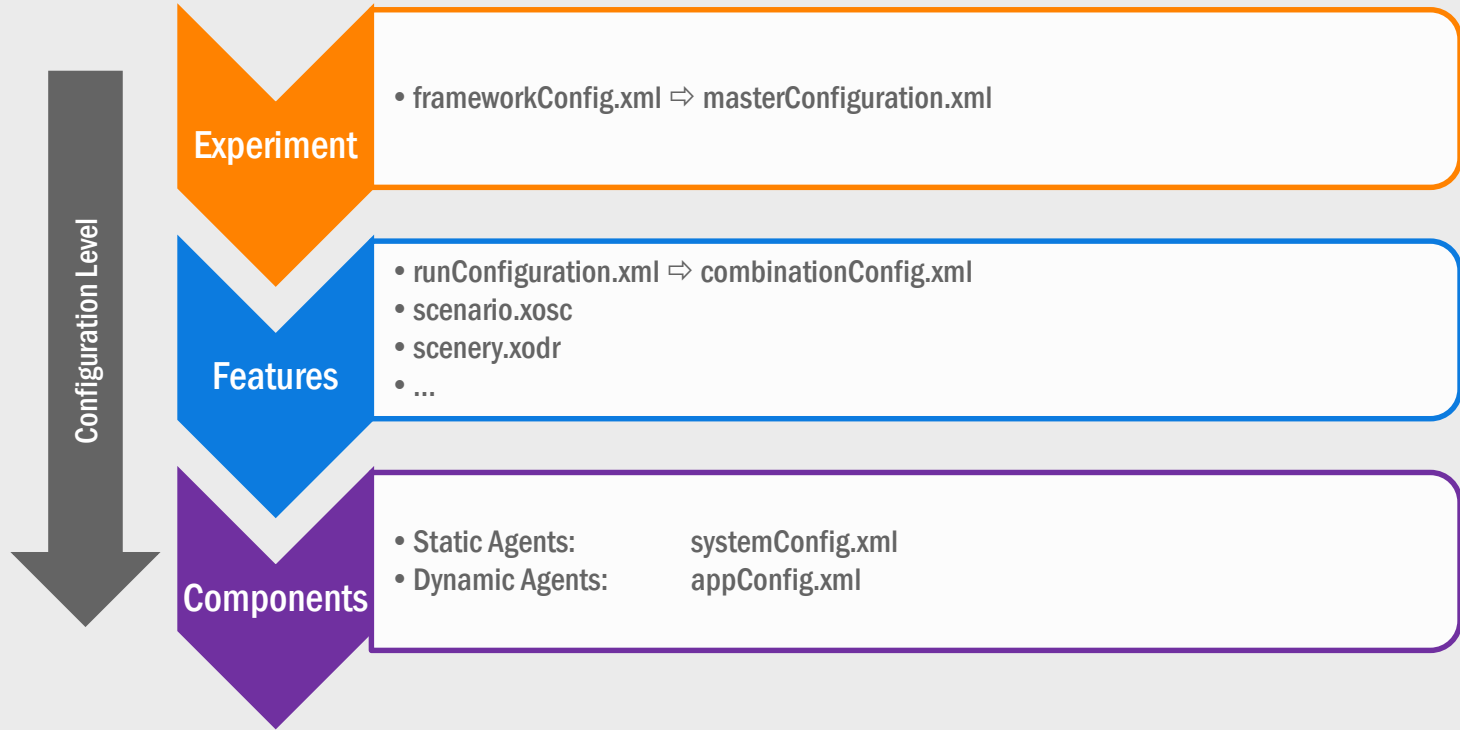


# Changes of the Configuration Files

openPASS Release 0.6 PR

04.07.2018 – René Paris, on behalf of BMW AG



## Levels of Configurations

## Task

- Configuration of Master
- Configuration of Slave Execution and Experiments

## Name Framework

- Generic placeholder for the **Controlling Components** within Master and Slave, respectively

## Issues

- Historically grown structure
- Very close to a specific use case
- Every change make modification necessary  
E.g.: New configuration file necessary
- Increasing load for keeping up compatibility
- E.g.: Some configuration files not necessary anymore

## Wish

- Separation of Concerns:  
**Framework Configuration vs. Experiment Configuration**
- Open for Extension:  
*Very high level of abstraction*
- Closed for Modification:  
*No need for code modifications on changes*

## Structure

```
<?xml version="1.0" encoding="UTF-8"?>
<frameworkConfigurations>
  <SlavePath>... </SlavePath>
  <LogFileMaster>...</LogFileMaster>
  <LogLevel>... </LogLevel>
  <frameworkConfiguration>
    <LibraryPath>... </LibraryPath>
    <AgentConfigFile>... </AgentConfigFile>
    <LogFileSlave>... </LogFileSlave>
    <ResultPath>... </ResultPath>
    <RunConfigFile>... </RunConfigFile>
    <ScenarioConfigFile>...</ScenarioConfigFile>
    <SceneryConfigFile>... </SceneryConfigFile>
  </frameworkConfiguration>
  <frameworkConfiguration>
    infos for second slave
  </frameworkConfiguration>
</frameworkConfigurations>
```

## Note

If root tag is **F**rameworkConfiguration, only a single slave configuration is loaded directly from beneath the root tag

## Task

- Configuration of Master
- Configuration of Slaves Execution

## Changes

- Separation of concerns: Execution / Experiment
- Separation of common/individual Slave Configurations
- Removal of experiment information for slaves:  
*E.g. Where are the libraries, but not what libraries are needed for the experiment*
- Results: Experiment related changes  
do not change config of the master

## Slave related control information

- Each entry is a string passed to the Slave via command line
- Slave decides what to do with that information  
(see next slide)

## Structure

```
<?xml version="1.0" encoding="UTF-8"?>
<masterConfiguration>
  <logLevel>...      </logLevel>
  <logFileMaster>... </logFileMaster>
  <slave>...         </slave>
  <libraries>...     </libraries>
  <slaveConfigurations>
    <slaveConfiguration>
      <logFileSlave>... </logFileSlave>
      <configurations>... </configurations>
      <results>...     </results>
    <slaveConfiguration>
      <slaveConfiguration>
        infos for second slave
      </slaveConfiguration>
    </slaveConfigurations>
  </masterConfiguration>
```

## Note

The log level is used by the master but also the slaves

### Configuration files are not specified anymore

- The slave now load files from a relative path (current state)
- Or could do something completely different, e.g.  
<Configurations>192.168.0.5:2256?id=5</Configurations>

### Results files are not specified anymore

- The slave now write results to a relative path (current state)
- Or could do something completely different, e.g.  
<Results>192.168.0.5:2257?id=5</Results>

### Other Stuff

- Omitted tags are automatically defaulted, e.g. logFileSlave in Example on the right (see next slide)
- At least a single SlaveConfigurations/SlaveConfiguration needs to be defined

### Example

```
<?xml version="1.0" encoding="UTF-8"?>
<masterConfiguration>
  <logLevel>2</logLevel>
  <slave>openPassSlave</slave>
  <libraries>lib</libraries>
  <slaveConfigurations>
    <slaveConfiguration>
      <configurations>experiment1</configurations>
      <results>results1</results>
    <slaveConfiguration>
    <slaveConfiguration>
      <configurations>experiment2</configurations>
      <results>results2</results>
    <slaveConfiguration>
  </slaveConfigurations>
</masterConfiguration>
```

### Calls

```
> openPassSlave.exe --logLevel 2
  --logFile OpenPassSlave.log --lib lib
  --configs experiment1 --results results1
> openPassSlave.exe --logLevel 2
  --logFile OpenPassSlave.log --lib lib
  --configs experiment2 --results results2
```

Generally, parameters specified within the masterConfiguration are forwarded to the slave as command line parameters

### Master

- --config (masterConfiguration.xml) Path to config

*Note: Omitted parameters are defaulted to values in braces*

### Slave

- --logLevel (0)
- --logFile (OpenPassSlave.log)
- --lib (lib) Path to the libraries
- --configs (configs) Path to the configuration files
- --results (results) Path where to put the results

*Note: Omitted parameters are defaulted to values in braces*

### Minimum masterConfiguration.xml

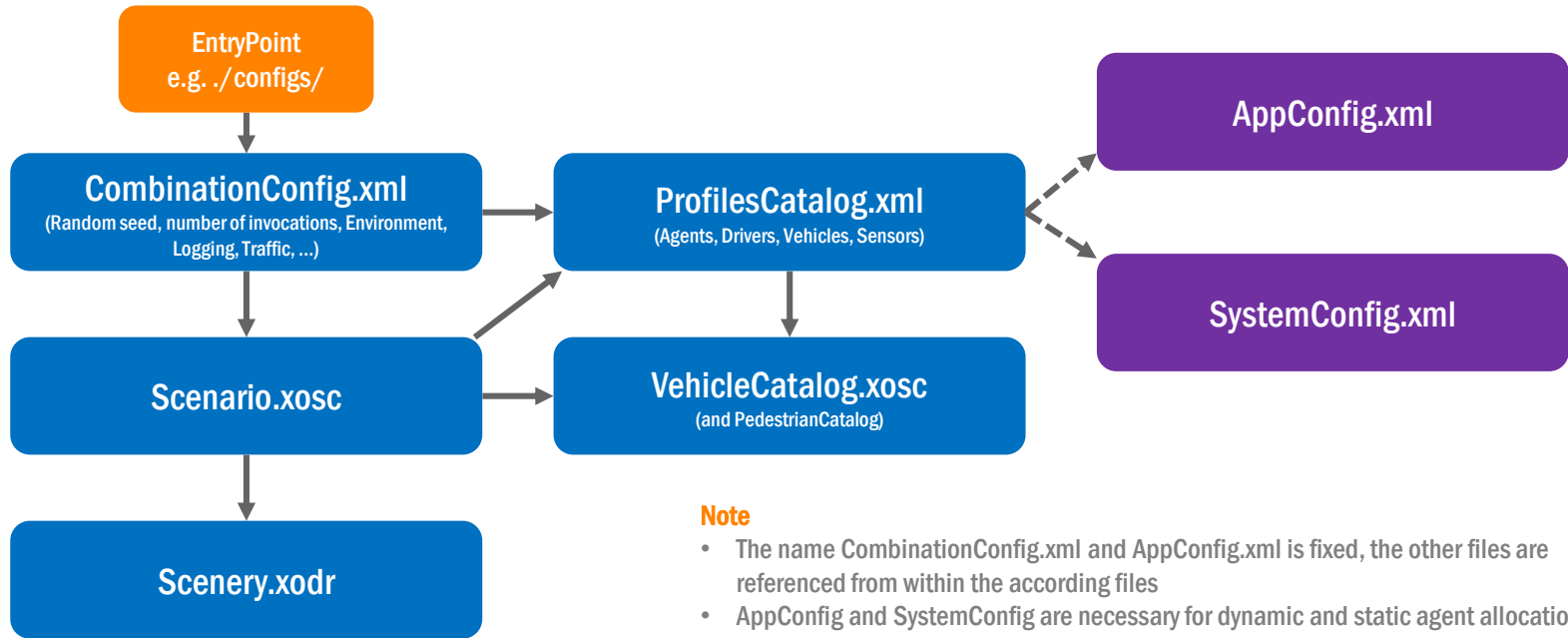
```
<?xml version="1.0" encoding="UTF-8"?>
<masterConfiguration>
  <slaveConfigurations>
    </slaveConfiguration>
  <slaveConfiguration>
</masterConfiguration>
```

### Calls

```
> OpenPassSlave.exe --logLevel 0
  --logFile OpenPassSlave.log --lib lib
  --configs configs --results results
```

### Note

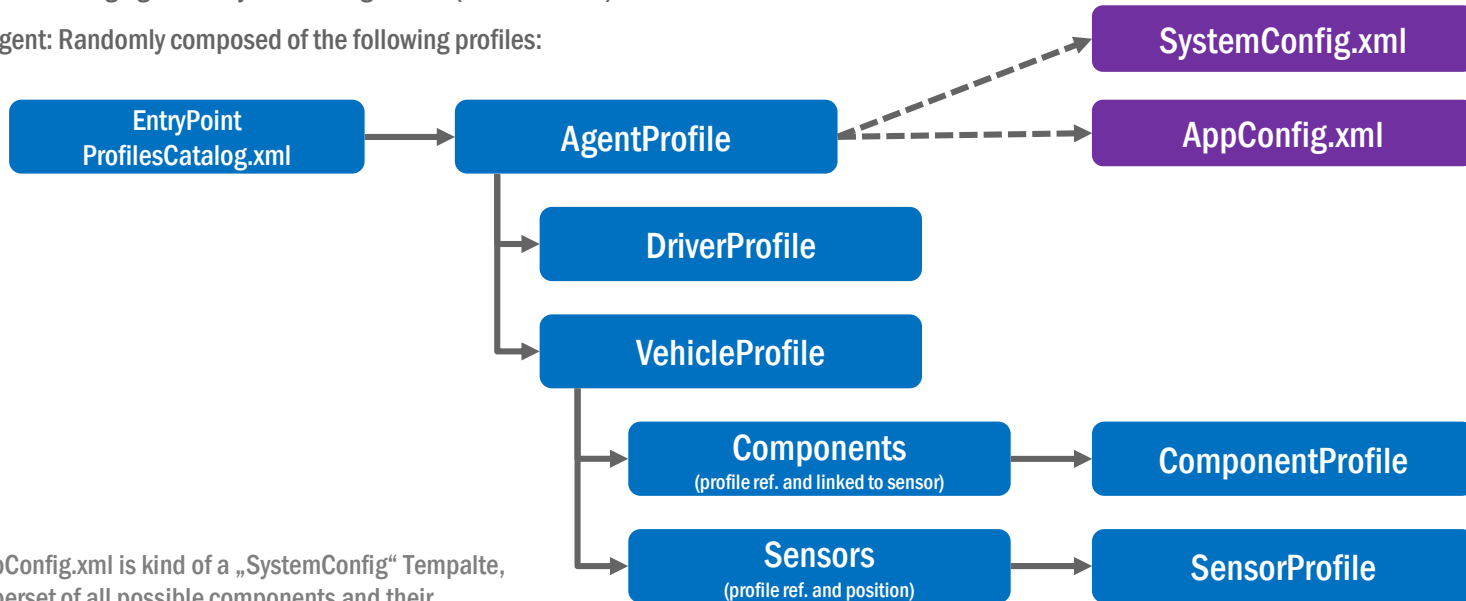
Due to the matched default values, this call is equivalent to calling openPassSlave.exe directly **without** parameters.



**Note**

- The name CombinationConfig.xml and AppConfig.xml is fixed, the other files are referenced from within the according files
- AppConfig and SystemConfig are necessary for dynamic and static agent allocation, respectively (see next slide)

- Static Agents: Linking against a system configuration (see next slide)
- Dynamic Agent: Randomly composed of the following profiles:



**Note**

Currently, AppConfig.xml is kind of a „SystemConfig“ Template, defining a superset of all possible components and their connections



```
<AgentProfiles>
  <AgentProfile Name="EgoAgent" Type="Static">
    <System>
      <File>SystemConfig.xml</File>
      <Id>0</Id>
    </System>
    <VehicleModel>VehicleModelX</VehicleModel>
  </AgentProfile>
  <AgentProfile Name="MiddleClassCarAgent" Type="Dynamic">
    <DriverProfiles>
      <DriverProfile Name="Regular" Probability="1.0"/>
    </DriverProfiles>
    <VehicleProfiles>
      <VehicleProfile Name="VehicleModelA" Probability="0.4"/>
      <VehicleProfile Name="VehicleModelB" Probability="0.3"/>
      <VehicleProfile Name="VehicleModelC" Probability="0.3"/>
    </VehicleProfiles>
  </AgentProfile>
</AgentProfiles>
```

## Catalogs

VehicleCatalog, PedestrianCatalog can be imported  
(pedestrians are currently handled as vehicles)

## RoadNetwork

Reference to scenery file is imported from RoadNetwork/Logics

## Entities

- Can be imported
- Special entity object **Ego**
- Objects specify catalog reference and catalog entry name
  - ① **Deviation from standard:**  
Reference of custom catalog „ProfilesCatalog.xml“
- Selections (groups) of entities can be defined, but currently the special selection „ScenarioAgents“ is used for spawning

## Storyboard Parsing

### Init

- Import of initial dynamics of agents  
(position, velocity, acceleration)

### Story

- Actor Entities can be referenced
- Maneuvers can have a UserDefined action named *ComponentStateChangeManipulator*  
Command: *SetComponentState*  
*<ComponentName> <Max. ComponentState>*
- StartConditions parsed partially

### Condition/ConditionGroup

- SimulationTime condition („ConditionalEventDetector“)  
→ can be used in *Maneuver StartConditions* and *Storyboard EndConditions*
- Only condition type *currently* supported