

REAL-TIME SYSTEMS ENGINEERING @ BOSCH

FROM RESEARCH TO INDUSTRY AND BACK

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ADVANCE DEVELOPMENT

Real-Time Systems Engineering @ Bosch

Bosch Product Portfolio

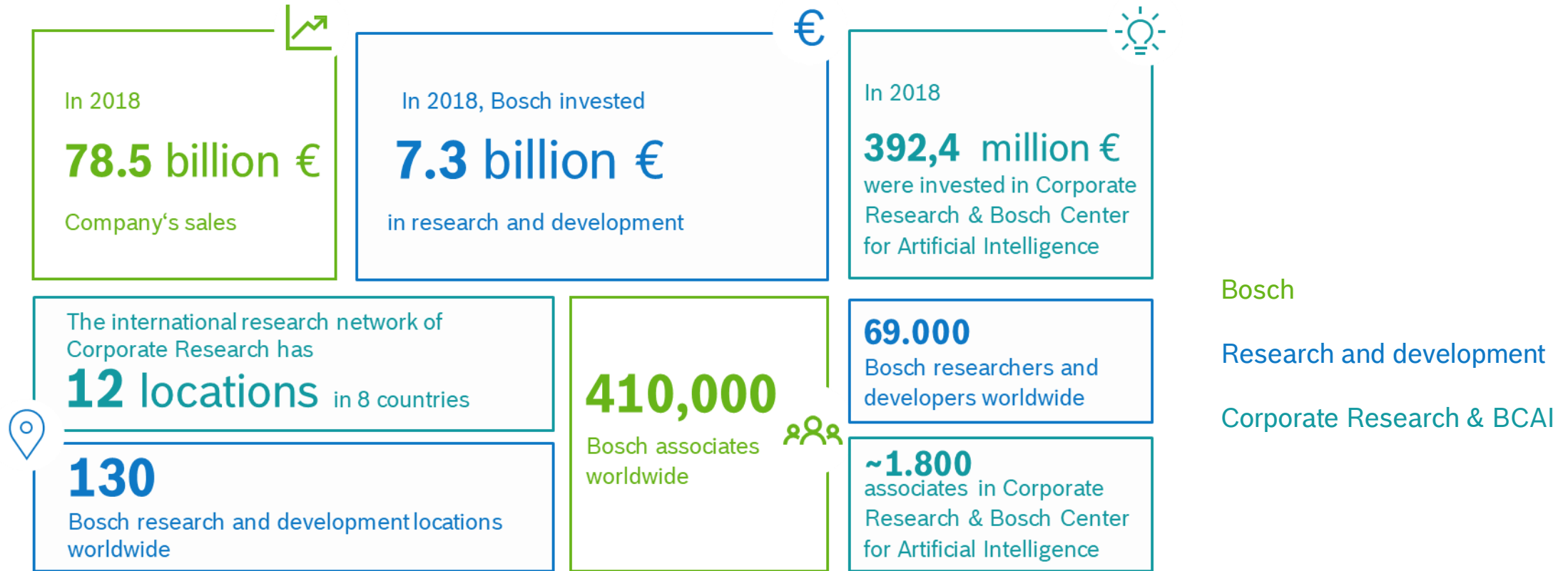


 **Bosch IoT Suite**

Bosch is a leading provider of Real-Time Cyber Physical Systems

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Bosch's World-wide R&D Presence



Bosch is one of the leading technology companies

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Bosch Corporate Research



- ▶ America 130 associates
- ▶ Europe 1,530 associates
- ▶ Asia-Pacific 115 associates



Smart Spraying



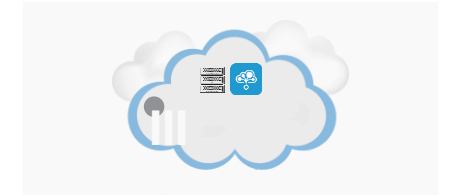
Automatic Emergency Brake



Master Electrification by
Virtual Product Engineering



eBike System Design



Trustworthy Computing

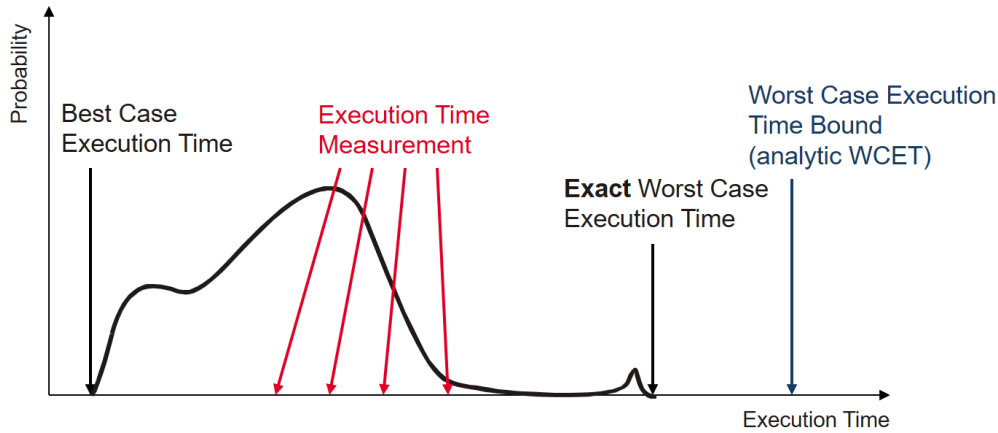


Ultra Short Pulse Laser

Research that matters !

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Modelling vs. Reality



$$\sum_{i=1}^n \frac{C_i}{T_i} \leq n \cdot (\sqrt[n]{2} - 1)$$

$\ln 2 \approx 69,3\%$

Liu & Layland, Scheduling Algorithms for Multiprogramming
in a Hard-Real-Time Environment, 1973

- ▶ Models are indispensable for increasing design efficiency (front loading)
- ▶ **“All models are wrong, but some are useful”** (George Box, 1976)
- ▶ A “useful model” for classical μ C-based products such as engine management and ABS:
 - ▶ WCET with Rate-Monotonic Scheduling
- ▶ Why? Because it is “close enough” !
 - ▶ HW platform simple enough to derive tight WCET
 - ▶ Execution times rather static with cyclic triggering
 - ▶ Sporadic workloads can be approximated

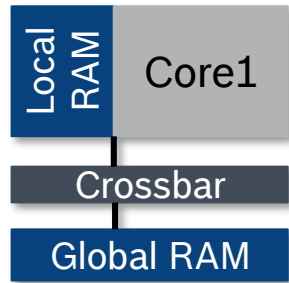
It depends on the engineering task if a model is useful

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Increasing Complexity of ECU Hardware

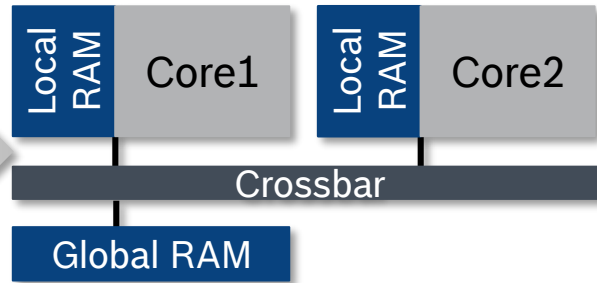
Increasing demand of computing power

e.g. memory contention
negligible memory contention



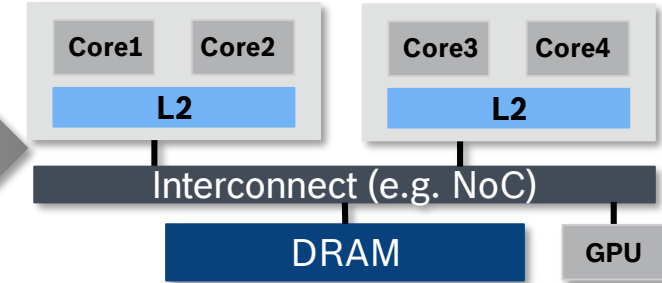
Single-Core μ C
to Multi-Core μ C

limited memory contention



Multi-Core μ C to
 μ P architecture

severe memory contention



- ▶ Recent years: Automotive has moved from single-core μ Cs to multi-core μ Cs
 - ▶ Already big pain / effort due to real-time issues
 - ▶ Real-time theory was of big help \rightarrow startups out of community helped industry with tooling
 - ▶ Mastering multi-core was the challenge of the past years

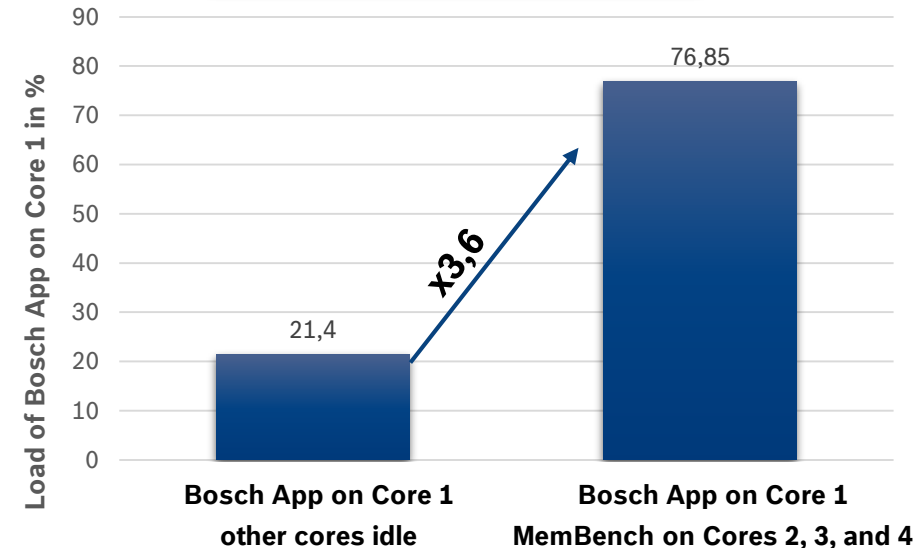
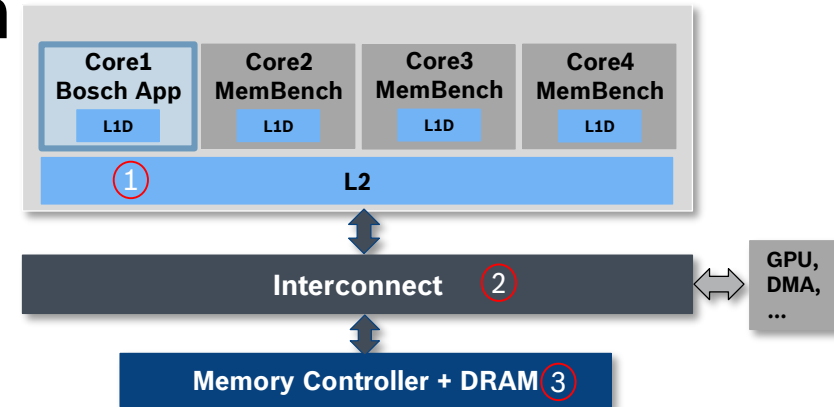
- ▶ Now: Automotive is moving from multi-core μ C to multi-core μ P with accelerators
 - ▶ Shift from multi-core era to heterogeneous era
 - ▶ New HW mechanisms with severe impact on timing
 - ▶ Will real-time theory again be of big help?

Mastering the heterogeneous system era is the new challenge

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What is the main problem?

- ▶ WCET is one of the central abstractions in real-time research
- ▶ The main idea of WCET is to abstract away the underlying HW
- ▶ WCET abstraction is not adequate for heterogeneous system era
 - ▶ Dynamic interference channels are dominating factors and are not reflected (e.g. from accelerators or other cores ②)
 - ▶ Modern workloads are not static but vary heavily depending on operation condition (e.g. video)
 - ▶ More dynamic shared resources like caches ①, DRAM ③
- ▶ New abstractions or more detailed models needed: we are facing a new HW/SW co-design problem



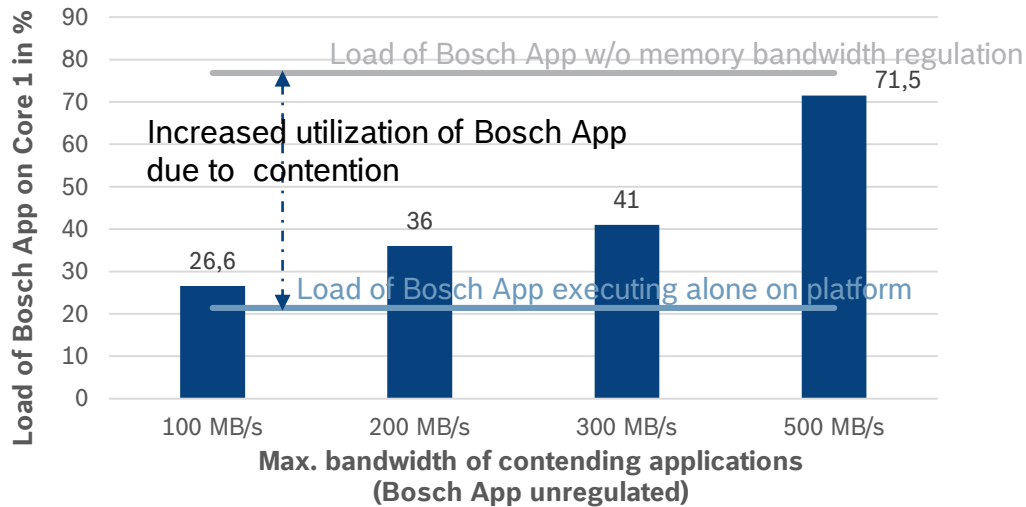
Heterogeneous μ P hardware breaks WCET abstraction

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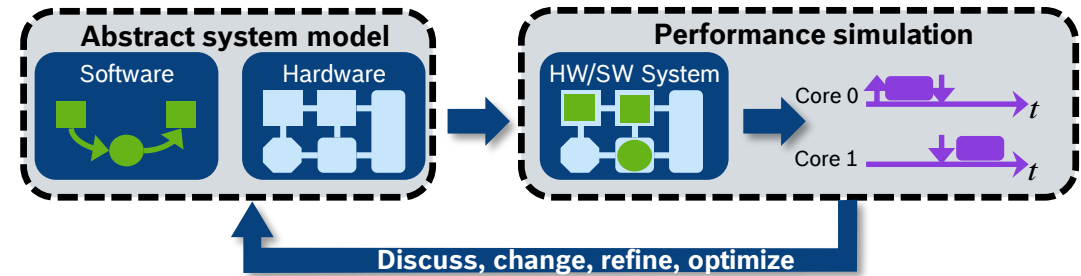
Current Bosch Research Approaches



- ▶ Mechanisms bounding memory interference
 - ▶ Idea: enforce max memory access budget per time interval and per core/task
 - ▶ Inspired by real-time research: MemGuard¹



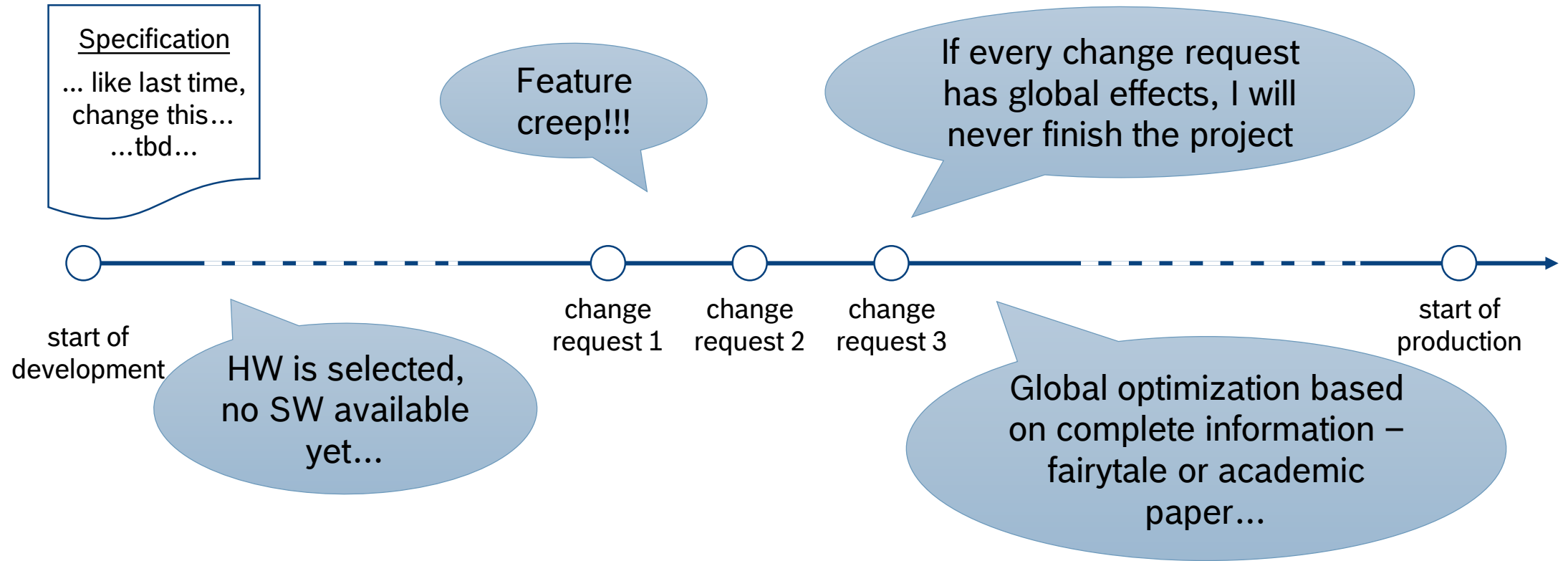
- ▶ Abstract performance modeling & analysis of hardware-software systems
 - ▶ Established inside Bosch for μ C-based systems
 - ▶ Research extending it to upcoming μ P-based systems at Bosch
 - ▶ Also prominent in your community – see WATERS challenges provided by Bosch



Need prediction as well as design for predictability

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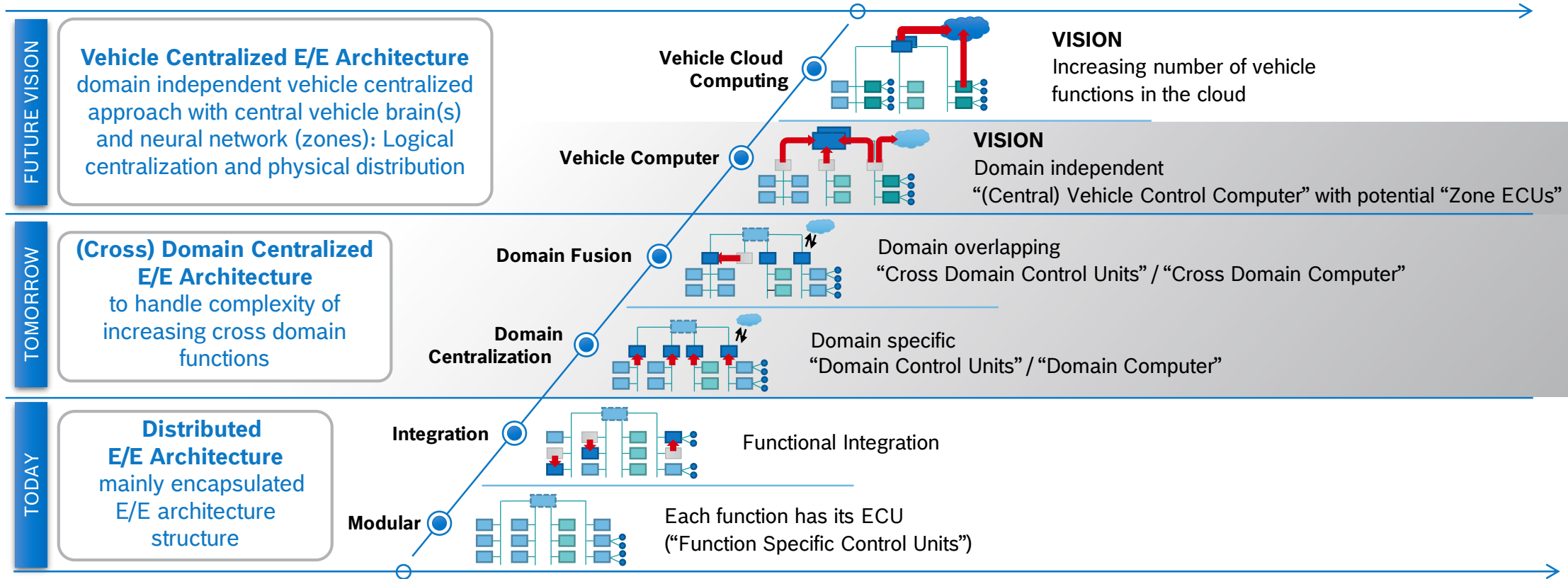
Automotive Engineering Projects Reality



Dealing with incomplete information is key

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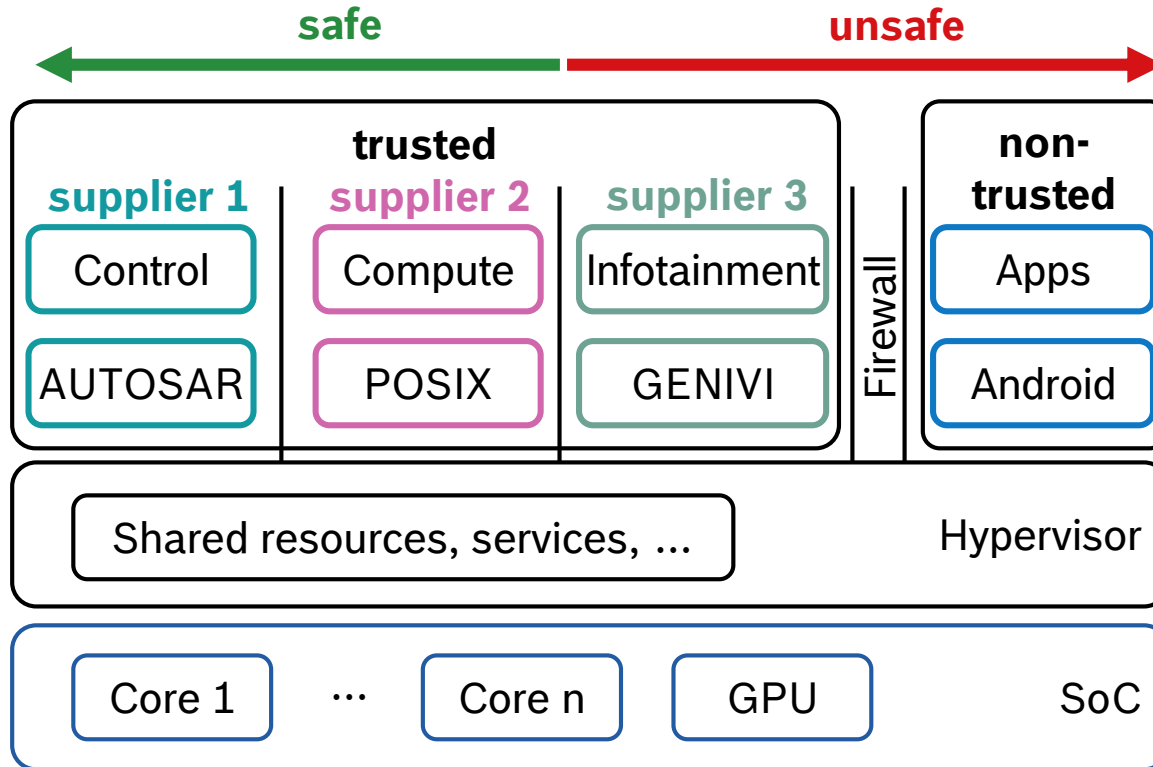
Centralized E/E Architectures



Centralization shifts integration effort from network to the ECU

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Consequences of a Centralized E/E Architecture



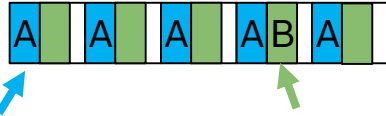
- ▶ Integration challenges
 - ▶ Multi-supplier
 - ▶ Mixed criticality (safety, security, timing)
- ▶ Can only be handled efficiently
 - ▶ if system parts can be tested in isolation
 - ▶ if local changes do not have global impact
- ▶ Current Hypervisors:
 - ▶ Spatial isolation ✓
 - ▶ Temporal isolation ⚡
 - No solution for bounding memory contention
 - Inefficient scheduling

Compositionality is key for development efficiency

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Automotive E/E Architecture Goes Connected

TDMA

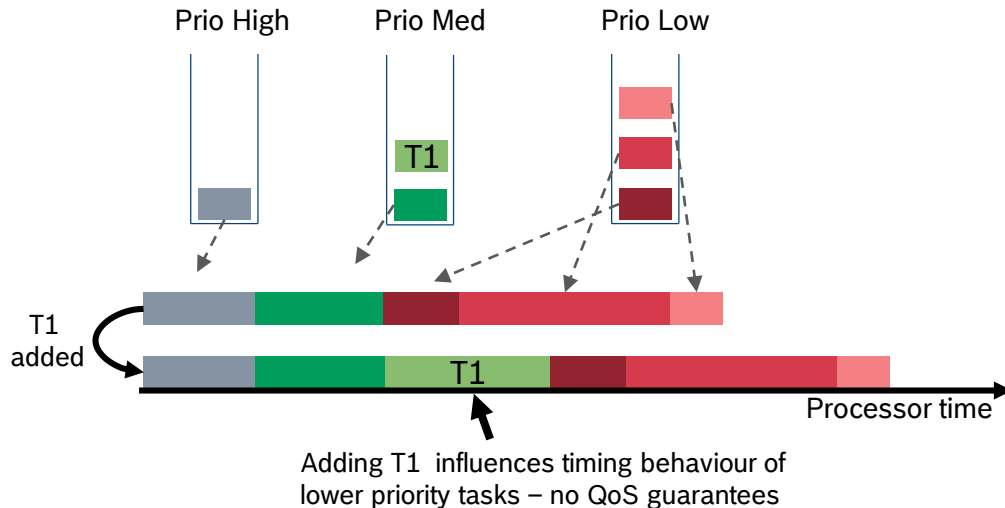


Periodic task A:
wasted CPU time due to mismatch
slot sizes ↔ execution demand

Sporadic task B:
wasted CPU time due to wasted slots
that are reserved to ensure responsiveness

- ▶ And it is even worse ! – SOTA¹ requires integration to be feasible after SOP²
- ▶ Resources (computation, communication, memory, etc.) must be provisioned in a compositional manner

Static Priority Preemptive

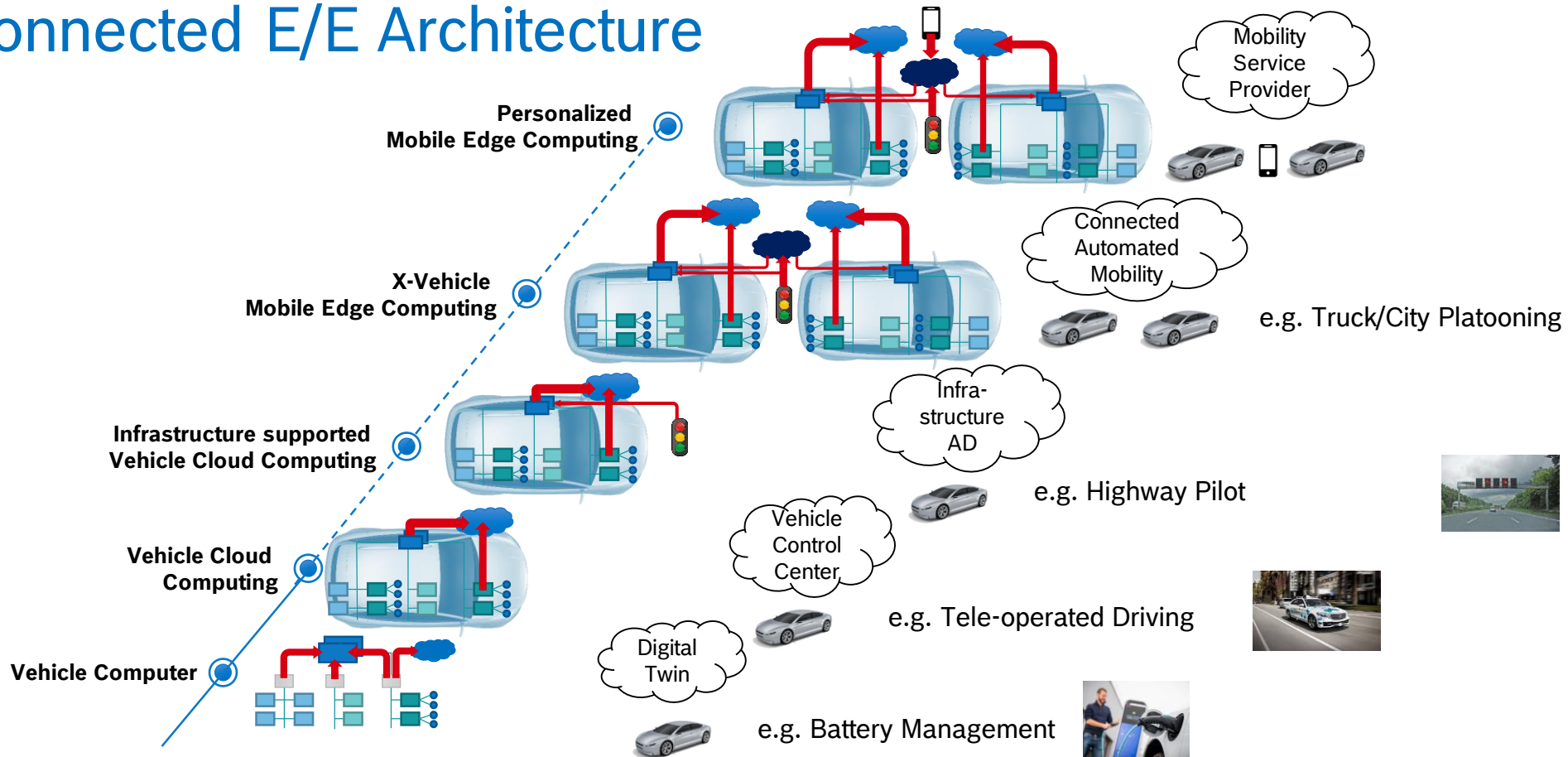


- ▶ Real-time guarantees of existing applications must not be broken when adding new applications to the system
- ▶ Scheduling mechanisms in most commercially available OSes and hypervisors are not sufficient
 - ▶ TDMA: static resource provisioning w/o flexibility
 - ▶ Static priorities: no task isolation, no notion of QoS

Compositionality is key to master future automotive systems

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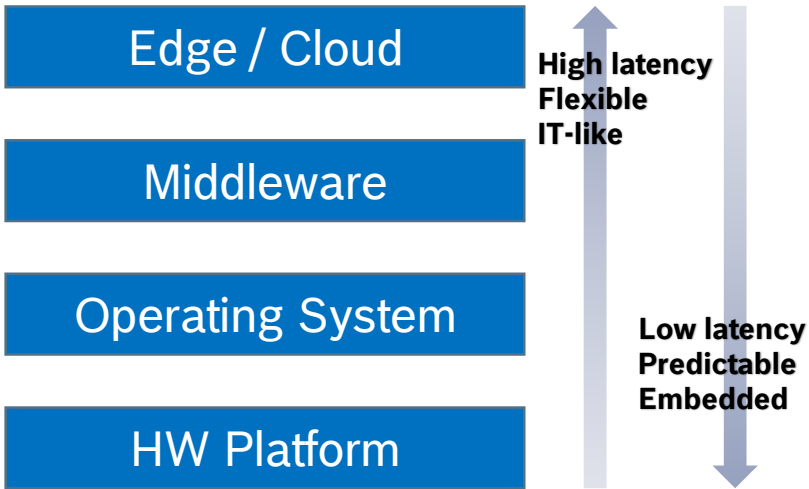
Connected E/E Architecture



Safety-critical real-time cause-effect chains beyond vehicle boundary

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IT like SW Construction Principles Entering Automotive



- ▶ To cater for the flexibility needed for new applications IT software technology is entering automotive systems
 - ▶ High-flexibility, scalability, powerful abstractions, dynamic runtime adaptation **BUT** little control over real-time behavior
- ▶ Applications tightly interacting with physical world will still be based on embedded technology (e.g. ABS, engine management)
 - ▶ Resource efficiency, timing predictability, low latency **BUT** little flexibility, statically compiled
- ▶ A successful automotive SW platform must combine technologies from both worlds while ensuring real-time predictability
- ▶ Of course, this has a huge impact on “model usefulness”
 - ▶ Richer models from dataflow community have a good fit
 - ▶ Can they be combined with real-time models?

Real-time models need to reflect convergence of embedded and IT

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Application Domain with Similar Characteristics: Robotics

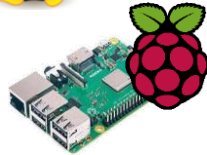
Edge / Cloud

Middleware

Operating System

HW Platform

 ROS



- ▶ Same construction principles as we are facing in automotive
- ▶ μ P-based HW platforms
 - ▶ Same memory contention effects
- ▶ POSIX-based operating system (often Linux)
 - ▶ Richer scheduling, larger kernel overheads
- ▶ Robotic Operating System (ROS) as middleware
 - ▶ Service-orientation, marshalling, call-back queuing
- ▶ ... little to learn in terms of real-time
 - ▶ Real-time often neglected in Robotics
 - ▶ Real-time problems are solved taking more powerful controller...
 - ▶ ... or by tweaking/optimizing manually

Same challenges ... little to learn ... yet

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Current Bosch Research Approaches

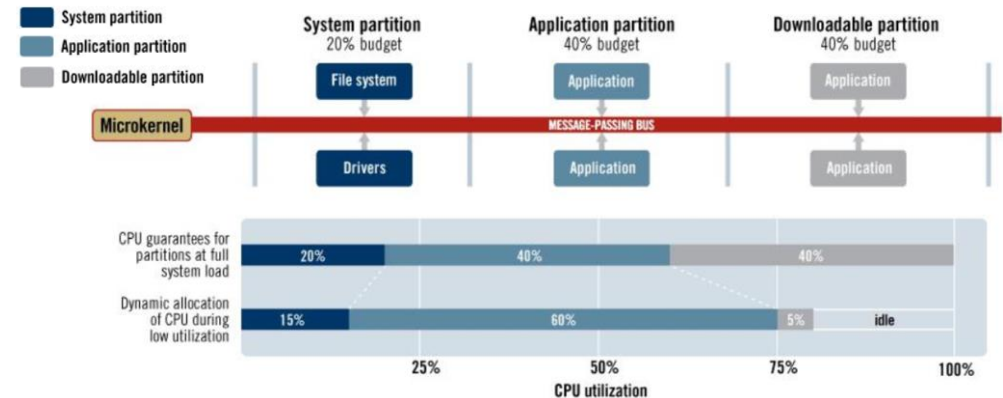
- ▶ ROS2 on resource-constrained μ Cs
 - ▶ RTOS, DDS-XRCE, predictable execution



<https://microros.github.io/>

- ▶ Response time analysis for ROS2
 - ▶ Bounding latencies of cause-effect chains in ROS2 framework
 - ▶ Revisiting ROS2 design choices from real-time perspective
 - ▶ Joint paper by Bosch/MPI/Pisa presented after lunch

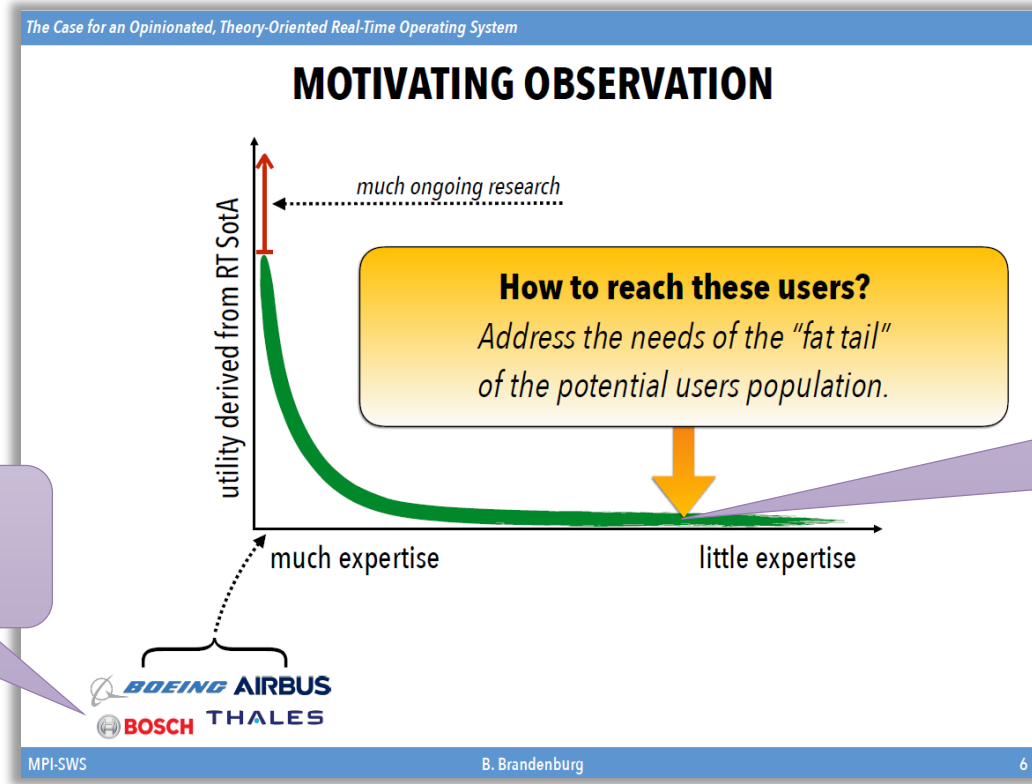
- ▶ Real-time guarantees with QNX
 - ▶ QNX is one of the candidate operating systems for vehicle computers
 - ▶ Adaptive partitioning scheduling (APS) in QNX provides secure partitions with guaranteed CPU time
 - ▶ Unfortunately APS exhibits scheduling anomalies



Bosch research leverages synergies between robotics and automotive

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Real-time Experts are Rare – Engineers are Many



We feel honored...

... but Bosch is large and some parts are here.

Results need to be applicable for non-experts

There are many challenges ahead.
Solve them together with us.

THANK YOU



BOSCH

Parkhaus