

# Timing instructions for RISC-V based hard real time edge devices

Nithin Ravani Nanjundaswamy (<u>nithin.ravaninanjundaswamy@dlr.de</u>) DLR

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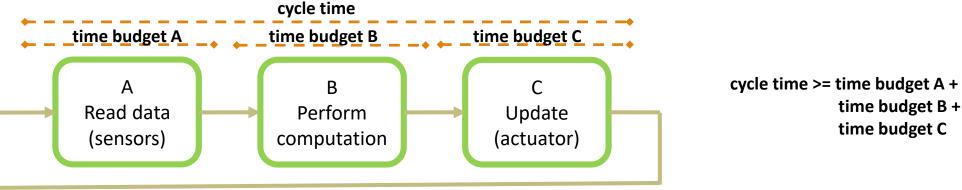
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## **Motivation**

 Most real-time edge devices follow cyclic execution and require precise timing and deterministic behavior



- Achieving precise timing is usually realized through software that relies on HW timers/counters, interrupts and interrupt service routines
- Hypothesis: Dedicated RISC-V custom timing instructions enable low-overhead (number of instructions) and highly precise timing (number of clock cycles) measurement and control
- Proof-of-concept: Three new instructions (measure, smonit and emonit) are implemented on Murax SoC which is based on VexRiscV core.



# Helps obtaining software execution time

**Timing Measure Instruction** 

- Counts clock cycles between successive measure
- instructions
- Measure plugin implemented in SCALA and added to Murax SoC

5th Workshop on RISC-V Activities

measure instruction is of R-type

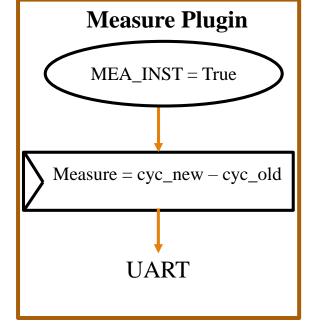
measure;

// software to obtain
// temporal behavior
instruction 1;

instruction n;

measure;

.....

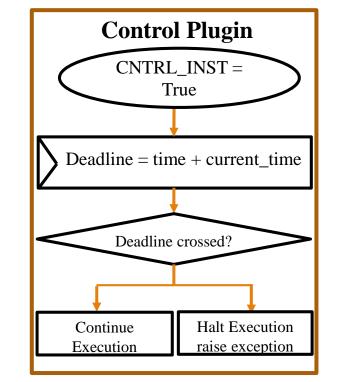


| 0000000 | 00000 | 00000 | 000    | 00000 | 0001011 |
|---------|-------|-------|--------|-------|---------|
| funct7  | rs2   | rs1   | funct3 | rd    | opcode  |



## **Timing Control Instructions**





| 0000000 | 00000 | 00001 | 010    | 00000 | 0001011 |
|---------|-------|-------|--------|-------|---------|
| funct7  | rs2   | rs1   | funct3 | rd    | opcode  |

| 0000000 | 00011 | 00001 | 011    | 00000 | 0001011 |
|---------|-------|-------|--------|-------|---------|
| funct7  | rs2   | rs1   | funct3 | rd    | opcode  |

#### Enforces a specific timing behavior

- smonit instruction (R-type)- start monitoring
- emonit instruction (R-type)- end monitoring

#### smonit(Block\_id, time);

// software to be monitored
instruction 1;

•••••

instruction n;

#### emonit(Block\_id);

- Exception raised if deadline crossed
- Nesting of control blocks is possible

## **Control Blocks Nesting**



## Nesting without overlap

smonit(1, t1);
instruction 1;
instruction 2;
 smonit(2, t2);
 instruction 3;
 instruction 4;
 emonit(2);
.....

instruction n; emonit(1);

#### **Nesting with overlap**

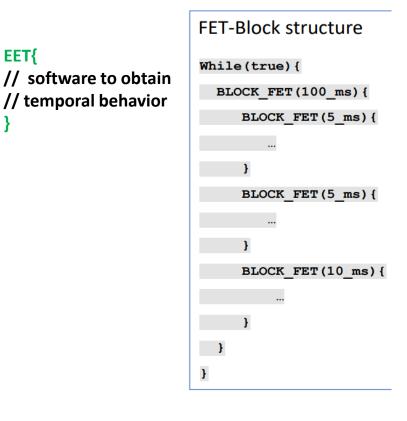
smonit(1, t1);
instruction 1;
instruction 2;
 smonit(2, t2);
 instruction 3;
 instruction 4;
emonit(1);

instruction n; emonit(2);

#### Control instructions support nesting with & without overlap

## **Reference Software Solutions**

- Software solutions rely on programmable timers/counters and interrupts
- Libbla (<u>https://github.com/offis/libbla</u>)
  - C++ based library originally developed for an ARM processor
  - Ported to RISC-V using counter register
  - Provides timing annotations to obtain temporal behavior
  - Estimate Execution Time (EET) software counterpart for measure instruction
  - Forced Execution Time (FET) software counterpart for control instructions
- C based optimized
  - Mere counter to count clock cycles without OOPs concepts





EET{

## **Results, Conclusion & Outlook**



#### Hardware vs Libbla SW solution

| Measurement<br>block | Assembler code<br>overhead | Temporal<br>overhead |
|----------------------|----------------------------|----------------------|
| Hardware solution    | 7 (0.5%)                   | 20 ns                |
| Libbla solution      | 1169 (101.5%)              | 3.002 ms             |

#### Hardware Utilisation

|         | LUTs         | Registers    |
|---------|--------------|--------------|
| Measure | 189 (11.5%)  | 200 (11.97%) |
| Control | 276 (17.18%) | 225 (13.47%) |

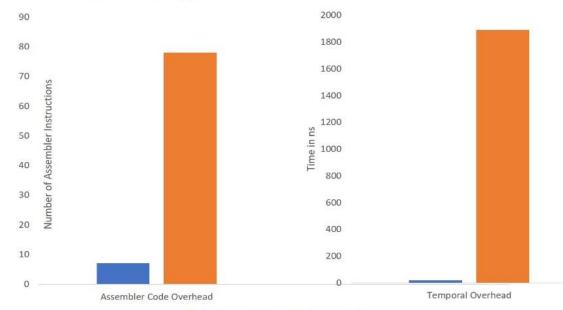
#### Conclusion

- Precise temporal behavior with low overhead is achieved with timing instructions as compared to software approach
- ISAX comes at a cost of hardware overhead Outlook
- Can be combined with power management (slack time)
- Interface to safety and security monitoring

### Hardware vs optimized C SW solution

| Measurement<br>block | Assembler code<br>overhead | Temporal<br>overhead |
|----------------------|----------------------------|----------------------|
| Hardware solution    | 7                          | 20 ns                |
| Software solution    | 78                         | 1.89 µs              |

#### Hardware vs Software approach



Hardware solution
Software solution