CIS 721 - Real-Time Systems

Lecture 30: Times Tool

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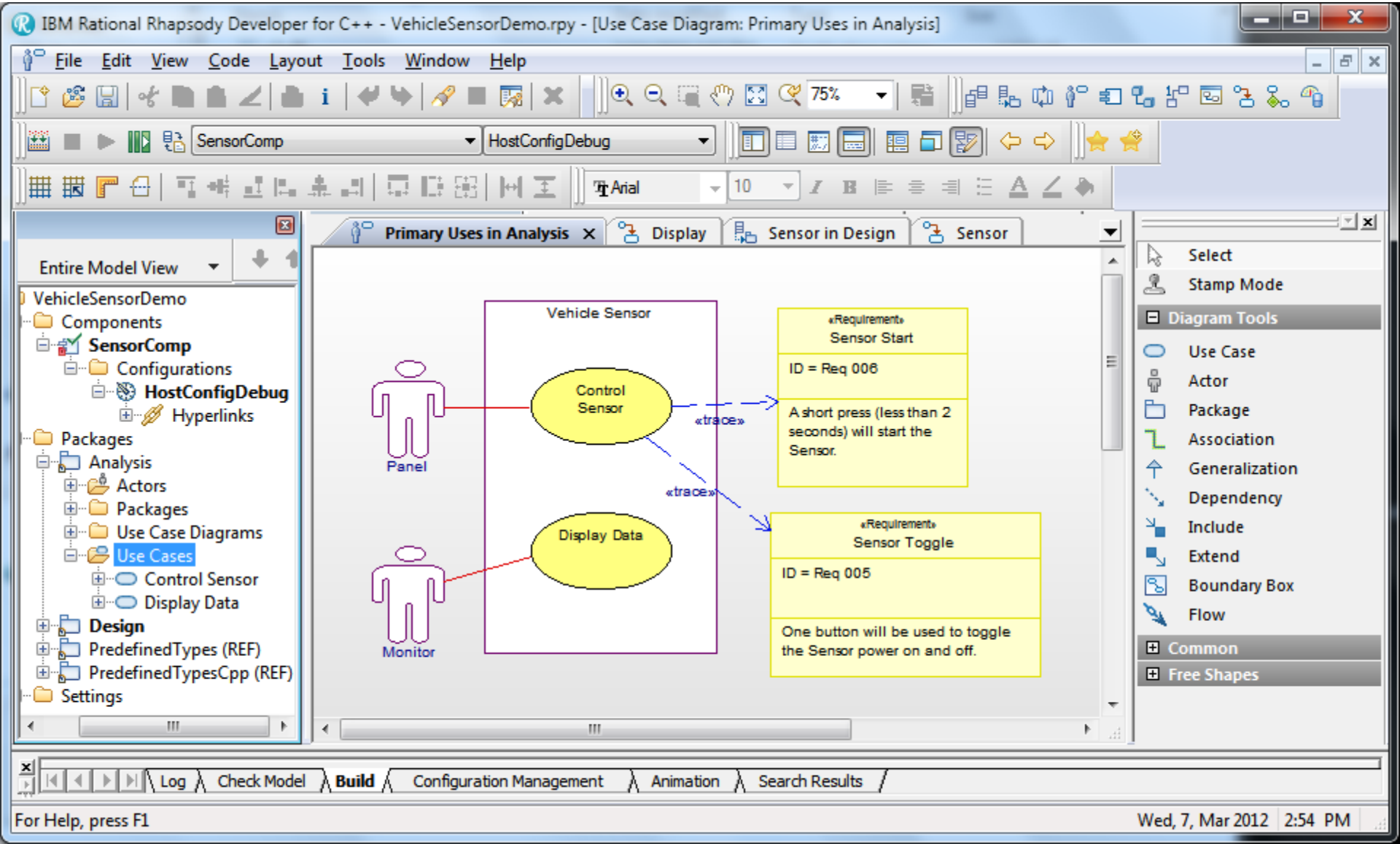
Outline

- **Development Tools**
  - **Rational Rose Real-Time (RoseRT)**
  - **IBM Rational Rhapsody**
  - **Times Tool**
    - **Lego Mindstorms RCX**

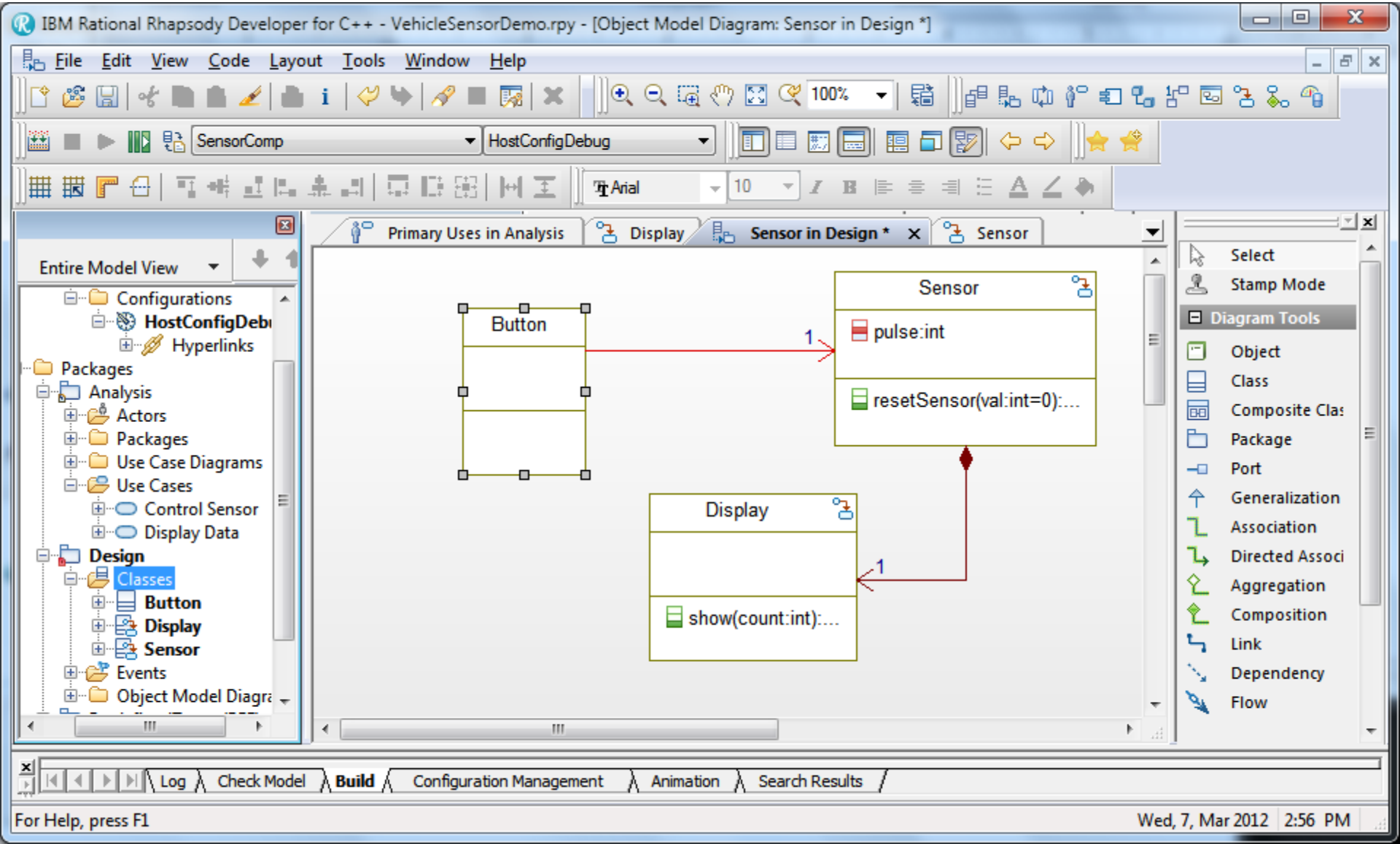
IBM Rational Rhapsody

- Successor to Rational Rose RT
- Acquired by IBM
- Targets most commercial RTOS
- Too heavy weight for PICs

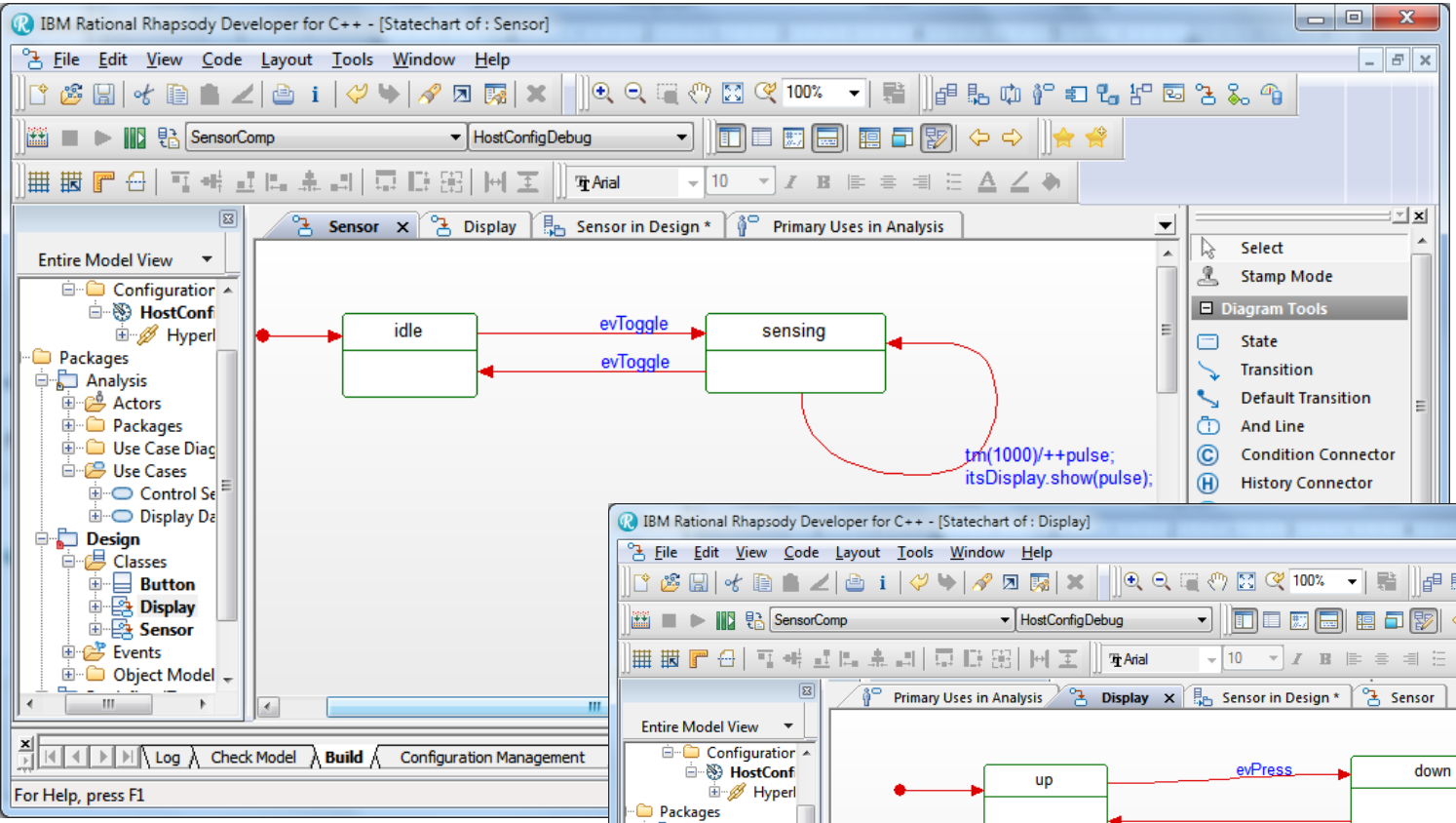
Analysis Package

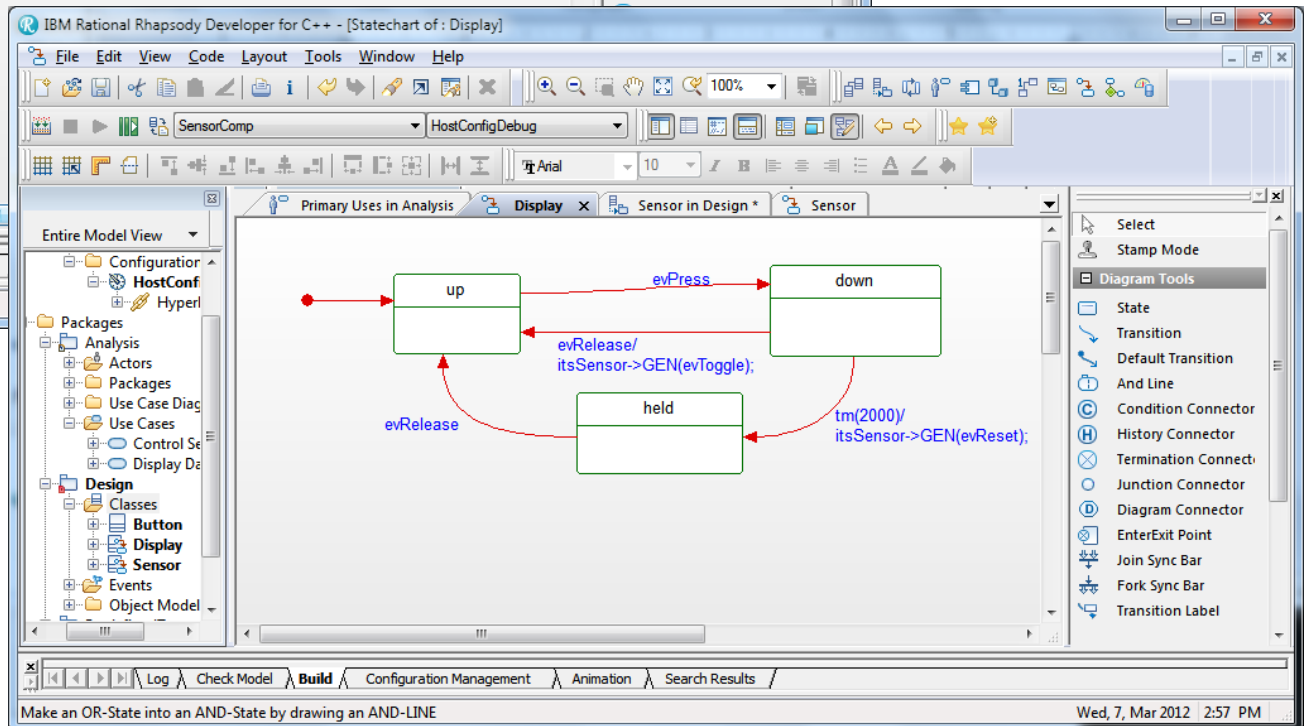


Design Diagram - Class Diagram



Statecharts

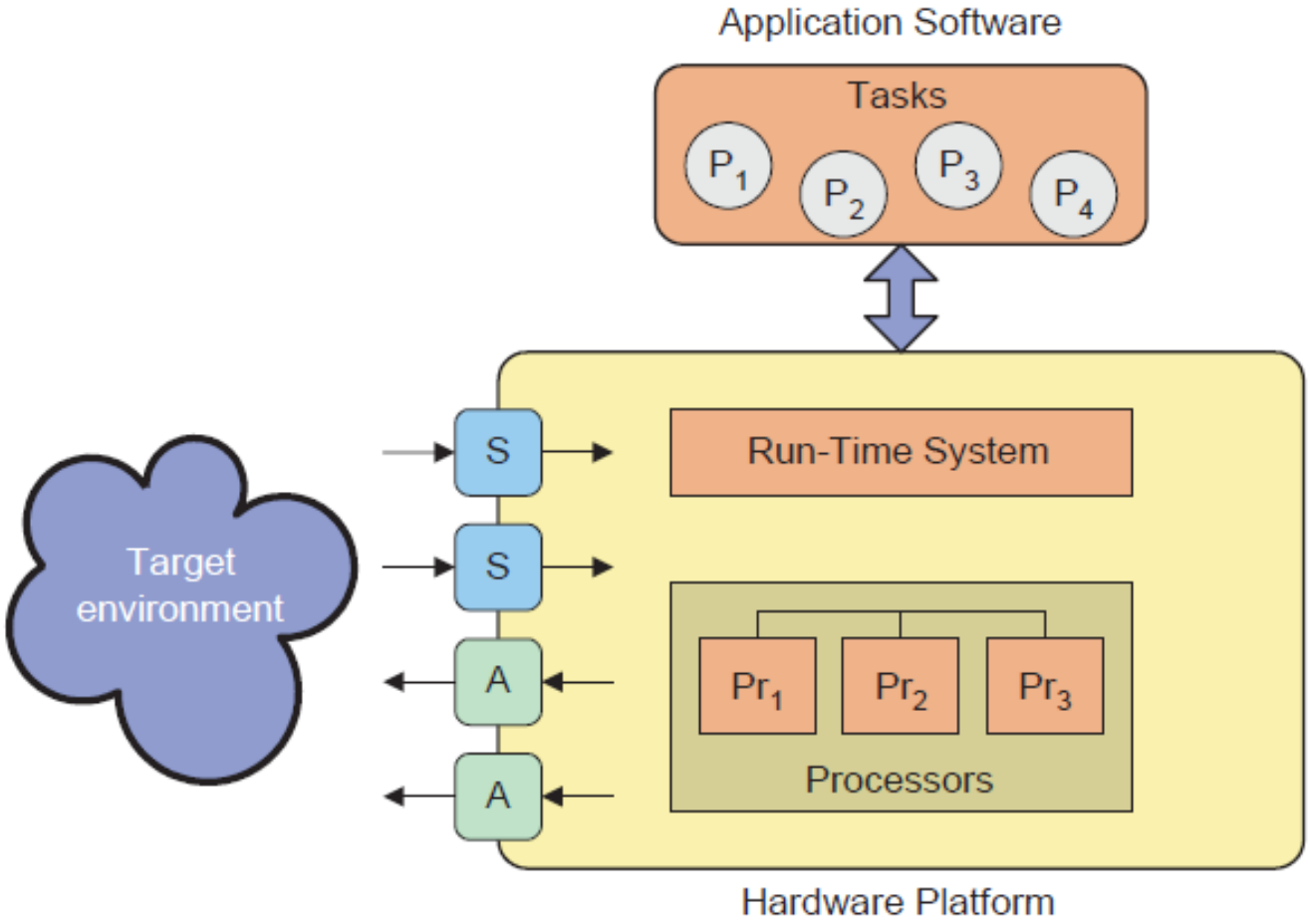




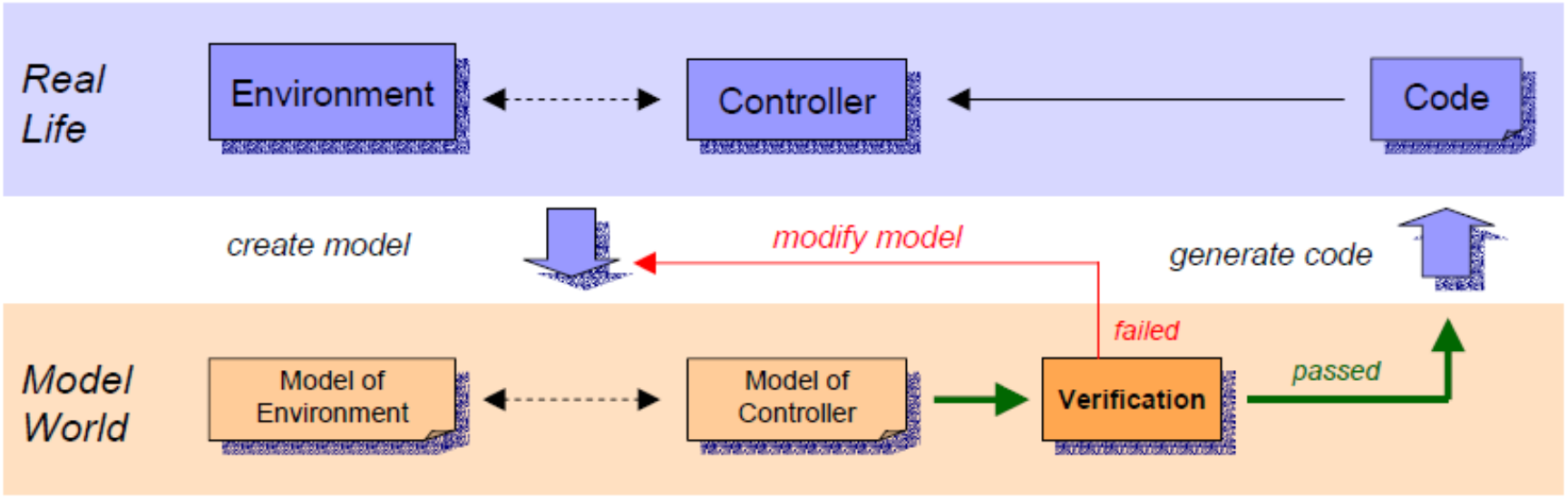
Times Tool

- Editor
- Simulator
- Schedulability Analysis
- Code Synthesis
- Verification (same as UPPAAL)

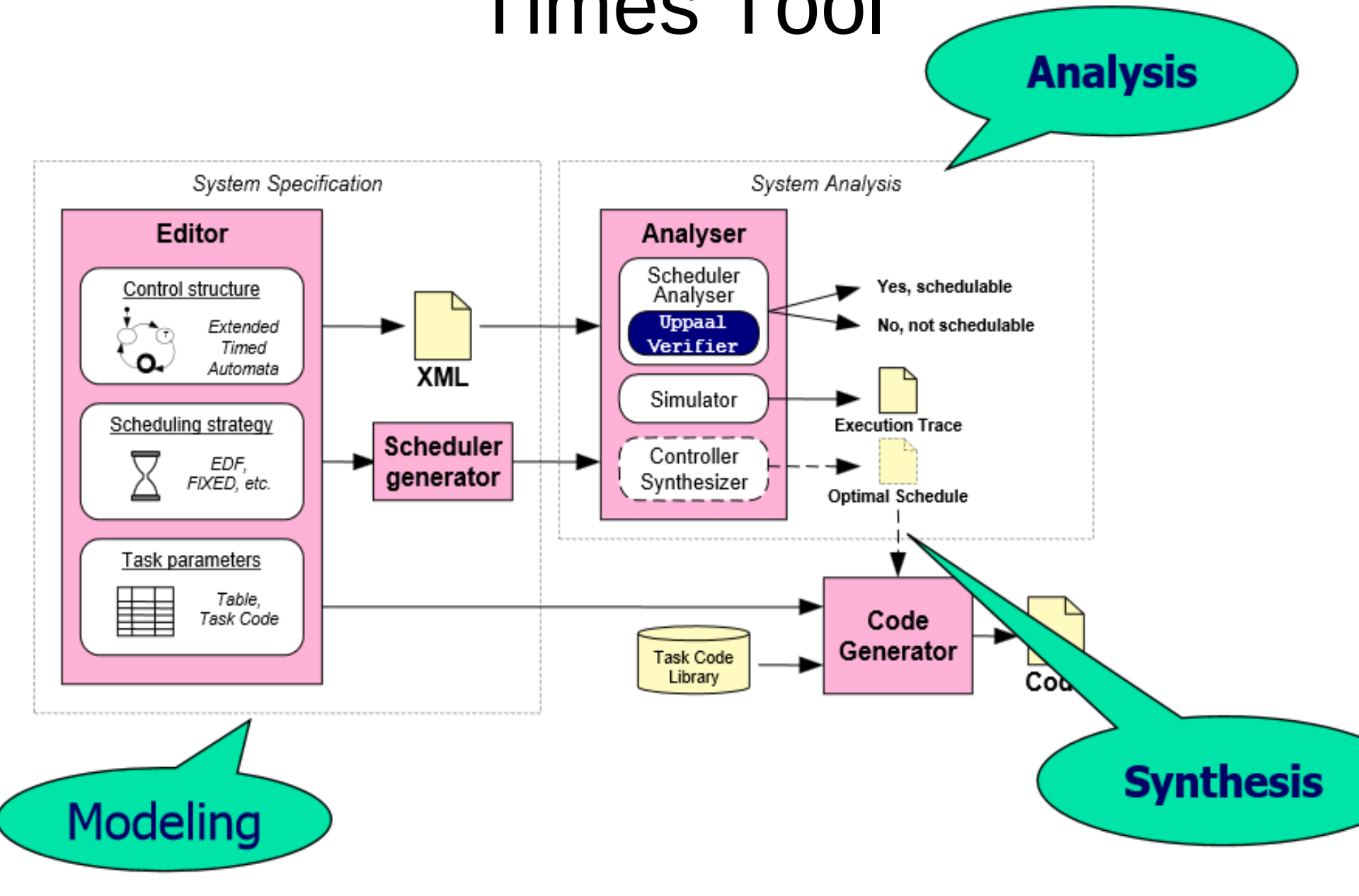
Real-time System Components



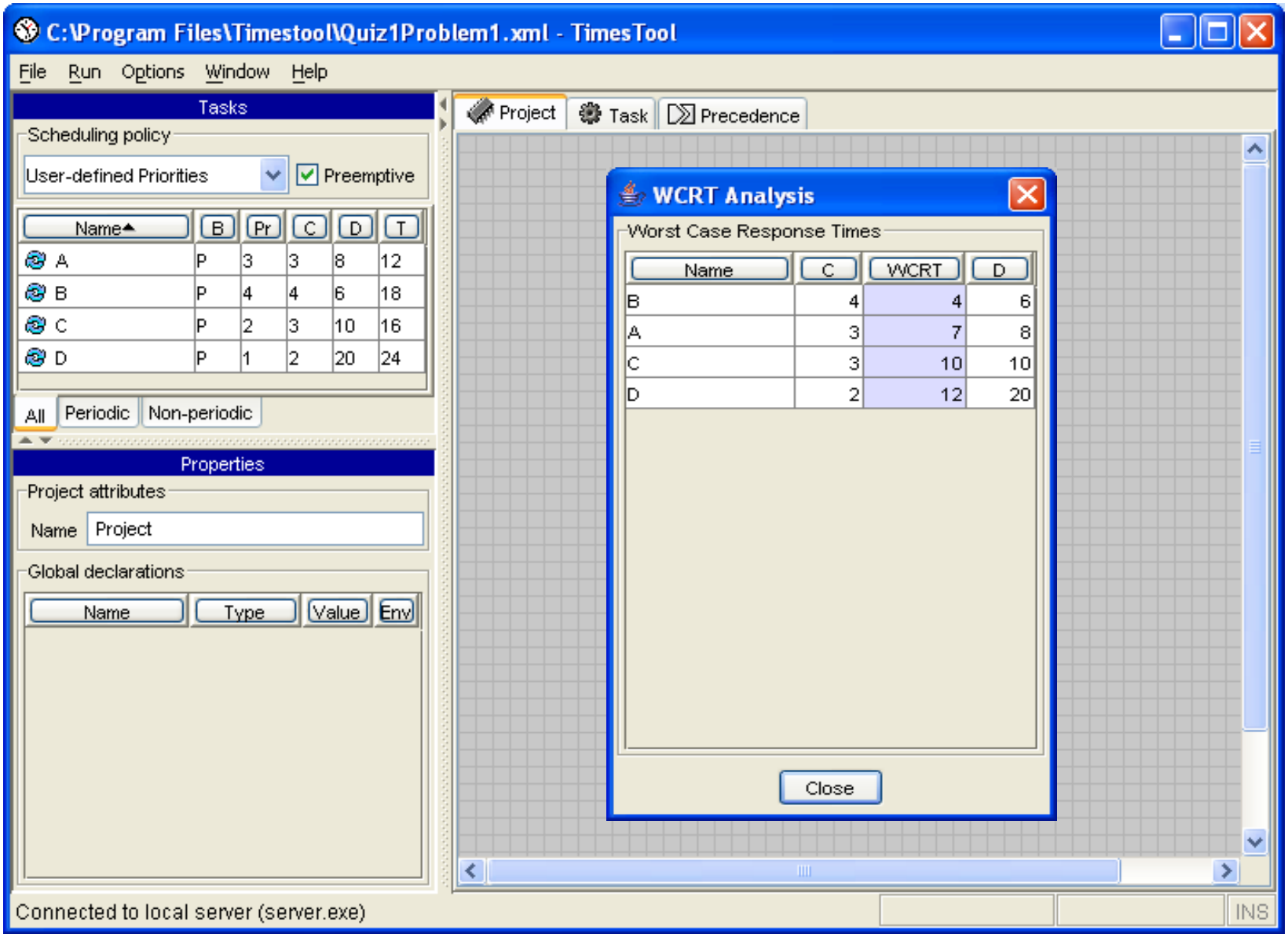
Modeling and Implementation of Real-time Embedded Systems



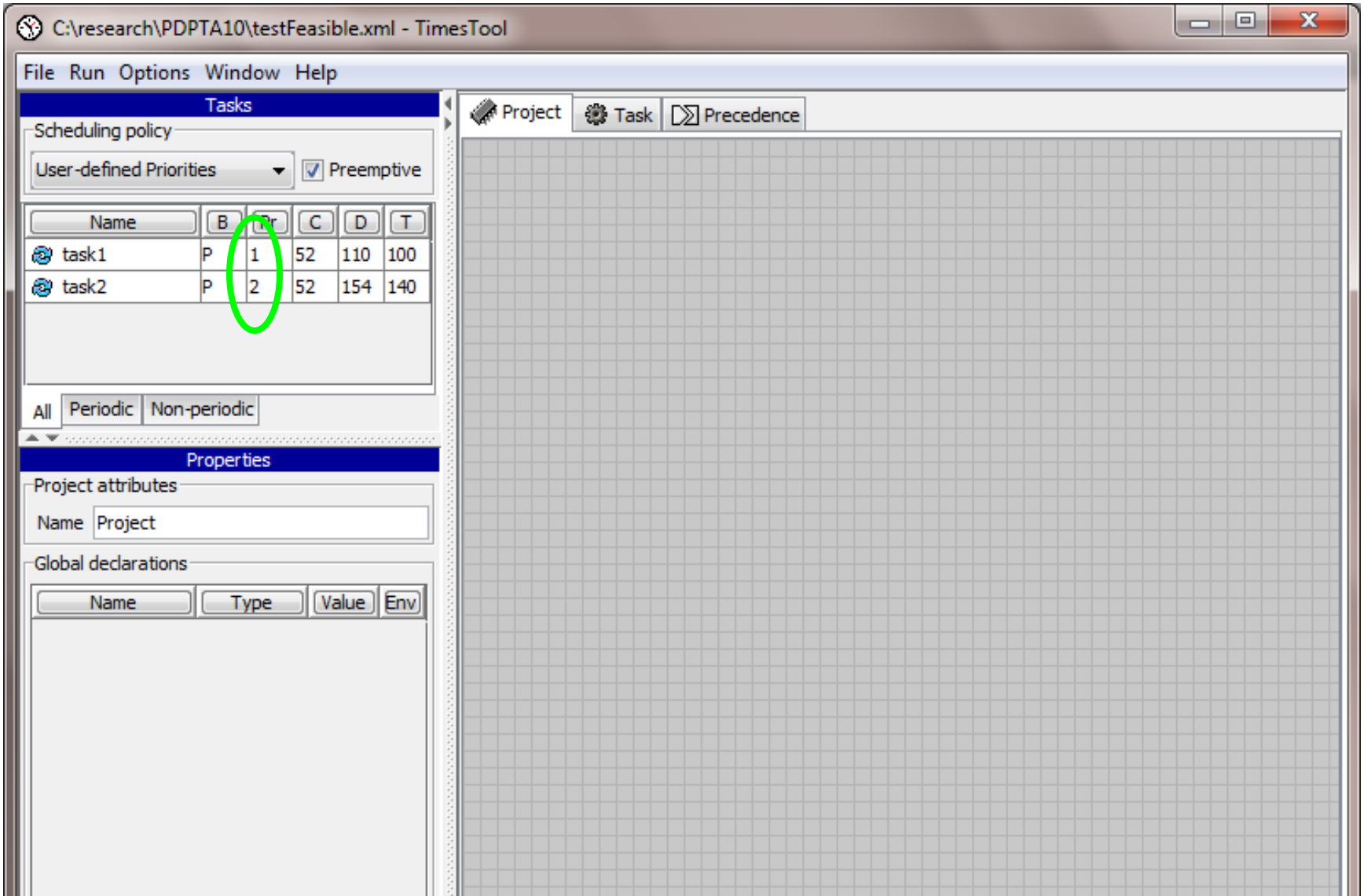
Times Tool


Analysis
System Specification
System Analysis
Editor
Control structure
Extended Timed Automata
Scheduling strategy
EDF, FIXED, etc.
Task parameters
Table, Task Code
XML
Scheduler generator
Analyser
Scheduler Analyser
Uppaal Verifier
Simulator
Controller Synthesizer
Yes, schedulable
No, not schedulable
Execution Trace
Optimal Schedule
Task Code Library
Code Generator
Modeling
Synthesis

Schedulability Analysis



Feasible Task Set



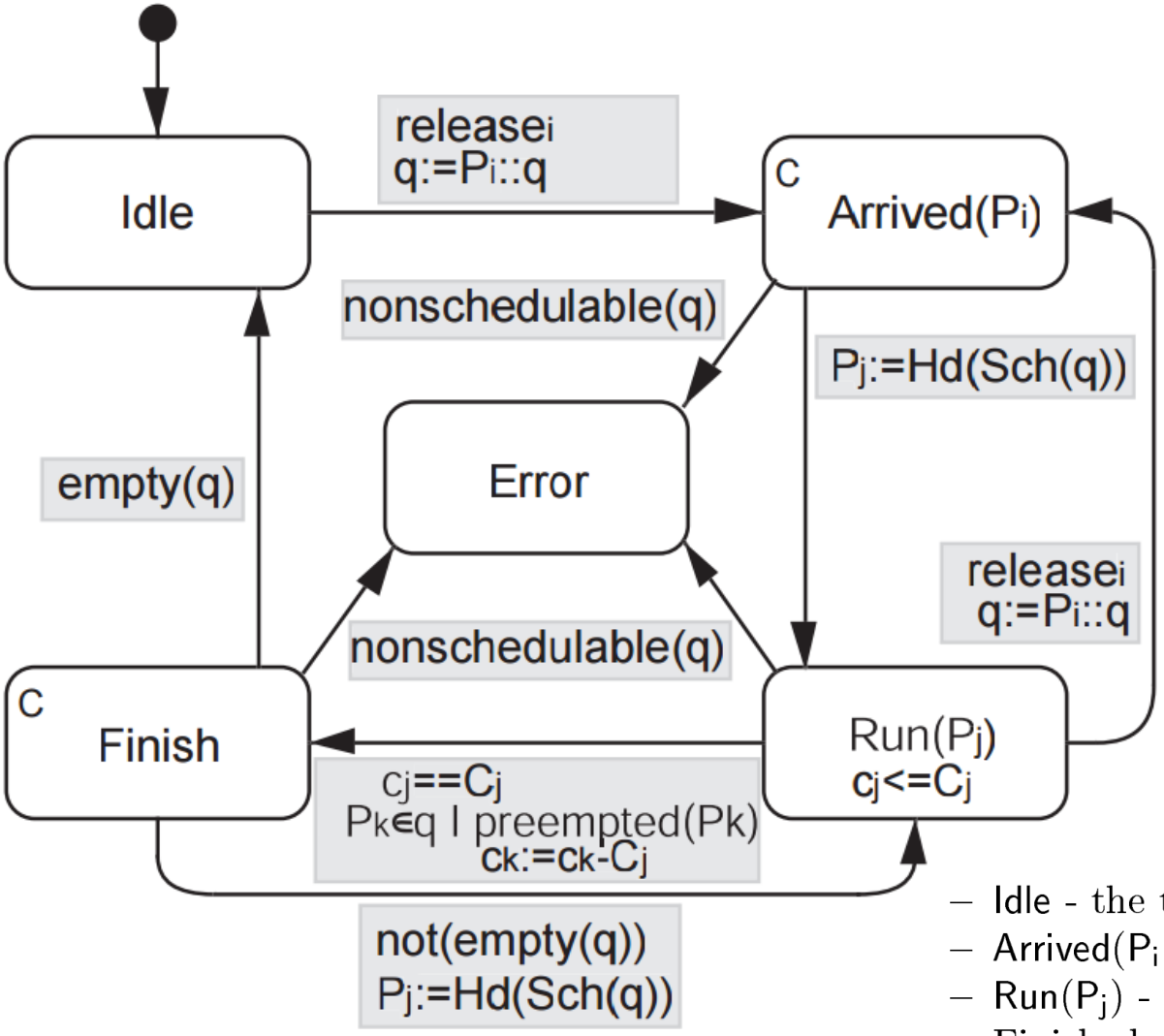
Schedulability Analysis

- Tasks can be defined to be:
  - Periodic
  - Sporadic (with minimum inter-arrival time)
  - Controlled (release controlled by user-defined automaton)
- Priorities can be defined as:
  - User-defined (high number = high priority)
  - Rate monotonic
  - Deadline monotonic
  - Earliest deadline first
  - First come, first served

Schedulability Analysis

- Performed by doing reachability testing on a SCHEDULER automaton to see if the ERROR state is reachable.
- The analysis is performed by selecting Run + Schedulability Analysis.
- The analysis works correctly most of the time, except that the default **two clocks scheduler** may fail if tasks have **arbitrary deadlines**.

General O(n)-Clocks Scheduler



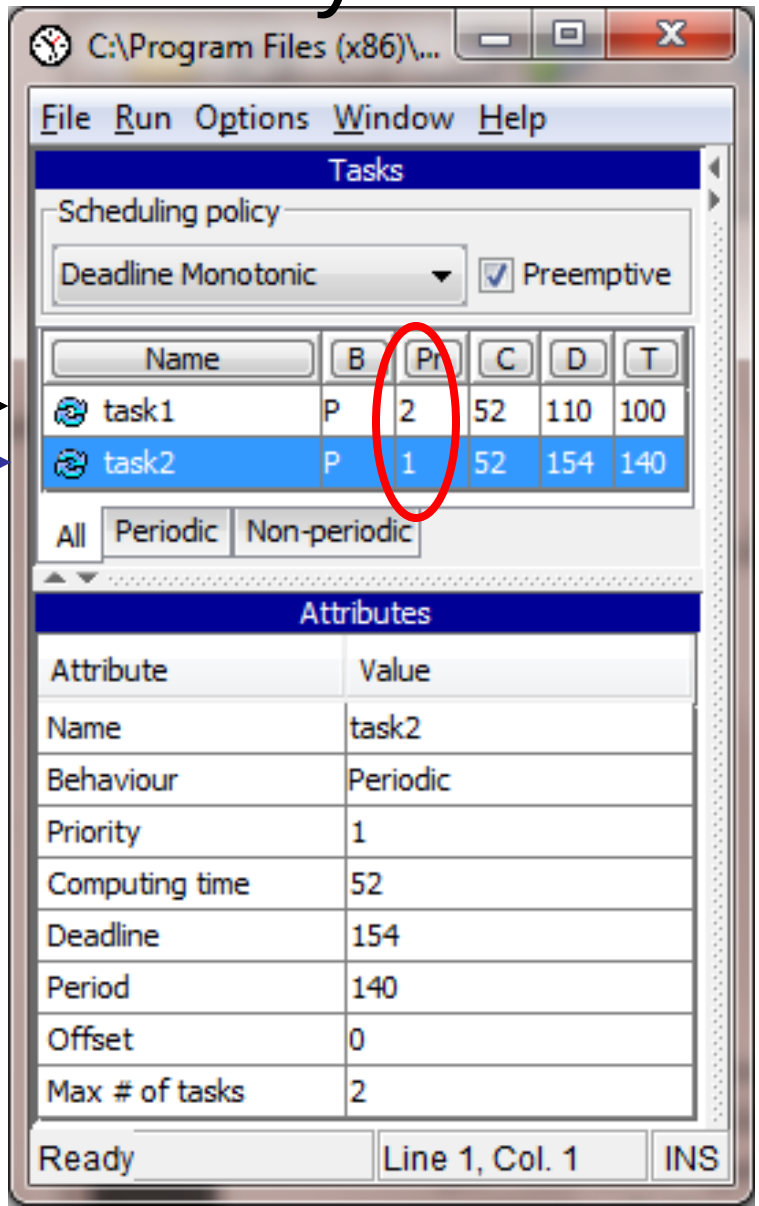
- **q – ready queue**
- **empty(q) – no tasks in the queue**
- **Sch(q) – sorted according to the chosen policy**
- **Hd() - returns the first element**

– Idle - the task queue is empty,
– Arrived(P_i) - the task instance P_i has arrived,
– Run(P_j) - the task instance P_j is running,
– Finished - a task instance has finished,
– Error - the task queue is non-schedulable.

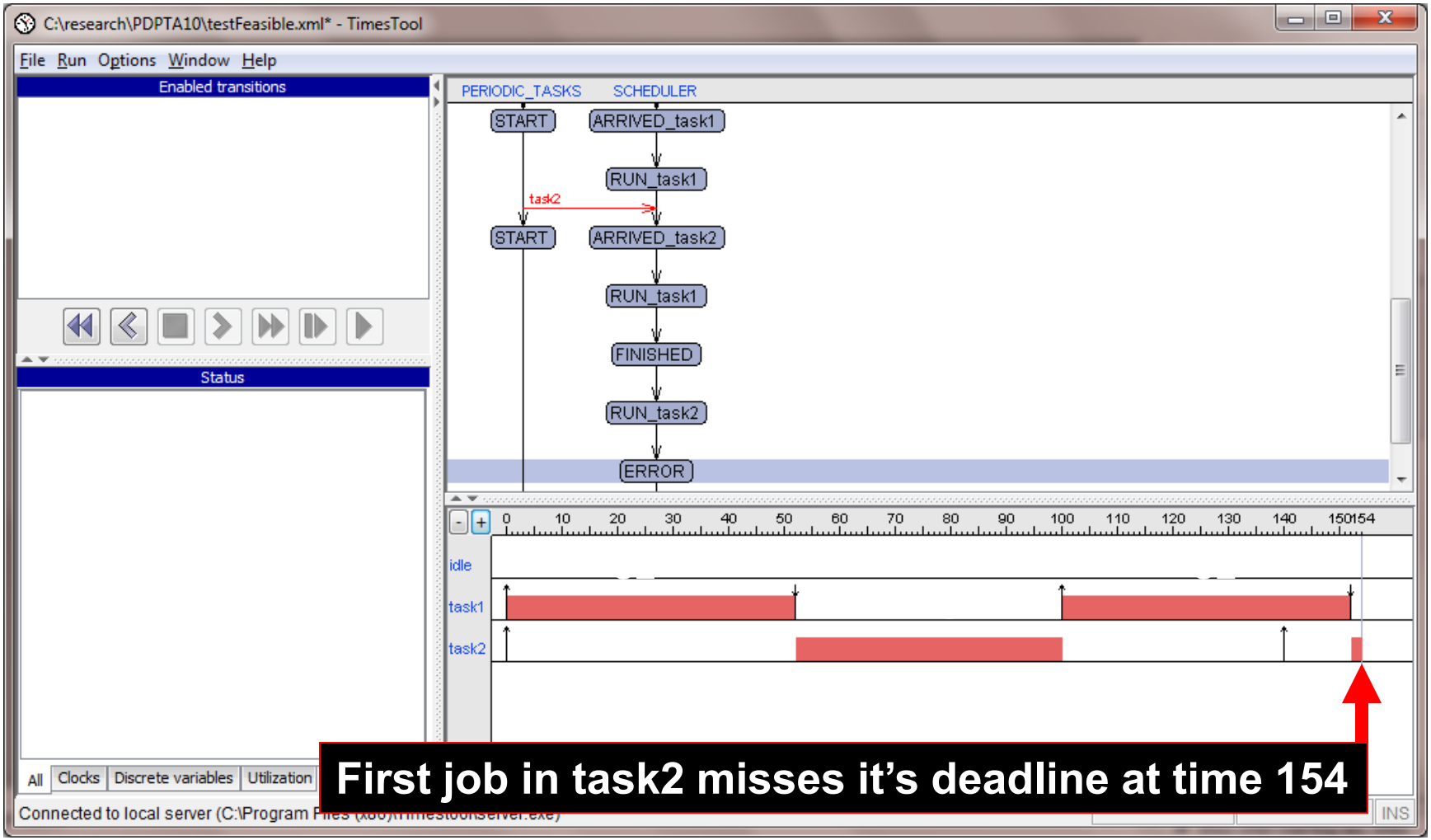
Audsley's Infeasible Task Set with Arbitrary Deadlines

High Priority →

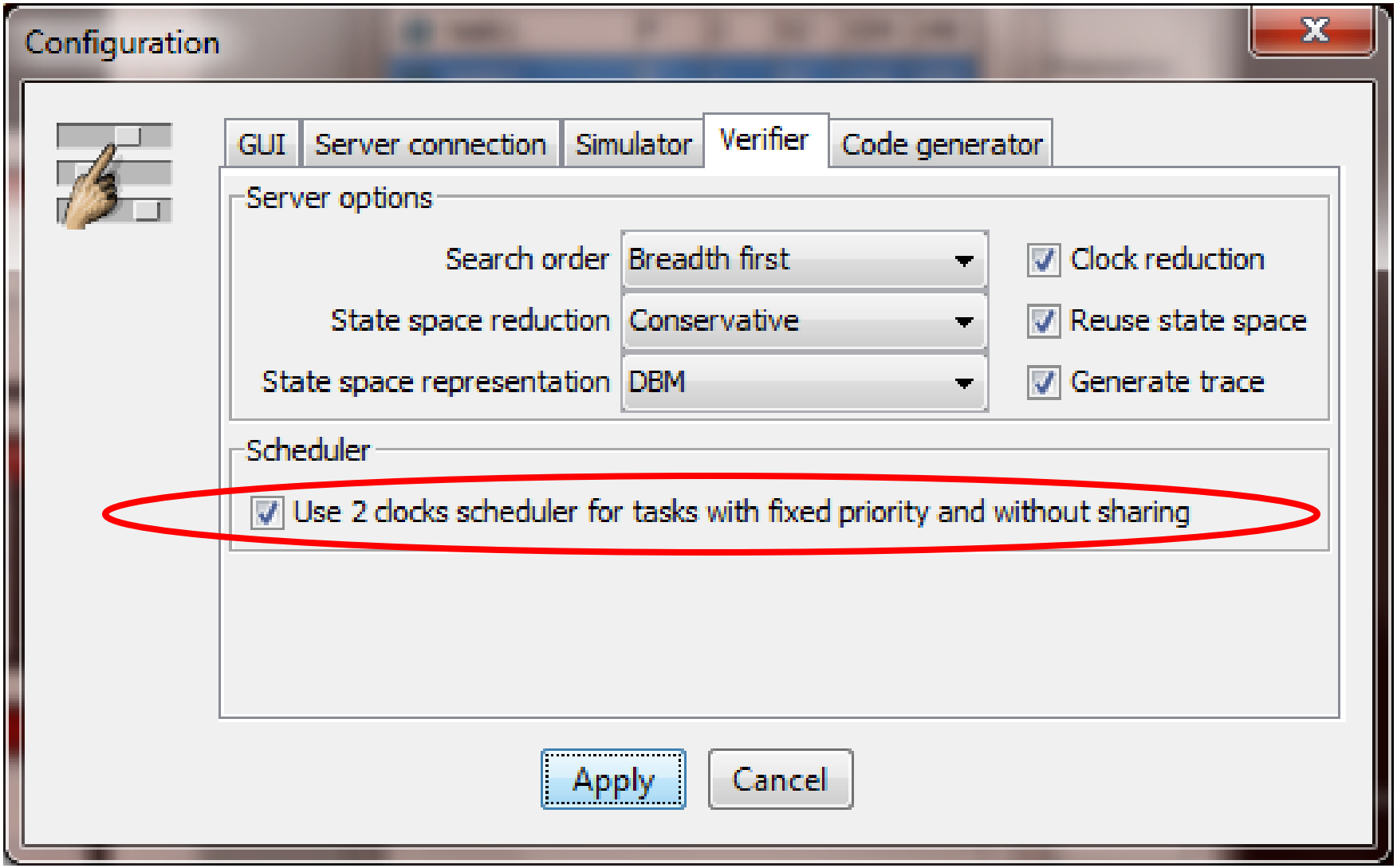
Low Priority →



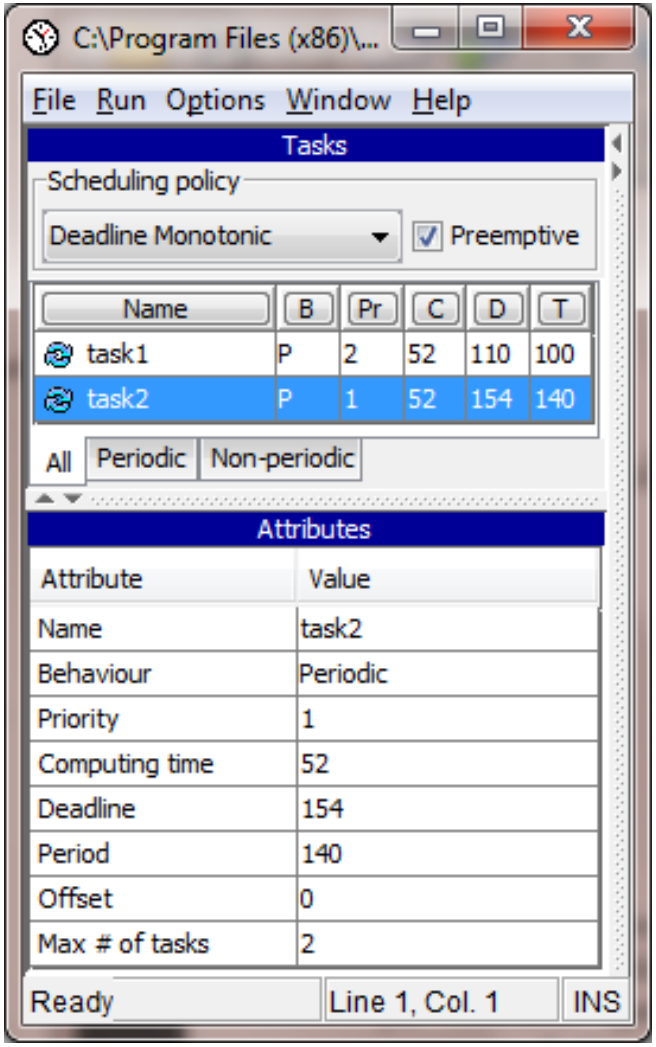
Infeasible Task Set in Simulator

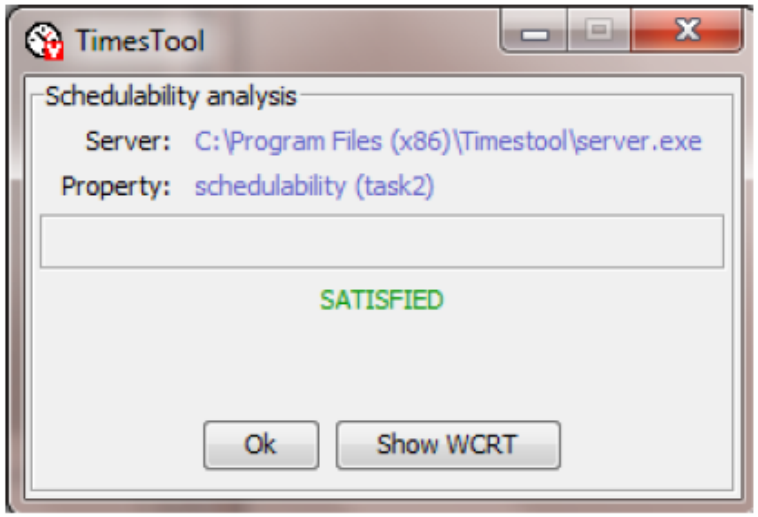


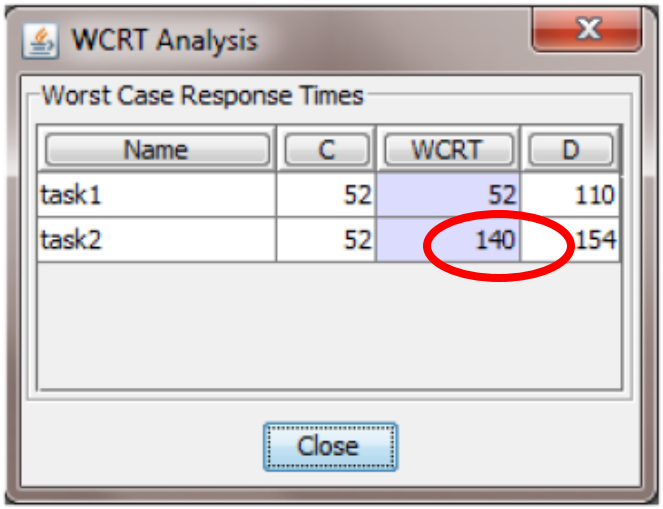
Times Options – 2-clocks scheduler



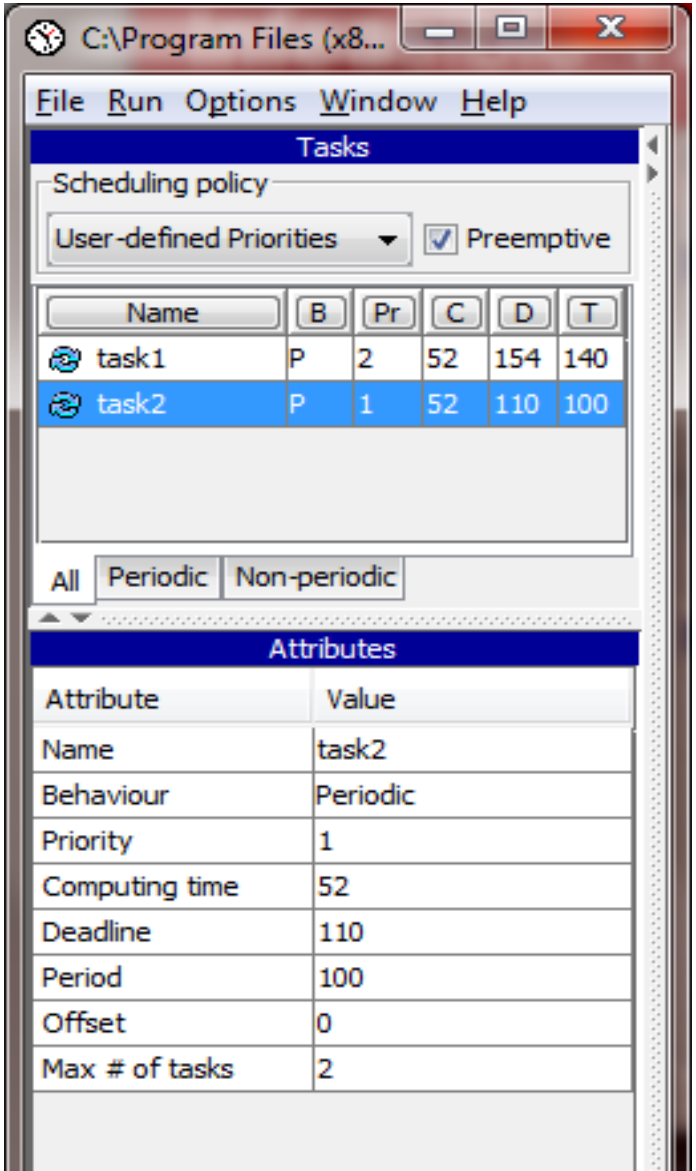
Times Tool Reports that the Task Set is Feasible

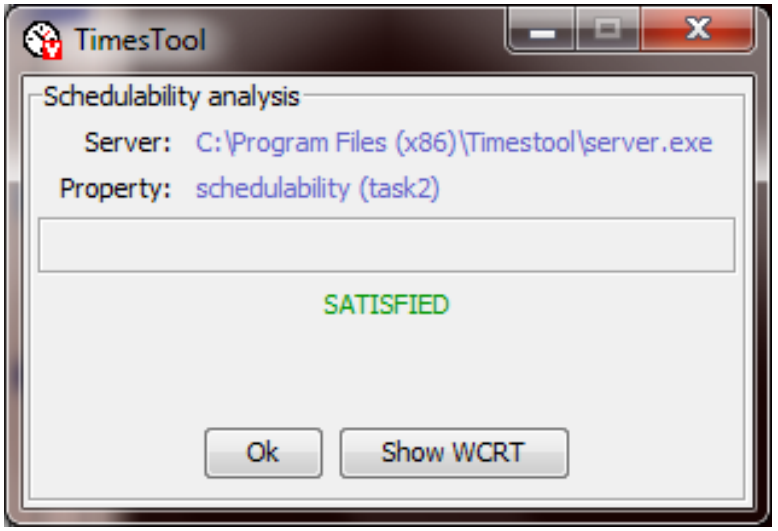


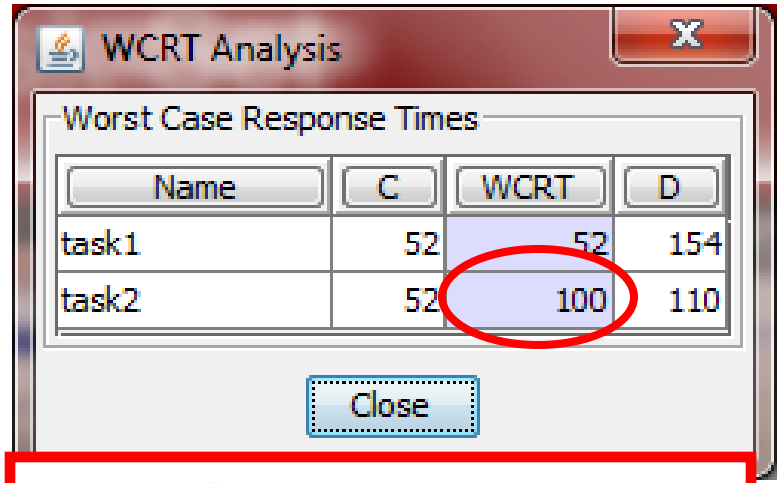




Switching Task Priorities, Times Tool Reports that the Task Set is Feasible





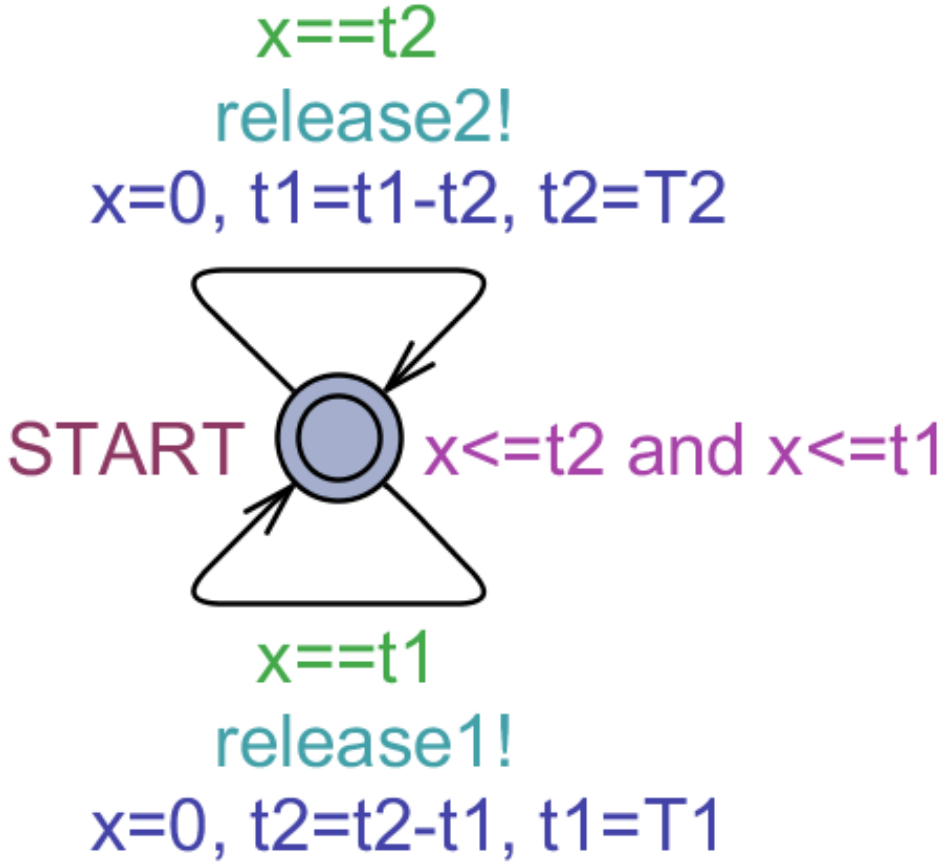


But, the wrong WCRT!

New 2-Clocks Scheduler

- Correctly detects when an arbitrary task set is feasible.
- Only requires two clocks for n tasks:
  - One clock to check if the currently scheduled task has missed its deadline, and
  - One clock to check that the running task has completed it's execution.
- For simplicity, we consider Audsley's examples with just two tasks, but it is trivial to generalize to n tasks.

PERIODIC_TASKS Automaton

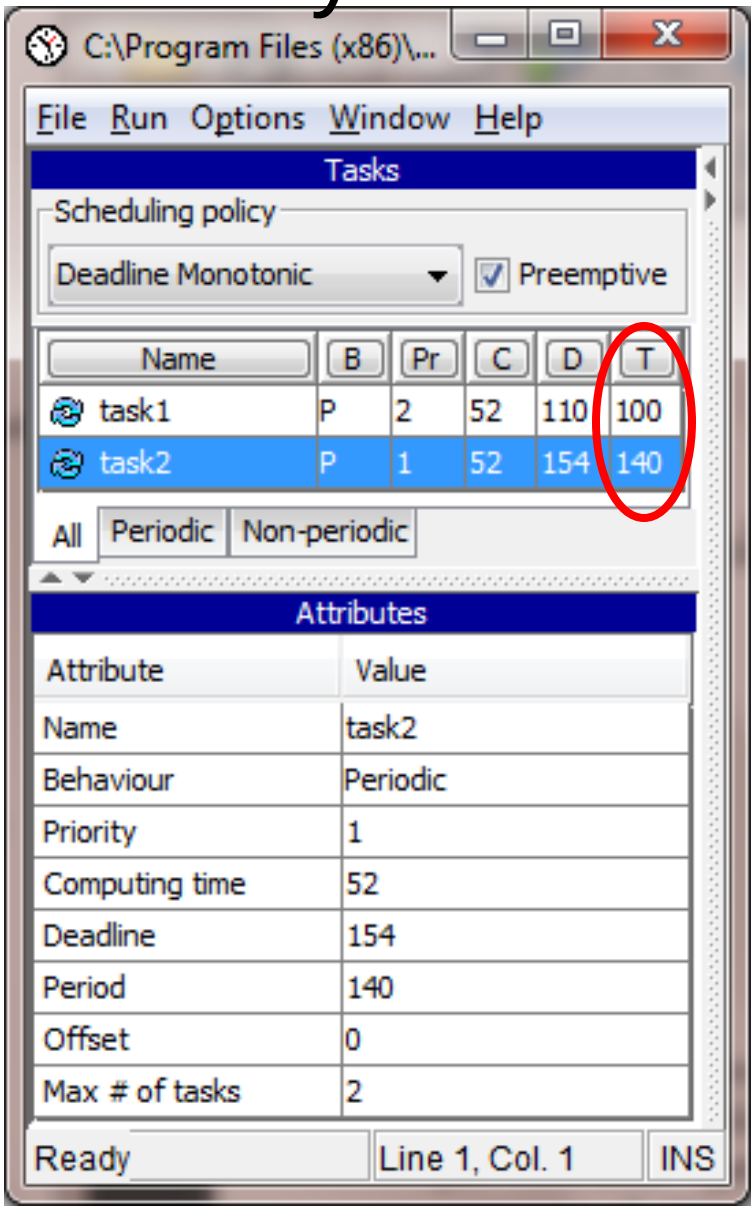


T1 = Period of Task 1
T2 = Period of Task 2

t1 = time before releasing a job in Task 1
t2 = time before releasing a job in Task 2

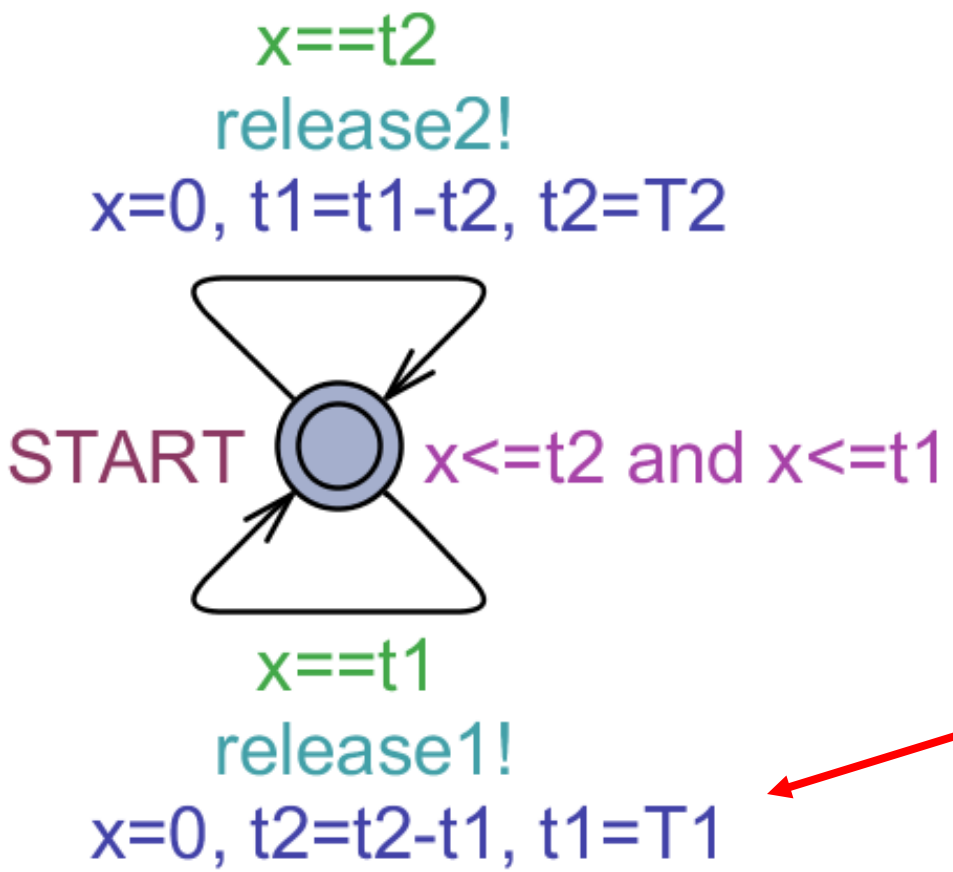
Note that the job generating automaton requires one clock x.

Audsley's Infeasible Task Set* with Arbitrary Deadlines



* using a Deadline Monotonic priority assignment and a priority-based preemptive scheduler

PERIODIC_TASKS Automaton



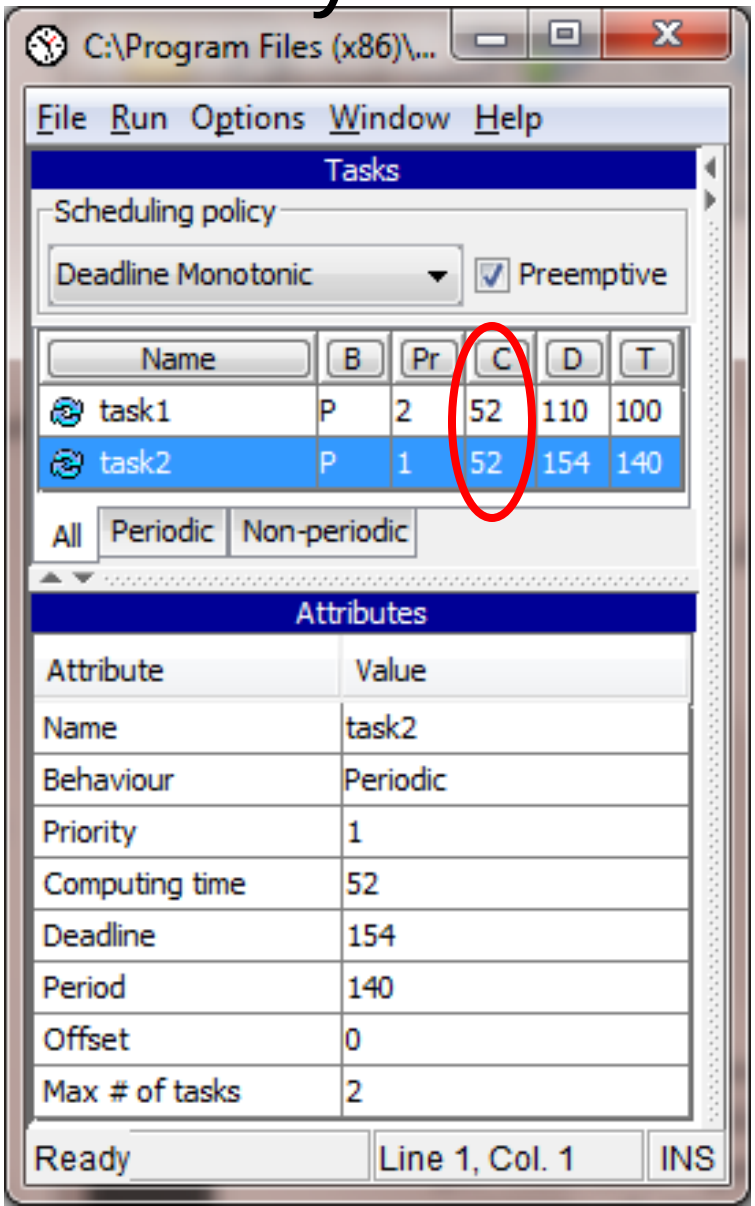
T1 = 100
T2 = 140

t1 = 0, initially
t2 = 0, initially

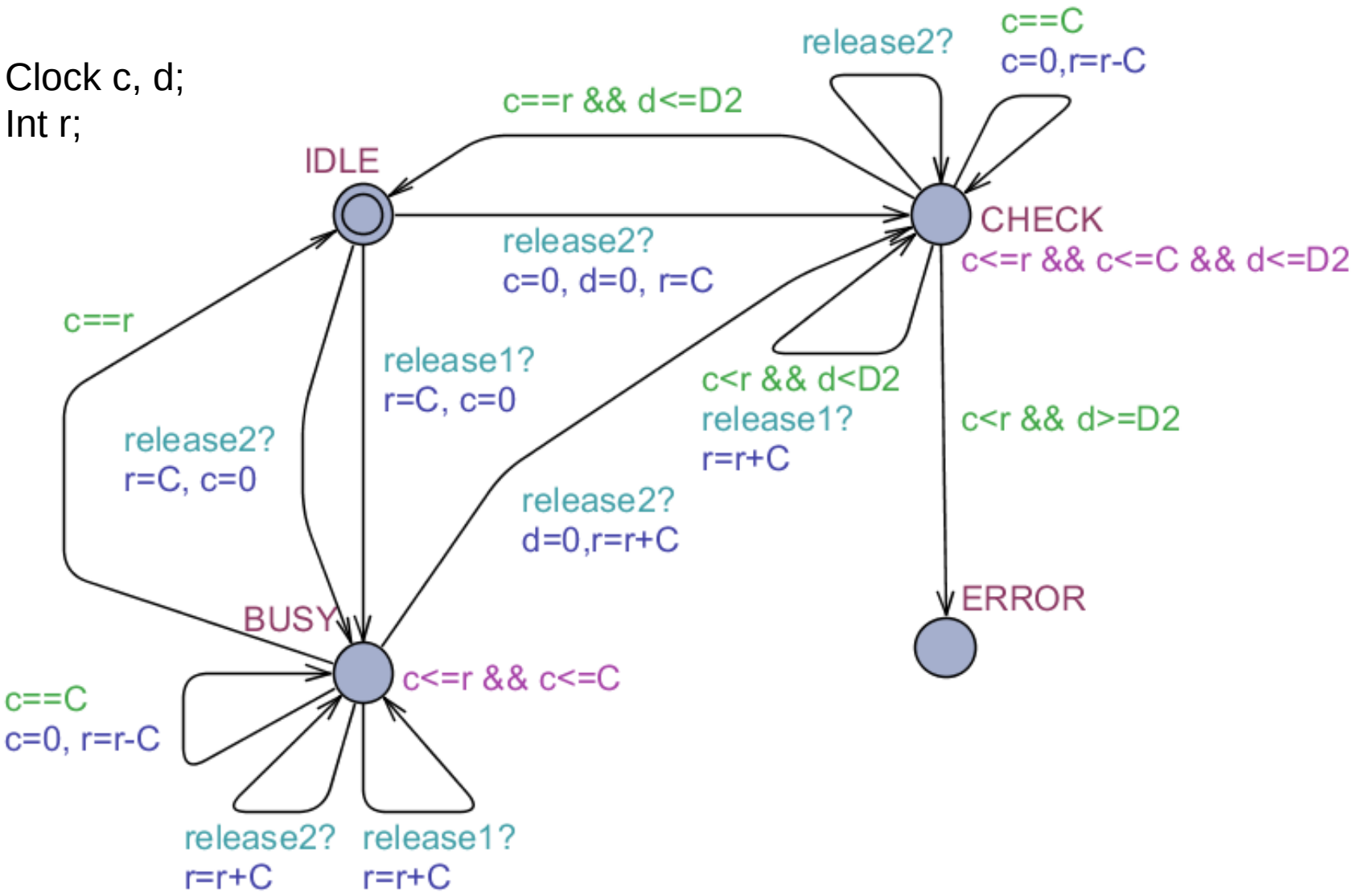
Then, t1 = 100,
and t2 = 140,

Then, t2 = 40,
and t1 = 100,
…

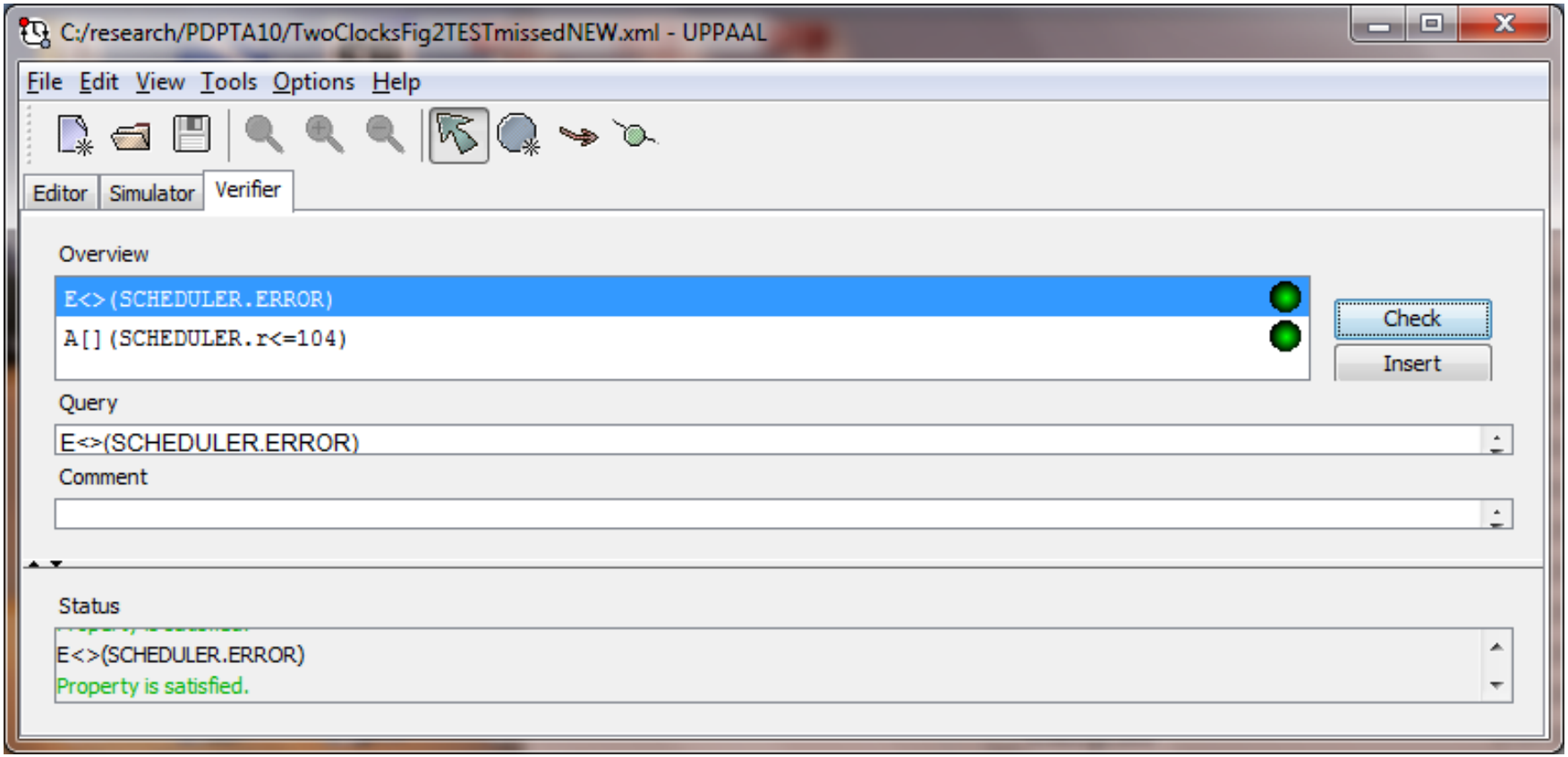
Audsley's Infeasible Task Set with Arbitrary Deadlines



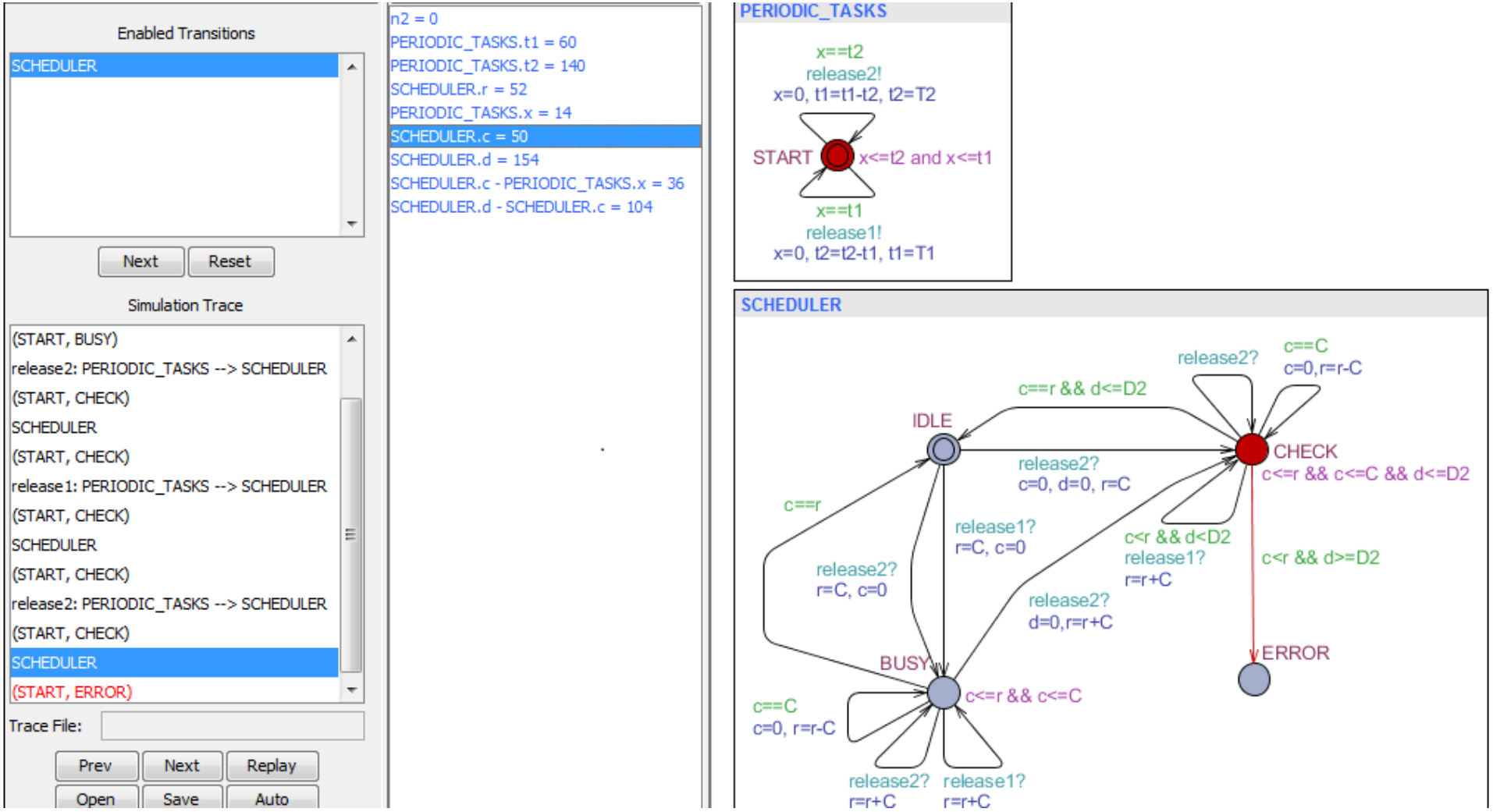
SCHEDULER Automaton, C=52



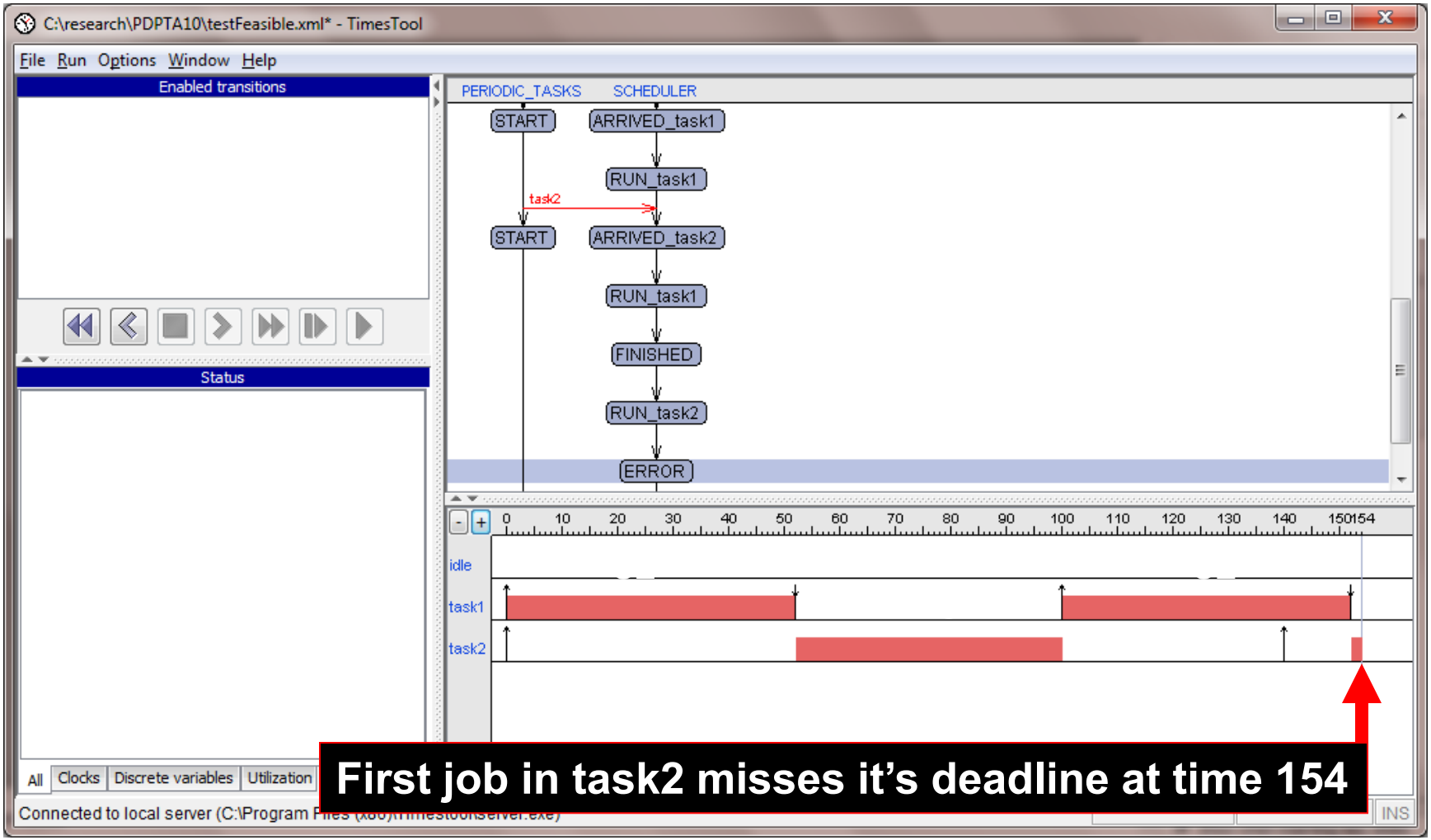
Task Set is not Feasible



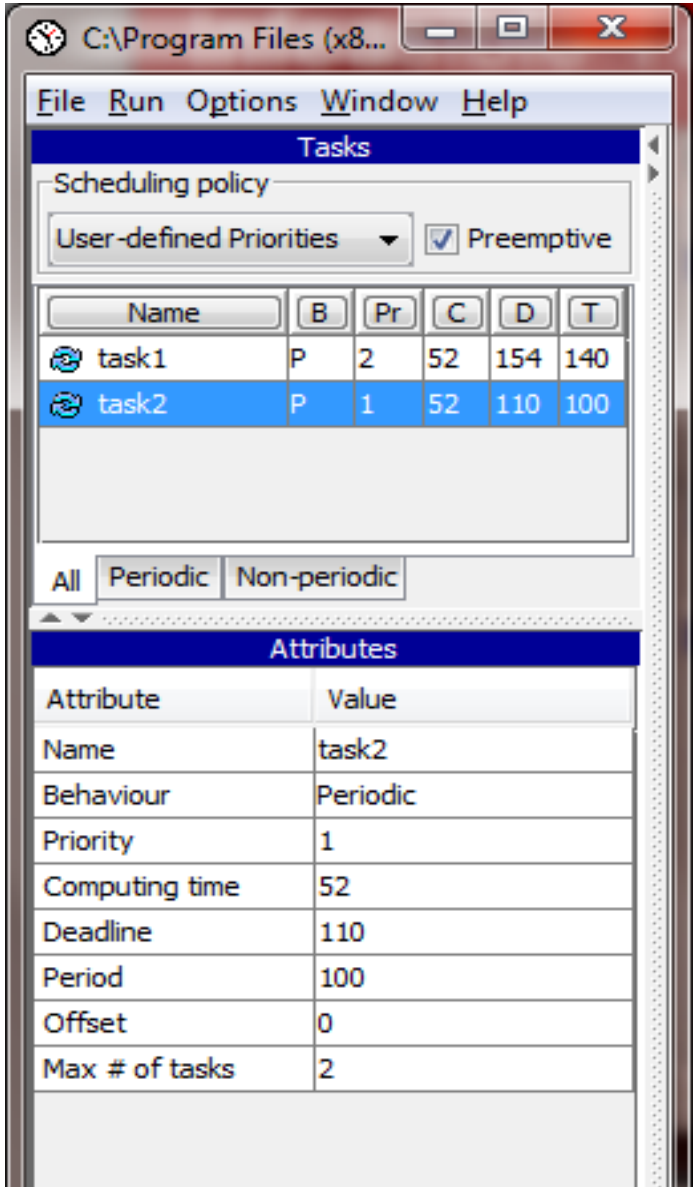
UPPAAL Diagnostic Trace



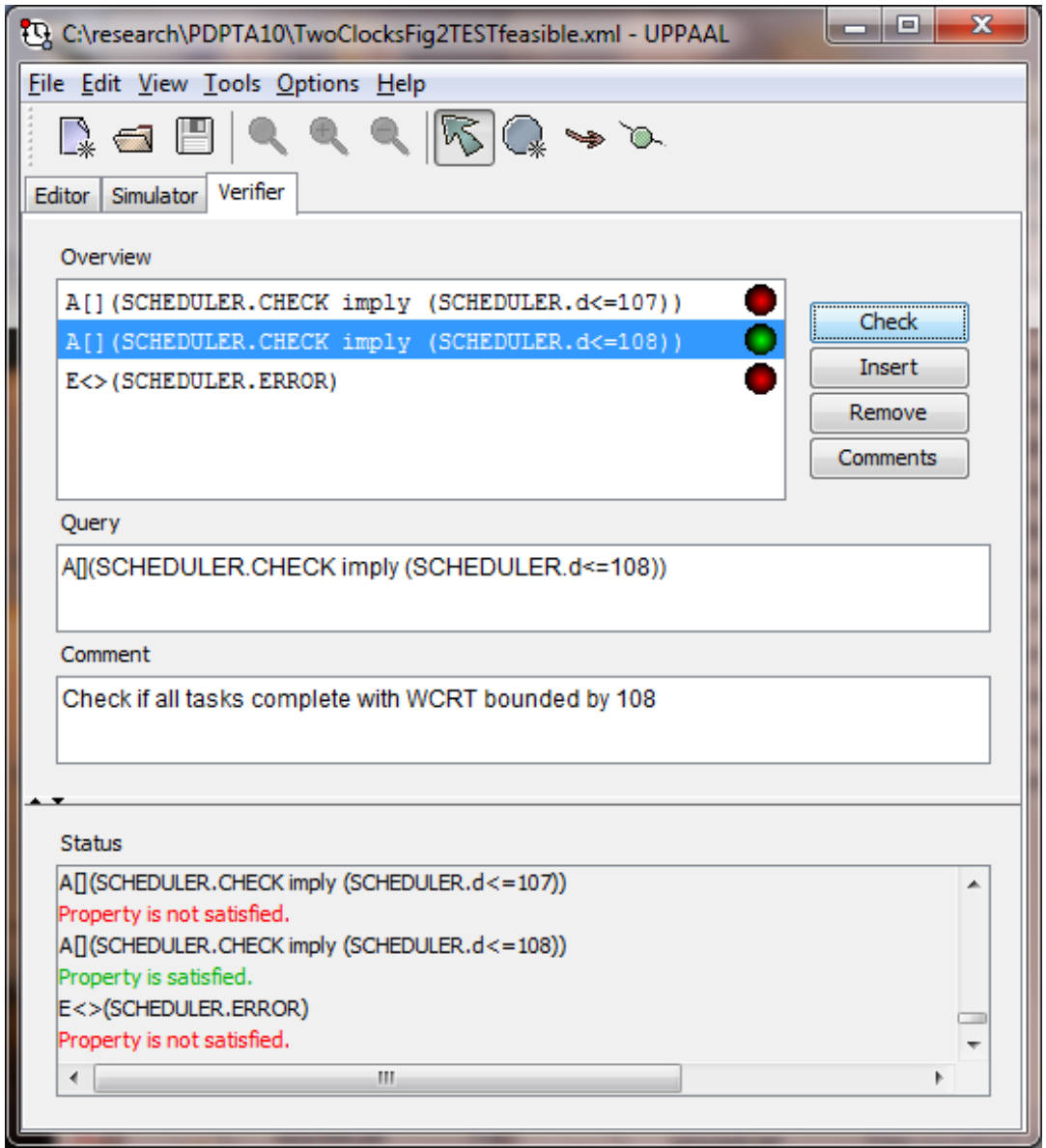
Infeasible Task Set in Simulator



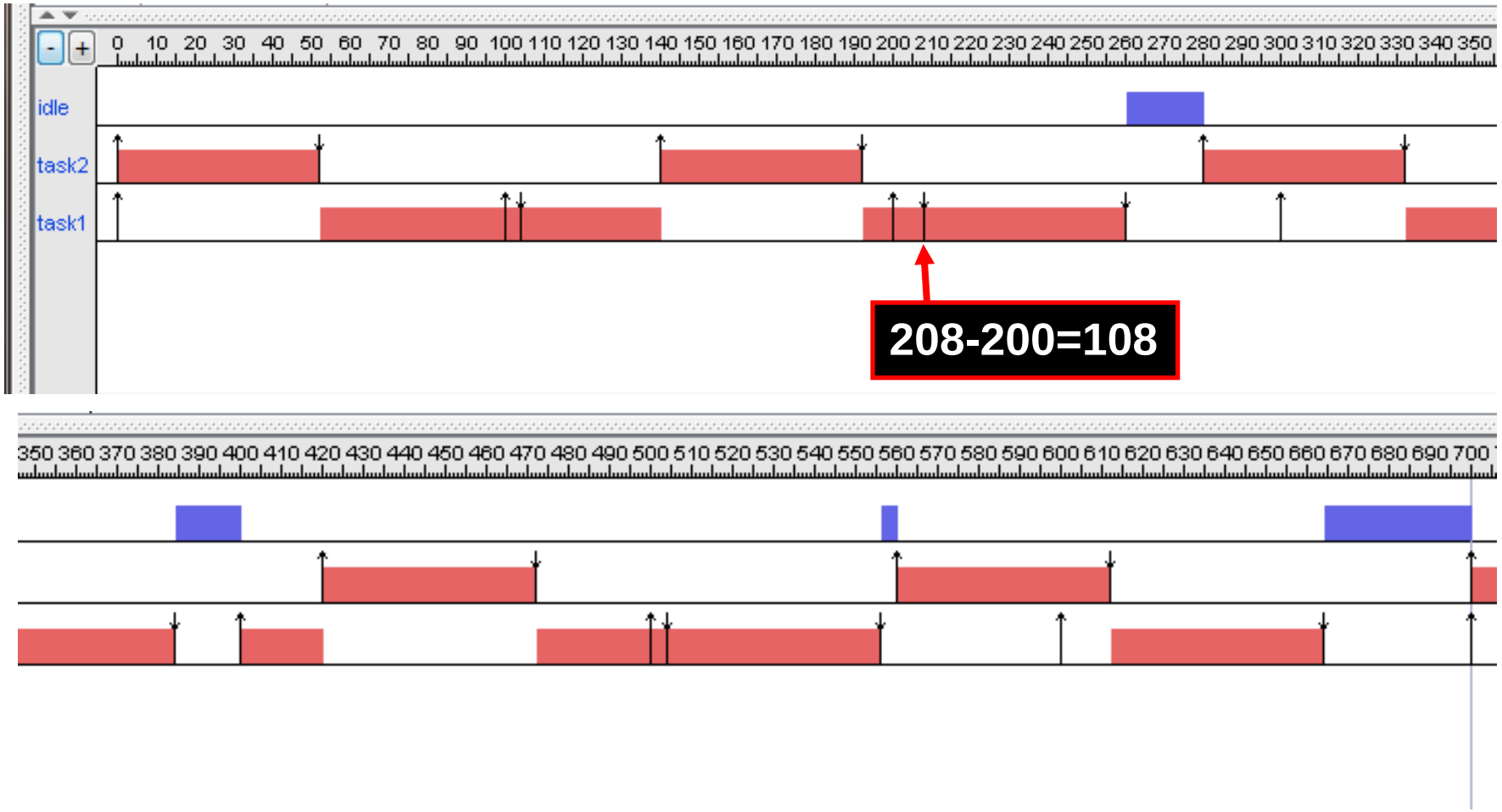
Audsley's Feasible Task Set with Arbitrary Deadlines (Priorities Switched)



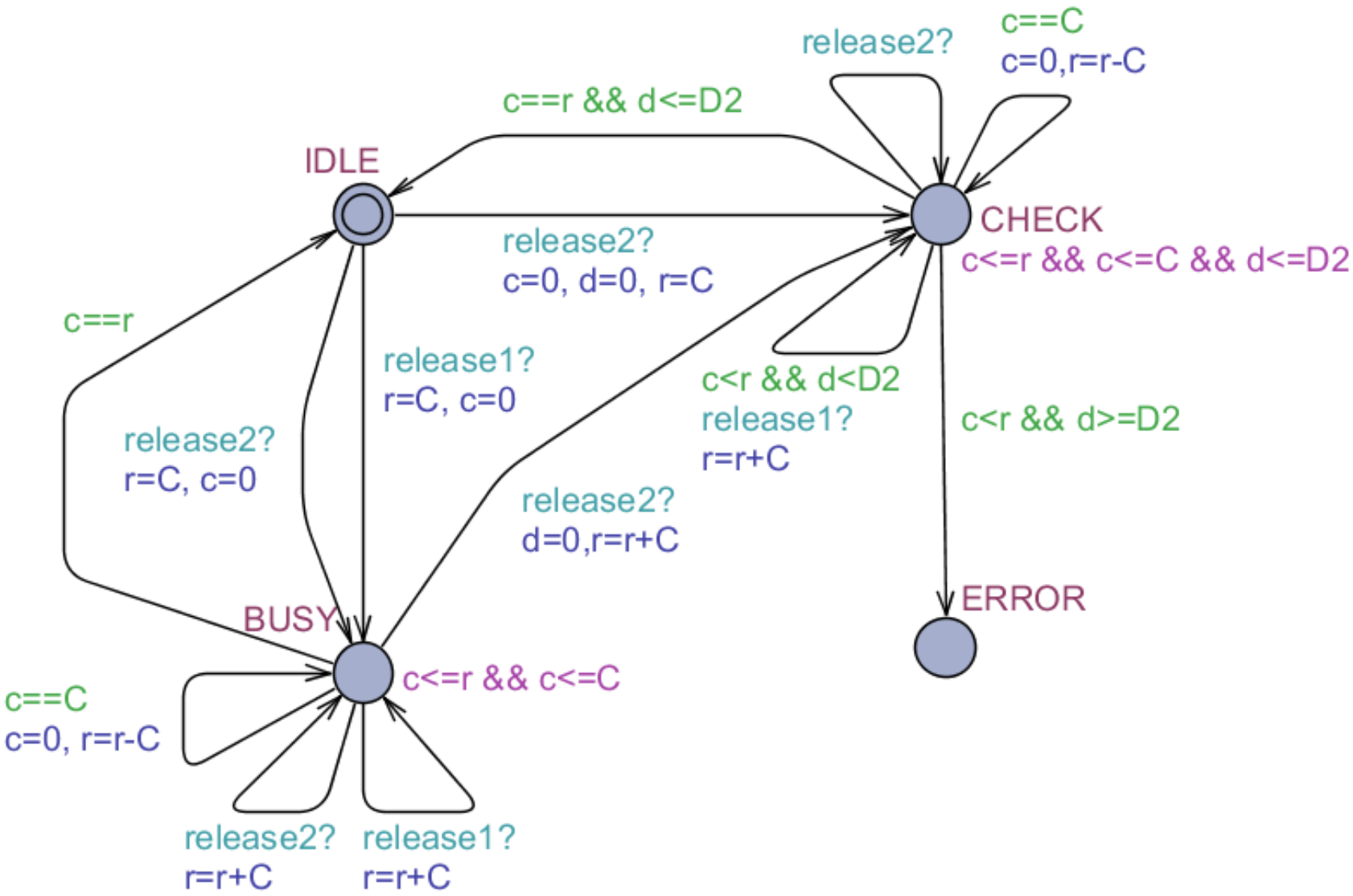
Task Set is Feasible, WCRT = 108



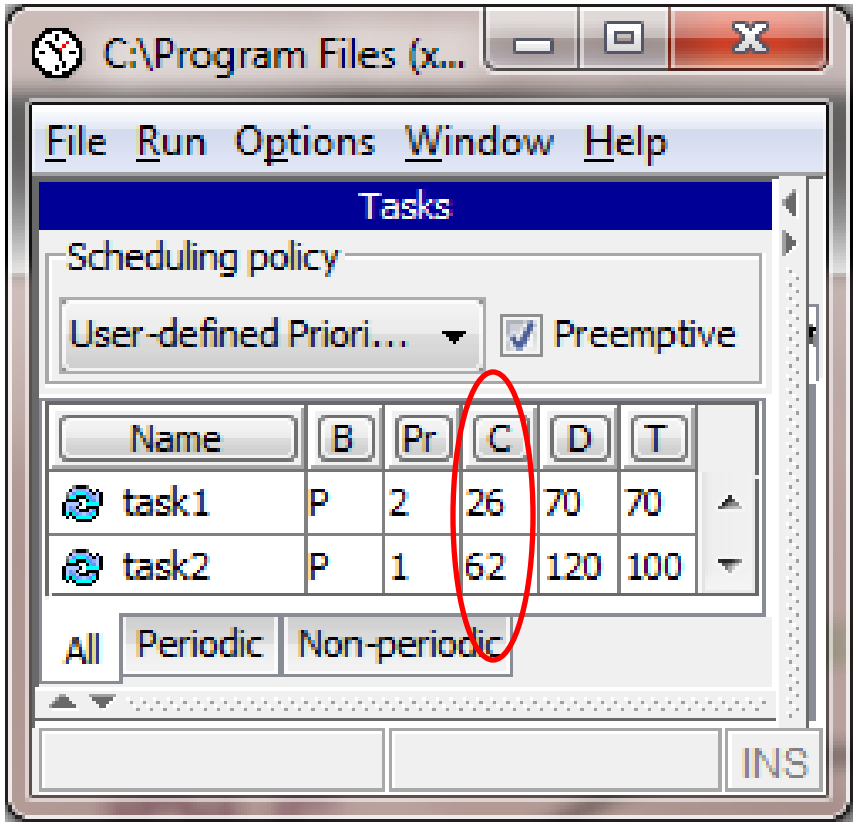
Gannt Chart – over one hyperperiod

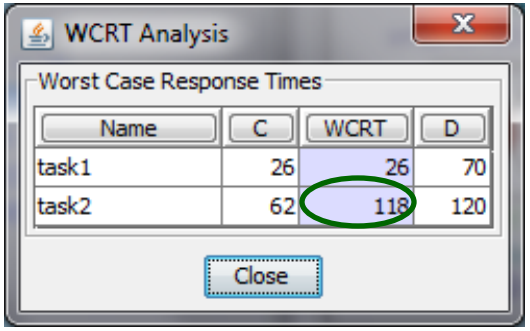


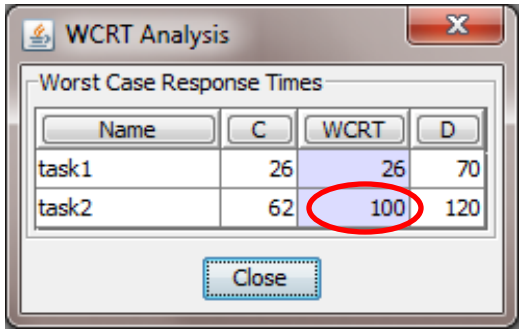
SCHEDULER Automaton



Another Example



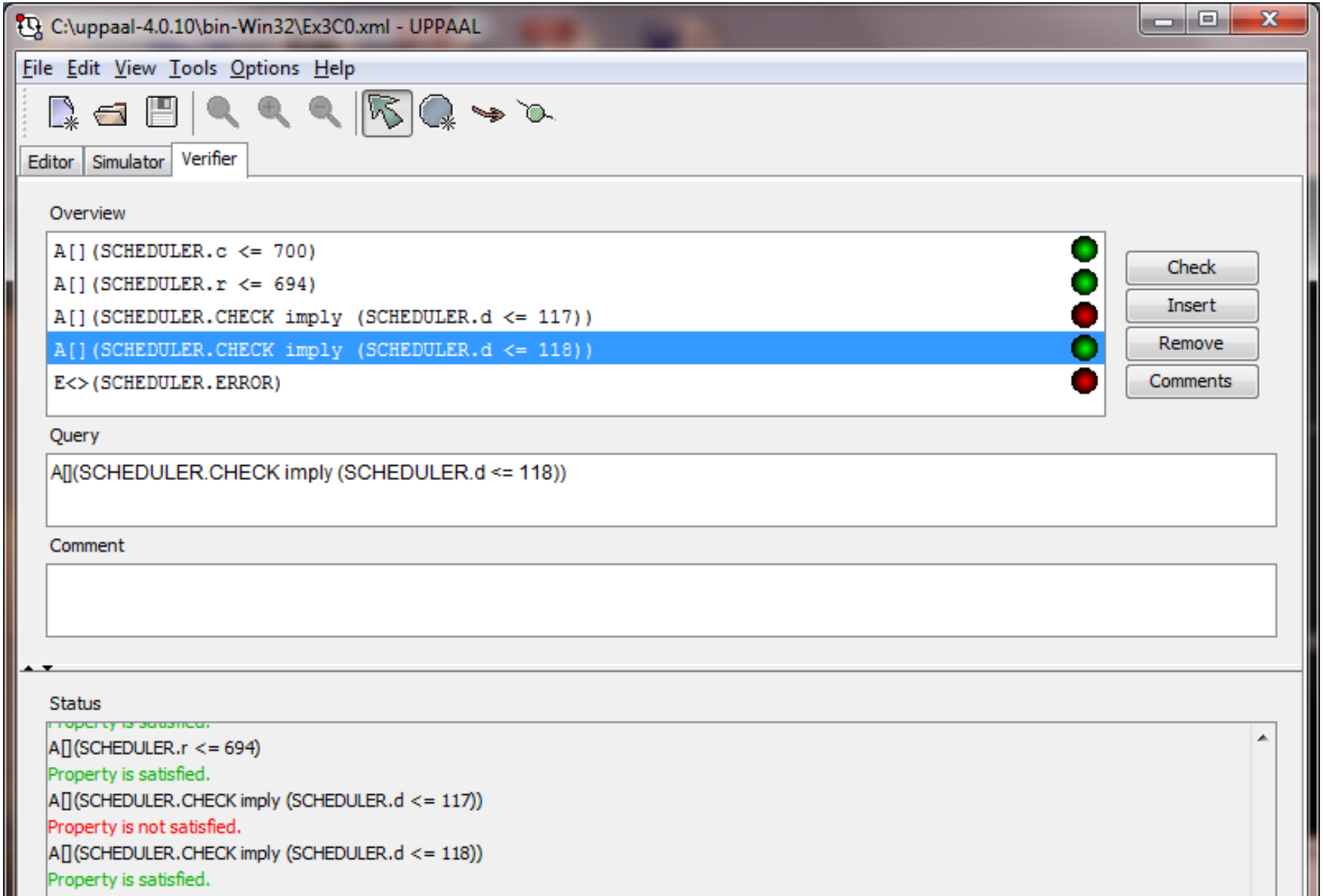




with Times Tool's 2-clock scheduler

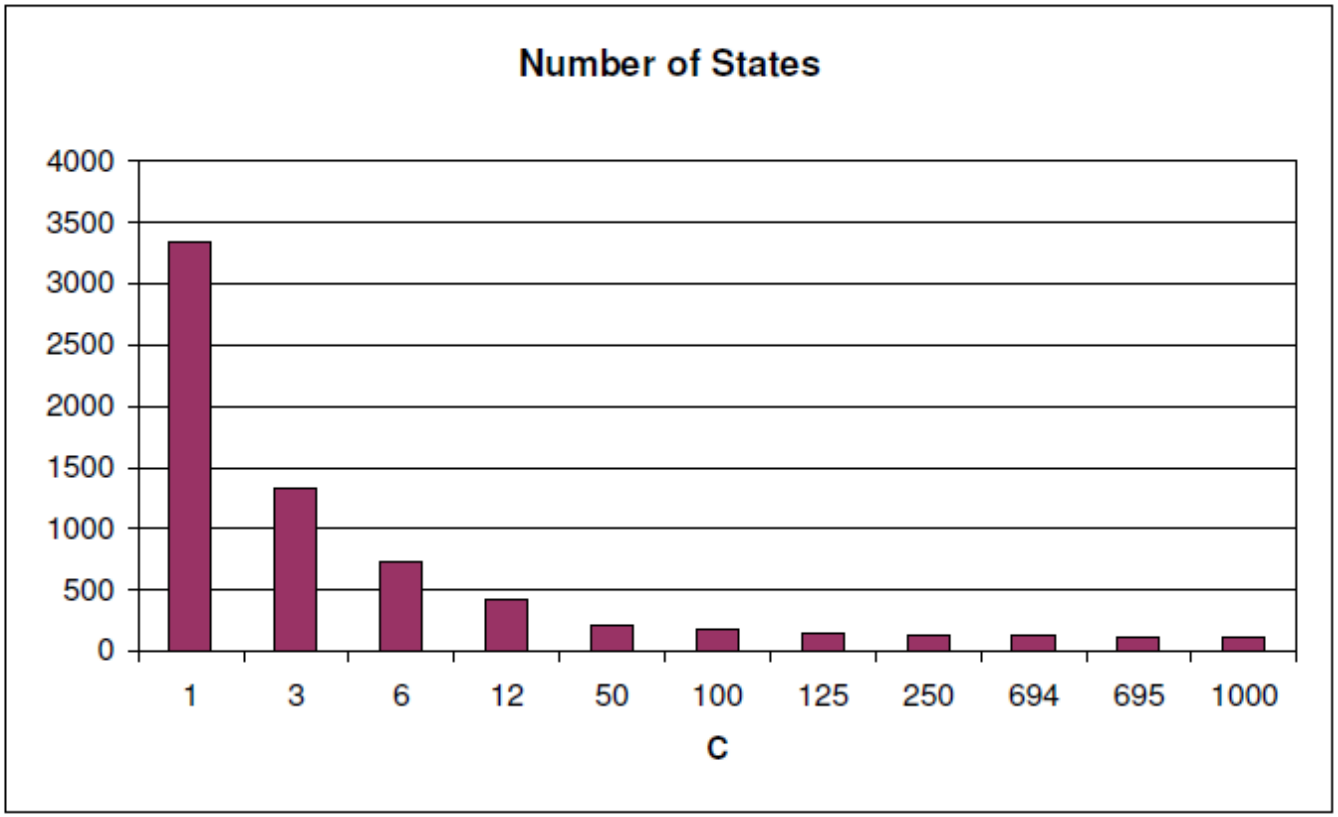
C1 = 26 and C2 = 62, but what about C?

Verifier Output using new 2-clocks model



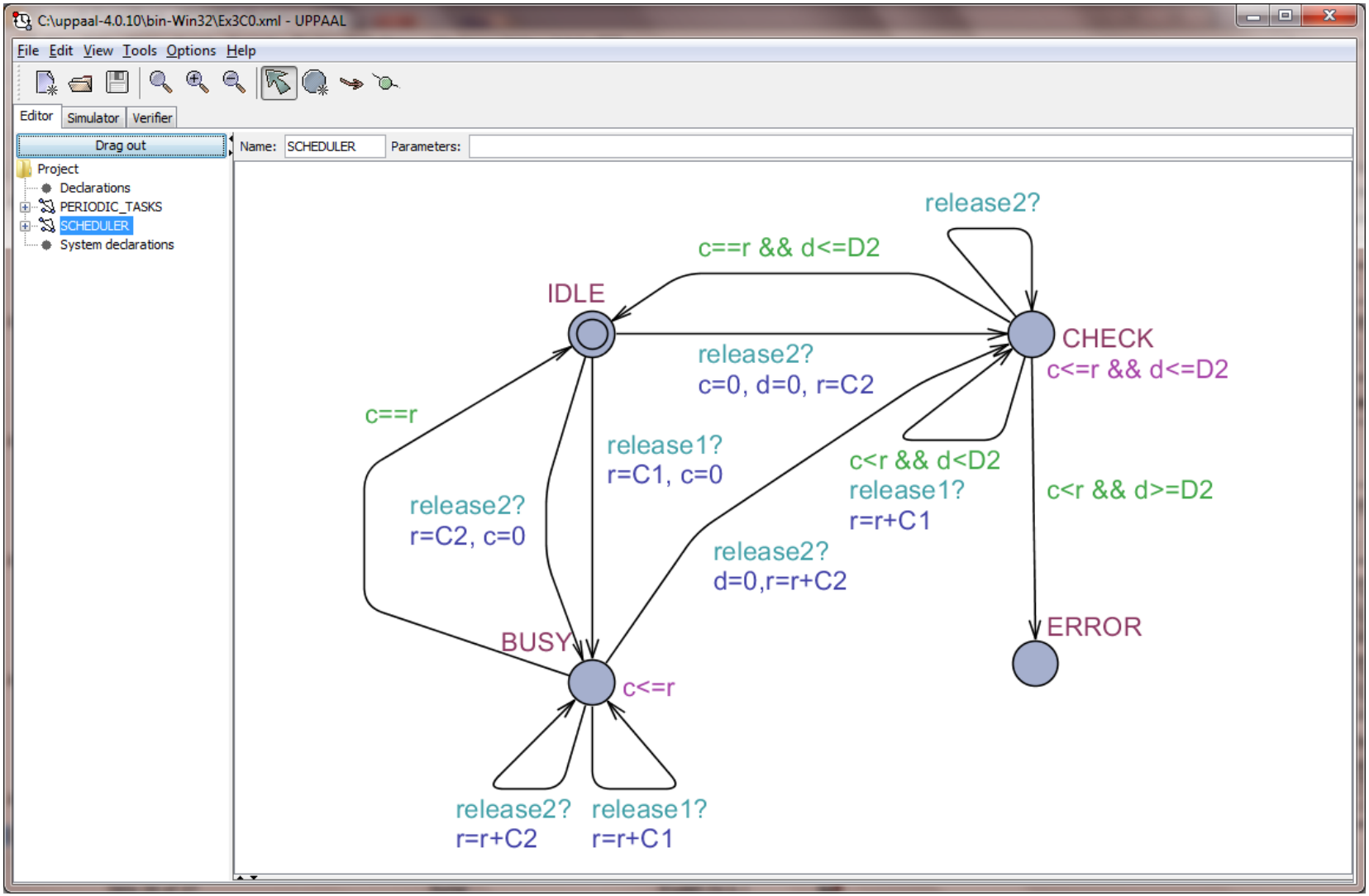
Effect of Setting C

C	States
1	3337
3	1322
6	729
12	419
50	212
100	174
125	141
250	129
694	123
695	120
1000	120

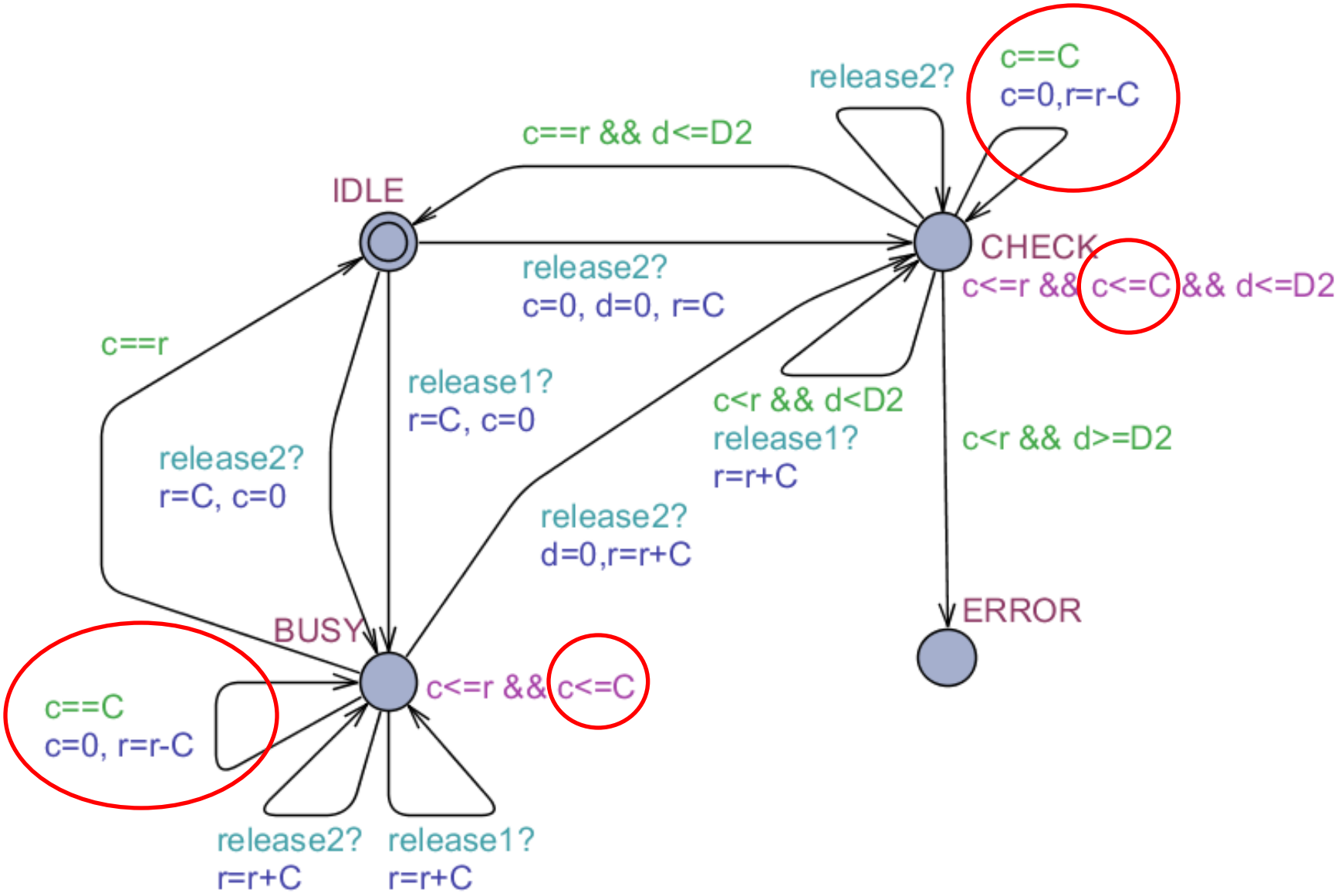


Effect of Removing C

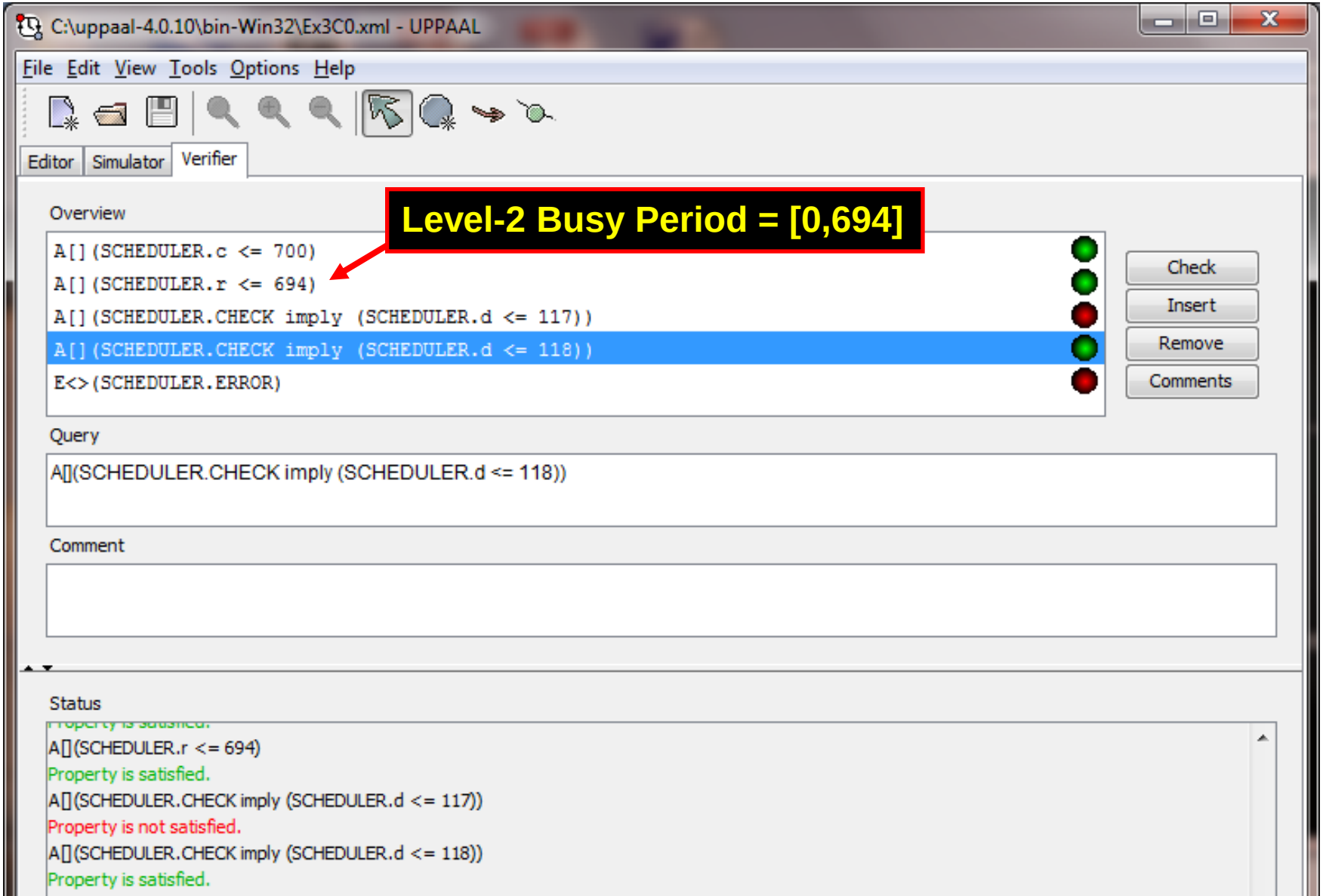
- Number of States generated drops to 120



Old SCHEDULER Automaton



Verifier Output using new 2-clocks model



Summary

- The 2-Clocks Scheduler presented in this paper can be used to correctly test the feasibility of periodic task sets with arbitrary deadlines.
- All models and source code are available on-line.

Code Synthesis

- Code Synthesis is used to construct BrickOS source code.
- The resulting Makefile and source code is somewhat buggy, but can be modified to build executable BrickOS applications.

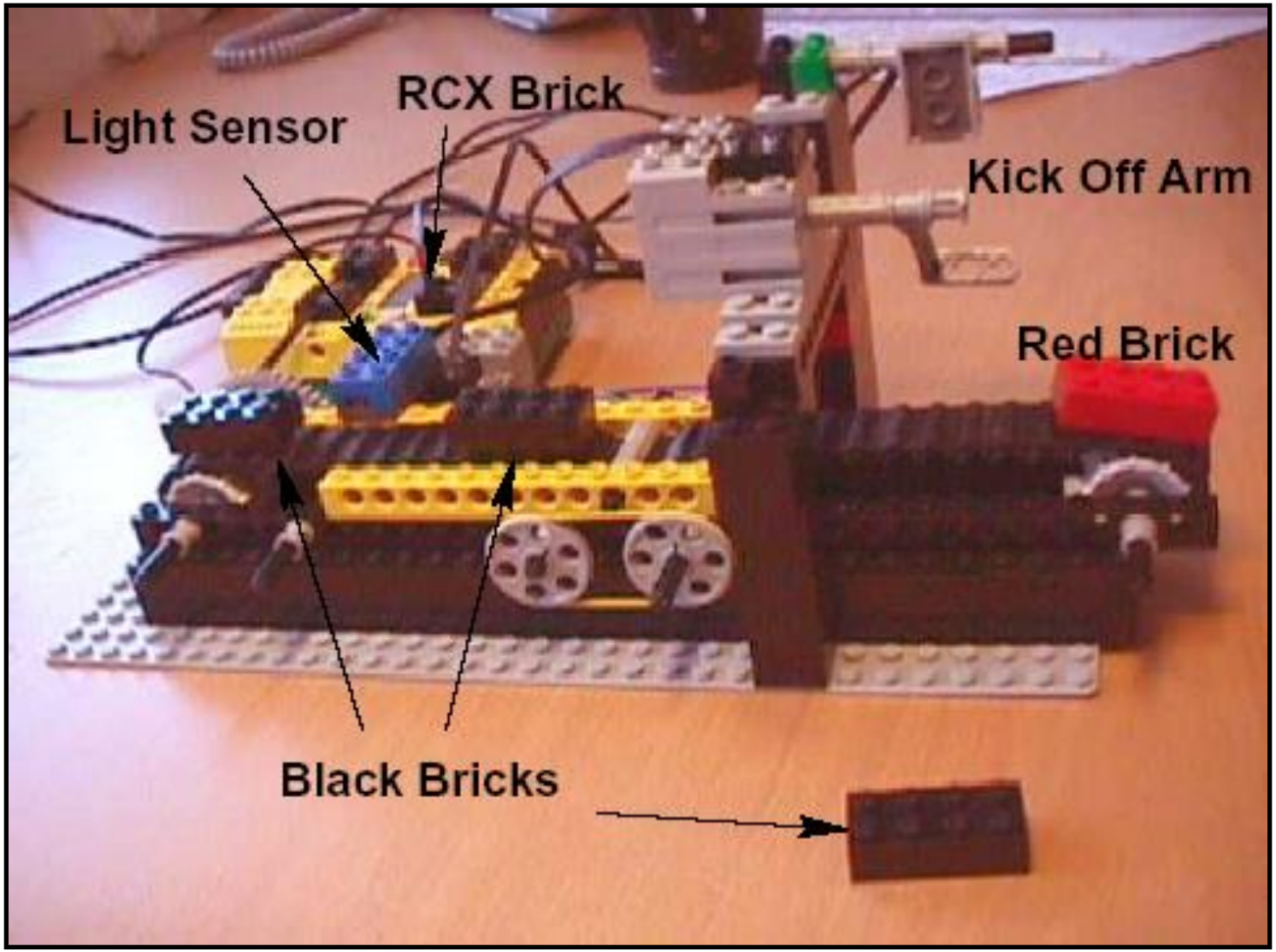
What files are generated?

- **Makefile**
- **brickos_kernel.c -** kernel code interpreting an automata structure.
- **brickos_system.h** - type and macros definitions.
- **brickos_interface.h** – BrickOS kernel API definition.
- **brickos_hooks.h** - definition of hooks executed at events in the kernel (used by the logging module).
- ***basename*_init.c** - a stub for user hardware initialization code.
- ***basename*_init.h** - API definition of the initialization code.
- ***basename*_global.h** - an empty file where the shared global variables are be defined, if they are not defined in the model.
- ***basename*.h** - generated definitions of the constants used in the code (e.g. number of transitions).
- ***basename*.c** - the main code generated including the tasks and the automata structure.

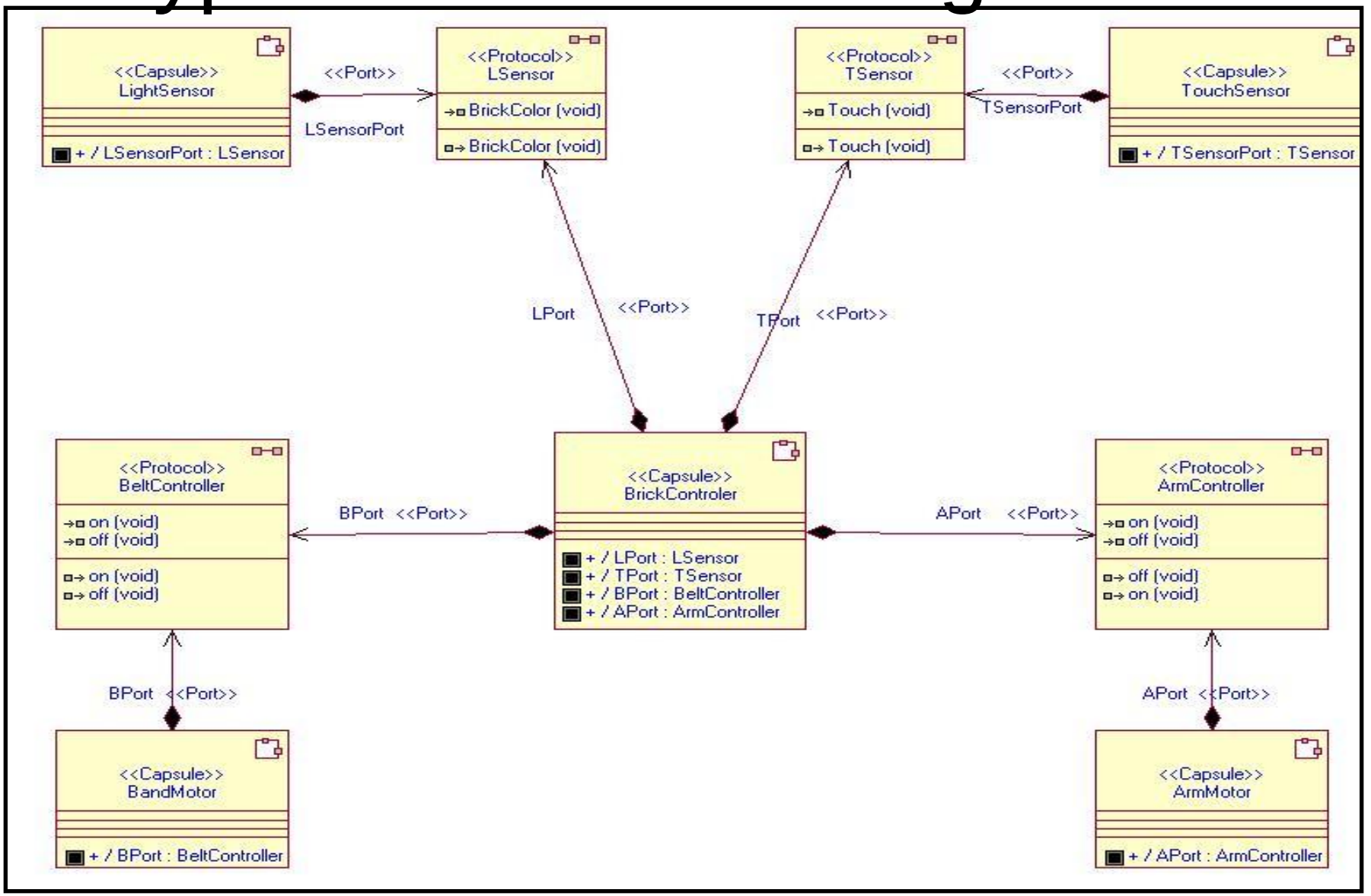
Brick Sorting/Parting Problem

- Sort (part) different colored 2x2 Lego bricks into bins containing bricks of the same color (the same number of bricks of a given color).
- Fix the maximum number of colors to be sorted.
- Limitations:
  - Hardware: Color sensor in RIS 2.0
  - Software: Limited memory available for program and data
- Example: 6-colored brick sorter (requires 3 engines): http://www.philohome.com/bricksorters/sorter3.htm
- Movie: bs3fast.mov

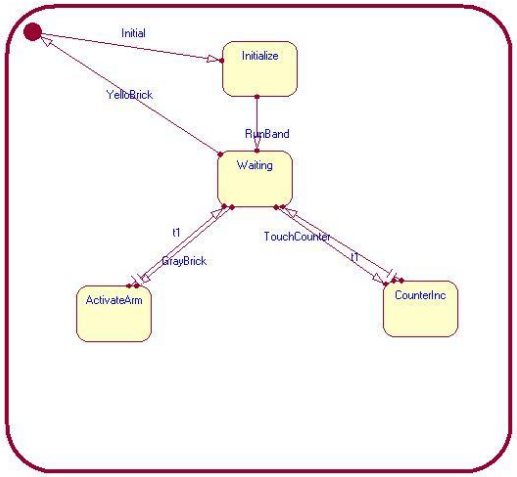
Brick Sorter - Typical Design



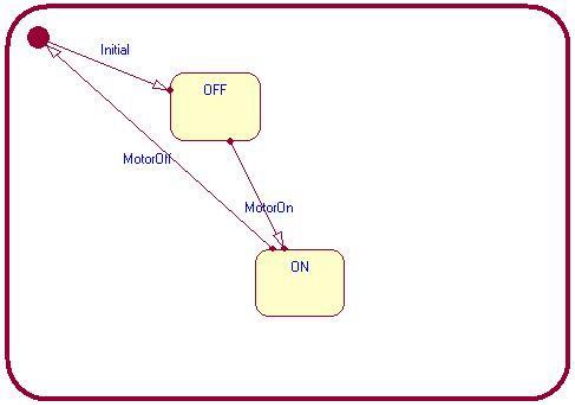
Typical RoseRT Design Model



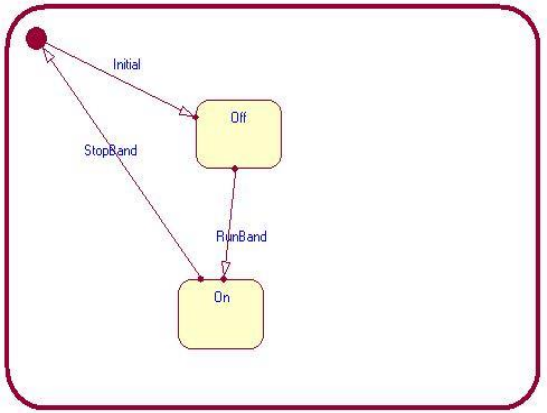
Design (State Diagrams)



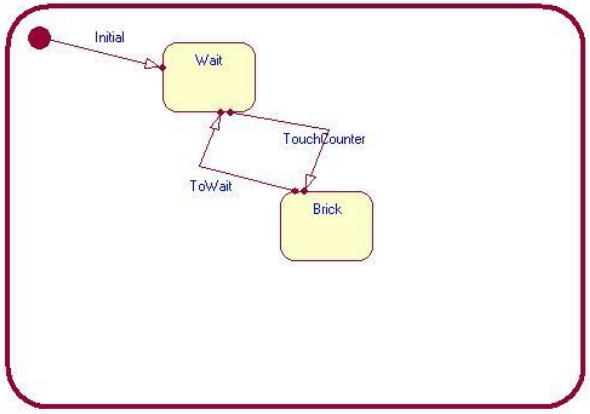
Controller



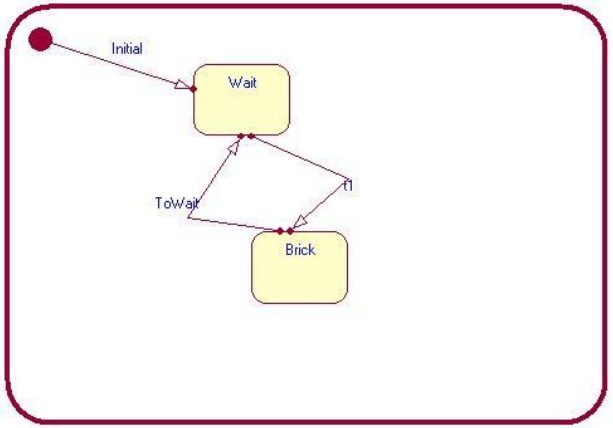
Arm Motor



Band Motor

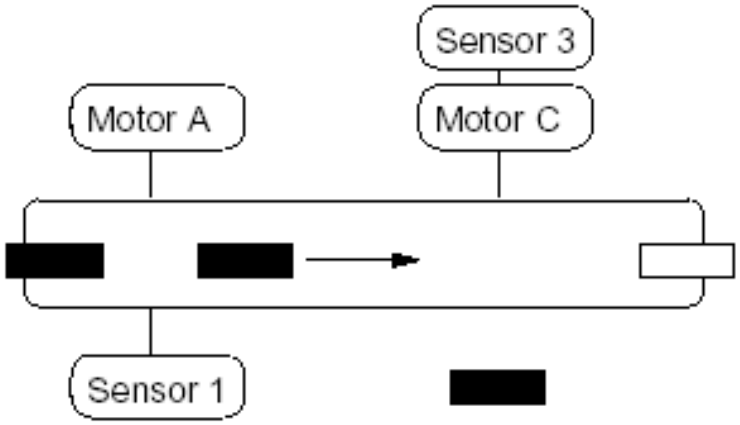


Touch Sensor



Light Sensor

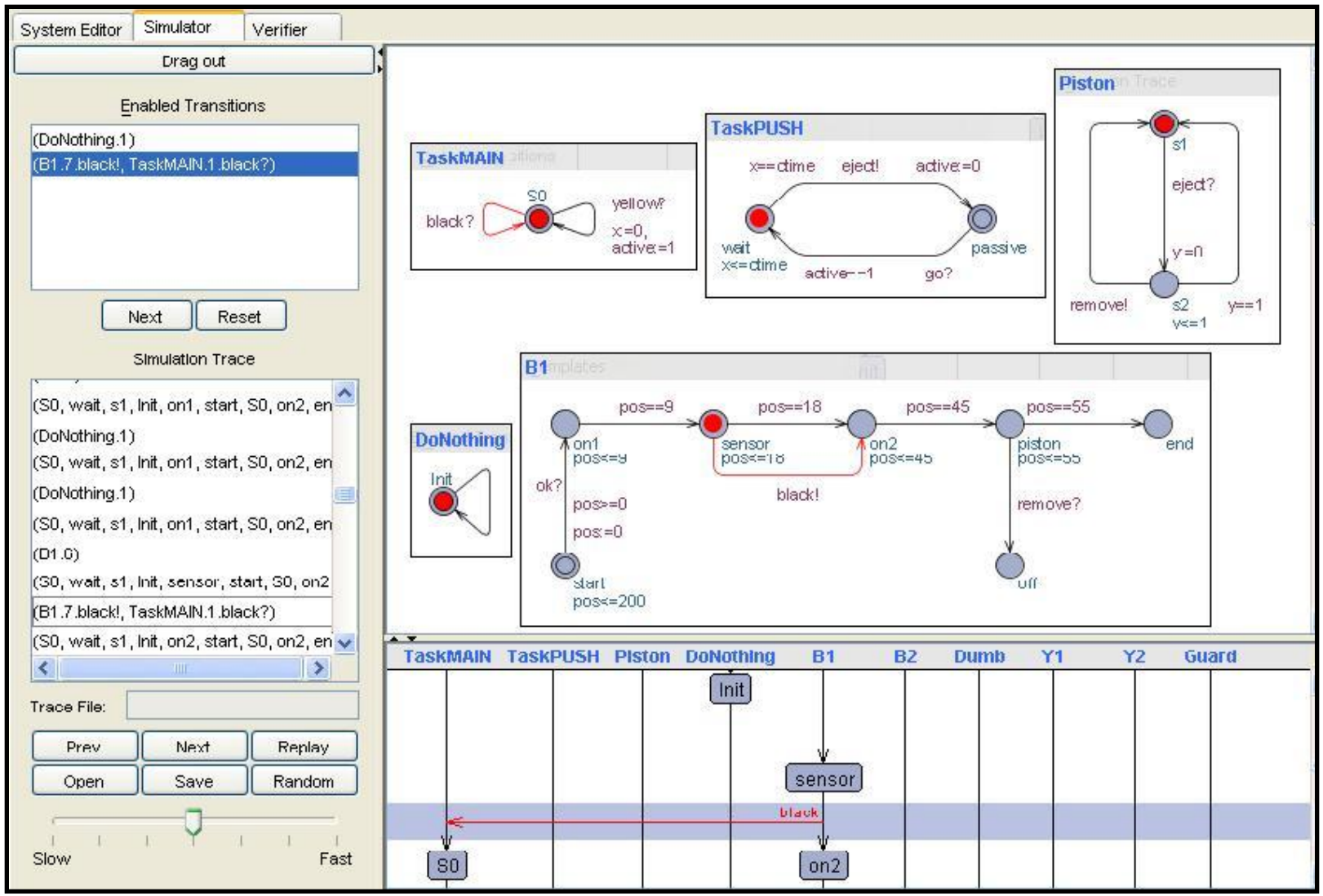
Defective NQC Code




```
int b=0, active1=0, active2=0;
int DELAY=25;
int LIGHT_LEVEL=42;
task main{
        Sensor(IN_1, IN_LIGHT);
        Sensor(IN_3, IN_SWITCH);
        Fwd(OUT_A,1);
        start kick_off;
        while(true){
                wait(IN_1<=LIGHT_LEVEL);
                if(b==0){
                        ClearTimer(1);
                        active1=1;
                }
                if(b==1){
                        ClearTimer(2);
                        active2=1;
                }
                b=-b+1;
                wait(IN_1>LIGHT_LEVEL);
        }
}
```

```
task kick_off{
        while(true){
                wait(Timer(1)>DELAY && active1==1);
                active1=0;
                Fwd(OUT_C,1);
                Sleep(6);
                Rev(OUT_C,1);
                wait(IN_3==1);
                Off(OUT_C);
                wait(Timer(2)>DELAY && active2==1);
                active2=0;
                Fwd(OUT_C,1);
                Sleep(6);
                Rev(OUT_C,1);
                wait(IN_3==1);
                Off(OUT_C);
        }
}
```

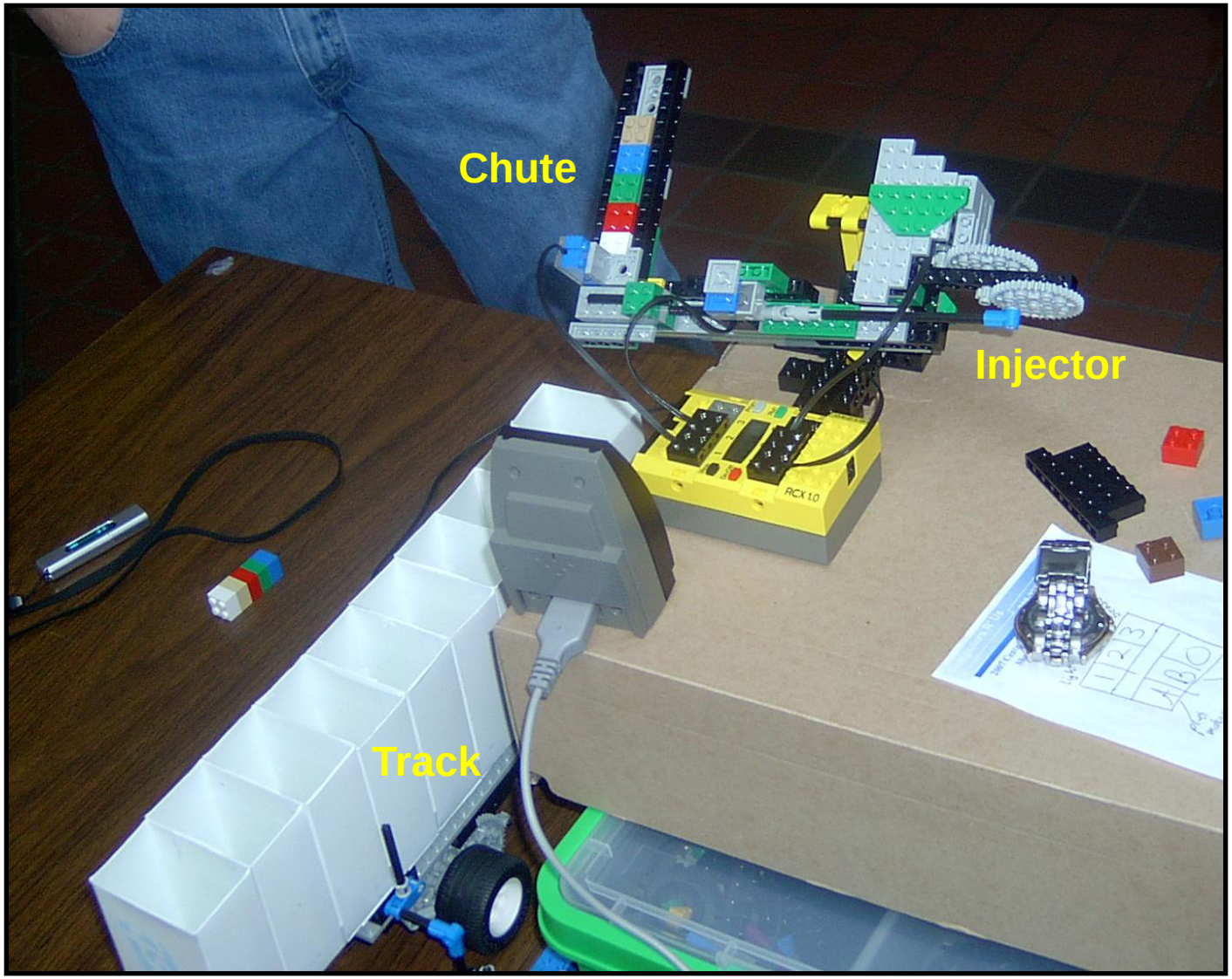
Verification Model (UPPAAL)



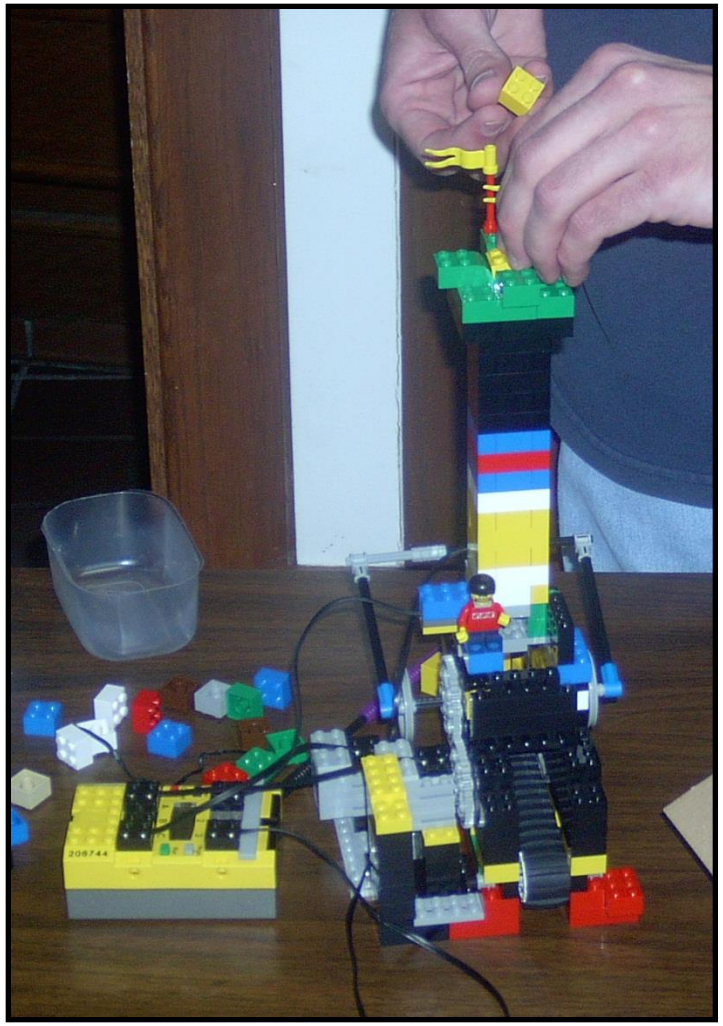
Properties to Verify

- **Safety** properties; e.g., bricks are sorted correctly:
  - A[ ] (not B1.end)
  - A[ ] (not R1.off)
- **Liveness** properties; e.g., bricks eventually leave the system:
  - R1.on1 --> R1.end
  - B1.on1 --> B1.off

Precise Brick Sorter



Optional (Friendly) Competition



Development Tools

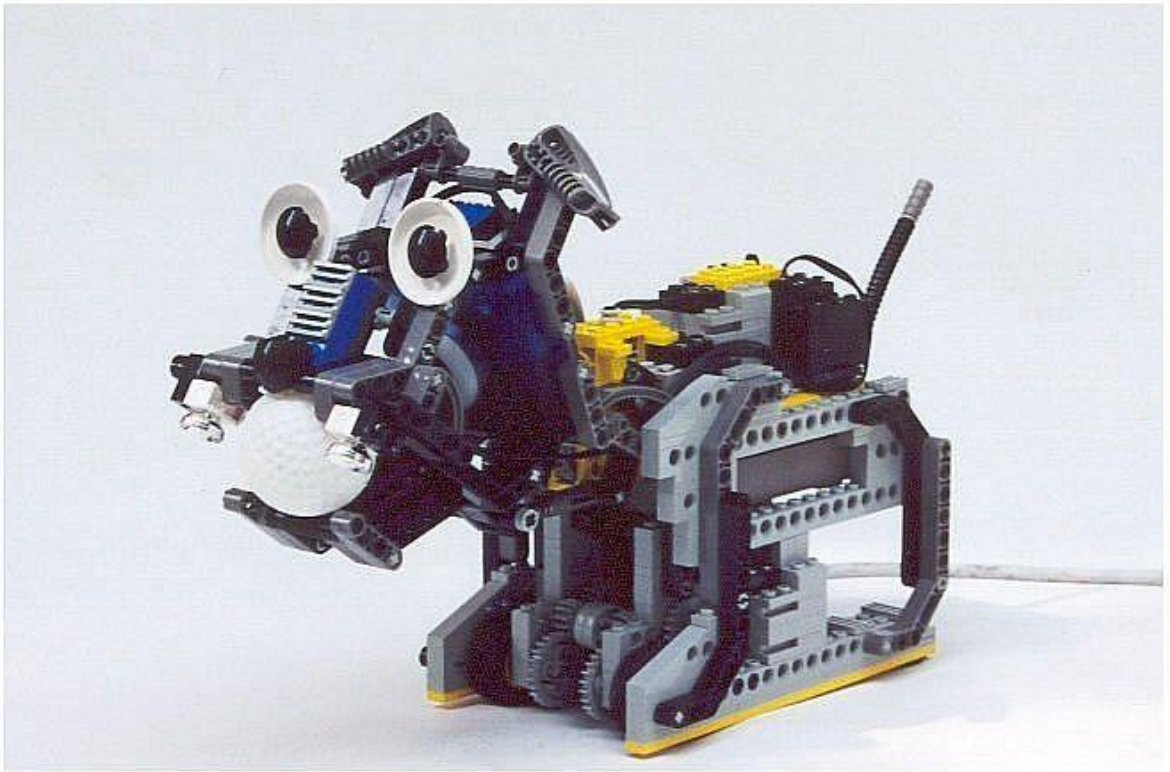
- Development Environment/Host
  - Cywin/Windows: http://www.cygwin.com/
  - Linux
- IR Tower Driver (from LegoMindstormsSDK)
  - https://online.ksu.edu/COMS/player/content/CIS_721/content/modules/Programs/Tower.zip
- Cross-Compiler H8/300
  - Build OS firmware - brickOS.srec, download to brick using util/firmdl3 boot/brickOS.srec.
  - Build Application executable - <filename>.lx, download to brick using util/dll demo/<filename>.lx.
  - More details: http://brickos.sourceforge.net/docs/INSTALL-cygwin.html
  - Patch to add support for current versions of brickos-0.9.0 and gcc 4.0.2,etc. http://csd.informatik.uni-oldenburg.de/~hoenicke/rcx/brickOS.html
- BrickOS Emulator (BrickEmu)
  - http://csd.informatik.uni-oldenburg.de/~hoenicke/rcx/

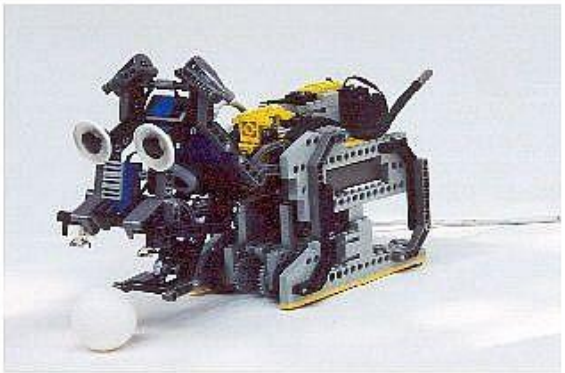
Design/Analysis Tools

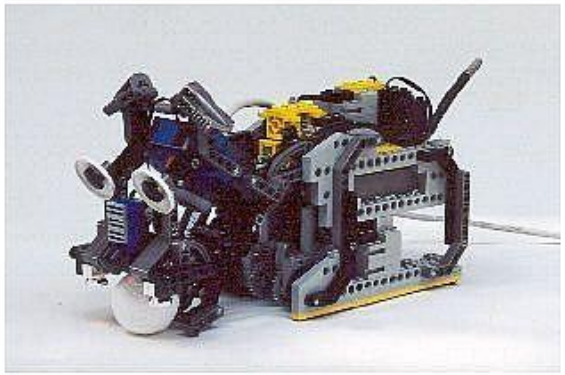
- Rational Rose Real-Time
- Times Tool
  - See www.timestool.com
  - Automatically generates brickOS source, but code is still a bit buggy :-(.
  - Includes simulator, schedulability tester and verification tool - UPPAAL.

Other Robots

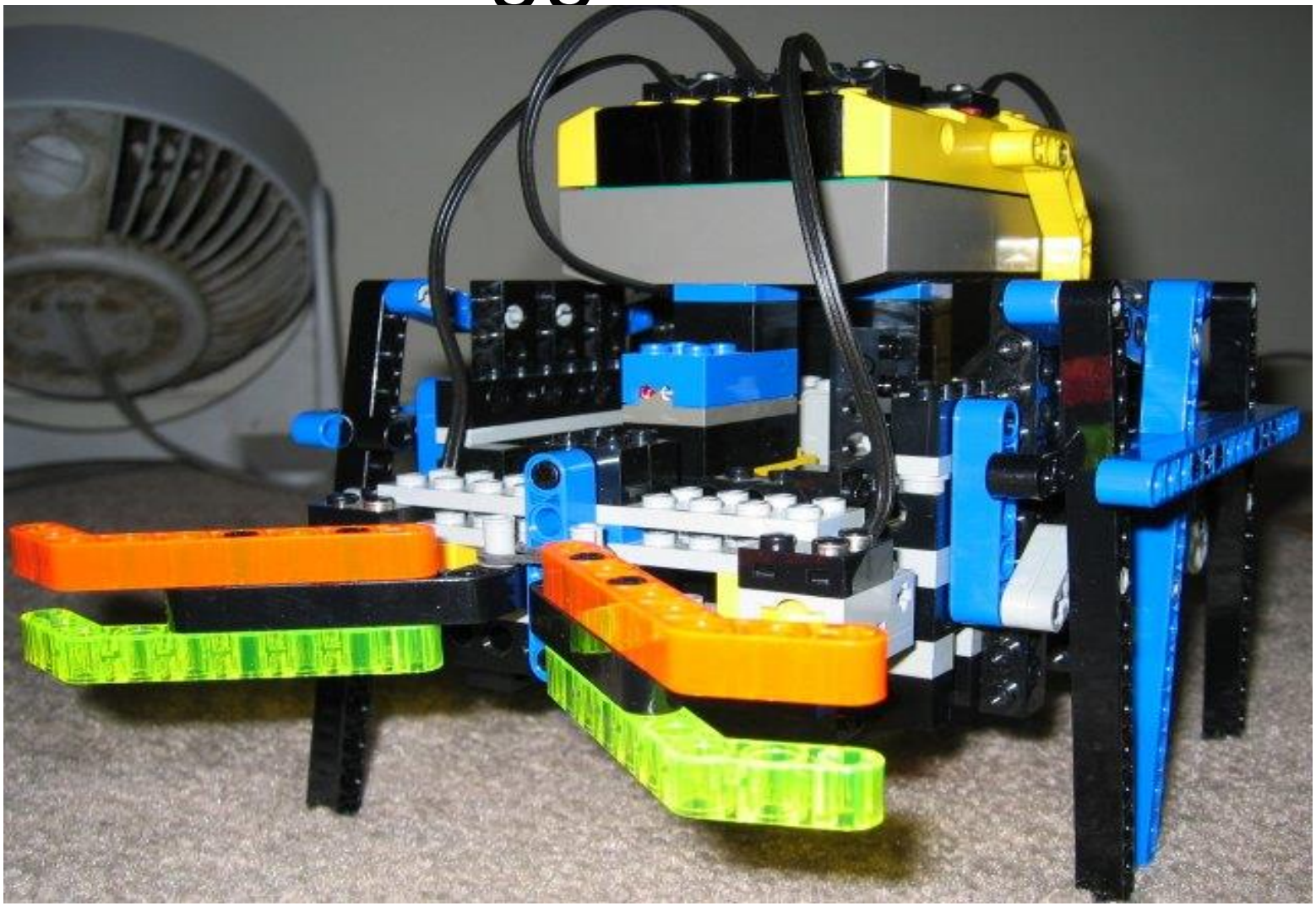
MIBO



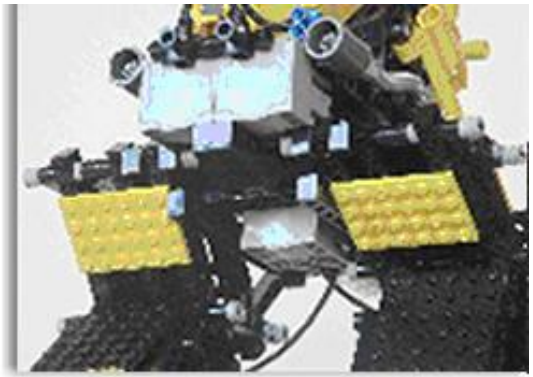


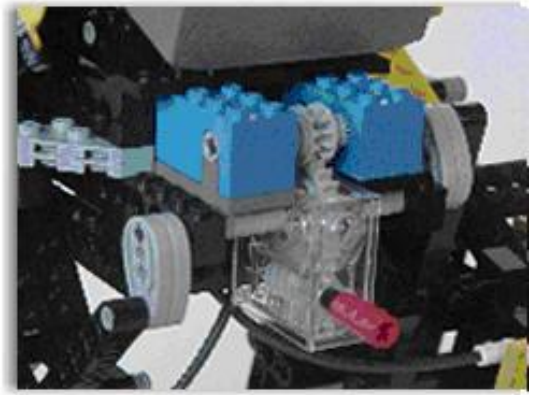


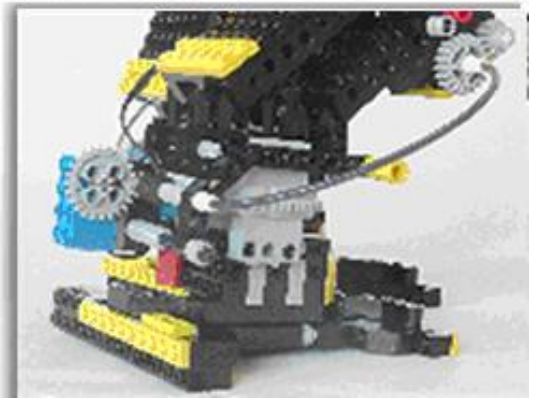
Six-Legged Walker



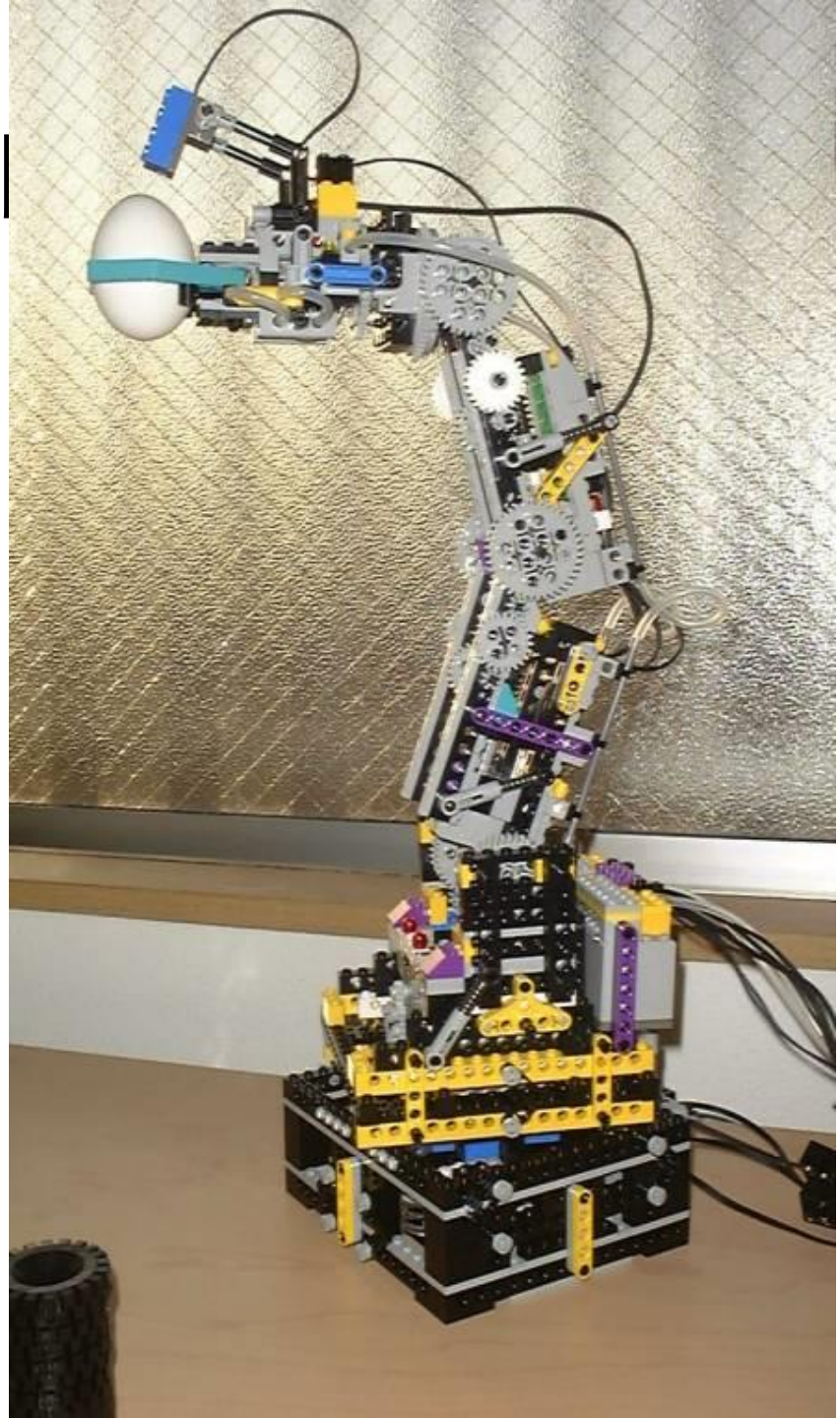
Biped



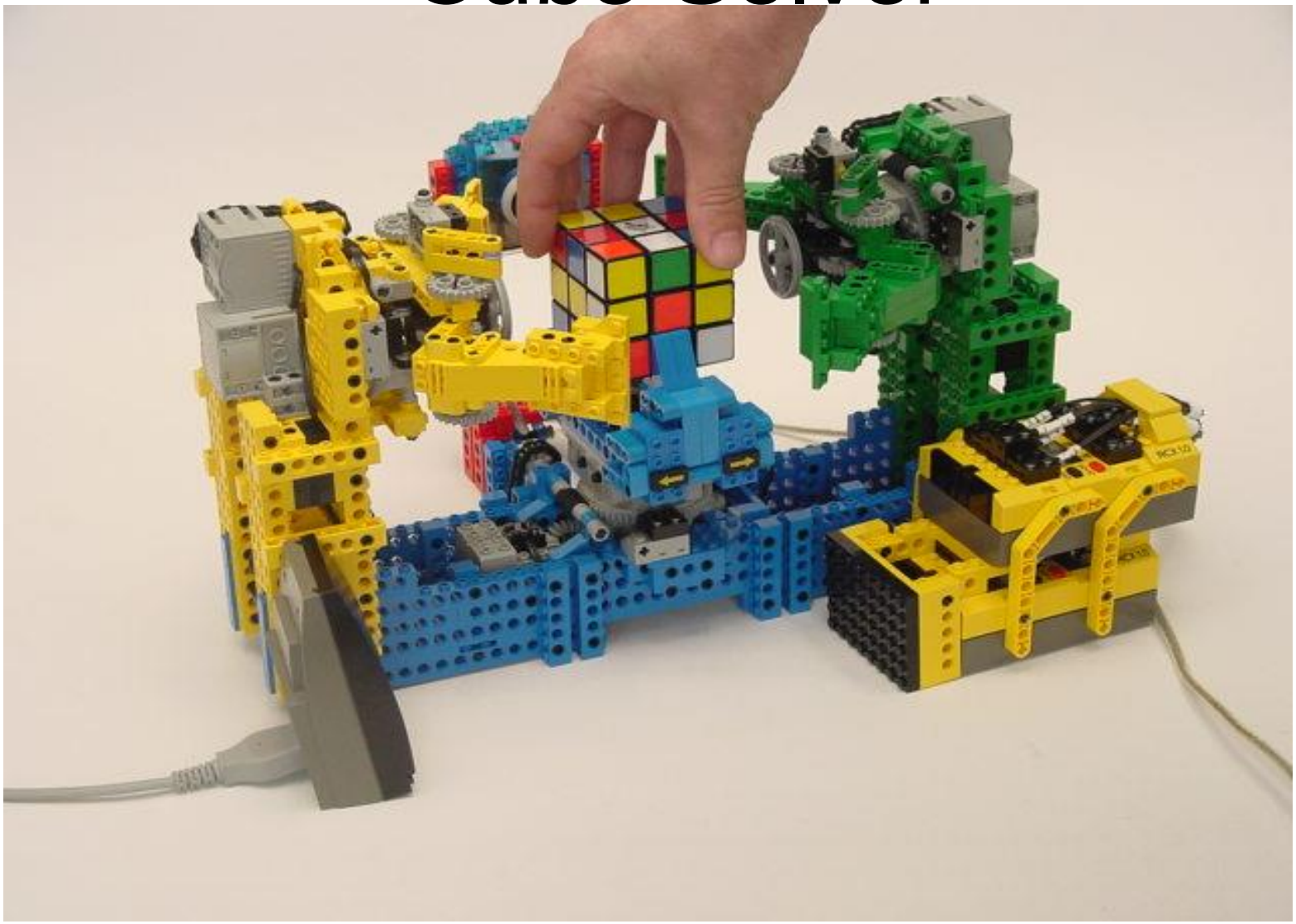




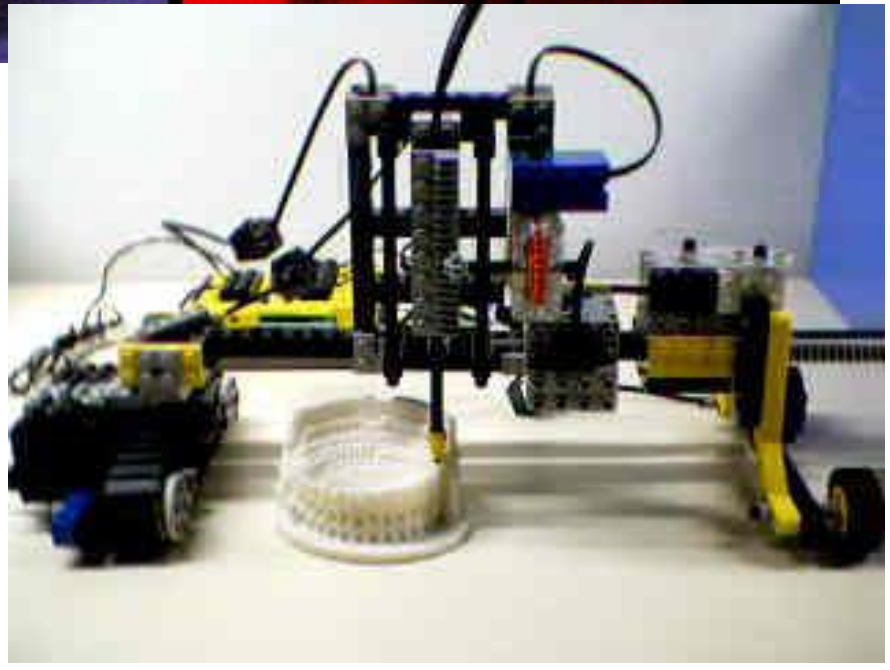
Rol



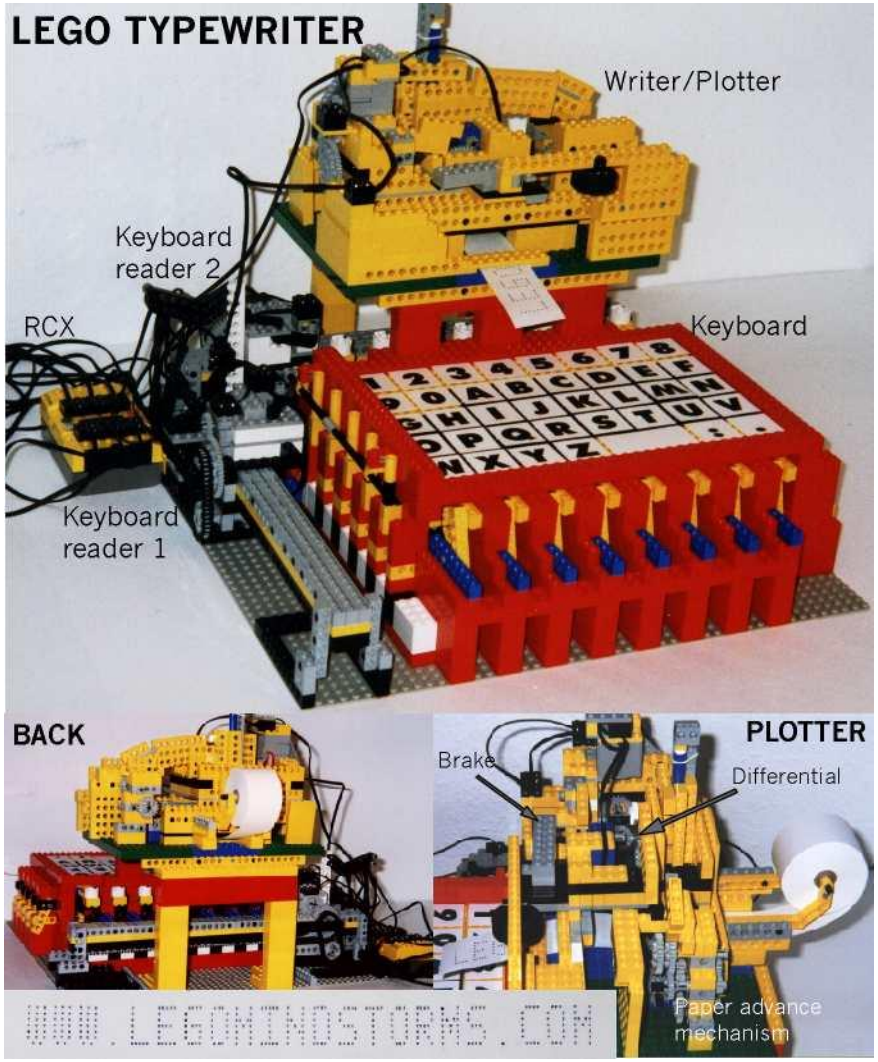
Cube Solver



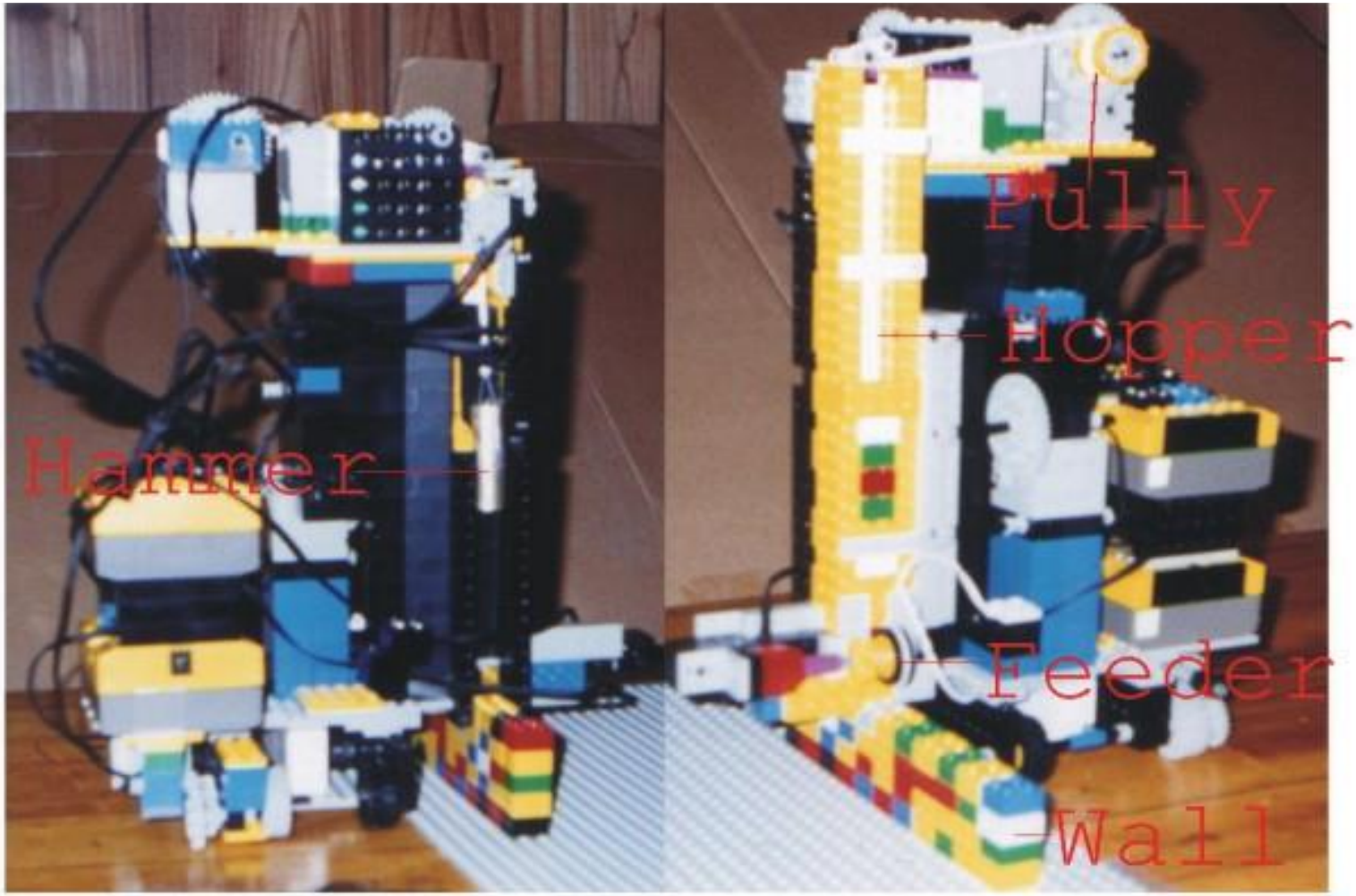
Scanners (25 dpi / 3D)



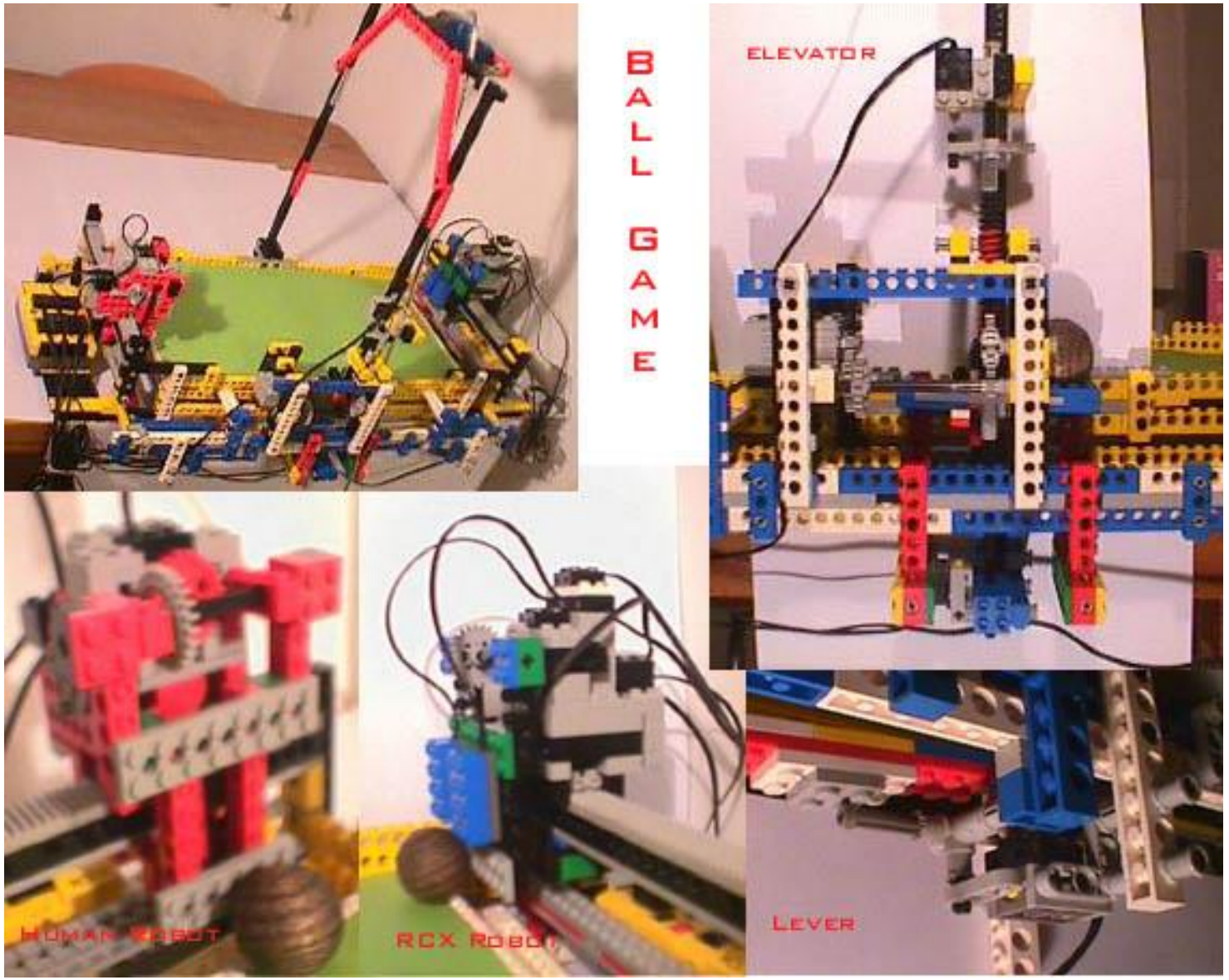
Typewriter


LEGO TYPEWRITER
Writer/Plotter
Keyboard reader 2
RCX
Keyboard
Keyboard reader 1
BACK
PLOTTER
Brake
Differential
Paper advance mechanism
WWW.LEGOMINDSTORMS.COM

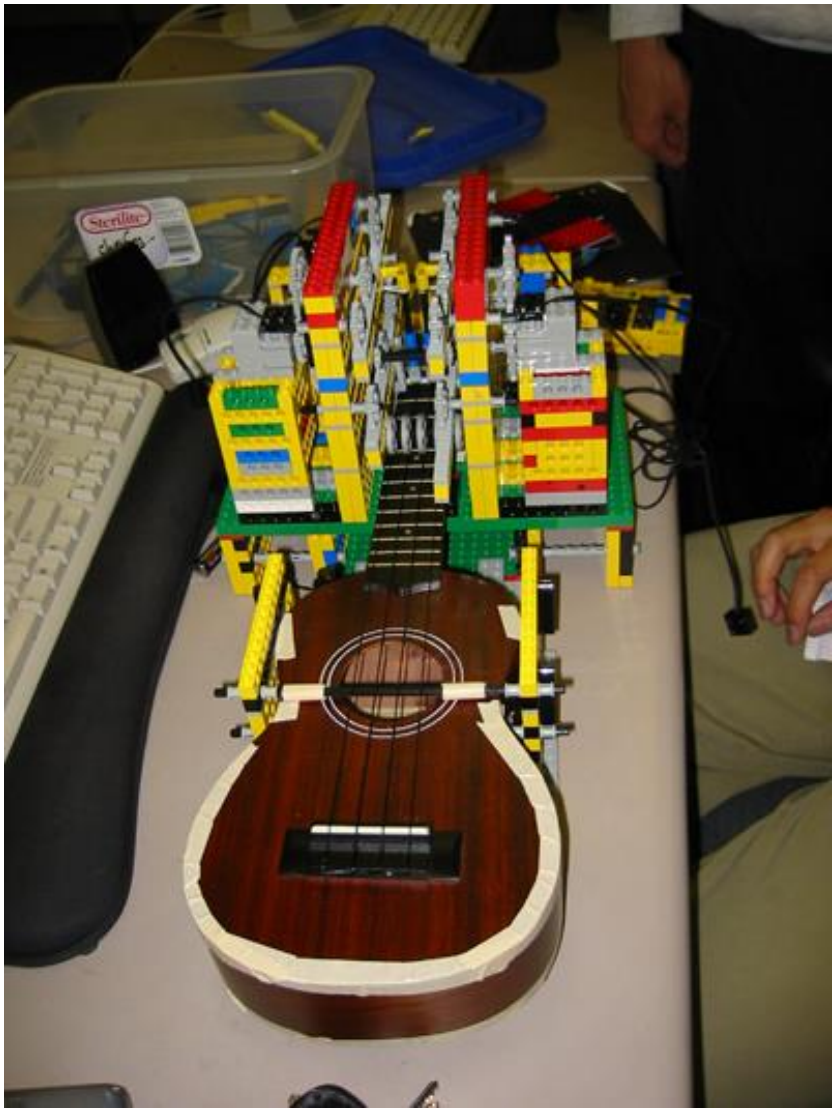
Brick Layer



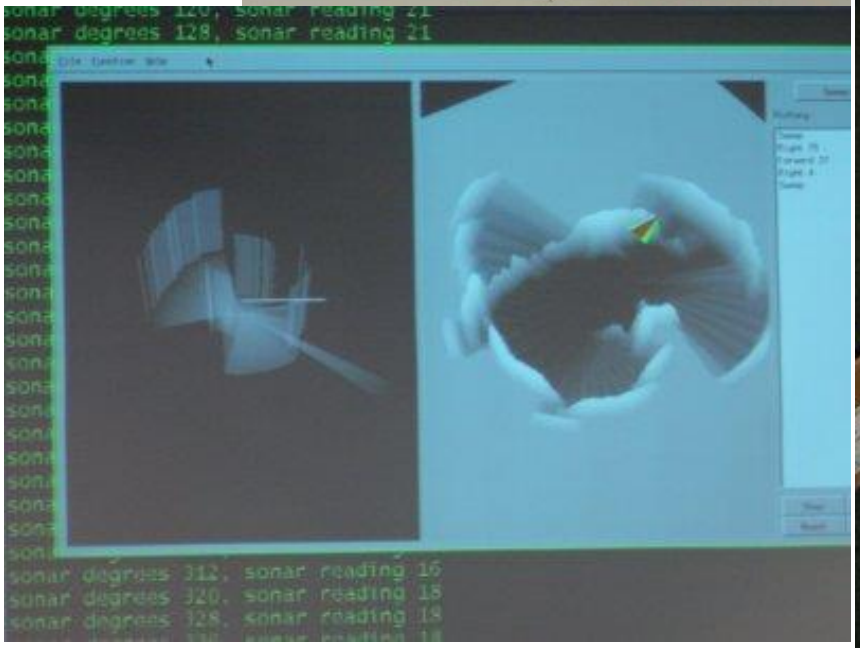
Ball Game



Ukulele Player



Sonar


sonar degrees 128, sonar reading 21
sonar degrees 312, sonar reading 16
sonar degrees 320, sonar reading 18
sonar degrees 128, sonar reading 18

Jitter - First Mindstorm Robot In Space