

22b Software Ecosystems

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22b.1. Software Platforms and Software Ecosystems

Platforms and Ecosystems

Forschungscampus Teil: Cyber-Physical Software Ecosystems (CyPSE)

- „Platforms, not only products“ (Buch „Staying Power“ Michael Cusumano)

• Marktplätze brauchen Marktplattformen

- Mit Vendor Lock-In



Platform leader

Intel, Infineon, AMD



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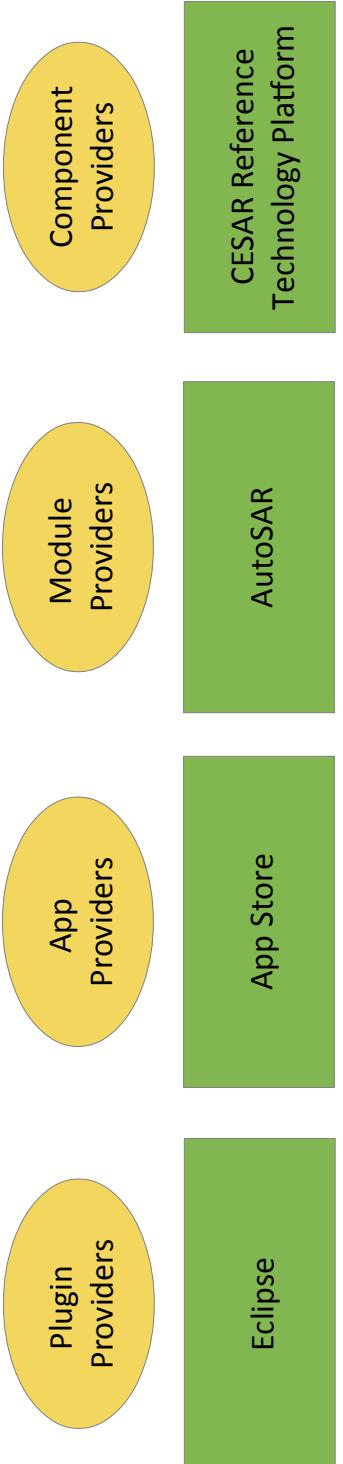
Platform Leadership

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• Platform leadership und „platform wannable“

• Platform can be open or closed

• Platform can be for end users or for developers



IBM, Itemis, many Apple, Intel, Google BMW, Bosch,...

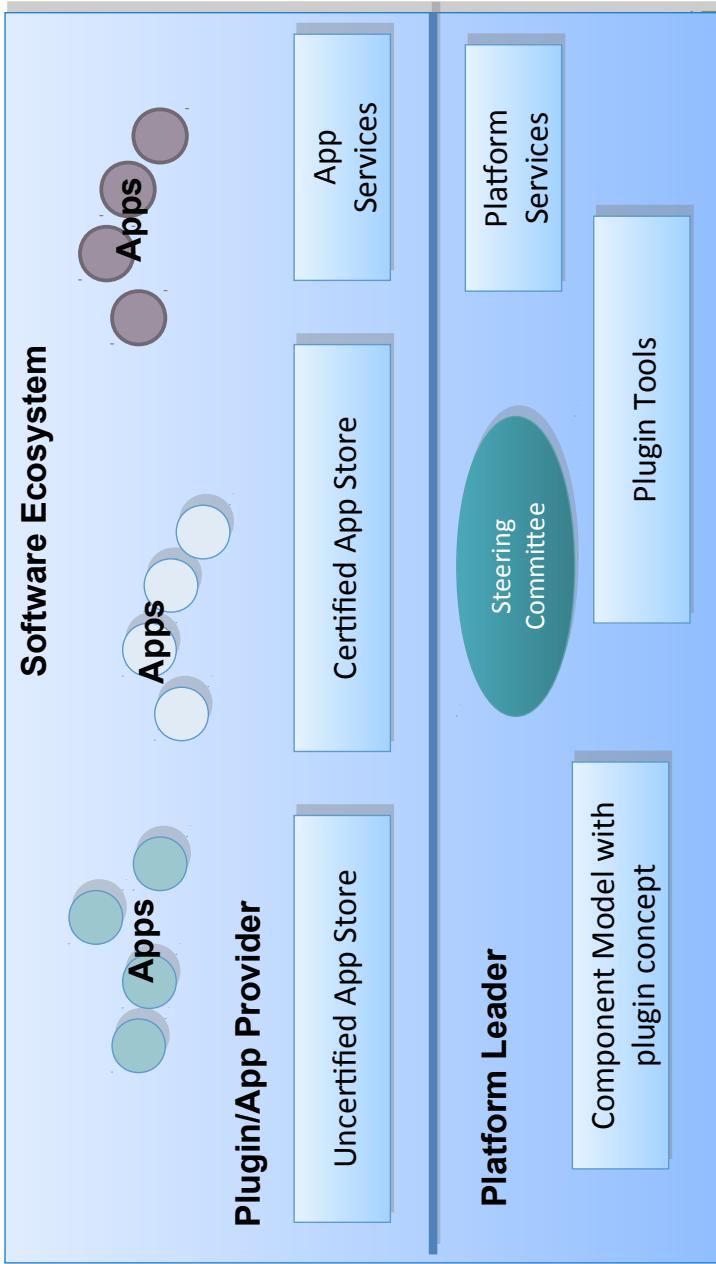
CESAR consortium



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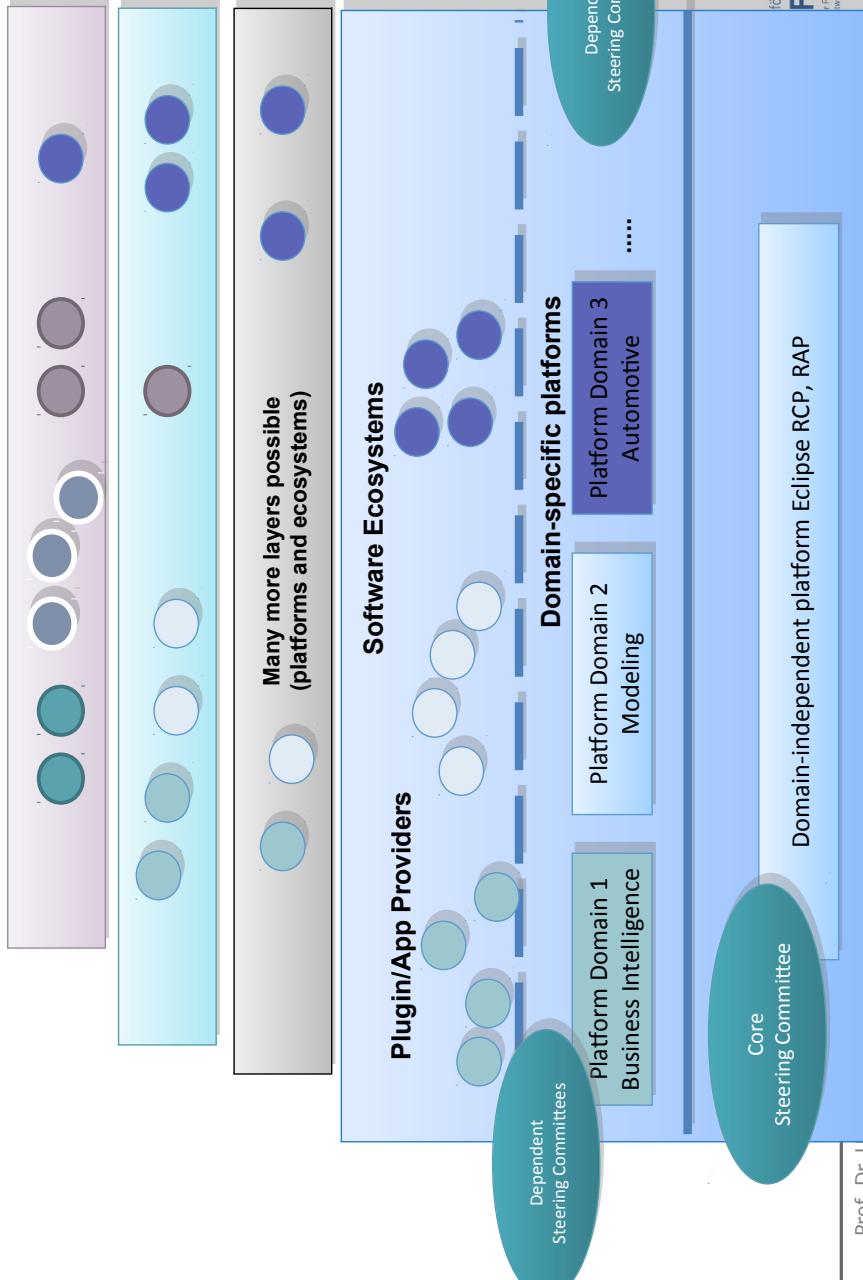
Software Ecosystems à la iPad, AutoSAR, GENIVI



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Layered Platforms and Layered Ecosystems (Eclipse.org)



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Pay per Membership of the Foundation

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- Determined by bylaws of the foundation
- 1 vote costs
 - labor money: e.g. 1 py per vote
 - travel money, rent,..
- Votes can be splitted

Software Ecosystems

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„An Eclipse-like software ecosystem relies
on a modularity technology and business
model“

Modularity Technology:

- Rich component model with plugin concept and non-functional verification
- »Business model:
- Steering committees control the platforms and pay fees for their votes

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- Right to set
 - Standards for the future CPS ecosystems
 - Share a part of the markets
- Right to vote
 - Decision about dependent domain-specific platforms
 - Decision about dependent domain-specific projects
 - Decision about VIP-push projects for third parties
- Right to get transfer projects
 - Tailored, non-exclusive VIP-push projects
 - Tailored, exclusive Cell-pull projects
 - Student cell projects
 - Research rotation projects
 - Industry PhD projects

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Vendor-Lock-in-Mechanisms

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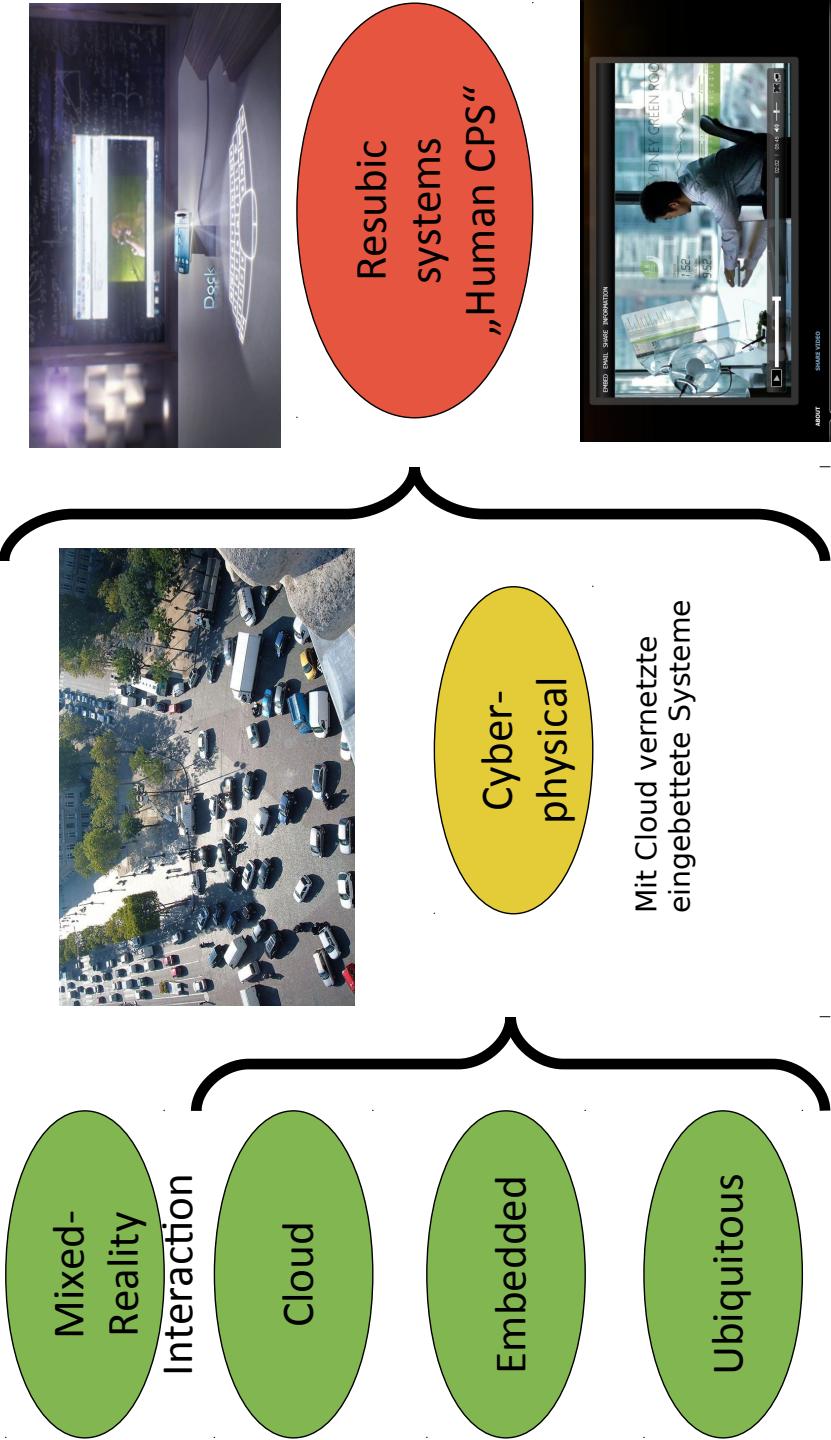
- Creation of service markets on the platforms („Marktrecht“)
- Certification right (admission of applications)
- Deployment right (Installation right)
- Sales right, Distribution right (see Apple AppStore)
- Licensing for interfaces, tools,
infrastructure

22b.2. Software Platforms and Software Ecosystems for CPS



What are Cyber-Physical Systems (Resubic Systems)?

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CPS-Plattform-Leadership

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- In einer längeren Wertschöpfungskette kann jede Ebene eine *Plattform* sein



Wer hat die CPS-Plattformen in der Hand?

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gefördert durch Sachsen



Europäischer Fonds für
regionale Entwicklung

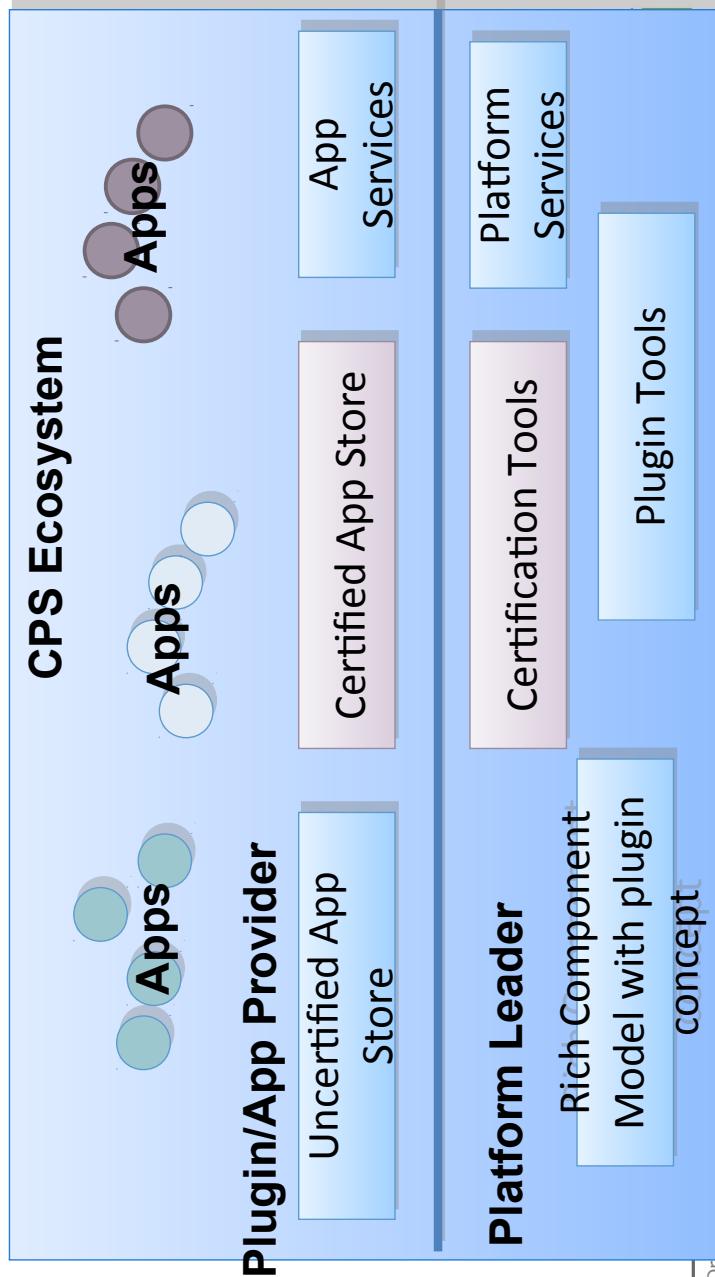


Gefördert aus Mitteln
der Europäischen Union

Basic CPS Software Ecosystems

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- Divided by platform leader and App provider
- Apps are safety-critical and must be certified



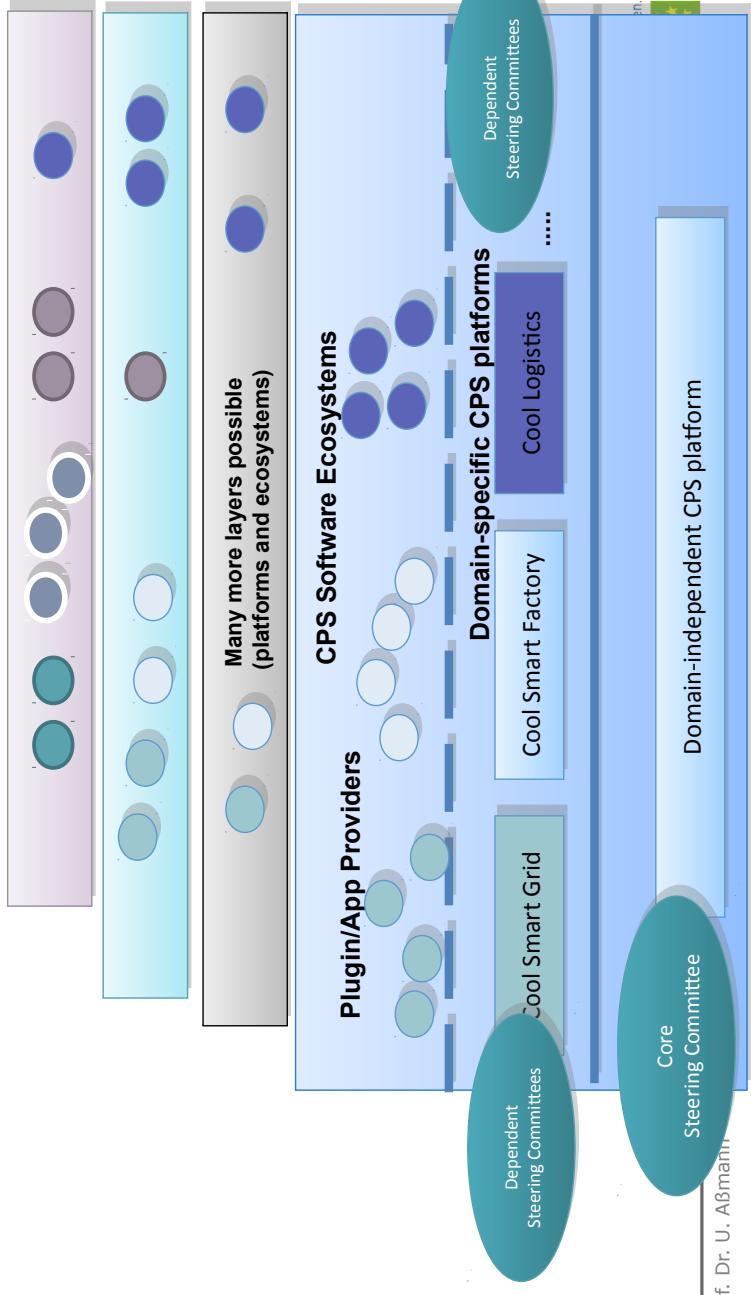
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Layered CPS Software Ecosystems

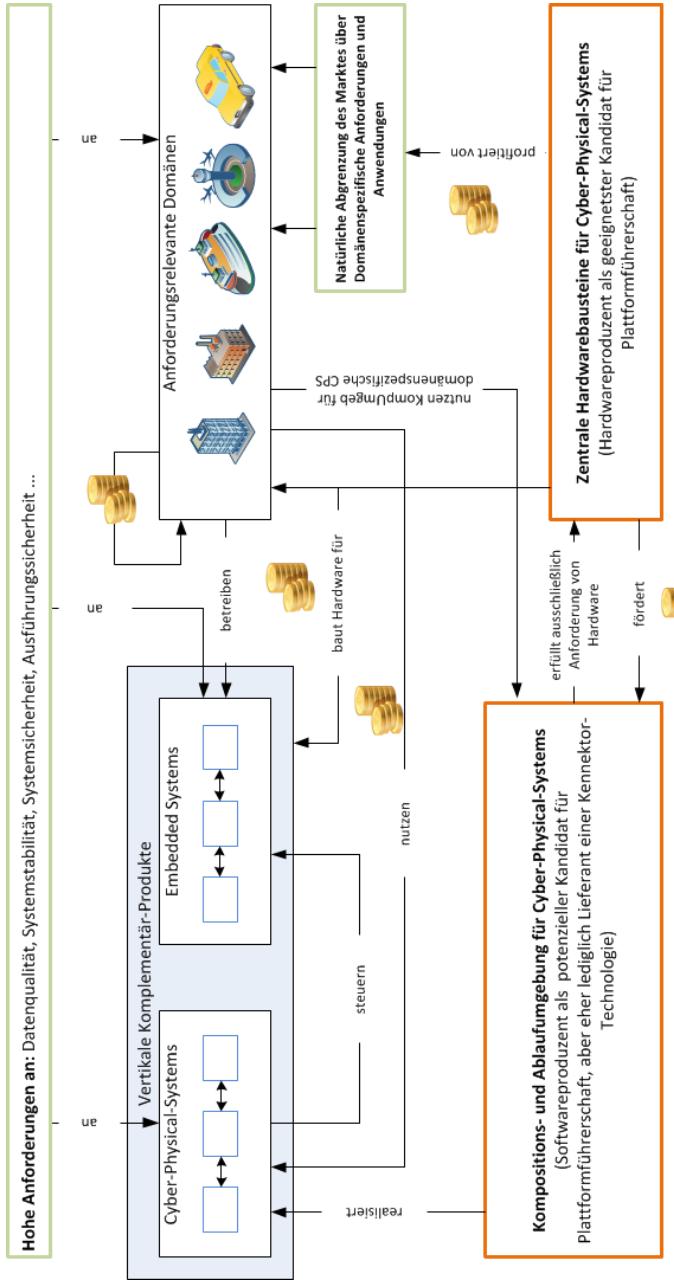
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- CPS ecosystems will be structured like the Eclipse ecosystem:
 - Layered platforms, hierarchic ecosystems
 - Steering committee admitting projects



Plattform-Bildung

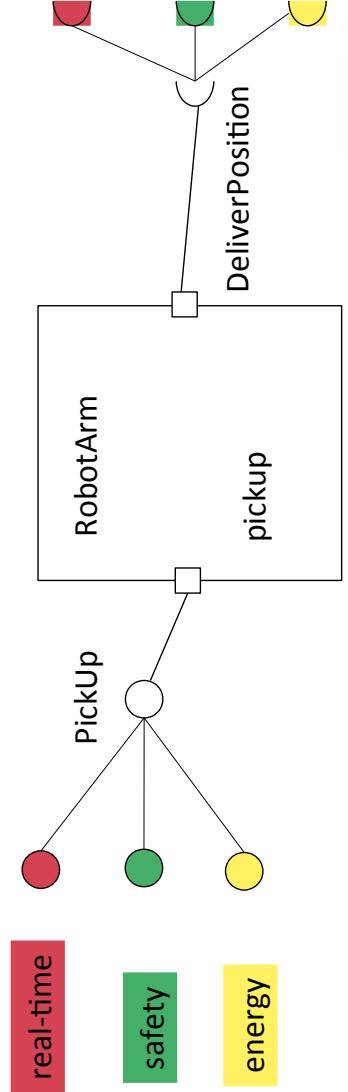
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Voraussetzungen für eine CPS Plattform

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- Komponentenmodell, das die Verifikation von sicherheitskritischen Anwendungen unterstützt
 - Lösung: Qualitätssichten auf Schnittstellen
 - Hier: HyperQCS
- Software-Framework, das erweiternde Plugins erlaubt
- Erweiterung muss zertifiziert und durch das Komponentenmodell verifiziert werden



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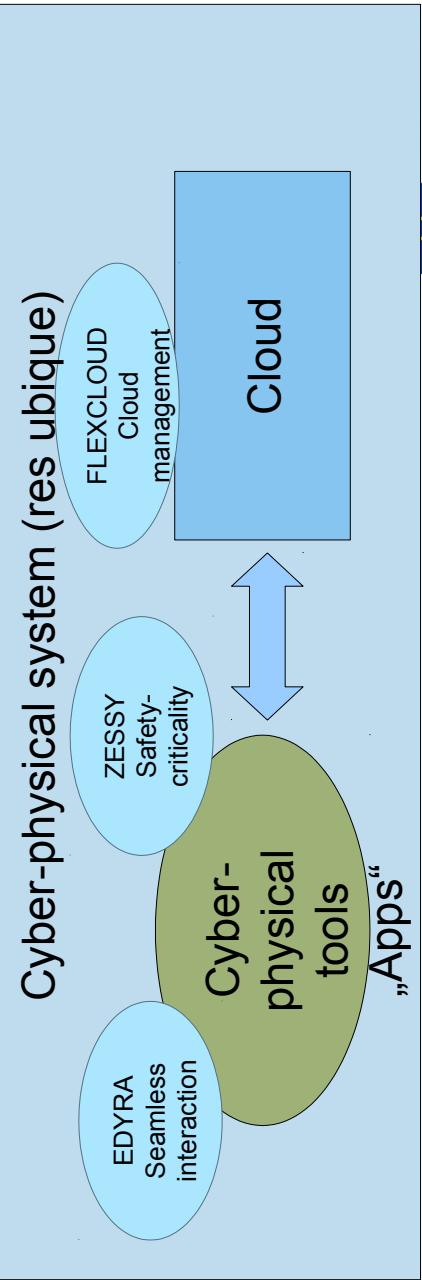
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ResUubic Lab Dresden Software Aspects

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- Exploring cyber-physical systems (res ubique)
- ESF Nachwuchsforscherguppen
 - ZESSY: safety-critical cyber-physical systems
 - EDYRA: seamless interaction, personal info services
 - FLEXCLOUD: cloud management
- 4,5 Mio € 2011-13, 19 Forscher, ESF, SMWK
- Focus „Smart Office“



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