ASAM OpenDRIVE 1.8.0

Request for Release

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Junction Guidelines

Advantages:

- Better interchange ability of files
- Easier for people to make junctions

ASAM OpenDRIVE Junction guideline

Junction guideline

Foreword

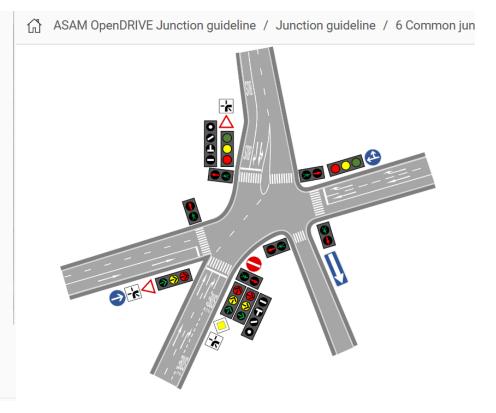
Introduction

- 1 Scope
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- 4 Abbreviations
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6 Common junctions

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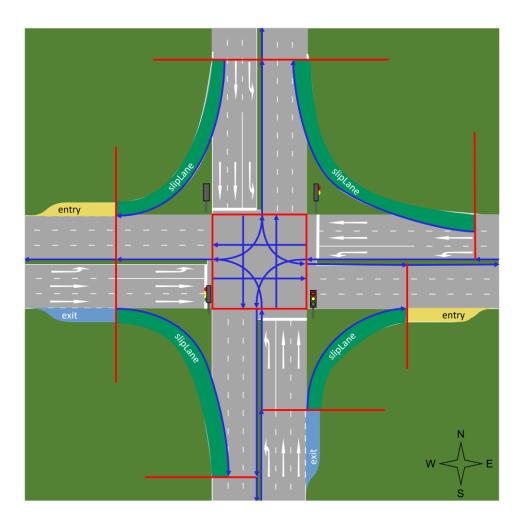


Slip Lanes:

- new lane type slipLane
- In guideline described where to place junctions
- In guideline described when to use entry and exit

Advantages:

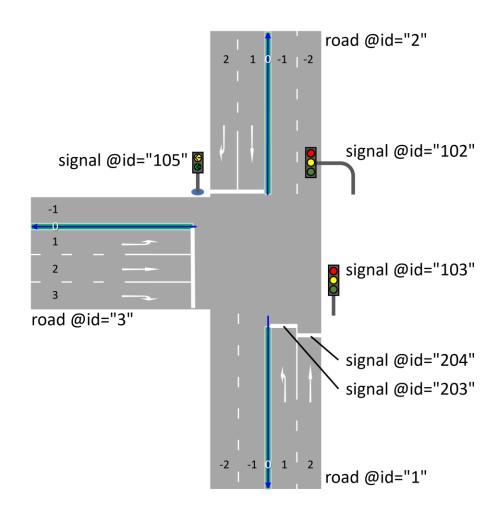
- Better interchange ability of files
- Easier to make junctions with slip lanes





TrafficLights and Stop Lines:

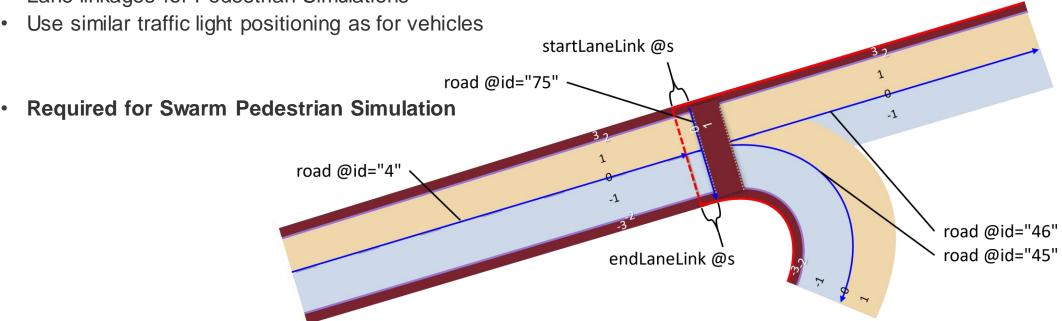
- Deprecated physicalPosition from 1.5
- Use current dependency and reference
- Advantages:
- Easier and identical implementation of traffic
- Easier sensor detection as traffic light is placed at its actual position





Cross Paths

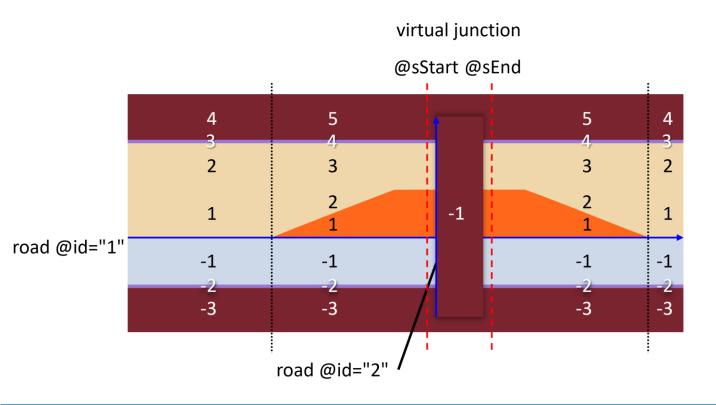
- new kind of (overlapping) road within a junction
- Lane linkages for Pedestrian Simulations

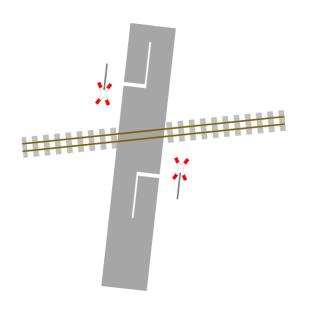


Crossings outside a common junction

Required for swarm Pedestrian / Railway Simulation

- Railway crossings
- Pedestrian / bike crossings







Extended existing junction definition:

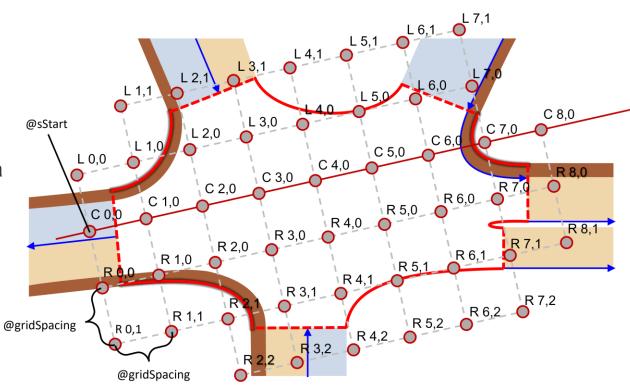
Junction Boundary

Junction Reference line on which common objects can be placed

Junction Elevation Grid

Advantages:

- Common Junctions in slopes can now have unique z value at any x, y position.
- No gaps inside junctions anymore
- For simple junctions just need to define 4 points
- · Sidewalks fit directly to the "asphalted" Junction area
- Easier sensor detection

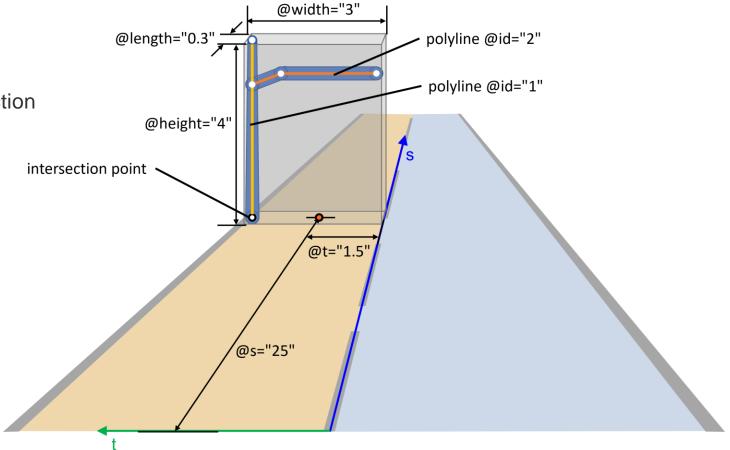




Objects:

- Description of each object type and subtype
- Defined in which way each object type shall and may be defined
- Added insertion points for better sensor detection

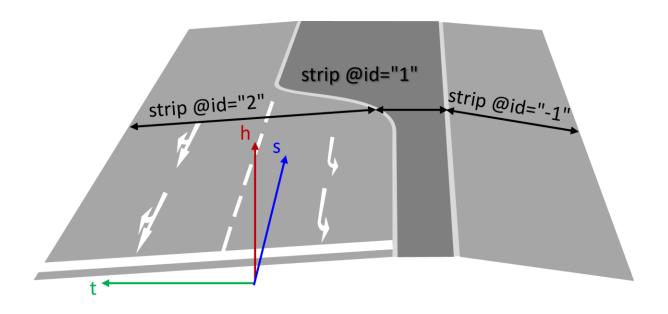
Advantages:
Better interchange ability of files
Better sensor detection





Cross Section surface:

 Possible to define lateral profile in roads with changing lane width and offset along s



Advisory lane



Variable lane directions and types



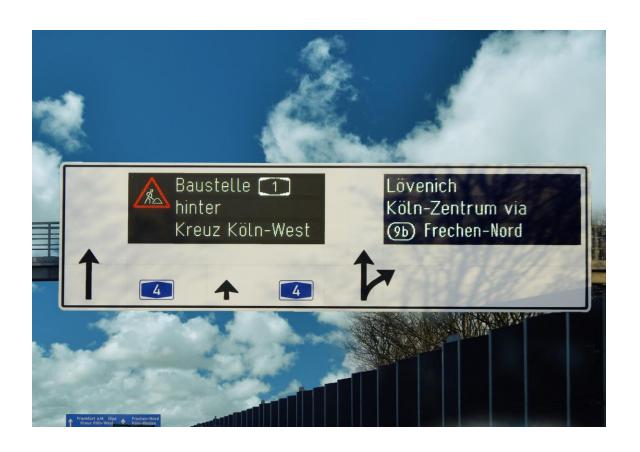




Signal boards

- static board
- variable message board
- multi board with static and dynamic

Dynamic content of those boards are set via OpenSCENARIO





Sign semantics and traffic rules

First simple possibilities to describe a semantic of a sign. Not based on visualisation but on implication to traffic behaviour instead.



Advantages:

- Easier and identical implementation of traffic
- Better exchangeability



Changed XSD version in ASAM OpenDRIVE 1.8

Moved from xsd 1.0 to xsd 1.1

Advantages:

- Can include many more tests via schema
- we have a much better overview of which attributes belongs to which xml element under which condition

Old object class for <connection>

| Tab | ole 43. | Attribute: | s of the _j | junctio | on el | ement |
|-----|---------|------------|-----------------------|---------|-------|-------|
|-----|---------|------------|-----------------------|---------|-------|-------|

| Name | Туре | Unit | Description |
|-------------|----------------------|------|---|
| id | string | | Unique ID within database |
| mainRoad | string | | The main road from which the connecting roads of the virtual junction branch off. This attribute is mandatory for virtual junctions and shall not be specified for other junction types. |
| name | string | | Name of the junction. May be chosen freely. |
| orientation | <u>e_orientation</u> | | Defines the relevance of the virtual junction according to the driving direction. This attribute is mandatory for virtual junctions and shall not be specified for other junction types. The enumerator "none" specifies that the virtual junction is valid in both directions. |
| sEnd | t_grEqZero | m | End position of the virtual junction in the reference line coordinate system. This attribute is mandatory for virtual junctions and shall not be specified for other junction types. |
| sStart | t_grEqZero | m | Start position of the virtual junction in the reference line coordinate system. This attribute is mandatory for virtual junctions and shall not be specified for other junction types. |
| type | e_junction_type | | Type of the junction. Common junctions are of type "default". This attribute is mandatory for virtual junctions and direct junctions. If the attribute is not specified, the junction type is "default". |

New object class for <connection> in a common junction

Table 55. Attributes of the <connection> element

| Name | Туре | Use | Description |
|----------------|----------------|----------|--|
| connectingRoad | string | required | ID of the connecting road. Only to be used for junctions of @type="default". |
| contactPoint | e_contactPoint | optional | Contact point on the @connectingRoad or @linkedRoad |
| id | string | required | Unique ID within the junction |
| incomingRoad | string | optional | ID of the incoming road |

