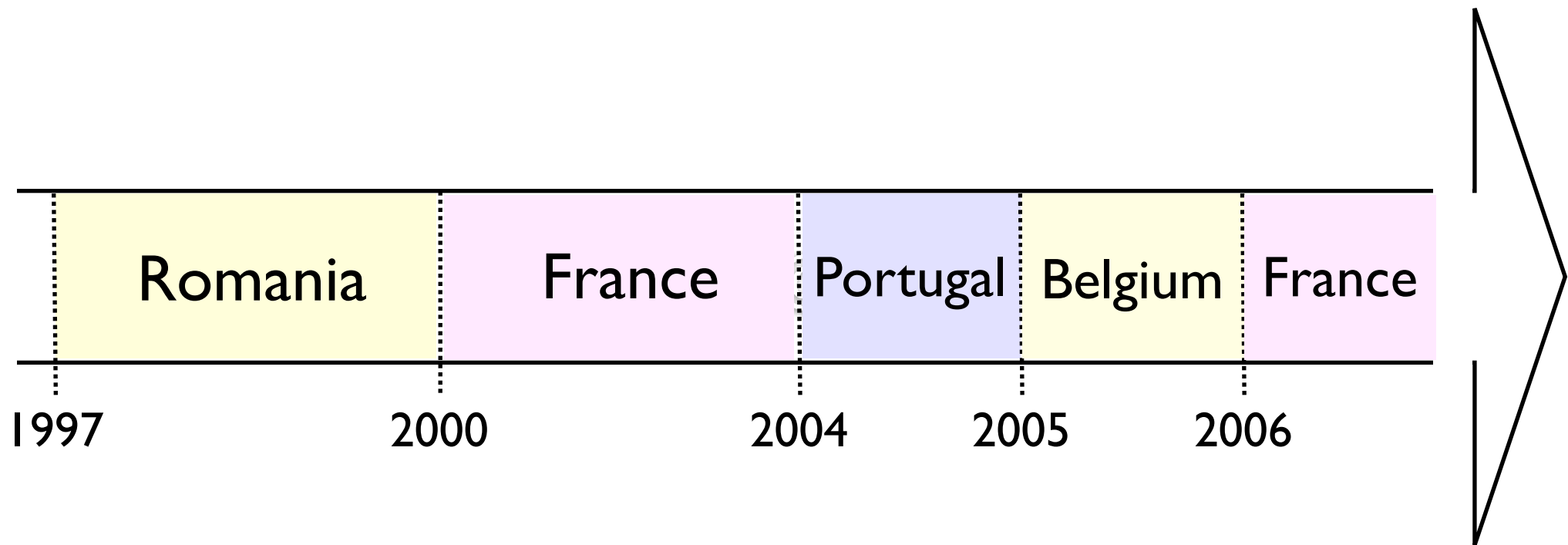
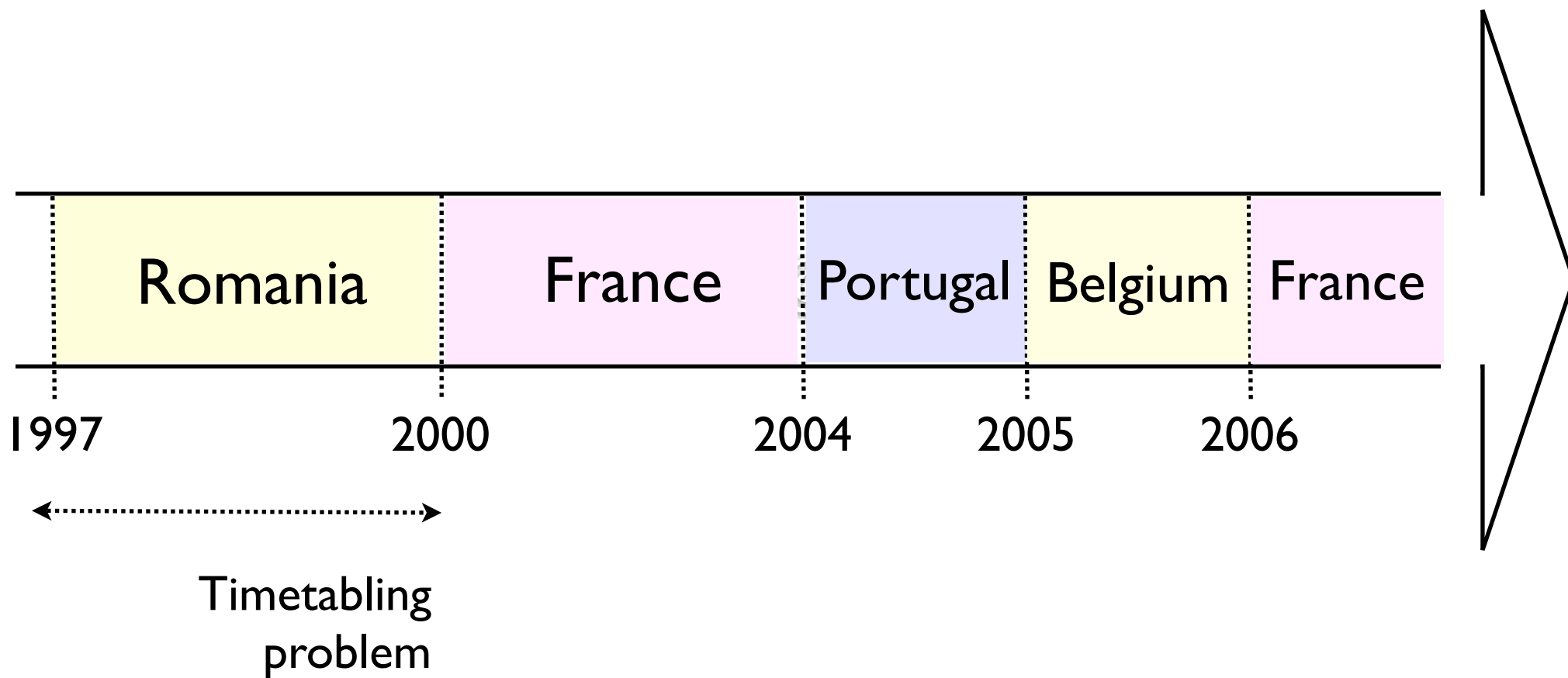
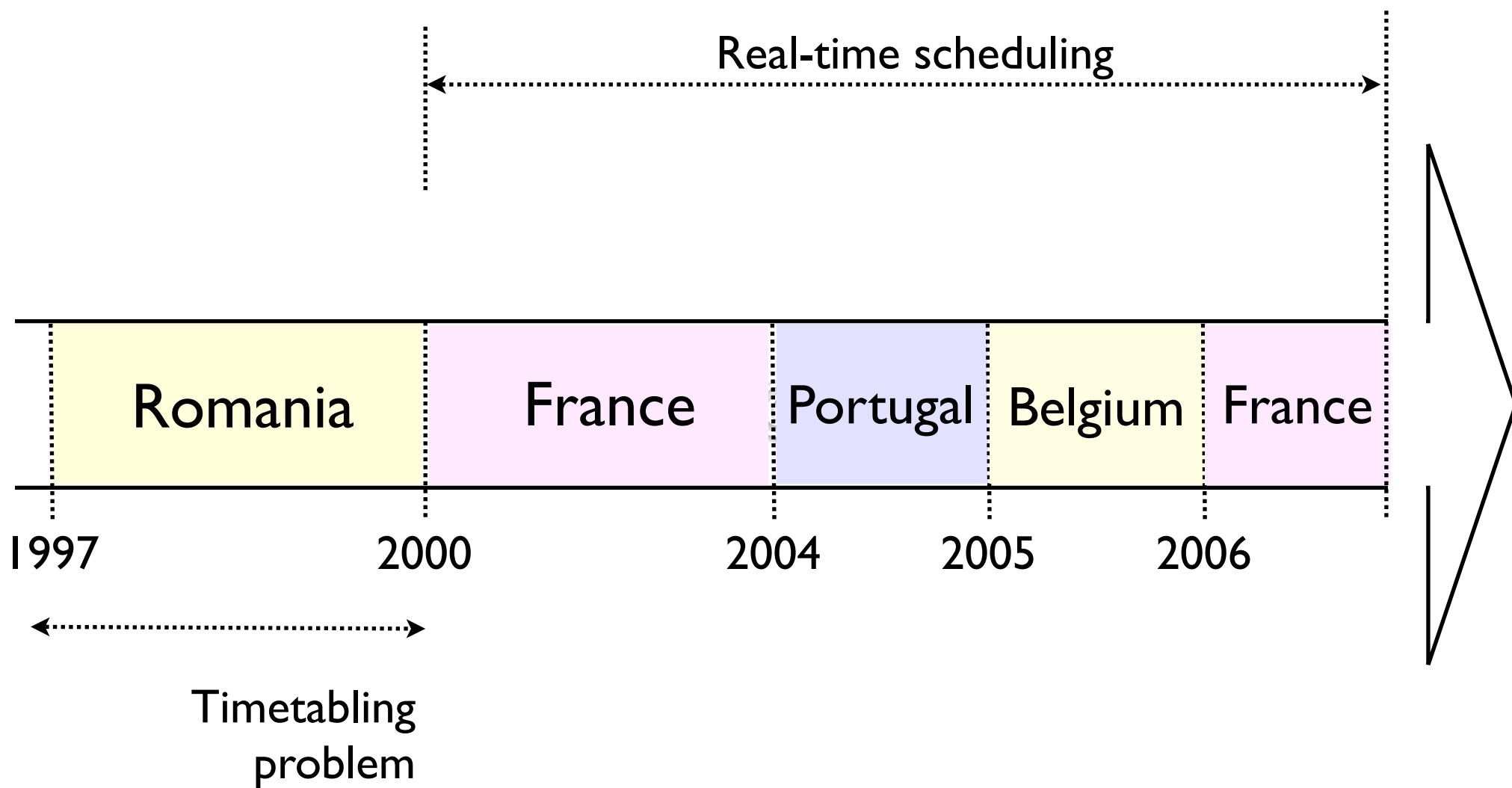


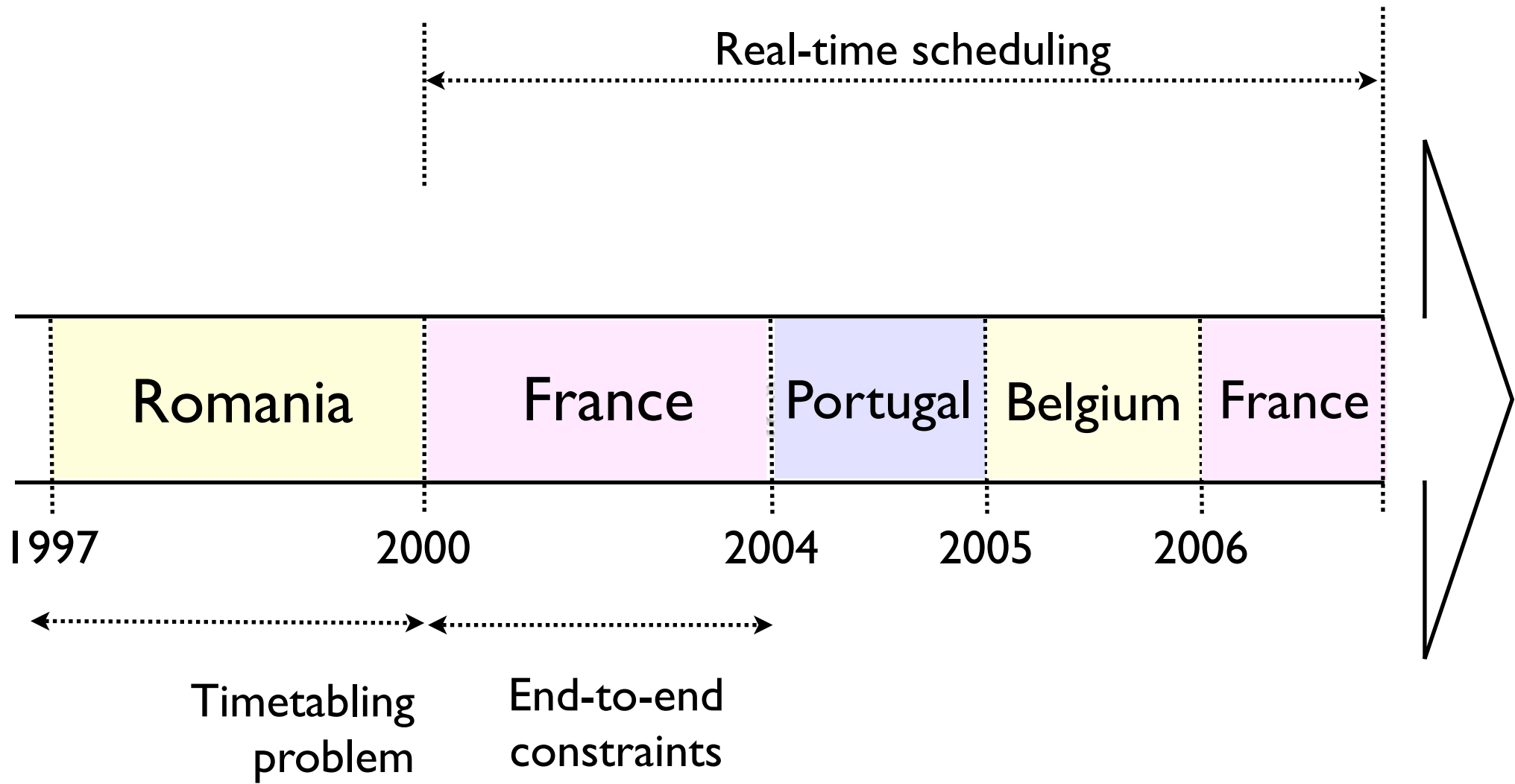
Some ideas and open problems in real-time stochastic scheduling

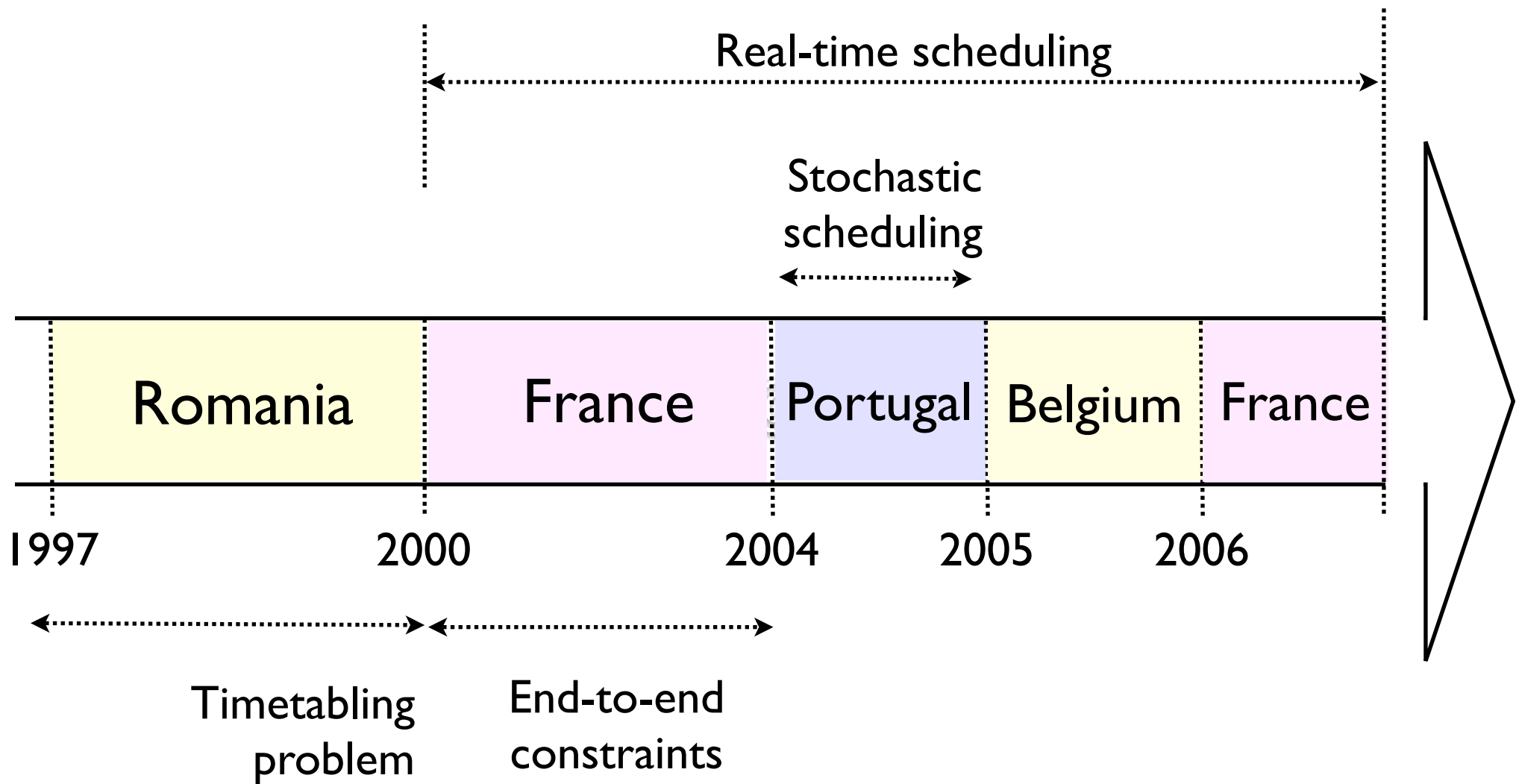
Liliana CUCU, Trio team, Nancy, France

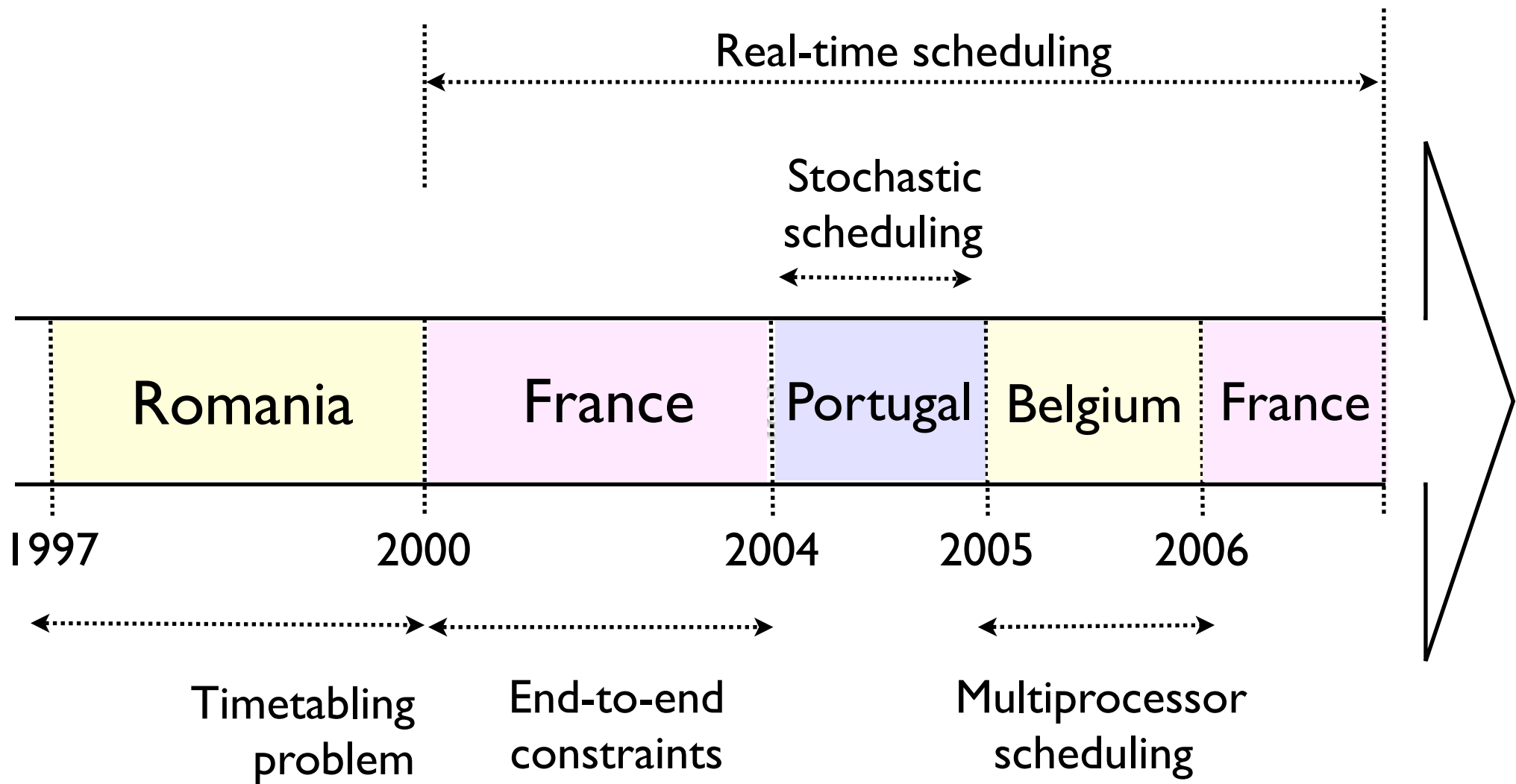


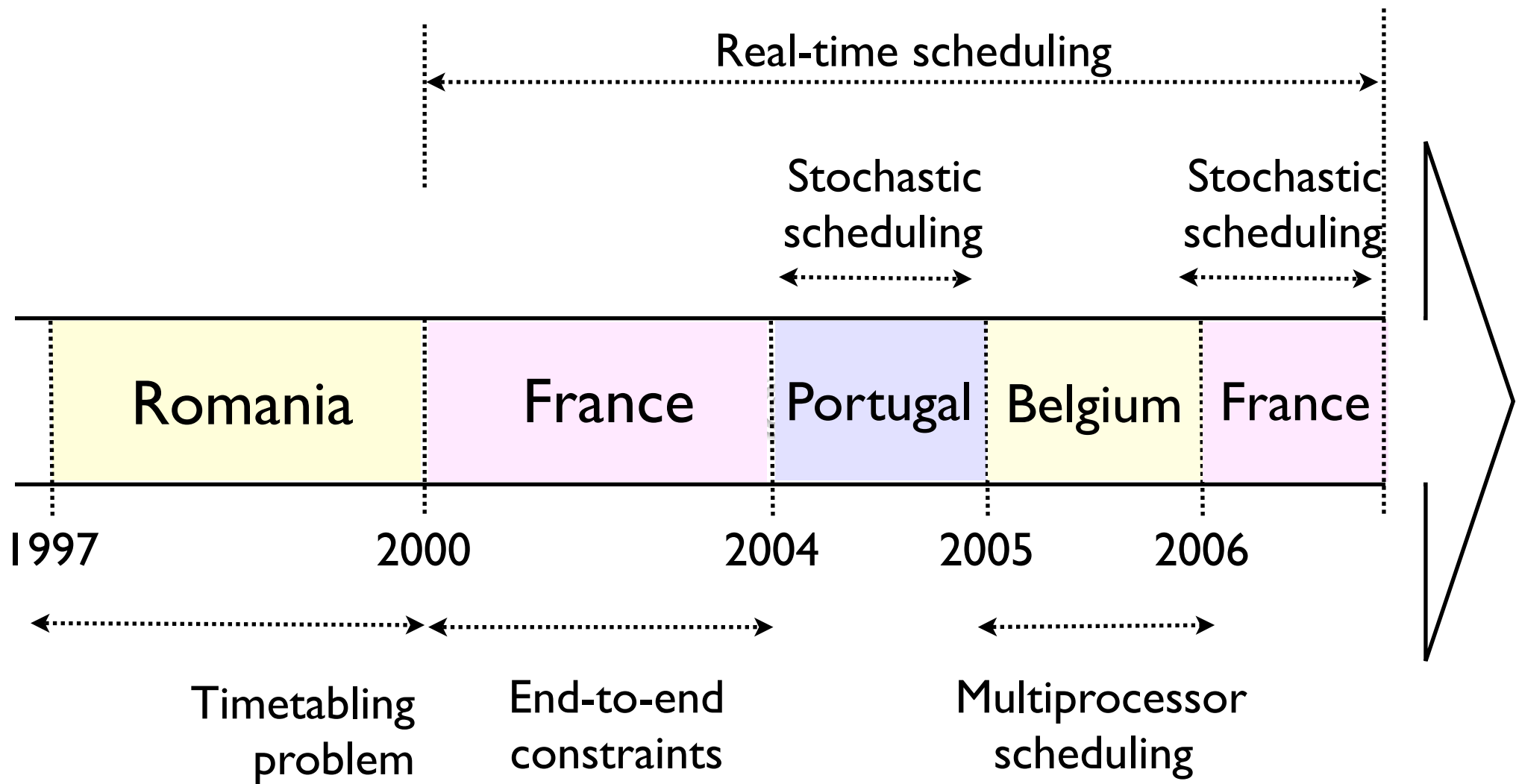










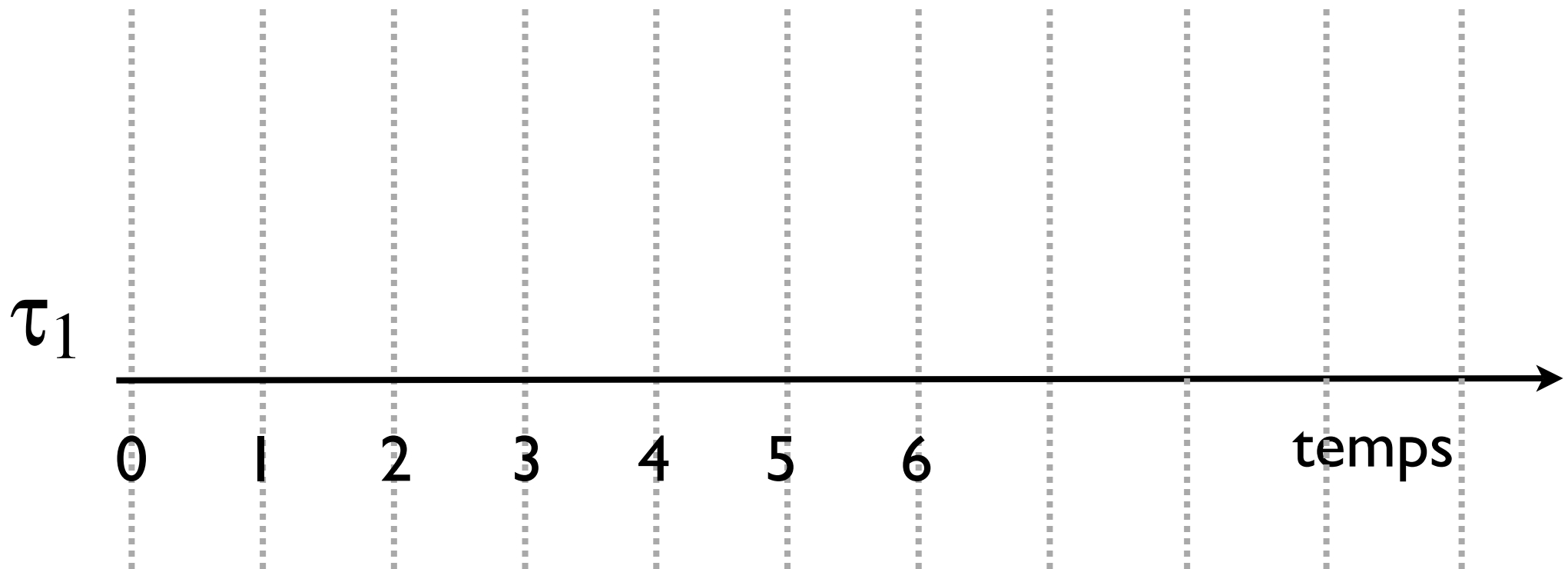


Real-time model:

$$\tau_i = (O_i, C_i, T_i, D_i)$$

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↑ release times
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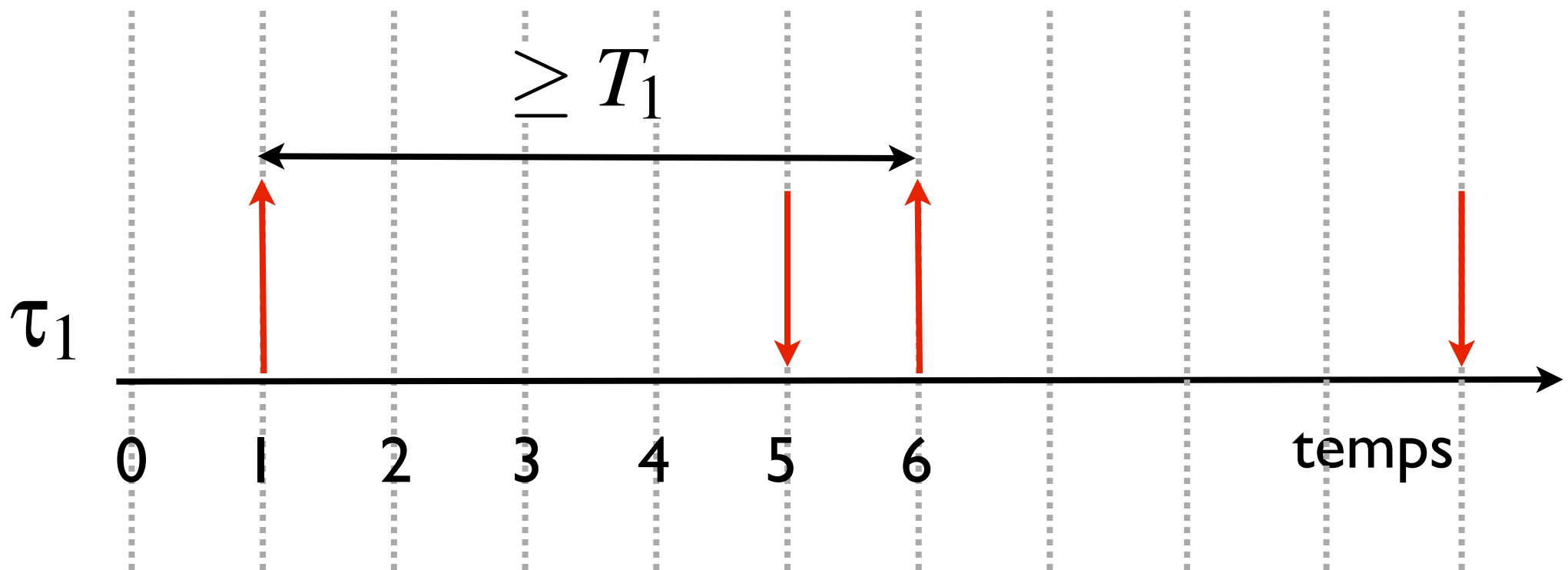


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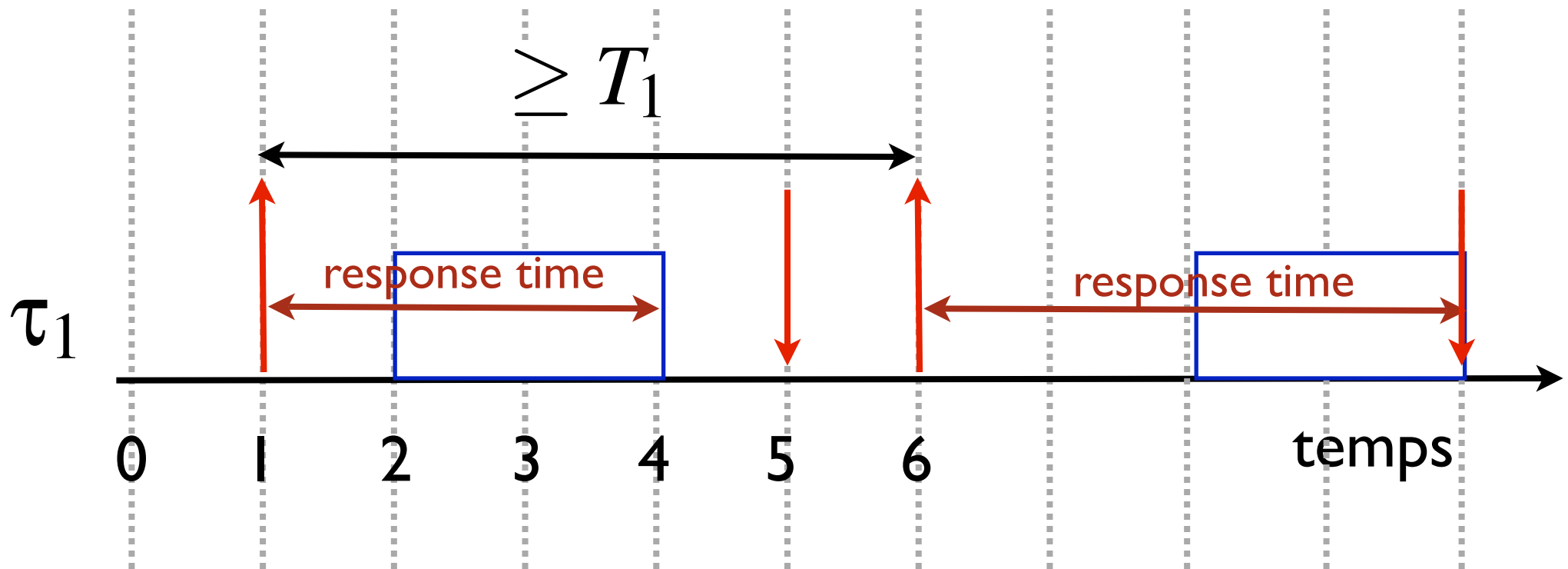


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Why stochastic?

- Soft real-time constraints
- Uncertainness
- Worst-case behavior is a rare event

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Postdocs: Porto, Nancy

Where is the “stochastic touch”?

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Extracting quantitative information, i.e., obtaining distribution functions

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Temporal analysis of systems with at least one parameter given by a random variables

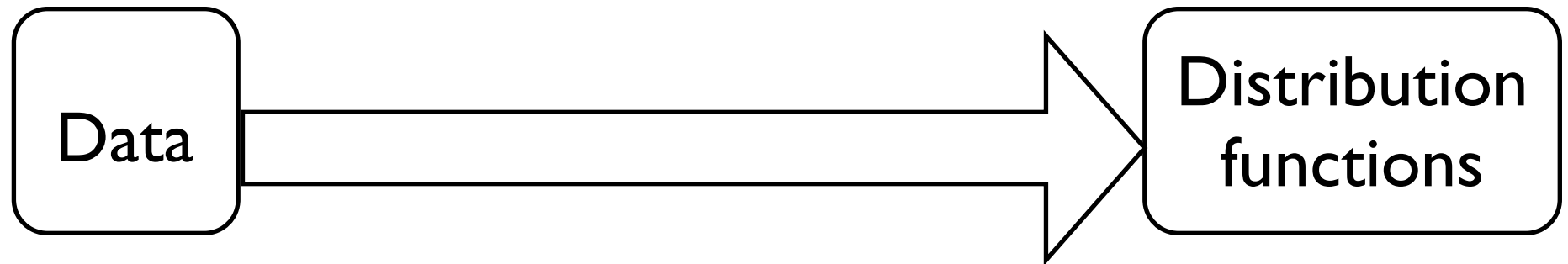
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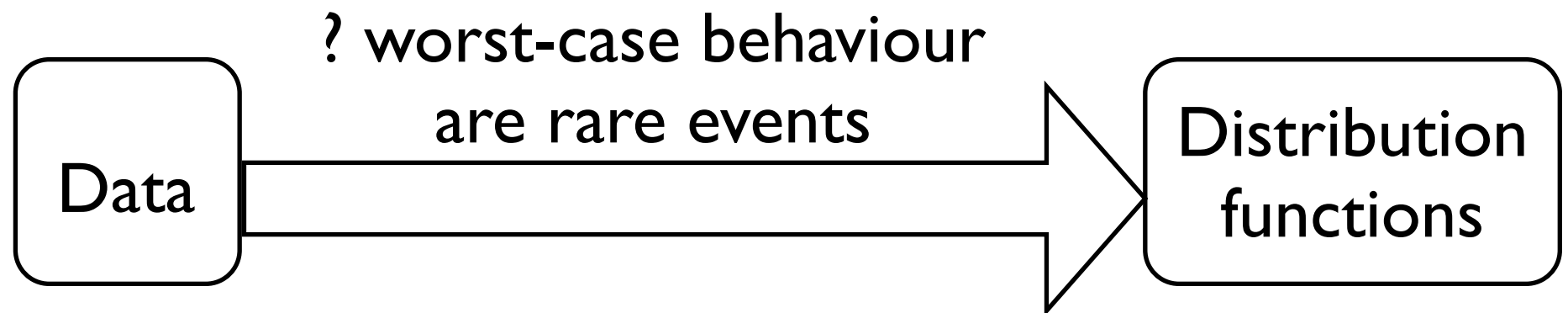
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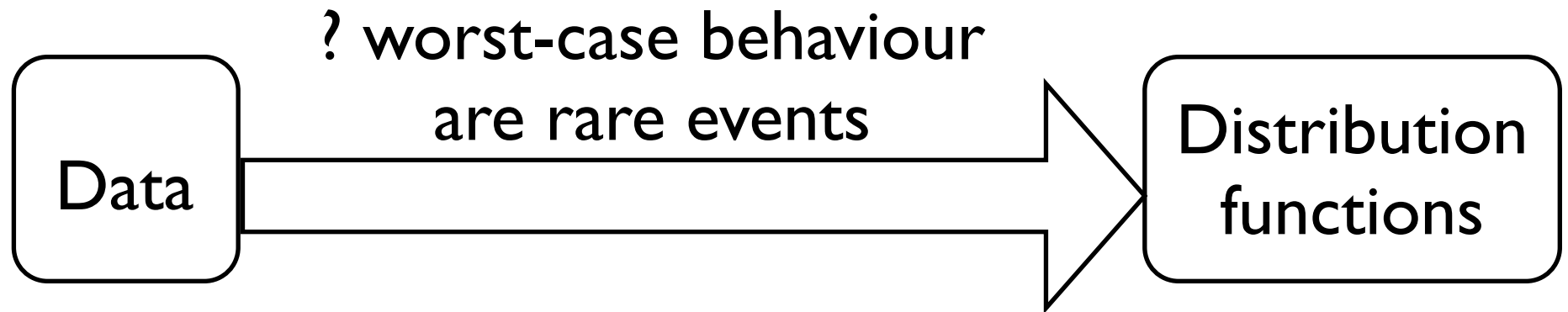
Extracting quantitative information



Extracting quantitative information



Extracting quantitative information



Joint work with N. Navet and René Schott (TRIO, Nancy)

How to estimate the average response time???

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Activation model of tasks not known

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 Monte-Carlo simulation

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Monte-Carlo simulation
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- Large deviation
 - better suited than simulation to rare events
 - easily implementable
 - embedded in a broader analysis

Large deviation : main result

$M_n = \frac{1}{n} \sum_{k=1}^n R_{i,k}$ mean of response times over n task instances

$$P(M_n \geq \text{value})$$

Cramer's theorem : if $R_{i,n}$ **independent** identically distributed random variables

$$P(M_n \in \mathbb{G}) \asymp e^{-n \inf_{x \in \mathbb{G}} I(x)}$$

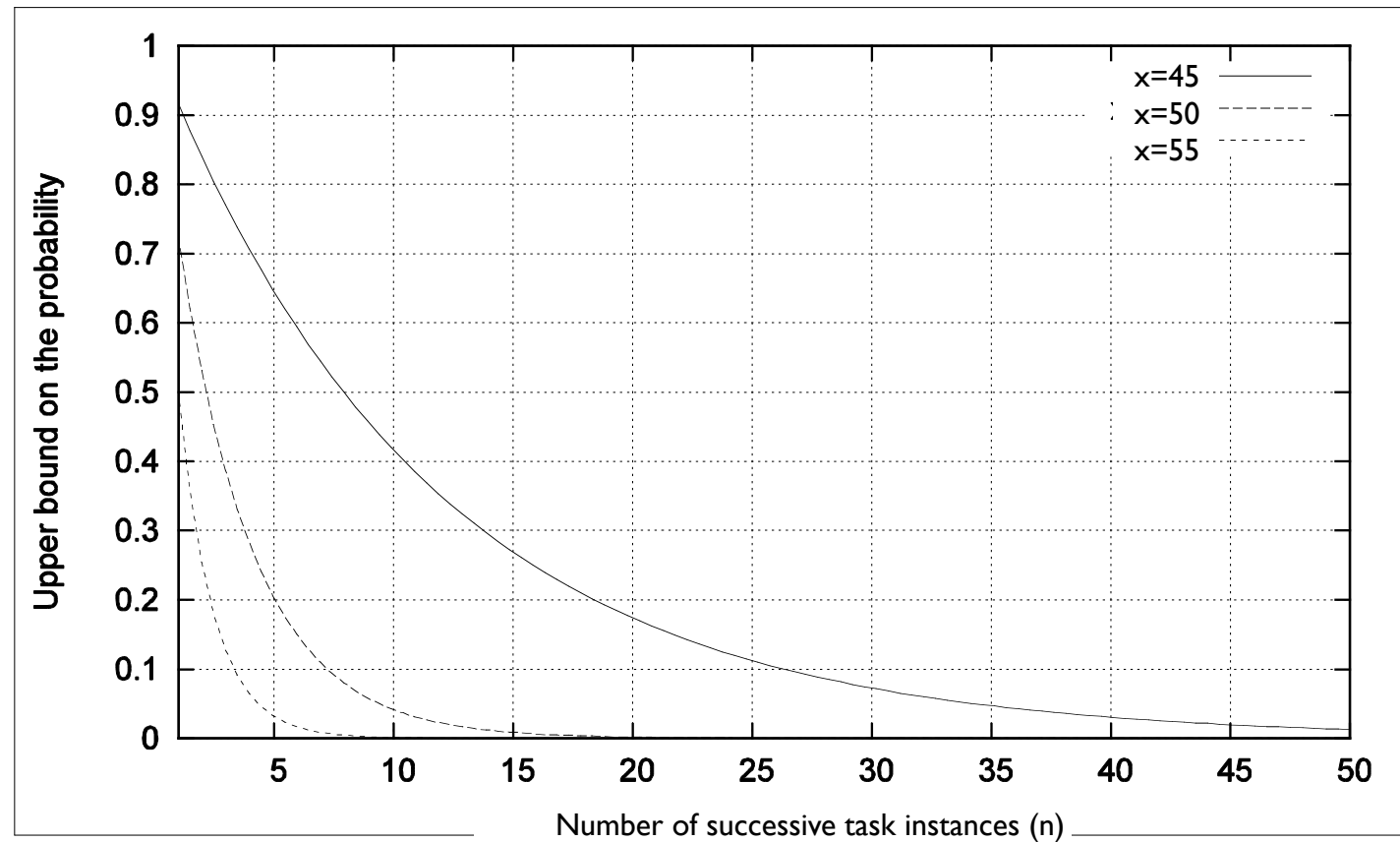
$\mathbb{G} = [\text{value}, \infty)$

$$I(x) = \sup_{\tau > 0} [\tau x - \log E(e^{\tau x})] = \sup_{\tau > 0} [\tau x - \log \sum_{k=-\infty}^{+\infty} p_k e^{k\tau}]$$

Technical contribution

Can deal with distributions given as histograms

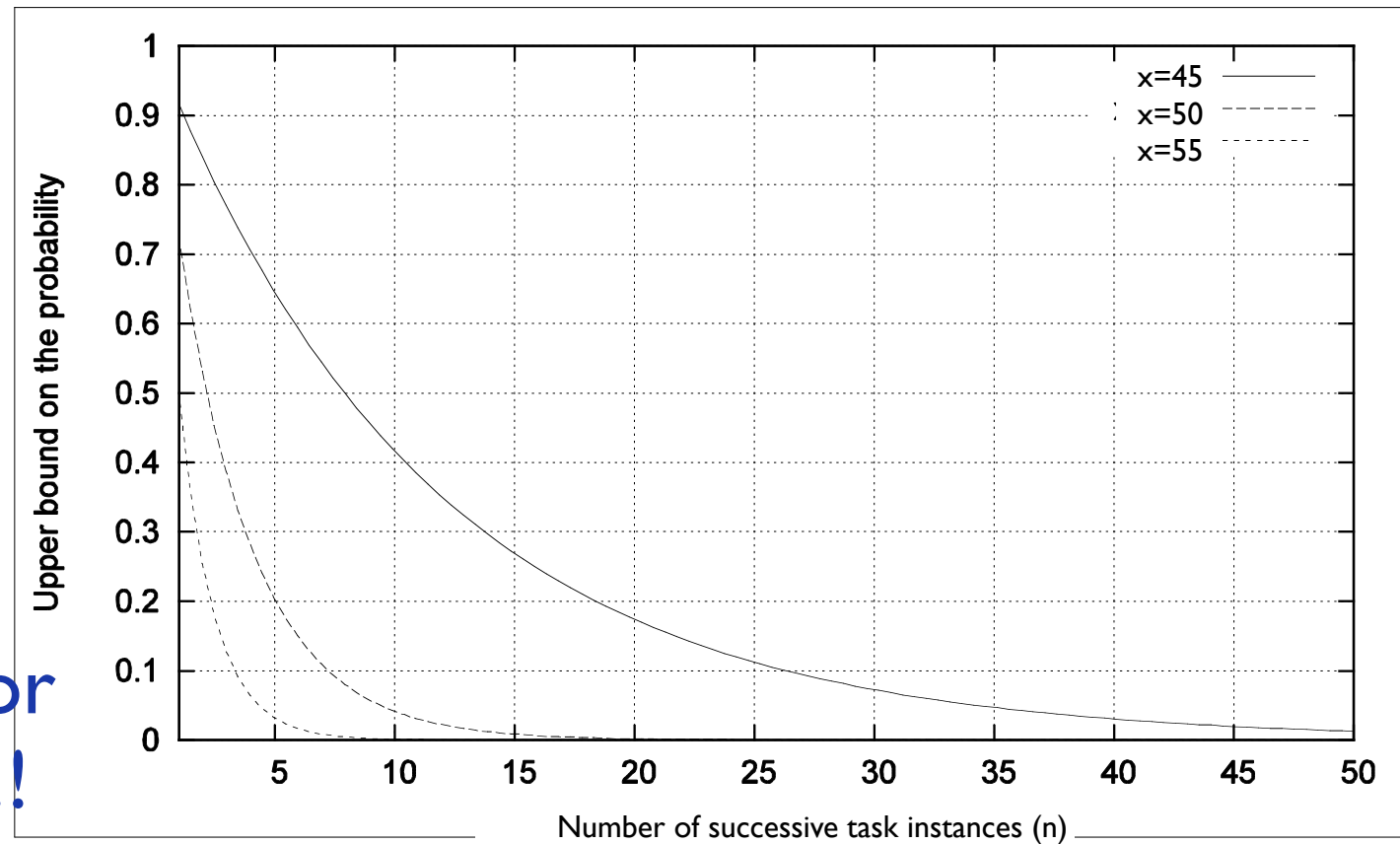
RT interval	Probability	k
$[0, 10)$	$1/25$	5
$[10, 20)$	$2/25$	15
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$[30, 40)$	$10/25$	35
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$[50, 60)$	$3/25$	55
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!! Uniprocessor or multiprocessor !!

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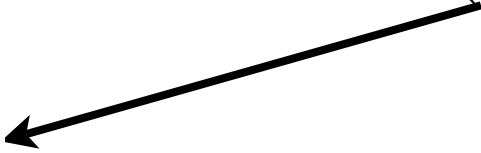
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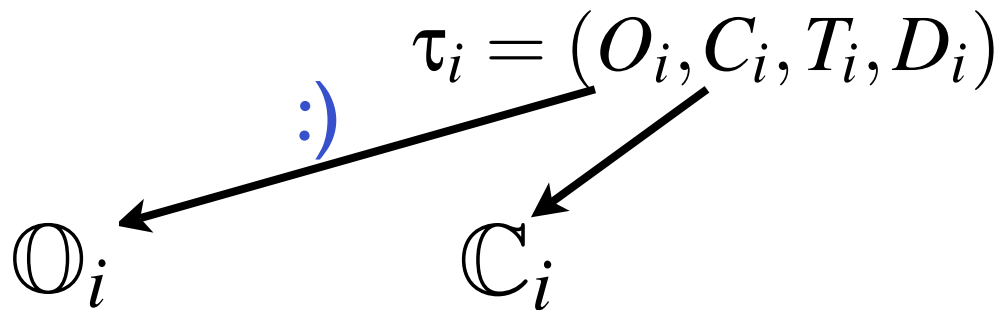
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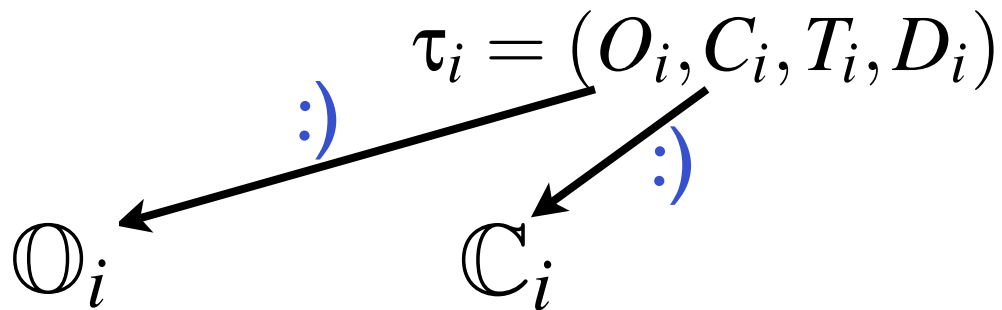
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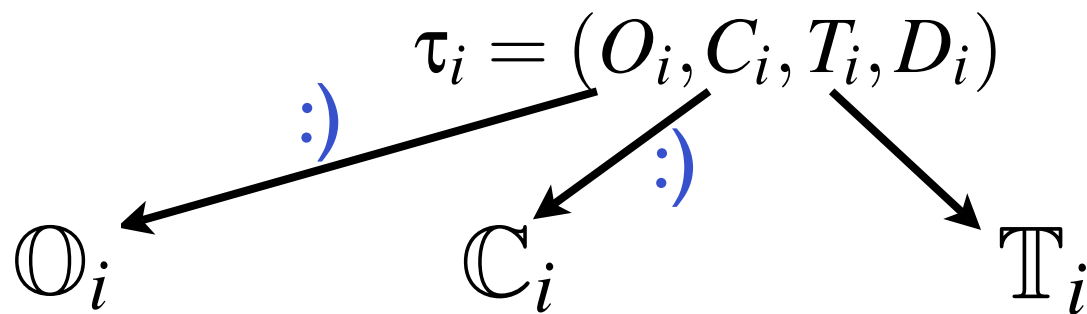
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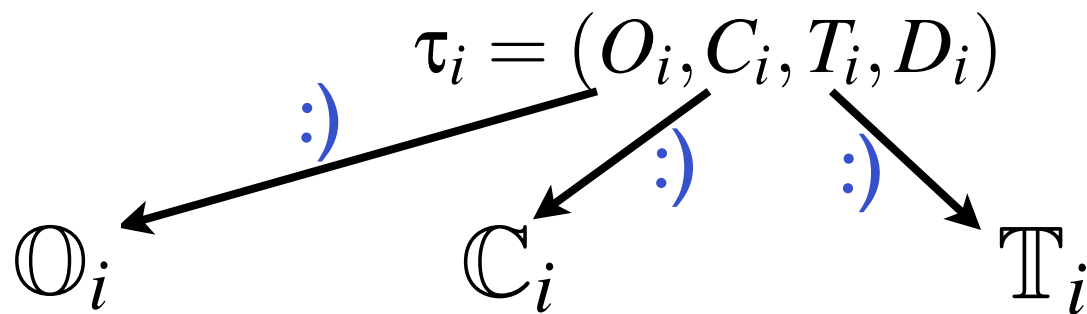
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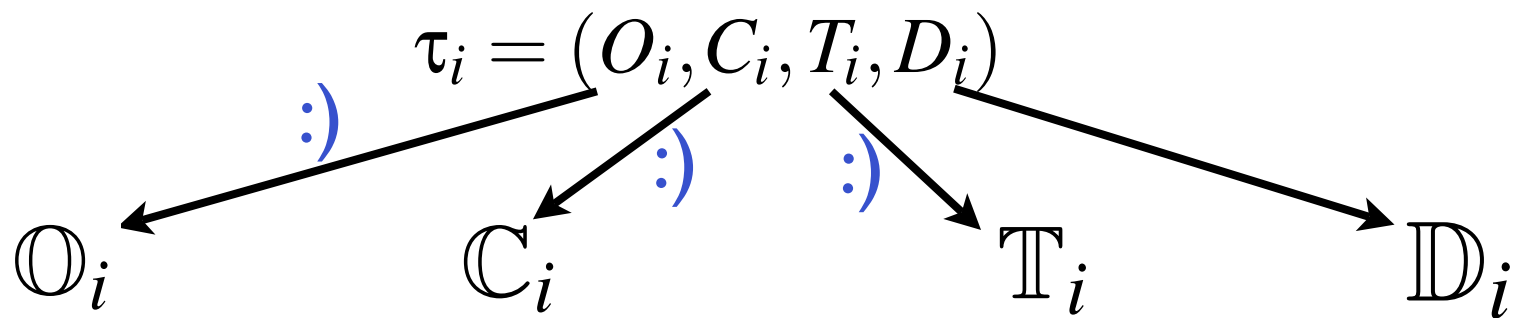
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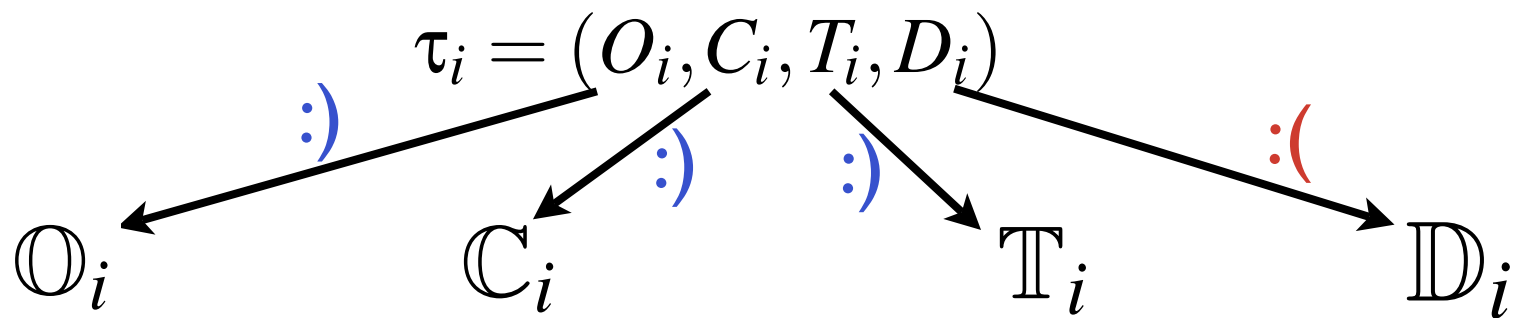
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Joint work with E. Tovar (Hurray, Portugal)

Response time of a task τ_i

When minimal inter-arrival times are considered

$$R_i = C_i + \sum_{j \in hp(i)} \left\lceil \frac{R_i}{T_j} \right\rceil C_j$$

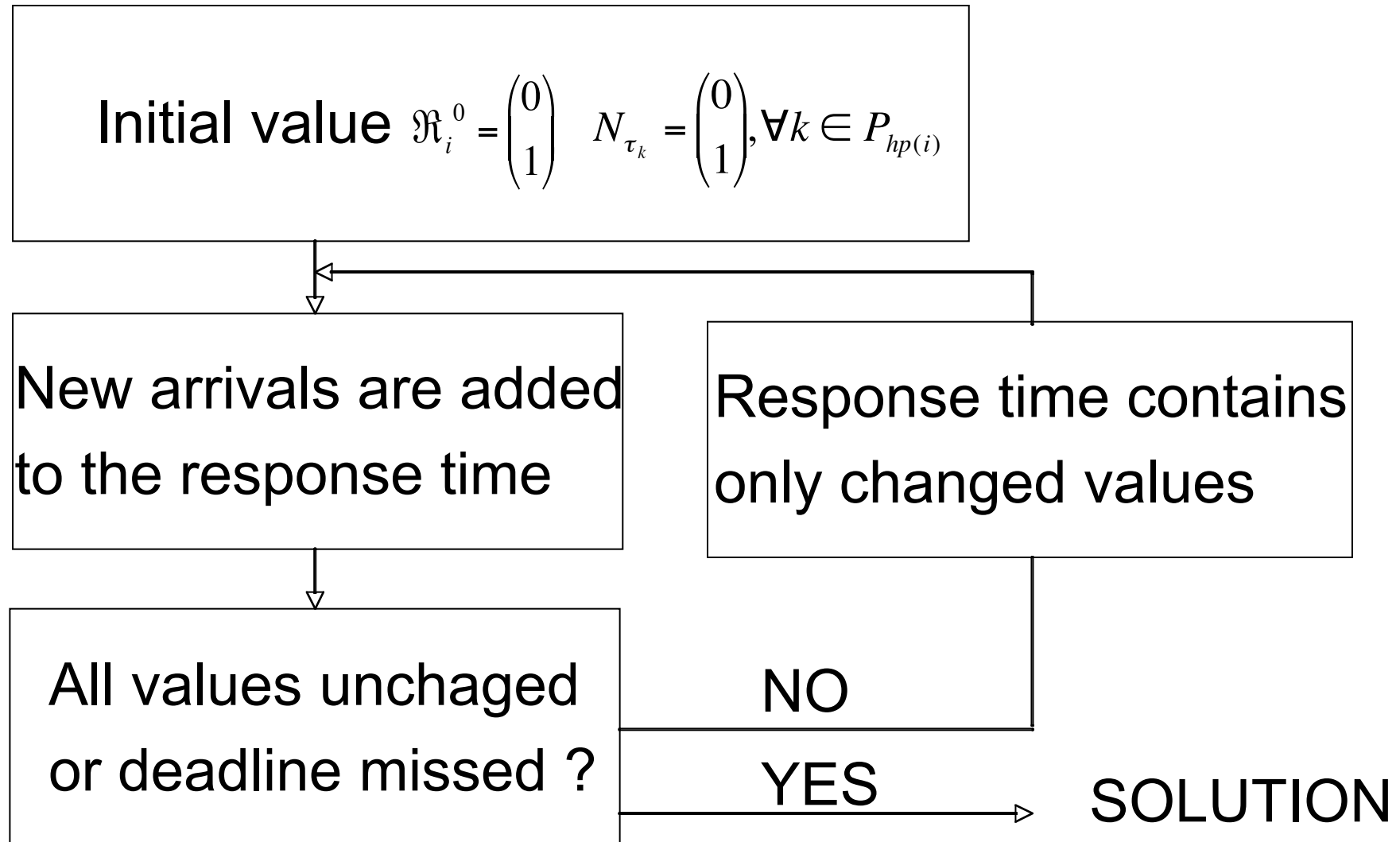
This time ...

Response time

$$\mathbb{R}_i = C_i \otimes \left(\otimes_{k \in P} \left[\frac{\mathbb{R}_i}{C_k} \right] \right) \otimes \left(\otimes_{k \in R} N_{\tau_k} C_k \right)$$

Algorithm providing a solution

$$\mathbb{R}_i = \begin{pmatrix} 6 & 9 & 11 \\ 0.5 & 0.3 & 0.2 \end{pmatrix}$$



Initial values

$$\mathfrak{R}_i^0 = \begin{pmatrix} r_{i,1}^0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \text{ and } N_k = \begin{pmatrix} 0 \\ 1 \end{pmatrix}, \forall k \in R_{hp(i)}$$

Iteration m - first step

Working random variable L^m

$$L_j^m = C_i + \sum_{k \in P_{hp(i)}} \left[\frac{L_j^m}{T_k} \right] \cdot C_k + \sum_{k \in R_{hp(i)}} N_k(r_j^{m-1}) \cdot C_k$$

r_j^{m-1} initial value

Un example

Task	T	C
τ_1	$T_1 = \begin{pmatrix} 8 & 10 & 15 \\ 0.1 & 0.3 & 0.6 \end{pmatrix}$	3
τ_2	$T_2 = \begin{pmatrix} 10 \\ 1 \end{pmatrix}$	3
τ_3	$T_3 = \begin{pmatrix} 15 & 20 \\ 0.6 & 0.4 \end{pmatrix}$	2
τ_4	$T_4 = \begin{pmatrix} 15 \\ 1 \end{pmatrix}$	2
τ_5	$T_5 = \begin{pmatrix} 14 & 22 \\ 0.4 & 0.6 \end{pmatrix}$	2

$$L_4^1 = \begin{pmatrix} l_1^1 \\ 1 \end{pmatrix} = \begin{pmatrix} 5 \\ 1 \end{pmatrix} \text{ where } l_1^1 \text{ solution of equation } l_1^1 = 0 \cdot C_1 + \left[\frac{l_1^1}{T_2} \right] C_2 + 0 \cdot C_3 + 1 \cdot C_4$$

with $r_1^0 = 0$ initial value

Iteration m - second step

$$\mathfrak{R}_i^m = L^m \otimes \left(\otimes_{k \in R_{hp}(i)} \Delta_k \cdot C_k \right)$$

Back to the example

Task	T	C
τ_1	$T_1 = \begin{pmatrix} 8 & 10 & 15 \\ 0.1 & 0.3 & 0.6 \end{pmatrix}$	3
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$$\mathfrak{R}_4^2 = L^2 \otimes \begin{pmatrix} 1 & 2 \\ 0.6 & 0.4 \end{pmatrix} C_1 \otimes \begin{pmatrix} 0 \\ 1 \end{pmatrix} C_3$$

Iteration m - get ride of unchanged values

$$\left\{ \begin{array}{l} L^m = \begin{pmatrix} 1 & 3 & 4 \\ 0.5 & 0.2 & 0.3 \end{pmatrix} \\ \mathfrak{R}_i^m = \begin{pmatrix} 1 & 2 & 3 & 4 & 5 \\ 0.1 & 0.4 & 0.3 & 0.1 & 0.1 \end{pmatrix} \end{array} \right.$$

$$\text{New } \mathfrak{R}_i^m = \text{Comp}(\mathfrak{R}_i^m, L^m) = \begin{pmatrix} 2 & 5 \\ 0.4 & 0.1 \end{pmatrix}$$

One entire iteration (3) of our example

The periodic higher tasks are giving a response time:

$$\mathbf{I} = \begin{pmatrix} 20 \\ 0.5 \end{pmatrix}$$

The random higher tasks are giving a response time:

$$\mathfrak{R}_{n,0}^3 = \mathbf{I} \otimes \left(F^*(20) \cdot C_3 \right) = \begin{pmatrix} 20 & 21 \\ 0.42 & 0.08 \end{pmatrix},$$

$$\text{where } F^*(20) = \begin{pmatrix} 2 & 3 \\ 0.84 & 0.16 \end{pmatrix}$$

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Some references

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- M. Pinedo - *Offline deterministic scheduling, stochastic scheduling and online deterministic scheduling: a comparative overview*
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Thank you for your attention



Open problems in
stochastic real-time scheduling :
introduction of **dependent**
random variables