



Proposal for AGL State Machine XML

Aug. 30th, 2017

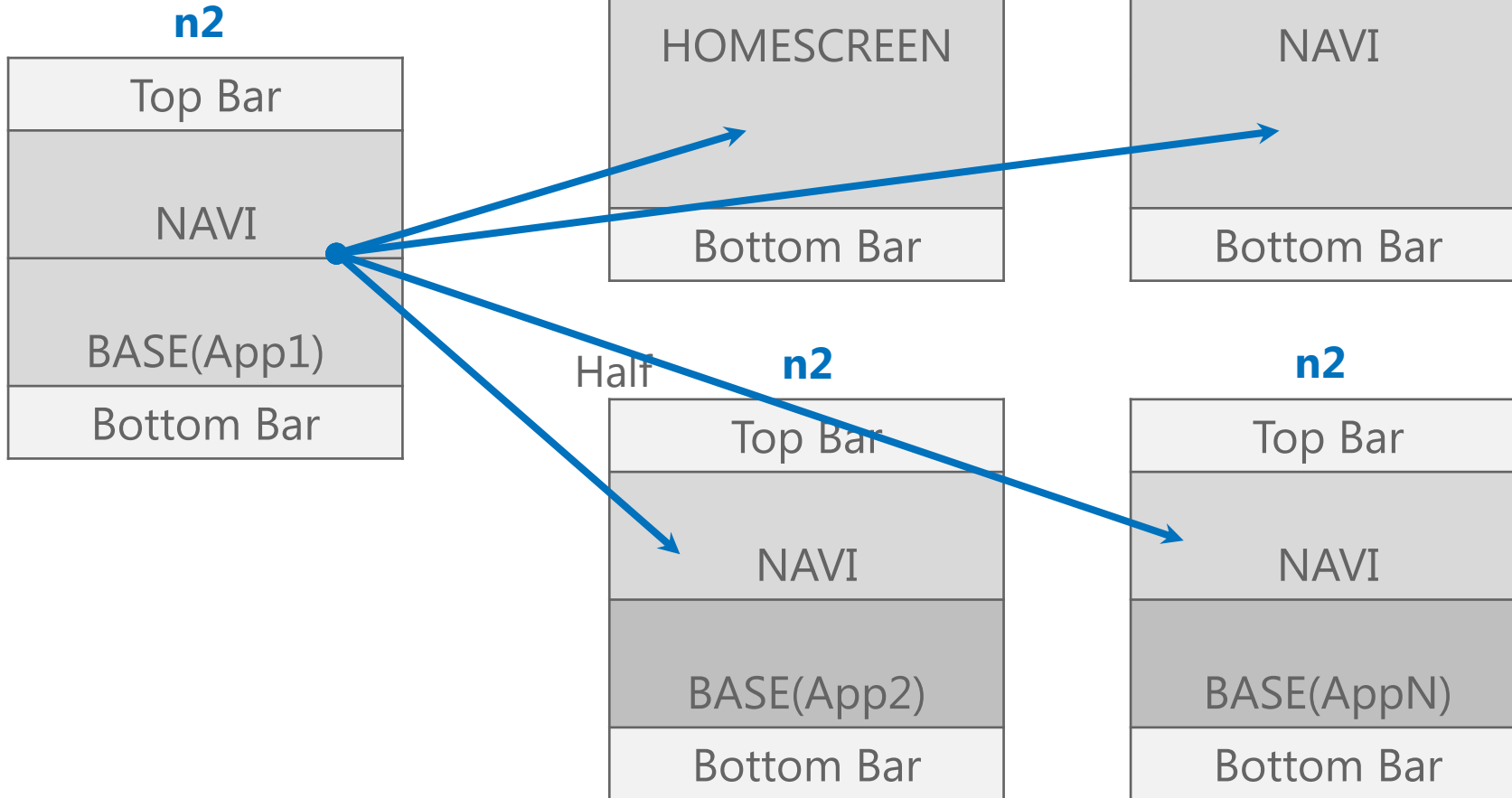
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State Machine in Automotive HMI

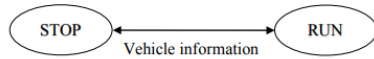
Window



State Machine in Automotive HMI

Window

Policy DB State Machine



① STOP

The state transition table during STOP is shown below.

In the case of driving start, save the current state and shift to the RUN state.

STOP

| | MAIN | SUB | HOME | NAVI | BASE |
|----|------|------|-------|-------|-----------------------|
| Hs | HOME | HOME | - | To n1 | To b1 |
| n1 | NAVI | NAVI | To Hs | - | To n2 |
| n2 | NAVI | * | To Hs | To n1 | MAIN:NAVI SUB:BASE |
| b1 | BASE | BASE | To Hs | To n1 | - |
| b2 | BASE | * | To Hs | To n1 | To b1 |

First Row : State Name

Second Row and Third Row : Area Name

(When MAIN and SUB are the same, it is regarded as FULL screen)

The action after the 4th Row for the application request (State Machine Table)

* : Other applications different from MAIN

② RUN

The state transition table during RUN is shown below.

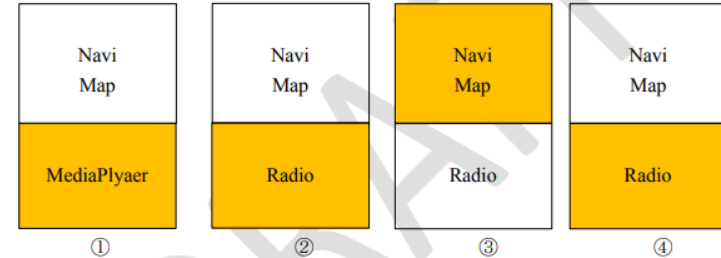
In the case of stopping, restore the current state and shift to the STOP state.

RUN

| | MAIN | SUB | HOME | NAVI | MM | BASE |
|----|------|------|------|------|----|------|
| n1 | NAVI | NAVI | - | - | - | - |

Sound

Policy DB State Machine



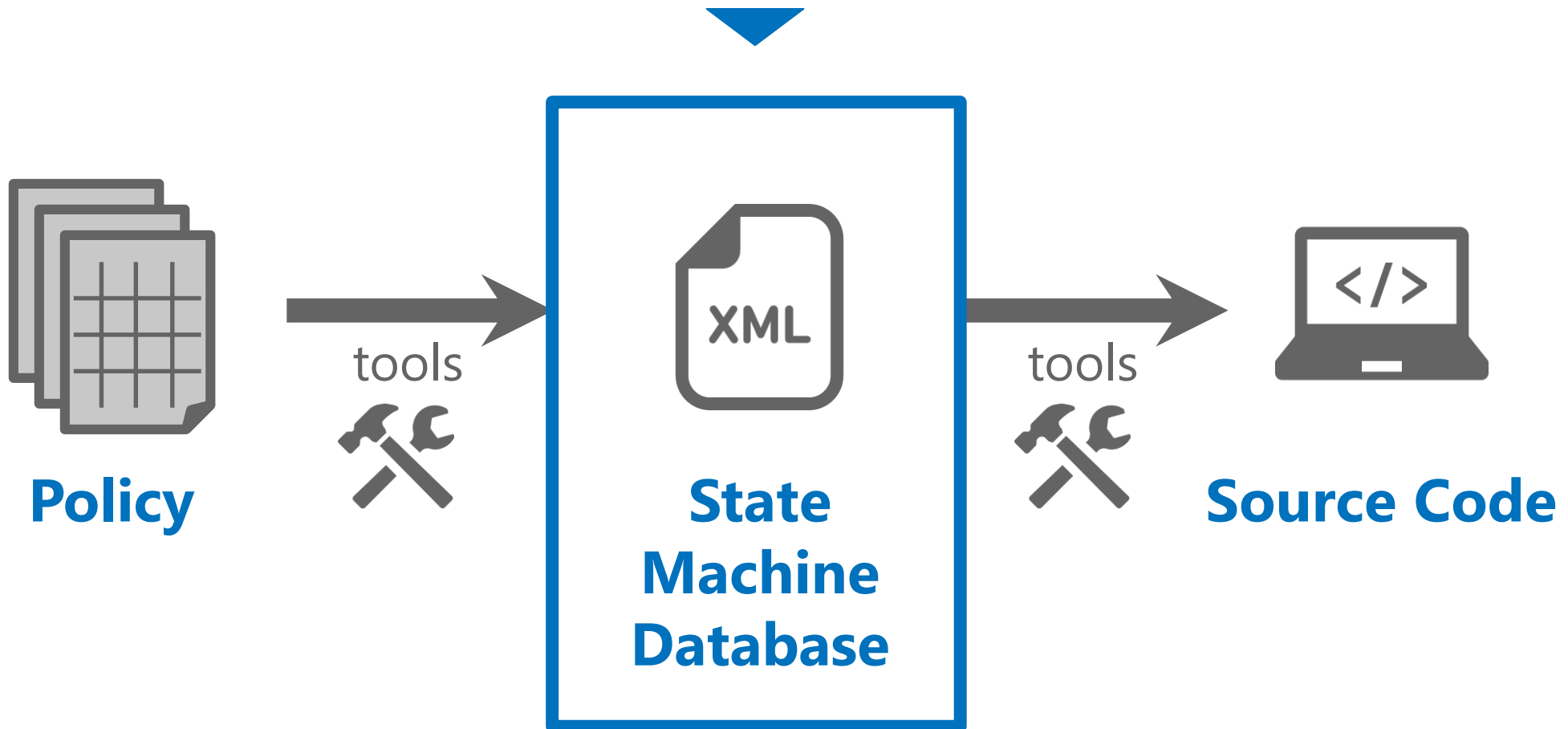
| | MP | Radio | Navi(Start) | Navi(Stop) |
|-------|-------|----------|----------------------------|-------------------------|
| MP | - | To RADIO | PUSH Status(MP) To NAVI | |
| RADIO | To MP | - | PUSH Status(MP) To NAVI | |
| NAVI | - | - | - | POP Status To Status |

First Row : State Name

The action after the 2th Row for the application request (State Machine Table)

Important for configuring HMI, Need to manage many states

Define the exchange format of State Machine under AGL





Proposal for State Machine to AGL

Presentation theme

- **Introduction of XML specifications we use now**
- **State Machine demonstration using our XML specifications**

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