Topics

- Architecture overview
- Graphics
- Sound
- CAN



Container based architecture

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

Abstract architecture Other Low IVI Safety function Low IV IV IVI App Container **IVI Privilege Container Cluster Container** Update Cluster Container (example) IVI App App. Manager **Container host** Media Server . . . Sound Server **Linux Kernel Cluster** App Updater Window Manager Isolation method (low layer) **Cluster Service** Compositor Application Application System Container System Container Container Container **Container host** Container runtime **Container Manager Linux Kernel**

Basic architecture

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- 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.



- 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.

Update Container (example)	IV IV IVI App Container	IVI Privilege Container	Cluster Container
	IVI App	App. Manager Media Server	
Updater		Sound Server Window Manager	Cluster App
Application Container	Application Container	Compositor System Container	System Container
Container host	Container runtime	container Manager	
Linux Kernel			







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



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Architecture overview graphics

Basic Linux graphics block diagram / types of GUI application





Architecture overview graphics

Selections of Linux container integration for GUI apps



Linux Kernel	fbdev	DRM/KMS	
Display 0	Display 1	GPU	J



Architecture overview graphics

Selections of Linux container integration for compositor

Everything into Single display



Split into Multiple display

Sharing device between Safety and Main functions

Example of sharing display-output between Safety RTOS and Linux IVI/Cluster





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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



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Architecture overview CAN

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



SocketCAN – concepts & usage



Dedicated VXCAN interface for each application in namespace





Architecture overview CAN

GAN_GW use for routing CAN data between the container.



CAN architecture



How to connect CAN Bus

How to connect CAN Bus?



CAN architecture

CAN Proxy transfers data acquired from CAN Unit to a virtual bus in Linux. Cluster service and application should receive data directly from CAN Proxy to reduce latency.

How to connect CAN Bus

- How to connect CAN Bus?
 - Another case



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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

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