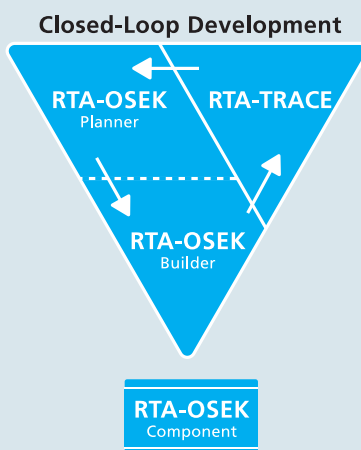


RTA-OSEK

Renesas SH2A with the Renesas Compiler



Features at a Glance

- OSEK/VDX OS v2.2 Certified OS
- RTOS overhead: 30 bytes RAM, 144 bytes ROM
- Category 2 interrupt latency: 41 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 datasheet discusses the Renesas SH2A port of the RTA-OSEK kernel alone and should be read in conjunction with the Technical Product Overview "Developing Embedded Real-Time Applications with RTA-OSEK" available from ETAS.

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 2.3 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:

- Renesas HEW4 SH Series Compiler v9.02
- Renesas HEW4 SH Series Assembler v7.01

Renesas HEW4 Optimizing Linker v9.04

Memory Model

RTA-OSEK supports the flat 32-bit address space memory model provided by the Renesas compiler.

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, SH72513 and the SH72546.

Interrupt Model

RTA-OSEK 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

RTA OSEK is designed to work on an SH2A CPU with fully re-entrant software floating point libraries supplied by Renesas. This allows floating point to be used in tasks and ISRs without the need to save and restore any additional context.

SH2A-FPU CPUs contain a hardware floating point arithmetic unit that is not part of a standard SH2A CPU. RTA-OSEK supports the SH2A FPU hardware floating point unit. 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.

Evaluation Board Support

RTA-OSEK can be used with any Renesas SH2A/SH2A-FPU evaluation board. An example application is provided to run on the Renesas ASKSH72546 evaluation board. This application can be adapted for other target boards by adjusting the linker command file (to alter the RAM locations) 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	30
ROM/Flash	144

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	56
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	30
Counter	4	62

Object	RAM Bytes	ROM Bytes
ScheduleTable	16	64
ScheduleTable Expiry	0	12
Taskset (RW)	4	4
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	44

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	29	29	K
Category 2 ISR Entry Latency	41	43	A
Category 2 ISR Exit Latency	241	359	E
Normal Termination	97	203	D
ChainTask	227	499	J
Pre-emption	205	325	C
Triggered by alarm	313	435	F
Schedule	187	305	Q
ReleaseResource	205	321	M
SetEvent	n/a	531	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 ETAS.

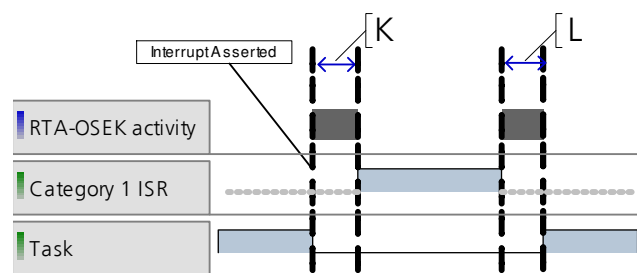


Figure 1 - Category 1 interrupt with return to interrupted task

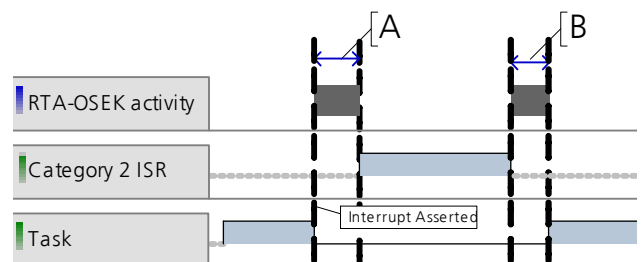


Figure 2 - Category 2 interrupt with return to interrupted task

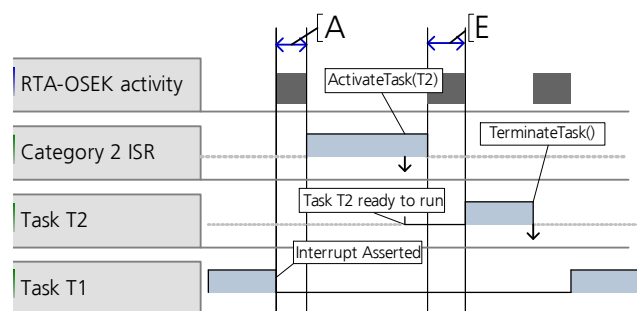


Figure 3 - Category 2 interrupt activates a higher priority task

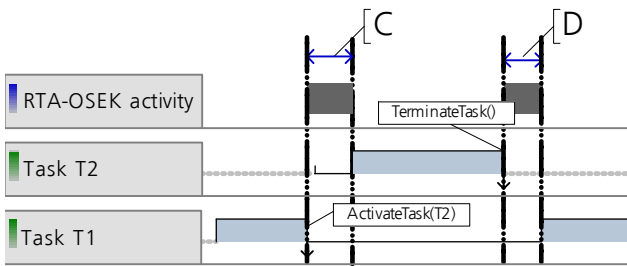


Figure 4 - Task activates a higher priority task

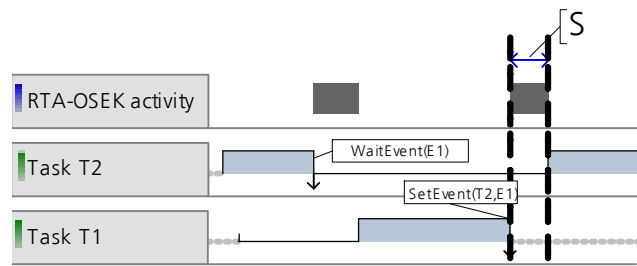


Figure 8 - Activation by SetEvent()

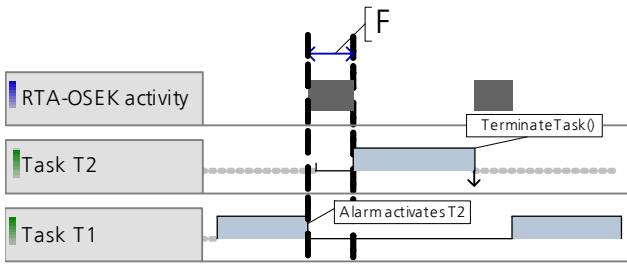


Figure 5 - Alarm activates task

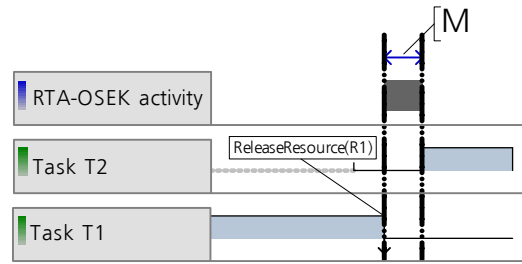


Figure 9 - ReleaseResource()

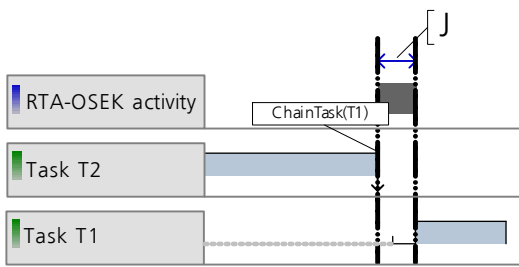


Figure 6 - Task chaining

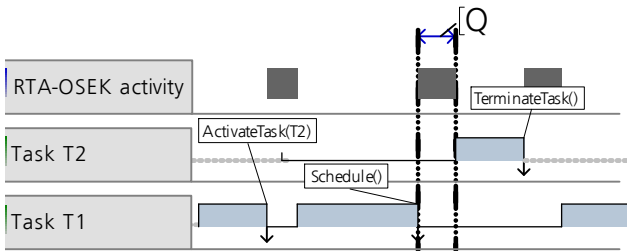


Figure 7 - Schedule() call

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	1946
OS RAM	786
comprising RAM data	146
comprising RAM stack	640

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	2234
OS RAM	758
comprising RAM data	142
comprising RAM stack	616

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	2800
OS RAM	954
comprising RAM data	206
comprising RAM stack	748

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	3436
OS RAM	1108
comprising RAM data	276
comprising RAM stack	832

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	1020	996	1128	1212
OS Overhead	640	616	748	832
Application Overhead	380	380	380	380
Optimized	440	440	548	548
OS Overhead	260	260	368	268
Application Overhead	180	180	180	180

Notes

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