

# Exam for Real Time Systems

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## Important Instructions:

1. No course material or computer/calculator are allowed, only a pen and a dictionary.
2. Please mark which course you are registered for:

☐ 5hp (1DT063)

You need to solve problems 1–6 only.

☐ 10hp (1DT004)

You need to solve *all* problems.

3. For each problem, a number of choices/statements are given, that may be correct or wrong.

You are asked to mark only the **correct** ones.

If you mark all correct choices for each problem, it will give you all points of the problem; otherwise each wrong choice (marked) will result in "negative points" proportionally.

## Problem 1

1. (5p) *Why is it so difficult to predict the timing behaviour of a computer system?*
  - ( ) *it may run software with too many lines of code*
  - ( ) *it may have shared resources*
  - ( ) *it is impossible to decide whether a program terminates or not*
  - ( ) *it may consume too much energy*
  - ( ) *it may have cache memory*
  - ( ) *it may support direct memory access (DMA)*
  - ( ) *it may have a multicore processor*
2. (5p) *The characteristics of RTOS are:*
  - ( ) *typical footprints: 100MB to 1GB*
  - ( ) *typical footprints: 0.2 to 10MB*
  - ( ) *deterministic and fast responsiveness*
  - ( ) *it supports multi-tasking*
  - ( ) *fast and time-sharing*
  - ( ) *possible to change scheduling policies*
  - ( ) *tasks are scheduled using EDF*
3. (5p) *Resource servers can be useful for*
  - ( ) *isolating applications of different types*
  - ( ) *hierarchically designing systems that may have many sub-systems*

- ☐ improving the average response times of soft real-time tasks
  - ☐ guaranteeing the deadlines of event-driven hard real-time tasks
4. (5p) When RMS is used, what is the maximal resource utilization you may achieve by selecting proper task parameters while the schedulability is still ensured?
- ☐ 100%
  - ☐ 99%
  - ☐  $n * (2^{1/n} - 1)$  where  $n$  is the number of tasks
  - ☐ 69.3%
5. (5p) The advantages of static scheduling include:
- ☐ it is flexible and easy to change
  - ☐ it can be used to implement predictable and deterministic systems
  - ☐ it can be used to implement complex systems with large task sets
  - ☐ it can be used to implement safety-critical systems
6. (5p) We know that the bandwidth is 1Mbps for a CAN bus of around 50 meters. What is the bandwidth for a bus of 100 meters?
- ☐ 3-4Mbps
  - ☐ 2-3Mbps
  - ☐ 0.2-0.5 Mbps
  - ☐ 0.1-0.15 Mbps
7. (5p) A system with periodic tasks may contain dependent tasks with input/output relations, which causes release jitters. Assume that the dependent tasks have the same period and task B depending on task A is defined as follows: the computed result of a job of task A is used as the input of a job of task B (and thus task B suffers a release jitter due to the varying response times of task A). Is it possible to avoid this and thus avoid release jitters?
- ☐ this is not possible at all
  - ☐ yes, deliver the result of a job as soon as possible
  - ☐ yes, deliver the result of a job as late as possible
  - ☐ yes, deliver the result of a job at the end of each period
8. (5p) Which statements are correct?
- ☐ EDF and DMS are non stable
  - ☐ EDF is non stable; DMS is stable
  - ☐ DMS uses fixed priorities
  - ☐ EDF uses dynamic priorities
  - ☐ EDF is optimal, DMS is not
  - ☐ EDF is optimal
  - ☐ DMS is optimal
9. (5p) Assume that a set of periodic tasks with deadlines equal to periods is schedulable on a single processor system using Shortest Job First Scheduling Algorithm. Then the task set is also schedulable using
- ☐ RMS
  - ☐ Non-Preemptive EDF
  - ☐ EDF
  - ☐ FIFO

☐ DMS

10. (5p) When you use CAN to implement a distributed system, you should

- ☐ make sure that messages sent from different nodes have different priorities
- ☐ know that sending messages with the same identity by different nodes may lead to errors
- ☐ assign the priorities of messages according to the periods of the sending tasks
- ☐ make sure that the priority ordering of messages is given according to their id's with the lower id number, the higher priority for each message
- ☐ send messages without receiver's explicit address

**Problem 2** (10p) For a set of periodic tasks with utilization 1, what would be the worst case response time of a task if EDF is used for scheduling?

- ☐ its period
- ☐ its worst case execution time
- ☐ any number larger than its worst case execution time
- ☐ it could be larger than its period
- ☐ any number strictly less than its period
- ☐ any number between its worst case execution time and its period

**Problem 3** (10p) Assume a set of sporadic sets  $(C_i, D_i, T_i)$  where deadline  $D_i \leq T_i$ .

- ☐ if the task set is feasible then  $\sum C_i/T_i \leq 1$
- ☐ if  $\sum C_i/T_i \leq 1$ , the task set is feasible
- ☐ if the task set is feasible then  $\sum C_i/D_i \leq 1$
- ☐ if  $\sum C_i/D_i \leq 1$ , the task set is feasible
- ☐ if  $\sum C_i/D_i \leq 0.693$ , the task set is schedulable with DMS
- ☐ if the task set is schedulable then  $\sum C_i/D_i \leq 0.693$
- ☐ if  $\sum C_i/T_i \leq 0.693$ , the task set is schedulable with DMS
- ☐ if the task set is schedulable then  $\sum C_i/T_i \leq 0.693$

**Problem 4** (10p) Assume a set of 12 non-preemptive sporadic tasks whose computation times are all 0.20ms and whose periods are 1ms, 2ms, 2ms, 7ms, 8ms, 10ms, 18ms, 20ms, 30ms, 31ms, 43ms and 50ms respectively. Assume that RMS is used for scheduling, there are no jitters and no context-switch overheads.

The worst-case response time for the task with period 1ms is bounded by:

- ☐ 0.20ms
- ☐ 0.40ms
- ☐ 0.60ms
- ☐ 0.80ms
- ☐ 1ms
- ☐ 1.20ms

The worst-case response time for the task with period 10ms is bounded by:

- ☐ 2ms
- ☐ 4ms
- ☐ 6ms
- ☐ 8ms
- ☐ 10ms
- ☐ 10.20ms

**Problem 5** (10p) What are the differences between BIP (Basic Priority Inheritance Protocol) and HLP (also known as Immediate Priority Inheritance Protocol)?

- ☐ BIP can avoid deadlocks, HLP can not
- ☐ HLP can avoid deadlocks, BIP can not
- ☐ BIP lets a task run with a higher priority whenever it locks a semaphore
- ☐ HLP lets a task run with a higher priority whenever it locks a semaphore
- ☐ HLP is easier to implement than BIP
- ☐ Using BIP, the blocking time a higher-priority task may suffer is the sum of the worst case execution times of lower-priority tasks sharing a semaphore with the higher-priority task.
- ☐ Using BIP, the blocking time a higher-priority task may suffer is the max of the worst case execution times of lower-priority tasks sharing a semaphore with the higher-priority task.
- ☐ Using HLP, the blocking time a higher-priority task may suffer is the sum of the worst case execution times of lower-priority tasks sharing a semaphore with the higher-priority task.
- ☐ Using HLP, the blocking time a higher-priority task may suffer is the max of the worst case execution times of lower-priority tasks sharing a semaphore with the higher-priority task.

**Problem 6** (10p) Assume a set of event-driven tasks with computing times  $C_i$  and deadlines  $D_i$  (assume  $C_i \leq D_i$ ). The jobs of a task may arrive sporadically but the minimal distance between two jobs is  $T_i > D_i$ . Design a polling server for the tasks with period  $T$  and capacity  $C$  such that no deadline is violated when RMS is used for scheduling. Assume  $C \leq T$  and  $R$  is the response time estimated using RMS analysis when the server is considered as a periodic task. Identify correct statements:

- ☐  $T \leq D_i$  is necessary
- ☐  $T + T \leq D_i$  is necessary
- ☐  $T + R \leq D_i$  is necessary and sufficient
- ☐  $T + C \leq D_i$  is necessary
- ☐  $\sum C_i \leq C$  is necessary
- ☐  $\sum C_i \leq C$  and  $T + T \leq D_i$  is sufficient



**Problem 7** (10p) Assume 10 synchronous periodic tasks each with execution time 2 and period 100. Assume a "large" task with execution time 100 and period 101. These 11 tasks will be scheduled on a multicore platform with 10 cores.

- ( ) the task set is schedulable with global RMS
- ( ) the task set is schedulable with global EDF
- ( ) the task set is schedulable with partitioned RMS
- ( ) the task set is schedulable with partitioned EDF

What is the minimal number of cores to ensure schedulability for partitioned scheduling?

- ( ) 2 cores
- ( ) 10 cores
- ( ) 11 cores

**Problem 8** (10p) Assume a system with a set of DRT tasks described by digraphs whose workload are  $dbf_i(t)$  (demand bound functions). Identify the correct ones out of the following statements:

- ( ) The system is feasible on a single-core platform if for all  $t \geq 0$ ,  $\sum dbf_i(t) \leq t$
- ( ) If the system is feasible on a single-core platform then for all  $t \geq 0$ ,  $\sum dbf_i(t) \leq t$
- ( ) The system is feasible on a two-core platform if for all  $t \geq 0$ ,  $\sum dbf_i(t) \leq 2t$
- ( ) If the system is feasible on a two-core platform then for all  $t \geq 0$ ,  $\sum dbf_i(t) \leq 2t$

**Problem 9** (10p) Assume a set of periodic tasks with periods as deadlines and utilizations as follows: 0.96, 0.99, 0.5, 0.1, 0.6, 0.7, 0.5, 0.2, 0.4, 0.3, 0.2, 0.1

If you partition the tasks onto a multiprocessor platform and then run the respective scheduling policy, what is the least number of processors you need?

- ( ) 8-10 with EDF
- ( ) 5-7 with EDF
- ( ) 2-4 with EDF
- ( ) 9-11 with RMS
- ( ) 6-8 with RMS
- ( ) 3-5 with RMS

**Problem 10 (10p)**

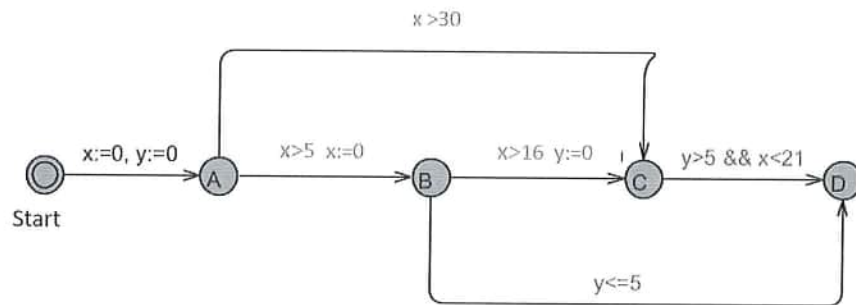


Figure 1. An Example of Timed Automaton where  $x$  and  $y$  are clocks and Start is the initial node.

Study the automaton in Figure 1. Identify the correct statements in the following:

- ☐  $B$  is reachable and at  $B$ , it is always the case  $y > 5$
- ☐  $C$  is not reachable
- ☐  $C$  is reachable and at  $C$ , it is always the case  $x > 3$
- ☐  $C$  is reachable and at  $C$ , it is possible  $x > 100$
- ☐  $C$  is reachable and at  $C$ ,  $y$  can take any value larger than 0
- ☐  $D$  is reachable
- ☐  $D$  is reachable and at  $D$ , it is possible  $x < 21$  and  $y > 5$
- ☐  $D$  is not reachable