Programming Languages for Real-Time Systems

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References

Slides are based on Prof. Wang Yi, Prof. Peter Marwedel, and Prof. Alan Burns.
Terminologies

- **Time-aware** system makes explicit reference to time (e.g., open vault door at 9.00)
- **Reactive** system must produce output within a relative deadline (as measured from input)
  - Control systems are reactive systems
  - Required to constraint input and output (time) variability, input jitter and output jitter control
- **Time-triggered** computation is triggered by the passage of time
  - Release activity at 9.00
  - Release activity every 25ms, called a **periodic** activity
- **Event-trigger** computation is triggered by an external or internal event
  - The released activity is called **sporadic**, if there is a lower bound on the arrival interval of the event
  - The released activity is called **aperiodic**, if there is no such bound
Concurrent Programming

- The name given to programming notation and techniques for expressing potential parallelism and solving the resulting synchronization and communication problems.
- Implementation of parallelism is a topic in computer systems (hardware and software) that is essentially independent of concurrent programming.
- Concurrent programming is important because it provides an abstract setting to study parallelism without getting bogged down in the implementation details.
Why We Need It

• The alternative is to use sequential programming techniques
• The programmer must construct the system so that it involves the cyclic execution of a program sequence to handle the various concurrent activities
• This complicates the programmer’s already difficult task and involves him/her in considerations of structures which are irrelevant to the control of the activities in hand
• The resulting programs will be more obscure and inelegant
• It makes decomposition of the problem more complex
• Parallel execution of the program on more than one processor will be much more difficult to achieve
• The placement of code to deal with faults is more problematic
Programming Languages for Real-Time Systems

- Normally require operating system support
  - Assembly languages
  - Sequential systems implementation languages, e.g. C.
- No operating system support
  - High-level concurrent languages
  - For example, Ada, Real-Time Java, Real-Time POSIX, etc.
- Synchronous programming languages
  - Esterel, Lustre, Signal, etc.
- Model-based programming languages (from models to code)
  - Giotto, Real-Time UML, SimuLink, etc.
Real-Time Languages and OSes

Typical OS Configuration

Typical Embedded Configuration
Should concurrency be in a language or in the OS?

- Arguments for language-based concurrency:
  - It leads to more readable and maintainable programs
  - There are many different types of OSs; the language approach makes the program more portable
  - An embedded computer may not have any resident OS
  - Some compiler optimizations are invalid if using OS concurrency
  - It is easier to verify the satisfactions of the timing and safety requirements

- Arguments against:
  - It is easier to compose programs from different languages if they all use the same OS model
  - It may be difficult to implement a language’s model of concurrency efficiently on top of an OSs model
  - OS standards are beginning to emerge

- The Ada/Java philosophy is that the advantages outweigh the disadvantages
Outline

Ada

Real-Time Java

Model-Based Design and Synchronous Programming
Ada

- After Ada Lovelace (regarded to be the 1st female programmer)
- The US Department of Defense (DoD) wanted to avoid multitude of programming languages obsolete or hardware-dependent
  - Reduced the number of programming languages used in these applications (fell from 450 in 1983 to 37 in 1996 by wiki)
  - Definition of requirements by a high order language working group
  - Selection of a language from a set of competing designs
  - Selected design based on PASCAL
  - It has become a language for general-purpose computing with concurrent requirement
- Ada2005 now supports EDF, Fixed-Priority Scheduling, PIP/PCP, non-preemptive scheduling, Round-Robin, etc.
Real Time Programming: we need support for

- Concurrency (Ada tasking)
- Communication & synchronization (Ada Rendezvous)
- Consistency in data sharing (Ada protected data type)
- Real time facilities (Ada real time packages and delay statements)
  - accessing system time so that the passage of time can be measured
  - delaying processes until some future time
  - Timeouts: waiting for or running some action for a given time period
System Time

- A timer circuit programmed to interrupt the processor at a fixed rate.

- Each time interrupt is called a system tick (time resolution):
  - Normally, the tick can vary 1-50ms (or even microseconds) in RTOS
  - The tick may be selected by the user
  - All time parameters for tasks should be a multiple of the tick
  - System time = 32 bits
    - One tick = 1ms: system can run 50 days
    - One tick = 20ms: system can run 1000 days = 2.5 years
    - One tick = 50ms: system can run 2500 days = 7 years

- In Ada95 it is required that the system time should last at least 50 years
Real-Time Support in Ada

- Two pre-defined packages to access the system clock
  Ada.Calendar and Ada.Real_Time
  - Both based on the same hardware clock
- There are two delay-statements
  - Delay time (in seconds)
  - Delay until time
- The delay statements can be used together with select to program timeouts, timed entry etc.
package Ada.Calendar is
  type Time is private;
  -- time is pre-defined based on the system clock
subtype Year_Number is Integer range 1901 .. 2099;
subtype Month_Number is Integer range 1 .. 12;
subtype Day_Number is Integer range 1 .. 31;
subtype Day_Duration is Duration range 0.0 .. 86_400.0;
  -- Duration is pre-defined type (length of interval,
  -- expressed in sec's) declared in the package: Standard
function Clock return Time;
function Year (Date : Time) return Year_Number;
function Month (Date : Time) return Month_Number;
function Day (Date : Time) return Day_Number;
function Seconds(Date : Time) return Day_Duration;
procedure Split (Date : in Time;
  Year : out Year_Number;
  Month : out Month_Number;
  Day : out Day_Number;
  Seconds : out Day_Duration);
function Time_Of (Year    : Year_Number;
                   Month   : Month_Number;
                   Day     : Day_Number;
                   Seconds : Day_Duration := 0.0)
     return Time;

function "+" (Left : Time; Right : Duration) return Time;
function "+" (Left : Duration; Right : Time) return Time;
function "-" (Left : Time; Right : Duration) return Time;
function "-" (Left : Time; Right : Time) return Duration;
function "<" (Left, Right : Time) return Boolean;
function "<<" (Left, Right : Time) return Boolean;
function ">" (Left, Right : Time) return Boolean;
function ">=" (Left, Right : Time) return Boolean;

Time_Error : exception;
private
    -- not specified by the language
    -- implementation dependent
end Ada.Calendar;
package Ada.Real_Time is
  type Time is private;
  Time_First : constant Time;
  Time_Last : constant Time;
  Time_Unit : constant := implementation-defined-real-number;
  type Time_Span is private;
    --- as Duration, a Time_Span value M representing
    the length of an interval, corresponding to
    the real time duration M*Time_Unit.
  Time_Span_First : constant Time_Span;
  Time_Span_Last : constant Time_Span;
  Time_Span_Zero : constant Time_Span;
  Time_Span_Unit : constant Time_Span;
  Tick : constant Time_Span;
  function Clock return Time;
  function "+" (Left : Time; Right : Time_Span) return Time;
  function "+" (Left : Time_Span; Right : Time) return Time;
  function "-" (Left : Time; Right : Time_Span) return Time;
  function "-" (Left : Time; Right : Time) return Time_Span;
  function "<" (Left, Right : Time) return Boolean;
  function "<<" (Left, Right : Time) return Boolean;
  function ">" (Left, Right : Time) return Boolean;
  function ">="(Left, Right : Time) return Boolean;
function "+" (Left, Right : Time_Span) return Time_Span;
function "-" (Left, Right : Time_Span) return Time_Span;
function "+" (Right : Time_Span) return Time_Span;
function "*" (Left : Time_Span; Right : Integer) return Time_Span;
function "/" (Left : Integer; Right : Time_Span) return Time_Span;
function "-" (Left : Time_Span; Right : Time_Span) return Time_Span;
function "abs"(Right : Time_Span) return Time_Span;
function ":=" (Left, Right : Time_Span) return Boolean;
function ":=" (Left, Right : Time_Span) return Boolean;
function ":=" (Left, Right : Time_Span) return Boolean;
function ":=" (Left, Right : Time_Span) return Boolean;
function To_Duration (TS : Time_Span) return Duration;
function To_Time_Span (D : Duration) return Time_Span;
function Nanoseconds (NS : Integer) return Time_Span;
function Microseconds (US : Integer) return Time_Span;
function Milliseconds (MS : Integer) return Time_Span;
type Seconds_Count is range implementation-defined;
procedure Split(T : in Time; SC : out Seconds_Count;
TS : out Time_Span);
function Time_Of(SC : Seconds_Count; TS : Time_Span) return Time;
private
... -- not specified by the language
end Ada.Real_Time;
Relative Delays

- Delay the execution of a task for a given period

- Relative delays (using clock access) – busy waiting
  
  ```
  Start := Clock;
  loop
    exit when (Clock − Start) > 10.0;
  end loop;
  ACTION;
  ```

- To avoid busy-waiting, most languages and Operation Systems provide some form of delay primitive
  
  - In Ada, this is a delay statement `delay 10.0;`
  - In UNIX, `sleep(10);`
Absolute Delays

• To delay the execution of a task to a specified time point (using clock access) – busy waiting:

  \[
  \text{Start} := \text{Clock} ; \\
  \text{FIRST ACTION} ; \\
  \text{loop} \\
  \text{exit when Clock} > \text{Start} + 10.0 ; \\
  \text{end loop} ; \\
  \text{SECOND Action} ;
  \]

• To avoid busy-wait:

  \[
  \text{Start} := \text{Clock} ; \\
  \text{FIRST ACTION} ; \\
  \text{delay until} \text{START} + 10.0 ; (\text{this is by interrupt}) \\
  \text{SECOND Action} ;
  \]
Ada Delay

- Time specified by program
  - e.g. 20 sec
  - Granularity difference between clock and delay
  - Local drift
  - Ready to run here but not scheduled
  - Interrupts disabled
  - Executing the Action

Time
task body Periodic_T is
    Next_Release : Time;
    ReleaseInterval : Duration := 10
begin
    Next_Release := Clock + ReleaseInterval;
    loop
        -- Action
        delay until Next_Release;
        Next_Release := Next_Release + ReleaseInterval;
    end loop;
end Periodic_T;
Controller Example

```ada
with Ada.Real_Time; use Ada.Real_Time;
with Data_Types; use Data_Types;
with IO; use IO;
with Control_Procedures; use Control_Procedures;

procedure Controller is

  task Temp_Controller;

  task Pressure_Controller;
```
Controller Example (cont.)

```vhdl
task body Temp_Controller is
    TR : Temp_Reading; HS : Heater_Setting;
    Next : Time;
    Interval : Time_Span := Milliseconds(30);
begin
    Next := Clock; -- start time
    loop
        Read(TR);
        Temp_Convert(TR, HS);
        Write(HS);
        Write(TR);
        Next := Next + Interval;
        delay until Next;
    end loop;
end Temp_Controller;
```
Controller Example (cont.)

```vhdl
task body Pressure_Controller is
  PR : Pressure_Reading; PS : Pressure_Setting;
  Next : Time;
  Interval : Time_Span := Milliseconds(70);
begin
  Next := Clock;  -- start time
loop
  Read(PR);
  Pressure_Convert(PR, PS);
  Write(PS);
  Write(PR);
  Next := Next + Interval;
  delay until Next;
end loop;
end Pressure_Controller;
begin
  null;
end Controller;
```
Outline

Ada

Real-Time Java

Model-Based Design and Synchronous Programming
Real-Time Specification for Java (RTSJ)

- Java was designed as a platform-independent language
- Especially the byte-code representation reduces the required space and can be used for embedded systems
- Java was also designed as a safe language, compared to C/C++, especially for memory protections
- Standard java is unfortunately not suitable for real-time embedded systems
  - The run-time library is too big
  - The garbage collection has to be handled carefully to avoid impact on the timing properties
  - Prioritization among threads is not well specified
- RTSJ
  - supports a fixed-priority based threading model
  - supports for PIP and PCP to handle priority inversions
  - garbage collector has to be run in a predictable way
  - Unlike Ada, Real-Time Java explicitly distinguishes between threads and real-time threads
public class ReleaseParameters implements Cloneable{

    protected ReleaseParameters(RelativeTime cost,
    RelativeTime deadline,
    RelativeTime blockingTerm,
    AsyncEventHandler overrunHandler,
    AsyncEventHandler missHandler);

    ...

    // methods
    public RelativeTime getCost();
    public void setCost(RelativeTime cost);
    ...
}

Release Parameters

• The processing cost for each release and its blocking time
• Its relative deadline
• If the object is periodic or sporadic, then an interval is also given
• Event handlers can be specified for the situation when the deadline is missed or the processing cost consumed is larger than specified
• There is no requirement to monitor the processing time consumed by a schedulable object
An extract from the RealtimeThread Class

```java
package javax.realtime;
public class RealtimeThread extends java.lang.Thread
    implements Schedulable {
    public RealtimeThread();
    public RealtimeThread(SchedulingParameters scheduling,
        ReleaseParameters release);
    public RealtimeThread(SchedulingParameters scheduling,
        ReleaseParameters release, MemoryParameters memory,
        MemoryArea area, ProcessingGroupParameters group,
        Runnable logic);
    ...
    public void start();
    public void release();

    public static boolean waitForNextPeriod();
    public static boolean waitForNextRelease();
    // note there are AIE interruptible versions of the above
    ...
}
Remarks

- **Scheduling Parameters**
  - An empty class
  - Subclasses allow the priority of the object to be specified and, potentially, its importance to the overall functioning of the application
  - RTSJ specifies a minimum range of real-time priorities (28)

- **MemoryParameters**
  - the maximum amount of memory used by the object in an associated memory area
  - the maximum amount of memory used in immortal memory
  - a maximum allocation rate of heap memory.

- **ProcessingGroupParameters**
  - allows several schedulable objects to be treated as a group and to have an associated period, cost and deadline
public class PeriodicParameters extends ReleaseParameters {
    ...
    public PeriodicParameters(
        HighResolutionTime start, RelativeTime period,
        RelativeTime cost, RelativeTime deadline,
        RelativeTime blockingTerm,
        AsyncEventHandler overrunHandler,
        AsyncEventHandler missHandler);

    // methods
    public RelativeTime getPeriod();
    public HighResolutionTime getStart();
    public void setPeriod(RelativeTime period);
    public void setStart(HighResolutionTime start);
}
Periodic Task - Parameters

For period 10ms, relative deadline 5ms, execution time 1ms, starting at absolute time A, we have:

```java
{
    AbsoluteTime A = new AbsoluteTime(...);
    PeriodicParameters P = new PeriodicParameters(
        A, // start time
        new RelativeTime(10,0), // period
        new RelativeTime(1,0), // cost
        new RelativeTime(5,0), // deadline
        null, null // no deadline miss/cost overrun handlers
    );
    Periodic ourThread = new Periodic(P); //create thread
    ourThread.start(); // release it
}
```
public class Periodic extends RealtimeThread {

    public Periodic(PeriodicParameters P) {
        ... }
    }

    public void run() {
        boolean deadlineMet = true;
        while (deadlineMe) {
            // code to be run each period
            ...
            deadlineMet = waitForNextPeriod();
        }
        // a deadline has been missed,
        // and there is no handler
        ...
    }
}
Semantics of waitForNextPeriod

- **On a DEADLINE MISS**
  - The RTSJ assumes that in this situation the thread itself will undertake some corrective action.
  - If there are no handlers, `waitForNextPeriod` (wFNP) will not block the thread in the event of a deadline miss (it returns false immediately).
  - Where the handler is available, the RTSJ assumes that the handler will take some corrective action and therefore it automatically deschedules the thread. If appropriate, the handler reschedules the thread.

- **If a deadline is met**
  - wFNP returns true at the next release time.
Outline

Ada

Real-Time Java

Model-Based Design and Synchronous Programming
RT Programming Languages

- Classic high-level languages with RT extensions e.g.
  - Ada
  - Real-Time Java, C + RTOS
  - SDL
- Synchronous Programming (from 1980s)
  - Esterel
  - Lustre
  - Signal
- Design, Modeling, Validation, and Code Generation (from models to code)
  - Giotto
  - Real-Time UML
  - SimuLink
• Synchronous Hypothesis: Ideal systems produce their outputs synchronously with their inputs
• Hence all computation and communication is assumed to take zero time (all temporal scopes are executed instantaneously)

module periodic;
input tick;
output result(integer);
var V : integer in
  loop
    await 10 tick;
    -- undertake required computation to set V
    emit result(v);
  end
end
Esterel (cont.)

- One consequence of the synchronous hypothesis is that all actions are atomic
- This behaviour significantly reduces nondeterminism
- Unfortunately it also leads to potential causality problems

```
signal S in
    present S else emit S end
end
```

- This program is incoherent: if S is absent then it is emitted; on the other hand if it were present it would not be emitted
- A formal definition of the behavioral semantics of Esterel helps to eliminate these problems
Giotto

- A language for control applications
- A task may have an arbitrary number of input and output ports.
- A task may also maintain a state, which can be viewed as a set of private ports whose values are inaccessible outside the task.
- Giotto tasks are periodic tasks.
- A Giotto program consists of a set of modes, each of which repeats the invocation of a fixed set of tasks. The Giotto program is in one mode at a time.
- A mode switch describes the transition from one mode to another mode. For this purpose, a mode switch specifies a switch frequency, a target mode, and a driver.
- The periodic invocation of tasks, the reading of sensor values, the writing of actuator values, and the mode switching are all triggered by real time.
- A Giotto program does not specify where, how, and when tasks are scheduled.
Example of Giotto in One Mode

\[ \omega_1 = 1 \]
\[ \omega_2 = 2 \]
\[ \pi = 10\text{ms} \]
Lifting the Level of Abstraction

Model-Based Design
(e.g., Simulink, UML)
Automatic program synthesis: No more programming

High-level languages:
Programming to the application

Code generation from specifications:
still mostly a dream

Compilation:
perhaps “the” success story of computer science

The “assembly age”:
Programming to the platform

It is not yet feasible to abstract algorithms.

It is feasible to abstract the platform.

modified from Edward Lee’s slides