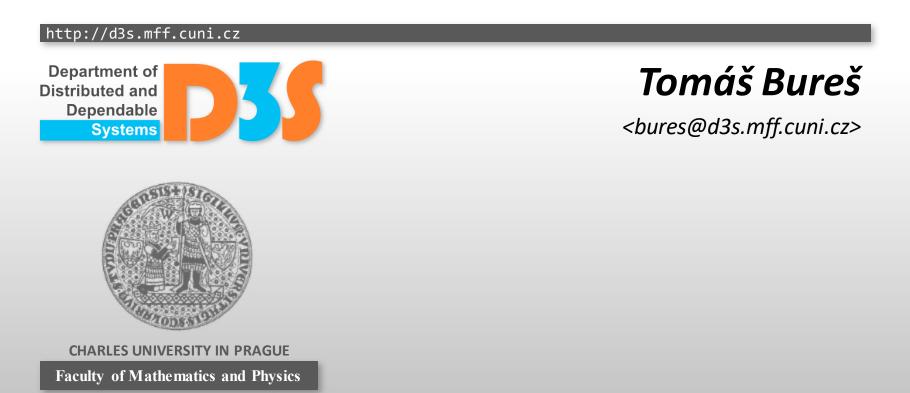
Inovace tohoto kurzu byla v roce 2011/12 podpořena projektem CZ.2.17/3.1.00/33274 financovaným Evropským sociálním fondem a Magistrátem hl. m. Prahy.



#### Evropský sociální fond Praha & EU: Investujeme do vaší budoucnosti



# Embedded and Real-time Systems Periodic Task Scheduling



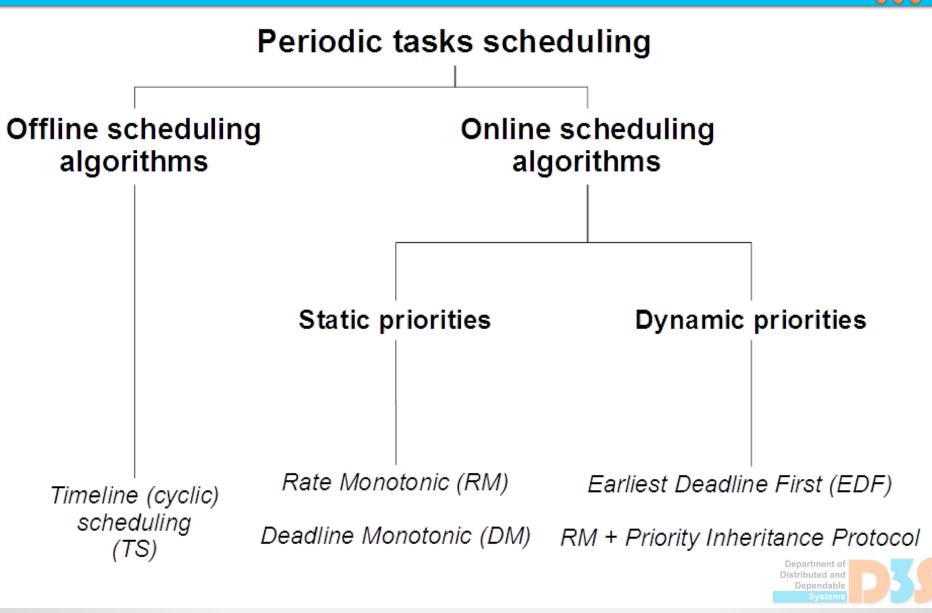
## **Periodic tasks**

Periodic tasks – A type of task that consists of a sequence of identical instances, activated at regular intervals.

- Examples
  - Speed regulation
  - Monitoring sensors
  - Audio/video sampling



#### **Periodic tasks scheduling**



# Assumptions

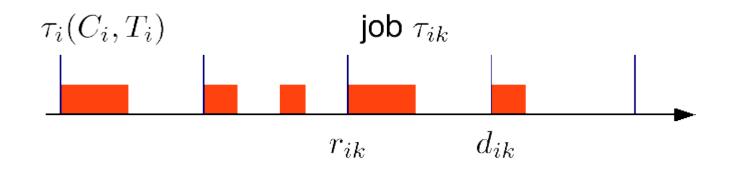
#### Tasks assumptions:

- A1 instance of a periodic task  $\tau_i$  are regularly activated
- A2 all instances  $\tau_i$  have the same  $C_i$
- A3 all instances  $\tau_i$  have the same  $D_i$  which is equal to  $T_i$
- A4 All tasks are independent (no precedence relations, no resource constraints)
- Implicit assumptions:
  - No task can suspend itself (e.g. on I/O oper.)
  - All tasks are fully preemptable
  - All overheads in kernel are assumed to be zero
- A1, A2 OK (reflects reality)
- A3, A4 too tight for practical applications
  - Will be relaxed in future



# Notation

- Γ task set
- $\tau_i$  a generic periodic task
- $T_i$  period of the task  $\tau_i$
- $C_i$  execution time within a period
- $D_i$  relative deadline of  $\tau_i$
- $\tau_{i,j} j^{th}$  instance of the task  $\tau_i$
- $r_{i,j}$  release time of  $\tau_{i,j}$
- $s_{i,j}$  start time of  $\tau_{i,j}$
- $f_{i,j}$  finishing (completion) time of  $\tau_{i,j}$
- $d_{i,j}$  absolute deadline of  $\tau_{i,j}$



- For each periodic task, guarantee that:
   each job τ<sub>ik</sub> is activated at r<sub>ik</sub> = (k − 1)T<sub>i</sub>
  - each job  $au_{ik}$  completes within

$$d_{ik} = r_{ik} + D_i = r_{ik} + T_i = kT_i$$



# **Timeline Scheduling (Cyclic Scheduling)**

- It has been used for 30 years in military systems, navigation, and monitoring systems
- Examples:
  - Air traffic control
  - Space Shuttle
  - Boeing 777

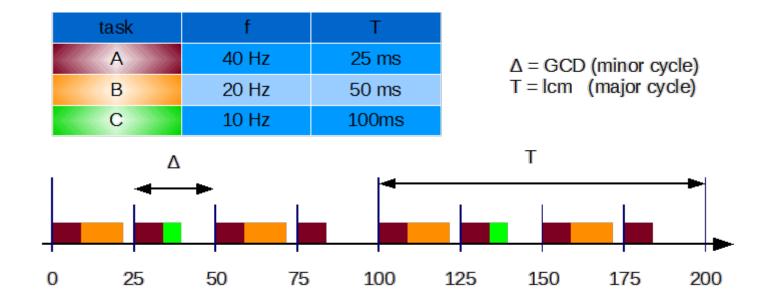


# **Timeline Scheduling**

- Method
  - The time axis is divided in intervals of equal length (time slots)
  - Each task is statically (offline) allocated in a slot in order to meet the desired request rate.
  - The execution in each slot is activated by a timer.
    - Order is determinate in advance
      - Based on major cycle



### Example

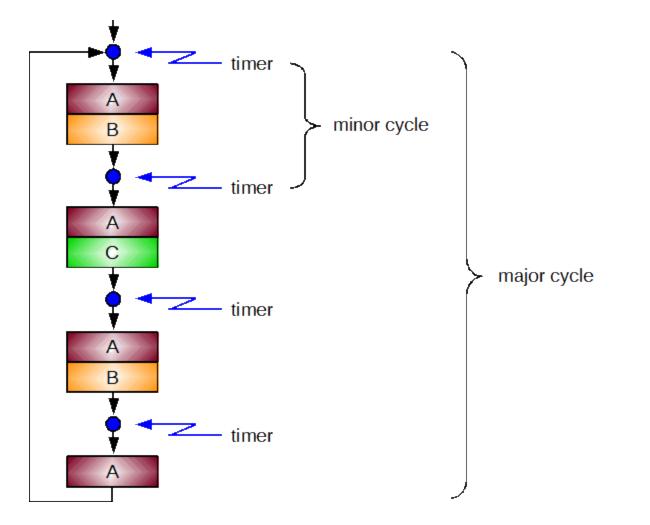


GCD – greatest common divisor lcm – least common multiple

- Guarantee:
  - $C_a + C_b \leq \Delta$
  - $\Box C_a + C_c \leq \Delta$



#### Implementation





# **Timeline Scheduling**

#### Advantages

- Simple implementation
- Low run-time overhead
  - No context switches
- It allows jitter control
  - Ordering of tasks inside major cycle
- Disadvantages
  - It is not robust during overloads
  - It is difficult to expand the schedule
  - It is not easy to handle aperiodic activities
- But in fact, it suffices in many cases!

# **Problems during Overloads**

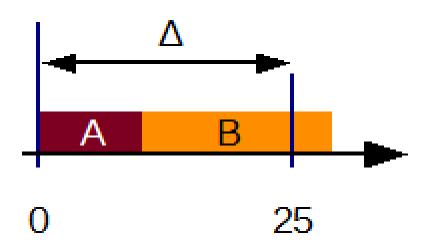
- Problem typical for off -line scheduling
  - Fragility during overload conditions

- What do we do during task overruns?
  - Let the task continue
    - we can have a domino effect on all the other tasks (timeline break)
  - Abort the task
    - the system can remain in an inconsistent state



# **Problems of Schedule Expandability**

- If one or more tasks need to be upgraded (C or T change), we may have to redesign the whole schedule again.
- Example:
  - $C_a + C_b > \Delta$
  - $C_B$  is updated but

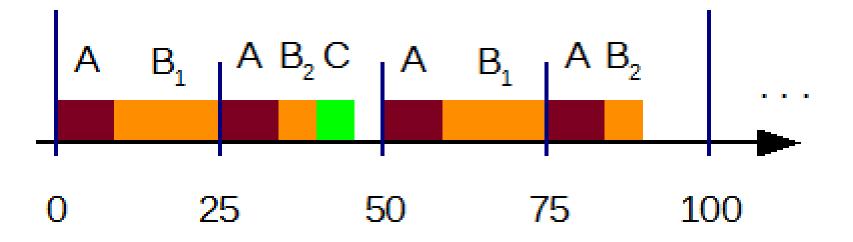


Requires division of task B into smaller tasks

stributed and

# **Problems of Schedule Expandability**

 We have to split task B into two subtasks (B<sub>1</sub>, B<sub>2</sub>) and rebuild the schedule:



- Guarantee:
  - $C_a + C_{b_1} \leq \Delta$  $C_a + C_{b_2} + C_c \leq \Delta$

# **Problems of Schedule Expandability**

 If the frequency of a task is changed, the impact can be even more significant

task	f	Т
A	40 Hz	25 ms
В	25 Hz	40 ms
С	10 Hz	100ms

before after minor cycle:  $\Delta = 25$   $\Delta = 5$ major cycle: T = 100 T = 200 • 40 minor cycles within one major cycle!

# **Problem with aperiodic tasks**

- Difficult to handle aperiodic tasks
  - Requires on-line change in task sequence

#### Slot-shifting technique

- Spare capacities how much off-line tasks can be shifted at runtime while still meeting timing constraints
- At runtime deadline-base algorithm uses spare capacities to schedule aperiodic tasks
- In complex or open systems, it is better to use online priority-based scheduling.

# **Priority-based Scheduling**

- Each task is assigned a priority based on its timing constraints
- We verify the feasibility of the schedule using analytical techniques
- Tasks are executed on a priority-based kernel

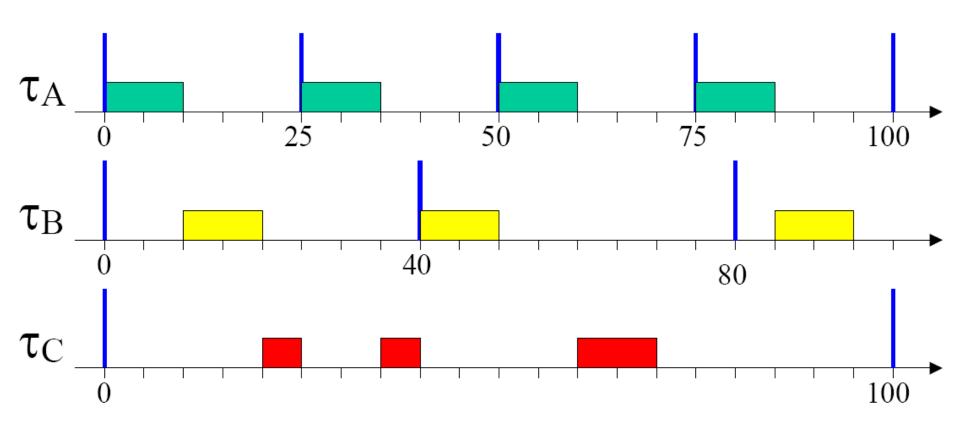


# Rate Monotonic Scheduling (RM)

- Each task is assigned a fixed priority proportional to its rate (T)
  - Priorities are assigned before execution (T-based)
  - Preemptive
- Recall of basic assumptions
  - A1  $C_i$  is constant for every instance of  $\tau_i$
  - A2  $T_i$  is constant for every instance of  $\tau_i$
  - A3 For each task,  $D_i = T_i$
  - A4 Tasks are independent:
    - no precedence relations
    - no resource constraints
    - no blocking I/O operations



#### **RM Example**





0-0-6

#### **How Can We Verify Feasibility?**

Each task uses the processor for a fraction of time

$$U_i = \frac{C_i}{T_i}$$

Hence the total processor utilization is

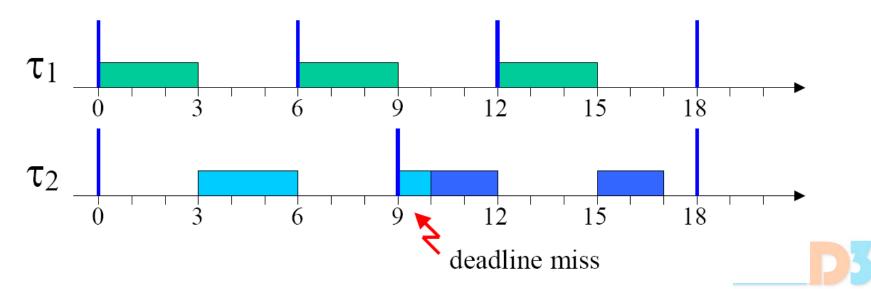
$$U_p = \sum_{i=1}^n \frac{C_i}{T_i}$$



# **A Necessary Condition**

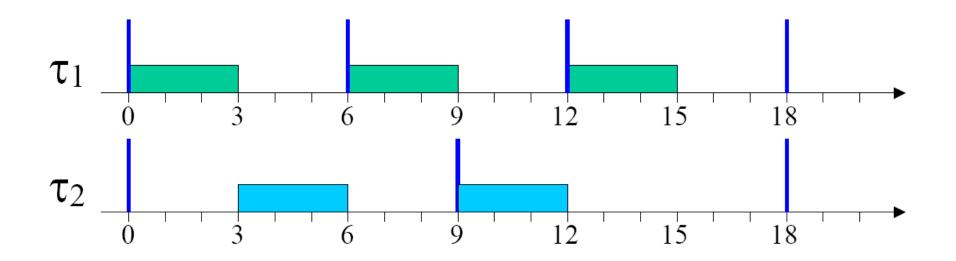
- If  $U_p > 1$  the processor is overloaded hence the task set cannot be schedulable
- However, there are cases in which  $U_p < 1 \mbox{ but the task set is not schedulable by RM}$

• Example: 
$$U_p = \frac{3}{6} + \frac{4}{9} = 0.944$$



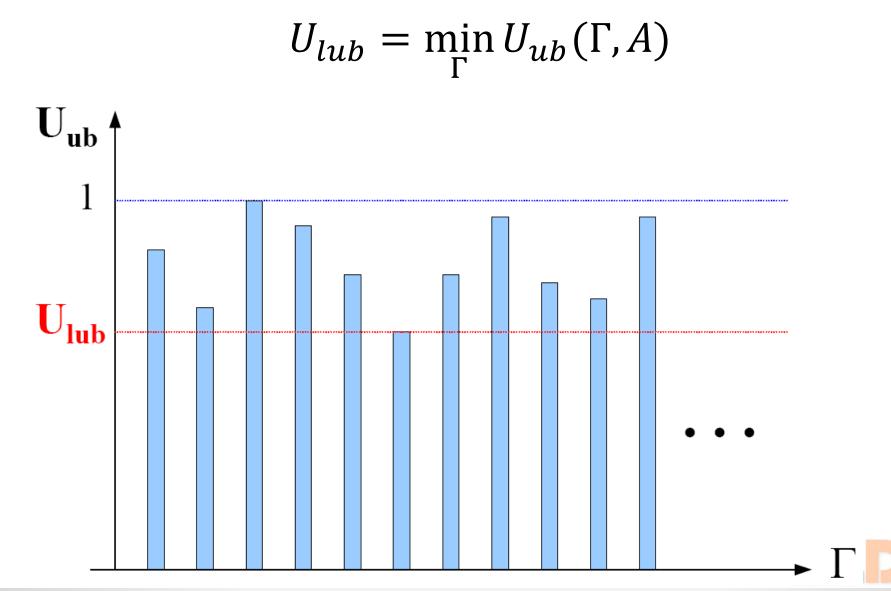
## **Utilization Upper Bound**

• 
$$U_{ub} = \frac{3}{6} + \frac{3}{9} = 0.833$$



• The upper bound  $U_{ub}$  depends on the specific task set.

#### **The Least Upper Bound**



#### Figure taken from Buttazzo, G.:Task scheduling

# **A Sufficient Condition**

• If  $U_p \leq U_{lub}$  the task set is certainly schedulable with the RM algorithm

• Note: If  $U_{lub} < U_p \le 1$  we cannot say anything about the feasibility of that task set.



# U<sub>lub</sub> for RM

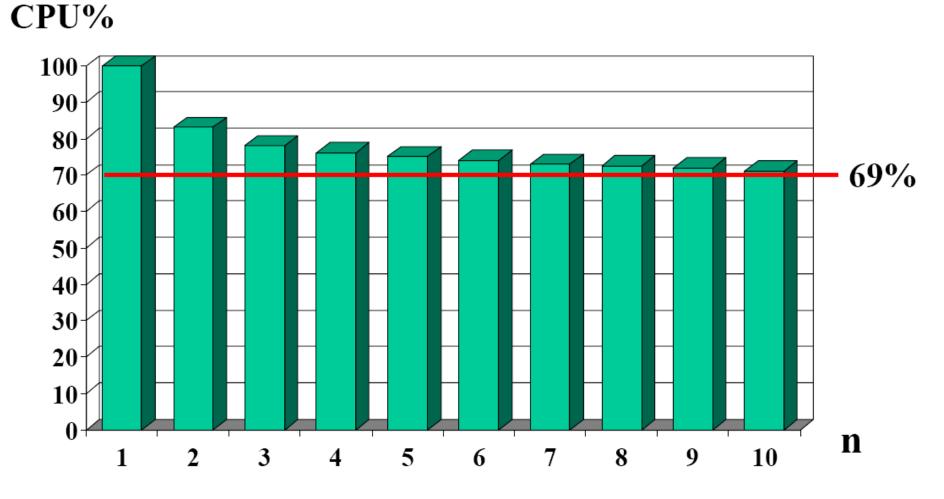
In 1973, Liu and Leyland proved that for a set of n periodic tasks scheduled by RM:

$$U_{lub} = n(2^{\frac{1}{n}} - 1)$$

• for  $n \to \infty$ :  $U_{lub} \to \ln 2$ 



#### **RM Schedulability**



Department of Distributed and Dependable Systems

#### **RM Guarantee Test**

We compute the processor utilization factor as

$$U_p = \sum_{i=1}^n \frac{C_i}{T_i}$$

• Guarantee Test (only sufficient)  $U_p \le n(2^{\frac{1}{n}} - 1)$ 



# **RM Optimality**

• RM is optimal among all fixed priority algorithms:

If there exists a fixed priority assignment which leads to a feasible schedule for Γ, then RM assignment is feasible for Γ

If Γ is not schedulable by RM, then it cannot be scheduled by any fixed priority assignment



- Periodic tasks vocabulary:
  - Response time of an instance a time (measured from the release time) at which the instance is terminated
     R<sub>i,k</sub> = f<sub>i,k</sub> r<sub>i,k</sub>

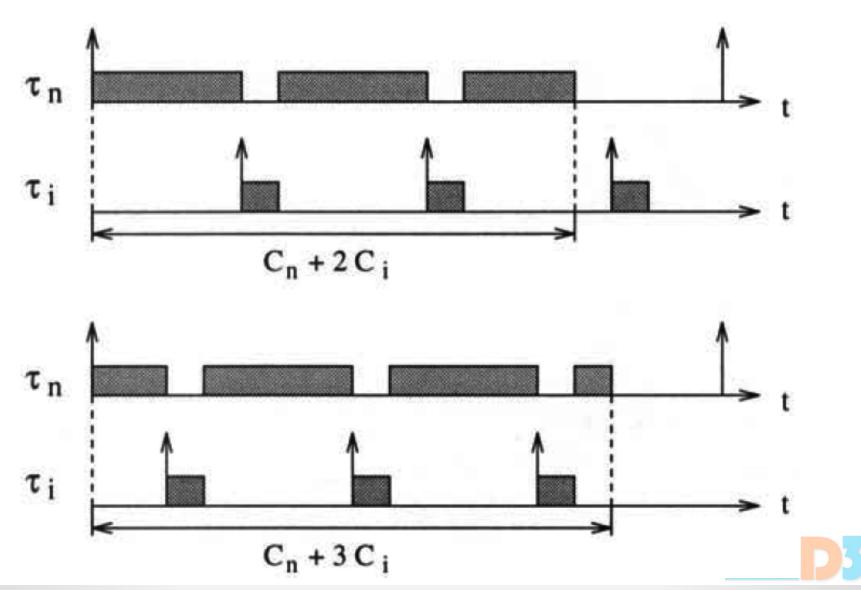
 Critical instant of a task – a time at which the release of a task will produce the largest response time



 First, we show that a critical instant for any task occurs whenever the task is released simultaneously with all higher-priority tasks.

• Let  $\Gamma = \{\tau_1, ..., \tau_n\}$  be the set of periodic tasks ordered by increasing periods, with  $\tau_n$  being the task with the longest period. According to RM,  $\tau_n$ will be the task with the lowest priority.

#### **Critical Instant**

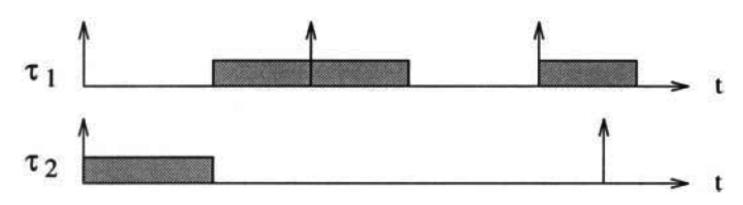


- Schedulability of a task can be checked at the critical instant
  - If each of the tasks is schedulable at its critical instant, the whole task set is schedulable

 RM optimality is justified by showing that if a task set is schedulable by an arbitrary priority assignment, then it is also schedulable by RM.



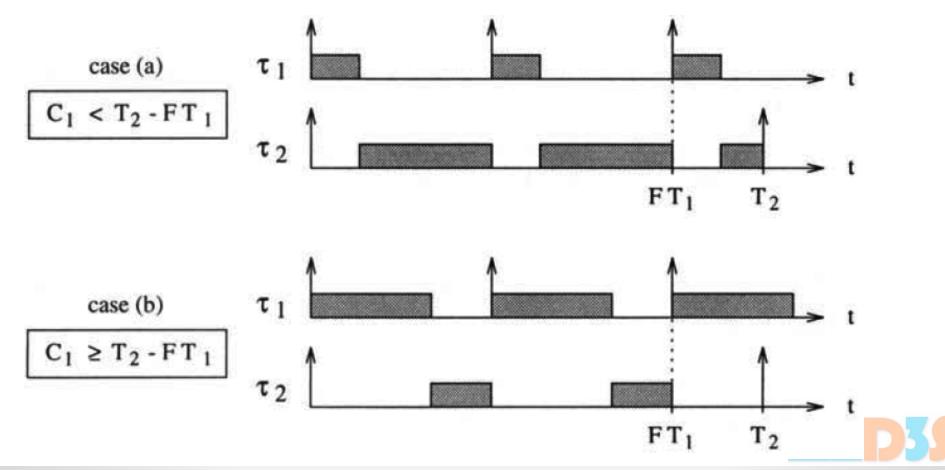
• Consider a set of two periodic tasks  $\tau_1$  and  $\tau_2$ , with  $T_1 < T_2$ . If the priorities are not according to RM, then task  $\tau_2$  will receive greater priority.



• The schedule is feasible if:  $C_1 + C_2 \le T_1$ 

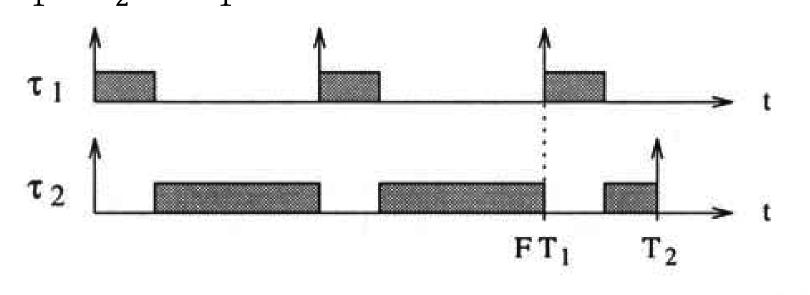
#1

• Let  $F = [T_2/T_1]$  be the number of periods of  $\tau_1$ entirely contained in  $T_2$ . We distinguish two cases



## **Proof of RM Optimality – Case 1**

- Case 1
  - The computation time  $C_1$  is short enough that all requests of  $\tau_1$  within the critical time zone of  $\tau_2$  are completed before the second request of  $\tau_2$ . That is,  $C_1 < T_2 - FT_1$



Distributed and

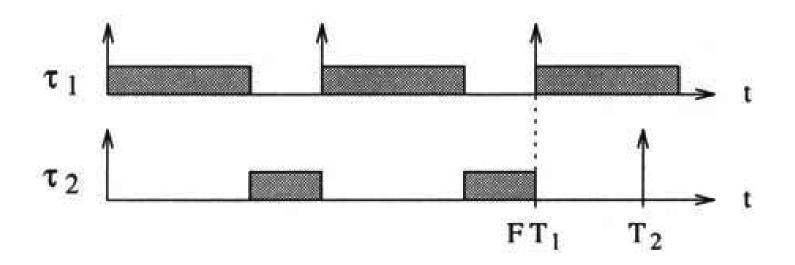
#### **Proof of RM Optimality – Case 1**

- The task set is schedulable if  $(F+1)C_1 + C_2 \le T_2 \qquad \qquad \texttt{#2}$
- We show how #1 implies #2  $FC_1 + FC_2 \leq FT_1$
- Since  $F \ge 1$ , we can write:  $FC_1 + C_2 \le FC_1 + FC_2 \le FT_1$   $(F+1)C_1 + C_2 \le FT_1 + C_1$

• Since  $C_1 \leq T_2 - FT_1$ , we have:  $(F+1)C_1 + C_2 \leq FT_1 + C_1 \leq T_2$ 

#### **Proof of RM Optimality – Case 2**

- Case 2
  - The execution of the last request of  $\tau_i$  in the critical time zone of  $\tau_2$  overlaps the second request of  $\tau_2$ . That is,  $C_1 \ge T_2 FT_1$ .





#### **Proof of RM Optimality – Case 2**

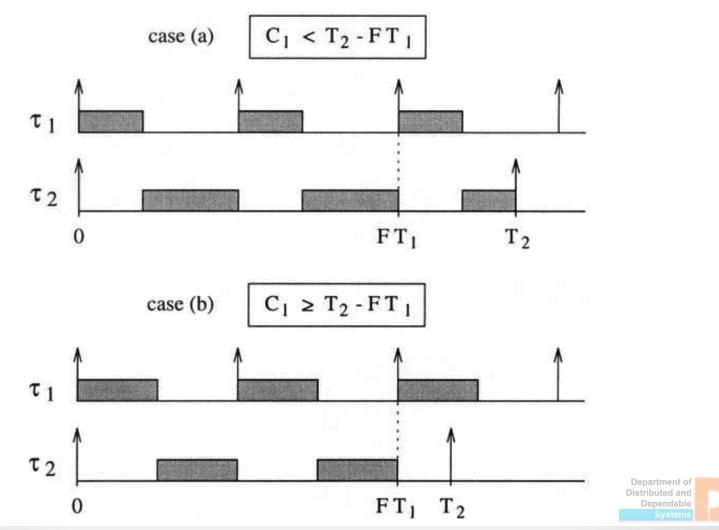
• The task set is schedulable if  $FC_1 + C_2 \leq FT_1$ . **#3** 

- We show how #1 implies #3  $FC_1 + FC_2 \le FT_1$
- Since  $F \ge 1$ , we can write:  $FC_1 + C_2 \le FC_1 + FC_2 \le FT_1$
- This can be generalized to *n* tasks

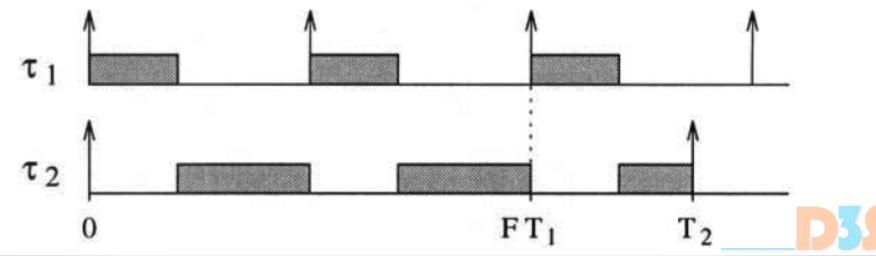


- Two periodic tasks  $\tau_1$  and  $\tau_2$  with  $T_1 < T_2$
- We have to
  - Assign priorities to tasks according to RM, so that  $\tau_1$  is the task with the highest priority;
  - Compute the upper bound U<sub>ub</sub> for the set by setting tasks' computation times to fully utilize the processor;
  - Minimize the upper bound  $U_{ub}$  with respect to all other task parameters.
- As before, let  $F = [T_2/T_1]$  be the number of periods of  $\tau_1$  entirely contained in  $T_2$ . Without loss of generality, the computation time  $C_2$  is adjusted to fully utilize the processor.

Two cases must be considered:



- The computation time  $C_1$  is short enough that all requests of  $\tau_1$  within the critical time zone of  $\tau_2$ are completed before the second request of  $\tau_2$ . That is,  $C_1 \leq T_2 - FT_1$ .
- In this situation, the largest possible value of  $C_2$  is  $C_2 = T_2 C_1(F + 1)$



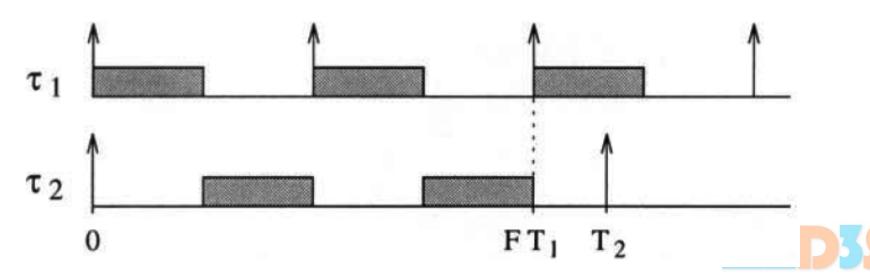
• The corresponding upper bound  $U_{ub}$  is thus

$$U_{ub} = \frac{C_1}{T_1} + \frac{C_2}{T_2} = \frac{C_1}{T_1} + \frac{T_2 - C_1(F+1)}{T_2}$$
$$= 1 + \frac{C_1}{T_1} - \frac{C_1}{T_2}(F+1) = 1 + \frac{C_1}{T_2}\left[\frac{T_2}{T_1} - (F+1)\right]$$

• Since the quantity in the square brackets is negative,  $U_{ub}$  is monotonically decreasing in  $C_1$ , and, being  $C_1 \leq T_2 - FT_1$ , the minimum of  $U_{ub}$  occurs for

$$C_1 = T_2 - FT_1$$

- The execution of the last request of  $\tau_1$  in the critical time zone of  $\tau_2$  overlaps the second request of  $\tau_2$ . That is,  $C_1 \ge T_2 FT_1$
- In this situation, the largest possible value of  $C_2$  is  $C_2 = (T_1 C_1)F$



• The corresponding upper bound  $U_{ub}$  is thus

$$\begin{split} U_{ub} &= \frac{C_1}{T_1} + \frac{C_2}{T_2} = \frac{C_1}{T_1} + \frac{(T_1 - C_1)F}{T_2} = \frac{T_1}{T_2}F + \frac{C_1}{T_1} - \frac{C_1}{T_2}F \\ &= \frac{T_1}{T_2}F + \frac{C_1}{T_2} \bigg[ \frac{T_2}{T_1} - F \bigg] \end{split}$$

• Since the quantity in the square brackets is positive,  $U_{ub}$  is monotonically increasing in  $C_1$ , and, being  $C_1 \ge T_2 - FT_1$ , the minimum of  $U_{ub}$  occurs for

$$C_1 = T_2 - FT_1$$

- In both cases, the minimum value of  $U_{ub}$  occurs for  $C_1 = T_2 T_1 F$
- Using the minimal value of  $C_1$ , we have:

$$\begin{split} U &= \frac{T_1}{T_2}F + \frac{C_1}{T_2} \left( \frac{T_2}{T_1} - F \right) = \frac{T_1}{T_2}F + \frac{(T_2 - T_1F)}{T_2} \left( \frac{T_2}{T_1} - F \right) \\ &= \frac{T_1}{T_2} \left[ F + \left( \frac{T_2}{T_1} - F \right) \left( \frac{T_2}{T_1} - F \right) \right] \end{split}$$

• To simplify notation, let  $G = T_2/T_1 - F$ . Thus,

$$U = \frac{T_1}{T_2} (F + G^2) = \frac{(F + G^2)}{T_2/T_1} = \frac{(F + G^2)}{(T_2/T_1 - F) + F} = \frac{F + G^2}{F + G}$$
$$= \frac{(F + G) - (G - G^2)}{F + G} = 1 - \frac{G(1 - G)}{F + G}$$

• Since  $0 \le F < 1$ , the term G(1 - G) is nonnegative. Hence, U is monotonically increasing with F. As a consequence, the minimum of U occurs for the minimum value of F; namely, F = 1. Thus,  $1 + G^2$ 

$$U = \frac{1+G^2}{1+G}$$

• Minimizing U over G, we have

$$\frac{dU}{dG} = \frac{2G(1+G) - (1+G^2)}{(1+G)^2} = \frac{G^2 + 2G - 1}{(1+G)^2}$$
  
and  $\frac{dU}{dG} = 0$  for  $G^2 + 2G = 1 - 0$  which has

• and dU/dG = 0 for  $G^2 + 2G - 1 = 0$ , which has two solutions:

$$G_1 = -1 - \sqrt{2}$$
  $G_2 = -1 + \sqrt{2}$ 

istributed and Dependable

• Since  $0 \le G < 1$ , the negative solution  $G = G_1$  is discarded. Thus, the least upper bound of U is given for  $G = G_2$ :

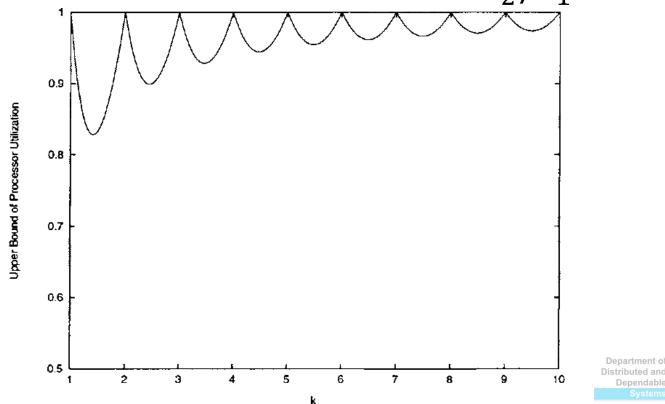
$$U_{lub} = \frac{1 + (\sqrt{2} - 1)}{1 + (\sqrt{2} - 1)} = \frac{4 - 2\sqrt{2}}{\sqrt{2}} = 2(\sqrt{2} - 1)$$

• That is,

$$U_{lub} = 2(2^{1/2} - 1) \simeq 0.83$$



• Notice that if  $T_2$  is a multiple of  $T_1$ , G = 0 and the processor utilization factor becomes 1. In general, the utilization factor for two tasks can be computed as a function of the ratio  $k = T_2/T_1$ 



From the previous, the conditions for computing the least upper bound were:

$$F = 1$$

$$C_1 = T_2 - FT_1$$

$$C_2 = (T_1 - C_1)F$$

which can be rewritten as

$$T_1 < T_2 < 2T_1 C_1 = T_2 - T_1 C_2 = 2T_1 - T_2$$



 Generalizing for an arbitrary set of n tasks, the worst conditions for the schedulability of a task set that fully utilizes the processor are

$$T_1 < T_n < 2_{T_1}$$
  
 $C_1 = T_2 - T_1$   
 $C_2 = T_3 - T_2$ 

$$C_{n-1} = T_n - T_n - 1$$
  
$$C_n = T_1 - (C_1 + C_2 + \dots + C_{n-1}) = 2T_1 - T_n$$



- Thus, the processor utilization factor becomes  $U = \frac{T_2 - T_1}{T_1} + \frac{T_3 - T_2}{T_2} + \dots + \frac{T_n - T_{n-1}}{T_{n-1}} + \frac{2T_1 - T_n}{T_n}$
- Defining  $R_i = T_{i+1}/T_i$ , and noting that  $R_1R_2 \dots R_{n-1} = T_n/T_1$ , the utilization factor may be re-written as

$$U = \sum_{i=1}^{n-1} R_i + \frac{2}{R_1 R_2 \dots R_{n-1}} - n$$



- To minimize U over  $R_i$ , i = 1, ..., n 1, we have  $\frac{\partial U}{\partial R_k} = 1 - \frac{2}{R_i^2 (\prod_{i \neq k}^{n-1} R_i)}$ • Defining  $P = R_1 R_2 \dots R_{n-1}$ , U is minimum when  $R_1 P = 2$   $R_2 P = 2$  $R_{n-1} P = 2$
- That is, when all  $R_i$  have the same value:

$$R_1 = R_2 = \dots = R_{n-1} = 2^{1/n}$$



• Substituting the value of  $R_i$  in U we obtain

$$U_{lub} = (n-1)2^{1/n} + \frac{2}{2^{1-1/n}} - n$$
  
=  $n2^{1/n} - 2^{1/n} + 2^{1/n} - n$   
=  $n(2^{1/n} - 1)$ 



 For high values of n, the least upper bound converges to

$$U_{lub} = \ln 2 \simeq 0.69$$

- This is proved using substitution  $y = (2^{1/n} 1)$ . From that  $n = \frac{\ln 2}{\ln(y+1)}$ . Hence  $\lim_{n \to \infty} n(2^{1/n} - 1) = (\ln 2) \lim_{y \to 0} \frac{y}{\ln(y+1)}$
- And using l'Hospital's rule:

$$\lim_{y \to 0} \frac{y}{\ln(y+1)} = \lim_{y \to 0} \frac{1}{1/(y+1)} = \lim_{y \to 0} (y+1) = 1$$

# **Hyperbolic Bound**

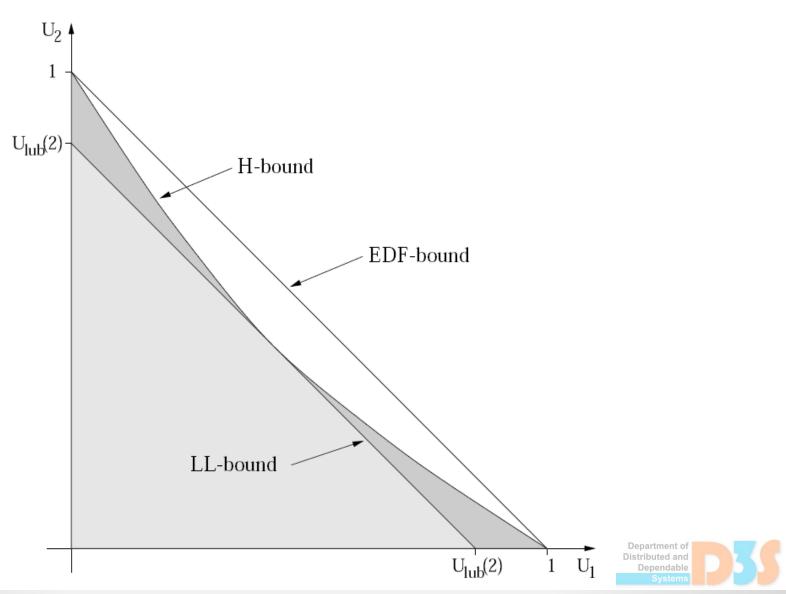
 There is a tighter sufficient condition called hyperbolic bound

Theorem: Let Γ = {τ<sub>1</sub>, ..., τ<sub>n</sub>} be a set of n periodic tasks, where each task τ<sub>i</sub> is characterized by a processor utilization U<sub>i</sub>. Then Γ is schedulable with the RM algorithm if

$$\prod_{i=1}^{n} (U_i + 1) \le 2$$

Department of Distributed and Dependable Systems

#### **Hyperbolic Bound**



0-0-6