Draft: OpenMoko Production Boot Environment (PBE)

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https://wiki.internal.openmoko.org/wiki/PBE
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Room for improvements

- vital SDRAM test and other peripheral tests are missing
- vital high/low voltage tests at board level are missing
- missing in-depth stray tests
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Parallel tests automatically assigned to fixtures

Figure: All switch fabric fixtures are identical - the same broadband antenna is used for tests like WLAN, Bluetooth, GSM and GPS
Parallel tests automatically assigned to fixtures

Example switch fabric setup for board level tests

- all fixtures are identical
- switch fabric can route test equipment to individual fixtures depending on their test progress
- all measurement equipment is connected to crossbar switch
- operator inserts untested PCB into HF shielded fixture compartment
- as soon as the compartment is closed, tests will start automatically
- while external tests are running (GSM etc.) internal tests can run in parallel (bad block scan etc.)
- orange LED (red+green) indicates an ongoing test process
- as soon as tests are over, a blinking green LED indicates success - a failure is indicated by a blinking red LED
Parallel tests automatically assigned to fixtures

Advantages

- higher scaling & availability
- better utilization of test equipment
- time saved, PCB doesn’t need to be removed & replugged into different fixtures
- no time is lost for reboots because of fixture change
- while external tests run, internal test can be executed
- inside each device multiple test can run in parallel
- example: while one compartment runs the GSM test, the other compartment can run a Bluetooth test
- the smaller amount of different fixture types results in higher availability because they can be stocked easier
- provides spare fixtures. In case a fixture breaks it will decrease downtime
Fixture improvements

Issue

Fixture designs are too complicated and include plenty of manual work. Duplication is time consuming and expensive. Design are not modular - they must be basically thrown away if design changes.

Solution

Fixture design can be massively simplified by creating a modular fixture PCB (two standardized PCBs - the bottom PCB contains traces for the fixtures and terminates on a station-specific connector. The top PCB contains only drill for maintaining the position of the pogo test pins and is affixed by distance bolts to the bottom PCB. If pogo pins break one can easily swap the PCBs stack quickly. Multiple design can be supported just by swapping the PCB stack - if a fixture breaks, the fixture PCB can be replaced quickly.
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  - massively stripped down u-boot code
  - verifies serial debug port
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- if persistent memory is not initialized yet, an unique production serial number (PSN) needs to be entered over serial console
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  - a station is defined by the MAC/IP address of the USB-to-ethernet converter. A new converter can be easily assigned to a station via network interface.
  - individual steps are executed by the device based on the individual station assignment (via IP)
  - log level and special prefix is used to issue standardized test results - easy to filter for automated processing
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by design multiple test can run at the same time. The process name/ID can be used to check which message belongs to which process, because test like bad block check, root file system download, display test and GSM test can be run in parallel easily

isolated network from FIC network - only the database server sits in both networks and is accessible from outside via VPN from outside the factory by OpenMoko Inc

single phones can be initialized with an updated PBE over JTAG automatically. Because such newer PBE version will be connected with the PSN, also different server processes can be spawned for testing. This allows to slipstream new PBEs before switching the whole production to the updated PBE. It also allows to have branded versions of phones produced easily.

after an updated PBE is verified, the serial flash on the debug board can be flashed to the latest version by the current PBE. This allows full control and high speed downloads of PBEs.
High Level Design Rules (1/2)

- ensure that test software can be executed fully automatically and all test results are stored to a central server instantly
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- ensure that all test steps are independent of human estimations.

- making sure that whole process step can be verified and logged over network. Regard involved parties as untrusted and make test process bullet-proof by tracking devices electronically at every station.
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## Advantages

- near-zero peripheral dependencies
- clean environment - programmers with low experience can write test routines in Linux User mode
- full network support
- cleanly separated processes to ease debugging
- multitasking to allow parallel execution of multiple tests
- clean log system
- full USB/network support at a very early stage
- existing drivers can be easily extended to sophisticated test routines
- automatic resolving of test dependencies
- USB host mode allows external test peripherals like USB cameras and sound cards for fully automated tests additionally to the USB-Ethernet converter