# CSIE 5452, Fall 2022: Quiz 1

Due at 3:30pm; Marked as Last Submission after 3:30pm; Gradescope Closed at 3:40pm

There are totally 50 points. You are expected to use X minutes for a question with X points. When you submit your solutions on Gradescope, please select the corresponding page(s) of each question.

#### 1 CAN Timing Analysis (12pts)

Given a set of periodic messages  $\mu_0, \mu_1, \mu_2$  with their priorities, transmission times, and periods as follows:

Message	Priority $(P_i)$	Transmission Time $(C_i)$ (msec)	Period $(T_i)$ (msec)
$\mu_0$	0	10	40
$\mu_1$	1	30	100
$\mu_2$	2	20	70

The worst-case response time  $R_i$  of  $\mu_i$  can be computed as

$$R_i = Q_i + C_i, (1)$$

and

$$Q_i = B_i + \sum_{\forall j, P_j < P_i} \left\lceil \frac{Q_i + \tau}{T_j} \right\rceil C_j, \tag{2}$$

where  $\tau = 0.1$  (msec),  $Q_i$  is the worst-case waiting time of  $\mu_i$ ,  $B_i$  is the maximum blocking time of  $\mu_i$ , which is equal to the maximum transmission time of all lower or same ( $\mu_i$  itself) priority messages. The following tables are for your calculation, and they do not imply that there are exactly 3 iterations.

1. (6pts) What is the worst-case response time of  $\mu_1$ ?

Iteration	LHS $(Q_1)$	$B_1$	j	$Q_1 + \tau$	$T_j$	$\left\lceil \frac{Q_1 + \tau}{T_j} \right\rceil$	$C_j$	RHS	Stop?
1			0						
2			0						
3			0						

2. (6pts) What is the worst-case response time of  $\mu_2$ ?

Iteration	LHS $(Q_2)$	$B_2$	$\int j$	$Q_2 + \tau$	$T_j$	$\left\lceil \frac{Q_2 + \tau}{T_j} \right\rceil$	$C_j$	RHS	Stop?
1			0						
			1						
2			0						
			1						
3			0						
			1						

### 2 TDMA Timing Analysis (12pts)

Follow the assumptions (each time slot has the same length, each time slot serves exactly one frame, and a frame is transmitted only if the whole time slot is available) in the lecture and Homework 1. Answer the following questions for the "asynchronous" message with the following frame arrival pattern and the schedule pattern, based on the last digit of your student ID number, D. EXCEPT the last question, no explanation is required.

- If D is 0 or 5 or an alphabet, the frame arrival pattern is (2,5,0,2) and the schedule pattern is (4,10,1,4,6,7).
- If D is 1 or 6, the frame arrival pattern is (2,5,1,4) and the schedule pattern is (4,10,1,2,6,9).
- If D is 2 or 7, the frame arrival pattern is (2,5,0,3) and the schedule pattern is (4,10,2,5,7,8).
- If D is 3 or 8, the frame arrival pattern is (2, 5, 2, 4) and the schedule pattern is (4, 10, 0, 4, 7, 9).
- If D is 4 or 9, the frame arrival pattern is (2,5,1,3) and the schedule pattern is (4,10,0,2,3,7).
- 1. (1pt) Write down the last digit of your student ID number.
- 2. (1pt) Duplicate the arrival pattern (hint: (4, 10, W, X, Y, Z)).
- 3. (1pt) Duplicate the arriving times of frames in the frame arrival pattern but fix m=4 and p=10.
- 4. (1pt) Duplicate the starting times of time slots in the schedule pattern but fix n=4 and q=10.
- 5. (4pts) Complete the following table.

k	$\max_{1 \le j \le n} (s_{j+k} - s_j)$	=	$\min_{1 \le i \le m} (a_{i+k-1} - a_i)$	=	(Column-3) - (Column-5)
1	$\max_{1 \le j \le 4} (s_{j+1} - s_j)$		$\min_{1 \le i \le 4} (a_i - a_i)$		
2	$\max_{1 \le j \le 4} (s_{j+2} - s_j)$		$\min_{1 \le i \le 4} (a_{i+1} - a_i)$		
3	$\max_{1 \le j \le 4} (s_{j+3} - s_j)$		$\min_{1 \le i \le 4} (a_{i+2} - a_i)$		
4	$\max_{1 \le j \le 4} (s_{j+4} - s_j)$		$\min_{1 \le i \le 4} (a_{i+3} - a_i)$		

6. (4pts) Explain the scenario that the worst-case happens (which frame misses which time slot, and which frame suffers the worst case).

## 3 Short Answers (12pts)

1. (4pts) This is the equation for the CAN timing analysis:

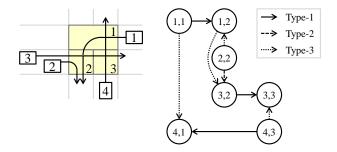
$$Q_i = B_i + \sum_{\forall j, P_i < P_i} \left\lceil \frac{Q_i + \tau}{T_j} \right\rceil C_j. \tag{3}$$

If we replace  $B_i$  by "the largest transmission time of ALL messages", can the timing analysis still be used to guarantee that a message will respond before its analyzed worst-case response time? Explain the reason.

2. (4pts) There are two approaches to deal with constraint violations in simulated annealing. The first one adds a large constant M to the solution cost if the solution is not feasible, and the second one adds a large constant M to the solution cost for "each" constraint violation, *i.e.*, if there are eight violations, the first one adds M, and the second one adds 8M. Which approach is better? Explain the reason.

3. (4pts) Regarding the graph-based intersection management, we can model an intersection as a set of conflict zones. List one advantage and one disadvantage if we use "fewer" conflict zones to model an intersection.

#### 4 Intersection Management (14pts)



An intersection scenario is given in the left figure. One example solution which describes the passing orders is given in the right figure. The example solution has no deadlock (a deadlock means that no vehicle can enter its next conflict zone or leave the intersection). However, having no deadlock is actually based on the assumption that all vehicles follow the passing orders. Now, different from the lecture, we have the following assumptions:

- Assumption 1: Vehicle 3 is not controllable (for example, not connected and not autonomous) so that it may NOT follow the passing orders with other vehicles.
- Assumption 2: Each pair of Vehicles 1, 2, and 4 still follows the corresponding passing order of the pair.
- Assumption 3: Same-lane overtaking is not allowed.
- 1. (6pts) Regarding the intersection scenario and the new assumptions, explain why the example solution may have a deadlock now.

- 2. (8pts) Regarding the intersection scenario and the new assumptions, is it possible to have other solutions which guarantee to have no deadlock?
  - If yes, (1) show one solution which guarantees to have no deadlock and (2) derive all the conditions (for example, Vehicle X enters Conflict Zone Z before Vehicle Y) which guarantee to have no deadlock.
  - If no, prove it.