Nowadays there is an evident evolution in the automotive sector towards vehicles that make an exhaustive use of electronic and communications technologies. Vehicles with all kinds of sensors and actuators (temperature, proximity, cameras, driving assistance, parking, ...), long and short range communications technologies (4G, 5G, RFID/NFC, WiFi, ...) and its associated services (Internet access, infotainment, teleoperation, ...) make driving more comfortable, reliable and safe. To provide vehicles with all these new functionalities, there are many companies, both national and international, which focus their efforts on the production of systems that allow vehicle factories to be at the vanguard in the market. These companies are currently an attractive destination for telecommunications and computer engineers with special interest in the development and programming of embedded systems.

This subject arises from the need to offer a first specialization for engineers who wish to guide their professional career towards the contribution in the development of these electronic communication systems. It has been designed in collaboration between research groups from different departments of the UPC and working groups of leading companies in the electronics sector for the automotive industry. Its contents include aspects related to embedded software development, real-time operating systems, communication buses and reference architectures. In addition, the processes related to the evaluation, verification, validation and functional safety of the developed software are studied. As a result, an interesting preliminary training is offered that allows graduates to enter with guaranteed success in this exciting industry.
### Study load

<table>
<thead>
<tr>
<th>Total learning time: 125h</th>
<th>Hours large group: 26h 20.80%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hours small group: 13h</td>
<td>10.40%</td>
</tr>
<tr>
<td>Self study: 86h</td>
<td>68.80%</td>
</tr>
</tbody>
</table>
## Content

### 1. Introduction

**Description:**
1. Introduction.
   1.1. Opening.
   1.2. The V Model.
   1.3. Emerging concepts.
      1.3.1. Embedded software and telematics.
      1.3.2. Functional safety, software architecture and testing.
      1.3.3. Process assessment.
   1.4. Structure of the course. Practicalities.

**Learning time:** 0h 45m  
  Theory classes: 0h 45m

### 2. Embedded software.

**Description:**
2.1. Embedded software design principles.
   2.1.1. Algorithm design and coding practices.
   2.1.2. Advanced I/O techniques.
      2.1.2.1. DMA-handled I/O.
      2.1.2.2. Interrupt-handled I/O.
   2.1.3. MISRA-C design rules and good practices.
   2.2. RTOS.
      2.2.1. Introduction.
      2.2.2. Kernel.
      2.2.3. Tasks, multitasking and multithreading.
      2.2.4. Scheduler.
      2.2.5. Inter-process communication.
   2.3. The CAN communication protocol.
      2.3.1. Introduction.
      2.3.2. Bus topology.
      2.3.3. CAN messages.
      2.3.4. Physical layer.
      2.3.5. Bit Timing.
      2.3.6. Error handling.
      2.3.7. Protocol versions (2.0A, 2.0B, Open).
   2.4. Laboratory sessions.
      2.4.1. Introduction to the laboratory and the design tools.
      2.4.2. Design of a standalone software application.
      2.4.3. Design of a software application based on an RTOS.

**Learning time:** 8h 30m  
  Theory classes: 8h 30m
### 3. Autosar.

<table>
<thead>
<tr>
<th>Description:</th>
<th>Learning time: 6h 15m</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Theory classes: 6h 15m</td>
</tr>
</tbody>
</table>

#### Description:

- 3.1. Reference architectures and their role in software Systems.
- 3.2. AUTOSAR: a software reference architecture for the automotive industry.
  - 3.2.1. Goals.
  - 3.2.2. Chronology. Releases.
  - 3.2.3. Partnership.
- 3.3. Background.
  - 3.3.1. Automotive communication protocols: CAN, LIN, Flexray.
  - 3.3.2. Diagnostics. UDS ISO 14229. Adaptation of UDS to CAN.
- 3.4. Constituent elements of AUTOSAR.
  - 3.4.1. The layers.
    - 3.4.1.1. Basic software. Dependencies.
    - 3.4.1.2. Runtime Environment and its configuration.
    - 3.4.1.3. Application layer.
  - 3.4.2. The Virtual Functional Bus.
  - 3.4.3. Interfaces.
  - 3.5. AUTOSAR methodology.
    - 3.5.1. Defining the architecture.
    - 3.5.2. Development processes.
    - 3.5.4. Data interchange.
    - 3.5.5. Tool support.
- 3.6. Conclusions.
### 4. Telematics.

<table>
<thead>
<tr>
<th>Description:</th>
<th>Learning time: 7h 45m</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.1. V2X communications.</td>
<td>Theory classes: 7h 45m</td>
</tr>
<tr>
<td>4.1.1. Intelligent Transportation Systems (ITS).</td>
<td></td>
</tr>
<tr>
<td>4.1.2. ETSI Architecture.</td>
<td></td>
</tr>
<tr>
<td>4.1.2.1. Application Layer.</td>
<td></td>
</tr>
<tr>
<td>4.1.2.2. Facilities Layer.</td>
<td></td>
</tr>
<tr>
<td>4.1.2.2.1. Basic Services and Messages.</td>
<td></td>
</tr>
<tr>
<td>4.1.2.3. Networking and Transport Layer.</td>
<td></td>
</tr>
<tr>
<td>4.1.2.3.1. Basic Transport Protocol (BTP).</td>
<td></td>
</tr>
<tr>
<td>4.1.2.3.2. GeoNetworking.</td>
<td></td>
</tr>
<tr>
<td>4.1.2.4. Acces Layer.</td>
<td></td>
</tr>
<tr>
<td>4.1.2.4.1. IEEE 802.11p / ITS-G5.</td>
<td></td>
</tr>
<tr>
<td>4.1.2.4.2. Cellular V2X.</td>
<td></td>
</tr>
<tr>
<td>4.2. Embedded Linux on automotive telematics.</td>
<td></td>
</tr>
<tr>
<td>4.2.1. Linux kernel architecture: essential points for adapting the kernel to a custom embedded platform.</td>
<td></td>
</tr>
<tr>
<td>4.2.2. Techniques for right-sizing the system to meet project constraints.</td>
<td></td>
</tr>
<tr>
<td>4.2.3. Yocto Distribution: Cross development environment for embedded projects.</td>
<td></td>
</tr>
<tr>
<td>4.2.4. Bootloaders. Focus on U-Boot and Android Fastboot.</td>
<td></td>
</tr>
<tr>
<td>4.2.5. Flash storage and file systems.</td>
<td></td>
</tr>
<tr>
<td>4.2.6. Developing and debugging applications for the embedded system.</td>
<td></td>
</tr>
<tr>
<td>4.3. Laboratory sessions.</td>
<td></td>
</tr>
<tr>
<td>4.3.1. Develop a Linux application for launching and interact with a Qualcomm Linux modem.</td>
<td></td>
</tr>
</tbody>
</table>
## 5. Verification and validation.

<table>
<thead>
<tr>
<th>Learning time: 6h 15m</th>
</tr>
</thead>
<tbody>
<tr>
<td>Theory classes: 6h 15m</td>
</tr>
</tbody>
</table>

**Description:**

5.1. Introduction.
5.1.1. Definition and importance of Software Quality Assurance & Testing.
5.1.2. Managing risks.
5.1.3. Testing in Agile & DevOps.
5.1.4. Software testing economics.
5.2. Test levels (unit testing, system testing, integration testing, ...).
5.2.1. Ways of testing software.
5.2.2. The seven principles of testing.
5.2.3. Software testing levels and responsibilities.
5.2.4. Software testing types.
5.3. Test methods (black box, white box, grey box, ...).
5.3.1. V-model and test methods.
5.3.2. The testing lifecycle.
5.3.3. Testing Management.
5.3.4. Defect Management.
5.3.5. Test cases design.
5.3.6. Practicing the testing lifecycle (test case design, test case execution and defect reporting).
5.4. Test automation.
5.4.1. Introduction to test automation.
5.4.2. Towards an acceptance test automation framework.
5.4.3. Recording vs. Layered automation.
5.4.4. Basic concepts for JUnit+Selenium automation.
5.4.5. Automated testing for APIs.
5.4.6. Practicing test cases automation (the 10-levels challenge).
5.4.7. Automated testing in mobile devices (demo).
5.5. Test-driven development.
5.5.1. The concept of Test-Driven Development.
5.5.2. Test-First & Acceptance Test-Driven Development.
5.5.3. Practicing TDD through a small example.
5.6. Conclusions.
5.6.1. Conclusions.
230707 - AES - Automotive Embedded Systems


Description:
6.1. Introduction.
6.1.1. What is Functional Safety.
6.1.3. Functional safety standards and definitions.
6.1.4. ISO26262 overview.
6.2.1. Hazard & Risk Analysis and determination of ASILs.
6.2.2. System-level architectures & examples.
6.3. Software safety.
6.3.1. Safety Requirements.
6.3.2. Sw Architectural descriptions for functional safety.
6.3.3. Patterns in Sw Architecture, E-Gas koncept.
6.3.4. Freedom from Interference concepts.
6.3.5. Safety Analysis at the sw level.
6.3.7. Software safety process overview.

Learning time: 5h 30m
Theory classes: 5h 30m

7. SPICE methodology.

Description:
7.1. Introduction.
7.2. Process Maturity Models. CMM. SPICE.
7.3. Automotive SPICE.
7.3.1. Process Groups.
7.3.2. Work Products.
7.3.3. Maturity Levels.
7.4. Conclusions.

Learning time: 4h
Theory classes: 4h

Qualification system

- This course has evaluation of theory (80%) and of laboratory (20%).
- The theoretical grade consists of a midterm control (40% of the grade of theory) and a final exam (60% of the grade of theory).
- The laboratory grade consists of a laboratory control (80% of the laboratory grade) and a subjective grade assigned by the professor (20% of the laboratory grade).
Bibliography

Basic:


Koomen, Tim; Van der Aalst, Leo; Broekman, Bart; Vroon, Mitchiel. TMap Next, for result-driven testing. Tutein Nolthenius, Uitgeverij, 2007. ISBN 9789072194800.
