

# An Extension of the OMNeT++ INET Framework for Simulating Real-time Ethernet with High Accuracy

4th international OMNeT++ Workshop

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# Motivation

Why a new in-vehicle communication technology?



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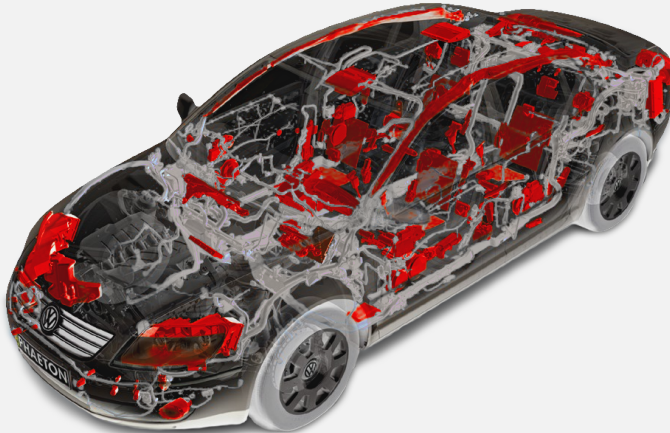
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*“Actually **already today** the electrical system in the whole car is **not adequately controllable**” and “The complexity continues to increase”<sup>1</sup>*

**Richard Bogenberger (2008)**  
BMW Group Research and Technology

<sup>1</sup> Jens Badstübner: “Kollaps im Bordnetz: Schluss mit Can, Lin und Flexray”. 2008.

### Simulating Real-time Ethernet

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- Mature technology
- High transmission bandwidth
- Low prices for Ethernet components
- Many development/diagnostic tools and expert developers

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- Standard switched Ethernet has no real-time capabilities
- There are extensions of various operational areas
- Extensions can be classified in:
  - 1** *token-based technologies*  
e.g. EtherCAT
  - 2** *bandwidth-limiting technologies*  
e.g. Avionics Full Duplex Switched Ethernet (AFDX)
  - 3** *time-triggered technologies*  
e.g. Profinet, SynqNet, RTnet, POWERLINK, TTEthernet

- Basis by the Technical University Vienna (2004)  
Today development by TTTech Computertechnik
- Currently standardization by the Society of Automotive Engineers
- 3 traffic classes:
  - *Time-triggered (TT)*  
highest priority, time-triggered, cyclic, offline planned, requires synchronised time
  - *Rate-constrained (RC)*  
event-triggered, bandwidth-based (AFDX)
  - *Best-effort (BE)*  
lowest priority, standard Ethernet

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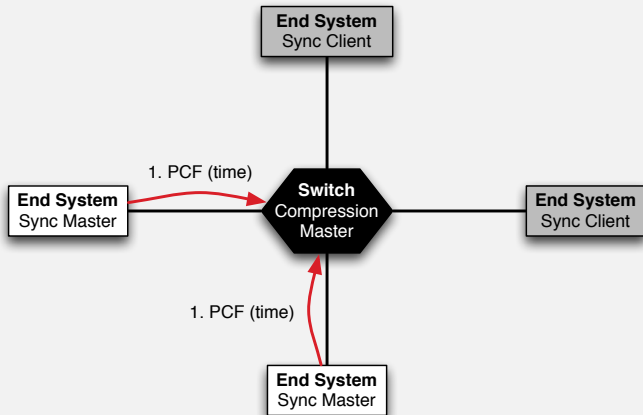
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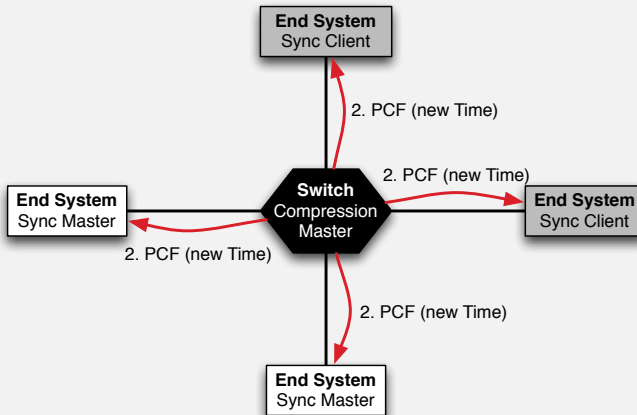
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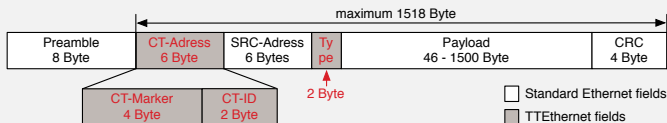
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- Critical-Traffic (time-triggered and rate-constrained) is offline configured
- Critical-Traffic uses Ethernet destination address
- Critical-Traffic is determined by CT-Marker (4 Byte)
- Message is determined by CT-ID (2 Byte)



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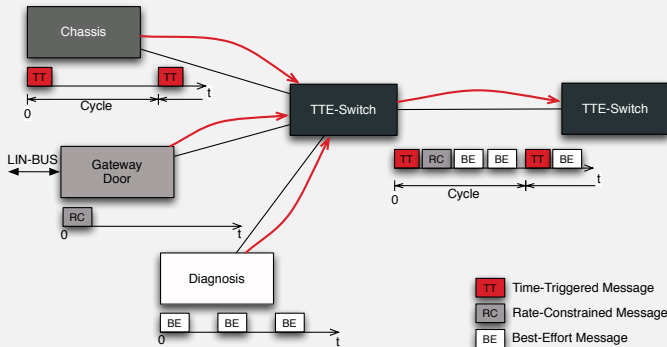
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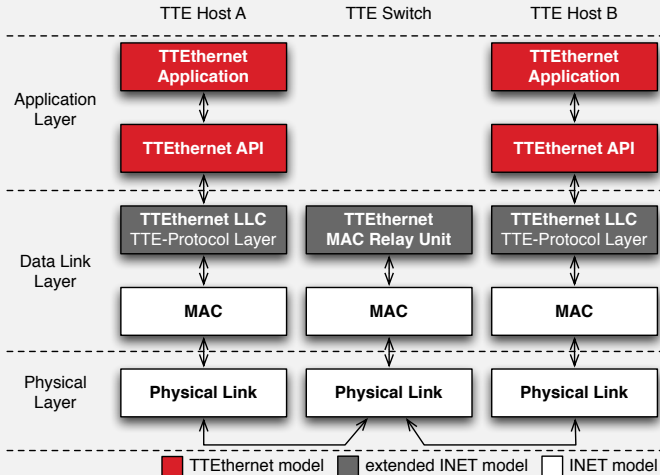
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# Concept & Model

## TTEthernet integration in INET



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### Clock:

- TTEthernet is a synchronised time-triggered protocol
- Each device has its own clock
- Clocks have inaccuracy (clock drift)
- Clock drift has significant impact on protocol behaviour
- Model of clock drift must be accurate

$$t' = t + \delta * (\Delta t_{Tick} + \Delta t_{Drift})$$

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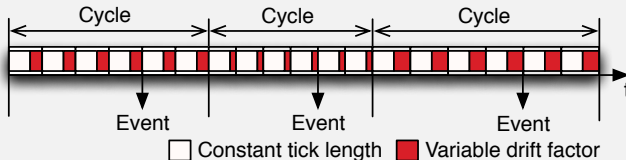
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### TTEthernet-Switch:

- Usage of the introduced clock model
- Combines standard INET and critical traffic switch
- Bypassing of Buffer in MAC-Layer to preserve priorities

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## TTEthernet Model — Switch design



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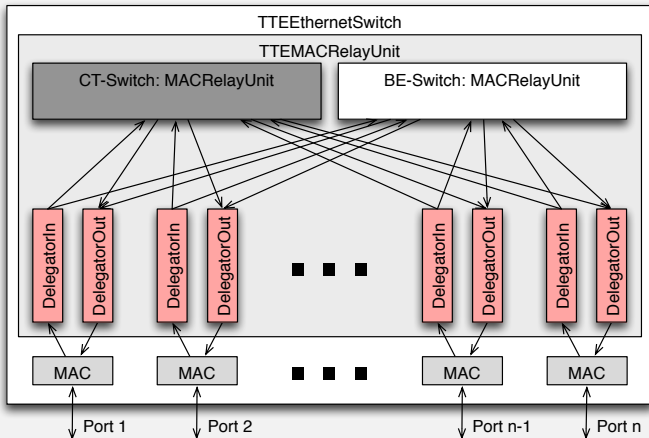
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## TTEthernet Model — Buffers



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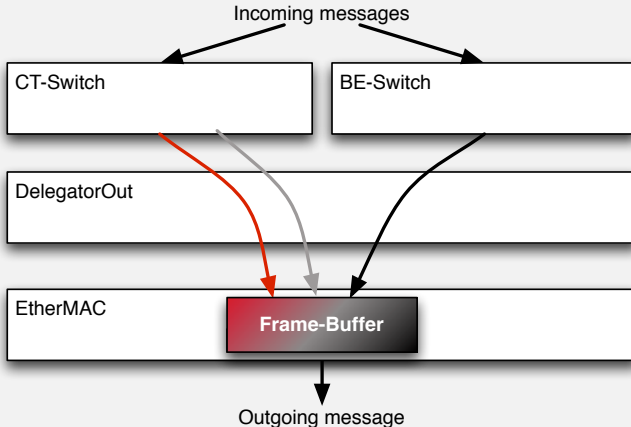
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## TTEthernet Model — Buffers



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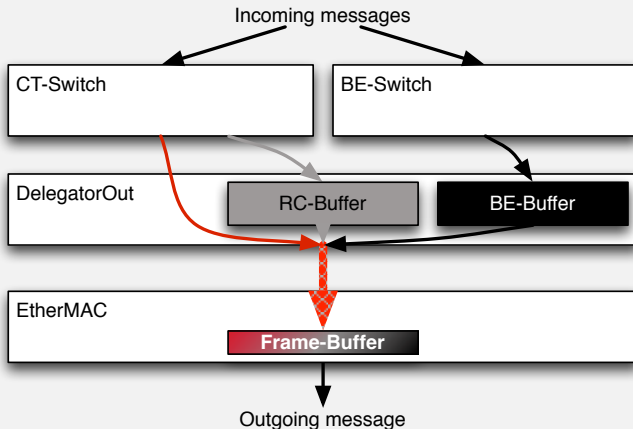
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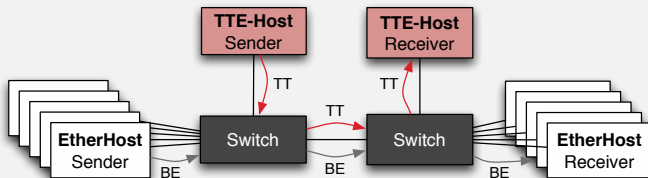
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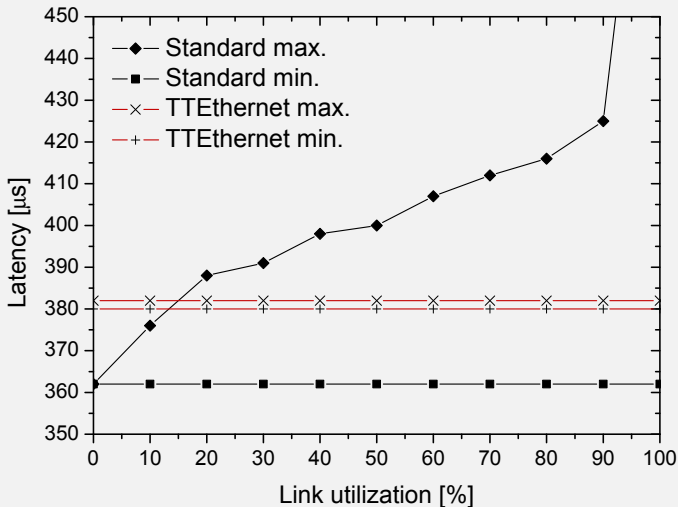
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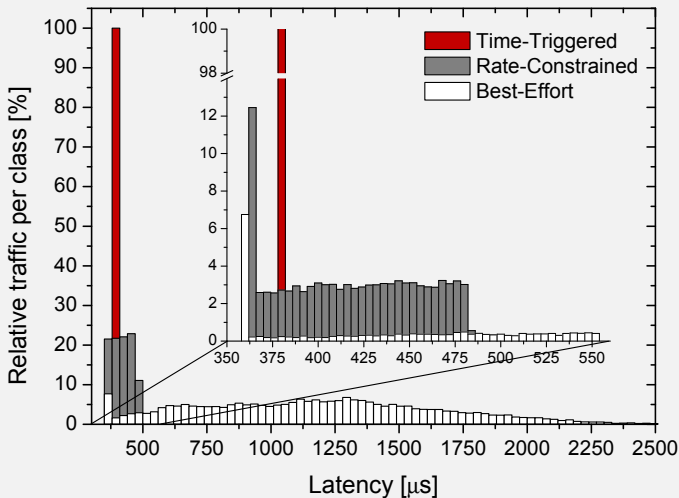
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Frame payload	simulation model	analytical model	hardware measurement
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*350  $\mu$ s Schedule*

minimum	360.5 $\mu$ s	360.245 $\mu$ s	360 $\mu$ s
maximum	593.0 $\mu$ s	592.885 $\mu$ s	592 $\mu$ s

*9  $\mu$ s Schedule*

minimum	19.5 $\mu$ s	19.245 $\mu$ s	-
maximum	252.0 $\mu$ s	251.885 $\mu$ s	-

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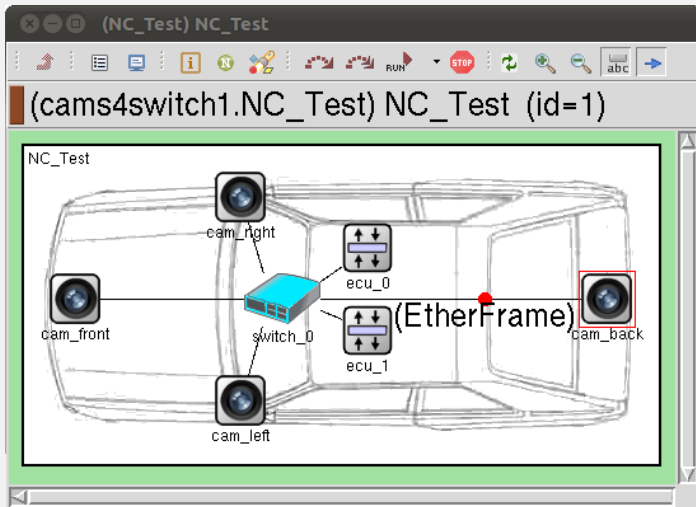
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- Real-time Ethernet is a realistic candidate for in-vehicle backbone
- Presented model tightly conforms to
  - TTEthernet specification
  - Analytical model
  - Hardware measurements
- Simulation results have been carefully evaluated
- Framework is currently being prepared for a first public release
- If you are interested visit:

<http://www.informatik.haw-hamburg.de/tte4inet.html>



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# Thank you!

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*Thank you for your attention!*

- Website of research group:  
<http://www.informatik.haw-hamburg.de/core.html>
- Website for simulation model:  
<http://www.informatik.haw-hamburg.de/tte4inet.html>