The Challenge of Mastering Parallelism in Real-Time Systems



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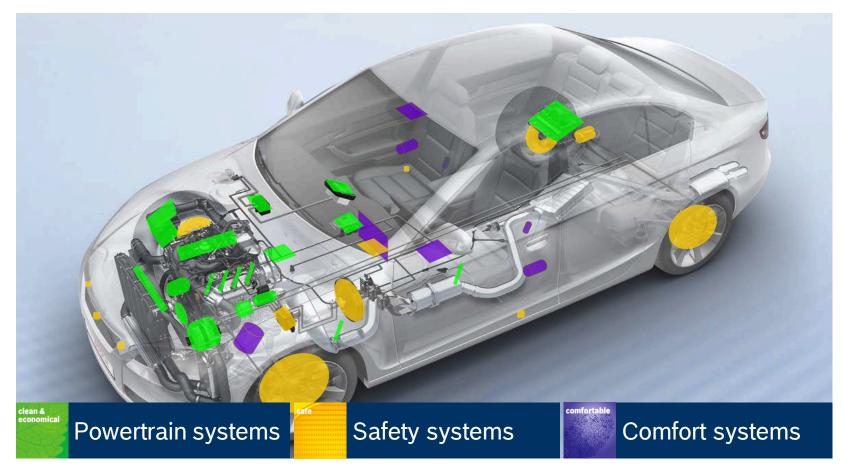
Storyline

- 1. Unstoppable Hardware Trends
- 2. Parallelism A Challenge already Managed
- Mastering Parallelism in Embedded Systems





Automotive Technology: an overview





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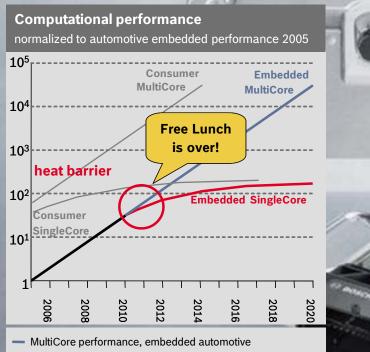
Engine Control Domain

- Engine Control Unit for Diesel and Gasoline Engines
- Challenges: Real-Time computation of several injections for up to 12 cylinders @ 8,000 RPM, reading and processing of up to 50 sensor signals, ...
- Hardware: typically 1-2 MB internal flash (optional 2-4 MB external flash), 64-144 kByte internal data-RAM, CAN, TT-CAN, Flexray, up to 48 A/D converters
- → Software: > 500,000 LOC,
 - > 1,000 components,
 - > 2000 variant points





Drivers for parallelism in embedded Micro-Controllers



- SingleCore performance, embedded automotive
- Computational performance, consumer applications

The Limits

Serial computing in embedded systems is hitting technological limits

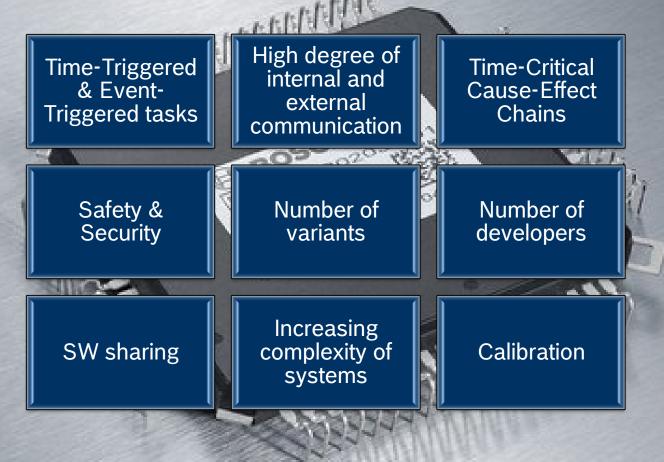
- Power wall
- ILP wall (Instruction Level Parallelism)
- Memory bandwidth wall

The Future

- Multi-Core µCs are already present in automotive embedded systems
- Higher performance only via Many-Core µCs and Multi-Processor architectures



Generic View: The System Setup





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Parallelism – A Challenge Already Mastered

The usual statement when it comes to parallelism

"People can work only sequentially, at least when considering complex tasks"

That is true!

"Nevertheless, we are experiencing parallelism in our daily lives!"







The Match

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You are a core!

... and not a multi-core yourself.



Storyline

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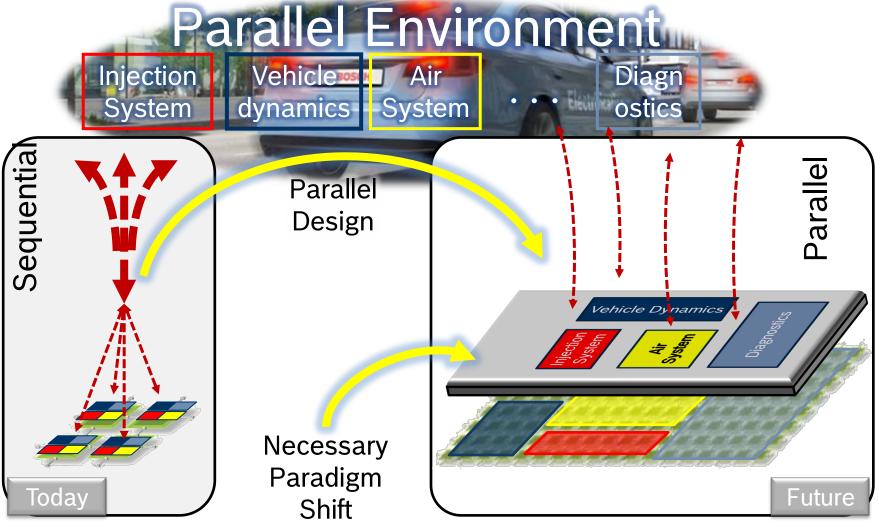
An Example: Engine Control

- Inherent Parallelism from Physics
 - Air System
 - Turbo system
 - Injection system
 - Exhaust system
 - Idle controller
 - Diagnosis
 - Monitoring
 - ...
- Today these systems are intertwined into sequential execution tasks
- → Difference to real-life projects
 - Execution can be rehashed and rehashed and









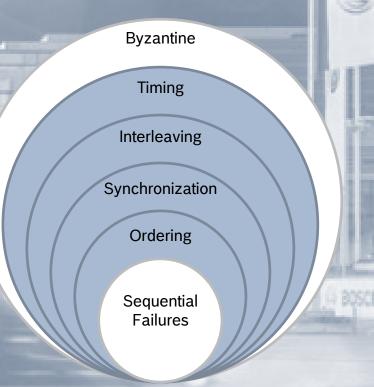
Source: Bosch Mediaspace

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The Different Failure Modes

- → Sequential failure modes
 - Remain same for parallel systems
 - Established methods are sufficient
- Concurrency-related failure modes
 - Are present in preemptive systems already
 - Probabilities change in parallelized systems
 - Intrusive debugging mechanisms change real-time behaviors Debugging of several cores extremely difficult

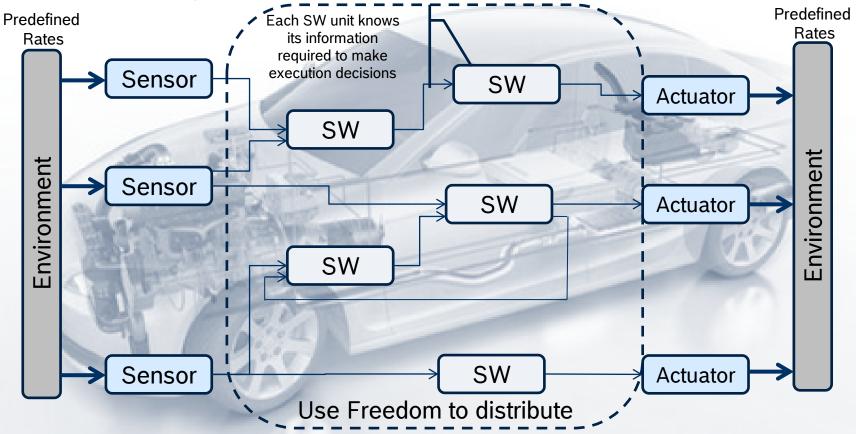


The failure modes

From: Henrik Thane, Monitoring, Testing and Debugging of Distributed Real-Time Systems, Doctoral Thesis Mechatronics Laboratory, Department of Machine Design Royal Institute of Technology, KTH S-100 44 Stockholm, Sweden



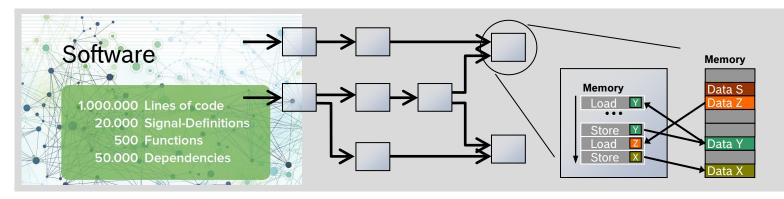
Correct System Execution for any Distribution



Paradigm: Independent of the chosen distribution, the system should behave the same way

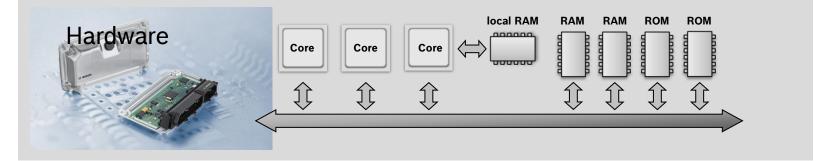


The Challenges of Parallelism



Software Distribution





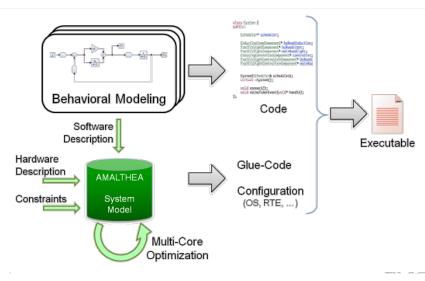


Publicly funded Project: Amalthea

Project Goals

- Efficient Multi-Core development
 - Methodological framework
 - High quality parallel processing
- → AUTOSAR compatibility
- Support for product line engineering
- Continuous tool chain platform
 - Open source
 - Eclipse based
 - Open for third party products







Summary

- → Change in System set-up
 - Formerly: Compile and Test
 - Future: Plan and Compile
- Will have high effects on
 - Developers
 - Tools and tool chains
 - Standards
 - Collaborations
- Bosch as automotive TIER1 works in collaborations with industrial partners and universities on necessary technological steps!





Thank you for your attention.

