Worst-Case Execution Time Analysis

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What C are we talking about?

- "Computation time" - a key component in the analysis of real-time systems
- You have seen it in formulas such as:

Worst-Case Response Time
Period
Worst-Case Execution Time

$$R_i = C_i + \sum_{j \in hp(i)} \lceil R_i / T_j \rceil C_j$$

Where do these C values come from?

Program timing is not trivial!

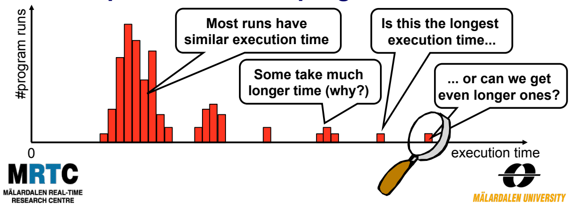
```
int f(int x) {
   return 2 * x;
}
```

Simpler questions
- What is the program doing?
- Will it always do the same thing?
- How important is the result?

Harder questions
- What is the execution time of the program?
- Will it always take the same time to execute?
- How important is execution time?

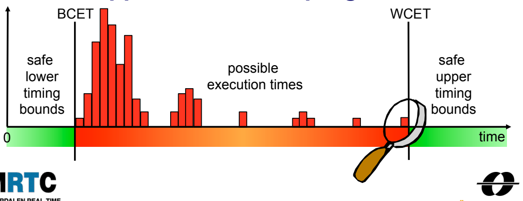
Program timing

- Most computer programs have varying execution time
  - Due to input values
  - Due to software characteristics
  - Due to hardware characteristics
- Example: some timed program runs



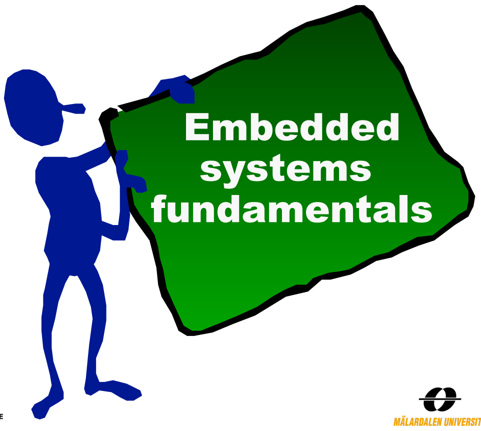
WCET - definition

- Worst-Case Execution Time = WCET
  - The longest calculation time possible
  - For one program/task when run in isolation
  - Other interesting measures: BCET, ACET
- The goal of a WCET analysis is to derive a safe upper bound on a program's WCET



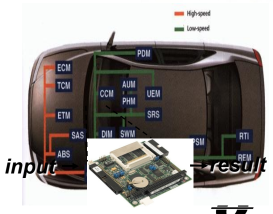
Presentation outline

- Embedded system fundamentals
- WCET analysis
  - Measurements
  - Static analysis
  - Flow analysis, low-level analysis, and calculation
  - Hybrid approaches
- WCET analysis tools
- The SWEET approach to WCET analysis
- (Multi-core + WCET analysis?)
- WCET analysis demo (SWEET)



Embedded computers

- An integrated part of a larger system
  - Example 1: A microwave oven contains at least one embedded processor
  - Example 2: A modern car can contain more than 100 embedded processors
- Interacts with the user, the environment, and with other computers
  - Often limited or no user interface
  - Often with timing constraints

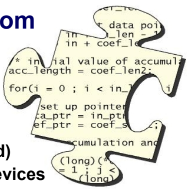


Embedded systems everywhere

- Today, all advanced products contain embedded computers!
  - Our society depends on that they function correctly

Embedded systems software

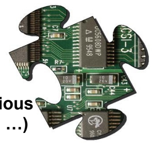
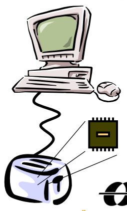
- Amount of software can vary from extremely small to very large
  - Gives characteristics to the product
- Often developed with target hardware in mind
  - Often limited resources (memory / speed)
  - Often direct accesses to different HW devices
  - Not always easily portable to other HW
- Many different programming languages
  - C still dominates, but often special purpose languages
- Many different software development tools
  - Not just GCC and/or Microsoft Visual Studio



```
      t data poi
   in + in_len - 1
   in + coef_le

/* initial value of accumula
acc_length = coef_len2;

for(i = 0 ; i < in_l      i

   set up pointer
   ta_ptr = in_ptr
   ef_ptr = coef_s    ;

     cumulation and

   (long)(*
   = 1 ; j <
     (long)
```

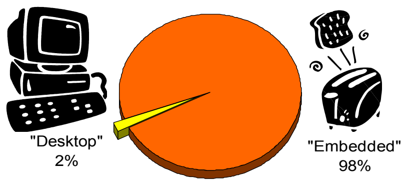
Embedded system hardware

- Huge variety of embedded system processors
  - Not just one main processor type as for PCs
  - Additionally, same CPU can be used with various hardware configurations (memories, devices, …)
- The hardware is often tailored specifically to the application
  - E.g., using a DSP processor for signal processing in a mobile telephone
- Cross-platform development
  - E.g., develop on PC and download final application to target HW

Some interesting figures

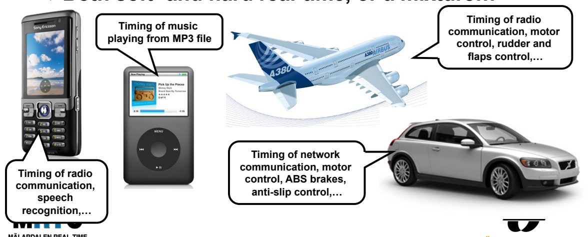
- 4 billion embedded processors sold in 2008
  - Global market worth €60 billion
  - Predicted annual growth rate of 14%
  - Forecasts predict more than 40 billion embedded devices in 2020
- Embedded processors clearly dominate yearly production



Source: http://www.artemis-ju.eu/embedded_systems

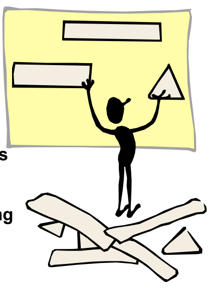
Real-time systems

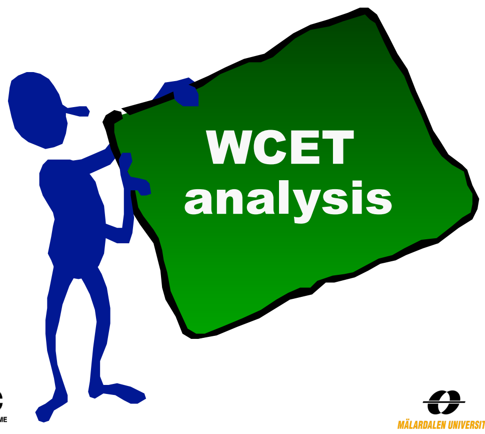
- Computer systems where the timely behavior is a central part of the function
  - Containing one or more embedded computers
  - Both soft- and hard real-time, or a mixture…


Timing of music playing from MP3 file
Timing of radio communication, motor control, rudder and flaps control,…
Timing of radio communication, speech recognition,…
Timing of network communication, motor control, ABS brakes, anti-slip control,…

Uses of reliable WCET bounds

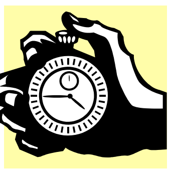
- Hard real-time systems
  - WCET needed to guarantee behavior
- Real-time scheduling
  - Creating and verifying schedules
  - Large part of RT research assume the existence of reliable WCET bounds
- Soft real-time systems
  - WCET useful for system understanding
- Program tuning
  - Critical loops and paths
- Interrupt latency checking

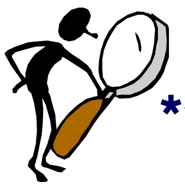




Obtaining WCET bounds

- Measurement
  - Industrial practice





- Static analysis
  - Research front

Measuring for the WCET

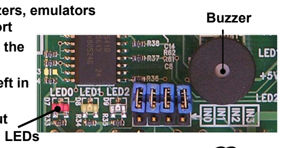
- Methodology:
  - Determine ”worst-case input” or run as many inputs as possible
  - Execute and measure the time
  - Add a safety margin

Measurement issues 1

* What is the worst-case input?
  - In general, the problem of determining the worst case input value combination to an arbitrary program is very hard.
* Alternative: run all inputs?
  - Typically not possible, since the number of input combinations typically is huge.
  - For example: 10 variables of size 32 bits => number of necessary measurement runs = 4 294 967 295^{10}
  - Also keep in mind that the program state is a part of the input
* In practice: run as many inputs as possible
  - There are some ideas how to test extreme cases and corners
  - Has the worst-case path really been taken? No guarantee!

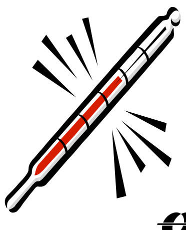
Measurement issues 2

* How to measure the execution time?
  - Option 1: SW methods
    - Operating system clocks
    - Simulators
    - High-water marking
  - Option 2: HW + SW methods
    - Add instrumentation code
    - Use oscilloscopes, logic analyzers, emulators logic analyzers or debug support
    - The instrumentation may affect the timing
    - Instrumentation code is often left in shipped code
    - How much instrumentation output can be handled?



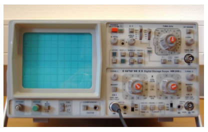
SW measurement methods

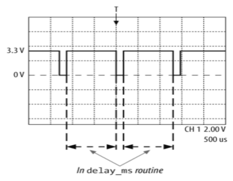
* Operating system clocks
  - Commands such as `time`, `date` and `clock`
  - Note that all OS-based solutions require precise HW timing facilities (and an OS)
* Cycle-level simulators
  - Software simulating CPU
  - Correctness vs. hardware?
* High-water marking
  - Keep system running
  - Record maximum time observed for task
  - Keep in shipping systems, read at service intervals



Using an oscilloscope

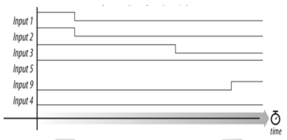
* Common equipment for HW debugging
  - Used to examine electrical output signals of HW
* Observes the voltage or signal waveform on a particular pin
  - Usually only two to four inputs
* To measure time spent in a routine:
  1. Set I/O pin high when entering routine
  2. Set the same I/O pin low before exiting
  3. Oscilloscope measures the amount of time that the I/O pin is high
  4. This is the time spent in the routine

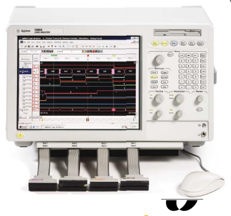




Using a logic analyzer

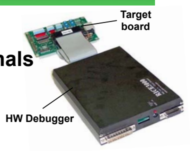
* Equipment designed for troubleshooting digital hardware
* Have dozens or even hundreds of inputs
  - Each one keeping track on whether the electrical signal it is attached to is currently at logic level 1 or 0
  - Result can be displayed against a timeline
  - Can be programmed to start capturing data at particular input patterns

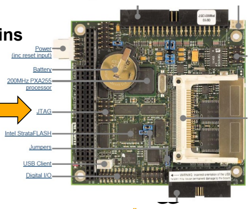




HW measurement tools

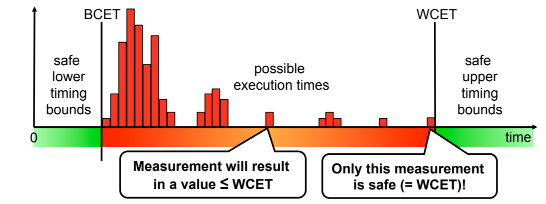
* In-circuit emulators (ICE)
  - Special CPU version revealing internals
    - High visibility & bandwidth
    - High cost + supportive HW required
* Processors with debug support
  - Designed into processor
    - Use a few dedicated processor pins
  - Using standardized interfaces
    - Nexus debug interfaces, JTAG, Embedded Trace Macrocell, …
  - Supportive SW & HW required
  - Common on modern chip





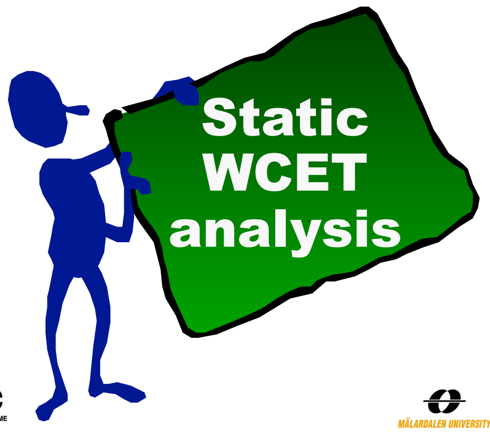
Fundamental problems when using measurements

* Measured time never exceeds WCET



How do we know that we catched the WCET?

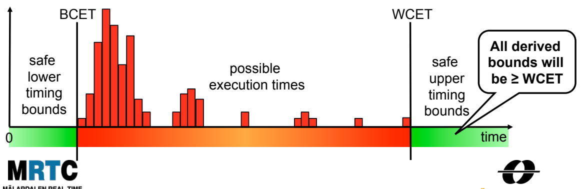
- A safety margin must be added, but how much is enough?



Static WCET analysis

Static WCET analysis

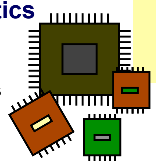
* Do not run the program – analyze it!
  - Using models based on the static properties of the software and the hardware
* Guaranteed safe WCET bounds
  - Provided all models, input data and analysis methods are correct
* Trying to be as tight as possible



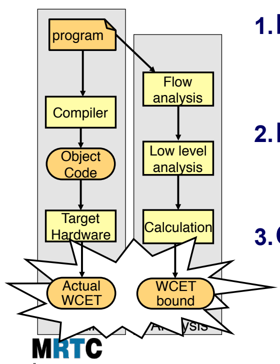
Again: Causes of Execution Time Variation

* Execution characteristics of the software
  - A program can often execute in many different ways
  - Input data dependencies
  - Application characteristics
* Timing characteristics of the hardware
  - Clock frequency
  - CPU characteristics
  - Memories used
  - ...

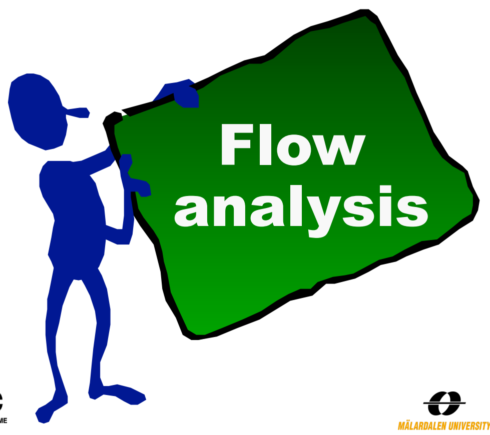
```
foo(x,i):
  while(i < 100)
     if (x > 5) then
       x = x*2;
     else
       x = x+2;
     end
     if (x < 0) then
       b[i] = a[i];
     end
     i = i+1;
  end
```



WCET analysis phases

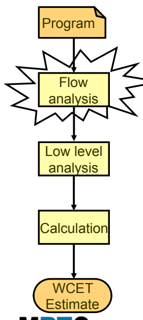


1. Flow analysis
   - Bound the number of times different program parts may be executed (mostly SW analysis)
2. Low-level analysis
   - Bound the execution time of different program parts (combined SW & HW analysis)
3. Calculation
   - Combine flow- and low-level analysis results to derive an upper WCET bound



Flow analysis

Flow Analysis



* Provides bounds on the number of times different program parts may be executed
  * Valid for all possible executions
* Examples of provided info:
  * Bounds of loop iterations
  * Bounds on recursion depth
  * Infeasible paths
* Info provided by:
  * Static program analysis
  * Manual annotations

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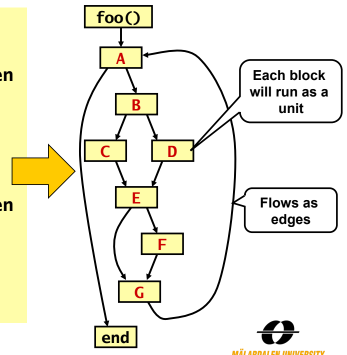
The control-flow graph

```
    foo(x,i):
A:   while(i < 100)
B:     if (x > 5) then
C:       x = x*2;
       else
D:       x = x+2;
       end
E:     if (x < 0) then
F:       b[i] = a[i];
       end
G:     i = i+1;
     end
```



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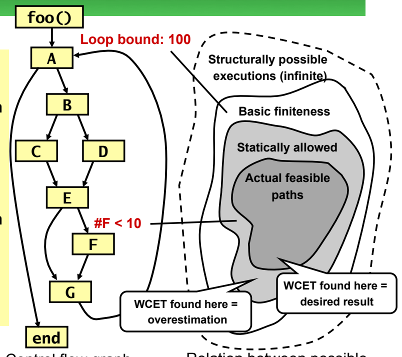
Flow info characteristics

```
  foo(x,i):
A:  while(i < 100)
B:    if (x > 5) then
C:      x = x*2;
      else
D:      x = x+2;
      end
E:    if (x < 0) then
F:      b[i] = a[i];
      end
G:    i = i+1;
    end
```

Example program


foo()
Loop bound: 100
A
B
C
D
E
#F < 10
F
G
end
Structurally possible executions (infinite)
Basic finiteness
Statically allowed
Actual feasible paths
WCET found here = overestimation
WCET found here = desired result

Control flow graph

Relation between possible executions and flow info

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Example: Loop bounds

```
    foo(x,i):
A:   while(i < 100)
B:     if (x > 5) then
C:       x = x*2;
       else
D:       x = x+2;
       end
E:     if (x < 0) then
F:       b[i] = a[i];
       end
G:     i = i+1;
     end
```

* Loop bound:
  * Depends on possible values of input variable i
    * E.g. if $1 \le i \le 10$ holds for input value i, then loop bound is 100
  * In general, a very difficult problem
  * However, solvable for many types of loops
* Requirement for basic finiteness (a WCET)
  * All loops must be upper bound

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Example: Infeasible path

```
    foo(x,i):
A:   while(i < 100)
B:     if (x > 5) then
C:       x = x*2;
       else
D:       x = x+2;
       end
E:     if (x < 0) then
F:       b[i] = a[i];
       end
G:     i=i+1;
     end
```

* Infeasible path:
  * Path A-B-C-E-F-G can not be executed since C implies ¬F
  * If (x > 5) then it is not possible that (x*2) < 0
* Limits statically allowed executions
  * Might tighten the WCET estimate

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Example: Triangular Loop

```
   triangle(a,b):
A:   loop(i=1..100)
B:     loop(j=i..100)
C:        a[i,j]=...
       end loop
     end loop
```

* Two loops:
  * Loop A bound: 100
  * Local B bound: 100
* Block C:
  * By loop bounds: 100 * 100 = 10 000
  * But actually: 100+...+1 = 5 050
* Limits statically allowed executions
  * Might tighten the WCET estimate

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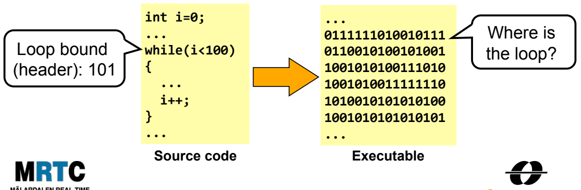
The mapping problem

* Flow analysis easier on source code level
  * Semantics of code clearer
  * Easier for programmer/tool to derive flow info
* Low-level analysis requires binary code
  * The code executed by the processor
* Question: How to safely map flow source code level flow information to binary code?

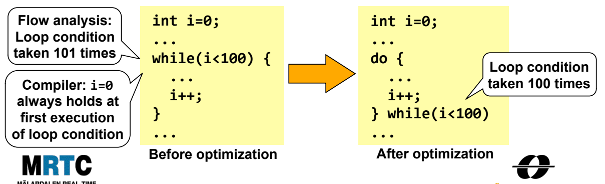


```
int i=0;
...
while(i<100)
{
  ...
  i++;
}
...
```

```
...
0111111010010111
0110010100101001
1001010100111010
1001010011111110
1010010101010100
1001010101010101
...
```

The mapping problem (cont)

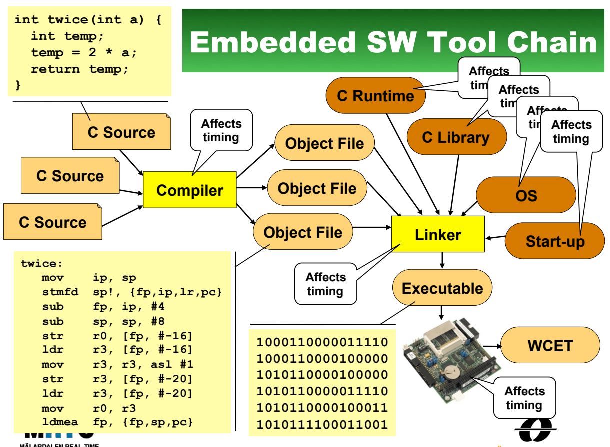
* Embedded compilers often do a lot of code optimizations
  * Important to fit code and data into limited memory resources
* Optimizations may significantly change code (and data) layout
  * After optimizations flow info may no longer be valid
* Solutions:
  * Use special compiler also mapping flow info (not common)
  * Use compiler debug info for mapping (only works with little/no optimizations)
  * Perform flow analysis on binaries (most common)


Flow analysis: Loop condition taken 101 times
Compiler: i=0 always holds at first execution of loop condition
Loop condition taken 100 times
Before optimization
After optimization

```
int i=0;
...
while(i<100) {
  ...
  i++;
}
...
```

```
int i=0;
...
do {
  ...
  i++;
} while(i<100)
...
```

Embedded SW Tool Chain



```
int twice(int a) {
  int temp;
  temp = 2 * a;
  return temp;
}
```

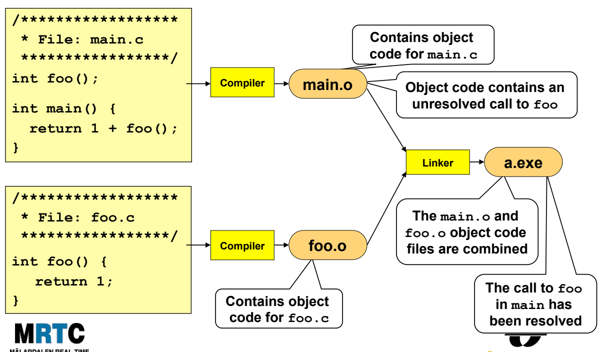
```
twice:
   mov     ip, sp
   stmfd   sp!, {fp,ip,lr,pc}
   sub     fp, ip, #4
   sub     sp, sp, #8
   str     r0, [fp, #-16]
   ldr     r3, [fp, #-16]
   mov     r3, r3, asl #1
   str     r3, [fp, #-20]
   ldr     r3, [fp, #-20]
   mov     r0, r3
   ldmea   fp, {fp,sp,pc}
```

```
1000110000011110
1000110000100000
1010110000100000
1010110000011110
1010110000100011
1010111100011001
```

The SW building tools

* The compiler:
  * Translates an source code file to an object code file
    * Only translates one source code file at the time
  * Often makes some type of code optimizations
    * Increase execution speed, reduce memory size, …
    * Different optimizations give different object code layouts
* The linker:
  * Combines several object code files into one executable
    * Places code, global data, stack, etc in different memory parts
    * Resolves function calls and jumps between object files
  * Can also perform some code transformations
* Both tools may affect the program timing!

Example: compiling & linking


Compiler
main.o
Contains object code for main.c
Object code contains an unresolved call to foo
Linker
a.exe
The main.o and foo.o object code files are combined
The call to foo in main has been resolved
Compiler
foo.o
Contains object code for foo.c

```
/******************
 * File: main.c
 *****************/
int foo();

int main() {
  return 1 + foo();
}
```

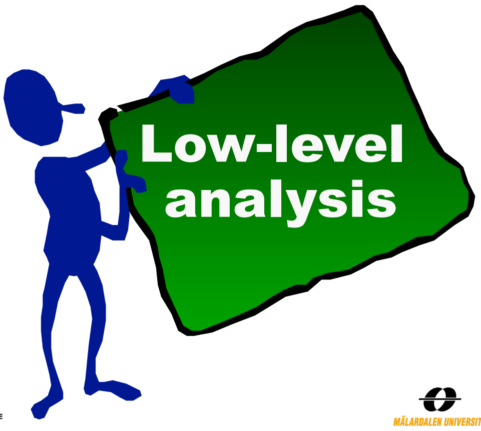
```
/******************
 * File: foo.c
 *****************/
int foo() {
  return 1;
}
```

Common additional files

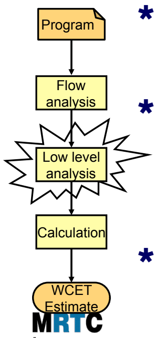
* C Runtime code:
  * Whatever needed but not supported by the HW
    * 32-bit arithmetic on a 16-bit machine
    * Floating-point arithmetic
    * Complex operations (e.g., modulo, variable-length shifts)
  * Comes with the compiler
  * May have a large footprint
    * Bigger for simpler machines
    * Tens of bytes of data and tens of kilobytes of code
* OS code:
  * In many ES the OS code is linked together with the rest of the object code files to form a single binary image

Common additional files

- Startup code:
  - A small piece of assembly code that prepares the way for the execution of software written in a high-level language
    - ➨For example, setting up the system stack
  - Many ES compilers provide a file named `startup.asm`, `crt0.s`, … holding startup code
- C Library code:
  - A full ANSI-C compiler must provide code that implements all ANSI-C functionality
    - ➨E.g., functions such as `printf`, `memmove`, `strcpy`
  - Many ES compilers only support subset of ANSI-C
  - Comes with the compiler (often non-standard)



Low-Level Analysis



- Determine execution time bounds for program parts
  - Focus of most WCET-related research
- Using a <u>model</u> of the target HW
  - The model does not need to model all HW details
  - However, it should safely account for all possible HW timing effects
- Works on the binary, linked code
  - The executable program

Some HW model details

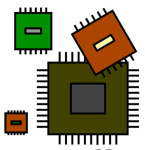
- Much effort required to safely model CPU internals
  - Pipelines, branch predictors, superscalar, out-of-order, …
- Much effort to safely model memories
  - Cache memories must be modelled in detail
  - Other types of memories may also affect timing
- For complex CPUs many features must be analyzed together
  - Timing of instructions gets *history dependant*
- Developing a safe HW timing model troublesome
  - May take many months (or even years)
  - <u>All</u> things affecting timing must be accounted for

Hardware time variability

- Simpler 4-, 8-& 16-bit processors (H8300, 8051, …):
  - Instructions might have varying execution time due to argument values
  - Varying data access time due to different memory areas
  - Analysis rather simple, timing fetched from HW manual
- Simpler 16- & 32-bit processors, with a (scalar) pipe-line and maybe a cache (ARM7, ARM9, V850E, …):
  - Instruction timing dependent on previously executed instructions and accessed data:
    - ➨State of pipeline and cache
  - Varying access times due to cache hits and misses
  - Varying pipeline overlap between instructions
  - Hardware features can be analyzed in isolation

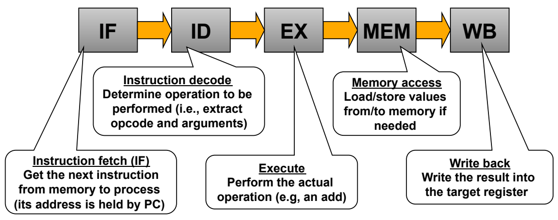
Hardware time variability

- Advanced 32- & 64-bit processors (PowerPC 7xx, Pentium, UltraSPARC, ARM11, …):
  - Many performance enhancing features affect timing
    - ➨Pipelines, out-of-order exec, branch pred., caches, speculative exec.
    - ➨Instruction timing gets very history dependent
  - Some processors suffer from *timing anomalies*
    - ➨E.g., a cache miss might give shorter overall program execution time than a cache hit
  - Features and their timing interact
    - ➨Most features must be analyzed together
  - Hard to create a correct and safe hardware timing model!
- Multi-cores - discussed later



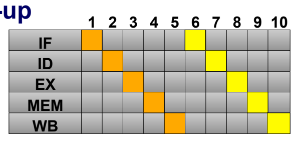
Example: CPU pipelines

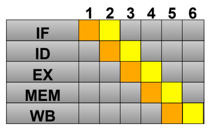
- Observation: Most instructions go through same stages in the CPU
- Example: Classic RISC 5-stage pipeline


IF
ID
EX
MEM
WB
Instruction decode
Determine operation to be performed (i.e., extract opcode and arguments)
Memory access
Load/store values from/to memory if needed
Instruction fetch (IF)
Get the next instruction from memory to process (its address is held by PC)
Execute
Perform the actual operation (e.g, an add)
Write back
Write the result into the target register

CPU pipelines

- Idea: Overlap the CPU stages of the instructions to achieve speed-up
- No pipelining:
  - Next instruction cannot start before previous one has finished all its stages
- Pipelining:
  - In principle: speedup = pipeline length
  - However, often dependencies between instructions





Example: RAW dependency

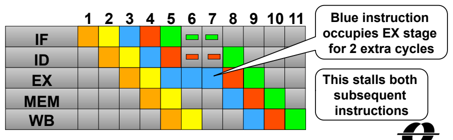
```
I1. add $r0, $r1, $r2
I2. sub $r3, $r0, $r4
```

I2 depends on completion of data write of I1

May cause pipeline stall

Pipeline Variants

- None: Simple CPUs (68HC11, 8051, …)
- Scalar: Single pipeline (ARM7,ARM9,V850, …)
- VLIW: Multiple pipelines, static, compiler scheduled (DSPs, Itanium, Crusoe, …)
- Superscalar: Multiple pipelines, out-of-order (PowerPC 7xx, Pentium, UltraSPARC, ...)


1 2 3 4 5 6 7 8 9 10 11
IF
ID
EX
MEM
WB
Blue instruction occupies EX stage for 2 extra cycles
This stalls both subsequent instructions

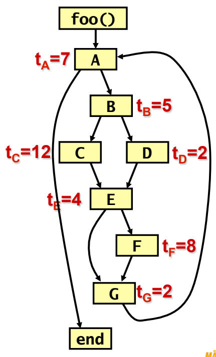
Example: No Pipeline

```
    foo(x,i):
A:   while(i < 100)        (7 cycles)
B:     if (x > 5) then     (5 c)
C:       x = x*2;          (12 c)
       else
D:       x = x+2;          (2 c)
       end
E:     if (x < 0) then     (4 c)
F:       b[i] = a[i];      (8 c)
       end
G:     i = i+1;            (2 c)
     end
```

- Constant time for each block in the code
- Object code not shown

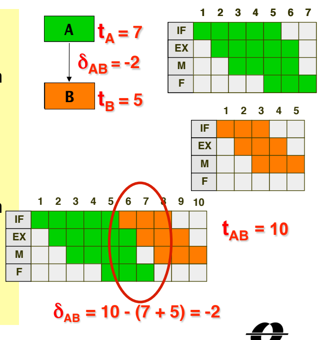
Example: No pipeline

```
    foo(x,i):
A:   while(i < 100)
B:     if (x > 5) then
C:       x = x*2;
       else
D:       x = x+2;
       end
E:     if (x < 0) then
F:       b[i] = a[i];
       end
G:     i = i+1;
     end
```



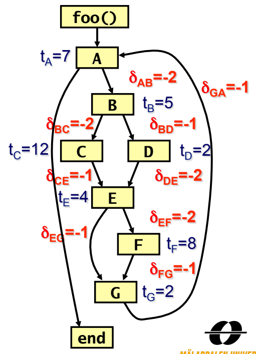
Example: Simple Pipeline

```
    foo(x,i):
A:   while(i < 100)
B:     if (x > 5) then
C:       x = x*2;
       else
D:       x = x+2;
       end
E:     if (x < 0) then
F:       b[i] = a[i];
       end
G:     i = i+1;
     end
```

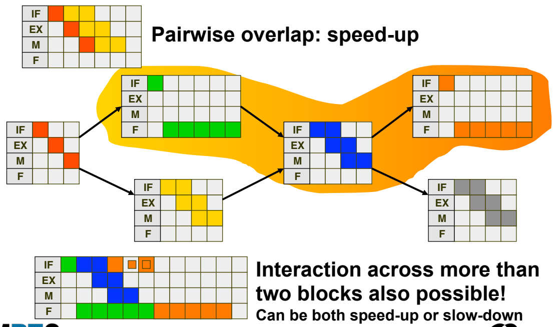


Example: Pipeline result

```
   foo(x,i):
A:  while(i < 100)
B:    if (x > 5) then
C:      x = x*2;
      else
D:      x = x+2;
      end
E:    if (x < 0) then
F:      b[i] = a[i];
      end
G:    i = i+1;
    end
```

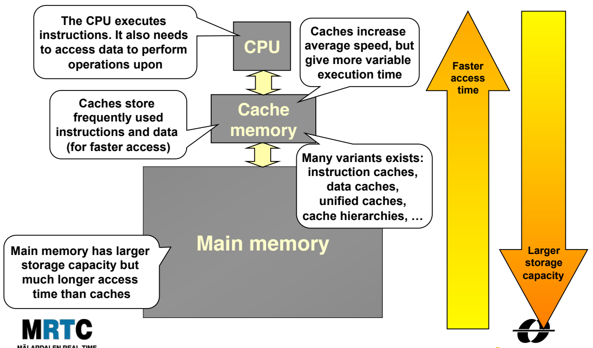


Pipeline Interactions



IF
EX
M
F
Pairwise overlap: speed-up
Interaction across more than two blocks also possible!
Can be both speed-up or slow-down

The memory hierarchy



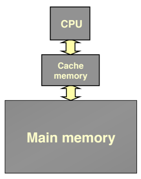
The CPU executes instructions. It also needs to access data to perform operations upon
CPU
Caches increase average speed, but give more variable execution time
Caches store frequently used instructions and data (for faster access)
Cache memory
Many variants exists: instruction caches, data caches, unified caches, cache hierarchies, …
Main memory
Main memory has larger storage capacity but much longer access time than caches
Faster access time
Larger storage capacity

Example: Cache analysis

```
fib:
     mov   #1, r5
     mov   #0, r6
     mov   #2, r7
     br    fib_0
fib_1:
     mov   r5,r8
     add   r6,r5
     mov   r8,r6
     add   #1,r7
fib_0:
     cmp   r7,r1
     bge   fib_1
fib_2:
     mov   r5,r1
     jmp   [r31]
```

What instructions will cause cache misses?

Cache misses takes much more time than cache hits!



* Performed on the object code
* Only direct-mapped instruction cache in this example

Example: Cache analysis

Size of instruction

Starting address

```
fib:
     mov   #1, r5   2  1000
     mov   #0, r6   2  1002
     mov   #2, r7   2  1004
     br    fib_0    2  1006
fib_1:
     mov   r5,r8    2  1008
     add   r6,r5    2  1010
     mov   r8,r6    2  1012
     add   #1,r7    2  1014
fib_0:
     cmp   r7,r1    2  1016
     bge   fib_1    2  1018
fib_2:
     mov   r5,r1    2  1020
     jmp   [r31]    2  1022
```

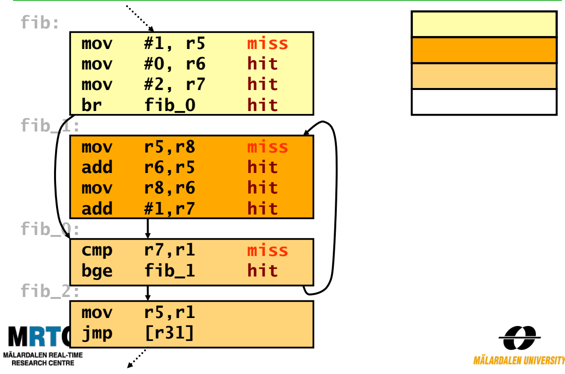
* Information needed for instruction cache analysis

Example: Cache analysis

```
fib:
     mov   #1, r5   2  1000
     mov   #0, r6   2  1002
     mov   #2, r7   2  1004
     br    fib_0    2  1006
fib_1:
     mov   r5,r8    2  1008
     add   r6,r5    2  1010
     mov   r8,r6    2  1012
     add   #1,r7    2  1014
fib_0:
     cmp   r7,r1    2  1016
     bge   fib_1    2  1018
fib_2:
     mov   r5,r1    2  1020
     jmp   [r31]    2  1022
```

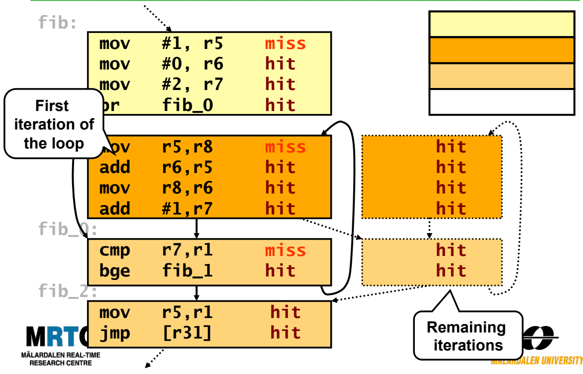
* Mapping to instruction cache

Example: Cache analysis



```
fib:
 mov   #1, r5    miss
 mov   #0, r6    hit
 mov   #2, r7    hit
 br    fib_0     hit
fib_1:
 mov   r5,r8     miss
 add   r6,r5     hit
 mov   r8,r6     hit
 add   #1,r7     hit
fib_0:
 cmp   r7,r1     miss
 bge   fib_1     hit
fib_2:
 mov   r5,r1
 jmp   [r31]
```

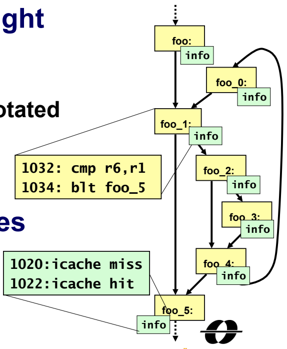
Example: Cache analysis



```
fib:
 mov   #1, r5    miss
 mov   #0, r6    hit
 mov   #2, r7    hit
 br    fib_0     hit
fib_1:
 mov   r5,r8     miss      hit
 add   r6,r5     hit       hit
 mov   r8,r6     hit       hit
 add   #1,r7     hit       hit
fib_0:
 cmp   r7,r1     miss      hit
 bge   fib_1     hit       hit
fib_2:
 mov   r5,r1     hit
 jmp   [r31]     hit
```

Cache & Pipeline analysis

* Pipeline analysis might take cache analysis results as input
  * Instructions gets annotated with cache hit/miss
  * These misses/hits affect pipeline timing
* Complex HW requires integrated cache & pipeline analysis

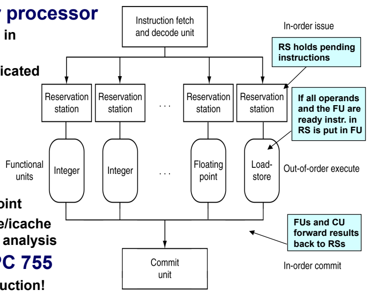


```
1032: cmp r6,r1
1034: blt foo_5
```

```
1020:icache miss
1022:icache hit
```

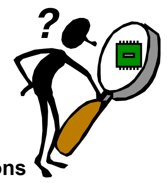
Analysis of complex CPUs

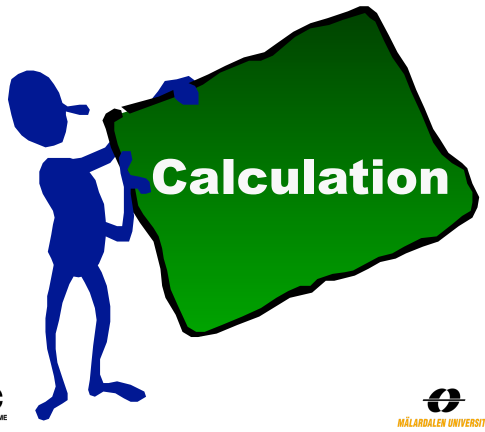
* Example: Out-of-order processor
  * Instructions may executes in parallel in functional units
  * Functional units often replicated
  * Dynamic scheduling of instructions
  * Do not need to follow issuing order
* Very difficult analysis
  * Track all possible pipeline states, iterate until fixed point
  * Require integrated pipeline/icache /dcache/branch-prediction analysis
* Been done for PowerPC 755
  * Up to 1000 states per instruction!



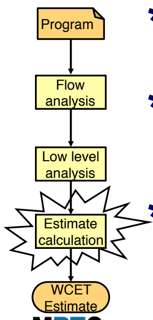
Low-level analysis correctness?

* Abstract model of the hardware is used
* Modern hardware often very complex
  * Combines many features
  * Pipelining, caches, branch prediction, out-of-order...
* Have all effects been accounted for?
  * Manufactures keep hardware internals secret
  * Bugs in hardware manuals
  * Bugs relative hardware specifications





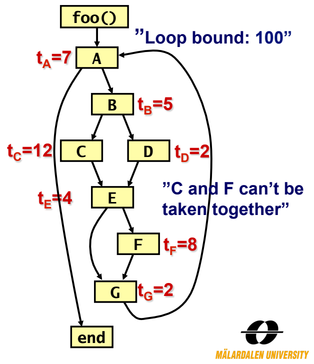
Calculation



- ✱Derive an upper bound on the program's WCET
  - ◆ Given flow and timing information
- ✱Several approaches used:
  - ◆ Tree-based
  - ◆ Path-based
  - ◆ Constraint-based (IPET)
- ✱Properties of approaches:
  - ◆ Flow information handled
  - ◆ Object code structure allowed
  - ◆ Modeling of hardware timing
  - ◆ Solution complexity

Example: Combined flow analysis and low-level analysis result

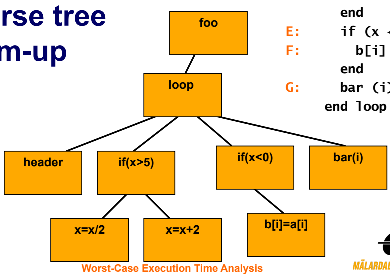
```
     foo(x,i):
A:     while(i < 100)
B:       if (x > 5) then
C:         x = x*2;
         else
D:         x = x+2;
         end
E:       if (x < 0) then
F:         b[i] = a[i];
         end
G:       i = i+1;
       end
```



Tree-Based Calculation

- ✱Use syntax-tree of program
- ✱Traverse tree bottom-up

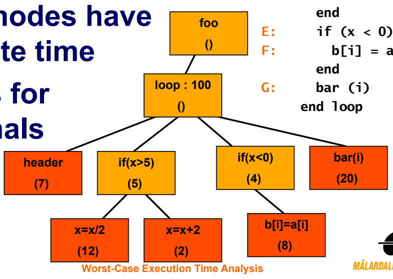
```
     foo(x):
A:     loop(i=1..100)
B:       if (x > 5) then
C:         x = x*2
         else
D:         x = x+2
         end
E:       if (x < 0) then
F:         b[i] = a[i];
         end
G:       bar (i)
       end loop
```



Tree-Based Calculation

- ✱Use constant time for nodes
- ✱Leaf nodes have definite time
- ✱Rules for internals

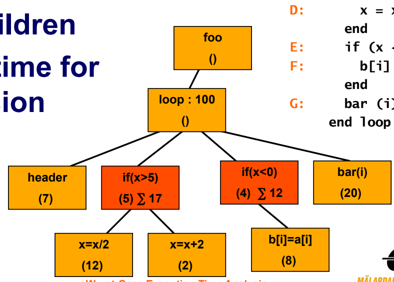
```
     foo(x):
A:     loop(i=1..100)        (7 c)
B:       if (x > 5) then     (5 c)
C:         x = x*2           (12 c)
         else
D:         x = x+2           (2 c)
         end
E:       if (x < 0) then     (4 c)
F:         b[i] = a[i];      (8 c)
         end
G:       bar (i)             (20 c)
       end loop
```



Tree-Based: IF statement

- ✱For a decision statement: max of children
- ✱Add time for decision itself

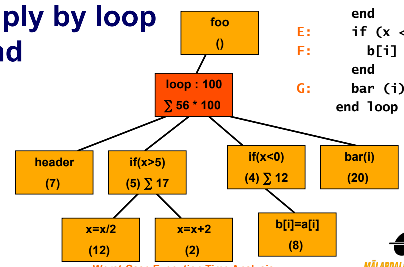
```
     foo(x):
A:     loop(i=1..100)
B:       if (x > 5) then
C:         x = x*2
         else
D:         x = x+2
         end
E:       if (x < 0) then
F:         b[i] = a[i];
         end
G:       bar (i)
       end loop
```



Tree-Based: LOOP

- ✱Loop: sum the children
- ✱Multiply by loop bound

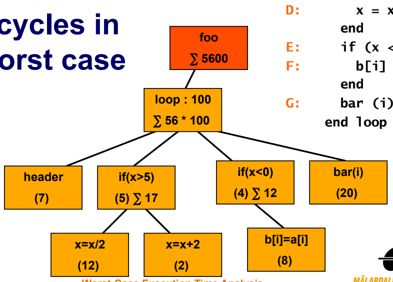
```
     foo(x):
A:     loop(i=1..100)
B:       if (x > 5) then
C:         x = x*2
         else
D:         x = x+2
         end
E:       if (x < 0) then
F:         b[i] = a[i];
         end
G:       bar (i)
       end loop
```



Tree-Based: Final result

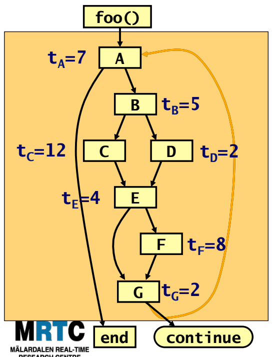
- The function foo() will take 5600 cycles in the worst case

```
    foo(x):
A:   loop(i=1..100)
B:     if (x > 5) then
C:       x = x*2
       else
D:       x = x+2
       end
E:     if (x < 0) then
F:       b[i] = a[i];
       end
G:     bar (i)
     end loop
```



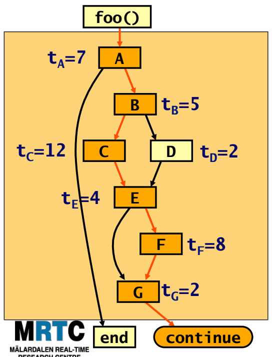
Path-Based Calc

```
    foo(x,i):
A:   while(i < 100)
B:     if (x > 5) then
C:       x = x*2;
       else
D:       x = x+2;
       end
E:     if (x < 0) then
F:       b[i] = a[i];
       end
G:     i = i+1;
     end
```



- Find longest path
  - One loop at a time
- Prepare the loop
  - Remove back edges
  - Redirect to special continue nodes

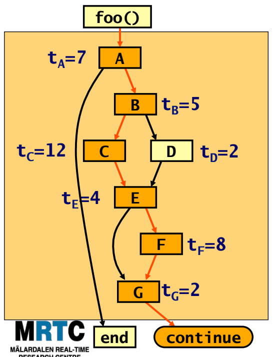
Path-Based Calculation



- Longest path:
  - A-B-C-E-F-G
  - 7+5+12+4+8+2= 38 cycles
- Total time:
  - 100 iterations
  - 38 cycles per iteration
  - Total: 3800 cycles

Path-Based Calc

```
    foo(x,i):
A:   while(i < 100)
B:     if (x > 5) then
C:       x = x*2;
       else
D:       x = x+2;
       end
E:     if (x < 0) then
F:       b[i] = a[i];
       end
G:     i = i+1;
     end
```

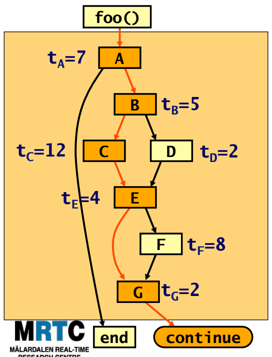


C and F can never execute together

- Infeasible path:
  - A-B-C-E-F-G
  - Ignore, look for next

Path-Based Calc

```
    foo(x,i):
A:   while(i < 100)
B:     if (x > 5) then
C:       x = x*2;
       else
D:       x = x+2;
       end
E:     if (x < 0) then
F:       b[i] = a[i];
       end
G:     i = i+1;
     end
```

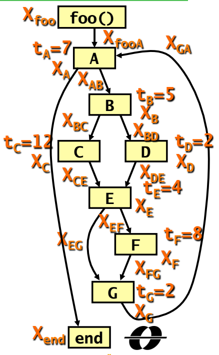


C and F can never execute together

- Infeasible path:
  - A-B-C-E-F-G
  - Ignore, look for next
- New longest path:
  - A-B-C-E-G
  - 30 cycles
- Total time:
  - Total: 3000 cycles

Example: IPET Calculation

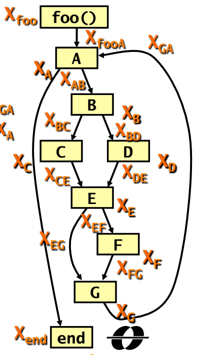
- IPET = Implicit path enumeration technique
  - Execution paths not explicitly represented
- Program model:
  - Nodes and edges
  - Timing info (t_{entity})
    - ➨Node times: basic blocks
    - ➨Edge times: overlap
  - Execution count (x_{entity})



IPET Calculation

- WCET=
  max $\Sigma(X_{entity} * t_{entity})$
  - Where each X_{entity} satisfies constraints
- Constraints:
  - Start & end condition
  - Program structure
  - Loop bounds
  - Other flow information

$X_{foo}=1$
$X_{end}=1$
$X_A=X_{fooA}+X_{GA}$
$X_{AB}+X_{Aend}=X_A$
$X_{BC}+X_{BD}=X_B$
$X_E=X_{CE}+X_{DE}$
$X_A<=100$
$X_C+X_F<=X_A$



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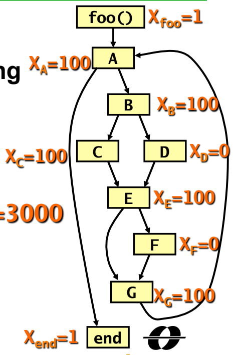
IPET Calculation

- Solution methods:
  - Integer linear programming
  - Constraint satisfaction
- Solution:
  - Counts for nodes and edges
  - A WCET bound

WCET=3000



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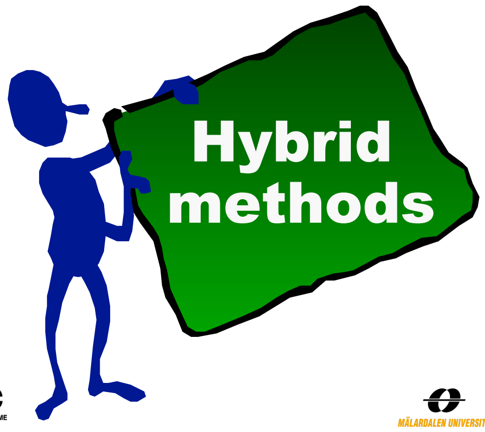

Hybrid methods

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Hybrid methods

- Combines measurement and static analysis
- Methodology:
  - Partition code into smaller parts
  - Identify & generate instrumentation points (ipoints) for code parts
  - Run program and generate ipoint traces
  - Derive time interval/distribution and flow info for code parts based on ipoint traces
  - Use code part's time interval/distribution and flow info to create a program WCET estimate
- Basis for RapiTime WCET analysis tool!

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Example: loop bound derivation

```
int foo(int x) {
   write_to_port('A');
   int i = 0;
   while(i < x) {
      write_to_port('B');
      i++;
   }
}
```

Instrumentation code

Instrumentation code

- 3 example traces:
  - Run1: ABBBABBBBA
  - Run2: ABBAAABBA
  - Run3: ABBBBBBA
- Result (based on provided traces):
  - Lower loop bound: 0
  - Upper loop bound: 6

Valid for an entry of foo()

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Example: function time derivation

```
int foo(int x) {
   write_to_port('A',TIME);
   int i = 0;
   while(i < x) {
      i++;
   }
   write_to_port('B',TIME);
}
```

Instrumentation code extended with TIME macro

Realized as a short assembler snippet

- Example trace:
  - <A,72>,<B,156>, <A,2001>,<B,2191>, <A,2555>,<B,2661>
- Result (based on provided trace):
  - Min time foo: 84 (156-72=84)
  - Max time foo: 190 (2191-2001=190)

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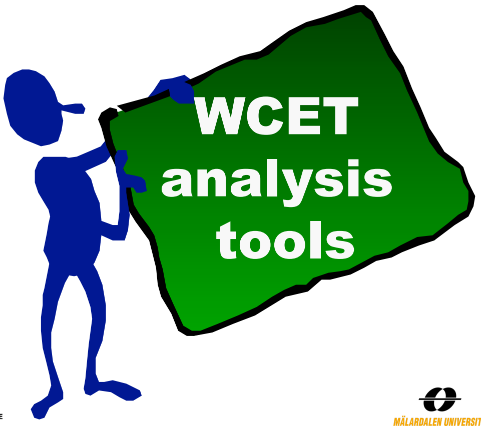
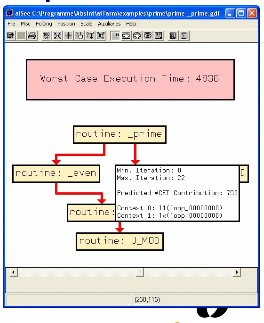
Notes: Hybrid methods

+ Testing and instrumentation already used in industry!
  - Known testing coverage criteria can be used
+ No hardware timing model needed!
  - Relatively easy to adapt analysis to new hardware targets
– Is the resulting WCET estimate safe?
  - Have all costly software paths been executed?
  - Have all hardware effects been provoked/captured?
– How much do instrumentation affect execution time?
  - Will timing behavior differ if they are removed?
  - Often constraints on where instrumentation points can be placed
  - Often limits on the amount of instrumentation points possible
  - Often limits on the bandwidth available for traces extraction
– Are task switches/interrupts detected?
  - If not, derived timings may include them!



WCET Analysis Tools

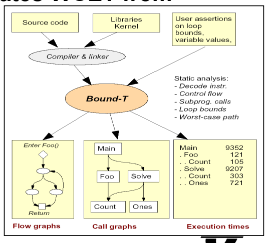
* Several more or less complete tools
* Commercial tools:
  - aiT from AbsInt
  - Bound-T from TidoRum
  - RapiTime from Rapita Systems
* Research tools:
  - SWEET – Swedish Execution Time tool
  - OTAWA (France)
  - TUBound (Austria)
  - Chronos (Singapore)


aiSee C:\Programme\AbsInt\aiTarm\examples\prime\prime-_prime.gdl
File Misc Folding Position Scale Auxiliaries Help
routine: _prime
routine: _even
routine:
routine: U_MOD
(250,115)

```
Worst Case Execution Time: 4836

Min. Iteration: 0
Max. Iteration: 22

Predicted WCET Contribution: 790

Context 0: 11(loop_00000000)
Context 1: 1x(loop_00000000)
```

The Bound-T WCET tool

* A commercial WCET analysis tool
  - Provided by Tidorum Ltd, *www.tidorum.fi*
  - Decodes instructions, construct CFGs, call-graphs, and calculates WCET from the executable
* A variety of CPUs supported:
  - Including the Renesas H8/3297
  - Porting made as MSc thesis project at MDH



WCET tool differences

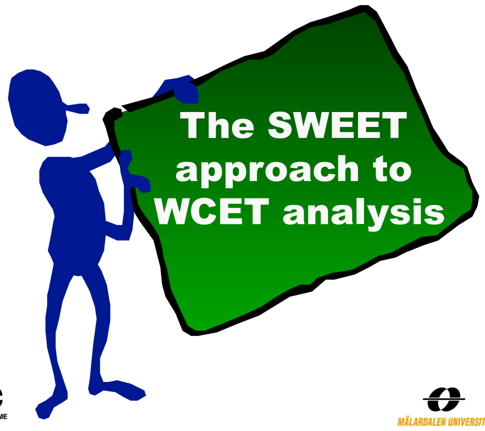
* Used static and/or hybrid methods
* User interface
  - Graphical and/or textual
* Flow analysis performed
  - Manual annotations supported
* How the mapping problem is solved
  - Decoding binaries
  - Integrated with compiler
* Supported processors and compilers
* Low-level analysis performed
  - Type of hardware features handled
* Calculation method used

Supported CPUs (2008)

Tool	Hardware platforms
aiT	Motorola PowerPC MPC 555, 565, and 755, Motorola ColdFire MCF 5307, ARM7 TDMI, HCS12/STAR12, TMS320C33, C166/ST10, Renesas M32C/85, Infineon TriCore 1.3
Bound-T	Intel-8051, ADSP-21020, ATMEL ERC32, Renesas H8/300, ATMEL AVR and ATmega, ARM7
RapiTime	Motorola PowerPC family, HCS12 family, ARM, NECV850, MIPS3000
SWEET	ARM9, NECV850E
Heptane	Pentium1, StrongARM 1110, Renesas H8/300
Vienna	M68000, M68360, Infineon C167, PowerPC, Pentium
Florida	MicroSPARC I, Intel Pentium, StarCore SC100, Atmel Atmega, PISA/ MIPS
Chalmers	PowerPC

Industrial usage

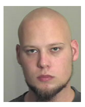
- Static/hybrid WCET analysis are today used in real industrial settings
- Examples of industrial usage:
  - Avionics: Airbus, aiT
  - Automotive: Ford, aiT
  - Avionics: BAE Systems, RapiTime
  - Automotive: BMW, RapiTime
  - Space systems: SSF, Bound-T
- However, most companies are still highly unaware of the concepts of “WCET analysis” and/or “schedulability analysis”



The SWEET approach to WCET analysis

The MDH WCET project

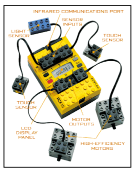
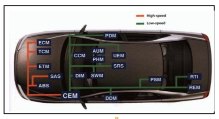
- Researching on static WCET analysis
  - Developing the SWEET (SWEdish Execution Time) analysis tool
- Research focus:
  - Flow analysis
  - Technology transfer to industry
  - International collaboration
  - Parametrical WCET analysis
  - Early-stage WCET analysis*
  - WCET analysis for multi-core*
- Previous research focus:
  - Low-level analysis
  - Calculation



* = new project activities

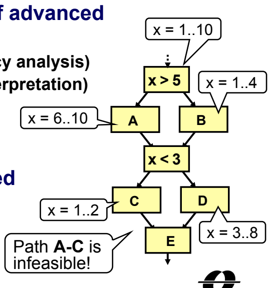
Technology transfer to industry (and academia)

- Evaluation of WCET analysis in industrial settings
  - Targeting both WCET tool providers and industrial users
  - Using state-of-the-art WCET analysis tools
- Applied as MSc thesis works:
  - Enea OSE, using SWEET & aiT
  - Volcano Communications, using aiT
  - Bound-T adaption to Lego Mindstorms and Renesas H8/300. Used in MDH RT courses
  - CC-Systems, using aiT & measurement tools
  - Volvo CE using aiT & SWEET
  - ....
- Articles and MSc thesis reports available on the MRTC web

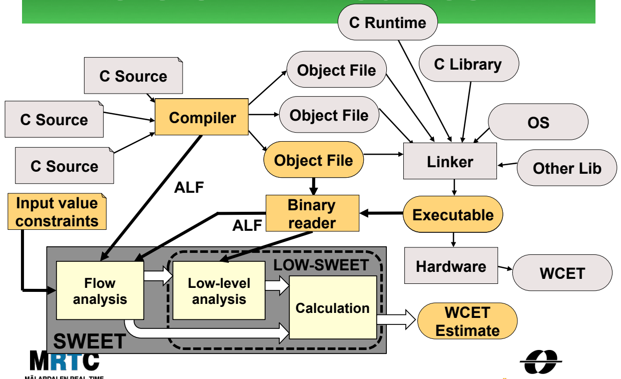



Flow analysis

- Main focus of the MDH WCET analysis group
  - Motivated by our industrial case studies
- We perform many types of advanced program analyses:
  - Program slicing (dependency analysis)
  - Value analysis (abstract interpretation)
  - Abstract execution
  - ...
- Both loop bounds and infeasible paths are derived
- Analysis made on ALF intermediate code
  - ~ “high level assembler”



Where SWEET comes in...



Slicing for flow analysis

- Observation: some variables and statements do not affect the execution flow of the program
  - = they will never be used to determine the outcome of conditions
- Idea: remove variables and statements which are guaranteed to not affect execution flow
  - Subsequent flow analyses should provide same result but with shorter analysis time
- Based on well-known program slicing techniques
  - Reduces up to 94% of total program size for some of our benchmarks

```
1.  a[0] = 42;
2.  i = 1;
3.  j = 5;
4.  n = 2 * j;
5.  while (i <= n) {
6.      a[i] = i * i;
7.      i = i + 2;
8.  }
```

```
1.
2.  i = 1;
3.  j = 5;
4.  n = 2 * j;
5.  while (i <= n) {
6.
7.      i = i + 2;
8.  }
```

Value analysis

- Based on abstract interpretation (AI)
  - Calculates safe approximations of possible values for variables at different program points
  - E.g. interval analysis gives *i = [5..100]* at *p*
  - E.g. congruence analysis gives *i = 5 + 2** at *p*
- Builds upon well known program analysis techniques
  - Used e.g. for checking array bound violations
- Requires abstract versions of all ALF instructions
  - These abstract instructions work on abstract values (representing set of concrete values) instead of normal ones

```
i=5;
max=100;
while(i<=max) {
   // point p
   i=i+2;
}
```

Loop bound analysis by AI

- Observation: the number of possible program states within a loop provides a loop bound
  - Assuming that the loop terminates
- Loop bound = product of possible values of variables within the loop
- Example:
  - Interval analysis gives i = [5..100] and max=[100..100] at *p*
  - Congruence analysis gives *i = 5 + 2** and max=100+0* at p
  - The produce of possible values become: size(i) ∗ size(max) = ((100-5)/2) ∗ (100-100)/1) = 45 ∗ 1 = 45 which is an upper loop bound
- Analysis bounds some but not all loops

```
i=5;
max=99;
while(i<=max) {
   // point p
   i=i+2;
}
```

Abstract Execution (AE)

- Derives loop bounds and infeasible paths
- Based on Abstract Interpretation (AI)
  - AI gives safe (over)approximation of possible values of each variable at different program points
  - Each variable can hold a set of values

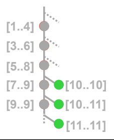
```
i = [1..4]
```

- "Executes" program using abstract values
  - Not using traditional AI fixpoint calculation
- Result: an (over)approximation of the possible execution paths
  - All feasible paths will be included in the result
  - Might potentially include some infeasible paths
  - Infeasible paths found are guaranteed to be infeasible

Loop bound analysis by AE

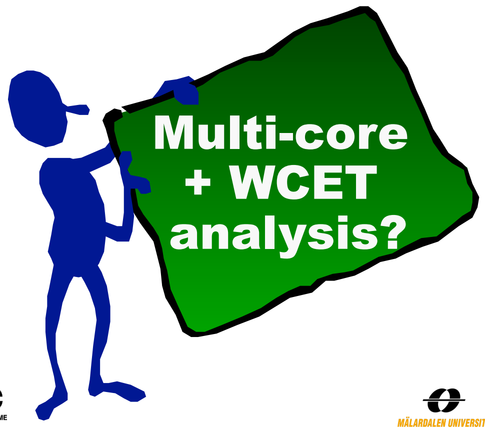
```
i = INPUT;
// i = [1..4]
while(i < 10) {
   // point p
   ...
   i = i + 2;
}
// point q
```

Loop iteration	Abstract state at p	Abstract state at q
1	i = [1..4]	⊥
2	i = [3..6]	⊥
3	i = [5..8]	⊥
4	i = [7..9]	i = [10..10]
5	i = [9..9]	i = [10..11]
6	⊥	i = [11..11]



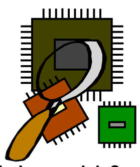
Result
Min iterations: 3
Max iterations: 5

- Result includes all possible loop executions
- Three new abstract states generated at q
  - Could be merged to one single abstract state: i=[10..11]



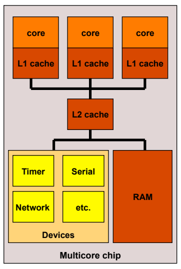
Trends in Embedded HW

- Trend: Large variety of ES HW platforms
  - Not just one main processor type as for PCs
  - Many different HW configurations (memories, devices, …)
  - Challenge: How to make WCET analysis portable between platforms?
- Trend: Increasingly complex HW features to boost performance
  - Taken from the high-performance CPUs
  - Pipelines, caches, branch predictors, superscalar, out-of-order, …
  - Challenge: How to create safe and tight HW timing models?
- Trend: Multi-core architectures



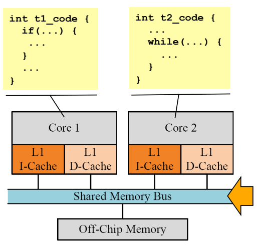
Multi-core architectures

- Several (simple) CPUs on one chip
  - Increased performance & lower power
  - "SoC": System-on-a-Chip possible
- Explicit parallelism
  - Not hidden as in superscalar architectures
- Likely that CPUs will be less complex than current high-end processors
  - Good for WCET analysis!
- However, risk for more shared resources: buses, memories, …
  - Bad for WCET analysis!
  - Unrelated threads on other cores might use shared resources
- Analysis of multi-core is simplified if predictable sharing of common resources is somehow enforced



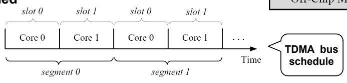
Example: shared bus

- Example, dual core processor with private L1 caches and shared memory bus for all cores
  - Each core runs its own code and task
- Problem:
  - Whenever t1 needs something from memory it may or may not collide with t2's accesses on the memory bus
  - Depends on <u>what</u> t1 and t2 accesses and <u>when</u> they accesses it
  - Large parallel state space to explore
- Possible solution:
  - Use deterministic (but potentially pessimistic) bus schedule, like TDMA
  - Worst-case memory bus delay can then be bounded



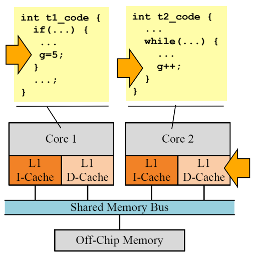
```
int t1_code {
  if(...) {
    ...
  }
  ...
}
```

```
int t2_code {
  ...
  while(...) {
    ...
  }
}
```



Example: shared memory

- ES often programmed using shared memory model
  - t1 and t2 may communicate/synchronize using shared variables
- Problem:
  - When t1 writes g, memory block of g is loaded into core1's d-cache
  - Similarly, when t2's writes g, memory block of g moved to t2's d-cache (and t1's block is invalidated)
- May give a large overhead
  - Much time can be spent moving memory blocks in between caches (ping-pong)
  - Hidden from programmer - HW makes sure that cache/memory content is ok
  - False sharing – when tasks accesses different variables, but variables are located in same memory block
- Possible solutions:
  - Constrain task's accesses to shared memory (e.g. single-shot task model)

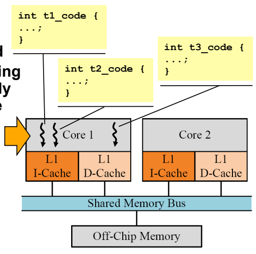


```
int t1_code {
  if(...) {
    ...
    g=5;
  }
  ...;
}
```

```
int t2_code {
  ...
  while(...) {
    ...
    g++;
  }
}
```

Example: multithreading

- Common on high-order multi-cores and GPUs
- Core run multiple threads of execution in parallel
  - Parts of core that store state of threads (registers, PC, ..) replicated
  - Core's execution units and caches shared between threads
- Benefits
  - Hides latency – when one thread stalls another may execute instead
  - Better utilization of core's computing resources – one thread usually only use a few of them at the same time
- Problems
  - Hard to get timing predictability
  - Instructions executing and cache content depends dynamically on state of threads, scheduler, etc.



```
int t1_code {
  ...;
}
```

```
int t2_code {
  ...;
}
```

```
int t3_code {
  ...;
}
```

Trends in Embedded SW

- Traditionally: embedded SW written in C and assembler, close to hardware
- Trend: size of embedded SW increases
  - SW now clearly dominates ES development cost
  - Hardware used to dominate
- Trend: more ES development by high-level programming languages and tools
  - Object-oriented programming languages
  - Model-based tools
  - Component-based tools

Increase in embedded SW size

- More and more functionality required
  - Most easily realized in software
- Software gets more and more complex
  - Harder to identify the timing critical part of the code
  - Source code not always available for all parts of the system, e.g. for SW developed by subcontractors
- Challenges for WCET analysis:
  - Scaling of WCET analysis methods to larger code sizes
    - Better visualization of results (where is the time spent?)
  - Better adaptation to the SW development process
    - Today's WCET analysis works on the final executable
    - Challenge: how to provide reasonable precise WCET estimates at early development stages

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Higher-level prog. languages

- Typically object-oriented: C++, Java, C#, …
- Challenges for WCET analysis:
  - Higher use of dynamic data structures
    - In traditional ES programming all data is statically allocated during compile time
  - Dynamic code, e.g., calls to virtual methods
    - Hard to analyze statically (actual method called may not be known until run-time)
  - Dynamic middleware:
    - Run-time system with GC
    - Virtual machines with JIT compilation

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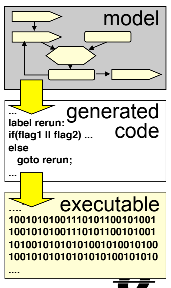
Model-based design

- More embedded system code generated by higher-level modeling and design tools
  - RT-UML, Ascet, Targetlink, Scade, ...
- The resulting code structure depends on the code generator
  - Often simpler than handwritten code
- Possible to integrate such tools with WCET analysis tools
  - The analysis can be automated
  - E.g., loop bounds can be provided directly by the modeling tool
- Hard to provide reliable timing on modeling level



```
...
label rerun:
if(flag1 || flag2) ...
else
  goto rerun;
...
```

```
....
10010101001110101100101001
10010101001110101100101001
10100101010101001010010100
10010101010101010100101010
....
```

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Component-based design

- Very trendy within software engineering
- General idea:
  - Package software into reusable *components*
  - Build systems out of prefabricated components, which are "glued together"
- WCET analysis challenges:
  - How to reuse WCET analysis results when some settings have changed?
  - How to analyze SW components when not all information is available?
  - Are WCET analysis results composable?

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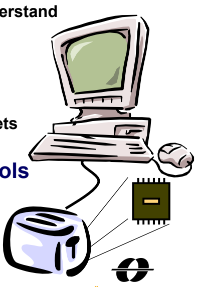
Compiler interaction

- Today – commercial WCET analysis tools analyses binaries
- Another possibility – interaction with the compiler
  - Easier to identify data objects and to understand what the program is intended to do
- There exists many compilers for embedded systems
  - Very fragmented market
  - Each specialized on a few particular targets
  - Targeting code size and execution speed
- Integration with WCET analysis tools opens new possibilities:
  - Compile for timing predictability
  - Compile for small WCET



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The End!

For more information:

www.mrtc.mdh.se/projects/wcet