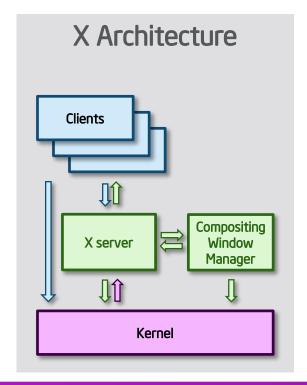
Murphy integration to Weston in Tizen IVI

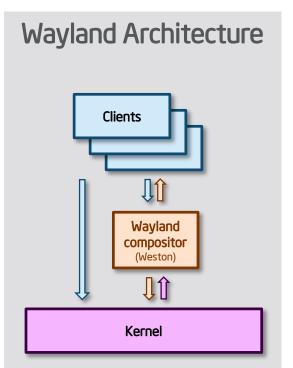
Janos Kovacs Intel Open Source Technology Center



Background

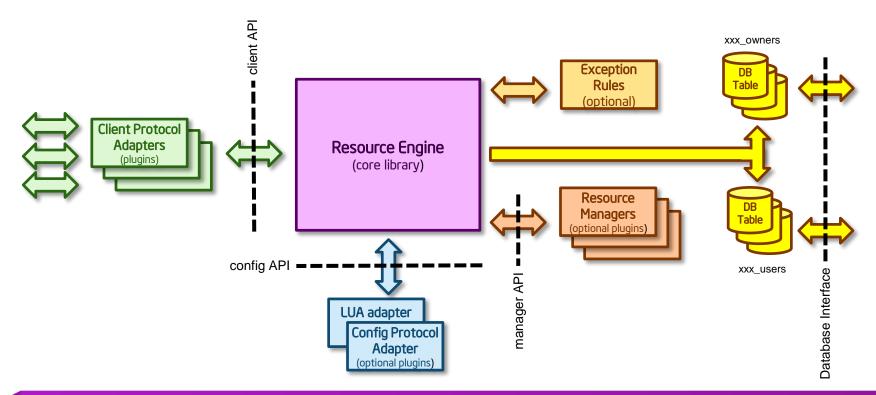
Wayland Architecture







Resource Management Framework in Murphy





Screen Management Building Blocks

Regulator

- Logic to adapt vehicle state, driver activities and application usage scenarios
- Set of rules and/or state machines
- Determines what applications can be active

Layout Manager

- Manages Areas and Layers
- Assigns and moves surfaces to areas/layers
- Depends on Regulations

Resource Manager

- Decides what active applications can do and when
- Depends on Regulations

Application Launcher / Task Switcher

- Launches/kills application
- Requests to switch active application

Screen Controller

- Carries out / enforces the decisions of Layout & Resource Manager
- Input Controller
 - Carries out / enforces the decisions of Input & Resource Manager



Basic Usecases for Screen Management

- Application launching
- Task switching
- Regulation changes

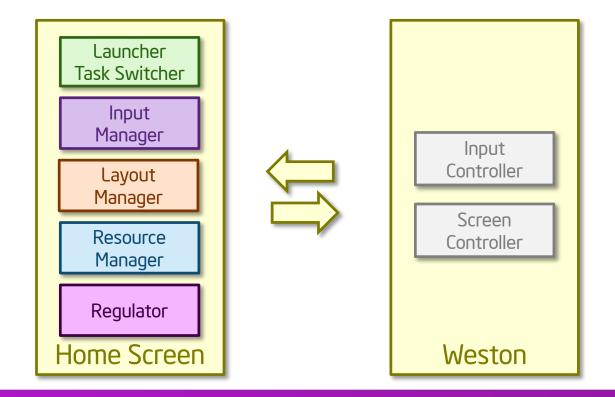


Phase 1 Executive Summary

- Tizen IVI 2.0
- Toyota-san contributed HomeScreen to Tizen
 - Weston ICO plugins
 - HomeScreen
 - Sample applications
- First version of HomeScreen was monolithic
 - GUI
 - System controller to manage screens, audio, input etc
- Conflicting audio management
 - TIZEN had its own Murphy based audio management for routing and volume ctrl.
 - HomeScreen had its own management for volume control
 - The two stack was not integrated



Building Block Locations





Pros and Cons

- Pros
 - Efficient communication between HomeScreen and Weston
- Cons
 - Conflicting Tizen and ICO audio controllers in PulseAudio
 - Monolithic
 - GUI and control logic were grown together
 - Configuration
 - Limited
 - No scripting



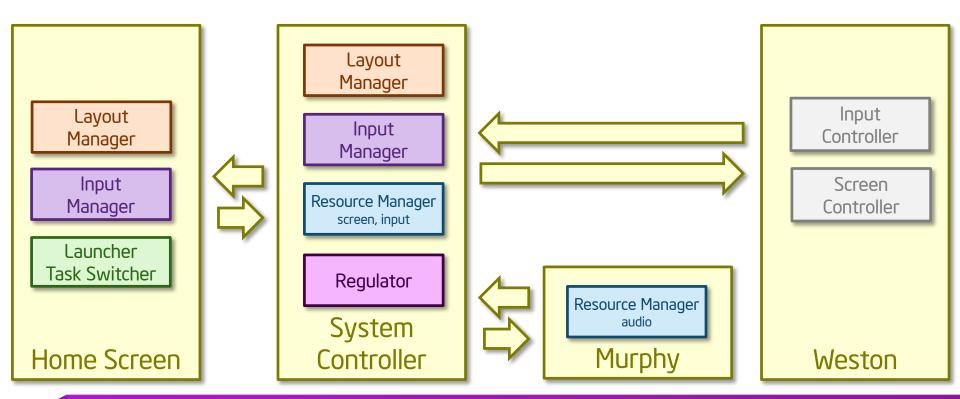
Phase 2 Executive Summary

- Tizen IVI 3.0, 2013EOY
- Integration of the audio stacks
 - Home Screen refactored
 - System Controller was separated and run outside of HomeScreen as a daemon
 - Audio resource management was linked to Murphy

- Home Screen improvements
 - Look & feel has changed
 - Improved configurability and better integration for TIZEN infrastructure



Building Block Locations





Pros and Cons

- Pros
 - GUI and control logic separated
- Cons
 - Both HomeScreen and SystemController have layout management logic
 - Proxying Weston messages represent an extra hop
 - Simple integration to TIZEN resource management
 - Oversimplified audio management
 - No scripting

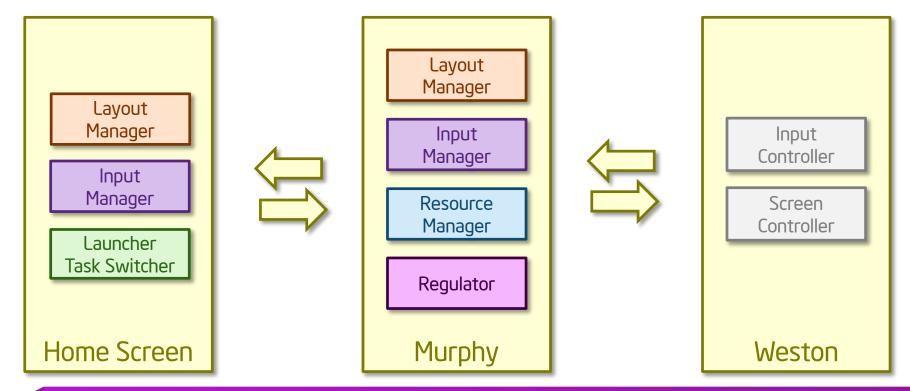


Phase 3 Executive Summary

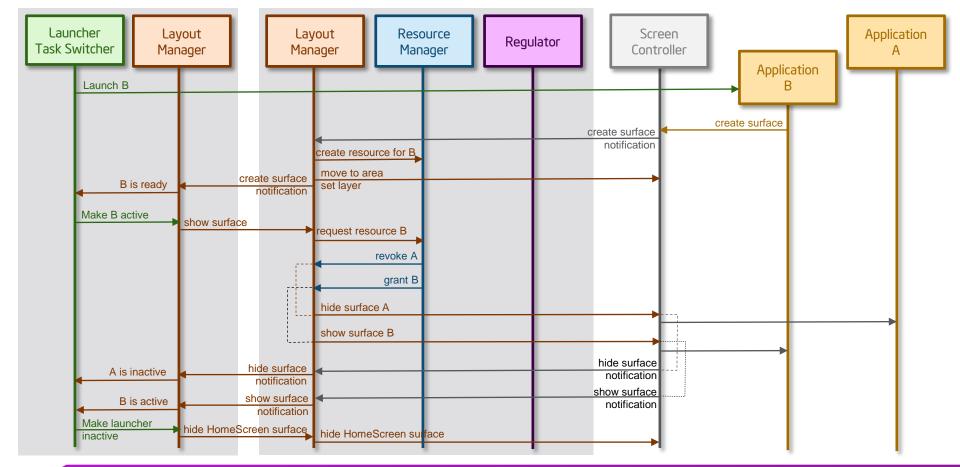
- Tizen IVI 3.0 image 20140318.3
- Functionally equivalent to Phase2
- System controller is implemented in Murphy
 - The Murphy implementation is a drop-in replacement to SystemController written in C++
 - Could be tested by installing the relevant Murphy plugins
- Uses the ICO weston plugins
- Snapshot only
 - Migrating from ICO weston plugins to GENIVI compliant IVI shell was prioritized over the reimplementation of System Controller in Murphy
- Paralell efforts
 - Toyota team worked on migration to GENIVI shell (see phase 4)
 - Intel team worked on reimplementation of SystemController in Murphy



Building Block Locations











Pros and Cons

Pros

- GUI and control logic separated
- Full integration to TIZEN resource management
- Scriptable => highly configurable

Cons

- Both HomeScreen and SystemController have layout management logic
- Proxying Weston messages represent an extra hop
- Works only with the deprecated ICO weston plugins



Phase 4 Executive Summary

- Tizen IVI 3.0 M14.2
- Uses the IVI-shell instead of ICO Weston plugins
 - IVI-shell is GENIVI compliant
 - IVI-shell upstreaming is ongoing
- Functionally equivalent to Phase2



Phase 5 Executive Summary

- Tizen IVI M14.3
- Merge of Phase 3 and Phase 4
 - System Controller is implemented in Murphy
 - Uses the IVI-shell

- No new functionality
 - Functionally equivalent to Phase 4



Future directions (life after phase 5)

Main goals

- Further data flow optimisation
 - move layout and input management to Weston
 - build a PoC to verify the idea
- Work with OEMs and Tier1s on regulator
 - Regulations are currently rule based
 - Verify whether the current mechanisms are covering all the needs
 - Do we need new mechanism beside rules?
 - eg. Table driven approach



Building Block Locations

