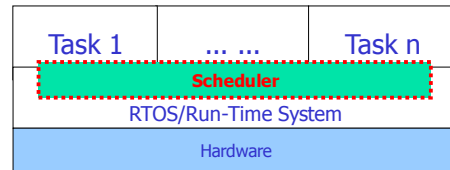


Today's topic:

REAL TIME SCHEDULING

1

Overall Structure of Real Time Systems



How to schedule the Tasks such that given timing constraints are satisfied?

2

Task models

- Non periodic/Aperiodic (three parameters)
 - A: arriving time
 - C: computing time
 - D: deadline (relative deadline)

3

Constraints on task sets

- Timing constraints: **deadline for each task**,
 - Relative to arriving time or absolute deadline
- Other constraints
 - Precedence constraints
 - Precedence graphs imposed e.g by input/output relation
 - Resource constraints: mutual exclusion
 - Resource access protocols

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Scheduling Problems

Given a set of tasks (ready queue)

- Check if all deadlines can be met (schedulability check)
- If yes, **construct a "feasible" schedule** to meet all deadlines
- If yes, construct an **optimal schedule** e.g. minimizing response times

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Tasks with the same arrival time

Assume a list of tasks

$(A, C_1, D_1)(A, C_2, D_2) \dots (A, C_n, D_n)$

that arrive at the same time i.e. A

- How to find a feasible schedule?
- (OBS: there may be many feasible schedules)

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Earliest Due Date first (EDD) [Jackson 1955]

- **EDD**: order tasks with nondecreasing deadlines.
 - Simple form of EDF (earliest deadline first)
- **Example**: (1,10)(2,3)(3,5)
 - Schedule: (2,3)(3,5)(1,10)
- **FACT**: EDD is optimal
 - If EDF can't find a feasible schedule for a task set, then no other algorithm can, which means that the task set is non-schedulable.

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EDD: Schedulability test

- If $C_1 + C_2 + \dots + C_k \leq D_k$ for all $k \leq n$ for the schedule with nondecreasing ordering of deadlines, then the task set is schedulable
- Response time for task i , $R_i = C_1 + \dots + C_i$
- Prove that EDD is optimal ?

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EDD: Examples

- (2, 4)(1,5)(6,10) is schedulable:
 - Feasible schedule: (2,4)(1,5)(6,10)
 - Note that (1,5)(2,4)(6,10) is also feasible
- (1,10)(3,3)(2,5) is schedulable
 - The feasible schedule: (3,3)(2,5)(1,10)
 - Why not shortest task first?
- (4,6)(1,10)(3,5) is not schedulable
 - (3,5)(4,6)(1,10) is not feasible: $3+4 > 6!$

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EDD: optimality

- Assume that R_i is the finishing time of task i , i.e. response time. Let $L_i = R_i - D_i$ (the lateness for task i)
- **FACT**: EDD is optimal, minimizing the maximum lateness $L_{\max} = \text{MAX}_i(L_i)$
- Note that even a task set is non-schedulable, EDD may minimize the maximal lateness (minimizes e.g. the loss for soft tasks)

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Tasks with different arrival times

- Assume a list of tasks
 - $S = (A_1, C_1, D_1)(A_2, C_2, D_2) \dots (A_n, C_n, D_n)$
- Preemptive EDF [Horn 1974]:
 - Whenever new tasks arrive, sort the ready queue according to earliest deadlines
 - Run the first task of the queue
- **FACT**: Preemptive EDF is optimal [Dertouzos 1974] in finding feasible schedules.

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Preemptive EDF: Schedulability test

- At any time, order the tasks according to EDF $(A'_i, C'_i, D'_i) \dots (A'_i, C'_i, D'_i)$
- If $C'_1 + \dots + C'_k \leq D'_k$ for all $k=1,2,\dots,i$, then the task set is schedulable at the moment
- If S is schedulable at all time points at which tasks arrive, S is schedulable

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Preemptive EDF: Example

Consider (1, 5, 11)(2,1,3)(3, 4,8)

- Deadlines are relative to arrival times
- At 1, (5,11)
- At 2, (1,3)(4,10)
- At 3, (4,8)(4,9)

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Preemptive EDF: Optimality

- Assume that R_i is the finishing time/response time of task i . Let $L_i = R_i - D_i$ (the lateness for task i)
- FACT:** preemptive EDF is optimal in minimizing the maximum lateness $L_{max} = \text{MAX}_i(L_i)$

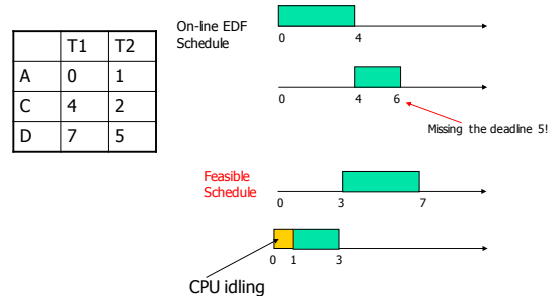
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On-line non preemptive EDF

- Run a task until it's finished and then sort the queue according to EDF
- The algorithm may be run on-line, easy to implement, less overhead (no more context switch than necessary)
- However it is not optimal, it may not find the feasible schedule even it exists.

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On-line non preemptive EDF: example



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On-line non-preemptive EDF: Optimal?

- If we only consider non-idle algorithms (CPU waiting only if no tasks to run), is EDF is optimal?
- Unfortunately no!
- Example
 - $T1 = (0, 10, 100)$
 - $T2 = (0, 1, 101)$
 - $T3 = (1, 4, 4)$
 - Run $T1, T3, T2$: the 3rd task will miss its deadline
 - Run $T2, T3, T1$: it is a feasible schedule

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Off-line non-preemptive EDF (complete search)

- The decision should be made according to all the parameters in the whole list of tasks

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Off-line Non preemptive EDF (complete search, NP-hard)

- The decision should be made according to all the parameters in the whole list of tasks
- The worst case is to test all possible combinations of n tasks (NP-hard, difficult for large n)

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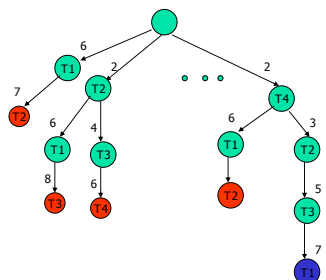
Practical methods: Bratley's algorithm

- Search until a non-schedulable situation occur, then backtrack [Bratley's algorithm]
 - simple and easy to implement but may not find a schedule if n is too big (worst case)

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Example (Bratley's alg.)

	T1	T2	T3	T4
A	4	1	1	0
C	2	1	2	2
D	7	5	6	4



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Heuristic methods

- Similar to Bratley's alg. But
 - Use heuristic function H to guide the search until a feasible schedule is found, otherwise backtrack: add a new node in the search tree if the node has **smallest value** according to H e.g $H(\text{task } i) = C_i, A_i, D_i$ etc [Spring alg.]
 - However it may be difficult to find the right H

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Example Heuristics

- $H(T_i) = A_i$ FIFO
- $H(T_i) = C_i$ SJF
- $H(T_i) = D_i$ EDF
- $H(T_i) = D_i + w \cdot C_i$ EDF+SJF
- ...

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EDF: + and -

- Simple (+)
- Preemptive EDF, Optimal (+)
- No need for computing times (+)
- On-line and off-line (+)
- Preemptive schedule easy to find (+)
- But preemptive EDF is "difficult" to implement efficiently (-)
 - Need a list of "timers", one per task,
 - Overheads for context switch
- Nonpreemptive schedule difficult to find (-)
 - But minimal context switch (+)

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Other scheduling algorithms

- Classical ones
 - HPF (priorities = degrees of importance of tasks)
 - Weighted Round Robin
- LRT (Latest Release Time or reverse EDF)
- LST (Least Slack Time first)

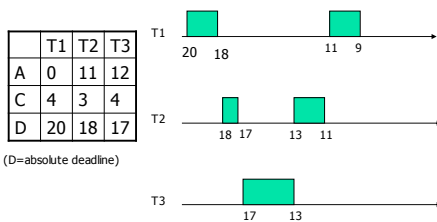
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Latest Release Time (reversed EDF)

- Release time = arrival time
- Idea: no advantage to completing any hard task sooner than necessary. We may want to postpone the execution of hard tasks e.g to improve response times for soft tasks.
- LRT: Schedule tasks from the latest deadline to earliest deadline. Treat deadlines as 'release times' and arrival times as 'Deadlines'. The latest 'Deadline' first
- FACT: LRT is optimal in finding feasible schedule (for preemptive tasks)

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LRT: Example



(D=absolute deadline)

Reverse time: we get the schedule:
 T1(9,11)T2(11,13)T3(13,17)T2(17,18)T1(18,20)
 OBS: from 0 to 9, soft tasks may be running!

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LRT: + and -

- It needs Arrival times (-)
- It got to be an off-line algorithm (-)
- Only for preemptive tasks (-)
- It could optimize Response times for soft tasks (+)

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Summary: scheduling independent tasks

Task types	Same arrival times	Preemptive Different arrival times	Non preemptive Different arrival times
Algorithms For independent tasks	EDD, Jackson55 $O(n \log n)$, optimal	EDF, Horn 74 $O(n^2)$, Optimal LST, LRT optimal	Tree search Bratley71 $O(n \log n)$, optimal Spring, Stankovic et al 87 $O(n^2)$, Heuristic

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Dependent tasks

- We often have conditions or constraints on tasks e.g.
 - A must be computed before B
 - B must be computed before C and D
- Such conditions are called **precedence constraints** which can be represented as *Directed Acyclic Graphs* (DAG) known as **Precedence graphs**
- Such graphs are also known as **"Task Graph"**

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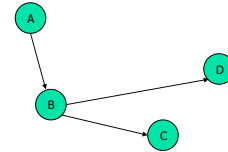
Dependent tasks: Examples

- Input/output relation
 - Some task is waiting for output of the others, data flow diagrams
- Synchronization
 - Some task must be finished before the others e.g. It is holding a shared resource



Precedence graph: Example

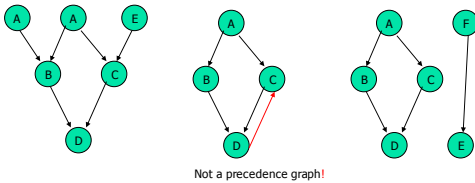
- A must be computed before B
- B must be computed before C and D



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Precedence graph: Examples



Not a precedence graph!

Conjunct and Disjunct join: We will only consider conjunct join!

AND/OR-precedence graphs

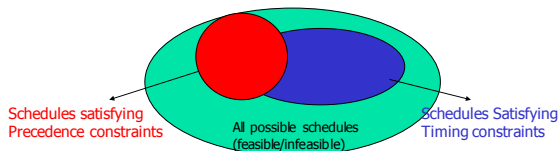
- AND-node, all incoming edges must be finished first
- OR-node: some of the incoming edges must be finished

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Scheduling under Timing and Precedence constraints

- Feasible schedules should meet
 - Timing constraints: deadlines and also
 - Precedence constraints: Precedence graphs
- Overlapping area of blue and red is what we need
- Precedence constraints restrict the search area (Guiding!)



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Dependent tasks with the same arrival times

- Assume a list of tasks: $(A, C_1, D_1)(A, C_2, D_2) \dots (A, C_n, D_n)$
- In addition to the deadlines $D_1 \dots D_n$, the tasks are also constrained by a DAG
- Solution: Latest Deadline First (LDF), Lawler 1973
- FACT: LDF is optimal (in finding feasible schedules)

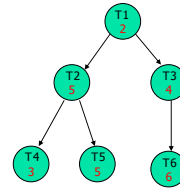
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Latest Deadline First (LDF)

- It constructs a schedule from tail to head using a queue:
 - Pick up a task from the current DAG, that
 - Has the latest deadline and
 - Does not precede any other tasks (a leaf)
 - Remove the selected task from the DAG and put it to the queue
- Repeat the two steps until the DAG contains no more tasks. Then the queue is a potentially feasible schedule. The last task selected should be run first.
- Note that this is similar to LRT

LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6

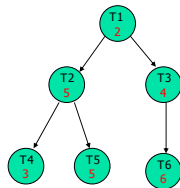


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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6

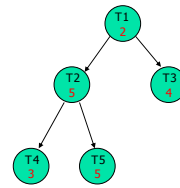


LDF: T6

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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6

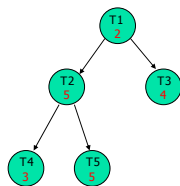


LDF: T6

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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6

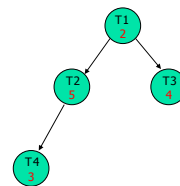


LDF: T6, T5

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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6

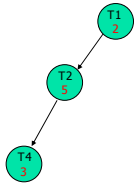


LDF: T6, T5

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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6

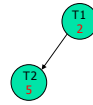


LDF: T6,T5,T3

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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6



LDF: T6,T5,T3,T4

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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6



LDF: T6,T5,T3,T4,T2

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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6

LDF: T6,T5,T3,T4,T2,T1

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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6

LDF: T6,T5,T3,T4,T5,T1

Feasible Schedule

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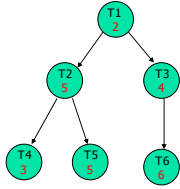
Earliest Deadline First (EDF)

- It is a variant of LDF, but start with the root of the DAG:
 - Pick up a task with earliest deadline among all nodes that have no fathers (the roots)
 - Remove the selected task from the DAG and put it to the queue
- Repeat the two steps until the DAG contains no more tasks. Then the queue is a feasible schedule.
- Unfortunately, EDF is not optimal (see the following example)

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LDF: Example

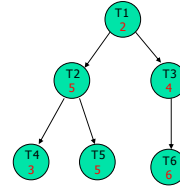
	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6



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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6

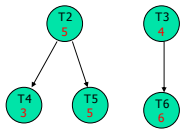


EDF: T1

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EDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6

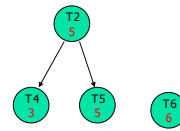


EDF: T1

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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6



EDF: T1,T3

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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6



EDF: T1,T3,T2

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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6

EDF: T1,T3,T2,T4,T5,T6

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LDF: Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6

T4 will miss its
Deadline: 3

LDF: T6,T5,T3,T4,T2,T1
Feasible

EDF: T1,T3,T2,T4,T5,T6
Infeasible

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Dependent tasks with different arrival times

- Assume a list of tasks:
 $S = (A1,C1,D1)(A2,C2,D2)...(A3,Cn,Dn)$
- In addition to the deadlines $D1...Dn$, the tasks are also constrained by a DAG
- Solution:** The Complete Search guided by the DAG
 - The Bratley's algorithm
 - The Spring algorithm

Better algorithms?

- Assume a list of tasks:
 $S = (A1,C1,D1)(A2,C2,D2)...(A3,Cn,Dn)$
- In addition to the deadlines $D1...Dn$, the tasks are also constrained by a DAG
- Idea:**
 - Transform the task set S (constrained by the DAG) to an Independent task set S^* such that
 S is schedulable under DAG iff S^* is schedulable

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Idea: how to transform S to S^* ?

- Idea:**
 - If $T_i \rightarrow T_j$ is in the DAG i.e. T_i must be executed before T_j , we replace the arrival time for T_j and deadline for T_i with
 - $A_j^* = \max(A_j, A_i + C_i)$
 - T_j can not be computed before the completion of T_i
 - $D_i^* = \min(D_i, D_j - C_j)$
 - T_i should be finished early enough to meet the deadline for T_j

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Algorithm (EDF*): transform S to S^*

- Let arrival times and deadlines be 'absolute times'
- Step 1:** Transform the arrival times from roots to leaves
 - For all initial (root) nodes T_i , let $A_i^* = A_i$
 - REPEAT:
 - Pick up a node T_j whose fathers' arrival times have been modified. If no such node, stop. Otherwise:
 - Let $A_j^* = \max(A_j, \max\{A_i^* + C_i: T_i \rightarrow T_j\})$
- Step 2:** Transform the deadlines from leaves to roots
 - For all terminal (leaves) nodes T_j , let $D_j^* = D_j$
 - REPEAT:
 - Pick up a node T_i all whose sons deadlines have been modified. If no such node, stop. Otherwise:
 - Let $D_i^* = \min(D_i, \min\{D_j^* - C_j: T_i \rightarrow T_j\})$
- Step 3:** use EDF to schedule $S^* = (A1^*, C1, D1^*)... (An^*, Cn, Dn^*)$

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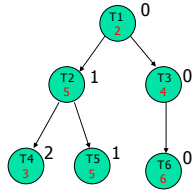
EDF*: optimality

- FACT:**
- S is schedulable under a DAG iff S^* is schedulable
 - EDF* is optimal in finding a feasible schedule

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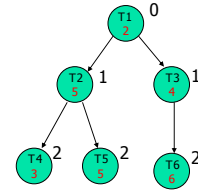
Example

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6
A	0	1	0	2	1	0



EDF*: Example(1)

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6
A	0	1	0	2	1	0



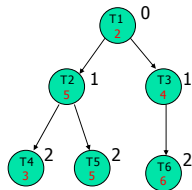
Step 1: Modifying the arrival times (top-down)

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EDF*: Example(1)

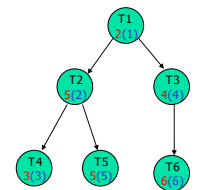
	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6
A*	0	1	1	2	2	2



Step 1: Modifying the arrival times (top-down)

EDF*: Example(2)

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D	2	5	4	3	5	6
A*	0	1	1	2	2	2



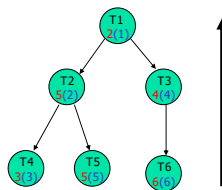
Step 2: Modifying the deadlines (bottom-up)

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EDF*: Example(2)

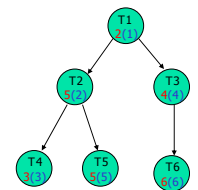
S*	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D*	1	2	4	3	5	6
A*	0	1	1	2	2	2



Step 2: Modifying the deadlines (bottom-up)

EDF*: Example(3)

S*	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D*	1	2	4	3	5	6
A*	0	1	1	2	2	2



Step 3: now we don't need the DAG any more!

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EDF*: Example(3)

S*

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D*	1	2	4	3	5	6
A*	0	1	1	2	2	2

Step 3: schedule S* using EDF

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EDF*: Example(3)

S*

	T1	T2	T3	T4	T5	T6
C	1	1	1	1	1	1
D*	1	2	4	3	5	6
A*	0	1	1	2	2	2

Finally we have a schedule: T1,T2,T4,T3,T5,T6

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Summary: scheduling aperiodic tasks

Task types	Same arrival times	Preemptive Different arrival times	Non preemptive Different arrival times
Algorithms for Independent tasks	EDD, Jackson 55 $O(n \log n)$, optimal	EDF, Horn 74 $O(n^2)$, Optimal LST, optimal LRT, optimal	Tree search Bratley 71 $O(n!)$, optimal Spring, Stankovic et al 87 $O(n^2)$ Heuristic
Algorithms for Dependent tasks	LDL, Lawler 73 $O(n^2)$ Optimal	EDF* Chetto et al 90 $O(n^2)$ optimal	Spring As above

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