

Scheduling result and bounds

Processes P_1, P_2, \dots, P_n on VBSs u_1, u_2, \dots, u_n , are schedulable
if $\sum u_i \leq 1$

For any action α on a resource (λ, π) we have

upper response time bound
 $\lceil \text{load} / \lambda \rceil \pi + \pi - 1$

lower response time bound
 $\lceil \text{load} / \lambda \rceil \pi$

jitter
 $\pi - 1$

Programmable temporal isolation

the “speed” of an action is programmable
(influencing response time and jitter)

smaller $\pi \Rightarrow$

+ smaller jitter

+ VBS response time closer to „ideal“ response time

- higher administrative overhead

(more scheduler invocations)



Finding the right λ, π is difficult.

server design
problem

Real-world example

```
loop {
```

```
  sensor_data = read(sensors);  
  actuator_data = compute(sensor_data);  
  write(actuator_data);
```

low latency

```
  log(actuator_data);  
  update_internal_state();
```

less stringent

```
} until (done);
```

control-loop period

Real-world example

```
loop {
```

```
  sensor_data = read(sensors);  
  actuator_data = compute(sensor_data);  
  write(actuator_data);
```



action 1

```
  log(actuator_data);  
  update_internal_state();
```



action 2

```
} until (done);
```



control-loop period

different throughput and latency requirements
for different portions of code

Implementation

- constant-time scheduling algorithm
- different queue management plugins
(lists, arrays, matrices, trees)

trade off time and
space complexity

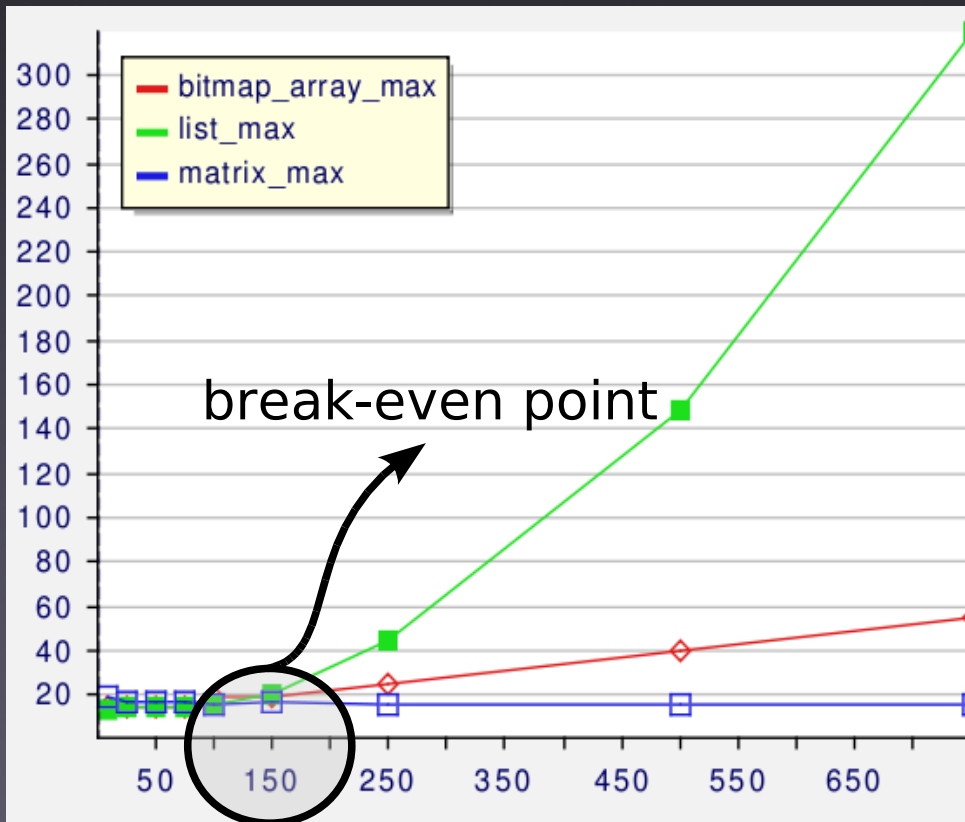
	list	array	matrix/tree
time	$O(n^2)$	$O(\log(t) + n \log(t))$	$\Theta(t)$
space	$\Theta(n)$	$\Theta(t + n)$	$O(t^2 + n)$

n - number of processes t - number of time instants

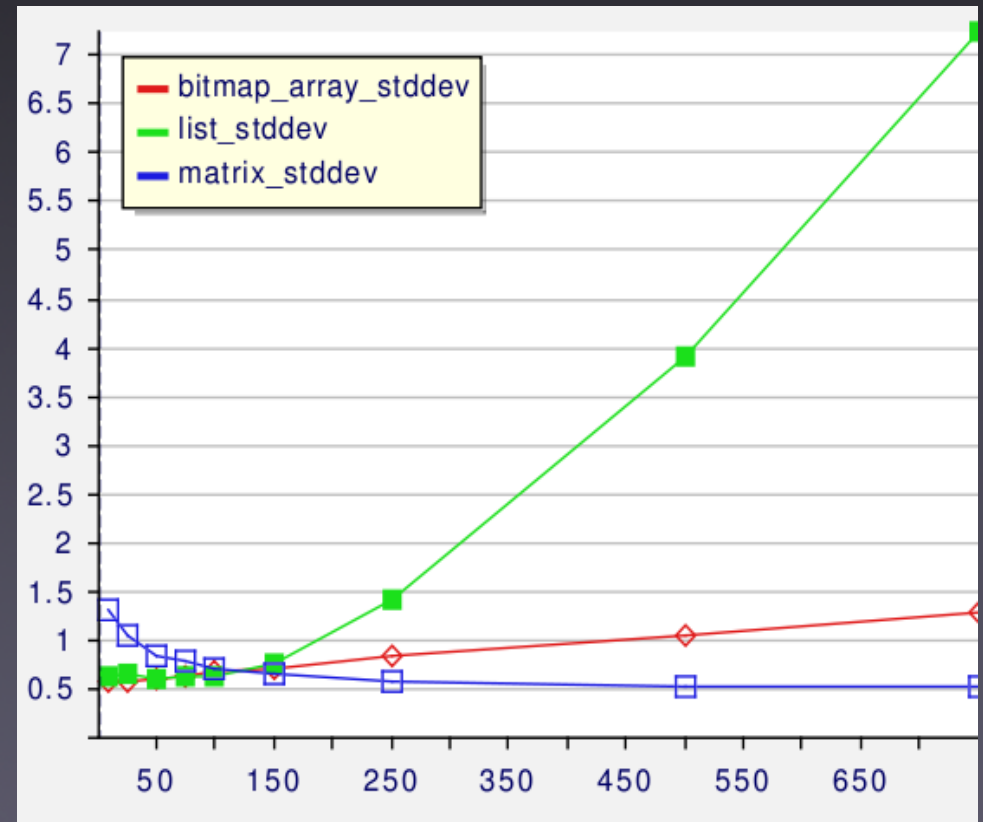


Results

scheduler overhead



Maximum duration(μ s) for increasing number of processes

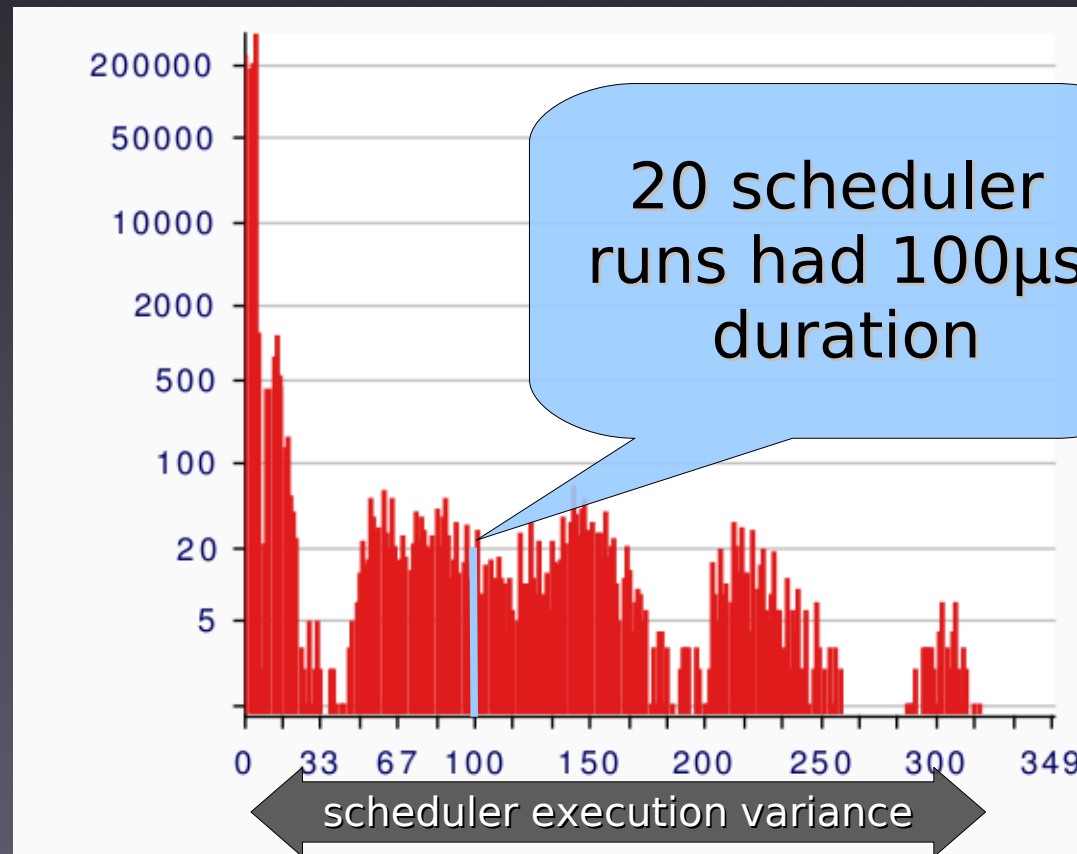


Standard deviation for increasing number of processes



Results

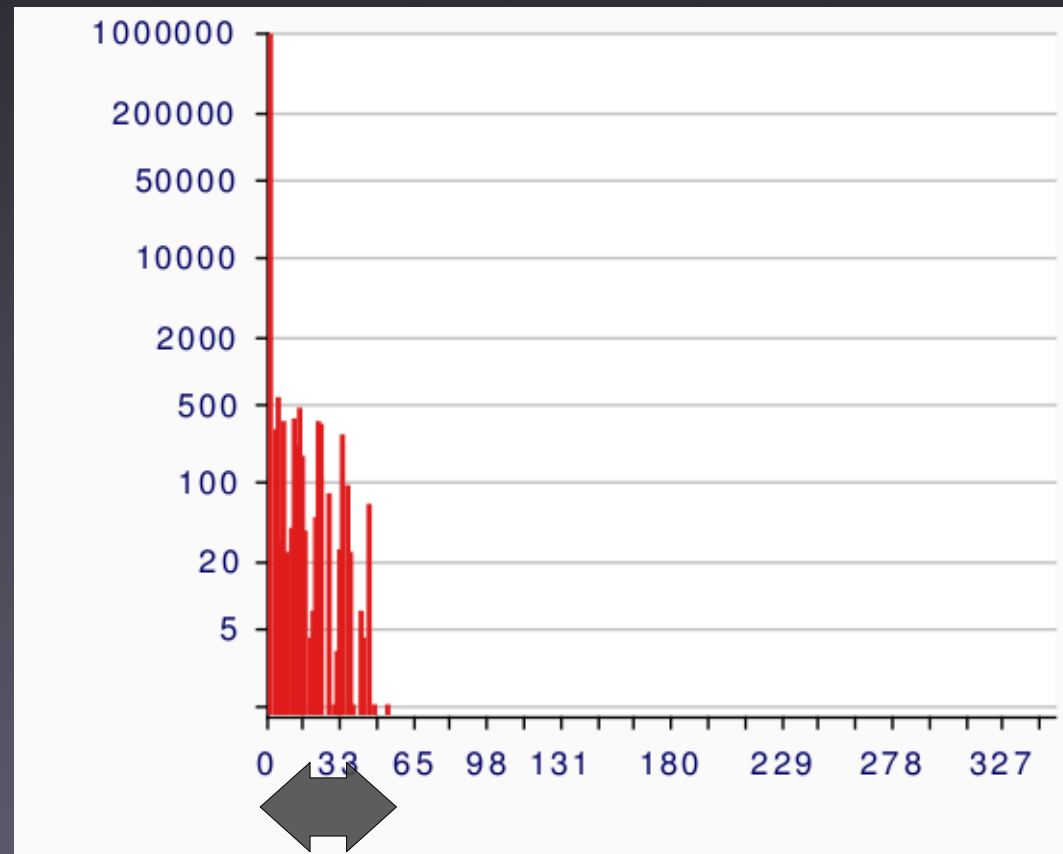
scheduler overhead (list)





Results

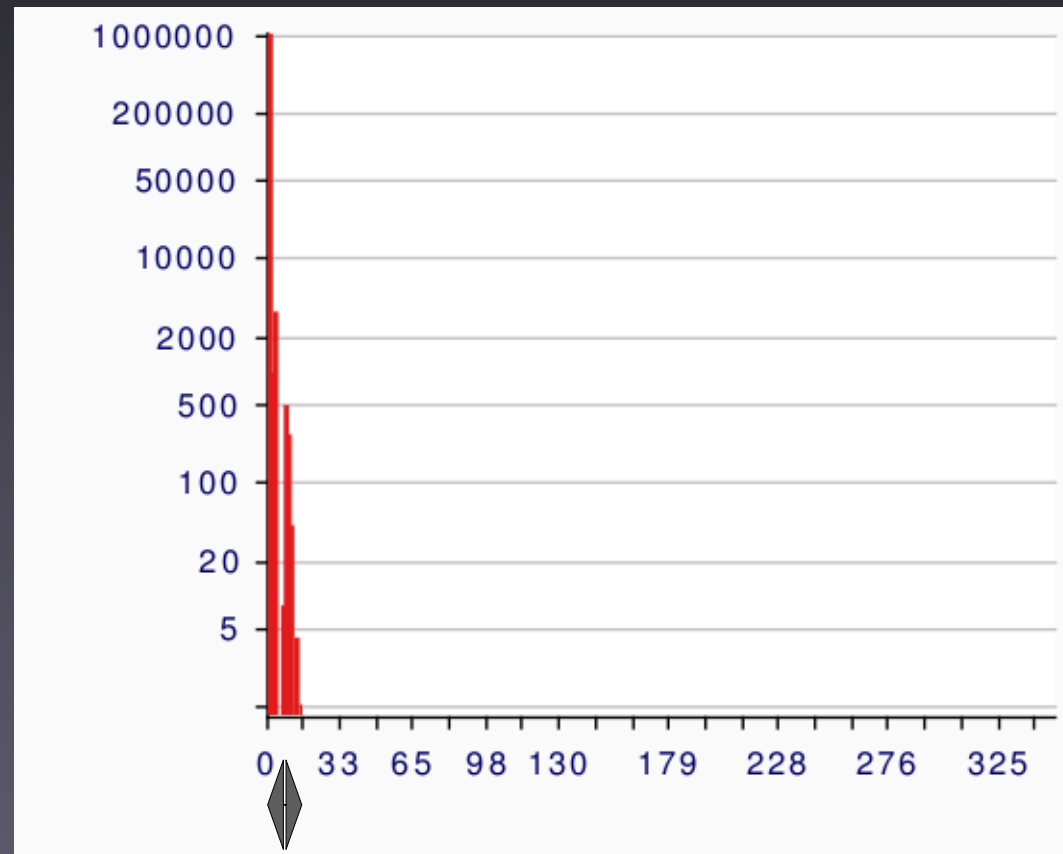
scheduler overhead (array)





Results

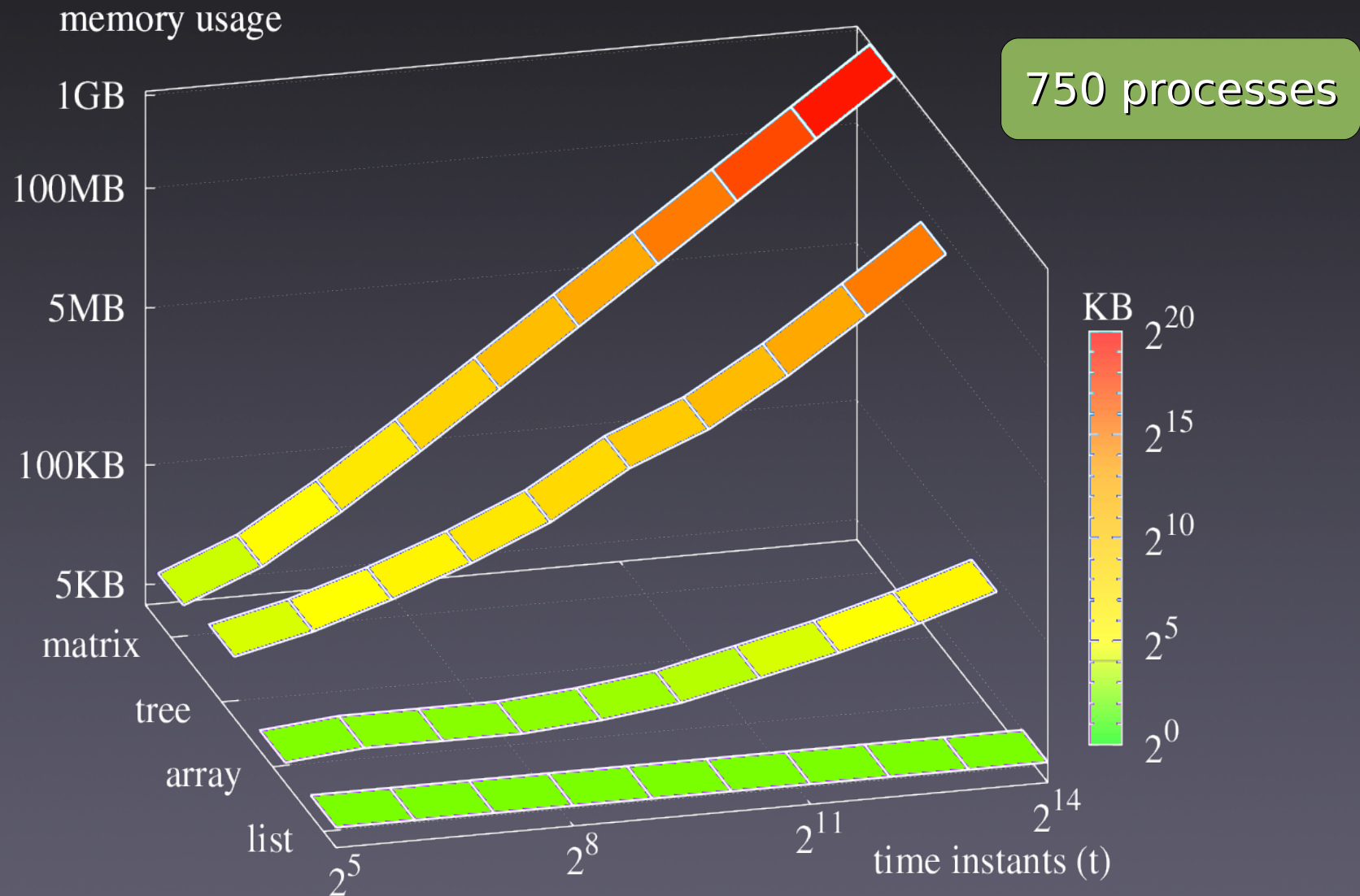
scheduler overhead (matrix)





Results

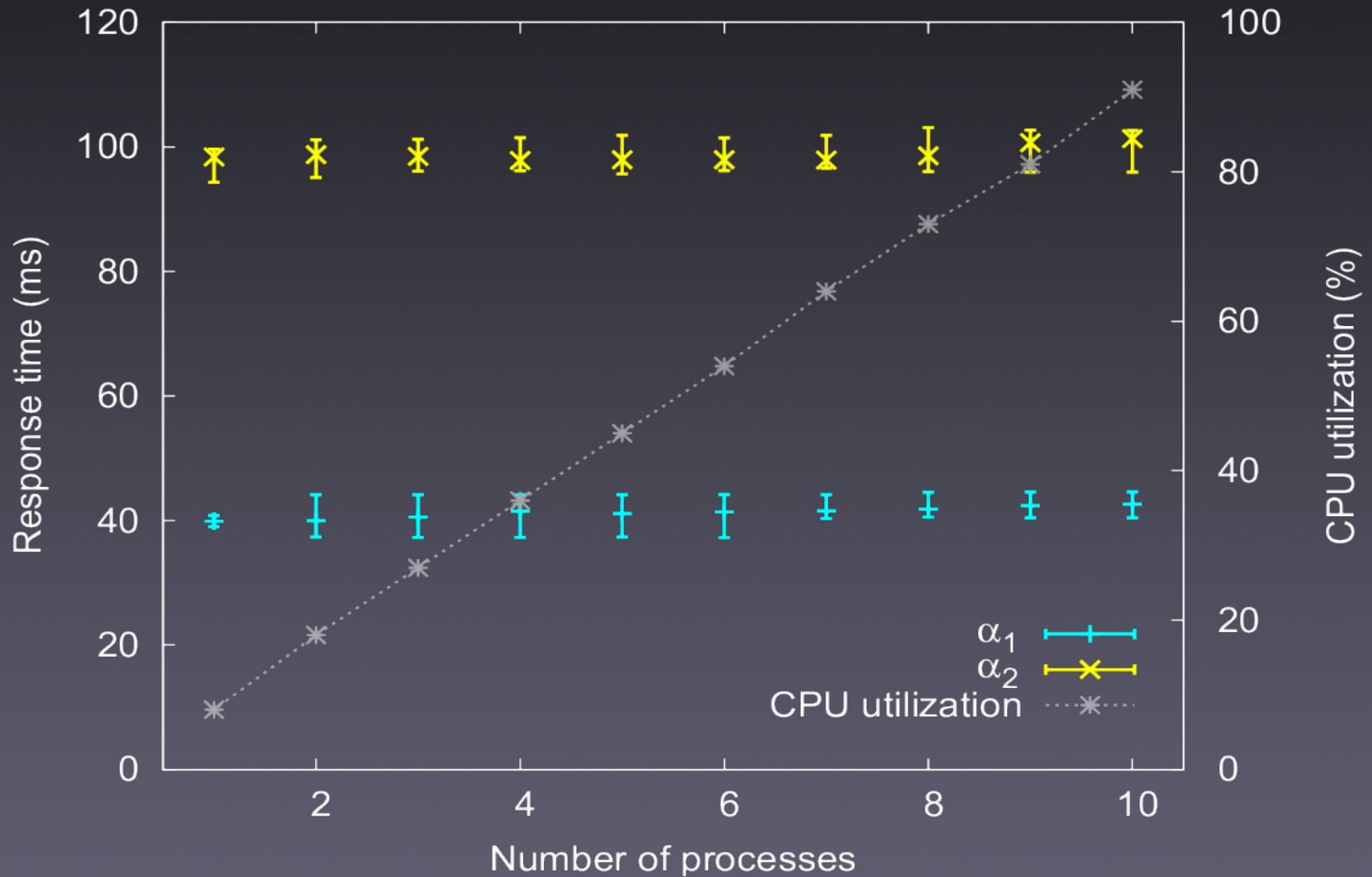
space complexity





Results

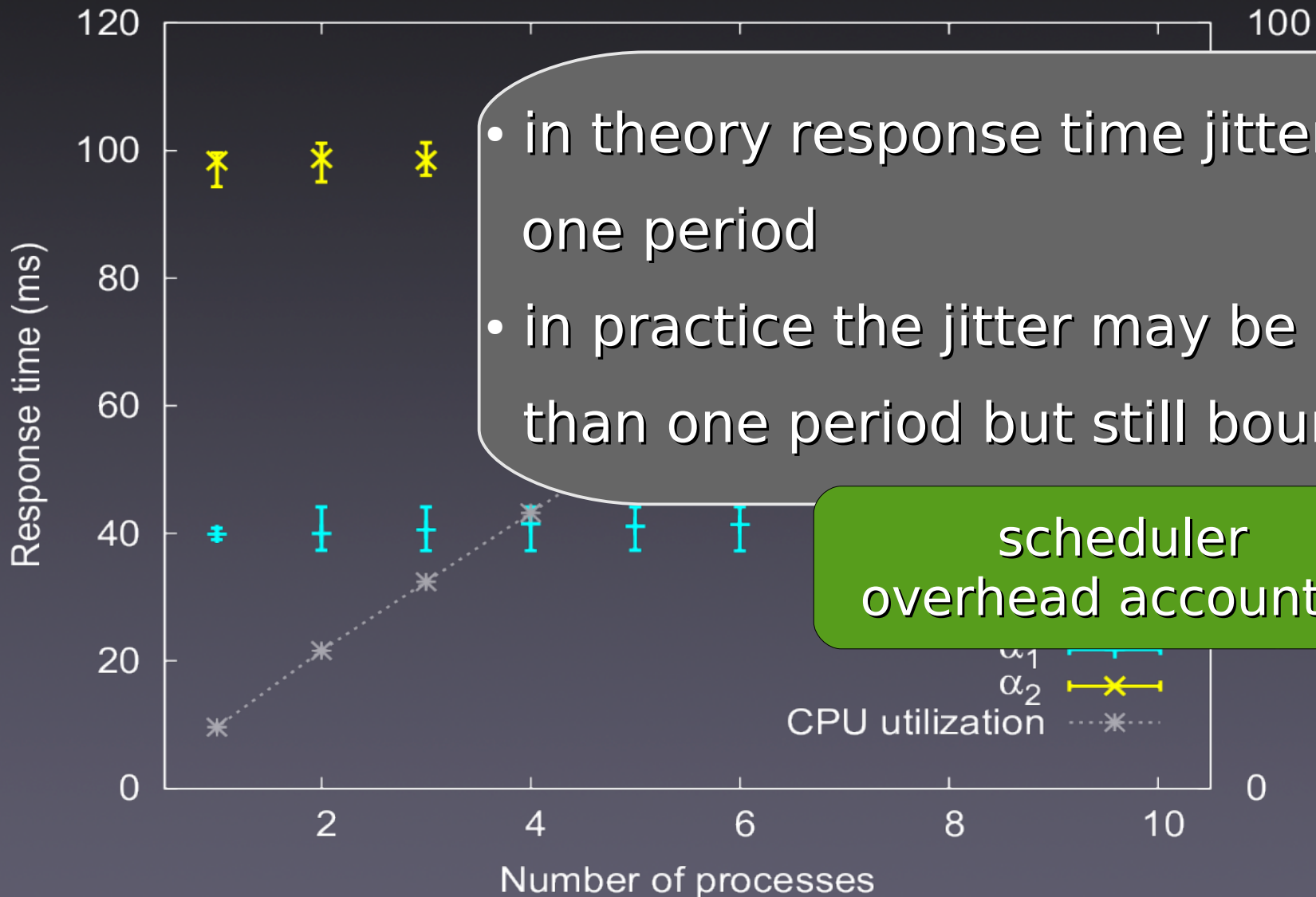
bare-metal experiment





Results

bare-metal experiment



- in theory response time jitter is one period
- in practice the jitter may be more than one period but still bounded

scheduler overhead accounting

Conclusion

VBS scheduling enables:

- temporal isolation
- trading off throughput and latency
- controlling the response-time jitter of individual process actions
- trading off space and time complexity of the scheduling overhead

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Conclusion

VBS scheduling enables:

- temporal isolation
- trading
- controlling the amount of
individual
- trading off space and time complexity of the
scheduling overhead

Thank you!

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