

# FROM SHORTAGE TO SOLUTION: RAPID PROTOTYPING STRATEGIES FOR AUTOMOTIVE EMBEDDED SYSTEMS

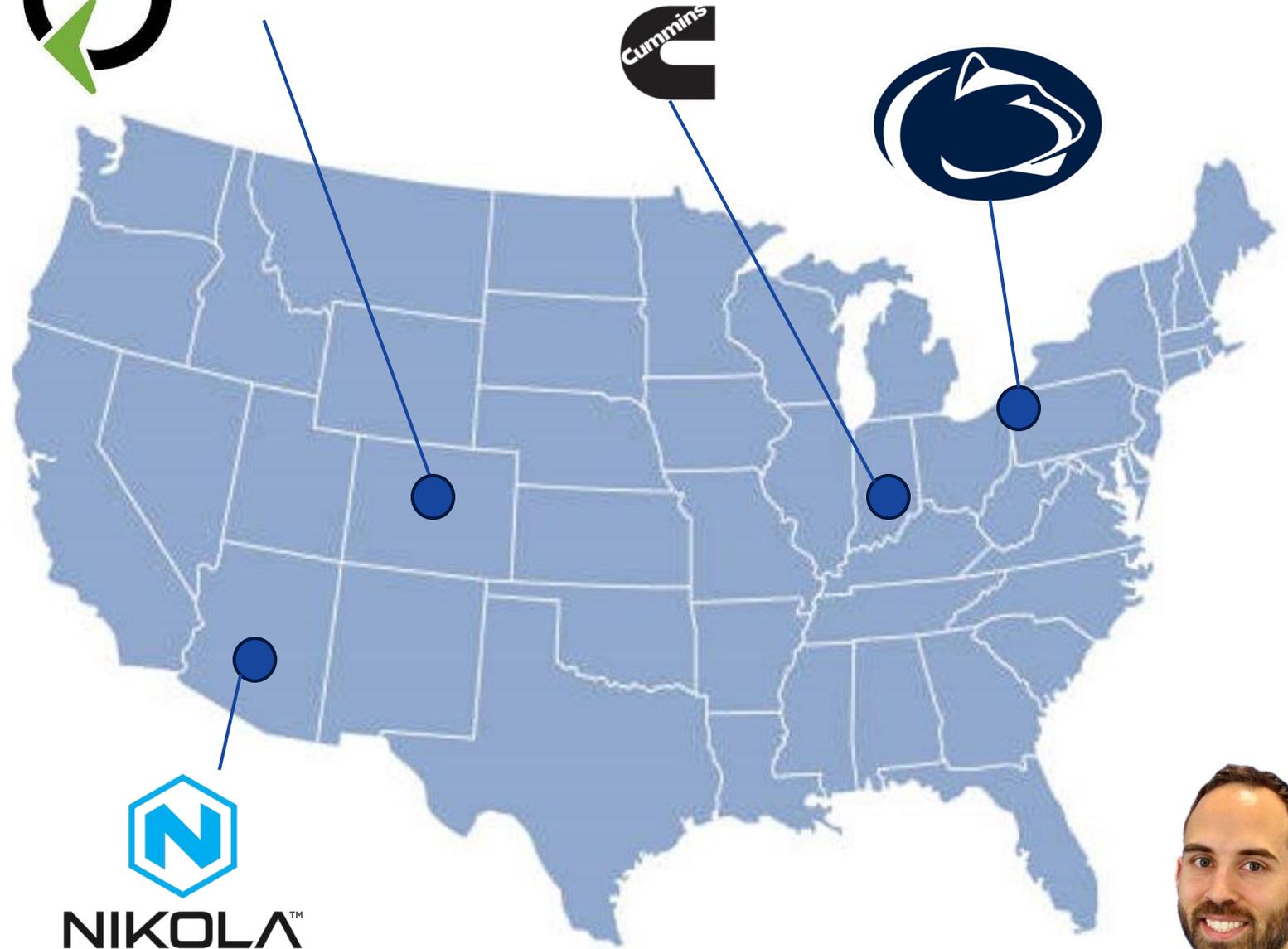
MICHAEL CORONA

9/22/25

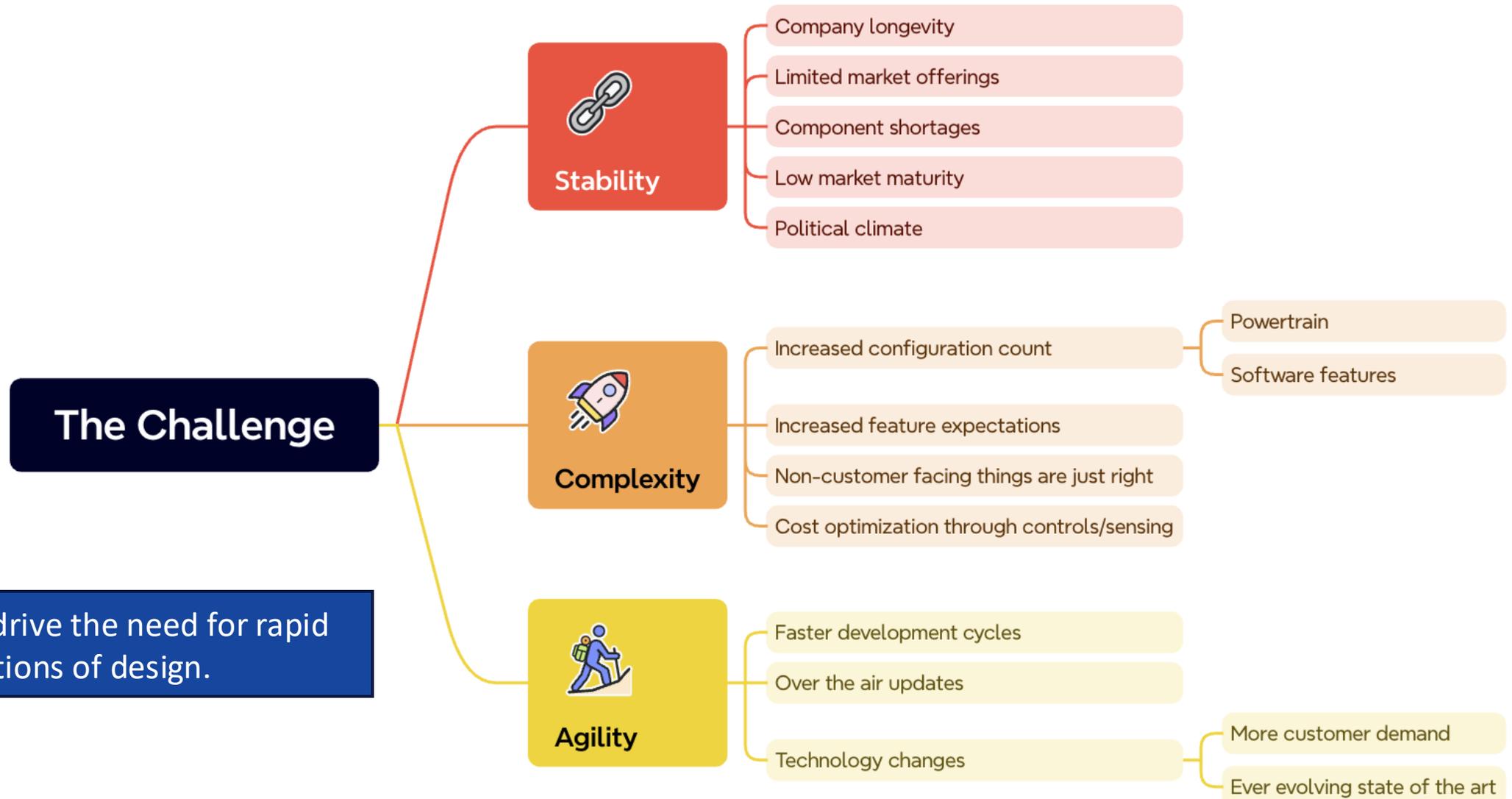


# BACKGROUND

- Michael Corona – Eng Director of Powertrain and Control Systems @ GILLIG
- 13 years automotive embedded controls experience
- Significant involvement in 8 vehicle rapid prototypes – 3 made it to full production
- Involvement in countless component obsolescence and replacement projects. Worked with 7 different HV batteries suppliers.
- From CAN driver development to writing HV battery thermal management algorithms to full vehicle electrical architect



# THE CHALLENGE



These items drive the need for rapid iterations of design.

# SCOPE TO YOUR FOCUS

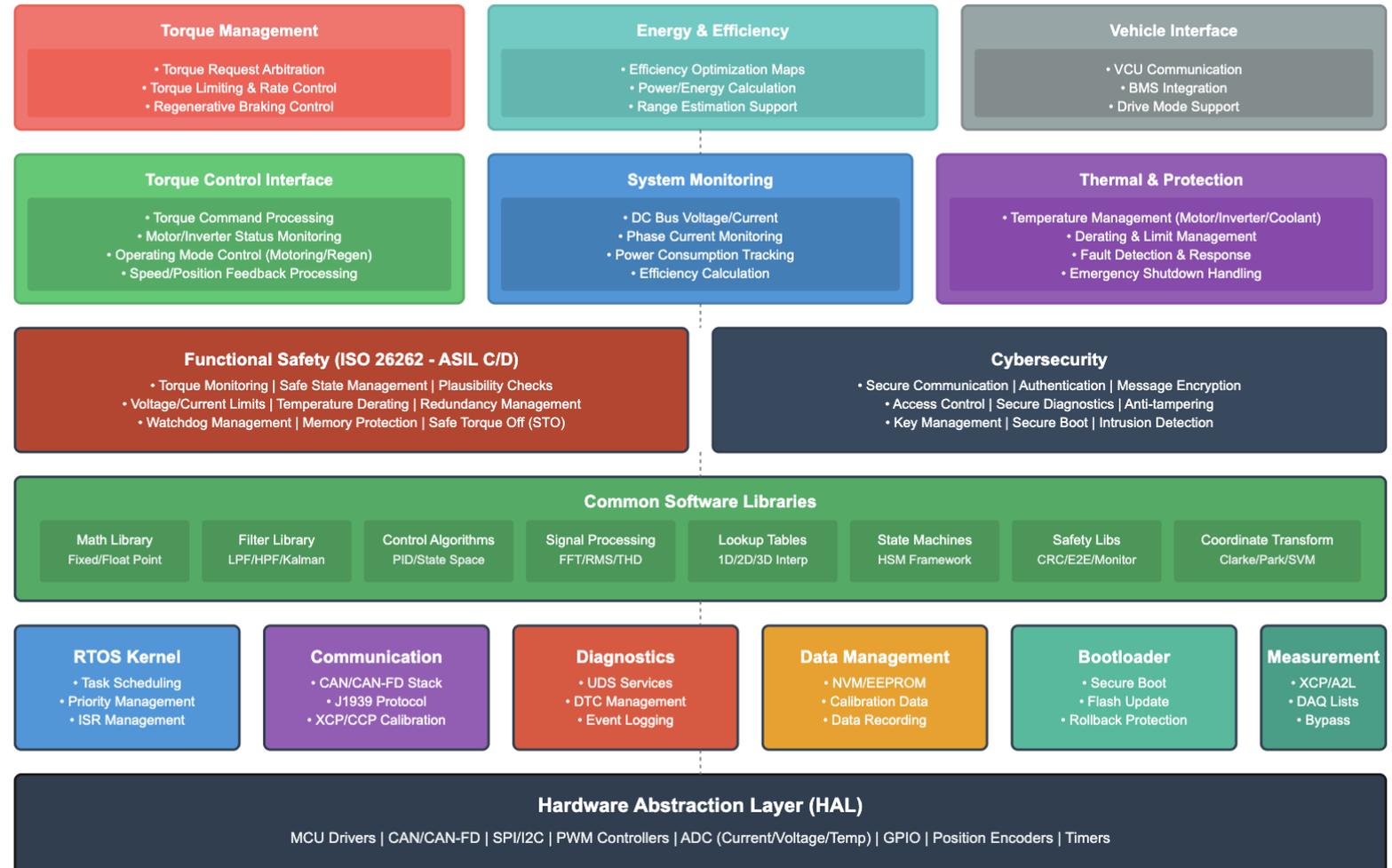
- What are the areas you want to develop in?
  - What provides significant value to your business?
  - Where do you want to be unique?
  - Where do you want to invest and innovate?
- Focus on stability in areas with high re-use – Where are you most in control?
- Focus on modularity in areas with known instability

Open Systems Interconnection (OSI) Model			
Application	Torque Map	Interlocks	Visualizations
Presentation	Scaling	J1939	
Session	UDS	XCP	
Transport	Multi-Packet Messaging		
Network	Addressing	IDs	
Data-Link	Packet structure		
Physical	CAN	Ethernet	

# ENABLE A REUSABLE FLEXIBLE ARCHITECTURE

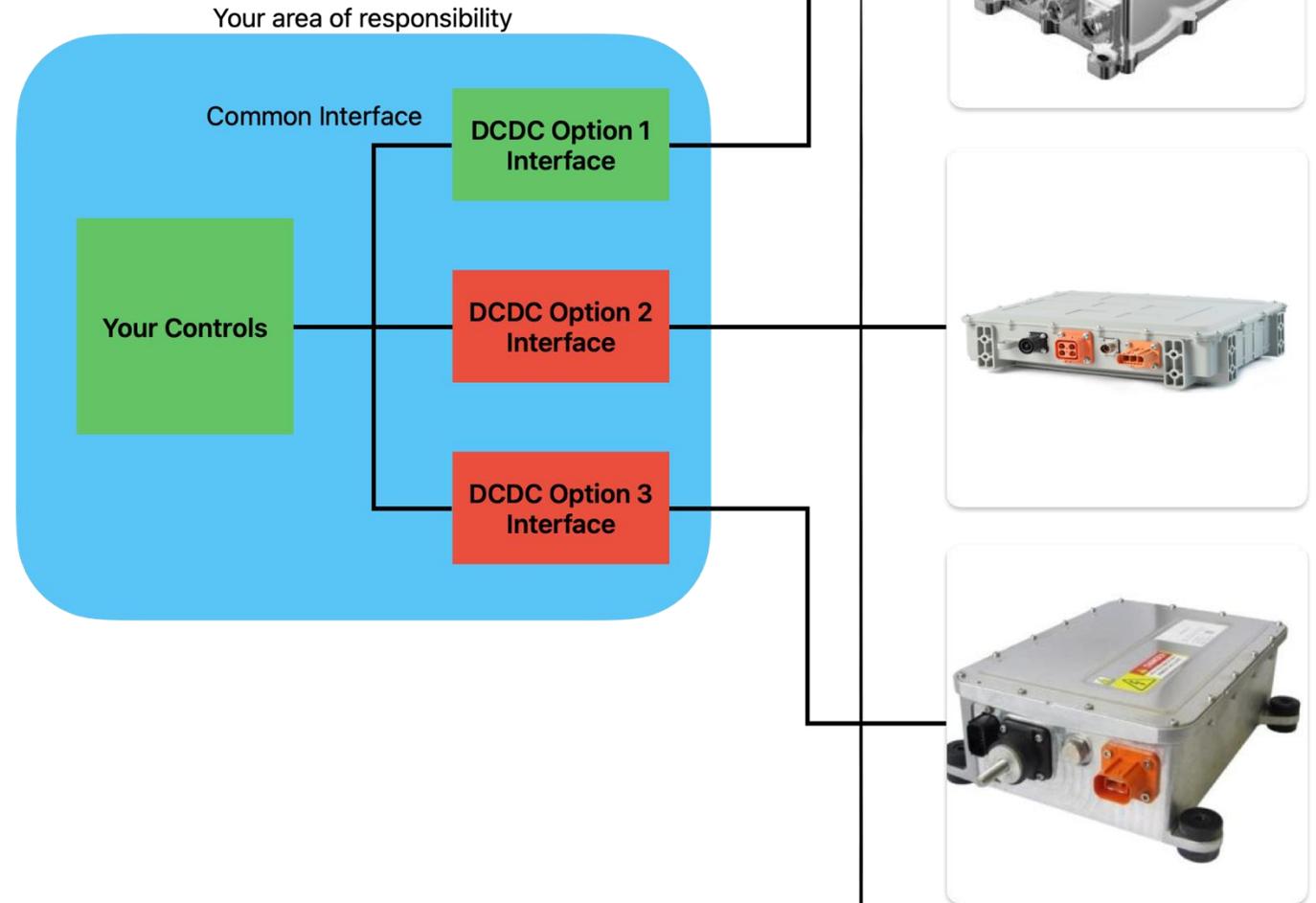
- Break up your architecture into manageable parts that have interfaces that make sense.
- Maintain interfaces and repositories for the items you need to be modular.
- For components that you need “plug and play” on, create standard interfaces.

## EV Powertrain Control Module - Modular Architecture



# EXECUTE

- Develop rigid interfaces between different software components
- Spend the most time verifying and validating areas with high re-use.
- Continuously monitor the components that are *unstable*



# THE BOTTOM LINE

## Rapid Prototyping and Replacement



Software architecture needs to be well thought out up front to enable plug and play modularity



Relatively higher effort on reusable portions of software



Component replacement development effort can be minimized through a modular software approach



Trial feasibility studies on component replacement and determine impacted areas

# THANK YOU

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