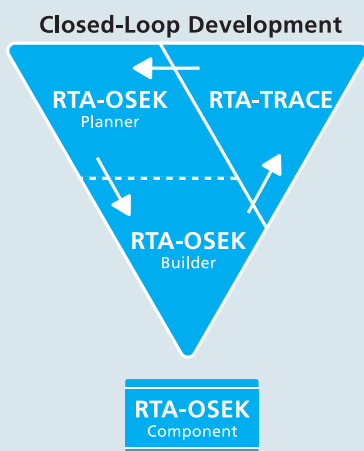


RTA-OSEK

Renesas SH2A with the Green Hills Software Compiler



Features at a Glance

- OSEK/VDX OS v2.2 Certified OS
- RTOS overhead: 28 bytes RAM, 196 bytes ROM
- Category 2 interrupt latency: 59 CPU cycles
- Applications include: Engine Management, Transmission Control, Industrial Equipment



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RTA-OSEK

RTA-OSEK provides an application design environment that combines the smallest and fastest OSEK RTOS with a unique timing analysis tool.

This data sheet describes the RTA-OSEK port for the Renesas SH2A and Green Hills compiler of the RTA-OSEK kernel and should be read in conjunction with the Technical Product Overview "Developing Embedded Real-Time Applications with RTA-OSEK" available from LiveDevices.

The kernel element of RTA-OSEK is a fixed priority, pre-emptive real-time operating system that is compliant to the OSEK/VDX OS standard version 2.2 for all four conformance classes (BCC1, BCC2, ECC1 and ECC2) and intra processor communication using OSEK COM Conformance Classes A and B (CCCA and CCCB).

All CPU overheads of the kernel have low worst case bounds and little variability in execution time. The kernel is particularly suited to systems with very tight constraints on hardware costs and where run-time performance must be guaranteed.

The kernel is configured using an offline tool provided with RTA-OSEK. Determining in advance which features are used allows memory requirements to be minimized and API calls to be optimized for greatest efficiency.

All tasks and ISRs in RTA-OSEK run on a single stack – even extended tasks. This allows dramatic reductions in application stack space requirements.

The RTA-OSEK kernel is designed to be scalable. When a task uses queued activation or waits on events, the additional RTOS overhead required to support these features is paid by the task rather than by the system. This means that a basic single activation task uses the same resources in a BCC1 system as it does in an ECC2 system.

Compiler/Assembler/Linker

The libraries containing the code for the RTA-OSEK kernel have been built using the following tools:

- Green Hills Software Inc. ccs.exe v4.0.8D
- Green Hills Software Inc. assh.exe v4.0.8D

- Green Hills Software Inc. elxr.exe v4.0.8D

Memory Model

The Renesas SH-2A/SH2A-FPU has only one memory model (a flat 32 bit address space) and so RTA OSEK uses this memory model.

ORTI Debugger Support

ORTI is the OSEK Run-Time Interface that is supported by RTA-OSEK for the following debuggers:

- Lauterbach Trace32

Further information about ORTI for RTA-OSEK can be found in the RTA-OSEK ORTI Guide.

Hardware Environment

RTA-OSEK supports all variants of the Renesas SH-2A/SH2A-FPU family including the SH7206 and the SH72513.

Interrupt Model

RTA-OSEK for the SH2A supports 15 levels of interrupts. Suitable initialization values for the Interrupt Priority Registers are provided. RTA-OSEK can also generate a vector table if required.

Floating Point Support

SH2A-FPU CPUs contain a single precision hardware floating point arithmetic unit that is not part of a standard SH-2A CPU. The SH2A/GreenHills port of RTA OSEK supports the SH2A-FPU hardware floating point. In order to ensure correct functionality of floating point code in tasks and Category 2 ISRs, "wrappers" are supplied to save and restore the additional context. To enable this functionality, configure the relevant tasks and Category 2 ISRs as floating point using the RTA OSEK GUI.

On a SH-2A CPU, RTA OSEK is designed to work with fully re-entrant software floating point libraries supplied by Green Hills Software Inc. This allows floating point to be used in tasks and ISRs without the need to save and restore any additional context.

Evaluation Board Support

This port of RTA-OSEK can be used with any Renesas SH-2A/SH2A-FPU evaluation board. An example application is provided to run on the Renesas SDK72513 evaluation board. This application can be adapted for other target boards by adjusting the linker command file (e.g., to alter the allocation of program sections) and one source file (if alternative output pins are required).

Functionality

The table below outlines the restrictions on the maximum number of operating system objects allowed by RTA-OSEK.

	BCC1	BCC2	ECC1	ECC2
Max no of tasks	32 plus an idle task			
Max tasks per priority	1	32	1	32
Max queued activations	1	255	1	255
Max events per task	n/a	n/a	32	32
Max nested resources	255			
Max alarms	Not limited by RTA-OSEK			
Max standard resources	255			
Max internal resources	Not limited by RTA-OSEK			
Max application modes	65535			

Note that OSEK specifies that queued activations in an ECC2 system are only possible for basic tasks. Where tasks share a priority level, the maximum number of queued activations per priority level is 255.

The number of alarms, tasksets, schedules and schedule arrivalpoints is only limited by available hardware resources.

Memory Usage

The memory overhead of RTA-OSEK is:

Memory Type	Overhead (bytes)
RAM	28
ROM/Flash	196

In addition to the RTOS overhead, each object used by an application has the following memory requirements:

Object	RAM Bytes	ROM Bytes
BCC1 task	0	36
BCC2 task	10	52
ECC1 task	60	60
ECC2 task	62	68
Category 1 ISR	0	0
Category 2 ISR	0	48
Resource	0	20
Internal Resource	0	0
Event	0	4
Alarm	12	50
Counter	4	22
Taskset (RW)	4	4

Object	RAM Bytes	ROM Bytes
Taskset (RO)	0	4
Schedule	16	36
Arrivalpoint (RW)	12	12
Arrivalpoint (RO)	0	12

In addition to these static memory requirements each task priority and Category 2 interrupt has a stack overhead (in addition to application stack usage). The single stack model means that this overhead applies to each priority level rather than to each task. Similarly, for Category 2 interrupts this overhead applies for each unique interrupt priority. The table below shows stack usage for these objects.

Object	Stack Bytes
Task priority level	76
Category 2 interrupt	48

RTA-OSEK provides an optimization for task termination if the user can guarantee that tasks only terminate from their entry function. Tasks that terminate from elsewhere are not eligible for this optimization and duly require 56 more stack bytes per priority level than indicated in the table above.

Performance

The following table gives the key kernel timings for operating system behavior in CPU cycles.

Task Type	Basic	Extended	Ref
Category 1 ISR Latency	39	39	K
Category 2 ISR Entry Latency	59	59	A
Category 2 ISR Exit Latency	252	400	E
Normal Termination	92	192	D
ChainTask	244	484	J
Pre-emption	200	356	C
Triggered by alarm	268	424	F
Schedule	192	340	Q
ReleaseResource	192	344	M
SetEvent	n/a	500	S

All performance figures are for the non-optimized interface to RTA-OSEK. Using the optimized interface will result in shorter execution times for some operations. All tasks use lightweight termination and no pre or post task hooks were specified.

The execution time for every kernel API call is available

on request from LiveDevices.

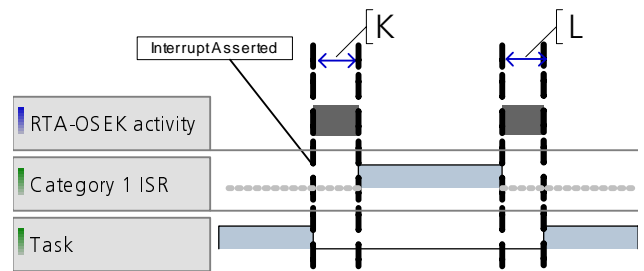


Figure 1 - Category 1 interrupt with return to interrupted task

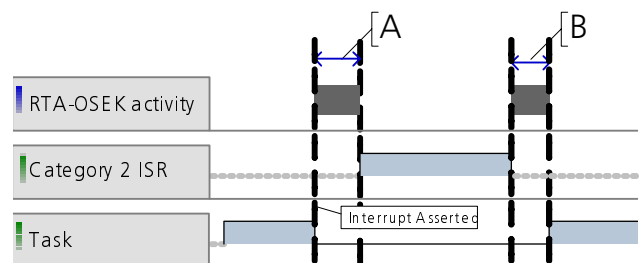


Figure 2 - Category 2 interrupt with return to interrupted task

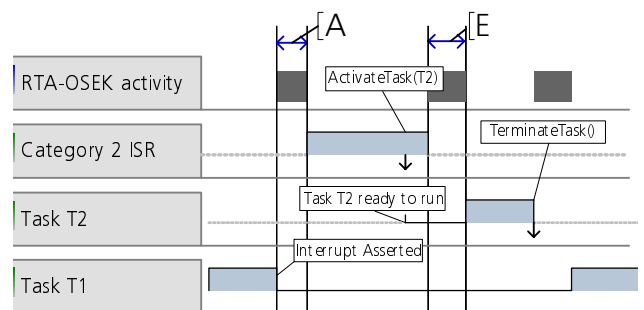


Figure 3 - Category 2 interrupt activates a higher priority task

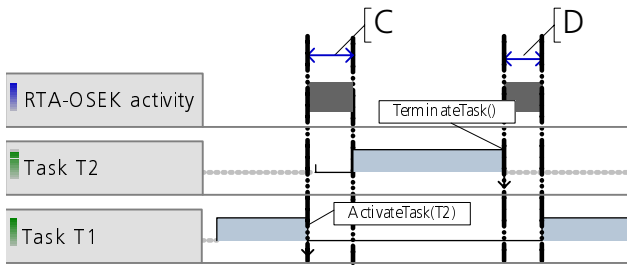


Figure 4 - Task activates a higher priority task

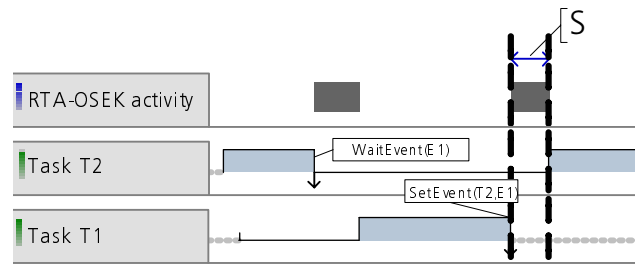


Figure 8 - Activation by SetEvent()

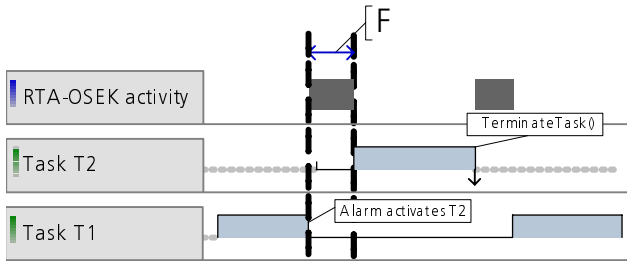


Figure 5 - Alarm activates task

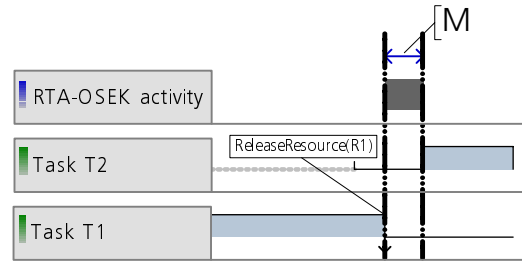


Figure 9 - ReleaseResource()

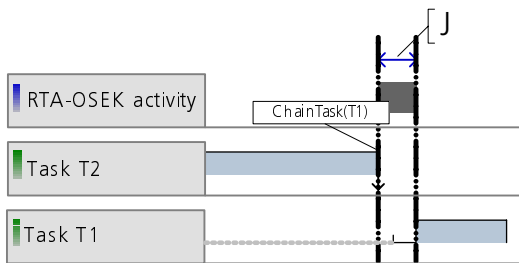


Figure 6 - Task chaining

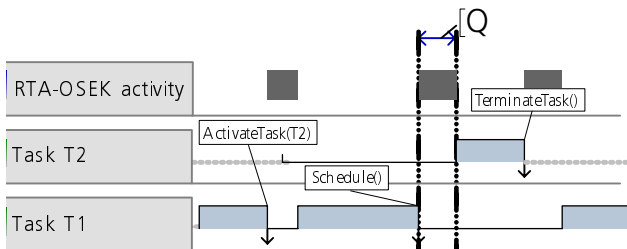


Figure 7 - Schedule() call

Benchmarks

The following sections shows benchmarks for RTA-OSEK memory usage for BCC1, BCC2, ECC1 and ECC2 conformant applications. The applications have the following framework:

- 8 tasks plus the idle task
- All basic tasks are lightweight tasks
- 1 Category 2 ISR with a 10ms minimum inter-arrival time
- 1 Counter
- 7 or 8 alarms, all attached to the same counter
- No resources or internal resources
- No hooks
- No schedules
- No tasksets
- Built using standard status

The following table shows the task priority configura-

tion for each benchmark application:

Task/ISR	Stack (bytes)	Period (ms)	BCC1	BCC2	ECC1	ECC2
ISR1	10	10	IPL1	IPL1	IPL1	IPL1
A	10	10	8	8	8	8
B	20	20	7	7	7	7
C	30	20	6	6	6	6
D	40	30	5	5	5	5
E	50	50	4	4	4	4
F	60	80	3	3	3	3
G	70	100	2	2	2	2
H	80	150	1	1	1	2
Idle	10	-	idle	idle	idle	idle

The overhead figures give the ROM and RAM required for RTA-OSEK in addition to that required by the application. The RAM figure is shown split into RAM data and RAM stack.

BCC1

The BCC1 application uses 8 basic tasks with unique priorities. This application has the following overheads:

Memory Usage	Bytes
OS ROM	1794
OS RAM	764
comprising RAM data	128
comprising RAM stack	636

BCC2

The BCC2 application uses 8 basic tasks with unique priorities.

Tasks A-G are attached to 7 alarms. Task H is activated multiple times from Task A and has maximum queued activation count of 255.

This application has the following overheads:

Memory Usage	Bytes
OS ROM	2028
OS RAM	764
comprising RAM data	124
comprising RAM stack	640

ECC1

The ECC1 application uses 7 basic tasks and 1 extended task with unique priorities. Task H is the extended task and it waits on a single event that is set by basic tasks A-G.

This application has the following overheads:

Memory Usage	Bytes
OS ROM	2554
OS RAM	920
comprising RAM data	188
comprising RAM stack	732

ECC2

The ECC2 application uses 6 basic tasks and 2 extended tasks. Tasks G and H are the extended tasks and share a priority. The extended tasks wait on a single event that is set by tasks A-F.

This application has the following overheads:

Memory Usage	Bytes
OS ROM	3054
OS RAM	1150
comprising RAM data	258
comprising RAM stack	892

Stack Optimization

Using stack optimization with the benchmark example identifies that the following tasks can share internal resources:

- "Tasks A, B and C
- "Tasks D, E and F
- "Tasks G and H

The benefit of this optimization is shown in the following table:

Total Stack Space (bytes)	BCC1	BCC2	ECC1	ECC2
Non-optimized	1016	1020	1112	1272
OS Overhead	636	640	732	892
Application Overhead	380	380	380	380
Optimized	436	436	532	532
OS Overhead	256	256	352	352
Application Overhead	180	180	180	180

Notes

Contact Addresses

LiveDevices Ltd.
Atlas House
Link Business Park
Osbalwick Link Road
Osbalwick
York YO10 3JB, Great Britain
Phone +44 1904 56 25 80
Fax +44 1904 56 25 81
info@livedevices.com

ETAS GmbH
Borsigstraße 14
70469 Stuttgart, Germany
Phone +49 711 89661-102
Fax +49 711 89661-106
sales@etas.de

ETAS S.A.S.
1, place des Etats-Unis
SILIC 307
94588 Rungis Cedex, France
Phone +33 1 56 70 00 50
Fax +33 1 56 70 00 51
sales@etas.fr

ETAS Inc.
3021 Miller Road
Ann Arbor, MI 48103, USA
Phone +1 888 ETAS INC
Fax +1 734 997-9449
sales@etas.us

ETAS K.K.
Queen's Tower C-17F
2-3-5, Minatomirai
Nishi-ku
Yokohama 220-6217, Japan
Phone +81 45 222-0900
Fax +81 45 222-0956
sales@etas.co.jp

ETAS Korea Co., Ltd.
4F, 705 Bldg. 70-5
Yangjae-dong, Seocho-gu
Seoul 137-889, Korea
Phone +82 2 57 47-016
Fax +82 2 57 47-120
sales@etas.co.kr

ETAS (Shanghai) Co., Ltd.
2404 Bank of China Tower
200 Yincheng Road Central
Shanghai 200120, P.R. China
Phone +86 21 5037 2220
Fax +86 21 5037 2221
sales.cn@etasgroup.com

www.etasgroup.com

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