Off-line Scheduling;
Time Triggered and Event Triggered;

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Activation Paradigms

• activation of activities - tasks
  – when are events recognized?
  – who initiated activities?
  – when are decisions taken?

• event triggered – ET
  – event initiates activities in system immediately

• time triggered – TT
  – activities initiated at predefined points in time
Time triggered - Rationale

activities initiated at predefined points in time
everything planned before system is deployed

How?
offline scheduling - scheduling table
  – complex algorithm
  – retries possible
• slots – time triggered activation of dispatcher
  – period of dispatcher minimum granularity in system
• runtime dispatcher executes decision in table
Which cost?

“everything planned before system is deployed”

• need to know everything
  – all environmental situations
    …and time of occurrence
  – all task parameters
    …including arrival times
  – all system parameters
    …for entire lifetime

• very high cost
Which benefit for that price?

“everything planned before system is deployed”

- know everything before runtime
  - schedulability test
    - implicit in offline schedule, “constructive proof”
    - not proven that there is no situation where timing could be violated, but show that in this one are met
    - complex demands, distributed, end-to-end, jitter, …
  - testing, certification
    - test space reduced dramatically
    - deterministic, i.e., know exact what is going on when

- low runtime overhead
  - very simple runtime dispatching, table (list) lookup
• simple fault-tolerance
  replica determinism
• network
  receiver based error detection
• non temporal constraints easy to integrate
  – energy, cost
• high resource utilization
  – no pessimism in scheduling overhead
    don’t have to assume worst case, but know actual case
Issues

“everything planned before system is deployed”

• anything that is not \textit{completely known} cannot be handled at all
• zero flexibility
• assumes periodic world
• pessimism due to worst case assumptions, lack or reclaiming

MARS, TTP, TU Vienna, TTTECH Kopetz et. al.
How long to schedule?

- standard OS schedulers work on strategies without guarantees
  - handle “task transition graph” waiting - ready - executing…
  - select one out of the ready tasks to execute
  - perhaps prevent deadlocks etc.
  - go on until shutdown or system lock/crash, e.g., windows
- off-line guarantees: before, for entire *mission lifetime*
  - minutes
  - hours, days, more
  - need to guarantee every one of them
  - combinatorial explosion
Shorten analyzed lifetime

• analyze only single, selected part of lifetime
  – worst case proofs
  – need to ensure assume worst case is worst case
    • restrict complete freedom of task parameters
    • periods
• analyze repeating patterns during lifetime
  – typically periods
  – if harmonic, enough to analyze for duration of longest period
  – if not, *least common multiple* LCM of all involved periods
  – can be large
  – execute repeatedly
How to schedule within LCM?

• **Cyclic scheduling**
  – tasks in period classes
  – schedule tasks within classes
  – group task class schedules
  – …until all tasks scheduled

• easy to handle, historically popular

*very different from offline scheduling!*

less powerful, more restrictive, etc
often mixed up
• **off-line scheduling**
  
  *static, pre run-time*
  
  – construct schedule of length LCM
  – apply smart method
  – fulfill all constraints
  – not limited to “period concatenation”
Off-line Scheduling Methods

What do we want to achieve?

• we want to find solutions
  – NP hard in more than trivial cases
can take very long time
• have to optimize search to find solutions fast
  but
• once we find solution, we are done
• likely that first try will not work, maybe solution does not exist
• what if we don’t find one/does not exist?
• total time spent in schedule design:
time of not (finding * #failures) + (1*time of finding)
  not finding at least as important as finding
we need

• algorithm for
  – fast detection of no solution/not finding
  – fast finding of feasible solution

• strategy to
  – select tradeoffs
  – choose time spent
  – allow for detection of why no solution found (difficult)
  – good redesign for next schedule attempt

• designer support

most current algorithms concentrate on finding solution only
Directions

How to construct a schedule?

• simple solution: use online scheduling, e.g., EDF
  – still better than online - can backtrack or redesign
  – better utilization because resource conflicts are known, don’t need to assume worst case
  – testing
  – etc.

• search
  – popular
  – easy to change constraints
  – easy algorithm
  – problems with feedback problem - source in search tree
• genetic algorithms
e.g., simulated annealing
  – simple
  – does not get stuck easily with hard sub problems
  – can handle large task sets
  – difficulties with complex constraints
  – good for allocation of tasks to nodes in distributed system
• “by hand”
  – sometimes really fully by hand
  – with support
    • resolve difficult parts by hands
    • extend existing schedules
    • place some tasks by hand
Making a periodic world

• “naturally periodic”, e.g., control, sampling
• aperiodic tasks, i.e., without any restriction on arrival no way
• sporadics transform into pseudo periodic tasks assumptions about events
  – maximum rate of change, minimum inter arrival interval, mint
  – maximum delay of reaction, react
  – computation time, comp
• determine period and deadline
• have to ensure that
  1. reaction is not late
  2. no event missed
• worst case:
  event happens right after task start - misses data just by
  event gets reacted by task only at next instance invocation
• deadline
dl=comp+s, s ≥ 0

• next instance completes no later than *react* after event
  – event starts at t +
  – reaction finishes at t + p + dl
  – t + p + dl - t - react

p + dl react + or p + comp + s react +
• maximum value for $p$ - not react too late
  $p < \text{react} + - \text{dl}$ or $p < \text{react} + - \text{comp} - s$

• maximum value for $p$ - not miss event
  $p < \text{mint}$
• assume \( dl = \text{comp}; s = 0 \)

\[
p \quad \text{react - comp} \\
\text{mint}
\]
• Utilization:

\[ U_0 \quad \frac{\text{comp}}{p} \quad \frac{\text{comp}}{\text{react} \quad \text{comp}} \]

• assume dl=comp+s; s>0

\[ U_s \quad \frac{\text{comp}}{p} \quad \frac{\text{comp}}{\text{react} \quad \text{comp} \quad s} \]

• \( U_0 < U_s \)!
• period and deadline dependent on each other
• tradeoff
  – large period:
    • low utilization demand
    • tight deadline - schedulability problems
  – small period:
    • relaxed deadline
    • high utilization demand
• if events are rare, but urgent when they occur transformation inefficient, high utilization demands
e.g.,
mint=1000*comp; react=2*comp:
p < react + - comp = comp +

\[
U \quad \frac{\text{comp}}{\text{comp}} \quad 1
\]

• monopolization of CPU

• actual need to handle event without pseudo periodic transformation

\[
U \quad \frac{\text{comp}}{1000*\text{comp}} \quad 0.001
\]
Off-line Scheduling and the Real World

- Many algorithms assume tasks, messages, slots, constant operating system overhead
- real-world demands
  - interrupts
  - threads, chains
  - micro kernel OS
    - system threads
    - task ensembles for tasks, e.g., message transmission
    - depending on scheduling and allocation
    - dynamic creation of threads
- do not fit into off-line schedule in straightforward way
Threads

• threads are shorter than granularity of slots
• better utilization of slots
• scheduling/dispatching happens not only at slot boundaries

• scheduler needs to construct chains as well
• offline scheduler does “micro scheduling”, e.g., thread cumulating within slot
• backtracking, heuristic etc only at slot boundaries
• not optimal, but tractable
Interrupts

• interrupts have to be considered
• cannot
  – ignore them - too much time demand
  – handle them as tasks/threads -
    too high overhead, too long response times
  – have to account for in analysis during schedule construction
  – minimum inter arrival time - maximum overhead
• naïve approach
  – assume each task can be hit by a worst case arrival of
    interrupts
  – ala exact analysis
  – very high overhead
if task is shorter than minimum inter arrival time
interrupt overhead is considered too often for two consecutive tasks

assumed worst case arrival pattern

actual worst case arrival pattern
Time triggered vs. event triggered

Who is doing what, when?

• Run-time dispatching is performed according to a set of rules.
• Off-line analysis and testing has to ensure that the provided rules for the run-time dispatcher are correct:
  – when the dispatcher takes scheduling decisions according to the given rules, all timing constraints are kept.
  – off-line guarantees
TT:
- offline scheduling
- rules for runtime dispatcher expressed as scheduling table

ET:
- online scheduling, priority driven
- rules applied at runtime, e.g.,
  - earliest deadline first (dynamic priority)
  - fixed priority
Properties – Time Triggered

*activities initiated at predefined points in time*
*everything planned before system is deployed*

- offline constructed **scheduling table**
- runtime dispatcher executes decision in table

😊 deterministic – exact behavior known beforehand
😊 test space dramatically reduced
😊 complex demands: distributed, jitter, engineering practice, …
😊 low runtime overhead – table

♫ inflexible – can only handle what is completely known before
♫ inefficient – based on worst base

widely used in safety critical, e.g., automotive, avionics
Properties – Event Triggered

- online scheduling, priority driven
- event activates scheduler which takes decision
  - priority rules + test
    - earliest deadline first (dynamic priority)
    - fixed priority

😊 flexible – not completely known activities can be added easily
😊 widely used

😊 only simple demands
😊 high runtime overhead for semaphores, blocking, ...
😊 non determinism
😊 high testing efforts - keeps deadlines, but cannot determine when exactly
TT, ET totally different?

• dispatcher same basic operation, executing rules
  – TT: rules as scheduling table
  – ET: rules as functions

• online scheduling can provide more flexibility, but *no magic*:
  – what is not exactly known before run-time cannot be guaranteed offline, independent of the used scheduling strategy.

• TT assumes periodic world, ET does not
  BUT: for offline guarantees, ET assumes periodic as well (to ease analysis)
• want both
  – integrated offline and online scheduling
  – offline:
    • basic guarantees
    • realistic constraints
  – online:
    • for efficient resource usage and flexibility
• methods for combined use exist