

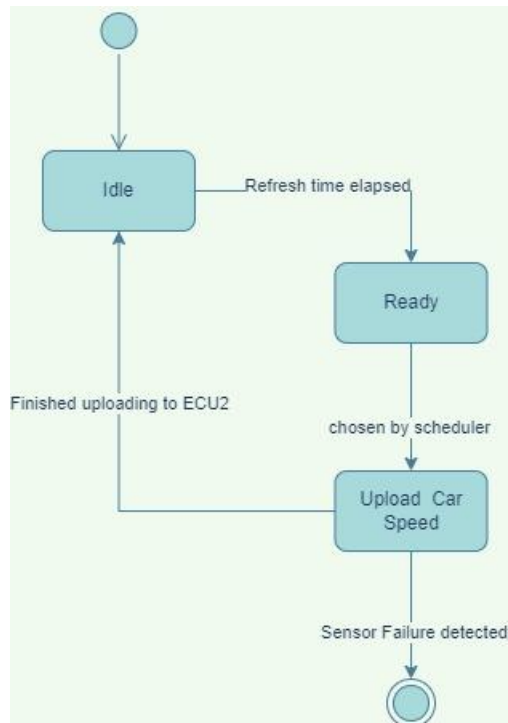
Embedded Software Engineering

Dynamic Design

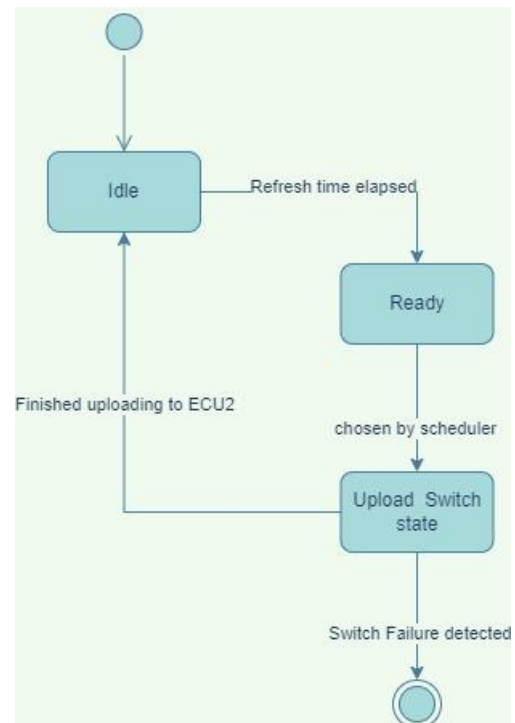
ECU1:

Modules state Machines:

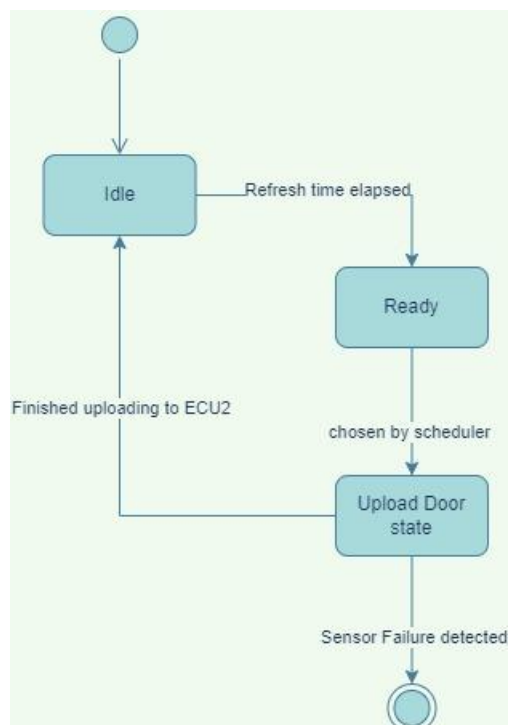
1.Speed sensor State Machine:



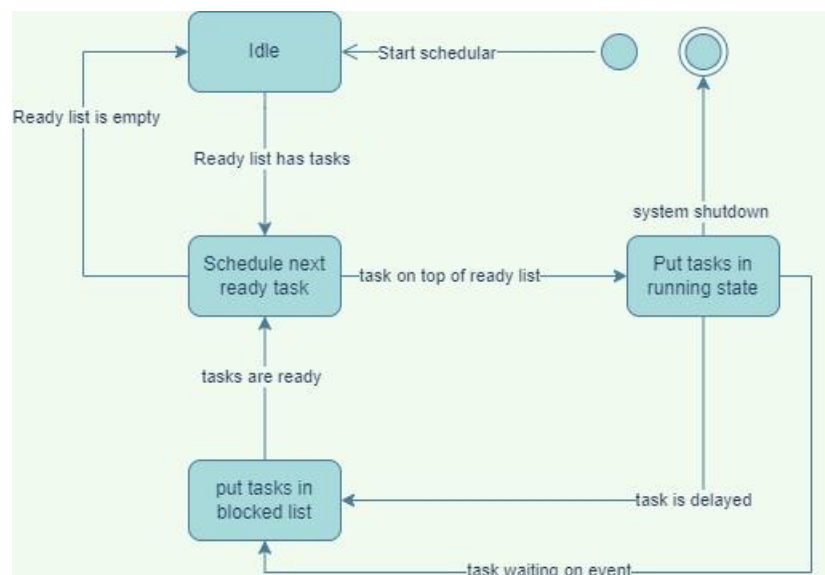
2.Switch State Machine:



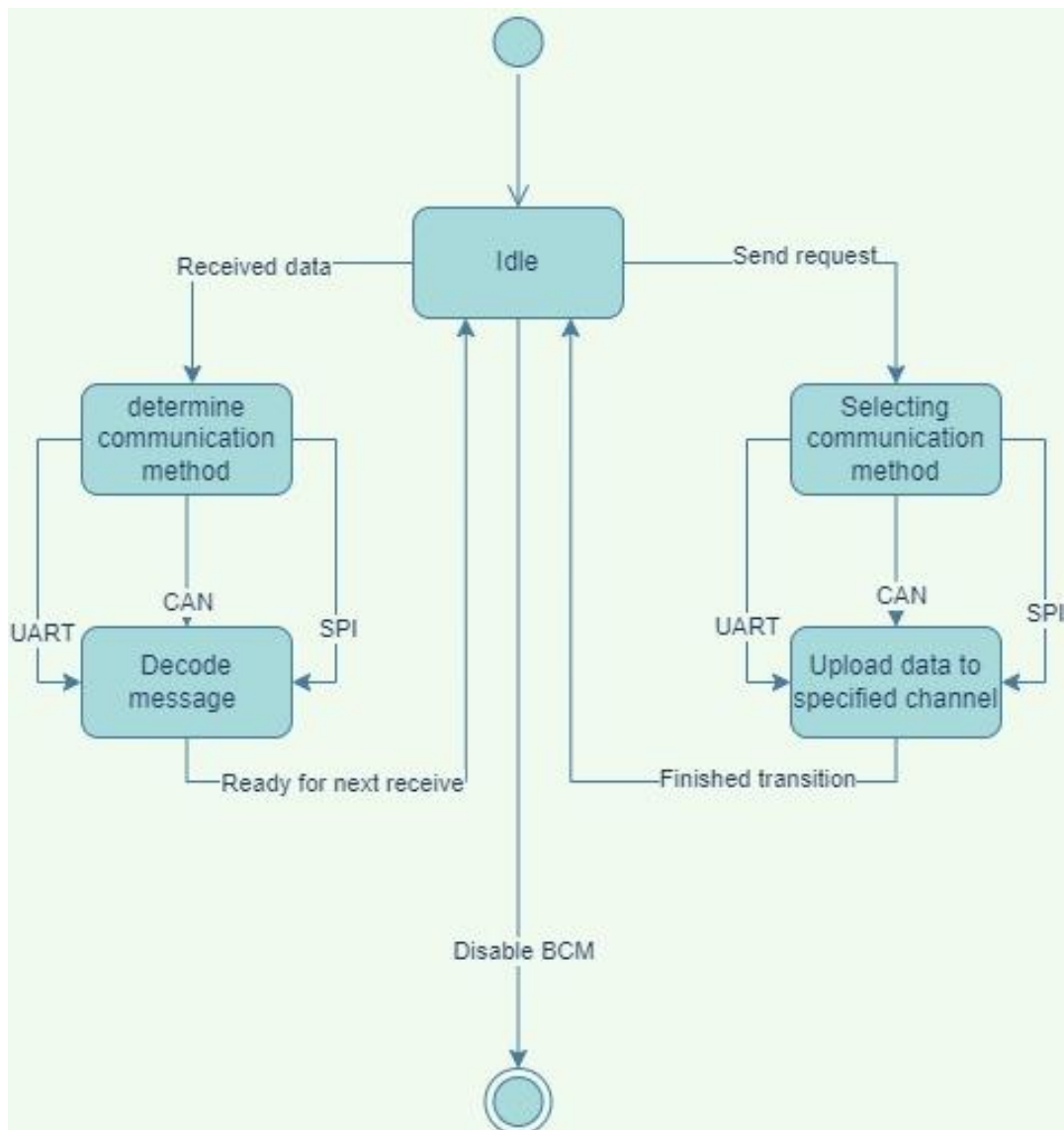
3.Door sensor State Machine:



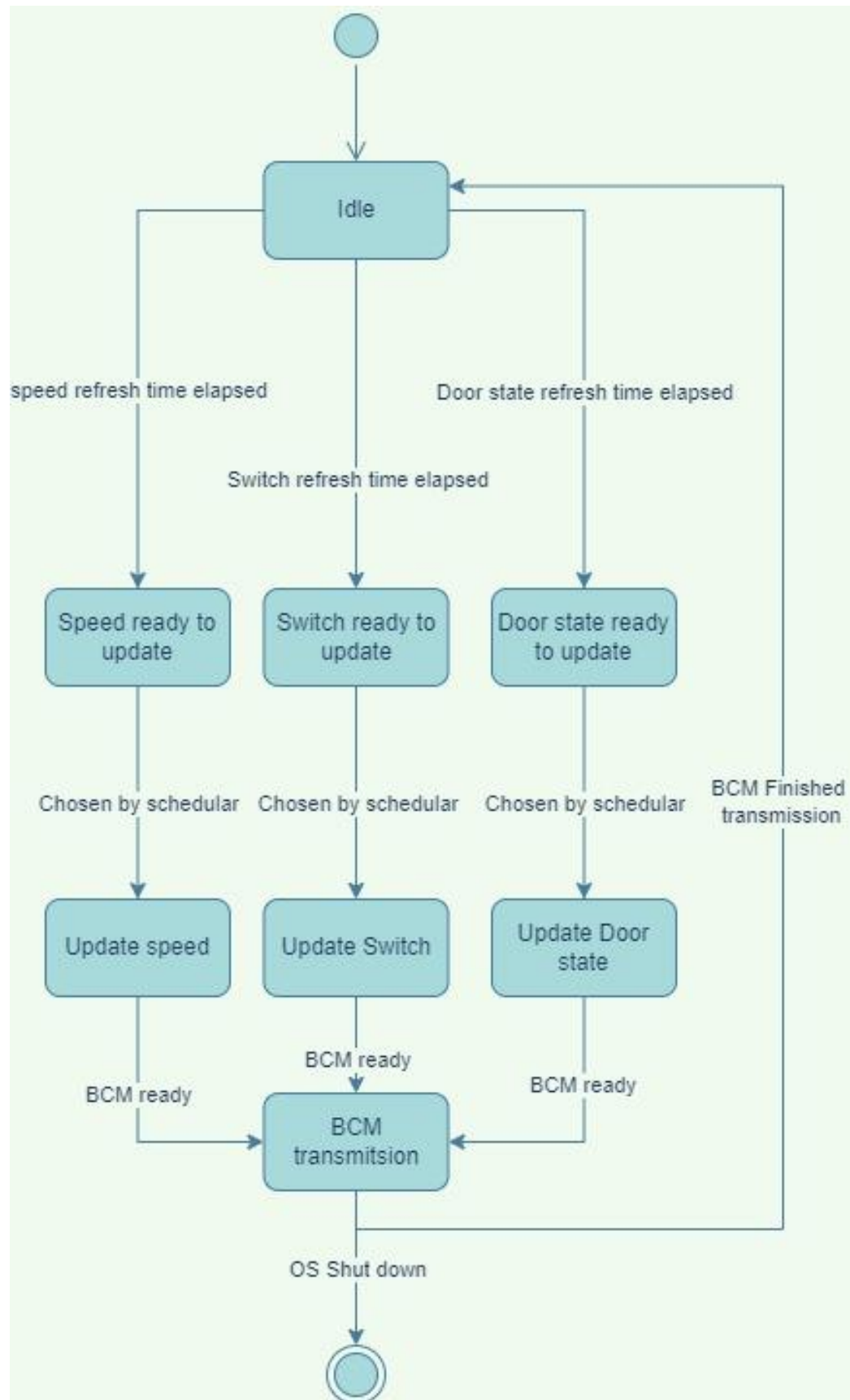
4. OS State Machine:



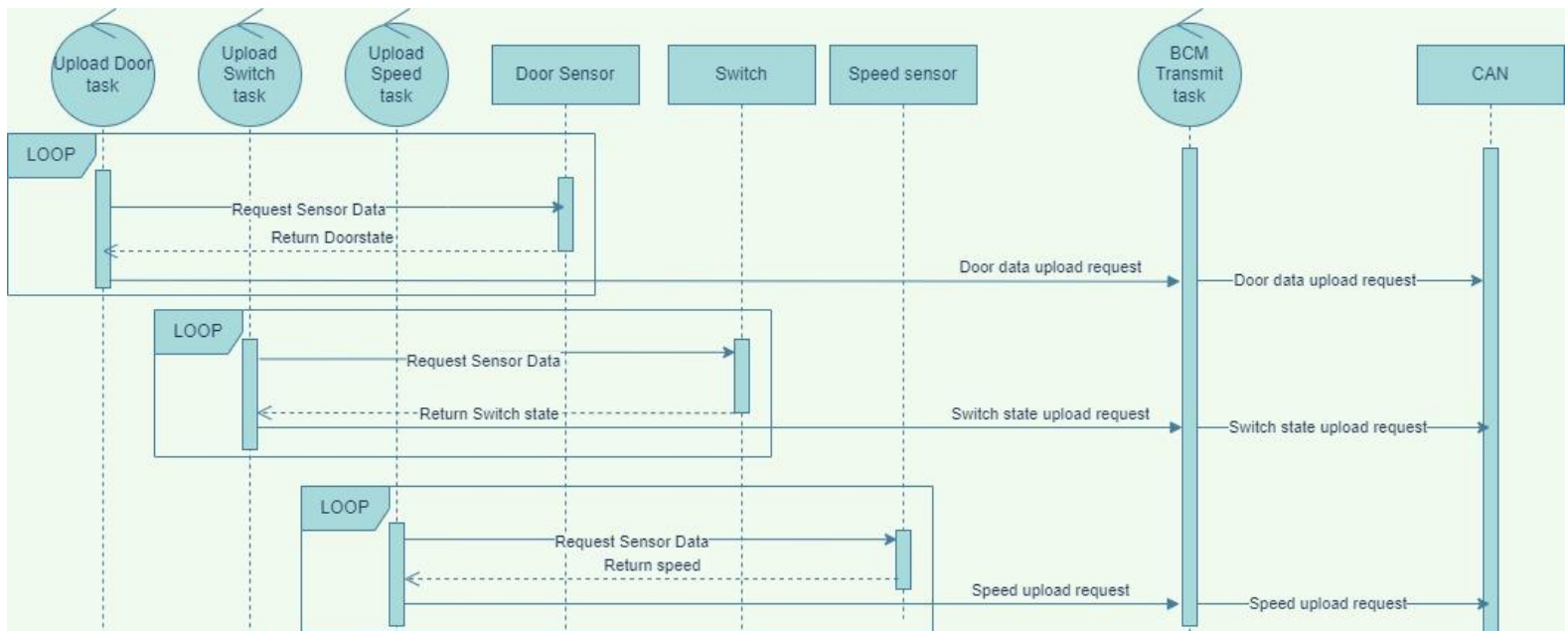
5.BCM State Machine:



ECU1 State Machine:



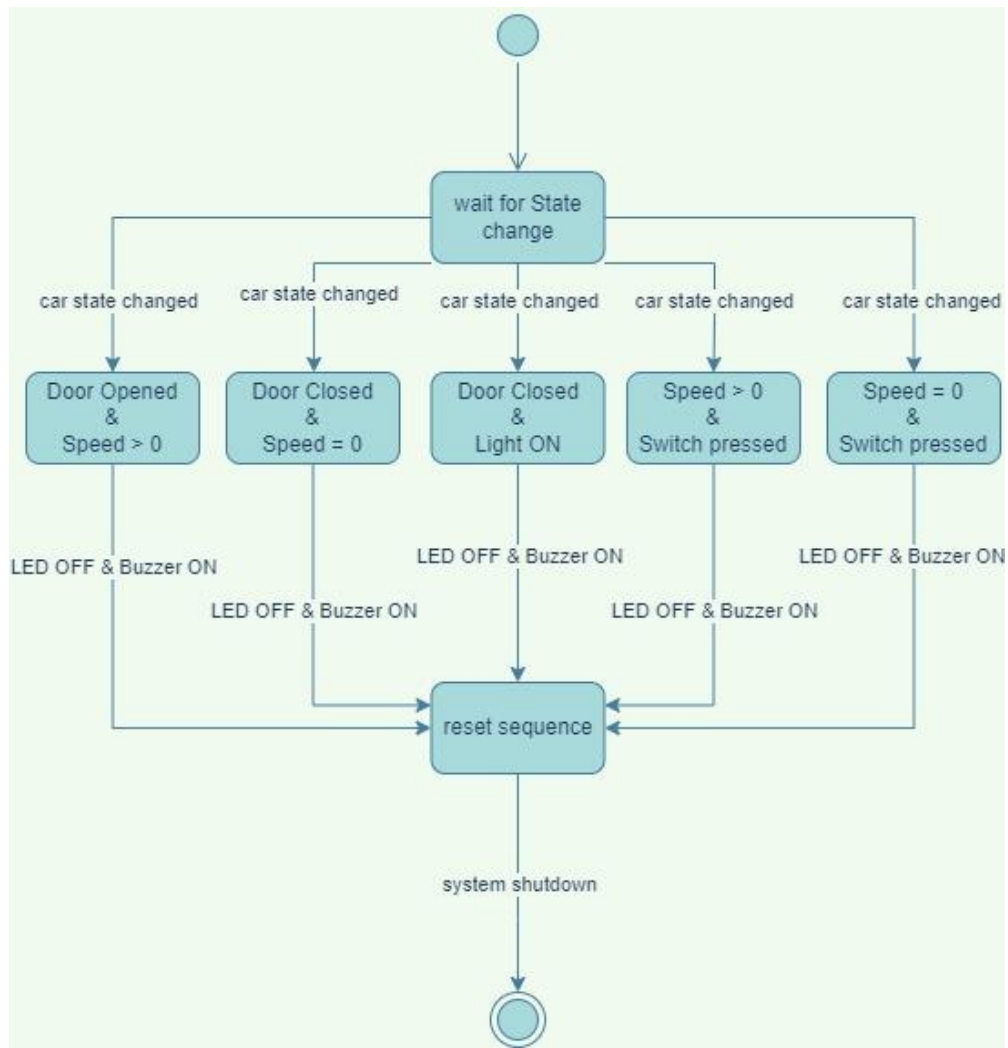
ECU1 Sequence Diagram:



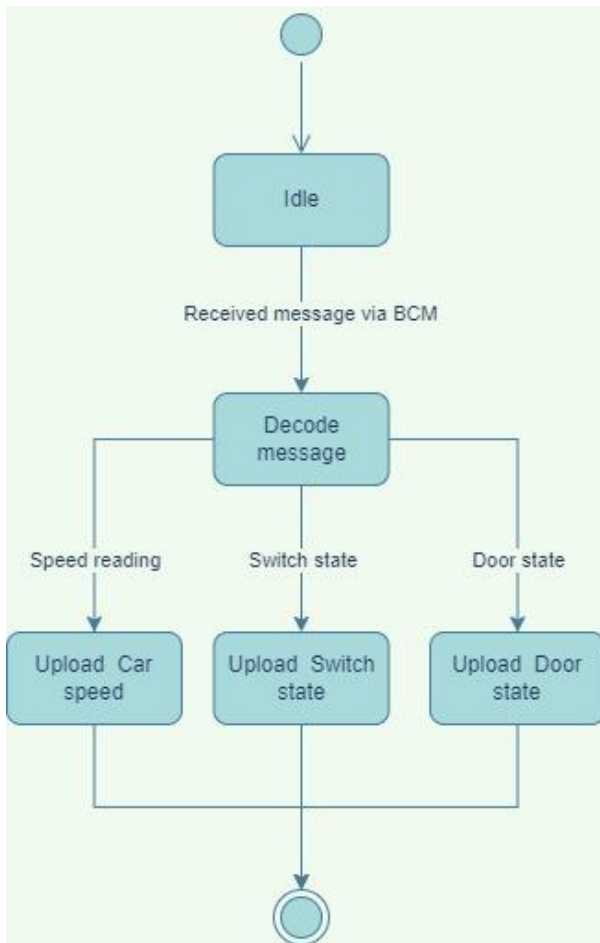
ECU2:

Modules state Machines:

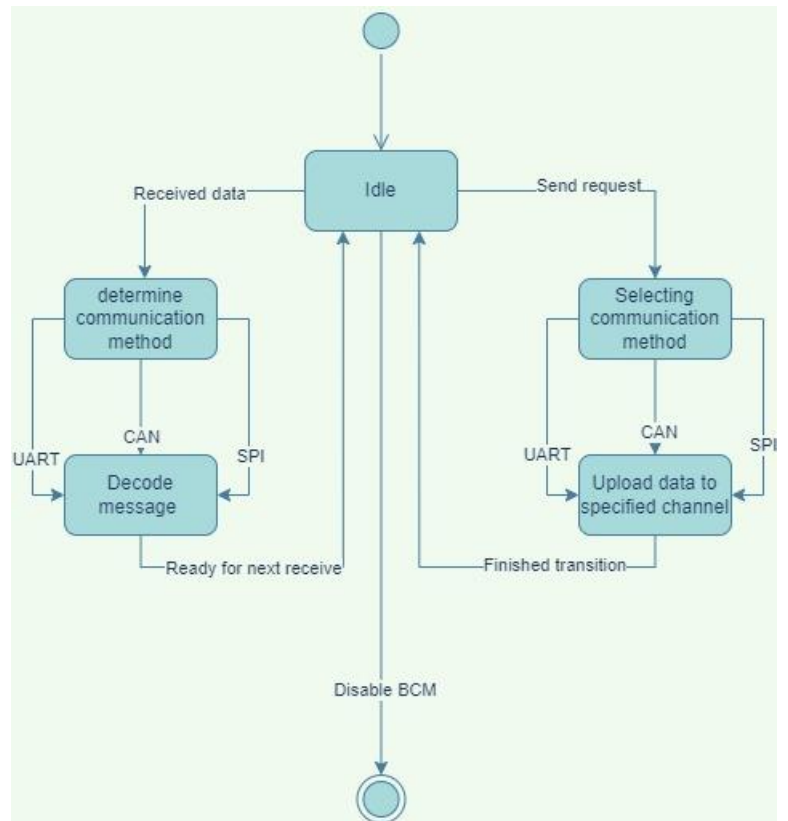
1.Car Status Control State Machine:



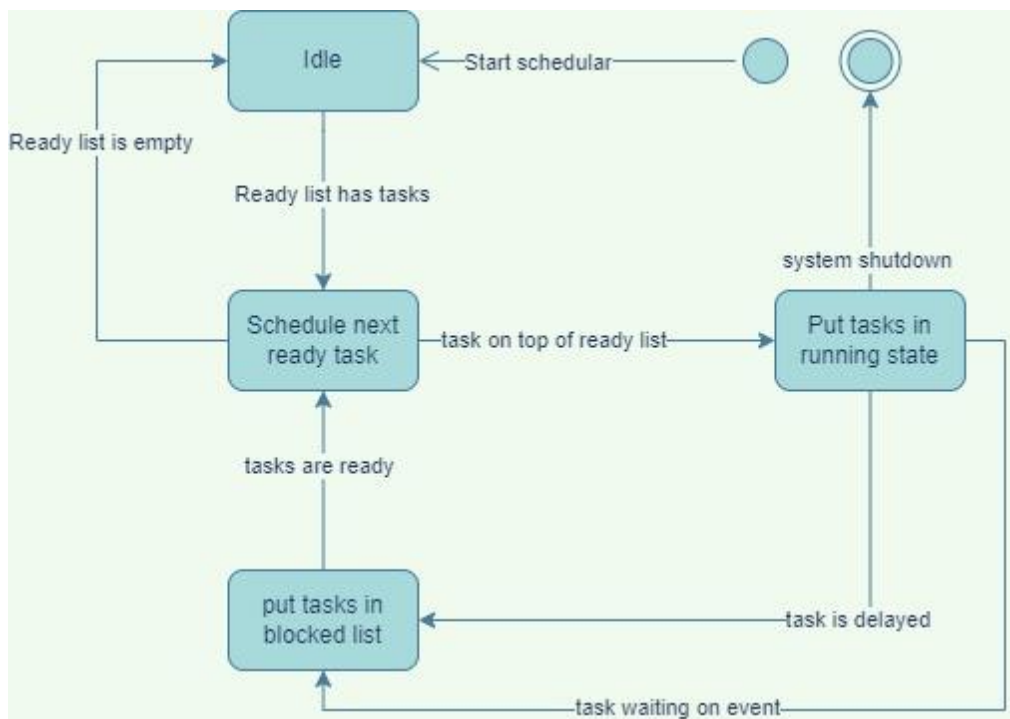
2.Car Status Update State Machine:



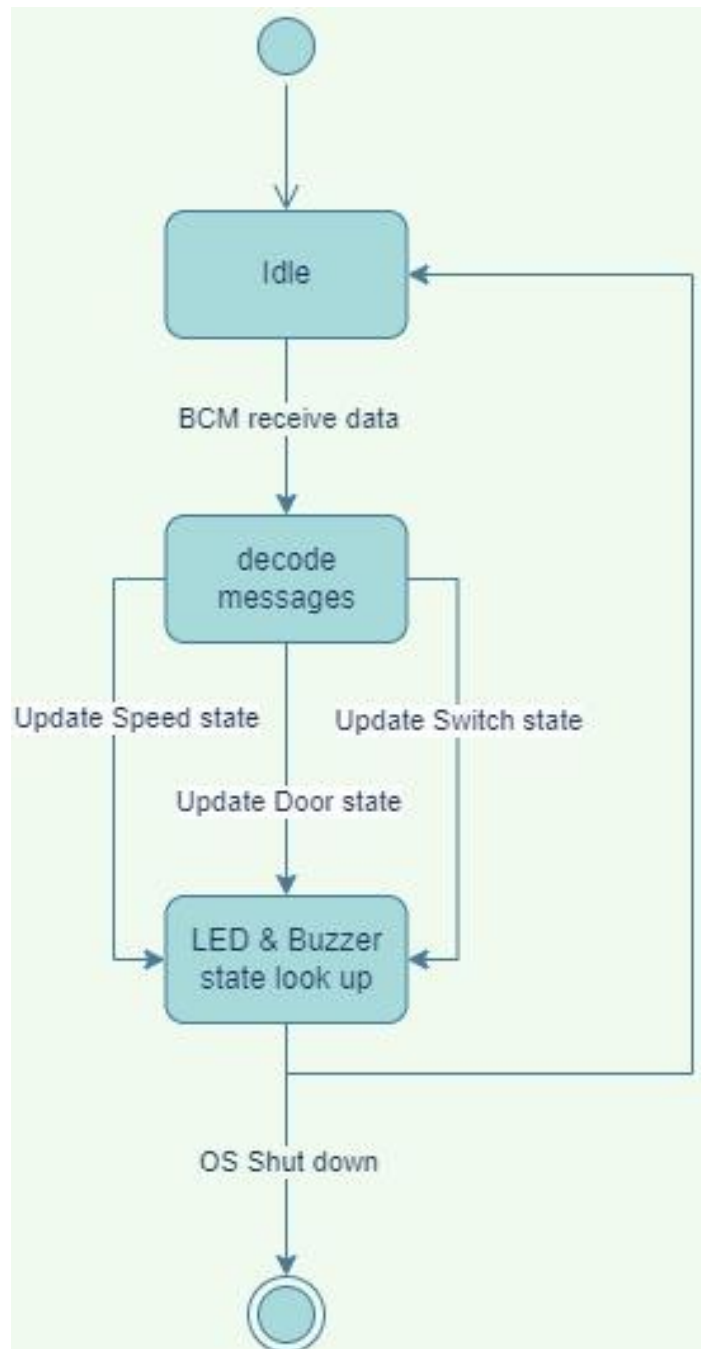
3.BCM State Machine:



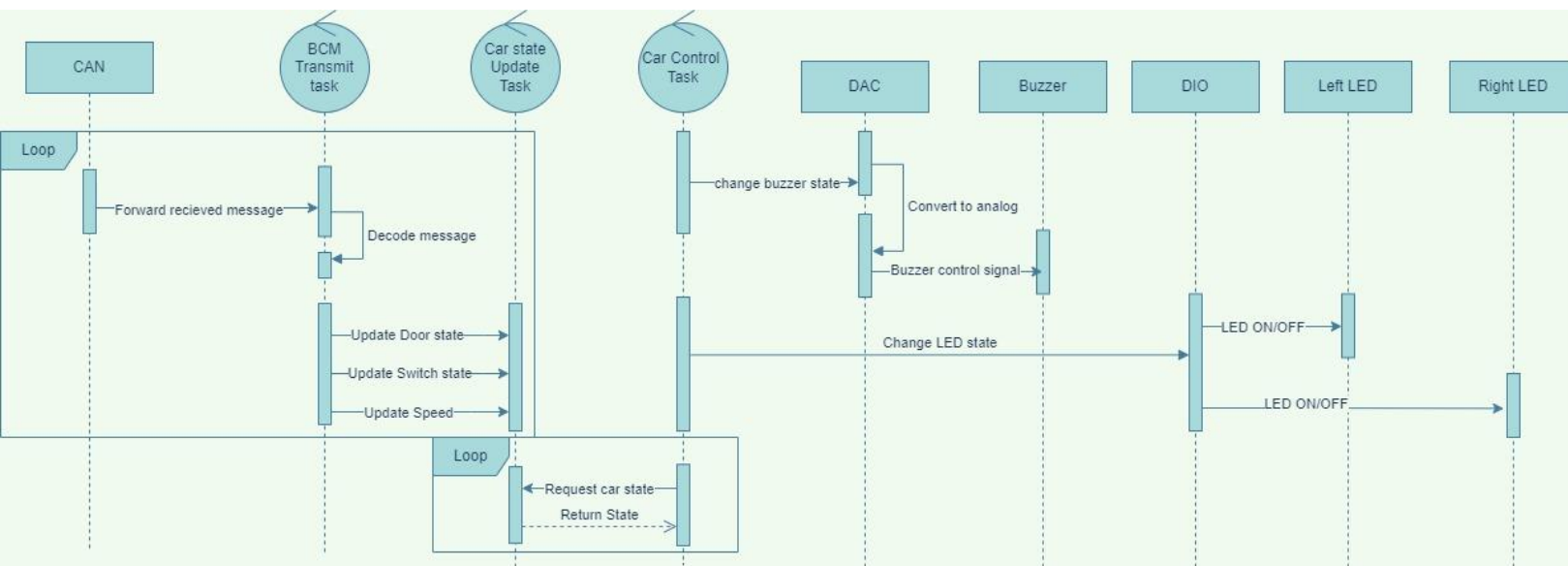
4.OS State Machine:



ECU2 State Machine:



ECU2 Sequence Diagram:



Bus Load Calculations:

Regarding CAN bus load calculation, assuming standard identifier, CAN frame consist of below field.

- 1 bit start bit
- 11 bit identifier
- 1 bit RTR
- 6 bit control field
- 0 to 64 bit data field
- 15 bit CRC
- Bit stuffing is possible in the above, for every sequence of 5 consecutive bits of same level. Somewhere around 18 bits in the worst case.
- 3 bit delimiter, ack etc.
- 7 bit end of frame
- 3 bit intermission field after frame

So 1 CAN frame contains approximately 125 bit.

Given we are using 500 kBit/s bit rate:

bit time = $1 / \text{bit rate} = 1 / (500 * 1000) \text{ s} = 2 * 10^{-6} \text{ s} = 2 \mu\text{s}$

This means 1 bit will take $2 \mu\text{s}$ to transfer on bus when using 500 kBit/s.

So the approximate time to transfer 1 frame is $(2 \mu\text{s/bit} * 125 \text{ bit}) = 250 \mu\text{s}$.

Door state every 10 ms = 100 frames every 1000 ms

Light switch state every 20 ms = 50 frames every 1000 ms

Speed every 5 ms = 200 frame every 1000 ms

This is in total 350 frames every 1000 ms

Total time on bus is $350 * 250 \mu\text{s}$

Total time is $1000 \text{ ms} = 1000 * 1000 \mu\text{s}$

Bus load is $((350 * 250) / (1000 * 1000)) * 100 \% = 8.75 \%$

CPU load of ECU1:(assuming execution times)

Task1: Update Door state {period:10ms,Execution time:8us,Deadline:10ms}
Task2: Update Speed { period:5ms,Execution time:20us,Deadline:5ms }
Task3: Update Switch state { period:20ms,Execution time:8us,Deadline:20ms}
Task4: BCM { period:1ms,Execution time:12us,Deadline:1ms}

Hyper period=20ms

CPU load: $((8\mu s * 2) + (20\mu s * 4) + (8\mu s) + (12\mu s * 20)) / 20\text{ms} = 1.72\%$

CPU load of ECU2:(assuming execution times and periodicity)

Task1: Car state update {period:2ms,Execution time:8us,Deadline:2ms}
Task2: Car state control { period:10ms,Execution time:20us,Deadline:10ms }
Task3: BCM { period:500us,Execution time:20us,Deadline: 500us }

Hyper period=10ms

CPU load: $((8\mu s * 5) + (20\mu s * 2) + (20\mu s * 20)) / 10\text{ms} = 4.8\%$