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Embedded and Real-time Systems

Response Time Analysis – Additions

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Faculty of Mathematics and Physics

- So far we assumed that tasks are released at the exactly at beginning of a period
- What about if it is not so
 - For example due to inaccurate timer

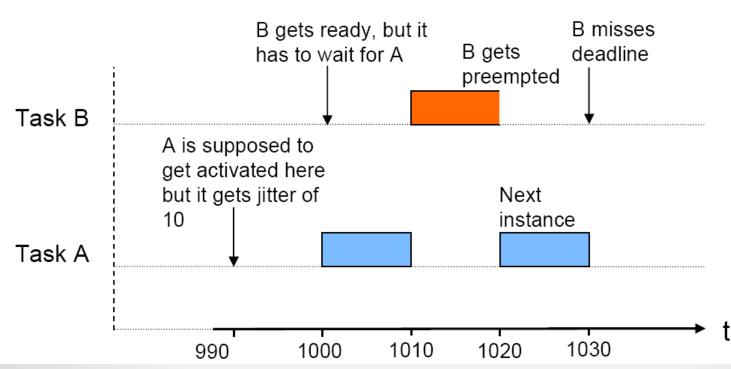
- Release Jitter
 - the difference between the earliest and the latest time a task could be released relative to the start of the period

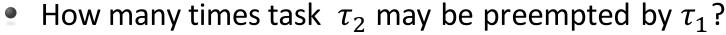
$$J_i = J_i^{max} - J_i^{min}$$



May cause missed deadlines

Task	Т	D	С	R
Α	30	20	10	10
В	1000	25	15	25





- $n \text{ times if } R_2 > (n-1)T_1 J_1$
- Thus we need the biggest n satisfying condition

$$\frac{R_2 + J_1}{T_1} > n - 1$$

That is:

$$n = \left[\frac{R_2 + J_1}{T_1} \right]$$

Resulting into:

$$R_i^{n+1} = C_i + B_i + \sum_{j=1}^{l-1} \left[\frac{R_i^n + J_j}{T_j} \right] C_j$$



Now, we have to account for jitter of the actual task τ_i

$$w_i^{n+1} = C_i + B_i + \sum_{j=1}^{i-1} \left[\frac{w_i^n + J_j}{T_j} \right] C_j$$

$$R_i = J_i^{max} + w_i$$

• w_i is the time taken for the task to complete once it has been released (i.e. a preemption window)



Response Time Analysis with System Overhead

- So far we assumed zero scheduling costs
- What brings the overhead?
 - Every preemption can result in two context switches (C_{SW})
 - Timer clock tick (C_{clk}) can be modeled as high-priority task
- Time to move a task from waiting to ready queue (C_a)

$$w_i^{n+1} = C_i + 2C_{sw} + B_i + \sum_{j=1}^{i-1} \left[\frac{w_i^n + J_j}{T_j} \right] \left(C_j + 2C_{sw} \right) + \sum_{j=1}^{i-1} \left[\frac{w_i^n}{T_k} \right] C_q + \left[\frac{w_i^n}{T_{clk}} \right] C_{clk}$$

