

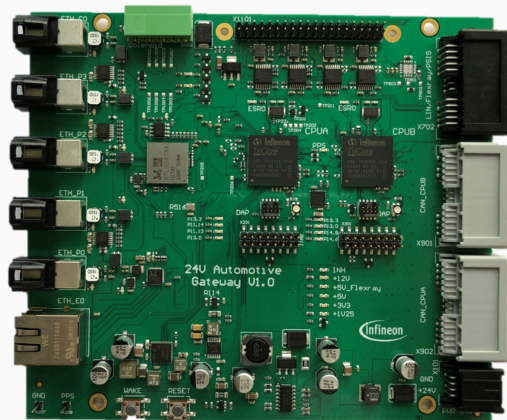
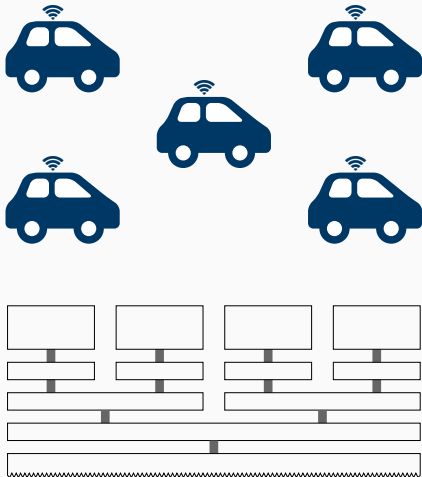
Vorhersagbare Migration in Echtzeitsystemen

Fachgruppentreffen Betriebssysteme, 11.03.2021

Phillip Raffeck¹, Stefan Reif¹, Wolfgang Schröder-Preikschat¹, Peter Ulbrich²

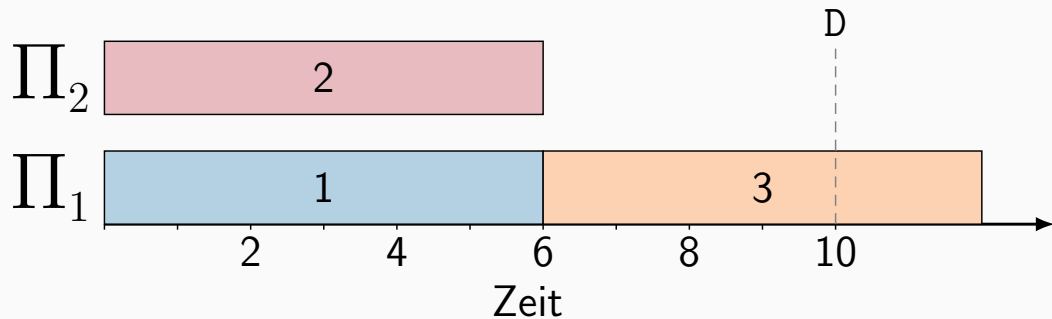
¹Friedrich-Alexander-Universität Erlangen-Nürnberg

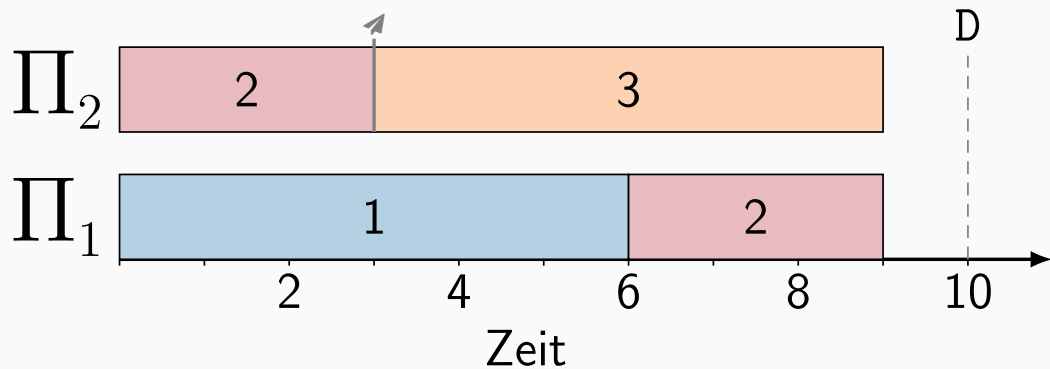
²Technische Universität Dortmund

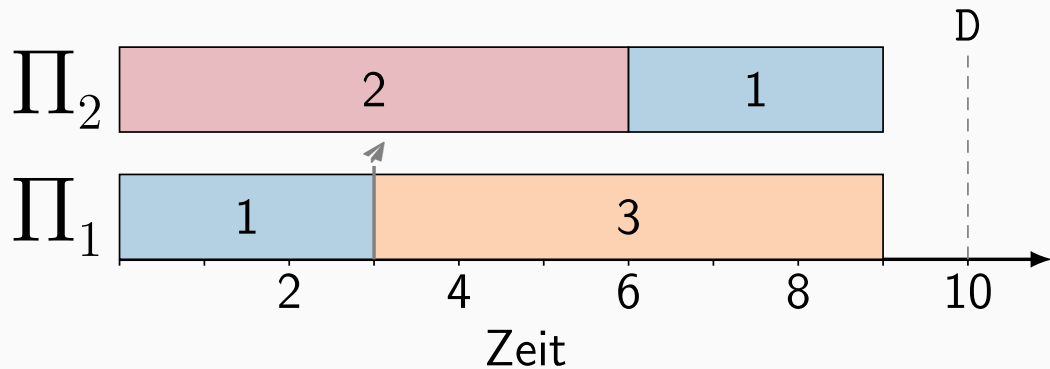


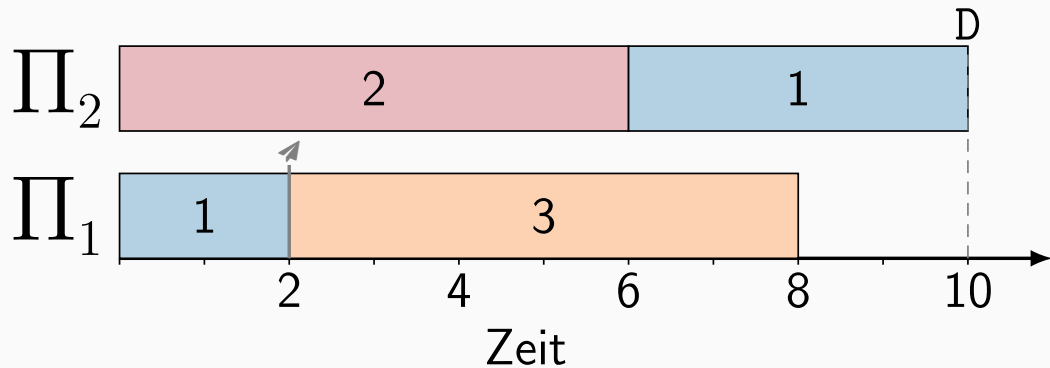
Quelle: Infineon

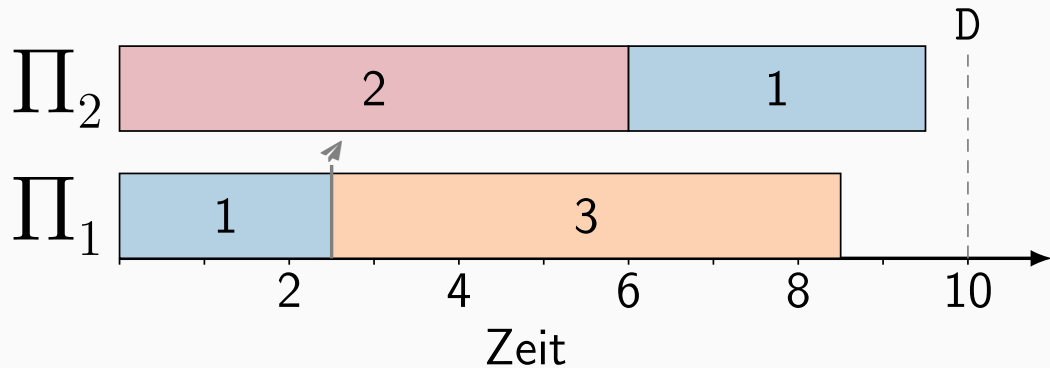
https://www.infineon.com/cms/en/product/evaluation-boards/kit_a2g_tc397_24v_gtw

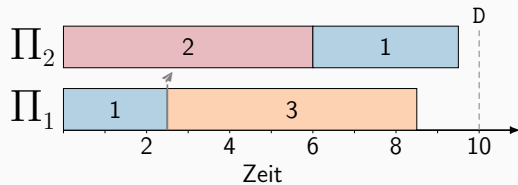
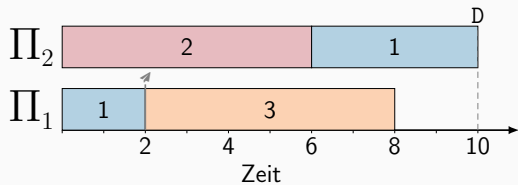
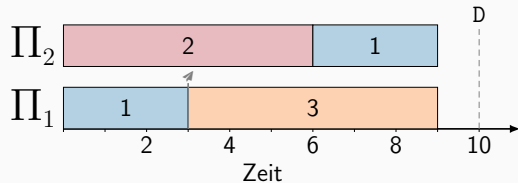
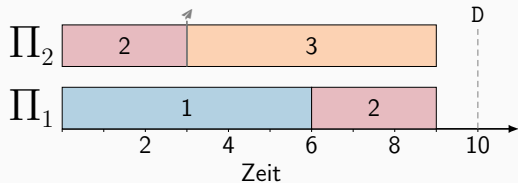


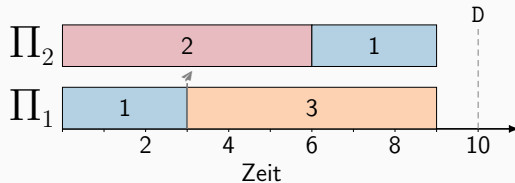
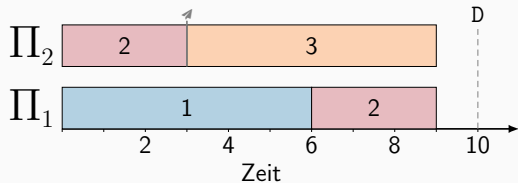




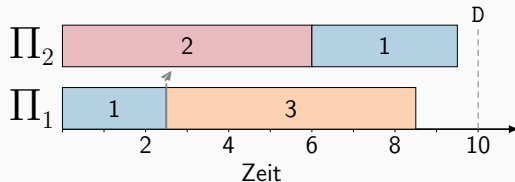
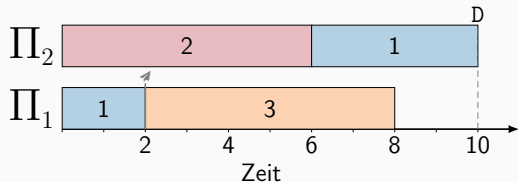








Migration = Migration?



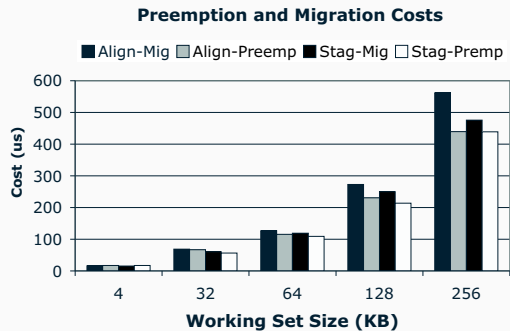
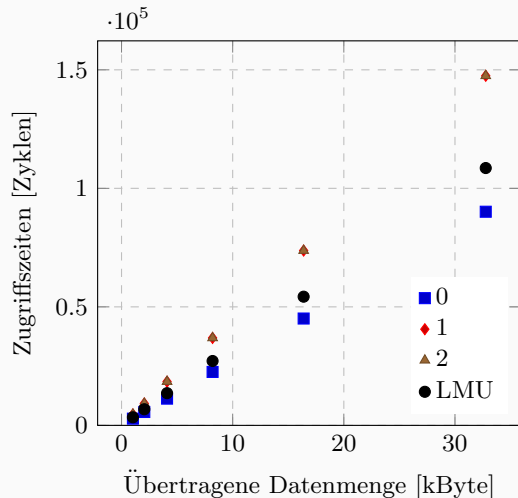
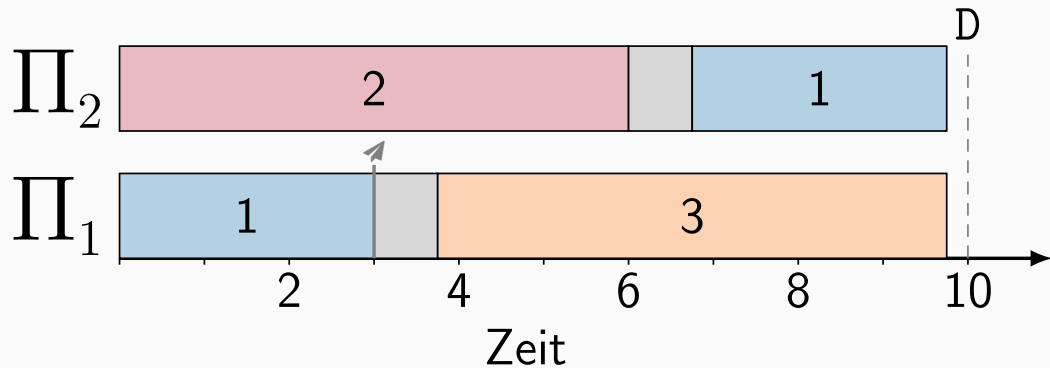
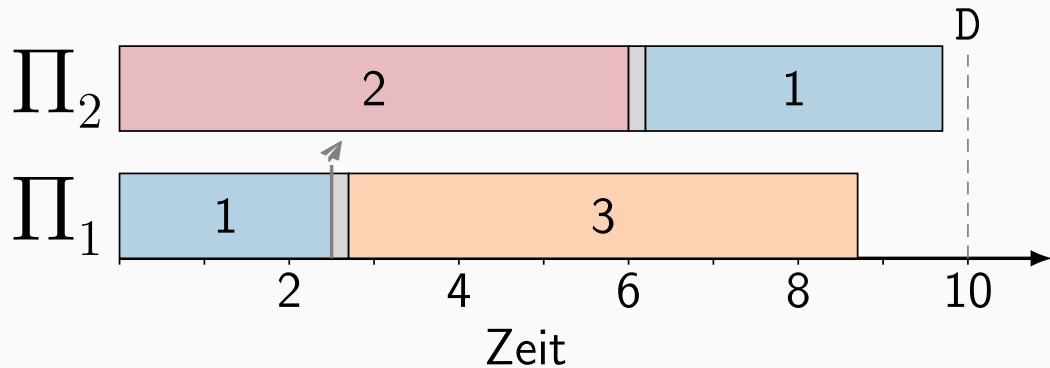
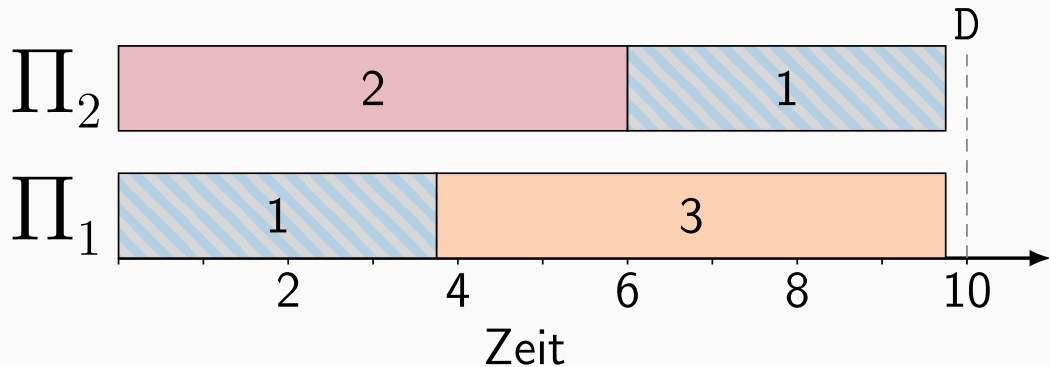
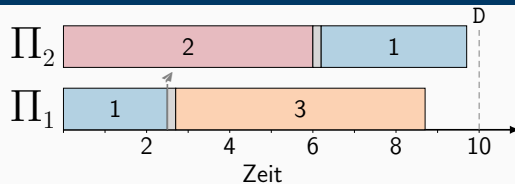
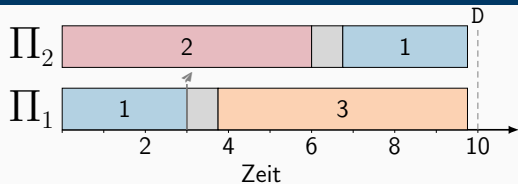


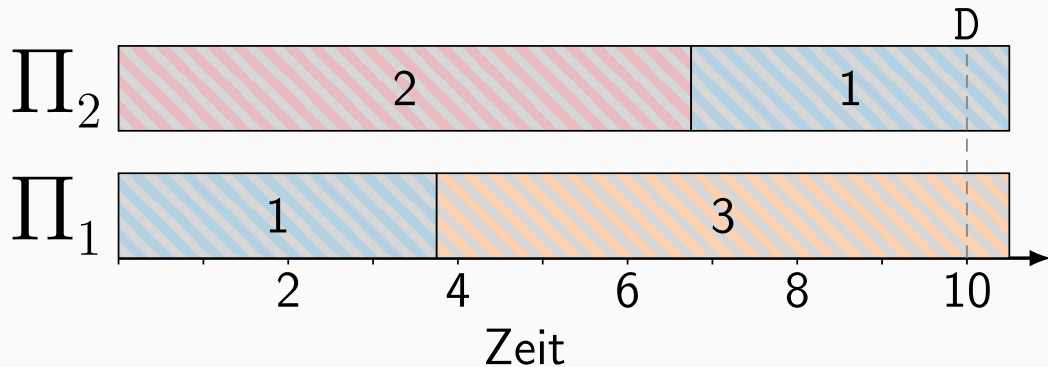
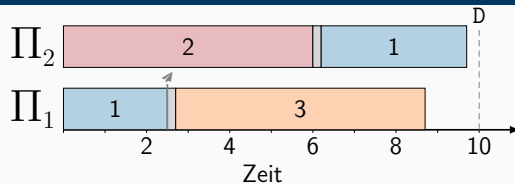
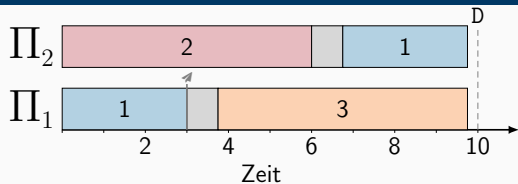
Abbildung aus: Calandrino, J, et al. LITMUSRT: A Testbed for Empirically Comparing Real-Time Multiprocessor Schedulers, RTSS'06

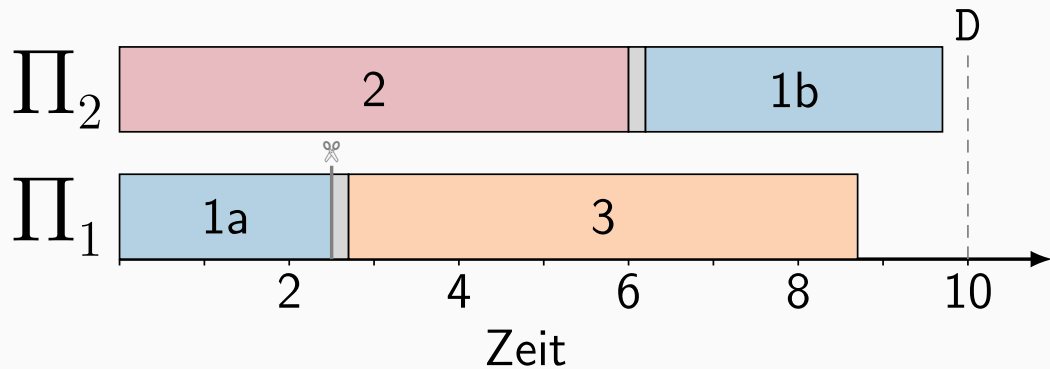


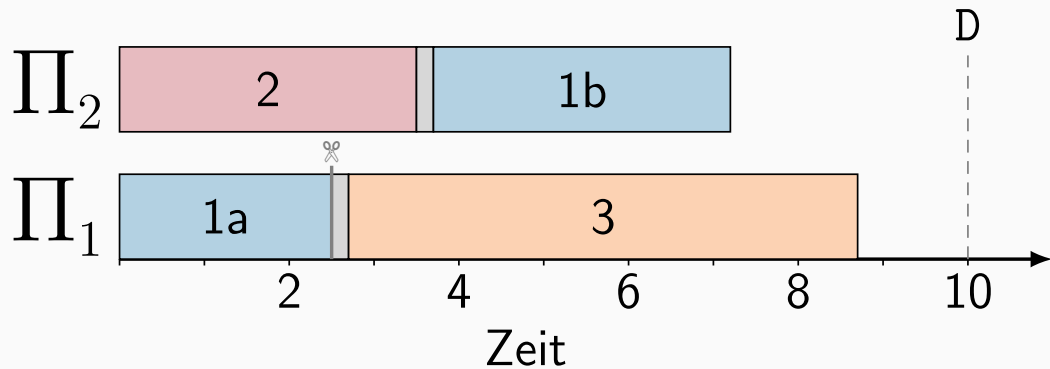


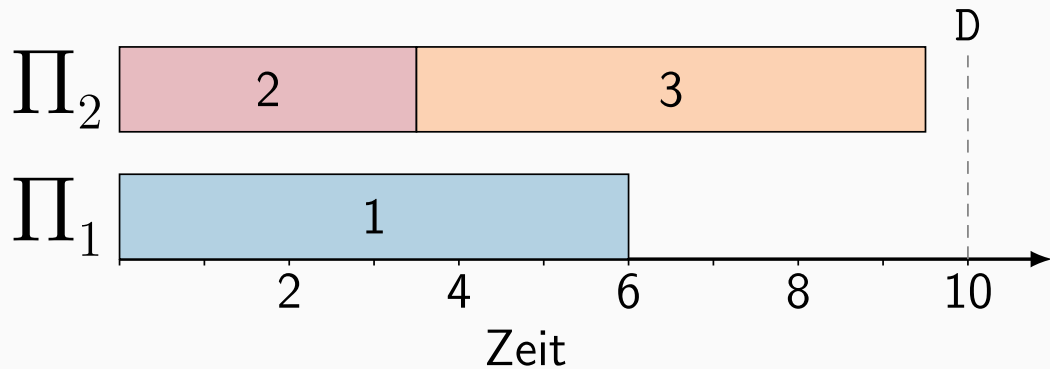














- Vorhersagbarkeit: Finden günstiger Migrationspunkte
- Flexibilität: Vermeidung unnötiger Migration
- Laufzeiteffizienz

Migration in Echtzeitsystemen

Vorhersagbarkeit

Betriebssystemmechanismen

Migrationsbasierte Synchronisation

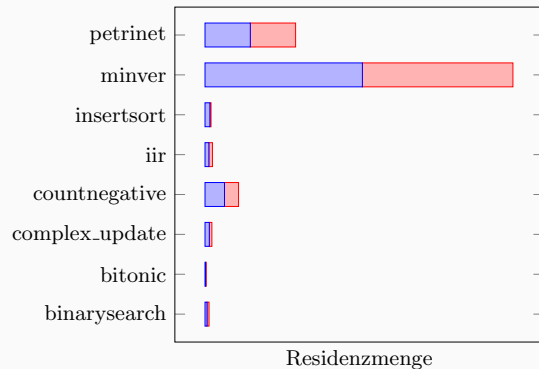
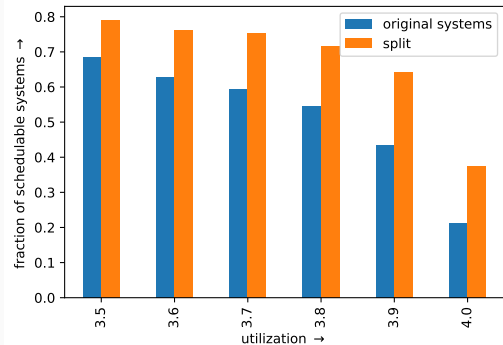
Fazit

Bekannte Ansätze

- automatisiertes Checkpointing
- implizit kooperatives Scheduling
- Platzierung von Migrationspunkten

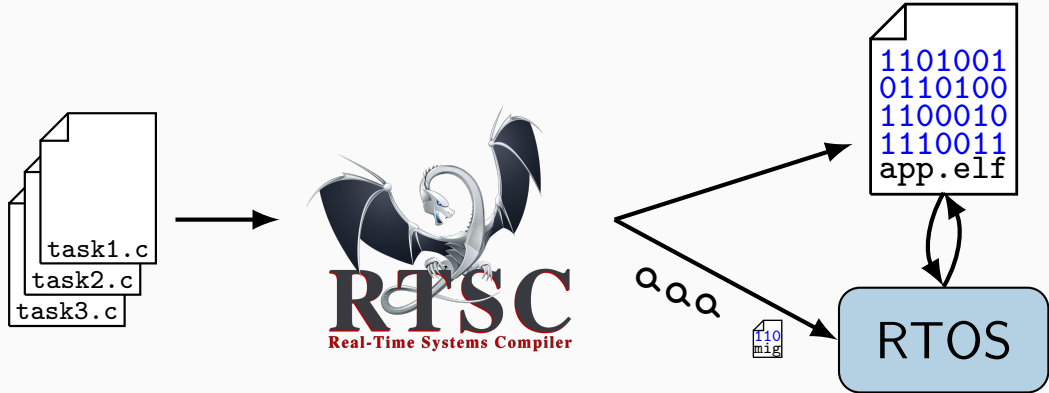
Unser Ansatz

- multikriteriell: WCET und Migrationskosten
- gezielte Suche vs. gleichmäßiges Streuen
- Maßschneiderung



 Klaus, T; Ulbrich, P; Raffeck, P; Frank, B; Wernet, L; Ritter von Onciul, M; Schröder-Preikschat, W.
Boosting Job-Level Migration by Static Analysis, OSPERT'19

Betriebssystemmechanismen

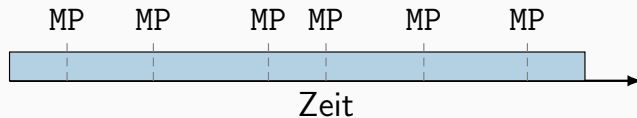


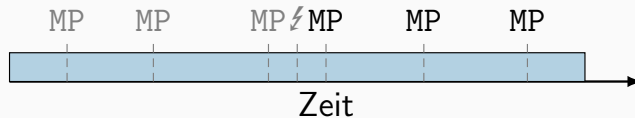
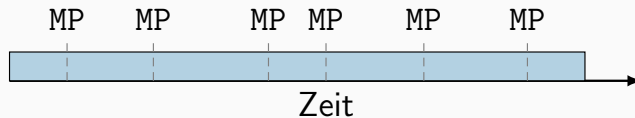
Vorbereitung

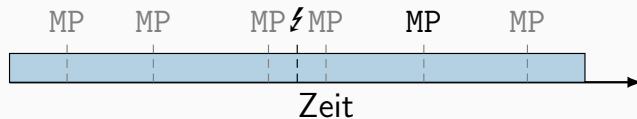
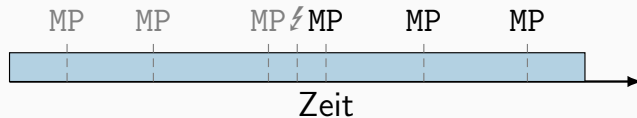
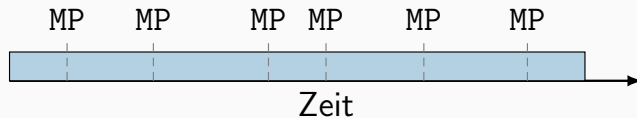
- Auslösen durch Anwendung
 - Systemaufruf
 - maßgeschneiderte Funktion
- eingewoben durch den Compiler
- sichere Kooperation

Zur Laufzeit

- Entscheidung nach Schlupf
- Überprüfung an Migrationspunkt
- Überprüfung nach Zeitspanne
- Überspringen unnötiger Punkte







Wohin mit dem gesammelten Wissen?

1. Migration statt Verzögerung wartender Tasks
2. Erweiterung des Entscheidungsspielraums um Kritikalität
3. Migration als primäre Koordinationsmaßnahme

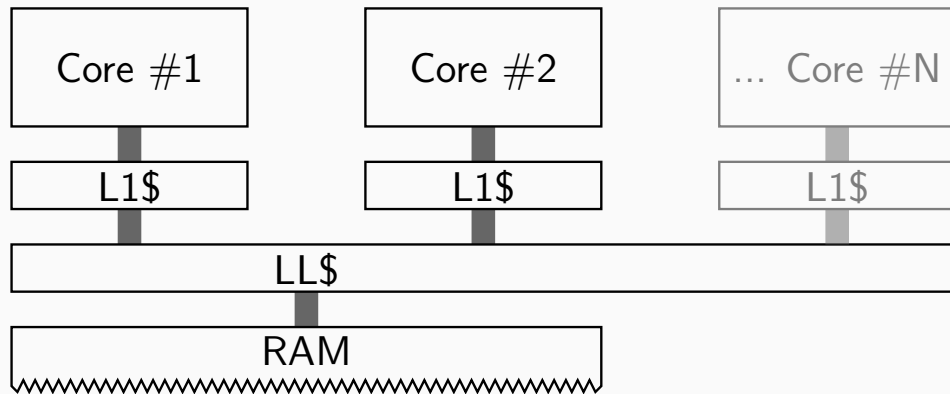
Migrationsbasierte Synchronisation

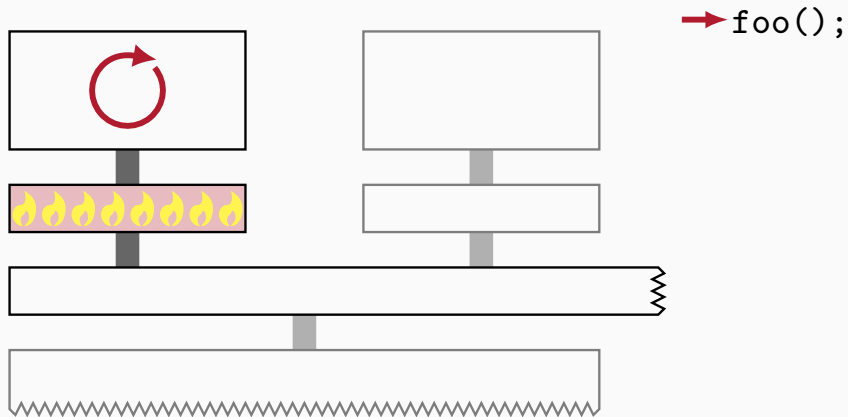
Lock-basierte Synchronisation

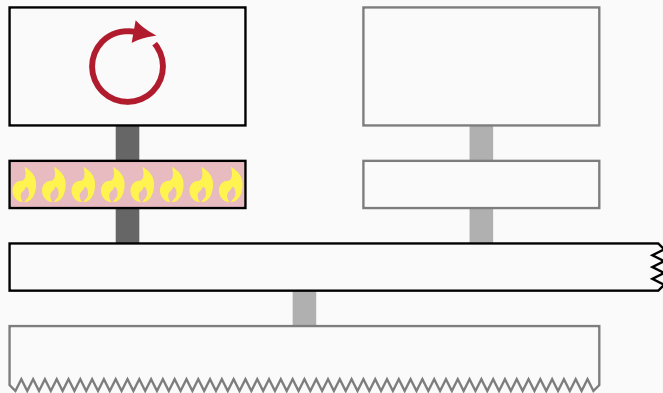
- schlechte Datenlokalität, häufige Cache-misses
- Blockadezeiten abhängig von WCET kritischer Abschnitte

Migrationsbasierte Synchronisation

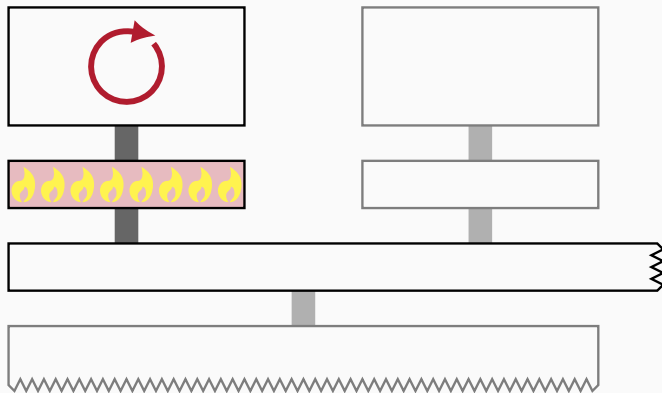
- Kontrollfluss- statt Datenmigration
- dedizierte „Synchronisationskerne“
- geteilte Daten in garantiert warmen Caches
- Schnittstellenkompatibel zu Locks



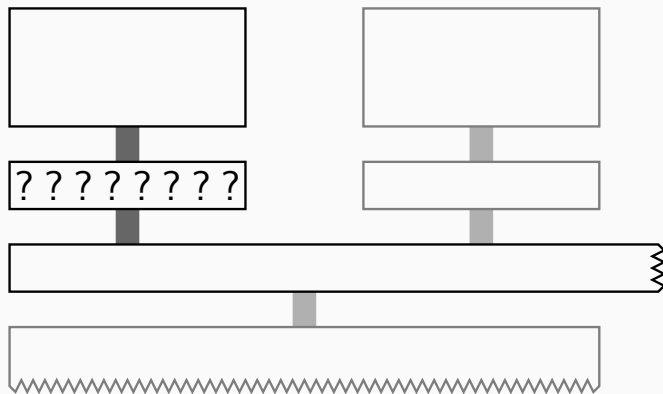




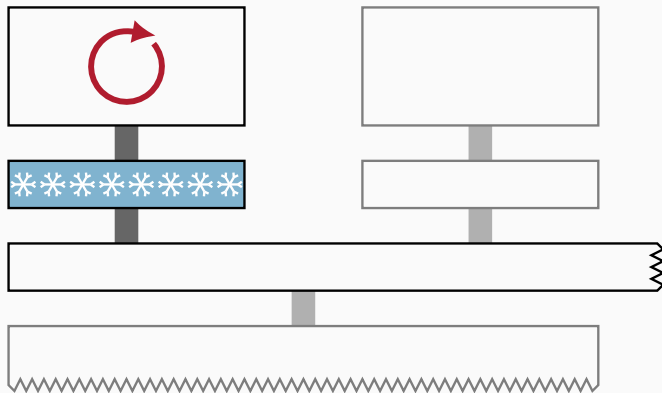
```
foo();  
→ lock();  
  
use(data);
```



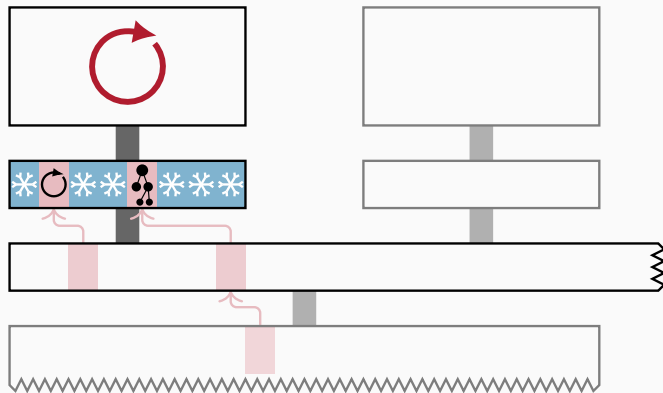
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foo();  
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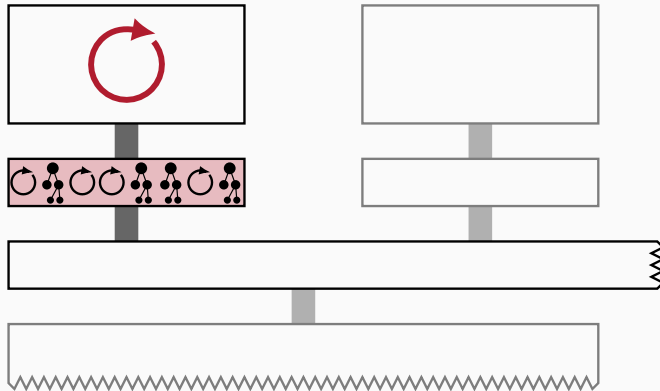
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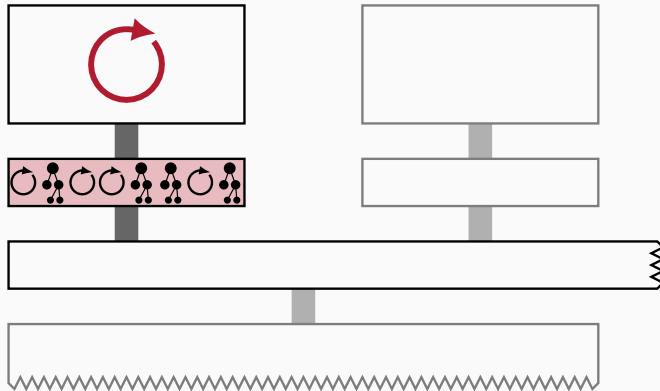
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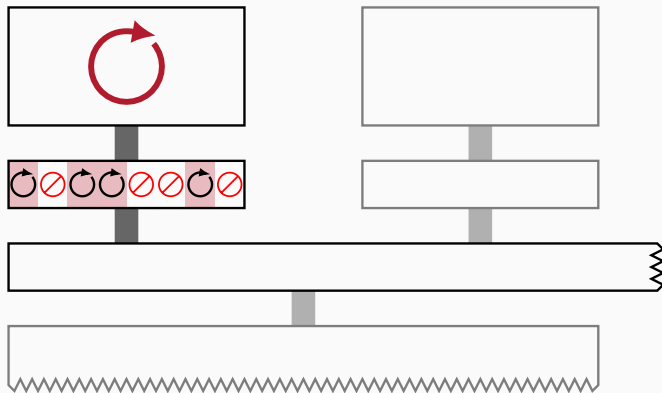
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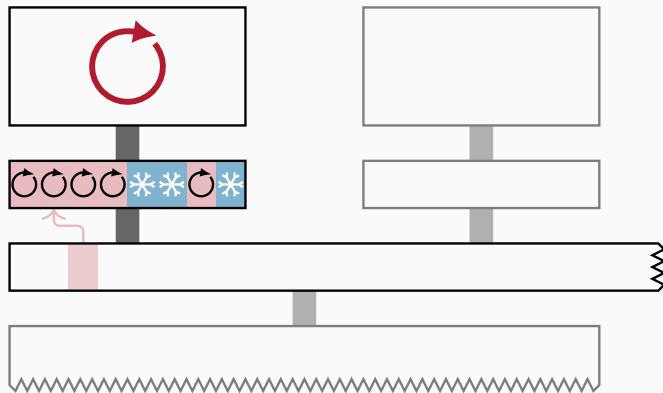
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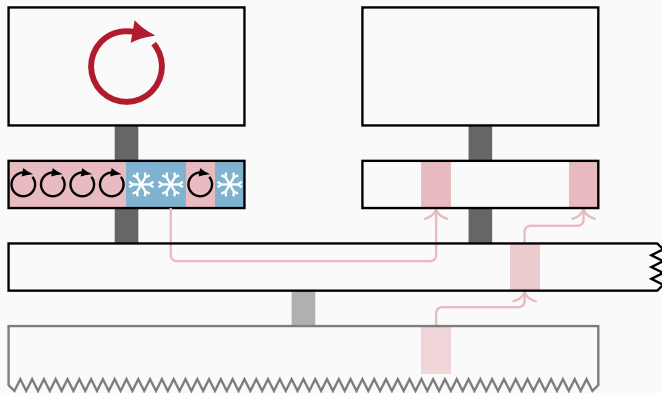
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  ↳ sleep();  
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→ unlock();
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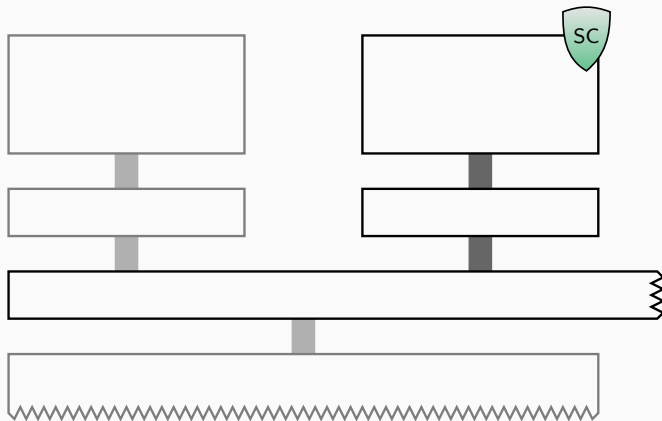
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→ unlock();
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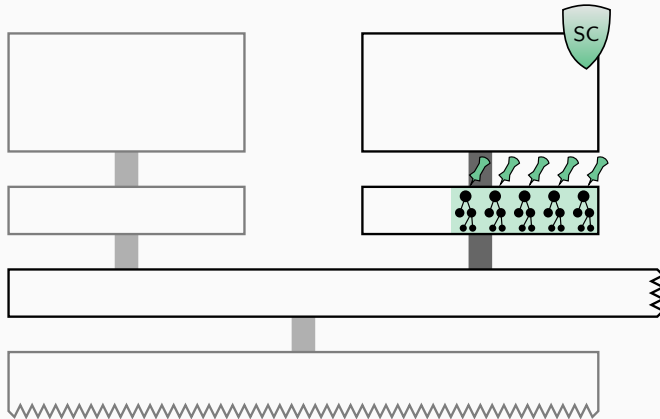



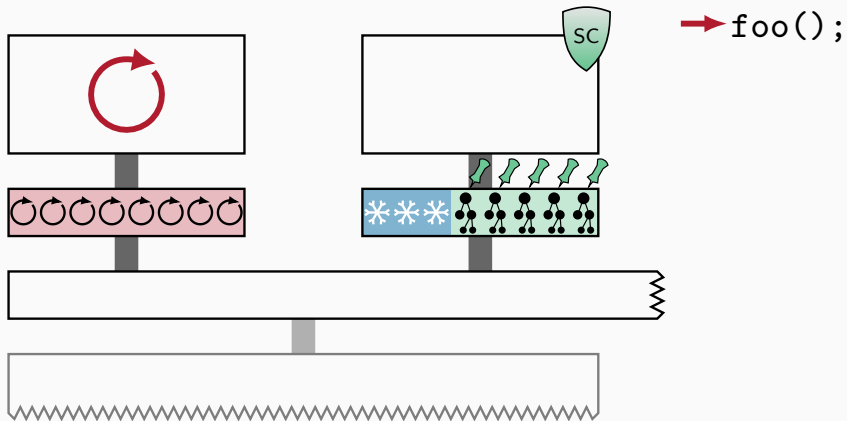
```
foo();  
lock();  
└─sleep();  
use(data);  
unlock();  
→ bar();
```

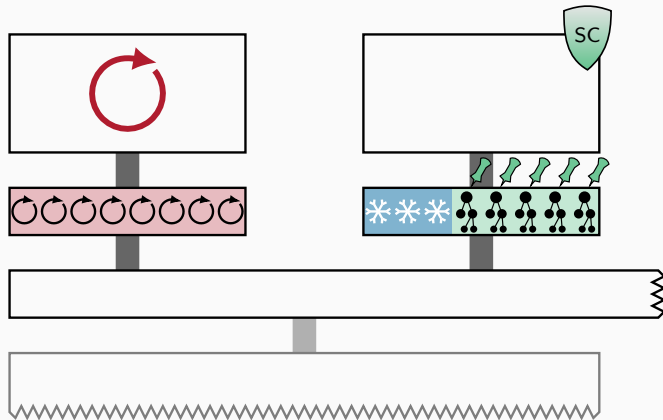


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foo();  
lock();  
└─sleep();  
use(data);  
unlock();  
bar();
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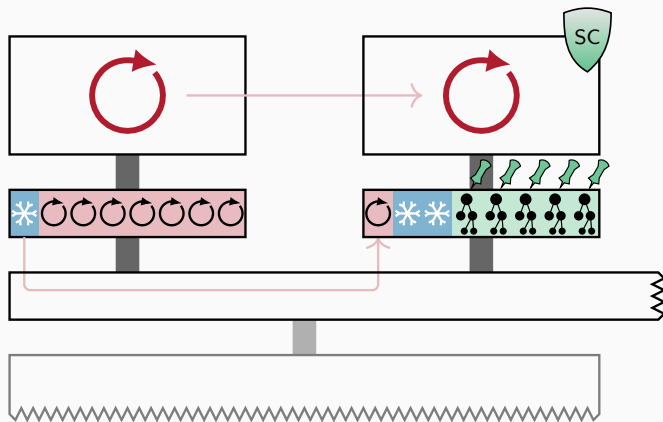




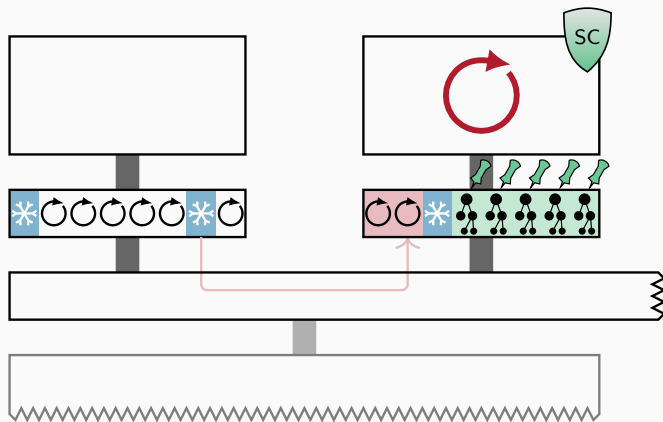




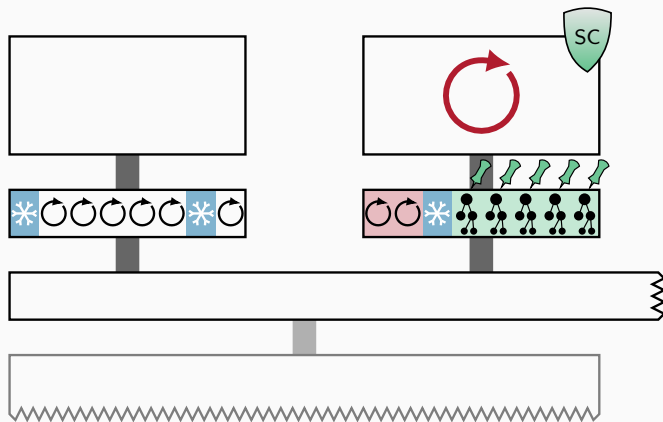
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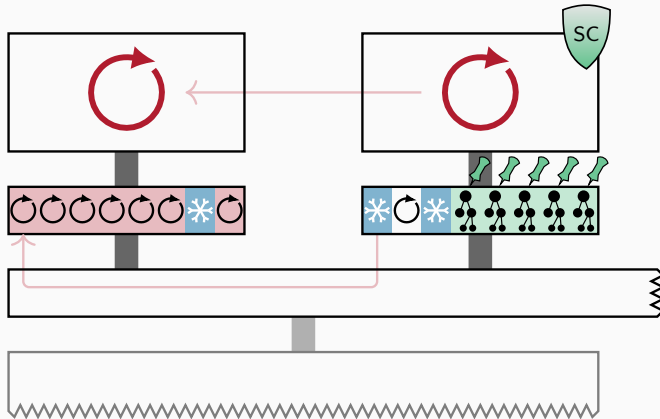
```
foo();  
lock();  
└─ migrate(sc);  
use(data);
```



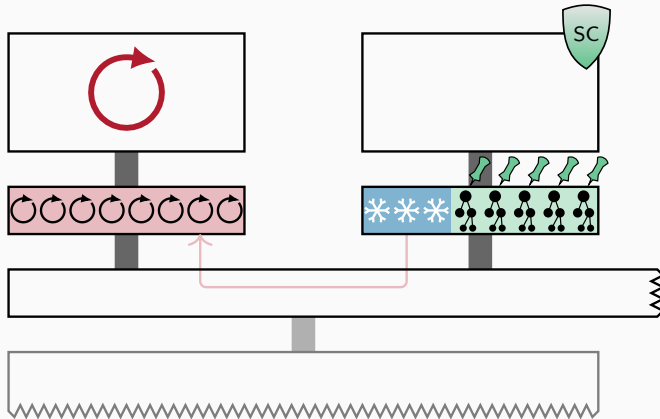
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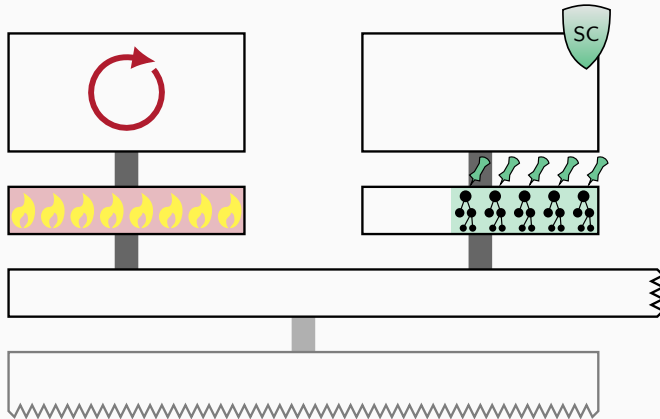
```
foo();  
lock();  
└─ migrate(sc);  
use(data);  
→ unlock();
```



```
foo();  
lock();  
└─ migrate(sc);  
use(data);  
unlock();  
└─ migrate(back);
```



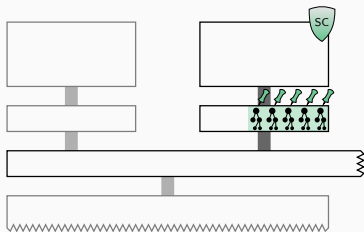
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lock();  
└─ migrate(sc);  
use(data);  
unlock();  
└─ migrate(back);  
→ bar();
```



```
foo();  
lock();  
└─ migrate(sc);  
use(data);  
unlock();  
└─ migrate(back);  
→ bar();
```

Fazit

- vorhersagbare Migration
- Laufzeitentscheidungen basierend auf Hinweisen
- Werkzeugunterstützung nötig
- geschickte Ausnutzung der Möglichkeiten
- effizientere, gut vorhersagbare Ausführung



task1.c
task2.c
task3.c

