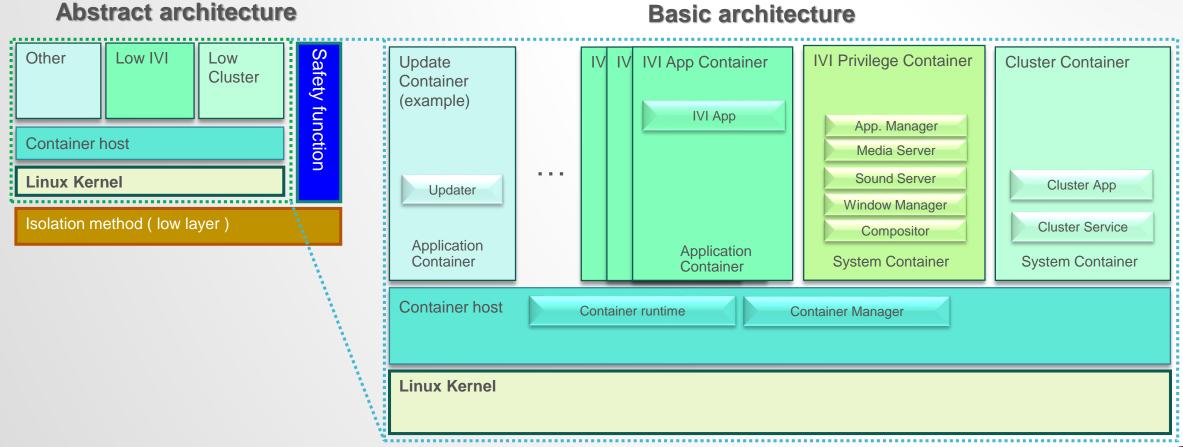
Topics

- Architecture overview
- Graphics
- Sound
- CAN



Container based architecture

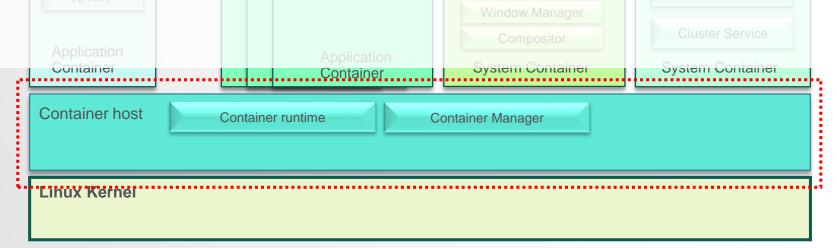
- Show Basic architecture
 - It is a breakdown of the abstract architecture.





Container host

- Manage the lifecycle of each container.
 - Needs to be lightweight to realize fast boot.
 - The static service container (such as cluster, ivi privilege) is started at boot time, and the dynamic service container (such as ivi app) is started by request from the privileged container.
 - Configure devices and communication resources.
 - Control the permissions the guest.
 - Detects update completion and switches the container image.
 - When a security hole (threatens container isolation) is discovered, it must be fixed quickly.





Cluster

- Provides cluster function
 - Cluster software such as meter drawing, fuel calculation, etc. is included.

 Built with a limited software stack. It integrate using advanced quality management method.

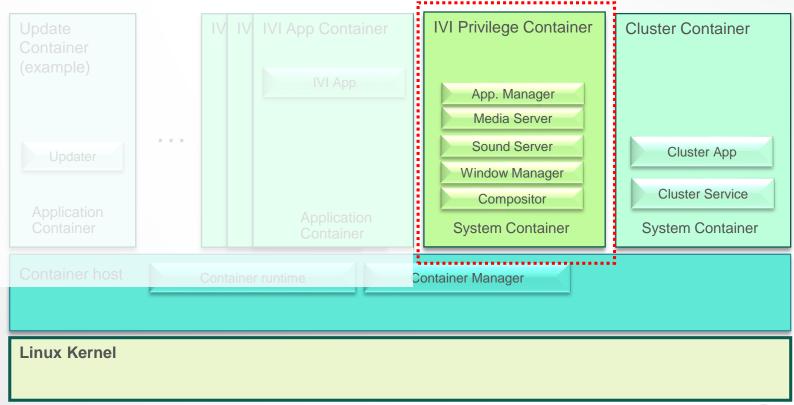
· Needs a display, GPU, sound, CAN and some sensors.



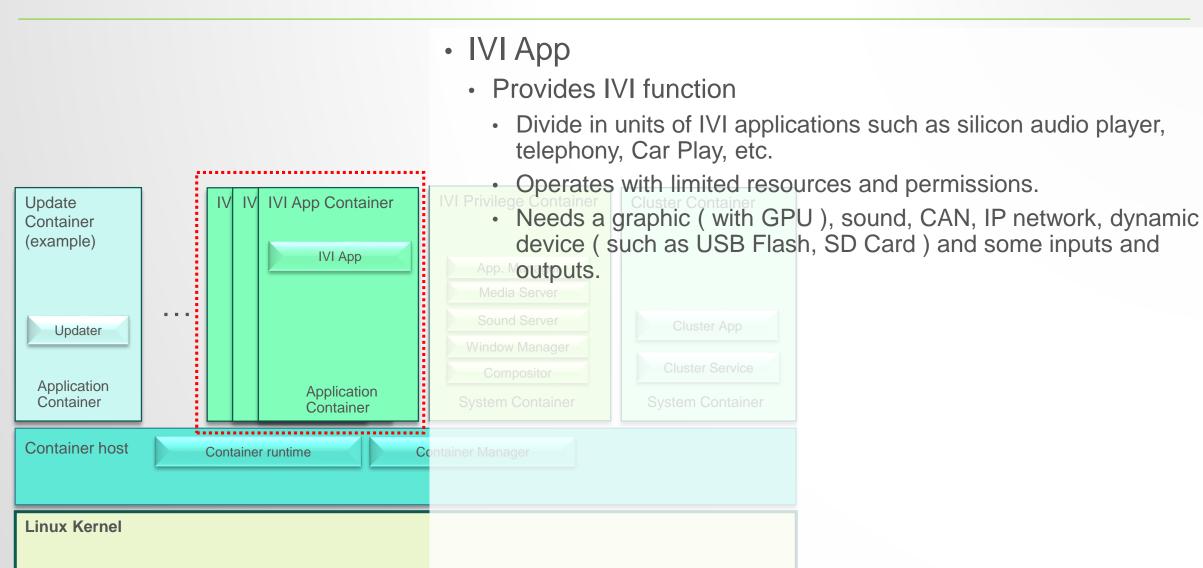
Cluster Container

IVI Privilege

- In charge of management.
 - Manage to sound and graphics for guests excluding cluster.
 - Manage to IVI applications using container manager API.
 - Capabilities, resources, etc.
 - · Needs a display, GPU, sound.









Automotive Use Case – Many Issues

Key Issue

- Graphics Management
 - How to isolate and share the graphics stacks.
- Sound Management
 - How to isolate and share the sound device.
- CAN Network Management
 - How to deliver and hide the CAN data.

Other Issue

- Dynamic Device (USB, SD Card, etc.) Management
- IP Network Management
- Container Management and Update



Topics

- Architecture overview
- Graphics
- Sound
- CAN



Architecture overview graphics

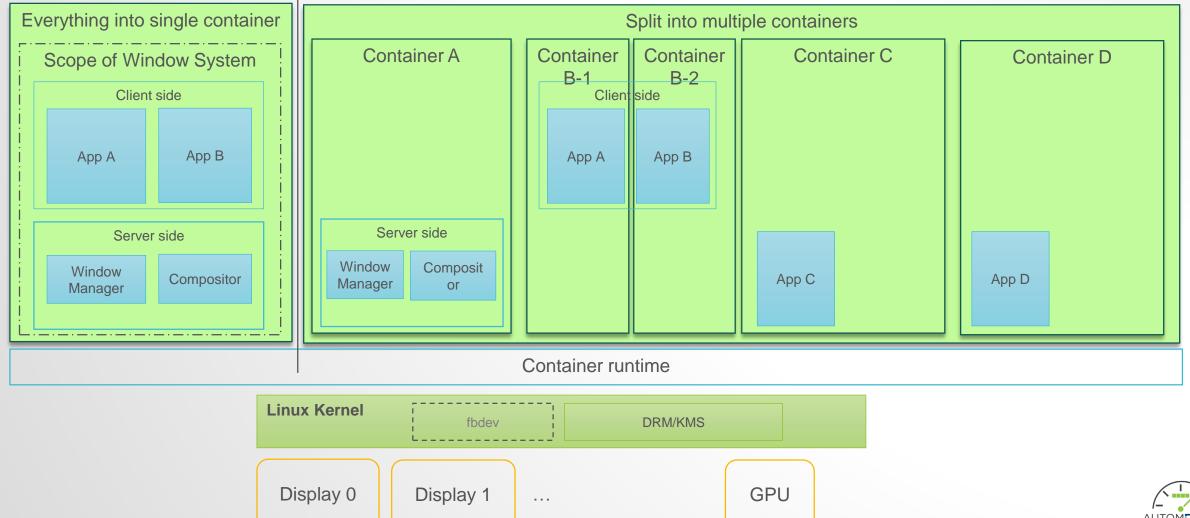
Basic Linux graphics block diagram / types of GUI application

Scope of Window System		Out of Window System
Client side		
App Type A	App Type B	
Direct Rendering OGL, libdrm	Remote Rendering	App Type C App Type D Direct Remote Rendering OGL, libdrm
Server side		
Window Manager	Compositor	
Linux Kernel		
fbdev DRM/KMS		
Display 0 Display 1 GPU		



Architecture overview graphics

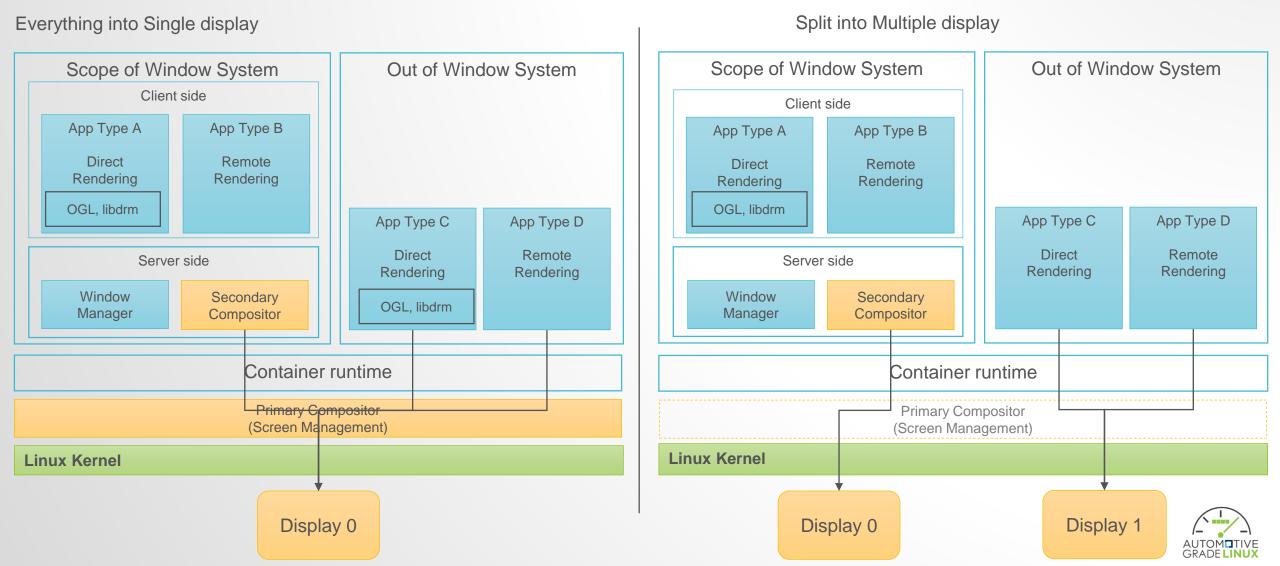
Selections of Linux container integration for GUI apps





Architecture overview graphics

Selections of Linux container integration for compositor



Topics

- Architecture overview
- Graphics
- Sound
- CAN



Requirement from sound usecase

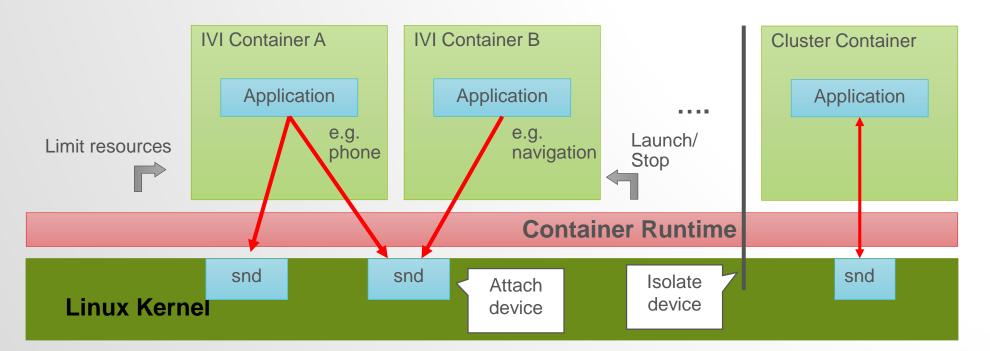
Requirement of container runtime role from sound view point of view

Container resource management

- Approve container to look devices/files/sockets to output audio stream and realize isolation of device.
- Guarantee specific container can work even if IVI container consumes resource high

Container Lifecycle Management

Launch/Stop containers dynamically (e.g. SDL container starts when device is plugged)



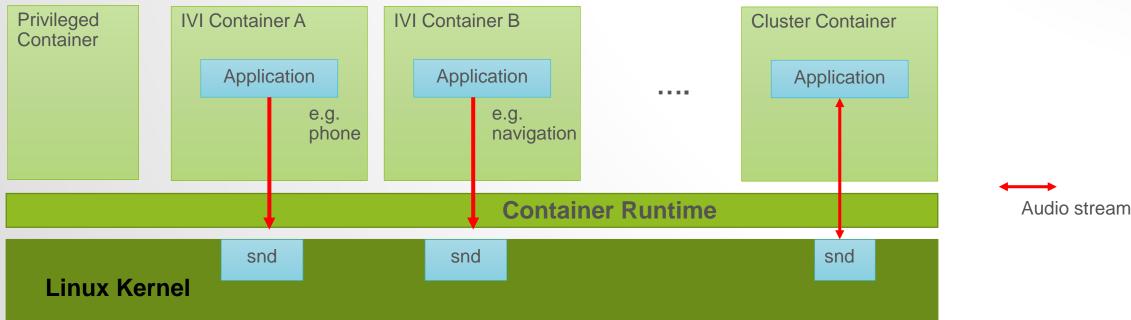




Issue of sound architecture in container

Isolate sound device

- For QM container, it is better to isolate from IVI containers to avoid conflict
- To prohibit other containers access to the device QM container access is good solution to cost down the verification.

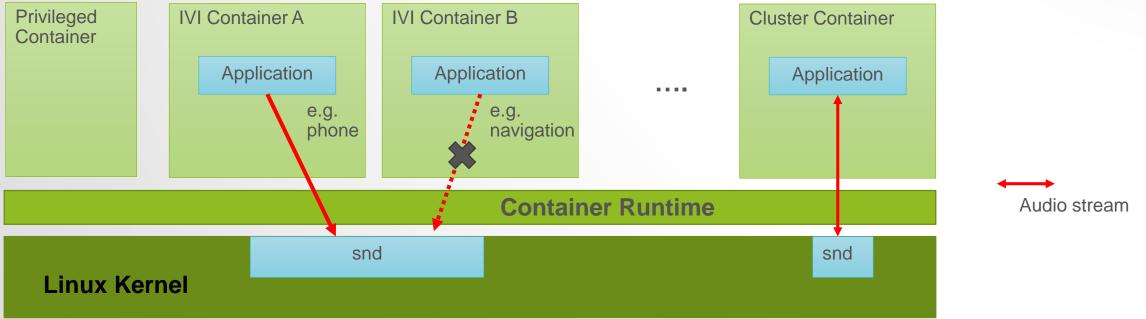




Issue of sound architecture in container

Sharing sound devices

- Container Runtime approves containers to access the ALSA sound devices.
- In the case that a sound device is approved to access to several containers
- But only one application can access the device, so can't manage(mixing, routing)

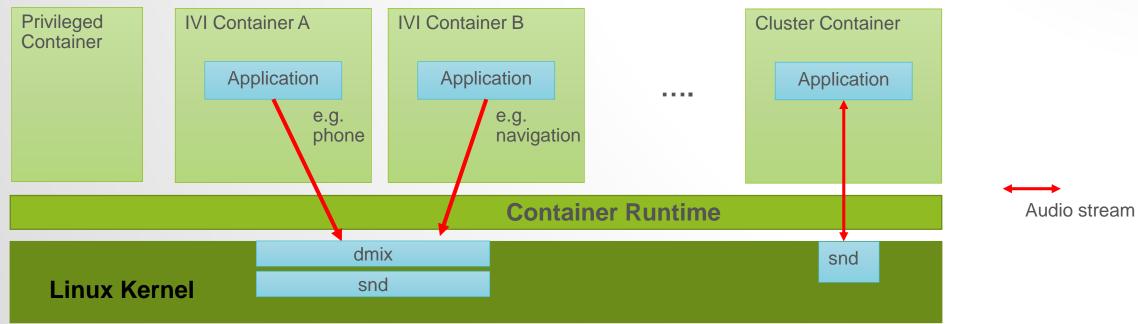




Issue of sound architecture in container

Sharing sound devices

- ALSA dmix can provide mixing but it's too simple.
- This can't handle complex audio situations.

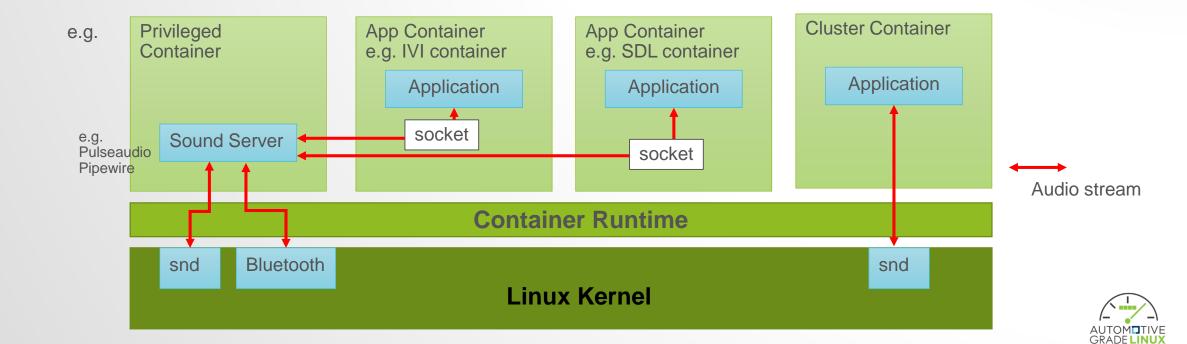




Sound architecture in container

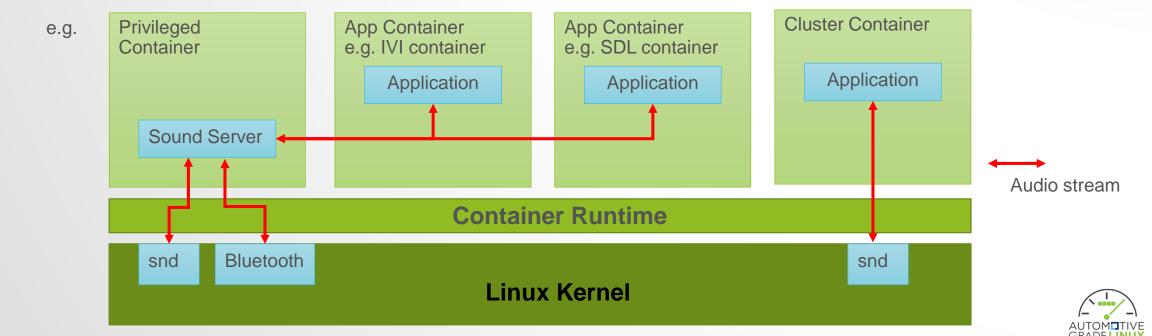
Use Sound Server and provide sockets to the containers

- Typical Linux sound architecture
- Container Runtime approves the sockets for IVI containers sound server provides
- Location of sockets is defined in entire system (e.g. /run/cointainer/pulse).
- Sound server in a container collects the data then mix, cork, route and so on.



Conclusion - architecture overview sound

- Container runtime approves sound device to appropriate container
- Other containers can't access to sound device
- Sound server controls audio streams from other containers depending on situations
- Other container can find socket to sound server if Container Runtime approves



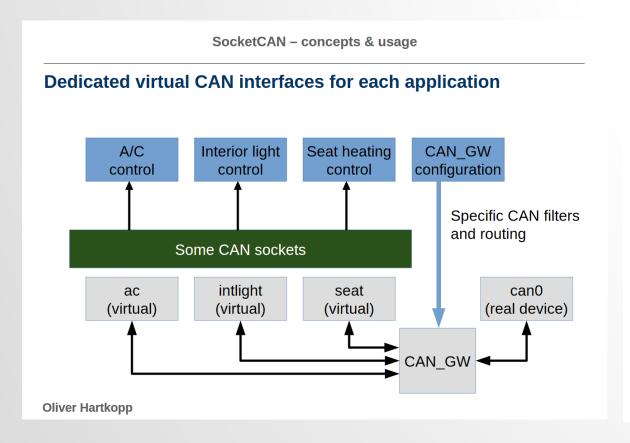
Topics

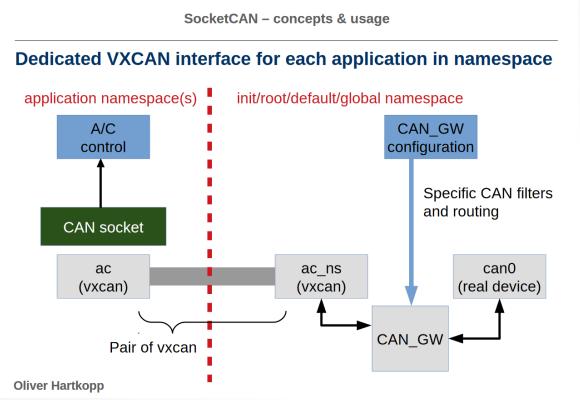
- Architecture overview
- Graphics
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- · CAN



Architecture overview CAN

- Current Linux include various CAN network support.
 - https://wiki.automotivelinux.org/_media/agl-distro/agl2018-socketcan.pdf
 - Very good solutions!



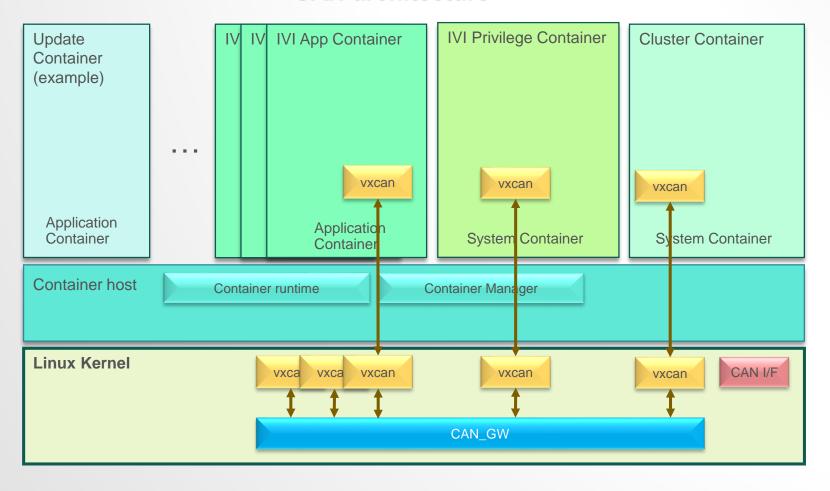




Architecture overview CAN

GAN_GW use for routing CAN data between the container.

CAN architecture



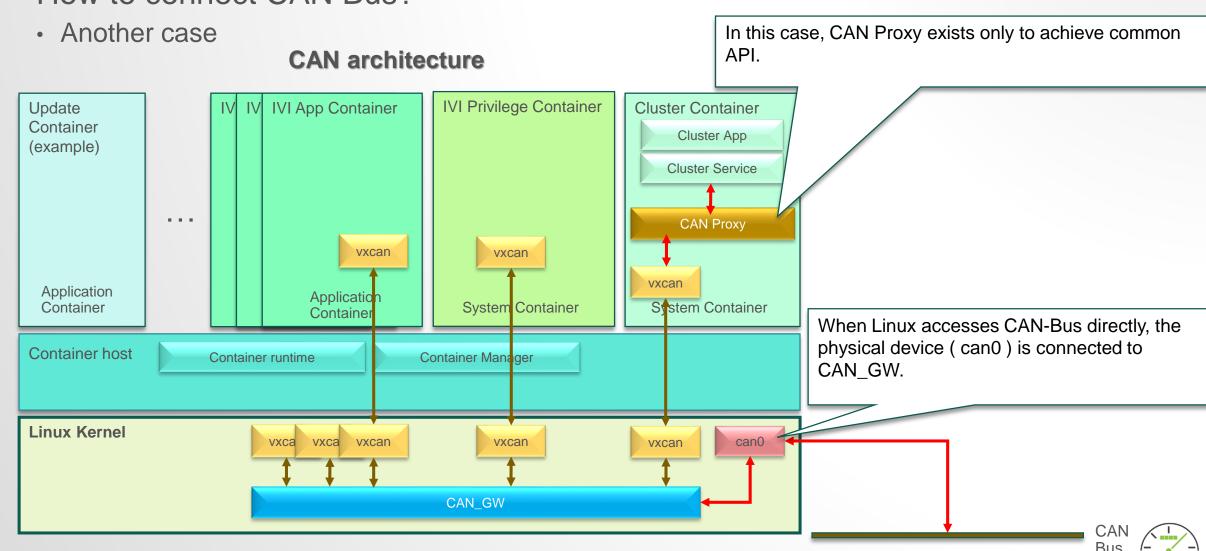


How to connect CAN Bus

CAN Proxy transfers data acquired from CAN Unit to a virtual bus in Linux. How to connect CAN Bus? Cluster service and application should receive data directly from CAN Proxy to reduce latency. **CAN** architecture **IVI Privilege Container Cluster Container** Update IVI App Container Container Cluster App (example) Cluster Service . . . **CAN Proxy** vxcan vxcan Application Application Stem Container Container System Container Containe Container host Container runtime Container Manager **Linux Kernel** CAN CAN I/F vxca vxca vxcan vxcan vxcan Communicator In a typical example, we will place a CAN network management unit outside of Linux. The CAN external unit connects to Linux with a lowlatency communication mechanism.

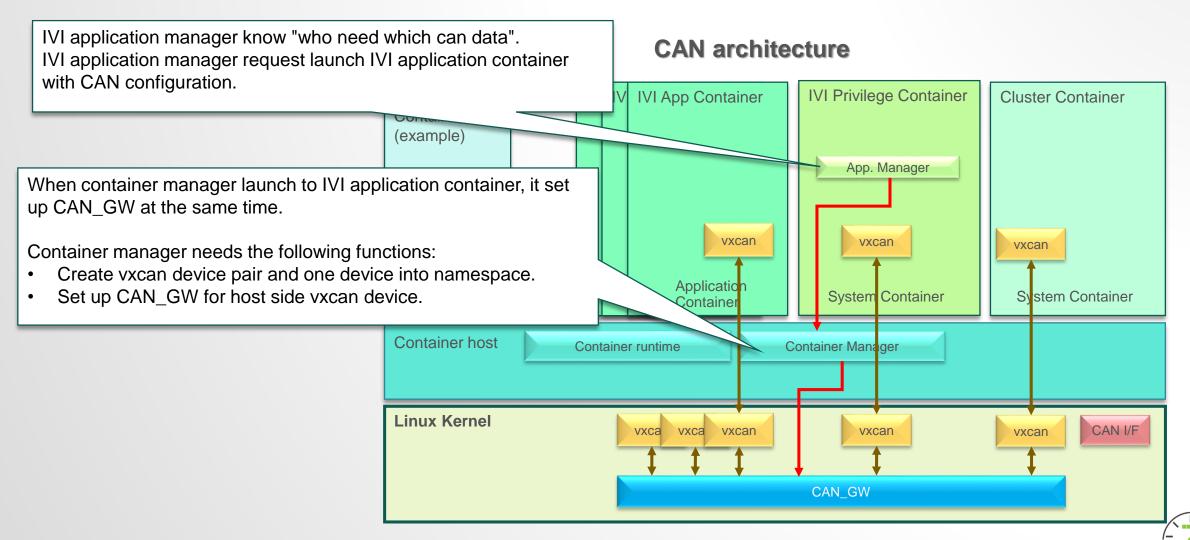
How to connect CAN Bus

How to connect CAN Bus?



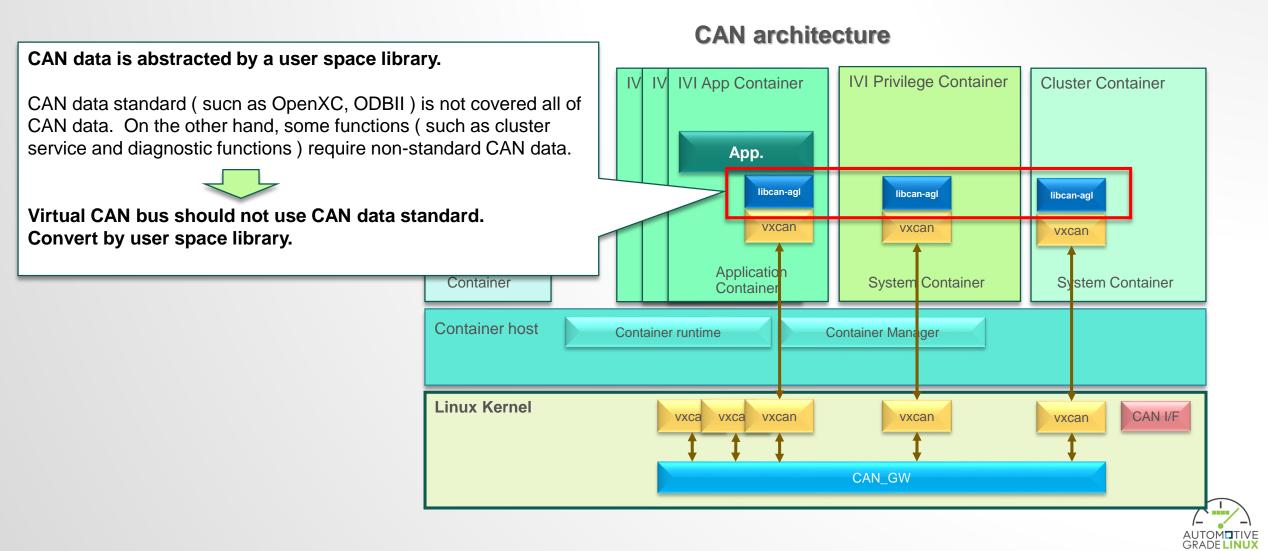
How to configure CAN_GW

How to configure CAN_GW



How to abstract CAN data

How to abstract CAN data.



How to abstract CAN data

- How to abstract CAN data.
 - When AGL IVI into system container.

CAN architecture

