COMMUNICATION CENTRIC DESIGN FOR COMPOSABILITY & DATA CONSISTENCY IN AUTOMOTIVE EMBEDDED SYSTEMS

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Communication Centric Design Agenda

Legacy: Automotive Embedded Systems

Future execution platforms

Challenges combining both worlds

Conclusions



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In a modern car there are about 100 different ECUs interconnected over several busses and networks.



Example – Engine Control

- Infineon AURIX
 - > Up to 3 Cores
- Periodic & Angle-Synchronous Tasks
- Scheduled with Fixed Priority Preemptive Scheduling
- > on an OSEK compliant Operating System





Software View



AUTOSAR – Layered Architecture



Runnable Communication Graph

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To avoid data inconsistencies during execution, efficient mechanisms have to be introduced



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Intelligent mobility systems of the future

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Communication Centric Design Future E/E-Architectures



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Hardware availability:

- Increasing autonomy requires fail operational or at least fail degraded systems
- It can no longer be assumed that the driver can maintain controllability of the vehicle in the case of loss of function
 - E.g. In case of failure, braking system needs to be able to warn driver/occupant and ensure a safe stop
- Detecting errors and resetting/turning off system is no longer a plausible safety concept

➔ Demand for demonstrating the absolute failure rates of hardware will increase





Communication Centric Design Future execution platforms

Software Reliability:

- Systematic faults covered by development process
- For consolidation of functions onto one common ECU, Freedom from Interference has to be shown
 - Spatial Isolation
 - Temporal Isolation
- ► Hypervisors are used for isolation
 - Spatial Isolation
 - ► Temporal Isolation 🗴

→ Current Hypervisors are not sufficient to guarantee temporal isolation *efficiently*



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Communication Centric Design Consolidation of ECUs – Single Application



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Communication Centric Design Consolidation of ECUs – Two Applications



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Communication Centric Design Timed Communication – Theory

- ► Tasks behave according to a Logical Execution Time (LET)
 - Inputs are (logically) read at beginning of time interval
 - Outputs are (logically) written at end of time interval
 - Independent of when task actually runs within interval



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Communication Centric Design Portability, Integratability, Interoperability



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Communication Centric Design Timed Communication - Implementation

> High Priority CopyIn - Interrupt



High Priority

CopyOut - Interrupt

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Communication Centric Design Transformation



The following experiments were conducted with SymTA/S. Details on how the transformation of existing applications to logical execution time for analysis can be done, will be presented at **ECRTS '17**.



Communication Centric Design Transformation



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Communication Centric Design Logical Execution Time – Single Application



With LET-Semantics, the latency of the given communication path increases

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Communication Centric Design Logical Execution Time – Two Applications



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Communication Centric Design Logical Execution Time - Composability



Latency is (almost) constant during addition of new applications or functions This also holds when moving a task to another core of when migrating to new hardware



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Communication Centric Design Conclusions

Future E/E-Architectures, will consist of centralized control units handling cross-domain functions. For safe integration, enhanced mechanisms are needed that ensure freedom from interference.





For spatial separation Hypervisors are used to guarantee independence, but are inefficient in the time domain.

The concept of Logical Execution Time ensures composability in the time-domain thus also giving independence.

