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*of* NORTH CAROLINA  
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# Mixed-criticality scheduling: improved resource-augmentation results

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- Motivation
  - Background for certification



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- Model
  - Definition of mixed-criticality system
  - Hardness of feasibility test



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  - Definition of mixed-criticality system
  - Hardness of feasibility test
- Solution
  - Why EDF and criticality-monotonic fail
  - OCBP algorithm



- An example for classic real-time tasks



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$J_1$			
$J_2$			
$J_3$			
$J_4$			



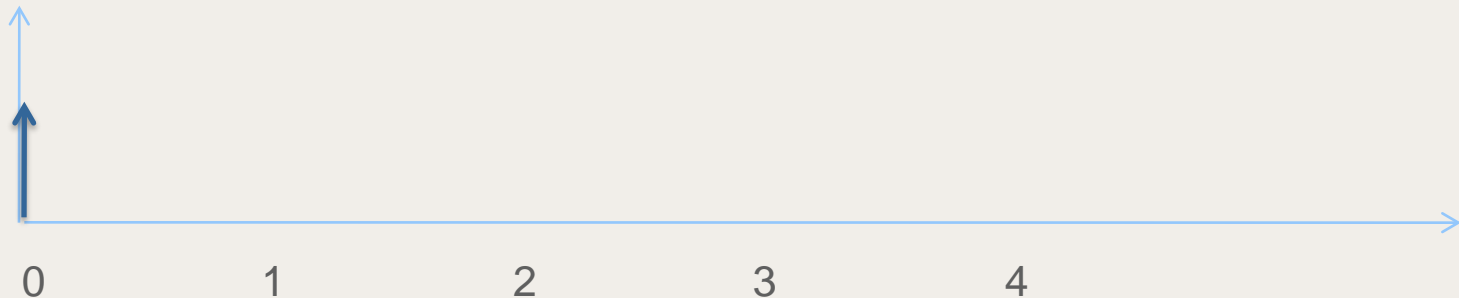
- An example for classic real-time tasks

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	Release time( $A_i$ )		
$J_1$	0		
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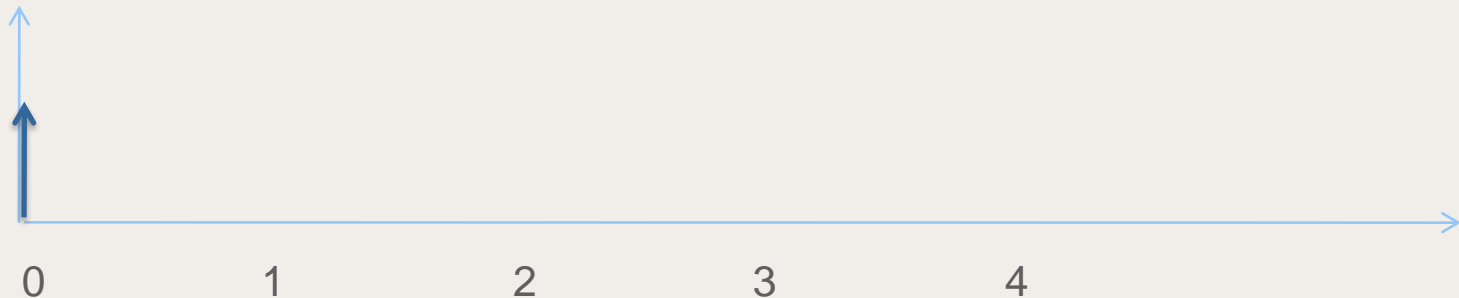






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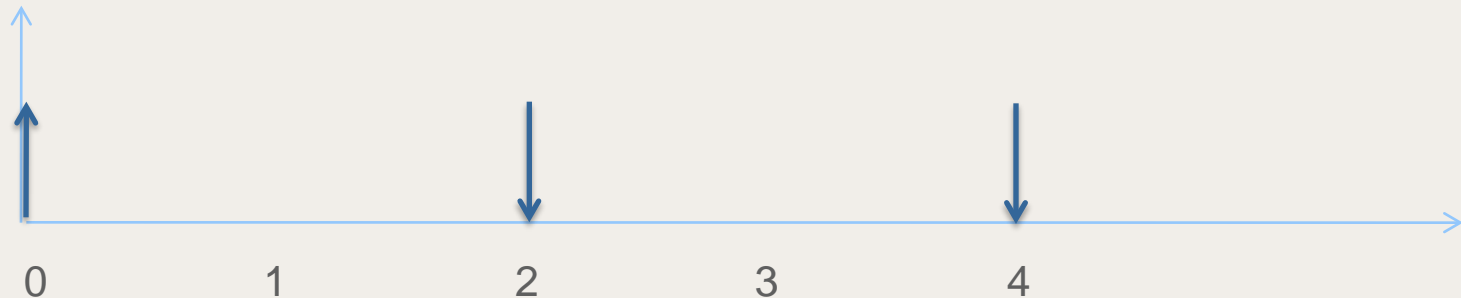
	Release time( $A_i$ )	Deadline( $D_i$ )	
$J_1$	0		
$J_2$	0		
$J_3$	0		
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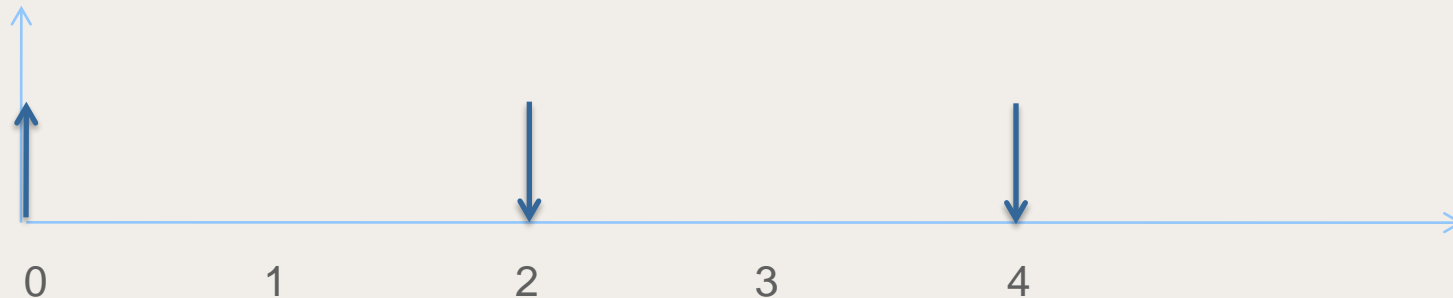
	Release time( $A_i$ )	Deadline( $D_i$ )	
$J_1$	0	2	
$J_2$	0	4	
$J_3$	0	4	
$J_4$	0	4	





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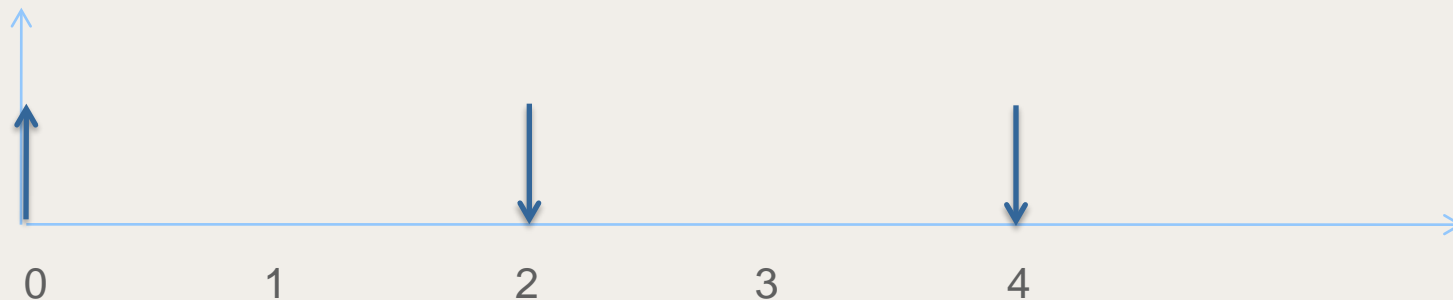
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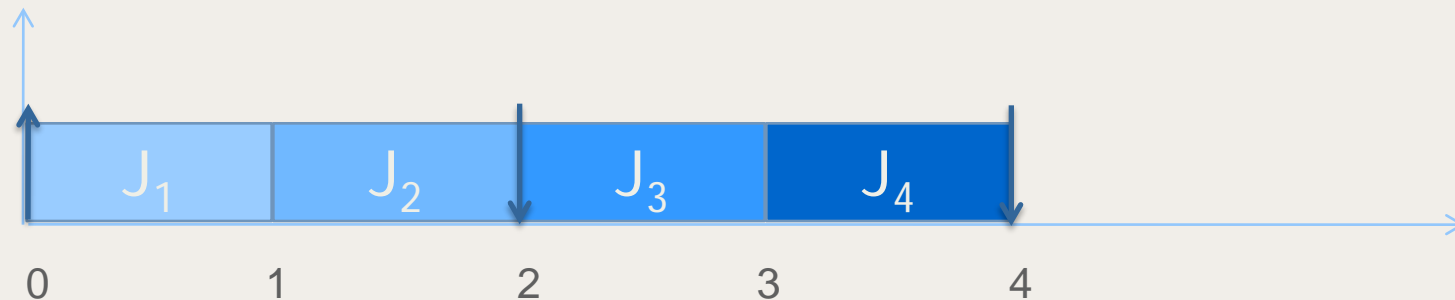
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- We can schedule them using earliest-deadline-first(EDF) strategy optimally



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- Execution time is estimated by system-designer



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- With different tools we'll get different estimations



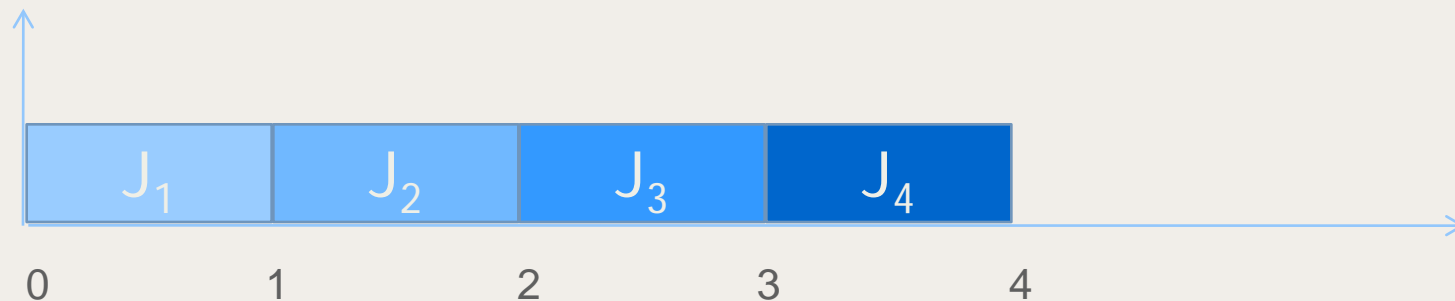


- Execution time is estimated by system-designer
- With different tools we'll get different estimations
- Sometimes a part of the tasks must pass **certifications** from authorities, who would give a pessimistic estimation



- An example for mixed-criticality tasks

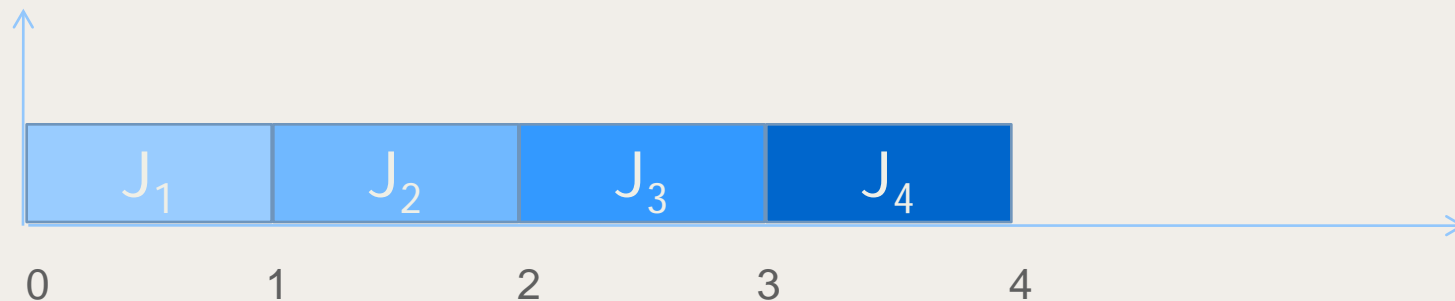
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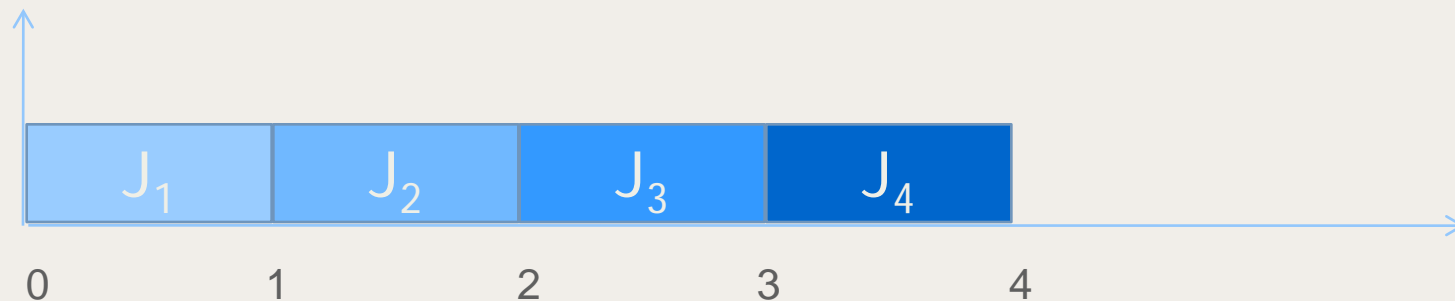
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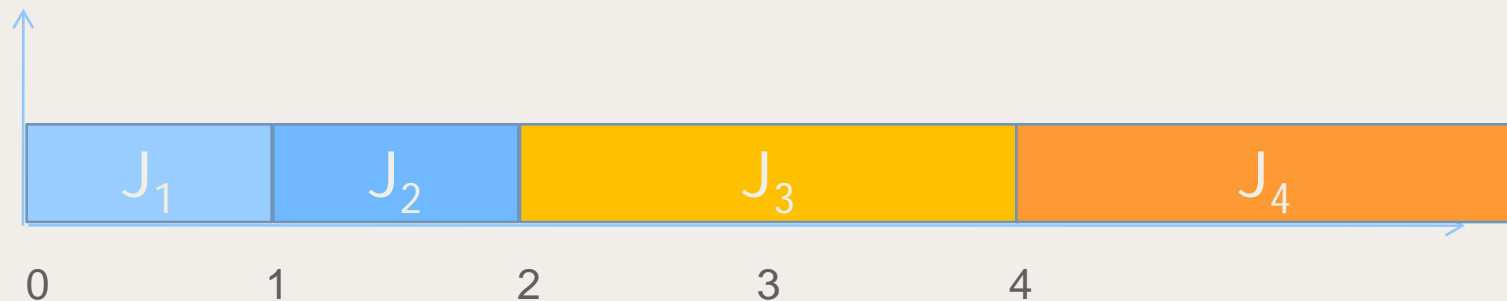




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**These two tasks don't have to be certified**

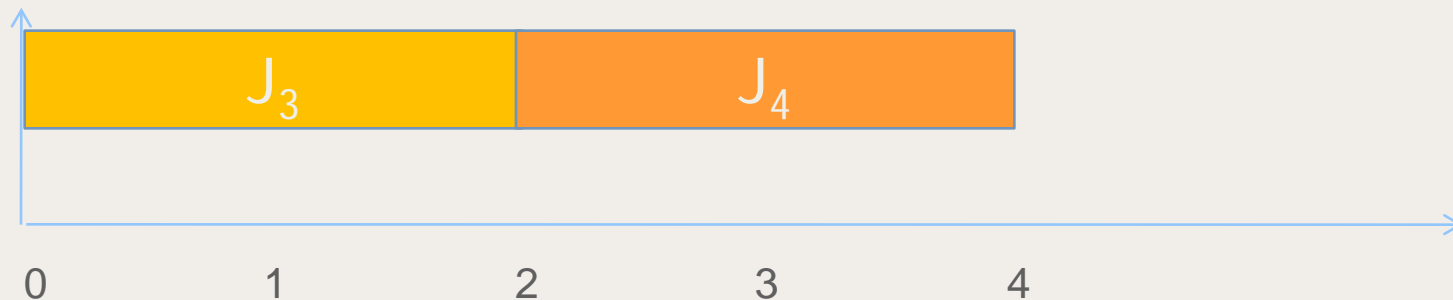




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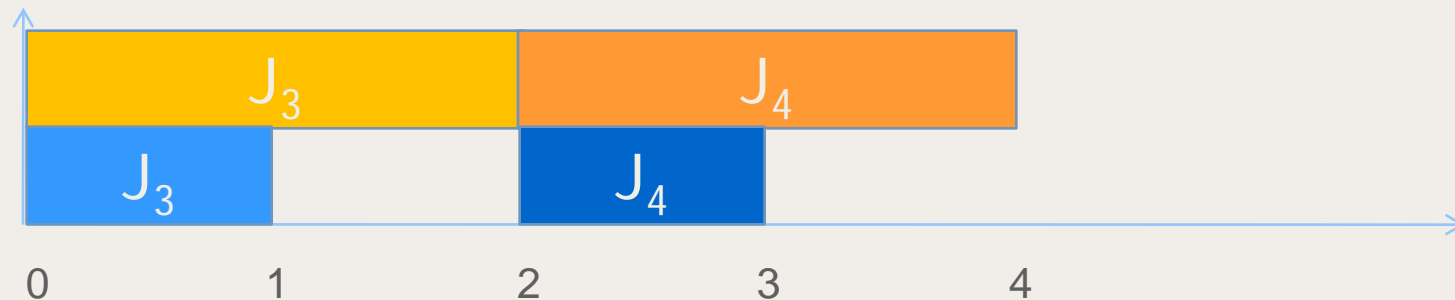




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$J_1$ $J_2$	0	2	1
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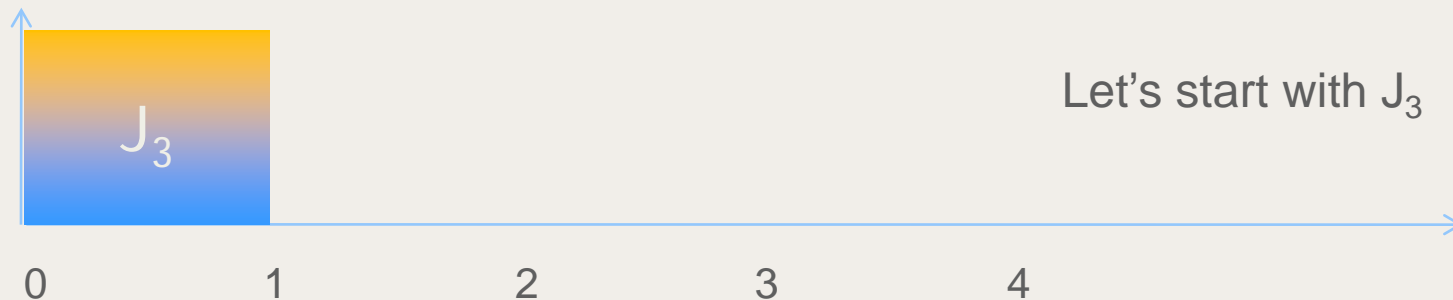
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- A solution for mixed-criticality tasks

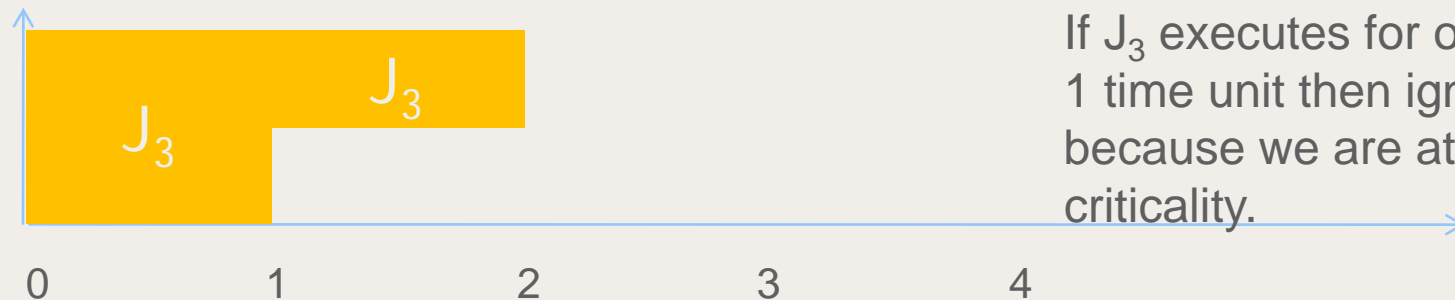
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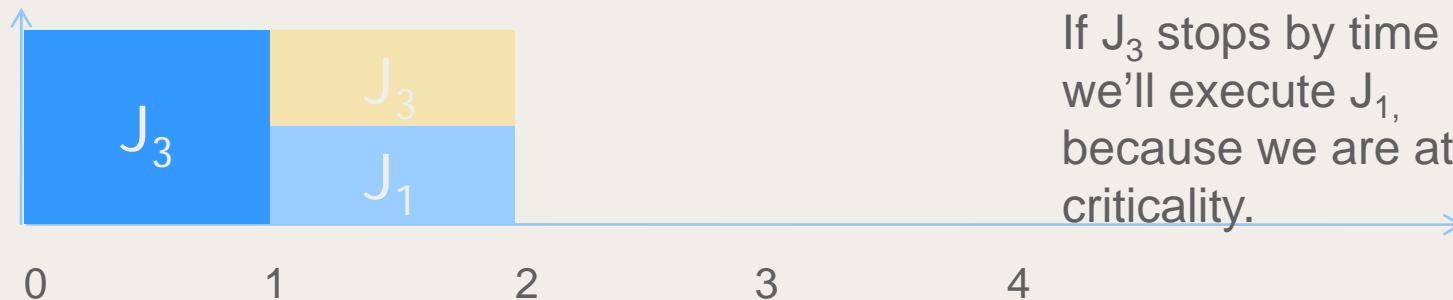


If  $J_3$  executes for over 1 time unit then ignore  $J_1$ , because we are at **high** criticality.



- A solution for mixed-criticality tasks

	Release time( $A_i$ )	Deadline( $D_i$ )	Execution time( $C_i$ )
$J_1$	0	2	1
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$J_4$	0	4	2

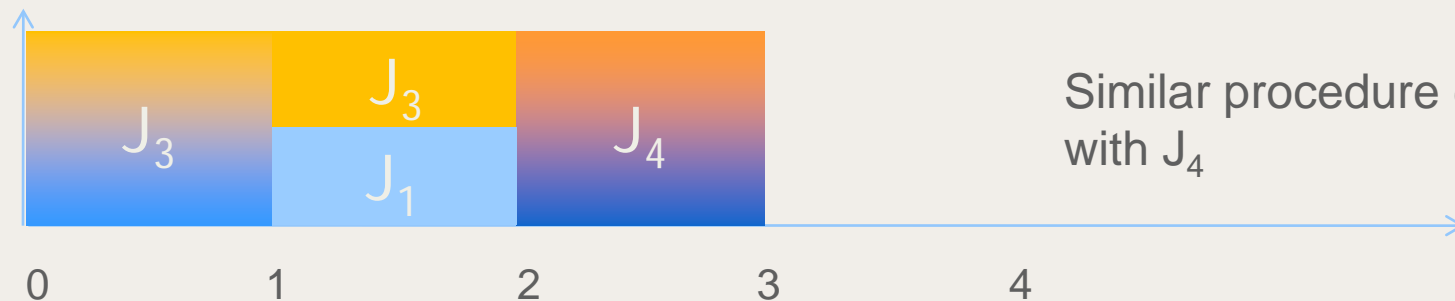


If  $J_3$  stops by time 1, we'll execute  $J_1$ , because we are at **low** criticality.



- A solution for mixed-criticality tasks

	Release time( $A_i$ )	Deadline( $D_i$ )	Execution time( $C_i$ )
$J_1$	0	2	1
$J_2$	0	4	1
$J_3$	0	4	2
$J_4$	0	4	2

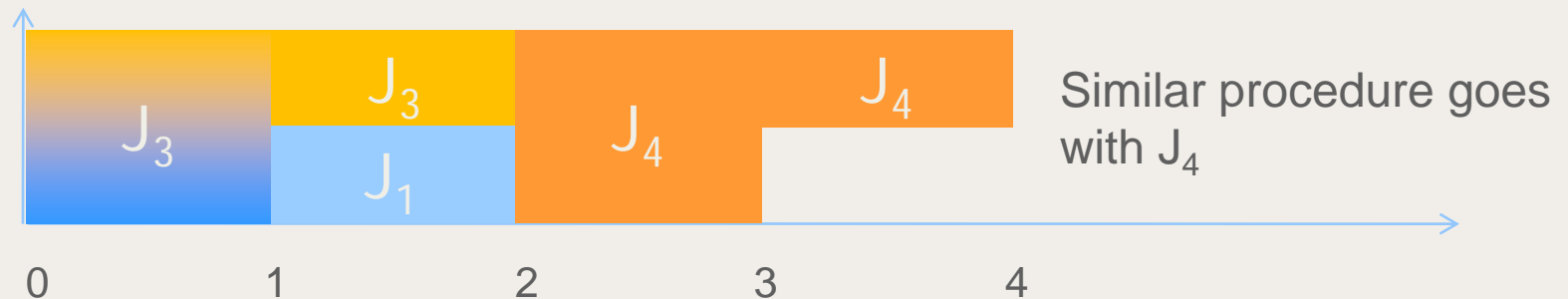






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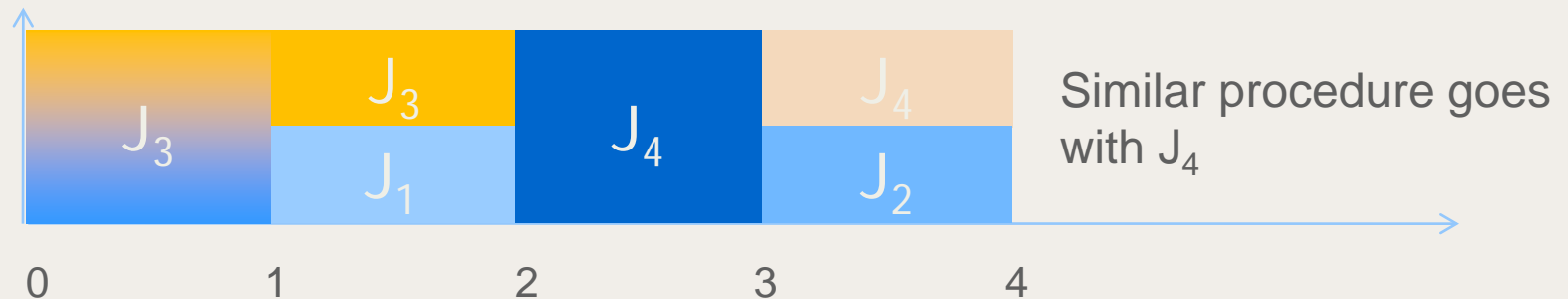
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$J_4$	0	4	2





- On the base of classic real-time task model, we add a parameter  $x_i$ , denoting the **criticality** of this task.

	Release time( $A_i$ )	Deadline ( $D_i$ )	Criticality ( $x_i$ )	Execution time for low-criticality	Execution time for high-criticality
$J_1$	0	2	1	1	1
$J_2$	0	4	1	1	1
$J_3$	0	4	2	1	2
$J_4$	0	4	2	1	2



- We assume that
  - Defined execution time means **worst-case** execution time. The actual execution time will only be known when a task really executes;
  - Execution time for low-criticality is no greater than the time for high criticality.



- We define a task set as mixed-criticality schedulable (MC-schedulable) if there exists a schedule that:
  - If every task's execution time is no greater than defined execution time at low criticality, every task will meet the deadline;
  - If at least **one** criticality-2 task's execution time is greater than defined execution time at low criticality, **every criticality-2 task** will meet the deadline.



- The MC-schedulability testing is NP-hard in the strong sense even if:
  - There are only two criticalities;
  - Every job's release time is the same.

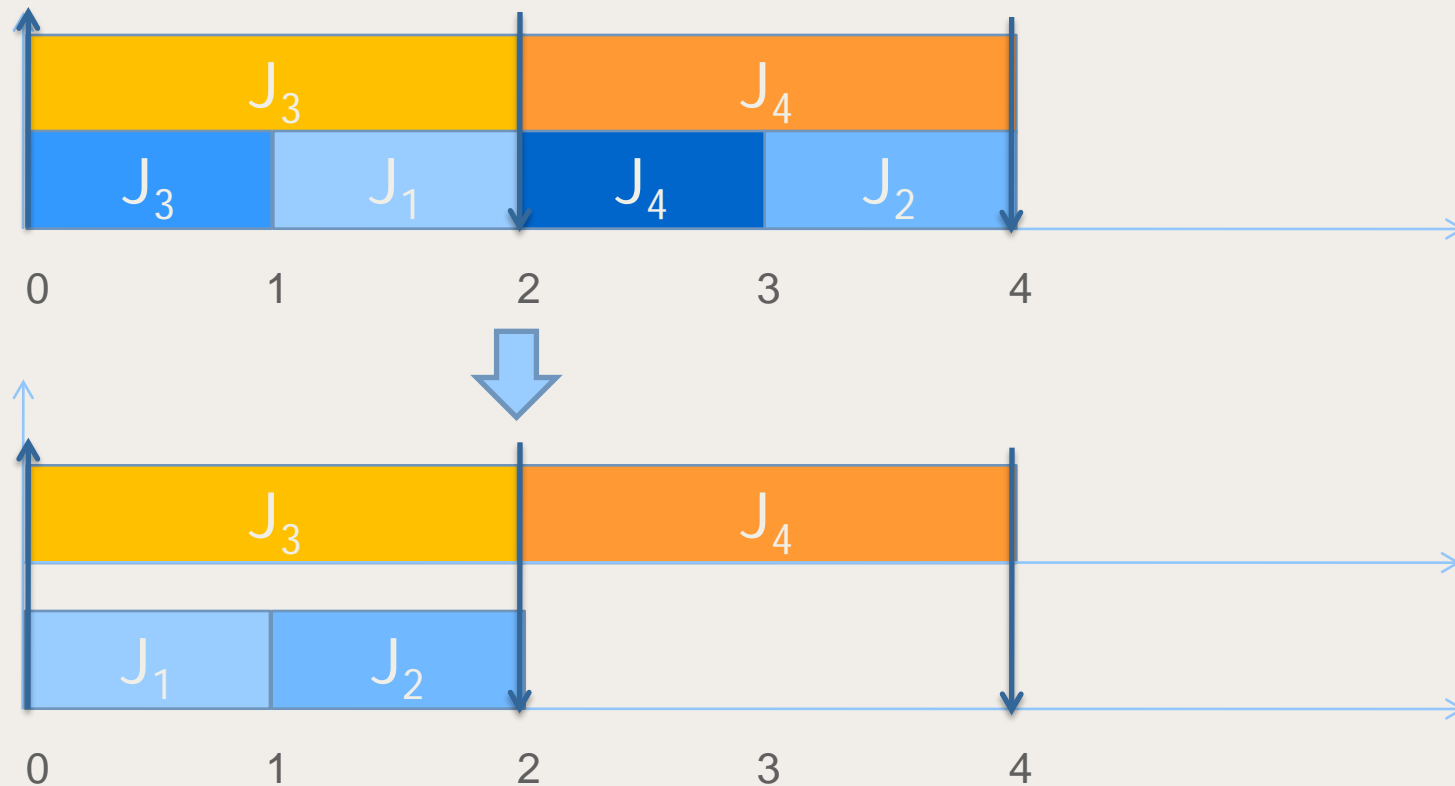


- Because MC-schedulability test is highly intractable, we focus on the following approximation test:
  - If an instance is MC-schedulable on a processor, this instance will pass our proposed test on any  $\Phi$  times faster processor, or to say, a  $\Phi$ -speed processor.





- A schedulability test with  $\Phi=2$  is trivial by processor-sharing strategy.

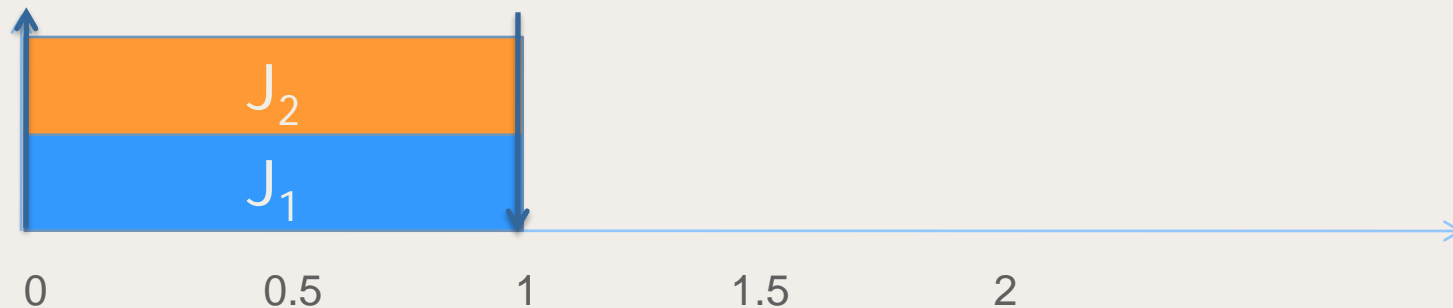




- Classical schedule algorithm:
  - Earliest-deadline-first: EDF  $\Phi=2$

	Release time( $A_i$ )	Deadline ( $D_i$ )	Criticality ( $x_i$ )	Execution time for low-criticality	Execution time for high-criticality
$J_1$	0	1	1	1	1
$J_2$	0	1	2	0	1

- This is MC-schedulable:

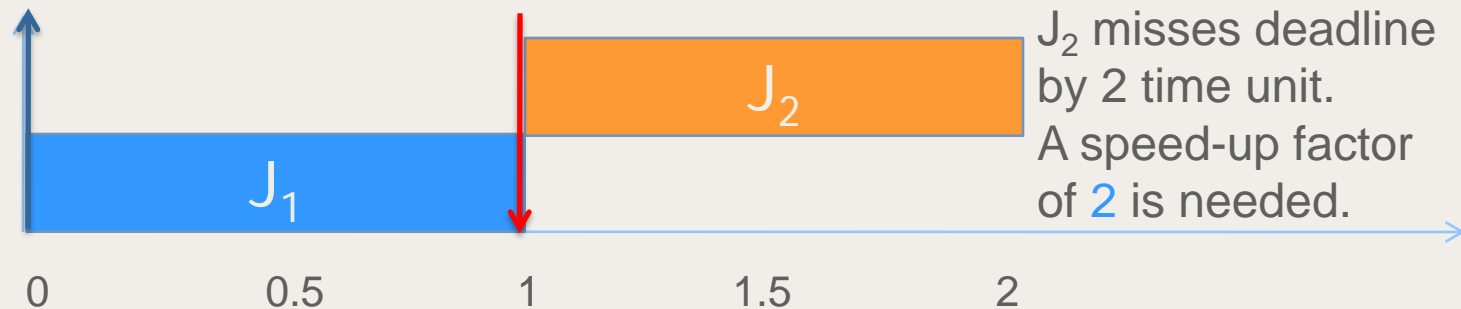




- Classical schedule algorithm:
  - Earliest-deadline-first(EDF):  $\Phi=2$

	Release time( $A_i$ )	Deadline ( $D_i$ )	Criticality ( $x_i$ )	Execution time for low-criticality	Execution time for high-criticality
$J_1$	0	1	1	1	1
$J_2$	0	1	2	0	1

- But EDF will need a speed-up factor of 2:



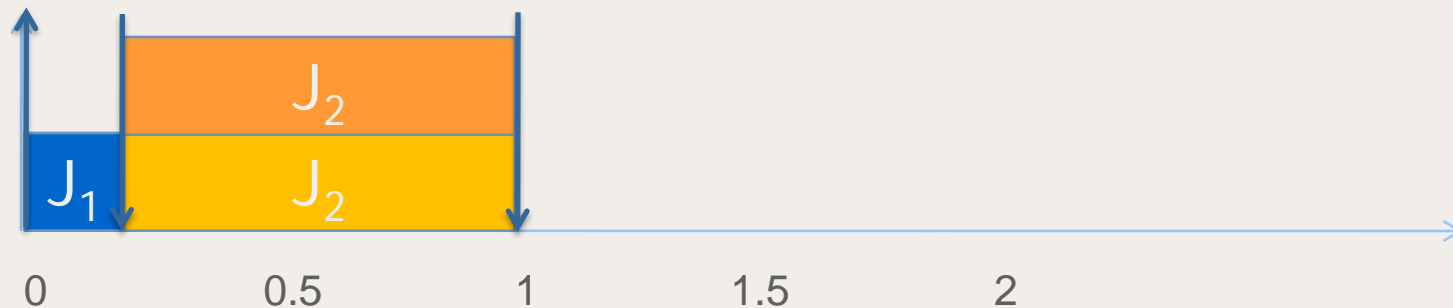


## ■ Classical schedule algorithm:

- Criticality monotonic:  $\Phi = \infty$

	Release time ( $A_i$ )	Deadline ( $D_i$ )	Criticality ( $x_i$ )	Execution time for low-criticality	Execution time for high-criticality
$J_1$	0	0.1	1	0.1	0.1
$J_2$	0	1	2	0.9	0.9

- This is MC-schedulable:



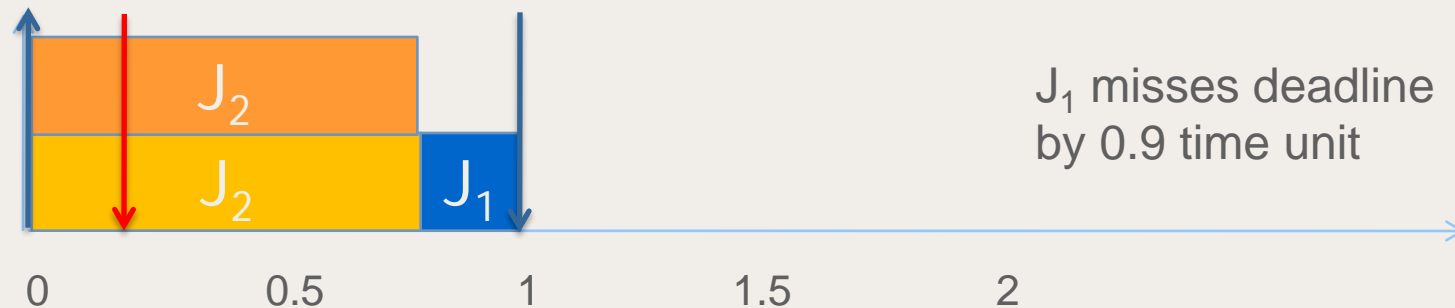


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- Criticality monotonic:  $\Phi = \infty$

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$J_1$	0	0.1	1	0.1	0.1
$J_2$	0	1	2	0.9	0.9

- But criticality-monotonic will fail:





- Own-Criticality-Based-Priority algorithm (OCBP algorithm):
  - The algorithm seeks one task to be the lowest priority if:
    - ◆ This task is criticality-1, and all the other tasks have used criticality-1 execution time, and this task can still meet its deadline.
    - ◆ This task is criticality-2, and all the other tasks have used criticality-2 execution time, and this task can still meet its deadline.



- Our previous result is:
  - OCBP algorithm will need at most  $\Phi=1.618$  speed-up factor to schedule any MC-schedulable instance with only 2 criticalities.
    - ◆ It was accepted by 16th IEEE Real-Time and Embedded Technology and Applications Symposium (RTAS), 2010.



- In this paper we've shown the situation where there are  $n$  different criticalities.
- $\Phi_n = n$  is still sufficient by processor-sharing.
- We assume that:
  - The tasks are not repetitive;
  - Every criticality- $(i+k)$  task will also be criticality- $i$  task;
  - Execution time at higher criticality is no smaller than execution time at lower criticality.





- The result is:
  - OCBP will schedule any MC-schedulable instance with  $n$  criticalities on a  $\Phi_n$ -speed processor, where

$$\phi_n = \frac{1 + \sqrt{1 + 4\phi_{n-1}^2}}{2}$$

- The result will converge to  $\Phi_n = n/2$  with increasing  $n$ .



- The result is:

n(trivial)	$\Phi_n$	optimal
1	1.0000	1
2	1.6180	1
3	2.1935	1
4	2.7498	1
5	3.2949	1
6	3.8326	1
7	4.3651	1
8	4.8936	1
9	5.4191	1
10	5.9421	1



- Extend the current result to periodic/sporadic real-time task model;
- Tighten the current result to an optimal lower bound for OCBP algorithm;
- Explore new algorithms to schedule mixed-criticality system.

# Thank you



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