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# Towards the Design of Certifiable Mixed-Criticality systems

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*Vrije Universiteit*



- **Motivation**
  - Certification requirements in embedded systems
- **Model**
  - Definition of mixed-criticality system
  - Hardness of feasibility test
- **Solution**
  - Why EDF and criticality-monotonic fail
  - OCBP: A new algorithm

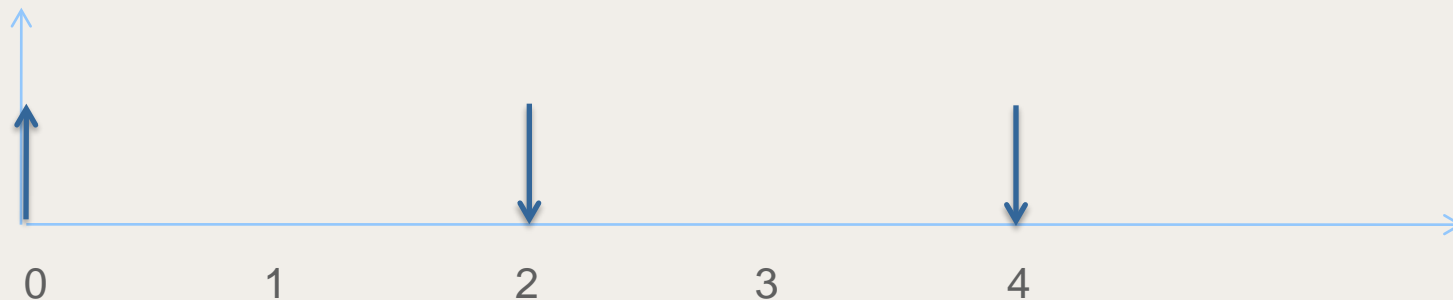


- An example for classic real-time jobs
  - Uniprocessor
  - Preemptive
  - **Hard** real-time
  - Given finite instance of jobs
    - ◆ One-pass job set
    - ◆ Known release times and deadlines



- An example for classic real-time jobs

	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	1
$J_4$	0	4	1





- An example for classic real-time jobs

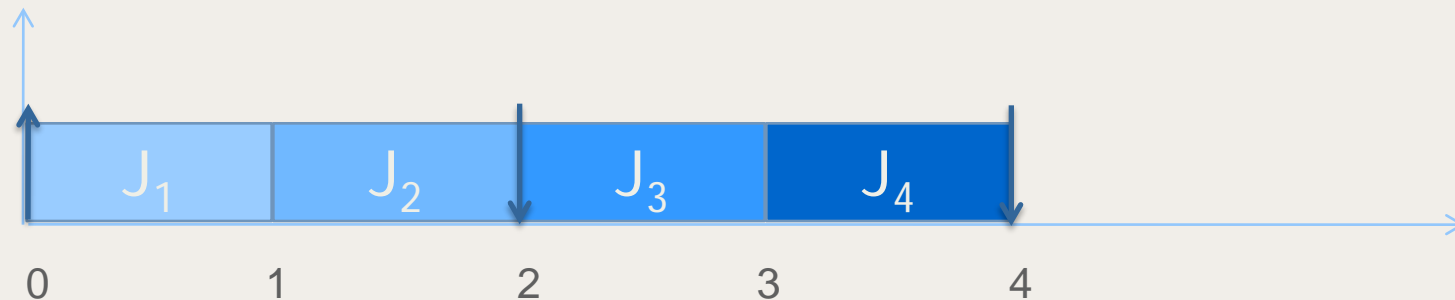
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- We can schedule them using earliest-deadline-first(EDF) strategy optimally



- An example for classic real-time jobs

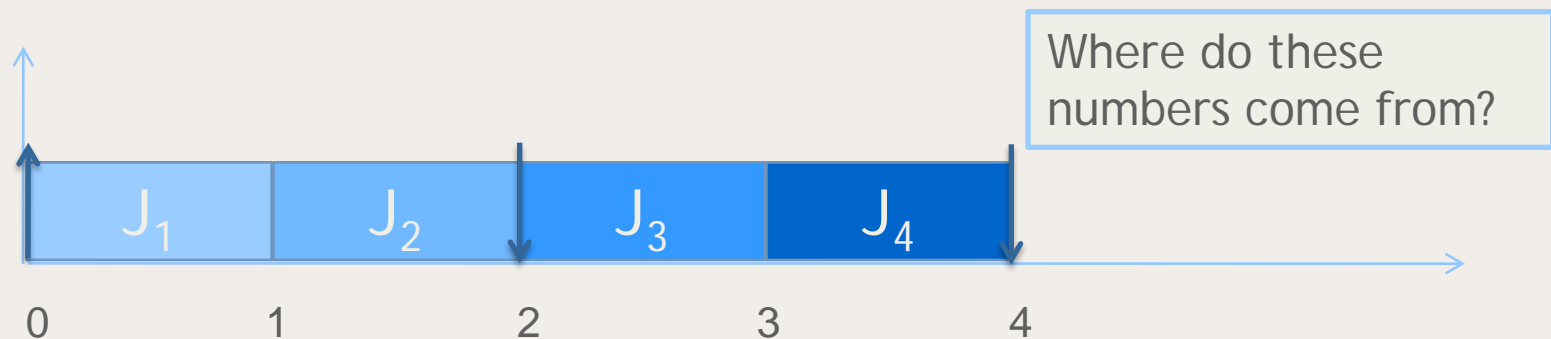
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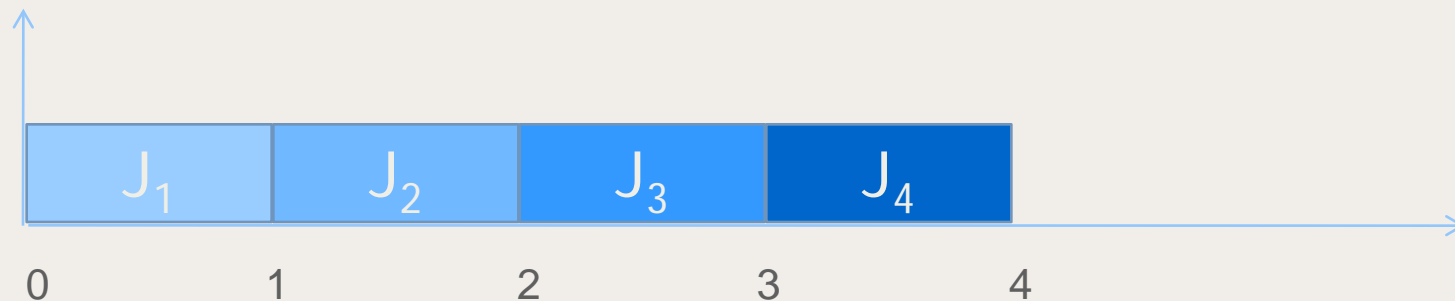
- Execution time is **estimated**
- With different tools we'll get different estimations
- Sometimes a part of the system must pass **certification** from authorities. They will simulate the system to check validity.
- Authorities may use more **pessimistic** estimations.





- An example for mixed-criticality jobs

	Release time( $A_i$ )	Deadline( $D_i$ )	Execution time( $C_i$ )
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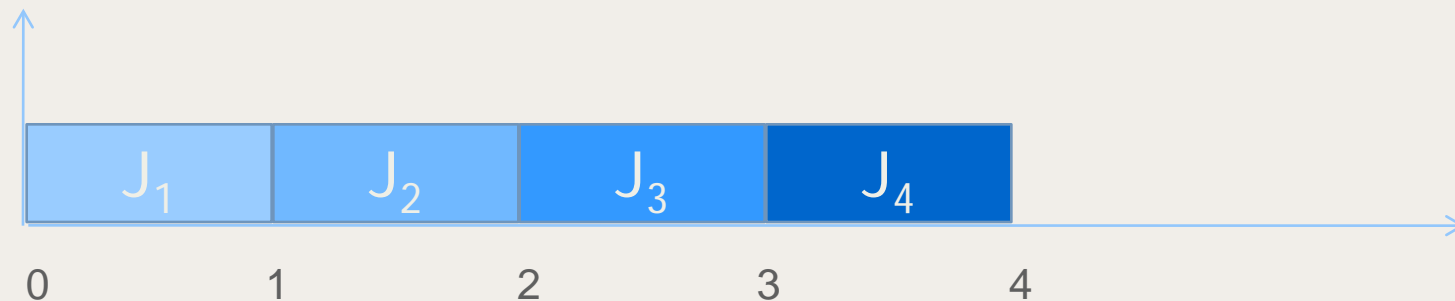


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Not critical, like camera, radio, heater

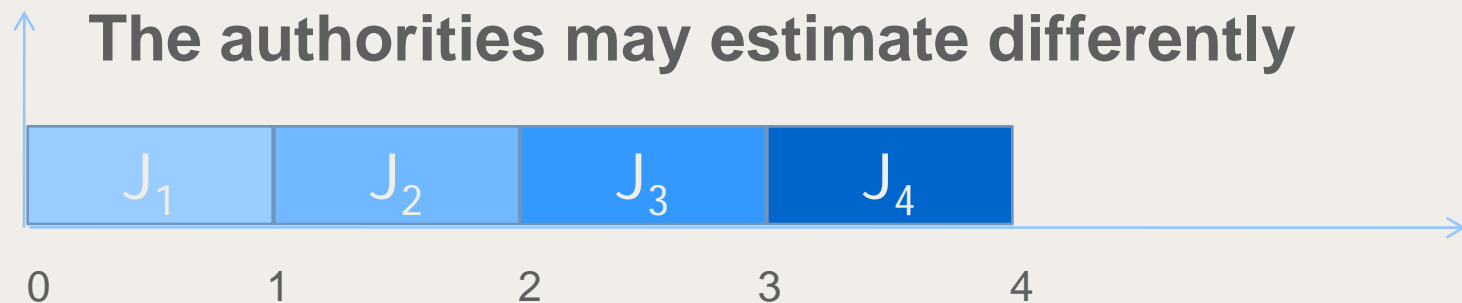
Safety-critical, like flight control system





- An example for mixed-criticality jobs

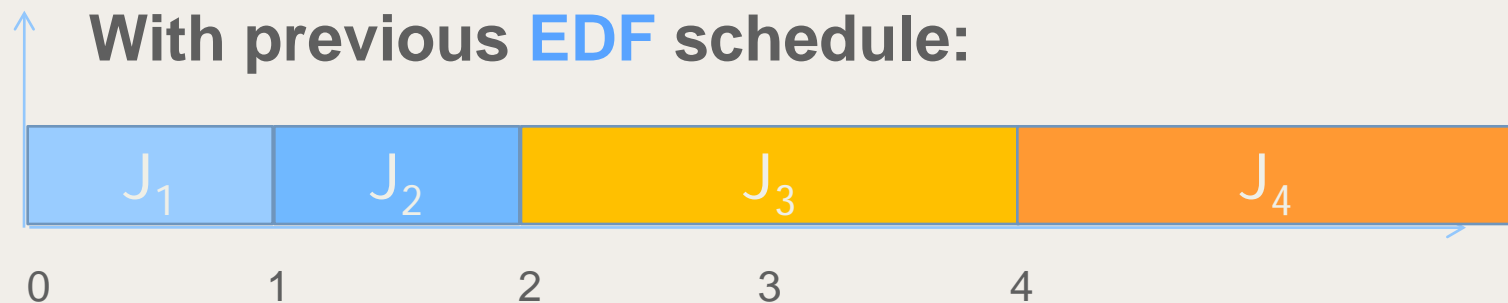
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$J_3$	0	4	<del>1</del> $\Rightarrow$ 2
$J_4$	0	4	<del>1</del> $\Rightarrow$ 2





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

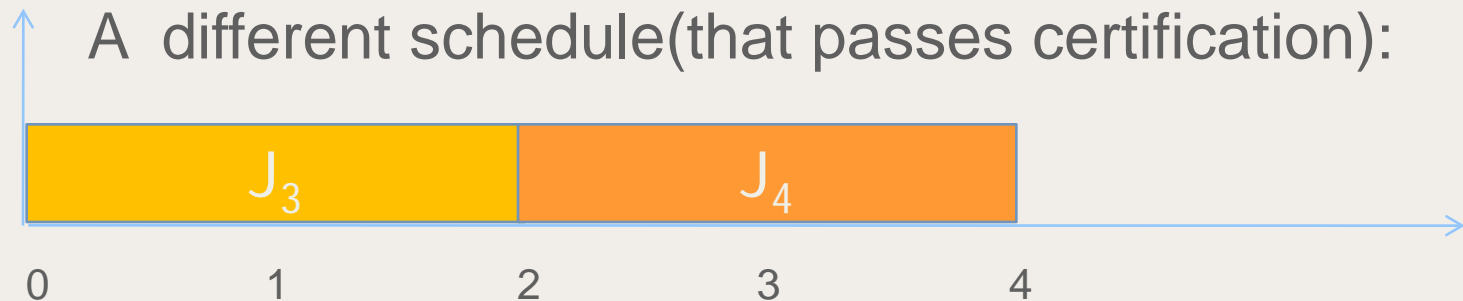




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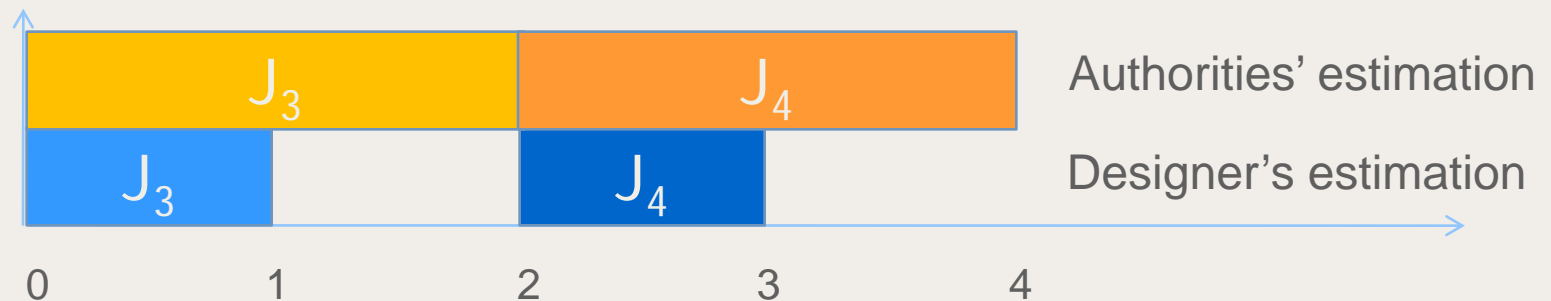




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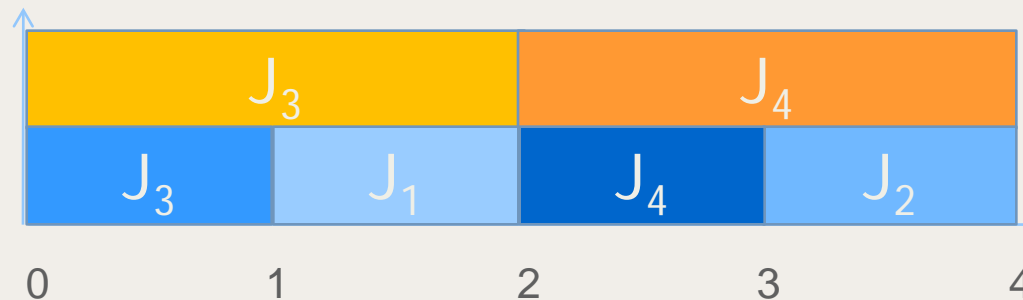
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Yes, we can, by using a static-priority strategy (in this example).



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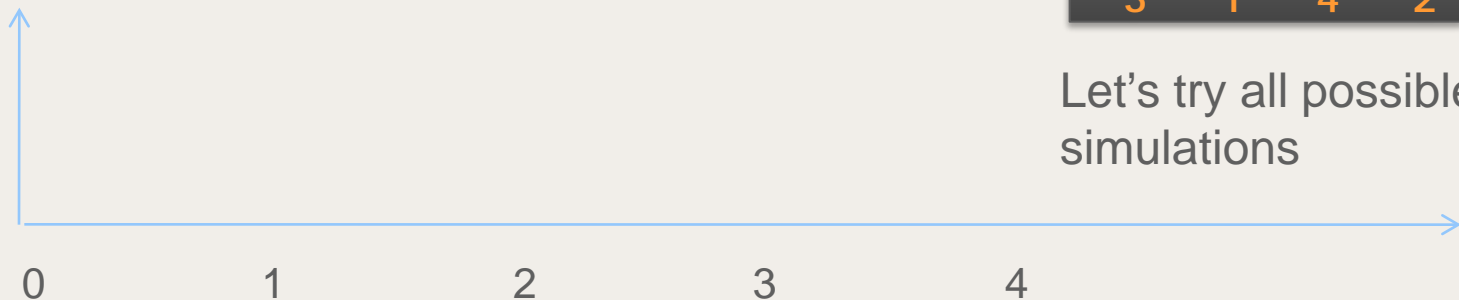


## ■ A solution for mixed-criticality jobs

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$$J_3 > J_1 > J_4 > J_2$$

Let's try all possible simulations



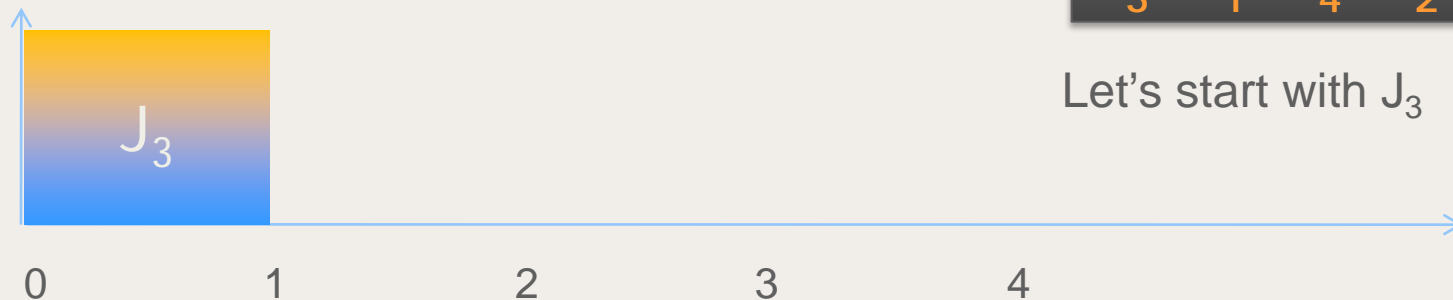


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$J_3 > J_1 > J_4 > J_2$

Let's start with  $J_3$

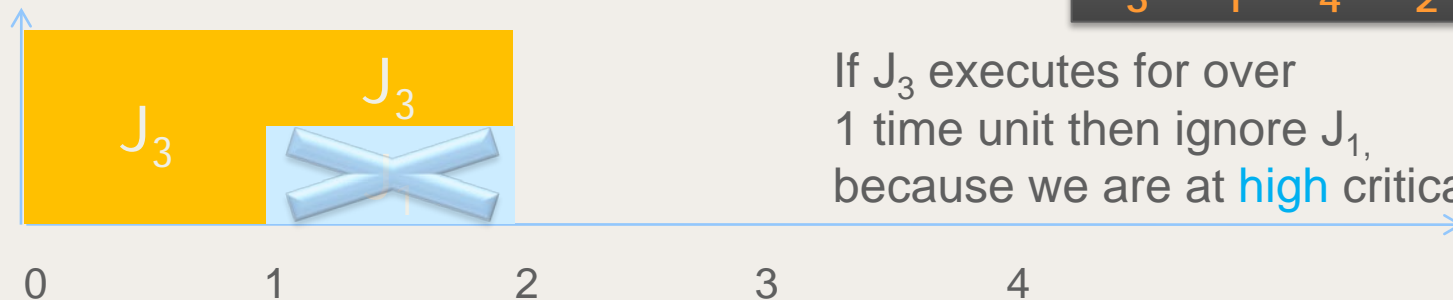




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$$J_3 > J_1 > J_4 > J_2$$



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

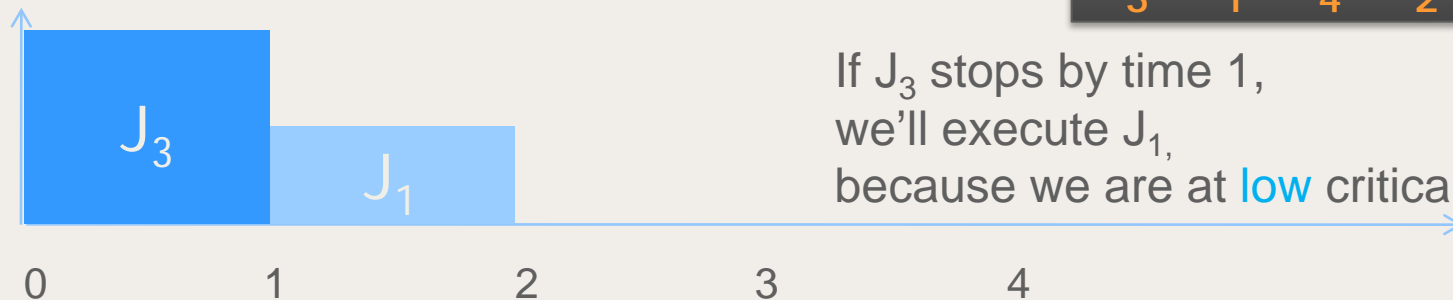




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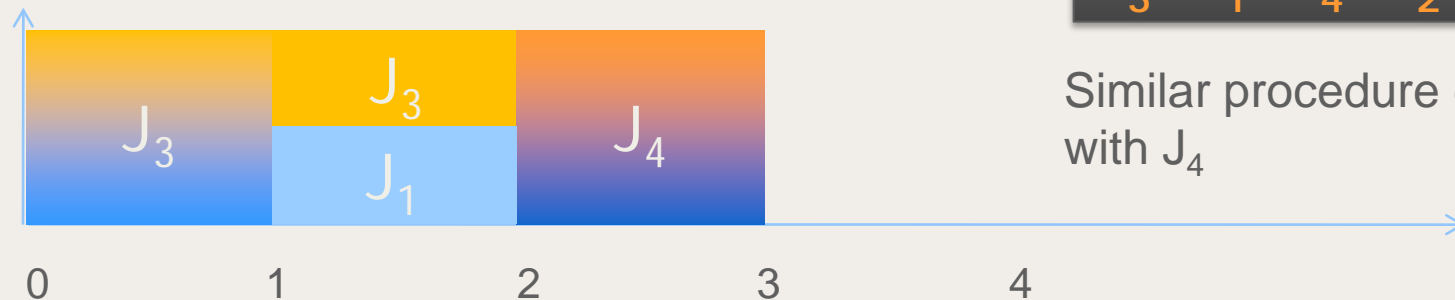




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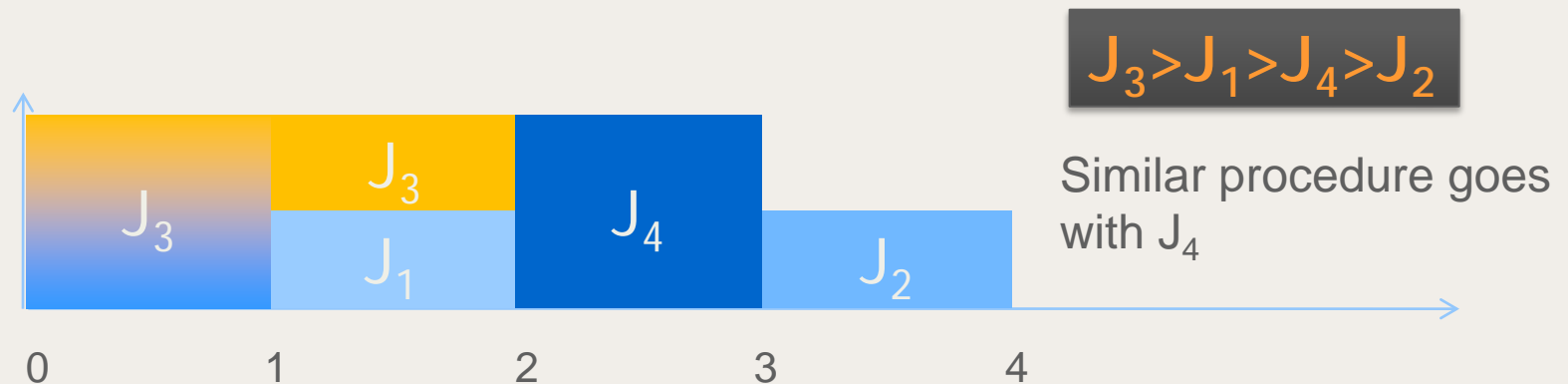
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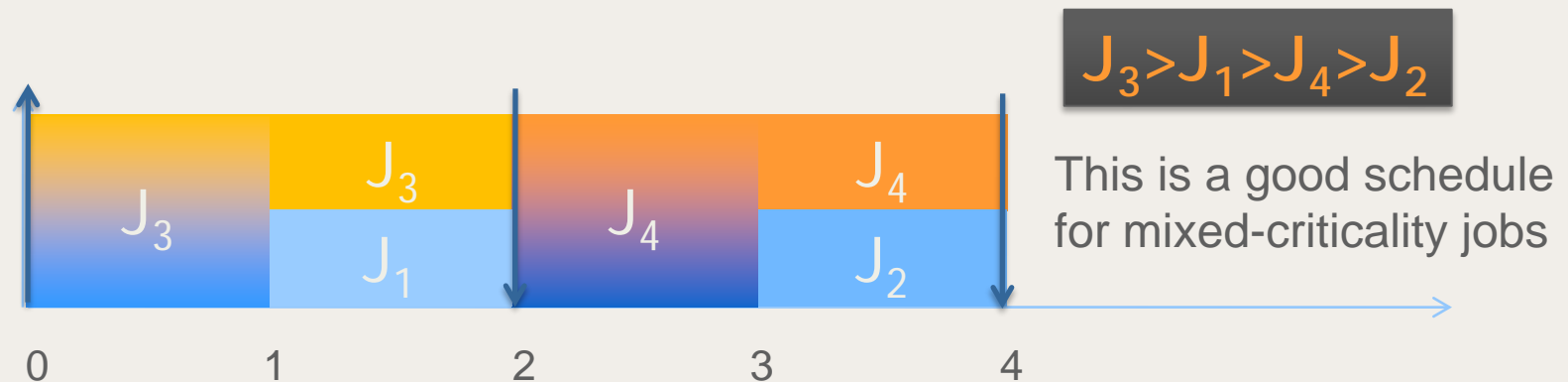
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- On the base of classic real-time job model, we add a parameter  $x_i$ , denoting the **criticality** of this job.

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



- We define a job set as mixed-criticality schedulable (MC-schedulable) if there exists a schedule such that:
  - If every job uses less than specified execution time at low criticality, every job will meet its deadline;
  - If at least one high-criticality job uses more than specified execution time at low criticality, every high-criticality job will meet its deadline.



# Intractability Result

- Determining whether a given instance is MC-schedulable is **NP-hard** in the strong sense even if:
  - Every job's release time is exactly the same;
  - Jobs are preemptive.





## ■ Processor Speed-up Factor

- A scheduling algorithm has a **processor speed-up factor  $\Phi$**  if
  - ◆ it can schedule any MC-schedulable instance
  - ◆ on a processor  **$\Phi$  times as fast**
  - ◆ without any knowledge of the optimal schedule
    - ❖ The optimal schedule may even be *clairvoyant*
- We use speed-up factor as a **measurement**
  - ◆ Lower means better,  **$\Phi=1$**  means optimal.



- We seek scheduling algorithms with **low** processor speed-up factor  $\Phi$ :
  - An algorithm can schedule any MC-schedulable (or **full-utilized**) instance on a  $\Phi$  -speed processor.

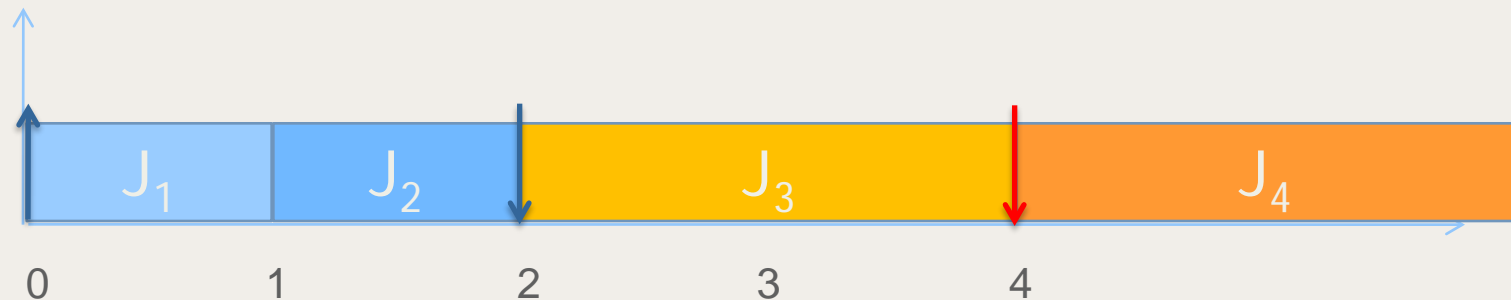


- A schedulability test with  $\Phi=2$  is trivial by **worst-case reservation** strategy.
  - Because the summation of time demands in each criticality can not exceed the overall available processor time.



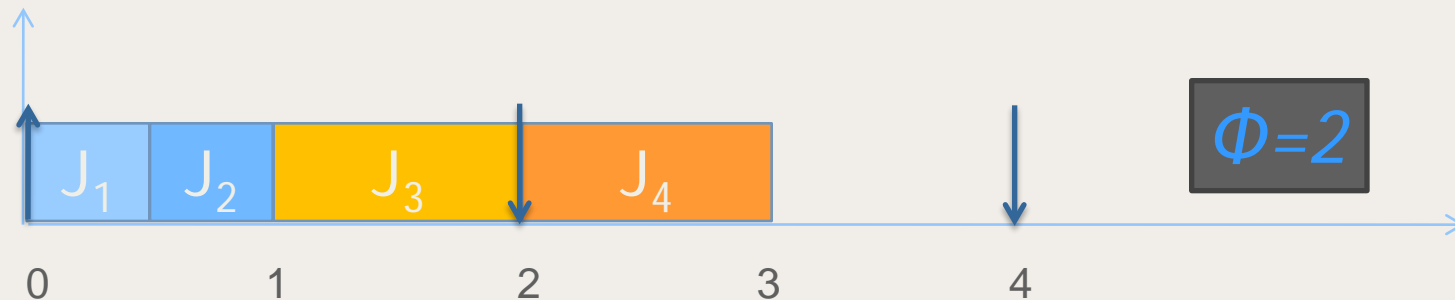


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- Classical scheduling algorithms
  - Earliest deadline first(EDF):  $\Phi=2$ 
    - ◆ It's no better than worst-case reservation
  - Criticality monotonic:  $\Phi=\infty$ 
    - ◆ It can need arbitrarily high speed-up factor to meet all deadlines.



- Own-Criticality-Based-Priority algorithm (OCBP algorithm):
  - It's very similar to "Audsley's Approach"
  - Repeatedly determine which remaining job can be assigned with lowest-priority.



- Own-Criticality-Based-Priority algorithm:
  - $J$  may be assigned with **lowest priority** if it meets its deadline as the lowest-priority job, when all other jobs execute for their worst-case execution time at  **$J$ 's criticality**.
    - ◆ If  $J$  is of high criticality, it will assume all other jobs use maximum possible execution time;
    - ◆ If  $J$  is of low criticality, it will assume all other jobs use **low-criticality** execution time.
      - ❖ **Otherwise we can just drop  $J$ .**





- Own-Criticality-Based-Priority algorithm (OCBP algorithm):

	Release time( $A_i$ )	Deadline ( $D_i$ )	Criticality ( $x_i$ )	Execution time for low-criticality	Execution time for high-criticality
$J_1$	0	2	Low	1	1
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- For  $J_2$ , if all other jobs use low-criticality time, total time demand is 4,  $J_2$  can be the lowest-priority job.



- Own-Criticality-Based-Priority algorithm (OCBP algorithm):

	Release time( $A_i$ )	Deadline ( $D_i$ )	Criticality ( $x_i$ )	Execution time for low-criticality	Execution time for high-criticality
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- For  $J_1$ , if all other jobs use low-criticality time, total demand is 4, too.  $J_1$  can not be the lowest-priority job.



## ■ Own-Criticality-Based-Priority algorithm (OCBP algorithm):

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- Own-Criticality-Based-Priority algorithm (OCBP algorithm):

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$J_3$	0	4	High	1	2
$J_4$	0	4	High	1	2

- For  $J_4$ , if all other jobs use high-criticality time, total demand is 5,  $J_4$  can be the lowest-priority job with  $\Phi=1.2$ .



- Own-Criticality-Based-Priority algorithm (OCBP algorithm):

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$J_2$	0	4	Low	1	1
$J_3$	0	4	High	1	2
$J_4$	0	4	High	1	2

- $J_1$  and  $J_3$  can both be the lowest-priority job.



- Own-Criticality-Based-Priority algorithm (OCBP algorithm):

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- Final priority order:

◆  $J_1 > J_3 > J_4 > J_2$ , or  $J_3 > J_1 > J_4 > J_2$ .

$\Phi = 1.2$



- Our result is:
  - OCBP algorithm will need at most  $\Phi=1.618$  speed-up factor to schedule any MC-schedulable instance with 2 criticalities.
  - OCBP algorithm runs in polynomial time.





- Extend the current result to periodic/sporadic real-time job model;
- Consider practical issues, like jitters, context-switches, or interruptions;
- Explore new algorithms to schedule mixed-criticality systems.

# Thank you



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