
MAST: A Timing Behavior Model for Embedded Systems Design Processes

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**ARTIST workshop on Models of Computation and Communication
MoCC, Zurich, November 2006**

1. Introduction: Background

Many real-time systems are now distributed

- **Cyclic executives being replaced by run-time schedulers**
- **Fixed priority and EDF scheduling are most popular among the run-time scheduling policies**

Schedulability analysis techniques have evolved a lot in the last decade

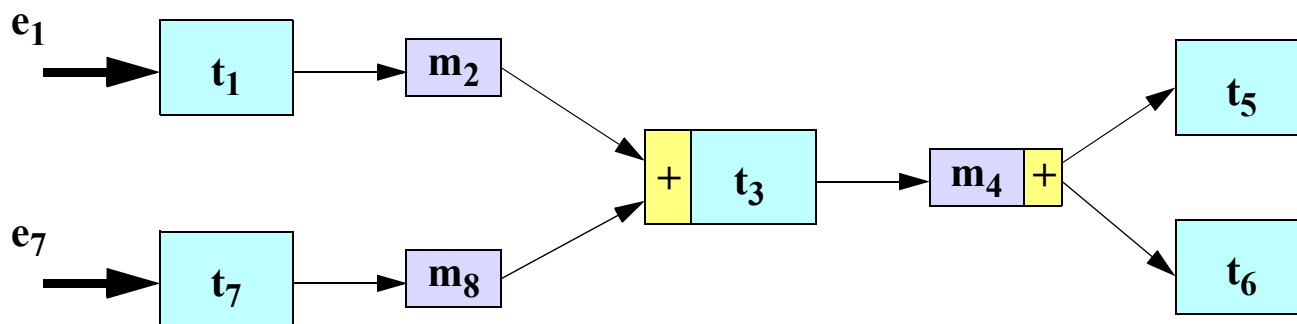
- **Originally RM and DM priority assignment techniques, together with response-time analysis**
- **Extended to distributed systems (holistic analysis, HOPA)**
- **Offset-based analysis introduced (FP and EDF)**
- **Multiple-event synchronization handled**

Motivation

The latest schedulability analysis techniques are difficult to apply by hand

Need for a rich and flexible model of the real-time system:

- distributed, multiprocessor, or single processor
- composable software modules
- separation of architecture, platform, and software modules
- rich set of event-driven patterns; e.g.:

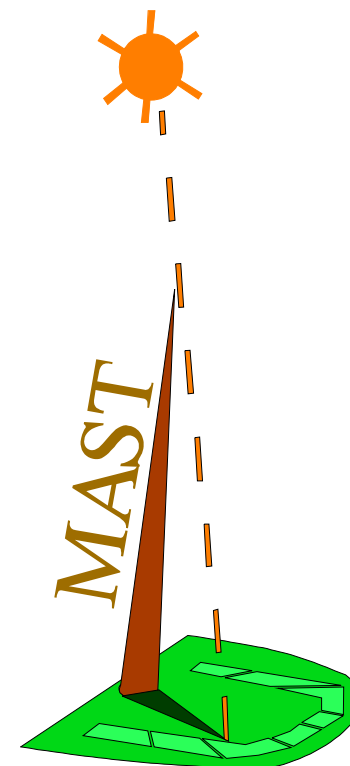


Objectives

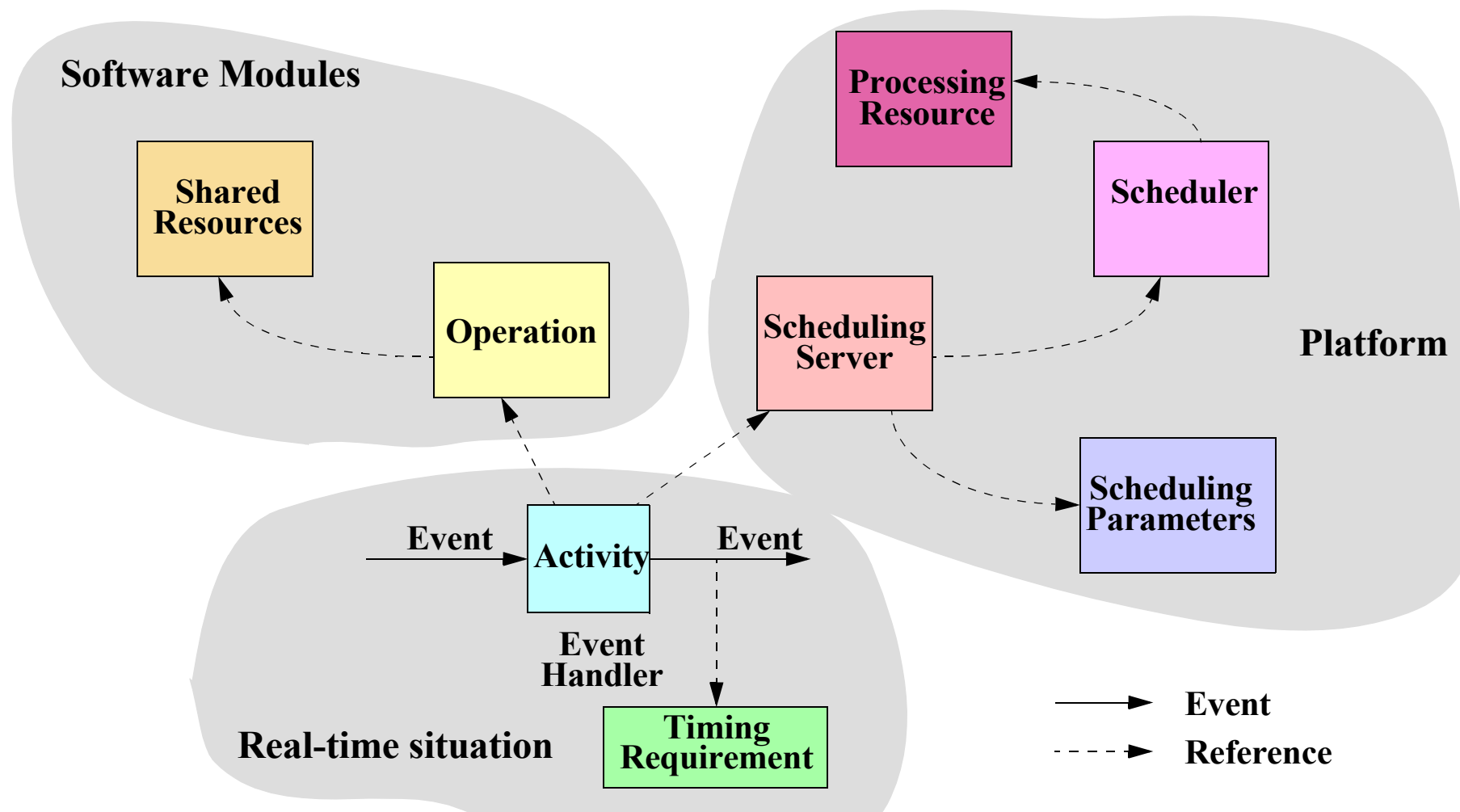
- Develop a *model* for describing the timing behavior of event-driven distributed real-time systems
- *Open model* that may evolve to include new characteristics or points of view of the system
- Develop a set of *tools* for analyzing the timing behavior of the application:
 - **Schedulability analysis (hard real-time requirements)**
 - **Synchronization blocking calculation**
 - **Discrete-event simulation (soft real-time)**
 - **Priority assignment**
 - **Sensitivity analysis**

MAST: A timing behavior model

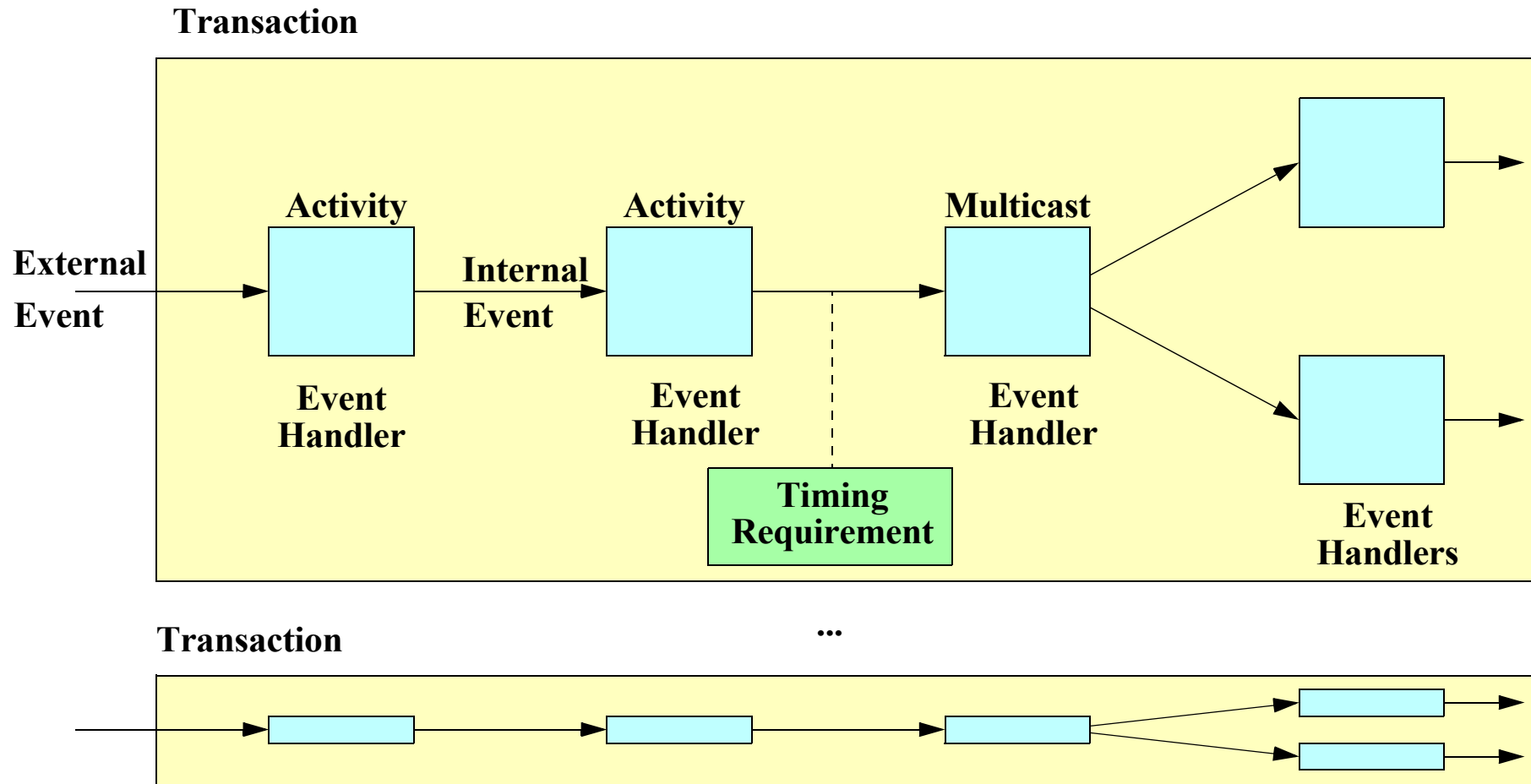
1. Introduction: Background, Motivation and Objectives
- 2. Overview of the Real-Time Model**
3. Elements of the MAST Model
4. Integration into design processes
5. The MAST tool suite
6. Conclusions and Future Work



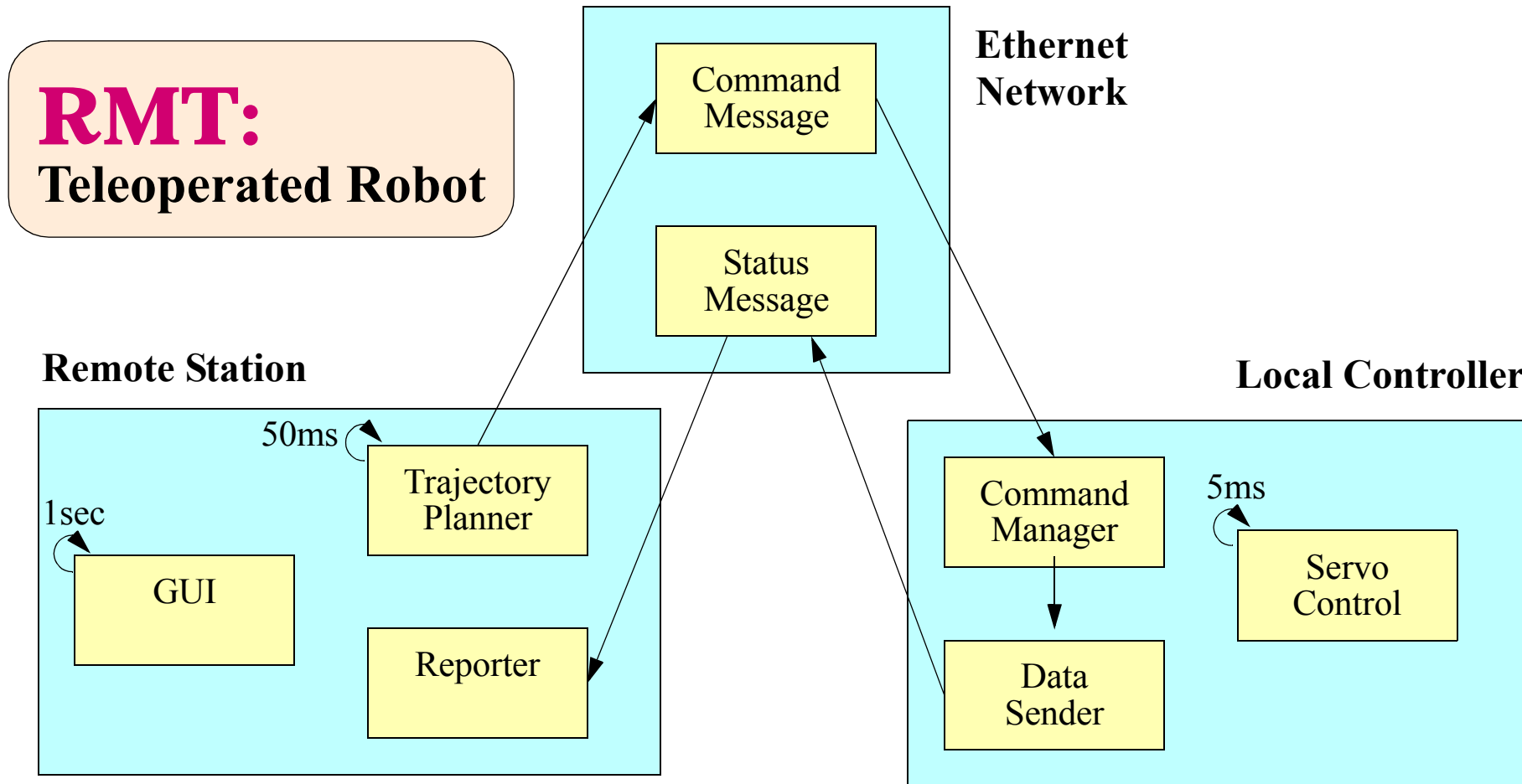
2. Real-Time Model: Overview



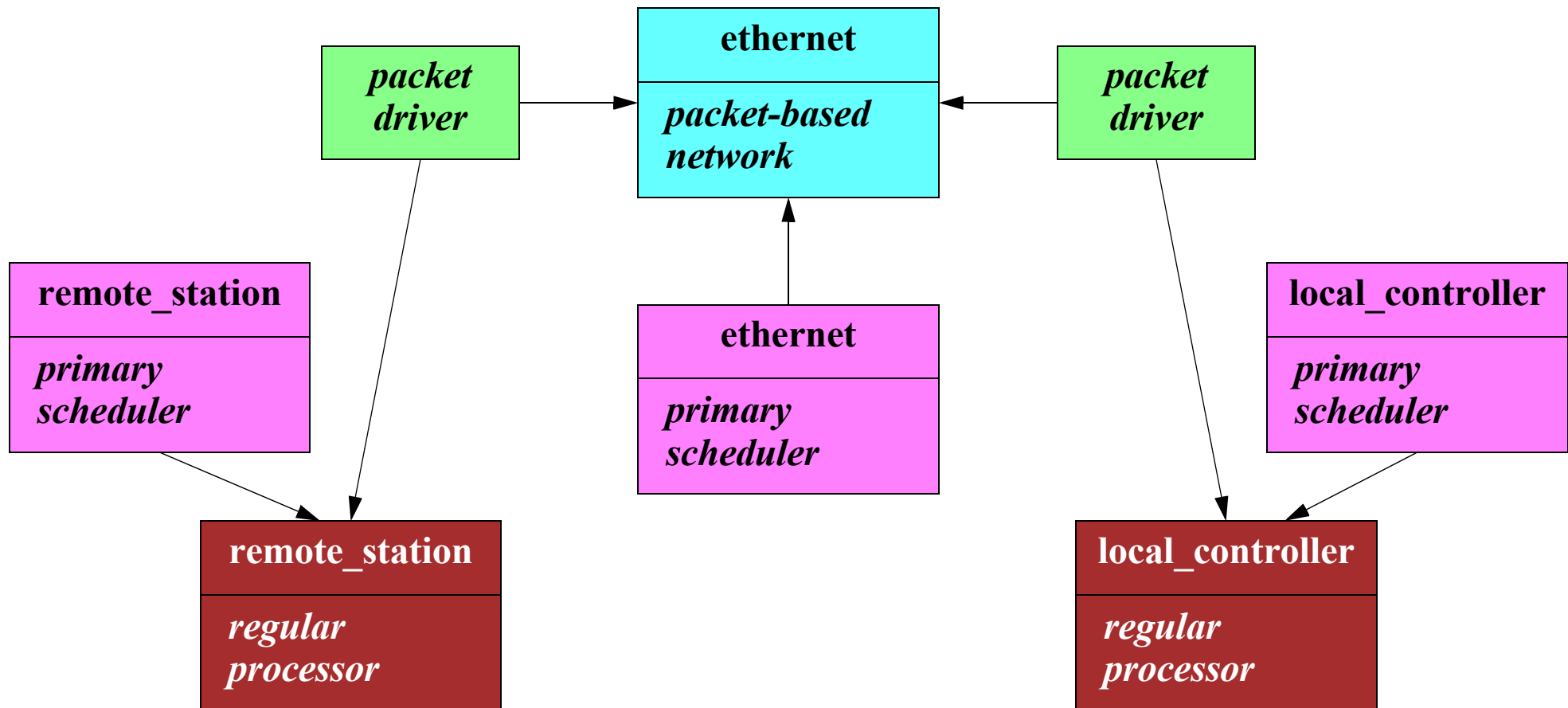
Real-Time Situation



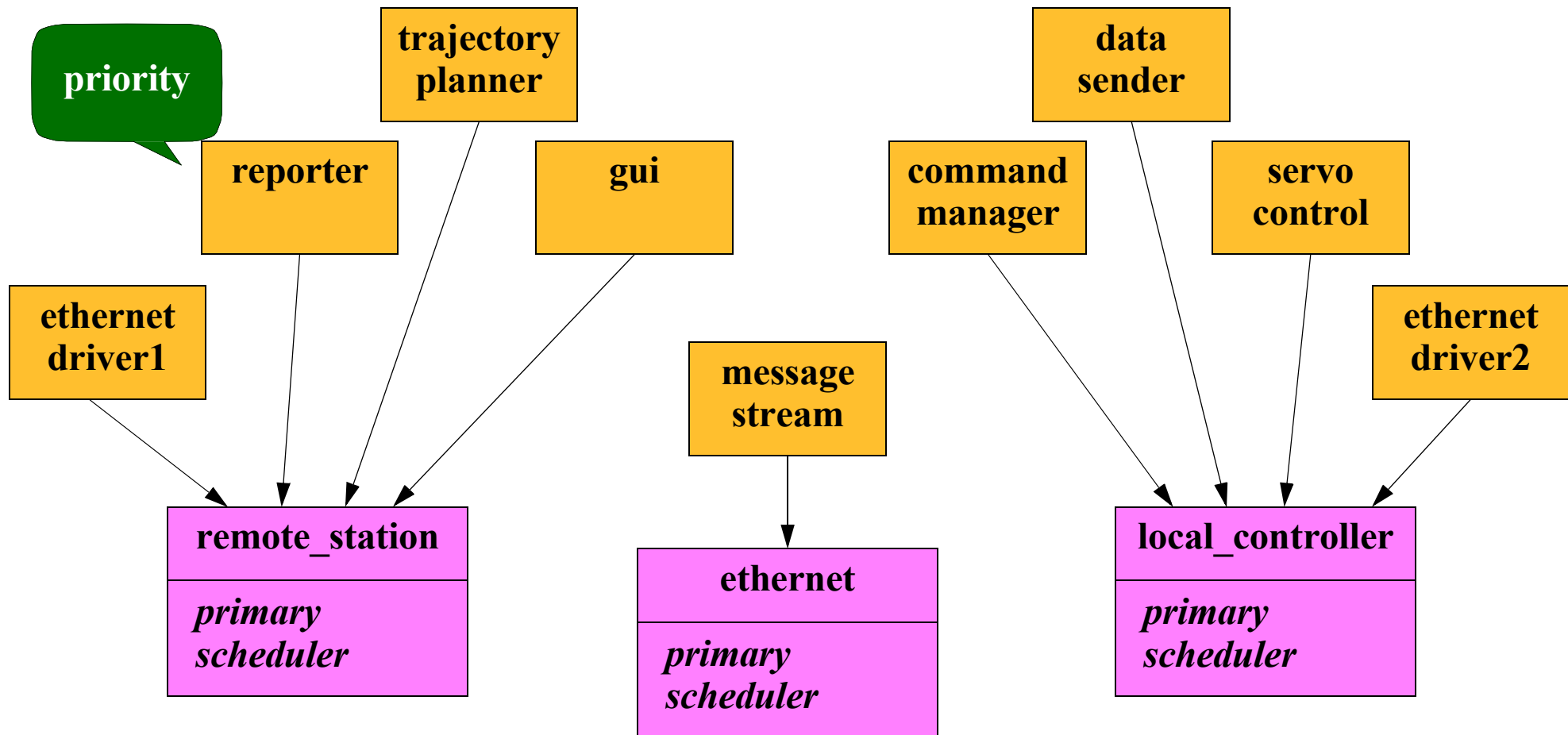
3. Elements of the MAST model: Example



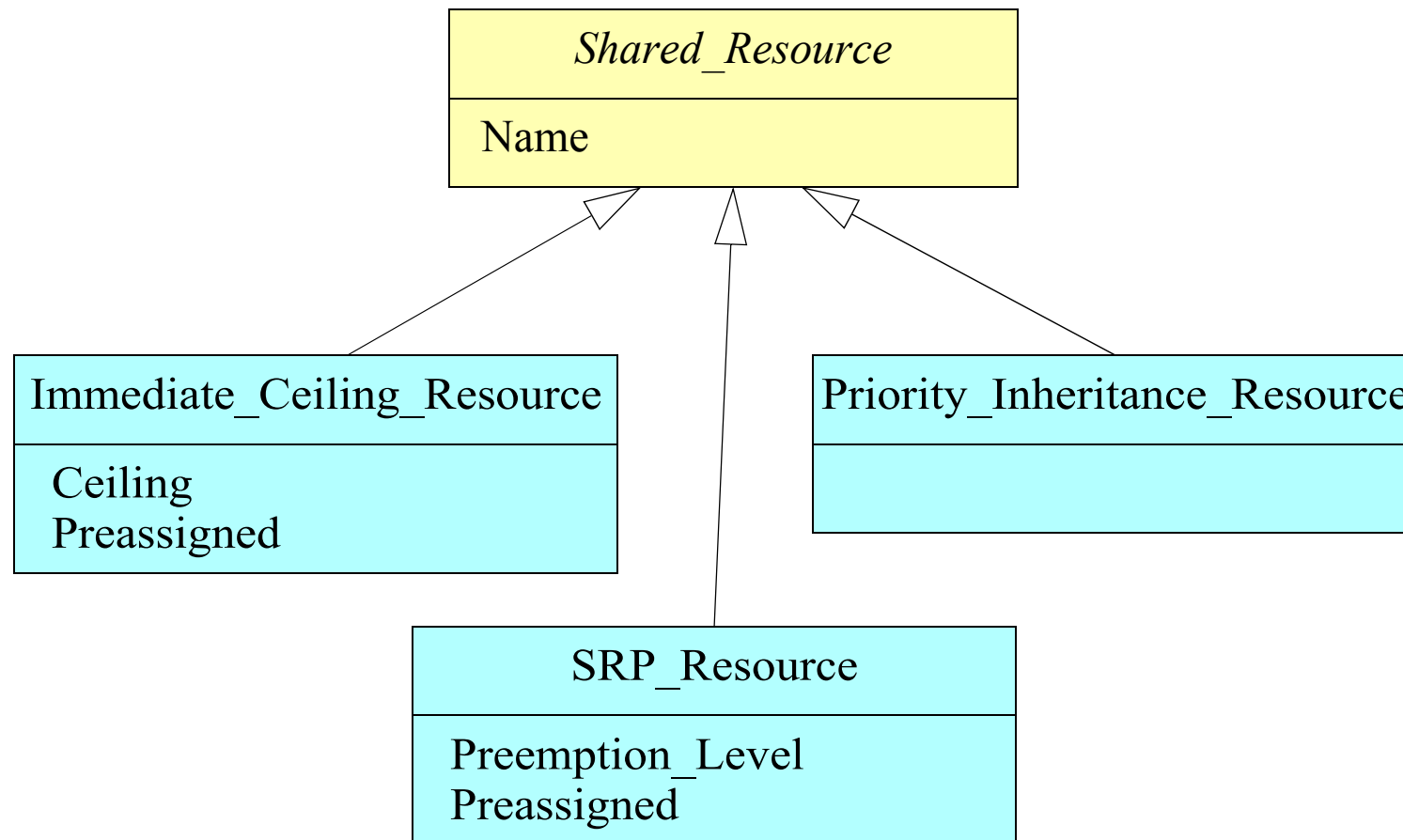
Processing resources, schedulers, drivers, and timers



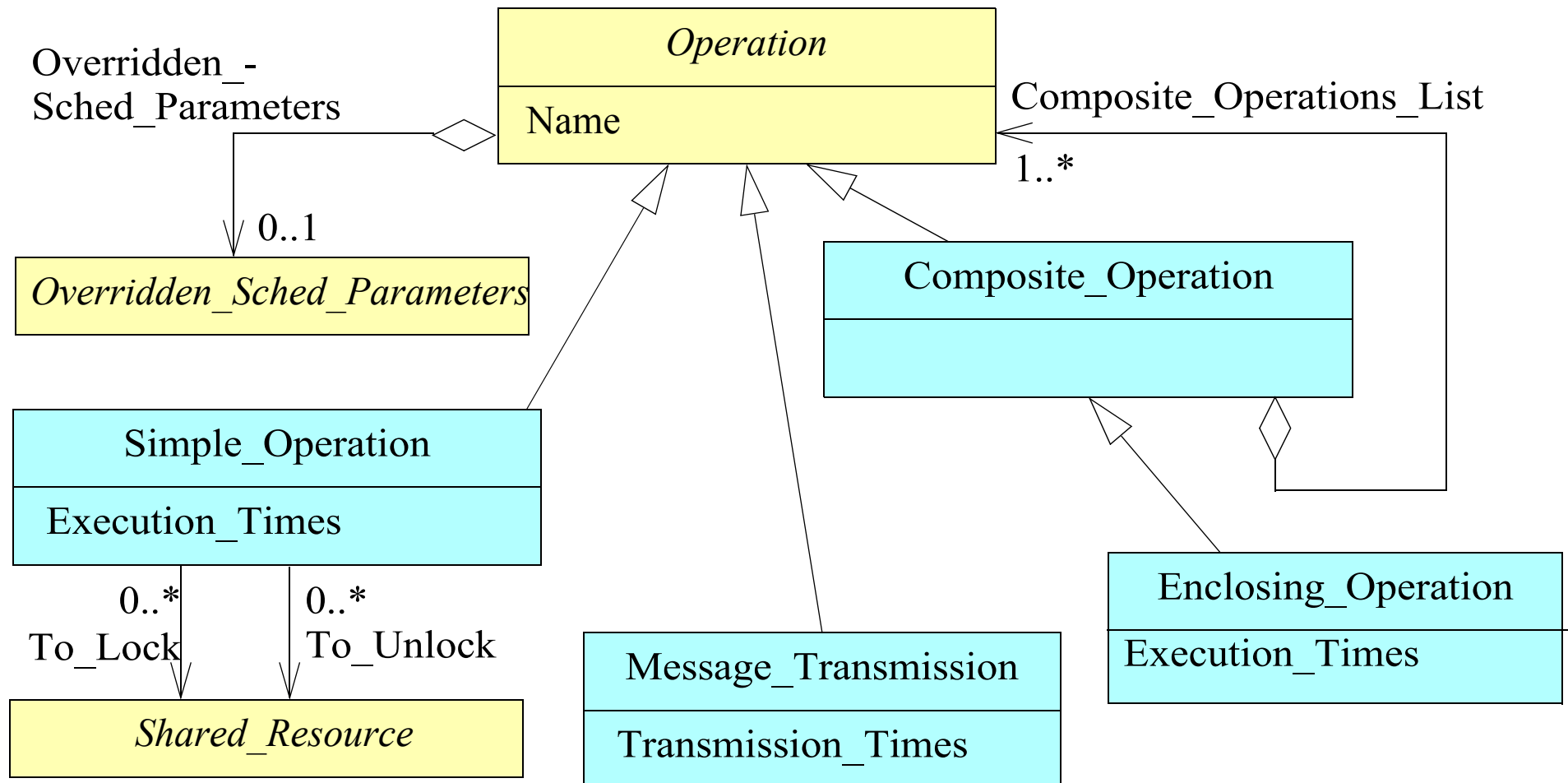
Scheduling servers



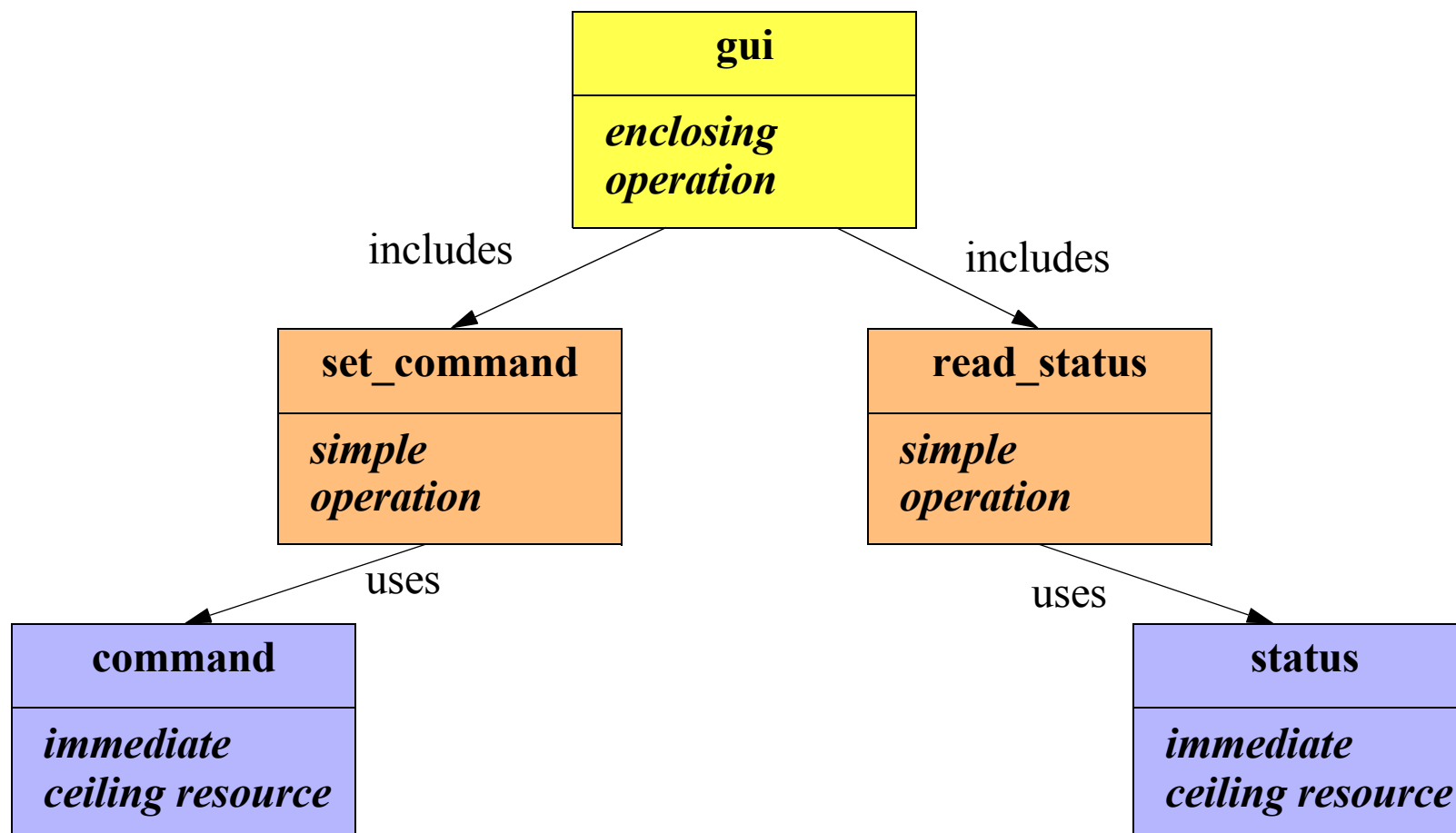
Shared resources



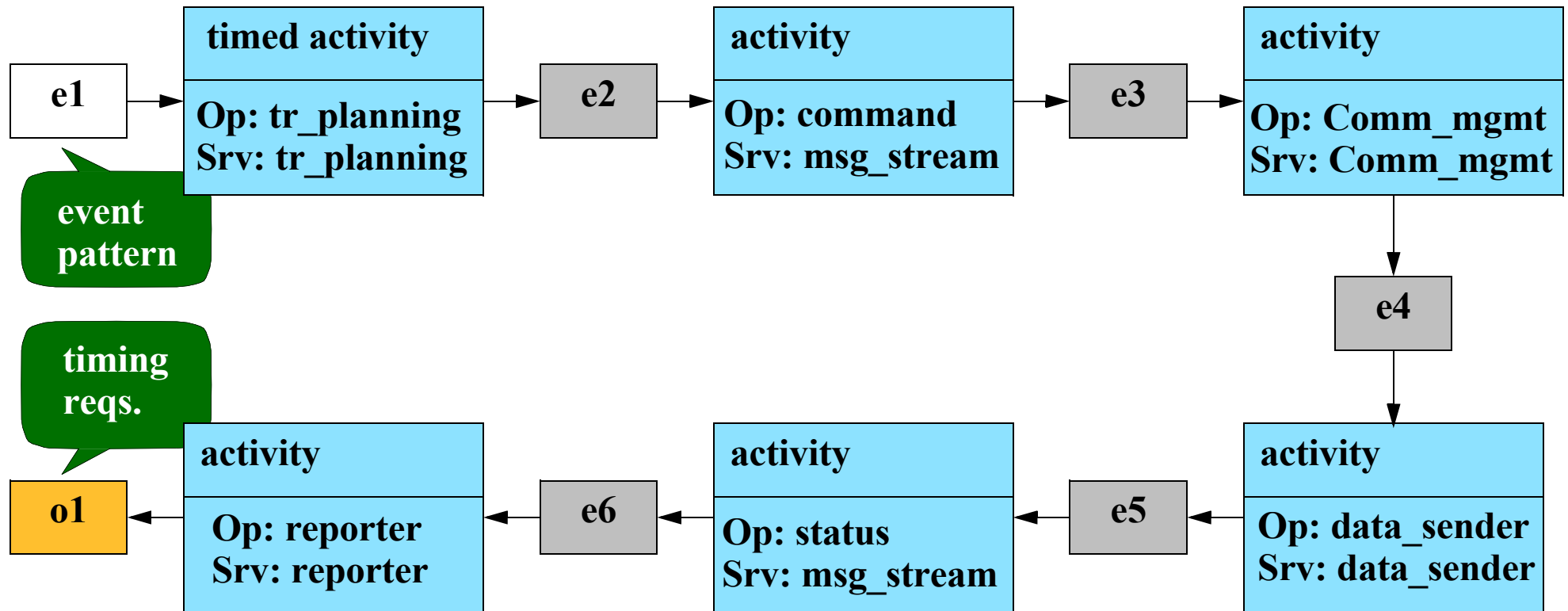
Logical Operations Model



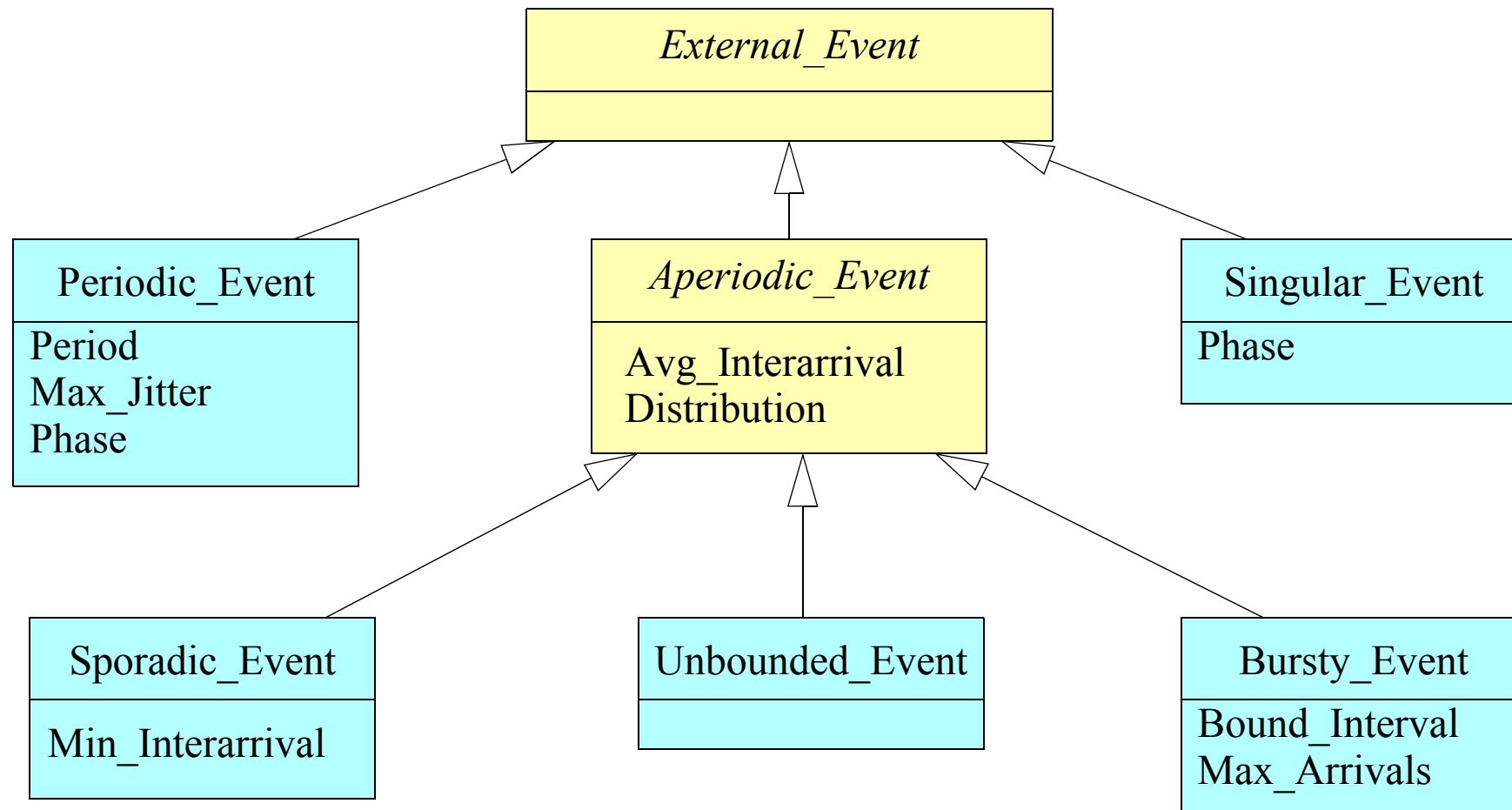
GUI operation in the example



Transactions: Distributed transaction in the example



External Events

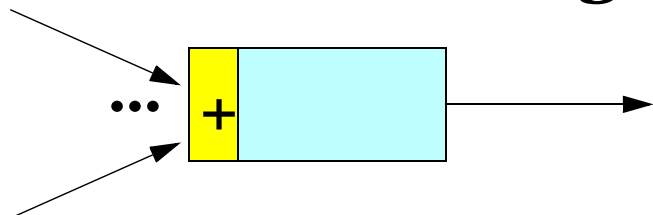


Event Handlers

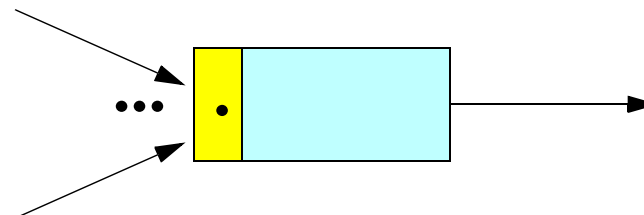
Activity / Rate Divisor / Delay / Offset



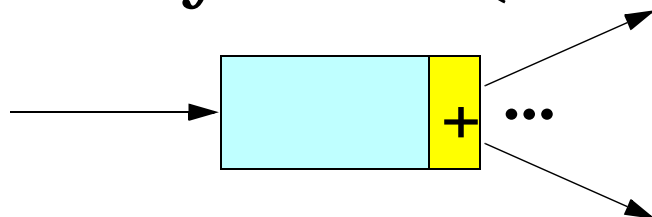
Concentrator (Merge)



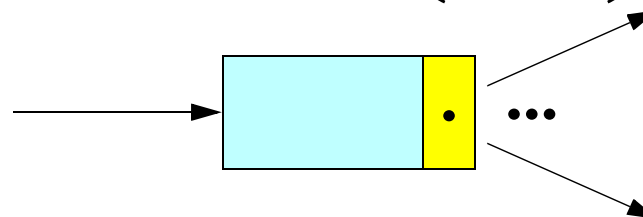
Barrier (Join)



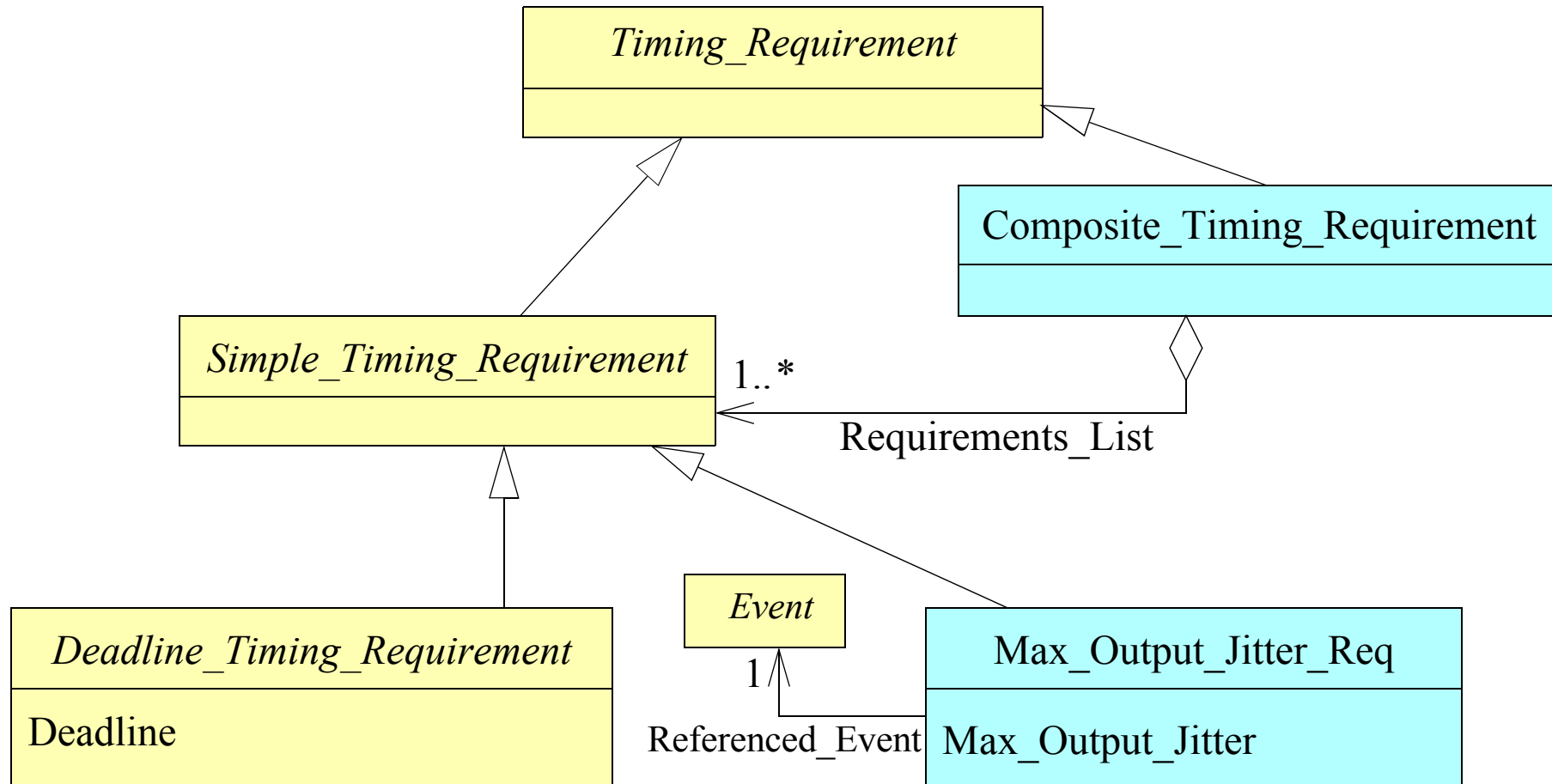
Delivery Server (Branch)



Multicast (Fork)



Timing requirements



4. Integration into the design process

Components built with their own timing behavior model

- **passive components: operations and shared resources**
- **active components: single or multithreaded, distributed, ...**

The model is parameterized

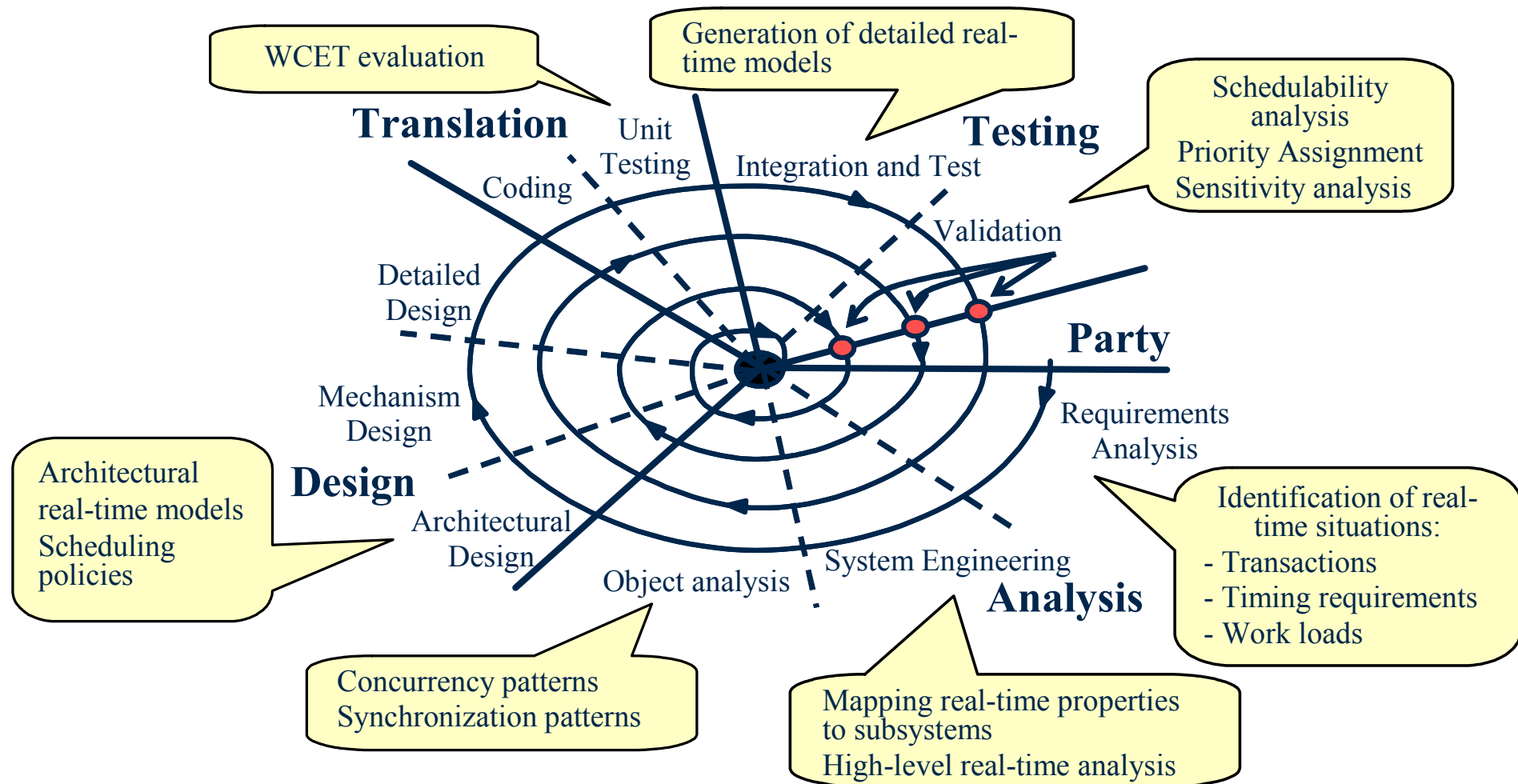
- **i.e., actual data for WCETS**

Deployment tool

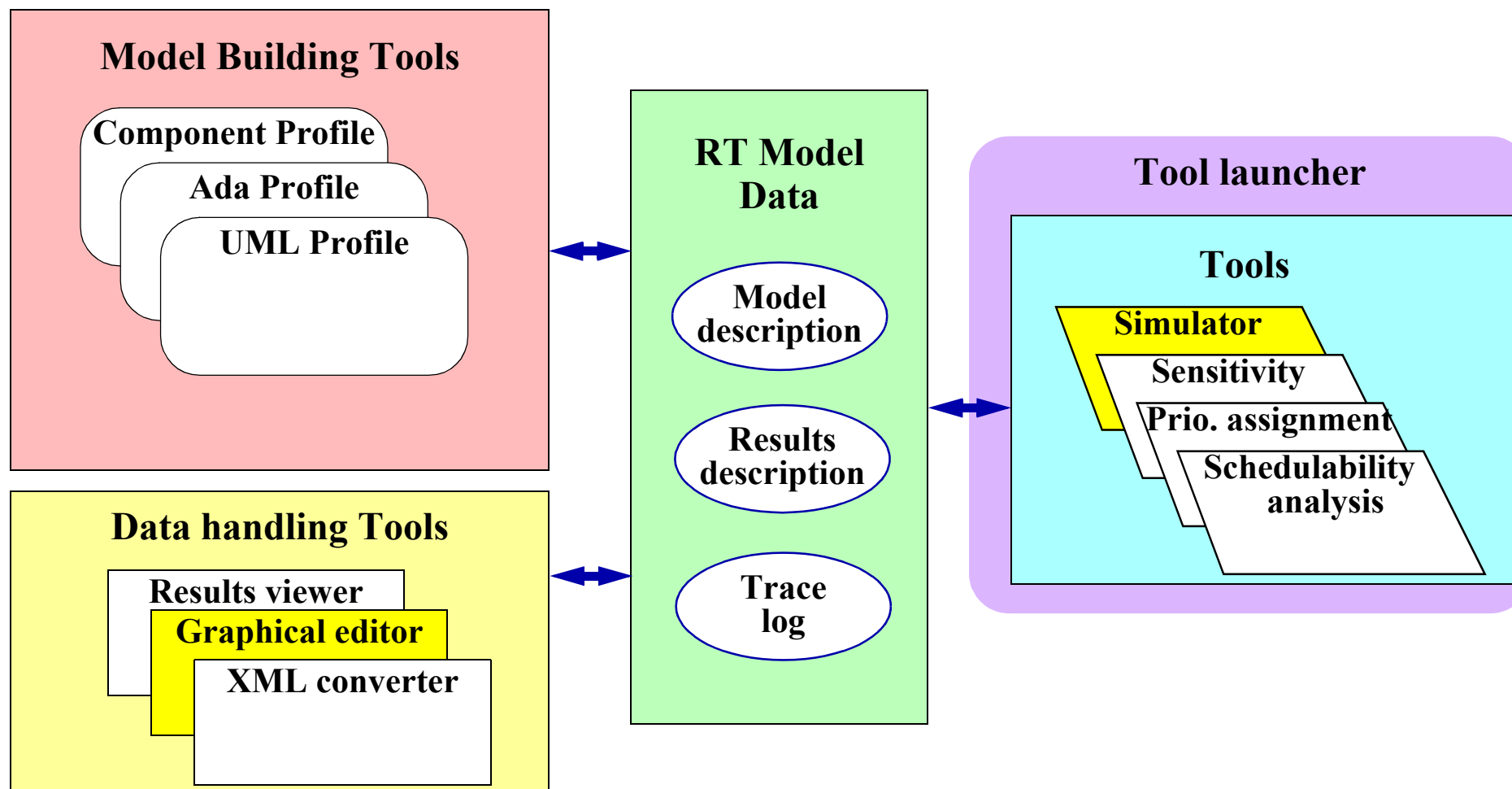
- **instantiates the parameterized component models**
- **provides the platform model**
- **integrates them with the real time situation model**

Automatic schedulability analysis is then made

Integration into the design process



5. The MAST Environment



6. Conclusions

MAST defines a model for describing real-time systems

- distributed and multiprocessor
- complex synchronization and event-driven schemes
- composable software modules
- independence of architecture, platform and modules

MAST provides an open set of tools

- hard and soft real-time analysis
- automatic blocking times, priority assignment, sensitivity analysis...

XML specification language allows easy integration with other tools (i.e., UML tools)

Future Work

Finish current tools:

- graphical editor
- integrate simulator

Implement missing tools:

- Multiple-Event Analysis
- Full support for EDF

Speed up the response time analysis

URL



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