

Linux in Cars - So What?

How can we address automotive use-cases with open source software?

Bio

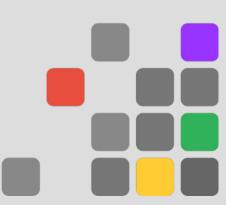
- Johan Thelin
- Koderize and Mbition

- Arranges foss-north
- Conference and Pod

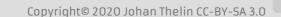
 Qt, embedded Linux, Automotive, Licensing

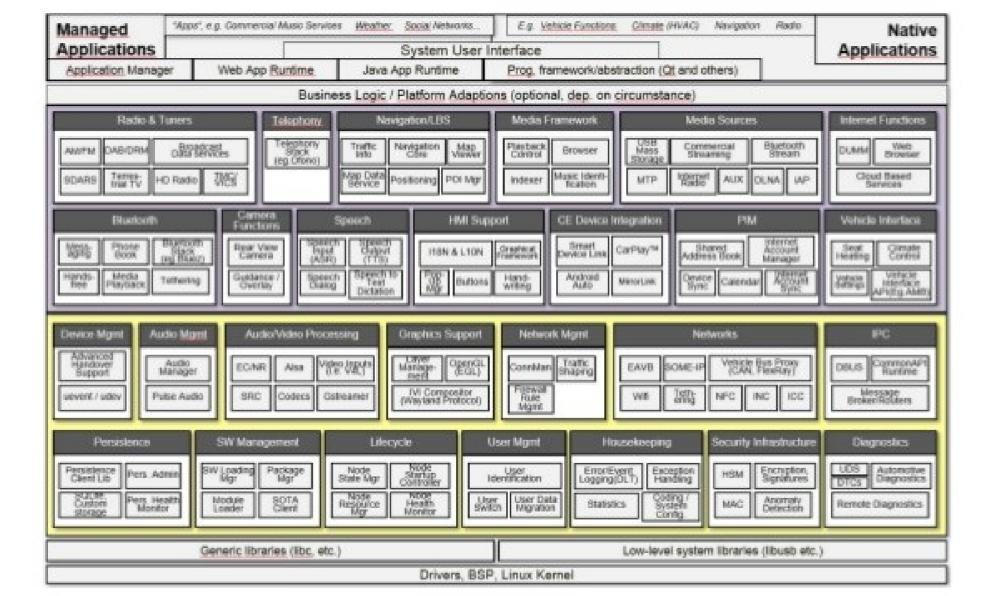


All opinions are my own



How does an infotainment system look?

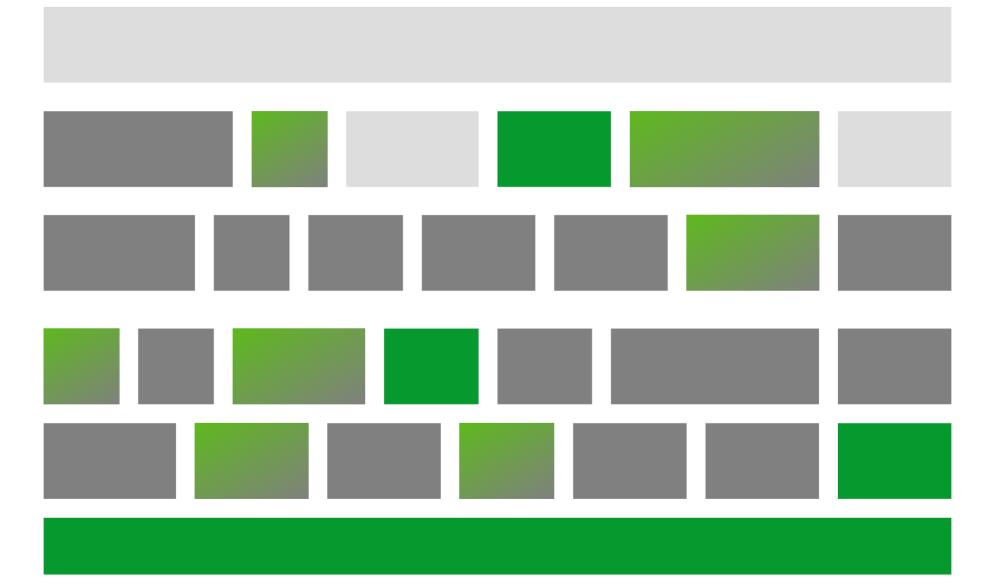


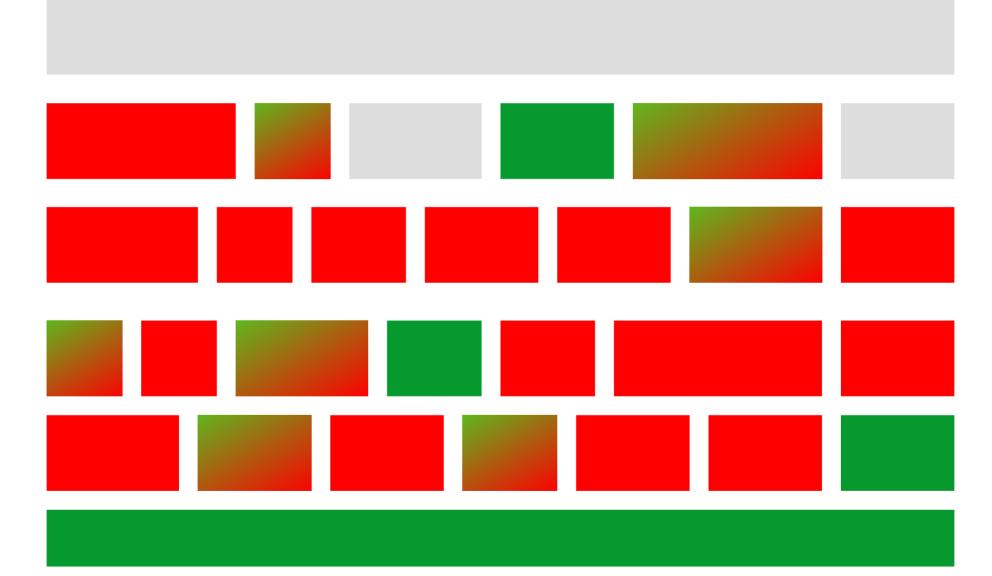


Apps



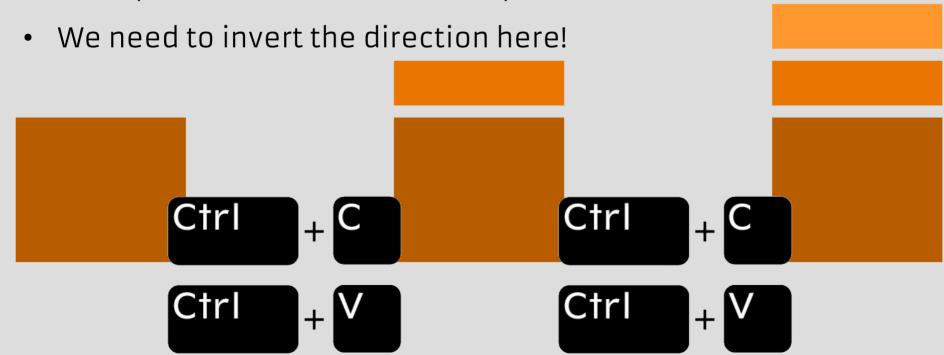
Base Platform





Why is this?

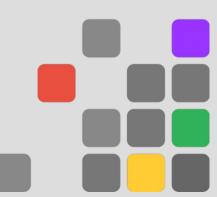
- Requirements are just piled on
- And open source does not fit requirements



Why is this a problem?

- Not-invented-here driven development is very expensive
- Vendor lock-in
- Maintainance
- Access to smart people outside of automotive

What actors are there?



The Landscape



- Since 2009
- Expert Groups
- Components
- Dev Platform

The Landscape



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- Since 2016
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The Landscape



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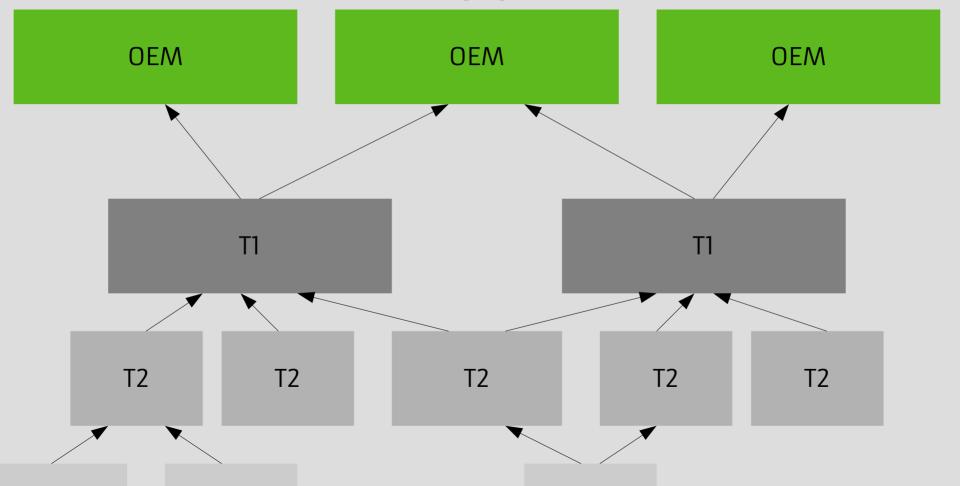


- Since 2016
- Expert Groups
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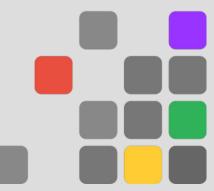
- Since 2017 (20)
- Google + OEMs
- Infotainment focus

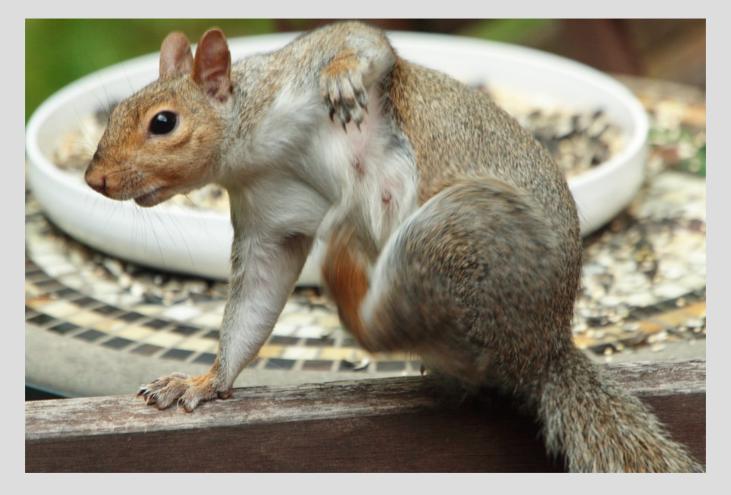


The Suppliers



What is holding us back?





Scratch your own itch

What can be done?



Screen dimensions and orientations

Challenges

Start-up timing

Functional safety

Media routing

Co-existence with Android, QNX, etc

Collaboration between screens and users

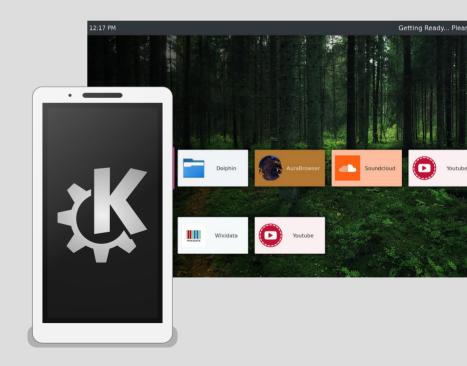
Screen dimensions and orientations



Collaboration between screens and users

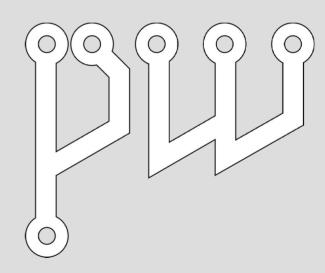
- KDE Connect
- Plasma Bigscreen

- Take it even further!
- Casting, sharing, moving...



Media routing

- Build the flexible audio and media routing frameworks
- Audio ducking / prioritization / streaming
- Bindings to underlying infrastructure
- Related to collaboration between screens



Start-up timing



0ms

Power on



?00ms

Boot splash animation

Sounds from now on



2000ms

Rear-view camera

Legal!



?000ms

Full infotainment

Co-existence with Android, QNX, etc

- Hypervisors
- Sharing video, audio, devices
- Sharing "state"
 - Contacts, etc

Functional safety

- Generally handled through hardware layers
 - Virtual framebuffers
- Qt safe renderer

There is much, much more!

More!

- Keep on being awesome!
- Keep building infrastructure
 - KDE Frameworks
 - Kirigami
 - Meta-kf5
 - Documentation

- ...





Thank you for listening! hello@e8johan.se

