

Persistency in Production

Month 04, 2018 | Using Genivi persistency in production

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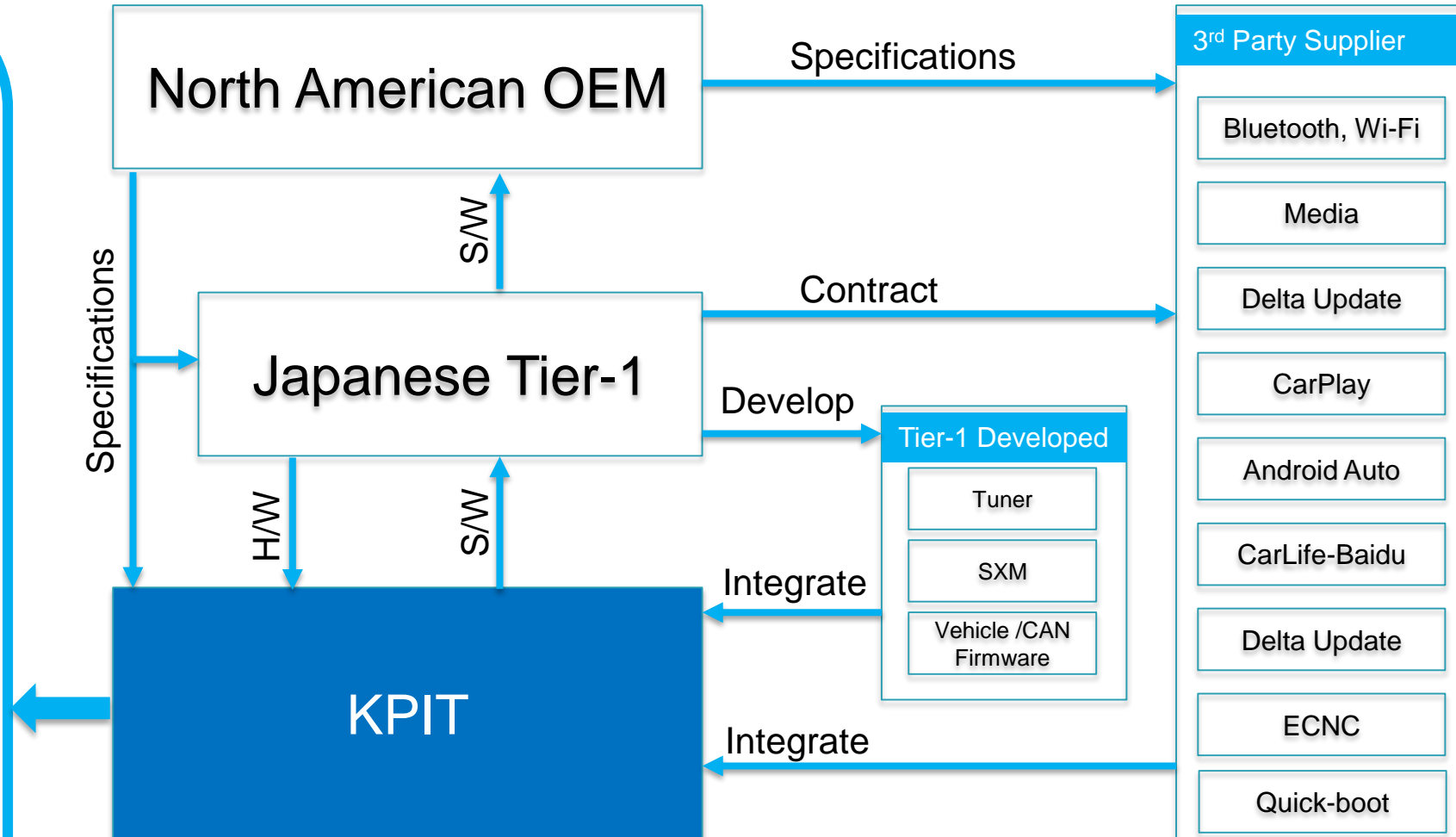
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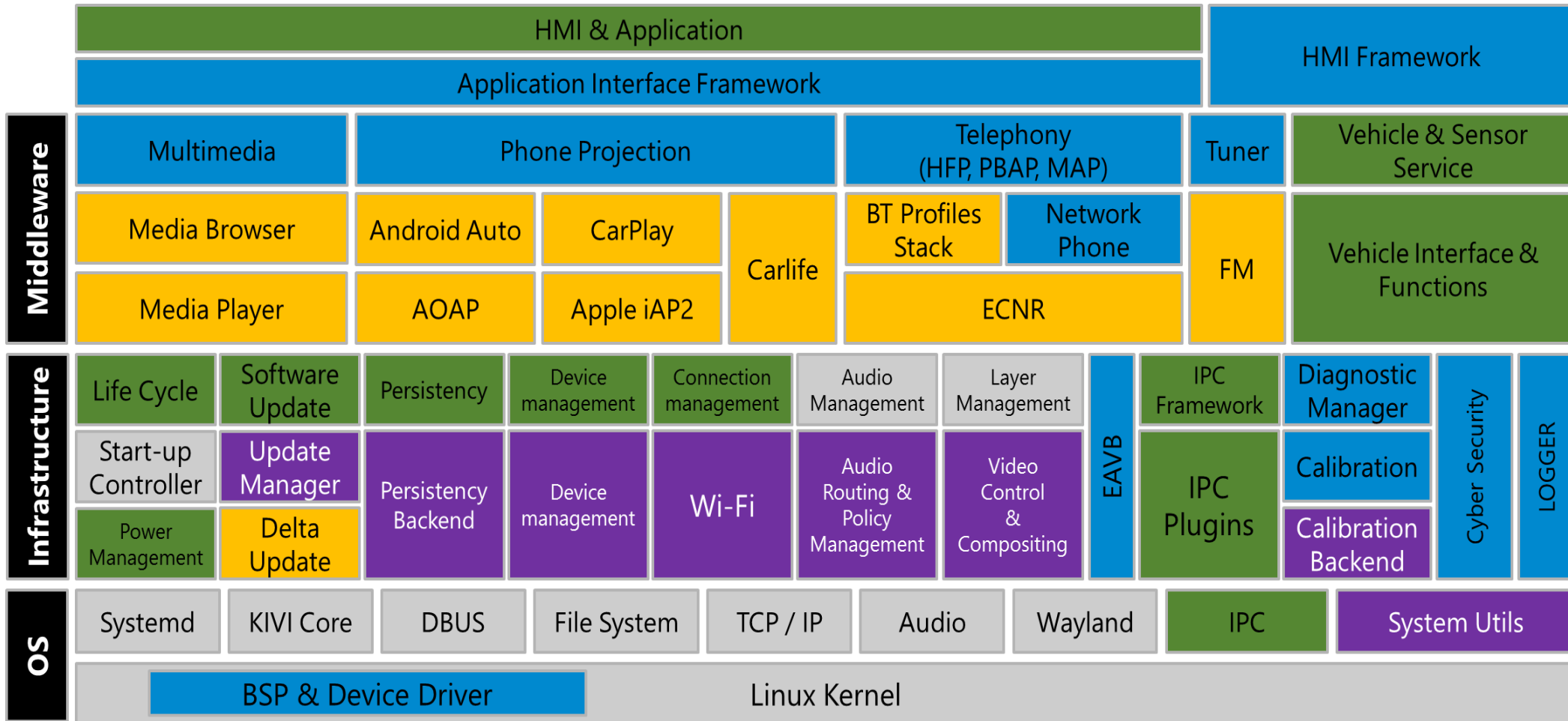
Production Program - KPIT Role

KPIT as a Lead Software Integrator for MY18 & MY19 Production Program

- **Complete SW integration & release**
- HMI and application development
- KIVI middleware porting and adaptation
- System Infrastructure development / Adaptation
- Linux BSP porting, tuning and optimization
- 3rd party software integration
- Cybersecurity, Fast Boot, FOTA
- Ownership of system KPIs
- Build management
- Integration Testing



KIVI - Software Platform Architecture



■ New/Custom Development
 ■ KPIT Components
 ■ 3rd Party Components
 ■ OSS Components
 ■ Adaptation/Customize of OSS



GENIVI Component Adaptation in KIVI

Life Cycle Management

GENIVI provided LCM components are used almost as it is with minor bug fixes

- Node State Manager (NSM)
- Node Startup Controller (NSC)

Persistency

GENIVI provided Persistency components are used almost as it is with minor bug fixes

- Persistence Client Library (PCL v1.0.0) (user 1, seat 0) , private data
- Persistence Administrator (PAS v 1.0.5)
- Persistence Common Object (PCO v1.0.3)

Audio Manager

GENIVI Audio Manager framework used. All plugins are developed by KPIT as per production program requirement

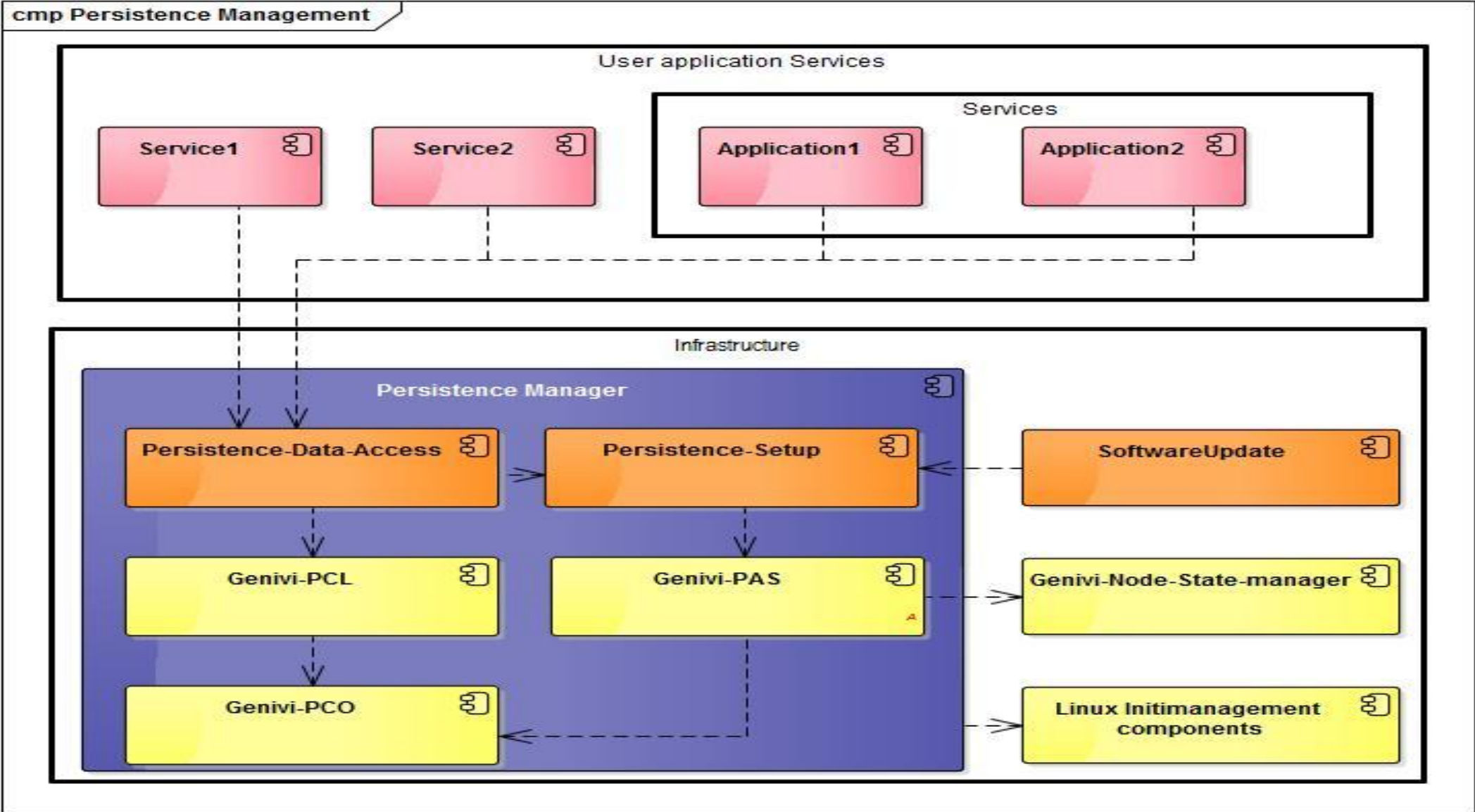
- Audio Manager Daemon (version 1.0)
- Audio Manager Controller Plugin (version 1.0)
- Audio Manager Routing Plugin (version 1.0)
- Audio Manager Command Plugin (version 1.0)

Assumption : Understanding of Genivi components

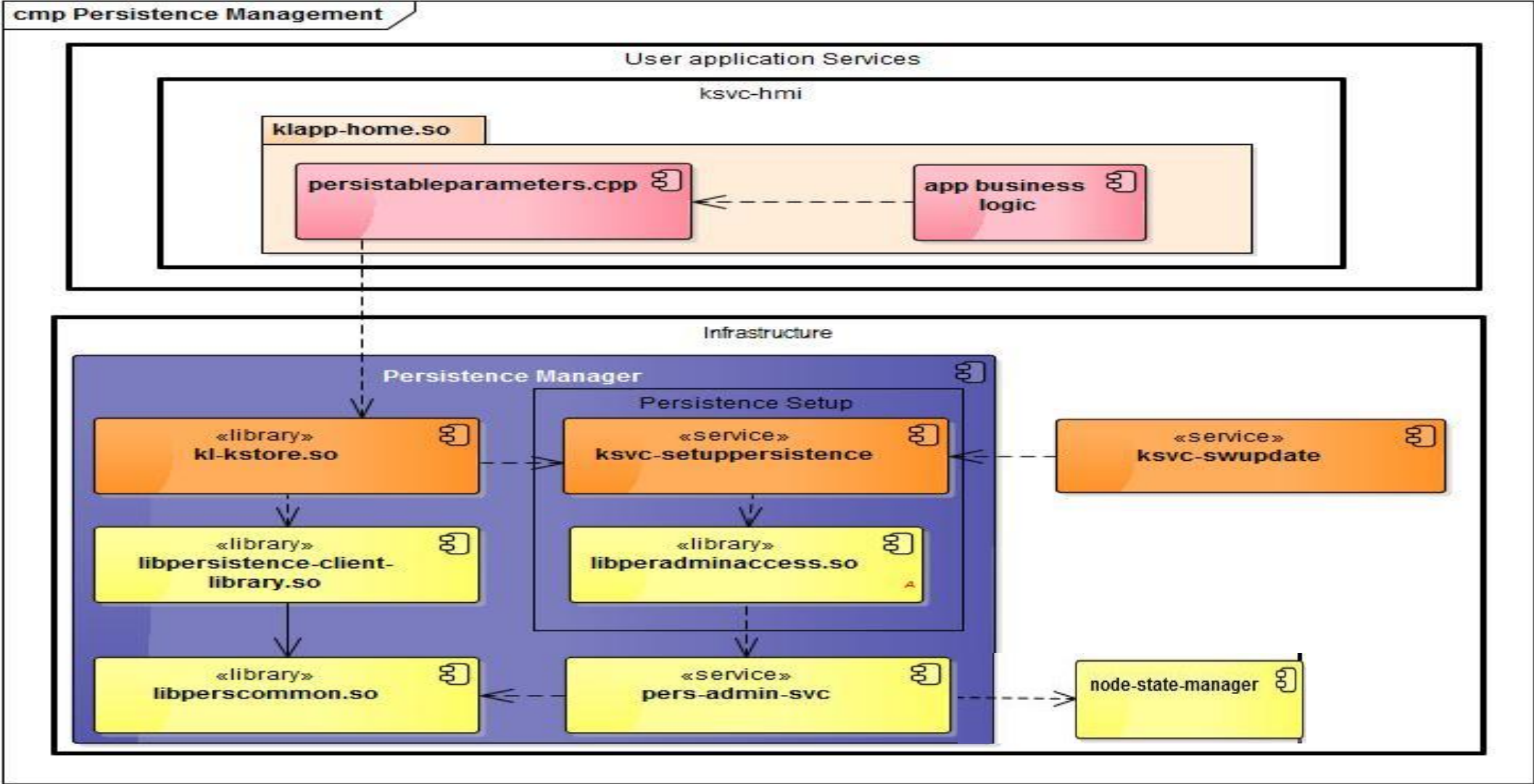
We know

- Persistence Client Library
- Persistence Administrator
- What are Cacheable items, Write-through items.
- Persistence setup Json tar files
- Persistence folder structure

GENEVI Adaptation – Persistency



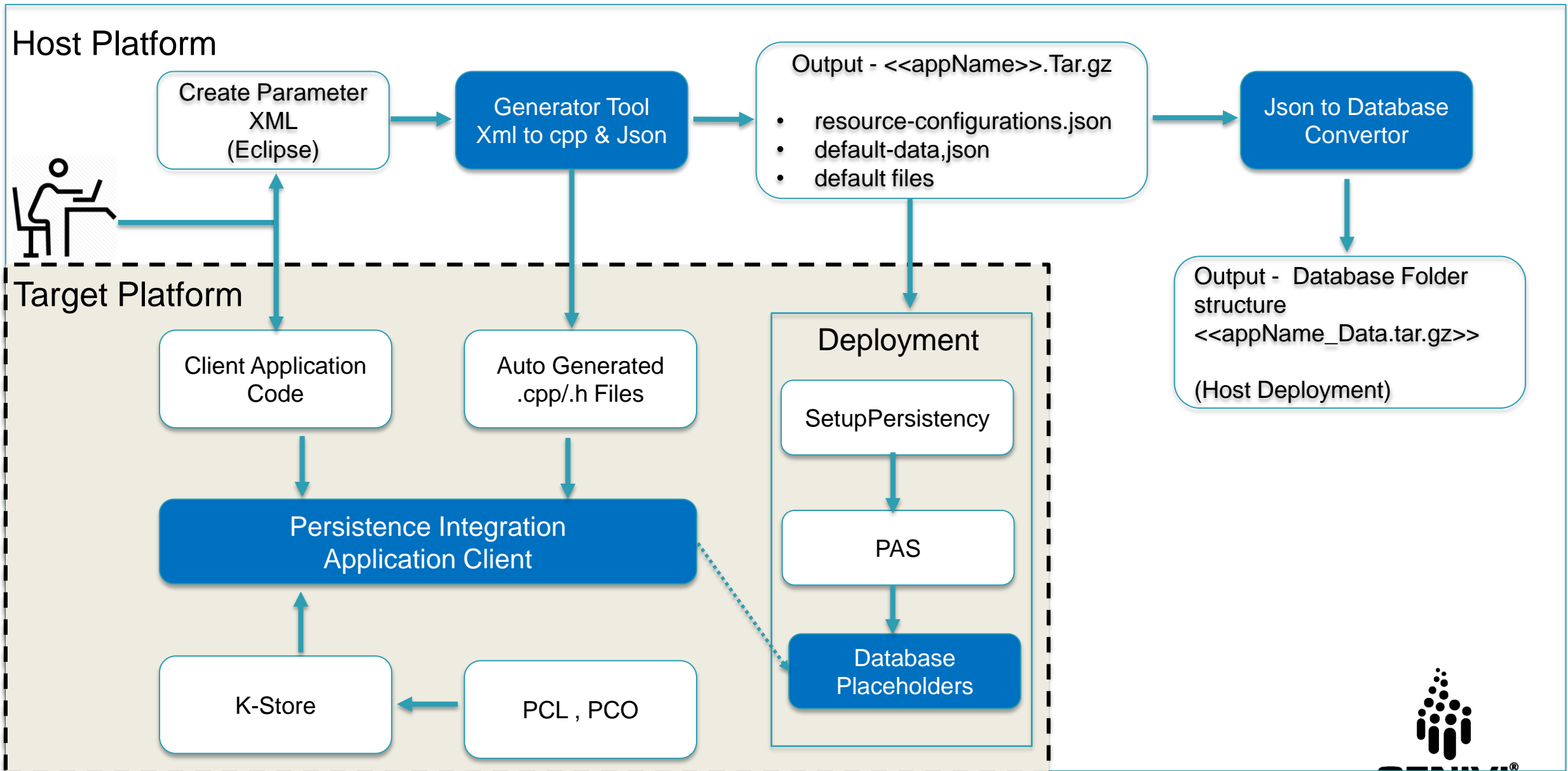
GENIVI Adaptation – Deployment



Persistency Adaption Challenges for Production

1. Database deployment on target
 - First time Deployment during EOL Testing
 - Deployment of newly added applications using software update
 - Deployment on host during development and testing
2. Serialization & De-serialization of key-value pair data
3. Use of same database for multiple applications as a part of single process
4. Enforcing cacheable and write-through behaviors.
5. Backup trigger management
6. Exception handling (File system corruption, mount failure,)
7. Custom tools requirement for development and testing

1.1 Approach – App deployment workflow

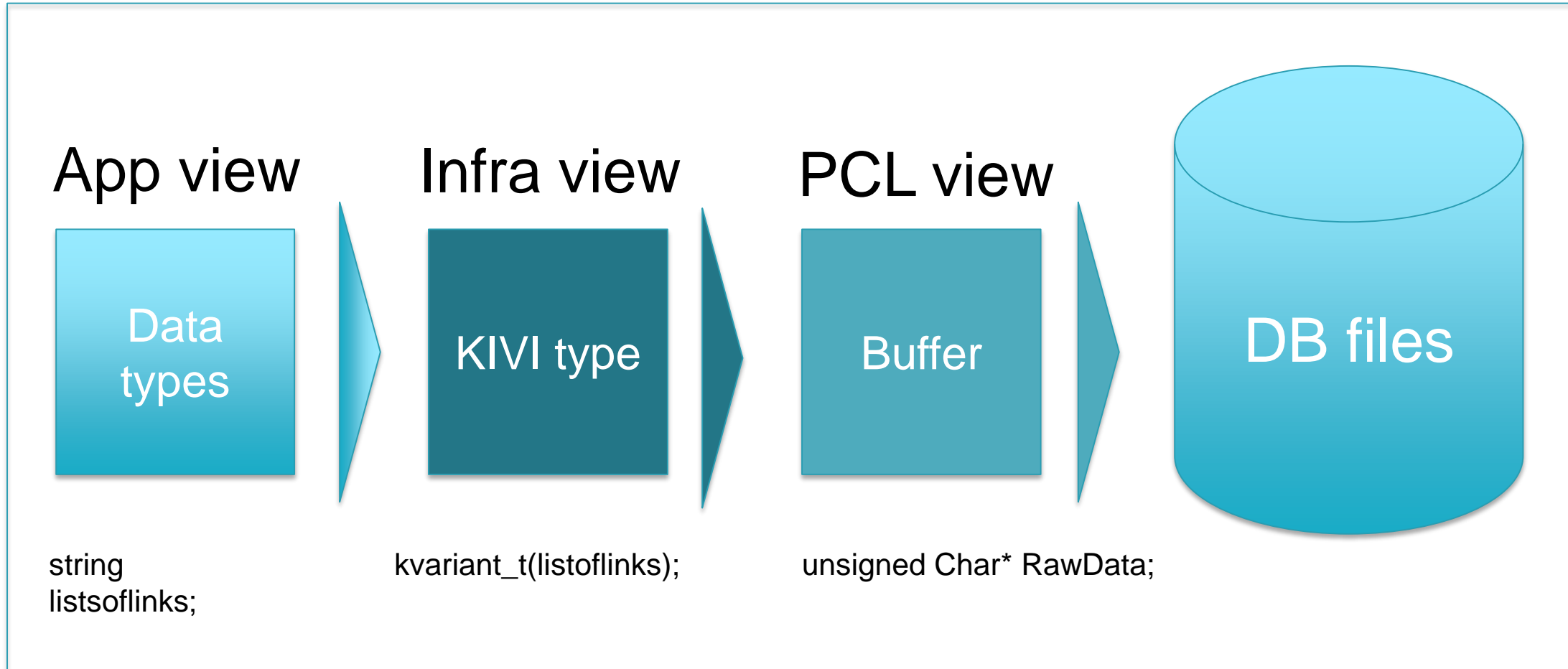


1.2 Approach - Database Deployment / Installation On Target

First time installation and through S/W update

- Rootfs contains application JSON tar files
- During first boot before application is fully operational respective database folder structure is created
- New application database is installed using software update.

2.1 Approach – Abstract Serialization & de-serialization



2.2 Approach – Application uses primary data types

Application Persistables as Simple variables

```
if( DEFAULT_APP_ID != start->appId )
{
    m_cachedData->HOME_factoryAppOrder[index].HOME_appIndex = start->appIndex;
    m_cachedData->HOME_factoryAppOrder[index].HOME_appId = start->appId;
    m_cachedData->HOME_factoryAppOrder[index].HOME_badgeState = DEFAULT_ZERO;
    m_cachedData->HOME_factoryAppOrder[index].HOME_iconState = HOME_IMG_APP_NORMAL;
    index++;
}
```

Developer handles basic data types

```
/*generate*/
kint32_t HOME_DBCheck = 0;
USER_STRUCT_CACHE1_DECLARE HOME_factoryAppOrder[26];
kuint16_t HOME_currentPage;
bool HOME_shouldReadDefault;
kint32_t HOME_calAppOrder[26];
bool HOME_firstRunStatus;
```

2.3 Activity - Persistency integration

- Create Parameters.xml
- Autogenerate persistableparameters
- Use persistables in normal code



sample.xml.html



sample_PersistableParameters_h.html

2.5 Snapshot – Cachables and Writethrough

```
<Struct Name="factoryAppOrder" Description="Default Application Loading Order"
numberOfElements="26" Storage="local" Policy="cached" Permission="Read-Write" >
<UnsignedShort Name="appIndex"/>
<Integer Name="appId"/>
<UnsignedInteger Name="event"/>
<UnsignedShort Name="badgeState"/>
<UnsignedShort Name="iconState"/>
<Boolean Name="isNative"/>
<Boolean Name="isPersistence"/>
</Struct>

<Boolean Name="isDataSharingOn" Description="Status of data sharing flag" Storage="local" Policy="writethrough"
Permission="Read-Write" value="true" UserSpecific="yes"> </Boolean>
```

2.4 Snapshot - Persistables in normal code.

Instantiate the Persistence autogenerated classes.

```
//instantiate persistables  
DECLARE_PERSISTENCE(m_Cached, ipc)  
REGISTER_ERROR_HANDLER(m_Cached, myErrorHandler, NULL)  
END_DECLARE_PERSISTENCE
```

Load the Persistable data at startup

```
//Load the Persistables.  
kstore_status_t status = m_cachedData->Load();  
m_userAppOrder[location] = m_CachedData->HOME_factoryAppOrder[index];  
//let us know which page the user was  
m_currentHomePage = m_CachedData->HOME_currentPage;
```


2.4 Snapshot - Persistables in normal code.

Store the Persistable data at shutdown.

```
kstore_status_t status = m_Cached->Store();  
LOG5((TEXT("Store status-> %d\n"), status)); // LCOV_EXCL_LINE  
if(status != KSTORE_STATUS_OK)  
    LOGERR((TEXT("Store failed with status-> %d \n"), status));  
status = m_Cached->HandleShutdown();
```

Destroy the Persistables

```
HomeLogicManager::~HomeLogicManager() {  
    RELEASE_PERSISTENCE  
}
```

Sample code HMI



Sample_Src_HomeLogicManager_cpp.html



Sample_Media_file_usage_cpp.html



SampleFavoriteManager_FilePathType.cpp.html

2.5 Snapshot - Writethrough Persistables

Assign value and call macro to store

```
m_pImmediateWriteData->isDataSharingOn = status;  
PERSIST_WT_PARAM(m_pImmediateWriteData);
```

Macro in autogenerated code that calls explicit set.

```
#define PERSIST_WT_PARAM(X) \  
X->Store(); //macro with specific parameter to set.
```

2.6 Approach – Advantages

- Abstraction of persistence APIs.
- Abstraction of storage policy of persistency infrastructure.
- Automatic coupling to lifecycle.
- Json Tars with the app developer.
- Ease of trying out and testing.
- Less number of PCL Key-value pairs so low memory utilization
- Multiple applications within single process using same database
- Multiple applications under multiple team working for same process
- Conditional backup during shutdown

3.1 Approach – multiple xmls generate multiple json

App_projections.xml

```
<Boolean Name="CarplayAppState"  
Description="Persists Value of AppSetting for Carplay"  
Storage="local" Policy="cached" Permission="Read-Write"  
value="true" UserSpecific="yes"/>
```



Resource-configuration.json

```
{  
  "Projection_CarplayAppState":  
  {  
    "policy": "cached", "permission": "Read-Write",  
    "storage": " local", "max_size": "2" , "responsible": "Me",  
    "custom_name": "none", "type": "key", "customID": " d38046 "  
  },  
}
```

App_hmi_core.xml

```
<File Name="favoritesDB" Description="Favorites Database storage path"  
Storage="local" Policy="cached" Permission="Read-Write"  
UserSpecific="yes" MaxFileSize="7000" dataType="Path">  
<Path>/usr/kpit/Persistence/favorites.db</Path></File>
```



Resource-configuration.json

```
{  
  "CORE_favoritesDB":  
  {  
    "policy": "cached", "permission": "Read-Write",  
    "storage": " local", "max_size": "7000" , "responsible": "Me",  
    "custom_name": "none", "type": "file", "customID": "d38046 "  
  },  
}
```

```
"config_appl" : "HMIF", "version" : "v1.0.0", "resources" :
{
  "Projection_DBCheck":
  {
    "policy":"cached","permission":"Read-Only","storage":" local",
    "max_size":"5" ,"responsible":"Me","custom_name":"none",
    "type":"key","customID":"d38046"
  },
  "Projection_CarplayAppState":
  {
    "policy":"cached","permission":"Read-Write","storage":" local",
    "max_size":"2" ,"responsible":"Me","custom_name":"none",
    "type":"key","customID":"d38046"
  },
  "CORE_DBCheck":
  {
    "policy":"cached","permission":"Read-Only","storage":" local",
    "max_size":"5" ,"responsible":"Me","custom_name":"none",
    "type":"key","customID":"d38046"
  },
  "CORE_favoritesDB":
  {
    "policy":"cached","permission":"Read-Write","storage":" local",
    "max_size":"7000" ,"responsible":"Me","custom_name":"none",
    "type":"file","customID":"d38046"
  },
}
```

3.2 Approach – Post build utility merges jsons

```
{
  "Projection_CarplayAppState":
  {
    "policy":"cached","permission":"Read-Write",
    "storage":" local","max_size":"2" ,"responsible":"Me",
    "custom_name":"none","type":"key","customID":" d38046 "
  },
}
```

```
{
  "CORE_favoritesDB":
  {
    "policy":"cached","permission":"Read-Write",
    "storage":" local","max_size":"7000" ,"responsible":"Me",
    "custom_name":"none","type":"file","customID":"d38046 "
  },
}
```



```
"config_appl" : "HMIF", "version" : "v1.0.0", "resources" :
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  },
  "CORE_favoritesDB":
  {
    "policy":"cached","permission":"Read-Write","storage":" local",
    "max_size":"7000" ,"responsible":"Me","custom_name":"none",
    "type":"file","customID":"d38046"
  },
}
```

3.3 Approach – Multiple app keys under one process

```
DLT| WARNING: Logging disabled, FIFO /tmp/dlt cannot be opened with open()!
Projection_CarplayAppState RECORD 1: key Projection_CarplayAppState, policy 0, storage 0, type 0, permission 0, max_size 2, responsible Me, custom_name none, customID d38046

CORE_MaxAudioFavorite RECORD 2: key CORE_MaxAudioFavorite, policy 0, storage 0, type 0, permission 0, max_size 5, responsible Me, custom_name none, customID d38046

Projection_DBCheck RECORD 3: key Projection_DBCheck, policy 0, storage 0, type 0, permission 0, max_size 5, responsible Me, custom_name none, customID d38046

CORE_DBCheck RECORD 4: key CORE_DBCheck, policy 0, storage 0, type 0, permission 0, max_size 5, responsible Me, custom_name none, customID d38046

Projection_UUID RECORD 5: key Projection_UUID, policy 0, storage 0, type 0, permission 0, max_size 2049, responsible Me, custom_name none, customID d38046

Projection_CarlifeAppState RECORD 6: key Projection_CarlifeAppState, policy 0, storage 0, type 0, permission 0, max_size 2, responsible Me, custom_name none, customID d38046

Projection_GalAppState RECORD 7: key Projection_GalAppState, policy 0, storage 0, type 0, permission 0, max_size 2, responsible Me, custom_name none, customID d38046

CORE_favoritesDB RECORD 8: key CORE_favoritesDB, policy 0, storage 0, type 1, permission 0, max_size 7000, responsible Me, custom_name none, customID d38046

CORE_isAudNumCalSet RECORD 9: key CORE_isAudNumCalSet, policy 0, storage 0, type 0, permission 0, max_size 2, responsible Me, custom_name none, customID d38046
```


4 Approach :- Backup trigger management

- Change in write through persistable is backed up soon after.
- Change of cacheable data registers application for backup.
- At shutdown setup persistence service backups up all the applications registered for backup.

Custom Tools / Utilities

Sr.No.	Tools	Purpose
1	Packpersistencesetup	<ul style="list-style-type: none">Merging separate json tars of multiple applications into one under a process.
2	Persistencexml2cpp	<ul style="list-style-type: none">Autogenerating Persistable classesCreating Json tars
3	JsonToDatabase	<ul style="list-style-type: none">To generate tar files that can be used for host testing.

Problem Experienced

Major problems experienced

- **Data base corruption**
- **File and File System corruption**
- **Mount failure**
- **Schema update failed as a part of software update**



System strategy

- **Avoid abrupt shutdowns if possible**
- **Avoid file system unmount failures during shutdown**
- **Optimize data write events**
- **Recover from backup**
- **File system checks (fsck)**
- **Recreate default persistency**
- **Health Monitoring and failure detection mechanism**
- **Factory Reset**
- **System recovery**

Next steps

- Enhancements
 - Serialization of Structure inside structures
 - Serialization of Structures strings as members.
 - Serialization of classes.
- Provision to store file buffer inside key-value pair to store file inside database
- Auto generation tool in Python instead of Java xtend
- Using persistence frame work on Android platform

Thank you!

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