

Lessons Learned Designing an Open Source UMPC

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What is the OSWALD?

- Project history
- Design considerations
- Hardware
- Firmware/Bootloaders
- Kernel
- Software
- Educational usage

Development team

- Working with a small team of students
- Moving the project forward

Noteworthy events in the project's short history

- ▶ Concepts/ideas leading to the project
 - ▶ OSU Platforms for Learning
- ▶ Paired with Beaversource
 - ▶ Combining social networking and coding — Elgg + Trac
 - ▶ Less intimidating introduction to open source communities
- ▶ Timeline
 - ▶ Project started in June 2008
 - ▶ First prototypes release in December 2008
 - ▶ First deployment in April 2009
 - ▶ Large-scale deployment in October 2009

Design considerations

- ▶ Price
- ▶ Flexibility
- ▶ Manufacturability
- ▶ Openness

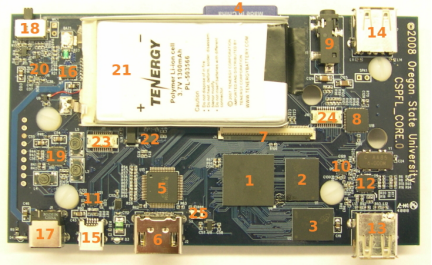
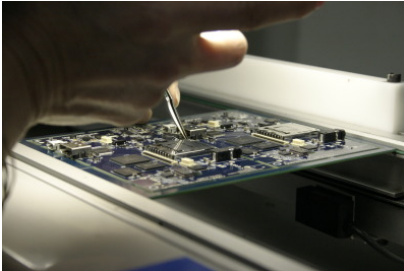
Hardware specifications

- ▶ OMAP 3530
- ▶ 128 MB DDR-SDRAM (266 MHz)
- ▶ 256 MB NAND
- ▶ 3.5" QVGA (320x240) 24 bit color LCD
- ▶ Resistive touchscreen
- ▶ DVI out (up to 1024x768)
- ▶ TI TLV320AIC33 stereo audio codec
- ▶ IEEE 802.15.4 wireless with IP over 802.15.4 support
- ▶ Touchpad
- ▶ 3 axis accelerometer
- ▶ 5-way rocker switch
- ▶ 6 general purpose buttons
- ▶ Speaker
- ▶ Microphone
- ▶ Built-in 1300mAh Polymer Li-ion battery

Outline
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Hardware
Firmware/Bootloaders
Kernel
Software
Educational usage

Manufacturing process



Low-level software

- ▶ atmega48
- ▶ Cypress
- ▶ cc2431 802.15.4 wireless system
- ▶ Das U-Boot
 - ▶ Flashing
 - ▶ Display options
 - ▶ Boot selection

Merging our efforts with the linux-omap branch

- ▶ 2.6.31-omap1 + OSWALD patches
- ▶ Hacking around hardware problems
- ▶ Adding functionality – battery monitor
- ▶ Developing new drivers – 802.15.4 wireless

Distro creation with OpenEmbedded

- ▶ Radix
- ▶ Using the OE development branch
- ▶ Many extra packages and version bumps available through package repos

A hands-on approach to computer science

Classes

- ▶ Last spring 162
- ▶ Fall 161
- ▶ Future

Non-curricular activities

- ▶ OSU Robotics club
- ▶ Games

Extremely small development team

- ▶ Pros
- ▶ Cons

Building a community

- ▶ Finding more developers
- ▶ Inspiring students to contribute
- ▶ Operating on a shoestring budget



Small quantities available to the open source community in November

Questions?

Project page: <http://beaversource.oregonstate.edu/projects/cspfl>

Git repos: <https://code.oregonstate.edu/git>