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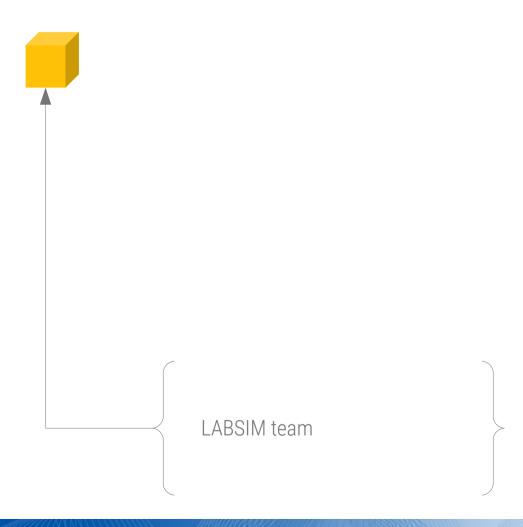
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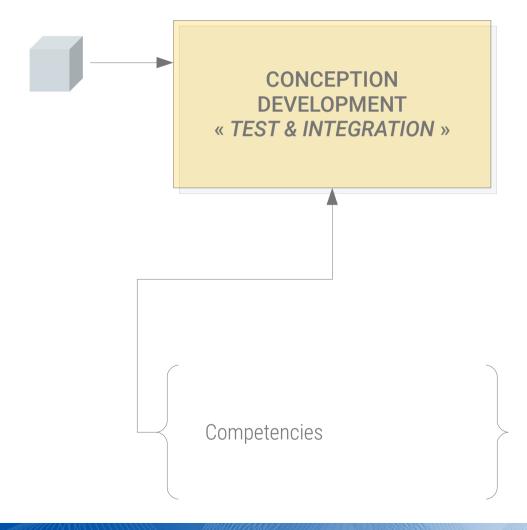
Simulation Software Ecosystem Problematic



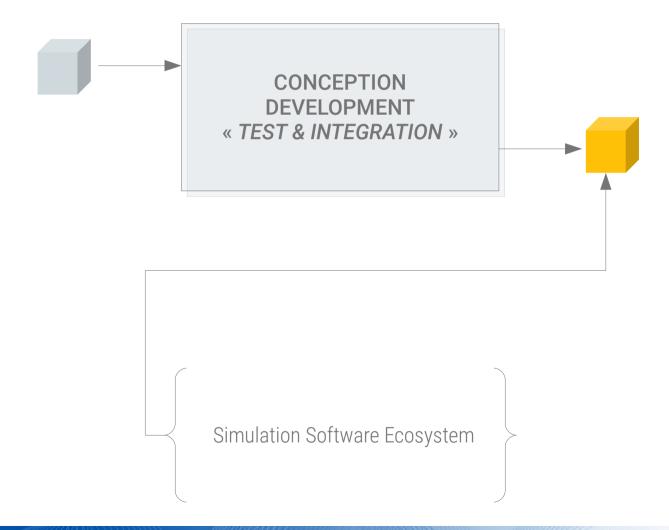




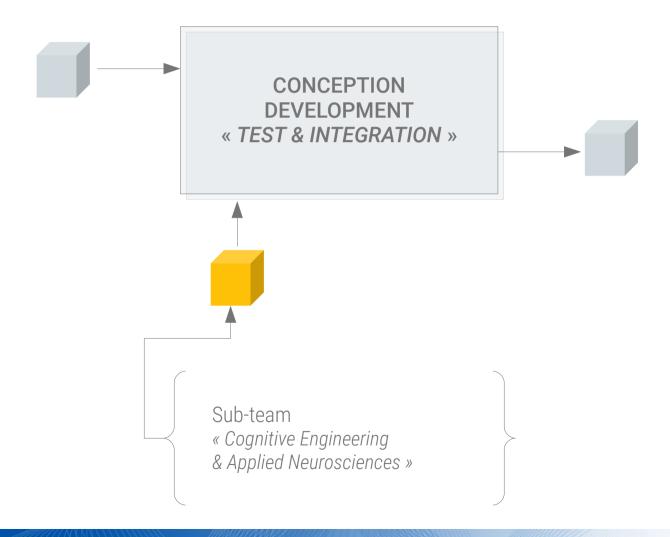




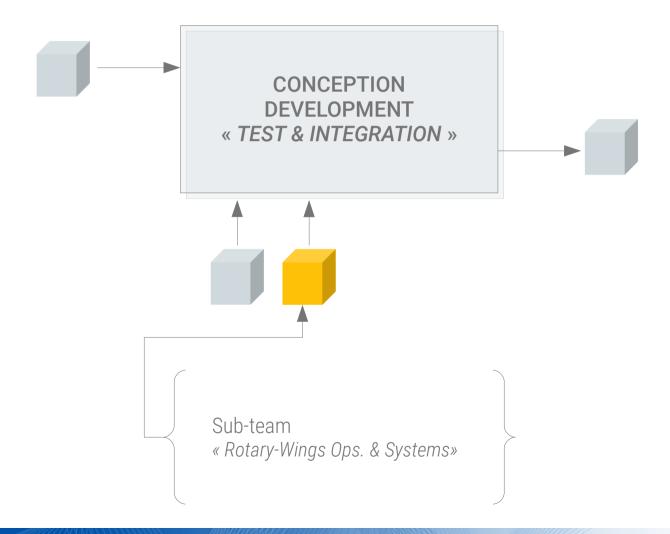




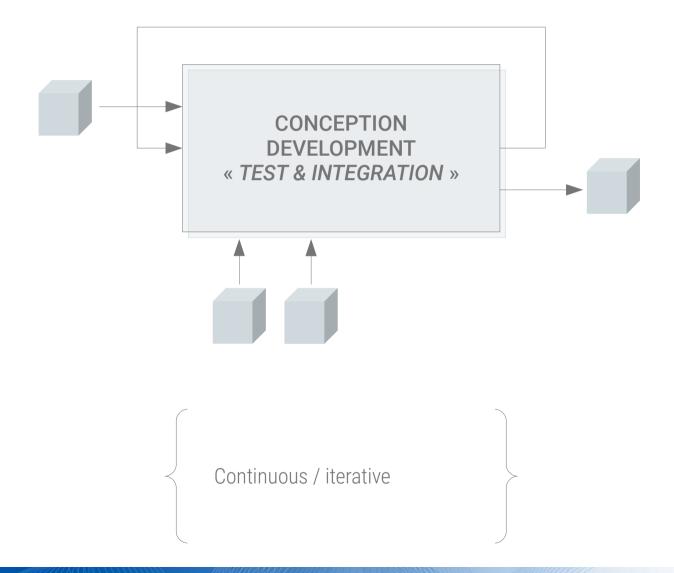




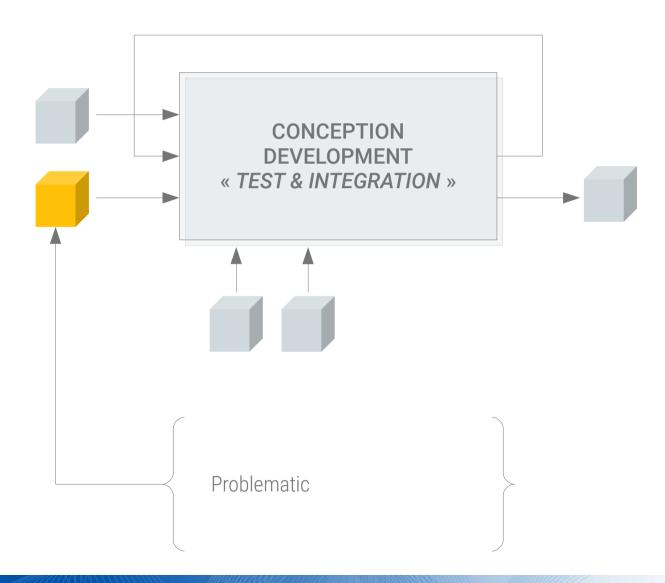




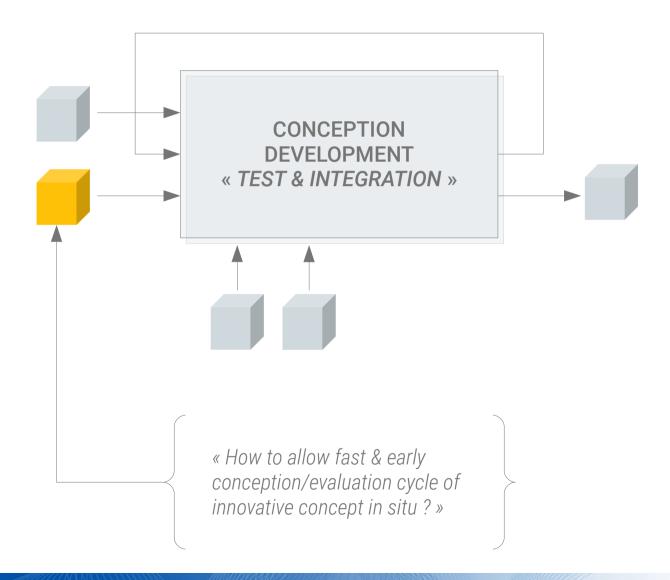




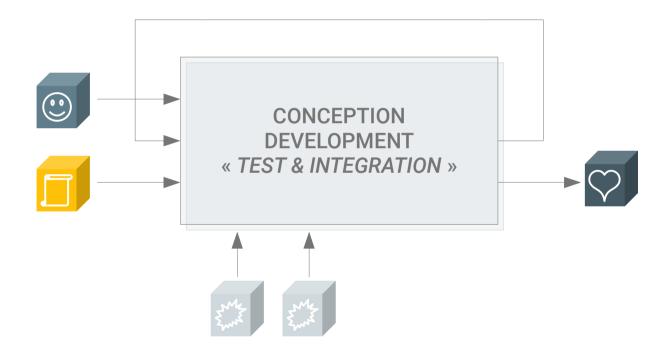














« How to allow fast & early conception/evaluation cycle of innovative concept in situ? »



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- rapid system prototyping
- by the way, time is money, so if you want something to be setup quickly it has to be a cheap or relatively afordable solution => software simulation



« How to allow fast & early conception/evaluation cycle of innovative concept in situ? »

- to evaluate something, we need to be representative/immersive enough
- it also mean that we will probably have to handle wide range of heterogenous data sensor
- and because we are scientist, we will have to provide a data warranty => consistency



« How to allow fast & early conception/evaluation cycle of innovative concept in situ? »

Analysis

reliability & repeatability



« How to allow fast & early conception/evaluation cycle of innovative concept in situ? »

- Innovation arises from domain specific experts
- innovation could also emerge from a blend, a fusion of various scientific domain
- we do computer sciences so we should leaverage this aspect from users => focus on key competencies (reminder: initials conditions)



« How to allow fast & early conception/evaluation cycle of innovative concept in situ? »

- human is in the loop => human centered design
- human don't lag so we should focus on performance with near real-time requirements
 soft real-time ~100Hz
- human centered + computer science => Virtual Reality principles!
- lastly, because we are an in-house ONERA's lab, by human we mean pilot, UAV/ATC operator,...



LABSIM

http://www.labsim.github.io

