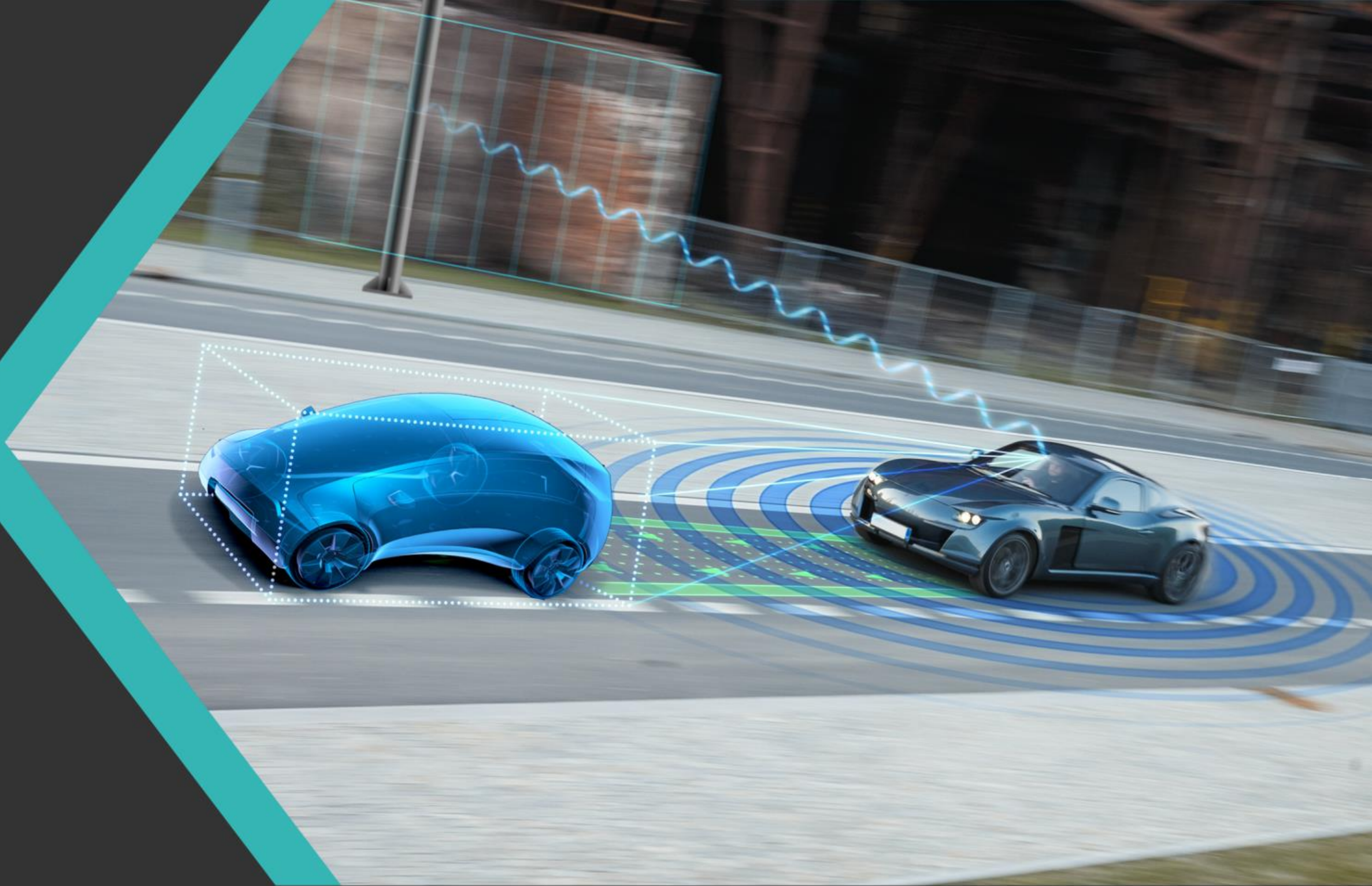
FISITA WEB CONGRESS 2020



F2020-VES-017

Agile Software Design Verification And Validation (V&V) For Automated Driving

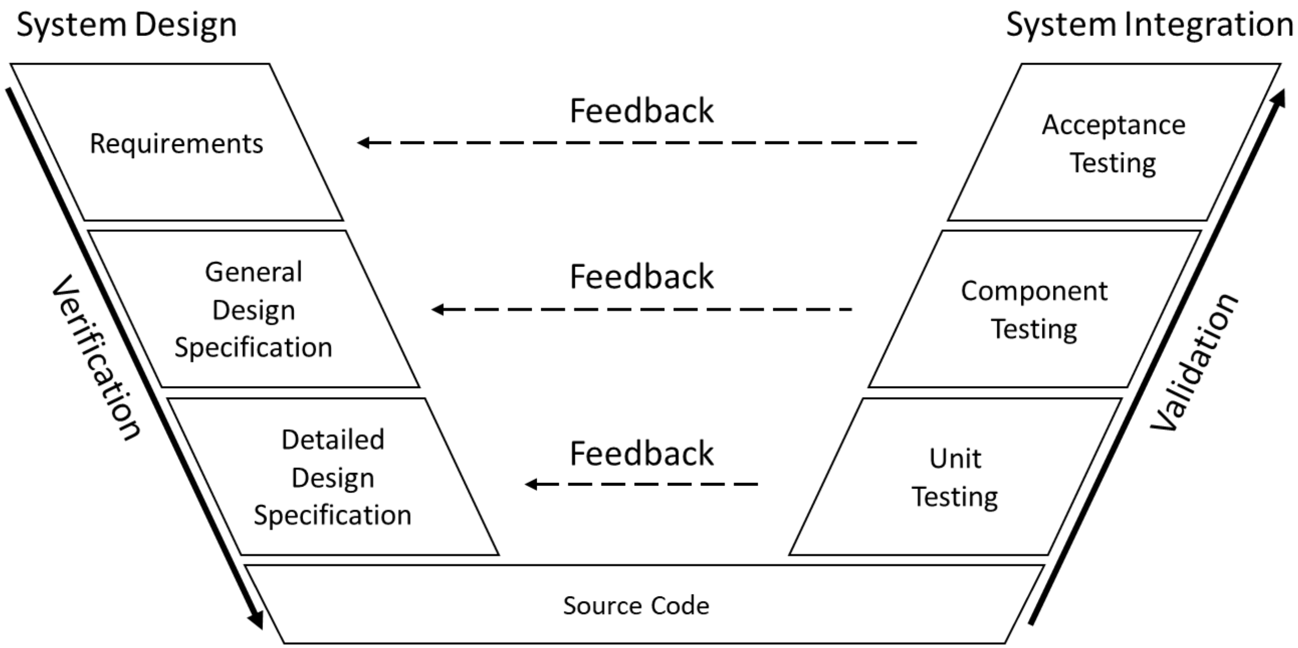
Yixiao Li[1], Yutaka Matsubara[1], Daniel Olbrys[2], Kazuhiro Kajio[2], Hiroaki Takada[1]

[1]Nagoya University [2]Toyota Research Institute - Advanced Development, Inc.

Verification and Validation (V&V)

V&V must be performed to meet the safety requirements

- Required by the development process standard in the automotive domain (e.g. ISO 26262)
- Verification: check whether the design can meet the requirements
- Validation: check whether the implementation can work properly in the real environment
- Defects and problems found during the validation must be feedbacked to the system designers to modify the requirements or specifications accordingly



Automated Driving System (ADS)

ADS is much more complex than the traditional system

- Massive data: HD dynamic maps, sensors (e.g. camera, radar, LiDAR)
- Software: soft/hard real-time tasks, parallelized with many threads, machine learning
- Hardware: multi-core CPUs, many-core GPUs, deep learning accelerators
- Frequent (monthly/weekly) OTA software updates
- New standardized platform (e.g. AUTOSAR Adaptive Platform)
- Virtualization environments (e.g. container on Docker, guest OS on hypervisor)

The increased complexity of ADS brings new challenges

- Fixing a problem identified during the validation phases could lead to expensive rework
- The productivity of V&V must be reduced to match the agile development methodologies

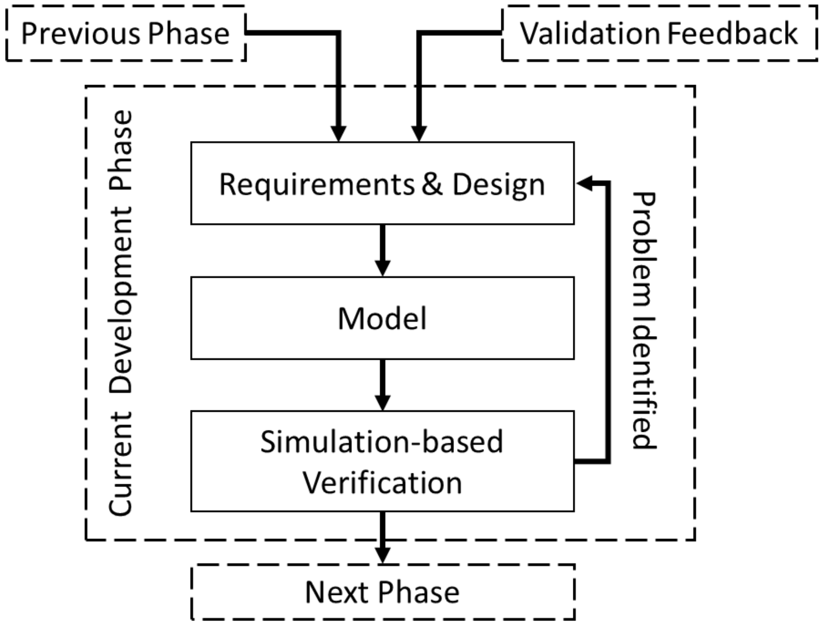
Simulation-based V&V

Simulation-based V&V can find design problems earlier

- Create a model from the requirements and design during the verification phases
- Generate the approximations of system behavior using a simulator
- Check the requirements during the verification without testing on the real validation environment
- A high accurate model can significantly reduce the expensive rework during the V&V process
- Existing approaches focus on control systems rather than ADS

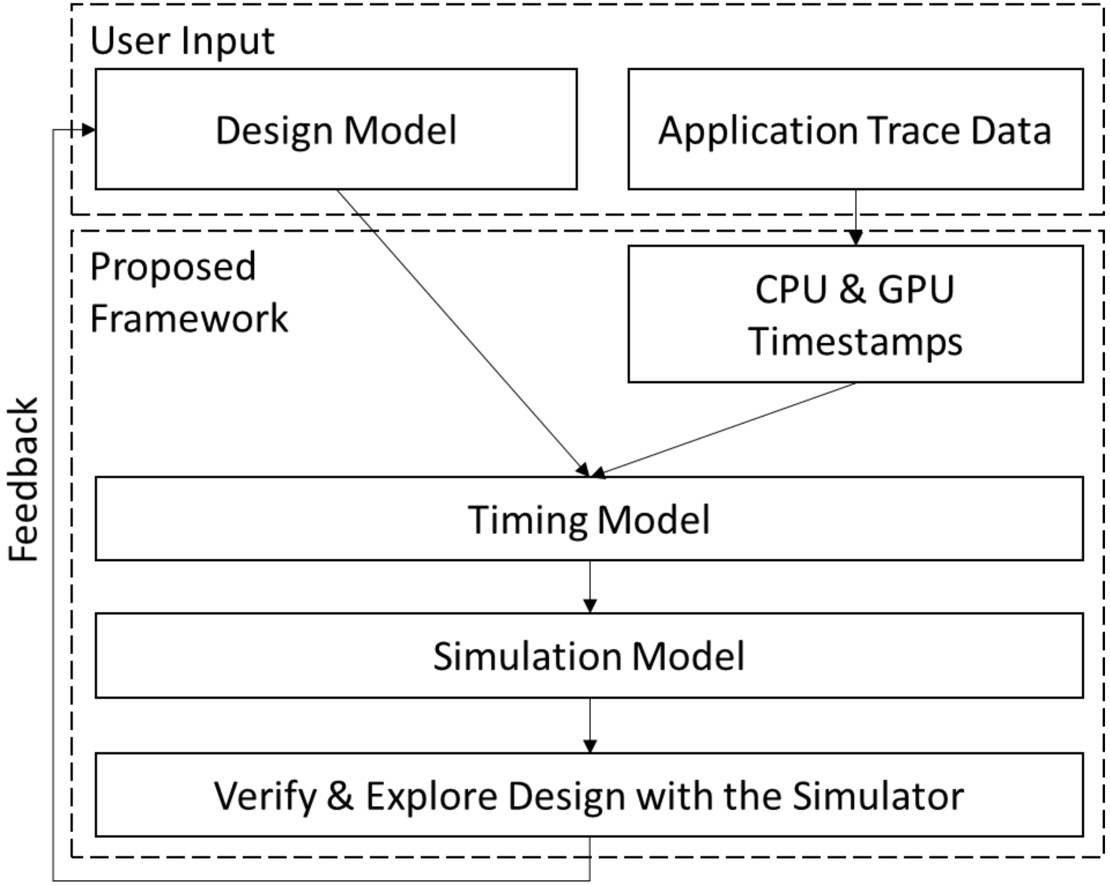
Issues to enable simulation-based V&V for ADS

- How to properly model the complex ADS applications?
- How to verify and explore the design with the simulator?



Our Proposed Framework

An automized framework to model the ADS software efficiently



User (Developer) provides design & trace as input.

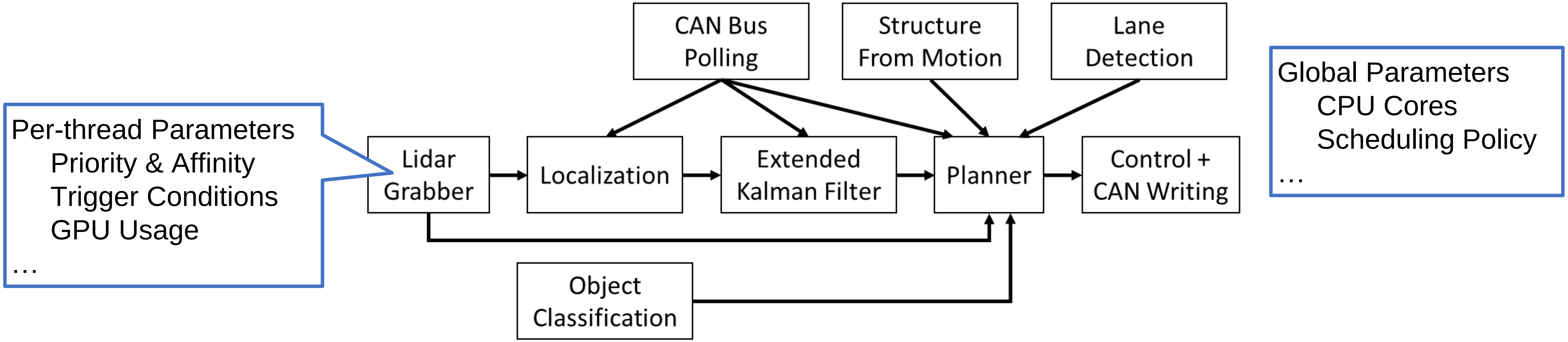
Our framework provides scripts to automatically create a simulation model.

User can verify the current design and/or explore potential improvements on a simulator.

Input: The Design Model

Provide necessary information to schedule the application threads

- Required parameters can be effortlessly collected from the design specifications
- Design configuration files (e.g. ARXML, JSON) can also be used to fill some parameters automatically.



Graph for data flow dependencies

Input: The Application Trace Data

Provide the execution time information of each thread

- Traced on an environment with specification (e.g. CPU, GPU) close to the real target
- Application running in Docker container on a Linux-based AUTOSAR Adaptive Platform
- Tracer: LTTng (Linux Trace Toolkit Next Generation)

The measurement accuracy is vital to the simulation quality

- Minimize interference: isolate the application under test from the system processes
- Reduce overhead: replace default events with manually added tracepoints; use a larger buffer size…
- Avoid overlaps: increase the periodic time of application cycles

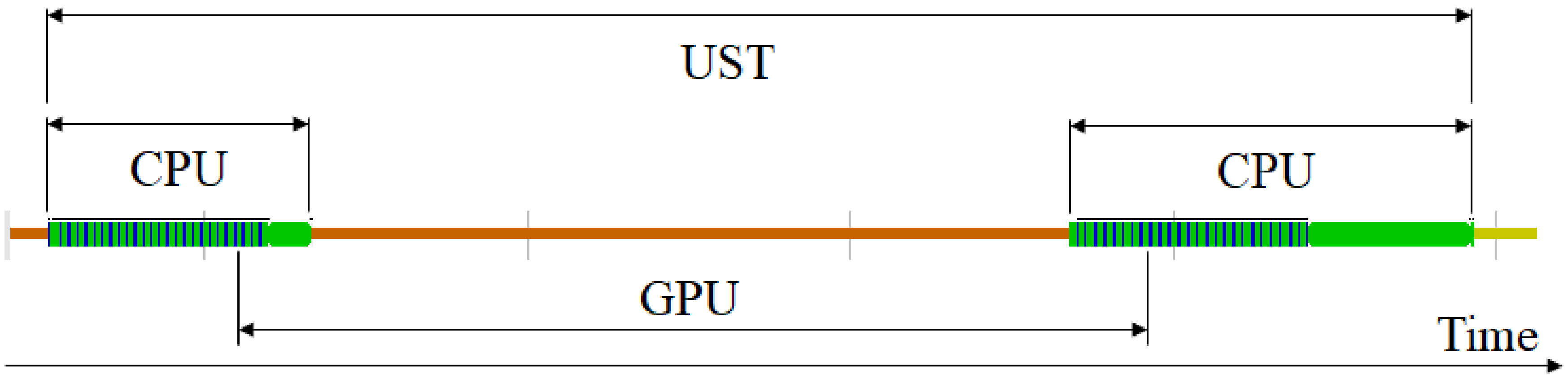
Input: The Application Trace Data

The trace data can be very huge

- Difficult to handle directly
- a 90-sec trace of our applications has over 60 million events

Extract necessary timestamps to ease the procedure of creating a timing model

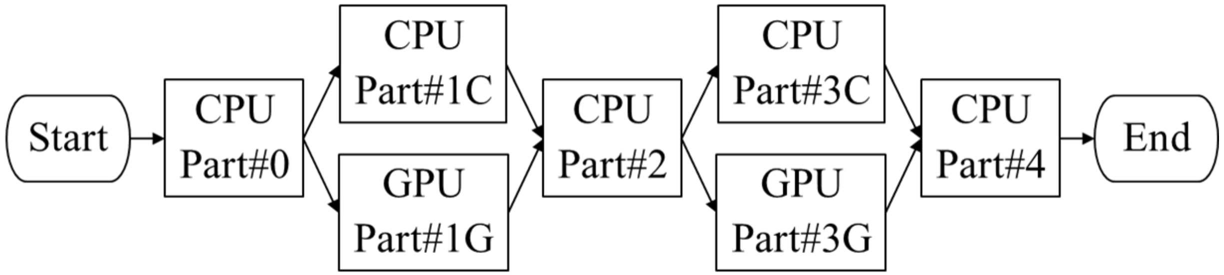
- CPU timestamps: the active CPU time
- GPU timestamps: the time of a thread occupying the GPU resource
- UST timestamps: the time range of one activation (i.e. from triggered to send output messages)



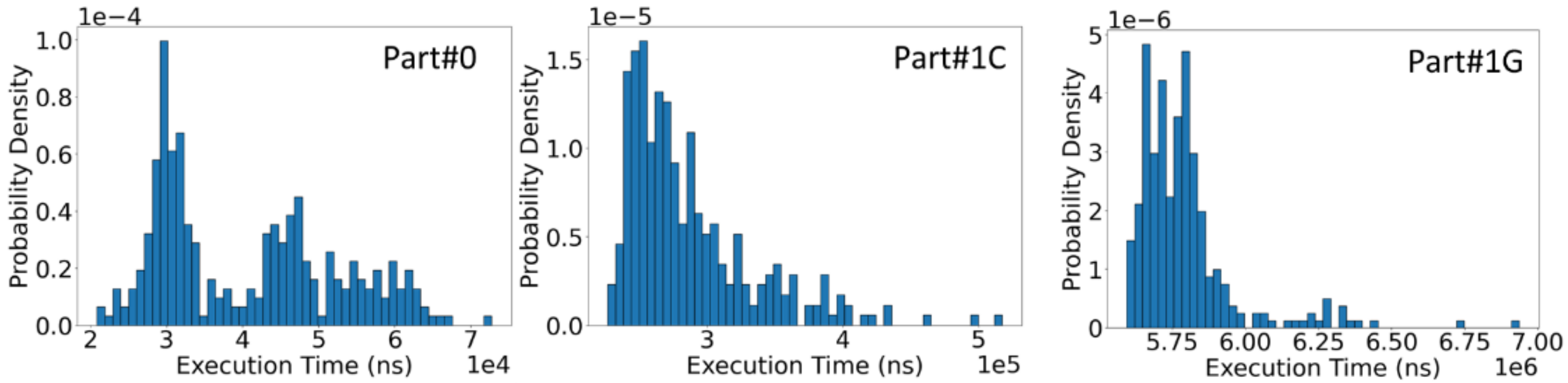
Create the Timing Model

A timing model is a design model with per-thread timing information

- A thread with GPU usage consists of multiple parts with different timing characteristic
- E.g. a thread accesses GPU twice during each execution:



Create an execution time distribution for each part from the trace data

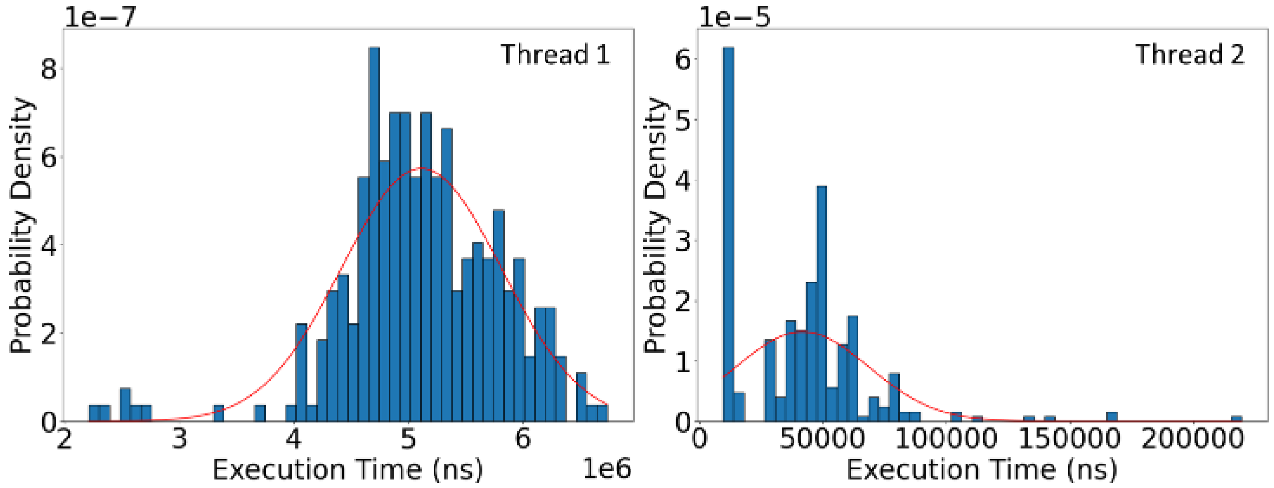


...

Create the Timing Model

The traced discrete distributions can optionally be fitted using statistical models

- E.g. Gaussian distribution



- Pros: values not included in the trace can also be generated
- Cons: bad-fitting models can lead to poor predictability
- Currently, the user is responsible for choosing proper models according to the actual implementation

Create the Simulation Model

A simulation model consists of the necessary files to execute on a simulator

- Generated from the timing model
- Use INCHRON chronSIM simulator in our paper

Features of INCHRON chronSIM simulator

- Project (IPL) file in XML format, easy to handle by external scripts
- Official Python library to manipulate the simulation model
- Many standard scheduling policies (e.g. SCHED_FIFO, SCHED_RR) supported
- User-defined scheduler and hierarchical scheduler can be used
- Advanced visualization and analysis capabilities: state view, gantt view, event chain, load view, histogram

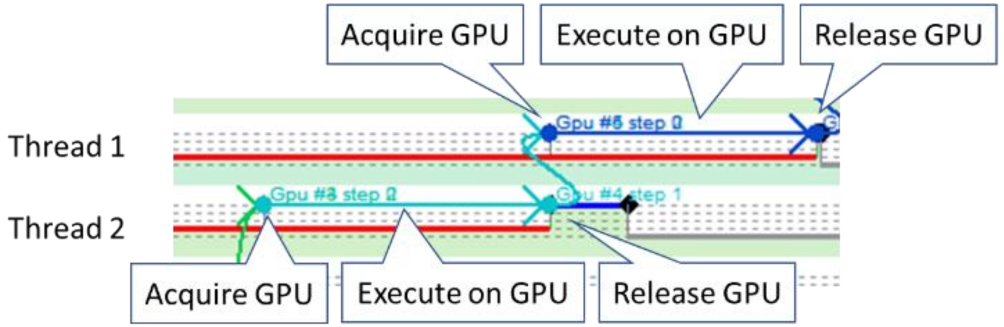
Create the Simulation Model

The basic task model of chronSIM lacks some features for our application

- Trigger messages cannot be queued
- GPU usage is not supported

Extend the simulation task model implementation

- chronSIM allows us to add C source files to override the default task behaviors in the model
- The execution time distributions are converted to C source for randomly generating simulated values
- Each thread has its data structure to manage the trigger messages with our custom activation logic
- Necessary operations for GPU access (e.g. acquiring, offloading, releasing) are supported
- Visualize the GPU usage with event chains



Evaluation

An industrial case study

- An ADS prototype on AUTOSAR Adaptive Platform from TRI-AD, Inc.
- Use 7 CPU cores and include 50 threads in total
- 30 threads created by the ADS software, 20 threads created by external libraries, 7 threads using GPU
- Trace environment

CPU	Intel Core i7-8700K, 3.7 GHz, 12 logical cores
GPU	NVIDIA GeForce GTX 1080 Ti, 1582 MHz, 3584 CUDA cores
System	Linux (Ubuntu 16.04 LTS), Docker 19.03.5

- The application is executed for over 300 cycles to collect the trace data

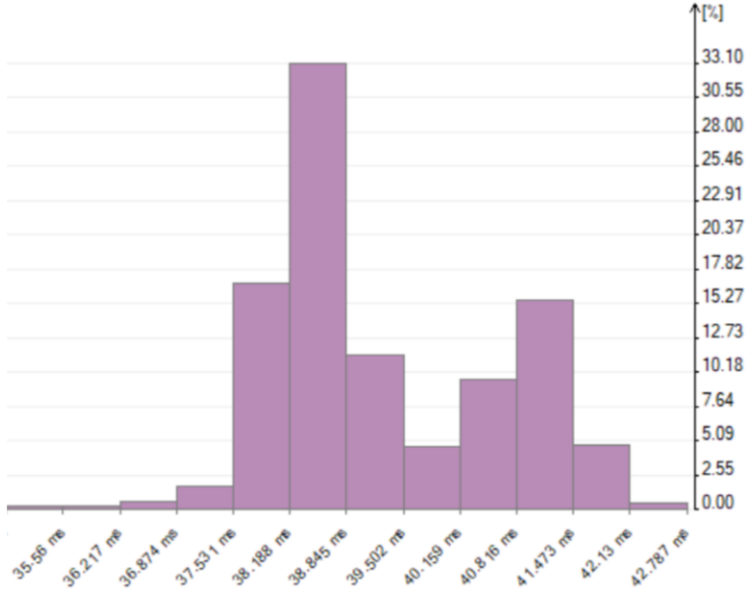
Evaluate the model accuracy and the effectiveness of proposed framework

- Compare event chain end-to-end latency
- Compare CPU usage

Evaluation

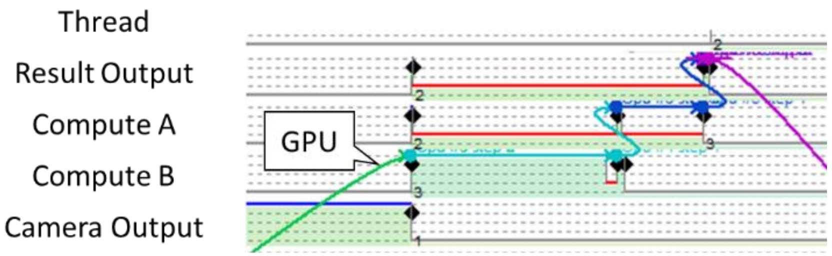
Event chain E2E (end-to-end) latency

- Simulate a representative event chain (Camera data output → Multiple threads with different processing algorithms → Result output)
- chronSIM simulator can create a histogram for the end-to-end latency



Identify a design problem

- A significant gap was observed in the initial design (traced 27.5ms vs simulated 38.8ms)
- Use chronSIM simulator to analysis the detailed execution patterns
- An inconsistency between the design and the implementation has been found
- After fixing the problem, the new simulated E2E latency is 27ms



CPU usage comparison

- Per-thread values: very close (Δ < 0.1% for each thread except #1,#2)
- Per-core values: prior cores (1~3) higher in simulation, latter cores (4~7) higher in trace

Thread#	Trace	Simulation	Δ
1	34.24%	39.06%	4.82%
2	19.15%	20.39%	1.24%
3	21.31%	21.39%	0.08%
4	1.92%	1.98%	0.06%
5	1.75%	1.81%	0.06%
6	0.60%	0.64%	0.04%
7	1.63%	1.60%	-0.03%
8	0.74%	0.72%	-0.02%
9	0.45%	0.47%	0.02%
10	0.16%	0.18%	0.02%
11	1.87%	1.89%	0.02%
12	1.05%	1.04%	-0.01%
…	…	…	…
50	1.93%	1.93%	0.00%

Comparison of per-thread CPU usage
(sorted by absolute value of Δ)

	Trace	Simulation	Δ
CPU1	14.71%	20.11%	5.40%
CPU2	18.27%	28.52%	10.25%
CPU3	22.00%	24.36%	2.36%
CPU4	11.99%	9.30%	-2.69%
CPU5	13.22%	9.15%	-4.07%
CPU6	13.96%	9.68%	-4.28%
CPU7	25.85%	19.71%	-6.14%
Mean	17.14%	17.26%	0.12%
StdDev	4.76%	7.35%	2.59%

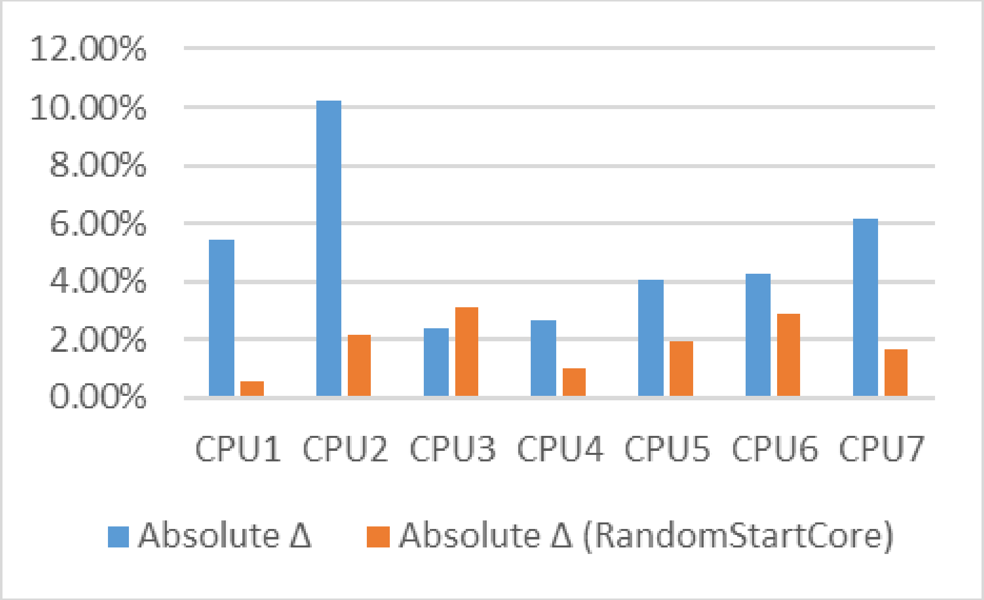
Comparison of per-core CPU usage

Evaluation

Per-core CPU usage differences

- Reason: system threads in the trace environment frequently migrate applications threads to other cores
- System threads relate to many factors (e.g. devices, kernel, services…), and thus are difficult to simulate
- Instead, we simulate the interference by adding random migrations
- The updated model (RandomStartCore) shows much smaller Δ.

	Trace	Simulation	RandomStartCore
CPU1	14.71%	20.11%	14.11%
CPU2	18.27%	28.52%	16.08%
CPU3	22.00%	24.36%	18.86%
CPU4	11.99%	9.30%	12.99%
CPU5	13.22%	9.15%	15.16%
CPU6	13.96%	9.68%	16.85%
CPU7	25.85%	19.71%	24.21%
Mean	17.14%	17.26%	16.89%
StdDev	4.76%	7.35%	3.47%



Conclusion

- Propose an automized framework for modeling the ADS applications based on the design and trace data
- Support commercial simulator chronSIM for design verification and exploration
- Evaluation results show high accuracy of the simulation results
- Simulation-based V&V enables the early/efficient problem identification during agile software development

Future work

- Simulate the scheduling of virtualization environments (e.g. containers, guest OSes on hypervisor)
- Analyze the threads created by external libraries (e.g. OpenCV, SOME/IP) to further improve accuracy
- Automatic design optimization (e.g. adjusting the design parameters to balance CPU load)
- Characterizing different applications with quantitative metrics
- Unified modeling framework for both ADS and traditional (e.g. AUTOSAR Classic Platform) applications