# Service-Oriented Computing in Recomposable Embedded Systems



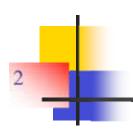
#### Autonomous + Backend Support

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#### **Motivation**

- Embedded systems / Robots have limited capacity to carry programs that handle all possible situations;
- Unforeseeable environmental situations can occur;
- Faults can occur and without on-site repair;
- The users want to modify the system (requirements) without stopping the system.

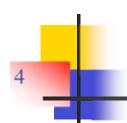




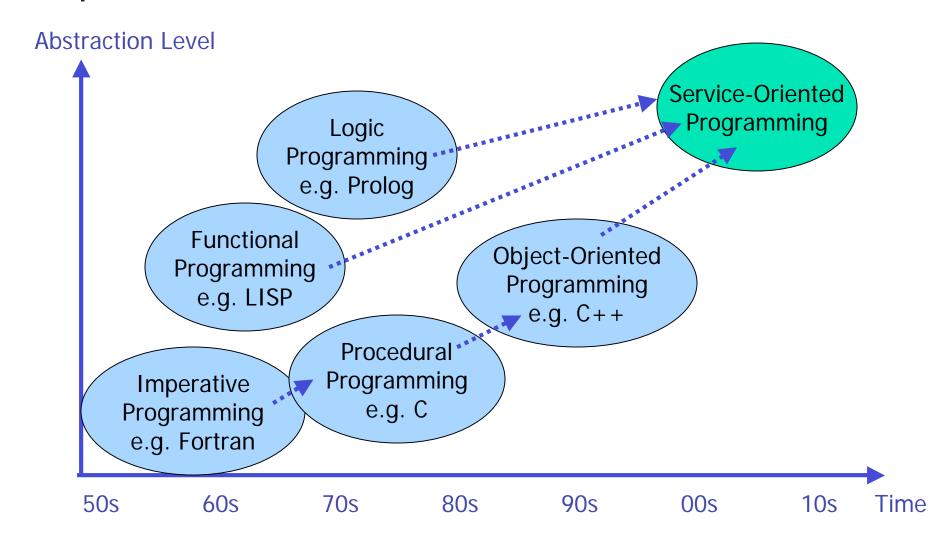
#### Roadmap

- Service-Oriented Computing: a New Paradigm
- Service Providing
- Service Registry and Repository
- Application Building
- Application in Recomposable Embedded Systems





#### **Paradigms of Computing**







#### **Service-Oriented Computing**

Service-Oriented
Programming

Object-Oriented Programming

Abstract data types Encapsulation Inheritance Dynamic binding

Autonomous services
Remote objects
Component-based composition
Remote invocation and binding

Functional Programming

Stateless
Side-effect free
Enforced modular
design

Query and matching

Database

Relations

Reasoning

Separation of development
Open standards and protocols
Platform-independent
Repository of reusable services
Automatic discovering and binding
Collaboration negotiation
Dynamic reconfiguration
Dynamic re-composition
Ontology-based reasoning

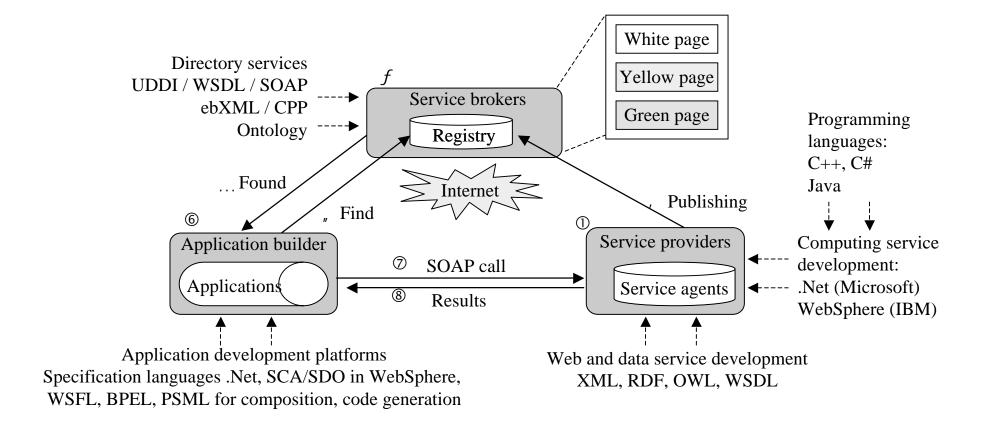
Logic Programming





#### **Separation of Development**

#### **The Three-Party Model of Service Orientation**

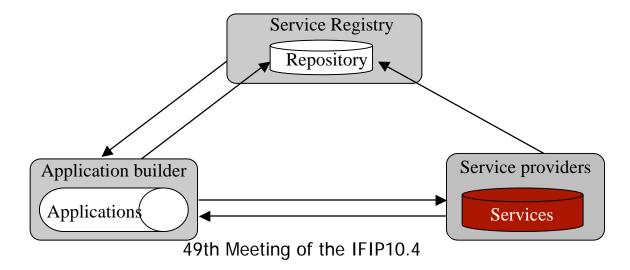






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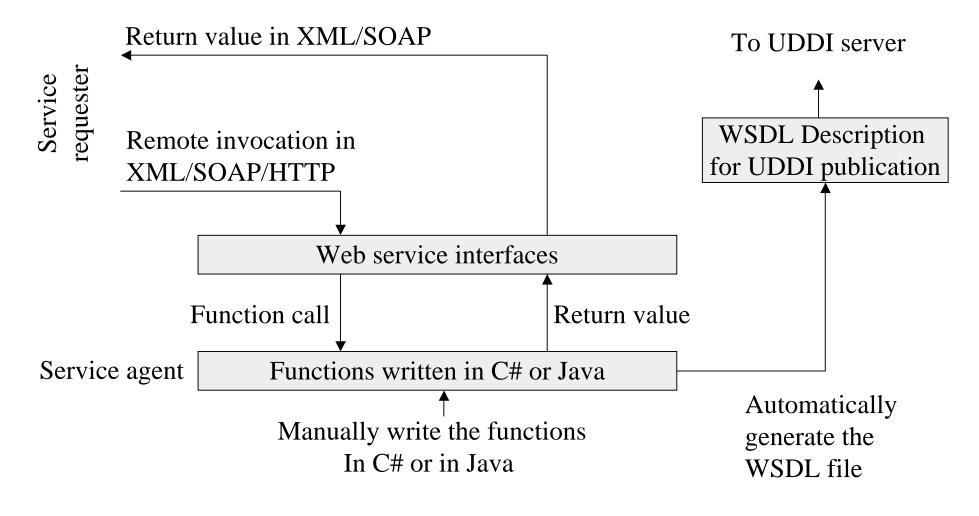
#### **Services Providing (Programming)**

- Services are building blocks of SOC software (COTS)
- Services have an open standard interface, e.g., in WSDL
- Services are placed (published) in an internet-searchable repository
- Services can be automatically discovered (searched)
- Services can be remotely invoked via a standard protocol, e.g.,
   SOAP remote procedure call
- Services are platform-independent, it can be written in any languages: Java, C#, etc.
- Every piece of program can be wrapped as a service
- In the near future, most services required will be available.
- There is no need to write new services in most cases
- The programming languages likes Java, C#, C++, etc will be less frequently used.





#### Services are Wrapped Classes



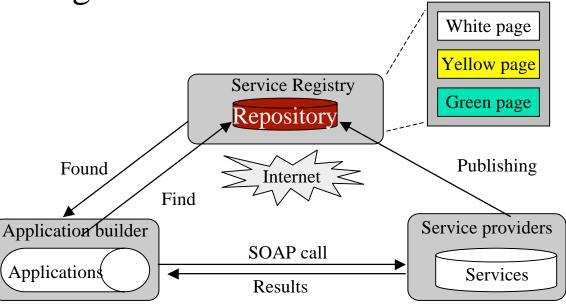




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Systems







#### **UDDI Service Registry**

#### Universal Description, Discovery, and Integration

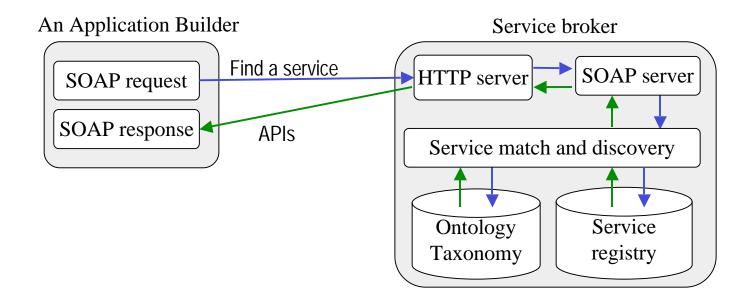
UDDI registry information is organized in three groups:

- White page includes service provider's name, identify, e.g., the DUNS number, contact information.
- Yellow page includes industry type, product and service type, and geographical location.
- Green page includes binding information associated with services, references to the technical models those services implement, and pointers to various file and URL-based discovery mechanisms. The information can be searched and interpreted by programs.





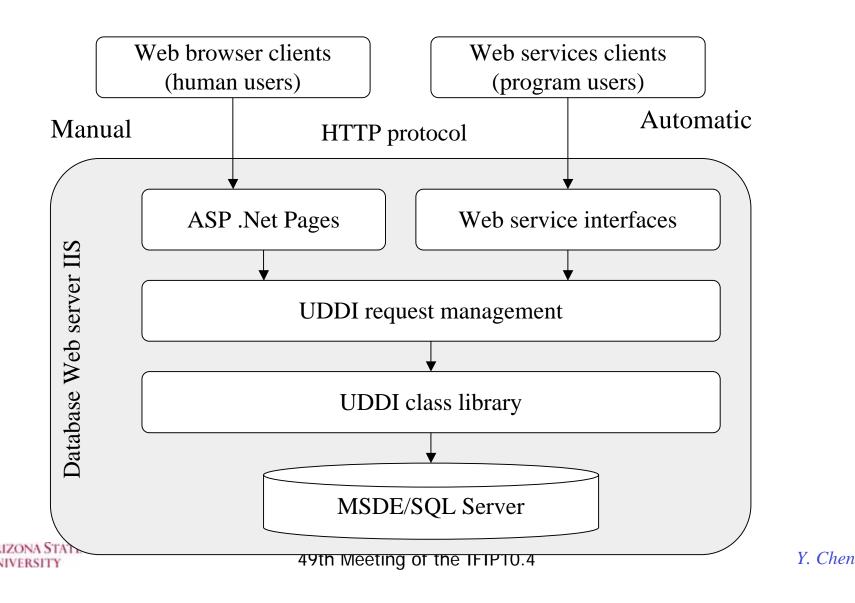
#### Search and Discover a Service

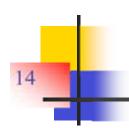






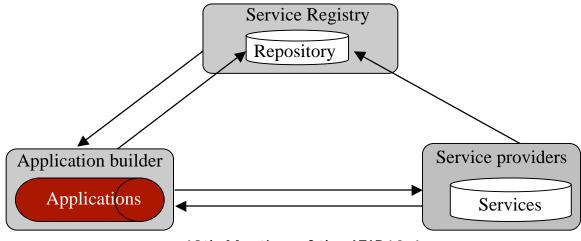
# Microsoft Enterprise UDDI Services http://uddi.microsoft.com/





#### Roadmap

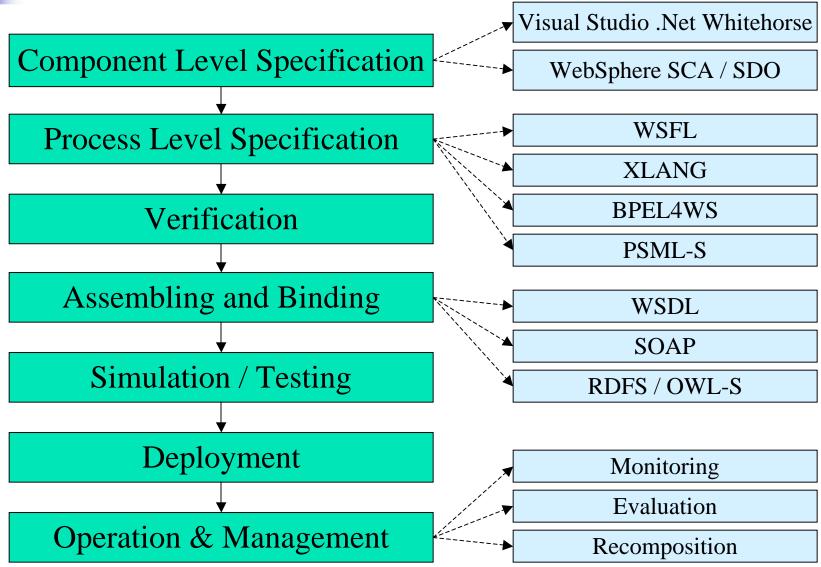
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#### **Process of Application Building**







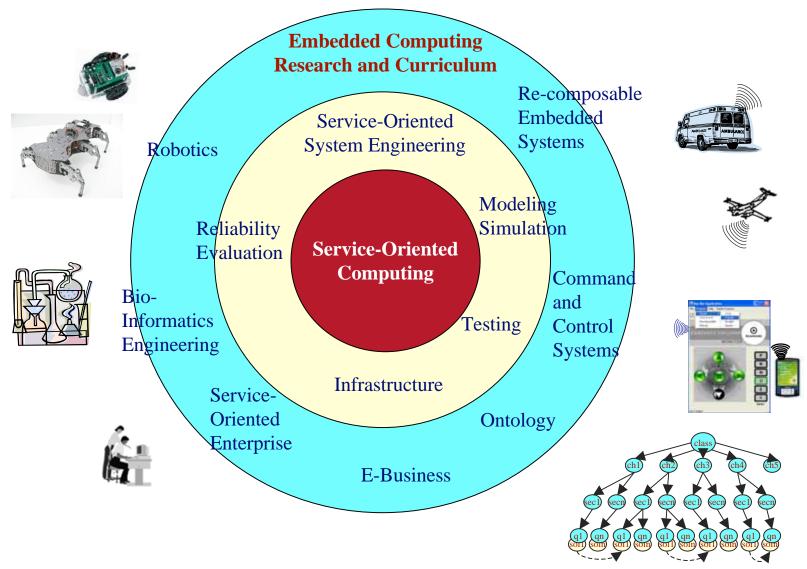
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- Service-Oriented Computing: a New Paradigm
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- Application Recomposable Embedded Systems
  - Motivation
  - Model-driven approach: single model multiple analyses
  - Development cycle: A real cycle with a feedback loop
  - ASU SO Embedded System Project





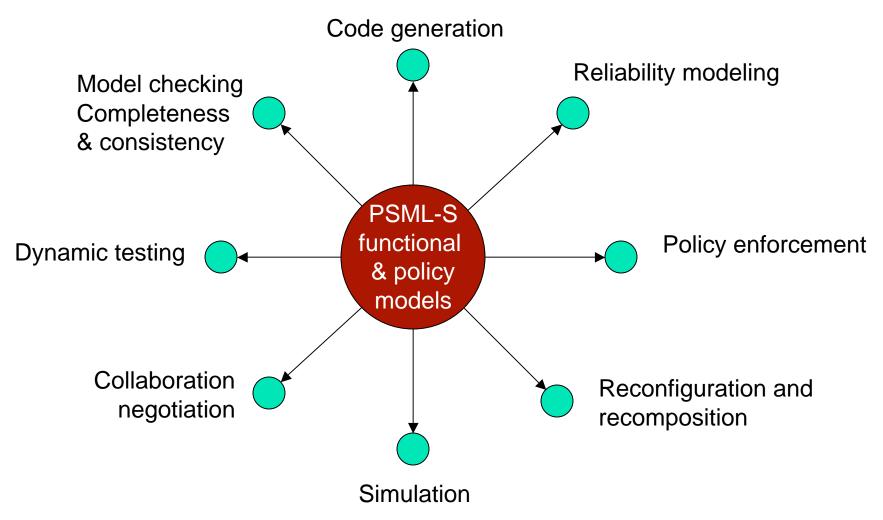
## **Service-Oriented Computing, System Engineering and Applications at Arizona State University**







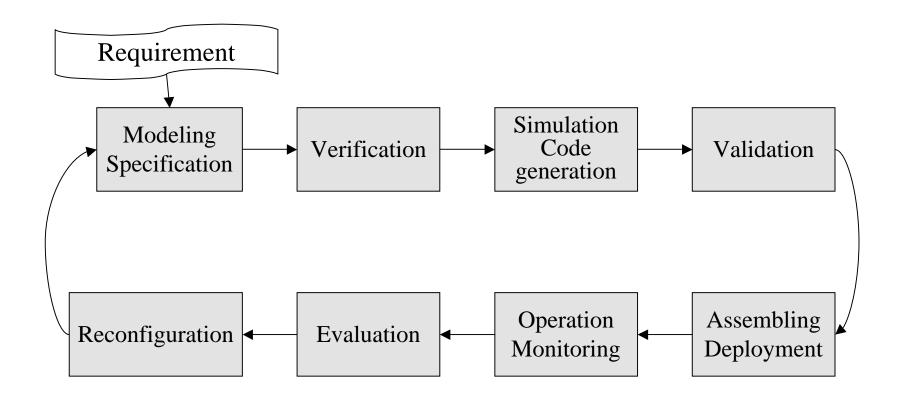
#### **Model-Driven: Single Model Multiple Analyses**







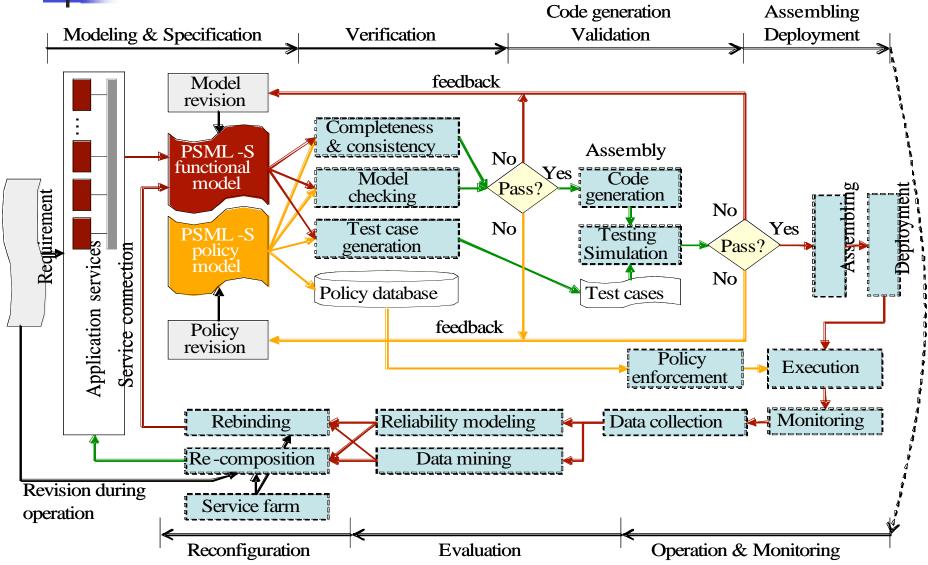
#### **ASU PSML-S** based **SOC** Development Cycle



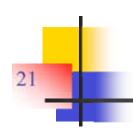




#### The Development Cycle with More Detail

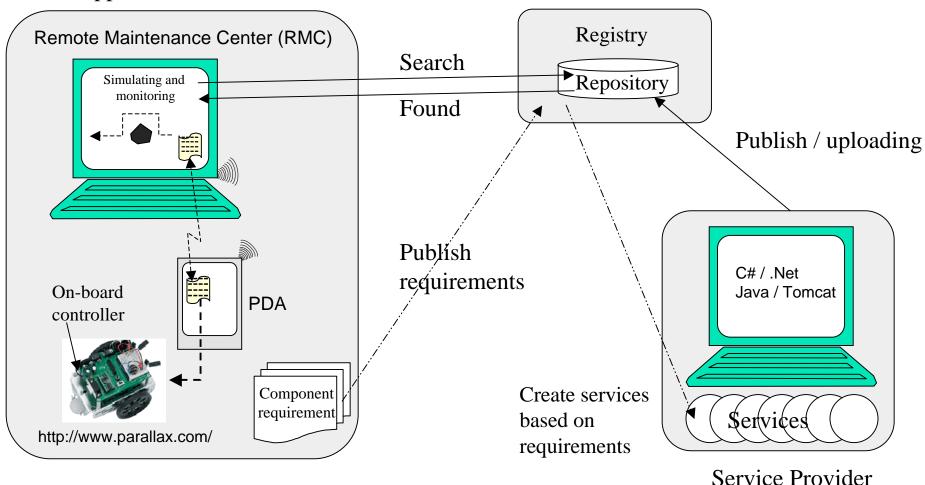






#### **Service-Oriented Recomposable Embedded Systems**

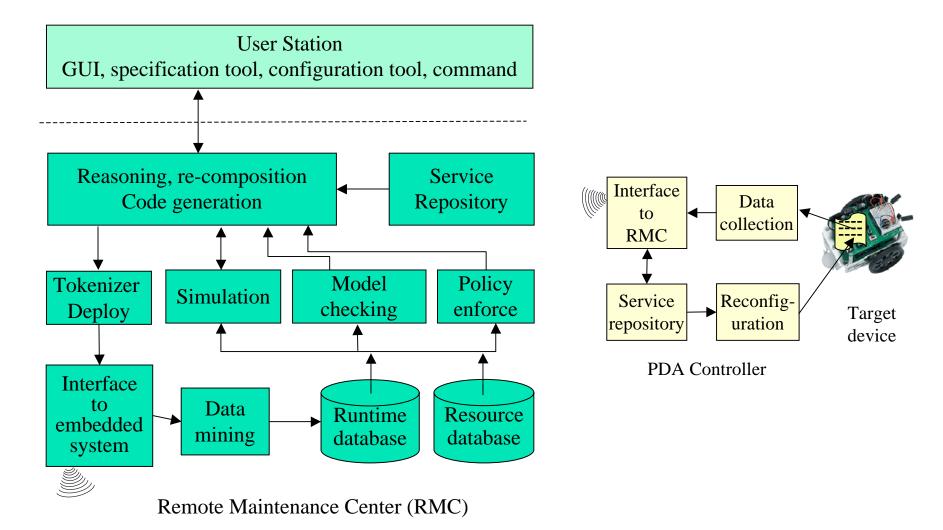
#### Application Builder







#### **System Overview**







#### **Service Providing**

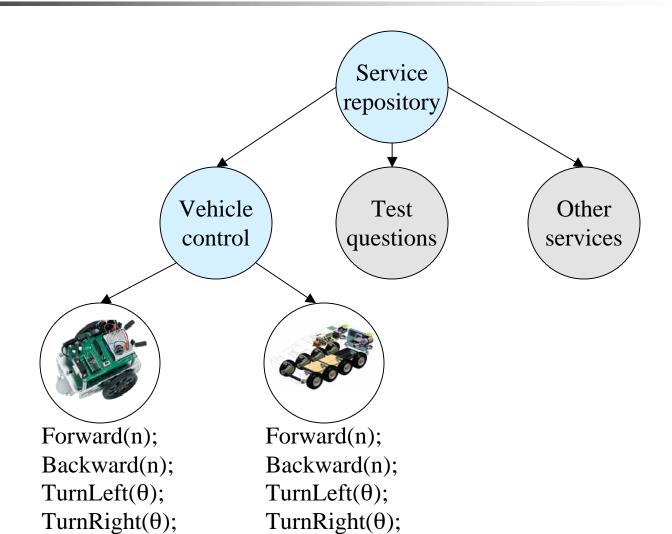
For each type of vehicle, basic services are defined:

- Forward(n);
- Backward(n);
- TurnLeft( $\theta$ ); where,  $\theta = 45$ , 90, 135 degree
- TurnRight( $\theta$ ); where,  $\theta = 45$ , 90, 135 degree
- TurnBack(); turn 180 degree
- TurnCircle();
- AutoPath(A, B);
- boolean Obstacle(); return true if there is an obstacle
- **...**





#### **Service Repository**



TurnBack(); TurnBack();

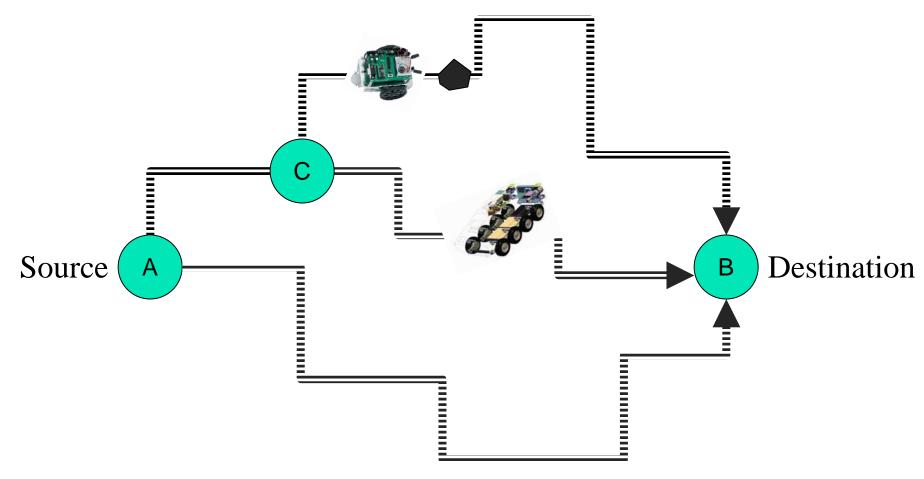
boolean Obstacle();





#### **Application Building Based on Services**

The application logic does not have to be changed when the vehicle is changed. Replace the component services will have a different vehicle to perform the same tasks.

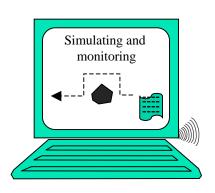






#### **Application Building Based on Situation**

- A and B cooperate to try to move through the gate.
- C tries to block them.
- A and B will test C's intelligence, and send the information back to the RMC
- RMC will construct programs for A and B
- A and B will follow the new program to bypass C.

















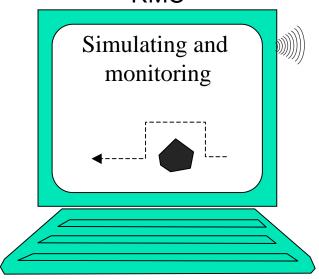


#### **An Optional Layer -- PDA**

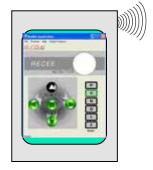
#### Act as

- a mobile controller of the vehicles
- a more powerful on board computer

### Remote Maintenance Center RMC



#### **PDA**



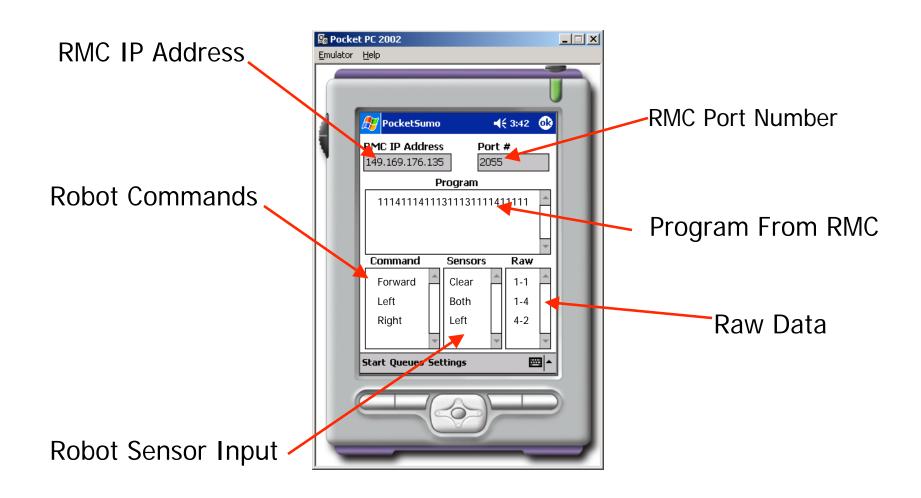








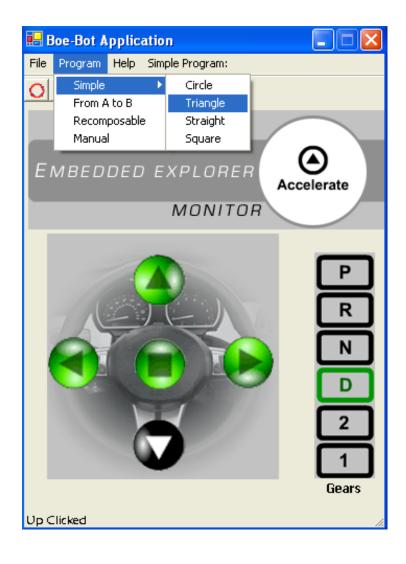
#### PDA as an Onboard Computer







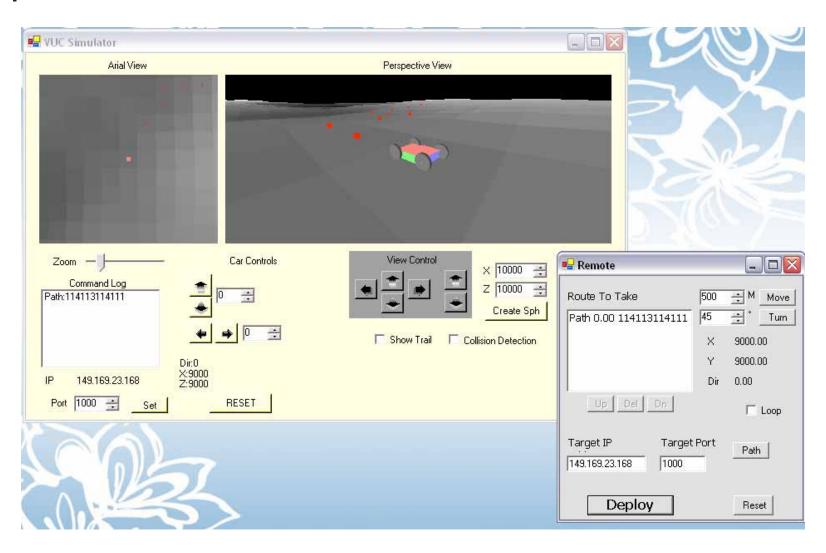
#### PDA Manual Mode: Remote Controller







#### Simulation and Monitoring on RMC







#### **SUMMARY**

- Service-Oriented Computing
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- Service Registry and Repository
- Application Building
- Application in Recomposable Embedded Systems
- Demo

