

Dynamic Sporadic Server

Moiz Zaheer Malik

B.Eng. Electronic Engineering

Hochschule Hamm-Lippstadt

Lippstadt, Germany

moiz-zaheer.malik@stud.hshl.de

Abstract—In real-time systems, where tasks have different levels of critical importance, it is essential to serve aperiodic (irregular, event-driven) tasks while ensuring that the deadlines of high-priority periodic tasks are not violated. The Dynamic Sporadic Server (DSS) is a scheduling method designed for Earliest Deadline First (EDF) systems that addresses this problem.

DSS is defined by a period T_s and a budget C_s , but unlike traditional sporadic servers, it does not restore the full budget at every period. Instead, when an aperiodic task arrives, DSS assigns it a deadline and restores only the amount of budget that was actually used. This approach allows the processor to reach full (100 percent) utilization while ensuring that all deadlines are still met. DSS improves the response time of aperiodic tasks without compromising the guarantees of periodic tasks.

Originally introduced by Spuri and Buttazzo[1], DSS has been widely studied for its efficiency in managing mixed task sets under EDF scheduling. This report reviews the theory behind DSS, describes its operation (including budget management), highlights its advantages over traditional methods, and discusses potential application areas.

I. INTRODUCTION

II.

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III.

REFERENCES

- [1] Marco Spuri and Giorgio C. Buttazzo. “Efficient Aperiodic Service under Earliest Deadline Scheduling”. In: *Proceedings of the IEEE Real-Time Systems Symposium (RTSS)*. IEEE, 1994, pp. 2–11.