

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

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# Monoliths → Modules

## ■ Old: Monolithic RT systems

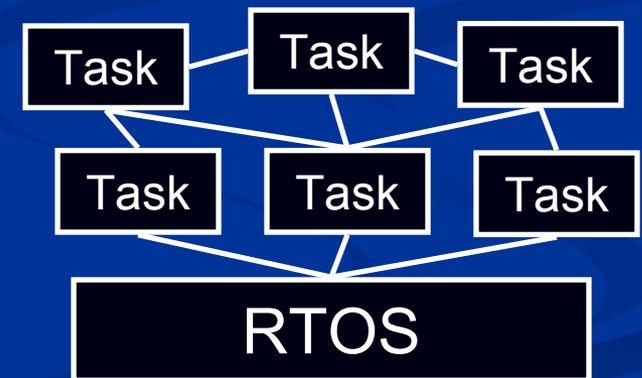
- Made by one organization
- One-off products
- Closed and static



Hard to extend and integrate

## ■ New: Modular RT systems

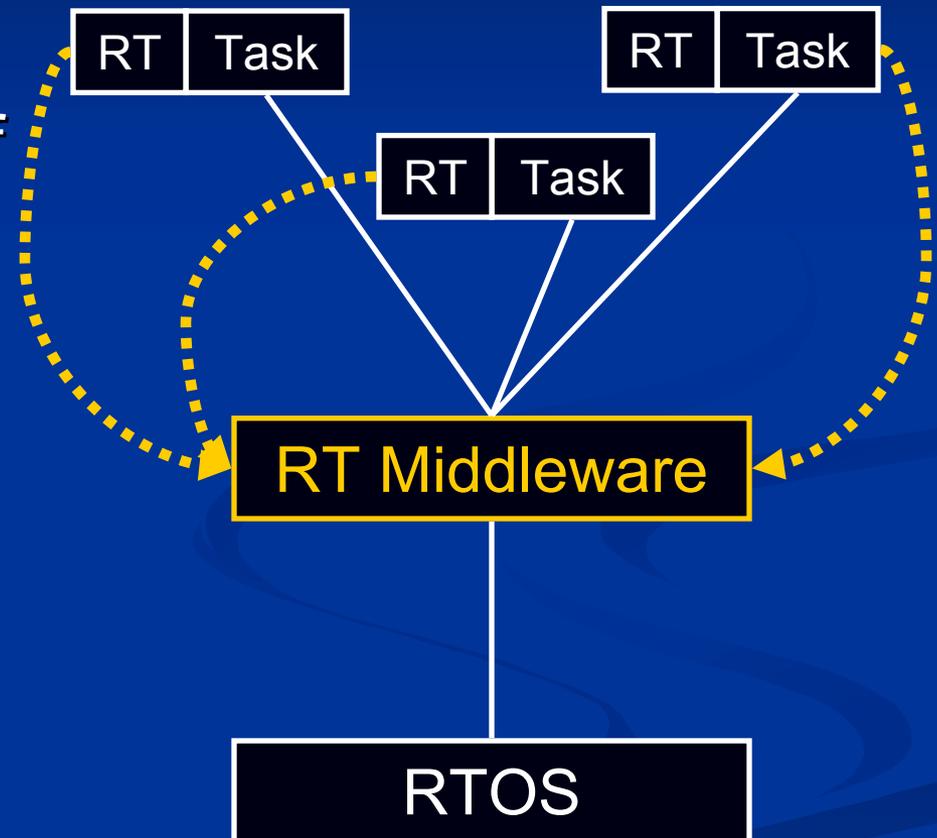
- Made by many organizations
- Product lines and families
- Open and dynamic



Hard to compose and control

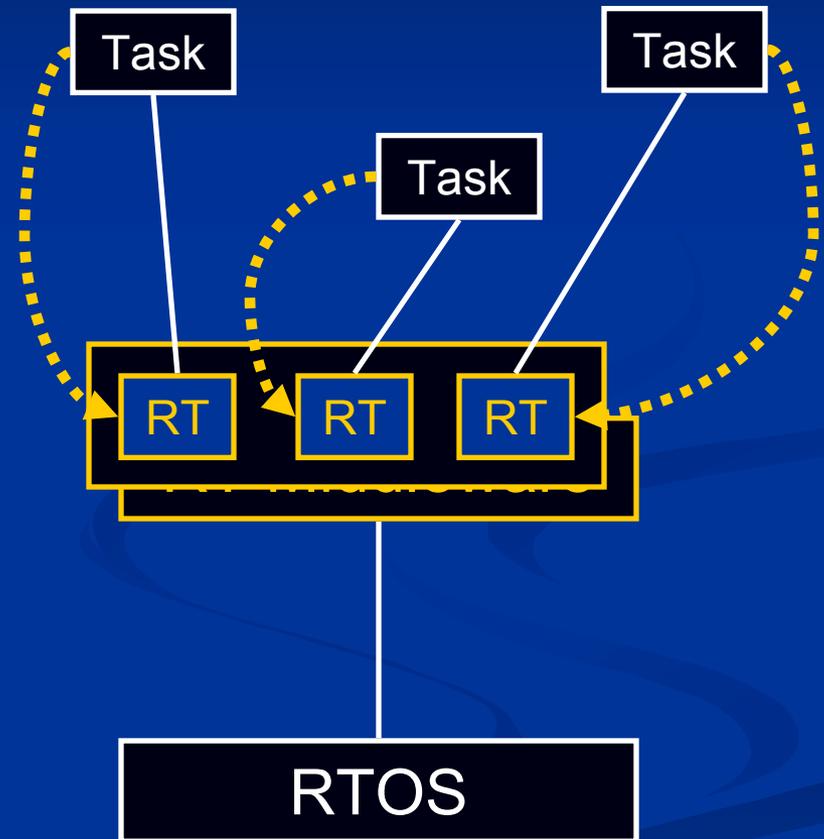
# Modularity: Middleware

- 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?*

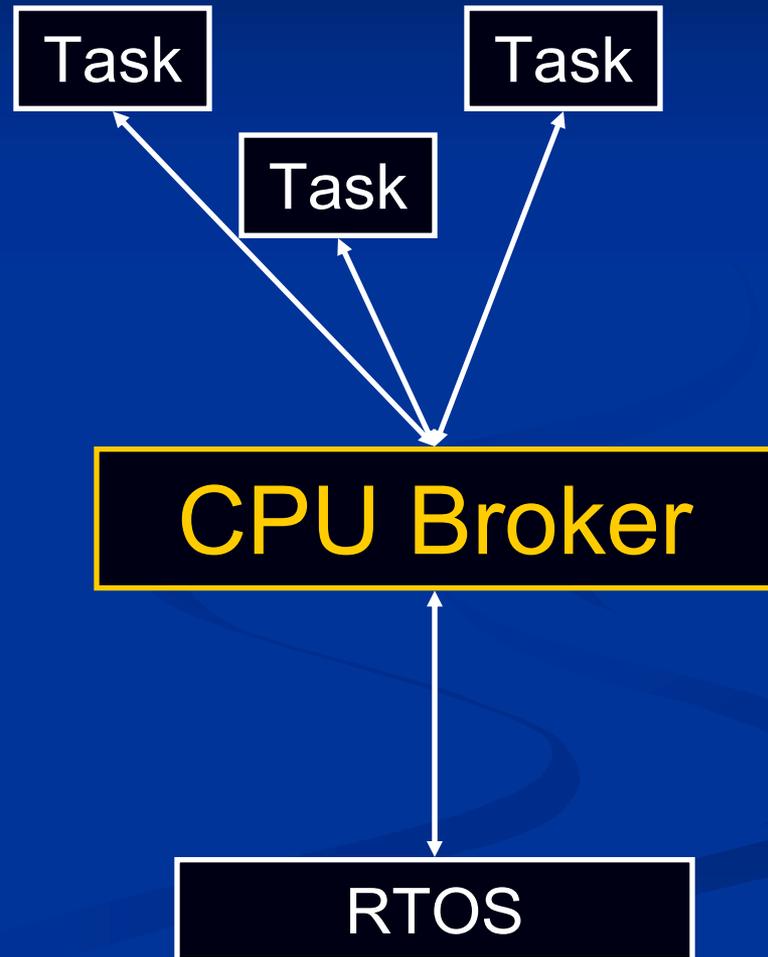


# Modularity: Specifying RT

- **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

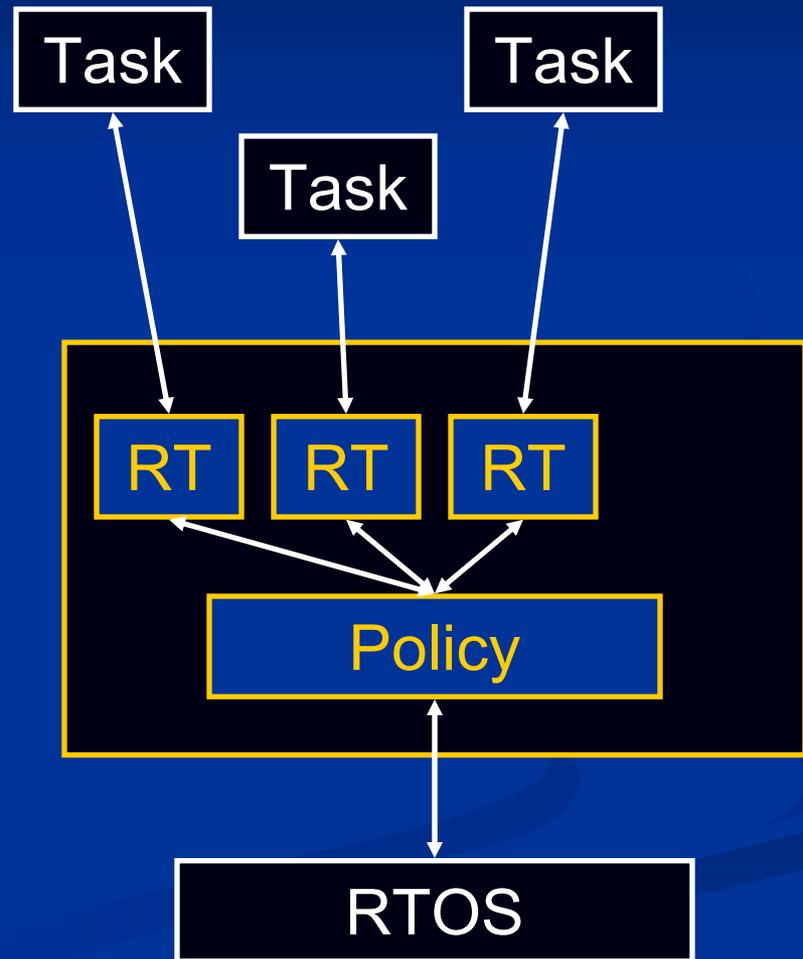
# Idea: “CPU Broker”

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



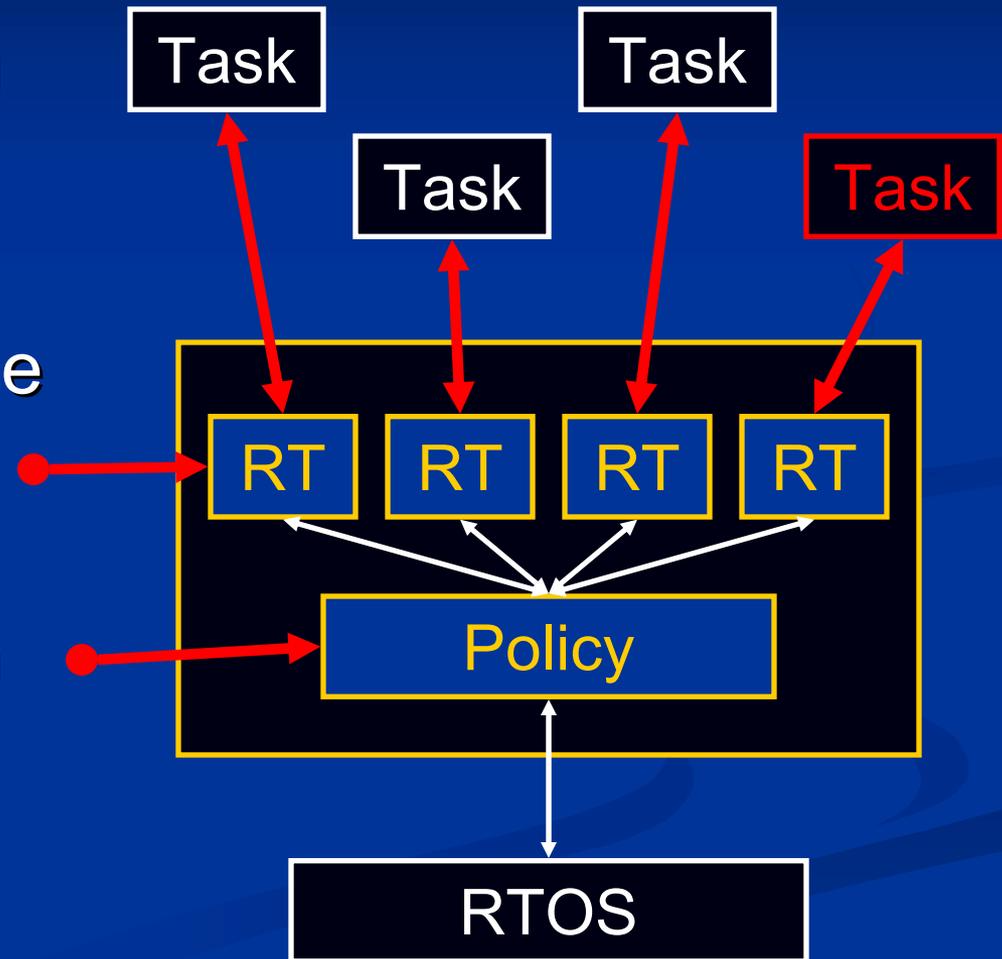
# Idea 1: Separate Concerns

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



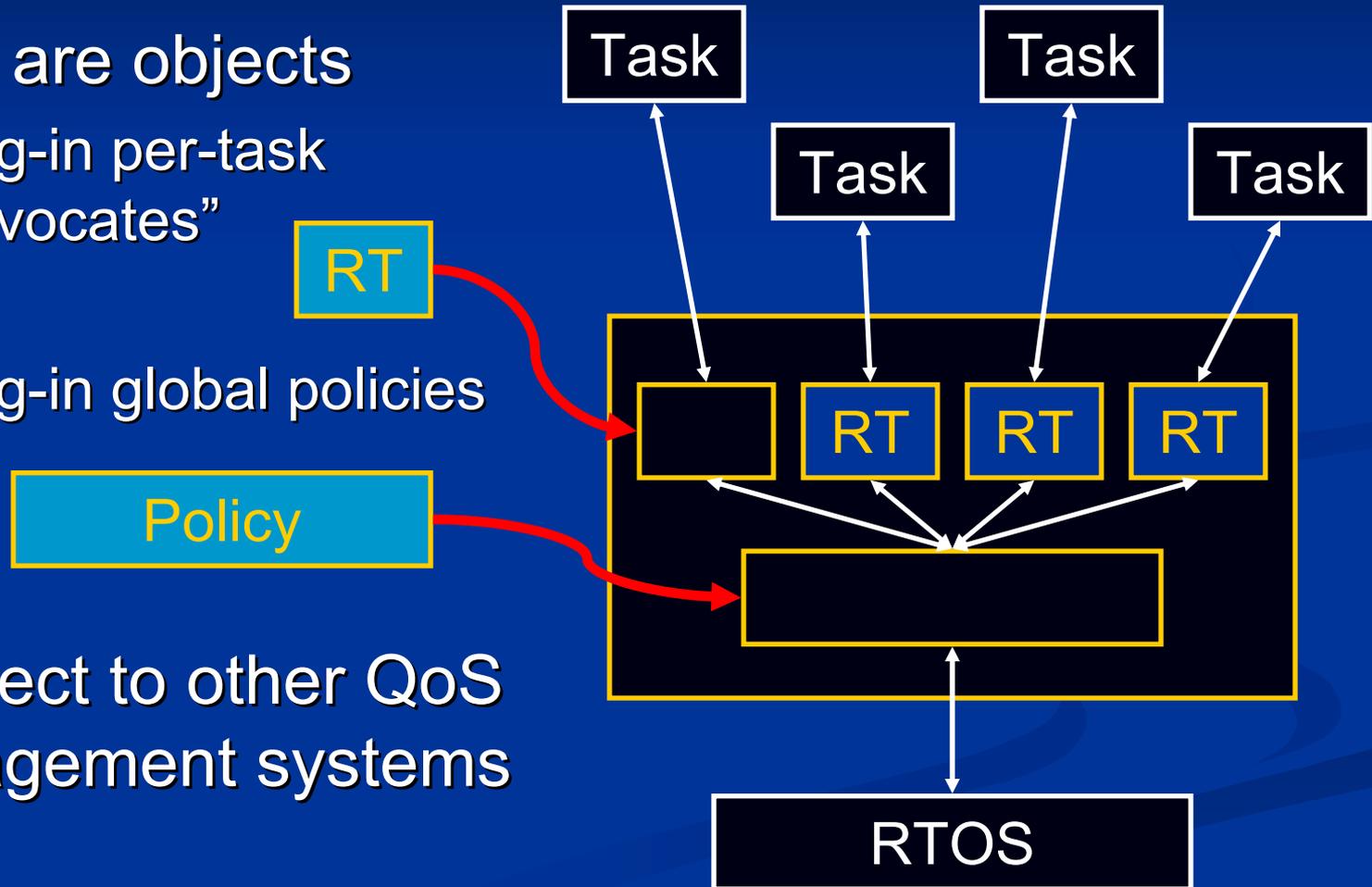
# Idea 2: Dynamic/Adaptive

- 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



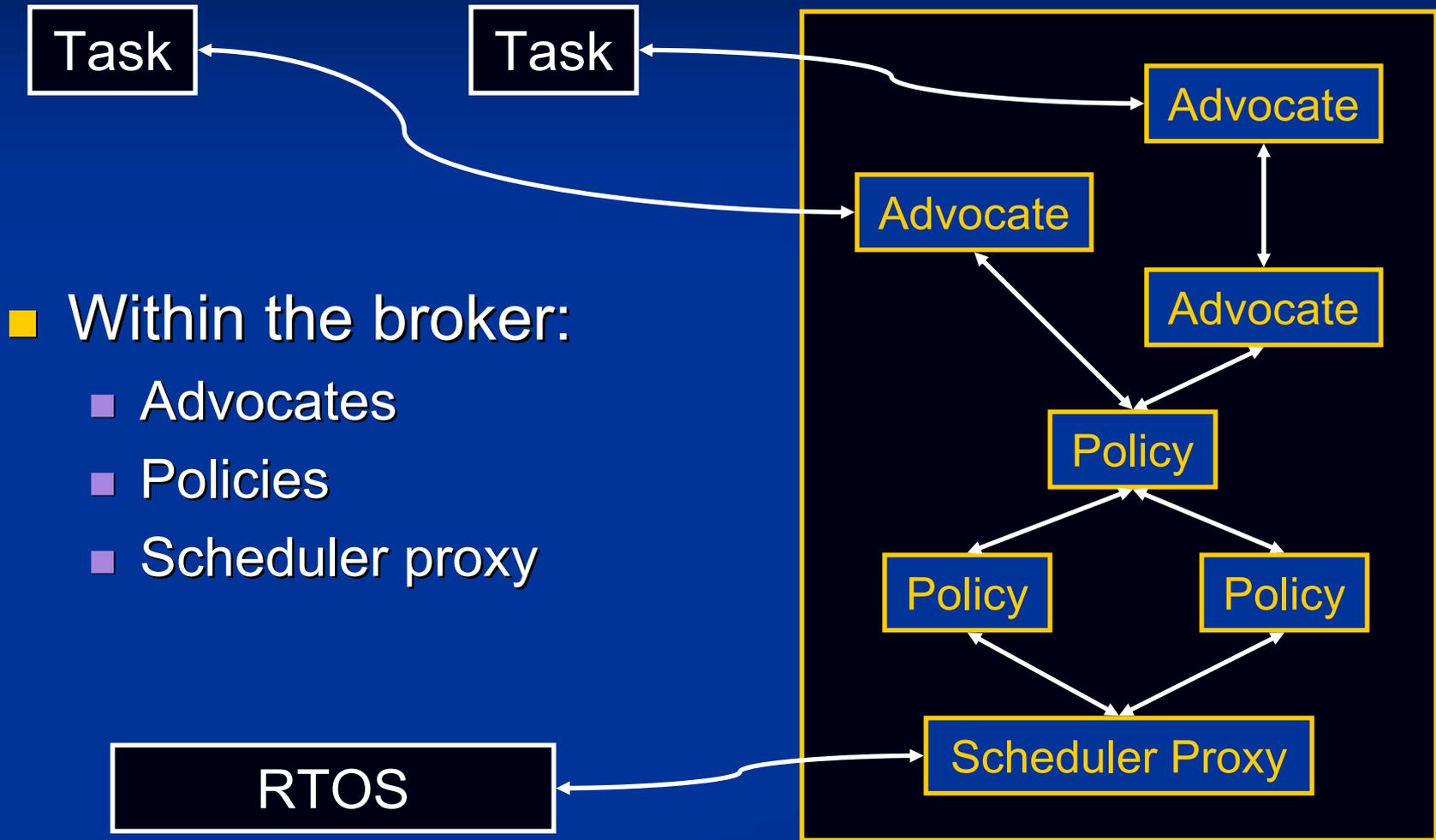
# Contributions

- 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

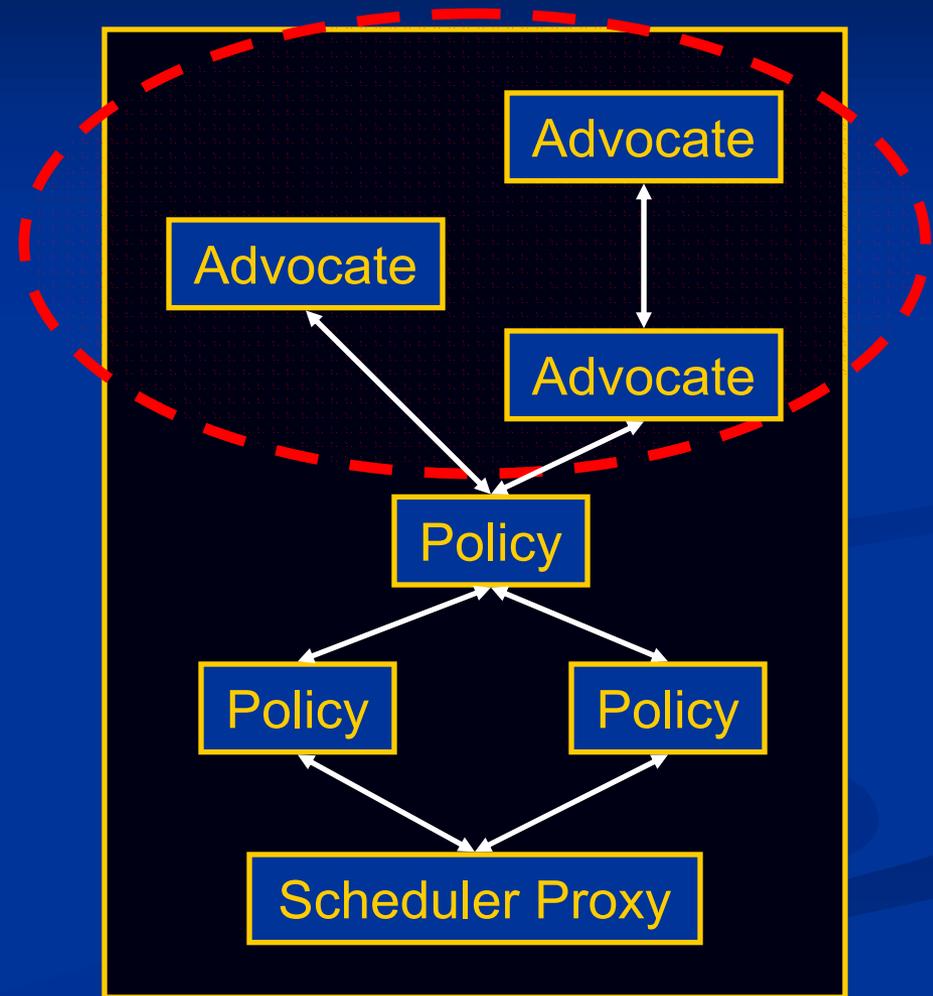
- Our focus: address SE challenges
- Build on previous work
  - **Feedback-driven scheduling**
    - *QoS Manager [Abeni and Buttazzo, '99]*
  - **RT middleware**
    - *RT CORBA [OMG], feedback [Lu et al., '03]*
  - **MW-based QoS architectures**
    - *DQM [Brandt et al., '98], QuO [Zinky et al., '97]*

# Design Overview

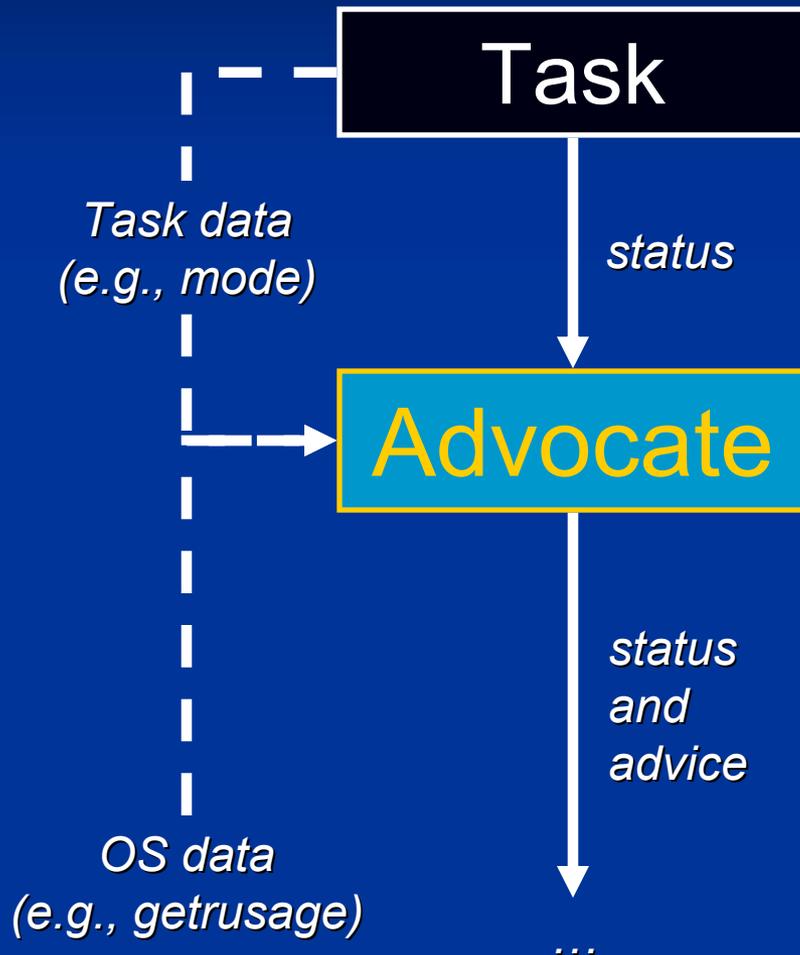


# Advocates

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

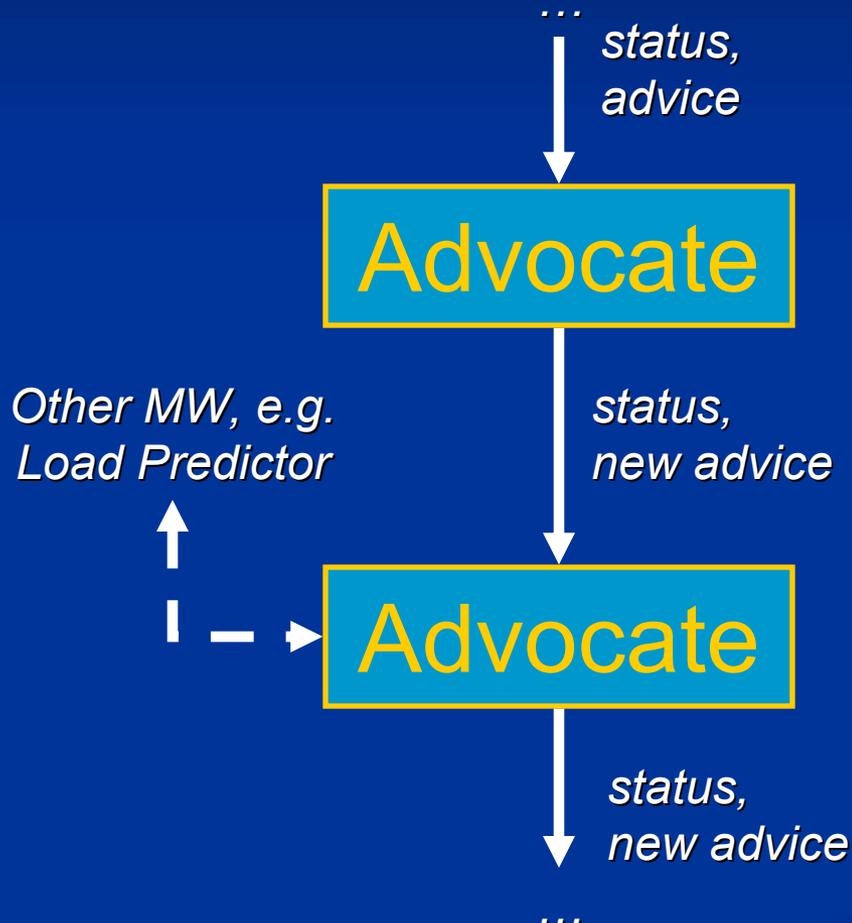


# Topmost Advocate



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

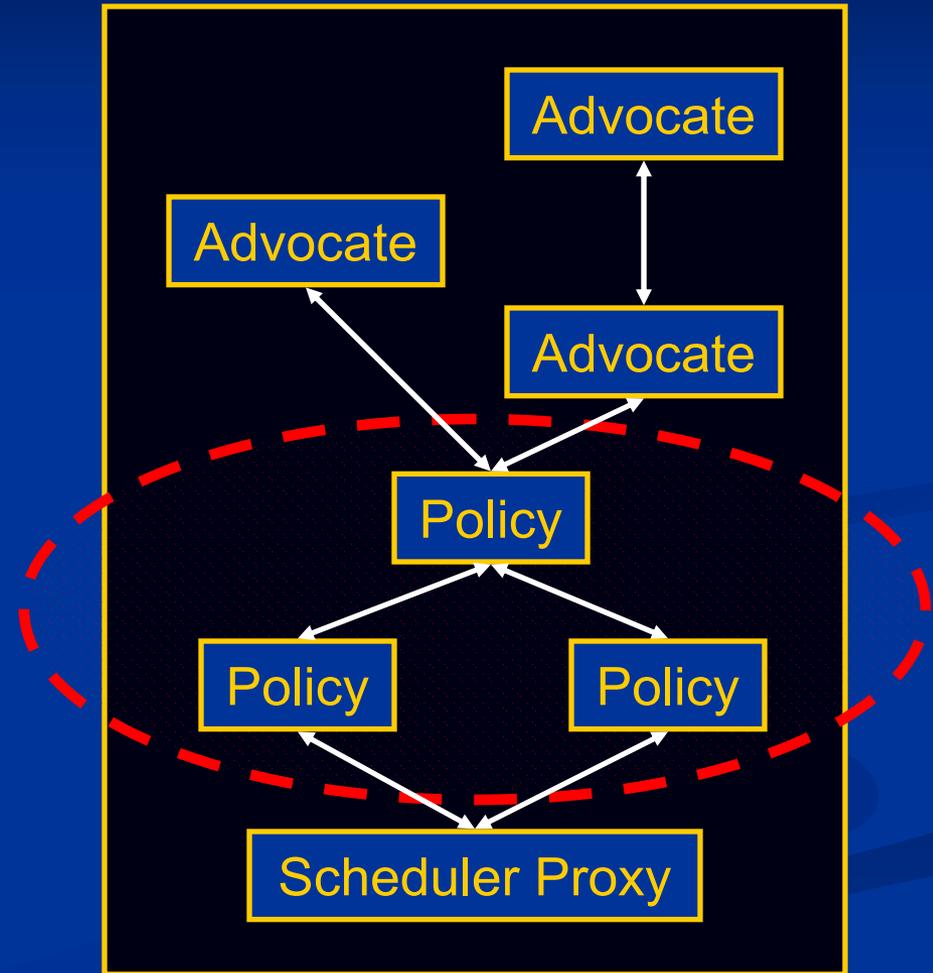
# Subsequent Advocates



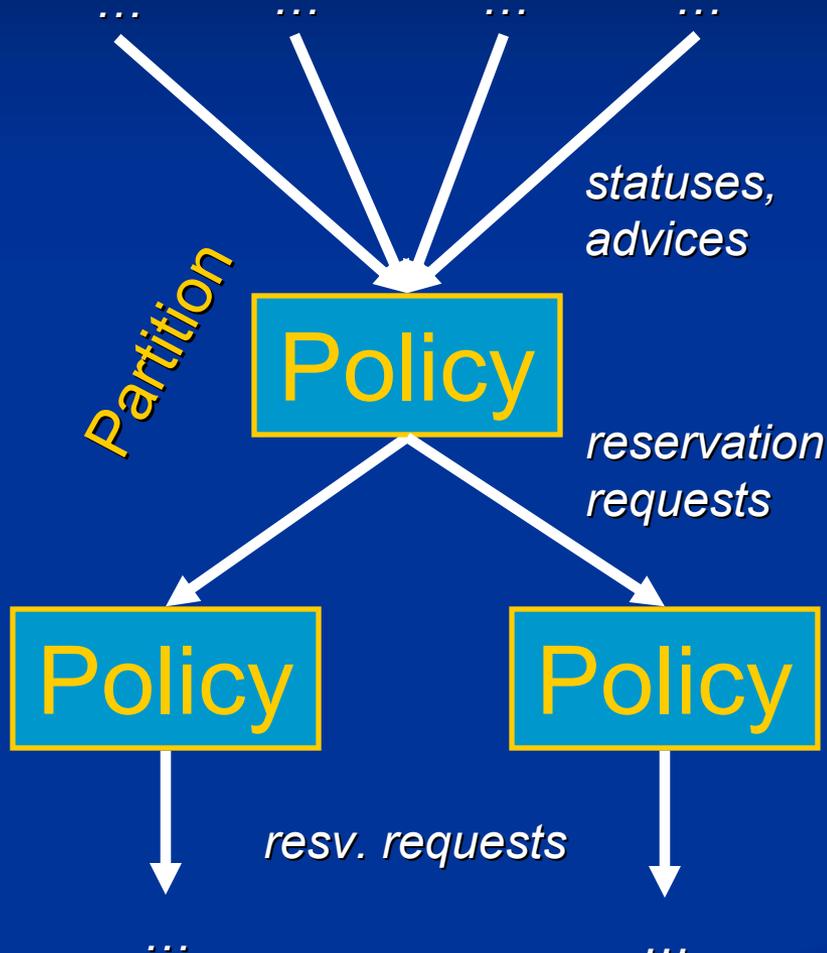
- Modify advice or perform side effect
  - cap request (min/max)
  - talk to other MW
  - watchdog timer
- Chaining allows
  - reuse of advocates
  - dynamic configuration
  - ... and reconfiguration

# Policies

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

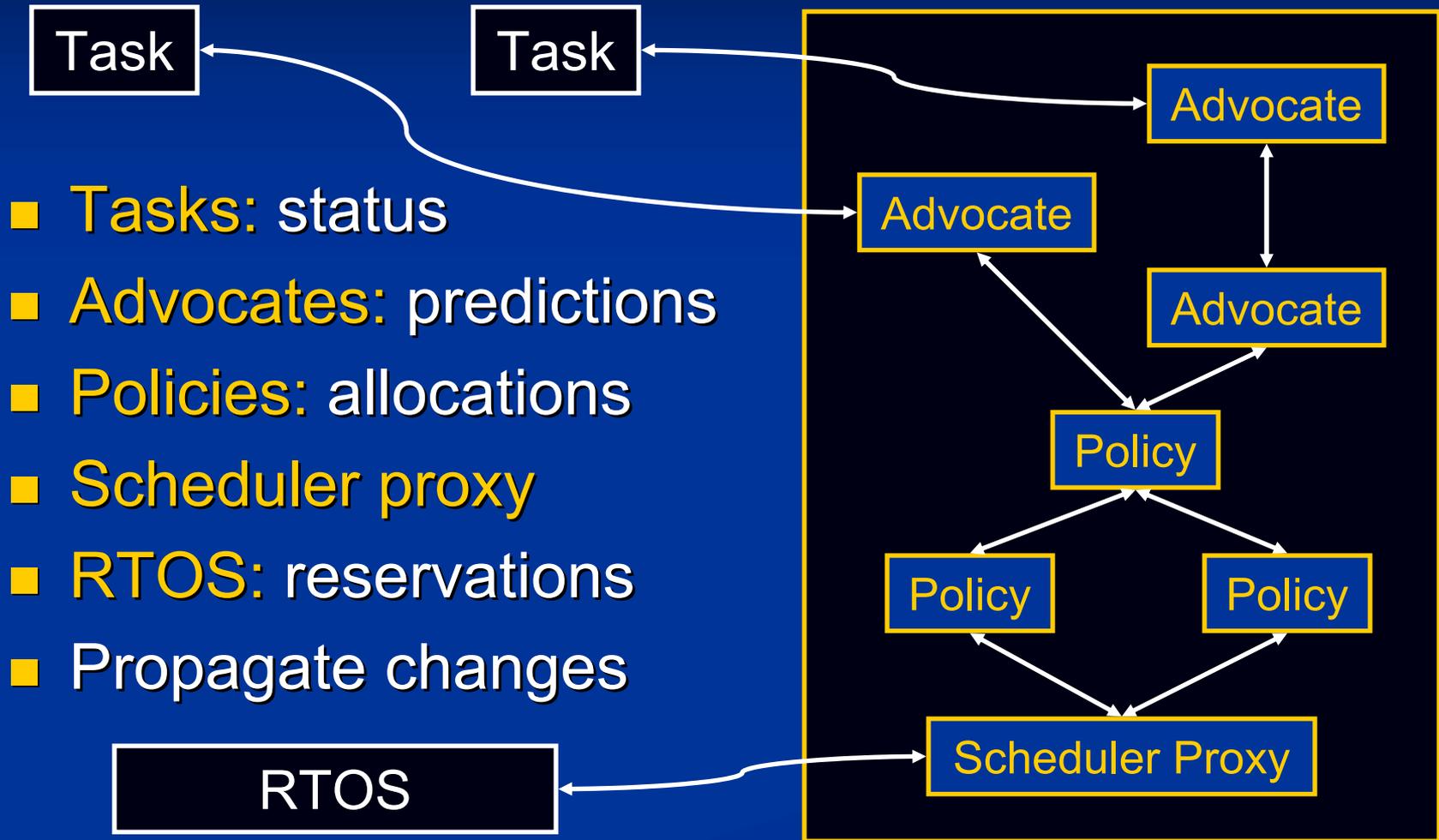


# Policy Objects



- **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

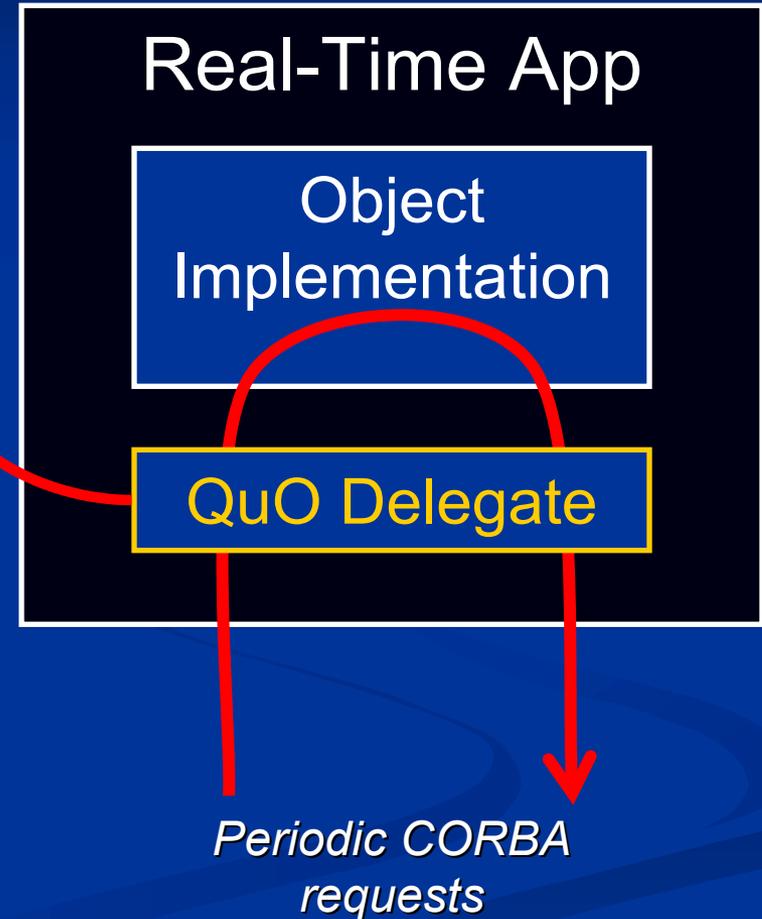
- Advocates and policies: CORBA objects
  - Easy to assemble
  - Easy to invoke at run time
  - In one process or multiple processes
- Basis for custom advocates and policies
  - Dynamic loader for custom objects
- Basis for connecting to MW-based tasks
- ...allows open and dynamic architecture

# 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

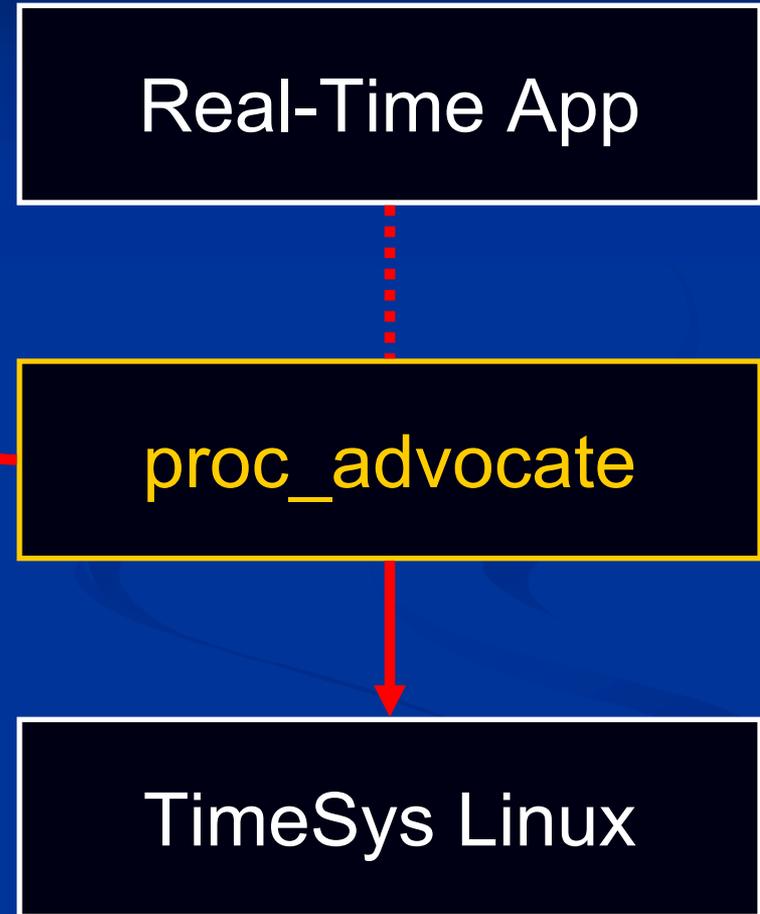


# Process Advocate

- 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

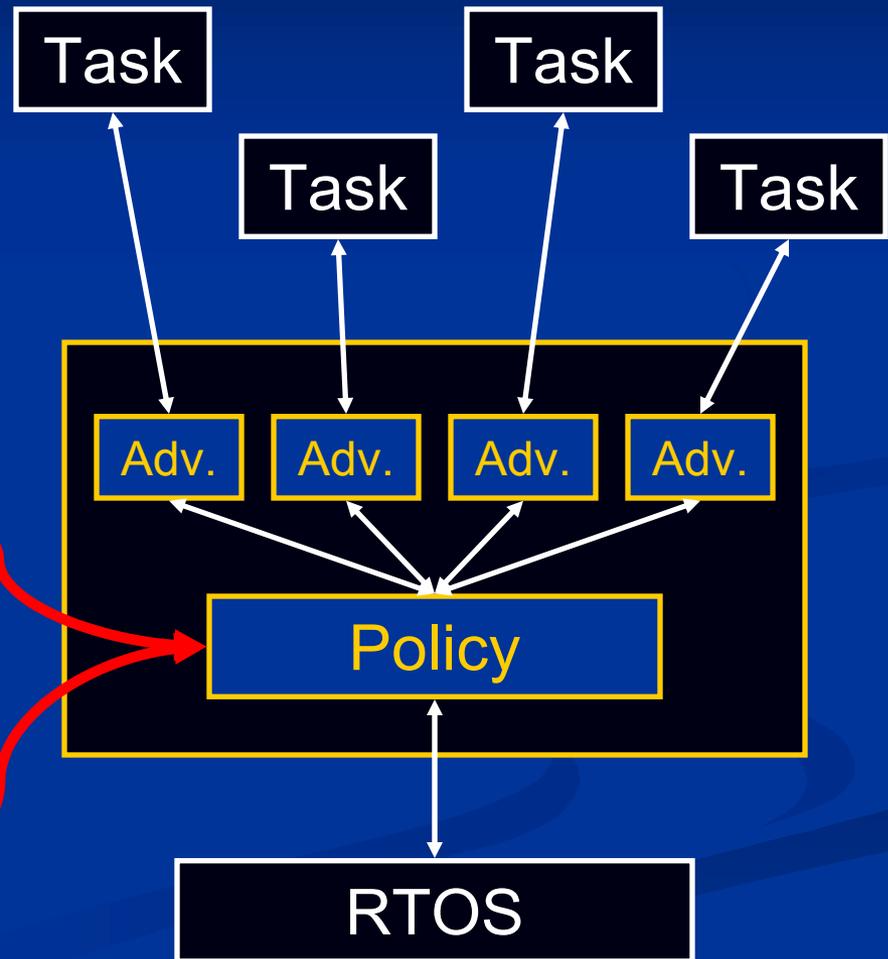
- Command-line tool
- “set priority of task mplayer to 5”

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 ( $\mu$ s)	Monitor Only Real Time ( $\mu$ s)
2-way QuO delegate	1742	1587
1-way QuO delegate	1716	660
In-broker proc. advocate	400	400

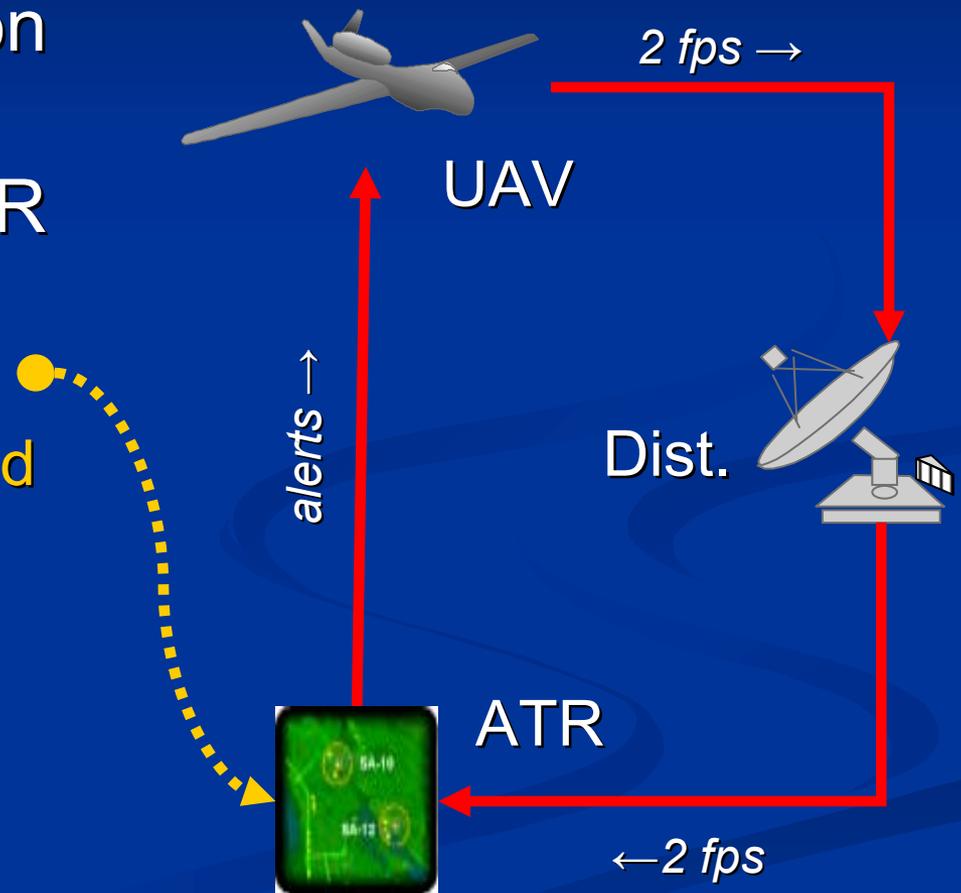
*“load”*

*“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



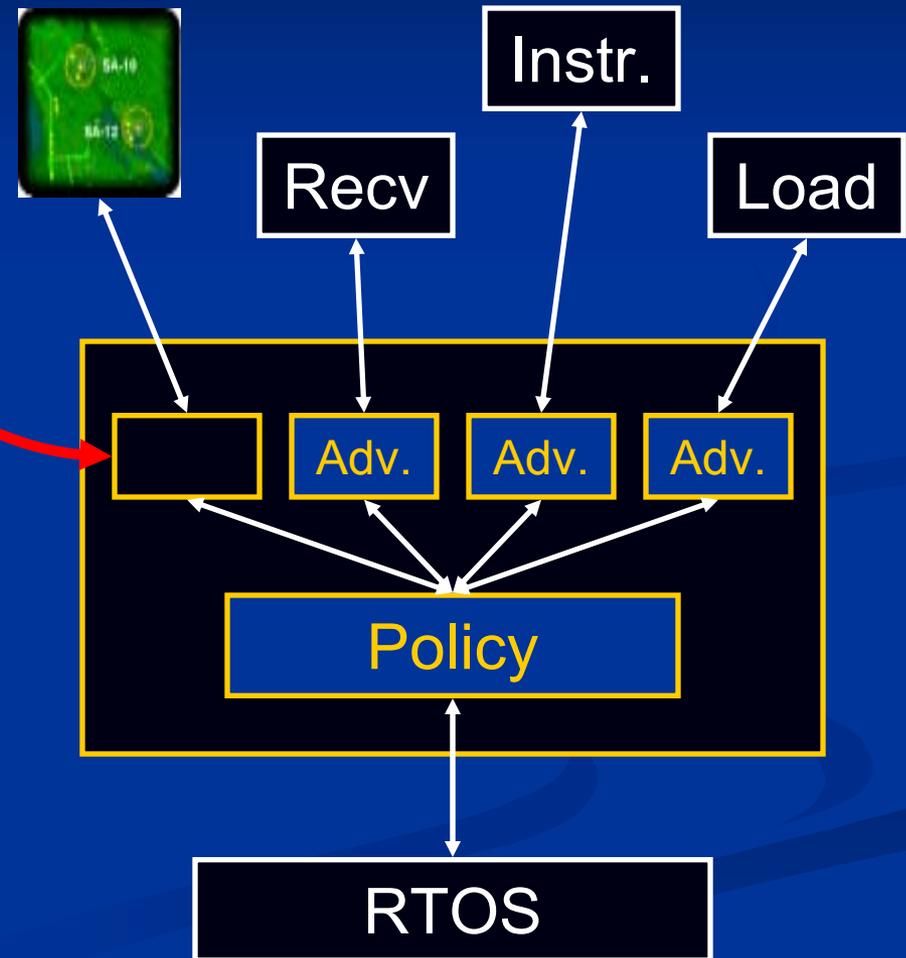
# Broker Extension

- Custom advocate for ATR

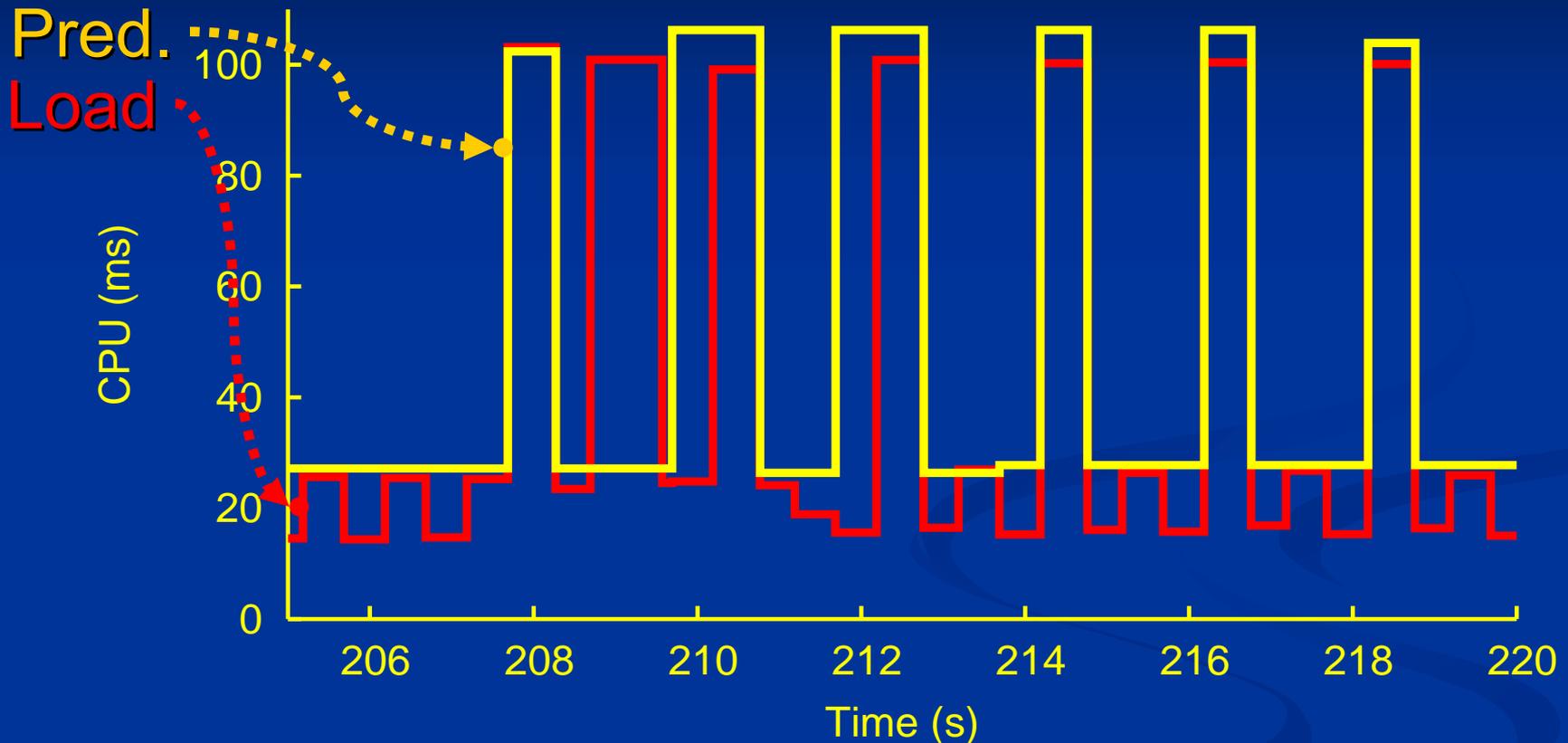
Advocate

- 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	<b>432</b>	320	<b>432</b>
Avg. FPS	<b>1.84</b>	1.32	<b>1.81</b>
Min. FPS	1.67	0.45	1.11
Max. FPS	<b>2.00</b>	2.01	<b>1.99</b>
Std. Dev.	<b>0.09</b>	0.34	<b>0.09</b>
Alerts received	<b>76</b>	50	<b>76</b>
Avg. latency	127.67	1560.44	325.72
Min. latency (ms)	101.00	362.00	145.00
Max. latency (ms)	193.00	3478.00	<b>933.00</b>
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/>