

# Masterclass

## Scene and Scenario design for ADAS Simulation

October 20, 2022 | Stuttgart

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Peter Fryscak



# Agenda

1. Introduction
2. Testing ADAS Systems
3. Cuboid scene and trajectory-driven scenario design
4. Photorealistic scene and logic-driven scenario design
5. Conclusion

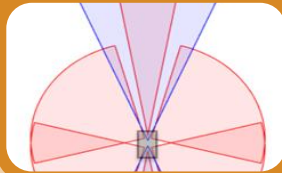
# Industry trends drive MathWorks investments

Virtual Worlds  
are required for  
design and verification

Scenes



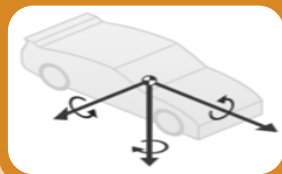
Sensors



Scenarios

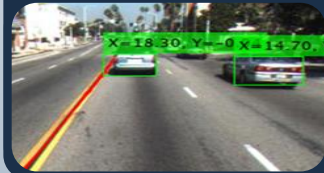


Dynamics

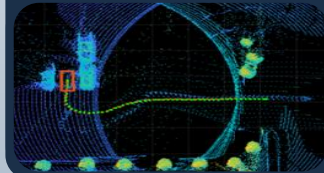


Multidisciplinary Skills  
are needed as teams are expected to  
learn and apply new disciplines

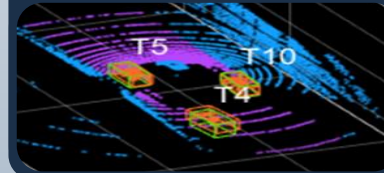
Detection



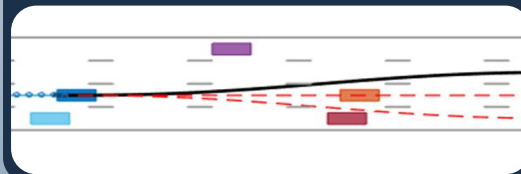
Localization



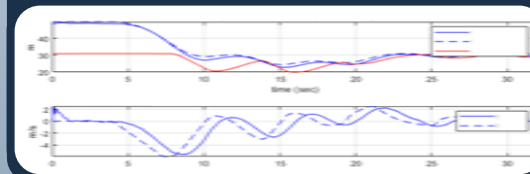
Tracking



Planning



Decision & Controls



Software  
Safety, Security,  
Agility at scale

Code

C/C++  
GPU HDL

Architectures

AUTOSAR  
ROS DDS

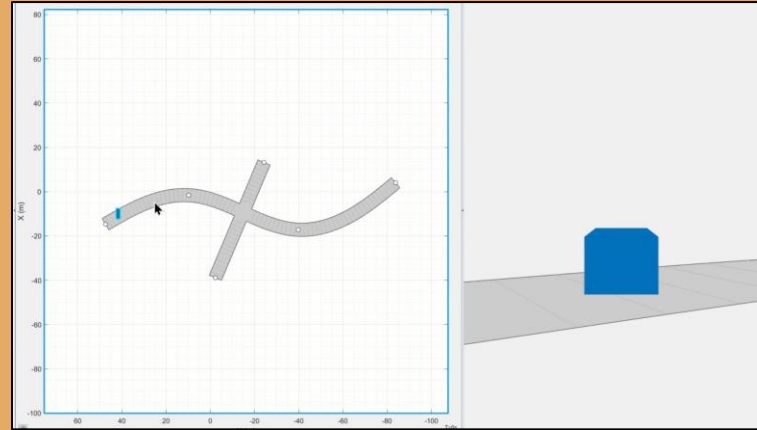
**RoadRunner**  
product family

**MATLAB & Simulink**  
product family

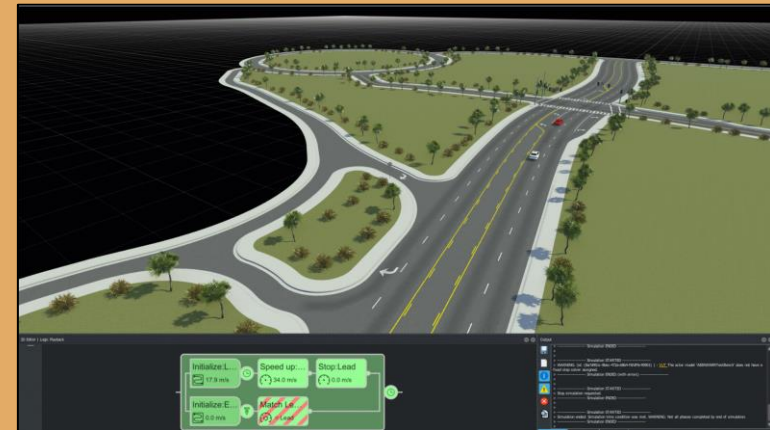
**Polyspace**  
product family

# Scene and scenario design answers a need

## Scenes



## Scenarios

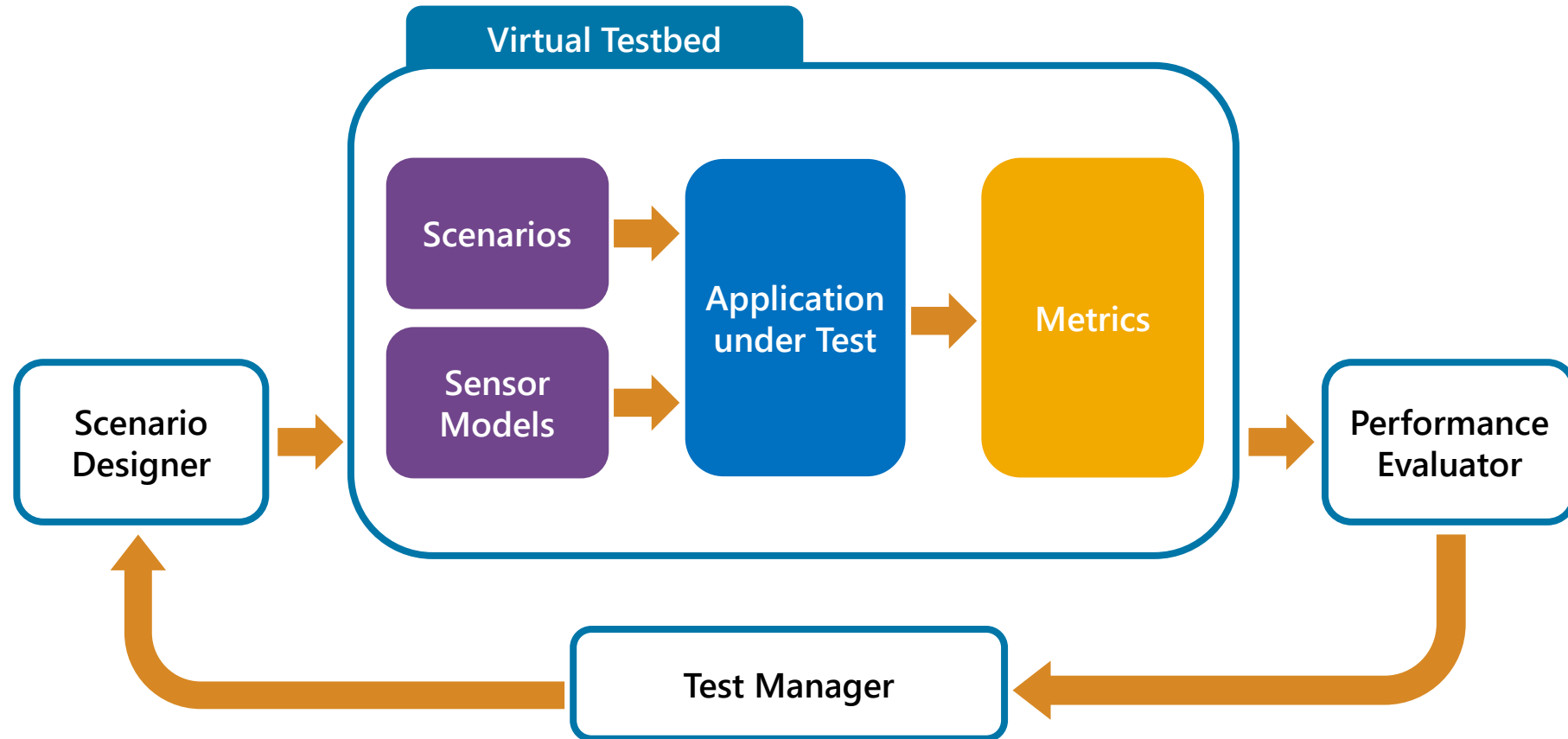


Complexity and realism

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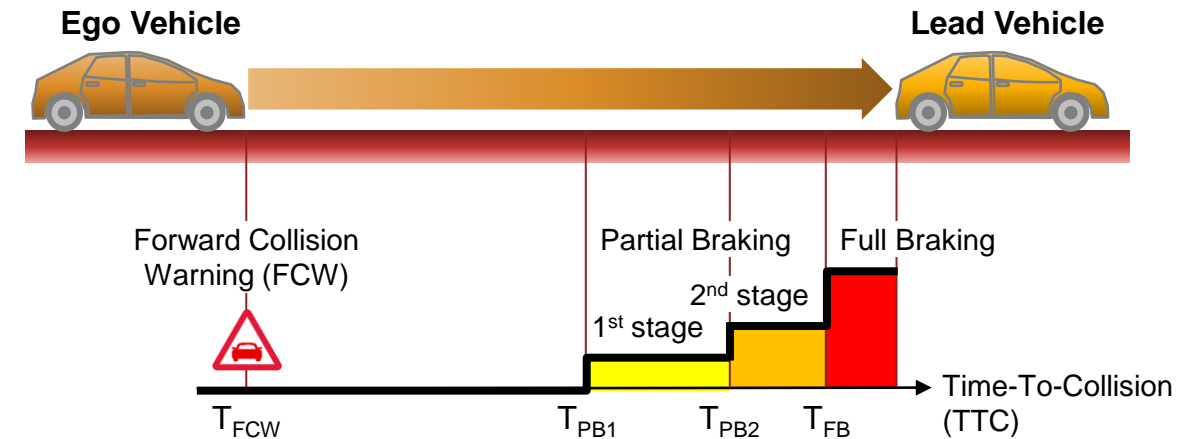
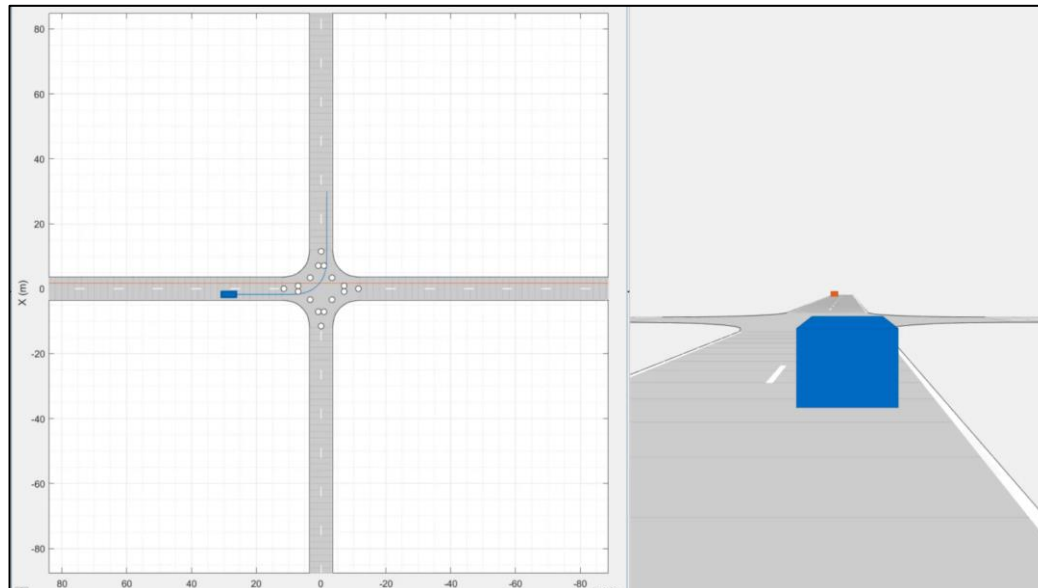
# Virtual testing framework for autonomous systems



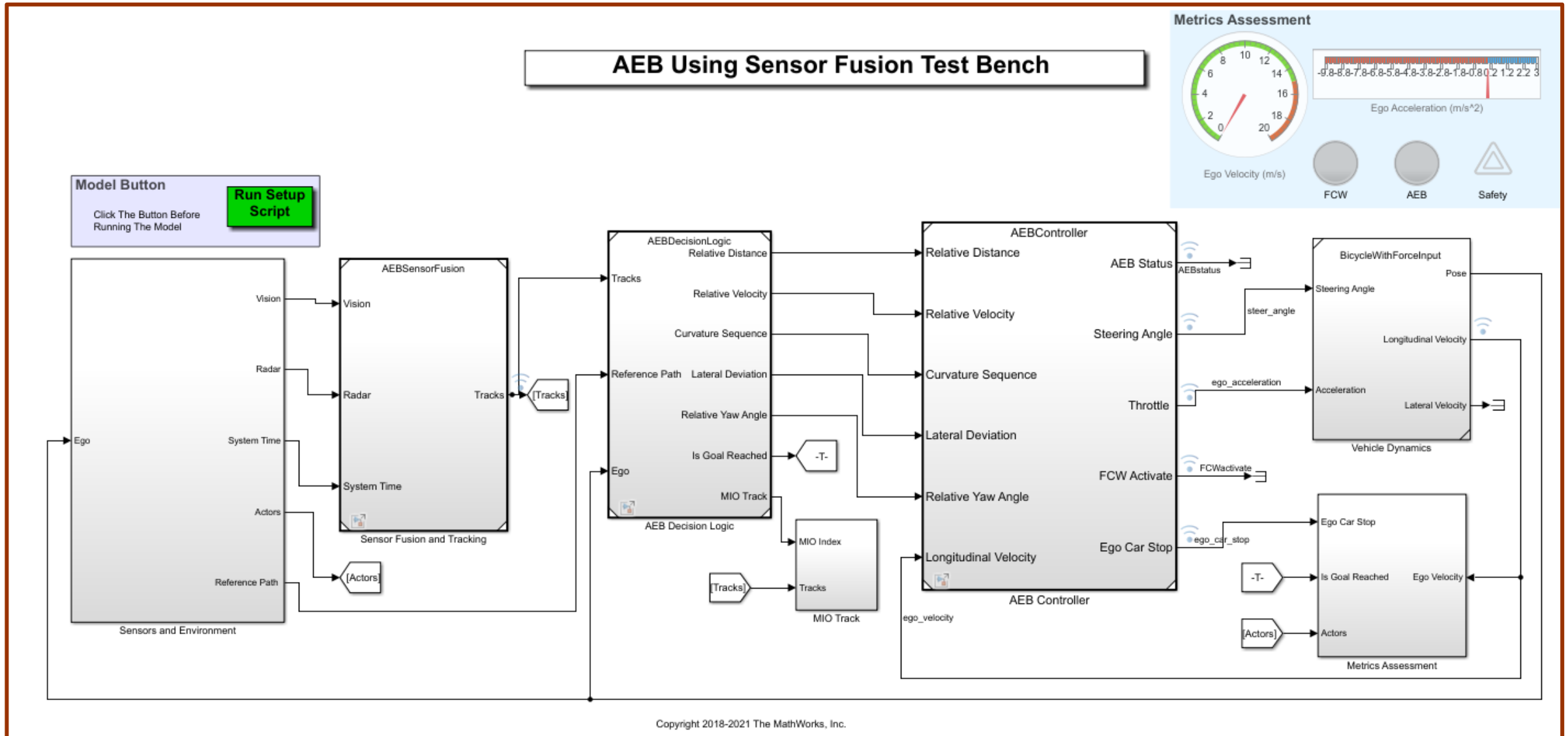
# ADAS system under test

## Autonomous Emergency Braking (AEB)

- If driver fails to apply brakes in time, AEB system engages automatically to avoid or mitigate collision

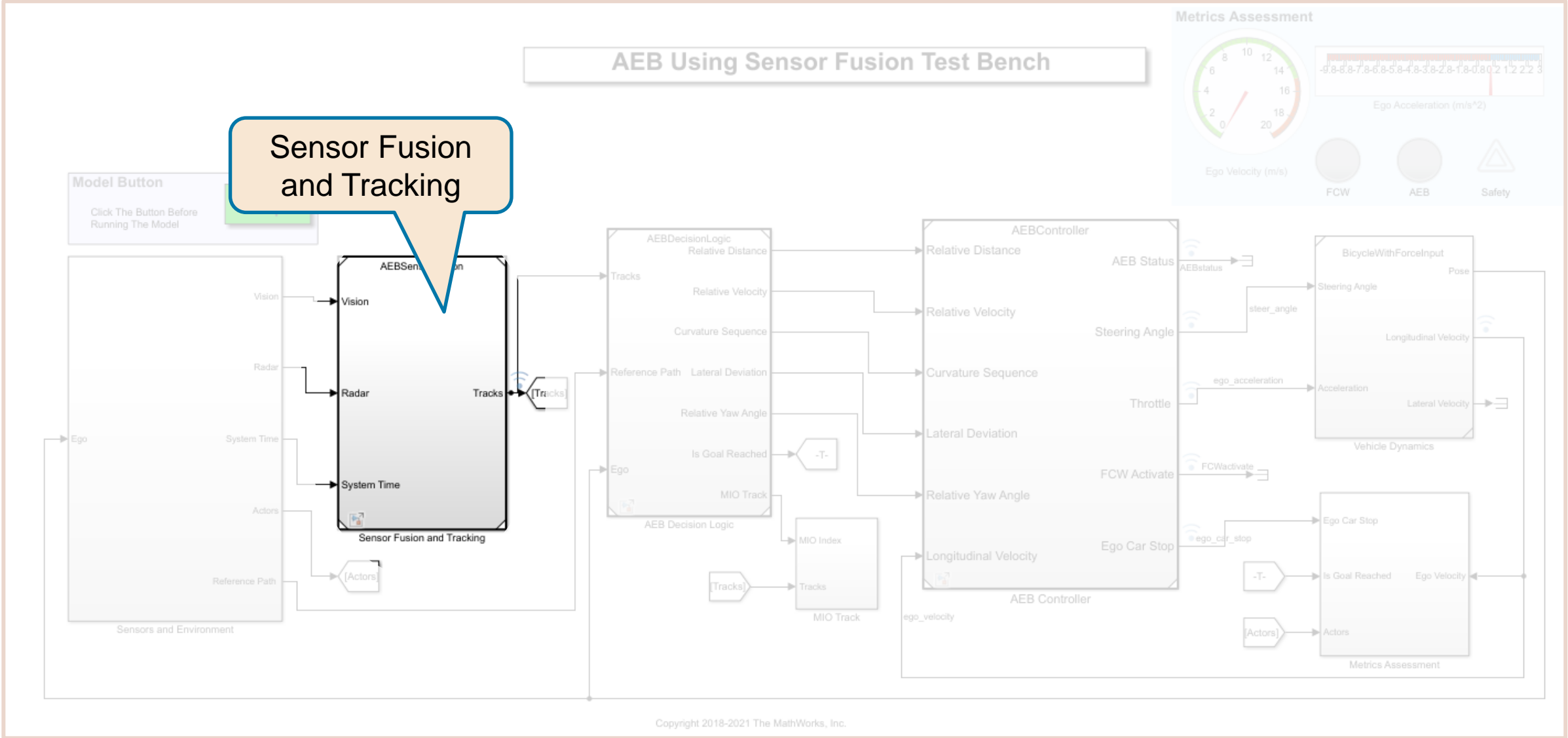


# Explore test bench model

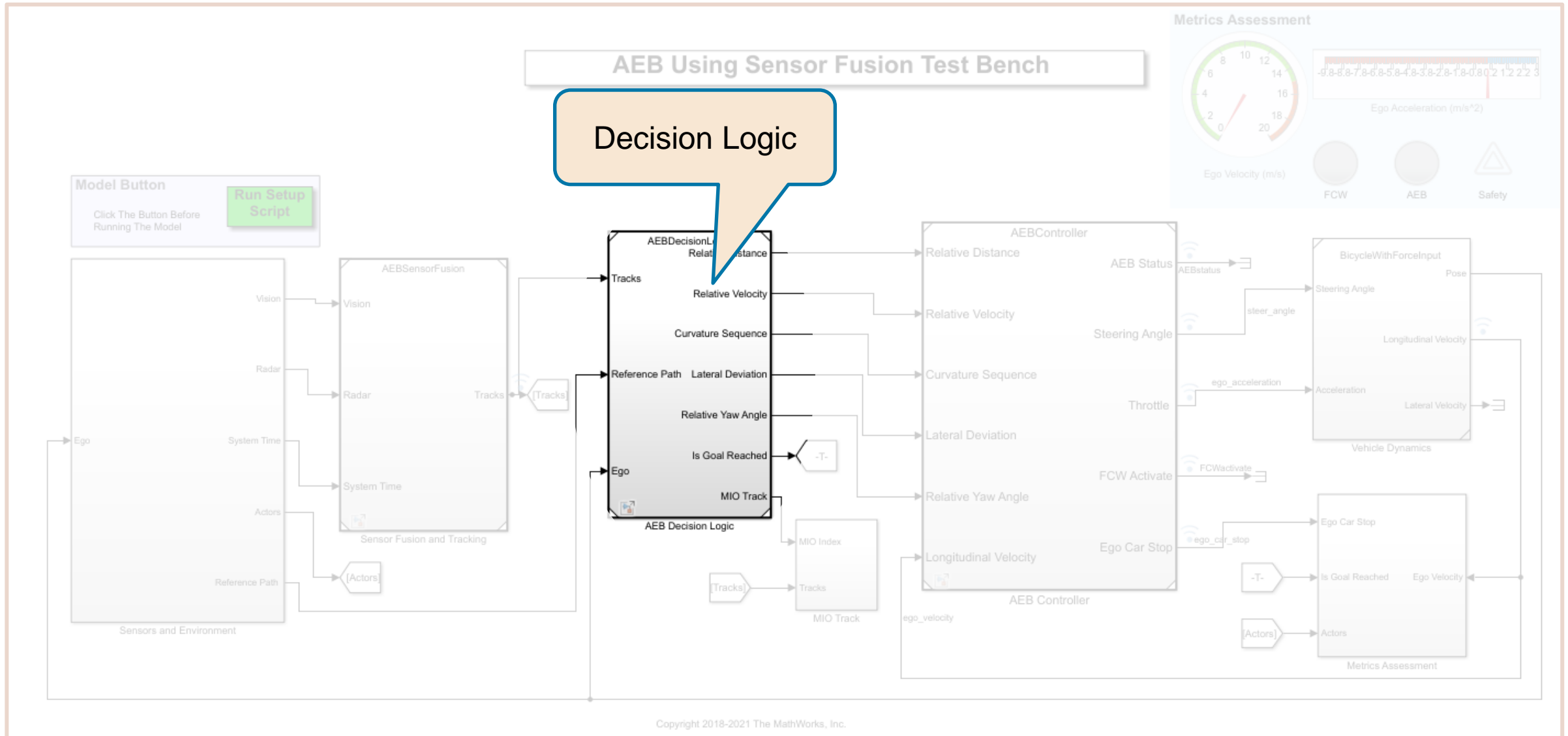




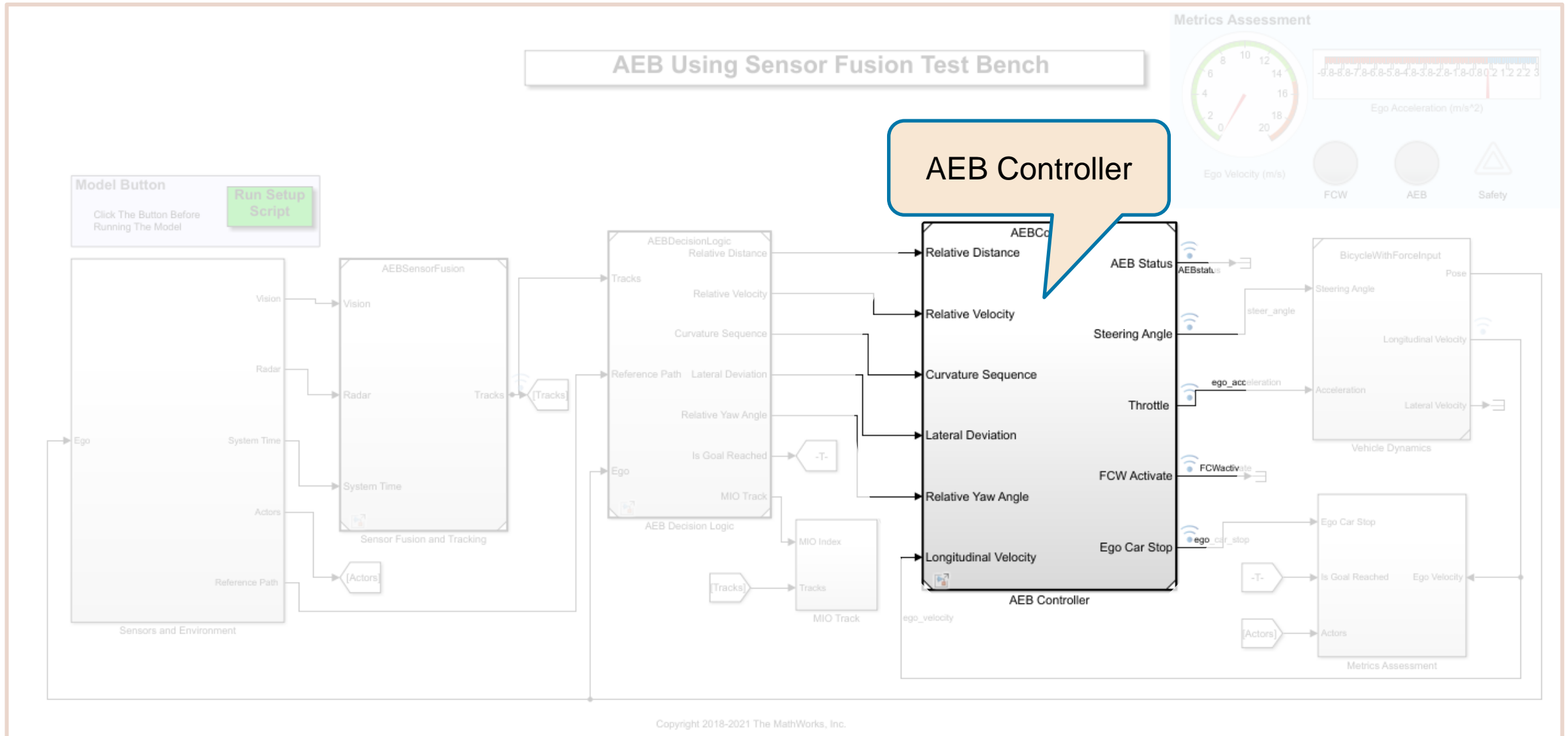
# Explore test bench model



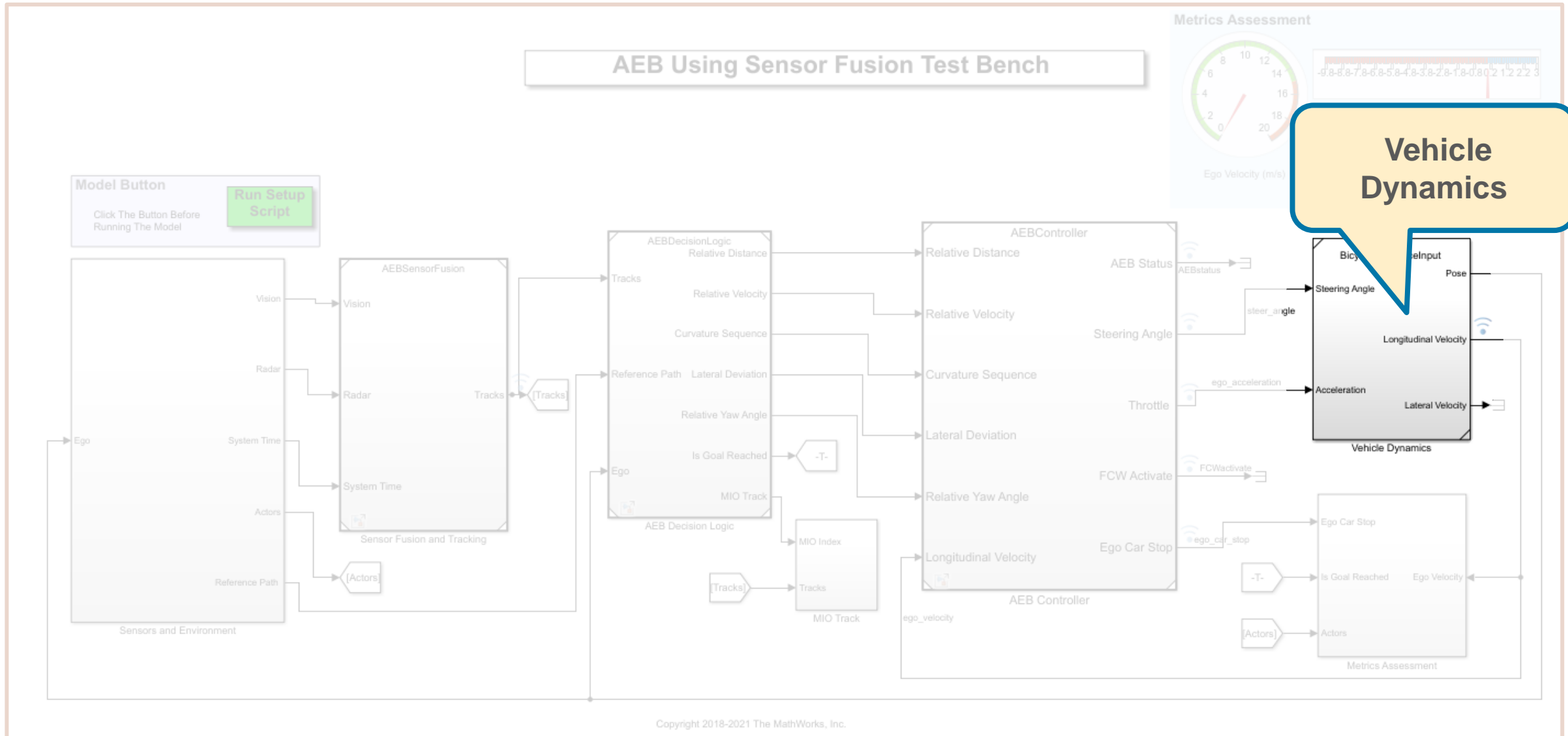
# Explore test bench model



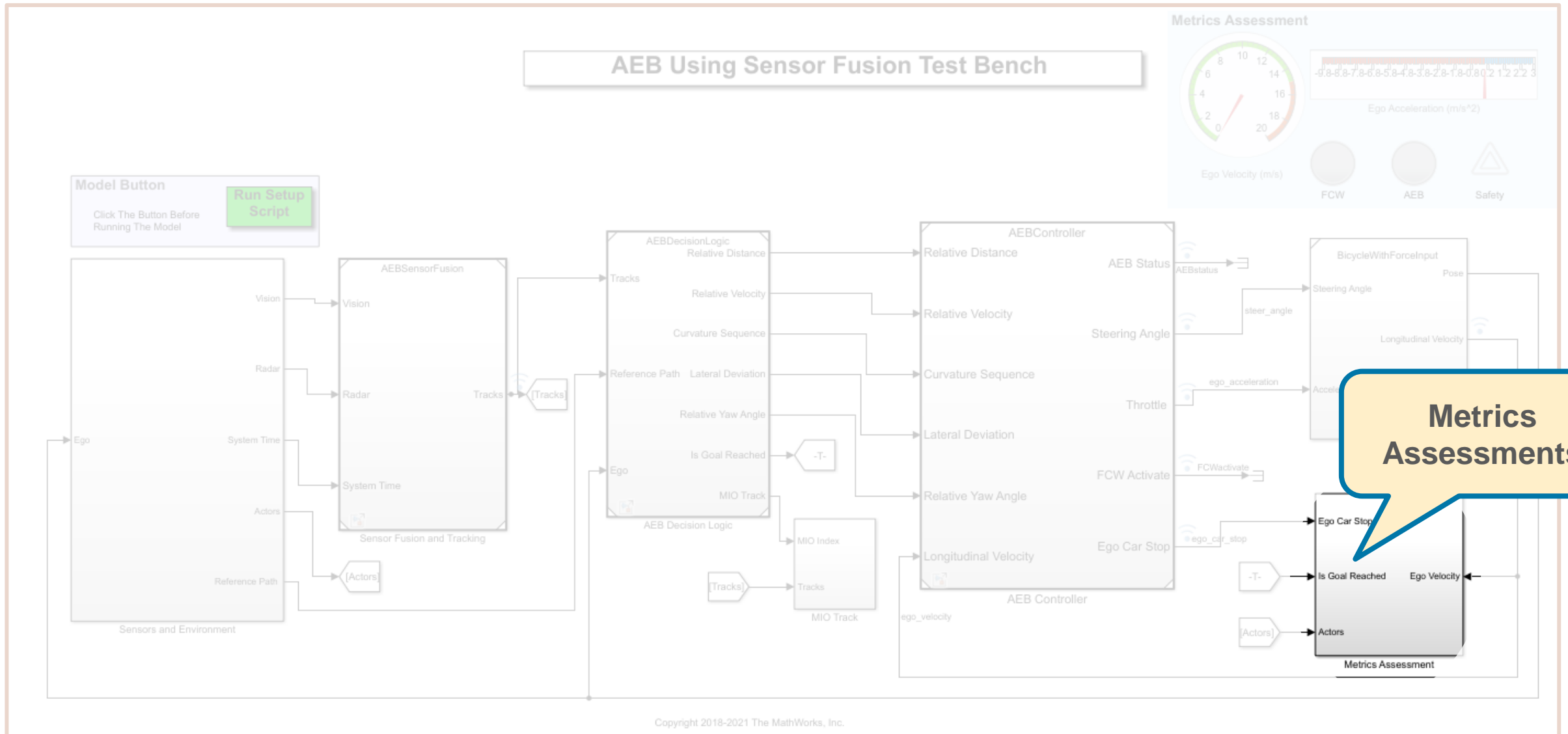
# Explore test bench model



# Explore test bench model

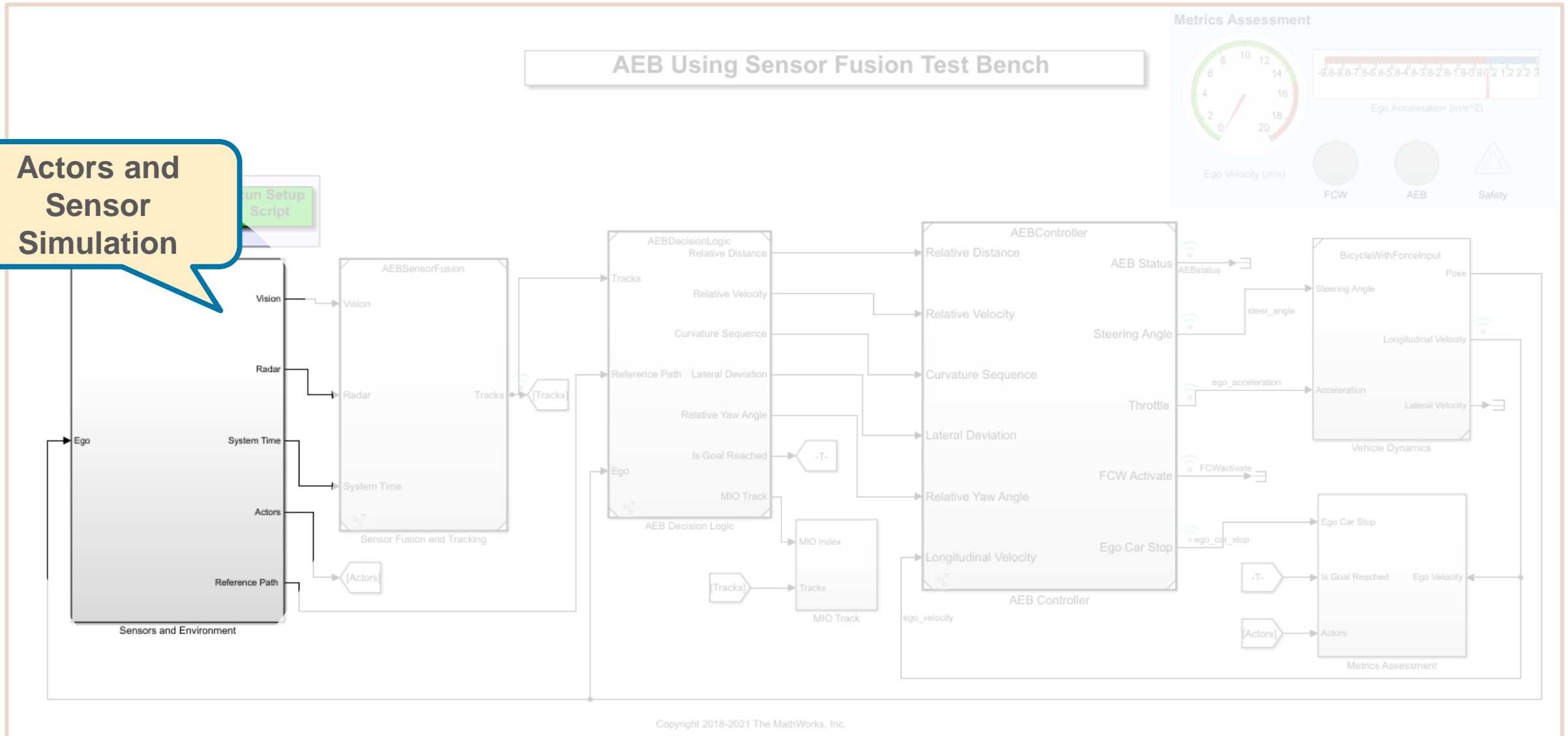


# Explore test bench model



# Explore test bench model

Actors and Sensor Simulation



# Agenda

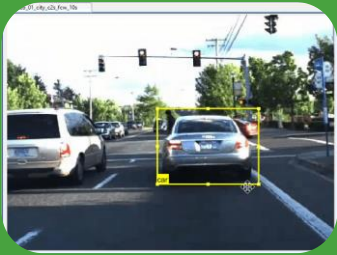
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# Automated Driving Toolbox

## Overview

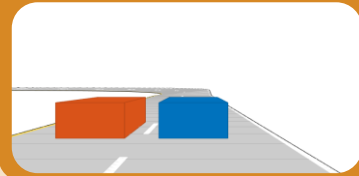
### Labeling

#### Ground Truth



### Simulation

#### Cuboid



#### Unreal Engine

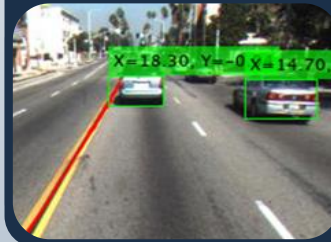


#### RoadRunner

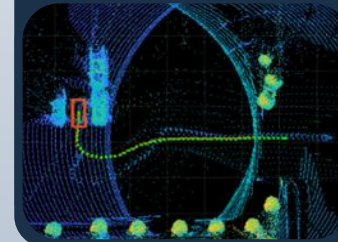


### Algorithms

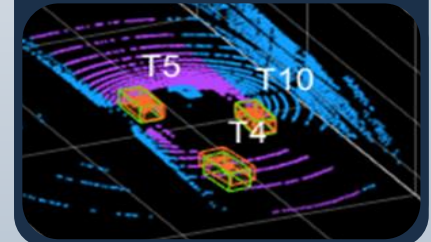
#### Detection



#### Localization



#### Tracking

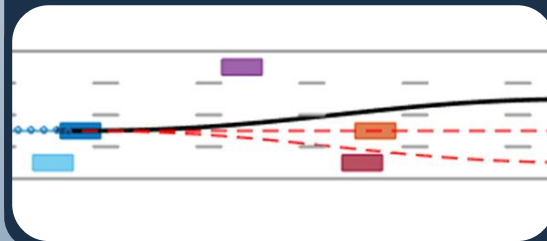


### I/O

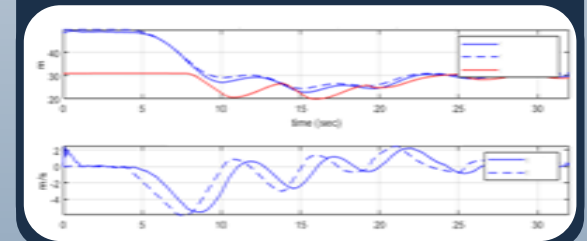
#### Read Data



#### Planning



#### Decision & Controls



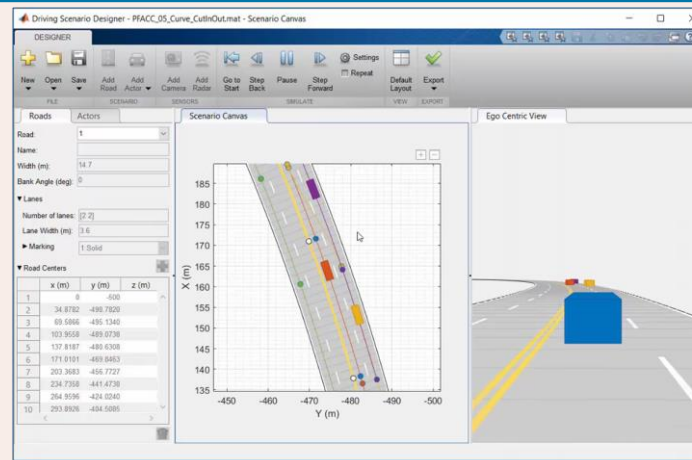


# Automated Driving Toolbox

## Cuboid Simulation

### Design Driving Scenarios

#### Driving Scenario Designer App



#### Driving Scenario API

```
ds = drivingScenario();
```

OpenDRIVE  
OpenStreetMap  
HERE HD Maps  
Zenrin SD

Custom meshes

Driving scenario

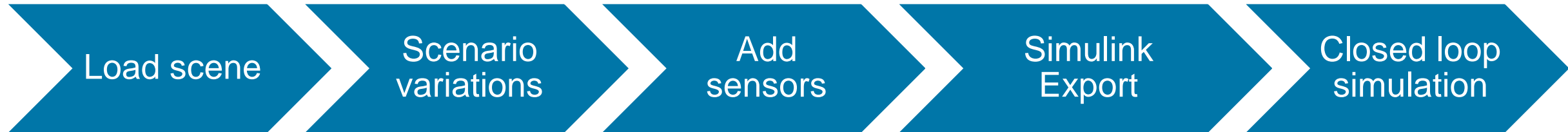
- Roads
- Lane markings
- Barriers & guardrails
- Vehicle trajectories

OpenDRIVE

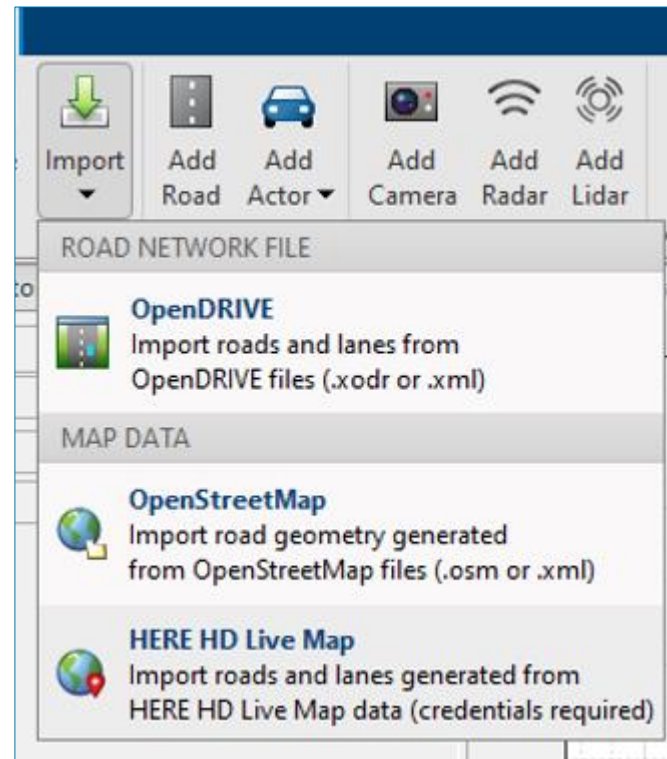
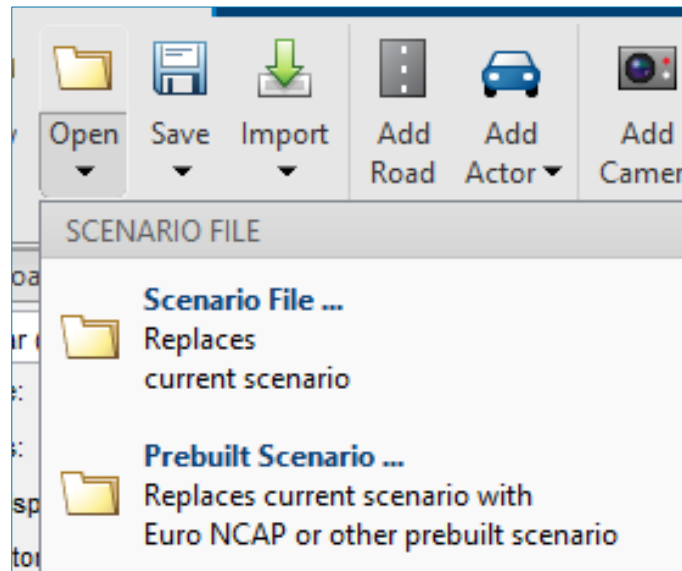
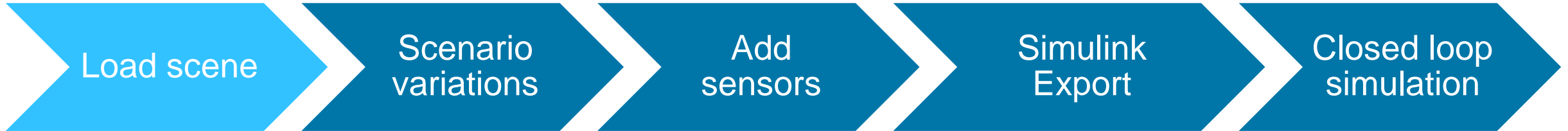
OpenSCENARIO

# Presentation workflow

Using the Automated Driving Toolbox



# Load a pre-built scene into the app

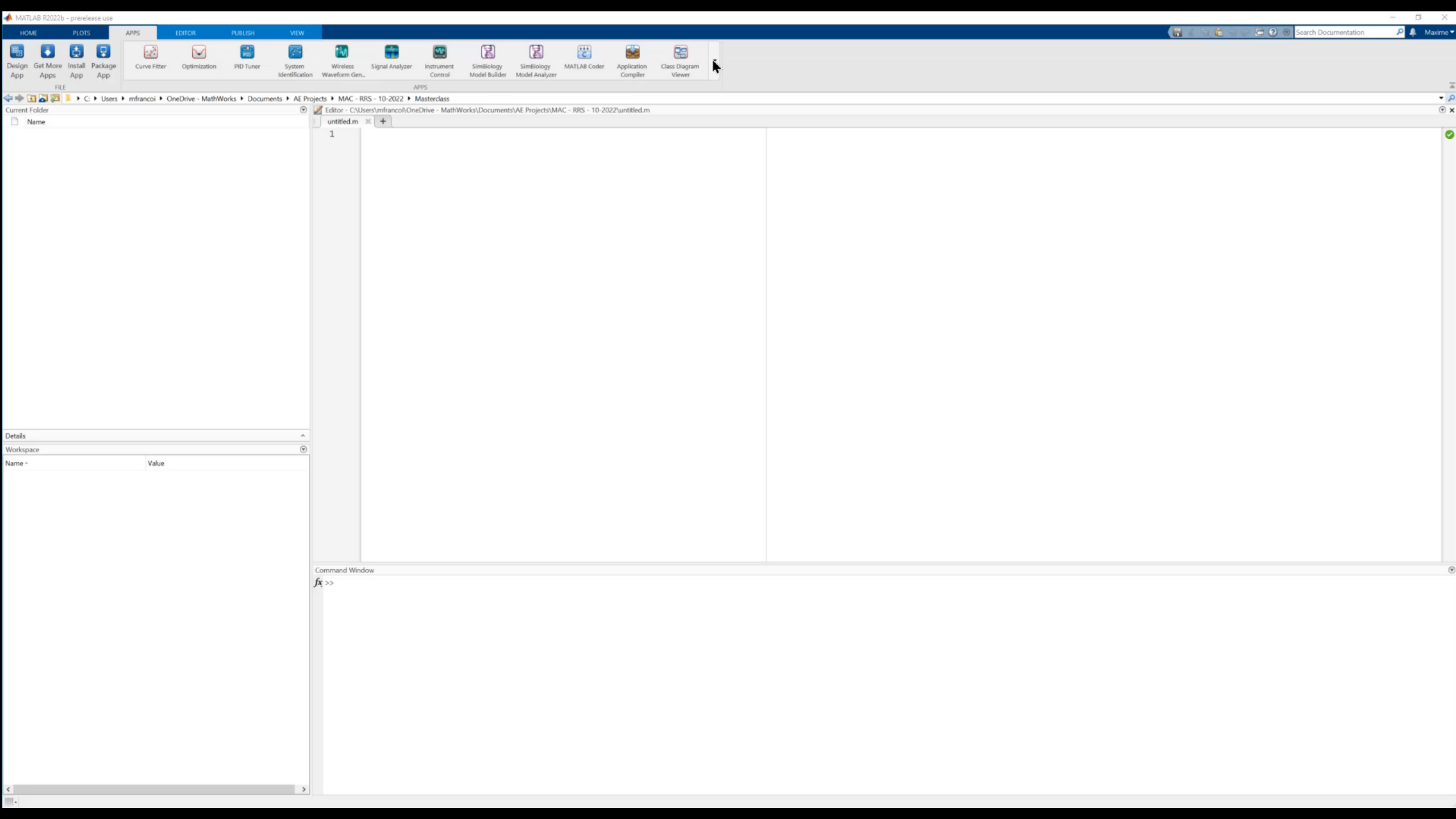


OpenDRIVE<sup>®</sup>  
managing the road ahead

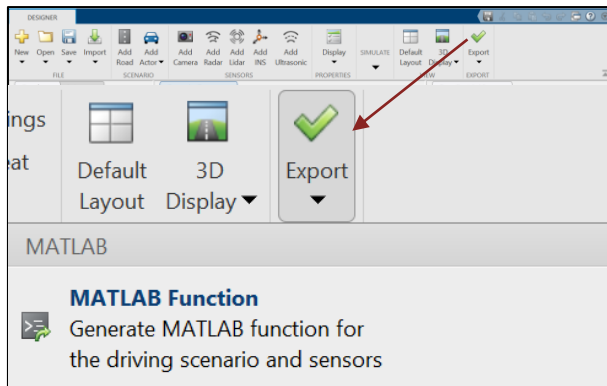
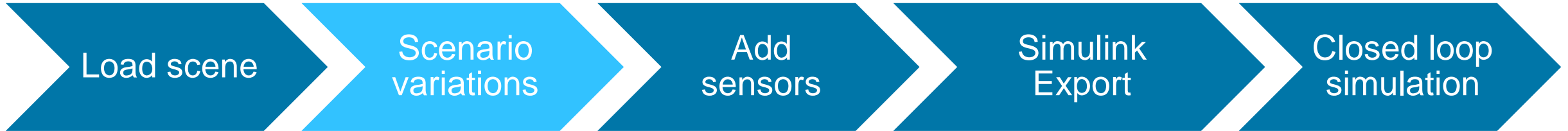


OpenStreetMap





# Programmatic scenario variations



```

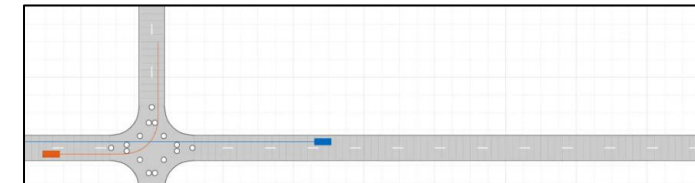
function [scenario, egoVehicle] = AEB_CCFTap_VUT_10kph_GVT_30kph(nonEgoSpeed)
% createDrivingScenario Returns the drivingScenario defined in the Designer

% Constant for all AEB scenarios
collisionTime = 10.0;
nonEgoInitialPosition = -nonEgoSpeed*collisionTime;

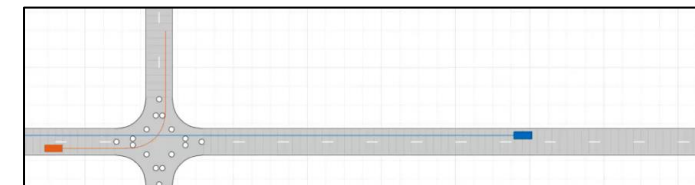
% Construct a drivingScenario object.
scenario = drivingScenario;

% Add all road segments
roadCenters = [0 160 0;
               0 -160 0];
marking = [laneMarking('Solid')
           laneMarking('Dashed')
           laneMarking('Solid')];
laneSpecification = lanespec(2, 'Width', 3.5, 'Marking', marking);
road(scenario, roadCenters, 'Lanes', laneSpecification, 'Name', 'Road');

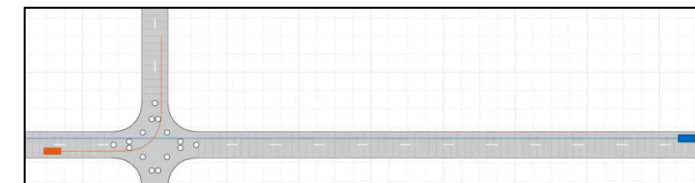
% Add the non-ego actors
globalvehicletarget = vehicle(scenario, ...
    'ClassID', 1, ...
    'Position', [1.75 nonEgoInitialPosition 0], ...
    'FrontOverhang', 0.9, ...
    'Wheelbase', 2.8, ...
    'Mesh', driving.scenario.carMesh, ...
    'Name', 'Global Vehicle Target');
waypoints = [1.75 nonEgoInitialPosition 0;
             1.75 100 0];
speed = nonEgoSpeed;
trajectory(globalvehicletarget, waypoints, speed);
  
```



*nonEgoSpeed = 5m/s*

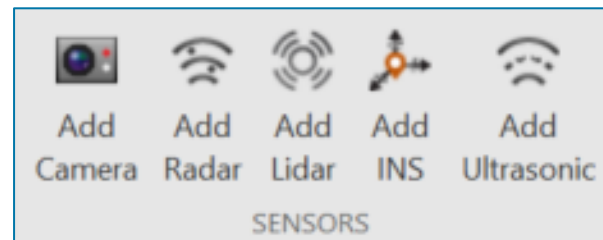
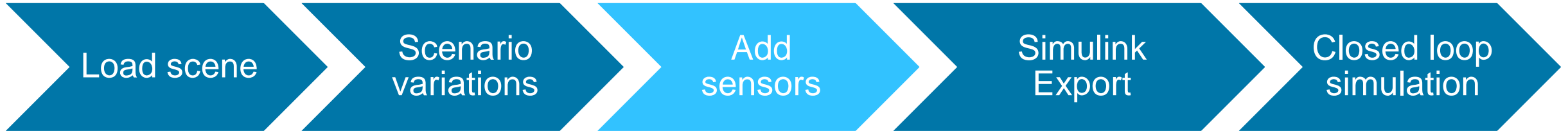


*nonEgoSpeed = 10m/s*

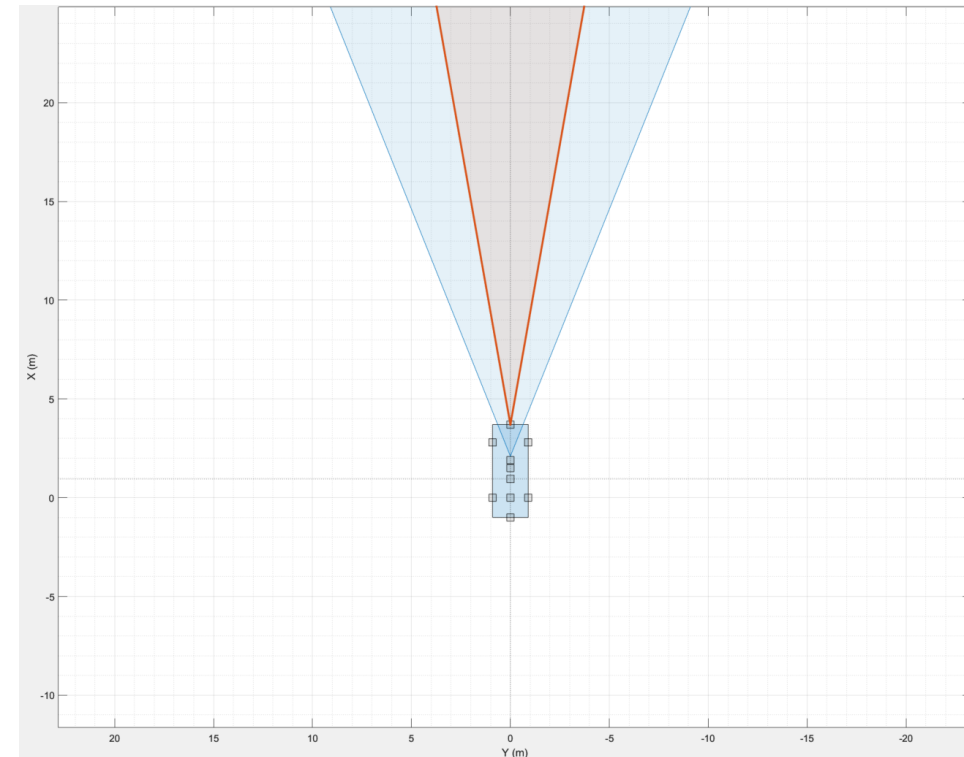


*nonEgoSpeed = 15m/s*

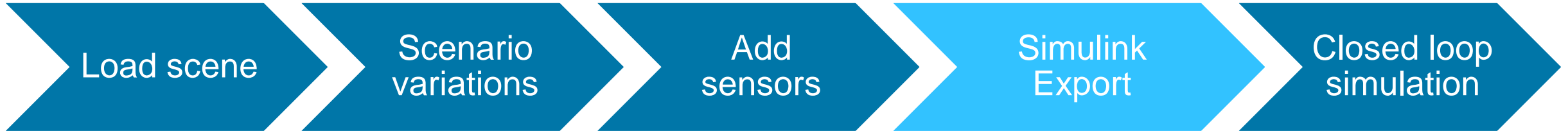
# Add sensors to our ego vehicle



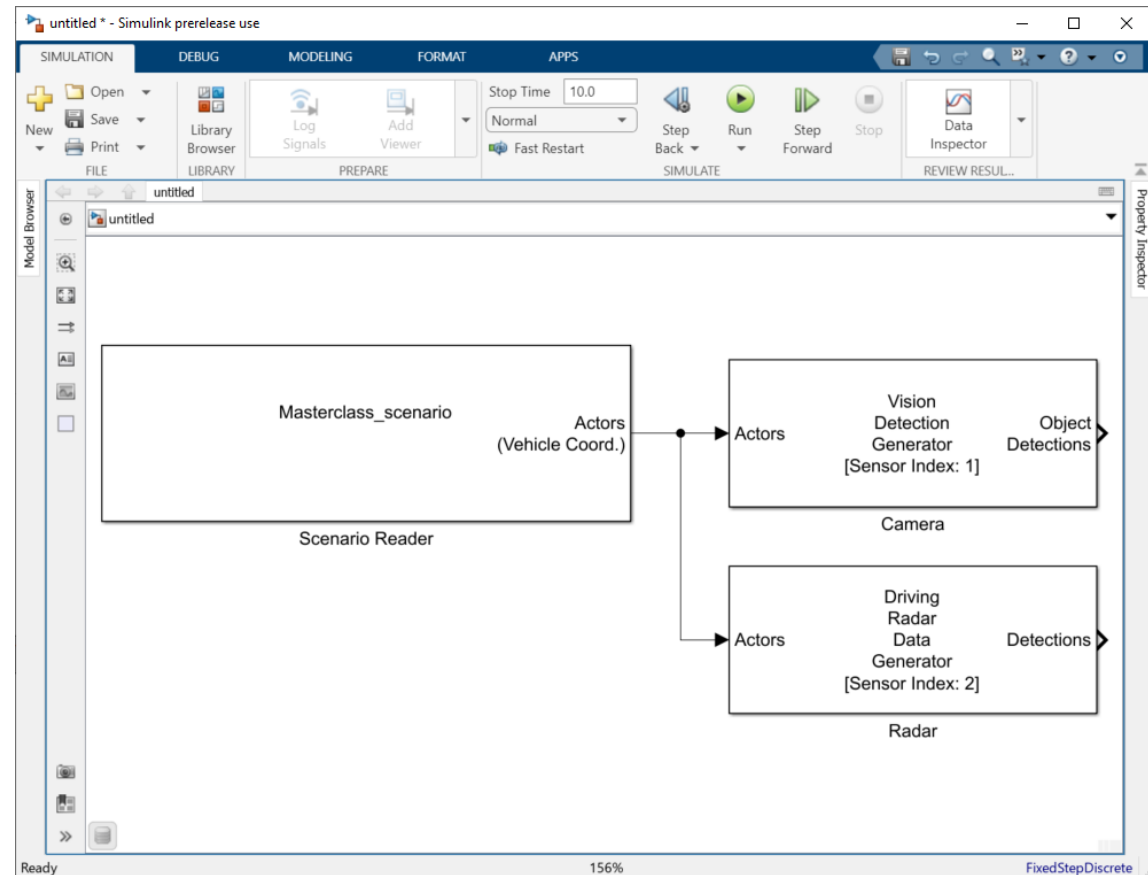
*Design sensor architecture*



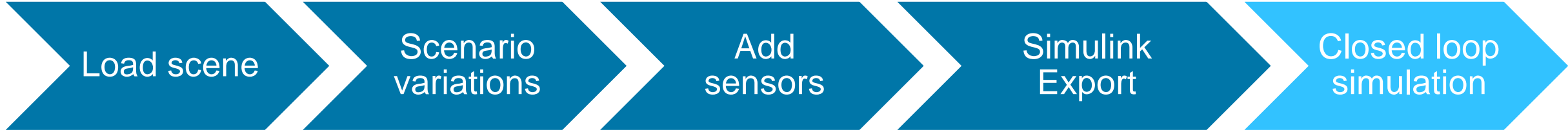
# Export scenario and sensors to Simulink



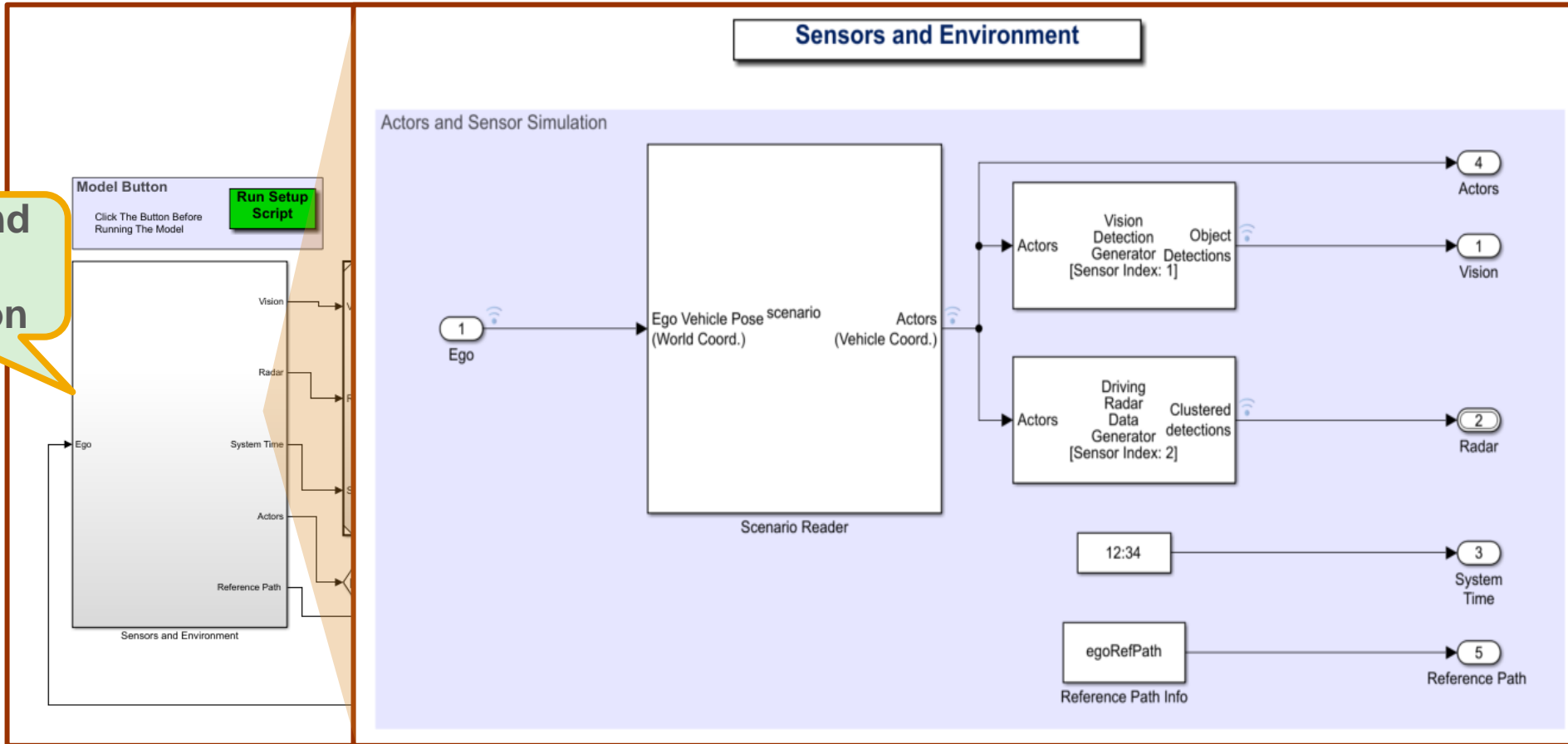
*Automatic generation*



# Run closed-loop simulation



**Actors and Sensor Simulation**





# Run closed-loop simulation

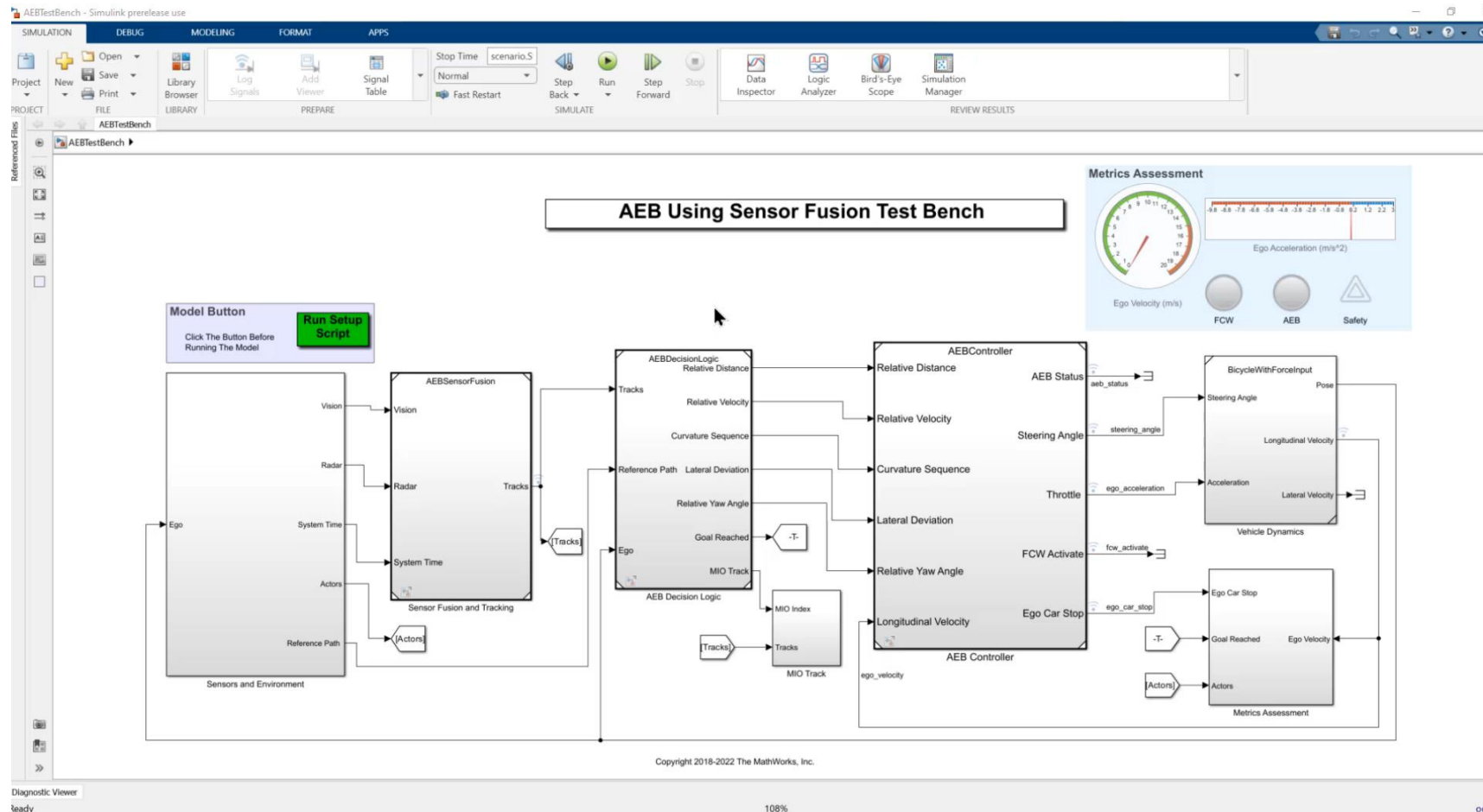
Load scene

Scenario variations

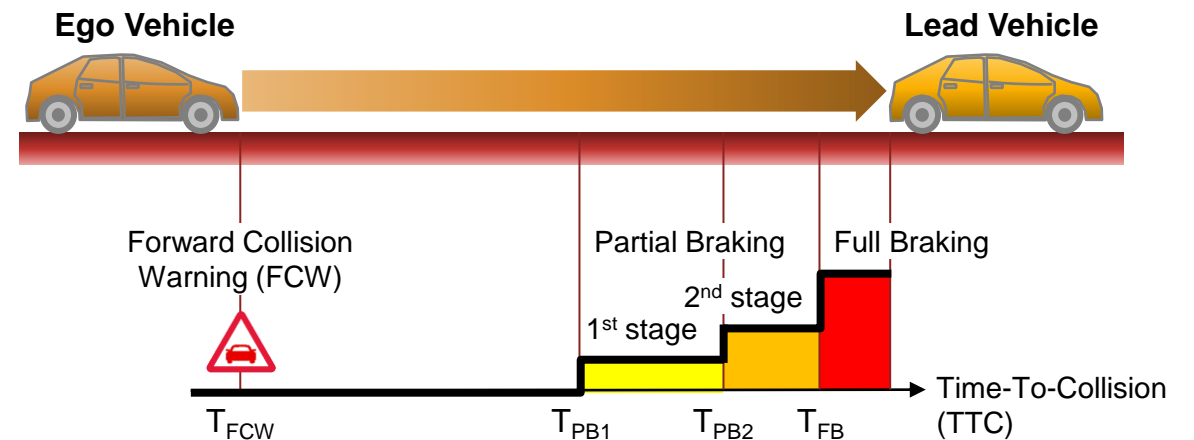
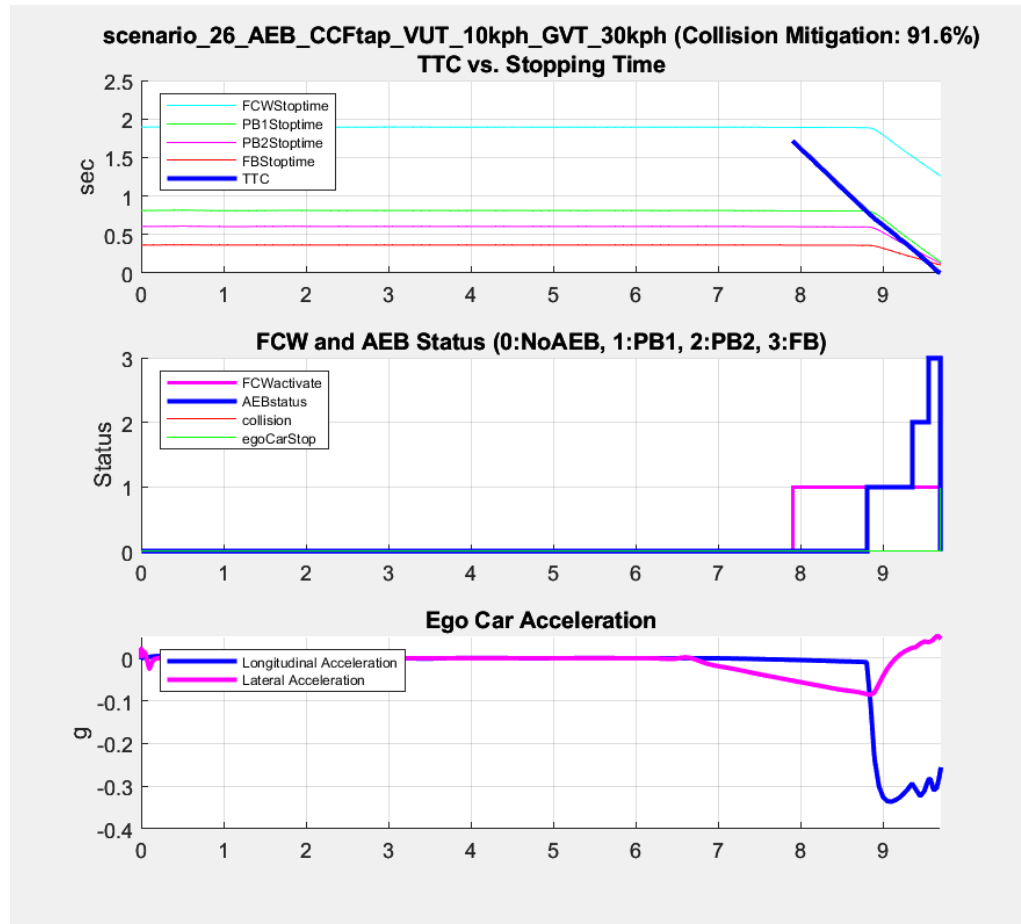
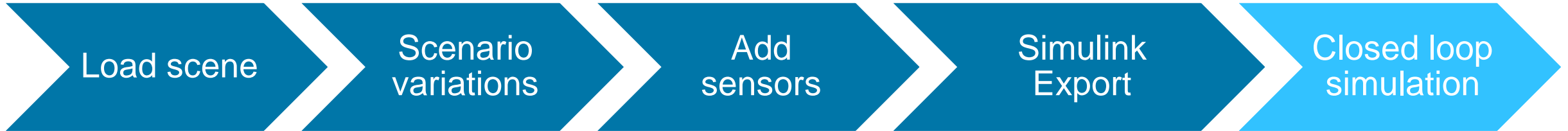
Add sensors

Simulink Export

Closed loop simulation



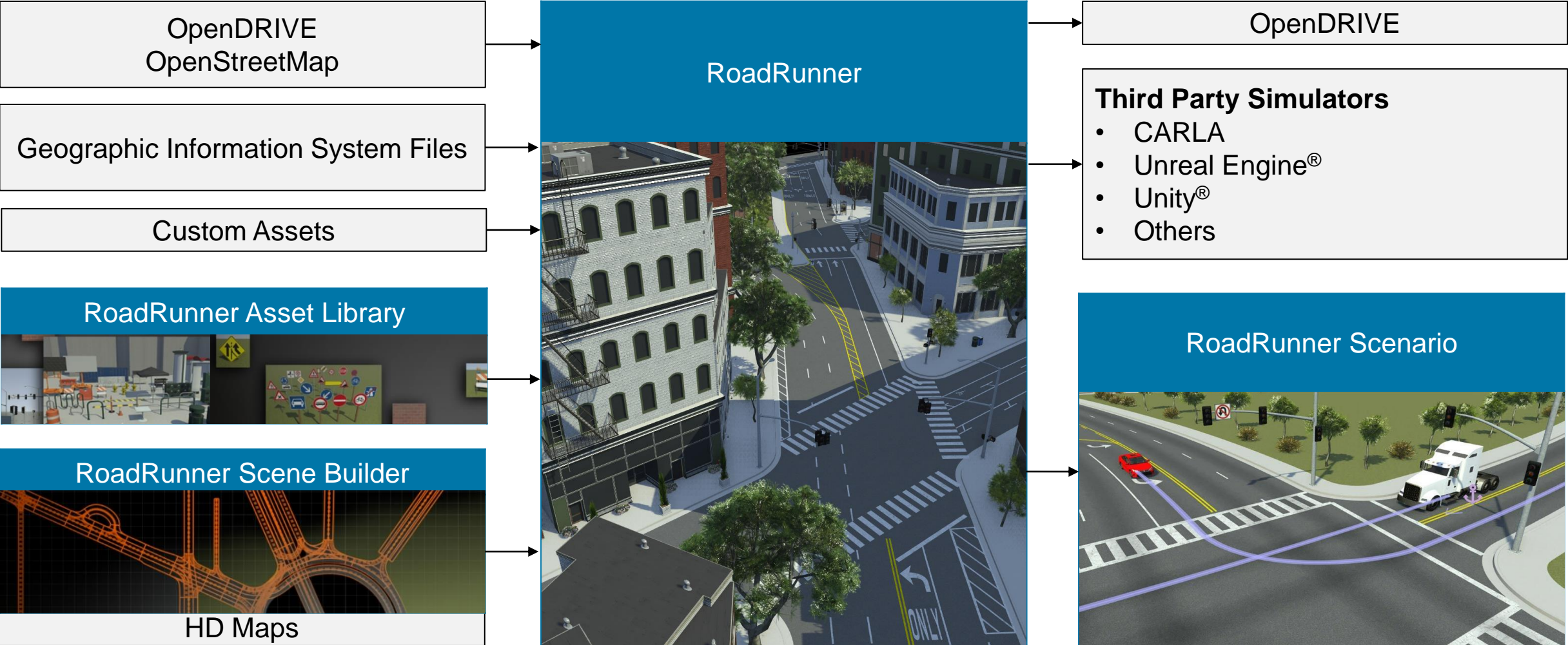
# Results from the simulation



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# RoadRunner Product Family



# 3D Scene and Scenario workflow

Using RoadRunner tool suite and the Automated Driving Toolbox



# Import scene using Industry Standards

And customize it

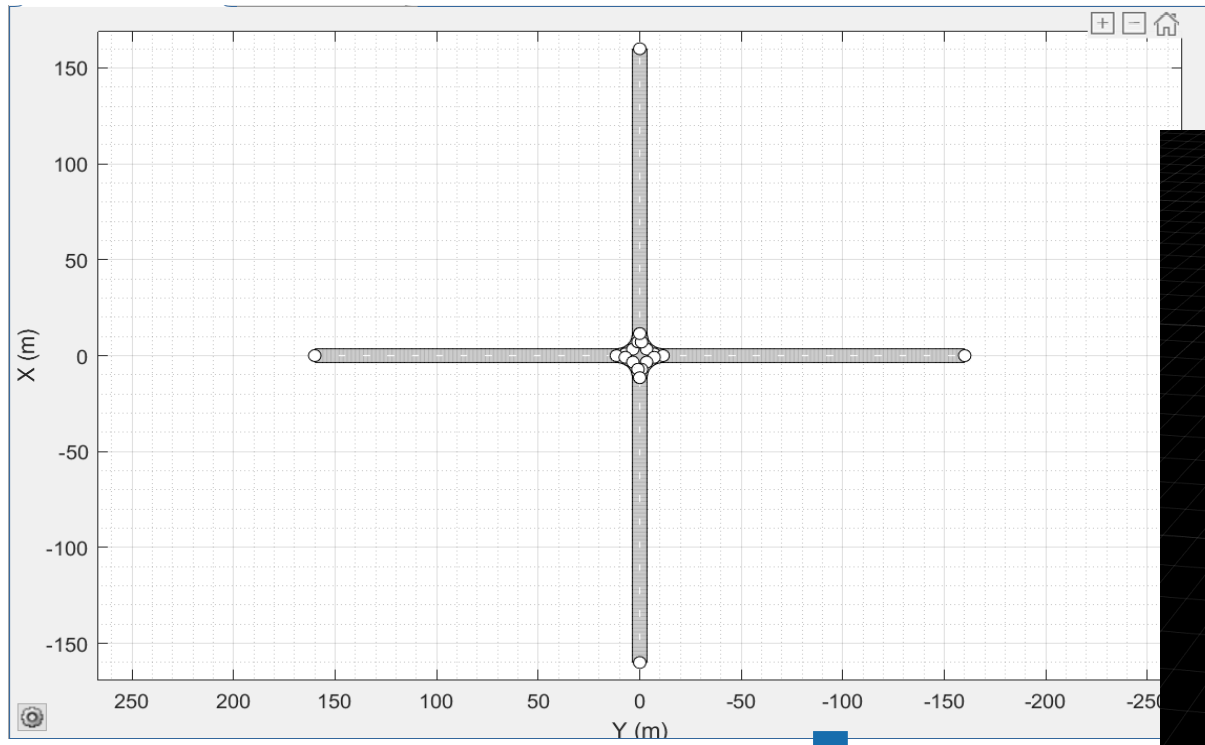
Scene &  
Scenario  
design

Connect  
MATLAB to  
RoadRunner

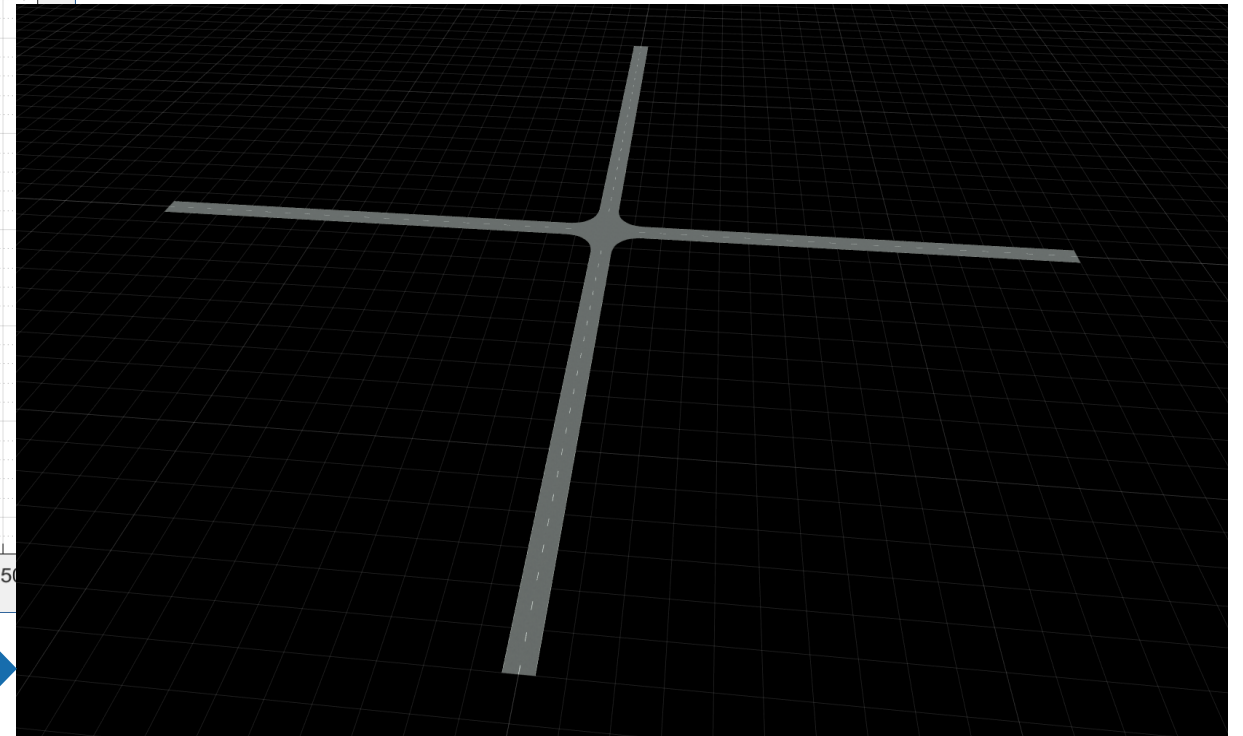
Define  
behavior

Run  
Simulation

Scenario  
variation



OpenDRIVE  
Import



DESIGNER

FILE      SCENARIO      SENSORS      PROPERTIES      SIMULATE      VIEW      EXPORT

Roads      Actors

1: Vehicle Under Test (ego vehicle)

Name:

Class:

3D Display Type:

▼ Actor Properties

Length (m):       Width (m):       Height (m):

Front Overhang:       Rear Overhang:

Roll (°):       Pitch (°):       Yaw (°):

▼ Radar Cross Section

Azimuth Angles (°):

Elevation Angles (°):

Pattern (dBsm)

	-180	180
-90	10	10
90	10	10

▼ Trajectory

Constant Speed (m/s):

Waypoints, Speeds, Wait Times, and Yaw

	x (m)	y (m)	z (m)	v (m/s)	wait (s)	yaw (°)
1	-1.7500	30	0	2.7778	0	-90.0038
2	-1.7500	10.6298	0	2.7778	0	-89.9924
3	-1.7488	9.9216	0	2.7778	0	-89.7285
4	-1.7412	9.2134	0	2.7778	0	-88.9596
5	-1.7211	8.5055	0	2.7778	0	-87.7010
6	-1.6824	7.7984	0	2.7778	0	-85.9487
7	-1.6190	7.0931	0	2.7778	0	-83.7037
8	-1.5251	6.3912	0	2.7778	0	-80.9660
9	-1.3947	5.6952	0	2.7778	0	-77.7347
10	-1.2224	5.0084	0	2.7778	0	-74.0130
11	-1.0029	4.3352	0	2.7778	0	-69.7894
12	-0.7325	3.6809	0	2.7778	0	-65.2905
13	-0.4114	3.0499	0	2.7778	0	-60.7794
14	-0.0417	2.4460	0	2.7778	0	-56.2715
15	0.3743	1.8731	0	2.7778	0	-51.7628
16	0.8340	1.3346	0	2.7778	0	-47.2543
17	1.3346	0.8340	0	2.7778	0	-42.7457
18	1.8731	0.3743	0	2.7778	0	-38.2372
19	2.4460	-0.0417	0	2.7778	0	-33.7285
20	3.0499	-0.4114	0	2.7778	0	-29.2206
21	3.6809	-0.7325	0	2.7778	0	-24.7095
22	4.3352	-1.0029	0	2.7778	0	-20.2160
23	5.0084	-1.2224	0	2.7778	0	-15.9670
24	5.6952	-1.3947	0	2.7778	0	-12.2653
25	6.3912	-1.5251	0	2.7778	0	-9.0340
26	7.0931	-1.6190	0	2.7778	0	-6.2963
27	7.7984	-1.6824	0	2.7778	0	-4.0513
28	8.5055	-1.7211	0	2.7778	0	-2.2990
29	9.2134	-1.7412	0	2.7778	0	-1.0404
30	9.9216	-1.7488	0	2.7778	0	-0.2715
31	10.6298	-1.7500	0	2.7778	0	-0.0076
32	11.3380	-1.7500	0	2.7778	0	0.0038

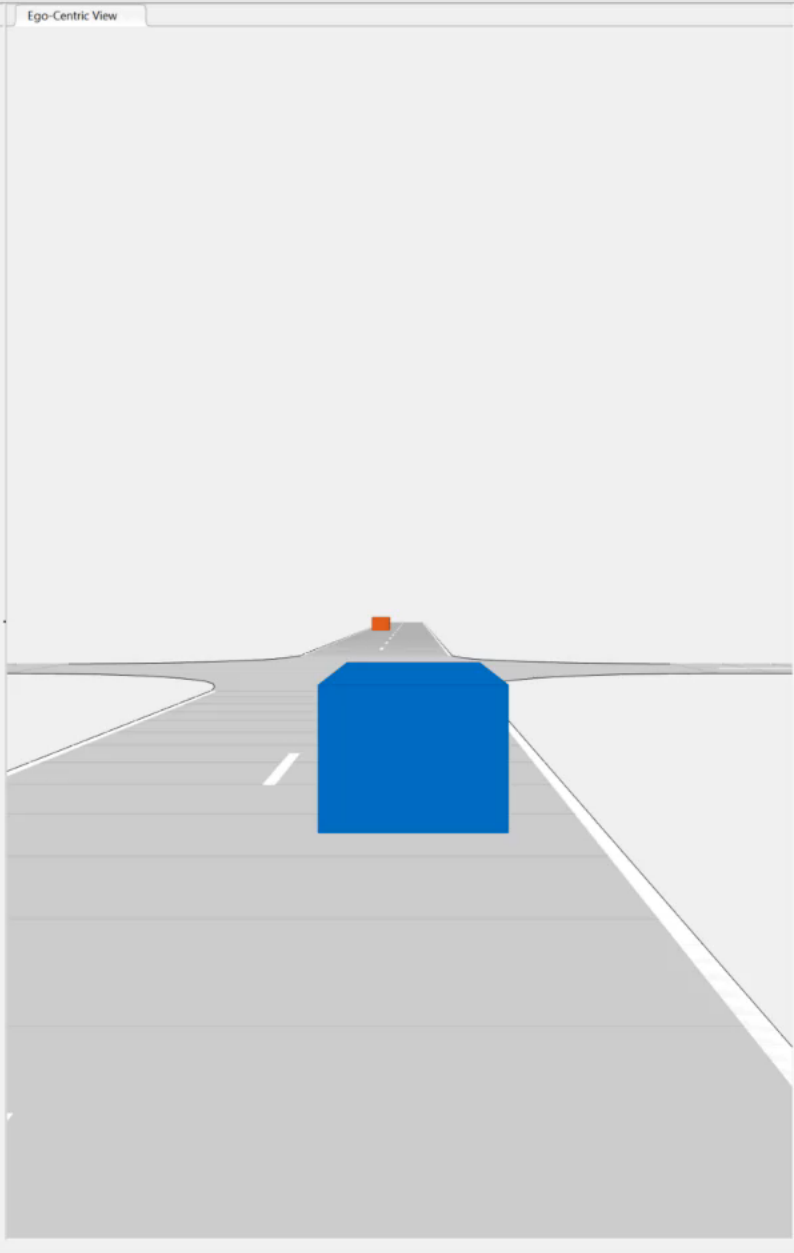
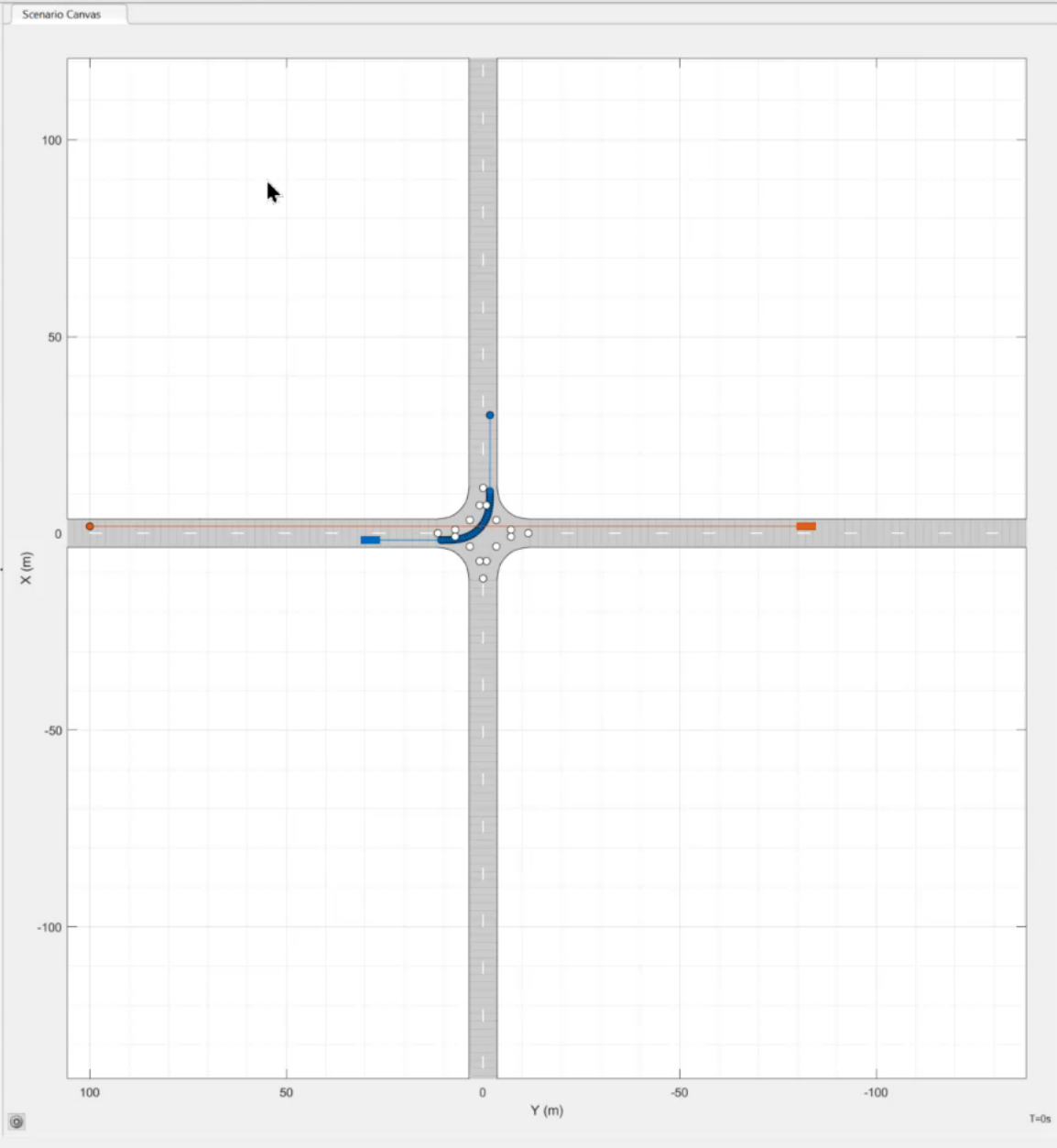
Use smooth, jerk-limited trajectory

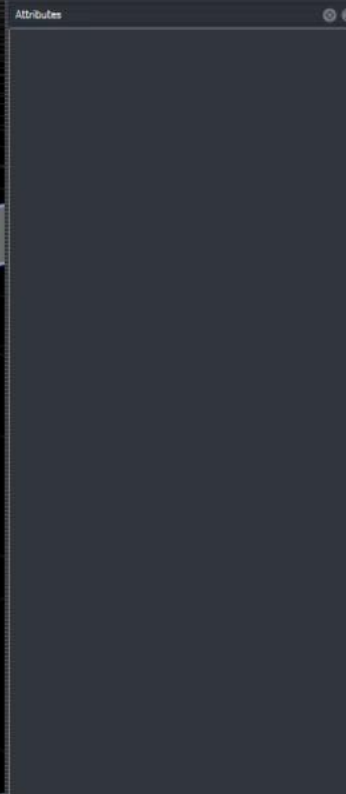
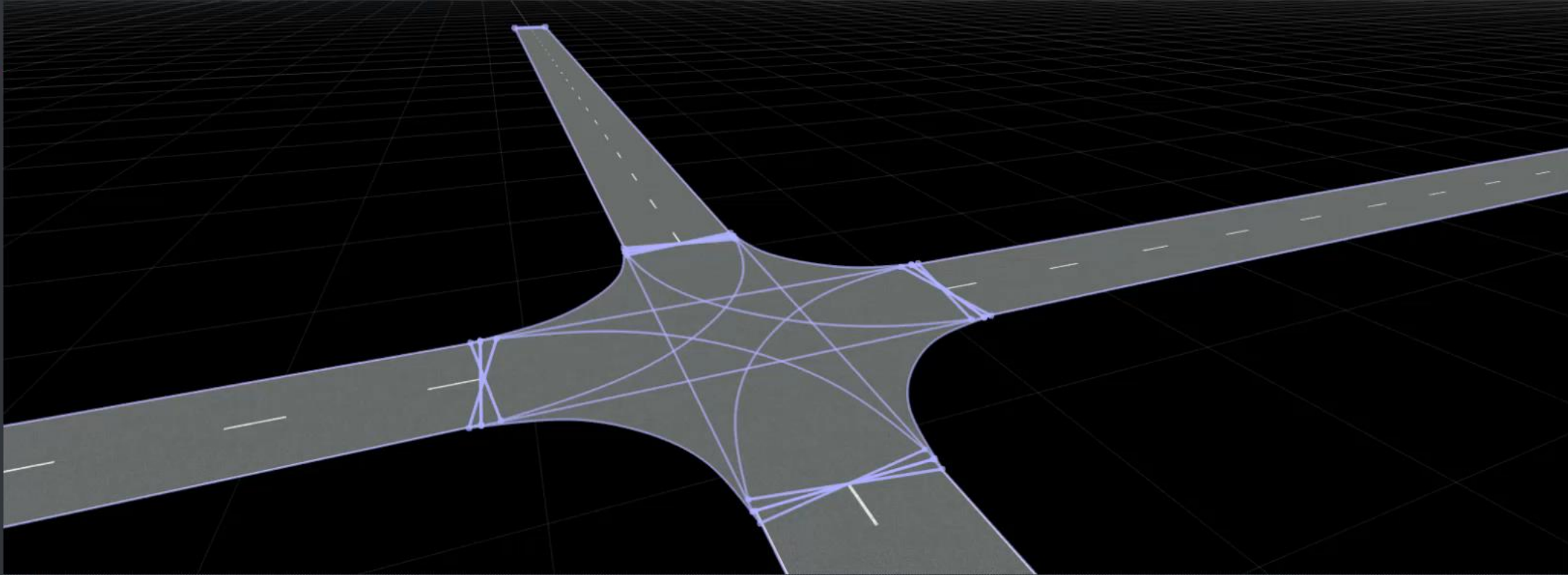
Jerk (m/s³):

Actor spawn and despawn

Entry Time (s):

Exit Time (s):





A "Library Browser" panel. On the left, there is a list of asset categories: Assemblies, Behaviors, Buildings, Characters, Damage, Extrusions, Imports, Markings, Materials, Posts, Props, Rail, RoadStyles, Signs, and Stencils. On the right, there is a preview window showing a red and blue curved road asset labeled "MAC\_scene".



# Import scenario using Industry Standards

Or re-design it using RoadRunner's logic editor

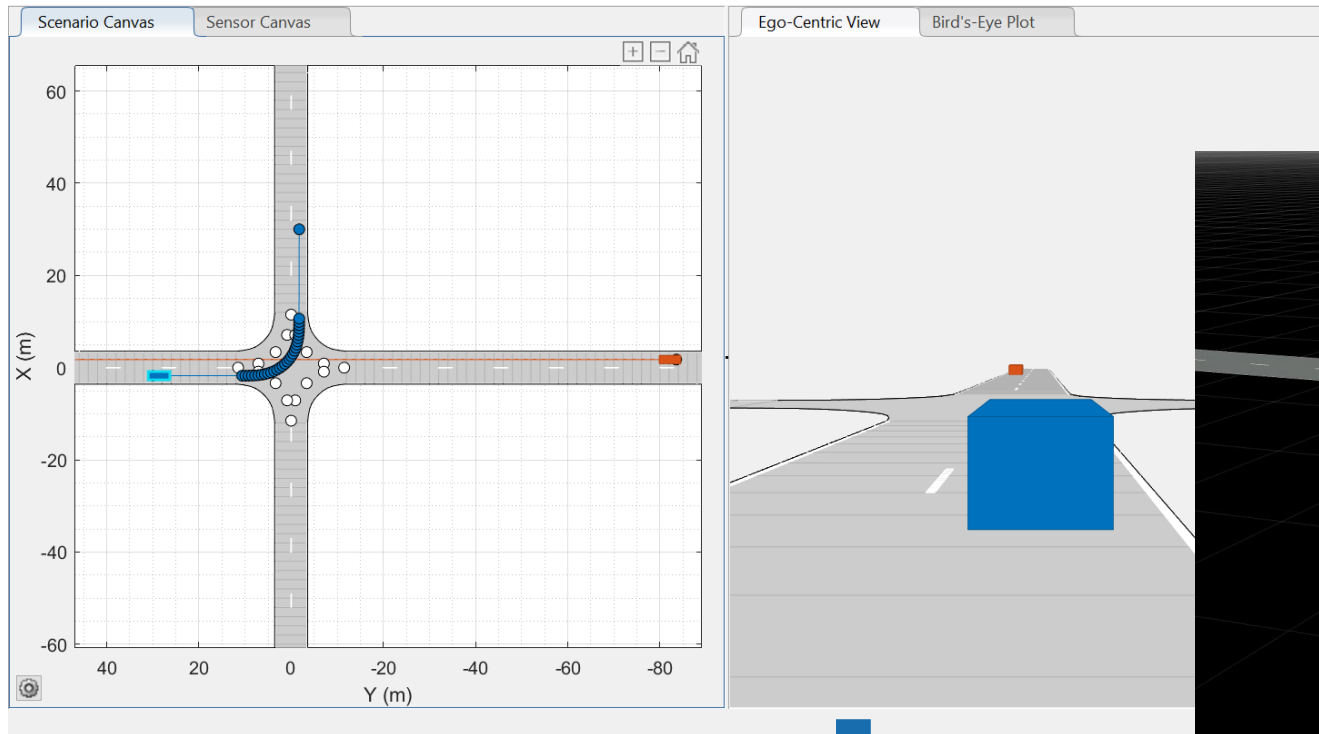
Scene &  
Scenario  
design

Connect  
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RoadRunner

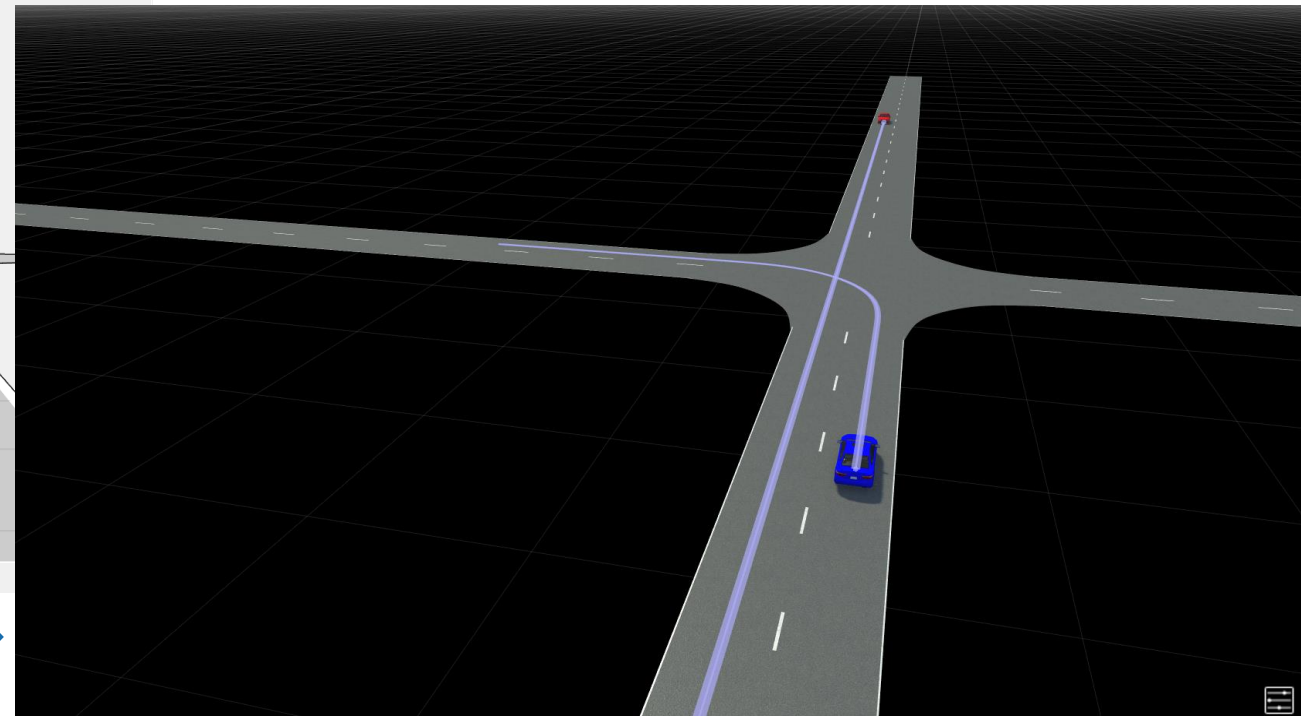
Define  
behavior

Run  
Simulation

Scenario  
variation



  
*OpenSCENARIO*  
*Import*



DESIGNER

FILE SCENARIO SENSORS PROPERTIES SIMULATE VIEW EXPORT

Roads Actors

1: Vehicle Under Test (ego vehicle)

Name:

Class:

3D Display Type:

▼ Actor Properties

Length (m):  Width (m):  Height (m):

Front Overhang:  Rear Overhang:

Roll (\*):  Pitch (\*):  Yaw (\*):

▼ Radar Cross Section

Azimuth Angles (\*):  Elevation Angles (\*):  Pattern (dBsm)

	-180	180
-90	10	10
90	10	10

▼ Trajectory

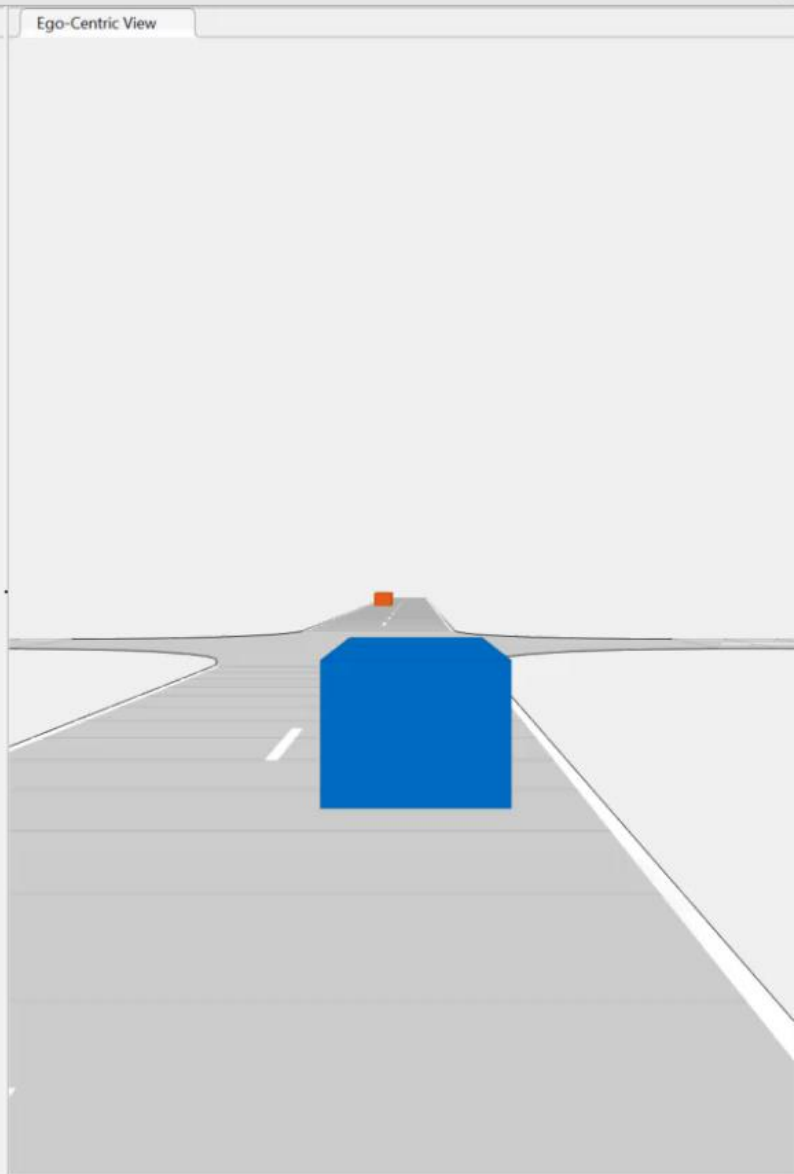
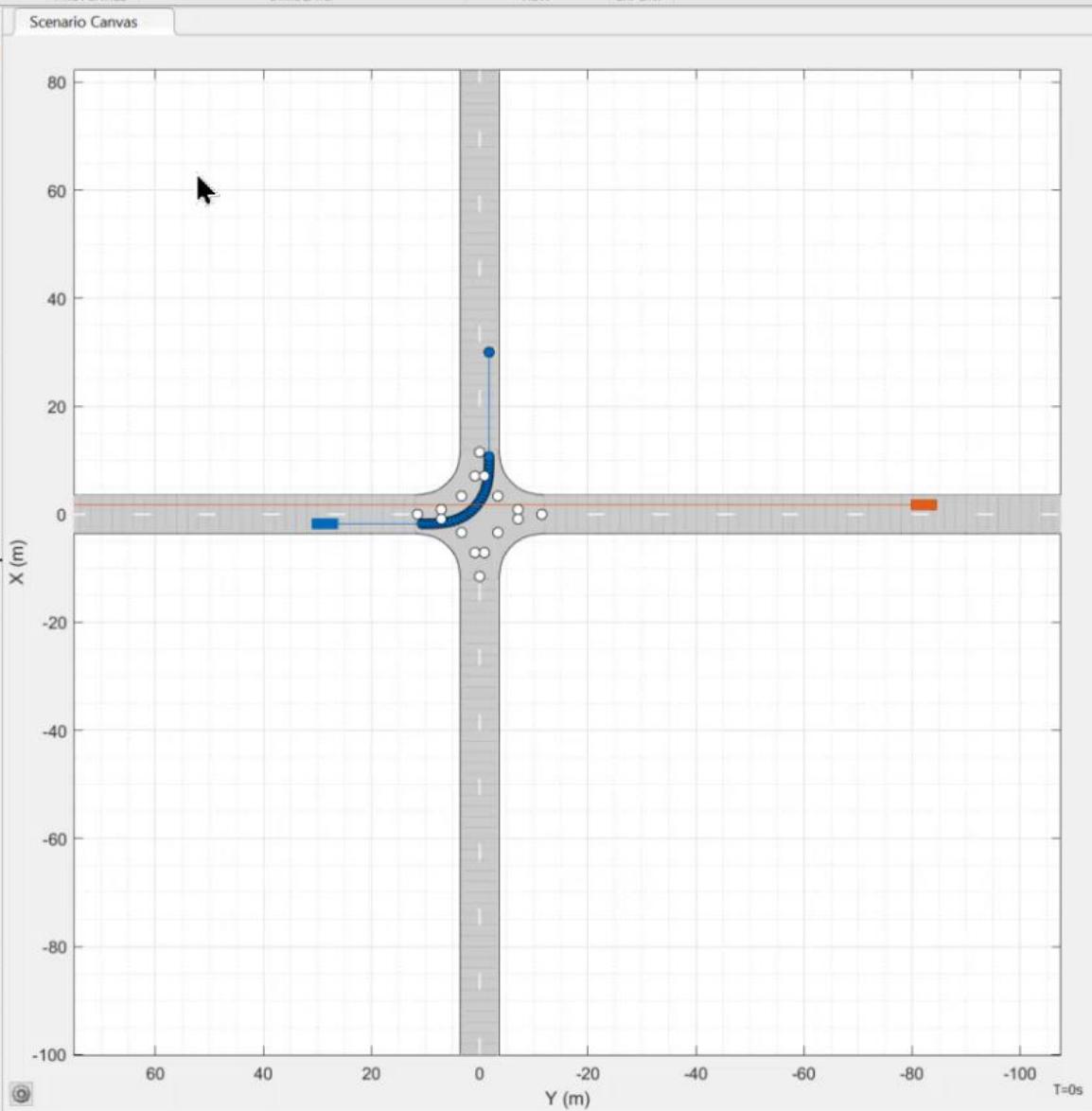
Constant Speed (m/s):

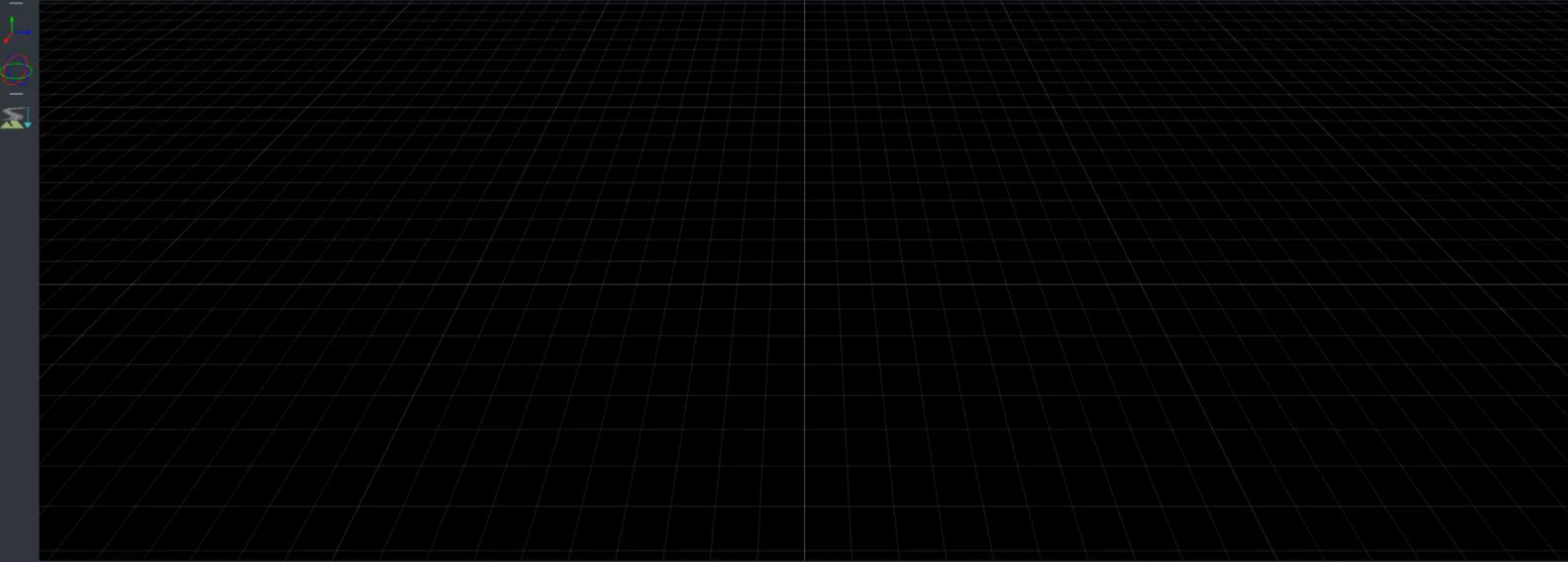
Waypoints, Speeds, Wait Times, and Yaw

	x (m)	y (m)	z (m)	v (m/s)	wait (s)	yaw (*)
1	-1.7500	30	0	2.7778	0	-90.0038
2	-1.7500	10.6298	0	2.7778	0	-89.9924
3	-1.7488	9.9216	0	2.7778	0	-89.7285
4	-1.7412	9.2134	0	2.7778	0	-88.9596
5	-1.7211	8.5055	0	2.7778	0	-87.7010
6	-1.6824	7.7984	0	2.7778	0	-85.9487
7	-1.6190	7.0931	0	2.7778	0	-83.7037
8	-1.5251	6.3912	0	2.7778	0	-80.9660
9	-1.3947	5.6952	0	2.7778	0	-77.7347
10	-1.2224	5.0084	0	2.7778	0	-74.0130
11	-1.0029	4.3352	0	2.7778	0	-69.7894
12	-0.7325	3.6809	0	2.7778	0	-65.2905

Use smooth, jerk-limited trajectory  
Jerk (m/s<sup>3</sup>):

Actor spawn and despawn  
Entry Time (s):   
Exit Time (s):





Attributes

Selected Roads' Total Length 0.00

2D Editor | Extrusion

A 2D coordinate grid for editing extrusions. The vertical axis (y-axis) ranges from -0.3 to 0.3 with increments of 0.1. The horizontal axis (x-axis) ranges from -0.9 to 0.9 with increments of 0.1. The origin (0,0) is at the center.

Library Browser

- Assets
  - Assemblies
  - Behaviors
  - Buildings
  - Characters
  - Damage
  - Extrusions
  - Imports
  - Markings
  - Materials
  - Posts
  - Props
  - Rail
  - RoadStyles
  - Signs
  - Stencils

A library browser window showing a list of asset folders on the left and a grid of folder icons on the right. The folders listed include Assemblies, Behaviors, Buildings, Characters, Damage, Extrusions, Imports, Markings, Materials, Posts, Props, Rail, RoadStyles, Signs, and Stencils. The right pane shows a grid of these folders as 3D folder icons.

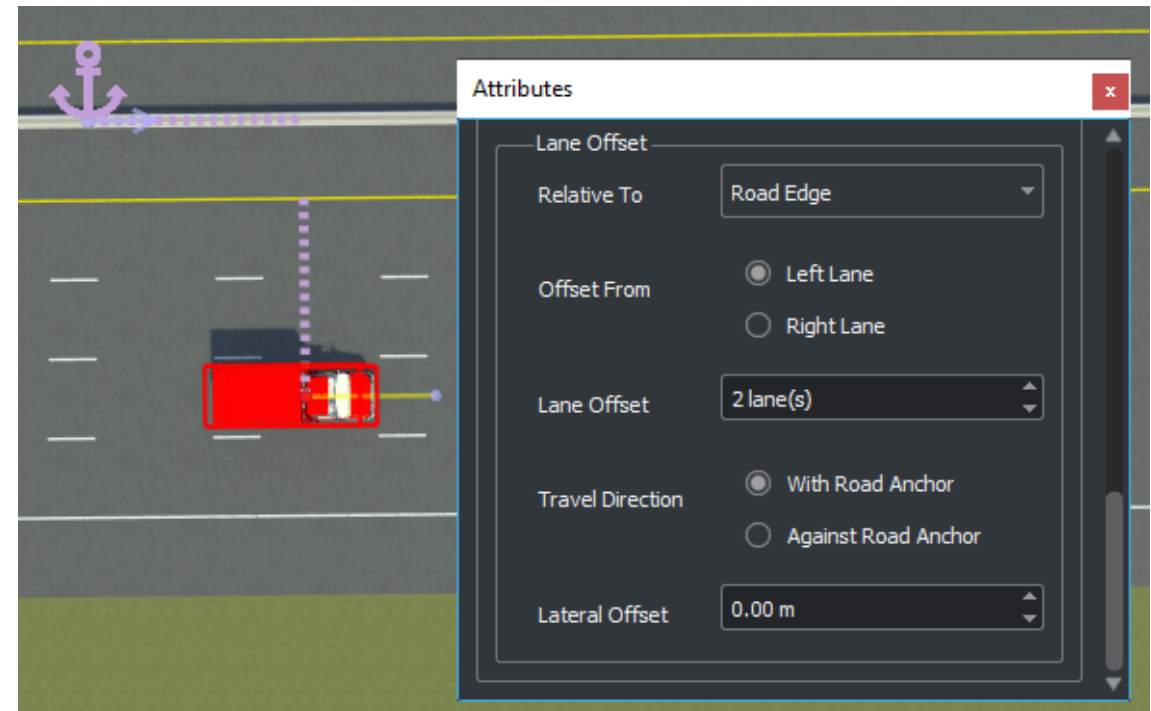
# Import scenario using Industry Standards

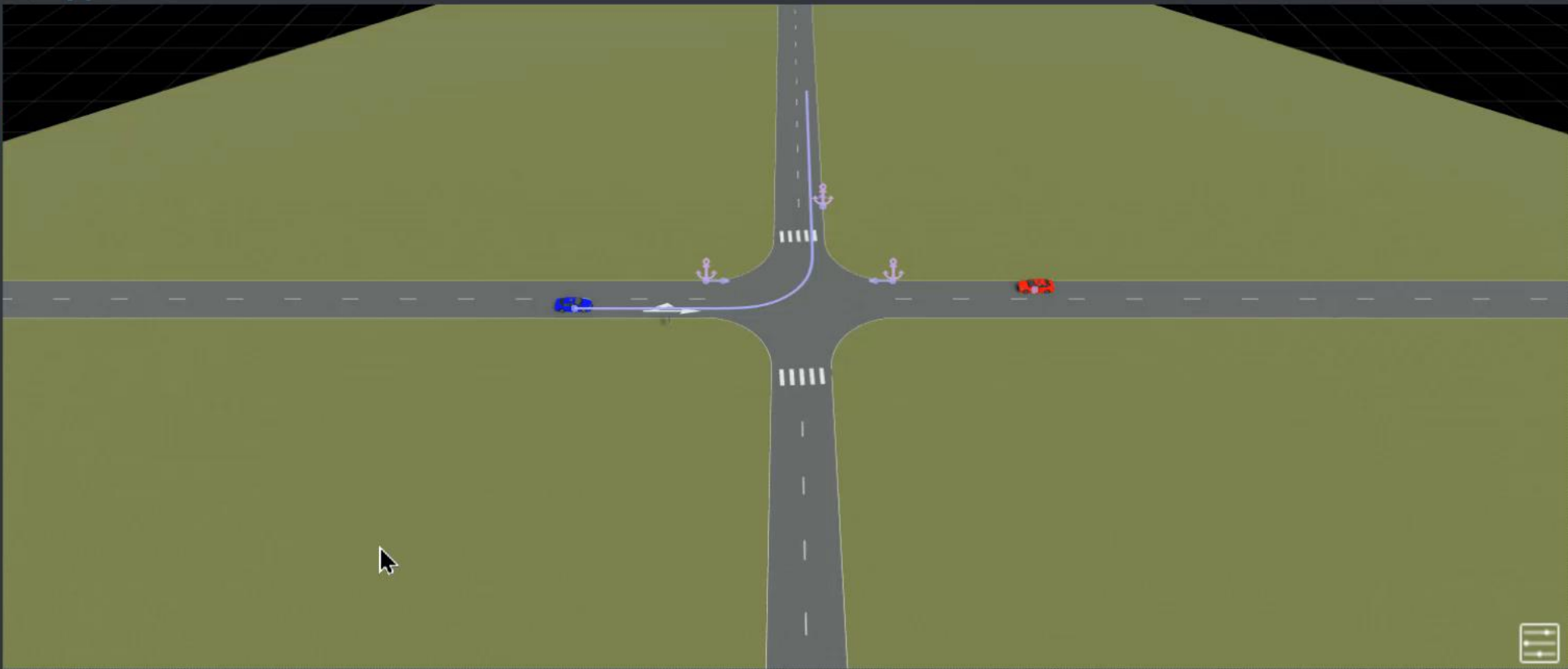
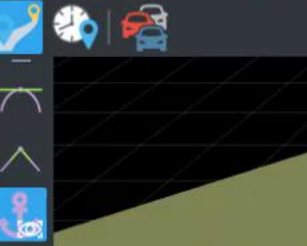
Or re-design it using RoadRunner's logic editor



## Anchoring system in RoadRunner Scenario

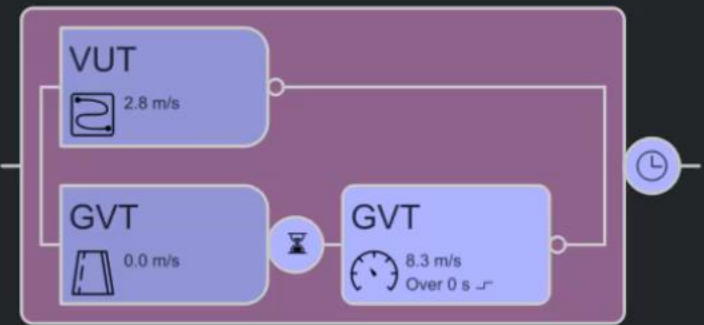
- Position actor and waypoints relatively to an anchors
- The anchors allow reusability of the scenario within multiple scenes





Attributes

2D Editor | Logic



Output

```

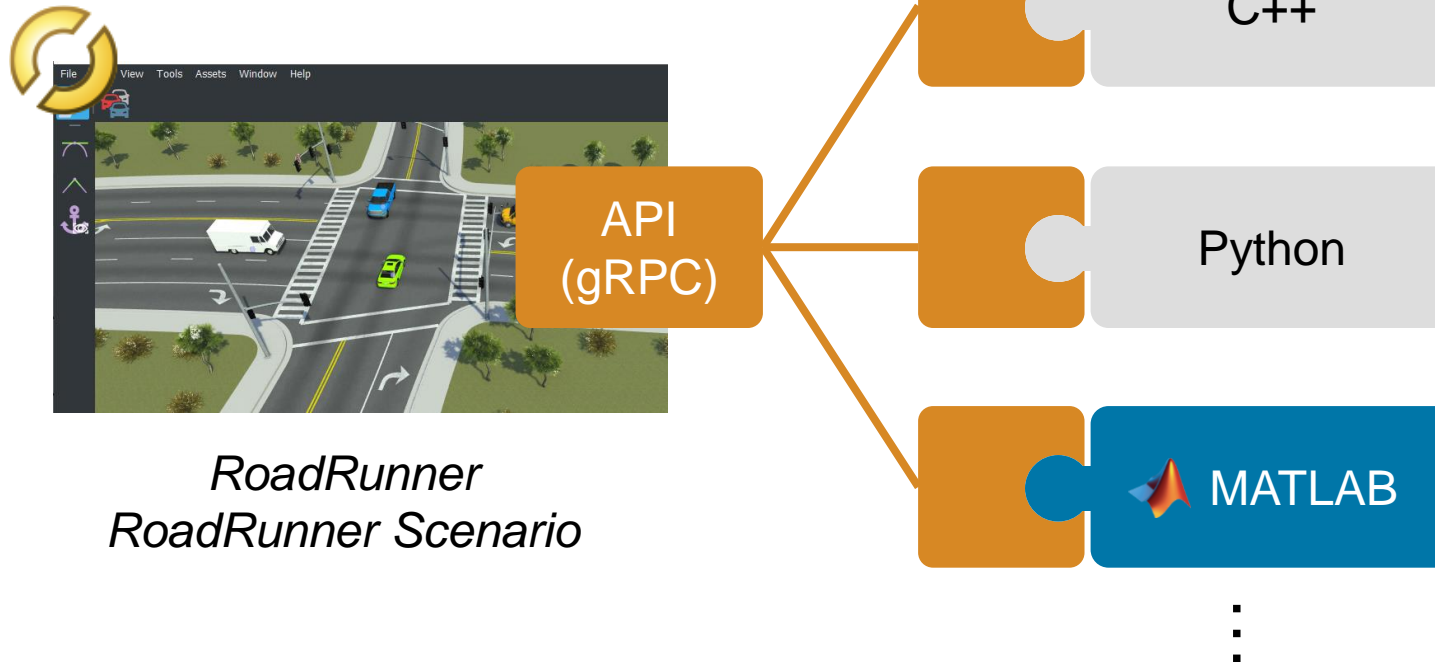
> WARNING: <object id= "1" type= "car" name= "Vehicle Under Test" > not mapped to Asset.
> WARNING: <object id= "2" type= "car" name= "Global Vehicle Target" > not mapped to Asset.
> WARNING: ----- End of Report -----
> WARNING: Import ASAM OpenSCENARIO succeeded with warnings/errors
> ----- Simulation STARTED -----
> Stop simulation requested.
> ----- Simulation ENDED -----

> ERROR: Scenario contains critical issues. Refer to the output panel for more details.
> WARNING: ----- Scenario Validation Report -----
> WARNING: Detected Route issues:
> WARNING: CRITICAL ERROR: Point: Point has an unreachable forward or lane offset.
> WARNING: ----- End of Report -----
> ERROR: Failed to set property 'AnchorPoint'. Attempted to set a point as its own anchor.
> ----- Simulation STARTED -----
> Stop simulation requested.
> ----- Simulation ENDED -----

> ----- Simulation STARTED -----
> ERROR: Simulation failed:
Collision occurred between Actor VUT and Actor GVT.
> ----- Simulation ENDED (with errors) -----
  
```

# Interact with RoadRunner Scenario using its gRPC API

In MATLAB



## RoadRunner API

- Starting/Closing RoadRunner
- Change scenario variables
- Running scenario simulations
- Data acquisition such as trajectory and speed
- Export to OpenSCENARIO

HOME PLOTS APPS EDITOR PUBLISH VIEW

New Open Save Print Compare Go To Find Bookmark Refactor Analyze Run Section Run and Advance Run Step Stop

C:\Users\mfrancoi\OneDrive - MathWorks\Documents\AE Projects\MAC - RRS - 10-2022\AEB\_originalFromSri\AEBWithRoadRunner

Current Folder

Name

Folder

- AEBWithRRScenario
  - slprj
  - Script
    - AutonomousEmergencyBrakingWithRoadRunnerScenarioExamp.
    - ScenarioVariation.m
    - SetUpRRSCosimulation.m

MAT-file

- dsd\_testMAC.mat

PNG File

- AEB\_Behavior.png
- AEB\_Simulation.png
- AutonomousEmergencyBrakingInterface.png
- JunctionWithConnectingLanes.png
- scenario\_01\_CarToCar\_FrontTAP.png
- Scenario\_Variables.png
- VUT\_PathParams.png

Simulink Cache

- AEBController.slxc
- AEBDecisionLogic.slxc

AEBWithRRScenario (Folder)

Workspace

Name	Value
ans	'off'
modelName	"AEBWithRRTestBench"
rrApp	1x1 roadrunner
rrAppPath	"C:\Program Files\RoadRunner R2022b\bin\win64"
rrProjectPath	"C:\Users\mfrancoi\OneDrive - MathWorks\Documents\RoadRunner Projects\RR22bBetaProjects"
rrSim	1x1 ScenarioSimulation
s	1x1 SettingsGroup
scenarioFileName	"scenario_01_CarToCar_FrontTAP"

```

1 %%
2 rrAppPath = "C:\Program Files\RoadRunner R2022b\bin\win64";
3 %%
4 % Specify the path to your RoadRunner project. This code shows a sample
5 % project folder on Windows.
6 %%
7 rrProjectPath = "C:\Users\mfrancoi\OneDrive - MathWorks\Documents\RoadRunner Projects\RR22bBetaProjects";
8 %%
9 % To update the path for the RoadRunner installation folder, get the root
10 % object within the settings hierarchical tree. For more information, see
11 % <docid:matlab_ref#mw_0a889445-8d8f-4c7e-be0a-b293c755302f SettingsGroup>.
12 %%
13 s = settings;
14 s.roadrunner.application.InstallationFolder.TemporaryValue = rrAppPath;
15 %%
16 % Open RoadRunner using the specified path to your project.
17 %%
18 rrApp = roadrunner(rrProjectPath);
19 %%
20 % To reduce Command Window output, turn off model predictive controller
21 % (MPC) update messages.
22 %%
23 mpcverbosity("off");
24 %% Open Scene
25 openScene(rrApp, "DownTownIntersection_MAC.rrscene")
26 %% Open Scenario
27 openScenario(rrApp, "scenario_01_CarToCar_FrontTAP_Masterclass.rrscenario", ...
28     'KeepCurrentScene', true);
29 %%
30 % Connect to the RoadRunner Scenario server for cosimulation using the
    
```

Command Window

```
fx >>
```

# Leverage co-simulation to control vehicles' behavior



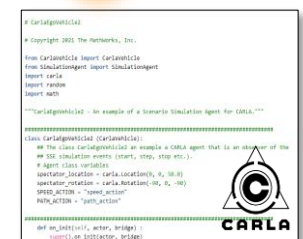
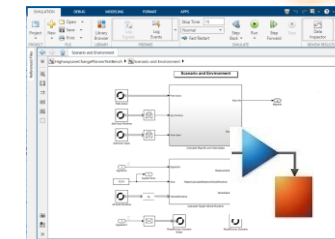
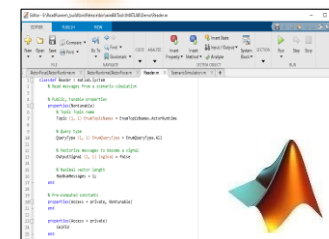
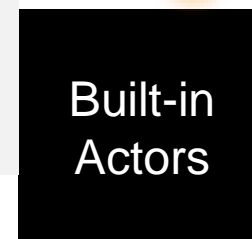
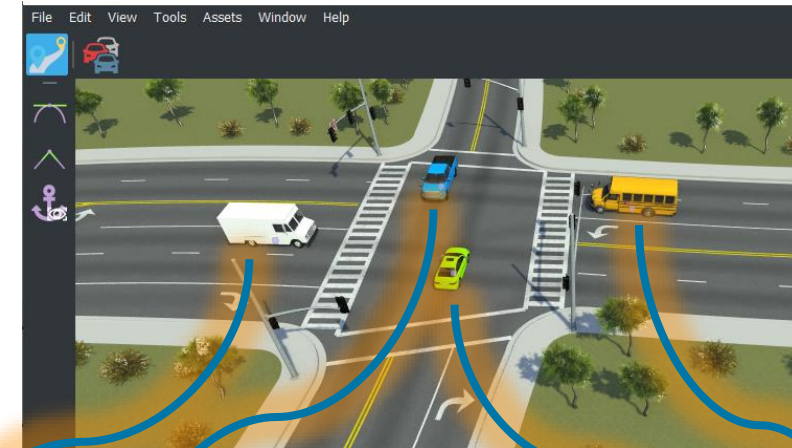
## RoadRunner Scenario connects with actors in MATLAB, Simulink, and CARLA

Actors can read scenario states

- Action commands (path, speed, lane change, lateral offset)
- Pose and velocity of all actors in the scenario
- Dimensions of all actors
- Map lanes and lane boundaries

Actors write scenario states

- Their pose and velocity for each scenario simulation step



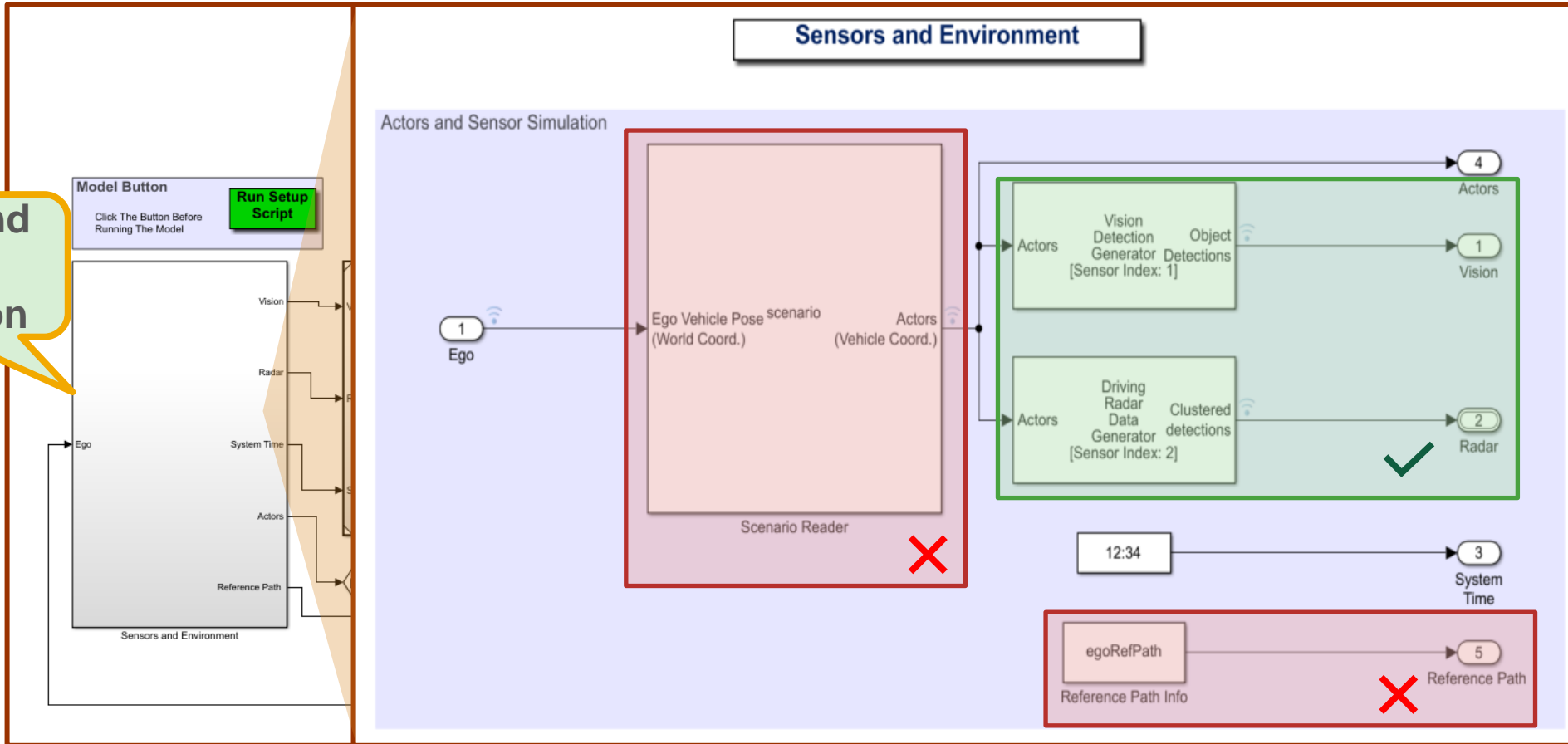


# Leverage co-simulation to control vehicles' behavior

In Simulink

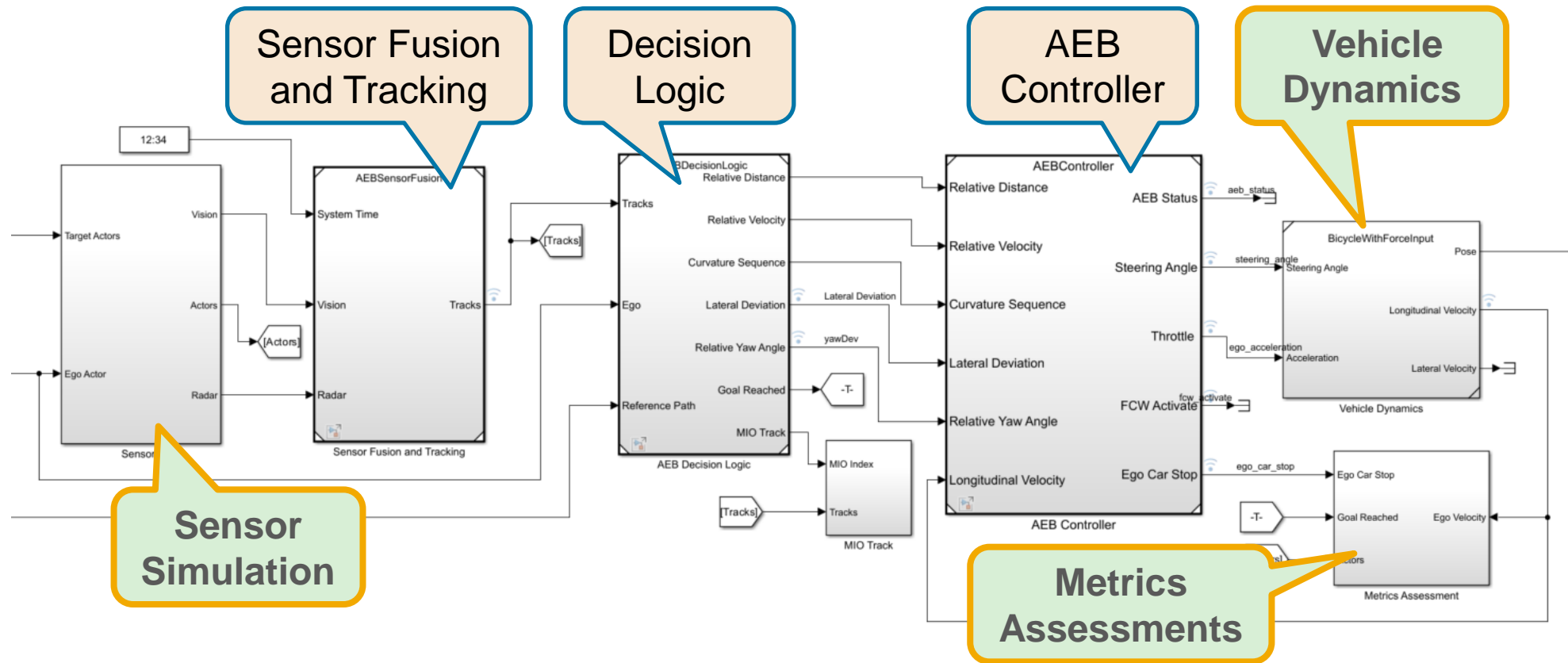


Actors and Sensor Simulation

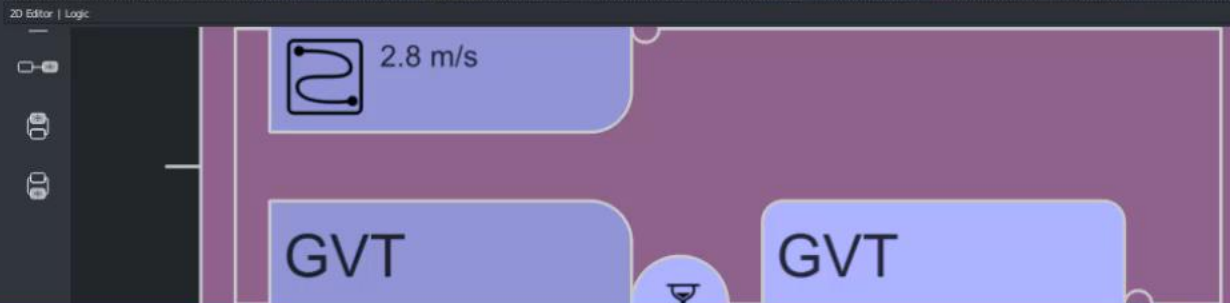
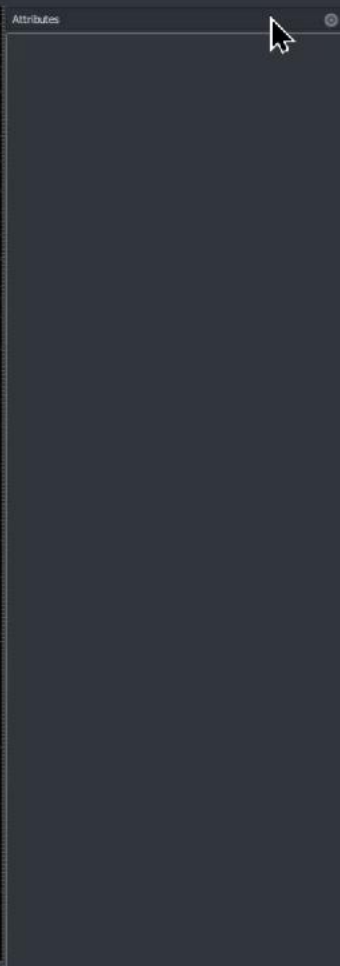
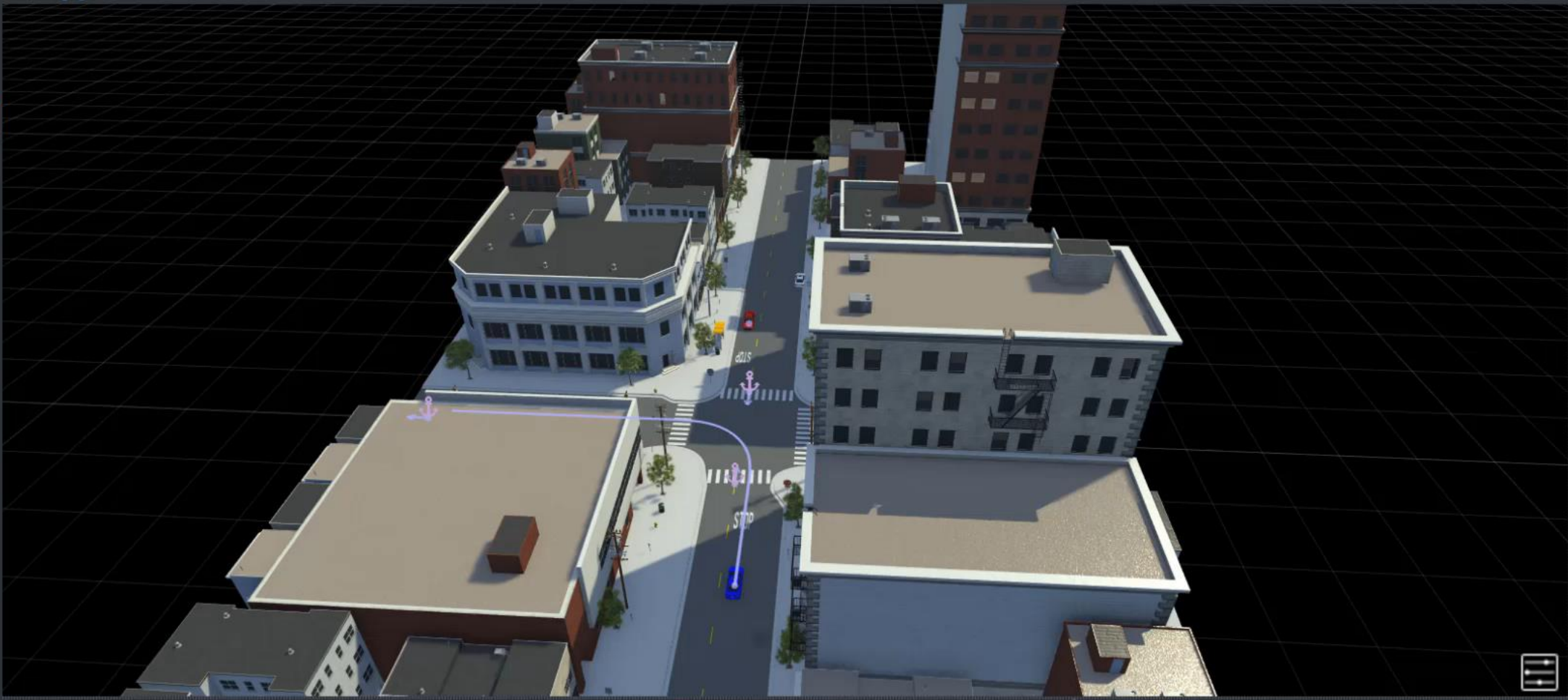


# Leverage co-simulation to control vehicles' behavior

In Simulink







A 'Library Browser' panel showing a list of assets. The list includes: Assemblies, Behaviors, Buildings, Characters, Damage, Extrusions, Imports, Markings, Materials, and Posts. To the right, there are two folders: 'ADT Vehicles' and 'Vehicle Textures'. Below these are two vehicle model thumbnails: a red car and a white car.

# Run closed-loop simulation

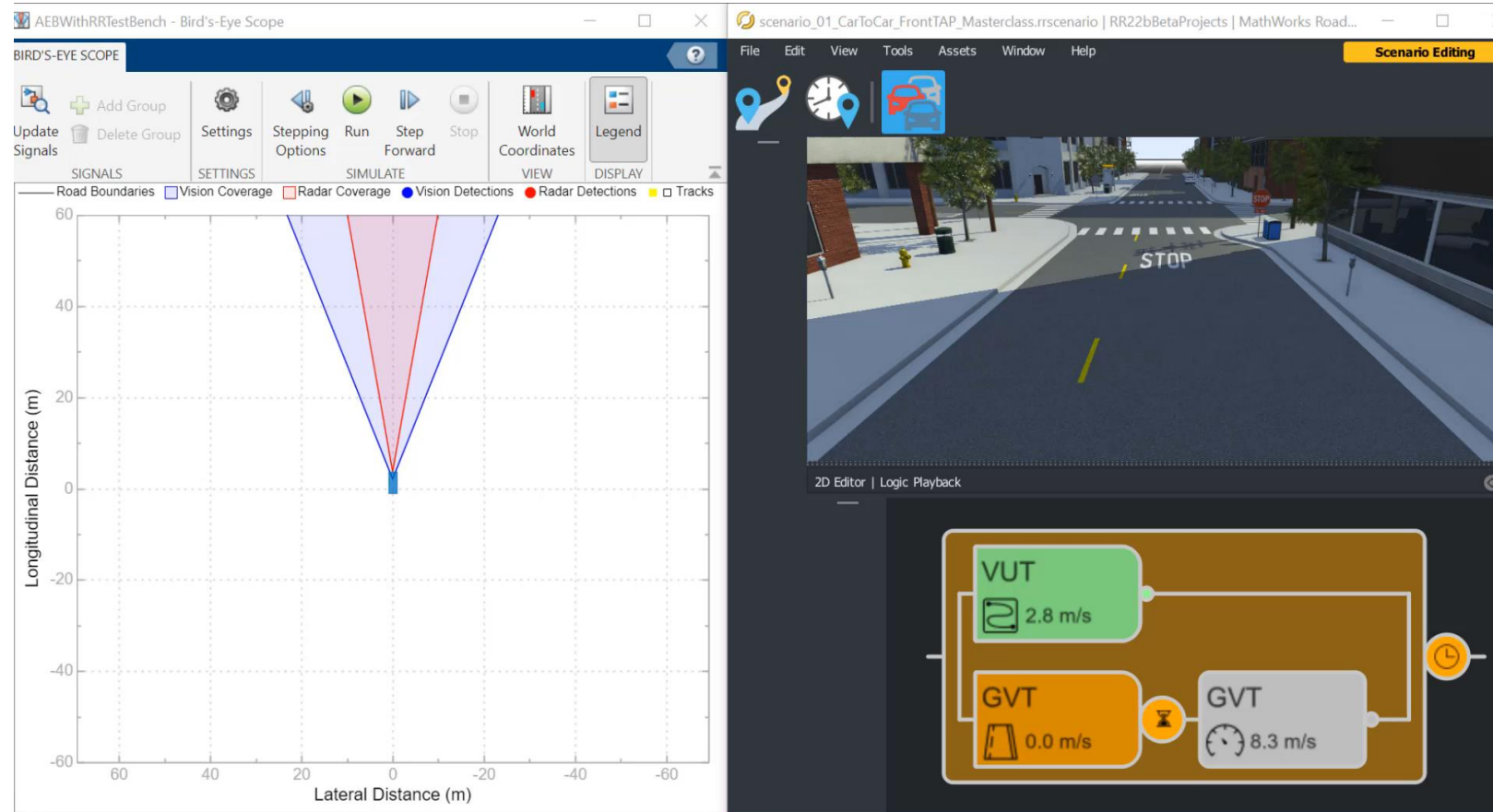
Scene &  
Scenario  
design

Connect  
MATLAB to  
RoadRunner

Define  
behavior

Run  
Simulation

Scenario  
variation



# Run closed-loop simulation

Scene &  
Scenario  
design

Connect  
MATLAB to  
RoadRunner

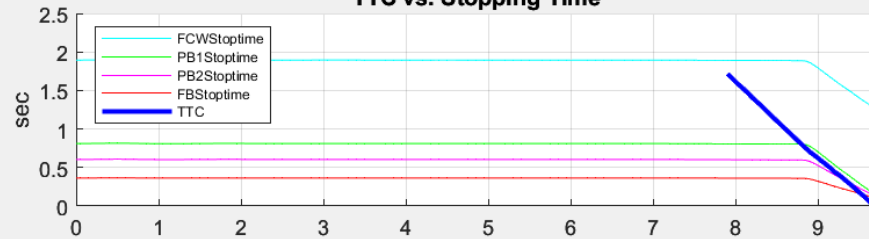
Define  
behavior

Run  
Simulation

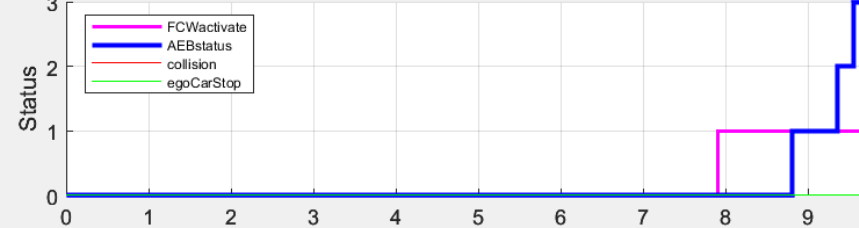
Scenario  
variation

scenario\_26\_AEB\_CCFtap\_VUT\_10kph\_GVT\_30kph (Collision Mitigation: 91.6%)

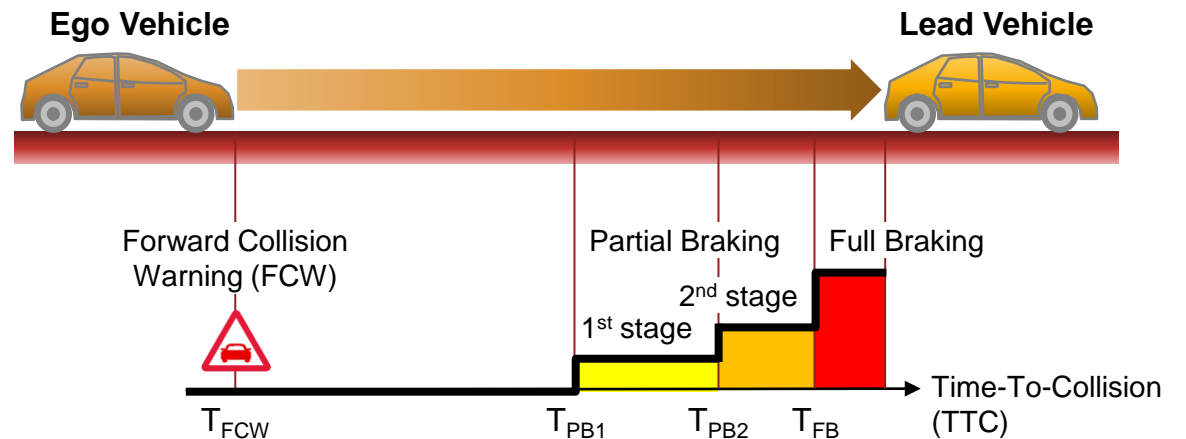
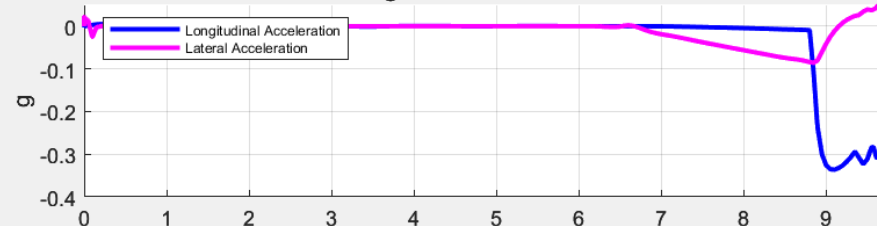
TTC vs. Stopping Time



FCW and AEB Status (0:NoAEB, 1:PB1, 2:PB2, 3:FB)



Ego Car Acceleration



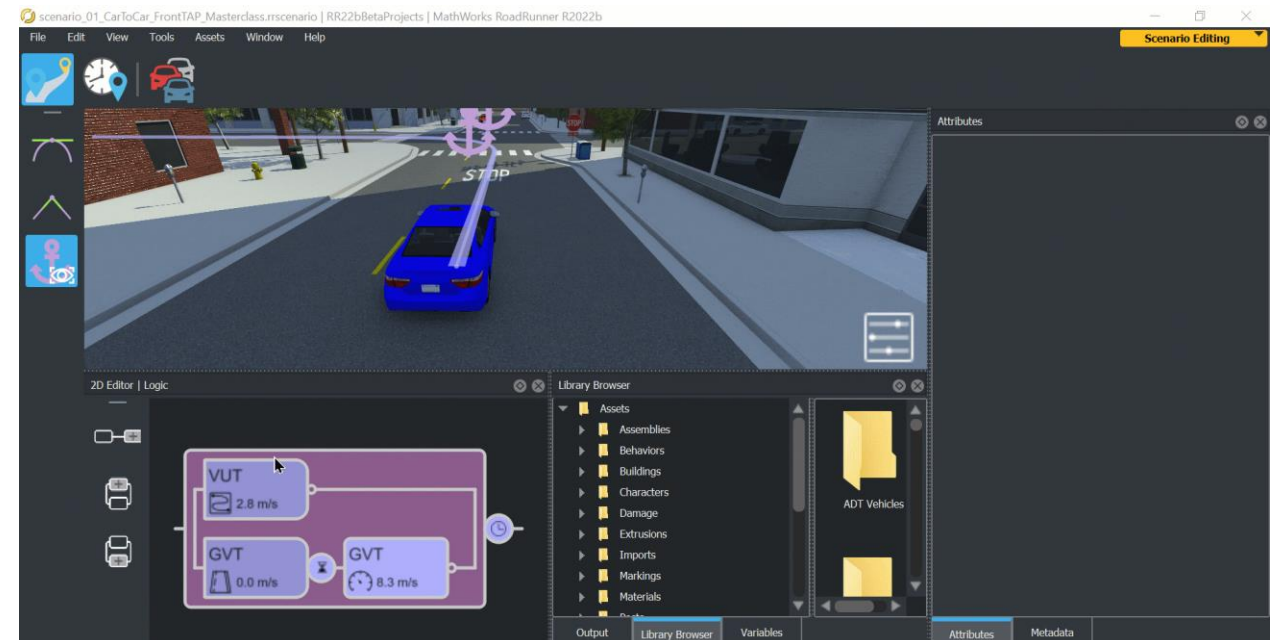
# Generate scenario variations programmatically



The **Euro NCAP** standard recommends testing with scenarios by varying **VUT** and **GVT** speeds.

Test speed	Part 1 (clothoid)			Part 2 (constant radius)		
	Start Radius R1 [m]	End Radius R2 [m]	Angle $\alpha$ [deg]	Start Radius R2 [m]	End Radius R2 [m]	Angle $\beta$ [deg]
10 km/h	1500	9.00	20.62	9.00	9.00	48.76
15 km/h	1500	11.75	20.93	11.75	11.75	48.14
20 km/h	1500	14.75	21.79	14.75	14.75	46.42

Create a RoadRunner Scenario variable:



# Generate scenario variations programmatically

Scene &  
Scenario  
design

Connect  
MATLAB to  
RoadRunner

Define  
behavior

Run  
Simulation

Scenario  
variation

```

1  %%
2  load("CCFTapVariationData.mat")
3  disp(CCFTapVariationData)
4  %%
5  variantID = 9;
6  vutSpeed = table2array(CCFTapVariationData(variantID,1));
7  gvtSpeed = table2array(CCFTapVariationData(variantID,2));
8
9  vutSpeed = vutSpeed * 0.2778; % convert VUT speed from km/hr to m/s
10 gvtSpeed = gvtSpeed * 0.2778; % convert GVT speed from km/hr to m/s
11 rrApp.setScenarioVariable("VUT_Speed",num2str(vutSpeed))
12 rrApp.setScenarioVariable("GVT_Speed",num2str(gvtSpeed))
13 %%
14 % 2. Get the GVT wait time value from |CCFTapVariationData|.
15 %%
16 gvtWaitTime = table2array(CCFTapVariationData(variantID,6));
17 %%
18 % Update the |GVT_WaitTime| variable of RoadRunner Scenario.
19 %%
20 rrApp.setScenarioVariable("GVT_Wait",num2str(gvtWaitTime))
21 %%
22 % Based on the VUT speed, set the Euro NCAP path parameters in the
23 % RoadRunner Scenario.
24 %%
25 rrApp.setScenarioVariable("VUT_Radius", ...
26     num2str(table2array(CCFTapVariationData(variantID,4))))
27 rrApp.setScenarioVariable("VUT_Beta", ...
28     num2str(table2array(CCFTapVariationData(variantID,5))))
  
```

scenario\_01\_CarToCar\_FrontTAP\_Masterclass.rsscenario | RR22bBetaProjects | MathWorks RoadRunner R2022b

File Edit View Tools Assets Window Help

	Name	
1	VUT_Speed	2.78
2	GVT_Wait	6.18
3	GVT_Speed	8.33
4	VUT_Radius	9
5	VUT_Beta	48.759999996253015

2D Editor | Logic

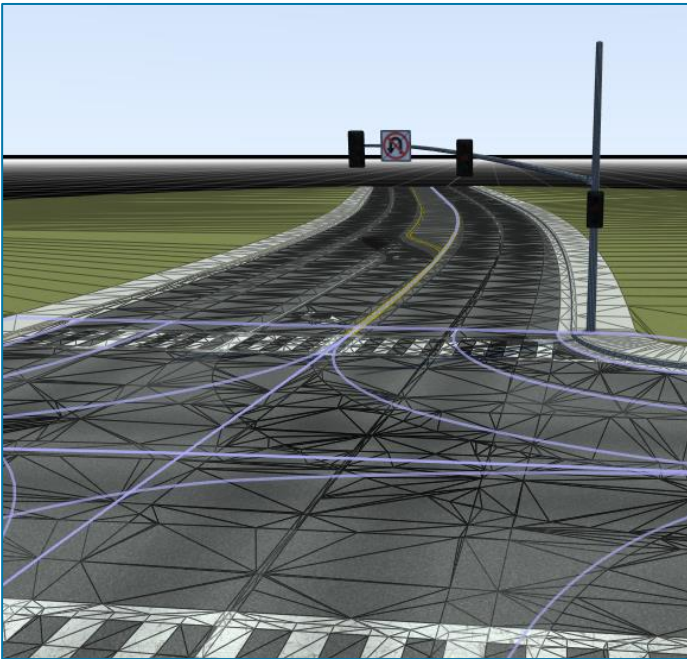
Variables

Scenario Edit Tool | Right click to create new routes or insert nodes into existing routes.

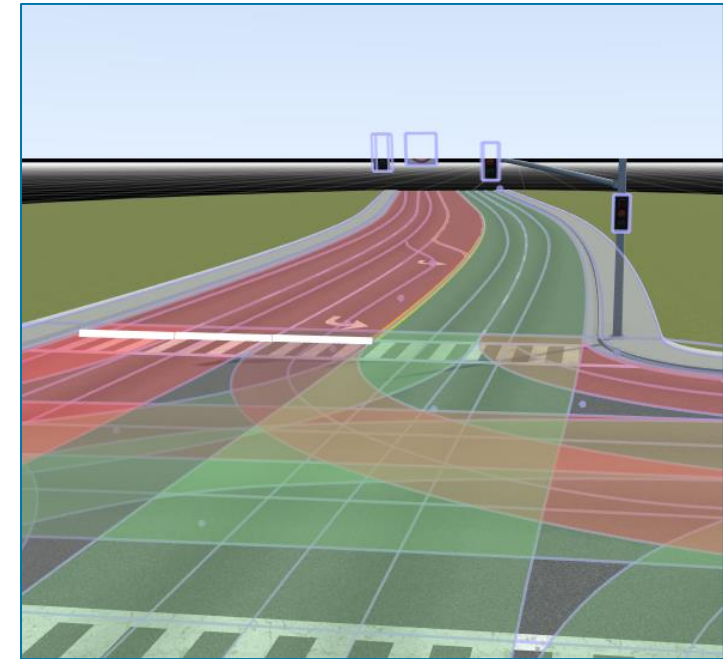


# Export scenes to driving simulators and graphics engines

- Export to common file formats for use in third-party applications

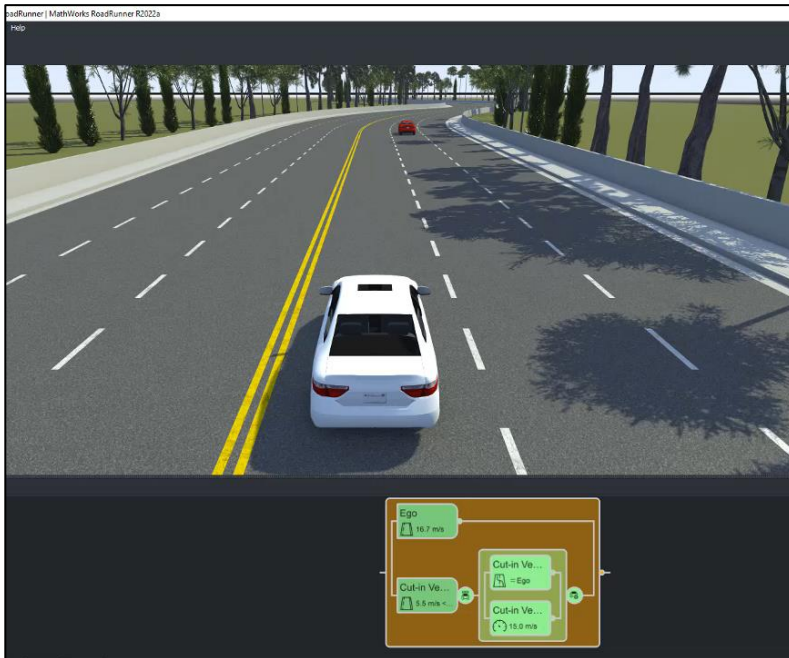


Filmbox  
(meshes)



OpenDRIVE  
(semantics)

# Export scenarios to OpenSCENARIO



OpenSCENARIO  
V1.x

```

<Condition name="Start Condition of Event_Vehicle2" conditionEdge="none"
  <ByValueCondition>
    <SimulationTimeCondition value="0" rule="greaterThan"/>
  </ByValueCondition>
</Condition>
</ConditionGroup>
</StartTrigger>
</Event>
<Event name="Event_Vehicle2_2" priority="overwrite">
  <Action name="Speed_Action_Vehicle2_2">
    <PrivateAction>
      <LongitudinalAction>
        <SpeedAction>
          <SpeedActionDynamics dynamicsShape="
            <SpeedActionTarget>
              <RelativeTargetSpeed entityRef="
            </SpeedActionTarget>
          </SpeedAction>
        </LongitudinalAction>
      </PrivateAction>
    </Action>
    <StartTrigger>
      <ConditionGroup>
        <Condition name="Start Condition of Event_Ve
          <ByEntityCondition>
            <TriggeringEntities triggeringEntiti
              <EntityRef entityRef="Ego"/>
            </TriggeringEntities>
          </Condition>
        <Condition name="Start Condition of Event_Ve
          <ByPositionCondition tolerance="
    </ConditionGroup>
  </StartTrigger>
</Event>

```



<https://github.com/esmini/esmini>

OpenSCENARIO  
V2.0

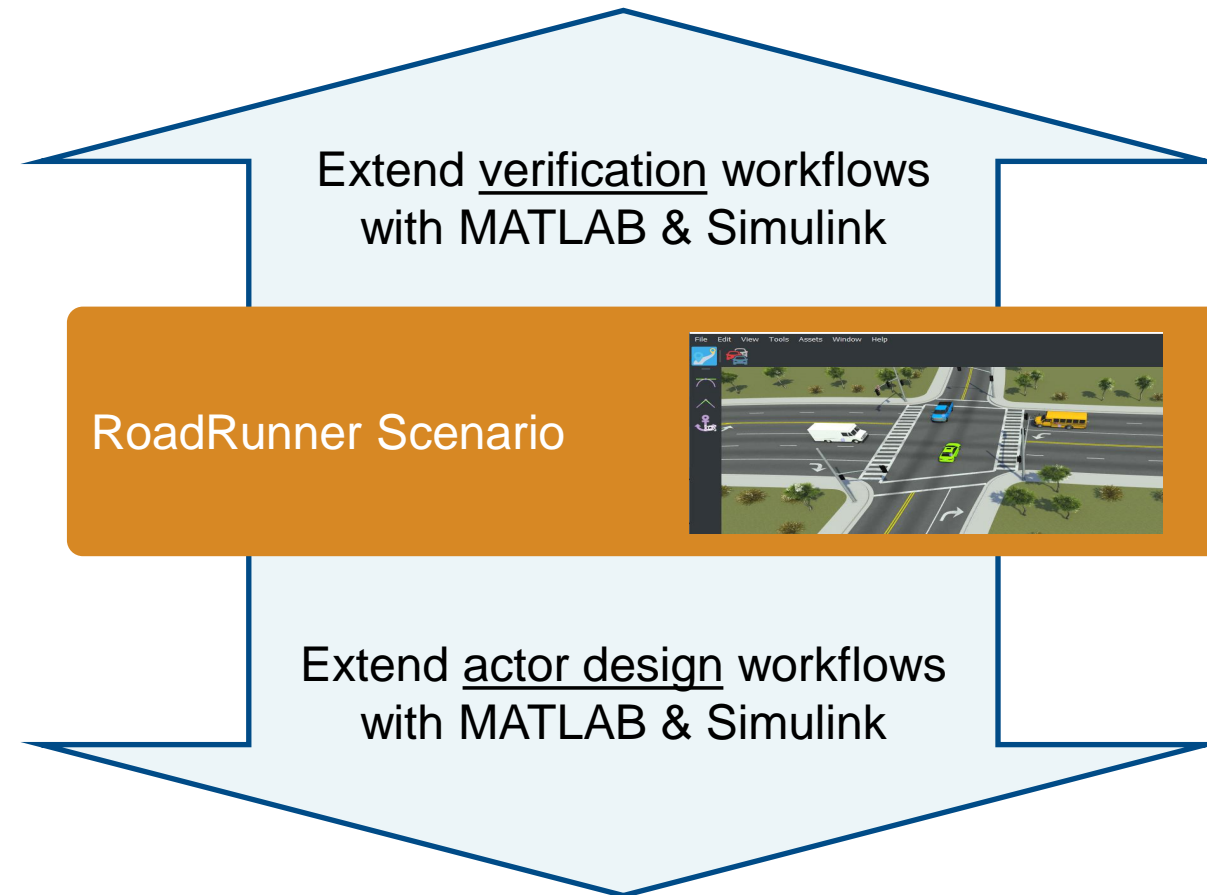
```

81   do parallel:
82     ego.drive() with:
83       along(sedan__route)
84       speed(16.66mps, at: start)
85     serial:
86       cut-in_vehicle.drive() with:
87         along(sedan2__route)
88         speed(5.5mps, slow)
89         until (cut-in_v
90     parallel:
91       cut-in_vehicle.
92       cut-in_vehicle.
93         speed(15mps,
94     with:
95       until (ego.time
96

```

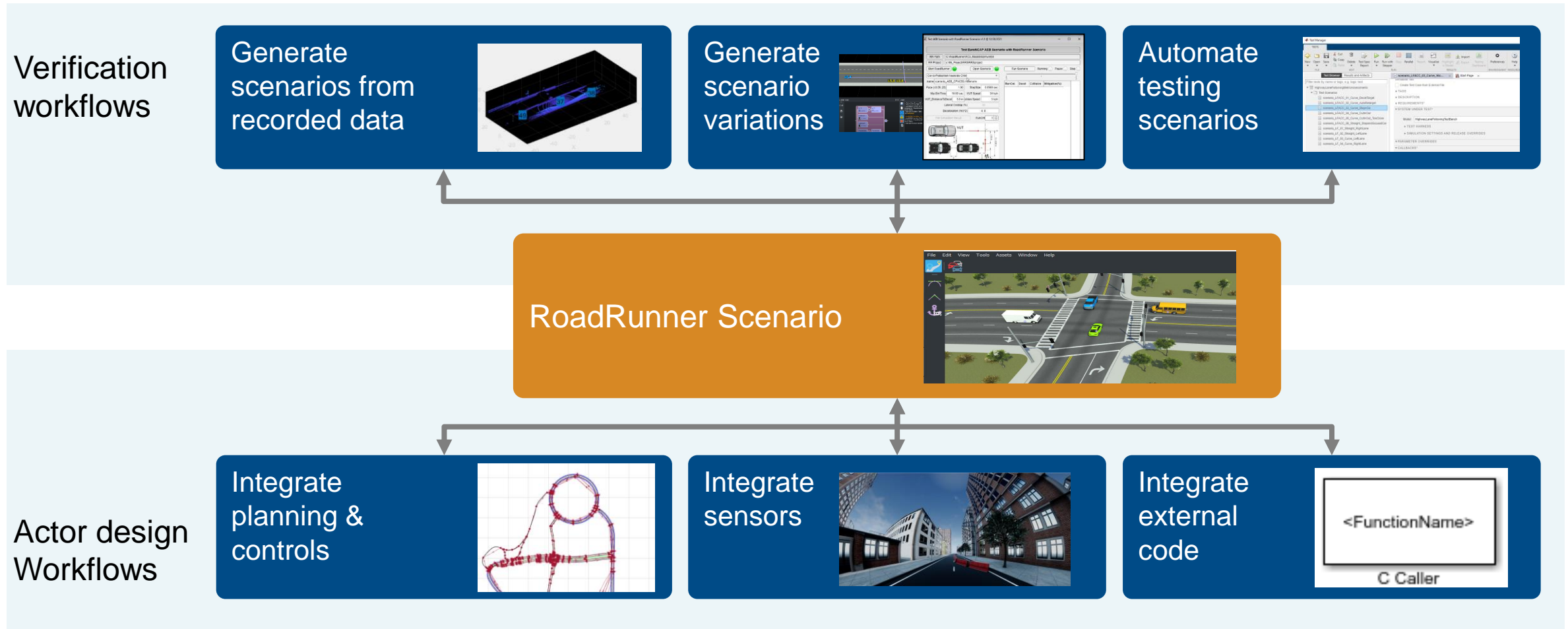
MathWorks is an ASAM Member and actively participates in the **OpenSCENARIO 2.0 Implementers Forum**

# Partner with MathWorks to extend scenario workflows



Engage with MathWorks engineers through proof-of-concept projects or Consulting Services to generate scenes and scenarios from your recorded data

# Partner with MathWorks to extend scenario workflows



Engage with MathWorks engineers through proof-of-concept projects or Consulting Services to generate scenes and scenarios from your recorded data

# Agenda

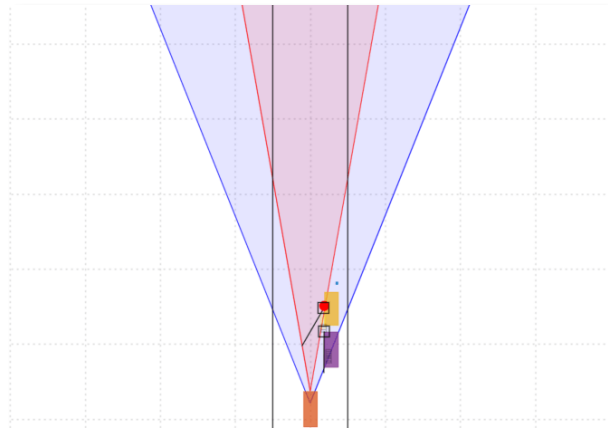
1. Introduction
2. Testing ADAS Systems
3. Cuboid scene and trajectory-driven scenario design
4. Photorealistic scene and logic-driven scenario design
5. Conclusion

## Key Takeaways

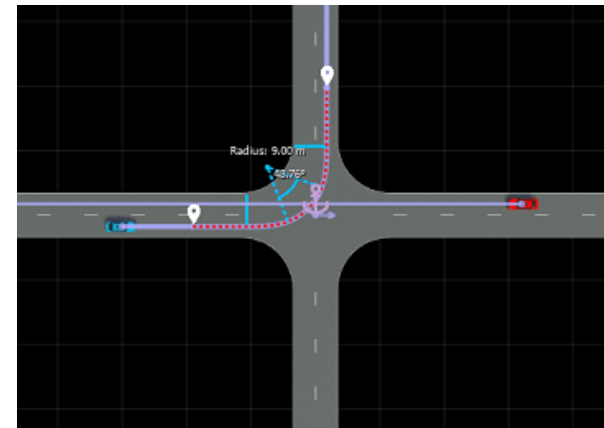
- Design and test simple driving scenarios using Automated Driving Toolbox
- Use RoadRunner to create realistic 3D scenes
- Design scenarios interactively using RoadRunner
- Perform co-simulation for scenario testing between RoadRunner and Simulink

## Call to action

- Explore examples available in the documentation
- Partner with MathWorks to extend scenario workflows



[Autonomous Emergency Braking with Sensor Fusion](#)



[Autonomous Emergency Braking with RoadRunner Scenario](#)

# Masterclass

## Scene and Scenario Design for ADAS Simulation

October 20, 2022 | Stuttgart

Maxime François  
Peter Fryscak

