

# Design and Implementation of OSEK/VDX Operating System based on the TMO model

---

Junmo An

[anjoonmo@konkuk.ac.kr](mailto:anjoonmo@konkuk.ac.kr)

**RTSE Lab.**

Department of Computer & Information Communication Engineering,  
Konkuk University

# AGENDA

---

- INTRODUCTION
  - RELATED WORKS
  - DESIGN OF OSEK/TMO
  - IMPLEMENTATION OF OSEK/TMO
  - RESULT
  - CONCLUSION & FUTURE WORKS
-

# INTRODUCTION

---

- Introduction
- Objectives



# Introduction

---

- Design and implementation of RTOS for embedded systems using OSEK/VDX standard specifications, **named the OSEK/TMO (OSEK/VDX and TMO)**, which is based on the Time-triggered Message-triggered Object (TMO) structuring scheme



# Objectives

---

- Compactness in size of OSEK/TMO
- Reusability
- Portability

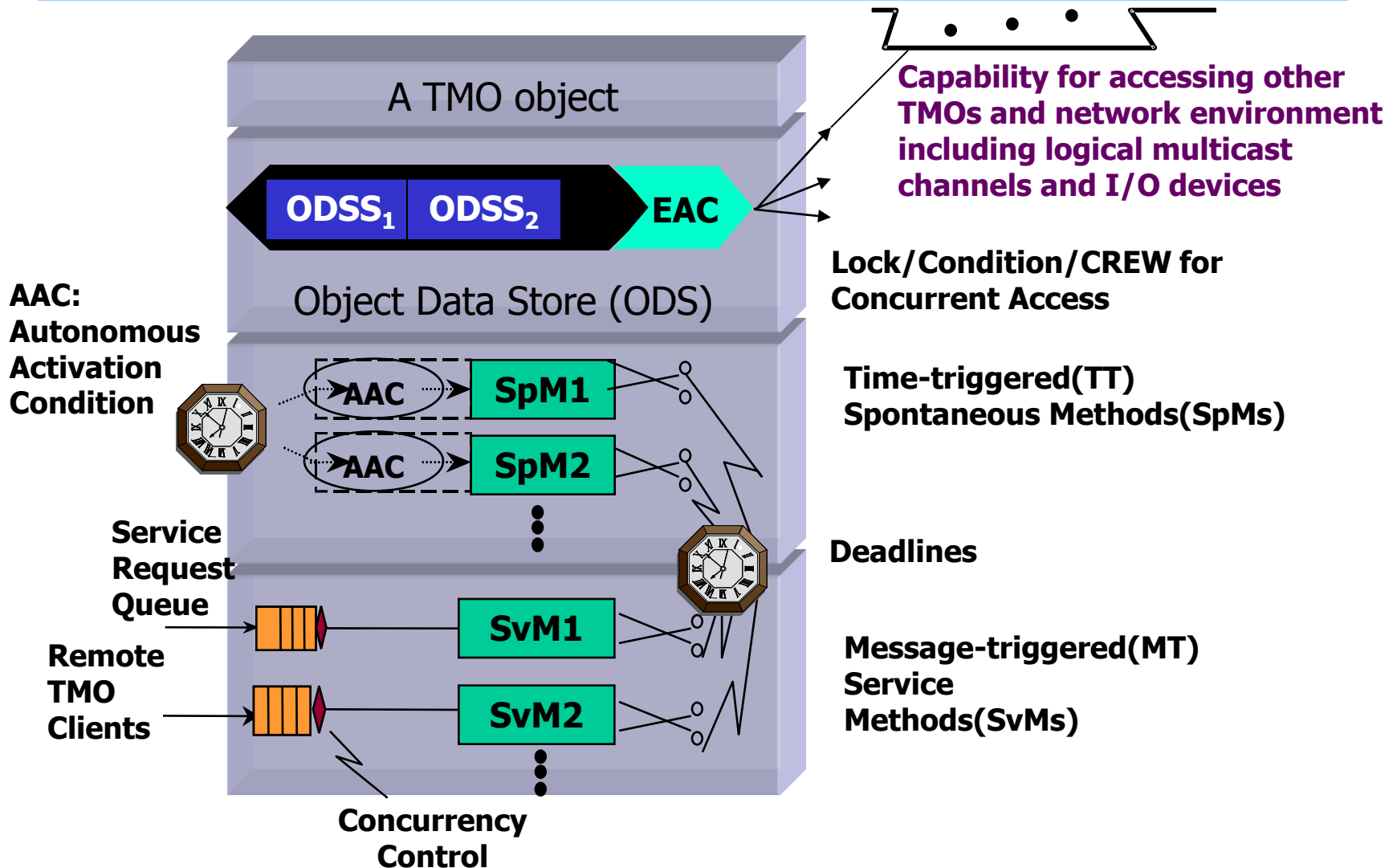
# RELATED WORKS

---

- The TMO Model
- The OSEK/VDX
- The MicroC/OS-II
- The uIP



# The TMO Model





# The OSEK/VDX (1/5)

---

- OSEK is a German acronym for:
  - “**O**ffene **S**ysteme und deren Schnittstellen für die **E**lektronik im **K**raftfahrzeug”
  - “Open systems and corresponding interfaces for automotive electronics”
- VDX is an acronym for:
  - “**V**ehicle **D**istributed **eX**ecutive”
- The main goal of the OSEK/VDX consortium
  - To create open standards for an operating system, communication and network management for distributed units in automotive applications.





## The OSEK/VDX (2/5)

---

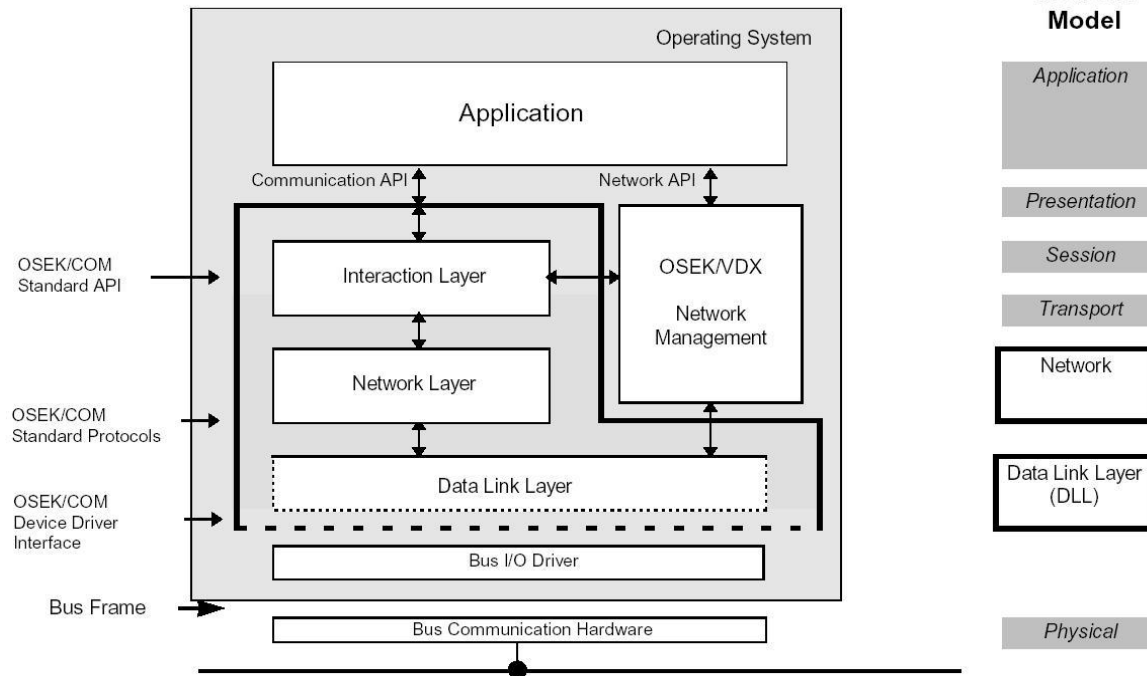
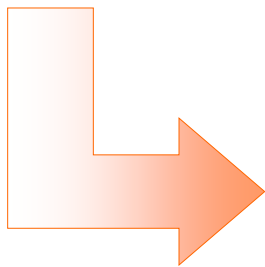
- The OSEK/VDX Specifications
- OSEK/VDX Operating System (OS)
  - The architecture of the OSEK/VDX OS distinguishes three processing levels:
    - Interrupt level
    - A logical level of for operating systems activities
    - Task level
      - The interrupt levels are assigned higher priorities than task levels.
  - Operating System Services are provided for functionalities like Task Management, Event Management, Resource Management, Counter, Alarm and Error Treatment.



# The OSEK/VDX (3/5)

- The OSEK/VDX Specifications
- OSEK/VDX Communication (**COM**)
  - Provides interfaces and protocols for the data transfer within Vehicle Networks Systems.

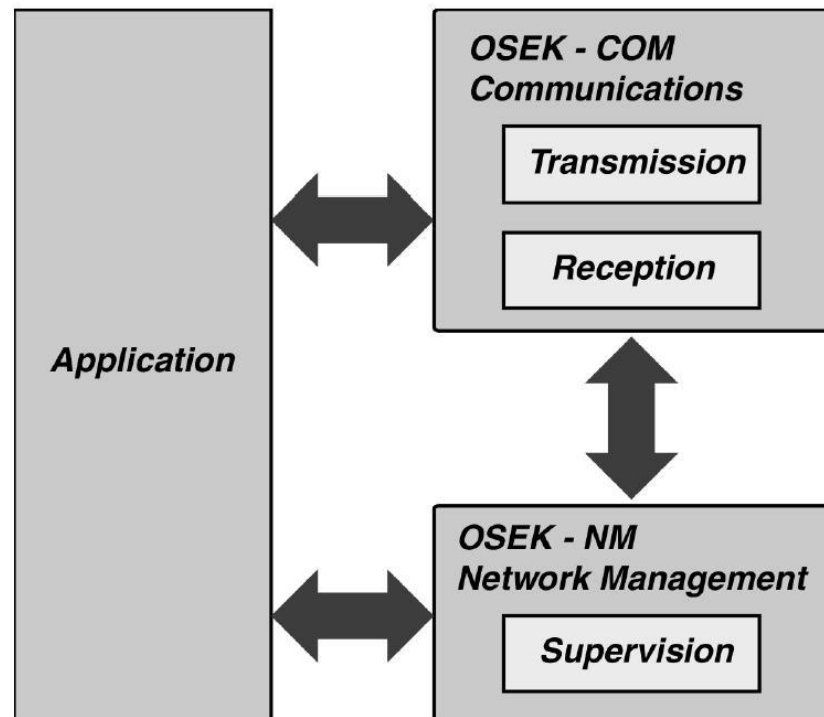
- Positioning of **OSEK/VDX COM** within the OSEK/VDX Architecture:





## The OSEK/VDX (4/5)

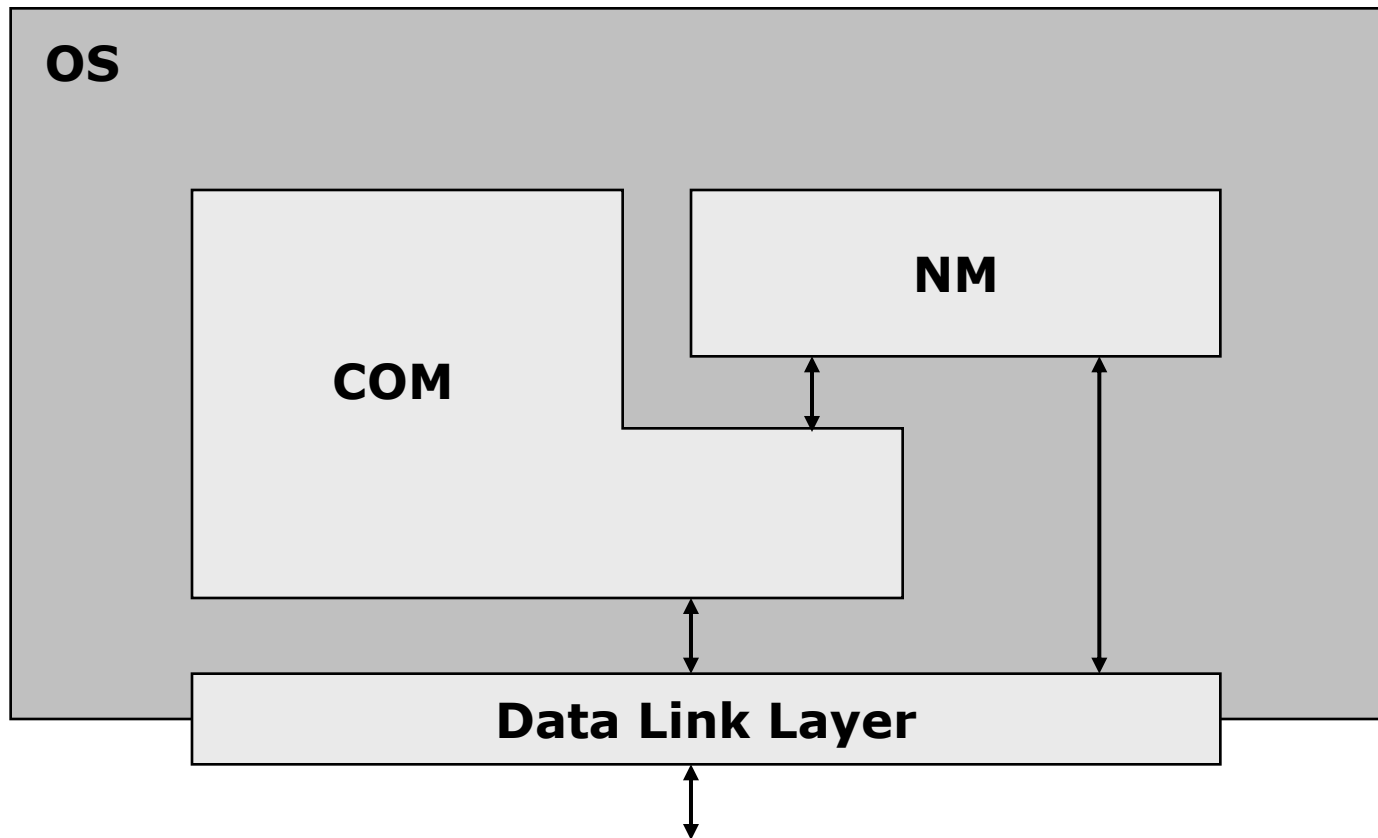
- The OSEK/VDX Specifications
- OSEK/VDX Network Management (NM)
  - Gives support in order to guarantee the reliability and safety of a Distributed System.





# The OSEK/VDX (5/5)

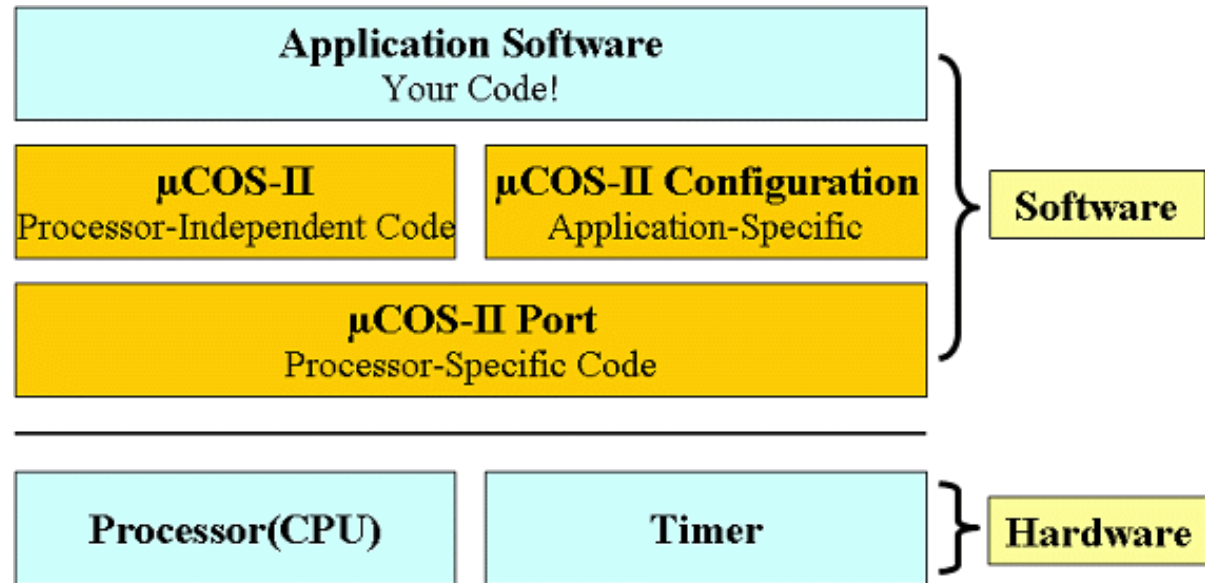
- The OSEK/VDX Specifications Architecture





# The MicroC/OS-II

- Portable
- ROMable
- Scalable
- Preemptive
- Multitasking
- Deterministic
- Task Stacks
- Services



- Mutual Exclusion, Semaphores, Message Mailbox, Message Queue, Task Management, Time Management, and more



# The uIP – A Free Small TCP/IP Stack

---

- Open Source TCP/IP Stack
- By Adam Dunkels
- uIP implements four of the basic protocols in the TCP/IP protocol suite.
  - Address Resolution Protocol (**ARP**)
  - Internet Protocol (**IP**)
  - Internet Control Message Protocol (**ICMP**)
  - Transmission Control Protocol (**TCP**)
- uIP Homepage
  - <http://www.dunkels.com/adam/uip/>

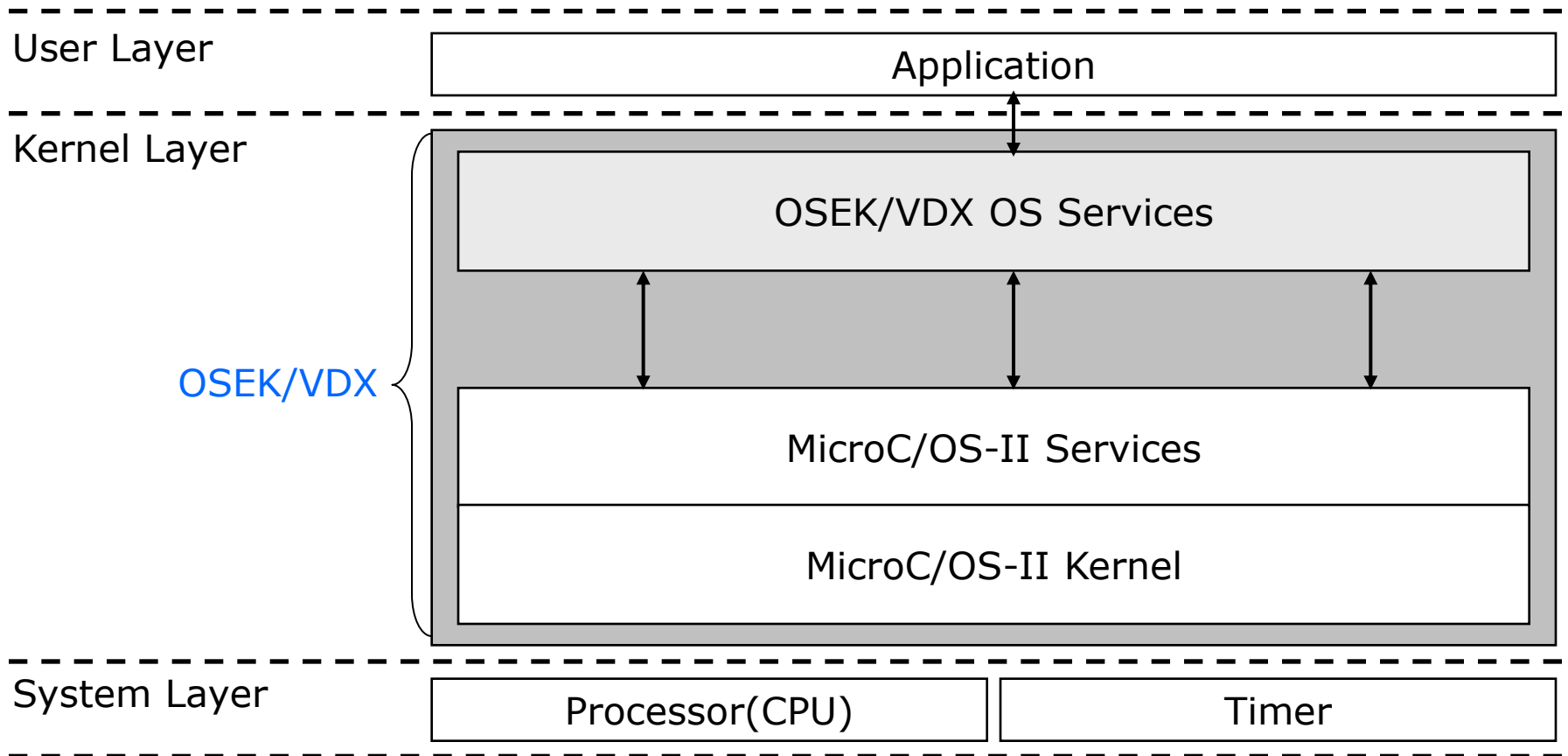
# DESIGN OF OSEK/TMO

---

- Design of OSEK/VDX
- TCP/IP stack for OSEK/VDX
- The OSEK/TMO Architecture
  - SpM and SvM's Detailed Design



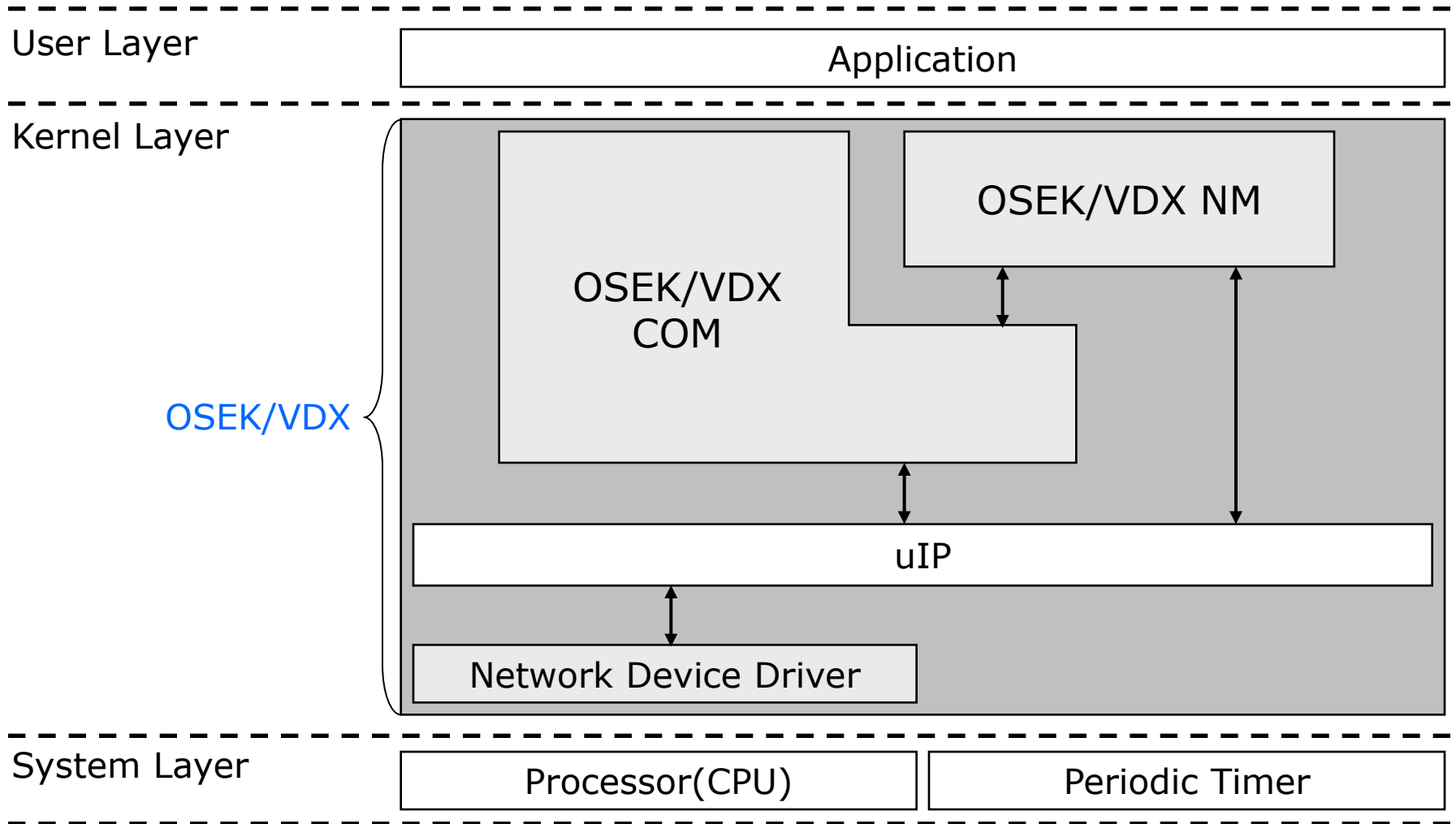
# Design of OSEK/VDX





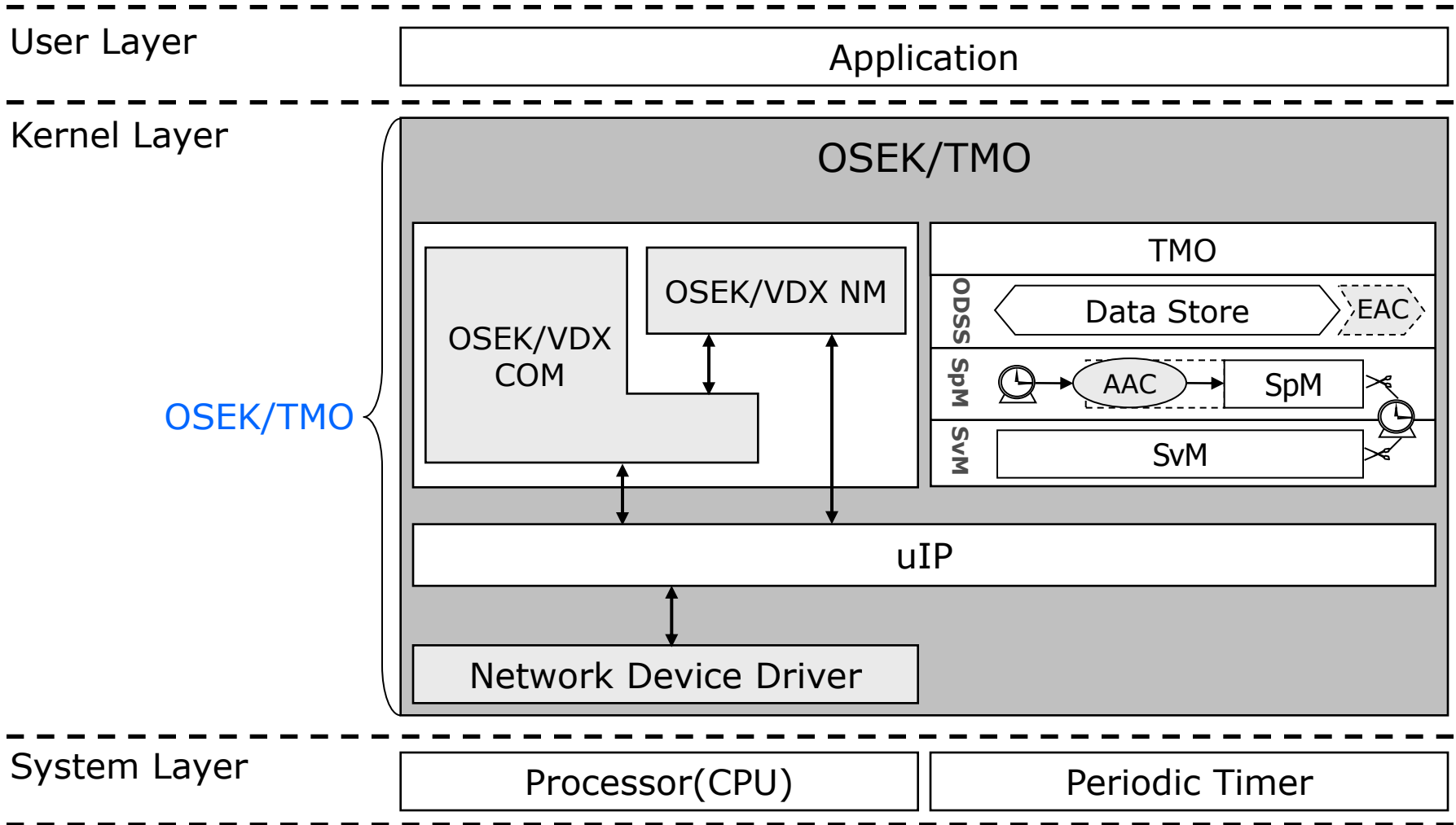


# TCP/IP stack for OSEK/VDX



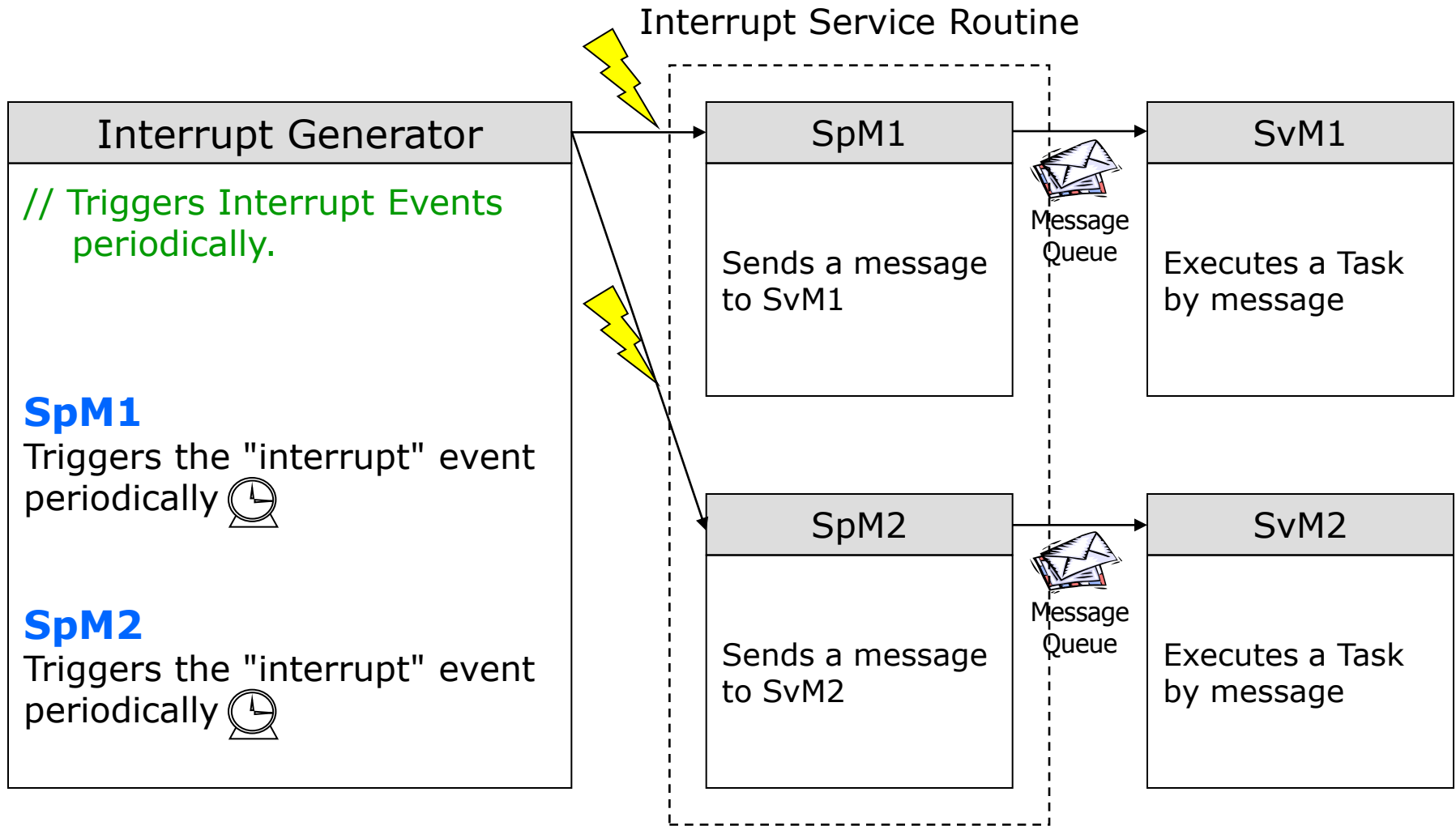


# The OSEK/TMO Architecture





# SpM and SvM's Detailed Design



# IMPLEMENTATION OF OSEK/TMO

---

- Development Environment
- Booting Method 1 (Floppy Diskette)
- Booting Method 2 (USB Memory)



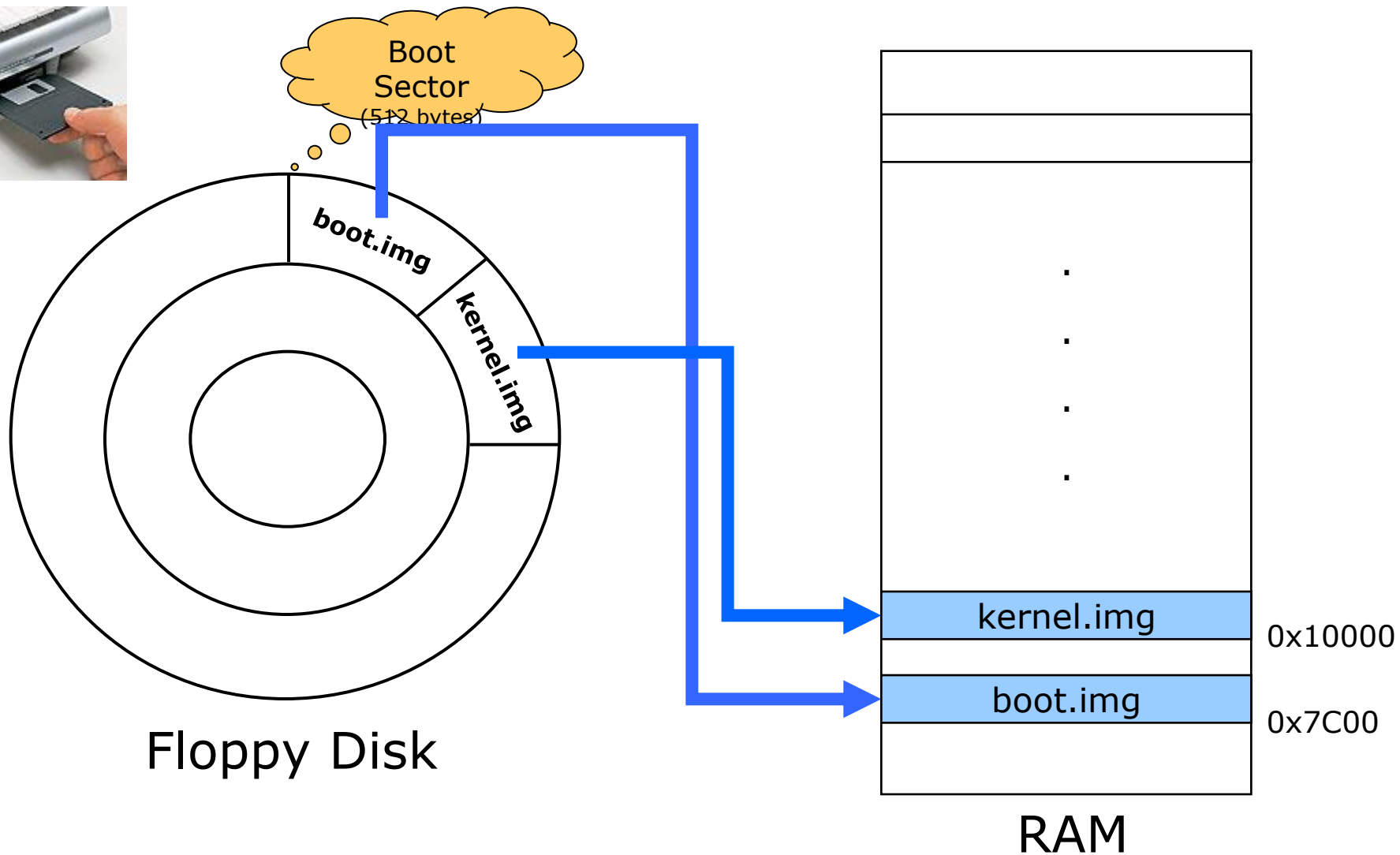
# Development Environment

---

- Porting OSEK/TMO OS on x86 in protected mode
- Microsoft Visual C++ 6.0
- Microsoft Macro Assembly (MASM 6.15)
- Bochs 2.2.1(x86 Emulator)
- WinImage 5.0

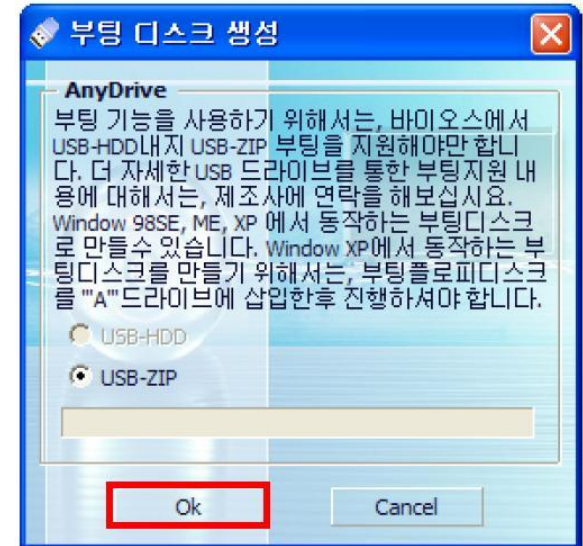


# Booting Method 1 (Floppy Diskette)





# Booting Method 2 (USB Memory)



# RESULT

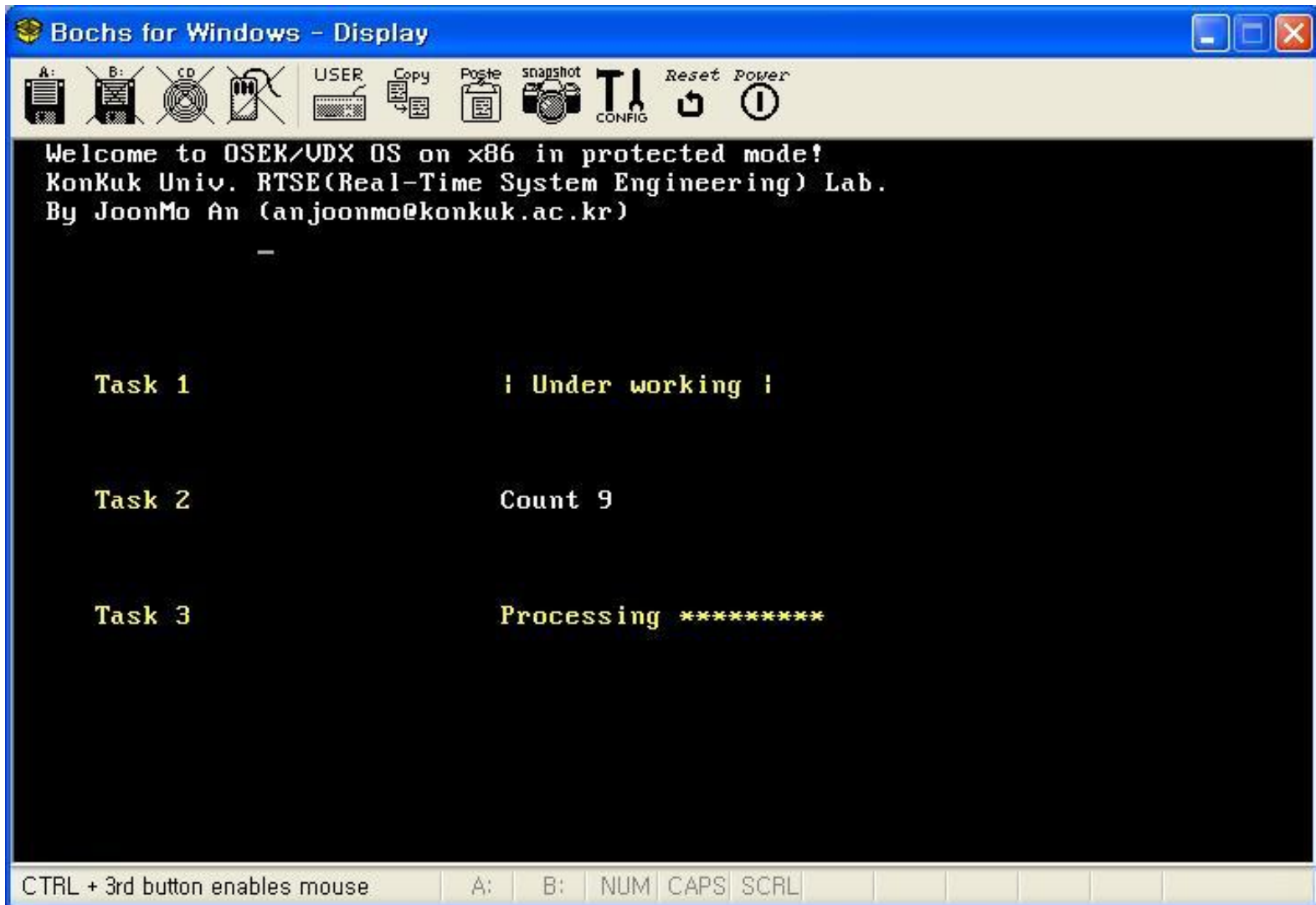
---

- Test Application for OSEK/VDX
- Test Application for OSEK/TMO
- Automobile Safety Intelligence System (ASIS)





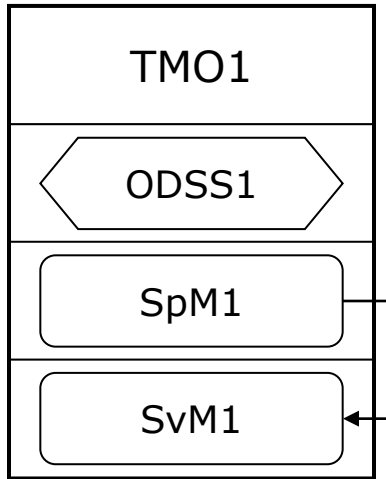
# Test Application for OSEK/VDX





# Test Application for OSEK/TMO(1/3)

Node 1



## • NODE 1

### TMO1:

ODSS1: Maintains a Counter, initial value is 0.

SpM1: Gets ODSS1 Counter's current value and prints it.  
Gets current System Age and prints it.  
Calls SvM1.

SvM1: Gets ODSS1 Counter's current value and prints it.  
Gets current System Age and prints it.  
Increment ODSS1 Counter's value by one.

### // AAC Information

```
MicroSec from      = 5 * 1000 * 1000;           // 5 sec
MicroSec every     = 1 * 1000 * 1000;           // 1 sec
MicroSec by        = 100 * 1000;                // 0.1 sec
MicroSec until     = FOREVER;                   // forever
```



# Test Application for OSEK/TMO(2/3)

The screenshot shows a Bochs virtual machine window titled "Bochs for Windows - Display". The terminal window displays the following text:

```
Welcome to OSEK/TMO OS on x86 in protected mode!  
KonKuk Univ. RTSE(Real-Time System Engineering) Lab.  
By JoonMo An (anjoonmo@konkuk.ac.kr)  
=====
```

After a pause, the terminal shows:

```
:~::~~::~~: Test Application based on OSEK/TMO :~::~~::~~:
```

Two lines of output are highlighted with yellow boxes:

```
*SpM1* System Age : 19s.017ms.0  
*SpM1* ODSS1 Current Value : 15
```

Another two lines of output are highlighted with yellow boxes:

```
*SvM1* System Age : 19s.028ms.0  
*SvM1* ODSS1 Current Value : 15
```

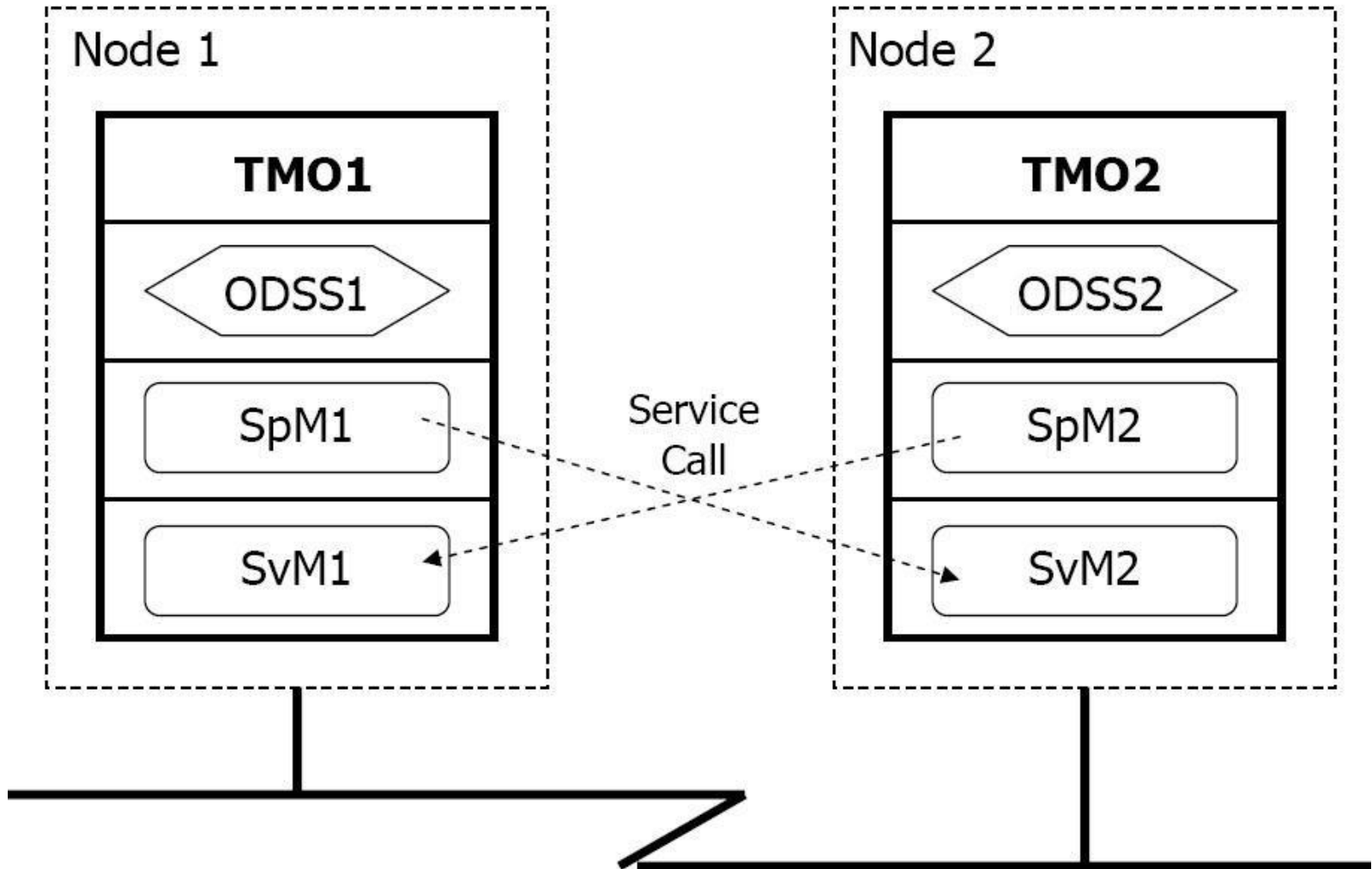
Below these, the terminal shows:

```
*SvM1* added ODSS1 Counter's value by one.  
  
Processing *****
```

The bottom of the window shows a keyboard status bar with the text "CTRL + 3rd button enables mouse" and several function keys: A:, B:, NUM, CAPS, SCRL.

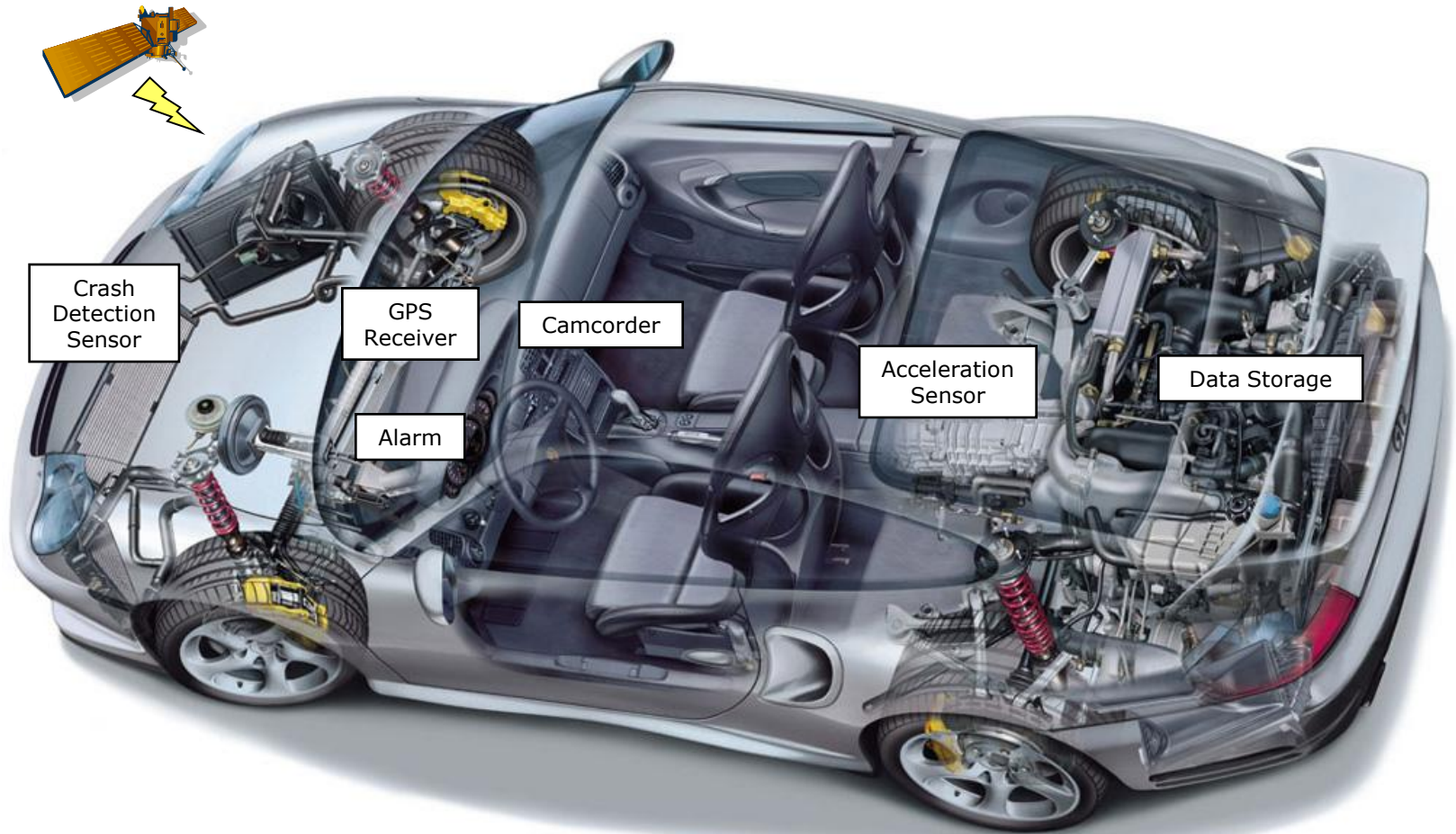


# Test Application for OSEK/TMO(3/3)





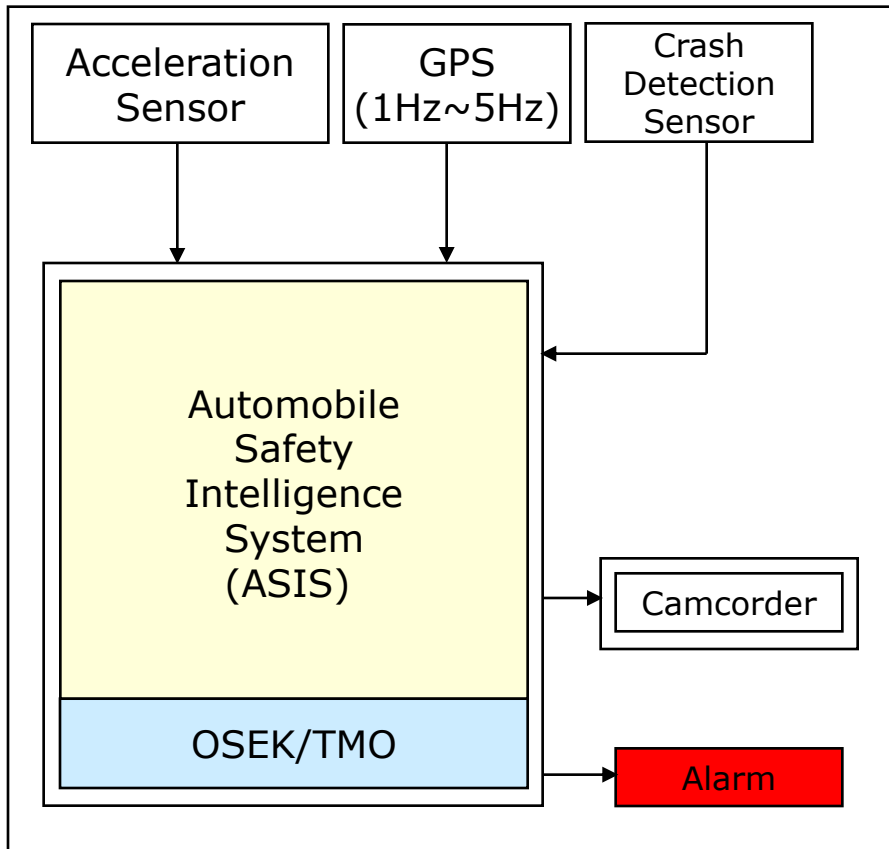
# ASIS Architecture



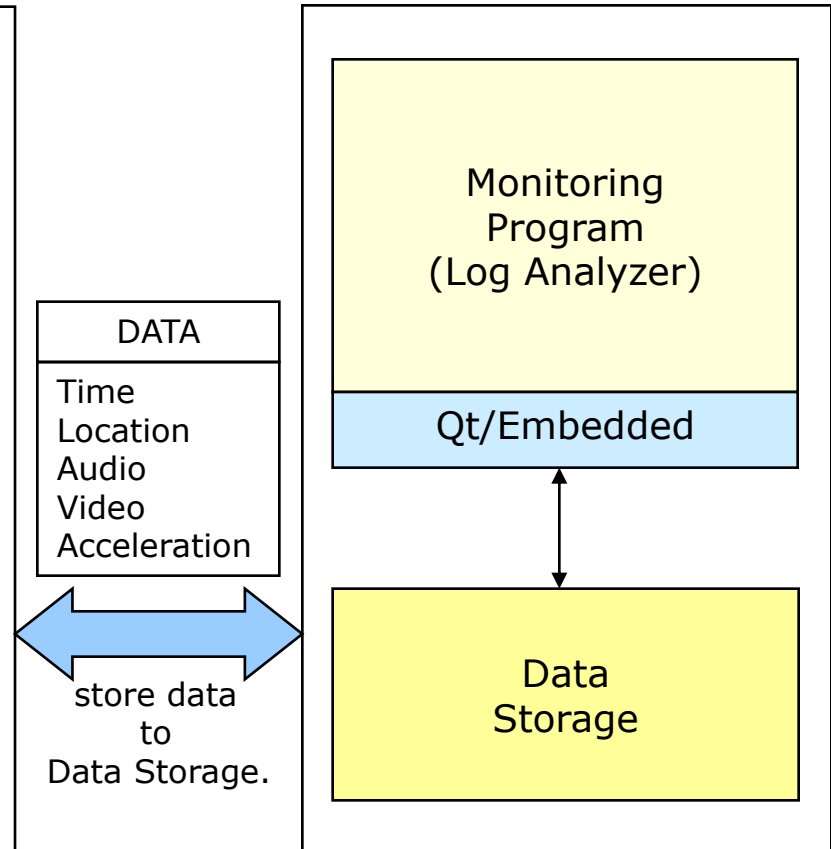


# ASIS Design

## ASIS

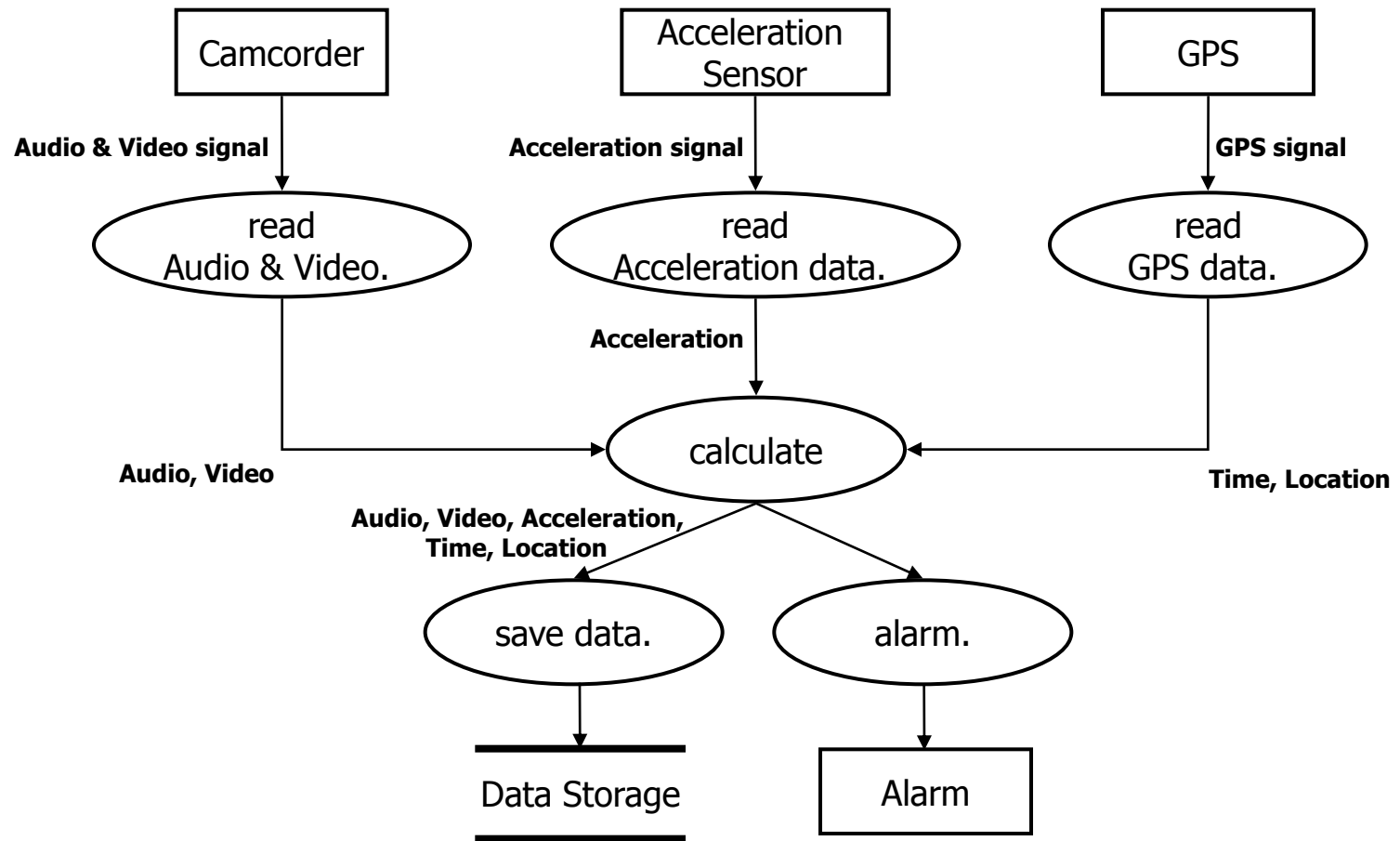


## GUI





# ASIS Data Flow Diagram



# CONCLUSION & FUTURE WORKS

---

- Comparison of Two TMO Engines
- Conclusion
- Future Works





# Comparison of Two TMO Engines

	<b>TMOSM/Linux</b>	<b>OSEK/TMO</b>
<b>Type</b>	Middleware	Kernel
<b>Application Mode</b>	User mode	Kernel mode
<b>Compatibility</b>	Binary compatible	Source patch
<b>Portability</b>	Lots of Hardware platforms and devices	Various but Restricted
<b>Timing Accuracy</b>	High	Higher
<b>Size</b>	Linux + app(300KB).	Kernel + app. = 60KB ~ 100KB
<b>Application Domain</b>	Multimedia, Soft real-time app.	Networked control, Small application, Single-TMO engine



## Conclusion

---

- An analysis of the features of OSEK/VDX and MicroC/OS-II
- A design and implementation of OSEK/TMO based on the TMO model for embedded systems
- Test Application based on OSEK/TMO
- Testing OSEK/TMO on x86 CPU
- OSEK/TMO will be used as a small TMO engine in a time-critical networked control applications such as automobile control.



# Future Works

---

- Function extension
  - Restricted API
- Test bed construction for automobile
- Monitoring program and simulation environment development
- Development of the visual OSEK/TMO builder
  - Integration development environment
- An analysis of the performance of OSEK/TMO

# Q & A

---

Thank you very much!!

Junmo An

[anjoonmo@konkuk.ac.kr](mailto:anjoonmo@konkuk.ac.kr)

**RTSE Lab.**

Department of Computer & Information Communication Engineering,  
Konkuk University