



Setting up Qt's digital cockpit demo to run in a hypervized system

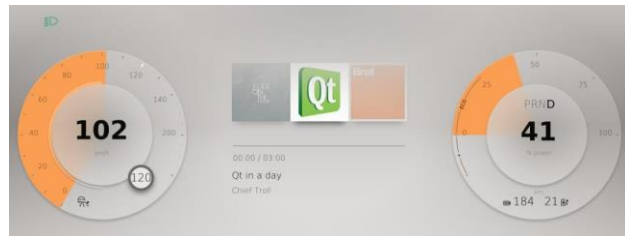
Real world experience

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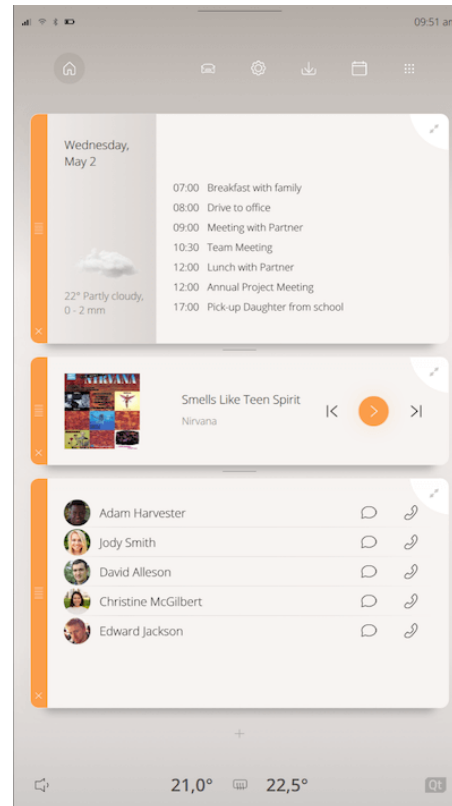
8th May 2019

Digital cockpit setup

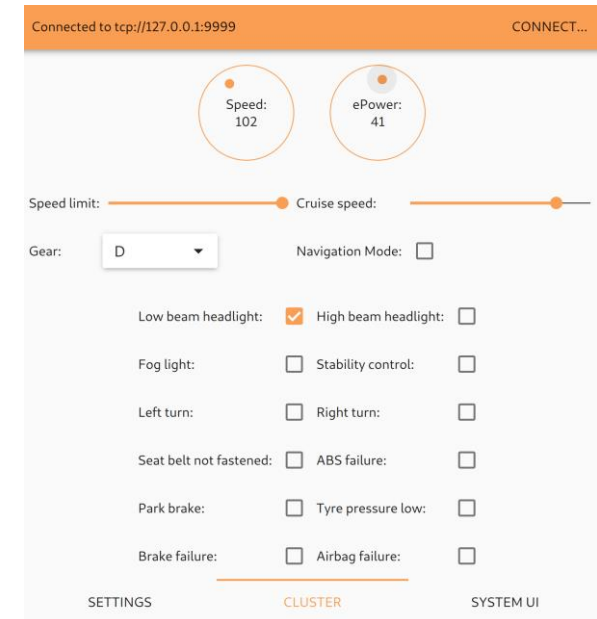
Instrument cluster



Center console IVI



Smartphone companion app



Functional safety telltales



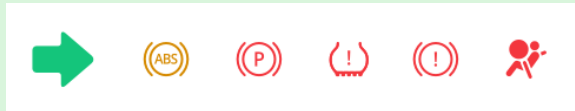
OS domain separation

INTEGRITY

Instrument cluster

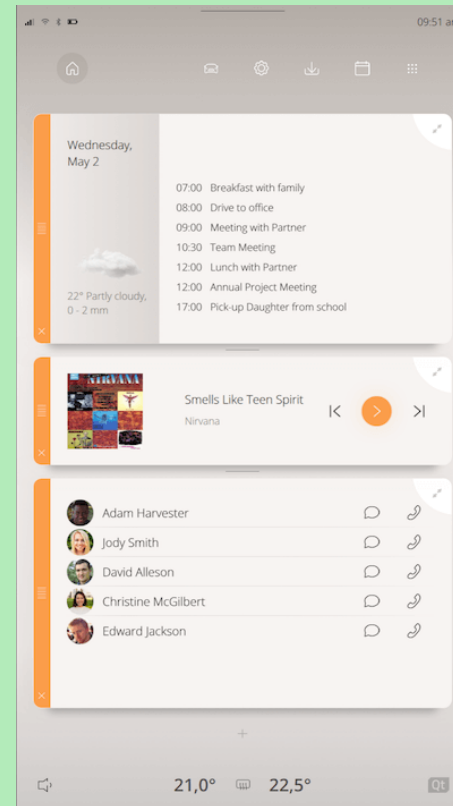


Functional safety telltales



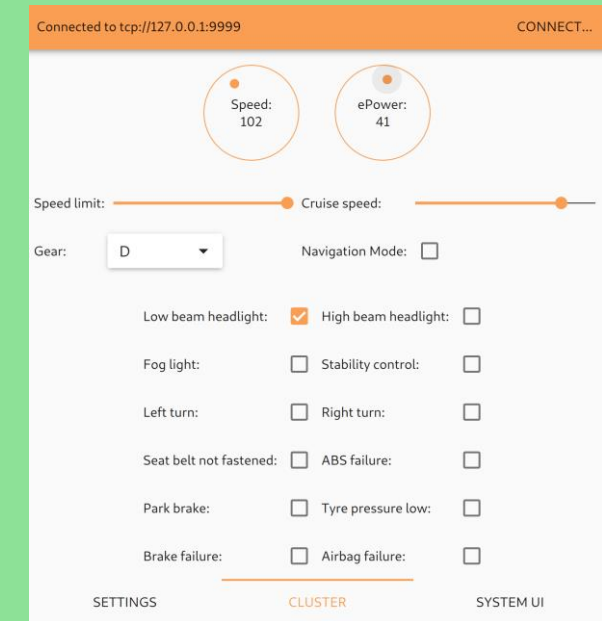
Linux

Center console IVI



Mobile

Smartphone companion app

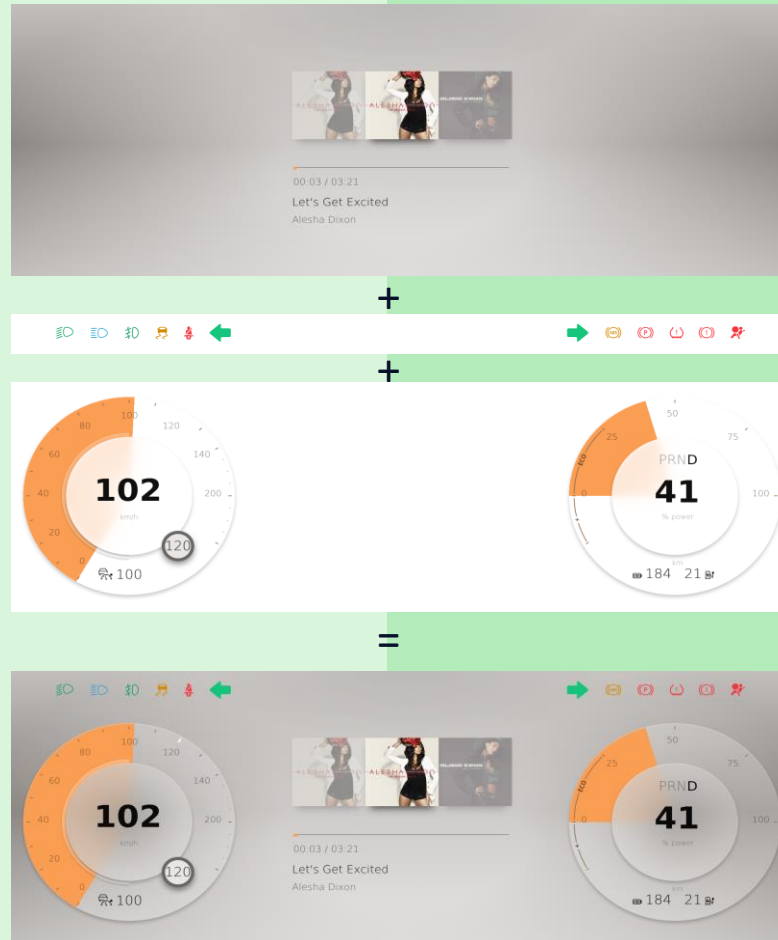


Instrument cluster

INTEGRITY

Qt Safe Renderer runs natively in a dedicated process

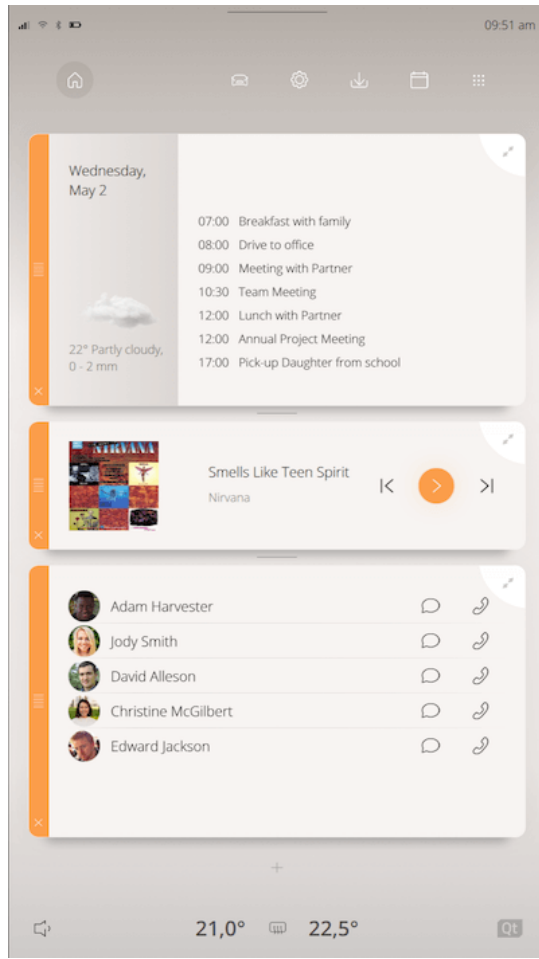
Gauge application runs natively with Qt



Linux

Linux domain renders the background of the cluster including the music display

Center console IVI

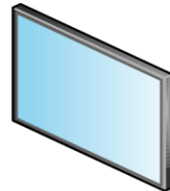


- › Neptune3-UI is a reference implementation demonstrating the features of Qt automotive suite
- › Qt Application Manager is a Wayland compositor, which also controls the lifecycle of Qt applications in a multi-process system
- › The Linux domain sees a regular graphics card even though it is virtualized
- › Displays are configured in the INTEGRITY domain by Renesas Window Manager

Graphics sharing



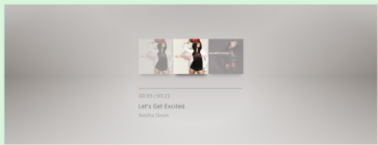
Cluster display



IVI display

Cluster screen

First Linux window



First INTEGRITY window




Second INTEGRITY window



IVI screen

Second Linux window



Renesas Window Manager is used to configure the mapping and z-ordering of the window surfaces

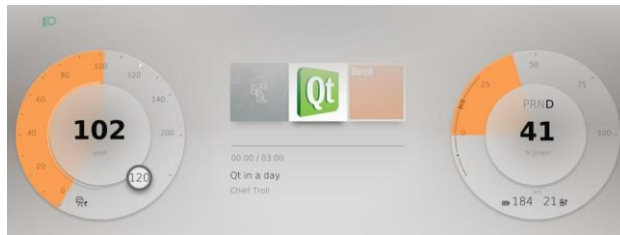
Graphics sharing - Alternative approaches

- › The non-safe content of the cluster screen could be shared with other means as well
 - › Surface sharing (Video stream)
 - › Shared state (Qt Remote Objects)
 - › API remotng (Qt WebGL steaming)
- › The current solution was selected because the simple cluster design allows using transparency
- › This approach provides best performance because of the low overhead of hardware rendering to layers
- › Tied to specific system setup supported by the underlying OS

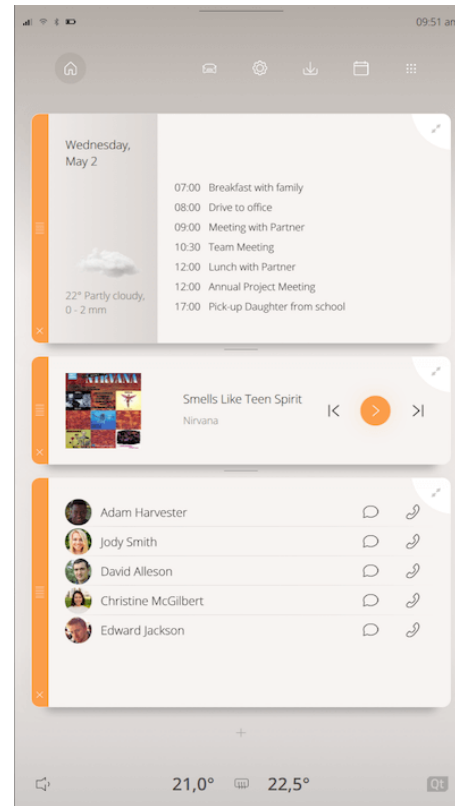
Data sharing

Properties shared between the domains:

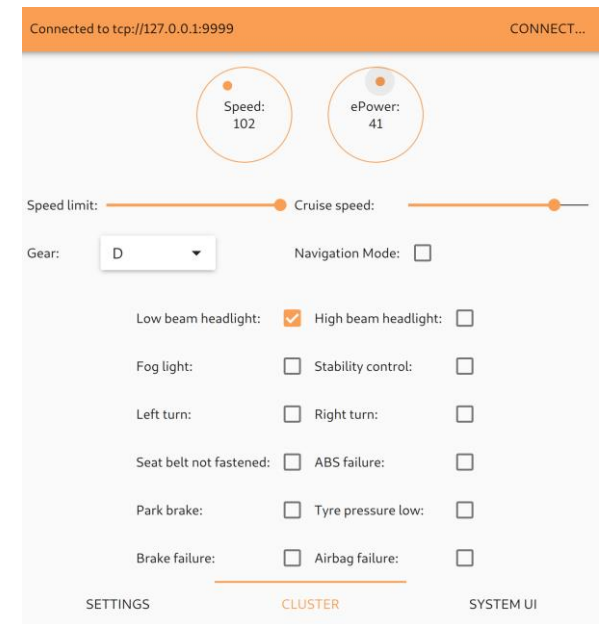
Speed, RPM, UI theme, etc.



replica



source



replica

Settings backend - Qt remote Objects (TCP/IP)

Qt Remote Objects

- › The *Qt Remote Objects* module provides an easy way to share Qt APIs between processes and devices
- › Integrity cluster application and mobile companion app communicate with the IVI system using Remote Objects
- › Selected remote objects because it is cross-platform. Uses TCP/IP connection
 - › It would be possible to create a shared memory interface for Remote Objects for faster communication

The building blocks

- › The R-Car H3 SoC is compliant with the ISO 26262 (ASIL-B) functionality safety standard for automotive
 - › High end SoC and the evaluation board has enough memory to run two operating systems
- › Renesas provided us a Yocto based distribution that included a BSP for INTEGRITY Multivisor.
 - › Integration was needed with Qt automotive suite Yocto layer and we needed to decide which part was easier to integrate to the other. Qt5 and Qt automotive layers are pretty much self-contained, so we decided to add them on top of the Renesas Yocto distribution
- › INTEGRITY 19.0.0
 - › GHS MULTI Compiler 2018.1

Problems encountered in integration



Blank screen

Problems encountered in integration

- › Window initialization from Linux
- › We had blank screen at first from Qt applications while the Wayland example application was working
 - › Enabled tracing from Direct Rendering connection INTEGRITY Service
 - › Did a full GDB step by step run from Linux
 - › Found out that the sample application using Weston was calling `drmModeSetCrtc()` -function always, while Qt did not
 - › Luckily, we already have an environment variable `QT_QPA_EGLFS_ALWAYS_SET_MODE`, which allowed easy workaround for the problem

Problems encountered in integration

- › Fonts were corrupted randomly across the Linux screen



- › We suspected corrupted glyph cache first, but it was a dead end
- › After extensive debugging found out that Rich text caused corruption
 - › Rich text has a different rendering path inside Qt
- › Found out that distance field font rendering was broken
- › did a full step by step debugging and found out the place where corruption happens
- › did a workaround in Qt - disabled it with environment variable `QML_DISABLE_DISTANCEFIELD`

Problems encountered in integration

- › Qtbase 5.11 needed small patches to compile against the INTEGRITY 19.0.0 and the respective Renesas Window Manager version.

Performance

- › The neptune3-ui demo is quite demanding for the hardware since it is built to include most of the available APIs in Qt automotive suite and the 3d assets are large
- › The previous version of Renesas INTEGRITY support package provided quite low performance
- › Upgrading to the INTEGRITY 19.0.0 version improved the performance clearly

Thank you!