

# Periodic Task Scheduling

Introduction to Real-Time



### Review

- Main vocabulary
  - Definitions of tasks, task invocations, release/arrival time, absolute deadline, relative deadline, period, start time, finish time, ...
  - Preemptive versus non-preemptive scheduling

  - Priority-based scheduling
     Static versus dynamic priorities
- Utilization (U) and Schedulability
   Main problem: Find Bound for scheduling policy such that
   U < Bound → All deadlines met!</li>
- Optimality of EDF scheduling
  - $Bound_{EDF} = 100\%$



# Schedulability Analysis of Periodic Tasks

- Main problem:
  - Given a set of periodic tasks, can they meet their deadlines?
  - Depends on scheduling policy
- Solution approaches
  - Utilization bounds (Simplest)
  - Exact analysis (NP-Hard)
  - Heuristics
- Two most important scheduling policies
  - Earliest deadline first (Dynamic)
  - Rate monotonic (Static)

# Schedulability Analysis of Periodic Tasks

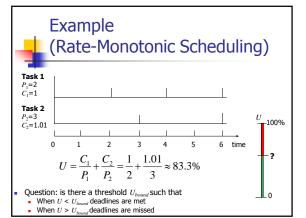
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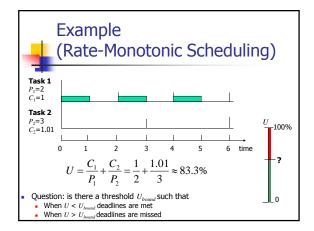


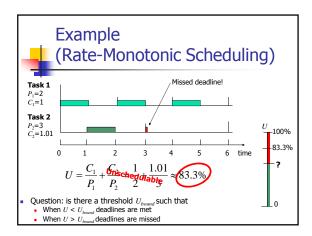
# **Utilization Bounds**

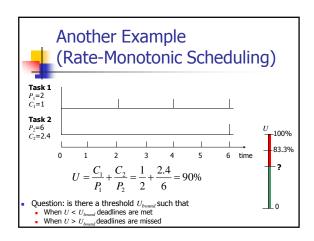


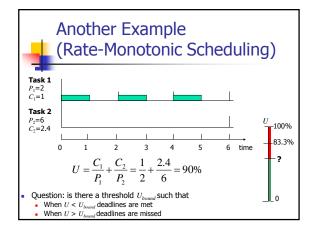
- Intuitively:
  - ullet The lower the processor utilization, U, the easier it is to meet deadlines.
  - The higher the processor utilization, U, the more difficult it is to meet deadlines.
- $\, \bullet \,$  Question: is there a threshold  $U_{bound}$  such that
  - $\qquad \qquad \textbf{When } U < U_{bound} \text{ deadlines are met}$
  - $\qquad \qquad \textbf{When } U > U_{bound} \, \text{deadlines are missed}$

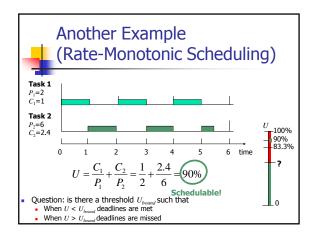


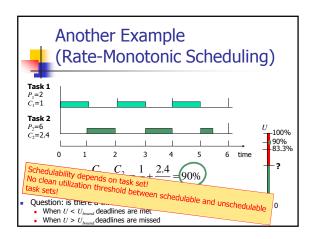


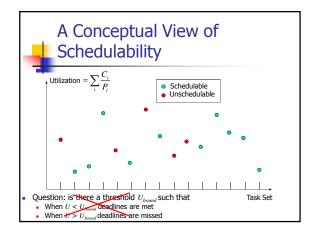


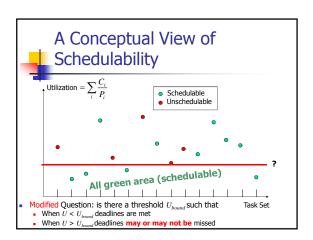


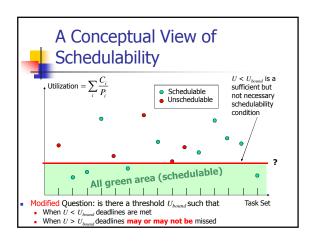


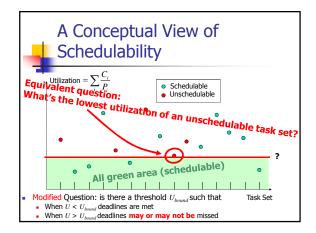


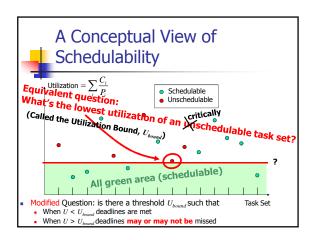


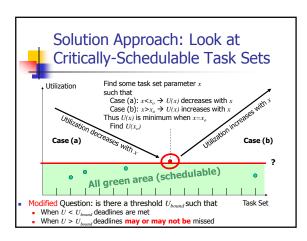












Deriving the Utilization Bound
for Rate Monotonic Scheduling

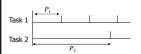
• Consider a simple case: 2 tasks

Find some task set parameter  $\boldsymbol{x}$ 

Find some task set parameter x such that Case (a):  $x < x_o \to U(x)$  decreases with x Case (b):  $x > x_o \to U(x)$  increases with x Thus U(x) is minimum when  $x = x_o$  Find  $U(x_o)$ 

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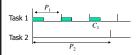
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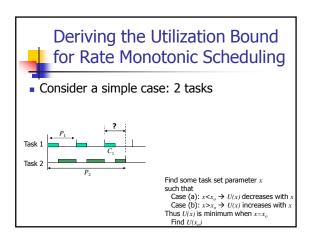
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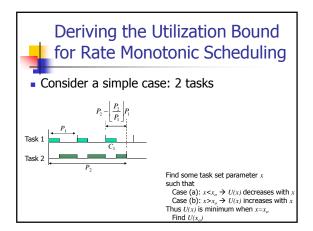
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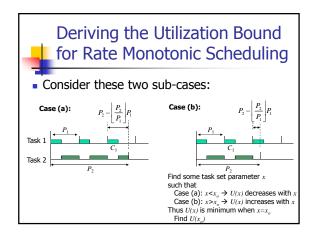


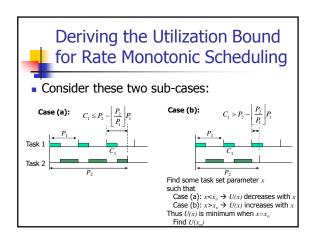
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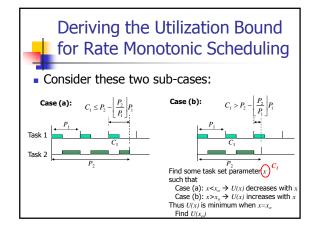
# Deriving the Utilization Bound for Rate Monotonic Scheduling • Consider a simple case: 2 tasks Task 1 Task 2 Critically schedulable such that Case (a): $x < x_c \rightarrow U(x)$ decreases with x Thus U(x) is minimum when $x = x_o$ Find $U(x_o)$ is minimum when $x = x_o$ Find $U(x_o)$ is minimum when $x = x_o$

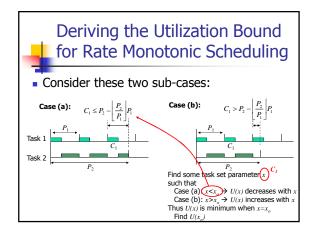


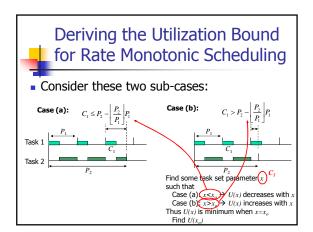


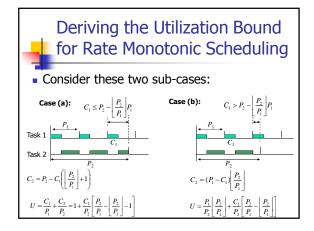


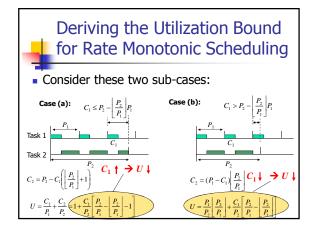


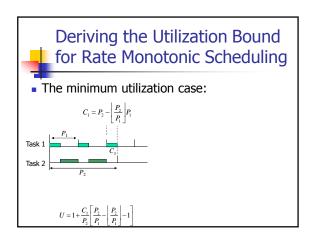


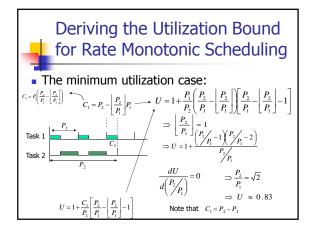












# Generalizing to N Tasks

$$\begin{array}{c} C_1 = P_2 - P_1 \\ C_2 = P_3 - P_2 \\ C_3 = P_4 - P_3 \\ \dots \end{array} \right\} \qquad U = \frac{C_1}{P_1} + \frac{C_2}{P_2} + \frac{C_3}{P_3} + \dots$$

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$$\frac{dU}{d\left(\frac{P_2}{P_1}\right)} = 0 \qquad \frac{dU}{d\left(\frac{P_3}{P_2}\right)} = 0 \qquad \frac{dU}{d\left(\frac{P_3}{P_3}\right)} = 0 \qquad \dots$$

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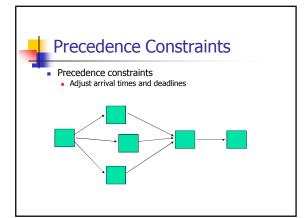
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# Aperiodic Tasks

- What if tasks do not arrive periodically?
- Sporadic tasks
  - There is a minimum separation between successive invocation arrivals
  - Treat minimum separation as period
- Aperiodic tasks
  - Feasible region calculus





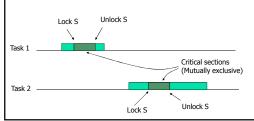
### **Processors and Resources**

- In addition to the CPU, tasks may need resources
  - Memo
  - Dick
- Access to shared data structures
- etc
- Resource types
  - Space-multiplexed (e.g., memory: different tasks have different parts of the resource)
  - Time multiplexed (one task can access at a time)
    - Serial: Two tasks can't interleave their accesses (e.g., lock-protected data structures)
- How do resource constraints affect scheduling and schedulability analysis?



### **Mutual Exclusion Constraints**

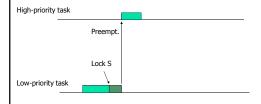
 Tasks that lock/unlock the same semaphore are said to have a mutual exclusion constraint





# **Priority Inversion**

Locks and priorities may be at odds.
 Locking results in priority inversion



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