





# Agenda

- Real-Time 정의
- Real-Time 시스템의 현 주소
- The Real-Time Specification for Java (RTSJ)의 등장
- RTSJ의 주요 기술적 특성
- RTSJ Benchmark 결과 와 주요 Reference
- (주) 나무의 RTSJ기반 CoreCode Framework 소개

# What does Real-Time mean?

**REAL-TIME**  **“REAL FAST”**

**Real-Time == Deadline**  
**== Determinism**  
**== Predictability**

# Who need Real-Time Systems?

A better question would be... who doesn't.

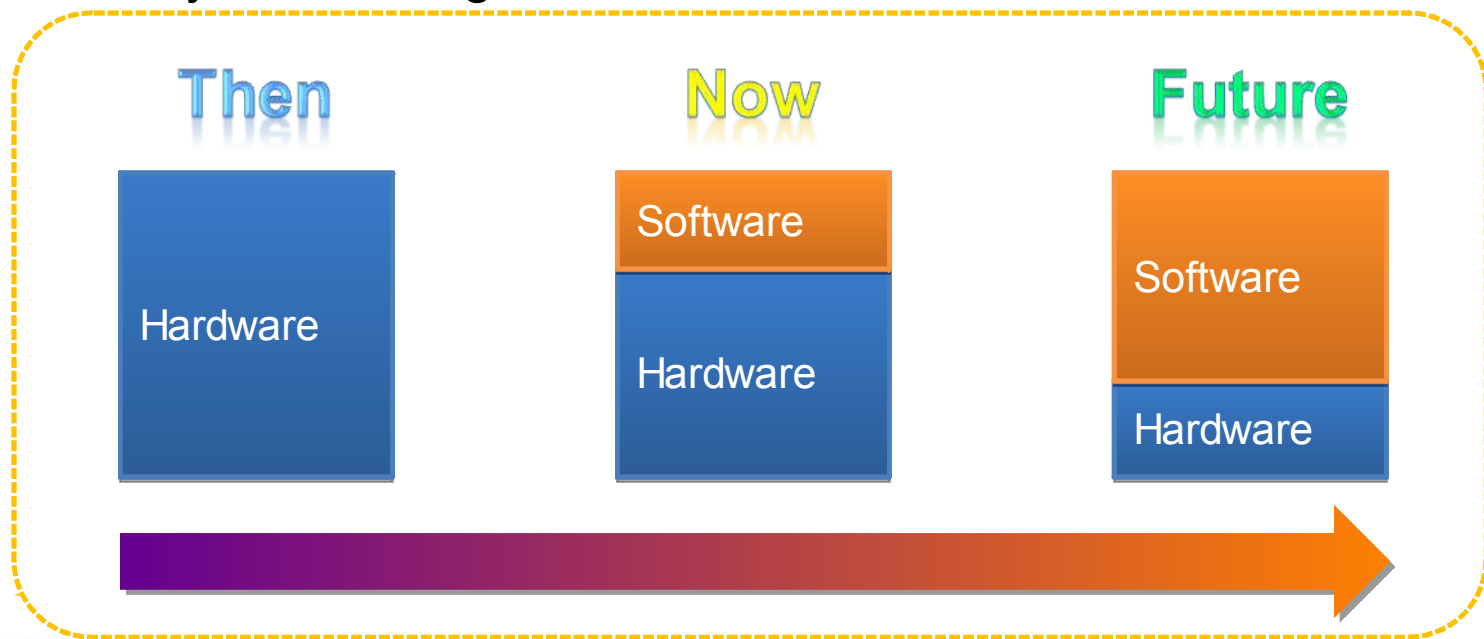
- Improved predictability
  - Safety Critical: Want to stop when you hit the brake?
  - Process Control: The caster must stop when you hit the button on the HMI\*
  - Web Servers: Click 'Reload' – it's taking too long.
- Military - Accurate missile tracking
- Telecommunication Infrastructure
  - VoIP, PBX, IMS, new 3G services
  - Predictable call connection; avoid irritating the user
- Banks - Responsive trading

*\*Human Machine Interface*



# Real-Time Systems: Where are we?

- Classical real-time systems are getting more complex
  - Complex real-time code in devices
  - Military, telecom, financial, industrial, automotive
- Real-time systems becoming part of enterprise IT
  - Merger of networking and devices:  
U-City, U-Building, Sensor Networks etc.





# Real-Time Systems: Where are we?

- Most of the real-time/embedded systems are
  - developed in C / C++
  - C/C++ is more productive than assembly code
  - NOT the most productive, error-free languages
- Increasingly difficult to find C/C++ programmers or to retain them
- Starting to struggle with the maintenance costs of C/C++ applications

C++



# Real-Time Systems: Where are we?

Increasing the need for a common, high-level, fully supported, correct, advanced (Java-based) real-time application development platform.



# Java... comes to the rescue



Java™

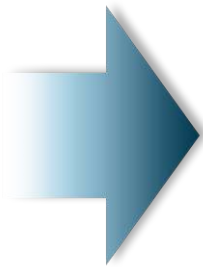






# Java... Stochastic

- Java is unsuitable for developing real-time systems
  - Java is Slow (Hmmm...)
  - Non-deterministic GC (Stop the World!)
  - JIT Compilation – Dynamic class (un)loading
  - Inconsistent Memory Allocations



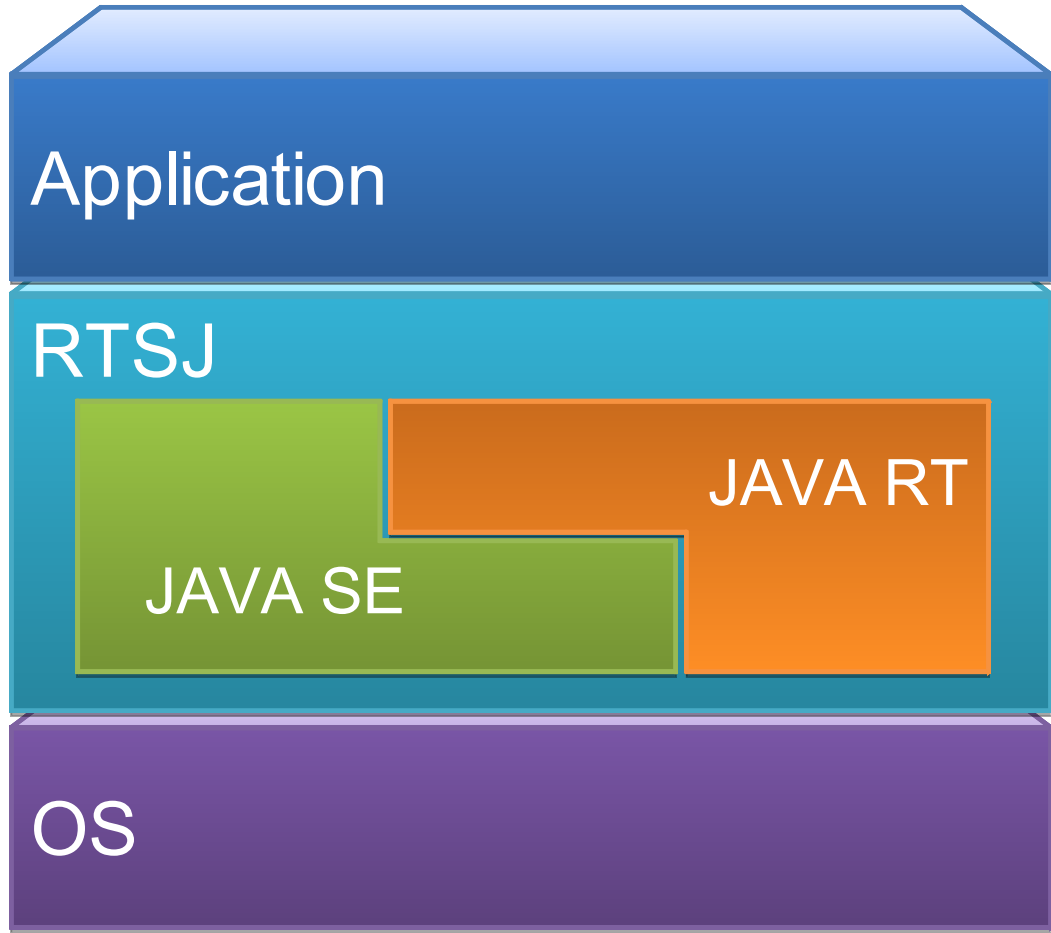


# Java... Stochastic

- Java Language Shortcomings
  - Java thread scheduling is purposely under-specified (to allow easy implementation of JVM on as many platform)
  - The GC can preempt Java Threads
  - Java provides coarse-grained control over memory allocation, and it does not provide access to raw memory
  - Java does not provide high resolution time, nor access to signals, e.g. POSIX Signals



# Real-Time Specification for Java (RTSJ)





# RTSJ Chronology

**1998**

Real-Time Specification for Java (JSR-001) proposal submitted

Many companies represented :  
IBM, Sun, Ajile, Apogee, Motorola, Nortel, QNX, Thales, TimeSys, WindRiver

**2002**

JSR-001 approved by the Java Community Process

TimeSys Reference Implementation

**2005**

RTSJ update proposal submitted (JSR-282)

Several JSR-1 compliant products:  
IBM, Sun, Apogee

**2007**

RTGC added to JVMs

JSR-1 APIs added to RTGC enhanced JVMs

**2008**

**NEW  
IBM/SUN  
JSR**



# RTSJ – Key Features

- Thread Scheduling & Dispatching
  - Priority-preemptive scheduling
- Enhanced Synchronization
  - Priority inversion avoidance
- New Memory Management
  - Allocation contexts without garbage collection
- Added Asynchronous Event Processing
  - Internal events, external “happenings”, and handlers
- Time, Clocks and Timers

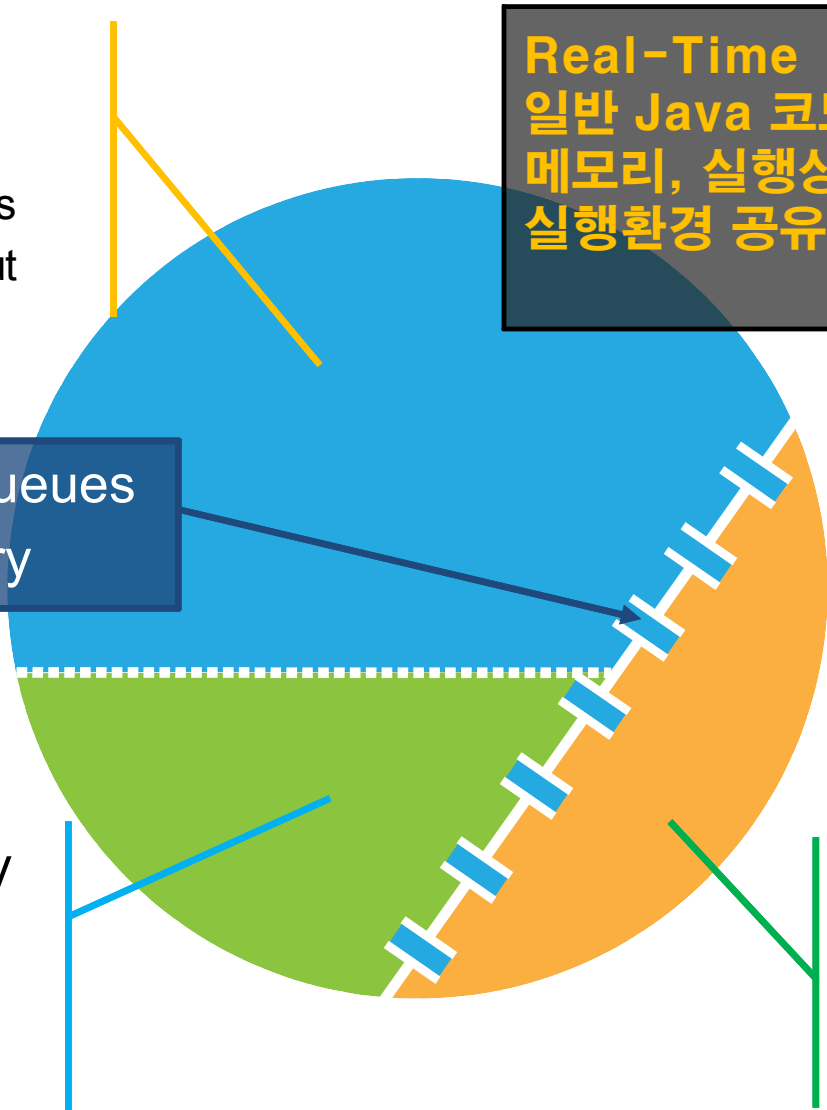


# RTSJ System Model

- Java Heap
- *Non real-time*
- Regular Java threads
- Maximized throughput

Real-Time Java 코드와 일반 Java 코드가 메모리, 실행상태, 실행환경 공유

Data Transfer queues  
Immortal Memory



- Scoped Memory
- *Soft real-time*
- Realtime threads
- RT GC

- Scoped Memory
- *Hard real-time*
- NoHeapRealtime threads
- Bounded jitter



# Already widely Deployed

Standard  
Java

Real-Time  
Java

Web services

Automotive / Telematics

Military / Aerospace

Cellular phones

Avionics

Consumer electronics

Motion control

Gaming

Process control

Telecommunications infrastructure

Safety-critical

No Real-Time  
Requirements

Soft Real-Time  
Requirements

Hard Real-Time  
Requirements

**Various application domains  
are already exploiting Real-Time Java !**



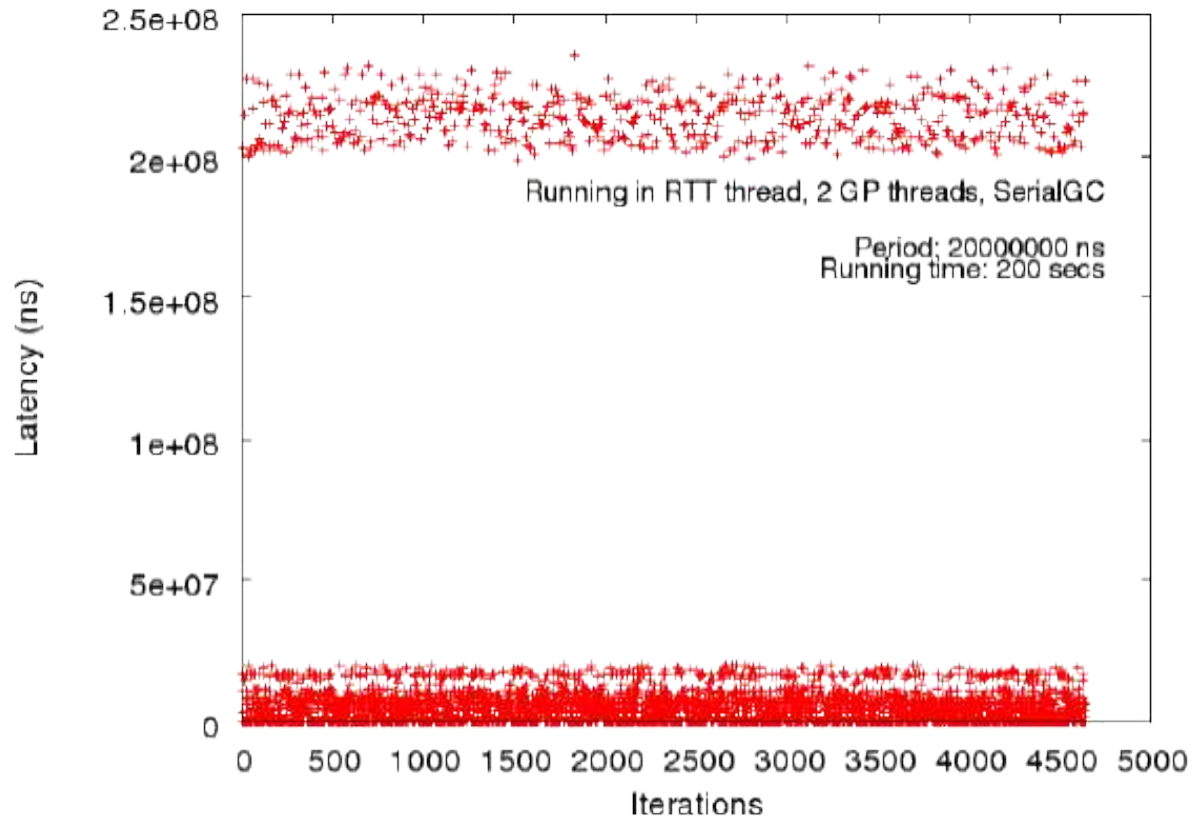
*So, how deterministic is the RTSJ?*



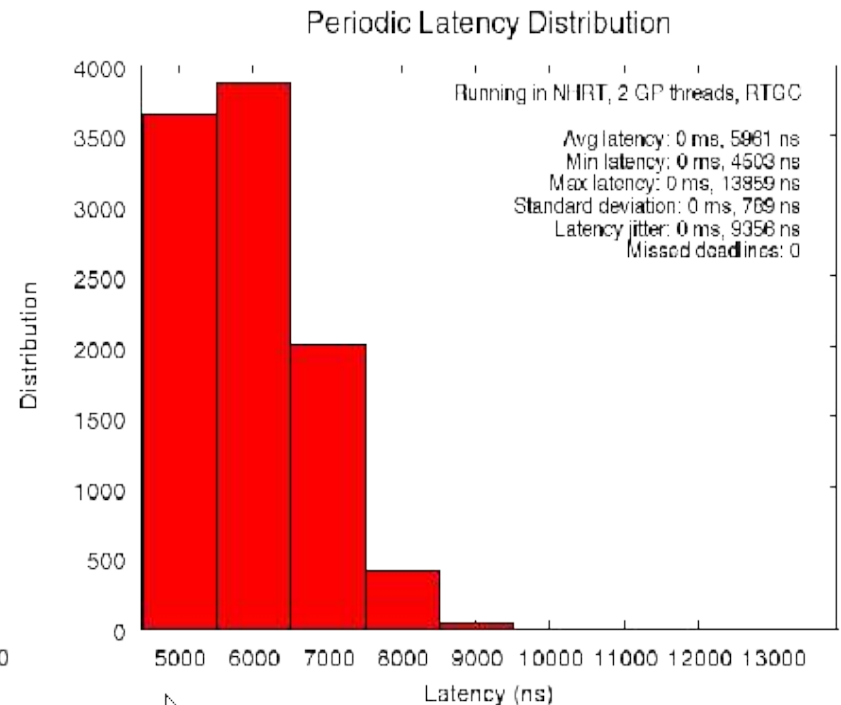
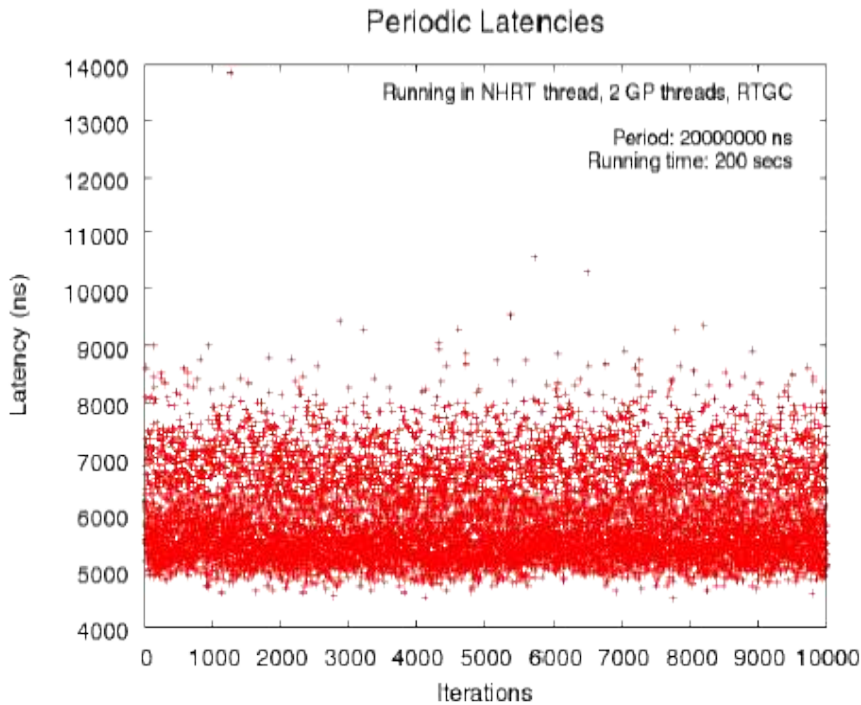
# RTSJ Performances - Response time



Periodic Latencies



# RTSJ Performances - Response time

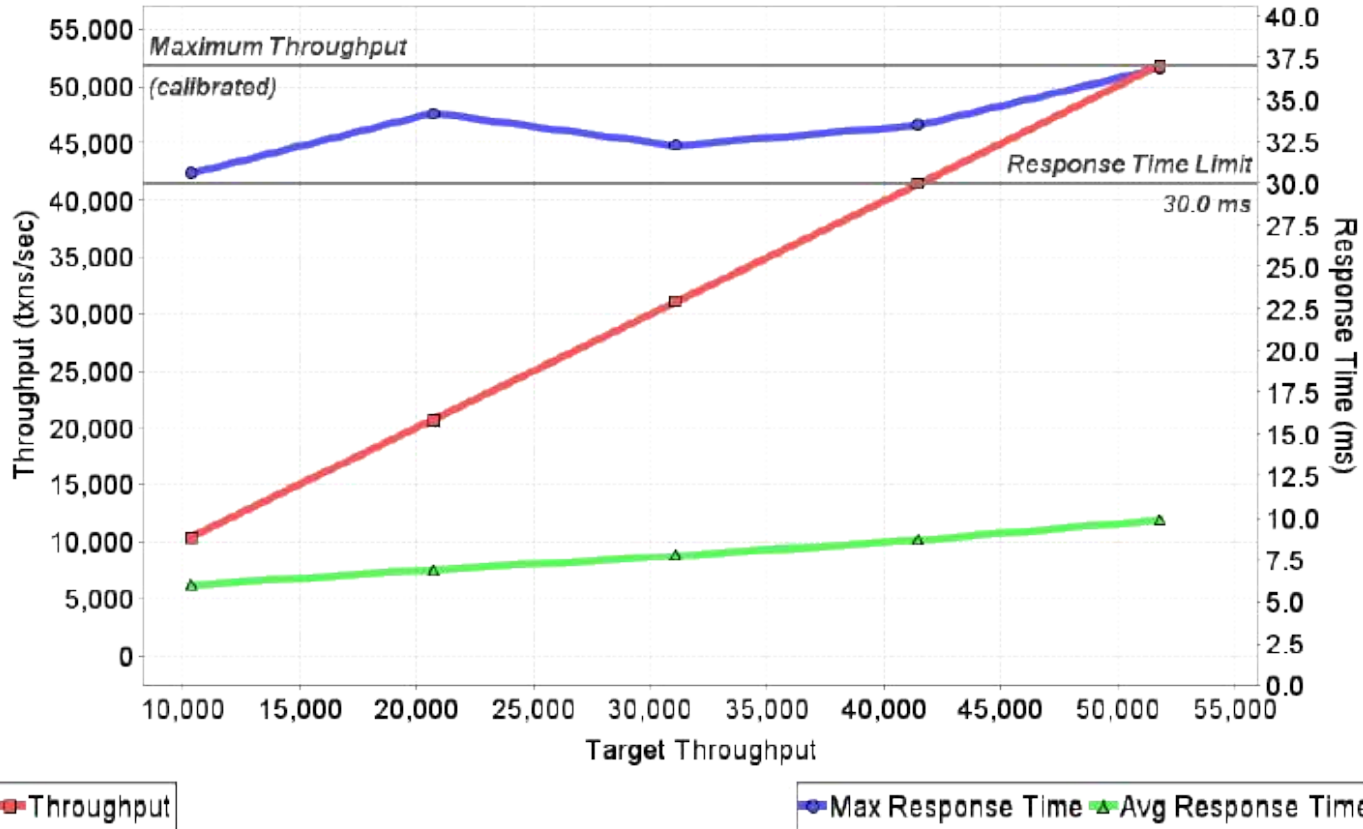


# RTSJ SPECJ2005rt Results



## SPECjbb2005rt

Warehouses = 3    Max Throughput = 51800    Response Time Limit = 30.0ms

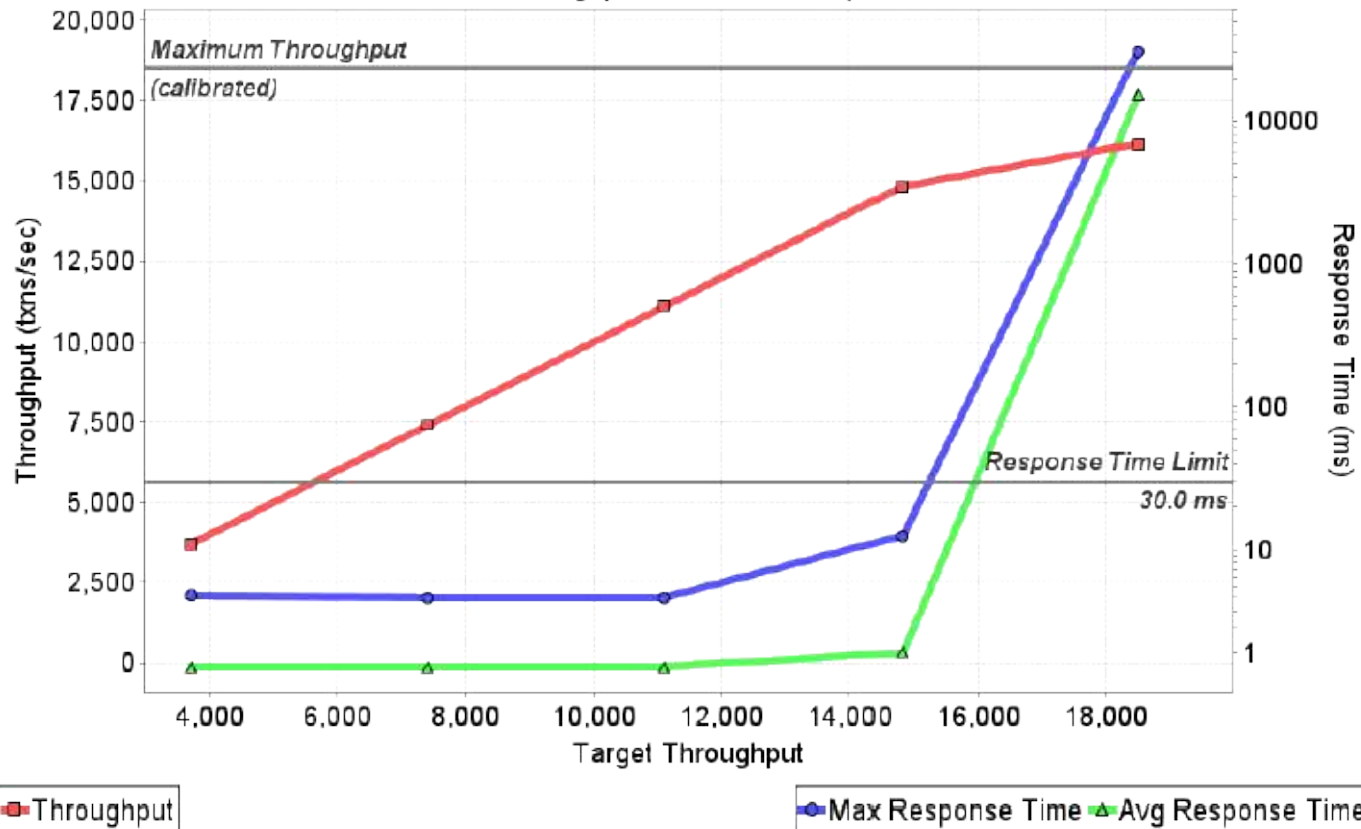


# RTSJ SPECJ2005rt Results



## SPECjbb2005rt

Warehouses = 3    Max Throughput = 18511    Response Time Limit = 30.0ms





# References

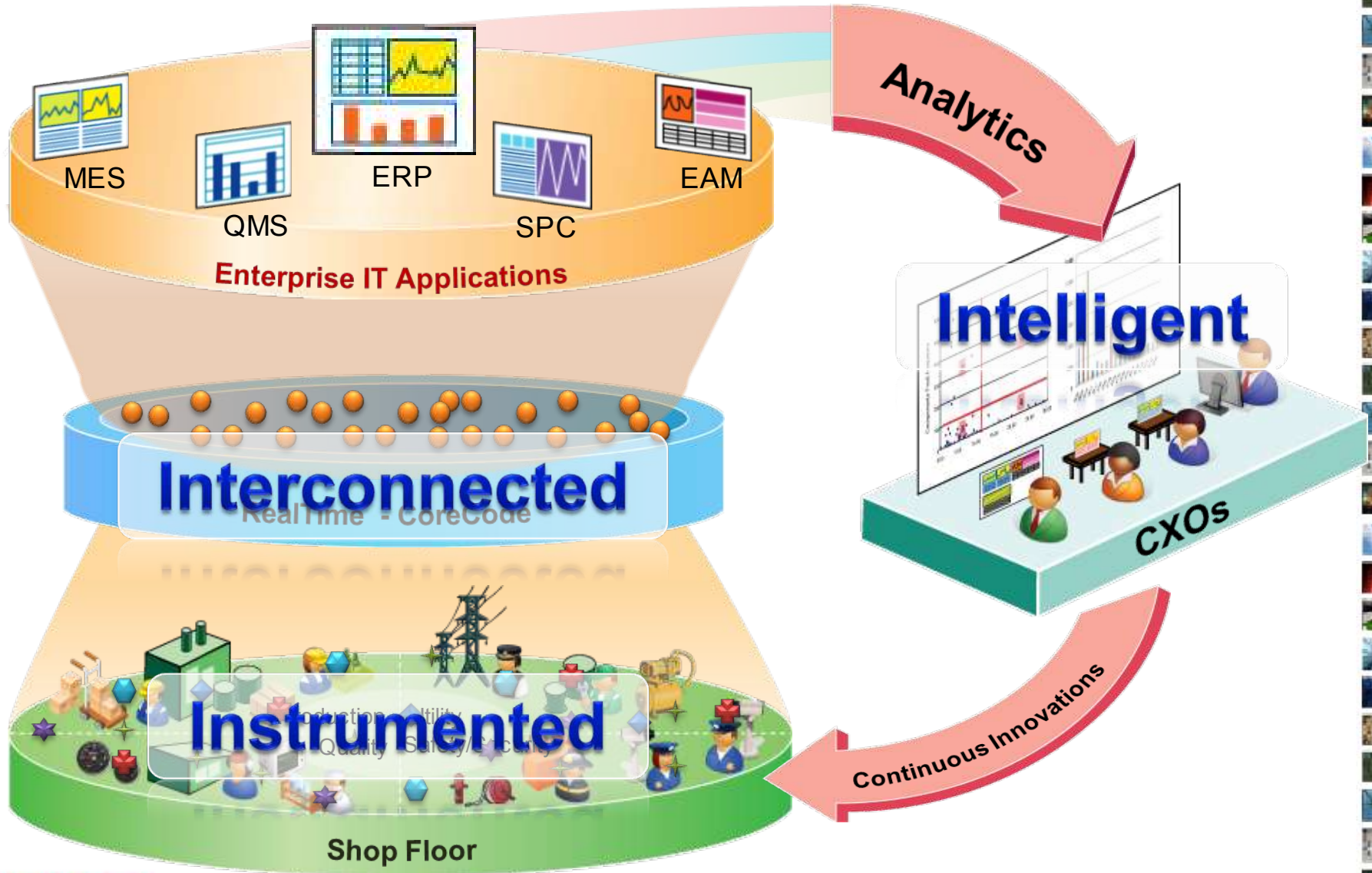
- Financial Trading/Analytics Systems
  - NASDAQ - fast time to market pushing drive to Java from C
- Network Routers
  - Packet routing - tighter timing typically single-digit ms
- Industrial Devices / Process Automation
  - Mitsubishi PLC, Project Blue Wonder (SUN)
  - POSCO Mg. Plant
- Military & Aerospace Industry
  - BOEING, NASA, Air Force Research Laboratory
  - DARPA – Autonomous vehicle control
- TELCO & N/W Industry
  - CISCO – IP Phones
  - Set top Boxes



*And now, tell me  
what does Real-Time have  
to do with Namoo ?*

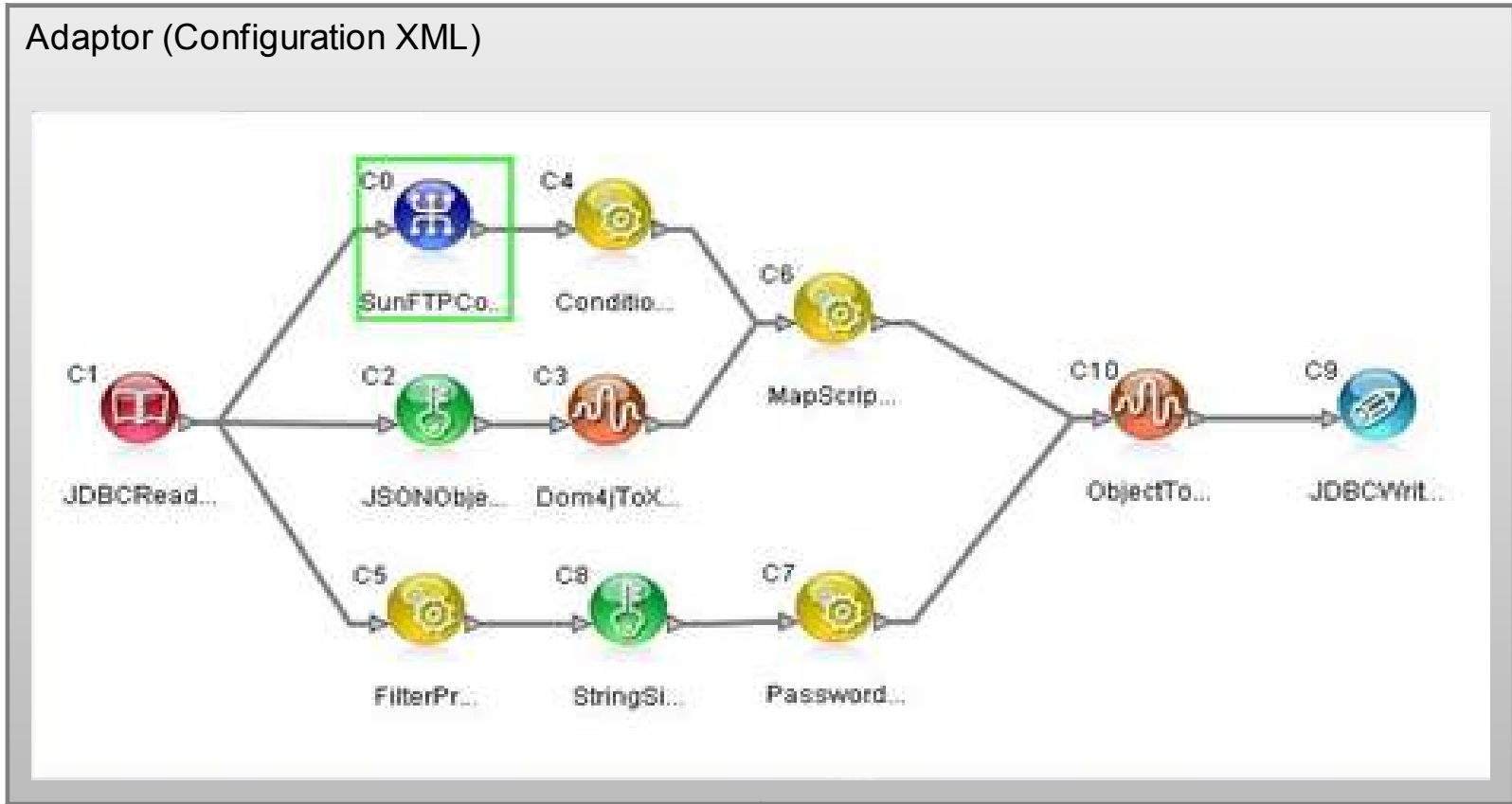


# CoreCode Vision





# CoreCode Adaptor Process Model

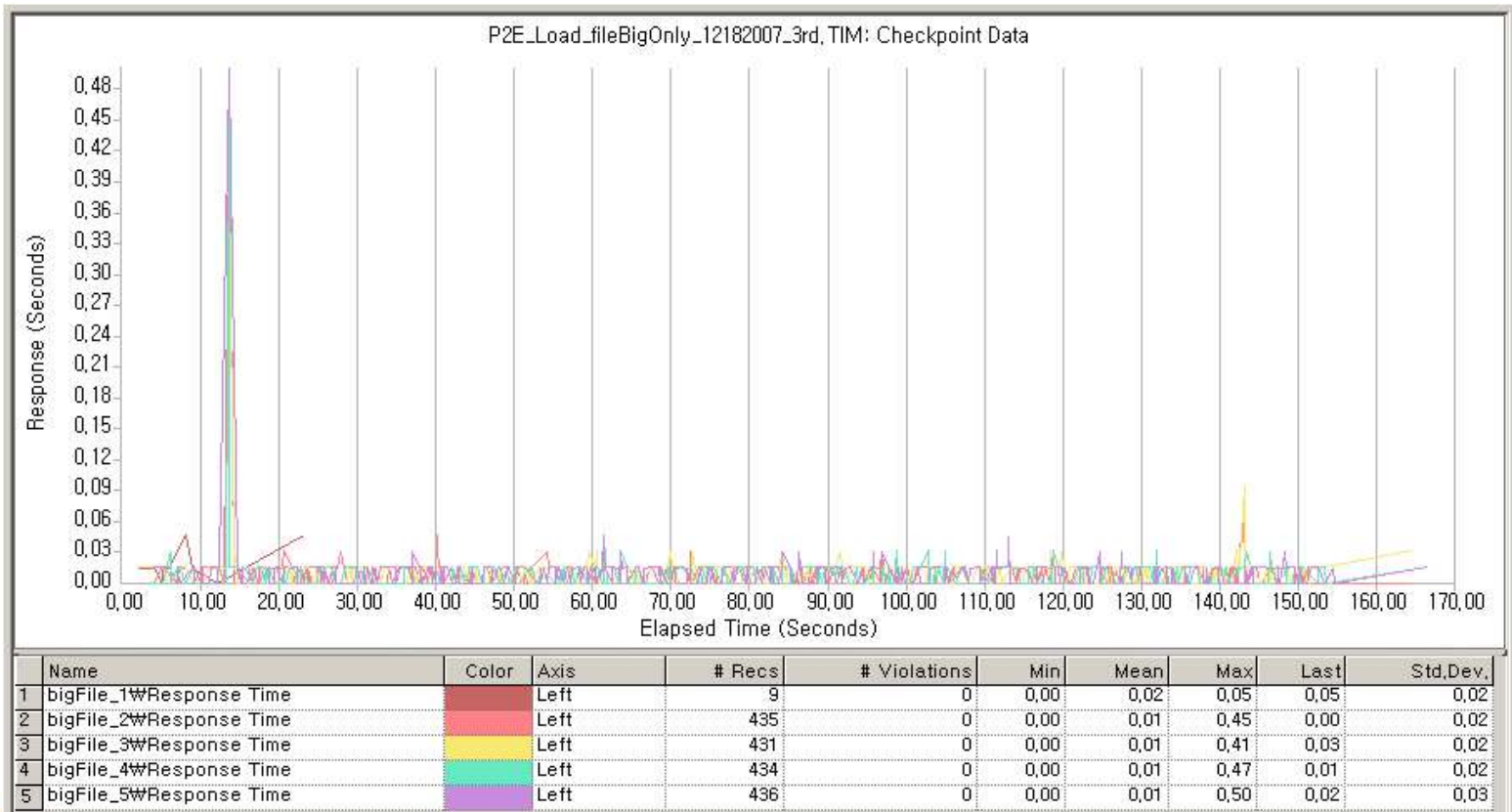






# CoreCode Real world performance

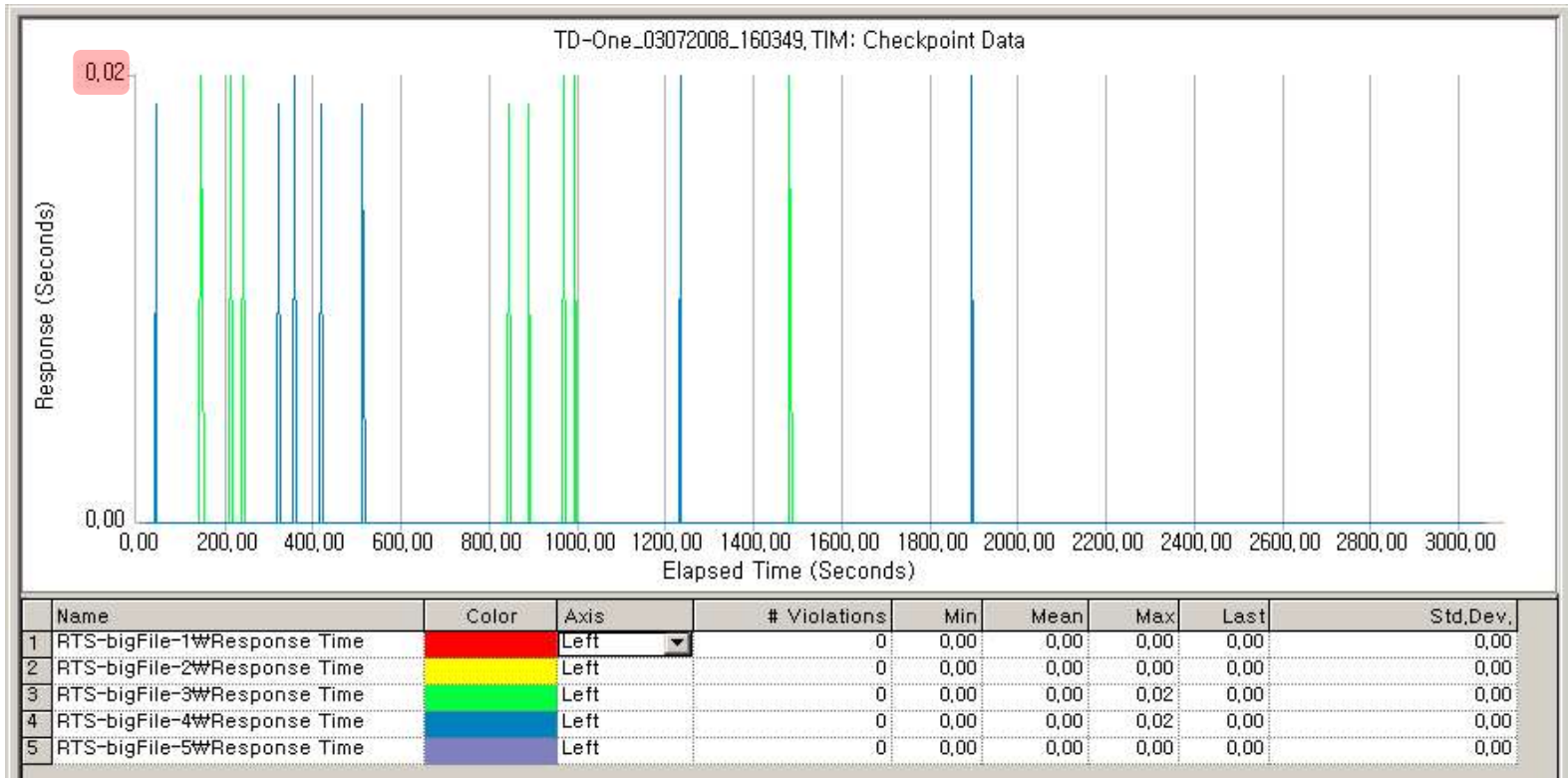
- Test Scenario
  - Read in 10K flat file -> convert it ot OrderedMap then to XML -> append to output file
- Response Time <Standard Java>





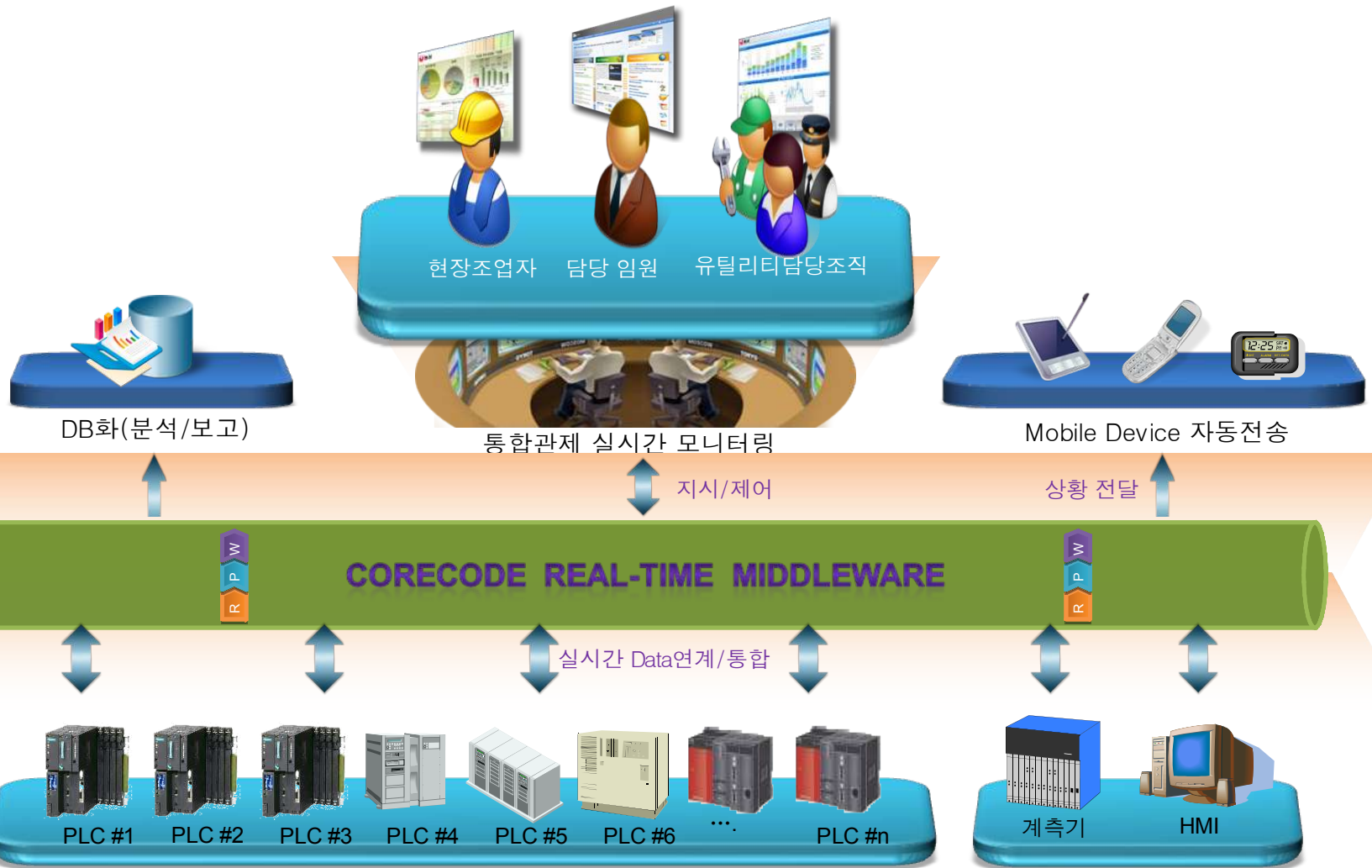
# CoreCode Real world performance

- Test Scenario
  - Read in 10K flat file -> convert it ot OrderedMap then to XML - > append to output file
- Response Time - <Real-Time Java>





# CoreCode - Sensor To Boardroom





# Summary

- Not a **Silver Bullet**, but a Sharper Tool
- The benefits of RTSJ are **REAL\***, not theoretical
  - Architectural Flexibility, Predictable Solution Development
- High time to dig into RTSJ
- IBM WebSphere Real Time (WRT) V2 is GA
  - <http://www-306.ibm.com/software/webservers/realtime/>

**RTSJ delivers predictable performance!**

*\* Pun intended*



감사합니다.

고맙습니다.

Q&A

질문