## Written Assignment 1

CPEN 432: Real-time System Design

Due: September 30, 2019, by 11:59 p.m., on Gradescope

**Notation:**  $[n] = \{1, ..., n\}$  for integer  $n \ge 1$ .

1. (Predictability) In general, a real-time (scheduling) system is said to be predictable if it does not have scheduling anomalies. We saw one such anomaly in class. Here we will attempt to develop one plausible notion of predictability and make it formal. Suppose that we want to schedule n jobs J<sub>1</sub>,..., J<sub>n</sub>. For every job J<sub>i</sub>, instead of a single execution time estimate, we are given two execution time estimates c<sub>i</sub><sup>-</sup> and c<sub>i</sub><sup>+</sup>, where c<sub>i</sub><sup>-</sup> is the minimum execution time and c<sub>i</sub><sup>+</sup> is the maximum execution time of job J<sub>i</sub>. Fix a scheduling policy. We call the schedule generated by the given scheduling policy when the execution time of every job has its minimum value a minimal schedule. A maximal schedule is defined analogously. Note that the actual (exact) schedule under the given policy is unknown because, at run time, job J<sub>i</sub> might demand anything in [c<sub>i</sub><sup>-</sup>, c<sub>i</sub><sup>+</sup>]. Let s<sub>i</sub><sup>-</sup> and f<sub>i</sub><sup>-</sup> denote the start and finish time of job J<sub>i</sub>, respectively, in the minimal schedule produced by the fixed scheduling policy. The quantities s<sub>i</sub><sup>+</sup> and f<sub>i</sub><sup>+</sup> are the counterparts corresponding to the maximal policy.

Let  $s_i$  and  $f_i$  denote job  $J_i$ 's actual start and finish time under the given policy. We say that  $J_i$  is **predictable** under the given policy if both  $s_i^- \leq s_i \leq s_i^+$  and  $f_i^- \leq f_i \leq f_i^+$ . The execution of the entire job set under a given policy is predictable if every  $J_i$  is predictable.

Show that the execution of every job in a set of independent jobs with fixed arrival times that are scheduled preemptively on a single processor using any priority-based scheme is predictable.

- 2. (Coincidence, anomaly, there's a difference?) Consider a job system consisting of nine non-preemptable jobs  $J_1, \ldots, J_9$ . Their execution times are 3, 2, 2, 2, 4, 4, 4, 4, 9, they are all ready to run at time 0, and they have equal deadlines of 12. Job  $J_i$  is said to be a **predecessor** of job  $J_j$  if job  $J_j$  cannot start execution until job  $J_i$  has finished execution entirely. Job  $J_i$  is said to be an **immediate predecessor** of  $J_j$  if  $J_i$  is a predecessor of  $J_j$  and there is no  $J_k$  with  $k \neq i \neq j$  such that both (1)  $J_k$  is a predecessor of  $J_j$  and (2)  $J_i$  is a predecessor of  $J_k$ . In our job system,  $J_i$  is the immediate predecessor of  $J_j$ , and  $J_j$  is the immediate predecessor of  $J_j$ , and  $J_j$  is the immediate predecessor of  $J_j$ , and  $J_j$  is the immediate predecessor of  $J_j$ , and  $J_j$  is the immediate predecessor of  $J_j$ , and  $J_j$  is the immediate predecessor of  $J_j$ , and  $J_j$  is the immediate predecessor of  $J_j$ , and  $J_j$  is the immediate predecessor of  $J_j$ . There is no other precedence constraints. A job with a lower index has a higher priority; that is,  $J_j$  has higher priority than  $J_k$  iff j < k.
  - (a) A **precedence graph** is a directed graph where there is a vertex for each job, and a directed edge emanates from vertex i towards vertex j if job  $J_i$  is the immediate predecessor of job  $J_j$ . Draw the precedence graph corresponding to our job system.
  - (b) Suppose that each node in the precedence graph has a weight, which is the execution time of the corresponding job. Given an arbitrary weighted precedence graph G with n jobs (i.e., n vertices), node weights  $c_1, \ldots, c_n$ , and a job  $i \in [n]$ ,

- and assuming that all n jobs arrive at time 0, devise an algorithm to compute the earliest time at which job i can start execution. Your algorithm should run in time that is at most  $O(n^2)$ .
- (c) Can the jobs in our 9-job set meet their deadlines if scheduled on 3 processors? All 3 processors are identical (job i will require  $c_i$  on any processor). Distinct jobs can run in parallel on any of the 3 processors. Since scheduling in this part is non-preemptive, a job that starts on one processor must finish on the same processor; the job cannot be interrupt by other jobs on the same processor and cannot resume execution on another processor (no migration allowed). Justify your answer. In this and all the subsequent parts, the best way to demonstrate your answer is to draw a timing diagram of schedules with horizontal parallel axes, each corresponding to a processor.
- (d) Can our jobs meet their deadlines on the 3 processors if we allow preemption and schedule preemptively? Justify your answer. In the case of preemption, the execution of one job cannot overlap on two or more processors: You cannot run two portions of the same job in parallel concomitantly; however, you may migrate a job across processors by interrupting its execution on the processor upon which it is running and resuming its execution on another. A job can also be preempted and resume on the same processor.
- (e) Can our jobs meet their deadlines if scheduled on 4 processors non-preemptively? Justify your answer.
- (f) Suppose that all three processors were upgraded to faster processors, and this upgrade resulted in a reduction of the execution time of each of our 9 jobs by 1 time unit. Can the jobs meet their deadlines when scheduled non-preemptively on the 3 faster processors? Justify your answer.
- 3. Here we will show that preemptive EDF minimizes the maximum lateness  $L_{\text{max}}$  of preemptive jobs with arbitrary release times and arbitrary deadlines. The input is a set of n jobs  $J_1, \ldots, J_n$ , where job i has release time  $r_i \geq 0$ , relative deadline  $D_i \geq 0$  (and thus absolute deadline  $d_i = r_i + D_i$ ), and computation time  $c_i > 0$ .
  - (a) For a subset S of [n], let  $r(S) = \min_{i \in S} r_i$ ,  $c(S) = \sum_{i \in S} c_i$ , and  $d(S) = \max_{i \in S} d_i$ . Show that for any deterministic scheduling algorithm A,

$$L_{\max}(A) \geqslant \max_{S \subset [n]} \{ r(S) + c(S) - d(S) \}.$$

This establishes a lower bound on  $L_{\text{max}}$ . Hint: Consider an optimal schedule of the n jobs, and let j be the *last* job to finish in some subset  $S \subset [n]$  in the optimal schedule.

- (b) Now we will show that EDF achieves the lower bound in the previous part; that is,  $L_{\max}(\text{EDF}) = \max_{S \subset [n]} \{r(S) + c(S) d(S)\}.$ 
  - i. Argue that to prove (b), it is sufficient to show that  $L_{\max}(\text{EDF}) \leq r(S) + c(S) d(S)$  for some  $S \subset [n]$ .
  - ii. Let  $c \in [n]$  be a job for which, under EDF,  $L_c = L_{\text{max}}(\text{EDF})$ , and let t be the *latest* time instant under EDF such that if job j runs in  $I = [t, f_c]$ , then it must have arrived at or after t. Let  $S \subset [n]$  be the set of jobs running in I (not necessarily finished in I). The **idle time** in an interval (under some scheduling policy) is the total amount of time in the interval during which no job is running on the processor. Show that interval I has no idle time under EDF. **Hint:** Use the maximality of t in the definition of I.

- iii. From the previous part, conclude that  $f_c \leq c(S) + t$ .
- iv. Show that r(S) = t for the set S in ii.
- v. Show that  $d_c = d(S)$  for the set S in ii. **Hint:** Let t' be the last time instant in  $I = [t, f_c]$  at which some job with  $d_j > d_c$  finishes. Argue that no job that finishes in  $[t', f_c]$  could have possibly preempted j; arrive at a contradiction.
- vi. Finally, put the facts derived thus far altogether to conclude that  $L_{\max}(\text{EDF}) \leq r(S) + c(S) d(S)$  for the set S in ii.