

【ABSTRACT】

AUTONOMOUS DRIVING VEHICLE SIMULATION METHOD IN VIRTUAL ENVIRONMENT

Disclosed herein is a moving object simulation method including: a simulation preprocessing step in which a first server generates environment information for the 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; and a simulation step in which a 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 environment information, preventing computational overload due to limitations of server resources and promoting quality improvement for algorithm verification.

[FIG.5]