

# Partition Scheduling in Distributed Integrated Modular Avionics

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November 29, 2019



## 1 Motivation

- Avionic Architectures
- Partition Schedules
- Objectives

## 2 Partition Scheduling Model

- Variables
- Distribution Constraints
- Communication Constraints
- Timing Constraints
- Optimization

## 3 Methodology

- Mixed Integer Linear Programming
- Heuristic optimization
- Global Optimization

## 4 Results

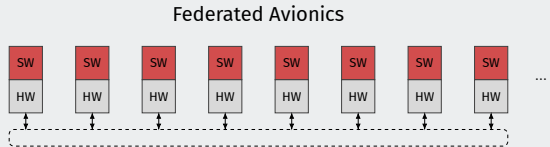
- Algorithmic Performance
- Scheduling Tool

## 5 Conclusions

# Avionic Architectures

## Federated Avionics

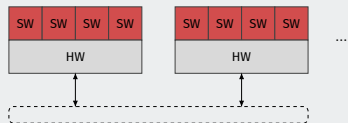
- Dedicated hardware for each application



## IMA

- Resource sharing between unrelated applications
- Active research area

## Integrated Modular Avionics

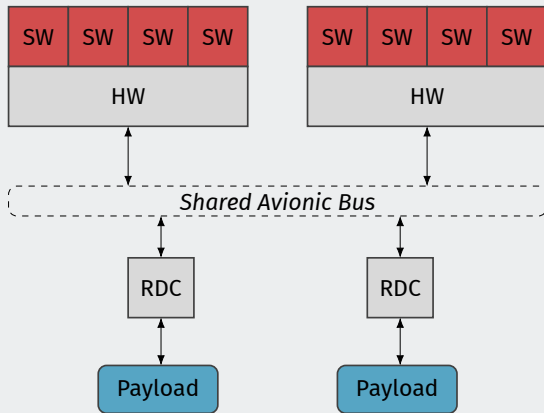


# Distributed Integrated Modular Avionics

## Benefits:

- Maintains safety
- Efficient usage of resources
- Reduced space, weight and power
- Uses open standards
- Enables the involvement of smaller players

## Distributed IMA



# Strong Partitioning

How is this achievable?

## Space Partitioning

- Statically isolated memory for each application

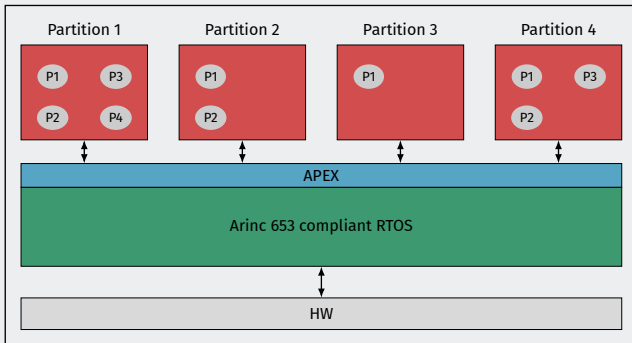
## Time Partitioning

- Guaranteed processor time for each application
- Deterministic scheduling

# Arinc 653

- Avionics Application Software Standard Interface

## Core Processing Module



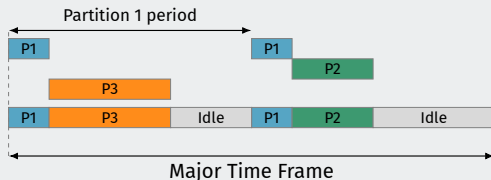
# Partition Schedules

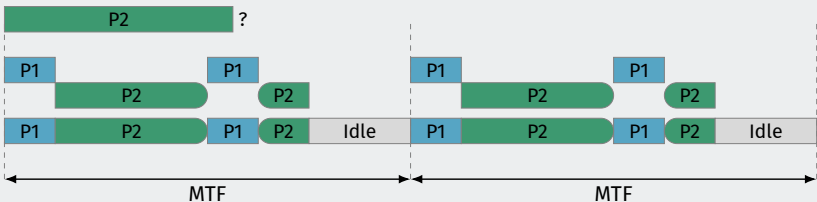
## Characteristics

- Static
- Strictly periodic
- Functional requirements:
  - Inter-partition communication
  - Access to resources
  - Redundancy configuration

## Status

- Manual, iterative process
- *In-house* solutions







# Objectives

## Challenges:

- NP-completeness
- Defining the system requirements
- Reconfiguration is lengthy and expensive

## Objectives:

- Comprehensive mathematical description
- Automate schedule generation and validation
- Find flexible solutions

# Partition Scheduling Model

1 Motivation

**2 Partition Scheduling Model**

3 Methodology

4 Results

5 Conclusions

## The Partition Scheduling Problem

Schedule  $N_p$  partitions:

$T_i$  – partition  $i$  period

$e_i$  – partition  $i$  execution time (WCET)

$s_i$  – partition  $i$  memory requirement

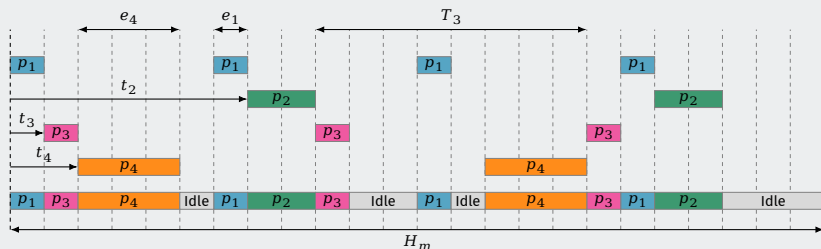
Find, for each partition  $i$ :

$f_i$  – assigned module

$t_i$  – starting offset

in  $N_C$  modules:

$S_m$  – module  $m$  memory capacity

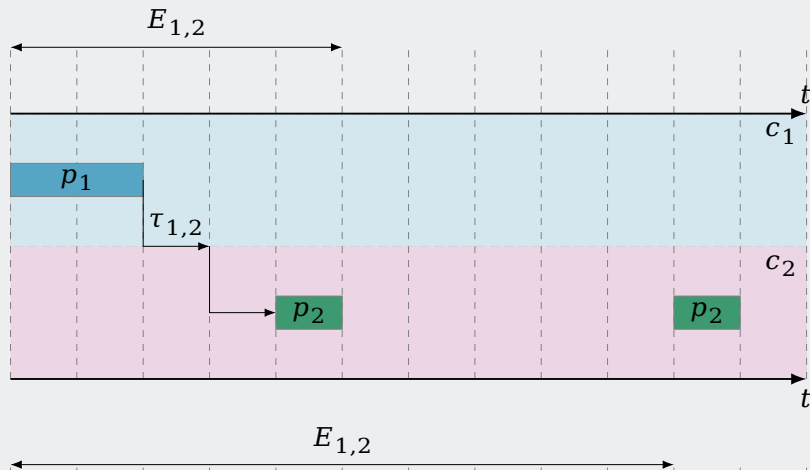


# Distribution Constraints

- **Domain** – partitions can be scheduled in only some modules
- **Exclusion** – some partitions must be scheduled in distinct modules
- **Inclusion** – some partitions must be scheduled in the same module
- **Memory** – a module's memory must not be exceeded
- **Uniqueness** – a partition can only be scheduled in one module

# Inter-partition Communication

- $E_{i,j}$  – communication ‘chains’
- $\tau_{m,n}$  – inter-module communication delay
- Synchronous communication



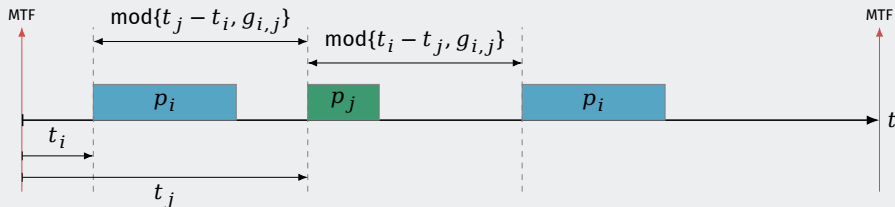
# Timing Constraints

- No temporal overlap between two partitions in the same module

Theorem [1]:

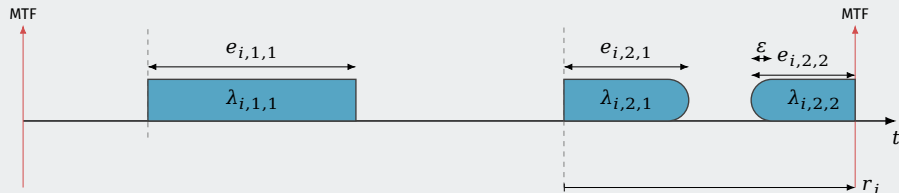
$$g_{i,j} = \gcd\{T_i, T_j\}$$

$$e_i \leq \text{mod}\{t_j - t_i, g_{i,j}\} \leq T_j - e_j$$



# Timing Constraints

- Multiple windows of execution require an execution penalty,  $\varepsilon$
- Response time,  $r_i$ , is bounded



# Optimizing Potential Execution

- Partition 1 cannot increase its execution

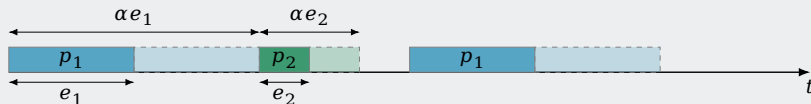


- It is possible to increase execution times without rescheduling





# Optimizing Potential Execution



Objective: maximize  $\alpha$

$\alpha$  – ‘Minimum factor that scales all execution windows without overlaps’

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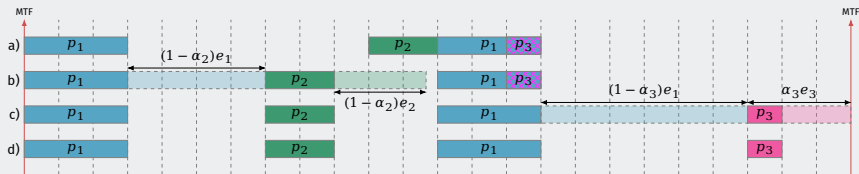
# Mixed Integer Linear Program

- Optimization problem with both integer and real-valued variables
- Branch and bound / branch and cut algorithms
- Yields an optimal solution

$$\begin{aligned}
 \max \quad & \alpha \\
 \text{s.t.} \quad & 0 \leq \alpha \leq \min_{p_i \in P} \left\{ \frac{T_i}{e_i} \right\} \\
 & \forall p_i \in P : \sum_{c_m \in C} a_{i,m} = 1 \\
 & 0 \leq t_i \leq T_i - e_i \\
 & \forall c_m \in \{C \setminus D_i\} : a_{i,m} = 0 \\
 & \forall c_m \in C : \sum_{p_i \in P} a_{i,m} s_i \leq S_m \\
 & \forall p_i, p_j \in P^2 : f_i \neq f_j, \forall c_m \in C : a_{i,m} \leq a_{j,m} \\
 & \quad f_i = f_j, \forall c_m \in C : a_{i,m} = a_{j,m} \\
 & \forall p_i, p_j \in P, j > i : \forall c_m \in C : t_j - t_i - q_{i,j} g_{i,j} \geq \alpha e_i - \\
 & \quad - Z(2 - a_{i,m} - a_{j,m}) \\
 & \quad a_{i,m} \in \{0, 1\}, t_i \in \mathbb{Z}, q_{i,j} \in \mathbb{Z} \\
 & \quad x_{i,j} \in \{0, 1\}, y_{i,j,m,n} \in \{0, 1\} \\
 & \forall c_m \in C : t_j - t_i - q_{i,j} g_{i,j} \leq -g_{i,j} \alpha e_j - \\
 & \quad - Z(2 - a_{i,m} - a_{j,m}) \\
 & \quad \frac{e_i - T_i}{g_{i,j}} \leq q_{i,j} \leq \frac{T_j - e_i}{g_{i,j}} \\
 & 0 \leq t_j - t_i - q_{i,j} g_{i,j} \leq g_{i,j} \\
 & t_j - t_i - q_{i,j} g_{i,j} + e_j + x_{i,j} T_j \leq E_{ij}^{\max} \\
 & t_j - t_i - q_{i,j} g_{i,j} + e_i - \sum_{c_m, c_n \in C} (y_{i,j,m,n} \tau_{m,n}) + \\
 & \quad + x_{i,j} Z \geq 0 \\
 & \forall c_m, c_n \in C : y_{i,j,m,n} \geq a_{i,m} + a_{j,n} - 1 \\
 & \forall c_m, c_n \in C : y_{i,j,m,n} \leq a_{i,m} \\
 & \forall c_m, c_n \in C : y_{i,j,m,n} \leq a_{j,n}
 \end{aligned}$$

# Best Response Algorithm [3]

- Based on the Game Theory algorithm of the same name
- Partitions sequentially move to the best available offset
- When no partition can improve its  $\alpha$  value, equilibrium is reached
- Optimality dependant on the starting point
- Time complexity:  $\mathcal{O}(N \cdot T^{N-1})$



# Global Optimization

Explore different distributions of partitions among modules

- Optimize each module's schedule using the previous algorithms
- Change the distribution and repeat

# Stochastic Optimization Algorithms

## Operators:

- Move partitions between two modules
- Swap partitions between two modules
- Shuffle partition offsets
- Add/remove execution windows

## Meta-heuristic algorithms:

- Simulated Annealing
- Tabu Search
- Genetic Algorithm

# Partition Scheduling Model

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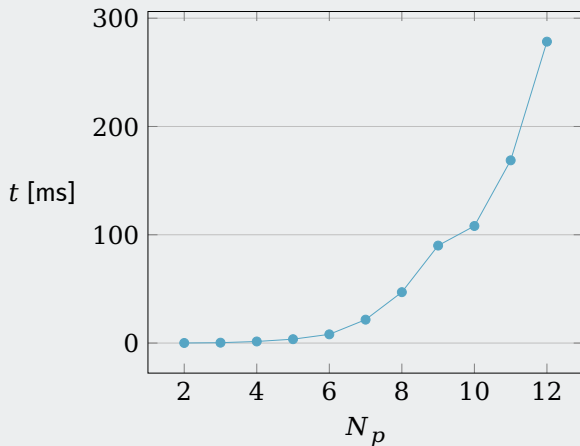
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# Best Response Algorithm





# Test Cases

Designation	Modules	Partitions	Chains	$\alpha_{best}$
$2M6P$	2	6	0	5.5*
$4M10P$	4	10	3	6.403
$4M20P$	4	20	8	2.875
$8M40P$	8	40	15	2.984
$20M100P$	20	100	40	2.325
$3M15P-S$	3	15	3	1.26

$$T \in \{100, 200, 500, 1000\}$$

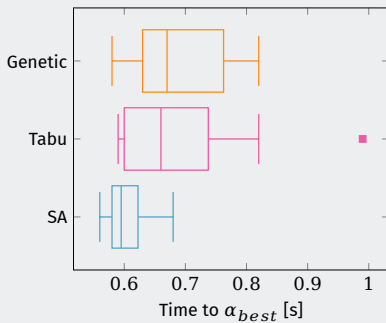
# Feasible Solution

Instance	$t_{MILP}$	$t_{heuristic}$ (median)
$2M6P$	1.00 s	0.593 s
$4M10P$	1.34 s	0.595 s
$4M20P$	6.29 s	0.830 s
$8M40P$	310.7 s	1.155 s
$20M100P$	> 24 h	23.32 s
$3M15P-S$	NA	74.53 s

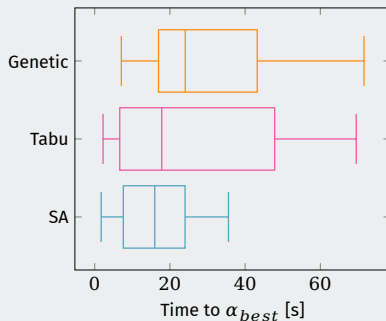
# Improved solution

MILP solver does not converge in under 24 h, except for  $2M6P$ .

## $2M6P$

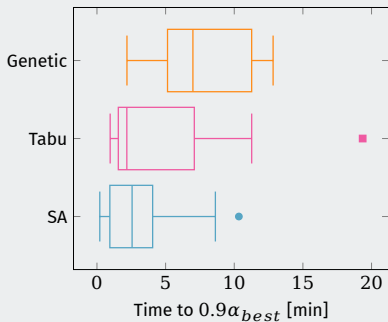


## $2M10P$

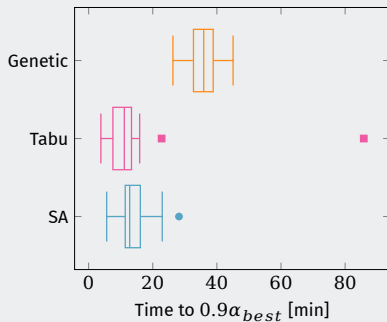


# Improved solution

## 4M20P

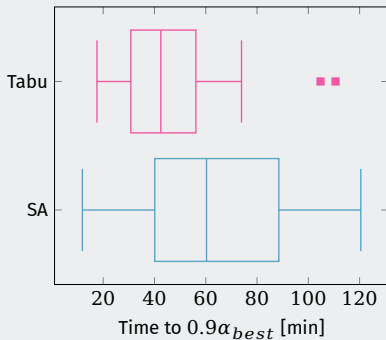


## 8M40P

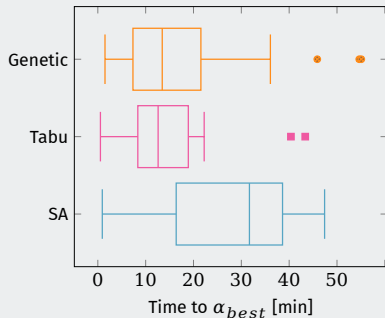


# Improved solution

## 20M100P



## 3M15P-S



# Achievements

- A scheduling tool and framework that supports a variety of constraints
- Capable of producing flexible solutions in moderate amounts of time
- A mathematical model that yields optimal solutions when time is not an issue

## Recommendations for Future Work

- Integration with other (D)IMA configuration or V&V frameworks
- Partition scheduling in multicore (D)IMA systems

## Selected Bibliography

- [1] **J.H.M. Korst.** ‘Periodic multiprocessor scheduling’. English. PhD thesis. Technische Universiteit Eindhoven, Department of Mathematics and Computer Science, 1992. DOI: [10.6100/IR388787](https://doi.org/10.6100/IR388787).
- [2] **Slawomir Samolej.** ‘ARINC Specification 653 Based Real-Time Software Engineering.’. In: *e-Informatica* 5.1 (2011), pp. 39–49.
- [3] **Ahmad Al Sheikh, Olivier Brun, Pierre-Emmanuel Hladik and Balakrishna J Prabhu.** ‘Strictly periodic scheduling in IMA-based architectures’. In: *Real-Time Systems* 48.4 (2012), pp. 359–386. DOI: [10.1007/s11241-012-9148-y](https://doi.org/10.1007/s11241-012-9148-y).
- [4] **Clément Pira and Christian Artigues.** ‘Line search method for solving a non-preemptive strictly periodic scheduling problem’. In: *Journal of Scheduling* 19.3 (2016), pp. 227–243. DOI: [10.1007/s10951-014-0389-6](https://doi.org/10.1007/s10951-014-0389-6).