## Past, present and future work of OKTAL-SE with SEDRIS

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August 20 24 meeti on 24-28 JTC 1/SC London ISO/IEC

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**Topics:** 

- An Overview of OKTAL-SE
- OKTAL-SE first implementations and modelling of infrared and other sensor data
- Current uses of SEDRIS in the SE-WORKBENCH
- The SE-DB-MAT concept



- Before 1989: Thalès Training Simulation in Paris
- ✤ 1989: OKTAL => Railway simulators / Automotive simulators
- 2001: OKTAL-SE Defence and Research simulation
- 2005-2007: French MoD projects involving SEDRIS

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2011: GNSS (Ergospace – GUIDE innovation platform)





#### **OKTAL-SE World class software editor**

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## Aeronautics 20% Defence 55% 19 years partnership with French DGA Health 10% Automotive 5% Security 10% Synthetic Environment

#### **Targeted applications for the major markets segments**

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#### Strategic alliances for software results validation

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#### The SE-WORKBENCH interface to third-parties

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#### Long term partnerships with customers

- French DGA: 19 years of collaboration
- MBDA Fr and UK: **15 years of collaboration**
- ONERA: 13 years of collaboration
- SAGEM: 10 years
- Korean ADD: 9 years

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- Swedish FOI: 8 years
- German FGAN : 7 years
- Singapore DSTA: 6 years





FGAN



#### All under multi-years maintenance contracts



## An overview of data preparation and fusion stages in providing sensor simulations



## The SE-WORKBENCH<sup>™</sup>: A single kernel for multi-sensor environment modelling



#### CQCEGC

Software for:

Quality control  $\rightarrow$  checking the conformity of data with the format and content specifications

**Exchange**  $\rightarrow$  importing and exporting (with some restriction)

 $\ensuremath{\textbf{Correction}}\xspace \to \ensuremath{\textbf{modifying}}$  the data and metadata

**Configuration management**  $\rightarrow$  EDS versions catalogue (PostGreSQL database)

for Environment Database for Simulation (EDS)



### CQCEGC

Mains goals :

- checking conformity of SIF-France EDS with the format specification
- visual control on elements and parts of EDS
- gathering tools for automatic, supervised and interactive correction of EDS
- exchanging EDS in standard formats such as VMAP, DLMS, SIF-France, SEDRIS, Digitised Terrain and Open Flight
- manage configuration of the various versions of EDS





#### CQCEGC

Quality control, exchange and correction

#### SEDRIS data model

Able to host data coming from the various formats handled :

- SIF-France v2
- SEDRIS 4.0 (and now 4.1)
- DLMS DFAD
- DLMS DTED
- Open Flight 15.6
- VMAP1
- Digitised Terrain MNT CELAR



### CQCEGC

SEDRIS was used here as a pivot data container and representation.

Every data of a work session is converted to SEDRIS and organised in the data model.

Corrections are done in the SEDRIS structure and then exported in the input format or another compatible format.



#### CQCEGC

**Excerpt of the SEDRIS data model : planimetry** 



point light string



#### CQCEGC

#### **CQCEGC GUI**





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#### PROVIDENS

**PROVIDENS** = assistance system for the Interactive PROduction and Validation of Synthetic ENvironment Data

Plug-in for the ITCS (Joint Technical Simulation Architecture)

Based on SEDRIS as pivot data container and representation



## PROVIDENS

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Environmental data = various and disparate

Usually need to be processed through various steps before being exploitable by simulation applications





#### PROVIDENS

Most expensive step : transform source databases into generic databases... that are not generic.

So...

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#### PROVIDENS

**Objective of PROVIDENS:** 





#### PROVIDENS

Interoperability  $\Rightarrow$  Facilitate the exchange and reuse of data

**SEDRIS** as a pivot data container and representation for source, generic and target database.

•corrected source data or validated target database  $\rightarrow$  **SEDRIS**  $\rightarrow$  **capitalisation**  $\rightarrow$  retrieval  $\rightarrow$  import  $\rightarrow$  exploited by applications using different native formats

•SEDRIS = very comprehensive data representation : only available format/representation able to describe data as various as planimetry or altimetry data, geo-localised photographs, 3D models, atmospheric data, physical properties, etc.



### PROVIDENS

- Integration of existing tools in the PROVIDENS platform
- Development and integration of new converters
- Enhancement and integration of existing tools (Focus)
- SEDRIS expertise
- Basis for exchanging terrain modelling tools "work data"



## PROVIDENS

#### **PROVIDENS** user can :

- retrieve (source or generic) databases in the capitalisation database
- convert them to the native format they need
- request a production plan: best way to perform the data processing needed to produce new (generic or target) databases
- · extract and edit their metadata
- capitalise those new databases



### PROVIDENS

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ITCS

After CQCEGC, before PROVIDENS, the most complete attempt to model OKTAL-SE synthetic environment databases in SEDRIS

**ITCS** = Joint Technical Simulation Architecture: providing support environment for conceiving and realising simulations

#### **OKTAL-SE for ITCS:**

- software for exporting EDS in the SDM format (OKTAL-SE format) to SEDRIS and importing SEDRIS EDS in the SDM format
- providing SEDRIS tools
- providing SEDRIS expertise



#### **ITCS**

- modelling of the meshed geometry (easy)
- modelling of the physical properties
- modelling of complex SDM mechanisms:
  - material classification (physical properties of any pixel of a texture) through material images
  - multi-domains materials (materials defined by the association of elementary materials defined on one domain) through data tables

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ITCS



Example of classification with logical materials



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SE-AGETIM = Integrated software tools enabling rapid and realistic 3D synthetic environment generation for multi sensors simulation application (OTW, EO, RF)



 Current uses of SEDRIS in SE-WORKBENCH: SE-AGETIM

SE-AGETIM uses **SEDRIS** for:

- Importing source data from DFAD and GeoTiff databases
- Importing planimetry and altimetry from SEDRIS databases
- Creating SEDRIS databases from altimetry grids



### SE-FAST-IG





## SE-FAST-IG

**SE-FAST-IG** = OKTAL-SE real time image generator for rendering synthetic environments in the visible and EO domain

Used one specific SEDRIS component: the SRM.

Provides a robust and complete description of the spatial coordinates system as defined by SEDRIS: abstract coordinates system and spatial referential.

Also provides functionalities for spatial transformations (coordinates, directions and orientations conversions)



#### SE-FAST-IG

SE-FAST-IG use the communication standard CIGI (Common Image Generator Interface).

The CIGI piloting frames are geographic (latitude/longitude/altitude coordinates, local tangent orientations) while the database visualised use a local Cartesian frame

⇒ The SRM API allows precise and efficient conversions



# PURPOSE of the SE-MAT-DB

Physical material is a key feature that heavily conditions the realism of a simulation

But the drawback of the current situation is that the classification quality depends on the user skill in term of material characterization

⇒ SE-DB-MAT: Provide a common set of data that are ready to use by the customers and give impressive results



#### PURPOSE of the SE-MAT-DB

Currently, using SE-PHYSICAL-EDITOR, the user has to know, for example for a road, that:

• it is made of asphalt

• the roughness is characterized by a given RMS height the layers are characterized by given thickness ...

⇒ In the future, the user should only have to recognise the feature, for example a highway feature, and SE-PHYSICAL-EDITOR should choose the appropriate material combination



## PURPOSE of the SE-MAT-DB

Another drawback of the current situation is that the validation of the material database is a complex task

It mixes Synthetic Environment problems (what is the internal structure of a material ?) and Physical problems (what is the BRDF of an intrinsic material ?)

⇒ A divide and conquer strategy:



#### Method

Top-Down approach:

We begin with the needs and requirements in terms of Synthetic Environment creation

We deduce the material from Synthetic Environment to Physics, not the reverse way as currently i.e. from Physics to Synthetic Environment

Analyse of the source data and the modelling tools to define a chart of all the generic features we can find in a given Synthetic Environment and rely on standards like SEDRIS



#### Analyse

Several classifications to take into account: Nature:

#### **Road network**

- Highway
- Main roads
- Secondary roads
- Residential road
- Road
- Path
- Parking
- Tolling
- ...

#### Buildings

- Industrial
- Commercial
- Sports
  - Stadium
  - Swimming pool
  - Tennis
  - Race course
- Civilian
  - Post office
  - Bank
  - Embassy
  - City hall
  - Modern castle
  - Last centuries castle
  - Middle age castle
  - Farm

- ...

- Ranch
- Classical style building

#### Vegetation

- Natural
  - Wood

#### Hardwood

#### Persistent

- Clutter
- Not Cultivated Field
- Grassy
- Meadow
- Swamp
- Isolated tree
- Man made
  - Wood
    - Hardwood
    - Persistent
  - Orchard
  - ...



#### Analyse

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Geographical area: Asian vegetation ? European vegetation ? etc.

Season: Summer ? Winter ?

The SEDRIS EDCS gives very good tools to create such classifications but we have several entry points



Synthetic Environment

#### Analyse

Ideal: In SE-AGETIM: It is in Europe, it is winter and:



#### Analyse

But, in terms of modelling, those elements are different

Wheat field, pasture = material

Forest = **SE-AGETIM pattern** composed of trees (**3D models**)

Highway = **SE-AGETIM** pattern composed of a specific road profile applied to the road axis

Industrial zone = **SE-AGETIM pattern** composed of various **building templates** 





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Analyse

**Forest** 





























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#### Analyse

Even if we try to keep it simple for our users, we need them to use materials.

But we have to simplify our materials: A user wants to choose a "classical white concrete wall" material... (s)he does not want to know that:



Internal temperature back feature



#### Analyse

So we see that wee need a EDCS classification, gathering elements of different kinds according to their use.

Roads: Classification code + Road profile pattern

Buildings: Classification code + Building template or + 3D model

Vegetation: Classification code + Forest patch or 3D model or high level material Physical materials



#### Analyse

All the elements share the same physical materials (after all, grass is grass, stone is stone, etc.)

The amount of material is very large (several thousands)

But actually the amount of intrinsic physical material is small

⇒ Physical validation is easier (only the physical materials to validate)







#### Conclusion

#### ⇒ Advantage of new approach

Much more variety of materials and elements, correctly classified thanks to SEDRIS EDCS

Less intrinsic materials to be physically validated

Less risk for classifying: the computer artist chooses the elements that are consistent with the mock-up, the physicist validate the physics

