



Introduction to Embedded Systems

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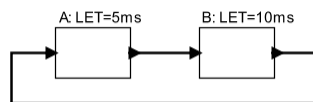
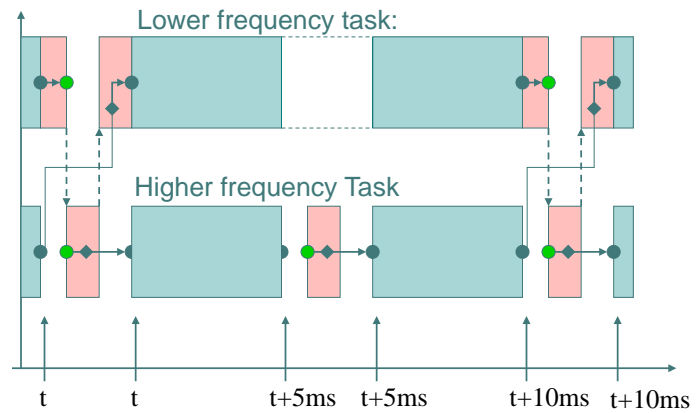
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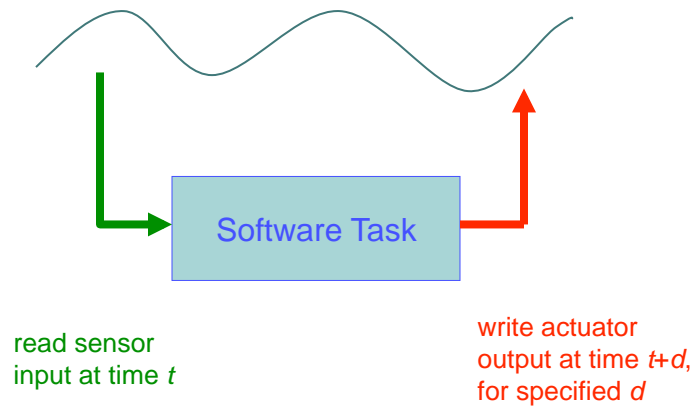
Lecture 20: Time-Triggered Models

Example: Time-Triggered Models with LET

In some time-triggered models (e.g. Giotto, TDL), each actor has a **logical execution time (LET)**. Its actual execution time always appears to have taken the time of the LET.



The LET (Logical Execution Time) Programming Model

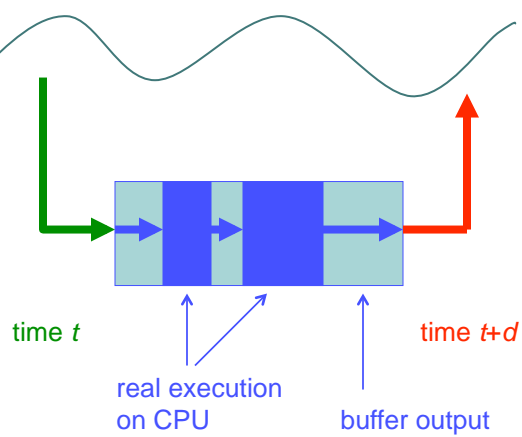


Examples: Giotto, TDL,

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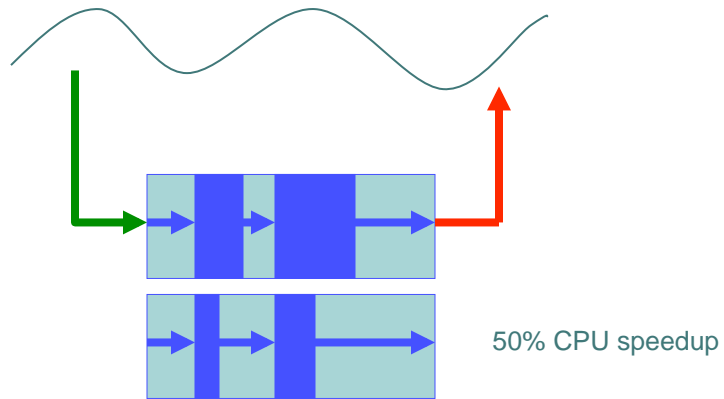
The LET (Logical Execution Time) Programming Model



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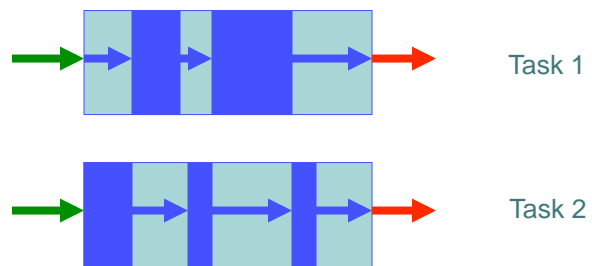
Portability



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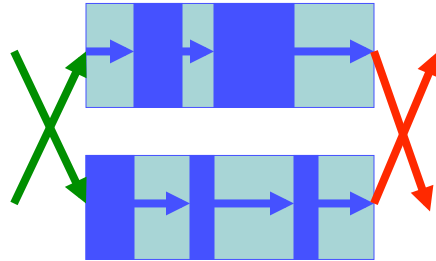
Composability



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Determinism

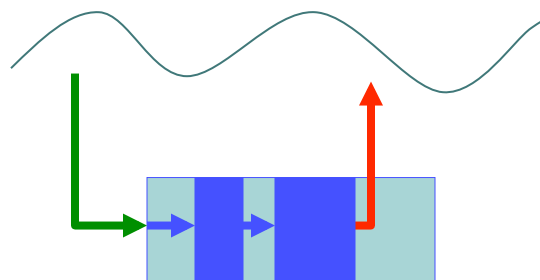


Timing predictability: minimal jitter
Function predictability: no race conditions

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Contrast LET with Standard Practice

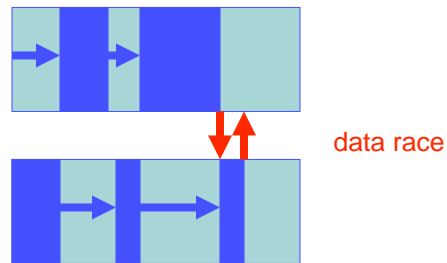


make output available
as soon as ready

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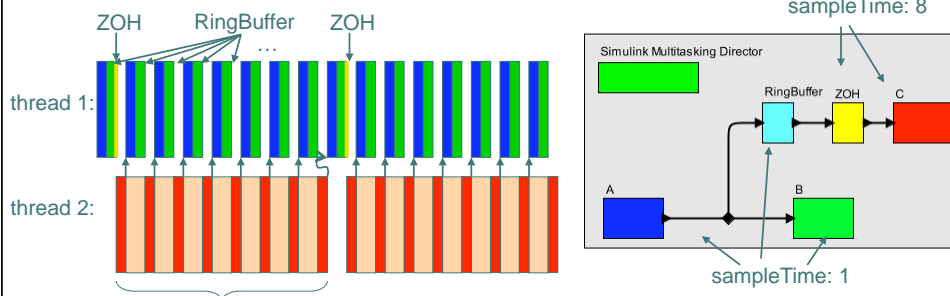
Contrast LET with Standard Practice



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Recall: Simulink Strategy



Problem: in a naïve implementation, ZOH would copy the entire buffer. Copying large amounts of data can take a long time.

Solution: alternate buffers where A writes to, using clever (and careful) pointer managing.

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The high-to-low-priority protocol [Caspi et al, 2008]

- L keeps a double buffer: `B[0,1]`
- Two (boolean) pointers: `current, next`
- H writes to: `B[next]`
- L reads from: `B[current]`

- When L arrives: `current := next`
- When H arrives: `if (current = next) then
 next := not next`

- Initially: `current=next=0, B[0]= B[1]= default`



No copying of buffers. Works for arbitrary arrival patterns.
See Reading paper for details.

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Reading

P. Caspi, N. Scaife, C. Sofronis and S. Tripakis.
Semantics-Preserving Multitask Implementation of Synchronous Programs. In *ACM Trans. Embedded Computing Systems*. ACM, 2008.