Vehicle Simulators as example data providers

Genivi Vehicle Simulator and OpenDS

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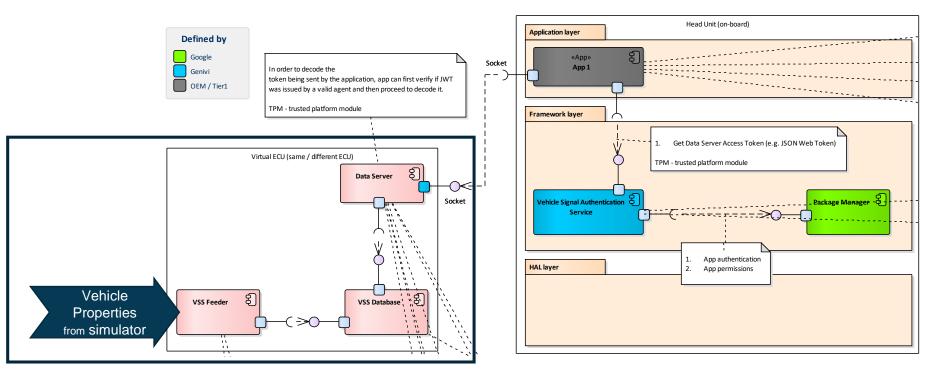


Overview

Original purpose of this investigation

- To check if the simulators are applicable as a presentation layer and "real" data provider for Android Framework and Applicaitons
- Invent some usecases and verify it agains the ones agreed in face-to-face workshop
- Highlight the problems or identify blockers that need to be resolved together
- Kickoff VSS Feeder implementation!

Overview





- <u>https://opends.dfki.de/</u>
- Configurable by set of XML
- Written in java (with native parts, sometimes closed-source), however did not tried to compile it locally
- Oficially 5.0 sourcecode distributed with executables in release bundle
- Unofficially multiple forks hosted on Github under the name openDS-oss (4.5)
- Based on opensource and free libraries

- Able to provide data through tcp/ip sockets:
 - Speed (km/h)
 - Engine state (on/off)
 - Engine rpm
 - Actual gear
 - Sterring wheel angle
 - Gas/brake pedal state
 - Fuel consumption (I/100km)
 - Fuel max amount
 - Fuel current amount
 - Headlights (high/low/off)
 - GPS position (lon, lat, alt, orientation)

 To enable this data to be accessible configuration xml needs to be modified for:

<settingsControllerServer>
<startServer>true</startServer>
<port>5678</port>
</settingsControllerServer>

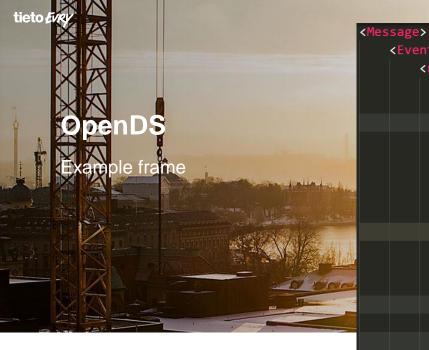
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Workflow:

- Connect to socket
- Send xml message to establish connection
- Server starts sending the properties

Public

8



<Event Name="SubscribedValues"> <root> <exterior> </fueling> <running>1</running> <actualRpm>3178k/actualRpm> </Properties> </engine> </engineCompartment> </lights> </gearUnit> </exterior> </physicalAttributes> </interior> </thisVehicle> </root> </Event> </Message>



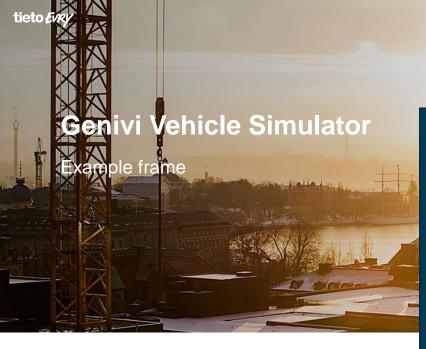
DEMO



Genivi Vehicle Simulator

Genivi Vehicle Simulator

- <u>https://github.com/GENIVI/genivi-vehicle-simulator</u>
- Use Unity as an engine
- Written in C#, developed in Unity IDE
- Sends values as a map, every frame includes property name bound with value and timestamp



EMSSetSpeed, 0.0000, 33.99587 EngineSpeed, 3740.9430, <u>33.99587</u> GearPosActual, 4.00, 33.99587 GearPosTarget, 4.00, 33.99587 AcceleratorPedalPos, 0.0000, 33.99587 DeceleratorPedalPos, 0.0000, 33.99587 RollRate, 0.0000, 33.99587 SteeringWheelAngle, 0.0000, 33.99587 VehicleSpeed, 95.1472, 33.99587 VehicleSpeedOverGnd, 95.1472, 33.99587 WheelSpeedFrL, 44872.8800, 33.99587 WheelSpeedFrR, 45907.8800, 33.99587 WheelSpeedReL, 45003.8100, 33.99587 WheelSpeedReR, 45866.3700, 33.99587 YawRate, 0.0000, 33.99587

Genivi Vehicle Simulator

Properties comparision

GVS Exclusive

Target gear Wheel speed

Common

Speed (km/h) Engine rpm Actual gear Steering wheel angle Gas/brake pedal state

OpenDS Exclusive

Engine state (on/off) Fuel consumption (l/100km) Fuel - max amount Fuel - current amount Headlights (high/low/off) GPS position (lon, lat, alt, orientation)



Reference and contacts

Weekly telcos of AASIG Vehicle Api subgroup

 Tuesdays – 17:00 CET (US friendly time) – Vehicle Data APIs / VHAL

AASIG Mailing list

<u>http://genivi.emwd.com/mailman/listinfo/aa-sig_lists.genivi.org</u>

Reference VSS feeder implementation

• https://github.com/genivi/vss-feeder

Whole demo setup including GraphQL schema from VSS + GrapQL server (work in progress, README.md to be updated for docker-compose)

<u>https://github.com/stefanwysocki/vss-graphql/tree/vss-server-main-repo</u>



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