# Virtualization of a Real-Time Operating System for Robot Control with a Focus on Real-Time Compliance

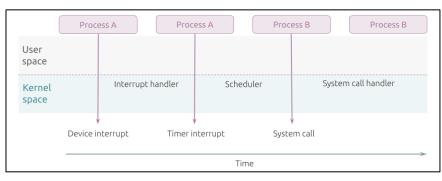
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#### Introduction

- Robots perform time-critical tasks
- Delays → catastrophic consequences
- General-Purpose Operating System vs. Real-Time Operating System



Process A

User space

Kernel space

Process A

Process A

Process A

Process A

resumes

Time

Figure 1: Non-preemptible Kernel [1]

Figure 2: Preemptible Kernel [1]





#### **Problem and Task Definition**

Virtualization of Real-Time Operating Systems				
Advantages	Disadvantages			
Scalability & flexibility	Increased overhead and latency			
Cheaper	Performance variability			
Remote management	Complexity			

• Research Question: Is it possible, and if so, how can the latency of a real-time operating system virtualization be reduced using Yocto, Xenomai, and QEMU to a level that is closer to that of bare metal (below 50 µs)?





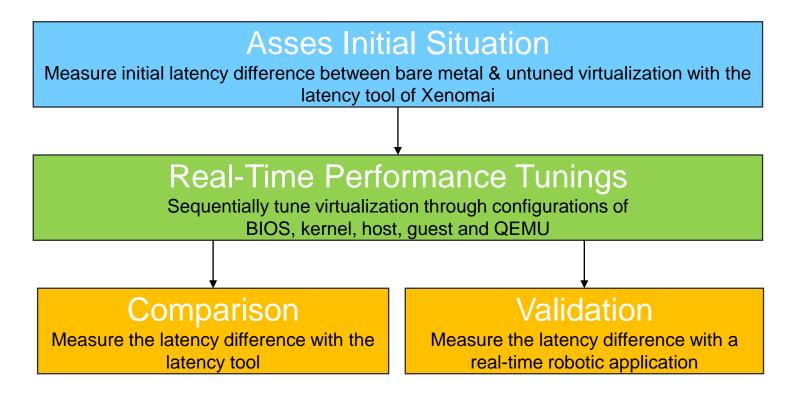
# **Application Context and Conditions**

This work was written at SIGMATEK GmbH & Co KG

- Host OS: Ubuntu 22.04.4 LTS, PREEMPT-RT
- Guest OS: Salamander 4
  - Built with Yocto [2]
  - Virtualized through Quick Emulator (QEMU) [3]
  - Hard real-time with Xenomai 3 [4]
- Trace-cmd [5] and Kernelshark [6] for kernel tracing and visualization



## Methodology

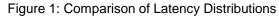


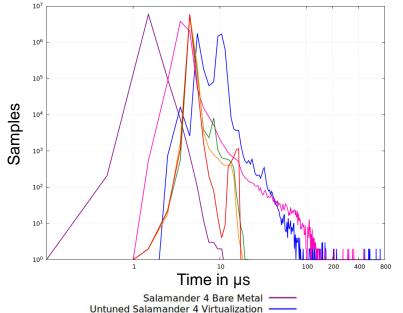




## **Results – Latency Tool**

• 10 minutes with a sampling period of 100 µs, priority of 99





After BIOS Configurations After Kernel Configurations After Host Configurations After QEMU Configurations

Version	Latency (µs)			Overruns
Version	Min	Avg	Max	Overruns
Bare Metal	0.613	1.380	10.709	0
Untuned Virtualization	2.536	8.940	707.622	43
After BIOS Configurations	0.969	3.948	457.545	22
After Kernel Configurations	2.545	4.811	21.694	0
After Host Configurations	2.591	4.834	18.441	0
After QEMU Configurations	2.614	4.779	17.134	0

Table 1: Comparison of Latency Results





# **Results – Robotic Application**

- Difference between command issuance time and signal arrival at PWM
- 1,000 samples

Version	Latency (ms)			Std Dev
Version	Min	Avg	Max	(ms)
Bare Metal	1.211	1.347	1.49	0.082
Untuned Virtualization	3.1	24.603	129.46	13.876
Tuned Virtualization	1.219	2.62	3.988	0.812

Table 2: Comparison of Robotic Application Latency Results





#### **Discussion**

#### ✓ Latency Tool

- Worst latency decreased from 707.622 μs to 17.134 μs
- No overruns
- Close to bare metal's 10.709 μs
- Goal achieved

## ✓ Robotic Application

- Worst latency dropped from 129 ms to 3.988 ms
- Close to bare metal's 1.49 ms
- Tunings validated





## **Outlook**

Additional configurations

• Other hypervisors and virtualization technologies

More testing under workloads





#### References

- [1] <a href="https://ubuntu.com/blog/what-is-real-time-linux-ii">https://ubuntu.com/blog/what-is-real-time-linux-ii</a>
- [2] <a href="https://docs.yoctoproject.org/">https://docs.yoctoproject.org/</a>
- [3] <a href="https://www.qemu.org/">https://www.qemu.org/</a>
- [4] <a href="https://xenomai.org/">https://xenomai.org/</a>
- [5] <a href="https://trace-cmd.org/">https://trace-cmd.org/</a>
- [6] <a href="https://kernelshark.org/">https://kernelshark.org/</a>





# **Priorities for Different Scheduling Policies**

Table 11: Minimum and Maximum Priorities for Different Scheduling Policies

Scheduling Policy	Min Priority	Max Priority
SCHED_OTHER	0	0
SCHED_FIFO	1	99
SCHED_RR	1	99
SCHED_BATCH	0	0
SCHED_IDLE	0	0
SCHED_DEADLINE	0	0



