

# W3C Vehicle API KDDI/ACCESS activity

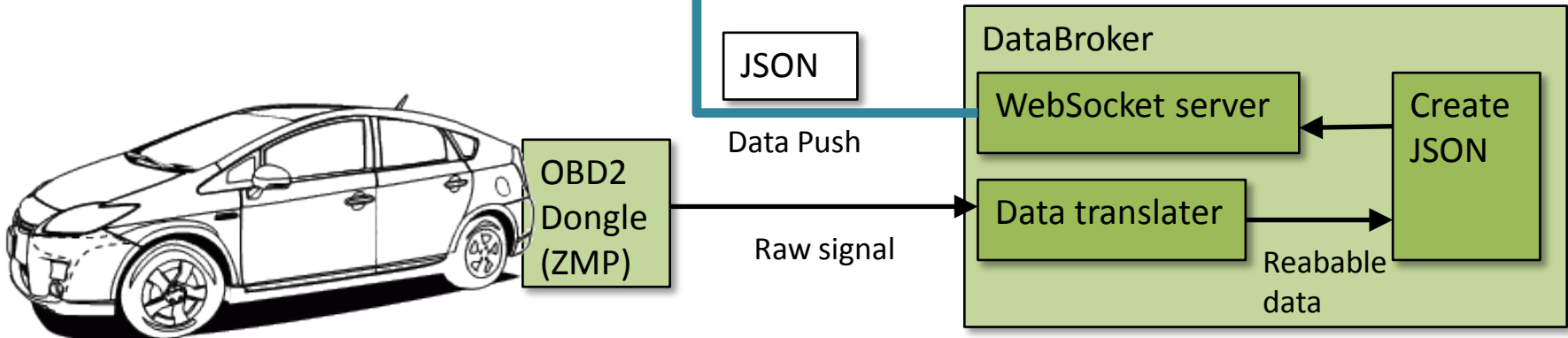
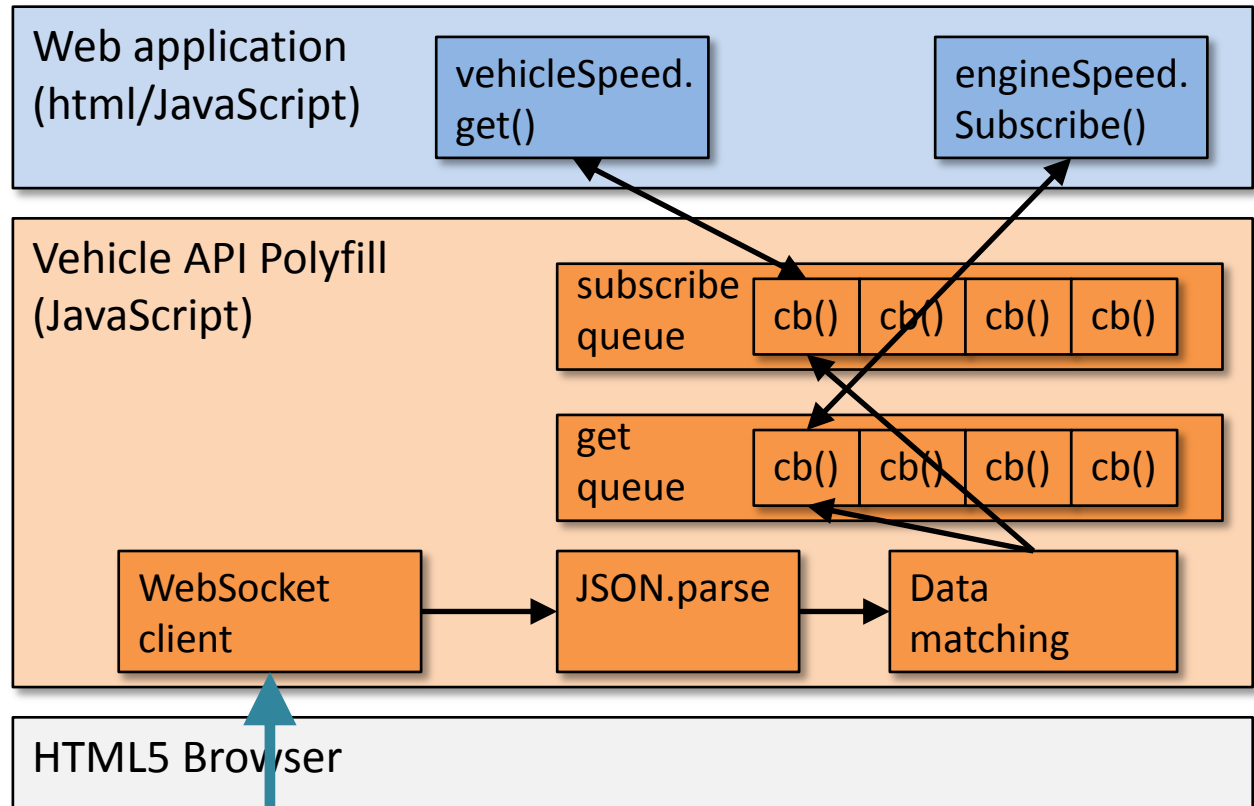
2016 Apr, 28

ACCESS

# Vehicle API (polyfill) structure

Note:

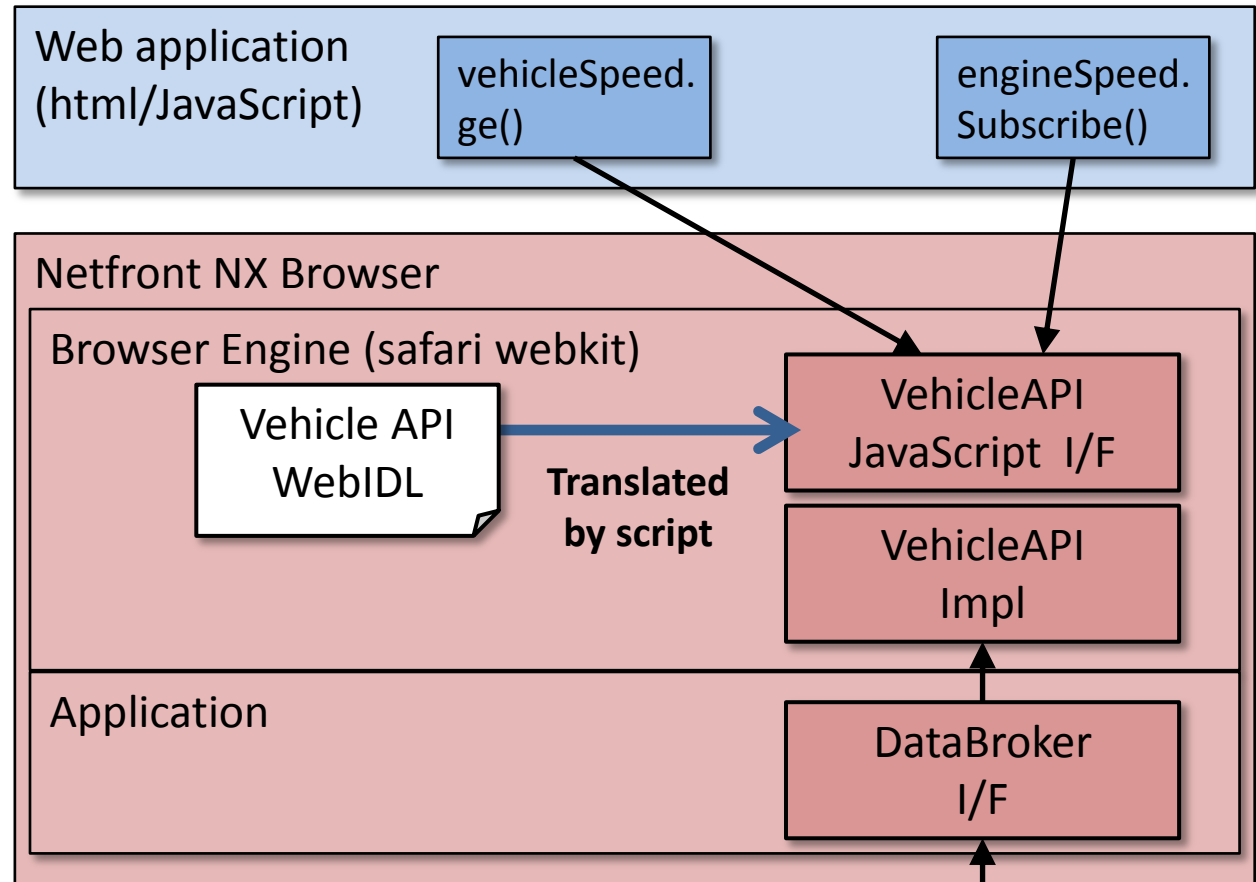
- KDDI/ACCESS implementation.
- get(), subscribe() api and 20 data type supported.
- Share single WebSocket connection
- Databroker keep pushing JSON via WebSocket (one-way communication)



# Vehicle API (native) structure

Note:

- partial implementation.
- support subscribe().
- Get() is incomplete.
- vehicleSpeed, engineSpeed support.

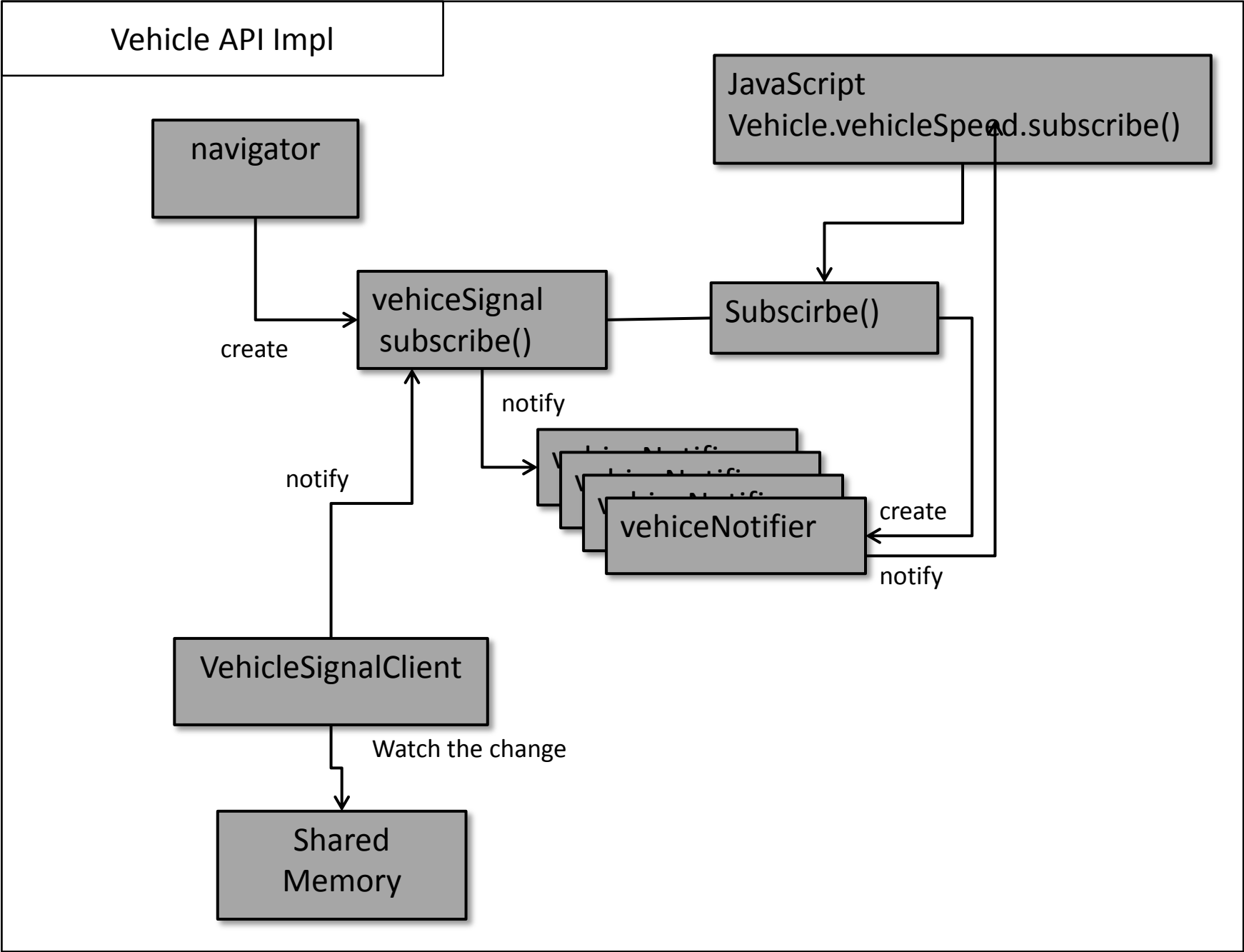


OBID2 Dongle (ZMP)

Raw signal

DataBroker

IPC (Shared Memory)



# Pros Cons

	Pros	Cons
WebIDL (JavaScript API)	<ul style="list-style-type: none"><li>-Easy to use for developer</li><li>-Developer don't have to know how it is implemented (agnostic).</li></ul>	<ul style="list-style-type: none"><li>-Need implementation in Browser engine (or maybe Polyfill implementation is possible)</li></ul>
Service based API (Websocket-ish, REST-ish)	<ul style="list-style-type: none"><li>-Flexible to create, modify</li><li>-No need to change Browser engine code</li></ul>	<ul style="list-style-type: none"><li>-If using websocket, using many connections consume resources.</li><li>-Developer may have to take care of connection.</li></ul>

# My questions

- What is the strong reason that WebIDL style API is not good and we should choose Service-based API?
- Service-based API should be implemented with REST API(HTTP)? or WebSocket? or both?
- How much part of the spec must be covered to be recognized as a reference implementation? Is there a rule?(in our polyfill, get(), subscribe() and 20 datatypes are supported.)
- How much spec must be covered by test suite?

# Web and automotive hackathon In Tokyo

- Hackathon to utilize W3C vehicle API(FPWD).
- Planned and lead by KDDI-RI.



## “Webとクルマのハッカソン”

コネクテッド・カー時代におけるWebと車の連携アプリ/サービスを創発しよう！

今世界中でインターネットとつながるクルマが増えつつあるとともに、W3CでもVehicle APIの標準化が進められるなど、クルマがWeb技術を利用する取組みに期待が高まっています。

そこで、本ハッカソンでは自動車の走行状態に関するデータ（車速、アクセル、ブレーキ、エンジン回転数、オドメータ、ハンドル角度、燃費、車両位置、ドア状態、加速度、など）を利用しつつ、HTML5などWebプラットフォームを活用したアプリケーション開発を競っていただきます。

クルマの情報とWeb技術の融合から生まれる新しいサービスやアプリを仲間と考えることで、クルマを取り巻く素晴らしい未来を共に創りましょう！



(<http://www.kddi-ri.jp/hackathon/2016/result> sorry, all Japanese)

# Web and automotive hackathon In Tokyo

- Held on January 30<sup>th</sup>, 31<sup>st</sup>, 2016
- 50+ people attended. Tier1 engineers, Web engineers, Students, etc.

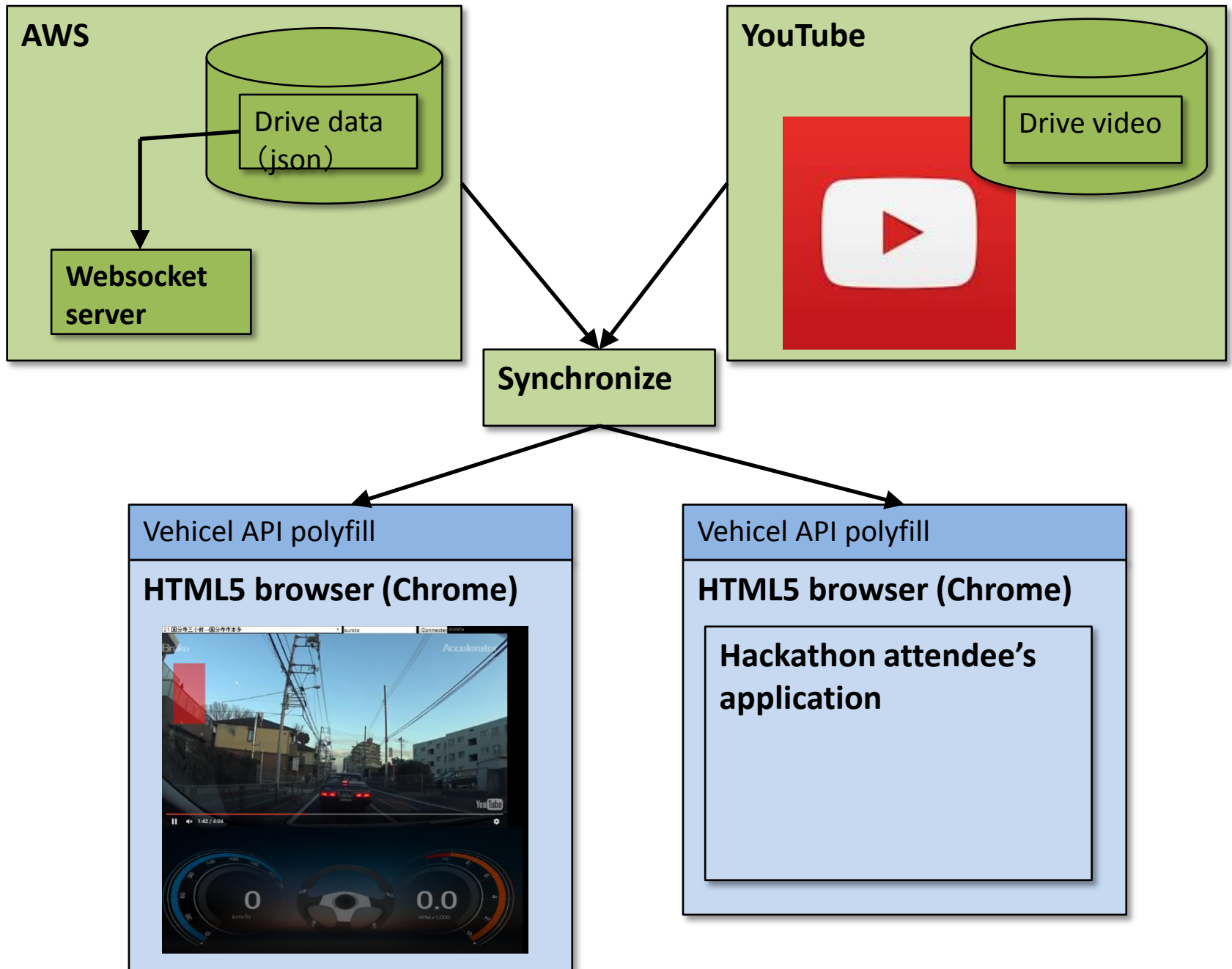


- Supported by OEMs(ToyotaITC, Nissan, Honda), Tier1s(Alpine, Pioneer, FujitsuTEN), many other companies and MIC(Ministry of Internal Affairs and Communications)



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(Because of security reason, we don't publish this URL. Sorry.)



Thanks!