Real-Time Systems: Introduction and Demonstration

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FOSSL Open Source Bootcamp: Linux Kernel Development

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Agenda

- 1. What is Real-Time?
- 2. Challenges in RT systems
- 3. Scheduling and Priority-Inversion
- 4. RT at Integrated Communication Systems Group
- 5. Demo





What is Real-time?

- System requirements:
 - Result must be correct
 - Result must be available within specified time
- Real-time is about:
 - guarantees and determinism
 - low-jitter and deadlines
- Real-time is <u>not</u> about:
 - high performance
 - low latency

this is just nice to have





Challenges in RT systems

- RT system design stretches over all components
- If one single components fails
 → complete system might fail
- Components include:
 - CPU and memory management
 - Cache misses
 - Interrupt management
 - I/O devices, DMA





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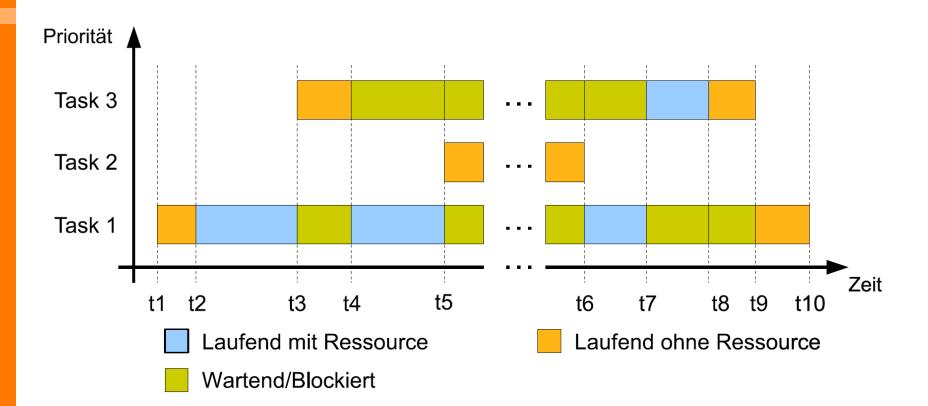
CPU Scheduling

- Purpose?
 - Assign CPU to processes
- How?
 - Priority controlled (unfortunately no deadlines)
 - Pre-emptive
- Problem?
 - Priority-Inversion





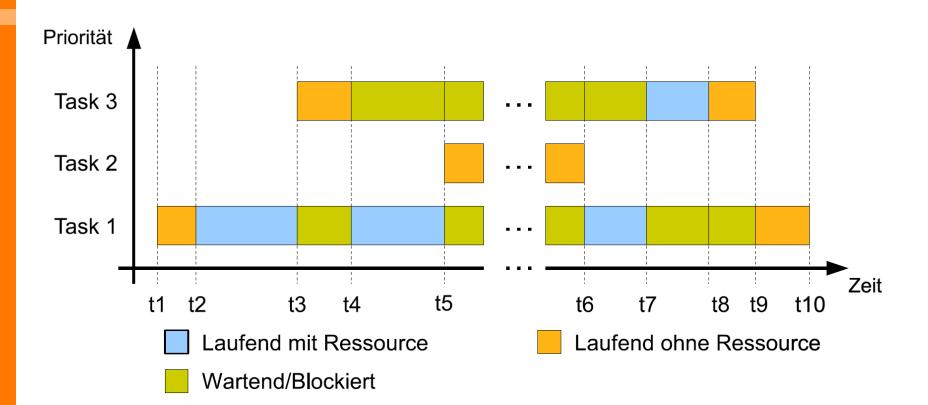
Priority Inversion







Priority Inversion



Userspace solution: PI-Futex





Real-time at ICS

- Flight control Quadrocopters:
 - periodically acquires sensor data
 - controls actors



- Cognitive Radio Wireless Communication System:
 - TDMA MAC protocol
 - assumes nodes match slot times of MAC protocol





Demo - Squarewave

• Pseudocode:

while true

- wait for absolute timer
- toggle IO pin
- calculate next timer
- What is the expected outcome, how does load impact?
 - Non-RT system
 - RT system

[1] https://rt.wiki.kernel.org/index.php/Squarewave-example





Final statement

You got a real-time system? I got a hammer!



Figure by Paul E. McKenney



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