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Both the ROS and Unity worlds have access to the pre-computed map which is augmented with real-time telemetry from the vehicle, local point clouds obtained by the vehicle as it moves, and onboard

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tilt/pitch sensors which will be used to drive the orientation of the motion base relative to gravity. (See Figure 3.) Fig. 3.

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Intelligent vehicles simulations are utilized as the initial step of experiments before the deployment on the roads. Nowadays there are several frameworks that can be used to control vehicles, and Robot Operating System (ROS) is the most common one. Moreover, there are several powerful visualization tools that can be used for simulations, and Unity Game Engine is on the top of the list.

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