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RENAULT NISSAN MITSUBISHI



FACE

/* FUTURE ARCHITECTURE
FOR AUTOMOTIVE
COMPUTING ENVIRONMENT

SELECTION AND EVALUATION OF AN EMBEDDED HYPERVISOR: APPLICATION TO AN AUTOMOTIVE PLATFORM

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This work was partly funded by the Renault-Nissan alliance under the FACE & OPTEEM projects



SUMMARY

Context & motivation for the automotive domain

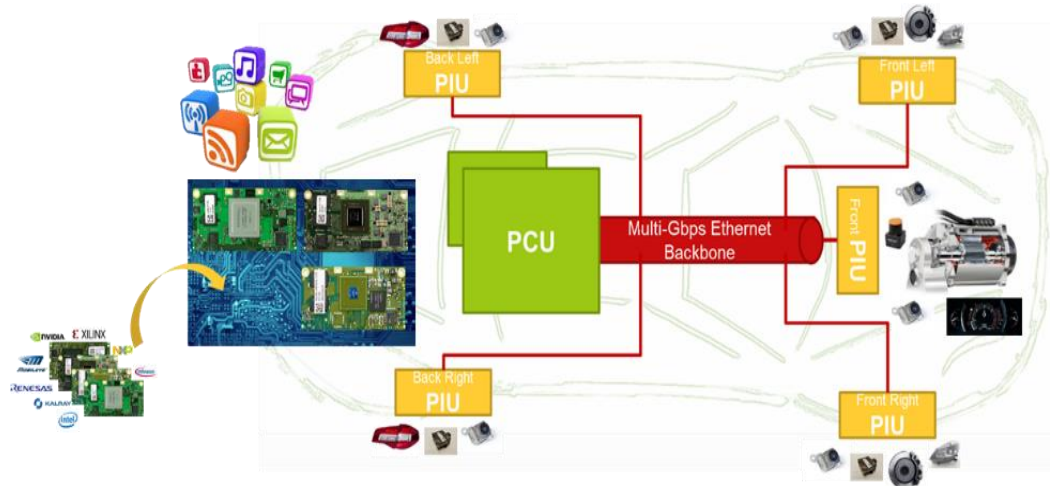
A rational selection process

The multi-step filtering process

Quantitative characterization

Conclusions

- More SW functions on fewer, high-perf SoCs

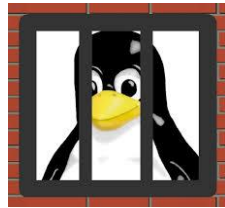


- Centralized computing platform
 - Common motherboard
 - Modularity via general-purpose or specialized SoCs daughter boards
 - Mother- & daughterboards host heterogeneous SW payloads from various SW suppliers

SW payload	Computation	Safety-relevant	Security-relevant
Command & control	—	+	~
ADAS	+	+	~
Multimedia, infotainment	+	—	+

CONTEXT & MOTIVATION

- OK, so we need an embedded hypervisor... but which one?



WIND RIVER



HOW TO CHOOSE?

- So many criteria...

	Technical/ non-technical	Quantitative / qualitative	Objective / subjective	Required / nice-to-have	Relative evaluation effort
Hypervisor type (type I, type II, μ K-based)	1	0	1	0	1
Supported CPU architectures (x86, ARM, ...)	1	0	1	1	1
Supported OS (full-/para-virtualized), exposed task API	1	0	1	0	1
Memory, peripherals management scheme	1	0	1	0	2
Scheduling scheme, real-time	1	0	1	0,5	2
Performances & overheads	1	1	1	0,5	3
Supports to safety, security, lifecycle	1	0	1	0,5	2
Signs of industrial maturity: prototype or field success stories	0	0	0	1	1
Safety/security certification or qualification packages	0	1	1	1	2
Usability (incl. tools, user guidance, examples)	0	0	0	1	3
Licensing, partnership, support, business model	0	0	0,5	1	2
Price scheme	0	1	1	1	2

- **Scientific selection process: optimal choice**
 - For each criteria, define evaluation method, relative weight: w_j
 - For each hypervisor & criteria, evaluate $c_{i,j}$
 - Select best hypervisor: $s^* = \arg \max \sum_j w_j \cdot c_{i,j}$
Easy, right?
- **But**
 - n hypervisors, m criteria $\Rightarrow n \times m$ evaluations!
 - weights tuning very subjective
- **Empirical approach: multi-step filtering**
 - Assess criteria most easily evaluated, and most discriminative
 - Filter out solutions below threshold
 - Repeat until 1 solution

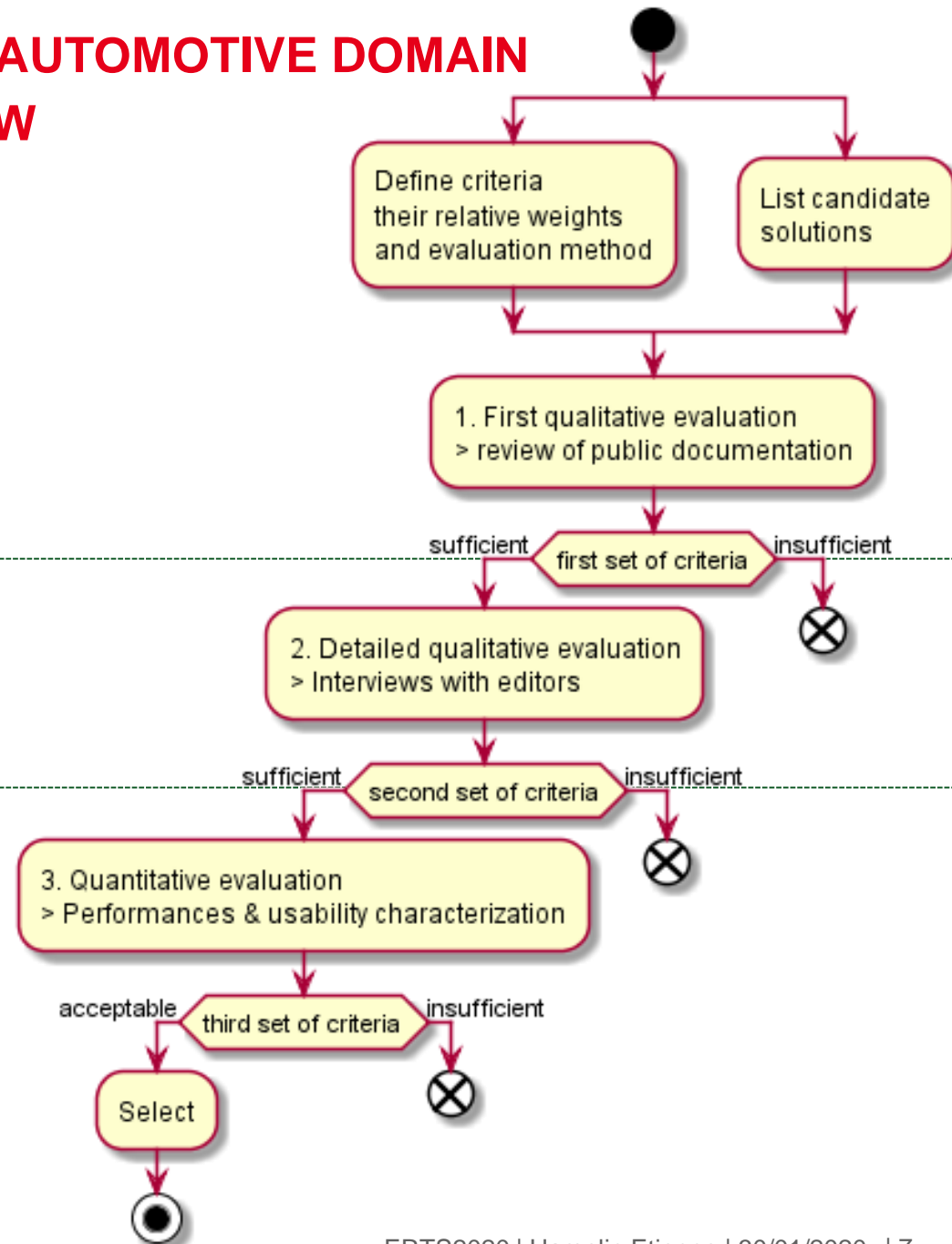
APPLICATION IN THE AUTOMOTIVE DOMAIN

SELECTION OVERVIEW

~ days of effort

~ weeks

~ months



APPLICATION IN THE AUTOMOTIVE DOMAIN

SELECTION OVERVIEW

23 solutions evaluated

CPU arch., periph. support
Real-time
Industrial maturity
Safety- / Security qualification

5 editors interviewed

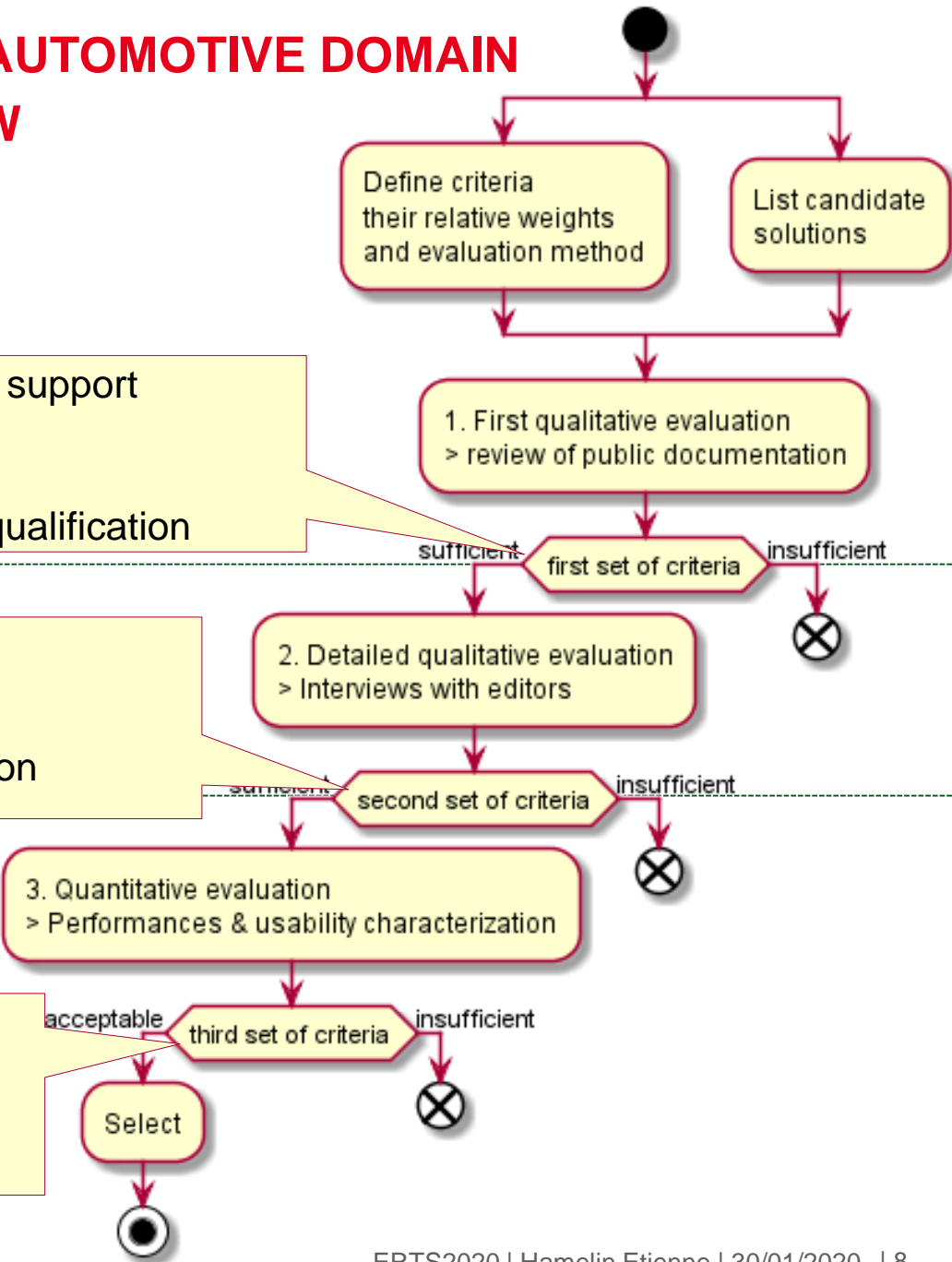


Tool support
Partnership model
Applicable regulation

1 solution characterized



Performances overheads,
predictability
Overall usability



APPLICATION IN THE AUTOMOTIVE DOMAIN

CHARACTERIZATION

- **Characterization**

- Performance overheads
 - virtualized vs. bare-metal
- Inter-VM interferences
 - disturbed vs. undisturbed

- **Quantitative metrics**

- Boot time overhead
- Memory overhead
- Context switch overhead
- Scheduling and interferences

- **Environment**

- Renesas RCar-H3: heterogeneous ARMv8A SoC
 - 4 × ARM Cortex-A57 (32kB L1I, 48kB L1D cache)
 - 2MB shared L2
 - 4 × Cortex-A53 (32kB L1I, 32kB L1D cache)
 - 512kB shared L2
 - 2 × Cortex-R7 Dual lockstep (32kB L1I, 32kB L1D cache)



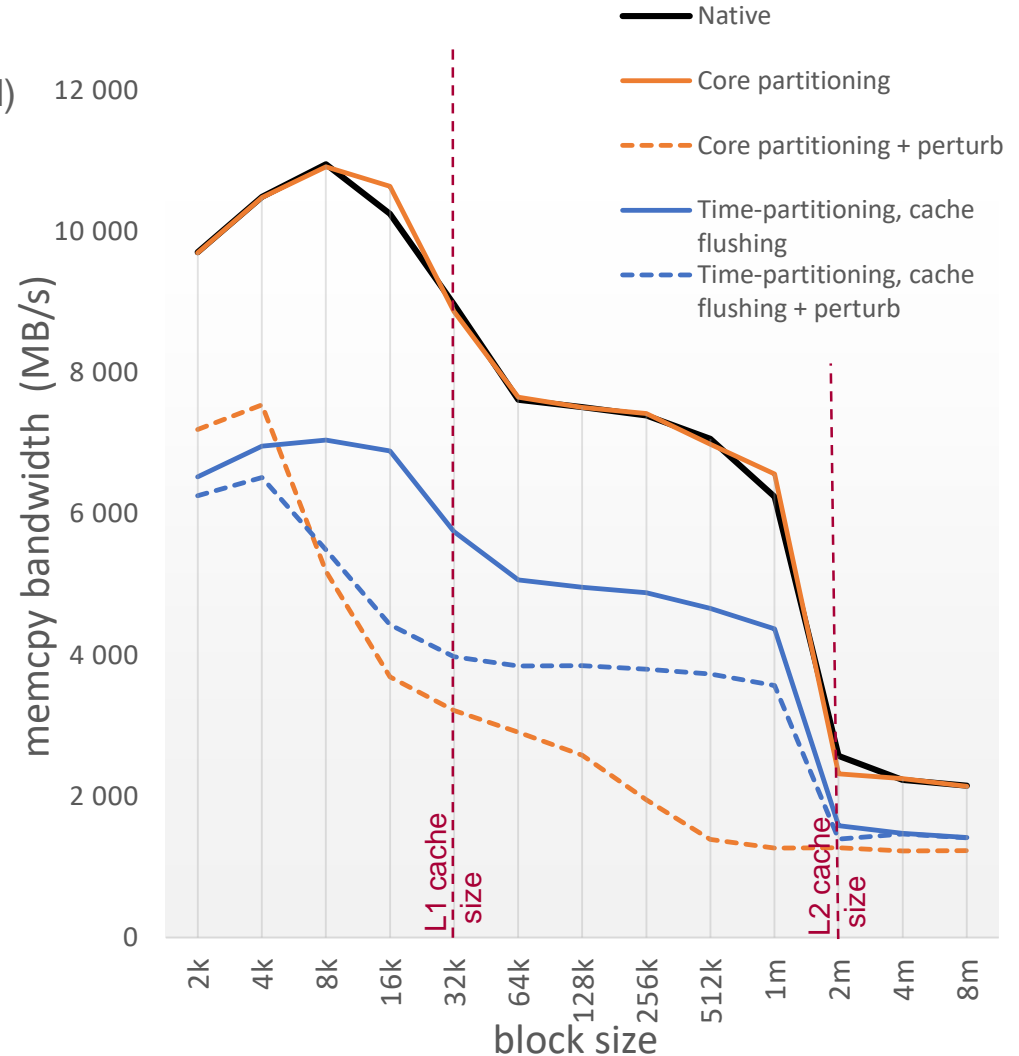
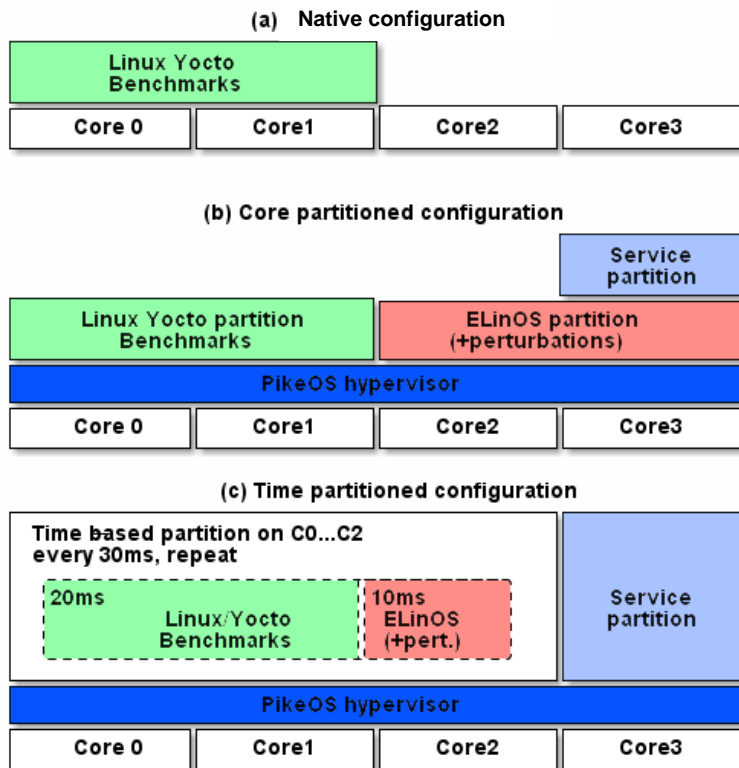
CHARACTERIZATION: A FEW FIGURES

- **Boot time**
 - From last U-Boot instruction to first VM instruction
 - Depends on VM size
 - Measured $\sim 16\text{ms} + 31\text{ms per GB}$
- **Context switch time**
 - Ping-pong message between 2 VMs
 - Measured $\sim 8\mu\text{s}$ to $17\mu\text{s}$ (warm/cold caches)
- **Memory overhead**
 - Hypervisor footprint + VMM memory per VM
 - Measured from 8MB (hello world app) to 28MB (full Linux VM)
- **Computational overhead**
 - MiBench basicmath compute-bound tasks
 - Measured $\sim 4\%$

CHARACTERIZATION MEMORY BANDWIDTH & INTERFERENCES

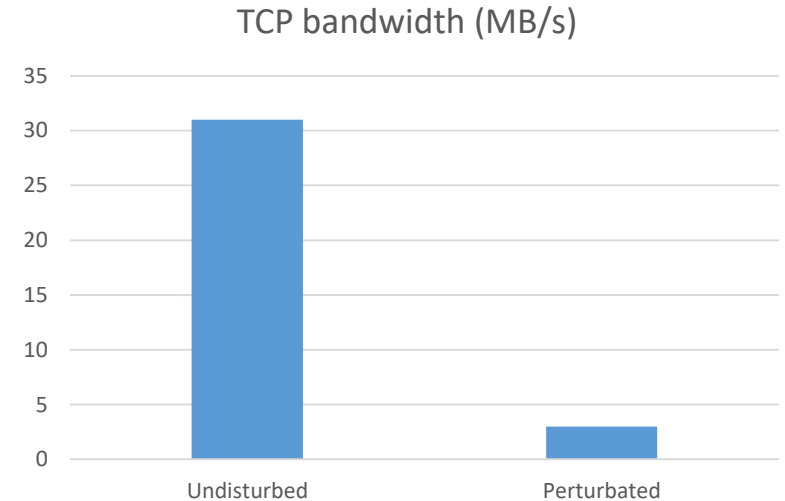
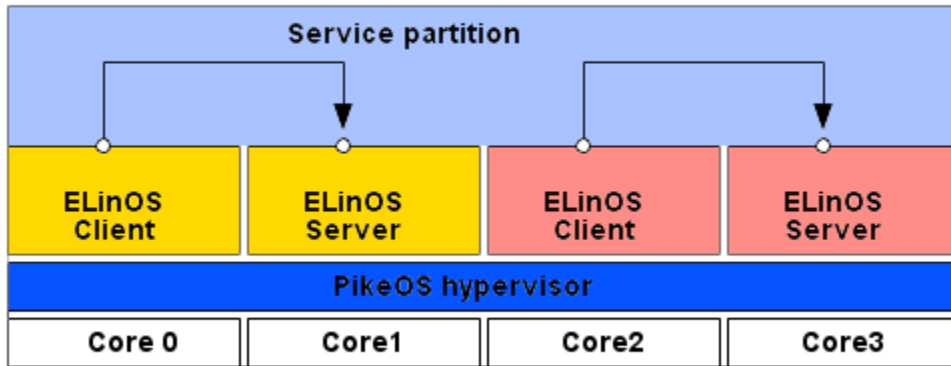
VM1: Linux + HBench-OS mem benchmark

VM2: optional perturbation (HBench-OS based)



CHARACTERIZATION SHARED SERVICES, E.G. NETWORK

(d) Network measurements



- **Inter-VM shared services: virtual network**
 - Hbench-OS TCP bandwidth benchmark, server/client configuration (bench) + server/client (disturbance)
 - From ~31MB/s (undisturbed) down to ~3MB/s: 90% bandwidth loss
- **2 simultaneous sources of interference**
 - Shared software service used by both pairs
 - Service handler (partition) can preempt user application

Feedback

- Perf. overheads limited (boot time, CPU time, context switch, mem)
- Impact of inter-VM interferences on predictability
 - shared HW (e.g. caches, TLB)
 - SW services (e.g. shared Eth.)
 - even in time-partitioning with L1 cache & TLB flush

Usage recommendation

- Mitigate interference through hardware
 - Reduce resource sharing between real-time & best-effort worlds
 - Leverage L2 cache separation between clusters
- Mitigate shared services-induced interference
 - Software monitoring / rate-control usage of shared services

Full virtualized OSSs, with core partitioning				Paravirtualized RTOS or PikeOS native realtime tasks			
PikeOS hypervisor							
C0	C1	C2	C3	C0	C1	C2	C3
L1 32+48kB	L1 32+48kB	L1 32+48kB	L1 32+48kB	L1 32+32kB	L1 32+32kB	L1 32+32kB	L1 32+32kB
2MB L2 (shared 4xA57)				512kB L2 (shared 4xA53)			
RAM (shared by all 8 cores)							

- **Selecting a software platform is a strategic choice...**
 - High technical stakes
 - compatibility, performance, features
 - many issues can often be dealt with usage restrictions or additional developments
 - Non-technical stakes sometimes even higher
 - partnership & licensing,
 - business-model,
 - regulation