
WirelessCar

Agenda

- Introduction
- About the Automotive Industry and Connected Cars
- Major Game Changers
- Conclusions
- Q & A

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Introduction

Christina Rux, Lead Solution Architect, WirelessCar

We are WirelessCar

Enabling safe, smart and sustainable mobility

- A global company headquartered in Sweden, with 700+ colleagues and presence in North America and Asia
- For 20+ years we have turned vehicle data into new insights and innovative services
- A trusted tech partner offering our unique expertise through products and services
- 9+ million cars served in more than 100 countries

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About me

- Solution Architect with a degree in System Design who has worked 25 years with IT development in the automotive industry
- Solution Architect for **Connected Car** since 2011
- Experience from Volvo Cars, Volvo AB, Daimler, VW AG and other OEMs
- Last assignment: Lead Architect for Vehicle and Cloud Platform, CARIAD (VW AG)
- This presentation will be about my system perspective on major changes and the interesting problems we need to solve, especially for connected cars

Christina Rux
Lead Solution Architect

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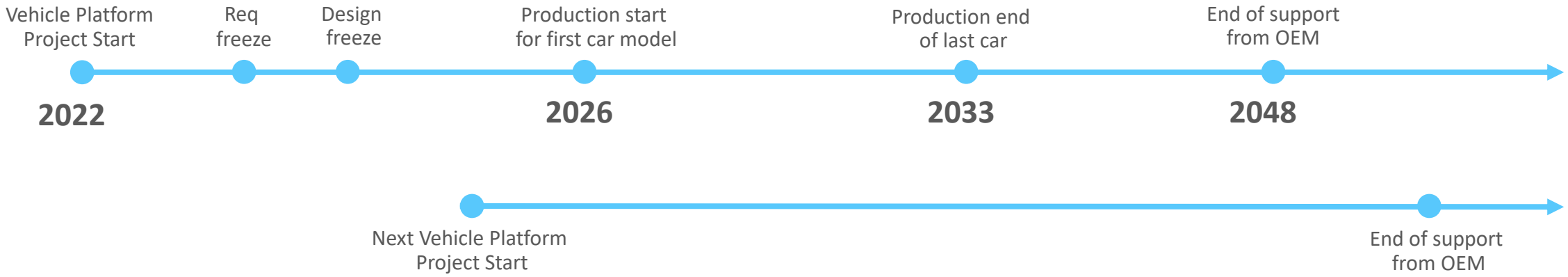
About the Automotive Industry

Why Year 2050 is Important for R&D Today

- Traditional role: sell cars to retailers. The after-market business (parts and repairs) is the cash cow
- How it's done:
  - +48 months' vehicle platform projects: a huge investment, x Billion Euros
  - Different vehicle models are designed and released on the platform for about 7 years, with major "facelifts" every 2-3 years
  - A vehicle must be supported by the OEM for approximately 15 years (liability)



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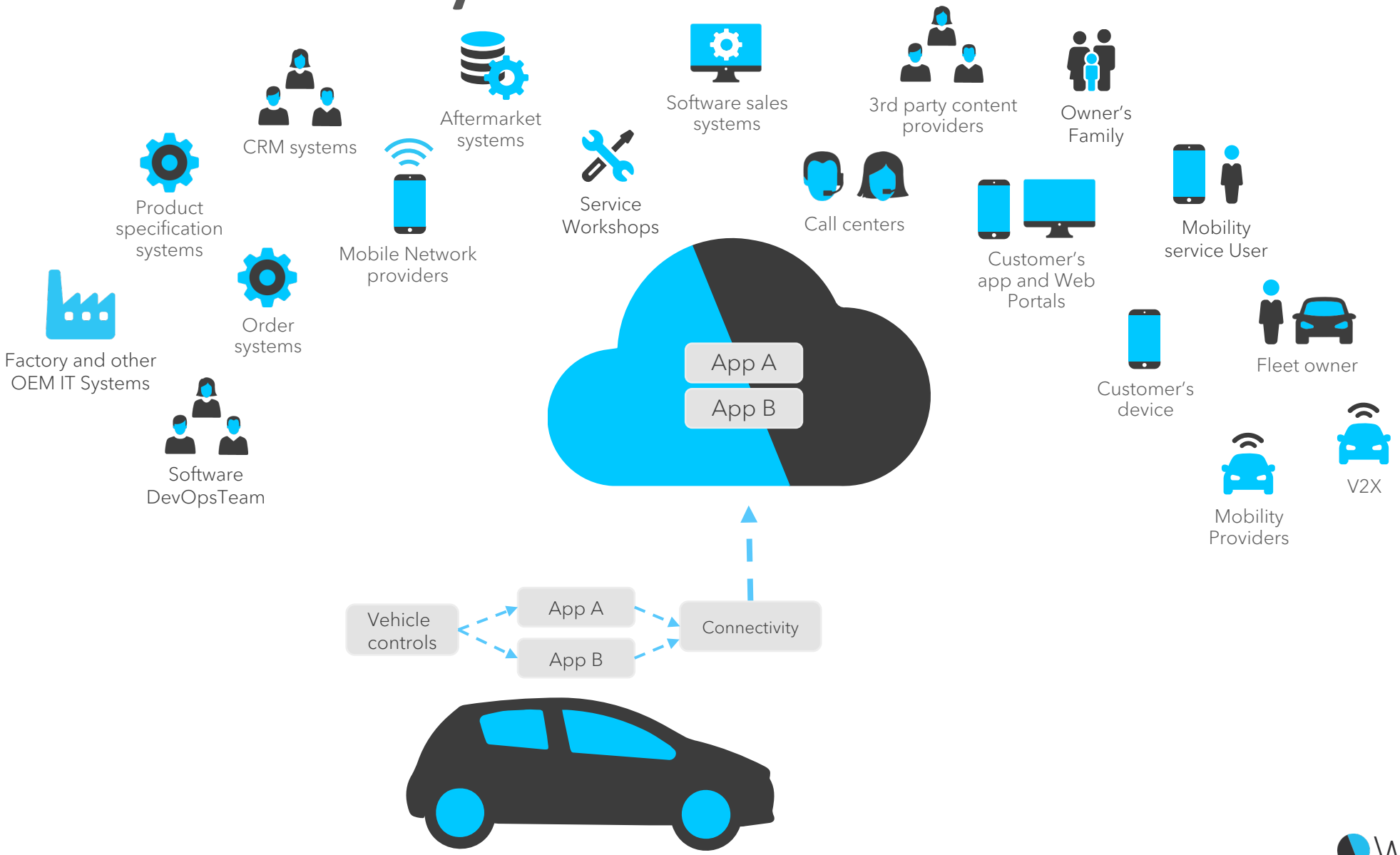
Design Constraints to the System

- R&D: design a car that is buildable in the production
  - Million of variants
  - Automotive grade
  - Cost of each part, geographical fit, weight, safety, ampere budget…
- Very small margin on new vehicle sales
- Liability and Homologation: The vehicle development process is very regulated
- Parts of the design must be decided and documented in detail 2 years before start of production

A Connected Car System



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Major Game Changers

Major Game Changers for Connected Cars

1. OEM selling cars directly to the consumer (from B2B to B2C provider)
2. Electrical vehicles – the car must be connected to user and infrastructure (V2X)
3. AD/ ADAS: managing situations, making decisions, providing redundant systems and V2V communication require:
4. Software-defined vehicle: from integrating hardware and software components to being a software provider
5. Tech Giants move into the car and the cloud services

Conclusions:

- Cybersecurity threats change and increase daily
- Architecture Trade-offs
- New principles for software engineering

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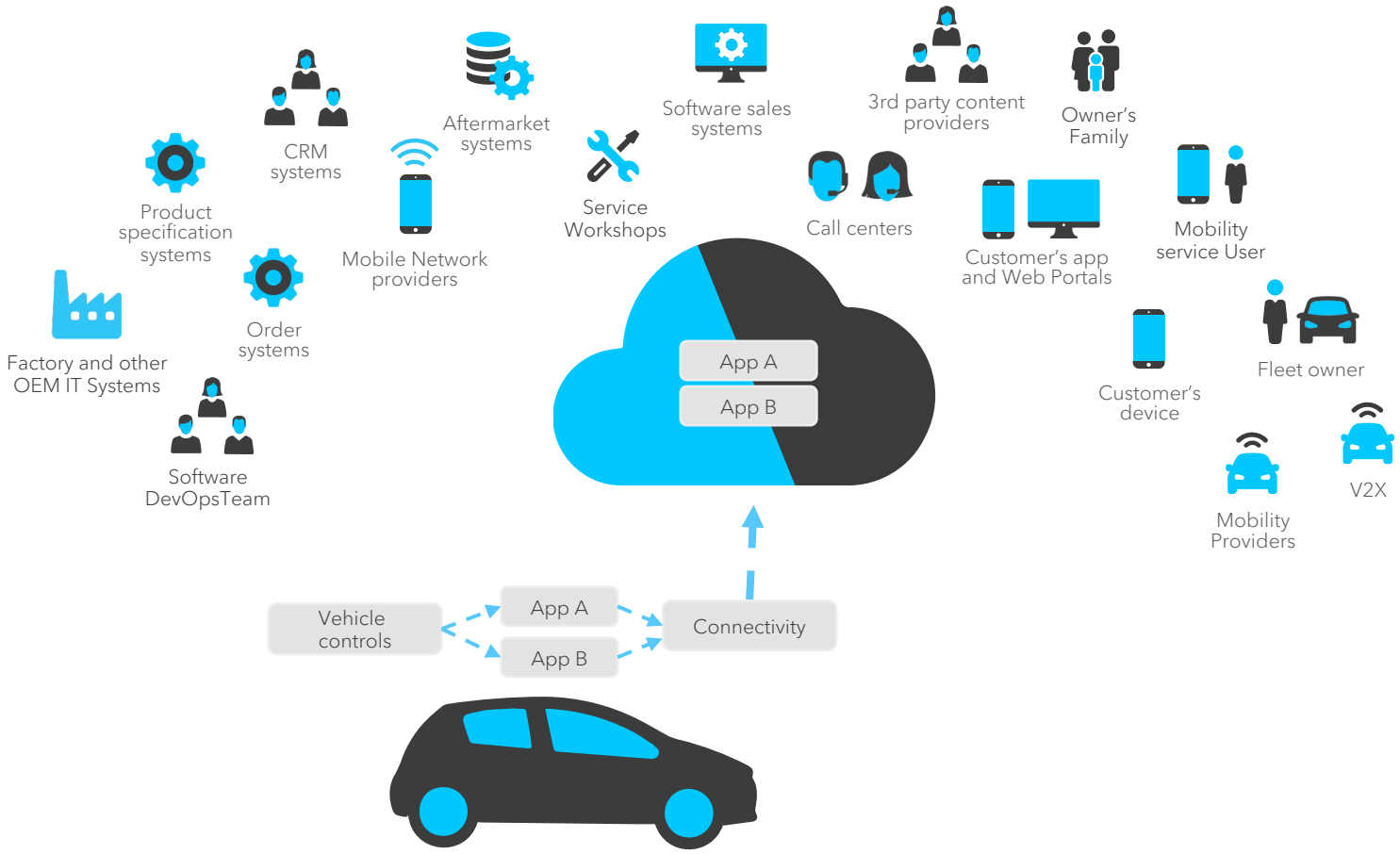
1.1 From B2B to B2C and new B2B

- From selling cars to the retailer to:
  - Direct consumer relationship
  - Fleet sales to mobility providers
  - Robotaxis

→ New, extended system to maintain



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1.2 Regulations

- Private person will have access to their own data
- OEM will need to share more data
  - Driven by European Data Act
- SAE Level 4
  - Drives more regulations (UN, etc, ect)

Regulatory pressures

NCAP / NHTSA Enhancements

UN R.144 eCall

Cybersecurity and data governance

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2.1 EV Ecosystem: the Charging Challenge

Compared to the "traditional" way of going to a gas station, **"recharging" an EV can be considered a nightmare by many users.**

The deployment of the charging infrastructure is fragmented and controlled by different actors (private companies, oil companies, cities, states, etc.) and governed by different operators (utility providers, CPO, eMSP). **There is no unified, universal and unique way for paying a charge.**

Different possibilities:

- Smartphone registration and payment
- RFID token
- Credit card payment

Such complexity limits the deployment of EVs and creates a charging anxiety for long distance journeys

It also forces EV users to register to multiple platforms

It will take a long time until we see such deployment in each gas station.
Above: Real picture taken in Sweden

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VOLVO

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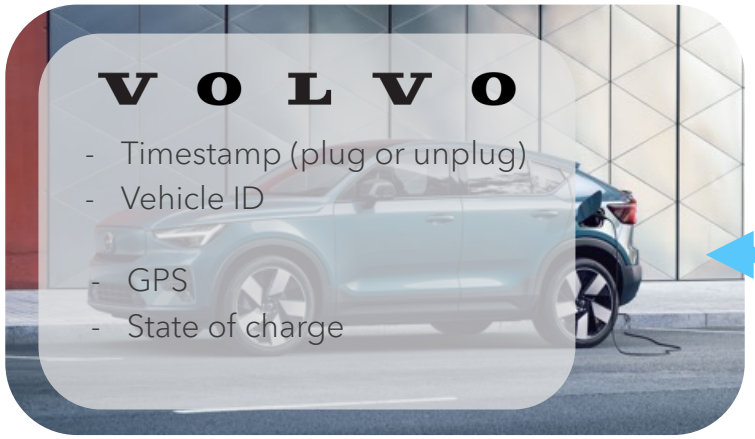
ChargeNode

Seamless Park & Charge

A proof of concept exploring how to create a seamless charging experience for urban charging (at work, or when parked in the city, support urban life with EVs)



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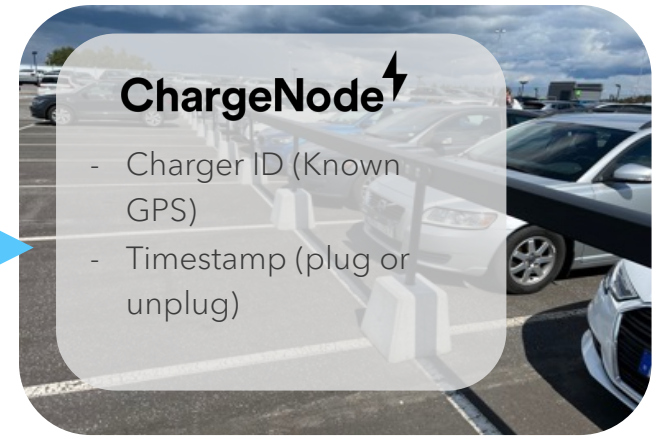
Automatically match vehicle location, ID, and position with Type 2 AC charger (OCPI)

- Control charging session
- Control parking fee
- Manage payment integration
- V2G



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Plug & Charge – ISO15118

Short-term goal: The convenience is the main selling-point.

Long-term goal: V2G enables smart grid, smart city

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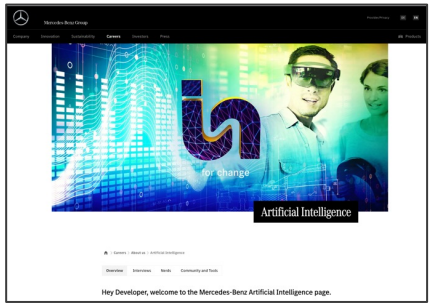
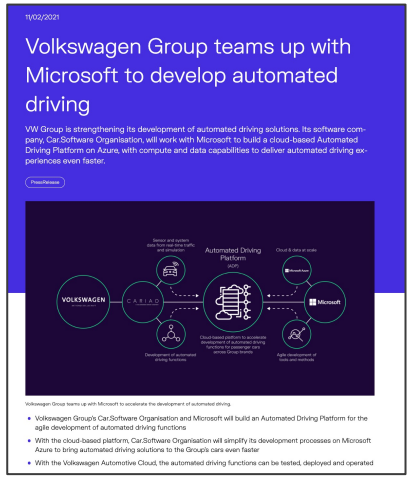
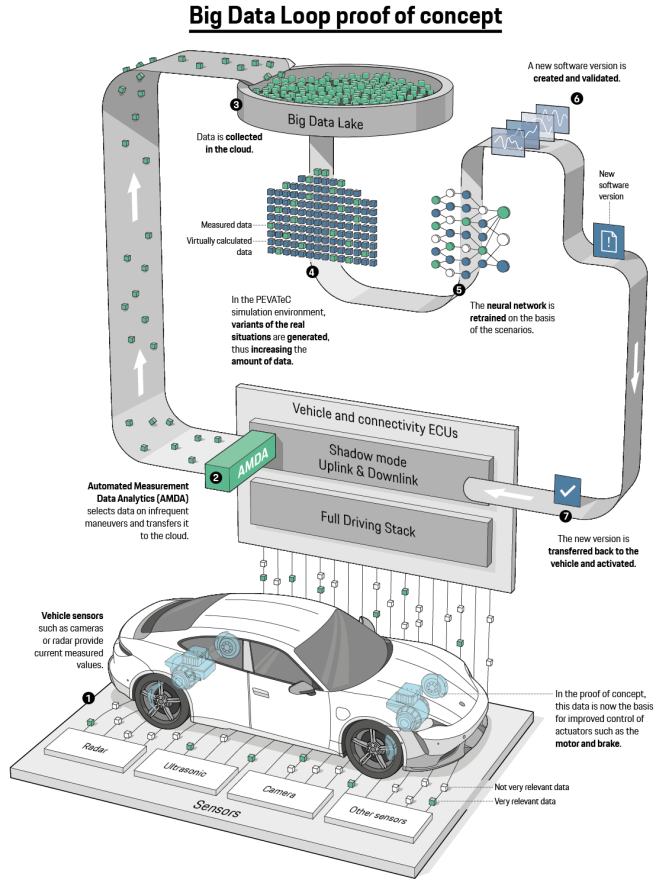
3.1 AD/ ADAS

- AD/ ADAS: managing situations, making decisions, providing redundant systems and V2V communication require:
  - Increased computing power
  - Sensors, cameras and radars
  - Improved communication to cloud
  - AI/ ML in the vehicle and in the cloud



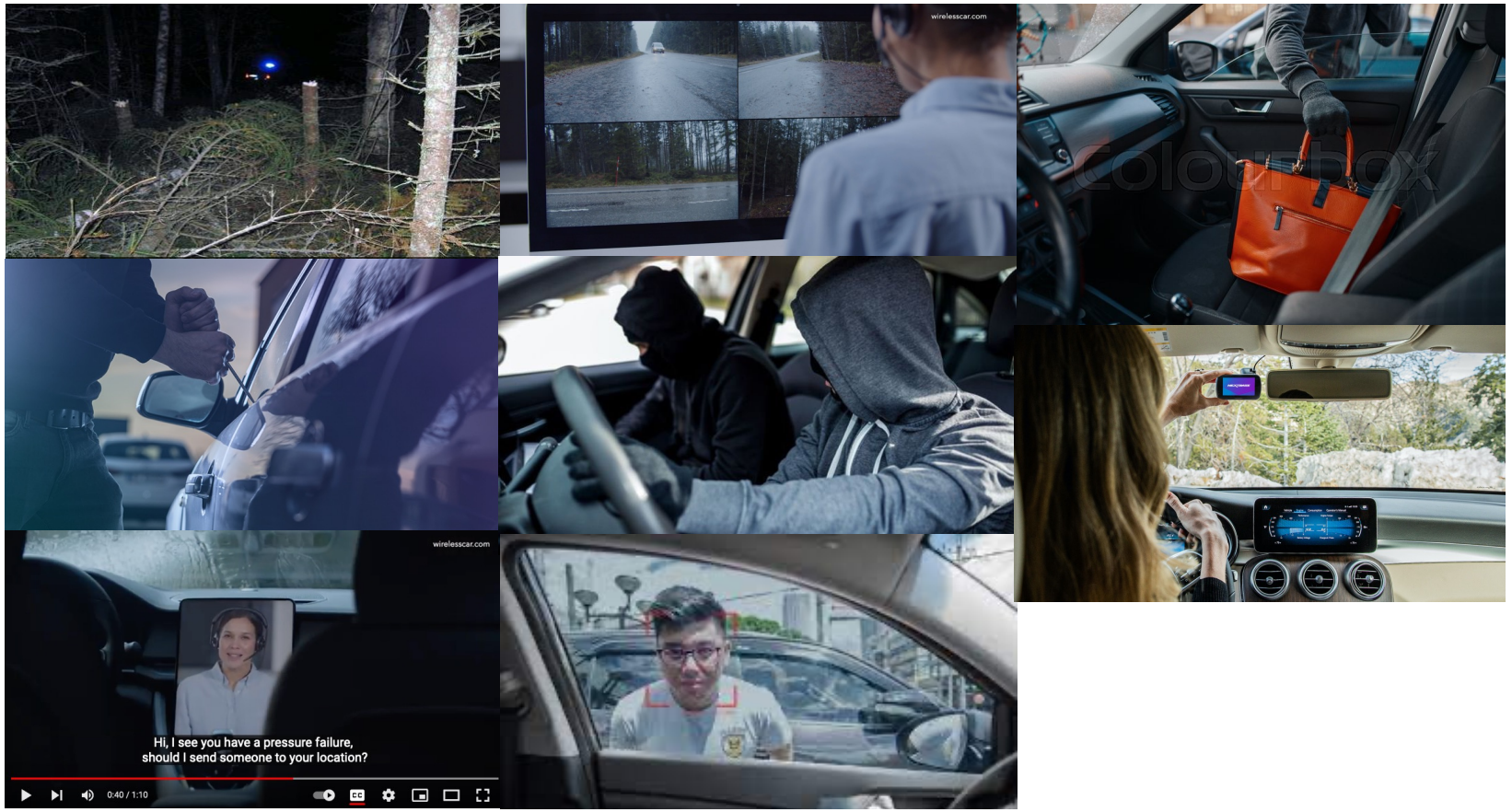


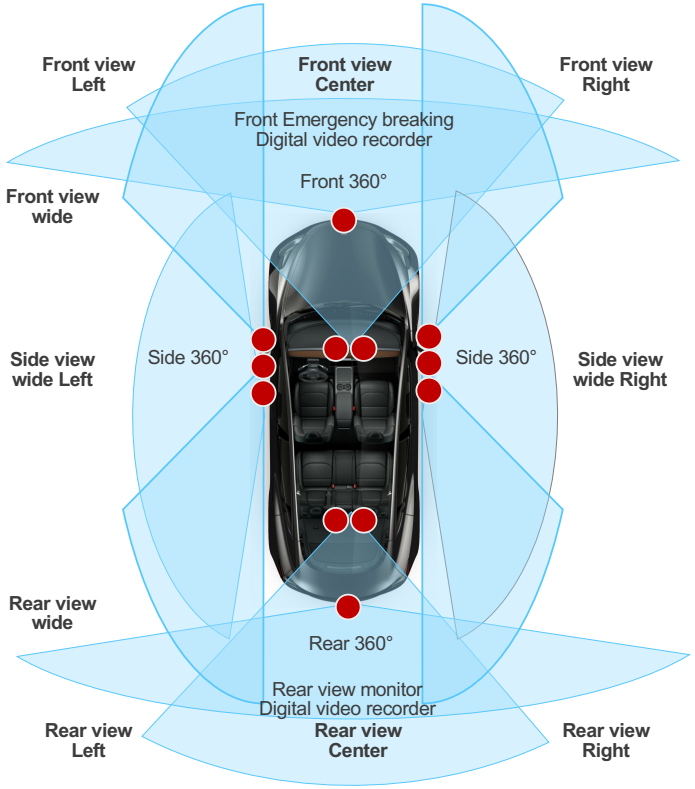


https://newsroom.porsche.com/en/2021/innovation/porsche-engineering-big-data-loop-25029.html

3.2 Connected Equipment in the Vehicle

- Cameras
  - Advanced safety and security





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4.1 Software-Defined Vehicle

Objective: fully decoupled hardware from software

Software-defined vehicle: from integrator of hardware and components to being a software provider

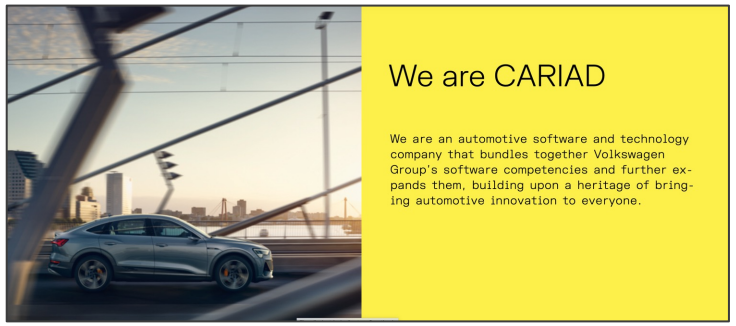
- From relying on Tier 1, Tier 2, Tier 3 structure to in-sourcing
- New software houses
  - Examples: development of MB.OS and VW.OS

Centralized compute provides a new development environment in vehicle

- Shorten development time, allow for fast OTA updates over vehicle lifecycle
- Delivery as agile devops product teams

Cooperation on Open Source Initiatives

Mercedes-Benz: 3000 engineers in Electric SW Hub



CARIAD: 5000 engineers for VW Group

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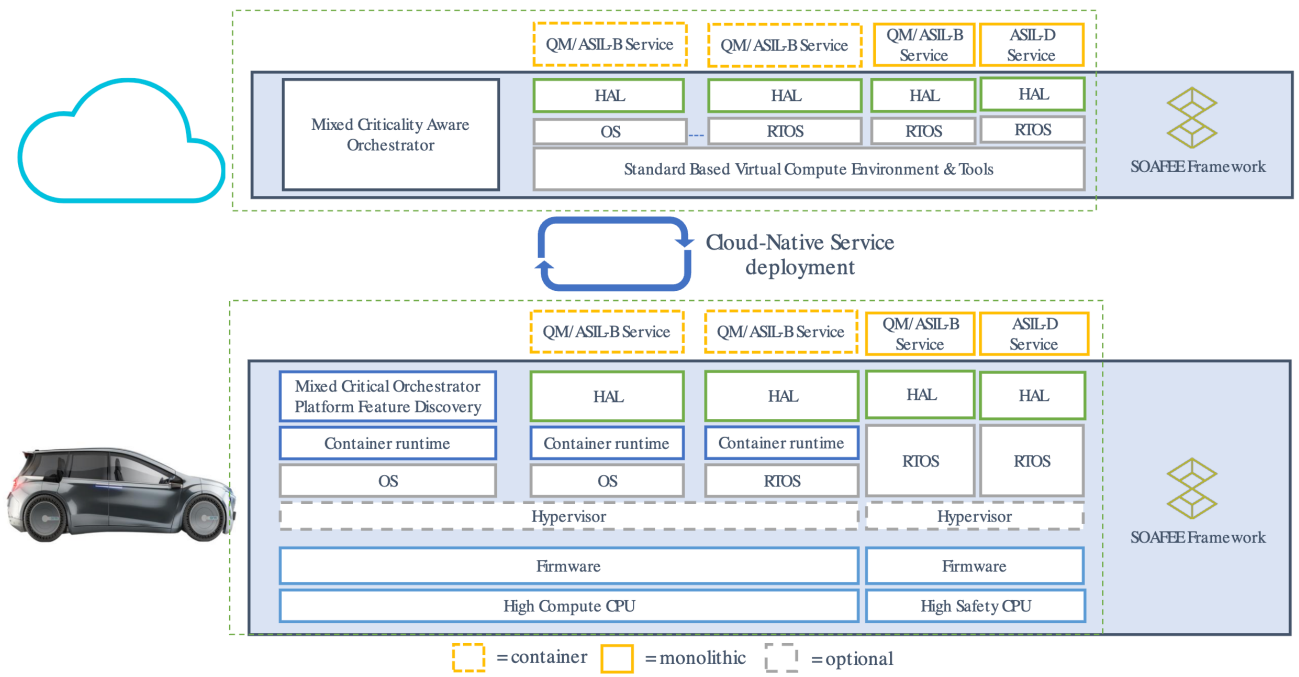
4.2 Open Source Initiatives: SOAFEE

Example of an open source initiative: **Scalable Open Architecture for Embedded Edge** (SOAFEE)

Automakers, semiconductor suppliers, open source and independent software vendors, and cloud technology leaders

Deliver a **cloud-native architecture** enhanced for mixed-criticality automotive applications with corresponding open-source reference implementations

Standardize key non-differentiating middle-layers, such as the hypervisor, operating systems, container runtime and hardware abstraction layers



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5.1 Google and Apple in the Car

- From mirroring your phone to actual OS in the car
- Android Automotive becomes the infotainment environment
  - Remote commands will be possible
  - Will replace telematics unit application layer
- Next Apple CarPlay is going to have integrations with car network

Apple CarPlay – up-coming iOS16

New iOS 16 has been announced at WWDC 2022 – It should be available on first vehicles in 2024.
This new version will have a deeper integration with vehicle platform controlling multiple screens and accessing a wider range of vehicle data – specification to be published.

iOS 16 and new CarPlay release give new opportunities to WirelessCar to bring additional in-vehicle features leveraging current and up-coming WirelessCar Products & Solutions.

This Apple direction can be seen as a response to on-going Android Automotive OS ("AAOS") deployment within the Automotive industry.

<u>One major difference</u>, Apple CarPlay iOS 16 remains a replication technology - it requires Customer Smartphone to work - whereas AAOS is natively installed on vehicle head-unit.

Data seen during the WWDC: Speed, Total odometer, trips, gears, RPM, engine temperature, external temperature, oil level, fuel, fuel economy, torque, compass, elevation,…

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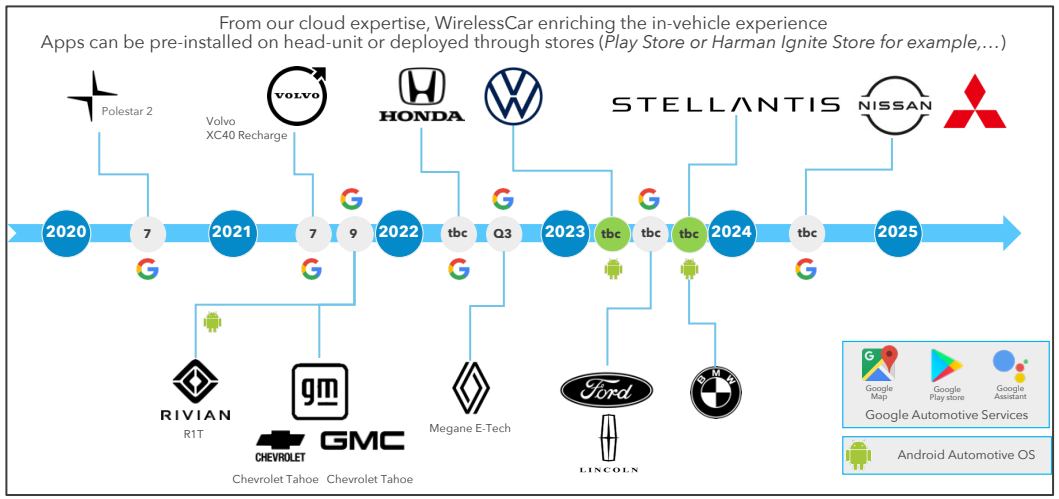
From our cloud expertise, WirelessCar enriching the in-vehicle experience
Apps can be pre-installed on head-unit or deployed through stores (*Play Store or Harman Ignite Store for example,…*)



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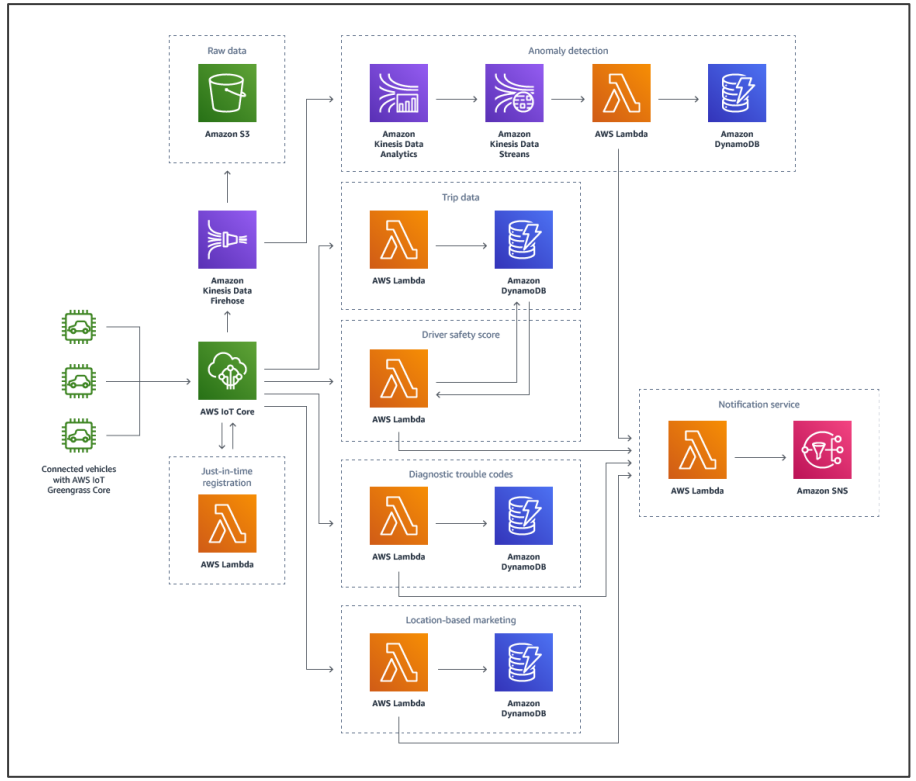
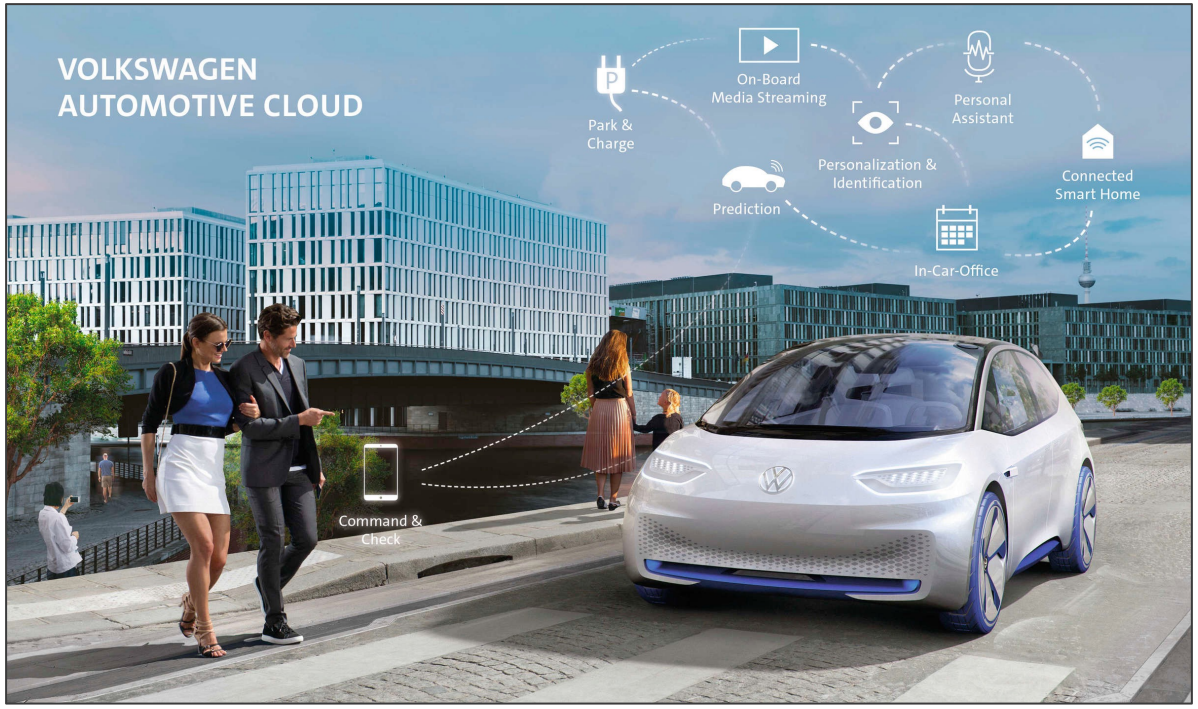
5.2 Cloud Providers' Connected Car Services

The Cloud Providers AWS, Microsoft and Google Cloud (and Chinese Providers) are hosting most Connected Car Clouds today, but also have ambitions to provide connected car services



AWS example: Connected Vehicle Solution
https://aws.amazon.com/solutions/implementations/aws-connected-vehicle-solution/



Microsoft: Connected Vehicle products.
Strategic partnership with VW

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Conclusions

- Architecture Tradeoffs
- Cybersecurity
- The New Sw Engineering

Examples of Architecture Trade-offs for Connected Cars

Performance/ Response time	- Security
Ease of use	- Security
Global solution	- Complexity
Re-use vs build vs buy	- Strategic choices
Being fast	- Complex systems
Attracting new talent	- Process-heavy development

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The New Engineering Competence

- Challenge: make changes often and fail fast. Keep the vehicle software updated!
- OEMs are trying to attract more software developers
- Time consuming development processes and extremely complex system with many dependencies
- New competence is needed on how to increase fast development and design decoupled applications, while still meeting quality demands
- ”How to be productive in a complex environment”
  - Interested in the complex system and understand what is important
  - Filter out the noise
  - Understand when to re-use and when to build new

Cybersecurity for Connected Cars

- Need to secure vehicle, cloud and mobile apps, over the 15 (+7) years' lifecycle
- Examples of new attack vectors:
  - From CAN to Ethernet: encrypting the network to prevent access to vehicles' security certificate
  - Ransomware against vehicles
  - Malicious mobile app infect the car
  - Vehicle OS is hacked to trust malicious software
  - Objective in the agile development: deploy often, fail fast. The development environments are a new target area and need to be protected
- Authentication by certificates for V2V and V2X services by PKI standard by C-ITS (Cooperative Intelligent Transport Systems)
- Need to monitoring cars, apps and cloud applications for anomalies. Be able to provide software updates fast and over-the-air.

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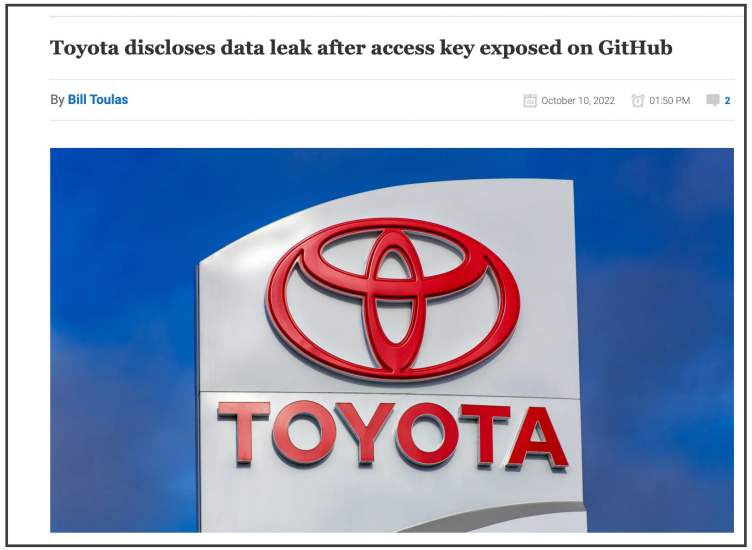
Example 1: Toyota (October 2022)

- Toyota published warning that 300 000 customers' email addresses were accessible between 2017 and 2022
- The error was that parts of the source code were mistakenly published on GitHub, including access key to customer data server
- This is an example of risk of:
  - Negligence by developers in order to simplify dev & testing (storing credentials in the code)
  - Using public code libraries



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Example 2: Uber (September 2022)

- A hacker claimed to have access to Uber internal IT systems and development systems (source code), and possibly even the Vulnerabilities list (confidential results of bug bounty program)
- Uber immediately shut down a number of systems
- The attack:
  1. Malicious code on UBER contractor's personal device
  2. Extracting credentials
  3. Repeated log in attempts triggering MFA requests
  4. …eventually the user accepted one, login successful!
  5. The user id granted access to a lot of development systems
- Lesson learned: Restrict access. Watch out for multiple MFA requests.

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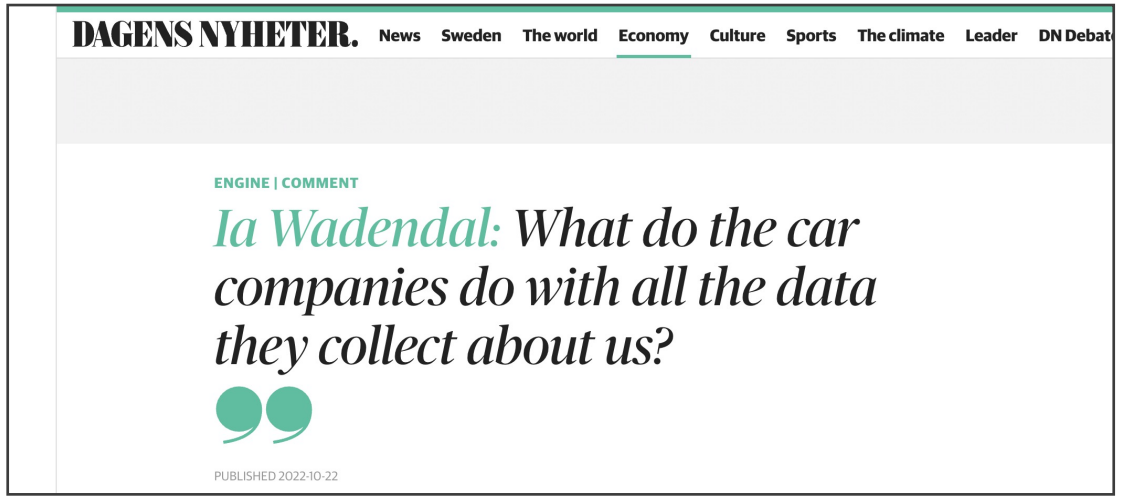
Example 3: MG and User Data Privacy (October 2022)

- The Swedish magazine “Vi Bilägare” reports that MG vehicles in Europe send user data from a music app to a Tencent server in China.
- 1st response: only reports if the app has crashed
- 2nd response: data is sent from the app continuously
- Privacy risk by GDPR expert Joakim Söderberg: every car has its own pattern. Identifying the car means possibility to identify the owner.



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Thank you

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