

Innovate > Simulate > Accelerate



### ScenarioGenerator Advanced





- Introduction
- Preconditions
- Launch the « Scenario Generator.exe »
- Integrated workflow

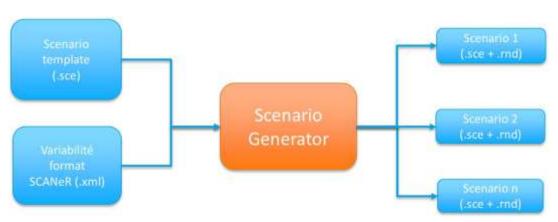


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#### Introduction : features

- ScenarioGenerator creates a set of different scenarios and terrains (.SCE and .RND) based on a template scenario. It is a step to test the scenario variations in a massive simulation system.
- Modifications are:
  - <u>Vehicle</u>: initial speed, state (TRAFFIC module effects)
  - <u>Weather</u>: Rain and Snow density (3D effect in the VISUAL module)
  - <u>Scenario-Tree</u> item : xpath value (Scenario effect)
  - <u>Scenario-Script</u> variable : value (SCENARIO module effect)
  - Add a <u>traffic vehicle</u> on a track: (Scenario effect)
  - <u>Track</u>: Nb of lanes, Slope, Curvature, Portion position (Terrain effect)
- When the .RND is modified, new .IVE and .SOL files are generated
- The use of ScenarioGenerator is protected by a License





## Introduction

- Other tools for multiple scenario generation
  - Parametric exploration: historical solution integrated in SCANeR
  - SCANeR Explore: new tool integrated into the future SCANeR HPC solution
- Advantages of ScenarioGenerator
  - Tighter control from customer (easy to control from customer's software: XML configuration, CMD launch)
  - Terrain effects (number of lanes, curvature, slope, ...) are exclusive to ScenarioGenerator



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### **Preconditions**: files

- Have a SCANeR configuration {MyConf}
- Have a {SCEtemplate}.SCE file in the .../SCANeRstudio\_1.8\data\{MyConf}\scenario folder
  - the scenario must stop itself: a stop criteria or a goToTask(END-SCENARIO) action
  - take care that no pop-up message or other system is waiting for a human intervention
  - It's better if the scenario evaluates itself (a script can set an ExportChannel that indicates the level of success)
- Have the relevant {RNDtemplate}.RND in the .../SCANeRstudio\_1.8\data\{MyConf}\terrain folder
- Put a {MySceGeneFile}.xml file in the .../SCANeRstudio\_1.8\data\{MyConf}\scenario folder as described below
  - This file is meant to be produce by software



## Preconditions : XML file description

- Starts with: <?xml version="1.0" encoding="UTF-8" standalone="yes" ?><gen version="1.7" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"><GenSet>
- Set the name of the scenario pattern: <scenarioFile>{SCEpattern}.SCE</scenarioFile><ValueSet>
- Set the name of the generated scenario by using (here « 1-1.SCE"): <outputBaseFileName>1-1</outputBaseFileName>
- Set the Snow level (same with Rain): <Weather><Snow><level>0.1</level></Snow></Weather>
- Set the value of a script variable (here « Cuttin distance »): <ScriptVariables><ScriptVariable><name>Cuttin distance</name><val>1.7</val></ScriptVariable></ScriptVariables>
- Set to 120km/h the initial speed of the vehicle  $\{N\}$ :  $\langle Vehicle \rangle \langle N\} \langle Initial Speed \rangle \langle Val \rangle \langle Initial Speed \rangle \langle$
- Set the state (0=Normal, 1=Inactive, 2=Invisible) of the vehicle {N} (here « Inactive »): <Vehicle><id>{N}</id><State><val>1</val></State></Vehicle>
- Set the slope of a track in the terrain pattern (here « Track12 ») (same with Curvature): <Track><name>Track12</name><Slope><val>0.1</val></Slope></Track>
- Set the number of lanes of a track in the terrain pattern (here « Track12 ») (need an integer value): <Track><name>Track12</name><Nlanes><val>2</val></Nlanes></Track>
- Set the portion position of a track in the terrain pattern (here portion {N} of « Track12 »): <Track><name>Track12</name><Portion></portionID>{N}</portionID><Abscissa></portion>
- End with:</ValueSet></GenSet></gen>



## **Preconditions : XML file sample**

```
<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>
<gen version="1.7" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <GenSet>
   <scenarioFile>template.sce</scenarioFile>
   <ValueSet>
     <outputBaseFileName>generated-1/outputBaseFileName>
     <Weather>
       <Snow>
         <level>0.1</level>
       </Snow>
     </Weather>
     <ScriptVariables>
       <ScriptVariable>
         <name>Cuttin distance</name>
         <val>1.7
       </ScriptVariable>
       <ScriptVariable>
         <name>Cuttin time</name>
         <val>2.8
       </ScriptVariable>
       <ScriptVariable>
         <name>Snow</name>
         <val>0.1
       </ScriptVariable>
     </ScriptVariables>
```

```
<Vehicle>
       <id>0</id>
        <maxSpeed>36.111111111111</maxSpeed>
        <modelType></modelType>
        <safetyTime>2</safetyTime>
        <InitialSpeed>
          <val>120</val>
       </InitialSpeed>
     </Vehicle>
      <Vehicle>
        <id>1</id>
        <maxSpeed>36.111111111111</maxSpeed>
       <modelType></modelType>
        <safetyTime>2</safetyTime>
       <InitialSpeed>
          <val>130
       </InitialSpeed>
      </Vehicle>
      <Track>
        <name>Segment de Route</name>
       <Slope>
         <val>0.1</val>
       </Slope>
        <Curvature>
          <val>=0.0005</val>
        </Curvature>
      </Track>
    </ValueSet>
    < ValueSet>
    <ValueSet>
  </GenSet>
</gen>
```



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## Launch

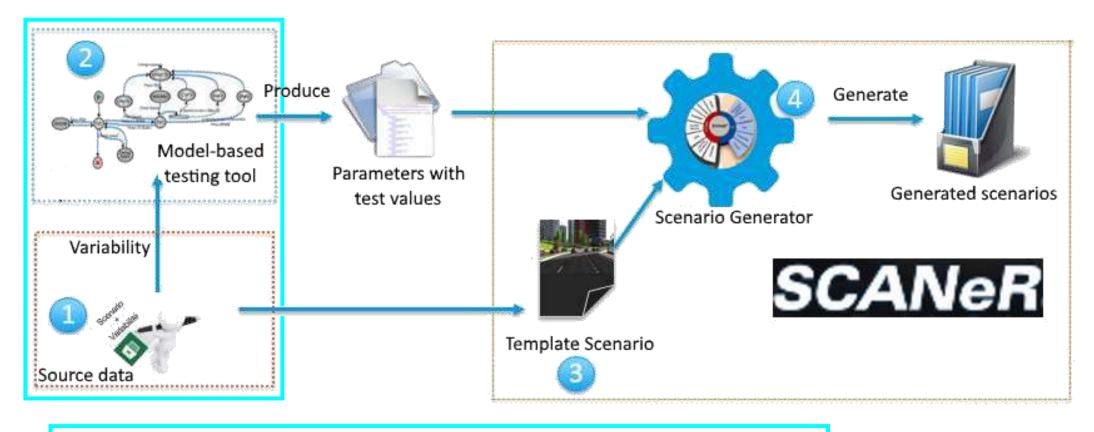
- Use console commands:
  - To go in the binaries folder => cd %STUDIO\_PATH%\SCANeRstudio\_1.8\bin\x64\
  - Launch the creation of the versions => ScenarioGenerator.exe <MyConf> generate <MySceGeneFile>.xml
  - d Do not put the full directory path of your configuration.xml file, because it could causes execution errors
  - This will generate as many SCE as <outputBaseFileName> and as many RND (+IVE +SOL) if <Track> is defined in the XML file



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## Integrated workflow



L. Scenario specification

2. Produce variability of the scenario any XML compatible testing tool (e.g.  $\underline{MaTeLo}^{\mathsf{TM}}$ )

3. Create the template scenario

us

4. Automatically generate scenarios

use SCANeR™ Studio

use Scenario Generator

\*Software and processes of the user

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