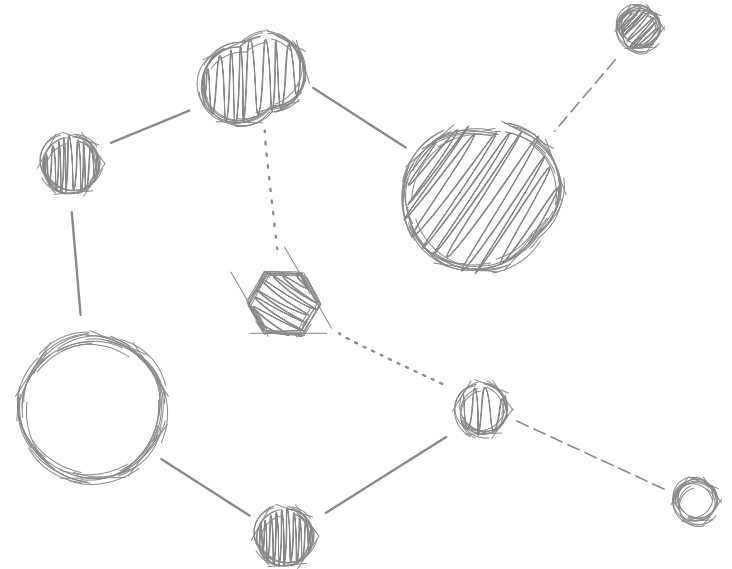


A Lightweight Operating System for the SSDP

Armin Luntzer

Franz Kerschbaum, Roland Ottensamer, Christian Reimers

Department of Astrophysics, University of Vienna



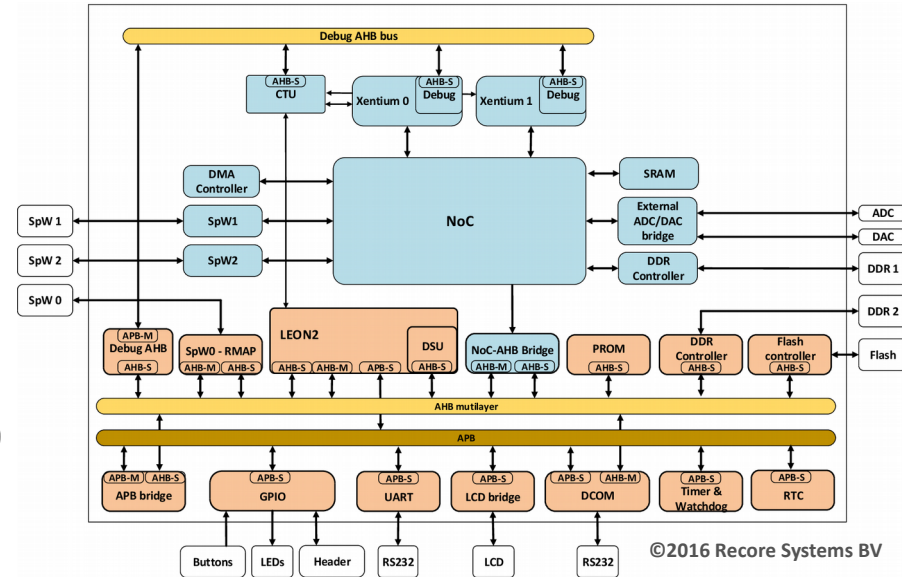
An OS for the SSDP

LeanOS – a Lean Operating System

- **nationally** funded by the FFG under project number 847987
- based upon collaboration between RUAG Space Austria (RSA) and University of Vienna (UVIE) (ESA contract number: 40000107815/13/NL/EL/f)
- **tailored** to Network-On-Chip/DSP concept of the SSDP
- released under an **Open Source** license

Background: SSDP/MPPB

- LEON processor (controller)
- Network-on-Chip (NoC)
- 2 Xentium VLIW DSP cores
- High-speed interfaces (SpW, ADC/DAC)
- 50 MHz system clock
- current version 2.0 with SSDP-like feature set and characteristics



Background: SSDP/MPPB

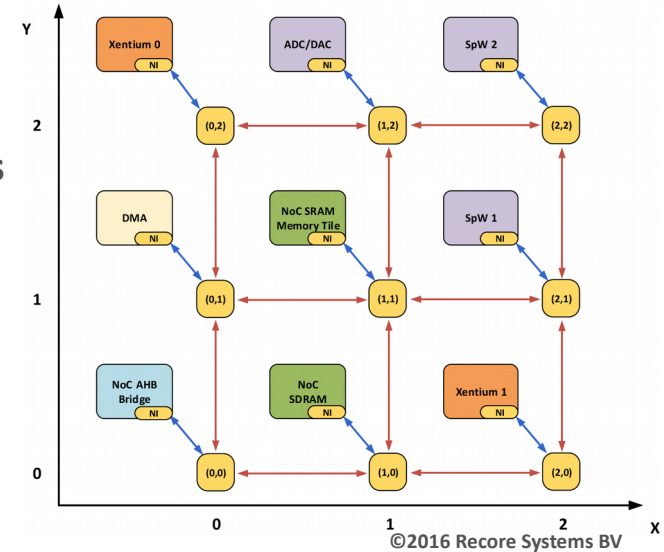
Network-On-Chip

– DMA

- **high-speed** packet-like data transfers between devices
- 2D stride support
- parallel channels

– Xentium DSP subsystem

- 10 parallel execution units per DSP core
- Local tightly-coupled memory (TCM): 4 x 8 kiB banks
- I-cache: 16 kiB
- **very high** performance; example: up to 1.3 s/c computable when *sampling up the ramp*



An OS for the SSDP

Key User Requirements

- it shall be **lean** and **efficient**
- it shall support a **scalable** number of Xentium DSP cores
- it shall be **easy** to use
- it shall support Fault Detection, Isolation and Recovery (FDIR)
- it shall be designed with applicable S/W standards to be space qualifyable
- it shall come with support documentation and demo applications

An OS for the SSDP

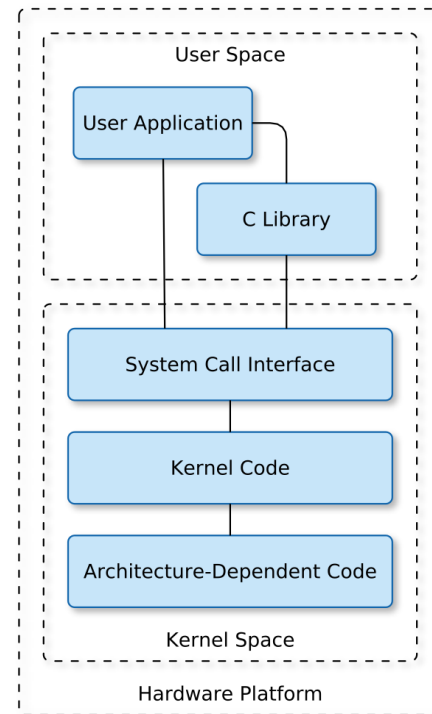
Key Functional Requirements

- trap/interrupt handling
- SMP readiness
- threads, scheduling
- MMU support, **paging** and **virtual memory**
- **loadable module** support
- run-time configuration interface
- SSDP **hardware drivers** (NoC DMA, Xentium, I/O ...)

An OS for the SSDP

Fundamental Architecture

- architecture-dependent code
 - **interfaces to underlying hardware architecture**
 - **implements abstractions to higher-level kernel code**
- kernel code
 - **implements services and drivers**
 - **components shared between architectures**
- system call interface
 - **provides call interface to user space**



An OS for the SSDP

Features: Memory Management

- dynamic memory (de-)allocation at run-time
- SRMMU support configurable
 - deferred page allocation via `sbrk()`
 - virtual memory, 4k paging
- systems without MMU supported, uses same underlying allocator

An OS for the SSDP

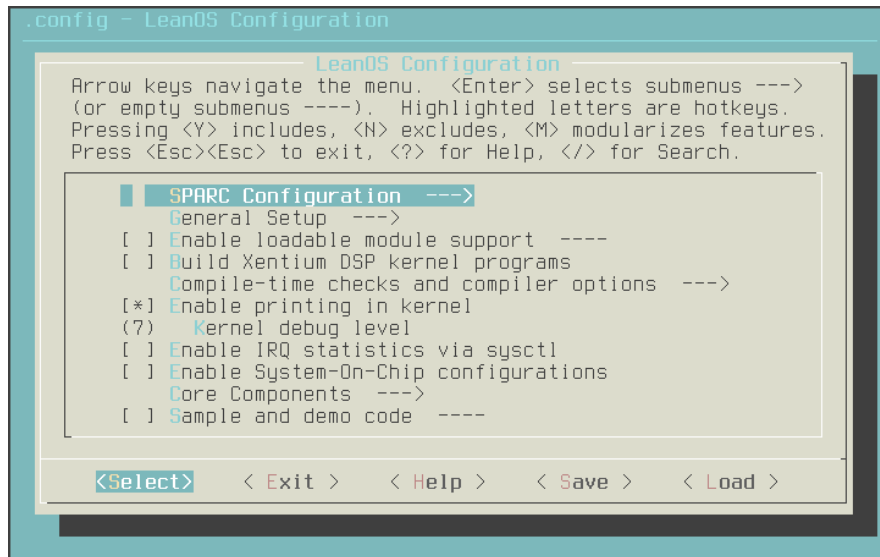
Features: Loadable Modules

- load/unload kernel modules/drivers at run-time
- easy patching
- easy reconfiguration depending on operating mode
- compiled as relocatable object codes
- built modules are added to payload image
- symbols and dependencies are resolved on load
- may be compiled-in

An OS for the SSDP

Features: Configuration/Building

- derived from Linux kbuild system
- easy to use
- prevents configuration conflicts
- also builds Xentium programs
- creates executable and payload image



```
.config - LeanOS Configuration

- LeanOS Configuration -
Arrow keys navigate the menu. <Enter> selects submenus --->
(or empty submenus ----). Highlighted letters are hotkeys.
Pressing <Y> includes, <N> excludes, <M> modularizes features.
Press <Esc><Esc> to exit, <?> for Help, </> for Search.

  SPARC Configuration --->
  General Setup --->
  [ ] Enable loadable module support ----
  [ ] Build Xentium DSP kernel programs
  Compile-time checks and compiler options --->
  [*] Enable printing in kernel
  (?) Kernel debug level
  [ ] Enable IRQ statistics via sysctl
  [ ] Enable System-On-Chip configurations
  Core Components --->
  [ ] Sample and demo code ----

<Select>  <Exit >  <Help >  <Save >  <Load >
```

Xentium Programs

Design Decisions

- conventional approach:
 - single monolithic program running on DSP
 - data processing is implemented as a series of function calls/operations
- downsides:
 - code size may exceed Xentium i-cache (16 kiB), requiring costly re-fetches via NoC
 - stack is in TCM (4x8 kiB), excessive call depths may use up valuable memory
 - even small changes require full program re-validation

Xentium Programs

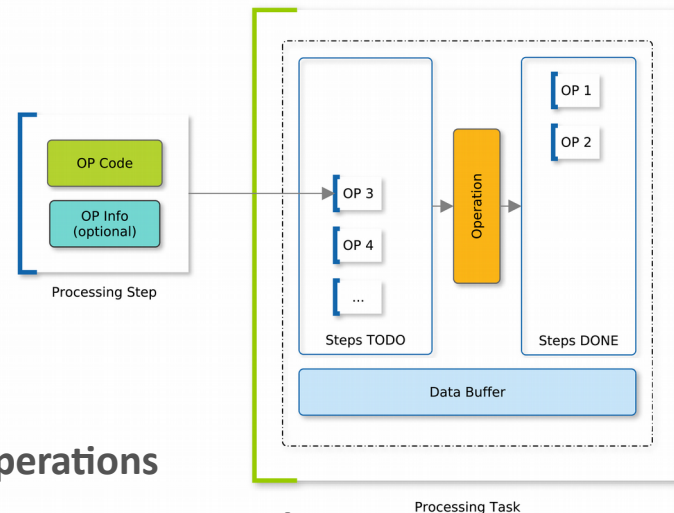
Design Decisions

- alternative approach developed by UVIE:
 - multiple **tiny programs**, one for each operational step (\approx **function call**)
 - programs can (and should) be dumb, i.e. perform only one task, regardless of larger application
- upsides:
 - code can be **arbitrarily small**, thus will always fit the i-cache (break up into sub-components)
 - processing chains can be created from **independent** building blocks
 - changes affect **isolated** components only (delta-testing)
 - **simpler** units generally have **less execution paths** and are easier to trace for WCET

Xentium Programs

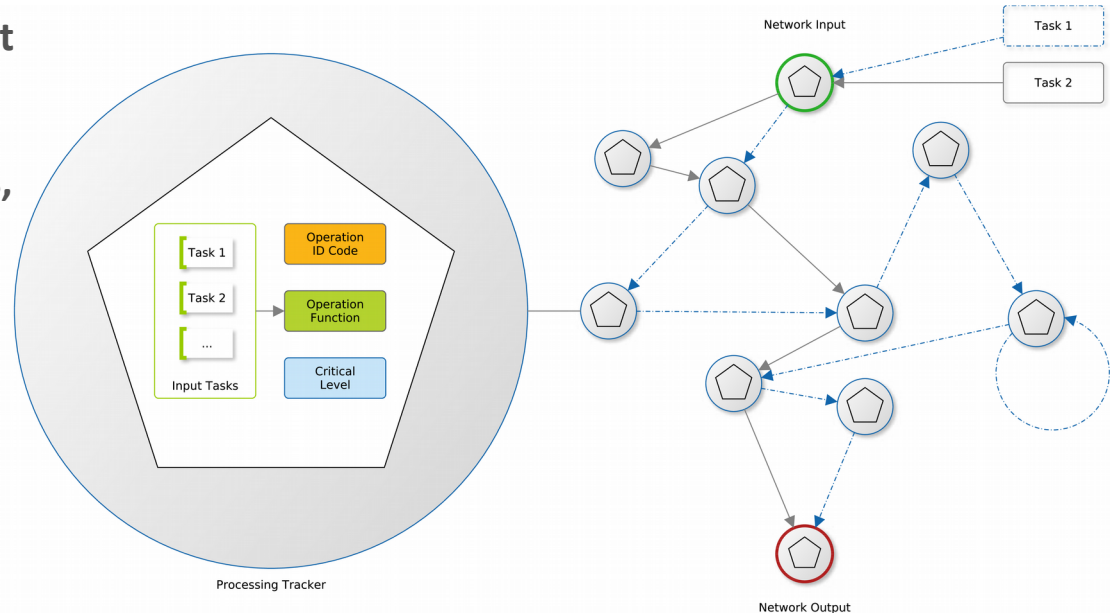
Key Feature: Xentium Processing Network

- nodes are similar to function calls in a program
- processing nodes are executed as needed
- metadata task packets attach to nodes
- metadata describes data product
 - “fingerprints” of completed and pending processing operations
 - task packets are automatically routed to next matching processing node
 - different types of products create their pipeline on-the-fly



Xentium Processing Network

- processing nodes are loadable at run-time
- each node defines its properties, parsed by driver
- driver schedules nodes as needed
- high performance by efficient **scheduling** of computationally intensive nodes



Processing Network

- simple API for node functions
- available as generic C library,
API compatible to Xentium library
 - development on PC possible
 - can be used for processing on general-purpose CPUs, e.g. LEON

```
int op_inc(unsigned long op_code, struct proc_task *t)
{
    size_t i;
    size_t n;

    unsigned int *p;

#define OP_INC 0x12345678
    pt = pt_track_create(op_inc, OP_INC, 5);
    pn_add_node(pn, pt);

    /* get the number of datums */
    n = pt_get_nmemb(t);

    /* get the data buffer associated with this task */
    p = (unsigned int *) pt_get_data(t);

    /* n is not 0, but data is NULL, this task is malformed and
     * will be moved directly to the output node with all
     * elements set to zero
     */
    if (!p)
        return PN_TASK_DESTROY;

    /* increment all items by 1 */
    for (i = 0; i < n; i++)
        p[i]++;

    /* signal successful completion */
    return PN_TASK_SUCCESS;
}

struct proc_task *t = pt_create(data, 32, 4, 0, 0);
pt_add_step(t, OP_INC, NULL);
pt_add_step(t, OP_INC, NULL);
pt_add_step(t, OP_MUL, NULL);
pt_add_step(t, OP_DEC, NULL);
pn_input_task(pn, t);
```

An OS for the SSDP

Outlook and Plans

- OS to be **qualified** and **used** with SMILE (joint ESA/CAS) Soft X-ray Imager (SXI) instrument's LEON3 DPU (MMU support, processing net)
- to be used in ATHENA (ESA-L) Wide Field Imager (WFI) Instrument Control and Power Unit (ICPU) with SSDP
- new development cycle started (SMILE features)
- follow-up development when actual SSDP hardware becomes available
- planned follow-up project: Xentium DSP function library

Questions?



Serving your computational needs.

Since 1365.