

Distributed, Time-Safe TDL Execution — Concepts, Tools and Run-time Infrastructure

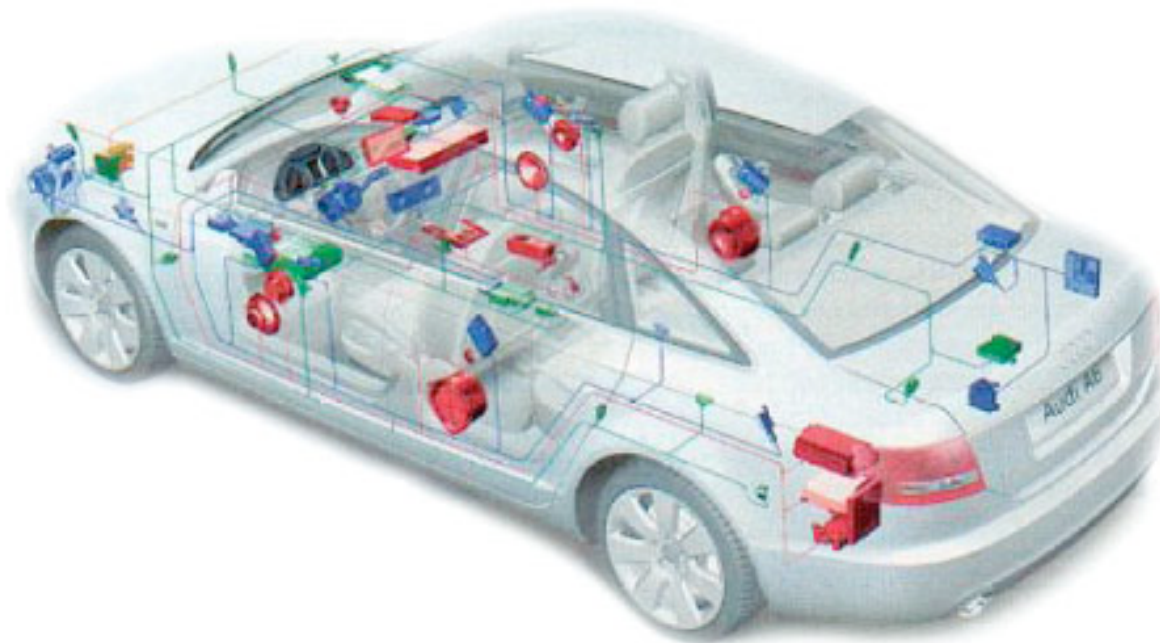
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Overview

- Motivation
- Transparent Distribution
- Bus Schedule Generation Tool
- TDL Run-time Environment
- Tool Chain

Motivation

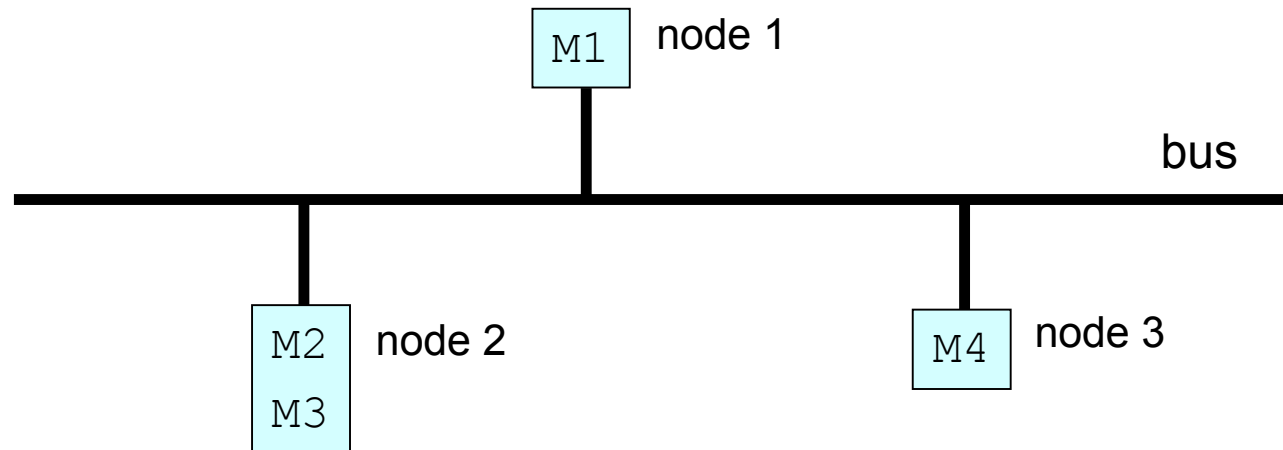


-  MOST-Bus
-  CAN-Bus
- 

Some benefits of distribution:

- Fault tolerance
- Scalability
- Less wiring

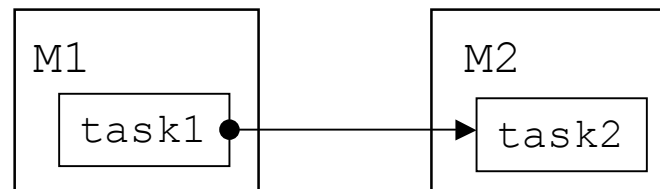
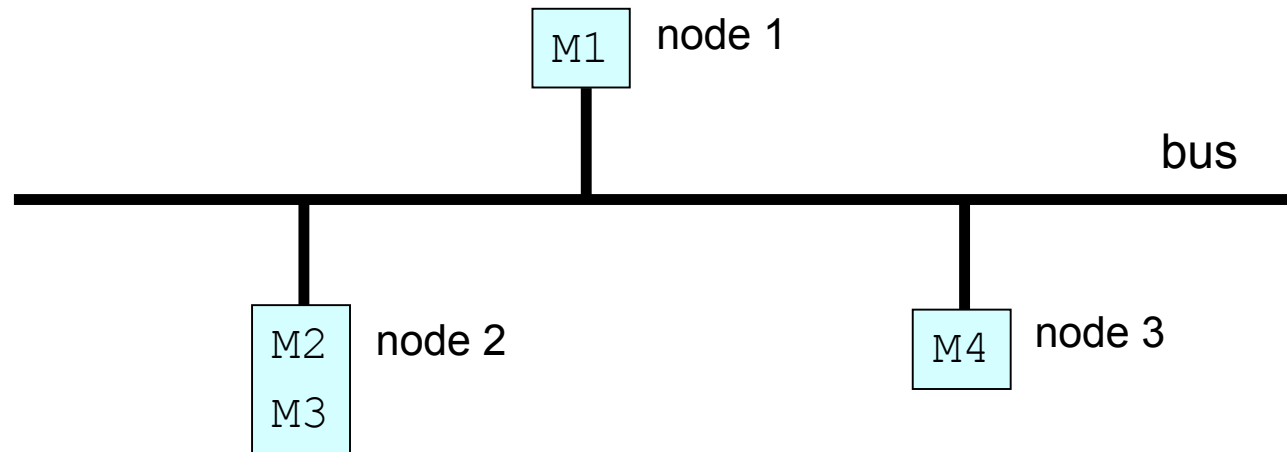
Introduction to Distributed TDL



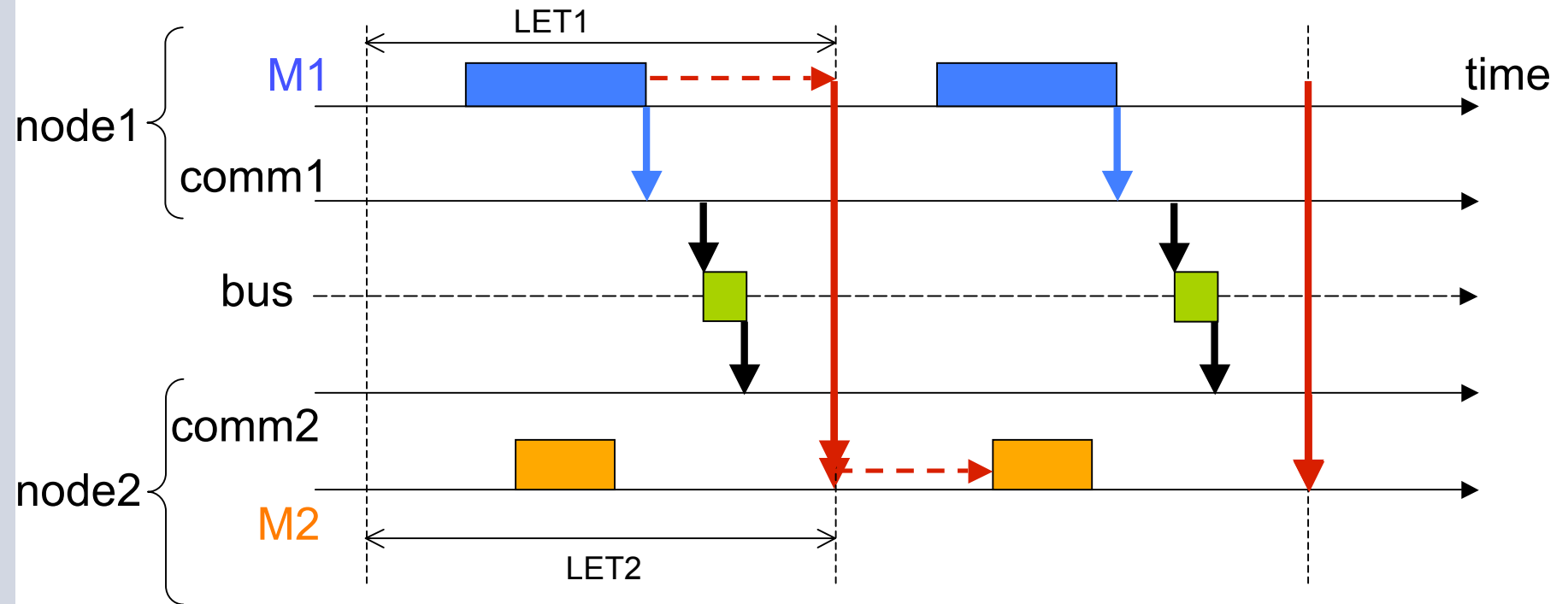
Unit of distribution:
Behavior:
Communication:
Medium access control:
Cooperation model:

TDL module
as if executed locally
via broadcast (bus)
TDMA (time-slotting)
Producer-Consumer (Push)

Example of Distributed TDL

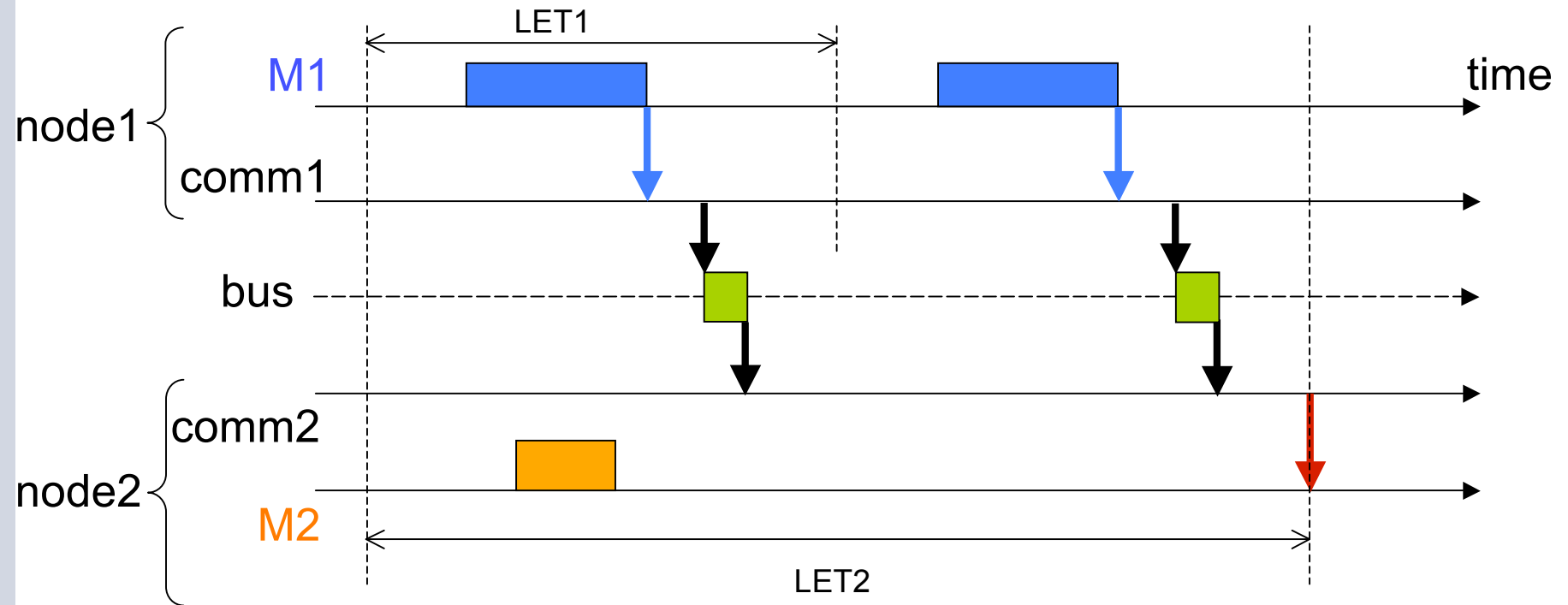


Transparent Distribution



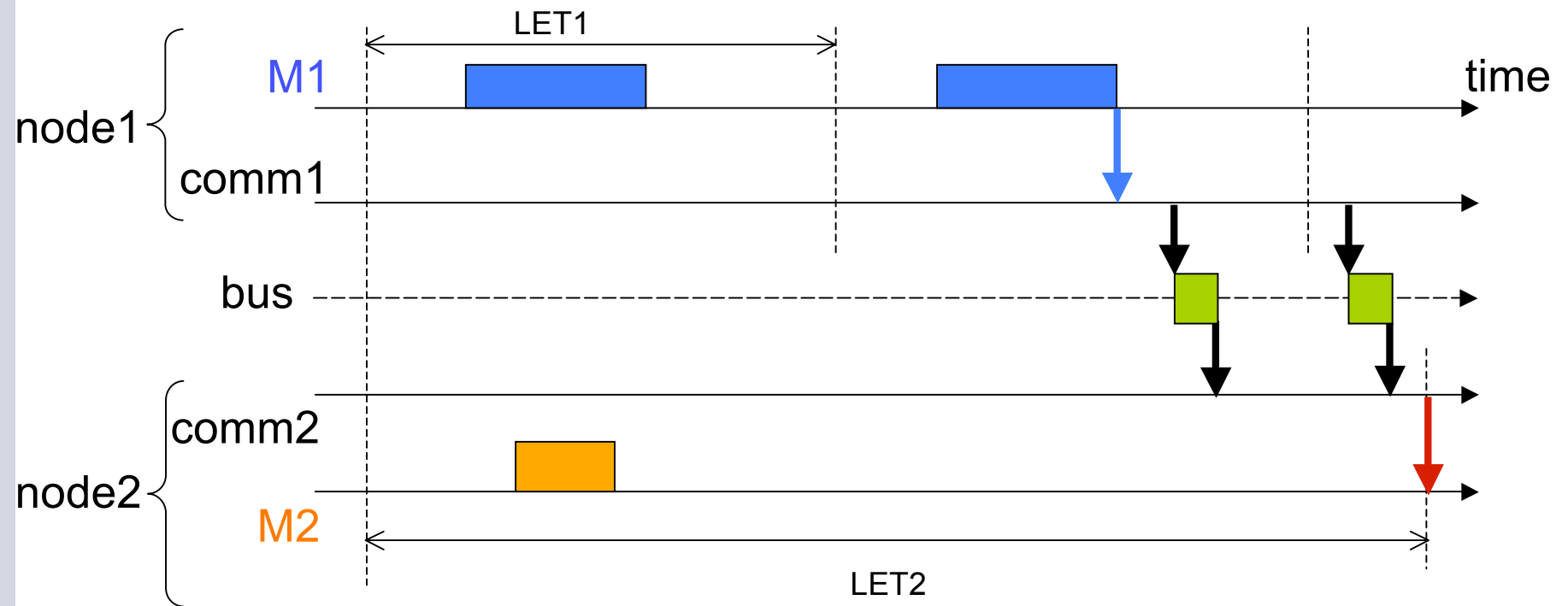
- message sent according to bus schedule (TDMA)

Optimization I



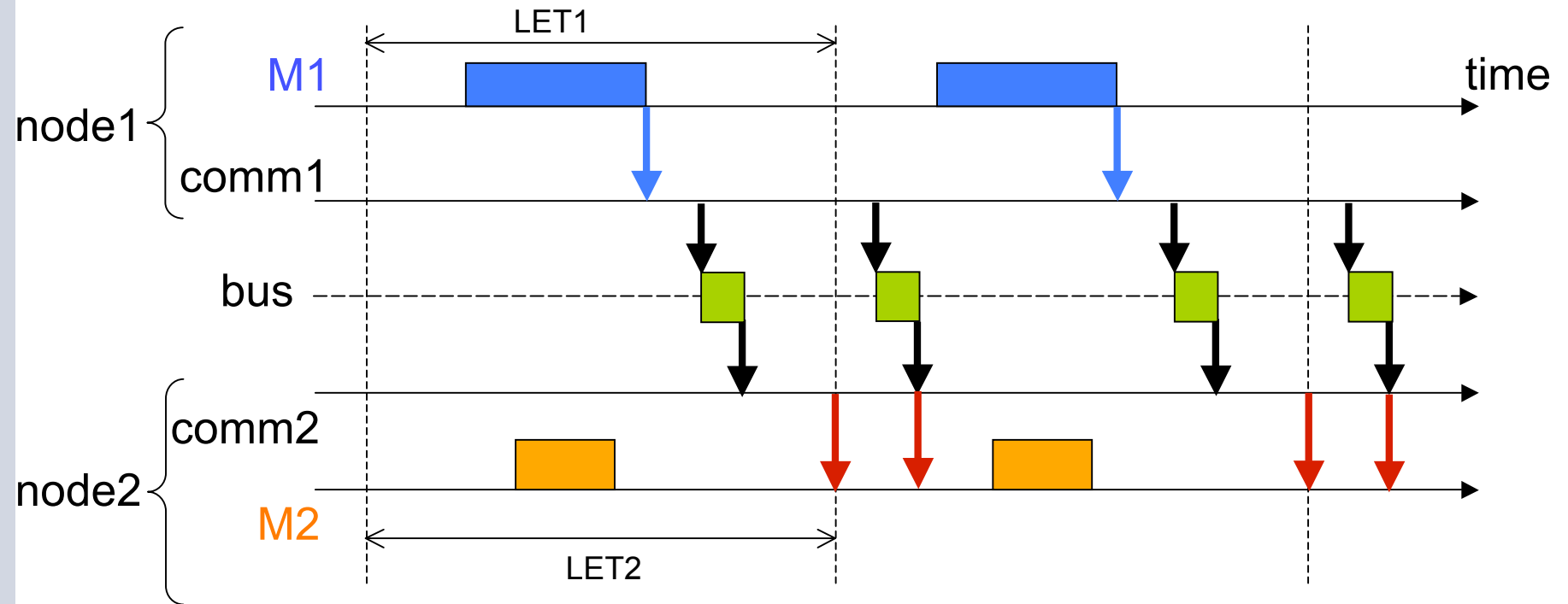
- if the consumer runs slower e.g. by a factor of 2
- redundant message are avoided
- saves bandwidth

Optimization II



- if the consumer needs a variable later than the producer's FLET

Optimization III



- the release of the consumer can be delayed until the message with the input variable is received

Bus Schedule Generation Tool

What Does the Tool Do?

It generates a global bus schedule file, which contains the following information:

- Which node has to send a packet and when.
- Which nodes have to receive a packet and when.
- The content for bus packets (a corresponding datagram, which has one or more items).

What Does the Tool Need as Input?

- TDL modules
- Platform description file
 - module to node assignment
 - physical bus properties (e.g., bus frequency, protocol overhead, inter frame gaps, min/max payload)

The tool automatically detects:

- Who has to communicate with whom.
- Which messages are needed in a communication cycle (bus period).

Who Has to Communicate with Whom

Result: a set of messages.

- A message has:
 - a Producer
 - one or more Consumers
 - size.
- Producers: sensors, task output ports.
- Consumers: actuators, task input ports, guard arguments.

Messages Needed in a Bus Period

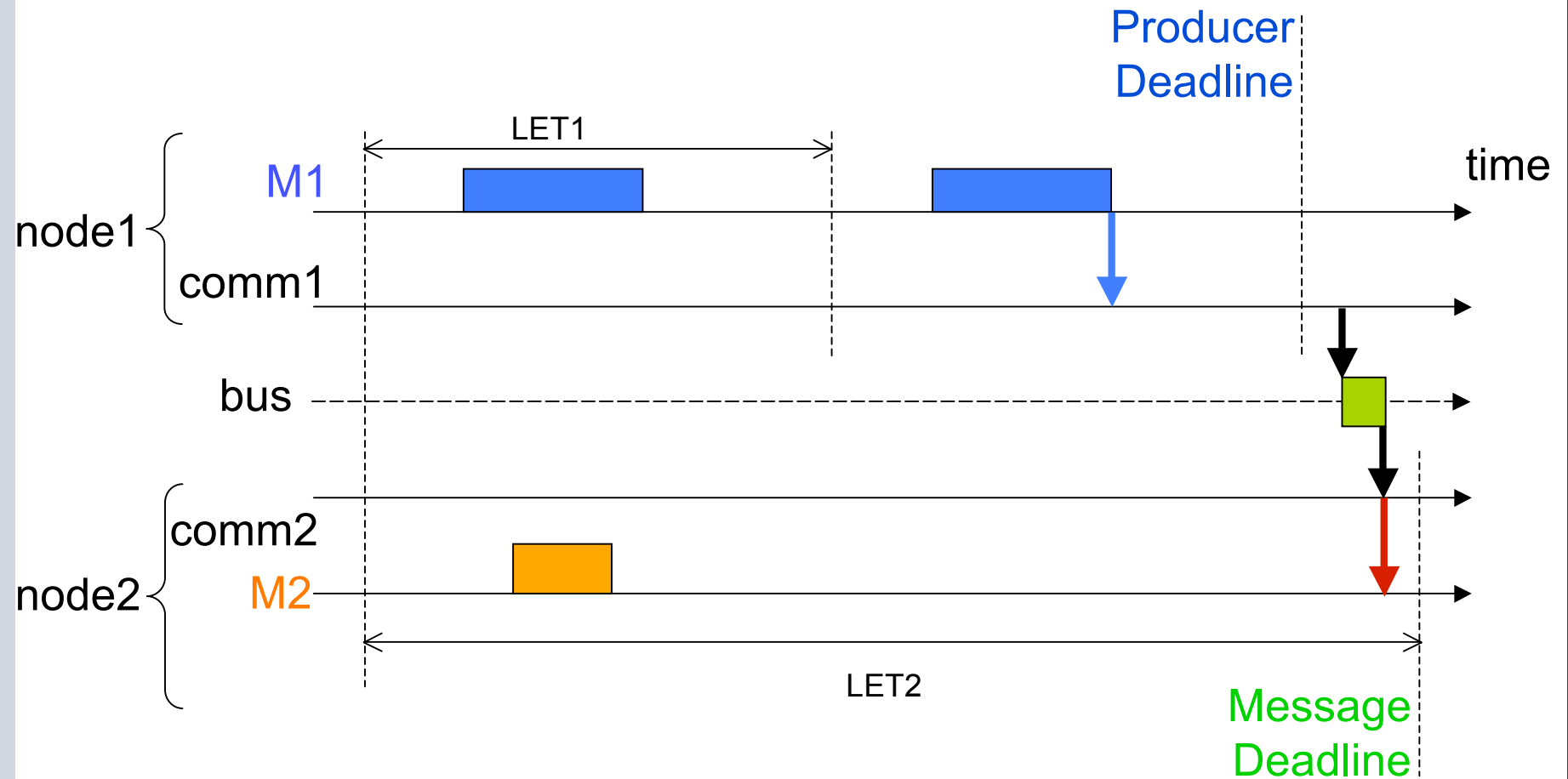
Result: a set of message instances, with individual timing constraints:

- Release Offset
- Deadline

- Basic Producer-Consumer:
 - Send messages with the frequency of the Producer.
 - Message deadline = Producer LET.
 - $\text{BusPeriod} = \text{LCM}(\text{Producer.period})$

- Optimized Producer-Consumer:
 - Send messages only when they are needed by the Consumers.
 - Message deadline depends on the optimization (e.g., = consumer LET).
 - $\text{BusPeriod} = \text{LCM}(\text{Producer.period}, \text{Consumer.period})$

Message Deadline in Optimization II



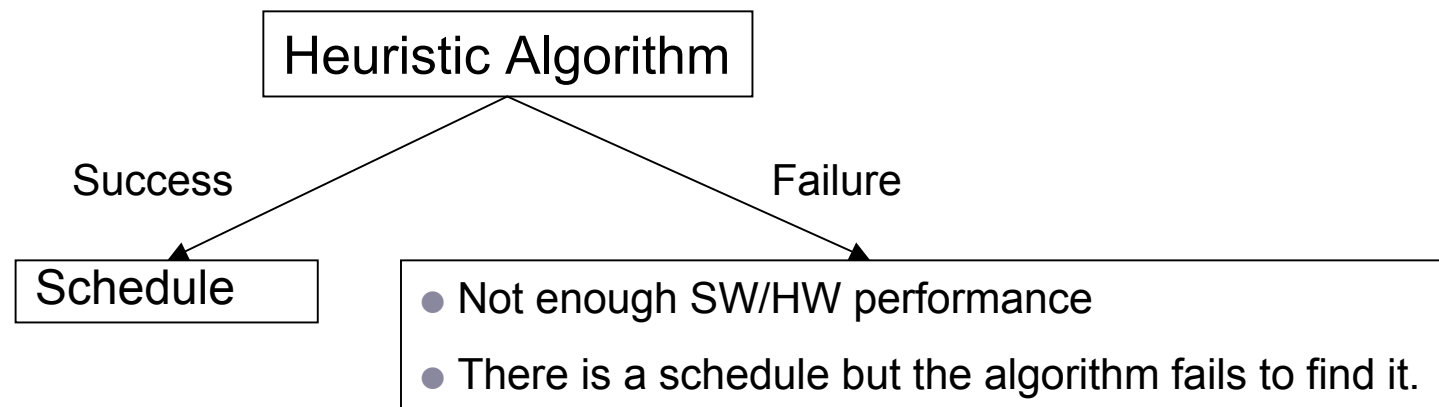
Message Scheduling

Current approach:

- Scheduling in 2 steps:
 - Schedule first the messages.
 - Schedule then the tasks with deadlines constraints from messages.
- Optimizations:
 - Build bus schedulers which allow more flexibility for the task scheduler.
 - Try several bus schedulers and get feedback from the Time-Safety-Check (TSC) for tasks.
 - Schedule individual messages or merge messages sent from the same node.

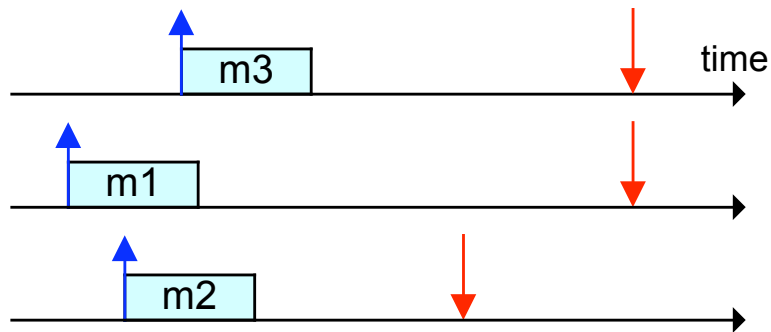
Scheduling Algorithms

- Heuristic algorithm - “Latest Deadline Last” - LDL
 - Adapted from Reversed EDF (Latest Release Time - LRT) - treats deadlines as release times and vice versa
 - Schedule messages as late as possible

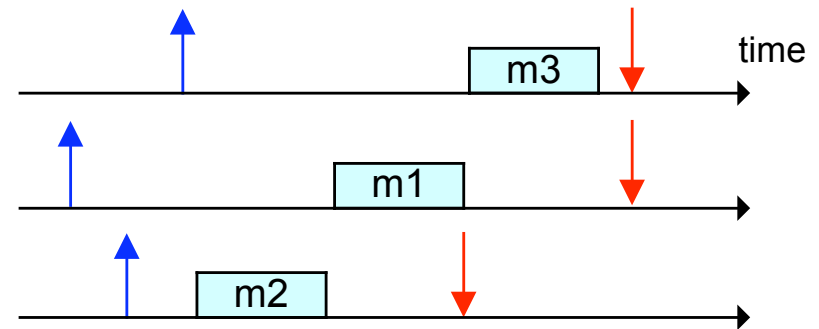


- Optimal algorithm
 - Branch and bound search
 - Exponential complexity in the worst case

Latest Deadline Last - Example



Released messages {m1, m2, m3}

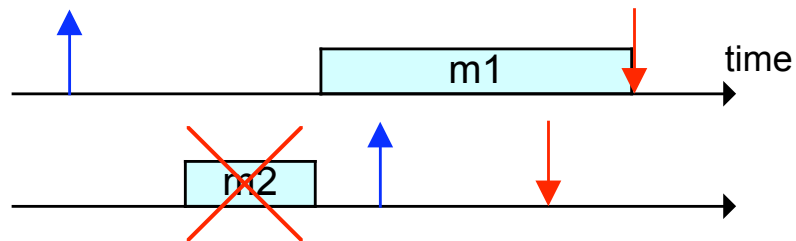


LDL scheduling {m2, m1, m3}

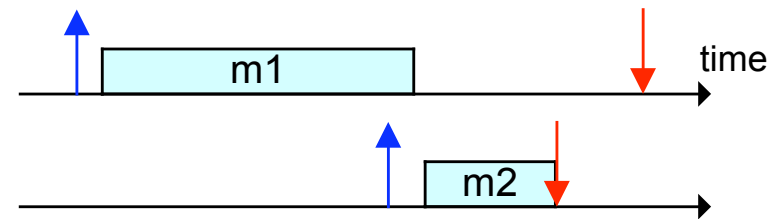
Latest Deadline Last

- Sorts the list of messages by:
 - Key1 = message deadline
 - Key2 = message release time
 - Key3 = producer deadline.
- Bus Scheduler is non-preemptive and just schedules the messages in the resulted order.
 - Starts from the end of the Bus Period and goes backwards.
 - Merges messages if they have to be sent by the same node, and are adjacent.

Search Scheduler - Example



LDL scheduling failure {m2, m1}

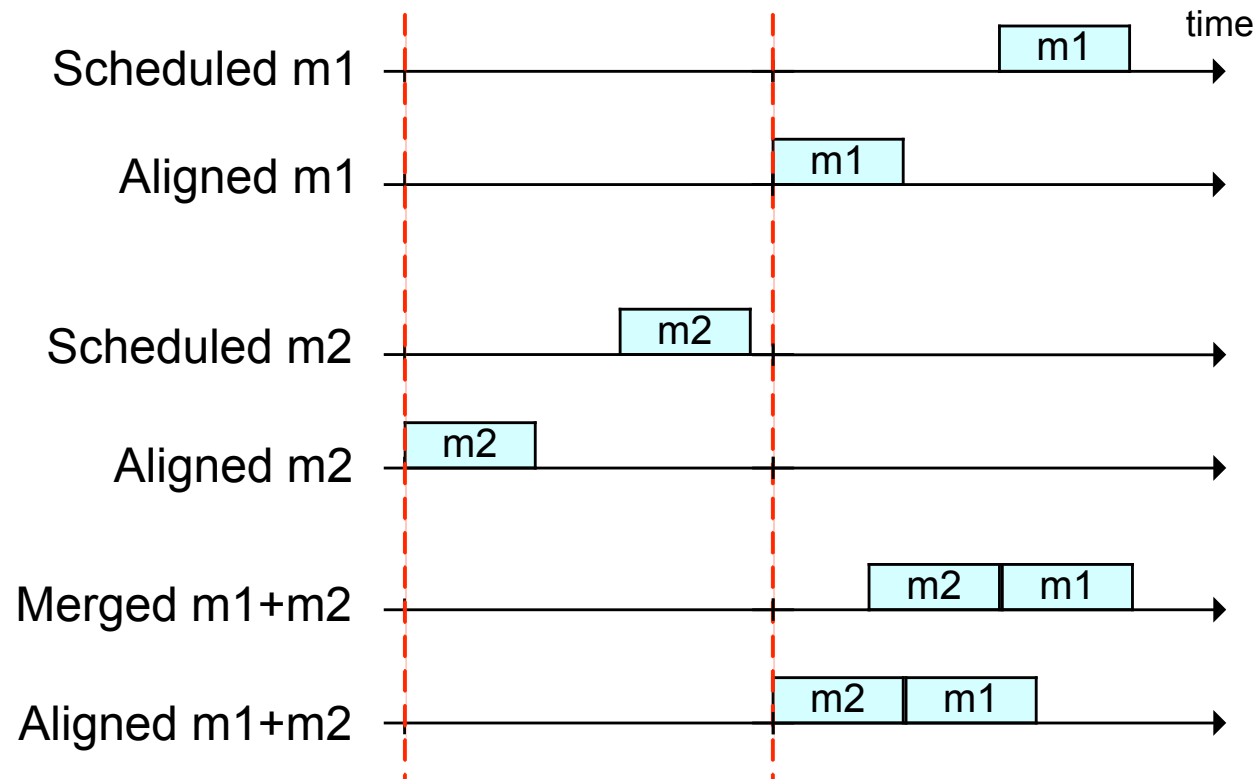


Search scheduler {m1, m2}

Bus Properties as Constraints

- Relevant for:
 - Merging messages (min/max payload)
 - WCCT (Bps, protocol overhead)
 - Time alignment (inter frame gaps, clock resolution)
 - Control packets (time synchronization)
- Clock Resolution:
 - TDL time unit is microsecond (us).
 - Different platforms have a given clock resolution (e.g., 1ms or 100us).
 - Bus communication is computed in microseconds or even nanoseconds.

Merging Messages and Clock Resolution



We do Various Measurements as Basis for Optimizations

Metrics relevant for efficient bus utilization:

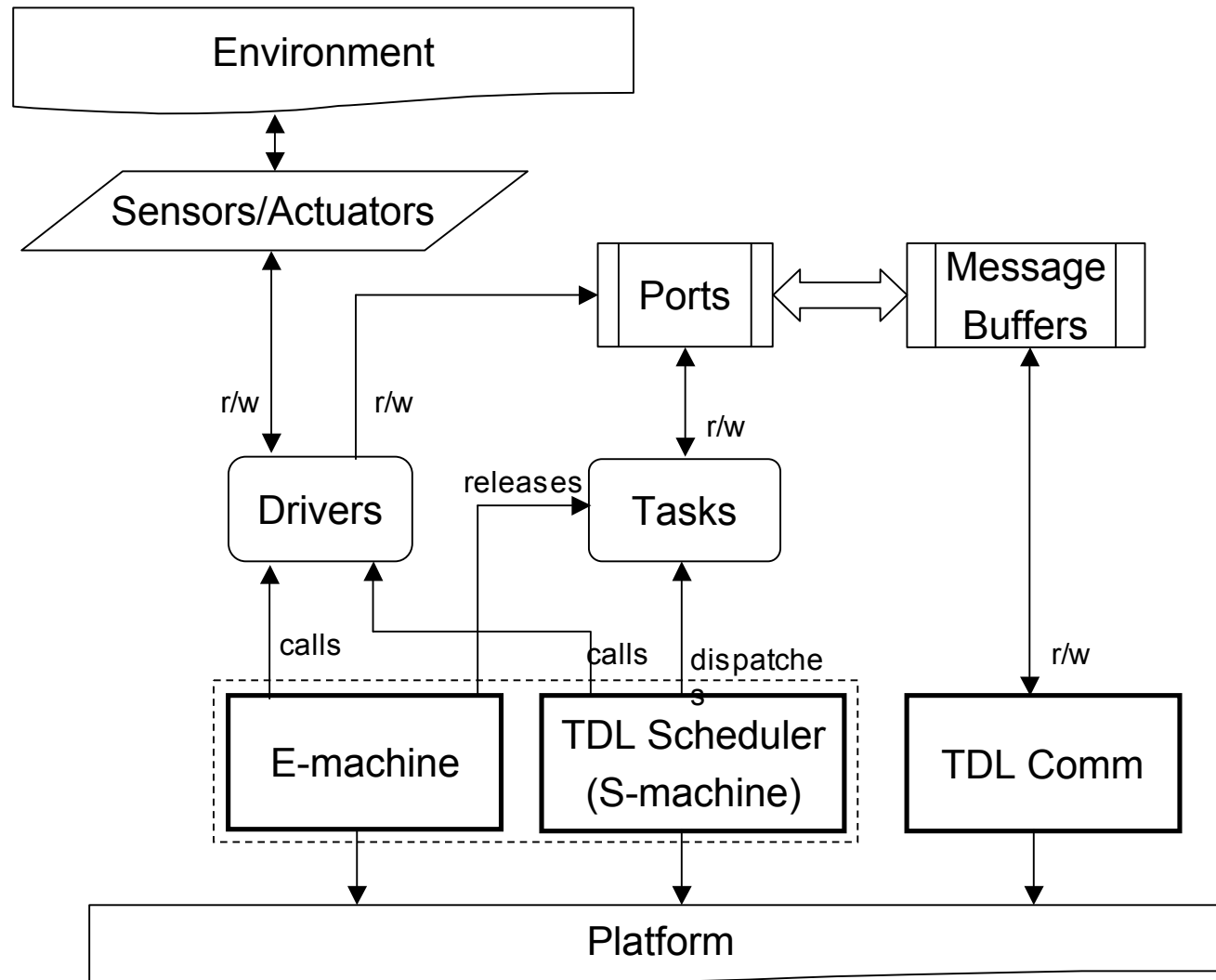
- Throughput
- Bus utilization
- Average data efficiency
- Maximum and average sending rates
- Maximum and average receiving rates

Metrics relevant for flexibility in task scheduling:

- Minimum and average release-send intervals
- Minimum and average relative release-send intervals

TDL Run-time Environment

TDL Run-time Environment



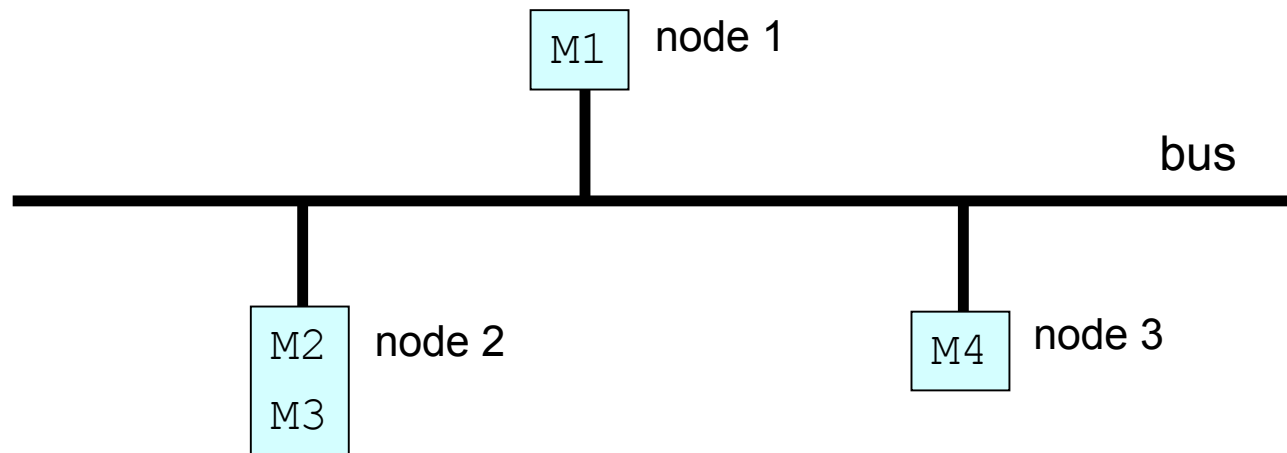
E-Machine Operation

- Executes E-code instructions at logical time instances
- Implementation is platform dependent (OSEK, InTime, RTLinux, Java)
- It is fast and lightweight (e.g. 8KB for OSEK E-machine).
- Supports three kinds of module execution: local, push, and stub.

E-Machine

M2 imports M1

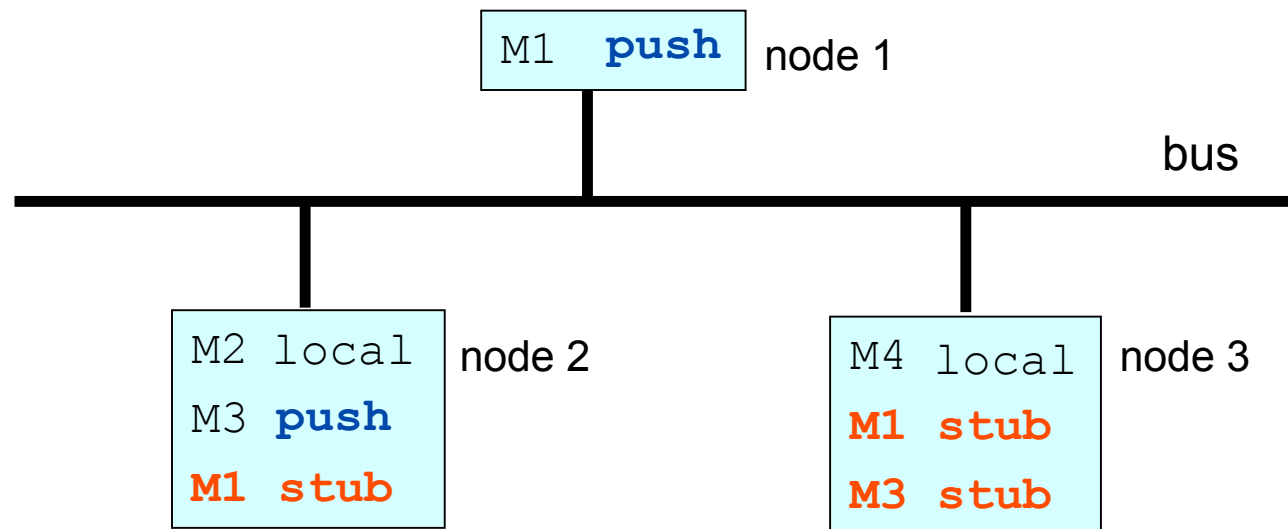
M4 imports M1, M3



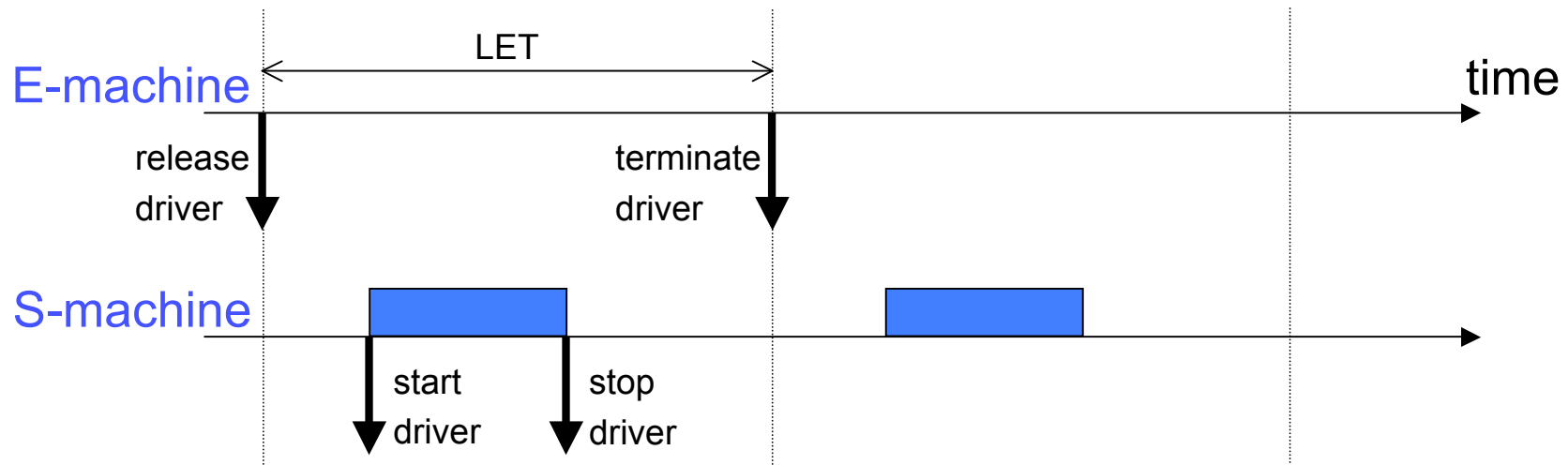
E-Machine

M2 imports M1

M4 imports M1, M3

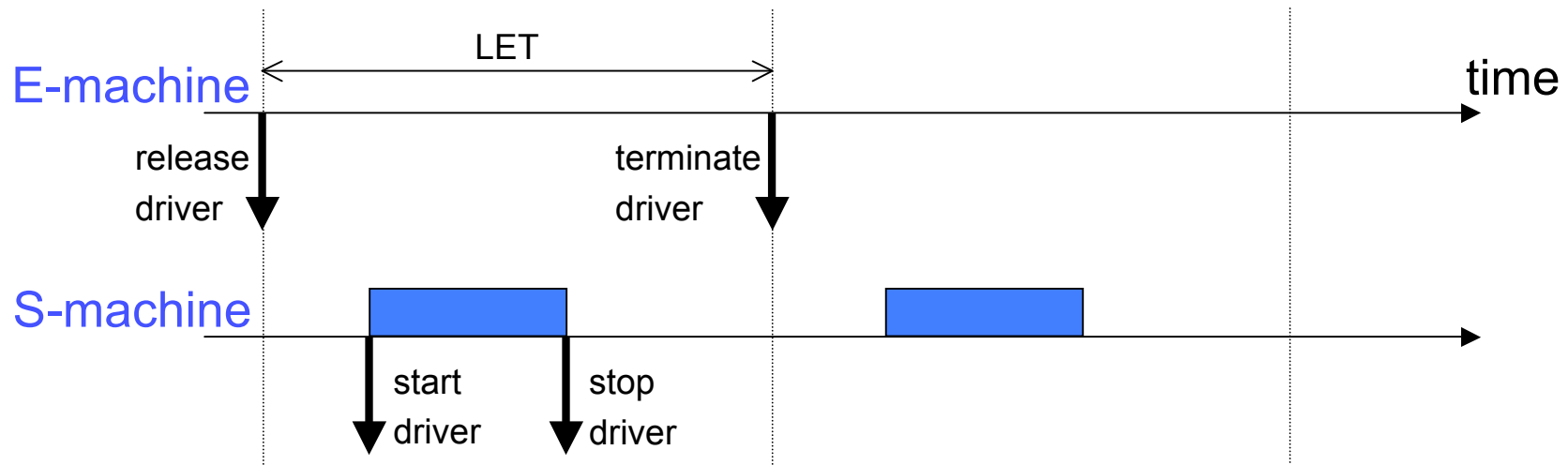


LOCAL



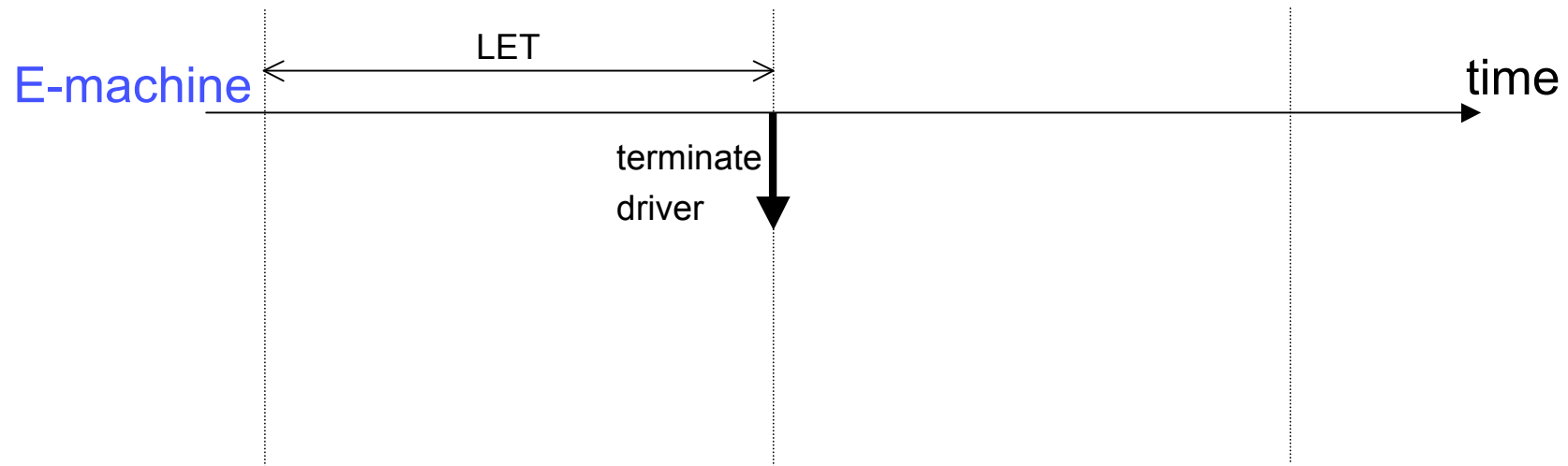
- release driver - copies input arguments
- terminate driver - copies output arguments
- start driver - calls task impl. function
- stop driver - *noop*

PUSH



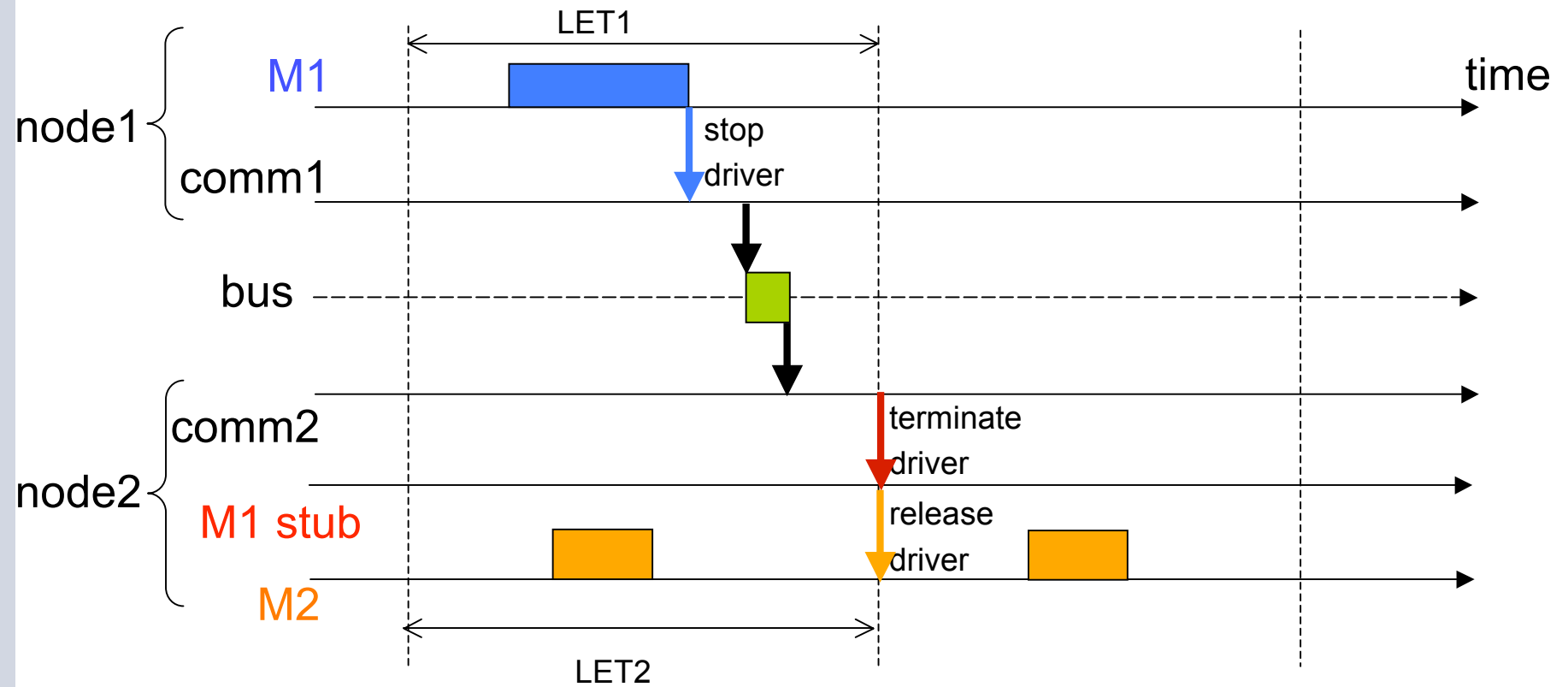
- release driver - same as LOCAL
- terminate driver - same as LOCAL
- start driver - same as LOCAL
- stop driver - *copy results to TDLcomm*

STUB

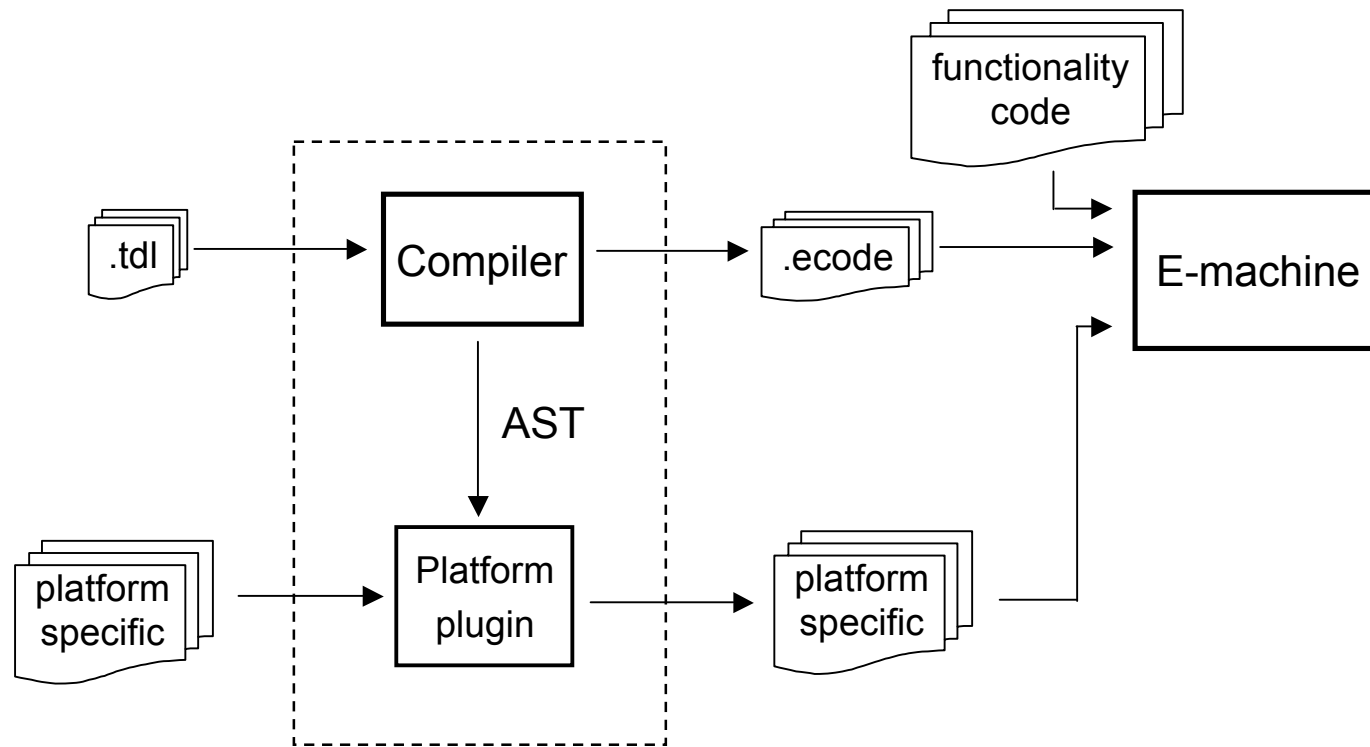


- terminate driver - *copies from TDLcomm to output*
- uses special E-code that contains only terminate driver calls at appropriate time instances => stub mode

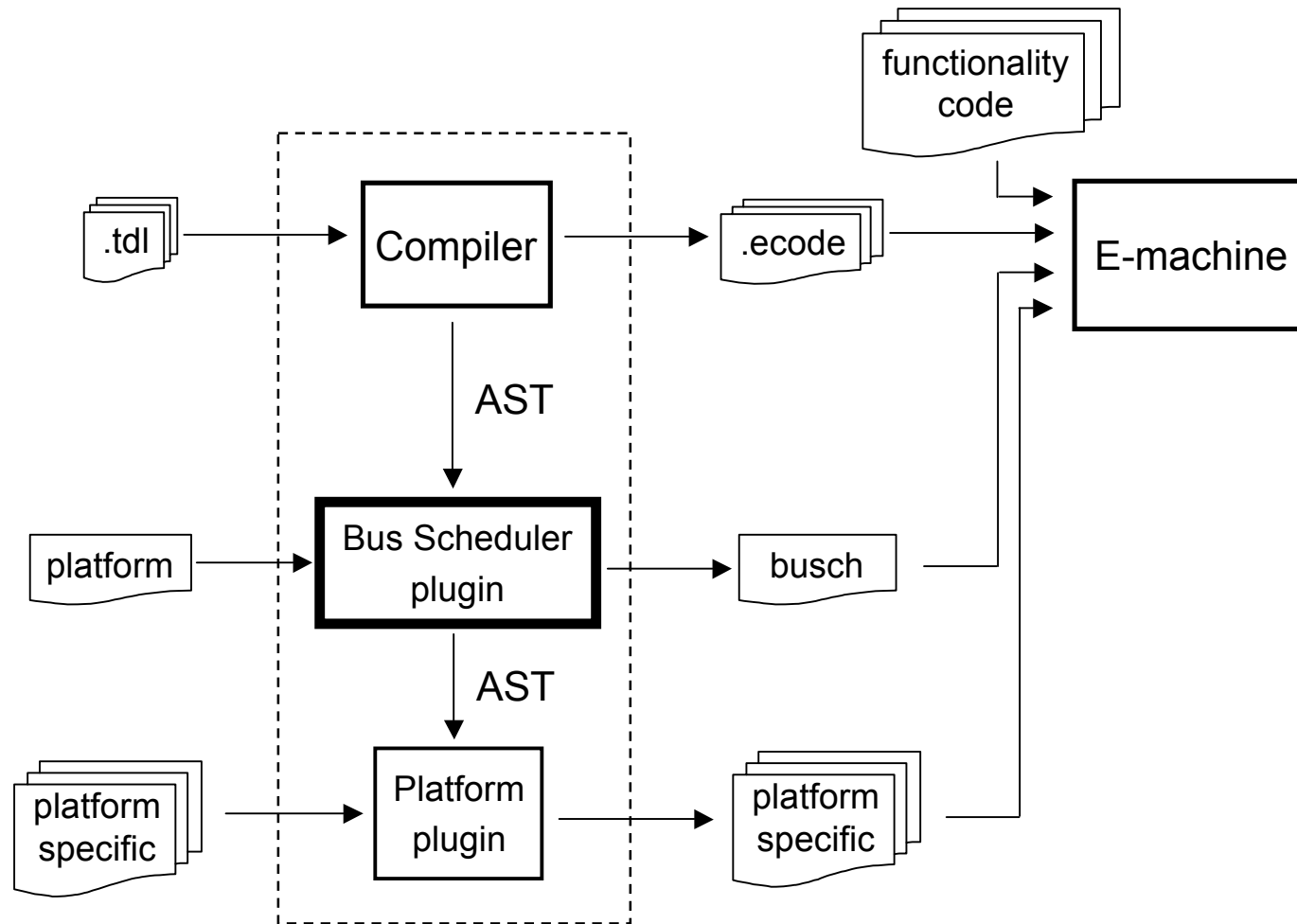
Transparent Distribution



Tool Chain



Tool Chain



Thank you for your attention!