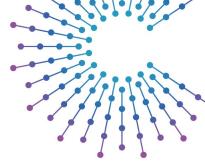


Introduction

Development of an infotainment system - large task

- Powerful platforms running many applications
- Dependencies on many other ECUs
- The main user interface to people in the vehicle
 - -> quite a lot that can go wrong
 - laggy user interface
 - random crashes





Speakers



Emil Dautovic





Tero Aaltonen

Pro//ence



"Yesterday"



Image source : Wikimedia Commons

Mobile phones 20 years ago

-> a lot of experience gained



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Today

Problems with Infotainment Systems Most Prevalent

"Among the nine major vehicle categories measured in the 2024 VDS (Vehicle Dependability Study), owners experience the most problems with their infotainment systems" - JD Powers



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Problem

Still waiting for to provide an update to resolve stability."

"Had for 3 months. Had 3x infotainment issues, one of which required a trip to the dealership.

Android in a car - terrible idea."

"The now has just under 10,000 miles. The Google system is terrible."

"I'm in market for a new car and I really like the the the least, but the issues I see about Android Automotive on this and other forums are really troubling."

"Curious if other folks are seeing issues with the infotainment system rebooting.

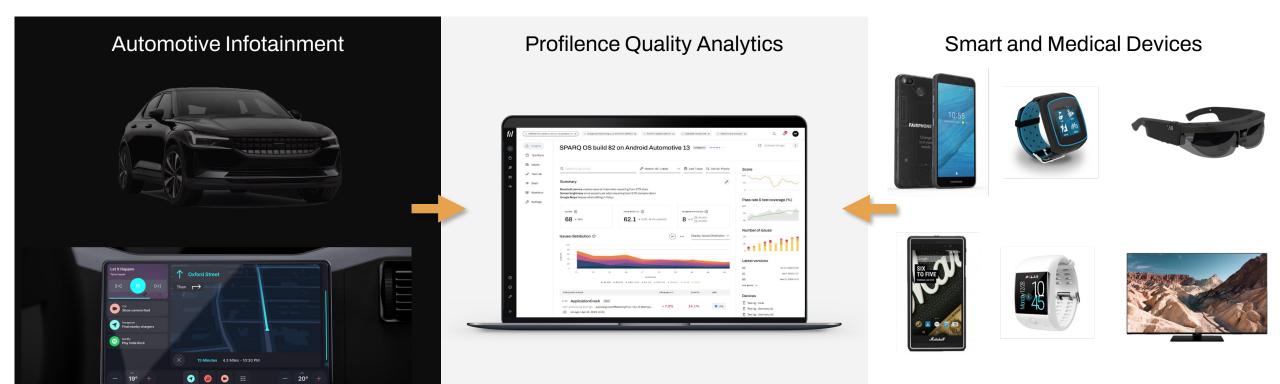
The car drives fine, but definitely a PITA. I read a lot of posts forums of similar experiences."



Profilence

Discover hard-to-find defects before your end-users do.

Our technologies and services provide a prioritized summary of software stability, performance, power consumption, and functionality levels at one sight.



Some typical findings in automotive infotainment systems



Memory leaks

A SW component leaking memory will lead to system instability and crashes in the long run.

Such defects often go unnoticed in OEM QA processes but are the most common defect type we discover during the analysis.



UI performance

Stability problems don't always manifest as crashes.

Sometimes, they lead to an ever-slowing-down system that is still functionally ok but unpleasant to use.



Suspend-to-RAM and resuming

Resuming system state is complex and its implementation lays low in the SW stack, often provided by the chipset vendor.

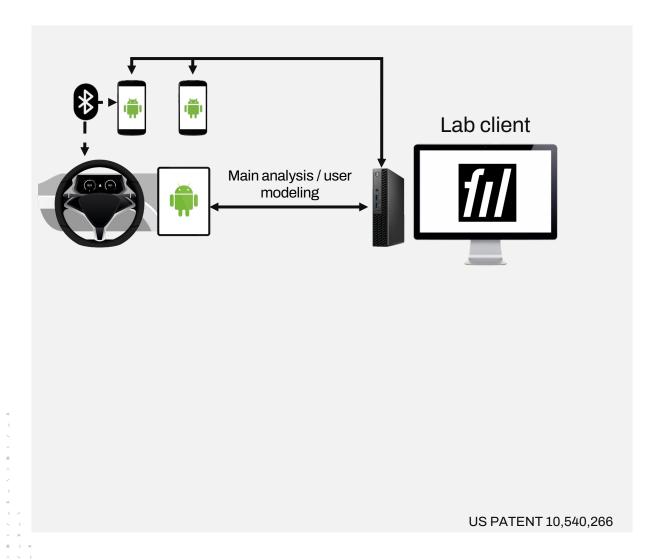
STR issues may lead e.g. to Bluetooth connectivity problems which are extremely difficult to debug.

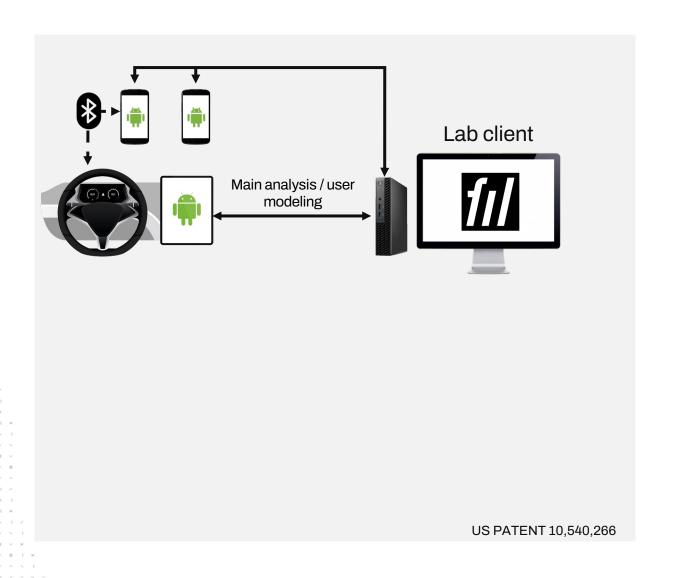


Random crashes outside the infotainment domain

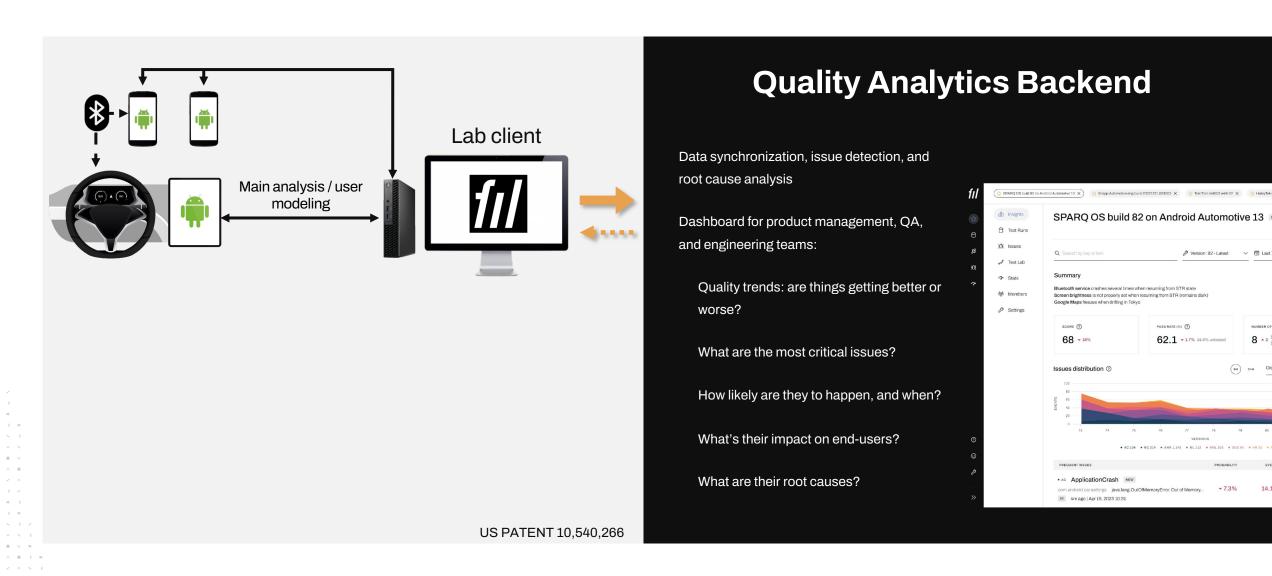
Some defects occur only under specific, sometimes rare circumstances.

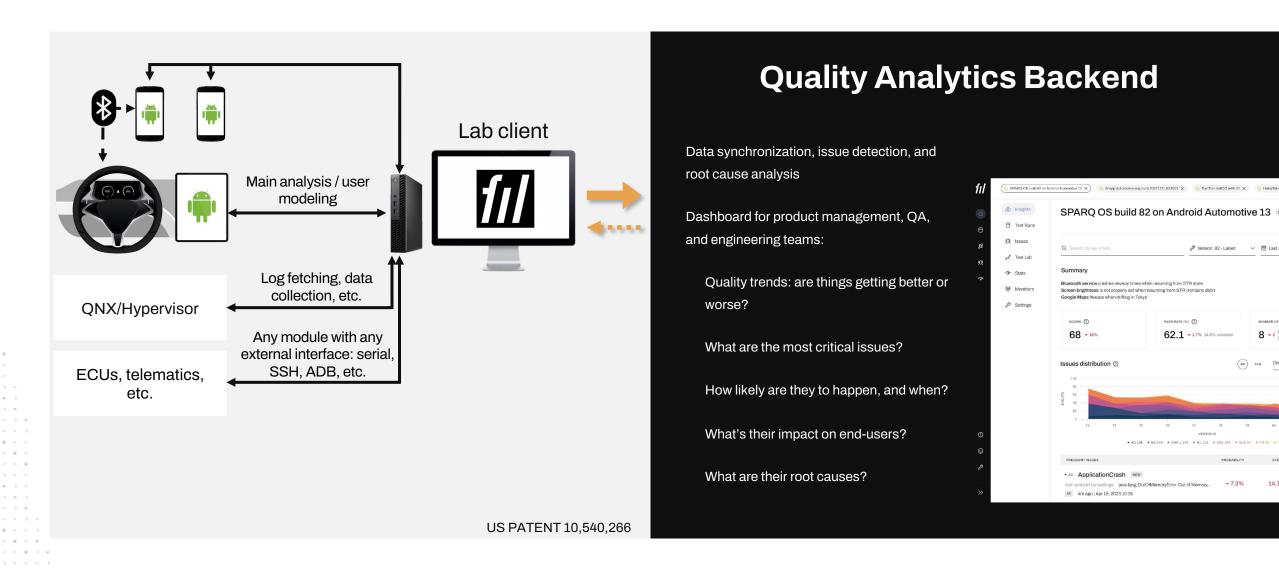
Root cause might not be in infotainment, but e.g. at a hypervisor level, or in some of the interconnected entities.

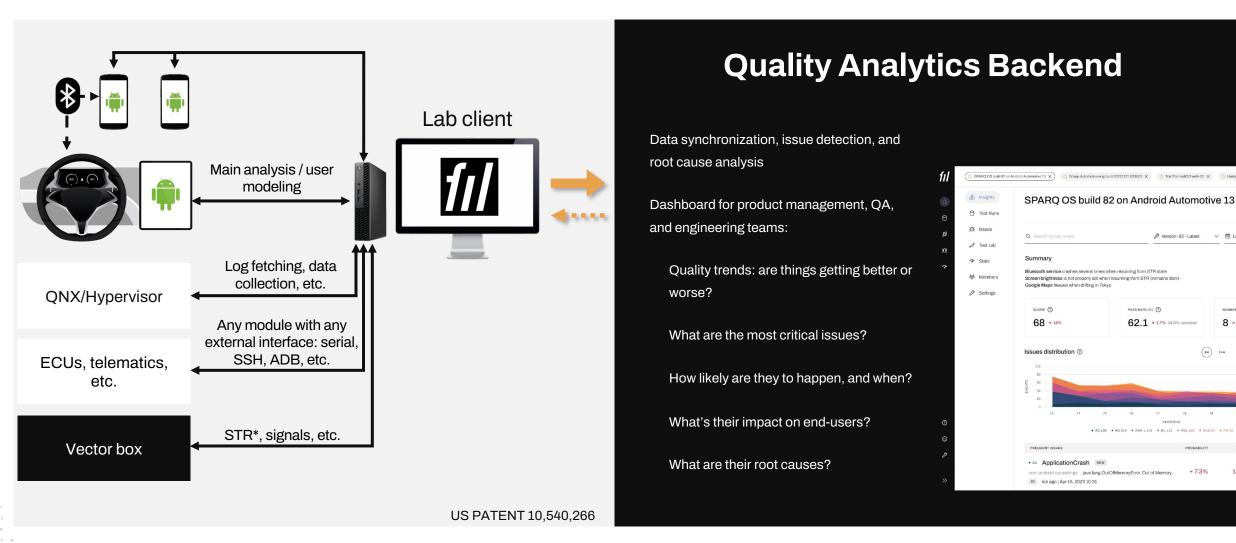


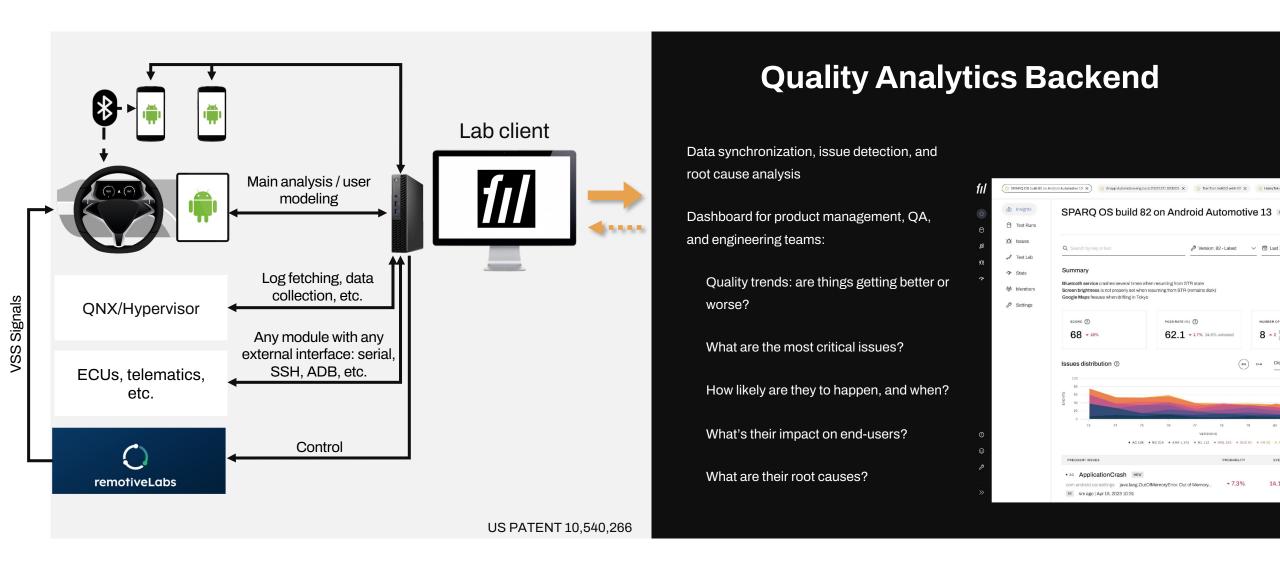


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(())
User behaviour models
    Navigation
          Set destination, navigate there, ...
    Multimedia
          Music player
          Radio
    Phone calls
          Originating (from various parts of the UI)
          Receiving
    Bluetooth
          Connecting / disconneting phones
          Receiving an audio stream over BT
    Voice control / assistant
    In-cabin settings
          HVAC, ...
```





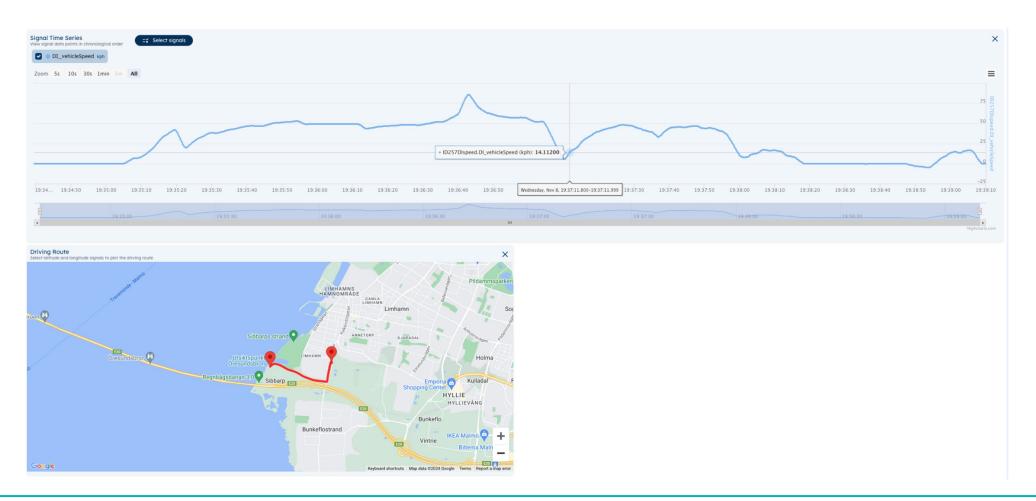


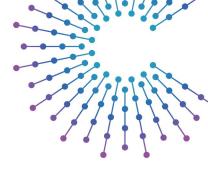




RemotiveLabs platform

Easy to record, share and use real drive-cycles -> include vehicle behavior into the analysis



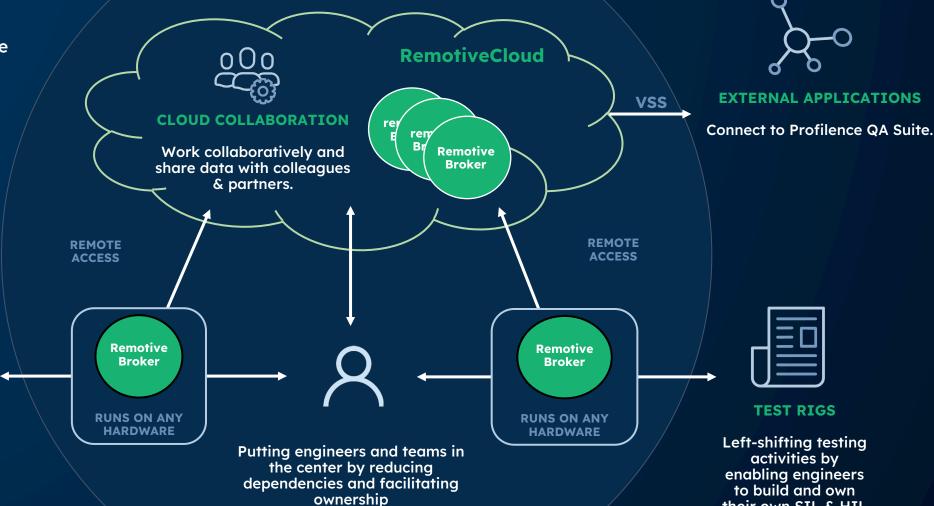




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RemotiveLabs Platform

Empower vehicle software engineers to take ownership over their development environment



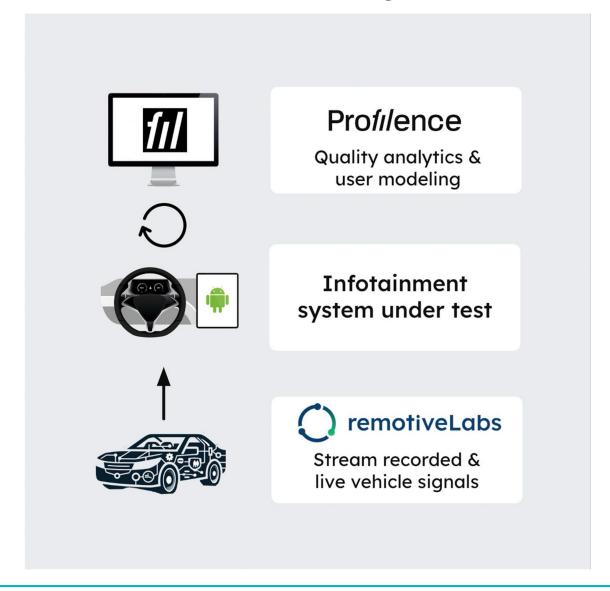
their own SIL & HIL test rigs

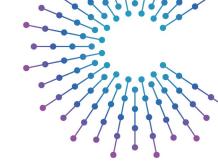
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IN-VEHICLE

Supporting prototyping, advanced engineering & logging in early stage project

Summary









Thank you for joining this session

More info at:

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