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Lab 3

Response Time Analysis using FpsCalc

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3 Oct. 2019



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Lab Overview

Lab preparation

- Monday, 7th Oct. 08:15 – 12:00, room ITC 1515,1549
- Check lab web page

<http://www.it.uu.se/edu/course/homepage/realtid/ht19/labs/lab3>

- Possibly print out assignment description (11 pages PDF)

Lab report

- Answers (incl. diagrams) to the questions
- To lab 3 submission page, studentportal
- **Deadline:** Monday, 14th Oct., 23:59



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Lab Overview

Before you go to the lab session:

- Review the lecture slides about fixed priority scheduling and resource sharing protocols. Make sure you understand the response time equation and all resource sharing protocols you have learned.

<http://www.it.uu.se/edu/course/homepage/realtid/ht19/schema/synchronization-resource-sharing.pdf>

http://www.it.uu.se/edu/course/homepage/realtid/ht19/schema/scheduling_theory_periodic_fp.pdf

- Read FpsCalc User Manual
- Focus is on the theory and concepts

FpsCalc is just a helping tool to make things easier.
Don't struggle with too much details of it.



Lab goals

- Practice response time analysis
- Manual calculation, critical instant charts, tool FpsCalc
- Integrate blocking, jitter

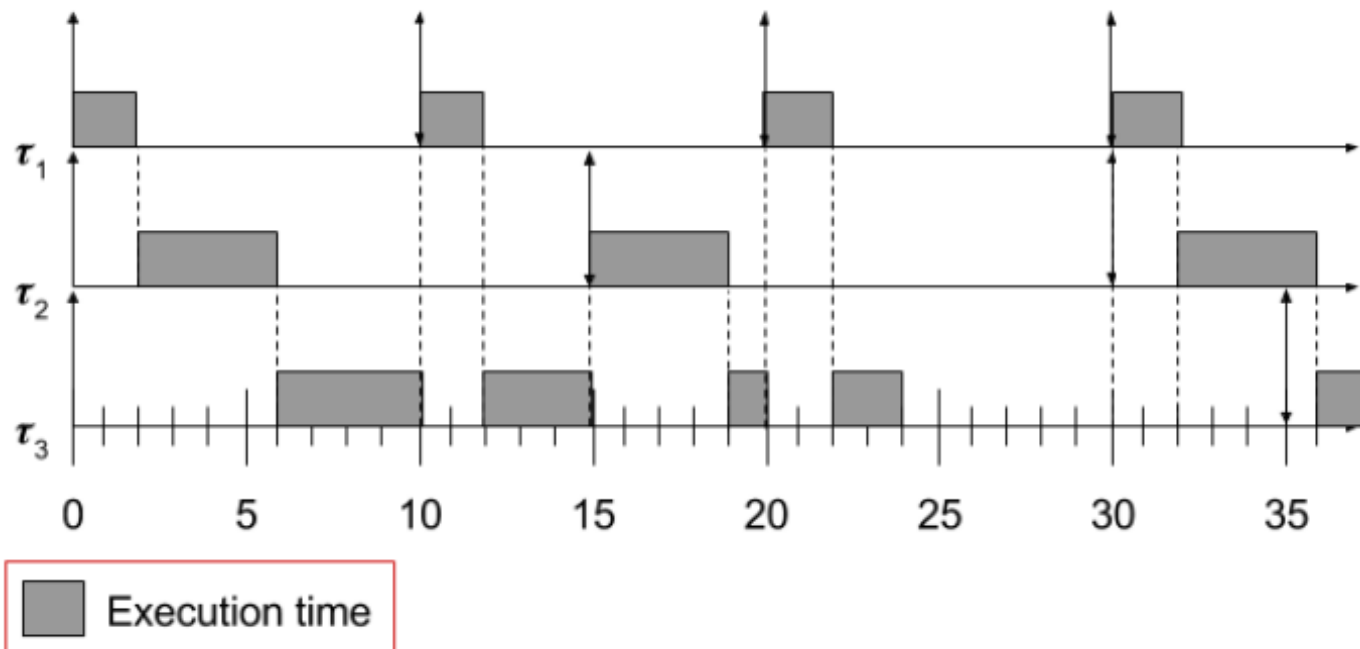
$$R_i = C_i + \sum_{j \in hp(i)} \left\lceil \frac{R_i}{T_j} \right\rceil \cdot C_j$$



Response time analysis

Task	C_i	T_i	D_i	P_i
τ_1	2 ms	10 ms	10 ms	1
τ_2	4 ms	15 ms	15 ms	2
τ_3	10 ms	35 ms	35 ms	3

Critical instant schedule:





Response time analysis

Task	C_i	T_i	D_i	P_i
τ_1	2 ms	10 ms	10 ms	1
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$$R_i^{n+1} = C_i + \sum_{j \in hp(i)} \left\lceil \frac{R_i^n}{T_j} \right\rceil C_j$$

How to calculate this recursive equation?



Blocking

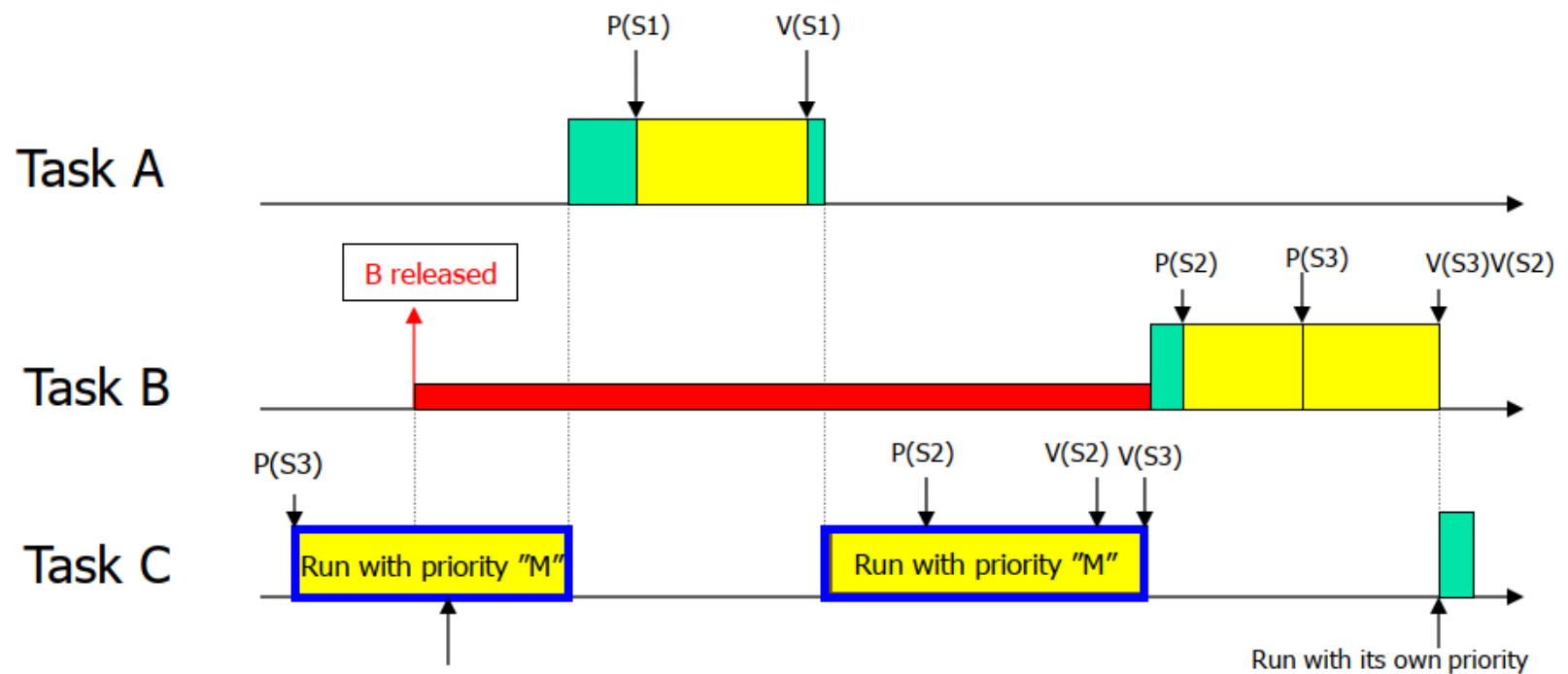
$$R_i = C_i + B_i + \sum_{j \in hp(i)} \left\lceil \frac{R_i}{T_j} \right\rceil C_j$$

Task i can be blocked by lower priority tasks when resource sharing exists!



Blocking

$$R_i = C_i + B_i + \sum_{j \in hp(i)} \left\lceil \frac{R_i}{T_j} \right\rceil C_j$$





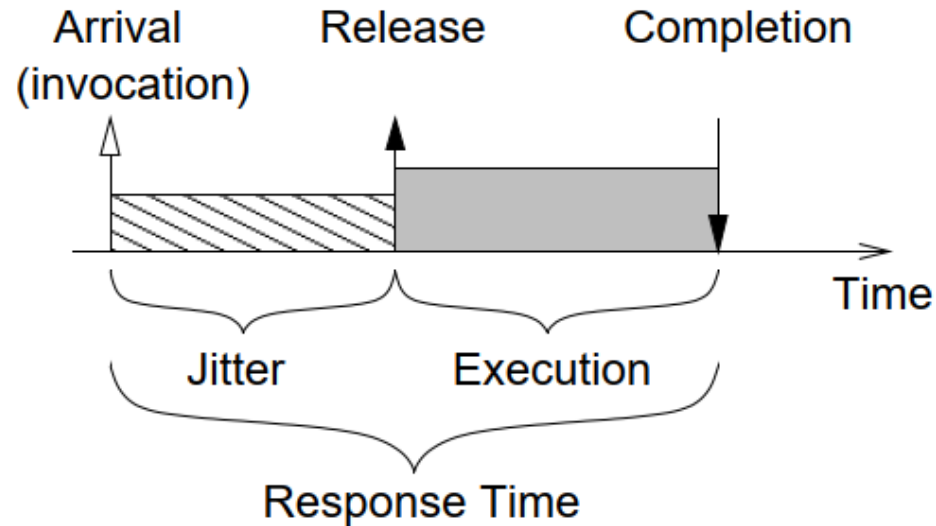
Blocking

$$R_i = C_i + B_i + \sum_{j \in hp(i)} \left\lceil \frac{R_i}{T_j} \right\rceil C_j$$

For different resource sharing protocols, the blocking time of the same task could be different.



Jitter



The jitter J_i for a task i is the difference between the maximal jitter and the minimal jitter.

$$J_i = J_i^{max} - J_i^{min}$$



Utilization bound

- Based on system's utilization bound $U := \sum_{i \leq n} C_i / T_i$
- For EDF: $U \leq 1 \iff \tau$ schedulable (sufficient and necessary)
- For RM: $U \leq n(2^{1/n} - 1) \implies \tau$ schedulable (only sufficient!)

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τ_1	2 ms	10 ms	10 ms	1
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$$U = 2/10 + 4/15 + 10/35 = 0.752381 < 3 \cdot (2^{1/3}) - 1 = 0.7798$$



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RM
Schedulable!



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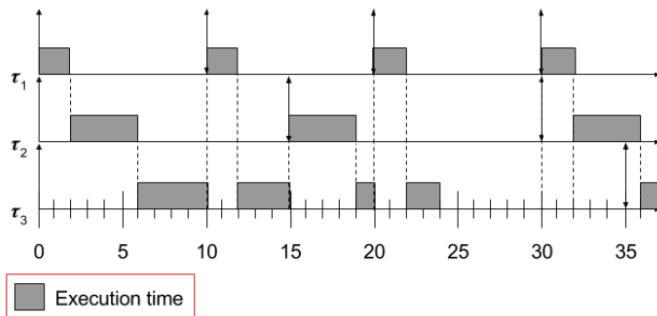
$$U = 0.752381 < 1$$

EDF
Schedulable!



FpsCalc

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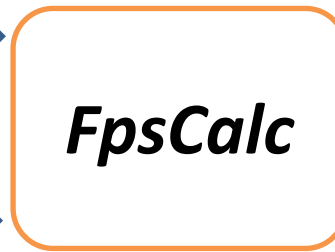


$$R_i^{n+1} = C_i + \sum_{j \in hp(i)} \left\lceil \frac{R_i^n}{T_j} \right\rceil C_j$$



FpsCalc

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```
R[t1] = 2.000000  
R[t2] = 6.000000  
R[t3] = 24.000000
```

$$R_i^{n+1} = C_i + \sum_{j \in hp(i)} \left\lceil \frac{R_i^n}{T_j} \right\rceil C_j$$



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FpsCalc

system

declarations

Semaphores(optional)

initialise

formulas



FpsCalc

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Demos and Report examples