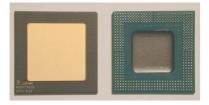
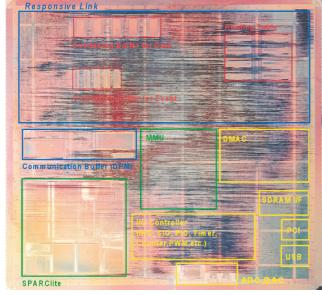
## Applications using Responsive Link for Parallel/Distributed Control

Japan's SC25 WG4 Responsive Link SG

http://www.ny.ics.keio.ac.jp/

yamasaki@ics.keio.ac.jp





Responsive Processor integrates:

- 1. Processing Core: SPARC
- 2. Real-Time Communication: 4 pairs of Responsive Links
- 3. Computer I/O Peripherals:

SDRAM I/Fs, PCI, USB, DMAC, SIO, PIO, etc.

4. Control I/O Peripherals:

ADCs, DACs, PWM Generators, Pulse Conters, etc. Responsive Processor including Responsive Link IP was designed by AIST, and fabricated by FUJITSU.



PCI Board for Responsive Processor



Wheel Robot



Walking Robot

Performance of Responsive Link on Responsive Processor

Clock (MHz)	200	100	50	25
Max. Speed (Mbaud)	100	50	25	12.5
Speed of Data (Mbps)	67	33	17	8
Latency of Event( µ sec)	3.1	6.2	12.5	25
Power (W)	0.2	0.1	0.05	0.02

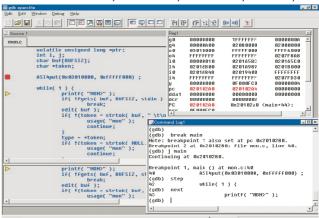
Latency of Event (Worst) @ 100Mbaud = 1.0 ( $\mu$  sec) + 2.1 ( $\mu$  sec/hop) x n (hop)

Ex. Latency of 1000BaseT is about 10  $\,\mu$  sec. Responsive Link guarantees hard/soft real-time communications.

- Separation of data transmission for soft real-time and event transmission for hard real-time
- Priority based packet overtaking (The packet with higher priority overtakes other packets at each node.)
- -256 level priority (8-bit)
- Packet acceleration/deceleration using priority replacement (Packet priority can be replaced with a new priority level at each node to accelerate/decelerate packets under distributed control.)
- Prioritized routing (When multiple packets with different priority levels are sent to the same destination, the different route can be set to realize exclusive communication lines or detours.)
- Variable link speed (800, 400, 200, 100, 50, 25, 12.5[Mbaud])

## **Development Environment:**

- 1. Cross development tools based on GNU tools (GNU C, C++, gdb, make, etc.)
- 2. Host machine: PC, UNIX Workstations
- 3. Host OS: Linux, FreeBSD, Windows, Solaris, etc.



WinGDB Debugger based on GNU gdb



Responsive Link Network Switch