

ERIKA Enterprise pre-built Virtual Machine for Freescale PPC

Including Lauterbach TRACE32

Version: 1.2

September 18, 2014



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About this document

This document describes the installation, first setup and first demo run of the ERIKA Enterprise pre-built Virtual Machine for Freescale PowerPC. This Virtual Machine was done in collaboration with Lauterbach, who provided the TRACE32 Instruction set simulator to run ERIKA applications.

Function of the document

The function of this document is to provide a quick start guide for using the Virtual Machine with a demo example.

Document history

Version	Date	Author	Company	Change Description
1.0	June 2014	Paolo Gai	Evidence Srl	Initial version
1.1	June 2014	Paolo Gai, Marco Ferrario	Evidence Srl, Lauterbach Srl	Typos
1.2	Sept 2014	Paolo Gai	Evidence Srl	Added support for the GCC PPC crosscompiler

Acronyms

Acronym	Meaning
TRACE32	Lauterbach TRACE32.
ISS	Instruction Set Simulator

1 Introduction

Installing a complete development and debugging environment for automotive microcontrollers always involves a lot of integration work between compilers, debuggers, development environments, makefiles, and so on. This Virtual Machine is aimed at providing a quick solution for all these problems, providing a Linux platform with all software pre-installed and ready to work, allowing you to run OSEK/VDX applications on a simulated hardware platform.

In other words, this Virtual Machine provides a complete virtual environment where you will be able to:

- Edit your OSEK/VDX application using the open-source OSEK/VDX Kernel ERIKA Enterprise;
- Compile your application using the pre-installed GCC crosscompiler for PPC;
- Debug, Trace and Run a target application on a simulated Freescale PPC MPC5674F Mamba using the pre-installed Lauterbach TRACE32 Instruction Set Simulator.

1.1 Requirements

This Virtual Machine can be run easily on VirtualBox (<https://www.virtualbox.org/>). VMware Player can also be used, although we did not try yet.

No additional hardware or evaluation board is required to run the code compiled, as everything can be run on top of the Lauterbach TRACE32 Instruction Set Simulator (ISS).

1.2 Licensing

The Virtual Machine described in this document includes various open-source and non-open-source software. The following points shortly describe the main licenses of the tools which have been integrated during this work:

- The Linux Distribution is a standard Ubuntu distribution. For more information about Ubuntu and the software licenses included in this Linux distribution please refer to the following website: <http://www.ubuntu.com/>.
- ERIKA Enterprise is distributed mainly under the GPL2+Linking Exception License (http://en.wikipedia.org/wiki/GPL_linking_exception), plus other licenses used for user libraries in `contrib` directory.

- Eclipse, EMF, and the RT-Druid plugins are distributed under the EPL License (http://en.wikipedia.org/wiki/Eclipse_Public_License).
- The GCC crosscompiler for PPC is an open-source project under the GPL license. We integrated the toolchain available at http://www.macraigor.com/full_gnu.htm.
- Lauterbach TRACE32 is proprietary software produced by Lauterbach GmbH (<http://www.lauterbach.com>).

1.3 Feedback, bugs, and additional examples

We care about your feedback! Information, feedback, and new demos about ERIKA Enterprise can be provided directly on the ERIKA Enterprise website:

<http://erika.tuxfamily.org>

For commercial technical support, sales, pricing, order status, and general information and feedback, please contact Evidence Srl directly at the address and phone numbers available at the following web page:

<http://www.evidence.eu.com/en/contact-us.html>

2 Installing VirtualBox and creating the Virtual Machine settings

2.1 Installing VirtualBox

VirtualBox can be freely downloaded and used also for commercial use from the following website:

<https://www.virtualbox.org/wiki/Downloads>

All you need to do is to download the VirtualBox installer, and install it on your PC. All the following screenshots will refer to the usage of VirtualBox on a Windows 7 Host machine.

2.2 Downloading the Virtual Machine

The Virtual Machine can be downloaded from the following website:

<http://www.erika-enterprise.com>

The Virtual Machine is typically distributed as a compressed file. Please decompress it. You will find at least two files, as in Figure 2.1. The file with the `vbox` extension is the file containing the settings of the virtual machine (describing the guest hardware, memory, disks, ...). The file with the `vdi` extension is the virtual hard disk used by the virtual machine.

On a typical VirtualBox setup, just double clicking on the file with `vbox` extension will open VirtualBox as in Figure 2.2. Just click on the Start button to boot the Virtual Machine.

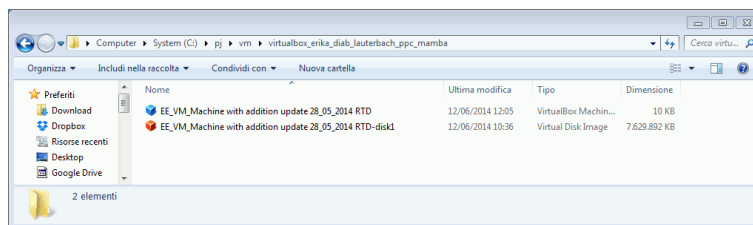


Figure 2.1: Files obtained when unpacking the virtual machine. Actual file names may vary.

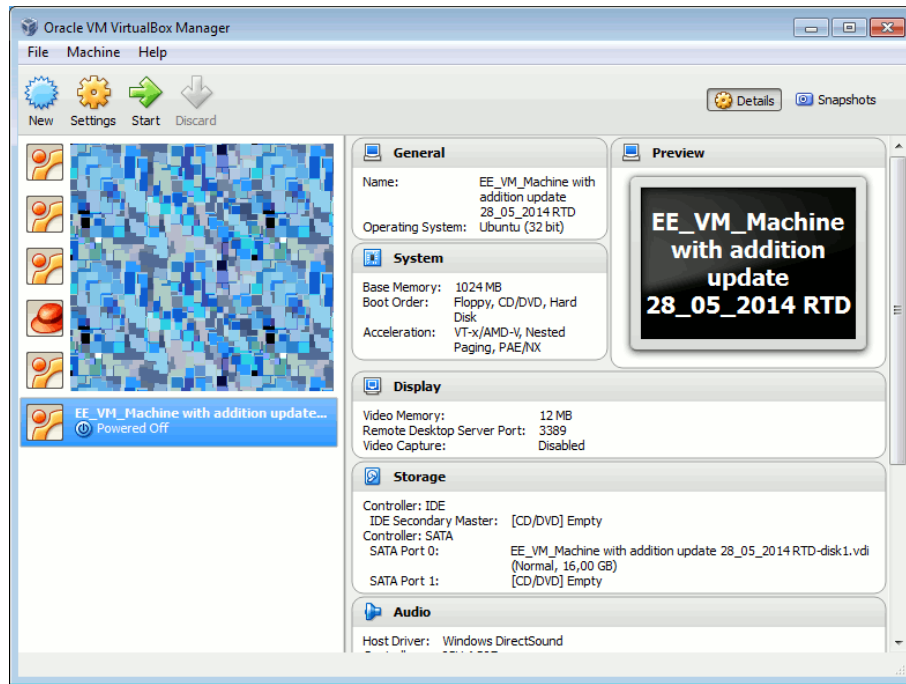


Figure 2.2: VirtualBox opened after clicking on the vbox file (the one with the blue icon).

2.3 VirtualBox settings

The following is a list of the main settings of the Virtual machine, useful if, for some reason, you need to recreate the `vbox` file from scratch. Those information must be set on a new virtual machine by clicking on the “Settings” button in Figure 2.2.

1. **General Tab, Basic subtab:** The Type of virtual machine must be Linux / Ubuntu 32 bit.
2. **System tab:** We suggest a 1Gb system memory, I/O APIC active, and as many processors as you have in your physical machine.

Please note that the virtual machine comes with the VirtualBox Guest Additions already installed. This turns out to be very convenient as the X Server will automatically recognize a resize of the VirtualBox window.

2.4 Starting the virtual machine

Once powered up, Linux will be boot, and the login screen of the Ubuntu Distribution will appear as in Figure 2.3.

To log in, use the following credentials:

Username: `evidence`

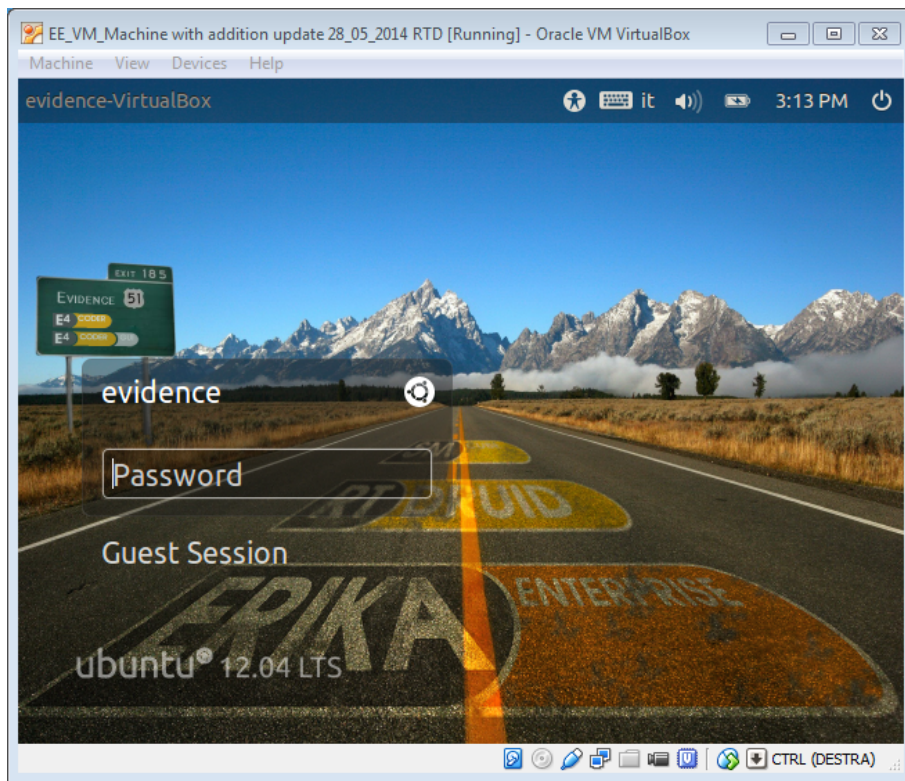


Figure 2.3: Login screen of the Virtual machine.

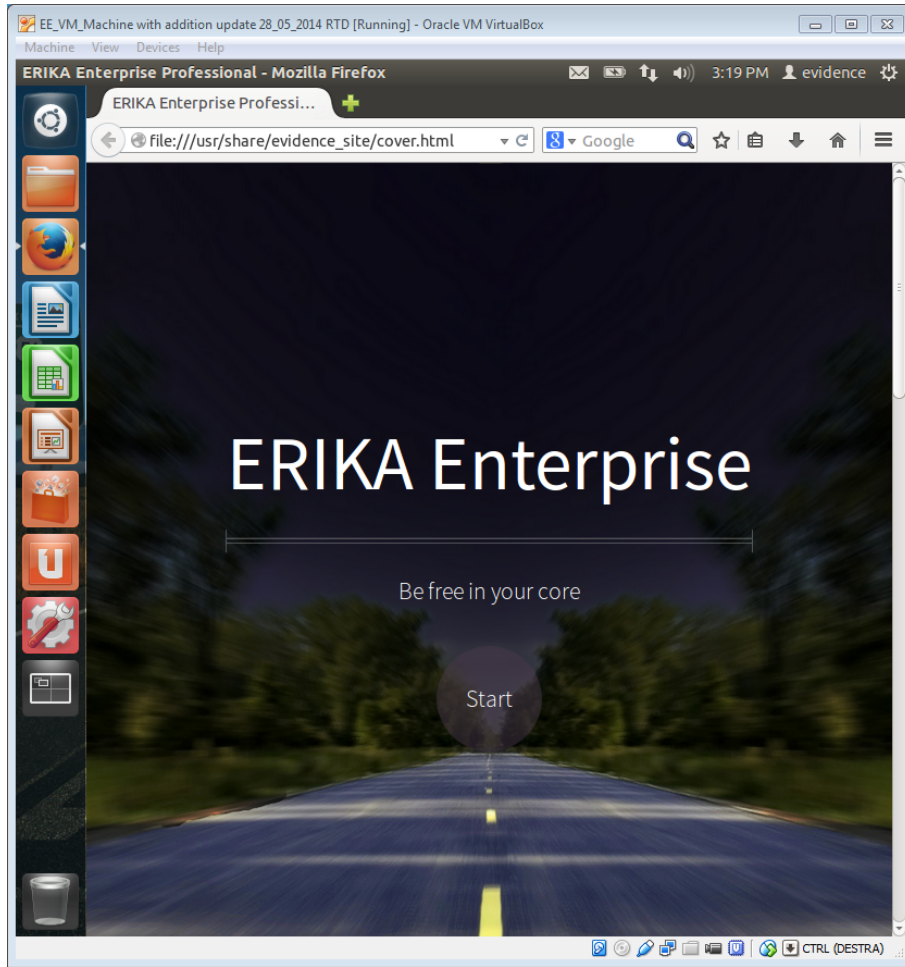


Figure 2.4: Welcome page.

Password: `evidence`

Once logged in, you will get an HTML welcome page as in Figure 2.4. The welcome page contains a set of documents on the following topics:

- Tutorial documentation (this file);
- Evidence Professional support on ERIKA Enterprise;
- Lauterbach TRACE32 additional information.

Finally, remember you can always type `RightCtrl-F` to go full screen.

3 Compiling the ERIKA Enterprise demo application

The following steps will guide you in the compilation of a simple ERIKA Enterprise application for the Freescale PPC MPC5674F Mamba:

1. To compile your first application with ERIKA Enterprise, you need to open the Eclipse IDE. There is an Eclipse RT-Druid link on the Desktop (see Figure 3.1).



Figure 3.1: Please double click on the Eclipse icon to open RT-Druid.

2. Double click on it, and Eclipse will open requiring the workspace location. Please confirm the default location `/home/evidence/workspace` as in Figure 3.2. The Eclipse welcome screen will appear as in Figure 3.3. Click on the Workbench icon, and the default Eclipse view will appear.

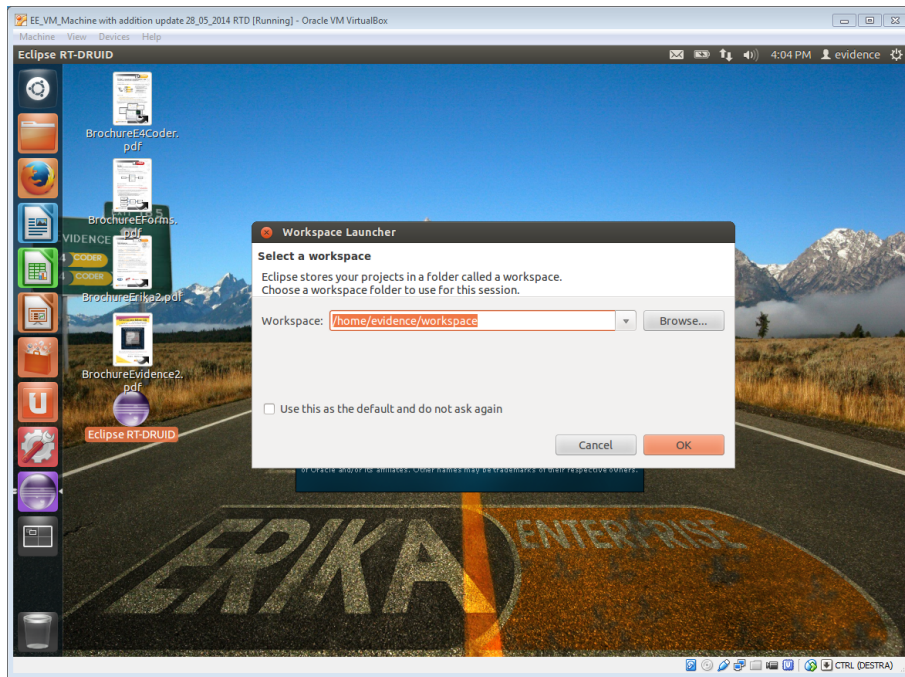


Figure 3.2: Eclipse requires the workspace location. Leave the default setting.

3. Click on the “New” button in the toolbar (the first on the left), and choose “RT-Druid Oil and C/C++ project”, as shown in Figure 3.4. A Dialog Box will appear.
4. Provide a name for the project. In our case, “Mamba_demo”, as in Figure 3.5, and press Next.
5. Select the checkbox “Create a project using one of these templates”, and select the `demo_sim` example as shown in Figure 3.6.
6. Click on the Finish button to create the example, as in Figure 3.7.
7. At this point, you can explore the demo example:
 - It is composed by two files, a `conf.oil` file, containing the OIL description needed to statically configure the kernel, and `code.c`, containing the application code.
 - The target board selected for this demo is an Axiom MPC5674evbfxmb evaluation board¹ hosting a Freescale MPC5674F Mamba microcontroller.
 - The demo is derived from the traditional *task* demo available for many architectures, and is composed by a high priority task blinking the first six LEDs in sequence, plus an additional task activated by a button, which changes the

¹See [http://erika.tuxfamily.org/wiki/index.php?title=Freescale_PPC_e200_\(MPC_56xx\)](http://erika.tuxfamily.org/wiki/index.php?title=Freescale_PPC_e200_(MPC_56xx)) for more details about the ERIKA Enterprise support for PowerPC and for this board.

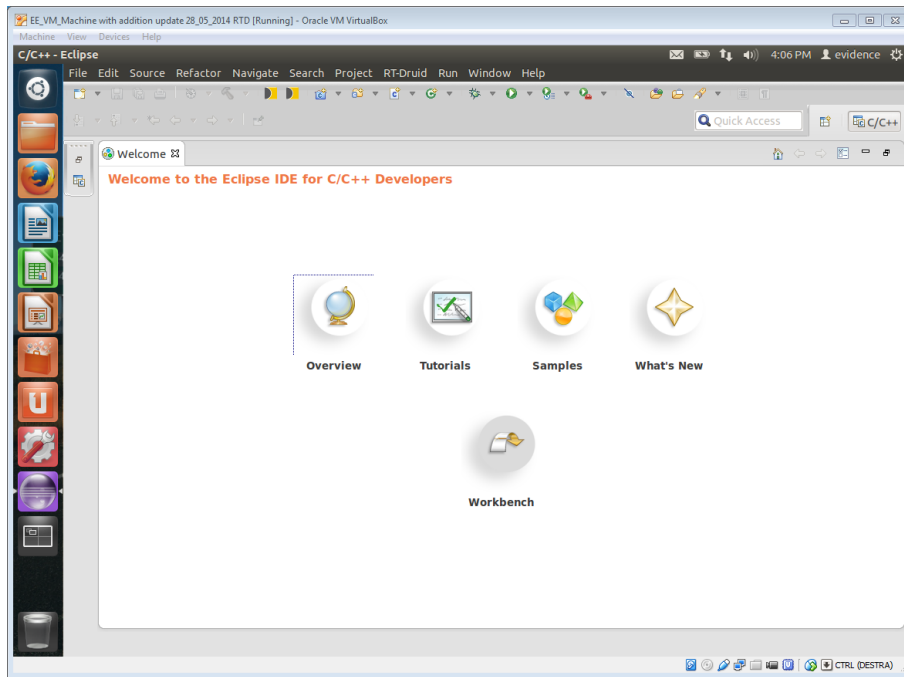


Figure 3.3: The Eclipse welcome screen.

status of the other three LEDs. Other additional tasks are present as well doing minimal operations².

- The important settings in the OIL file are the following:

```
EE_OPT = ‘ ‘_E200ZX_EXECUTE_FROM_RAM_’ ’;
```

which sets the execution of the demo from RAM;

```
COMPILER.TYPE = GNU;
```

which selects the GCC crosscompiler for PPC which has been preinstalled on the virtual machine;

```
EE_OPT = ‘ ‘EE_LAUTERBACH_DEMO_SIM’ ’;
```

which copied additional Lauterbach TRACE32 scripts in the `Debug` directory.

8. To compile the project, just right click on the project name and select “Build Project” as shown in Figure 3.8. As a result, the project is compiled using the GCC compiler. The output is printed on the console view as in Figure 3.9 (you can discard the warnings in the “Problem” window as they are obtained by parsing the makefile output).

You are now ready to debug the compiled demo application using the Lauterbach TRACE32 debugger/tracer.

²Note that the original *task* demo had a different structure with various options to highlight the effects of preemptions and multiple activations.

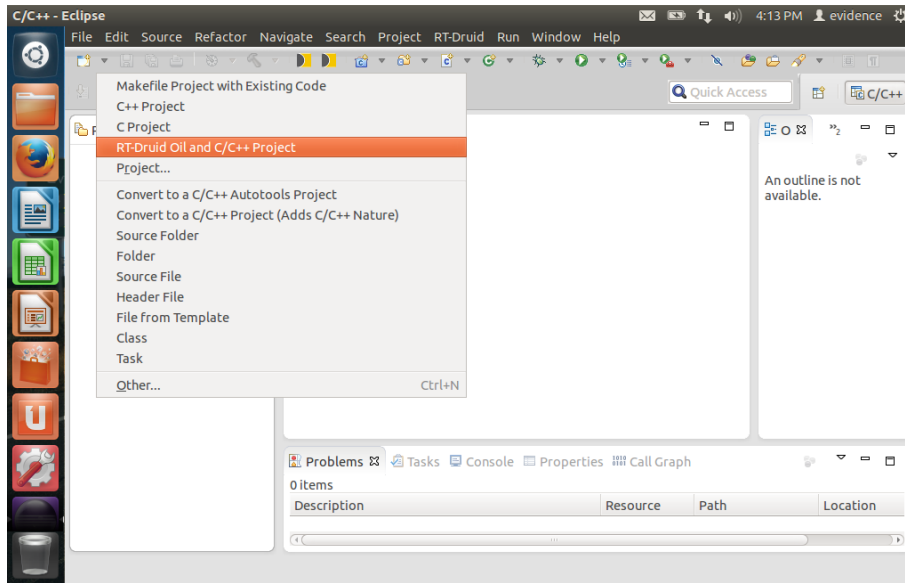


Figure 3.4: Select “RT-Druid Oil and C/C++ Project” to create an RT-Druid project that will contain the demo.

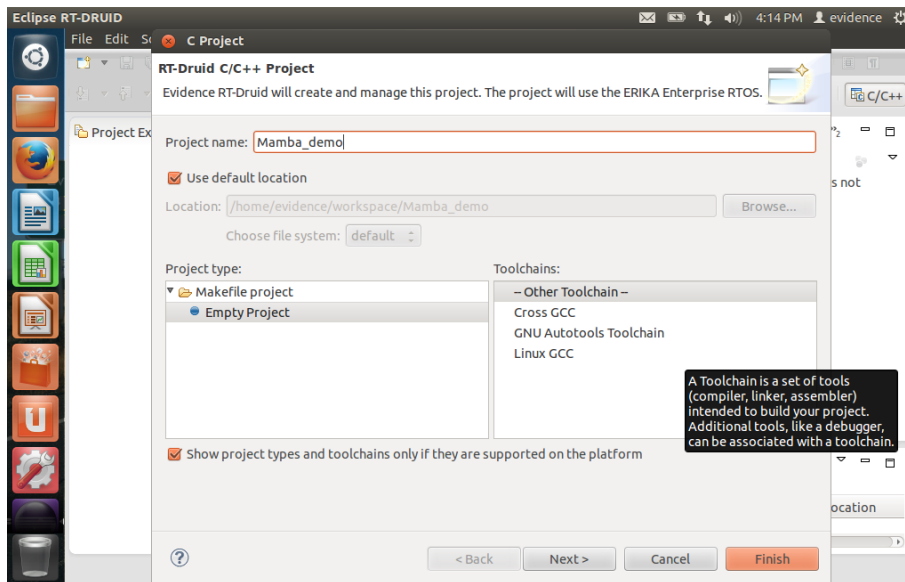


Figure 3.5: Provide a name for the Eclipse project containing the demo.

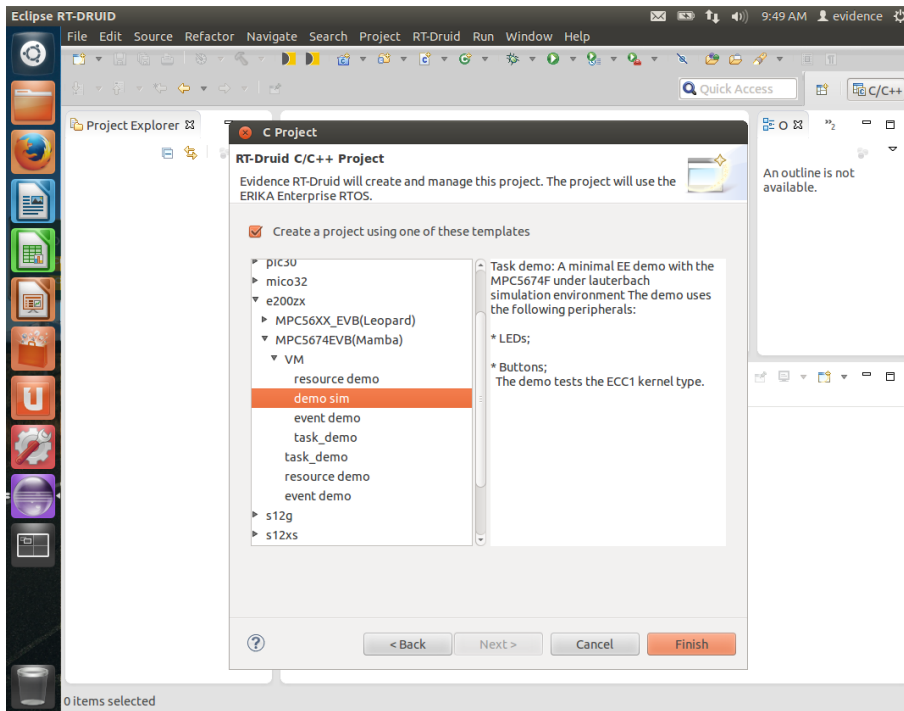


Figure 3.6: Selecting the demo code for the template.

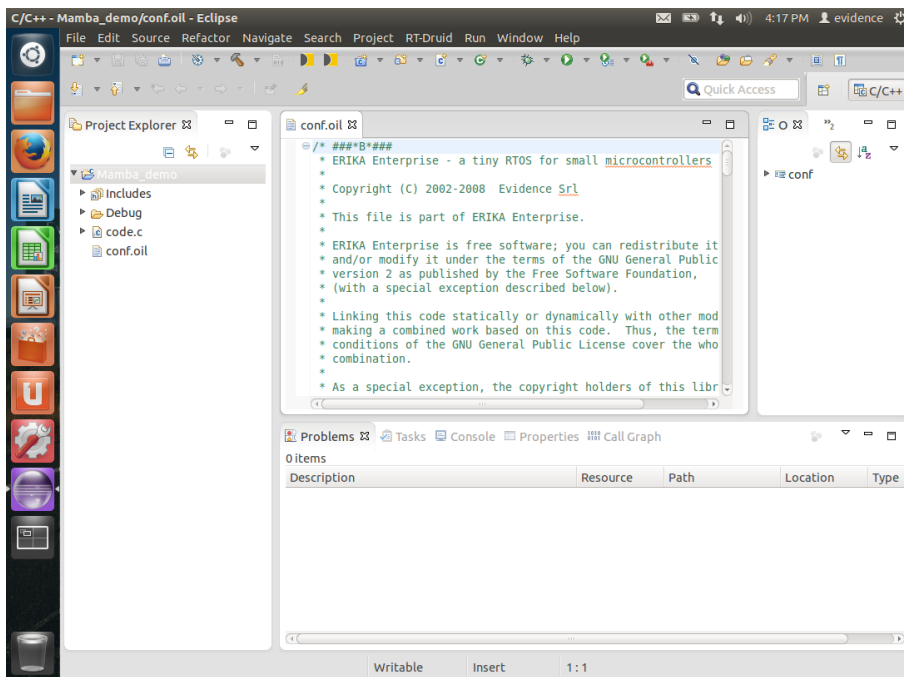


Figure 3.7: Eclipse opened with the demo example.

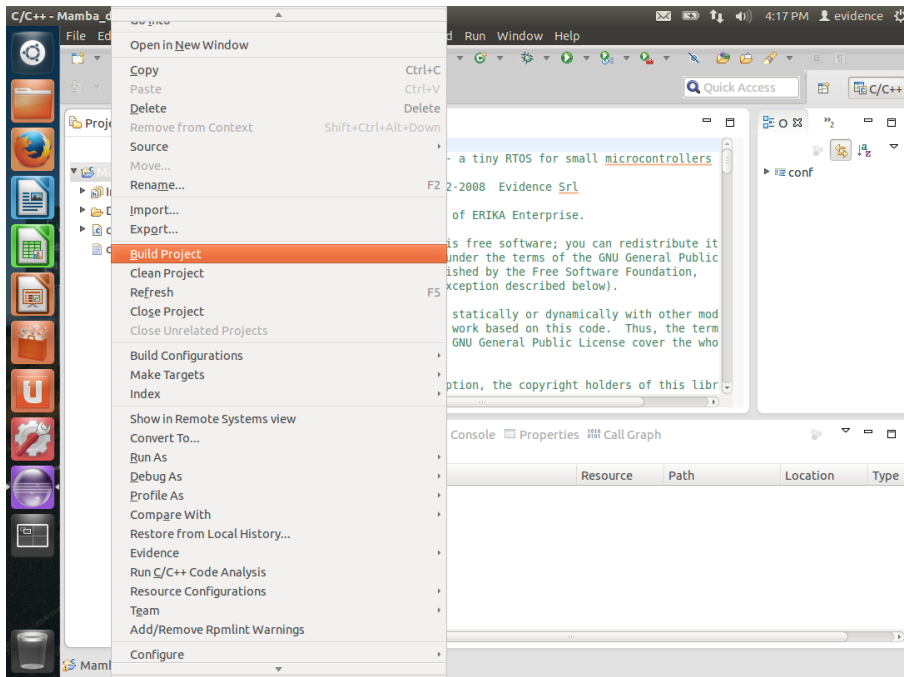


Figure 3.8: Select “Build project” to compile the demo example.

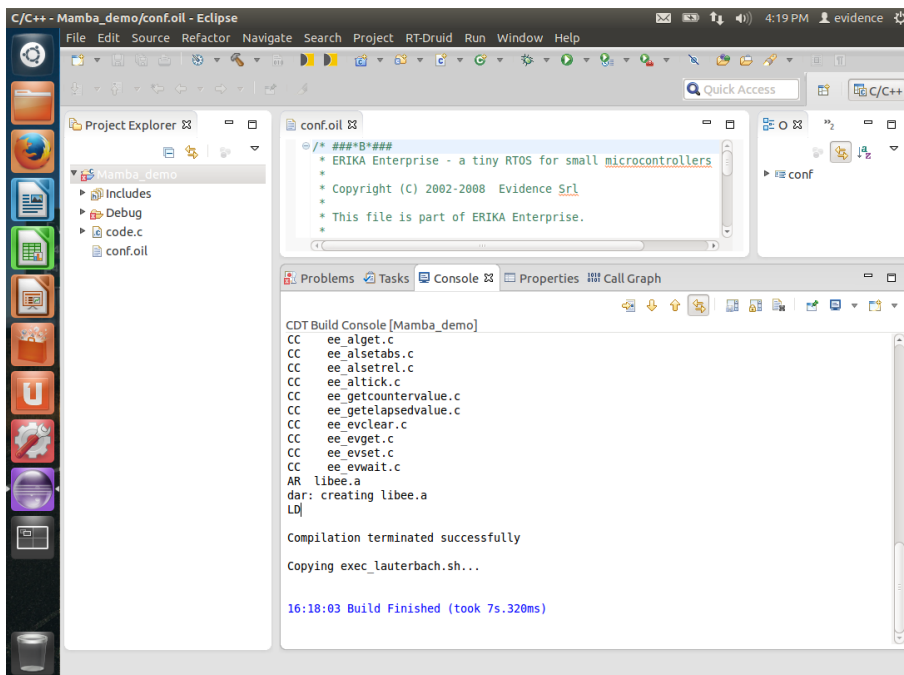


Figure 3.9: The build results are displayed in the Console View.

4 Debugging the demo using Lauterbach TRACE32

4.1 Starting TRACE32

Once compiled, the demo is ready to be programmed on the target board. In our case we will not directly program the board, but we will execute the binary generated by the demo compilation using the Lauterbach TRACE32 Instruction Set Simulator (ISS).

An Instruction Set Simulator is basically a program able to “emulate” the execution of the code as it was executed on the real target microcontroller. In addition to this, Lauterbach provides for this demo an additional emulation for 8 LEDs and one button, capable of generating interrupts. In this way, it is possible to directly interact with the simulator as you would normally do with the demo running on the real evaluation board.

To run the executable generated during the compilation with the TRACE32 ISS, you need to follow these simple steps:

1. Open a Terminal window as shown in Figure 4.1.
2. Change directory into the Debug directory created by RT-Druid when compiling the demo (see Figure 4.2).
3. Launch the script

```
./exec_lauterbach
```

to launch TRACE32. A window like the one in Figure 4.3 will appear.

4.2 How to use TRACE32 with the demo

The `./exec_lauterbach` script is basically a wrapper over the TRACE32 executable `t32mppc-qt`. TRACE32 at boot will load the following startup scripts:

- `t32.cmm` is the startup script that is automatically executed at startup. It reprograms the TRACE32 GUI adding further buttons to the toolbar, and then it calls another script named `demo.cmm`;
- `demo.cmm` performs the following actions:
 - it prepares the CPU setup in TRACE32 instruction set simulator;
 - it loads the ERIKA binary object and symbol information;

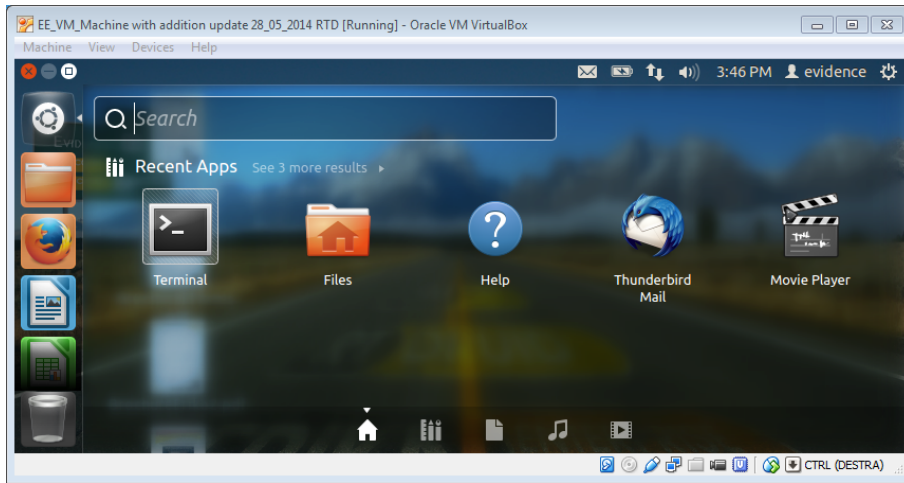


Figure 4.1: Open a terminal.

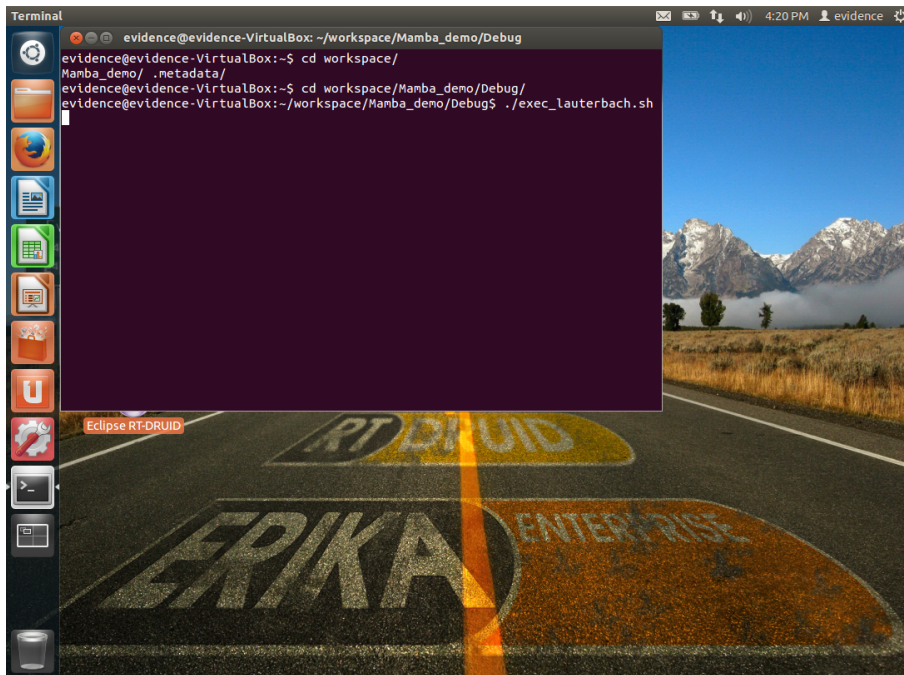


Figure 4.2: Change directory and run the `exec_lauterbach` script to launch TRACE32.

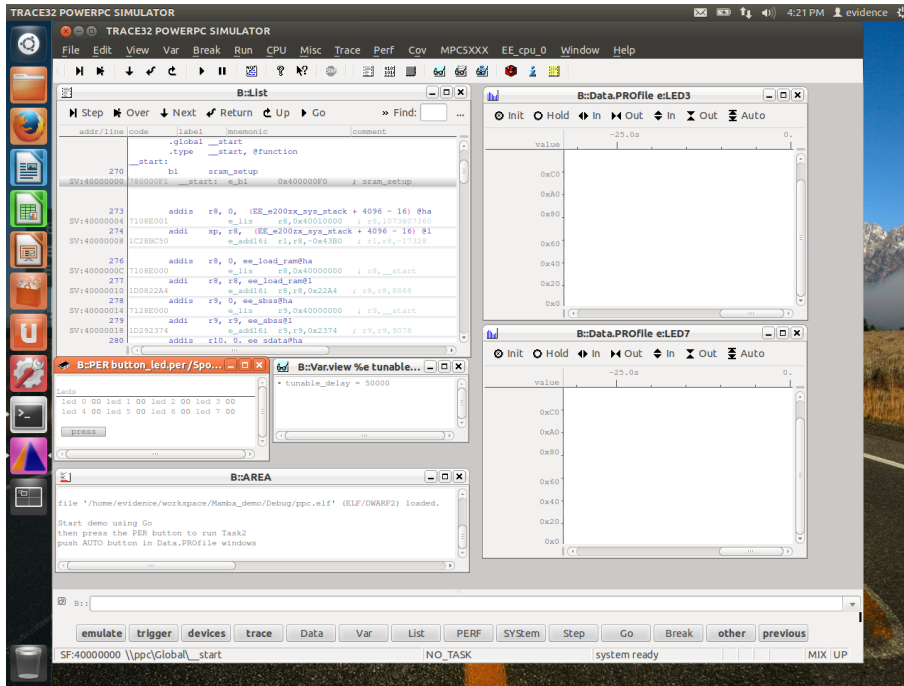


Figure 4.3: Lauterbach TRACE32 configured to run the demo.

- it loads the TRACE32 OSEK/ORTI awareness;
- it sets up some windows in the GUI.

The windows page system in the TRACE32 GUI can be controlled with mouse right-click on the toolbar. A set of three selectable pages will be available as shown in Figure 4.4. The available pages are described below:

- Debug: shows the basic debug controls in the List window. Debug controls (Go / Break / Step / ...) are also available in the main GUI toolbar. A PER (PERipheral) window is present to simulate the periodic toggle of six leds, done by the ERIKA task Task1. The “press” button in the PER window, allows to alternate high /

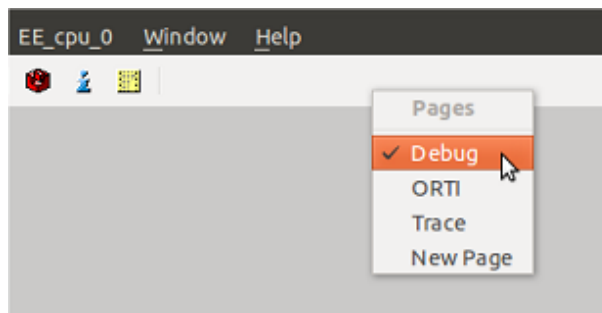


Figure 4.4: The Lauterbach TRACE32 pages available with right-click.

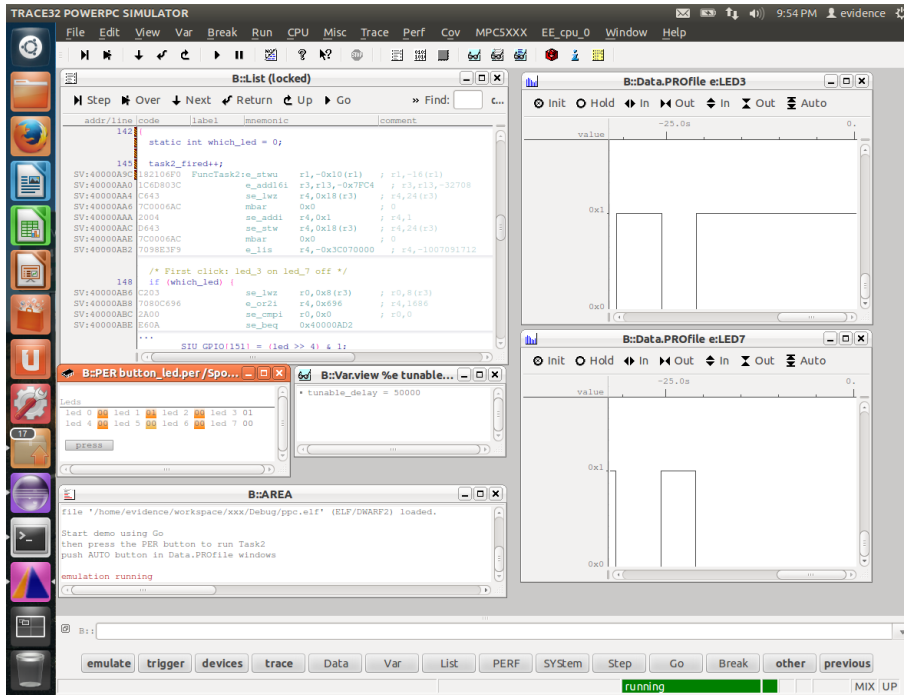


Figure 4.5: The Debug window of Lauterbach TRACE32. Please note the PER window, and the window showing the LED status sampled at runtime.

low values at two other simulated leds. This is done calling another ERIKA task Task2. A couple of Data.PROfile windows are present for profiling of the values of these two leds. Press the “Auto” button to show the values sampled over time. The Var.view window let the user modify a program variable, which controls the led blinking delay, for a fine tuning. A screenshot of this window is available in Figure 4.5.

- **ORTI:** shows the basic OSEK / ORTI views provided by the TRACE32 RTOS awareness, for real time, non-intrusive display of OSEK system resources, including stack space usage. A screenshot of this window is available in Figure 4.6.
- **Trace:** shows some trace-related features available in TRACE32. Both statistics and graphics views are available with trace information at symbol or task level. In the graphics views, the user can enlarge or reduce the time scale, using the mouse wheel. Some windows are “tracked” each other, so that clicking with the mouse in a trace window changes the tracked windows accordingly. The Trace.List window shows the recorded program and data trace. “More” and “Less” buttons are present to show or suppress details of trace information, from HLL view to assembly code and data access cycles. A screenshot of this window is available in Figure 4.7.

More functions are available in the TRACE32 menus and in the toolbar. For more information please refer to http://www.lauterbach.com/pdf/training_hll.pdf.

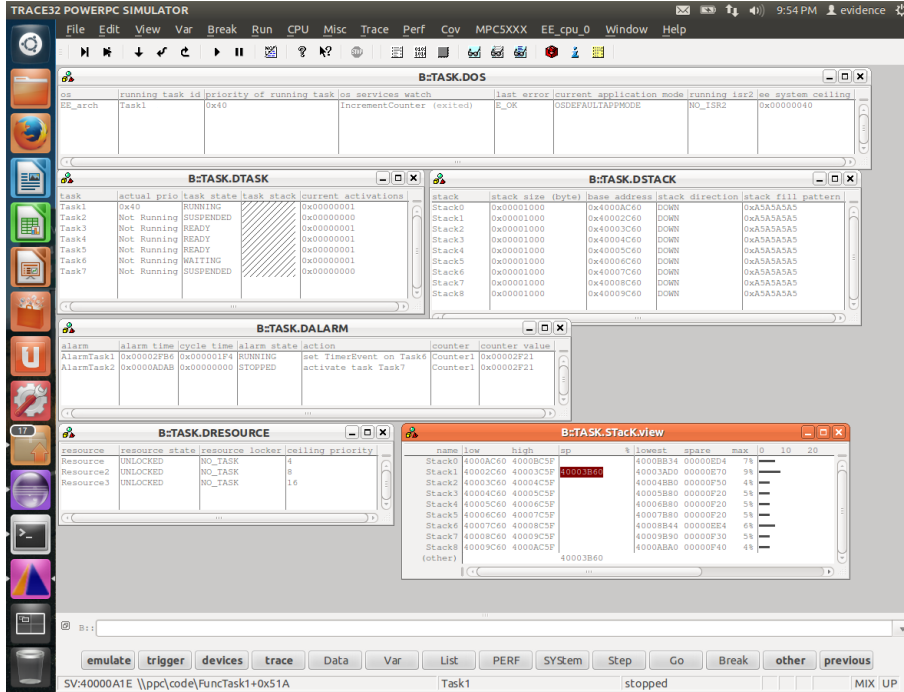


Figure 4.6: The ORTI window of Lauterbach TRACE32. Please note the stack usage view derived from the fillpattern specified in the ORTI file.

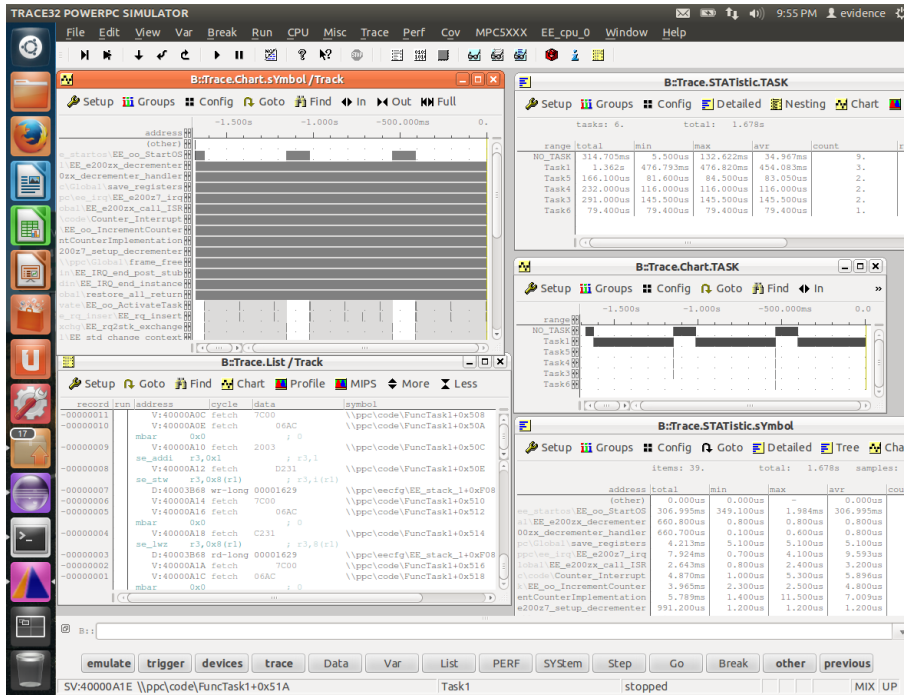


Figure 4.7: The Trace window of Lauterbach TRACE32. Please note context switch Gantt chart, and the timing measurements for the application tasks.

5 Acknowledgments

We would like to acknowledge Maurizio Menegotto, Marco Ferrario, Rudolf Dienstbeck from Lauterbach, and Bruno Morelli, Francesco Esposito, Giuseppe Serano from Evidence for the support provided during the development of the demos, and during integration phase of this Virtual Machine.