# Communication systems for vehicle electronics

#### **Presentation overview**

Background 

automotive electronics as an application area for real-time communication

Real time protocols 

LIN – Local Interconnection Network

CAN – Controller Area Network

TTCAN, - Time Triggered CAN (based on "Controller Area Network" (CAN

CAN FD - CAN with Flexible Data-rate

FlexRay, based on BMW's "ByteFlight"

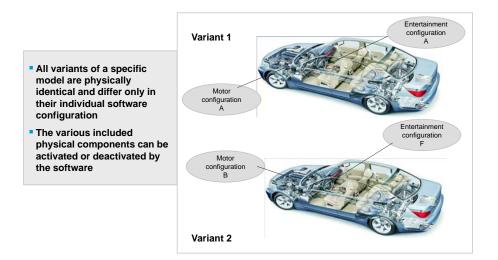
#### Hybrid scheduling

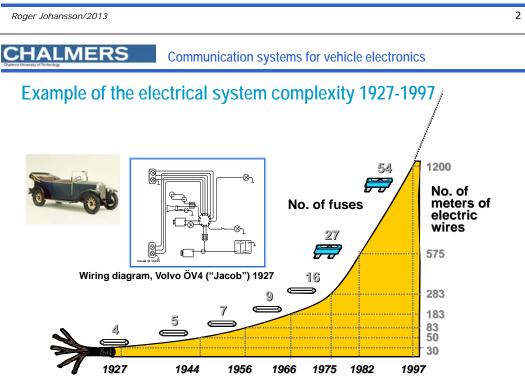


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## Virtual differentiation between variants





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**Comfort Electronics:** 

**Thermal Management** 

**Chassis Control** 

**Parking Assistant** 

Safety:

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Infotainment:

**Telematics Solutions** 

Car PC

Wireless Connectivity

Car-to-car communication

Floating Car Data

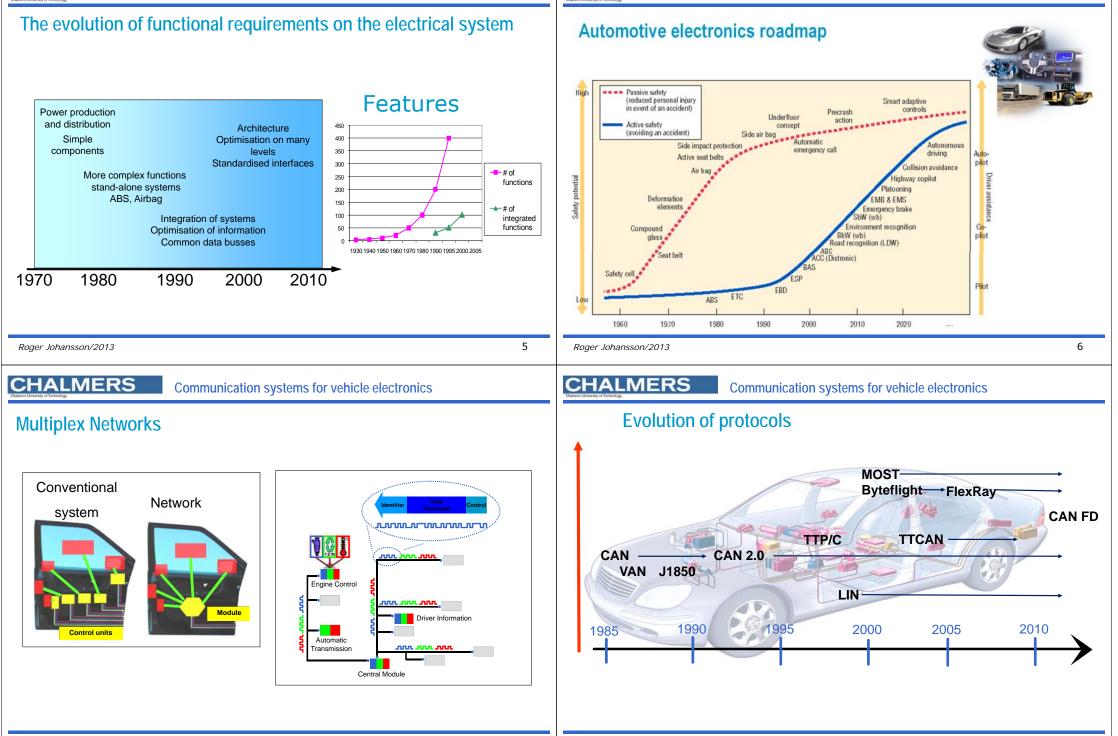
Powertrain:

## A premium passenger car is controlled and managed by 80+ **Embedded Systems**

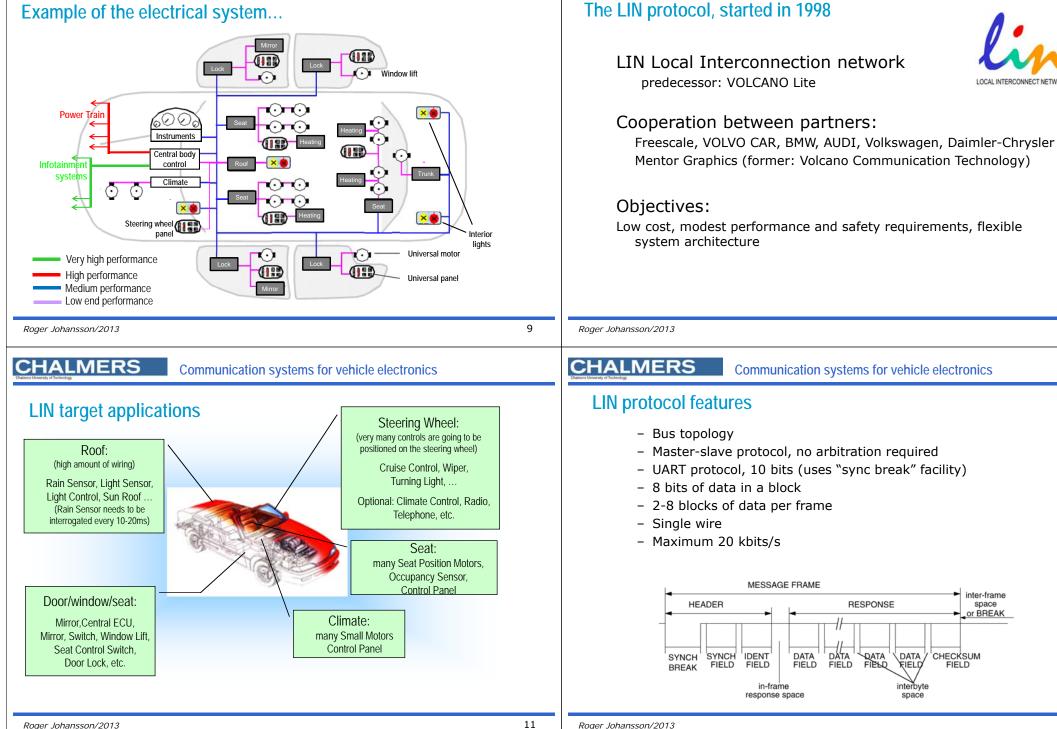
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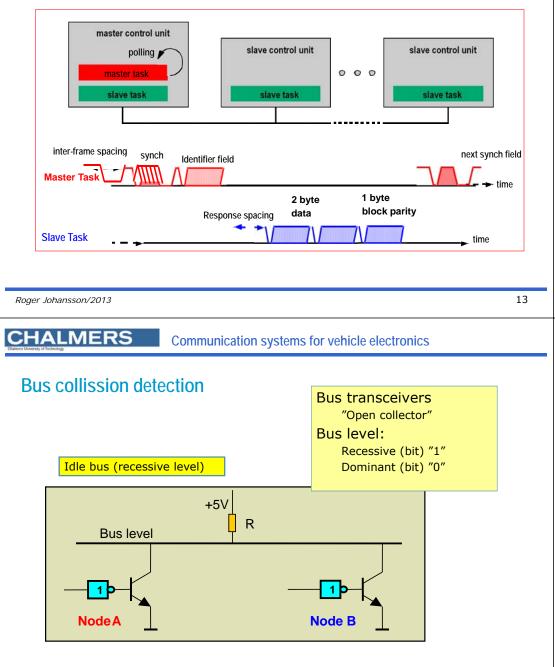
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## LIN bus communication



## **CAN – Controller Area Network**

- Bus topology - CSMA/CR (Carrier sense, Multiple ARB Arbitration (identifier) Access/ Collision Resolution) CTRL Control information - Error detection capabilities DATA 0-8 bytes - Supports "atomic broadcast" CRC Checksum ACK Acknowledge - 0-64 bytes of data per frame EOF End of frame - Twisted pair - Maximum 1 Mbit/s MESSAGE FRAME SOF ARB CTRL DATA CRC ACK EOF Roger Johansson/2013 14 **CHALMERS** Communication systems for vehicle electronics **Bus arbitration** Two nodes transmitting same level (1) transmit 1 receive 1 +5V transmit 1  $I_R = 0$ receive 1 **Bus level**  $\bigcirc$ 0  $I_A = 0$  $I_{\rm B} = 0$ Node A Node **B** 

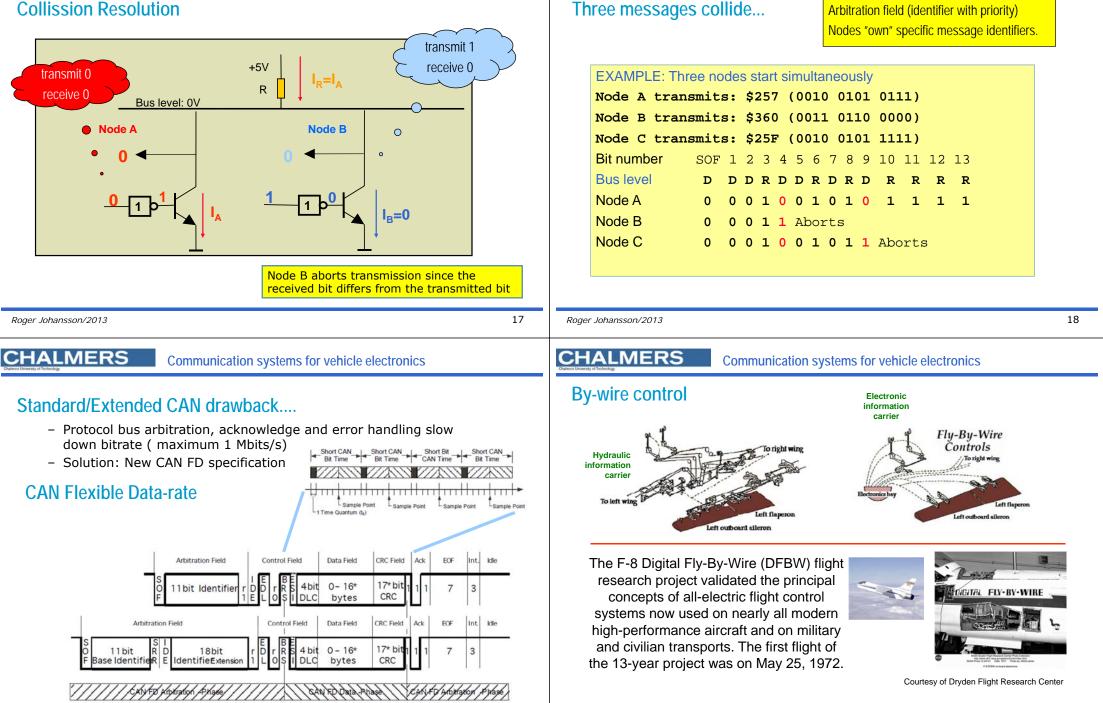


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**Collission Resolution** 



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#### Local control

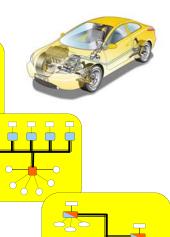
- Local information processing
- Independent control objects

#### Centralized global control

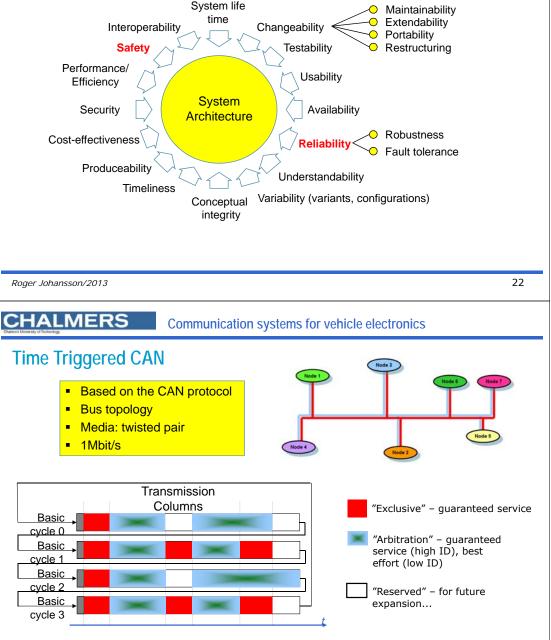
- Local and central information processing
- Interconnected control objects

#### Distributed global control

- Local and distributed information processing
- Interconnected control objects



### Non-functional requirements



Time is global and measured in network time units (NTU's)

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## Tradeoffs from Safety/Reliability requirements

The extremes from reliability requirements leads to safety requirements.

Safety requirements implies redundancy, (Fail-Operational, Fail-Safe, etc).

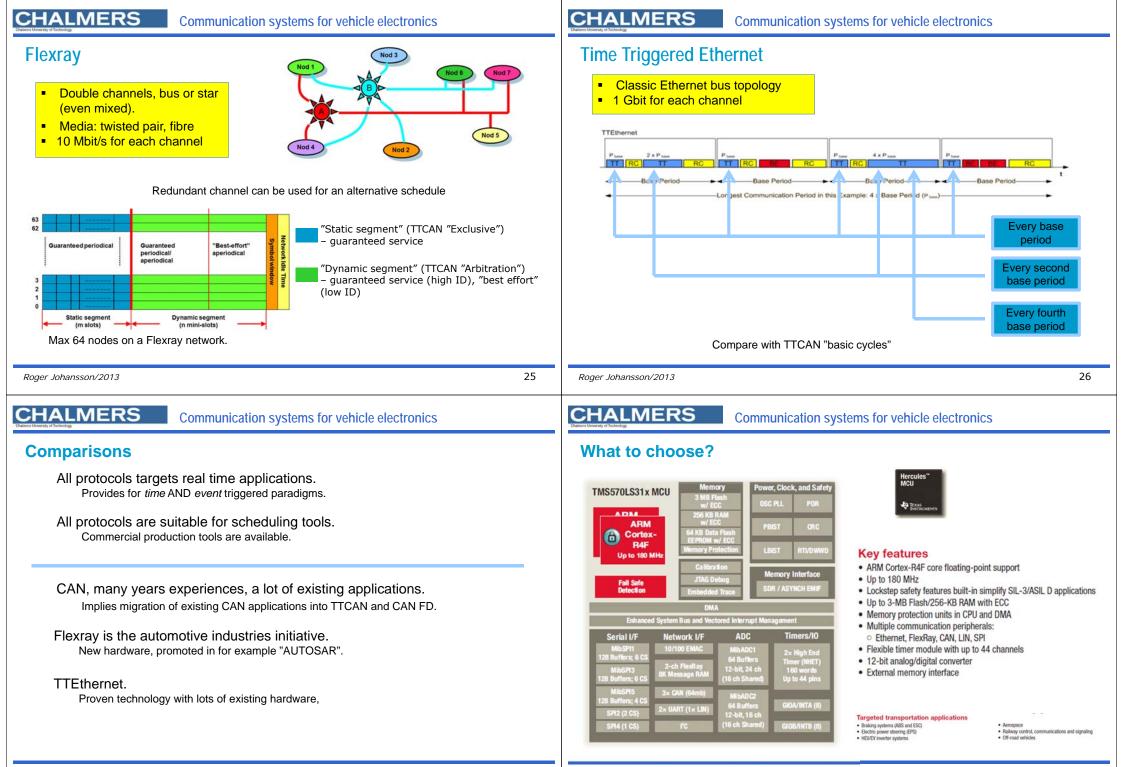
Safety requirements also demands predictability, we has to show, a priori, that the system will fulfill it's mission in every surrounding at every time.

# • In a distributed environment, only time triggered protocols with redundant buses can provide this safety. Contemporary TTP's are:

*TTCAN*, based on *Controller Area Network* (CAN) which is widely used in today's vehicular electronic systems.

*FlexRay*, based on BMW's "ByteFlight". Operational in contemporary automotive electronic systems.

*TimeTriggered Ethernet.* TTEthernet expands classical Ethernet with services to meet time-critical, deterministic or safety-relevant conditions.



Combining time triggering with events: Example of Hybrid scheduling for TTCAN

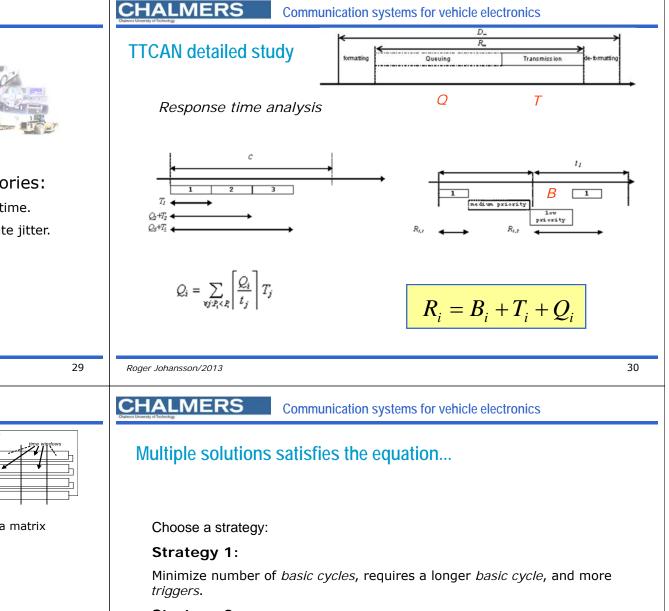


### Messages are sorted into three different categories:

- Hard real-time, for minimal jitter with guaranteed response time.
- Firm real-time, for guaranteed response time, but can tolerate jitter.

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• Soft real-time, for "best effort" messages.



#### Strategy 2:

Minimize length of *basic cycles*, increase probability of finding a feasible schedule for large message

After structuring:  $M: \{M^h, M^f, M^s\}$ , assume that at least  $M^h$  is defined. We now construct a matrix cycle. Due to protocol constraints, the schedule has to fulfil:

LCM
$$(M^{h}_{n}) = x 2^{t}$$

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- LCM is *least common multiple* period for the *M<sup>h</sup>* message set;
- *x* is the preferred length of a basic cycle within LCM;
- *n* is the number of *basic cycles*.

Time triggered messages M<sup>h</sup>

#### Hardware constraints:

- Hwc1:  $1 \le x \le 2^{y}$ , has to be consistent with a hardware register, y bits
- Hwc2:  $0 \le n \le k$ , always a power of 2, constraint in hardware.
- Hwc3: # of triggers  $\leq$  Tr, columns in the matrix cycle. Limited by the number of available trigger registers.

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## Persuing the strategies...

Construct a schedule for the following set:

 $M^{h} = (M1, M2, M3)$  with the following attributes (NTU):  $M1_{p} = 1000, M1_{e} = 168$   $M2_{p} = 2000, M2_{e} = 184$  $M3_{p} = 3000, M3_{e} = 216$ 

It's obvious that:

LCM(M1, M2, M3) = 6000.

and:

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St

 $6000 = x 2^n$ 

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Strategy 1 Minimizing number of basic cycles yields:  $2^n = 1$ , so n = 0 and x = 6000. Hwc1 and Hwc2 are fulfilled. Total numbers of *triggers* for *N* messages in one *basic cycle* is:  $\sum_{i=1}^{N} \frac{LCM(\boldsymbol{M})}{\boldsymbol{M}^{i}}$ in this case: # of triggers =  $\frac{6000}{1000} + \frac{6000}{2000} + \frac{6000}{3000} = 11$ So, strategy 1, leads to a solution with: • 1 basic cycle and 11 triggers. • MAtrix cycle length is 6000 NTU. **Basic Cycle Triggers** 0 168 352 1000 2000 2168 3000 3352 40004168 5000  $M_1 M_2 M_3 M_1$  $M_{3}$  $M_1$  $M_2$  $M_1$  $M_1 M_2$  $M_{1}$ 33 Roger Johansson/2013 **CHALMERS** Communication systems for vehicle electronics electronics Strategy 2 rigger nformatior Avoid this conflict with the requirement that: 1000 a *basic cycle* shall be *at least as long as* the shortest period in the message set. Applying this restriction we get: 3352 n = 2, (x = 1500) 4000 which yields a feasible schedule: 5000 Minimu Trigger

Basic	1	0	168	352	-	-	-	1000	Trigger
cycle	2	-	-	-	2000	2168	-	-	Information
	3	3000	-	3352	-	-	4000	4168	Minimum
	4	-	-	-	5000	-	-	-	Triggers
1		$M_1$	$M_2$	$M_3$				$M_1$	4
2					$M_{I}$	$M_2$			2
3		$M_1$		$M_3$			$M_1$	$M_2$	4
4					$M_1$				1

cycle 2 (at 375)	ehicle
$n = 1:$ $6000 = x 2^{1} \implies x = 3000$ $n = 2:$ $6000 = x 2^{2} \implies x = 1500$ $\frac{15 (a13250)}{16 (a1525)} = \frac{1}{10}$ $\frac{1}{10}$ $\frac{1}{$	352 
$6000 = x 2^{3} \implies x = 750$ $9 \qquad M_{I}$ $10$ $10$ $11$	

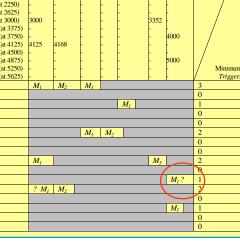
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14

15 16

⇒ x = 375

 $\Rightarrow x = 187.5$ 



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n = 5:

 $6000 = x 2^4$ 

 $6000 = x 2^5$ 

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