

Meet an all scenarios os: a distributed OS with feet on the ground

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Disclaimer

Don't get too attached to "an all scenarios os" nickname because it is temporary and will soon be gone (thanks, you have served us well "an all scenarios os" but it's time to move on)

New project name will be announced during EclipseCon 2021 – 25th to 28th of October as a follow up to recent announcements of collaboration between the Eclipse Foundation and the Open Atom Foundation.













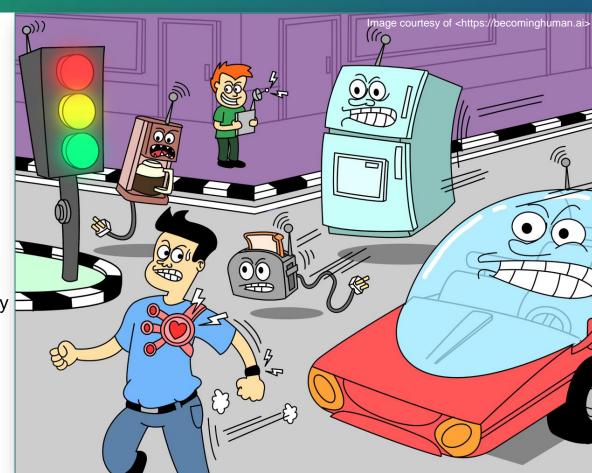






IoT - Problem Statement

- Dumb
- Technological fragmentation
- Reinventing the o.s. wheel
- Lack of interoperability at the edge
- Partial, brand-centric interoperability
- Cloud centric: compute, interoperability
- Top-down, cloud providers driven
- Inefficient, insecure, expensive







IoT - Problem Statement



CONSUMERS

Complexity
Insecurity
Lack of privacy
Turned into products



DEVICE MAKERS/OEMs

Reinventing the wheel
Sub-optimal choices
Becoming Device Dealers
Monetize consumer's data



CONTENT CREATORS

Lack of choice
Lack of standards
Drive o.s. / cloud stickiness
Influence device makers
Monetize consumer's data





Smart Things

- Smart lights, motion sensors
- Smart door locks
- Smart thermostats, radiators, valves
- Smart cameras, doorbells, alarms
- Smart TVs, projectors, speakers
- Smart wearables

- Sensors and actuactors
- MCU, CPU
- FreeRTOS, Zephyr, LiteOS, Linux,...
- From KBs to GBs
- W or w/o display (simple graphics)
- Zigbee, BT,... close range comm
- Java, JS, C, C++ apps





Smart Gateways

- Things to things, things to cloud comms
- Brand specific / isolated comms
- Compute / Storage / OTA / Comms
- CPUs
- Linux, headless
- Gbs
- WiFi, Eth, Zigbee, BT,...close to medium range comm





Smart Mobile

- Phones, Tablets, TVs,...
- Smart Things configuration
- Brand specific smart things apps
- Compute / Storage / HMI / Trainers
- CPUs, Gbs
- Linux, accelerated graphics, rich display
- Medium to long range comms





Putting it all together

Distributed Functionalities	Discovery	Distributed Communications							
	Sensor	Distributed Sensors							
	Actuator	Actuator		Actuator	Actuator	Actuator			
	HMI	HMI		HMI	Dist. HMI			Dist. HMI	
	Distributed compute and storage					Distributed Compute and Storage			
	Edge Al	Autonomous Agents			Autonomous Agents and Orchestrators				
		Diversity Many Location							
Applications	Application Framework	Phone, Maps, Location,							
	Applications								
Device Functionalities	Kernel	Zephyr/LiteOS			Linux				
	CPU type	MCU			CPU				
	Number of CPUs		1	2	2		4	8	
	Display	Headless		Headless	Display				
	GPU Acceleration	Simple Graphics				Accelerated Graphics			
	Application Runtime Engine	Javascript / C-C++			Javascript /C-C++ /Java				
	Application Framework	GN, Jar,							
Device Performance	Communication Range - meters	10		100	1000				
	Energy Consumption	uWatts		mWatts	mWatts		Watts		
	Memory footprint	kB		MB			GB		
	Processor speed - MIPS	100	500		1000		50000	100000	
			Gateway		Mobile				
Davisa Time	Davissa	Things							
Device Type	Devices	Speakers, Earbud, Light Bulbs, Doorlocks, Appliances, Watches, Thermostats,			Transparent GWs Phones, Tables, In-car				





Mission

Statement

Open Source

Open Governance



Industry Driven

Interoperable (cross-brand)

User Centric (experience, privacy, security)

Distributed edge o.s.

(the cloud is "just" a citizen, not the king)





Based on the W3C semantic web and IEEE distributed agents works

- Distributed agency:
 - Agents have different physical characteristics
 - Agents can play a different role in different scenarios
 - Agents broadcast their characteristics
 - Agents elect one agency coordinator
 - Coordinators trigger coordinated execution, recruit available agents, distribute tasks





- Ontologies are used to describe:
 - Devices characteristics
 - Problems, tasks, routines

- Agency coordinator:
 - Matches agents ontologies with problems
 - Select agents, distribute tasks, executes
 - Agency training is supervised or unsupervised





55 </rdf:RDF>

- African Lion Ontology:
- Classes: African Lion --> Lion --> Animal
- Class: Book About Animals
- Instances: actual book about african lions and its properties

```
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     xmlns="http://protege.stanford.edu/books2#"
     xmlns:rdf="http://www.w3.org/1999/02/22-rdf-syntax-ns#"
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     <rdfs:subClassOf>
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     <rdfs:subClassOf>
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   </BookAboutAnimals>
```







Autonomous agents

Things: sensors, actuators, compute

Gateways: compute, storage, communication, coordination

Mobile: compute, storage, HMI, agency supervised training, coordination (not ideal, back-up)





Putting it all together

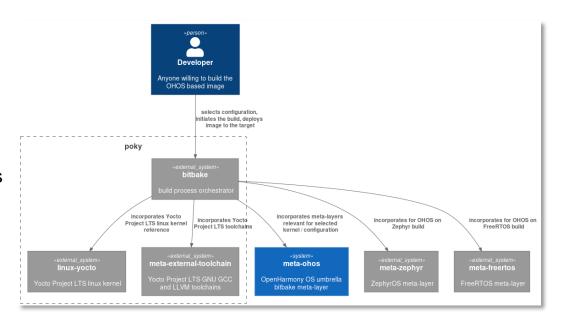
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Build system- Yocto Project to rule them all

- Some relevant layers
- meta-ohos: root layer
- meta-openembedded
- meta-clang
- meta-zephyr, meta-freertos, meta-liteos
- meta-riscv
- meta-ohos: openharmony components
- meta-seco, meta-st, meta-av96, metaintel, ...







Build flavours and supported HW

- Build flavours = supported kernels
- Currently supported: Zephyr, Linux

WIP: LiteOS, FreeRTOS

- Supported images / machines:
 - Linux: allscenarios-image-base (headless), allscenarios-image-extra
 - Linux: qemux86-64, qemux86, qemuarm, qemuarm64, seco-intel-b68 (SECO SBC-B68), stm32mp1-av96 (96Boards Avenger96), seco-imx8mm-c61 (SECO SBC-C61), raspberrypi4-64 (Raspberry Pi 4 Mobel B)
 - Zephyr: zephyr samples
 - Zephyr: qemu-x86, qemu-cortex-m3, 96b-nitrogen (96Boards Nitrogen), 96b-avenger96
 (96Boards Avenger96), arduino-nano-33-ble (Arduino Nano 33 BLE and Arduino Nano 33 BLE Sense), nrf52840dk-nrf52840 (Nordic Semiconductor nRF 52840 Development Kit)





Blueprints

- Minimum viable, 80% production-ready reference solutions
- Pre-integrated, tested and maintained (LTS)
- Both makers and production silicon
- Enable and test cooperative use-cases
- Blueprints are NOT: full featured, optimized for cost, size, pretty looking
- Expect to see boards, wires, etc.
- Avalilable blueprints: Doorlock, Transparent Gateway, Touch Panel
- WIP blueprints: Vending machine, mobile phone, smart speaker with vocal assistant, robotic companion,...

* Build System Guide * All Scenarios OS Blueprints * DoorLock Blueprint

DoorLock Blueprint

Contents

- DoorLock Blueprint
 - Overview
 - The Hardware
 - Needed components
 - Common to all variants
 - Lock Variant 1: Using a lock-style solenoid
 - Lock Variant 2: Using a rotating motor
 - Control Variant 1: Number keypad (TBD)
 - Control Variant 2: Touch sensors (TBD)
 - Control Variant 3: Fingerprint sensor (TBD)
 - Wiring up the breadboard
 - Common to all variants
 - Lock Variant 1: Using a lock-style solenoid
 - Lock Variant 2: Using a rotating motor
 - Control Variant 1: Number keypad (TBD)
 - The Software
 - Get sources





Security

Linux kernel hardening options:

- Memory allocator
- Disabling apparently useful but obsolete features such as COMPAT_BRK, PROC_KCORE, BINFMT_MISC
- SECURITY_DMESG_RESTRICT
- Compiler level hardening via FORTIFY_SOURCE
- Disable physicial memory access and detect unsafe memory permission
- Hardened usercopy from userspace
- Kernel structures data validation
- Under consideration: IOMMU, Panic on Oops

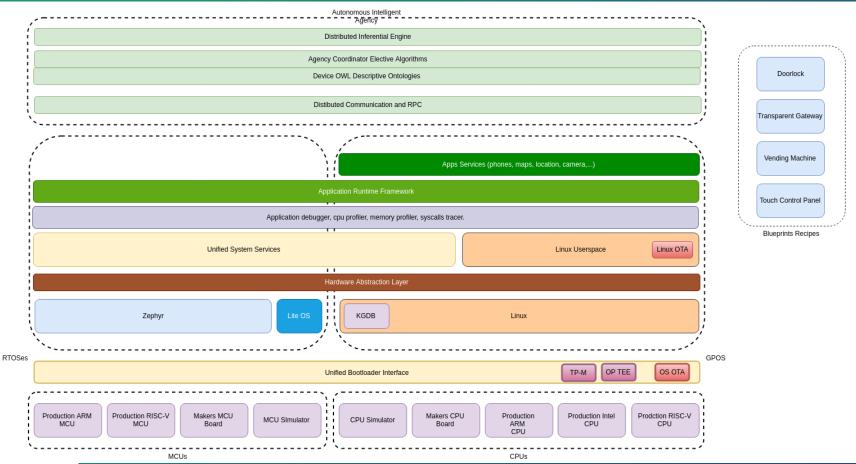
Security related layes / components:

- meta-security
- meta-security-compliance
- meta-security-isafw
- meta-tpm





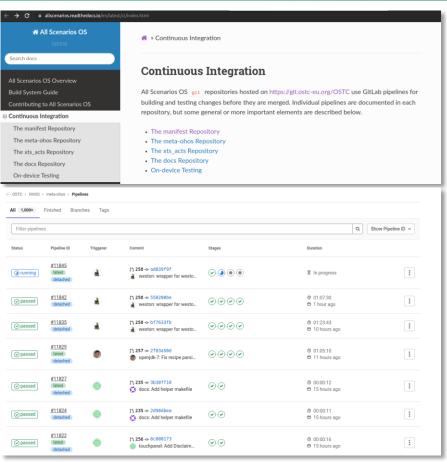
High level architecture







Continuous Integration



- gitlab runners for builds, with git-repo cache, bitbake sstate and download cache
 - strategic placement of jobs across repositories to ease maintenance
 - lava for smoke testing on hardware and in virtual environments
 - Scancode, Fossology, REUSE, Debian matcher for license compliance and SPDX SBOM
 - extra care for fork based workflow in multi-repo world and bitbake recpie (revision pinning) world

LINUX

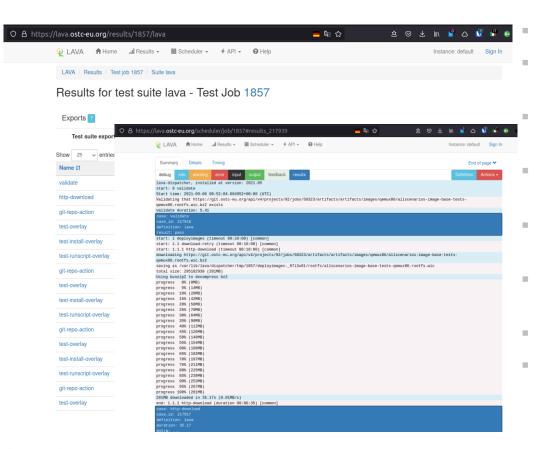
Continuous Integration

- Shared jobs for images (machine / flavours) officially supported:
- Currently 14
- Linux-*, zephyr-*, freertos-armv5, blueprints-*
- Hidden jobs as foundation building blocks that shared jobs leverage:
- workspace --> assembles all repos via git repo
- bitbake-workspace --> initialized bitbake build
- build-linux, build-zephyr, build-freertos, build-liteos
- build-recipe, build-image
- build-docs
- lava-test, lava-report
- ip-scan





Device Testing



Decentralized, distributed device testing

Each member, contributor,... can add physical devices at different locations

Device added under testing can be shared via public cloud infrastructure

Each site can add one to hundreds of devices

Sites broadcast their availability to a central repository / directory

LAVA (Linaro Automation and Validation Architecture) is used:

lava-test calls LAVA and create a testing job

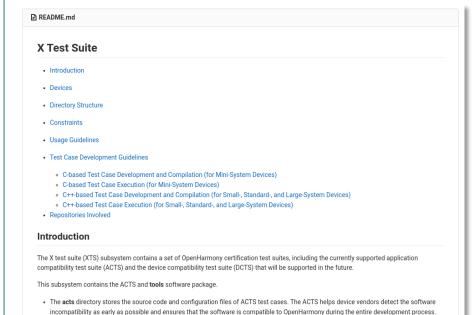
lava-report iterates through the active jobs collects results and aggregates them in a report





OpenHarmony application compatibility

- Openharmony is an Openatom foundation project
- Unified ecosystem is achieved by building "Openharmony compatible" o.s. images
- Compatibility is defined in a Compatibility
 Specification and automated via an
 Application Compatibility Test Suite (ACTS)
- xts_acts jobs / testing (https://git.ostc-eu.org/OSTC/OHOS/components/staging/xts_acts)
- Openharmony components needed to achieve compatibility packaged in meta-openharmonyx.y.z
- GN class for bitbake in order to build native GN openharmony files

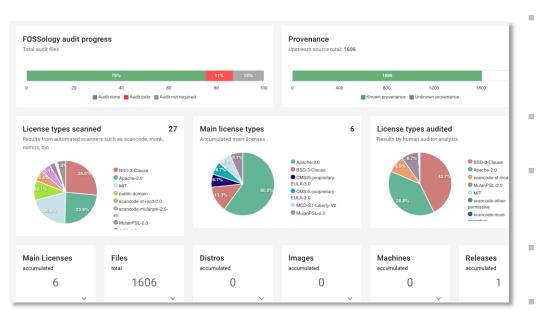


The tools software package stores the test case development framework related to acts.





IP Compliance



Openchain Specification 2.0 conformant

Published at

https://allscenarios.readthedocs.io/en/latest/ ip-policy/ip-policy_implementationguidelines/index.html

Training, R&R, fundings, activity, IP auditing embedded into R&D

Continuous IP compliance via integrations of IP compliance toolchain in the dev process via gitlab jobs

Low Resolution SBOM: Merge --> Scan --> SPDX / BOM --> Dashboard

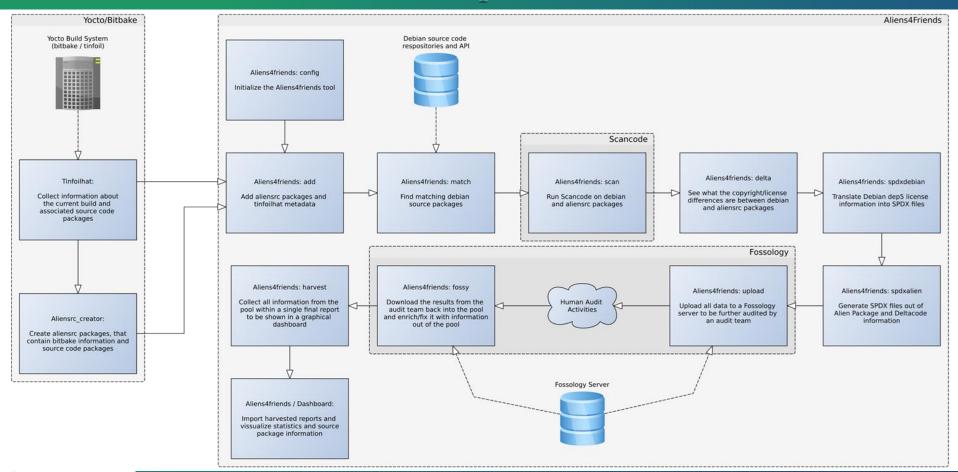
High Resolution: Dashboard --> IP Auditor --> Fossology

Releases SBOMs for alpha, beta and official yearly release





IP Compliance

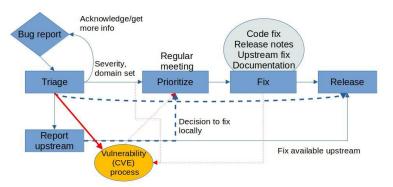




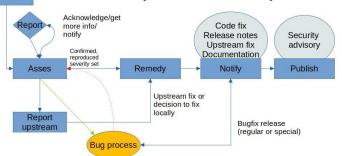


Maintenance and Release life cycle

Bug Process



Vulnerability Handling Process (CVE Process)



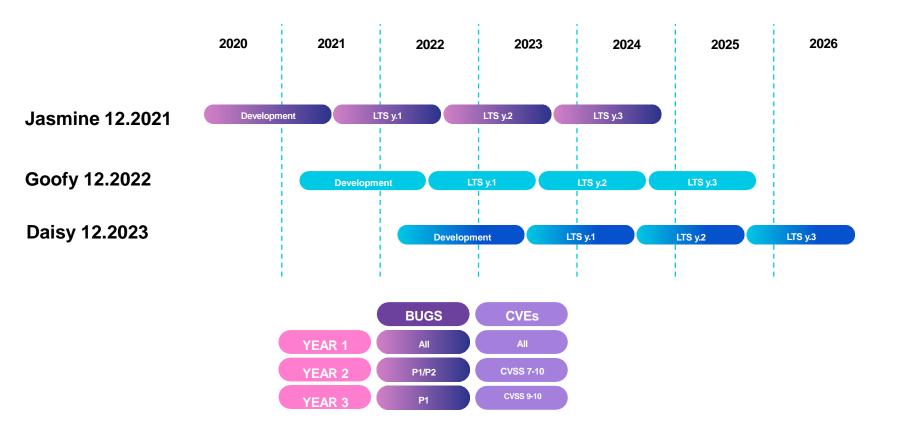
- One yearly major release (12 months dev cycle)
- 3 years LTS with decrease level of service (based on bug / CVE impact score)
- Dedicated LTS team: maintenance engineers, security response engineers
- Leverage upstream LTS for major components such as linux kernel, toolchain, ...



Monitor



Maintenance and Release life cycle







Standards and Compliance

















Project Phases

- O1 Bootstrap 12 to 18 months
 - New brand
 - Hosting foundation
 - Growing active members, design wins and community
- De-fragmentation (broad sustainable industry participation)
 - 12 to 36 months
- Adoption (design wins, shipped devices, apps and content)
 - 18+ months
- O4 Edge Devices Collaboration 18+ months





Thank you

























































