# **OpenX-Standards at ASAM**

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1	New Standardization Domain: Simulation
2	OpenDRIVE
3	OpenCRG
4	OpenSCENARIO
5	OSI *)

\*) Open Simulaton Interface



#### **ASAM Standards Portfolio**





#### **New Domain at ASAM: Simulation**



Simulation

- Standards for simulation model data exchange.
- High demand for standards for new type of simulation: Drive and Traffic Simulators.
- Public specs driven by tool vendors have emerged in recent years.
- Specs are now being transferred to ASAM in order to:
  - be hosted by a neutral NPO
  - become an official standard for the industry
  - guarantee long-term and professional further development
- Current projects to be transferred to ASAM:
  - OpenDRIVE
  - OpenCRG
  - OpenSCENARIO
  - OSI\*)

\*) Open Simulaton Interface



#### **Positioning of OpenX-Standards**



Static Content

**Dynamic Content** 

#### • Motivation

- Exchange of data between creation tools (e.g. road network editors) and simulators.
- Use of the data in simulators from different vendors.
- Use with other public standards, such as OpenFlight.



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## **OpenDRIVE**

- OpenDRIVE: <u>Open Dynamic Road Information for Vehicle Environment</u>
- File format for the **description of road networks**.
- Initiative started in 2005 by Daimler and VIRES.
- Used for simulators in the area of
  - Drive simulation
  - Traffic simulation
  - Sensor simulation
- Based upon XML and a hierarchical data model.
- Basic elements:
  - Roads
  - Junctions
  - Controller
- Not covered: entities acting on or interacting with the road network.







### **Principal Design Pattern for Roads**

1: Create Reference Line

• Primitives

• Line

• Arc

• Spiral

• Poly3

2: Add Lanes Along the Reference Line

Elements:

- Width
- Link
- Material
- Roadmarks

#### 3: Add Features



- Sign
- Signal
- Object
- Elevation









#### **Junctions**



- Elements:
- Link to lane
- Priority
- Group



### **Further Development of OpenDRIVE**

Results<sup>\*)</sup> of ASAM OpenDRIVE Kick-Off Workshop with industry-experts:

#### **Features**

F001: Junction Model

- F002: Road Geometry Models
- F003: Arbitrary Spaces Model
- F004: International Signs Model
- F005: Environment Representation
- F006: Roundabouts
- F007: Parametrization & Variation
- F008: Georeferencing

#### **Other Topics**

- Reference Visualization and Checker Tool
- Reference Examples
- Best Practices Guide

#### **Requirements**

R001: Add more model parametersR002: Remove or reduce redundant informationR003: Harmonize OpenDRIVE with other standardsR004: Remove or reduce different ways to model

\*) tentative, as meetings are on-going



#### Roadmap\*)





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## **OpenCRG**

- OpenCRG: <u>Open C</u>urved <u>R</u>egular <u>G</u>rid
- File format and source-code for the **detailed description of road surfaces**.
- OpenCRG initiative was started in 2008 by Daimler together with AUDI, BMW, Porsche, and Volkswagen.
- The file format of OpenCRG is integrated in OpenDRIVE.
- Used for the description of patches of road surfaces in a very detailed manner, so that it can be used for:
  - Tire simulation
  - Vibration simulation
  - Driving simulation, etc.
- Source-code included:
  - C API for data read/write and evaluation
  - MATLAB API for data read/write, evaluation, generation, modification and visualization
  - Library of sample data





#### **Further Development of OpenCRG**

Results<sup>\*</sup>) of pre-standardization meetings with industry-experts:

#### **Features**

F001: Georeferencing F002: Multiple Data Layers

#### **Other Topics**

• Further Development of the API Source Code

#### Roadmap\*)



<sup>\*)</sup> tentative, as meetings are on-going



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## **OpenSCENARIO**

- File format for the description of dynamic content in driving simulation applications.
- Currently: focus on drive maneuver description.
- Project in an early stage (started in 2014).
- Used for drive simulators.
- Description elements:
  - Maneuver (complex maneuver descriptions that involve multiple cars)
  - Trajectory (polyline, clothoid)
  - Vehicle

(geometry, type, axes, performance)

- Driver (appearance)
- Environment (weather, time of day, road condition)
- Based upon XML.





#### **Principal Design Pattern for Maneuvers**





### **Further Development of OpenSCENARIO**

Results<sup>\*</sup>) of pre-standardization meetings with industry-experts:

#### **Features**

- F002: Driver Model
- F003: Traffic Model
- F004: Weather Model
- F005: Environmental Event Model
- F006: Vehicle Dynamics
- F007: Parameter Stochastics
- F008: High-Level Maneuver Descriptions
- F009: Replay of Recorded Scenarios
- F010: Automatic Parameter Calculation

#### **Other Topics**

- Checker Tool
- Parser
- Data Access API
- Test Specifications
- Tool Qualification
- Traffic Simulation Driver Reference Models and Implementations

#### Requirements

R001:	Avoid multiple ways of defining the same maneuver
R002:	Define elements as 'mandatory' only when absolutely needed
R003:	Maintain independence of standards and open linking between standards
R004:	Define three levels of control for ego vehicles
R005:	Allow tool-vendor specific extensions
R006:	Allow definition of feature subsets
R007:	Define simulation results reproducibility
R008:	Maneuver descriptions shall be suitable for open-loop and closed-loop simulation.
R009:	Define parameter boundaries
R010:	Synchronize maneuvers
R011:	Allow the definition of success criteria for maneuvers
R012:	The description format shall be suitable for manual scenario creation in text editors



#### ASAM OpenSCENARIO Roadmap





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#### OSI

- OSI: <u>Open Simulation Interface</u>
- A generic interface for the environment perception of automated driving functions in virtual scenarios.
- Initiated by BMW and Technical University Munich (TUM).
- Contains an object-based environment description using message formats based on Google Protocol Buffers for two types of data:
  - GroundTruth: gives an exact view on the simulated objects in a global coordinate system.
  - SensorData: describes the objects in the reference frame of a sensor for environmental perception.



• In preparation: code of a run-time environment based on the Open Simulation Interface, including the conversions between GroundTruth and SensorData messages.



# Thank you!

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