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OPENPASS
ARCHITECTURE COMMITTEE MEETING
27.02.2020
AGENDA

1. ToDos from AC Story Writing Workshop
2. Overview of framework components, agent components and interfaces (Dmitri Fix)
3. Overview of planned commits by BMW
4. Current status of activities by Uwe Wössner
5. Short feedback on openPASS overview slides
6. Modular Driver Architecture
ToDos from AC Story Writing Workshop
Who are the recipients of sim@openpass-dev?

Who will move the content from the current project to GitLab?

Will there be a Jenkins behind the GitLab?

When are we able to move?

Does the EF provide a windows build server?
Overview of framework components, agent components and interfaces (Dmitri Fix)
GUI + Framework

OPENPASS

GUI

POST-PROCESS

FILE EXCHANGE

INPUT DATA

CORE MODULES

FRAMEWORK

AGENT COMPONENTS

master
slave
Core Modules

- Instantiation of agents within the world
- Deterministic random number generation
- Static virtual world representation
- Collision detection and calculation
- Observation and simulation output

CORE MODULES

- Spawn point
- Stochastics
- World
- Collision
- Observation

FRAMEWORK

Interface
Agent Components

**OPENPASS**

**AGENT COMPONENTS**

- **sensor**
  - perception of world and agent data

- **algorithm**
  - calculations and action definition

- **dynamics**
  - manipulation of agent states and positions
Overview of planned commits by BMW
- Split SpawnPoint into three distinct libraries
- Support for Route definition in OpenSCENARIO
- Dynamics sampling of road geometries
- Added FMU Wrapper Component
- Extended OpenSCENARIO feature support:
  - New TrajectoryManipulator, new component OpenScenarioActions, Dynamics_TrajectoryFollower uses OpenSCENARIO trajectory (absolute x/y/hdg), Spawning in world coordinates
- Removed redundancies in AgentInterface
- Some more changes in core framework
Current status of activities by Uwe Wössner
Short feedback on openPASS overview slides