# ASAM OSI in Mixed-Reality applications Technische Hochschule 47

FORSCHUNG AN FACHHOCHSCHULEN

Using the Open Simulation Interface with real and virtual components

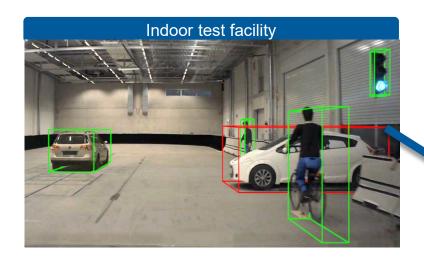
**Thomas Hempen** 

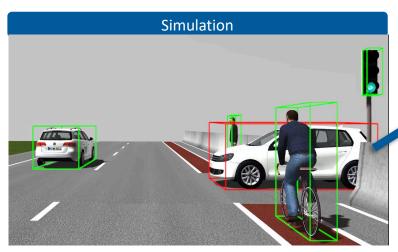
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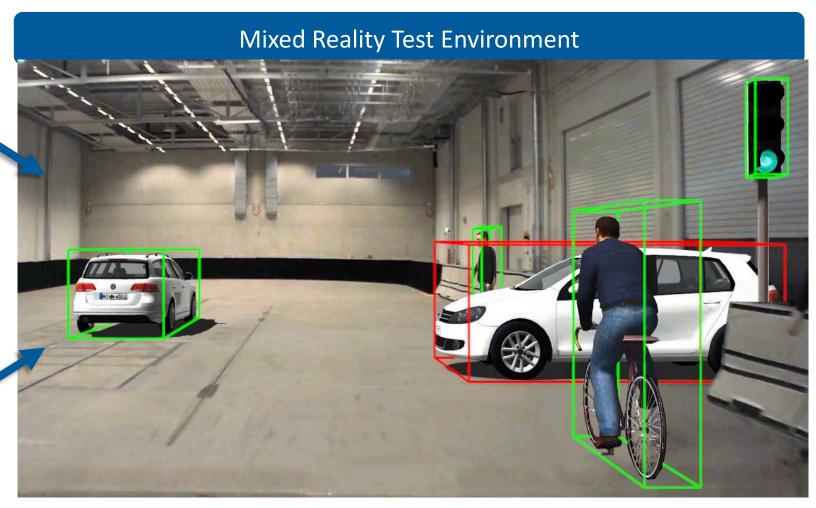




Idea and Concept (Visualization)



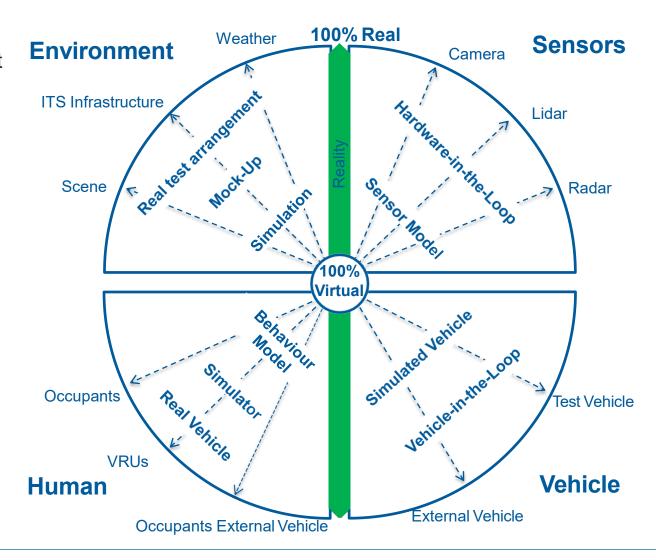




Idea and Concept

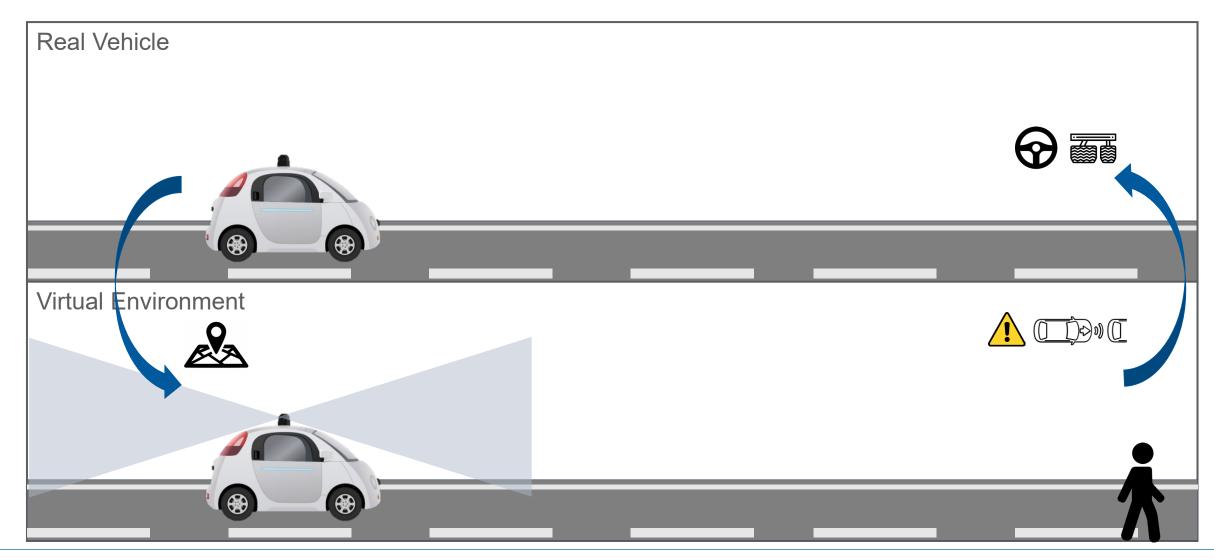
**Scaling reality** to have an optimal test environment for your system to test

- Reducing reality at axes, where it is not needed
- Reducing reality at axes, where it is too dangerous (e.g., vulnerable road users in emergency situations)





Use-Case and First Approach





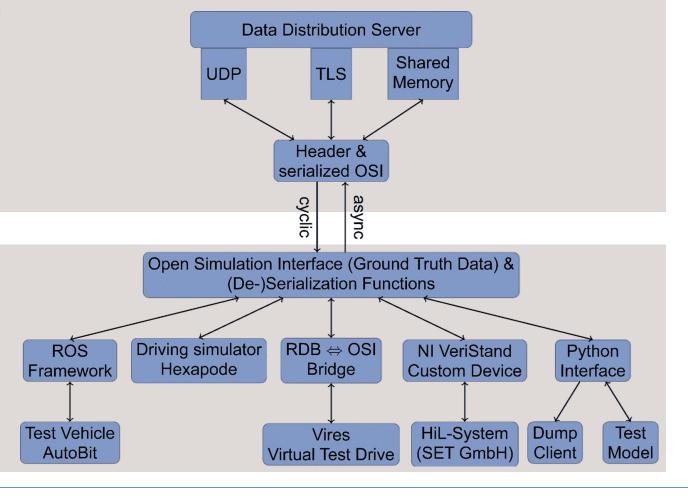
Real Implementation and Extended Approach





OSI as an enabler

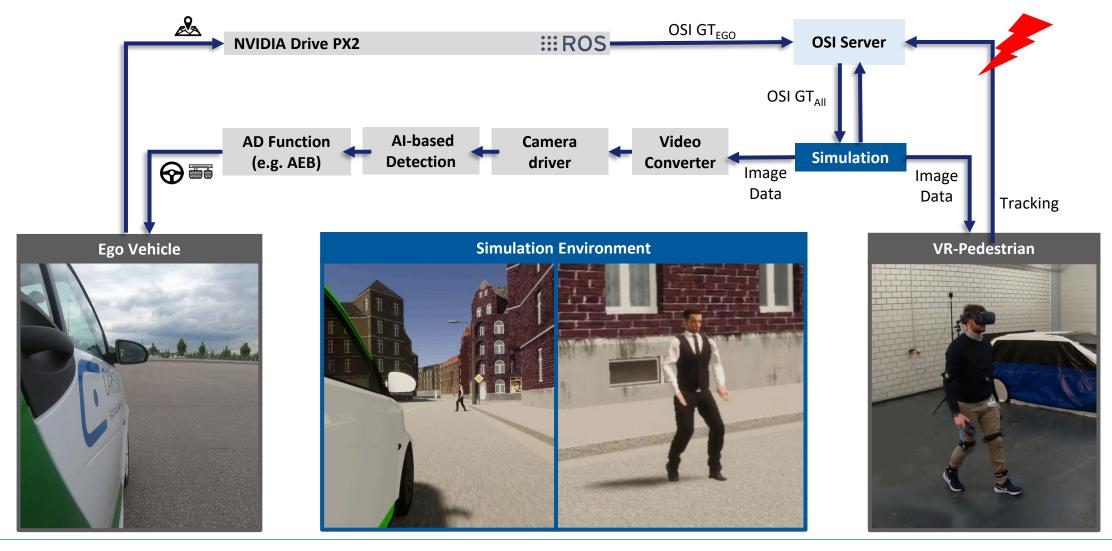
- Centralized server exchanges Data between OSI-agents
- OSI GroundTruth message as basic supported data type
- → Exchanges everything that can be seen from "god view"
- **Single agents** e.g., Vehicles, Pedestrian, cyclists, etc.
- Containing **component models**, e.g., behavior models, sensor models, etc.
- → Contains all information and behavior of one agent within the test environment





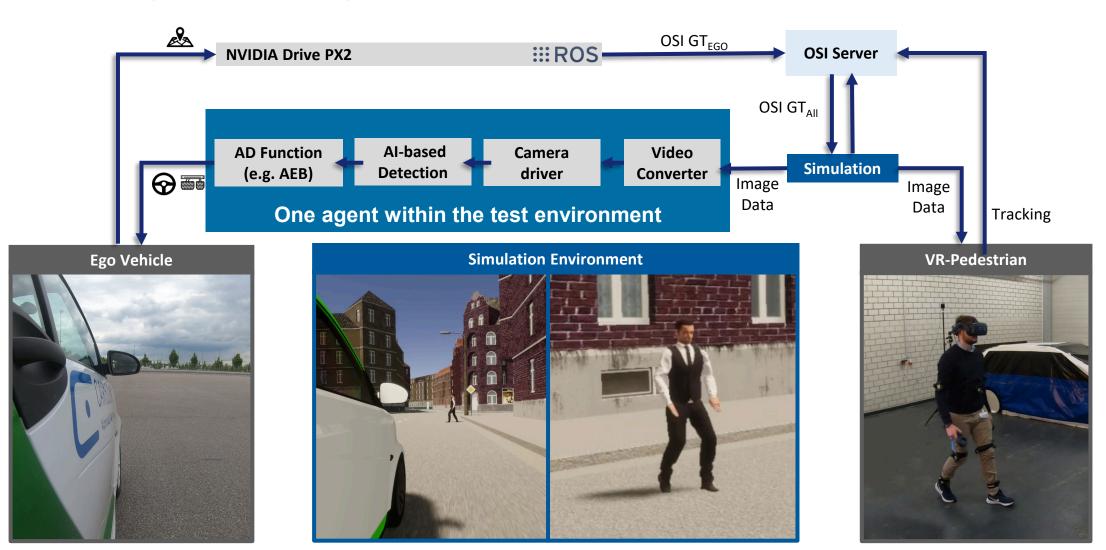
OSI as an exchange format between agents

A pedestrian model is work in progress





OSI as an exchange format between agents?



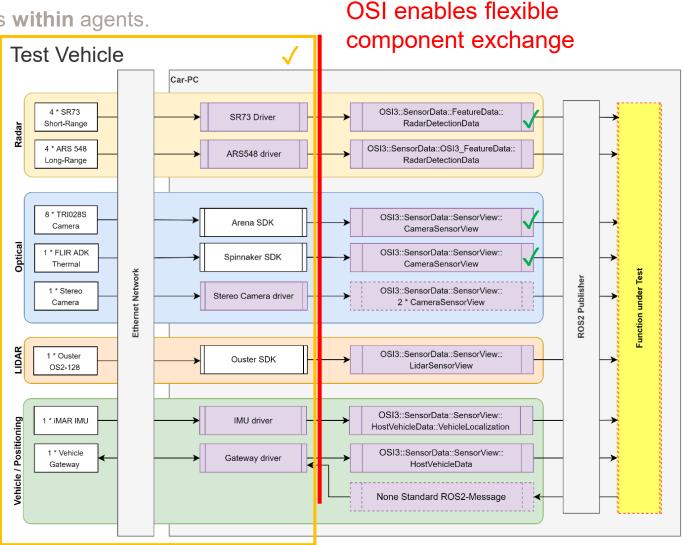


OSI as an exchange format between components within agents.

#### A real test vehicle as an OSI agent

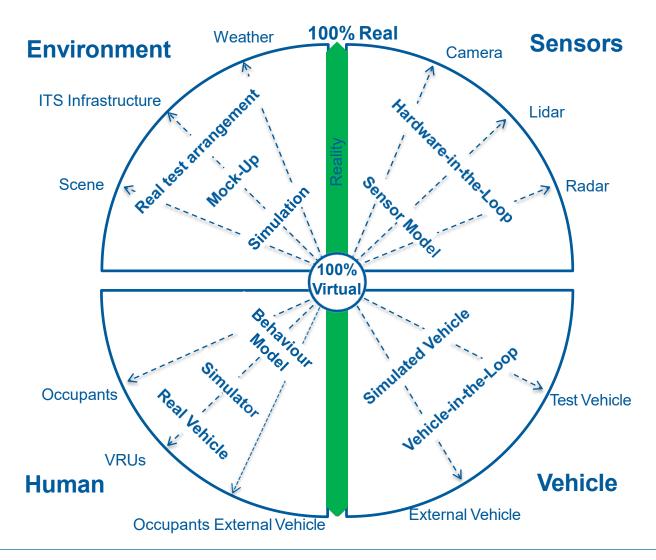
- Every internal vehicle components can be exchanged with virtual components
- Flexible data routing through ethernet based communication

#### → Work in progress





Summary



The **Open Simulation Interface** is the core communication protocol between and within real and simulated components in our Mixed-Reality environment.



# Thank you for your attention!

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