

Embedded and Real-Time Systems

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Lecture 14

Automotive Communication Protocols



- What is FlexRay?
 - A next generation automotive network communications protocol
- When was it released?
 - First public release(Version 2.0) on Jun 2004
 - The latest version 3.0.1 was released on Oct 2010
- Why uses FlexRay?
 - High bandwidth
 - Flexibility
 - Fault-tolerance
 - Reliability

FlexRay

- 10Mbps x 2 bandwidth
- Time-triggered for real-time transmission
- Event-triggered for low-priority data
- Synchronous
- Deterministic system design

Controller Area Network(CAN)

- Bandwidth up to 1Mbps
- Contention resolved by priority
- Asynchronous
- Acknowledgment and retransmission when message is corrupted

- Who developed FlexRay?
- Where used FlexRay?
 - BMW X5 on 2006, BMW 5-Series,
 - BMW 7-Series, Audi A8,
 - Bentley Mulsanne,
 - Rolls-Royce Ghost,
 - Lamborghini Huracán





*Flex*Ray™

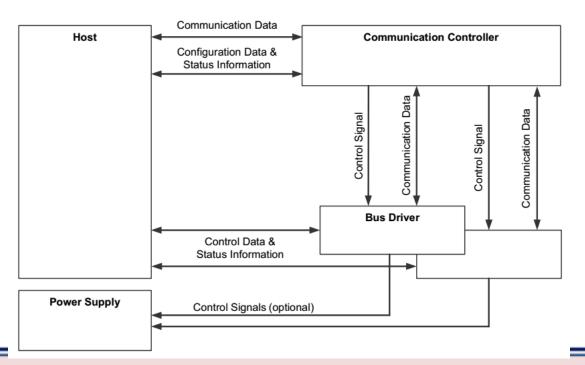




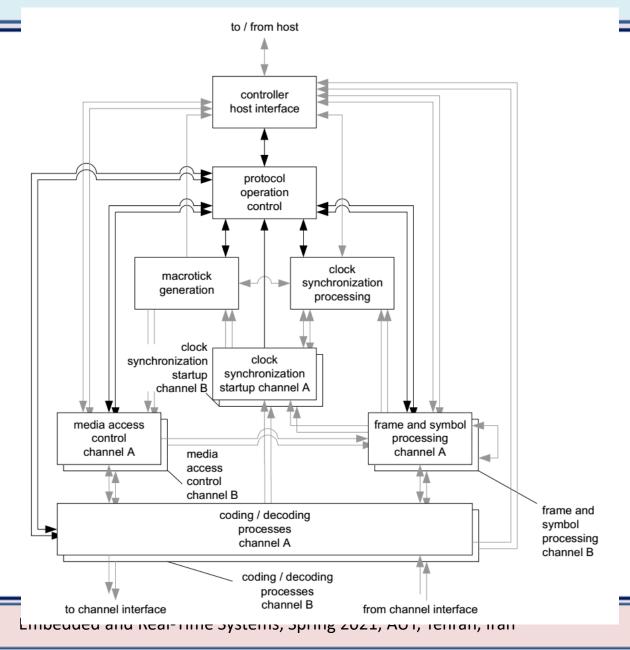




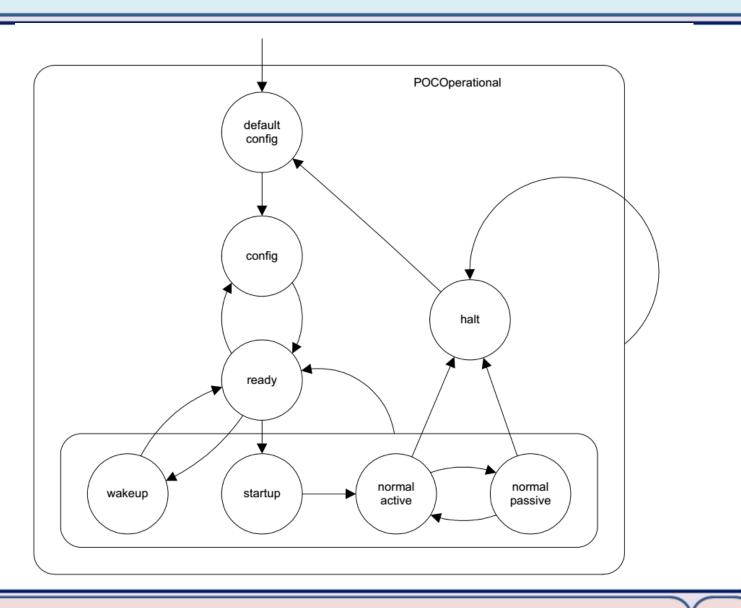
- How does it work?
 - Dual channel scalable system fault-tolerance
 - Bus Guardian
 - Interconnect topologies: centralized or bus



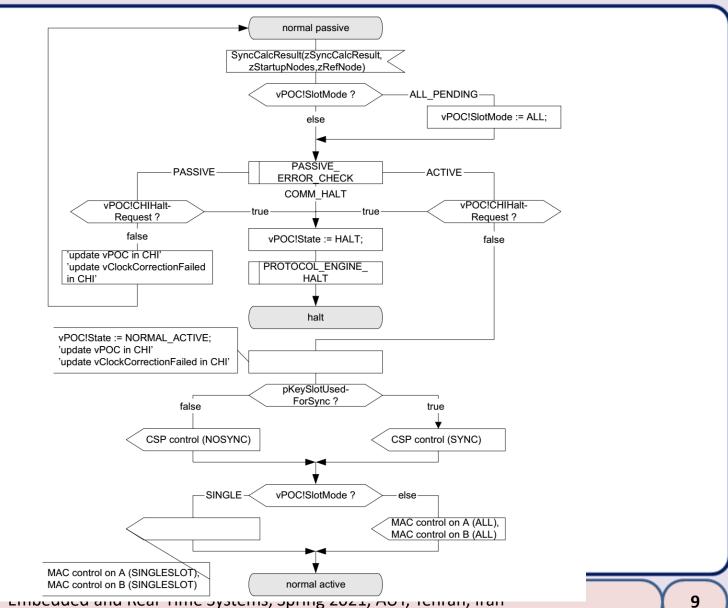
Protocol Operation Control

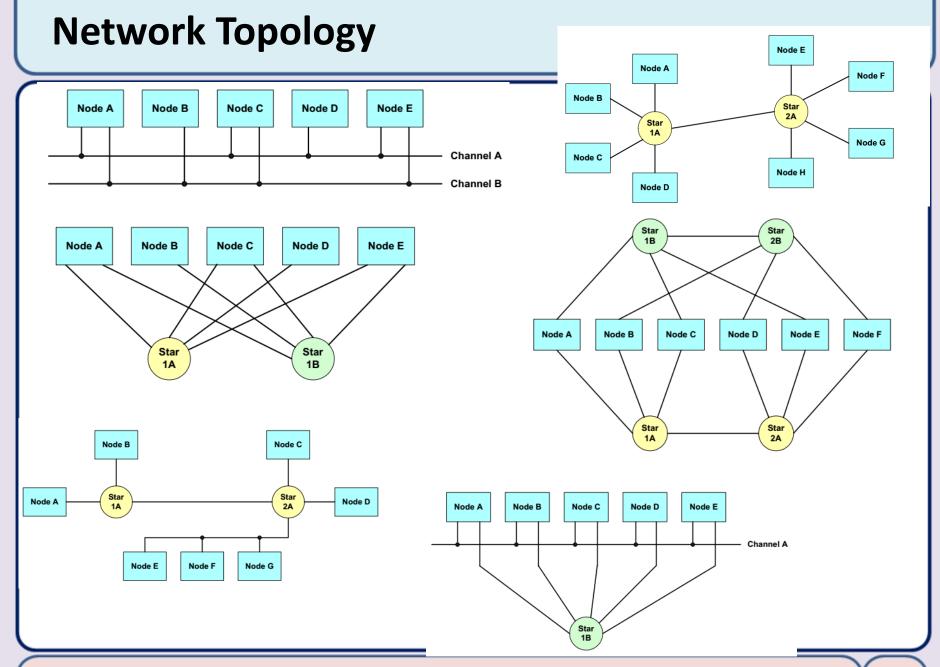


Protocol Operation Control



Protocol Operation Control

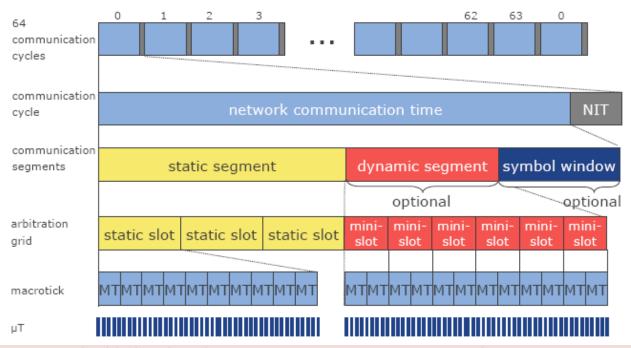




Communication

- Microtick: the node's own internal clock or timer
- Macrotick: a cluster wide synchronized clock
- NIT is stand for Network Idle Time for time corrections

Hierarchical Network Timing



Communication

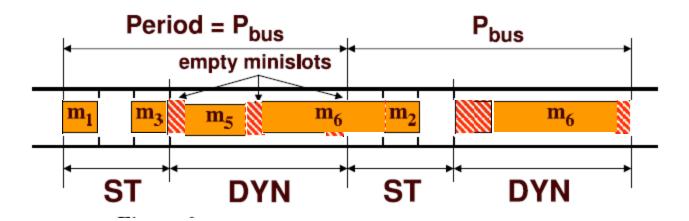
Static Segment

- Time-triggered
- Enables a guaranteed real-time transmission of critical data
- Periodic and Safety-critical data
- Reserved slots for deterministic data that arrives at a fixed period

Dynamic Segment

- Even-triggered
- For low priority data
- Maintenance and Diagnosis data
- does not require determinism

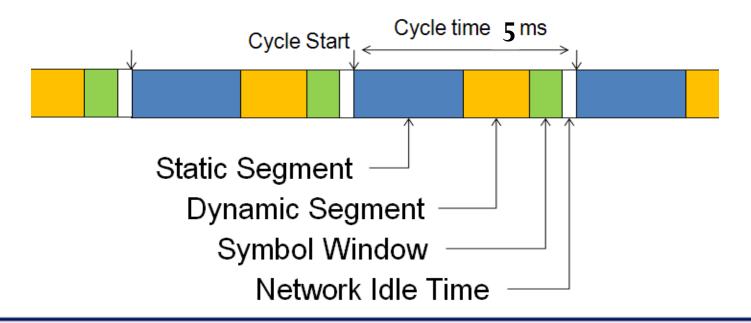
- The first cycle T1, T3,T5, T6, and T7 have messages to send
- The Second cycle T2 have messages to send



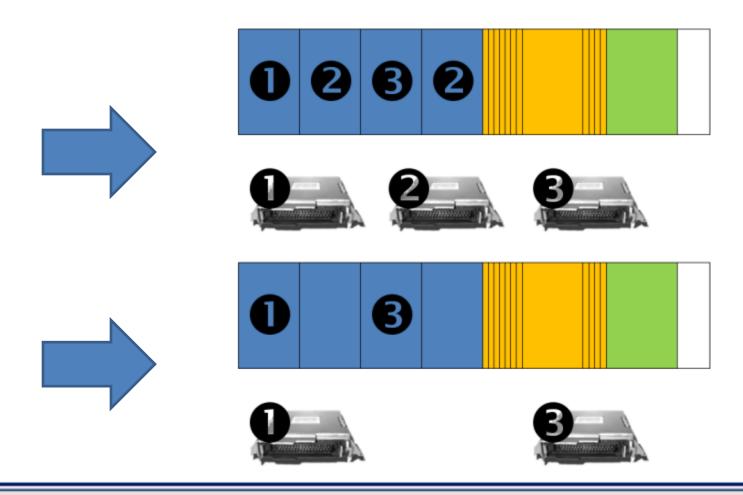
- Communication Cycle
 - Symbol Window

Typically used for network maintenance and signaling for starting the network

- Network Idle Time
 - A known "quiet" time used to maintain synchronization between node clocks

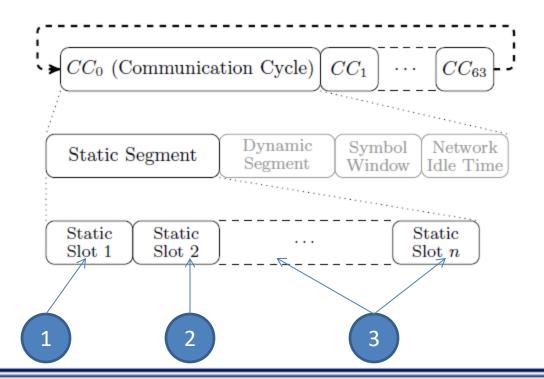


Static Segment



Static Segment

- Made up of n equally sized slots
- each slots is uniquely assigned to one node
- Node may occupy more than one slot



FlexRay Frame Format

