

Using Jini in non-Java devices

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The device connection problem

or, “I have some good news and some bad news”

Good news: Several appliances with microprocessors in them

Idea: Connect them together and make intelligent home!

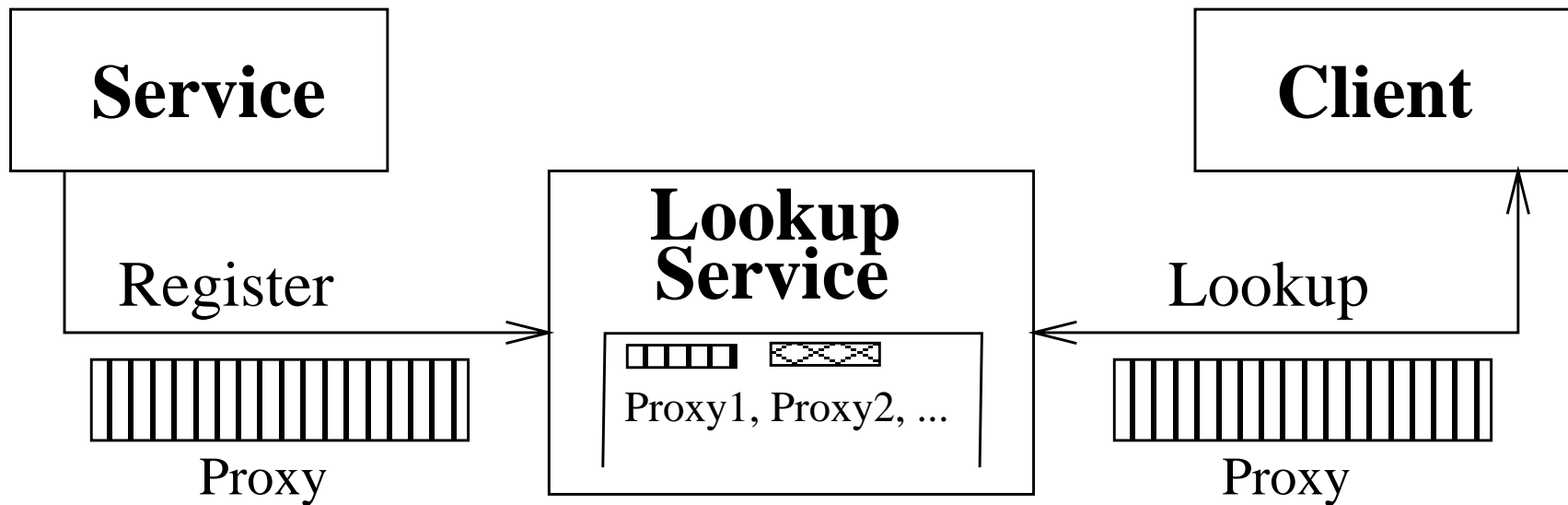
Bad news: Device installation and configuration problems magnified

Good news: Jini is one option for providing true plug and play

Bad news: Many appliances are too small to run Jini

Good news: We’ve found a work around

Jini Glossary



Jini: Set of protocols for interconnection, built on Java

Service: A software or hardware component which can be used by other components.

Lookup Service: Maintains central list of services.

ω **Client:** Program which utilizes the service.

Proxy: Jini equivalent of driver.

How Jini can help device configuration

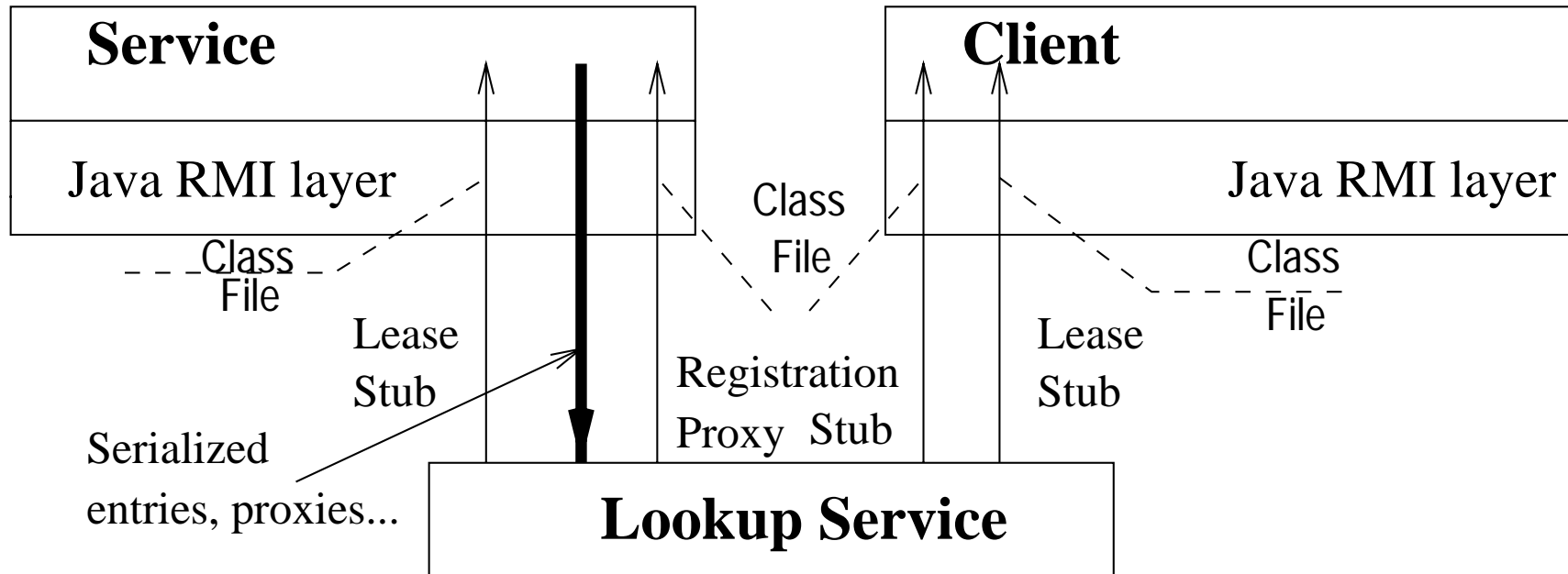
Installation: Drivers downloaded from code server when required.

Configuration: *Proxy* representing the device is downloaded into the client.

Obsolescence: Updating drivers on code server automatically installs them on clients when devices are used.

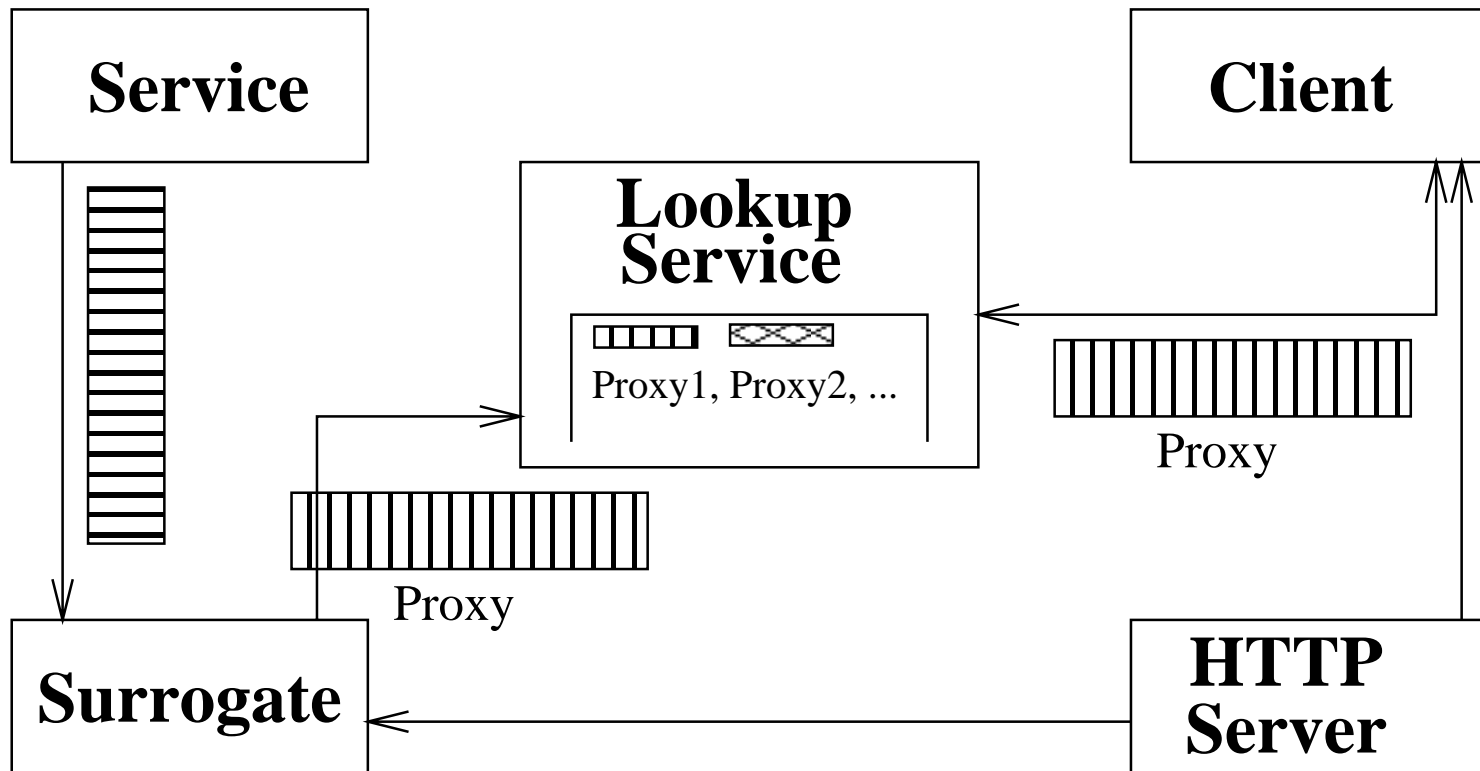
Different systems: Because of Java's platform independence, only one driver has to be written for all systems.

So what's the problem here?



- ✓ Jini is over Java, and uses RMI for certain critical tasks.
- ✓ The current version of the JVM is around 20 Mb.
- ✓ **Needed:** Way to use Jini from a non-Java program

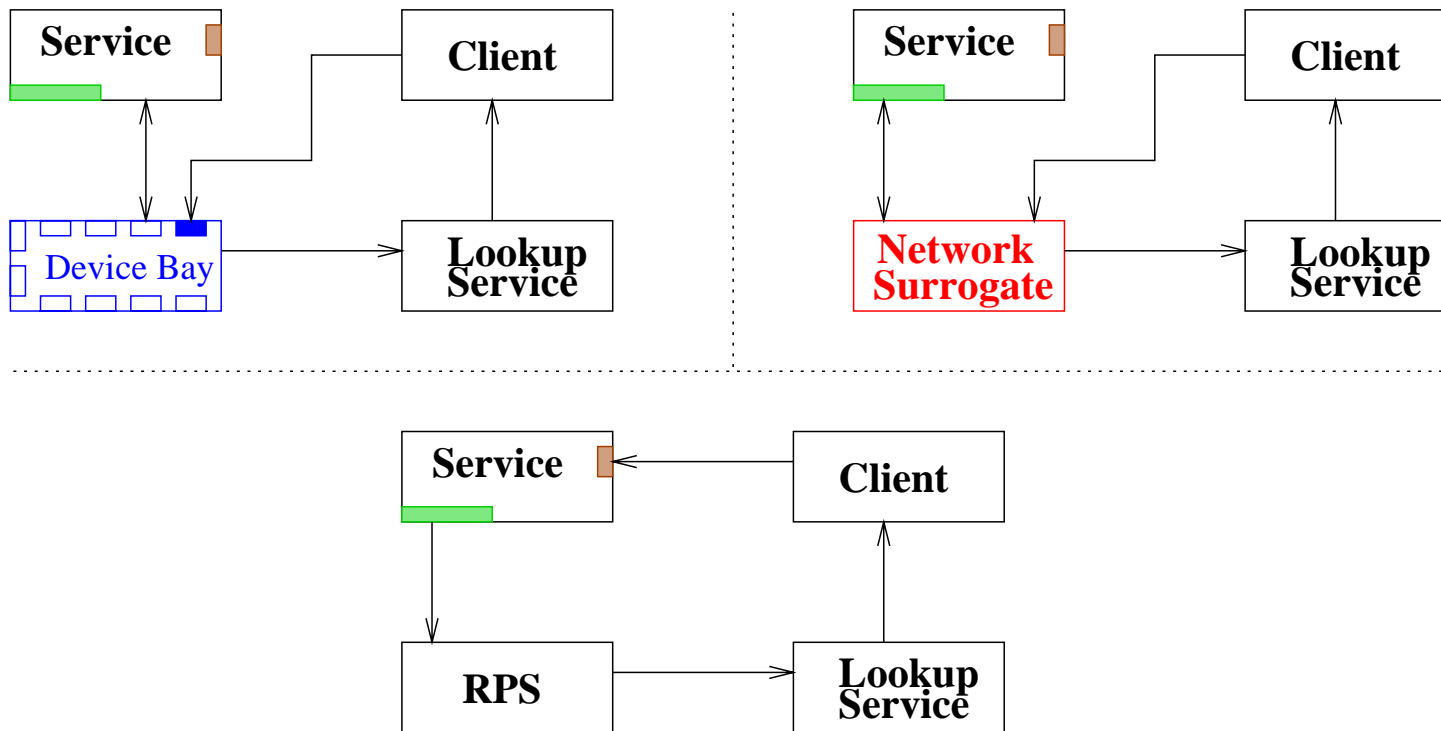
Obvious solution



- **Observation:** Service needs to use Java solely for interactions with Jini system.
- **Solution:** Can delegate Jini interactions to Java surrogate

Options for non-Java devices

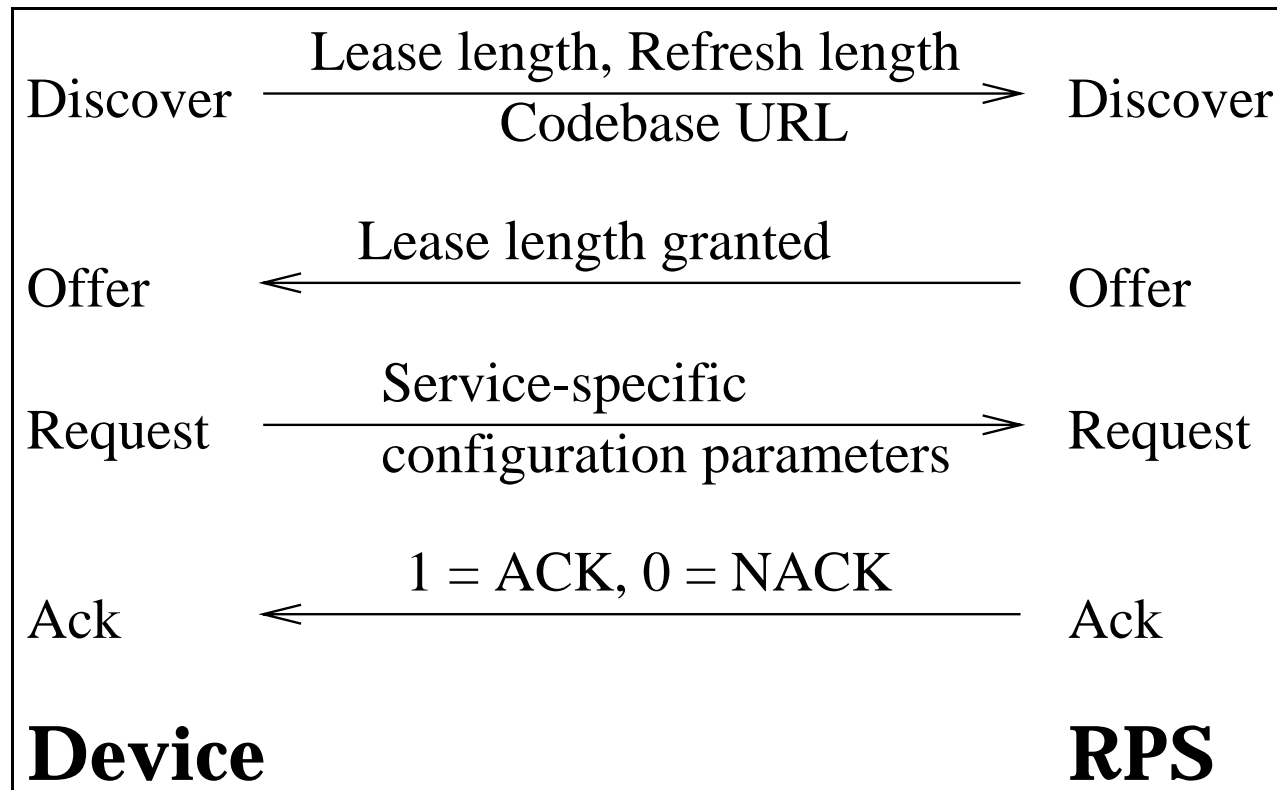
- ✍ Device Bay = poor scalability + poor flexibility
- ✍ Network Surrogate = poor flexibility + poor robustness
- ✍ CORBA (using the RMI-IIOP bridge) = high complexity
- ✍ RPS (Registration Proxy Server) = our choice



Our implementation

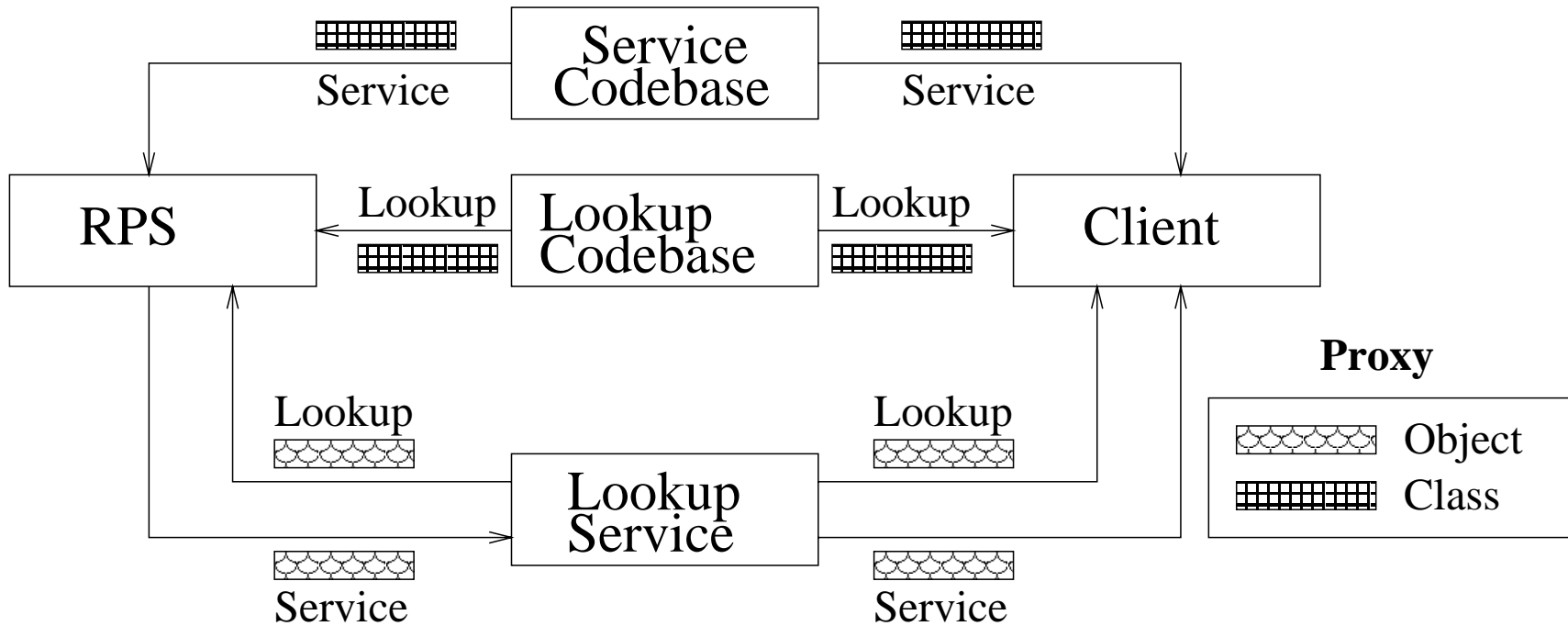
- ✎ Protocol developed for service contacting the RPS to register itself.
- ✎ Protocol verified using CFSM techniques.
- ✎ `MessageService` – returns fixed string when contacted.
- ✎ Implemented on NS486SXF running Nanokernel from UCSC as OS.
- ✎ Implementation issues -
 - ⇒ Code download while obtaining the proxy
 - ⇒ Pinging the embedded device

Communication Protocol



- ⇒ Based on Dynamic Host Configuration Protocol (DHCP)
- 6 ⇒ 2 stages - one to find, second to choose
- ⇒ First stage requires UDP broadcast

Communication with Jini system



RPS:

- ✱ downloads proxy class and instantiates it
- ✱ configures it using parameter string from service
- ✱ registers proxy with lookup service

RPS - Jini system interaction

RPS:

- ☆ downloads proxy class file and instantiates proxy
- ☆ passes device configuration string to proxy
- ☆ performs discovery, finds Lookup services
- ☆ downloads proxy for Lookup service using RMI
- ☆ changes codebase to service codebase
- ☆ registers service proxy with Lookup service proxy
- ☆ changes codebase back to codebase

Client:

- ☆ performs discovery, finds Lookup services
- ☆ downloads proxy for Lookup service using RMI
- ☆ finds service proxy by *lookup* procedure
- ☆ downloads service proxy object from Lookup service
- ☆ downloads service proxy class from service codebase
- ☆ uses service by invoking methods on service proxy

Properties verified using CFSMs

Method from Bochmann(1991) and Sunshine (1979).

Self-synchronization: Can reach normal operation from any state.

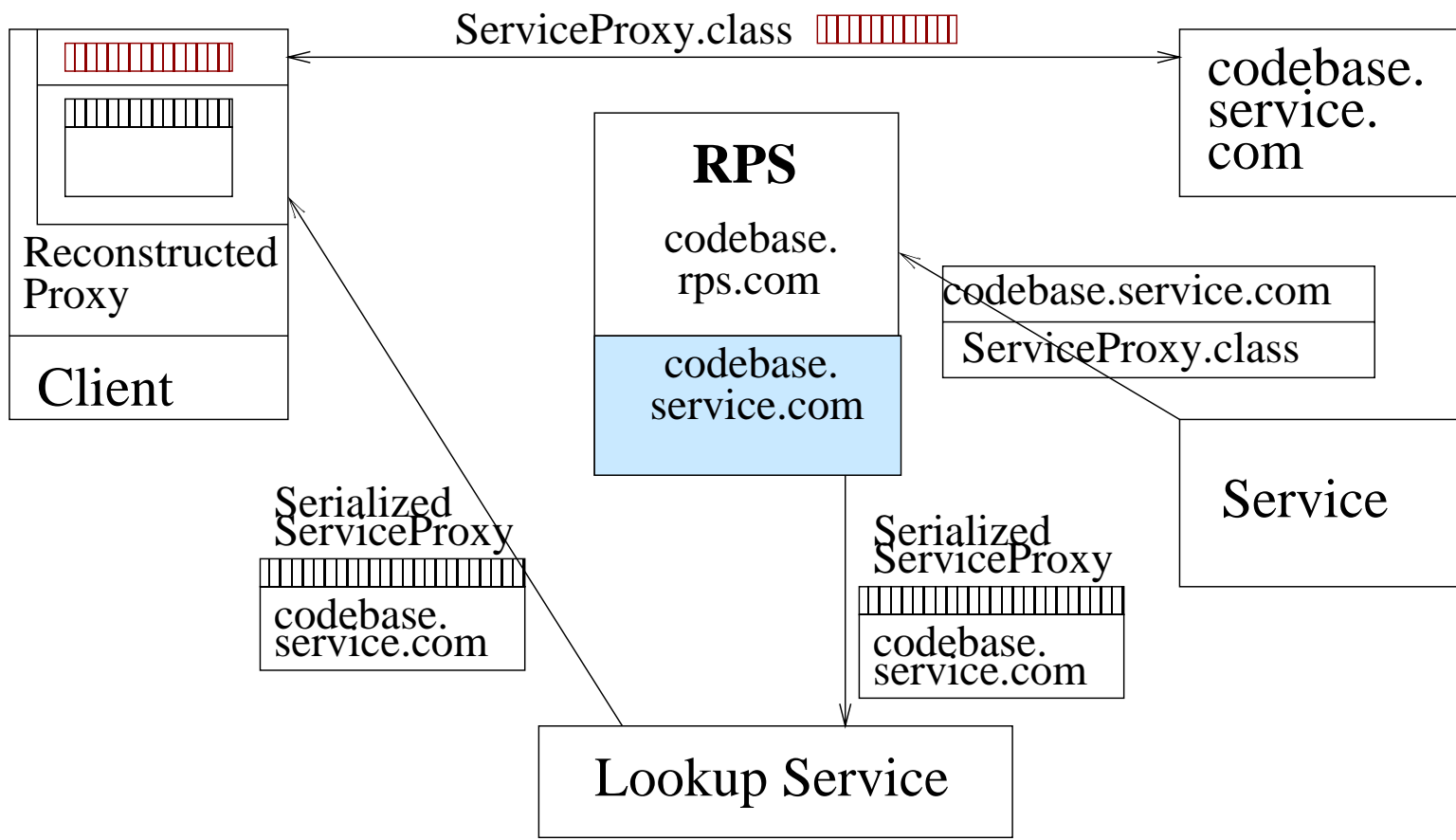
No deadlock: All states have at least one outgoing edge

No livelock: No “bad” loops in the system

Live state: State reachable from all “normal” states

All these properties verified for this protocol.

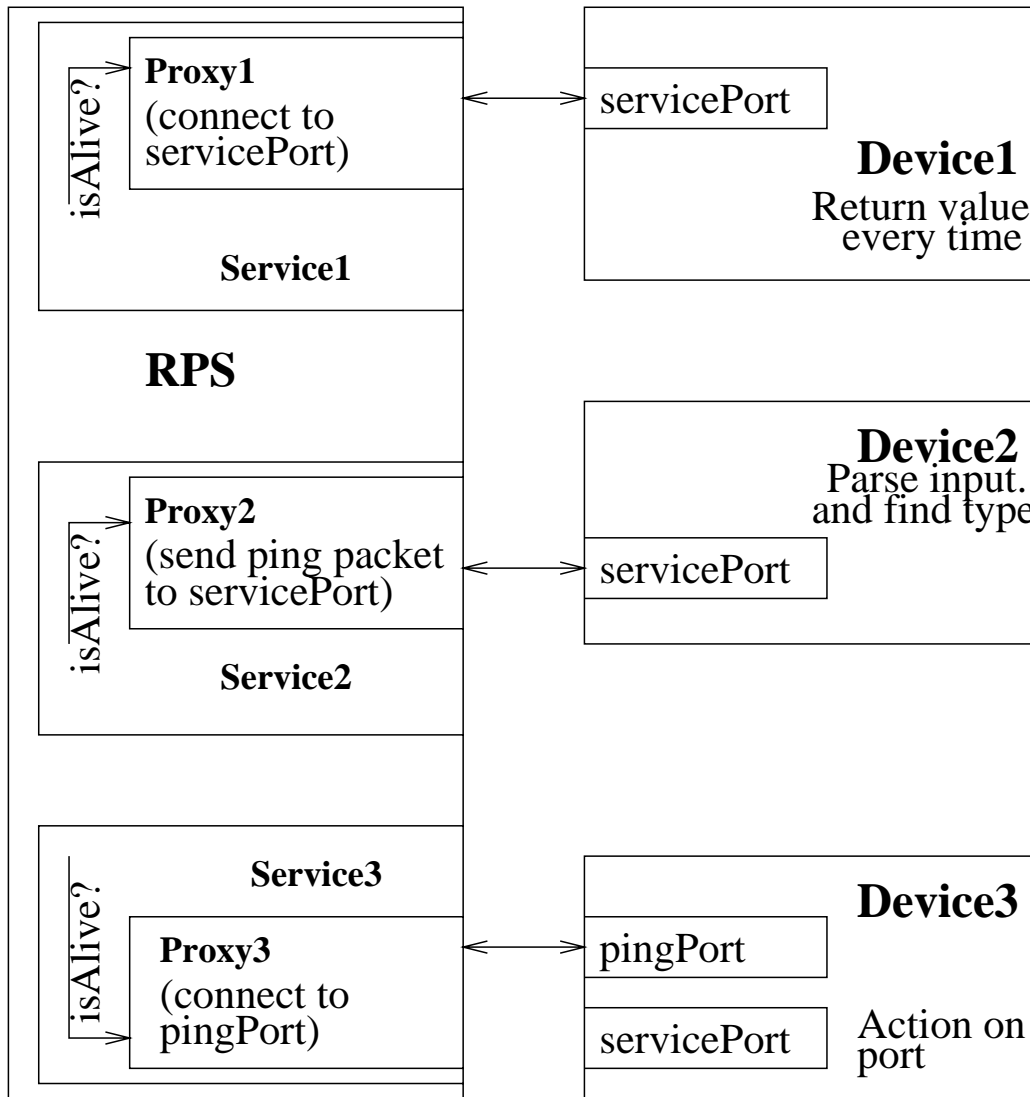
Code Download Issues



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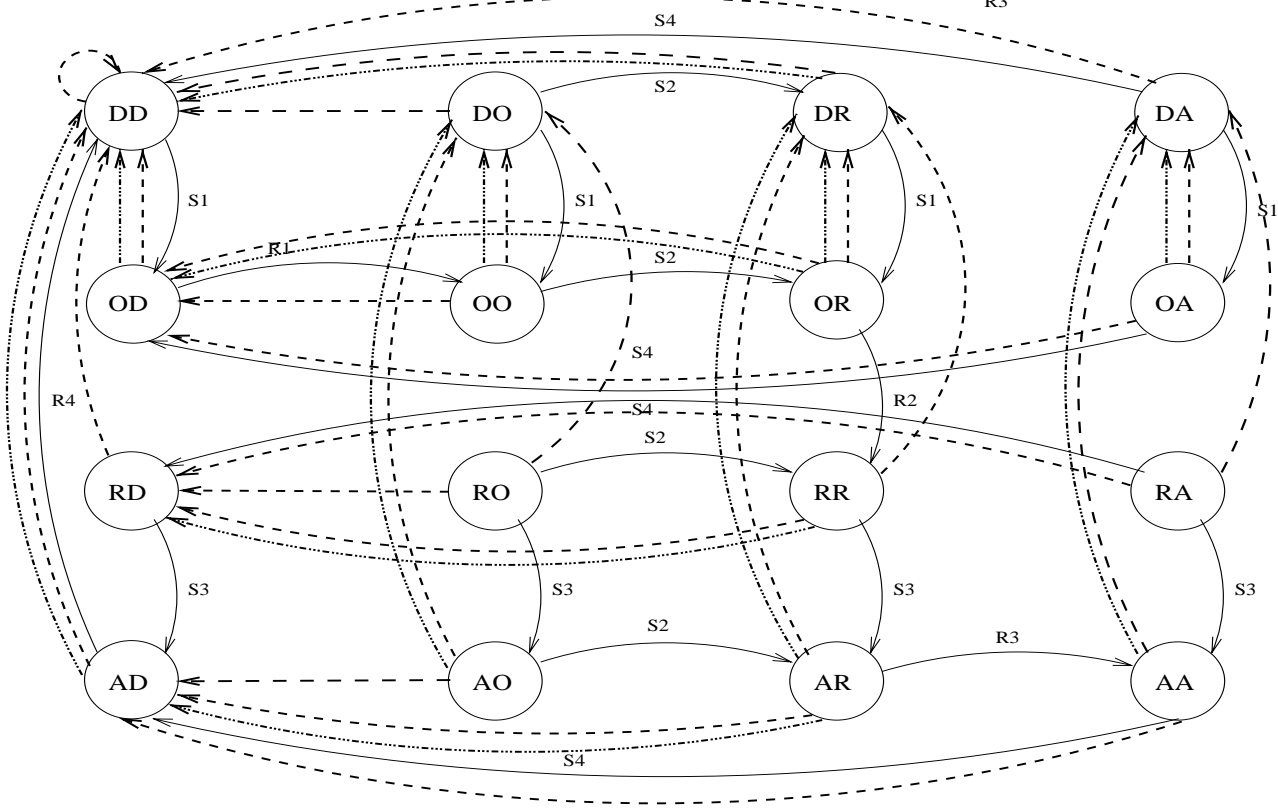
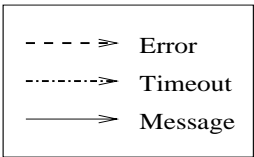
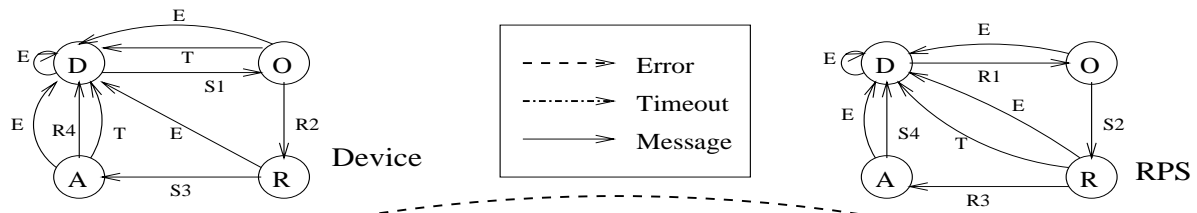
Change codebase in RPS to service codebase
Side effect: Add security property to policy file

Ping Methods



- Different methods suitable for different configurations
- The `isAlive` method in the proxy allows different ping methods used in the same RPS.

Formal Verification



Conclusions

- Jini = set of protocols
- Built on Java
- Handles many of the issues required to plug and use devices
- Difficult to get it to work on embedded devices

But,

- With our modifications, it can!