

Performance and Accuracy Assessment of Nvidia's Omniverse Isaac Sim for Generating Synthetic Data from Real-world Scenarios

Bachelorthesis

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Outline

1. Motivation
2. Synthetic Data Generation
3. Methodology
4. Results
5. Conclusion

1. Motivation

- Task: Train Autonomous Vehicles

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 - Traditional Approach:
 1. Acquire a Vehicle



Image Source: <https://ev-database.org/de/pkw/1941/Opel-Corsa-Electric-50-kWh>

1. Motivation

- Task: Train Autonomous Vehicles
 - Traditional Approach:
 1. Acquire a Vehicle
 2. Acquire Sensors



Image Source: <https://www.robosense.ai/en/rslidar/RS-Helios>



Image Source: <https://www.stereolabs.com/products/zed-2>

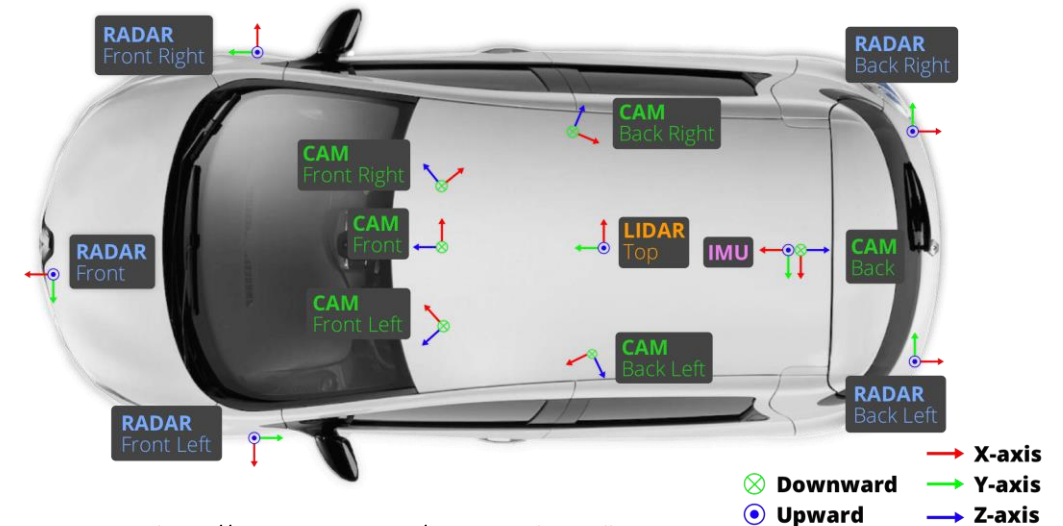


Image Source: <https://www.nuscenes.org/nuscenes#data-collection>

1. Motivation

- Task: Train Autonomous Vehicles
 - Traditional Approach:
 1. Acquire a Vehicle
 2. Acquire Sensors
 3. Collect data



Image Source: <https://www.latimes.com/business/story/2023-10-11/waymo-driverless-taxi-launch-in-santa-monica-met-with-excitement-tension>

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- Task: Train Autonomous Vehicles
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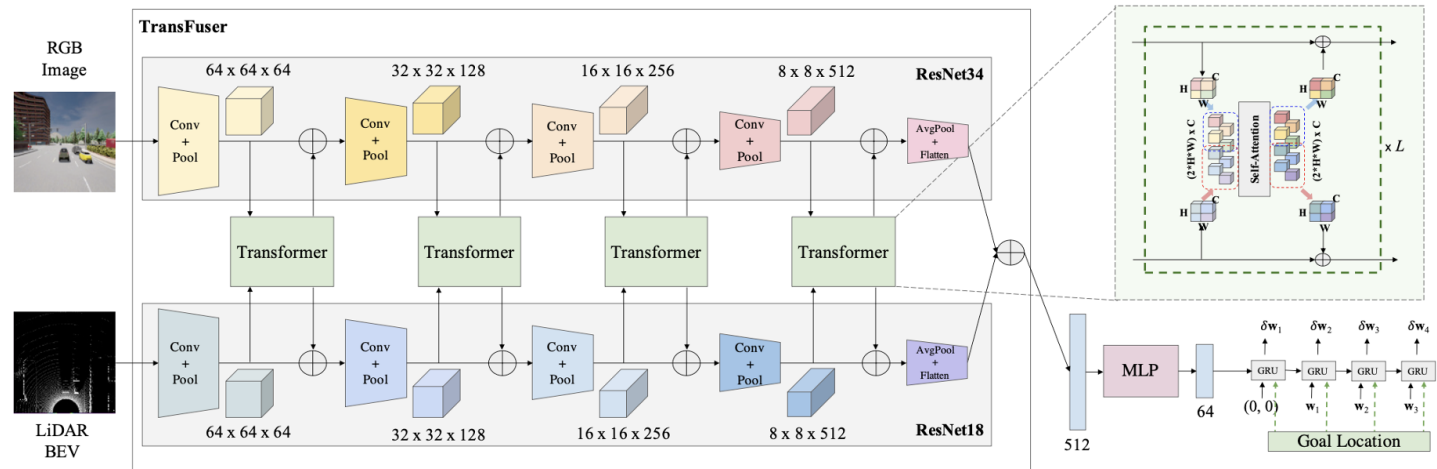
Image Source: <https://medium.com/intro-to-artificial-intelligence/semantic-segmentation-udaitys-self-driving-car-engineer-nanodegree-c01eb6eaf9d>

1. Motivation

- Task: Train Autonomous Vehicles

- Traditional Approach:

1. Acquire a Vehicle
2. Acquire Sensors
3. Collect data
4. Label data
5. Train Network



Aditya Prakash et al. „Multi-Modal Fusion Transformer for End-to-End Autonomous Driving“ CVPR, 2021.

What are the Problems?

- Equipment is very expensive!
 - LiDAR: 1.200€ - 12.000€
 - Stereo Camera: > 200€
 - Car: < 40.000€
- High time investment
 - Collecting data
 - Labelling data
- Bias in dataset
- Exhausting other Resources...

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 - ➡ Generate Synthetic Data

2. Synthetic Data Generation

- What is Synthetic Data?
 - Data that has been created artificially
 - Used as training data for transfer learning
 - Should cover phenomenon of real data
- ➡ Capture realism as much as possible



Erroll Wood et al. "Fake It Till You Make It: Face analysis in the wild using synthetic data alone"

2. Synthetic Data Generation

- What is Synthetic Data?
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➡ Capture realism as much as possible
- What are the Challenges?
 - Expense of computational resources and time
 - Task dependent
 - Domain gap problem





Erroll Wood et al. "Fake It Till You Make It: Face analysis in the wild using synthetic data alone"

Domain Gap

- Content Gap
 - Variety of data
 - Approximate p_{real} such that $p_{\text{syn}} \approx p_{\text{real}}$
- ➡ Domain randomization

Domain Gap

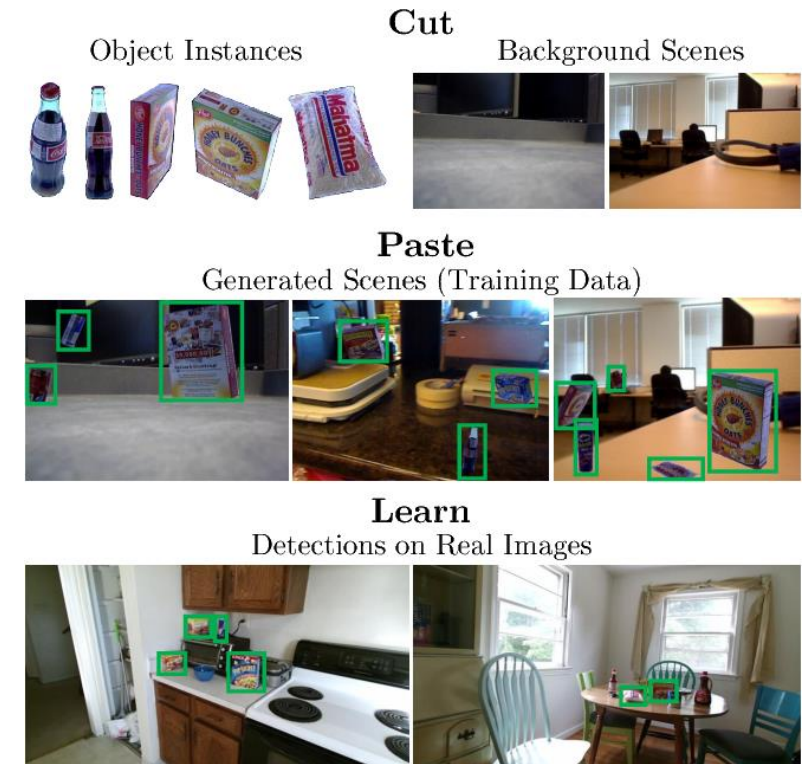
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 Domain randomization
- Appearance Gap
 - Materials, Assets
 - Rendering systems
 Sophisticated Generation Methods (Task dependent)

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- What are Generation Methods?
 - Simple Augmentations



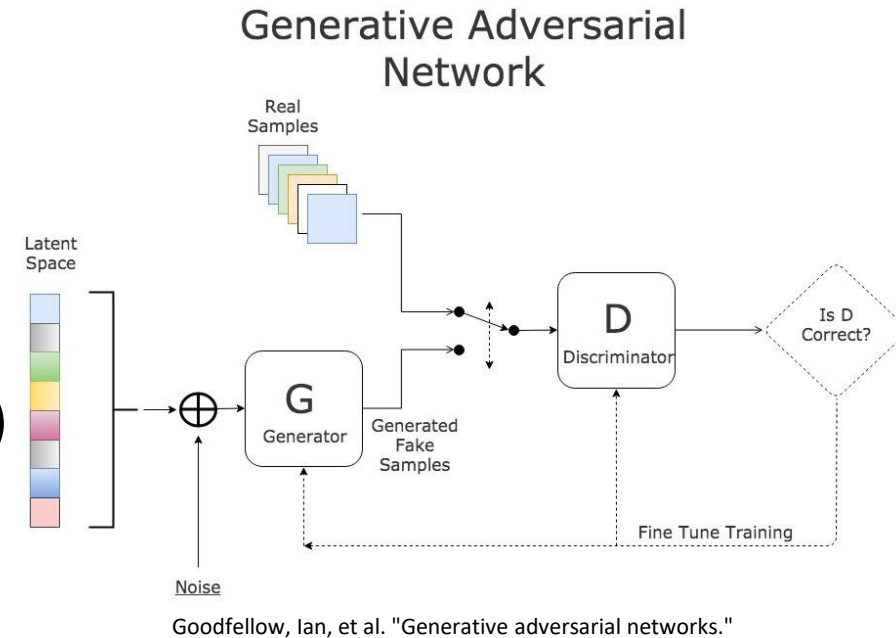
Dwibedi et al. "Cut, Paste and Learn: Surprisingly Easy Synthesis for Instance Detection"

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UNREAL
ENGINE



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➡ Sophisticated Generation Methods (Task dependent)
- What are Generation Methods?
 - Simple Augmentations
 - Generative Models, GANs
 - Simulators
 - Many more...



UNREAL
ENGINE

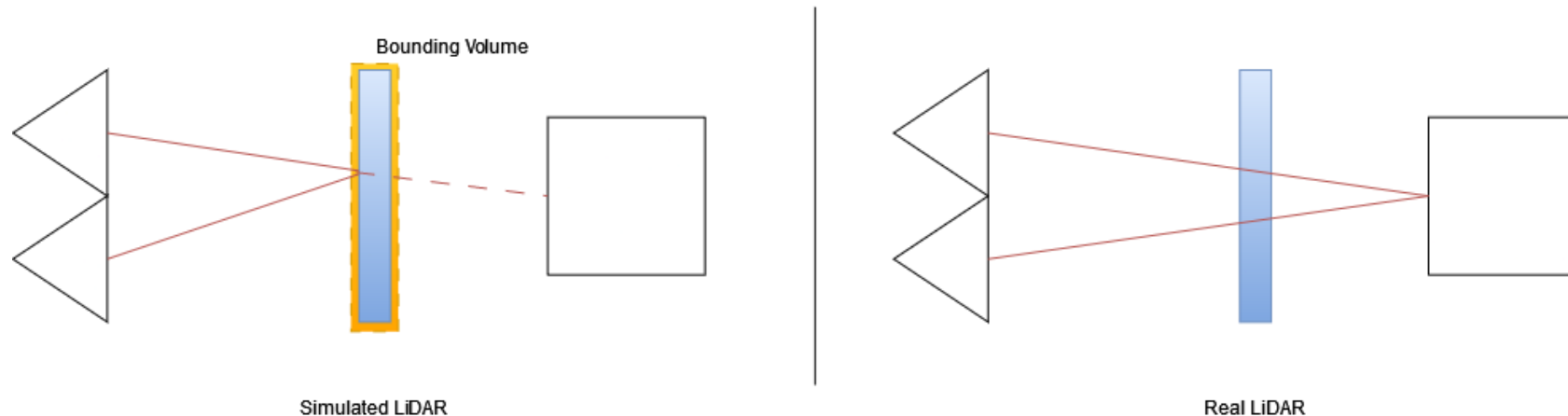


How to achieve Realism in Simulators?

- High-quality Assets and Materials
- Accurate implementation of Sensors
 - Cameras (Synthetic Images)
 - State-of-the-art Rendering
 - LiDAR (Synthetic Point Clouds)
 - Accurate ToF implementation

➔ Implementations vary highly across Simulators

Example: Naïve LiDAR ToF implementation with Glass

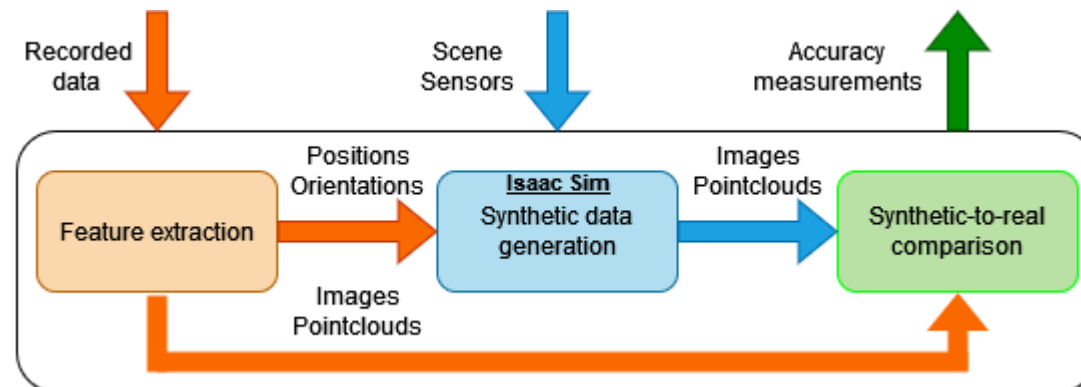


3. Methodology

- What are the Goals?
 - Creation of an accurate Digital Twin
 - Replicate real Scenario
 - Audit Isaac Sim's proficiency in data synthesis

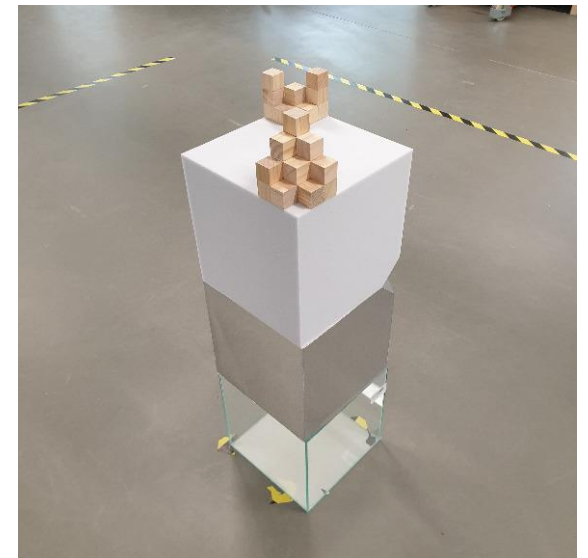
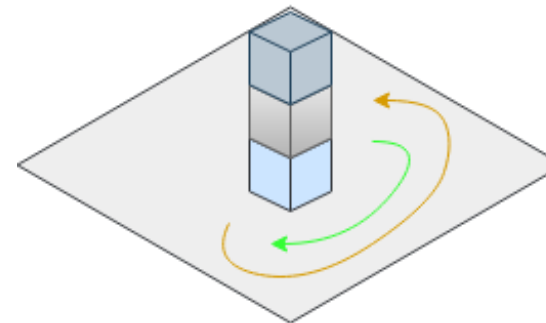
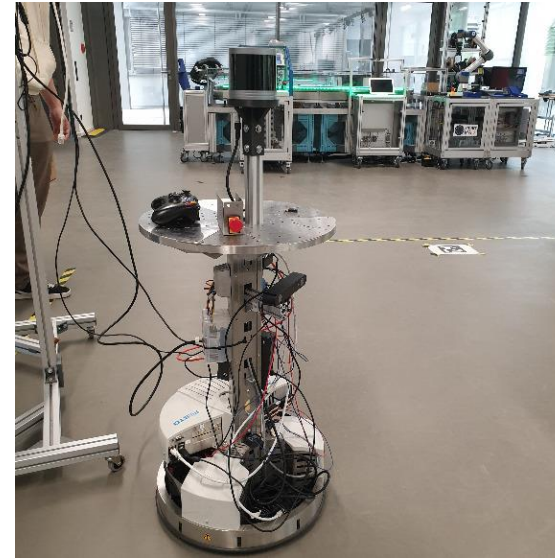
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- What are the Goals?
 - Creation of an accurate Digital Twin
 - Replicate real Scenario
 - Audit Isaac Sim's proficiency in data synthesis
- How do we assess the Synthetic Data Generation?
 - Evaluate synthetic data against real counterpart
 - Cover different test cases (Diffuse, transparent and highly reflective Objects)



Physical Setup

- Sensors
 - ZED 2 Stereo Camera
 - LiDAR RS-Helios-32-5515
- Environment
 - Cube Tower with different Materials
 - Controlled Environment
- Scan
 - Multiple rounds around the Cube Tower
 - RGB Images, Point Clouds, Pose and Timestamp data



Data Processing

- Inconsistent Amount of data collected
 - No Pose for every recorded Image and Point Cloud

Name	Amount
Poses	3281
Left Images	3332
Point Clouds	1161

Data Processing

- Inconsistent Amount of data collected
 - No Pose for every recorded Image and Point Cloud
- Interpolate missing Pose information

Algorithm 1

Input: Sensor tuple $(\tau_\lambda, d_\lambda) \in S$ where τ_λ is the timestamp at index λ and path data P

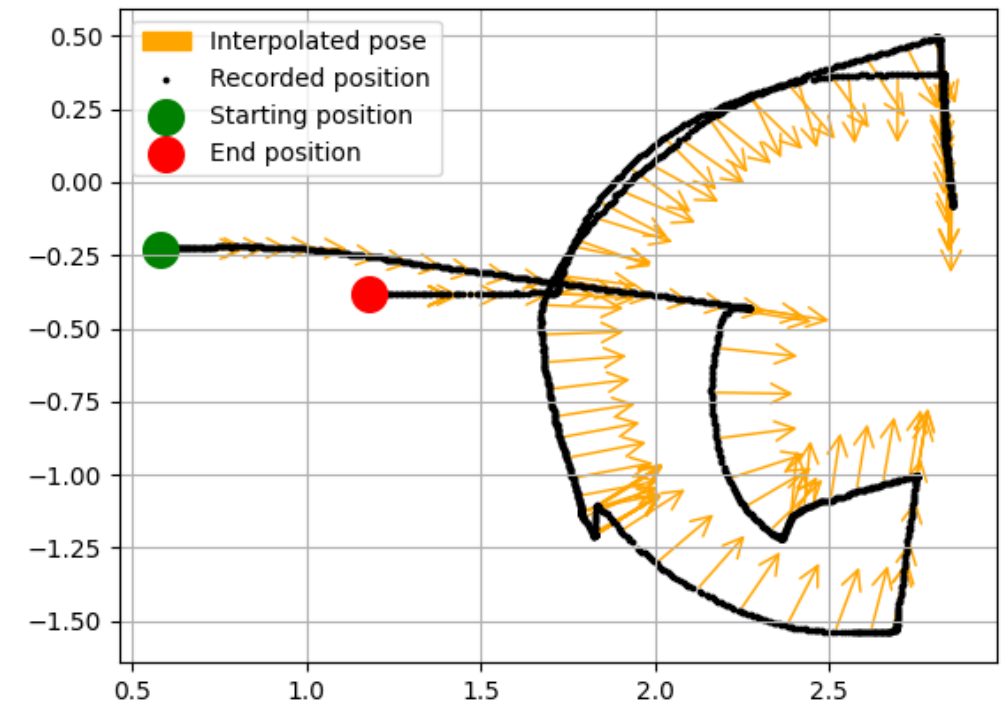
Output: $(\tau_\lambda, (p_k, o_k))$, where (p_k, o_k) is the interpolated pose

```

1: function INTERPOLATEPOSE( $\tau_\lambda, d_\lambda, P$ )
2:    $k = 1, t_{k-1} = P[k-1], t_{k+1} = P[k+1]$ 
3:   while  $\neg(t_{k-1} \leq \tau_\lambda < t_{k+1}) \wedge k \leq |P|$  do
4:      $k = k + 1$ 
5:      $t_{k-1} = P[k-1], t_{k+1} = P[k+1]$ 
6:   end while
7:   if  $k > |P|$  then
8:     return Out of bounds
9:   end if
10:  if  $\tau_\lambda == t_{k-1}$  then
11:    return  $(\tau_\lambda, (p_{k-1}, o_{k-1}))$ 
12:  end if
13:   $a = \frac{\tau_\lambda - t_{k-1}}{t_{k+1} - t_{k-1}}$ 
14:  - Do linear interpolation for the position
15:   $p_k = (1 - a)p_{k-1} + ap_{k+1}$ 
16:  - Do SLERP for the orientation
17:   $\theta = \arccos(\frac{o_{k-1} \cdot o_{k+1}}{\|o_{k-1}\| \|o_{k+1}\|})$ 
18:   $o_k = \frac{\sin((1-a)\theta)o_{k-1} + \sin(a\theta)o_{k+1}}{\sin(\theta)}$ 
19:  return  $(\tau_\lambda, (p_k, o_k))$ 
20: end function

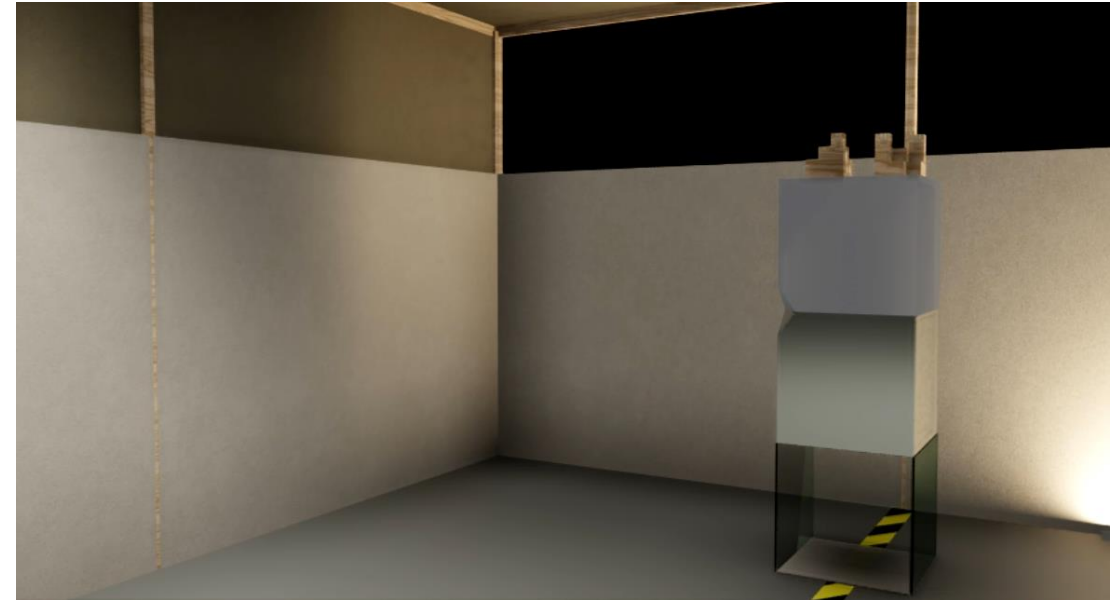
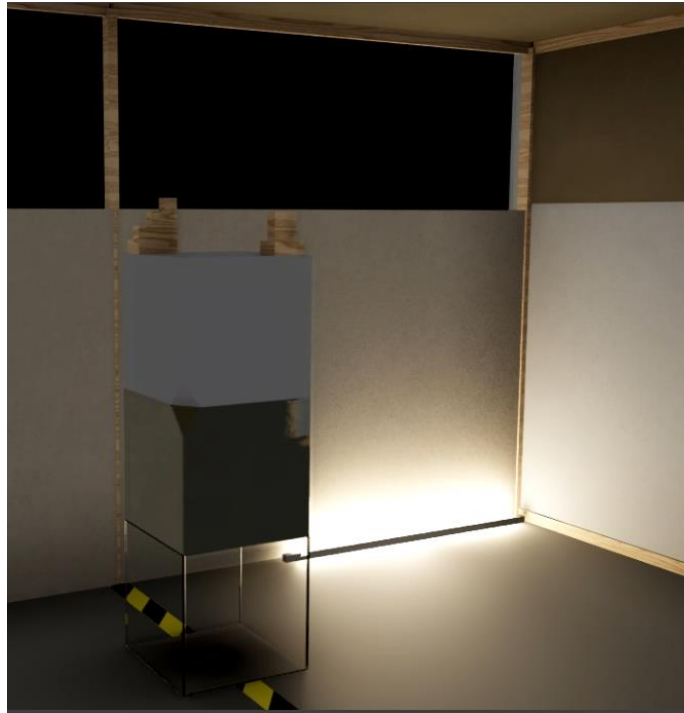
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Virtual Setup

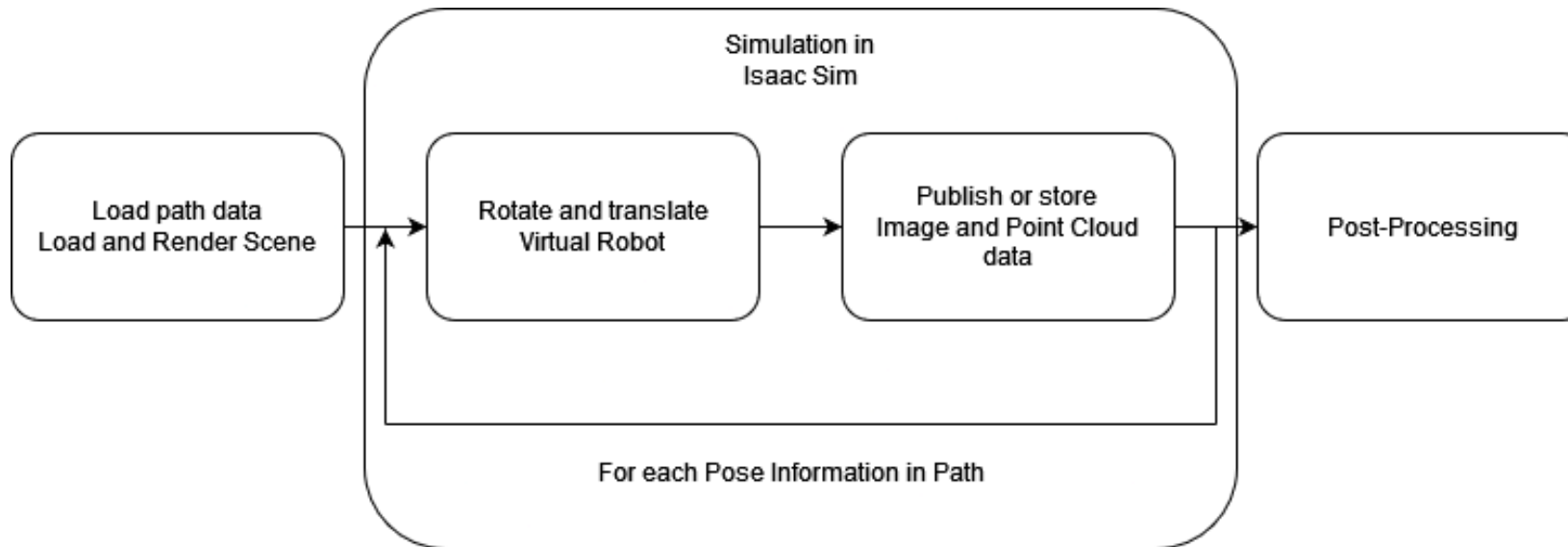
- Real Environment has been modelled within Isaac Sim



Virtual Sensors

- Camera
 - Standard stage camera
 - LiDAR
 - PhysX LiDAR (Naïve ToF implementation)
 - RTX LiDAR (Considers predefined Material characteristics)
 - Isaac Sim's coordinate convention
 - World: Z = Up, X = Forward
 - Camera: Y = Up, -Z = Forward
- ➡ Rotate Sensors by -90° around the Z and Y axis, such that they look at the virtual Cube Tower

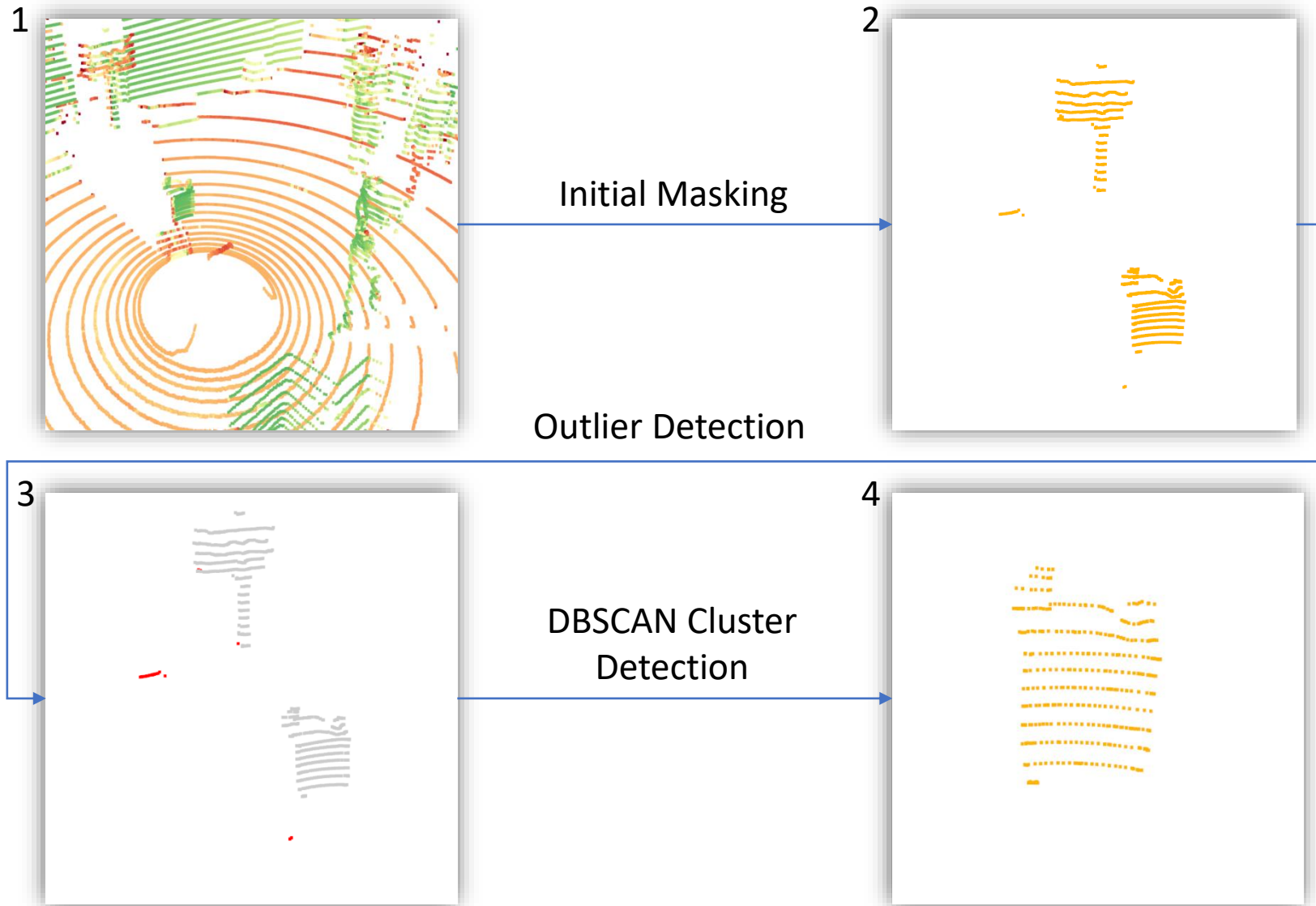
Simulation and Data Synthesis



Post-Processing

- Synthetic Images
 - Virtual Cameras are not affected by noise
 - ➡ Apply Gaussian Noise filter
- Synthetic Point Clouds
 - We are only interested in Point Cloud data of our Cube Tower
 - Virtual and Real LiDAR have a 360° FoV
 - ➡ Unnecessary point data for structures we are not interested in

Post-Processing



4. Results

- Image Similarity Metrics

Metric	Description	Value Range
RMSE	Root-mean-square error	$[0, \infty)$
PSNR	Peak signal-to-noise ratio	$[0, \infty)$
SRE	Signal-to-reconstruction error ratio	$[0, \infty)$
SSIM	Structural similarity index	$[0, 1]$

- Point Cloud Similarity Metrics

Metric	Description	Value Range
RMSE	Root-mean-square error	$[0, \infty)$
HD	Hausdorff distance	$[0, \infty)$
CD	Chamfer distance	$[0, \infty)$

Image Quality Measurements

Metric	Average Value		Best Value	
	Interpolated Path	Non-interpolated Path	Interpolated Path	Non-interpolated Path
RMSE	0.18	0.18	0.13	0.13
PSNR	15.04	15.04	17.23	17.23
SRE	51.52	51.52	52.80	52.80
SSIM	0.71	0.71	0.78	0.78

- Path interpolation had no significant change on Synthetic Images
- Satisfying average SSIM and SRE values

Image Quality Measurements

Stereo Camera Scan

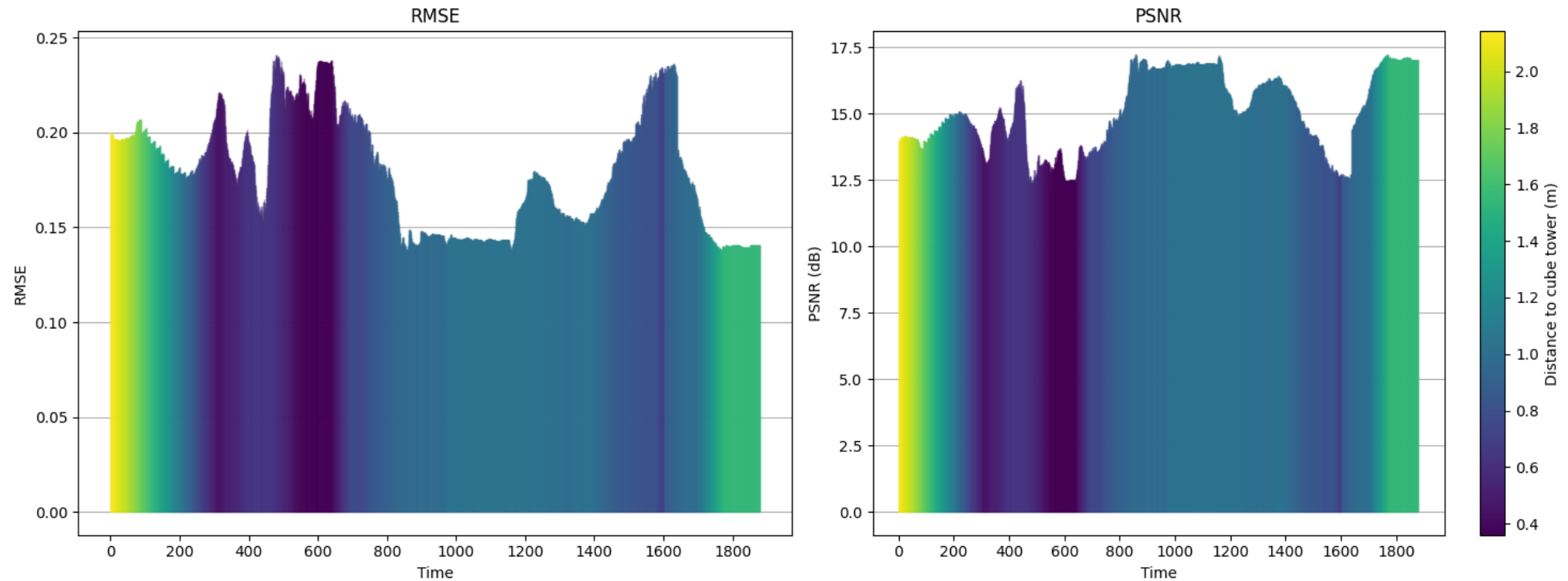


Image Quality Measurements

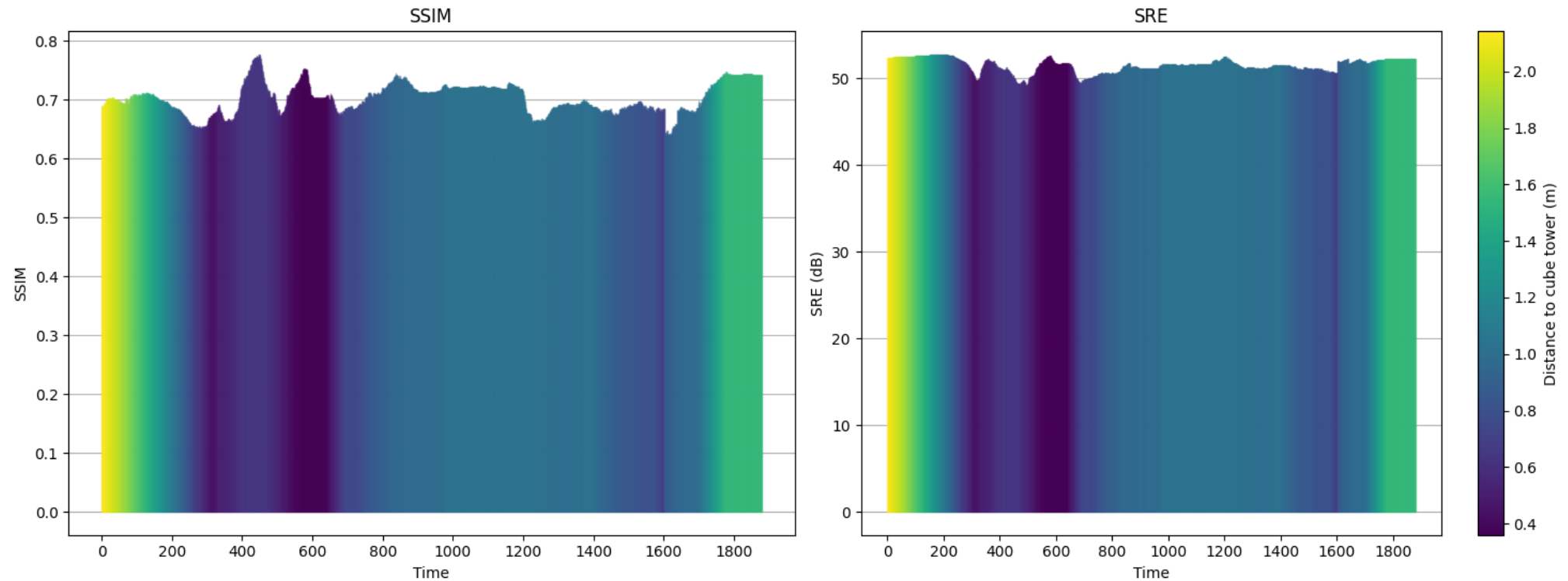


Image Quality Measurements

Best
SSIM



Best
SRE

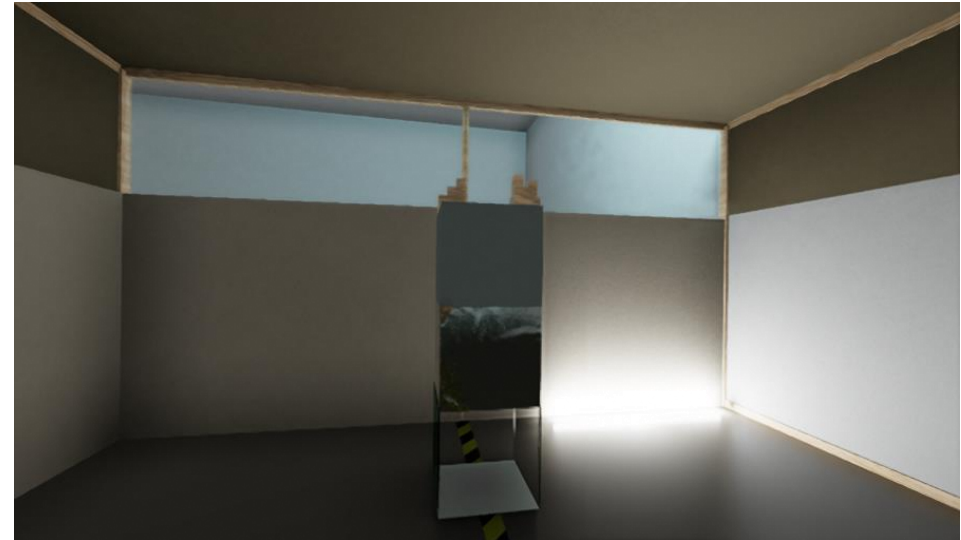
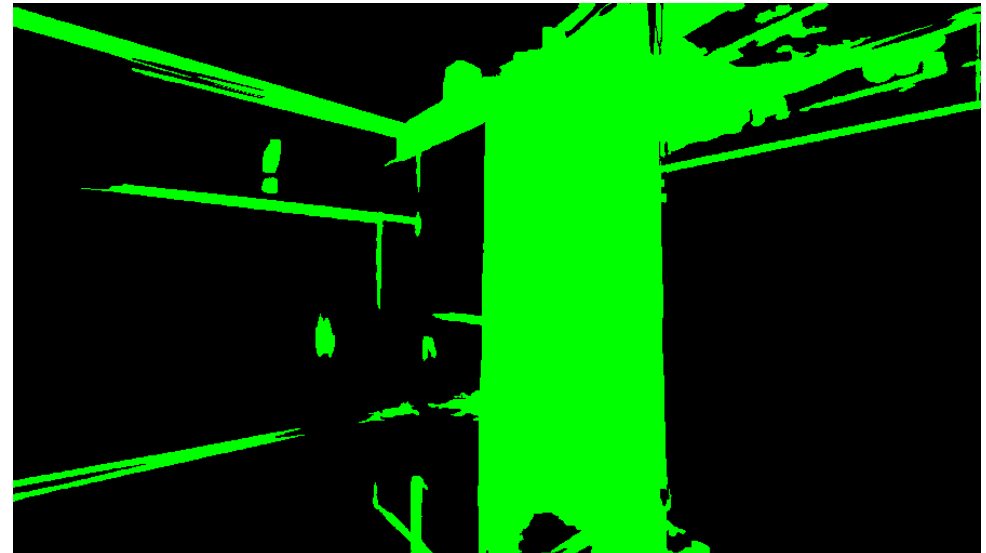
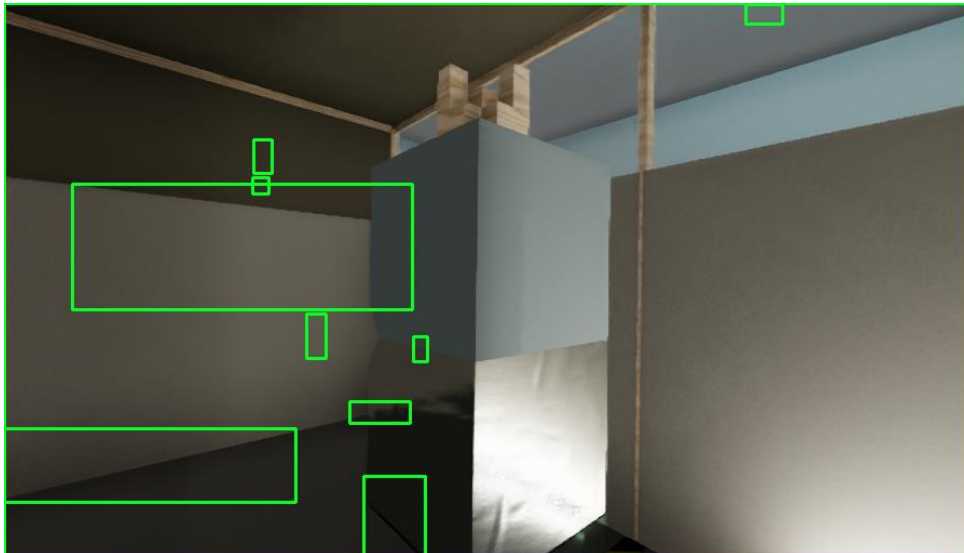
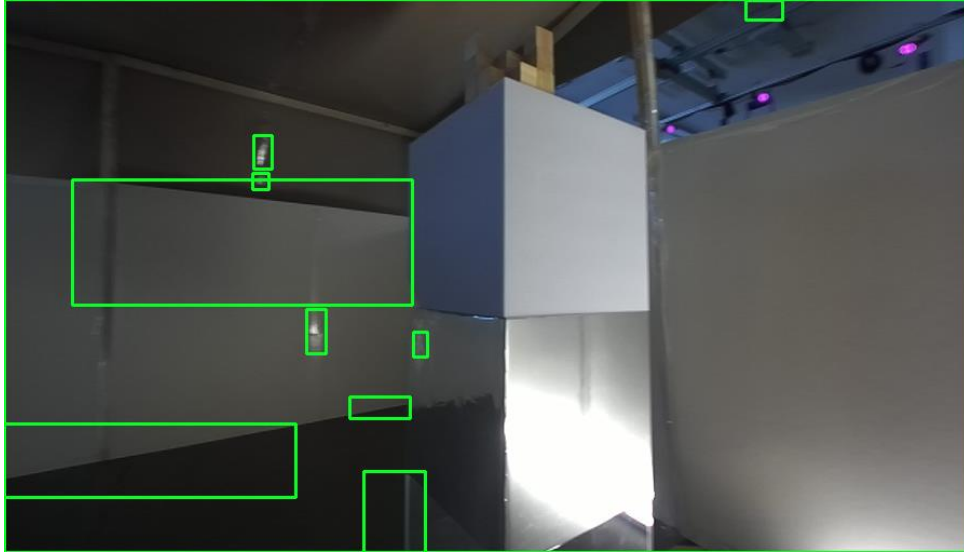


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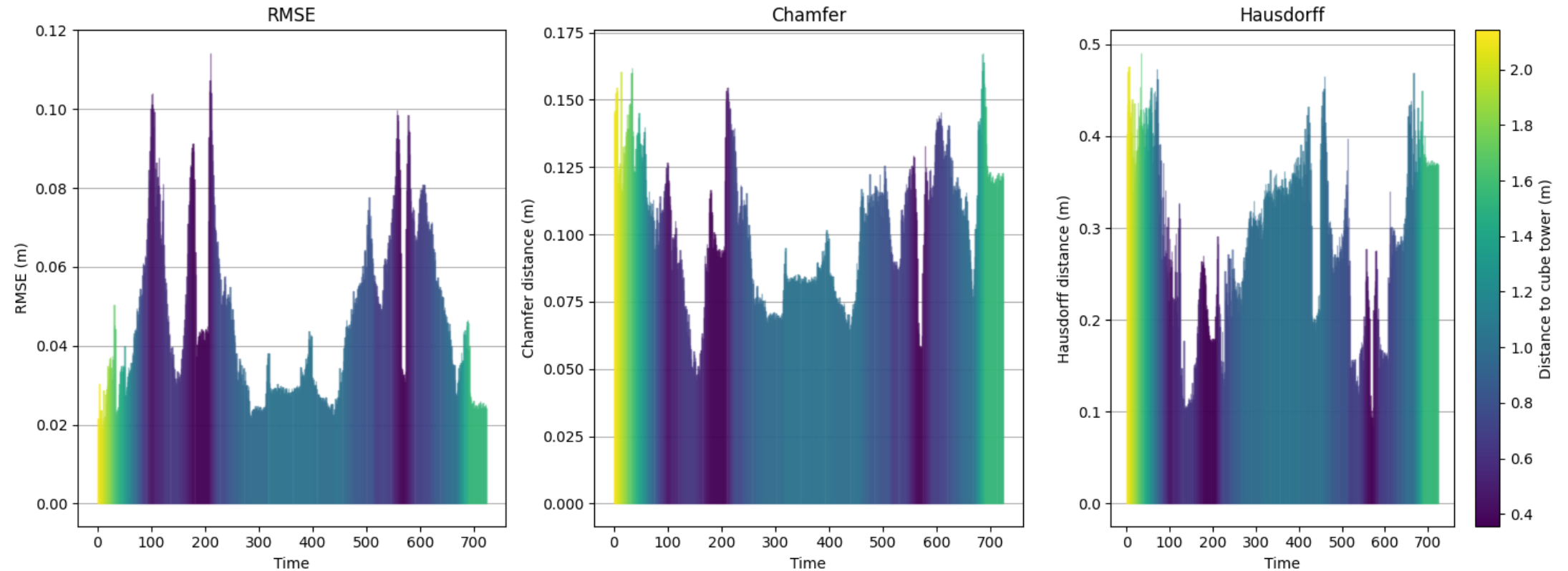
Point Cloud Similarity Measurements

Metric	Average Value			
	Interpolated Path RTX	Non-interpolated Path RTX	Interpolated Path PhysX	Non-interpolated Path PhysX
RMSE	0.051	0.054	0.046	0.047
CD	0.12	0.13	0.1	0.1
HD	0.27	0.28	0.28	0.28

- Path interpolation yields in general better results
- Best RMSE and CD measures for PhysX LiDAR
- However best HD measure for RTX LiDAR

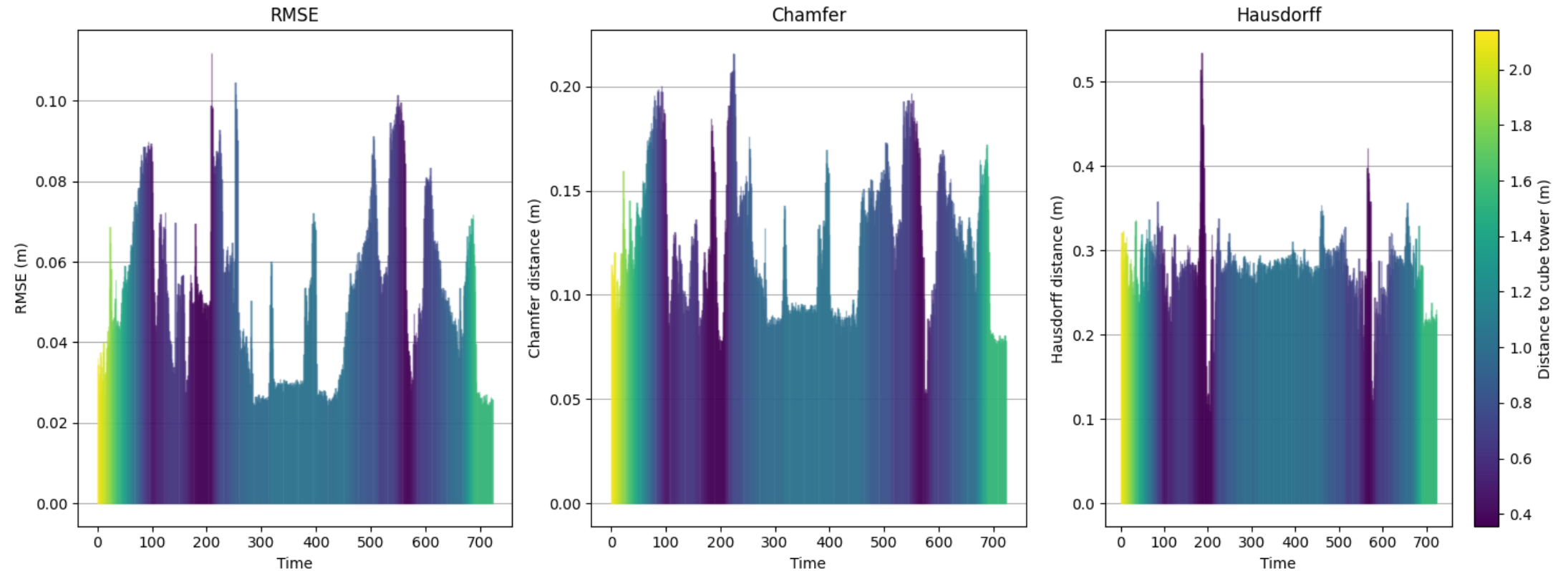
Point Cloud Similarity Measurements

PhysX LiDAR Scan



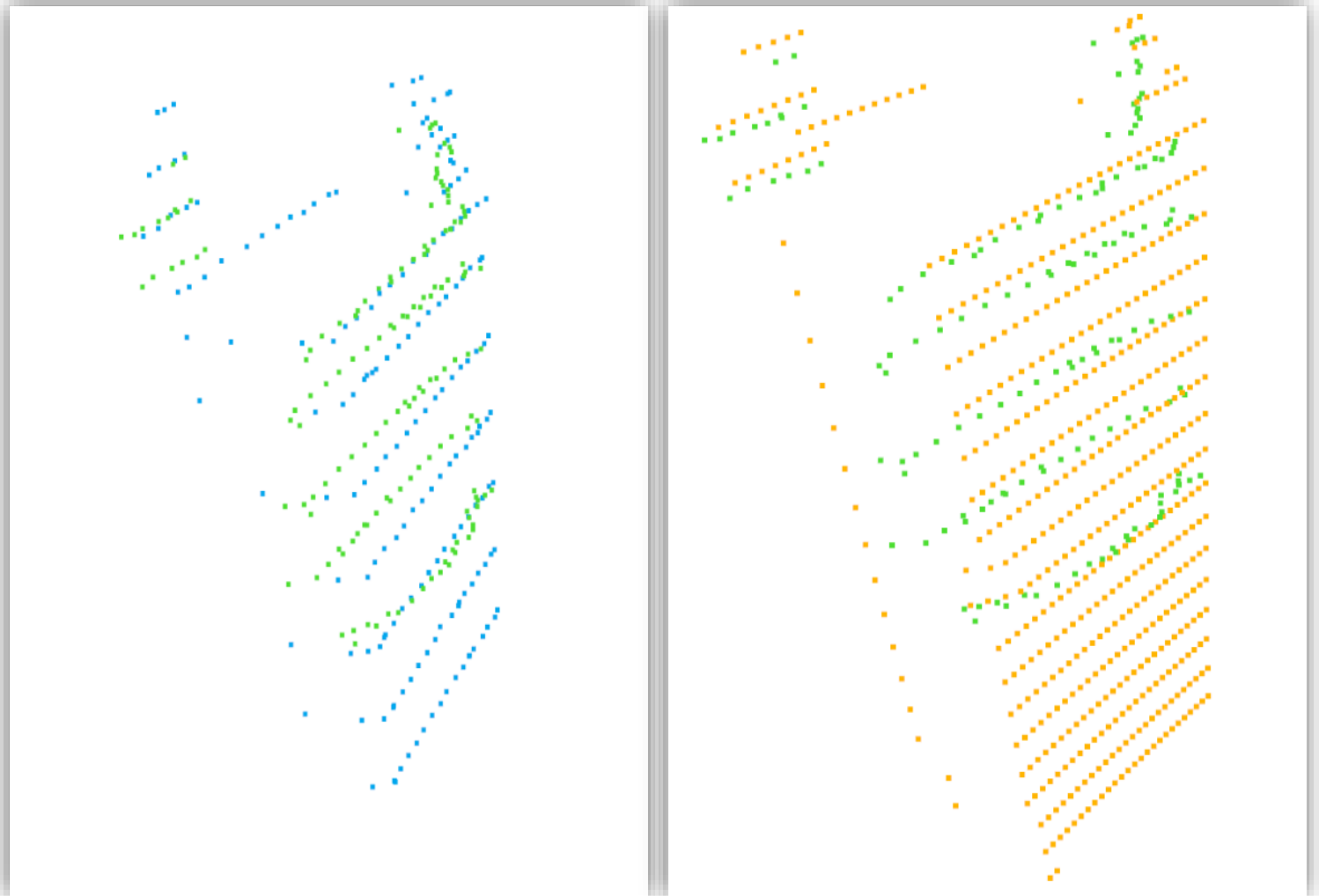
Point Cloud Similarity Measurements

RTX LiDAR Scan



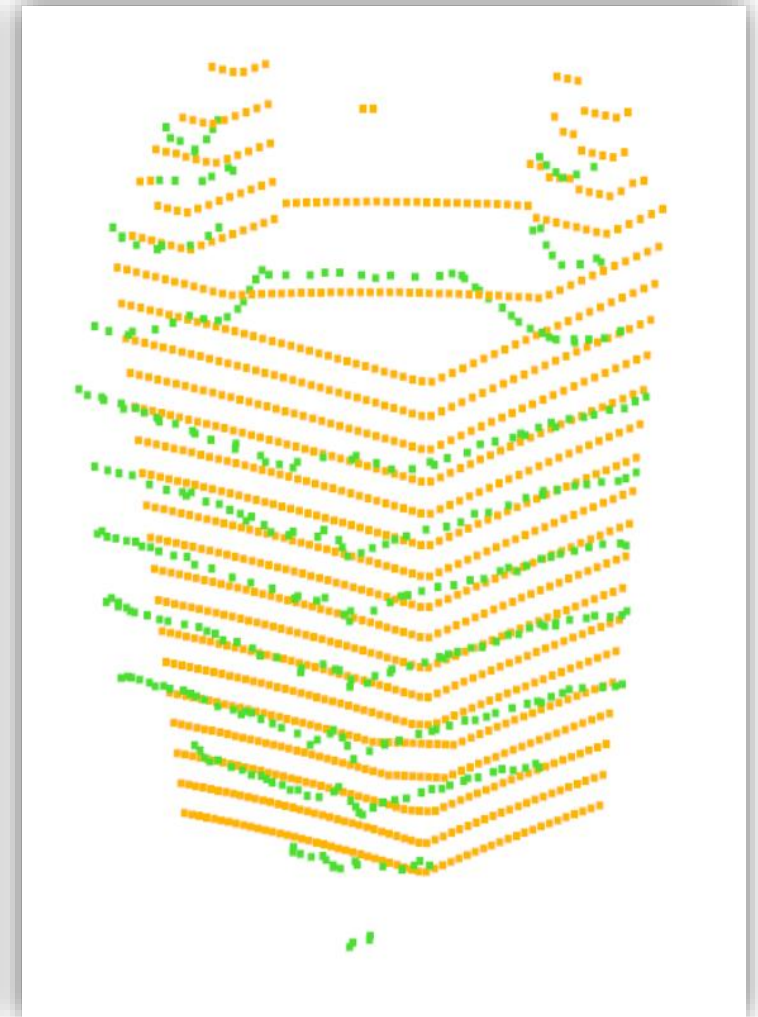
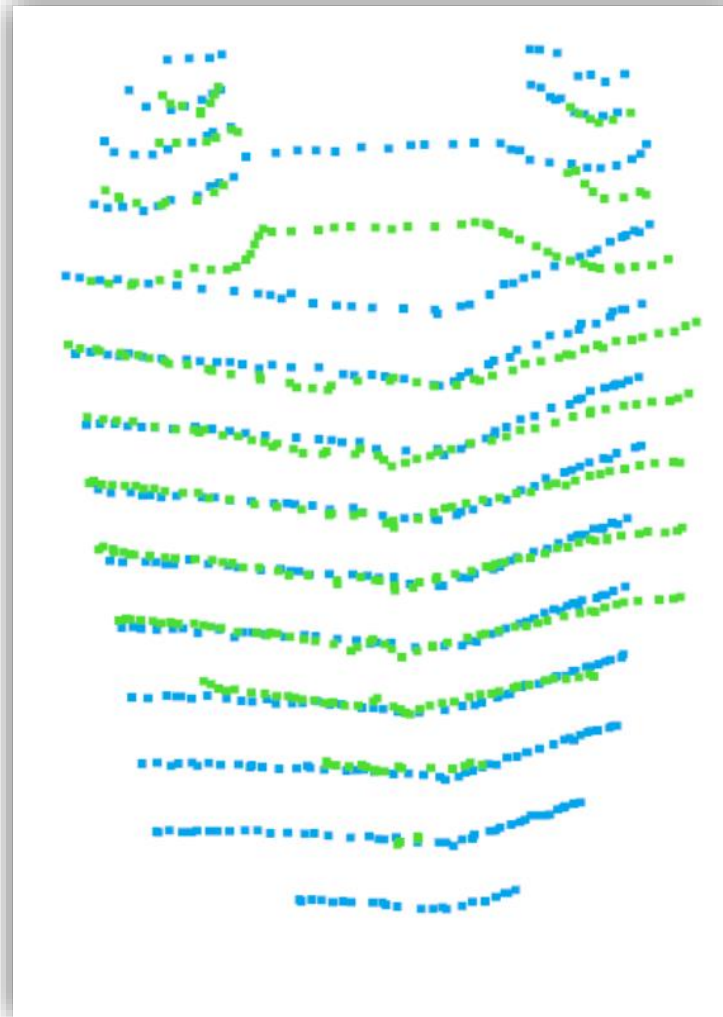
Point Cloud Similarity Measurements

- Green = Real LiDAR Scan
- Blue = RTX LiDAR Scan
- Orange = PhysX LiDAR Scan
- RTX and PhysX LiDAR detect Mirroring Cube
- Only PhysX LiDAR detects Glass Cube



Point Cloud Similarity Measurements


- PhysX LiDAR exhibits too much detail
- RTX LiDAR introduces noise into the data



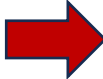
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 - Closing the Domain Gap with Simulators
 - Need of high quality Assets
 - State-of-the-art Rendering
 - Accurate implementation of Sensors
-  Common LiDAR ToF implementation pitfalls

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 - State-of-the-art Rendering
 - Accurate implementation of Sensors
-  Common LiDAR ToF implementation pitfalls
- Isaac Sim
 - Satisfying Synthetic Images with just an approximated Model of Real Environment
 - PhysX LiDAR follows common Naïve LiDAR implementation
 - RTX LiDAR introduces a better attempt at simulating real LiDAR sensors

What could have been improved?

- Improved controlled Environment for Scans

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- Applying ML model to determine performance by training with synthetic and real data
 - Object recognition, Segmentation, 3D Pose Estimation
- Hybrid Solutions
 - Simulators with GANs along with domain randomization

Thank you for your attention!