# PARALLEL AND DISTRIBUTED REAL-TIME SYSTEMS EDA420

Final exam, March 11, 2004 at 08:45 - 12:45 in the M building

## Examiner:

Associate professor Jan Jonsson Phone: 031–772 5220

## Content:

The written exam consists of 4 pages (including cover), containing 7 problems worth a total of 60 points.

## Grading policy:

 $\begin{array}{l} 24\text{--}35 \Rightarrow \text{grade } 3\\ 36\text{--}47 \Rightarrow \text{grade } 4\\ 48\text{--}60 \Rightarrow \text{grade } 5 \end{array}$ 

## **Restrictions:**

Books, notes or calculators are NOT allowed (only writing material and dictionaries)

## Solution:

No solution provided.

## **Results:**

Posted on the department's information boards on Wednesday, March 24, 2004 at 09:00.

## Inspection:

Room 4128, Rännvägen 6 B, on Wednesday, March 24, 2004 at 10:00-12:00.

## Language:

Your solutions should be written in Swedish or English.

## IMPORTANT ISSUES

- 1. Use separate sheets for each answered problem, and mark each sheet with the problem number.
- 2. Mark the first sheet with your name and "personnummer".
- 3. Justify all answers. Lack of justification can lead to loss of credit even if the answer might be correct.
- 4. Explain all calculations thoroughly. If justification and method is correct then simple calculation mistakes do not necessarily lead to loss of credit.
- 5. If some assumptions in a problem are missing or you consider that the made assumptions are unclear, then please state explicitly which assumptions you make in order to find a solution.
- 6. Write clearly! If I cannot read your solution, it is wrong.

## GOOD LUCK!

## **PROBLEM 1**

State whether the following propositions are TRUE or FALSE. For each correct statement, you will be given 1 point; for each erroneous statement you will be given -1 point; if you make no statement at all, you will be given 0 points. **Quality guarantee**: The total result for this problem cannot be less than 0 points. (6 points)

- a) When there are mutual exclusion constraints in a system, it is impossible to find an optimal on-line scheduling algorithm (unless it is clairvoyant).
- **b)** In multiprocessor scheduling, *Dhall's effect* refers to the fact that there exists no static-priority assignment scheme that has a non-zero schedulability utilization bound.
- c) One of the so-called *Richard's anomalies* states that task completion times may increase as a result of increasing the number of processors.
- d) An important assumption in worst-case execution-time analysis is that interferences from higherpriority tasks are accounted for.
- e) A *sufficient* feasibility test is one such that, if a given task set is not schedulable, it always reports the answer no.
- f) In the Fault-Tolerant Average algorithm for clock synchronization, the new clock value is the mean of all collected clock readings excluding the t fastest and t slowest clocks.

## PROBLEM 2

For static (offline) multiprocessor scheduling, one useful algorithm is Simulated Annealing (SA).

- a) Describe the major principles behind the SA algorithm when used in the general sense (not necessarily for real-time scheduling).
  (4 points)
- b) Describe how the SA algorithm can be adapted to solve the real-time multiprocessor scheduling problem (according to Tindell, Burns and Wellings). (2 points)
- c) When evaluating the scheduling performance of a technique such as the SA algorithm, what is the major evaluation methodology used (theoretical analysis, simulation of synthetic workloads or execution of real applications)? Motivate your answer! (2 points)

## **PROBLEM 3**

The following questions are related to fault-tolerant scheduling.

- a) Describe how existing *uniprocessor* scheduling techniques are generally extended towards fault-tolerance.
  (3 points)
- b) List the schedulability utilization bound derived by Pandya and Malek for fault-tolerant uniprocessor rate-monotonic scheduling. State under what assumptions this bound applies. (1 points)
- c) Describe how existing *multiprocessor* scheduling techniques are generally extended towards faulttolerance. (3 points)
- d) Explain why it is important to assume a realistic *fault model* in fault-tolerant scheduling. Give two examples of fault models and their implications on the scheduling method used. (3 points)

## **PROBLEM 4**

In their research paper "On Non-Preemptive Scheduling of Periodic and Sporadic Tasks", Jeffay *et al.* address a decision problem, called Non-Preemptive Scheduling of Concrete Periodic Tasks (SCPT). This problem concerns determining whether a set of periodic tasks with specified offsets (release times) is schedulable under non-preemptive task dispatching. In that paper, the authors show that the SCPT problem is *NP-complete in the strong sense*.

- a) Describe the general four-step procedure that the authors used for proving that the SCPT problem is NP-complete. (4 points)
- b) The SCPT problem is NP-complete in the *strong sense*. Describe the meaning of strong NP-completeness. (2 points)
- c) In the same paper, the authors also address the problem of determining whether a set of *sporadic* tasks with specified offsets (release times) is schedulable under non-preemptive task dispatching. That problem is shown to be solvable using a *pseudo-polynomial time algorithm*. Describe the difference between such an algorithm and a pure polynomial-time algorithm. (2 points)

## PROBLEM 5

When a communication network is used in a real-time system it is important to know the worst-case *message delay* between the sender and receiver of an interprocessor data exchange. Two important components of the message delay are the *queuing delay* and the *transmission delay*.

a)	Describe briefly the underlying causes of the queuing delay in the following networks: TD ernet and Token Ring.	MA, Eth- (3 points)
b)	Describe the mechanisms that give rise to the queuing delays on a Controller Area Netwo bus system.	rk (CAN) (3 points)
c)	Describe how the transmission delay is calculated for a communication link.	(2  points)
d)	Describe two techniques for assigning deadlines to interprocess communication.	(2 points)

## PROBLEM 6

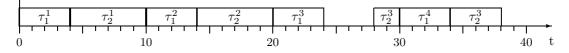
One method for analyzing the performance of a system that experiences overload is to use the concept of *competitive factor*.

- a) Give the formal definition of competitive factor.
- b) What is the best achievable competitive factor for an on-line scheduler according to Baruah *et al.*? Under what assumptions does this result apply? (2 points)
- c) Give the competitive factor for the earliest-deadline-first (EDF) scheduling policy. Also comment on the implications of this result. (2 points)

(4 points)

#### **PROBLEM 7**

Consider the timing diagram below describing the execution order of two periodic tasks when rate monotonic (RM) scheduling is used. Since RM is used, it applies for each task  $\tau_i$  that its deadline  $D_i$  is equal to the period  $T_i$ . The first instance of each task arrives at time 0. The tasks are schedulable, that is, they meet their deadlines. In the timing diagram we use  $\tau_i^k$  to denote instance k of the periodic task  $\tau_i$ . All values are given in milliseconds. The cost for switching tasks is assumed to be negligible.



- a) Decide based on the diagram above the execution time  $C_i$  and period  $T_i$  for each of the two tasks. Provide a motivation for your choice. (2 points)
- b) Calculate, based on the derived values of  $C_i$  and  $T_i$  in subproblem a), the utilization U for this set of tasks. (1 points)
- c) As was mentioned above, this task set meets the deadlines. However, if the execution time of any of the tasks in increased a deadline will be missed (in this case, the deadline for the first instance of  $\tau_2$ ). Such a task set is said to *fully utilize* the processor. Derive for the following values of  $C_1$  the corresponding values of  $C_2$  that make the tasks fully utilize the processor: 0,  $0.5C'_1$ , and  $2C'_1$ . Here,  $C'_1$  is the original value derived in subproblem a) (4 points)
- d) Calculate, for each pair of values of  $C_1$  and  $C_2$  derived in subproblem c), the utilization U of the task set when the processor is fully utilized. Comment your result! (3 points)