

## Beyond the threaded programming model on real-time operating systems

E. R. Jellum\*, S. Lin†, P. Donovan†, E. Soyer†, F. Shakir†, M. Orlandic\*, T. H. Bryne\*, M. Lohstroh† and E.A. Lee†

\* Norwegian University of Science and Technology
† University of California Berkeley

18. January 2023 @ NG-RES, HiPEAC Contact: erling.r.jellum@ntnu.no





## Where are embedded systems?





# Two problems in embedded systems design

- 1. Concurrency is hard
- 2. Timing is hard



## 1. Concurrency is hard

- Embedded systems are concurrent
- Shared memory concurrency is a bad idea
- Therac-25 and Toyota unintended acceleration

Therac-25 Medical Accelerator 1985-1987

Radiation therapy device malfunctions, delivers lethal doses at several facilities

The 25 was an improved version of an older model

It could deliver betaparticles (electron beam) or x-rays



By CBSNEWS / AP / May 25, 2010, 7:08 PM

Toyota "Unintended Acceleration" Has Killed 89



A 2005 Toyota Phus, which was in an accident, is seen at a police station in Harrison, New York, Wednesday, March 10, 2010. The driver of the Toyota Phus told police that the car accelerated on its own, then lunched down a driverway, across a road and into a stone wall. (AP PhotoSteff Wenig) / AP PHOTO(STEFF) WeNIG



## 2. Time is hard

- 1. Accurate timestamping external events
- 2. Accurately generating external events
- 3. WCET and schedulability
- 4. Maintaining a logical timeline

STATUS UPDATES | May 27, 2021

#### Surviving an In-Flight Anomaly: What Happened on Ingenuity's Sixth Flight

Written by Håvard Grip, Ingenuity Mars Helicopter Chief Pilot at NASA's Jet Propulsion Laboratory



This image of Mars was taken from the height of 33 feet (10 meters) by NASA's Ingenuity Mars helicopter during its sixth flight on May 22, 2021. Credits: NASA/JPL-Caltech. Download image >

#### Y2K Repair Bill: \$100 Billion

Commerce Estimate Lower Than Others

By Rajiv Chandrasekaran Washington Post Staff Writer Thursday, November 18, 1999; Page E01

U.S. businesses and government agencies are being forced to spenabout \$100 billion to keep the year 2000 glitch from crashing their computers, making a simple two-digit programming "bug" the most expensive peacetime catastrophe in modern history.



# Lingua Franca: A solution to all this





### In a nutshell

# "Lingua Franca is a **polyglot**, **declarative**, **coordination language** for concurrent, realtime (and distributed) systems"

```
NTNU
```

```
reactor Sensor {
 1
 2
          output out:int
 3
          timer t(0,100 msec)
 4
          state cnt:int(0)
 5
6
          reaction(t) -> out {= /* Imperative C code here */ =}
7
8
     reactor Processing {
9
          input in: int
10
          output out:int
11
12
          reaction(in) -> out {= /* Process measurement */ =}
13
     reactor Actuator {
                                                      SenseToAct
14
15
          input in:int
                                       Sensor
                                                          Processing
                                                                            Actuator
16
                                                    out in
                                                                      out in
         reaction(in) {= /* Dr
17
18
                                  (0, 100 msec)
19
```



### Interaction and real-time

```
reactor Interactive {
    physical action a;
    reaction(a) {= =}
}
```



```
reactor Deadline {
    input in:int
    reaction(in) {= =} deadline (50 msec) {=
        // Deadline miss handler here
        =}
}
```





# Lingua Franca on embedded systems

	Reactor 1	Reactor 2	Reactor 3	Reactor 4	Zephyr task 1	Zephyr task 2
	LF C-runtime					
	LF Zephyr support					
Zephyr <sup>™</sup>	Zephyr Counter API			Zephyr kernel API		
	Zephyr OS					



# How to evaluate embedded systems frameworks

- 1. Average-case performance (Savina+ThreadMetric)
- 2. Time precision benchmarks (**PWM generator**)
- 3. Interrupt latency







#### **Average-case performance**



# Precision at Sensor and Actuator



Sensor sampling offset



Actuator driving offset





## Interrupt timestamping precision and latency



#### Physical action timestamping precision



Physical action latency



# Thank you

- Web page: <a href="https://www.lf-lang.org/">https://www.lf-lang.org/</a>
- Github: <u>https://github.com/lf-lang/lingua-franca</u>

