

Remote Access and Output Sharing Between Multiple ECUs for Automotive

20/6/2018
Harunobu KUROKAWA

Open system development center ,
Automotive information solution business division
Renesas Electronics Corporation

BIG IDEAS
FOR EVERY SPACE

Today's Topics

1. Introduction
2. Multi display and Output sharing
 - Explain Current AGL demo system
3. Usage and customize
4. Current work/status and Future work
 - Update output sharing for next AGL
 - Upstreaming “weston remote access plugin” to community
5. Conclusion

1. Introduction



Who am I ?

Name : Harunobu Kurokawa

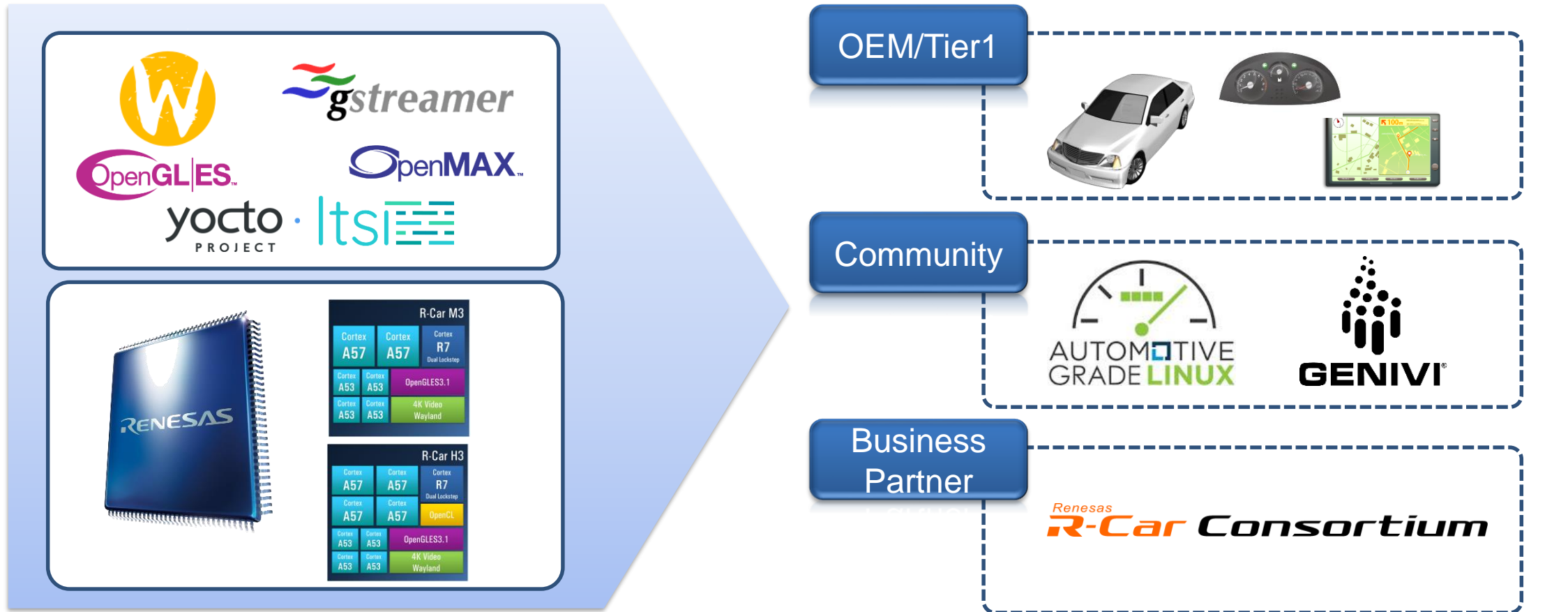
- Working in Renesas Electronics Corporation., for over 10 years.
- ✓ 2007 – 2013 : Mobile platform software development and support.
- ✓ 2014 – : Linux[®] for automotive, and AGL[™](2016/Q4 ~).

Experience / Mission for AGL[™] .

- ✓ Support Renesas BSP (2017~)
- ✓ AGL Demo integration set-up staff (2017~)
- ✓ Gatekeeper (2018 ~)

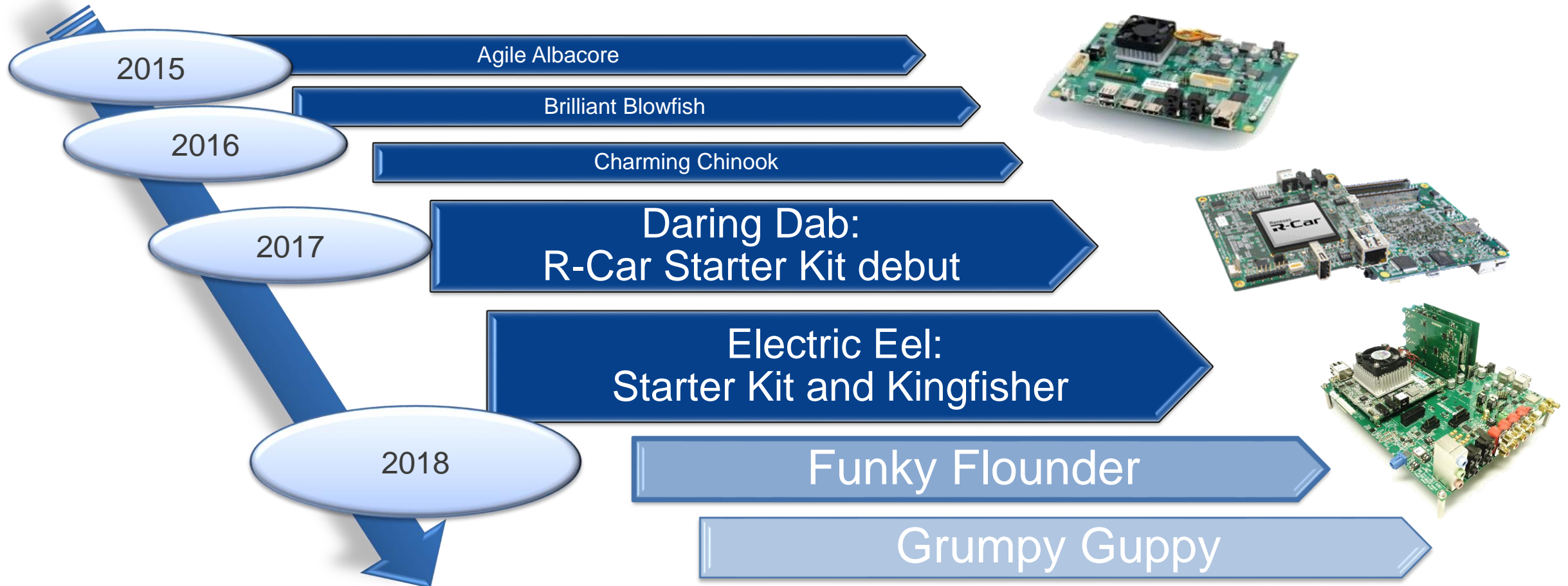
Renesas R-Car and Open Source Linux

- Renesas provide Yocto based BSP to customer and community



Renesas R-Car and AGL

- Renesas R-Car series were selected as Referenced Board from 2015

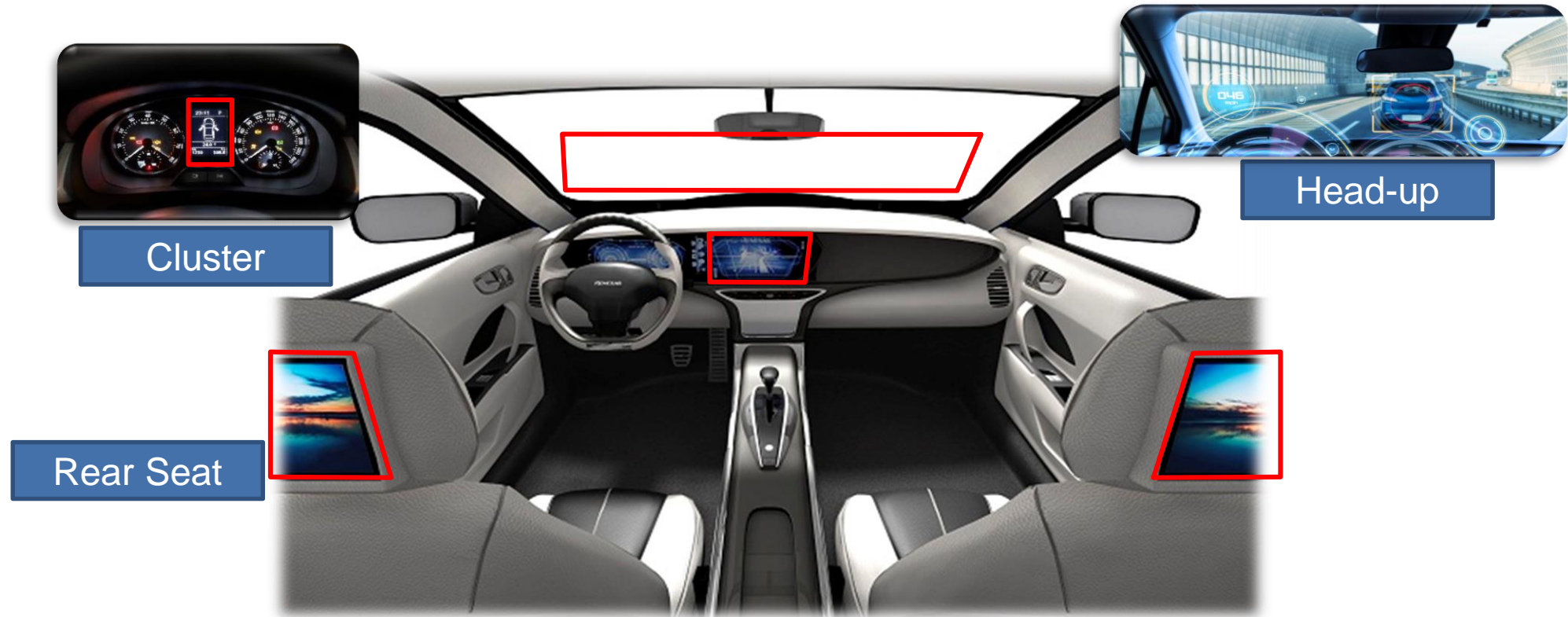


2. Multi Display and Output Sharing



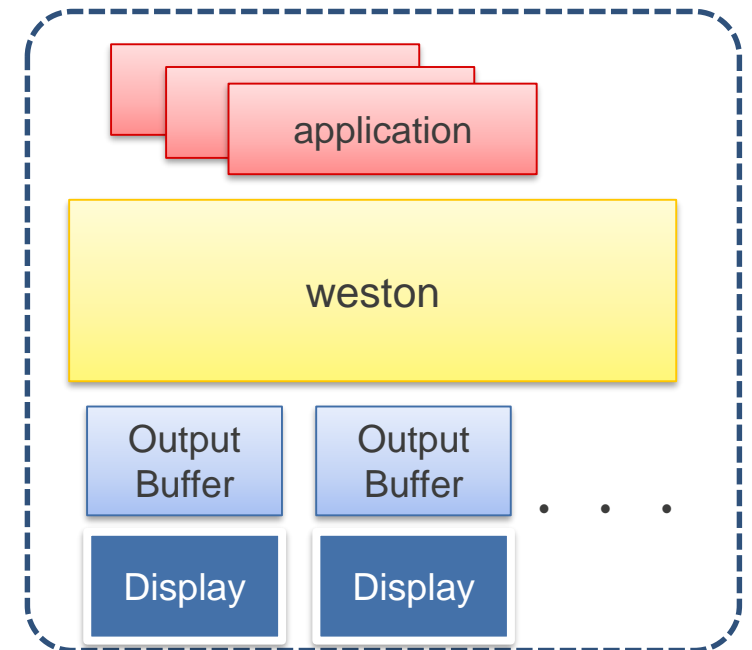
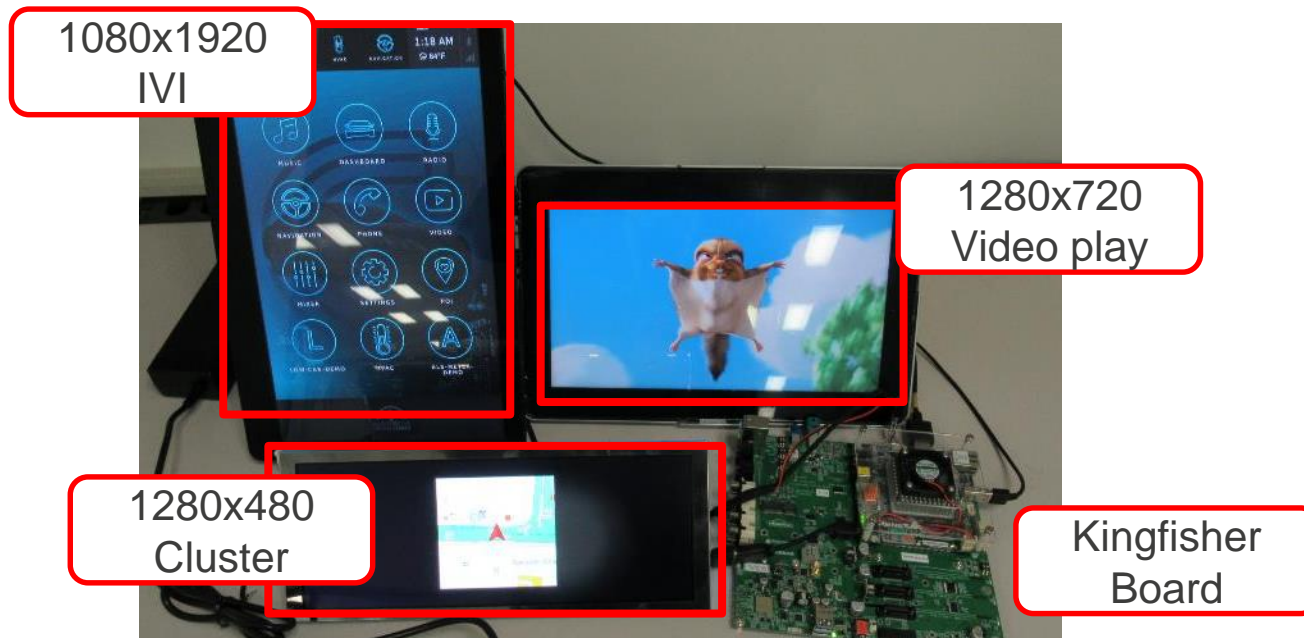
Multiple display for infotainment

- In the future requirement, multiple display and share multimedia information.



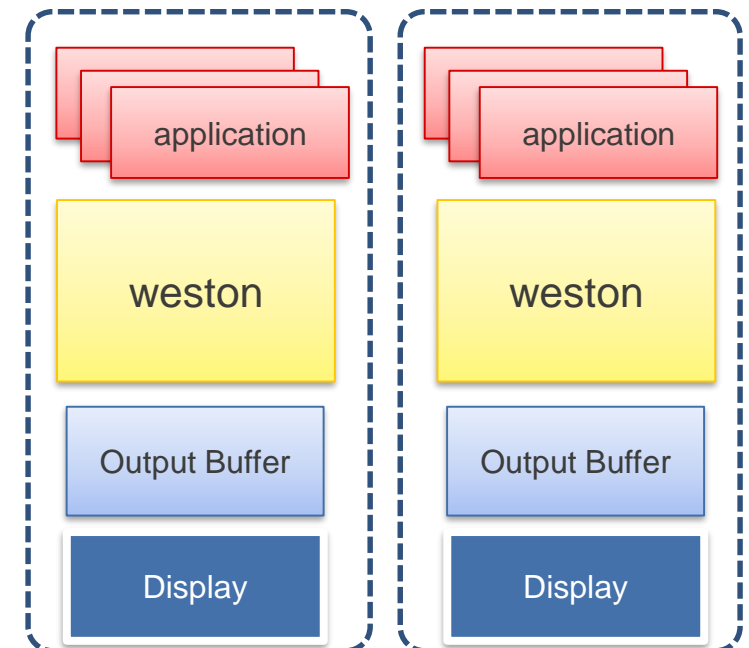
Example for Multi display

- R-Car reference board Kingfisher has 3 display output (2 HDMI and 1 LVDS)
- One weston controls and manages 3 outputs
- Need high performance and bandwidth in one SoC.



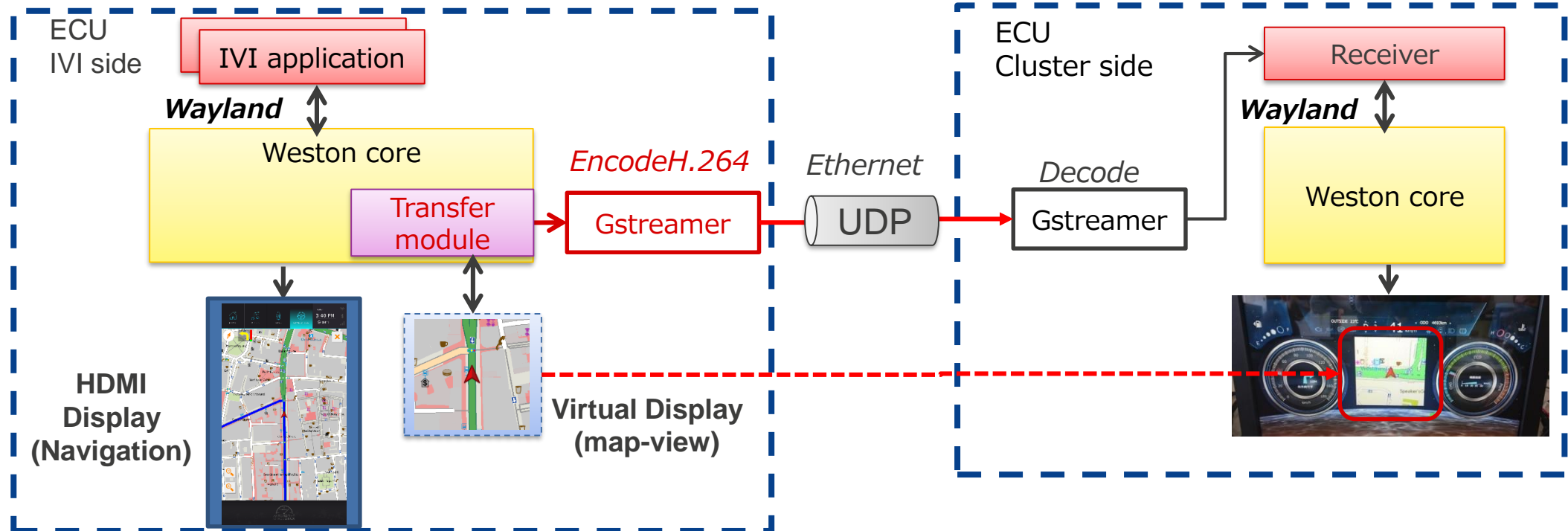
Example for Multi display (AGL CES2018)

- AGL demo use two different board, Renesas (R-Car) and Intel board (minnow)
- Each board has weston.
- Need communicate between ECUs for sharing IVI information (e.g. navigation/map etc.)



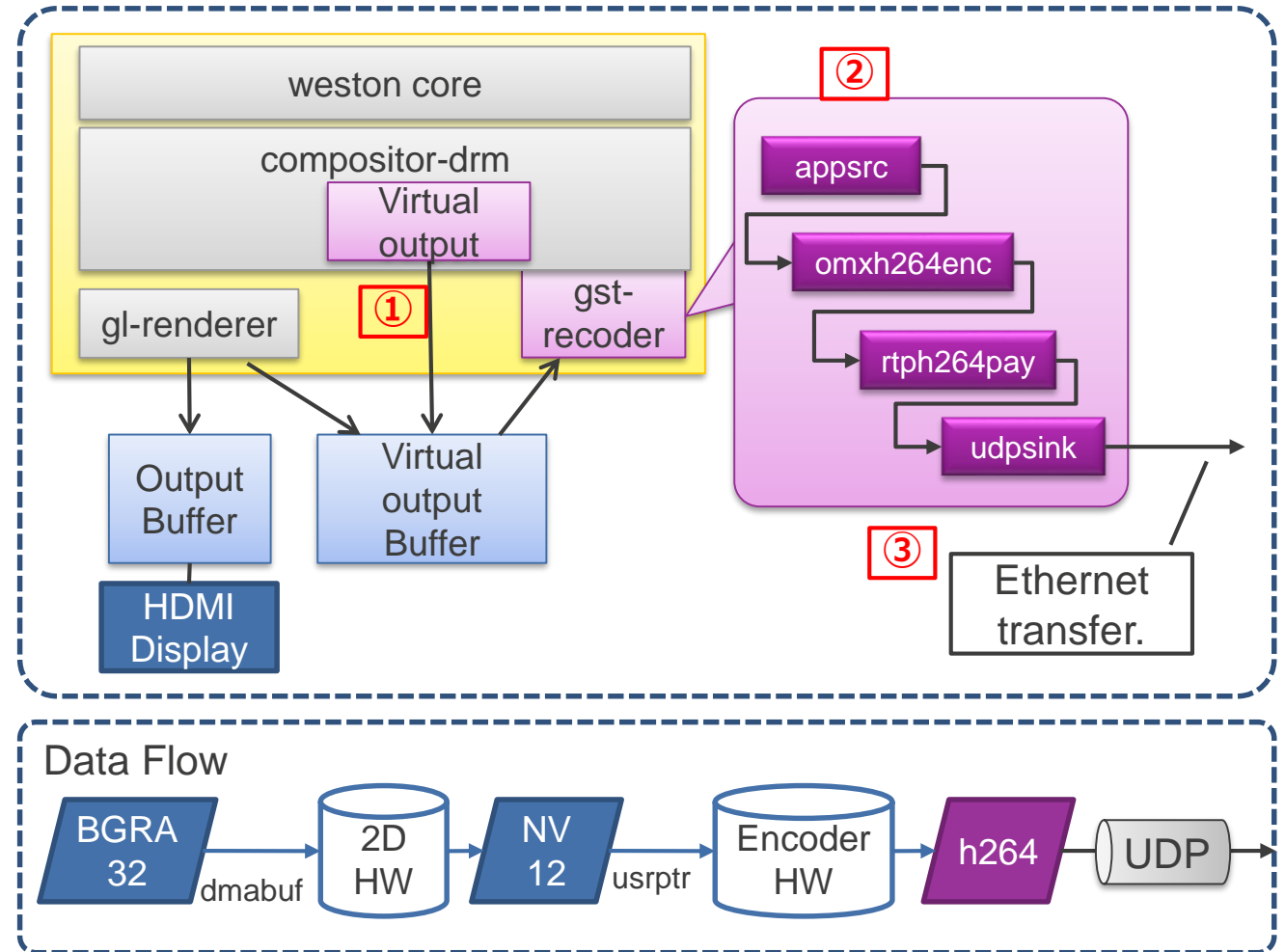
Output sharing between ECU via Ethernet

- IVI side transfers image data using H.264 stream (gst-recorder).
gst-recorder system has Gstreamer feature in Weston.
Receiver gets stream and decode it.



Gst-recorder s/w diagram

- Create “Virtual output Display”.
 - Append “Virtual output” structure as wl_output.
- Encode Virtual output buffer.
 - Read from output Buffer and convert NV12 format. The buffer is read from Encoder HW.
 - 2D-HW can support Cropping(size, position).
- Transfer Encoded buffer
 - Buffer is transferred via Ethernet by udpsink.



Pros and Cons

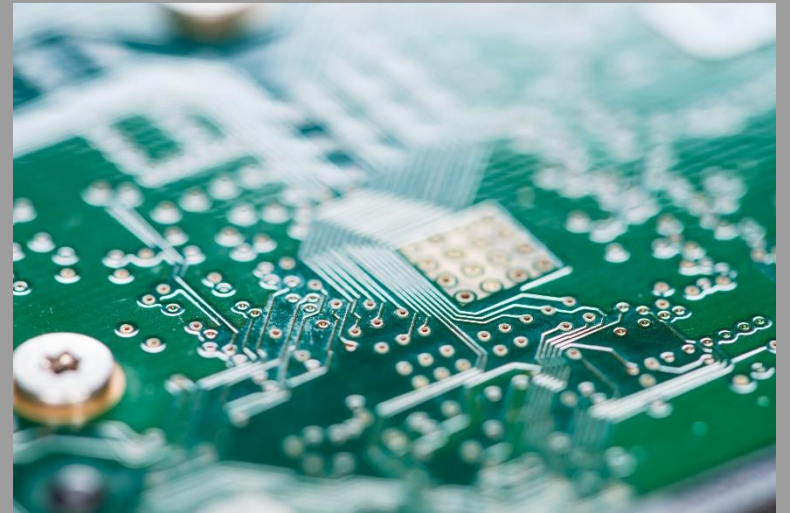
◆ Pros

- ✓ No modification required to Application. No depend on shell protocol (xdg, ivi).
- ✓ No modification required to Weston on receiver side.
- ✓ Video encoding minimizes network data and bandwidth
- ✓ Virtual display means display size can be made only as large as needed.
- ✓ No limitation of number of output sharing

◆ Cons

- ✓ Delay of about 2-3 vsync to encode, transmit, receive, decode and composite
- ✓ Parameters must be fixed at boot-up.

3. Usage and customize



Build and Setup in AGL 5.0.3

◆ Build

- repo and setup : same as usual setup

```
$ source meta-agl/scripts/aglsetup.sh -m m3ulcb -b build agl-devel agl-demo agl-audio-4a-framework
```

- Add DISTRO_FEATURES in build/conf/local.conf

```
DISTRO_FEATURES_append = " virtual-display gst-record agl-mapviewer-demo"
```

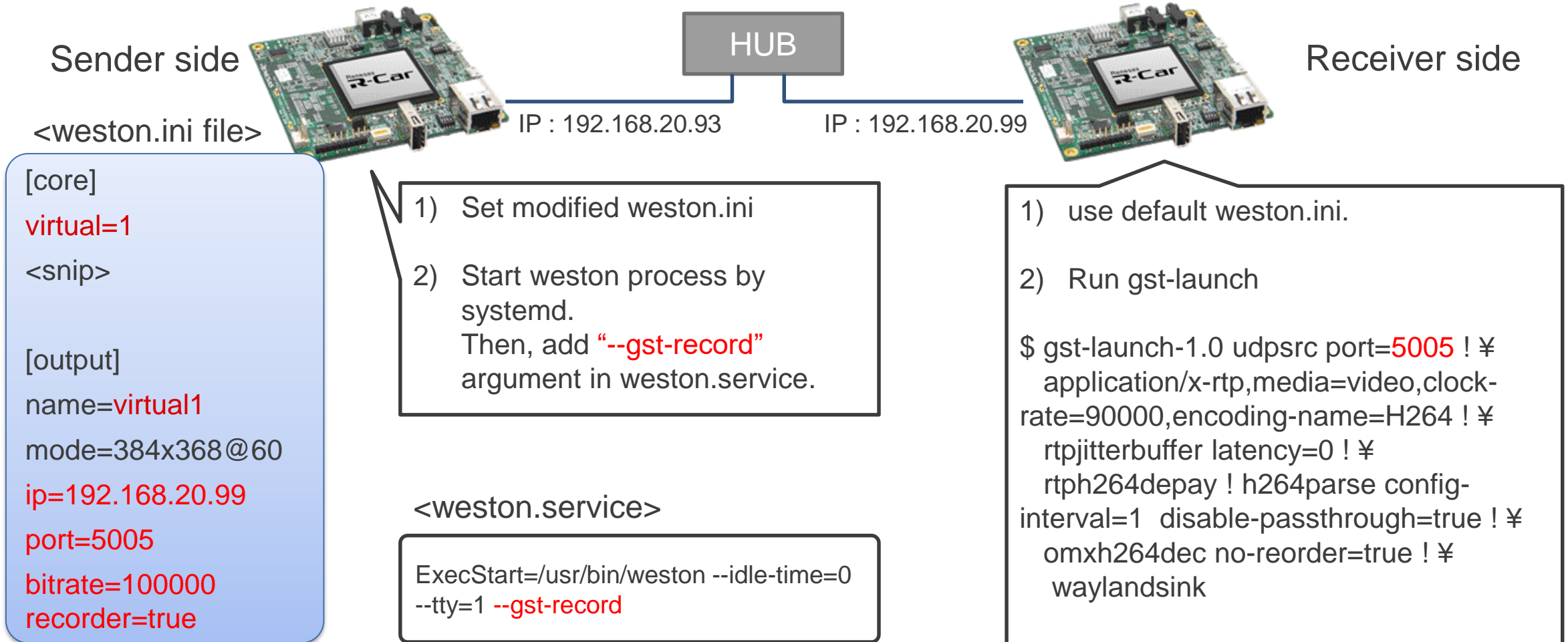
```
$ bitbake agl-demo-platform
```

➡ Update weston.ini file and weston.service (systemd) file

Parameters in weston.ini

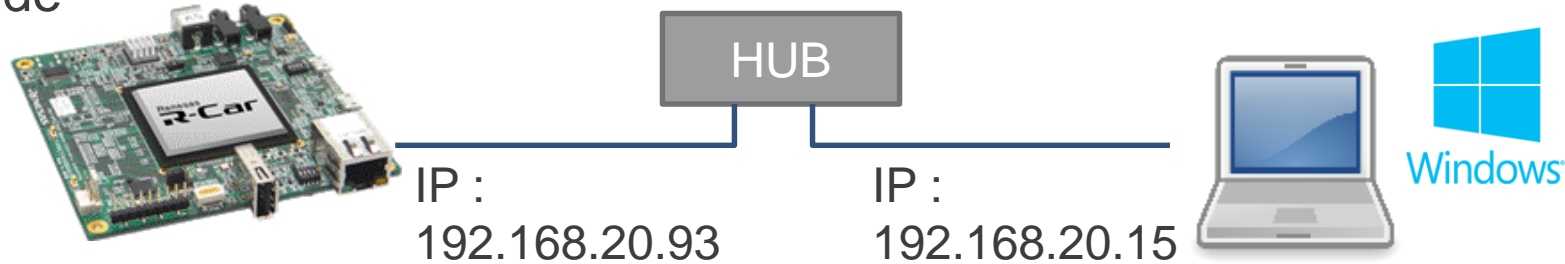
Parameter	Type	Description	sample
[core]			
virtual	int	Number of created output	virtual=1
[output]			
name	string	Output name: virtual1, virtual2, ...	name=virtual1
mode	string	Output size and fps. width x height @ fsp	mode=800x480@60
ip	string	IP address for receiver side	ip=192.168.20.99
port	int	Port number	port=5005
bitrate	int	Bitrate for encoding	bitrate=100000
recoder	bool	Enable flag	recoder=true
crop	string	(option) : set cropping rectangle width/height and position x/y	crop=384x386@0x0

Board setup example



Demo

Sender side



1) Run gst-launch

```
$ gst-launch-1.0 udpsrc port=5006 ! application/x-rtp,media=video,clock-  
rate=90000,encoding-name=H264 ! rtph264depay ! h264parse config-  
interval=1 disable-passthrough=true ! decodebin ! autoideosink
```



4. Current status and Future work

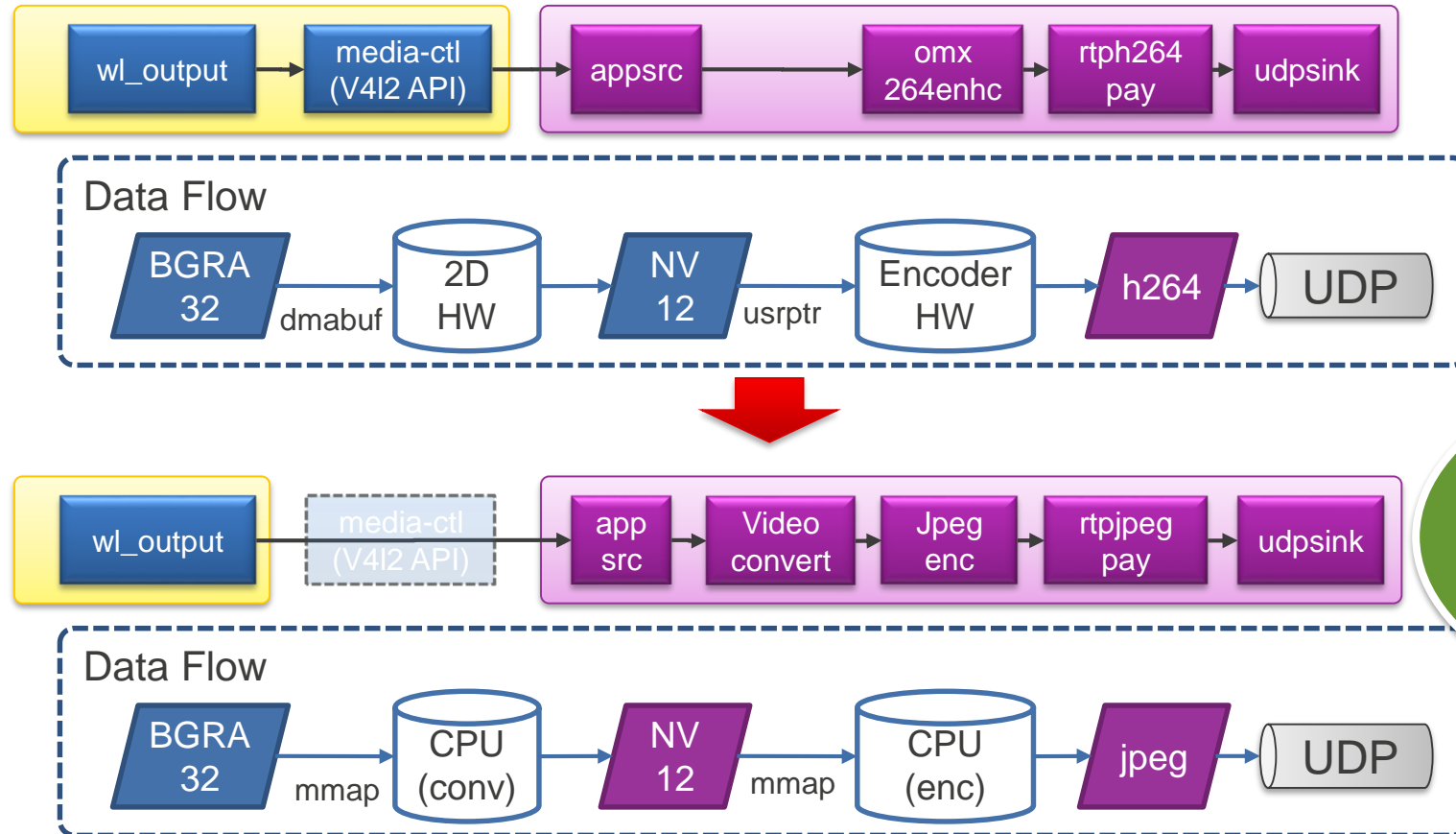
Current work/status

1. Remove R-Car HW depend code : on going.
 1. Test on AGL reference board except R-Car
 2. Push to AGL gerrit. (I want it will merge to AGL 6.0)

2. Upstreaming to Wayland community.
 1. Restructure Plugin APIs
 2. Optimize the performance (zero-copy)

Current work : Remove R-Car specific code

- Independ on R-Car HW specification. Remove v4l2 API and omx element.



Prototype : Done
-> Need to test
before submit to
AGL

Future work : Upstreaming and Optimization

- Upstreaming
 - Restructure to weston/4.0 or later master branch.
- Optimization
 - Replace zero-copy and measure CPU load vsync count.
 - Investigate and apply sync mechanism
- Handling Input event from receiver
 - Need to apply Waltham protocol.

Conclusion



Conclusion

- AGL already supports Output Sharing for Multi Display
 - Renesas provided “gst-recorder” plugin for AGL
 - “gst-recoder” makes remote access feature in Automotive
- Update gst-recorder for multi-platform
- Future work
 - Develop new plugin for upstreaming, and optimization.

BIG IDEAS FOR EVERY SPACE

Renesas.com

Thank you

harunobu.kurokawa.dn@renesas.com

- Linux® is the registered trademark of Linus Torvalds in the U.S. and other countries.
- AGL™ is the registered trademark of The Linux Foundation in the United States and/or other countries.
- GENIVI® is a registered trademark of the GENIVI Alliance in the USA and other countries.
- All names of other products or services mentioned in this press release are trademarks or registered

Q & A