Scheduler Design and Implementation

August 23rd, 2016

Scheduler Design

- Scheduling Mechanism
  - Scheduling refers to making a sequence of time execution decisions at specific intervals.
  - The decision that is made is based on a predictable algorithm.
  - An application that does not need its current allocation leaves the resource available for another application's use.
  - The underlying algorithm defines how the term “controlled” is interpreted. In some instances, the scheduling algorithm might guarantee that all applications have some access to the resource.
  - The Binary Progression Scheduler (BPS) manages the access to the CPU resources in a controlled way.

Scheduler Design

- Partitioning Mechanism
  - Partitioning is used to bind a task to a subset of the system's available resources.
  - This binding guarantees that a known amount of resources is always available to the task.
  - Those resources are taken by time-slicing the available processing time.
  - Systems that use time-slicing take advantage of the CPU/Core utilization.
  - Keeping the CPU/Core occupied enhance the use of the MCU resources.
  - A processor always have a task to execute even though all the other tasks are idle.
  - When no tasks are executed the processor is running a Background Task

Mask Concept

- The Scheduler is based on a binary counter incremented at a given time, this time is controlled by an interrupt, typically called OS Tick.
- A mask is a number defined by
  - mask = (2^n)-1
- The mask is used to mark a task for execution.
- When the binary counter and the mask matches the task is executed.
- From the mask and the OS tick period we can obtain the task rate.
- Therefore the task rate is:
  - task rate = OS tick * (mask + 1)

Offset Concept

- A collision may occur between the tasks.
- If a collision is present some tasks will start being executed in a not desirable time.
- An offset is defined to allow the task execution being moved in different time slots.
- The offset can only be in the range already defined by the mask starting from the count of zero.
- With this approach the task collision is avoided.

Scheduler Implementation

- Task Table Definition
  - Three elements are required to define a task:
    - mask
    - offset
    - callback function
  - A task table can be defined with different task rates (calculated from the mask and the OS tick) and offsets to avoid task collisions.

Scheduler – Running Project

- Scheduler - Exercise
  - From the tasks defined in the tasks table:
    - Turn a pin level ON at the entrance of a Task and turn the pin level OFF at the end of a task execution.
    - Measure the current CPU load
      - Hint: Turn a pin level ON before entering the Background Task and turn the pin level OFF at the end of the Background Task.
    - Modify the CPU Load by adding workload to the tasks.

Scheduler – Running Project

- Test log shall contain the following screenshots from the scope:
  - All tasks execution
  - Task Periods
  - CPU Load