



### **SCHEDULE OF PRESENTATION**

## Agenda (tentative)

08:00-09:00	Registration
09:00-09:15	Opening
09:15-09:45	SOAFEE Updates (30 mins)
09:45-10:00	Break (15 mins)
10:00-10:30	Partner Session 1 - Nissan
10:30-11:00	Partner Session 2 - Panasonic
11:00-11:30	Partner Session 3 - Denso
11:30-12:30	Lunch (60 mins)
12:30-13:00	Partner Session 5 - AWS
13:00-13:30	Partner Session 6 - AWF
13:30-13:50	Break (20 mins) ÷
13:50-14:20	Partner Session 7 - Renesas
14:20-14:50	Partner Session 8 - LG VS
14:50-15:10	Break (20 mins)
15:10-15:40	Partner Session 9 - NEC
15:40-16:10	Partner Session 10 - Hitachi
16:10-16:30	Break (20 mins)
16:30-17:30	Panel Discussion (60 mins) - Woven/Toyota, Arm, AWF & Tier IV, and AWS.
17:30-19:00	Social Gatheing (60-90 mins)

### INTRODUCTION OF PRESENTER



#### Who am I? Staff Engineer of Renesas Design.

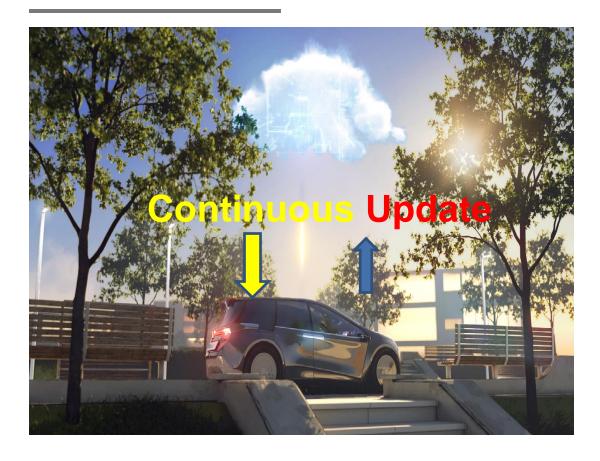
- Automotive E/E/ BSP developer/ Integrator of R-Car platform with Linux OS, INTEGRITY OS and Window Embedded Compact OS.
- Embedded Software Engineer/ Drivers porting in over 12-year experiences.
- Join Cloud Native with EWAOL enabling for SOAFEE and Edge orchestrator project feasibility checking for R-Car platforms – recently 1 year.
- Love footballs and traveling I coach a team and got some achievements in local tournament.



### **AGENDA**

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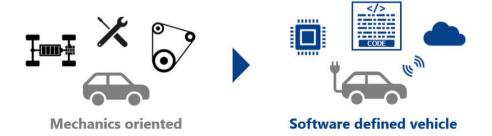
#### **BACKGROUND - BUILDING THE ESSENTIAL VEHICLE INFRASTRUCTURE**



#### **Overview**

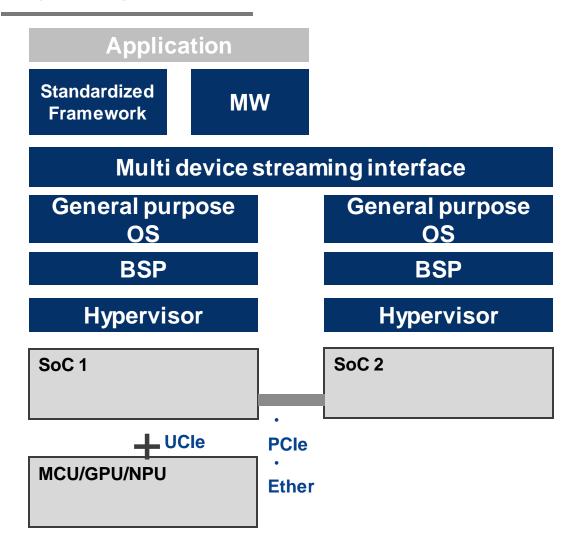
Background - moved SDV era.

- Automotive E/E arch evolves into HPC/Zonal arch.
- Improvement of development efficiency is important to cope with complex SW development.
- HPC requires devices that can support multiple segments of ADAS/IVI/GW.
- Also, wide variety of supported OSs Linux, QNX, AOSP, QNX HV, Xen HV, COQOS HV, etc.
- Rapid updates with Cloud Native technology → SOAFEE elements.



Reference: CloudNative to SOAFEE white paper

#### **PROBLEM STATEMENT**



# Restricted scalability due to complexity Software Complexity

- Transition towards "Software Defined"
  - More capabilities express in software
  - Volume of code in production vehicles going through exponential growth
- Software tied to "BSP" through non-standard interfaces and characteristics
- Software is not portable
  - Requirement huge amount of re-integration
  - Some OEM's prefer to start again
- Unstable to amortize software cost over multiple production runs

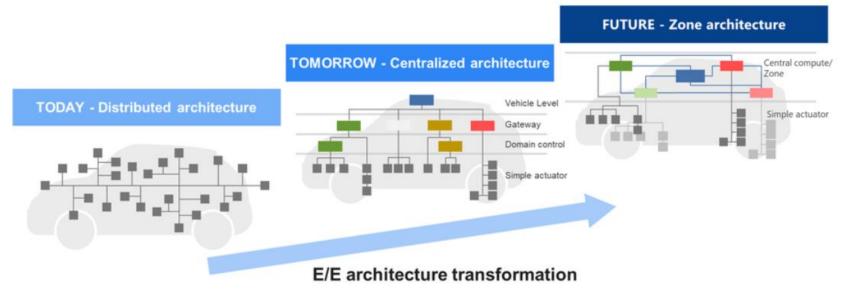


PROBLEM STATEMENT (2/2)

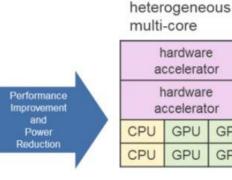
#### Restricted scalability due to complexity

#### **Hardware Complexity**

- Heterogeneous SoC's becoming increasingly complex
  - CPU/MCU/GPU/NPU/...
- Multiple compute islands within the system that have different execution characteristics.
- Difficult to the software and developers to make efficient use of all hardware available.
- Software becomes tied to a specific hardware architecture and system topography.



#### multi-core CPU CPU GPU GPU CPU GPU GPU CPU CPU GPU GPU CPU CPU GPU CPU GPU CPU GPU GPU CPU



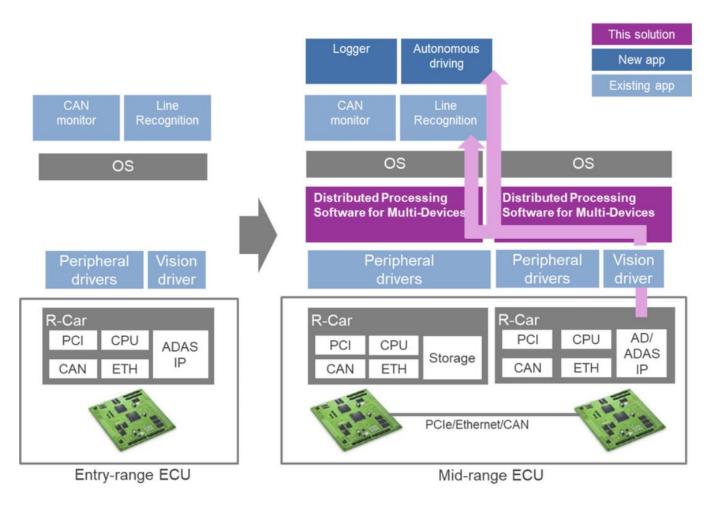
GPU

GPU

#### Conclusion:

We've got multiple compute domains within SoC. Multiple SoCs and MCUs will be integrated into a single ECU. So that the complexity of SW is now most definitely set by HW definitions / HW updates / HW modifications because there's difficult way that my SW can run with new HW in the term of "scalability" in short time to market.

PROBLEM STATEMENT (1/2)



#### Restricted scalability due to complexity

- Different in devices specifications are absorbed by drivers, driver programming models differ from OS to OS
- In order to absorb differences in device specifications and to accommodate differences in driver programming models
- Or different operating systems, semiconductor vendor driver developers need to continue porting and developing drivers repeatedly
- This work is not inherently productive, but it is necessary and wastes labor (cost)

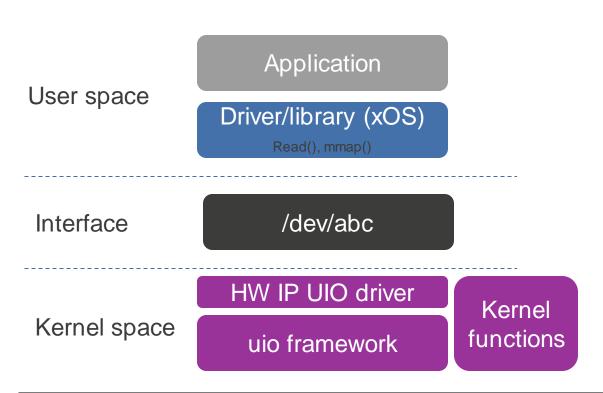
When the upgrade happens in both SW and HW, the shorten time to market, the saving for the cost are development targets.

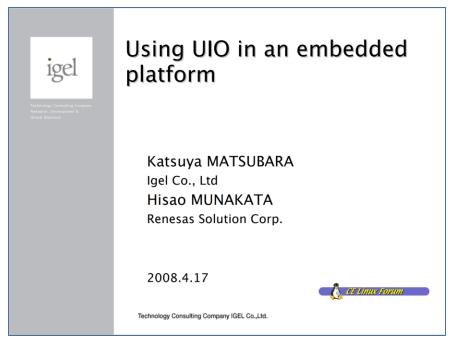
PAST APPROACHES (1/3)

#### Establish some of methodologies or infrastructures called "Common Platform"

UIO: User space I/O which separated system into User and Kernel spaces.

#### Generalized UIO approach for all related HW





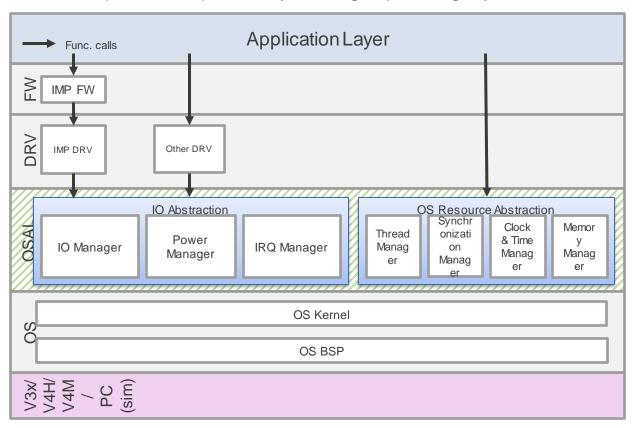
https://elinux.org/images/b/b0/Uio080417celfelc08.pdf



PAST APPROACH (2/3)

#### Establish some of methodologies or infrastructures called "Common Platform"

 OSAL : OS Abstraction Layer developed the concept of user-mode drivers to improve the portability among Operating System



OSAL consists of 2 function category.

- OS Resource Abstraction
   Provide OS resource control functions. It's similar to POSIX APIs.
- IO Abstraction
   Provide I/O device control functions. This block is abstract running the Target HW/ISS environments.

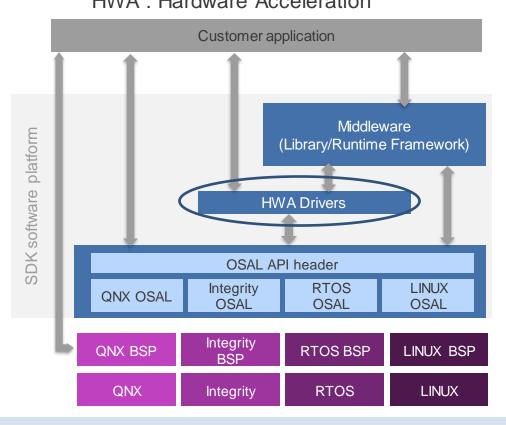
If application is used OSAL, application layer can be portable for several OS and server target devices.

But, application shall handle HWA sharable memory using OSAL Memory Manager, and Power policy as HP (High Performance), CG (Clock Gating), PG (Power Gating)

PAST APPROACH (3/3)

#### Establish some of methodologies or infrastructures called "Common Platform"

HAL Hardware Abstraction Layer: concept of commonization drivers by having layers in BSP drivers.
 HWA: Hardware Acceleration



Renesas introduces the R-Car SDK platform for the ADAS R-Car SoCs from V3x onwards.

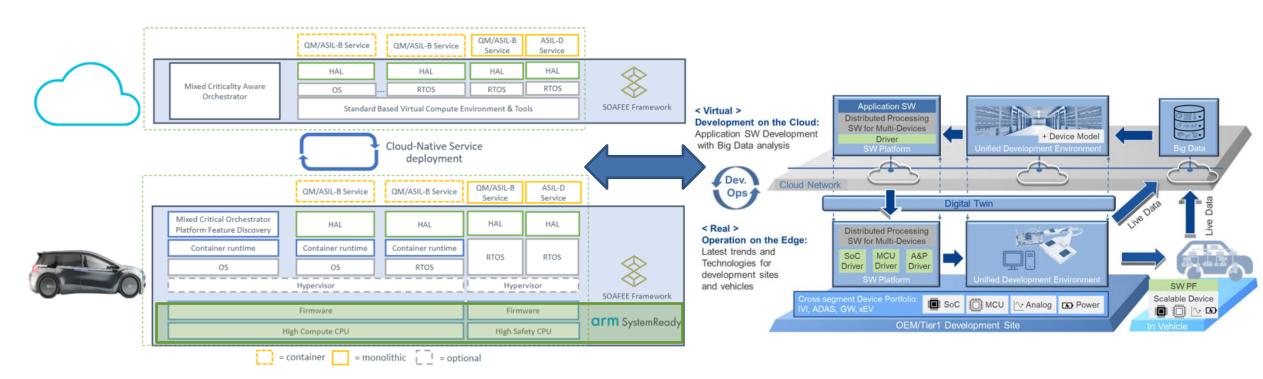
- An OS abstraction layer (OSAL)
  - Shall support RTOS, QNX, Linux
- OS and device independent HWA drivers and middleware:
  - ISP, IMR, VIP, IMP-X (incl CNN)...
- Middleware services:
  - IMP Framework, HWA Memory manager, etc...
- Tools related to the HWA drivers:
  - E.g.: compilers, simulator, debug tools SILS/HILS

Starting from this solid SDK1 SW platform basis, Renesas focusing resources on feature increase (M/W extension) starting from SDK2 in 2021.

Shorten time to market switching to new device/OS & Focusing on value added components



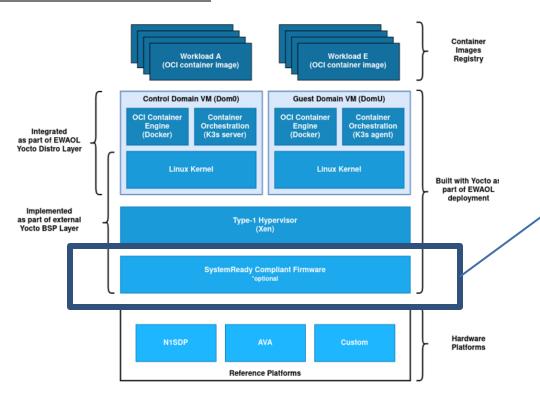
**FUTURE APPROACH WITH SOAFEE/ARM/RENESAS (1/4)** 



#### **Definitions**

 Formula of SCALABILITY is Cloud Native (DevOps/Continuous Delivery/Microservices/Containers) + Functional Safety/ Real-time/Heterogeneous Compute/Accelerator Aware/IO Aware ... BECOME SOAFEE

#### FUTURE APPROACH WITH SOAFEE/ARM SYSTEMREADY/RENESAS(2/4)



#### **Approaches**

There are approaches when Arm SystemReady **WOULD BE** applied to Renesas OSAL/HWA components as solutions to standardize parts of the current architectures.

Arm SystemReady Certification should be satisfied to development system

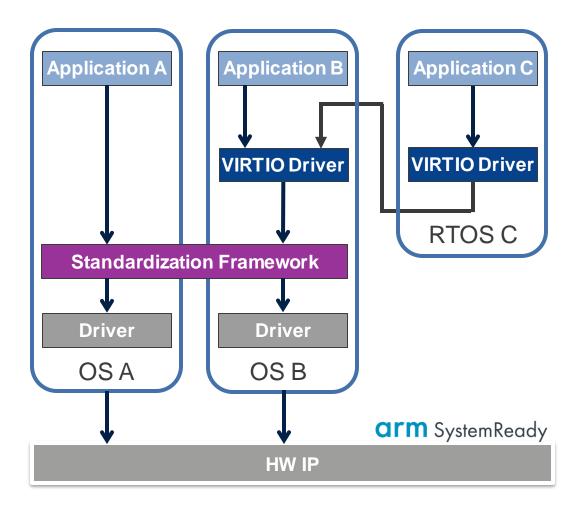
Standard enabled by Arm SystemReady, PSA, ...

For low-level software, we incorporate standards built on commonly-accepted industry approaches, such as <a href="SystemReady">SystemReady</a> and <a href="PSA Certified">PSA Certified</a>. as we started confirmation with <a href="Reference">Reference</a> : four pillars software-defined-vehicles

#### FUTURE APPROACH WITH SOAFEE/ARM SYSTEMREADY/RENESAS(3/4)

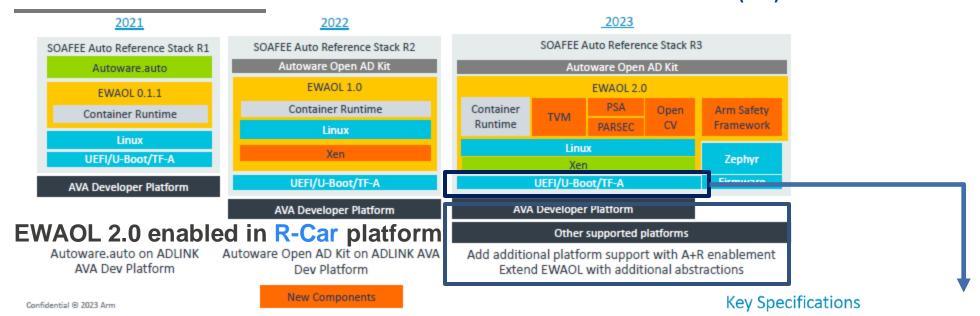
#### **Approaches**

Standardize OS-side drivers by having the OS call the Arm SystemReady driver I/F in vs. OS (like Virt I/O)





#### FUTURE APPROACH WITH SOAFEE/ARM SYSTEMREADY/RENESAS(4/4)



#### Arm SystemReady includes components:

- Base system architecture BSA which describes how the SoC the device is being build.
- Then Base boot requirement called BBR specification that describes how the system SW the firmware is being integrated with the HW to offer a complete solution so that developers can develop for the application.
- ACS Suite the Architectural Compliance Suite that test the whole system to make sure it's compliant and meets the specification.

**Save costs**: Removing the customizations, the fine tuning, the methods, the verifications, and managing multiple binaries for multiple platform – these are huge cost savings for ODMs and OEMs.



#### Hardware Baseline (BSA – Base System Architecture)

- Common standard architecture for 64-bit Aprofile applicable to all market segment
- defining a minimal set of CPU and System architecture necessary for an OS to boot and run.
- BSA v1.0c (Oct 2022)



#### Firmware (BBR – Base Boot Requirements)

- Expands to include common firmware interfaces, but recognizes that different software stacks will require different recipes
- BBR v2.0 (May 2022)
- SBBR, EBBR, LBBR Recipes targeting different OSes





#### EBBR Specification

- · Community development
- BBR spec refers to EBBR
- spec as needed
   V2.1.0 (Dec 2022)

Uboot is EBBR compliant

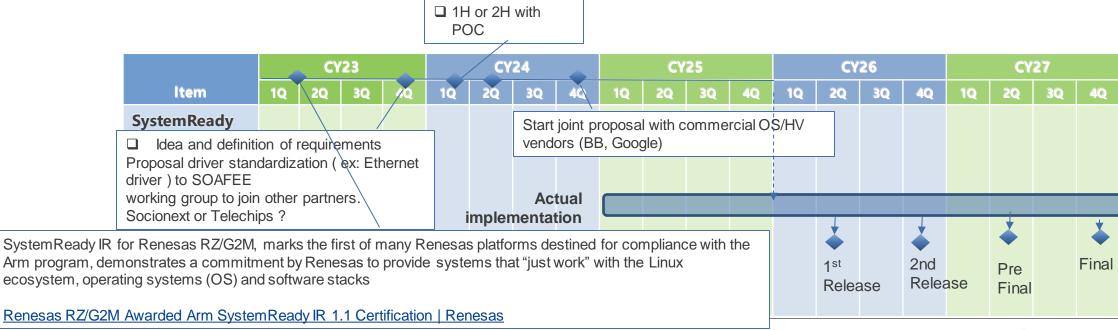




#### **ROADMAP**

#### **Procedures**

- Renesas will be working with Arm and others on this kind of activity.
- That roadmap needs to be discussed with Arm + Renesas Executives.
- ☐ During 2023: Idea and definition of requirements
- During 2024: POC ( Proof of concepts or demonstrations )
- ☐ During 2025: Development implementation of production
- ☐ During 2026-2027: Actual release to vehicle production.



# BSP DRIVERS' STANDARDIZATION WITH ARM SYSTEMREADY DISCUSSION

Thank you for your attention !!! Q&A session

### **APPENDIX**

#### **KEYWORDS AND REFERENCE**

- SOAFEE(Blog, Join and etc)
- SOAFEE Architecture Spec 1.0
- EWAOL Documentation
- SOAFEE Virtual
- SOAFEE Architecture
- Arm DEVSUMMIT
- Arm SystemReady Ceritification program
- R-Car Renesas System On Chips (SOCs)
- Renesas Automotive Business Strategy
- Renesas Strategy for Automotive Software
- SystemReady IR IoT Integration, Test, and Certification Guide
- SystemReady Security Interface Extension User Guide
- SystemReady IR website
- SystemReady Requirements specification (SRS)
- Base System Architecture (BSA)
- o Base Boot Requirements (BBR)
- Embedded Base Boot Requirements (EBBR)



Renesas.com

