

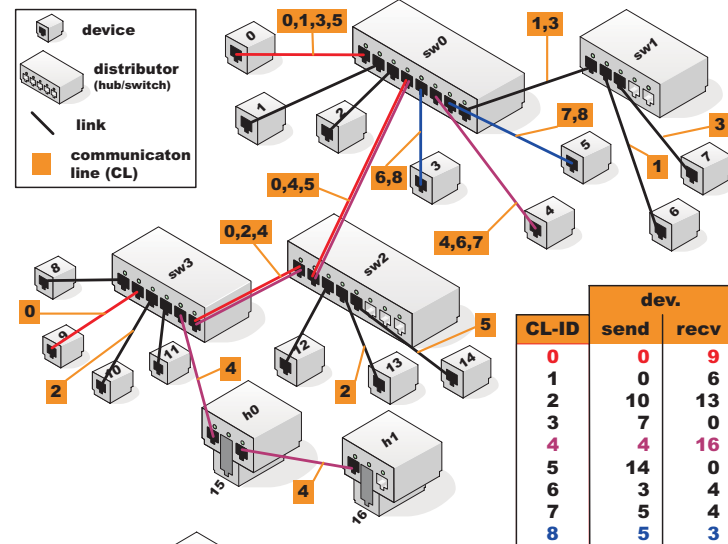
A Top-Down Approach for Realtime Industrial-Ethernet Networks using Edge-Coloring of Conflict-Multigraphs



- Non-deterministic CSMA/CD vs. TDMA
- Ethernet-standard vs. speed
- Merge needs of Automation Technology with trend towards Ethernet
- Develop a new approach, independent from existing hardware ("Laptop connected as well")



| Network infrastructure | Device requirements |
|---------------------------|-------------------------------|
| - Tree topology | - Sending & receiving device |
| - Line topology emulated | - Unicast & broadcast |
| - Switches and/or hubs | - Sending at each prod. cycle |
| - Delay & jitter ignored | - Uniform length (MTU) |
| - Half-duplex connections | - No causal dependencies |

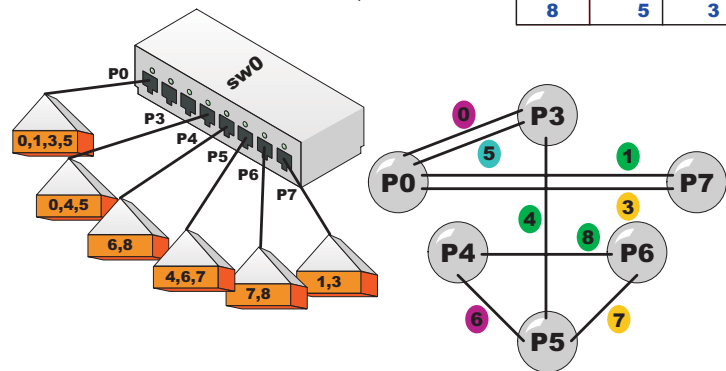


Generate communication-lines (CL)

- Choose a root switch arbitrarily
- Find path from device to the root
- Concatenate 2 paths to 1 communication line

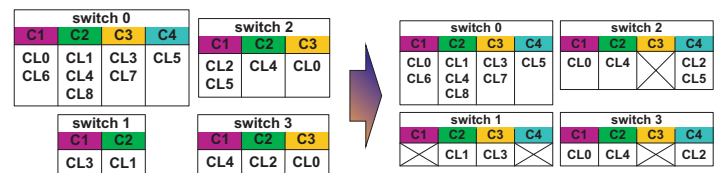
Build conflict-multigraph; Greedy edge-coloring heuristics

- Each switch can be treated independently in half-duplex mode:
 - 2 CLs have a conflict or they never have
- A conflict raises only in 1 connected region in the network
- Ports are nodes & CLs are links in the conflict-multigraph
- A fast greedy-heuristics colors the edges of the graph (better heuristics can be executed with critical switches)
- CLs with the same color can be executed concurrently
- 4000 CLs can be colored within 5sec on a standard-laptop



Calculate offline-schedules; Synchronization

- Each color represents one time-slot
- The synchronization of the schedules is done by permutation of whole time-slots
- Non-RT traffic can be executed in arising empty slots and in added new slots



4 Ways of Implementing the Schedules

- One central arbiter; global schedule
- Schedules integrated into the switches; polling
- One arbiter at each switch; local schedules
- Schedules in the switches & synch. devices