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 $\rho$ 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
• Jobs *contend* for a resource if they try to lock it at once:

![Diagram showing resource contention](image)

- **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 $J_i$ which blocks $J$ inherits the current priority $\pi(t)$ of $J$
    • $J_i$ executes at its inherited priority until it releases $R$; at that time, the priority of $J_i$ returns to its priority $\pi(t')$ 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

<table>
<thead>
<tr>
<th>Job</th>
<th>r</th>
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</thead>
<tbody>
<tr>
<td>J</td>
<td>7</td>
<td>3</td>
<td>1</td>
<td>[Red; 1]</td>
</tr>
<tr>
<td>J</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>[Blue; 1]</td>
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<td>2</td>
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<td></td>
</tr>
<tr>
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<td>2</td>
<td>6</td>
<td>4</td>
<td>[Red; 4] [Blue; 1.5]</td>
</tr>
<tr>
<td>J</td>
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<td>6</td>
<td>5</td>
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Run with inherited priority
Priority Inheritance Protocol: Example

Jobs may block for many different reasons…

- $J_3$ blocked because $J_5$ inherits priority of $J_2$
- $J_3$ preempted by $J_2$
- $J_2$ directly blocked by $J_5$ due to the lock $J_5$ has on the resource
- Transitive blocking: $J_5$ blocks $J_4$ blocks $J_1$
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 $\Omega$, 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 \( J_i \) which blocks \( J \) inherits the current priority \( \pi(t) \) of \( J \)
  - \( J_i \) 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 \( J_i \) returns to its priority \( \pi_i(t') \) at the time \( t' \) when it was granted the resource(s)
Basic Priority Ceiling Protocol: Example

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J₂ requests blue but is blocked since locked by J₅ (which inherits priority 2)

J₄ requests red but is denied, since π₄ < Π

Π remains =1 since red in use

Significant reduction in execution time for some tasks compared to priority inheritance

Significant reduction in execution time for some tasks compared to priority inheritance
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; \( \Omega \) 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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Jobs blocked from starting since $\pi_i < \Pi$

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