

System Architecture from pSHIELD to nSHIELD



ARTEMIS JOINT UNDERTAKING The public private partnership for R&D in the field of Artemis

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## **T2.3 – Multi-Technology Architectural Design**



### • Objectives

- > To explore interdependencies between applications and architectures
- > To include critical elements and cover SPD application requirements
- > To develop the 4 layers, composed from HW and SW modules
- > To take into account reconfigurability, tailoring overall system needs
- > To define interfaces, interconnecting different SPD modules
- > To connect layers, ensure secure routing of information
- To produce a composable architecture, that meets the requirements of desirable SPD levels





• Three different types of Embedded System Devices (ESDs)

#### Legacy Embedded System Device (L-ESD)

- Physical Embedded System device characterized by three subsets of Functionalities and three types of Interfaces
- Functionalities: Node layer (processors, memory, battery), Network layer (communication, protocol stacks), Middleware (services, functionalities)
- ✓ Interfaces: legacy Node Capabilities (NC), legacy Network Services (NS), legacy Middleware Services (MS)

#### **pSHIELD Embedded System Device** (pS-ESD)

 ✓ a L-ESD equipped at least with a minimal set of pSHIELD functionalities at Middleware Layer

### **pSHIELD SPD Embedded System Device** (pS-SPD-ESD)

✓ a pS-ESD equipped at least with a minimal set of pSHIELD Overlay functionalities





### • Schematically



nSHIELD



- pSHIELD Subsystem (pS-S)
  - A set of Embedded System Devices including several L-ESD, connected to several pS-ESD and <u>one and only one</u> pS-SPD-ESD
  - Connections of several pS-S provides a pSHIELD System Architecture





- pS-SPD-ESD Architecture
  - **pSHIELD Proxy** (pS-P)
    - ✓ A technology dependent component of a pS-SPD-ESD that, interacting with L-ESD (through NC, NS and MS interfaces), provides all the needed pSHIELD enhanced SPD functionalities (through pS-MS and pS-OS interfaces)





pSHIELD

BBUXA

-O pS-MS

### • pS-P Architecture

#### pSHIELD Adapter

✓ Enhances legacy functionalities in order to make them *pSHIELD-compliant*, i.e. they become SDP *legacy device components*, which can be composed by other SPD components, according to the SPD Composability approach

#### Security Agent

- Aggregates information from the pSHIELD Middleware Services provided by the pSHIELD Adapter or by other pSHIELD Proxies located in the same subsystem
- Gathers information coming from other Security Agents connected on the same Overlay (through the pS-OS interface)
- ✓ Includes Control Algorithms which take decisions enforced through the pS-MS and the pS--OS interfaces





**NSHIELD** 



• pSHIELD functional component architecture



