CPEN 432
Real-Time Systems Design

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University of British Columbia

Course information

- Course website: cpen432.github.io
- We will use **Piazza** for all course-related discussion
  - **Piazza signup link:** piazza.com/ubc.ca/winterterm12019/cpen432realtimesystemdesign
  - **Piazza course page:** piazza.com/ubc.ca/winterterm12019/cpen432realtimesystemdesign/home
- Instructor's office hours
  - **Time:** TBD. Location: **MCLD 211**
  - Office hours start the week of **Sep 10**
- Teaching Assistant:
  - **Nusrat Mehajabin**; Office hours: **Tue 10: a.m. – 11:00 a.m.**, Location: **MCLD 211**

Reading material

- **Textbook:** *Giorgio C. Buttazzo, Hard Real-Time Computing Systems, 3rd ed.*
  - Electronic version available for download to UBC students at UBC library's webpage

- Recommended material
  - Real-Time Systems, Jane Liu, Prentice Hall, 2000
  - An Introduction to Real-Time Systems, Raymond Buhr & Donald Bailey, Prentice Hall, 1998
  - Programming with POSIX Threads, David R. Butenhof, Addison Wesley, 1997
  - Computers as Components, Wayne Wolf, Morgan Kaufman, 2005
  - Real-Time Systems and Programming Languages, Alan Burns & Andy Wellings, Addison Wesley, 2009

Course organization

- Programming assignments [50%]
  - Assignments to be completed in groups of ***at most 4***
    - Will use **GitLab**
- Written assignments [30%]
  - Individual work
  - Must be typeset, preferably **LaTeX** (recommended: **ShareLatex**)
  - Submission through **Gradescope**
- Final Examination [20%]
  - In the same spirit of the written assignments
  - Theory; will not involve programming
  - Nevertheless: You will be asked about project material
  - Take home?

Expected background

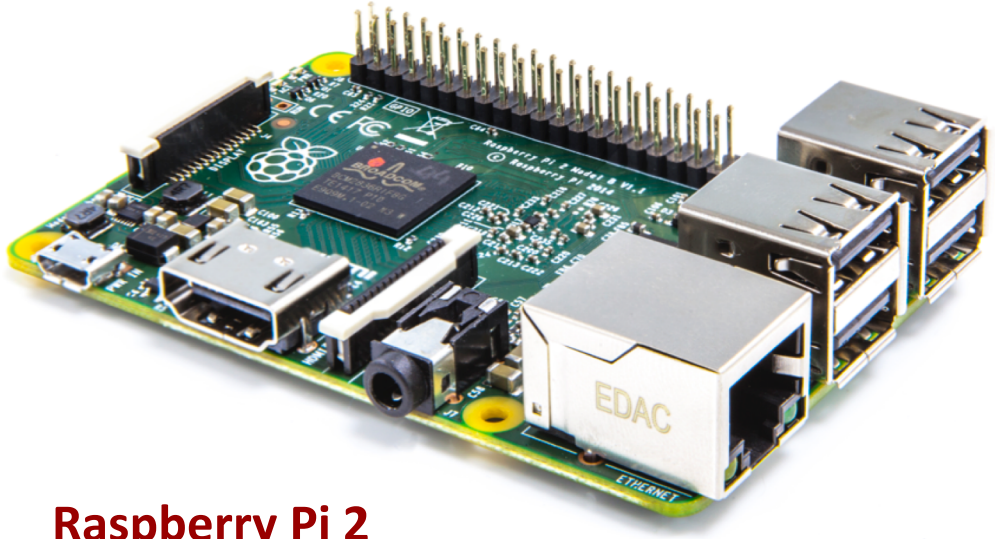
- Understanding of operating systems
  - CPEN 331 → Concepts + Implementation
- A fair amount of experience with C programming
  - Java, Python, etc are **not** enough, you need "**pointers**"
- Knowledge of assembly-language programming
  - Concepts, not the ISA details
- Algorithms design and analysis
  - Greedy, DP, …
  - Proving correctness, optimality, running-time analysis
  - Basic complexity: NP-Completeness, pseudo-polynomial time, etc
- Some probability

Useful Habits

- Regular reading
- **Early start on assignments**
- Learn from manuals
  - Programming assignments will involve hard-core embedded programming
  - You will be provided with all resources
    - But you will have to read them on your own!
- *Will **not** lecture on embedded systems and embedded programming!*

Programming Assignments - Hardware

Raspberry Pi 2



TTL-to-USB cable

Raspberry Pi 2

900 MHz quad-core
ARM Cortex-A7
1 GB RAM
SDHC slot for Flash
Broadcom VideoCore IV
Released Feb 2015

Software Toolchain

- ARM GCC
- picocom
- industry-standard RTOS

Programming Assignments

1. **Bare-metal Programming:** Peripherals and Memory Mapped IO
   - UART, ARM timer, printing, code profiling and assembly optimization
   - **Release date:** Sep 9, **Submission deadline:** Sep 23

2. **More bare-metal: Interrupts + Ethernet driver**
   - Interrupt handling in ARM + Timer interrupts
   - Applications
   - Ethernet driver
   - **Release date:** Sep 24, **Submission deadline:** Oct 14

3. **Real-time OS**
   - Port a real-time operating system to RPi
   - Implement periodic-task real-time scheduling algorithms and online admission control
   - Support real-time resource access control
   - **Release date:** Oct 15, **Submission deadline:** Oct 28

4. **Aperiodic tasks + Multiprocessor scheduling**
   - **Release date:** Oct 28, **Submission deadline:** Nov 29

5. **Bonus project?**

Programming Assignments

- Groups of 3 or 4
- Groups must be formed by **Monday Sep. 9, 10:00 a.m.**
- Provide the Gitlab usernames of **all group members** in a private Piazza post to instructors

First programming assignment will be out Monday Sep. 9

Equipment will be distributed Tuesday Sep. 10 during lecture

Written Assignments

- About 4-5?
- Cover material discussed in class
- Individual work!
  - *You may discuss with colleagues but* ***final write-up should be your own***
- Must be **typeset** → handwritten submissions will not be graded
- Submission on **Gradescope**
  - You need to subscribe to the course's Gradescope
    - https://www.gradescope.com/courses/57248
    - Entry code: **9YBDW7**

- **Proofs must be rigorous and clear**

Tutorials

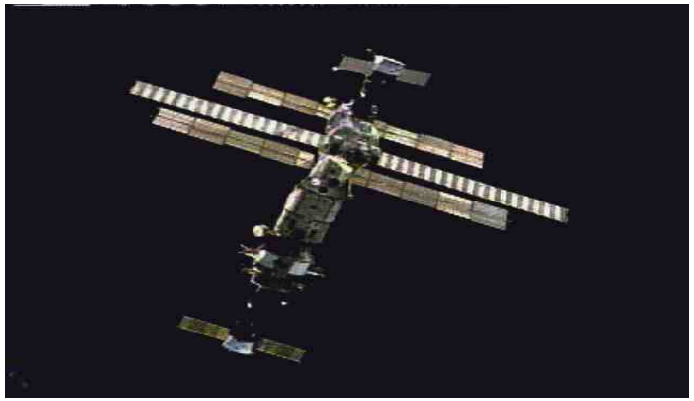
- Every **Friday** 10:00 a.m. – 12:00 p.m.
- Present some material related to embedded system
- Activities related to material
- **Project checkpointing**, discuss progress, and project demos
- Answer questions related to written assignments, class material, projects, etc

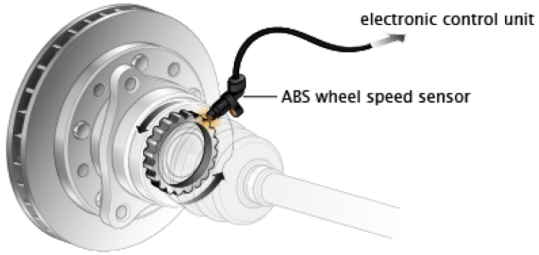
First tutorial: Sept 13

What are real-time systems?

Study of systems where the correctness of computation depends on the timing of the results.

What are real-time systems?

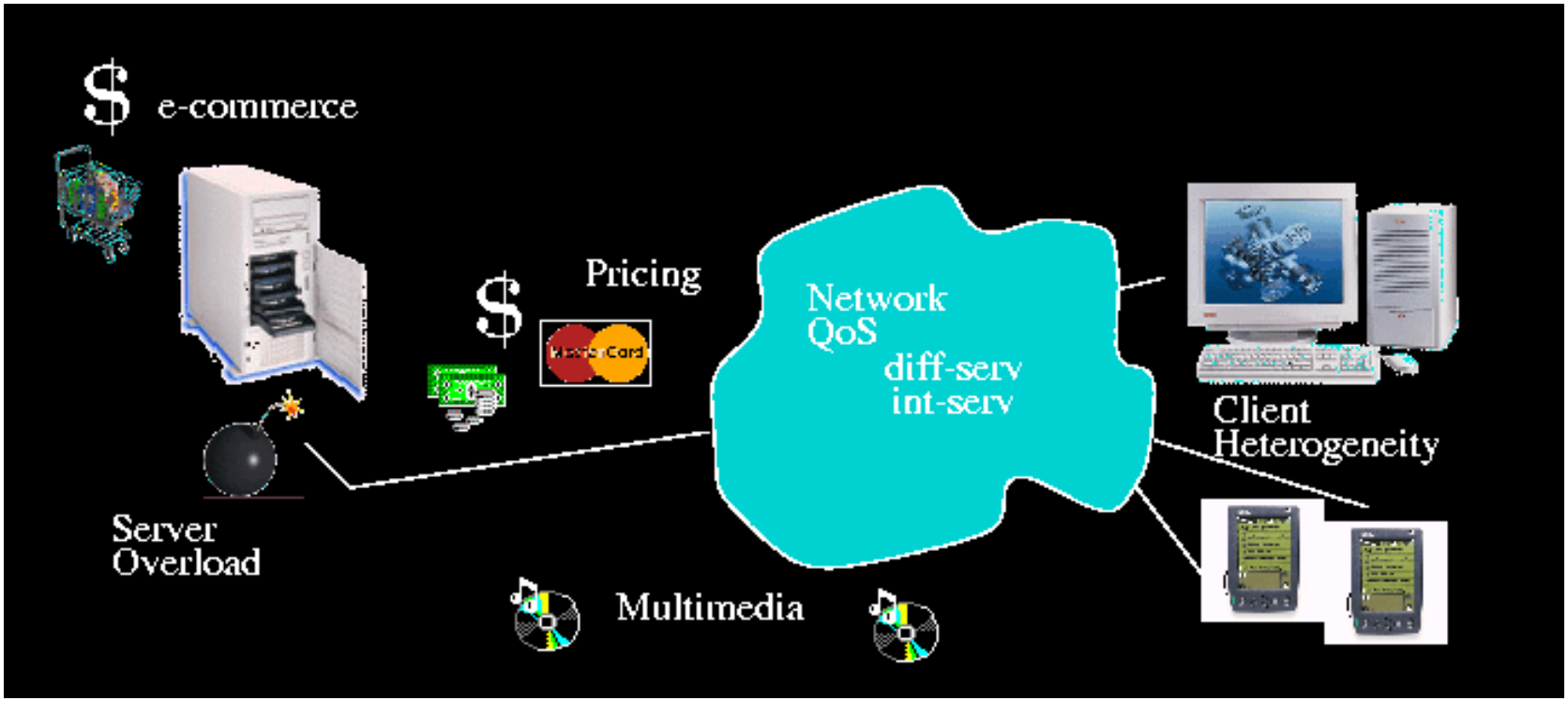




courtesy of ClearMechanic.com

Classic applications (Hard real-time)

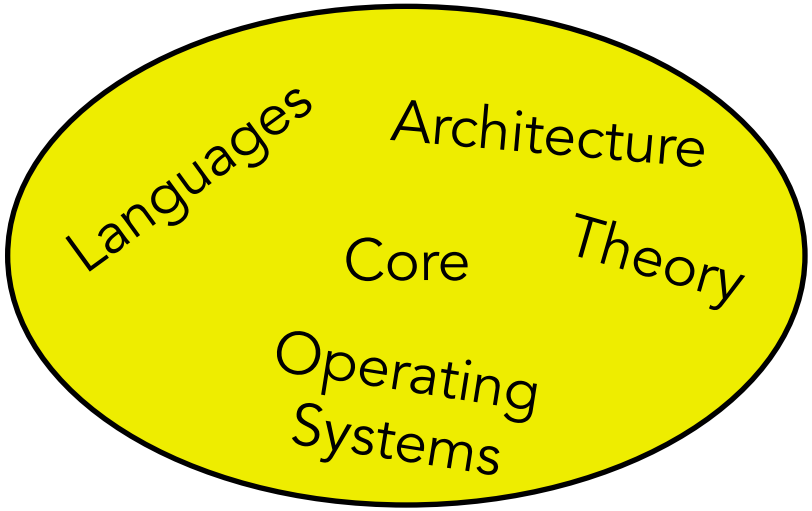
More real-time systems (soft)



Applications of the 90s

Where are computer systems going?

The beginning



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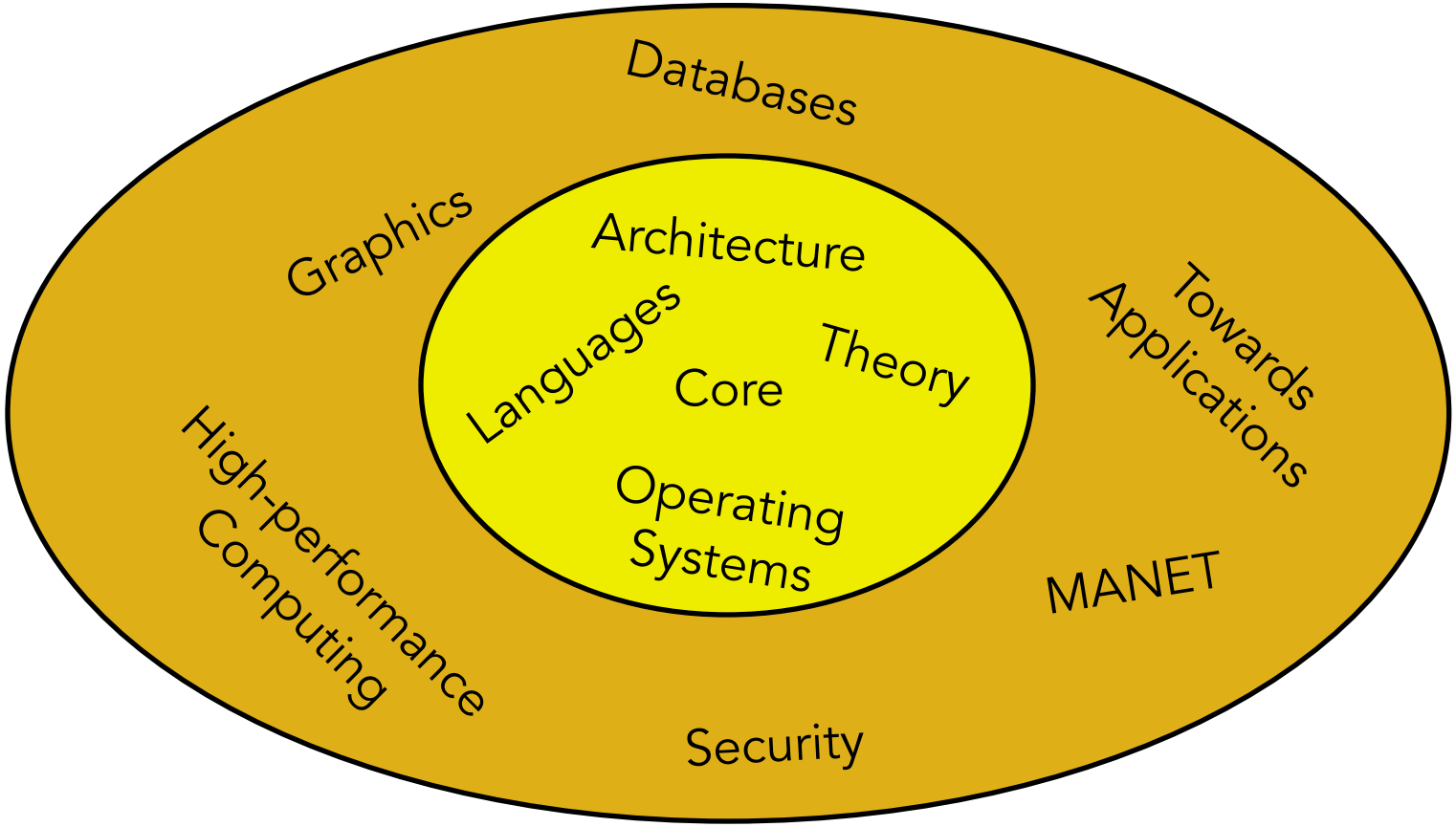

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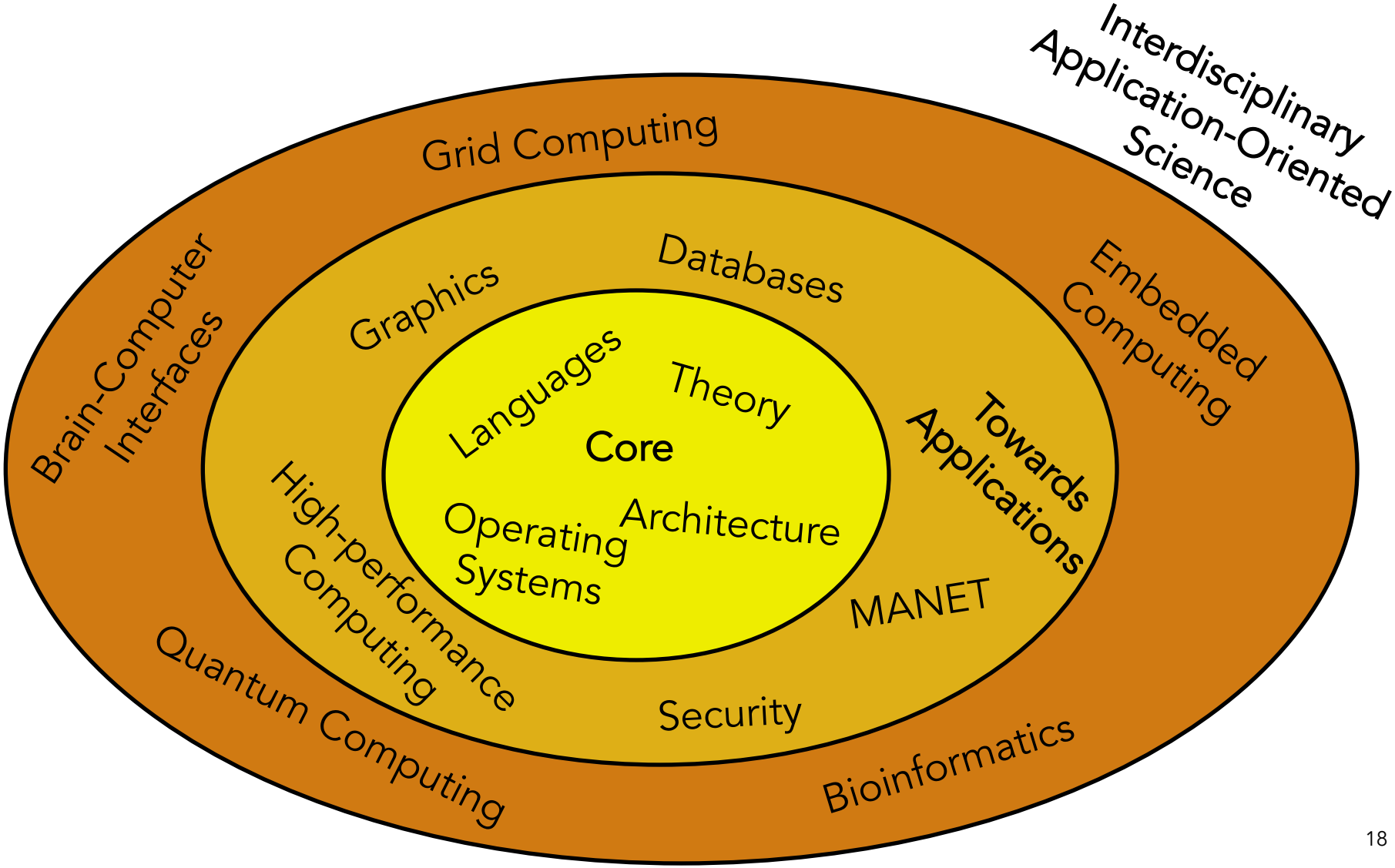


What are embedded systems?

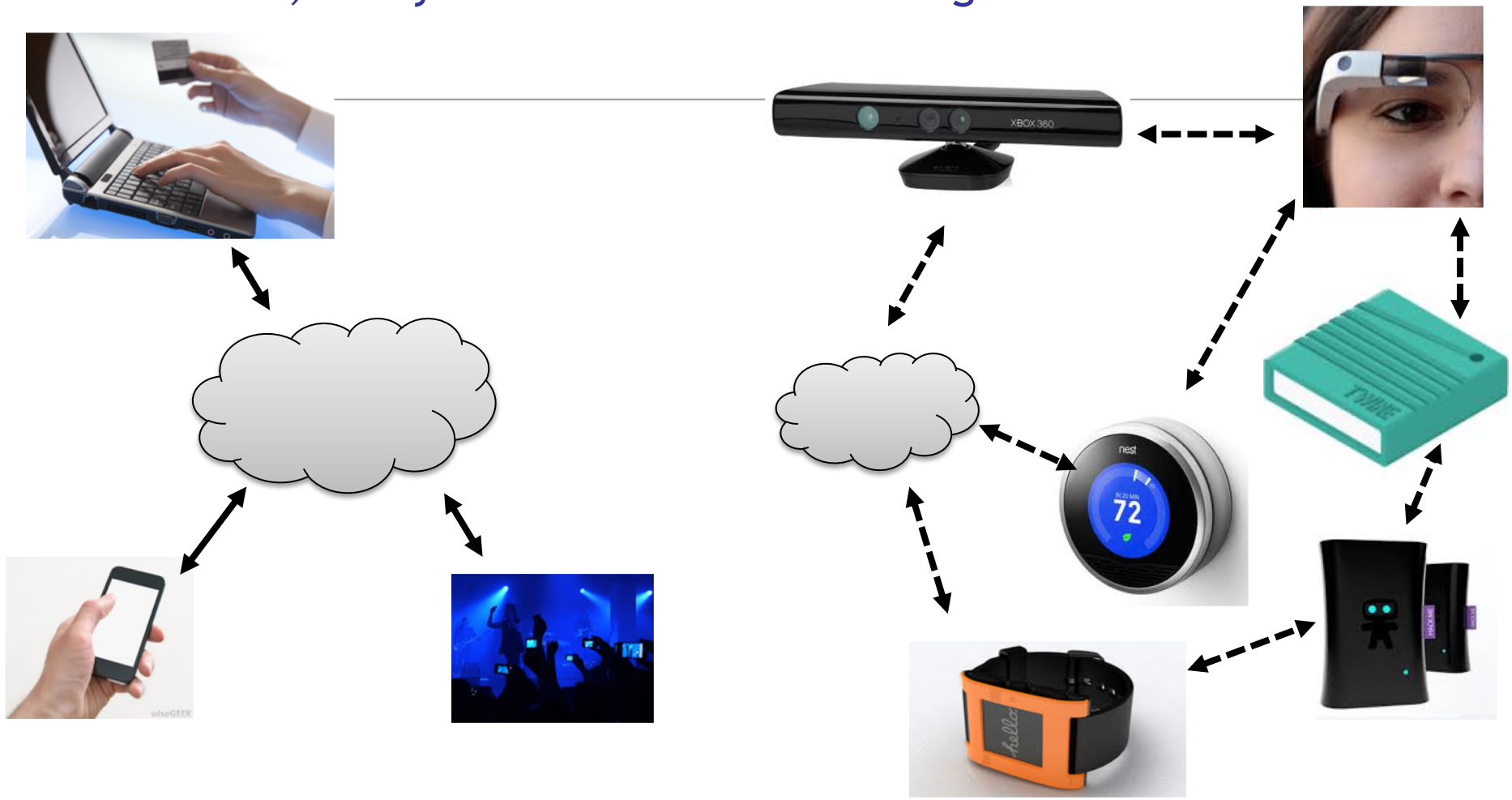
- Computer system hidden (embedded) in other systems
  - Often interacts with the physical environment
- Purpose built
- End users see "smart" device rather then computer
- Special-purpose vs. general-purpose computing

Courtesy of Anthony Rowe

Embedded, Everywhere

Courtesy of Anthony Rowe

Embedded, Everywhere – Internet of Things



Courtesy of Anthony Rowe

Embedded in Your Daily Life

- How many micro-controllers are around you?
- Bathroom scale with digital read out
- Iron that turns itself off automatically
- Electronic toothbrush (with ~3000 lines of code)
- Cooking range
- Laundry machine and dryer
- Toaster
- Microwave
- Home-security
- TV, cable-box, AV system
- Game console
- Thermostat
- Cars, Toys, Medical Devices…

Courtesy of Anthony Rowe

Technology Trends

- Multi-core embedded with SoC
- Better, cheaper, lower power sensors
- Better communication
  - Bluetooth Low-Energy (BTLE)
  - 802.15.4 (focus: low-cost, low-speed ubiquitous communication between devices)
  - 802.11 AC
- Energy Harvesting

Courtesy of Anthony Rowe

Why is embedded different?

Courtesy of Anthony Rowe

Typical Embedded System Challenges (1-2)

- Small Size, Low Weight
  - Handheld electronics
  - Transportation applications weight costs money
- Low Power
  - Battery power for 8+ hours (laptops often last only 2 hours)
  - Limited cooling may limit power even if AC power available

Courtesy of Anthony Rowe

Typical Embedded System Challenges (2-2)

- Harsh environment
  - Heat, vibration, shock
  - Power fluctuations, RF interference, lightning
  - Water, corrosion, physical abuse
- Safety-critical operation
  - Must function correctly
  - Must not function incorrectly
- Extreme cost sensitivity
  - $0.05 adds up over 1,000,000 units

Courtesy of Anthony Rowe

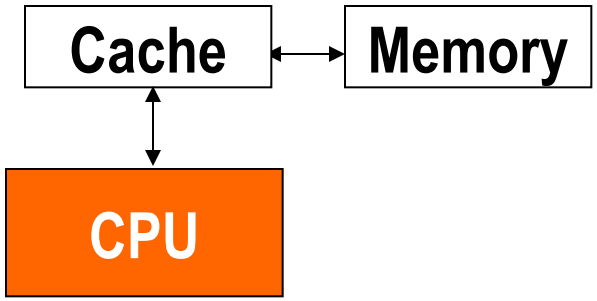
CPU: An All Too Common View of Computing

- **Measured by: Performance**

Courtesy of Anthony Rowe

An Advanced Computer Engineer's View

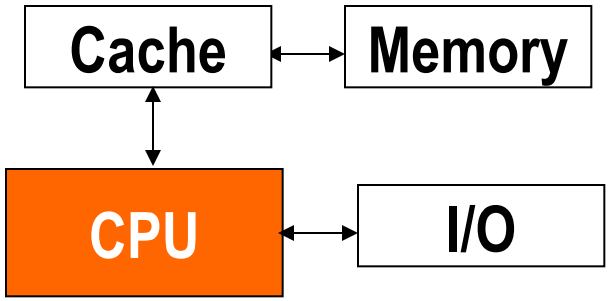
- **Measured by: Performance**
  - **Compilers matter too…**



Courtesy of Anthony Rowe

An Enlightened Computer Engineer's View

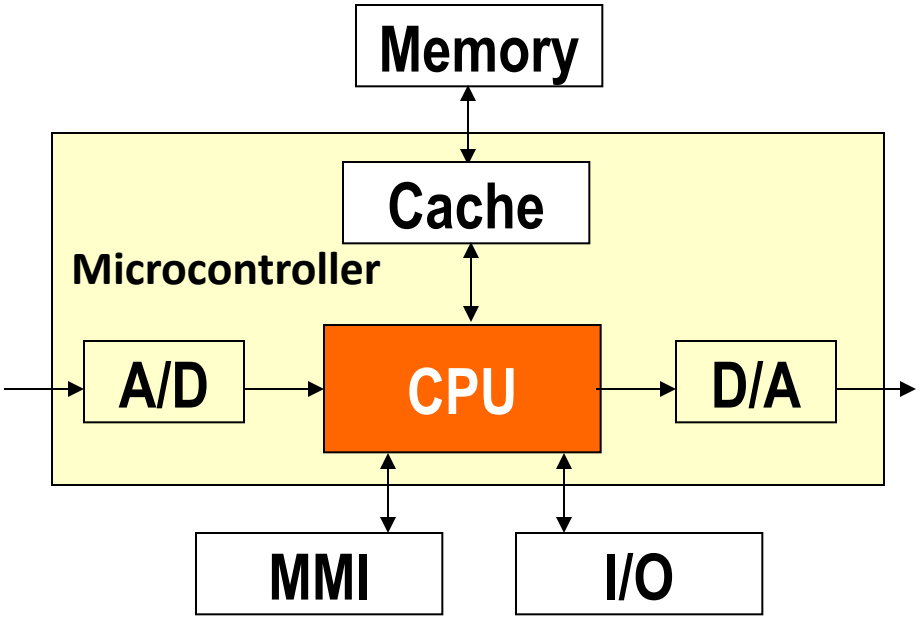
- **Measured by: Performance, Cost**
  - **Compilers & OS matter**



Courtesy of Anthony Rowe

An Embedded Computer Designer's View

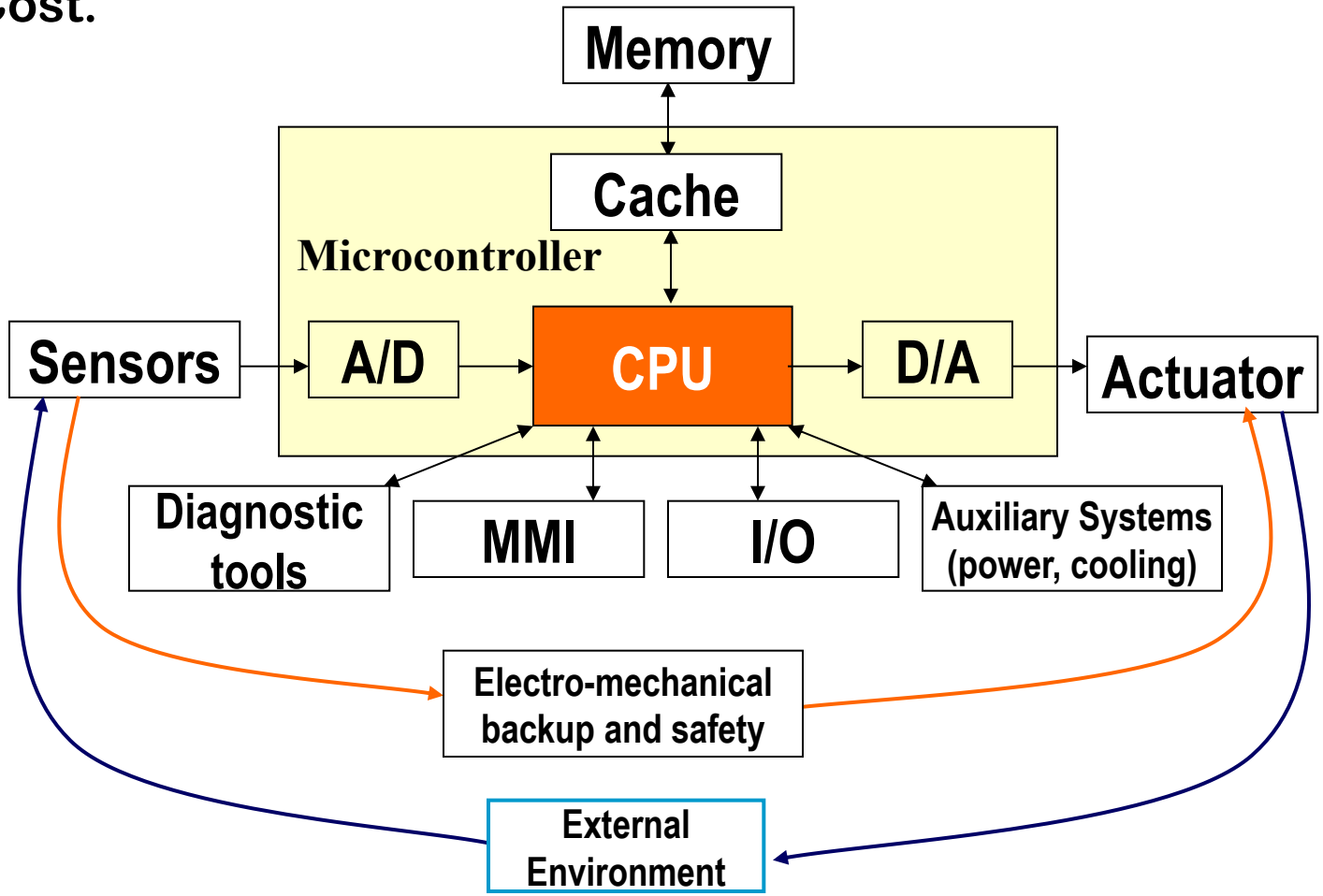
- **Measured by: Cost, I/O connections, Memory Size, Performance**



Courtesy of Anthony Rowe

An Embedded Application Designer's View

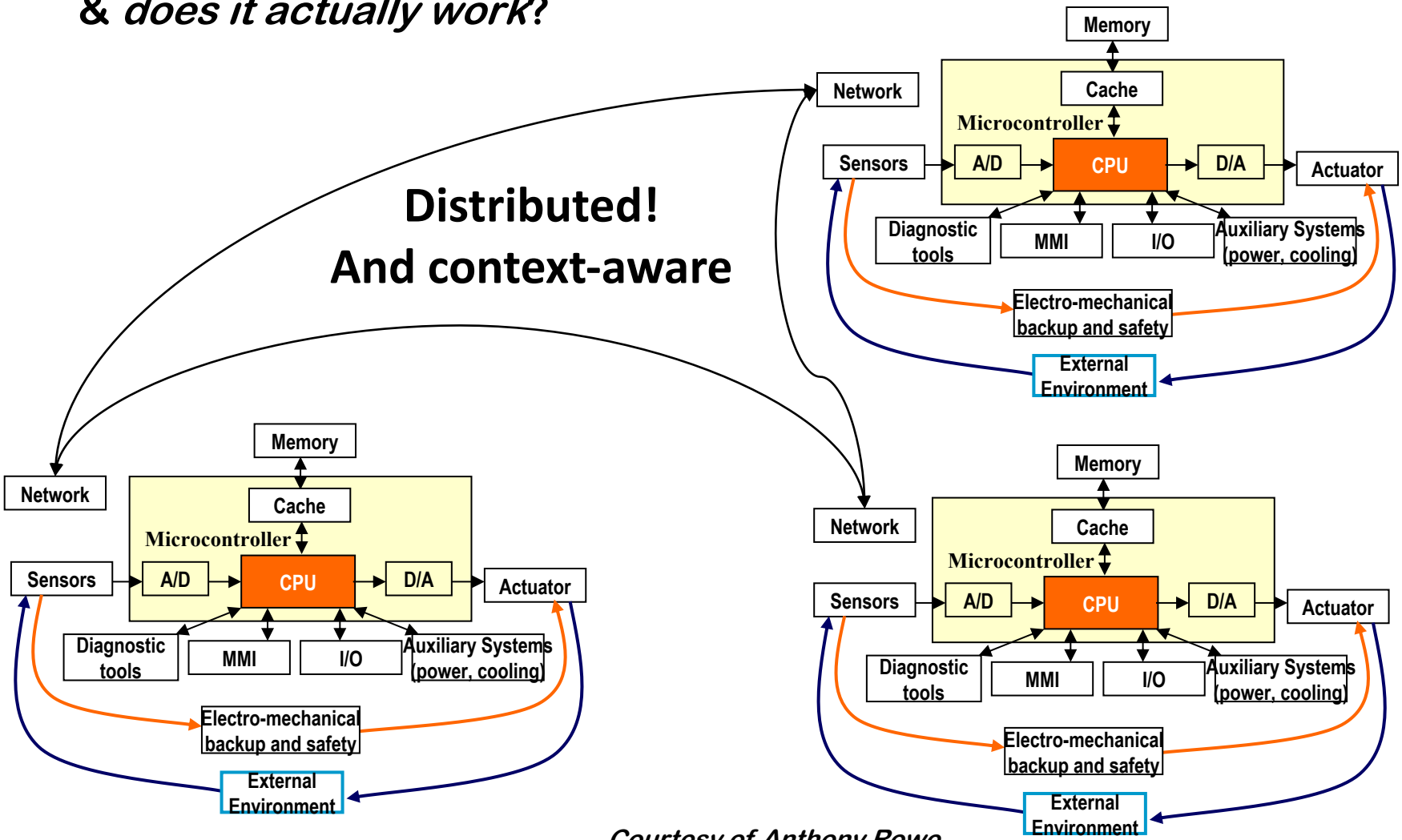
- **Measured by: Cost, Time-to-market, Cost, Functionality, Cost & Cost.**



Courtesy of Anthony Rowe

Modern Embedded Systems View

- **Measured by: cost, performance, time-to-market, cost, cost, & *does it actually work*?**



Courtesy of Anthony Rowe

Embedded Computers *Rule* the Marketplace

- In 2003: Embedded processors were 98% of all processors manufactured.
  - ~80 Million PCs vs. ~3 **Billion** Embedded CPUs annually
  - Embedded market growing; PC market *mostly* saturated
- Domain Experts Needed…
  - General Computing
    - Set-top boxes, video game consoles, ATM, …
  - Control Systems
    - Airplane, Heating and Cooling System
  - Signal Processing
    - Radar, Sonar, Video Compression, Human-Brain interface
  - Communication
    - Internet, Wireless Communication, VoIP…

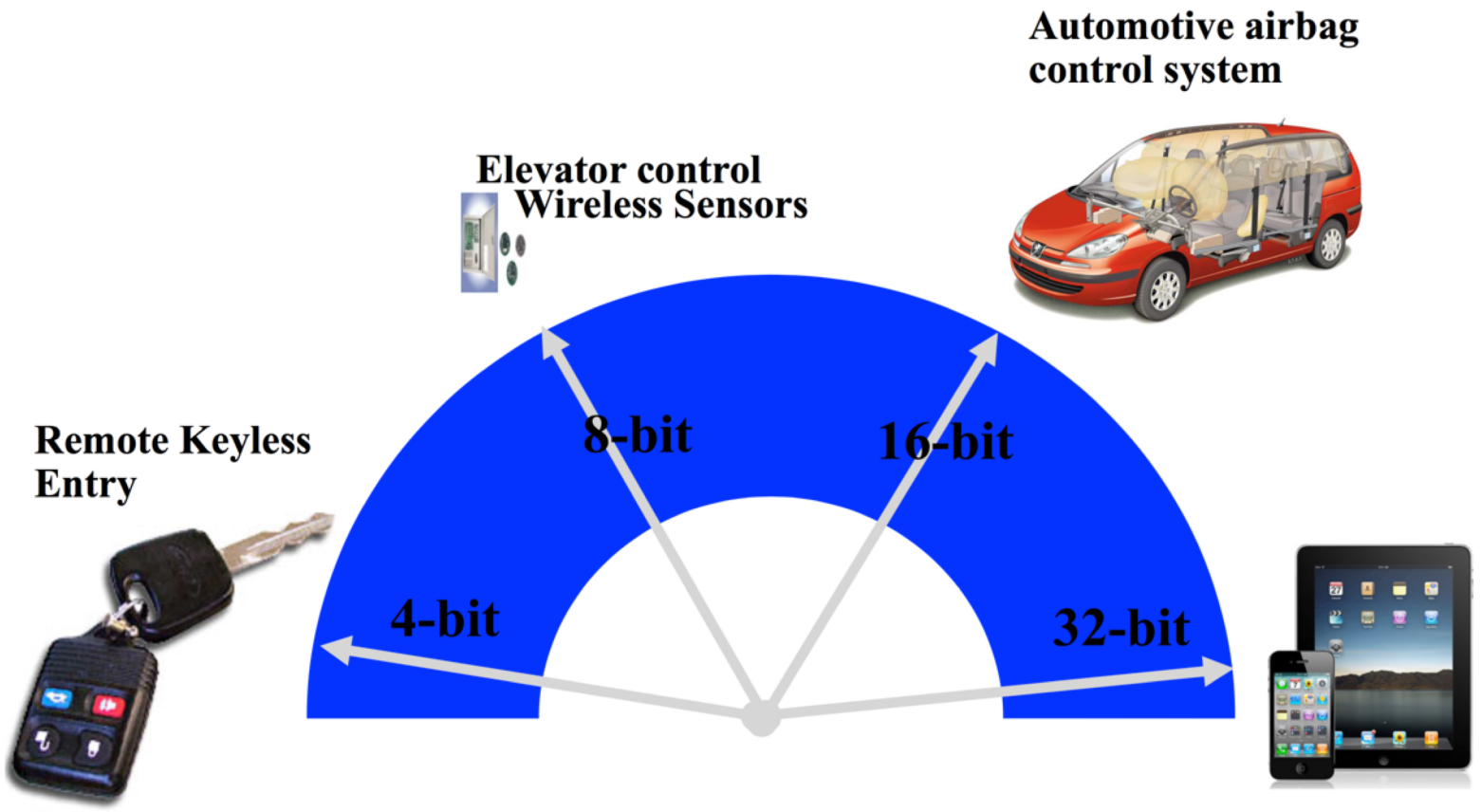
Courtesy of Anthony Rowe

Embedded Systems Careers

Courtesy of Anthony Rowe

Misconceptions about embedded systems (1)

Embedded systems = low end microcontrollers



Courtesy of Anthony Rowe

Misconceptions (2)

Embedded systems = old topic

- Always new and exciting developments that track technology
  - New sensors / actuators
  - More powerful chips
  - New communication mechanisms
- Embedded systems + Internet = Internet of Things
  - Massively hot topic right now!

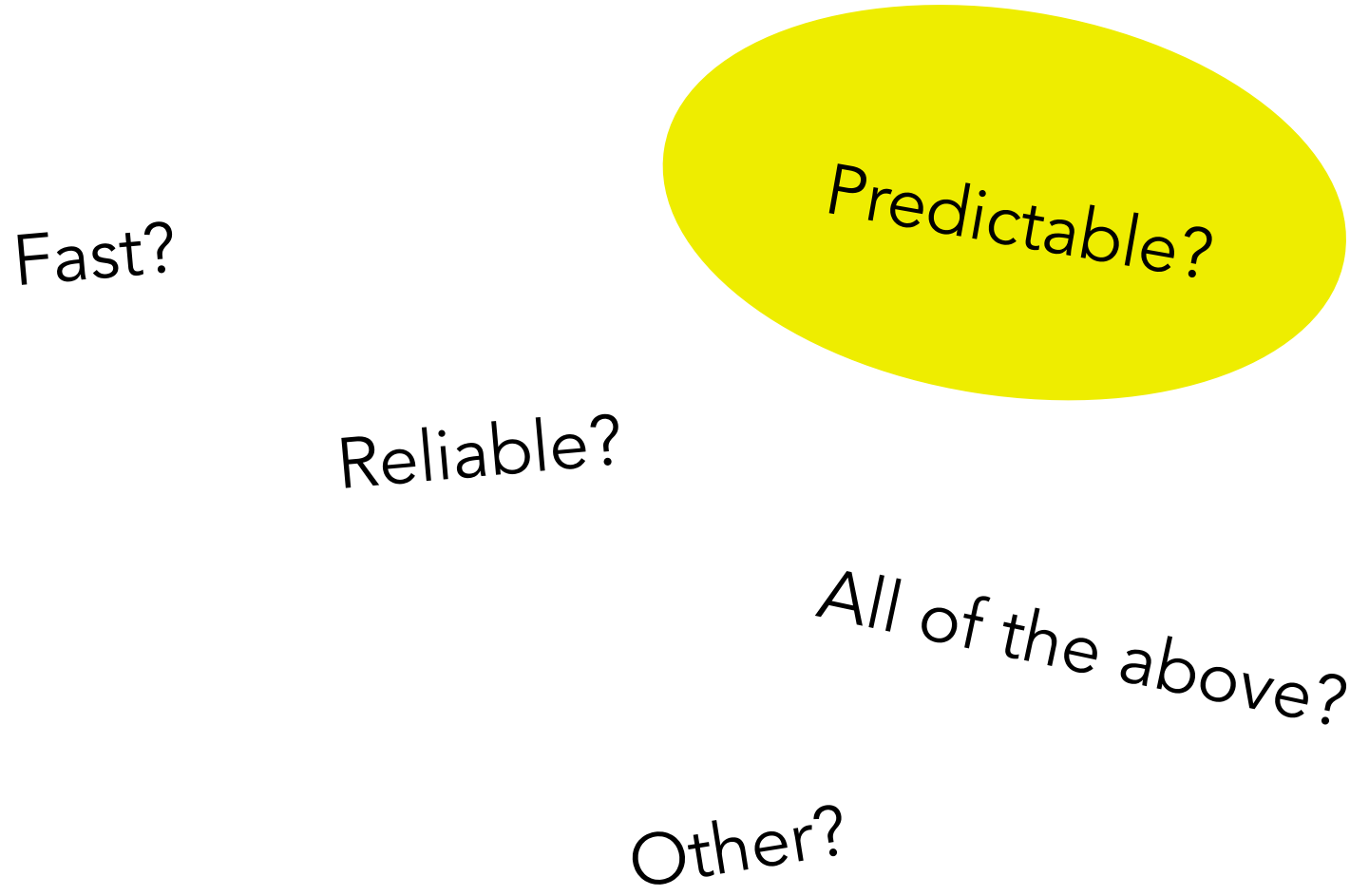
Courtesy of Anthony Rowe

Are these misconceptions?

- Embedded system programing = programming in assembly to optimize the code for space, time etc.
- Compilers are typically better then humans at generating the best code
- Code portability issues → some device-driver dependent code written in assembly, but most app code is written in higher-level languages

Courtesy of Anthony Rowe

So, what does “real-time” mean?



Why predictability?

Example: Going to the airport
Which route would you choose?

Route 1: **15** min ($1 Toll)
Route 2: 5-45 min, with **15 min average** (free)

You pay for predictability.

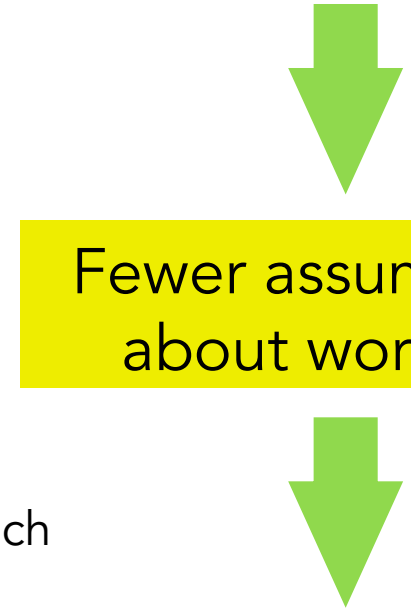
Real-time + Embedded

- Many Hard real-time systems are embedded devices
  - Specific hardware
  - Customized and limited software
  - Simplified OS/ RTOS .. or No OS
  - Guarantees are provided through simplicity, precise definition, good design and *overprovisioning*

- Real-time systems more concerned with *predictability* rather than absolute response times
  - Providing faster processors will convert a PC (Soft RTS) to a faster PC (Soft RTS), not a Hard RTS.

The real-time computing roadmap

- **Scheduling!**
- Milestone 1 (1960s): Cyclic executive scheduling
  - Fixed task set
  - Known arrivals
  - Known resources
- Milestone 2 (1970s): Rate monotonic analysis
  - Tasks could be added or removed online
- Milestone 3 (1980s): The Spring scheduling approach
- Milestone 4 (1990s): Quality of service
- Milestone 5 (2000s): Feedback-controlled scheduling



The changing scope of real-time computing

- Classical view
- Definition: correctness of computation depends on the time at which results are generated.
- Applications: embedded control systems
  - Perfect knowledge of resources
  - No conflicts of interest
- Assumptions: **hard real-time**
  - Predictability instituted by associating every task with a ***deadline***
  - Meeting deadlines is very important for correctness
  - Deadlines are inflexible

What are real-time systems?

Systems where a substantial fraction of the design effort goes into making sure that *deadlines are met*

New assumptions

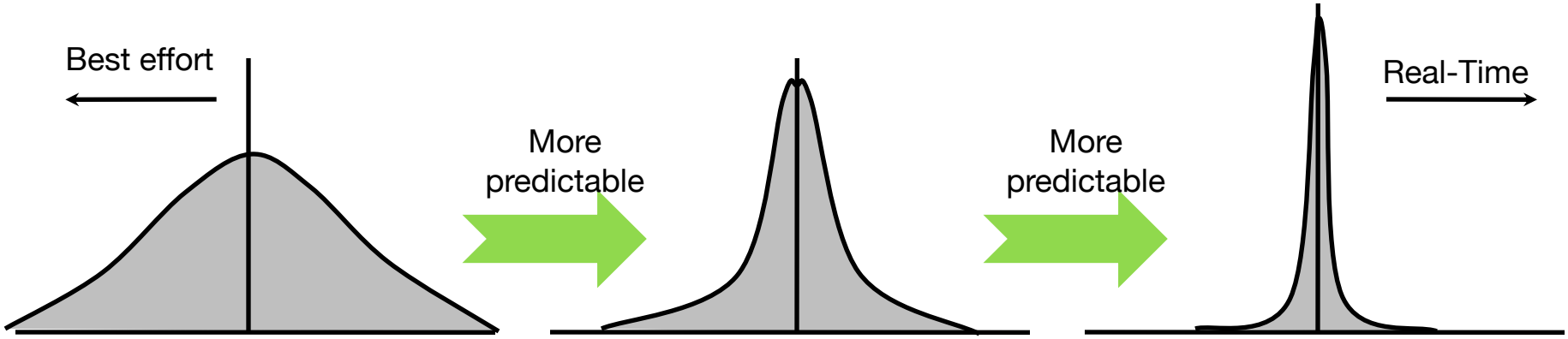
- Unknown resource requirements
- Elastic time constraints
  - Flexible periods (if any)
  - Flexible deadlines
- Adaptation capability
  - Changing algorithm version
  - Adaptive data quality
- **Steady-state** versus **transient metrics**

Response time is an important parameter

The time between the presentation of a set of inputs to a system (stimulus) and the realization of the required behavior (response) including the availability of all associated outputs

New real-time definitions?

- Systems with low variance in performance measurements



- Systems with guaranteed metrics in which time is either in the numerator or in the denominator
  - Response time = Service time + Queuing time
  - Utilization = Used resource units/time
  - Service throughput = Produced data units/time

What we will cover in this course

- Basic concepts (tasks, threads, blocking, priorities, importance, resource partitioning, QoS, etc.)
- Estimating (worst-case) execution times
- Periodic versus aperiodic task models and their implications
- Optimality results in real-time scheduling
- Fixed-priority and dynamic-priority aperiodic-task servers
- Blocking, synchronization, and resource access protocols
- Overload, quality of service, and system design for graceful degradation
- Hardware/software co-design for real-time embedded systems
- Reliability and fault tolerance