【CLAIMS】

1. A moving object simulation method comprising:

(a) a simulation preprocessing step in which a first server

generates a first environment information for simulation target, including at least one of road data, nearby vehicle data, nearby pedestrian data, nearby obstacle data, nearby traffic light data, nearby sign data, and event data for a predetermined period of time,

transmits simulation information calculated in real time to an output device, the simulation information being information which has been converted into image data, and

receives an information logging request, which is a generation request message for a second environment information for the simulation target from an input device, another server or a user terminal, the second environment information being part of the first environment information divided by time from the first environment information;

receiving, either before or after step (a) by a second server, simulation configuration information including a vehicle driving control algorithm information input on the user terminal; and

(b) a simulation step in which the second server

calculates sensor unit output data of a simulation target vehicle, according to movement of the simulation target vehicle, for the predetermined period of time using the second environment information, and

inputs the sensor unit output data to a vehicle driving control algorithm which is an algorithm for calculating a driving command of the vehicle based on the sensor unit output data of the simulation target vehicle, wherein the vehicle driving control algorithm information is the vehicle driving control algorithm.

2. The moving object simulation method of claim 1, wherein the step (b) is performed after the step (a), the step (a) further includes: a step for storing the first and the second environment information, and in the step (b), by using the second environment information stored in the step (a), the second server reduces computational processing load for simulation.

3. The moving object simulation method of claim 1, wherein the step (a) and the step (b) are simultaneously performed, and the second environment information used in the step (b) is received by the second server in real time from the first server, thereby reducing the computational processing load of the second server for simulation.

4. The moving object simulation method of claim 3, wherein the first server and the second server are separate servers.

5. The moving object simulation method of claim 1, wherein the first and second environment information includes simulation

time data such that the simulation time of the step (a) and the step (b) are synchronized.

6. The moving object simulation method of claim 1, wherein the simulation target vehicle is an autonomous vehicle.

7. The moving object simulation method of claim 1, wherein the sensor unit includes at least one of lidar, radar, GPS, and camera sensors.

8. The moving object simulation method of claim 1, wherein the received simulation configuration information further includes at least one of simulation target vehicle information, and sensor unit information of the simulation target vehicle.

9. The moving object simulation method of claim 8, wherein the simulation target vehicle information includes at least one of a type, shape, size, wheelbase, height, and center of mass of a vehicle.

10. The moving object simulation method of claim 8, wherein the sensor unit information of the simulation target vehicle includes at least one of the number, type, specification, and installation position within the vehicle of a sensor included in the sensor unit.

11. The moving object simulation method of claim 1, wherein the driving command of the vehicle includes at least one of acceleration, deceleration, full stop, driving direction, turn indicator, and lighting of the vehicle.

12. The moving object simulation method of claim 1, wherein, in the step (b), driving the simulation target vehicle is controlled based on the calculated output data of the sensor unit of the simulation target vehicle.

13. A moving object simulation system comprising:

a first server and a second server performing the moving object simulation method according to one of claims 1 to 12.

14. A storage medium recording commands for performing the moving object simulation method according to one of claims 1 to 12.