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### AOSP App Framework Standardization Expert Group Status





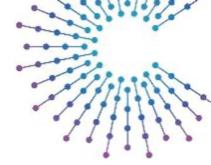
#### **Antitrust Note Well**

Before we begin, we would like to make clear that COVESA is committed to compliance with the antitrust laws in all of its activities, and that it expects all participants to similarly comply with the antitrust laws. We will not engage in--and members must refrain from--any discussion of, or understandings regarding competitively sensitive topics. If you have any doubts regarding whether a matter is appropriate for discussion, please consult with your antitrust counsel.





## Agenda



- Why is there the need for an AOSP App Framework Standardization Expert Group?
- What already happened on the topic at COVESA
- Status update on ongoing work streams
- What's Next
- Questions

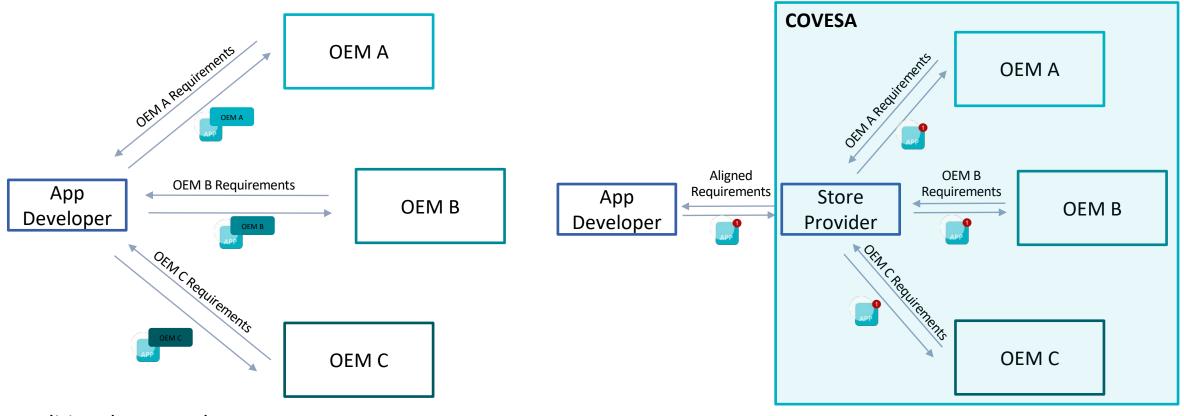




# Why is there the need for an AOSP App Framework Standardization Expert Group?

### Traditional Approach vs. Platform Ecosystem Approach.

- # Develop app once, deploy to many OEMs via an App Store.
- # No need for OEM specific development work.

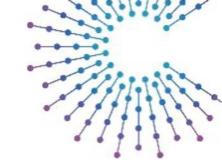


Traditional Approach

Platform Ecosystem Approach



# With an AOSP-based App Store, OEMs support a relevant 3rd Party Ecosystem to emerge.



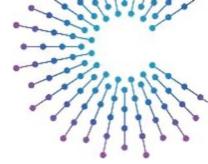


Platform ecosystems need to attract and coordinate two different target groups – app developers and OEM customers.

In order to grow the portfolio of the AOSP based App Store we need to focus on the App Providers as an important customer group.



#### Goals Automotive AOSP App Framework Standardization.



1 Enabling innovation and rich experiences.

2 Frictionless onboarding and testing for app developers.

Building a Cross-OEM App Ecosystem.

3 Avoid fragmentation.





## What already happened on the topic at COVESA



#### **April 2023: AMM in Portugal**

- Presentation of the initiative related to Automotive AOSP App Framework Standardization
   Expert Group to COVESA members
- Attendance of several OEMs, App Store Providers, Tier 1s and app developers
- Interest expressed by the attendees
- Jointly identified TOP3 topics:
  - Non-GAS Emulator (independent of OEM)
  - Push Notifications
  - Camera API







### F2F Meeting June 2023: Munich

#### **ACHIEVEMENTS**







- Election of Chairs
  - BMW (Melina Mascolo)
  - General Motors (Richard Fernandes)
  - Forvia / Faurecia Aptoide Automotive (Camille Ghibaudo)
- Definition of main work streams
  - Camera API
  - Push Notifications
  - Cross-OEM emulator
- Presentation of potential reference implementation for In-Vehicle Camera Access



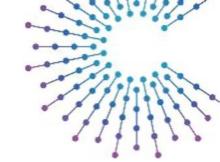




## Status update on ongoing work streams



#### **In-Vehicle Camera Access: Deliverable & Status**



#### **DELIVERABLE**

- 1. Defining **default in-vehicle camera** for Developers to access
- 2. Transparency for Developers which in-vehicle cameras can be accessed (+ its location)
- 3. Definition reference implementation along existing Google standard (across OS versions)
- 4. Ensurance for developers that this reference implementation works across multiple OEMs
- 5. Future: Enabling 3rd Party Developers to test camera integration with Cross-OEM emulator

Feedback on reference implementation

Demo of POC / solution

Clarification timeline OEM Platform Support

Publishment reference implementation

Positive feedback already provided by:





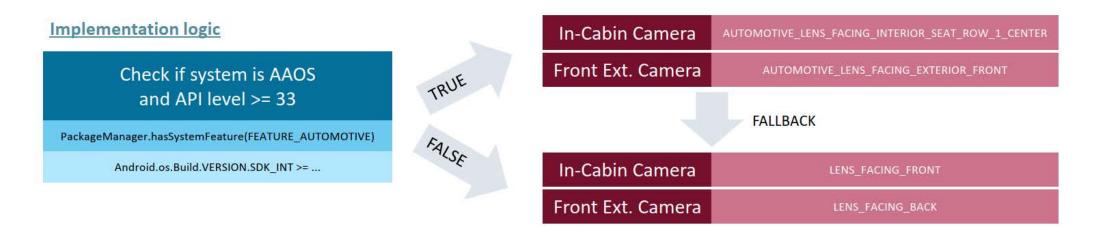




# **In-Vehicle Camera Access: Reference Implementation Deep Dive**

#### Guidelines

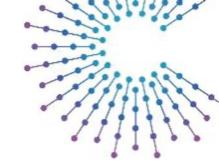
- AUTOMOTIVE\_LENS\_FACING only exists in Camera2, not CameraX
- App targetSdk should be 33 where AUTOMOTIVE\_LENS\_FACING was introduced (Android 13)
- App minSdk should be 24 because PackageManager hasSystemFeature API is required



Obs: these are only for the default lens facing apps can expect in automotive, but they can still use Camera2 APIs to enumerate the different cameras and characteristics/metadata.



#### **Push Notifications: Deliverable & Status**



#### **DELIVERABLE**

Agreeing upon a common service/protocol of how 3<sup>rd</sup> Parties can provide push notifications.

#### **INTERIM STEPS**

- 1. Deciding who is building and financing the reference implementation
- 2. Deciding who is hosting and financing the necessary backend service
  - → COVESA vs. every OEM individually
  - → If OEM specific implementation: Test suite to ensure compatibility for 3<sup>rd</sup> Party Developer

Definition possible solutions







First POC

Working POC on basis of Unified Push





OEM & app feedback

Currently app feedback is being gathered





Decision implementation logic

Implementation & publishment solution

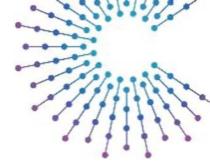
**Android Automotive VHAL** 



### **Status update: Push Notifications**

Push Notification POC from Maximilian Galanis (BMW)

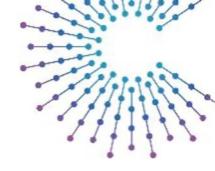






### **Status update: Emulator**

- Two possible directions for Cross-OEM availability:
  - Snapp:
    - Agreed to provide a generic emulator
  - Harman
    - Have a more customizable emulator and currently working to define next steps.







## What's next?



#### What's Next

- At COVESA AMM
  - Brainstorming session
  - Working session on push notifications
  - Round table
- Opportunity for an event in the frame of CES 2024 on January, 9th
  - Joint podium discussion
  - Vehicle demonstration

CES 2024: 2 OPTIONS @ COVESA NETWORKING RECEPTION & DEMONSTRATION SHOWCASE, JANUARY  $9^{\text{TH}}$ 





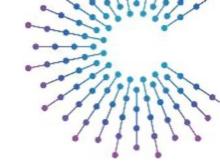




## Questions







## Back Up Slides



#### **Ecosystem: AAOS Apps framework standardization initiative**

The concept



Whatever the Android Automotive Flavour



Whatever the distribution channel



Whatever the Voice Assistant



Whatever the Maps Provider



The same version of the Android Automotive apps distributed to several OEMs

The purpose

- Avoid fragmentation
- Increase attractiveness of automotive market for Android Apps developers

#### Integration into COVESA

Launch of the **Expert Group** 

Jan 2023 16th May 2023

Garching F2F meeting

Work on Push notifications

The involved **OEMs and Tier1** 













Identified priorities

- AOSP Emulator
- Push notifications
- Vehicle data collection and Sensor interface definition, with initial focus on sensors and properties which are not supported yet by AAOS (e.g. ambient lights)















FCE 2023 Techno Session 06/23/2023

### **Status update: Camera API**

# Presented Work in progress

#### CLARIFICATIONS OEMS.

In-Vehicle Camera Access.

Camera libraries and APIs in Android have a set of characteristics, one of them being the **LENS\_FACING**.

This property informs 3rd-party developers which camera to select.

- AAOS (Android 13 or higher):
  - Introduction of AUTOMOTIVE\_LENS\_FACING, allowing to access variety of in-cabin cameras
  - Precondition: FEATURE\_AUTOMOTIVE system flag (PackageManager.hasSystemFeature API)
  - Standardization:
    - In-Cabin Camera: INTERIOR\_SEAT\_ROW\_1\_CENTER
      - → Should this be the default or rather LEFT / RIGHT?
    - Front-facing exterior Camera: EXTERIOR\_FRONT
  - LENS\_FACING can be supported in addition to AUTOMOTIVE\_LENS\_FACING
- Android or AAOS (up to Android 12):
  - Standardization:
    - In-Cabin Camera: LENS\_FACING\_FRONT
    - Front-facing exterior Camera: LENS\_FACING\_BACK

#### Possible values:

- EXTERIOR\_OTHER
- EXTERIOR\_FRONT
- EXTERIOR\_REAR
- EXTERIOR\_LEFT
- EXTERIOR\_RIGHT
- INTERIOR\_OTHER
- INTERIOR\_SEAT\_ROW\_1\_LEFT
- INTERIOR\_SEAT\_ROW\_1\_CENTER
- INTERIOR\_SEAT\_ROW\_1\_RIGHT
- INTERIOR\_SEAT\_ROW\_2\_LEFT
- INTERIOR\_SEAT\_ROW\_2\_CENTER
- INTERIOR\_SEAT\_ROW\_2\_RIGHT
- INTERIOR\_SEAT\_ROW\_3\_LEFT
- INTERIOR\_SEAT\_ROW\_3\_CENTER
- INTERIOR\_SEAT\_ROW\_3\_RIGHT

