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# Parallel & Distributed Real-Time Systems

Lecture #6

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## Administrative issues

Group registration:

- Please register to a homework assignment group via PingPong. There are 20 groups available.
- HW#1 will be available on April 19, on Friday.

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## Feasibility testing

What techniques for feasibility testing exist?

- Hyper-period analysis (for static and dynamic priorities)
  - In a simulated schedule no task execution may miss its deadline
- Guarantee bound analysis (for static and dynamic priorities)
  - The fraction of processor time that is used for executing the task set must not exceed a given bound
- Response time analysis (for static priorities)
  - The worst-case response time for each task must not exceed the deadline of the task
- Processor demand analysis (for dynamic priorities)
  - The accumulated computation demand for the task set under a given time interval must not exceed the length of the interval

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## Feasibility testing

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## Guarantee bound analysis

Basic principle:

- If the accumulated utilization  $U$  of all tasks in the system does not exceed a guarantee bound, all timing constraints will be met.
- The guarantee bound  $U_{GB}$  is expressed as a fraction of the available processing capacity of the system.  
 (= 100% multiplied by the number of processors)
- The utilization  $U_i$  of a task is expressed as the fraction of processing capacity used for executing the task.  
 Thus, guarantee bound analysis will have a polynomial time complexity

$$\text{task utilization} = \frac{C_i}{T_i}$$

$$\text{accumulated utilization} = \sum_{i=1}^n \frac{C_i}{T_i}$$

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## Guarantee bound analysis

A good guarantee bound ...

- ... enables prediction of required processing capacity, e.g. # and speed of processors, of the hardware (when software is known)
- ... enables derivation of timing parameters, e.g. periods of tasks, in the software (when hardware implementation is known)

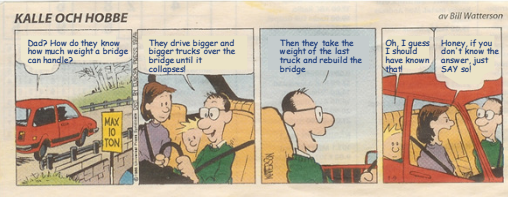
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A good guarantee bound ...

- ... enables prediction of how "strong" the hardware implementation must be (when the software "load" is known)
- ... enables prediction of how high the software "load" is allowed to be (when the "strength" of the hardware implementation is known)

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## Guarantee bound analysis



A good guarantee bound ...

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## Guarantee bound analysis

Guarantee bound analysis for RM: (Liu & Layland, 1973)

- The guarantee bound for RM scheduling is

$$U_{GB-RM} = n(2^{1/n} - 1)$$

- A conservative lower limit on the guarantee bound can be derived by letting  $n \rightarrow \infty$

$$\lim_{n \rightarrow \infty} n(2^{1/n} - 1) = \ln 2 \approx 0.693$$

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## Guarantee bound analysis

Guarantee bound analysis for RM: (Liu & Layland, 1973)

- A sufficient condition for RM scheduling is

$$U = \sum_{i=1}^n \frac{C_i}{T_i} \leq n(2^{1/n} - 1)$$

The test is only valid if all of the following conditions apply:


1. Single-processor system
2. Synchronous task sets
3. Independent tasks
4. Periodic or sporadic tasks
5. Tasks have deadlines equal to period ( $D_i = T_i$ )

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## Guarantee bound analysis

Guarantee bound analysis for RM: (Liu & Layland, 1973)

- The proof of the condition uses the fact that the worst-case response time for a task occurs at a critical instant (where the task arrives at the same time as all higher-priority tasks)
- The feasibility test is derived using an analysis of this special case
- The proof also shows that if the task set is schedulable for the critical instant case, it is also schedulable for any other case
- The proof is given in Krishna and Shin (Section 3.2.1) Highly recommended reading!



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## Guarantee bound analysis

Guarantee bound analysis for EDF: (Liu & Layland, 1973)

- A sufficient and necessary condition for EDF scheduling is

$$U = \sum_{i=1}^n \frac{C_i}{T_i} \leq 1$$
$$U_{GB-EDF} = 1$$

The test is only valid if all of the following conditions apply:

1. Single-processor system
2. Synchronous task sets
3. Independent tasks
4. Periodic tasks
5. Tasks have deadlines equal to period ( $D_i = T_i$ )

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## Feasibility testing

What techniques for feasibility testing exist?

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## Response-time analysis

**Response time:**

- The **response time**  $R_i$  for a task  $\tau_i$  represents the worst-case completion time of the task when execution interference from other tasks are accounted for.

The response time for a task  $\tau_i$  consists of:

- $C_i$  The task's uninterrupted execution time (WCET)
- $I_i$  Interference from higher-priority tasks

$$R_i = C_i + I_i$$

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## Response-time analysis

**Interference:**

- For static-priority scheduling, the interference term is

$$I_i = \sum_{\forall j \in hp(i)} \left\lceil \frac{R_i}{T_j} \right\rceil C_j$$

where  $hp(i)$  is the set of tasks with higher priority than  $\tau_i$ .

- The response time for a task  $\tau_i$  is thus:

$$R_i = C_i + \sum_{\forall j \in hp(i)} \left\lceil \frac{R_i}{T_j} \right\rceil C_j$$

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## Response-time analysis

**Response-time calculation:**

- The equation does not have a simple analytic solution.
- However, an iterative procedure can be used:

$$R_i^{n+1} = C_i + \sum_{\forall j \in hp(i)} \left\lceil \frac{R_i^n}{T_j} \right\rceil C_j$$

- The iteration starts with a value that is guaranteed to be less than or equal to the final value of  $R_i$  (e.g.  $R_i^0 = C_i$ )
- The iteration completes at convergence ( $R_i^{n+1} = R_i^n$ ) or if the response time exceeds the deadline  $D_i$

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## Response-time analysis

**Schedulability test:** (Joseph & Pandya, 1986)

- An exact condition for static-priority scheduling is

$$\forall i: R_i \leq D_i$$

The test is only valid if all of the following conditions apply:

1. Single-processor system
2. Synchronous task sets
3. Independent tasks
4. Periodic tasks
5. Tasks have deadlines not exceeding the period ( $D_i \leq T_i$ )

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## Response-time analysis

Time complexity:

Response-time analysis has pseudo-polynomial time complexity

Proof:

calculating the response-time for task  $\tau_i$  requires no more than  $D_i$  iterations

since  $D_i \leq T_i$  the number of iterations needed to calculate the response-time for task  $\tau_i$  is bounded above by  $T_i$

the procedure for calculating the response-time for all tasks is therefore of time complexity  $O(\max\{T_i\})$

the longest period of a task is also the largest number in the problem instance

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## Response-time analysis

Accounting for blocking:

- Blocking caused by critical regions
  - Blocking factor  $B_i$  represents the length of critical region(s) that are executed by processes with lower priority than  $\tau_i$
- Blocking caused by non-preemptive scheduling
  - Blocking factor  $B_i$  represents largest WCET (not counting  $\tau_i$ )

$$R_i = C_i + B_i + \sum_{\forall j \in hp(i)} \left\lceil \frac{R_j}{T_j} \right\rceil C_j$$

Observation: the feasibility test is now only sufficient since the worst-case blocking will not always occur at run-time.

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## Response-time analysis

Accounting for blocking: (using PCP or ICPP)

When using priority ceiling a task  $\tau_i$  can only be blocked once by a task with lower priority than  $\tau_i$ .

This occurs if the lower-priority task is within a critical region when  $\tau_i$  arrives, and the critical region's ceiling priority is higher than or equal to the priority of  $\tau_i$ .

Blocking now means that the start time of  $\tau_i$  is delayed (= the blocking factor  $B_i$ )

As soon as  $\tau_i$  has started its execution, it cannot be blocked by a lower-priority task.

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## Response-time analysis

Accounting for blocking: (using PCP or ICPP)

Determining the blocking factor for  $\tau_i$

1. Determine the ceiling priorities for all critical regions.
2. Identify the tasks that have a priority lower than  $\tau_i$  and that calls critical regions with a ceiling priority equal to or higher than the priority of  $\tau_i$ .
3. Consider the times that these tasks lock the actual critical regions. The longest of those times constitutes the blocking factor  $B_i$ .

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## Processor-demand analysis

**Processor demand:**

- The **processor demand** for a task  $\tau_i$  in a given time interval  $[0, L]$  is the amount of processor time that the task needs in the interval in order to meet the deadlines that fall within the interval.

Let  $N_i^L$  represent the number of instances of  $\tau_i$  that must complete execution before  $L$ .

The total processor demand up to  $L$  is

$$C_p(0, L) = \sum_{i=1}^n N_i^L C_i$$

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## Processor-demand analysis

**Number of relevant task arrivals:**

- We can calculate  $N_i^L$  by counting how many times task  $\tau_i$  has arrived during the interval  $[0, L - D_i]$ .
- We can ignore instance of the task that has arrived during the interval  $[L - D_i, L]$  since  $D_i > L$  for these instances.

$N_1^L = 2$   
 $N_2^L = 3$

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## Processor-demand analysis

**Processor-demand analysis:**

- We can express  $N_i^L$  as

$$N_i^L = \left\lfloor \frac{L - D_i}{T_i} \right\rfloor + 1$$

The total processor demand is thus

$$C_p(0, L) = \sum_{i=1}^n \left( \left\lfloor \frac{L - D_i}{T_i} \right\rfloor + 1 \right) C_i$$

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## Processor-demand analysis

**Schedulability test:** (Baruah et al., 1990)

- A sufficient and necessary condition for EDF scheduling is

$$\forall L \in K : C_p(0, L) \leq L$$

The test is only valid if all of the following conditions apply:

1. Single-processor system
2. Synchronous task sets
3. Independent tasks
4. Periodic tasks
5. Tasks have deadlines not exceeding the period ( $D_i \leq T_i$ )

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## Processor-demand analysis

**Schedulability test:** (Baruah et al., 1990)

- The set of control points  $K$  is

$$K = \{ D_i^k \mid D_i^k = kT_i + D_i, D_i^k \leq L_{\max}, 1 \leq i \leq n, k \geq 0 \}$$

$$L_{\max} = \max \left\{ D_1, \dots, D_n, \frac{\sum_{i=1}^n (T_i - D_i) U_i}{1 - U} \right\}$$

Observation:

$$L_{\max} \leq \max \left\{ \max\{D_i\}, \frac{U}{1-U} \max\{T_i - D_i\} \right\} \leq \max \left\{ \max\{T_i\}, \frac{U}{1-U} \max\{T_i\} \right\}$$

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## Processor-demand analysis

**Time complexity:**

Processor-demand analysis has pseudo-polynomial time complexity if total task utilization is less than 100%

**Proof:**

the number of control points needed to check the processor demand is bounded above by

$$Q_t^{\max} = \max \left\{ \max\{T_i\}, \frac{U}{1-U} \max\{T_i\} \right\} = \max \left\{ 1, \frac{U}{1-U} \right\} \lceil \max\{T_i\} \rceil$$

since  $U/(1-U)$  is a constant the procedure for calculating the processor demand is therefore of time complexity  $O(\max\{T_i\})$

the longest period of a task is also the largest number in the problem instance

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## Processor-demand analysis

**Accounting for blocking:** (using Stack Resource Policy)

Tasks are assigned static preemption levels:

The preemption level of task  $\tau_i$  is denoted  $\pi_i$

Task  $\tau_i$  is not allowed to preempt another task  $\tau_j$  unless  $\pi_i > \pi_j$

If  $\tau_i$  has higher priority than  $\tau_j$  and arrives later, then  $\tau_i$  must have a higher preemption level than  $\tau_j$ .

**Note:**

- The preemption levels are static values, even though the tasks priorities may be dynamic.
- For EDF scheduling, suitable levels can be derived if tasks with shorter relative deadlines get higher preemption levels, that is:

$$\pi_i > \pi_j \Leftrightarrow D_i < D_j$$

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## Processor-demand analysis

**Accounting for blocking: (using Stack Resource Policy)**

Resources are assigned dynamic resource ceilings:

- Each shared resource is assigned a ceiling that is always equal to the maximum preemption level among all tasks that may be blocked when requesting the resource.
- The protocol keeps a system-wide ceiling that is equal to the maximum of the current ceilings of all resources.
- A task with the earliest deadline is allowed to preempt only if its preemption level is higher than the system-wide ceiling.

**Note:**

- The original priority of the task is not changed at run-time.
- The resource ceiling is a dynamic value calculated at run-time as a function of current resource availability.

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## Processor-demand analysis

**Accounting for blocking: (using Stack Resource Policy)**

Blocking factor  $B_i$  represents the length of critical / non-preemptive regions that are executed by tasks with lower preemption levels than  $\tau_i$ .

Tasks are indexed in the order of increasing preemption levels, that is:  $\pi_i > \pi_j \Leftrightarrow i < j$

$$\forall L \in K, \forall i \in [1, n]: C_p^i(0, L) \leq L$$

$$C_p^i = \sum_{k=1}^i \left( \left\lfloor \frac{L - D_k}{T_k} \right\rfloor + 1 \right) C_k + \left( \left\lfloor \frac{L - D_i}{T_i} \right\rfloor + 1 \right) B_i$$

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## Processor-demand analysis

**Accounting for blocking: (using Stack Resource Policy)**

**Determining the blocking factor for  $\tau_i$**

1. Determine the worst-case resource ceiling for each critical region, that is, assume the run-time situation where the corresponding resource is unavailable.
2. Identify the tasks that have a preemption level lower than  $\tau_i$  and that calls critical regions with a worst-case resource ceiling equal to or higher than the preemption level of  $\tau_i$ .
3. Consider the times that these tasks lock the actual critical regions. The longest of those times constitutes the blocking factor  $B_i$ .

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## End of lecture #6