



Accelerating robotics development through simulation

FOSDEM 2025, Robotics and Simulation Devroom 2025/02/02

A little bit about Ekumen

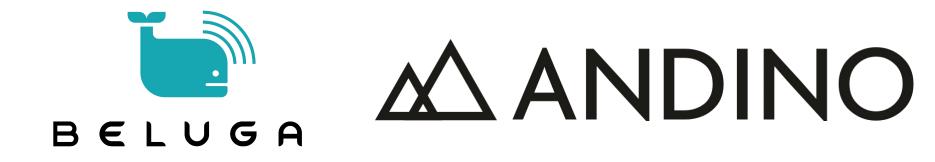




- HQed in Buenos Aires, Argentina.
- Distributed team across
 Americas and Europe.
- Robotics, XR, DevOps and Web based services.
- OSRA members.
- ROS, Gazebo, Open-RMF and Infrastructure contributors.

Some Ekumen owned projects





A little about Ignacio Davila



- Roboticist at Ekumen
- Simulations Operations head @
 Ekumen
- Electronics Engineering graduate
- 🔹 Based in Buenos Aires, Argentina 🧉
- Hobbies: 🎸 💻 🕃

▶ignacio.davila@creativa77.com.ar
inidavilagallesio
○IDavGal



A little about myself



- Regional Director for EMEA @ Ekumen
- Based in Munich, Germany.
- EE background.
- Statistics and Theory of Circuits undergrad teaching assistant.
- Working on robotic and AV simulation and validation since 2016.
- Hobbies: 🚴 🐼 🧉 🍳 💻

Mag.albachicar@ekumenlabs.com in Agustin-alba-chicar Qagalbachicar



Our journey today

- Robots and Simulators
 - What is a *robotic* system?
 - What is a *robotic* simulator?
 - What can I do with a robotic simulator?
- Picking the right tool for the job
 - How to pick a robotic simulator?
 - One robot, many simulators
 - Gazebo
 - Webots
 - O3DE
 - MuJoCo
 - Flatland
- Discussion and questions

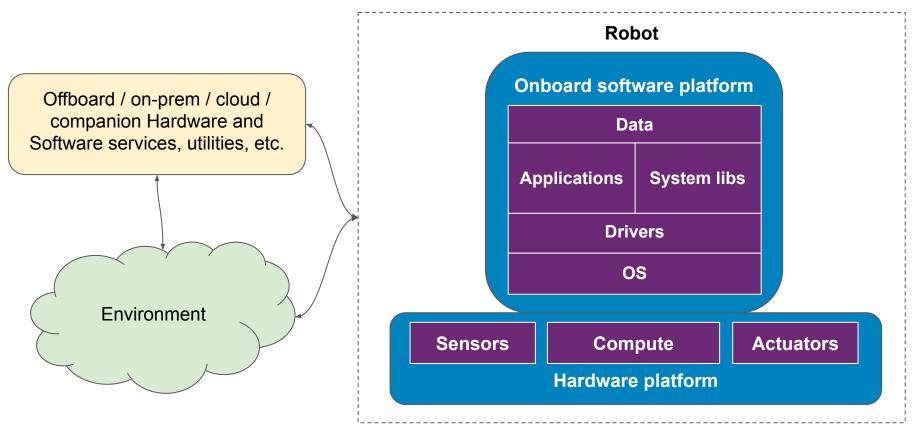




Robots and Simulators

What is a *robotic* system?







A simulator is an application that models a scenario with a given model.

A scenario is a representation of a collection of systems and their environment which evolves throughout time.

A **model** is a **representation** of the underlying rules of the **process** under evaluation.

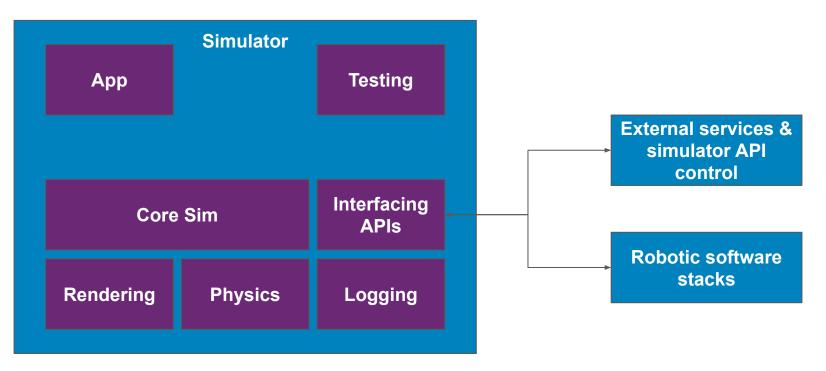


A robotic simulator is an application which allows to model scenarios with robotic systems.

What is a *robotic* simulator?

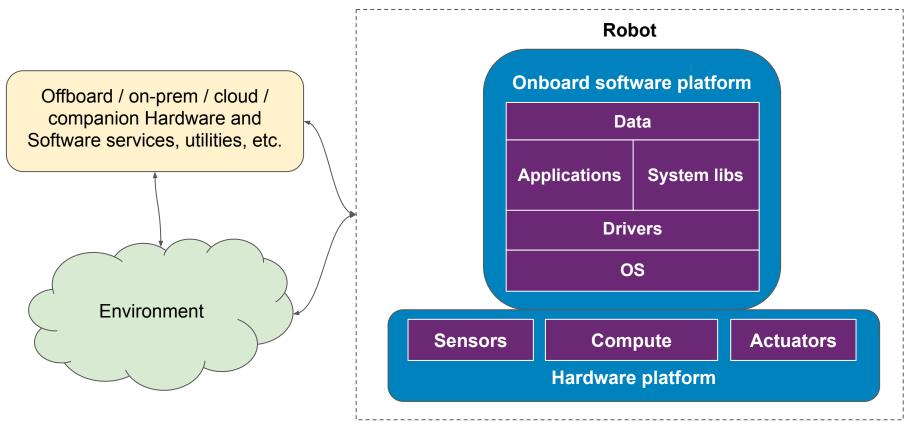


Architecture

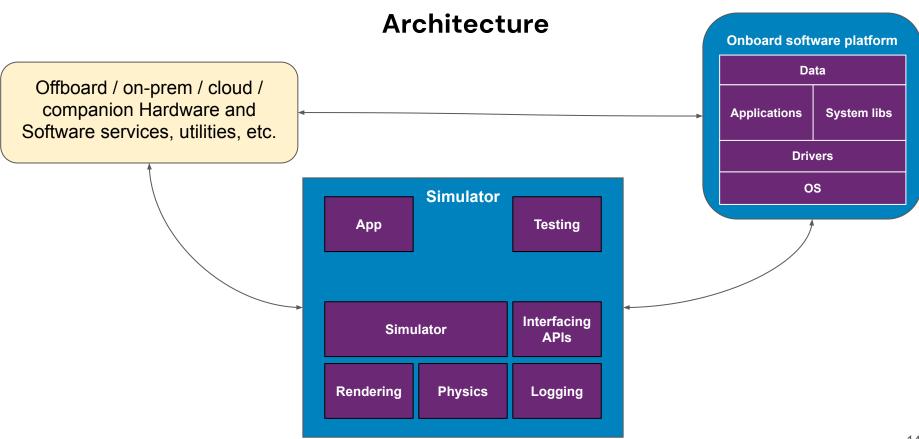


What is a *robotic* simulator?





What is a *robotic* simulator?



What can I do with a robotic simulator?

- Model
- Test
- Validate
- Learn / tune parameters
- Generate data
- Train
- Sell
- ...





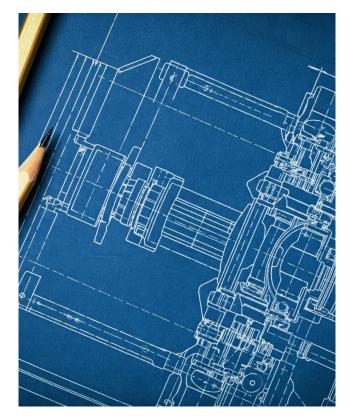
Picking the right tool for the job

How to *pick* a robotic simulator?



Just another blueprint

- Identify use cases
 - Is it a testing tool?
 - Is it a validation tool?
 - Is it a development tool?
 - Is it data gathering tool?
 - Do you need a hardware-in-the-loop system?
- Identify the type of robotic system
 - Ground / Aerial / Maritime vehicles?
 - Robotic arm or mobile robot or custom mechanism?
- Identify scenarios
 - Indoor vs outdoor.
 - One vs multiple robots.
 - Do you have automatisms?
 - Do scenarios last long?
 - Do you need determinism?
 - Scene creation tools?
 - Digital asset library requirements?

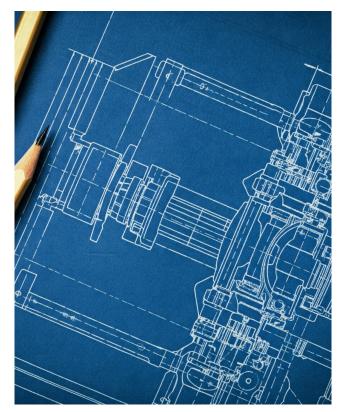


How to *pick* a robotic simulator?



And the list keeps growing...

- Identify physics requirements
 - Kinematic vs dynamic vs complex dynamics?
 - Which are the required sensors and actuators?
 - Do you need soft bodies?
- Identify rendering requirements
 - Do you need rendering at all?
 - Do you need photorealism?
 - Will it run on the CPU or do you have GPU?
- Identify the maintenance model
 - Are you relying on the community?
 - Is your entire stack moving forward with your technology decision?





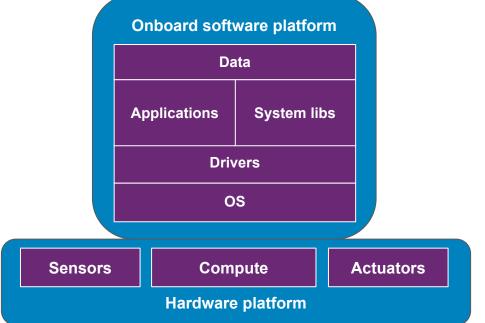
Model your robot





Model your robot

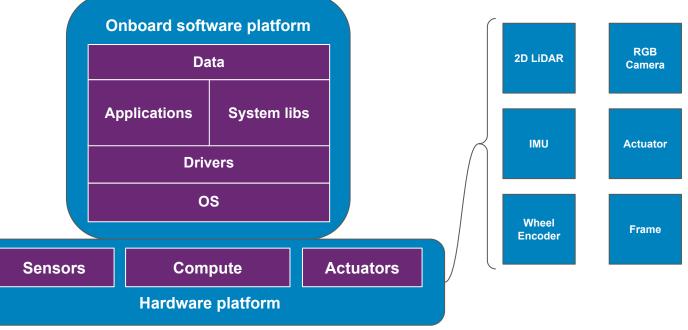






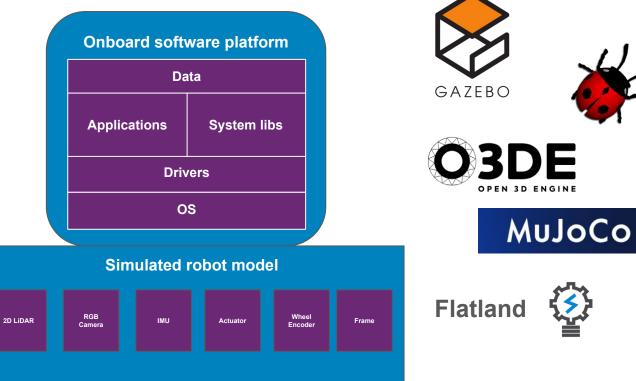
Model your robot





Build your simulated model for each simulator & benchmark it!







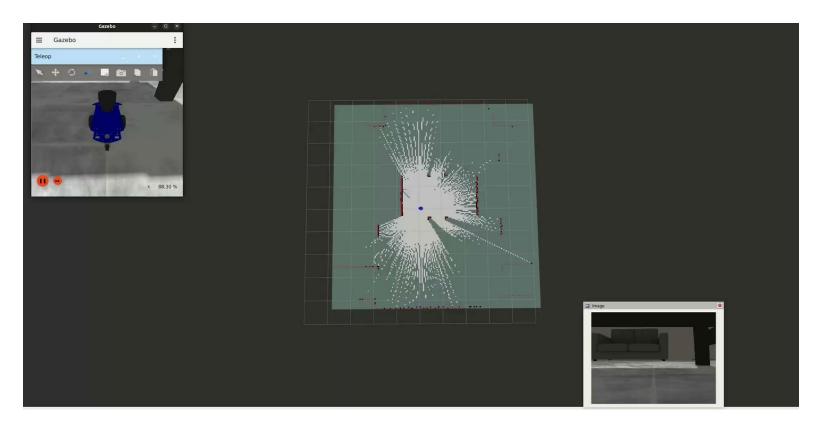
Show me the code!



- 1. Scan me!
- 2. Click on "Open Source projects"
- 3. Ekumen-OS @ Github
 - a. Andino ecosystem and all the simulator projects in the upcoming slides.
 - b. Beluga
 - c. Lambkin
- 4. \uparrow the projects ;)

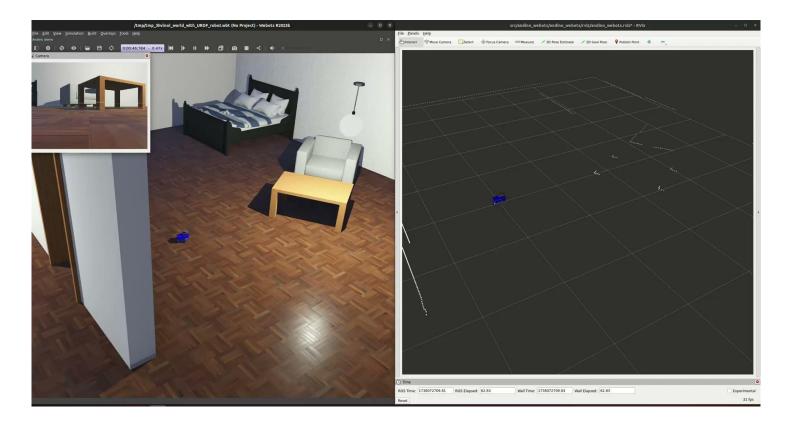


<u>Gazebo</u>



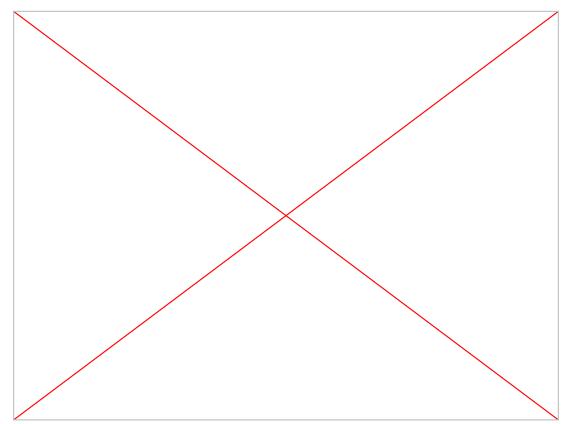


Webots



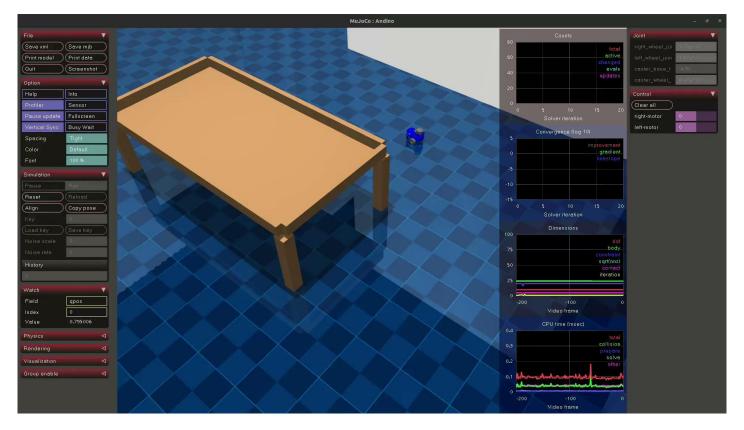






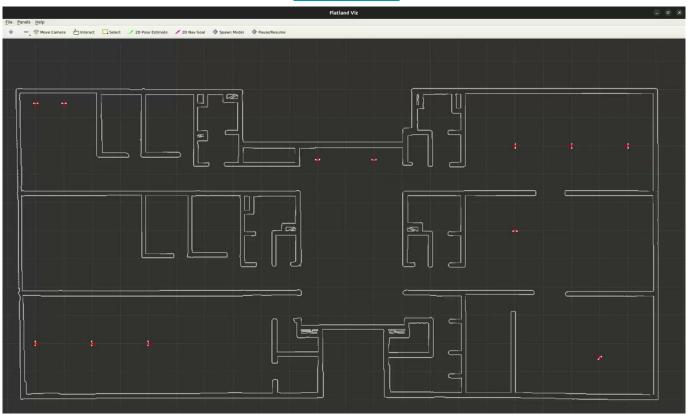


<u>MuJoCo</u>





Flatland





Discussion and questions





Thank you!