EDONA / HMI

Modelling of Advanced Automotive Interfaces

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VISTEON X-WAVE



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DISPLAYS VS CLASSIC DEVICES





EDONA/HMI USE CASE LOVE INTERFACE



AUTOMOTIVE HMIs: Issues



ED@NA/HMI

SIMPLE AND ADVANCED INTERFACES,
RAPID APPLICATION DEVELOPMENT,
INTEROPERABILITY AND STANDARDS,
SAFETY OF EMBEDDED SYSTEMS.

Model-Driven Design

MODELLING TOOLS

ED©NA/HMI

XML MODEL

HMI COMPILER

HMI RUNTIME

HMI SOFTWARE COMPONENT

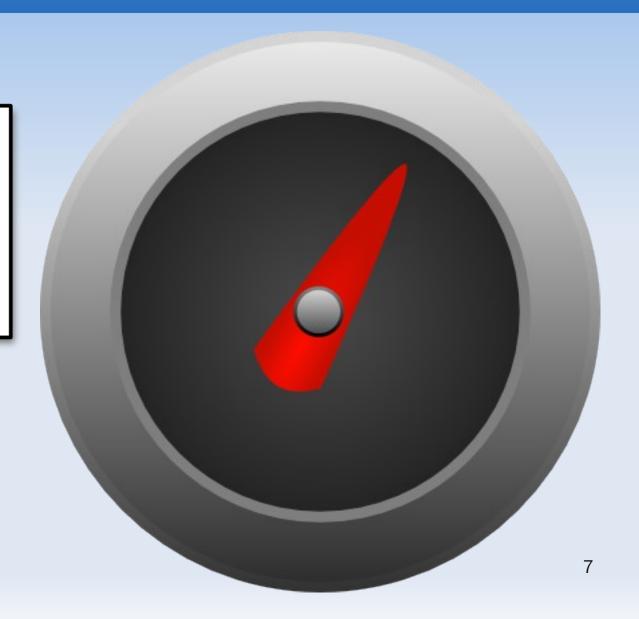
HMI Model Description

ED©NA/HMI MODEL

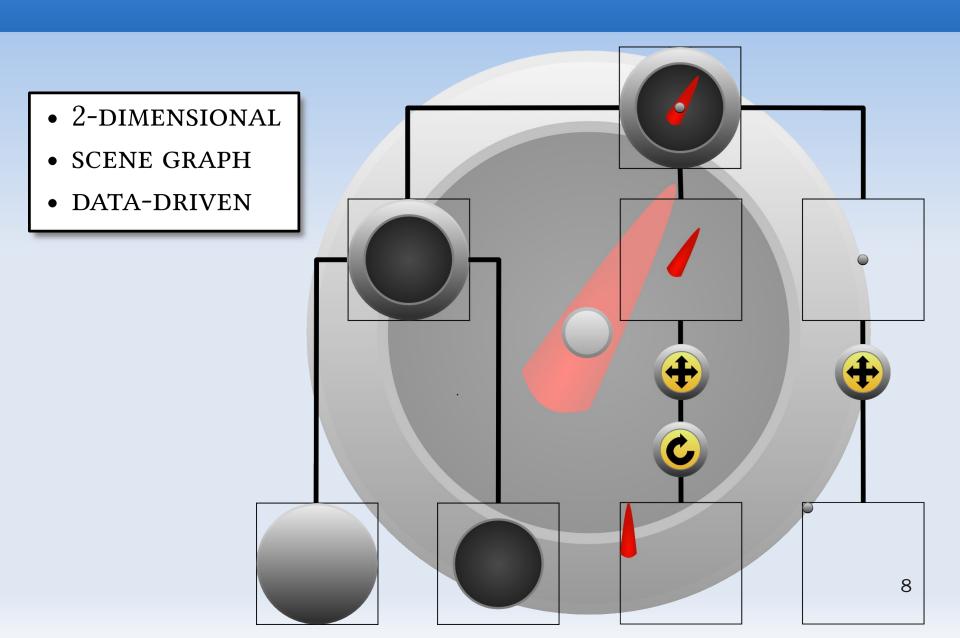
GRAPHICS

+

FUNCTIONAL



GRAPHICS MODEL



STATIC SCENE GRAPH

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```
\mathbf{group}(\mathbf{opacity} \leftarrow 1.0, \mathbf{rotate} \leftarrow 0.0)
\langle \mathbf{text}(\cdots), \mathbf{image}(\cdots), \mathbf{line}(\cdots) \rangle
```

```
text(data \leftarrow "EDONA/HMI",

fill \leftarrow rgb(0,0,0),

stroke \leftarrow \bot,

font \leftarrow "Libertine",

font-size \leftarrow 72,

translate \leftarrow (30,0))
```

```
line(x_1 \leftarrow 0, y_1 \leftarrow 100, x_2 \leftarrow 900, y_2 \leftarrow 100, fill \leftarrow \bot,

stroke \leftarrow \operatorname{rgb}(0, 0, 0),

stroke-width \leftarrow 5)
```

```
image(data \leftarrow "file: direction.png",
width \leftarrow 75, height \leftarrow 75,
translate \leftarrow (250,0))
```

DATA-DRIVEN SCENE GRAPH

1. Introduce data flows

```
\mathbf{group}(\mathrm{opacity} \leftarrow \mathrm{opacity}, \mathrm{rotate} \leftarrow \mathrm{angle})\langle \mathbf{text}(\cdots), \mathbf{image}(\cdots), \mathbf{line}(\cdots) \rangle
```

2. Control the graphics state



Scene Graph Format: Scalable Vector Graphics



XML-BASED LANGUAGE FOR 2D GRAPHICS

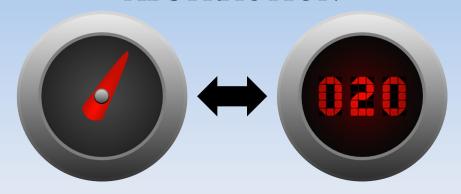
- W3C® SVG open standard since 2000,
- TARGET: THE WEB, LATER MOBILE PLATFORMS,
- General purpose graphics language,
- RICH SYNTAX AND POWERFUL CONSTRUCTS,
- Consistent extension/restriction policies,
- AVAILABILITY OF SOFTWARE TOOLS.

LIMITATIONS OF PURE DATA-DRIVEN SCENE GRAPHS

CONSISTENCY

ABSTRACTION

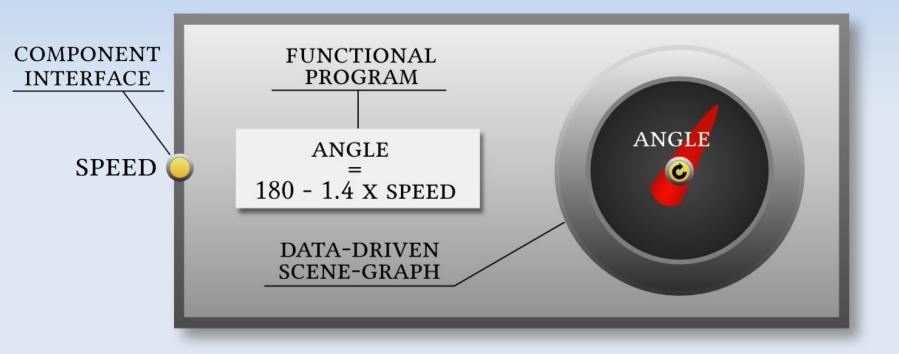




SCALABILITY



COMPONENT MODEL



FUNCTIONAL MODEL

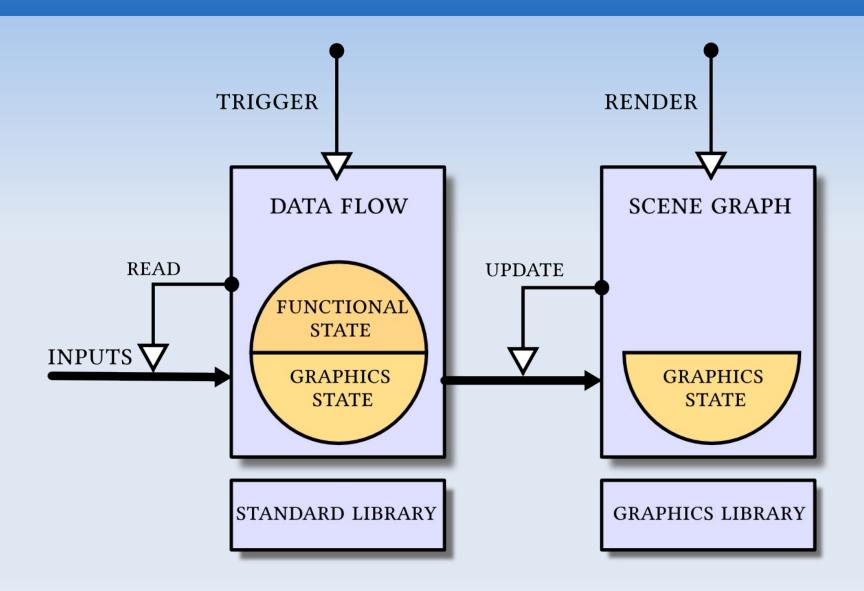
SYNCHRONOUS DATA-FLOW MODEL

```
stmt := flow = expr
| \mathbf{next}(flow_1) = flow_2
| stmt_1 || stmt_2
| stmt \mathbf{when} flow
```

```
\begin{array}{rcl} \operatorname{expr} & := & \operatorname{constant} \\ & | & \operatorname{fct}(\operatorname{flow}_1, \operatorname{flow}_1, \ldots) \\ & | & \operatorname{flow}_1 ? \operatorname{flow}_2 : \operatorname{flow}_3 \end{array}
```

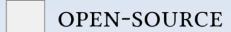
- ELEMENTARY CONSTRUCTS & XML SYNTAX
- Domain-specific function library
- INTERFACES CONSISTENT WITH GRAPHICS HIERARCHY

RUNTIME ARCHITECTURE



SOFTWARE TOOLS

EDONA/HMI SOFTWARE





LOW-LEVEL MODELLING

XML API: ETREE COMPANION

EDONA/HMI API: XML PROXY

MODEL TOOLS

VALIDATION

DOC. GENERATION

INTERNATIONALIZATION

FORMAT CONVERTERS

HMI COMPILER + RUNTIME

PROTOTYPING AND SIMULATION JAVA + BATIK TARGET

CERTIFIED CODE GENERATION C + OPENGL-ES TARGET

QUESTIONS?

