



Scheduling and Communication Synthesis for Distributed Real-Time Systems

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Scheduling and Communication Synthesis for Distributed Real-Time Systems

Paul Pop

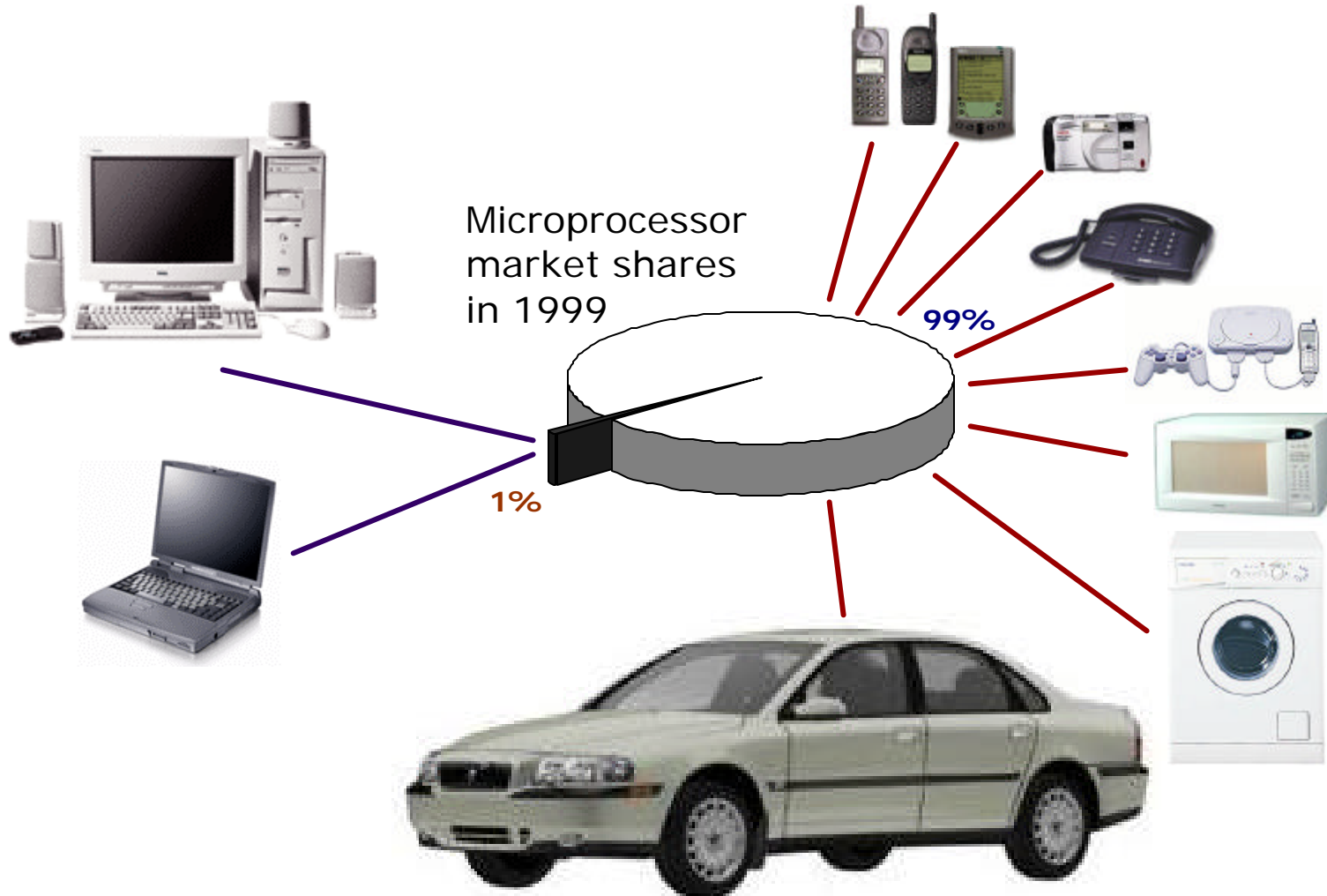
Department of Computer and Information Science
Linköpings universitet

- Motivation
- System Model and Architecture
- Scheduling and Communication Synthesis
 - Time Driven Systems
 - Event Driven Systems
- Real Life Example
- Conclusions

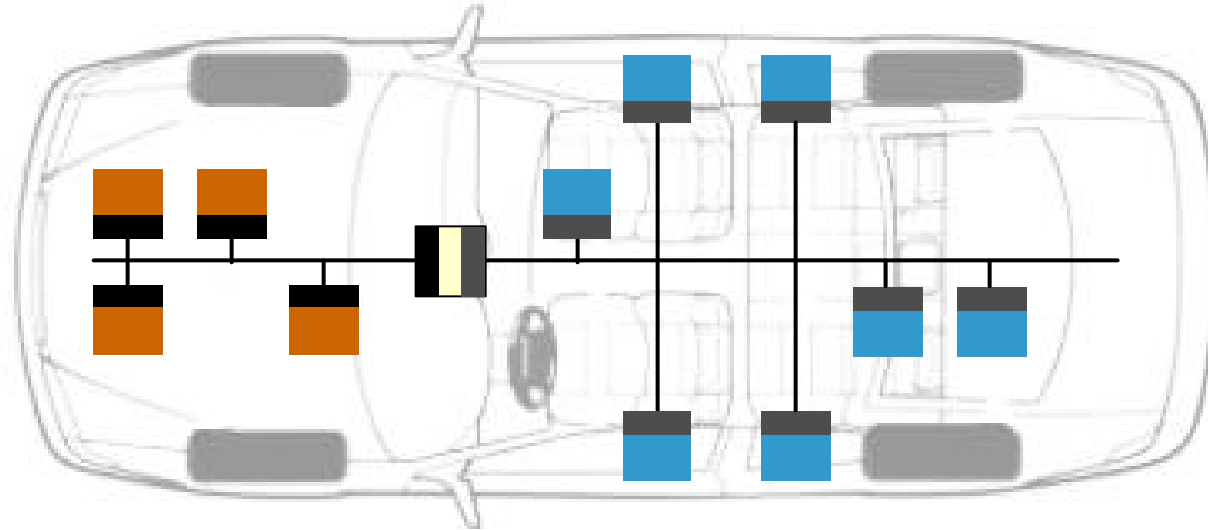
Embedded Systems

General purpose systems

Embedded systems

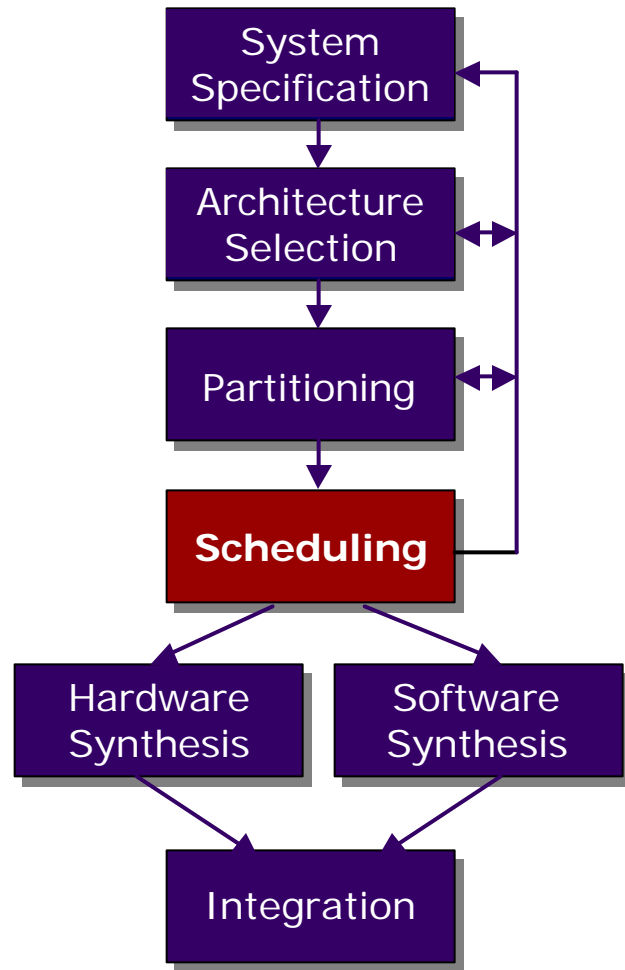


Distributed Real-Time Systems



- Safety critical applications (e.g. Drive-by-Wire):
 - timing constraints,
 - data and control dependencies.
- Communication protocols: Time Triggered Protocol (TTP), Controller Area Network (CAN).
- **Scheduling of processes and communication of messages: guaranteeing timing constraints.**

Hardware/Software Codesign



Goals of the thesis:

■ Scheduling...

Scheduling of processes and messages for distributed hard real-time applications with control and data dependencies in the context of a given communication protocol.

■ Communication synthesis...

Optimization of the parameters of the communication protocol so that the overall system performance is increased and the imposed timing constraints are satisfied.

- Scheduling:

- Static cyclic non-preemptive scheduling:

- P. Eles, G. Fohler, D. D. Gajski, H. Kasahara,
H. Kopetz, K. Kuchcinski, J. Madsen, J. Xu.

- Fixed priority preemptive scheduling:

- J. Axelsson, S. Baruah, A. Burns, J. W. Layland, C. L. Liu,
K. Tindell, J. A. Stankovic, , W. Wolf , T. Y. Yen.

- Communication synthesis:

- G. Borriello, R. Ernst, H. Hansson, J. Madsen, R. B. Ortega, K. Tindell.

Characteristics and Message

- Distributed hard real-time applications.
- Heterogeneous system architectures.
- Systems with data and control dependencies.
- Scheduling of processes:
 - Time triggered: Static cyclic non-preemptive scheduling,
 - Event triggered: Fixed priority preemptive scheduling.
- Communications using the time-triggered protocol (TPP).
- The performance of the system can be significantly improved by considering the **communication protocol** and the **control dependencies** during scheduling.

- Motivation

- ✎ **System Model and Architecture**

- Scheduling and Communication Synthesis

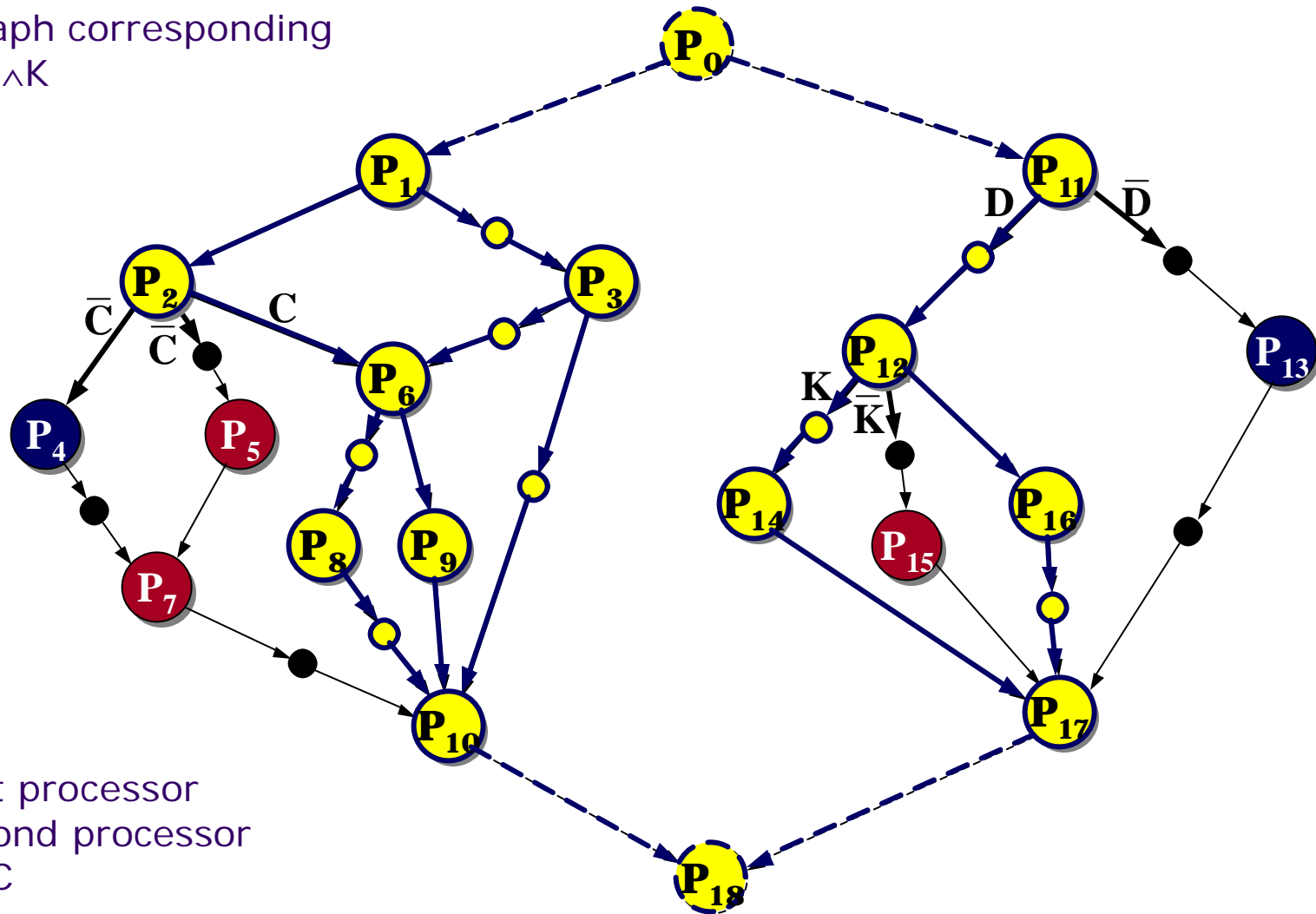
- Time Driven Systems
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Conditional Process Graph (CPG)

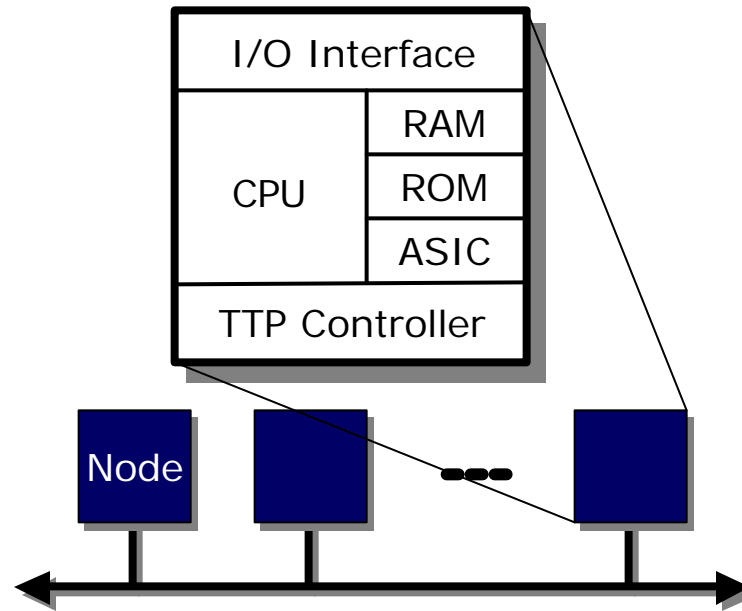
Subgraph corresponding to $D \wedge C \wedge K$



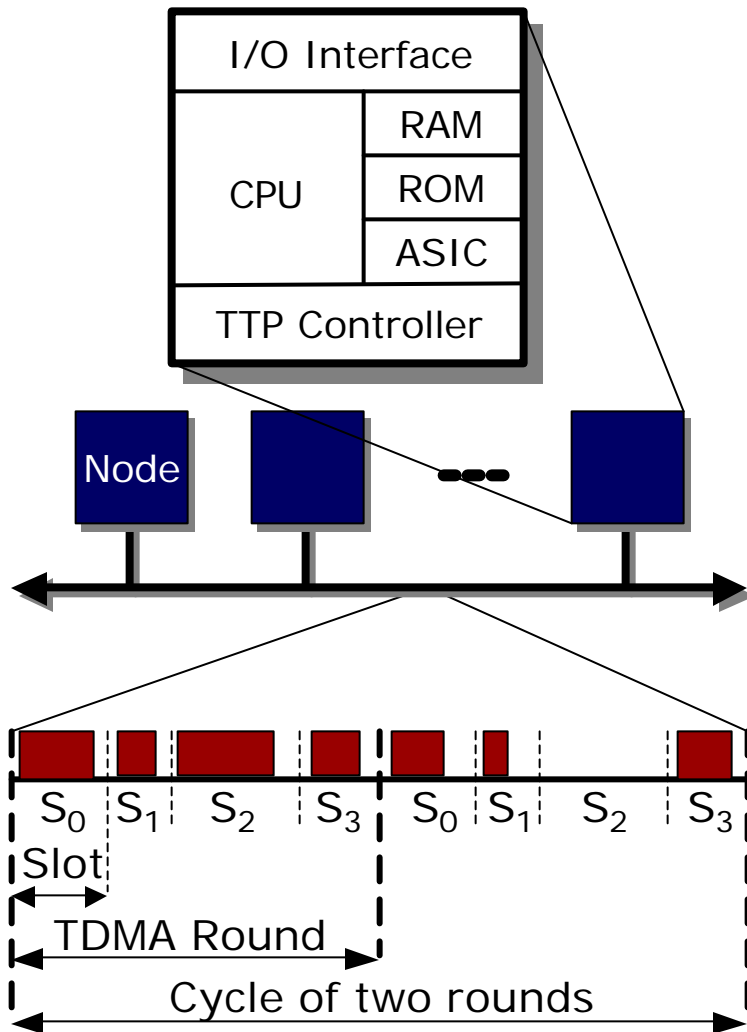
- First processor
- Second processor
- ASIC

Hardware Architecture

- Hard real-time distributed systems.
- Nodes interconnected by a broadcast communication channel.
- Nodes consisting of: TTP controller, CPU, RAM, ROM, I/O interface.
- Communication between nodes is based on the **time-triggered protocol**.



Time Triggered Protocol



- H. Kopetz, Technical University of Vienna.
- Intended for distributed real-time control applications that require high degree of dependability and predictability.
- Recommended by the X-by-Wire Consortium for use in safety critical applications in vehicles.
- Integrates all the services required in the design of fault-tolerant distributed real-time systems.
- Bus access scheme: time-division multiple-access (TDMA).
- Schedule table located in each TTP controller: message descriptor list (MEDL).

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Time Triggered Processes

Problem Formulation

Input

- Safety-critical application with several operating modes.
- Each operating mode is modelled by a CPG.
- The system architecture and mapping of processes to nodes are given.
- The worst case delay of each process is known.

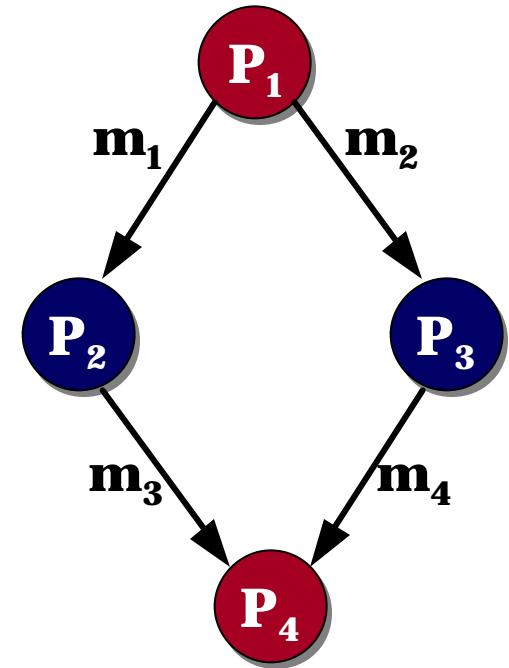
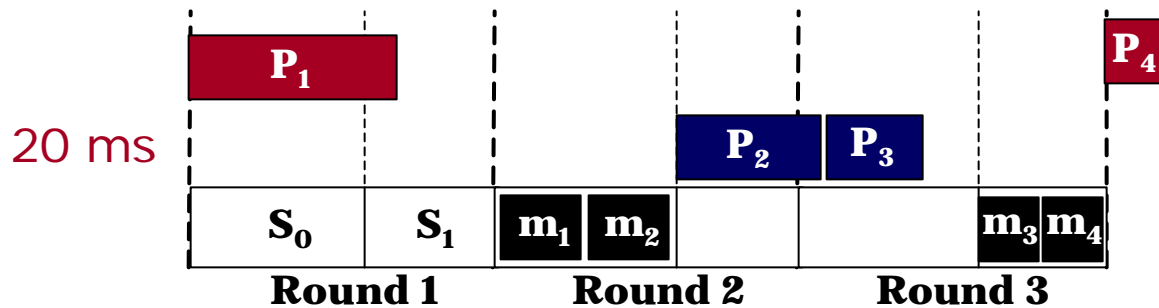
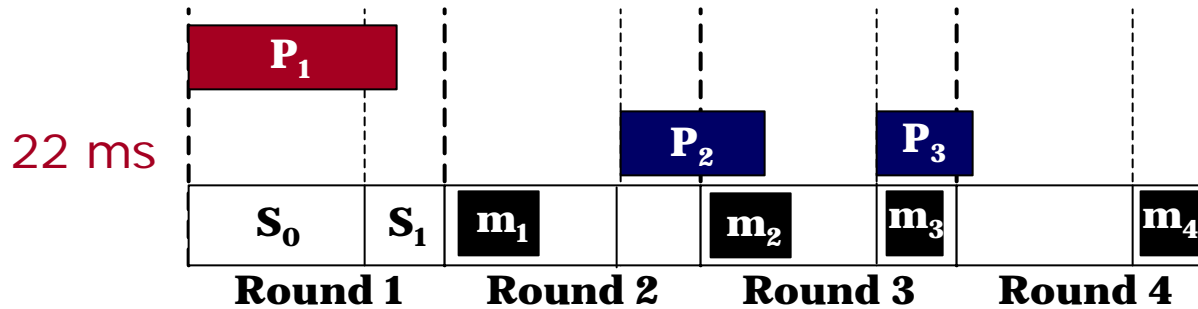
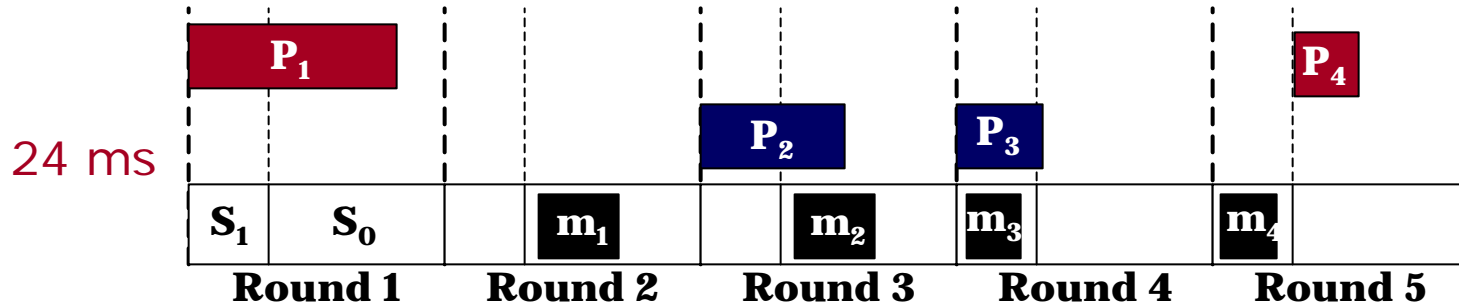
Output

- Local **schedule tables** for each node and the **MEDL** for the TTP controllers.
- Delay on the system execution time for each operating mode, so that this delay is as small as possible.

Note

- Processes scheduled with **static cyclic non-preemptive scheduling**, and messages according to the TTP.

Scheduling Example

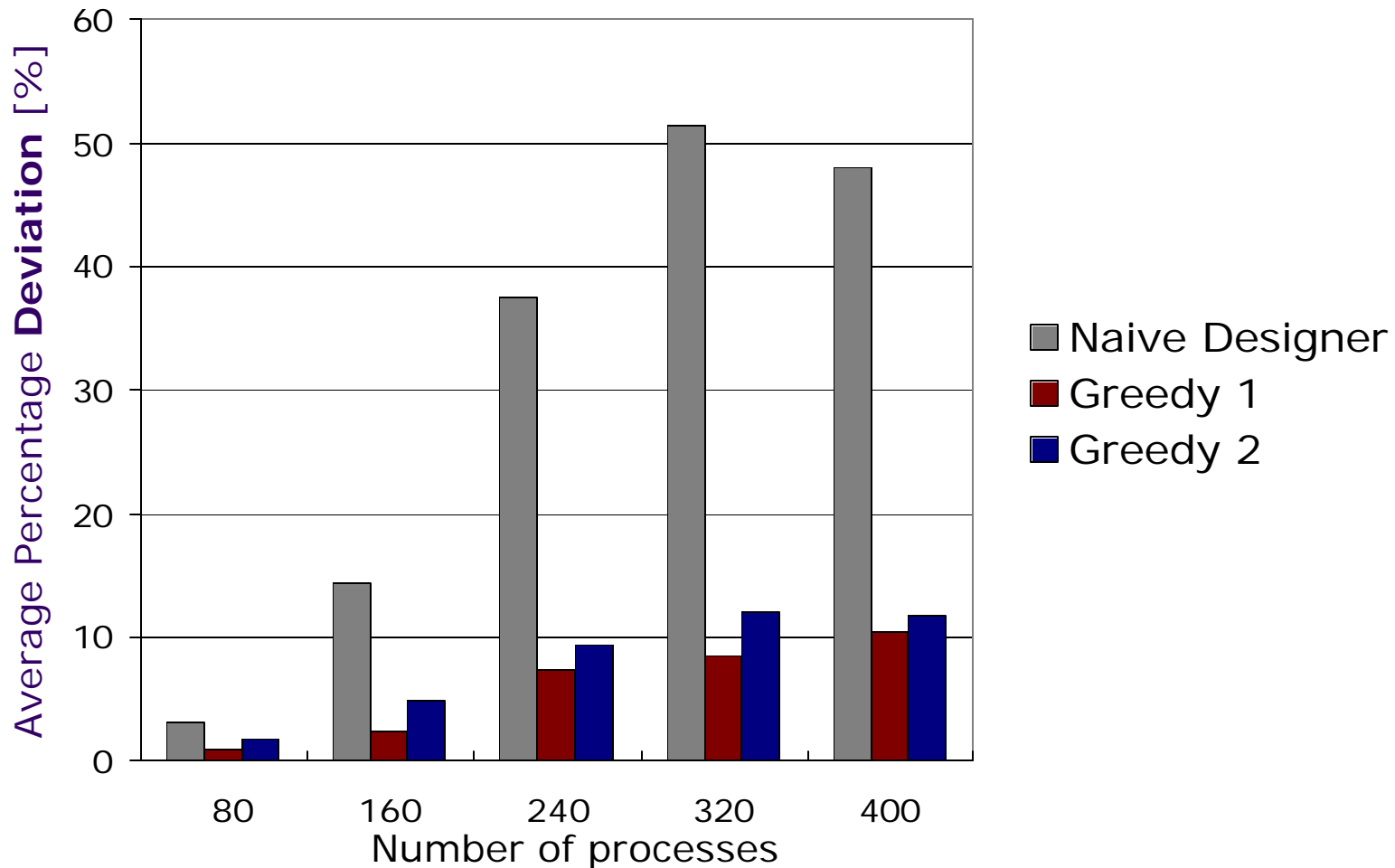


Scheduling Strategy

1. The scheduling algorithm has to take into consideration the TTP.
 - Priority function for the list scheduling.
2. The optimization of the TTP parameters is driven by the scheduling.
 - Sequence and lengths of the slots in a TDMA round are determined to reduce the delay.
 - Two approaches: Greedy heuristic, Simulated Annealing (SA).
 - Two variants: Greedy 1 tries all possible slot lengths, Greedy 2 uses feedback from the scheduling algorithm.
 - SA parameters are set to guarantee near-optimal solutions in a reasonable time.

Experimental Results

Deviations from the near-optimal schedule lengths obtained by SA:



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Event Triggered Processes

Problem Formulation

Input

- An application modelled using conditional process graphs.
- Each process has an execution time, a period, a deadline, and a priority.
- The system architecture and mapping of processes are given.

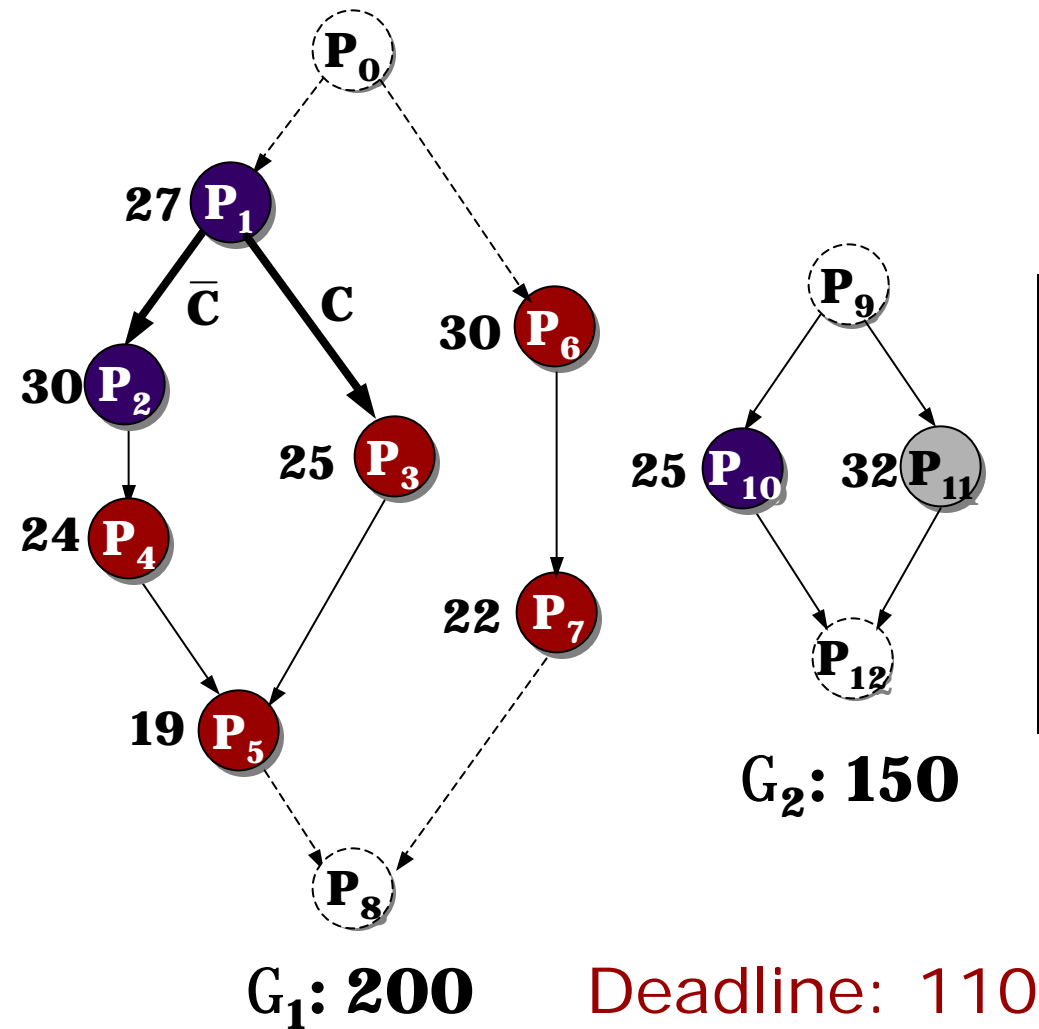
Output

- **Schedulability analysis** for systems modelled using CPGs.
- Schedulability analysis for the time-triggered protocol.
- The **MEDL** for the TTP controllers so that the process set is schedulable on an as cheap (slow) as possible processor set.

Note

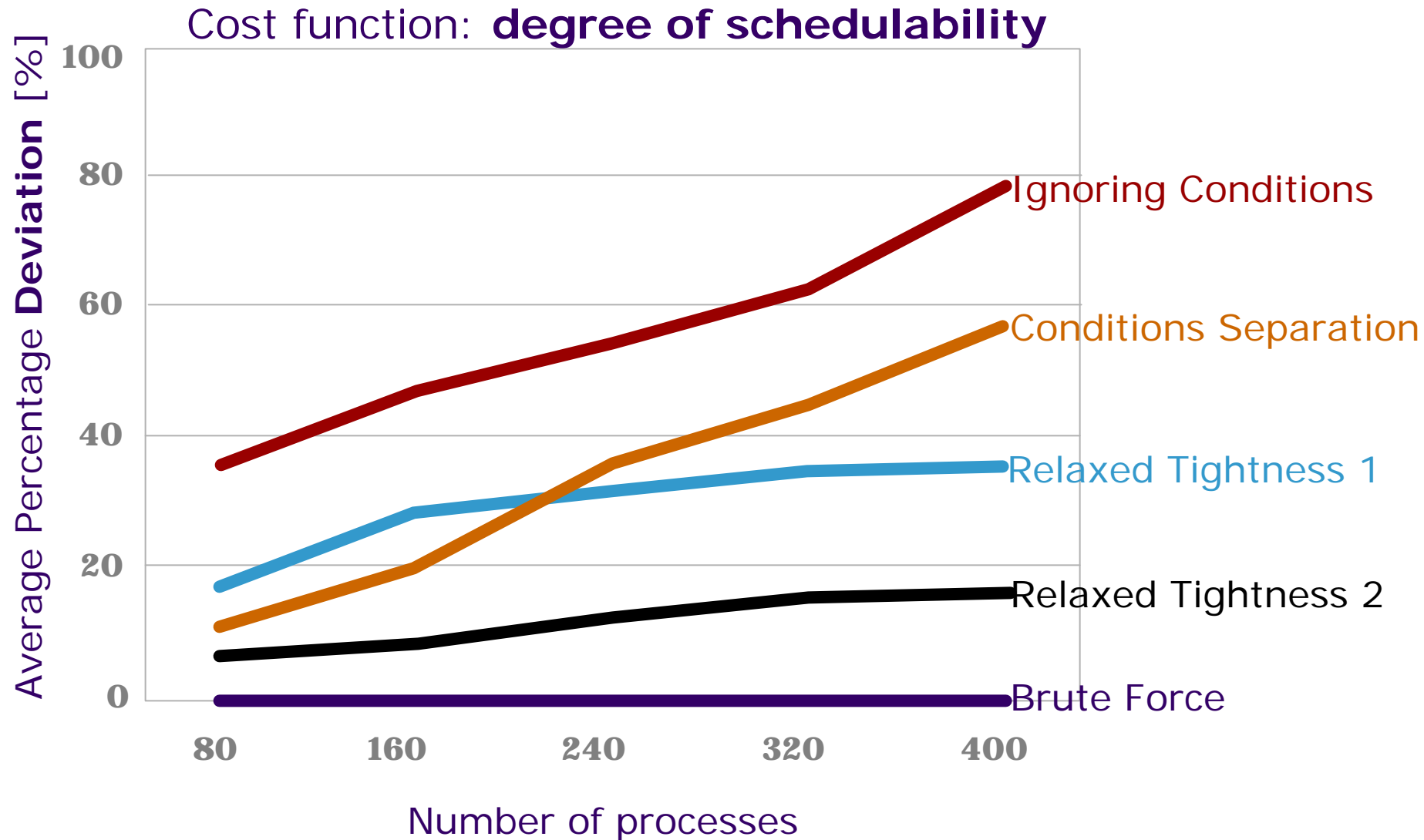
- Processes scheduled with **fixed priority preemptive scheduling**, and messages according to the TTP.

Example

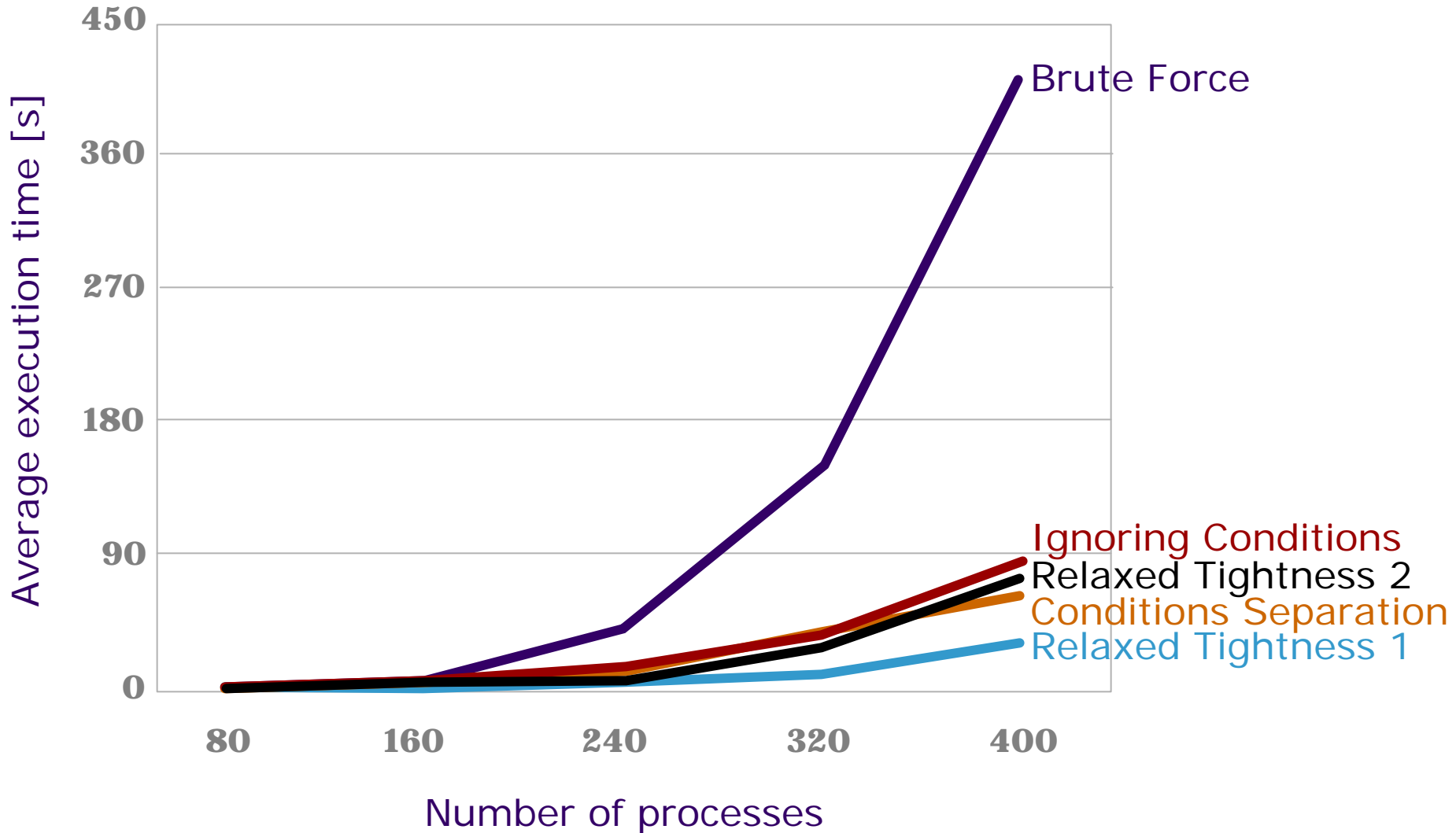


CPG	Worst Case Delays	
	No conditions	Conditions
G_1	120	100
G_2	82	82

Experimental Results



Experimental Results (Cont.)



Scheduling of Messages over TTP

messages are dynamically produced by the processes

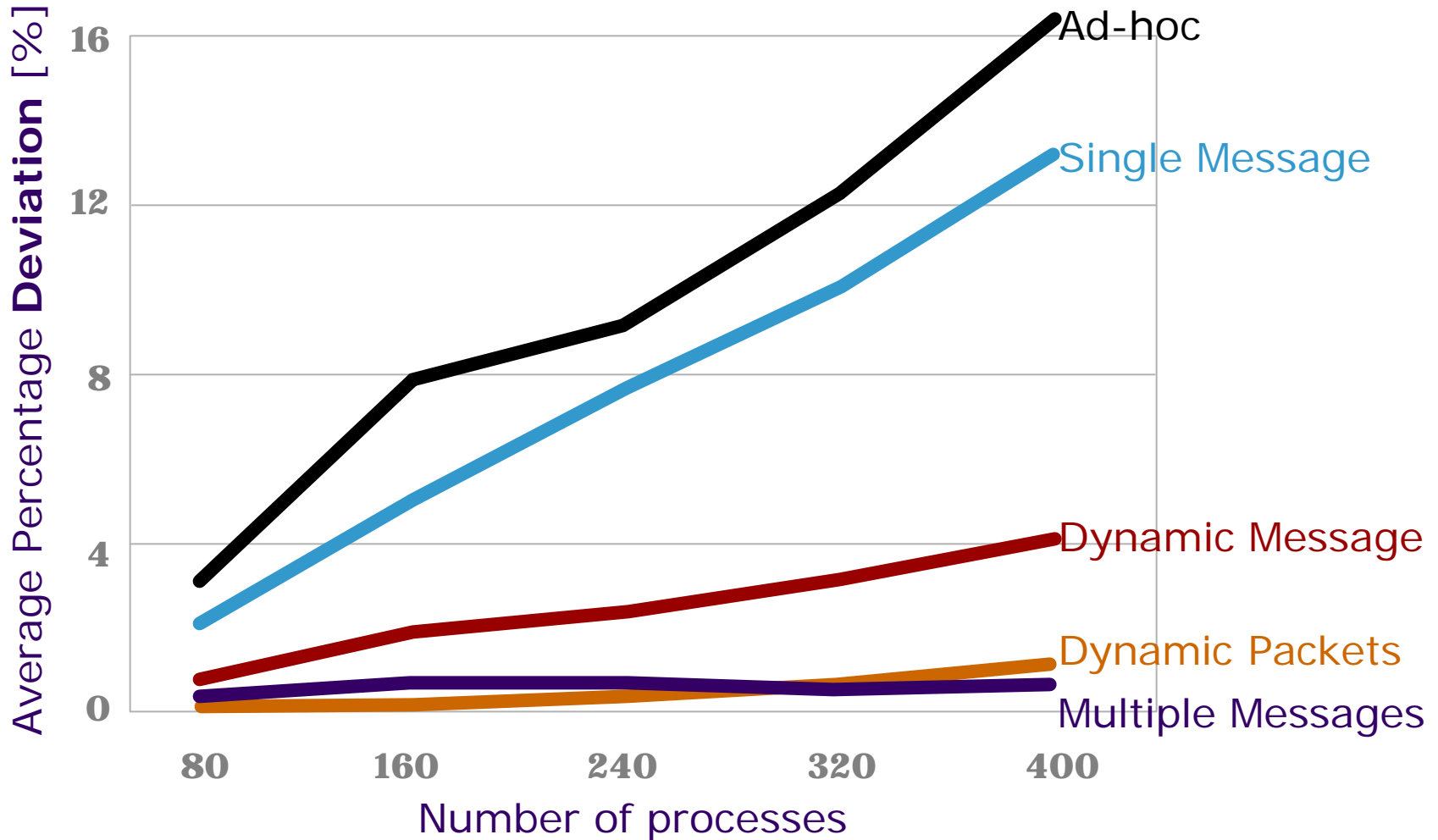
frames are statically determined by the MEDL



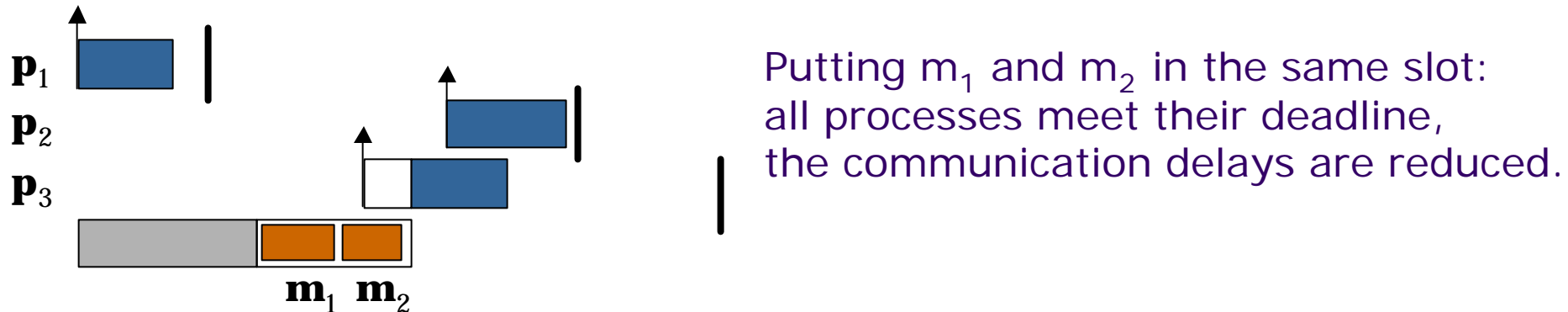
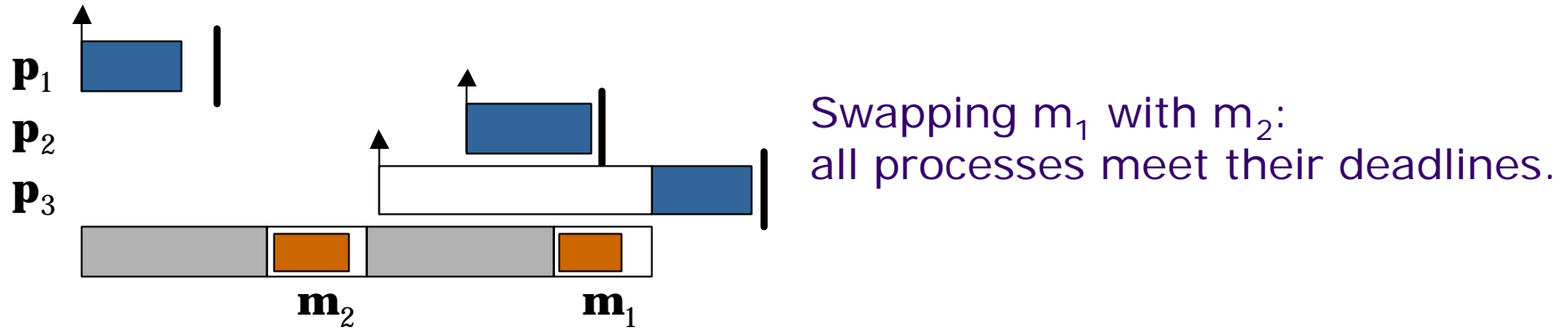
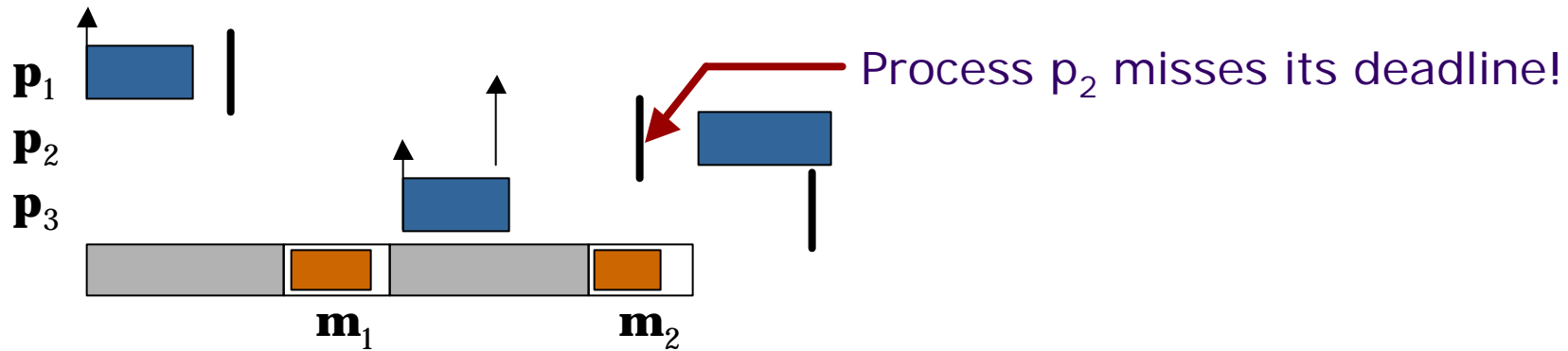
1. Single message per frame, allocated statically:
Static Single Message Allocation (**SM**)
2. Several messages per frame, allocated statically:
Static Multiple Message Allocation (**MM**)
3. Several messages per frame, allocated dynamically:
Dynamic Message Allocation (**DM**)
4. Several messages per frame, split into packets, allocated dynamically
Dynamic Packets Allocation (**DP**)

Experimental Results

Cost function: **degree of schedulability**



Optimizing Bus Access (SM and MM)





OptimizeDM: Find the slot sizes that maximize the “degree of schedulability”

for each node N_i **do**

$MinSize_{S_i} = \max(\text{size of messages } m_j$
sent by node N_i)

end for

for each slot S_i

$BestSize_{S_i} = MinSize_{S_i}$

for each $SlotSize$ in $[MinSize_{S_i}..MaxSize]$ **do**

calculate the *CostFunction*

if the *CostFunction* is best so far **then**

$BestSize_{S_i} = SlotSize_{S_i}$

end if

end for

$size_{S_i} = BestSize_{S_i}$

end for

end OptimizeDM

Initialization:

the size of a slot in a TDMA round has to accommodate the largest message sent by the corresponding node.

Greedy heuristic: finds the local optimum for each slot.

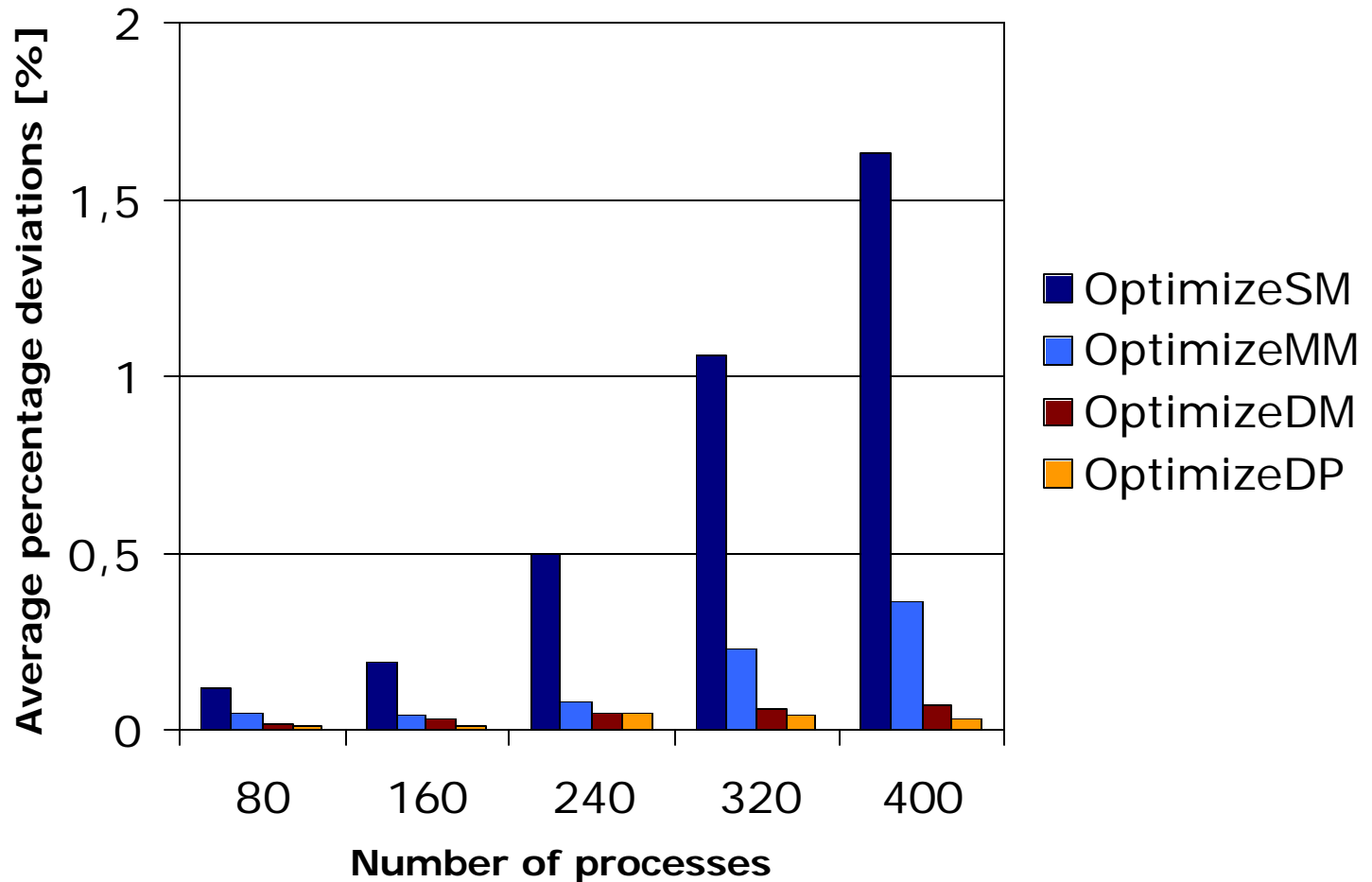
Local optimum:

find the best size for this slot, the size that leads to the “best so far” cost function.



Experimental Results

The quality of the greedy optimization heuristics:



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Real Life Example

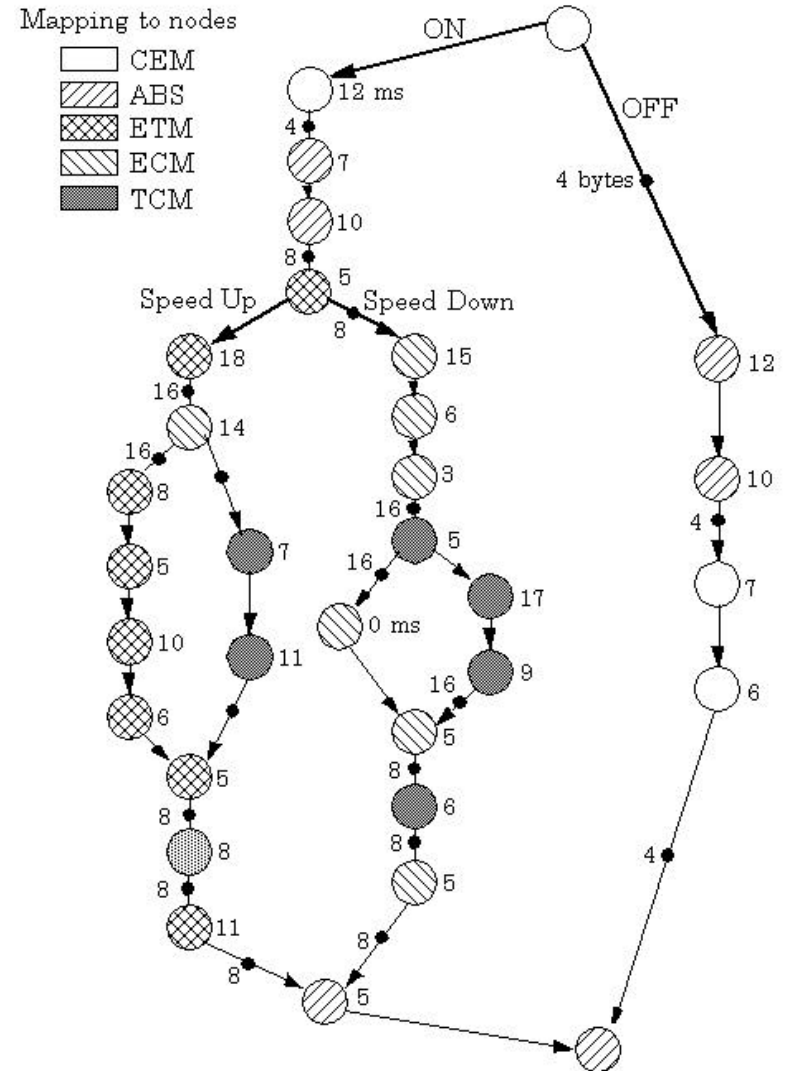
- **Vehicle cruise controller.**
- Modelled with a CPG of 32 processes and two conditions.
- Mapped on 5 nodes: CEM, ABS, ETM, ECM, TCM.

- **Time triggered processes:**
(deadline 400 ms)

- Ad-hoc: 429 ms
- Greedy 1: 314 ms
- Greedy 2: 323 ms
- SA: **302 ms**

- **Event triggered processes:**
(no messages, deadline 130 ms)

- Ignoring Conditions: 138 ms
- Conditions Separation: 132 ms
- Relaxed Tightness 1, 2: **124 ms**
- Brute Force: **124 ms**



Conclusions and Future Work



Time triggered processes:

- Extension to static scheduling for CPGs to handle TTP.
- Improved schedule quality by using new priority function that considers the time triggered protocol.
- Significant performance improvements can be obtained by optimizing the access to the communication channel.

Event triggered processes:

- Schedulability analysis with the TTP: four message scheduling approaches compared based on the issue of schedulability.
- Significant improvements to the “degree of schedulability” through the optimization of the bus access scheme.
- The pessimism of the analysis can be drastically reduced by considering the conditions.

Mapping of processes and architecture selection.

Time triggered processes:

- Static scheduling strategy for systems with both control and data dependencies.
- Optimization strategies for the synthesis of the bus access scheme.

Event triggered processes:

- Less pessimistic schedulability analysis for hard real-time systems with both control and data dependencies
- Schedulability analysis for the time-triggered protocol.
- Optimization strategies for the synthesis of the bus access scheme.