

Dynamic CPU Management for Real-Time, Middleware-Based Systems

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Monoliths → Modules

■ Old: Monolithic RT systems

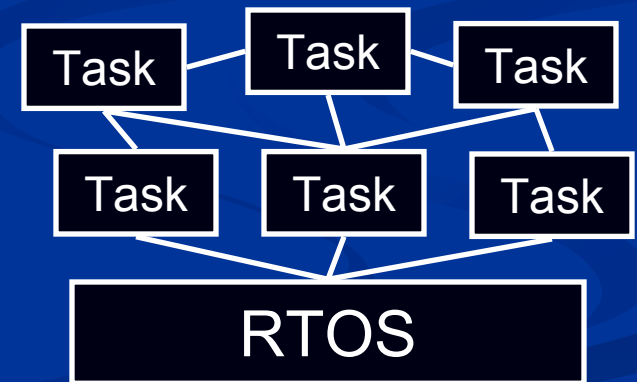
- Made by one organization
- One-off products
- Closed and static



Hard to extend and integrate

■ New: Modular RT systems

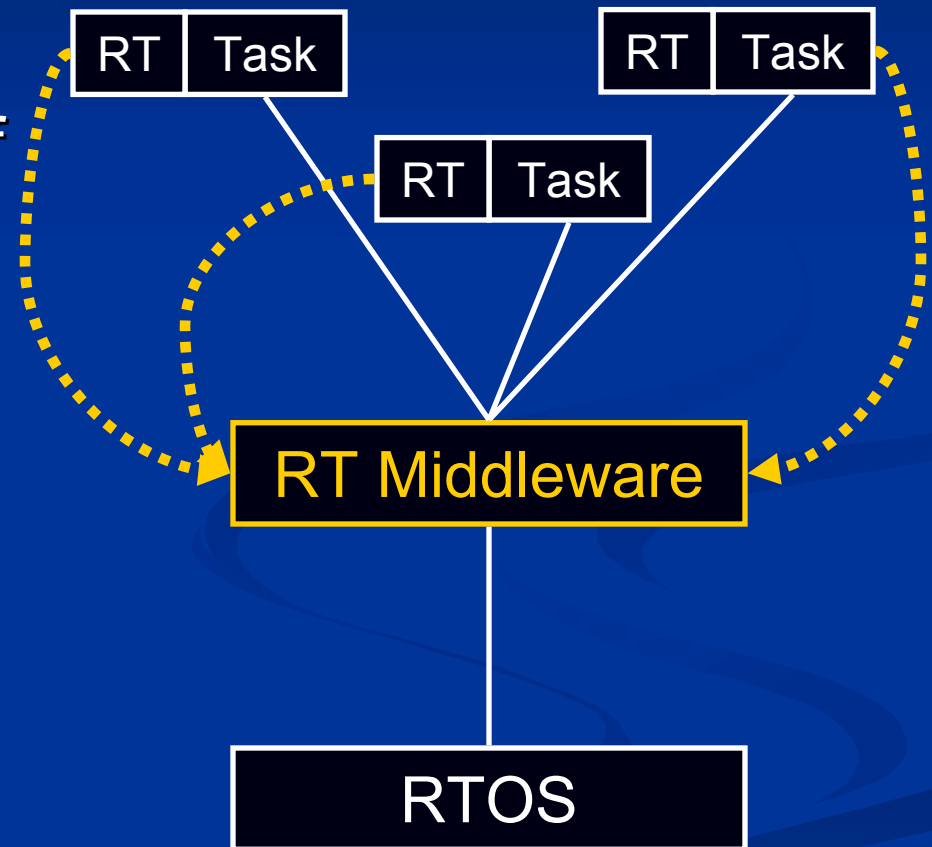
- Made by many organizations
- Product lines and families
- Open and dynamic



Hard to compose and control

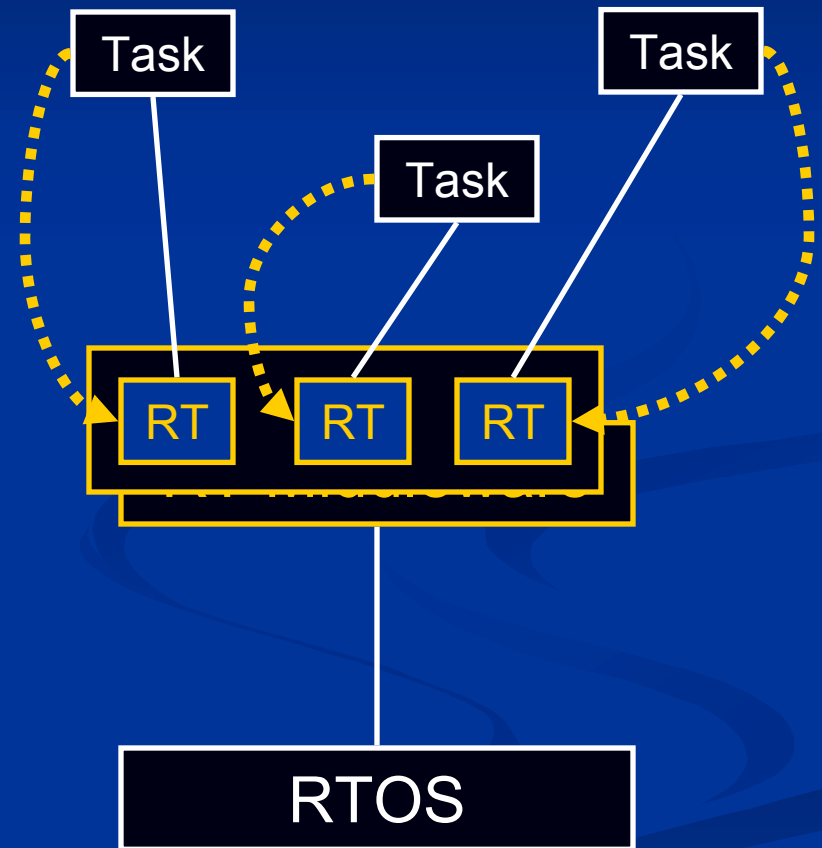
Modularity: Middleware

- Common backplane
- Relieve developers of tedious low-level detail
- Fewer bugs, shorter time to market
- Reusable across multiple products, product families



Modularity: Separate RT

- Separate application logic from RT logic
 - Reuse of task parts
 - Modularize RT parts for understandability
- Separation enables remodularization
- *But... how?*



Modularity: Specifying RT

■ Need composability

- Reservations are composable, but not enough

■ Need adaptability

■ ...for complex parts

- *data-, mode-, or configuration-dependent demand*

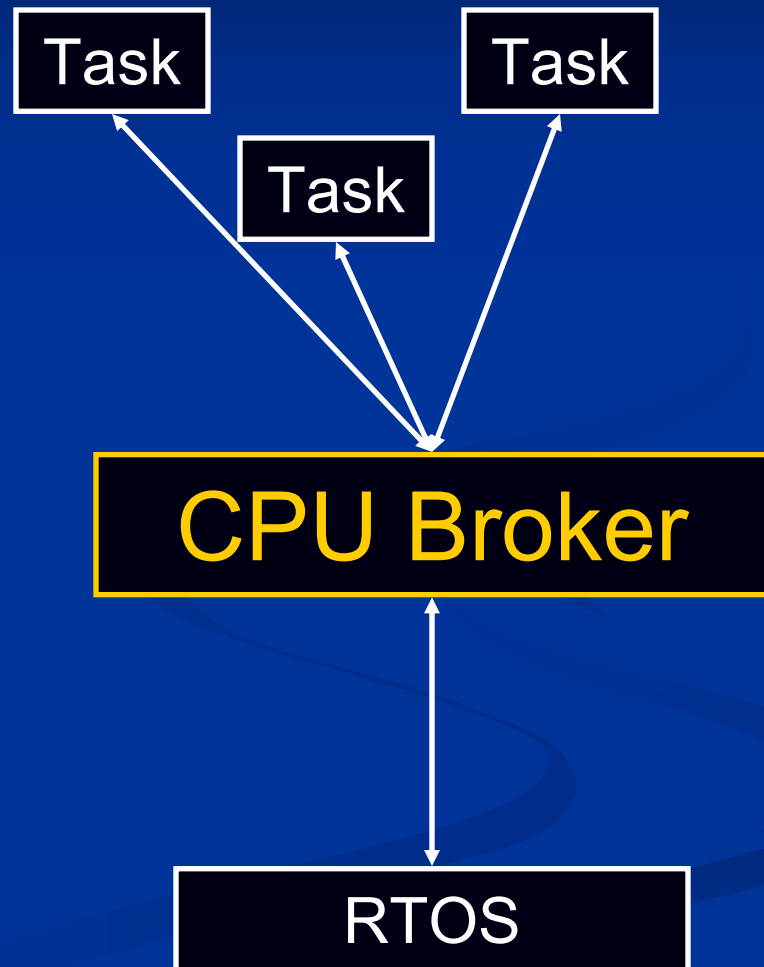
■ ...for open systems

- *unknown agents and resources before deployment*

■ ...because prediction is hard

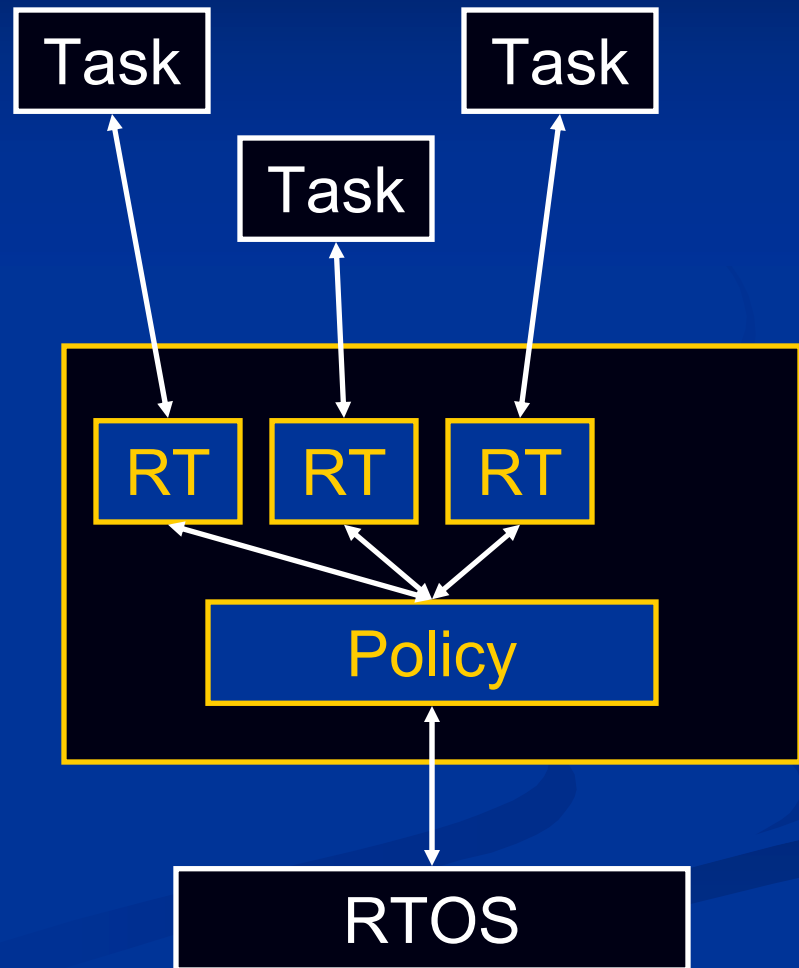
Idea: “CPU Broker”

- Service for managing processor resources on a host
- Mediates between RT tasks and RT OS
- *Broker is a negotiator, not a scheduler*



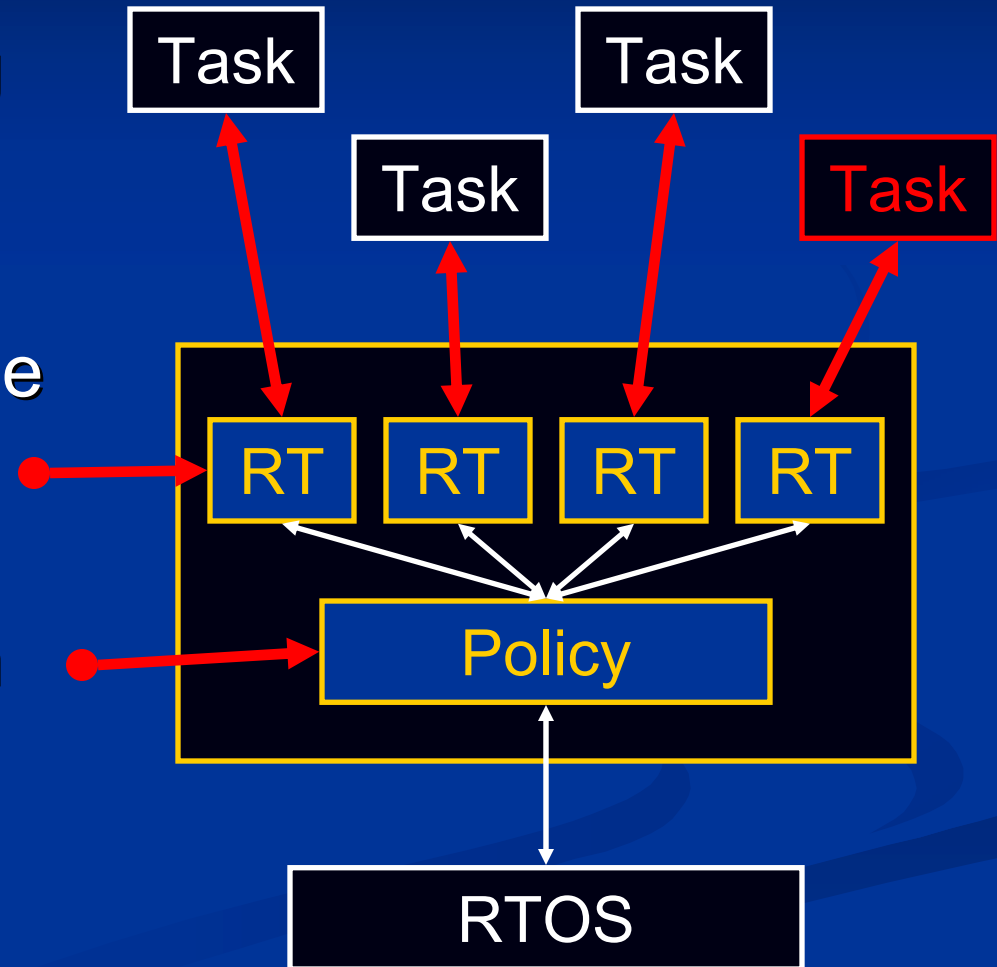
Idea 1: Separate Concerns

- Separate application logic from RT logic
- Separate per-task and global decision makers
- Separate negotiation from scheduling
- Manage both middleware-based and other applications



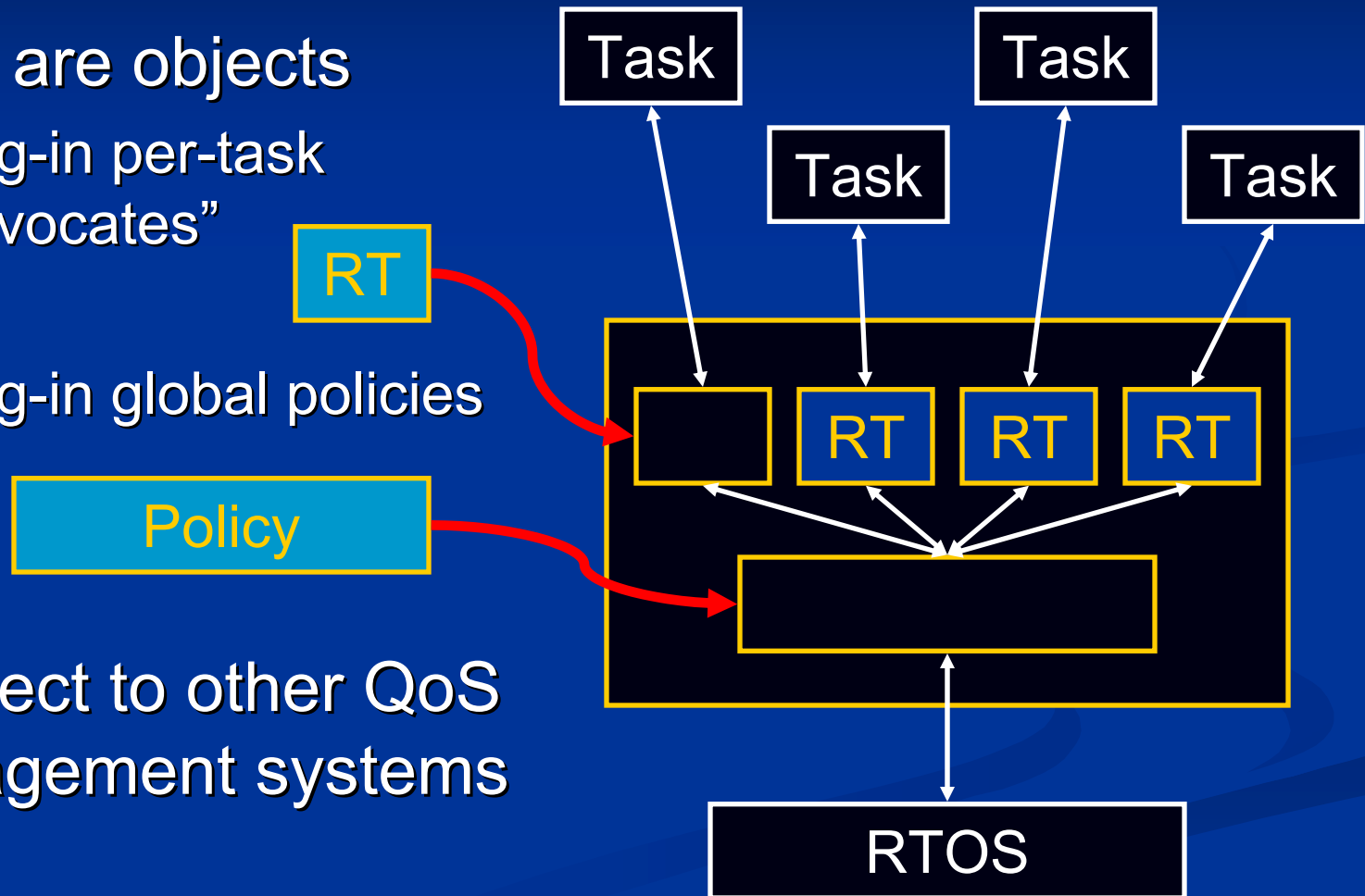
Idea 2: Dynamic/Adaptive

- Dynamic monitoring of applications
- Changing task sets
- External inputs to the broker at run time
- Set and change broker configuration at run time



Idea 3: Open Framework

- Parts are objects
 - Plug-in per-task “advocates”
 - Plug-in global policies
- Connect to other QoS management systems



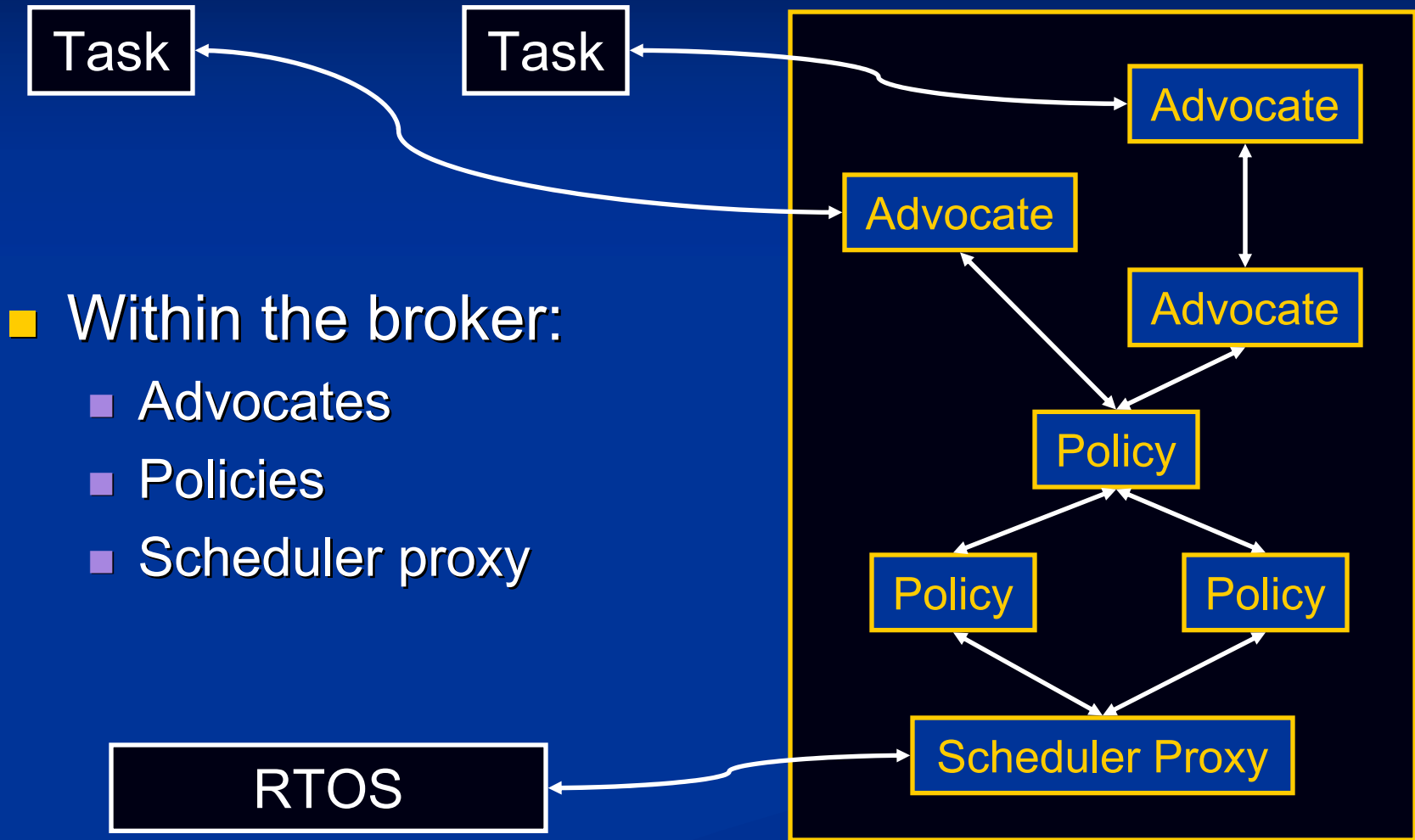
Contributions

- Architecture addressing critical software engineering challenges
 - ...moving from reservations to negotiations
 - ...supporting more modular RT abstractions
- Implementation on COTS MW and RTOS
- Evaluation
 - ...with synthetic RT applications
 - ...with a distributed RT military application

Related Work

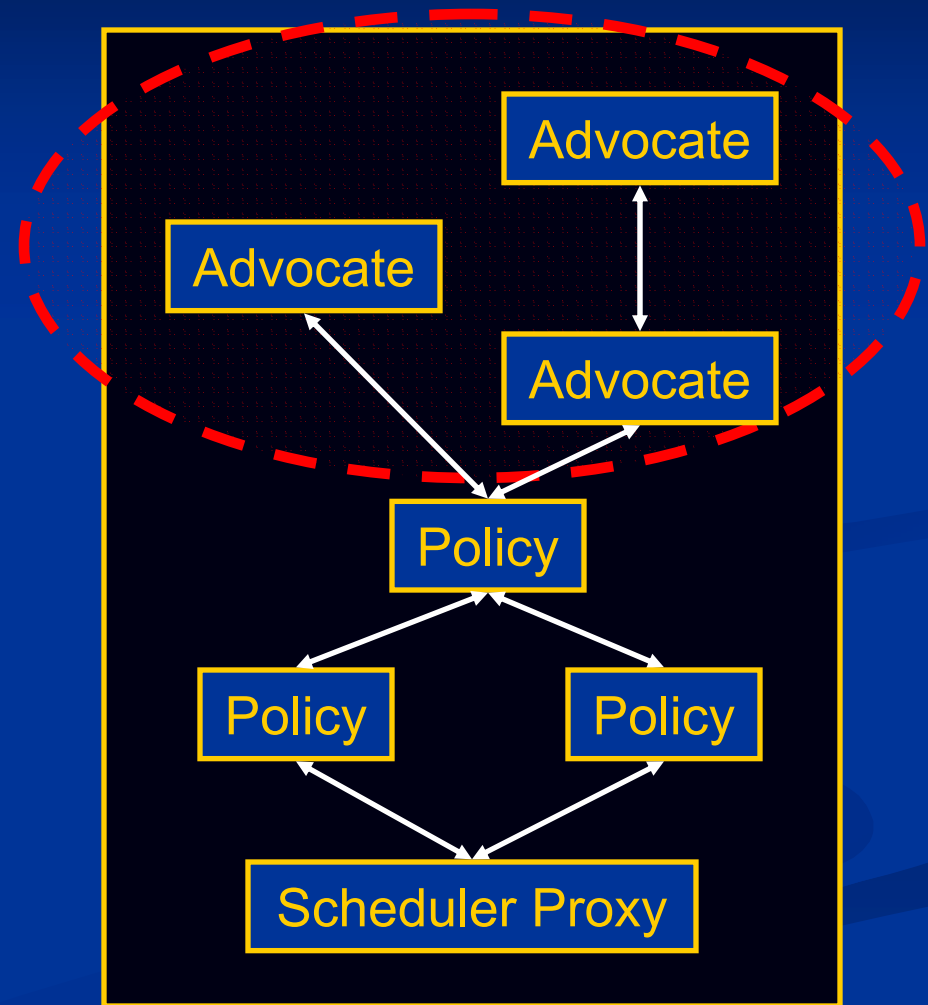
- Our focus: address SE challenges
- Build on previous work
 - **Feedback-driven scheduling**
 - *QoS Manager [Abeni and Buttazzo, '99]*
 - **RT middleware**
 - *RT CORBA [OMG], feedback [Lu et al., '03]*
 - **MW-based QoS architectures**
 - *DQM [Brandt et al., '98], QuO [Zinky et al., '97]*

Design Overview

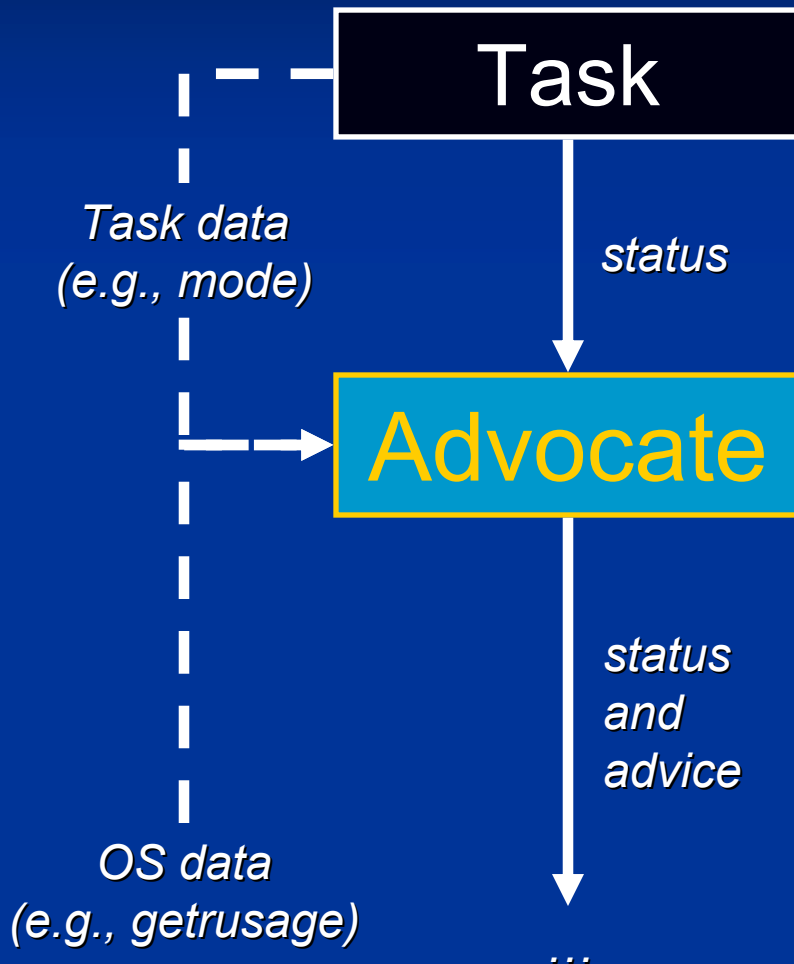


Advocates

- Per-application adaptation
- Request CPU resources for a task
- Chain to build up complex behaviors
- Goal: match expected task demand

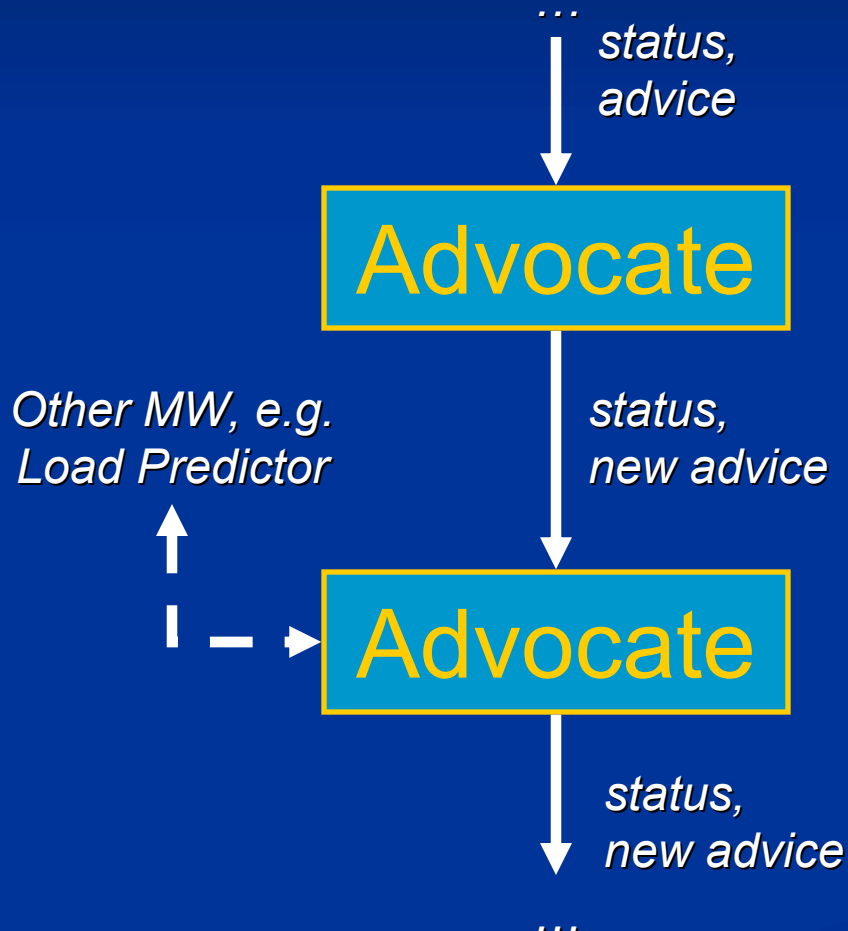


Topmost Advocate



- Input CPU consumed
 - “status”
- Output request for a periodic reservation
 - “advice” (C, P)
- Predict future need
 - ...library of advocates
 - ...or, write your own
 - can collocate with task

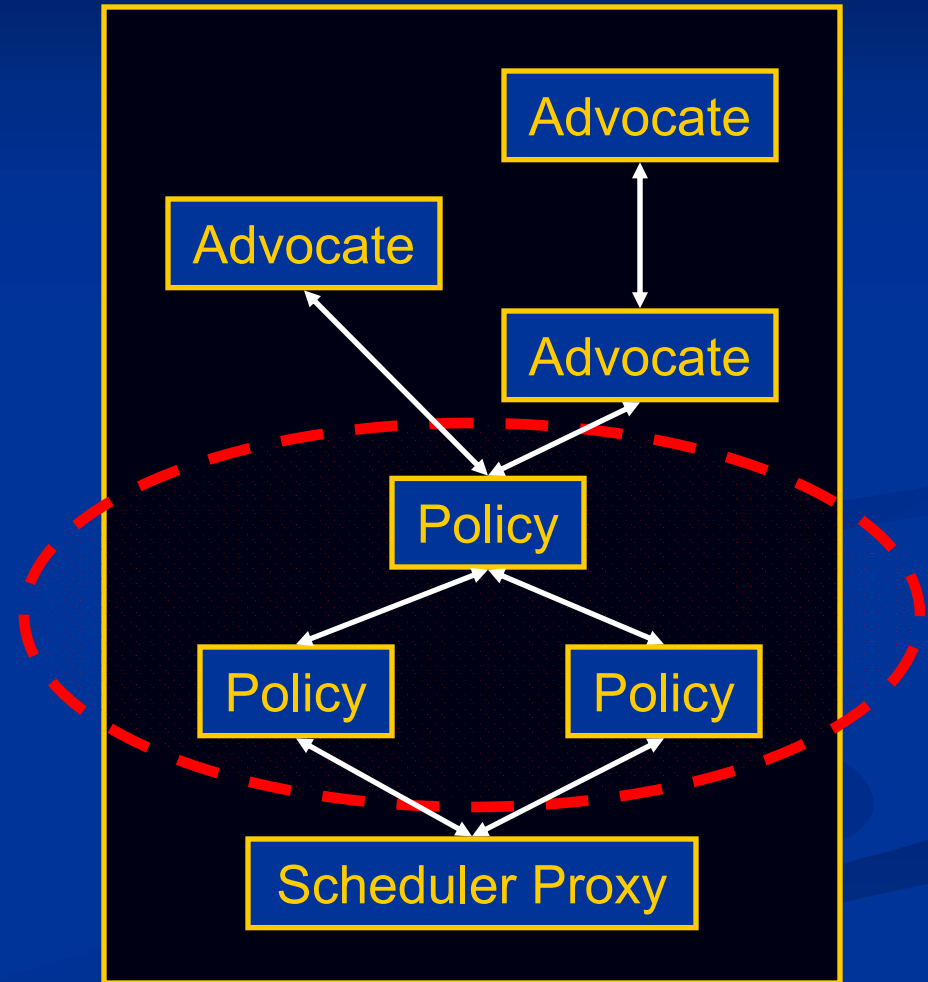
Subsequent Advocates



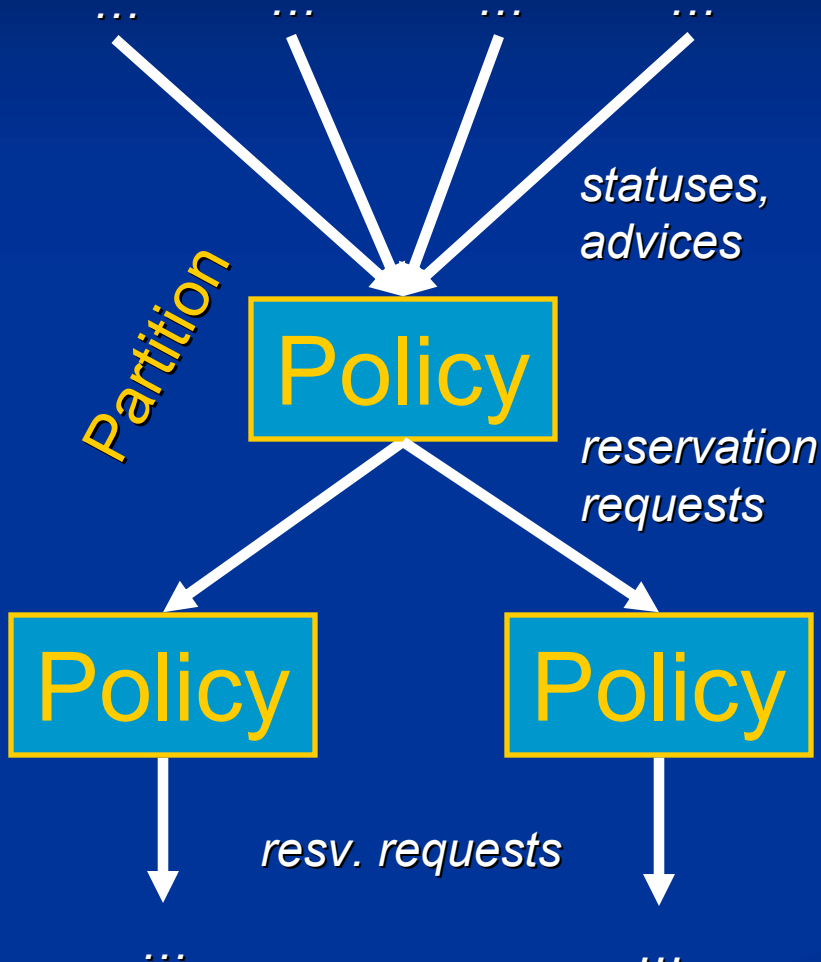
- Modify advice or perform side effect
 - cap request (min/max)
 - talk to other MW
 - watchdog timer
- Chaining allows
 - reuse of advocates
 - dynamic configuration
 - ... and reconfiguration

Policies

- Global adaptation
- Collect advice from advocates
- Request reservations
- Propagate information back to advocates
- Goal: negotiate to resolve contention

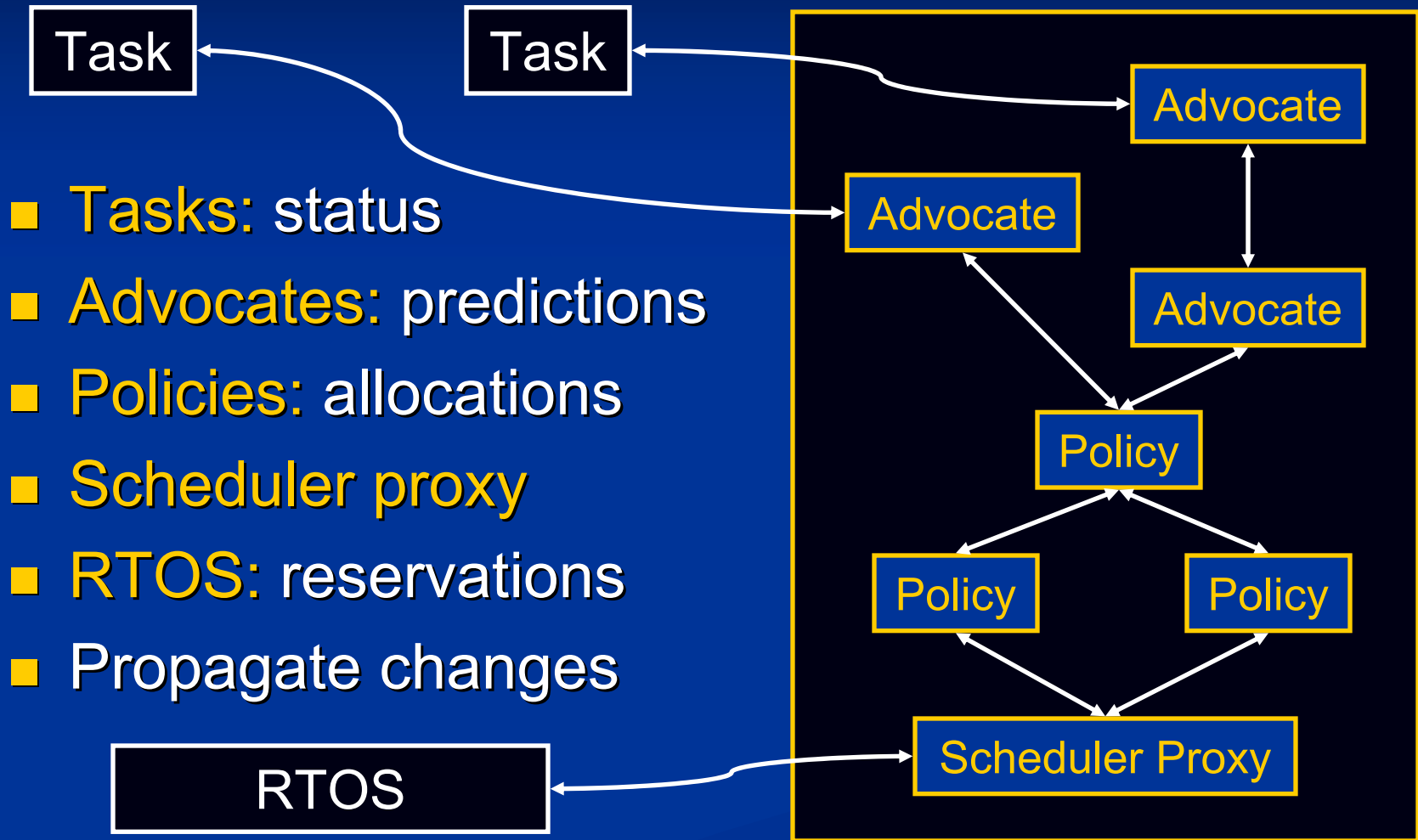


Policy Objects



- Encapsulate negotiation
 - ...hard or soft RT
- Multiple policies via partitions
- Setting up policies
 - ...use library policies
 - ...or, write your own
- Set/reset policy data at run time, e.g.
 - ...importances, weights

Putting It All Together



Implementation

- COTS RT scheduling and accounting
 - *TimeSys Linux*
- Open architecture, dynamic control
 - *CORBA*
- Separate application and RT logic
 - *QuO*
 - *TimeSys Linux*

TimeSys Linux

- Core services
 - Reservation-based scheduling
 - High-resolution CPU usage timers
- Good abstractions
 - Multiple threads can share one reservation
 - Reservations can be inherited
 - Thread→reservation associations can be created and manipulated “externally”
- ...allow easy monitoring and manipulation

CORBA

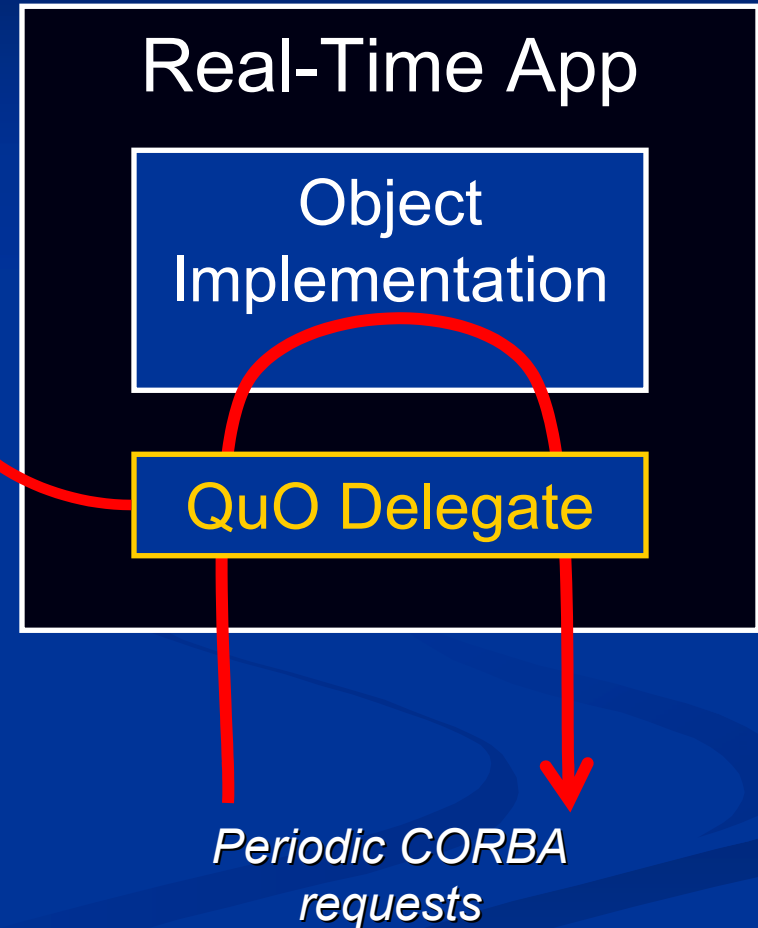
- Advocates and policies: CORBA objects
 - Easy to assemble
 - Easy to invoke at run time
 - In one process or multiple processes
- Basis for custom advocates and policies
 - Dynamic loader for custom objects
- Basis for connecting to MW-based tasks
- ...allows open and dynamic architecture

QuO

- Apps not designed *for* the CPU Broker

CPU Broker

- Use QuO delegates
 - Improved integration with MW-based tasks
 - Sync'ed with task cycle
 - Customizable
 - ... but, small source changes required

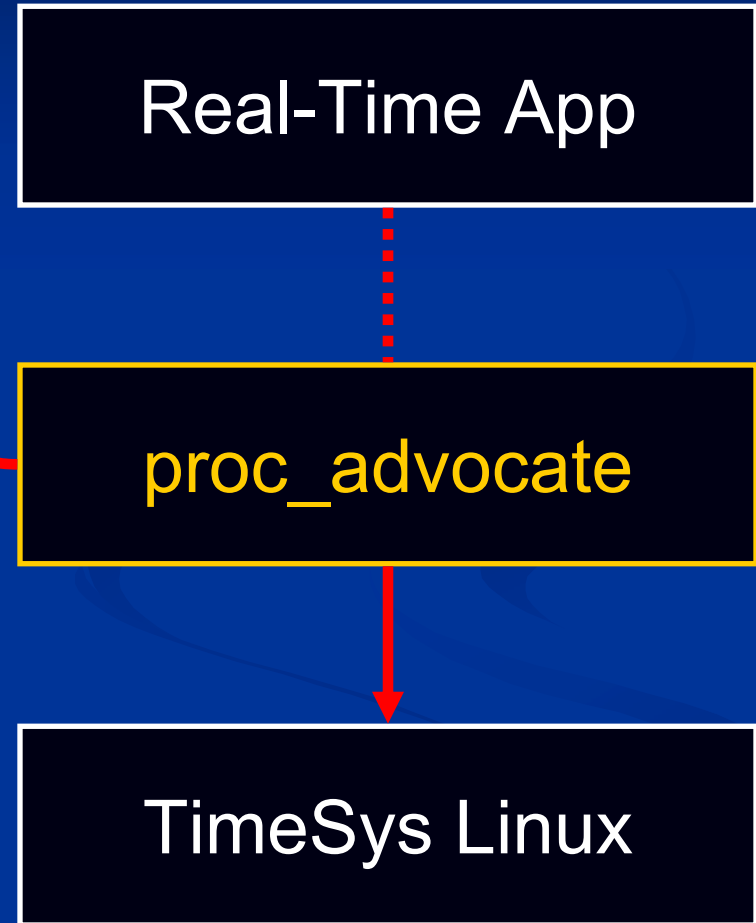


Process Advocate

- Need to manage non-MW applications, too

CPU Broker

- Use “proc_advocate”
 - Transparent to task
 - No MW required
 - Entirely reusable
 - ...but, less access to task state
 - E.g., period



Using the CPU Broker

- Scripted, interactively

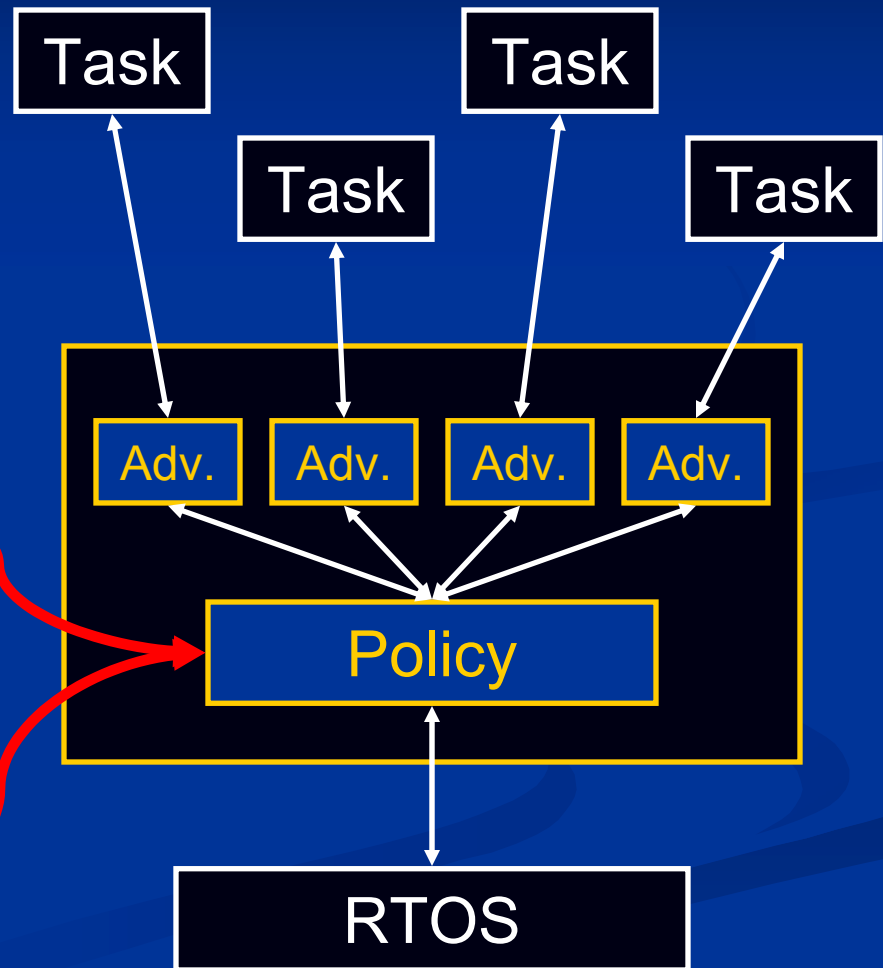
- Command-line tool
- “set priority of task mplayer to 5”

cbhey

- Programmatically

- E.g., with QARMA [Gillen et al., 2004]

QARMA



Evaluation

- Overhead
- *Synthetic applications (correct operation)*
- UAV application

- Experiments performed in Utah's Emulab
 - 850 MHz Pentium III, 512 MB RAM
 - TimeSys Linux/NET 3.1.214, Red Hat 7.3

Measured Overhead

Configuration	Monitor+Broker CPU Time (μ s)	Monitor Only Real Time (μ s)
2-way QuO delegate	1742	1587
1-way QuO delegate	1716	660
In-broker proc. advocate	400	400

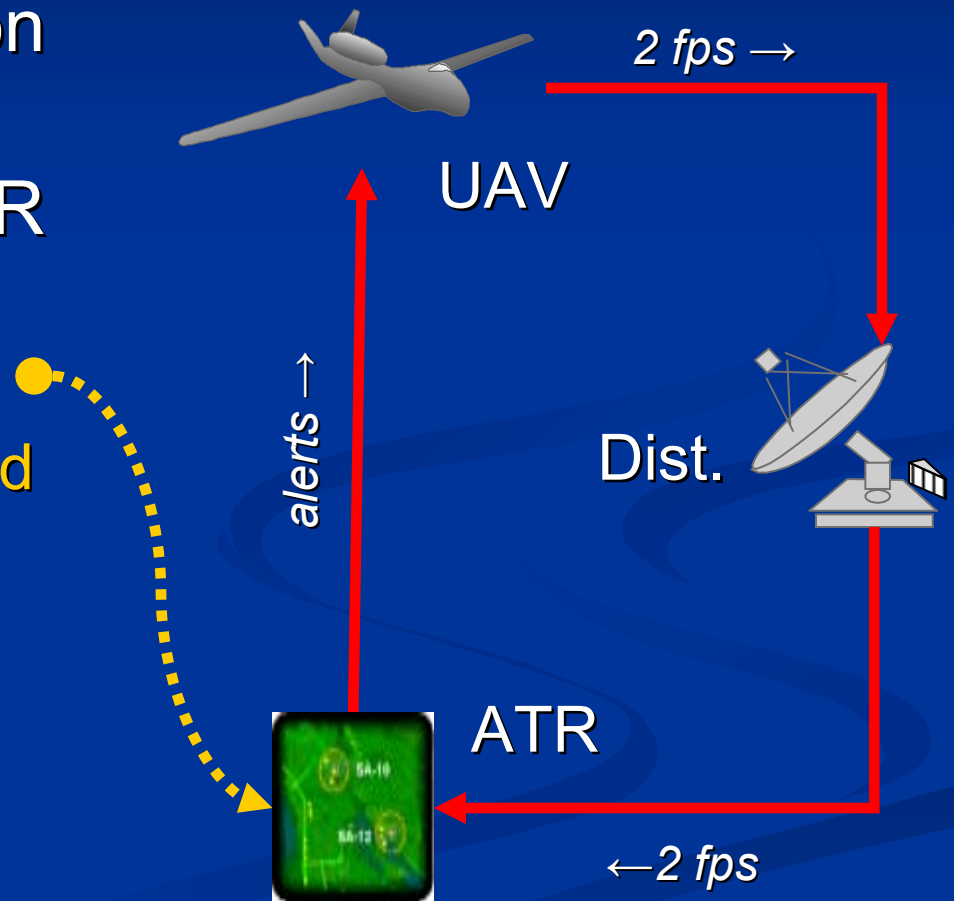
“load”

“latency”

- Reasonable and small for many RT applications
- Further optimizations possible

UAV Military Simulation

- Distributed application
 - Soft real-time
- Broker applied at ATR
 - Java process
 - Multi-threaded
 - Irregular CPU demand
- Goals
 - Ensure ATR meets deadlines
 - Allow high system utility



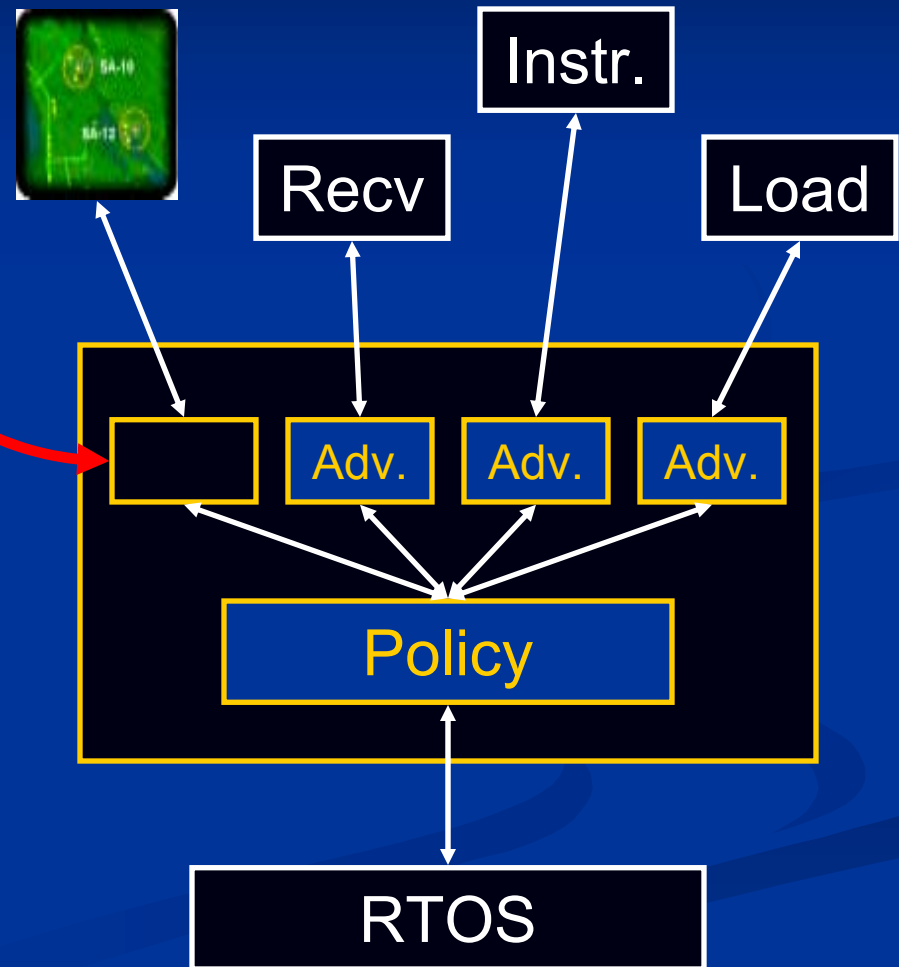
Broker Extension

- Custom advocate for ATR

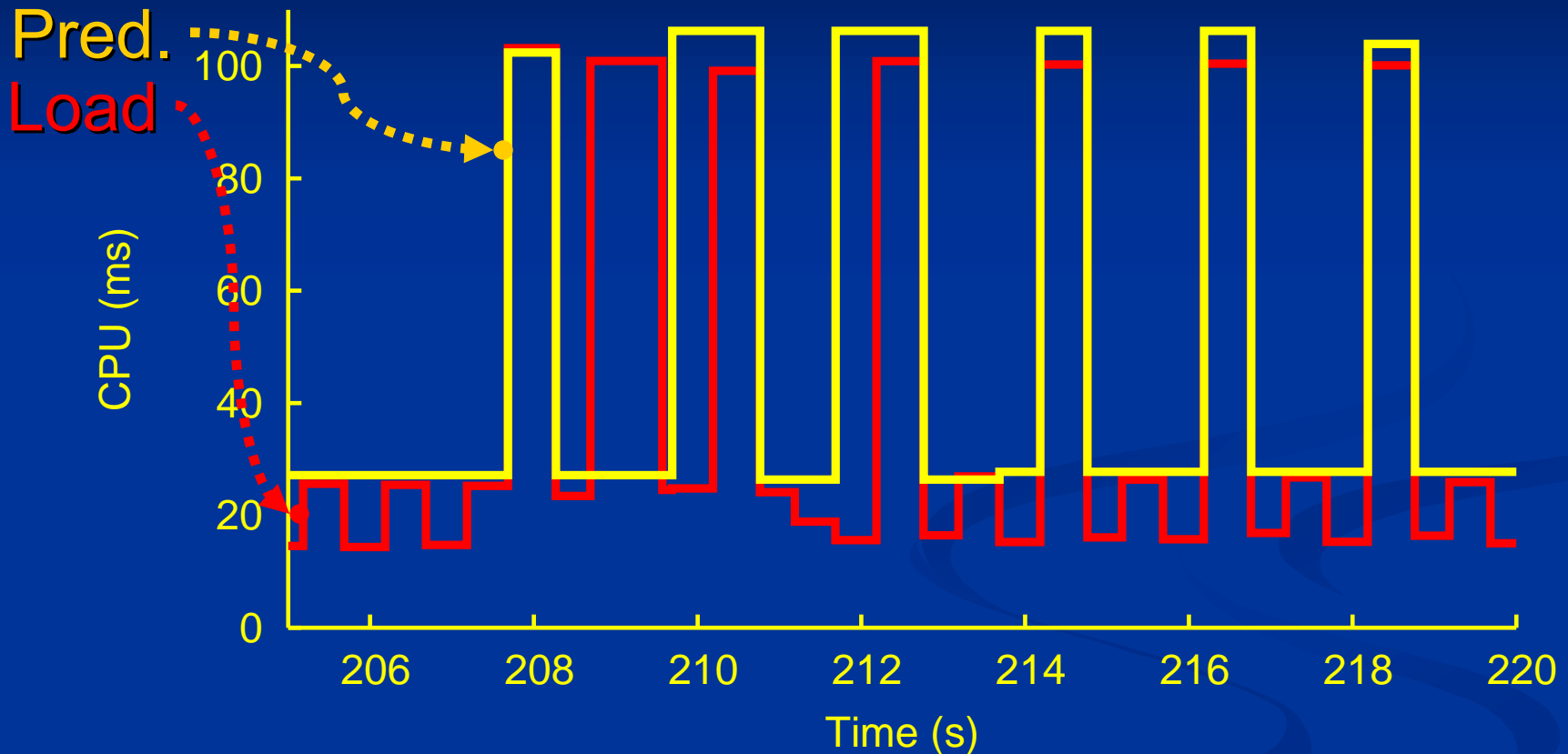
Advocate

- Predict GC cycles from recent CPU demand

- Other broker objects from our library



Utility: Custom Advocate



- Custom advocate accurately predicts demand, allowing high system utility

Resilience to CPU Load

Metric	Unloaded, Baseline	CPU Load	CPU Load, With Broker
Frames processed	432	320	432
Avg. FPS	1.84	1.32	1.81
Min. FPS	1.67	0.45	1.11
Max. FPS	2.00	2.01	1.99
Std. Dev.	0.09	0.34	0.09
Alerts received	76	50	76
Avg. latency	127.67	1560.44	325.72
Min. latency (ms)	101.00	362.00	145.00
Max. latency (ms)	193.00	3478.00	933.00
Std. Dev.	33.46	961.62	153.60

Conclusions

- Dynamic RT systems face critical design-time and run-time challenges
- Our CPU Broker successfully addresses many of these challenges
 - specifications: separated and consolidated
 - dynamic: negotiations atop reservations
 - open framework: extension and integration
- → More modular and understandable RT

Open Source

- CPU Broker available online
- <http://www.cs.utah.edu/flux/alchemy/>