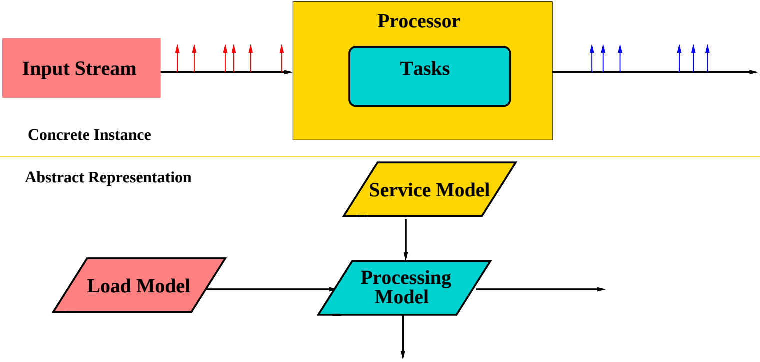
Real-Time Calculus

Prof. Dr. Jian-Jia Chen

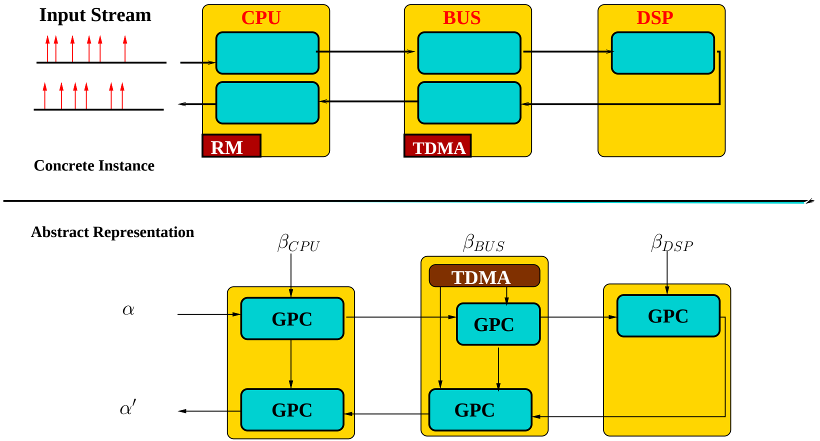
LS 12, TU Dortmund

04, Dec., 2018

Abstract Models for Real-Time Calculus



Abstract Models for Module Performance Analysis



RM: Rate-Monotonic (a fixed-priority scheduler, detailed in Chapter 6)
TDMA: Time Division Multiple Access (detailed later)

GPC: Greedy Processing Component (detailed later)

Overview

System View	Module Performance Analysis (MPA)
Math. View	Real-Time Calculus (RTC)
	Min-Plus Calculus, Max-Plus Calculus

Backgrounds

- Real-Time Calculus can be regarded as a worst-case/best-case variant of classical queuing theory. It is a formal method for the analysis of distributed real-time embedded systems.
- Related Work:
  - Min-Plus Algebra: F. Baccelli, G. Cohen, G. J. Olster, and J. P. Quadrat, Synchronization and Linearity —An Algebra for Discrete Event Systems, Wiley, New York, 1992.
  - Network Calculus: J.-Y. Le Boudec and P. Thiran, Network Calculus -A Theory of Deterministic Queuing Systems for the Internet, Lecture Notes in Computer Science, vol. 2050, Springer Verlag, 2001.

Definition of Arrival Curves and Service Curves

- For a specific trace:
  - Data streams: $R(t)$ = number of events in $[0, t)$
  - Resource stream: $C(t)$ = available resource in $[0, t)$
- For the worst cases and the best cases in any interval with length Δ:
  - Arrival Curve $[\alpha^l, \alpha^u]$:

$$\alpha^l(\Delta) = \inf_{\lambda \geq 0, \forall R} \{R(\Delta + \lambda) - R(\lambda)\}$$

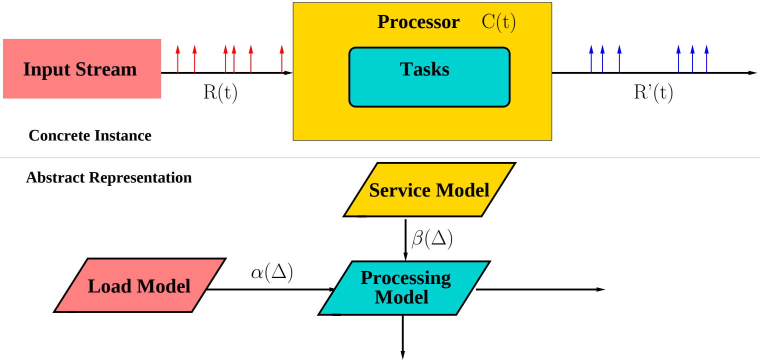
$$\alpha^u(\Delta) = \sup_{\lambda \geq 0, \forall R} \{R(\Delta + \lambda) - R(\lambda)\}$$

  - Service Curve $[\beta^l, \beta^u]$:

$$\beta^l(\Delta) = \inf_{\lambda \geq 0, \forall C} \{C(\Delta + \lambda) - C(\lambda)\}$$

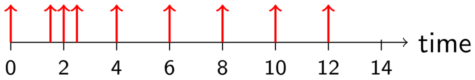
$$\beta^u(\Delta) = \sup_{\lambda \geq 0, \forall C} \{C(\Delta + \lambda) - C(\lambda)\}$$

Abstract Models for Real-Time Calculus



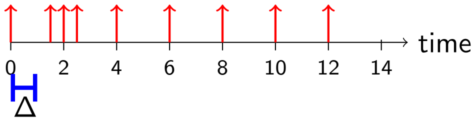
Arrival Curve: An Example

Use a sliding window to get the upper bound of the number of events in a specified interval length.



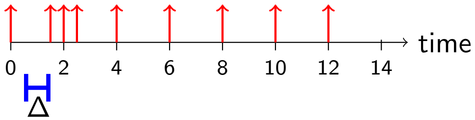
Arrival Curve: An Example

Use a sliding window to get the upper bound of the number of events in a specified interval length.



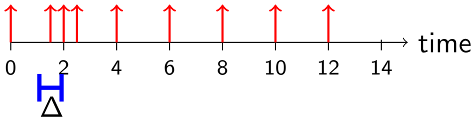
Arrival Curve: An Example

Use a sliding window to get the upper bound of the number of events in a specified interval length.



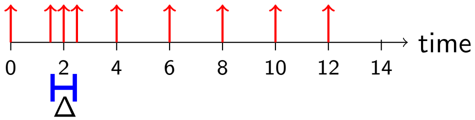
Arrival Curve: An Example

Use a sliding window to get the upper bound of the number of events in a specified interval length.



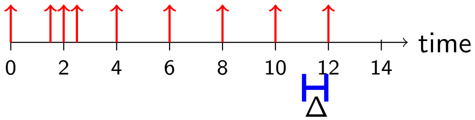
Arrival Curve: An Example

Use a sliding window to get the upper bound of the number of events in a specified interval length.



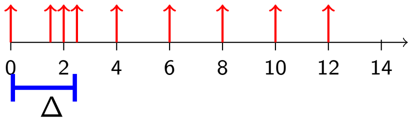
Arrival Curve: An Example

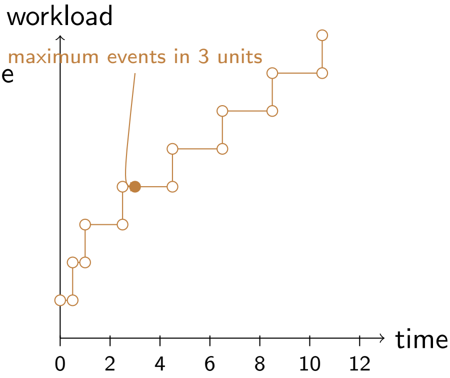
Use a sliding window to get the upper bound of the number of events in a specified interval length.



Arrival Curve: An Example

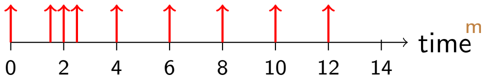
Use a sliding window to get the upper bound of the number of events in a specified interval length.

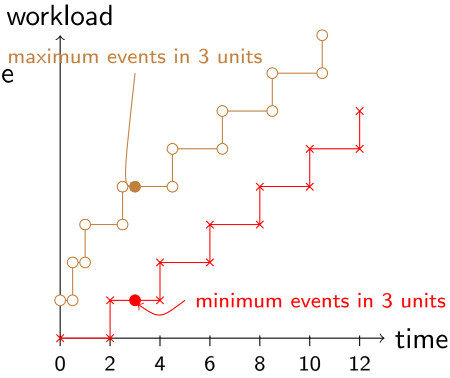




Arrival Curve: An Example

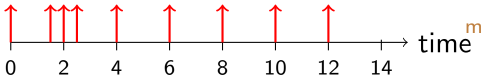
Use a sliding window to get the upper bound of the number of events in a specified interval length.

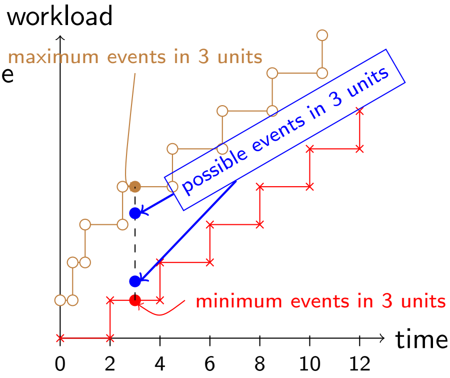




Arrival Curve: An Example

Use a sliding window to get the upper bound of the number of events in a specified interval length.

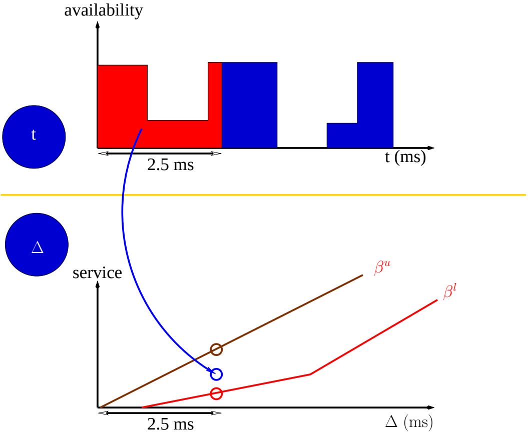




Service Curve: An Example

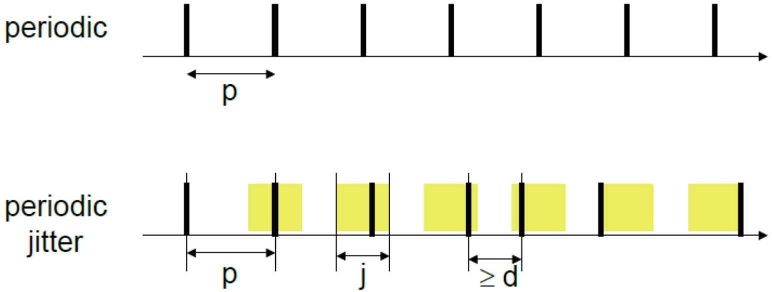
Resource Availability

Service Curves
$\beta = [\beta^l, \beta^u]$



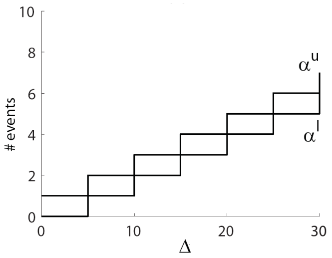
Example 1: Periodic with Jitter

A common event pattern that is used in literature can be specified by the parameter triple (p, j, d), where p denotes the period, j the jitter, and d the minimum inter-arrival distance of events in the modeled stream.

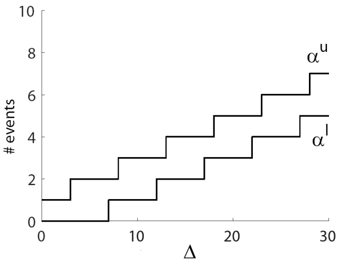


Example 1: Periodic with Jitter

Periodic



Periodic with Jitter



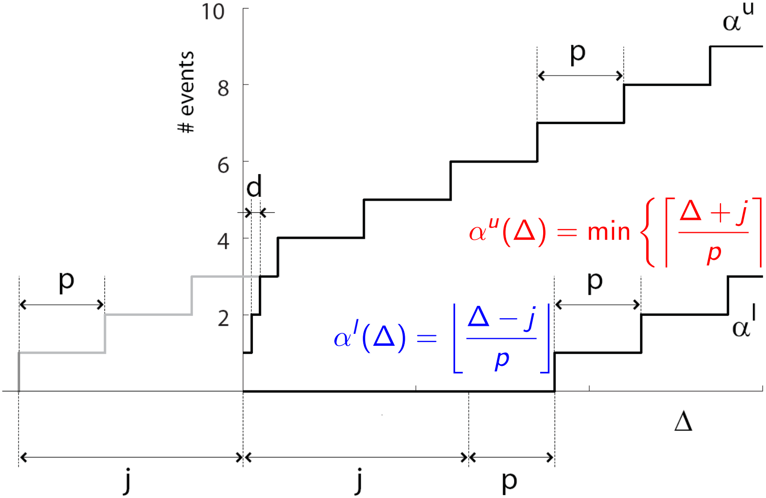
$$\alpha^u(\Delta) = \left\lceil \frac{\Delta}{p} \right\rceil$$

$$\alpha^l(\Delta) = \left\lfloor \frac{\Delta}{p} \right\rfloor$$

$$\alpha^u(\Delta) = \left\lceil \frac{\Delta + j}{p} \right\rceil$$

$$\alpha^l(\Delta) = \left\lfloor \frac{\Delta - j}{p} \right\rfloor$$

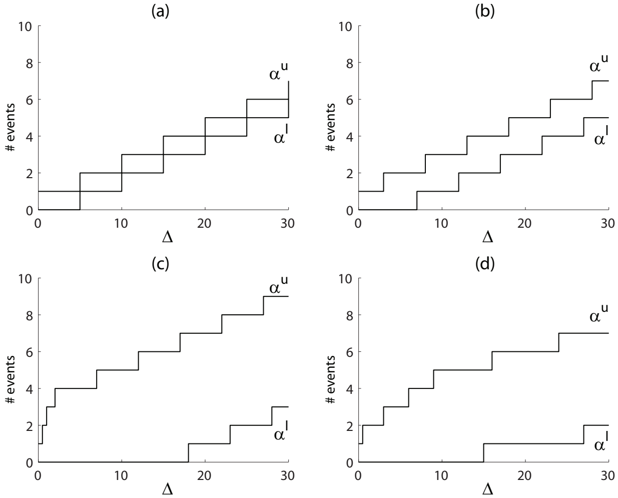
Example 1: Periodic with Jitter



$$\alpha^u(\Delta) = \min\left\{\left\lceil\frac{\Delta + j}{p}\right\rceil, \left\lceil\frac{\Delta}{d}\right\rceil\right\}$$

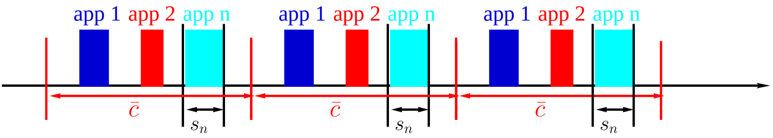
$$\alpha^l(\Delta) = \left\lfloor\frac{\Delta - j}{p}\right\rfloor$$

More Examples on Arrival Curves

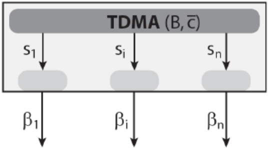


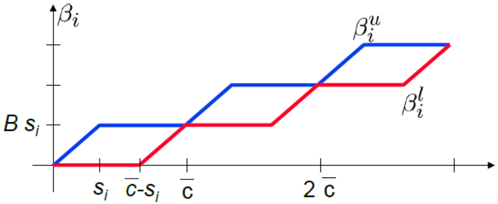
Example 2: TDMA Resource

- Consider a real-time system consisting of n applications that are executed on a resource with bandwidth B that controls resource access using a TDMA (Time Division Multiple Access) policy.
- Analogously, we could consider a distributed system with n communicating nodes, that communicate via a shared bus with bandwidth B, with a bus arbitrator that implements a TDMA policy.
- TDMA policy: In every TDMA cycle of length $\bar{c}$, one single resource slot of length s_i is assigned to application i.



Example 2: TDMA Resource

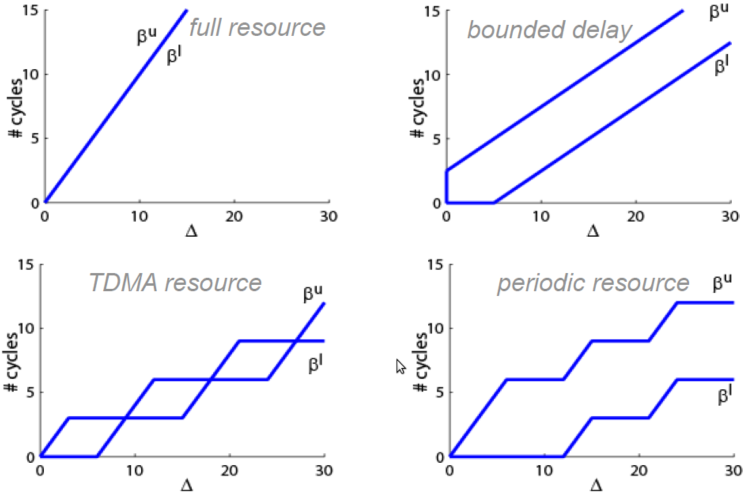




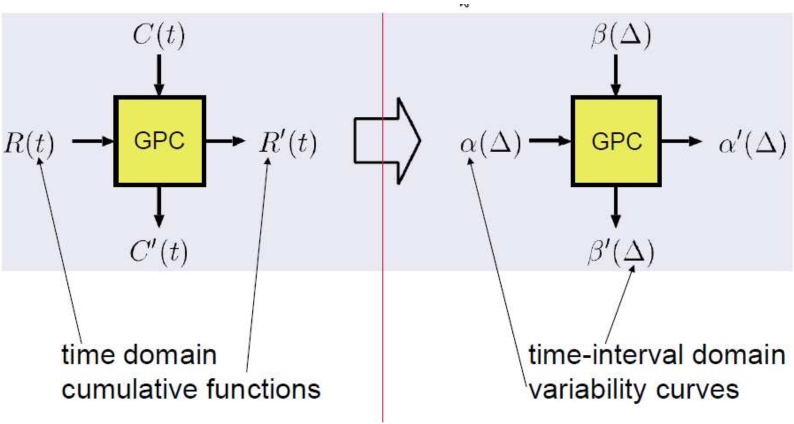
$$\beta^u(\Delta) = B \min\left\{ \left\lceil \frac{\Delta}{\bar{c}} \right\rceil s_i, \Delta - \left\lfloor \frac{\Delta}{\bar{c}} \right\rfloor (\bar{c} - s_i) \right\}$$

$$\beta^l(\Delta) = B \max\left\{ \left\lfloor \frac{\Delta}{\bar{c}} \right\rfloor s_i, \Delta - \left\lceil \frac{\Delta}{\bar{c}} \right\rceil (\bar{c} - s_i) \right\}$$

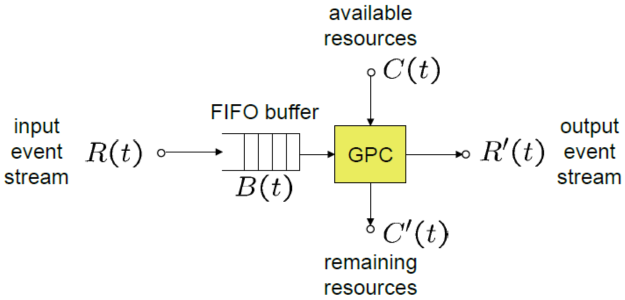
More Examples on Service Curves



Abstraction



Greedy Processing Component (GPC)



- Component is triggered by incoming events.
- A fully preemptable task is instantiated at every event arrival to process the incoming event.
- Active tasks are processed in a greedy fashion in FIFO order.
- Processing is restricted by the availability of resources.

Some Relations (only for your reference)

- The output upper arrival curve of a component satisfies

$$\alpha^{u\prime} \leq (\alpha^u \oslash \beta^l)$$

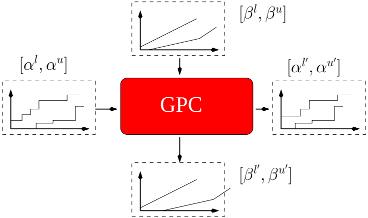
with a simple and pessimistic calculation.

- The remaining lower service curve of a component satisfies

$$\beta^{l\prime}(\Delta) = \sup_{0 \leq \lambda \leq \Delta} (\beta^l(\lambda) - \alpha^u(\lambda))$$

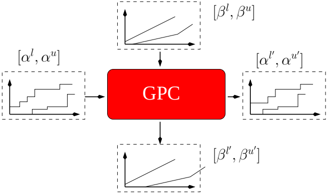
More Relations (only for your reference)

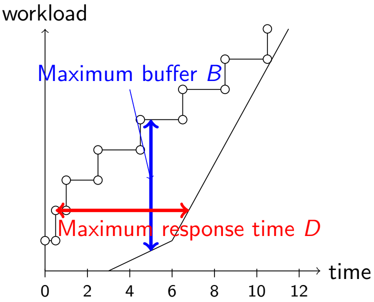
$$\alpha^{u'} = [(\alpha^u \otimes \beta^u) \oslash \beta^l] \wedge \beta^u$$
$$\alpha^{l'} = [(\alpha^u \oslash \beta^l) \otimes \beta^l] \wedge \beta^l$$
$$\beta^{u'} = (\beta^u - \alpha^l)\bar{\oslash}0$$
$$\beta^{l'} = (\beta^l - \alpha^u)\bar{\otimes}0$$



Without formal proofs....

Graphical Interpretation



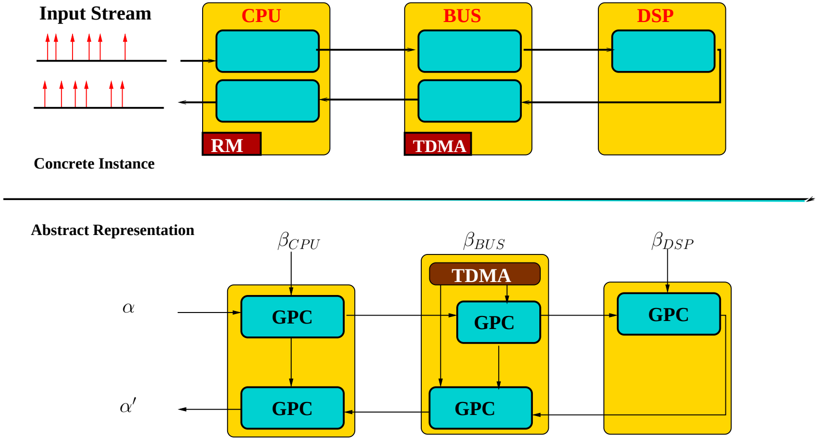


$$B = \sup_{t \geq 0}\{R(t) - R'(t)\} \leq \sup_{\lambda \geq 0}\{\alpha^u(\lambda) - \beta^l(\lambda)\}$$

$$D = \sup_{t \geq 0}\{\inf\{\tau \geq 0 : R(t) \leq R'(t+\tau)\}\}$$

$$= \sup_{\Delta \geq 0}\{\inf\{\tau \geq 0 : \alpha^u(\Delta) \leq \beta^l(\Delta + \tau)\}\}$$

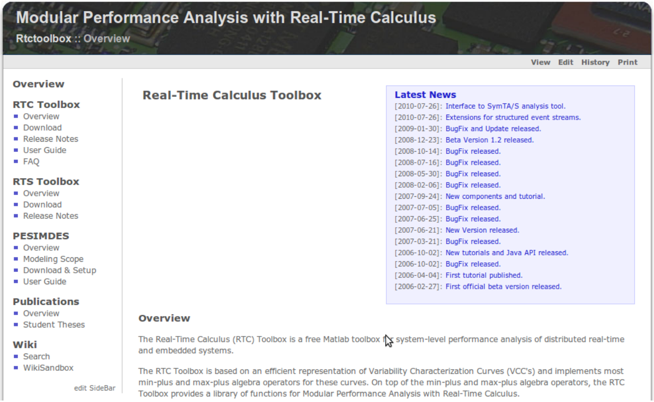
Complete System Composition



RM: Rate-Monotonic (a fixed-priority scheduler, detailed in Chapter 6)
TDMA: Time Division Multiple Access

GPC: Greedy Processing Component

RTC Toolbox (http://www.mpa.ethz.ch/Rtctoolbox)



Advantages and Disadvantages of RTC and MPA

- Advantages
  - Provides a powerful abstraction to model event arrivals and resource consumption
  - Considers resources as first-class citizens
  - Allows composition in terms of (a) tasks, (b) streams, (c) resources, (d) sharing strategies.
- Disadvantages
  - Needs some effort to understand and implement
  - Extension to new arbitration schemes not always simple
  - *Not applicable for schedulers that change the scheduling policies dynamically.*