



# Operating System Practice

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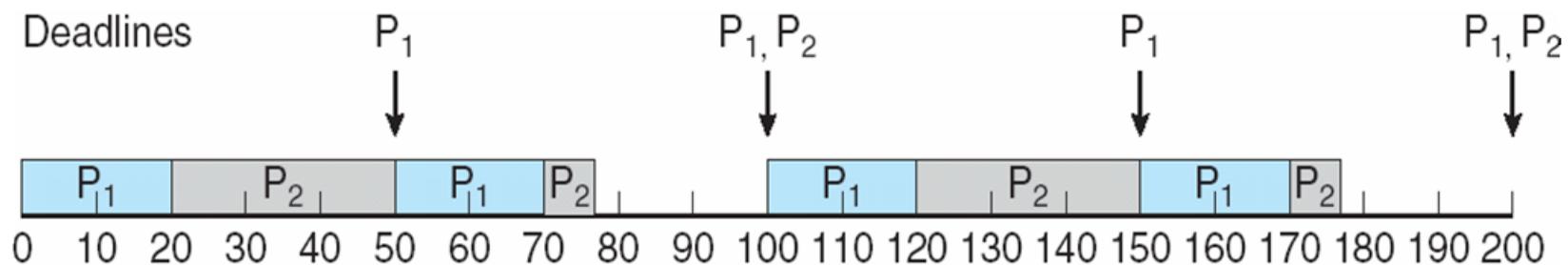
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# Worst-Case Execution Time (WCET) Analysis

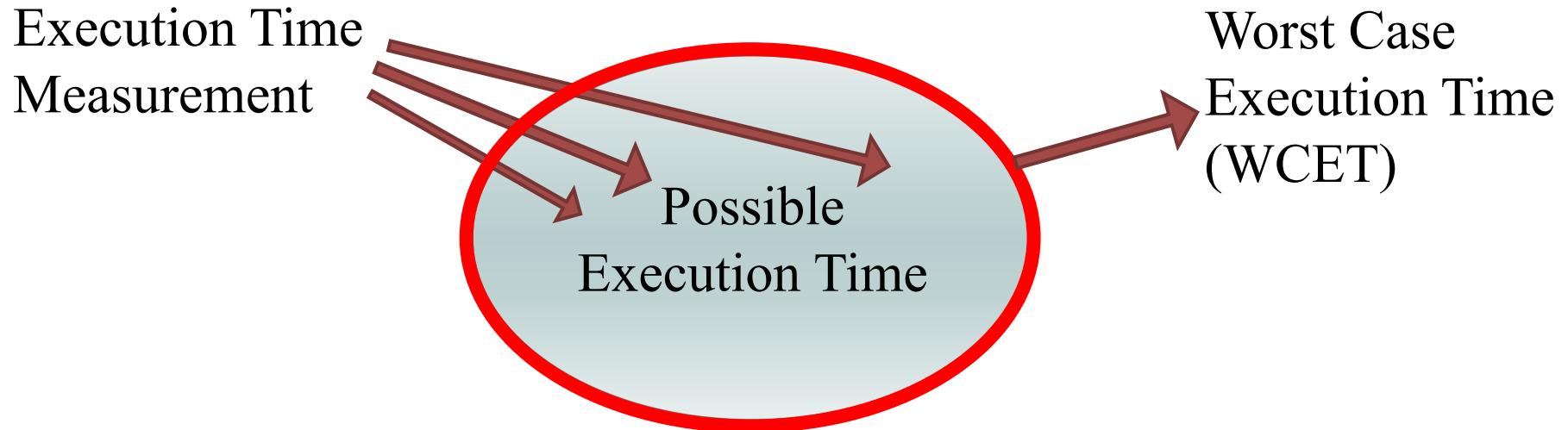
# Recall the Rate Monotonic Real-Time Scheduling

- ▶ A static priority is assigned to each task based on the inverse of its period
    - A task with shorter period → higher priority
    - A task with longer period → lower priority
    - For example:
      - $P_1$  has its period 50 and execution time 20
      - $P_2$  has its period 100 and execution time 37
- How can we get the  
**EXECUTION TIME**



# Execution Time of a Program

- ▶ The execution time of a program might not be a constant



WCETs are most essential assumptions for schedulability analysis

How to get the WCET of a program!?

# Factors for WCET Analysis

- ▶ Input parameters
  - Algorithm parameters
  - Problem size
- ▶ States of the system
  - Cache configuration, cache replacement policies
  - Pipeline configuration
  - Speculations
- ▶ Interferences from the environment
  - Scheduling policies
  - Interrupts

# WCET Analysis

- ▶ Can we always get the WCET of a program?
  - **Halting Problem** tells us that we can not use an algorithm to decide whether another algorithm  $m$  halts on a specific input  $x$ .
  - Thus, **WCET is also undecidable**
- ▶ Most of industry's best practice
  - Measure it: determine WCET directly by running or simulating a set of inputs.
  - Exhaustive execution: by considering the set of all the possible inputs
- ▶ Another approach: compute an upper bound of the WCET
  - It should be no less than the WCET
  - It should be close to the WCET
  - It can not always be tight

# Research of WCET Analysis

Execution Time  
Measurement

Possible  
Execution Time

Worst Case  
Execution Time  
(WCET)

Better  
WCET  
Upper  
Bound

WCET  
Upper  
Bound



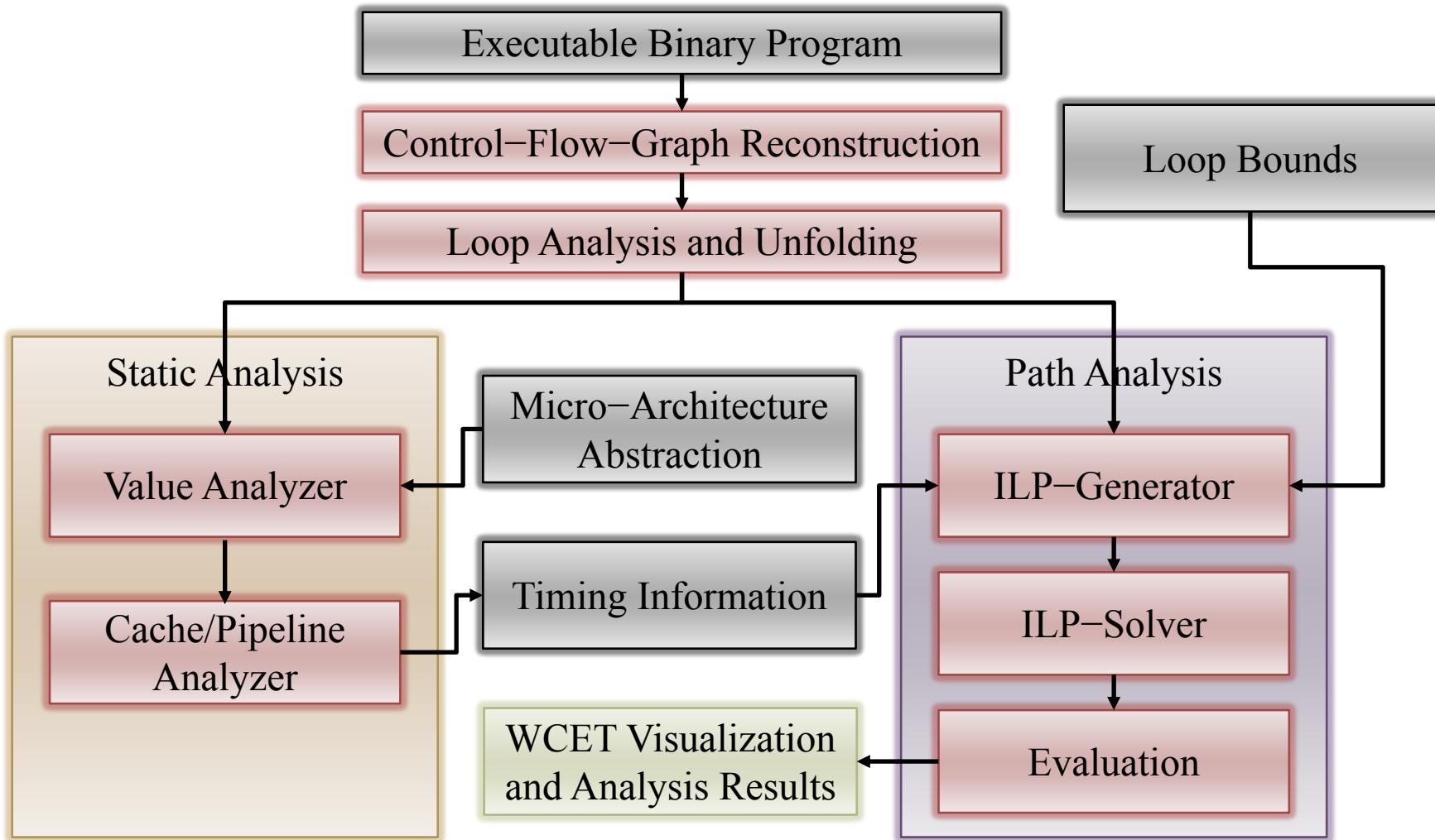
# Challenges of Analyzing WCET

- ▶ Execution time  $e(i)$  of machine instruction  $i$ 
  - $e(i)$  is not a constant
  - The (architectural) execution state  $s$  should be considered
  - Thus,  $e(i)$  is within the following range
$$\min \{e(i, s) | s \in S\} \leq e(i) \leq \max \{e(i, s) | s \in S\},$$
where  $S$  is the set of all states
- ▶ Using  $\max \{e(i, s) | s \in S\}$  as the upper bound of WCET
  - It is safe
  - But it might be not tight

# Timing Accidents and Penalties

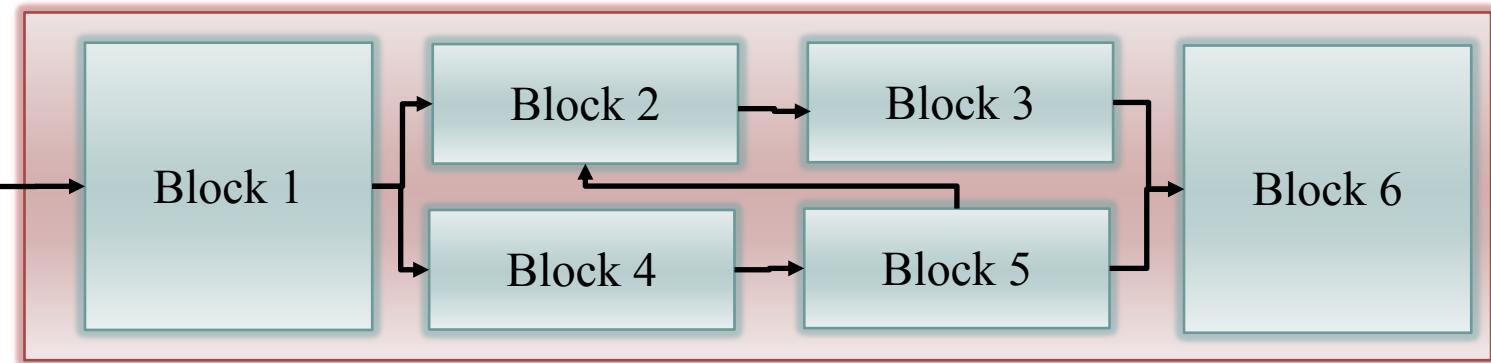
- ▶ Timing Accident: cause for an increase of the execution time of an instruction
- ▶ Timing Penalty: the associated increase
- ▶ Types of timing accidents
  - Cache misses
  - TLB misses
  - Page faults
  - Pipeline stalls
  - Branch prediction errors
  - Bus collisions

# Overall Structure of WCET Analisis



# Basic Blocks

- ▶ Beginning of Basic Blocks
  - The first instruction
  - The targets of un/conditional jumps
- ▶ Ending of Basic Block
  - The basic block consists of the block beginning and runs until the next block beginning (exclusive) or until the program ends



# Value Analysis

- ▶ Motivation
  - Provide access information to data-cache/pipeline analysis
  - Detect infeasible paths
  - Derive loop bounds
- ▶ Method
  - Calculate intervals at all program points
  - Consider addresses, register contents, local/global variables
- ▶ Abstract Interpretation
  - Perform the program's computation using value descriptions or abstract values in place of the concrete values

# Abstract Interpretation

## ► Abstract Domain

- Replace an integer/double operator by using intervals
- For example,  $L = [3,5]$  stands for  $L$  is a value between 3 and 5

## ► Abstract Transfer

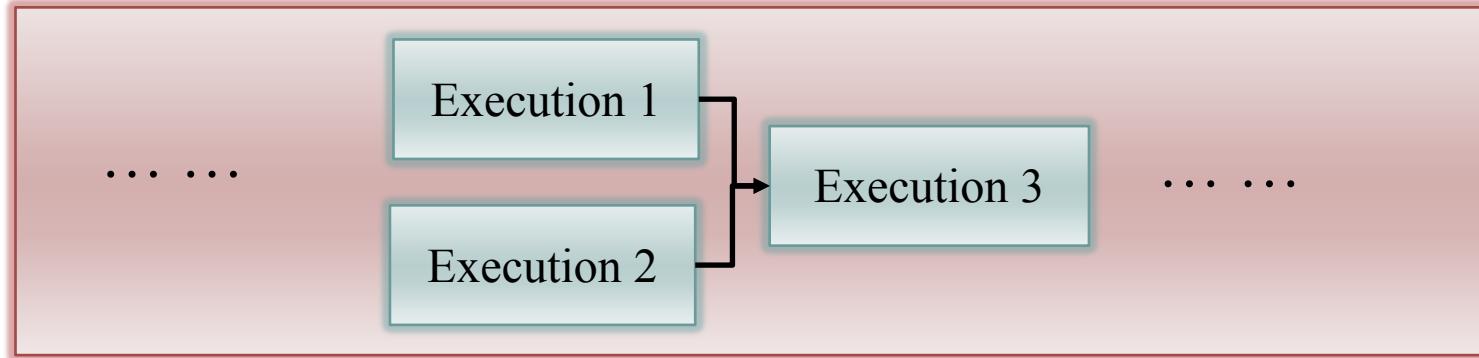
- For example, operator  $+$ :  $[3, 5] + [2, 6] = [5, 11]$
- For example, operator  $-$ :  $[3, 5] - [2, 6] = [-3, 3]$

## ► Join Combining

- For example,  $[a, b]$  join  $[c, d]$  becomes  $[\min\{a, c\}, \max\{b, d\}]$
- That is,  $[3, 5]$  join  $[2, 4]$  becomes  $[2, 5]$

# A Case Study with LRU: Join Management

Program  
Execution



{a}
{}
{c,f}
{d}



{c}
{e}
{a}
{d}

Cache state before  
Execution 3



{}
{}
{a,c}
{d}

# Pipelines

- ▶ An instruction execution consists of several sequential phases, e.g.,
  - Fetch
  - Decode
  - Execute
  - Write Back

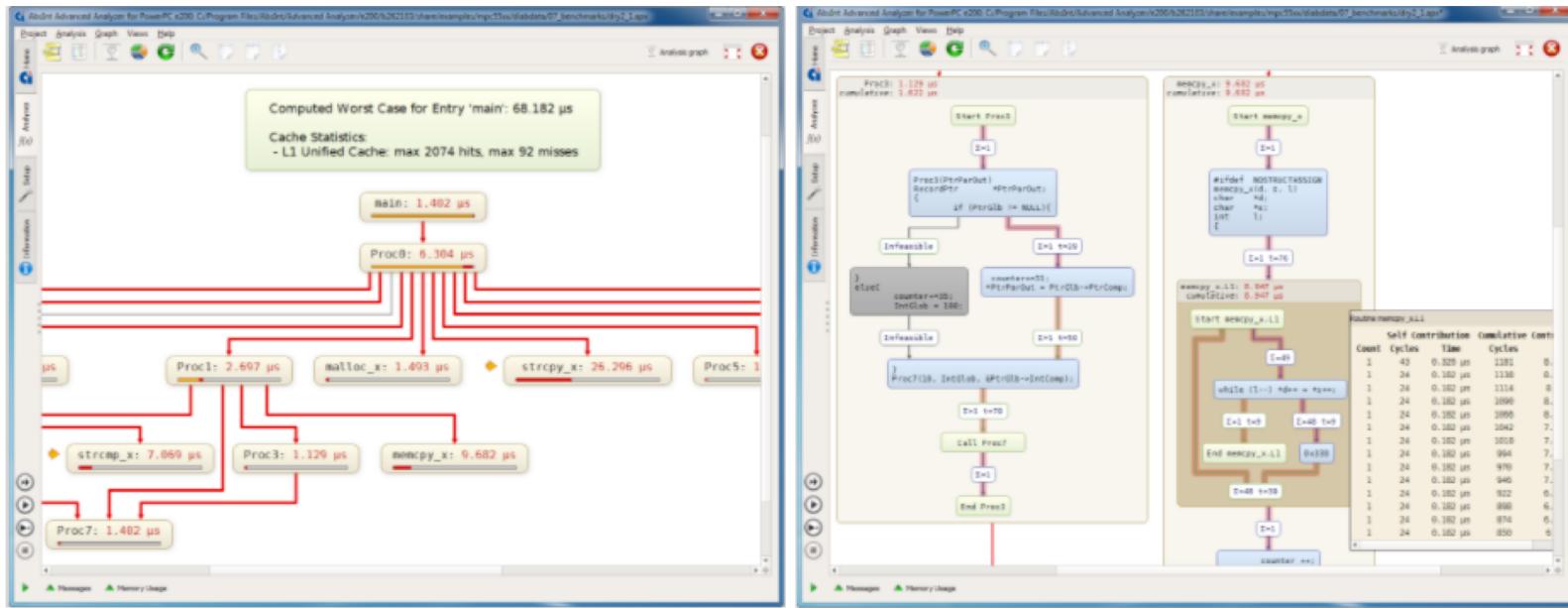
Inst 1	Inst 2	Inst 3	Inst 4
Fetch			
Decode	Fetch		
Execute	Decode	Fetch	
Write Back	Execute	Decode	Fetch
	Write Back	Execute	Decode
		Write Back	Execute
			Write Back

# Hardware Features of Pipelines

- ▶ Instruction execution is split into several stages
- ▶ Several instructions can be executed in parallel
- ▶ Some pipelines can start more than one instruction per cycle: VLIW, Superscalar
- ▶ Some CPUs can execute instructions out-of-order
- ▶ Practical Problems: Hazards and cache misses
  - **Data Hazards**: Operands not yet available (Data Dependences)
  - **Control Hazards**: Conditional branch
  - **Resource Hazards**: Consecutive instructions use same resource
  - **Instruction-Cache Hazards**: Instruction fetch causes cache miss

# WCET Analysis Tools (1 / 2)

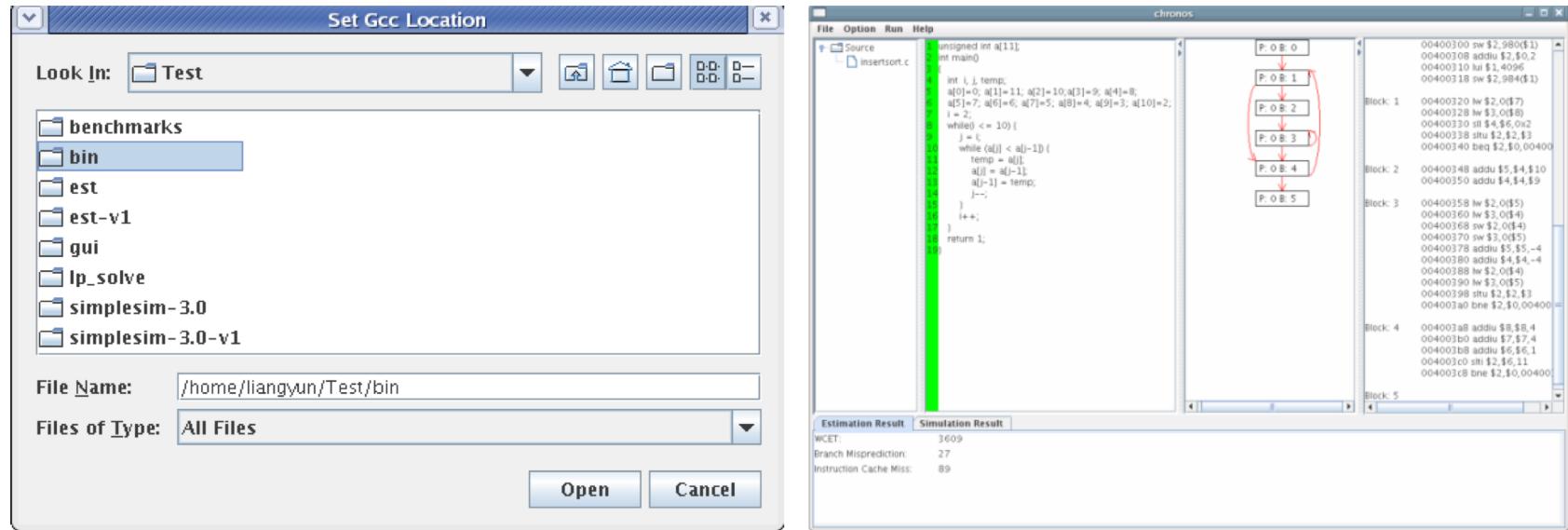
## ► aiT WCET Analyzers



- It is not free
- <https://www.absint.com/ait/>

# WCET Analysis Tools (2/2)

## ▶ Chronos



- ▶ It is free and open-source for academic
- ▶ But it is not stable
- ▶ <http://www.comp.nus.edu.sg/~rpembed/chronos/>