

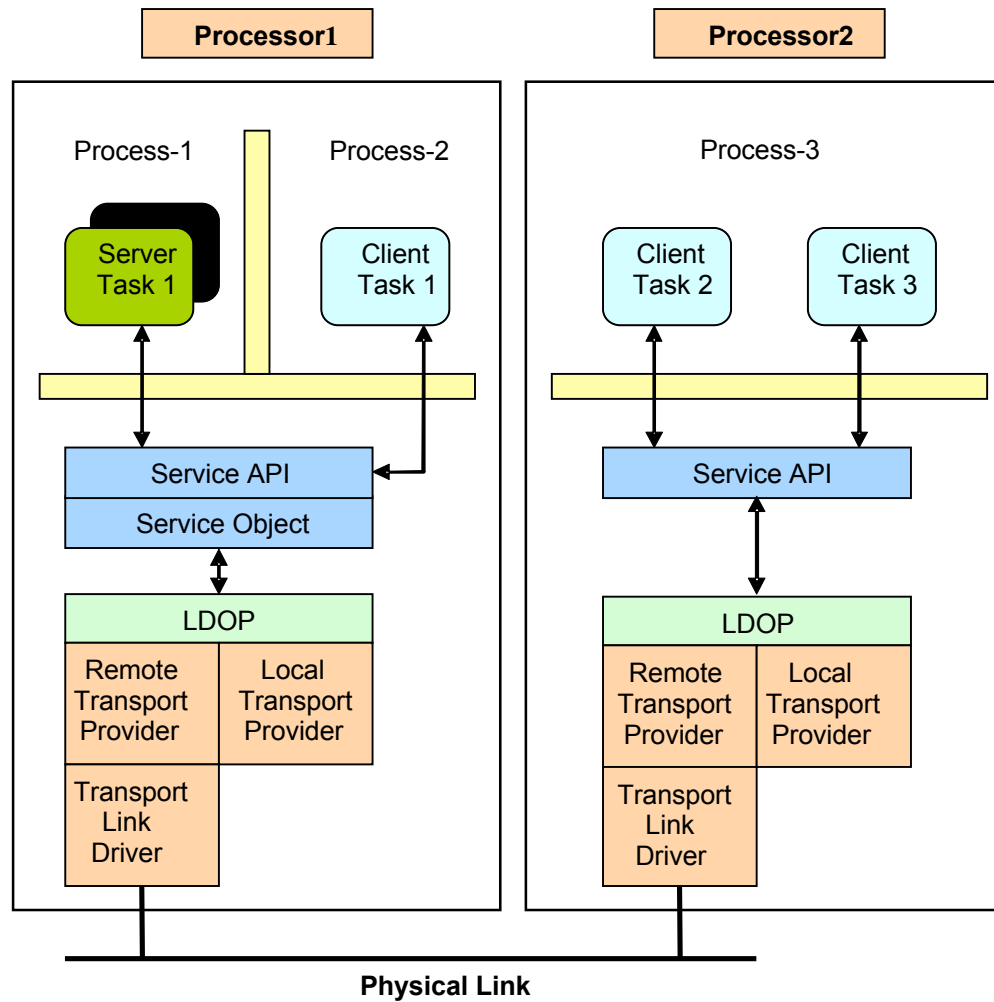
A Key Challenge for Device Management

- **It is essential to define an infrastructure for interoperability of native and OSGi management services**
 - One possible approach is via “universal” services as defined by a light-weight distributed object protocol

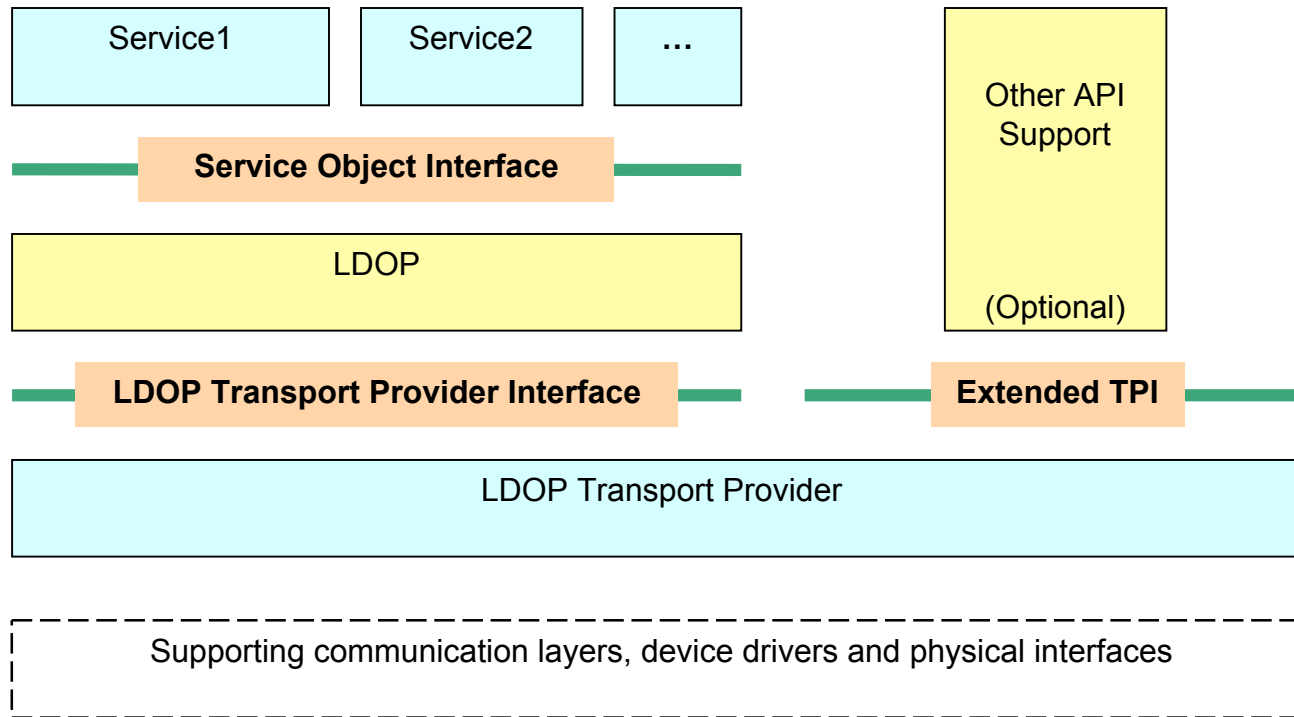
Lightweight Distributed Object Protocol (LDOP)

- **LDOP is a very compact, uniformly extensible, distributed services/distributed object protocol**
- **LDOP can be thought of as wrapping objects and services similar to DCOM or CORBA, just very light weight**
- **LDOP is very friendly to multicore/multiprocessor architectures**
- **LDOP is portable to all host OS and RTOS combinations across multiple programming languages**
- **LDOP defines:**
 - A message-oriented, high-reliability, distributed object protocol that can support one-to-one, one-to-many, many-to-one, many-to-many and many-to-any communication topologies
 - A distributed services architecture for “universal” services
 - A connection protocol for establishing messaging connections to objects
 - A message encapsulation protocol for use with multiple transports
 - A mechanism for object/service discovery

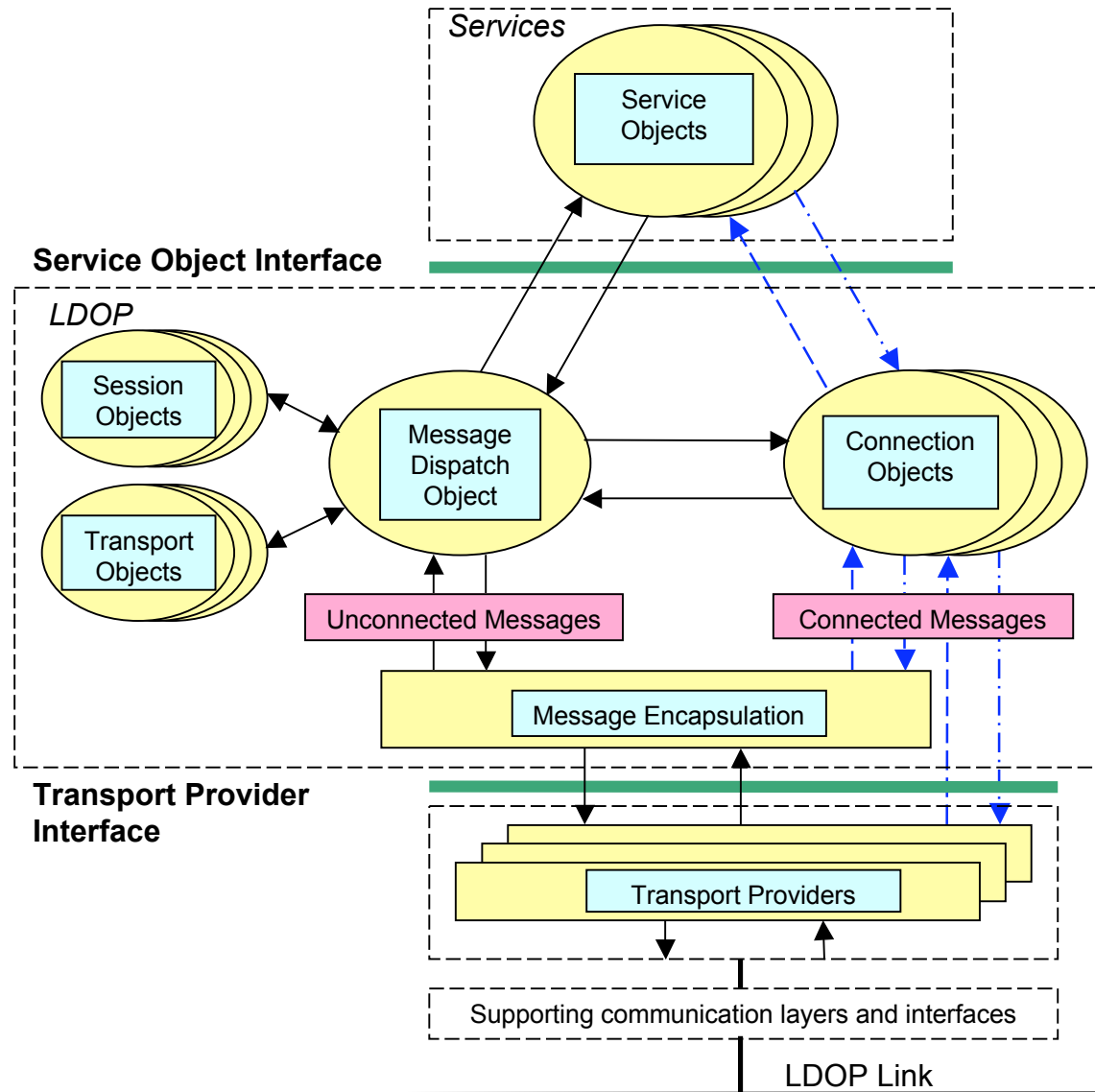
LDOP Distributed Services Architecture



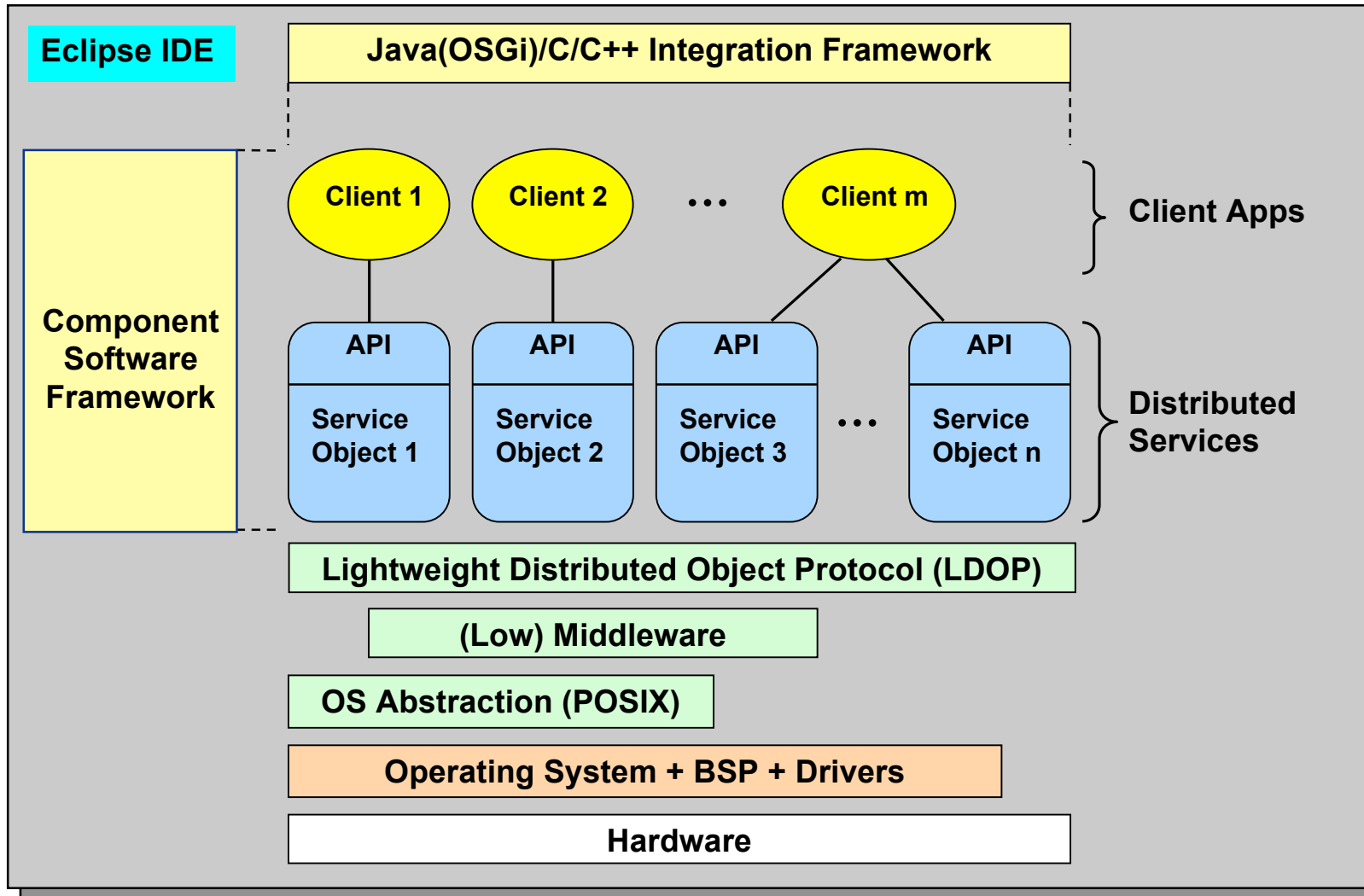
LDOP Implementation Layers



LDOP Messaging Model



Open Service Architecture Development Framework



WIND RIVER