



Integrating middleware for timely reconfiguration of distributed soft real-time systems with Ada DSA

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Outline



- Objective of this work
- iLAND middleware
 - What is iLAND?
 - Architecture
- Adjusting to Ada distribution specifics
- Distribution philosophy of Ada DSA
- Ada DSA integration
- Conclusions and future work



Objective of this work



- **Improve the temporal predictability of iLAND**, a soft-real time reconfigurable middleware, through the integration **with Ada DSA**.
 - Interoperability achieved by the definition of an Ada Common Bridge for iLAND.
 - Proof of concept in PolyORB/QNX environment.



What is iLAND?

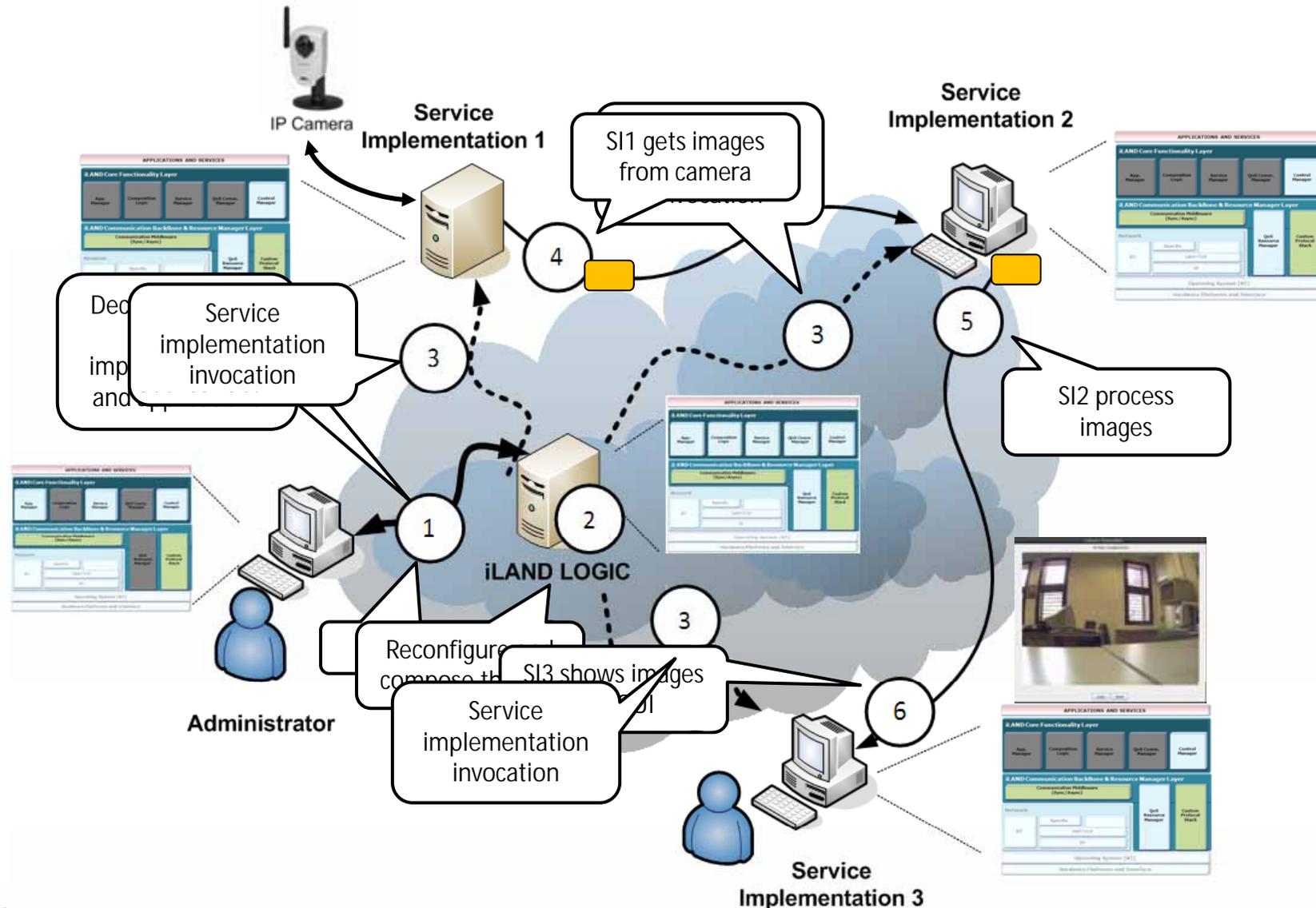


- **M**idd**L**ew**A**re for Deterministic Dynamically Reconfigurable **N**etwork**E**D Embedded Systems
 - Enhanced middleware to reconfigure in bounded time soft real-time applications
 - Relies on the usage of different middleware technologies.
 - Provides high level services to traditional middleware.
 - Reconfiguration and QoS dynamic composition of services in bounded time.
 - Service Oriented Architecture (SOA).
 - Transparency and interoperability between different devices and technologies.

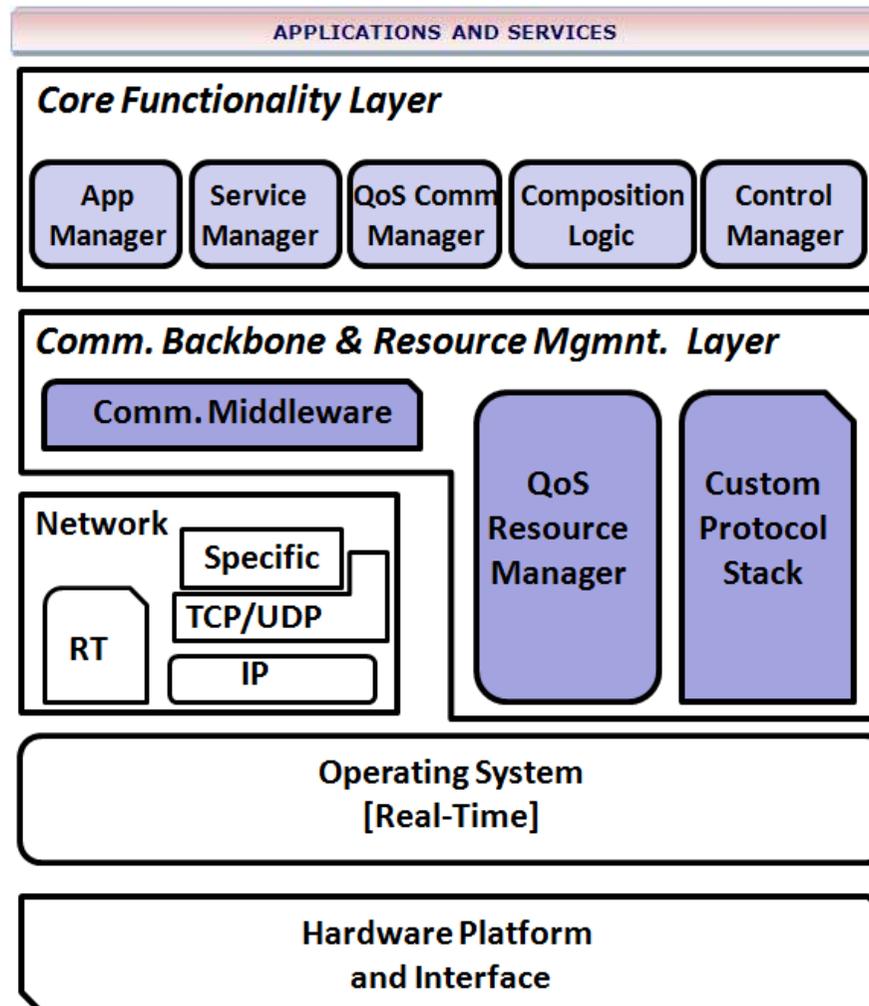


iLAND

Example environment with an application

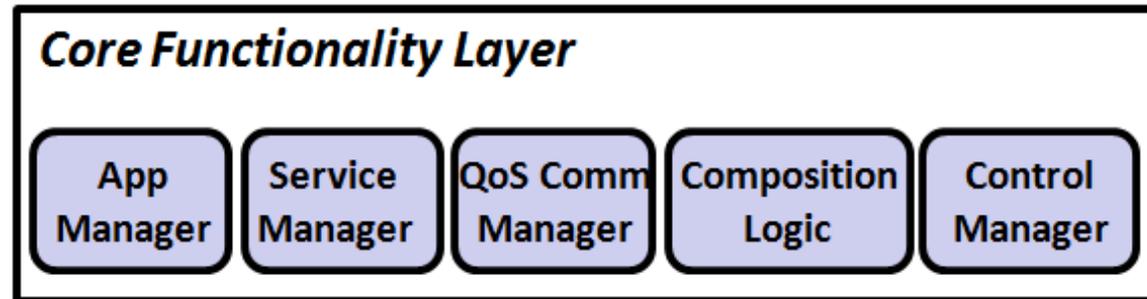


iLAND Architecture



iLAND Architecture

Core Functionality Layer

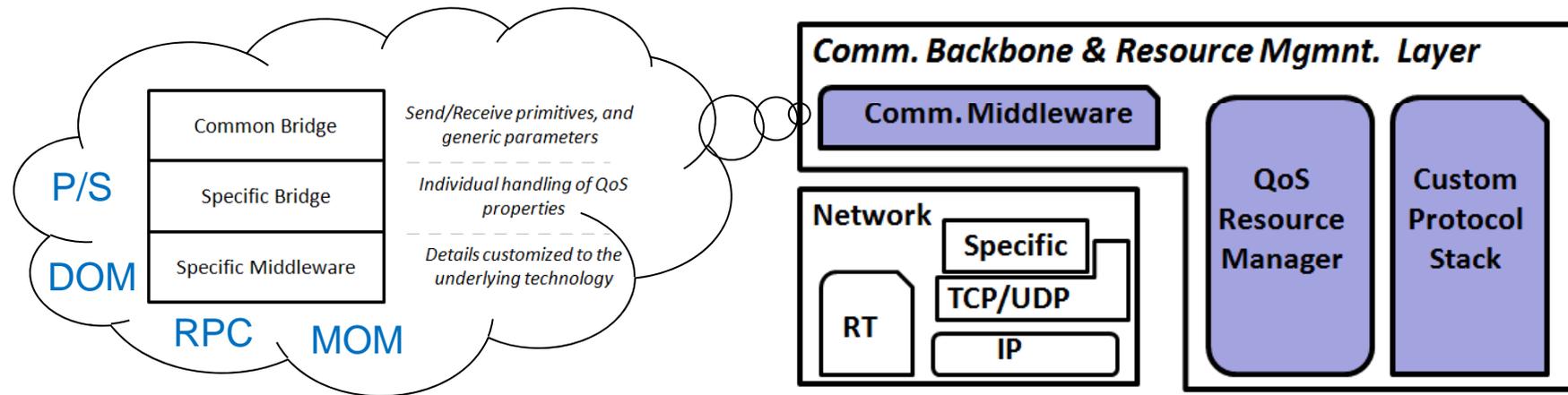


- *Service Manager*
 - Creation, deletion and updating of services.
- *Application Manager*
 - Creation, deletion and updating of applications.
- *Composition Logic*
 - Compose services in a limited time based on QoS parameters.
- *Control Manager*
 - High-level reconfiguration.
- *Communication QoS manager*
 - QoS communications.



iLAND Architecture

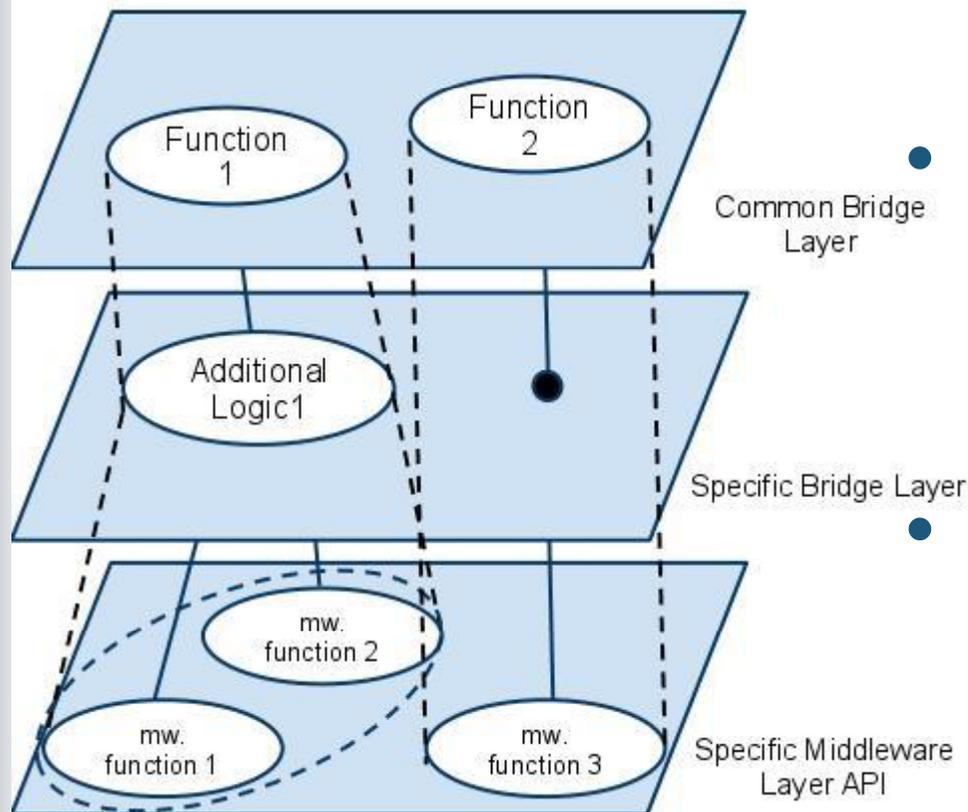
Communication Backbone Layer



- *QoS Resource Manager*
 - Operating System Resources
 - Thread management.
 - Schedulability analysis.
 - Resource reservation.
 - Monitoring.
- Communication resources
 - Holistic approaches – *Custom Protocol Stack*
 - Middleware approaches – *Communication Middleware*
 - Enable transparency of the different middleware technologies with the upper levels.

iLAND Architecture

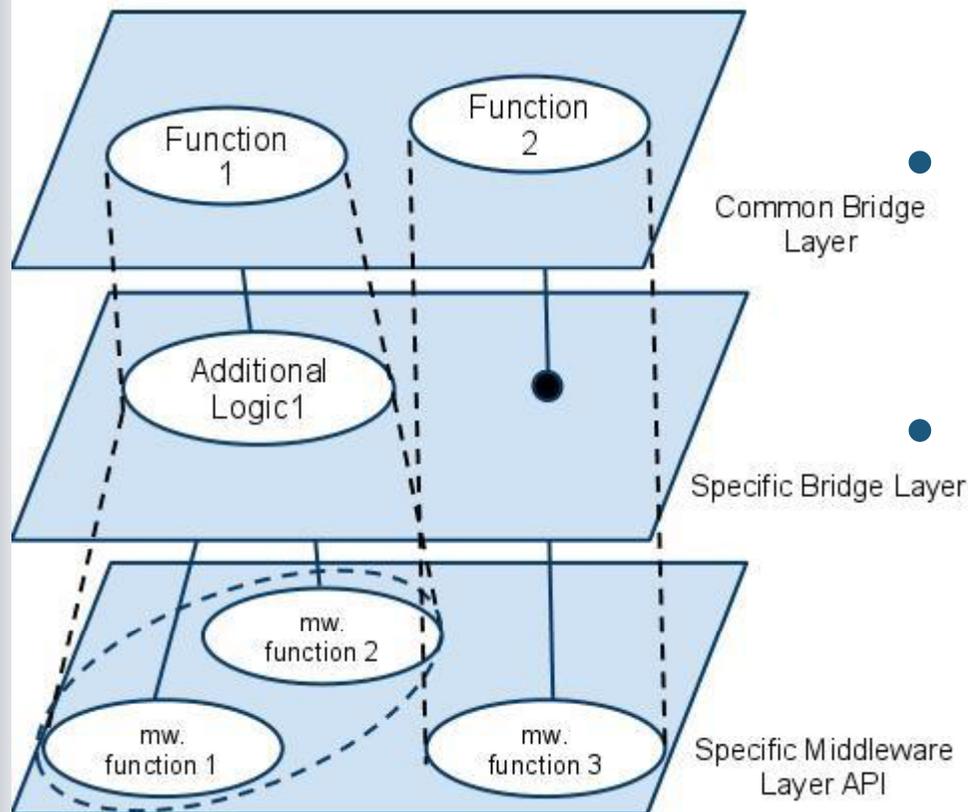
Common Bridge Architecture



- Common Bridge interface
 - Common API for application and other middleware components
 - Simple and technology independent
- Specific Bridge Layer
 - Transforms the provided data to independent data types of the *common bridge*
 - Creates the internal structures involved in the communication
 - Additional logic
- Specific Middleware Layer
 - Technology dependant part to map and/or adapt communication paradigms
 - The communication requirements influence the technology selection

iLAND Architecture

Adjusting to Ada distribution specifics



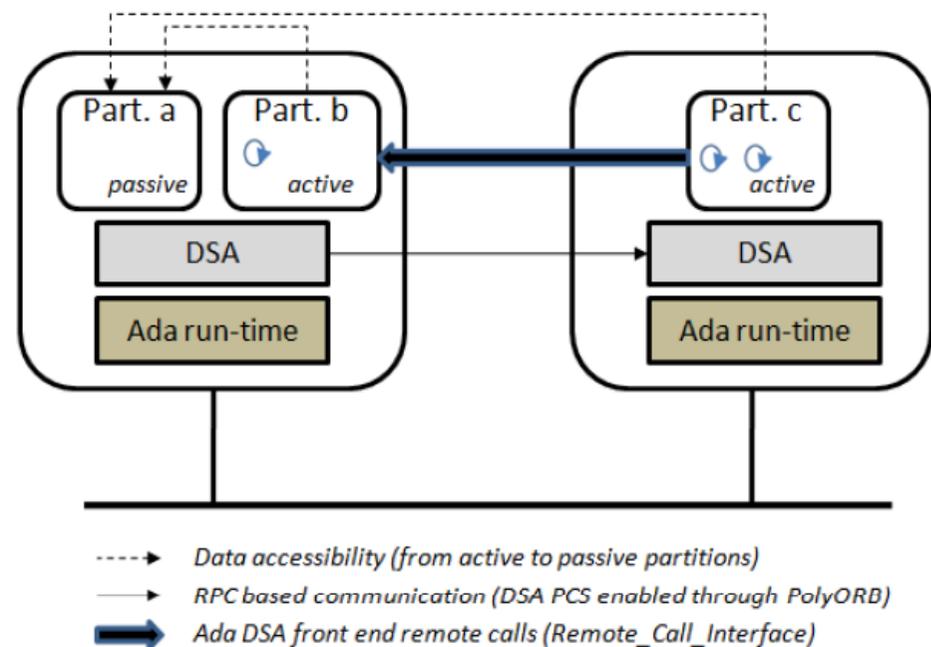
- **Common Bridge interface**
 - Synchronous communication
 - Asynchronous communication thanks to DSA Asynchronous pragma
- **Specific Bridge Layer**
 - C: POSIX socket
 - Ada DSA: GNAT.Sockets library
 - Simplified binding
- **Specific Middleware Layer**
 - Client-server model
 - Ada DSA partitions
 - Remote_Call_Interface pragma
 - PolyORB's PCS
 - Calling stubs
 - Receiving stubs

Distribution philosophy of Ada DSA

Brief review



- Pragmas based on the classical distribution paradigms
- Abstract interaction between partitions thanks to the PCS
 - Distributed shared data
 - Remote Procedure Calls (RPC)



Ada DSA integration

Selection of technologies



- **AdaCore PolyORB**
The GNAT Pro Company

- Ada 95 Distributed System Annex
- Suitable for software development in distributed applications because it is licensed by AdaCore
- Free version available

- **QNX**

- Real-Time Operating System
- PolyORB could be integrated with QNX



Ada DSA integration

PolyORB/DSA over QNX: Cross compiler



- AdaCore does **not support** PolyORB over QNX
- **Needed a Cross compiler** of the **DSA** on a Linux host for **QNX** targets **using PolyORB**
 - **Developed** in collaboration between Universidad Carlos III de Madrid and the Warsaw University of Technology
- **Precompiled packages** have been created **ready to be linked**
 - **Used** in Ubuntu 10.04 LTS and QNX 6.5.0



Ada DSA integration

PolyORB/DSA over QNX: Cross compiler



- No integrated development environments for Ada on QNX.
- Native compilation vs. cross compilation.
- Para-virtualization.
- Prerequisites
 - **Cross development QNX 6.5.0 Linux host tools.**
 - **GNAT 2010 compiler for Linux.**

Ada DSA integration

PolyORB/DSA over QNX: Ada cross compiler



- **Source:**
 - **Core Development Tools** from QNX.
- **Bound the sources:**
 - Provides specialization of the **Ada runtime** for the QNX platform.
 - Fixes **static library support** for the cross QNX build tools.
 - Fixes support for the **GNAT.Sockets** under QNX.
 - Spawning of a child processes in QNX.
- **Built the cross compiler:**
 - Native Ada compiler.



Ada DSA integration

PolyORB/DSA over QNX: PolyORB cross tools



- **Source:**

- PolyORB compatible with the GCC sources released by the QNX (Release 139901).
 - Fully functional in respect of the DSA personality.

- **Bound the sources:**

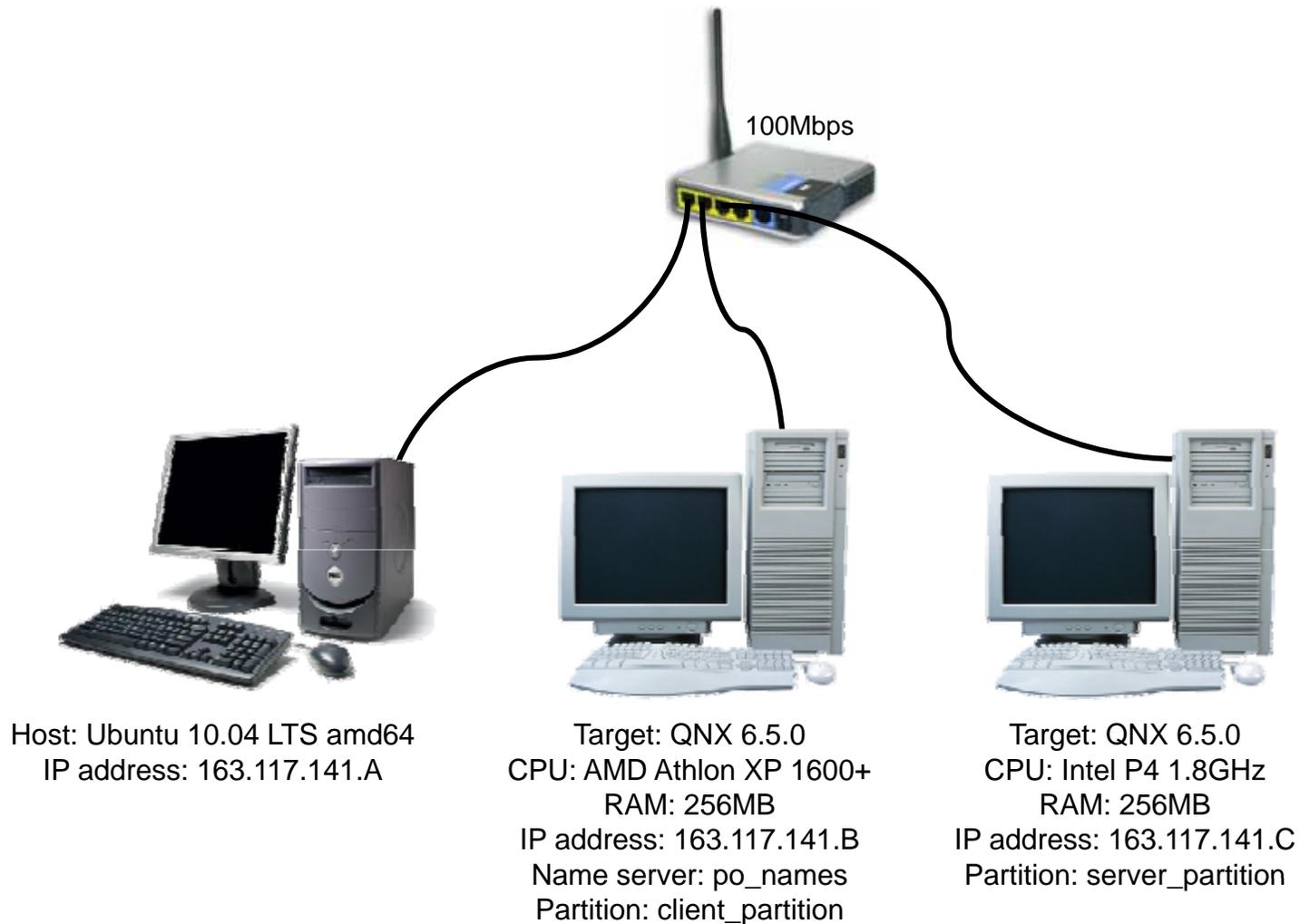
- Style errors (Errors and warnings).

- **Built the PolyORB cross tool.**

- Native Ada compiler → PolyORB gnatdist.
- Cross Ada compiler → PolyORB name server.

Ada DSA integration

Ada DSA environment





Conclusions

- **iLAND** middleware provides **flexibility** and **timely reconfiguration** for **soft RT** distributed systems.
- **Ada** technology backbone allows to **increase** the temporal **determinism** of **iLAND**.
 - Higher efficiency and control over local execution and remote communications
- **Ada DSA – iLAND** middleware interoperable **architecture** defined.
- **Cross compiler** of PolyORB/DSA over QNX **developed**.
 - Available source code at GitHub.



Future work



- Integration of Ada DSA as a core middleware technology in iLAND
 - Soon available source code of the iLAND Reference Implementation created by UC3M at SourceForge





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Thank you

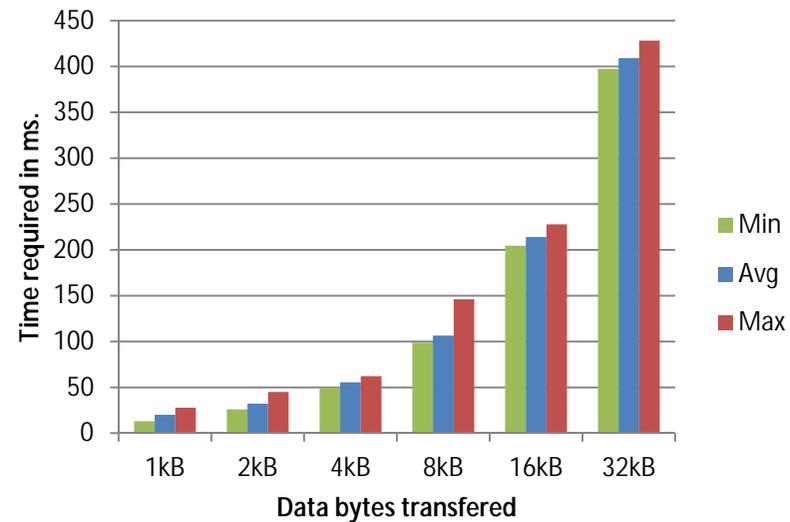
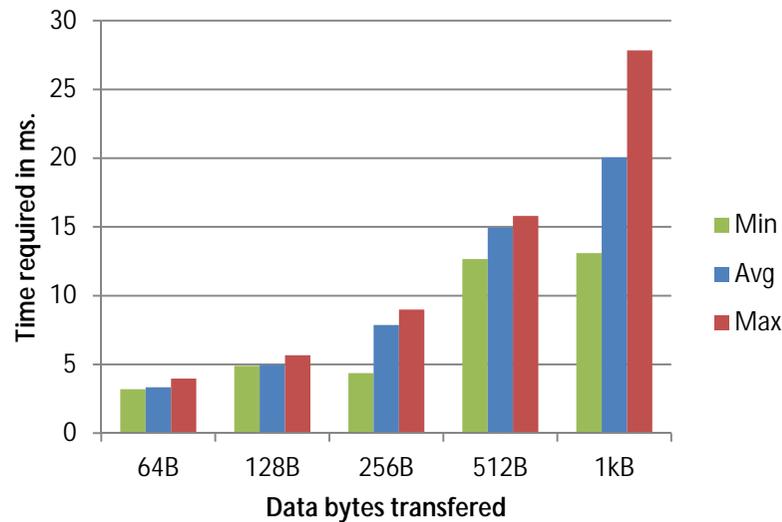


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Ada DSA integration

Performance when using PolyORB



- Many elements can be configured in order to increase the throughput
 - Build options
 - Tasking policies
 - Transport parameters

