

Smartphone-based Connectivity on AGL

Agustin Almansi Technology Consultant 01 June 2017

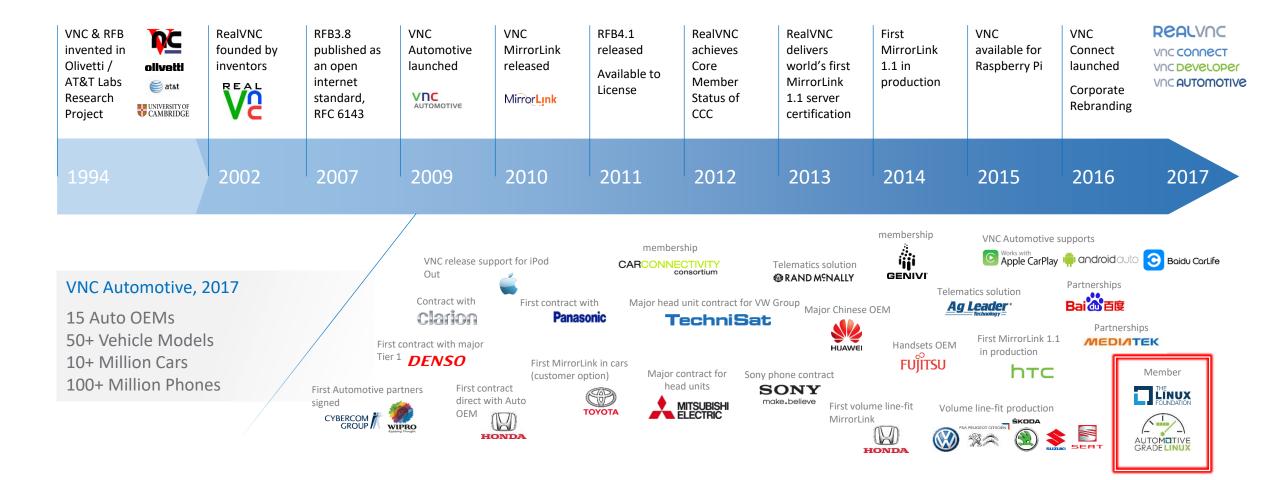
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Agenda

- About RealVNC & VNC Automotive
- Why connect the smartphone to the car?
- Smartphone-based connectivity review
- Connected Car with MirrorLink
- Integration on AGL

About RealVnc & Vnc automotive

VNC Automotive is a pioneer in delivering connected car solutions...



Collaborating with Volkswagen to deliver a marketdefining user experience to MirrorLink connected cars



RealVNC work very closely with Volkswagen and all major mobile phone OEMs providing a mature, high-performance MirrorLink implementation. This close cooperation has brought many new major mobile phone vendors to the ecosystem. Using our VNC Automotive™ MirrorLink Certified™ solution in their handsets provides fast time-tomarket and guaranteed MirrorLink Certification.

As part of our continuous improvement process, we are pleased to declare our commitment to Volkswagen to refine and perfect the overall end-to-end user experience for MirrorLink enabled devices.

Using our unique position in the industry as a vendor of full MirrorLink software stack technology, for both ends of the connection (in the car and mobile devices), RealVNC are able to realise a highly optimised MirrorLink solution where both ends are designed and guaranteed to work well together. Thus ensuring fast response times and a smooth driver experience. As the industry strives to ensure a high level of interoperability and consistent user experience, knowing the mobile devices have the same underlying software stack is a significant assurance to Volkswagen.



Why connecting the smartphone to the car makes sense



Advantages of having Smartphone connectivity

For driver

Familiar / Consistent user-experience Continue using favourite Apps Large app ecosystem No need to sync content

For IVI Developer (Car OEM, Tier 1/2)

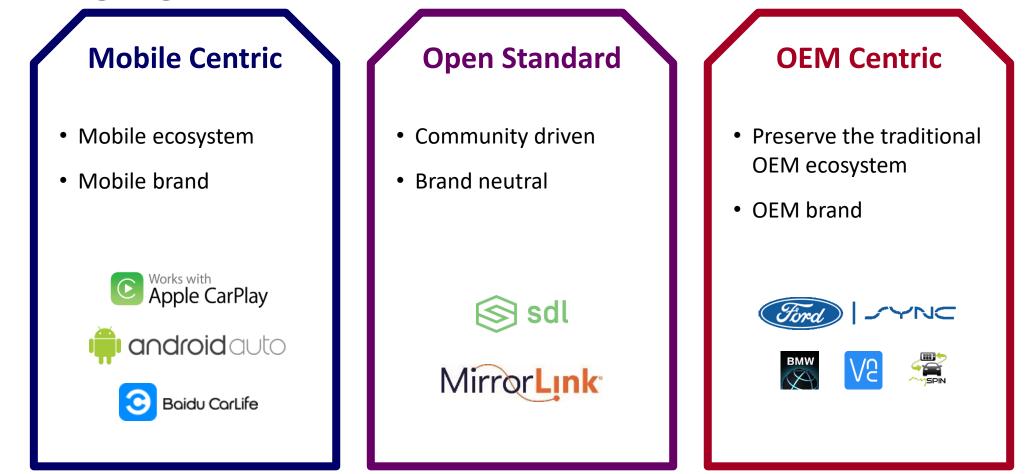
Simplify development Easy to extend and update Increased security, sandboxing Reduced hardware / software cost



Smartphone-based connectivity review



Smartphone-based connectivity solutions are emerging



Multiple connectivity standards but no clear winner

It is very likely that the trend to support multiple standards in one HU will grow.

Mobile Centric			Open Standard		OEM Centric	
Works with Apple CarPlay	📫 android auto	🗿 Baidu CarLife	MirrorLink	🞯 sdl	Ve	
 Closed standard Limited Apps controlled by Apple Siri voice mandated OEM liability concerns* Pre-installed on iOS devices 	 Closed standard Not available globally (e.g. China) OEM liability concerns* Most modern Android devices supported 	 Closed standard Limited to Baidu Services OEM liability concerns* Works well in China Supports iOS and Android 	 Open standard Driven by Auto OEMs & Handset Vendors Open to any App developer Auto OEMs in full control 	 Open standard Open to any App developer Capabilities limited by templates Auto OEMs in full control 	 Open or closed standard Extendable providing greater flexibility Supports rear- seats, multiple handsets etc. Car OEM need to create Mobile App 	 Closed standard Auto OEM in full control Supports iOS and Android
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* Auto OEMs have expressed serious liability concerns as both Apple and Google accept no liability, e.g. Driver distraction, yet provide no way for the OEMs to influence what is displayed

Apple CarPlay

- Apple-centric Ecosystem, iPhone 5+
- Proprietary Protocol
- 3rd party Apps as services (media, text)
- OEM Apps supported
- Driver Distraction Policy: Templates
- Siri for voice control
- Projected Virtual Display





Application Library

- Media and Messaging Only
- No Maps, No Parking



Podcasts

Spotify

audio

Audiobooks.com

VOX







Audiobooks

iHeartRadio





Stitcher

Audible

NPR One









CBS Radio

Pandora

Clammr



Overcast

Slacker Radio





Downcast



Google Android Auto

- Google-centric Ecosystem, Lollipop+
- Proprietary Protocol
- 3rd party Apps as services (media, text)
- OEM Apps supported
- Driver Distraction Policy: Templates
- Google Now
- Projected Virtual Display



Application Library

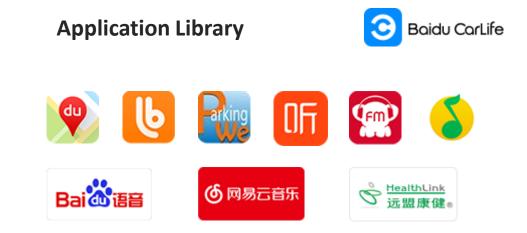
- Media and Messaging Only
- No Maps, No Parking





Baidu CarLife

- Baidu-centric Ecosystem
- Proprietary Protocol
- 3rd party Apps as services, China focus.
- Baidu Services in the Car
- Projected Baidu Application Display
- Supports both iOS and Android devices







SmartDeviceLink

- OEM-centric Ecosystem
- Open Protocol
- Open-source Application Developer SDK
- Driver Distraction Policy: Whitelist
- Template based remote rendering









Connected Car with





MirrorLink

- Open Ecosystem, controlled by consortium of car OEMs and smartphone OEMS
- Open Protocol
- Driver Distraction Policy: Certification program

my shelf

now playing

Play

1/42

• Projected Application Display







Car Connectivity Consortium

- Global consortium to develop connected-car solutions, including smartphone based connectivity
 - Membership open to any interested company
 - Solutions are not owned or governed by a single corporation
 - OS agnostic No platform limitations
 - Assure device and application interoperability
 - Future proof not reliant on a single vendor
- Bringing car, mobile and head-unit industries together
 - Established in February, 2011. Now 100 member companies
 - Automotive, Smartphone, Tier 1 and Ecosystem-enablers





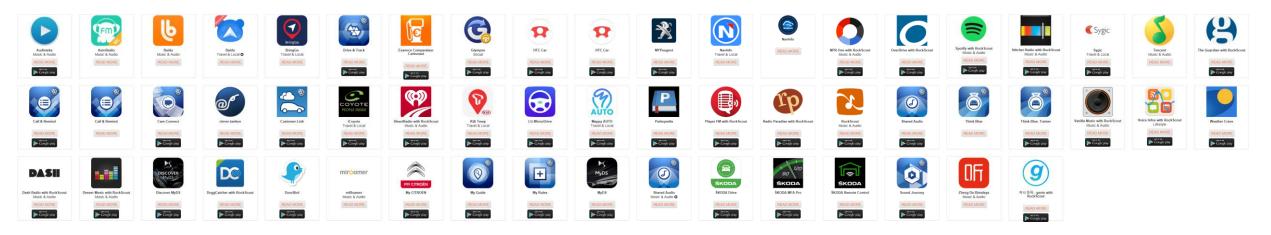
MirrorLink is the only cross-industry collaboration in developing an open standard for car-smartphone connectivity



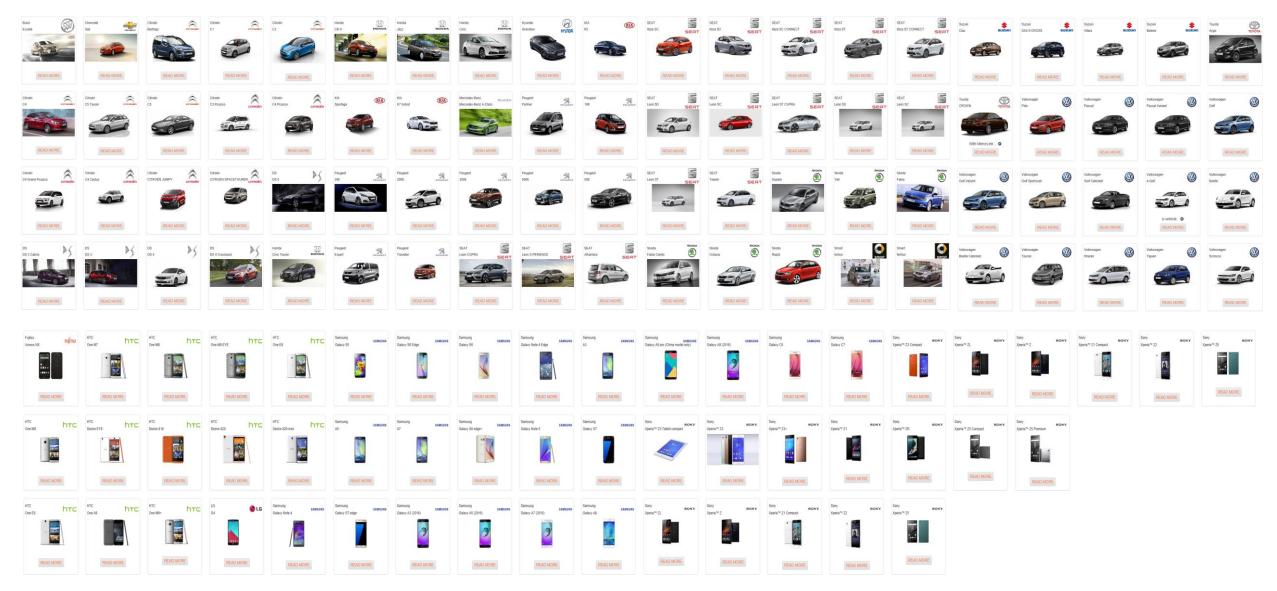
Extensive support in cars, smartphones and Apps







30+ Million cars MirrorLink enabled, 250+ Million phones



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History of MirrorLink

- v1.0
 - Initial release
 - a.k.a. Terminal Mode
- v1.1
 - In production since 2014
 - Provided foundation for 3rd party Apps
- v1.2
 - expanded technology portfolio with wireless MirrorLink (WFD)
 - In production since 2016

• v1.3

- being published to members
- Adds H.264 encoding for the RFB protocol, supporting HD resolutions
- More features for App developers
- Will be published as an ETSI (European Telecommunications Standards Institute) standard

Wireless MirrorLink is already available

Volkswagen + Samsung Showcase at CES 2016



Skoda + Samsung PR in 2016



MIRRORLINK USER EXPERIENCE Leveraging vehicle's accessible Display and Controls



Source: Car Connectivity Consortium

MIRRORLINK[®] EXPERIENCE Make it easy to develop for MirrorLink



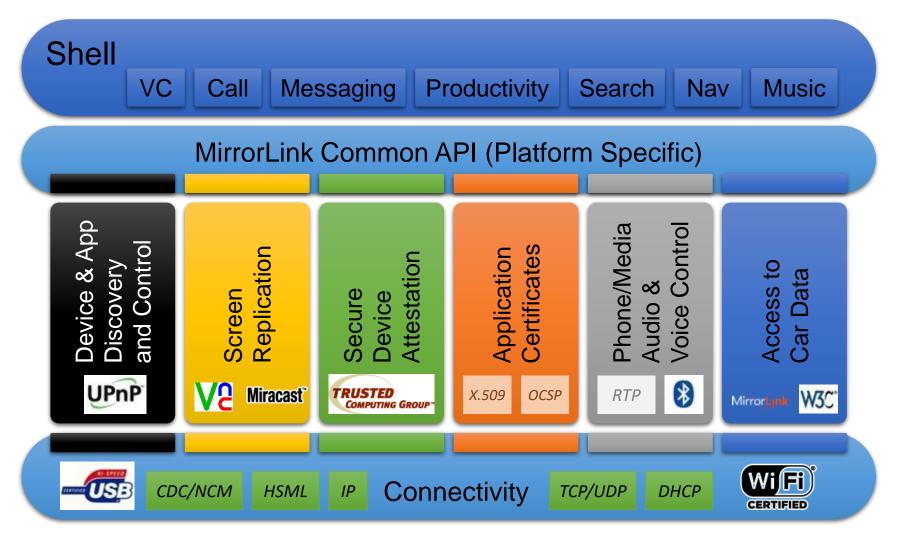
Source: Car Connectivity Consortium

Certification program

- Certification program built to help offset risk
- Device certification
 - Conformance with specification
 - Interoperability with reference devices
- Application certification
 - Driver Distraction testing
 - Region-based following local regulations
- Conducted by approved Test Labs

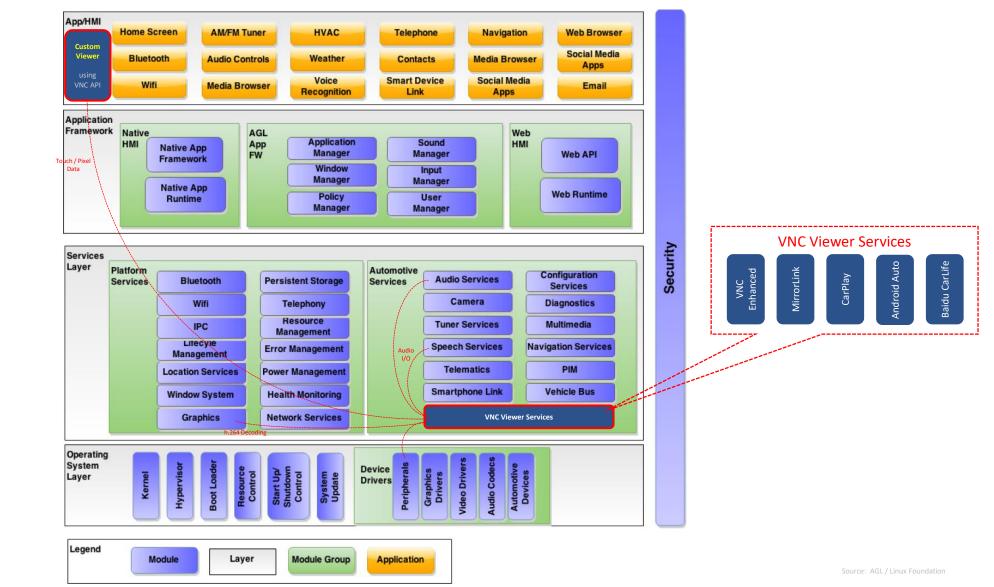
MirrorLink Architecture

MirrorLink[™] uses VNC (RFB 3.8) for remote control



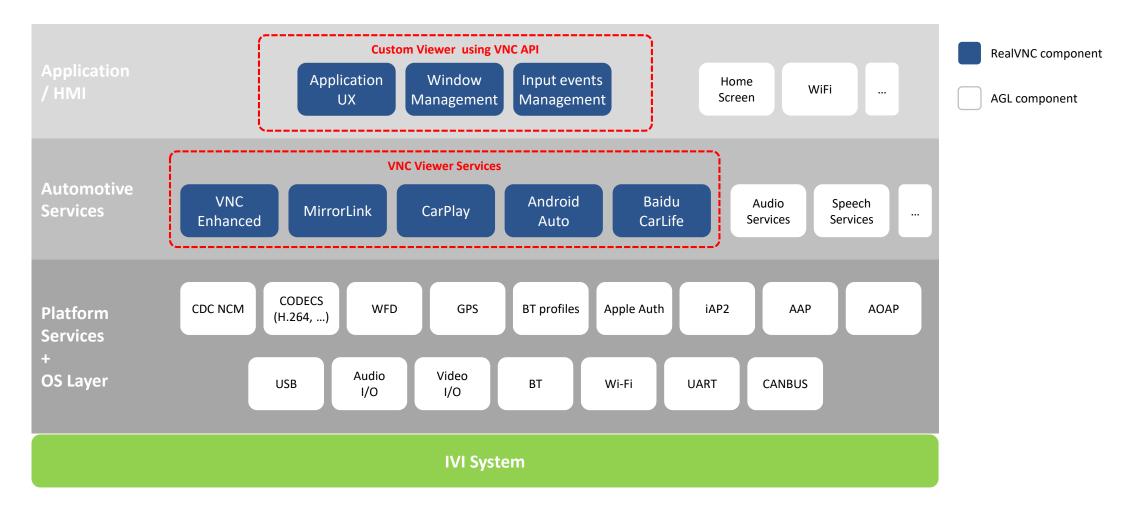
Source: Car Connectivity Consortium

Integration on AGL



AGL Architecture:

VNC AUTOMOTIVE on AGL



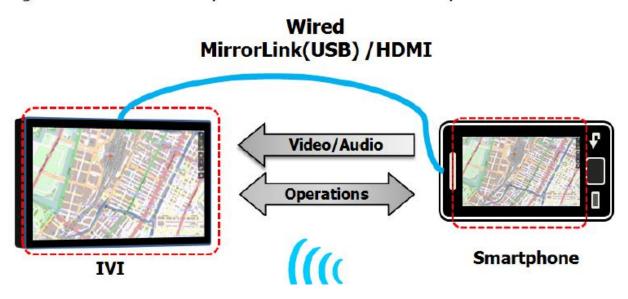
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AGL 'Smartphone Link' Service

5.2.8 Smartphone Link

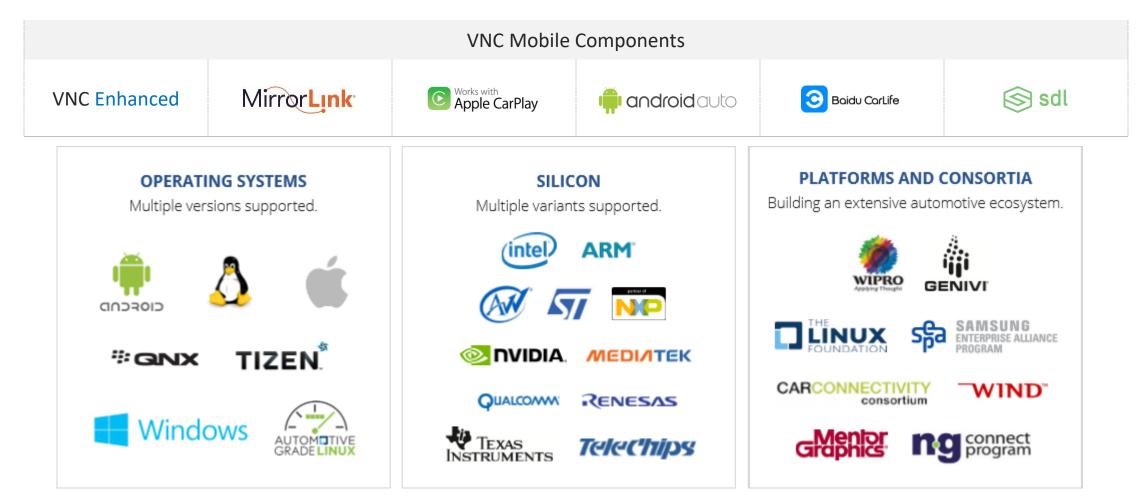
This section describes regarding Smartphone link. Smartphone Link is the technology which realizes that video and audio streaming play which data from smartphone. And touch operation is possible to share between IVI and smartphone. MirrorLink, Miracast, SmartDeviceLink and AirPlay are technologies that realize Smartphone Link. By this technology, it is possible to use smartphone content (map, music, browser...) by IVI.

Figure 8-30 shows the system structure of the Smartphone Link.



ource: AGL / Linux Foundation

VNC Mobile: supports MirrorLink, Apple CarPlay, Android Auto and Baidu CarLife on any combination of OS and CPU platform



Thank you

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