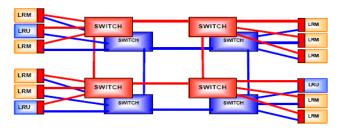


## AFDX

- Avionics Systems: communicating real-time systems
- AFDX: <u>Avionics Full DupleX</u> ethernet
  - New avionics backbone
  - Ethernet-based
  - Full Duplex => no collision
- Shared network
  - Indeterminism at the switch level
  - Need for guaranteed bounds
  - (e.g. frame Worst-Case Traversal Times and buffers size)

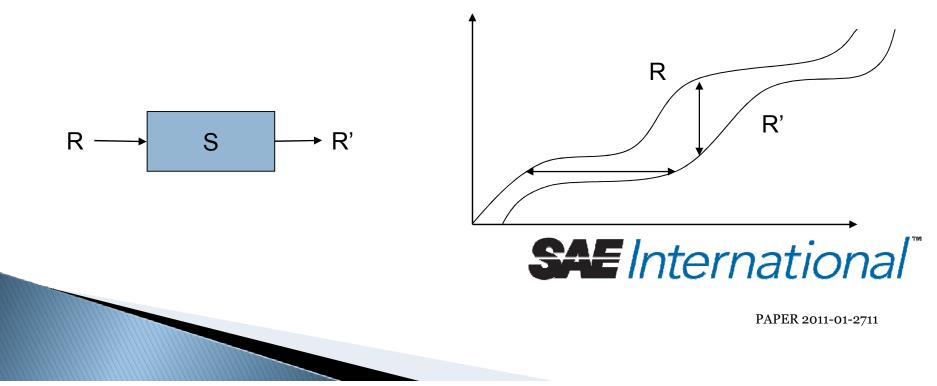


- One LRM = Several functions
- AFDX Network
  - ≻100Mbps
  - Internet protocols
  - ➤Virtual Links
  - ≻Determinism
  - ≻Redundancy
  - ≻Less Cables
  - ➤Flexibility



## Network Calculus

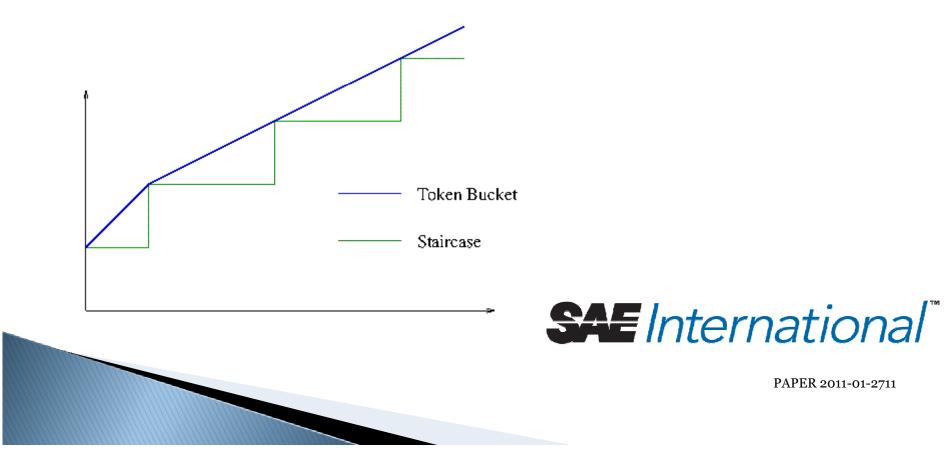
- Bound computation method: Network Calculus
- Formal Framework
- Strong background: (min,+) algebra
- Very general and flexible model



# Network Calculus Flexibility

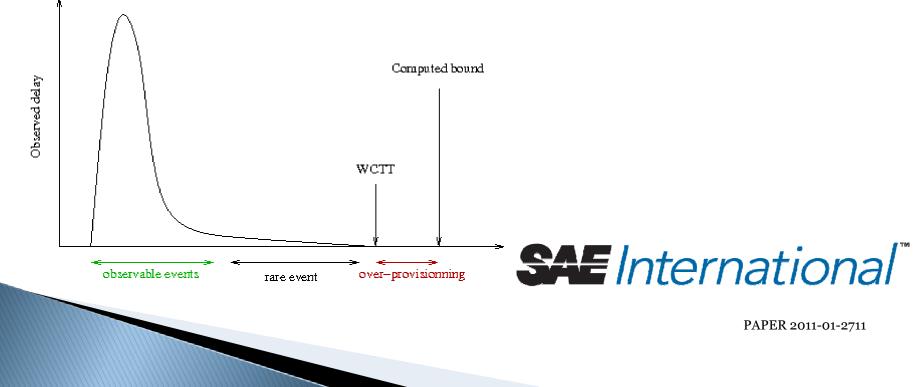
#### Modeling (periodic+jitter flow)

- Simple constraint : Token bucket
- Tight constraint : Stair Case



## **Network Calculus and AFDX**

- Network calculus used to certify A380 AFDX
- Network calculus bounds never reached
- Challenge: reduce over-approximation => reduce over provisioning



## The PEGASE Tool

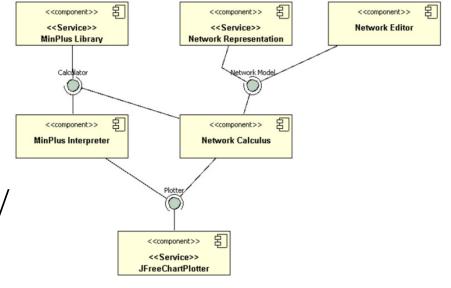
#### Requirements :

- Accurate results (up to date wrt Network Calculus theory)
- Extendable (to support exploratory works)
- Trustable
- Domain-specific editor
  - (creating networks without being network calculus specialist)
- Containing computation time
- Conflicting requirements
  - $\Rightarrow$  Modular conception



#### **PEGASE Modular Architecture**

- Decomposed into components
- Some components has several implementations (tradeoff complexity / accuracy / simplicity)
- Different users different components





#### Modular Conception example

- Floating point vs Rational Numbers
- Floating point (2.0, 0.666) : Fast, but rounding errors
- Rational numbers (2, 2/3): Exact, but slow
- Function classes
- ICC: Increasing Convex and Concave (Piecewise Linear)
  1292 LOC / Rational and floating point Version
  Coarse modeling: token-bucket constraint
- UPP: Very general class of Piecewise linear function
  - 3416 LOC / Rational only
  - Tight modeling: sporadic messages

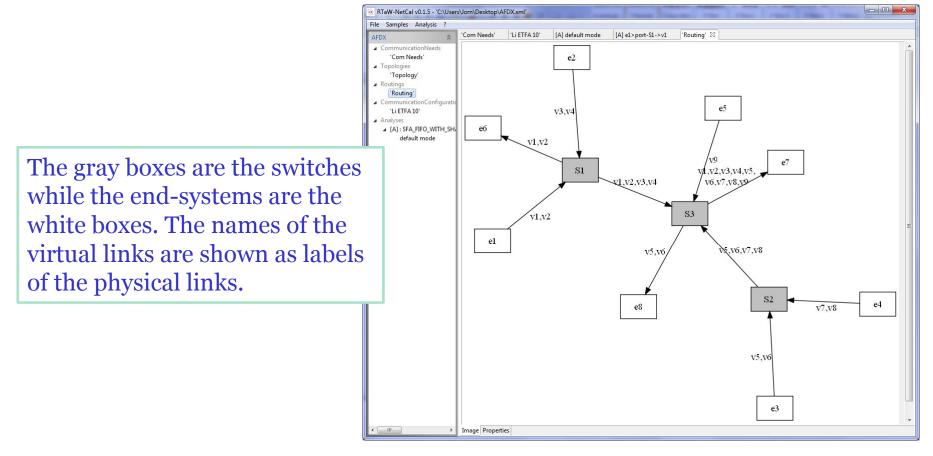


# Different modules / different complexities

Module	#Lines of code	Complexity (Cyclomatic)	#Methods	Cplx / #Methods
Fractions	862	268	73	3.67
Double	84	32	24	1.33
ICC	1292	318	74	4.3
UPP	3416	719	106	6.8



### The network editor





#### The results panel

FDX	Com Needs'	Li E	TFA 10' 🖾						
Communication	Need Name*	Name* Li ETFA 10 TrafficMode							-
'Com Needs'	Analysis			SHADING AND DRIO	TTIES StairCar	e, UPP, EXACT_FRACTIO	1		-
Topologies	Analysis	[ed] - bra	A_H O_WHI	_SHAFING_AND_FIGO	unes, stancas	e, orr, exact_machor			
'Topology'	Data Flows								
Routings 'Routing'	Data Flow	P	BAG	Max Frame Size	Sender	Receiver	Constraint	Bound	
Communication	Conf v1	1	8 ms	500 byte	el				
'Li ETFA 10'					e1	еб	120 µs	116 µs	
Analyses					el	e7	860 µs	872 µs	
[A] : SFA_FIFO	v2 v2	1	4 ms	750 byte	e1		100		
					el	еб	120 µs	116 µs	
					e1	e7	900 µs	872 µs	
	v3	0	2 ms	500 byte	e2				=
					e2	e7	700 µs	472 µs	
	∨4	1	16 ms	1000 byte	e2	100	0.2000		
				2000200.00	e2	e7	900 µs	872 µs	
	Dod r	noor	ng tha	t tha time	oonatr	aint cannot	000	002	
	Reu I	neal	lis lila	t the time	consu			892 µs	
	be	be guaranteed for a given virtual link.							
					ಲ	e/	1000 µs	532 µs	
					e3	e8	300 µs	31.2 µs	
	v7	0	32 ms	1000 byte	e4				
					e4	e7	600 µs	532. µs	
	▶ √8	1	16 ms	750 byte	e4				-



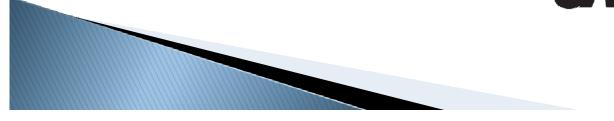
## Illustration on realistic AFDX system

- 104 End-Systems
- ► 8 Routers
- 4 Priority levels
- 974 Data flows (Virtual links)
- ▶ 6501 Latency constraints
- Periods (min: 2ms / max : 128 ms / av : 60 ms)
- Path Lengths (min : 1 / max : 3 / av : 1.3)
- Constraints (min : 1ms / max : 30 ms / av: 10ms)



## Computation times for different tradeoffs accuracy /computing times

Configuration ID	Constraint Model	Number Type	Function Class	Computation duration
#1	Token Bucket	Float	ICC	2 S
#2	Token Bucket	Rational number	ICC	11 S
#3	Token Bucket	Rational number	UPP	19 S
#4	Stair-case	Rational number	UPP	33 mn
		Ş	A Intel	rnational



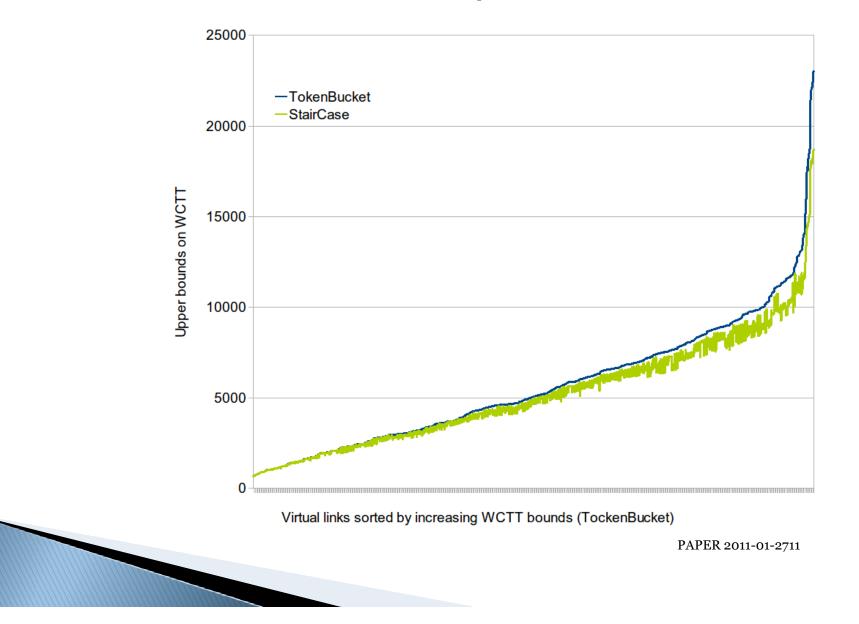
#### WCTT Bounds Results

Warning: actual worst case traversal times (WCTT) is unknown

From [Bauer 2010] : average (WCTT – token bucket ) < 13%</li>
Average gain Stair Case vs Token Bucket: 6%

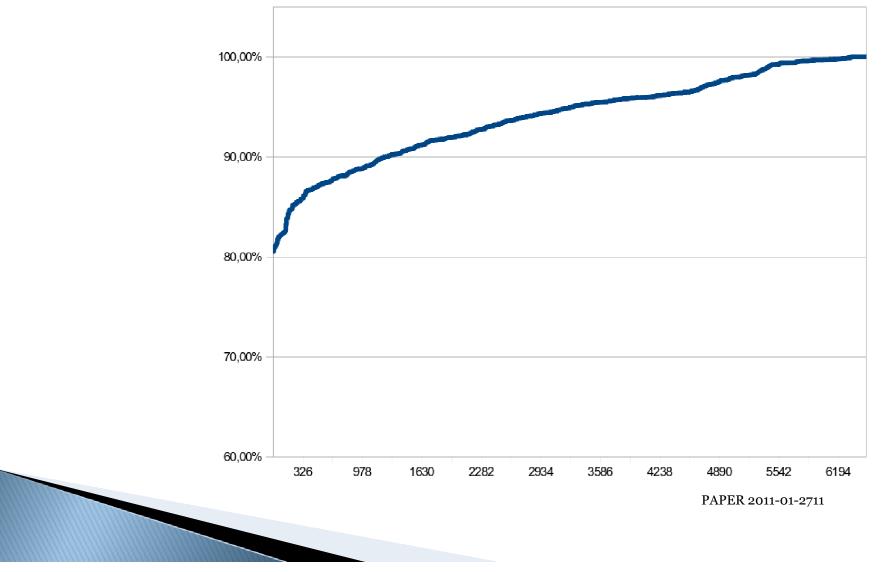


# WCTT Bounds Results for token bucket and stair-case models of the input traffic



#### Gain with stair-case is larger for lowpriority Virtual links

Stair Case vs Token Bucket improvement (normalised)



### Synthetic results

#### By priority

- High priority : no gain (0.38%)
- Low priority: significant gains (12.5%)
- By path length (number of hops)
  - Short path: 5.7%
  - Long path (length 3): 7.3%



# Conclusion

- Network calculus is a theory that is:
  - Exciting (for academics)
  - Trustable (strong formal background)
  - Flexible
- with an industrial tool : PEGASE
  - Conceived for network designers with a domain specific editor
  - Customizable performances: accuracy vs computation time
  - Enable to reduce HW resources over-provisioning
  - Increase possibility of system evolution and system re-use



#### Thank you for your attention

http://sites.onera.fr/pegase





