Towards a Generic Framework for Formal Verification and Performance Analysis of Real-time Scheduling Algorithms

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VECoS, September 2020

Summary

1. General Context
2. Preliminaries: UPPAAL framework
3. Proposed Formal Model
4. Experimental Results
5. Conclusion and Perspectives

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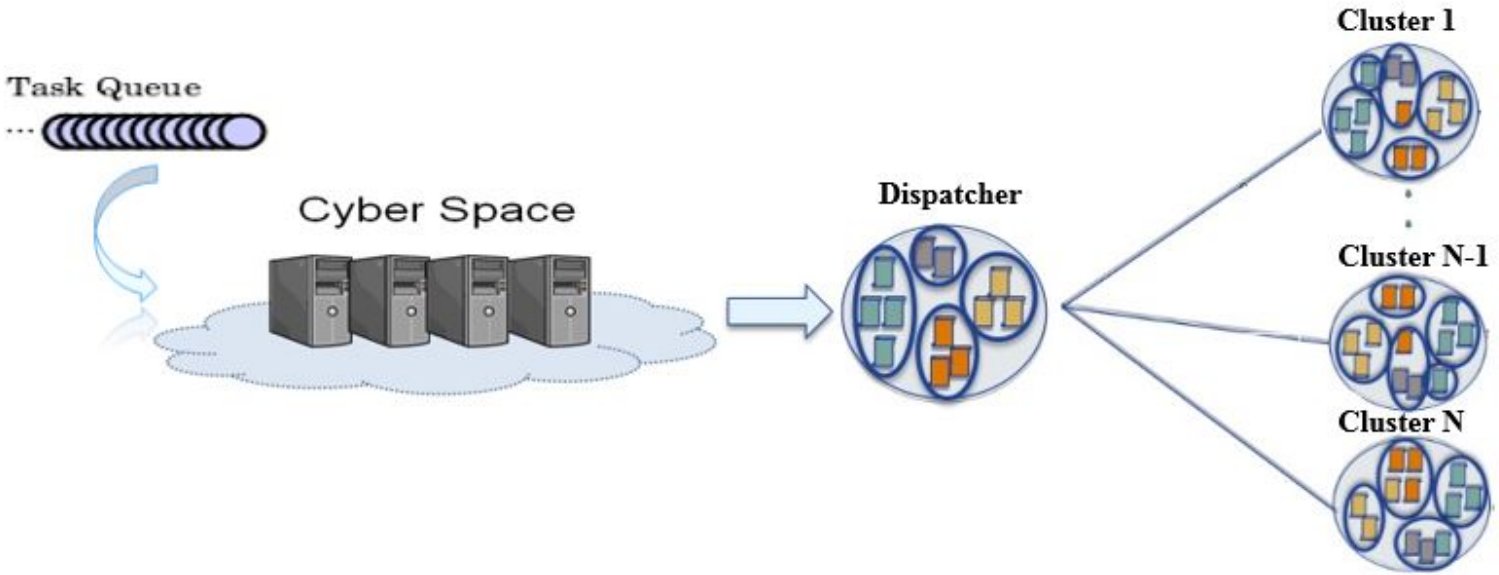
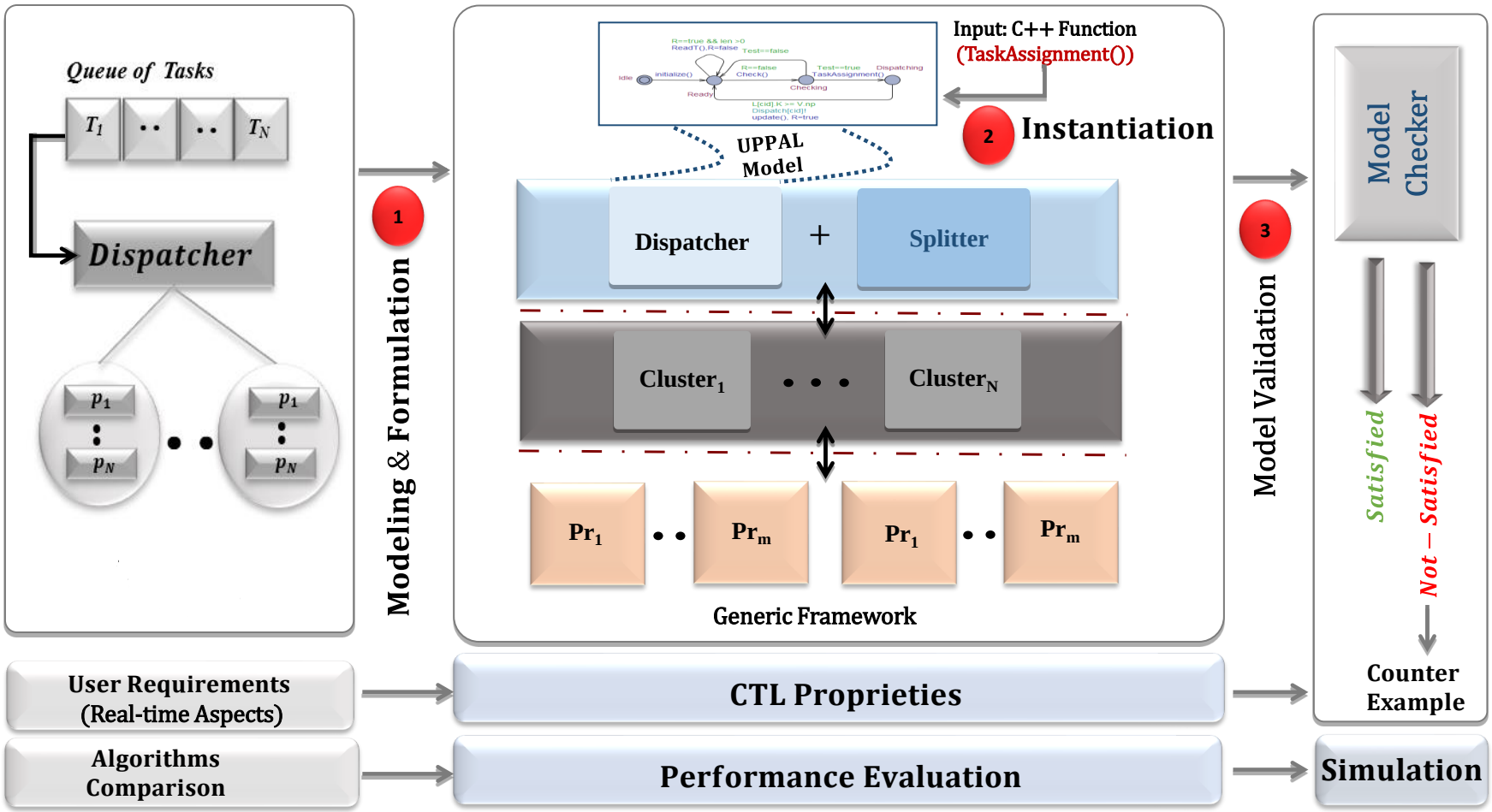
Motivation

- Real-time systems ⇒ Widespread distributed systems ⇒ **Critical** systems ⇒ Time requirements.
- Variety of daily life applications ⇒ Human safety.
- Multiple components ⇒ **Multi-tasking operations**.
- Set of tasks to be executed ⇒ Real-time tasks scheduling algorithms.
- Scheduling algorithm ⇒ **System design** (correctness, performance).

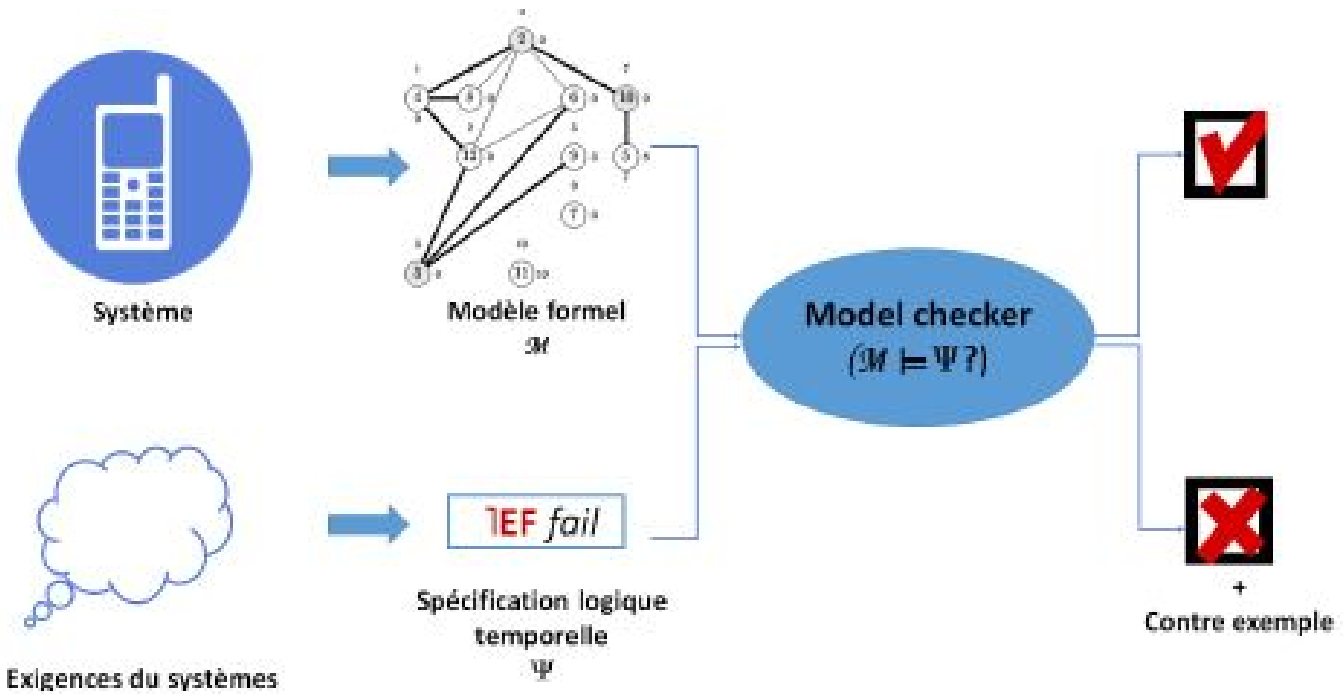


Contribution



Model Checking

- Automatic verification technique of reactive systems.
- Algorithmic method to formally verify that a finite state system satisfies a logical property.



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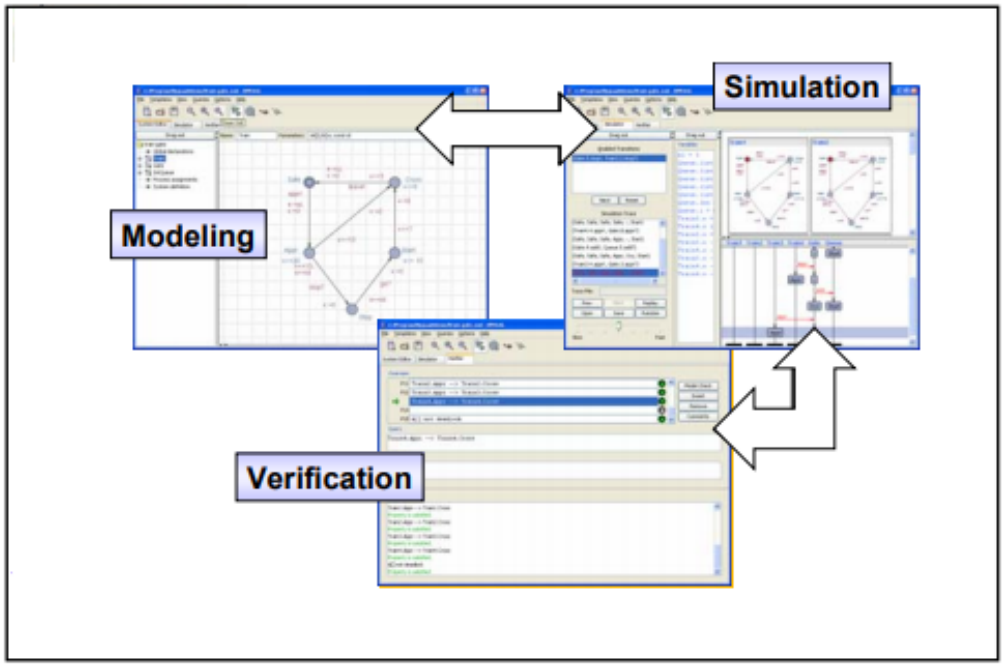
UPPAAL Framework

UPPAAL framework

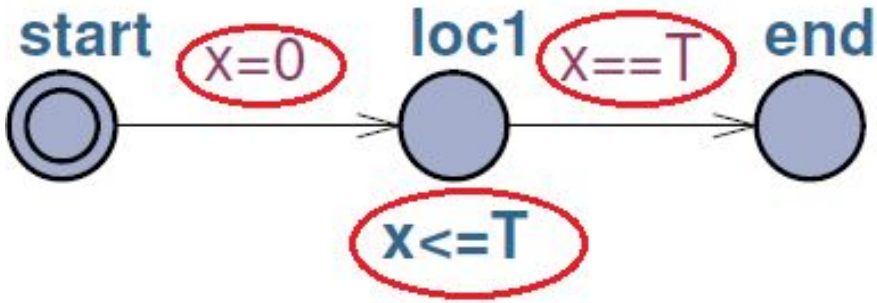
- A modeling and verification framework of real-time systems that can be represented as timed automaton.



UPPAAL editor

Timed automata:

- Finite state machine with clocks.
- Clocks, x
- Invariant, $(x \leq T)$



UPPAAL Model:

- Locations
  - Initial
  - Urgent
  - Committed
  - Normal (all the rest)

UPPAAL editor

Timed automata:

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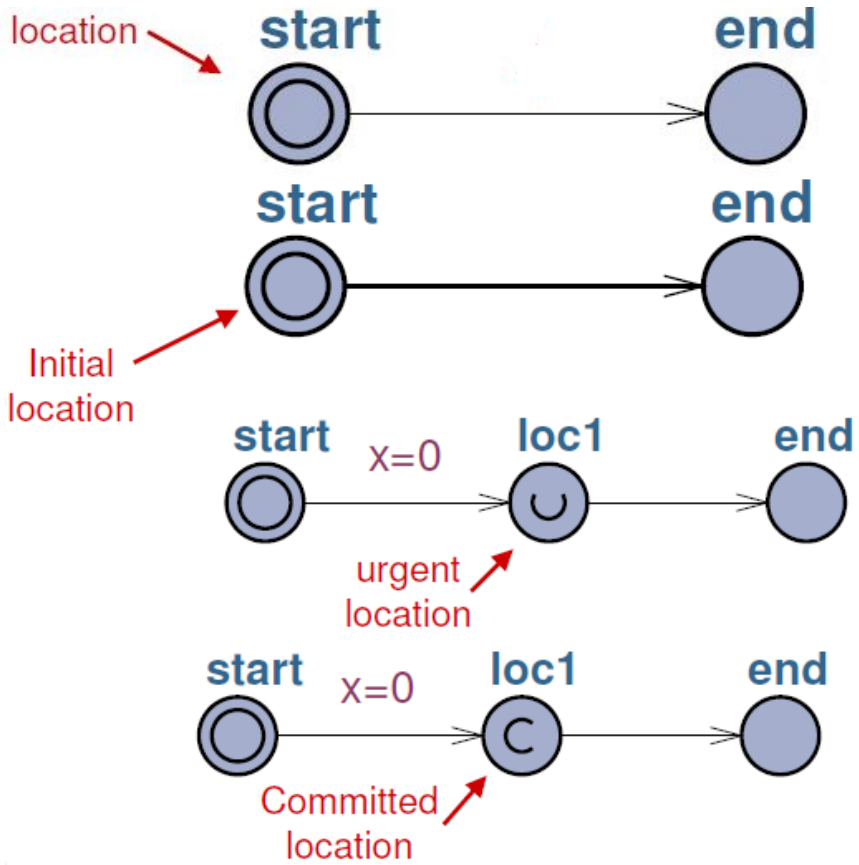
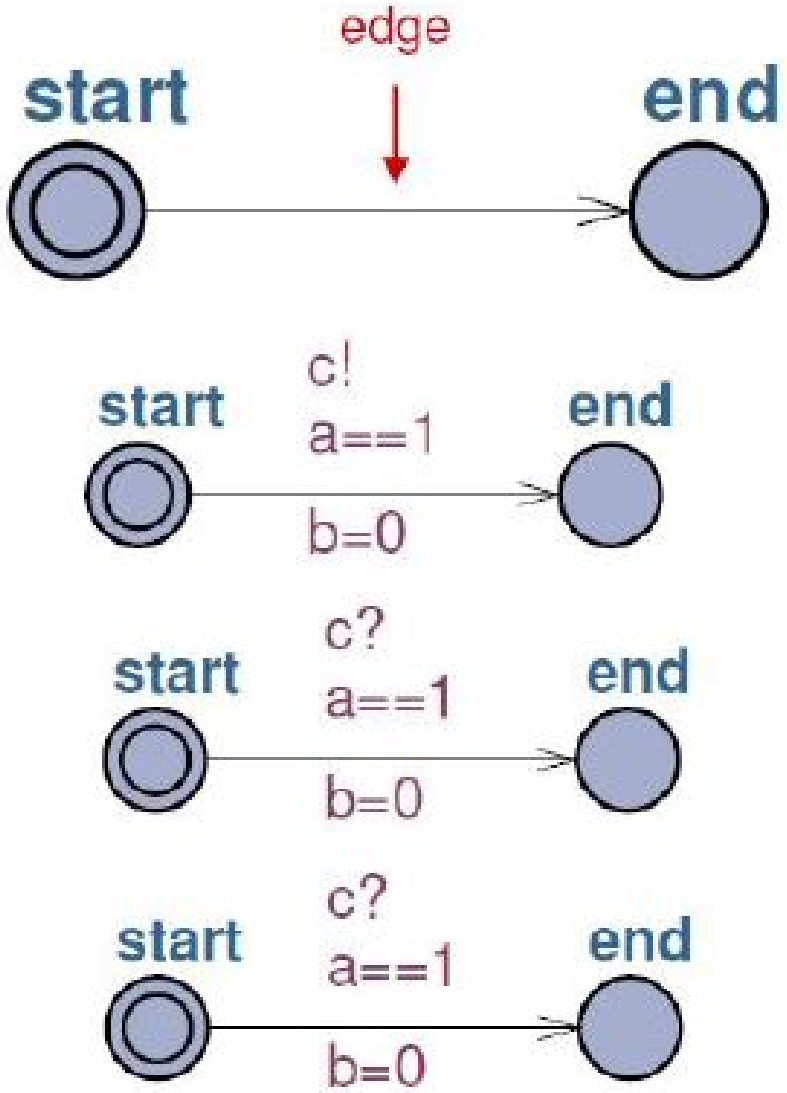


UPPAAL Model:

- Locations
  - Initial
  - Urgent
  - Committed
  - Normal (all the rest)
- Edges
  - Synchronizations (Channels)
    - Binary synchronization: *chan c*.
    - Urgent synchronization: *urgent chan c*.
    - Broadcast synchronization: *broadcast chan c*.
  - Guards
  - Update



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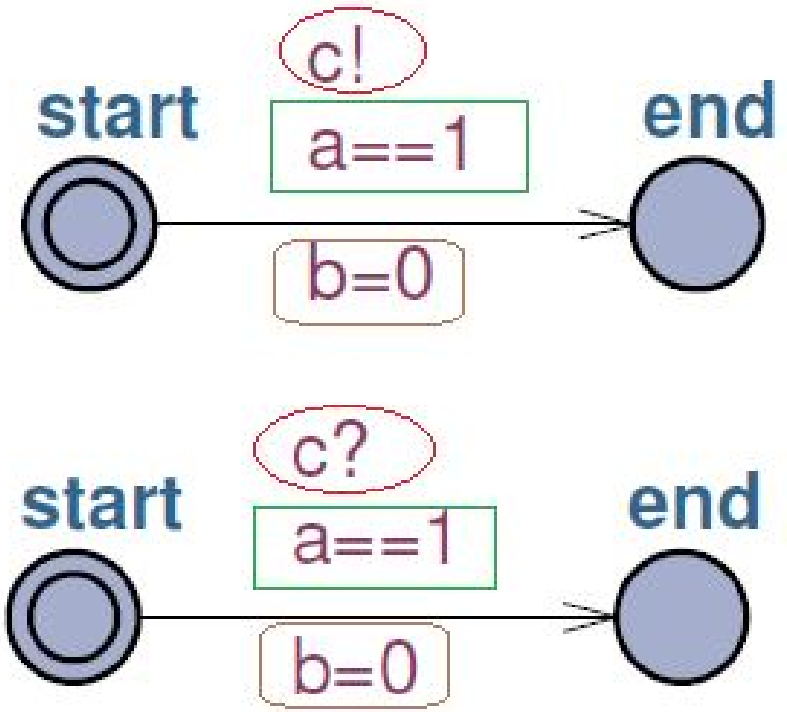
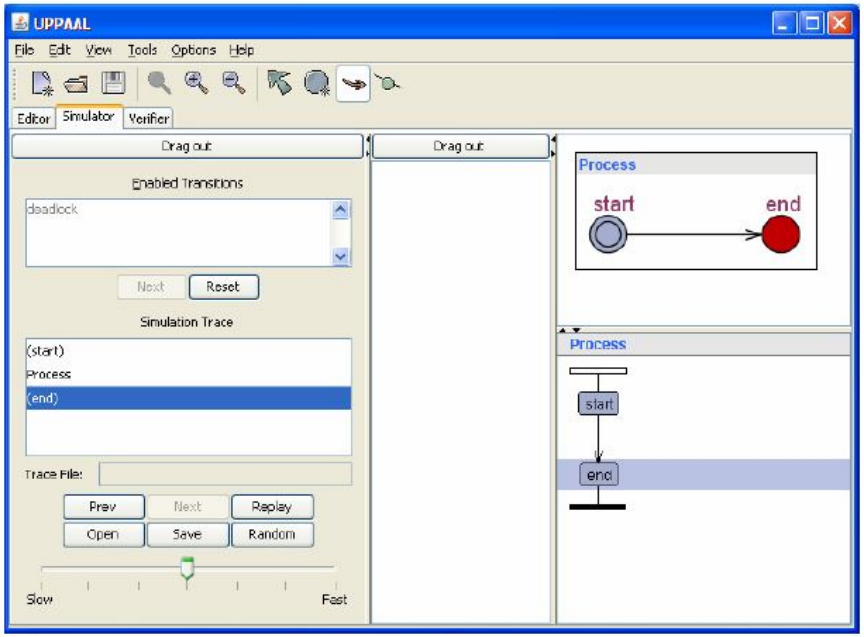


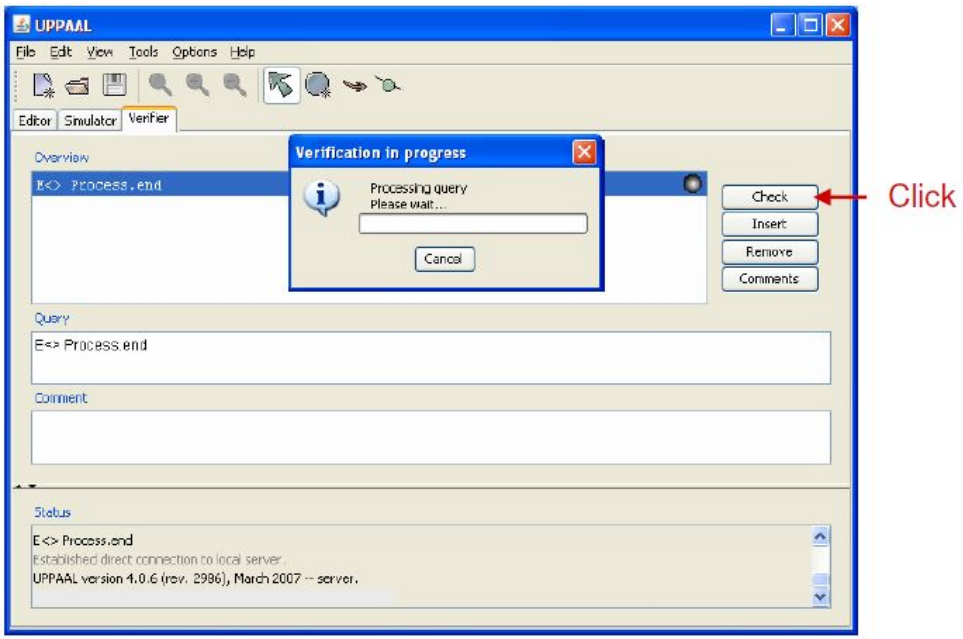
UPPAAL simulator

- Syntactically correct model ⇒ Behavioral simulation ⇒ simulation traces.



UPPAAL model checker:

- Properties specification and verification.
  - Green light (Property satisfied)
  - Red light (Property not satisfied)



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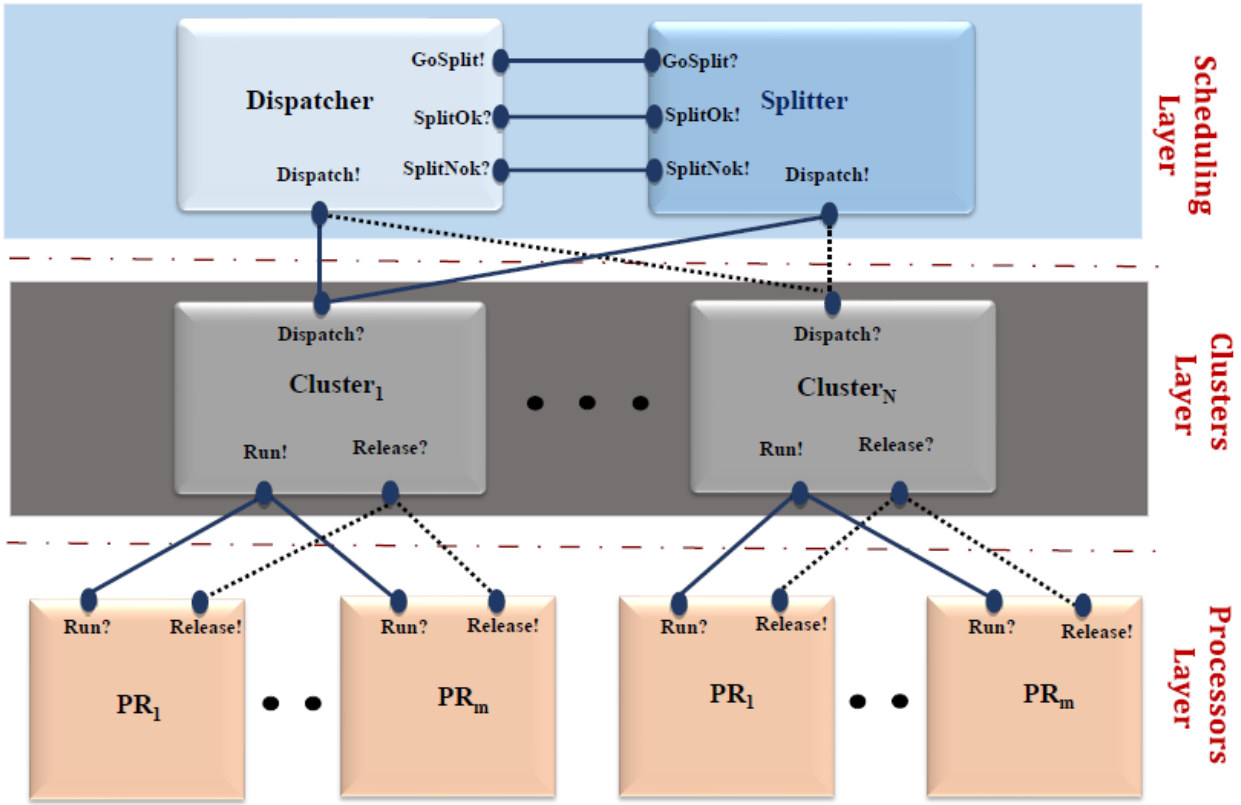
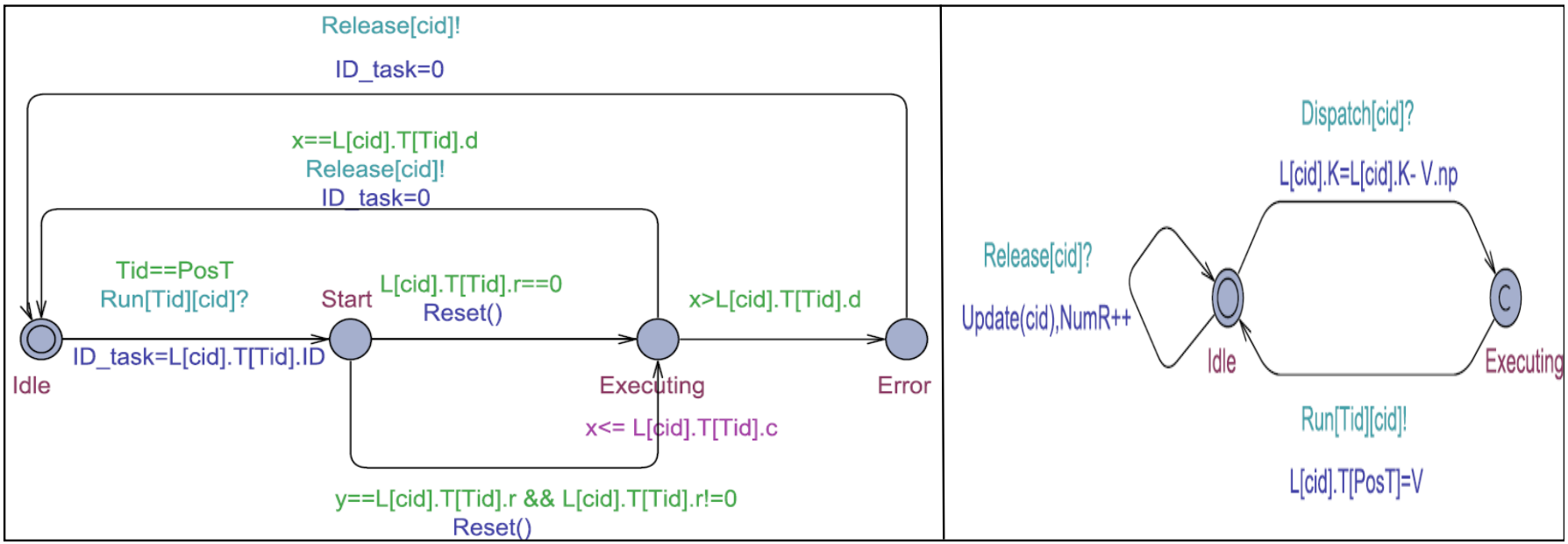
Modeling and Formulation

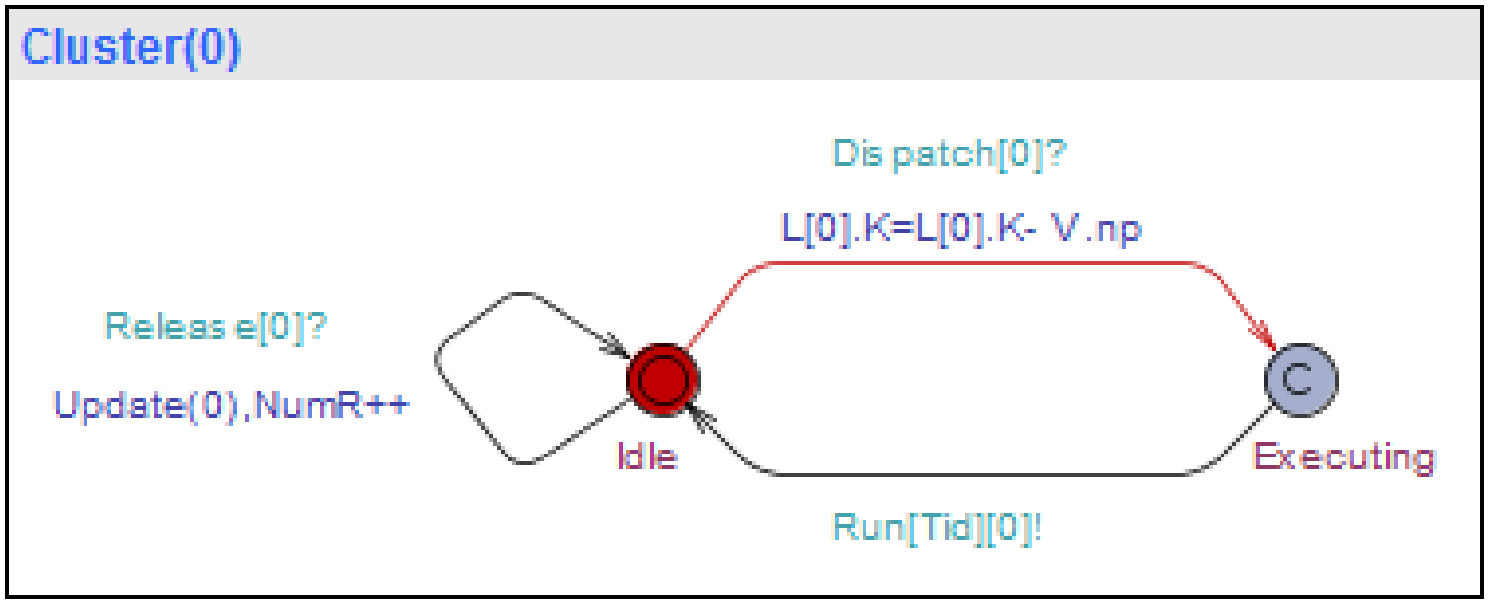
- Centralized architecture ⇒ Formal model ⇒ Superposition of 3 layers:
  - Scheduling layer: **Dispatcher**.
  - Clusters layer: Set of distributed clusters.
  - Processors layer: Set of processors.



Modeling and formulation: Processors layer



Modeling and formulation: Clusters layer.



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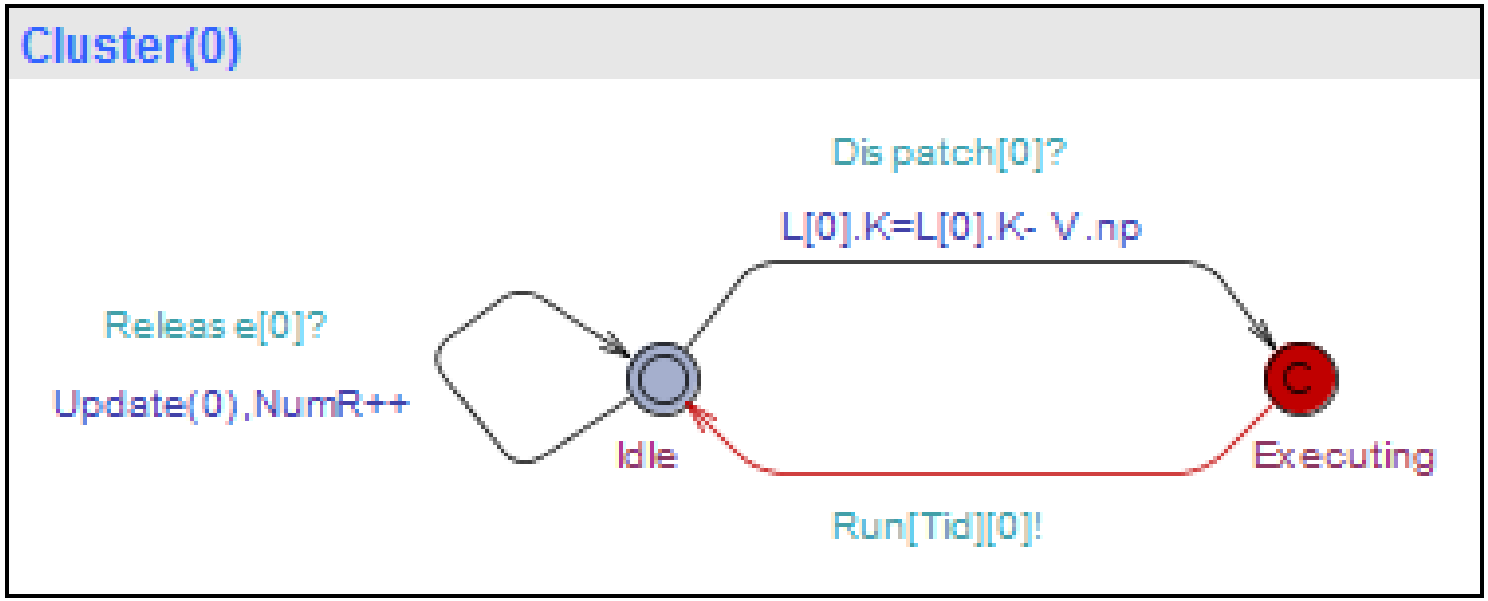
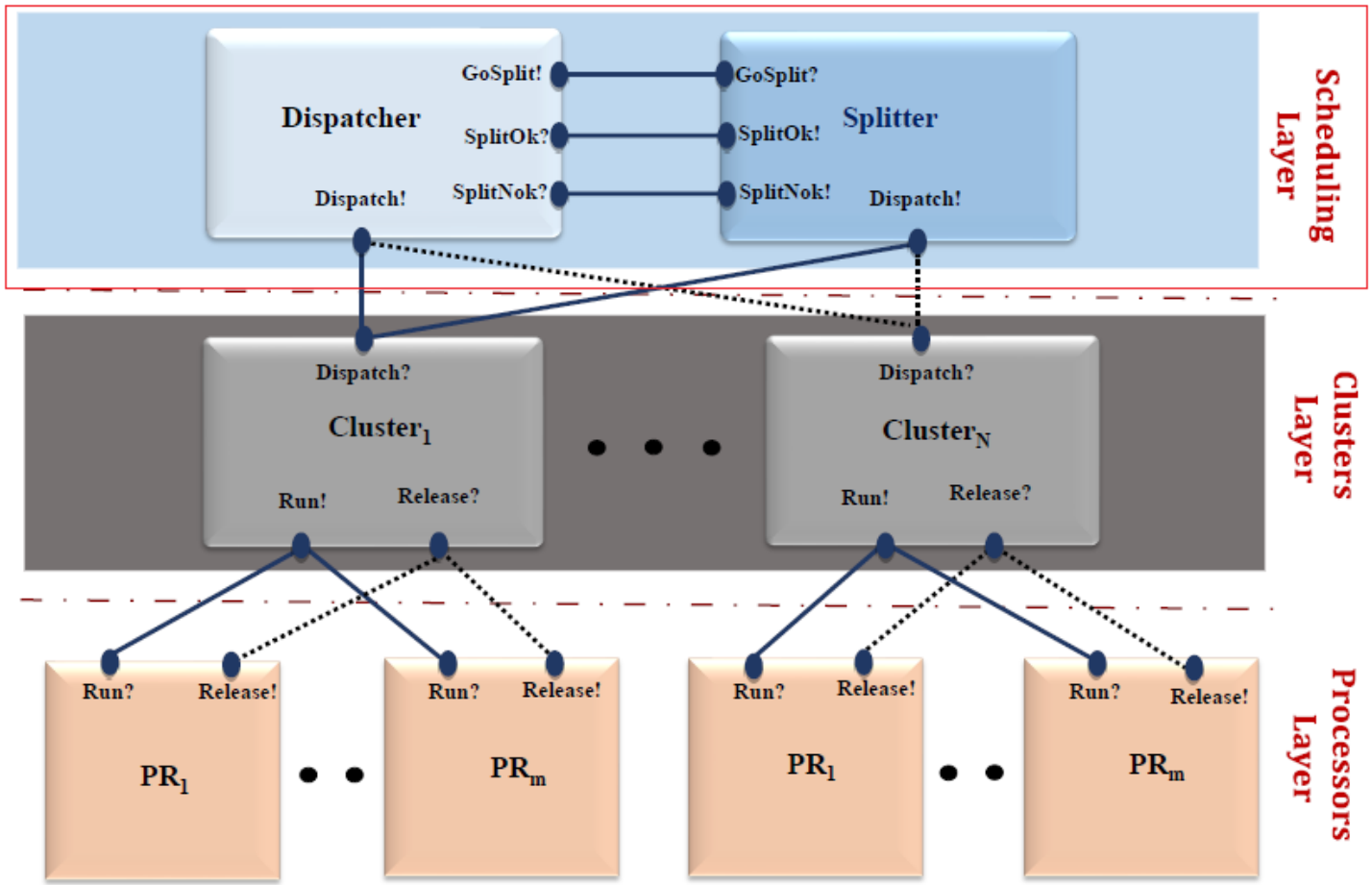
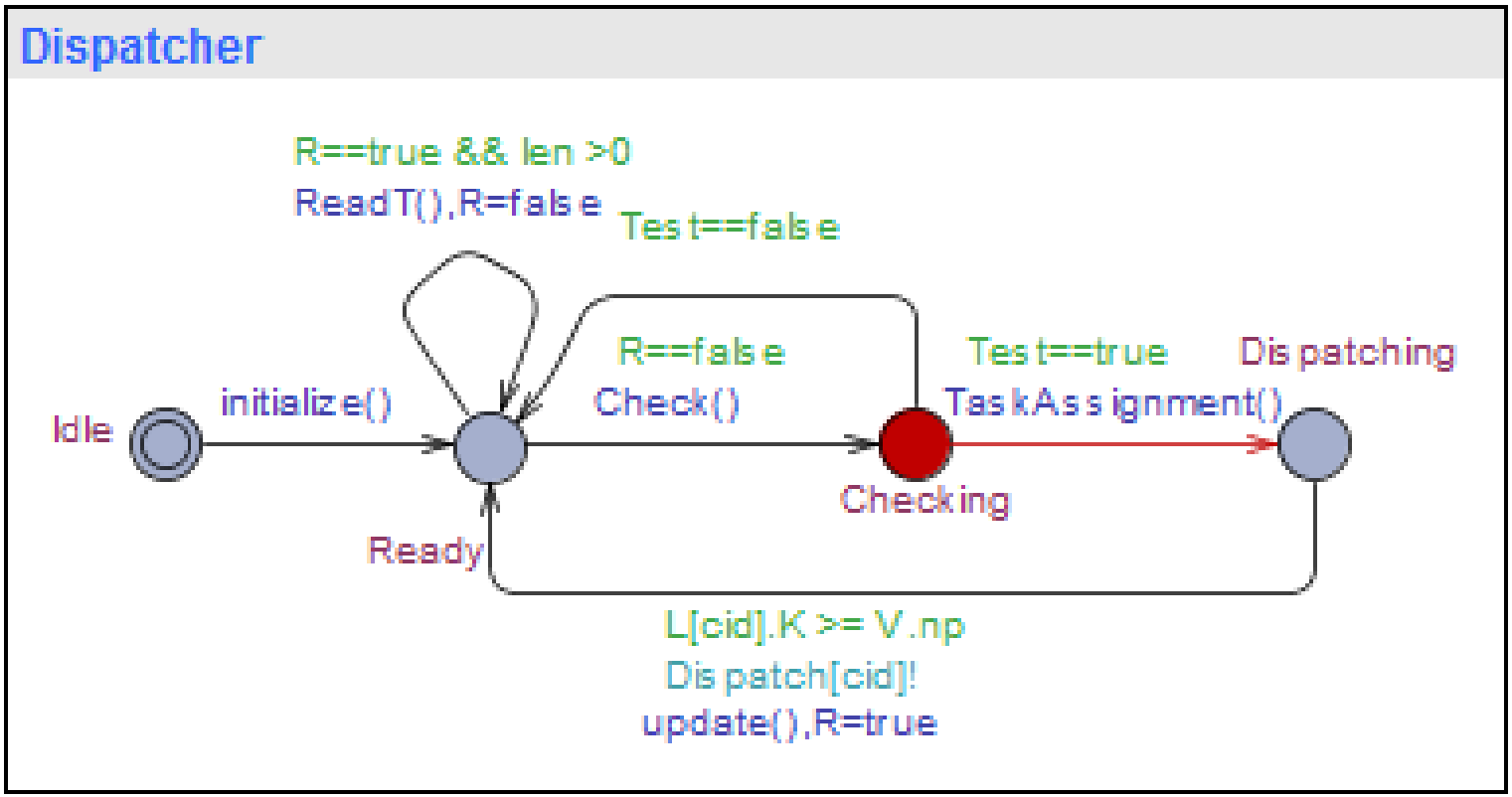


Instantiation: Scheduling layer

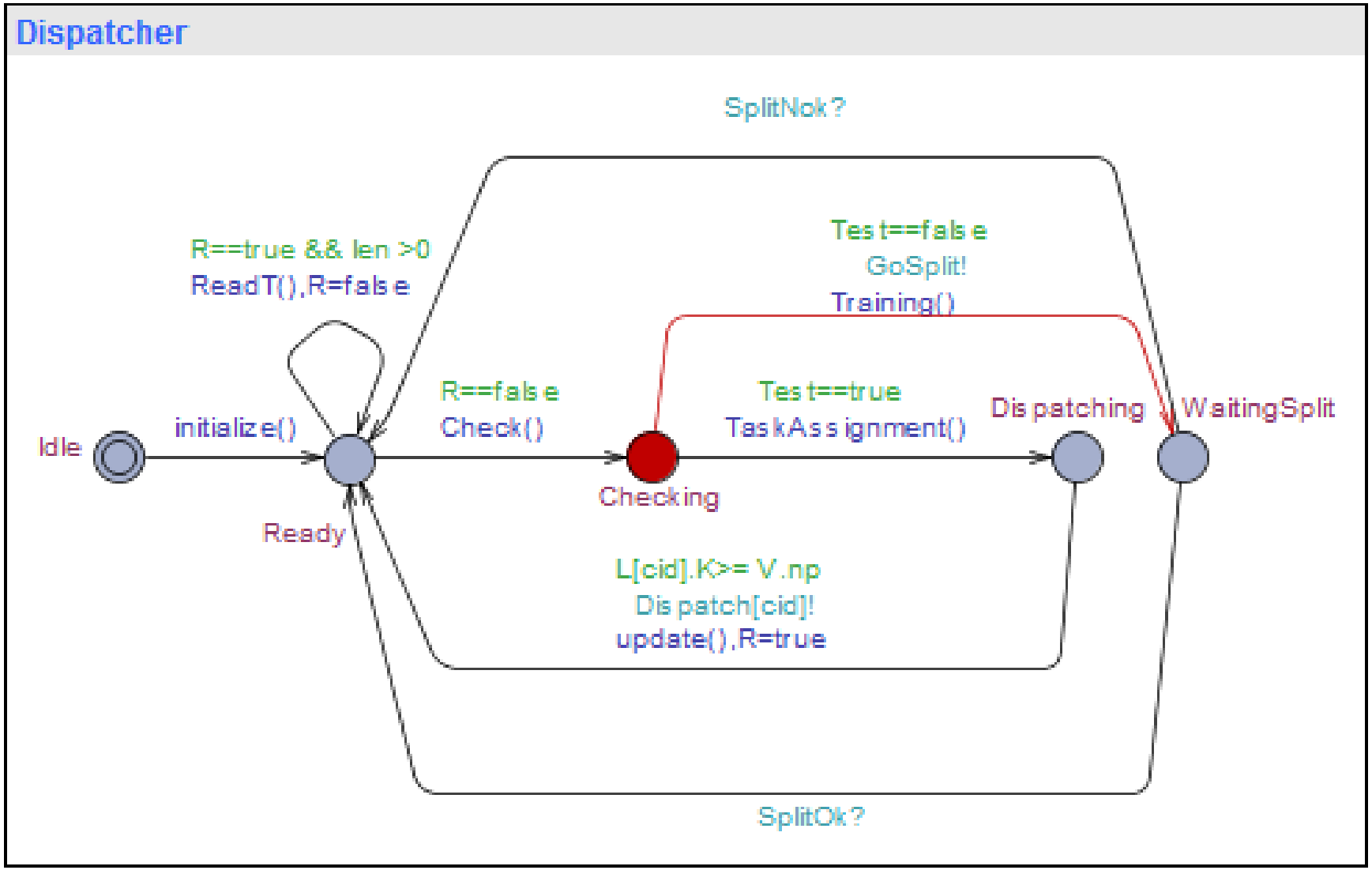
Scheduling layer ⇒ Task assignment policy
The other layers are identical regardless of the scheduling algorithm.



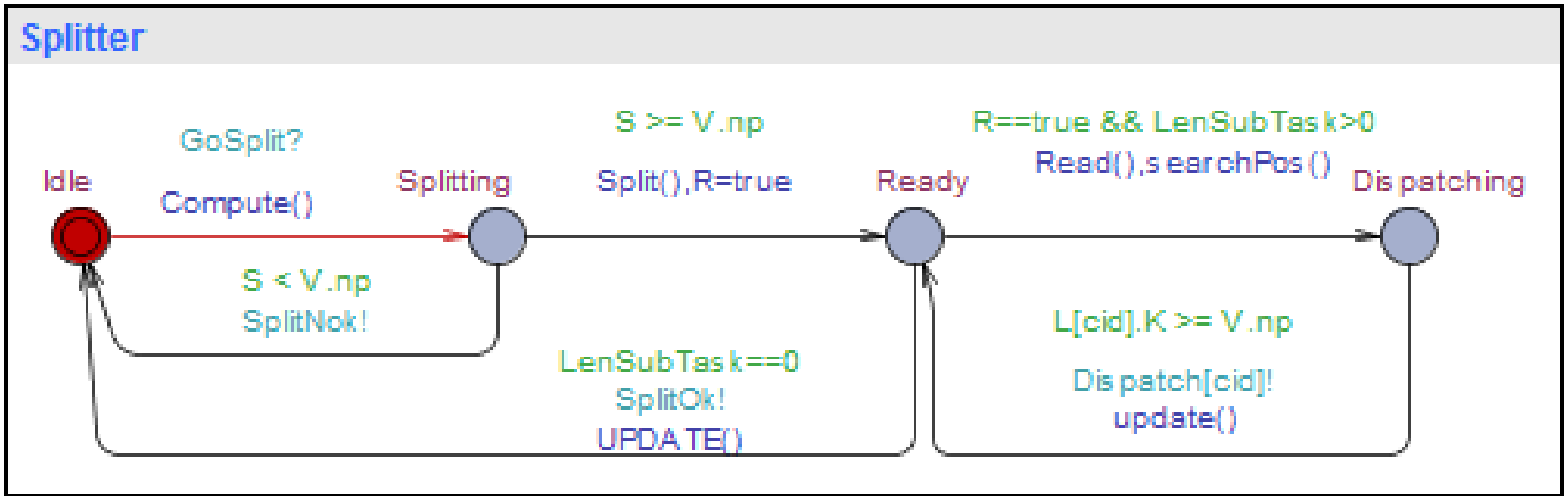
Instantiation: Scheduling Strategy



Instantiation: Task-Splitting Strategy



Instantiation: Task-Splitting Strategy



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Deadlock Freedom Verification

- UPPAAL Model-Checker $\rightarrow$ Deadlock Freedom

$$A\ [\ ]\ not\ deadlock$$

TABLE 1: Verification-time (second) of deadlock-freedom when increasing the number of clusters.

Nbr of components	RR	RR+Split	SP	SP+Split
40	1.003	1.136	1.085	1.195
80	3.62	4.15	4.275	4.615
120	13.75	14.935	14.05	15.39
150	24.46	24.85	25.025	26.511
170	29.35	30.85	31.79	34.475

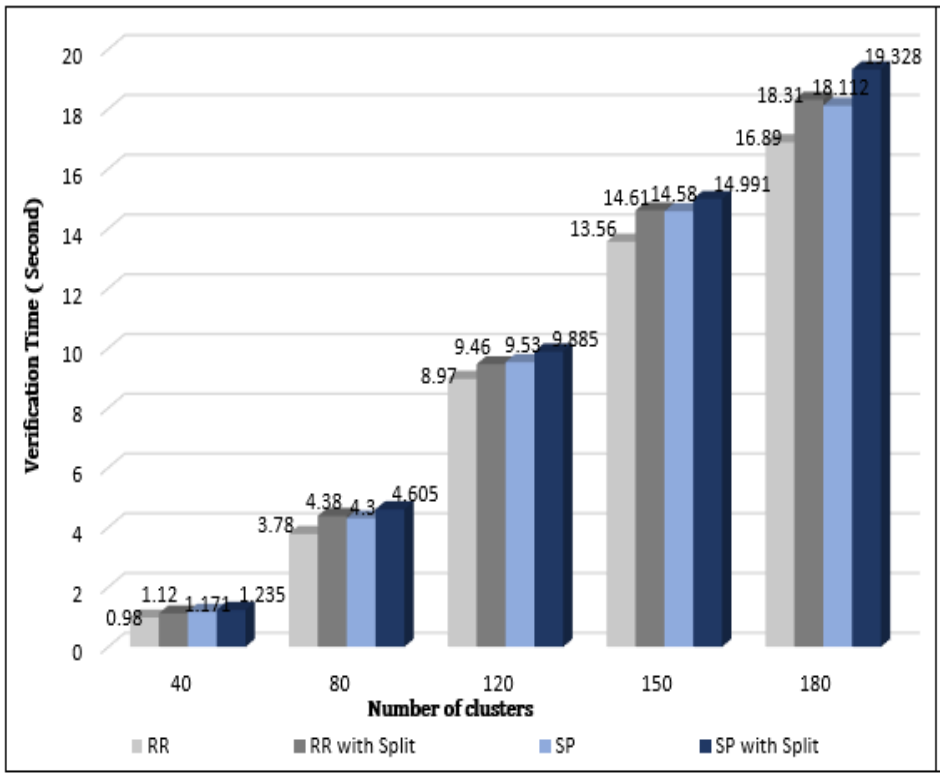
TABLE 2: Verification-time (second) of deadlock-freedom when increasing the number of processors.

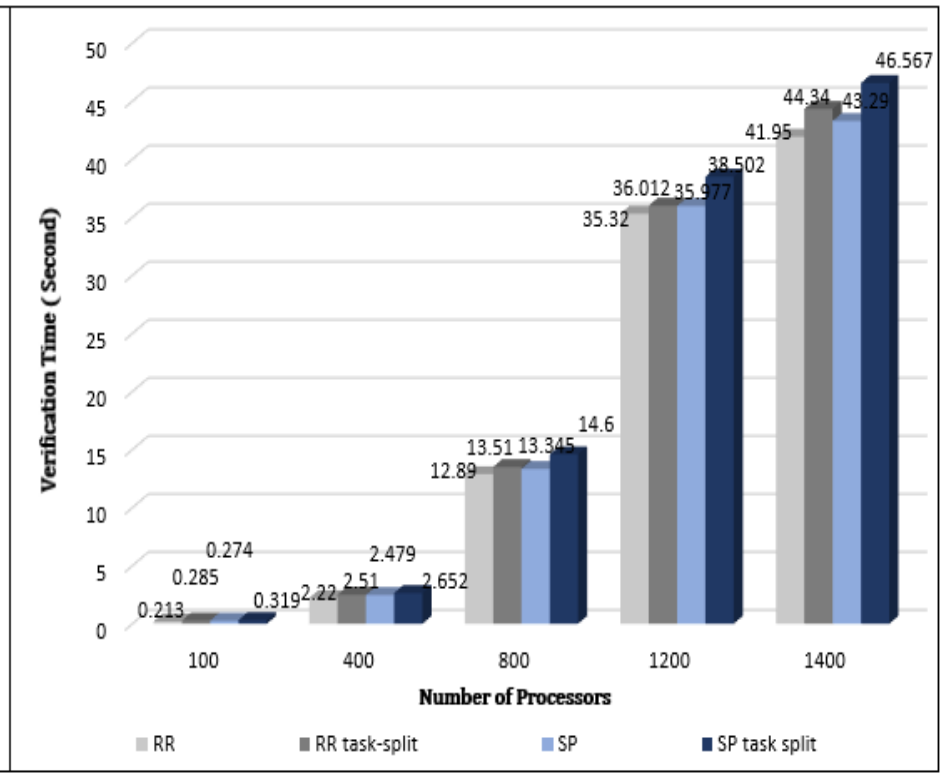
Nbr of components	RR	RR+Split	SP	SP+Split
100	0.153	0.298	0.274	0.319
400	1.98	2.503	2.479	2.652
800	12.973	13.78	13.345	14.6
1200	33.62	35.68	35.89	38.5
1400	42.94	43.65	43.29	46.576

Invariant Verification

- UPPAAL Model-Checker $\rightarrow$ Invariant

$$A[]\ Pr(Tid, cid).Executing \Longrightarrow (Pr(Tid, cid).x \leq L[cid].T[Tid].c)$$





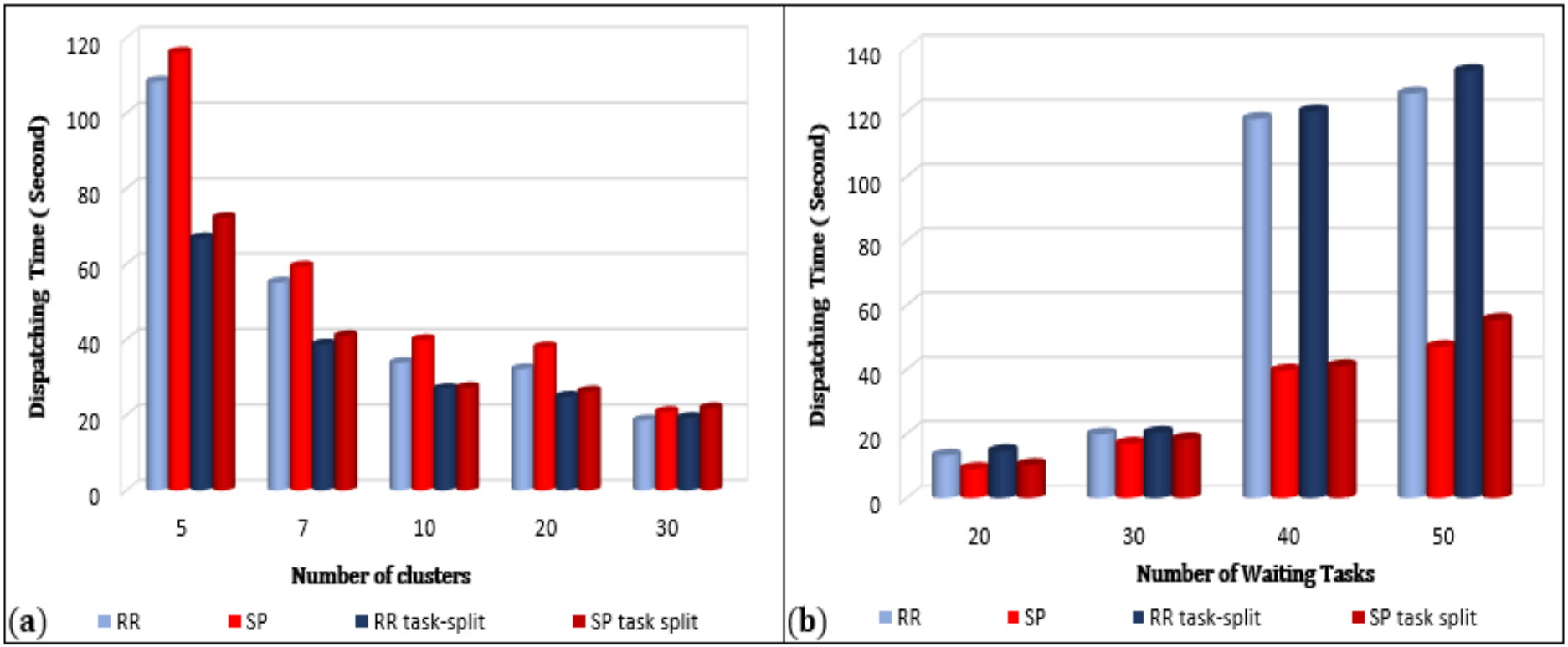
Timing constraints

- UPPAAL Model-Checker $\rightarrow$ Timing constraints

$$A[]not\ Pr(Tid, cid).Error$$

Performance Analysis

- Analysis with UPPAAL simulator ⇒ Measure the time required to distribute a set of tasks.



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Conclusion and Perspectives

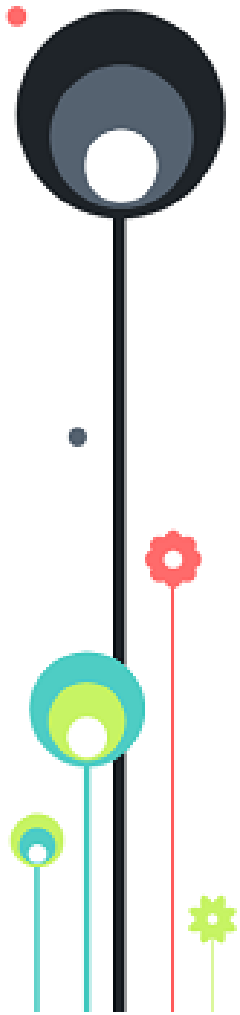
Conclusion

- Generic framework based on a formal model of task scheduling algorithms.
- Analysis and verification of different properties: deadlock-free, invariant property, etc.

Conclusion and Perspectives

Perspectives

- Propose distributed versions of our formal model.
- Model and analyze new task scheduling protocols based on the same architecture.
- . . .



Do you have any questions?

THANK YOU FOR YOUR ATTENTION !