

Architecture

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O P E L

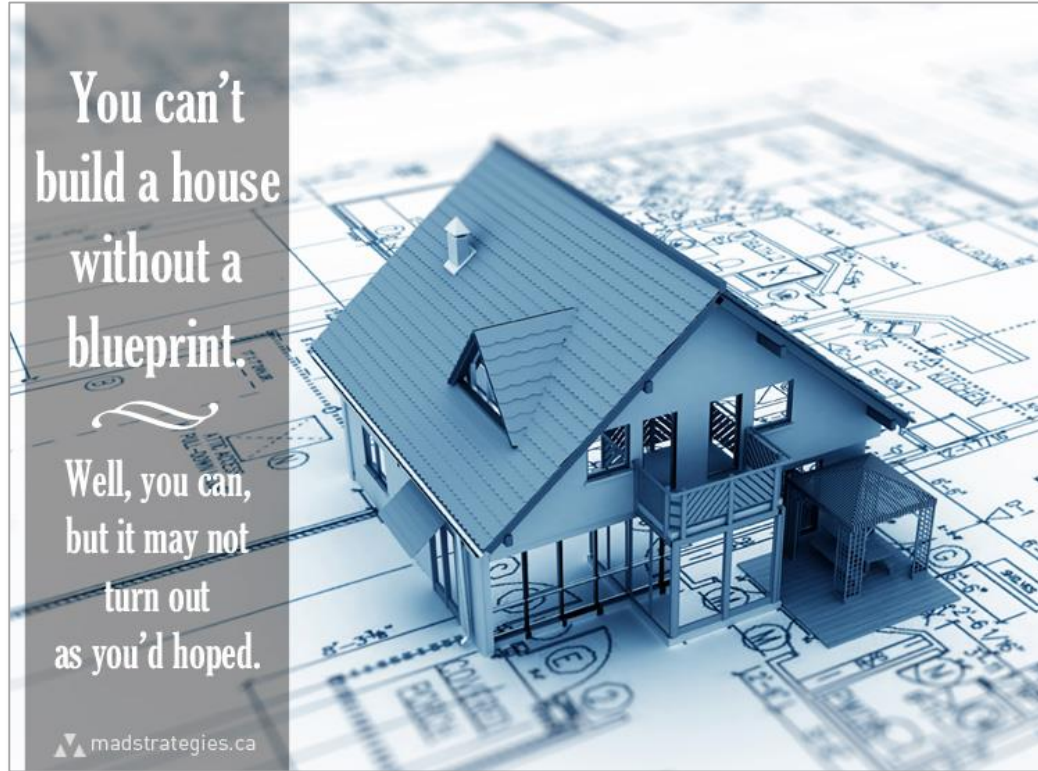


PROSTEP
integrate the future



Motivation

Why it is a good idea to have a blueprint



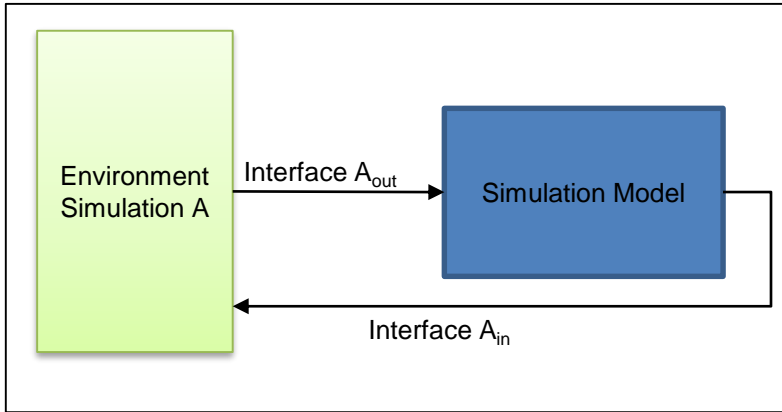
<http://www.madstrategies.ca/ceosblog/2014/10/29/you-cant-build-a-house-without-a-blueprint>

Usually we do not start from scratch, rather then we try to use what's already existing and improve what doesn't fit

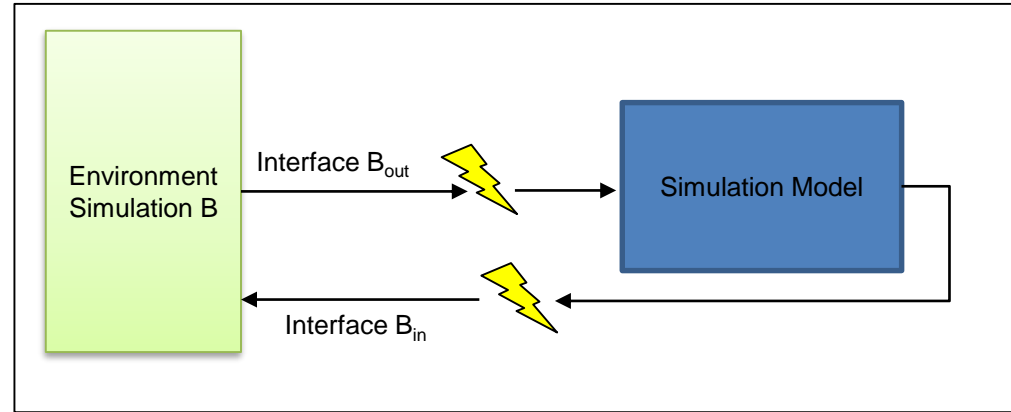
Standards are helping when developing a blueprint ...

Architecture challenge

Project A



Project B

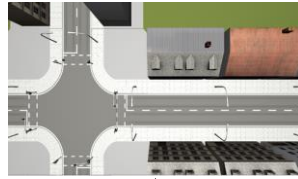


Without standardization of structure and interfaces, a simple reuse and exchange of simulation models is much more complex

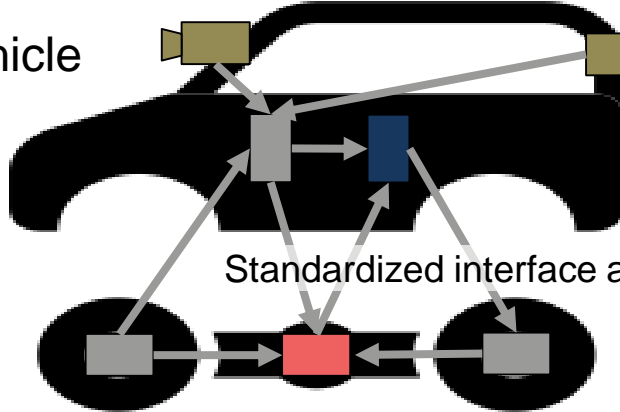
Flexible and modular scenario-based simulation

SET  **Level**

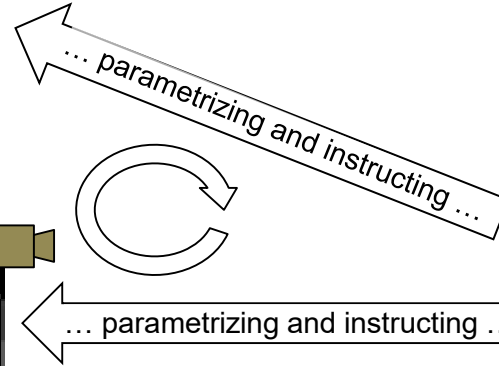
Simulated environment



Simulated vehicle



Simulation components



Logical
Scenario

Concrete
Scenario

Results

ssp

System Structure
& Parameterization

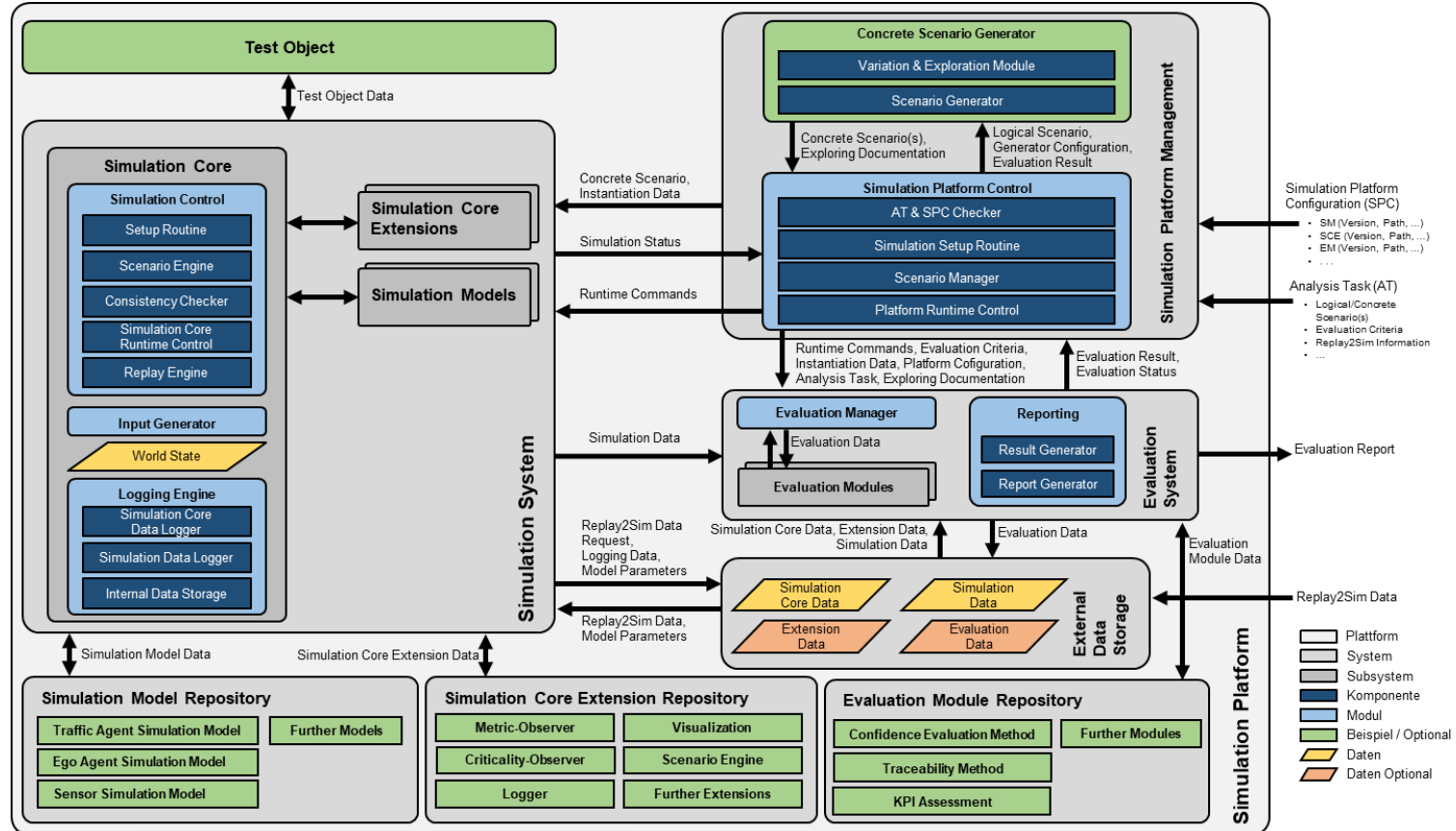
(Modelica Association)
<http://ssp-standard.org>

fmi

Functional
Mock-Up
Interface

(Modelica Association)
<http://fmi-standard.org>

Simulation platform for scenario-based testing

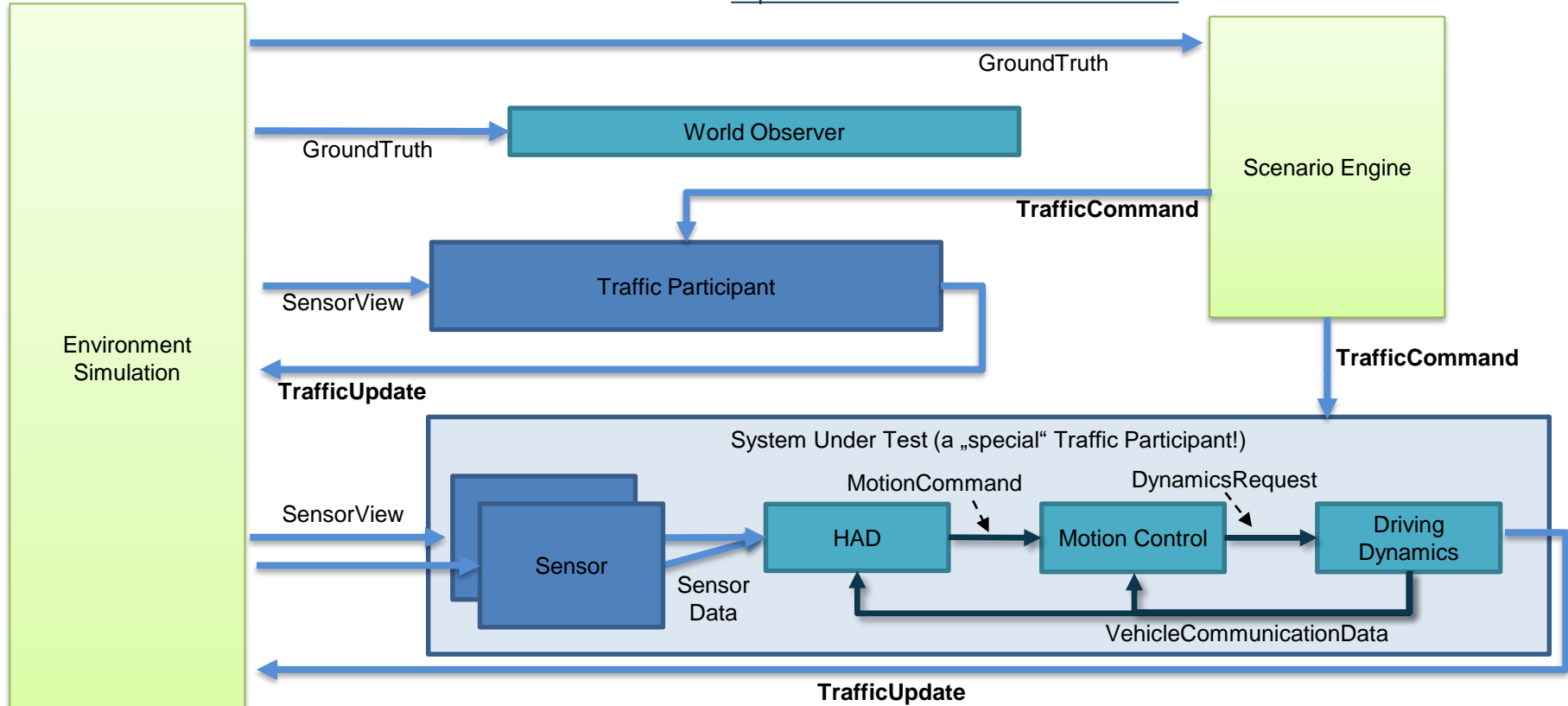


Standardized interfaces - Improved OSI

“Open Simulation Interface” (ASAM)

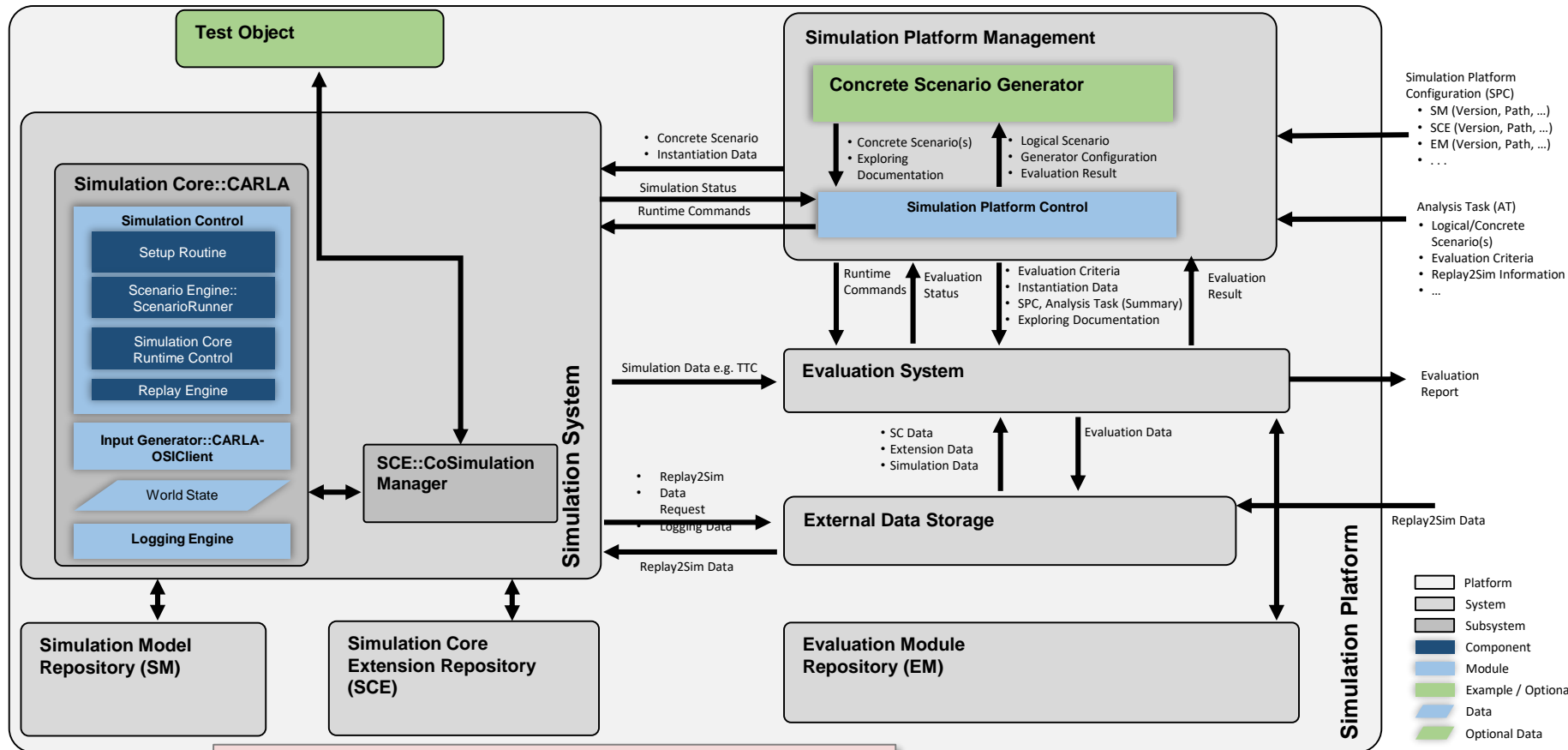
<https://www.asam.net/standards/detail/osi>

SET  **Level**

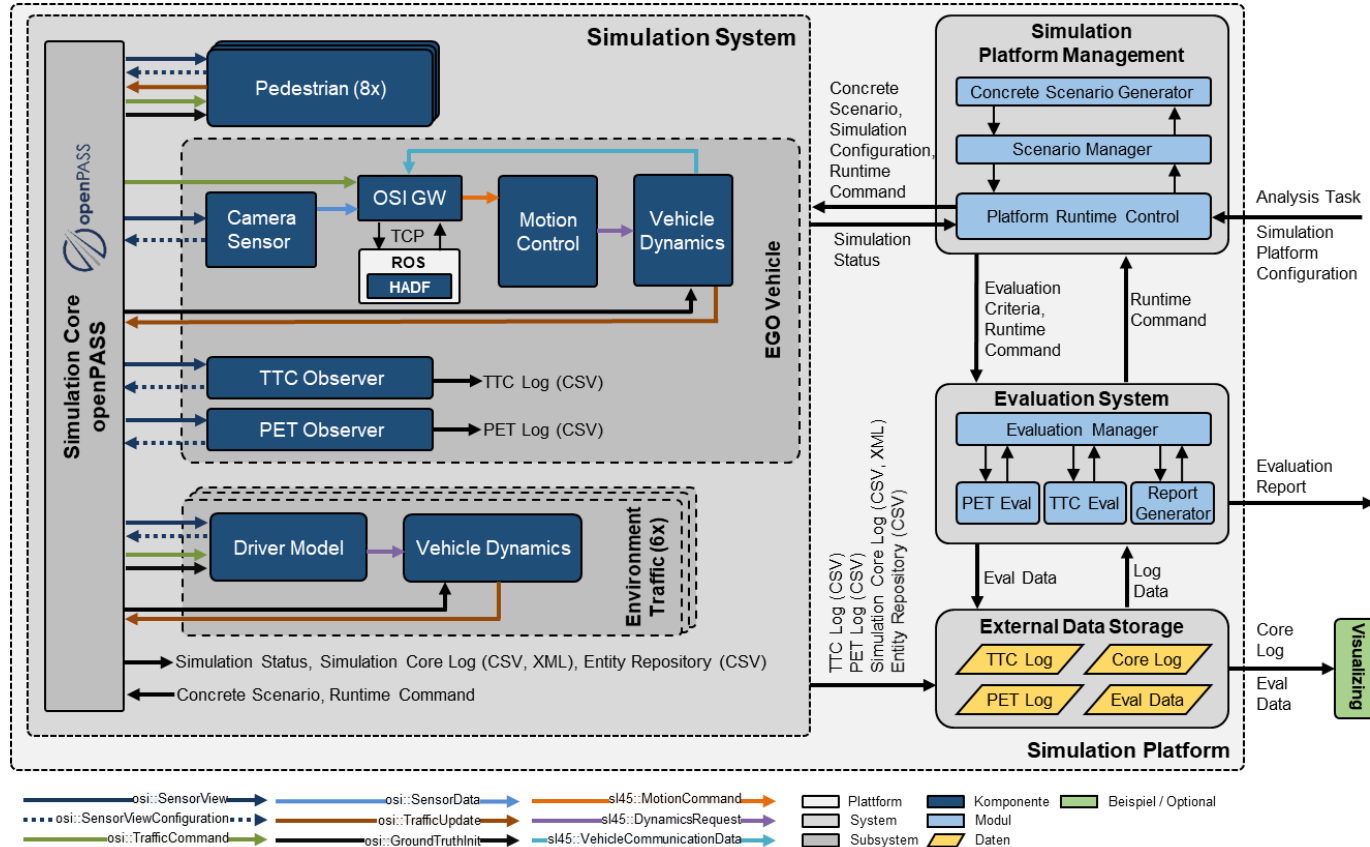


See also: Demonstrators and concepts
Stream 2 (OSI) + Stream3 (agent models)

Research implementation



SUC 1 – Architecture



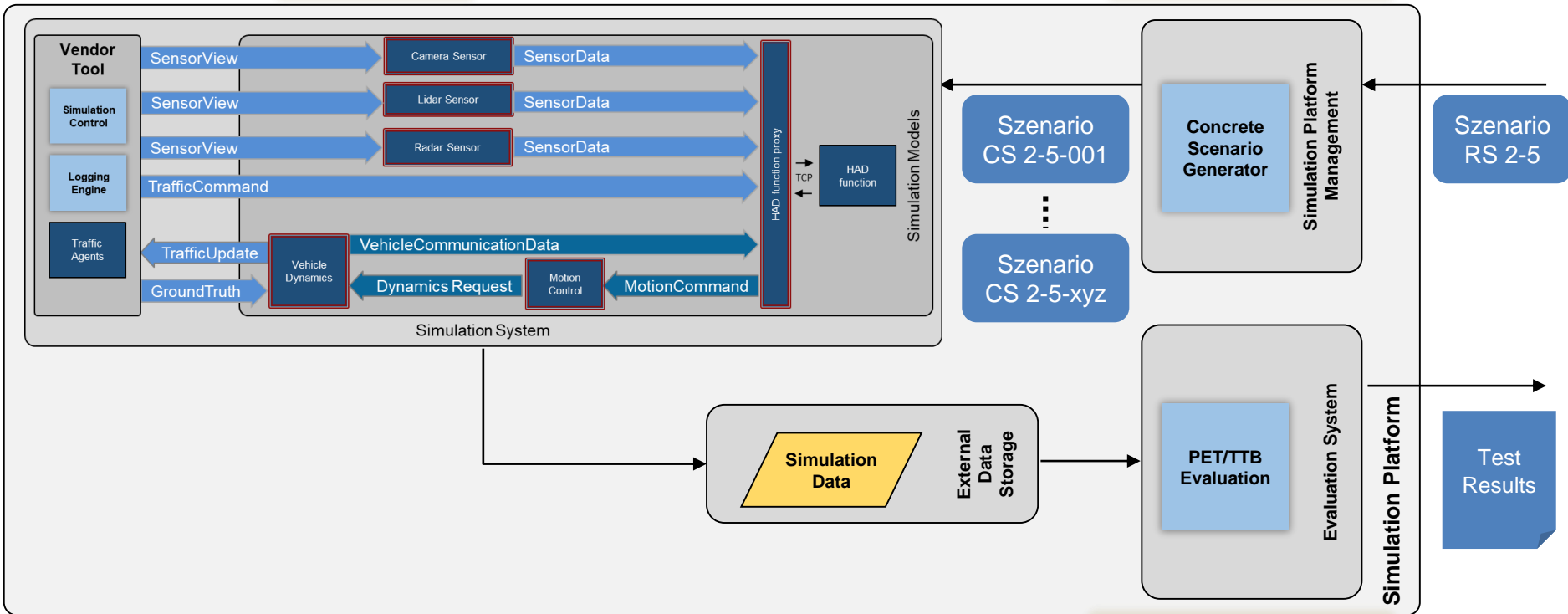
See also: SET Level Simulation Use Cases
Stream 1 (A closed-loop traffic simulation for criticality analysis)

SUC 2 – Architecture

SET  Level

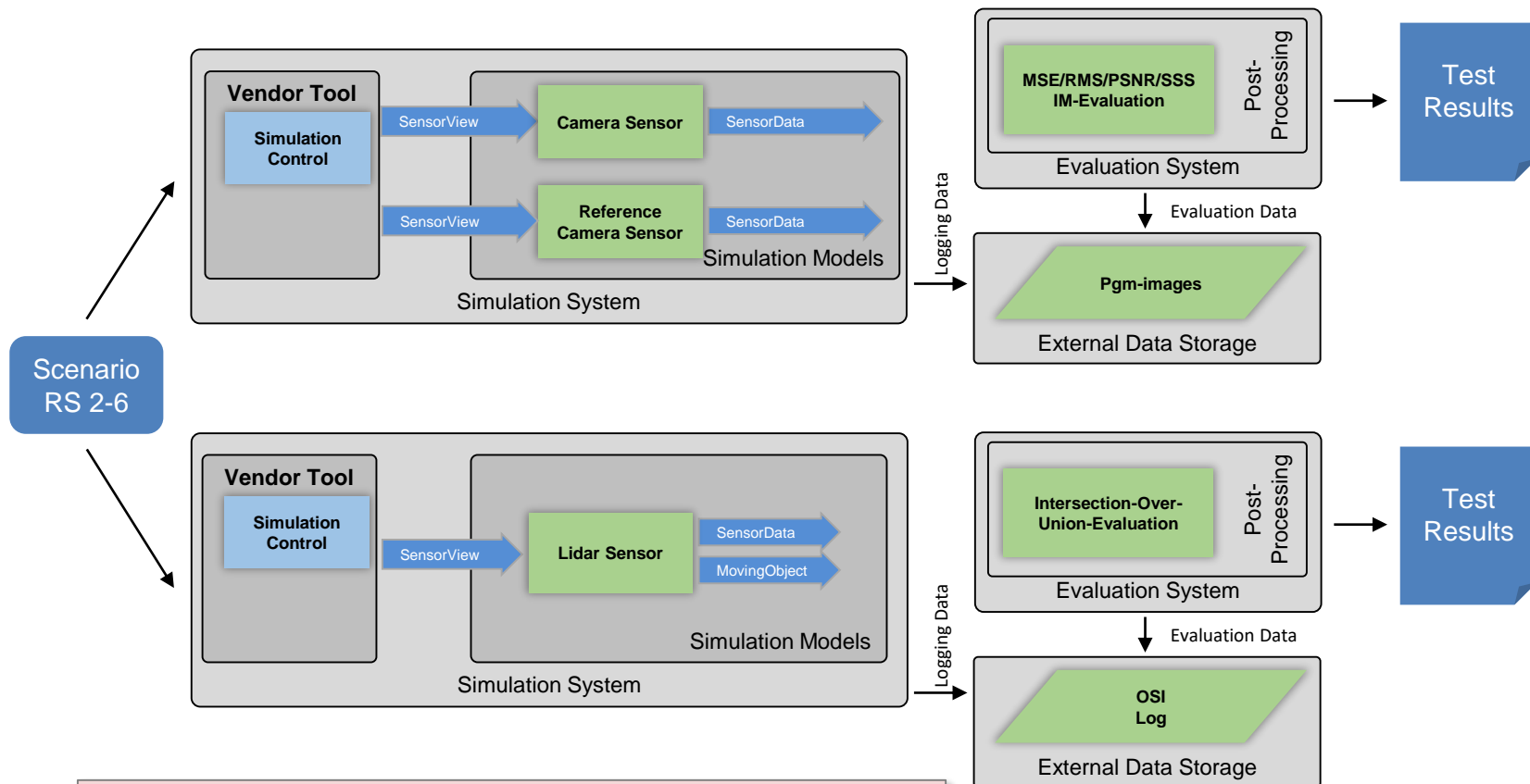
Simulation

Pre-Processing



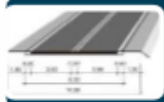
Post-Processing

SUC 3 – Architecture



- Reference architecture was successfully evaluated with SUC 1, SUC 2, SUC 3 and with research implementation
- The gained knowledge was transferred into the OSI standard, e.g.:
 - TrafficCommand
 - TrafficUpdate
 - LogicalDetectionData in SensorData

Simulation parameters



Road level (L1)

- Geometry and topology
- Condition, boundaries



Traffic infrastructure (L2)

- Construction barriers
- Signs, traffic guidance



Temporal modifications L1 und L2 (L3)

- Geometry and topology overlay
- Time dependent > 1 day



Objects (L4)

- Dynamic, movable
- Interactions, maneuvers



Environment (L5)

- Weather
- Lighting



Digital Information (L6)

- V2X-Information
- Digital Map

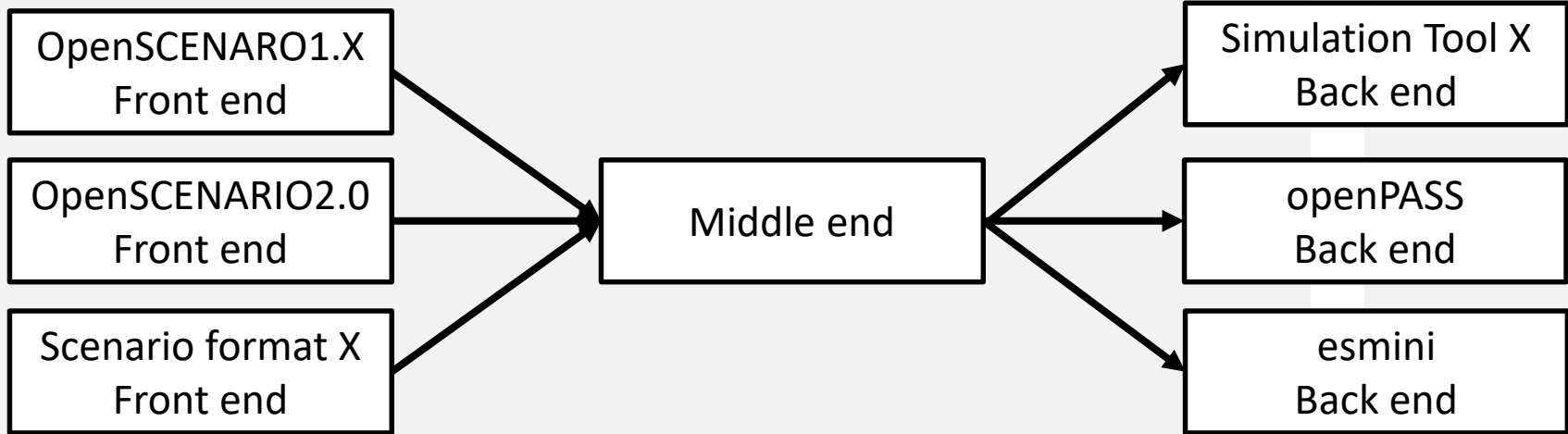
Source: PEGASUS Project

Examples for parameter families:

- Road level
 - Entrance Ramp Length
 - Number of Lanes
- Objects
 - Distance, Relative Velocity

ScenarioEngine

Simulator



Interfaces for reflection based sensors

