Abstract
Training machine learning models for autonomous vehicles requires a lot of labeled data. Simulations help to generate and label this data automatically. The goal of this project was to find and survey the most suitable simulations for off-road vehicles (while not discarding the urban option). The main purpose of this work was to map the seemingly large landscape of simulations and to give a compact picture of the situation.

Methodology
12 simulations were surveyed and analyzed based on the selected features (Figure 1). From initial 39 seemingly suitable simulations, only those were chosen which had at minimum one of the selected sensors, environments and training labels. Also recent activity (within few months) in their GitHub repository was taken into account and their public news coverage and homepage was not older than 2018.

Results

Table 1: Results. Legend: ● - provided □ - not provided □ - unknown