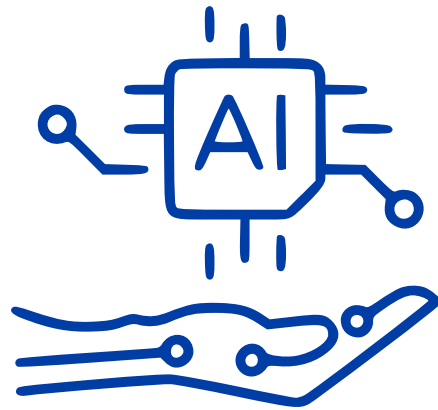




# AI-based Embedded Code Synthesis

AI Integration in Automotive Embedded Software Development

# Agenda



- Project Overview
- AI System Architecture
- Evaluation Framework
- IT Infrastructure



# Project Overview

Details driving Innovation

# Introduction

## Generative AI Integration in Automotive Embedded Development



Industry - Academia Partnership  
**Bitron | Politecnico di Milano**

Collaboration between multidisciplinary academic research and industrial automotive expertise to develop concrete and industry-ready AI solutions

# Project Scope

Where we integrate the AI Assistant into the Automotive V-Cycle



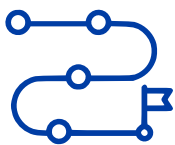
## INTEGRATION STRATEGY

Not to replace the entire V-cycle, but to integrate an AI assistant into a specific development phase  
**Structured Requirements → Verified Embedded Code**



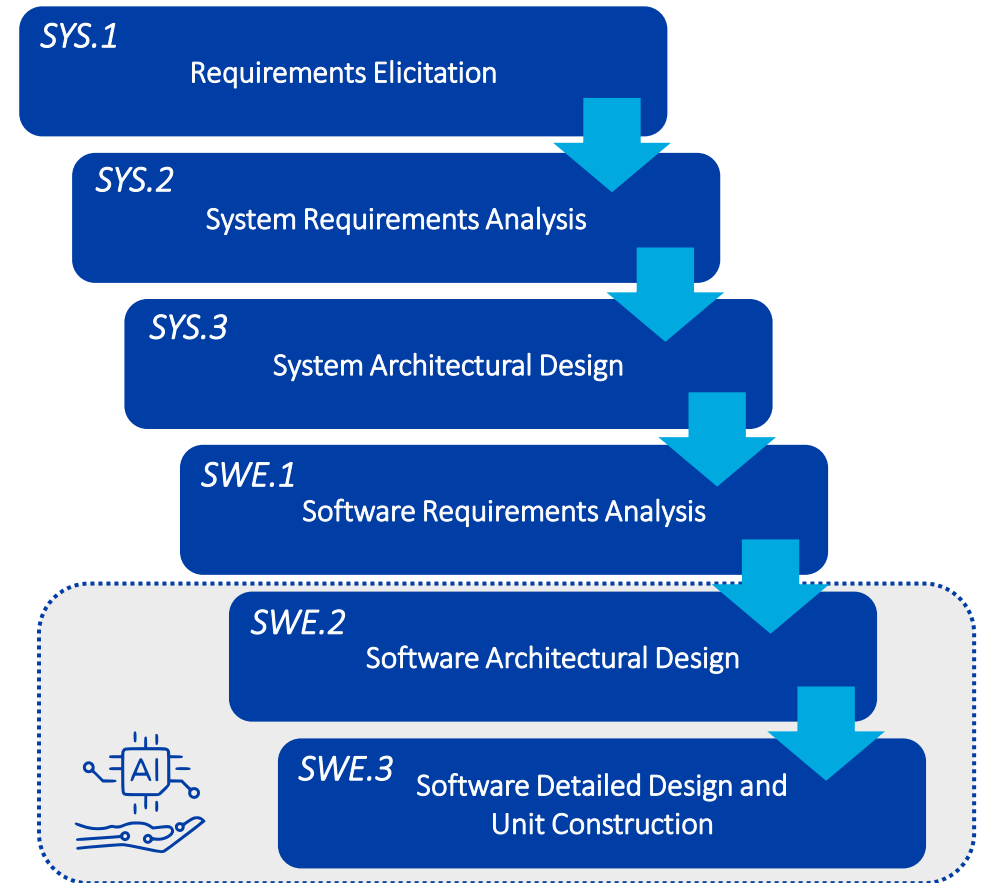
## DESIGN TRADE-OFF

- **Human Control:** Fundamental requirement in automotive software development
- **Generative Capabilities:** acceleration of code synthesis from requirements

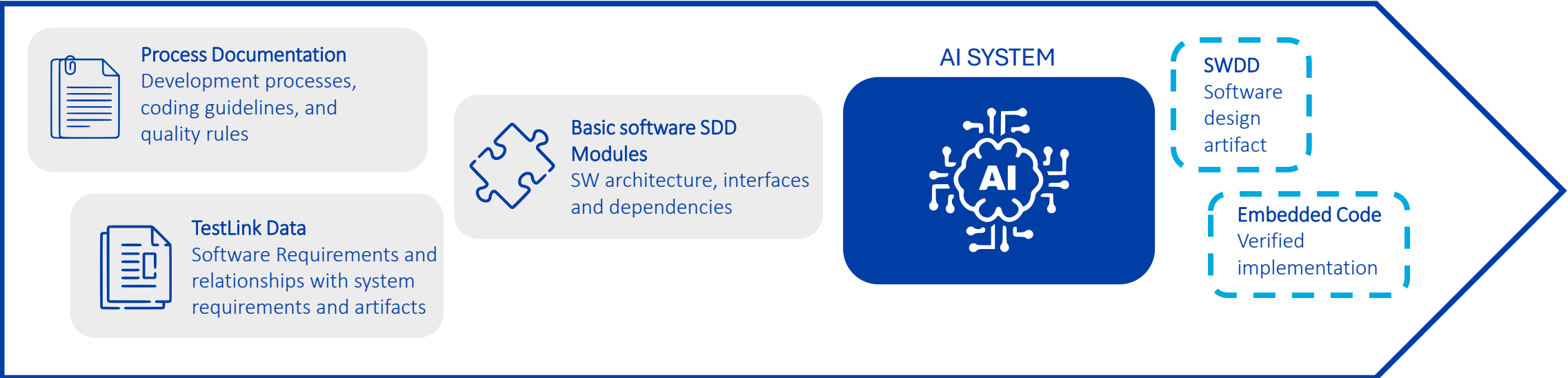


## GUIDING PRINCIPLES

- **Human-in-the-loop:** AI as a support tool, with final human validation
- **Structured Input:** TestLink → refinement → LTL
- **Industrial RAG:** Legacy modules, A-SPICE, coding rules
- **Iterative Generation:** Pipeline multi-stage with feedback loop
- **Multi-level Validation:** Rule-based KPI, LLM as a Judge, Comparison against ground truth



# Data Sources and Requirements Clustering

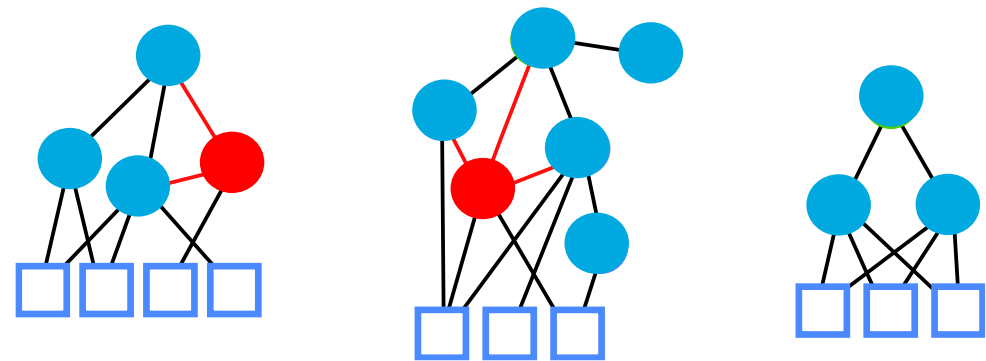


## REQUIREMENTS CLUSTERING STRATEGY

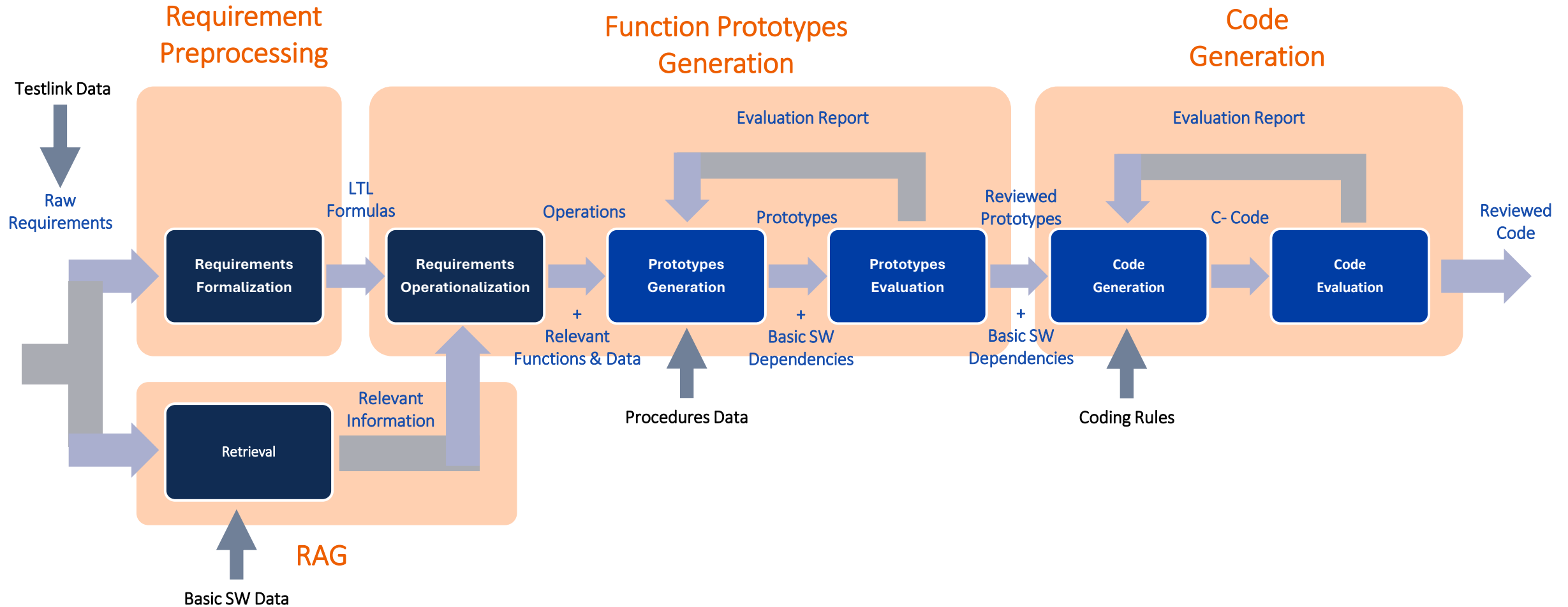
Each cluster represents a coherent and relatively independent set of requirements to be implemented jointly.

Benefits:

- **Preserves the context:** Maintains dependencies and relationships between requirements
- **Reduces complexity:** Breaks down the problem into simpler subproblems
- **Improves scalability:** Makes generation more reliable and modular



# Architecture Overview





# AI System Architecture

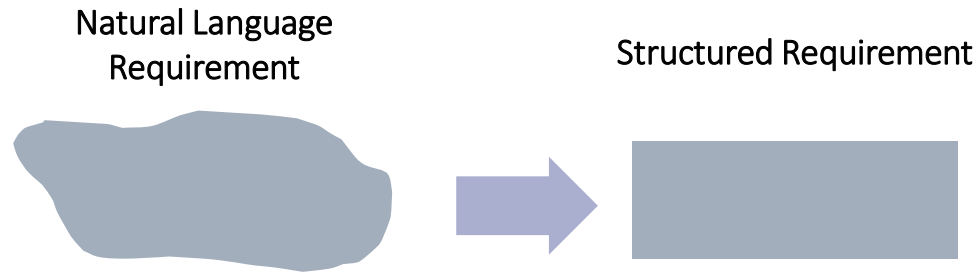
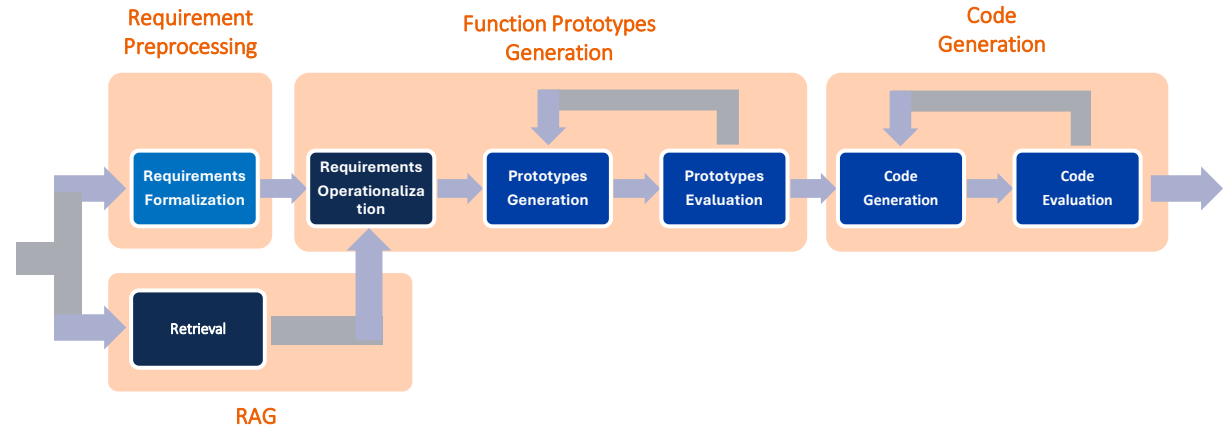
Details driving Innovation

A decorative graphic consisting of numerous thin, parallel white diagonal lines that create a sense of motion and depth, located in the bottom right corner of the slide.

# Requirements Preprocessing

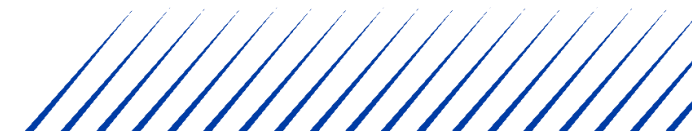
Why?

- Transform heterogeneous inputs into a standard, structured and consistent format.



**Natural Language Requirement:**

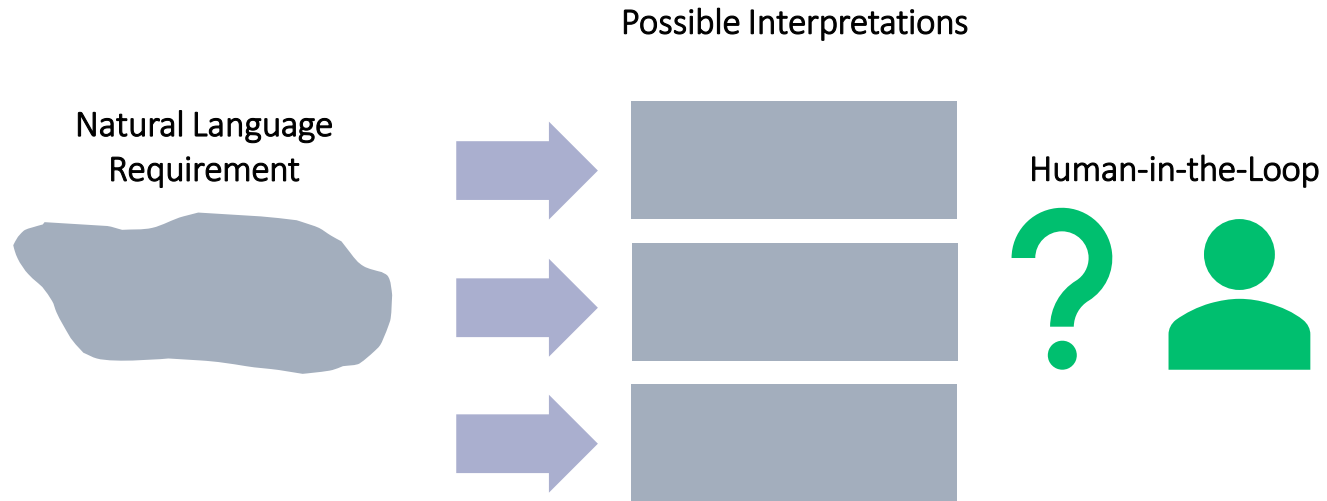
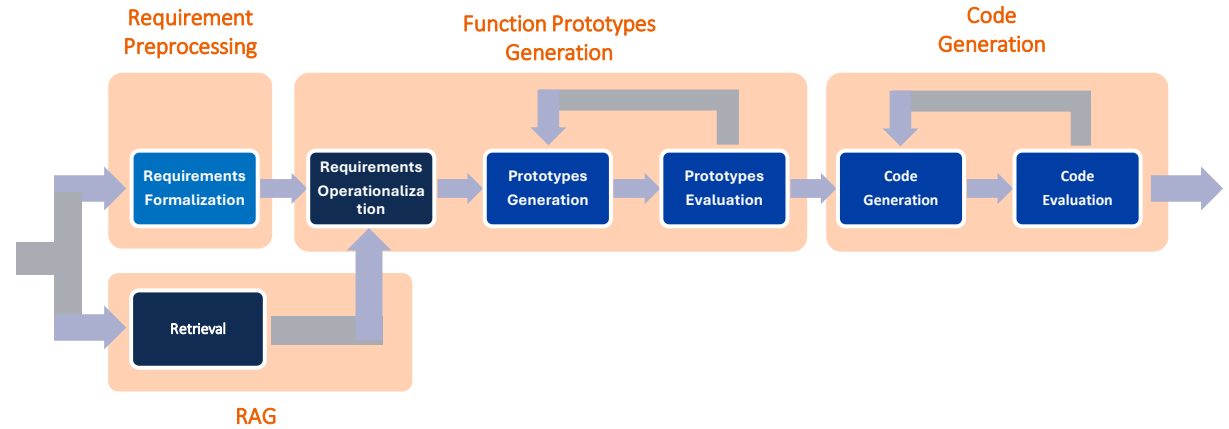
If the button is kept pressed for the entire debounce time duration ( $T_d$ ), then the system sends the 'Pressed' signal on the LIN.



# Requirements Preprocessing

Why?

- Transform heterogeneous inputs into a standard, structured and consistent format.
- Remove the intrinsic ambiguities of natural language (through Human-in-the-Loop).

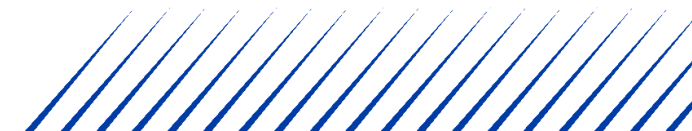


## Natural Language Requirement:

If the button is kept pressed for the entire debounce time duration ( $T_d$ ), then the system sends the 'Pressed' signal on the LIN.

**Interpretation 1:** The system sends a **single pulse** at the exact moment when the press duration reaches  $T_d$ .

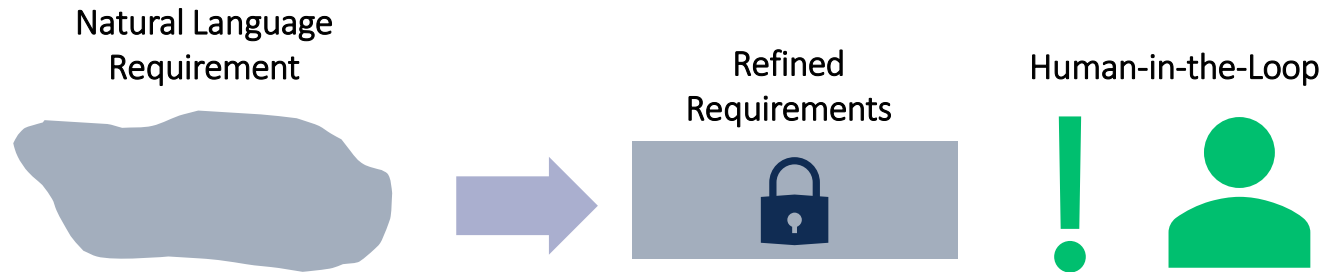
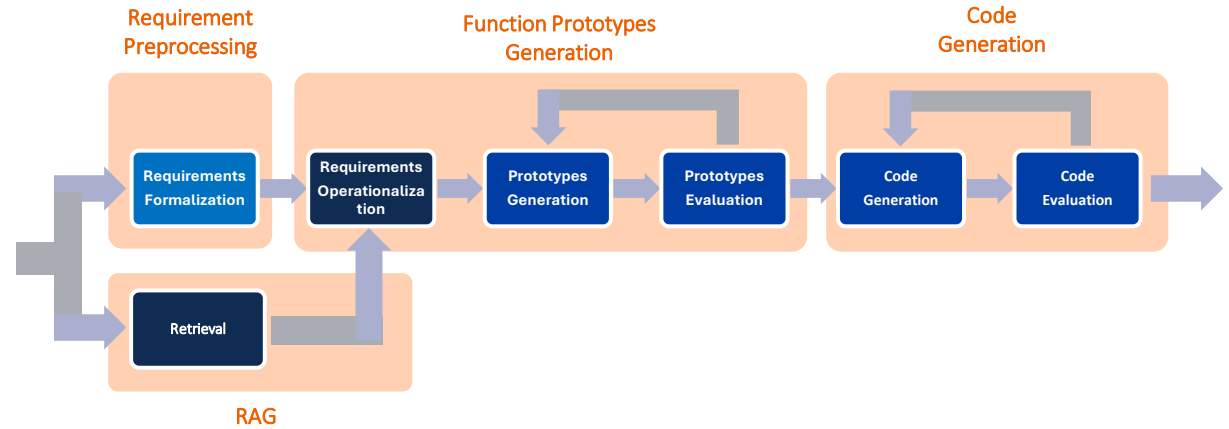
**Interpretation 2:** The system starts sending the signal and **keeps it active** until the button is released.



# Requirements Preprocessing

Why?

- Transform heterogeneous inputs into a standard, structured and consistent format.
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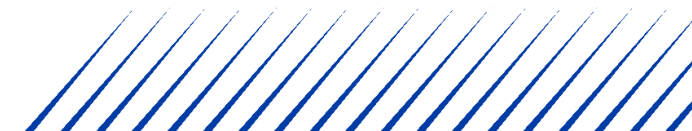


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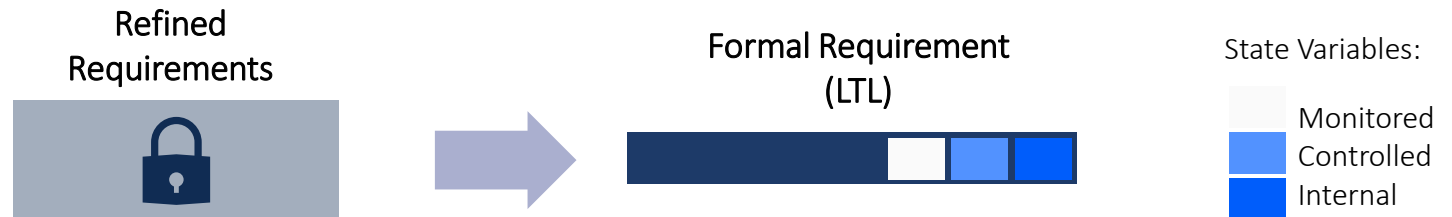
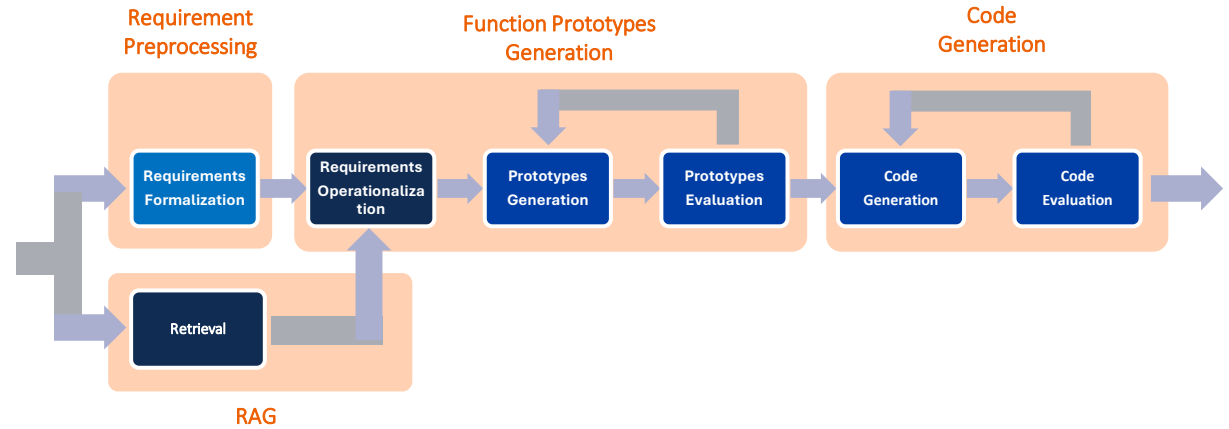
**Interpretation 2:** The system starts sending the signal and **keeps it active** until the button is released.



# Requirements Preprocessing

Why?

- Transform heterogeneous inputs into a **standard, structured, and consistent** format.
- Remove the intrinsic ambiguities of natural language (through Human-in-the-Loop).
- Translate the requirement into a **formal**, high-information-density formulation, useful for the rest of the pipeline.

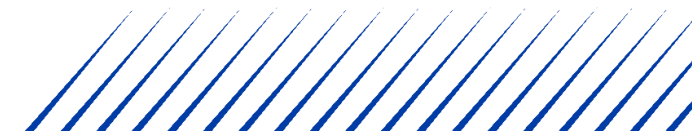


## Refined Requirement:

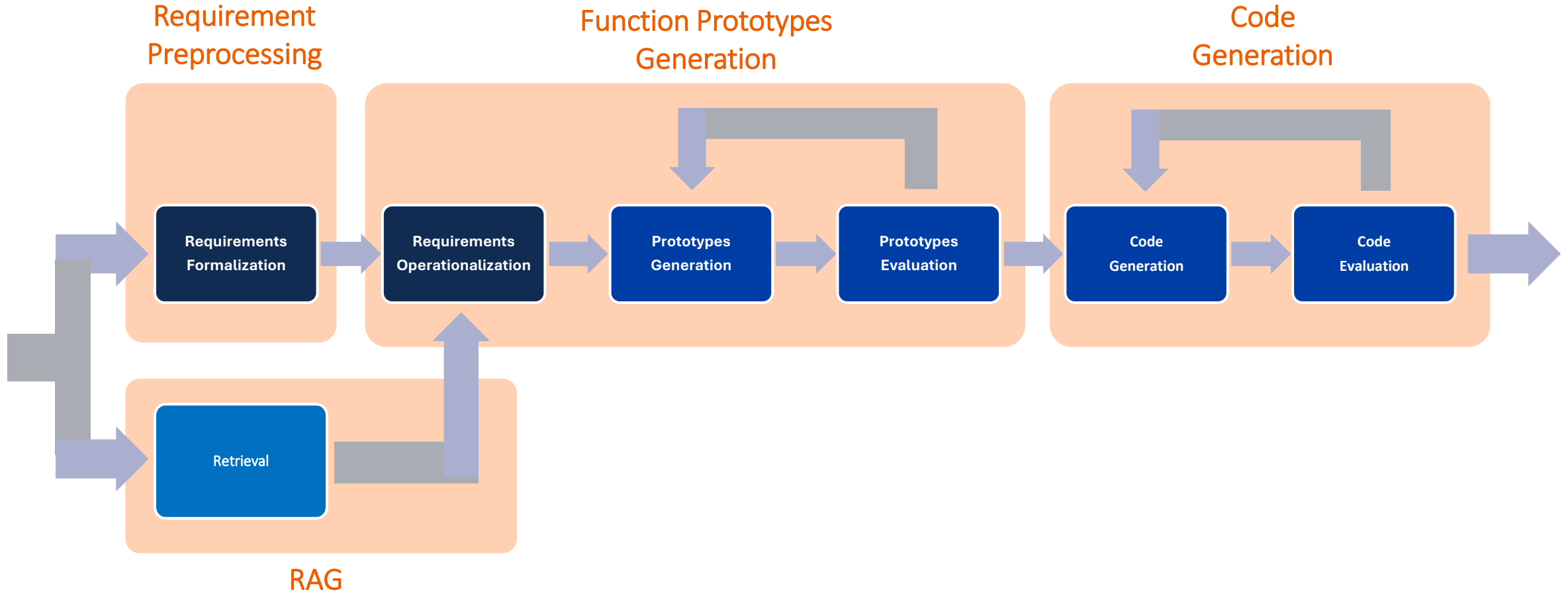
When the **debounce timer expires**, and the button has been LOW for the entire duration, **send the (impulse) 'Pressed' signal to the LIN.**

## Linear Temporal Logic (LTL) Formula:

$(\text{DebounceTimer\_Expired} \text{ and } \text{ButtonLowThroughoutDebounce}) \rightarrow X(\text{LIN\_PutMessage\_Pressed})$   
Monitored\_Variable                      Monitored\_Variable                      Controlled\_Variable

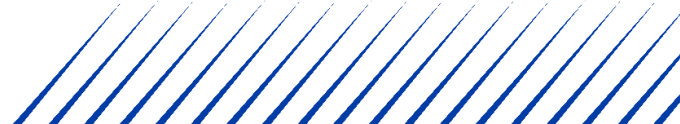
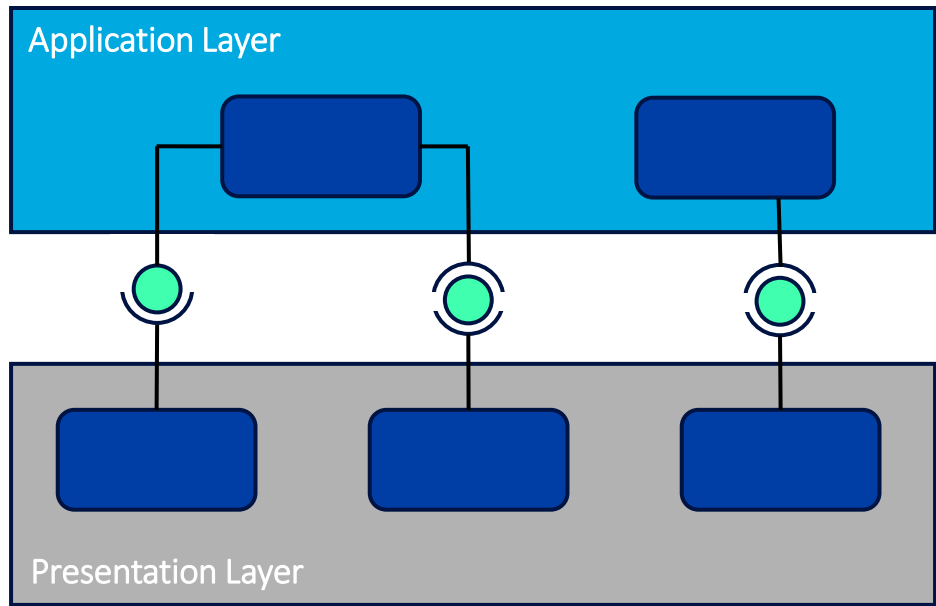
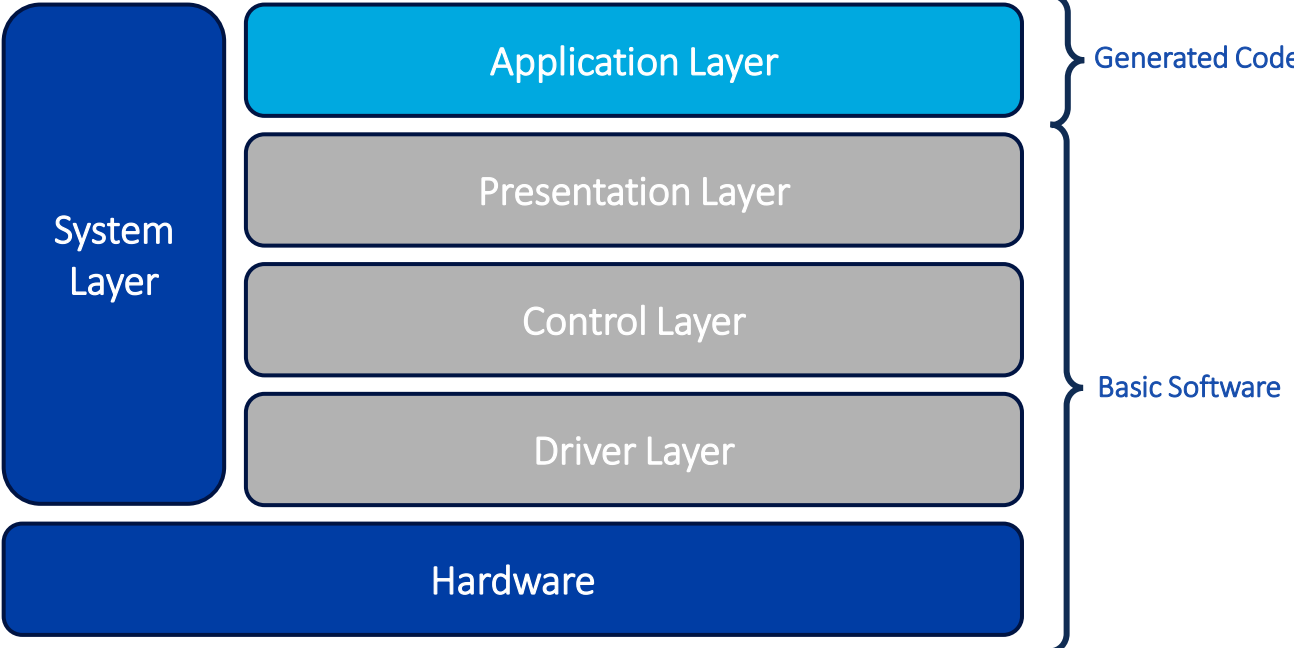
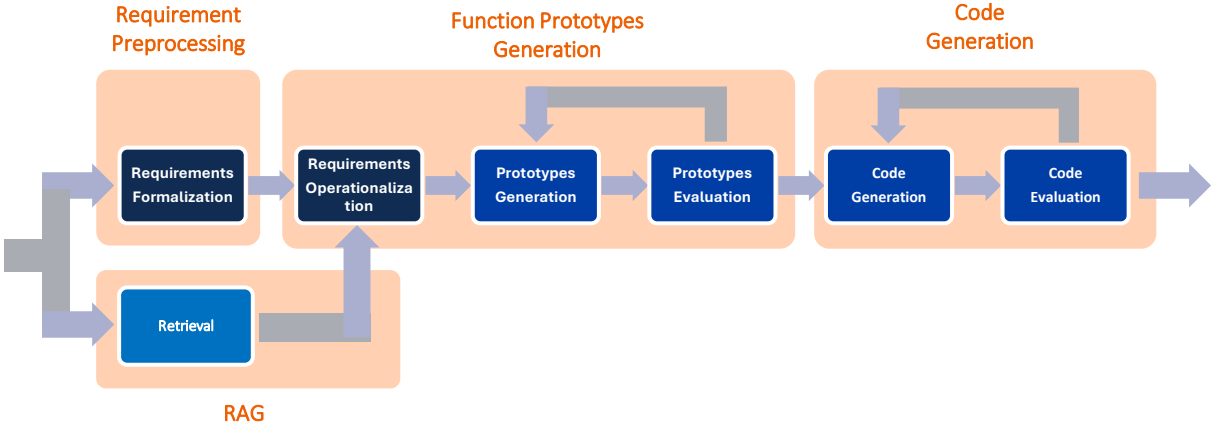


# Retrieval Augmented Generation

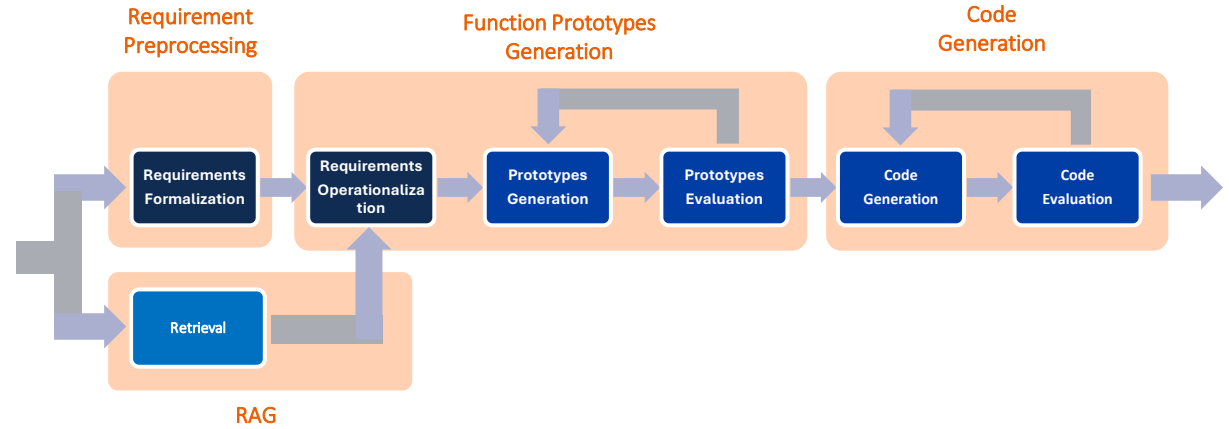


# Retrieval Augmented Generation

Why?



# Vectorstore Creation



Basic SW Documents



Parsed Information



⋮



Embedding Model

Embedding

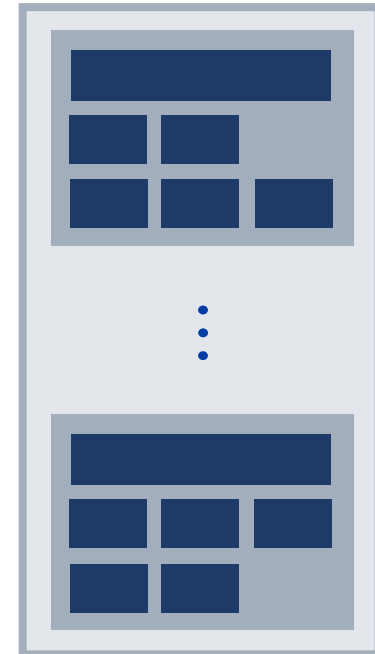
24958357...

⋮

Embedding Model

62387512...

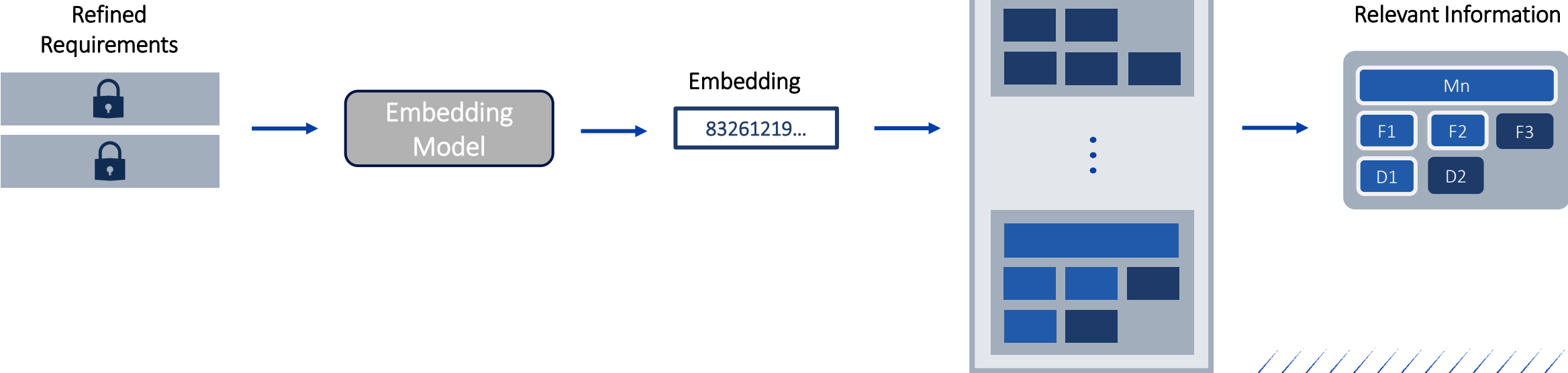
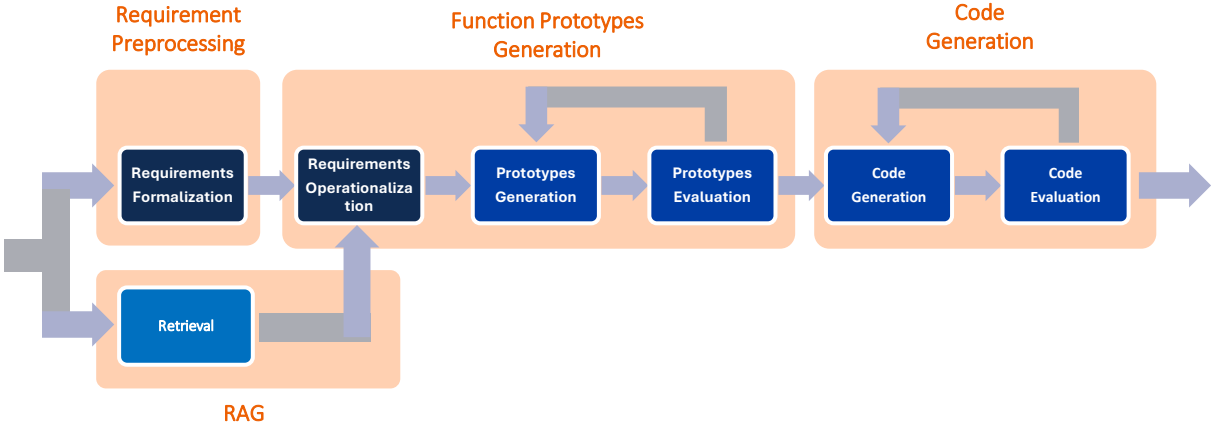
Vectorstore



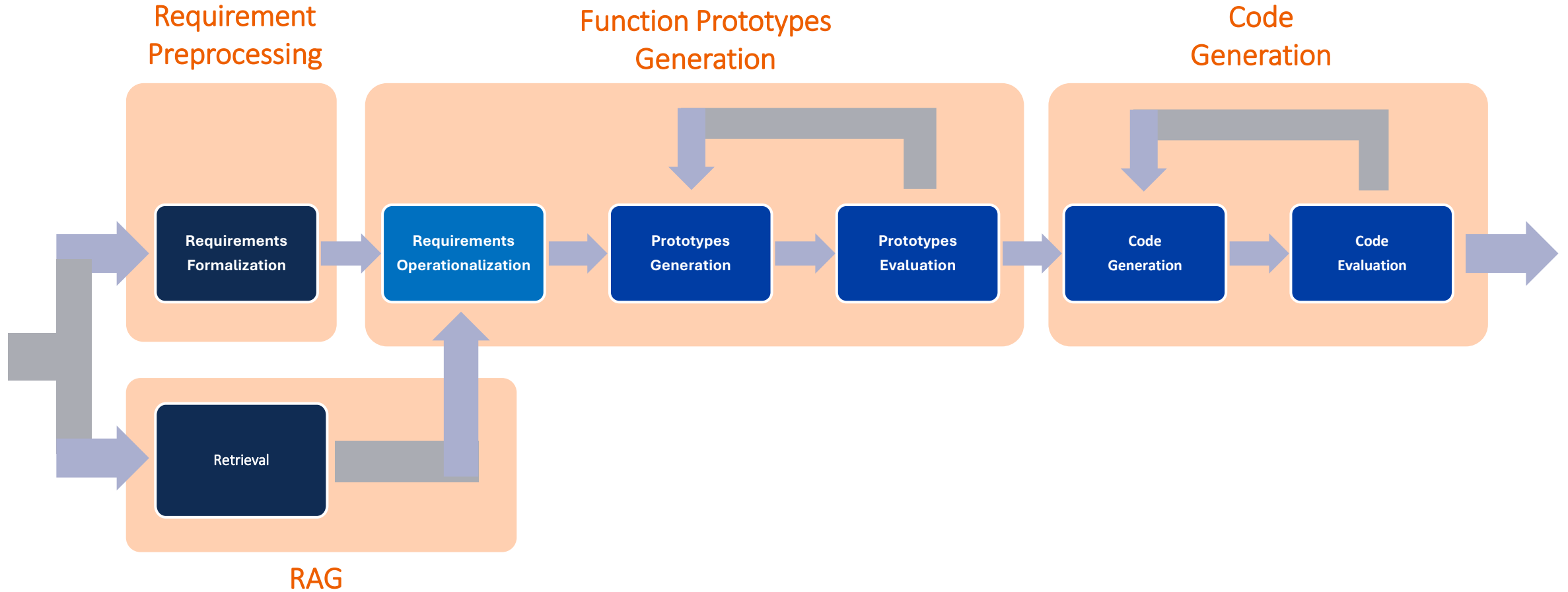
# Retrieval Augmented Generation

Adopted technique: Hierarchical Retrieval

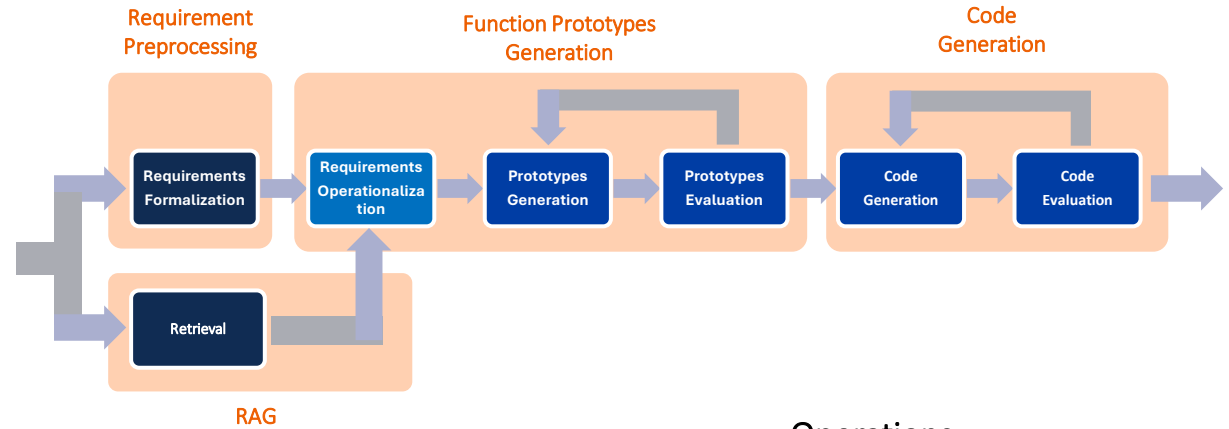
- First, we perform a similarity search on the filtered vector store (looking only at the **module descriptions**).
- Then, we perform a second **targeted retrieval** within the modules retrieved in the previous step, to recover **relevant functions and data structures**.



# Requirement Operationalization



# Requirement Operationalization



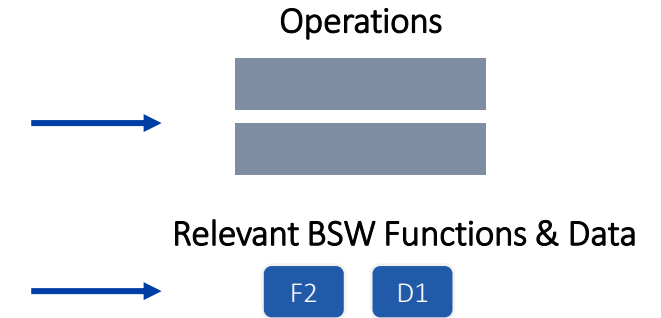
Formal Requirement (LTL)



Relevant Information



- Identify state changes
- Derive domain preconditions / postconditions
- Derive required triggers
- Derive required preconditions / postconditions
- Align operations with BSW interfaces



LTL Formula:  $(\text{DebounceTimer\_Expired} \text{ and } \text{ButtonLowThroughoutDebounce}) \rightarrow X(\text{LIN\_PutMessage\_Pressed})$

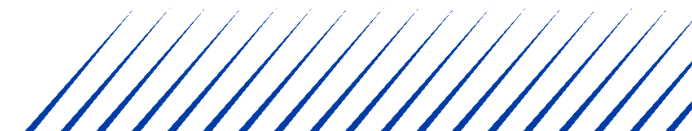
**Operation 1:** Handle\_DebounceTimer\_Expiry

On timer expiry produce **DebounceTimer\_Expired** event and evaluate **ButtonLowThroughoutDebounce** to drive subsequent actions.

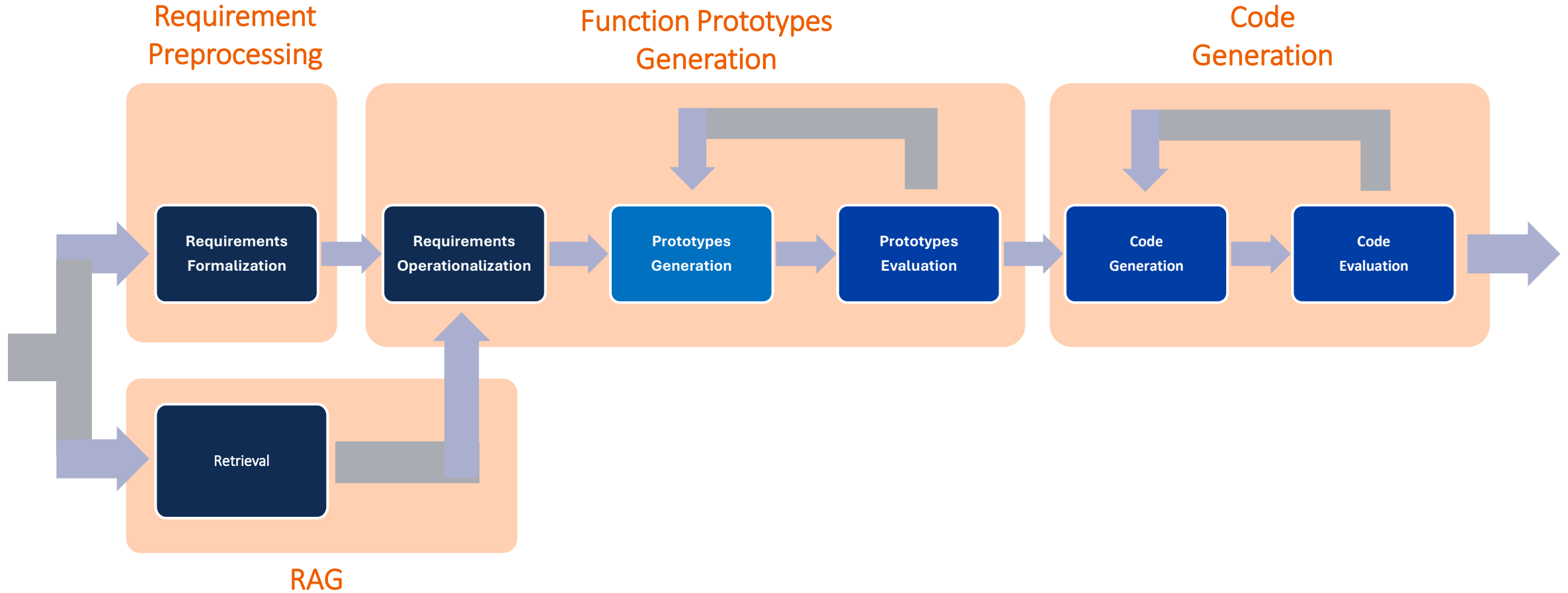
**Operation 2:** Write\_LIN\_BtnCustomSts\_Pressed

Transmit LIN signal setting **LIN\_BtnCustomSts to Pressed** (1) when debounce completes and button has been LOW throughout.

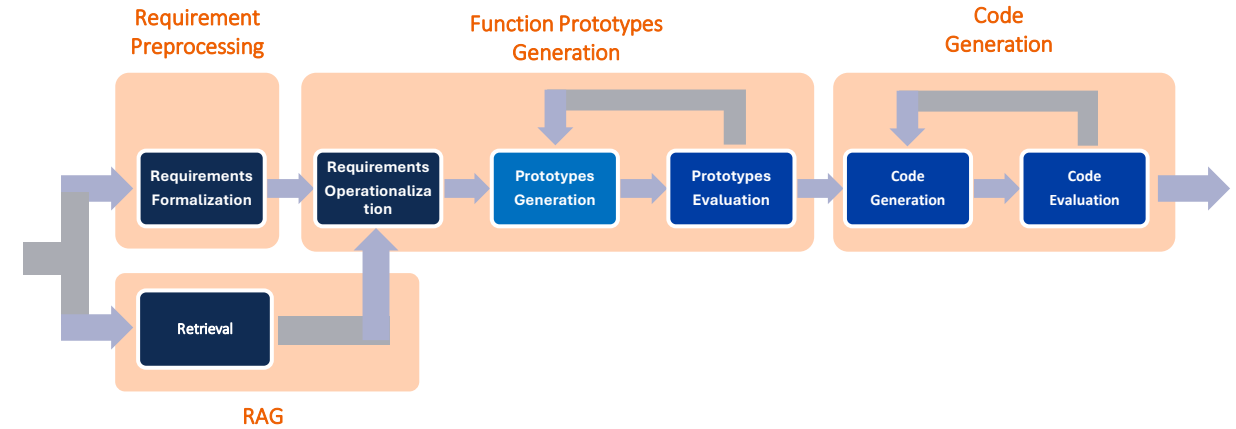
**Relevant Functions:** DIN\_Mgm(), DIN\_Config(), LIN\_PutMessage()



# Prototypes Generation



# Prototypes Generation



- Identify state variables from LTL formulas to define coherent data structures.
- Organize operations into "Functional Agents" to define architectural roles and modules.
- Generate the prototypes of the functions required to implement the identified operations.
- Map and manage dependencies with the Basic Software (BSW).

LTL Formulas



• State Variables



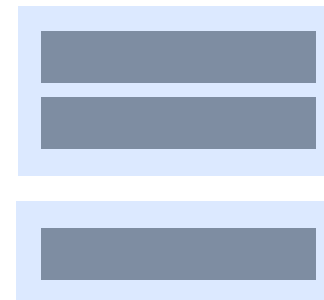
C-Data types



Operations



Functional Agents



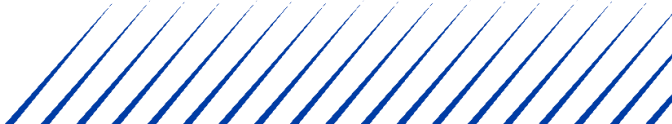
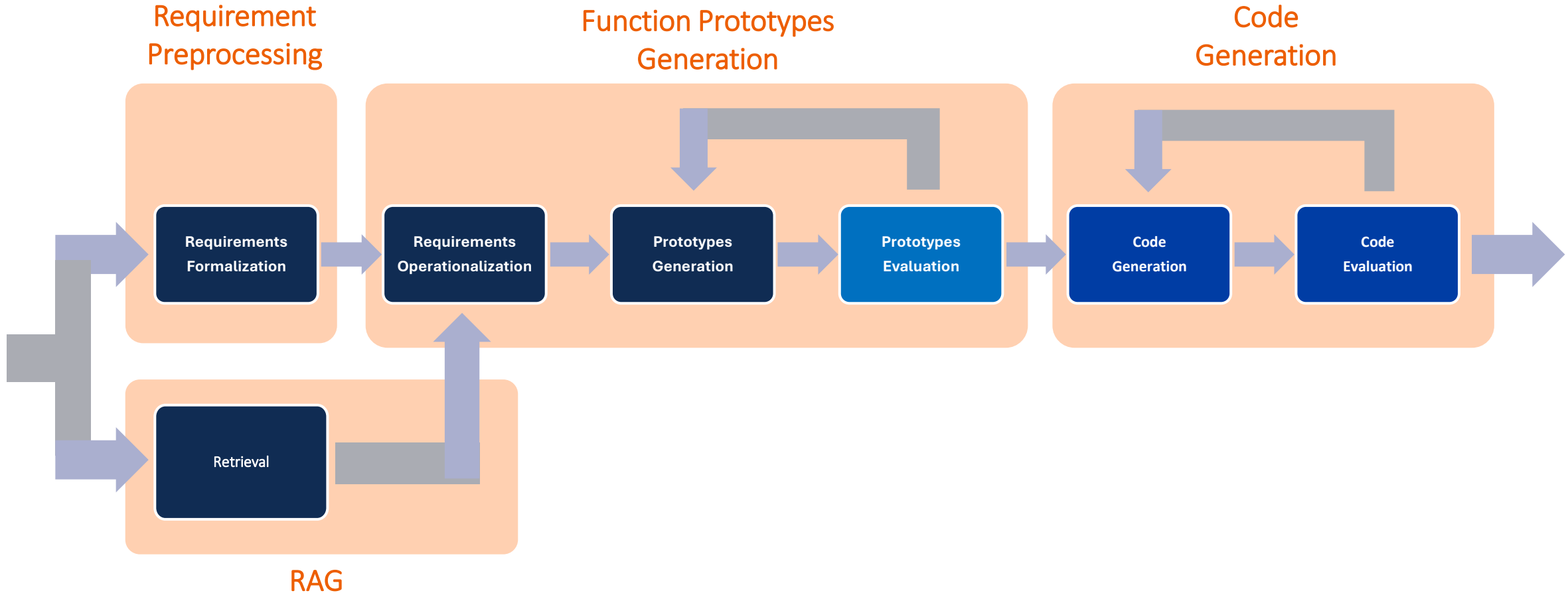
C-Prototypes & BSW Dependencies



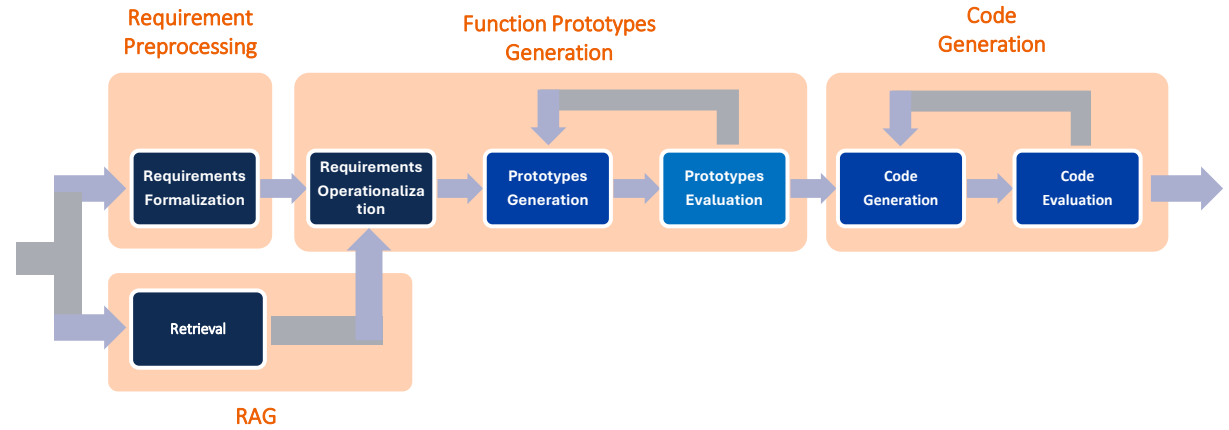
Relevant BSW Functions & Data



# Prototypes Evaluation



# Functional Coverage Evaluation



Evaluates whether the generated prototypes **correctly cover all the functional requirements**.

## Output:

For each requirement determine a status:

{Fully Covered | Partially Covered | Not Covered}

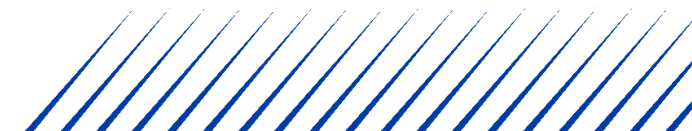
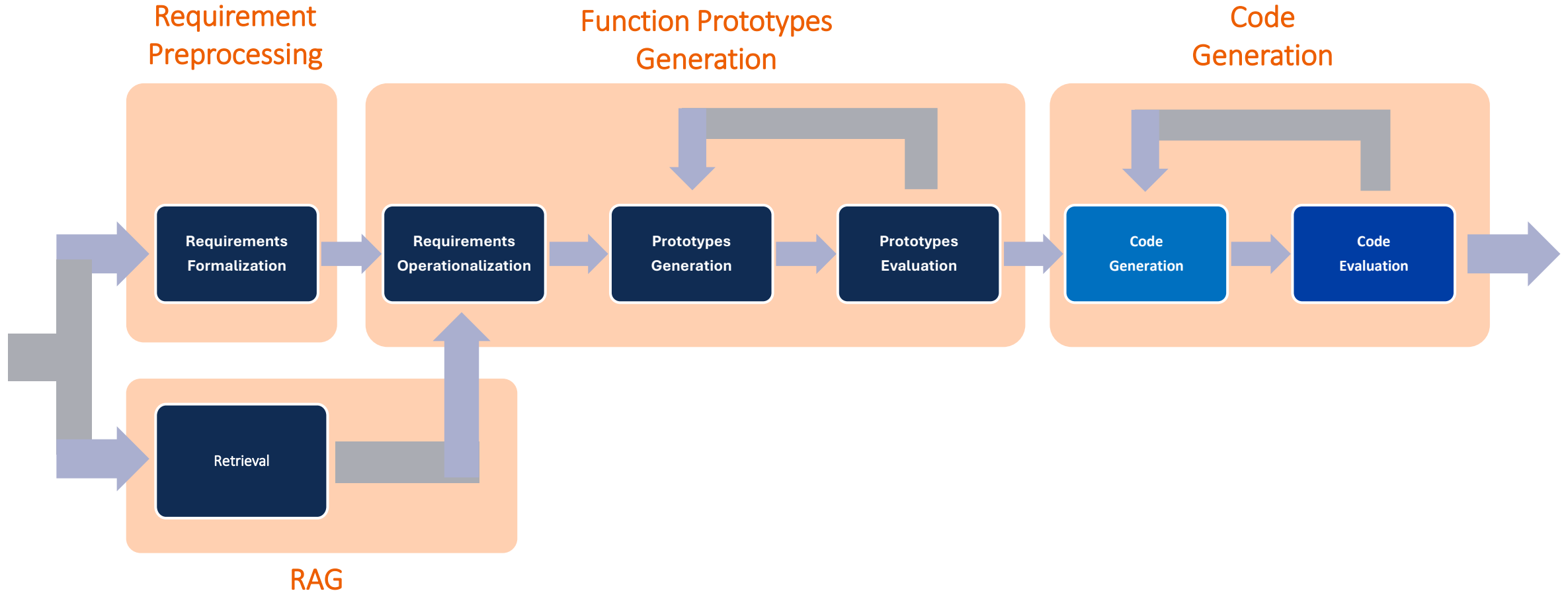
## KPI:

The KPI is defined considering the corresponding scores.

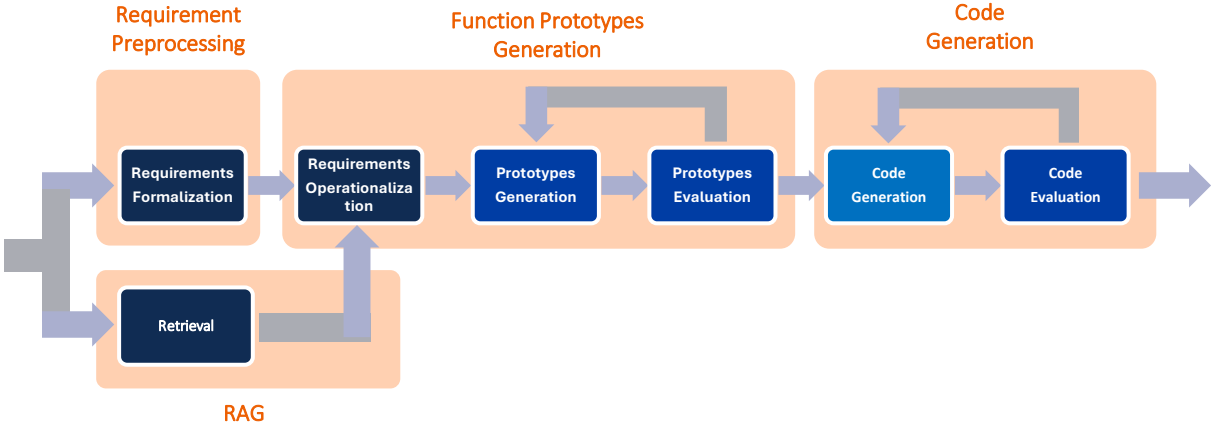
Status	Score
Fully covered	1.0
Partially covered	0.5
Not covered	0.0

$$KPI = \frac{\sum_{i=1}^N Score_i}{number\ of\ requirements}$$

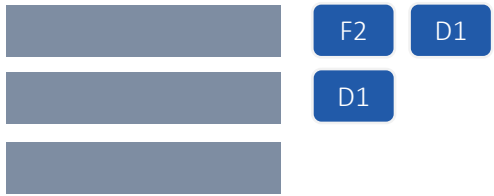
# Code Generation



# Code Generation



## C-Prototypes & BSW Dependencies

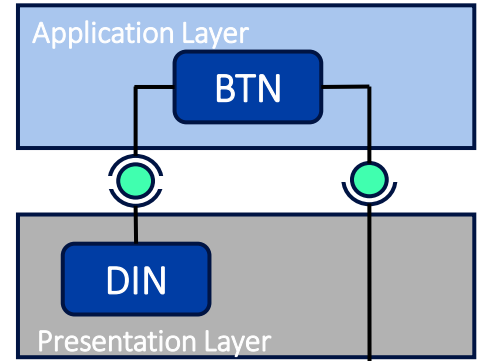


```
void BTN_BtnDebounceExpiredHandler(T_DINHandle_t Chan, ...) {
    ...
    /* Query the debounced state: read-only synchronous snapshot. */
    btn_state = DIN_GetState(Chan);
    if (btn_state == S_ON)
    ...
}
```

## C-Data types



- HIS Metrics:
- Comment Density: >20%
- Number of Goto Statements: 0
- ...
- MISRA C:2012
- A project shall not contain unreachable code
- There shall be no unused parameters in function
- ...

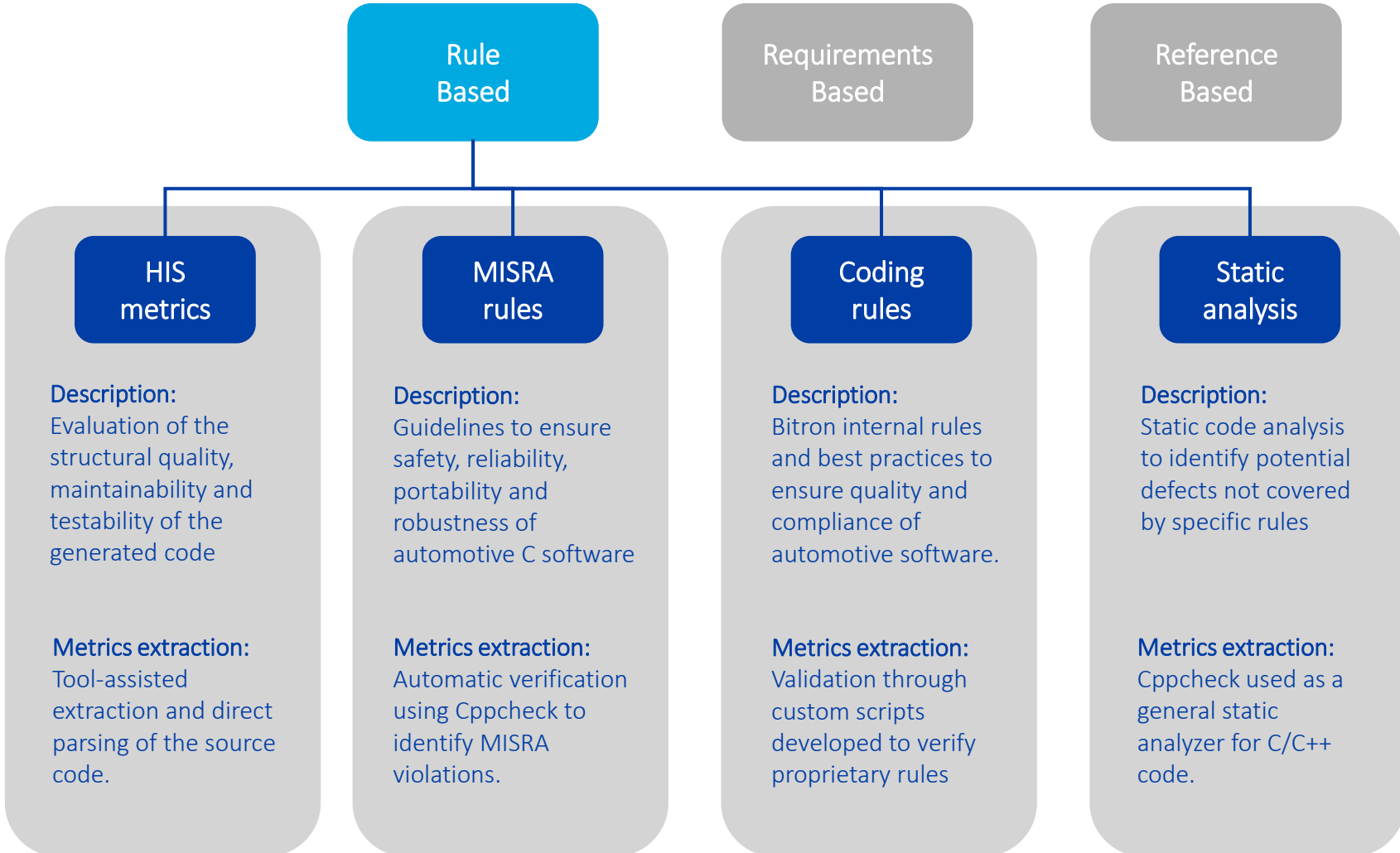




# Evaluation Framework

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# Rule-based KPI



$$KPI = \sum_{i=1}^N (CategoryScore_i \times Weight_i)$$

Category	Weight
HIS metrics	0.25
MISRA rules	0.35
General coding rules	0.15
Static Analysis	0.25

# Requirements-based KPI



## LLM as a judge

**Description**  
 Static and rule-based techniques do not fully allow evaluating the semantics, expected behavior, and alignment with requirements of the generated code. For this reason, an LLM-as-a-Judge framework is introduced for the structured evaluation of semantic-level and requirement-level properties of the generated embedded software



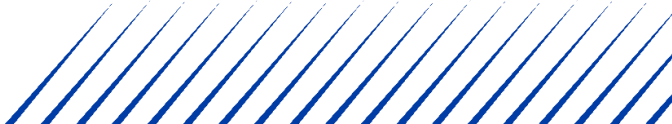
- Key Elements**
- Gradual evaluation of alignment with requirements
  - 'Slow thinking' approach with guided reasoning
  - Analysis based on categories and structured taxonomies
  - Classification of inconsistencies by severity
  - Final score obtained through weighted aggregation



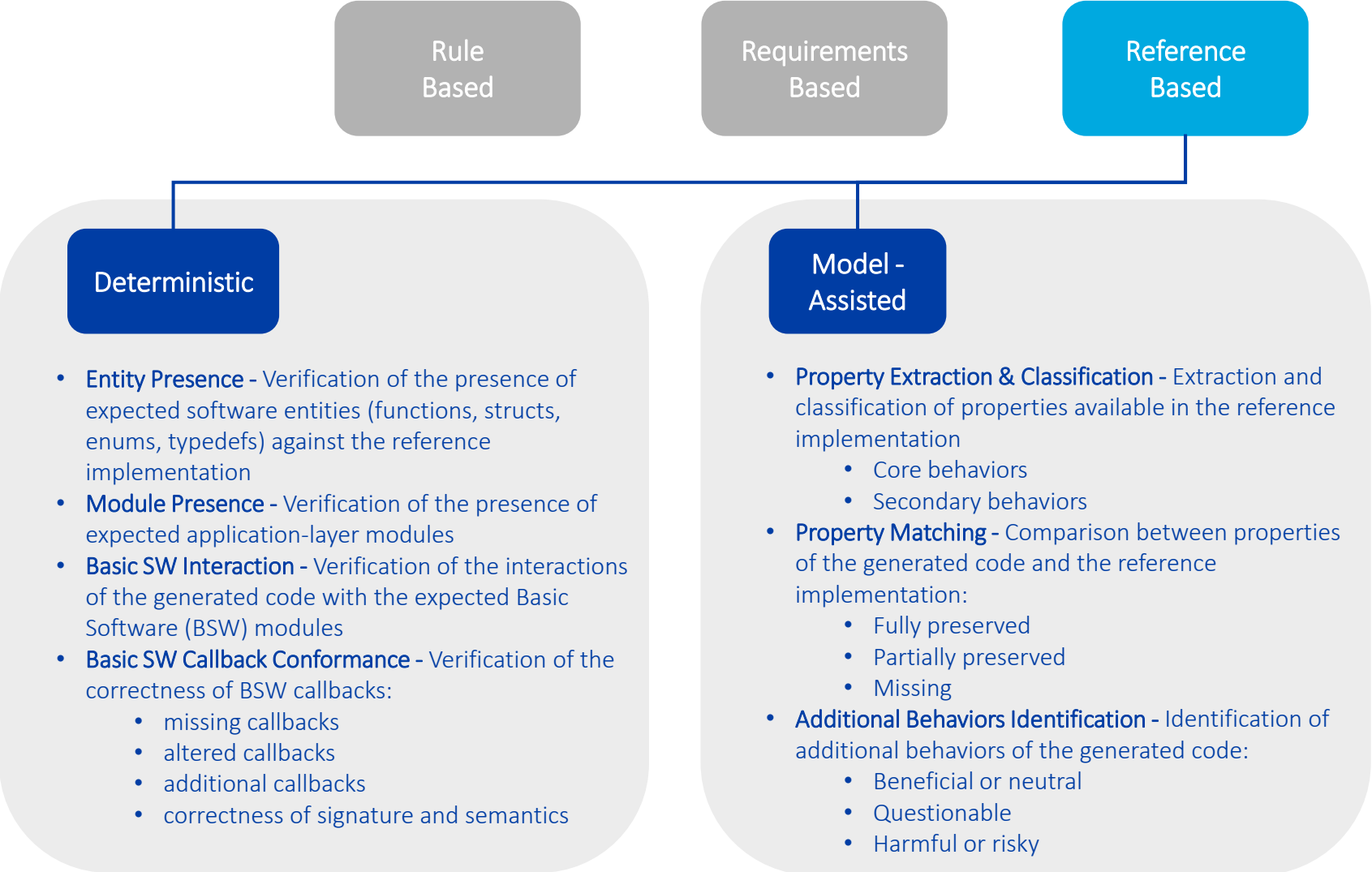
- Possible Biases**
- **Illusory complexity**  
 Longer or more complex code may be perceived as qualitatively better."
  - **Over-trust nel reasoning**  
 Convincing explanations can positively influence the model's judgment
- These biases must be explicitly mitigated in the evaluation process



- Adopted Techniques**
- Structured prompting with defined criteria and formats
  - Multi-step decomposition of the evaluation
  - Simplification of the code to be analyzed
  - Interpretable and traceable outputs
  - Iterative refinement through structured feedback



# Reference-based KPI



$$KPI = \sum_{i=1}^N (CategoryScore_i \times Weight_i)$$

Category	Weight
Deterministic score	0.60
Model-assisted score	0.40

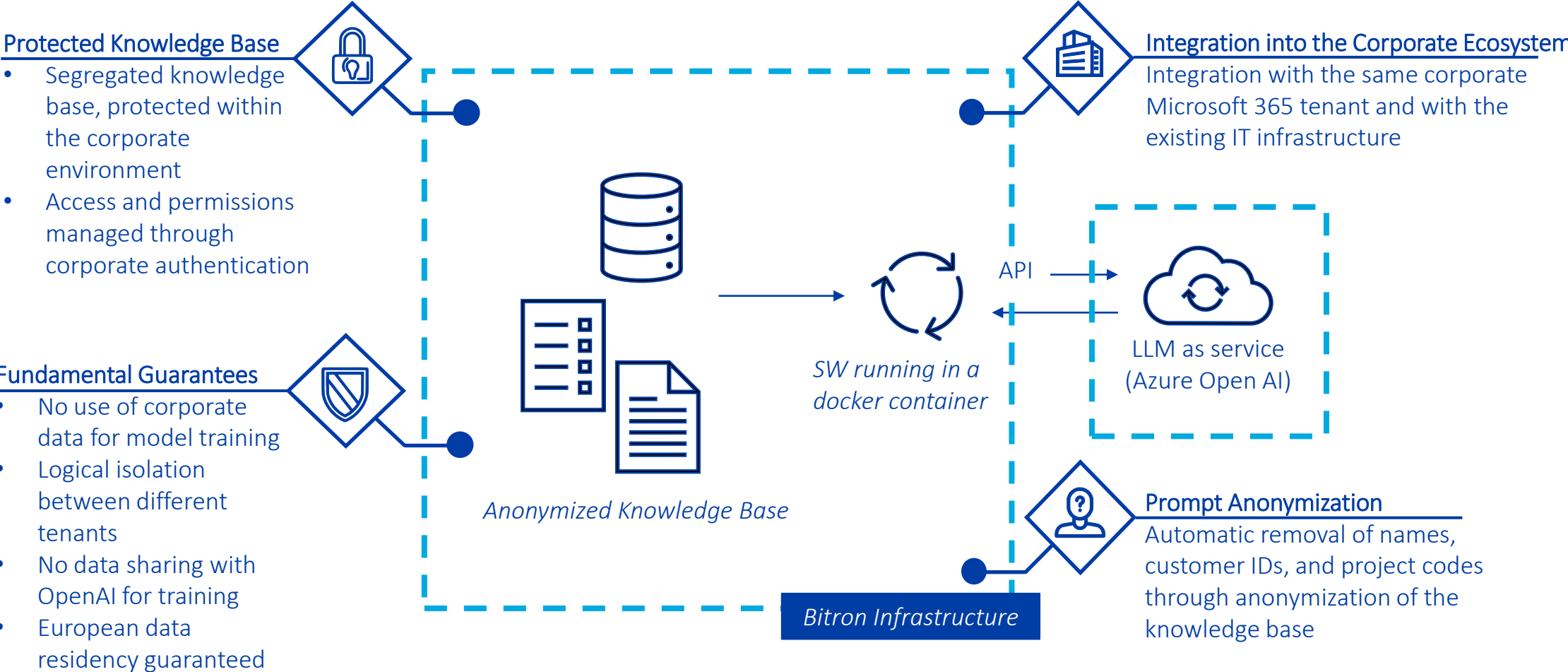
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IT Infrastructure

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# IT Infrastructure and Data Security

Enterprise architecture for the protection of industrial knowledge and AI integration



# Q & A

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# Thank you

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