

Innovating in Automotive Infotainment with QtQuick

November 2012

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Open Source Infotainment
Enabling Great Design

Bio

- Johan Thelin

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I like questions! Just ask!

- Written articles, blogs, book, etc
- Co-founder of QtCentre
- Worked with Qt 10+ years
- Worked with automotive software for 5+ years

At a glance...

- Founded in 2009
- We provide products and services for Open Source Infotainment
- Customers are OEMs and their suppliers in the automotive industry
- Our core competencies are:
 - GENIVI/Linux based Automotive Infotainment
 - User Experience development using Qt
 - Automotive Silicon support
- Owned by Employees and Fouriertransform
- Offices in Sweden and Germany

Eco system



GENIVI

- Members since 2009, Member of the System Architecture Team, key contributor



- Driving eco-system of streaming, networked media

OPEN
ALLIANCE

- Driving wide scale adoption of Automotive Ethernet



- Members of the steering committee



- Silver member



- Active contributors



- Members of the R-Car alliance focussing on Linux based applications

Differentiators

- Reliability
- Safety
- Performance
- Comfort
- Beauty
- Infotainment



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IVI history

- Radio



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IVI history

- Radio
 - RDS
 - TMC
 - FM / AM
 - Sirius / XM
 - DAB
 - Music meta-data
 - Time-shift
 - Automatic tuning
 - etc



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Complexity



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Integration



Infotainment market size

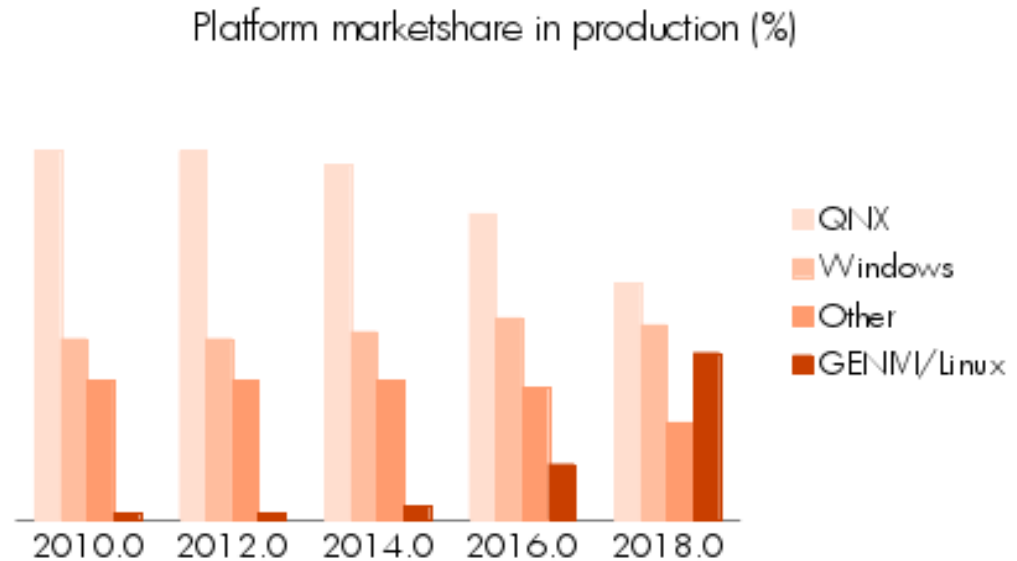
- Approx. 41.2B\$ 2016
- Growth approx. 5.5% per year
- Mostly hardware but considerable software spend



Source: IHS iSupply Research, February 2012

Platform market share

- QNX market lead, but declining
- Windows stable, mostly in Asia
- GENIVI/Linux up to 24% in 2018



Source: IHS iSupply Research, April 2012

User expectations



IVI challenges



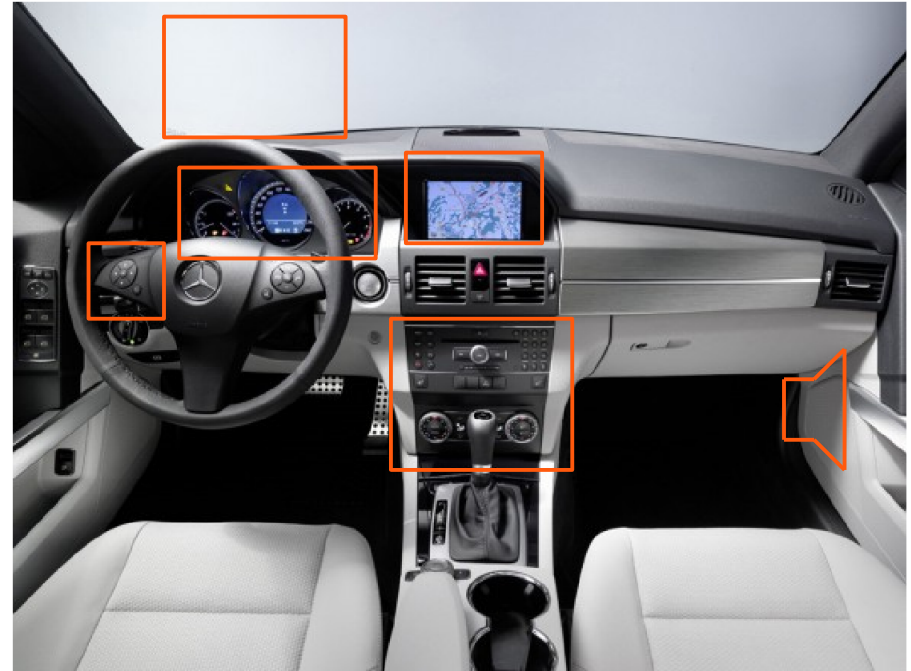
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IVI challenges

- A car is not a phone
- Driver workload?
- Information relevance?
- Information complexity?

Interaction surfaces

- The IVI UX is an integrated part of a larger system
 - Screens
 - HUD
 - LEDs
 - Knobs
 - Sound
 - Voice control and speech feedback



Interaction methods

- A number of tricks to present information
 - Transitions to guide the eye
 - Gestures instead of hard-to-hit buttons
 - 3D for data visualization
 - Qt3D
 - Kanzi – integrated into QtQuick



Multiple applications

- Media player
- Navigation
- Vehicle status messages
- Bluetooth calls and messages
- E-mail
- Traffic alerts

Safety first

- Do not startle or interrupt the driver
 - Sudden sound
 - Moving pictures
 - Require visual focus away from the road
 - Asking complex questions at the wrong time
 - etc
- Applications needs to be managed and prioritized

Shared resources

- Everybody uses a limited set of resources
 - Main speakers
 - Head-unit screen
 - USB ports
 - Optical media drivers
 - etc
- Resources needs to be managed and applications prioritized

Volatile resources

- Resources come and go over time
 - Bluetooth devices
 - Network coverage
 - Radio reception
 - USB sticks come and go
 - etc
- Resources needs to be managed

Pelagicore Resource Framework

- A framework for managing resources
 - Monitoring
 - Access control and prioritization
 - Aggregation
 - etc

Engineering challenges

- A car is not a phone
- You pay €500 for a phone and use it for a year
- You pay €30k+ for a car and use it for 3+ years

Availability

- Start-up time
 - Availability on networks (CAN)
 - Early video streams (rear-facing cameras, parking assist, etc)
 - Early audio
 - etc
- Stability
 - Safety
 - Consumer expectations

Hardware platforms

- Silicon
 - Temperature ranges
 - Vibration requirements
 - Multiple screens
 - Connectors
 - Heat management
 - Power management
 - Component life-time
- Buses
 - CAN
 - LIN
 - EAVB
 - MOST
 - Flexray
 - etc

Product development

- Development time over multiple years
 - Choice of technology
 - Ensuring that Open Source components survive

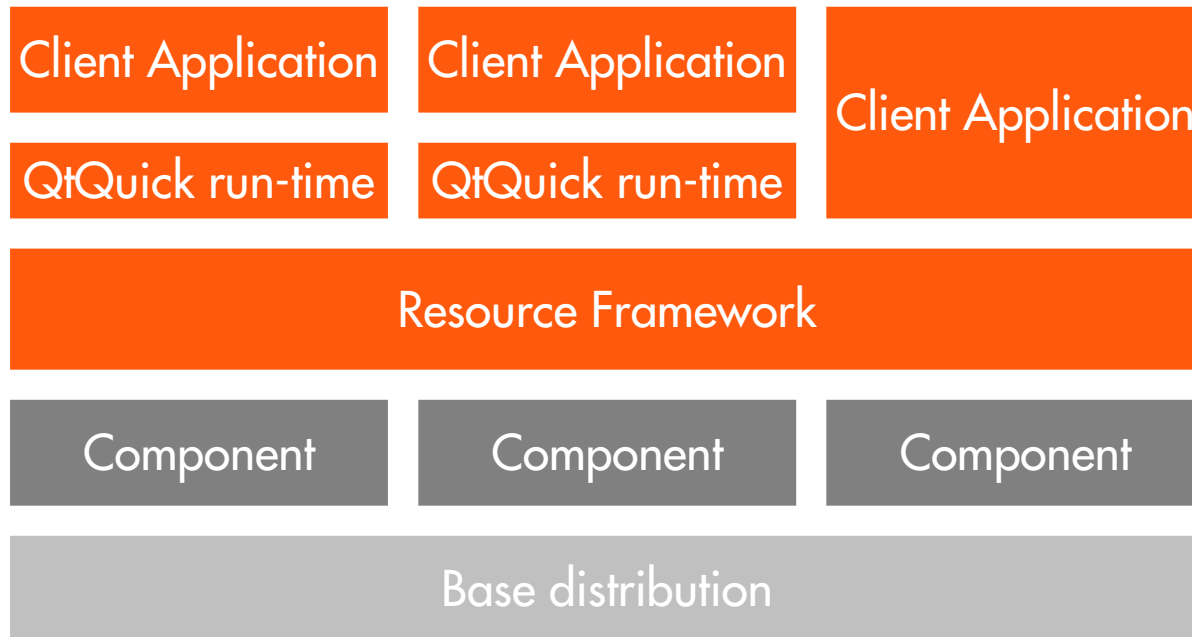
Product life-time

- Expect 10+ years
- Always benchmarked to consumer electronics
 - Set-top boxes
 - Phones
 - Gaming consoles
 - Cloud services

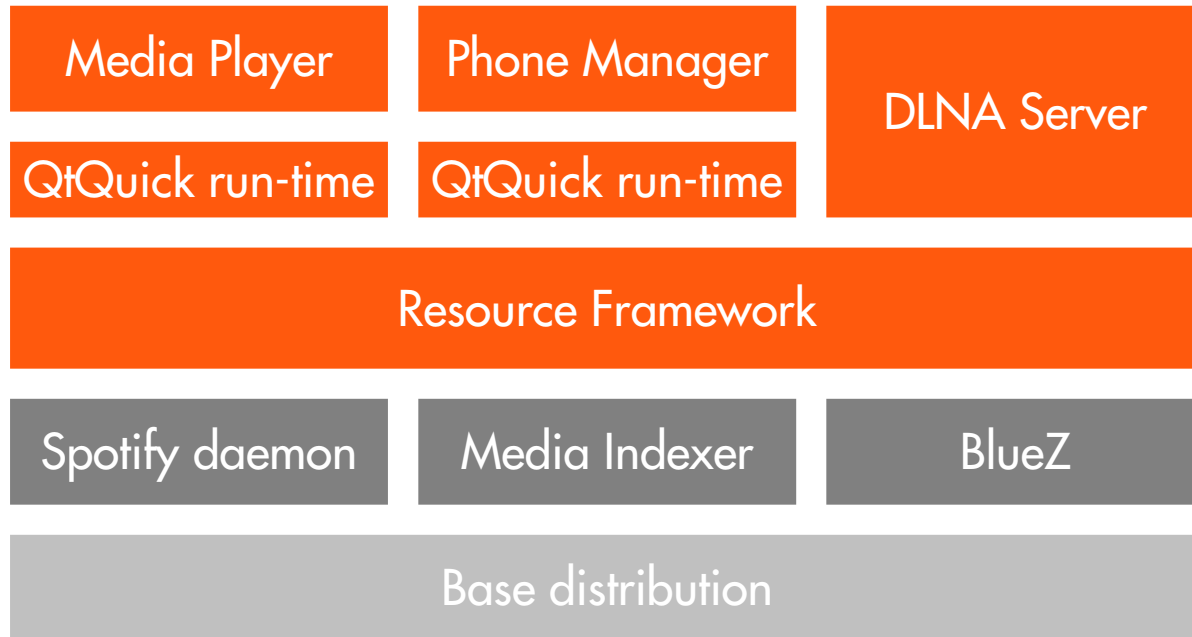
Standardization

- GENIVI
 - Selecting components
 - Developing components
 - Adapting components
 - Build a reference base distro
 - Defining a Linux environment
- Pelagicore activities
 - Baseline Integration Team
 - System Architecture Team
 - Community Manager
 - Provides a compliant distro based on Ubuntu

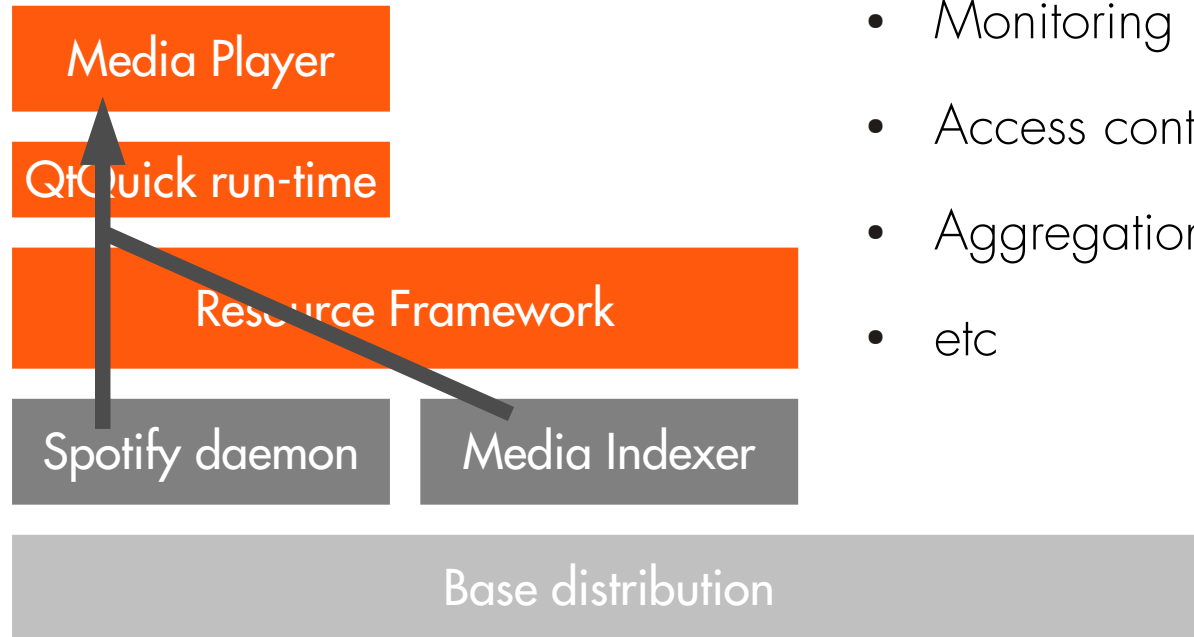
Building the system



Building the system - example



Resource Framework



- Monitoring
- Access control
- Aggregation
- etc

Creating the UX – Media Player

```
ListView {  
  model: MediaSearchModel { ... }  
}
```



Aggregated Media
Search Results



Available Media
Sources

```
AudioZone {  
  name: "main"  
  onAvailableChanged: {  
    if (!available) {  
      _oldState = player.state;  
      player.pause();  
    } else {  
      player.state = _oldState;  
    }  
  }  
}
```

Audio Zone
Resource

etc

QtQuick and non-visuals

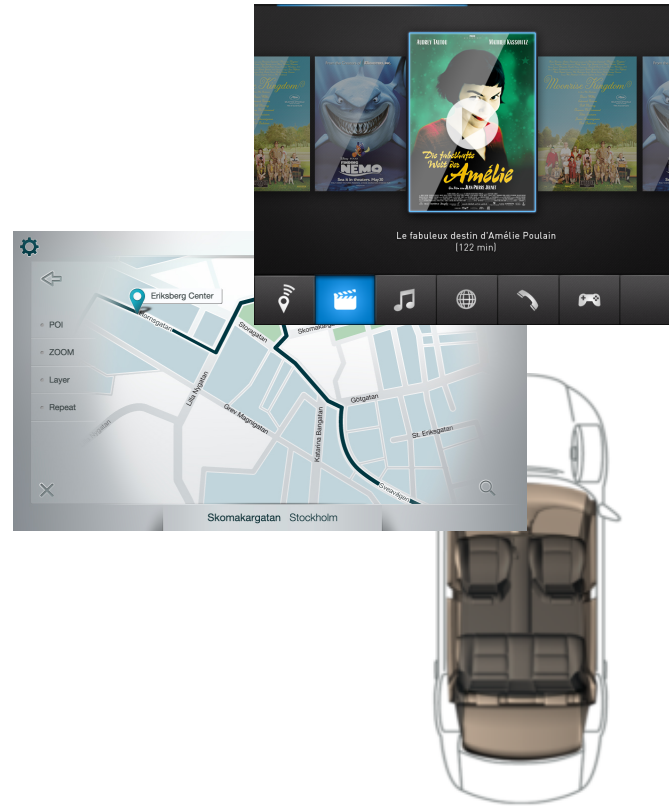
- Easy to handle non-visuals
- Simply derive from QObject instead of QQuickItem / QAbstractItemModel
- Fits well into the paradigm of managed resources

What QtQuick adds

- Designer friendly!
- Allows for quick feedback cycles – agile development
- Clearly separates UX from backends
- Easy to build a trivial simulator backend

Tested for real

- Demonstrators and evaluation platforms for both OEMs and Tier 1 companies
- Ongoing R&D projects based on the complete platform with OEMs
- Deployed to multiple hardware platforms



Our experiences

- QtQuick provides a clean interface between design and backend engineering
- A single API can be used for a multitude of UXes – only one backend to maintain
- QtQuick makes it easy to be agile, testing ideas
- QtQuick makes it easy to build next generation IVI systems

Thank you!



Visit our booth!

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