

# MODELLING AND OPTIMIZATION OF DATA-DRIVEN SCENE GRAPHS

## AUTOMOTIVE USER INTERFACES

### Information Displays Design



- Our main target: reconfigurable instrument clusters,
- Primary issue: safety-critical software component,
- Secondary issue: rendering performance.

## GRAMMARS AND SEMANTICS

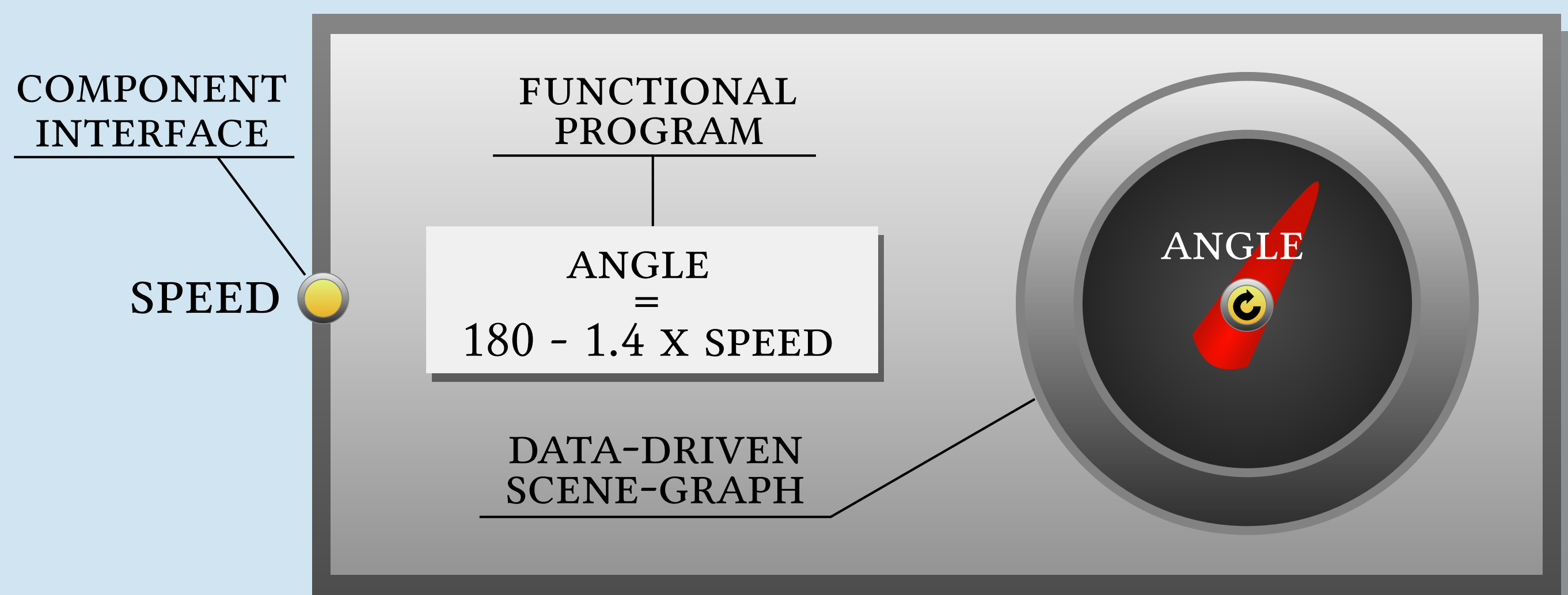
### EDONA/HMI

```
group(opacity ← 1.0, rotate ← 0.0)
  <text(...), image(...), line(...)>
  text(data ← "EDONA/HMI",
    font ← "Libertine",
    font-size ← 72,
    translate ← (30, 0))
  image(data ← "file:direction.png",
    width ← 75, height ← 75,
    translate ← (250, 0))
  line(x1 ← 0, y1 ← 100,
    x2 ← 900, y2 ← 100,
    stroke ← rgb(0, 0, 0),
    stroke-width ← 5)
```

- We define three grammars to describe formally data-driven scene graphs, display lists and images.
- A set of transformation rules provide precise semantics for data-driven scene graphs.
- Optimizations may take place among equivalent models.

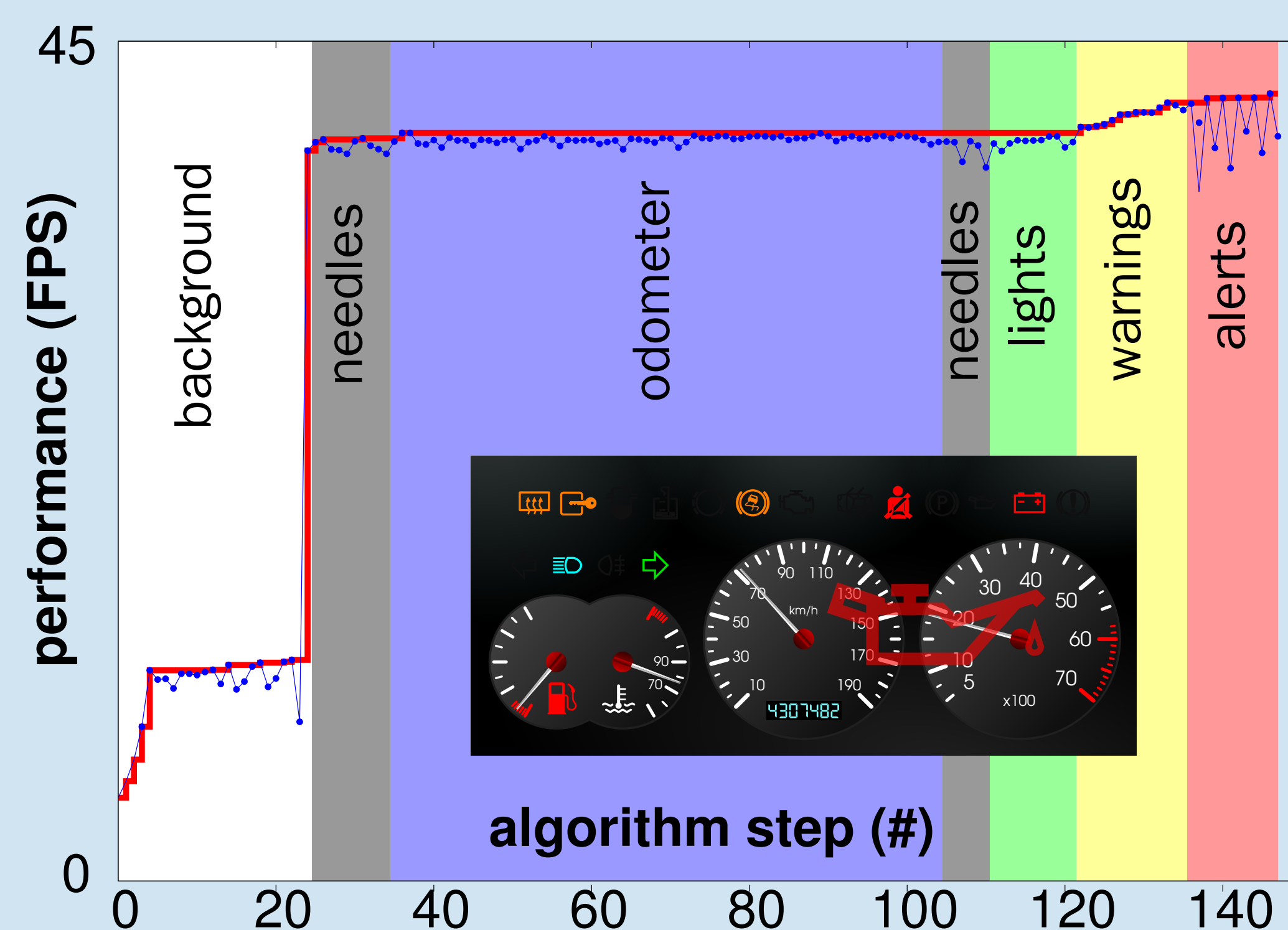
## USER INTERFACE MODEL

### Component Model



- The functional model is a synchronous data-flow program : given interface inputs, it updates the graphics data, the component output values and the functional state.
- This programming model has clear semantics and is amenable to extensive formal verification and analysis.

## RENDERING OPTIMIZATION

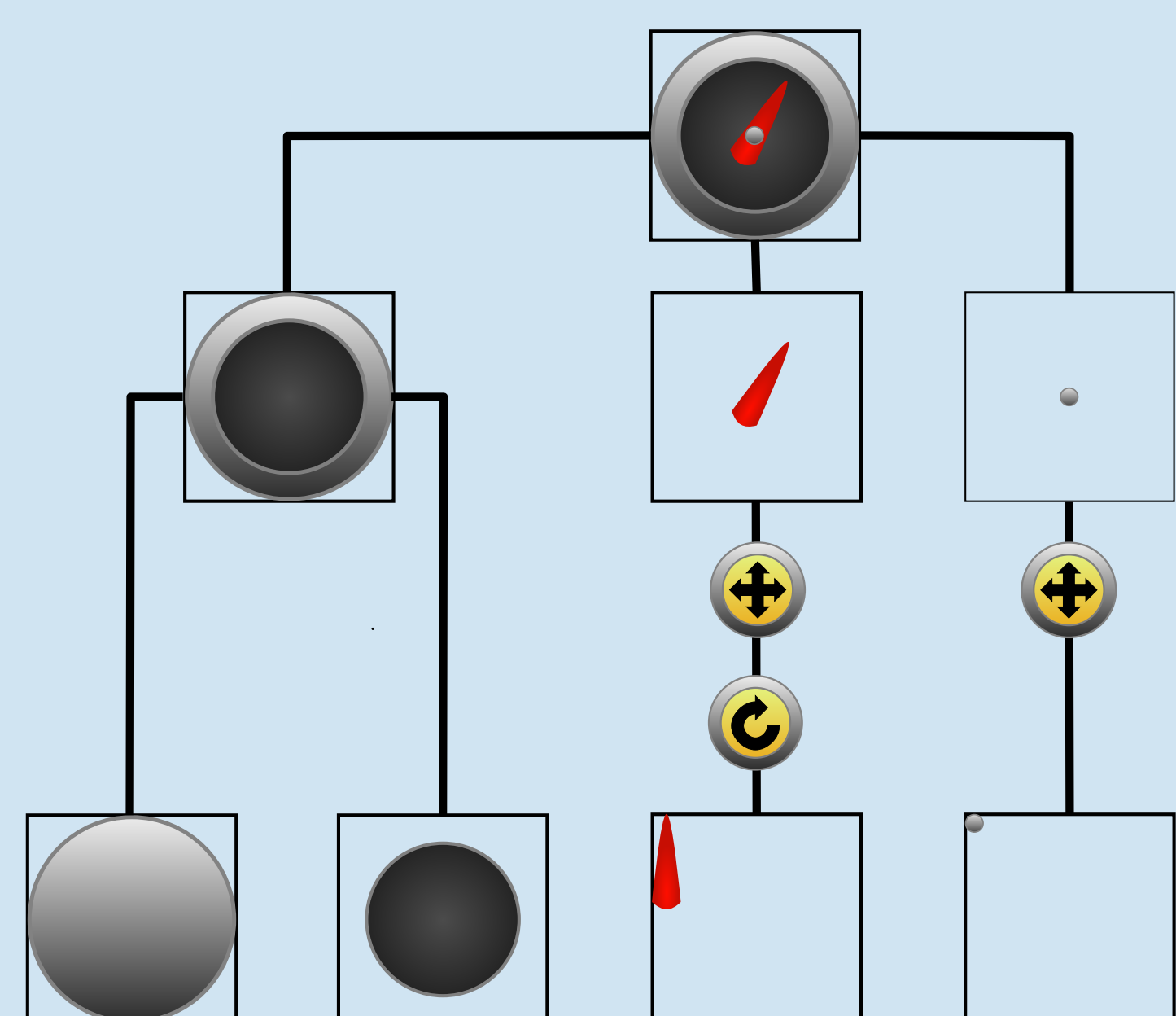


- We optimize the model against a given graphics renderer, for a reference inputs data set.
- Our algorithm selects among immutable vector fragments, the ones to be replaced by raster graphics.

## GRAPHICS MODEL

### Data-driven Scene Graph

### Characteristics:



- Static tree structure and fixed set of typed nodes,
- Vector and raster graphic primitives,
- Mutable node attributes,
- Format: extension of SVG, Scalable Vector Graphics.

## CONCLUSIONS



### LOVe project



- A complete U.I. meta-model was designed for safety.
- It is suitable for model-level graphics optimization.
- This design framework was successfully applied to intelligent transportation systems prototypes.