

# Efficiently Approximating the Probability of Deadline Misses in Real-Time Systems

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# Table of Contents

---

Motivation and Problem Definition

Job-Level Convolution

Task-Level Convolution

Runtime Improvement

Evaluation

# Rare Deadline Misses in Real-Time Systems

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- Usual assumption: hard real-time constraints

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- Rare deadline misses often acceptable
- Industrial safety standards
  - IEC-61508
  - ISO-26262

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# Rare Deadline Misses in Real-Time Systems

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- Usual assumption: hard real-time constraints
- Rare deadline misses often acceptable
- Industrial safety standards
  - IEC-61508
  - ISO-26262
- Soft real-time systems
- Important criteria: probability of deadline miss

# Rare Deadline Misses in Real-Time Systems

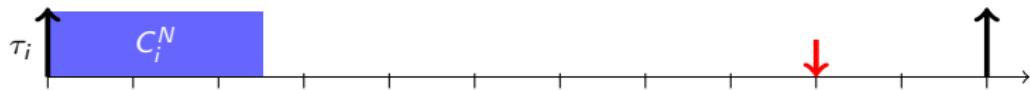
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- Usual assumption: hard real-time constraints
- Rare deadline misses often acceptable
- Industrial safety standards
  - IEC-61508
  - ISO-26262
- Soft real-time systems
- Important criteria: probability of deadline miss
- Safe upper bound

# Task Model and Notation

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$$\tau_i(C_i, D_i, T_i)$$



- Uniprocessor, fixed priority
- Sporadic tasks

# Task Model and Notation

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- Sporadic tasks, implicit deadlines:  $D_i = T_i \forall \tau_i$

# Task Model and Notation

---

$$\tau_i((C_i^N, C_i^A), D_i, T_i)$$

Normal Case



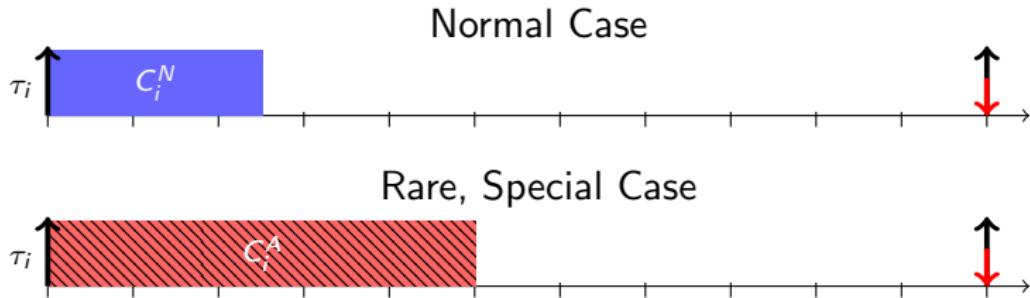
Rare, Special Case



- Uniprocessor, fixed priority
- Sporadic tasks, implicit deadlines:  $D_i = T_i \forall \tau_i$
- $C_i^A \geq C_i^N$  here:  $C_i^A = 2 \cdot C_i^N$

# Task Model and Notation

$$\tau_i((C_i^N, C_i^A, \mathbb{P}(C_i^A), \mathbb{P}(C_i^N)), D_i, T_i)$$

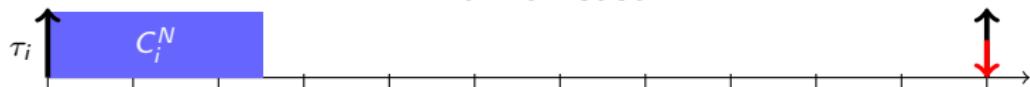


- Uniprocessor, fixed priority
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# Task Model and Notation

$$\tau_i((C_i^N, C_i^A, \mathbb{P}(C_i^A), \mathbb{P}(C_i^N)), D_i, T_i)$$

Normal Case



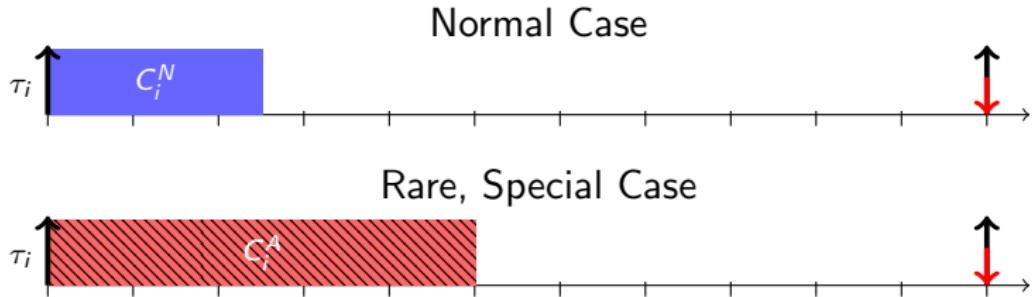
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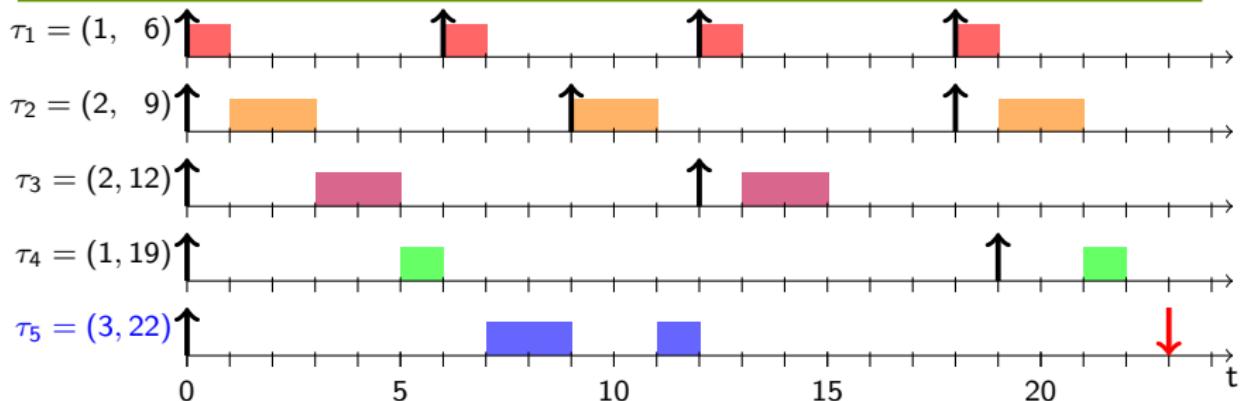
# Task Model and Notation

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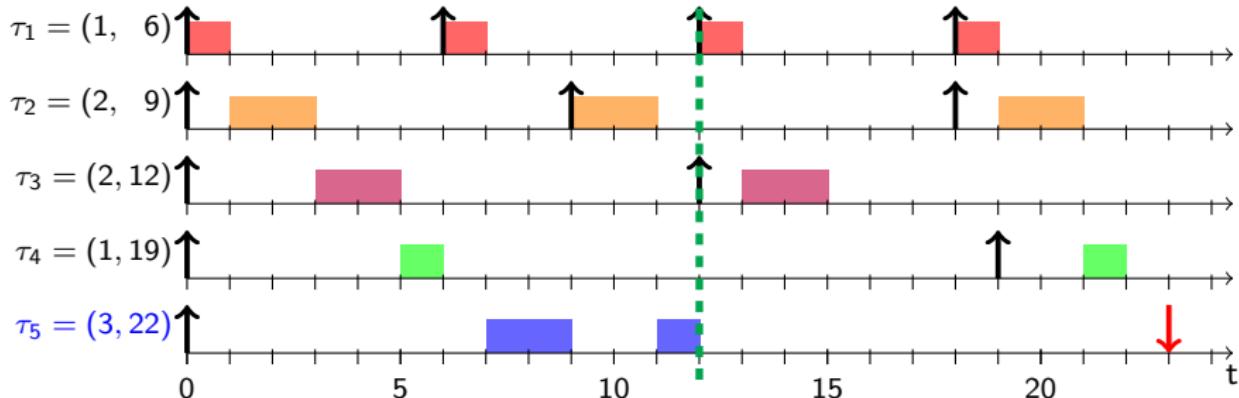
- Uniprocessor, fixed priority
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# Probability of Deadline Miss



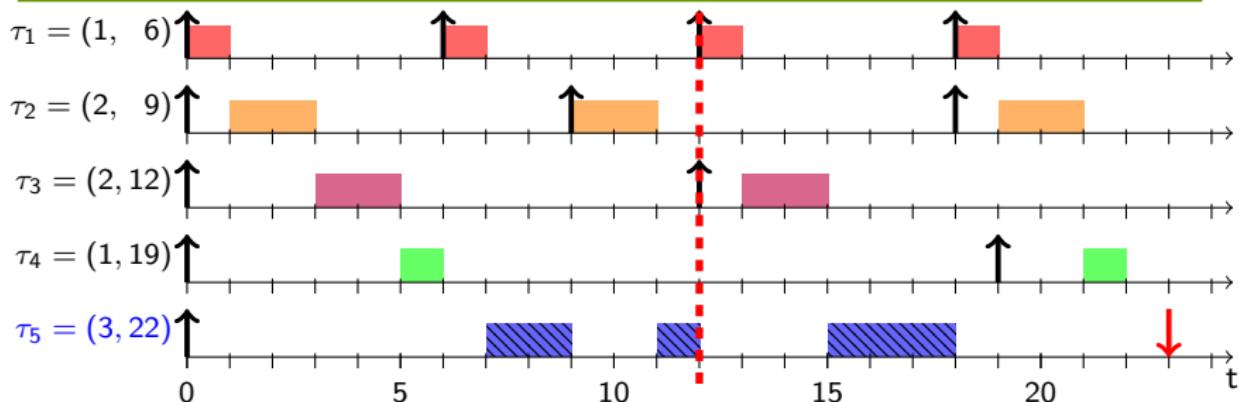
- Looking at lowest priority task

# Probability of Deadline Miss



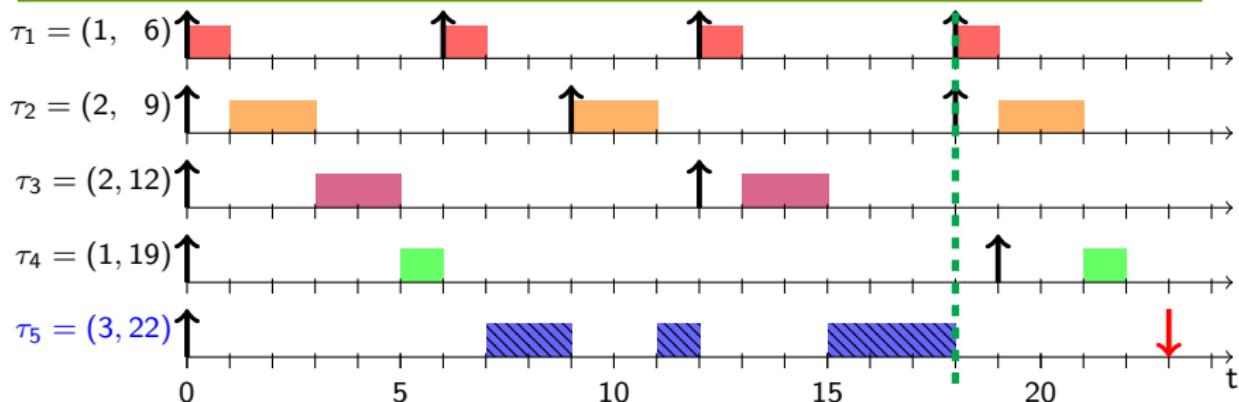
- Looking at lowest priority task
- Normally: TDA binary decision

# Probability of Deadline Miss



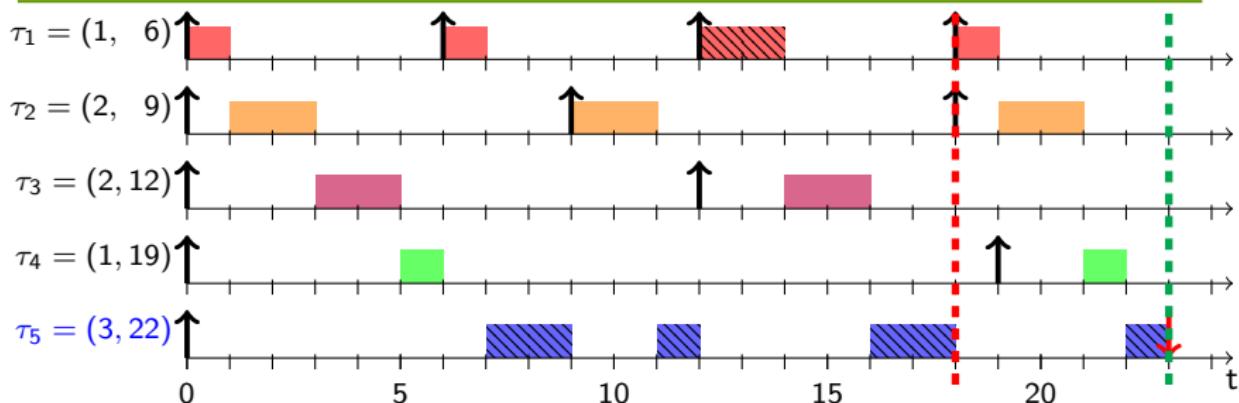
- Looking at lowest priority task
- Normally: TDA binary decision
- $\mathbb{P}(S_t > t)$

# Probability of Deadline Miss



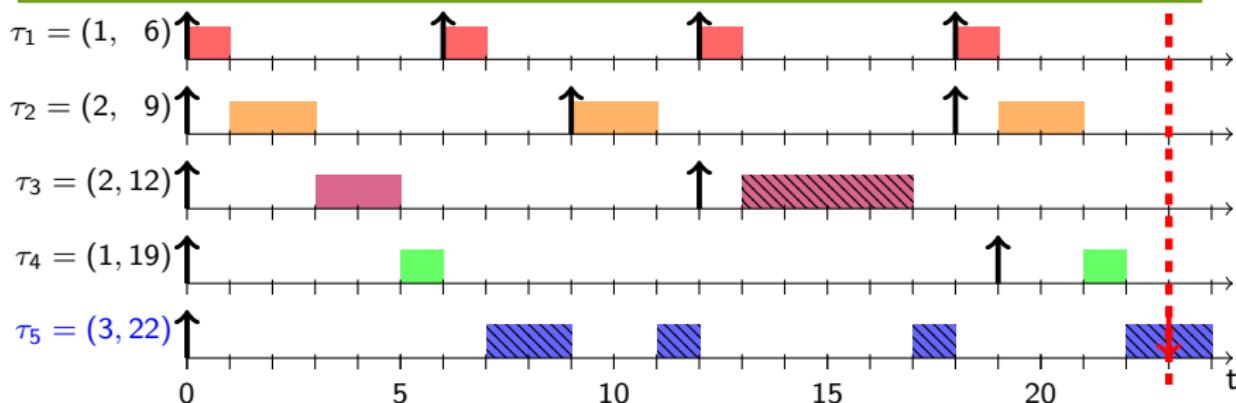
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# Probability of Deadline Miss



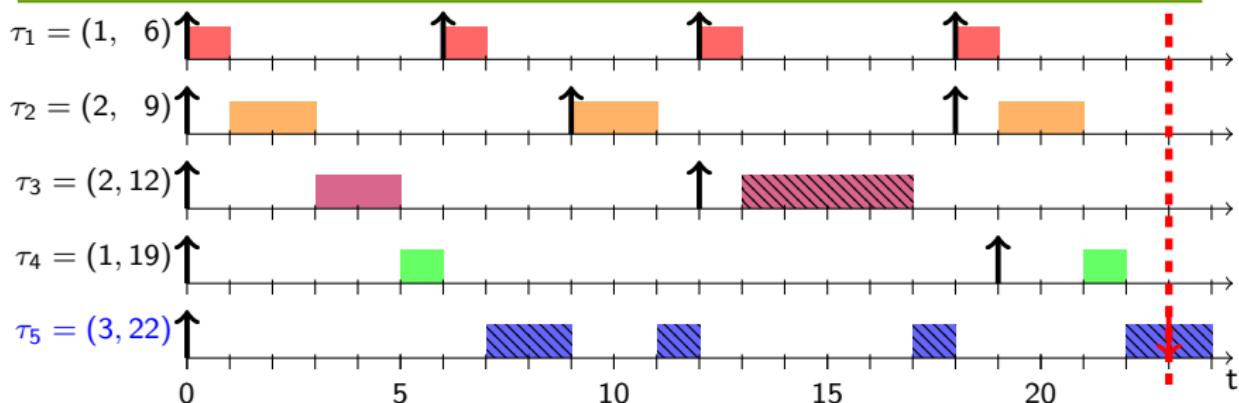
- Looking at lowest priority task
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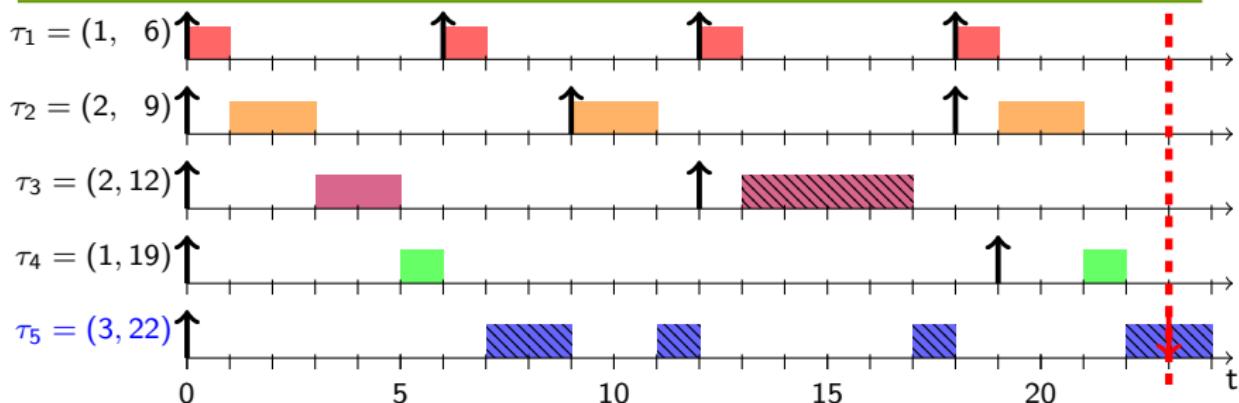
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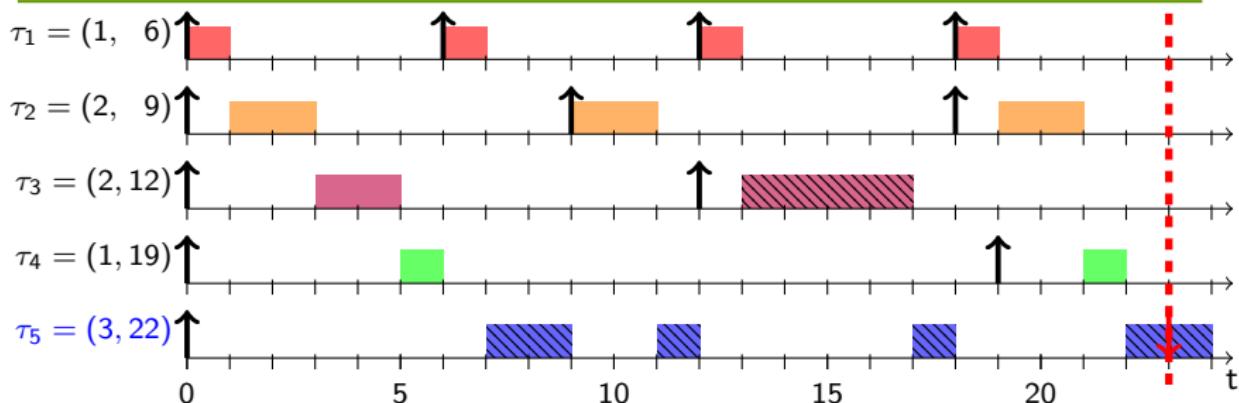
- Looking at lowest priority task
- Normally: TDA binary decision
- $\mathbb{P}(S_t > t)$  for  $0 < t \leq D_k$

# Probability of Deadline Miss



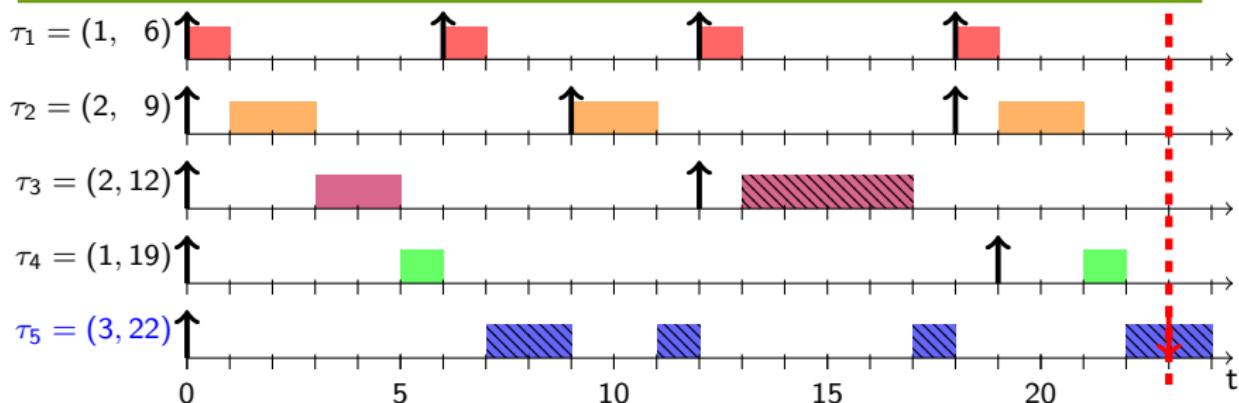
- Looking at lowest priority task
- Normally: TDA binary decision
- $\mathbb{P}(S_t > t)$  for  $0 < t \leq D_k$
- Probability of Deadline Miss:  $\Phi_k = \min_{0 < t \leq D_k} \mathbb{P}(S_t > t)$

# Probability of Deadline Miss



- Looking at lowest priority task
- Normally: TDA binary decision
- $\mathbb{P}(S_t > t)$  for  $0 < t \leq D_k$
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- Upper bound: any subset of points in  $(0, D_k]$

# Probability of Deadline Miss



- Looking at lowest priority task
- Normally: TDA binary decision
- $\mathbb{P}(S_t > t)$  for  $0 < t \leq D_k$
- Probability of Deadline Miss:  $\Phi_k = \min_{0 < t \leq D_k} \mathbb{P}(S_t > t)$
- Upper bound: any subset of points in  $(0, D_k]$
- Convolution-based approach: enumerate the state space

# Convolution

---

$$C_1 = \begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \otimes \begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix} = C_2$$

# Convolution

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$$C_1 = \begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \otimes \begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix} = C_2$$



$$\left( \quad \right)$$

# Convolution

---

$$C_1 = \begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \otimes \begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix} = C_2$$



$$\begin{pmatrix} 8 \\ 0.72 \end{pmatrix}$$

# Convolution

---

$$C_1 = \begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \otimes \begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix} = C_2$$



$$\begin{pmatrix} 8 & 9 \\ 0.72 & 0.18 \end{pmatrix}$$

# Convolution

---

$$C_1 = \begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \otimes \begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix} = C_2$$



$$\begin{pmatrix} 8 & 9 & 10 \\ 0.72 & 0.18 & 0.08 \end{pmatrix}$$

# Convolution

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$$C_1 = \begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \otimes \begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix} = C_2$$



$$\begin{pmatrix} 8 & 9 & 10 & 11 \\ 0.72 & 0.18 & 0.08 & 0.02 \end{pmatrix}$$

# Convolution

---

$$C_1 = \begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \otimes \begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix} = C_2$$



$$\begin{pmatrix} 8 & 9 & 10 & 11 \\ 0.72 & 0.18 & 0.08 & 0.02 \end{pmatrix}$$

- State-of-the-art: job-wise convolution from 0 to  $D_k$

# Job-Level Convolution

---

$$\begin{aligned}\tau_1 \\ C_1 &= \begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \\ P_1 \\ D_1 = T_1 &= 8\end{aligned}$$

$$\begin{aligned}\tau_2 \\ C_2 &= \begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix} \\ P_2 \\ D_2 = T_2 &= 14\end{aligned}$$

# Job-Level Convolution

---

$$\begin{aligned}\tau_1 \\ C_1 &= \begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \\ \mathbb{P}_1 \\ D_1 = T_1 &= 8\end{aligned}$$

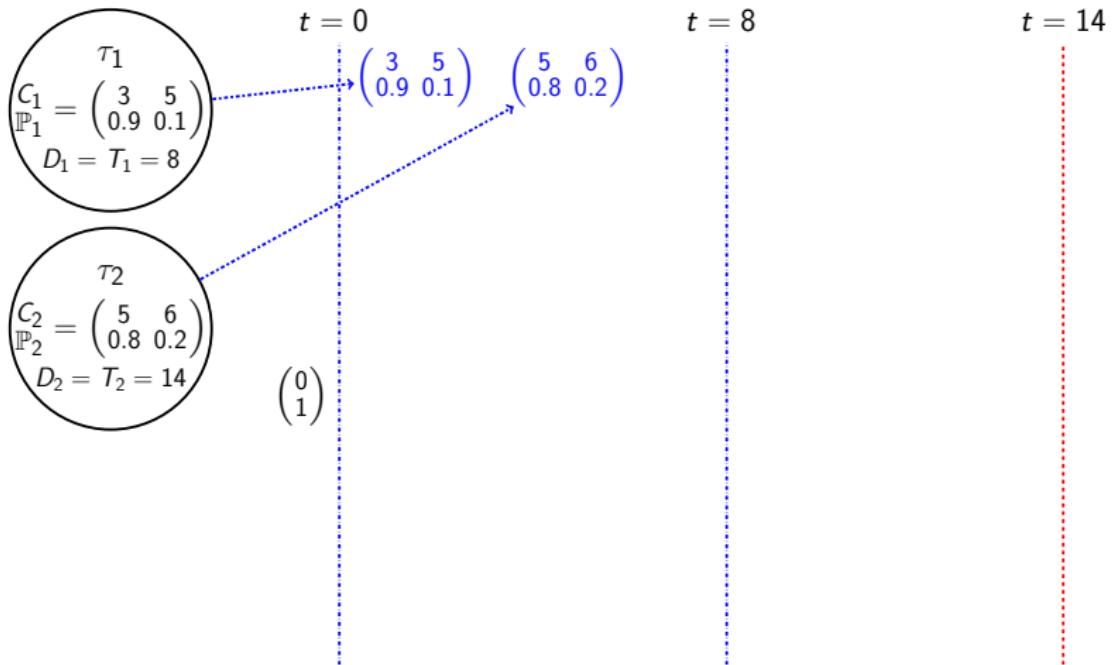
$$\begin{aligned}\tau_2 \\ C_2 &= \begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix} \\ \mathbb{P}_2 \\ D_2 = T_2 &= 14\end{aligned}$$

$t = 0$

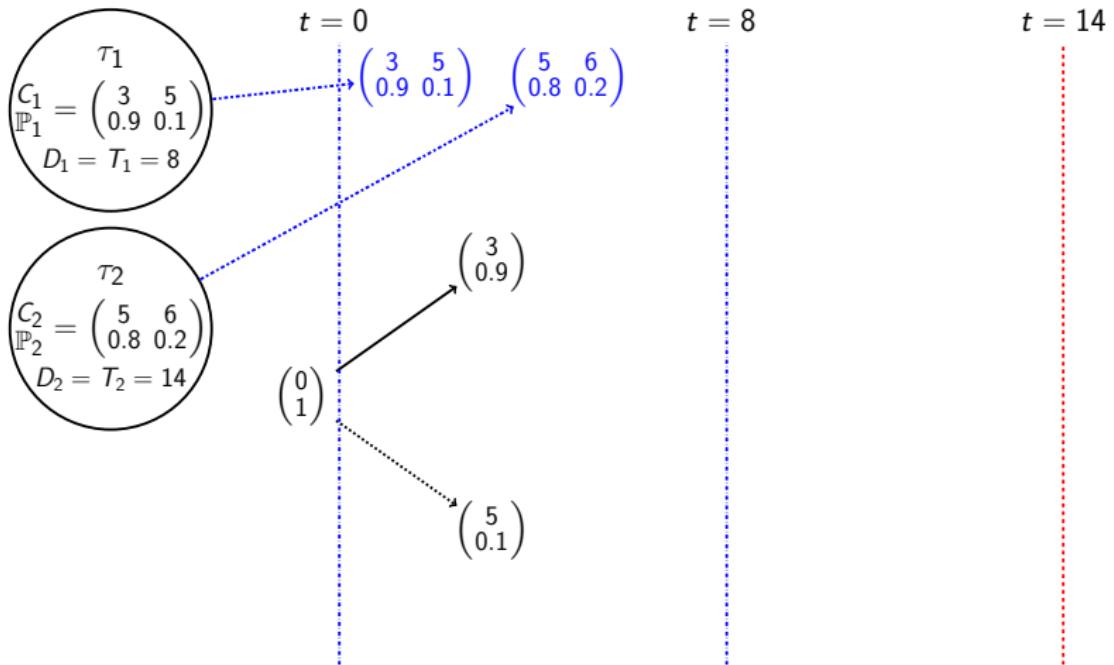
$t = 8$

$t = 14$

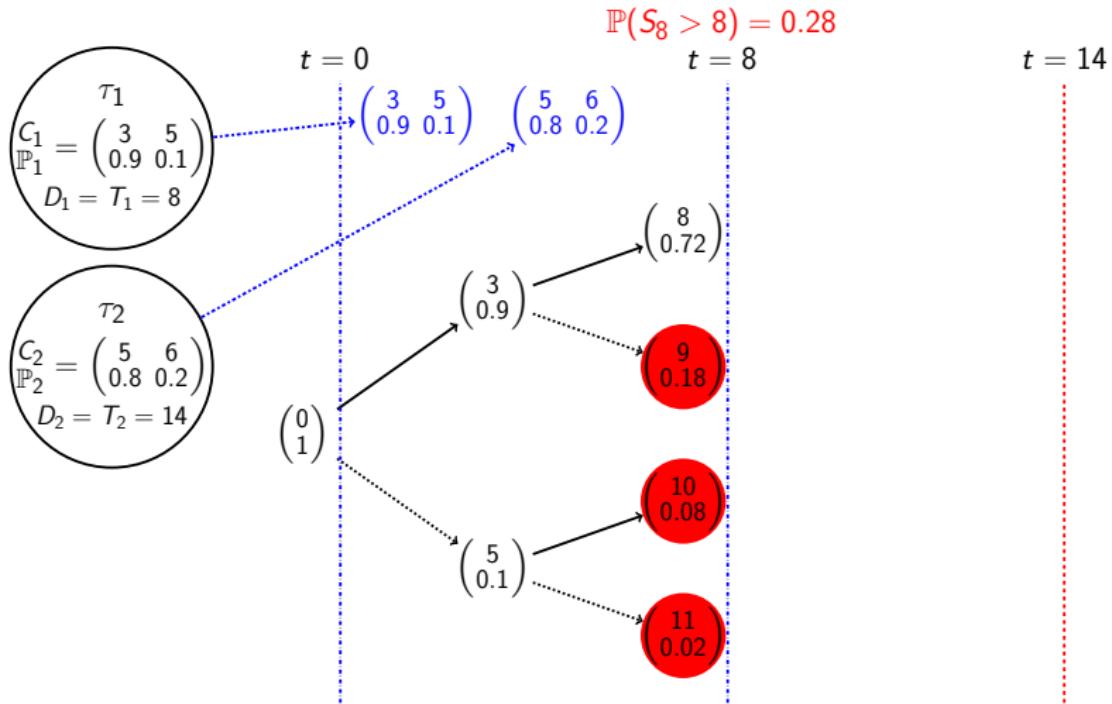
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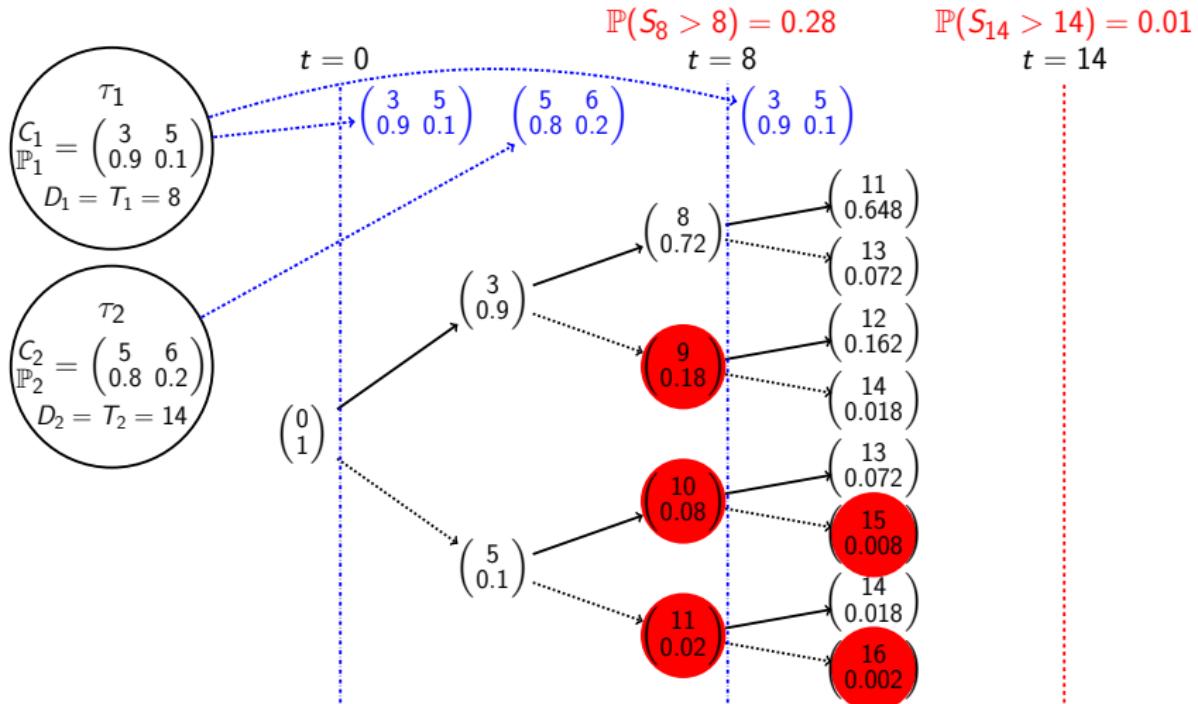
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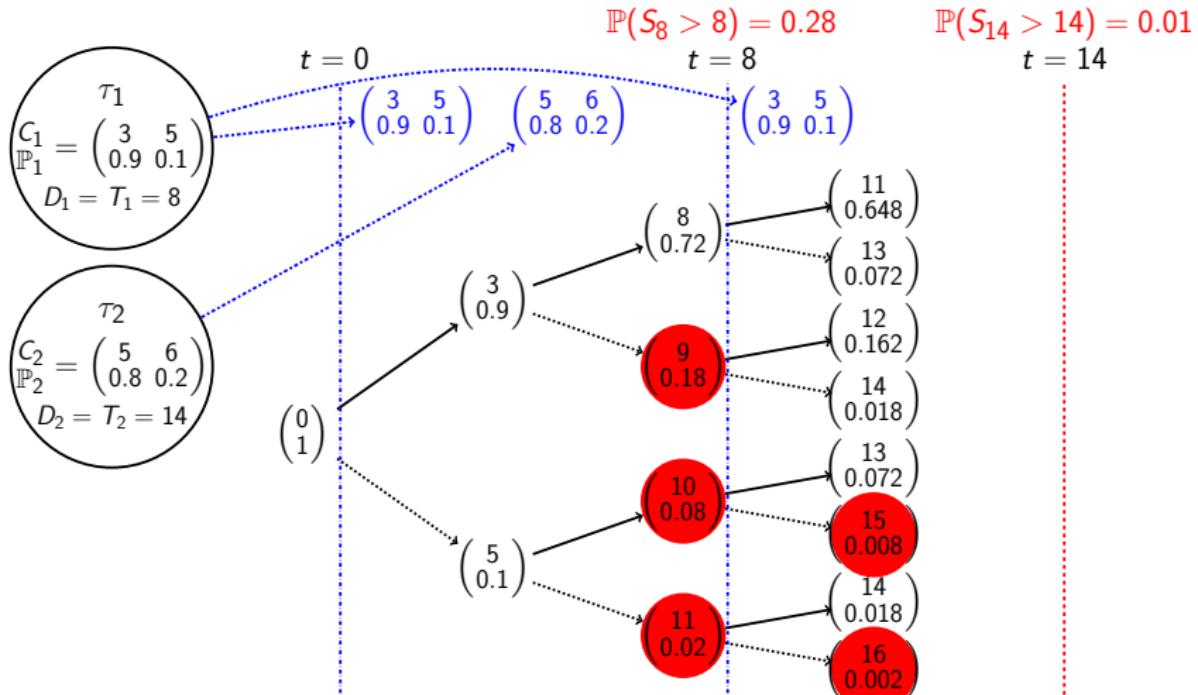
# Job-Level Convolution



# Job-Level Convolution

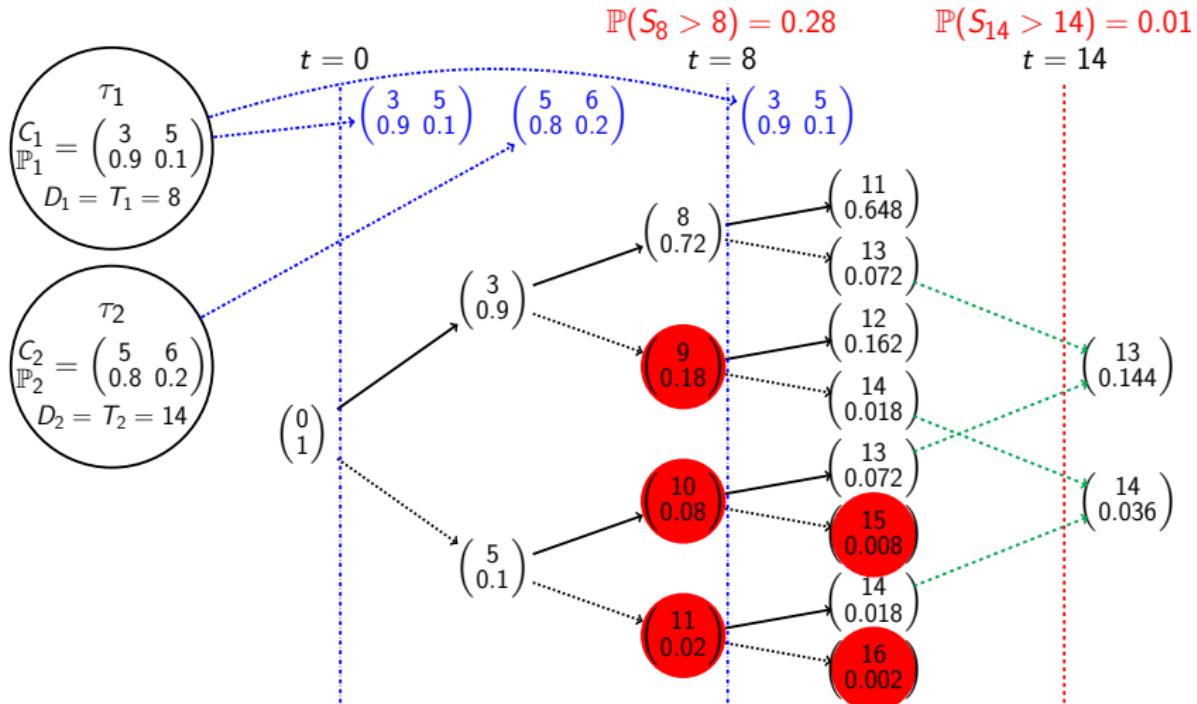


# Job-Level Convolution

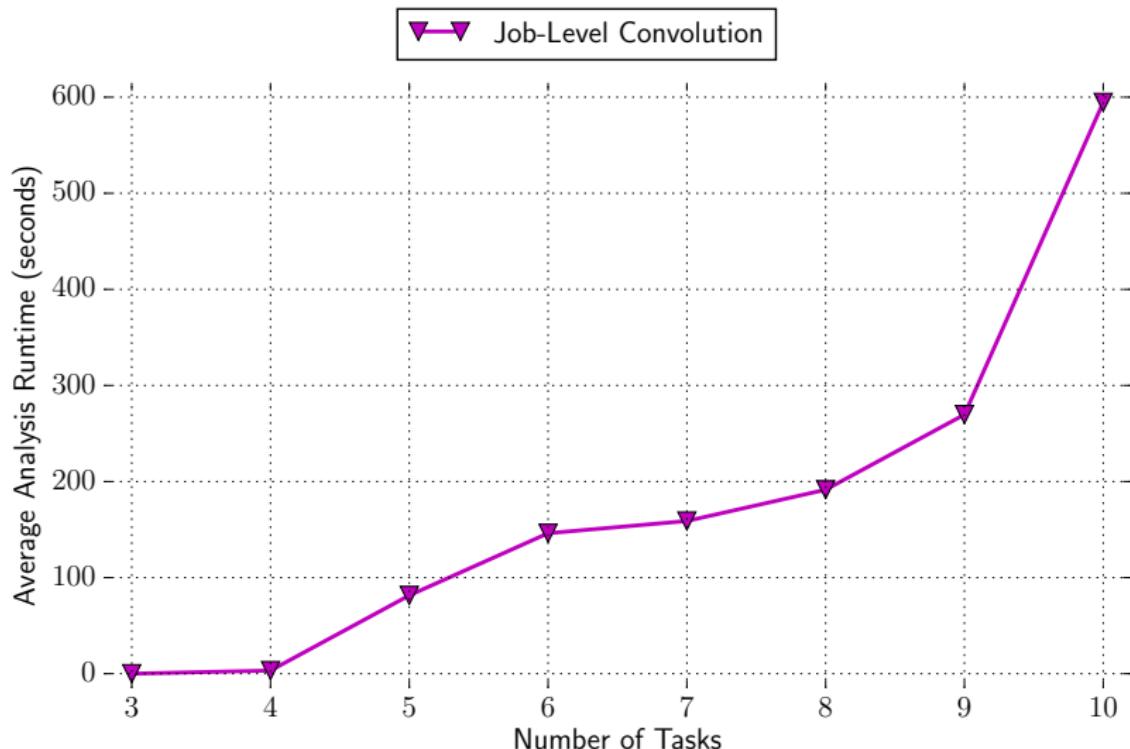


3 tasks  $\rightarrow$  38 jobs  $\rightarrow 2^{38} = 274\,877\,906\,944$

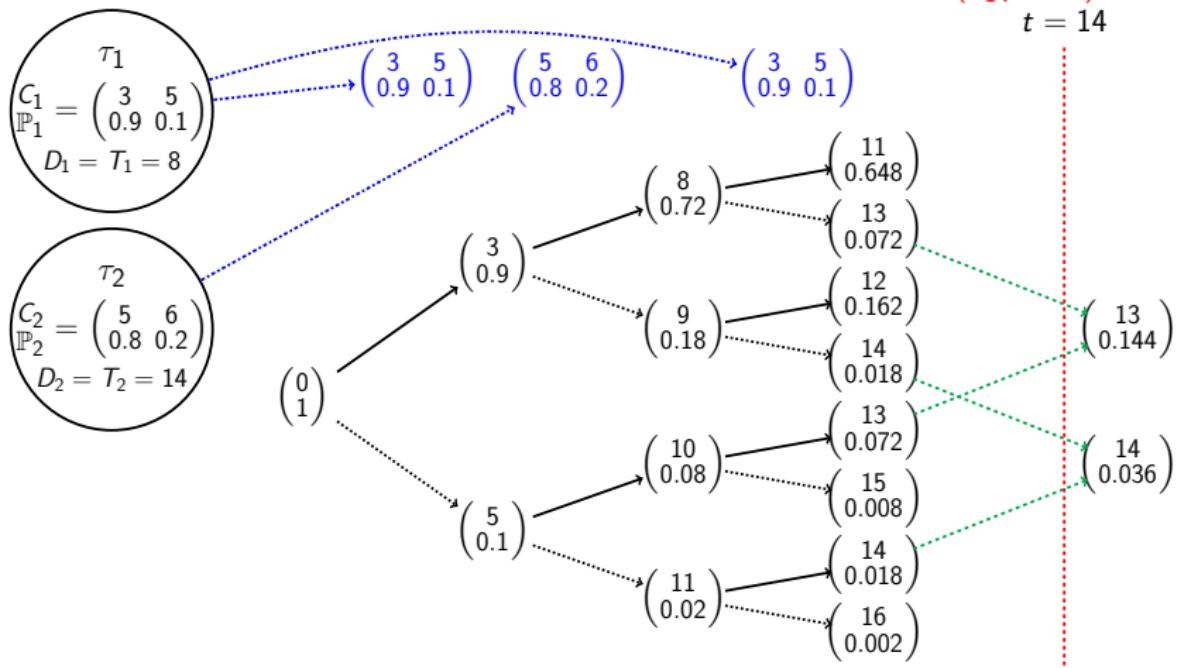
# Job-Level Convolution



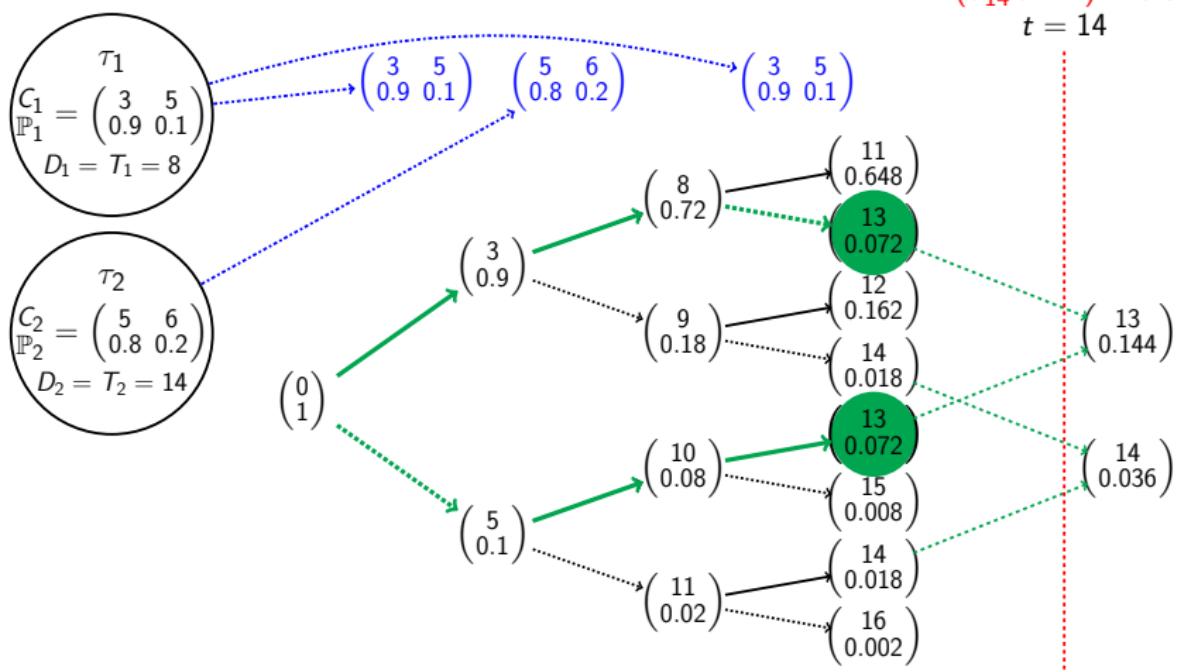
# Performance: Job-Level Convolution



# Considering Time Points Individually



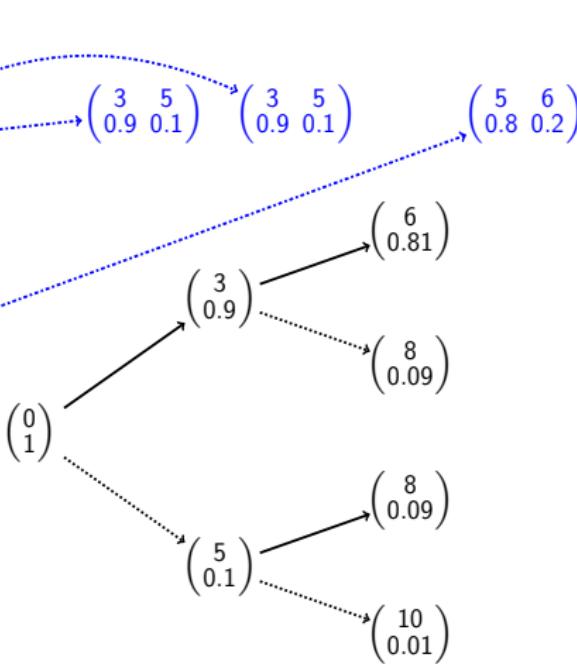
# Considering Time Points Individually



# Considering Time Points Individually

$$\begin{array}{c} \tau_1 \\ C_1 = \begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \\ \mathbb{P}_1 \\ D_1 = T_1 = 8 \end{array}$$

$$\begin{array}{c} \tau_2 \\ C_2 = \begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix} \\ \mathbb{P}_2 \\ D_2 = T_2 = 14 \end{array}$$



# Considering Time Points Individually

$$\begin{array}{c} \tau_1 \\ C_1 = \begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \\ \mathbb{P}_1 \\ D_1 = T_1 = 8 \end{array}$$

Diagram showing transitions from state  $\begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix}$  to  $\begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix}$  and  $\begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix}$ .

$$\begin{array}{c} \tau_2 \\ C_2 = \begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix} \\ \mathbb{P}_2 \\ D_2 = T_2 = 14 \end{array}$$

Diagram showing transitions from state  $\begin{pmatrix} 0 \\ 1 \end{pmatrix}$  to  $\begin{pmatrix} 3 \\ 0.9 \end{pmatrix}$ ,  $\begin{pmatrix} 5 \\ 0.1 \end{pmatrix}$ , and  $\begin{pmatrix} 10 \\ 0.01 \end{pmatrix}$ . The last two states are highlighted in green.

$$\begin{aligned} \mathbb{P}(S_{14} > 14) &= 0.01 \\ t &= 14 \end{aligned}$$

# Considering Time Points Individually

$$\begin{array}{c} \tau_1 \\ C_1 = \begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \\ \mathbb{P}_1 \\ D_1 = T_1 = 8 \end{array}$$

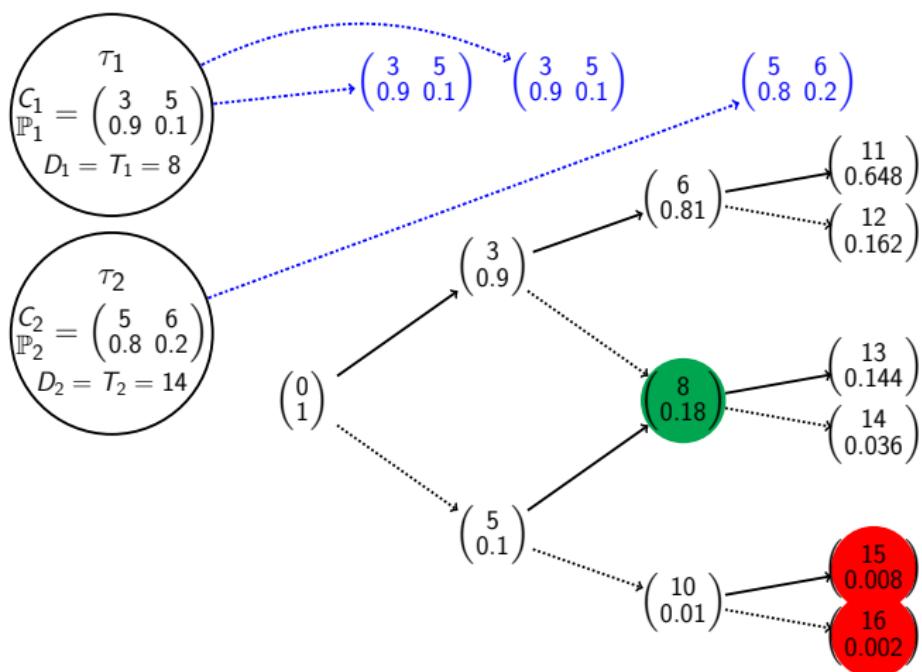
Diagram showing transitions from state  $\begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix}$  to  $\begin{pmatrix} 3 & 5 \\ 0.9 & 0.1 \end{pmatrix}$  and  $\begin{pmatrix} 5 & 6 \\ 0.8 & 0.2 \end{pmatrix}$ .

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$$\begin{aligned} \mathbb{P}(S_{14} > 14) &= 0.01 \\ t &= 14 \end{aligned}$$

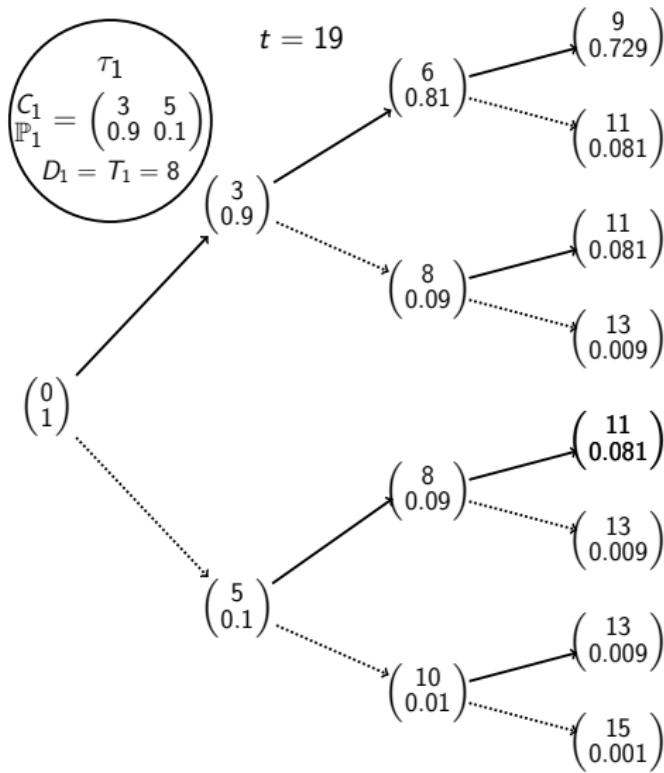
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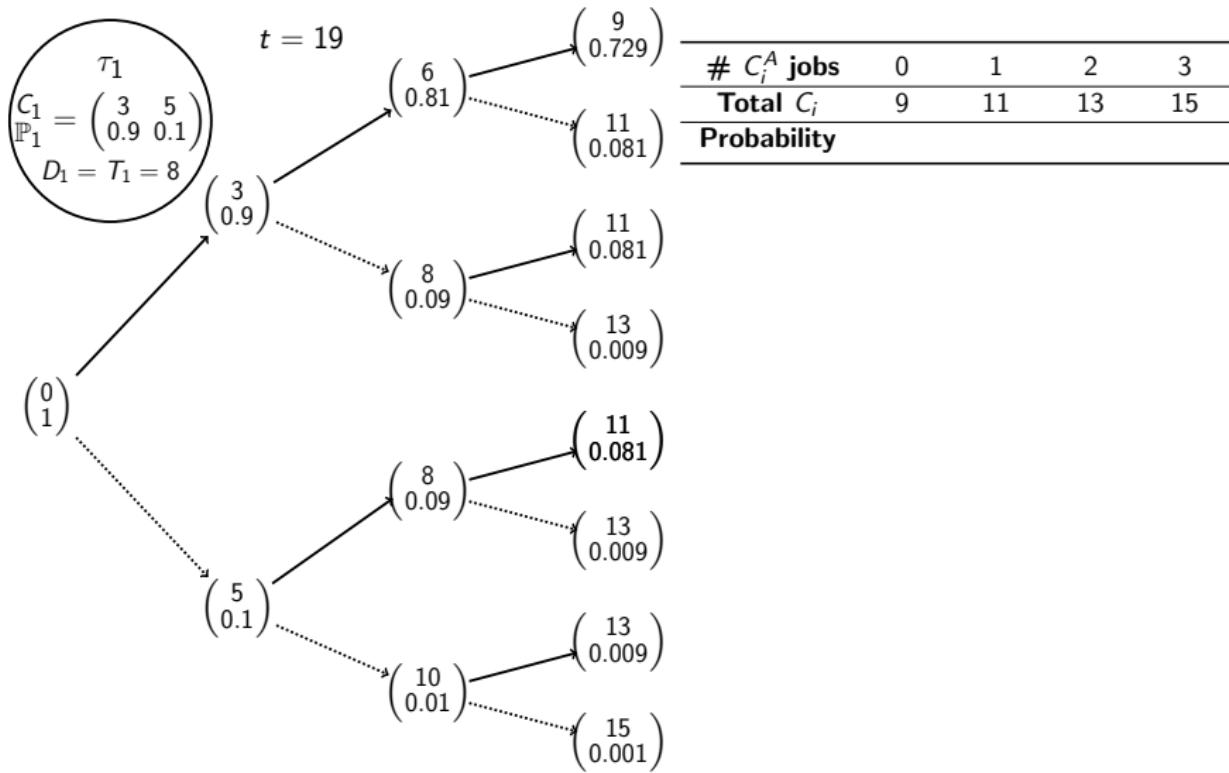
$$\mathbb{P}(S_{14} > 14) = 0.01$$

$t = 14$

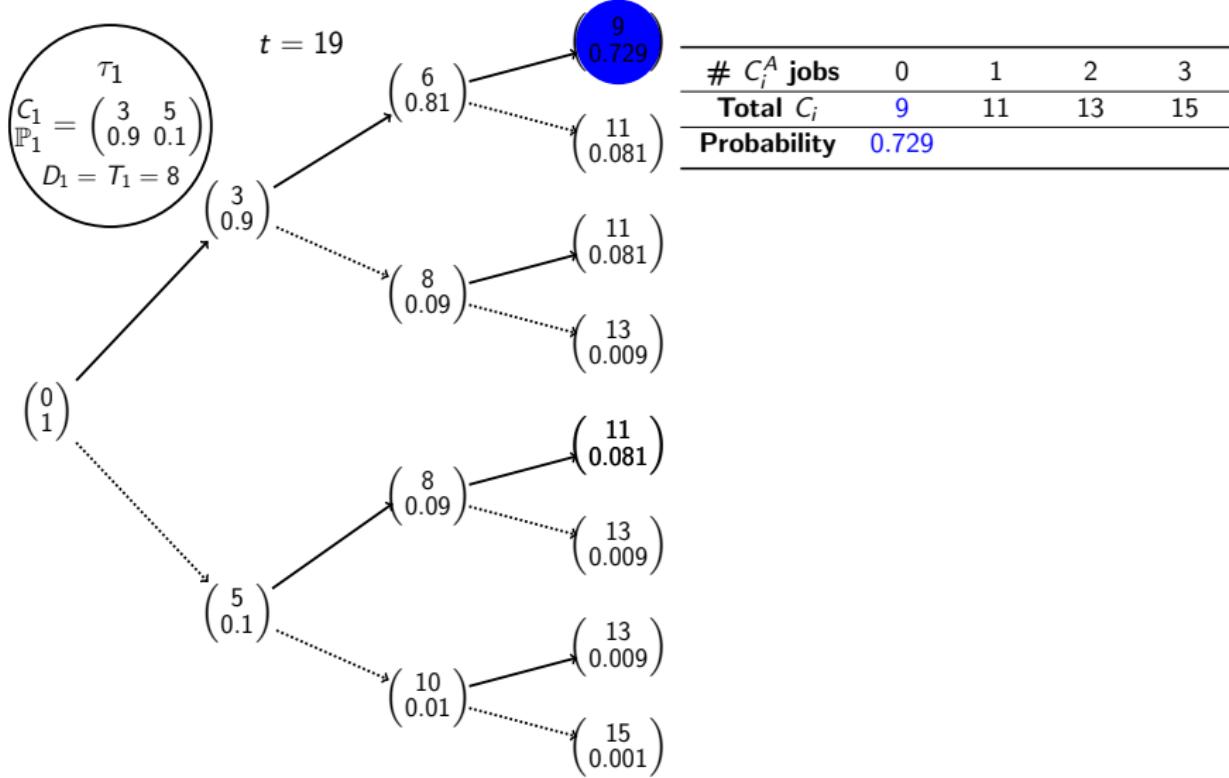
# Equivalence Classes and Multinomial Distribution



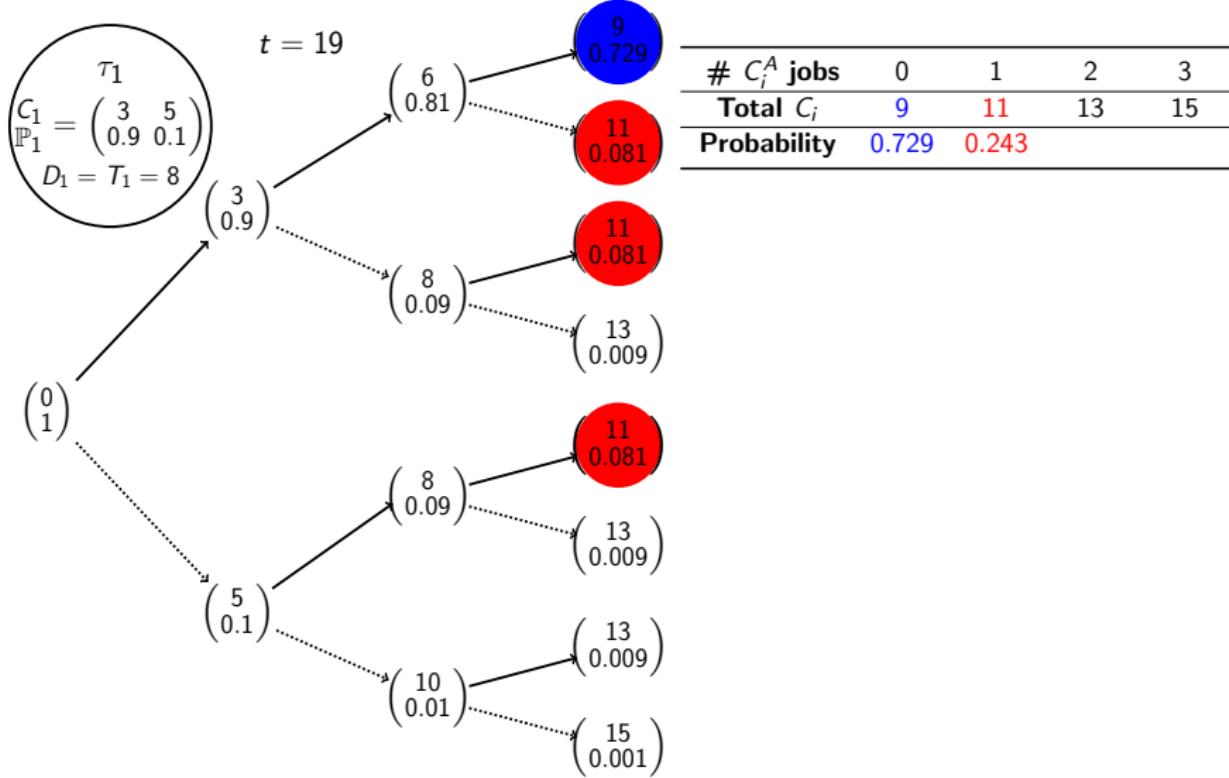
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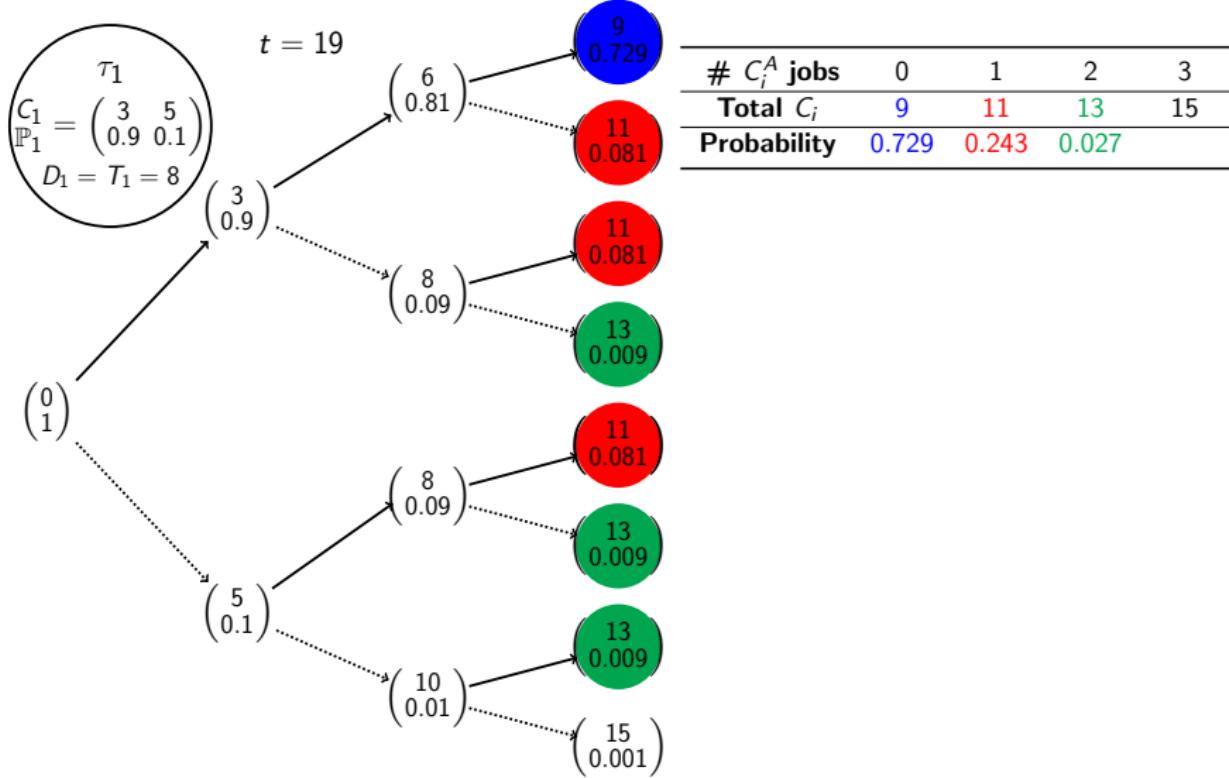
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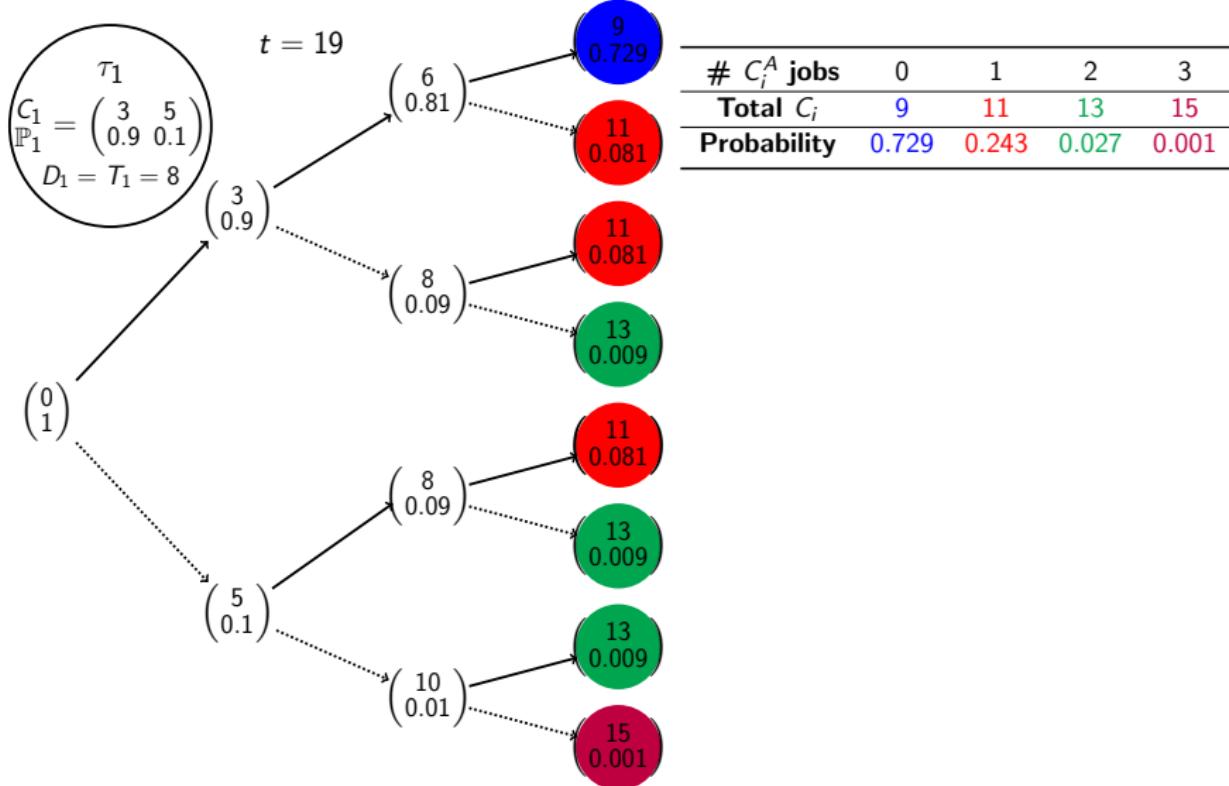
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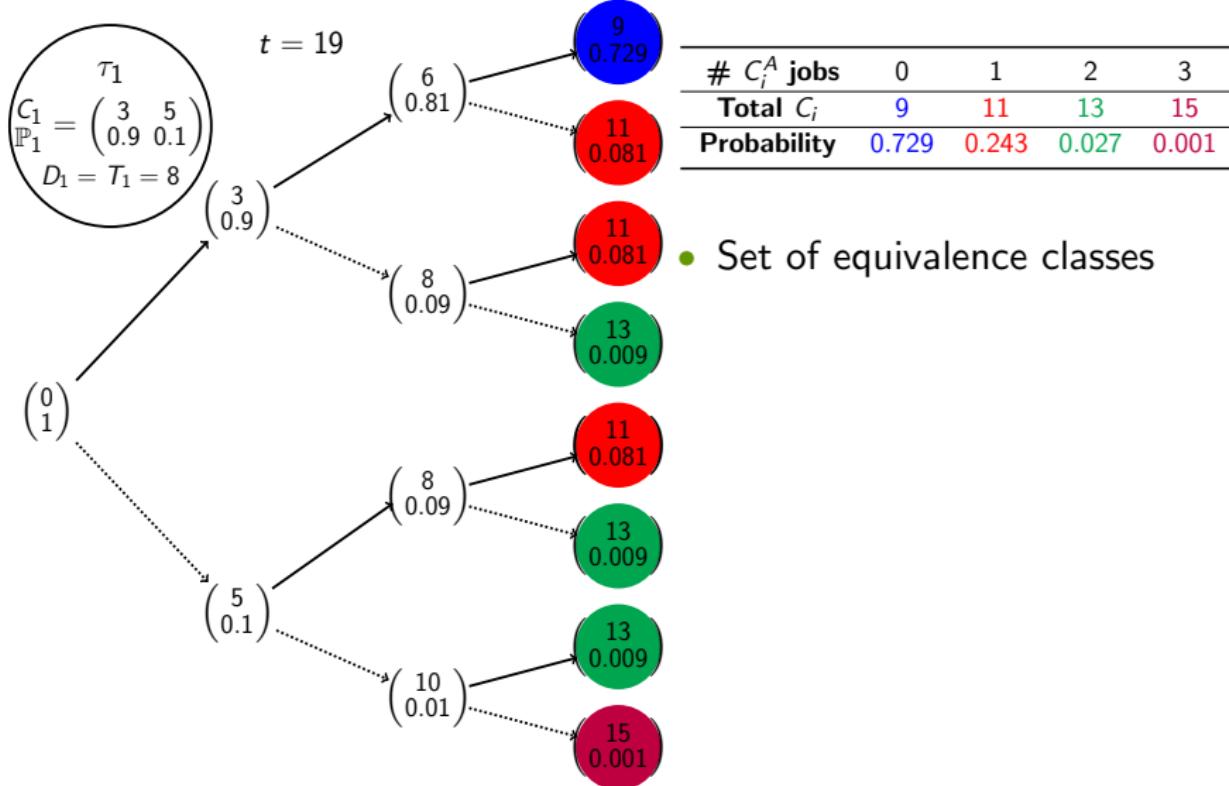
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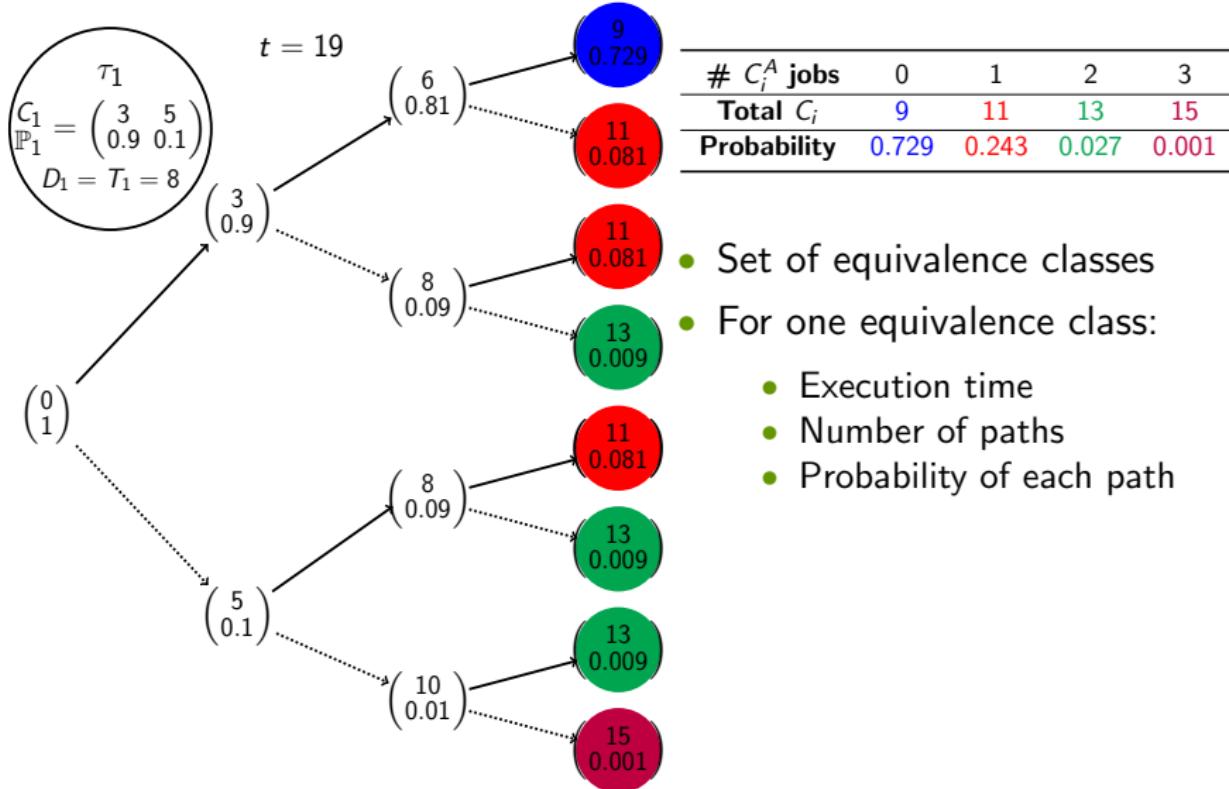
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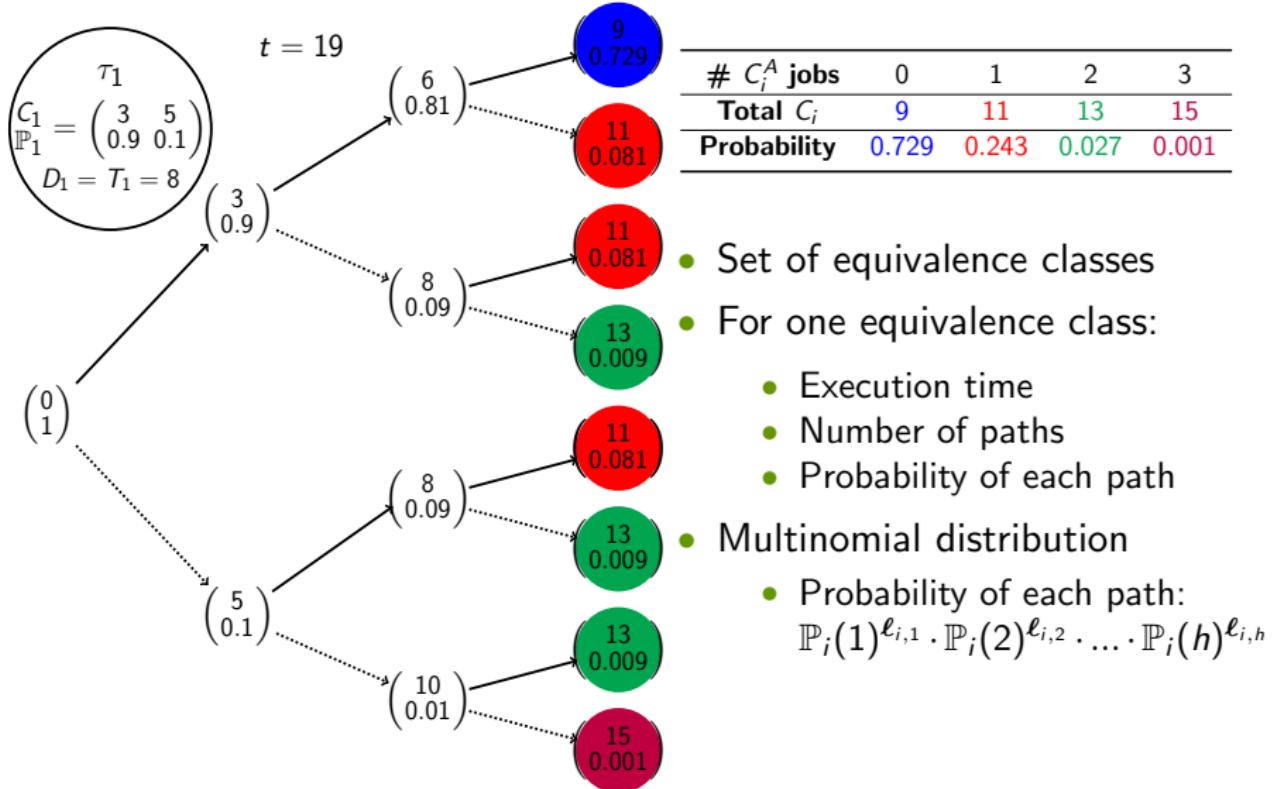
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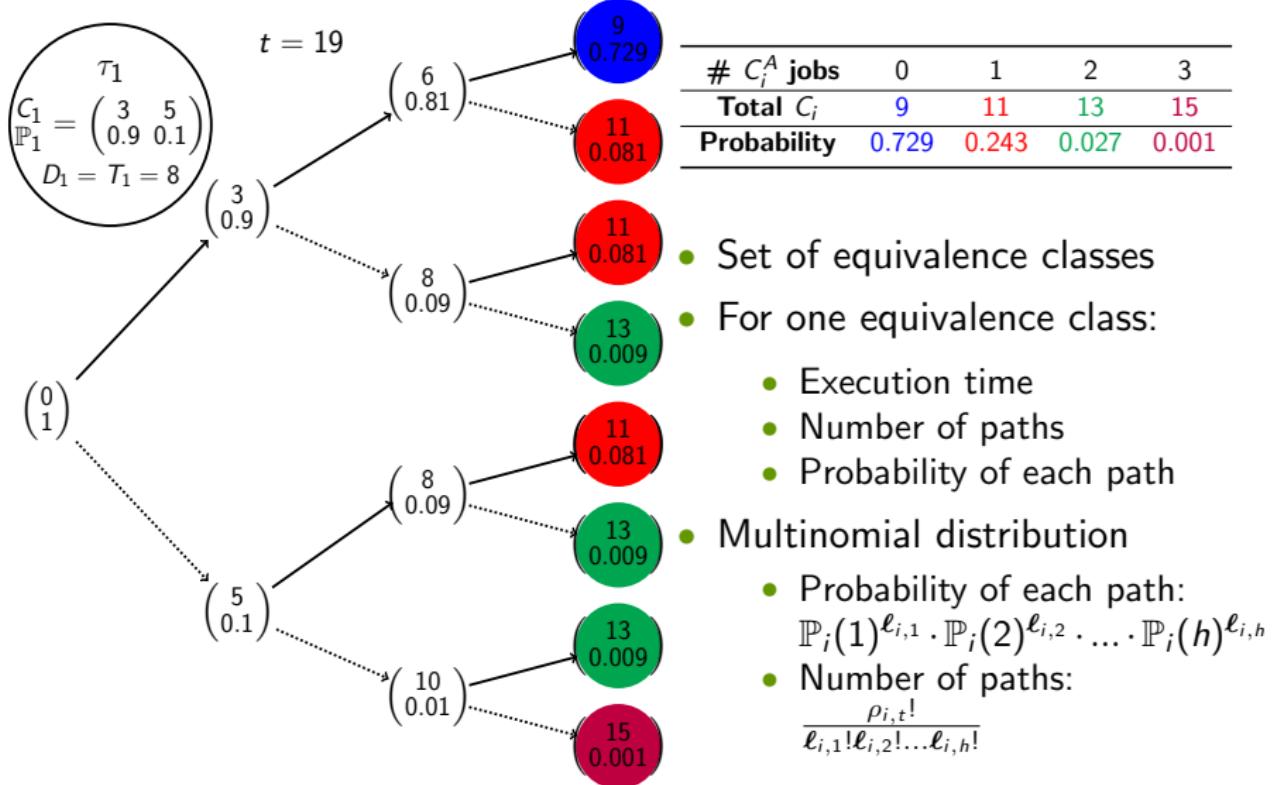
# Equivalence Classes and Multinomial Distribution



# Equivalence Classes and Multinomial Distribution



# Equivalence Classes and Multinomial Distribution



# Task-Level Convolution

---

$t = 24$

$$\begin{aligned} C_1 &= \begin{pmatrix} \tau_1 \\ 3 & 5 \\ 0.9 & 0.1 \end{pmatrix} \\ P_1 & \\ D_1 &= T_1 = 15 \end{aligned}$$

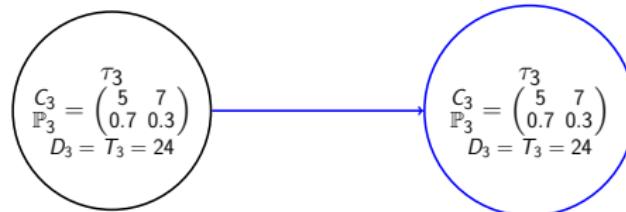
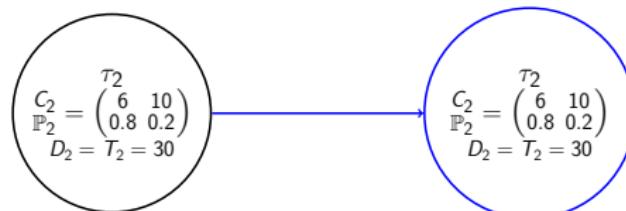
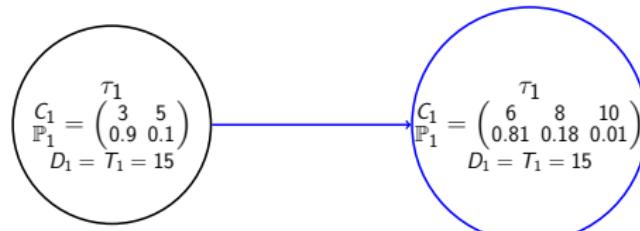
$$\begin{aligned} C_2 &= \begin{pmatrix} \tau_2 \\ 6 & 10 \\ 0.8 & 0.2 \end{pmatrix} \\ P_2 & \\ D_2 &= T_2 = 30 \end{aligned}$$

$$\begin{aligned} C_3 &= \begin{pmatrix} \tau_3 \\ 5 & 7 \\ 0.7 & 0.3 \end{pmatrix} \\ P_3 & \\ D_3 &= T_3 = 24 \end{aligned}$$

# Task-Level Convolution

---

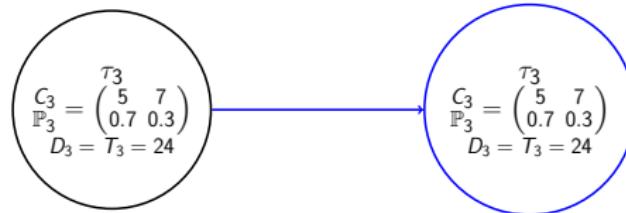
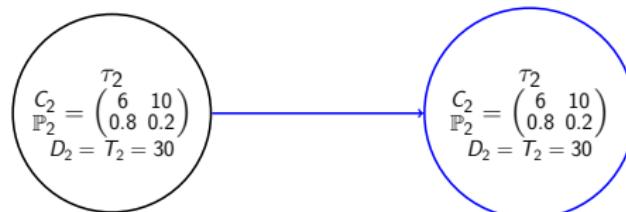
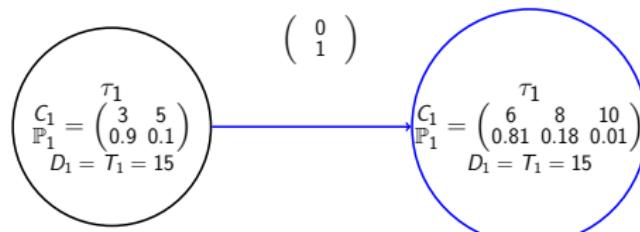
$t = 24$



# Task-Level Convolution

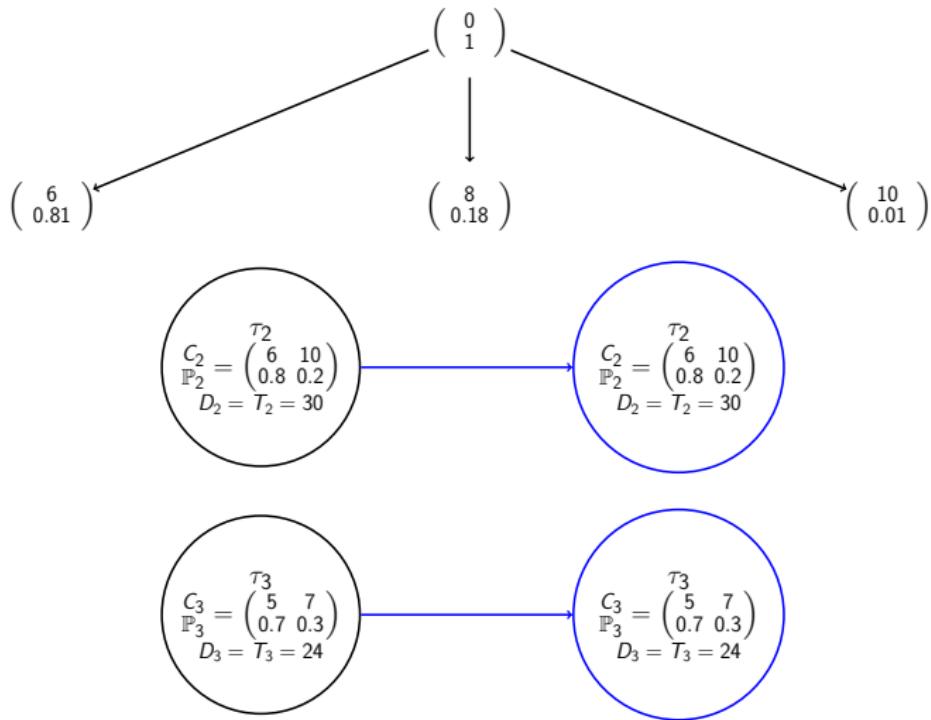
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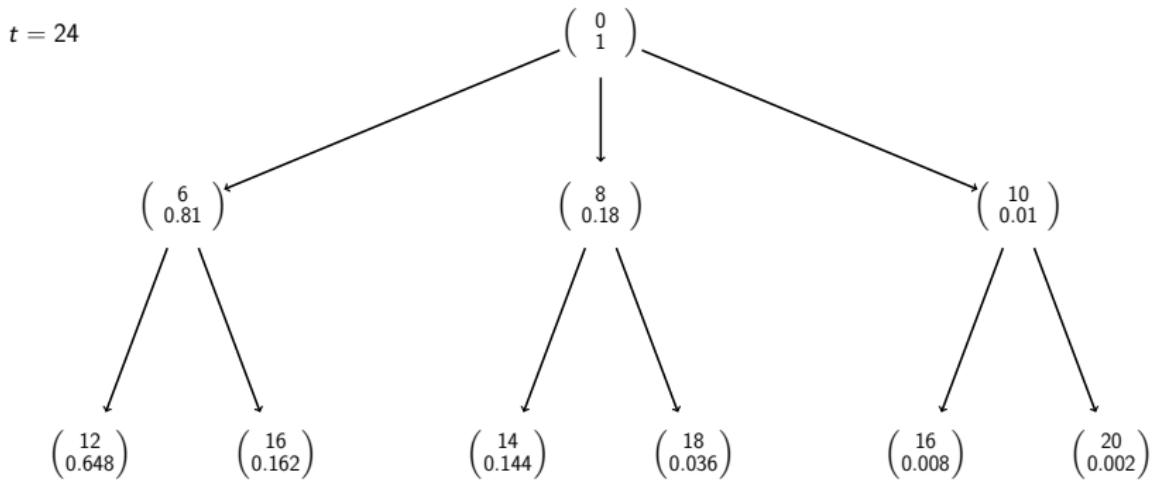


# Task-Level Convolution

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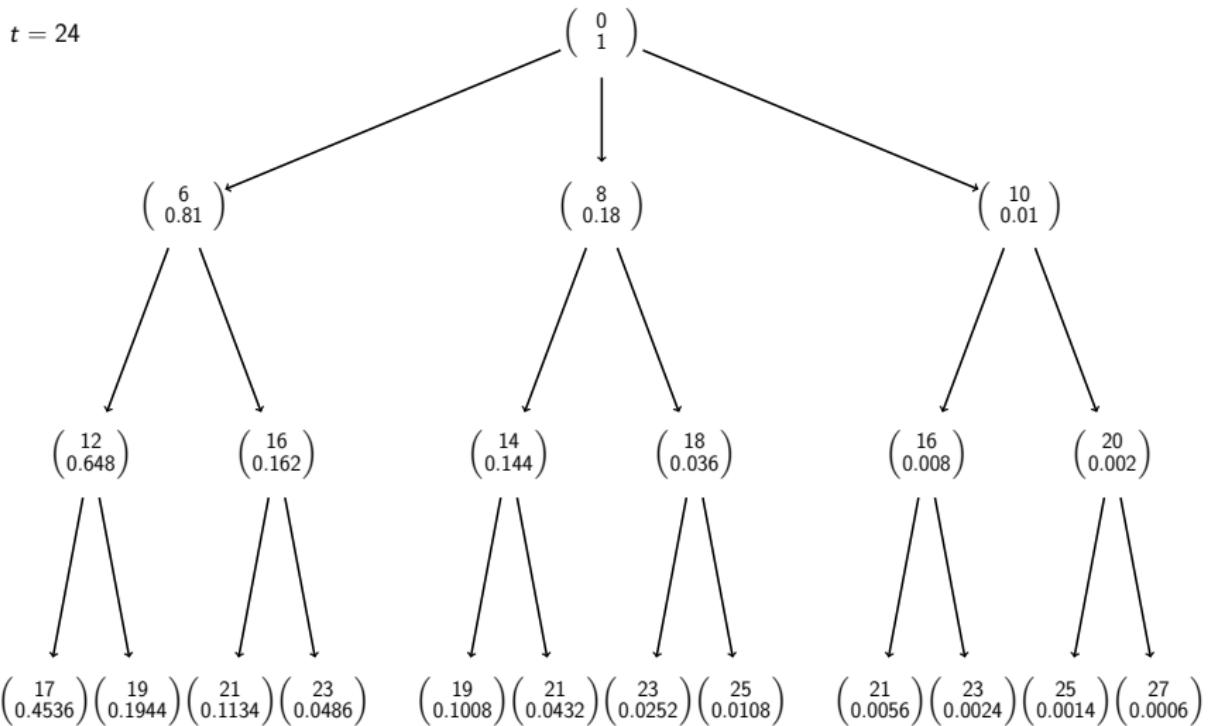


# Task-Level Convolution

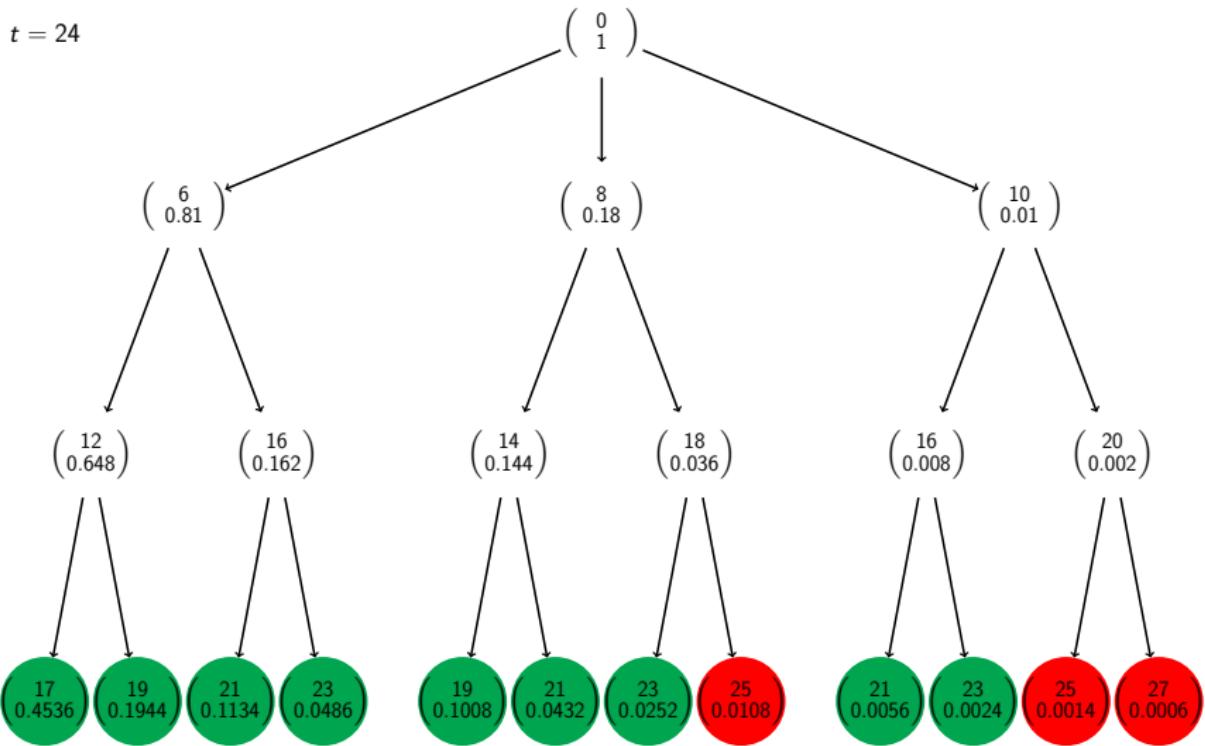


$$C_3 = \frac{T_3}{P_3}$$
$$D_3 = T_3 = 24$$
$$P_3 = \begin{pmatrix} 0.7 & 0.3 \end{pmatrix}$$

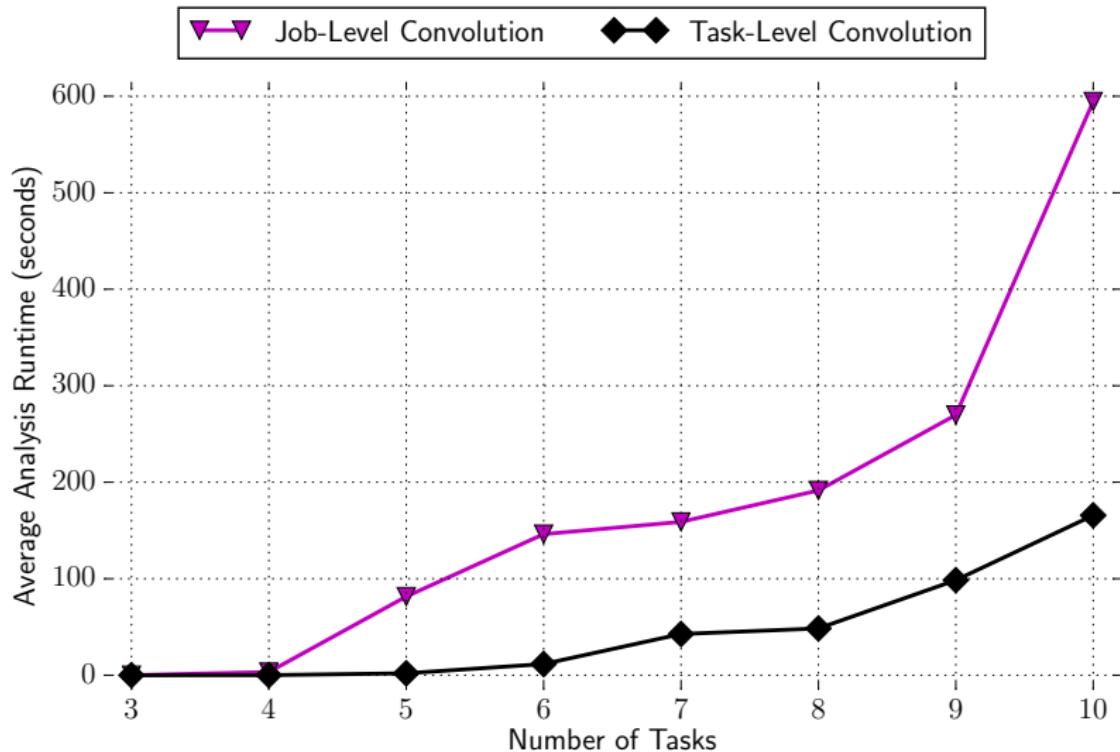
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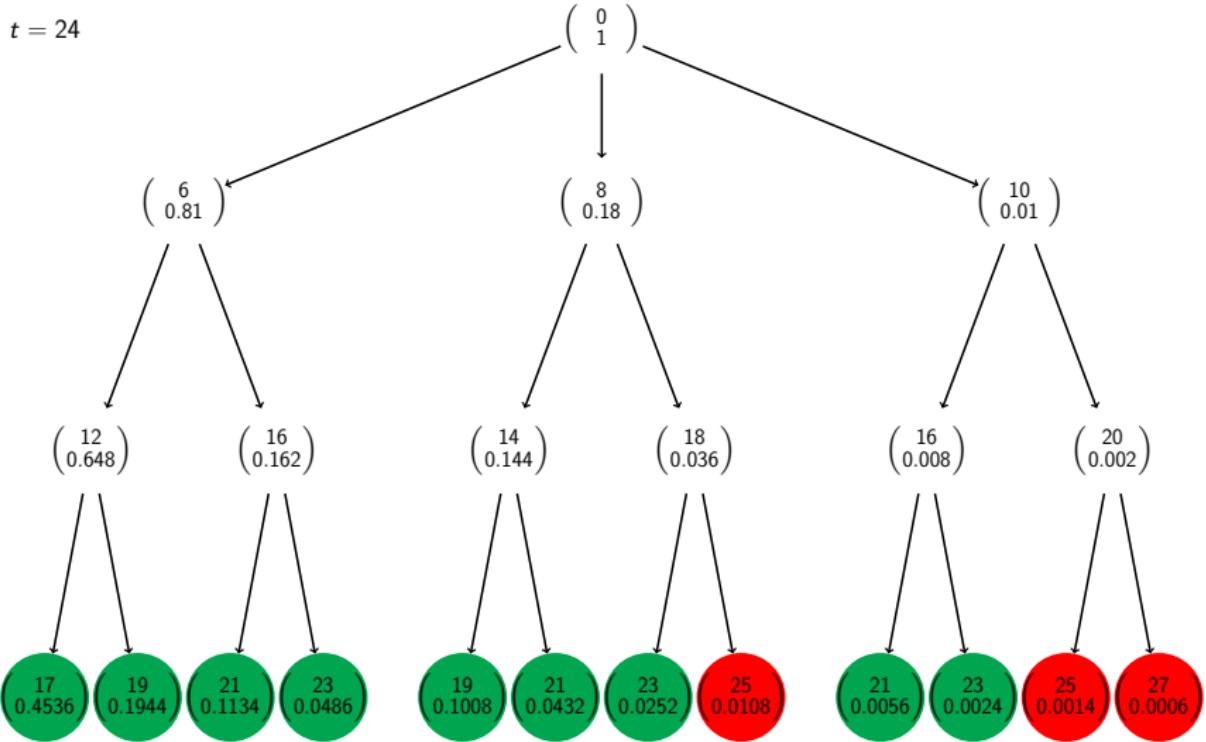
# Task-Level Convolution



# Performance: Task-Level Convolution

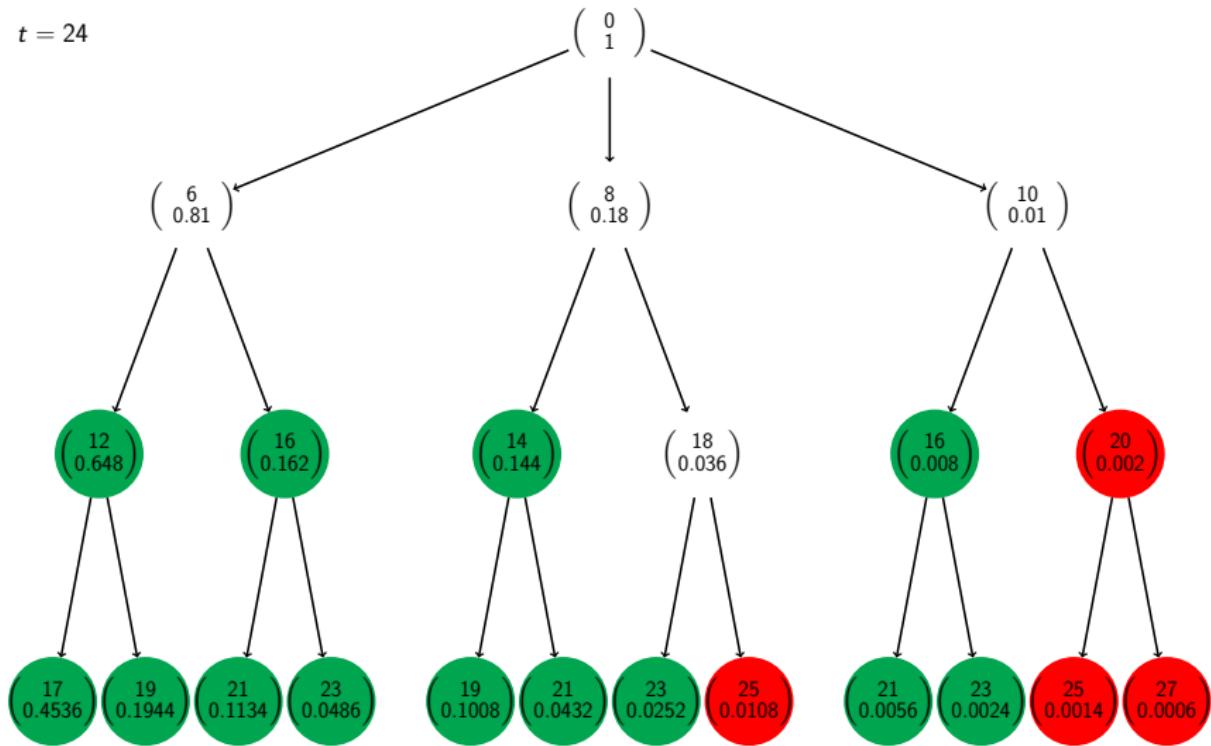


# State Space Pruning



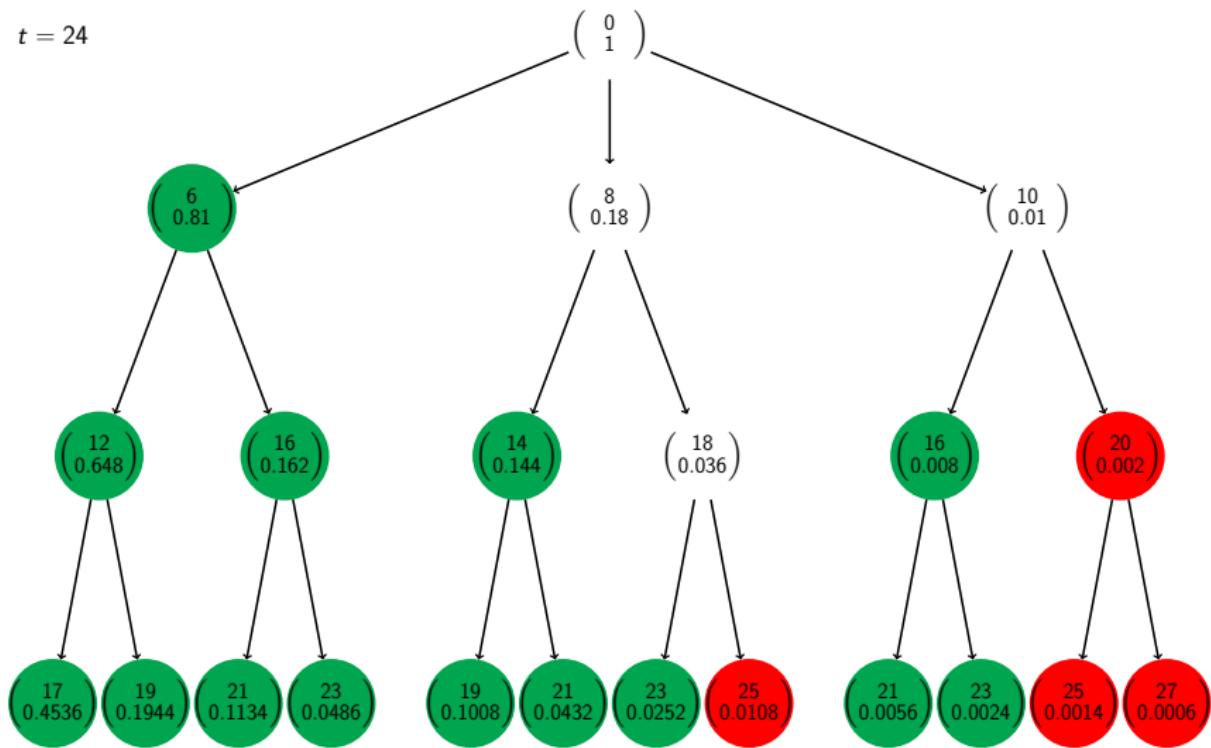
# State Space Pruning

$t = 24$



# State Space Pruning

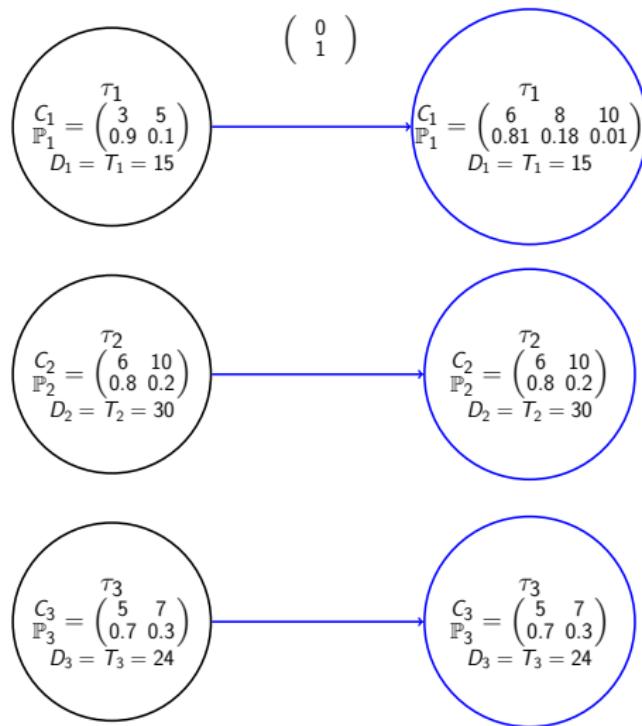
$t = 24$



# State Space Pruning

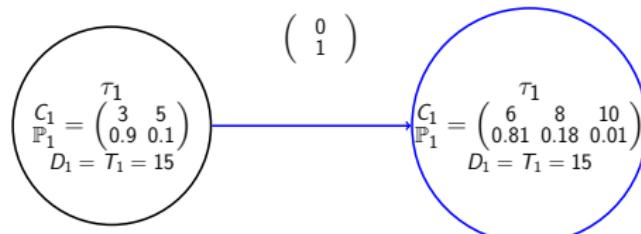
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$t = 24$



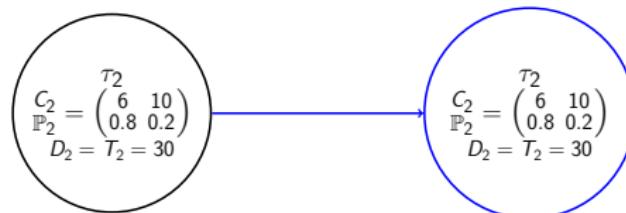
# State Space Pruning

$t = 24$



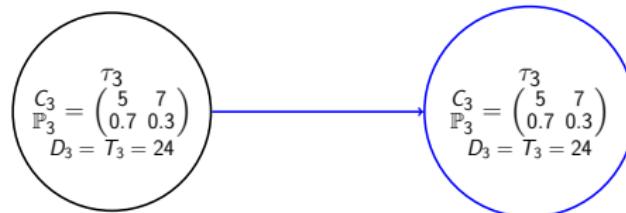
$$\min = 6 + 5 = 11$$

$$\max = 10 + 7 = 17$$



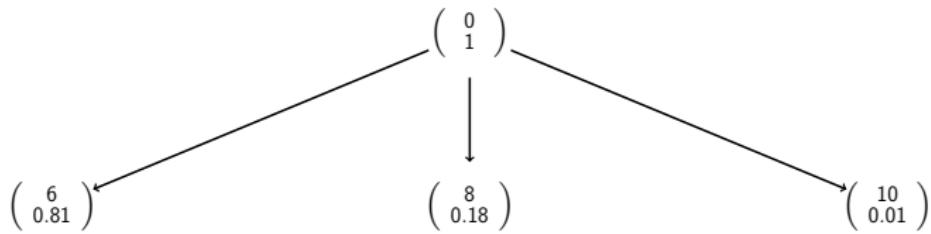
$$\min = 5$$

$$\max = 7$$



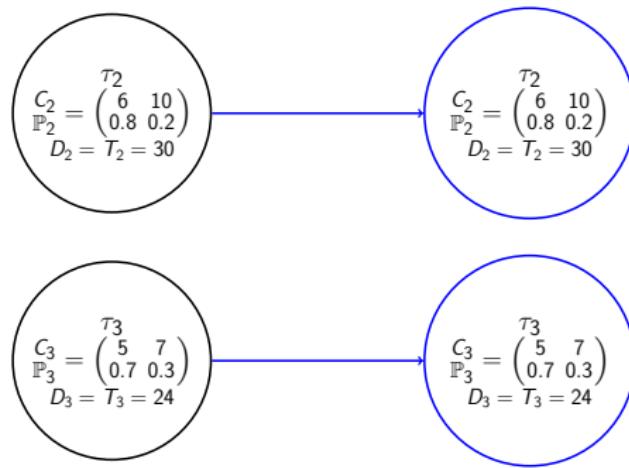
# State Space Pruning

$t = 24$



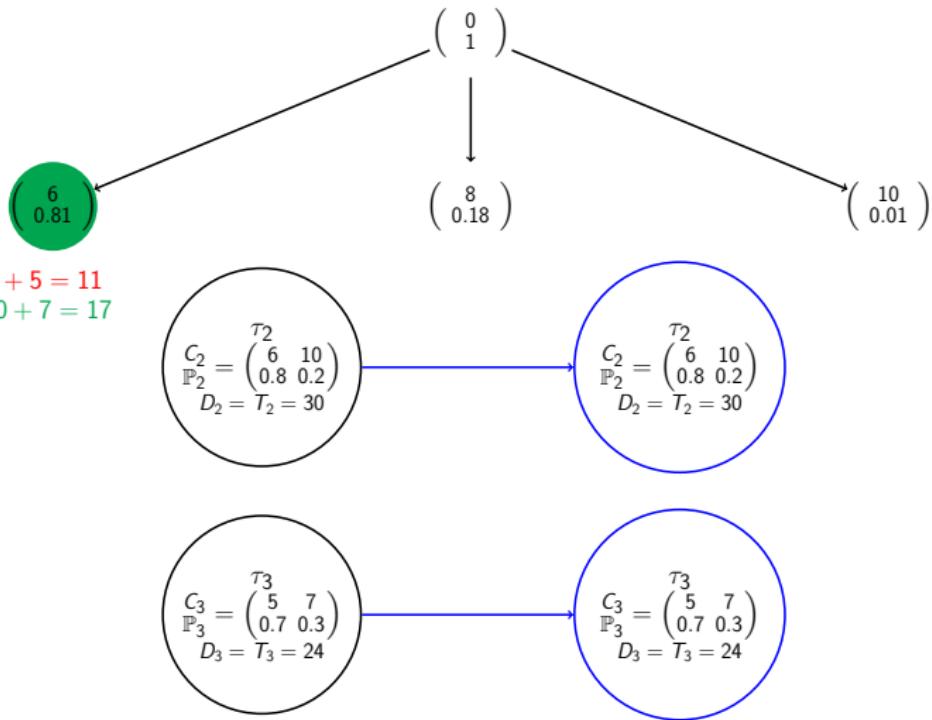
$$\min = 6 + 5 = 11$$

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# State Space Pruning

$t = 24$

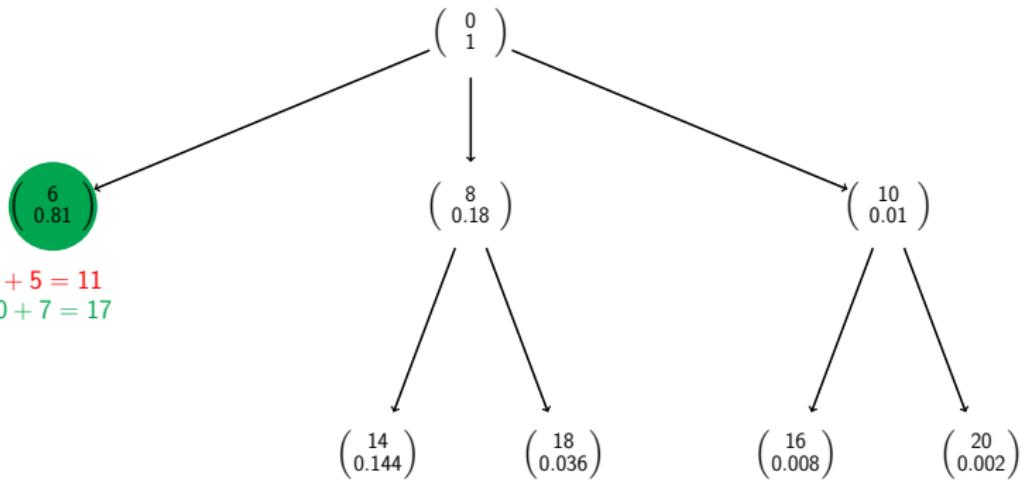


$$\min = 6 + 5 = 11$$

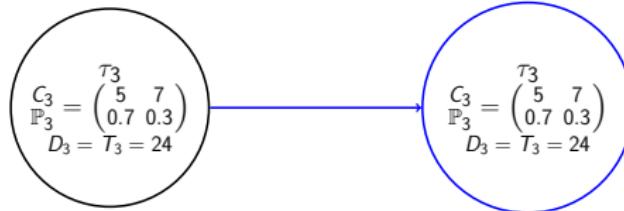
$$\max = 10 + 7 = 17$$

# State Space Pruning

$t = 24$

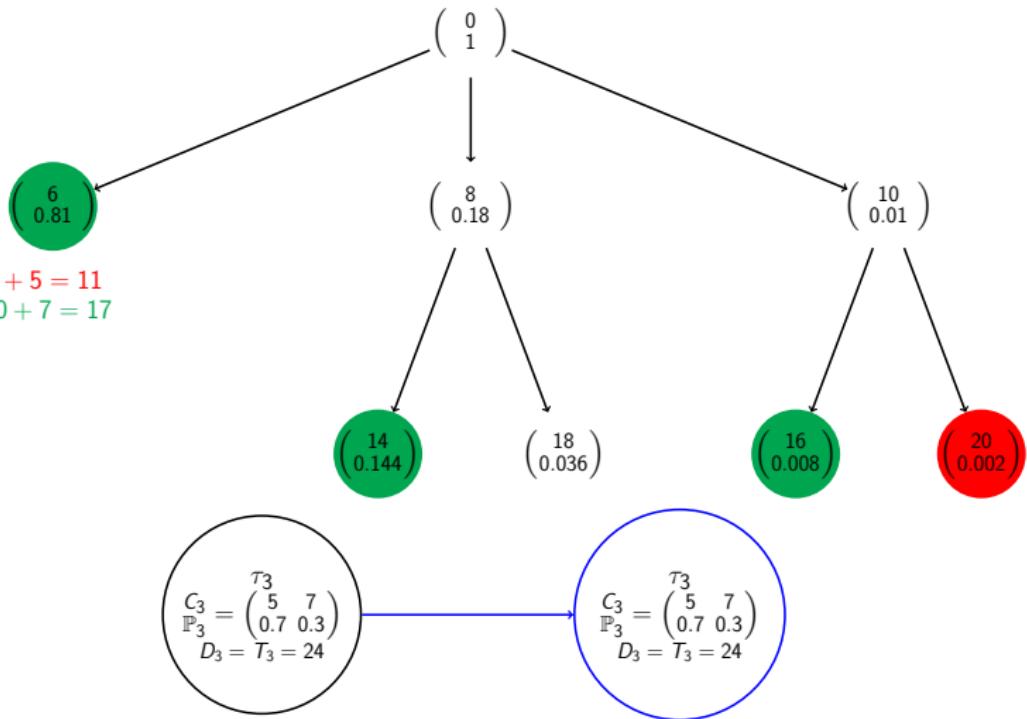


$\min = 5$   
 $\max = 7$



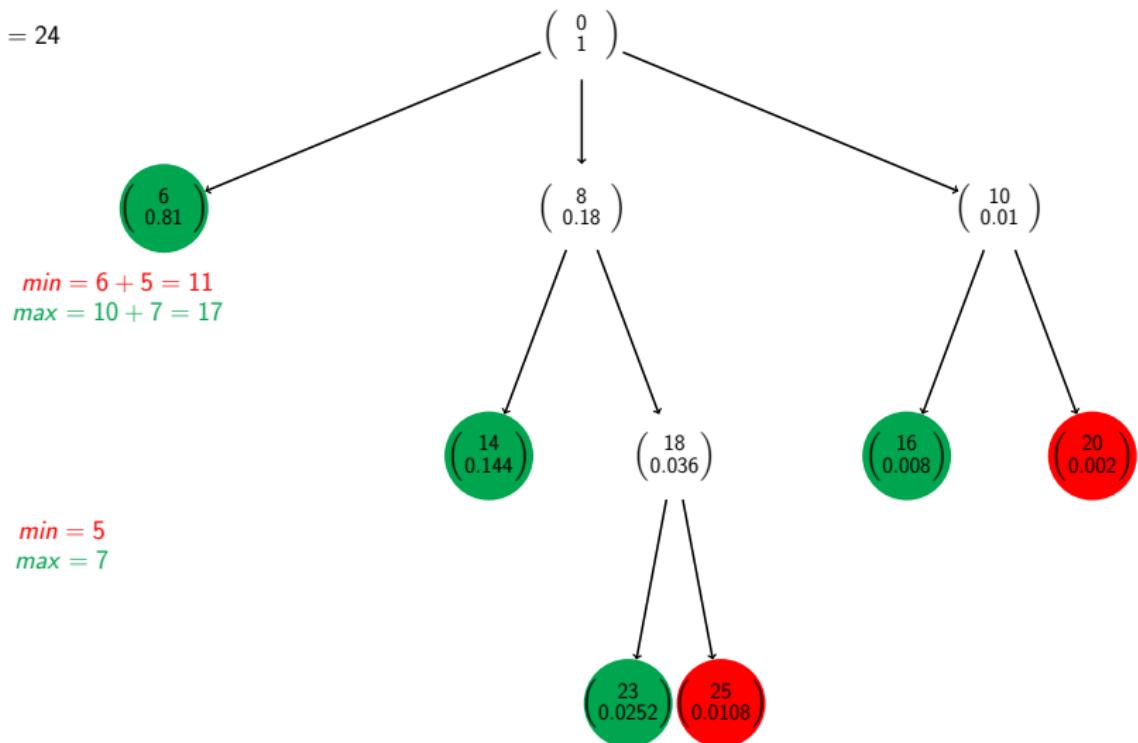
# State Space Pruning

$t = 24$

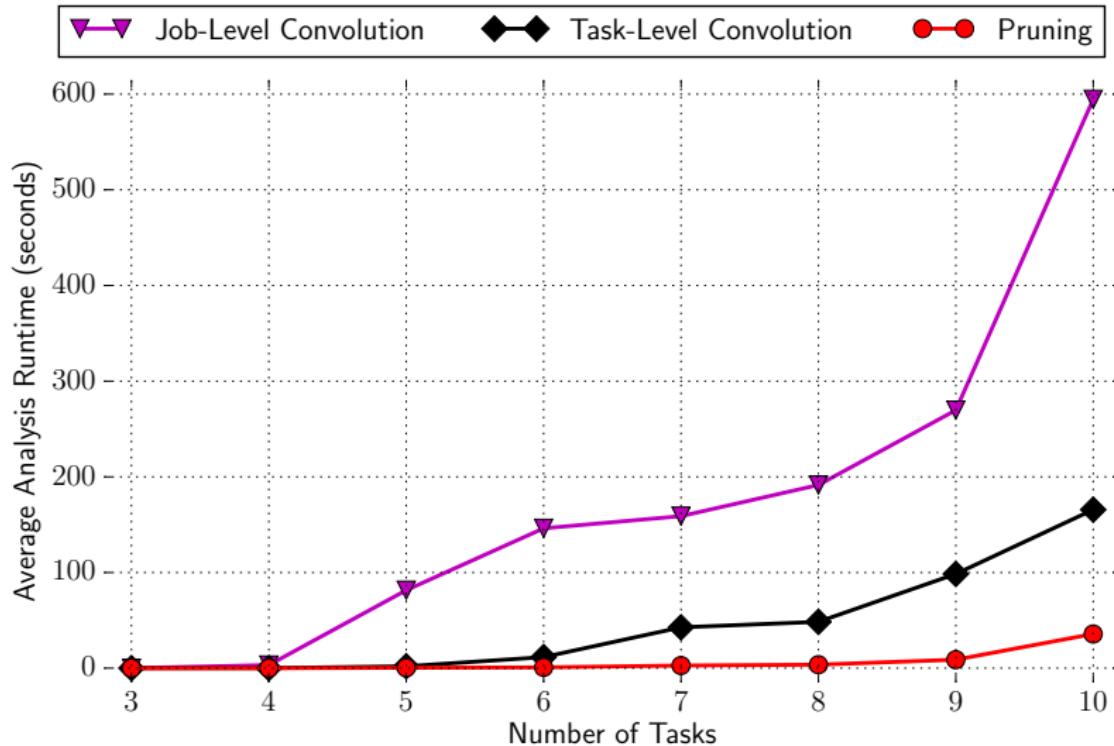


# State Space Pruning

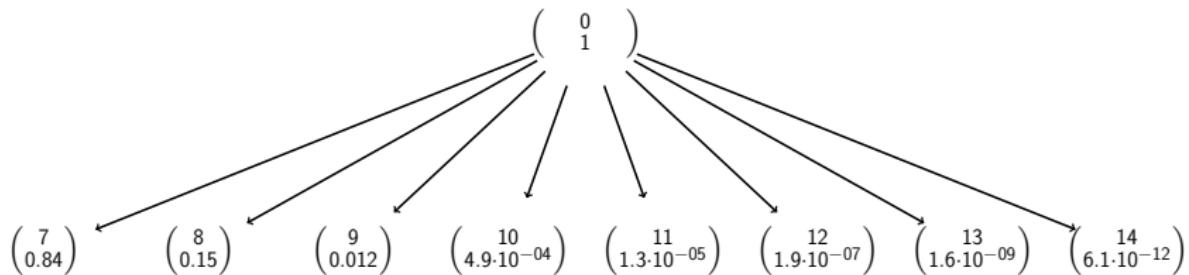
$t = 24$



# Performance: Job-Level Convolution with Pruning



# Union of Equivalence Classes

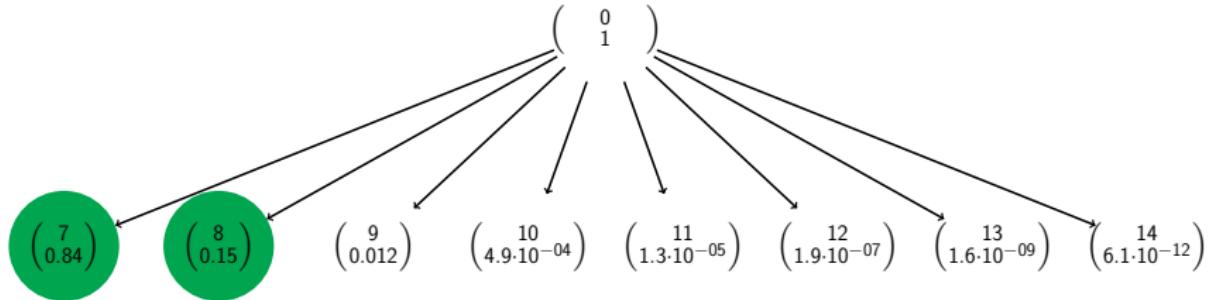


# $C_i^A$ jobs	0	1	2	3	4	5	6	7
Total $C_i$	7	8	9	10	11	12	13	14
Probability	0.84	0.15	0.012	$4.9 \cdot 10^{-4}$	$1.3 \cdot 10^{-5}$	$1.9 \cdot 10^{-7}$	$1.6 \cdot 10^{-9}$	$6.1 \cdot 10^{-12}$

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# Union of Equivalence Classes

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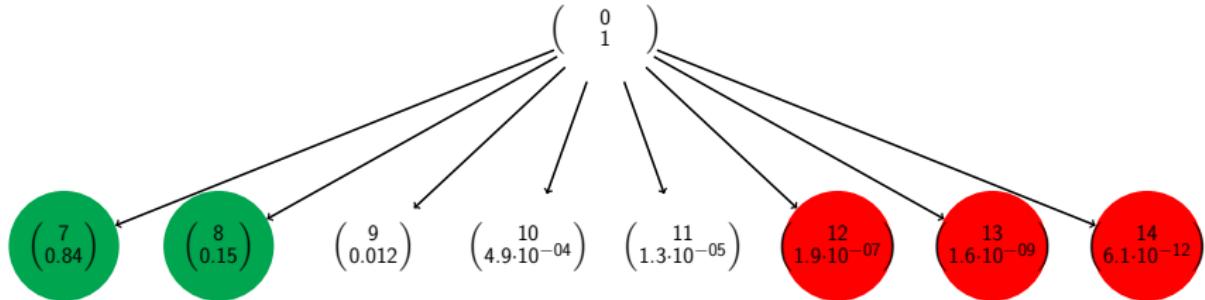


# $C_i^A$ jobs	0	1	2	3	4	5	6	7
Total $C_i$	7	8	9	10	11	12	13	14
Probability	0.84	0.15	0.012	$4.9 \cdot 10^{-4}$	$1.3 \cdot 10^{-5}$	$1.9 \cdot 10^{-7}$	$1.6 \cdot 10^{-9}$	$6.1 \cdot 10^{-12}$

|

# Union of Equivalence Classes

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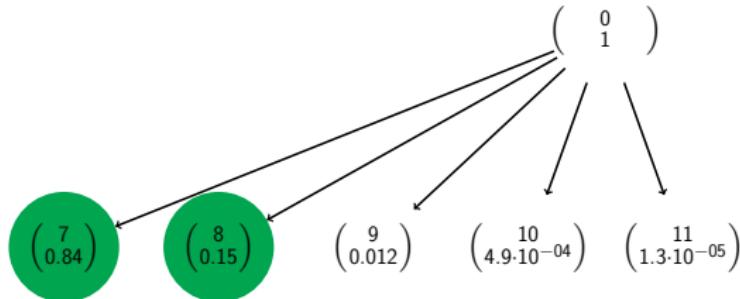


# $C_i^A$ jobs	0	1	2	3	4	5	6	7
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|

# Union of Equivalence Classes

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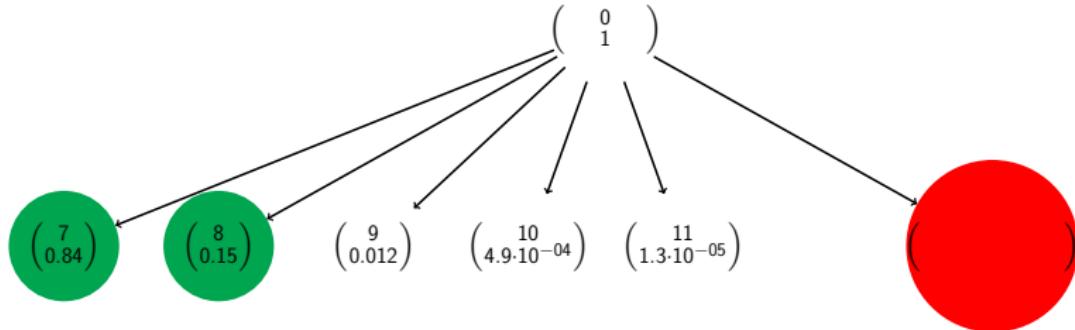


# $C_i^A$ jobs	0	1	2	3	4	5	6	7
Total $C_i$	7	8	9	10	11	12	13	14
Probability	0.84	0.15	0.012	$4.9 \cdot 10^{-4}$	$1.3 \cdot 10^{-5}$	$1.9 \cdot 10^{-7}$	$1.6 \cdot 10^{-9}$	$6.1 \cdot 10^{-12}$

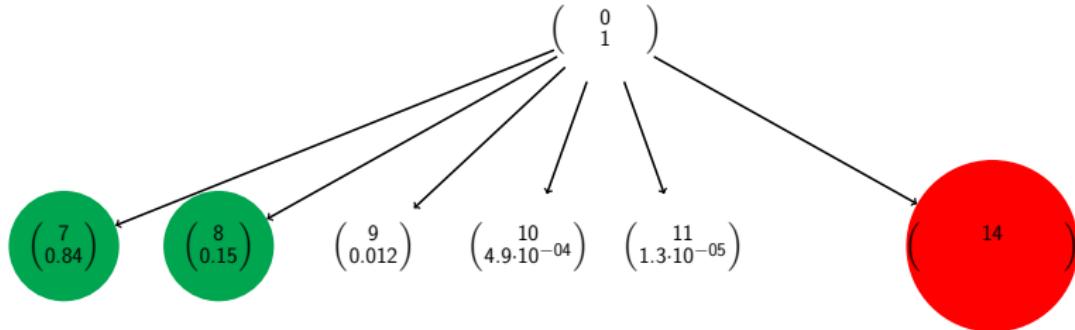
# $C_i^A$ jobs	0	1	2	3	4	
Total $C_i$	7	8	9	10	11	
Probability	0.84	0.15	0.012	$4.9 \cdot 10^{-4}$	$1.3 \cdot 10^{-5}$	

# Union of Equivalence Classes



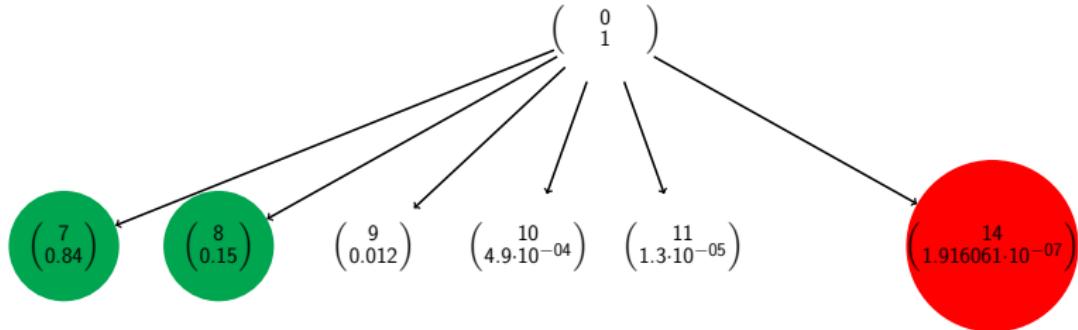
# $C_i^A$ jobs	0	1	2	3	4	5	6	7
Total $C_i$	7	8	9	10	11	12	13	14
Probability	0.84	0.15	0.012	$4.9 \cdot 10^{-4}$	$1.3 \cdot 10^{-5}$	$1.9 \cdot 10^{-7}$	$1.6 \cdot 10^{-9}$	$6.1 \cdot 10^{-12}$
# $C_i^A$ jobs	0	1	2	3	4	5, 6, or 7		
Total $C_i$	7	8	9	10	11			
Probability	0.84	0.15	0.012	$4.9 \cdot 10^{-4}$	$1.3 \cdot 10^{-5}$			

# Union of Equivalence Classes



# $C_i^A$ jobs	0	1	2	3	4	5	6	7
Total $C_i$	7	8	9	10	11	12	13	14
Probability	0.84	0.15	0.012	$4.9 \cdot 10^{-4}$	$1.3 \cdot 10^{-5}$	$1.9 \cdot 10^{-7}$	$1.6 \cdot 10^{-9}$	$6.1 \cdot 10^{-12}$
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# Union of Equivalence Classes



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Total $C_i$	7	8	9	10	11	12	13	14
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Total $C_i$	7	8	9	10	11	14		
Probability	0.84	0.15	0.012	$4.9 \cdot 10^{-4}$	$1.3 \cdot 10^{-5}$	$1.916061 \cdot 10^{-7}$		

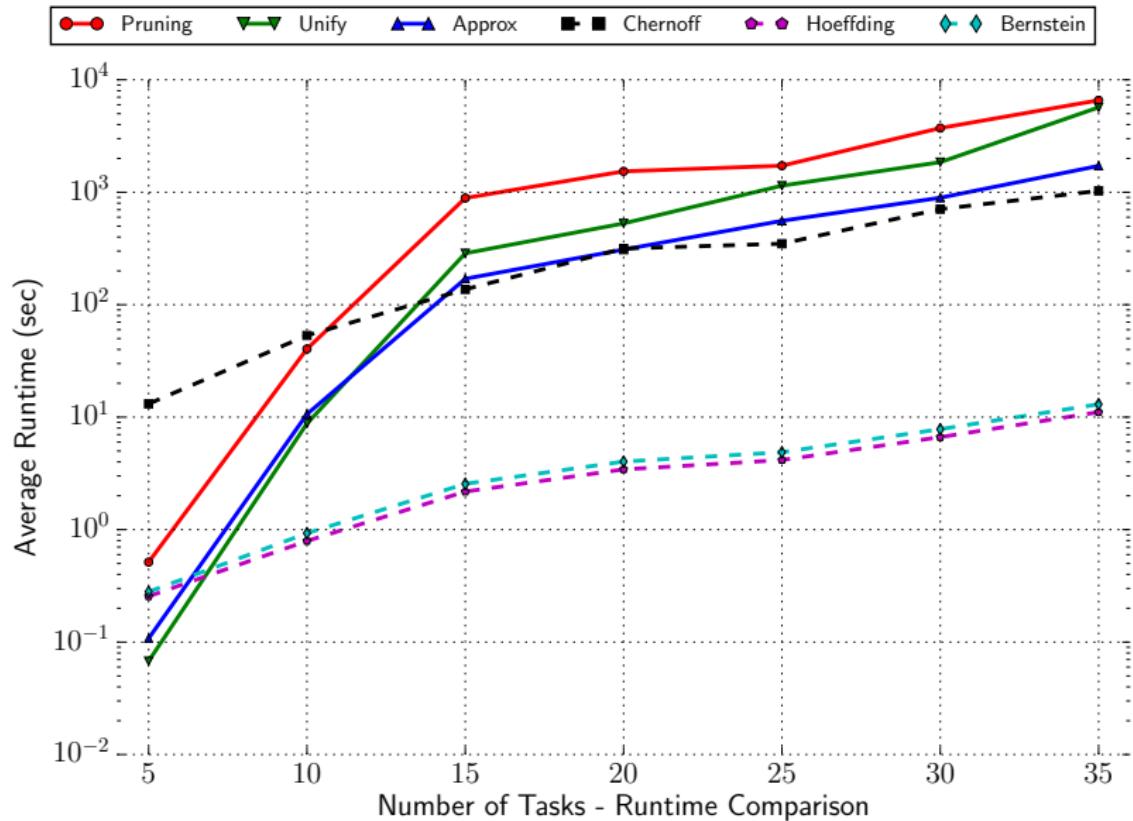
# Evaluation: Setup

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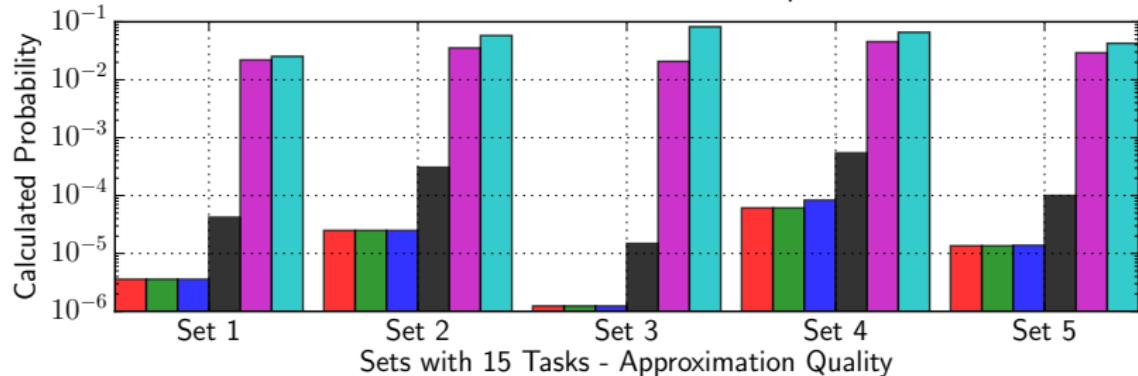
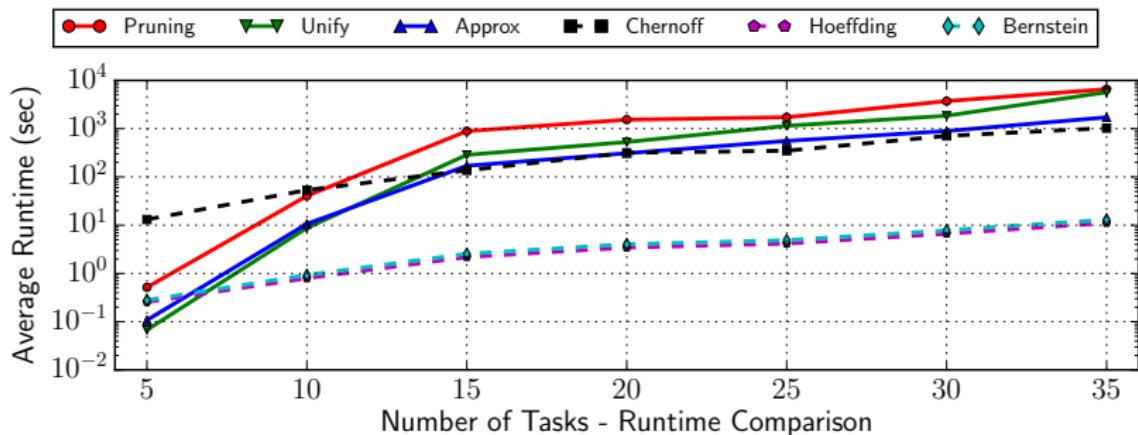
- Utilization: 70%
- Periods: UUniFast, 10ms-1000ms
- $\mathbb{P}_i(A) = 0.025$ ,  $\mathbb{P}_i(N) = 0.975$
- For 5-20 tasks: 20 task sets
- For 25-35 tasks: 5 task sets

- ① **Pruning:** multinomial-based task-level convolution with pruning
- ② **Unify:** pruning and union of equivalence classes (max error  $10^{-6}$ )
- ③ **Approx:** only considering  $D_k$  and last release times
- ④ Analytical approach with **Chernoff bounds** (Chen and Chen)
- ⑤ Analytical approach with **Hoeffding's inequality** (this paper)
- ⑥ Analytical approach with **Bernstein inequalities** (this paper)

# Evaluation: Runtime



# Evaluation: Precision



# Conclusion

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- Probability of deadline miss important in system design
- For multiple execution times: no binary schedulability decision
- Job-level convolution not scalable (not more than 10 tasks)
- Idea: Task-level convolution
  - Multinomial distribution
  - Pruning improves runtime without precision loss
  - Union improves runtime with bounded precision loss
- With pruning: approach scalable
  - 75 tasks: average 621.6 sec per time point
  - 100 tasks: average 791.1 sec per time point
  - Easy parallelization
- Analytical bounds: *Hoeffding's* and *Bernstein* inequality
- Precision roughly proportional to runtime

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Thank You!