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Scheduling Self-Suspending Periodic Real-Time Tasks Using Model Checking

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Abstract—In this paper, we address the problem of scheduling periodic, possibly self-suspending, real-time tasks. We provide schedulability tests for PFP and EDF and a feasibility test using model checking. This is done both with and without the restriction of work-conserving schedules. We also provide a method to test the sustainability w.r.t the execution and suspension durations of the schedulability and feasibility properties within a restricted interval. Finally we show how to generate an on-line scheduler for such systems when they are feasible.

I. INTRODUCTION

A real-time task can suspend itself when it has to communicate, to synchronize or to perform external input/output operations. Classical models neglect self-suspending, considering them as a part of the task computation time [1]. Models that explicitly consider suspension durations exist but their analysis is proved difficult: in [2], the authors present three negative results on systems composed by hard real-time self-suspending periodic tasks scheduled on-line. We propose in this paper the use of model checking on timed automata to address these three negative results: 1) the scheduling problem for self-suspending tasks is NP-hard in the strong sense, 2) classical algorithms do not maximize tasks completed by their deadlines and 3) scheduling anomalies can occur at run-time.

Result 1) means that there cannot exist a non-clairvoyant online algorithm that takes its decisions in a polynomial time and always successfully schedules a feasible self-suspending task set. We so propose to use model checking to generate off-line a feasible scheduler for each specific instances of the problem, i.e. for each task sets. Result 2) implies that traditional on-line schedulers are not optimal, whereas our approach is. Result 3) points out that changing the properties of a feasible task set in a positive way (e.g. reducing an execution or a suspension duration, extending a period) can affect its feasibility. We prove that our approach is sustainable w.r.t execution and suspension durations.

Related work: In [3], the authors prove that the critical scheduling instant characterization is easier in the context of sporadic real-time tasks. They provide, for systems scheduled under a rate-monotonic priority assignment rule, a pseudo-polynomial response-time test. The rest of the literature on self-suspending tasks focus on the multiprocessor context [4], [5]. Our approach addresses the problem for periodic tasks, and it is not restricted to RM. The timed automata approach has been already used to solve job shop scheduling problems [6], [7]. In [8], the authors present a model based on timed automata to solve real-time scheduling problems, but this model cannot be applied to self-suspending tasks because of the way the preemptions are modeled. Moreover, it intrinsically considers work-conserving schedules and cannot handle uncertain times.

Contributions: In this paper, we propose a timed-automata-based model for hard real-time periodic self-suspending tasks. We show how to use model checking to obtain both a necessary and sufficient feasibility test, and a schedulability test for classical scheduling policy (RM, DM, EDF). When these algorithms fail to schedule a feasible system, we show how to generate an appropriate scheduler. We also consider the cases where both the execution time and the suspension time of each task are uncertain. The generated schedulers then have an important property: the feasibility of a task set is sustainable w.r.t the execution and suspension durations.

Sect. II presents the task model, Sect. III introduces the self-suspending task automaton, Sect. IV exposes how to check the feasibility and the schedulability with PFP and EDF, and how to generate a sustainable scheduler. Sect. V presents experiments and finally we conclude.

II. SELF-SUSPENDING TASK MODEL

Task Model and assumptions: We consider the problem of scheduling a system \(\Sigma = \{\tau_1,\ldots,\tau_n\}\) of \(n\) independent possibly self-suspending periodic tasks synchronously activated on one processor. A task which does not suspend itself is characterized by the tuple \(\tau_i = (C_i, T_i, D_i)\) where \(C_i\) is its execution time, \(T_i\) its period and \(D_i\) its relative deadline with \(D_i \leq T_i\). A task which suspends itself is characterized by the tuple \(\tau_i = (P_i, T_i, D_i)\) where \(P_i\) is its execution pattern. An execution pattern is a tuple \(P_i = (C_{i1}, E_{i1}, C_{i2}, E_{i2}, \ldots, C_{im}, E_{im})\) where each \(C_{im}\) is an execution time and each \(E_{im}\) a suspension time. When these parameters can take values within an interval, we refer to the tasks as uncertain tasks and the execution pattern becomes \(P_i = ([C_{i1}, C_{i1}],[E_{i1}, E_{i1}],[C_{i2}, C_{i2}],\ldots,[C_{im}, C_{im}])\). To simplify the notations, when there is no ambiguity, the task id is not mentioned and the tuples becomes \(\tau = (C, T, D)\) etc. This model and notations are inspired by existing literature on self suspending tasks [4], [1], [3], [2].

Sustainability: The schedulability of a task set with a given algorithm is said sustainable w.r.t. a parameter when a schedulable task set remains schedulable when this parameter is changed in a positive way. The sustainability is an important property since it permits to study the worst case scenario. In our task model, execution and suspension durations can be bounded within intervals. In the remaining of the paper, we
III. THE SELF-SUSPENDING TIMED AUTOMATON MODEL

A timed automaton [9], is an automaton augmented with a set of real variables $X$, called clocks. The firing of a transition can be controlled by a clock constraint called guard and a location can be constrained by a staying condition called invariant. A clock valuation is a function that associates to a clock $x$ its value $v(x)$ and a configuration is a pair $(q, v)$ where $q$ is a state of the automaton and $v$ a vector of clock valuations. A run is a sequence of timed and discrete transitions, timed transitions representing the elapse of time in a state, and discrete ones the transitions between states. Synchronous communication between timed automata can be done using input actions $(a?)$ and output actions $(a!)$.

Self-Suspending Timed Automaton: Let $\tau = (P, T, D)$ be a self-suspending task. We associate to $\tau$ a timed automaton $A_{\tau}$ (Fig. 1) with one clock $x_{\tau}$ and of states $Q = \{s, e, f, p, sp, id\}$. State $s$ is the waiting state where the task is active, $e$ the execution state, $p$ the state where the task is preempted, $f$ is the one where the task has finished its execution, $sp$ the suspension state and $id$ an idle state used to model a possible idle step. To compute the execution time of a task, we use the clock $x_{\tau}$ and a variable $c_{\tau}$ as follows: the automaton can stay in the execution state exactly one time unit and the variable $c_{\tau}$ keeps track of how many time units have been performed. This is represented by an invariant $x_{\tau} \leq 1$ on state $e$ and a loop transition that increments $c_{\tau}$. The guard $c_{\tau} < C - 1$ restricts the number of loop transitions. The preemption of the task is modeled using transitions from $e$ to $p$ and from $p$ to $e$. Note that the modeling of preemption at any time is not possible using timed automata because clock variables cannot be stopped. Thus, it is supposed in this model that a task can be preempted only at integer times. The transition from $e$ to $id$ is enabled when the total time spent in the active state is equal to $C$ and the number of performed step is less than $m$. To model the suspension of a task we use the state $sp$. The automaton can stay in the state $sp$ exactly $E$ time units. This is modeled using an invariant $x_{\tau} \leq E$ on the state and a guard $x_{\tau} = E$. The task finishes when all the steps have been computed. This is modeled using the guard $i = m$ from state $e$ to state $f$. To make this task periodic of period $T$, we use a second timed automaton $A_{\tau}$ with one state and a loop transition enabled every $T$ time units. This transition is labeled with an output action $T!$ and synchronizes with the transition from waiting state ($f$) to active state ($s$) of the automaton $A_{\tau}$. Finally, we introduce a third automaton $A_D$, which models the deadline of the task using an output action $D!$ fired every $D$ time units. We call the tuple $(A_{\tau}, A_{\tau}, A_D)$ a A self-suspending automata model.

IV. Schedulability Using Model Checking

Model checking is an automatic verification technique used to prove formally whether a model satisfies a property or not. In this section, we present how we use CTL [12] model checking to test the feasibility of a task set, its schedulability with PFP and EDF, and the sustainability of a schedule.

A. Feasibility and Schedulability

Let $\Sigma = \{\tau_1 \ldots \tau_n\}$ be a finite set of self-suspending tasks. We associate to every task $\tau_i$ a self-suspending automata model $(A^i_{\tau}, A^p_{\tau}, A^d_{\tau})$. We use a global variable proc to ensure, using a guard, that only one task is executing at once. We introduce a new state STOP$_i$ for each automaton $A^i_{\tau}$, which is reached if a task misses its deadline. For any non final state of $A^i_{\tau}$, a transition labeled by an input action $D!$ leads to state STOP$_i$. These transitions synchronize with the deadline automaton. Thus, if an instance of a task does not terminate before its deadline, the automaton goes to the state STOP$_i$.

Proposition 1 (feasibility): Let $\Sigma = \{\tau_1 \ldots \tau_n\}$ be a set of self-suspending tasks. $\Sigma$ is feasible iff CTL Formula 1 is satisfied.

$$\phi_{\text{Sched}} : EG(C^{\geq 1} \lor \bigwedge_{i \in [1, n]} \text{STOP}_i)^1$$  

Sketch of Proof: Proposition 1 states that the self-suspending problem is feasible iff there exists a feasible scheduling run i.e a run that never reached a STOP state. Suppose that the scheduling problem $\Sigma$ is feasible and Formula 1 is not satisfied. If the problem is feasible, then there exists a schedule where all the instances of all tasks never miss their deadline. This schedule corresponds in the self-suspending automaton to a feasible scheduling run. This contradicts the hypothesis that Proposition 1 is not satisfied. Suppose now that Formula 1 is satisfied and the scheduling problem is not feasible. If the formula is not satisfied, then all scheduling runs are not feasible i.e all the scheduling run lead to a STOP state. This contradicts the fact that the problem is feasible, the contradiction comes from the fact that the automaton capture all possible behaviors of task instances.

An on-line scheduling algorithm can be obtained using a feasible run satisfying Formula 1 by simply reading sequentially the configurations of the feasible run until reaching the one where all active tasks have terminated their execution without missing their deadline.

Proposition 2 (PFP Schedulability): Let $\Sigma$ be a set of self-suspending tasks sorted according to a priority function, with $\tau_1 \leq \ldots \leq \tau_n$. $\Sigma$ is feasible according to a fixed priority scheduler iff CTL Formula 2 is satisfied.

1The operator $A$ means for all paths, $E$ there exists a path and $G$ globally in the future [12].
Proposition 4 (Sustainability): Let $\Sigma = \{\tau_1 \ldots \tau_n\}$ be a finite set of uncertain self-suspending tasks. A sustainable scheduling algorithm exists for $\Sigma$ if there exists a scheduling strategy $f$ s.t. the self-suspending timed game automaton model of $\Sigma$ supervised by $f$ satisfies the safety CTL Formula 4.

$$\phi_{sust} : AG -( \bigvee_{i \in [1,n]} STOP_i)$$  \hspace{1cm} (4)

Sketch of Proof: Formula 4 states that there exists a strategy function $f$ s.t. for every configuration of the task set and every possible execution duration or suspension duration, there is a way to avoid the STOP states. Let $\Sigma$ be a set of uncertain self-suspending tasks. Suppose that there exists a feasible sustainable scheduler for $\Sigma$. Then, the strategy $f$ can be simply computed by defining a strategy that mimic the decisions of the sustainable scheduler. Consider now that there exists a feasible scheduling strategy for the timed game satisfying Formula 4, then there exists a way for all the tasks to not miss their deadline whatever are the execution and the suspension durations. Thus this strategy can be used as a sustainable scheduling algorithm.

Algorithm 1 Scheduling Strategy Algorithm

1: $(q, v) \leftarrow (q_0, v_0), t \leftarrow 0$
2: while $q \not\in \Sigma, t \not\in t_0$ do
3: \hspace{1cm} while $f((q, v)) = \lambda$ or no task finished or no end of suspension do
4: \hspace{1cm} \hspace{1cm} Wait: increase $v$
5: \hspace{1cm} \hspace{1cm} end while
6: \hspace{1cm} if $f((q, v)) \subseteq \tau_r \in \Delta_{\Sigma}^r$ then
7: \hspace{1cm} \hspace{1cm} $(q' \leftarrow v) \in \tau_r$ is the successor of $(q, v)$ while taking the transition $\tau_r$
8: \hspace{1cm} \hspace{1cm} if $q'_r \not\in \Delta^r$ and $q''_r \not\in \Delta^r$ then
9: \hspace{1cm} \hspace{1cm} \hspace{1cm} execute task $\tau_j$ at time $t \leftarrow t_k$
10: \hspace{1cm} \hspace{1cm} end if
11: \hspace{1cm} \hspace{1cm} if $q'_r \not\in \Delta^r$ and $q''_r \in \Delta^r$ then
12: \hspace{1cm} \hspace{1cm} \hspace{1cm} preempt task $\tau_j$ at time $t \leftarrow t_k$
13: \hspace{1cm} \hspace{1cm} end if
14: \hspace{1cm} \hspace{1cm} if $q''_r \not\in \Delta^r$ and $q'_r \in \Delta^r$ then
15: \hspace{1cm} \hspace{1cm} \hspace{1cm} suspend task $\tau_j$ at time $t \leftarrow t_k$
16: \hspace{1cm} \hspace{1cm} end if
17: \hspace{1cm} end if
18: if a task $\tau_j$ has finished then
19: \hspace{1cm} $(q' \leftarrow v)$ is the configuration $(q, v)$ where $q'_r \leftarrow f', v_k(x') \leftarrow 0$
20: \hspace{1cm} end if
21: if a task $\tau_j$ has terminated the suspension then
22: \hspace{1cm} $(q' \leftarrow v)$ is the configuration $(q, v)$ where $q'_r \leftarrow p', v_k(x') \leftarrow 0$
23: \hspace{1cm} end if
24: $(q, v) \leftarrow (q', v')$
25: end while

To provide a sustainable scheduling algorithm we need to construct a feasible strategy if one exists. Such a strategy is finite, because of the decidability of the timed game problem [13]. Then an on-line scheduler is an algorithm that executes the pre-computed strategy. This is formalized by Algorithm 1. According to the actual configuration, the scheduling algorithm can decide 1) to stay in this configuration, i.e to continue the execution of a task or let the processor idle (lines 3-5) ; or 2) to execute, preempt or suspend a task (lines 6-17). Finally when an execution or a suspension terminates, the algorithm computes the new configuration (lines 18-25).

Note that if the presented methods generate possibly idle schedules, we can compute work-conserving schedules by specifying this property in CTL Formulas 1, 2, 3 and 4.

$\Delta^r$ is the state of the automaton $j$ in the configuration $(q, v_j); q_0$ is the initial configuration ; $t$ is an additional global clock which is never reset ; $t_i$ the valuation of the clock $t$ in the configuration $(q, v_i)$. 
In this paper, we present how to use model checking to solve a difficult scheduling problem: the scheduling of periodic self-suspending tasks. We provide a feasibility test and schedulability tests with PFP and EDF. We also provide a method to test the schedulability of schedules w.r.t. the execution and suspension durations. This is done both with the restriction of work-conserving schedules and in the general case. Finally, our approach permits to generate a scheduler for such systems.

**Work in progress:**

We first have to implement the scheduler generation and to formalize the memory complexity of generated on-line schedulers. Then we have to improve the way our automata handle preemptions. Finally we have to extend our model to consider multiprocessor platforms and tasks sporadic activation and compare the results with the ones presented in [3].

**References**


