

Project Ocre

Extending Cloud Native Beyond the “Linux Barrier” to MCUs Using Wasm

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About Us

> 50 years combined
experience building
connected solutions and
driving industry
standards



Jason
Atym CEO



Stephen
Atym CTO



Embedded development is difficult



Talent is difficult to find and retain, **only 19% of developers program in C**



Monolithic images complicate IP protection. **IP theft costs industry >\$500B/year.**



Silicon swaps delay projects by months due to vendor-specific HW coupling



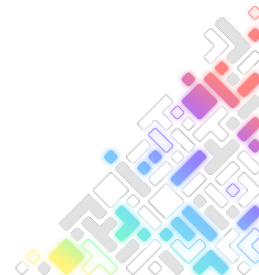
Developing common functionality at **\$25-40/line of code** detracts from adding customer value



Companies lack skills to build secure devices. **Security attacks average \$330k per incident.**



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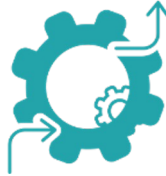
And it's only getting more complicated



**Increasing
device capability**



**Edge
computing**



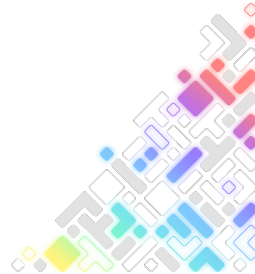
Rise of AI



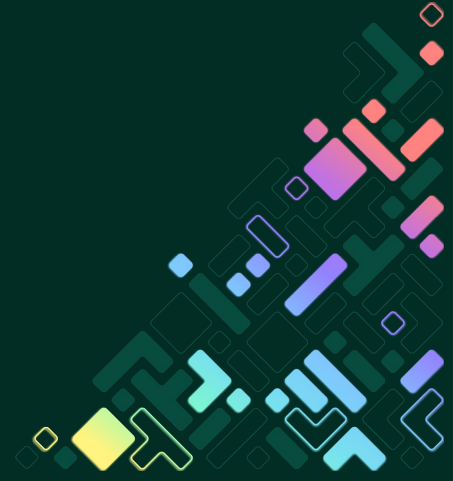
**New security
threats and
regulations**



**Growing
talent gaps**

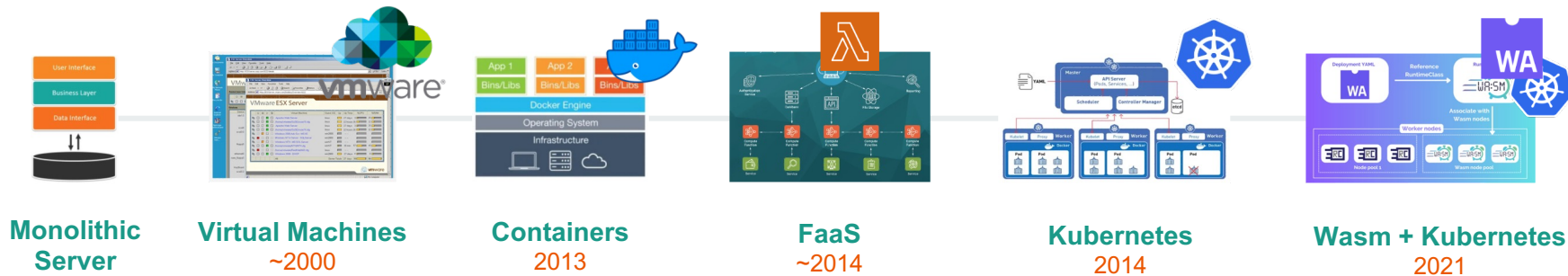


The '90s called and want their
embedded development tools back.



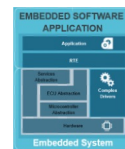
It's time to modernize the embedded space

Server architectures have evolved dramatically over the past 25 years...

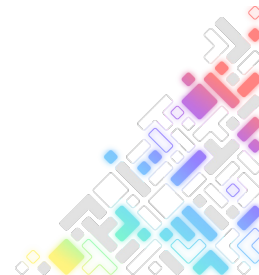


...meanwhile, the embedded space has remained largely the same.

**Monolithic
Embedded**

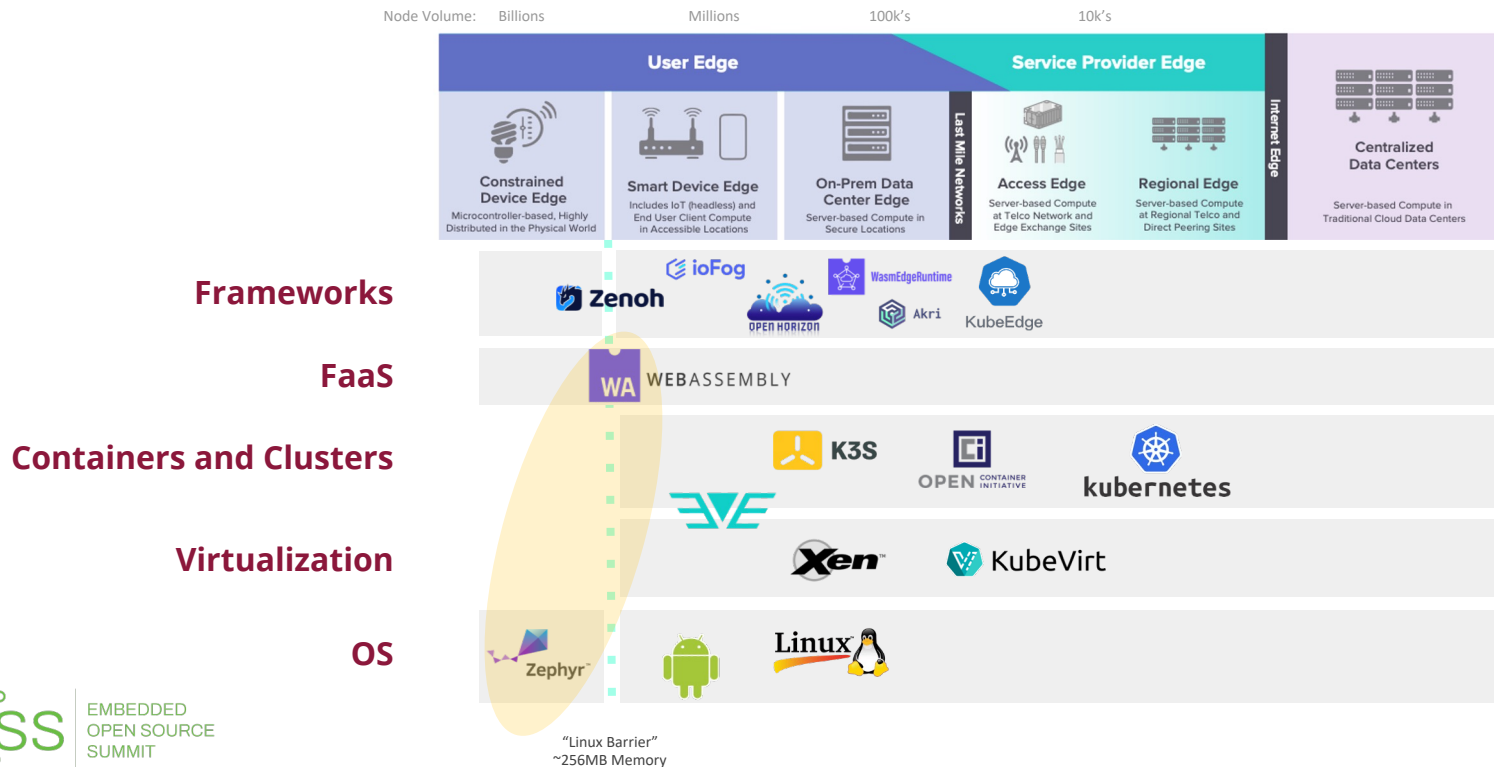


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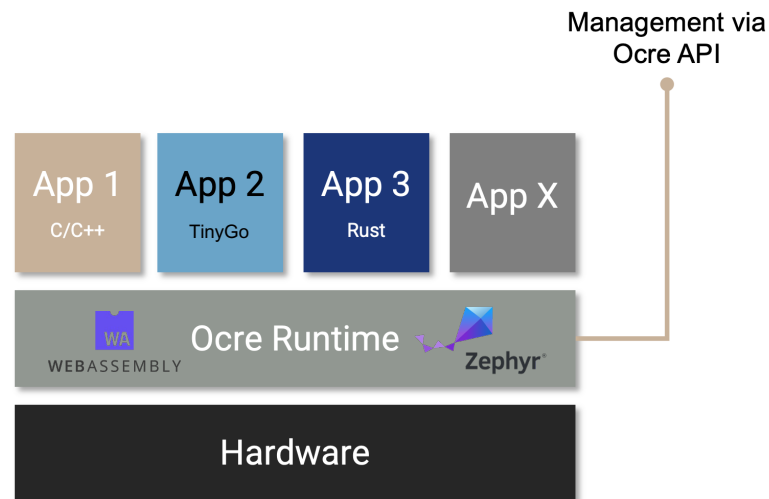
We've reached the technology tipping point

WebAssembly (Wasm) makes cloud-native dev possible for devices that can't support Linux or technologies like Docker and Kubernetes



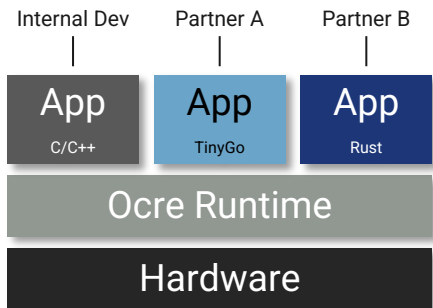
Introducing Project Ocre

- **Managed container runtime** supporting OCI-like app containerization
- **Up to 2000x lower footprint** than a Linux-based container runtime like Docker
- Supports apps written in **any programming language**
- **Zero trust security**, rooted in silicon
- **To be hosted in LF Edge** within the Linux Foundation with the Apache 2.0 license



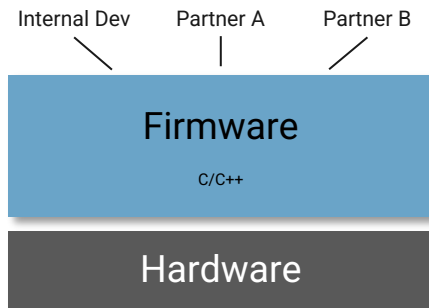
Ocre app containerization vs. traditional embedded dev

Ocre Containerization



- IP protected in isolated containers
- Supports asynchronous app development lifecycles
- Developers can code in preferred language and merge at deployment
- Hardware complexity abstracted

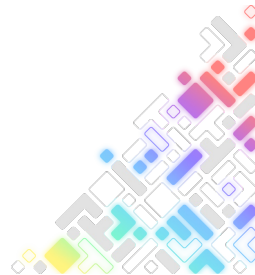
Traditional Embedded



- IP exposed as raw source code
- Any supply chain change requires recompile and monolithic update
- Developers must code in same language (e.g. C/C++) and deeply understand hardware

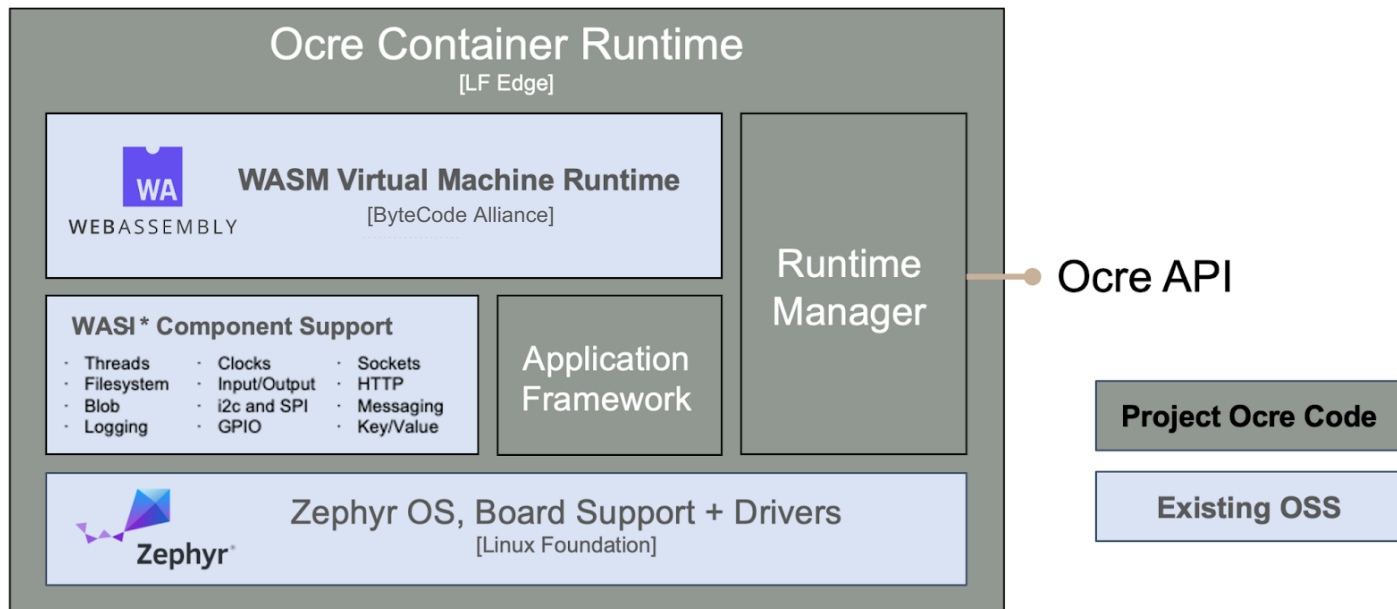


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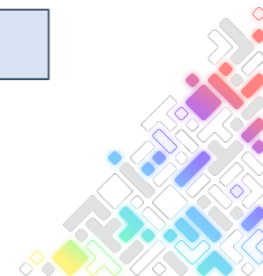


Ocre architecture

WebAssembly (Wasm) makes cloud-native dev possible for devices that can't support Linux or technologies like Docker and Kubernetes

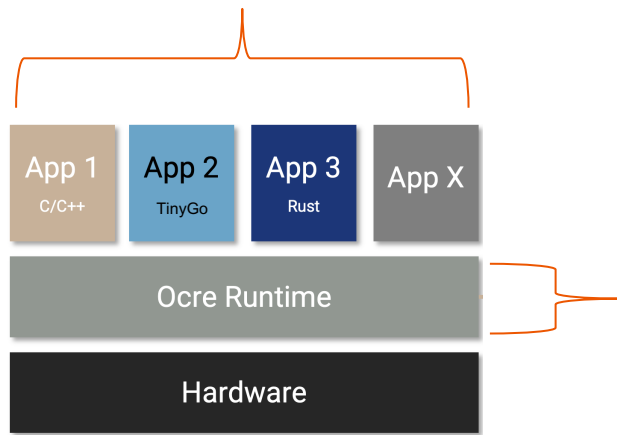


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Performance and footprint

- Smallest individual app is ~300 bytes of flash, limited by Atym packaging
- Largest app size and quantity deployed per device is limited by HW capability
- Device memory and processing requirements are driven by app needs



- Any processor architecture (e.g. Arm, x86, RISC-V)

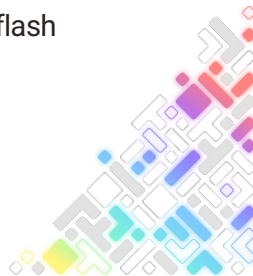
Performance

Dependent on application processing needs

Negligible impact for typical event-driven telemetry use cases

No impact to battery life due to event-driven architecture

- 256KB of memory and flash



Ocre closely follows OCI design patterns

	Ocre Containers	OCI Containers
Compute	<ul style="list-style-type: none">• Portable, instruction set independent code• Requires Wasm engine to execute (no specific OS dependency)• Packaged as a Wasm module• Scheduled using native threads• Fine-grained resource controls	<ul style="list-style-type: none">• Platform-specific code• Requires Linux kernel to execute• Packaged as a tar file system• CFS (default) scheduling or real-time scheduler• Resource controls for limiting CPU, memory, etc.
Storage	<ul style="list-style-type: none">• Resource files (blobs)• Simulated filesystem (POSIX-like)• No direct filesystem access	<ul style="list-style-type: none">• Layered, union filesystem• POSIX filesystem calls• OS filtered filesystem access (chroot)
Networking	<ul style="list-style-type: none">• Managed socket API• Naming and service location• Inter-container messaging	<ul style="list-style-type: none">• L2 virtual networking interface w/bridge, host, & VLAN support• Naming (DNS) and service locations• Advanced routing, NAT, and address configuration
Security	<ul style="list-style-type: none">• Full isolation through virtualization• Default-deny permissions model with fine-grain controls• Container validation through digital signature	<ul style="list-style-type: none">• OS-level isolation through groups• Default-allow permissions model• Container validation through digital signature



Baseline Wasm security benefits



WEBASSEMBLY

- Containerized applications/ modules sandboxed from host and others by default
- Access between apps only possible based on permissions
- Apps can only access specified device memory; can't do callstack jumps and buffer overruns
- Individual containers can be terminated if abnormal behavior is detected

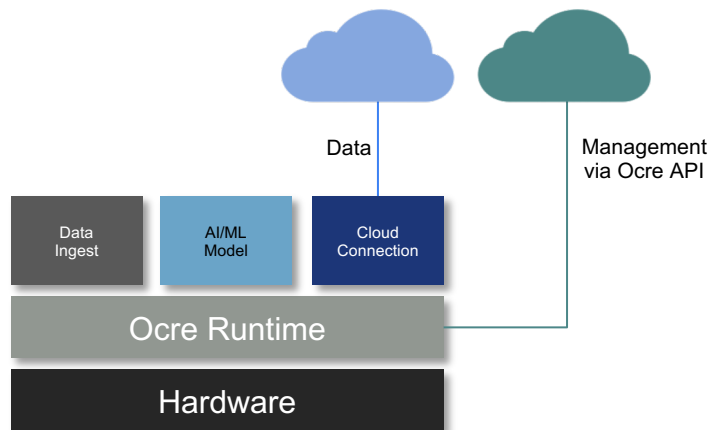
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- Monolithic image typically accesses the entire available memory space
- Code can jump to accessing arbitrary addresses or execute in data memory
- Entire device is compromised with a single code bug or security breach



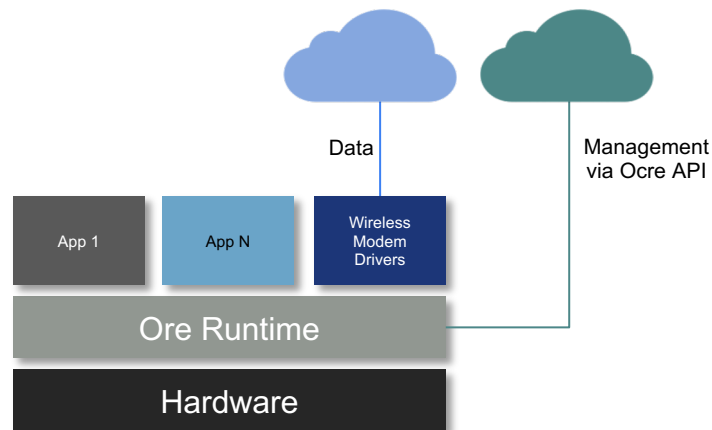
Example deployment patterns

IoT Analytics / Computer Vision



- IoT workloads (e.g. predictive maintenance, cold chain logistics, building automation)
- AI can be telemetry-driven or computer vision / voice recognition

Device Driver Abstraction



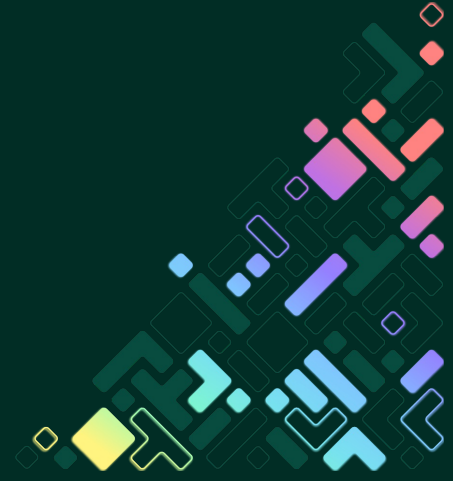
- Abstract certified functionality (e.g. cellular modem drivers) from core runtime
- Apps can be updated without impacting regulatory certifications



DEMO

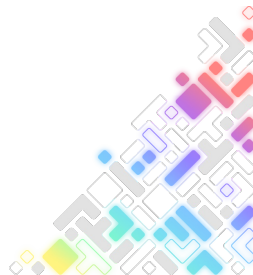


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Summary

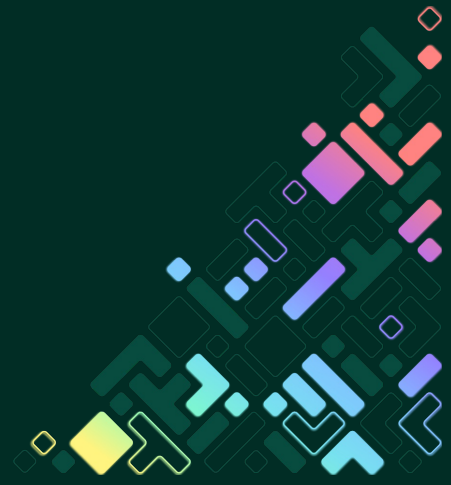
- Ocre is a tiny (~256KB) container runtime for constrained devices
- Built with a combination of Zephyr and WebAssembly
- Code drops by June to seed Project Ocre in LF Edge
- Stay tuned for more details!
 - In the meantime, feel free to reach out at info@atym.io



Q&A



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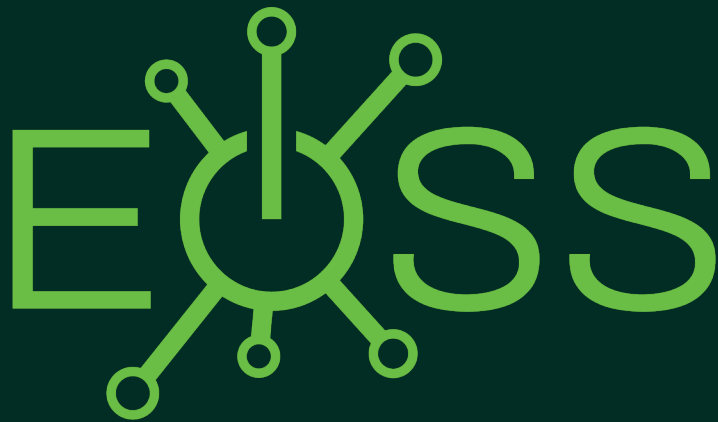




Zephyr[®] Project

Developer Summit





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