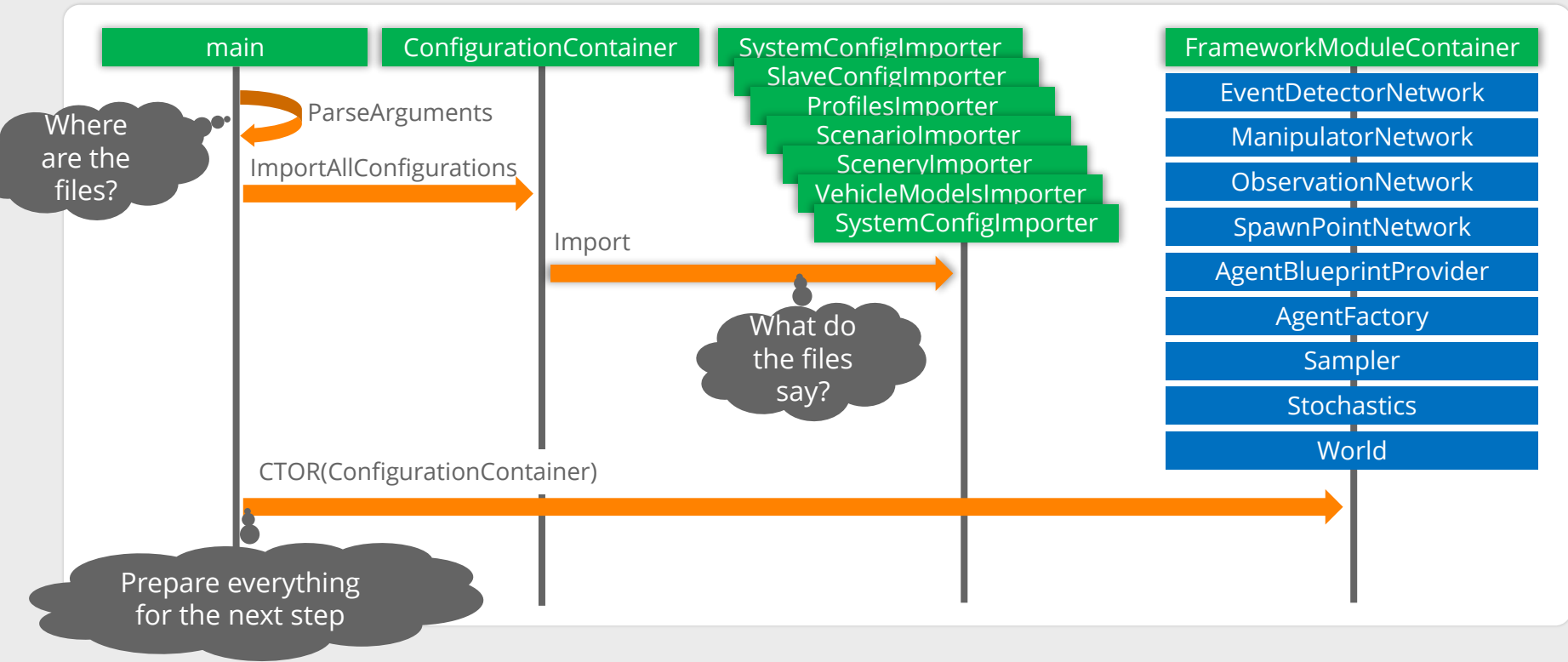


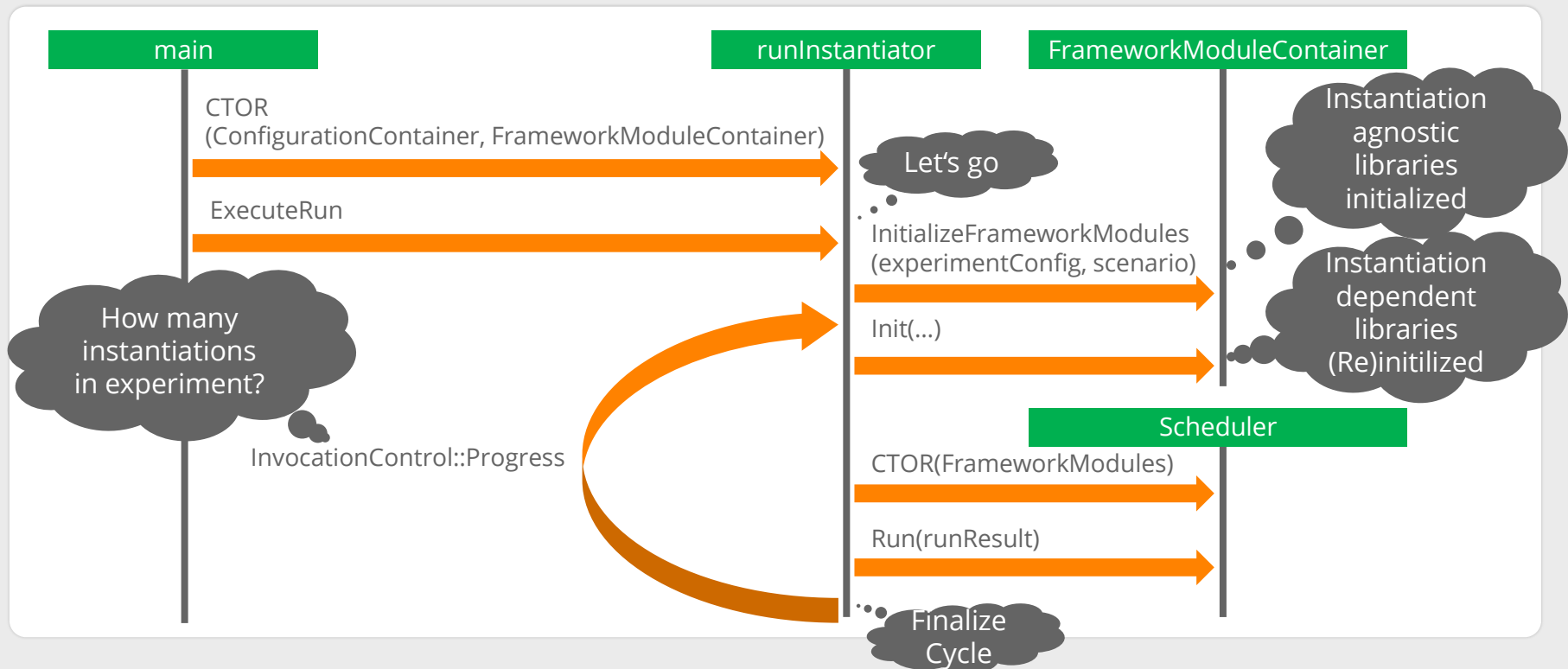
Execution Flow

openPASS Release 0.6

22.10.2019 – René Paris, on behalf of BMW AG



Initialization Phase



Initialization Phase

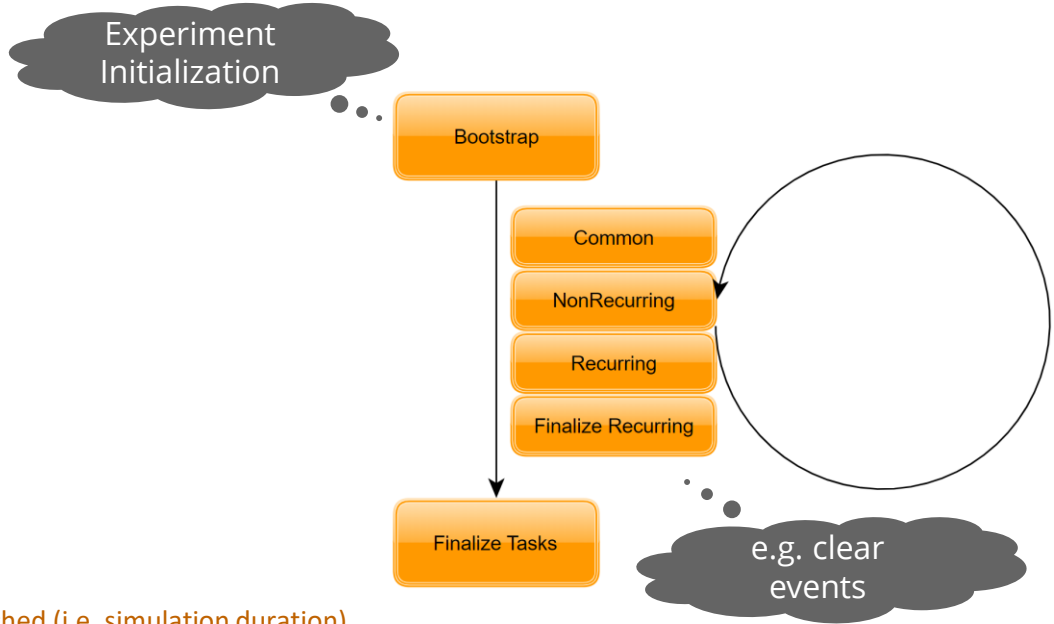
- Execution divided into:

- Bootstrap ●
- Common ●
- NonRecurring ●
- Recurring ●
- Finalize Recurring ●
- Finalize ●

- One-time execution at start of simulation

- Processed at each timestep

- One-time execution after end condition is reached (i.e. simulation duration)



Bootstrap

ObservationNetwork::UpdateTimeStep

Common

SpawnControl::Execute

std::vector<EventDetector>::Trigger()

std::vector<Manipulator>::Trigger()

ObservationNetwork::UpdateTimeStep

...

Intermission: Update Agent Phase

Add Agent specific tasks for new agents = For each component register ::Trigger / ::Update

Remove Agents leaving world

Distinguish between once only (NonRecurring) and periodic (Recurring)

Common

...

Component1::Trigger()

Component2::Trigger() // same component priority as Component1

Component1::Update()

Component2::Update()

Component3::Trigger() // lower component priority as Component 1 & 2

Component3::Update()

FinalizeRecurring

World::SyncGlobalData()

Finalize

std::vector<EventDetector>::Trigger()

std::vector<Manipulator>::Trigger()

ObservationNetwork::UpdateTimeStep()

