artist

The ArtistDesign
European Network of Excellence
on Embedded Systems Design

http://www.artist-embedded.org/

# Showcase of the Main Results

*DATE Conference, March 15th, 2012*

SEVENTH FRAMEWORK PROGRAMME

*Achievements and Perspectives :*

# Design for Predictability and Performance

leader : Bengt Jonsson

affiliation

# Predictability (and Performance)

- Predictability important for embedded systems, but threatened by modern architecture development

**Objectives:**

- Technology and design techniques for achieving predictability of systems,  especially on multi-core platforms
- Trade-offs between (average-case) performance and (worst-case) predictability

**Expected Impact:**

- Tools and Techniques for building predictable systems
- Awareness about predictability issues in system and platform design

**Why a transversal activity?:**

Predictability transverses levels of abstraction

- Verification, modeling, compilation, OS, execution platforms

# Industrial Sectors

- Safety-critical systems:
  - transportation, power automation, medical systems, ...
  - Market of over $900 million in 2008 [int. ARC Advisory Group]
- Sectors where systems failure leads to severe economic consequences:
  - consumer electronics, telecom, ...
- Systems that require both precise execution time and high throughput

# Partners

**Modeling & Validation**

- IST (Tom Henzinger)
- INRIA (Alain Girault)
- Uppsala (Bengt Jonsson, Wang Yi)
- Trento (Alberto Sangiovanni–Vincentelli)

**Code Generation & Timing analysis**

- Dortmund (Peter Marwedel)
- Saarland (Reinhard Wilhelm, Jan Reineke)
- Vienna (Peter Puschner)

**OS & Networks**

- Cantabria (Michael Gonzalez–Harbour)
- SSSA (Giorgio Buttazzo)
- York (Alan Burns)

**Hardware Platforms & MPSoC**

- Bologna (Luca Benini)
- Braunschweig (Rolf Ernst)
- ETH Zürich (Lothar Thiele)
- IMEC (Maya d'Hondt)
- Linköping (Petru Eles)

# Integration: Aims

Most existing work was within one system level, e.g,:

- Modeling and verification of timed component-based systems,
- Timing analysis for programs
- Compiler techniques for timing and memory predictability
- OS Scheduling and resource management
- Sharing of resources on multi-cores

Main goal of the predictability activity:

- To integrate research across different levels of abstraction

# Integration: Some Achievements

- Quantitative definition of “Predictability”
- Predictability of cache replacement policies
- Integrating Timing analysis into compilation
- Timing-predictable languages (PRET_C)
- Predictable software on multicores
  - Isolation of memory accesses and of bus accesses
  - Multicore scheduling
- Design Principles for Industrial Practice
- Standardization (MARTE)
- Predictability/Reliability of Embedded Networked Systems
- Tools: aiT, WCC, MST, MPA, MPARM, UPPAAL
- European projects: Predator, T-Crest,

# Quantitative Definition of Predictability

Some tentative suggestions:

- *Predictability ≈ Determinism ?*
- *Predictability ≈ Analyzability ?*

Towards quantitative definition for architectural elements: [Grund 11]

- Inherent to the element considered
- independent of analysis method
- Provides quantitative measure

# Towards Definition of Predictability [Grund 11]

Predictability ≈ variability of considered quantity
under explicitly given sources of uncertainty

Examples:

- Execution time of task with uncertain initial state and/or input:

  *BCET / WCET over the possible initial states and/or inputs*

# Towards Definition of Predictability [Grund 11]

Predictability ≈ variability of considered quantity
under explicitly given sources of uncertainty

Examples:

- Execution time of task with uncertain initial state and/or input:

  *BCET / WCET over the possible initial states and/or inputs*

- Cache replacement policy with initial state uncertainty

  *Min / Max number of cache misses for a program of length n*

  - Consider this ratio as $n \to \infty$
  - Results for different policies (8-way associative caches) [Reineke, Grund 08]

| LRU | FIFO | PLRU |
|---|---|---|
| 1 | 1/8 | 0 |

  - Highly predictable ≡ 1 (eventual independence of initial state)
  - Otherwise analysis of preemptive code difficult

# Caches and Preemptive Scheduling

[AbsInt, U. Saarland, SSSA]

## Analysis must predict if cache blocks survive preemption

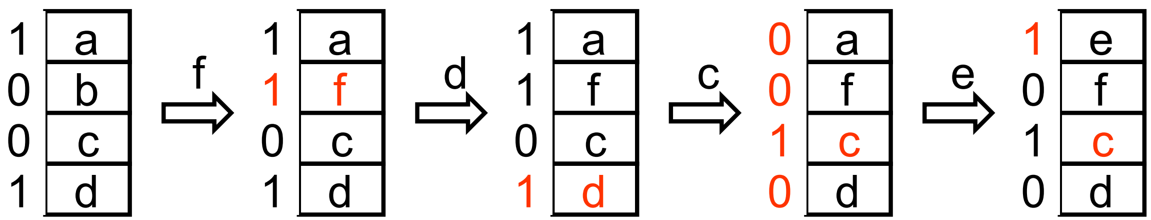
- Improved calculation of Cache-Related Preemption Delay (CRPD)
  - Considers how many accesses a reempted block can tolerate
  - Implemented in aiT for several architectures

## Arbitrary preemptions decrease schedulability due to CRPD

- Allow context switches only at fixed preemption points (FPP)
  - FPP can be placed to minimize CRPD
  - or to minimize system stack usage
  - Implemented in aiT

# MRU Replacement [Guan Lv Yi 12]

- Used in Intel Nehalem
- As good average-case performance as LRU [2]
  - superior to FIFO and PLRU
- But considered "un-predictable"
- MRU is a kind of approximation of LRU




[2] Performance Evaluation of Cache Replacement Policies for the SPEC CPU2000 Benchmark Suite, H. Al-Zoubi, A. Milenkovic, M. Milenkovic, in Proc. 42nd ACM Southeast Conference, 2004.

# Analyzability of MRU replacement policy

[Uppsala]

- Used in commercial processors, e.g., Nehalem
- Low-cost ”approximation” of LRU
- Previously considered ”unpredictable”
- New result makes MRU predictable and analyzable
- IDEA: new classification of memory access: *k-Miss*
  - Always Hit in LRU $\Rightarrow$ (at most) *k*-Miss in MRU
- Can be analyzed using state-of-the-art LRU analysis
- On a considered benchmark, estimated WCET under MRU is only 5%~10% more than under LRU

# Timing-Aware Compilation

[AbsInt + Dortmund + ETHZ + USAAR]

**WCC compiler: integrates compilation** [Dortmund] **and timing analysis** [AbsInt]

Makes programs timing-aware, and allows to develop optimizations for WCET

Work in the last year includes

- WCET-driven cache-aware memory content selection
- WCET-aware superblock optimizations
  (awarded three times, e.g. as best computer science thesis in Germany)
- Basic block reordering for improved branch prediction
- Loop-invariant code motion ported towards WCET, based on machine learning
- WCET- and pipeline-aware register allocation using integer-linear programming (ILP)
- Adaptive WCET-aware compilation: automatic computation of Pareto-optimal solutions trading off WCET, ACET and code size
- Scratchpad allocation for multi-task programs

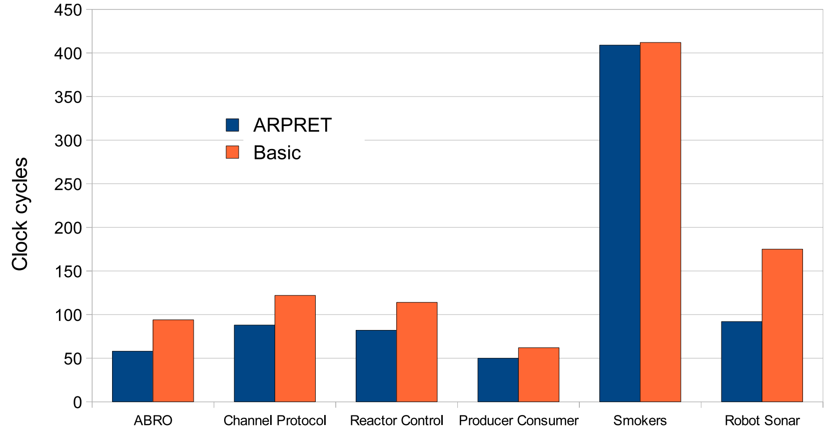
# Deterministic Programming with Timing Semantics

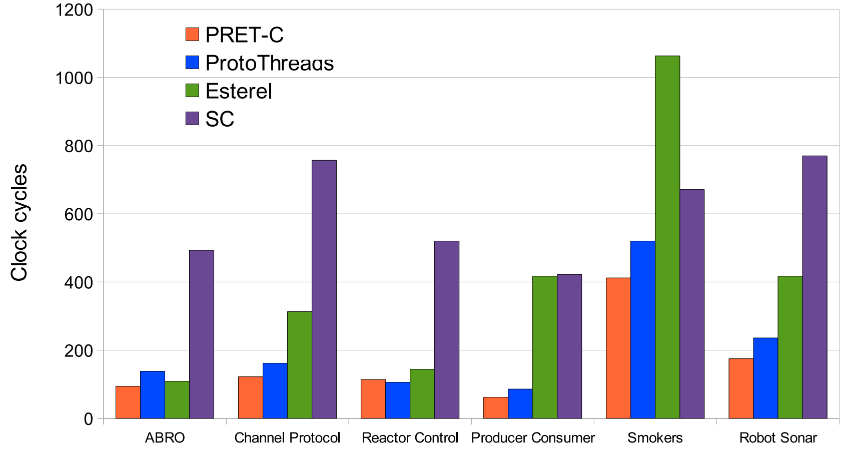
[INRIA, U. Kiel, U. Saarland, U Bamberg]

- **PRET-C** and **SC**: extensions of C with primitives for multi-threading, reactive inputs and outputs, tick barrier, predictable loops…
- Synchronous semantics providing deterministic and thread-safe communication through shared variables.
- Programs can run on a dedicated reactive processor (RP) or on a general purpose processor (GPP).
- The synchronous hypothesis is validated by computing the WCRT and comparing with the execution time constraint.
- Papers published at DATE'09, EMSOFT'09, CASES'09, DATE'10, MEMOCODE'10, DATE'11, DATE'12.

# WCRT analysis for PRET-C and SC

- WCRT analysis is based on UPPAAL.
- Infeasible execution paths are pruned thanks to a new data-flow analysis.
- Benchmarks made with speculative features off.
- Sizes between 400 and 1600 LOCs.
- Execution on our RP improves the WCRT by 26% vs GPP.
- The WCRT achieved with PRET-C is 20% better than with ProtoThreads and 50% better than with Esterel.

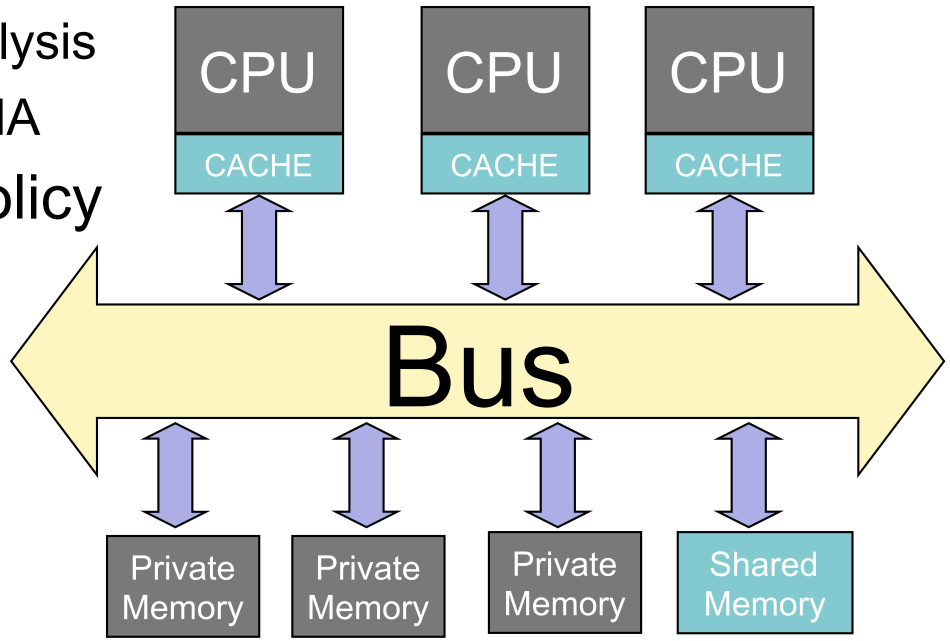


# Predictability for MultiCores

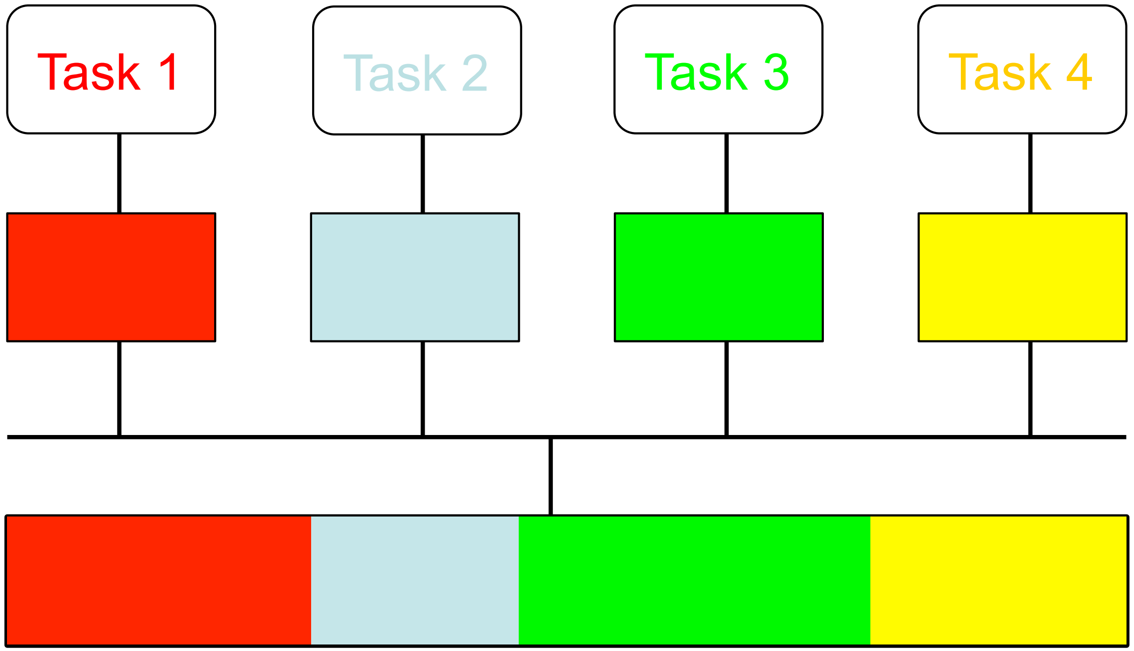
[most partners]

- Predictable timing behavior for system and for single tasks requires to eliminate interference on shared buses, memories, …
- Eliminate interference on shared memories (L3 cache)
  - Scratchpads/Cache locking for data in shared caches
  - or: Cache coloring
- Interference on bus:
  - Consider interference in analysis
  - or: Bound it, e.g., using TDMA
- Use suitable scheduling policy



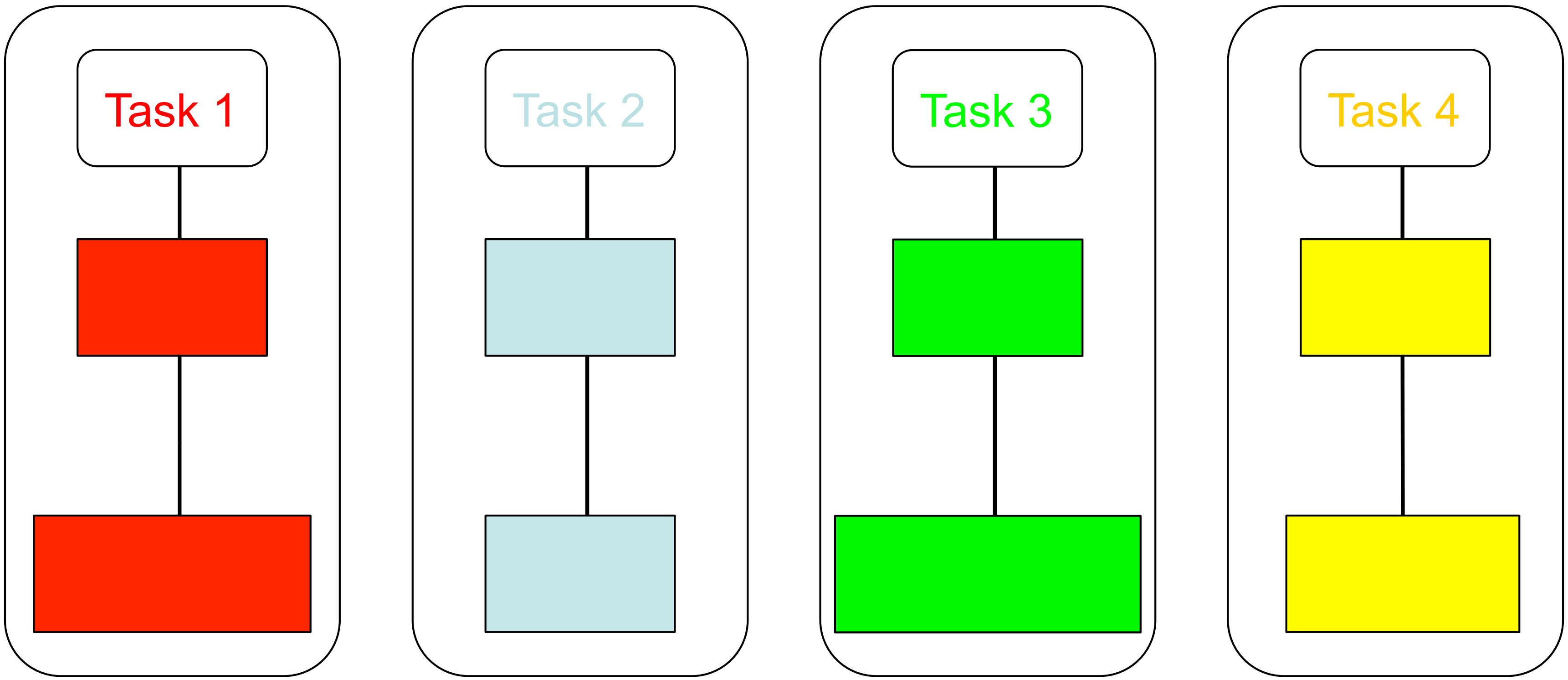
# Control Sharing by Cache-Coloring [Uppsala]

No sharing of cache lines between cores



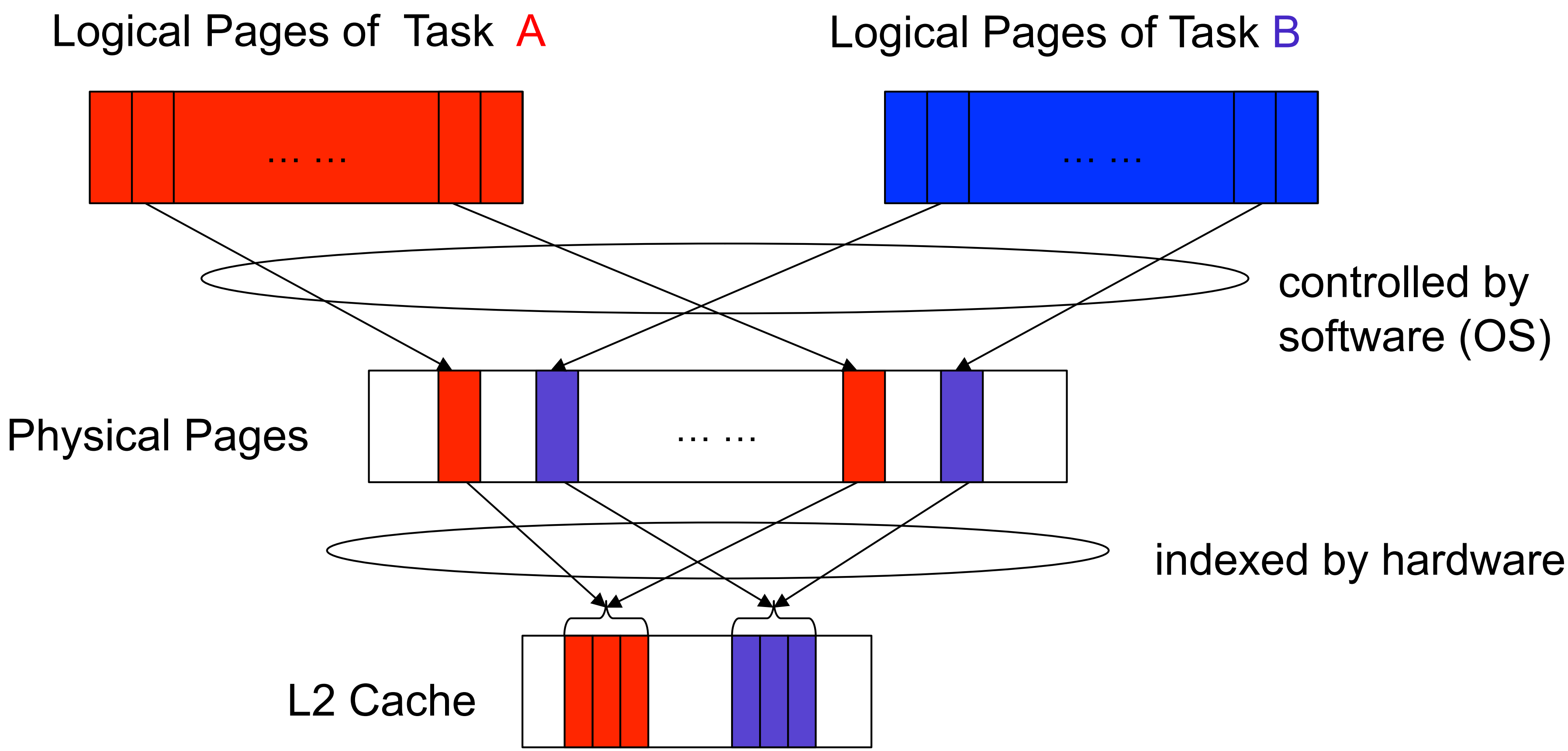
# Cache-Coloring

## Logical view

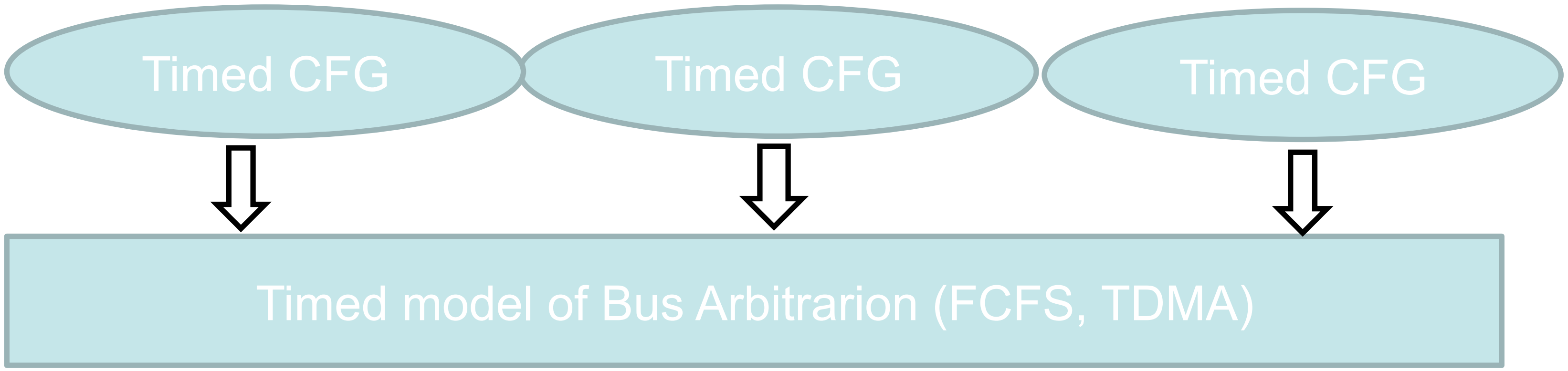


# Cache-Coloring

- E.g. LINUX – Power5 (16 colors)



# Considering Interference on Shared Bus



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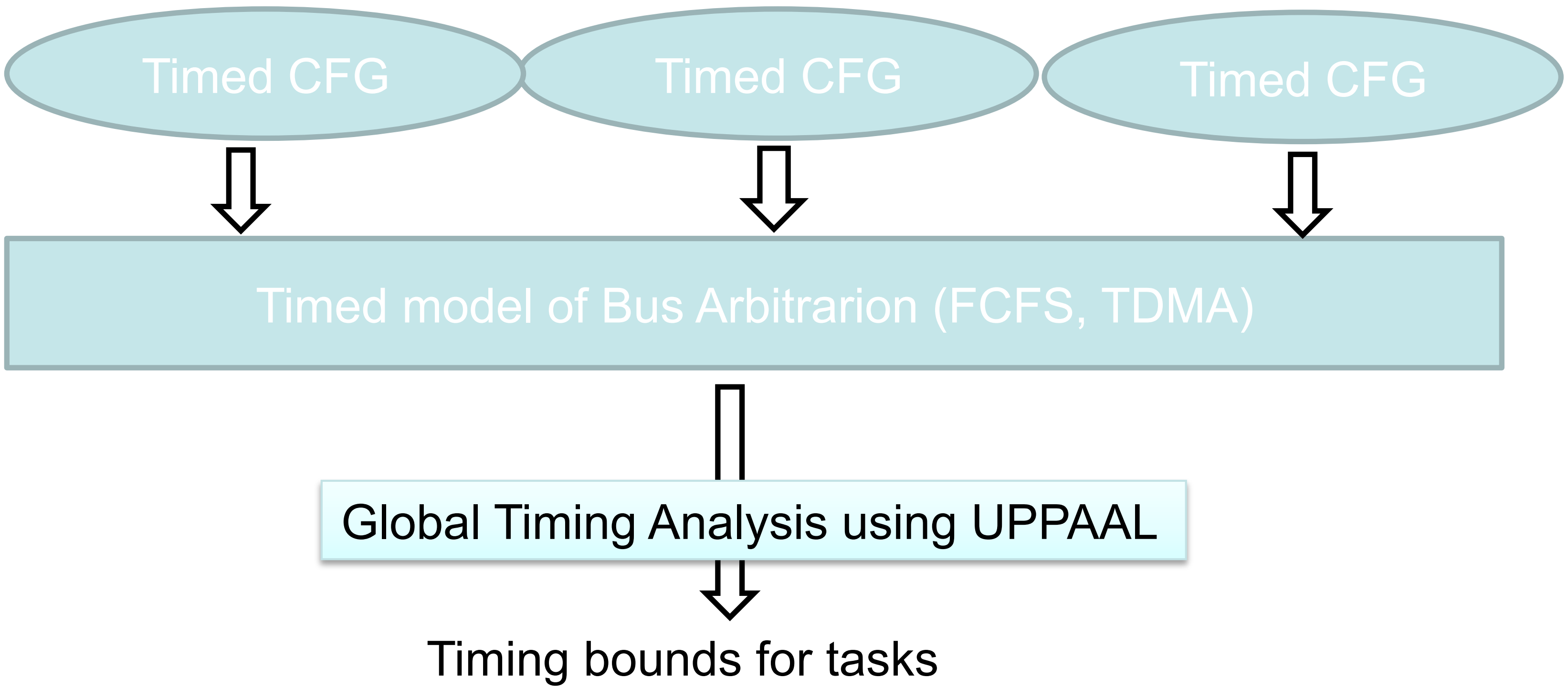

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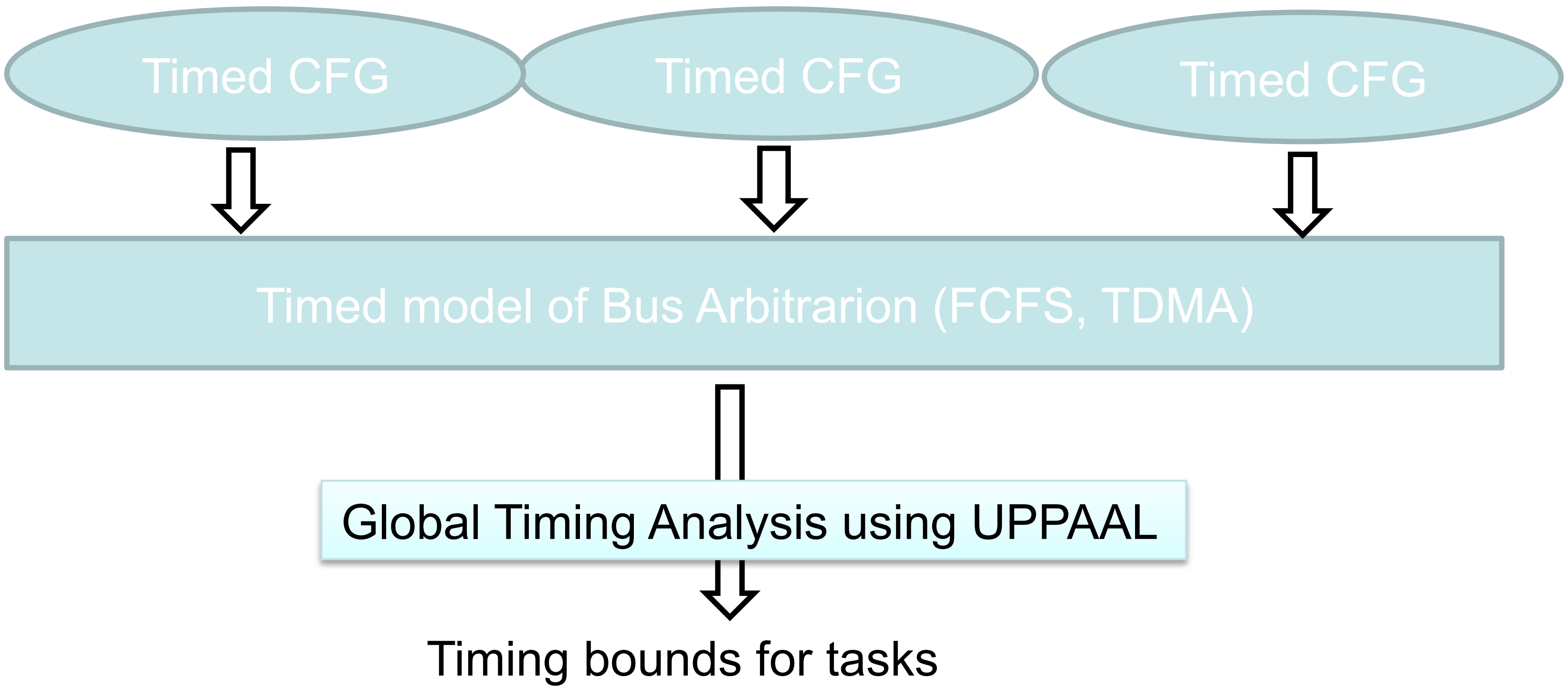
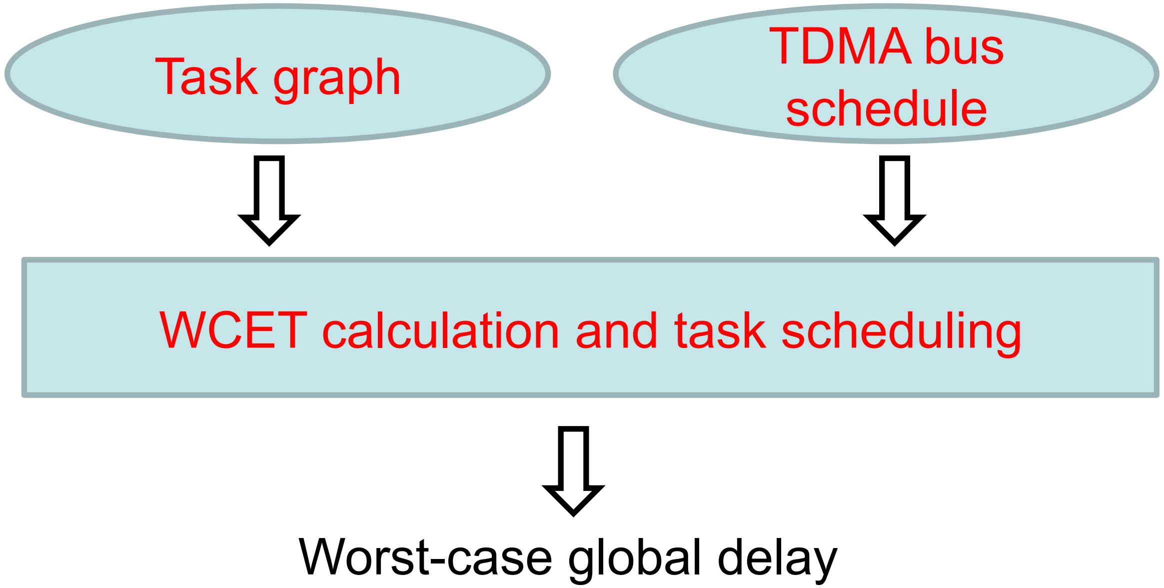



On Mälardalen benchmark, much better than pessimistic analysis

Implemented in tool ***McAIT*** http://www.neu-rtes.org/mcait

# Bounding Interference by TDMA



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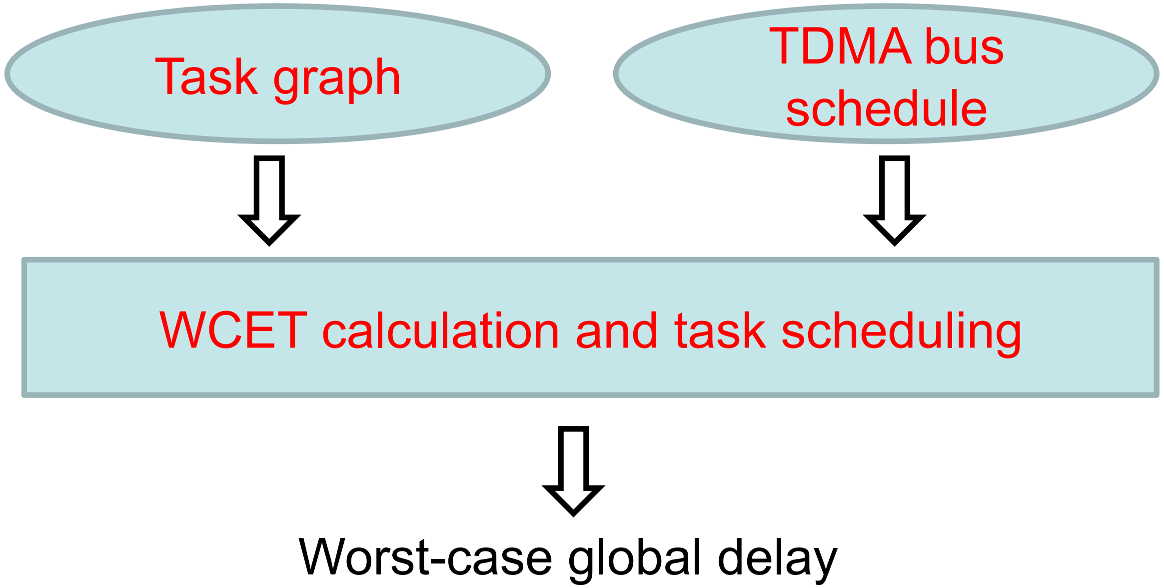
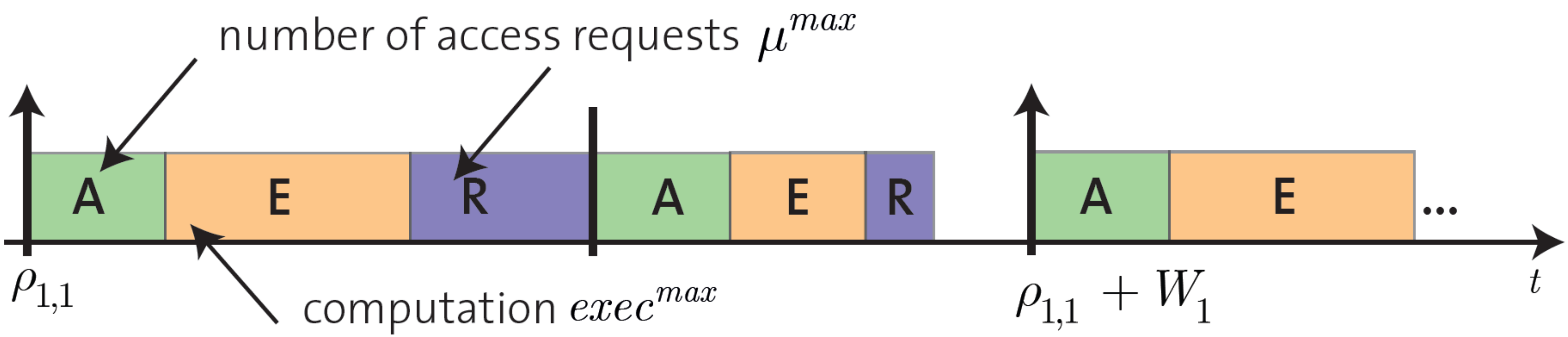



Techniques for optimizing ACET under requirements on WCET [Linköping]

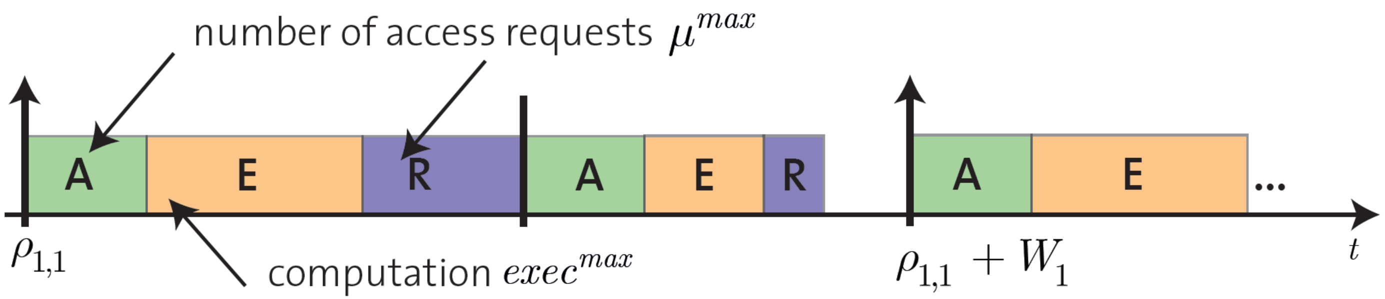
# Superblock Model

- Timing of accesses inside tasks important
- Good to structure tasks as sequences of **superblocks**
  - bound on execution and communication requirements

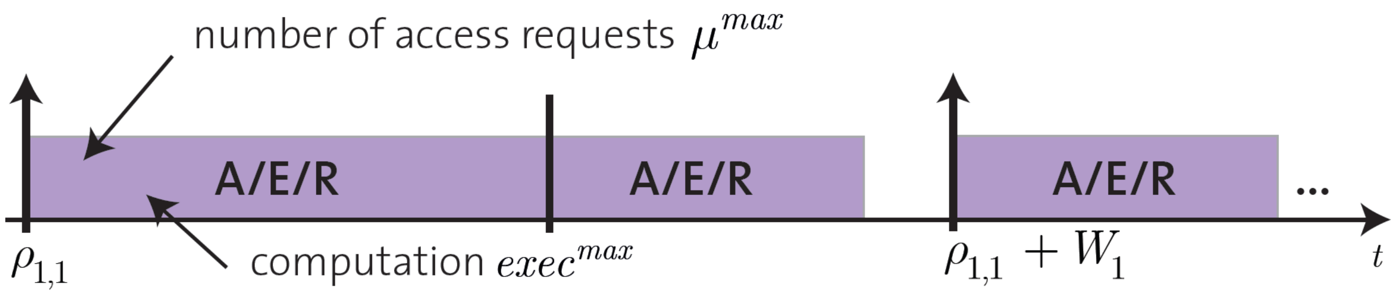



  - (**A**)cquisition phase to read data
  - (**E**)xecution phase to perform computation
  - (**R**)eplication phase to write data

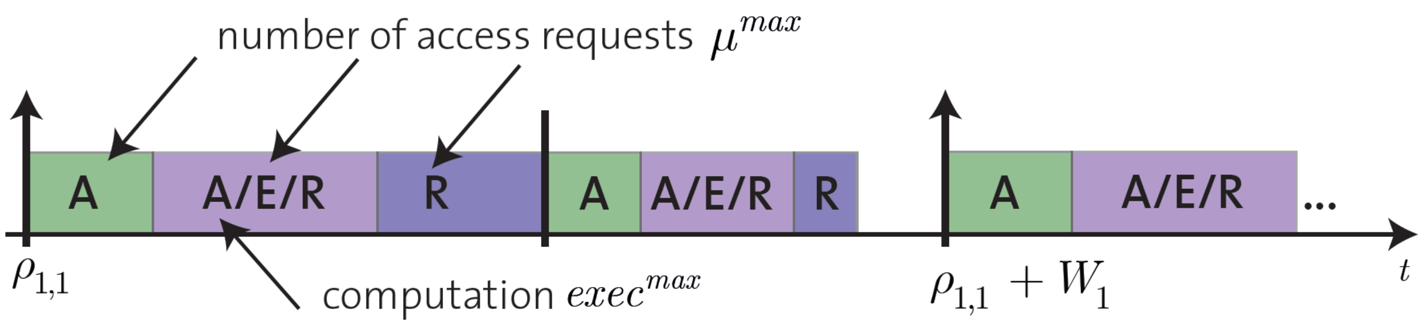
# Superblock Model (contn.)




dedicated model - **DSS**



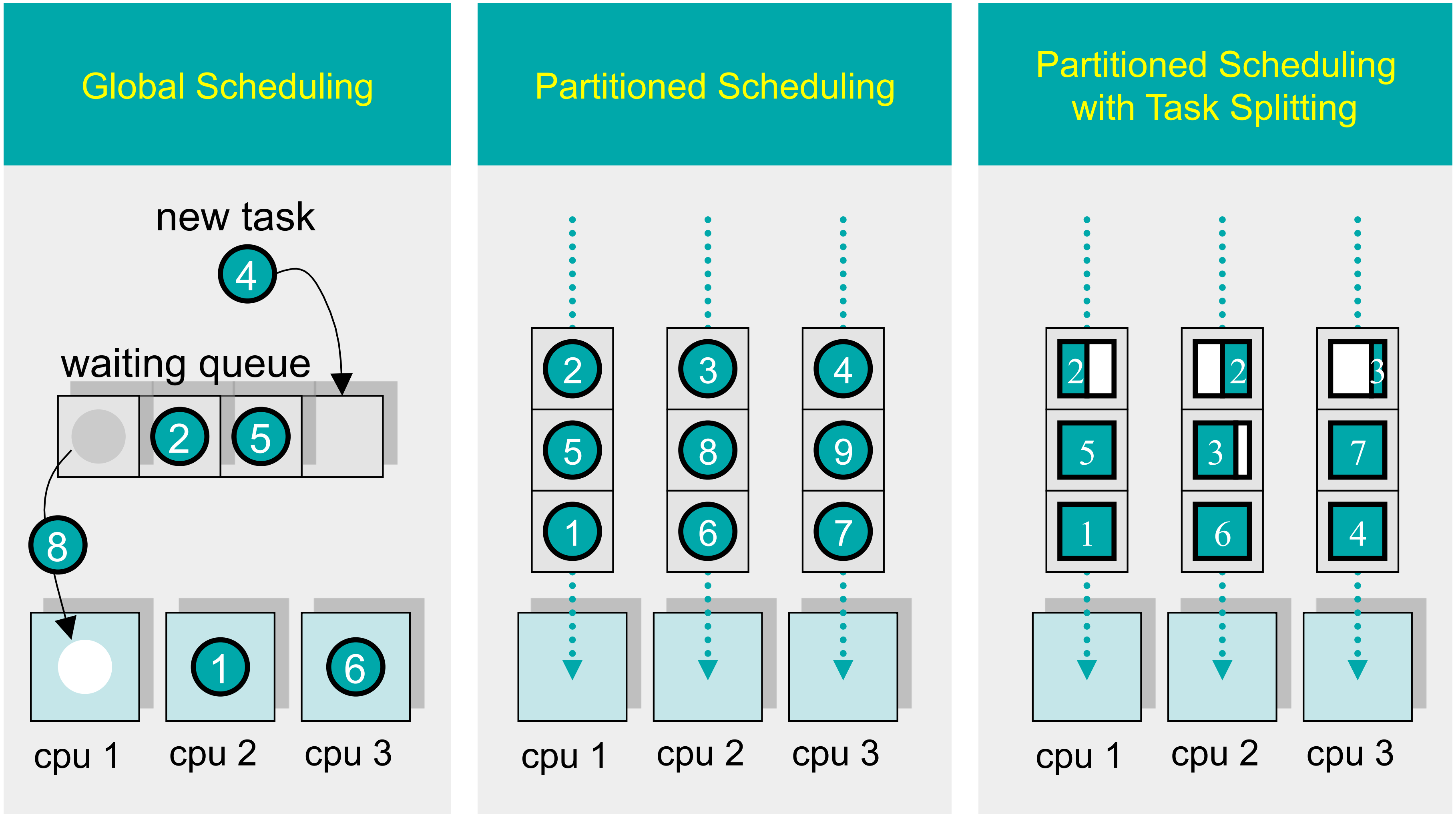

general model - **GSS**



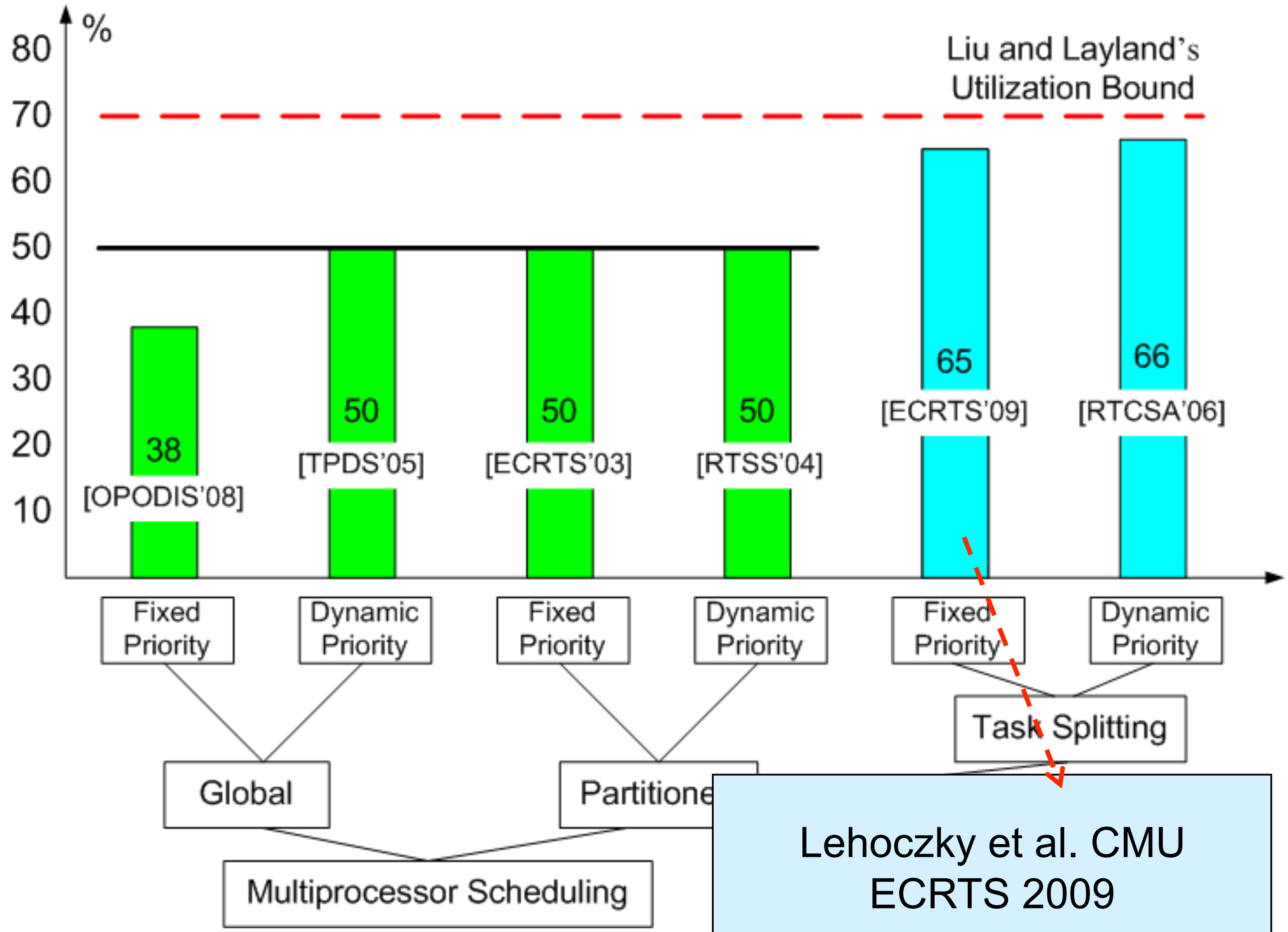

hybrid model - **HSS**

superblocks execute **sequentially (S)** or **time-triggered (T)**

# Multiprocessor Scheduling



# Achieving Liu/Layland bound f. multiprocessors




Lehoczky et al. CMU
ECRTS 2009

# Liu and Layland's Utilization Bound

- Liu and Layland's utilization bound for single-processor scheduling [Liu1973]

(the 19th most cited paper in computer science)

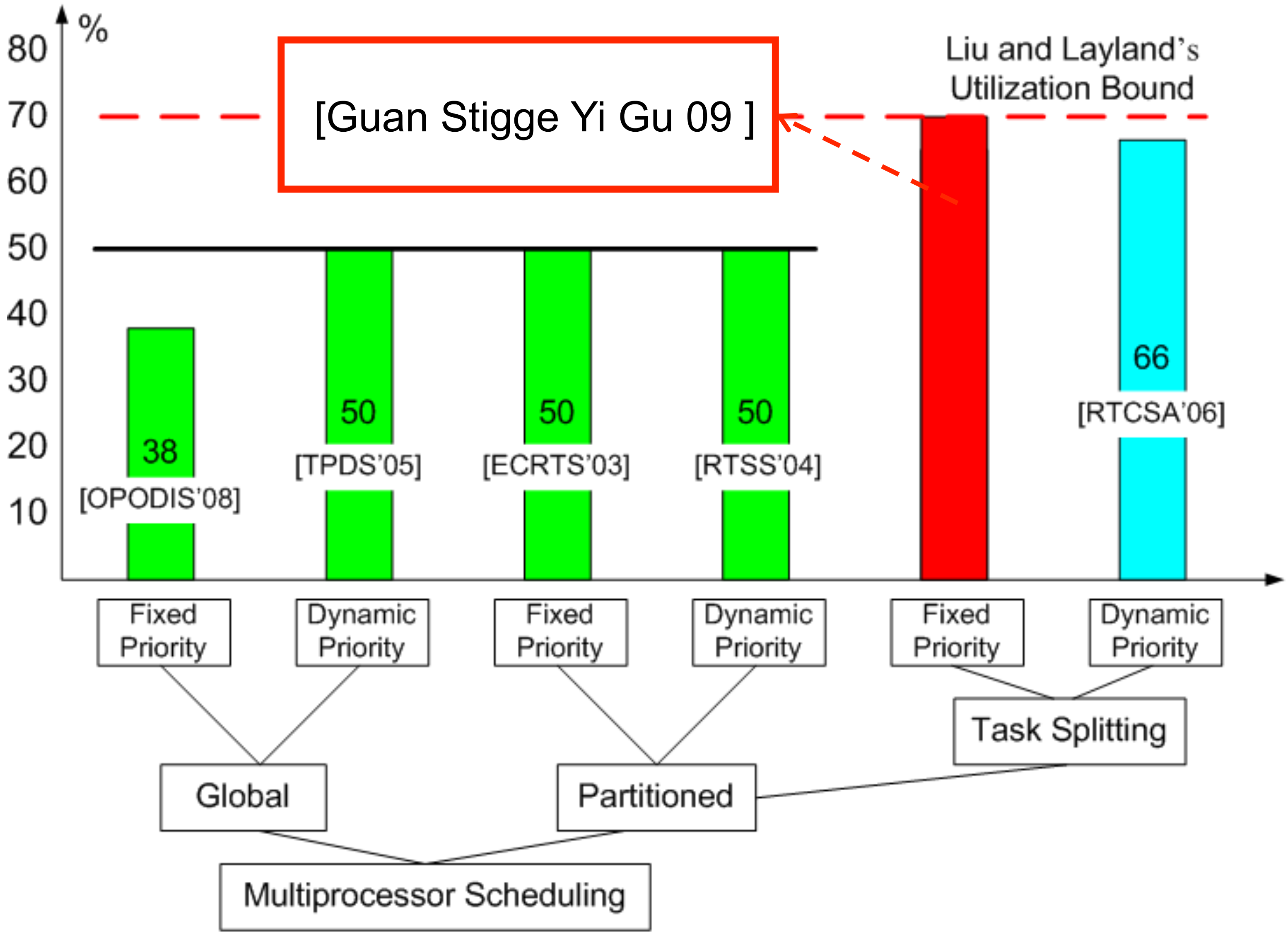
$$\Theta(N) = N(2^{\frac{1}{N}} - 1)$$

$N$: the number of tasks, $N \to \infty, \quad \Theta(N) \doteq 69.3\%$

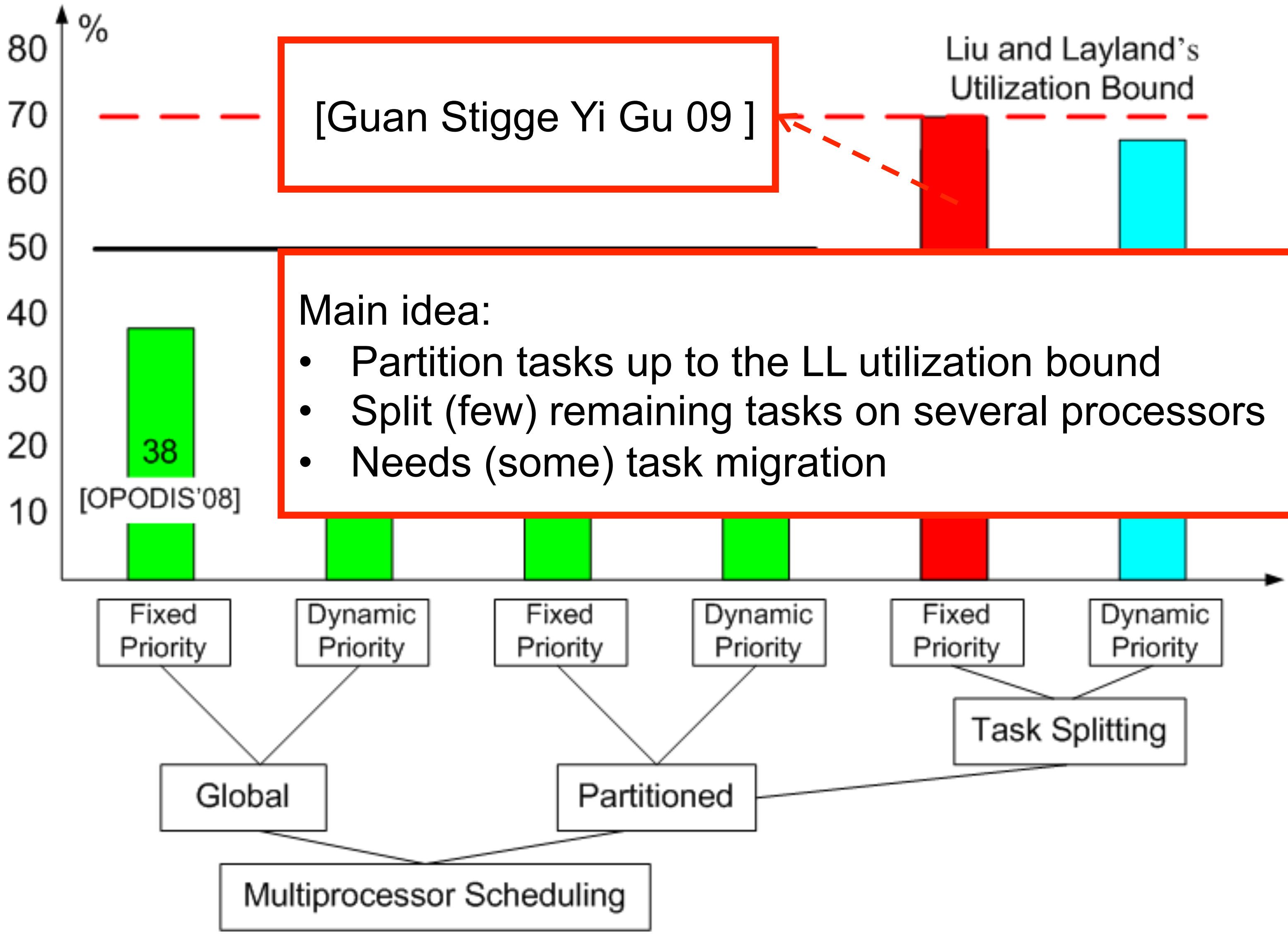
$$\sum C_i/T_i \leq N(2^{1/N} - 1)$$

$$\Rightarrow \quad \text{the task set is schedulable}$$

# Achieving Liu/Layland bound f. multiprocessors



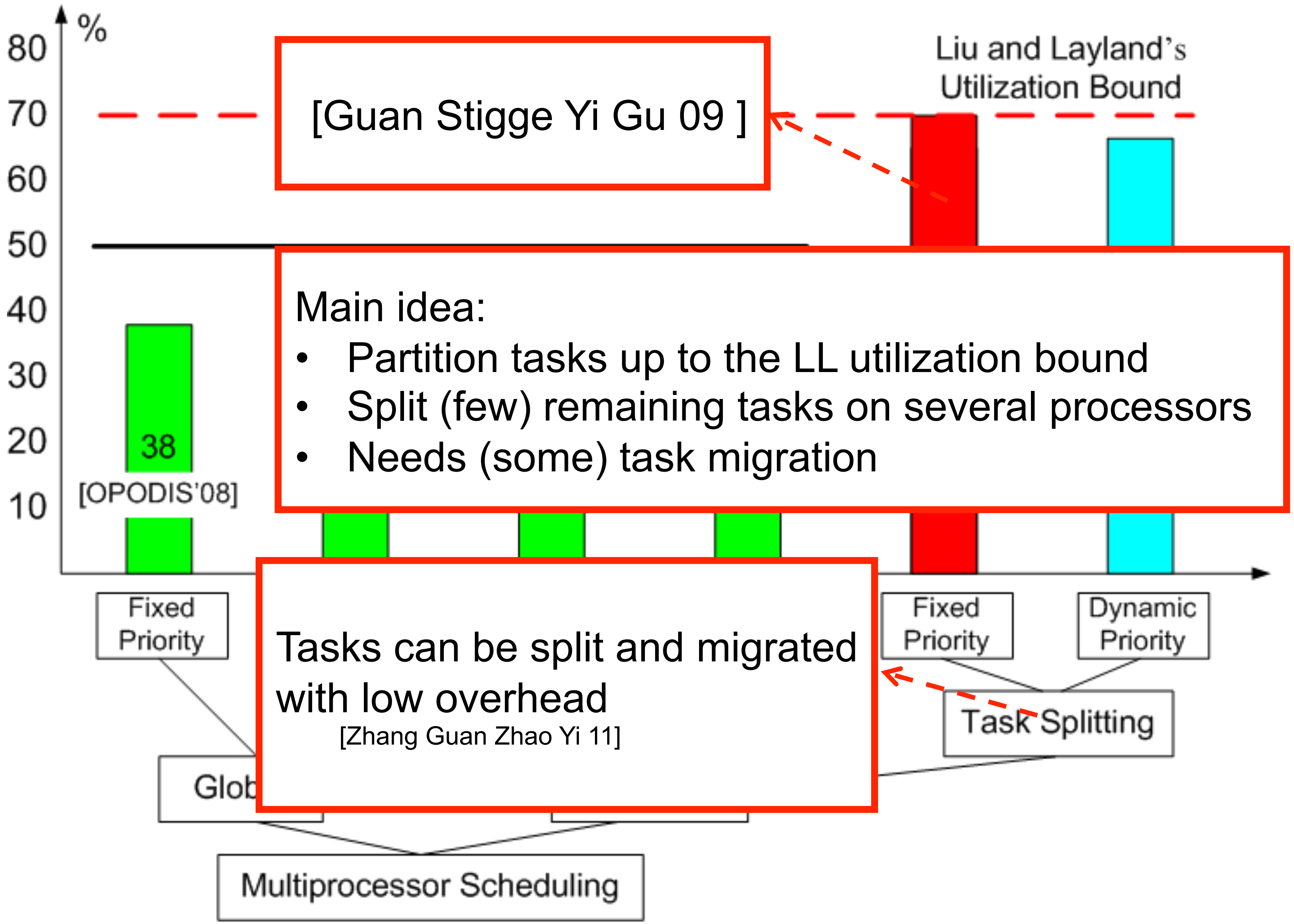
# Achieving Liu/Layland bound f. multiprocessors




Main idea:

- Partition tasks up to the LL utilization bound
- Split (few) remaining tasks on several processors
- Needs (some) task migration

# Achieving Liu/Layland bound f. multiprocessors



# Integrated Analysis for MultiProcessor System

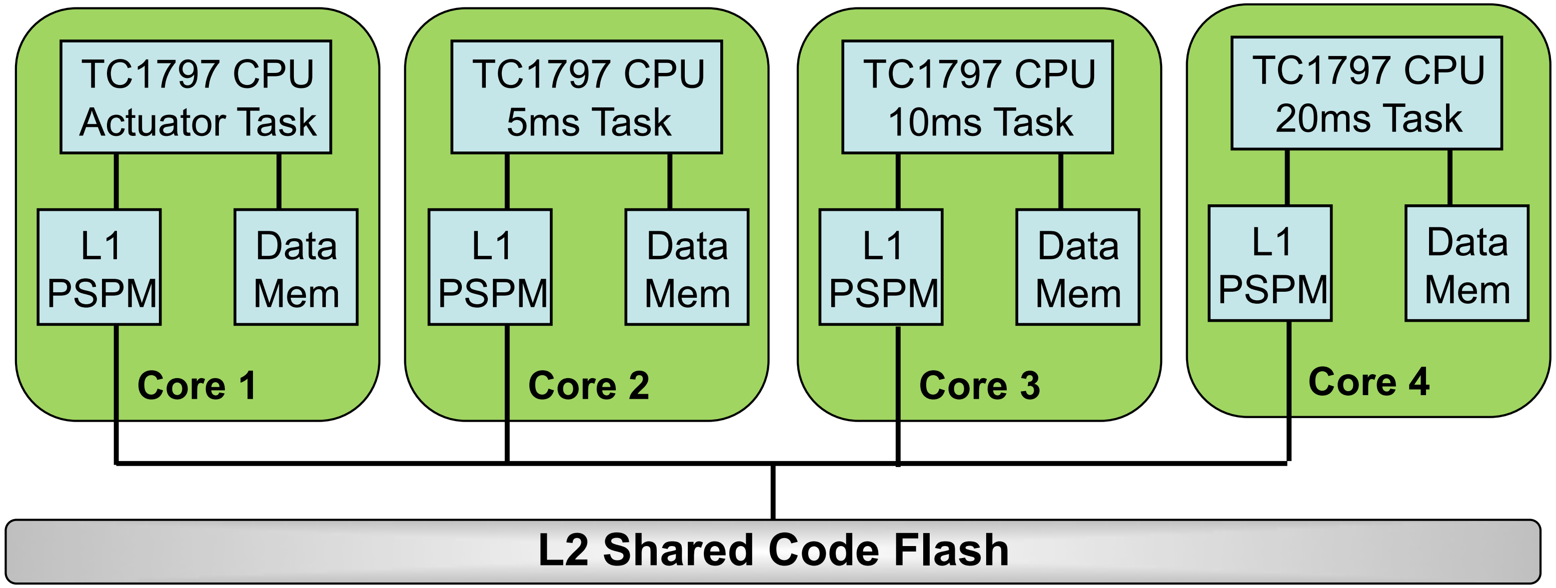
[AbsInt, Bosch, ETH Zurich, U. Saarland]

Tools for timing analysis have been integrated.

Here: report from demonstration on real automotive application "DemoCar" [Bosch] in the Predator project

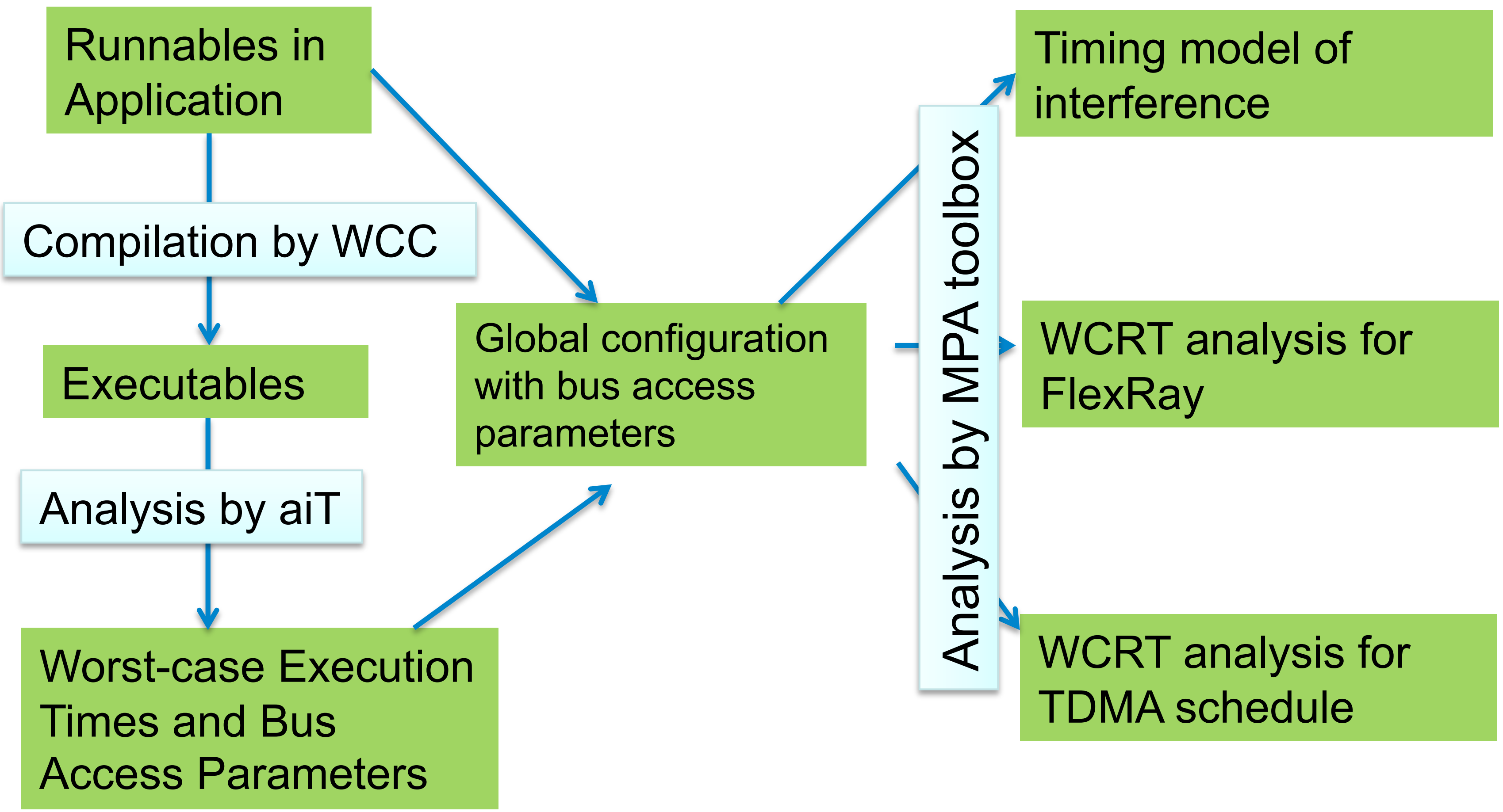
- WCC: compilation and WCET-aware allocation of code to scratchpads
- aiT: Analyze compiled code to generate model of local timing and bus access patterns
- MPA: Calculate actual timing for each core from its timing model and bus access patterns of interfering cores

# Application Configuration




- 4 cores on bus w. FlexRay
- Code in Shared L2 Flash
- One task on each core,
- Tasks comprise 15 runnables from engine control by Bosch

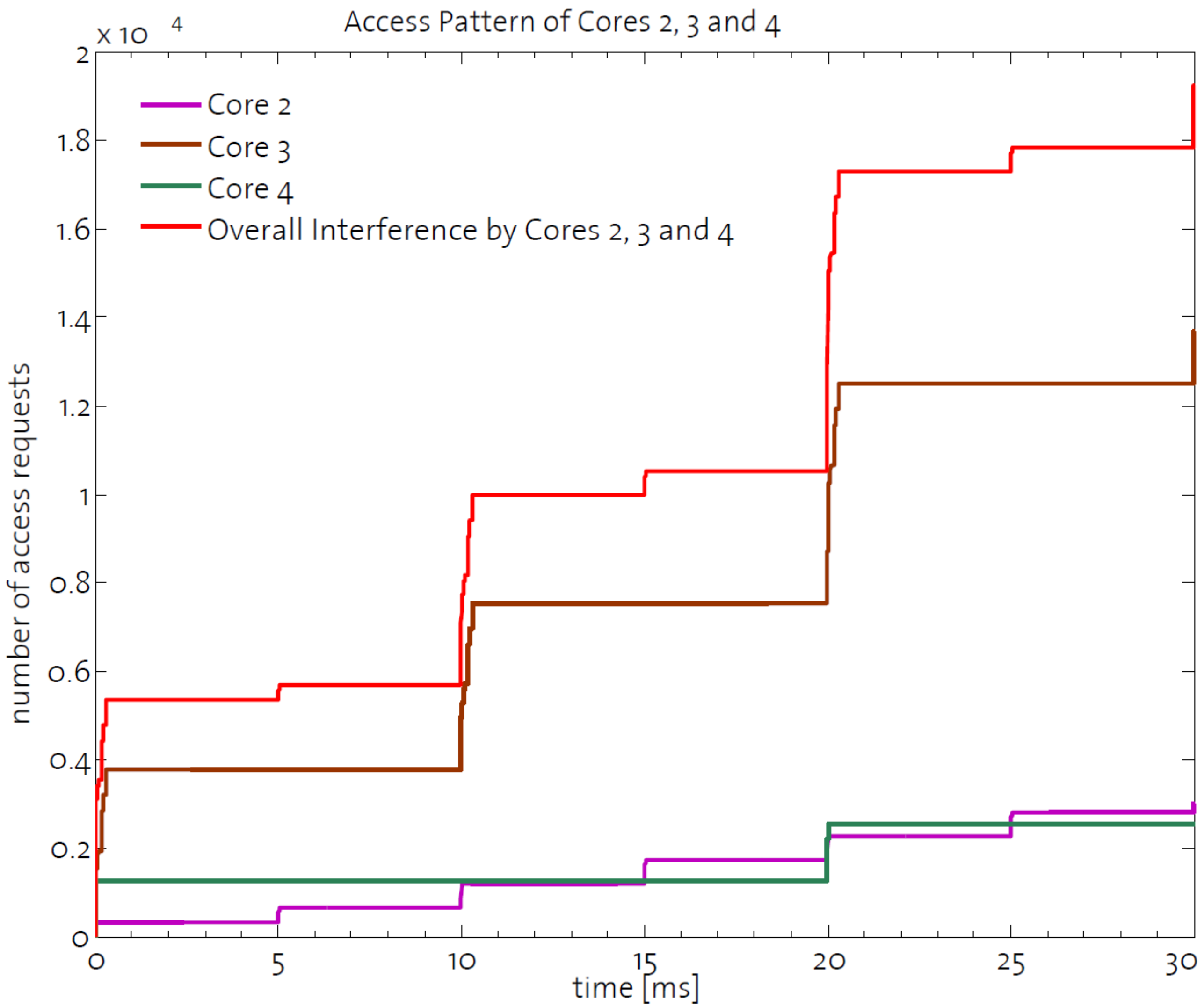
# WCRT using WCC/aiT and RTC



# Representation of bus interference in MPA

- Core 1:
  under analysis

- Cores 2,3,4
  Interferers



# Conclusions: Tool Integration Works!

- WCET-aware compilation, optimization, WCET analysis practical:
  - 50.000 lines of industrial code takes only 1 minute,
- WCET-aware optimizations outperform  GCC by up to 45% in terms of WCET
- Fully automatic integration of
  - Compilation (WCC)
  - Static WCET analysis of individual tasks (aiT)
  - Compositional timing analysis on system level (MPA)

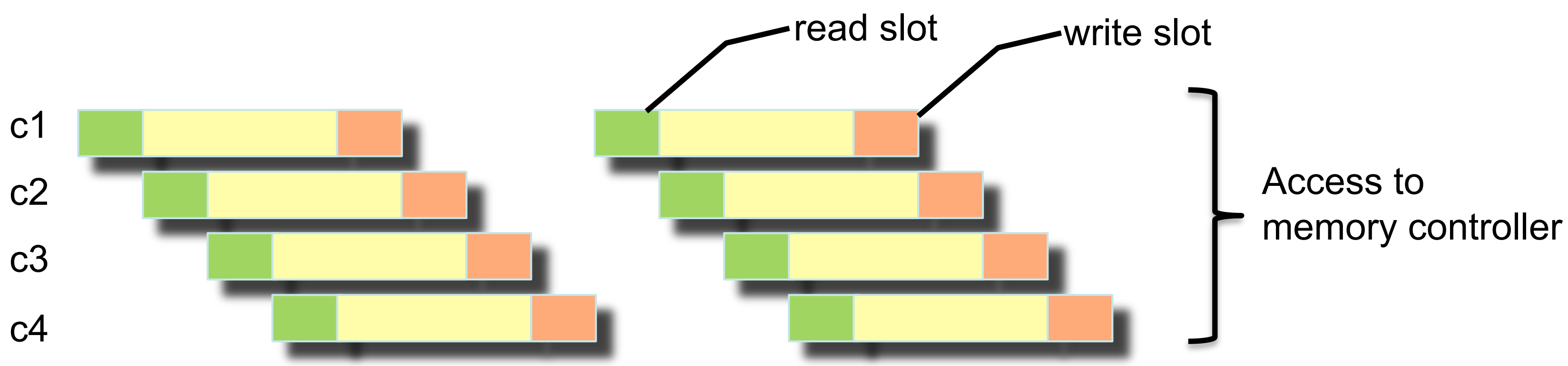
# Smart Configuration: Application on P4080

[AbsInt]

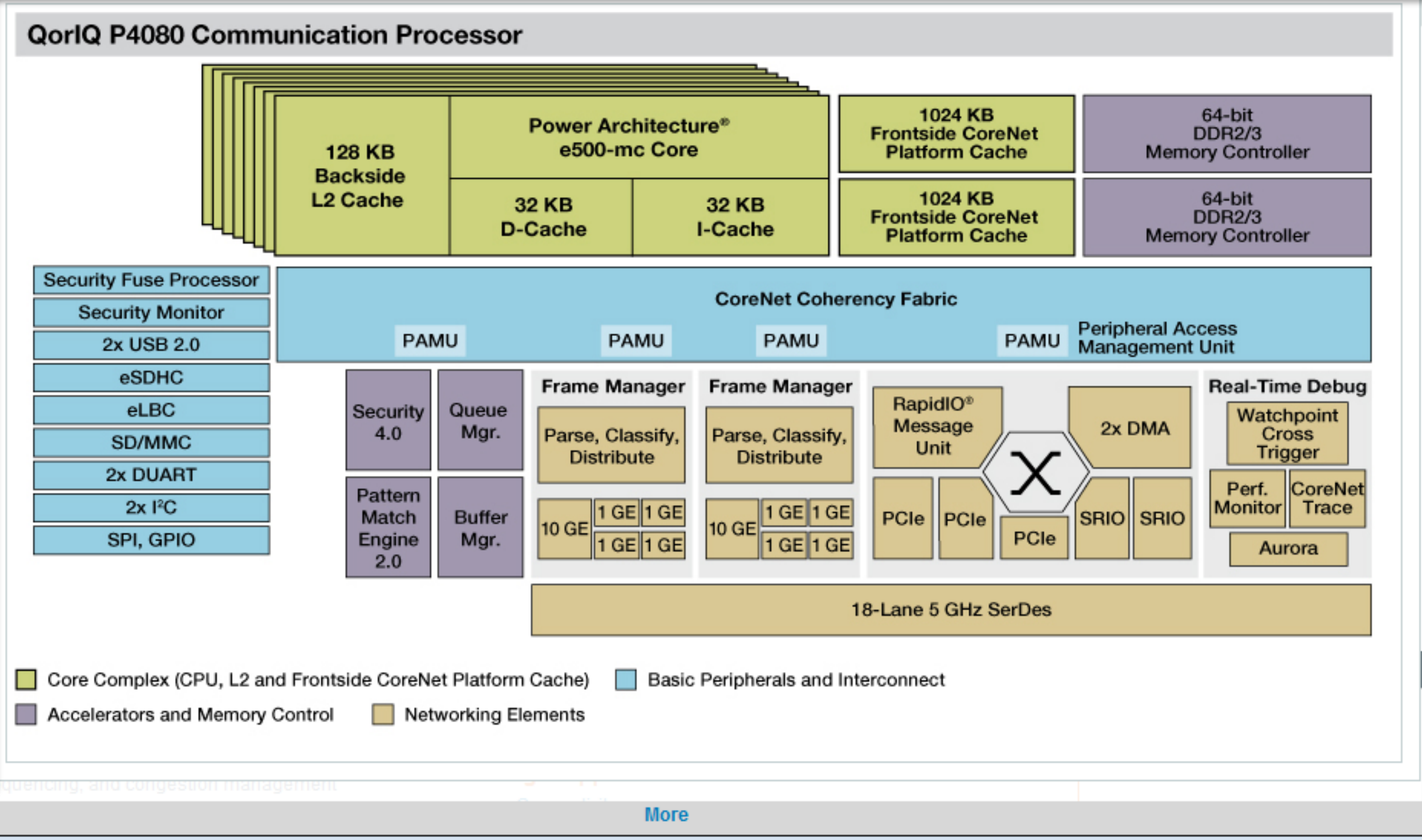
Explore PROMPT guidelines

- Increase predictability on the single core level
  - Partial cache locking, static branch prediction
- Privatization
  - Each core allocates required data in its private L2 cache
  - Accesses to main memory only allowed within time slots determined by TDMA-based resource scheduling (cf. Schranzhofer et al.)

➢ Improved Predictability



# Picture of the P4080



# Standardization of UML MARTE [Cantabria]

- Participation to MARTE, Real-time and Embedded systems profile for UML
  - Continuation of effort in ARTIST, ARTIST2,
  - Major role of Univ. Cantabria in the development of this standard
  - Evolution into MARTE 1.2
- Impact
  - OMG standard
  - Several PhD Thesis in Europe
  - Usage in several companies
  - Interest shown by around 75 issues being raised in this year
- Participation in SySML standard
  - Trying to align it with UML MARTE

# Dissemination of MARTE

- Built a collaborative web page for dissemination of the standard
- Now it's the official OMG web page for MARTE

  http://www.omgmarte.org

- Organized: ArtistDesign Workshop on Real-Time System Models for Schedulability Analysis
- Backends for Analysis:
  - **marte2mast**: a new tool for obtaining schedulability analysis models from MARTE systems
  - Using the MAST modelling technology
  - http://mast.unican.es/umlmast/marte2mast
  - Backend also exists for SymTaVision

# ES reliability issues: coping with errors

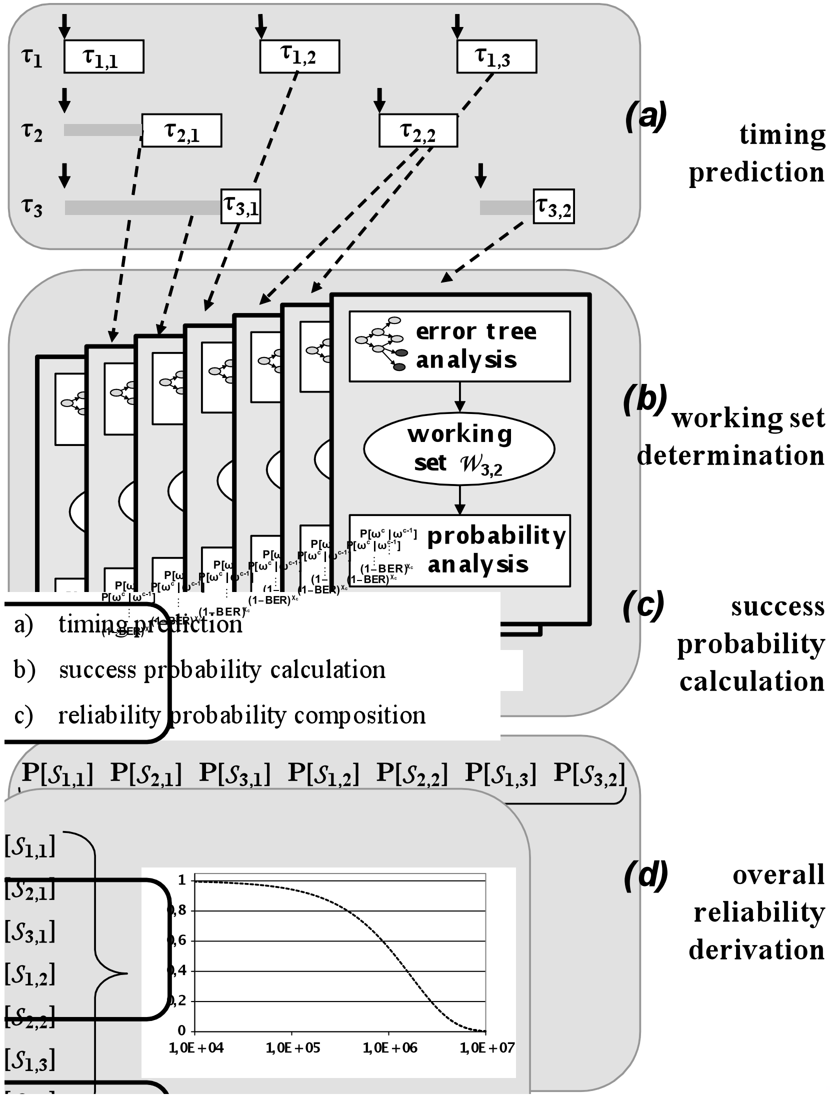
- Errors and fault-tolerance impact real-time constraints
- reliability depends on error coverage and runtime overhead for error handling
  - Are results **logically correct** even if errors occur?
  - Are results provided **in time** even if errors occur?
- if error coverage is very high (e.g. EDC on CAN):
  - timing failures are the crucial part (e.g. deadline misses)
  - for **safety-critical functions**: timing failure rate must be bounded

  → safety requirements specified in standards such as IEC 61508

# Reliability analysis: a formal approach (2/2)

- (a) derive transmission or execution trace based on the given task set
  → **timing prediction** for each job
- (b) *for each job* $\tau_{i,j}$: enumerate all error situations which do not cause to miss $\tau_{i,j}$ its deadline
  → **working set** $W_{i,j}$
- (c) *for each job* $\tau_{i,j}$ : calculate the proba-bility that $\tau_{i,j}$ do not miss its deadline
  → **success probability** $S_{i,j}$

(d) compose all success probabilities within the hyperperiod using AND-composition
→ **reliability function** R(t)



# Tools and Platforms

- **AiT**, the leading tool for computing WCETs [AbsInt, Dortmund, Saarland]
- **WCC,** the WCET aware compiler [AbsInt, Dortmund, Saarland]
- **MAST,** modeling and analysis suite for real-time applications [Cantabria]
- **MPA toolbox,** analysis of distributed embedded real-time systems, based on the real-time calculus [ETHZ]
- **MPARM,** virtual SoC platform, written in SystemC, to model system HW and SW [Bologna]
- **UPPAAL,** leading tool for precise automata-based analysis of timed systems [Uppsala, Aalborg]
- **PRET_C,** predictable multithreaded programming in C [INRIA, Auckland]

# Survey Papers and Workshops

Survey paper by Members of Transversal Activity on Predictability:

*Building Predictable Embedded Systems,* being submitted

Workshops organized by this activity

- **PPES 2011: Performance and Predictability in Embedded Systems**
  *DATE, Grenoble, France, March 18, 2011*

- **Workshop on Reconciliating Performance and Predictability**
  *ESWEEK , Grenoble, France – October, 2009*

Some other papers

- E. Frank, R. Wilhelm, et al.: *Methods, Tools and Standards for the Analysis, Evaluation and Design of Modern Automotive Architectures*. DATE 2008: 659-663

- R. Wilhelm, D. Grund, et al.: *Memory Hierarchies, Pipelines, and Buses for Future Architectures in Time-Critical Embedded Systems.* IEEE TRans. On CAD of Intrated Circuits and Systems 28(7): 966-978 (2009)

- C. Cullmann, C. Ferdinand, et al.: *Predictability considerations in the design of multi-core embedded systems,* Presented at ERTS$^2$, Toulouse, May 2010

# Concluding Remarks

- ARTISTDesign has contributed to an integrated view on how to achieve predictability in embedded systems design
- Establishing concrete collaborations and tool integrations
- A basis for establishing new collaborative projects
- Emerging focus on Mixed-Criticality,
  - E.g., the CERTAINTY project