

Experiences with LIN Network Design at Porsche

Vector LIN Symposium 2008
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> LIN Design Challenges

LIN Design at Porsche

Trends and Outlook

Conclusion

- ❑ Timing
 - ❑ Meeting of cyclic time requirements due to application
 - ❑ Minimization of gateway work load and routing latencies
- ❑ Communication
 - ❑ Avoidance of inter-slave communication
 - ❑ Creation of consistent communication and LIN Description Files
- ❑ Design process
 - ❑ Coordination of application requirements with network design
 - ❑ Interaction with other bus systems

- ❑ Application routing vs. direct routing
 - ❑ Direct routing is done by the COM layer -> routing code is generated
 - ❑ Application routing has to be done by the application -> programming is needed
 - ❑ Signals with different encoding rules have to be routed by the application

- ❑ Direct routing is more efficient than application routing

- ❑ Enable direct routing by design

- ❑ Non-configurable Slaves
 - ❑ Node settings (e.g. NAD, IDs) are not configurable and stored in non-volatile memory (NV-RAM)

- ❑ Configurable Slaves
 - ❑ Preconfigured Slaves
 - ❑ Node settings are configurable, but also stored in NV-RAM
 - ❑ Configuration either by supplier or OEM

 - ❑ Runtime configured Slaves
 - ❑ Node settings must be configured by Master
 - ❑ Configuration either stored in RAM (or NV-RAM)

- ❑ Off-the-shelf nodes
 - ❑ Fixed functionality
 - ❑ Fixed frame layout and signal encoding
 - ❑ Node address and frame IDs configurable

- ❑ Carry-over nodes
 - ❑ Same as off-the-shelf nodes
 - ❑ Additionally fixed node settings if not configurable, e.g.
 - ❑ Configured node address
 - ❑ Published and subscribed frame IDs

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- ❑ Used LIN protocol versions: 1.2, 1.3, and 2.0
- ❑ Fixed baud rate of 19.2 kBits/s for all LIN networks
- ❑ No use of event-triggered frames
 - ❑ Worst case latency times (i.e. after collision) too high with LIN 2.0
 - ❑ Expected improvement with LIN 2.1 due to collision resolving schedule
- ❑ No use-case identified yet for sporadic frames

- ❑ Configurability of Slave nodes
 - ❑ Mostly configurable but preconfigured by supplier
 - ❑ Some not configurable
- ❑ Off-the-shelf nodes
 - ❑ Not used by Porsche
- ❑ Carry-over nodes
 - ❑ Largely used by Porsche during development phase
 - ❑ Carry-over nodes from existing projects
 - ❑ LIN configuration settings fixed and not changeable
 - ❑ Newly developed nodes
 - ❑ LIN configuration settings coordinated between all expected users (Porsche and development partners)

- ❑ LIN network topology
 - ❑ Regional clustering
 - ❑ LIN network for the left doors and the right doors
 - ❑ Functional clustering
 - ❑ LIN network for climate control
 - ❑ All LIN Master nodes are CAN-LIN gateways
- ❑ Public LIN networks
 - ❑ Networks are fully designed by Porsche
 - ❑ 5 public LIN networks with 3 multi-channel Masters
- ❑ Private LIN networks
 - ❑ Networks are fully designed and integrated by suppliers

- ❑ Direct routing is achieved by design
 - ❑ Using the same signals on all networks is a precondition for efficient direct routing
 - ❑ A common signal pool is used for all networks
- ❑ Only use encodings of type unsigned integer to enable direct signal routings

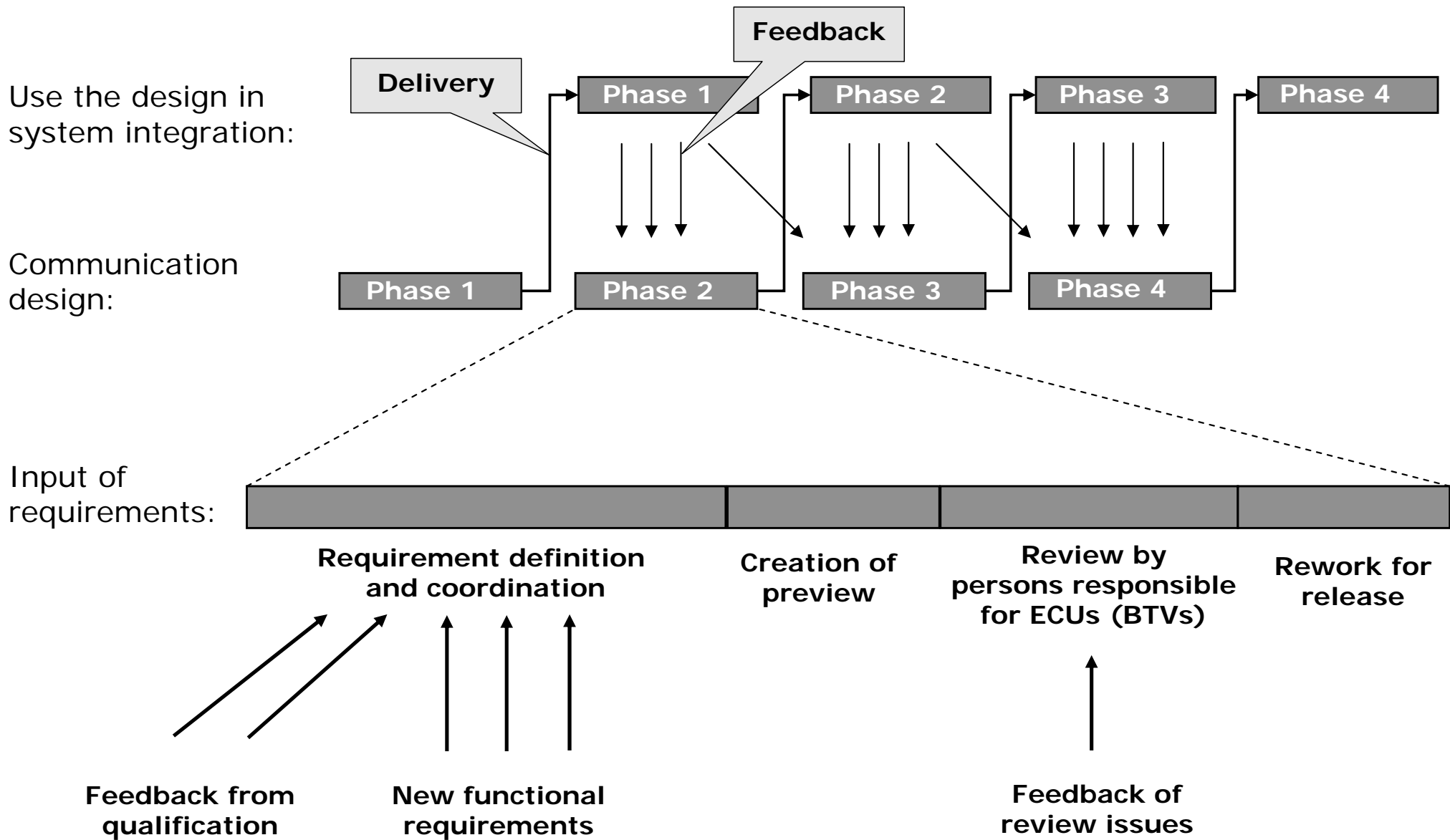
- ❑ Persons responsible for the ECUs define signal cycle times
- ❑ Signal cycle times are used as requirements for schedule design
- ❑ When packing the signals into LIN frames the following restrictions have to be considered
 - ❑ The maximum acceptable cycle time is about 100 ms. Higher cycle times will have negative effects on the functional behavior
 - ❑ Since a frame with 8 data bytes has a transfer time of approx. 10 ms, only 10-15 frames can be transmitted on a single LIN bus
 - ❑ With typically at least 4 Slaves per network, each Slave must not send more than two or three frames
- ❑ Frame packing is not particularly complex due to the limited degree of freedom

- ❑ The initial schedules for LIN networks are created with DaVinci's schedule table wizard
- ❑ These schedules are then revised in order to
 - ❑ Avoid work load peaks for the LIN Slaves by preventing sequential addressing of the same Slaves
 - ❑ Support of diagnostics frames
 - ❑ Achieve compatibility with other models at Porsche (cross car line approach)

- ❑ At project start Porsche defined a set of design rules
- ❑ Rules concerning signal distribution
 - ❑ Avoidance of inter-slave communication
- ❑ Rules concerning signal encoding
 - ❑ Use unsigned integers
 - ❑ Define initial and invalid values for all signals
- ❑ Naming conventions
 - ❑ Prefixes for signal and frame names defining sender or function
 - ❑ Maximum length of object names
 - ❑ Naming rules for signal specific types

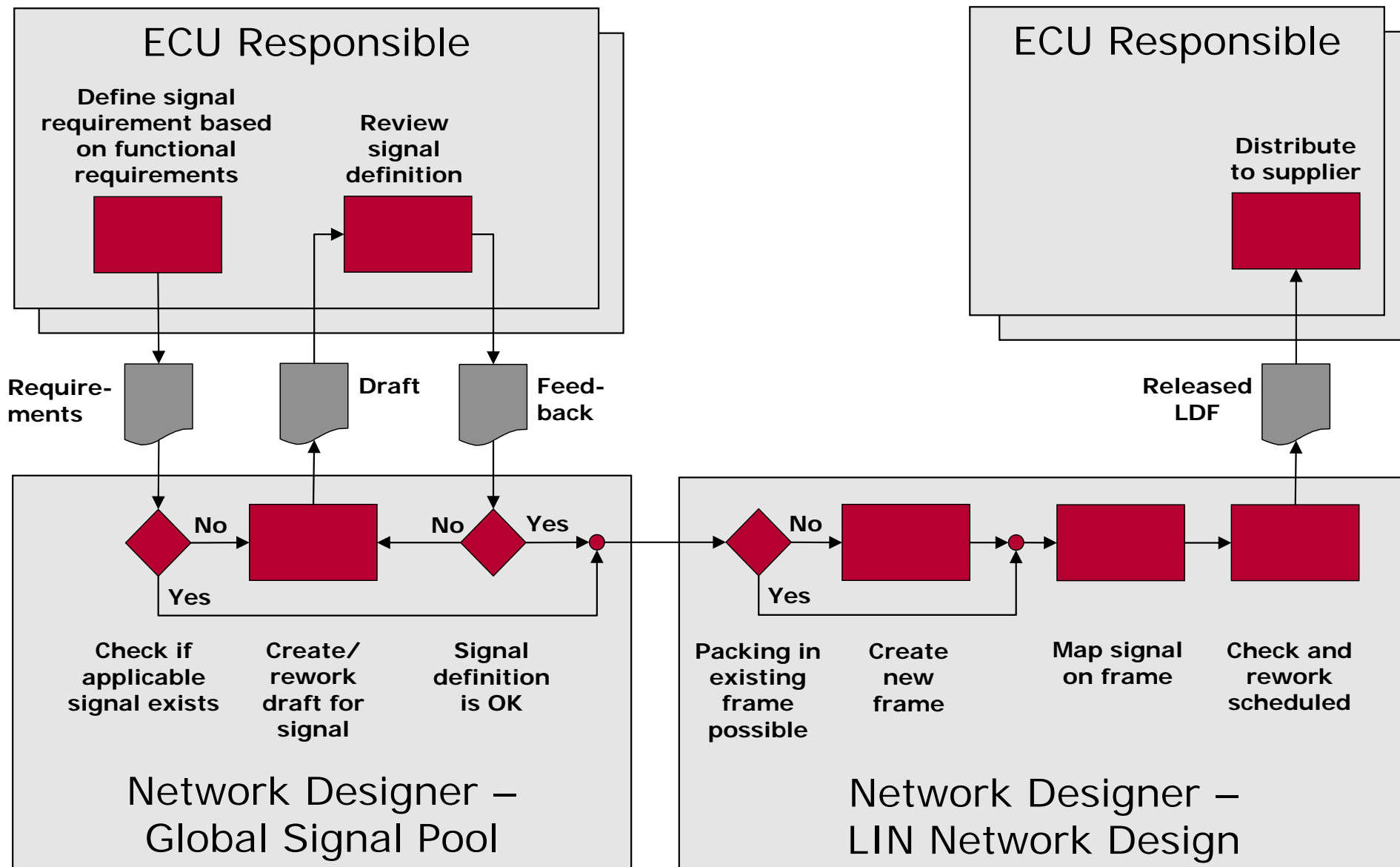
LIN Design at Porsche

Design Process



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Design Process



- ❑ From project start Porsche relied on DaVinci Network Designer LIN as design tool
 - ❑ Decision based on good experience with Vector's CAN design tools
 - ❑ Porsche's experiences were taken into account for version 2.0
- ❑ Commonly used data is defined only once
 - ❑ Global signals usage in several networks
 - ❑ Signal types for a consistent definition of physical values
- ❑ Delivery of consistent LDF files to suppliers due to detailed consistency checks
- ❑ Import of signal descriptions of existing CAN and LIN designs (LDF, NCF, DBC, and FIBEX) made manual signal redefinition obsolete

- ❑ Consideration of communication volume must be part of early network architecture processes
- ❑ Functional changes have to be checked for their implications on the communication
 - ❑ Minor changes will influence the communication only partly
 - ❑ New functionality may be integrated without general rework of the communication
 - ❑ Major changes (e.g. functional repartitioning) may lead to a rework of the network architecture
- ❑ Problems in LIN design only occur when ECUs are implemented as LIN Slaves although their complexity exceeds a LIN Slave's standard capabilities
- ❑ Porsche is convinced that the usage of standard tools is the right way to achieving high efficiency and quality in network design

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> Trends and Outlook

Conclusion

- ❑ Integration of LIN design into the design process for all networks
 - ❑ All network design data have to be managed in a global repository
 - ❑ Common signals out of a global signal pool have to be used
 - ❑ A multi-bus design tool is needed (CAN and FlexRay too)
 - ❑ The tool has to be multi-user capable

- ❑ Integration of DaVinci Network Designer in data backbones
 - ❑ Vector eASee as system for the management of engineering data
 - ❑ Integration in customer specific environments
 - ❑ The work of several users is coordinated via a central data repository

- ❑ Considerations regarding assignment of Supplier and Function IDs
- ❑ Selection of supplier ID
 - ❑ Which supplier ID has to be assigned to an ECU provided by several suppliers? (Affect on automated tests and configuration)
 - ❑ Which supplier ID should be assigned to an ECU supplied by a supplier that has no supplier ID?
- ❑ Procedure to assign function ID
 - ❑ Random allocation of function IDs (no structure, depending only on the order of assignments)
 - ❑ Structured allocation: allocating function IDs with regard of e.g.
 - ❑ Node type (MMI, Actor, Sensor, ..)
 - ❑ Node function (Wiper-Control, Roof, ..)
 - ❑ Node usage (Distributed System Name, ..)

- ❑ The activities of the LIN consortium concerning the more effective use of off-the-shelf nodes are being observed
- ❑ The usage of several logical LIN Slaves in a single ECU (physical multiple ECUs) is being analyzed and may be used in the future
- ❑ Event-triggered frames may be used in the future
- ❑ With future projects a common repository for all network designs will be established
- ❑ Porsche expects a quality increase by considering quality aspects in the early design and implementation phase (e.g. testability of LIN Master functionality by using “prepared” standard software stacks)
- ❑ Porsche expects further increase in efficiency by using a single tool chain for overall network design including different bus technologies
- ❑ Porsche relies on the usage of standard tools further on

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> **Conclusion**

- ❑ LIN is an established bus system for sub-buses at Porsche
- ❑ A design environment increases the efficiency and quality of the LIN network design
 - ❑ Common design environment for all bus systems
 - ❑ Several LIN buses are managed in a single system
 - ❑ Common reuse of design elements like signals and encodings
 - ❑ High quality of design data due to consistency checks
 - ❑ Efficient routing based on the usage of common signals on all networks
- ❑ Usage of standard tools has major advantages
 - ❑ Additional functionality is provided early, e.g. support of LIN 2.1, FIBEX, ...
 - ❑ Improvements are triggered by all tool users
 - ❑ DaVinci Network Designer LIN bases on Vector's wide-ranging LIN know-how

Thank you for your attention.

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