

# Model Driven DDS with Java

*using OMG EMOF and OSGi*



Magnus Rundlöf  
Lars Millberg  
Arlington, VA, 2008



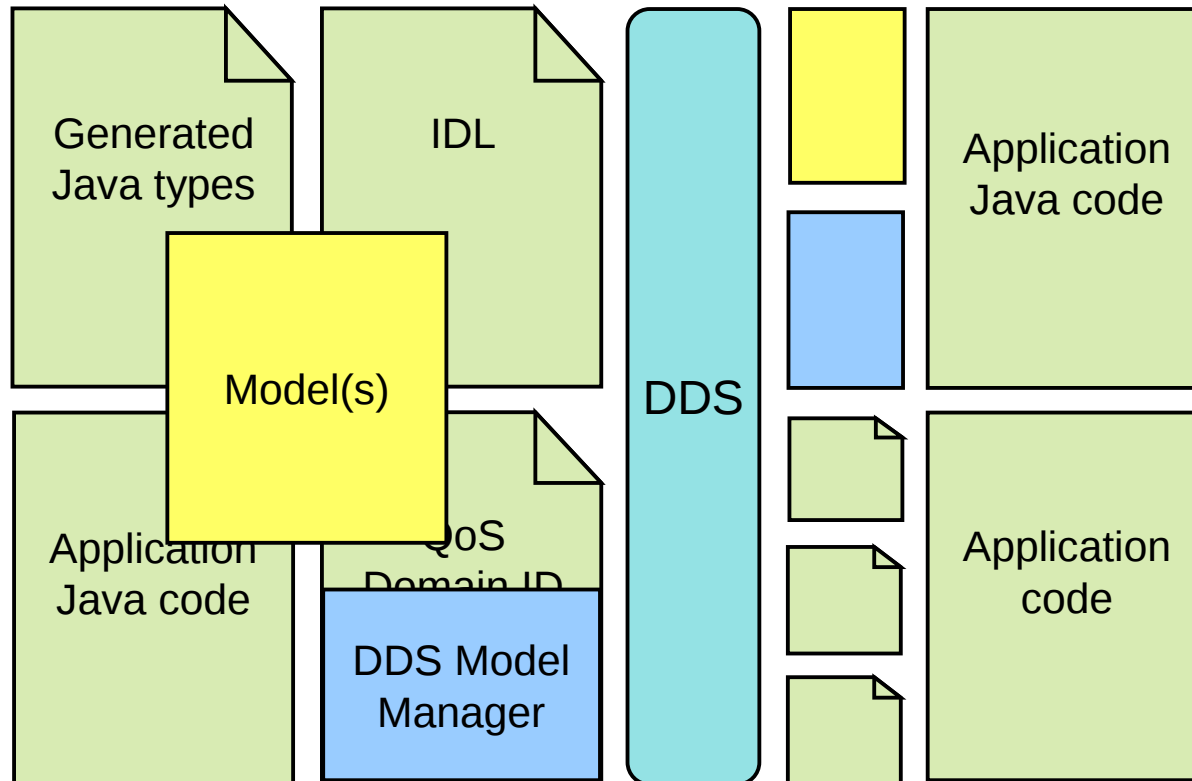
# Who are we?

- Lars Millberg and Magnus Rundlöf
- Saab AB, Saab Systems, Naval Systems Division Sweden
- Been working together for 1.5 years in an internal R&D project
- Worked a lot with open standards and model driven development



**SAAB**

# Introduction



# Model Driven DDS

MDDS

Prerequisite: EMF

# Eclipse Modeling Framework



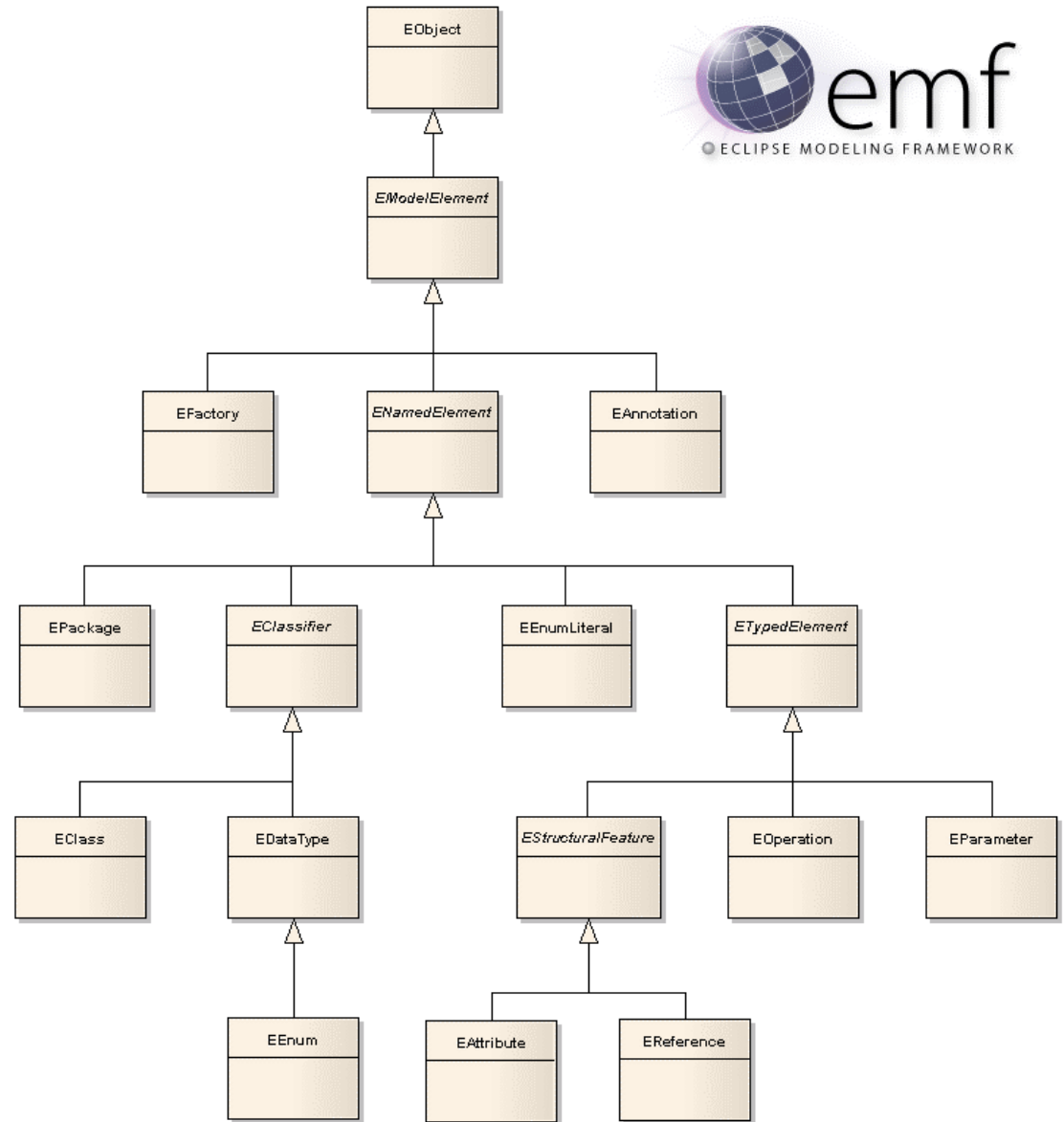
- A tool for domain-specific modeling
- Unifies three major technologies in modern software engineering
- A Java framework and code generation facility for building applications from structured (formal) data models



<xml/>

# The Ecore Model

- The modeling language of EMF
- Almost equivalent to OMG EMOF
- Essentially a simplified subset of the UML Class Diagram package



# EMF and MDDS



- MDDS heavily relies on EMF
- Three Ecore models constitute the MDDS Meta models
  - Data Model
  - QoS Model
  - Interface Model
- Separated this way to enable reuse of data types and QoS settings
- The major part of code in MDDS is generated by EMF, including the Eclipse editors for creating and editing instances of the MDDS Meta classes

To the limits!

# EMF and MDDS



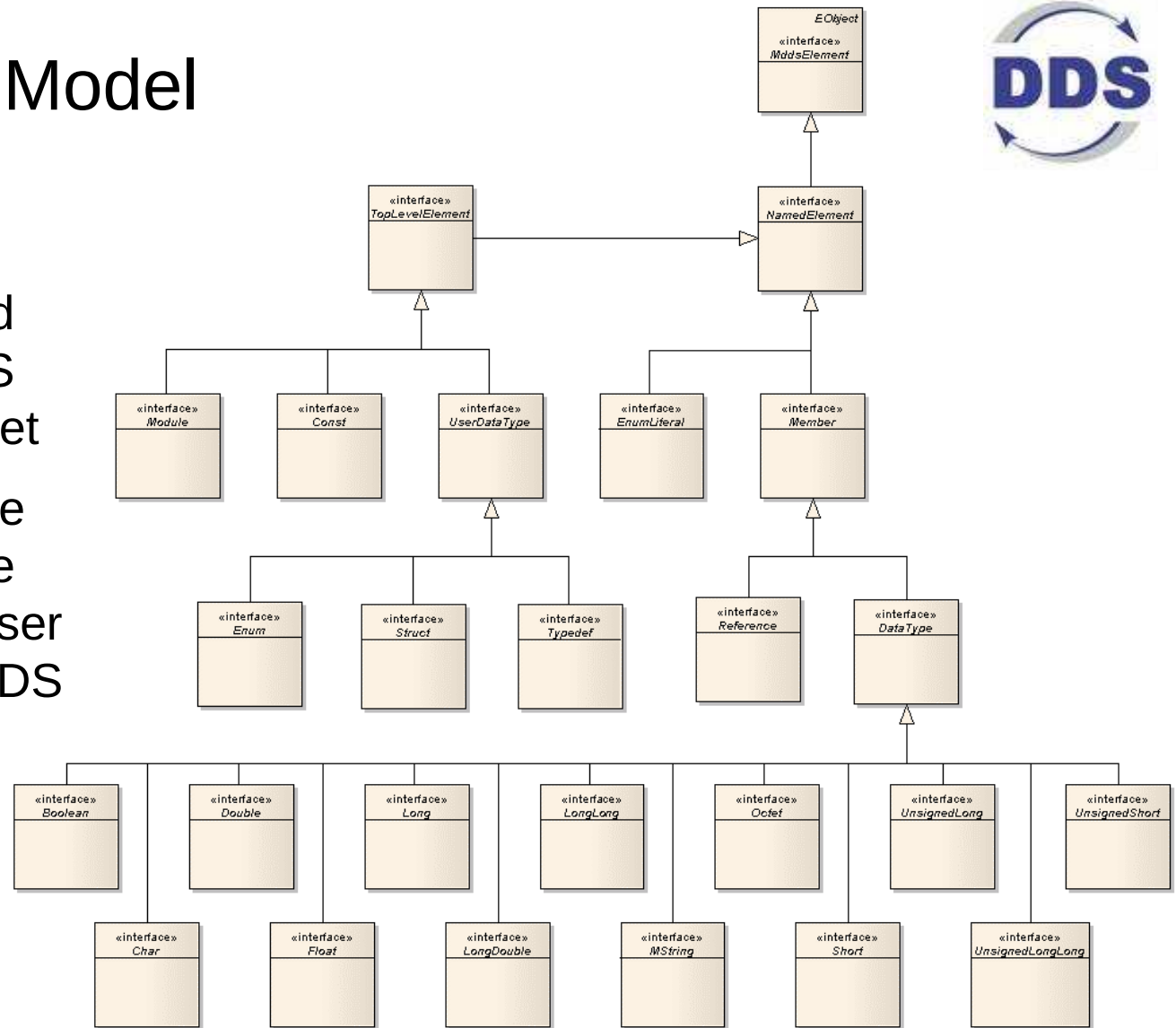
- MDDS heavily relies on EMF
- Three Ecore models constitute the MDDS Meta models
  - Data Model
  - QoS Model
  - Interface Model
- Separated this way to enable reuse of data types and QoS settings
- The major part of code in MDDS is generated by EMF, including the Eclipse editors for creating and editing instances of the MDDS Meta classes

The meta models...

# MDDS Data Model



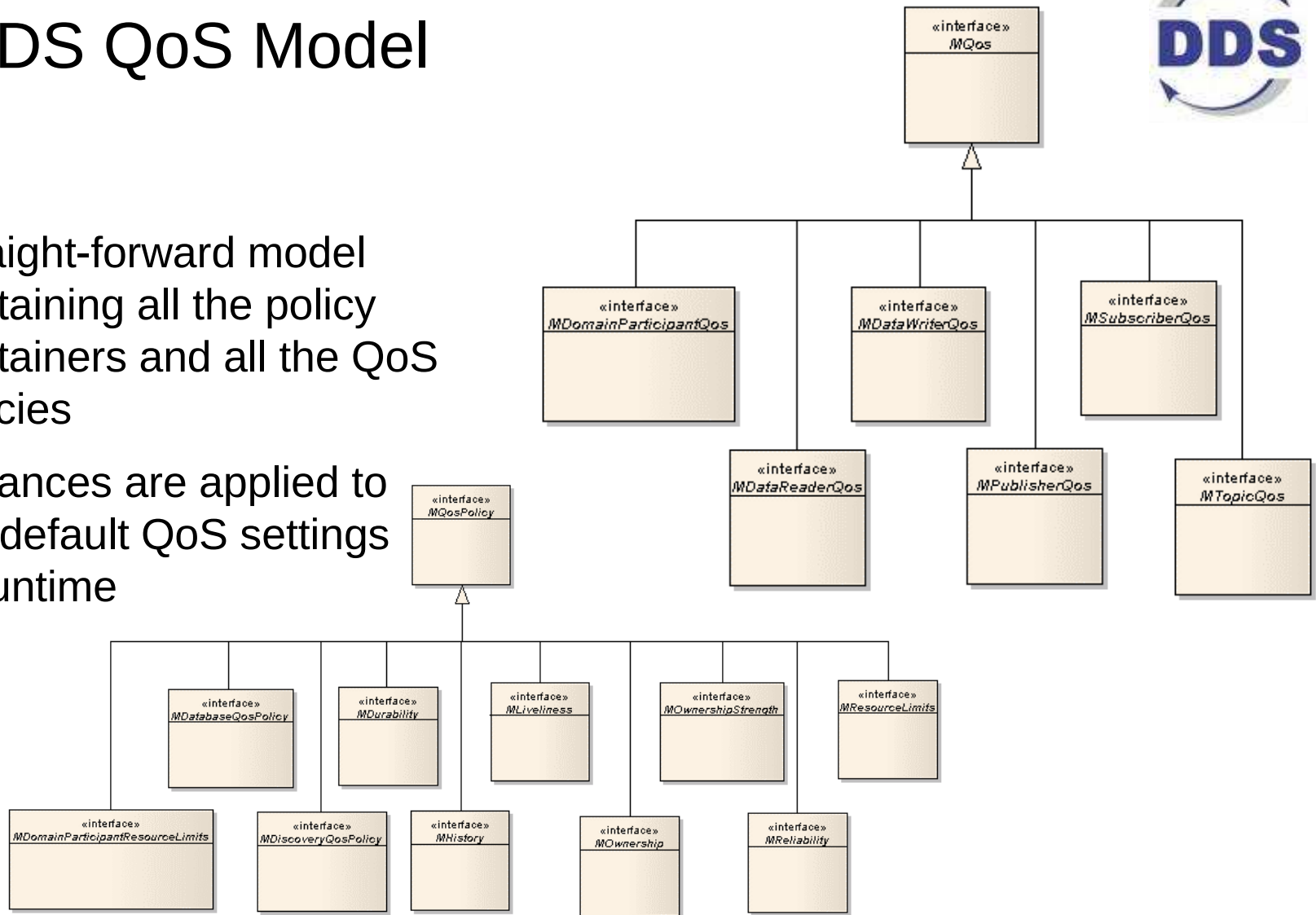
- A straight-forward model of the DDS specific IDL subset
- Instances of these model objects are used to specify user data types in MDDS



# MDDS QoS Model



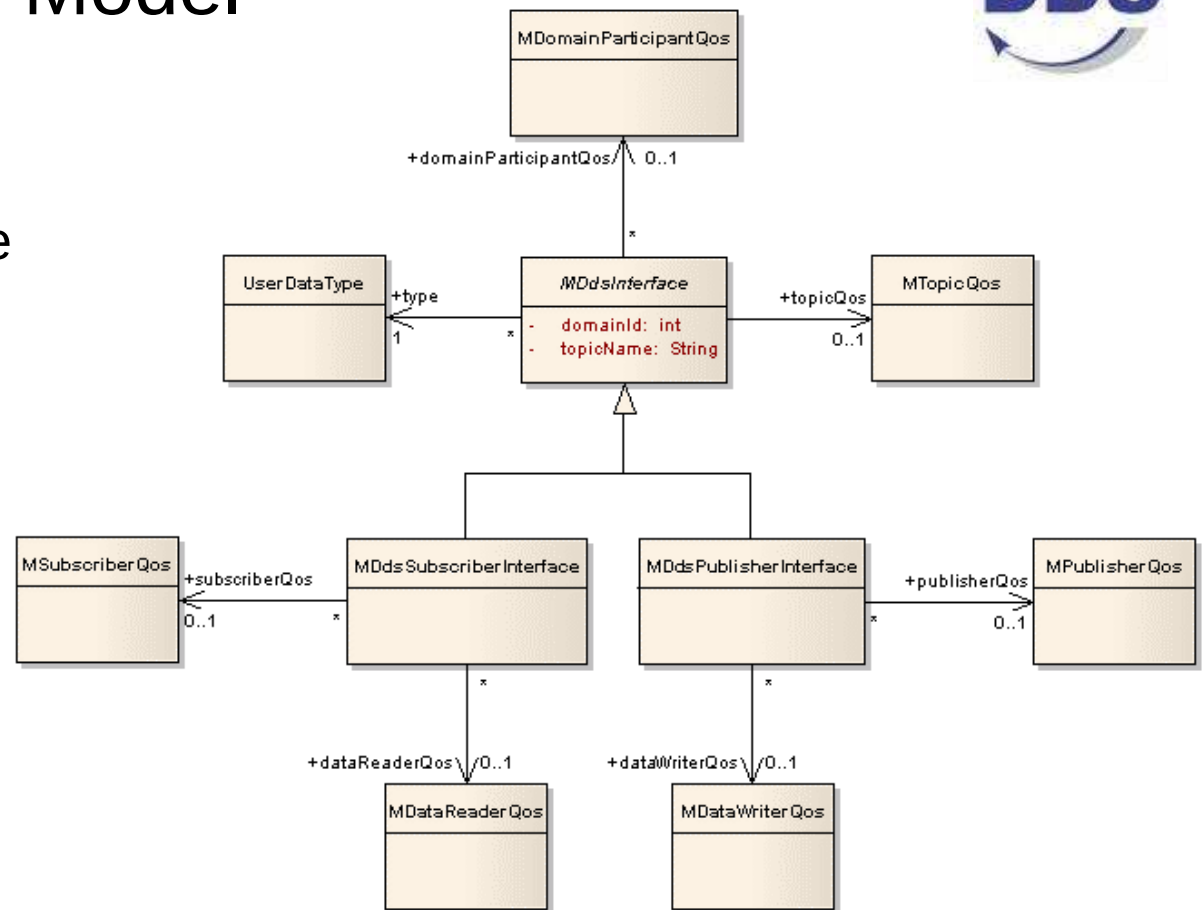
- Straight-forward model containing all the policy containers and all the QoS policies
- Instances are applied to the default QoS settings in runtime



# MDDS Interface Model



- Two concrete interface types:
  - Subscriber interface
  - Publisher interface
- An instance contains all pieces of information needed to subscribe or publish on a topic



Comparison to traditional DDS

|                          | Traditional DDS<br>with Java | Model Driven DDS<br>with Java |                                  |
|--------------------------|------------------------------|-------------------------------|----------------------------------|
| Type Declaration         |                              |                               |                                  |
| Type Language<br>Mapping |                              |                               | Man-made,<br>persisted           |
| Instances                |                              |                               |                                  |
| Support Classes          |                              |                               | Generated<br>off-line, persisted |
|                          |                              |                               | Generated<br>on-line             |

|                       | Traditional DDS with Java     | Model Driven DDS with Java |
|-----------------------|-------------------------------|----------------------------|
| Type Declaration      | Man-made, persisted           | Man-made, persisted        |
| Type Language Mapping | Generated off-line, persisted | Generated on-line          |
| Instances             |                               |                            |



# The MDDS Manager

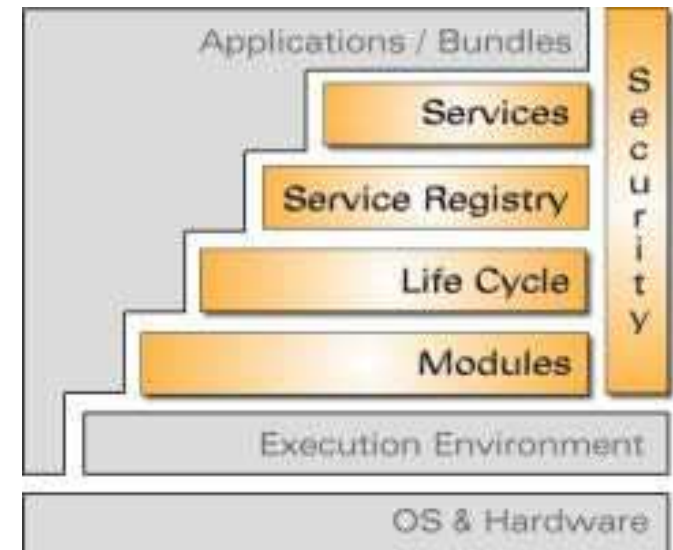
- Simple API
  - `MDataReader createDataReader(MSubscriberInterface iface, MListener listener)`
  - `MDataWriter createDataWriter(MPublisherInterface iface)`
- Resource sharing
  - Domain Participants, Subscribers and Publishers are shared wherever it is possible
- The MDDS Manager is implemented as an OSGi service

Prerequisite: OSGi

# Open Services Gateway initiative



- Dynamic module system for the Java Programming Language
- Open standard – Open Architecture
- Component model, binary re-use possible
- Components are called *bundles*
- Loose coupling
- SOA within a Java Virtual Machine
- [www.osgi.org](http://www.osgi.org)



# MDDS and OSGi



- Again: The MDDS Manager is an OSGi service (implemented in a bundle)
- The component using an MDDS interface lives in another bundle, and asks the OSGi runtime for the MDDS Manager service
- Using OSGi we can reload a data model in a running system
- ...except we haven't found a way to unregister a type. Vendor's limitation or spec requirement?

# Benefits of Model Driven DDS

- Complete description of an interface – domain id, QoS settings etc. – is kept in one place without a man in the middle
- Tuning QoS is easy
  - If types are kept unchanged this can be done in a running program, works beautifully with OSGi.
- IDL files and nice-to-look-at documentation can be generated from the models with little effort

# Todo's

- Extend to other vendors; OpenSplice, others?
- Implement remaining IDL constructs
  - Unions, Value types
- Add remaining QoS policies to the QoS Model
- Wait-based data access
- Unregister types?
- Extend the editor
  - Context menus (e.g. Goto Type Definition, Goto Publisher QoS)
  - Refactoring
  - Validation

Demo

# Demo

- Using Saab's HMI Framework we have integrated a USB Missile Launcher
- Pre-conditions: a hacked launcher and an IDL for interfacing it



# Launcher IDL

(Namespace: com::saabgroup::enterprisebus::launcher)

```
struct LauncherStatus {  
    ModuleId moduleId; //@key  
    boolean allocated;  
    boolean firing;  
    boolean video;  
    LauncherConfigurationVideo videoConfiguration;  
};
```

```
struct LauncherConfigurationVideo {  
    string host;  
    short port;  
    short maxFps;  
}
```

```
struct LauncherControl {  
    ModuleId moduleId;  
    LauncherCommand command;  
    LauncherCommandMove move;  
    LauncherCommandSetVideo setVideo;  
};
```

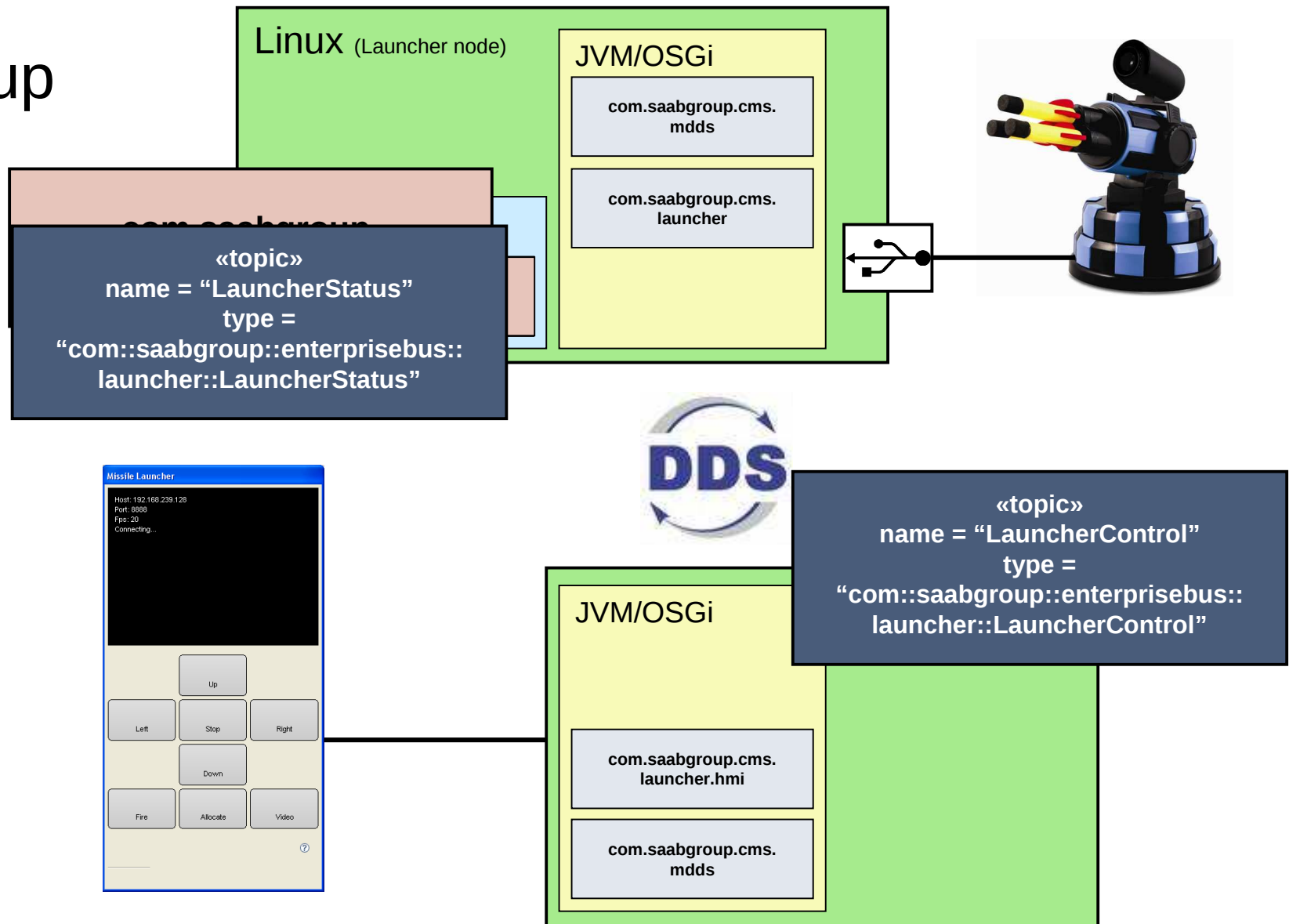
```
enum LauncherCommand {  
    MOVE,  
    FIRE,  
    STOP,  
    SET_VIDEO,  
    ALLOCATE,  
    DEALLOCATE  
};
```

```
enum LauncherDirection {  
    UP,  
    DOWN,  
    LEFT,  
    RIGHT  
};
```

```
struct LauncherCommandMove {  
    LauncherDirection direction;  
};
```

```
struct LauncherCommandSetVideo {  
    boolean active;  
};
```

# Setup



[www.saabgroup.com](http://www.saabgroup.com)

