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MOTORVEHICLE
UNIVERSITY OF
EMILIA-ROMAGNA

Vehicular Communications

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Lecture 3

Intra-vehicle Communications

Outline

- Bus systems: basics
- Protocols
 - K-Line
 - CAN
 - LIN
 - FlexRay
 - MOST
 - In-car Ethernet
- ECUs
- Safety

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- Bus systems: basics
- Protocols
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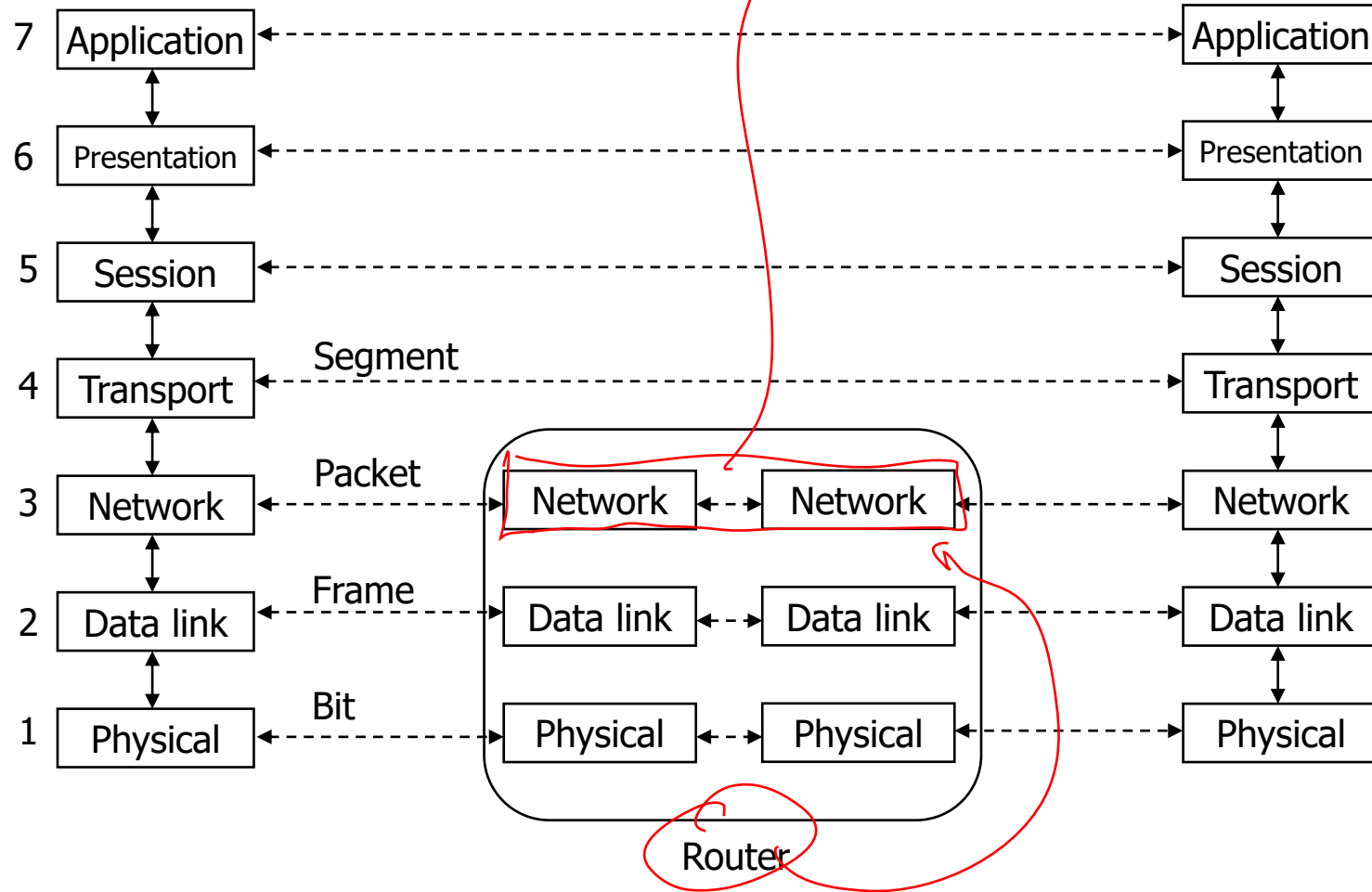
ISO/OSI Layers

Main

- Layered communication architecture
 - One layer \Leftrightarrow one function \Leftrightarrow one protocol
 - Layer interacts only with immediate base layer *(layer below)*
 - Interfaces follow rigid specification
 - commonly by standards body
- ISO/OSI layered communication model
 - Defines 7 layers
 - see next slide
 - Common architectures relax rigid guidelines
 - cf. TCP/IP

*Interface
between
layers*

ISO/OSI Layers: Router



ISO/OSI Layers: Functions in Detail

- Physical Layer

- Specifies mechanical, electrical properties to transmit bits
- Time synchronization, coding, modulation, ...

FEC = Forward Error Correction

- Data Link Layer

- Checked transmission of frames
- Frame synchronisation, error checking, flow control, ...

link flow

- Network Layer

- Transmission of datagrams / packets
- Connection setup, routing, resource management, ...

- Transport Layer

- Reliable end to end transport of segments

TCP / Unreliable → UDP

end-to-end flow control

ISO/OSI Layers: Functions in Detail

- Session Layer
 - Establish and tear down sessions
- Presentation Layer
 - Define Syntax and Semantics of information
- Application Layer
 - Communication between applications

→ Application layer of
TCP/IP stack
(Internet stack)

- Our focus in this lecture:

- Physical Layer
- Data Link Layer

→ While bus systems, some features
(e.g., routing) are not needed.

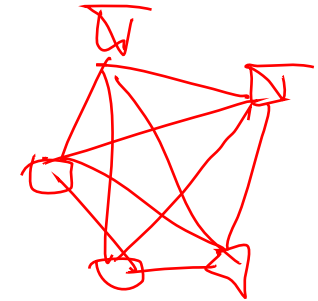
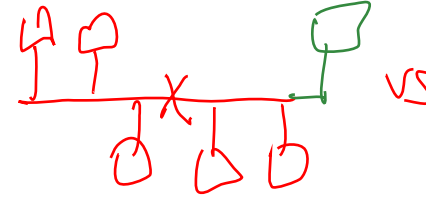
Why bus systems?

- Lower cost

- Material
- Weight
- Volume

than dedicated P2P connection systems

critical aspects of a vehicle



- Higher modularity ✓

- customizability of vehicles
- cooperation with Original Equipment Manufacturers (OEMs)

- Shorter development cycles ✓

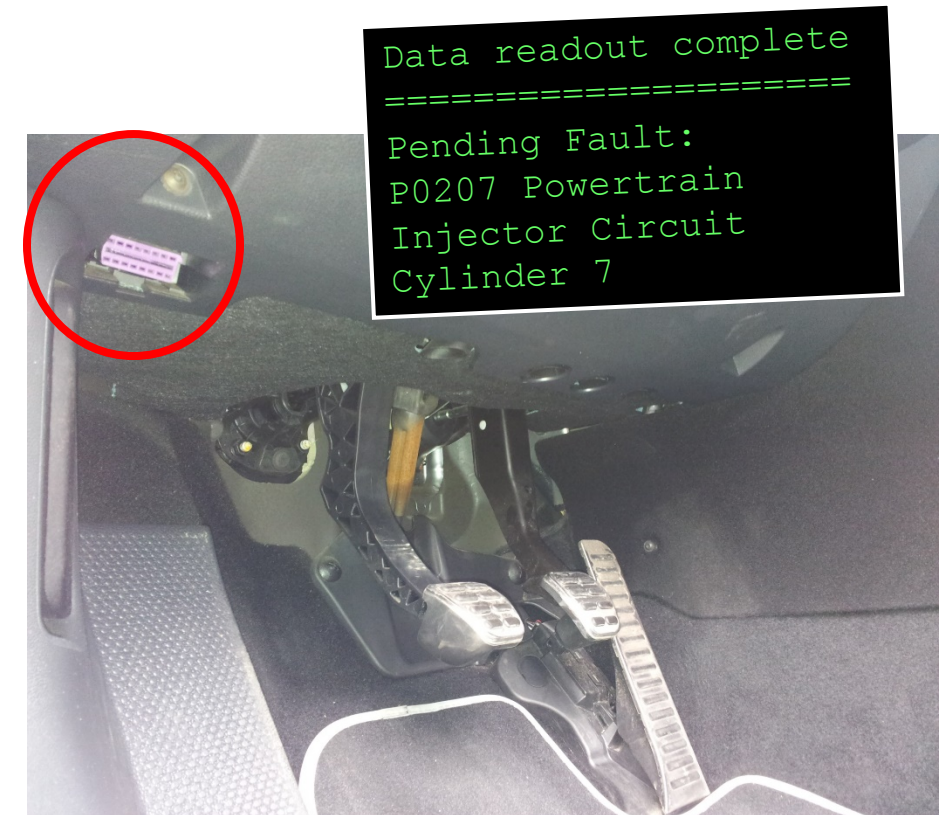
- Re-usability of components
- Standard protocols and testing plans \Rightarrow less errors

History

- First micro processors in vehicles in 1980s
 - Communication via point to point connections
 - Simple control lines, little real data transmission
 - True data transmission for connection external diagnosis equipment
 - Birth of standard for character transmission
 - via K-Line (ISO 9141)
 - Finally: introduction of data busses for in-vehicle communication
 - Later standardized as CAN (ISO 11898)
 - Use in series production models starts 1991
- (ECU)*
- There were few cameras*

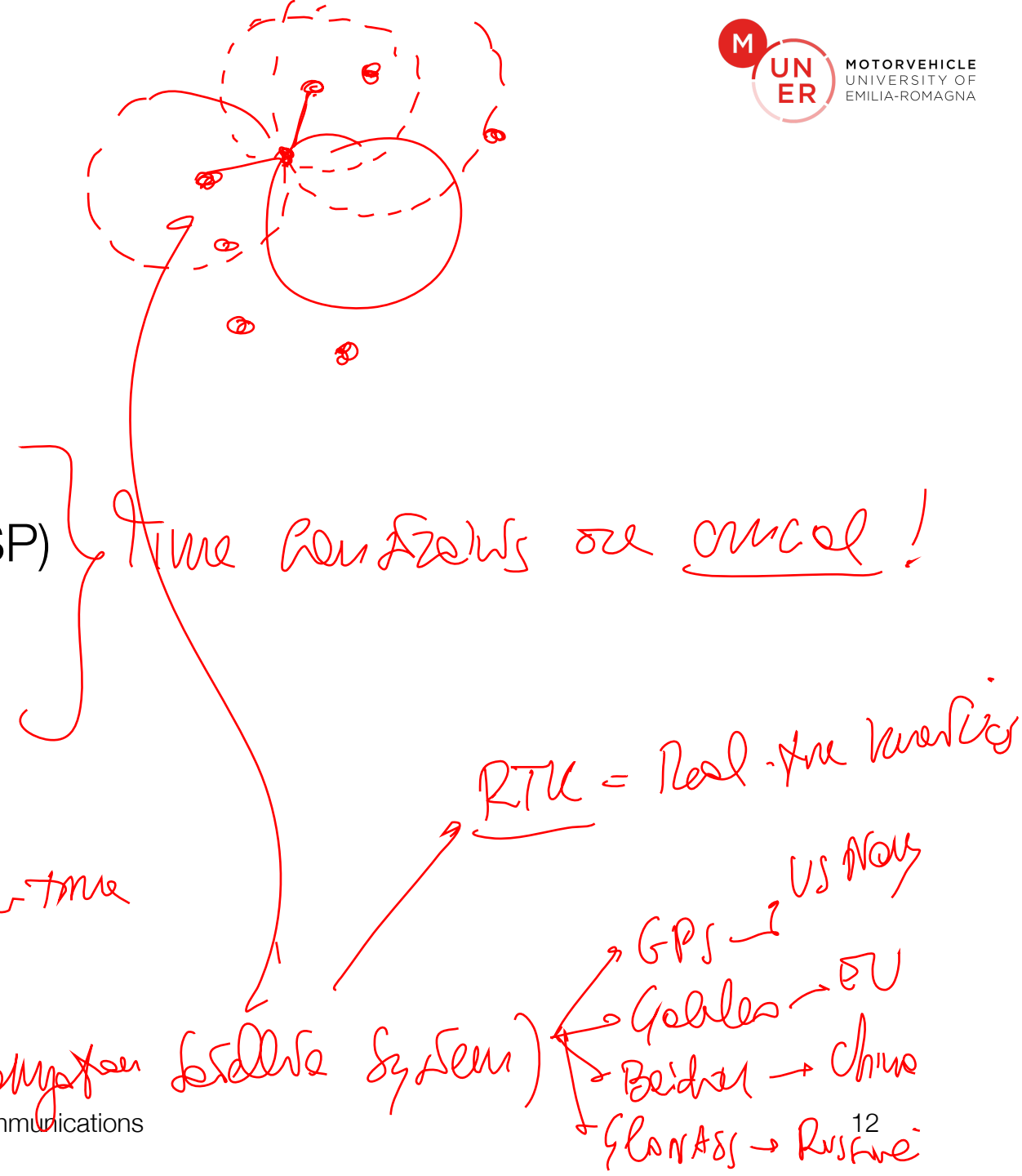
Overview and Use Cases

- State of the art
 - K-Line and CAN are part of On Board Diagnosis (OBD) connector
 - Enables, e.g., reading engine parameters, catcon, oxygen (lambda) sensor
 - Mandatory for newly registered vehicles in both EU und U.S.



Use Cases

- Driveline
 - Engine and transmission control
- Active Safety
 - Electronic Stability Programme (ESP)
- Passive Safety
 - Air bag, belt tensioners
- Comfort
 - Interior lighting, A/C automation
- Multimedia and Telematics
 - Navigation system, CD changer



Classification: On board communication

- Complex control and monitoring tasks

- Data transmissions between ECUs / to MMI
- E.g., engine control, ext. sensors, X-by-Wire

Man-Machine Interface
(also MMI)

- Simplification of wiring

- Replaces dedicated copper wiring
- E.g., central power locks, power windows, turn signal lights

Every thing by wire

- Multimedia bus systems

- Transmission of large volumes of data
- E.g., Navigation unit, Radio/CD, Internet

Internal control

Internal vehicle manager
→ needs to have the map and upload constantly.

Classification: Off board communication

- Diagnosis
 - Readout of ca. 3000 kinds of errors
 - Garage, exhaust emission testing
- Flashing *see flashing*
 - Initial installation of firmware on ECUs
 - Adaptation of ECU to make, model, extras, ...
- Debugging
 - Detailed diagnosis of internal status
 - During development

~ Personal
computer

Classification by use case

Application	Message length	Message rate	Data rate	Latency	Robustness	Cost
Control and monitoring		★★	★★	★★★	★★★	★★
Simplified Wiring				★	★★	★
Multimedia	★	★★	★★★	★	★	★★★
Diagnosis						★
Flashing	★★		★★		★	
Debugging		★	★	★★		

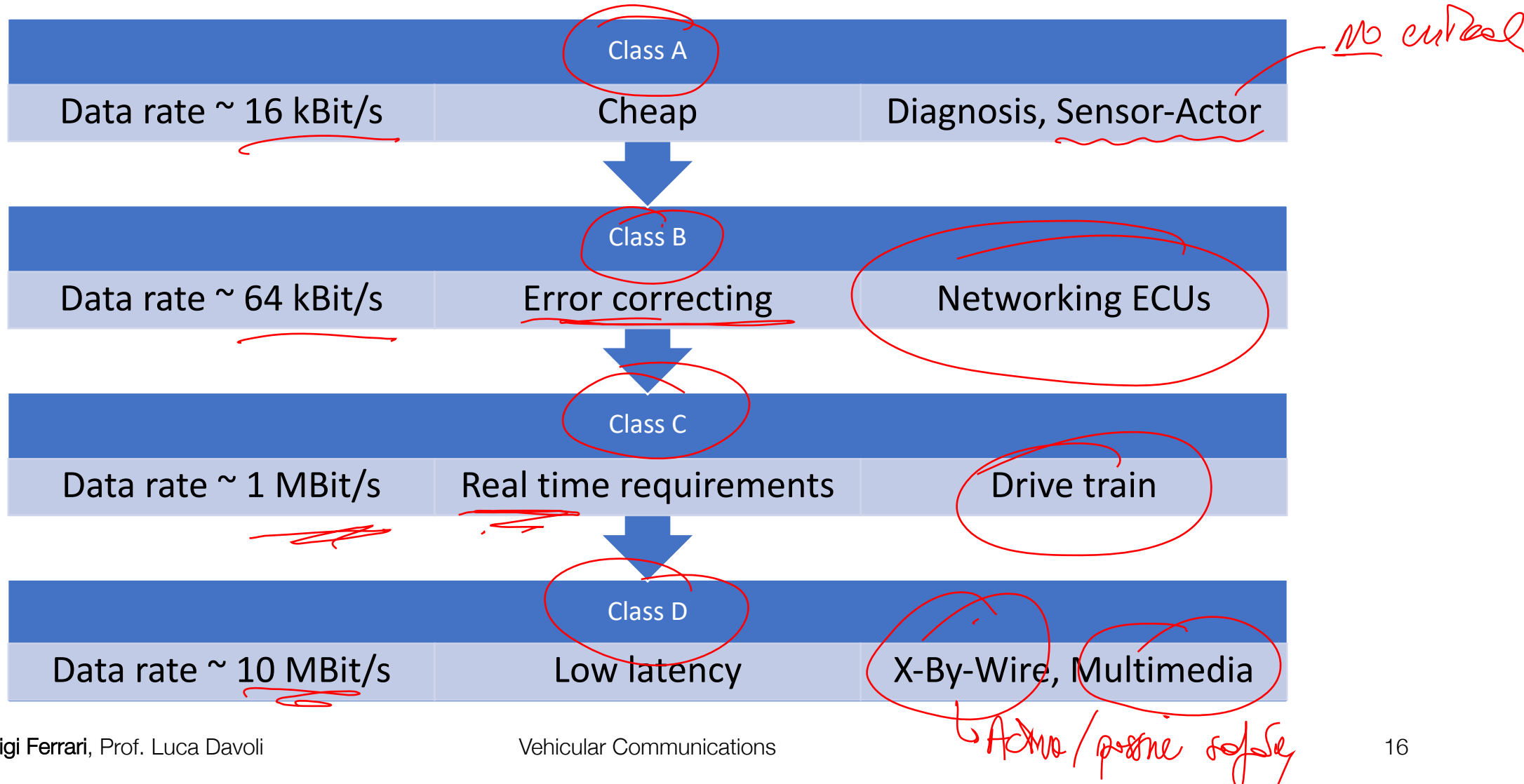
ON-board

OFF-board

From the source

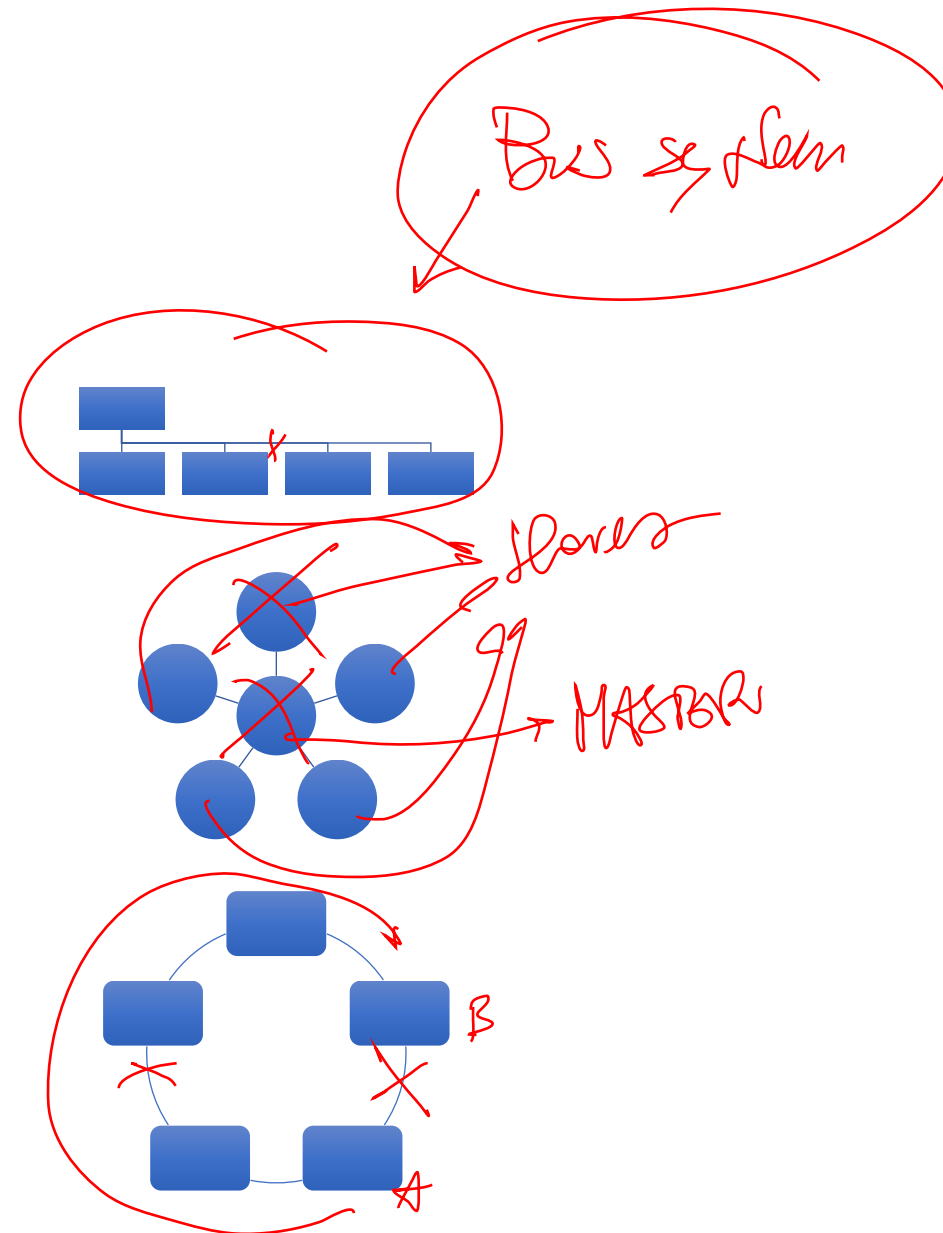
To the sink

Classification by Society of Automotive Engineers (SAE)



Network Topologies

- Line
 - ✓ Cost
 - ✓ Complexity
 - □ Robustness
- Star
 - □ Cost
 - ✓ Complexity
 - (✓) Robustness
- Ring
 - ✓ Cost
 - □ Complexity
 - ✓ Robustness



Network Topologies

• Coupling of bus elements

• Repeater

- Signal amplification
- Signal refreshing

• Bridge

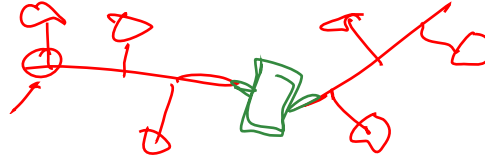
- Medium / timing adaptation
- Unfiltered forwarding

• Router

- Filtered forwarding

• Gateway

- Address adaptation
- Speed adaptation
- Protocol adaptation



1 - Phy	
Bus 1	Bus 2

→ Extending the same bus system

2 - Lnk	
1 - Phy	1 - Phy
Bus 1	Bus 2

Optical fiber

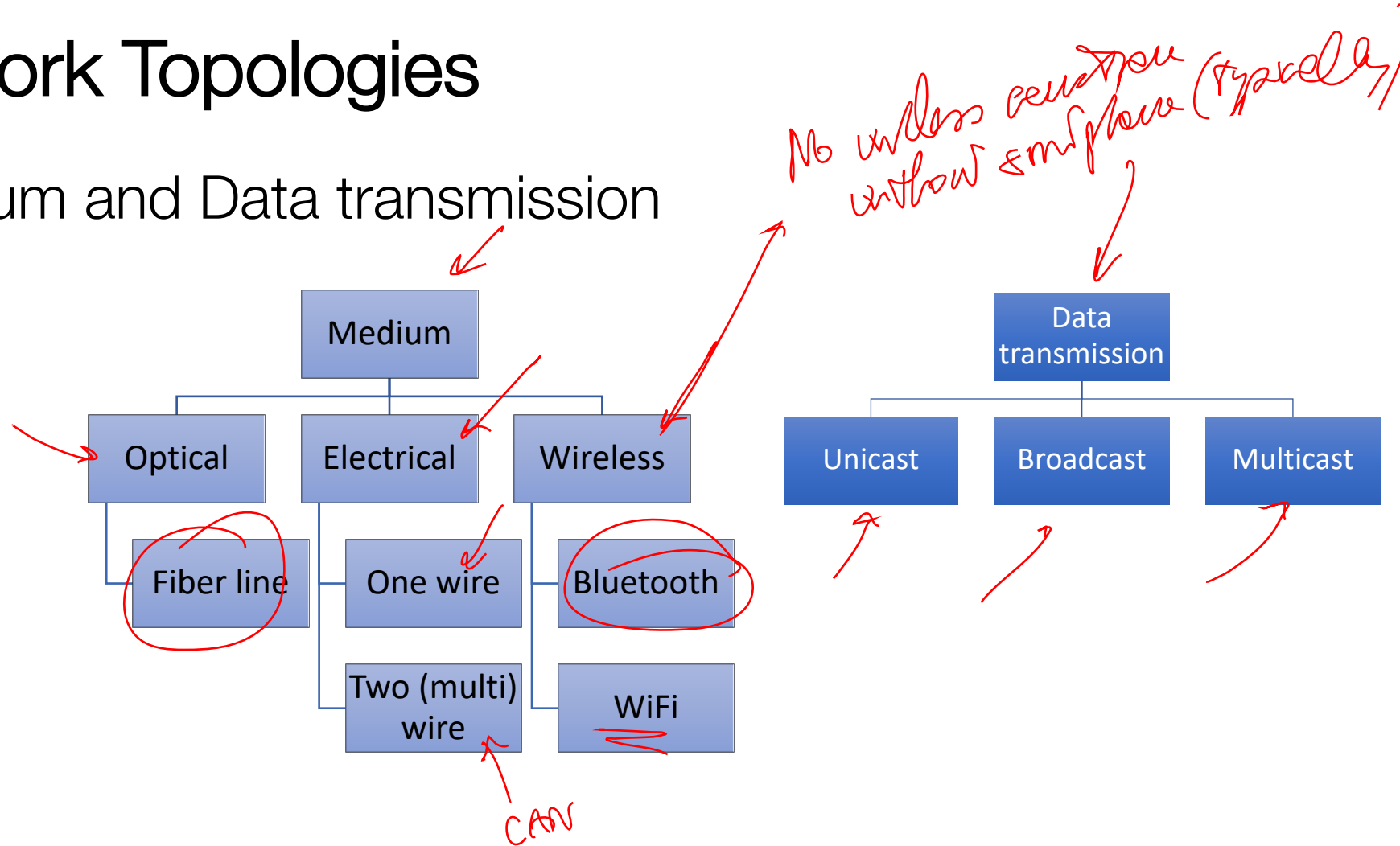
→ then

3 - Net	
2 - Lnk	2 - Lnk
1 - Phy	1 - Phy
Bus 1	Bus 2

7 - App	
3 - Net	3 - Net
2 - Lnk	2 - Lnk
1 - Phy	1 - Phy
Bus 1	Bus 2

Network Topologies

- Medium and Data transmission



Network Topologies

- Concurrent bus access for typical wiring
 - Shared data line connected to pull-up resistors
 - Transistors can pull data line to GND (signal ground)
 - Base state
 - transistors non-conductive
 - pull up resistors raise bus level to high
 - One or more ECUs turn transistor conductive
 - This connects bus to signal ground
 - Bus level is low independent of other ECUs (\Rightarrow dominant state)
 - Wired OR (if low \triangleq 1) / Wired AND (if low \triangleq 0)

Bosch!

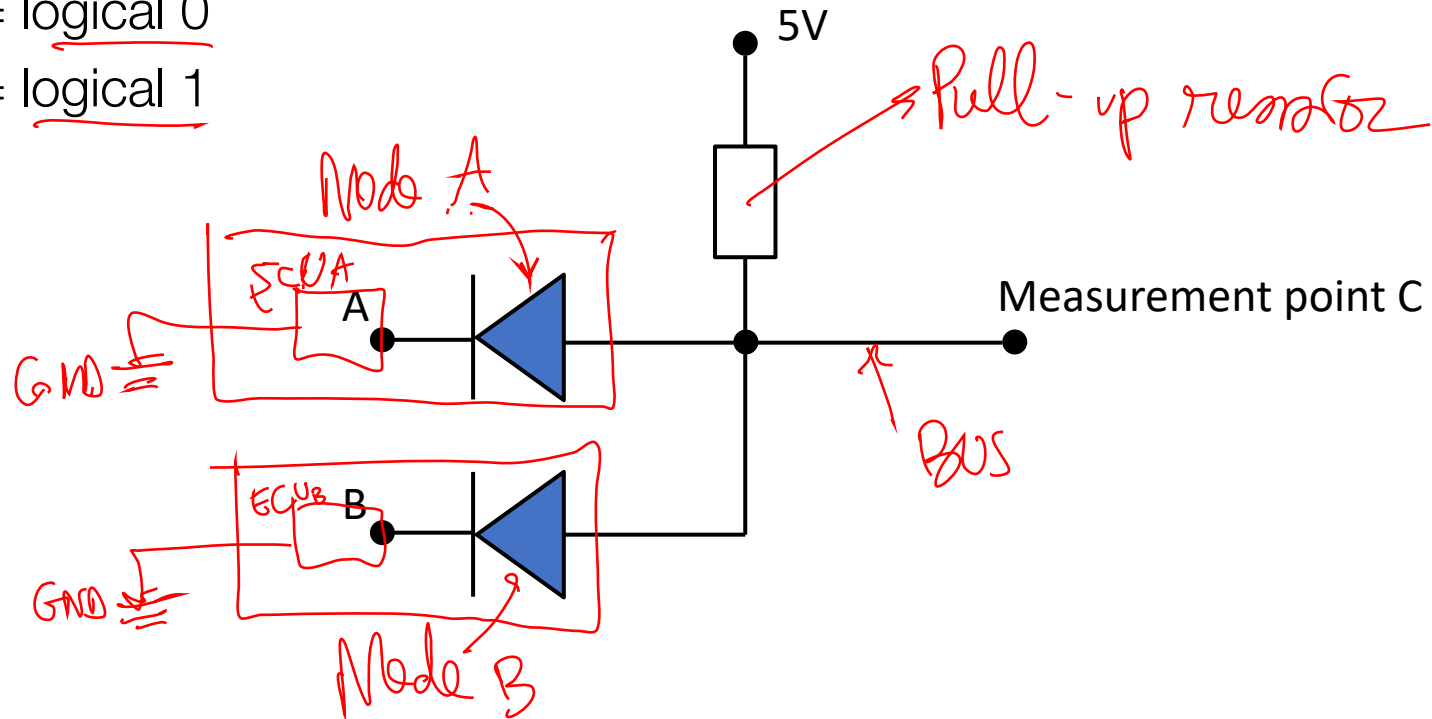
voltage
logical

Network Topologies

- Wired OR

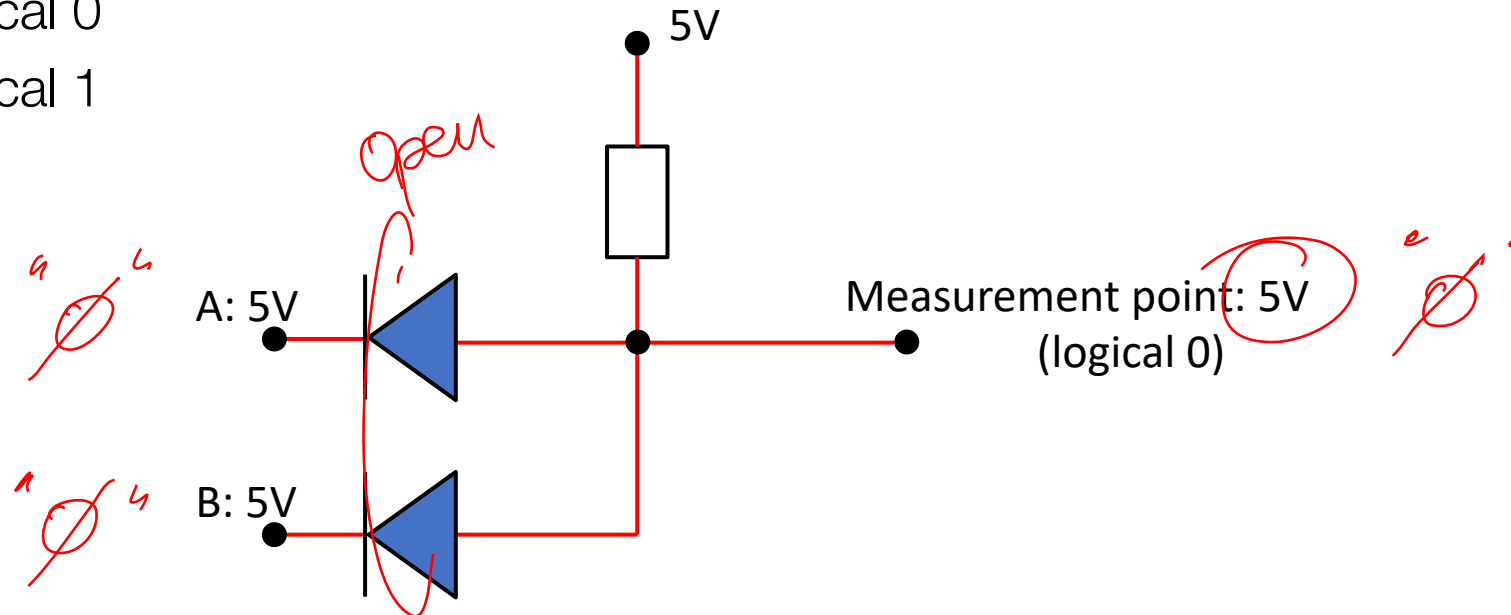
- Example (assuming negative logic)

- 5V = logical 0
- 0V = logical 1



Network Topologies

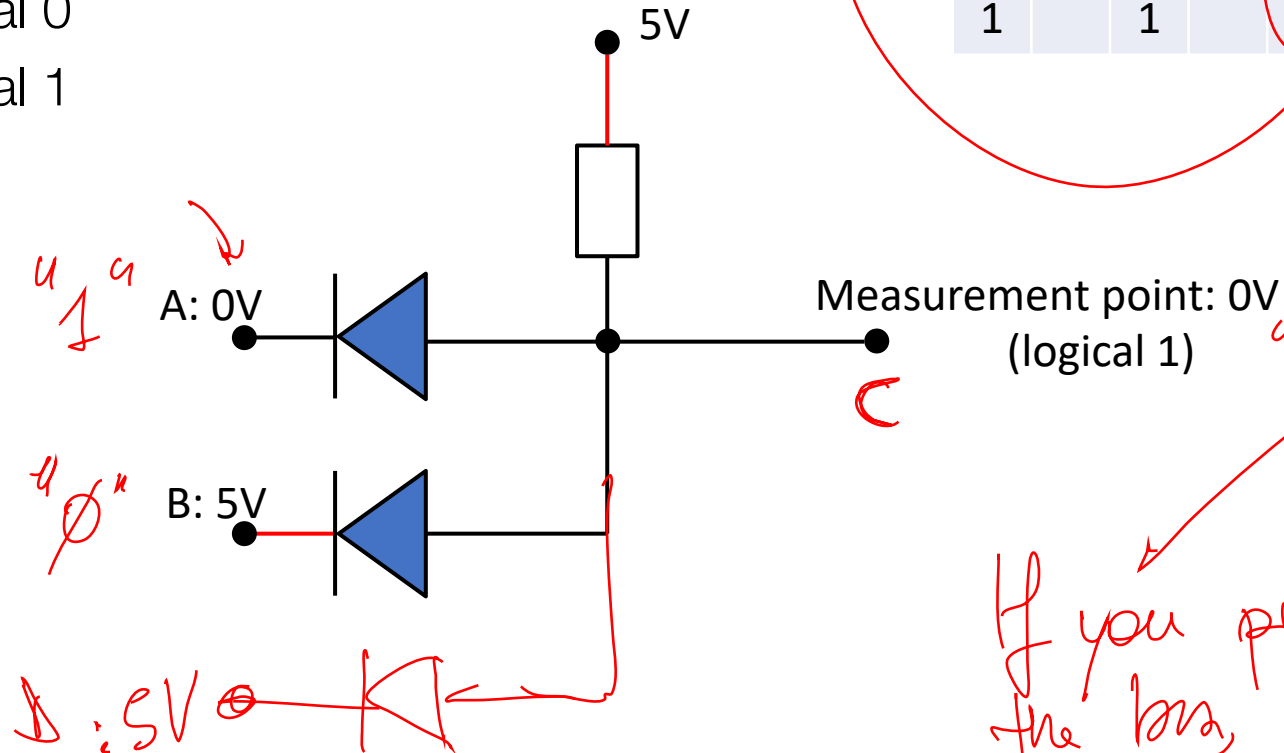
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Network Topologies

Wired OR

- Example (assuming negative logic)
 - 5V = logical 0
 - 0V = logical 1



Single bit connections!

A	+	B	=	C
0		0		0
0		1		1
1		0		1
1		1		1

p. 22

If you perceive "1" on the bus, you cannot detect a collision

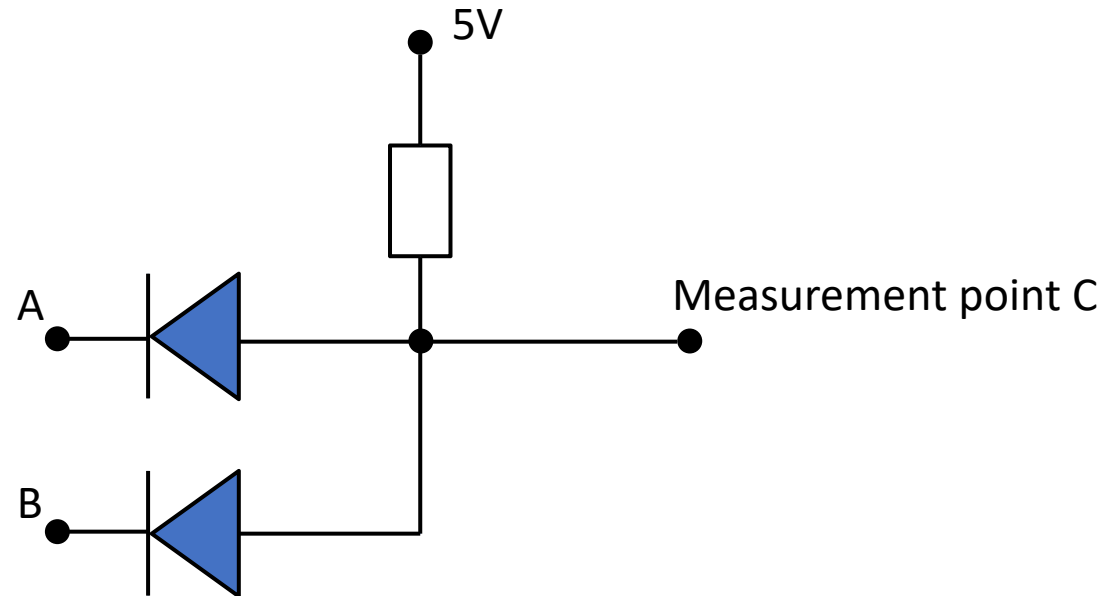
Network Topologies

- Wired AND

- Example (assuming positive logic)

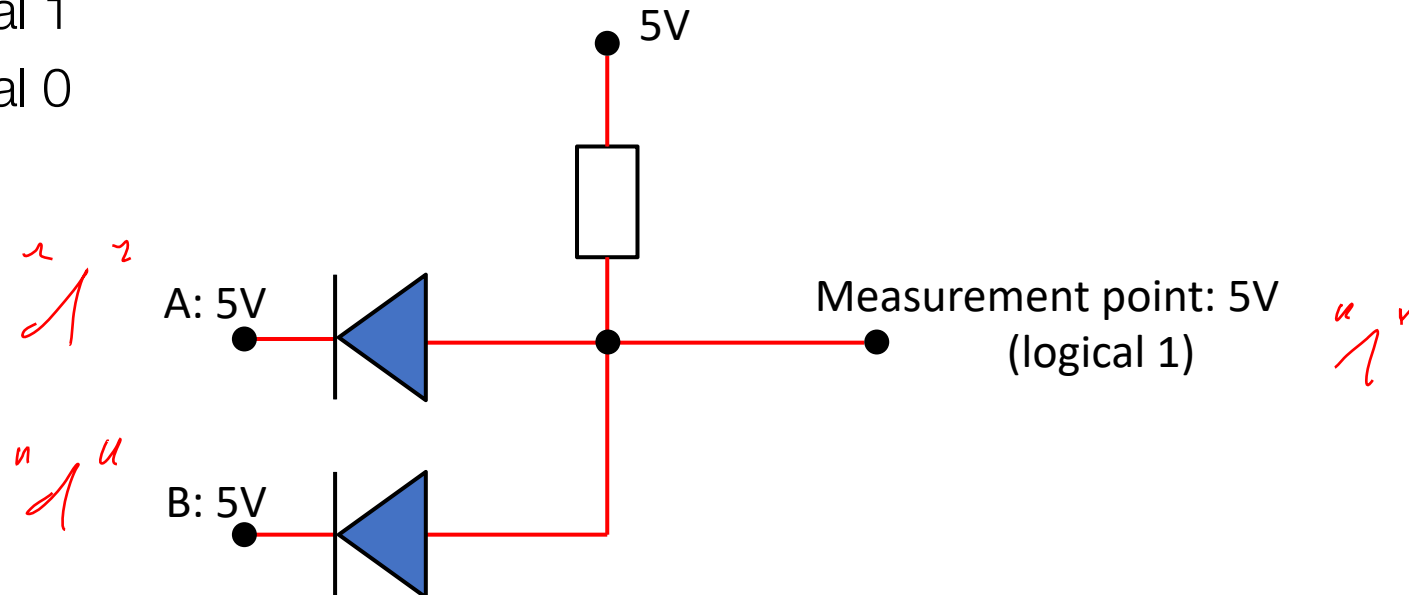
- 5V = logical 1
- 0V = logical 0

In wired OR
0V is logical 1



Network Topologies

- Wired AND
 - Example (assuming positive logic)
 - 5V = logical 1
 - 0V = logical 0

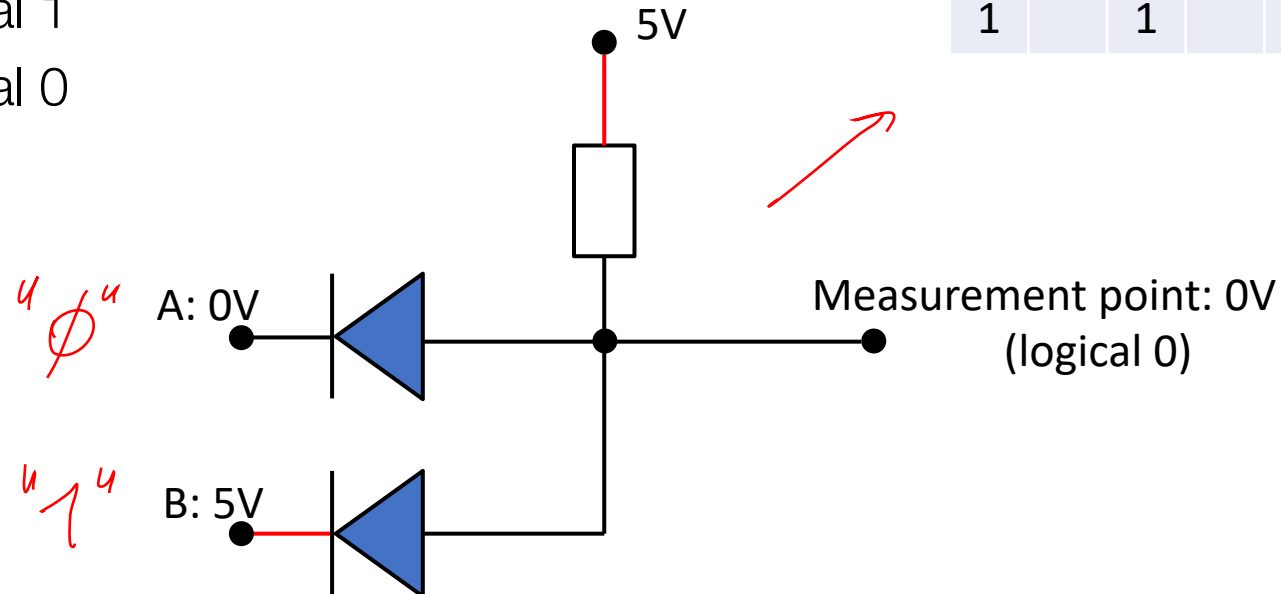


Network Topologies

Wired AND

- Example (assuming positive logic)
 - 5V = logical 1
 - 0V = logical 0

A	·	B	=	C
0		0		0
0		1		0
1		0		0
1		1		1



Network Topologies: Wave Effects

- Wave effects: Reflections and ends of wire or connectors
- Non negligible at high data rates, i.e., short bit lengths
- Propagation velocity of a signal on in-vehicle bus:

- $c \approx \frac{1}{3} c_0 \rightarrow 3 \cdot 10^5 \text{ km/s (vacuum)}$

- Signal delay on typical in-vehicle bus:

- $t = \frac{l}{c} \approx 200 \text{ ns}$

- Wave effects problematic if:

- $t_{bit} < 10t = 20 \text{ ns} = 2 \cdot 10^{-8} \text{ s}$

- Countermeasures

- Add terminator plugs (resistor)
 - Minimize use of connectors

$$L \text{ (b/pdu)}$$

$$R \text{ (b/s)}$$

$$T_{pdu} = \frac{L}{R} \text{ (s/pdu)}$$

$$l = c \cdot t = 10^8 \cdot 200 \cdot 10^{-9} = 20 \text{ m}$$

$$\frac{1}{R} > 2 \cdot 10^{-8} \text{ s} \rightarrow R < \frac{1}{2} 10^8 \text{ b/s} = 5 \cdot 10^7 \text{ b/s} = 50 \text{ Mb/s}$$

$$R > 50 \text{ Mb/s}$$

Bit coding

$$t_{bit} = \frac{1}{R} \quad [s/bit]$$

	logical 0	logical 1
Non return to Zero (NRZ)		
Manchester (original variant)		

Burst modulation

