

OS and language independent network shared memory

- Challenges
- Targets
- Realization
- Usage



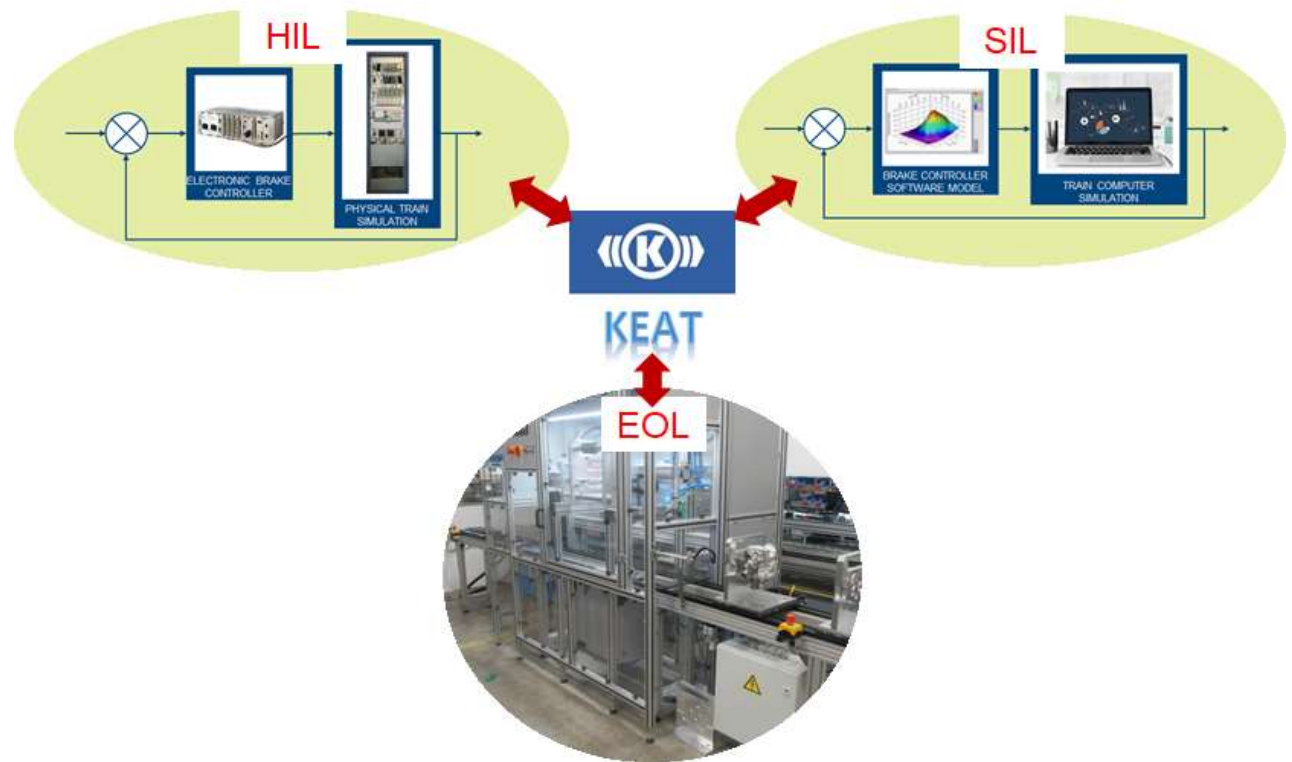
Challenges - 1.

- Railway applications – railway requirements
 - 30 year life cycle for products and even for test environment
 - Documentation according to EN50128
- Integration LabVIEW – C, C++, C# – Python – Oracle technologies in one single platform



Challenges - 1.

- >20k unique test project vs. 1 test platform
- Number of IO points: 300 – 50,000
- Number of test steps: 500 – 4,000,000



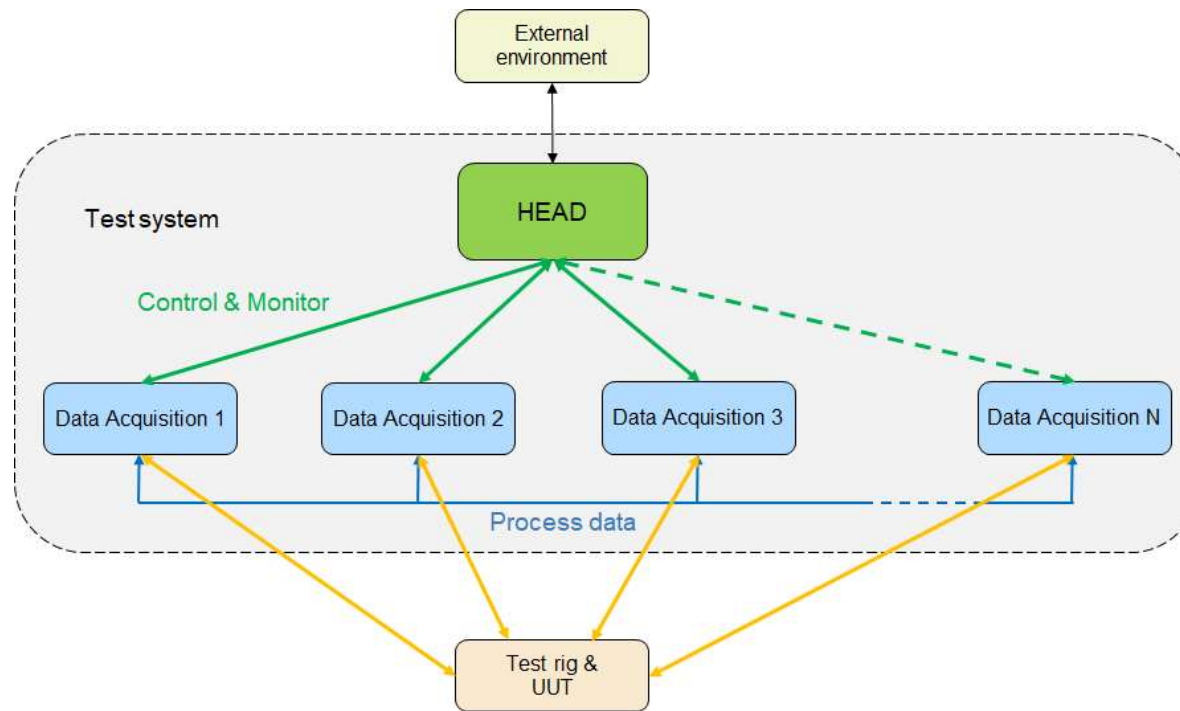
Challenges - 1.

- Any product
- Any test method
- With 30 year support



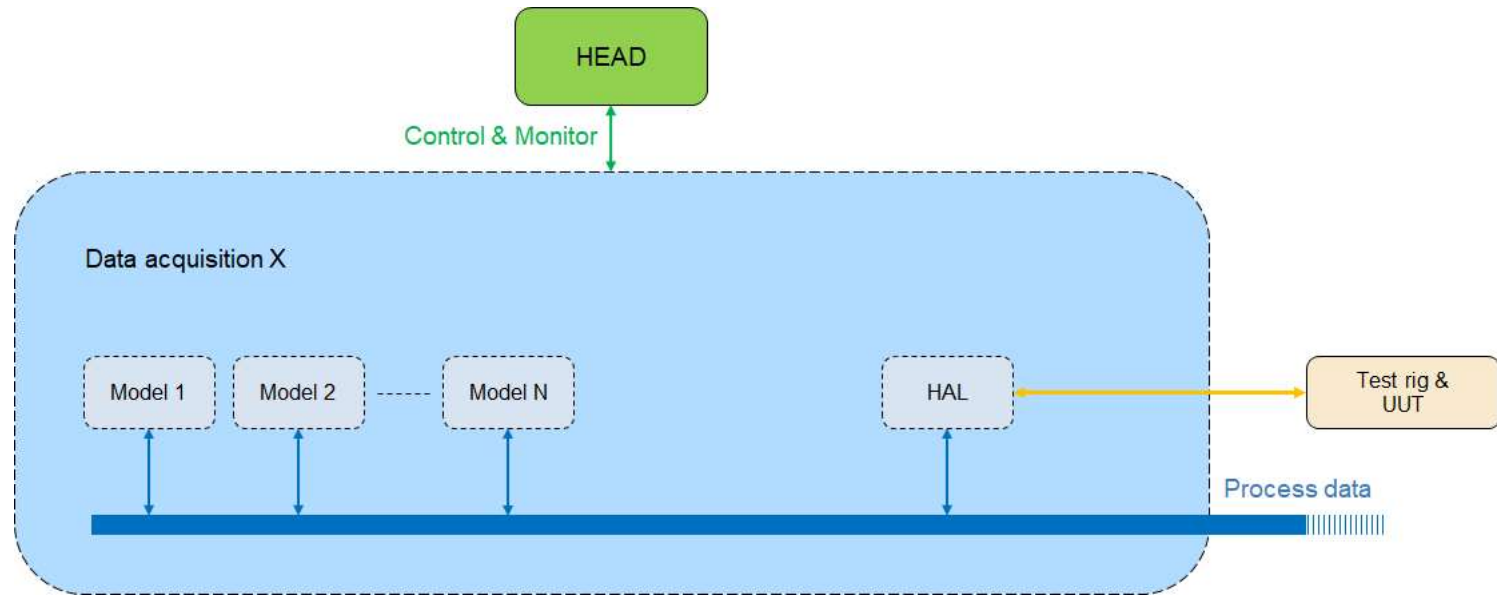
Challenges - 2.

- Microservice architecture
- Any data type



Challenges - 2.

- Microservice architecture
- Any data type



Targets

- Every Consumers shall be able to access the necessary data in different processes running on different machines
- The system doesn't contains unexplicable artificial elements
 - Artificial "Master"
 - Artificial cycle times
- Automated priority and conflict handling
- It shall be established when the data is created
- It shall be established that the data is valid or not
- Every known data types shall be handled
- Every data shall be accessible for read / write in parallel
- Data handling shall be independent from OS and language
- The solution shall be portable
- The solution doesn't requires special hardware
- The solution doesn't requires license



Realization

- Which solution should be selected?
 - Standard solution
 - Reflective memory
 - OPC-UA
 - PROFINET
 - MQTT
 - ...
 - Proprietary solution

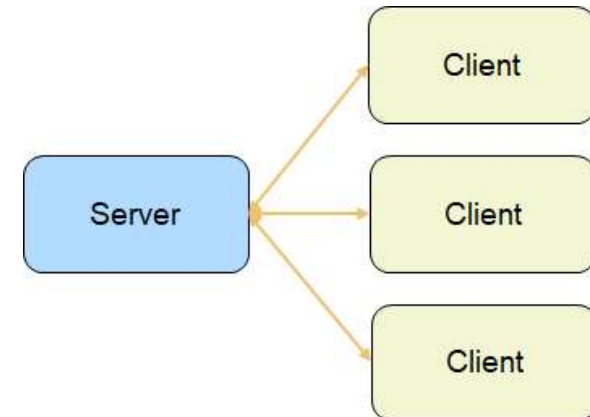
Realization – case study

- Reflective memory?
 - Fast (some us per node)
 - Requires special hardware (card + HUB)
 - No event from write / data change. When shall be read the data in which cycle time?
 - Only ring topology
 - Priority and conflict handling on the consumption side
 - Handling of time stamps and validity on the consumption side

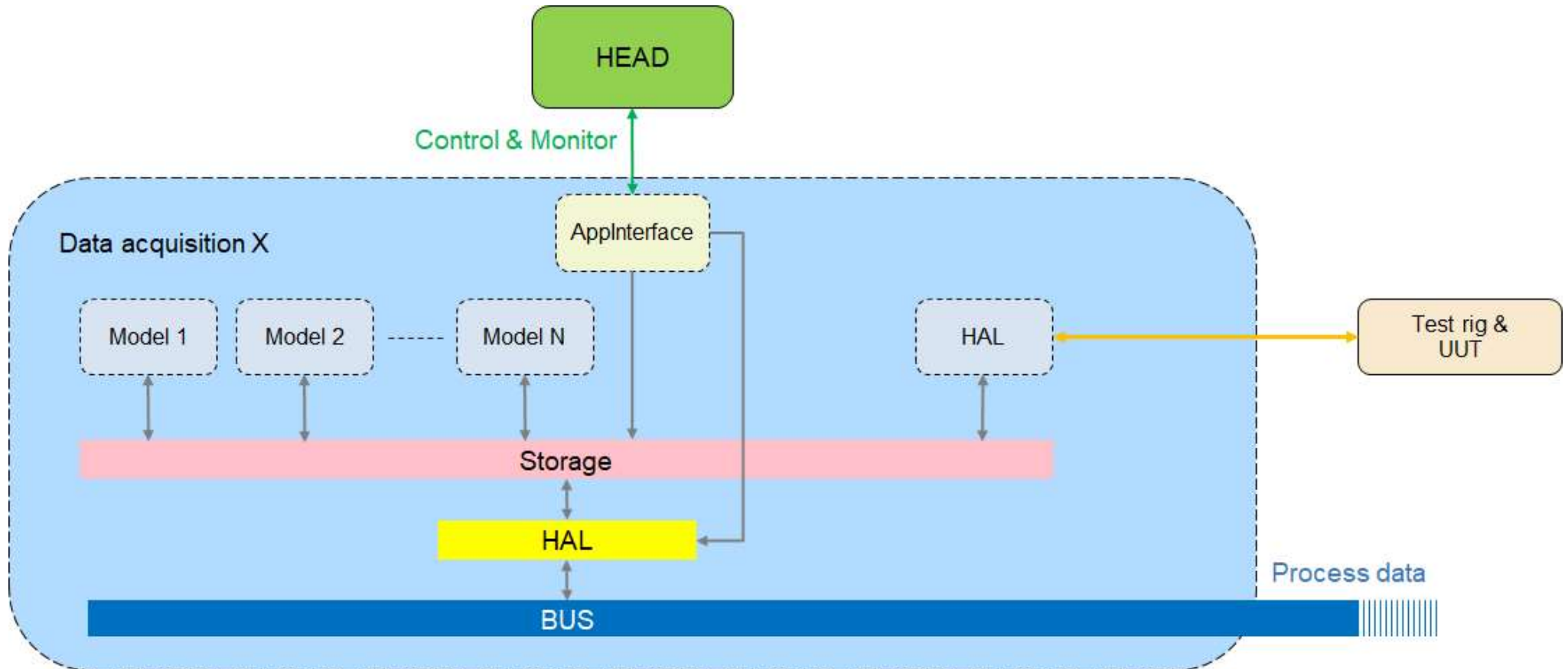


Realization – case study

- OPC-UA?
 - Widespread
 - Existing APIs
 - Who is the Server?
 - Double route of data
 - Priority and conflict handling on the consumption side
 - Handling of validity on the consumption side
 - LabVIEW Toolkit:
 - Requires license
 - Bugs
 - Too slow

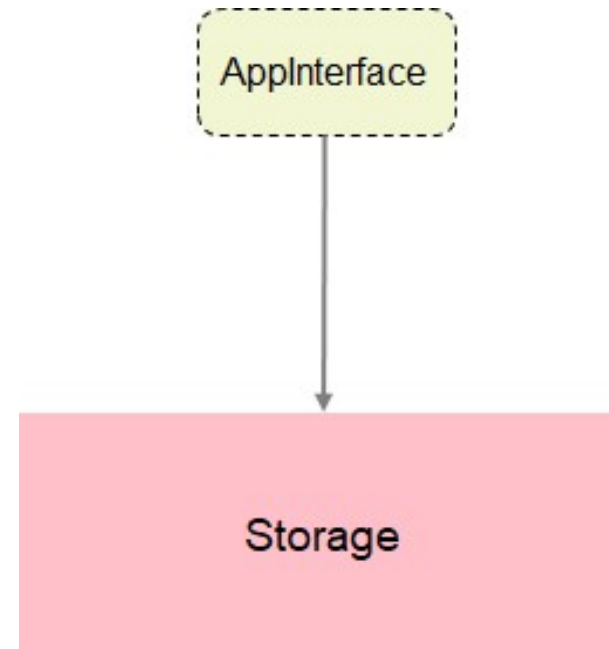


Realization



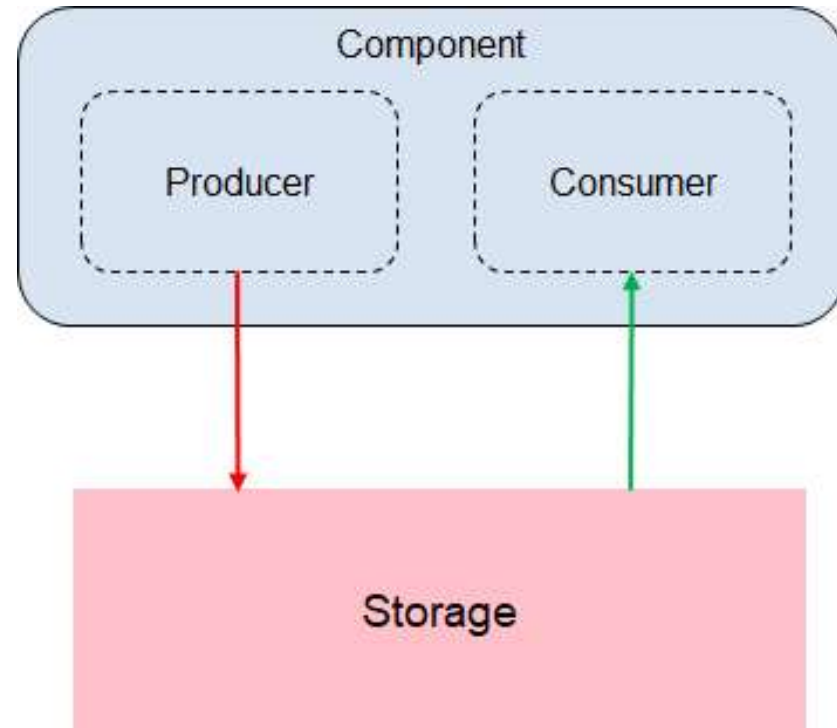
Realization

- Control
 - Creation
 - Configuration of the items
 - Startup value / time stamp / validity
 - Data type
 - Priorities
 - Closing



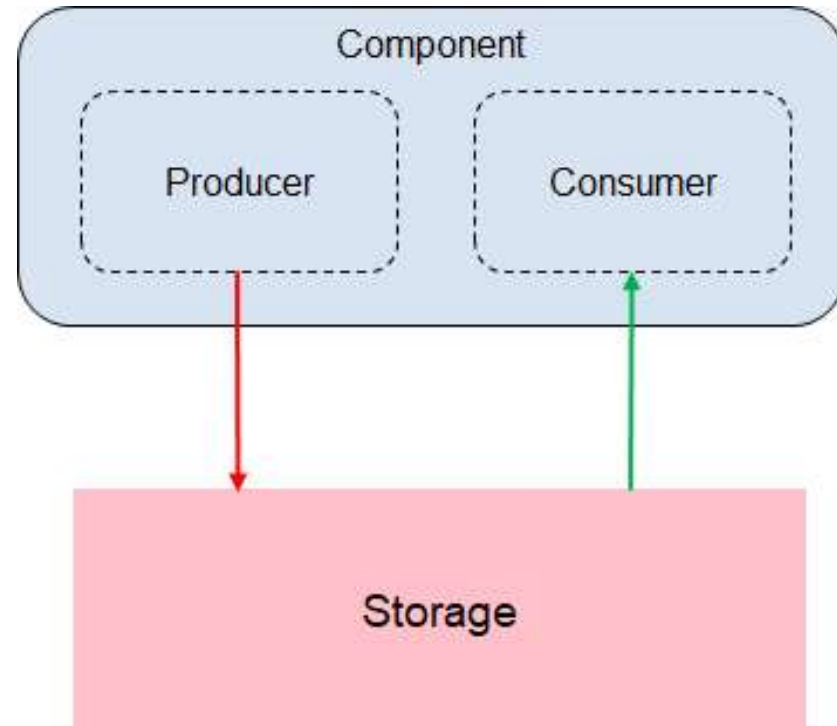
Realization

- Data access
 - Write
 - Read



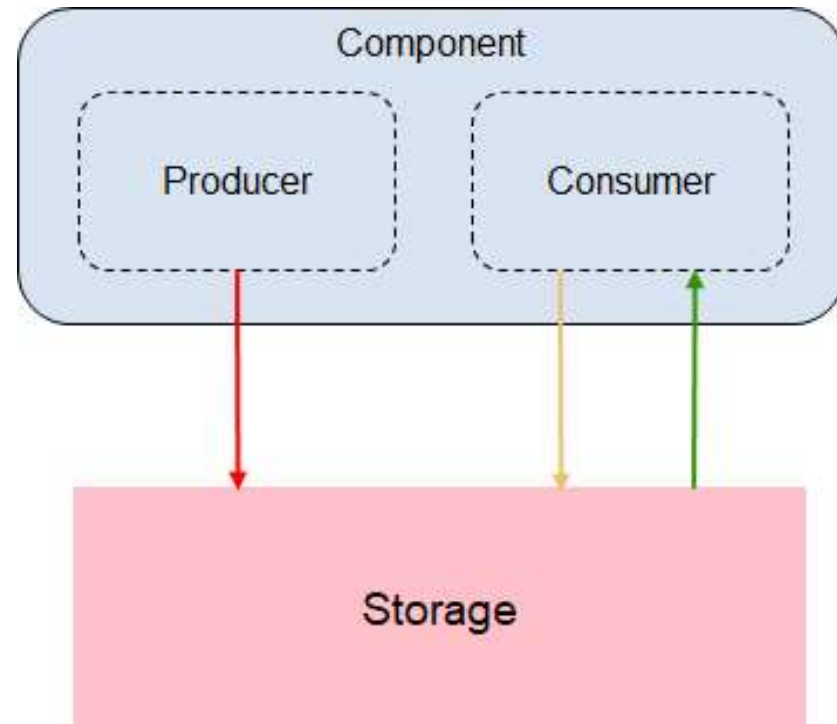
Realization

- Data access
 - Write
 - Read
- Cyclic Models
 - Reading inputs
 - Writing outputs
- Test Execution APP
 - Writing Stimulies
 - Reading any data



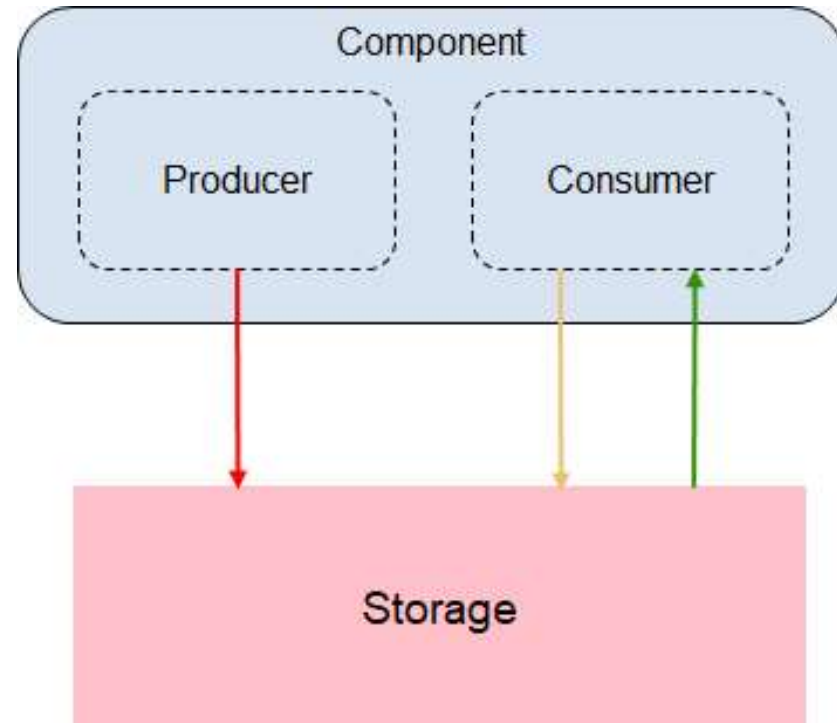
Realization

- Data access
 - Writing
 - Registration
 - Event callback from any data change
 - All required data
 - Only changed data



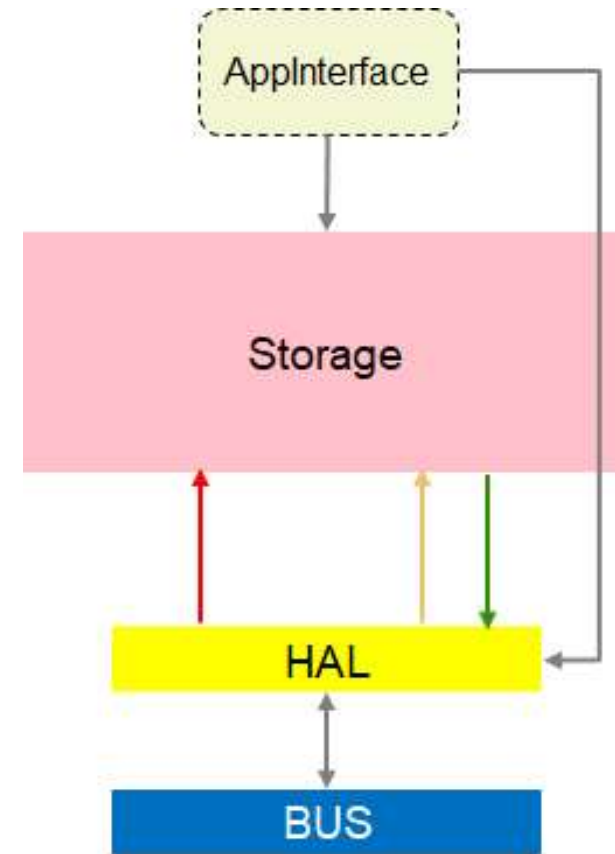
Realization

- Data access
 - Writing
 - **Registration**
 - Event callback from any data change
 - **All required data**
 - Only changed data
- *Event-based Models*
 - *Running the Model only after any input is changed*
- *Every outputs generated by a data acquisition APP*

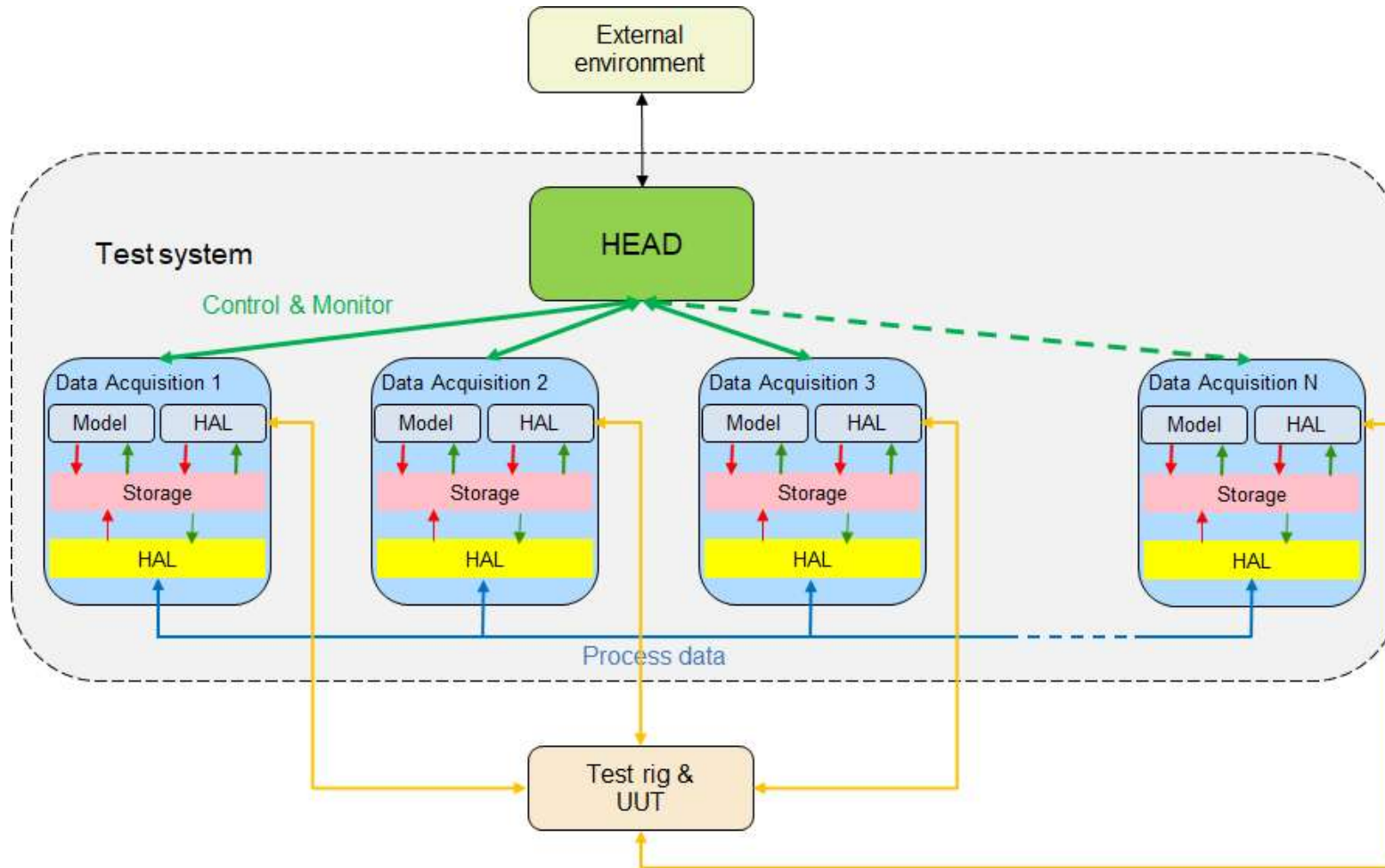


Realization

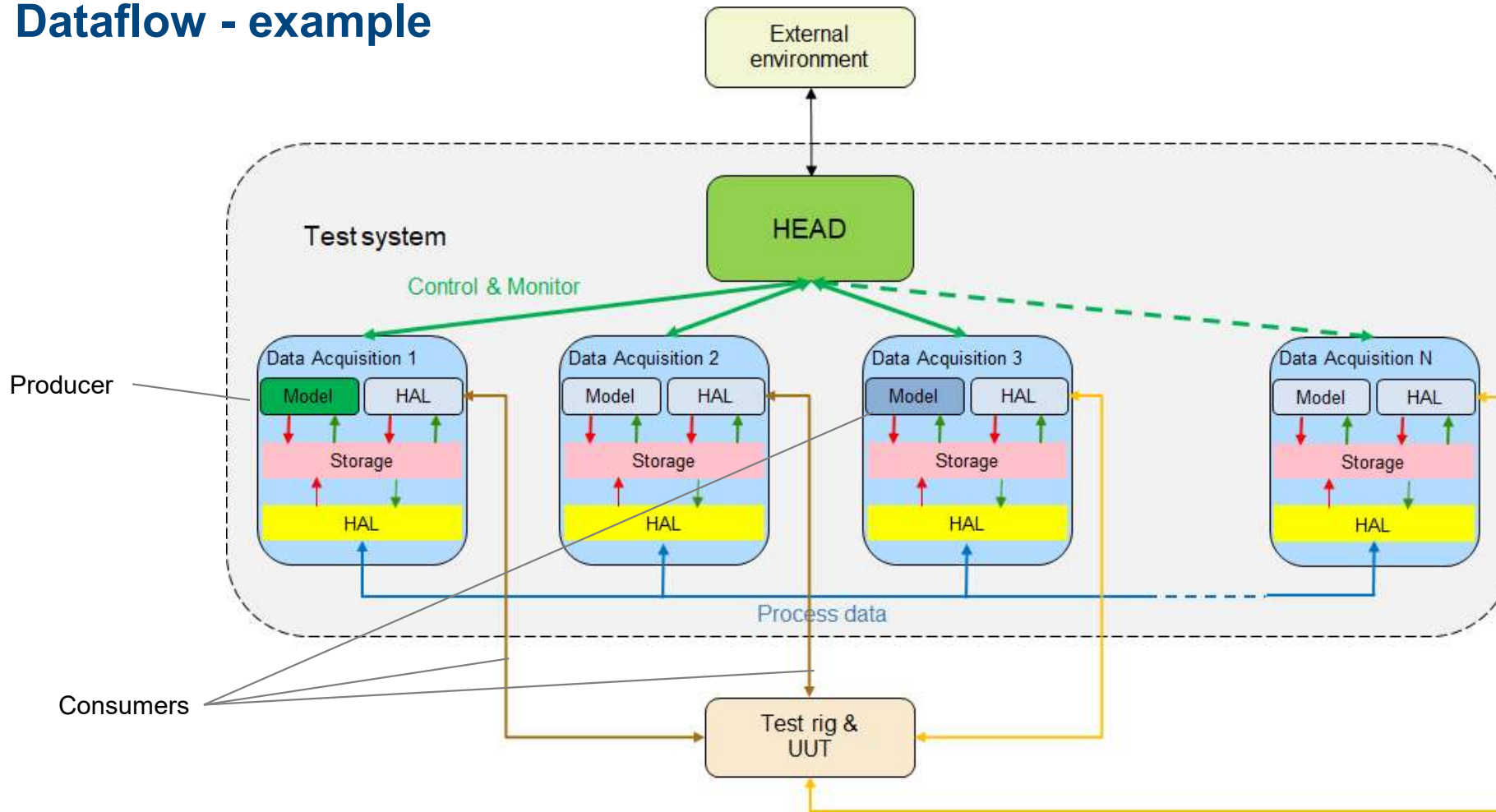
- Data access
 - Writing
 - **Registration**
 - Event callback from any data change
 - All required data
 - **Only changed data**
- Event-based Models
 - Running the Model only after any input is changed
- Every outputs generated by a data acquisition APP
- **Communication layer for data synchronization**



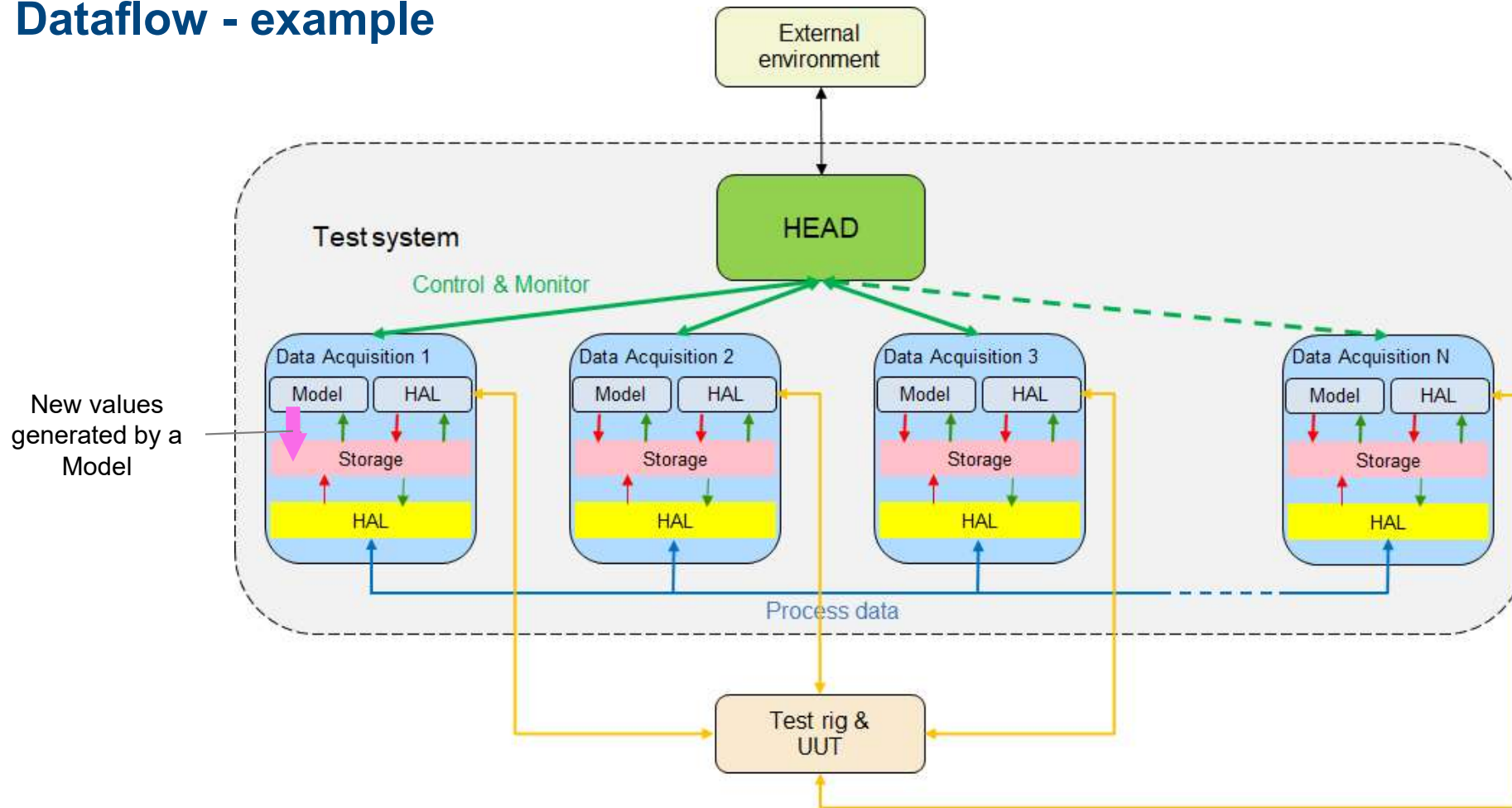
Usage



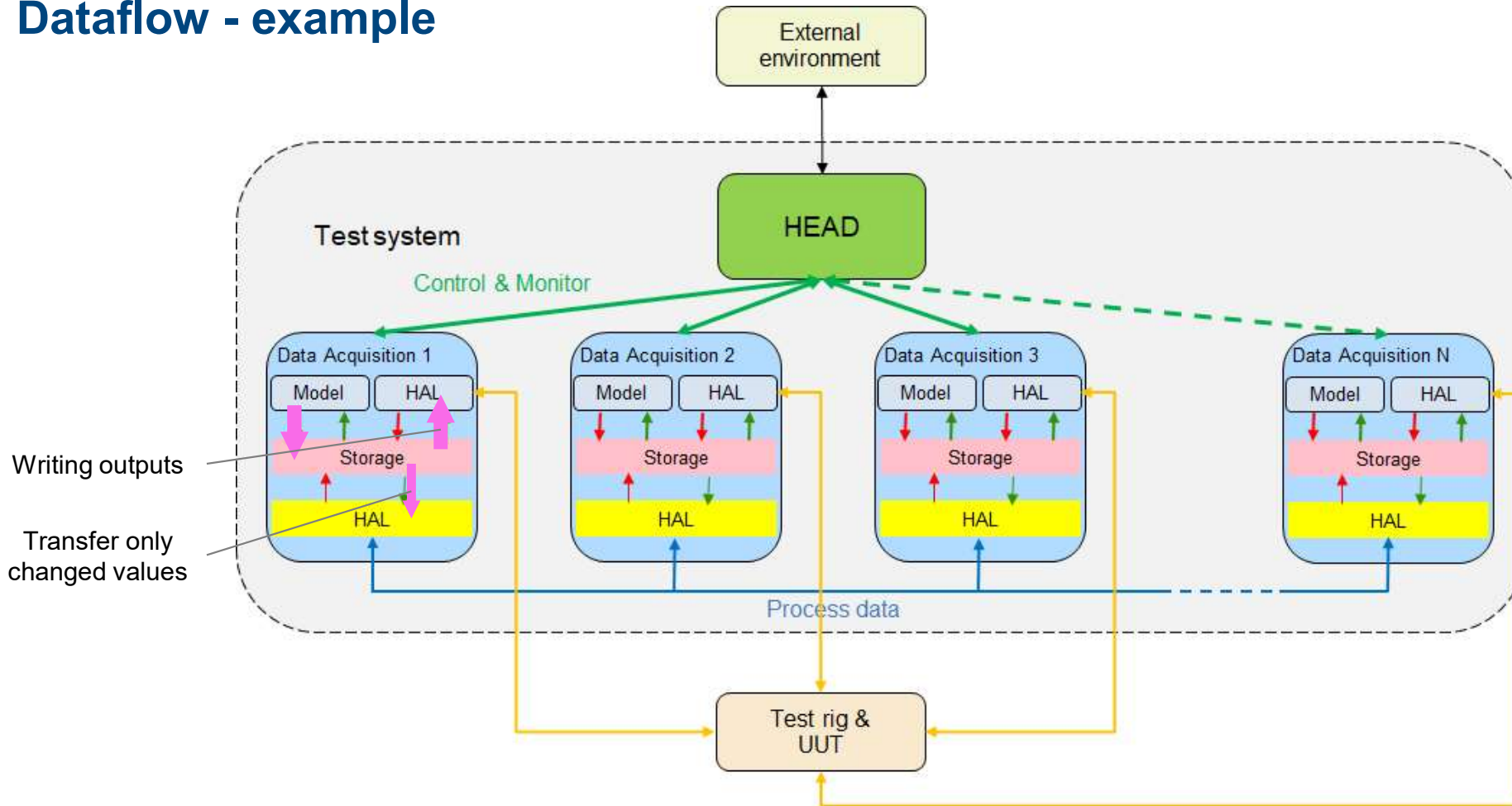
Dataflow - example



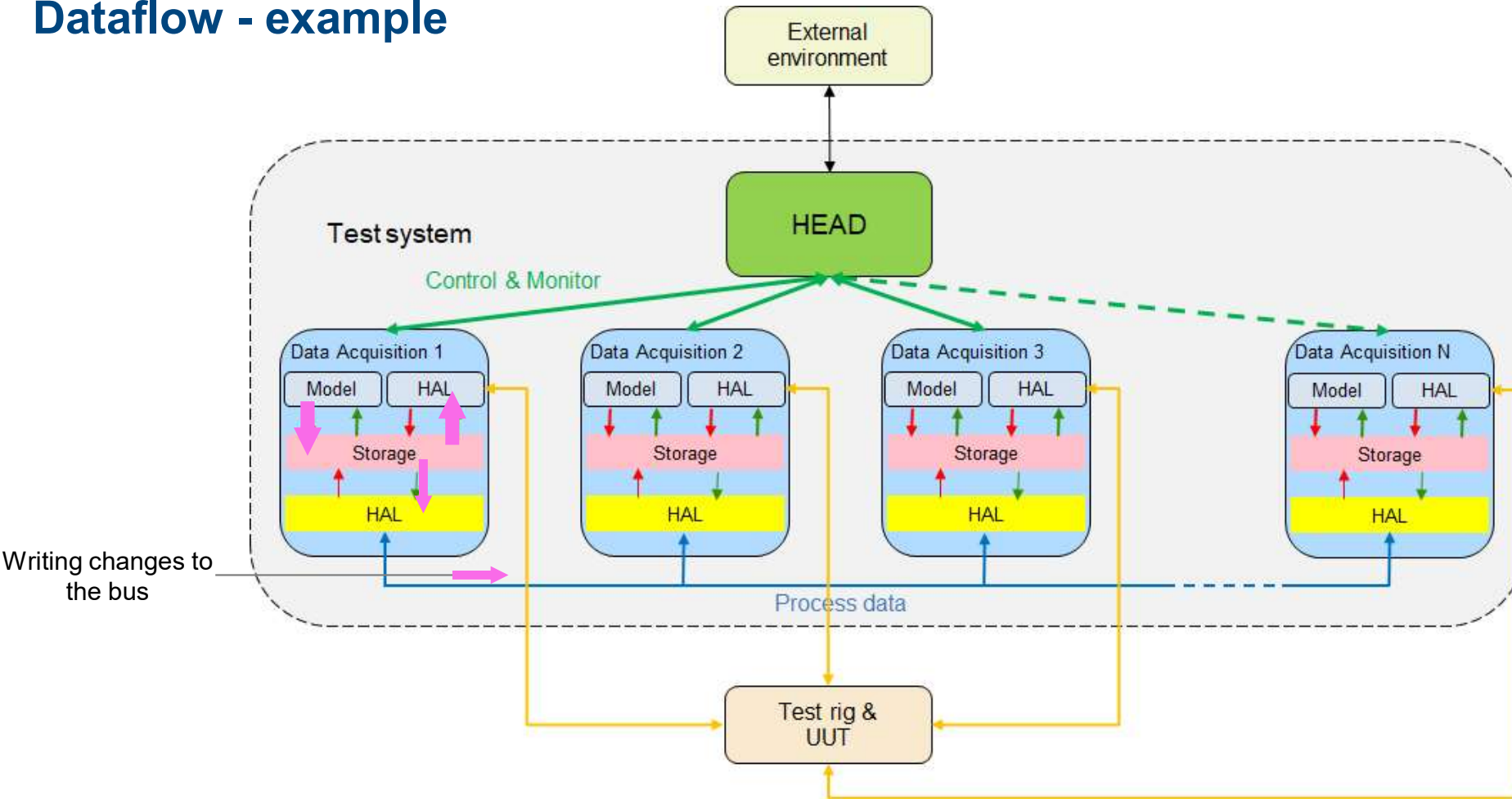
Dataflow - example



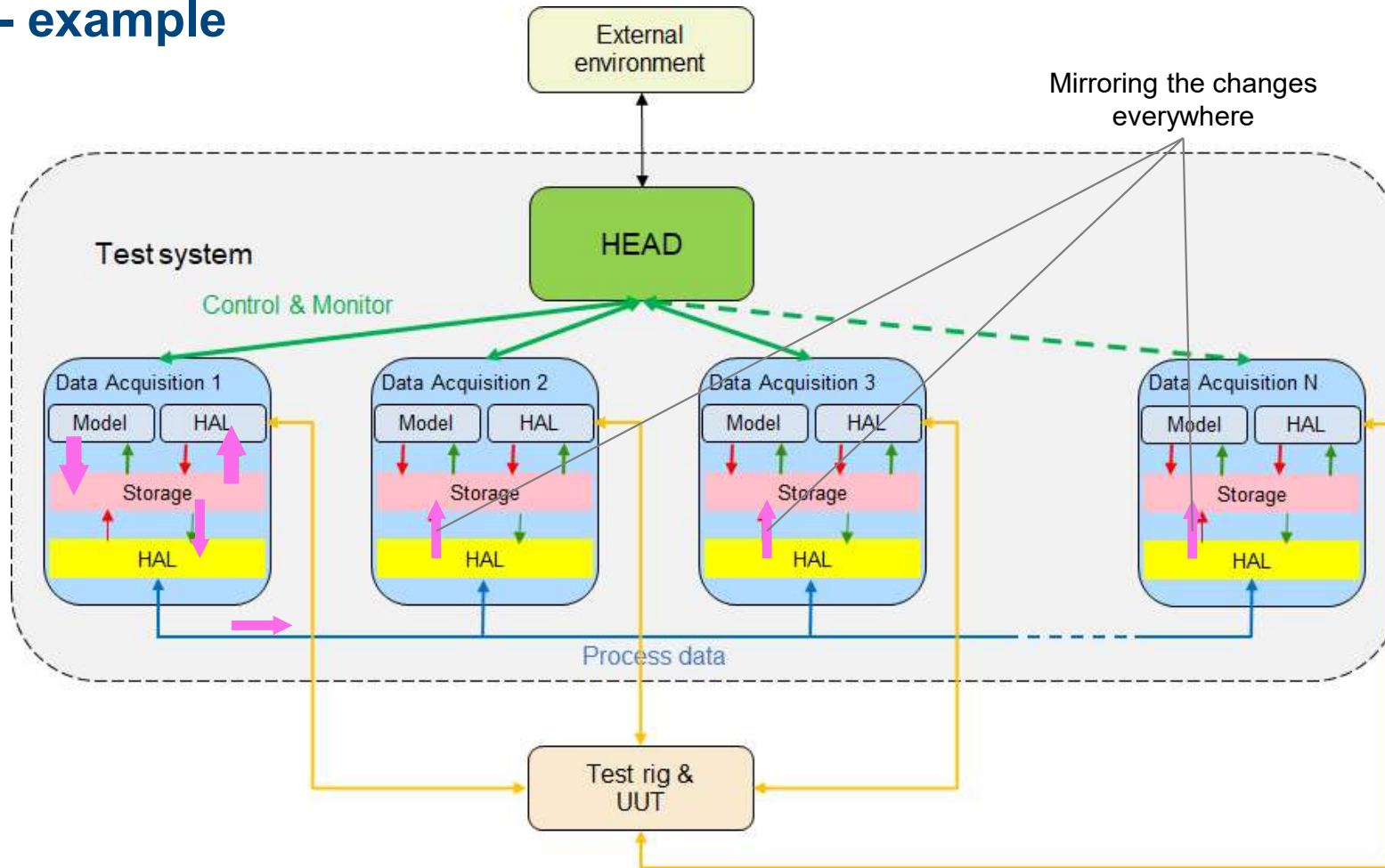
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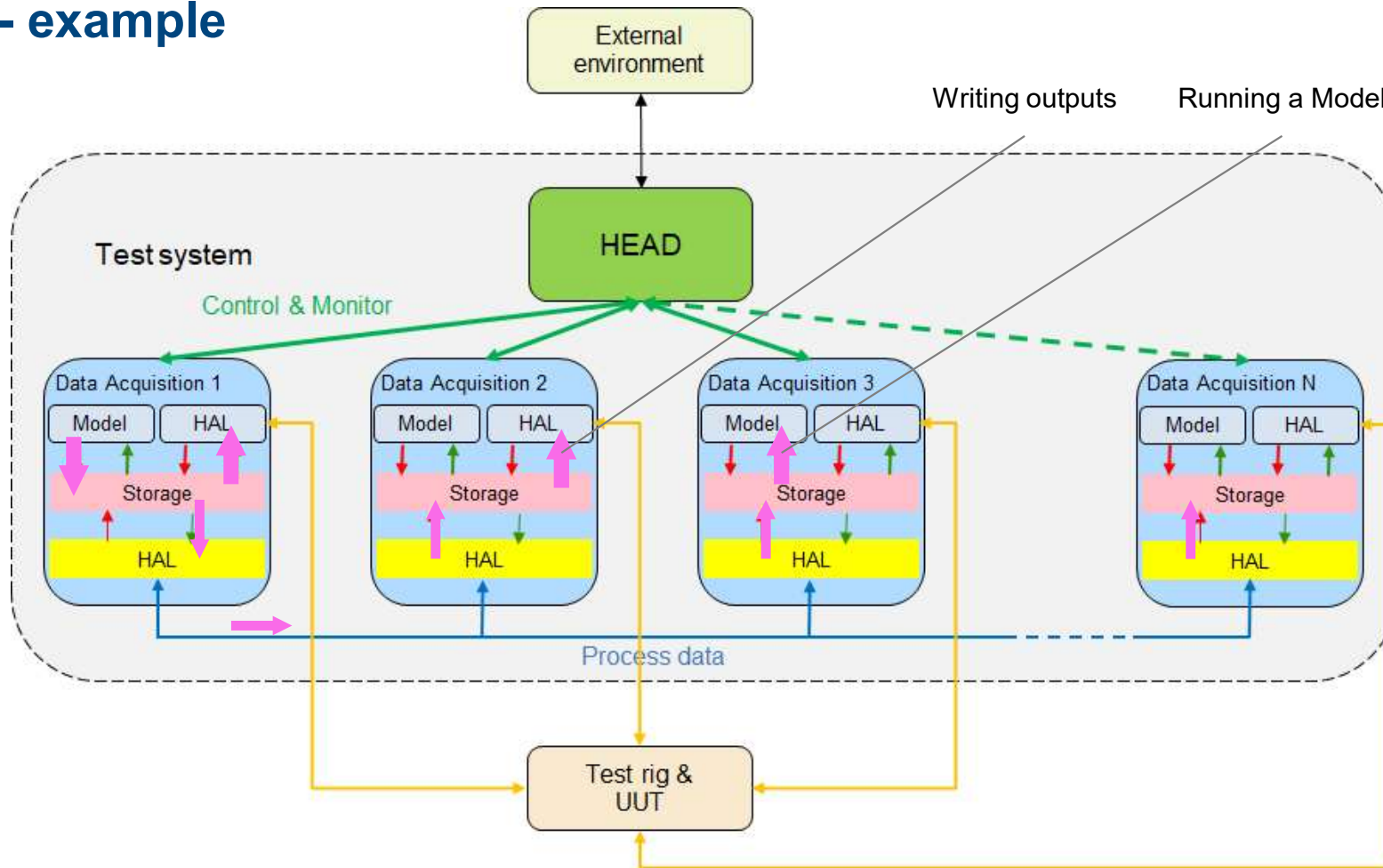
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Dataflow - example

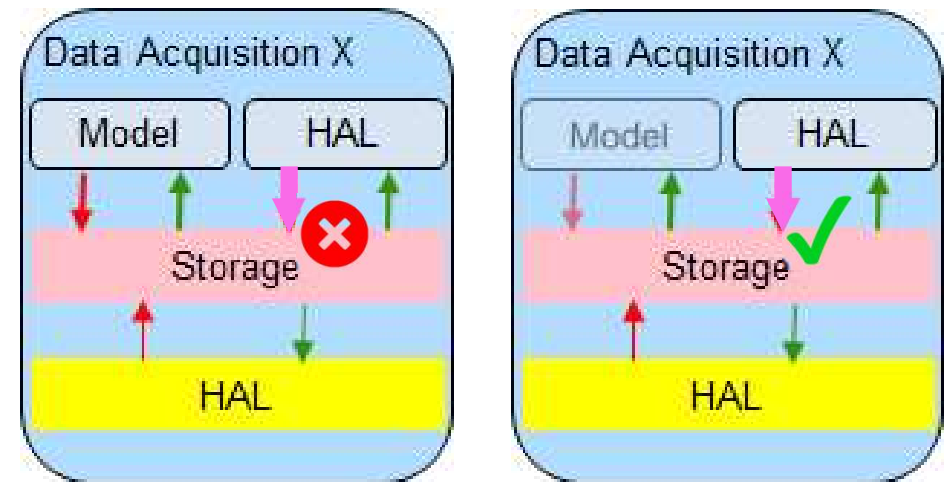


Dataflow - example



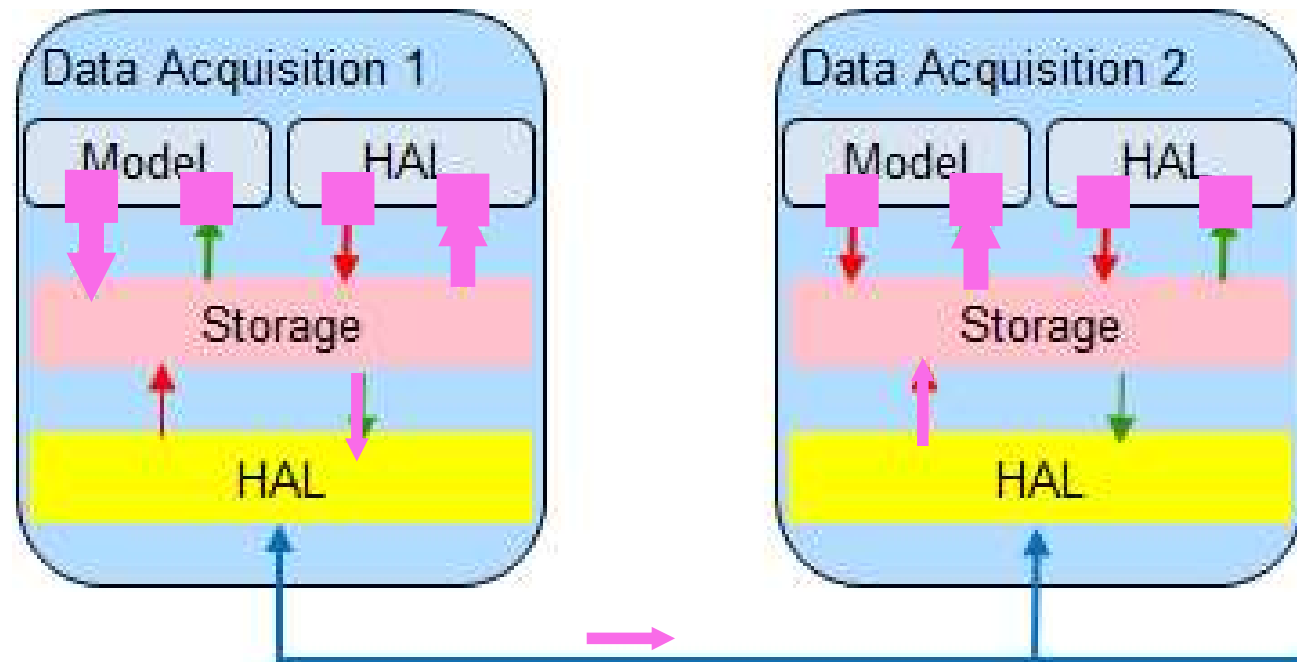
Integrated data protection

- Only one unique producer at the same time for the same data
- Writing access could be changed dynamically



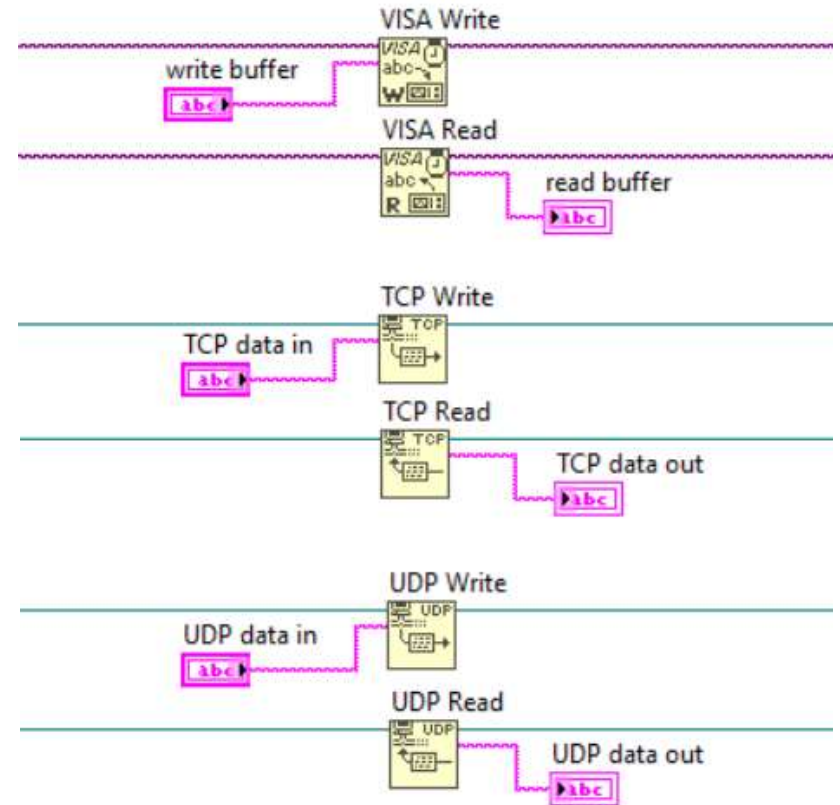
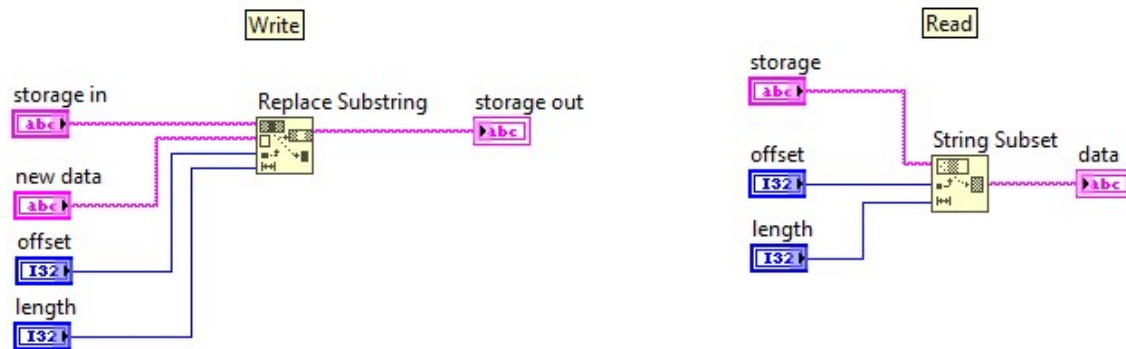
Data integrity and performance

- Data conversion exclusively on the interfaces
- Using the same data type in the whole system without any conversion
- Change-based communication



Data integrity and performance

- Data conversion exclusively on the interfaces
- Using the same data type in the whole system without any conversion - **string**
- Change-based communication

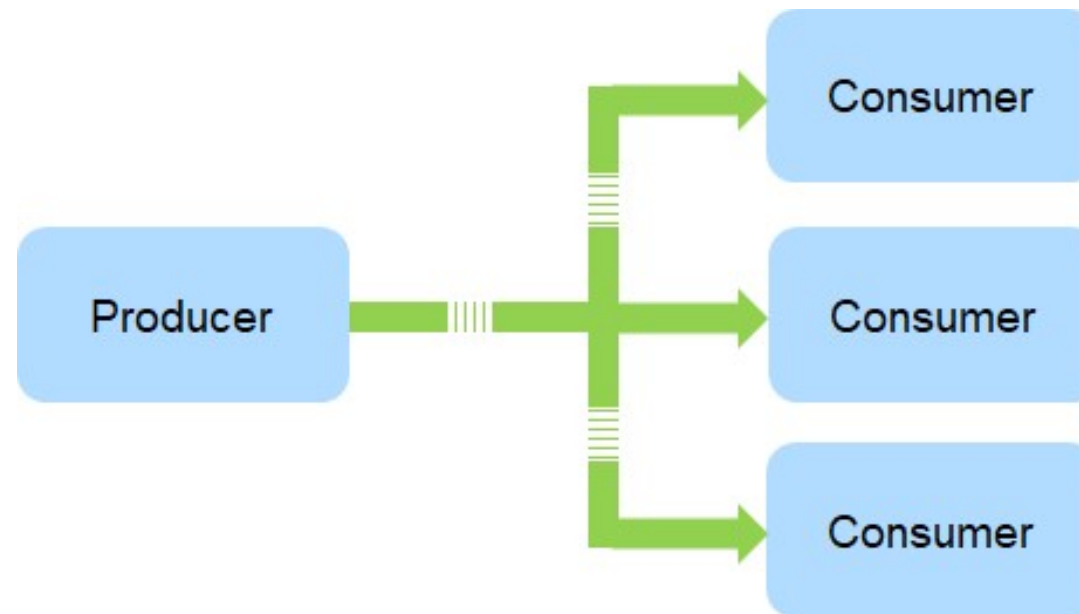


Summary

- Change-based communication
- Automatic event from data change
- No conversion between write and read
- Integrated priority and conflict handling
- Integrated time and validity information for each data
- One single internal data type – any data type could be converted
- Every data are accessible in parallel
- OS and language independent
- Portable
- No special hardware demand
- No special license demand

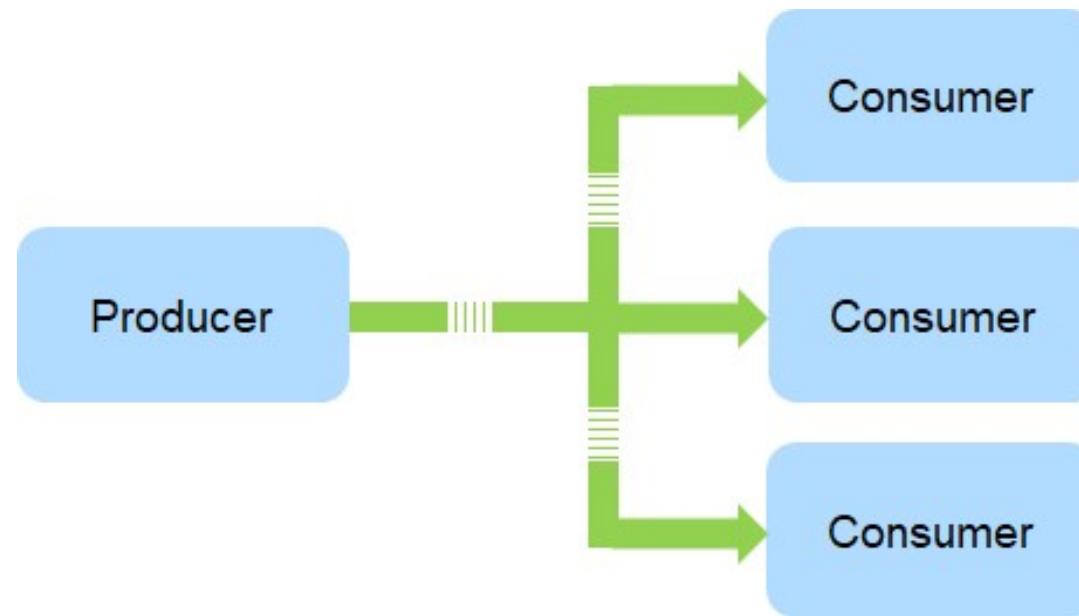
Performance

- Network-dependent
 - 100MB/s
 - 1GB/s
- Protocol-dependent
 - TCP/IP
 - UDP



Performance

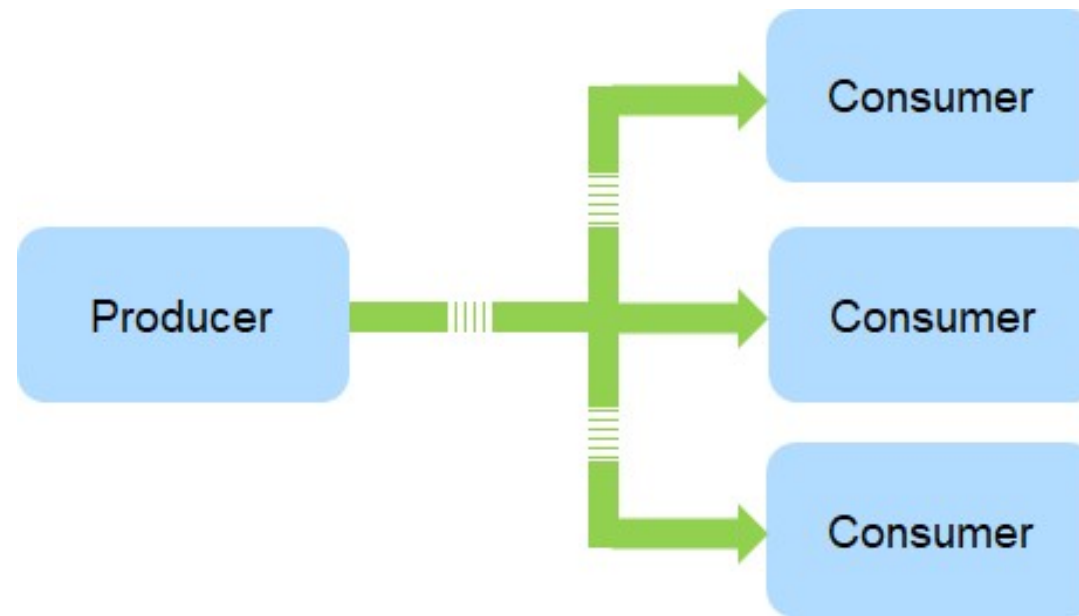
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<1ms / 256Byte

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 - 100MB/s
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- Protocol-dependent
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<150us / 256Byte

Question?

Thank you for your attention!