Understanding AUTOSAR ARXML for Communication Networks

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E/E Evolution in Automotive

- All Innovations will happen in EE, it will shape the future of car
- Vehicle part of Digital world
- Highly Automated Driving, V2X
- SW centric Vehicle Design
- Vehicle EE design emerge out of being only deeply embedded

cameras

2D highres, video stream 8x 1-4 Mpixel/frame X 30 frames/s X 12-24 bits/pixel

lidar sensors 24bit/point 4X300K-3M 3D points/s

Radar sensors object/target list

ultrasonic sensors object/target list

Status/Control Signaling

16/32 bit microcontroller based classical, deeply embedded

- Fixed processing predetermined before deployment
- Feature enhancement nearly impossible after deployment

IVN world has changed

- Massive and Complex Data flow stateful and stateless systems
- Static & Dynamic Discovery and deployment of Applications
- C++, POSIX, REST, SOME/IP, DDS, IPC, HTTPS ara::com
- E2E Protection ASIL, Crypto, TimeSync, IPSec





Quick overview of Classical AUTOSAR & ARXML

The Basic Software Layers are further divided into functional groups. Examples of Services are System, Memory and Communication Services. **Application Layer Runtime Environment** System Services Memory Off-board Communication I/O Hardware Complex Crypto Services Services Communication Services Abstraction Drivers Services Wireless Onboard Memory Crypto Communication Hardware Device Hardware Communication Hardware Abstraction Abstraction Abstraction HW Abstraction Abstraction Microcontrolle Memory **Crypto Drivers** Wireless Communication I/O Drivers Drivers Drivers Communication Drivers Drivers Microcontroller - AUTOSAR Confidential -

- > Interop between different toolchains
- Compete on Application
 - **Collaborate on Infrastructure**
- ARXML = .arxml defines a template which can be used to generate RTE, BSW

- Layered ECU software Model based
- Decoupling of Application e.g Airbag Deployment Algorithm to the ECU HW and SW infrastructure = VFB (Virtual Function Bus)
- SW and HW Independence Application Layer -> Run Time Environment (RTE)-> Basic SW (BSW)

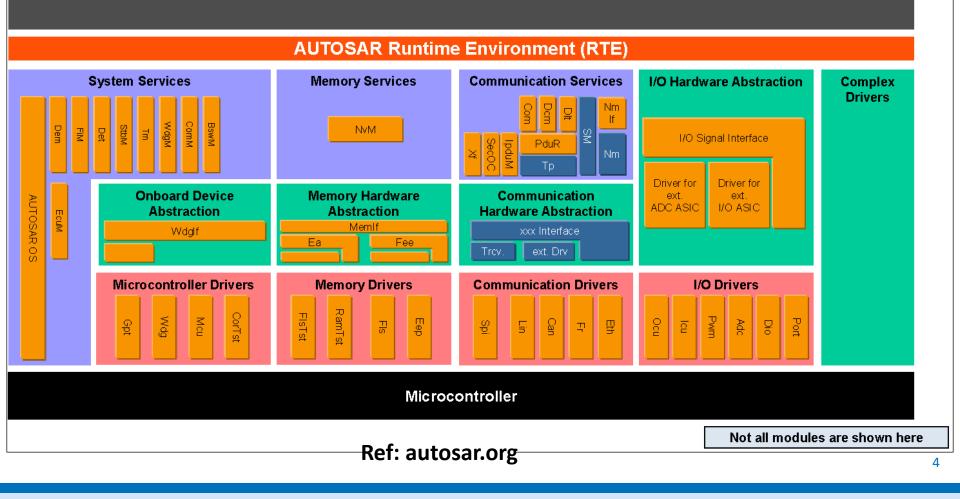




Quick overview of Classical AUTOSAR & ARXML

– COM Layers

Application Layer





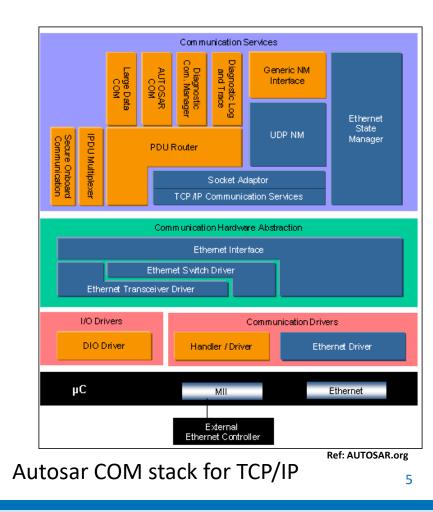
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ARXML and Communication Networks

- ARXML is a file/artifact used to manifest/represent a Autosar based ECU configuration
- COM is a layer in Autosar ECU – that also is described in ARXML





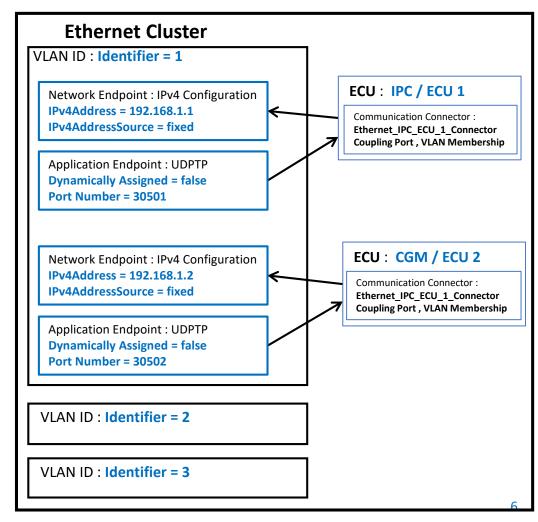


DBC/LDF -> ARXML

- DBC files Simple Classical static data structure description
- DBC files for CAN/CANFD But, Automotive Ethernet description or FlexRay?
- LDF well suited for LIN and DBC for CAN

e.g. Define a socket connection for a Switched Ethernet Backbone

Ability to describe COM architecture – Static and Dynamic nature of transactions seamlessly







ARXML for COM– collection of Autosar Packages

Packages can be constructed in different ways

Entity relationships are all described in Autosar Model

System Description / COMM Matrix -> System Extract -> ECU Extract ▲ Autosar ▲ Ar Package [Cluster] CAN Cluster [CAN_1] LIN Cluster [LIN_1] ∡ Ethernet Cluster [Ethernet_1] Ethernet Cluster Conditional Ethernet Physical Channel [Eth_Channel1] Communication Connector Ref Conditional Communication Connector Ref Conditional Communication Connector Ref Conditional PDU Triggering [PDU_Trigger_1] PDU Triggering [PDU_Trigger_2] PDU Triggering [PDU_Trigger_3] PDU Triggering [PDU_Trigger_4] PDU Triggering [PDU_Trigger_5] PDU Triggering [PDU_Trigger_6] PDU Triggering [PDU_Trigger_7] PDU Triggering [PDU_Trigger_8] PDU Triggering [PDu_Trigger_9] PDU Triggering [PDU_Trigger_10] Network Endpoint [Ch1_NEP_192_168_1_2] Network Endpoint [Ch1_NEP_192_168_1_3] Network Endpoint [Ch1_NEP_192_168_1_4] Network Endpoint [Ch1_NEP_192_168_1_5] So Ad Config Ethernet Physical Channel [Eth_Channel2] FlexRay Cluster [FlexRay_1] Ar Package [PDUs] Ar Package [ISignals] Ar Package [CANFrame] Ar Package [ECUs] Ar Package [LINFrame] Ar Package [FlexRayFrame] Ar Package [ServiceInterfaces] Ar Package [DataTypes] Ar Package [BaseTypes]

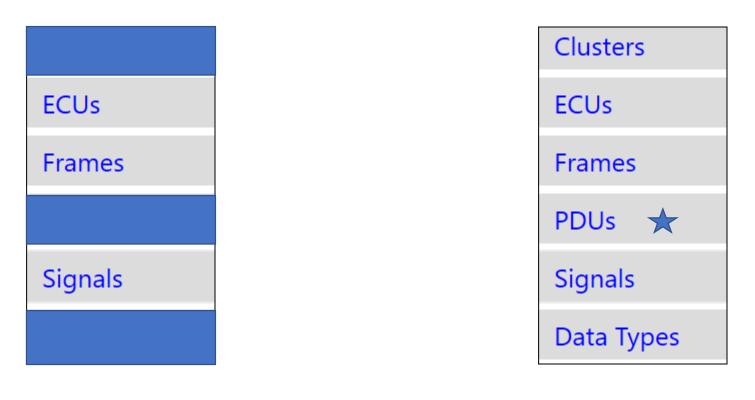
EEA COM Tool Tree View

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ARXML for COM – Basic things to be aware off



DBC

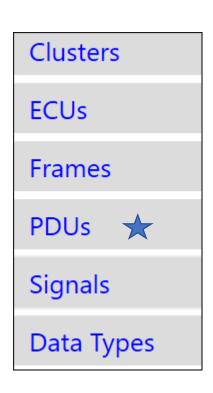
ARXML

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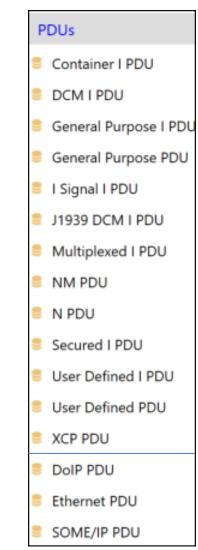




PDUs



- a collection of signals
- Primary unit in Autosar COM
- Client Server Interface
- Sender- Receiver Interface
- Different layers in Autosar have different PDU's
- They have properties of how they are triggered and many others
- They may belong to a frame or to a socket



EEA COM Tool PDUs viewer





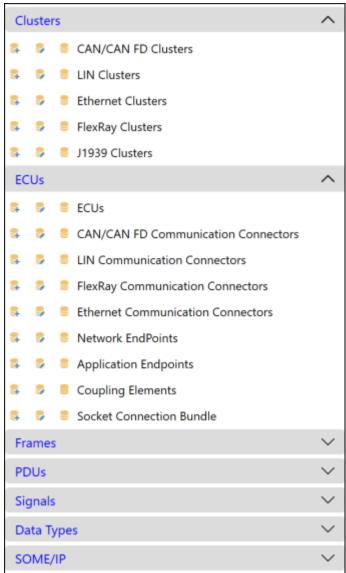


ARXML for COM - Getting on-board

- Vehicle Network Engineers Need to understand contents of the Autosar ARXML file.
- ECU test engineers Need to perform testing using network analyzer tools such as VehicleSpy.
- Need to be able to add, delete and modify the network messages and save a new Autosar compliant ARXML file.
- System Engineers Need to create test communication matrix to test on system or bench
- Engineers working on vehicle networks to make local changes in communication matrix for any purpose avoid loop back to Network Architectural teams to regenerate the Communication Matrix for even small test changes.

Intrepid EEA COM Tool

File name:	ArxmlFile.arxml	~
Save as type:	Arxml Files (.arxml) (*.arxml)	\sim
 Hide Folders 	Save Cancel	







ARXML for COM – Clusters, Frames, PDUs, Signals

CAN Cluster	Channel	ECU		Cluster Details		11 r	- CAN Frames			Frame Details			
CAN_1	Channel_1	ECU_1		Short Name	CAN_1		Short Name	Length(Bytes)		Long Name			
		ECU_2		Channel	Channel_1		CAN_Frame_1	2		Description			
		ECU_3					CAN_Frame_2	2		Description			
				Baudrate	500000		CAN_Frame_3	3		PDU To Frame Mapp	ings		
				Protocol-Name			CAN_Frame_4	1	_ 11	Short Name	Start Position	Packing Byte	Orde
				Protocol-Version		1	CAN_Frame_5	2	_	PDU_1	7	MOSTSIGN	
lumber of Clust	ers : 1			Speed			CAN_Frame_6	3	I L	100_1		meerbien	
							Number of Frame	es : 6		PDU Details			
				CAN-FD-Baudarte		ΗU				Lana Nama			
					Text					Long Name			
				Long Name						Description			
				5						Short Name PDU 1			
										(Click o	n PDU for detail)		
l Signal I PDUs		_			> • ×	_	1 Signals			(Click C			
I Signal I PDUs							I Signals			State Encoding -			> • ×
	Length(Bytes)		I Signal I PE					Length(Bits)			Lower Limit	Upper Lin	
I Signal I PDUs –	Length(Bytes)	^	I Signal I PE Long Nam				- I Signals	Length(Bits)		State Encoding	Lower Limit	Upper Lit	
I Signal I PDUs – Short Name PDU_1 PDU_2	1 2	^		e			I Signals Short Name Signal_1 Signal_2	8 16		State Encoding	Lower Limit	Upper Lin	
I Signal I PDUs – Short Name PDU_1 PDU_2 PDU_3	1 2 3	^ 	Long Nam Description	n			I Signals Short Name Signal_1 Signal_2 Signal_3	8 16 24		State Encoding	Lower Limit	Upper Lit	
Short Name PDU_1 PDU_2 PDU_3 PDU_4	1 2 3 1	^	Long Name	n			I Signals Short Name Signal_1 Signal_2 Signal_3 Signal_4	8 16 24 1		State Encoding	Lower Limit	Upper Lit	→ ▼ ×
Short Name PDU_1 PDU_2 PDU_3 PDU_4 PDU_5	1 2 3 1 2 2	^^	Long Nam Description	n PDUs	▼ X		I Signals Short Name Signal_1 Signal_2 Signal_3 Signal_4 Signal_5	8 16 24 1 2		State Encoding			mit
Short Name PDU_1 PDU_2 PDU_3 PDU_4 PDU_5 PDU_6	1 2 3 1 2 3 3		Long Name Description	n	▼ X		I Signals Short Name Signal_1 Signal_2 Signal_3 Signal_4 Signal_5 Signal_6	8 16 24 1 2 3		State Encoding -	e =	* Raw Value	mit
Short Name PDU_1 PDU_2 PDU_3 PDU_4 PDU_5 PDU_6 PDU_7	1 2 3 1 2 3 3 2		Long Name Description	n	▼ X		l Signals Short Name Signal_1 Signal_2 Signal_3 Signal_4 Signal_5 Signal_6 Signal_7	8 16 24 1 2 3 4		State Encoding		* Raw Value	mit
Short Name PDU_1 PDU_2 PDU_3 PDU_4 PDU_5 PDU_6 PDU_6 PDU_7 PDU_8	1 2 3 1 2 3 3		Long Name Description	n	▼ X		l Signals Short Name Signal_1 Signal_2 Signal_3 Signal_4 Signal_5 Signal_6 Signal_7 Signal_8	8 16 24 1 2 3		State Encoding	e =	* Raw Value	mit
Short Name PDU_1 PDU_2 PDU_3 PDU_4 PDU_5 PDU_6 PDU_7	1 2 3 1 2 3 2 3 2 3		Long Name Description	n PDUs	▼ X		l Signals Short Name Signal_1 Signal_2 Signal_3 Signal_4 Signal_5 Signal_6 Signal_7	8 16 24 1 2 3 4 5		State Encoding – Status Equation – Engineering Valu	e =	* Raw Value	mit
Short Name PDU_1 PDU_2 PDU_3 PDU_4 PDU_5 PDU_6 PDU_7 PDU_8 PDU_9	1 2 3 1 2 3 2 3 2 3 2 3 4		Long Name Description	n PDUs	▼ X Position		I Signals Short Name Signal_1 Signal_2 Signal_3 Signal_4 Signal_5 Signal_6 Signal_7 Signal_8 Signal_9	8 16 24 1 2 3 4 5 6		State Encoding – Status Equation Engineering Valu	e =	* Raw Value	mit





ARXML COM – Ethernet Network Endpoint, Application Endpoint

Network Endpoints	▼ ×	Application Endpoints					~ >	
Clusters Ethernet_1	Physical Channels Eth_Channel1 Eth_Channel2	NEPs Ch1_NEP_192_168_1_2 Ch1_NEP_192_168_1_3 Ch1_NEP_192_168_1_4 Ch1_NEP_192_168_1_5	Clusters Ethernet_1		Physical Channels Eth_Channel1 Eth_Channel2		AEPs Eth1_Ch1_AEP_1 Eth_Ch1_AEP_19; Eth_Ch1_AEP_19; Eth_Ch_AEP_192;	2_168_1_4_6002
Network Endpoint Details Short Name Ch1_NEI Fully Qualified Domain Name Priority Mac Multicast Configuration Mac Multicast Adre IPv4 Config Configuration IPv4address IPv4address Network Masi 192.168.1.2 IPv4address	P_192_168_1_2	s Source	Application Endpoint Short Name Connector Reference Network Endpoint Re TP Port TCP Port Socket Connection Bu Ethernet Clusters Ethernet_1	Eth1_Ch1 Eth_Ch1_E ference Ch1_NEP				0002
IPV6 Config Configuration Assignment Priority Default Route	r Enable Anycast Hop Count	IP Address Keep Be IP Address	Socket Connection Bu Short Name Bundle, Server Port Refs Eth1 Socket Connection	6000_60002 Ch1_AEP_192_168		r Port for detail) dentifiers in Client Po		





ARXML COM – Describes Socket Connections

Ethernet Clusters	Physical Chan	nels	Socket Connection Bundles				
Ethernet_1 Short Name Bundle_6000_60002	Eth_Channel		Bundle_6000_600 Bundle_6003_6001				
Server Port Refs Eth1_Ch1_AEP_192_168 Socket Connections Client Port Eth_Ch1_AEP_192	1 2 6000 (Click Details	on Server Port for detail) PDU Identifiers in Clie	PDU Short Name	Details			
Number of Socket Connections : 1		Number of PDU Id	lentifiers : 0				



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ARXML COM FlexRay Cluster

🗧 FlexRay Frames \mid 🥃 FlexRay Commumin	cation Connectors	FlexRay Clusters		
- FlexRay Clusters		FlexRayChannel1		
FlexRay_1		C ECUs		
		ECU_1		
		ECU_2		
		ECU_3		
FlexRay Cluster Details				
Baudrate	1000000	FlexRay Frames		
Protocol Name		Short Name	Message ID	Hex Arbld
Protocol Version	2.1	FlexRay_Trigger_1	1	A HEX AIDIG
Speed		FlexRay_Trigger_2	2	_
Action Point OffSet		FlexRay_Trigger_3	3	
Bit (Nominal Bit Time)	1	FlexRay_Trigger_4	4	
CAS Rx Low Max	1	FlauDau Trianan F	r	~
Cold Start Attempts	1	L		1
Cycle Count Max	63	Frame Details		
Detect NIT Error	True	Long Name		
Dynamic Slot Idle Phase				
Ignore After Tx (Bitstrobing)		Description		
Listen Noise		Short Name FlexRay		
Macro Per Cycle		(Click o	on Frame for deta	il)
MacroTick Duration		Frame Ports		
Max_Without Clock Correction Fatal		Frame Ports		
Max Without Clock Correction Passive		ECU	Direction	
MiniSlot Action Point Offset		ECU_1	OUT	
MiniSlot Duration		ECU_2	IN	
	I			1.1



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ARXML COM – LIN Clusters, LIN Schedule Table, LIN Frames

🧶 F	lexRay Frames 🥃	FlexRay Commuminc	ation Connectors 📒 F	lexRay Clusters	📒 LIN Cluste	ers 📢 🕨 🔻 X	9	LIN Schedule Table	LIN Frames						
	N Clusters ————————————————————————————————————		ECUs ECU_1[LINCOMMUNI ECU_2[LINCOMMUNIC		DR]	IN Cluster Details Baudrate Protocol Name Protocol Version Speed		LIN Clusters							
٢	N Frames			_	1			- Schedule Tables)			ר	Table Entries		
	hort Name	Identifier	LIN Checksum	🖌 Hex Arbld				Schedule Table	Resume Position		Run Mode		Frame	Position In Table	Delay(Seconds)
	in_Trigger_1	E7 283		-				Schedule_Table	STARTFROMBE	GI	RUNCONTINUOUS		Lin_Trigger_1	0	0.01
	N_Trigger_2	283 1D1	CLASSIC	-									LIN_Trigger_2	1	0.02
	n_Trigger_3 n_Trigger_4	3A4	CLASSIC	-									Lin_Trigger_3	2	0.03
E	n_mgger_4	SA4											Lin_Trigger_4	3	0.04
	Number of Frames :	: 4						Number of Schedu	e Tables : 1				Number of Steps :	4	
C Fra	ame Details			Frame P	Ports							J]
Lo	ong Name			ECU		Direction									
D	escription			ECU_1		OUT									
	nort Name LIN Fran	no 1		ECU_2		IN									
51		n Frame for detail)													
	(Click O	n Frame for detail)													
Number of ECU Port : 2															

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ARXML is the future

Intrepid EEA COM tool is an easy way to get on board for Autosar ARXML

EEA COM - An Autosar compliant new Vehicle Network Communication Databases tool

VehicleSpy supports ARXML files with all the features available as of DBC/LDF etc In general if you are using DBC, LDF or FIBEX and ODX/PDX file's then there is a high probability that you will be working on ARXML files

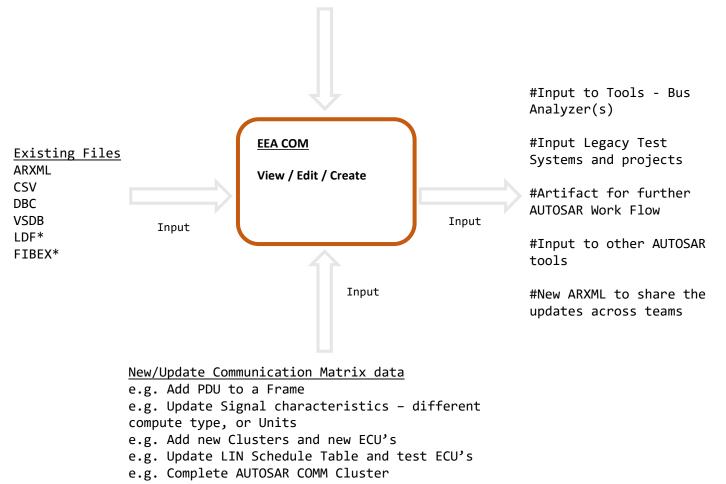


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ARXML is the future – **EEA COM tool** can help

Entirely New Communication Matrix Design





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Thank you for your time.

Hope you enjoyed learning about AUTOSAR ARXML files.



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