University of Glasgow | School of Computing Science

Resource Management

Advanced Operating Systems
Lecture 6

Lecture Outline

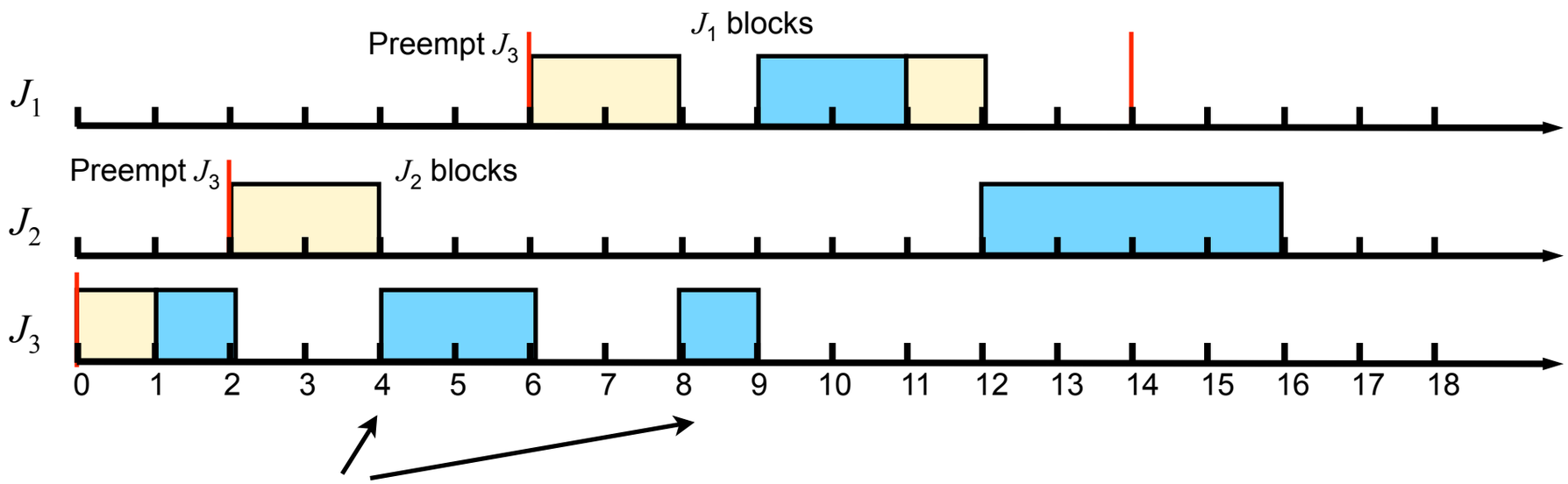
- Definitions of resources
- Resource access control for static systems
  - Priority inheritance protocol
  - Basic priority ceiling protocol
  - Stack-based priority ceiling protocol
- Resource access control for dynamic systems
- Effects on scheduling
- Implementation choices

Resources

- A system has ρ types of resource $R_1, R_2, \ldots, R_\rho$
  - A *plentiful* resource has no effect on scheduling, and is ignored
  - Resources used by jobs in a non-preemptive and mutually exclusive manner; resources are serially reusable
- Access to resources is controlled using locks
  - Jobs attempt to lock a resource before starting to use it, and unlock the resource afterwards; the time the resource is locked is the *critical section*
  - If a lock request fails, the requesting job is blocked; a job holding a lock cannot be preempted by a higher priority job needing that lock
  - Critical sections may nest if a job needs multiple simultaneous resources

Resource Contention

- Jobs *contend* for a resource if they try to lock it at once:



EDF schedule of J_1, J_2 and J_3 sharing a resource protected by locks (blue shading indicated critical sections). The red lines indicate release times and deadlines of jobs.

- *Priority inversion* occurs when a low-priority job executes while some ready higher-priority job waits
- *Deadlock* can result from piecemeal acquisition of resources
  - The classic solution is to impose a fixed acquisition order over the set of lockable resources, and all jobs attempt to acquire the resources in that order (typically LIFO order)

Inheritance of Priority

- A standard scheduling algorithm gives each job an *assigned* priority
- At some time t, a job J_k has a *current* priority, $\pi_k(t)$; this can differ from it's assigned priority
  - Due to uncontrolled priority inversion, or controlled inheritance of priority for purposes of managing blocking time
  - This can obviously affect correctness of the schedule

Resource Contention – Timing Anomalies

- Resource contention can cause timing anomalies due to priority inversion and deadlock – potentially arbitrary duration, and can seriously disrupt timing
- Cannot eliminate anomalies, but protocols exist to control them:
  - Priority inheritance protocol
  - Basic priority ceiling protocol
  - Stack-based priority ceiling protocol

Priority Inheritance Protocol

- Aim: control inheritance of priority during resource access to reduce the duration of timing anomalies
- Constraints:
  - Works with any pre-emptive, priority-driven scheduling algorithm
  - Does not require any prior knowledge of resource requirements
  - Does not prevent deadlock, but if some other mechanism used to prevent deadlock, ensures that no job can block indefinitely due to uncontrolled priority inversion

Priority Inheritance: Scheduling Rules

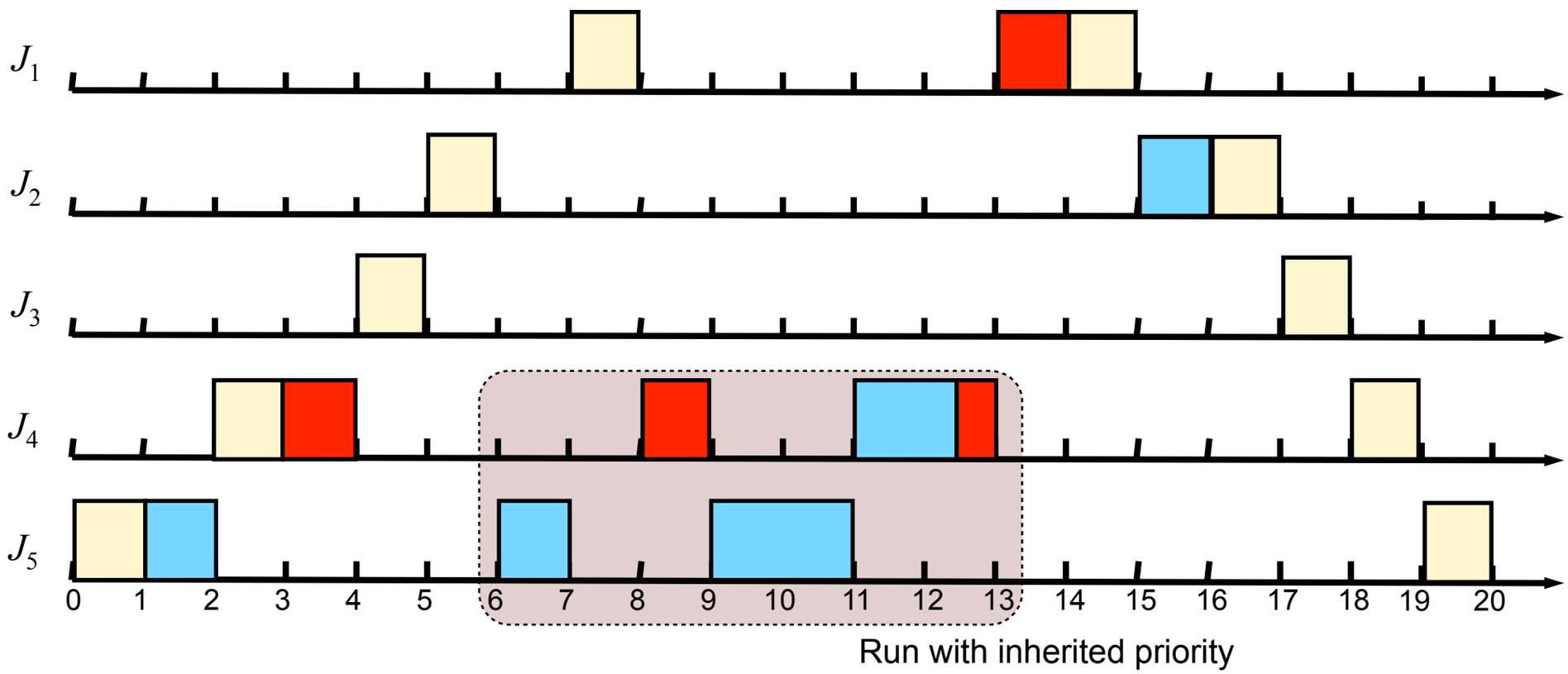
- Jobs scheduled according to *current* priority
  - At release time, current priority equals assigned priority of the job
  - Current priority remains equal to assigned priority, unless priority-inheritance is invoked:
    - When a job, J, becomes blocked, the job J_l which blocks J inherits the current priority $\pi(t)$ of J
    - J_l executes at its inherited priority until it releases R; at that time, the priority of J_l returns to its priority $\pi_l(t')$ at the time t' when it acquired the resource R
- When a job J requests a resource R at time t:
  - If R is free, R is allocated to J until J releases it
  - If R is not free, the request is denied and J is blocked
  - J is only denied R if the resource is held by another job

Priority Inheritance Protocol: Example

What does the schedule look like?

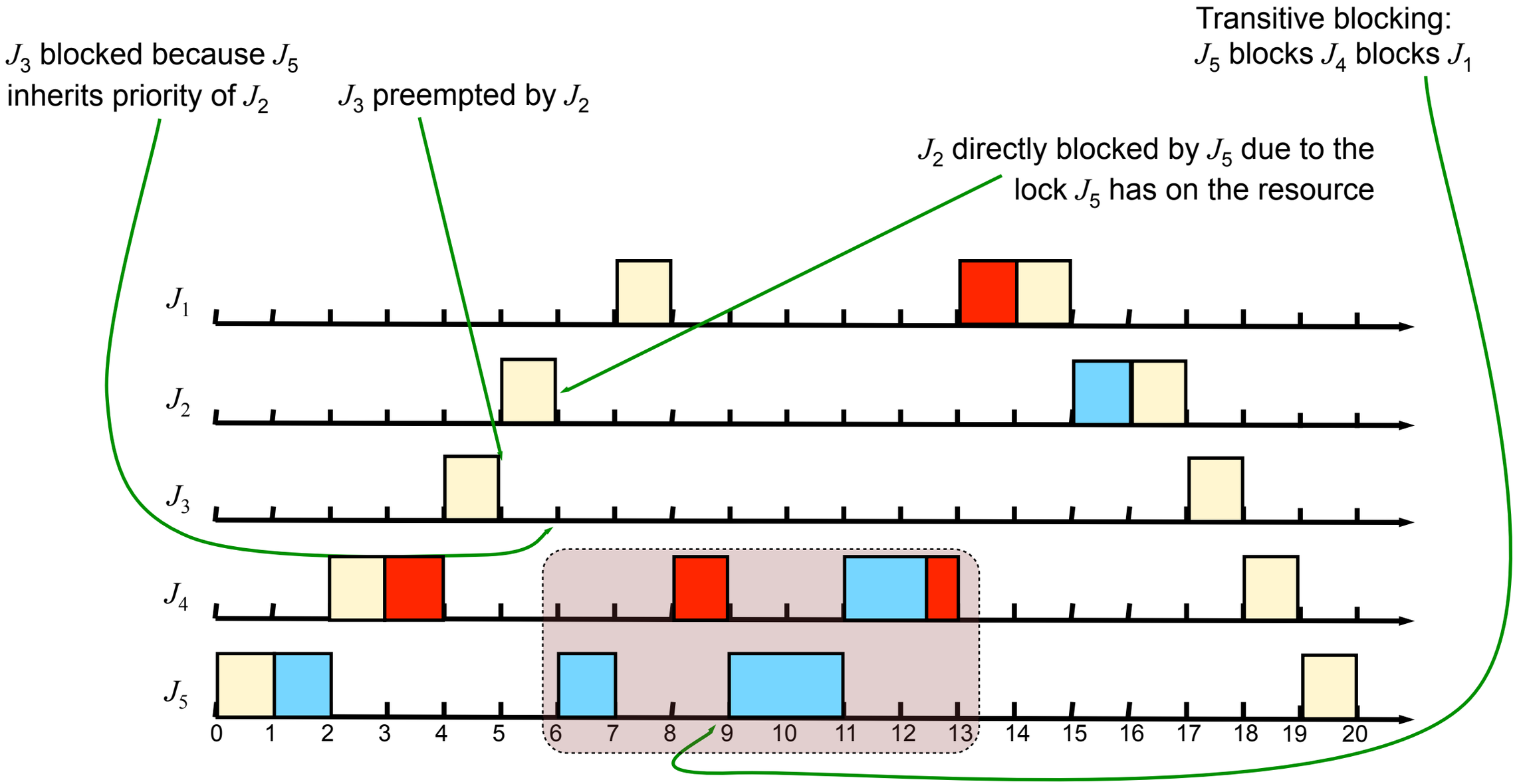
Jobs 1, 2, 4, 5 acquire resource after 1 time unit
Job 4 acquires blue after further 2 units

Job	r_i	e_i	π_i	Critical Sections
J_1	7	3	1	[R ; 1]
J_2	5	3	2	[B ; 1]
J_3	4	2	3	
J_4	2	6	4	[R ; 4 [B ; 1.5]]
J_5	0	6	5	[B ; 4]



Priority Inheritance Protocol: Example

Jobs may block for many different reasons…



Properties of Priority Inheritance Protocol

- Simple to implement, needs no prior knowledge of resource requirements
- Jobs exhibit different types of blocking
  - Direct blocking due to resource locks
  - Priority-inheritance blocking
  - Transitive blocking
- Lower blocking time than prohibiting preemption during critical sections, but does not guarantee to minimise blocking
- Deadlock is *not* prevented: need to manage lock acquisition order in addition

Basic Priority Ceiling Protocol

- Sometimes want to further reduce blocking times
- Basic *priority ceiling* protocol does this, provided:
  - The assigned priorities of all jobs are fixed (e.g. RM scheduling, not EDF)
  - The resources required by all jobs are known a priori
- Need two additional terms to define the protocol:
  - The priority ceiling of any resource R_k is the highest priority of all the jobs that require R_k and is denoted by $\Pi(R_k)$
  - At any time t, the current priority ceiling $\Pi(t)$ of the system is equal to the highest priority ceiling of the resources that are in use at the time
  - If all resources are free, $\Pi(t)$ is equal to Ω, a nonexistent priority level that is lower than the lowest priority level of all jobs

Basic Priority Ceiling: Scheduling Rules (1)

- Scheduling rules:
  - Priority-driven scheduling; jobs can be preempted
  - The current priority of a job equals its assigned priority, except when the priority-inheritance rule (see next slide) is invoked
- Resource allocation rule:
  - When a job J requests a resource R held by another job, the request fails and the requesting job blocks
  - When a job J requests a resource R that is available:
    - if J's priority $\pi(t)$ is higher than current priority ceiling $\Pi(t)$:
      | R is allocated to J
      else
      | if J is the job holding the resource(s) whose priority ceiling is equal to $\Pi(t)$:
      | | R is allocated to J
      | else
      | | the request is denied, and J becomes blocked
  - Unlike priority inheritance: can deny access to an available resource

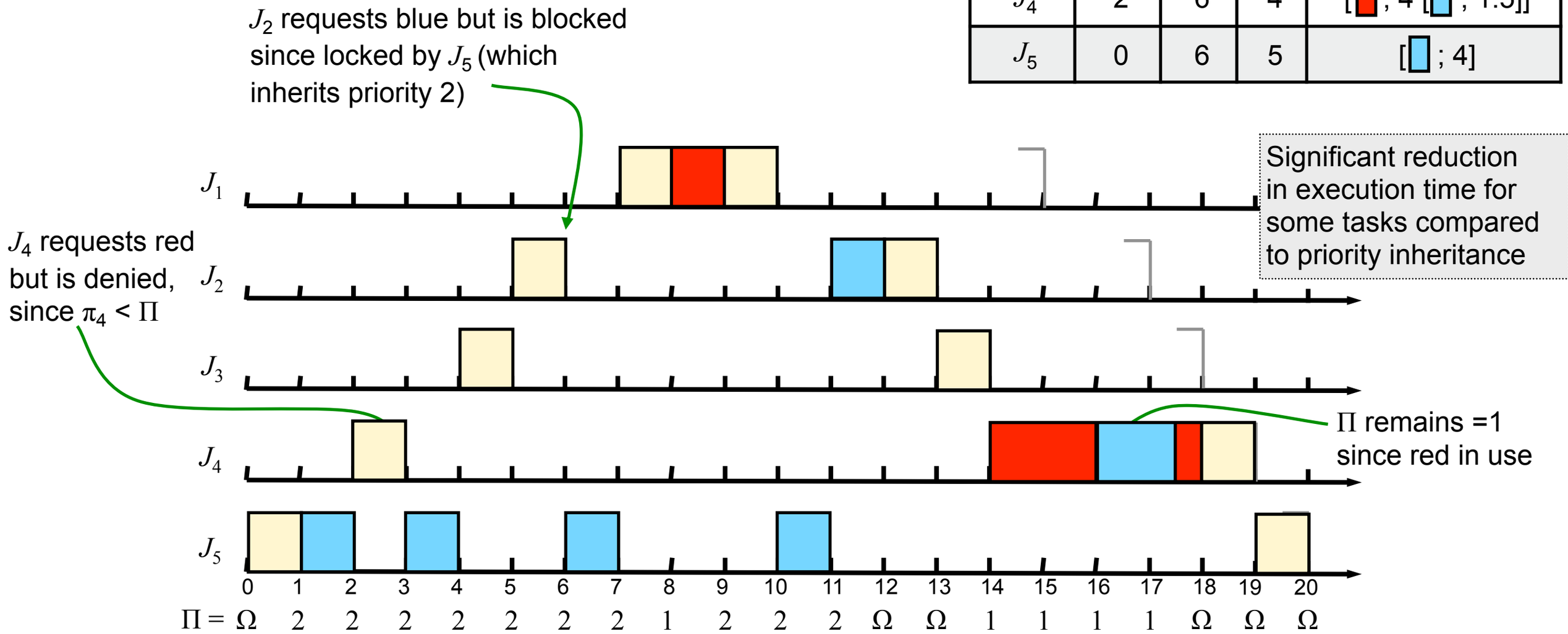
Basic Priority Ceiling: Scheduling Rules (2)

- Priority-inheritance rule:
  - When the requesting job, J, becomes blocked, the job J_l which blocks J inherits the current priority $\pi(t)$ of J
  - J_l executes at its inherited priority until the time when it releases every resource whose priority ceiling is equal to or higher than $\pi(t)$; then, the priority of J_l returns to its priority $\pi_l(t')$ at the time t' when it was granted the resource(s)

Basic Priority Ceiling Protocol: Example

What does the schedule look like?

Job	r_i	e_i	π_i	Critical Sections
J_1	7	3	1	[; 1]
J_2	5	3	2	[; 1]
J_3	4	2	3	
J_4	2	6	4	[; 4 [; 1.5]]
J_5	0	6	5	[; 4]



Basic Priority Ceiling Protocol: Properties

- If resource access in a system of preemptable, fixed priority jobs on one processor is controlled by the priority-ceiling protocol:
  - Deadlock can never occur
  - A job can be blocked for at most the duration of one critical section: there is no transitive blocking
- Differences between the priority-inheritance and priority-ceiling protocols:
  - Priority inheritance is greedy, while priority ceiling is not
    - The priority ceiling protocol may withhold access to a free resource, causing a job to be blocked by a lower-priority job which does not hold the requested resource – termed avoidance blocking
  - The priority ceiling protocol forces a fixed order onto resource accesses, thus eliminating deadlock

Stack-based Priority Ceiling Protocol

- Basic priority ceiling protocol performs well, but is complex, and has high context switch overheads
- Stack-based priority ceiling protocol has lower cost
- Defining rules:
  - Ceiling: When all resources are free, $\Pi(t) = \Omega$; $\Pi(t)$ updated each time a resource is allocated or freed
    - $\Pi(t)$ current priority ceiling of all resources in currently use; Ω non-existing lowest priority level
  - Scheduling:
    - After a job is released, it is blocked from starting execution until its assigned priority is higher than $\Pi(t)$
    - Non-blocked jobs are scheduled in a pre-emptive priority manner; tasks never self-yield
  - Allocation: when a job requests a resource, it is allocated
    - The allocation rule looks greedy, but the scheduling rule is not

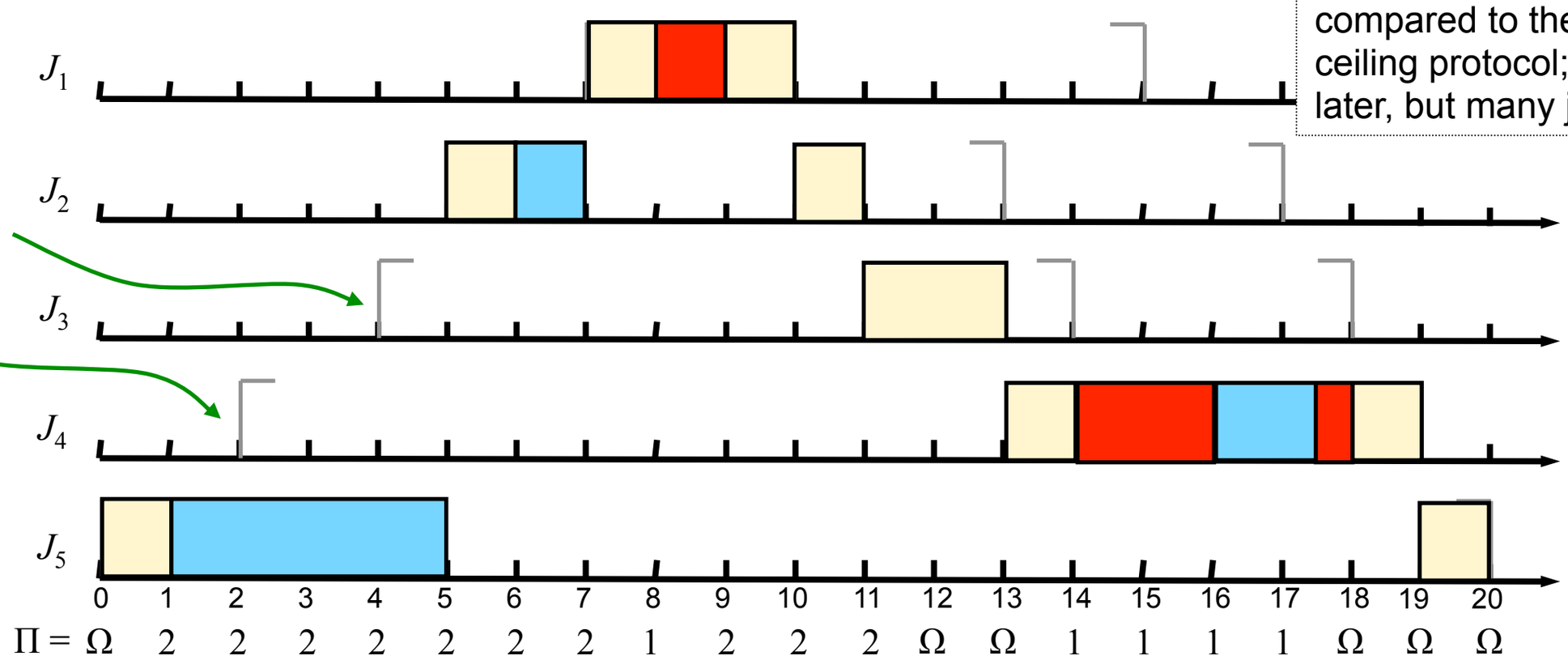
Stack-based Priority Ceiling Protocol

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Context switches are reduced compared to the basic priority ceiling protocol; no jobs finish later, but many jobs start later

Jobs blocked from starting since $\pi_i < \Pi$



Stack-based Priority Ceiling Protocol

- Characteristics:
  - When a job starts to run, all the resource it will ever need are free (since otherwise the ceiling would be ≥ priority)
    - No job ever blocks waiting for a resource once its execution has begun
    - Implies low context switch overhead
  - When a job is pre-empted, all the resources the pre-empting job will require are free, ensuring it will run to completion; deadlock cannot occur
  - Longest blocking time provably not worse than the basic priority ceiling protocol, i.e., not worse than the duration of one critical section

Choice of Resource Management Protocol

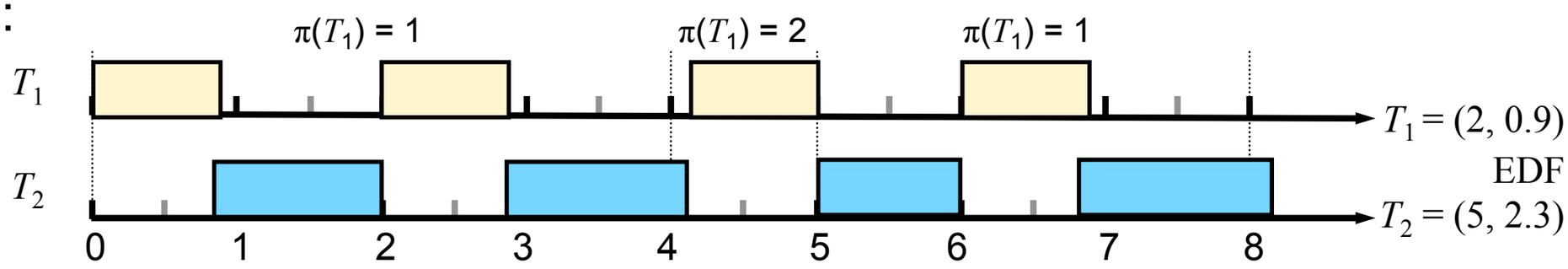
- If tasks never self yield, the stack based priority ceiling protocol is a better choice than the basic priority ceiling protocol
  - Simpler
  - Reduce number of context switches
  - Can also be used to allow sharing of the run-time stack, to save memory resources

- Both perform better than basic priority inheritance
  - Assuming fixed priority scheduling, resource usage known in advance

Resources in Dynamic Priority Systems

- The priority ceiling protocols assume fixed priority scheduling
- In a dynamic priority system, the priorities of the periodic tasks change over time, while the set of resources required by each task remains constant

- As a consequence, the priority ceiling of each resource changes over time
- Example:



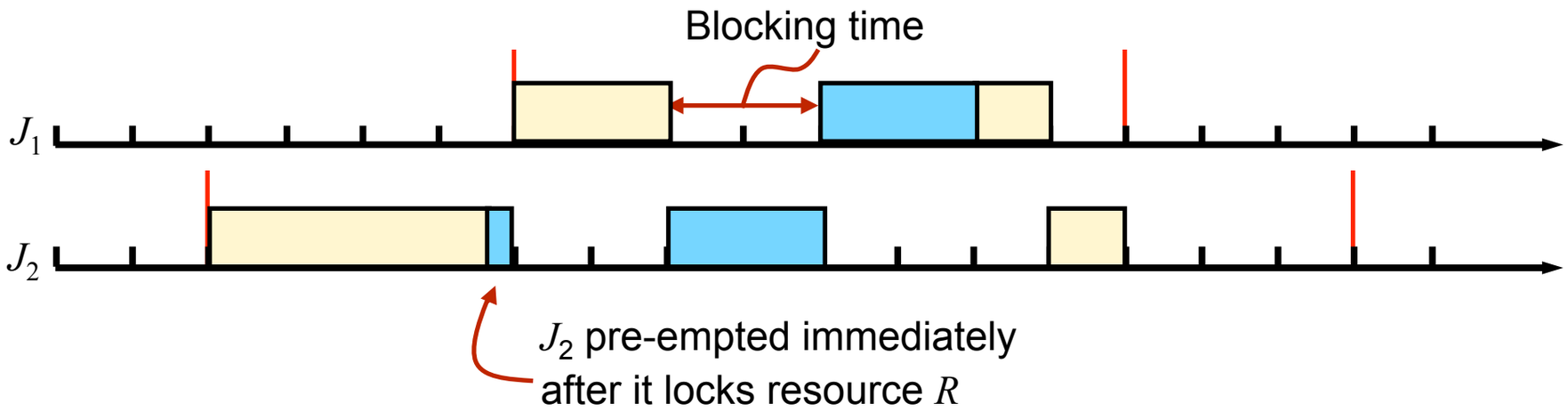
- What happens if T_1 uses resource X, but T_2 does not?
  - Priority ceiling of X is 1 for $0 \leq t \leq 4$, becomes 2 for $4 \leq t \leq 5$, etc. even though the set of resources required by the tasks remains unchanged

Resources in Dynamic Priority Systems

- If a system is job-level fixed priority, but task-level dynamic priority, a priority ceiling protocol can still be applied
  - Each job in a task has a fixed priority once it is scheduled, but may be scheduled at different priority to other jobs in the task (e.g., EDF)
  - Update the priority ceilings of all jobs each time a new job is introduced; use until updated on next job release
- Proven to work and have the same properties as priority ceiling protocol in fixed priority systems
  - But very inefficient, since priority ceilings updated frequently
  - May be better to use priority inheritance protocol, accept longer blocking

Maximum Duration of Blocking

- Assume J_1 and J_2 contend for a resource, R, where J_1 is the higher priority job
  - Worst case blocking time → duration of J_2's critical section over R



- When using priority inheritance protocol, J_2 might be transitively blocked for the duration of the next priority job's critical section
  - Worst case: it is blocked by every other lower priority job, for the full duration of each lower priority job's critical section

Maximum Duration of Blocking

- The priority ceiling protocols implement avoidance blocking, and so do not exhibit transient blocking
  - Block for *at most* the duration of one low priority critical section
    - Direct blocking: low priority jobs locks resource; can be blocked for up to the duration of the critical section of that job
    - Avoidance blocking: resource is free, but priority ceiling rules deny access
- Calculate worst case blocking duration:
  - Simple:
    - Assume can block for duration of longest critical section of lower priority jobs
    - Probably overestimates blocking duration; likely not too significant
  - More efficient:
    - Trace direct conflicts with lower priority jobs, find longest critical section
    - Trace indirect conflicts with lower priority jobs that may inherit priority and cause avoidance blocking, find longest critical section
    - Greatest of these is maximum possible blocking time

Effect of Scheduling Tests

- Jobs that block for resource access affect whether a system can be scheduled
- How to adjust scheduling test?
  - Incorporate maximum blocking time as part of execution time of job; scheduling test then runs as normal
  - Priority ceiling protocols clearly preferred where possible

Implementation Choices

- POSIX real-time extensions provide useful baseline functionality
  - Priority scheduling abstraction, to implement Rate Monotonic schedules
  - A mutex abstraction using either priority inheritance or priority ceiling protocols to arbitrate resource access

- Similar, sometimes more advanced features, provided by other real-time operating systems
  - Example: Ada real-time package supports the priority ceiling protocol

Summary

- Defined resources, timing anomalies, and need for resource access control
- Operation of resource access control protocols:
  - Priority inheritance protocol
  - Basic priority ceiling protocol
  - Stack-based priority ceiling protocol
- Maximum duration of blocking
- Impact on scheduling tests