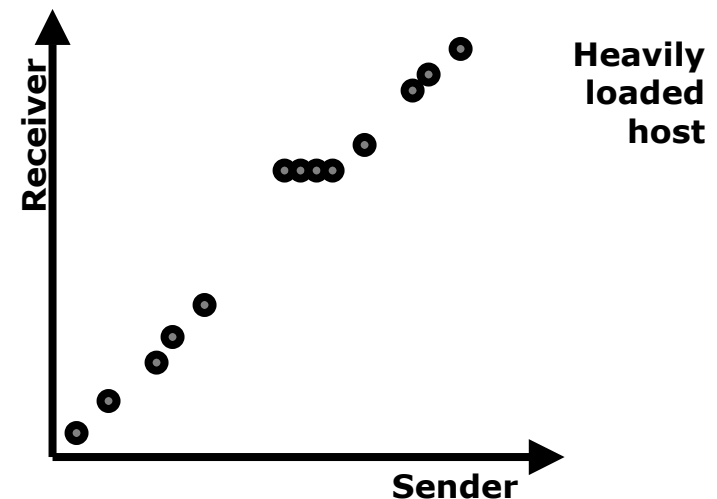
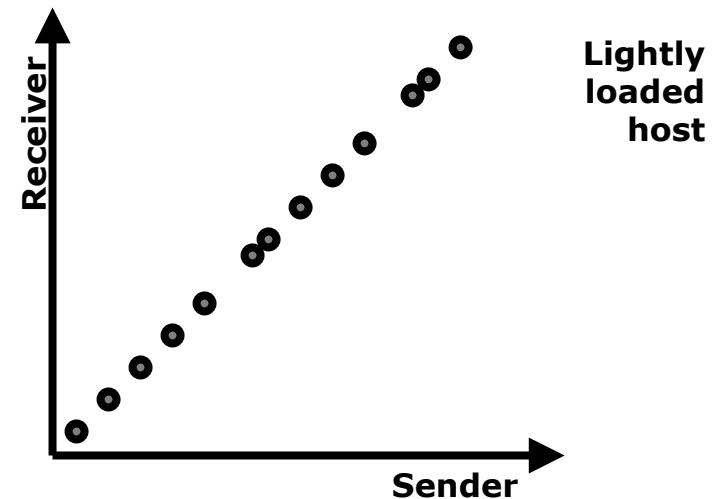


Question and Answer Session

Programming Assignment

- Lightly loaded hosts show little jitter
- Inter-packet spacing is usually 20ms
 - Do see occasional 10ms spacing
- Scheduling granularity is 10ms, but process gets woken up on the tick after it's deadline has passed
 - 1ms tick should fix this
- Heavily loaded hosts show much more variability, packets being delayed and arriving in bursts
- Linux is not suitable for VoIP with 10ms packet duration
 - Would be suitable with 20ms packet duration on lightly loaded hosts
 - On heavily loaded hosts, jitter buffer would be too large for interactive use



Q&A – Topics Covered

- Tasks with temporal distance constraints; DCM scheduling
- Flexible computation
 - Sieve
 - Milestone
 - Multiple versions
- Workload model for flexible jobs
- Dependent jobs
- Criteria of optimality
 - Characteristics of error functions
- Scheduling flexible applications
 - Off-line
 - On-line and approximate; heuristics
- Embedded system properties
- Open system architecture
- Two-level scheduler
- Use with...
 - Non-real time
 - Real time predictable
 - Real time unpredictable
- ...applications
- Overheads
- Admission control
- Case studies:
 - RTLinux
 - Symbian