- `TrackID` — Track ID of the actor.
- `ClassID` — Classification ID of the actor.
- `Position` — Position of the actor with respect to the ego vehicle. Units are in meters.
- `Dimension` — Dimensions of the actor in the form [*length width height*]. Units are in meters. This field is optional.
- `Yaw` — Yaw angle of the actor with respect to the ego vehicle. Units are in degrees. This field is optional.

Display the first five entries of `tracklist`.

```
tracklist(1:5, :)
```

```
ans=5x2 table
   timeStamp    TrackerInfo
   _____    _____
   1.5576e+09    {6x1 struct}
   1.5576e+09    {6x1 struct}
   1.5576e+09    {6x1 struct}
   1.5576e+09    {6x1 struct}
   1.5576e+09    {6x1 struct}
```

Display the TrackerInfo value for the first timestamp.

```
tracklist.TrackerInfo{1,1}

ans=6x1 struct array with fields:
    Position
    Yaw
    TrackID
    Dimension
    ClassID
```

Load the camera data recorded from a forward-facing monocular camera mounted on the ego vehicle.

```
cameraData = data.CameraData;
```

The camera data is a table with two columns:

- `timeStamp` — Time, in seconds, at which the image data was captured.
- `fileName` — Filenames of the images in the data set.

The images are located in the `Camera` folder in the `dataset` directory. Create a table that contains the file paths of these images for each timestamp by using the `helperUpdateTable` function.

```
imageFolder = "Camera";
cameraData = helperUpdateTable(cameraData,dataset,imageFolder);
```

Display the first five entries of `cameraData`.

```
cameraData(1:5,:)
```

Remove data from workspace.

```
clear data
```

### Crop and Preprocess Sensor Data

Crop the GPS, actor track list, and camera data relative to the GPS timestamp range by using the `helperCropData` function.

```
startTime = gpsData.timeStamp(1);
endTime = gpsData.timeStamp(end);

% Pack all the tables in a cell array.
recordedData = {gpsData,tracklist,cameraData};

% Crop the data.
recordedData = helperCropData(recordedData,startTime,endTime);
```

The timestamp values of the recorded data set are in the POSIX® format, which Scenario Builder for Automated Driving Toolbox™ supports. Use the `helperNormTimeInSecs` function to normalize the timestamps using these arguments:

- `scale` — Scale by which to convert the timestamp. Because the recorded timestamps are already in seconds, specify this argument as `1`.
- `offset` — Offset of the simulation start time. Specify the start time as the first timestamp in `gpsData`.

```
scale = 1;
offset = startTime;
recordedData = helperNormTimeInSecs(recordedData,offset,scale);
```

Extract the GPS data, actor track list, and camera data with updated timestamp values from recordedData.

```
gpsData = recordedData{1,1};
tracklist = recordedData{1,2};
cameraData = recordedData{1,3};
```

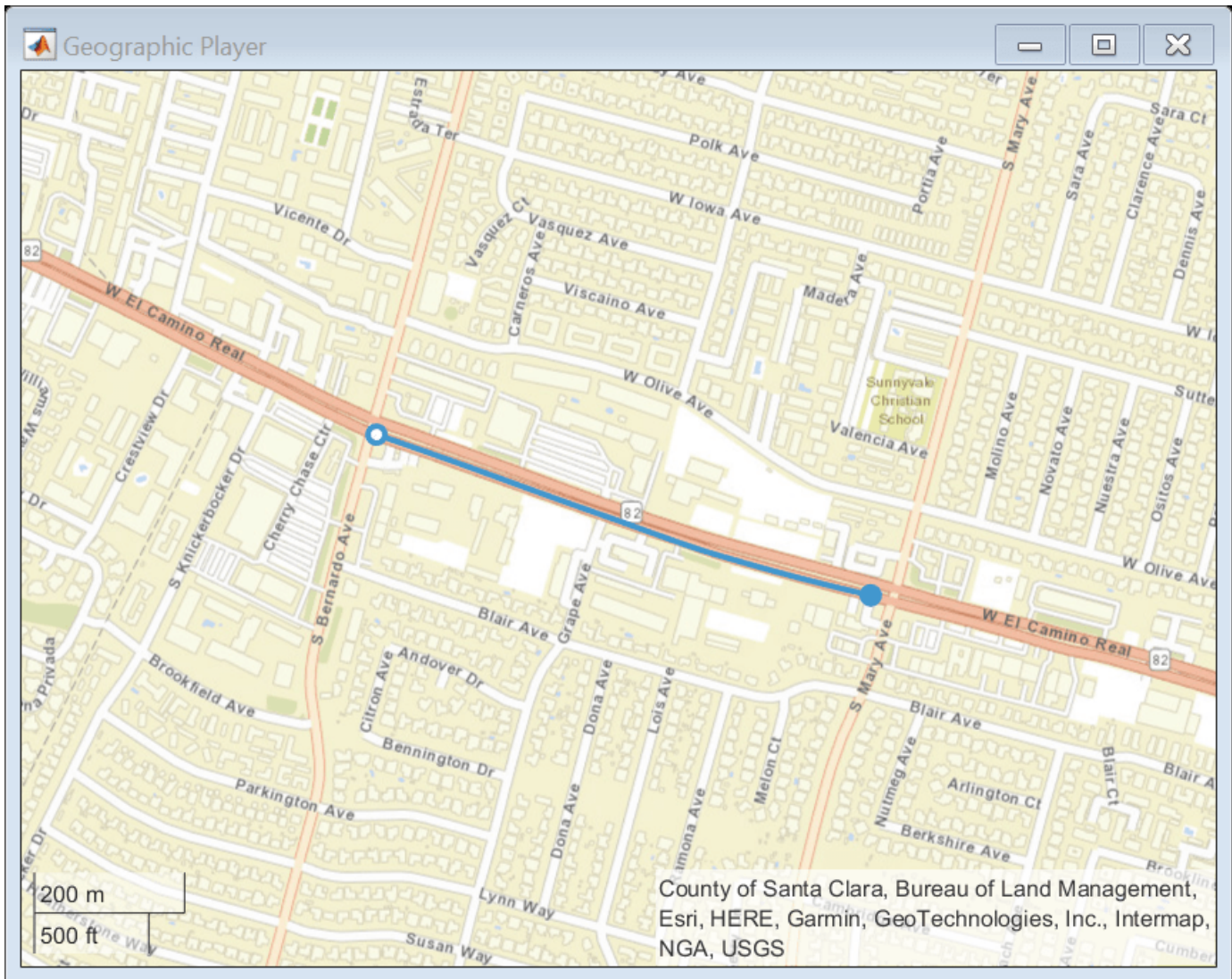
Remove recordedData from the workspace.

```
clear recordedData
```

### **Extract Map Roads Using GPS data**

Create a geographic player using a geoplayer object and display the full route using GPS data.

```
zoomLevel = 16;
center = mean([gpsData.latitude gpsData.longitude]);
player = geoplayer(center(1),center(2),zoomLevel);
plotRoute(player,gpsData.latitude,gpsData.longitude)
```



Obtain geographic bounding box coordinates from the GPS data by using the `getMapROI` function.

```
mapStruct = getMapROI(gpsData.latitude,gpsData.longitude);
```

The map file required for importing roads of the specified area is downloaded from the OpenStreetMap® (OSM) website. OpenStreetMap provides access to worldwide, crowd-sourced, map data. The data is licensed under the Open Data Commons Open Database License (ODbL). For more information on the ODbL, see the Open Data Commons Open Database License site.

```
url = mapStruct.osmUrl;
filename = "drive_map.osm";
websave(filename,url,weboptions(ContentType="xml"));
```

Extract road properties and geographic reference coordinates to use to identify ego roads by using the `roadprops` function.

```
[roadData,geoReference] = roadprops("OpenStreetMap",filename);
```

## Select Ego Roads from Road Network

Convert geographic GPS coordinates to local east-north-up (ENU) coordinates by using the `latlon2local` function. The transformed coordinates define the trajectory waypoints of the ego vehicle. Units are in meters.

```
[xEast, yNorth, zUp] = latlon2local(gpsData.latitude, gpsData.longitude, gpsData.altitude, geoReferen
waypoints = [xEast, yNorth, zUp];
```

Raw GPS data often contains noise. Smooth the GPS waypoints by using the `smoothdata` function.

```
window = round(size(waypoints, 1) * 0.2);
waypoints = smoothdata(waypoints, "rloess", window);
```

If your GPS data also suffers from drift in position and orientation, then you must improve your ego vehicle localization to generate an accurate ego trajectory. For more information, see the “Improve Ego Vehicle Localization” on page 9-16 example.

Create the ego trajectory using the waypoints and their corresponding times of arrival by using the `waypointTrajectory` (Sensor Fusion and Tracking Toolbox) System object™. For this example assume that no tracked vehicle leaves the ground at any of the waypoints, and therefore set all altitude values to 0. You must set the `ReferenceFrame` property of this System object to "ENU" because Scenario Builder for Automated Driving Toolbox™ supports only the ENU format for local coordinate data.

```
waypoints = double([waypoints(:, 1:2) zeros(size(zUp))]);
egoTrajectory = waypointTrajectory(waypoints, gpsData.timeStamp, ReferenceFrame="ENU");
```

Extract the road properties for the roads on which the ego vehicle is traveling by using the `selectActorRoads` function.

```
egoRoadData = selectActorRoads(roadData, egoTrajectory.Waypoints);
```

Display the first five entries of the `egoRoadData` table.

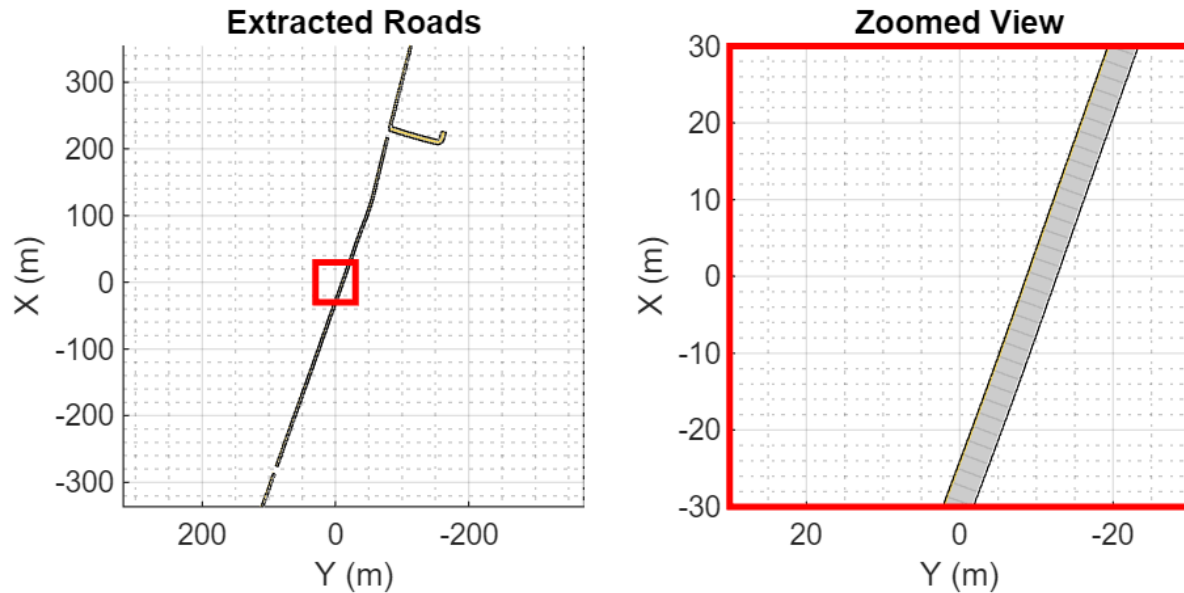
```
egoRoadData(1:5, :)
```

```
ans=5x10 table
```

RoadID	JunctionID	RoadName	RoadCenters	RoadWidth	BankAngle
42	0	"West El Camino Real"	{ 2x3 double}	3.75	{2x1 double}
43	0	"West El Camino Real"	{ 2x3 double}	3.75	{2x1 double}
44	0	"West El Camino Real"	{ 2x3 double}	3.75	{2x1 double}
45	0	"West El Camino Real"	{24x3 double}	3.75	{3x1 double}
48	0	"West El Camino Real"	{ 2x3 double}	3.75	{2x1 double}

Visualize the selected roads by using the `helperPlotRoads` function. Notice that the selected ego roads do not have lane information. Define a crop window of the form `[x y width height]` to crop, zoom in, and display the map. The `x` and `y` elements are the coordinates of the top-left corner of the crop window.

```
cropWindow = [-30 -30 60 60];
helperPlotRoads(egoRoadData, cropWindow);
```



### Extract Non-Ego Actor Properties

Visualize the actor track list and camera images by using the `birdsEyePlot` and `helperPlotActors` functions.

```
% Initialize the figure with bird's eye plot.
currentFigure = figure(Visible="on",Position=[0 0 1400 600]);
hPlot = axes(uipanel(currentFigure,Position=[0 0 0.5 1],Title="Non-Ego Actors"));
bep = birdsEyePlot(XLim=[0 70],YLim=[-35 35],Parent=hPlot);
camPlot = axes(uipanel(currentFigure,Position=[0.5 0 0.5 1],Title="Camera View"));
helperPlotActors(bep,camPlot,tracklist,cameraData)
```



Extract actor properties such as entry time, exit time, and dimension from the track list data by using the `actorprops` function. The function uses extracted ego trajectory information to return the non-ego actor properties in the world frame.

```
nonEgoActorInfo = actorprops(tracklist,egoTrajectory);
```

Display the first five entries of `nonEgoActorInfo`.

```
nonEgoActorInfo(1:5,:)
```

`ans=5x10 table`

Age	TrackID	ClassID	Dimension	Ent
10	{ 'a6ebfc4a-1adb-4920-af12-f7ac56602785' }	1	2.037 5.273 1.825	



400	{'609aed9d-6681-4e61-83a4-d1e263723107'}	1	1.911	4.672	1.527
10	{'1823b4a0-d5fa-41c0-9335-98ca77c933b6'}	1	2.043	4.537	1.87
139	{'4cd79810-9938-47ba-a3a9-e81221024549'}	1	2.199	4.827	1.968
400	{'64bf8e46-c5ba-47af-b6fe-40aef7c1aa71'}	1	1.981	4.974	1.58

### Simulate Scenario with Ego and Non-Ego Actors

Define parameters to create a driving scenario. Specify `endTime` as GPS end time as final timestamp in the GPS data, and calculate `sampleTime` as the minimum difference between two consecutive GPS timestamps.

```
endTime = gpsData.timeStamp(end);
sampleTime = min(diff(gpsData.timeStamp));
```

Create a driving scenario by using the `drivingScenario` object. Specify the `SampleTime` and `StopTime` properties of the driving scenario.

```
scenario = drivingScenario(SampleTime=sampleTime,StopTime=endTime);
```

Roads extracted from OpenStreetMap do not contain lane information. Create reference lane specifications by using the `lanespec` function. Specify three lanes with an approximate width of four meters per lane, based on a visual inspection of camera data. Update the `egoRoadData` with the lane information.

```
lanes = lanespec(3,Width=4);
egoRoadData.Lanes(:,1) = lanes;
```

Add roads with the updated lane specifications by using the `helperAddRoads` function. This helper function adds roads to the driving scenario by using the `road` function.

```
scenario = helperAddRoads(scenario,egoRoadData);
```

Add the ego vehicle waypoints to the scenario by using the `helperAddEgo` function.

```
scenario = helperAddEgo(scenario,egoTrajectory);
```

Add the non-ego actors and their trajectories to the scenario by using the `helperAddNonEgo` function.

```
scenario = helperAddNonEgo(scenario,nonEgoActorInfo);
```

Visualize the generated scenario and compare it with the recorded camera data by using the `helperViewScenario` function.

```
currentFigure = figure(Name="Generated Scenario",Position=[0 0 700 500]);
helperViewScenario(currentFigure,scenario,cameraData)
```

# 9 Scenario Generation



## Export Scenario to ASAM OpenSCENARIO

Export the generated scenario to the ASAM OpenSCENARIO 1.0 file format by using the `export` function.

```
fileName = "example_scenario.xosc";  
export(scenario, "OpenSCENARIO", fileName);
```

You can view the exported scenario in external simulators such as ESMINI.

## See Also

### Functions

`getMapROI` | `roadprops` | `selectActorRoads` | `updateLaneSpec`

## Related Examples

- “Overview of Scenario Generation from Recorded Sensor Data” on page 9-2
- “Smooth GPS Waypoints for Ego Localization” on page 9-5
- “Improve Ego Vehicle Localization” on page 9-16
- “Extract Lane Information from Recorded Camera Data for Scene Generation” on page 9-38
- “Generate RoadRunner Scene from Recorded Lidar Data” on page 9-92
- “Generate High Definition Scene from Lane Detections” on page 9-49
- “Generate RoadRunner Scenario from Recorded Sensor Data” on page 9-102

## Generate RoadRunner Scene from Recorded Lidar Data

This example shows how to extract road information and generate a high-definition (HD) RoadRunner scene from raw lidar data.

You can create a virtual scene from recorded sensor data that represents real-world roads, and use these scenes to perform safety assessments for automated driving applications. You can also use them to localize vehicles on a map.

In this example, you:

- Detect road boundaries from recorded lidar point clouds using a pretrained deep learning model.
- Register the detected road boundaries from each point cloud to create a continuous road.
- Generate a RoadRunner HD Map from the registered road boundaries.
- Import the generated RoadRunner HD Map file into RoadRunner Scene Builder.

### Load Lidar Sensor Data

Download a ZIP file containing a subset of sensor data from the PandaSet data set, and then unzip the file. This file contains data for a continuous sequence of 400 point clouds. The size of the downloaded data set is 394 MB.

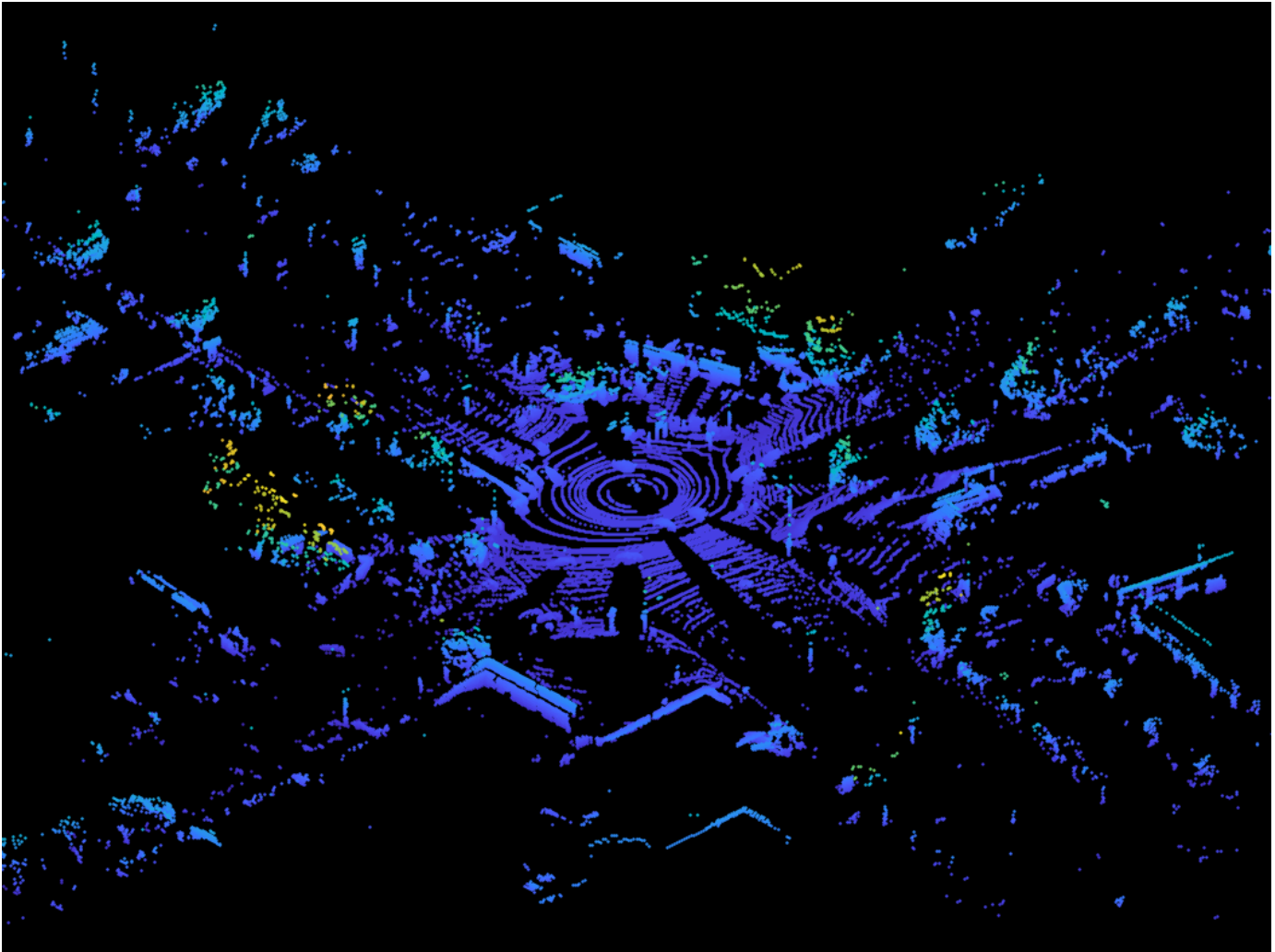
```
dataFolder = tempdir;
dataFilename = "PandasetLidarData.zip";
url = "https://ssd.mathworks.com/supportfiles/driving/data/" + dataFilename;
filePath = fullfile(dataFolder,dataFilename);
if ~isfile(filePath)
    websave(filePath,url)
end
unzip(filePath,dataFolder)
dataset = fullfile(dataFolder,"PandasetLidarData");
```

Create a datastore containing all PCD files within the specified folder by using the `fileDatastore` object, and read these files by using the `pcread` function.

```
lidarPath = fullfile(dataset,"Lidar");
pcds = fileDatastore(lidarPath,"ReadFcn",@pcread);
```

Read and display a raw point cloud from the datastore `pcds`. Then, return to the start of the datastore.

```
ptCld = read(pcds);
ax = pcshow(ptCld.Location);
zoom(ax,4)
```



```
reset(pcds)
```

### Detect Road Boundaries

In this example, you use a pretrained deep neural network model to detect road boundary points. Download the pretrained model as a ZIP file, and then unzip the file. The size of the downloaded model is 21 MB.

```
modelFilename = "LidarRoadBoundaryDetectorSalsaNext.zip";  
modelUrl = "https://ssd.mathworks.com/supportfiles/driving/data/" + modelFilename;  
filePath = fullfile(dataFolder,modelFilename);  
if ~isfile(filePath)  
    websave(filePath,modelUrl)  
end  
modelFolder = fullfile(dataFolder,"LidarRoadBoundaryDetectorSalsaNext");  
unzip(filePath,modelFolder)  
model = load(fullfile(modelFolder,"trainedRoadBoundaryModel.mat"));  
roadBoundaryDetector = model.net;
```

Detect road boundaries by using the `helperDetectRoadBoundaries` function. Note that, depending on your hardware configuration, this function can take a significant amount of time to run. To reduce the execution time, limit the number of point clouds `numPtClouds` to 80.

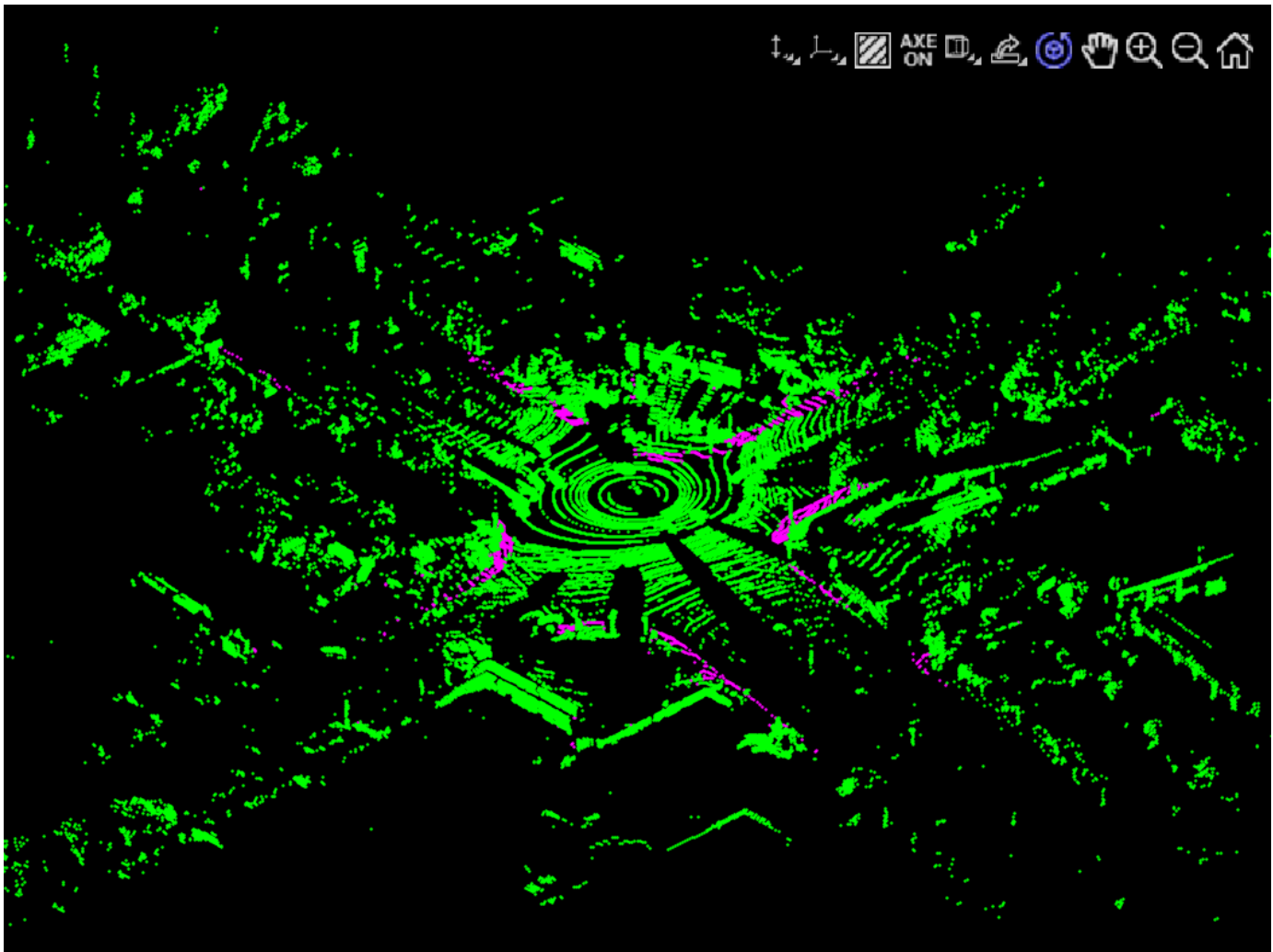
```
numPtClouds = 80;  
detectedRoadBoundaries = helperDetectRoadBoundaries(roadBoundaryDetector,pcds,numPtClouds);
```

`detectedRoadBoundaries` is a `pointCloud` array of size 1-by-M containing detected road boundary points. M is the number of point clouds.

**Note:** In this example, the pretrained deep neural network model detects only the road boundary points. It does not detect or classify the lane boundaries.

Display the road boundaries on the point cloud by using the `pcshow` function.

```
ax = pcshow(detectedRoadBoundaries(1));  
zoom(ax,4)
```



## Register Point Clouds

Register the point clouds and detected road boundary points by using the `helperRegisterPointClouds` function.

```
[registeredPtCloud,roadBoundaryLabels,egoWaypoints] = helperRegisterPointClouds(detectedRoadBoundaries,roadBoundaries);
```

Save the registered point cloud as a PCD file to enable you to import it into RoadRunner.

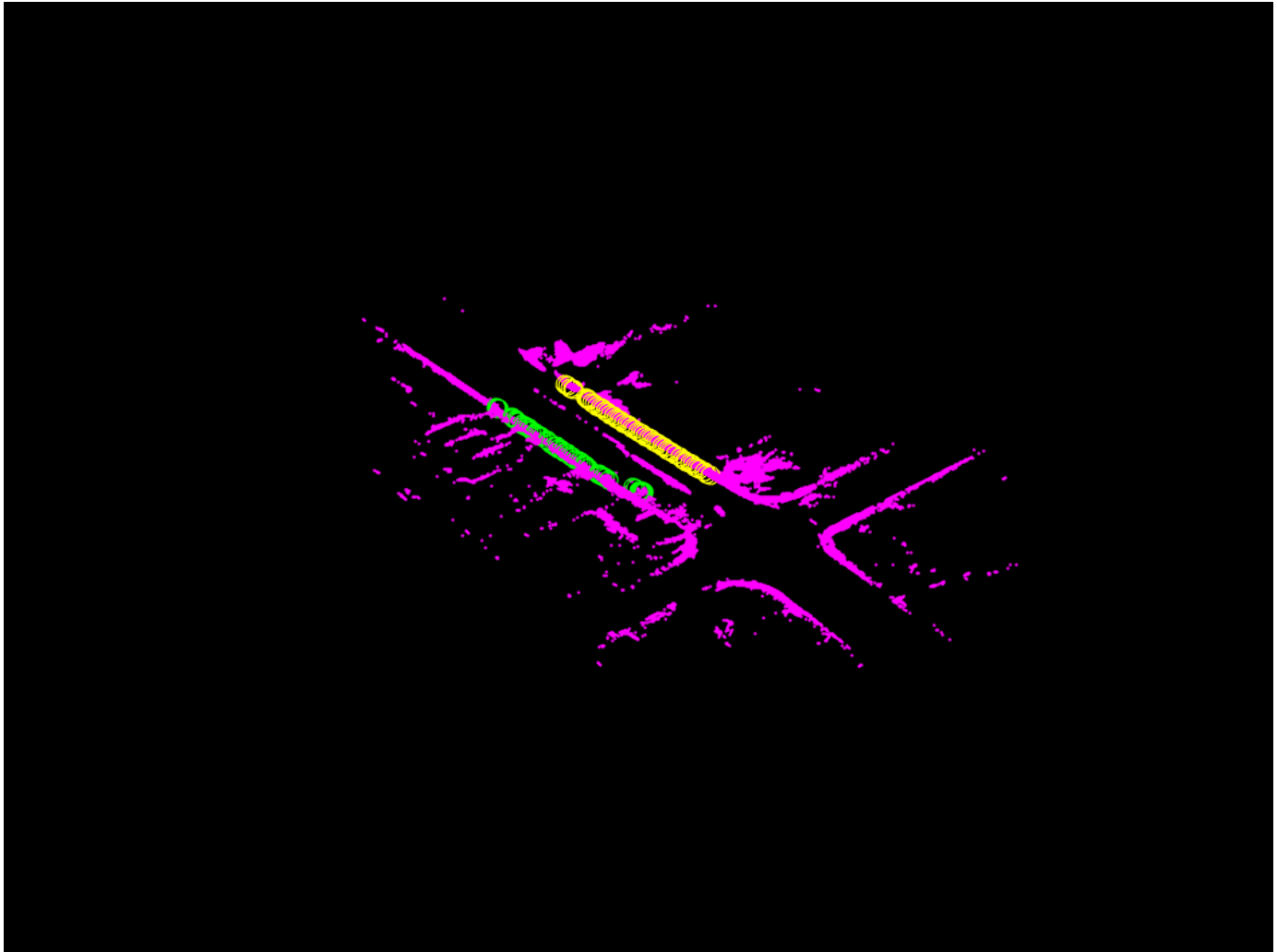
```
pcwrite(registeredPtCloud,"RegisteredPointCloud.pcd",Encoding="compressed")
```

To create a RoadRunner HD Map, you must specify individual lane boundaries. Therefore, separate the detected road boundary points into `leftBoundaries` and `rightBoundaries` using the `helperSegregateRoadBoundaries` function.

```
[leftBoundaries,rightBoundaries] = helperSegregateRoadBoundaries(roadBoundaries,egoWaypoints);
```

Plot the road boundaries, and overlay the left and right lane boundaries on the road to highlight the boundary detections.

```
figure
pcshow(roadBoundaries)
hold on
plot3(rightBoundaries(:,1),rightBoundaries(:,2),rightBoundaries(:,3), "yo")
plot3(leftBoundaries(:,1),leftBoundaries(:,2),leftBoundaries(:,3), "go")
hold off
```



### Create RoadRunner HD Map

Create a RoadRunner HD Map by using the `roadrunnerHDMMap` object.

```
rrMap = roadrunnerHDMMap;
```

A RoadRunner HD Map uses lane centers and lane boundaries to model roads. Calculate the lane centers by using `leftBoundaries` and `rightBoundaries`.

```
laneCenter = (leftBoundaries + rightBoundaries)*0.5;
rrMap.Lanes(1) = roadrunner.hdmap.Lane(ID="Lane1",Geometry=laneCenter, ...
                                       LaneType="Driving",TravelDirection="Forward");
```

Add `leftBoundaries` and `rightBoundaries` as lane boundaries to the map.

```
rrMap.LaneBoundaries(1) = roadrunner.hdmap.LaneBoundary(ID="LaneBoundary1",Geometry=leftBoundaries,
leftBoundary(rrMap.Lanes,"LaneBoundary1",Alignment="Forward")
```

```
ans =
    AlignedReference with properties:
```



```
Reference: [1x1 roadrunner.hdmap.Reference]
Alignment: Forward
```

```
rrMap.LaneBoundaries(2) = roadrunner.hdmap.LaneBoundary(ID="LaneBoundary2",Geometry=rightBoundary,
rightBoundary(rrMap.Lanes,"LaneBoundary2",Alignment="Forward"))
```

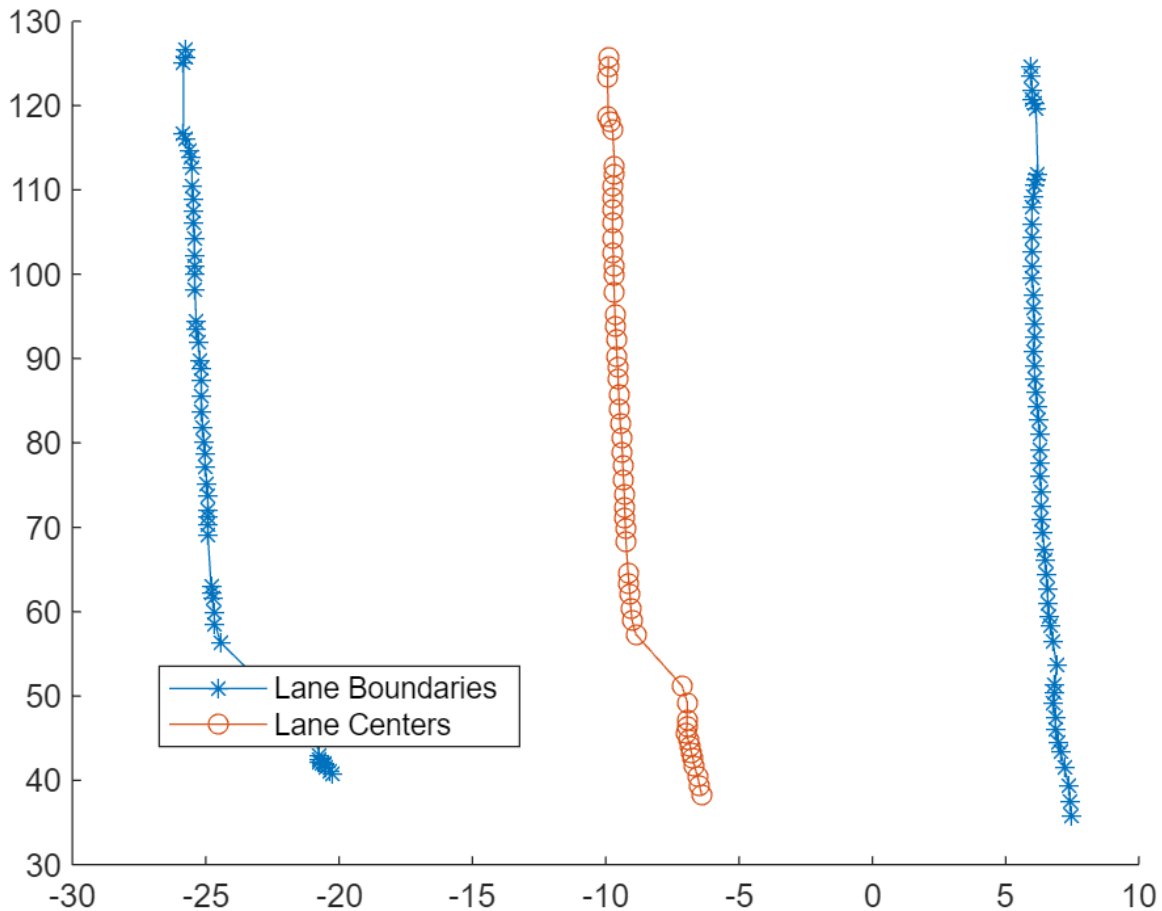
```
ans =
```

```
AlignedReference with properties:
```

```
Reference: [1x1 roadrunner.hdmap.Reference]
Alignment: Forward
```

Visualize the HD Map roads.

```
plot(rrMap)
```

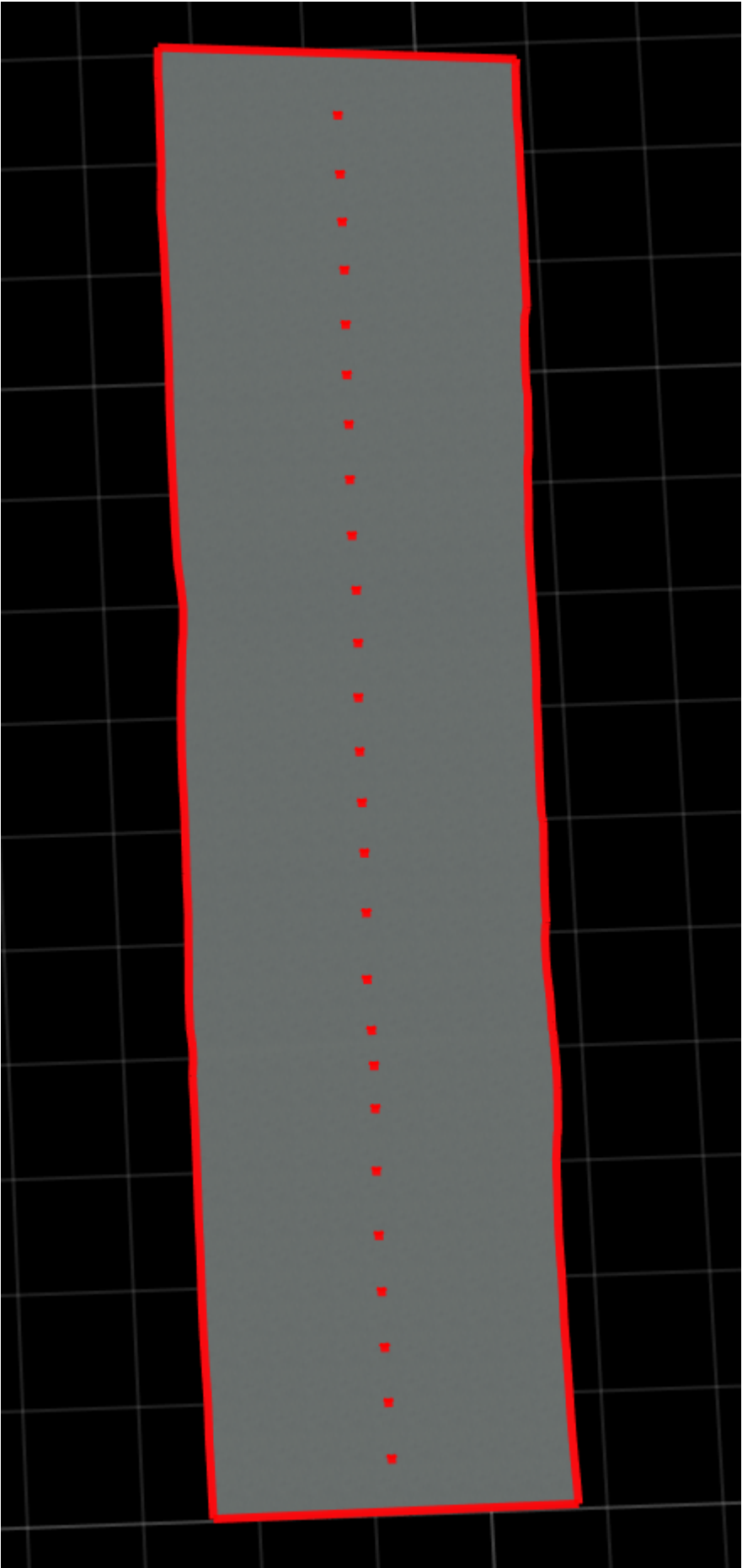


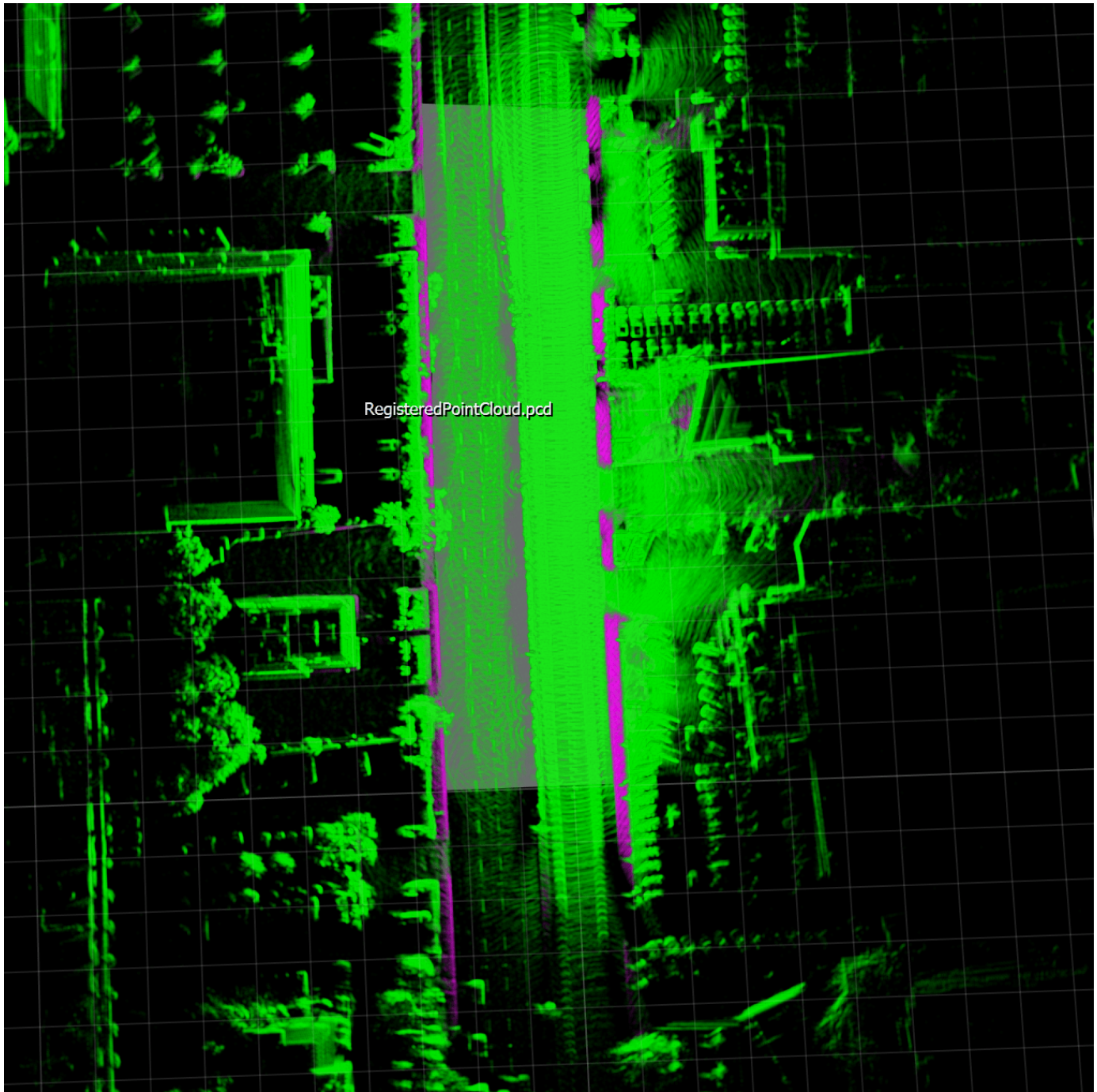
Write the RoadRunner HD Map to a binary file, which you can import into RoadRunner.

```
write(rrMap,"RoadRunnerHDMAPRoadsFromLidar.rhd")
```

You can import the `RoadRunnerHDMAPRoadsFromLidar.rhd` data to RoadRunner and build the scene by using the **Scene Builder Tool**. For detailed instructions on importing a RoadRunner HD Map file with the `.rhd` extension into RoadRunner, previewing the map, and building the scene, see “Build Scene” (RoadRunner). You can import the registered point cloud PCD file into RoadRunner for visual validation of generated roads with respect to the imported point clouds by using the Point Cloud Tool (RoadRunner).

This figure shows a scene built using RoadRunner Scene Builder and road scene with overlaid point clouds.





**Note:** Use of the **Scene Builder Tool** requires a RoadRunner Scene Builder license.

## See Also

### Functions

`getMapROI` | `roadprops` | `selectActorRoads` | `updateLaneSpec` | `actorprops`

## **Related Examples**

- “Overview of Scenario Generation from Recorded Sensor Data” on page 9-2
- “Smooth GPS Waypoints for Ego Localization” on page 9-5
- “Improve Ego Vehicle Localization” on page 9-16
- “Extract Vehicle Track List from Recorded Lidar Data for Scenario Generation” on page 9-72
- “Extract Lane Information from Recorded Camera Data for Scene Generation” on page 9-38
- “Generate High Definition Scene from Lane Detections” on page 9-49
- “Generate Scenario from Actor Track List and GPS Data” on page 9-81
- “Generate RoadRunner Scenario from Recorded Sensor Data” on page 9-102

## Generate RoadRunner Scenario from Recorded Sensor Data

This example shows how to generate a RoadRunner scenario containing actor trajectories from recorded Global Positioning System (GPS) data and preprocessed actor track list.

RoadRunner Scenario is an interactive editor that enables you to design scenarios for simulating and testing automated driving systems. Generating scenarios from recorded vehicle data enables you to mimic real-world driving scenarios and improve the test coverage of automated driving systems.

This figure shows these steps.

- Smooth GPS data and format actor track list
- Reconstruct ego-vehicle trajectories
- Extract non-ego actor properties from the track list
- Export actor trajectories to CSV files
- Import map in RoadRunner with same GeoReference
- Import CSV actor trajectories in RoadRunner
- Simulate RoadRunner Scenario



### Load Sensor Data

Download a ZIP file containing a subset of sensor data from the PandaSet data set, and then unzip the file. This file contains GPS data, an actor track list, and camera information. In this example, you use the camera data for visual validation of the generated scenario.

```

dataFolder = tempdir;
dataFilename = "PandasensorData.zip";
url = "https://ssd.mathworks.com/supportfiles/driving/data/" + dataFilename;
filePath = fullfile(dataFolder,dataFilename);
if ~isfile(filePath)
    websave(filePath,url)
end
unzip(filePath,dataFolder)
dataset = fullfile(dataFolder,"PandasensorData");
data = load(fullfile(dataset,"sensorData.mat"));
  
```

Load the GPS data into the workspace.

```
gpsData = data.GPSData;
```

gpsData is a table with these columns:

- `timeStamp` — Time, in seconds, at which the GPS data was collected.
- `latitude` — Latitude coordinate value of the ego vehicle. Units are in degrees.
- `longitude` — Longitude coordinate value of the ego vehicle. Units are in degrees.

- `altitude` — Altitude coordinate value of the ego vehicle. Units are in meters.

Display the first five entries of `gpsData`.

```
gpsData(1:5, :)
```

```
ans=5x4 table
   timeStamp    latitude    longitude    altitude
   _____    _____    _____    _____
   1.5576e+09    37.374      -122.06     42.858
   1.5576e+09    37.374      -122.06     42.858
   1.5576e+09    37.374      -122.06     42.854
   1.5576e+09    37.374      -122.06     42.849
   1.5576e+09    37.374      -122.06     42.848
```

Load the actor track list data. Alternatively, you can generate an actor track list by processing raw camera or lidar sensor data. For more information on how to generate actor track list from camera data, see the “Extract Vehicle Track List from Recorded Camera Data for Scenario Generation” on page 9-62 example. For more information on generating a track list from lidar data, see the “Extract Vehicle Track List from Recorded Lidar Data for Scenario Generation” on page 9-72 example.

```
tracklist = data.ActorTracklist;
```

`tracklist` is a table with these columns:

- `timeStamp` — Time, in seconds, for each actor track.
- `TrackerInfo` — Track information for the non-ego actors.

Each row of the `TrackerInfo` column is an M-by-1 structure with these fields, where M is the number of tracks per timestamp.

- `TrackID` — Track ID of the actor.
- `ClassID` — Classification ID of the actor.
- `Position` — Position of the actor with respect to the ego vehicle. Units are in meters.
- `Dimension` — Dimensions of the actor in the form [*length width height*]. Units are in meters. This field is optional.
- `Yaw` — Yaw angle of the actor with respect to the ego vehicle. Units are in degrees. This field is optional.

Display the first five entries of `tracklist`.

```
tracklist(1:5, :)
```

```
ans=5x2 table
   timeStamp    TrackerInfo
   _____    _____
   1.5576e+09    {6x1 struct}
   1.5576e+09    {6x1 struct}
   1.5576e+09    {6x1 struct}
   1.5576e+09    {6x1 struct}
   1.5576e+09    {6x1 struct}
```

Display the TrackerInfo value for the first timestamp.

```
tracklist.TrackerInfo{1,1}

ans=6x1 struct array with fields:
    Position
    Yaw
    TrackID
    Dimension
    ClassID
```

Load the camera data recorded from a forward-facing monocular camera mounted on the ego vehicle.

```
cameraData = data.CameraData;
```

The camera data is a table with two columns:

- `timeStamp` — Time, in seconds, at which the image data was captured.
- `fileName` — Filenames of the images in the data set.

The images are located in the `Camera` folder in the `dataset` directory. Create a table that contains the file paths of these images for each timestamp by using the `helperUpdateTable` function.

```
imageFolder = "Camera";
cameraData = helperUpdateTable(cameraData,dataset,imageFolder);
```

Display the first five entries of `cameraData`.

```
cameraData(1:5,:)
```

Remove data from workspace.

```
clear data
```

### Crop and Preprocess Sensor Data

Crop the GPS, actor track list, and camera data relative to the GPS timestamp range by using the `helperCropData` function.

```
startTime = gpsData.timeStamp(1);
endTime = gpsData.timeStamp(end);

% Pack all the tables in a cell array.
recordedData = {gpsData,tracklist,cameraData};

% Crop the data.
recordedData = helperCropData(recordedData,startTime,endTime);
```

The timestamp values of the recorded data set are in the POSIX® format, which Scenario Builder for Automated Driving Toolbox™ supports. Use the `helperNormTimeInSecs` function to normalize the timestamps using these arguments:

- `scale` — Scale by which to convert the timestamp. Because the recorded timestamps are already in seconds, specify this argument as `1`.
- `offset` — Offset of the simulation start time. Specify the start time as the first timestamp in `gpsData`.



```
scale = 1;
offset = startTime;
recordedData = helperNormTimeInSecs(recordedData,offset,scale);
```

Extract the GPS data, actor track list, and camera data with updated timestamp values from recordedData.

```
gpsData = recordedData{1,1};
tracklist = recordedData{1,2};
cameraData = recordedData{1,3};
```

Remove recordedData from the workspace.

```
clear recordedData
```

### Create Ego Trajectory

Convert geographic GPS coordinates to local east-north-up (ENU) coordinates by using the `latlon2local` function. Specify an origin by using the latitude and longitude values of the first entry in the GPS data. The transformed coordinates define the trajectory waypoints of the ego vehicle. Units are in meters.

```
geoReference = [gpsData.latitude(1) gpsData.longitude(1) 0];
[xEast,yNorth,zUp] = latlon2local(gpsData.latitude,gpsData.longitude,gpsData.altitude,geoReference);
waypoints = [xEast yNorth zUp];
```

Raw GPS data often contains noise. Smooth the GPS waypoints by using the `smoothdata` function.

```
window = round(size(waypoints,1)*0.2);
waypoints = smoothdata(waypoints,"rloess",window);
```

If your GPS data also suffers from drift in position and orientation, then you must improve your ego vehicle localization to generate an accurate ego trajectory. For more information, see the “Improve Ego Vehicle Localization” on page 9-16 example.

Create the ego trajectory using the waypoints and their corresponding time of arrivals by using the `waypointTrajectory` (Sensor Fusion and Tracking Toolbox) System object™. For this example assume that no tracked vehicle leaves the ground at any of the waypoints, therefore set all the altitude values to 0. You must set the `ReferenceFrame` property of this System object to “ENU” because Scenario Builder for Automated Driving Toolbox supports only the ENU format for local coordinate data.

```
waypoints = double([waypoints(:,1:2) zeros(size(zUp))]);
egoTrajectory = waypointTrajectory(waypoints,gpsData.timeStamp,ReferenceFrame="ENU");
```

### Extract Non-Ego Actor Trajectories

Visualize the actor track list and camera images by using the `birdsEyePlot` and `helperPlotActors` functions.

```
% Initialize the figure with bird's eye plot.
currentFigure = figure(Visible="on",Position=[0 0 1400 600]);
hPlot = axes(uipanel(currentFigure,Position=[0 0 0.5 1]),Title="Non-Ego Actors");
bep = birdsEyePlot(XLim=[0 70],YLim=[-35 35],Parent=hPlot);
camPlot = axes(uipanel(currentFigure,Position=[0.5 0 0.5 1]),Title="Camera View");
helperPlotActors(bep,camPlot,tracklist,cameraData)
```



Extract actor properties such as entry time, exit time, and dimension from the track list data by using the `actorprops` function. The function uses extracted ego trajectory information to return the non-ego actor properties in the world frame.

```
nonEgoActorInfo = actorprops(tracklist,egoTrajectory);
```

Display the first five entries of `nonEgoActorInfo`.

```
nonEgoActorInfo(1:5,:)
```

`ans=5x10 table`

Age	TrackID	ClassID	Dimension	Ent
10	{ 'a6ebfc4a-1adb-4920-af12-f7ac56602785' }	1	2.037 5.273 1.825	

400	{'609aed9d-6681-4e61-83a4-d1e263723107'}	1	1.911	4.672	1.527
10	{'1823b4a0-d5fa-41c0-9335-98ca77c933b6'}	1	2.043	4.537	1.87
139	{'4cd79810-9938-47ba-a3a9-e81221024549'}	1	2.199	4.827	1.968
400	{'64bf8e46-c5ba-47af-b6fe-40aef7c1aa71'}	1	1.981	4.974	1.58

### Create CSV Trajectories for RoadRunner Scenario

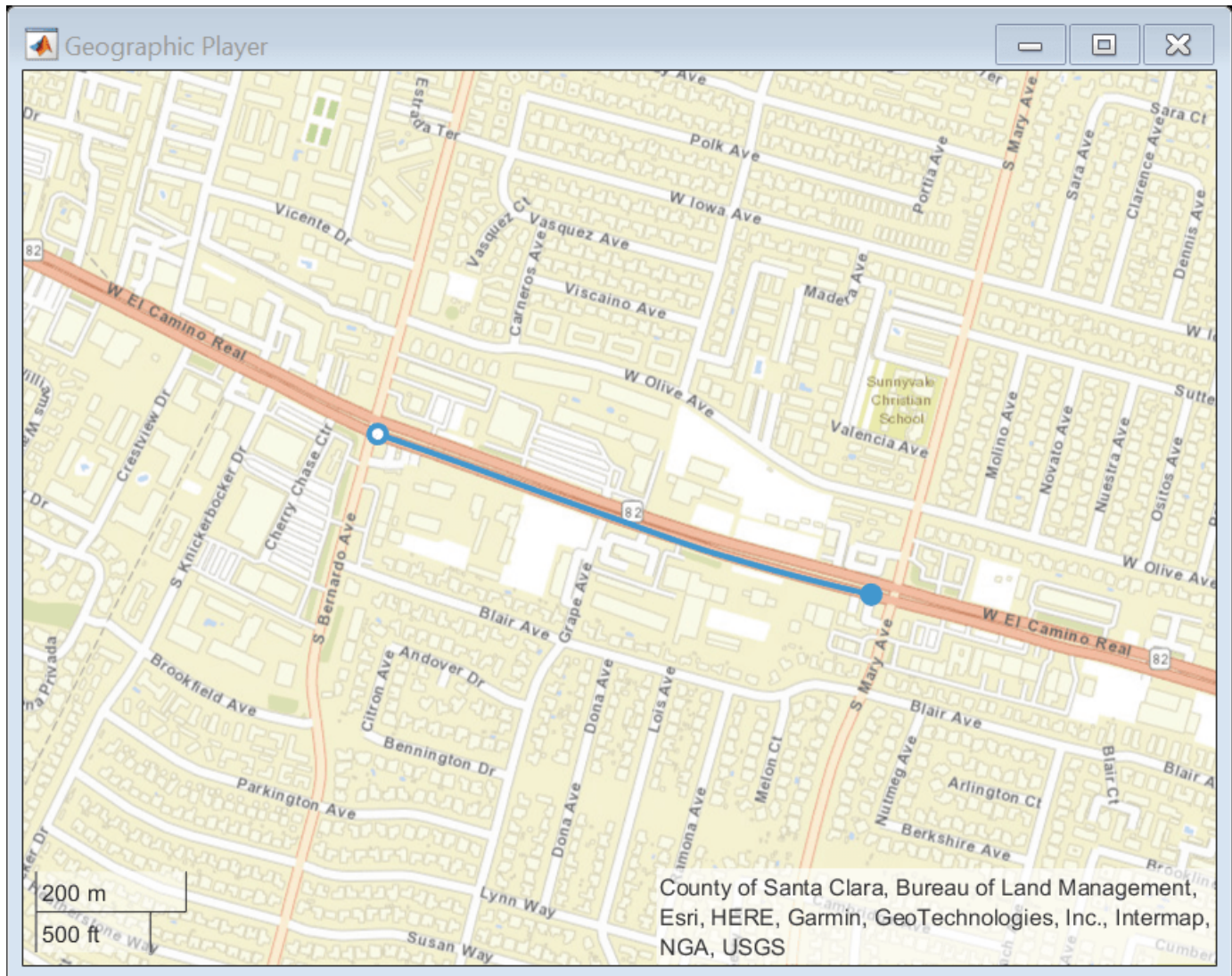
RoadRunner Scenario can import actor trajectories using CSV files. Create a folder in the example working folder, and write CSV files for the ego and non-ego actors to that folder using the `helperWriteRoadRunnerCSV` function.

```
csvFolder = "CSVTrajectories";
if ~isfolder(csvFolder)
    mkdir(csvFolder)
end
helperWriteRoadRunnerCSV(egoTrajectory, nonEgoActorInfo, csvFolder)
```

### Import Scene from OpenStreetMap and GPS Data

Create a geographic player using a `geoplayer` object and display the full route using GPS data.

```
zoomLevel = 16;
center = mean([gpsData.latitude gpsData.longitude]);
player = geoplayer(center(1), center(2), zoomLevel);
plotRoute(player, gpsData.latitude, gpsData.longitude)
```



Obtain geographic bounding box coordinates from the GPS data by using the `getMapROI` function.

```
mapStruct = getMapROI(gpsData.latitude,gpsData.longitude);
```

The map file required for importing roads of the specified area is downloaded from the OpenStreetMap® (OSM) website. OpenStreetMap provides access to worldwide, crowd-sourced, map data. The data is licensed under the Open Data Commons Open Database License (ODbL). For more information on the ODbL, see the Open Data Commons Open Database License site.

```
url = mapStruct.osmUrl;
filename = "drive_map.osm";
websave(filename,url,weboptions(ContentType="xml"));
```

To open RoadRunner using MATLAB®, specify the path to your RoadRunner project. This code shows the path for a sample project folder location in Windows®.

```
rrProjectPath = "C:\RR\MyProject";
```

Specify the path to your local RoadRunner installation folder. This code shows the path for the default installation location in Windows.

```
rrAppPath = "C:\Program Files\RoadRunner R2022b\bin\win64";
```

Open RoadRunner using the specified path to your project.

```
rrApp = roadrunner(rrProjectPath,InstallationFolder=rrAppPath);
```

Interactively import the downloaded OpenStreetMap data into RoadRunner, and build roads for the imported data. For more information on how to import the OpenStreetMap data and build roads, see “Build Roads Using OpenStreetMap Data” (RoadRunner). To accurately map actors with extracted roads, use the same `geoReference` value while importing the OpenStreetMap. To set the `geoReference` value, use this process:

- In the **World Settings** tool, specify the **World Origin** latitude and longitude values as the first and second value of `geoReference` respectively. Then, select **Apply World Changes**.

### Create RoadRunner Scenario

Create a new scenario by using the `newScenario` function of the `roadrunner` object.

```
newScenario(rrApp)
```

Import the trajectories of the ego and non-ego actors from the corresponding CSV files by using the `importScenario` function.

```
format = "CSV Trajectory";
csvDir = dir(csvFolder+filesep+"*.csv");
for k=1:numel(csvDir)
    filename = fullfile(pwd,csvFolder,csvDir(k).name);
    importScenario(rrApp,filename,format)
end
```

Create a scenario simulation object for the current RoadRunner Scenario using the `createSimulation` function. The simulation object enables you to programatically interact with the RoadRunner scenario simulation using MATLAB.

```
rrSim = createSimulation(rrApp);
```

```
Connection status: 1
```

```
Connected to RoadRunner Scenario server on localhost:61632, with client id {52bb112b-31cb-4ffc-9b...
```

Define the simulation parameters of RoadRunner Scenario. Specify the maximum simulation time using the last timestamp of the GPS data. To plot the simulation results, enable data logging.

```
endTime = gpsData.timeStamp(end);
set(rrSim,MaxSimulationTime=endTime);
set(rrSim,Logging="on");
```

Run the simulation. Monitor the status of the simulation, and wait for the simulation to complete. Because RoadRunner Scenario cannot remove actors after their exit times, scenario simulation may fail due to collision. To avoid stopping the scenario on collision, remove fail conditions using these steps:

1. In the **Logic** editor, click the condition node at the end of the scenario.
2. In the **Attributes** pane, click **Remove Fail Condition**.

```

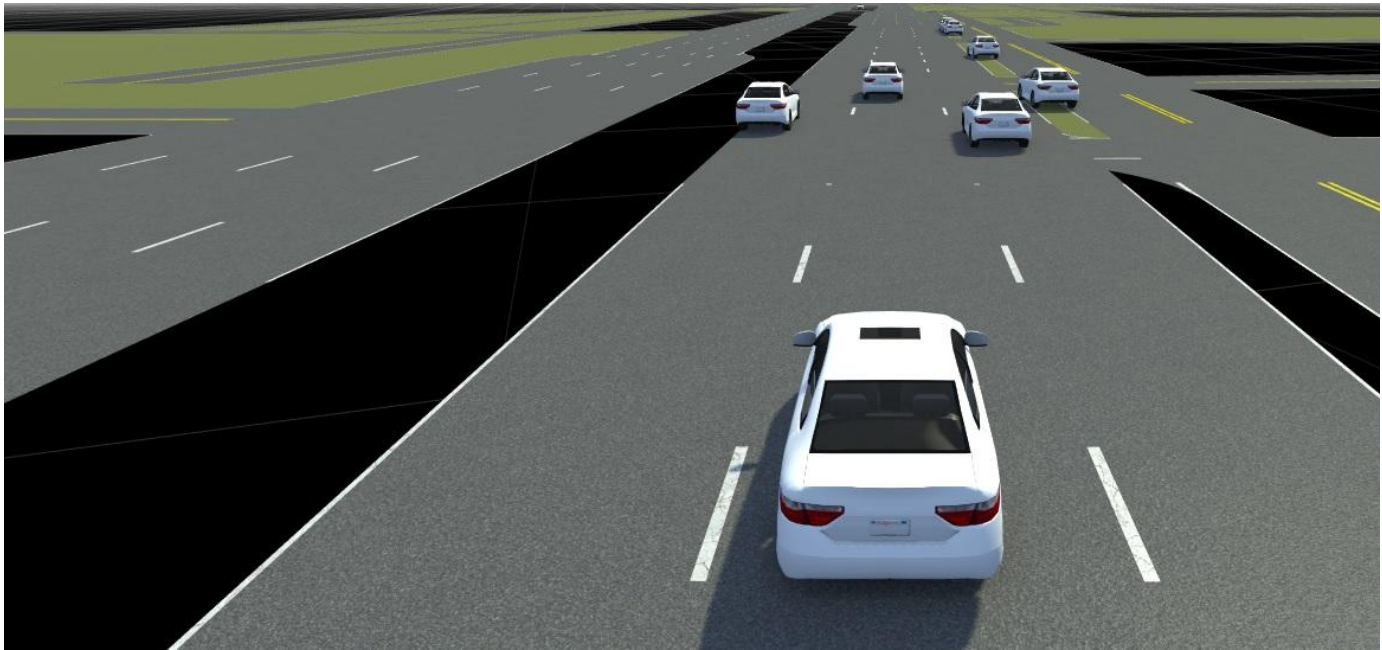
set(rrSim,SimulationCommand="Start")
while strcmp(get(rrSim,"SimulationStatus"),"Running")
    simstatus = get(rrSim,'SimulationStatus');
    pause(1)
end

```

To view the scenario from the ego vehicle view or chase view, in the **Simulation** pane, in the **Camera**, section set **Camera View** to either **Follow** or **Front**. Then, set the **Actor** attribute to **vehicle21**, which is the ego vehicle for the scenario in this example.

**Note:** Since OpenStreetMap cannot provide accurate lane information, such as lane width, the actor can appear on or outside of their lane. To avoid such issues, you can either use HD Map or follow the “Generate High Definition Scene from Lane Detections” on page 9-49 example to generate a high definition map from OpenStreetMap and lane detections.

This figure shows a scenario created in RoadRunner Scenario using OpenStreetMap and actor track list.



## See Also

### Functions

getMapROI | roadprops | selectActorRoads | updateLaneSpec | actorprops

### Related Examples

- “Overview of Scenario Generation from Recorded Sensor Data” on page 9-2
- “Smooth GPS Waypoints for Ego Localization” on page 9-5
- “Improve Ego Vehicle Localization” on page 9-16
- “Extract Lane Information from Recorded Camera Data for Scene Generation” on page 9-38
- “Generate High Definition Scene from Lane Detections” on page 9-49

- “Extract Vehicle Track List from Recorded Lidar Data for Scenario Generation” on page 9-72
- “Generate Scenario from Actor Track List and GPS Data” on page 9-81





# Scenario Variant Generation

---

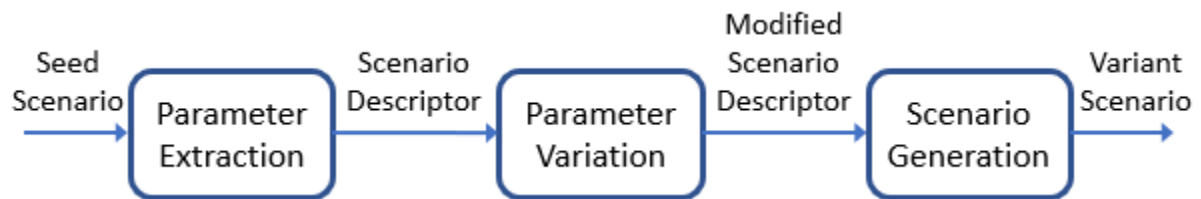
- “Overview of Scenario Variant Generation” on page 10-2
- “Generate Scenario Variants by Modifying Actor Dimensions” on page 10-5
- “Generate Scenario Variants for Testing ACC Systems” on page 10-10
- “Generate Variants of ACC Target Cut-In Scenario” on page 10-16
- “Generate Scenario Variants for Testing AEB Pedestrian Systems” on page 10-19
- “Generate Scenario Variants for Lane Keep Assist Testing” on page 10-30

## Overview of Scenario Variant Generation

The Scenario Variant Generator for Automated Driving Toolbox support package enables you to automatically generate multiple scenarios by varying the parameters of a seed scenario. Using these generated scenarios, you can perform exhaustive safety assessments of various automated driving applications, such as autonomous emergency braking (AEB), lane keep assist (LKA), and adaptive cruise control (ACC). The support package provides examples to test these applications as per European New Car Assessment Programme (Euro NCAP) test protocols.

The process of generating a variant scenario from the seed scenario involves these steps:

- 1 Read seed scenario and extract its parameters.
- 2 Modify the parameters of the seed scenario.
- 3 Generate variant scenario.



To generate variant scenarios, you can create a seed scenario using a `drivingScenario` object. For more information, see “Create Driving Scenario Programmatically” on page 8-623. Alternatively, you can generate a seed scenario using real-world vehicle data recorded from various sensors, such as a global positioning system (GPS), camera, and lidar. For more information, see “Overview of Scenario Generation from Recorded Sensor Data” on page 9-2.

### Parameter Extraction

The first step to generate a variant scenario is to extract the parameters from a seed scenario. Use the `getScenarioDescriptor` function to read a seed scenario and extract its parameters. The function stores the extracted parameters in a `ScenarioDescriptor` object. You can use this object to modify scenario parameters.

This table shows the different parameters that the `getScenarioDescriptor` function extracts from the seed scenario.

Extracted Parameters	Description
Scene Parameters	Static parameters related to roads, lanes, and barriers.  <b>Examples</b> — Road centers, road width, number of lanes, lane type
Actor Parameters	Dynamic parameters related to actors of the seed scenario.  <b>Examples</b> — Speed, yaw, waypoints, dimension

Extracted Parameters	Description
Simulator Parameters	Parameters related to the simulation platform.  <b>Examples</b> — Sample time, stop time

## Parameter Variation

After extracting the parameters from a seed scenario, modify one or more parameters in the `ScenarioDescriptor` object. You can modify these types of actor parameters:

- Dimension
- Start position
- Speed
- Yaw
- Waypoints
- Collision point
- Radius of curvature for turning on the road

For more information about how to perform parameter variations, see the “Generate Scenario Variants for Testing AEB Pedestrian Systems” on page 10-19 example.

Scenario Variant Generator for Automated Driving Toolbox computes the required constraints to generate the specified variant scenario. For example, if you want to reduce the speed of an actor, but keep the collision point constant, the module computes the required wait time for the actor to maintain the collision point.

## Scenario Generation

After performing parameter variations on the `ScenarioDescriptor` object, generate the variant scenario using the `getScenario` function. The function constructs the scenario from the parameters stored in the `ScenarioDescriptor` object and returns the scenario as a `drivingScenario` object.

You can visualize the generated variants, or export the generated variants to the ASAM OpenSCENARIO file format. For more information, see the “Generate Scenario Variants for Testing AEB Pedestrian Systems” on page 10-19 example.

## See Also

### Functions

`getScenarioDescriptor` | `getScenario` | `drivingScenario`

## Related Examples

- “Generate Scenario Variants by Modifying Actor Dimensions” on page 10-5
- “Generate Scenario Variants for Testing AEB Pedestrian Systems” on page 10-19
- “Generate Scenario Variants for Testing ACC Systems” on page 10-10
- “Generate Variants of ACC Target Cut-In Scenario” on page 10-16

- “Generate Scenario Variants for Lane Keep Assist Testing” on page 10-30

## Generate Scenario Variants by Modifying Actor Dimensions

This example shows you how to generate scenario variants from a seed scenario by varying the ego vehicle and target actor dimensions. In this example, you will generate variants of a Car-to-Pedestrian Nearside Child (CPNC) collision scenario by modifying the dimensions of the actors in the scenario. The collision point in the generated variant will remain same as that of the seed scenario. The collision point is a position on the ego vehicle at which the ego vehicle and target actor collide. This example assumes that the ego vehicle and the target actor always collide at 90 degrees, and the target actor collides with a point on the front edge of the ego vehicle.

- If the ego vehicle collides with a target actor multiple times, this example generates scenario variants based on only the first collision instance.
- If the ego vehicle collides with multiple target actors at different times in a scenario, this example generates scenario variants for only one target actor. You can specify which target actor to consider for generating the scenario variants.

This example uses the `drivingScenario` object to create a seed scenario and provides helper functions to generate the variants from the seed scenario. The rest of the example demonstrates the steps involved in generating the scenario variants.

- Create a seed scenario.
- Extract properties from the seed scenario to use to create scenario variants.
- Specify new dimensions for one or more actors in the seed scenario.
- Add collision event.
- Generate the scenario variants.

### Create Seed Scenario

Create the CPNC seed scenario by using the `helperCreateNCAPScenario` function.

```
seedScenario = helperCreateNCAPScenario("AEBModifiedCPNC")
```

```
seedScenario =
  drivingScenario with properties:
    SampleTime: 0.0100
    StopTime: Inf
    SimulationTime: 0
    IsRunning: 1
    Actors: [1x4 driving.scenario.Actor]
    Barriers: [0x0 driving.scenario.Barrier]
    ParkingLots: [0x0 driving.scenario.ParkingLot]
```

### Extract Properties from Seed Scenario

Extract properties from the seed scenario and store these properties in a `ScenarioDescriptor` object by using the `getScenarioDescriptor` function.

```
seedScenarioDescriptor = getScenarioDescriptor(seedScenario, Simulator="DrivingScenario")
```

```
seedScenarioDescriptor =
  ScenarioDescriptor with properties:
```

```
status: "DescriptorCreated"
```

Create a scenario variant object by using the helper function `HelperScenarioVariant`. Use the generated scenario variant object to store the new dimension values required for generating the variants.

```
variantParams = HelperScenarioVariant(seedScenarioDescriptor)
```

```
variantParams =  
    HelperScenarioVariant with properties:
```

```
        ScenarioData: [1x1 struct]  
    VariantGenerator: []  
    ActorVariations: []  
    SceneVariations: []  
    EventVariations: []  
    MethodForVariations: "WaitTime"
```

### **Specify New Actor Dimension Values**

Create an actor variation object by using the helper function `HelperActorVariation`.

```
actorVariationParameter = HelperActorVariation;
```

Specify the `ActorIDs` of the ego and target actors whose dimensions you want to modify. You can find the `ActorID` and the name of an actor by inspecting the `Actors` property of the seed scenario stored as a `drivingScenario` object.

```
egoID = 1;  
targetID = 2;
```

### **Modify Dimensions of Ego Vehicle**

Specify new dimension value for the ego vehicle by using the `addDimensionVariation` method of `HelperActorVariation` object.

```
egoDimensions = struct(Length=1,Width=1.5,Height=3);  
addDimensionVariation(actorVariationParameter,{egoID},{egoDimensions});
```

To generate multiple variations of the seed scenario with ego vehicle of different dimensions, call the `addDimensionVariation` method for each variation.

Specify a second dimension value for the ego vehicle to create another scenario variant.

```
egoDimensions = struct(Length=1.5,Width=2,Height=3.5);  
addDimensionVariation(actorVariationParameter,{egoID},{egoDimensions});
```

### **Modify Dimensions of Ego Vehicle and Target Actor**

To modify the dimensions of both ego vehicle and target actor in the seed scenario, use the `addMultiVariation` method of `HelperActorVariation` object.

```
egoDimensions = struct(Length=0.8,Width=1,Height=2.5);  
targetDimensions = struct(Length=2,Width=1,Height=1.8);  
addMultiVariation(actorVariationParameter,{egoID,targetID},Dimension={{egoDimensions},{targetDimen
```

Store the new set of actor dimensions the `ActorVariations` property of the scenario variant object generated by the helper function `HelperScenarioVariant`.

```
variantParams.ActorVariations = actorVariationParameter;
```

### Add Collision Event

Use the helper function `HelperEventVariation` and its method `addCollision` to add a collision event to the scenarios to be generated for new actor dimensions. The `addCollision` function examines the possibility of a collision event for the new actor dimensions. If the collision event does not occur, the function uses a wait time modification approach to create the collision event. In this approach, the function checks the arrival time of the ego vehicle and the target actor at the collision point. If the ego vehicle arrives at the collision point ahead of the target actor, the function computes a wait time for the ego vehicle. The ego vehicle waits at its first waypoint for an estimated amount of time to ensure that the ego vehicle collides with the target actor while travelling along its trajectory. Similarly, if the target actor arrives at the collision point ahead of the ego vehicle, the function computes a wait time for the target actor. The target actor waits at its first waypoint for an estimated amount of time to ensure that it collides with the ego vehicle while travelling along its trajectory.

```
eventVariationParameter = HelperEventVariation();
addCollision(eventVariationParameter,variantParams,egoID,targetID);
```

Store the computed parameters to the `EventVariations` property of the scenario variant object generated by the helper function `HelperScenarioVariant`.

```
variantParams.EventVariations = eventVariationParameter;
```

### Generate Scenario Variants

Generate variants of the seed scenario by using the helper function `generateVariants`. The output returned by the `generateVariants` function is a cell array of `scenarioVariantDescriptor` object. The function generates a scenario variant for each actor dimension variation specified in the input object. The function returns the generated scenario variations as a `scenarioVariantDescriptor` object.

```
scenarioVariantDescriptors = generateVariants(variantParams);
```

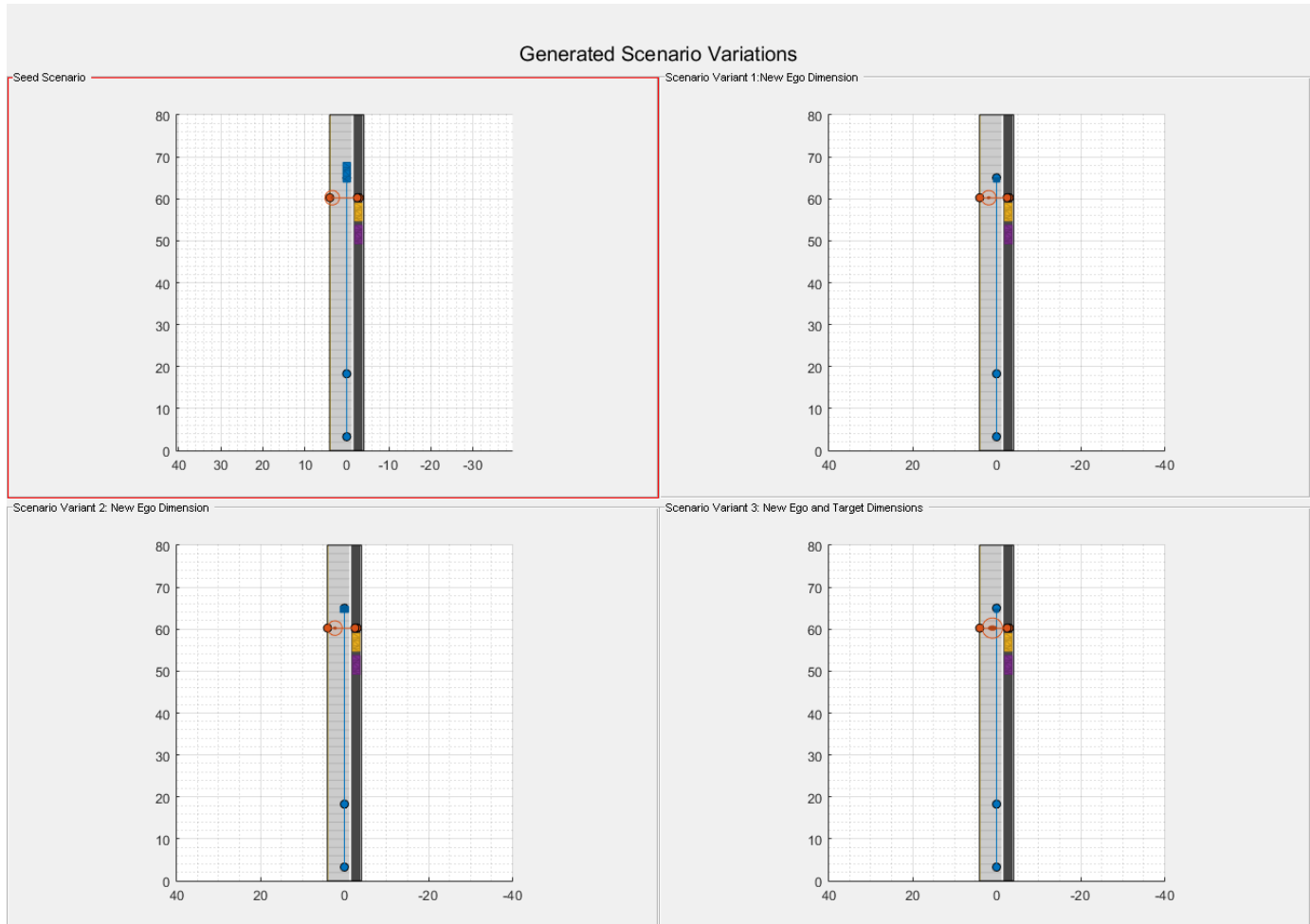
Extract the scenario from the `scenarioDescriptor` object by using the `getScenario` function. The `getScenario` function returns the generated variants as a `drivingScenario` object.

```
numVariants=numel(scenarioVariantDescriptors);
variantScenario = cell(1,numVariants);
for iter = 1:numVariants
    variantScenario{iter} = getScenario(scenarioVariantDescriptors{iter},Simulator="DrivingScena
end
```

Display the seed scenario and the generated variants by using the helper function `helperVisualizeVariants`. You can notice that the target actors in each of these scenarios wait at their first waypoint for a particular amount of time before they travel along their trajectory. You can also notice that the wait time of the target actor in each scenario is different in order to ensure the collision event occurs. The collision points in the three generated scenario variations remain as that of the seed scenario.

```
variationTitle=["Scenario Variant 1:New Ego Dimension", "Scenario Variant 2: New Ego Dimension",
figure
helperVisualizeVariants(seedScenario,variantScenario(1:length(variantScenario)),...
```

```
"Generated Scenario Variations",...
variationTitle, Mode="StandardFit", Row=2, Column=2, ...
Legend="off", Waypoints="on", ActorIndicators=targetID);
```



### Future Exploration

You can also use this example to generate variants of a custom seed scenario. If you want to generate variants of a custom seed scenario, you must ensure that the input scenario is stored as a `drivingScenario` object and validate that a collision event occur in the input scenario. Use the helper function `helperCheckScenario` to check if the seed scenario meets the following requirements.

- The ego vehicle and a desired target actor in the scenario are colliding.
- The actors have atleast three waypoints along their trajectories.
- The actors travel at a constant speed.

Create a `scenarioDescriptor` object to extract scenario information from the custom seed scenario. Then, use the helper function `helperCheckScenario` to validate the seed scenario. The function returns a value of 1 if the seed scenario is a valid scenario. Otherwise, it returns 0.

```
seedScenarioDes =
getScenarioDescriptor(seedScenario, Simulator="DrivingScenario");
```



```
scenarioCheckPassed = helperCheckScenario(egoID,targetID,seedScenarioDes);
```

If the output returned by the helper function `helperCheckScenario` is 0, you can modify the seed scenario to a valid scenario by using the helper function `helperSetScenarioCollision`.

```
if ~scenarioCheckPassed

seedScenarioDescriptor =
helperSetScenarioCollision(egoID,targetID,seedScenarioDes,method="WaitTime");

end
```

The `helperSetScenarioCollision` function modifies the scenario according to the following rules:

- If the ego vehicle or target actor has only two waypoints, the `helperSetScenarioCollision` function adds the third waypoint at the midpoint between them and sets its speed value to that of the last waypoint.
- If the ego vehicle or target actor does not travel with a constant speed starting from the first waypoint, the `helperSetScenarioCollision` function sets their speed values to a constant value of 80 kmph and 10 kmph, respectively.
- If the ego vehicle and the target vehicle do not collide but have intersecting trajectories, `helperSetScenarioCollision` checks if a collision is possible by modifying the wait time of the target vehicle. If possible, the function modifies the wait time of the target vehicle to create a collision event. Otherwise, the function returns an error.

This example demonstrates how to generate scenario variants by modifying the dimensions of the actors in the scenario. For information on how to generate scenario variants by modifying the actor dimensions, speed, and collision point, see “Generate Scenario Variants for Testing AEB Pedestrian Systems” on page 10-19.

## References

[1] European New Car Assessment Programme (Euro NCAP). Test Protocol – AEB VRU systems. Version 3.0.4. EuroNCAP, April 2021. Available from: <https://cdn.euroncap.com/media/62795/euro-ncap-aeb-vru-test-protocol-v304.pdf>.

## See Also

### Functions

`getScenarioDescriptor` | `getScenario`

## Related Examples

- “Overview of Scenario Variant Generation” on page 10-2
- “Generate Scenario Variants for Testing AEB Pedestrian Systems” on page 10-19
- “Generate Scenario Variants for Lane Keep Assist Testing” on page 10-30
- “Generate Scenario Variants for Testing ACC Systems” on page 10-10
- “Generate Variants of ACC Target Cut-In Scenario” on page 10-16

## Generate Scenario Variants for Testing ACC Systems

This example shows how to generate variants of a seed scenario to test adaptive cruise control (ACC) systems per the European New Car Assessment (Euro NCAP®) test protocols. Using this example. You can generate variants for these types of Euro NCAP test scenarios:

- Car-to-car rear stationary (CCRs) — The ego vehicle travels forward towards the stationary target vehicle.
- Car-to-car rear moving (CCRm) — The ego vehicle travels forward towards a target vehicle, The target vehicle is also travelling at a constant speed.

In this example, the frontal structure of the ego vehicle will try to strike the rear structure of the target vehicle. You vary the speeds of the ego and target vehicles to generate scenario variants. However, the collision point for each scenario variant remains the same as the seed scenario.

This example generates scenario variants for testing ACC systems using these steps:

- Create a seed scenario.
- Extract scenario descriptor from the seed scenario.
- Define desired parameters for variations.
- Generate scenario variants.
- Visualize scenario variants
- Export the scenario variants to the ASAM OpenSCENARIO® file format.

### Create Seed Scenario

This example creates a seed scenario to test CCRm Euro NCAP scenario. Specify the type of ACC scenario.

```
ACCTestType = "ACC_CCRm";
```

You can try stationary target as in CCRs Euro NCAP scenario as discussed in **Further Exploration**. You set ACCTestType variable as "ACC\_CCRs" value.

In the seed scenario, an ego vehicle travels forward towards a target vehicle and then both collide. Each type of seed scenario specifies dimensions, positions, trajectories, and speed values of actors per the EURO NCAP test protocols.

Create a seed scenario using the `helperCreateNCAPScenario` function.

```
seedScenario = helperCreateNCAPScenario(ACCTestType)
```

```
seedScenario =  
    drivingScenario with properties:
```

```
        SampleTime: 0.0100  
        StopTime: Inf  
SimulationTime: 0  
        IsRunning: 1  
        Actors: [1x2 driving.scenario.Vehicle]  
        Barriers: [0x0 driving.scenario.Barrier]  
        ParkingLots: [0x0 driving.scenario.ParkingLot]
```

## Extract Parameters for Scenario Variant Generation

Extract properties from the seed scenario and store these properties in a `ScenarioDescriptor` object using the `getScenarioDescriptor` function.

```
seedScenarioDescriptor = getScenarioDescriptor(seedScenario, Simulator="DrivingScenario")
```

```
seedScenarioDescriptor =  
    ScenarioDescriptor with properties:  
  
    status: "DescriptorCreated"
```

Get EURO NCAP parameters for the specified type of ACC scenario using the `helperGetNCAPParameters` function.

```
ACCPParams = helperGetNCAPParameters(ACCTestType);
```

## Perform Parameter Variations

Create a `HelperScenarioVariant` object, which is a parent object for holding information about all parameter variations. Then, vary the parameters of actors and events, using the `HelperActorVariation` object and `HelperEventVariation` object, respectively, each of these objects has its children objects to vary specific parameters.

```
variantParams = HelperScenarioVariant(seedScenarioDescriptor);
```

Specify the ActorID values of the ego and target actors. You can find the ActorID value and the name of an actor by inspecting the `Actors` property of the scenario object.

```
egoID = 1;  
targetID = 2;
```

Create an actor variation object by using the `HelperActorVariation` class to store actor parameter variations.

```
actorParamVariation = HelperActorVariation;
```

Set these actor parameter variations for the seed scenario as required to conduct ACC testing, which are stored in `ACCPParams`. You can set desired Ego and target actor speed in meters per second. Each `addSpeedVariation` or `addMultiVariation` results in a scenario variant.

```
switch ACCTestType  
    case "ACC_CCRs"  
        for i = 1:size(ACCPParams.egoSpeed,2)  
            % Add speed variation for Ego  
            addSpeedVariation(actorParamVariation, {egoID}, {ACCPParams.egoSpeed(1,i)});  
        end  
    case "ACC_CCRm"  
        for i = 1:size(ACCPParams.egoSpeed,2)  
            for j = 1:size(ACCPParams.targetSpeed,2)  
                % Add multiple speed variations for both Ego and target  
                addMultiVariation(actorParamVariation, {egoID, targetID}, Speed={{ACCPParams.egoSpeed(i,j),  
                end  
            end  
    otherwise  
        error("Invalid type of seed scenario. Seed scenario must be ACC_CCRs or ACC_CCRm type.")
```

```
end  
variantParams.ActorVariations = actorParamVariation;
```

Create an event variation object by using the `HelperEventVariation` class. It stores collision event parameter variation passed by `addCollisionInLine` method of `HelperEventVariation` class. This is needed to recreate collision at the same point in all scenario variants.

```
eventParamVariation = HelperEventVariation;  
if ACCTestType == "ACC_CCRm"  
    addCollisionInLine(eventParamVariation,variantParams,egoID,targetID);  
    variantParams.EventVariations = eventParamVariation;  
end
```

### Generate Scenario Variants

Then, generate variants using the `generateVariants` function of the `HelperScenarioVariant` object. The function returns generated `ScenarioDescriptor` objects.

```
scenarioVariantDescriptors = generateVariants(variantParams);
```

Get a cell array of scenario objects from `ScenarioDescriptor` objects using the `getScenario` function.

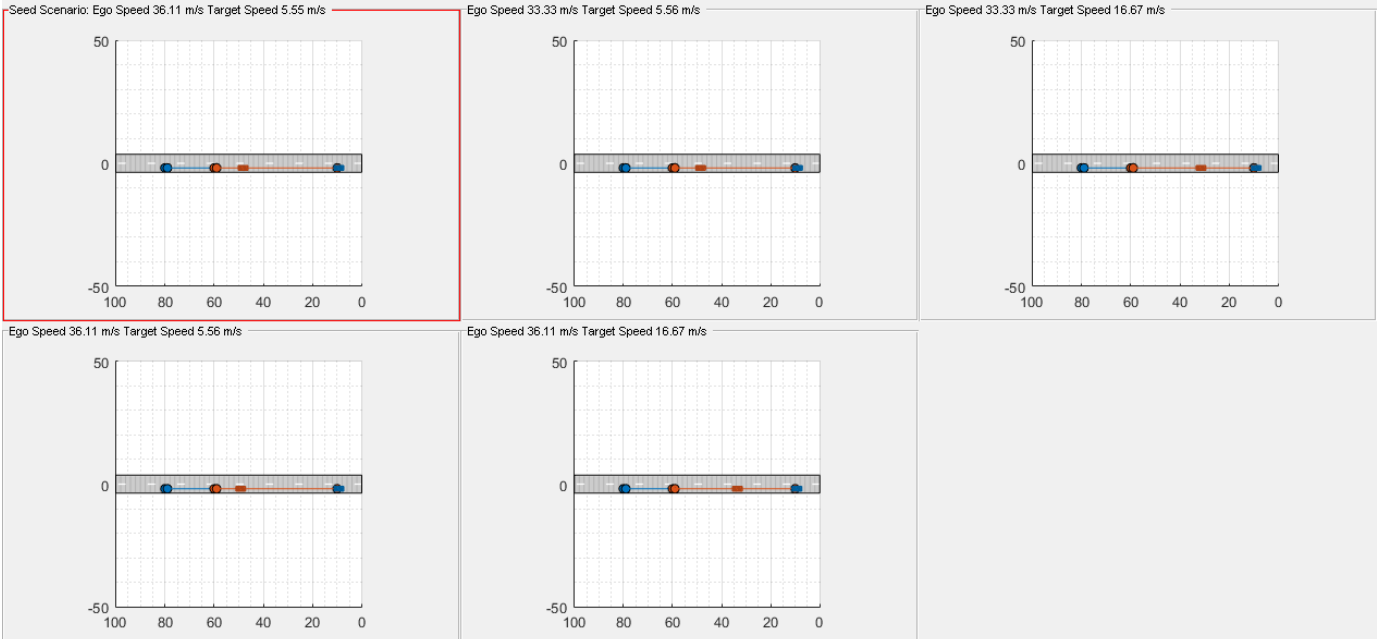
```
numVariants=numel(scenarioVariantDescriptors);  
  
variantScenario = cell(1,numVariants);  
warning("off","driving:scenario:SpeedsNotAccurate");  
for iter = 1:numVariants  
    variantScenario{iter} = getScenario(scenarioVariantDescriptors{iter},Simulator="DrivingScenario");  
end  
warning("on","driving:scenario:SpeedsNotAccurate");
```

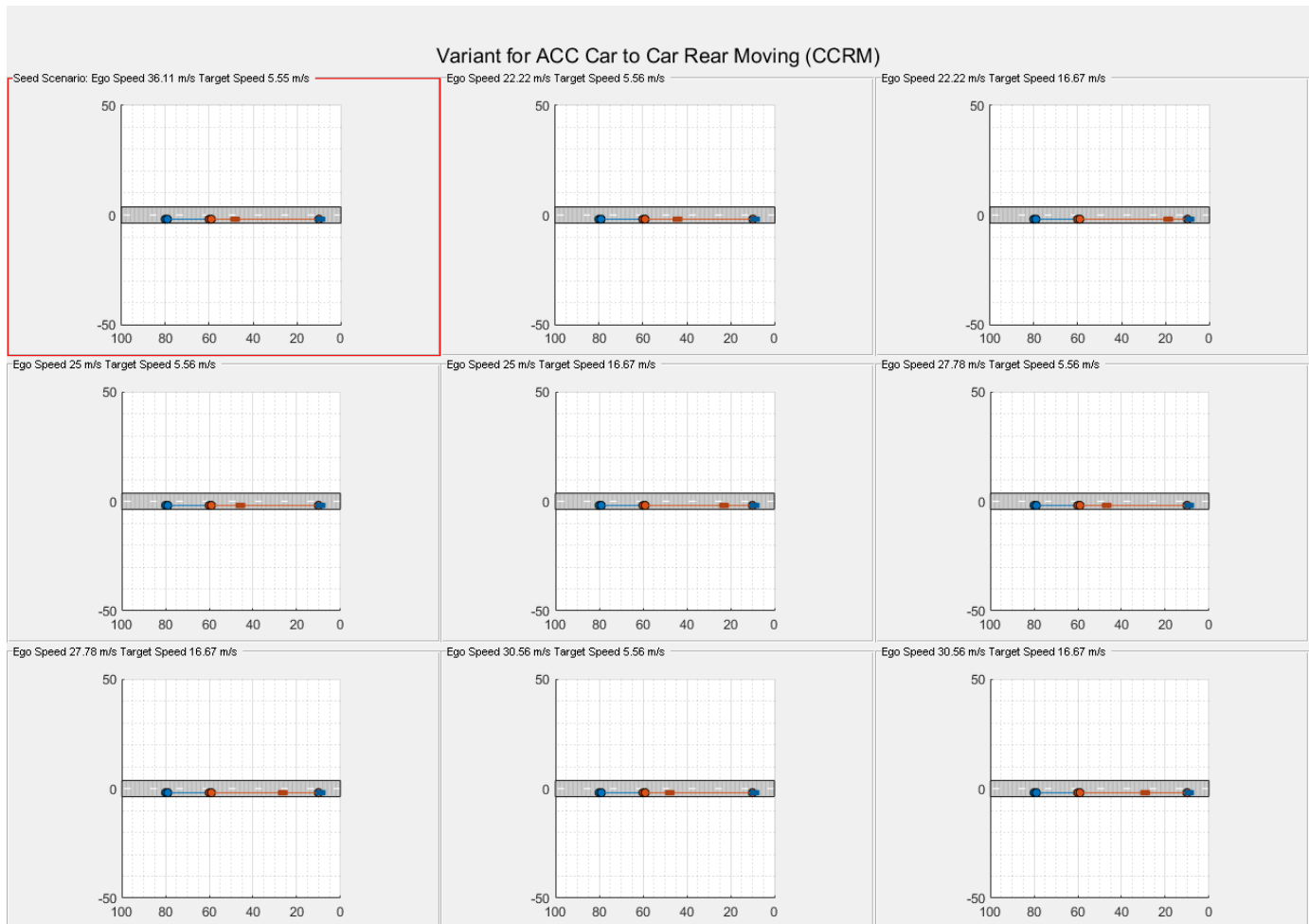
### Visualize Generated Variants

Use the `helperVisualizeVariants` function to simulate and visualize generated scenario variants. The function plots seed scenario and generated variants in a grid manner. Specify the size of the grid using the row and column arguments.

```
[heading,gridPlotTitles,seedTitle] = helperSetPlotHeadingData(ACCPARAMS,ACCTestType);  
helperVisualizeVariants(seedScenario,variantScenario,...  
    heading,gridPlotTitles,SeedTitle=seedTitle,Mode="StandardFit",Row=3,Column=3,Legend="off",Way=1);
```

Variant for ACC Car to Car Rear Moving (CCRM)





### Export to ASAM OpenSCENARIO

Export generated scenario variants to ASAM OpenSCENARIO file format V1.0.

```
warning("off", "driving:scenario:ExportOpenScenario0DWarning");
for iter = 1:numVariants
    export(variantScenario{iter}, "OpenSCENARIO", "variantScenario_" + ACCTestType + iter + ".xosc");
end
warning("on", "driving:scenario:ExportOpenScenario0DWarning");
```

### Further Exploration

In this example, you have explored the scenario variant generation for ACC testing with moving target. You can select stationary target scenario by updating the ACCTestType string variable to "ACC\_CCRs". Then you create the desired seed scenario using helperCreateNCAPScenario. These options are in accordance with the Euro NCAP test protocol standards.

- ACC\_CCRs - Performs ACC testing with stationary target.
- ACC\_CCRm - Performs ACC testing with moving target.

```
ACCTestType = "ACC_CCRs";
```

```
seedScenario = helperCreateNCAPScenario(ACCTestType)
```

## Helper Functions

### helperSetPlotHeadingData

This function generates the figure heading, individual titles for the grid plots, and title for seed scenario, based on ACC NCAP parameters and selected ACC test type.

```
function [heading,gridPlotTitles,seedTitle] = helperSetPlotHeadingData(ACCPARAMS,ACCTESTTYPE)
gridPlotTitles = "";
switch ACCTESTTYPE
    case "ACC_CCRs"
        heading = "Variant for ACC Car to Car Rear Stationary (CCRS)";
        seedTitle = "Seed Scenario: Ego Speed 36.11 m/s Target Speed 0 m/s";
        for i = 1:size(ACCPARAMS.egoSpeed,2)
            gridPlotTitles(i) = "Ego Speed " +round(ACCPARAMS.egoSpeed(1,i),2)+ " m/s Target Speed ";
        end
    case "ACC_CCRm"
        heading = "Variant for ACC Car to Car Rear Moving (CCRM)";
        seedTitle = "Seed Scenario: Ego Speed 36.11 m/s Target Speed 5.55 m/s";
        counter =1;
        for i = 1:size(ACCPARAMS.egoSpeed,2)
            for j = 1:size(ACCPARAMS.targetSpeed,2)
                gridPlotTitles(counter) = "Ego Speed " +round(ACCPARAMS.egoSpeed(i),2)+ " m/s Target Speed ";
                counter = counter + 1;
            end
        end
    otherwise
        error("Invalid type of seed scenario. Seed scenario must be ACC_CCRs or ACC_CCRm type.")
end
end
```

## References

[1] European New Car Assessment Programme (Euro NCAP). Test & Assessment Protocol – Highway Assist Systems. Version 1.0. EuroNCAP, September 2020. Available from: <https://cdn.euroncap.com/media/58813/euro-ncap-ad-test-and-assessment-protocol-v10.pdf>

## See Also

### Functions

getScenarioDescriptor | getScenario

## Related Examples

- “Overview of Scenario Variant Generation” on page 10-2
- “Generate Scenario Variants by Modifying Actor Dimensions” on page 10-5
- “Generate Scenario Variants for Testing AEB Pedestrian Systems” on page 10-19
- “Generate Scenario Variants for Lane Keep Assist Testing” on page 10-30
- “Generate Variants of ACC Target Cut-In Scenario” on page 10-16

## Generate Variants of ACC Target Cut-In Scenario

This example shows how to generate scenario variants from a seed scenario by varying vehicle speed. Using this example, you can test the adaptive cruise control (ACC) application against a scenario in which a target vehicle cuts into the ego lane.

### Create Seed Scenario

In this example, you create a seed scenario containing the ego vehicle and a target vehicle such that the target vehicle cuts into the ego lane. The seed scenario specifies the positions, dimensions, speed values, and trajectories of both vehicles per the European New Car Assessment Programme (Euro NCAP®) test protocols. This example assumes that the ego vehicle collides with a target actor in a seed scenario. You generate variants of a seed scenario by varying the ego speed, but keeping collision point and collision time constant.

Create a seed scenario for ACC target cut-in using the `helperCreateNCAPScenario` function.

```
seedScenario = helperCreateNCAPScenario("ACCTargetCutIn")
```

```
seedScenario =
```

```
    drivingScenario with properties:
```

```
        SampleTime: 0.0100
        StopTime: Inf
    SimulationTime: 0
        IsRunning: 1
            Actors: [1x2 driving.scenario.Vehicle]
            Barriers: [0x0 driving.scenario.Barrier]
            ParkingLots: [0x0 driving.scenario.ParkingLot]
```

### Setup Parameters for Scenario Variant Generation

Get predefined parameters per the Euro NCAP ACC cut-in test scenario using the `helperGetNCAPParameters` function. As per the specification, data for one variation is retrieved.

```
ACCParams = helperGetNCAPParameters("ACCTargetCutIn")
```

```
ACCParams = struct with fields:
```

```
    radiusOfTurning: 250
    changeLength: 60
    egoSpeed: 33.3333
    targetSpeed: 19.4444
    timeToCollision: 1.5000
```

Specify the actor identifier for the ego and target actors. You can find the `ActorID` and the name of an actor by inspecting the `Actors` property of the seed scenario object.

```
egoID = 1;
targetID = 2;
```

### Generate Scenario Variants

Create a `ScenarioDescriptor` object containing a scenario variant by using the `helperGenerateVariant` function. Additionally, this helper function returns the title to use to



visualize the variant scenario. The scenario variant is generated by varying the actor and event parameters of the seed scenario.

```
[scenarioVariantDescriptors,gridPlotTitles] = helperGenerateVariant("ACCTargetCutIn", ...
    seedScenario,ACCPParams,egoID,targetID);
```

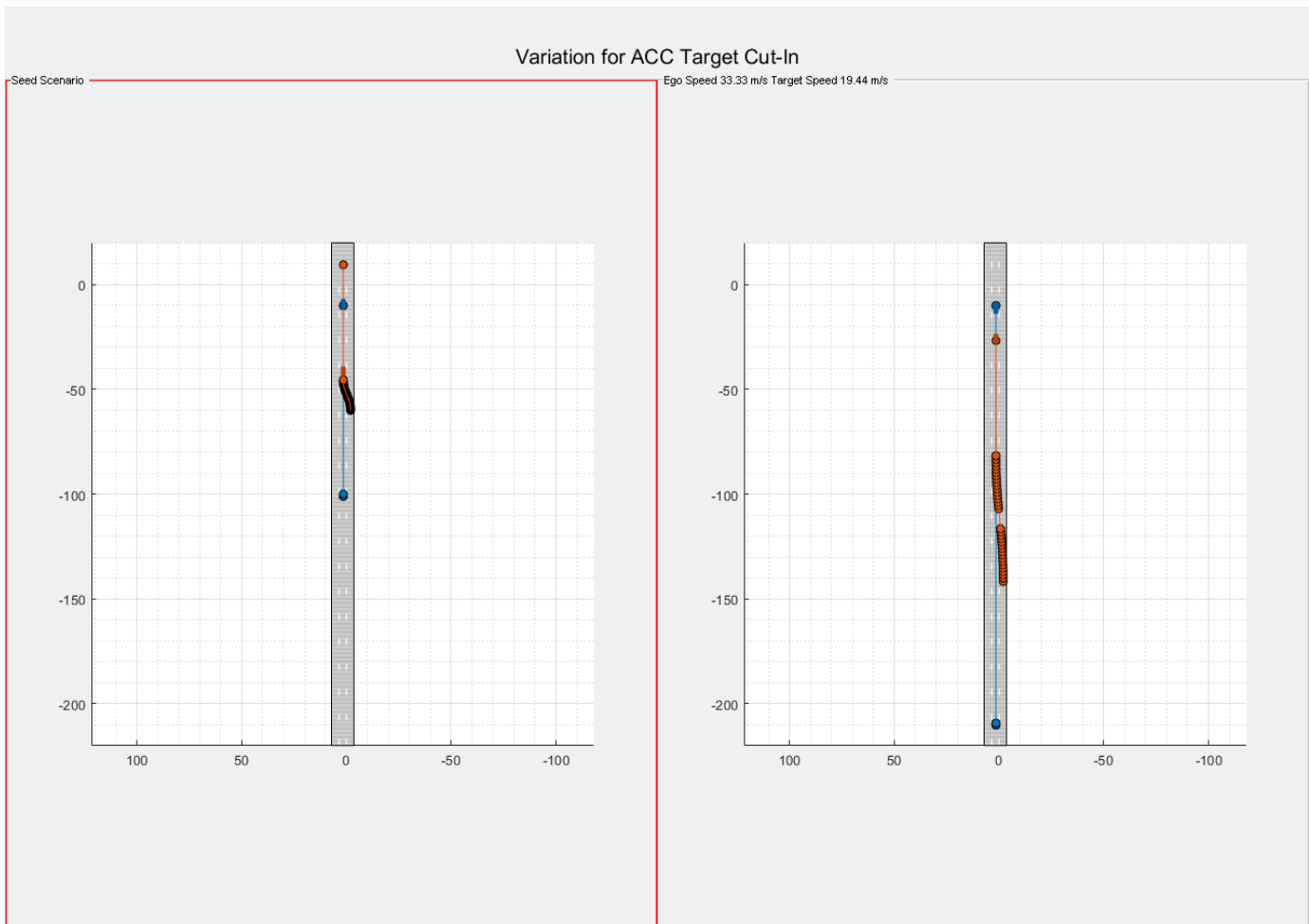
Get a `drivingScenario` object containing scenario variant from the `scenarioDescriptor` object by using the `getScenario` function.

```
numVariants=numel(scenarioVariantDescriptors);
variantScenario = cell(1,numVariants);
for iter = 1:numVariants
    variantScenario{iter} = getScenario(scenarioVariantDescriptors{iter}, ...
        Simulator="DrivingScenario");
end
```

### Visualize Generated Variant

Visualize the seed scenario and the generated variant by using the `helperVisualizeVariants` function.

```
helperVisualizeVariants(seedScenario,variantScenario,"Variation for ACC Target Cut-In", ...
    gridPlotTitles,mode="StandardFit",Row=1,Column=2,Legend="off",Waypoints="on");
```



## Export to ASAM OpenSCENARIO

Export generated scenario variants to ASAM OpenSCENARIO file format V1.0.

```
warning("off","driving:scenario:ExportOpenScenario0DWarning");  
for iter = 1:numVariants  
    export(variantScenario{iter},"OpenSCENARIO","VariantScenarioACCTargetCut-In" + ...  
        iter + ".xosc");  
end  
warning("on","driving:scenario:ExportOpenScenario0DWarning");
```

## Explore Other Scenarios

In this example, you have explored the scenario variant generation for ACC testing where a target vehicle cuts into the ego lane. You can use the same steps to create multiple scenario variants. To create multiple scenario variants you must specify their relevant parameters. This example provides an option "ACCTargetCutInModified" to use as an argument in `helperGetNCAPPParameters` function that returns five set of parameters to use to create five scenario variants.

For example, to get five set of parameters to use to generate relevant scenario variants, use this command.

```
ACCPParams = helperGetNCAPPParameters("ACCTargetCutInModified")
```

Each parameter set results in a scenario variant. To visualize five generated scenario variants, use this command.

```
helperVisualizeVariants(seedScenario,variantScenario, ...  
"Variation for ACC Target Cut-In",gridPlotTitles,Mode="StandardFit", ...  
Row=2,Column=3,Legend="off",Waypoints="on");
```

## References

[1] Assisted Driving - Highway Assist Systems - Test & Assessment Protocol, September 2020, Version 1.0. Available from: <https://cdn.euroncap.com/media/58813/euro-ncap-ad-test-and-assessment-protocol-v10.pdf>

## See Also

### Functions

`getScenarioDescriptor` | `getScenario`

## Related Examples

- "Overview of Scenario Variant Generation" on page 10-2
- "Generate Scenario Variants by Modifying Actor Dimensions" on page 10-5
- "Generate Scenario Variants for Testing AEB Pedestrian Systems" on page 10-19
- "Generate Scenario Variants for Lane Keep Assist Testing" on page 10-30
- "Generate Scenario Variants for Testing ACC Systems" on page 10-10

## Generate Scenario Variants for Testing AEB Pedestrian Systems

This example shows how to generate variants of a car-to-pedestrian collision scenario that you can use for testing automated emergency braking (AEB) systems. In this example, you will generate variants of a Car-to-Pedestrian Turning Adult (CPTA) Nearside Turn collision scenario by modifying the collision point, the speed, and the dimensions of the actors in the scenario. The collision point is a position on the ego vehicle at which the ego vehicle and target actor collide. This example assumes that the ego vehicle and the target actor always collide at 90 degrees, and the target actor collides with a point on the front edge of the ego vehicle.

- If the ego vehicle collides with a target actor multiple times, this example generates scenario variants based on only the first collision instance.
- If the ego vehicle collides with multiple target actors at different times in a scenario, this example generates scenario variants for only one target actor. You can specify which target actor to consider for generating the scenario variants.

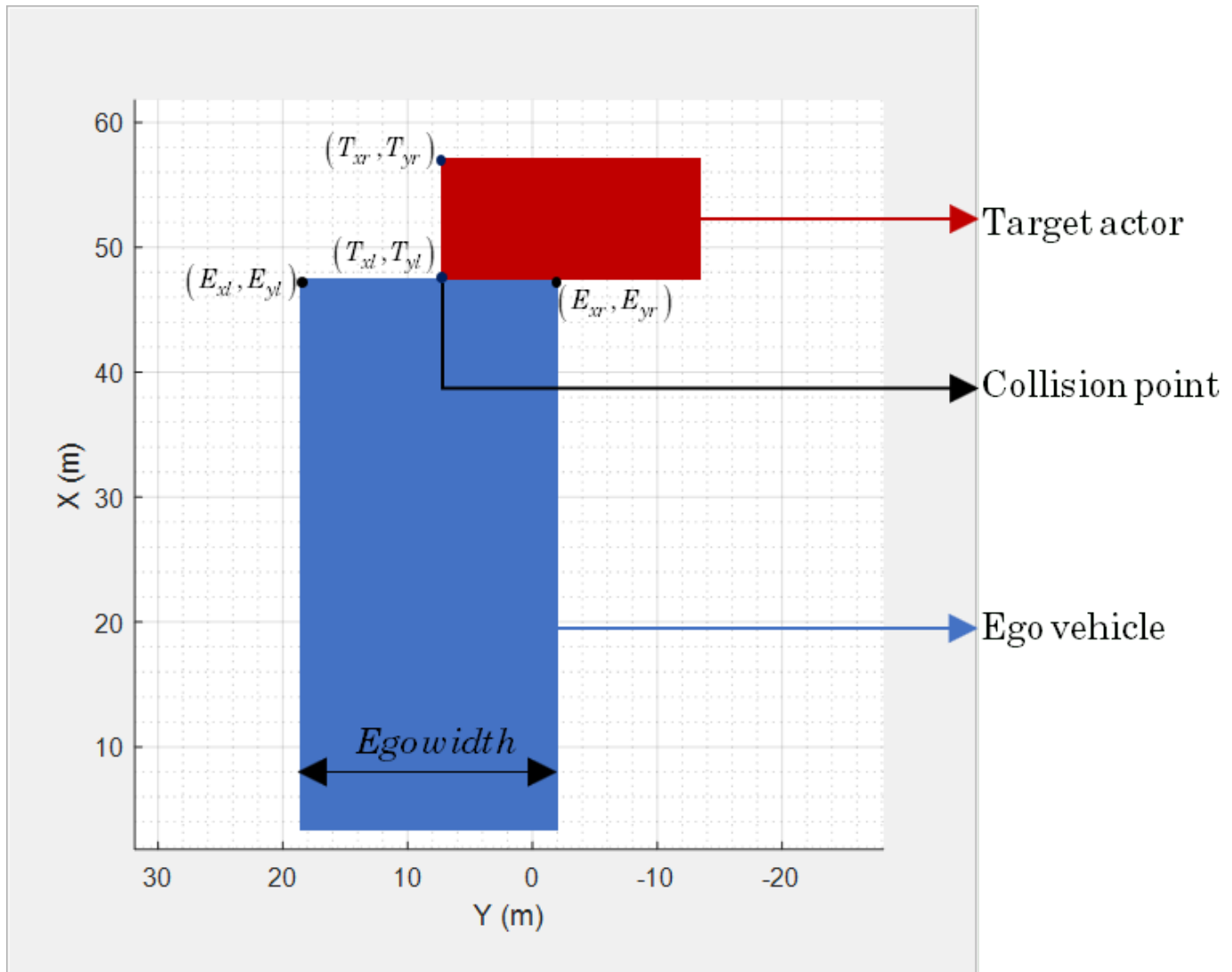
This example uses the `drivingScenario` object to create a seed scenario and provides helper functions to generate the variants from the seed scenario. The rest of the example demonstrates the steps involved in generating the scenario variants.

**Generate Seed Scenario** - Create a collision scenario by using the `helperCreateNCAPScenario` helper function. The helper function generates the CPTA Nearside Turn test scenario of the European New Car Assessment Programme (Euro NCAP) test protocol as the seed scenario. A scenario can contain any number of actors and collision instances. However, this example generates a variant based on only the first collision instance that occurs between the Ego vehicle and the specified Target actor.

**Generate Variant of Seed Scenario** - Modify the seed scenario by using the helper functions `HelperScenarioVariant`, `HelperActorVariation`, and `HelperEventVariation`. These helper functions enable you to generate variants of the seed scenario by altering the dimensions of the actors in the scenario, the collision point, and the speed of the ego actor. Use the `HelperActorVariation` object and its methods for specifying actor variation parameters such as the speed and the dimension. Use the `HelperEventVariation` object and its method for specifying the event variation parameters such as the collision point and radius of curvature of ego trajectory at turns. The collision point specifies the relative position on the front edge of the ego vehicle that collides first with the left corner  $(T_{xl}, T_{yl})$  on the front edge of the target actor. The collision point (CP) and  $(T_{xl}, T_{yl})$  is related by the equation,

$$CP = \frac{|E_{xl} - T_{xl}| + |E_{yl} - T_{yl}|}{Ego\ width}$$

The value of collision point must be in the range (0, 1). Use the `addCollision` method of the `HelperEventVariation` object to add collision event to the generated scenario variants. You can either specify a new collision point or fix the collision point as same as that of the seed scenario.



**Simulate and Visualize Scenario Variants** - Simulate and display the generated scenario variants by using the plot function.

### Generate Seed Scenario

Generate the CPTA Nearside turn Euro NCAP scenario by using the helper function `helperCreateNCAPScenario`. The actor dimensions, positions, speed values, and trajectories are set as per the Euro NCAP test protocol requirements. The scenario has an ego vehicle and an actor. The actor is a pedestrian, which is the moving target that collides with the ego vehicle. The collision occurs only once during the simulation time.

```
seedScenario = helperCreateNCAPScenario("CPTANearsideTurn");
```

### Create Object to Store Variant Parameters

Extract information about the seed scenario by using the `getScenarioDescriptor` function. The `getScenarioDescriptor` function creates a `scenarioDescriptor` object that stores information about the actors in the seed scenario, their trajectories, and the collision event. However, the

properties of the `scenarioDescriptor` object are hidden. To extract the scenario data from the `scenarioDescriptor` object, use the `HelperScenarioVariant` function.

```
seedScenarioDescriptor = getScenarioDescriptor(seedScenario, Simulator="DrivingScenario");
```

The `HelperScenarioVariant` function generates an object with the following properties:

- **ScenarioData:** A structure containing information about the seed scenario. The information includes details about the roads, junctions, actors, and their trajectories.
- **VariantGenerator:** This property is set by the helper function `generateVariants`. It stores the parameters of the generated scenario variant.
- **ActorVariation:** This property is set by the helper function `HelperActorVariation`. It stores the new actor parameters defined for generating the variation of the seed scenario. The actor parameters are the dimensions and speed of the ego and the target vehicles in the seed scenario.
- **EventVariation:** This property is set by the helper function `HelperEventVariation`. It stores the new event parameters defined for generating the variation of the seed scenario. The event parameters are the collision point and the radius of curvature of the ego trajectory at road turns.
- **MethodForVariations:** Specifies the modification method used for adjusting the collision time in the generated scenario variant. The default value is `"WaitTime"`. The collision time in the generated scenario variant is maintained same as that of the seed scenario by making either the slower actor to wait at its first waypoint for a particular amount of time. If the new ego speed value causes the ego vehicle to arrive at the collision point ahead of the target actor, then the generated variant makes the ego vehicle wait at its first waypoint. Similarly, if the target actor arrives at the collision point ahead of the ego vehicle, the generated variant makes the target actor wait at its first waypoint.

```
scenarioVariantParameter = HelperScenarioVariant(seedScenarioDescriptor)
```

```
scenarioVariantParameter =  
    HelperScenarioVariant with properties:
```

```
        ScenarioData: [1x1 struct]  
        VariantGenerator: []  
        ActorVariations: []  
        SceneVariations: []  
        EventVariations: []  
        MethodForVariations: "WaitTime"
```

## Modify Actor Dimension and Speed

Specify the `ActorID` values of the ego vehicle and the target actor whose parameters has to be modified. You can find the `ActorID` values and the names of the ego vehicle and the target actor by inspecting the `Actors` property of the scenario object.

```
egoID = 1;  
targetID = 2;  
table([seedScenario.Actors.ActorID],[seedScenario.Actors.Name],VariableNames={'ActorID','Name'})
```

```
ans=1x2 table  
    ActorID      Name  
    _____  _____  
    1     2     "Ego"     "Target Pedestrian"
```

Create an object to store the new actor dimensions and speed values by using the helper function `HelperActorVariation`.

```
actorVariationParameter = HelperActorVariation()

actorVariationParameter =
    HelperActorVariation with properties:

        ActorVariationGraph: []
```

Use the `addDimensionVariation`, `addMultiVariation`, and `addSpeedVariation` methods of the `HelperActorVariation` object to specify different actor parameters required to generate the scenario variant.

- To generate a scenario variant with new vehicle dimensions, use the `addDimensionVariation` method. You can use this method to specify new dimension values for one or more vehicles in the scenario.
- To generate a scenario variant with new vehicle speed values, use the `addSpeedVariation` method. You can use this method to specify new speed values for one or more vehicles in the scenario.
- To generate a scenario variant with both new speed and dimension values, use the `addMultiVariation` method. You can use this method to specify new speed and dimension values for one or more vehicles in the scenario.

The specified values are stored in the `ActorVariationGraph` property of the `HelperActorVariation` object. The `ActorVariationGraph` property is a structure with field values `SpeedObj` and `DimensionObj`. The new speed values are stored to the `SpeedObj` field and the new dimension values are stored to the `DimensionObj` field. The number of rows in the structure is same as the number of scenario variants defined using the `addDimensionVariation`, `addMultiVariation`, and `addSpeedVariation` methods. Each row in the structure stores the parameters for generating a new scenario variant.

**Step 1:** Define the parameters to generate four different scenario variants by modifying the speed, dimension, or both of one or more vehicles in the seed scenario.

#### *Scenario Variant 1: Specify New Speed for Ego Vehicle*

Specify the new speed value for the ego vehicle in meters per second. Use the `addSpeedVariation` method to store the new speed values to the `HelperActorVariation` object, `actorVariationParameter`.

```
newEgoSpeed = 17;
addSpeedVariation(actorVariationParameter, {egoID}, {newEgoSpeed});
disp(actorVariationParameter)

    HelperActorVariation with properties:

        ActorVariationGraph: [1x1 struct]
```

Inspect the `ActorVariationGraph` property of the `HelperActorVariation` object. You can notice that the `ActorID` value of the ego vehicle and new ego speed value are stored in the `ActorVariationGraph` property.

```
actorVariationParameter.ActorVariationGraph
```

```

ans = struct with fields:
  SpeedObj: [1x1 HelperSpeedVariation]

actorVariationParameter.ActorVariationGraph.SpeedObj

ans =
  HelperSpeedVariation with properties:

      ActorID: {[1]}
      Speed: {[17]}
  ActorVariationGraph: []

```

### Scenario Variant 2: Specify New Dimension for Ego Vehicle

Specify the new dimension value for the ego vehicle as a structure. The unit for the dimension is in meters.

```
egoDimensions = struct(Length=2,Height=3);
```

Store the new ego dimension values to the `HelperActorVariation` object, `actorVariationParameter` by using the `addDimensionVariation` method.

```
addDimensionVariation(actorVariationParameter,{egoID},{egoDimensions});
```

Inspect the `ActorVariationGraph` property of the `HelperActorVariation` object. You can notice that the `ActorID` value of the ego vehicle and new ego dimension value are stored in the `ActorVariationGraph` property.

```

actorVariationParameter.ActorVariationGraph

ans=1x2 struct array with fields:
  SpeedObj
  DimensionObj

actorVariationParameter.ActorVariationGraph.DimensionObj

ans =

    []

ans =
  HelperDimensionVariation with properties:

      Dimension: {[1x1 struct]}
      ActorID: {[1]}
  ActorVariationGraph: []

```

### Scenario Variant 3: Specify New Dimensions for Ego and Target Vehicle

Specify the new dimension value for the ego and the target vehicle as a structure. The unit for the dimension is in meters.

```

egoDimensions = struct(Length=2,Height=3);
targetDimensions = struct(Length=1.5,Width=1,Height=1.8);

```

Store the new dimension values to the `HelperActorVariation` object, `actorVariationParameter` by using the `addMultiVariation` method.

```
addMultiVariation(actorVariationParameter, {egoID, targetID}, Dimension={{egoDimensions}, {targetDim
```

Inspect the `ActorVariationGraph` property of the `HelperActorVariation` object. You can notice that the `ActorID` and the new dimension values are stored in the `ActorVariationGraph` property.

```
actorVariationParameter.ActorVariationGraph
```

```
ans=1x3 struct array with fields:
    SpeedObj
    DimensionObj
```

#### *Scenario Variant 4: Specify New Dimensions and Speed Value for Ego Vehicle*

Specify the new dimension for the ego vehicle as a structure. The unit for the dimension is in meters.

```
egoDimensions = struct(Length=2, Height=3);
```

Specify the new speed value for the ego vehicle in meters per second.

```
newEgoSpeed = 11;
```

Store the new dimension and speed values to the `HelperActorVariation` object, `actorVariationParameter` by using the `addMultiVariation` method.

```
addMultiVariation(actorVariationParameter, {egoID}, Dimension={egoDimensions}, Speed={newEgoSpeed})
```

Inspect the `ActorVariationGraph` property of the `HelperActorVariation` object. You can notice that the size of the structure stored in the `ActorVariationGraph` property increases with the number of the scenario variants defined. Each row in the structure stores the parameters for a new scenario variant.

```
actorVariationParameter.ActorVariationGraph
```

```
ans=1x4 struct array with fields:
    SpeedObj
    DimensionObj
```

**Step 2:** Store the defined actor variation parameters to the `ActorVariations` property of the `HelperScenarioVariant` object.

```
scenarioVariantParameter.ActorVariations = actorVariationParameter;
```

**Step 3:** Specify the event parameters for the generated scenario variants by using the helper function `HelperEventVariation`. The helper creates a `HelperEventVariation` object to store the event variation parameters.

```
eventVariationParameter = HelperEventVariation();
```

You can adjust the radius of curvature of the ego trajectory at road turns and modify the collision points by using the `addTrajectoryTurnVariation` and `addCollision` method of the `HelperEventVariation` object, respectively.

If the trajectory of the ego vehicle is a curved path, the radius of curvature of the trajectory can vary depending on the speed of the ego vehicle. The radius of curvature of the ego trajectory increases for



higher speed values and decreases for lower speed values. Use the `addTrajectoryTurnVariation` function to modify the radius of curvature of the ego trajectory if the ego vehicle travels on a road with turns. To adjust the radius of curvature of the ego trajectory, use the syntax

```
addTrajectoryTurnVariation(eventVariationParameter, scenarioVariantParameter, egoID, targetID);
```

Define the collision point to add to the scenario variants by using the helper function `HelperEventVariation`. The function generates a `HelperEventVariation` object with property `InteractionEventGraph`. The property is a structure with field values `TrajectoryTurnObj` and `CollisionObj`. The function uses the `CollisionObj` field to store the desired collision point in the generated scenario variant.

Use the `addCollision` method of the `HelperEventVariation` object to fix the collision point in the generated scenario variants as same as that of the seed scenario.

```
addCollision(eventVariationParameter, scenarioVariantParameter, egoID, targetID);
```

Alternatively, you can also use the `addCollision` method to modify the collision point. In that case, you must specify the new collision point value as input to the `addCollision` method by using the syntax

```
addCollision(eventVariationParameter, scenarioVariantParameter, egoID, targetID, CollisionPoint=value);
```

For example, if the new collision point value is 0.3, the syntax must be,

```
addCollision(eventVariationParameter, scenarioVariantParameter, egoID, targetID, CollisionPoint=0.3);
```

**Step 4:** Store the defined event variation parameter to the `EventVariation` property of the `HelperScenarioVariant` object.

```
scenarioVariantParameter.EventVariations = eventVariationParameter
```

```
scenarioVariantParameter =  
    HelperScenarioVariant with properties:
```

```
        ScenarioData: [1x1 struct]  
        VariantGenerator: []  
        ActorVariations: [1x1 HelperActorVariation]  
        SceneVariations: []  
        EventVariations: [1x1 HelperEventVariation]  
        MethodForVariations: "WaitTime"
```

**Step 5:** Generate the scenario variants by using the helper function `generateVariants`.

The `generateVariants` function generates the scenario variants and stores them as `scenarioDescriptor` objects. The output of the `generateVariants` function is a cell array of `scenarioDescriptor` objects. The `scenarioDescriptor` object in each row of the cell stores the parameters for a scenario variant.

```
warning("off", "SVG:OldSpeedEqualsNewSpeed");  
scenarioVariantDescriptors = generateVariants(scenarioVariantParameter)
```

```
scenarioVariantDescriptors=4x1 cell array  
    {1x1 variantgenerator.internal.ScenarioDescriptor}
```

```
{1x1 variantgenerator.internal.ScenarioDescriptor}  
{1x1 variantgenerator.internal.ScenarioDescriptor}  
{1x1 variantgenerator.internal.ScenarioDescriptor}
```

```
warning("on", "SVG:OldSpeedEqualsNewSpeed");
```

Convert the scenarioDescriptor object to a drivingScenario object by using the getScenario function.

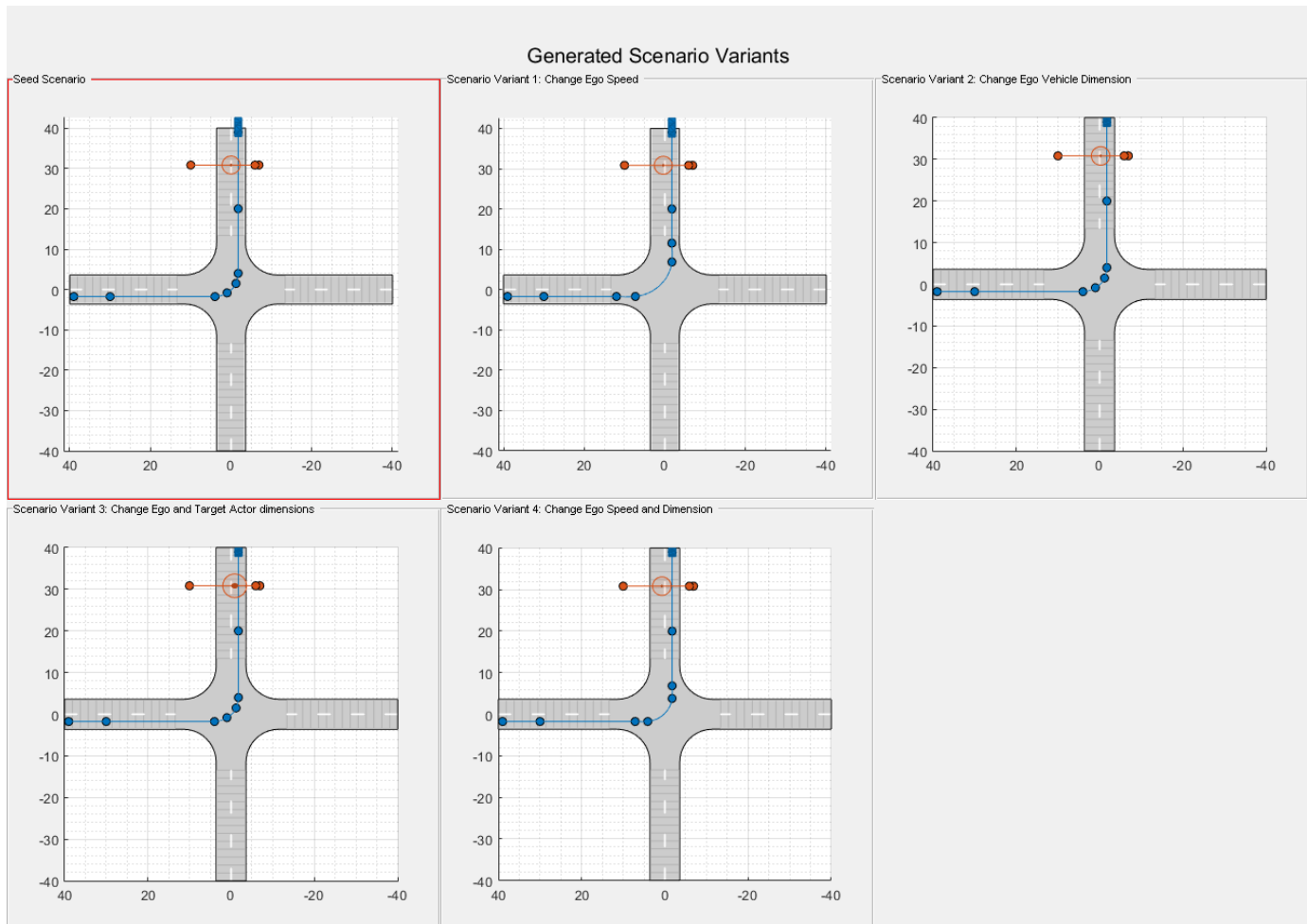
```
variantScenario = cell(1,4);  
for i = 1:size(scenarioVariantDescriptors,1)  
    variantScenario{i} = getScenario(scenarioVariantDescriptors{i}, Simulator="DrivingScenario");  
end
```

### Step 6: Visualize the seed scenario and the generated scenario variants.

```
variationTitle=["Scenario Variant 1: Change Ego Speed";  
    "Scenario Variant 2: Change Ego Vehicle Dimension";  
    "Scenario Variant 3: Change Ego and Target Actor dimensions";  
    "Scenario Variant 4: Change Ego Speed and Dimension"];
```

Plot the seed scenario and the generated variants by using the helper function helperVisualizeVariants. You can notice the variations in the speed values of the ego vehicle and the dimensions of the actor. Also, the collision point remains same as that of the seed scenario for all the generated scenario variants.

```
helperVisualizeVariants(seedScenario, variantScenario(1:length(variantScenario)), ...  
    "Generated Scenario Variants", ...  
    variationTitle', Mode="StandardFit", Row=2, Column=3, SimulationStepTime=0, ...  
    Legend="off", Waypoints="on", ActorIndicators=targetID);
```



### Export Generated Scenario Variants to ASAM OpenSCENARIO® Format

To export the generated scenario variants to the ASAM OpenSCENARIO® file format, use the `export` function of the `drivingScenario` object. The function writes the files to the current working directory.

Specify the file names to export each of the generated scenario variant.

```
fileName = ["VariantEgoSpeed";"VariantEgoDimension";"VariantActorDimensions";"VariantEgoSpeedandDimension"]
```

Use the `getScenario` feature to create a `drivingScenario` object from a `scenarioDescriptor`. Every iteration of the loop creates a variant scenario using the variant `scenarioDescriptor` object and further exports the scenario object into an OpenSCENARIO file.

```
warning("off", "driving:scenario:ExportOpenScenario0DWarning");
for i = 1:size(variantScenario,2)
    export(variantScenario{i},"OpenSCENARIO",strcat(fileName(i),".xosc"));
end
warning("on", "driving:scenario:ExportOpenScenario0DWarning");
```

### Further Exploration

You can also use this example to generate variants of a custom seed scenario. If you want to generate variants of a custom seed scenario, you must ensure that the input scenario is stored as a `drivingScenario` object and validate that a collision event occur in the input scenario. Use the helper function `helperCheckScenario` to check if the seed scenario meets the following requirements.

- The ego vehicle and a desired target actor in the scenario are colliding.
- The actors have atleast three waypoints along their trajectories.
- The actors travel at a constant speed.

Create a `scenarioDescriptor` object to extract scenario information from the custom seed scenario. Then, use the helper function `helperCheckScenario` to validate the seed scenario. The function returns a value of 1 if the seed scenario is a valid scenario. Otherwise, it returns 0.

```
seedScenarioDes =  
getScenarioDescriptor(seedScenario, Simulator="DrivingScenario");  
  
scenarioCheckPassed = helperCheckScenario(egoID, targetID, seedScenarioDes);
```

If the output returned by the helper function `helperCheckScenario` is 0, you can modify the seed scenario to a valid scenario by using the helper function `helperSetScenarioCollision`.

```
if ~scenarioCheckPassed  
  
seedScenarioDescriptor =  
helperSetScenarioCollision(egoID, targetID, seedScenarioDes, method="WaitTime");  
  
end
```

The `helperSetScenarioCollision` function modifies the scenario according to the following rules:

- If the ego vehicle or target actor has only two waypoints, the `helperSetScenarioCollision` function adds the third waypoint at the midpoint between them and sets its speed value to that of the last waypoint.
- If the ego vehicle or target actor does not travel with a constant speed starting from the first waypoint, the `helperSetScenarioCollision` function sets their speed values to a constant value of 80 kmph and 10 kmph, respectively.
- If the ego vehicle and the target vehicle do not collide but have intersecting trajectories, `helperSetScenarioCollision` checks if a collision is possible by modifying the wait time of the target vehicle. If possible, the function modifies the wait time of the target vehicle to create a collision event. Otherwise, the function returns an error.

You can now use the validated seed scenario as input to this example and generate the variants of the custom seed scenario by modifying the actor and the event parameters.

## References

[1] European New Car Assessment Programme (Euro NCAP). Test Protocol – AEB VRU systems. Version 3.0.4. EuroNCAP, April 2021. Available from: <https://cdn.euroncap.com/media/62795/euro-ncap-aeb-vru-test-protocol-v304.pdf>.

## See Also

### Functions

`getScenarioDescriptor` | `getScenario`

## Related Examples

- “Overview of Scenario Variant Generation” on page 10-2
- “Generate Scenario Variants by Modifying Actor Dimensions” on page 10-5
- “Generate Scenario Variants for Lane Keep Assist Testing” on page 10-30
- “Generate Scenario Variants for Testing ACC Systems” on page 10-10
- “Generate Variants of ACC Target Cut-In Scenario” on page 10-16

## Generate Scenario Variants for Lane Keep Assist Testing

This example shows you how to generate scenario variants from a seed scenario to use for lane keep assist (LKA) testing in accordance with the European New Car Assessment Programme (Euro NCAP®) test protocol standards.

Unintentional lane changes by vehicles are the major cause of accidents. Euro NCAP specifies the LKA test procedures to track the lane change behaviour of autonomous vehicles. Based on the LKA test protocols, you can create virtual driving scenarios from a seed scenario and perform safety assessments.

In this example, you:

- Create a seed scenario specific to Euro NCAP test standards to be used for LKA testing.
- Extract scenario descriptor from the seed scenario to use to create scenario variants.
- Collect actor parameters for variations. The variation for the ego vehicle parameters includes actor waypoints, speed, and yaw values to be changed in the seed scenario.
- Generate scenario variants from actor parameter variations.
- Visualize the generated scenario variants next to the seed scenario.
- Export the scenario variants to the ASAM OpenSCENARIO® file format.

### Create Seed Scenario

Create seed scenarios for LKA testing by setting `LKATestType` to `"LKASolidLane"` for LKA testing with the solid lane. You can try the other two options discussed in **Explore Other Scenarios** section.

Specify the type of LKA test to create a seed scenario by using the `helperCreateNCAPScenario` function.

```
LKATestType = "LKASolidLane";
seedScenario = helperCreateNCAPScenario(LKATestType)

seedScenario =
    drivingScenario with properties:
        SampleTime: 0.0100
        StopTime: Inf
        SimulationTime: 0
        IsRunning: 1
        Actors: [1x1 driving.scenario.Vehicle]
        Barriers: [0x0 driving.scenario.Barrier]
        ParkingLots: [0x0 driving.scenario.ParkingLot]
```

### Extract Parameters for Scenario Variant Generation

Extract properties from the seed scenario and store these properties in a `ScenarioDescriptor` object by using the `getScenarioDescriptor` function.

```
seedScenarioDescriptor = getScenarioDescriptor(seedScenario, Simulator="DrivingScenario");
```

Get LKA testing parameters as per Euro NCAP protocol standards.

```
LKAParams = helperGetNCAPPParameters("LKA");
countVariatPram = numel(LKAParams.lateralVelocity);
```

### Perform Parameter Variations

Create a scenario variant object by using the `HelperScenarioVariant` class to store scenario parameter variations.

```
variantParams = HelperScenarioVariant(seedScenarioDescriptor)
```

```
variantParams =
  HelperScenarioVariant with properties:
        ScenarioData: [1x1 struct]
    VariantGenerator: []
    ActorVariations: []
    SceneVariations: []
    EventVariations: []
  MethodForVariations: "WaitTime"
```

Specify the ActorID values of the ego actor. You can find the ActorID value and the name of an actor by inspecting the `Actors` property of the scenario object.

```
egoID = 1;
```

Create an actor variation object by using the `HelperActorVariation` class to store actor parameter variations.

```
actorParamVariation = HelperActorVariation;
```

Calculate these actor parameter variations for the seed scenario by using the `helperLKATrajectoryInfo` function. The parameters required for the calculation are constrained with LKA testing parameters `LKAParams`.

- `waypoints` — Actor positions in the navigation coordinate system, in meters, returned as a P-by-3 matrix. P is the number of waypoints. Each waypoint represents the position of the actor in the form  $x\ y\ z$ .
- `speed` — Ego actor speed in meters per second, returned as a P-element column vector. P is the number of waypoints.
- `yaw` — Ego yaw angle in degrees, returned as a P-element column vector. P is the number of waypoints.

```
for iter = 1:countVariatPram
    [waypoints,speed,yaw] = helperLKATrajectoryInfo(seedScenario,LKAParams.lateralVelocity(iter)
    actorParamVariation.addMultiVariation({egoID},Waypoints={waypoints},Speed={speed},Yaw={yaw})
end
```

Store the calculated actor parameter variations to the scenario variant object.

```
variantParams.ActorVariations = actorParamVariation;
```

### Generate Scenario Variants

Create a cell array of `ScenarioDescriptor` objects containing generated scenario variants by using the `generateVariants` method of `HelperScenarioVariant` class.

```
scenarioVariantDescriptors = generateVariants(variantParams);
```

Get a cell array of drivingScenario objects containing scenario variants from scenarioDescriptor objects by using the getScenario function.

```
numVariants = numel(scenarioVariantDescriptors);  
variantScenario = cell(1,numVariants);  
for iter = 1:numVariants  
    variantScenario{iter} = getScenario(scenarioVariantDescriptors{iter}, Simulator="DrivingScenario");  
end
```

### Visualize Generated Variants

Specify the figure heading and grid plot titles.

```
figHeading = "Variant for " + LKATestType;  
gridPlotTitles = "";  
for iter = 1:numVariants  
    gridPlotTitles(iter) = "Lateral Velocity = " + num2str(LKAParams.lateralVelocity(iter)) + " m/s";  
end
```

Visualize the seed scenario and the generated variants by using the helperVisualizeVariants function.

```
helperVisualizeVariants(seedScenario, variantScenario, figHeading, gridPlotTitles, Legend="off");
```





### Export to ASAM OpenSCENARIO

Export generated scenario variants to ASAM OpenSCENARIO file format V1.0.

```
warning("off", "driving:scenario:ExportOpenScenario0DWarning");
for iter = 1:numVariants
    export(variantScenario{iter}, "OpenSCENARIO", "variantScenario_" + LKATestType + iter + ".xosc");
end
warning("on", "driving:scenario:ExportOpenScenario0DWarning");
```

### Explore Other Scenarios

In this example, you have explored the scenario variant generation for LKA testing with the solid lane. You can select one of the following three LKA tests by updating the LKATestType string variable. Then you create the desired seed scenario using `helperCreateNCAPScenario`. These options are in accordance with the Euro NCAP test protocol standards.

- LKASolidLane - Performs solid lane tests.
- LKADashedLane - Performs dashed lane tests.
- LKANoLaneMarking - Performs test with no lane marking.

```
LKATestType = "LKADashedLane";
```

```
seedScenario = helperCreateNCAPScenario(LKATestType)
```

### References

[1] European New Car Assessment Programme (Euro NCAP). Test Protocol - Lane Support Systems. Version 4.0. EuroNCAP, February 2022. Available from: <https://cdn.euroncap.com/media/67895/euro-ncap-lss-test-protocol-v40.pdf>

### See Also

#### Functions

`getScenarioDescriptor` | `getScenario`

### Related Examples

- “Overview of Scenario Variant Generation” on page 10-2
- “Generate Scenario Variants by Modifying Actor Dimensions” on page 10-5
- “Generate Scenario Variants for Testing AEB Pedestrian Systems” on page 10-19
- “Generate Scenario Variants for Testing ACC Systems” on page 10-10
- “Generate Variants of ACC Target Cut-In Scenario” on page 10-16