

**Comparison of 3D and
1D methods for
automotive optical
sensor simulation
in foggy conditions**

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Toulouse 2022

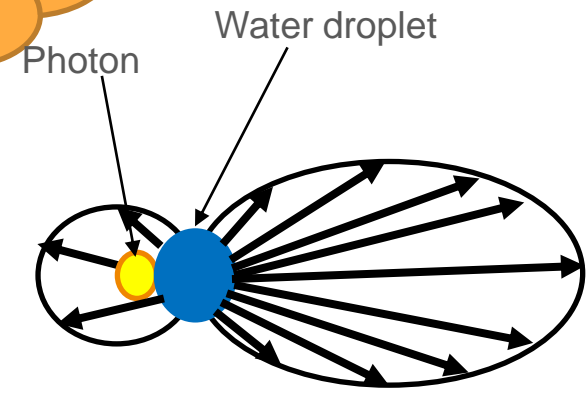
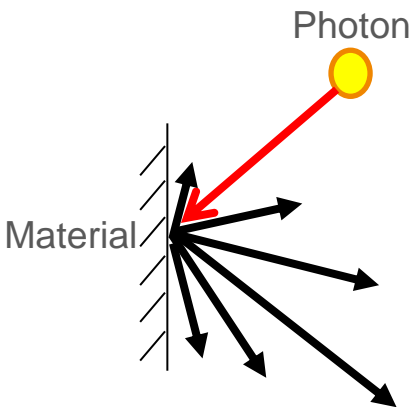
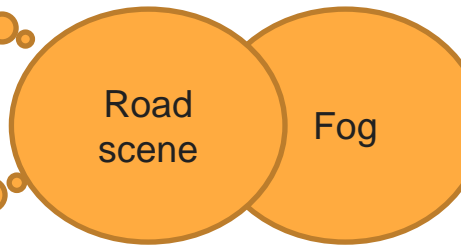
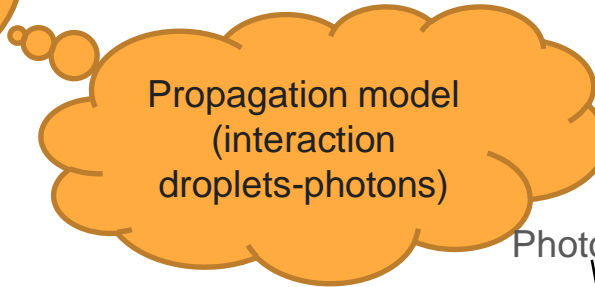
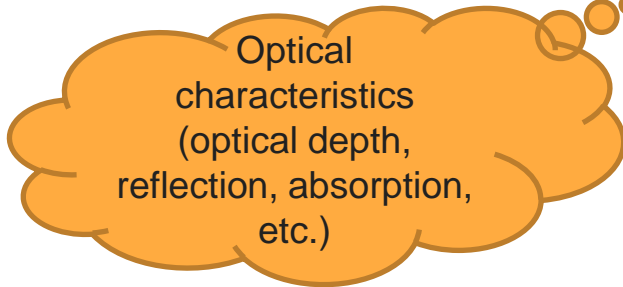
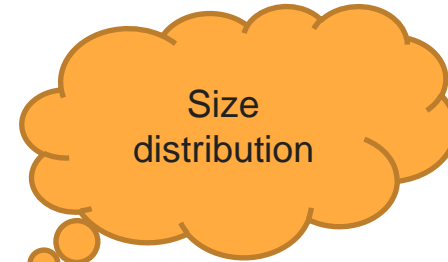
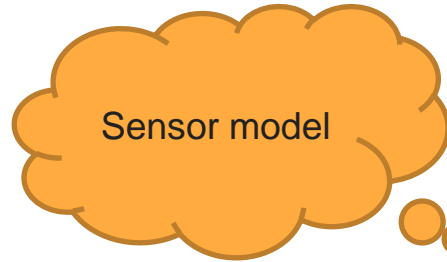
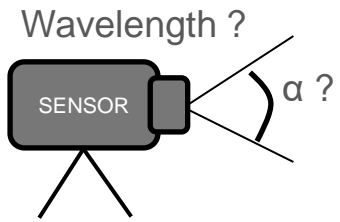
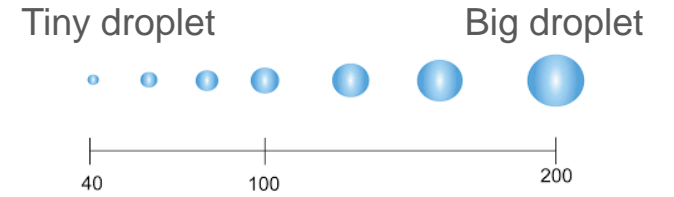


- **Introduction**
- **Methodology**
- **Results**
- **Application**
- **Conclusion**

Introduction

How can we see better in the fog?

Fog = reduced visibility = risk of accident



Radiatif transfer equation

$$u \cdot \nabla_r L_\lambda(r, u) = -\beta_\lambda L_\lambda(r, u) + \frac{\sigma_\lambda}{4\pi} \int_{S^2} L_\lambda(r, v) \Phi_\lambda(v \cdot u) dv$$

r : position in 3D space

u, v : directions in 3D space

β_λ : extinction coef. ($\beta_\lambda = \sigma_\lambda + \kappa_\lambda$)

σ_λ : scattering coef.

κ_λ : absorption coef.

S^2 : unit sphere in 3D space

Φ_λ : phase function

L_λ : radiance

λ : wavelength

Assumptions

- Homogeneous medium ($\sigma_\lambda, \kappa_\lambda, \Phi_\lambda$ do not depend on r)
- Stationarity
- Lambertian light sources

Irradiance equation

$$E_\lambda(r) = \int_{\theta=0}^{\frac{\pi}{2}} \int_{\varphi=0}^{2\pi} L_\lambda(r, \theta, \varphi) \sin(\theta) d\varphi d\theta$$

θ, φ : latitude and longitude in 3D space

Radiatif transfer equation

3D CASE

$$u \cdot \nabla_r L_\lambda(r, u) = -\beta_\lambda L_\lambda(r, u) + \frac{\sigma_\lambda}{4\pi} \int_{S^2} L_\lambda(r, v) \Phi_\lambda(v \cdot u) dv$$



1D CASE (slab modelling)

$$u \cdot \frac{\partial L_\lambda(x, u)}{\partial x} = -\beta_\lambda L_\lambda(x, u) + \frac{\sigma_\lambda}{4\pi} \int_{S^2} L_\lambda(x, v) \Phi_\lambda(v \cdot u) dv$$

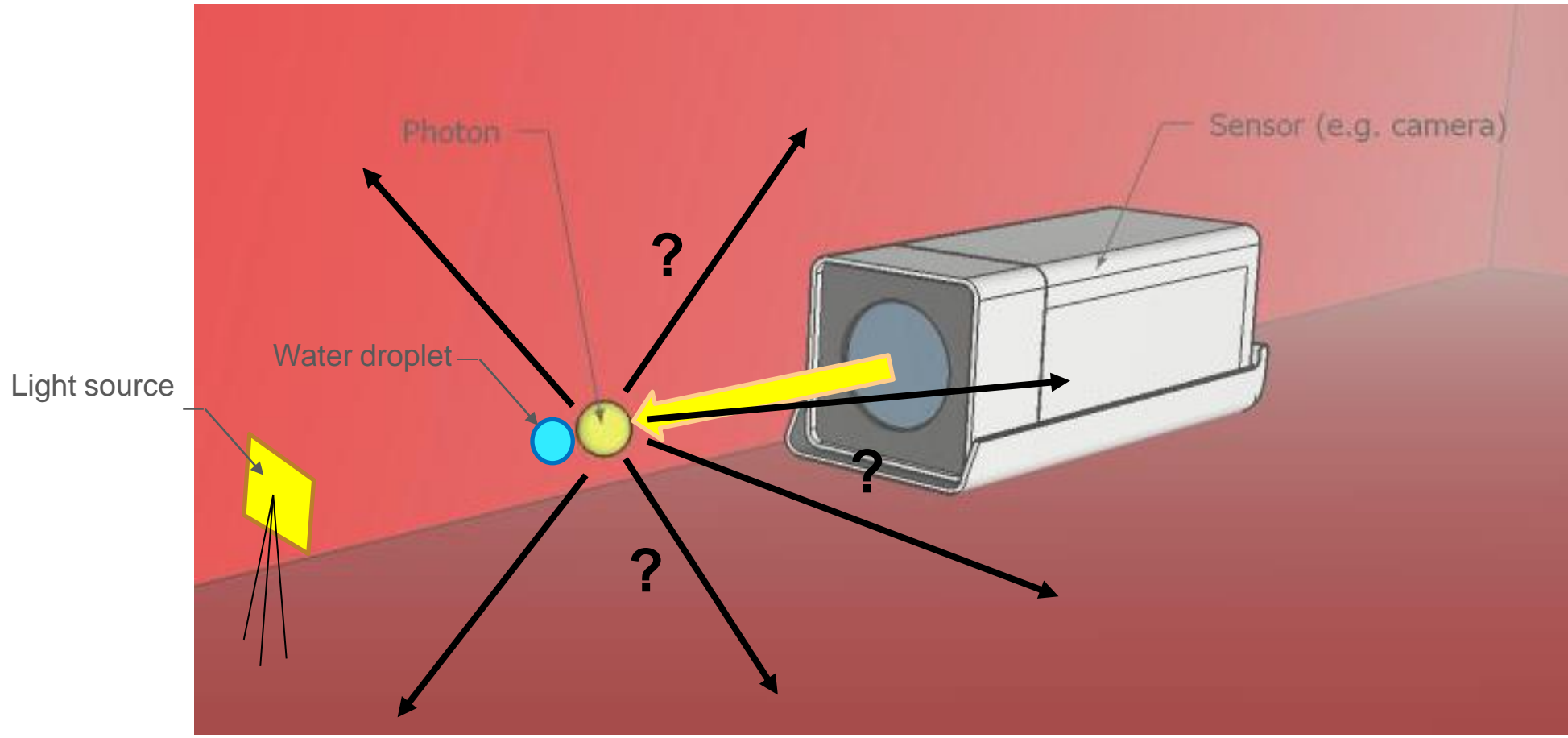
L_λ does not depend on y and z

Beer-Lambert Case :

$$u \cdot \nabla_r L_\lambda(r, u) = -\beta_\lambda L_\lambda(r, u)$$

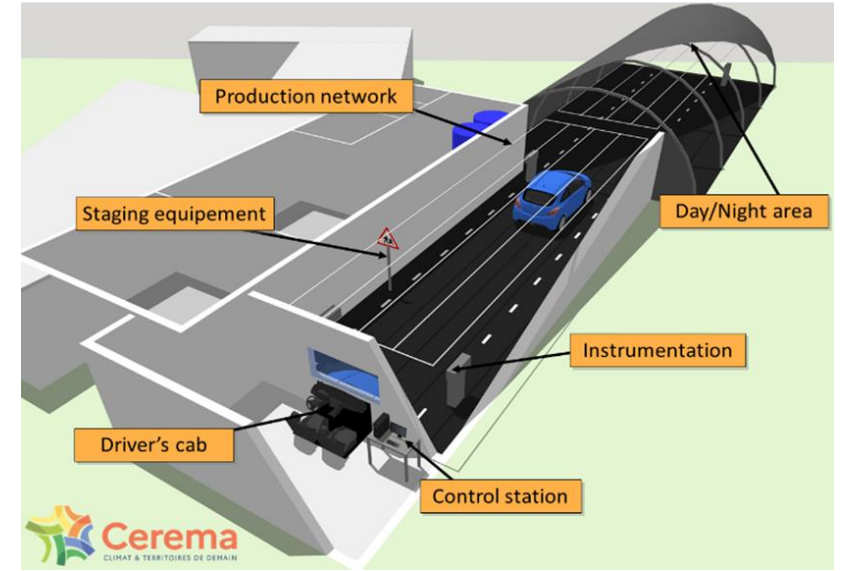
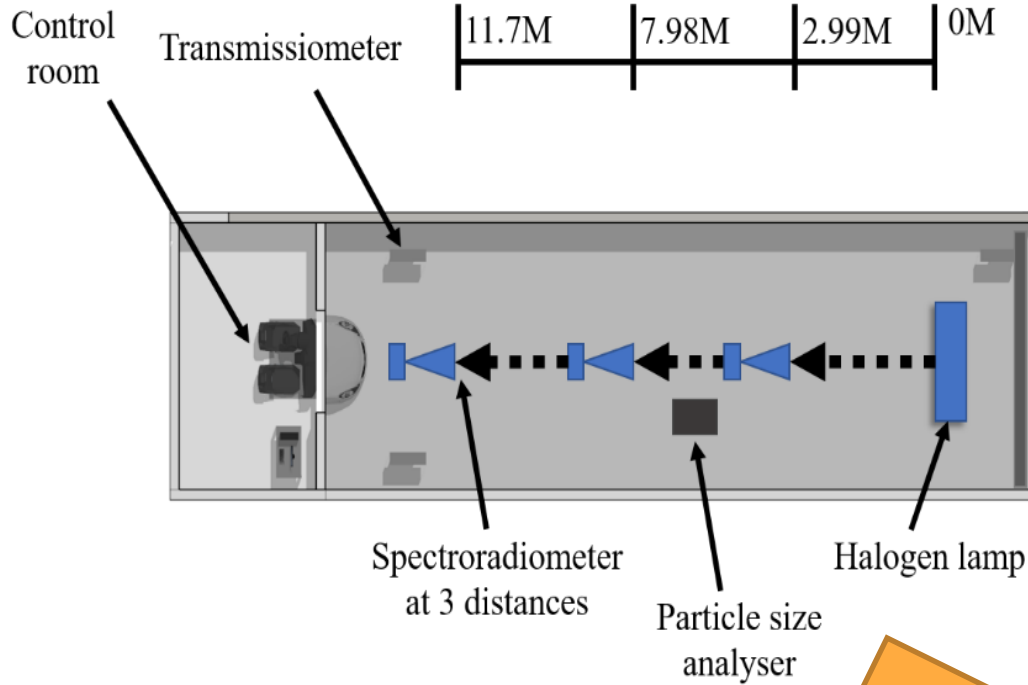
no collision term

Monte Carlo algorithm (Backward ray-tracing)

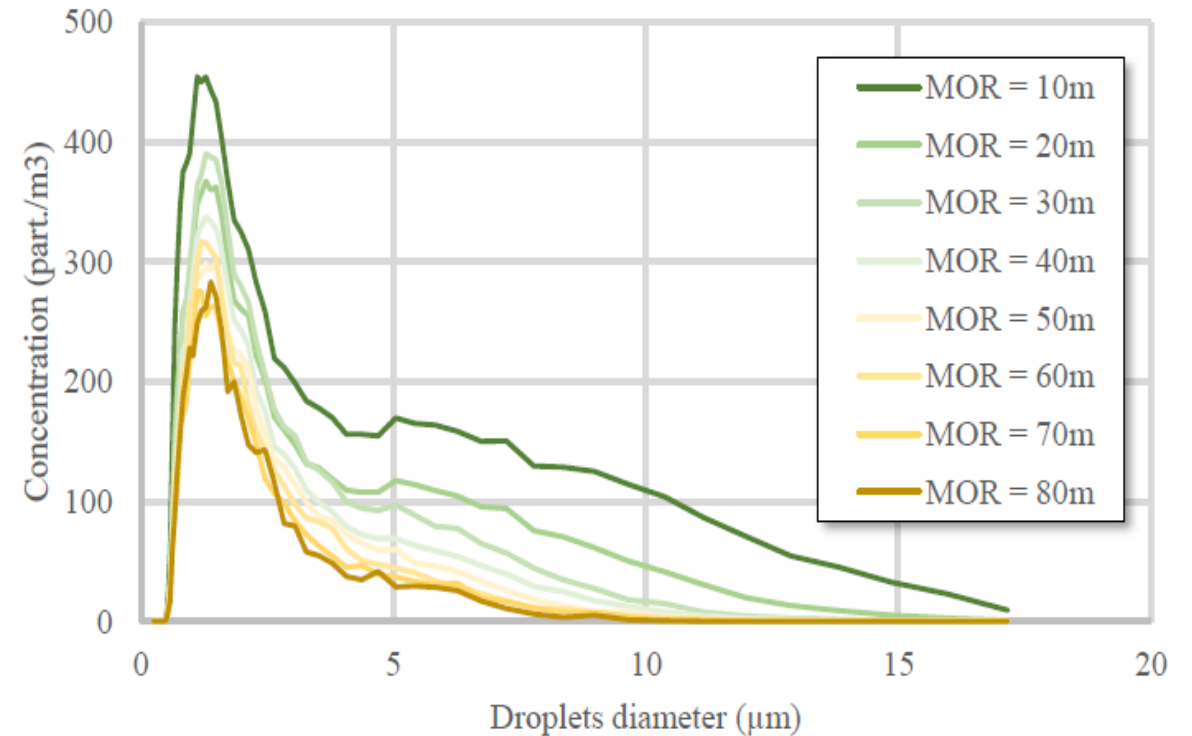


Experiment map and granulometry

Cerema PAVIN platform

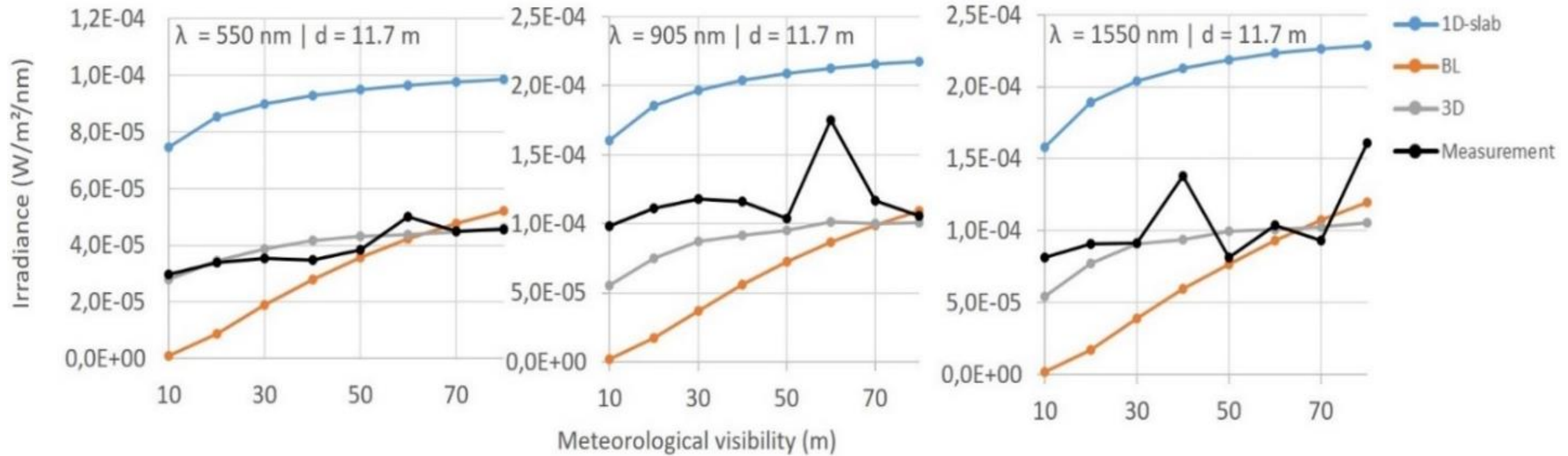


Mie theory domain : $0.1 < \frac{r}{\lambda} < 1.6$

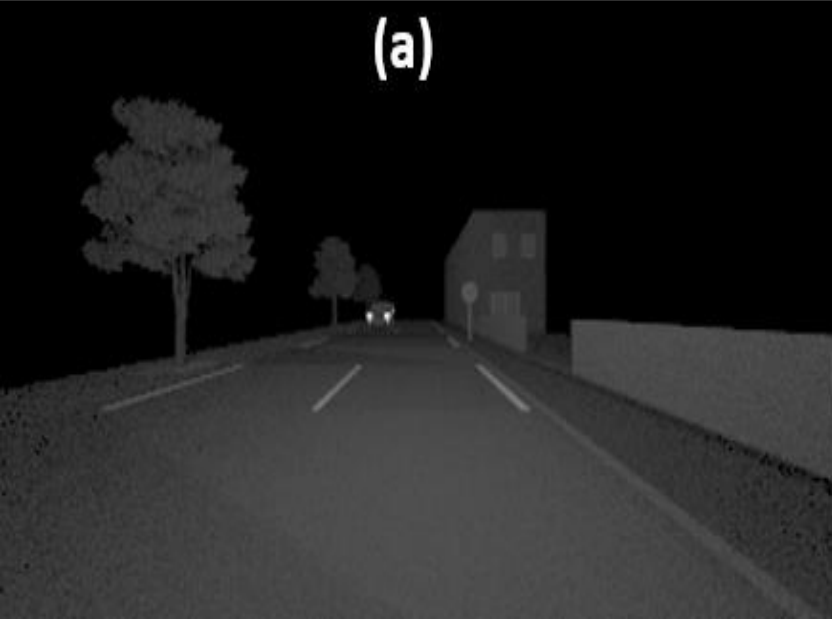


* MOR: Meteorological Optical Range

Comparison of methods



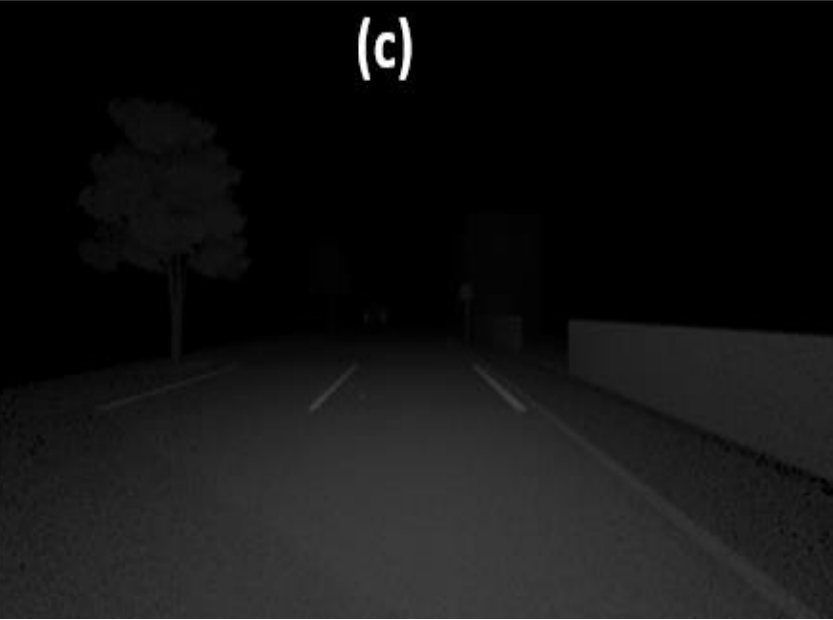
Application in the visible (550 nm)



Without fog



With fog (MOR 21m), 3D model



With fog (MOR 21m), Beer-Lambert model

Conclusions

- Robustness of the 3D model and ability to stick to the measurements, despite the uncertainties
- Ability to simulate various scenes in the visible and in the thermal infrared

Ongoing work

- Uncertainties quantification
- Developing a digital twin to complete the PAVIN platform of Cerema (based on digital simulation and artificial intelligence)



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30 May - 1 June 2022



Thank you!