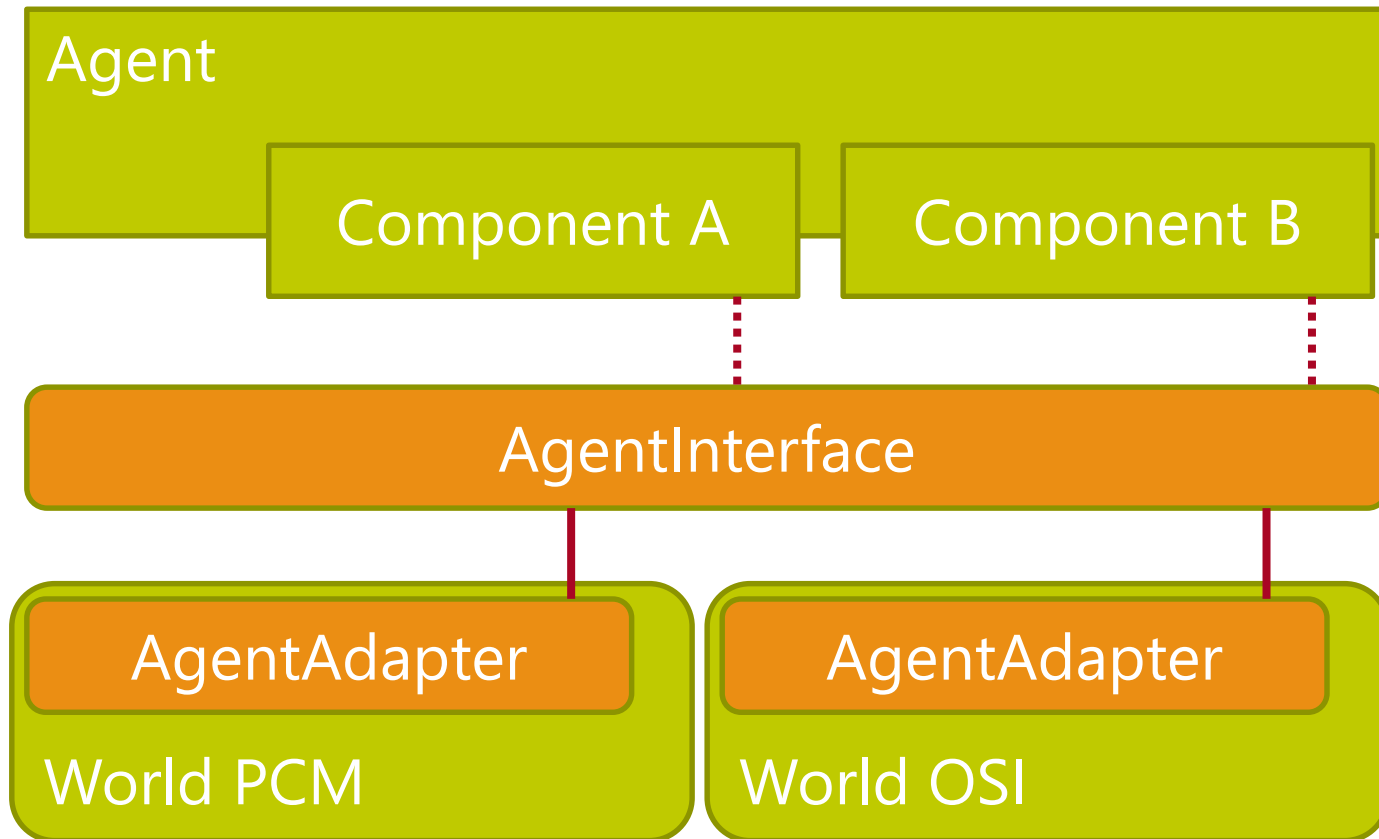


openPASS - AC

TODOs in 2019



Agent Interface



- PCM world

- agent's geometry contour
- line and point based perception
- agents and objects are line objects

- OSI world


- openDRIVE-like
- instance-based perception
- agent's size data
- affiliation-based perception

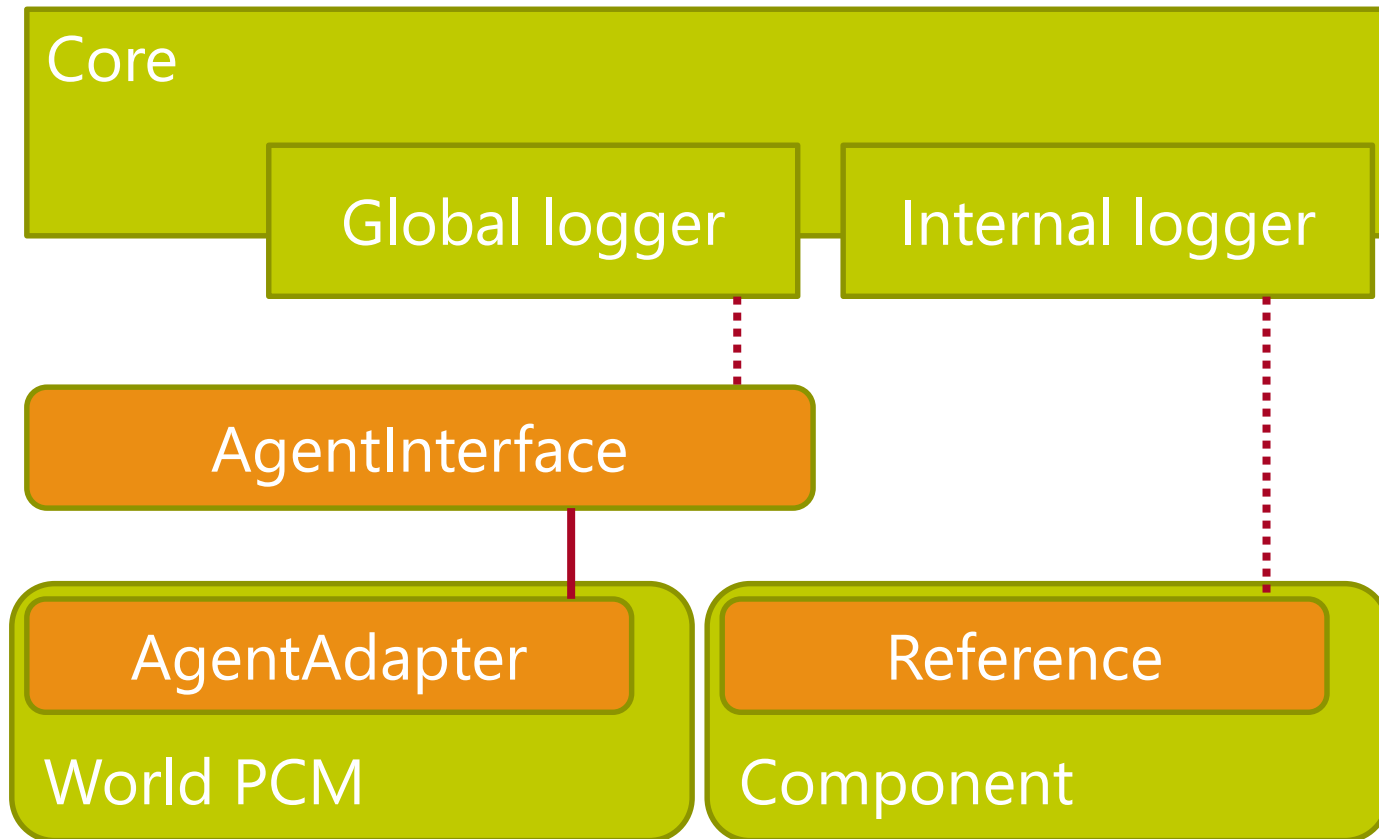


- AgentInterface

- constantly extending
- hardly overlapping
- dummies dominated
- anti-/non-intuitive

- PCM world
 - full implementation of AgentInterface
- OSI world
 - full implementation of AgentInterface

- 
- AgentInterface
 - slimmed-down
 - generic
 - extensively documented
 - consistent coordinate systems
 - remove WI* from components



- Internal logger
 - core component of type "ObservationInterface" (e.g. "Observation_State")
 - assigned via runConfiguration.xml
 - used within corresponding components
 - overhead within the component code besides the actual content

- Global logger
 - core component of type "ObservationInterface" (e.g. "Observation_ScopeLogger")
 - global instance
 - accesses only AgentInterface
 - excessive extension of AgentInterface

? Global logger

? ground truth

? Scope logger

? true perception

? Signal logger

? component I/O

? Master logger

? multiple runs / simulations

Cosmetics

...

Scheduler

...

Other

...

General TODOs

- Refactoring file system
 - remove “OpenPass” prefix
 - organize sub-projects hierarchically
- Refactoring code
 - remove “OpenPass” prefix
 - introduce InputPort and OutputPort for components’ I/O, where not done yet
- Errors
 - more detailed error messages
 - error display and interaction via UI
- Scheduler
 - re-think the priority usage (maybe obsolete)
 - reduce number of component types (e.g. kick out “Init” type)
- Other
 - replace X- and Y-values via vector signals
 - rework vector2d and vector3d libraries
 - sub-dir for GUI libraries
 - sub-dir for third-party libraries