OSGi: The Best Tool in Your Embedded Systems Toolbox

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Introduction

- OSGi has been an open standard for over a decade
- Original domain (home gateways) has yet to take off
- Instead, OSGi has gained significant traction as a well-designed software componentization and deployment framework

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- Eclipse, as the base platform
- J2EE server providers (Server-side OSGi)
- Telecommunications (Sprint Titan)
- Embedded (MicroDoc & Band XI)





Our Perspective: A Decade of Embedded OSGi

- Automotive, Fleet Management, Remote Monitoring
 - OnStar scenarios, diagnostics, infotainment, hands-free, navigation

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- Industrial Controls, RFID
 - Sensors, scaling, configuration management, deployment
- National Guard: WMD Sensors, Situational Awareness
 - Provisioning new apps, biometric sensors, P2P comms
- Army: Vehicle Diagnostics & Prognostics Architecture
 - Provisioning new algorithms, flexible UI, provisioning
- Mining Equipment: Diagnostics, Machine Control
 - Rapid turnaround on new applications, flexible architecture





Challenges of Embedded Systems

- Platforms
 - Availability, variability, scarcity, stability, cost (future of Java?)

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- Peripheral hardware: sensors and actuators
 - Availability, scarcity, size, cost
- User interfaces
 - Input methods, desktop vs. appliance
- Constraints
 - "Realtime", memory/CPU limitations, development vs runtime costs
- Applications
 - Yes, you still have to write the application(s) too!





Accepting the Challenge

- Lots of Risk == More Fun!
- Tackle risks head-on
 - Build simulators, identify alternate paths and representative systems

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- Embrace change
 - Agile development methodologies build change into the process
- Use agile methods, frameworks, and tools
 - Testing frameworks (JUnit, FitNesse)
 - Continuous integration build systems (Jazz)
 - Software Configuration Management (Jazz)
 - And, of course...





OSGi – Highly Cohesive, Loosely Coupled Component Model

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- Strong component model, common language
- Forces <u>best practices</u> from day one
- Core specification is <u>pure and simple</u>
- Logical and clear mapping with whiteboard drawings
- Dynamic life-cycle allows install/unintall/update without restart
- Integrated and sophisticated <u>deployment mechanism</u>
- Isolation of external libraries to monitor and consume capabilities
- Discourages spaghetti code: bundle partitions are like firebreaks
- Discourages code rot: containment lowers barrier to refactoring





Vehicle Bus Control: DeviceKit Support of J1939 Protocols

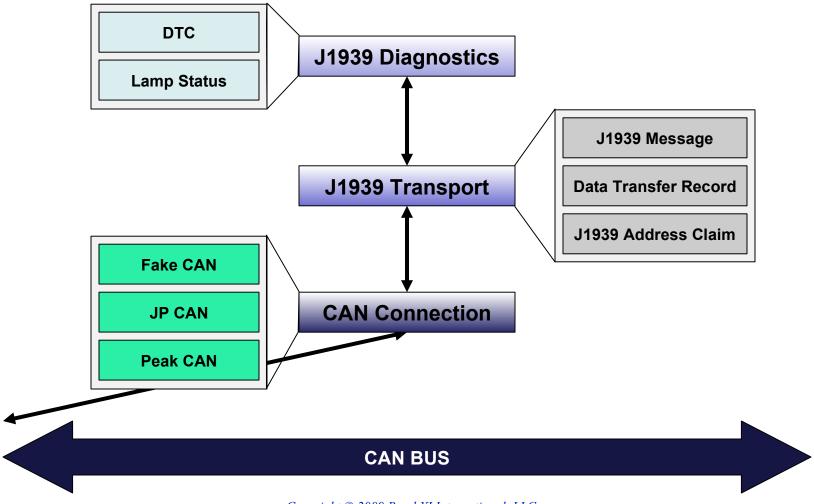
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- J1939-21: Datalink
 - Basic Protocol Data Unit (PDU), PGNs, priorities, etc.
 - Transport Protocol (multi-packet, broadcast and point to point)
- J1939-81: Network Management
 - Address Claim (fixed, arbitrary address)
 - Discovery
- J1939-73: Diagnostic Messages
 - DM1: Active Diagnostic Trouble Codes (DTCs)
 - DM2: Logged DTCs
 - DM14/15/16: Memory Configuration
 - Additional information for active/logged DTCs
- Proprietary J1939 Messages
 - For solution-specific ECU's





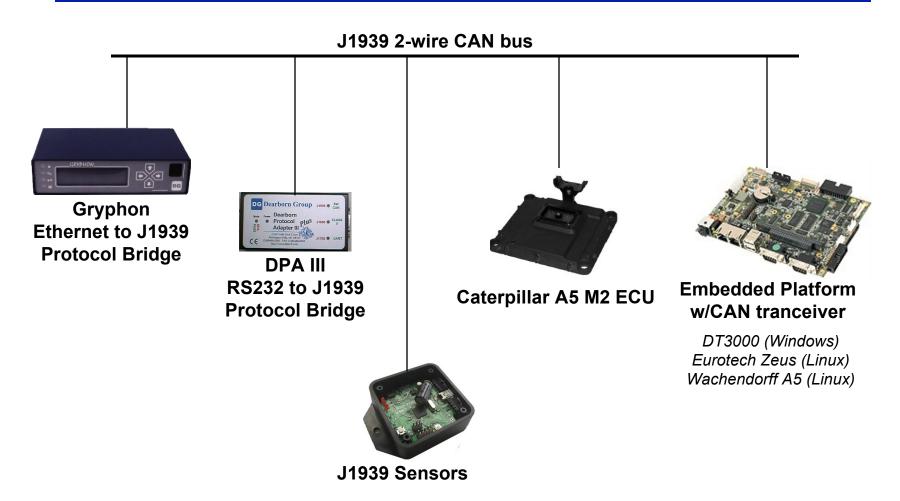
In Vehicle J1939 Device Software Stack







J1939 (CAN) Test Bench



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J1939 Interfaces Supported

- **Dearborn Group Gryphon (Ethernet to CAN)**
- Peak CAN (USB to CAN)



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- Wachendorff on-board PCAN transceiver
- **Eurotech Zeus on-board CAN transceiver**





















Industrial Graphics Framework

- Desktop metaphors do not work in industrial control settings
- Funded by US Army under Small Business Innovation Research (SBIR) Grant
- Designed for touchscreen and hard-/soft-button navigation
- Set of custom SWT widgets and exemplary sample applications
- Includes application shell, menu bar, graphics oriented widgets, and pop-ups

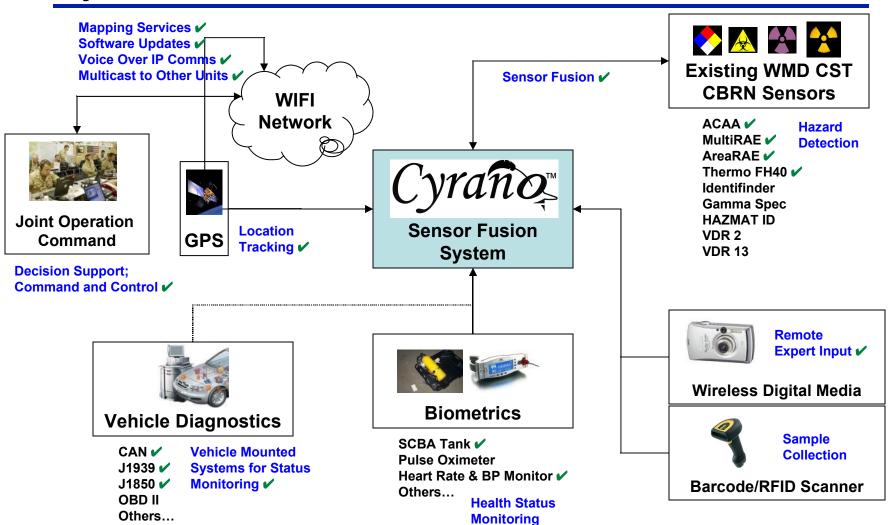


~ NOULO DANGE CONTRACTOR





Cyrano™ Overview



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Industrial, Mining, Construction, & Military Applications

- Building field production applications for mining and construction machines
 - Salt Harvester
 - Foundation Drill
 - Train Engines
- Proves viability of the architecture and implementation in fielded environments



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Mining & Construction Systems: Goals & Challenges

Goals

- Shorten Application Development Time from 6-9 months to 2 weeks!
- Tackle this in stages by building and refining the foundation
 - 1st application: Duplicate existing reference application (6 months)

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- 2nd application: Salt Harvesting Machine (10 weeks)
- 3rd application: Foundation Drill Machine (5 weeks)

Challenges

- 2 platforms to be supported: one legacy, one newly selected
 - Legacy platform: 400MHz ARM, 32MB RAM/ROM, WindowsCE
 - New Platform: 400MHz PPC, 1GB RAM, 64MB ROM, Linux
- Machinery does not exist yet; we will never touch it
- Incumbent native application to be displaced





Challenge #1: New Platform Integration

Risks at Development Start

- Platform not available until late in project schedule
- SWT not running on the platform
- CAN native JNI libraries did not exist

Coping Strategy to Get Started

- Started development with similar Linux platform
- Used Gryphon (Ethernet-to-CAN) transport bundles
- Found a CAN transport supported by same driver (PCAN-USB)
- Built native JNI libraries and bundles to access CAN bus

When Platform Became Available

Validated JNI libraries and bundles against platform CAN transceiver

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- Ran application headless while SWT in development
- Ran entire application once SWT had been ported





Challenge #2: Salt Harvesting Controls (Sensors & Actuators)

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Risks at Development Start

- Custom machine that was still in design and development
- Assembled on-site in Australia, half way around the world, remote
- Limited testbench testing time available

Coping Strategy to Get Started

- Agreed on logical messages and application screen layour and flow
- Built HTTP based simulator (self hosted)
- Agreed on J1939 message specs: mix of standard and proprietary
- Encoded as DeviceKit ML, built Device bundles
- Ran against real ECU via Gryphon gateway from development box

When Platform Became Available

- Ran same stack on target platform
- Swapped in target platform CAN transceiver bundles
- Created HTTP based publisher
 - Simulated ECU and advanced scenarios over real CAN link





Best Practices for Embedded OSGi (or any OSGi effort)

Use Eclipse PDE and p2 tooling - bundles are first class citizens!

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- Identify target platform early, put under version control
- Use only Import-Package and Export-Package for visibility
- Use Declarative Services to manage optional and required services
- Separate interfaces from implementation
- Separate application logic implementation from OSGi specific code
- · Build fake, simulated, and real devices to keep moving
- Keep application work off OSGi threads (activation or call-backs)
- Assume nothing about start order
- Test shutdown behavior obsessively to expose loose ends
- Have at least one OSGi expert on your team
- Develop using OSGi even if it will not be used in final product





Open for Discussion

- Questions?
- Comments?

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