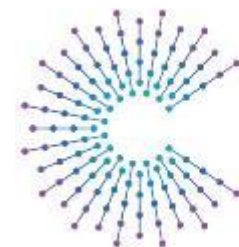


Towards a vehicle DATA specification

An API-first approach to model vehicle-related data.



COVESA

Accelerating the future of connected vehicles

04.2024

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Background

VSS analysis and limits
Previous attempts for more expressivity

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Proposal

VSS feature set correspondence in GraphQL
Other features

3

Conclusion

Summary
Q&A





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VSS feature set correspondence in GraphQL

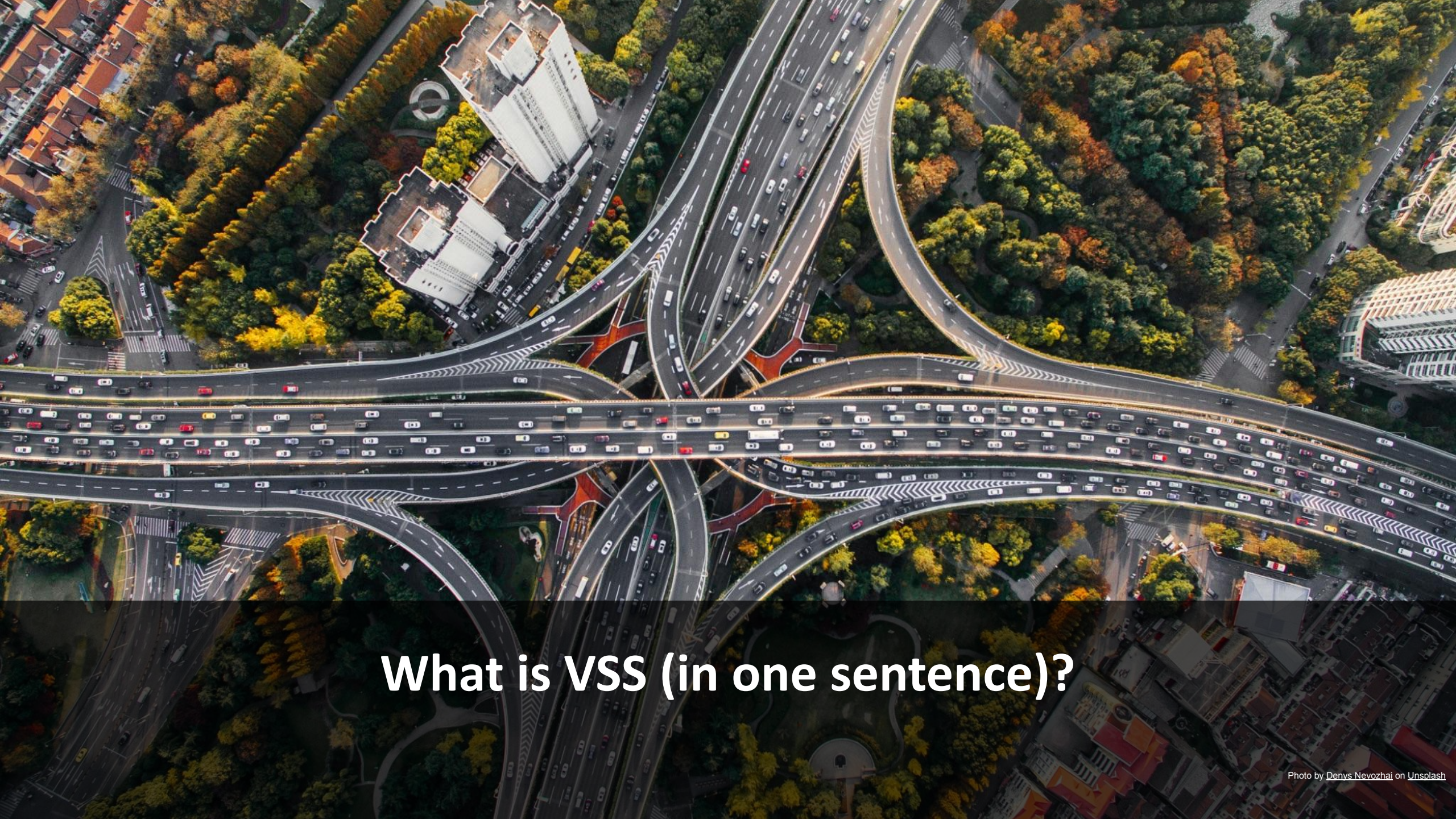
Other features

3

Conclusion

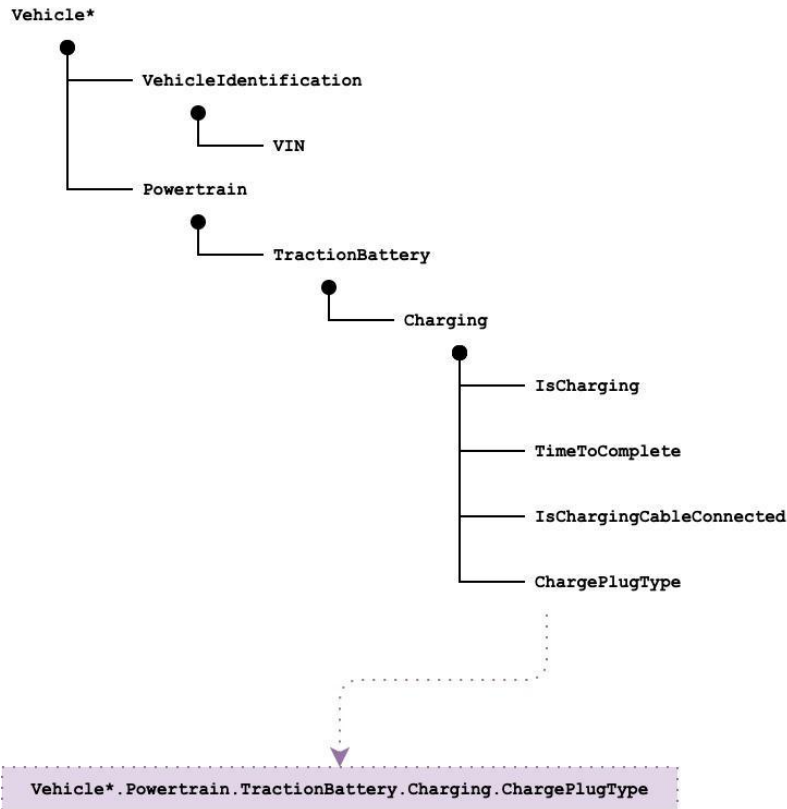
Summary

Q&A



What is VSS (in one sentence)?

(current) VSS is a controlled vocabulary of car properties organized in a tree hierarchy.



```
Vehicle.VehicleIdentification.VIN:  
  type: attribute  
  datatype: string  
  ...
```

```
Vehicle.Powertrain.TractionBattery.Charging.IsCharging:  
  type: sensor  
  datatype: boolean  
  ...
```

```
Vehicle.Powertrain.TractionBattery.Charging.TimeToComplete:  
  type: sensor  
  datatype: uint32  
  ...
```

```
Vehicle.Powertrain.TractionBattery.Charging.IsChargingCableConnected  
  type: sensor  
  datatype: boolean  
  ...
```

Vehicle Signal Specification (VSS)

- ✓ Easy to contribute and maintain (e.g., YAML files)
- ✓ Friendly for non-experts
- ✓ Tools to export it in different formats
- ✓ Serve as a **naming convention** for vehicle properties



What is the current scope of VSS?

Our understanding of the functional requirements covered by VSS.*

Functional requirement	VSS item
Model can be specified in multiple files.	Include
Human-friendly context is provided.	Concatenated path
Hierarchical concept scheme to group properties belonging to the same area of interest is supported.	Branch type Aggregate
Properties can be grouped .	Aggregate Struct
Properties whose values do not change often can be specified.	Attribute type
Properties whose value might change often can be specified as observable or actuatable.	Sensor type Actuator type
Definitions can be reused when there are multiple occurrences.	Instances
Arrays or lists are supported.	Arrays (i.e., datatype[])
Extended list of primitive datatypes is supported.	(u)intX, boolean, float, double, string
Units and quantity kind can be specified.	Unit Dimension
Default values can be specified.	Default
Allowed values can be specified.	allowed: ['value1', ..., 'valueN']
A custom redefinition of the concepts is possible.	Overlay
Min and max expected values can be specified.	min: 0 max: 100
Concepts in the model can evolve.	deprecation

* As of 02.2024. Interpretation of the official project documentation available at: https://covesa.github.io/vehicle_signal_specification/



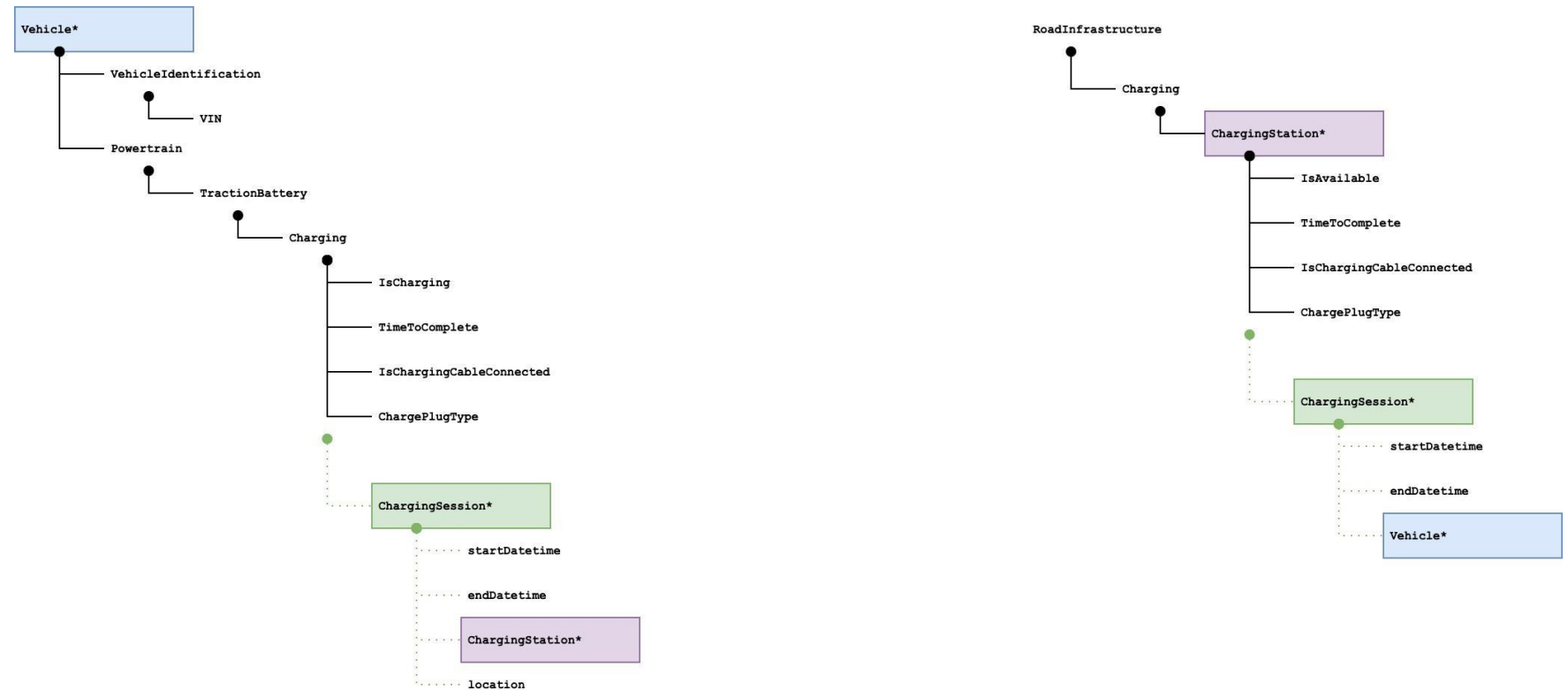
Do these features have any limit, disadvantage or problem?

VSS limits* (1)

VSS item
Include
Concatenated path
Branch type
Aggregate
Aggregate Struct
Attribute type
Sensor type
Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit
Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0
max: 100
deprecation

- No unified or controlled criteria is given for classifying the information in one tree.
- Using multiple classification criteria within the same concept scheme (i.e., tree) is a bad practice.
- Often used as the ID.**

Where would you locate concepts of mutual interest? (e.g., **ChargingSession**, **SeatOccupancy**)



* Disclaimer: The opinion presented does not necessarily reflect the thinking of the entire alliance. More than a critique, it is an invitation to improve collectively.

** The identifiers have been recently addressed by the inclusion of a mechanism that creates a hashed UUID and it is expected to be used in the future.

VSS limits* (2)

VSS item
Include
Concatenated path
Branch type Aggregate
Aggregate Struct
Attribute type
Sensor type Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

- Branches provide context only. The primary focus is on `SomeFeatureOfInterest.SomeProperty`.
- The dot separator has various different implicit meanings.
- One tree can effectively cover **one domain only**.

Vehicle components or physical *parts* (i.e., material things).

`Cabin.Door.Window`

`Cabin.(<--partOf-->Door.(<--partOf-->Window`

Functions of a physical part (i.e., immaterial things also part of the same concept scheme).

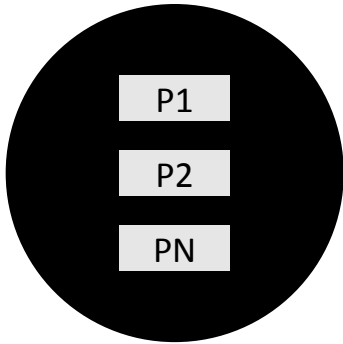
`Battery.Charging`

`Battery.(<--functionOf-->Charging`

VSS limits* (3)

VSS item
Include
Concatenated path
Branch type Aggregate
Aggregate Struct
Attribute type
Sensor type Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

- Little to no use of them in the public VSS.
- No control over how vehicle properties are used in the actual implementation.
- Mix up between the responsibilities of a data model and a data schema.



Struct
Aggregate

→ R&W collectively.
→ R&W atomically.

Enforced by whom?

* Disclaimer: The opinion presented does not necessarily reflect the thinking of the entire alliance. More than a critique, it is an invitation to improve collectively.

VSS limits* (4)

VSS item
Include
Concatenated path
Branch type Aggregate
Aggregate Struct
Attribute type
Sensor type Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

- No timestamp associated to the actual data. It must be complemented with the time domain in the schema.
- If an attribute change its value, how is the history supposed to be handled?
- Is the history a task of the model, or the actual database that uses the model?

VSS limits* (5)

VSS item
Include
Concatenated path
Branch type Aggregate
Aggregate Struct
Attribute type
Sensor type Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

- No single sensor or actuator is being modeled (VSS models the properties and the features of interest).
- The read and write capabilities are ultimately defined in the actual implementation.

```
Vehicle.Speed:  
  type: sensor  
  datatype: float  
  unit: km/h  
  description: Vehicle speed.
```

We don't model the sensor (e.g., Speedometer)
but the property Speed.

```
Vehicle.Cabin.Seat.[instance].Position:  
  type: actuator  
  datatype: uint16  
  unit: mm  
  description: Seat position...  
  min: 0
```

We don't model the actuator (e.g., SeatPositionMotor)
but the seat's property Position.

VSS limits* (6)

VSS item
Include
Concatenated path
Branch type Aggregate
Aggregate Struct
Attribute type
Sensor type Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

- Default instances are not necessarily going to be used. A user can always overwrite.
- Instance definition should be decoupled from the actual definition of the concept that can be instantiated.
- The resulting path has the instance name embedded.

VSS limits* (7)

VSS item
Include
Concatenated path
Branch type Aggregate
Aggregate Struct
Attribute type
Sensor type Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

- Currently, no support for multiple units that belong to the same quantity kind (ongoing discussion).
- The resulting path has the instance name embedded.

```
# Datetime

unix-time:
  definition: Number of non-leap seconds which have passed since 00:00:00 UTC on Thursday, 1 January 1970
  unit: UNIX Timestamp
  quantity: datetime
  allowed-datatypes: ['uint32', 'uint64', 'int64']

iso8601:
  definition: Date and Time expressed as a string according to ISO 8601
  unit: ISO 8601
  quantity: datetime
  allowed-datatypes: ['string']
```

Is the timestamp unit?
Should it not be a datatype?

VSS limits* (8)

VSS item
Include
Concatenated path
Branch type Aggregate
Aggregate Struct
Attribute type
Sensor type Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

- Information-only (i.e., just referencial).
- Validation is not part of the model but of the implementation.

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Are there other considerations or misunderstandings?

Yes, here are a few aspects that require attention:

Vehicle

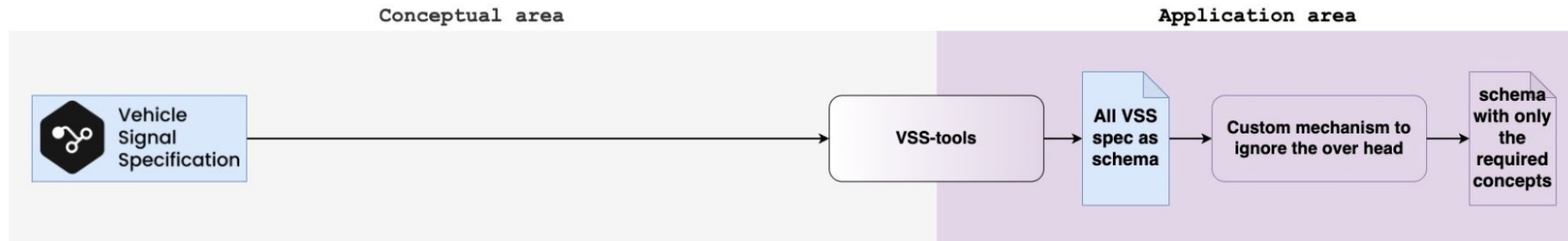
- So far, the focus has been entirely on cars and not vehicles!
- What about buses, motorcycles, hydrofoils, planes, etc.?

Signal

- In VSS, a "signal" is more like the property of a feature of interest
- VSS doesn't cover the physical wire carrying information, where multiple properties can be encoded (i.e., a Signal).

Specification of what exactly?

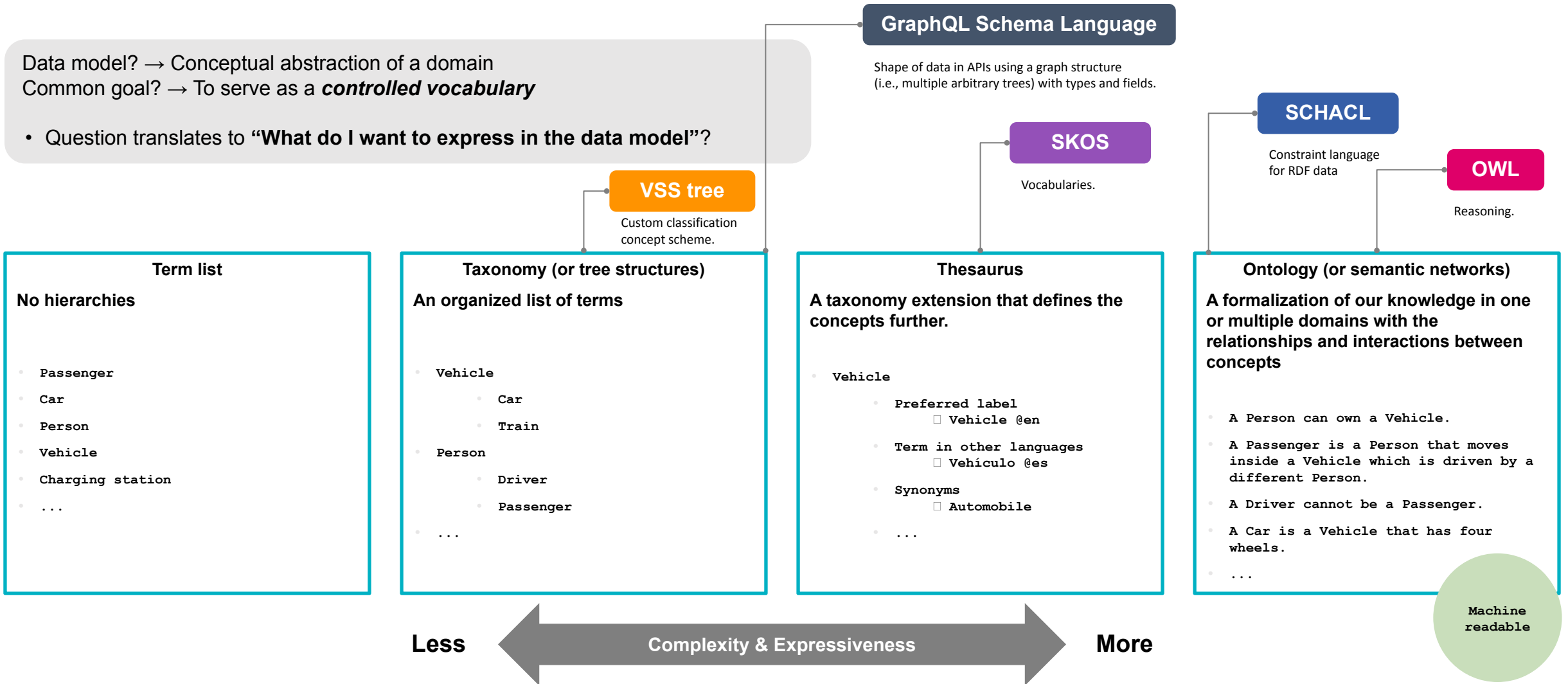
- The agreement on the meaning (i.e., conceptual or logical area)?
- The agreement on the data structure (i.e., application or physical area)?



Are we using the right tool for the job?

Data model? → Conceptual abstraction of a domain
 Common goal? → To serve as a **controlled vocabulary**

- Question translates to “What do I want to express in the data model”?



*(Figure) Semantic spectrum, adapted from:
 H. Hedden, The accidental taxonomist,
 Third edition. Medford, New Jersey: Information Today, Inc, 2022.

Previous attempts for increased expressivity



- (BMW) An ontology for vehicle-related data.
- (Ford) Integrating Vehicle Signals with VSS and Metadata.
- (Ford) Transforming from a vehicle centric data model to a domain agnostic information model.
- (SPREAD) GraphQL schema as a contract.

<https://wiki.covesa.global/display/WIK4/Data+Models+and+Ontologies>

Functional requirement
Approach can be applied to other domains (i.e., not-only cars).
Main modeling view is the feature of interest and the related properties.
Multiple (arbitrary) hierarchies are possible.
Schema as a contract.

This presentation / proposal

AMM Porto
04.2023

AMM Gothenburg
04.2024

Vspec2ttl
(contrib)

W3C member
submission

W3C
Discontinued Draft
02.2024

Some lessons learned

- Semantic Web → Steep learning curve for newcomers.
- Ontology modeling is a niche area (e.g., OWL).
- Often perceived as unnecessary overhead.
- Reasoning is (currently) a non-priority feature.
- Integration of domains has the highest priority.

- B. Klotz, R. Troncy, D. Wilms and C. Bonnet. "VSSo: A Vehicle Signal and Attribute Ontology," 2018.
- D. Wilms, D. Alvarez-Coello and A. Bekan, "An Evolving Ontology for Vehicle Signals," 2021.
- <https://www.w3.org/TR/vsso>



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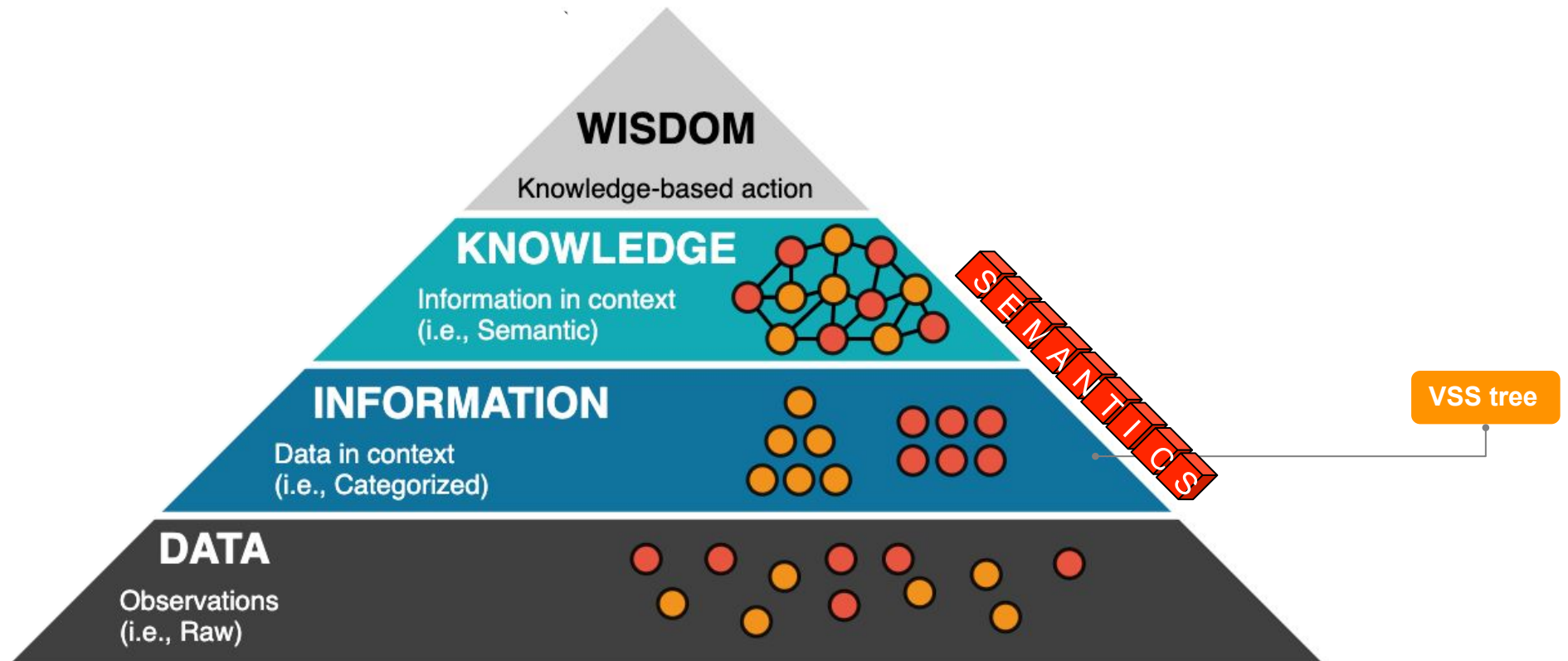
VSS feature set correspondence in GraphQL
Other features

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High amount of explicit context (i.e., ontology) is key for being data-centric.



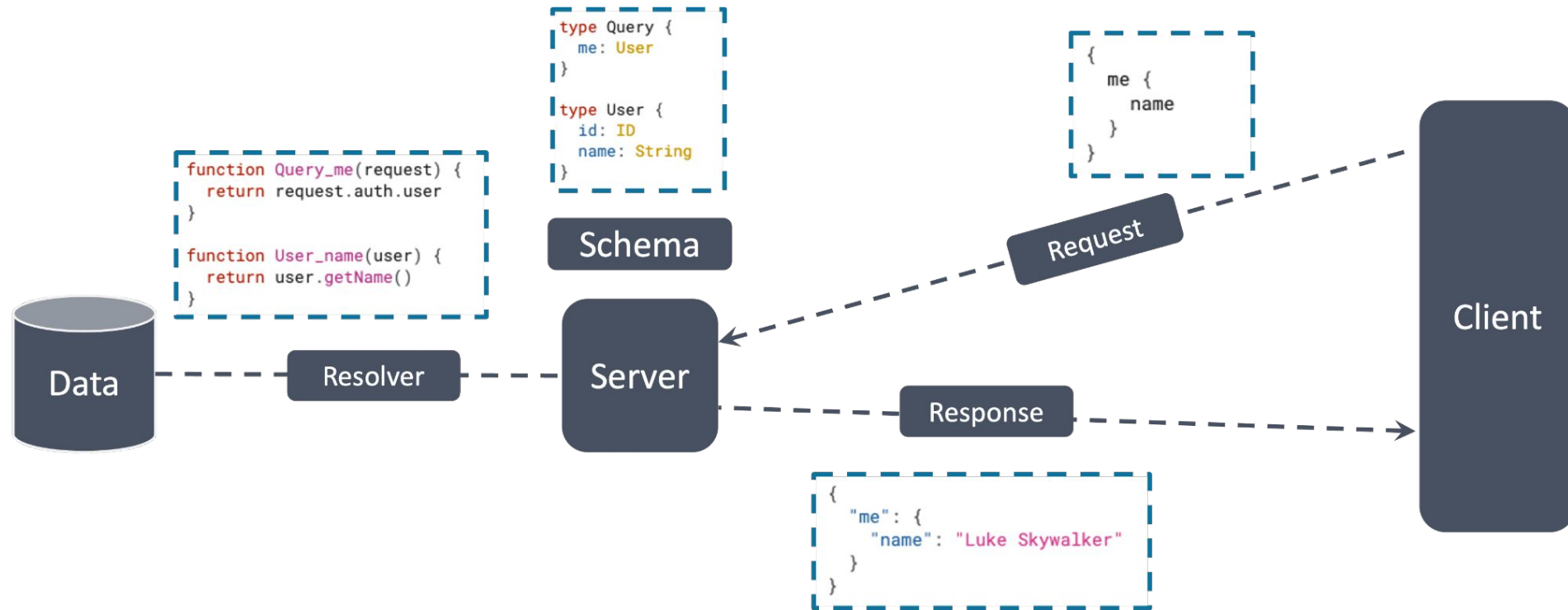
*On the Importance of semantic data models in modern architectures:

D. Alvarez-Coello, D. Wilms, A. Bekan, and J. Marx Gómez, "Towards a Data-Centric Architecture in the Automotive Industry," in *Procedia Computer Science*, Algarve, Portugal: Elsevier, Feb. 2021, pp. 658–663. doi: 10.1016/j.procs.2021.01.215.

** (Figure) The DIKW hierarchy, interpreted from:

J. Rowley, "The wisdom hierarchy: representations of the DIKW hierarchy," *Journal of Information Science*, vol. 33, no. 2, pp. 163–180, Apr. 2007, doi: [10.1177/0165551506070706](https://doi.org/10.1177/0165551506070706).

GraphQL in a nutshell.



In GraphQL, a client specifies the structure of the data it needs by defining a query, which can include multiple fields and nested objects. The **server then responds with the exact data requested** by the client, in the same shape as the query.

VSS examples in GraphQL (1)

VSS item
Include
Concatenated path
Branch type Aggregate
Aggregate Struct
Attribute type
Sensor type Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

- Multiple files possible → Splitting by Domain or Type as needed → You model a network and not a single tree
- Modularization is possible → Smaller (more manageable) pieces
- Schema Stitching (aka., Schema Merging) → Combine everything into a bigger schema

WindowSchema.graphql

```
type Window {  
  position: String!  
}
```

DoorSchema.graphql

```
type Door {  
  isOpen: Boolean!  
  window: Window  
}
```

VSS examples in GraphQL (2)

VSS item
Include
Concatenated path
Branch type
Aggregate
Aggregate Struct
Attribute type
Sensor type
Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit
Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

```
"""
High-level vehicle data.
"""
type Vehicle {
  """
  Overall vehicle width.

  @original_datatype: VSSDataType.UINT16

  @unit: LenghtUnit

  """
  width: Int @deprecated(reason: "v4.1 replaced with
WidthExcludingMirrors and WidthIncludingMirrors")
}

"""
Attributes that identify a vehicle.
"""
type Vehicle_VehicleIdentification {
  """
  17-character Vehicle Identification Number (VIN) as
defined by ISO 3779.
  """
  vin: String
}
```

```
Vehicle.Width:
  datatype: uint16
  default: 0
  deprecation: v4.1 replaced with WidthExcludingMirrors
and WidthIncludingMirrors
  description: Overall vehicle width.
  type: attribute
  unit: mm

Vehicle.VehicleIdentification:
  description: Attributes that identify a vehicle.
  type: branch

Vehicle.VehicleIdentification.VIN:
  datatype: string
  type: attribute
  description: 17-character Vehicle Identification
Number (VIN) as defined by ISO 3779.
```


VSS examples in GraphQL (3)

VSS item
Include
Concatenated path
Branch type
Aggregate
Aggregate Struct
Attribute type
Sensor type
Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit
Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0
max: 100
deprecation

```
"""All Advanced Driver Assist Systems data."""
type Vehicle_ADAS {
  """
  Some description here...
  """
  supportedAutonomyLevel: AutonomyLevel

  enum AutonomyLevel {
    SAE_0
    SAE_1
    SAE_2
    SAE_3
    SAE_4
    SAE_5
  }
}
```

```
Vehicle.ADAS:
  description: All Advanced Driver Assist Systems data.
  type: branch

Vehicle.ADAS.SupportedAutonomyLevel:
  datatype: string
  type: attribute
  allowed: [
    'SAE_0', # No Driving Automation
    'SAE_1', # Driver Assistance
    'SAE_2', # Partial Driving Automation
    'SAE_3', # Conditional Driving Automation
    'SAE_4', # High Driving Automation
    'SAE_5' # Full Driving Automation
  ]
  description: Some description here...

Vehicle.ADAS.ABS:
  description: Antilock Braking System signals.
  type: branch

Vehicle.ADAS.ABS.IsEnabled:
  datatype: boolean
  description: Indicates if ABS is ...
  type: actuator

Vehicle.ADAS.ABS.IsEngaged:
  datatype: boolean
  description: ...True = Engaged. False = Not Engaged.
  type: sensor
```

VSS examples in GraphQL (4)

VSS item
Include
Concatenated path
Branch type
Aggregate
Aggregate Struct
Attribute type
Sensor type
Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit
Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

- In GraphQL, we specify:
 - the shape of the data
 - the operations that can be performed
- Query → Read (i.e., vss sensor type)
- Mutation → Write (i.e., vss actuator type), Update, Delete

```

"""
Antilock Braking System signals.
"""
type Vehicle_ADAS_ABS {
  """Indicates if ABS is..."""
  isEnabled: Boolean
  """... True = Engaged. False = Not Engaged."""
  isEngaged: Boolean
}
    
```

```

query {
  getVehicleADASABS {
    isEnabled
  }
}

mutation {
  updateVehicleADASABS(input: { isEnabled: true }) {
    isEnabled
  }
}
    
```

```

Vehicle.ADAS:
  description: All Advanced Driver Assist Systems data.
  type: branch

Vehicle.ADAS.SupportedAutonomyLevel:
  datatype: string
  type: attribute
  allowed: [
    'SAE_0', # No Driving Automation
    'SAE_1', # Driver Assistance
    'SAE_2', # Partial Driving Automation
    'SAE_3', # Conditional Driving Automation
    'SAE_4', # High Driving Automation
    'SAE_5' # Full Driving Automation
  ]
  description: Some description here...

Vehicle.ADAS.ABS:
  description: Antilock Braking System signals.
  type: branch

Vehicle.ADAS.ABS.IsEnabled:
  datatype: boolean
  description: Indicates if ABS is ...
  type: actuator

Vehicle.ADAS.ABS.IsEngaged:
  datatype: boolean
  description: ...True = Engaged. False = Not Engaged.
  type: sensor
    
```

VSS examples in GraphQL (5)

- Things like **doorCount** can be resolved directly with a query.

VSS item
Include
Concatenated path
Branch type
Aggregate
Aggregate Struct
Attribute type
Sensor type
Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit
Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

```

"""All in-cabin components, including doors."""
type Vehicle_Cabin {
  """
  Number of doors in vehicle.
  @original_datatype: VSSDatatype.UINT8
  @default: 4"""
  doorCount: Int

  """
  All doors...
  instances: ['Row[1,2]', ['DriverSide', 'PassengerSide']]
  """
  door: Vehicle_Cabin_Door
}

"""All doors..."""
type Vehicle_Cabin_Door {
  """Door window status..."""
  window: Vehicle_Cabin_Door_Window
}

"""Door window status..."""
type Vehicle_Cabin_Door_Window {
  """
  Some description...
  @original_datatype: VSSDataType.UINT8
  @unit: percent
  @min: 0
  @max: 100
  """
  position: Int
}

```

```

Vehicle.Cabin.Door:
  type: branch
  instances:
    - Row[1,2]
    - ["DriverSide", "PassengerSide"]
  description: All doors...

```

```

Vehicle.Cabin.DoorCount:
  datatype: uint8
  default: 4
  description: Number of doors in vehicle.
  type: attribute

```

```

Vehicle.Cabin.Door.Row1.DriverSide.Window:
  type: branch
  description: Door window status...

```

```

Vehicle.Cabin.Door.Row1.DriverSide.Window.Position:
  datatype: uint8
  type: actuator
  min: 0
  max: 100
  unit: percent
  description: Some description...

```


VSS examples in GraphQL (6)

VSS item
Include
Concatenated path
Branch type Aggregate
Aggregate Struct
Attribute type
Sensor type Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

```
Vehicle.Cabin.Infotainment.SmartphoneProjection.SupportedMode:  
  datatype: string[]  
  type: attribute  
  allowed: [ 'ANDROID_AUTO', 'APPLE_CARPLAY', 'MIRROR_LINK', 'OTHER' ]  
  description: Supportable list for projection.
```

```
"""  
All smartphone projection actions.  
"""  
type Vehicle_Cabin_Infotainment_SmartphoneProjection {  
  """  
  Supportable list for projection.  
  """  
  supportedMode: [ProjectionMode]  
}  
  
enum ProjectionMode {  
  ANDROID_AUTO  
  APPLE_CARPLAY  
  MIRROR_LINK  
  OTHER  
}
```

VSS examples in GraphQL (7.1)

VSS item
Include
Concatenated path
Branch type Aggregate
Aggregate Struct
Attribute type
Sensor type Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

- We can specify
 - how the data is to be read with a **query**.
 - how the data is to be written with **mutation**.

```
type Vehicle_VehicleIdentification {
  vin: String
  speed: Float
}

type TractionBattery {
  netCapacity: Float
  charging: Charging
  stateOfCharge: StateOfCharge
  range: Float
}

type Charging {
  chargeLimit: Float
  isCharging: Boolean
  timeToComplete: Int
}

type StateOfCharge {
  current: Float
}
```

Vehicle.VehicleIdentification.VIN
Vehicle.Speed
Vehicle.Powertrain.TractionBattery.NetCapacity
Vehicle.Powertrain.TractionBattery.Charging.ChargeLimit
Vehicle.Powertrain.TractionBattery.StateOfCharge.Current
Vehicle.Powertrain.TractionBattery.Range
Vehicle.Powertrain.TractionBattery.Charging.IsCharging
Vehicle.Powertrain.TractionBattery.Charging.TimeToComplete

VSS examples in GraphQL (7.2)

- We can specify
 - how the data is to be read with a **query**.
 - how the data is to be written with **mutation**.

VSS item
Include
Concatenated path
Branch type Aggregate
Aggregate Struct
Attribute type
Sensor type Actuator type
Instances
Arrays (i.e., datatype[])
(u)intX, boolean, float, double, string
Unit Dimension
Default
allowed: ['value1', ..., 'valueN']
Overlay
min: 0 max: 100
deprecation

```
query GetEVChargingData {
  vehicle {
    identification {
      VIN
    }
    speed
    powertrain {
      tractionBattery {
        netCapacity
        charging {
          chargeLimit
          isCharging
          timeToComplete
        }
        stateOfCharge {
          current
        }
        range
      }
    }
  }
}
```

```
mutation UpdateVehicleDetails($input:
VehicleInput!) {
  updateVehicle(input: $input) {
    success
    message
    vehicle {
      identification {
        VIN
      }
      speed
      powertrain {
        tractionBattery {
          netCapacity
          charging {
            chargeLimit
            isCharging
            timeToComplete
          }
          stateOfCharge {
            current
          }
          range
        }
      }
    }
  }
}
```





Any other added value?

Controlling the data schema AND the standard interactions (e.g., queries and mutations).


```
Operation 📄 📁 ▶ Query ⋮ ☰ 📄
```

```
1 query Query($datasetId: ID) {  
2   chargingPoints(datasetId: $datasetId) {  
3     id  
4     occupancy {  
5       status  
6       vehicle {  
7         id  
8         speed  
9         vehicleIdentification {  
10        vin  
11        brand  
12      }  
13    }  
14  }  
15 }  
16 }
```

```
Response ☰ 📄
```

```
{  
  "data": {  
    "chargingPoints": [  
      {  
        "id": "ChargingPoints/7193b760-d4b4-45bd-b466-0b6690f5e9e5",  
        "occupancy": {  
          "status": "OCCUPIED",  
          "vehicle": {  
            "id": "Vehicles/eda5e2d7-116b-4391-9e93-b43265821010",  
            "speed": 0,  
            "vehicleIdentification": {  
              "vin": "JH4KA8172PC002873",  
              "brand": "BMW"  
            }  
          }  
        }  
      }  
    ]  
  }  
}
```

Important community and tooling available.


Learn Community ▼ FAQ Spec ↗ Blog GraphQLConf

Code Using GraphQL

Search... 🔍

Services (26)

JavaScript (45)

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Gateways And Supergraphs (1)

Scala (3)

Clojure (4)

C / C++ (1)

Elm (1)

OCaml / Reason (1)

Haskell (4)

Erlang (1)

Ballerina (2)

R (1)

Julia (2)

Groovy (2)

Perl (1)

D (1)

mode). A trip is considered to end when engine is no longer enabled. The default value indicates that the vehicle never has been started, or that latest start time is unknown. @uuid: 3790b54513c5a3d90a0503a965bbbe0

tripDuration: Float
Duration of latest trip. @original_datatype: VSSDataType.FLOAT @unit: s @comment: This signal is not assumed to be continuously updated, but instead set to 0 when a trip starts and set to the actual duration of the trip when a trip ends. A new trip is considered to start when engine gets enabled (e.g. LowVoltageSystemState in ON or START mode). A trip is considered to end when engine is no longer enabled. @uuid: 84b9558ad33555389791b57d505f27a8

tripMeterReading: Float
Trip meter reading. @original_datatype: VSSDataType.FLOAT @unit: km @comment: The trip meter is an odometer that can be manually reset by the driver @uuid: 81f51ebfe29c591190171d7b96e1c948

isBrokenDown: Boolean
Vehicle breakdown or any similar event causing vehicle to stop on the road, that might pose a risk to other road users. True = Vehicle broken down on the road, due to e.g. engine problems, flat tire, out of gas, brake problems. False = Vehicle not broken down. @original_datatype: VSSDataType.BOOLEAN @comment: Actual criteria and method used to decide if a vehicle is broken down is implementation specific. @uuid: 469ebd2a76b45e5b97b799262a085330

isMoving: Boolean
Indicates whether the vehicle is stationary or moving. @original_datatype: VSSDataType.BOOLEAN @comment: Actual criteria and method used to decide if a vehicle is broken down is implementation specific. @uuid: 469ebd2a76b45e5b97b799262a085330

averageSpeed: Float
Average speed for the current trip. @original_datatype: VSSDataType.FLOAT @unit: km/h @comment: A new trip is considered to start when engine gets enabled (e.g. LowVoltageSystemState in ON or START mode). A trip is considered to end when engine is no longer enabled. The signal may however keep the value of the last trip until a new trip is started. Calculation of average speed may exclude periods when the vehicle for example is not moving or transmission is in neutral. @uuid: 43a489636a665c3abb99b63174eb552b

roofLoad(filter): Int
The permitted total weight of cargo and installations (e.g. a roof rack) on top of the vehicle. @original_datatype: VSSDataType.INT16 @unit: kg @uuid: 97dc98269a19591d9efa455a8d943c16

Vehicle	
id	ID
versionVss	Vehicle_VersionVSS
vehicleIdentification	Vehicle_VehicleIdentification
lowVoltageBattery	Vehicle_LowVoltageBattery
acceleration	Vehicle_Acceleration
angularVelocity	Vehicle_AngularVelocity
trailer	Vehicle_Trailer
currentLocation	Vehicle_CurrentLocation
powertrain	Vehicle_Powertrain
body	Vehicle_Body
cabin	Vehicle_Cabin
adas	Vehicle_ADAS
chassis	Vehicle_Chassis
obd	Vehicle_OBD
driver	Vehicle_Driver
exterior	Vehicle_Exterior
service	Vehicle_Service
connectivity	Vehicle_Connectivity
diagnostics	Vehicle_Diagnostics
lowVoltageSystemState	String
speed	Float
traveledDistance	Float
traveledDistanceSinceStart	Float
startTime	String
tripDuration	Float



COVESA

Accelerating the future of connected vehicles

1

Background

VSS analysis and limits
Previous attempts for more expressivity

2

Proposal

VSS feature set correspondence in GraphQL
Other features

3

Conclusion

Summary
Q&A

Summary

About the current state

- VSS feature set was analyzed to uncover its actual scope.
- There are a few important limitations and misunderstandings.
- Previous attempts for expressivity thought Us some lessons.

About the proposal

- A schema language, such as the one of GraphQL, enable Us to not only cover the agreement on the meaning but also on the structure.
- Integration of domains is much more natural as a graph than as an individual tree.
- All VSS features can be realized, and many more advantages (e.g., community, tooling)

Moving from a DESCRIPTIVE (i.e., informative-only) data model...

...to a PRESCRIPTIVE one! (i.e., using exiting schema languages)

```
Vehicle.Cabin.Door.Row1.DriverSide.Window.Position:  
datatype: uint8  
description: Item position. 0 = Start position 100 = End position.  
max: 100  
min: 0  
type: actuator  
unit: percent
```

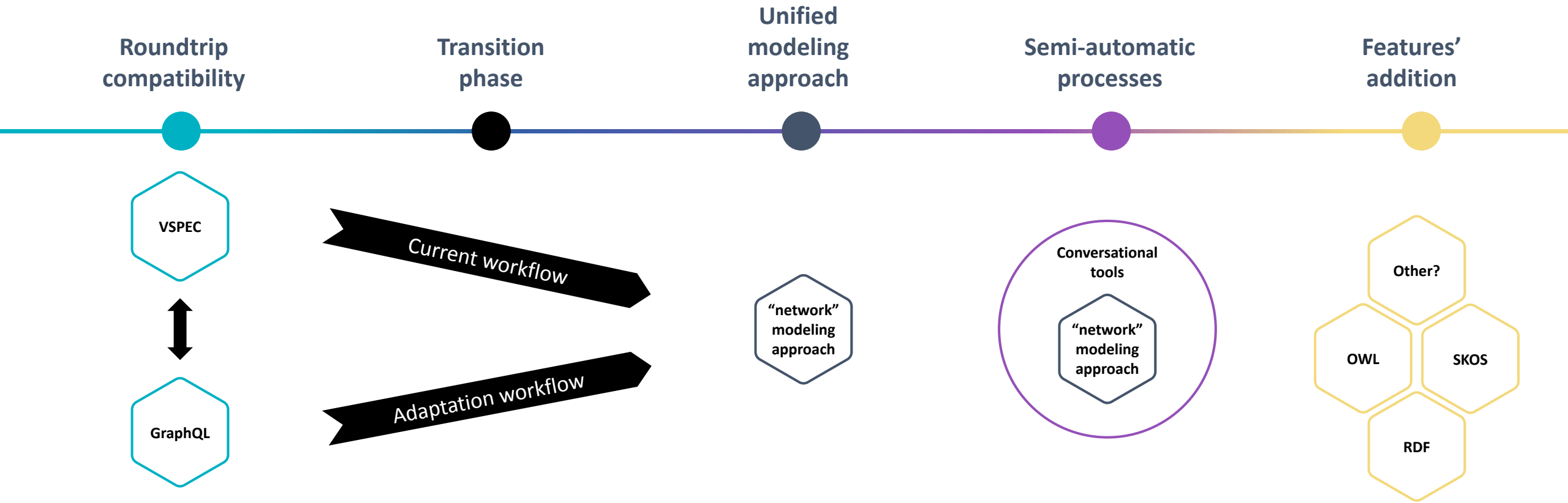
Current VSS alone has no control on how apps use the model.



```
type Window {  
  id: ID!  
  # Represents the position of the window.  
  # The position value is an integer indicating the percentage  
  # of closure, ranging from 0 (fully closed) to 100 (fully open).  
  position: Int!  
  skosConcept: String! # Pointer to unique definition  
}
```

Schema representing a contract between the data producer and consumer.

What is next?





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Q&A

