



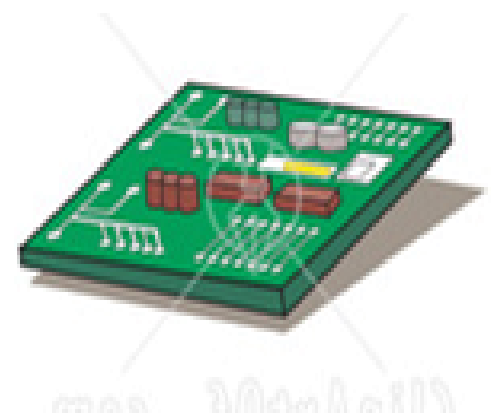
Presented by
Bretny Khamphavong & Nancy White

TinyOS: What is it?

- ▶ Free and open source component based operating system and platform targeting wireless sensor networks (or WSNs)
- ▶ Embedded operating system written in the nesC programming language as a set of cooperating tasks and processes

nesC Basics

- ▶ Dialect of C optimized for the limitations of sensor networks
- ▶ Separation: construction and composition; programs are built out of components, which are assembled to form whole programs



nesC Basics Con't

- ▶ Specification: interfaces intended to represent the functionality that the component provides to its user, interfaces represent the functionality the component needs to perform its job
- ▶ Interfaces are bidirectional and are statically linked to each other via their interfaces

Hardware Platform Constraints

- ▶ Available memory is typically very low
- ▶ Written in such a way to allow for maximum concurrency with only one stack
- ▶ Little processing power for the greatest efficiency

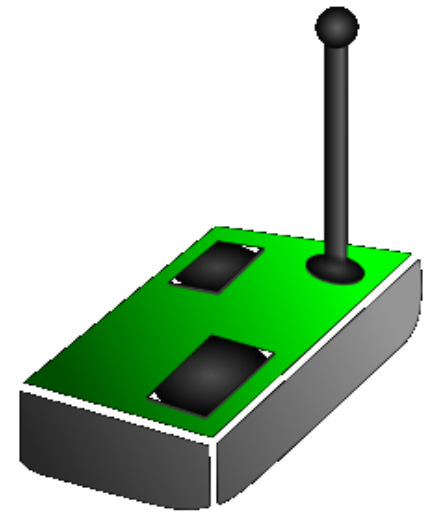


TinyOS is Non-Blocking

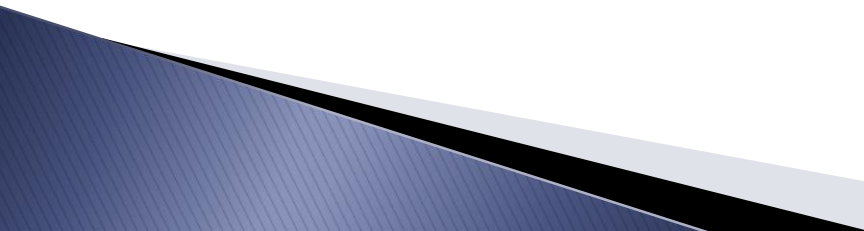
- ▶ Processing can occur while waiting for the input/output (I/O) completion of transmitted data
- ▶ Example: Command line utility asking for a user's input
 - Normal execution occurs while waiting
 - Information appropriately processed when received

Transmitting Information

- ▶ Works from one wireless sensor to another
- ▶ All I/O operations lasting longer than a few hundred microseconds are made asynchronous via callback
- ▶ Creates key feature of non-blocking I/O from a single stack



Callbacks

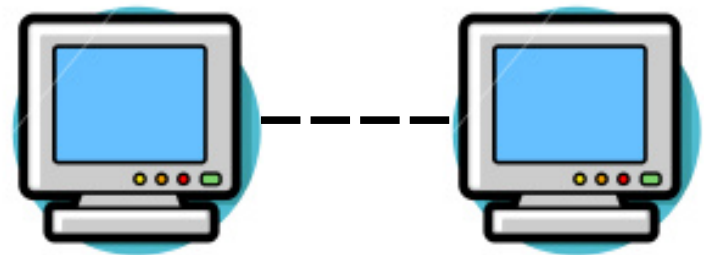
- ▶ Way to reference an executable piece of code by another executable piece of code
 - ▶ Applications written for TinyOS need to be able to provide pieces of code that can be executed when the transmission of data or I/O operation is complete
 - ▶ TinyOS uses these “events” extensively, and they are linked into the application to increase performance
- 

Enabling Performance Abilities

- ▶ Programmers must understand new programming concepts:
 - Instead procedural code, complex tasks are linked together through a series of events
 - Tasks can be scheduled at a later time from a FIFO queue
 - Sufficient for high I/O applications, but may be problematic for high CPU applications

Deferred Procedure Call

- ▶ Takes higher procedure tasks and executes them before the less important tasks.
- ▶ The operating system can also post tasks that do not need to be run immediately
- ▶ The tasks are done in a first in first out or FIFO order
- ▶ The compiler converts the code into binary

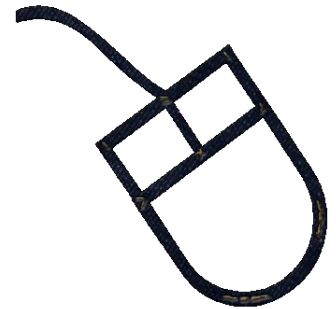


GNU Toolchain

- ▶ GNU Toolchain: blanket term for a collection of programming tools produced by the GNU Project
- ▶ GNU Project: was developed to create a complete Unix-like operating system of free software

GNU Toolchain Con't

- ▶ These tools form a toolchain or suite of tools used in a serial manner to develop applications and operating systems
- ▶ GNU toolchain was very important in developing software for embedded systems



In Conclusion...



- ▶ TinyOS is a light weight operating system which emphasizes low resource usage and high concurrency for I/O operations
- ▶ Concept of event handlers are common in some programming areas, but challenges and exposes developers to a different level of thinking

References



- ▶ TinyOS Wikipedia:
<http://en.wikipedia.org/wiki/TinyOS>
- ▶ TinyOS Documentation Wiki:
<http://docs.tinyos.net/>
- ▶ Callback (computer science) Wikipedia:
[http://en.wikipedia.org/wiki/Callback_\(computer_science\)](http://en.wikipedia.org/wiki/Callback_(computer_science))
- ▶ Asynchronous I/O Wikipedia:
http://en.wikipedia.org/wiki/Asynchronous_I/O
- ▶ GNU Project: <http://www.gnu.org/>
- ▶ GNU toolchain:
http://en.wikipedia.org/wiki/GNU_toolchain