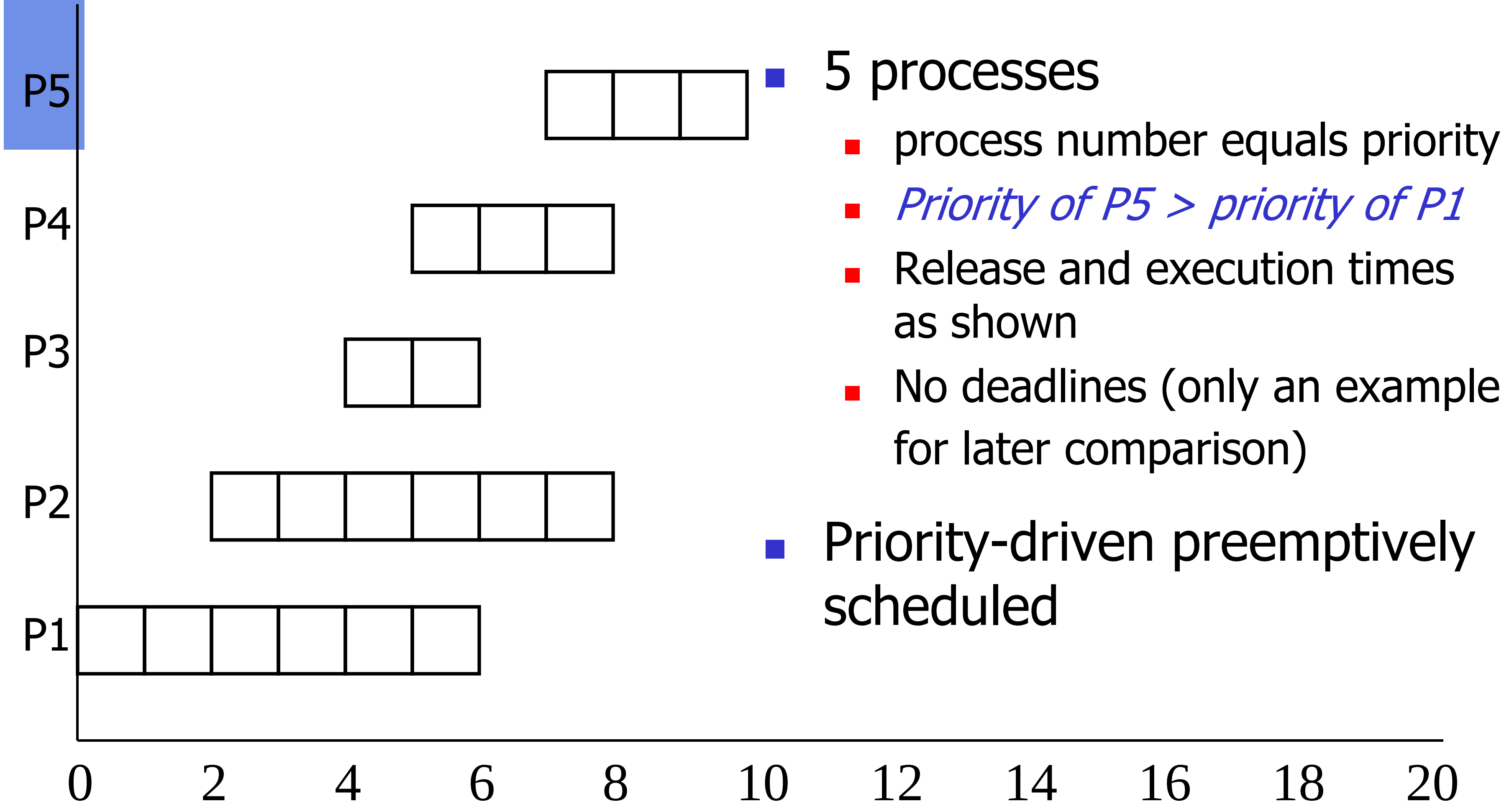
Priority Inversion

Roadmap for Today

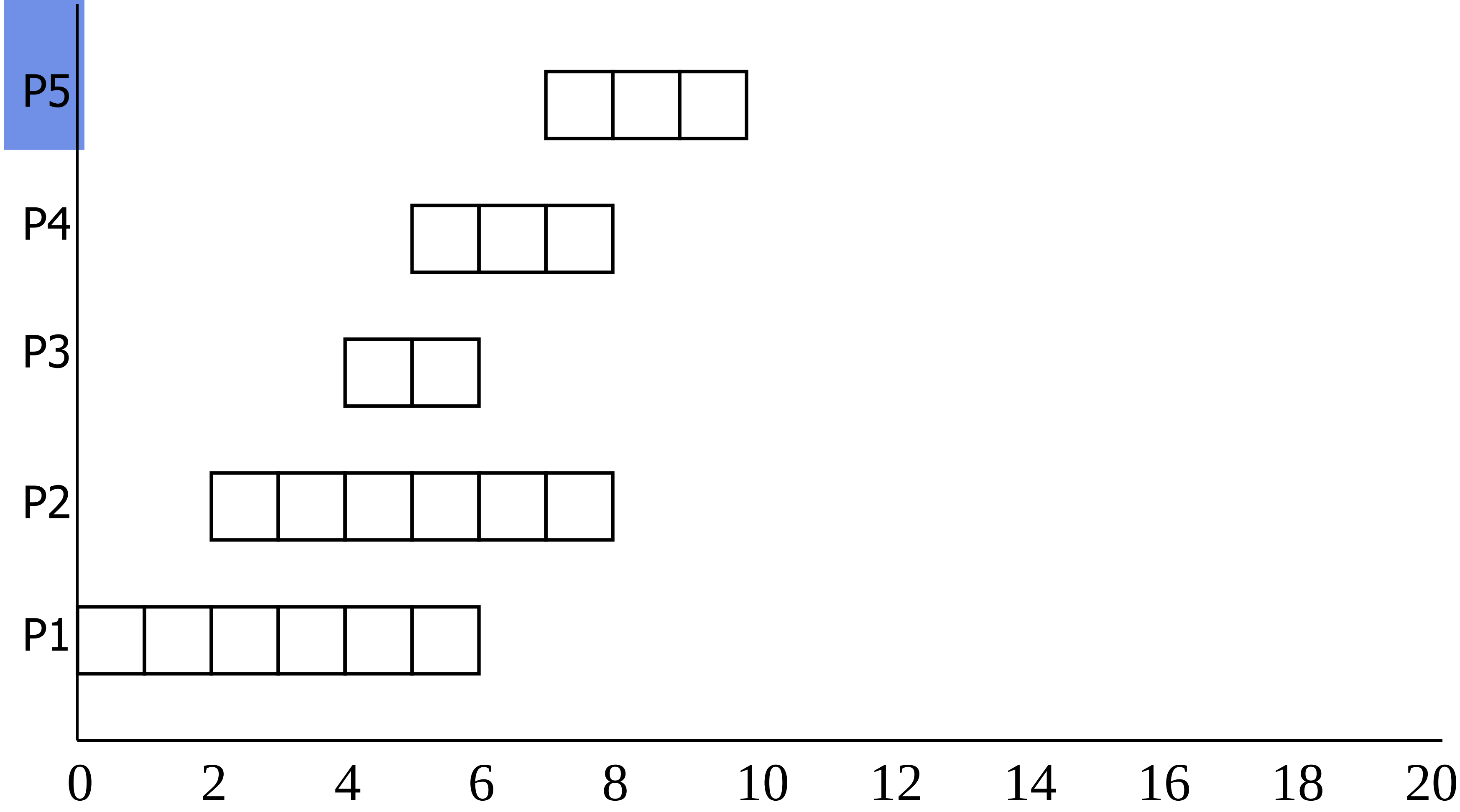
- Priority Inversion
  - Resource protocols
- Synchronization Mechanisms
  - Signaling
  - Semaphores
  - Monitors
- Synchronization Problems
  - Producer / Consumer and
  - Reader / Writer

Example



- 5 processes
  - process number equals priority
  - *Priority of P5 > priority of P1*
  - Release and execution times as shown
  - No deadlines (only an example for later comparison)
- Priority-driven preemptively scheduled

Example



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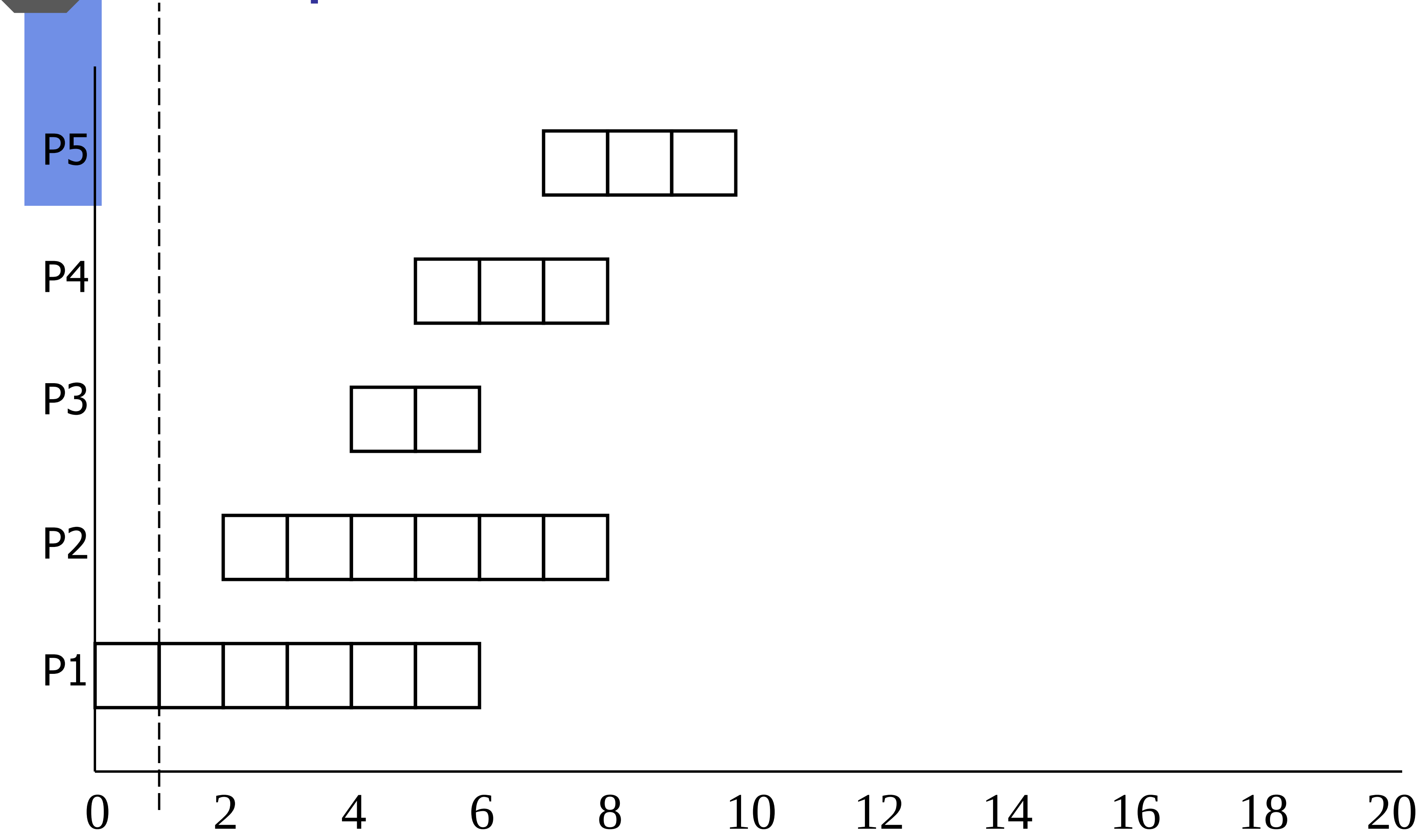

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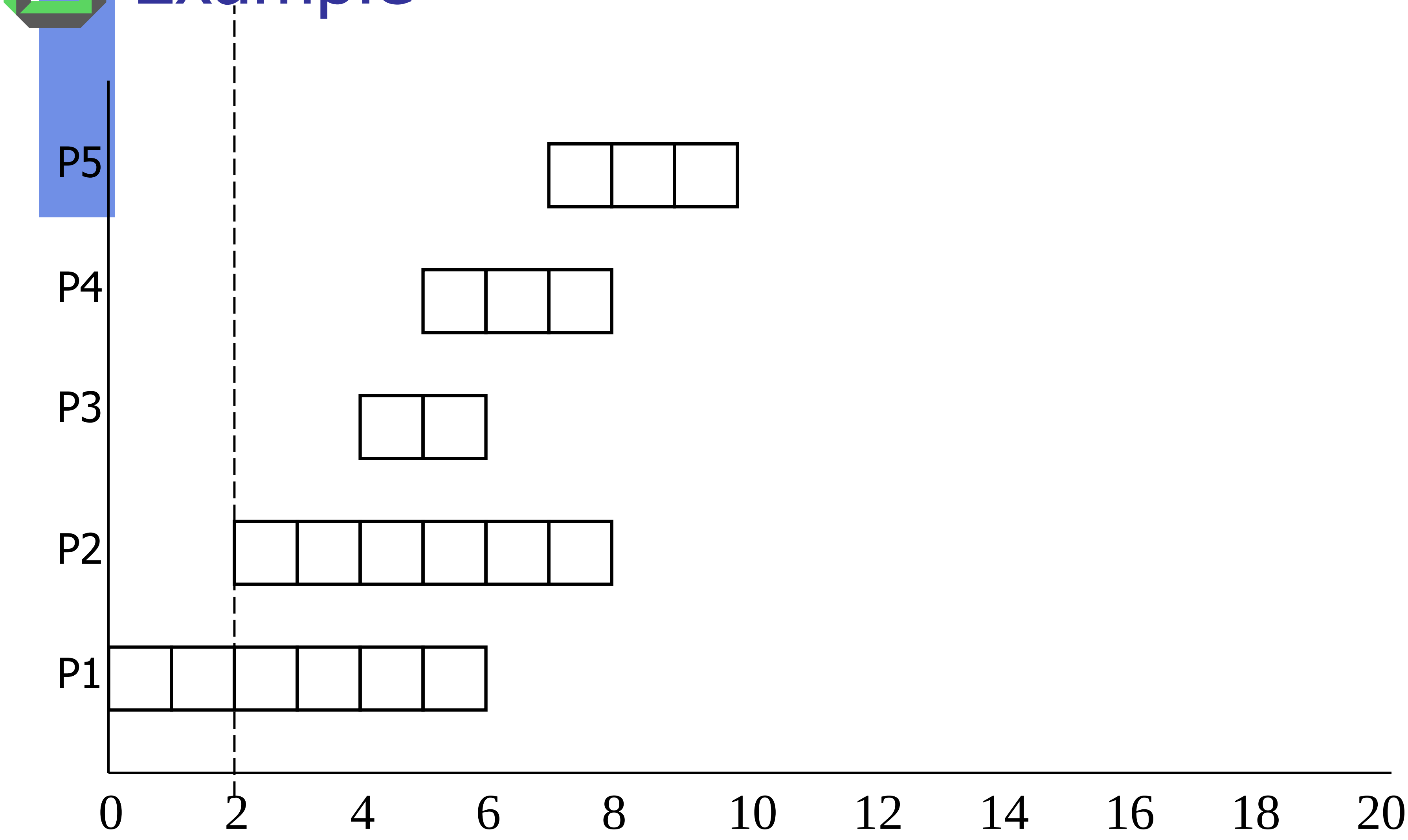

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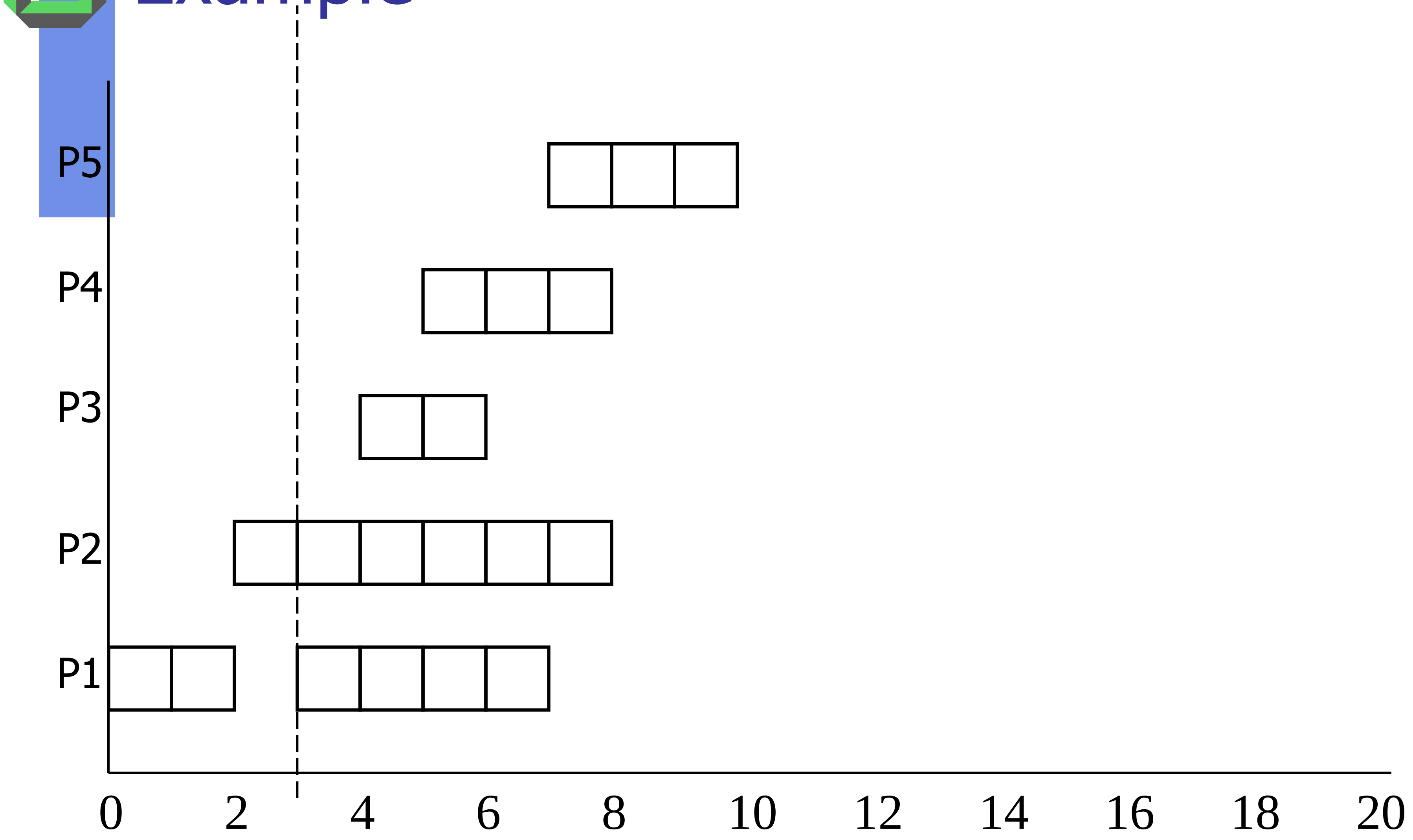

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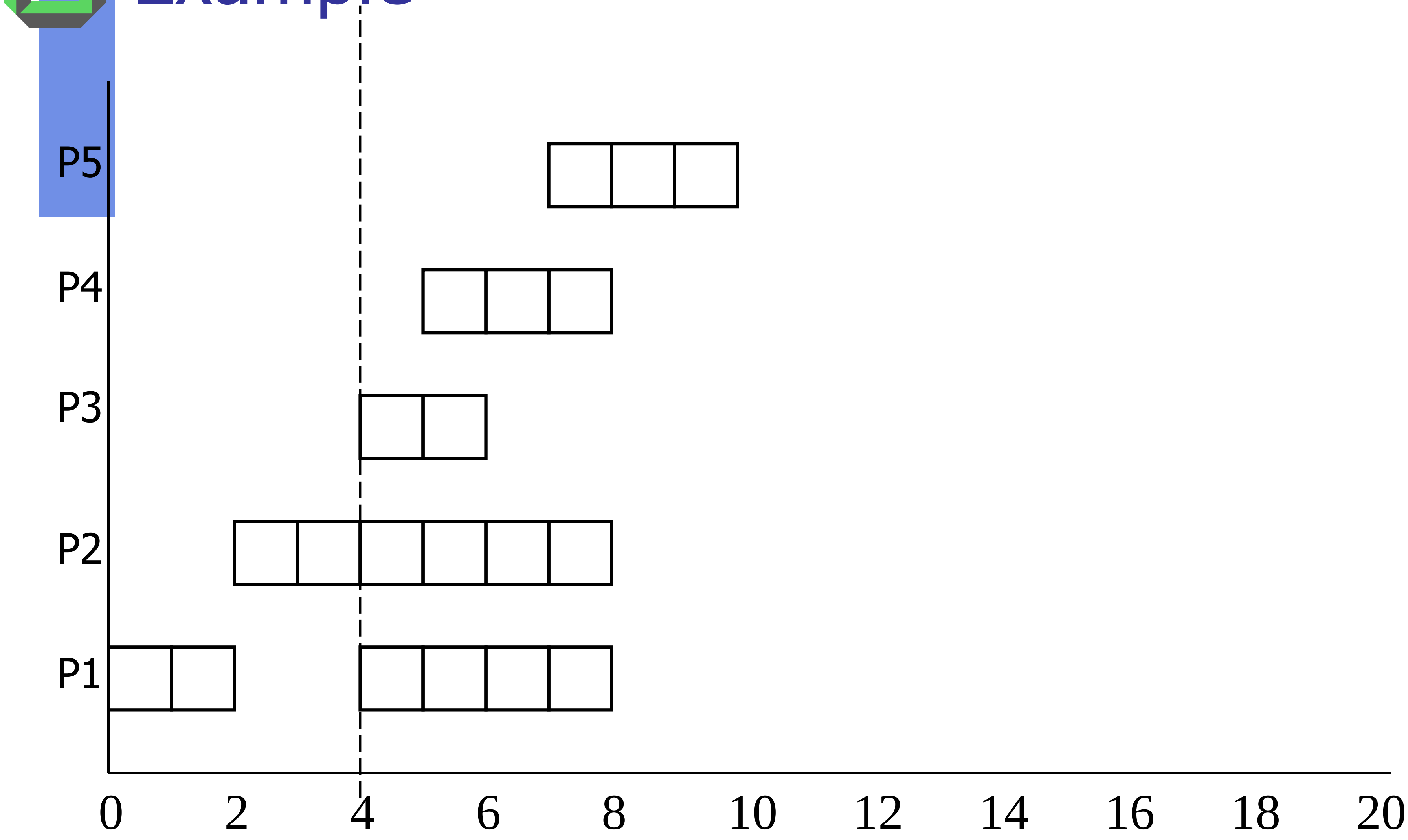

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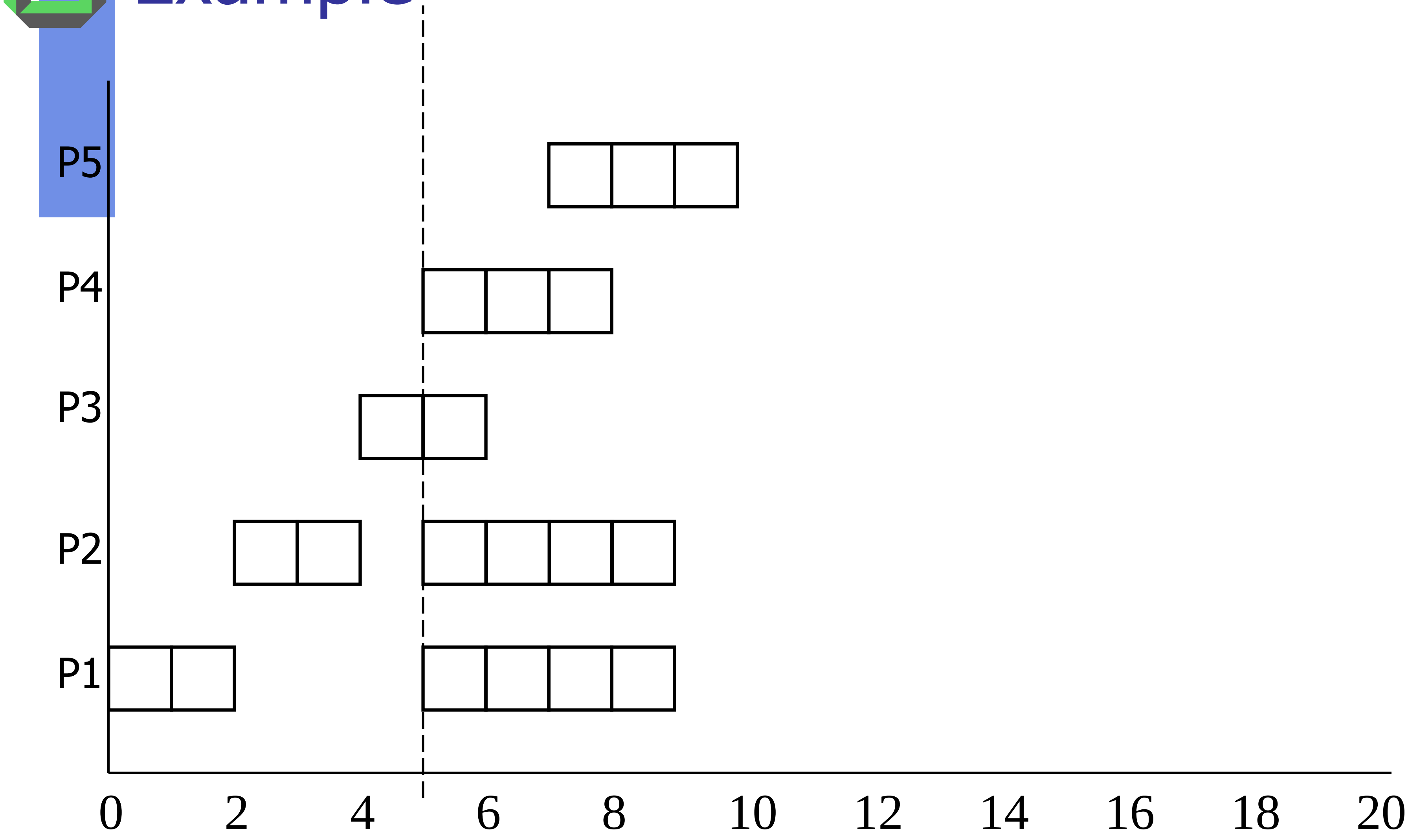

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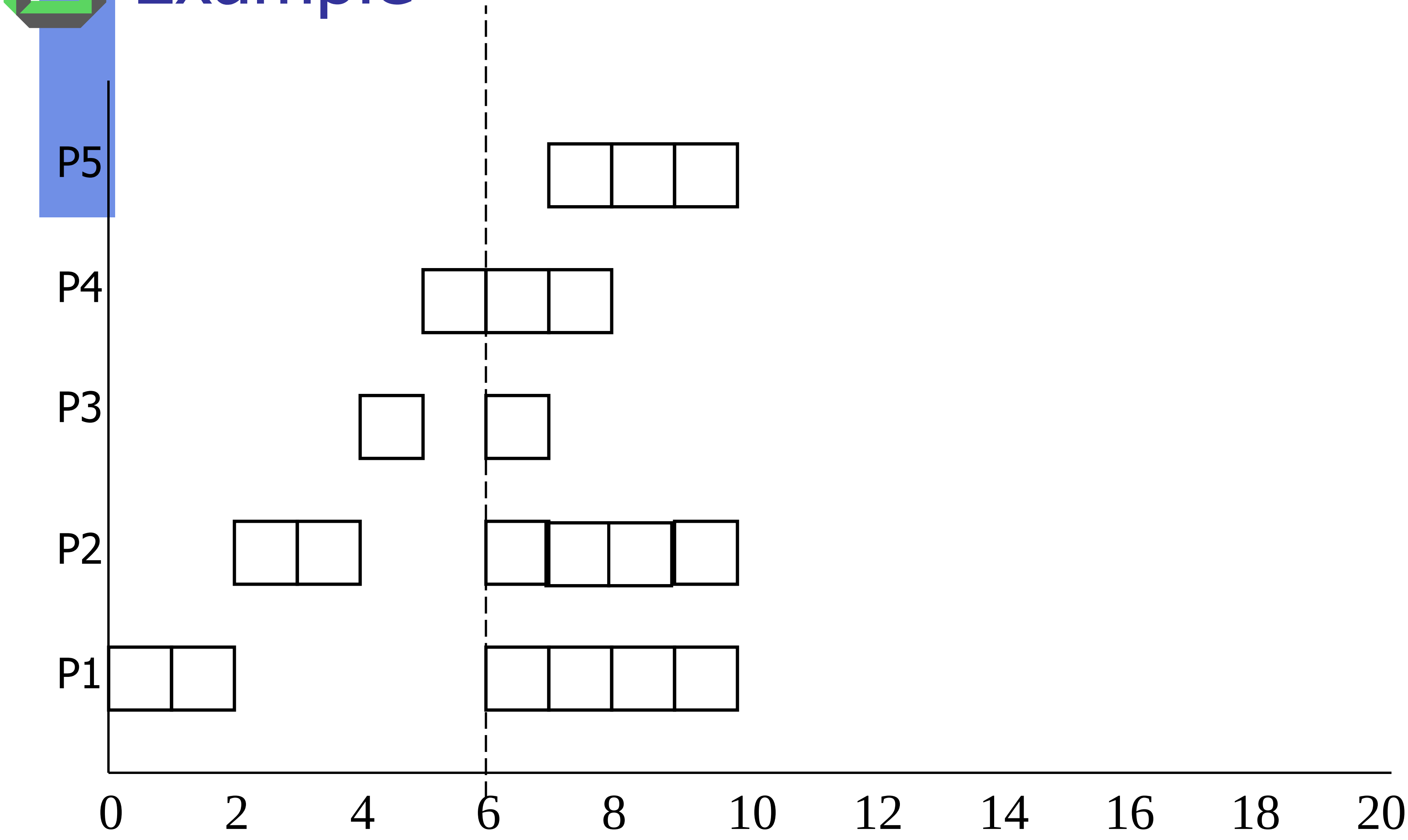

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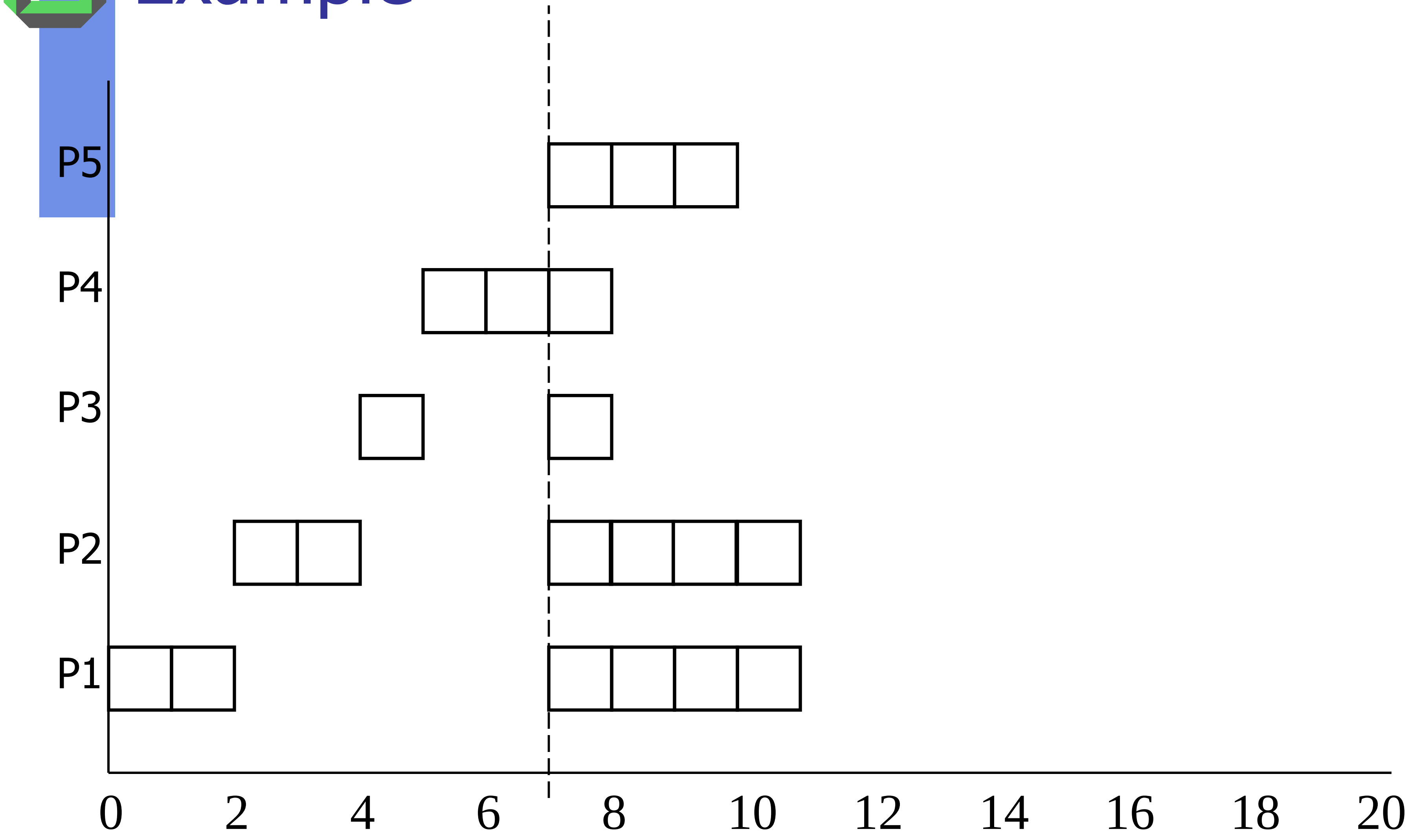

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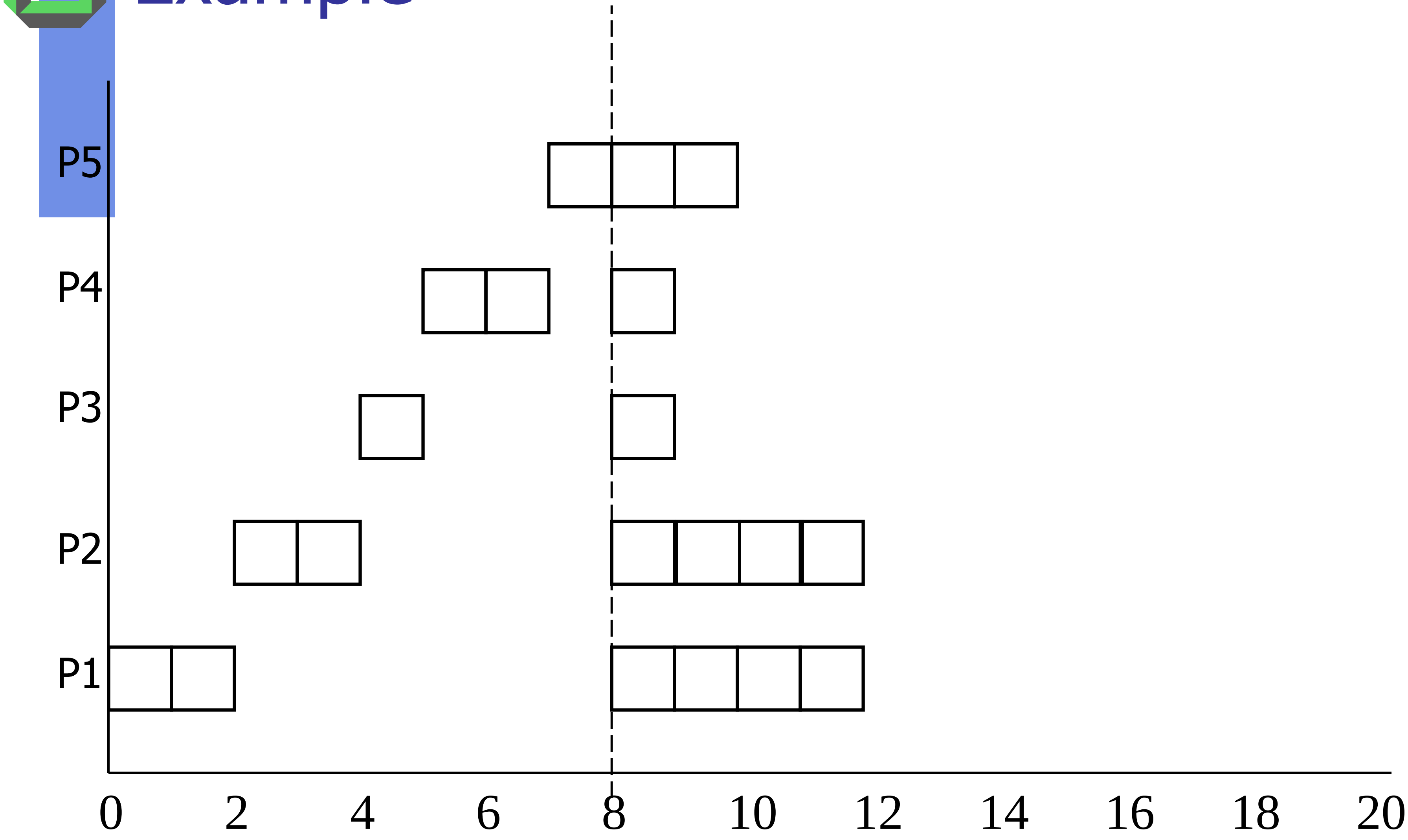

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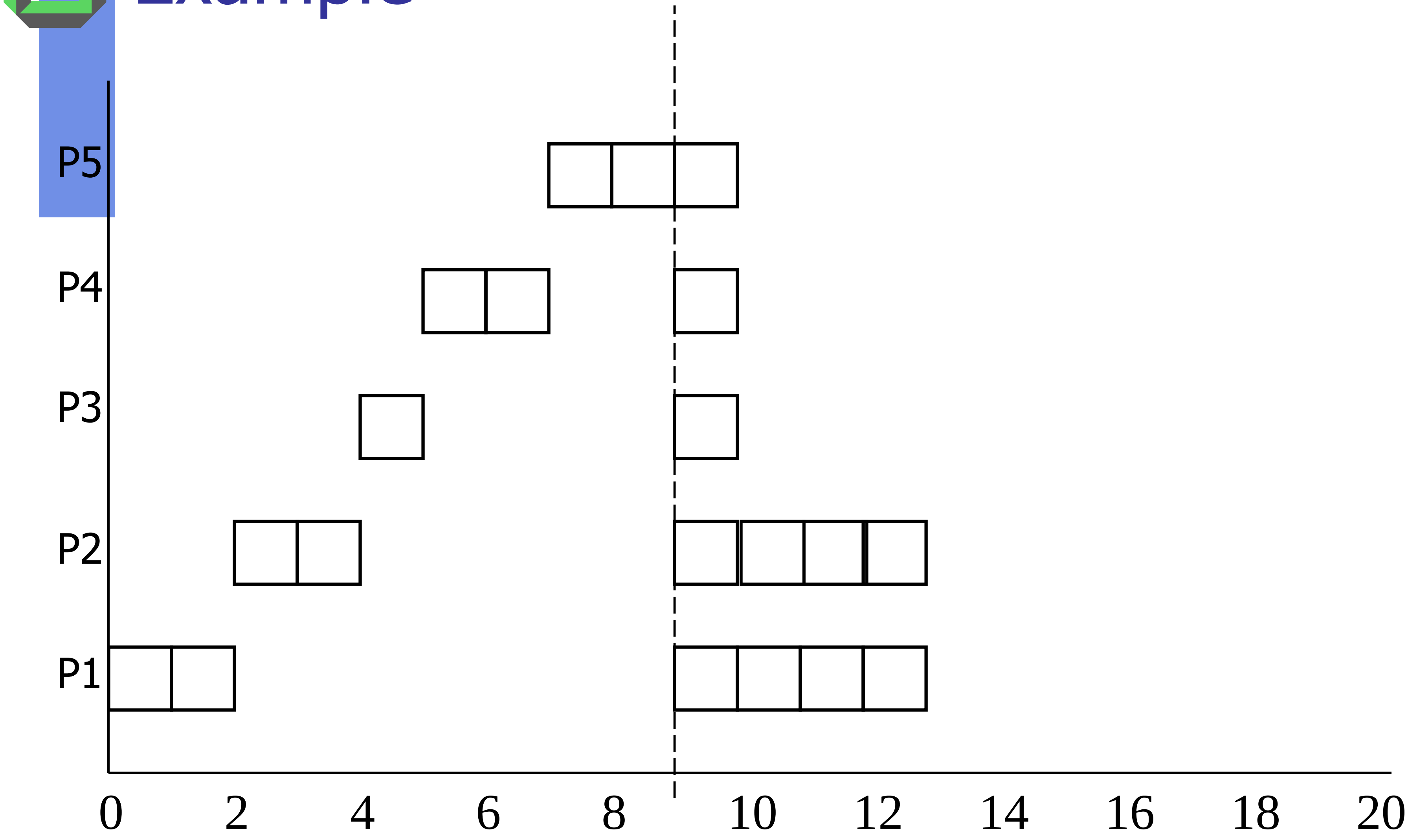

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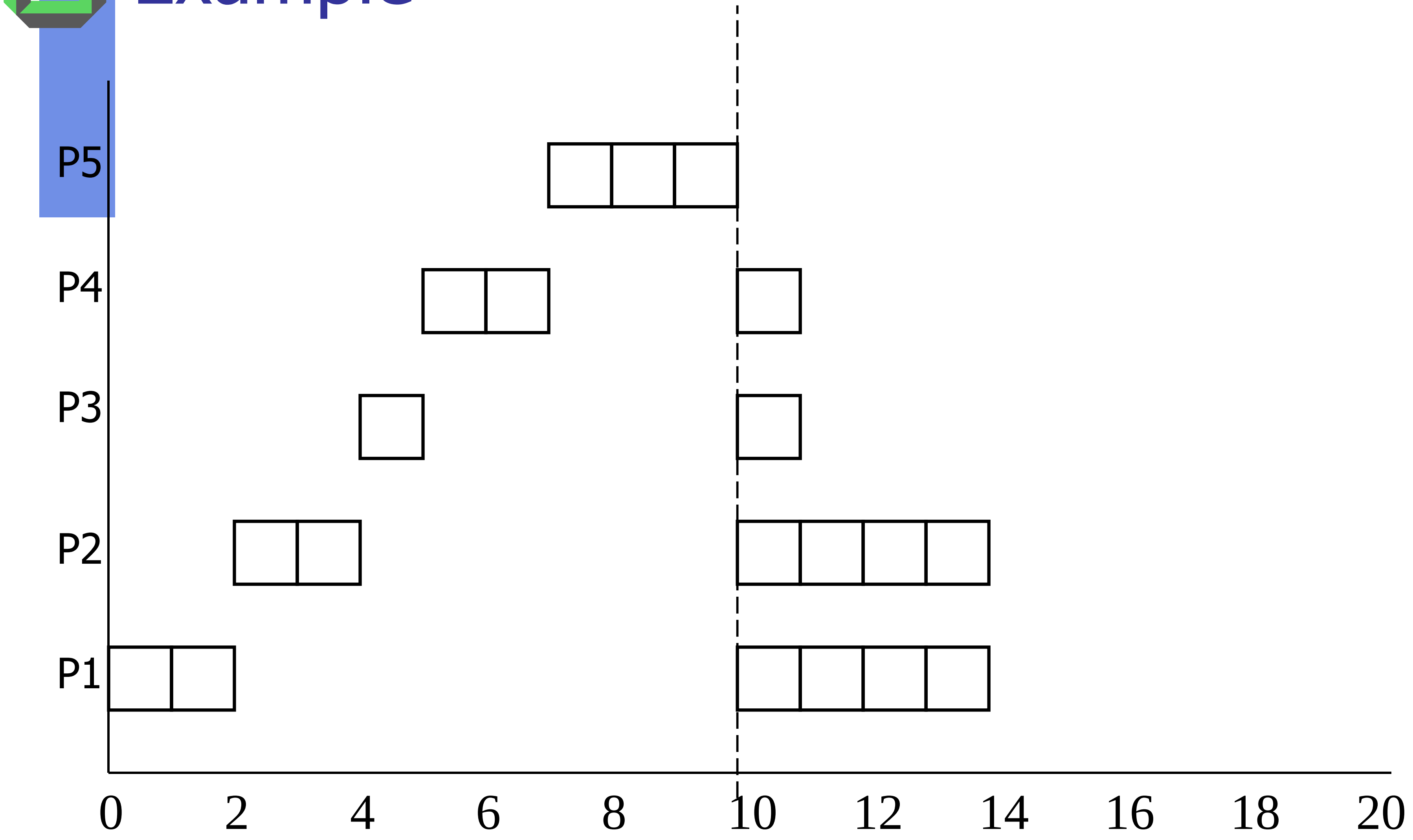

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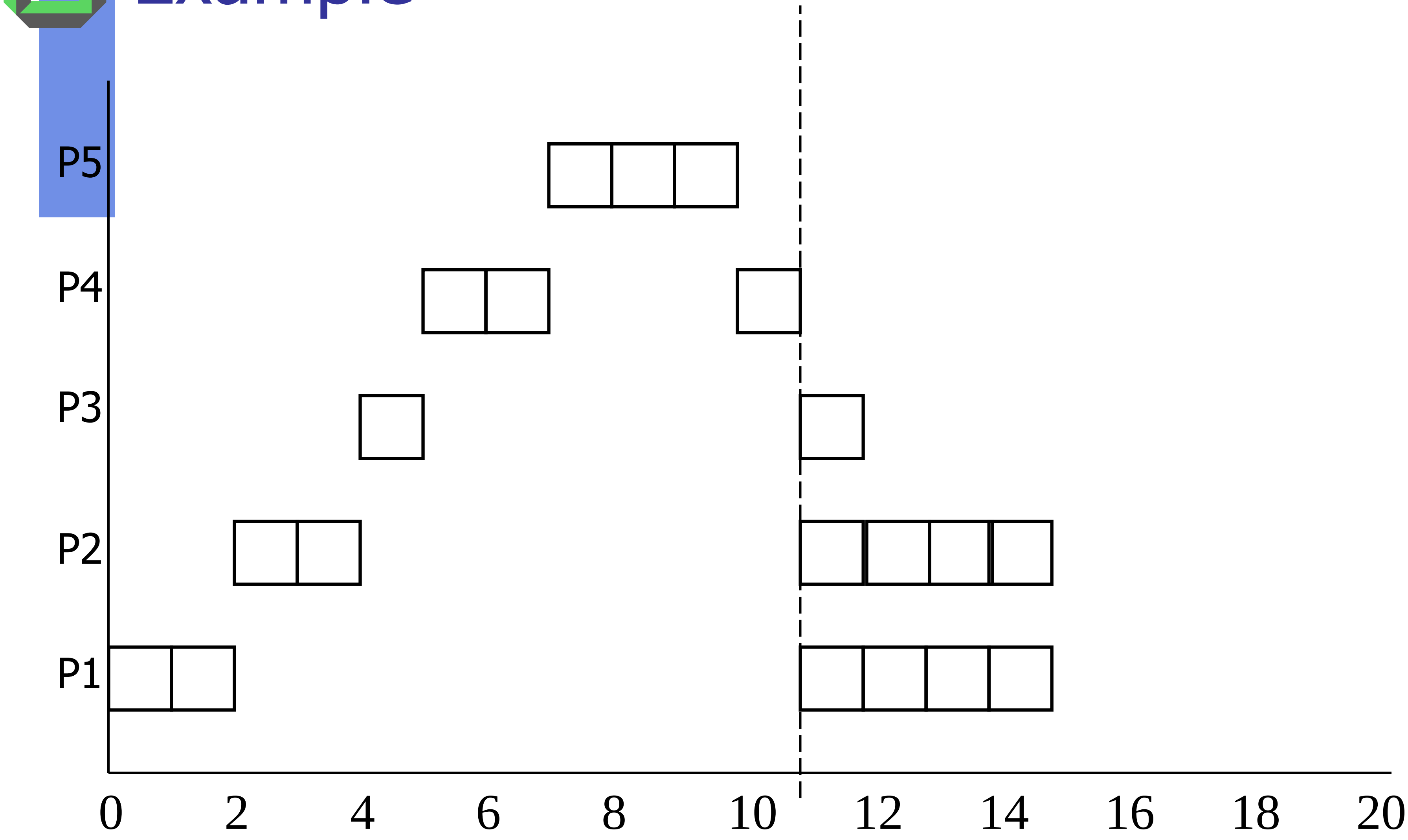

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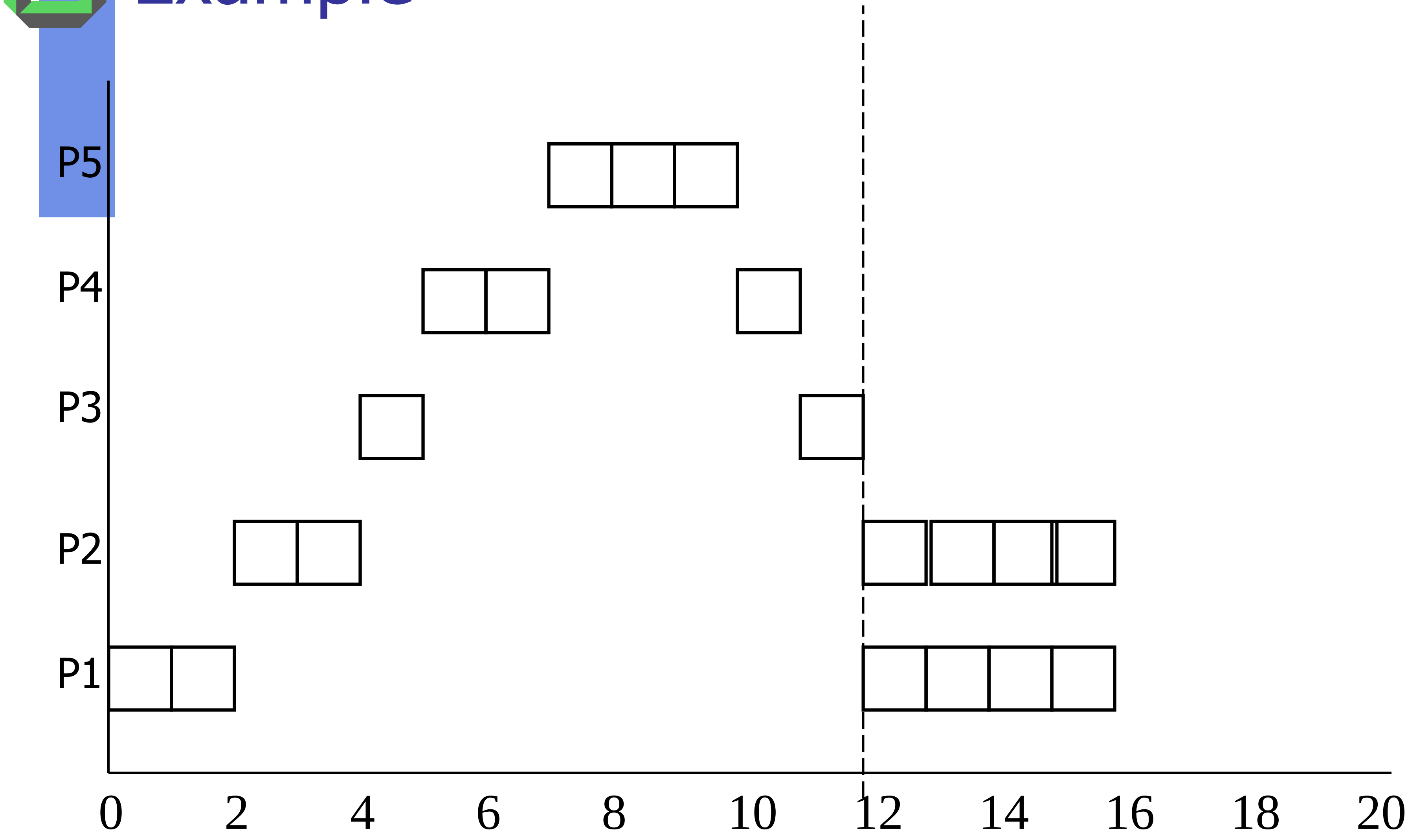

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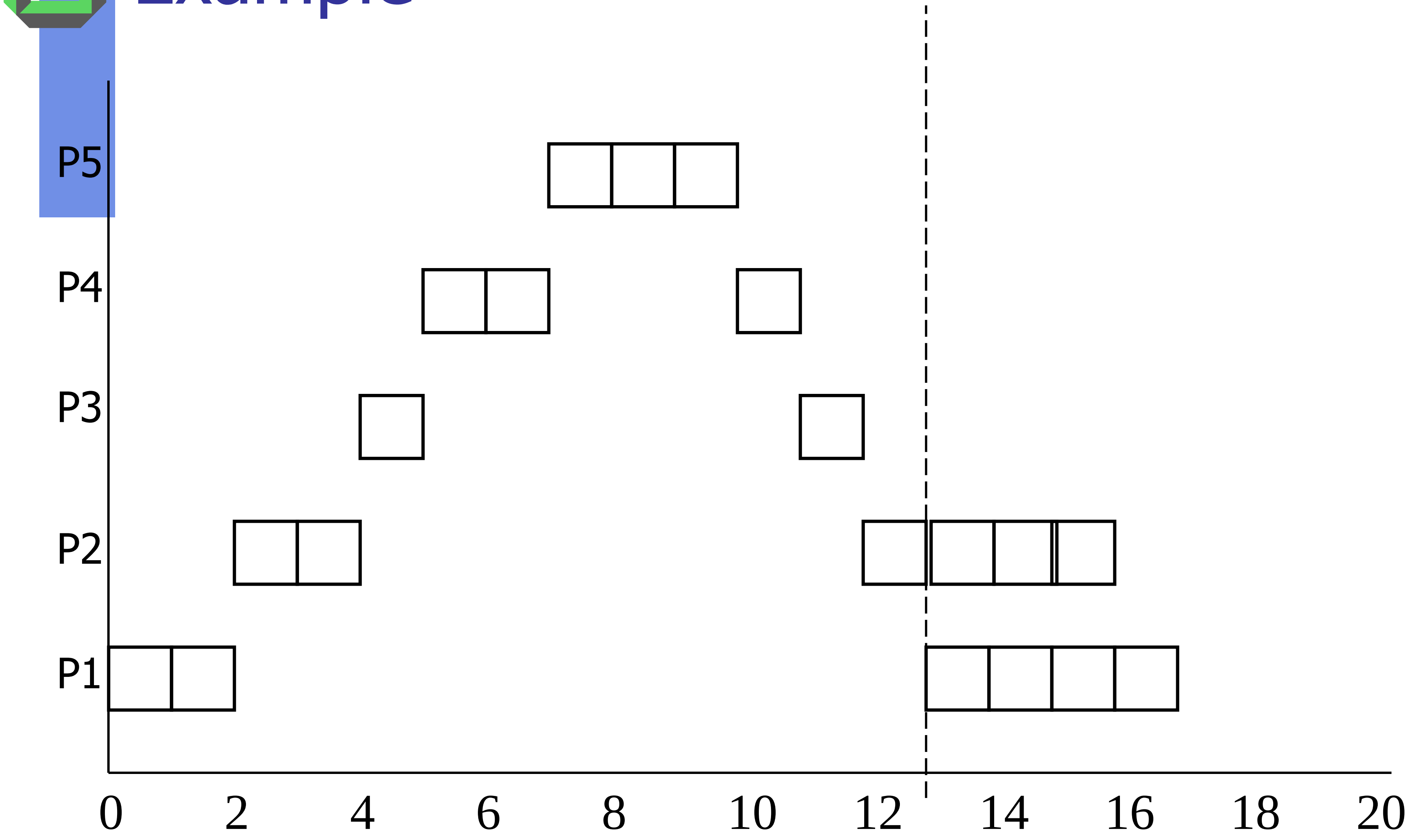

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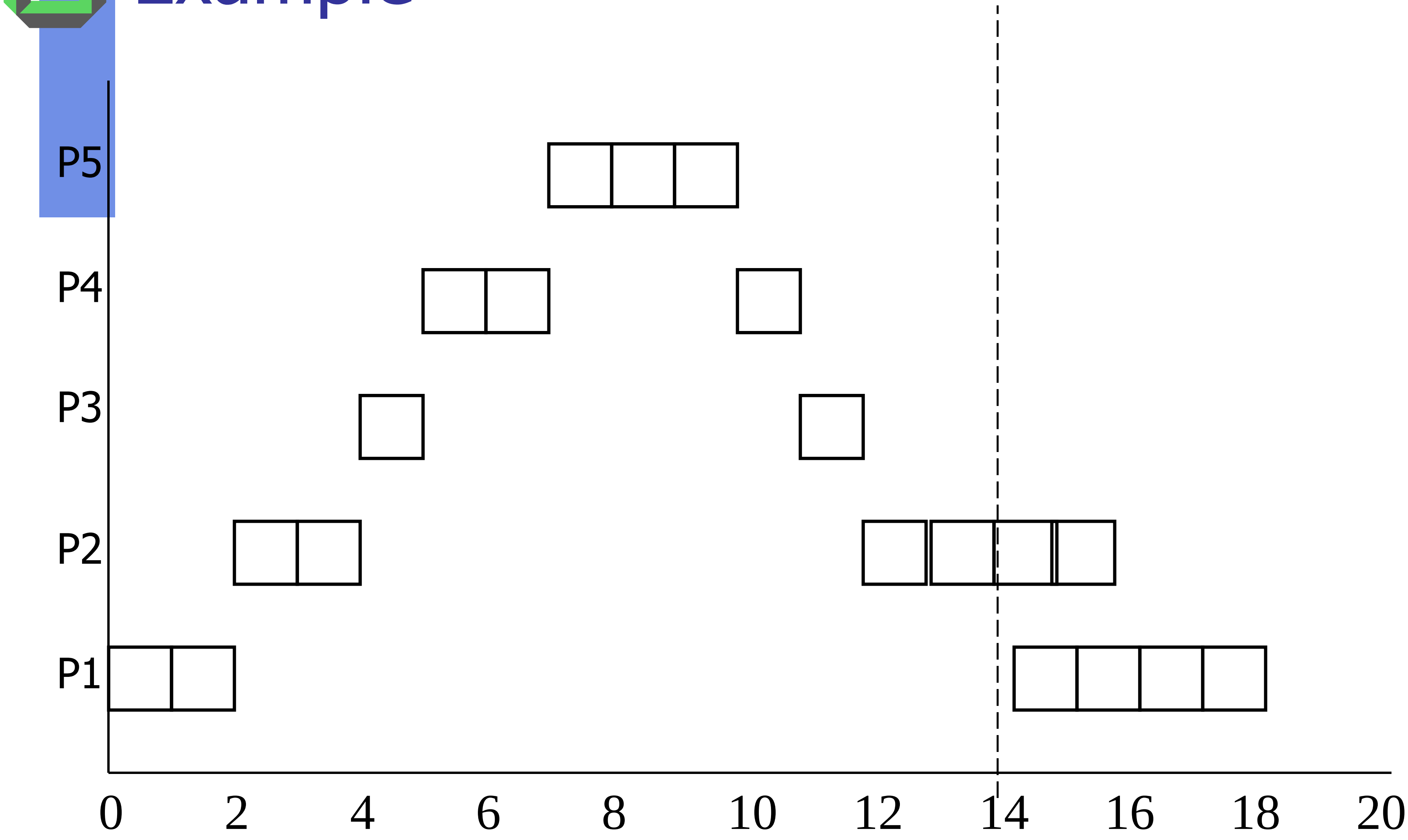

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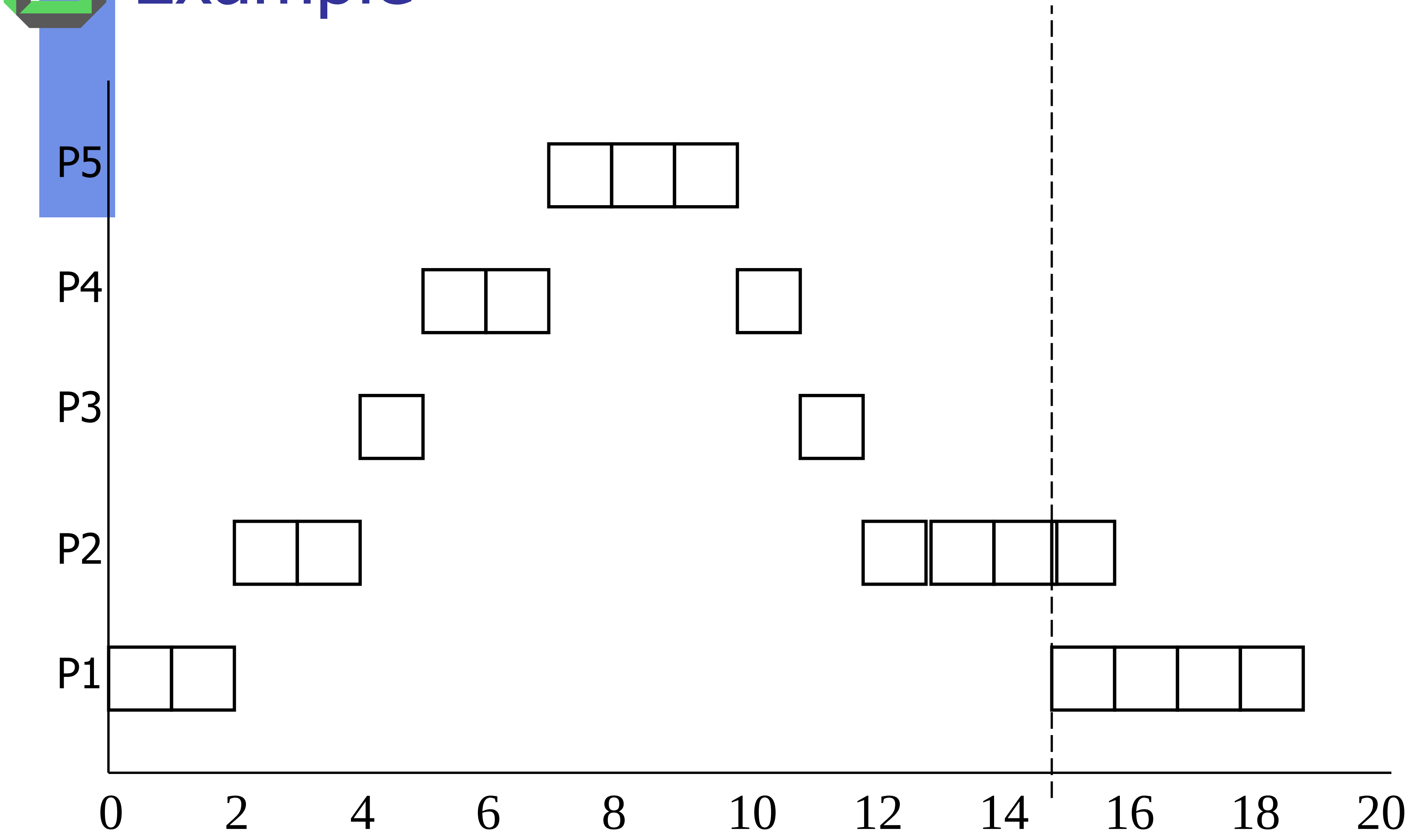

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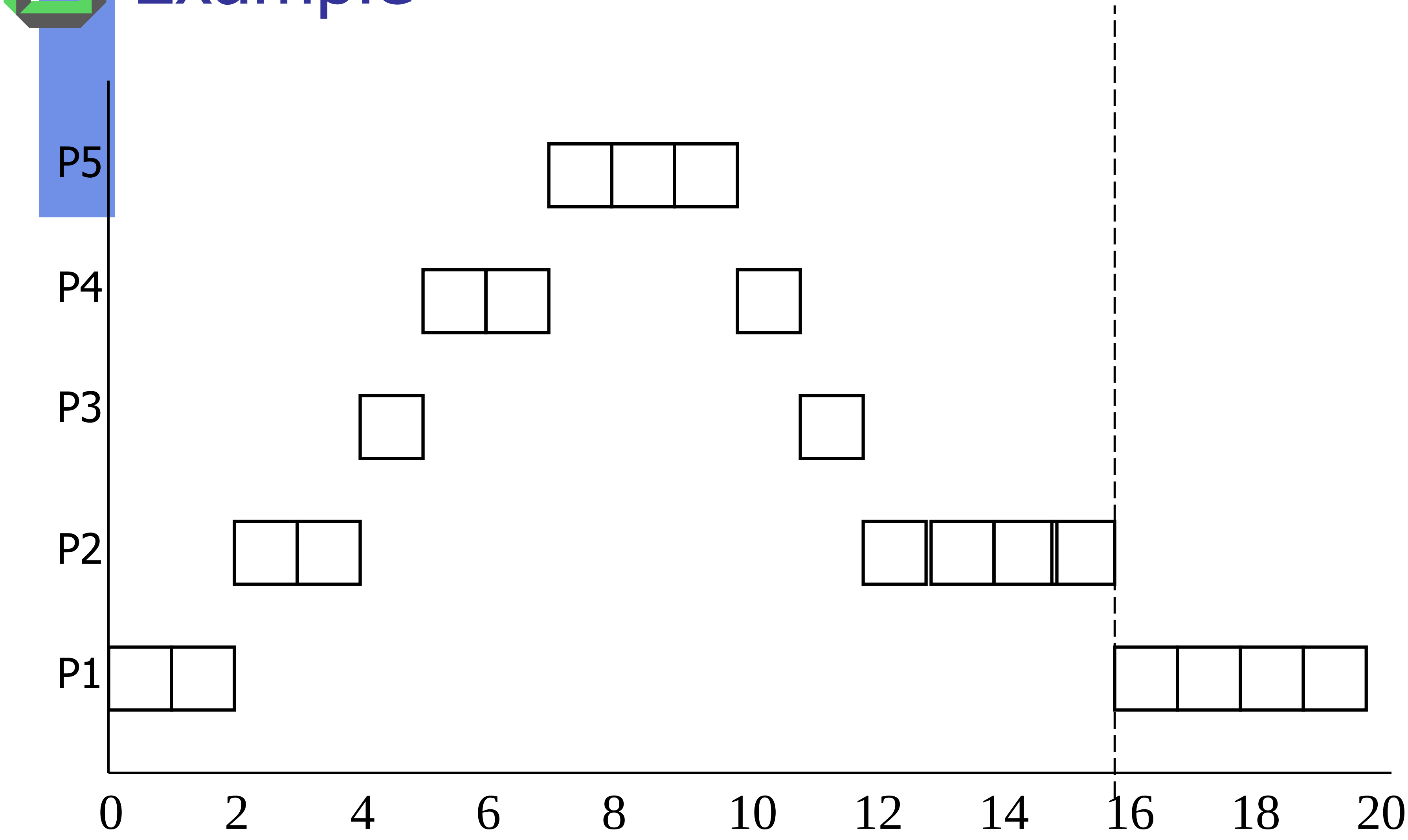

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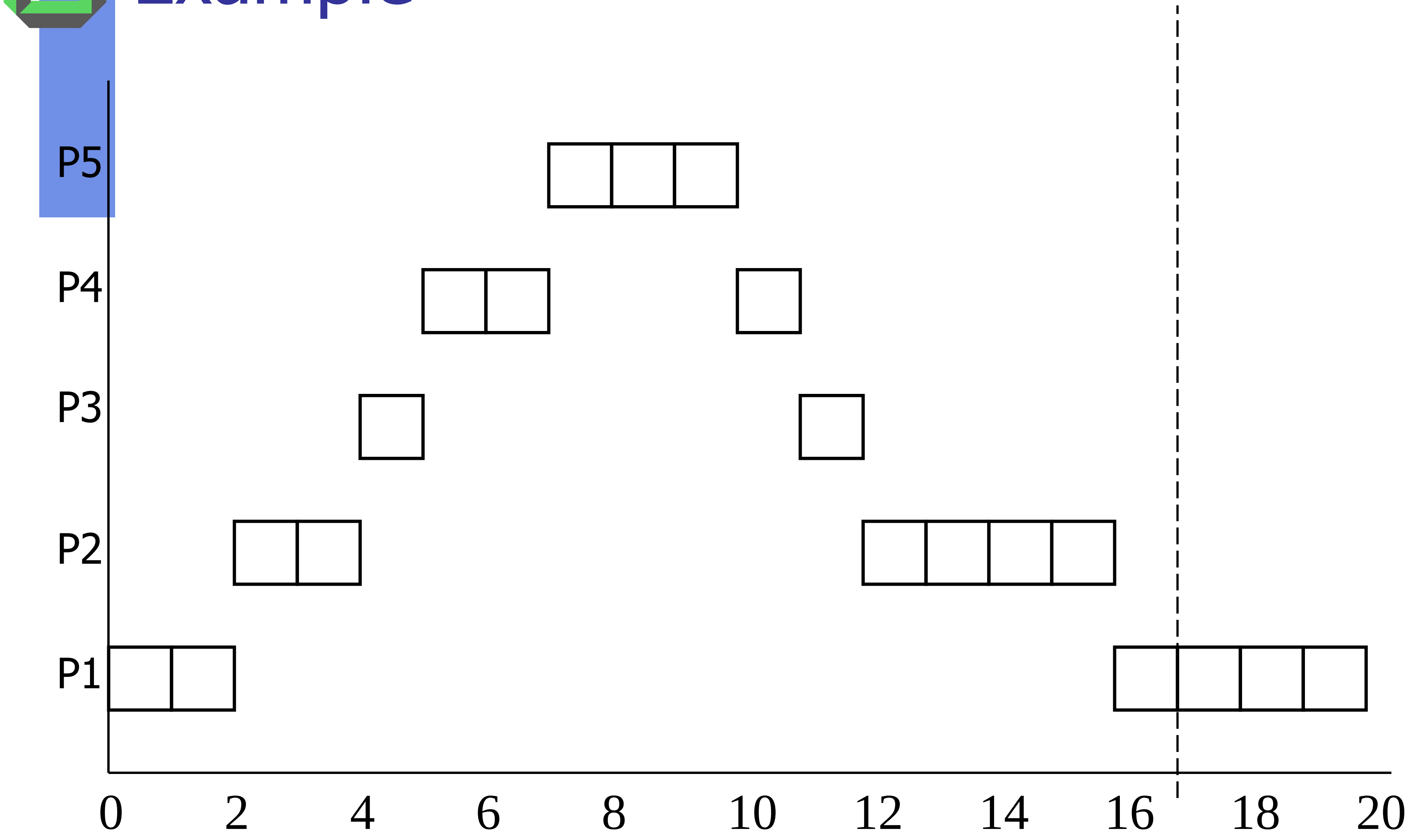

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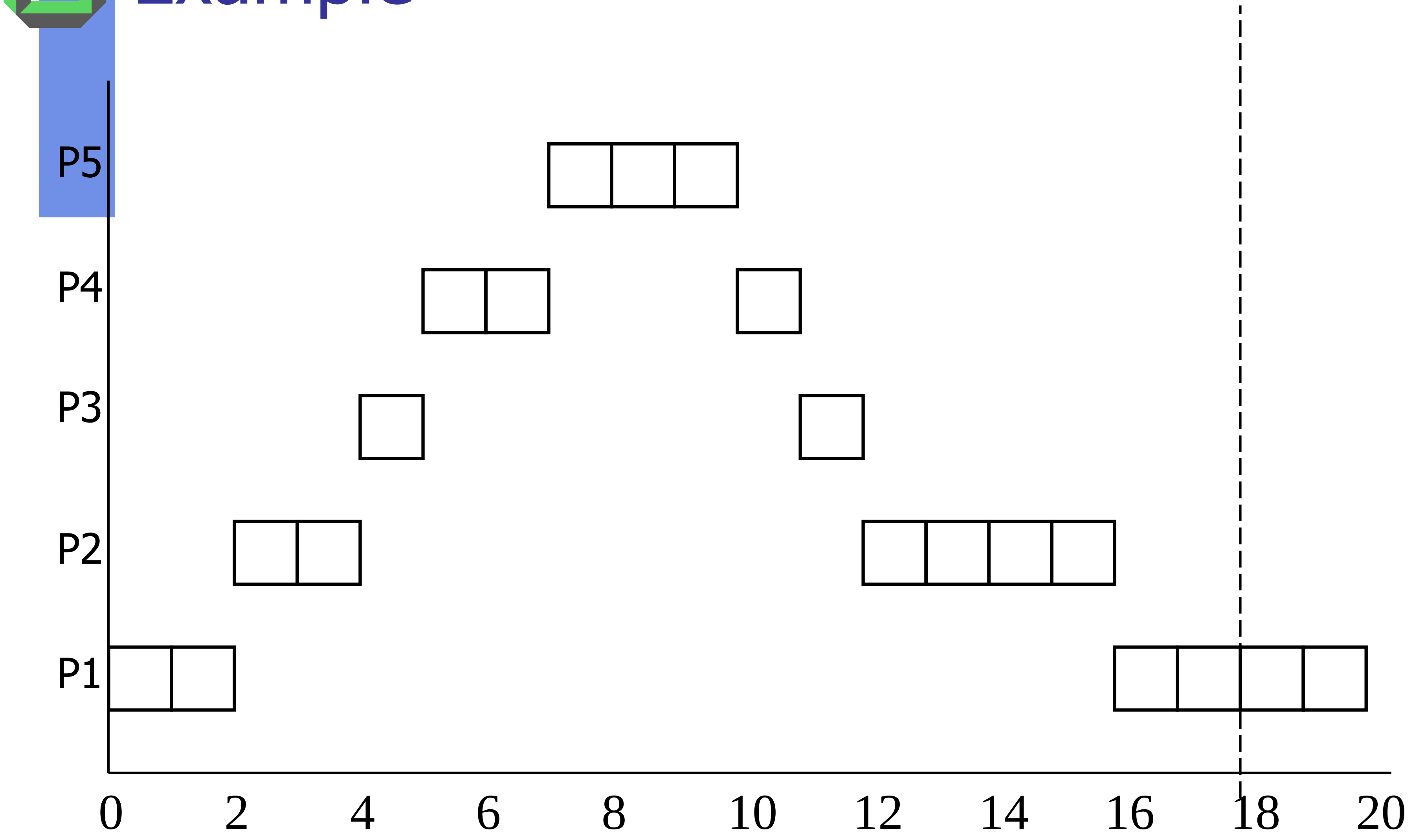

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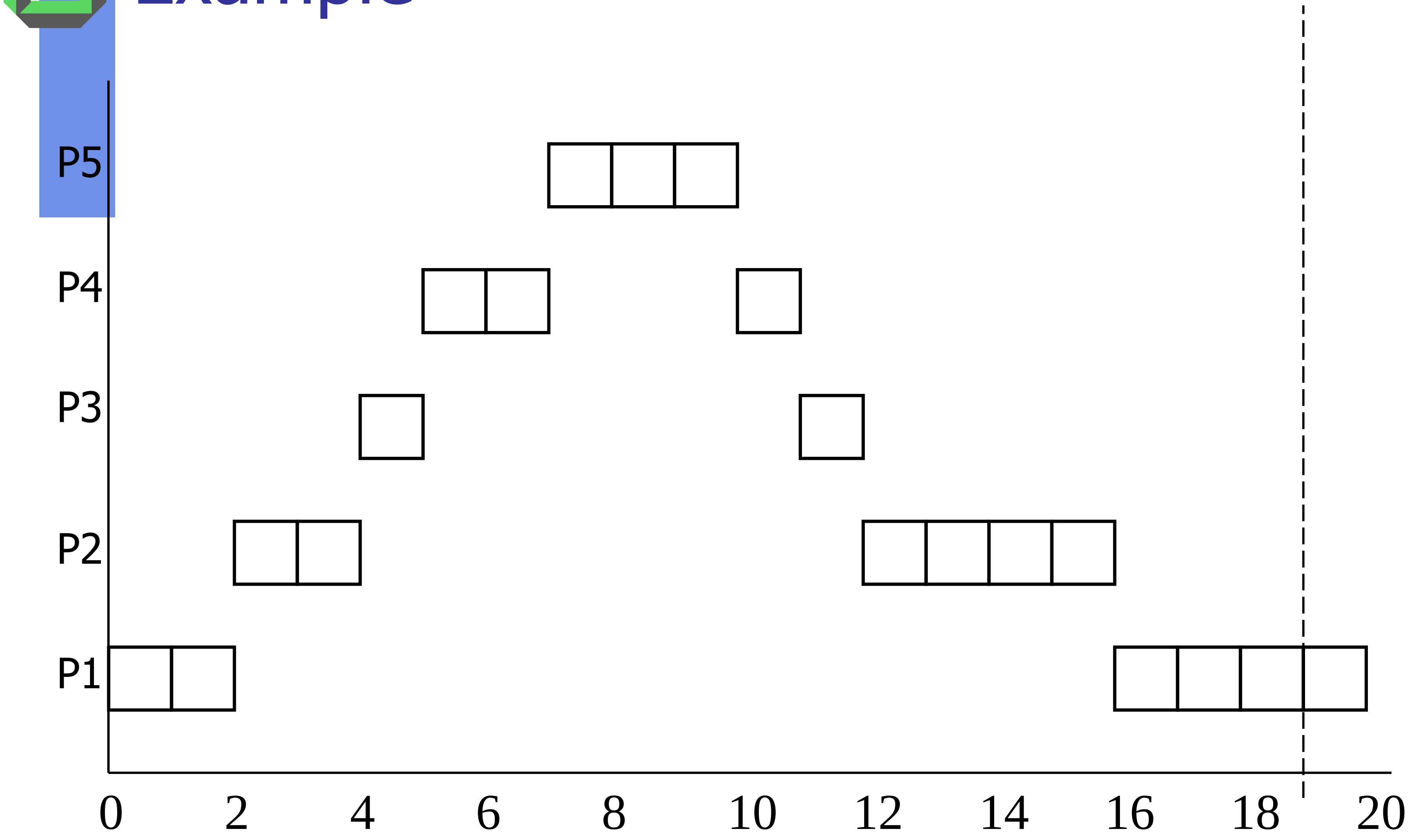

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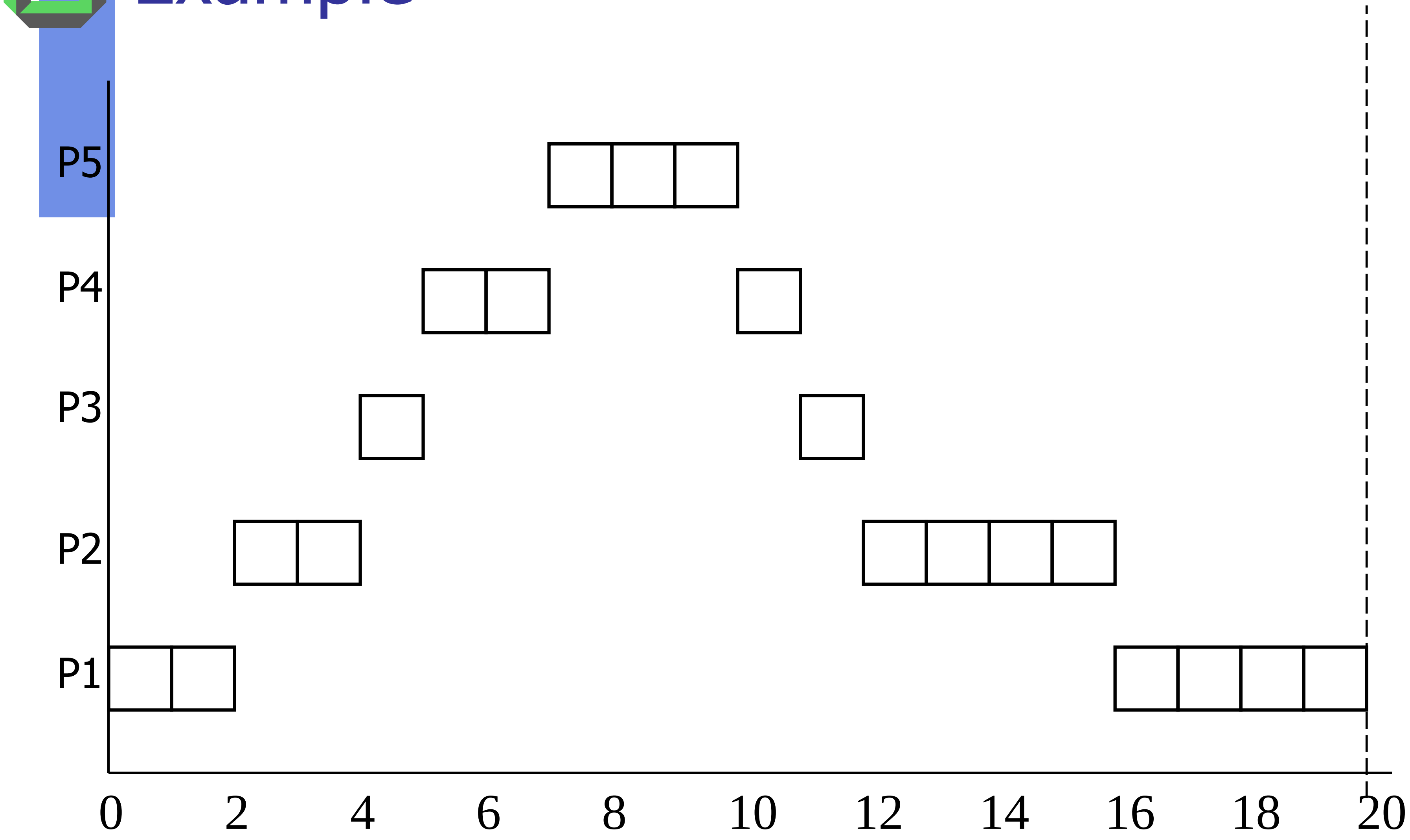
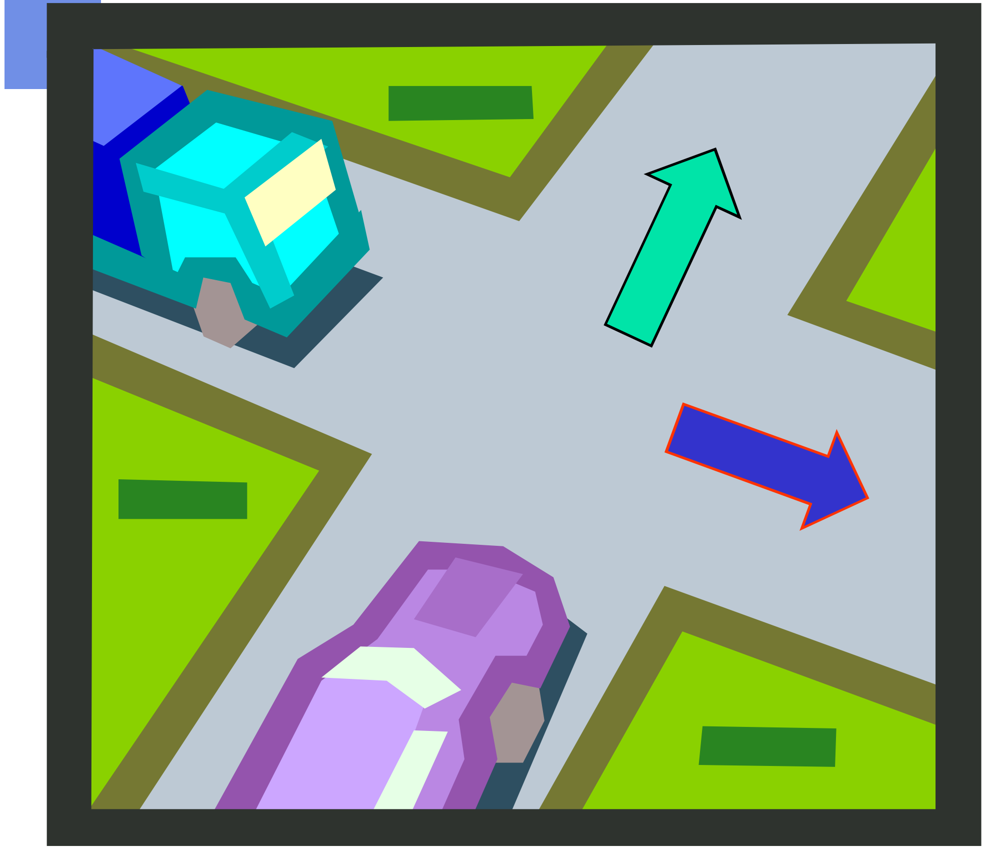


Reality is more complex

- Processes are not usually independent

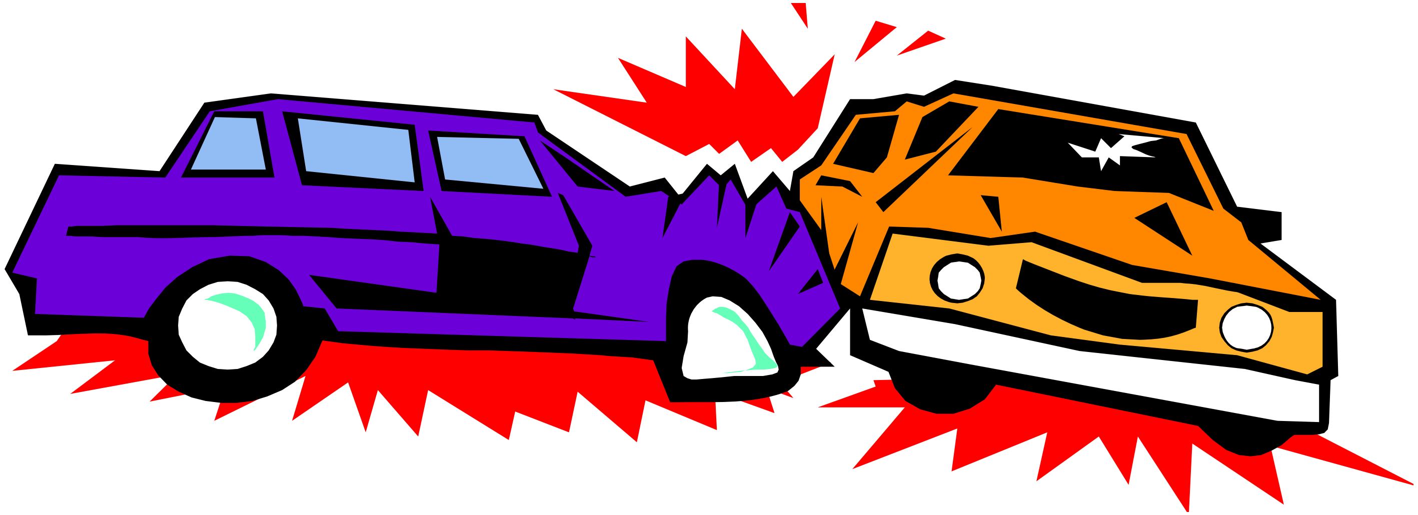
Real-Time Traffic Scheduling



- Two process streams
- A high priority & a low priority

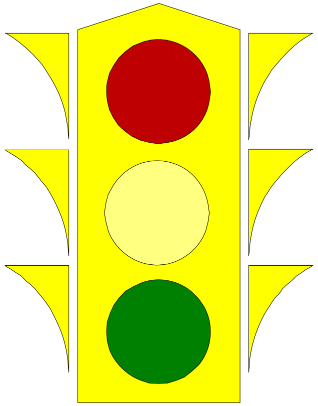
Problem

- Intersection is a *mutually exclusive resource*



Mutual Exclusion

- Can be solved by *resource access protocols*



Priorities and Resource Contention

Main Reference

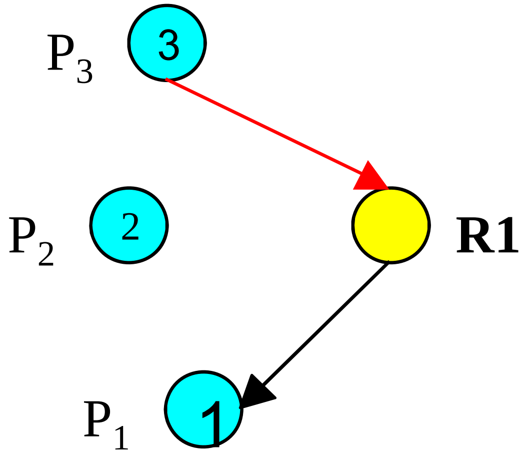
Pane W. S. Liu “Real-time Systems”, Chapter 8

Resources

- Processes require resources in order to execute. (e.g. locks, ports, memory, …)
- Resource characteristics
  - *Serially reusable,*
  - *Mutually exclusive*
- We ignore resources that
  - are infinitely available or exceed demand,
  - or can be pre-allocated.

Resource Contention Problem

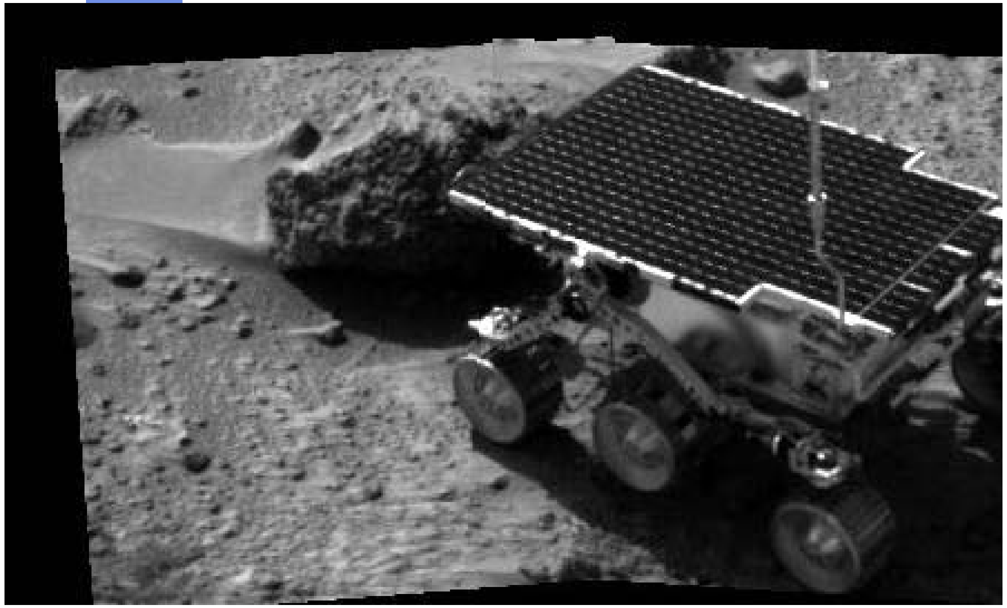
- Priority inversion.
  - We need to, at least, bound the length of priority inversion.
  - Preferably minimize the length of priority inversion.



Famous example of priority inversion:

Mars Pathfinder 1997

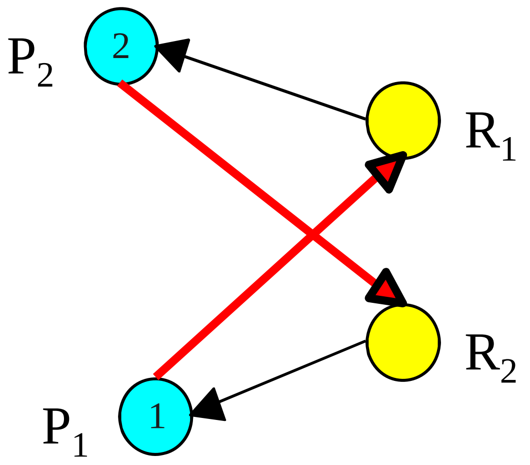
Marth Pathfinder



Mars Path Finder and the famous Mars Rock YOGI

Resource Contention Problems

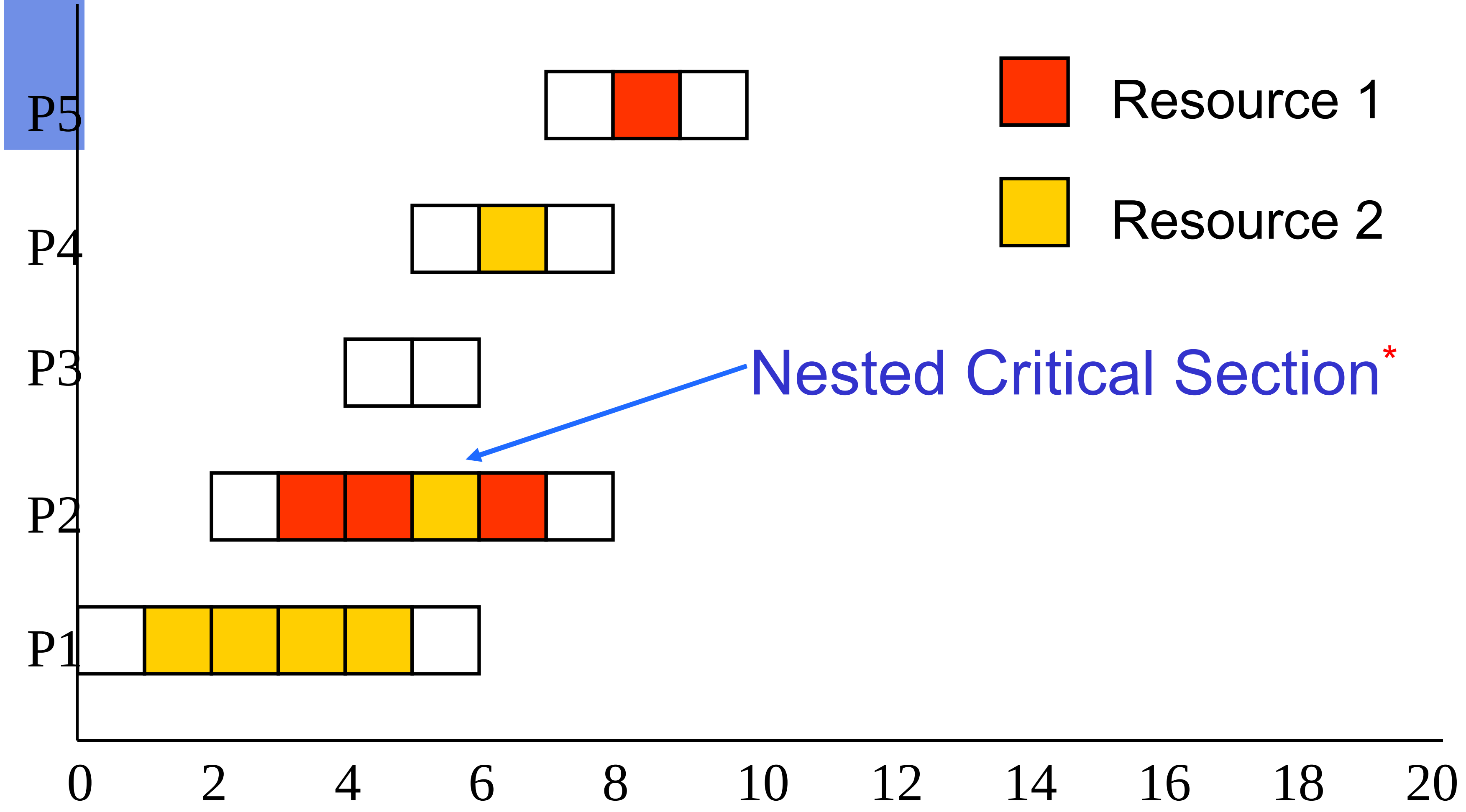
- Timing anomaly
- Deadlock



Major Assumption

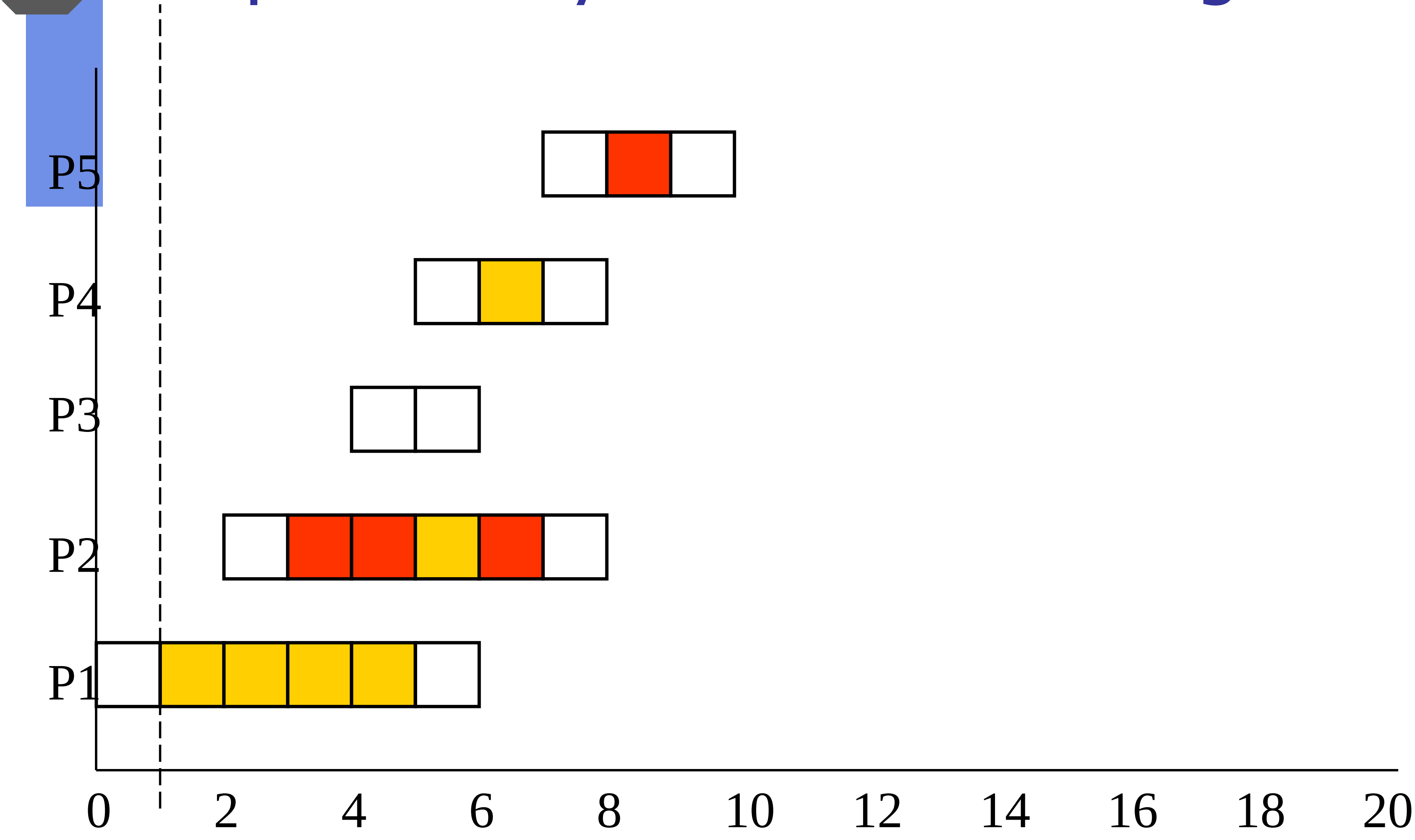
- Single processor system

Our Example + 2 Resources



*P2 first needs R1 and then later *additionally* R2

Simple Priority Driven Scheduling



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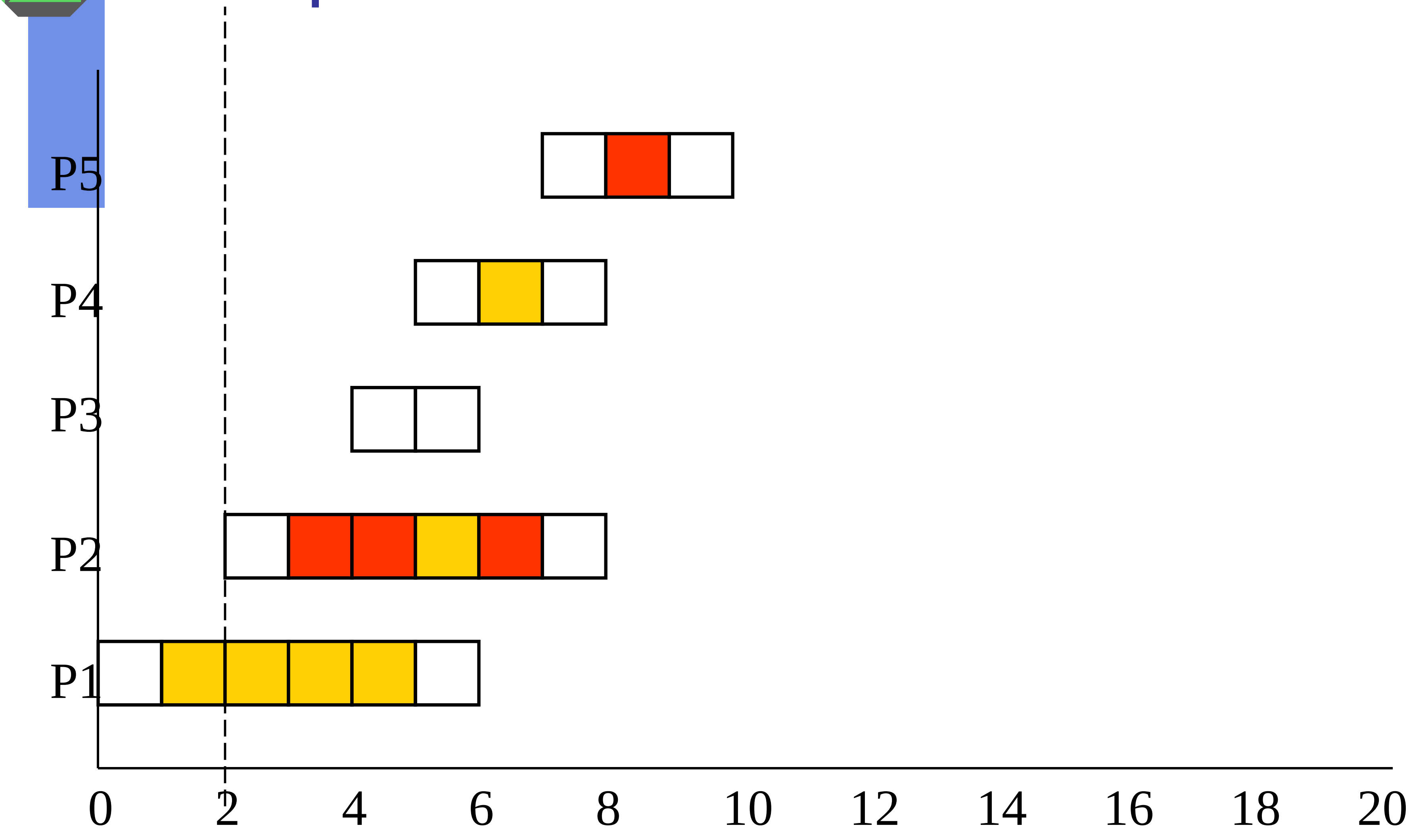

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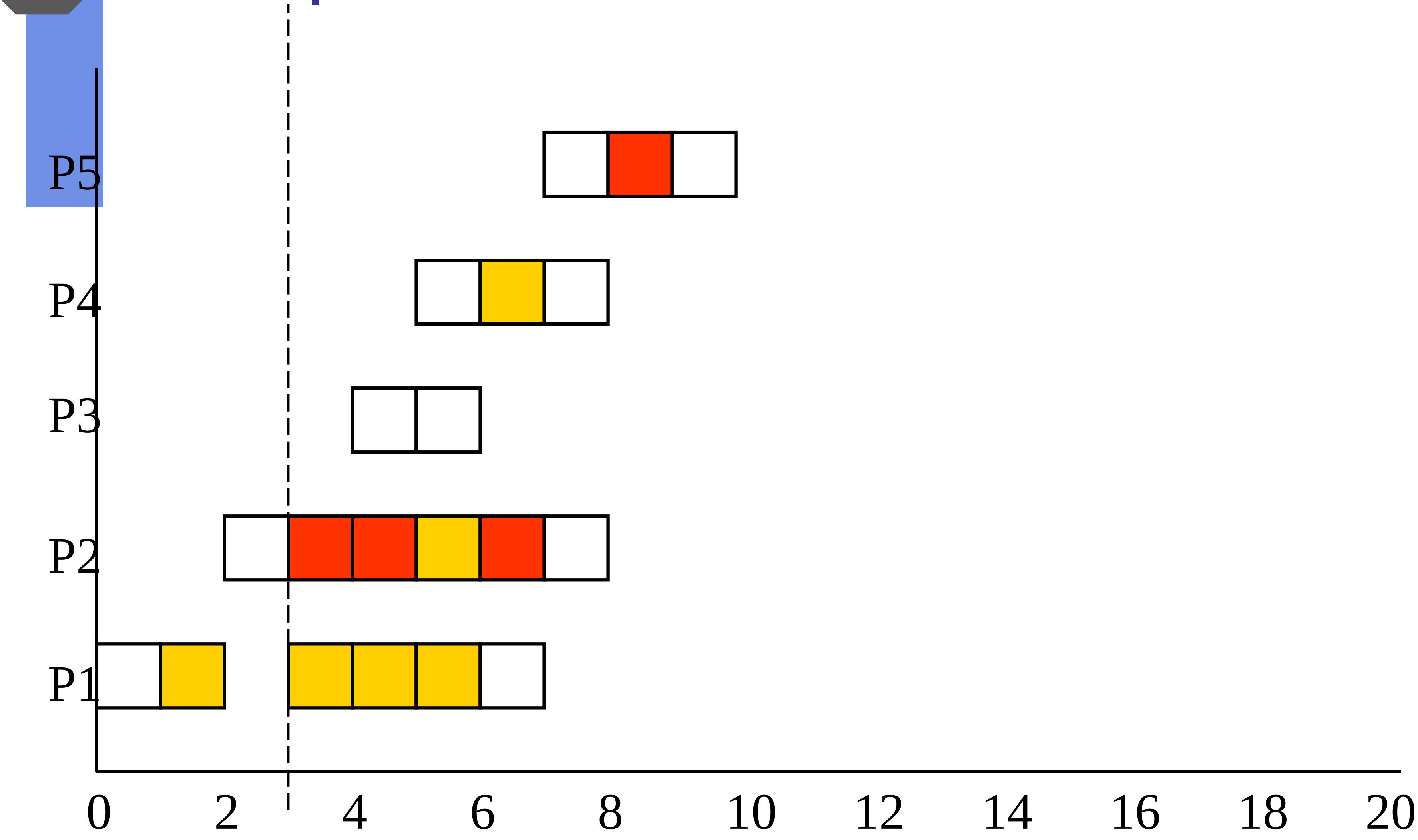

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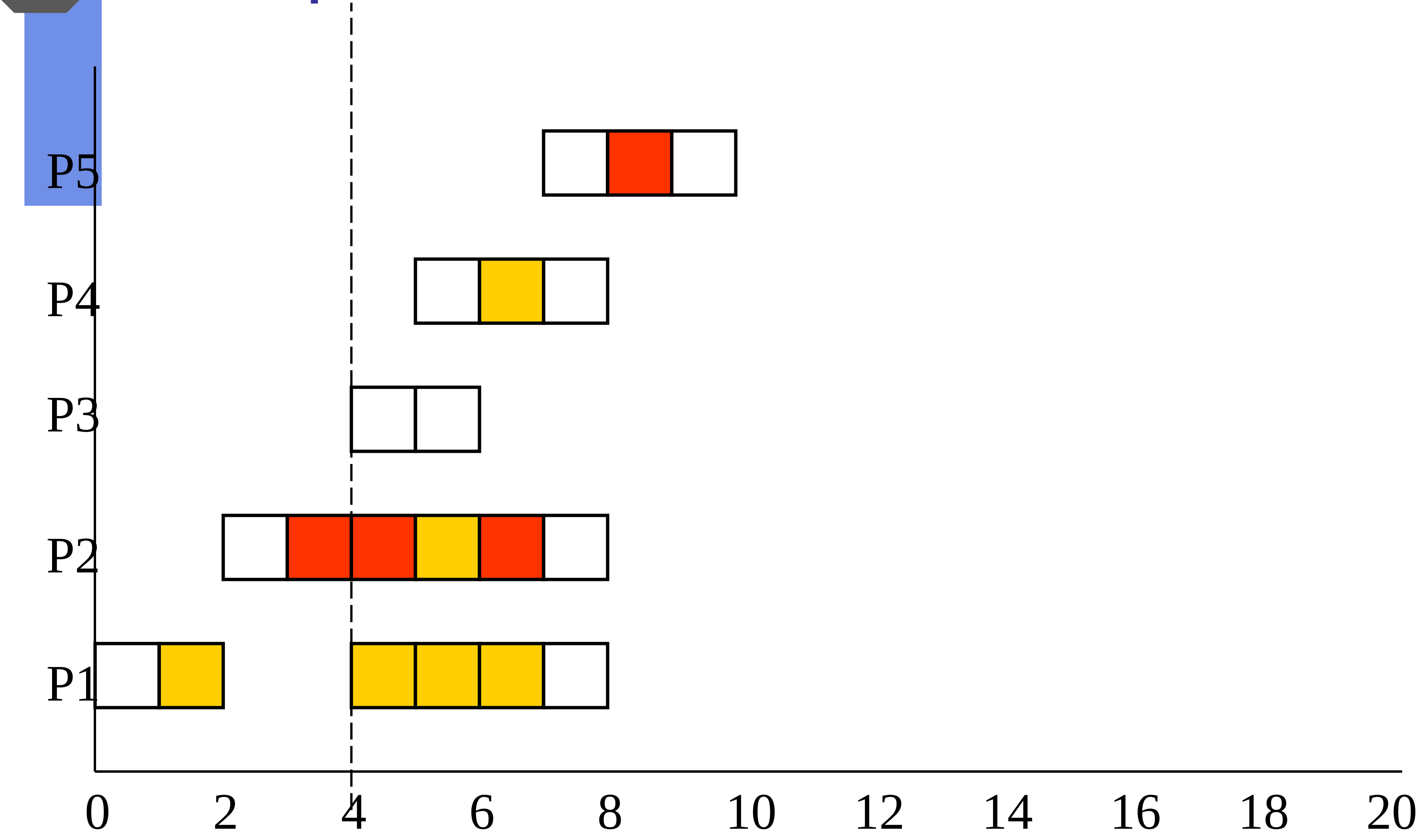

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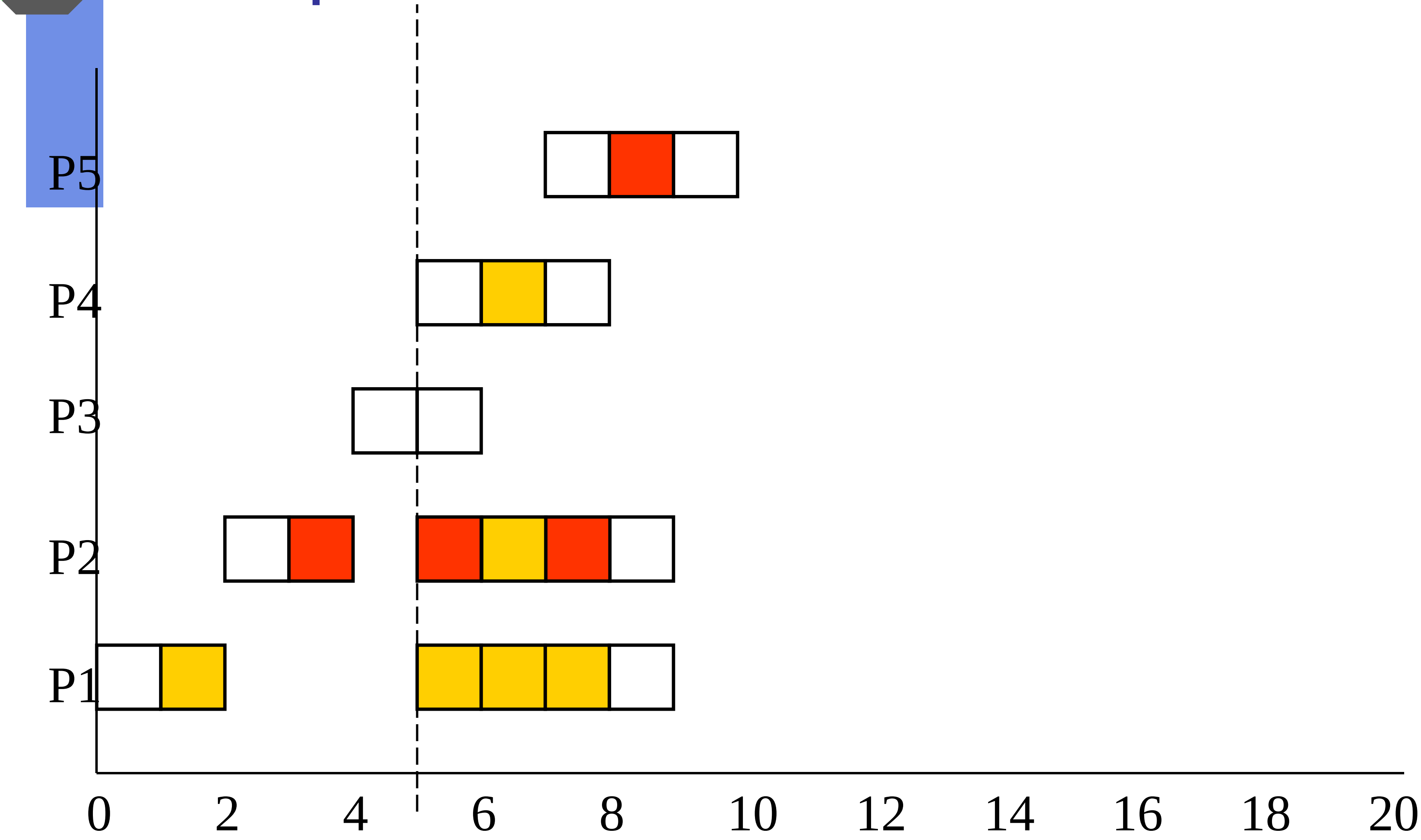

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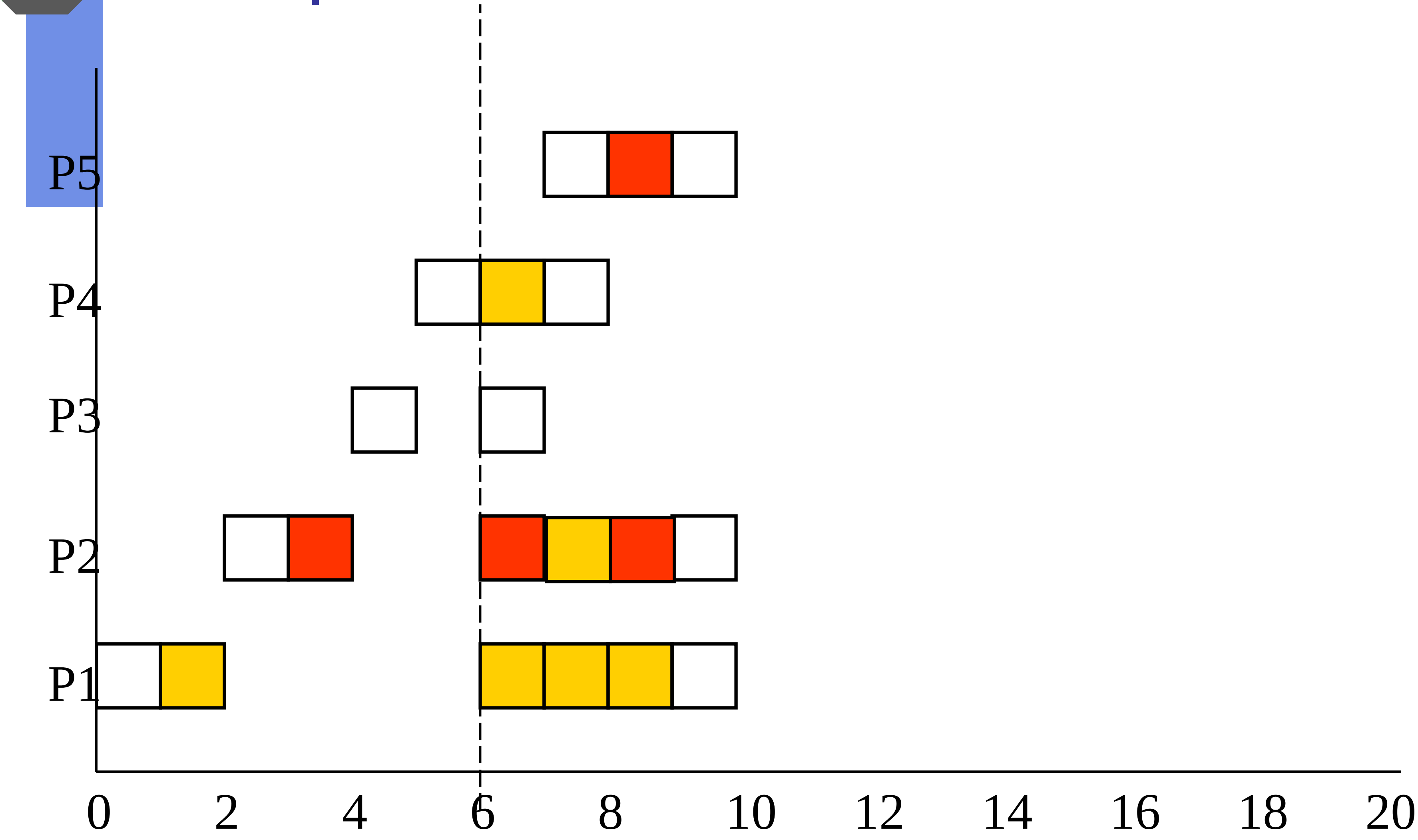

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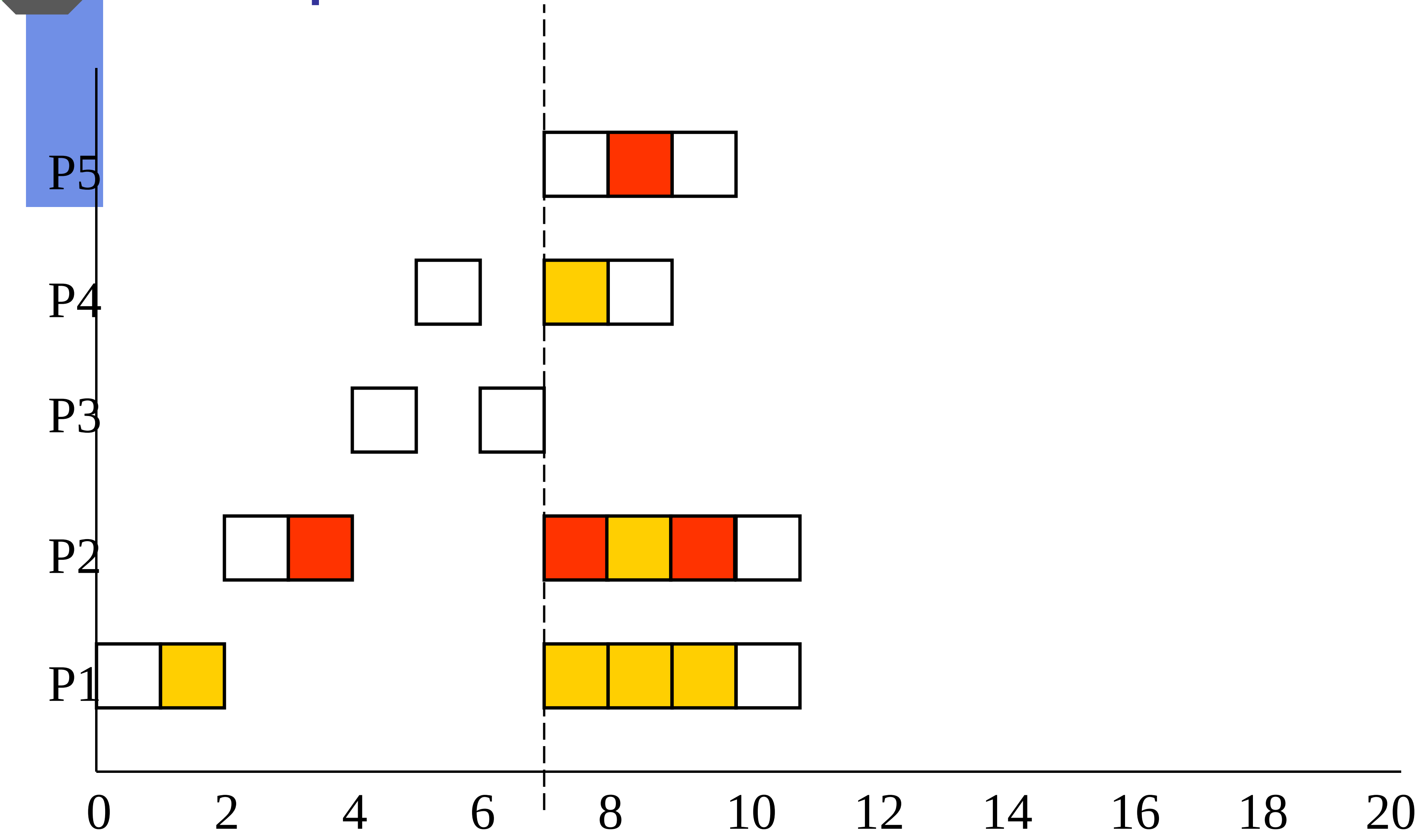

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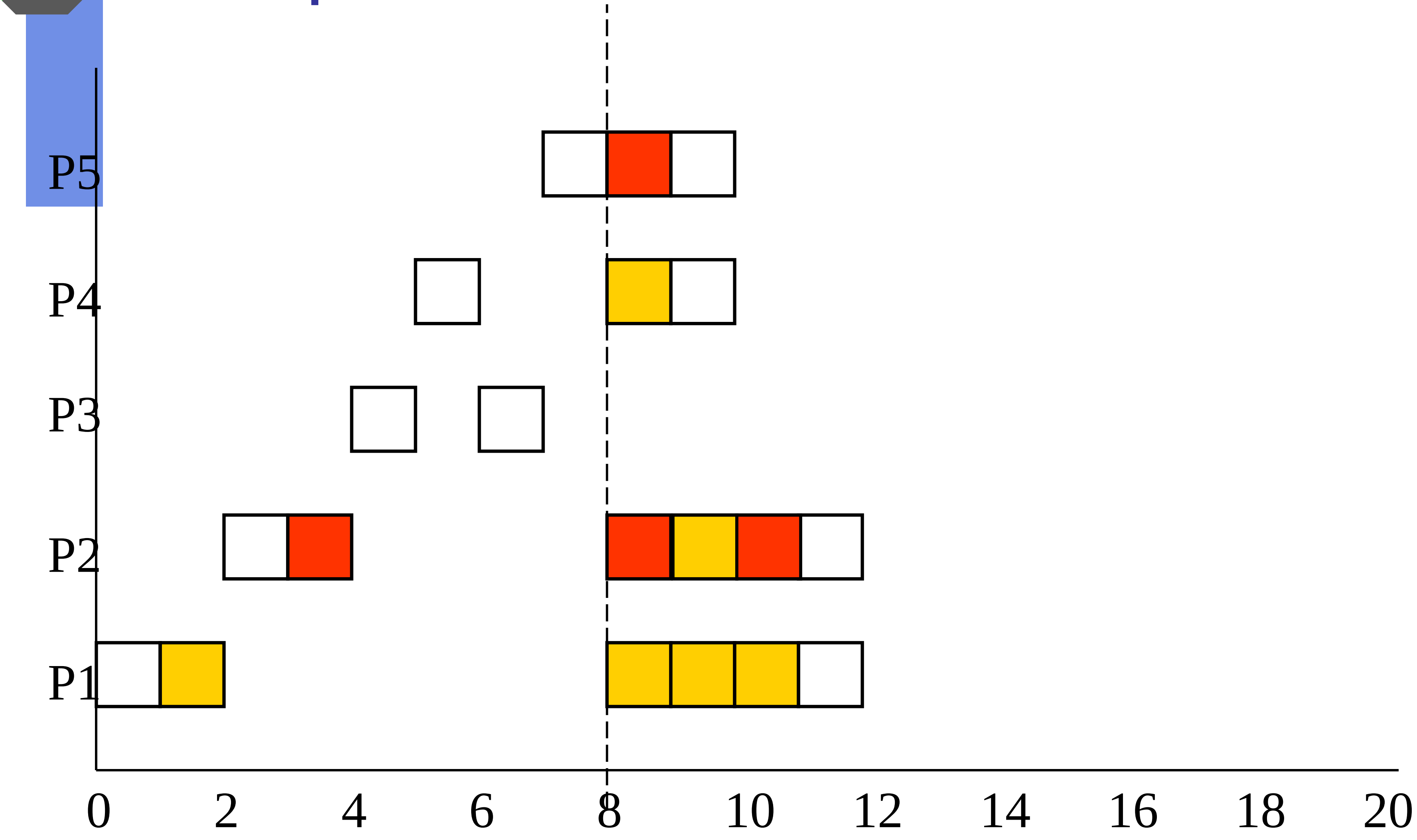

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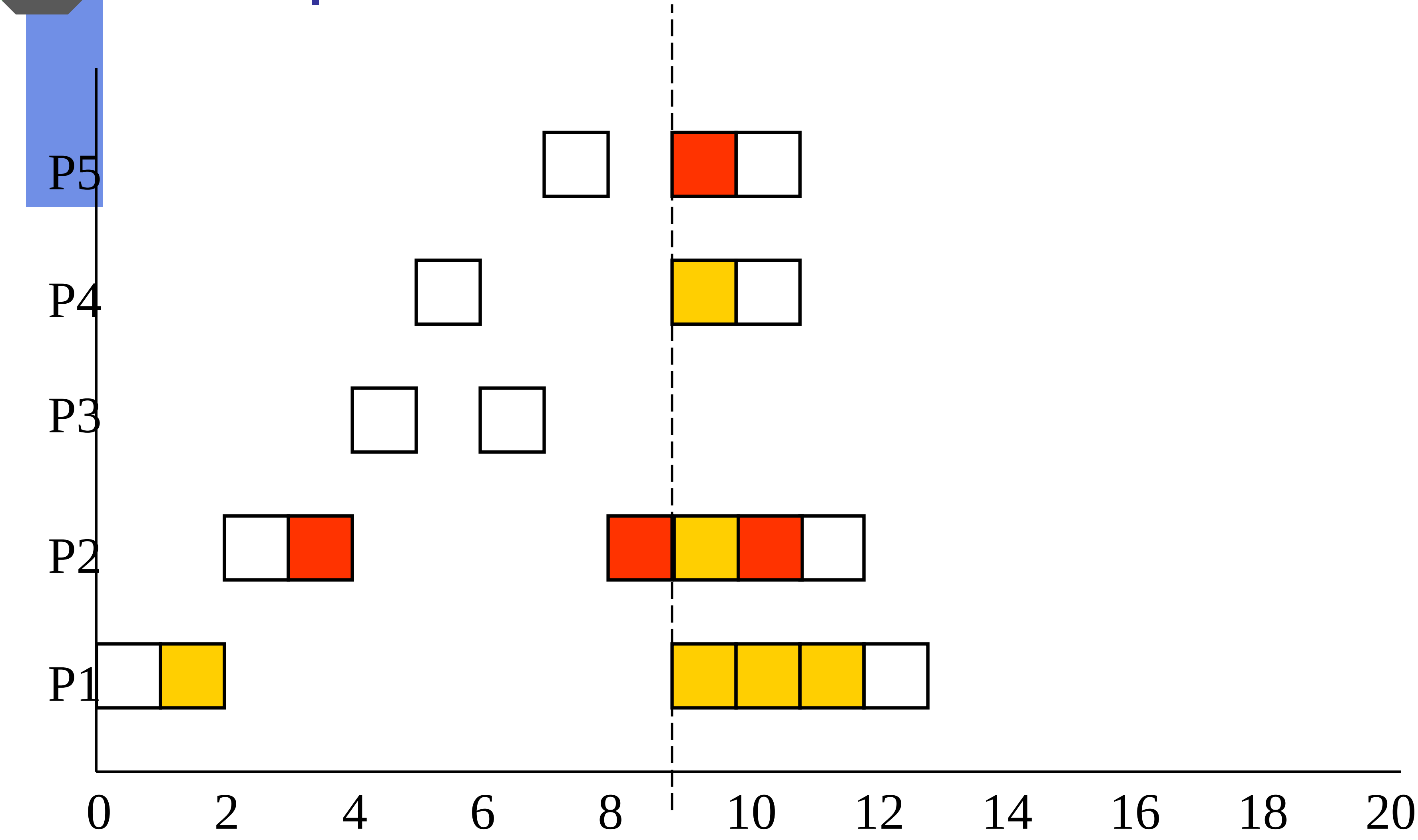

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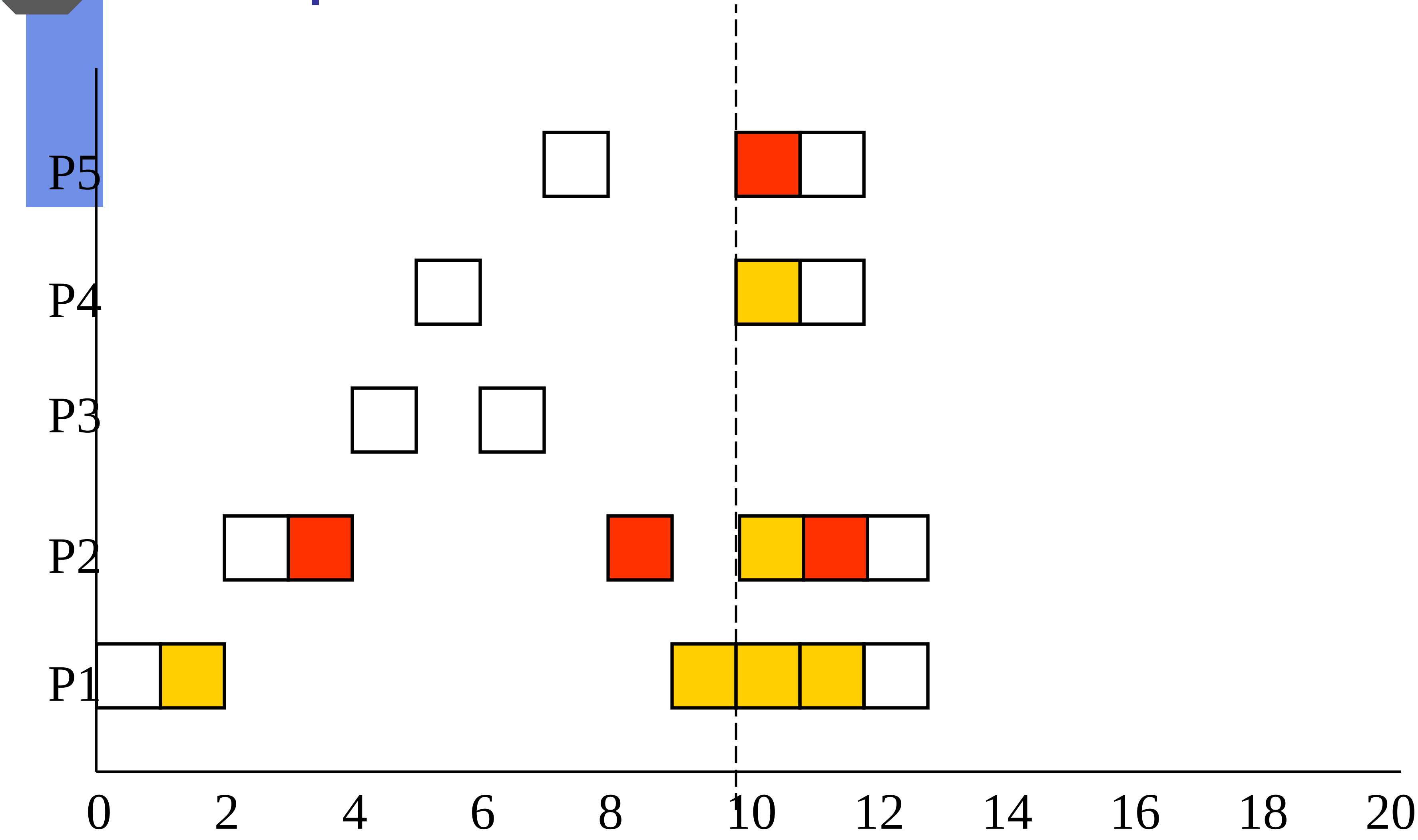

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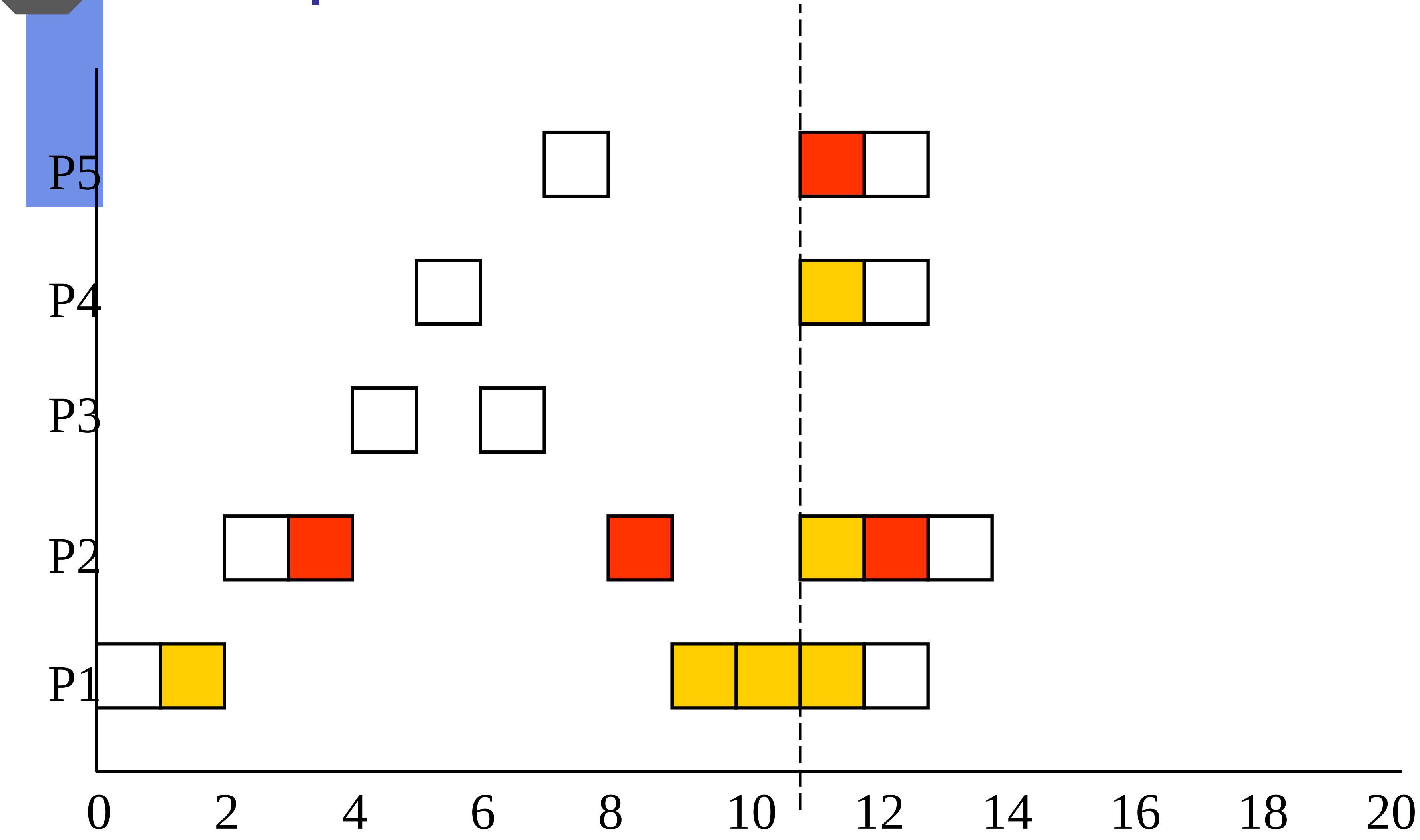

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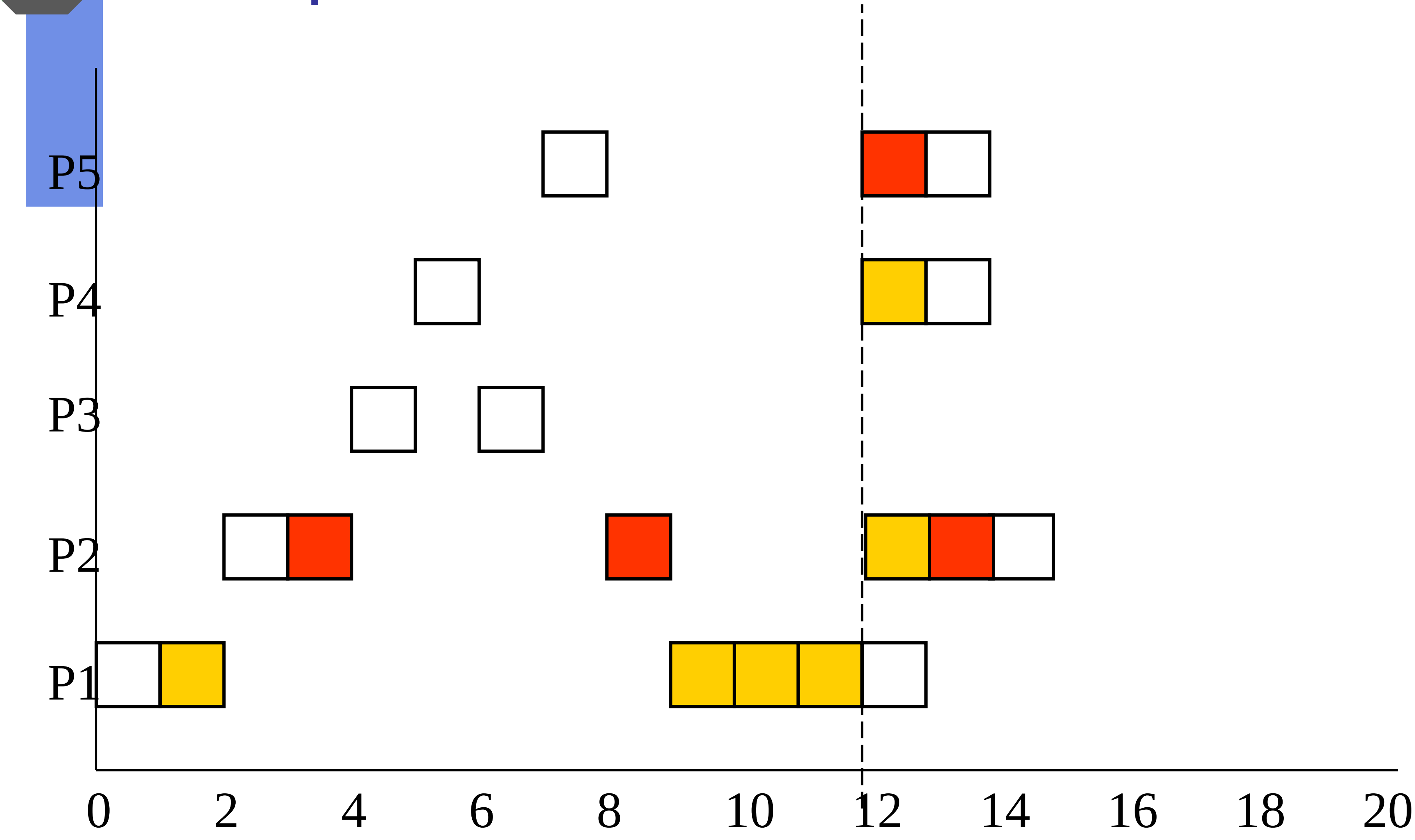

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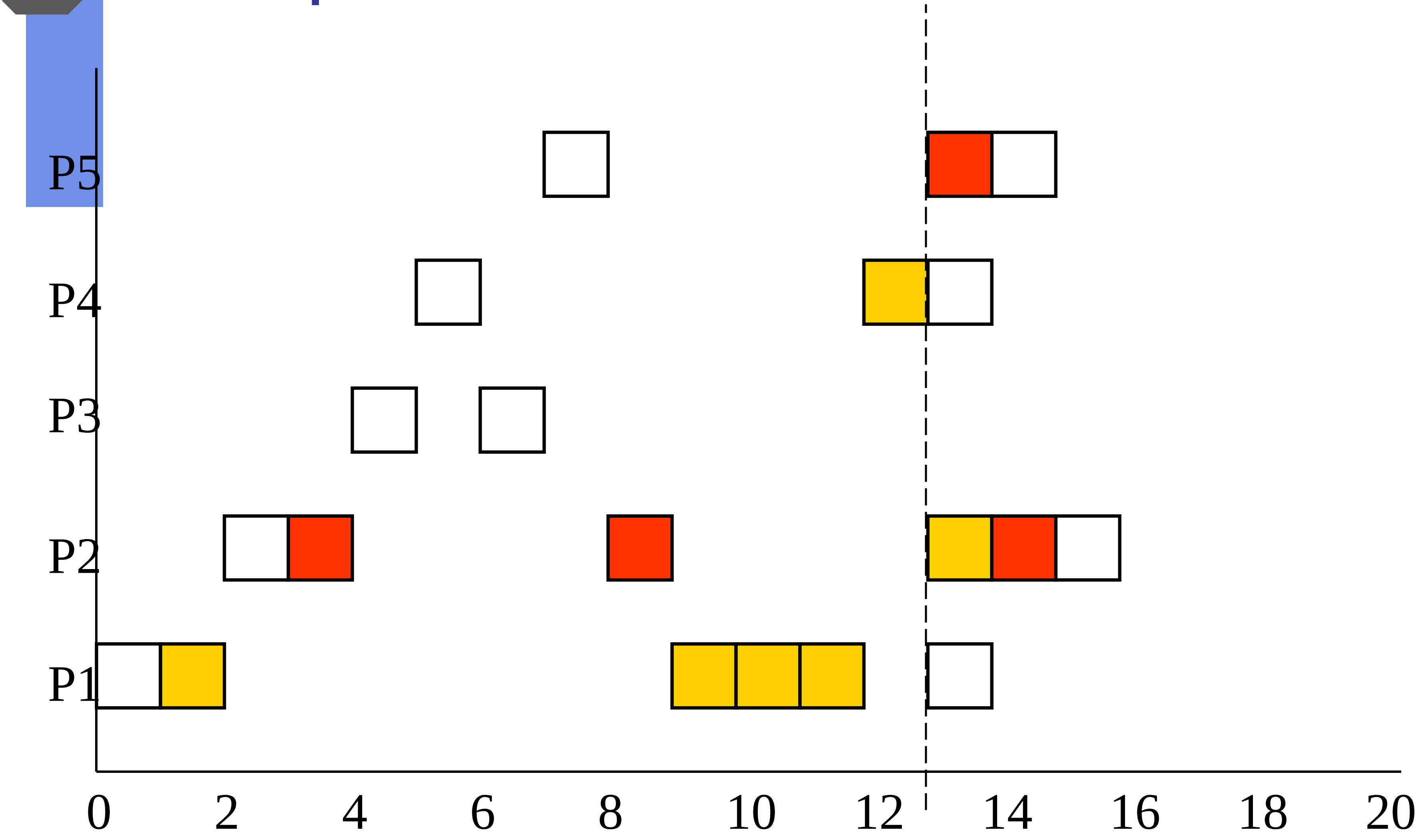

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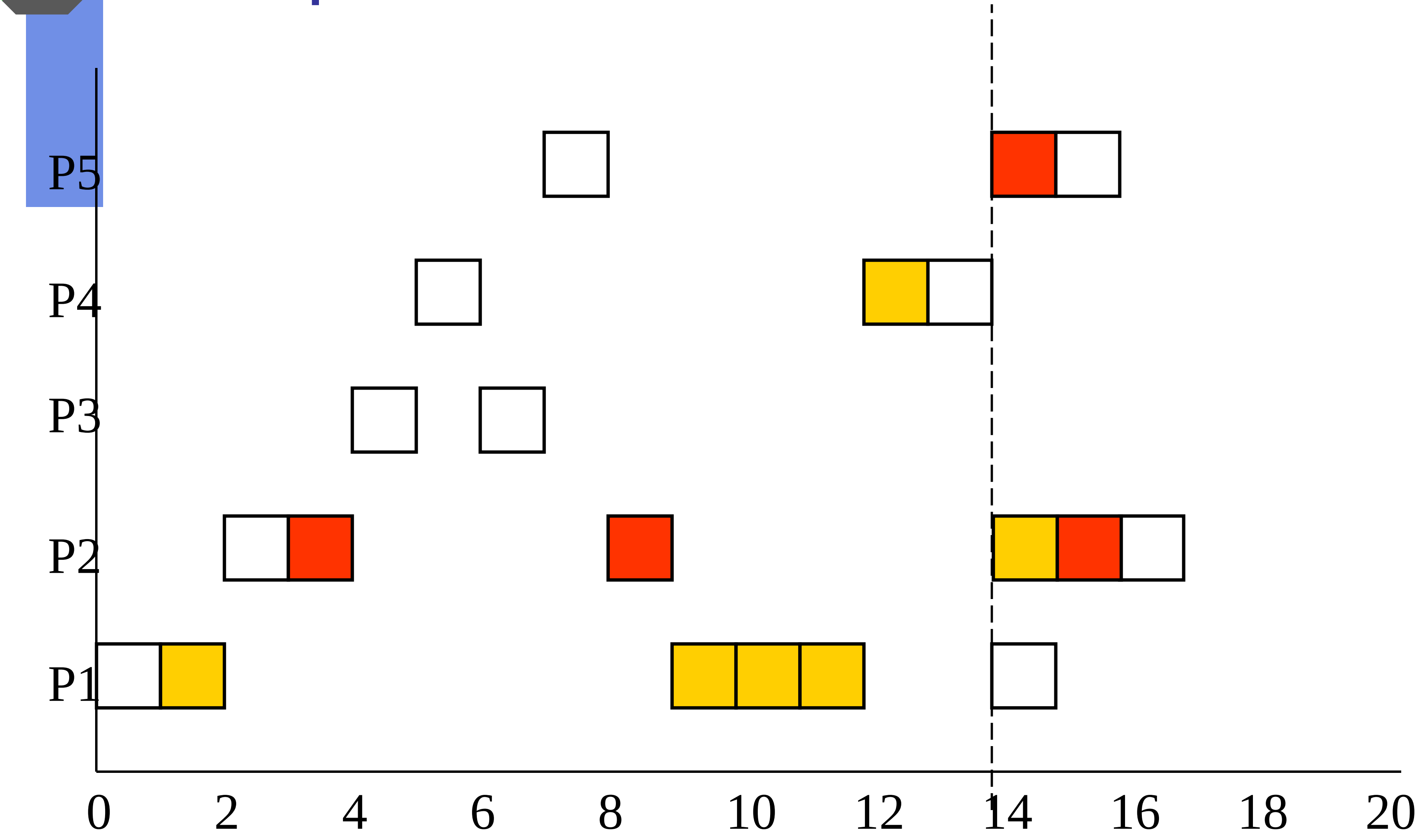

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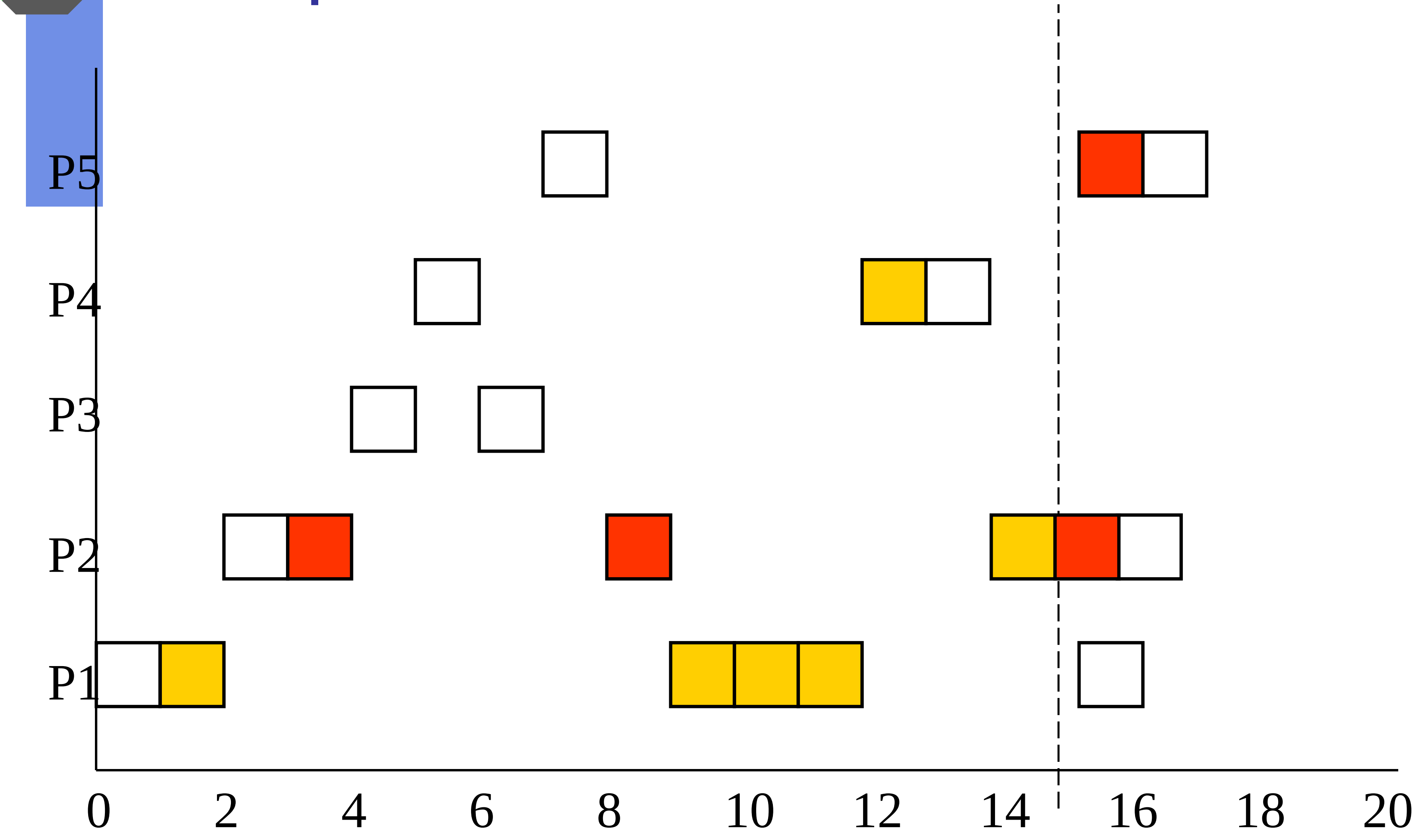

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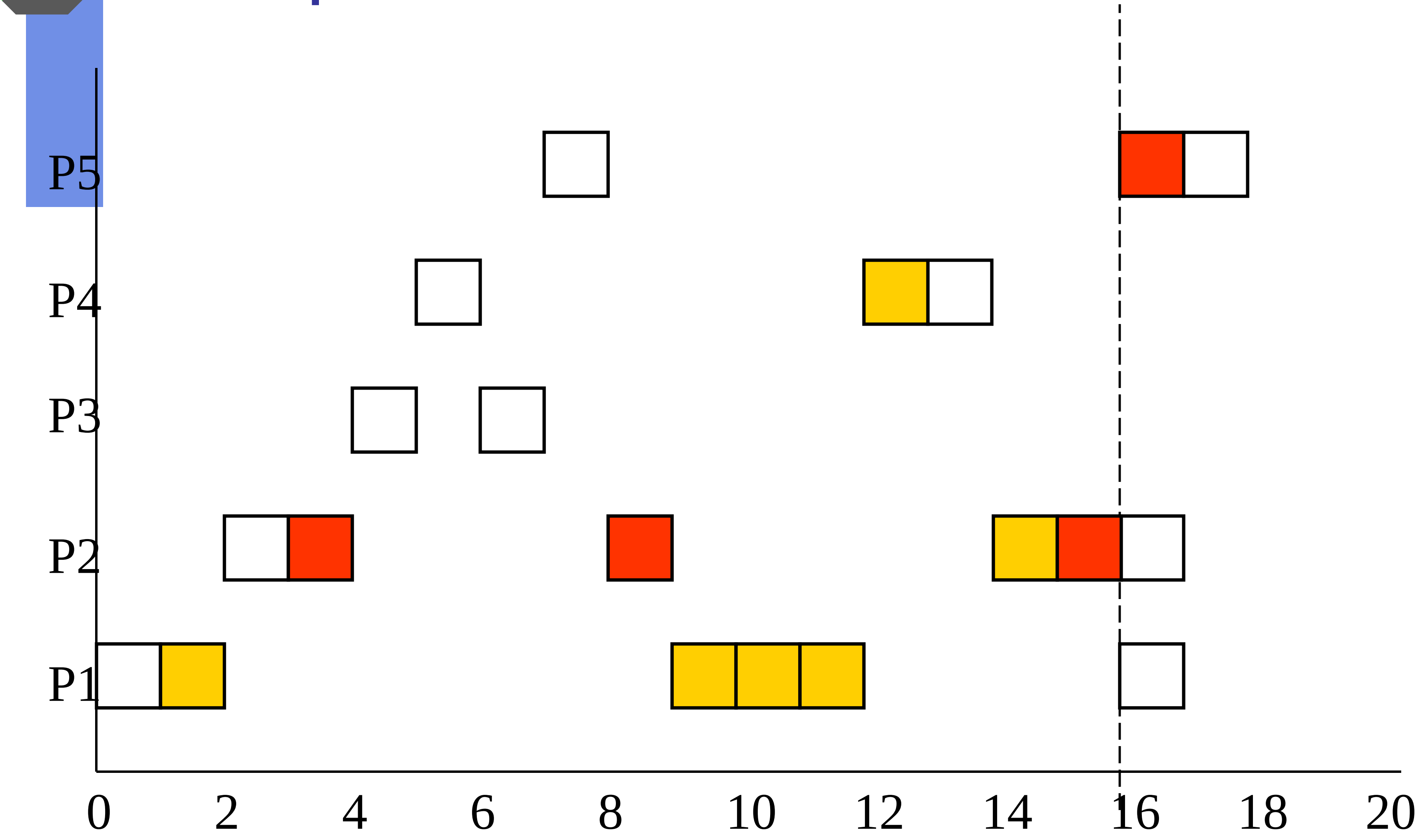

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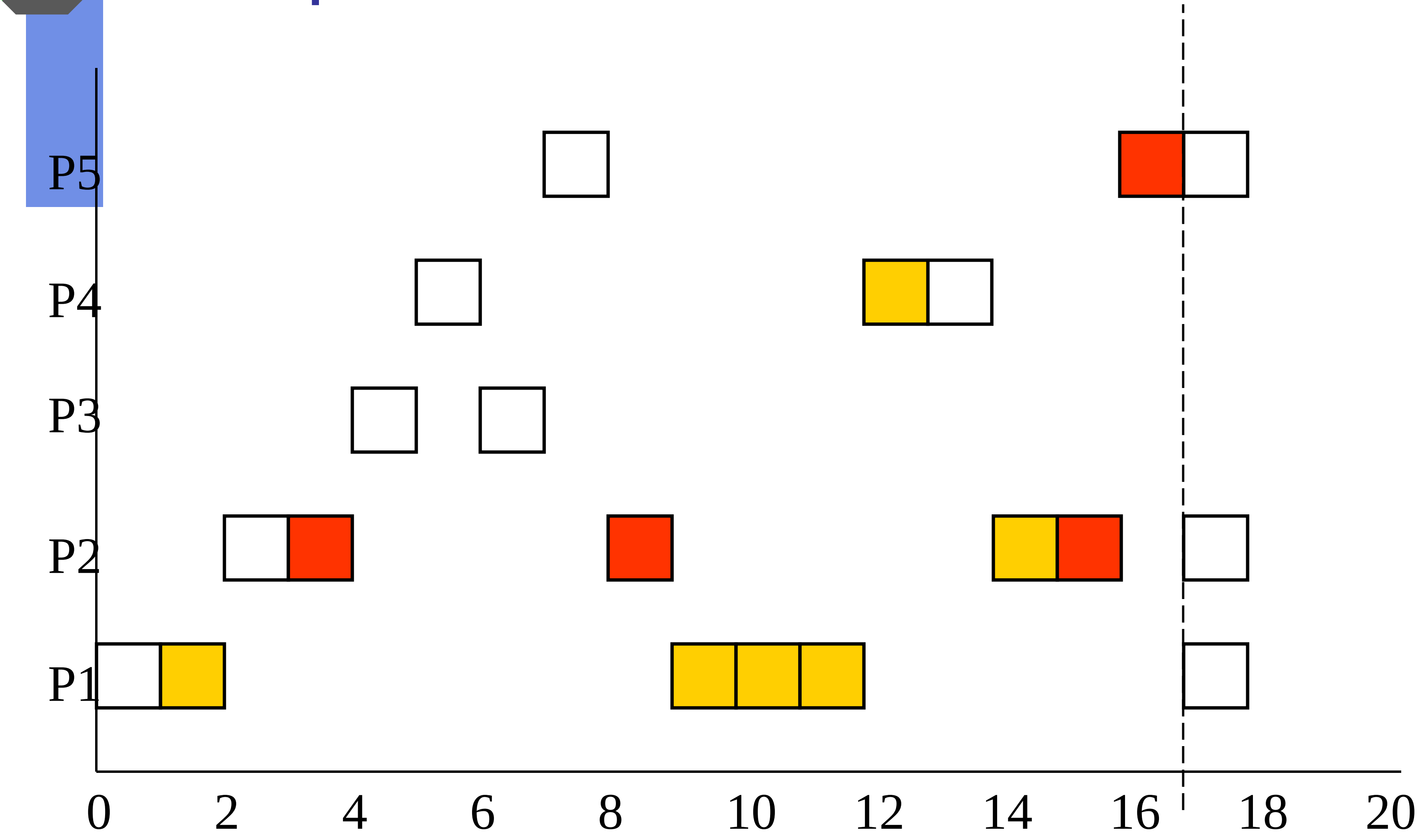

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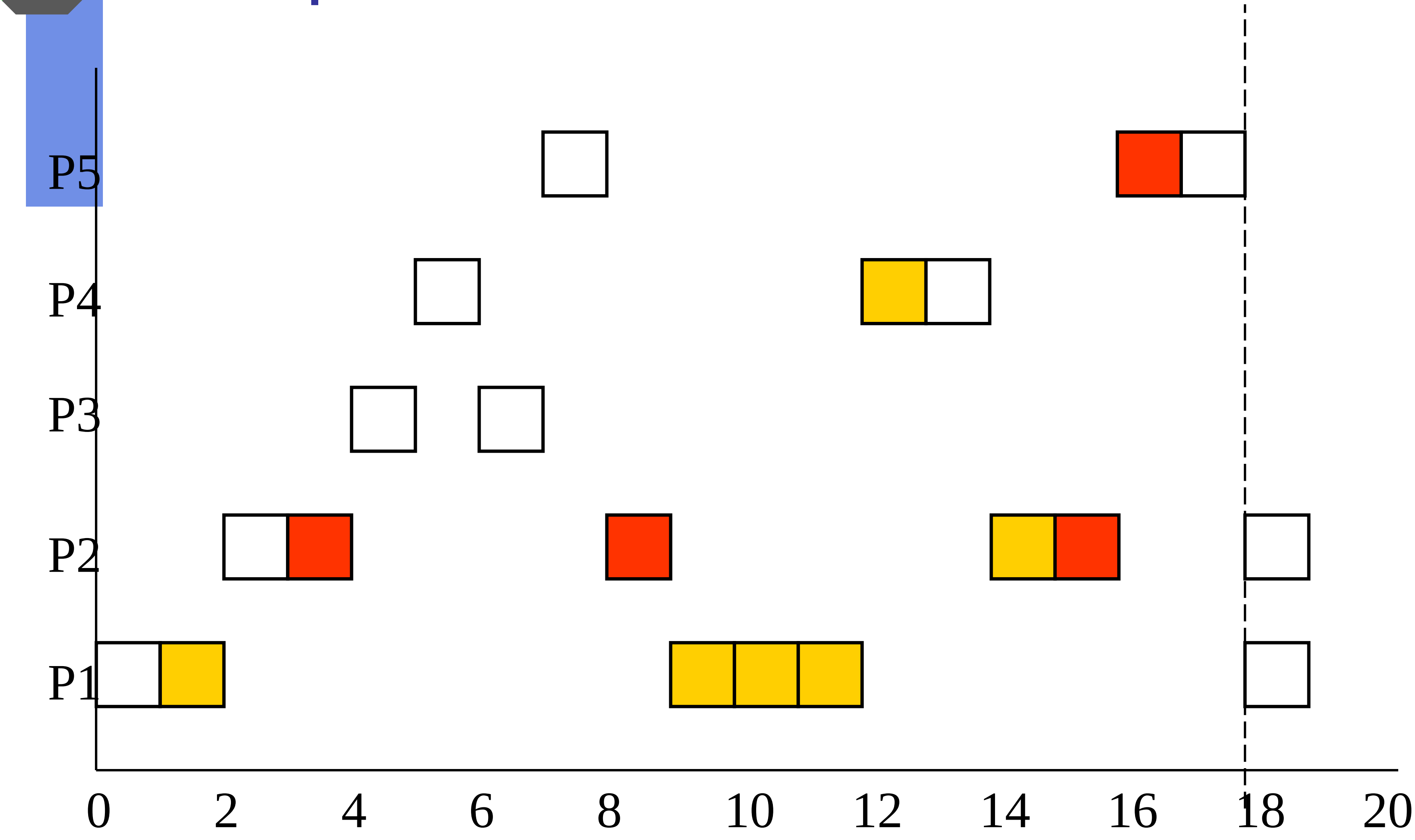

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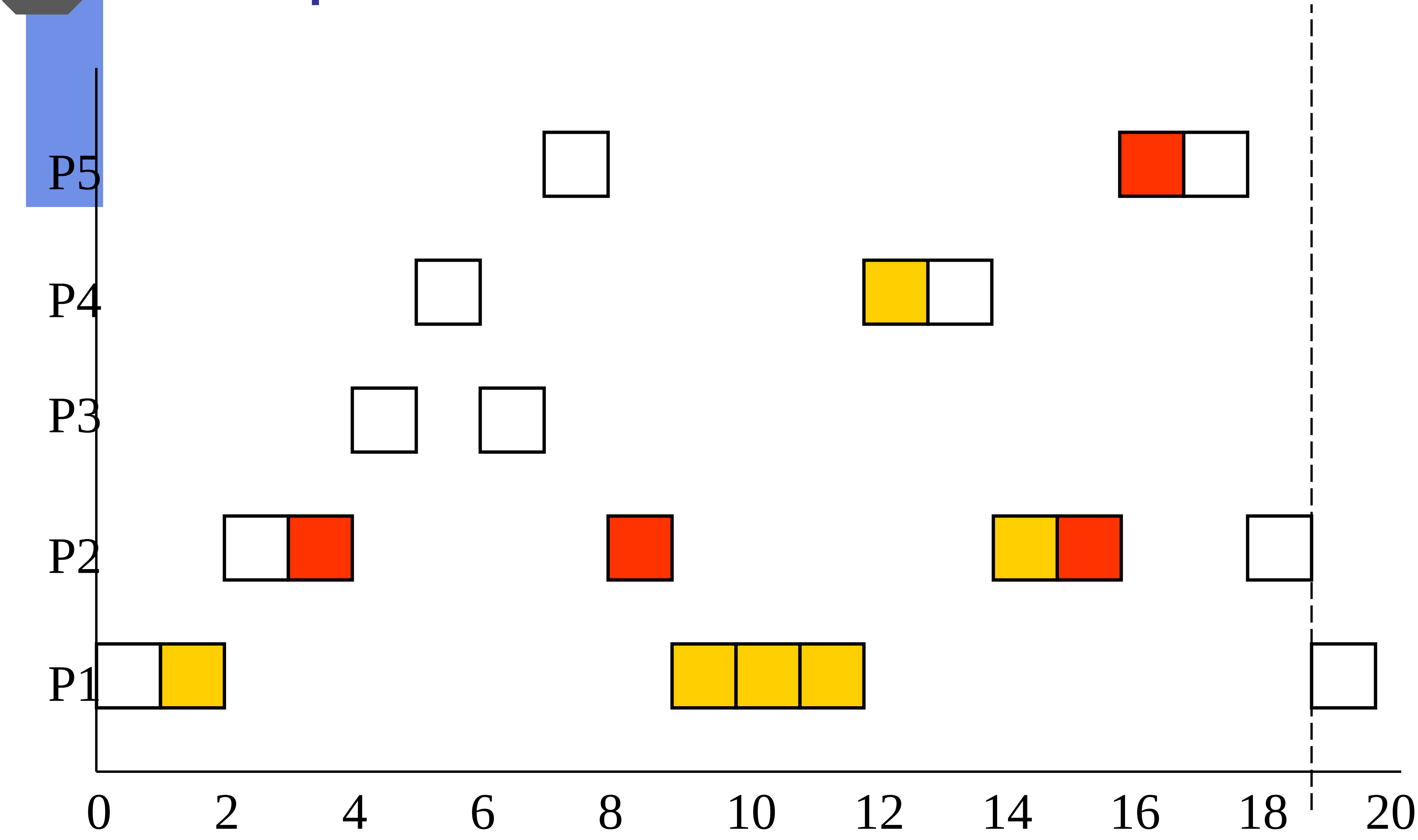

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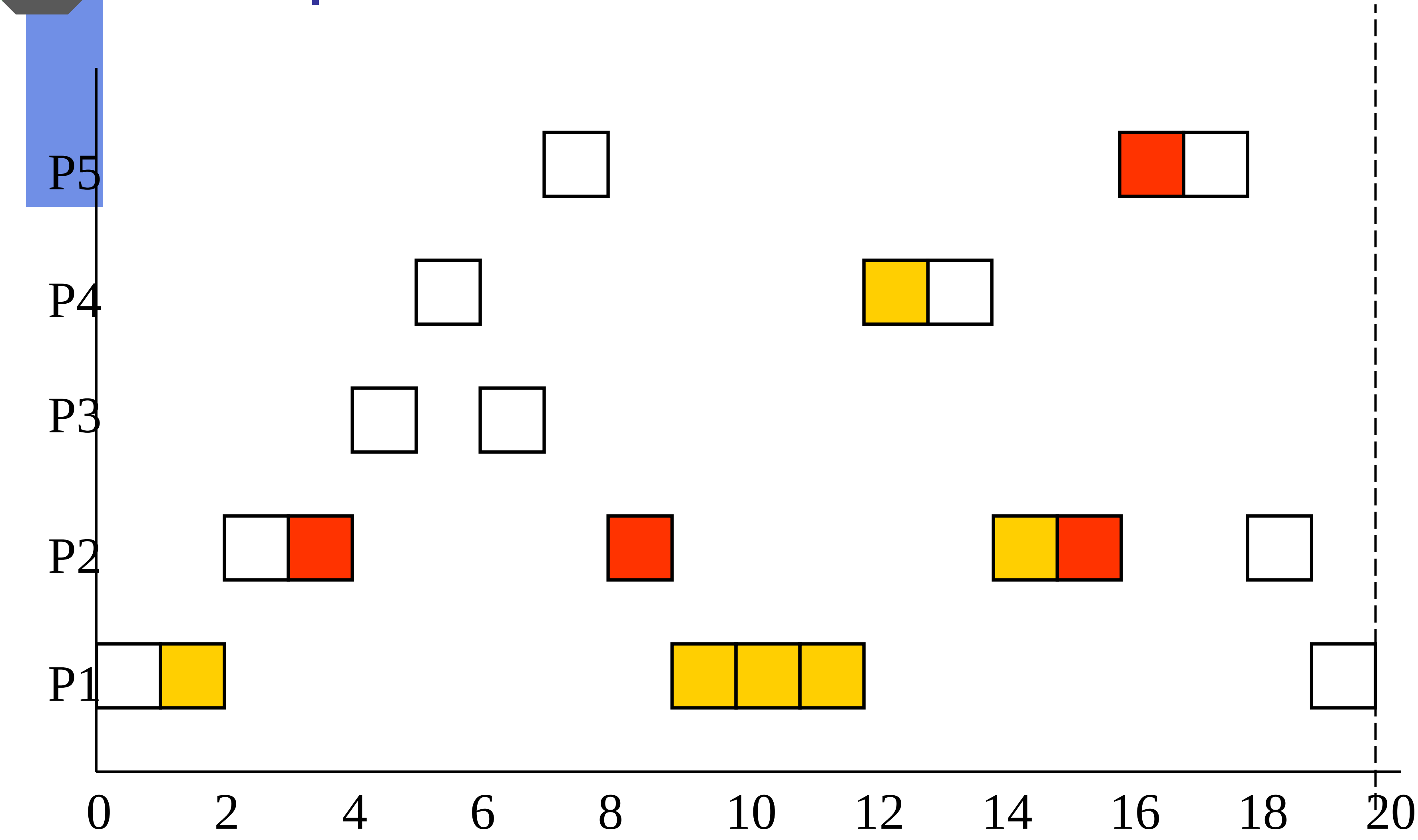


Result

- The most important processes P5 and P4 are heavily delayed
- P3 is almost not delayed due to its characteristic, it does not need any resource

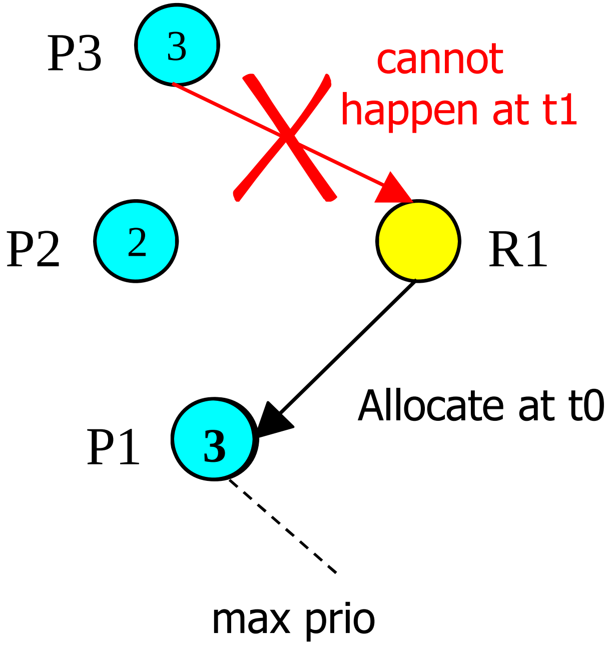
⇒ Find a better solution

4 Resource Allocation Protocols

- Non Preemptive Critical Sections (NPCS)
- Priority Inheritance (PI)
- Priority-Ceiling Protocol (PCP)
- Stacked Priority-Ceiling Protocol (SPCP)
- … and some others
  - See text book (Liu)

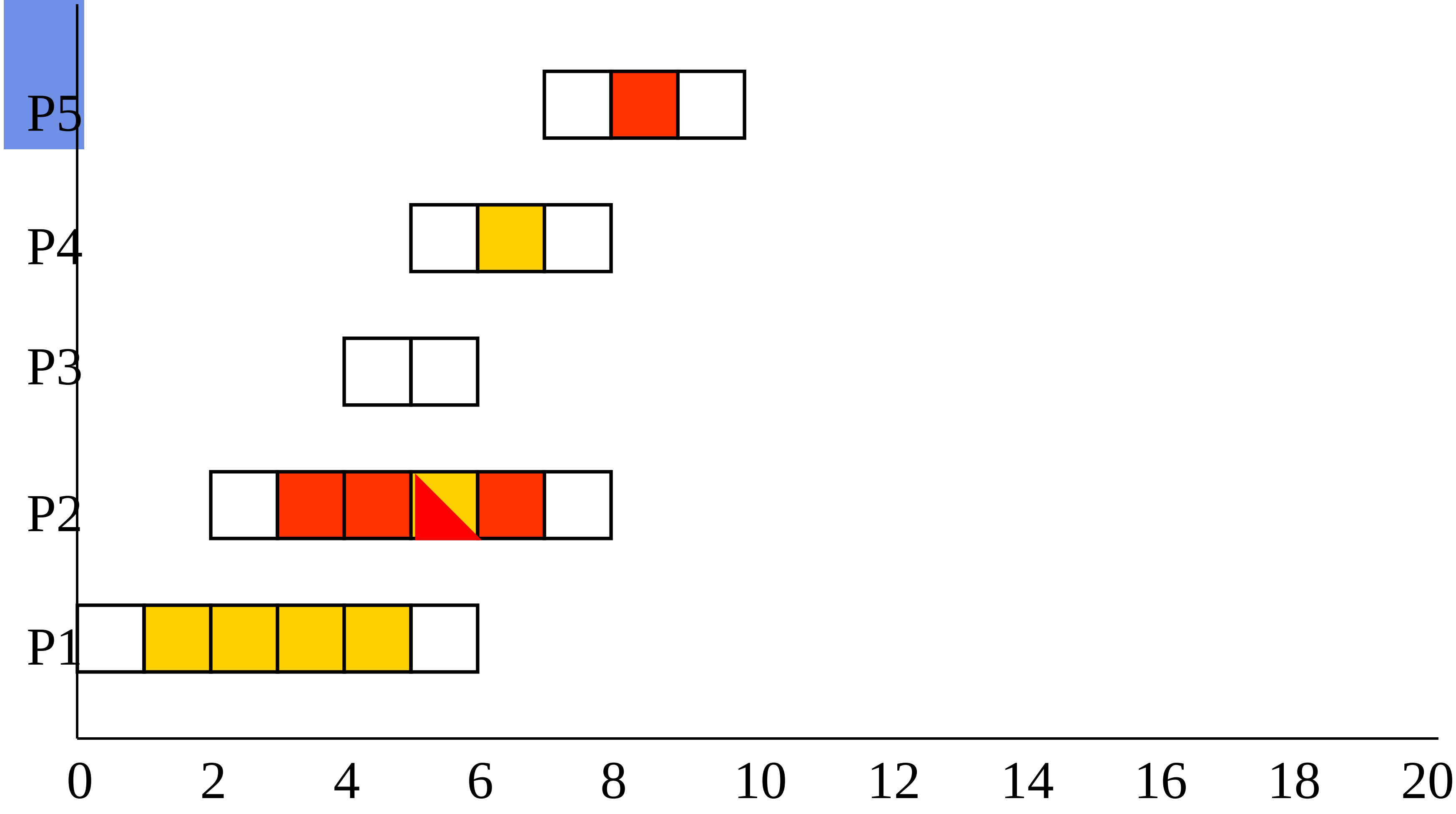
Nonpreemptive Critical Sections

- As soon as a process holds a resource it is no longer preemptable*
- Prevents deadlock
- Bounds priority inversion
  - Max blocking time is the maximum execution time of the critical sections of all lower priority processes



*This process gets **highest priority** in system

Non-Preemptive Critical Sections



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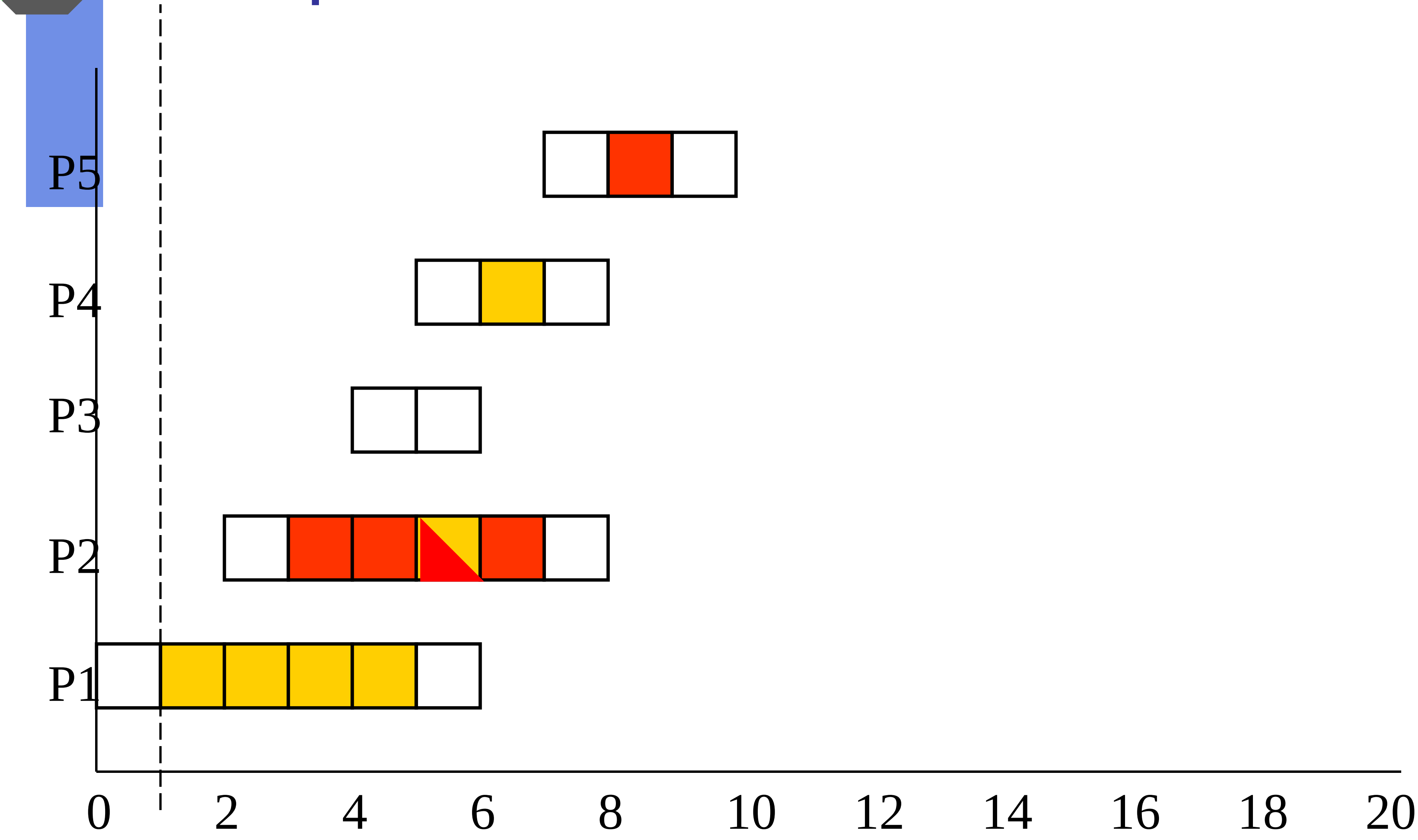

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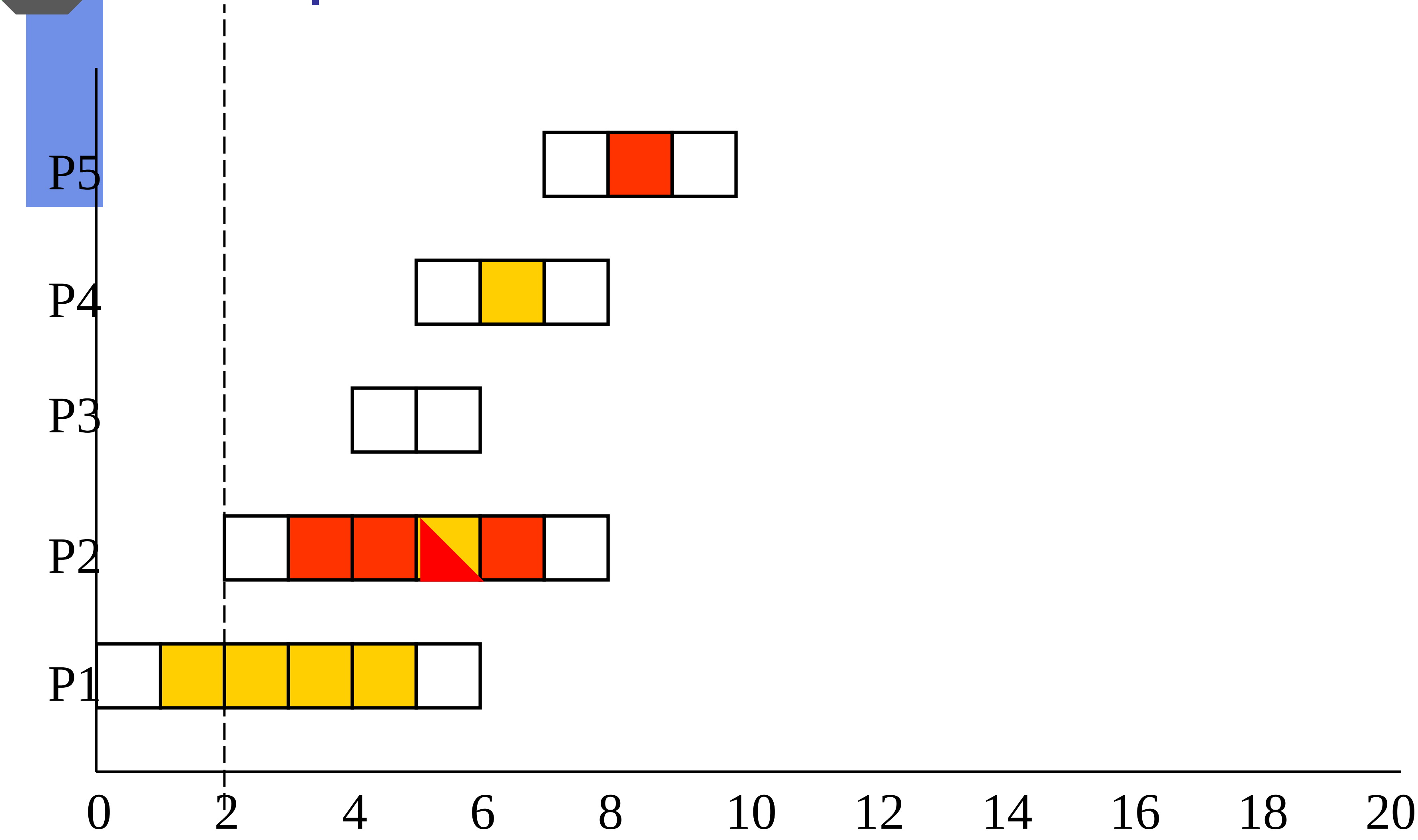

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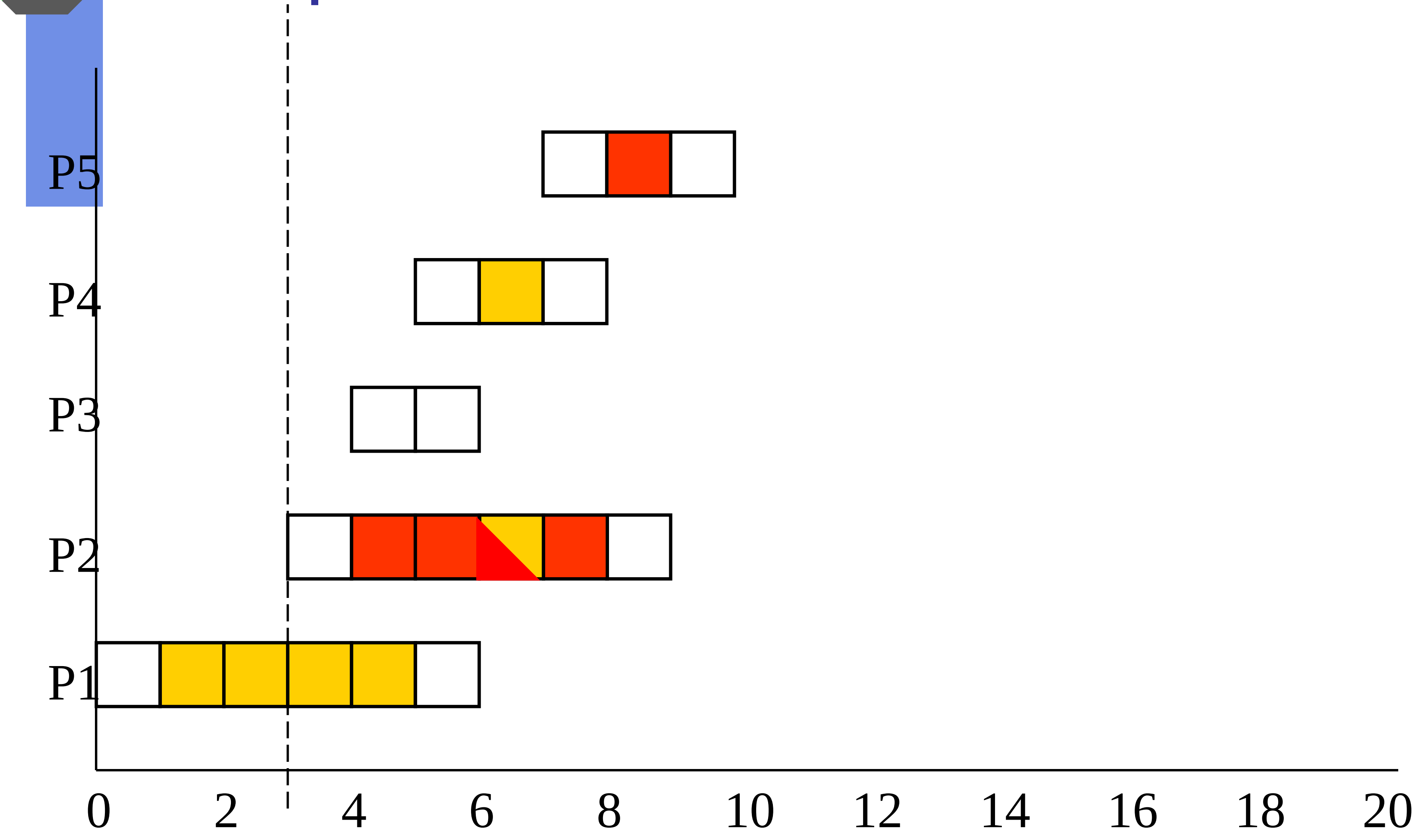

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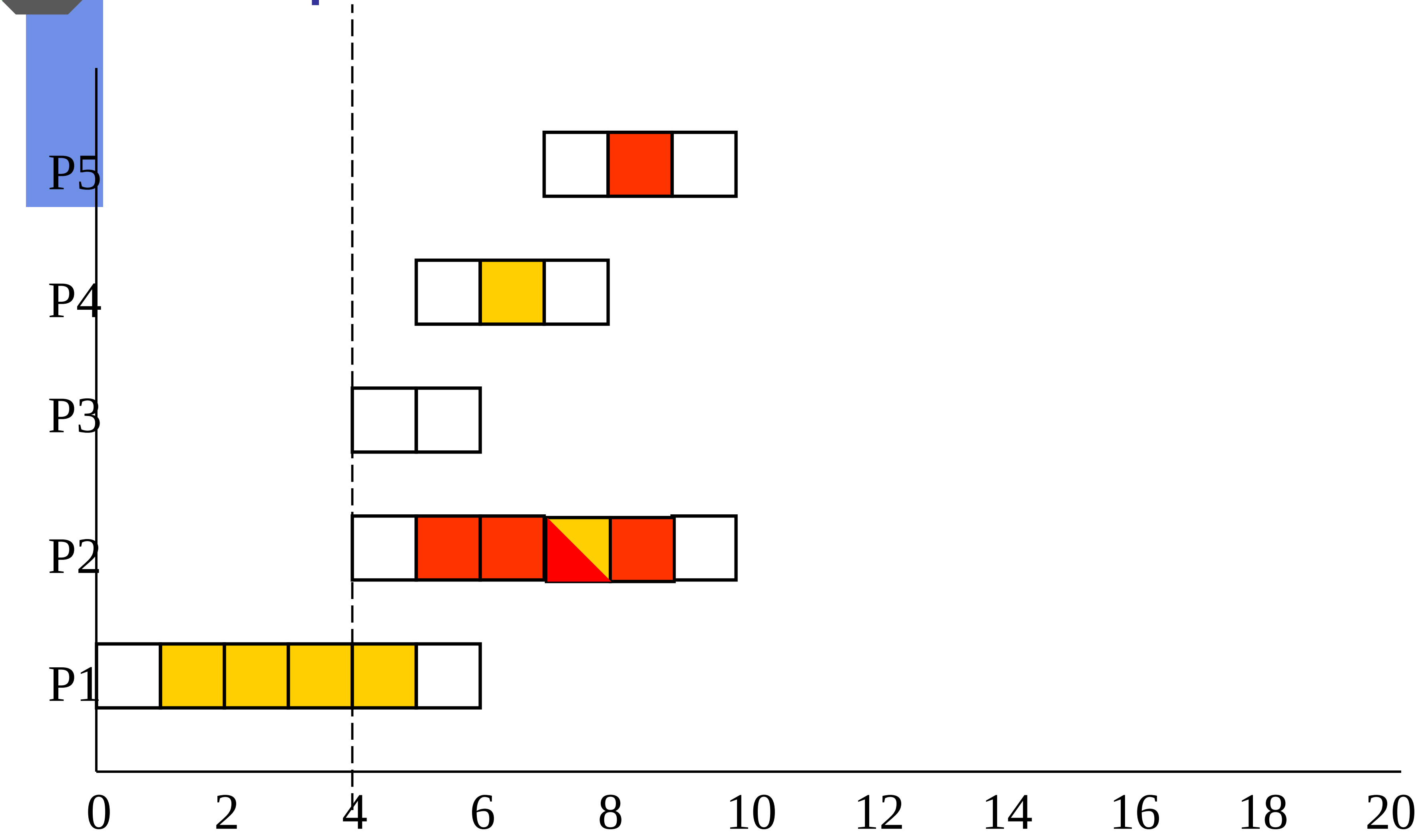

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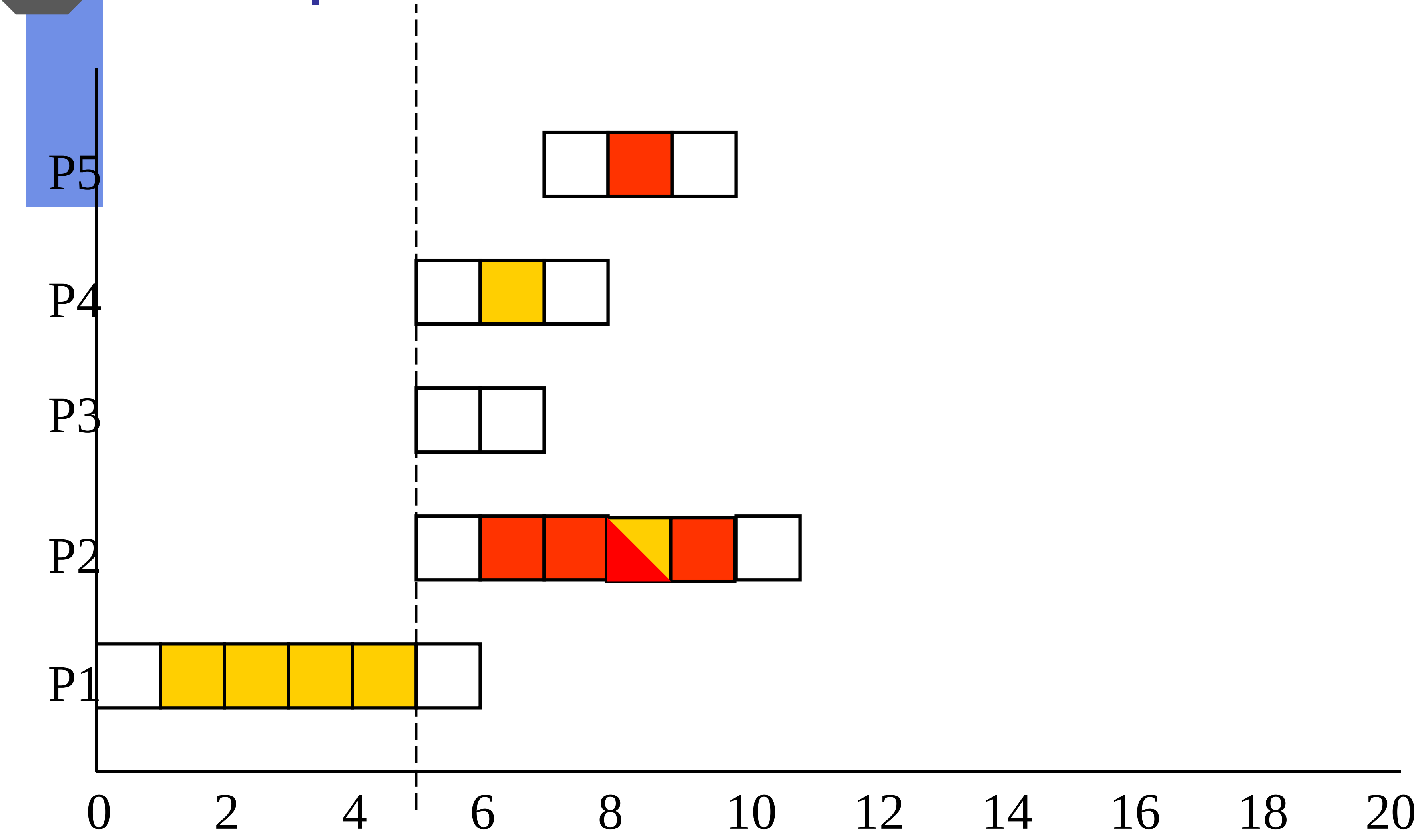

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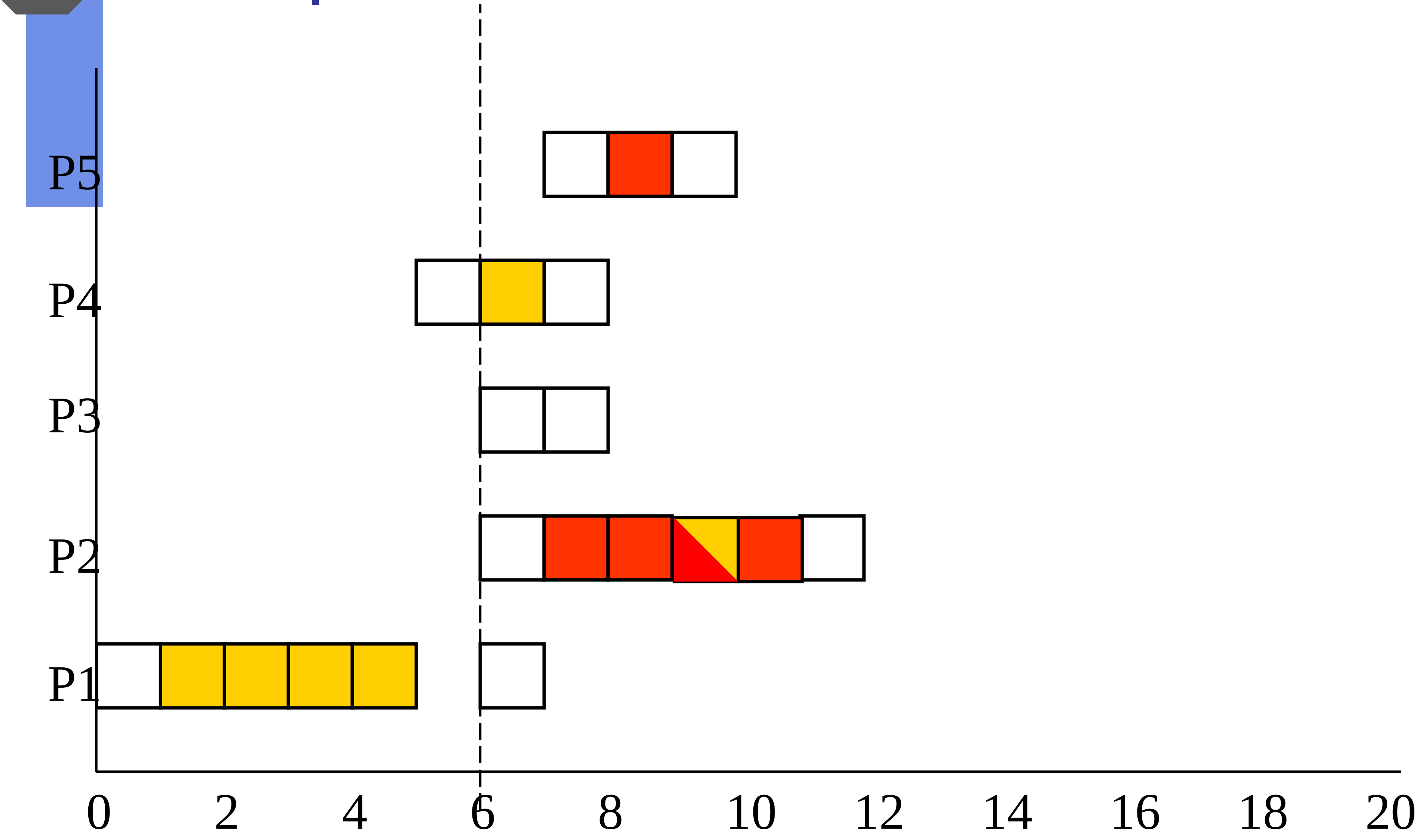

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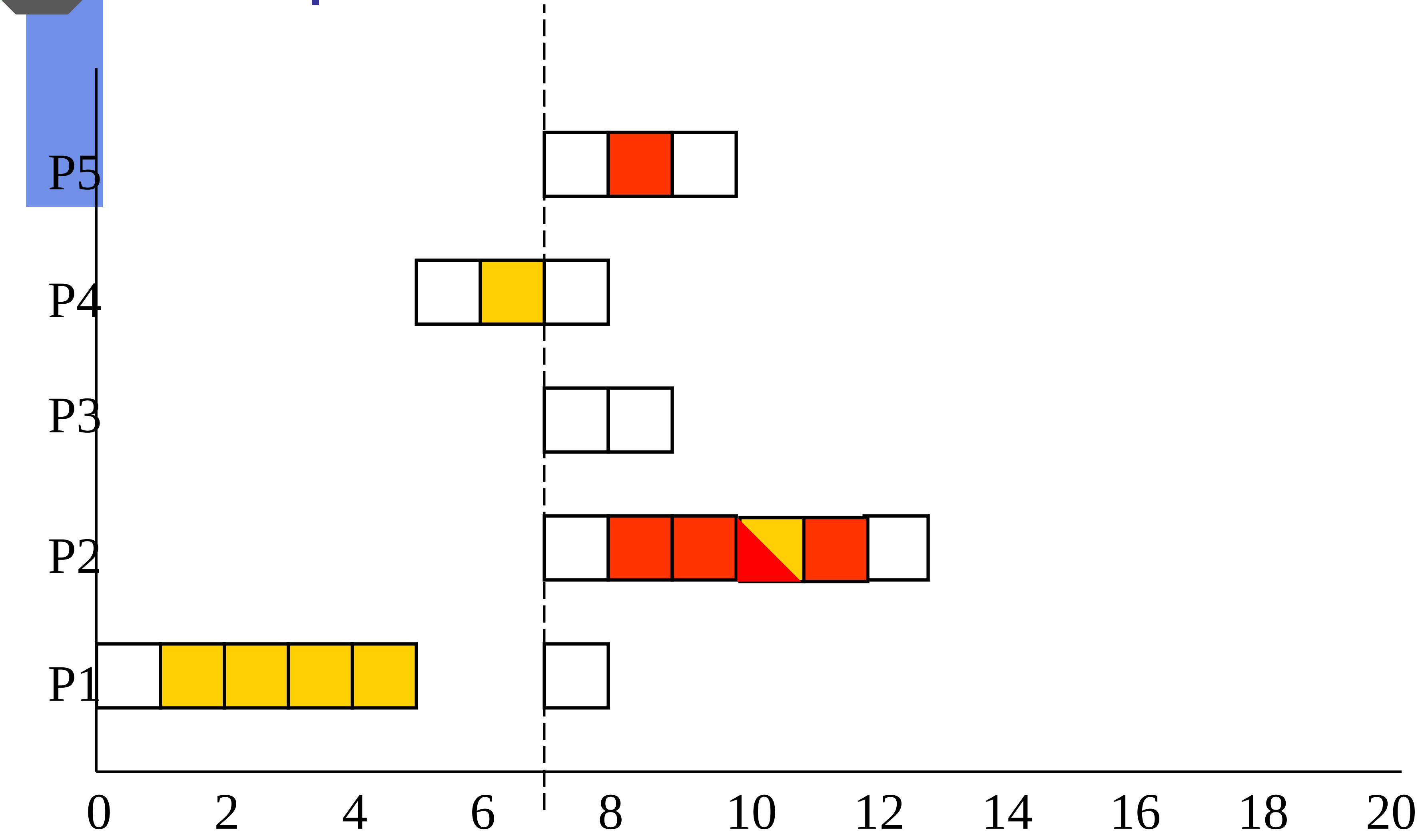

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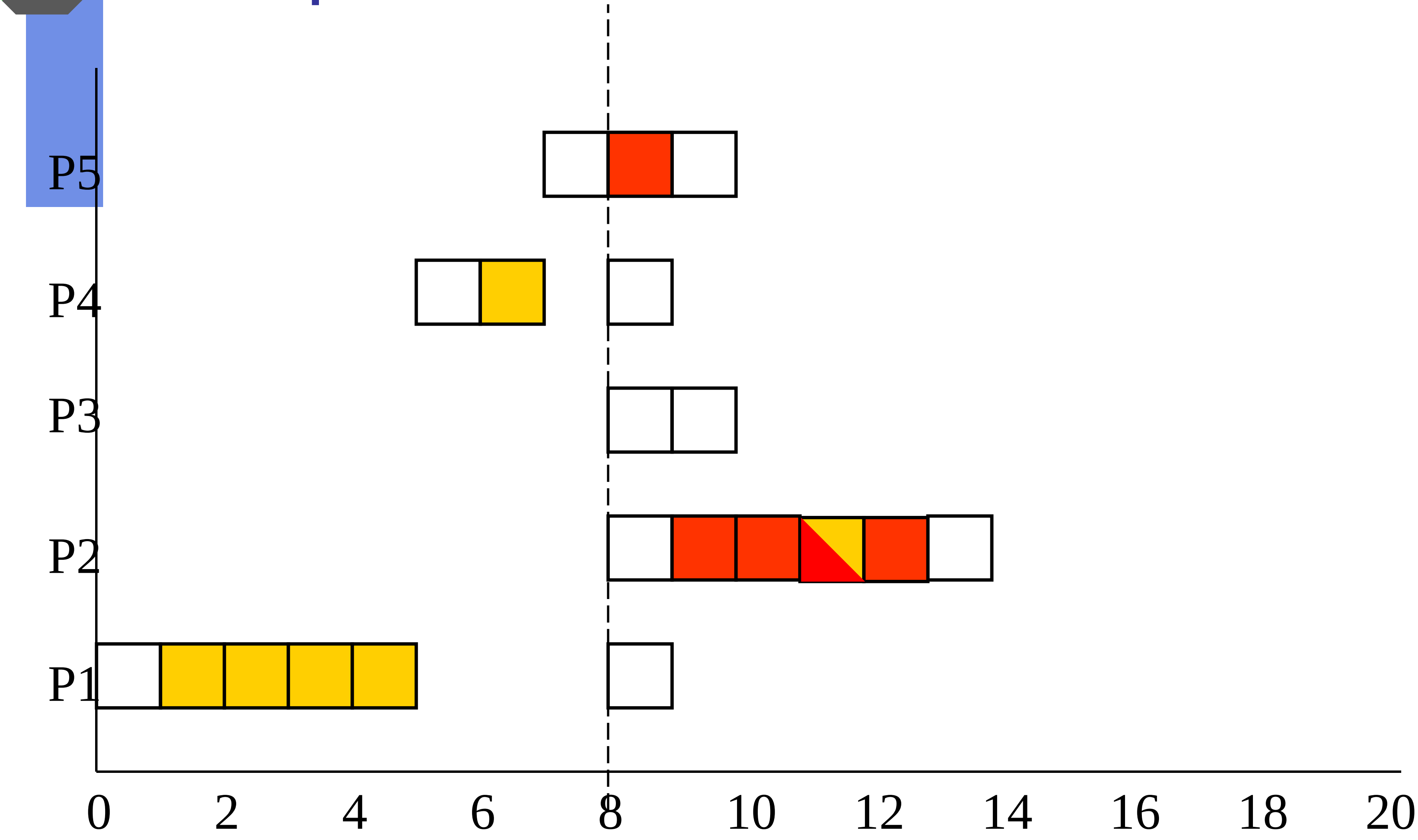

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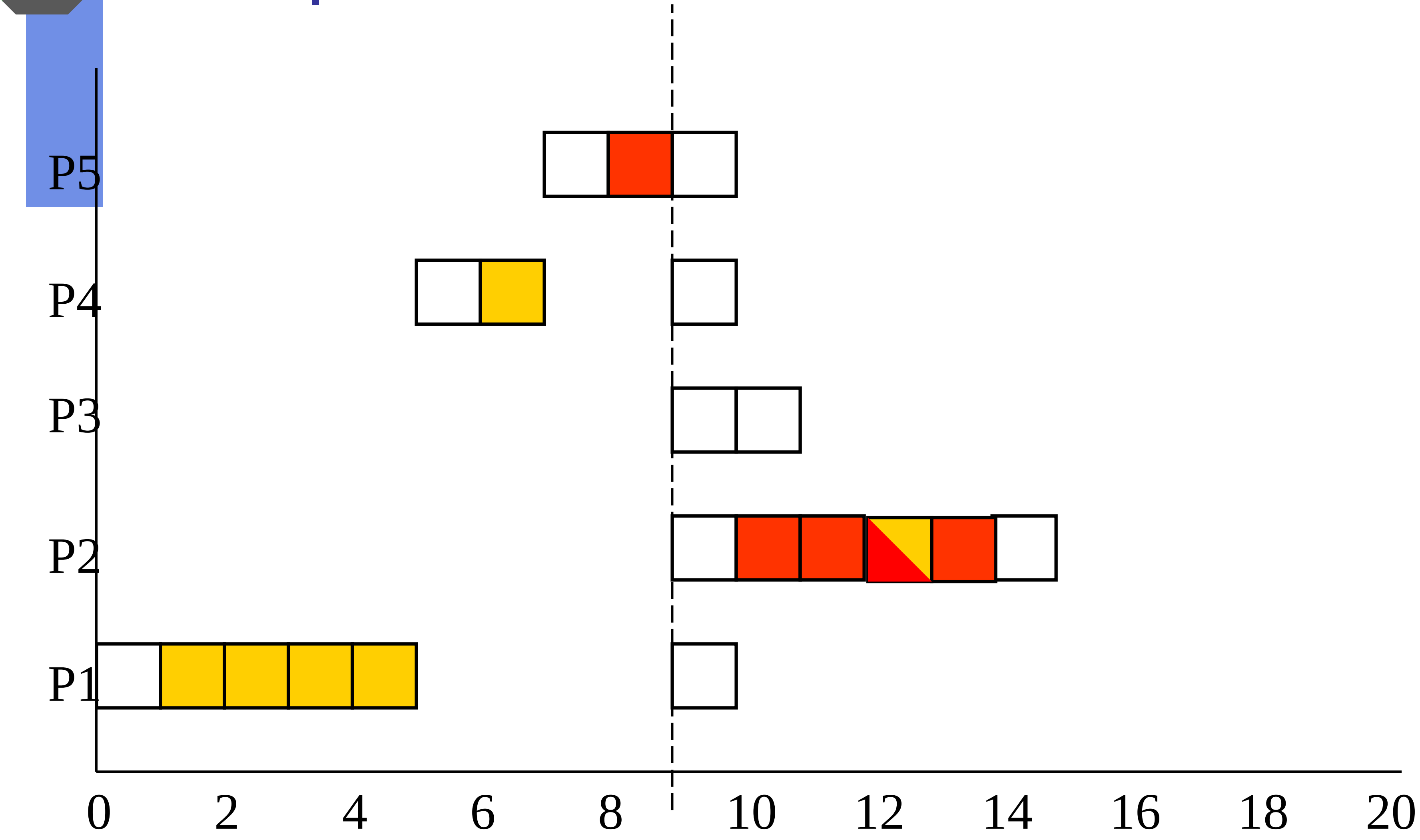

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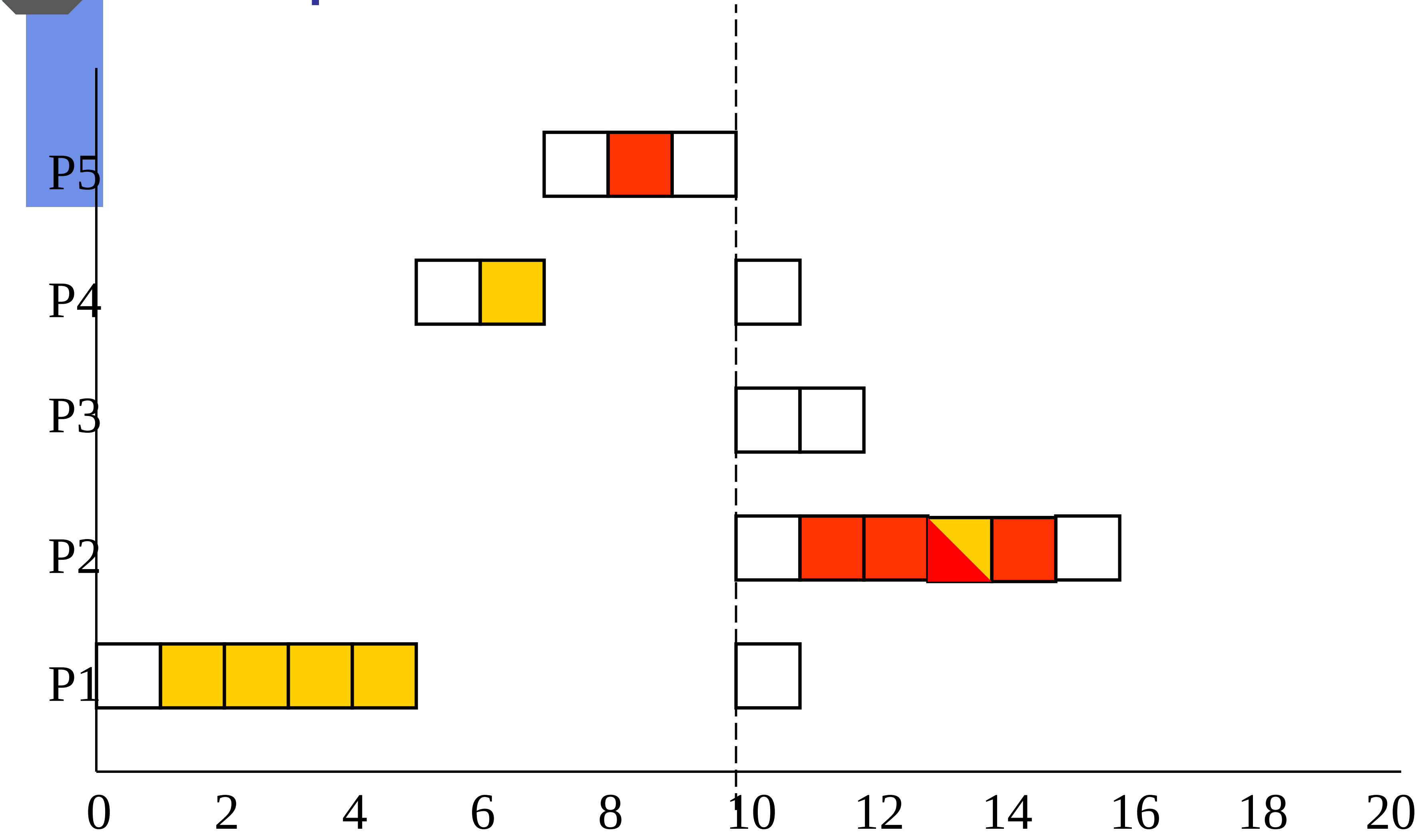

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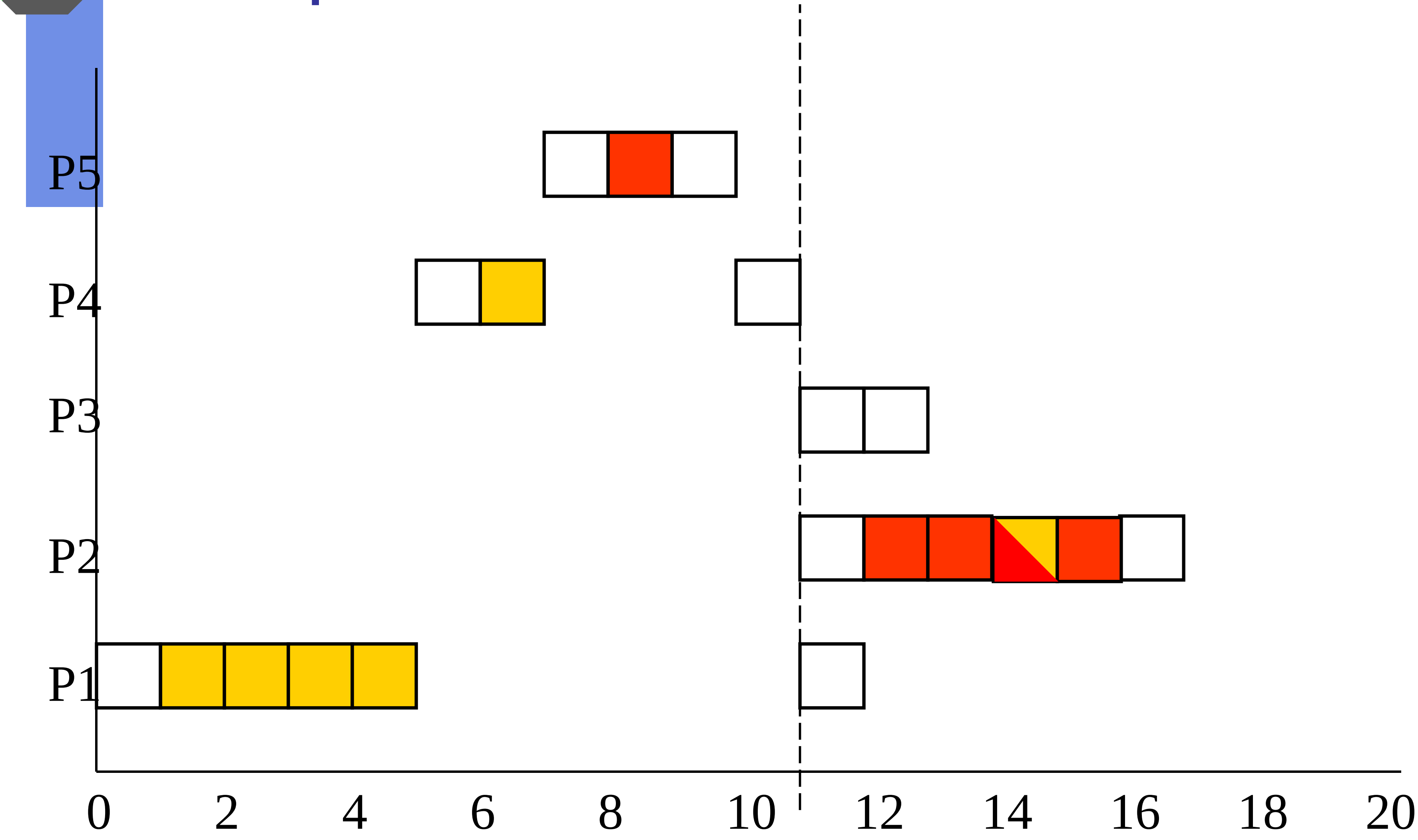

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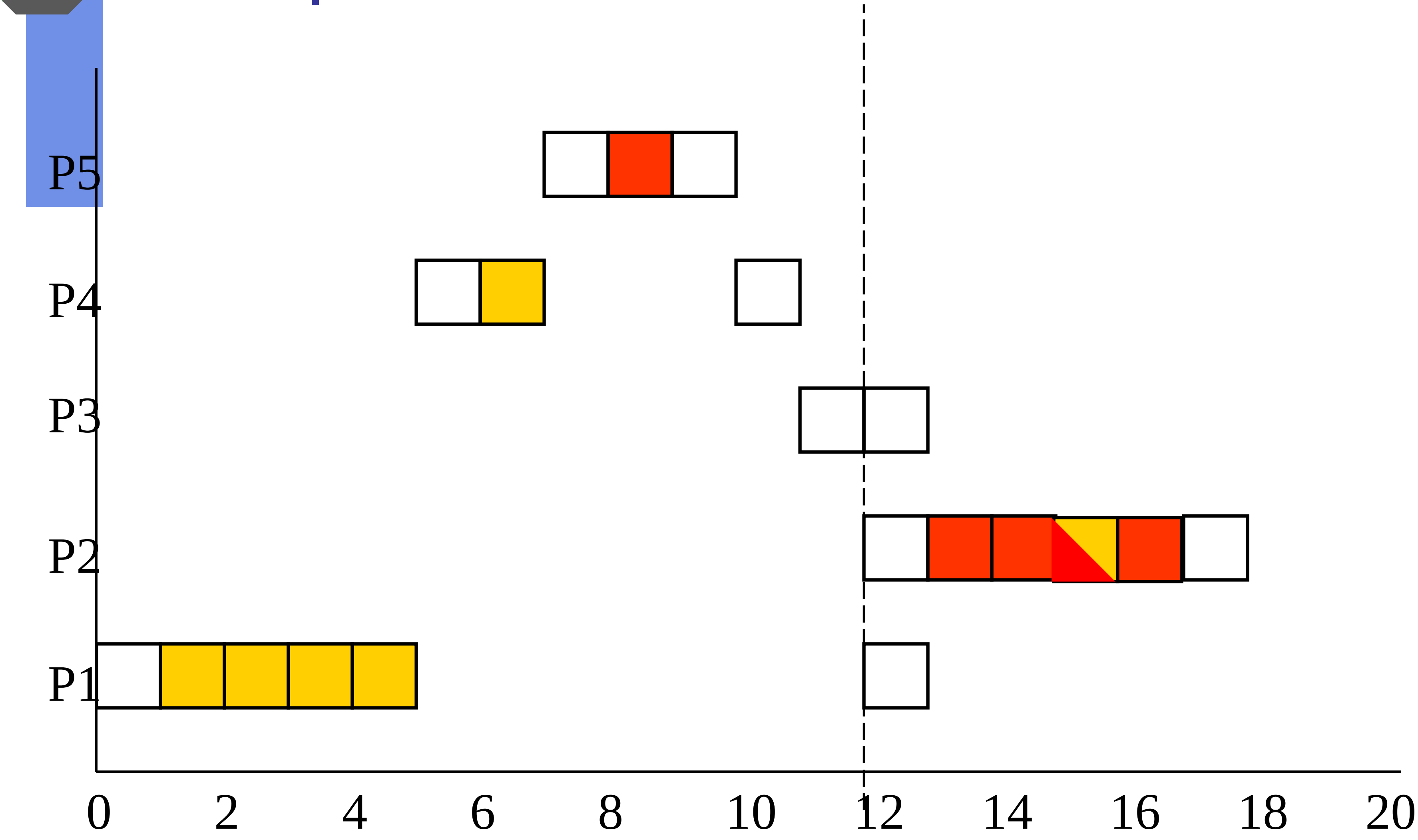

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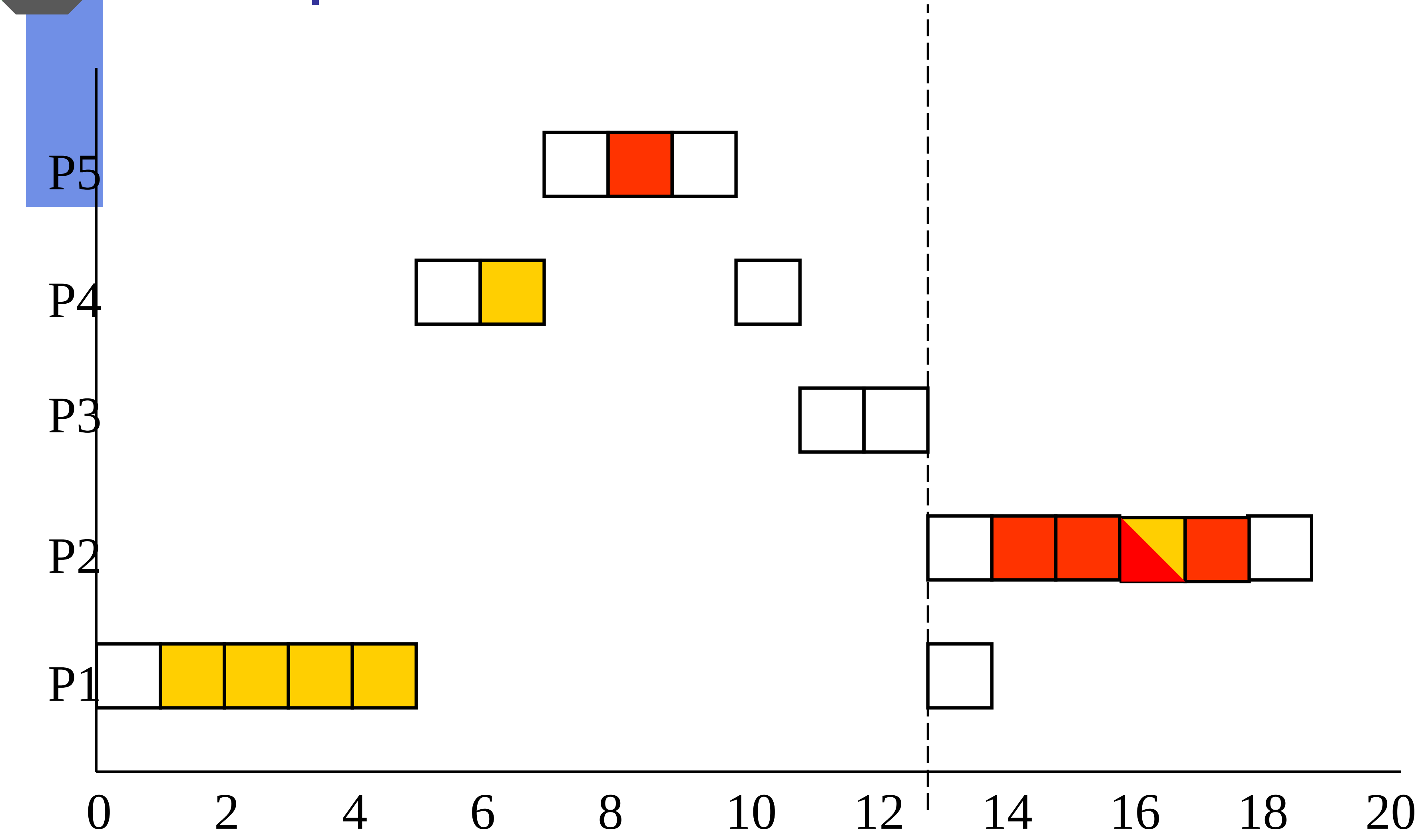

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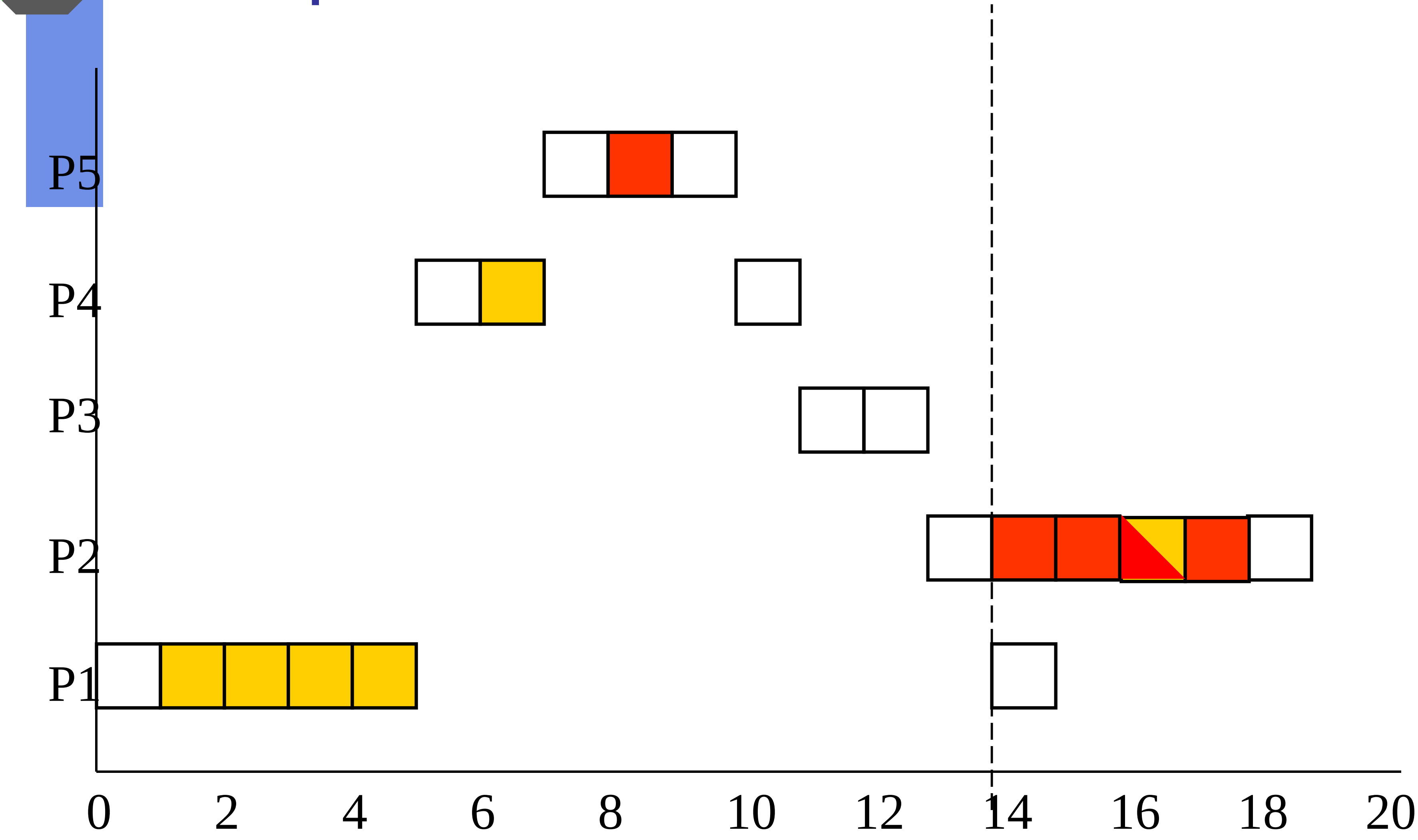

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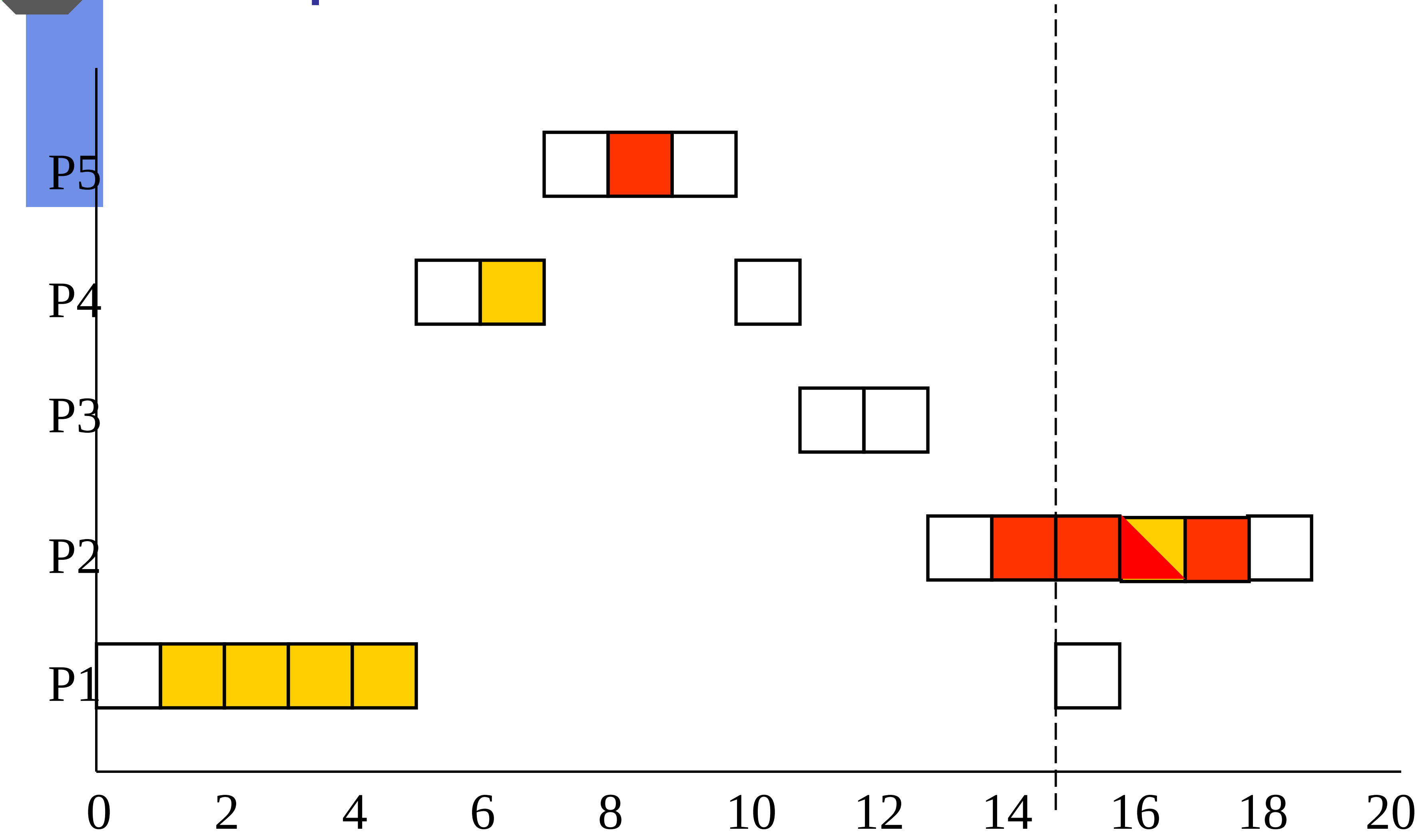

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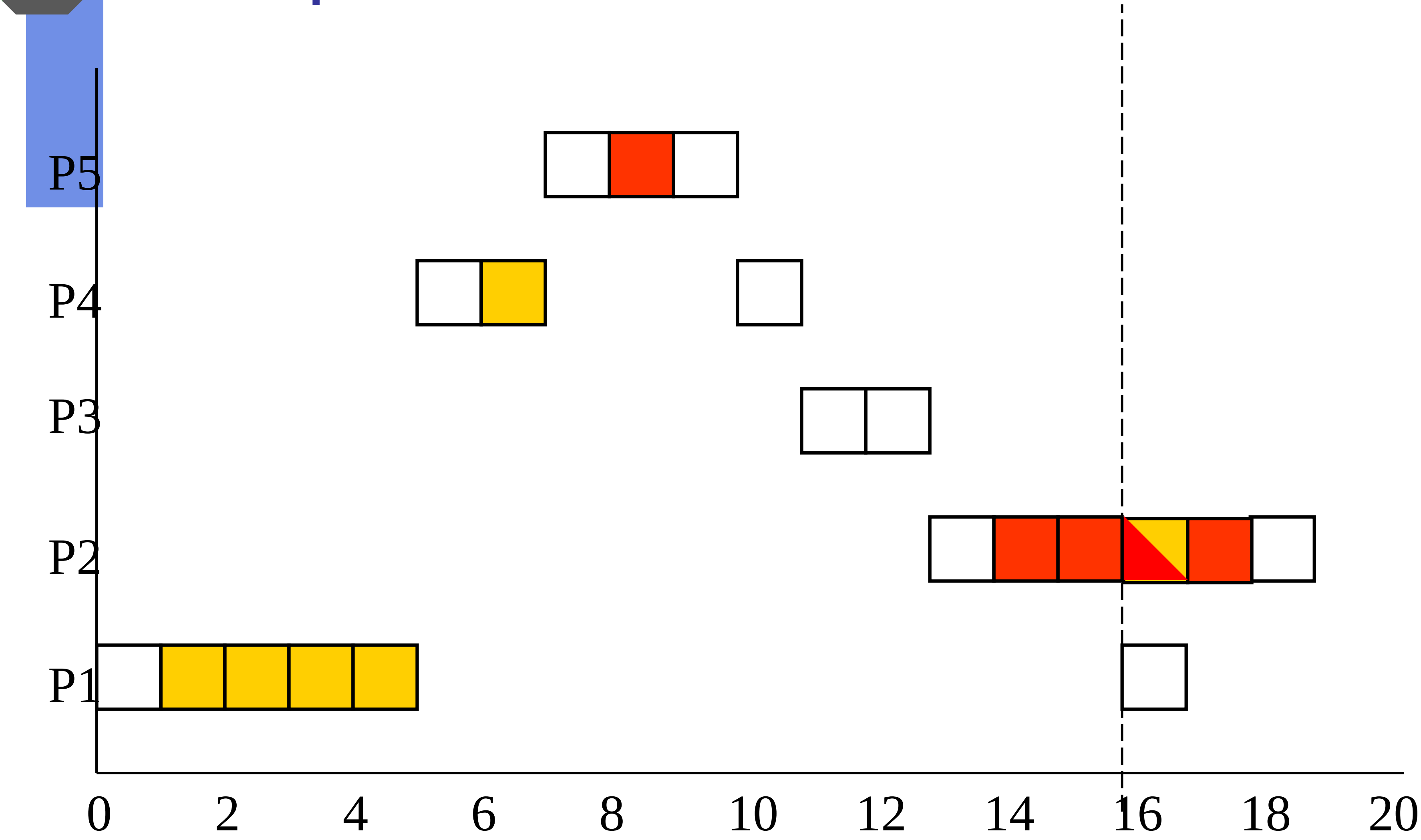

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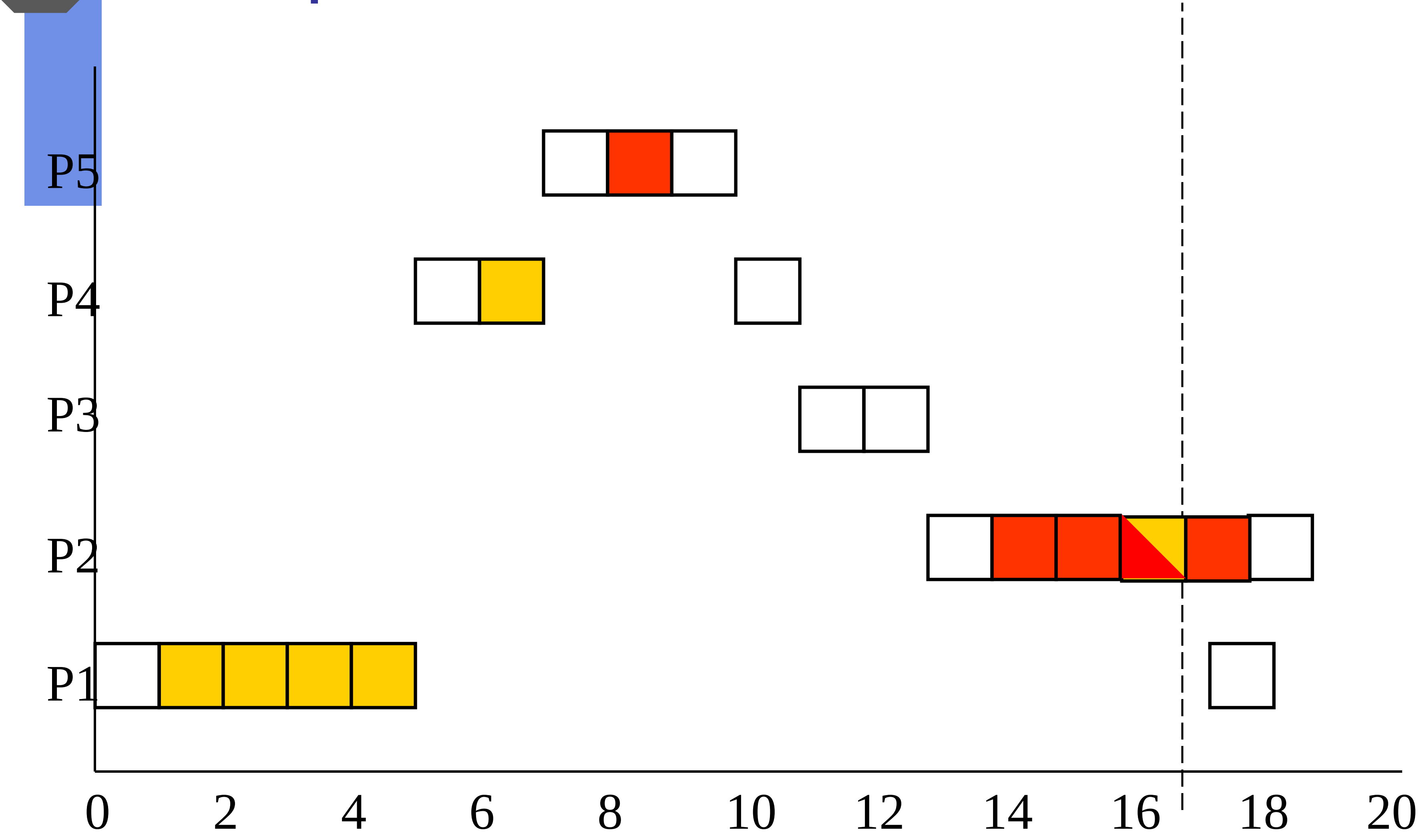

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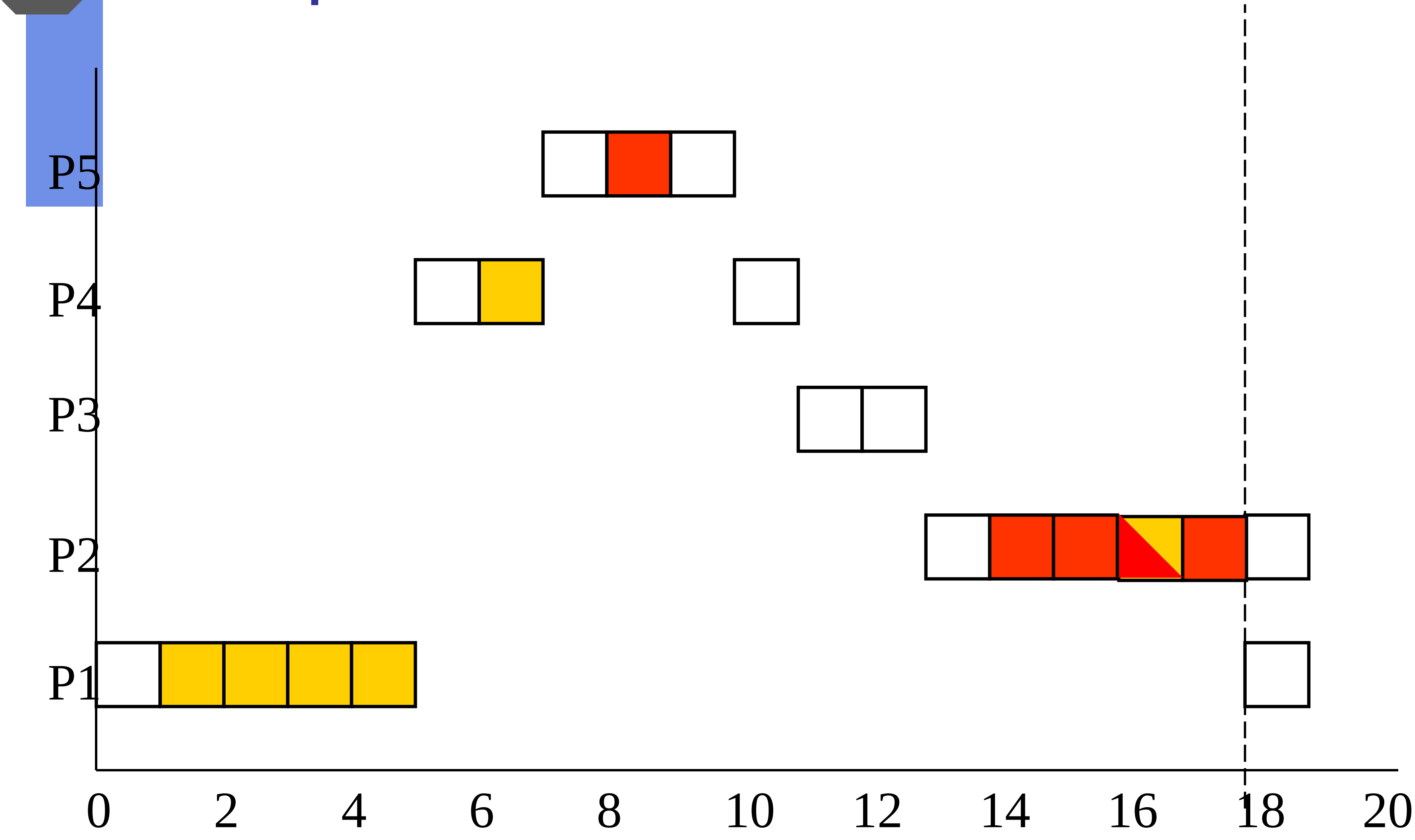

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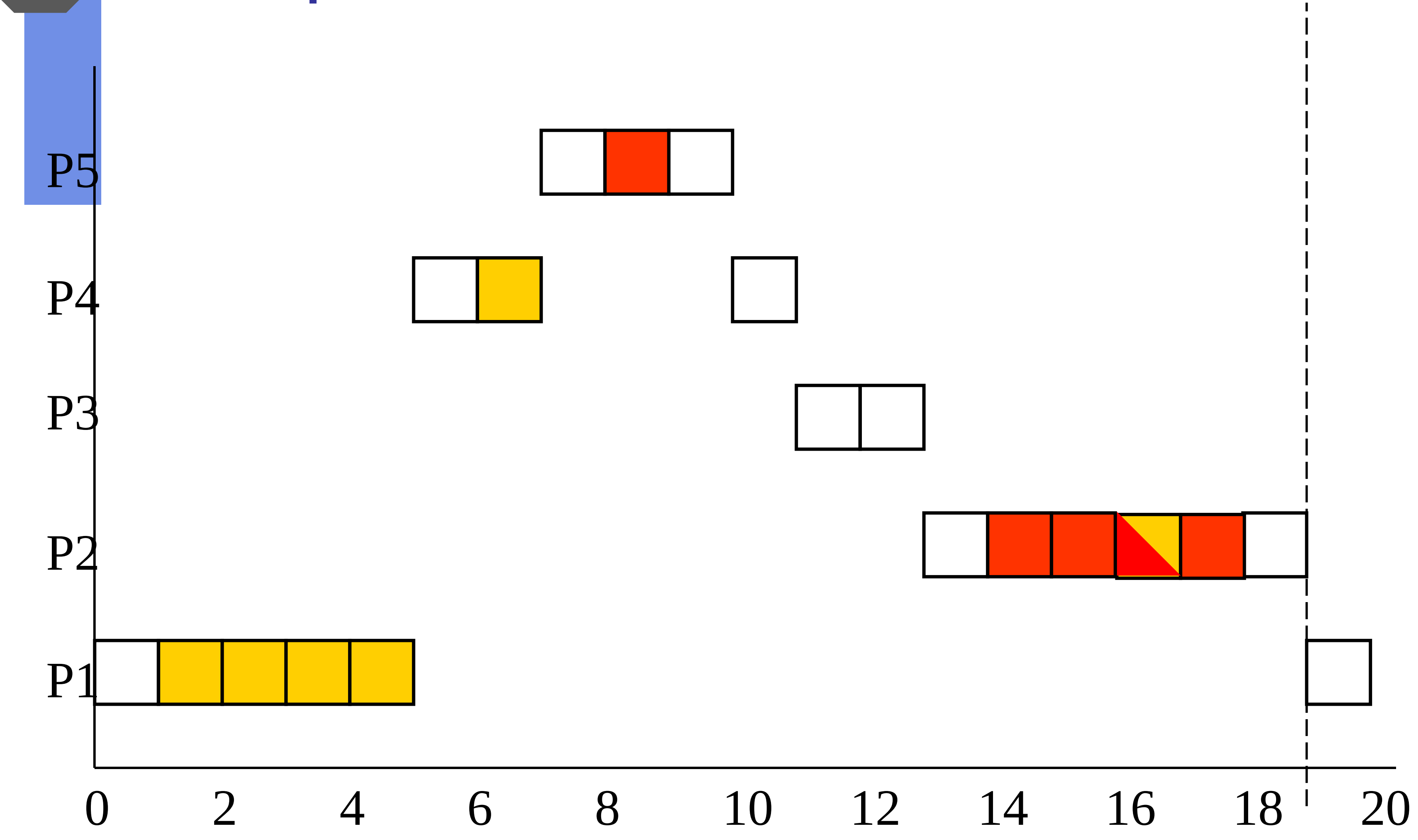
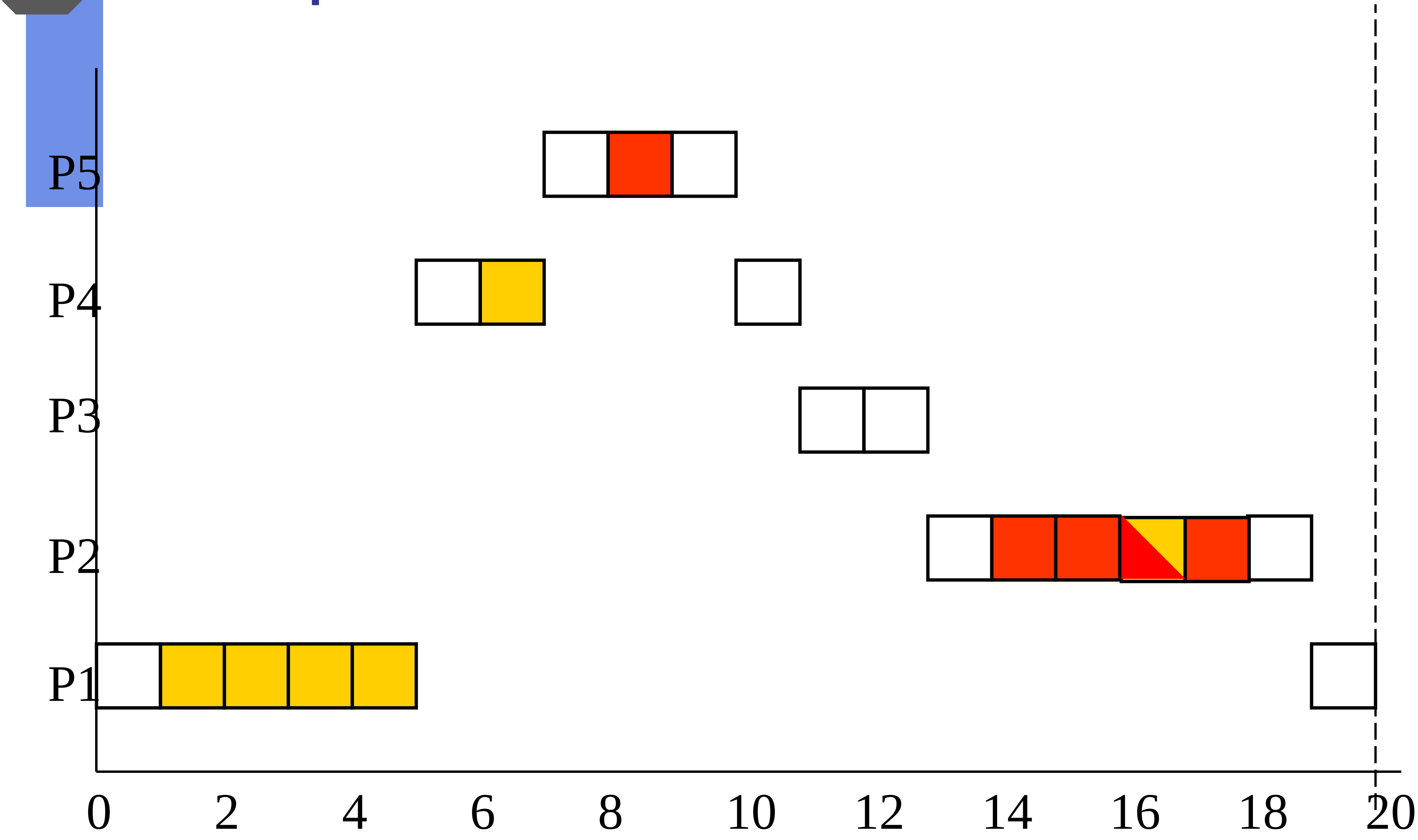
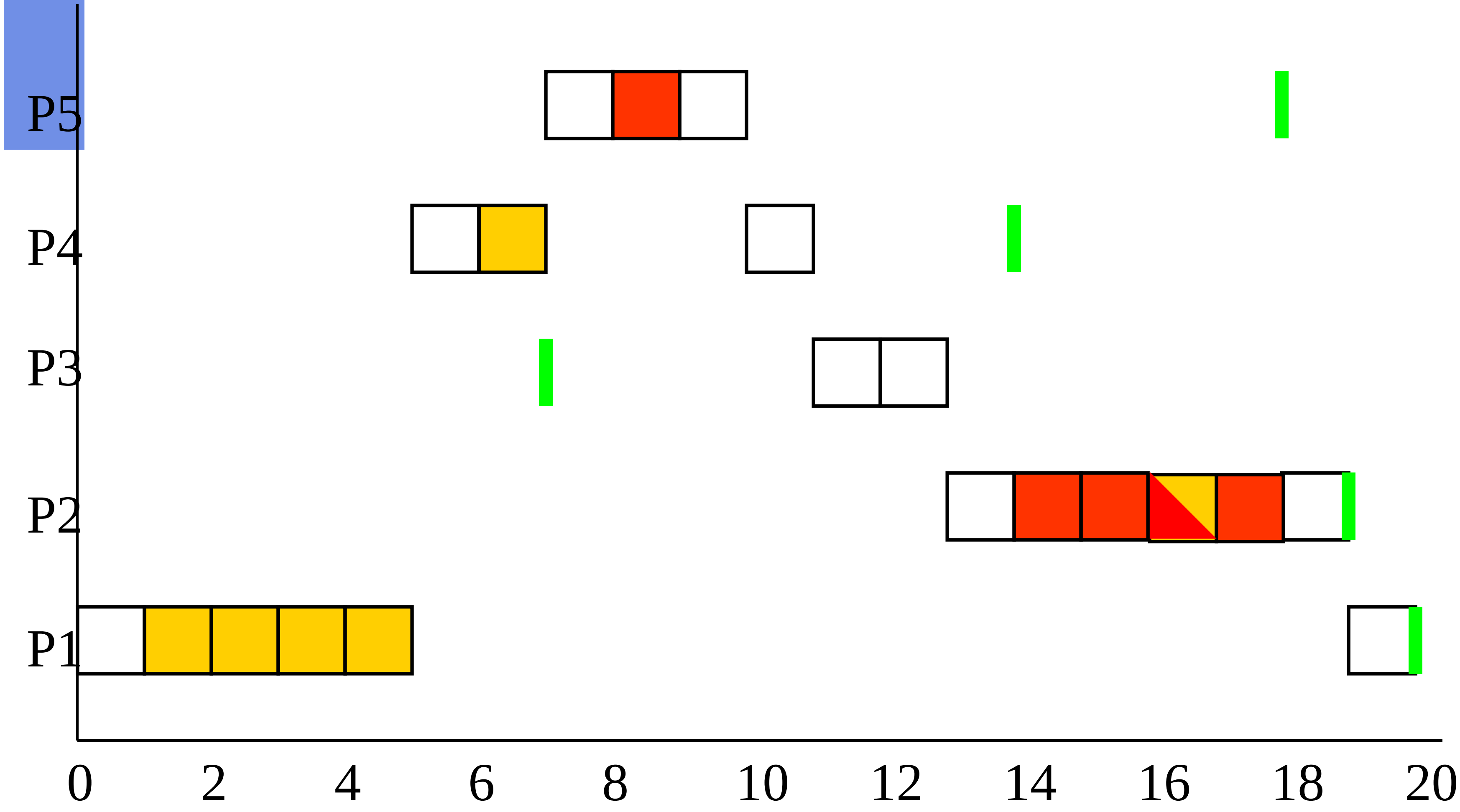


Example



Comparison with SPD-Scheduling



Analysis: Nonpreemptive Critical Sections

- Pros
  - Simple
  - No prior knowledge of resource requirements needed
  - Prevents deadlock
- Cons
  - Low priority process blocks high priority process even when there are no resource conflicts
  - Protocol only suitable for trusted software
    - Usually implemented by interrupt disabling
  - In CS there is no system calls otherwise CPU wasting in case of a “blocking” system call

Worst-Case Blocking Time

- Longest lower-priority critical section:

$$bt_i(rc) = \max_{i+1 \leq k \leq n} \{cst_k\}$$

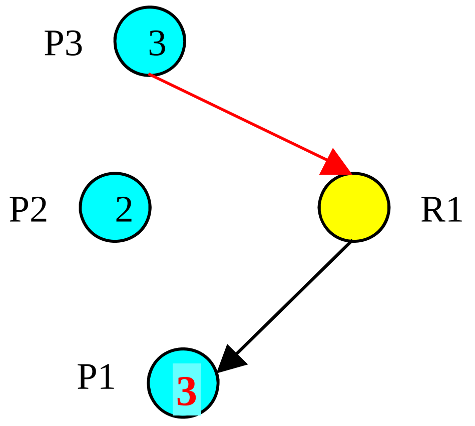
bt = blocking time

cst = critical section time

Not that realistic

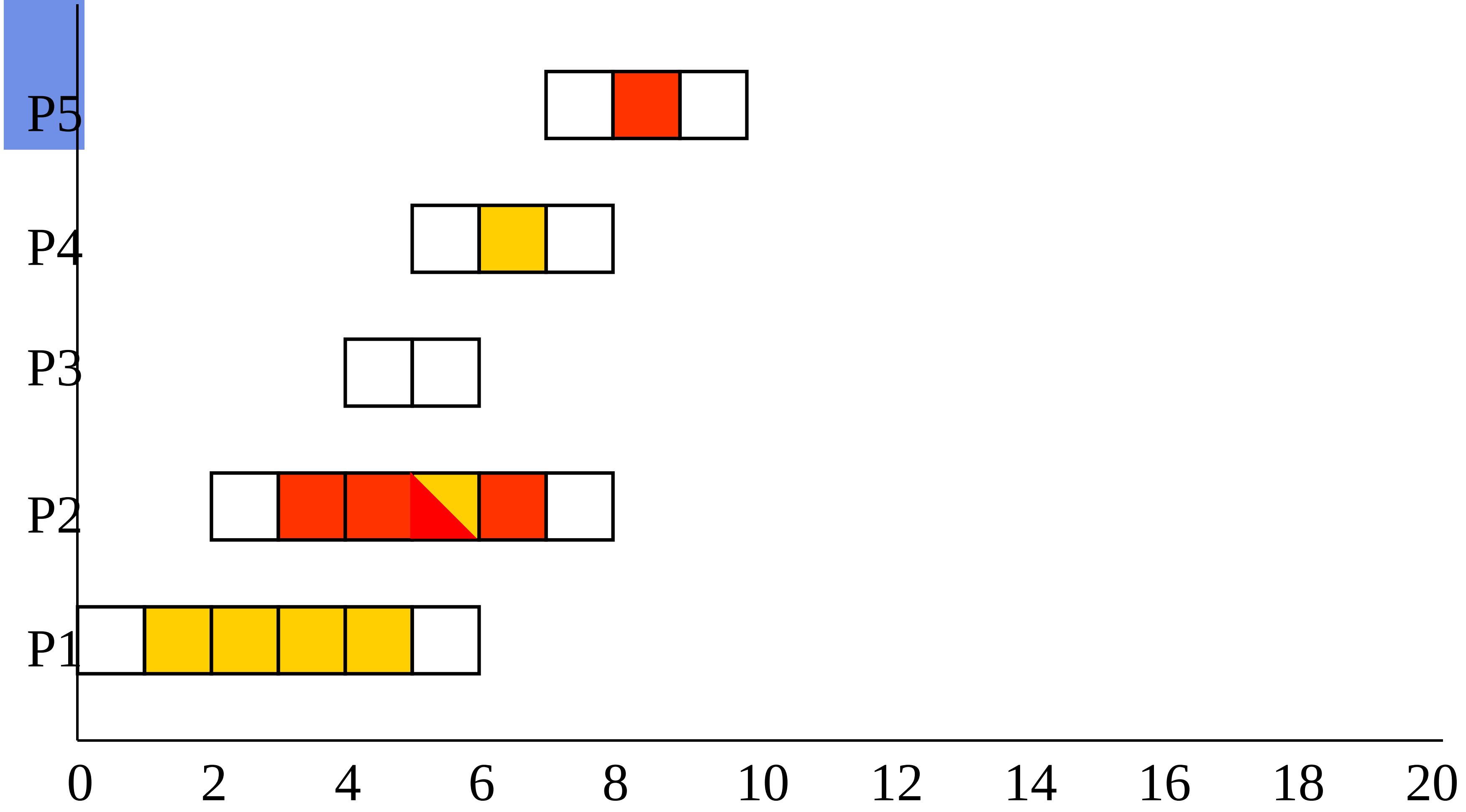
Priority Inheritance (PI)

- When a high-priority process (P3) blocks, the low-priority process (P1) inherits the current priority of the blocking process

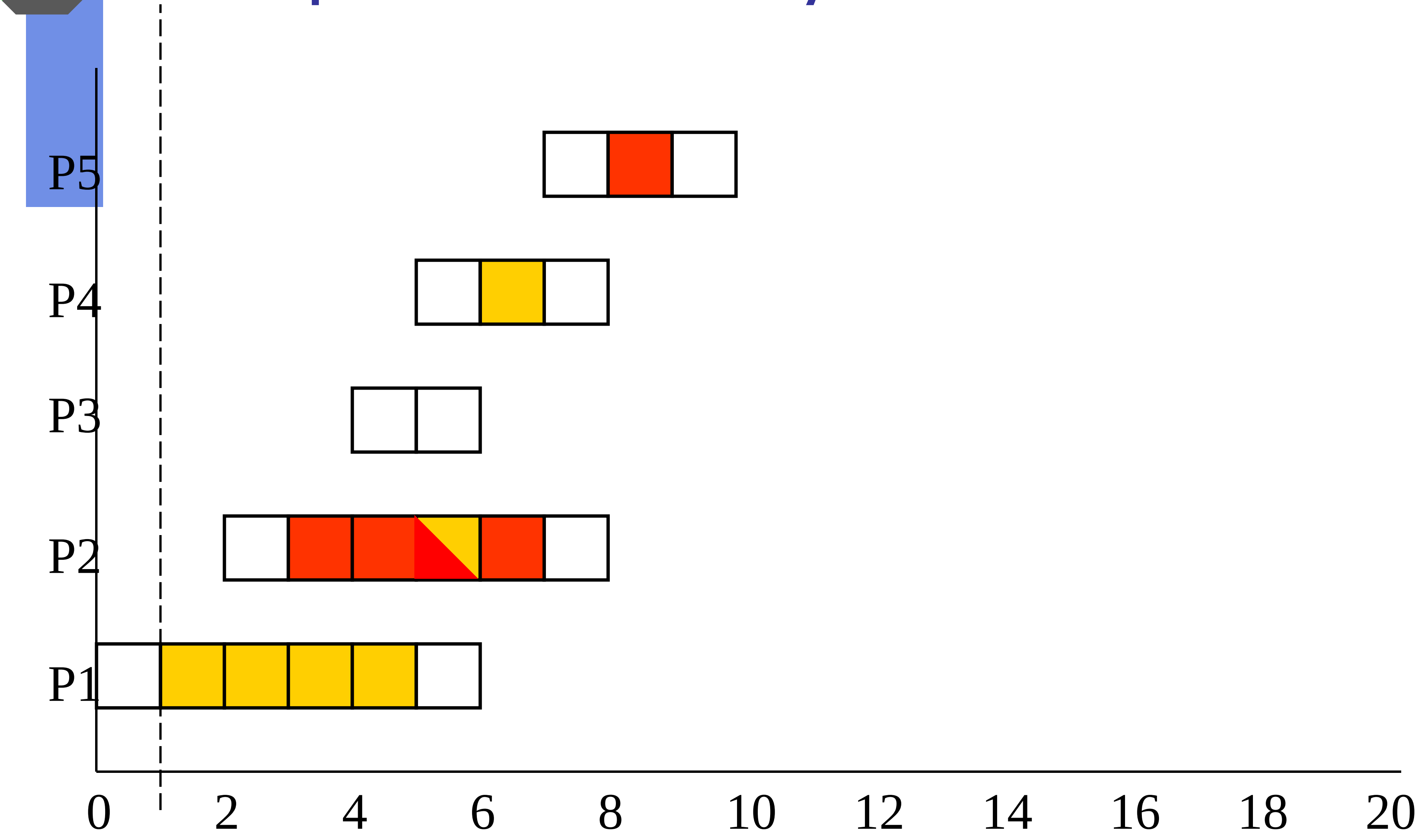


- PI bounds priority inversion

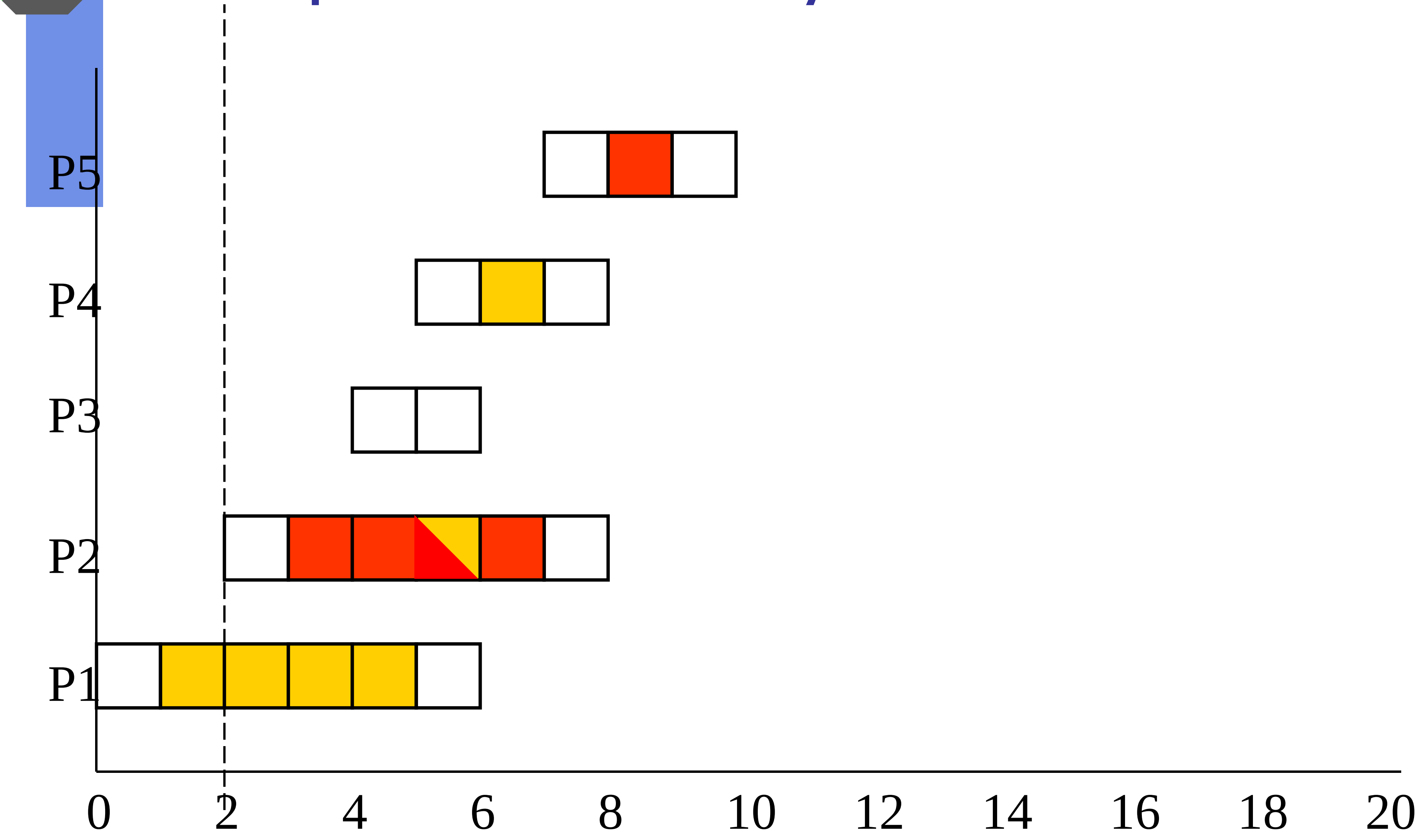
Example with Priority Inheritance



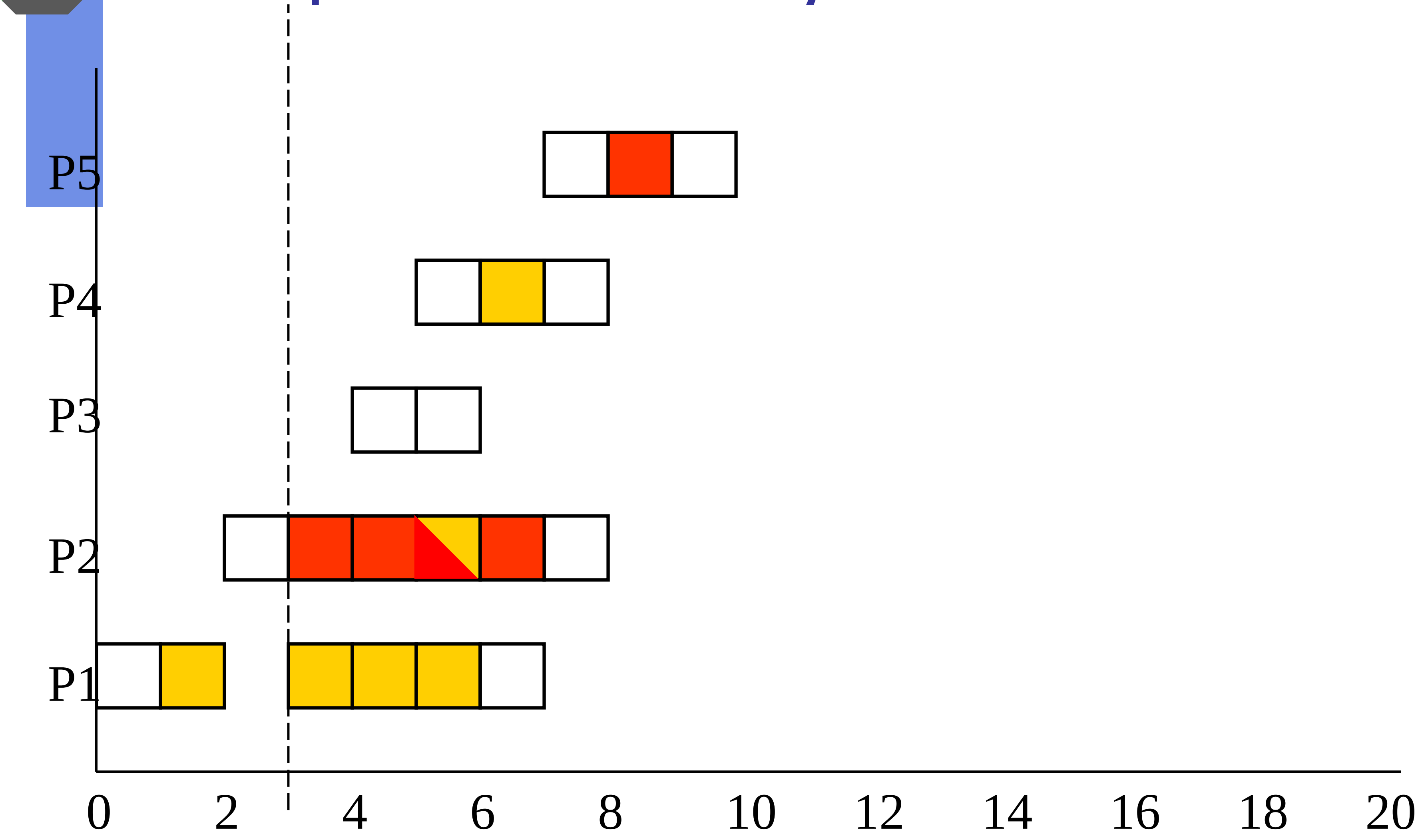
Example with Priority Inheritance



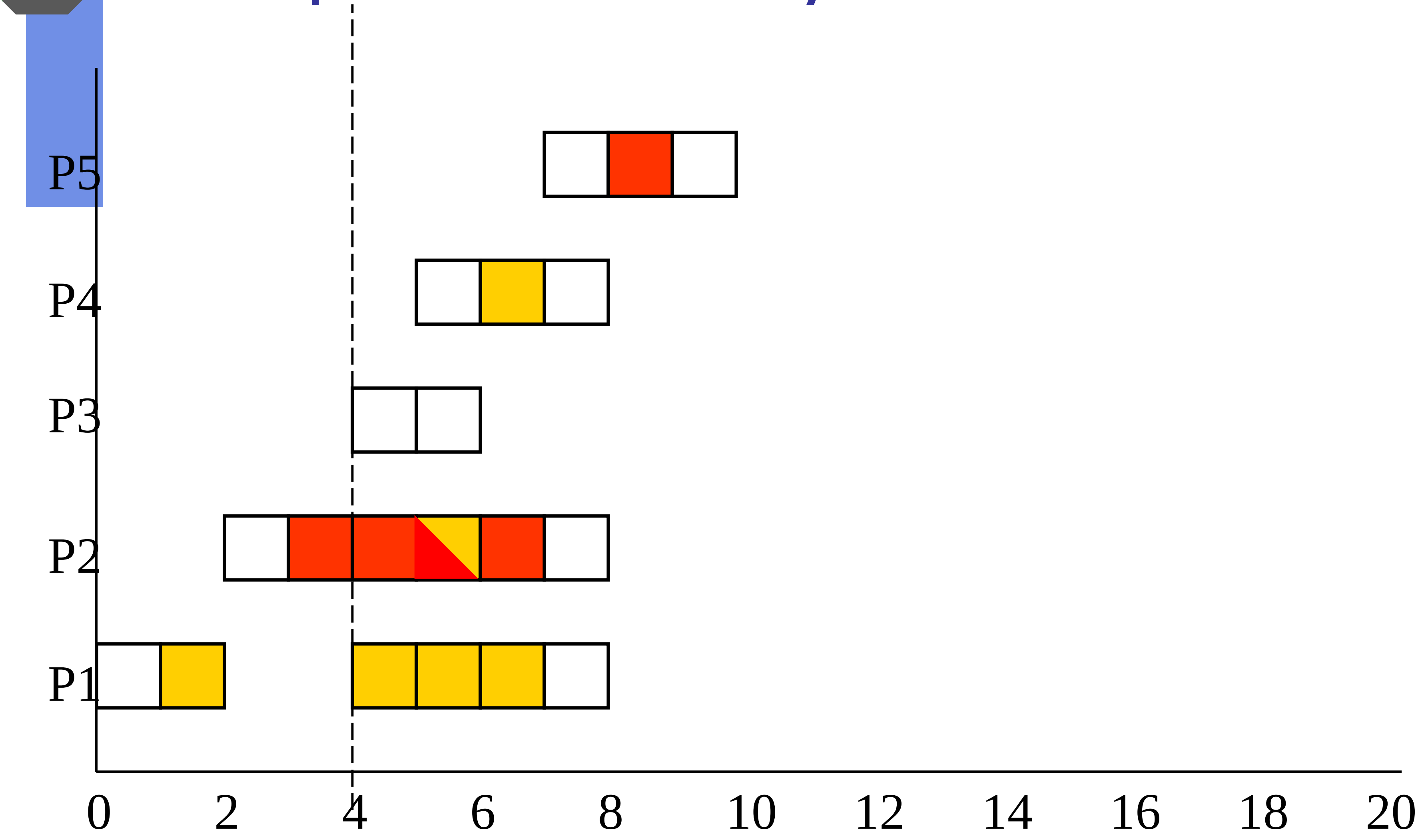
Example with Priority Inheritance



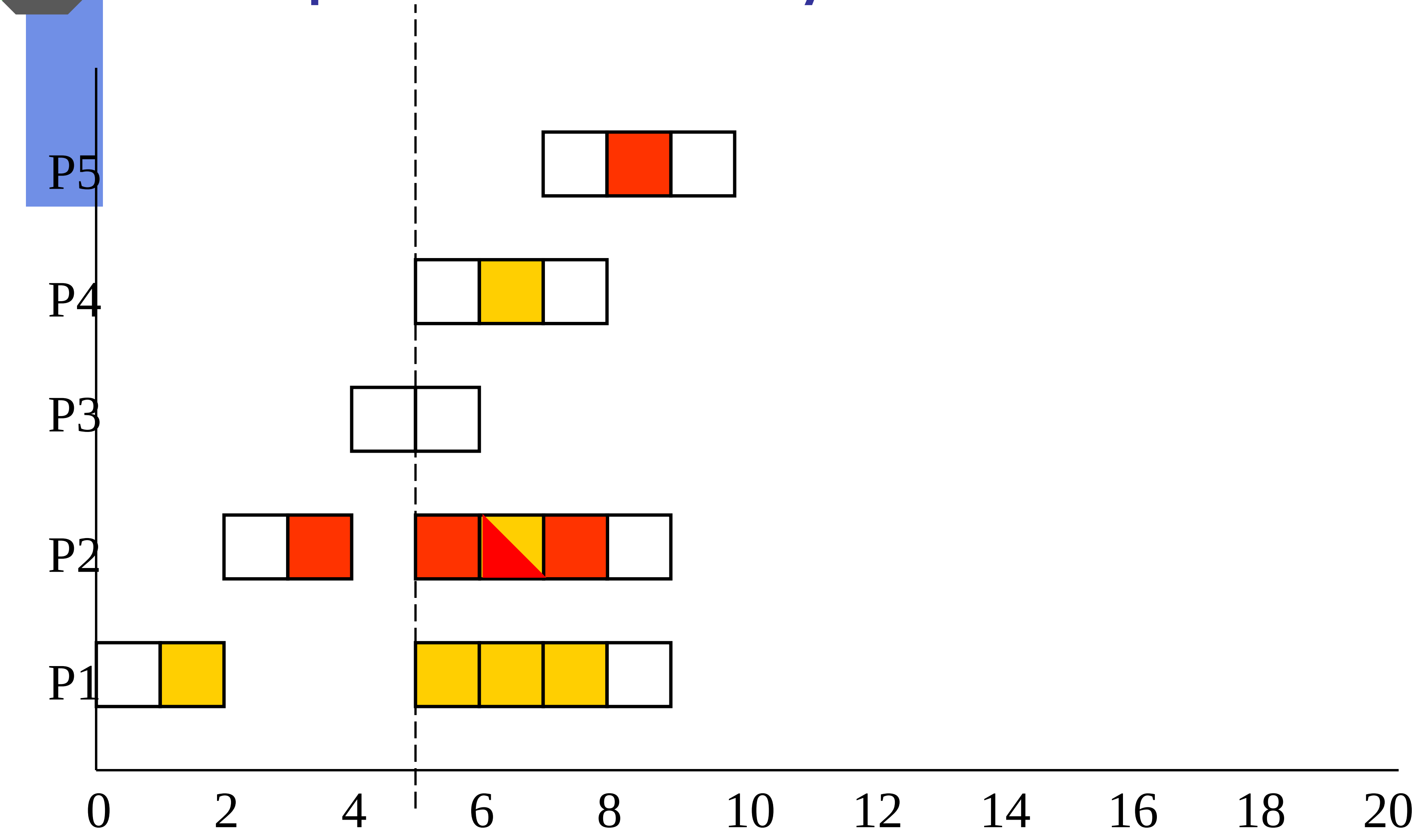
Example with Priority Inheritance



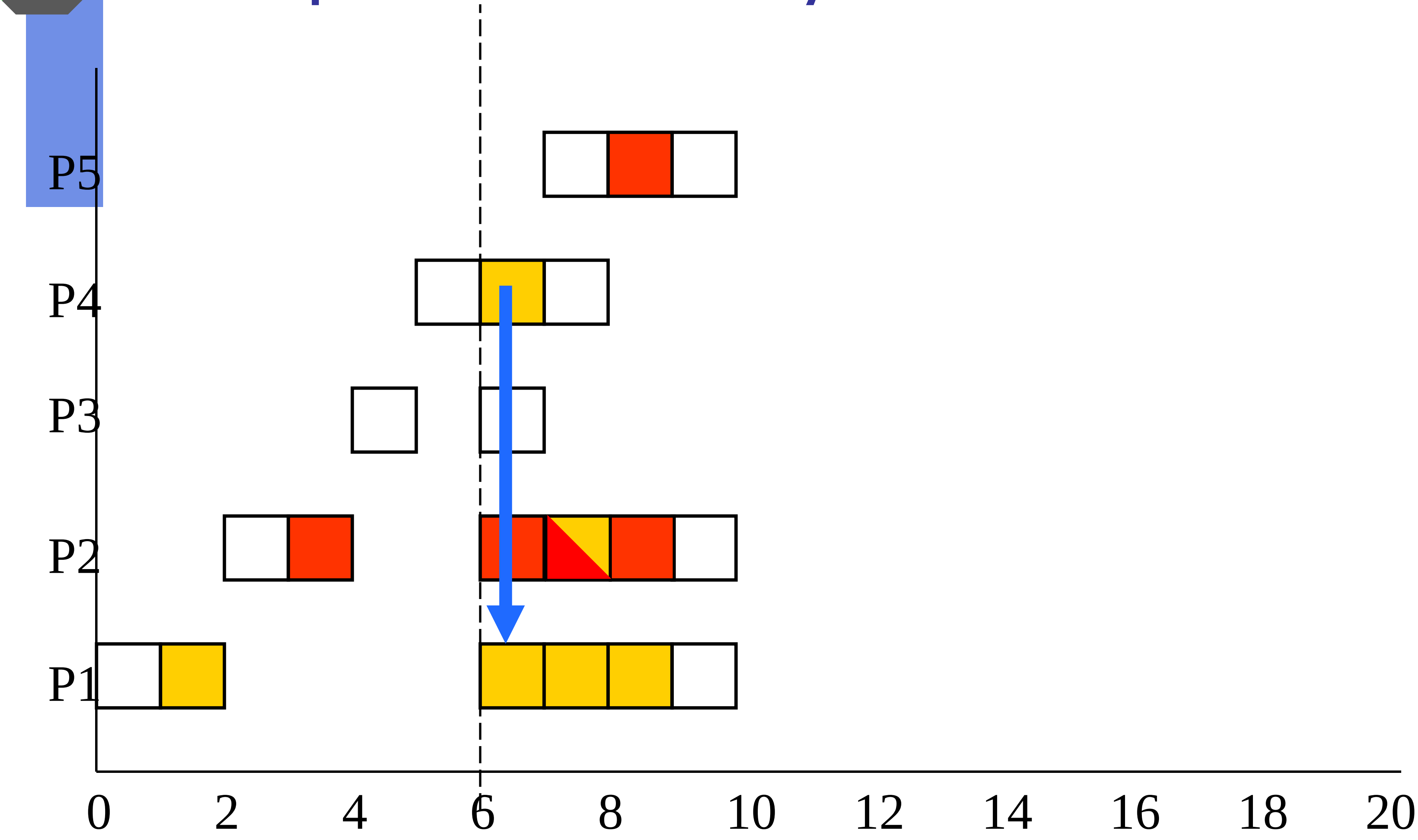
Example with Priority Inheritance



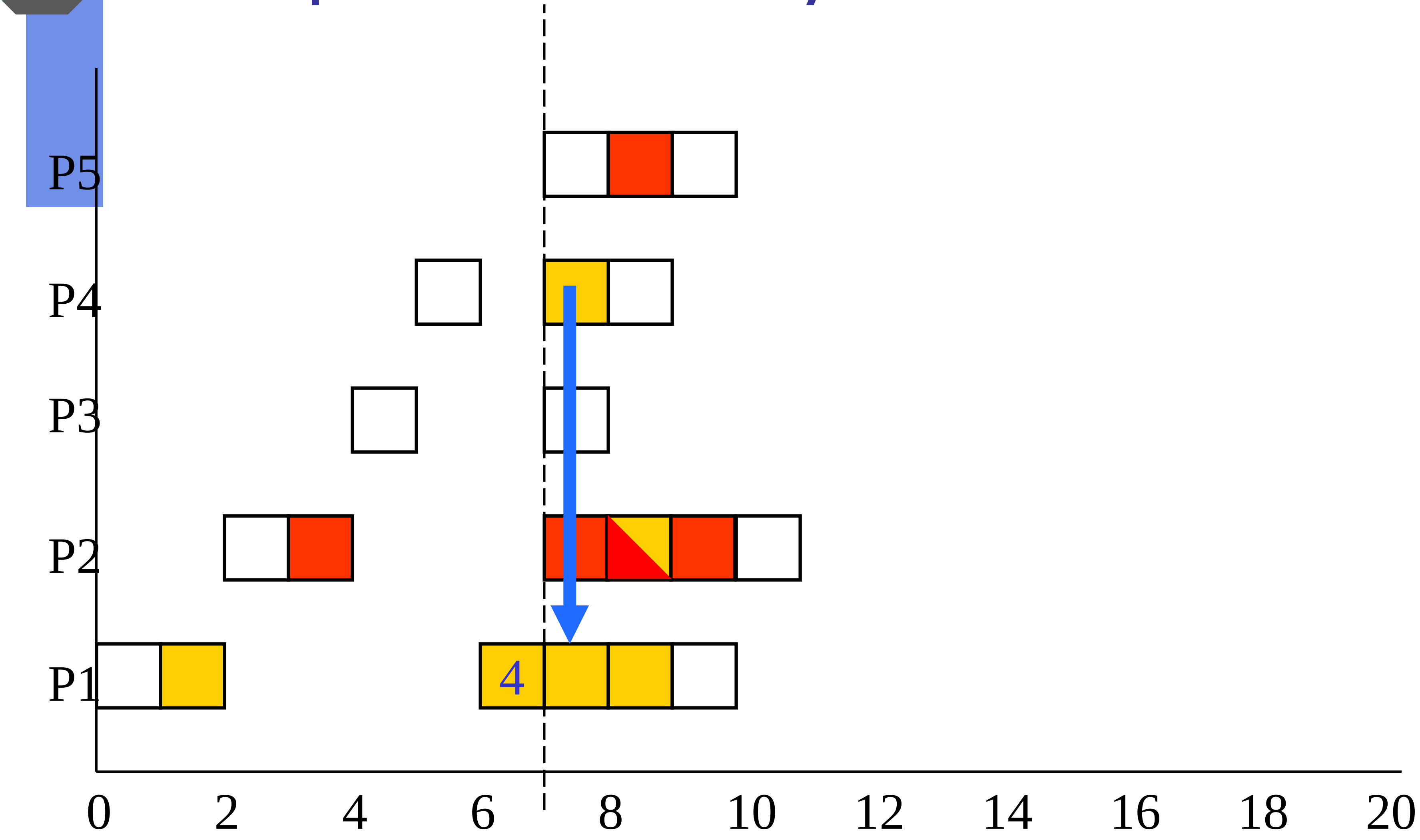
Example with Priority Inheritance



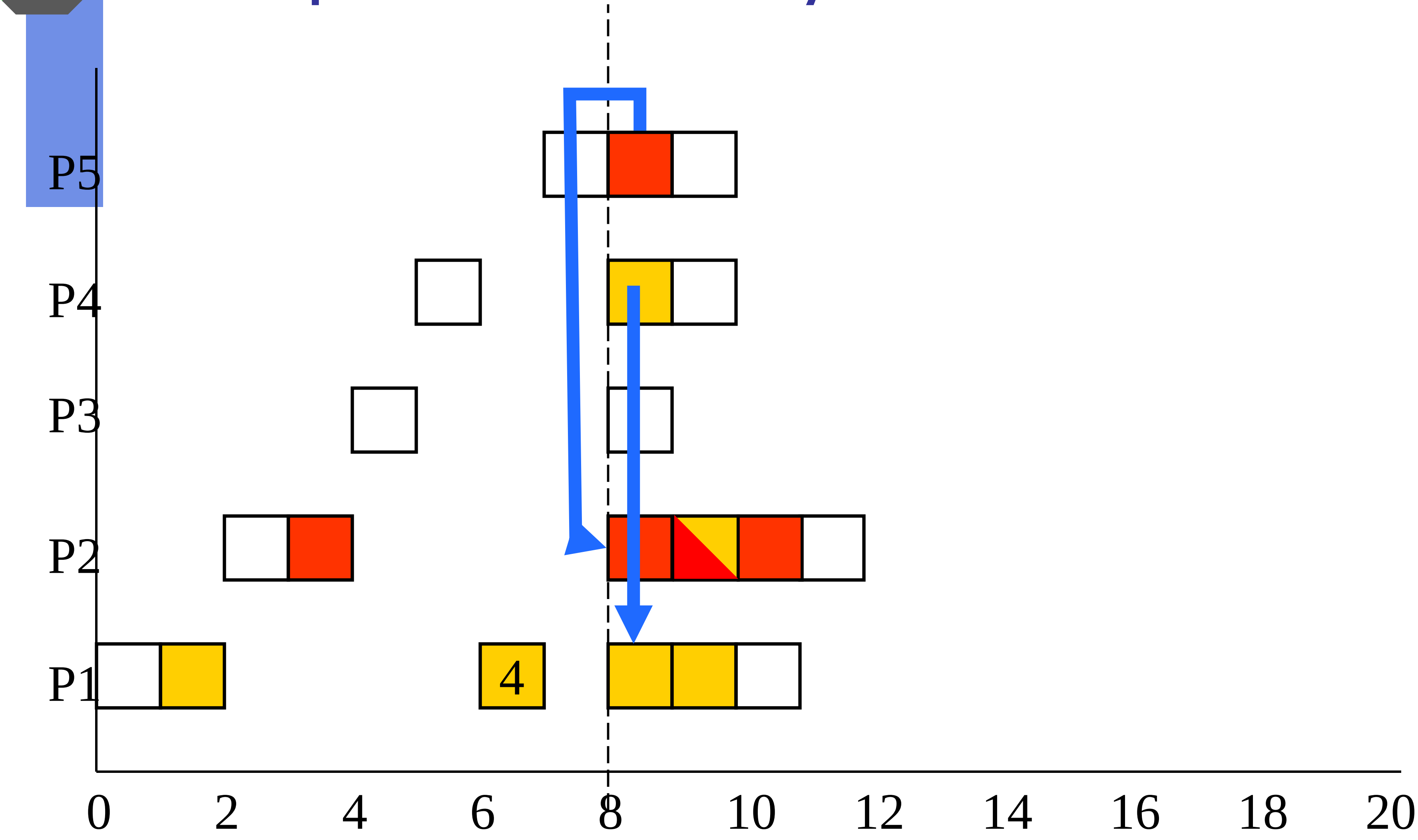
Example with Priority Inheritance



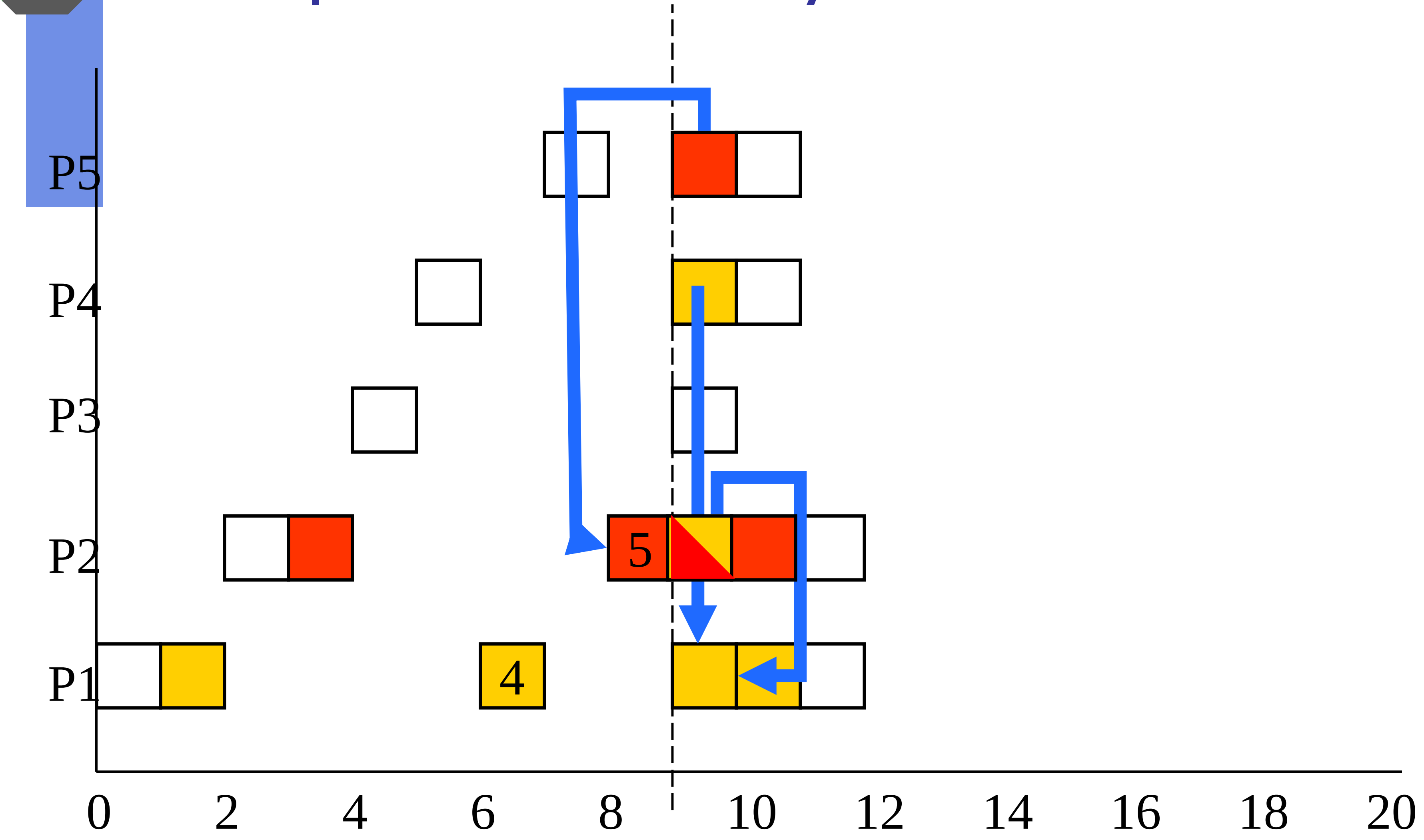
Example with Priority Inheritance



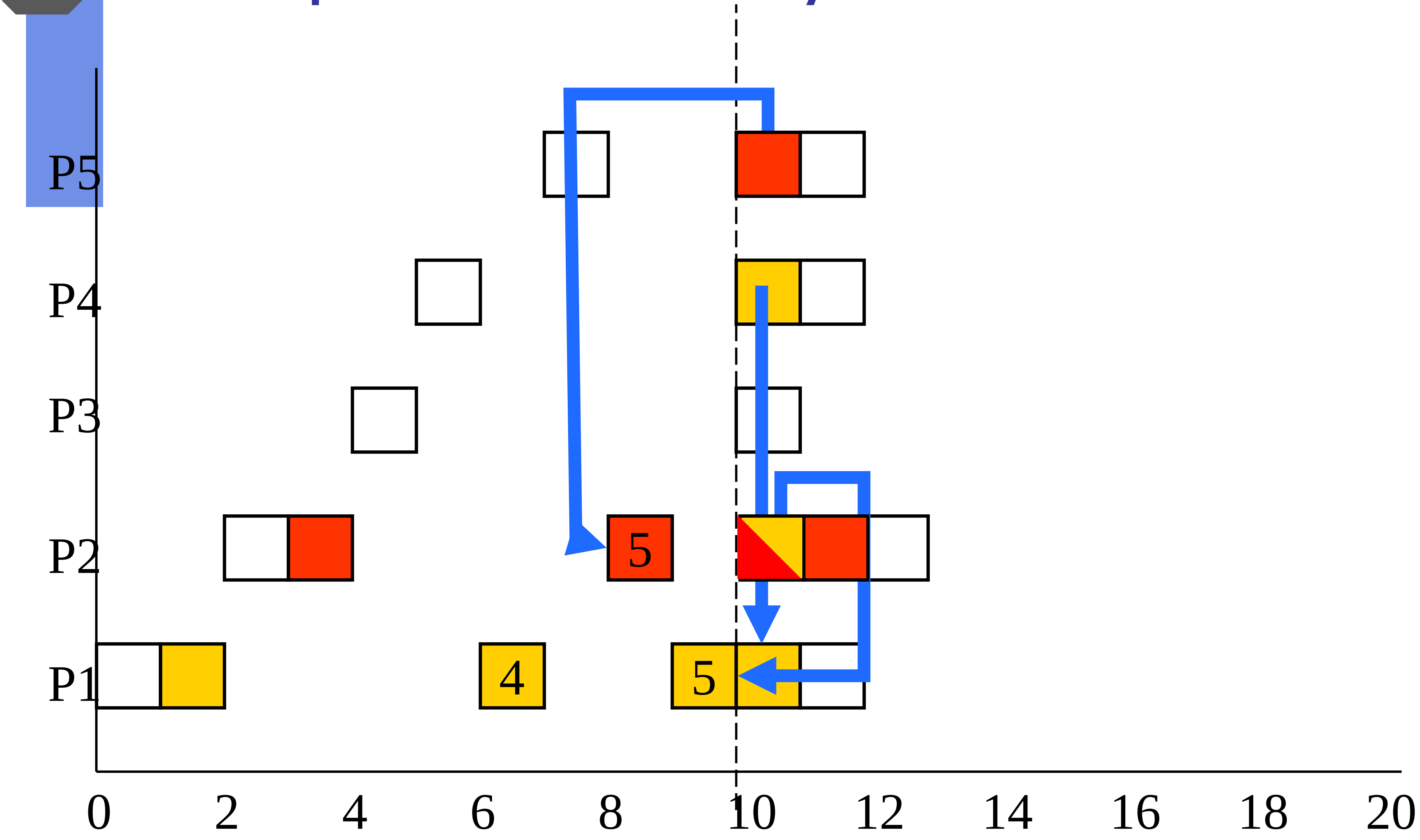
Example with Priority Inheritance



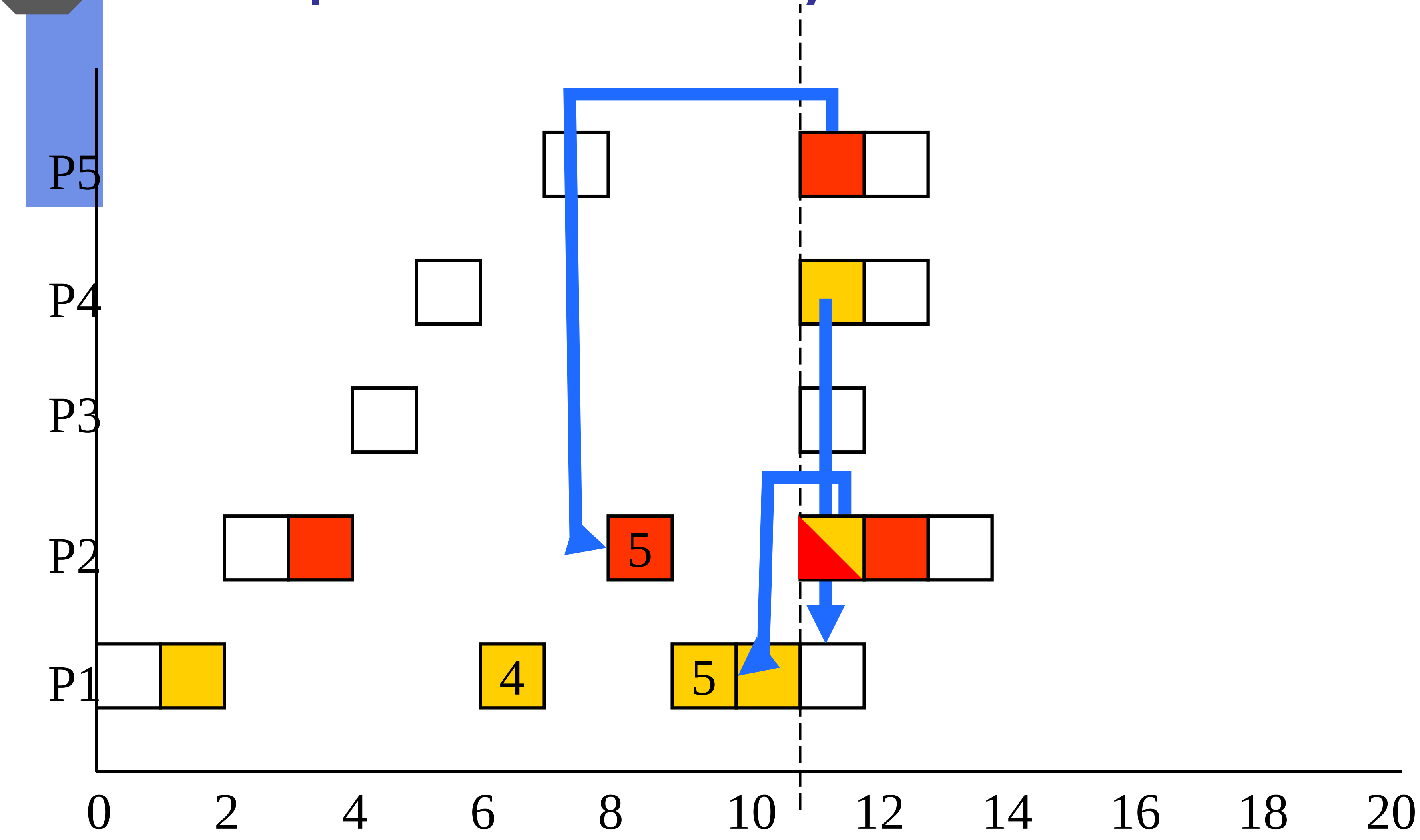
Example with Priority Inheritance



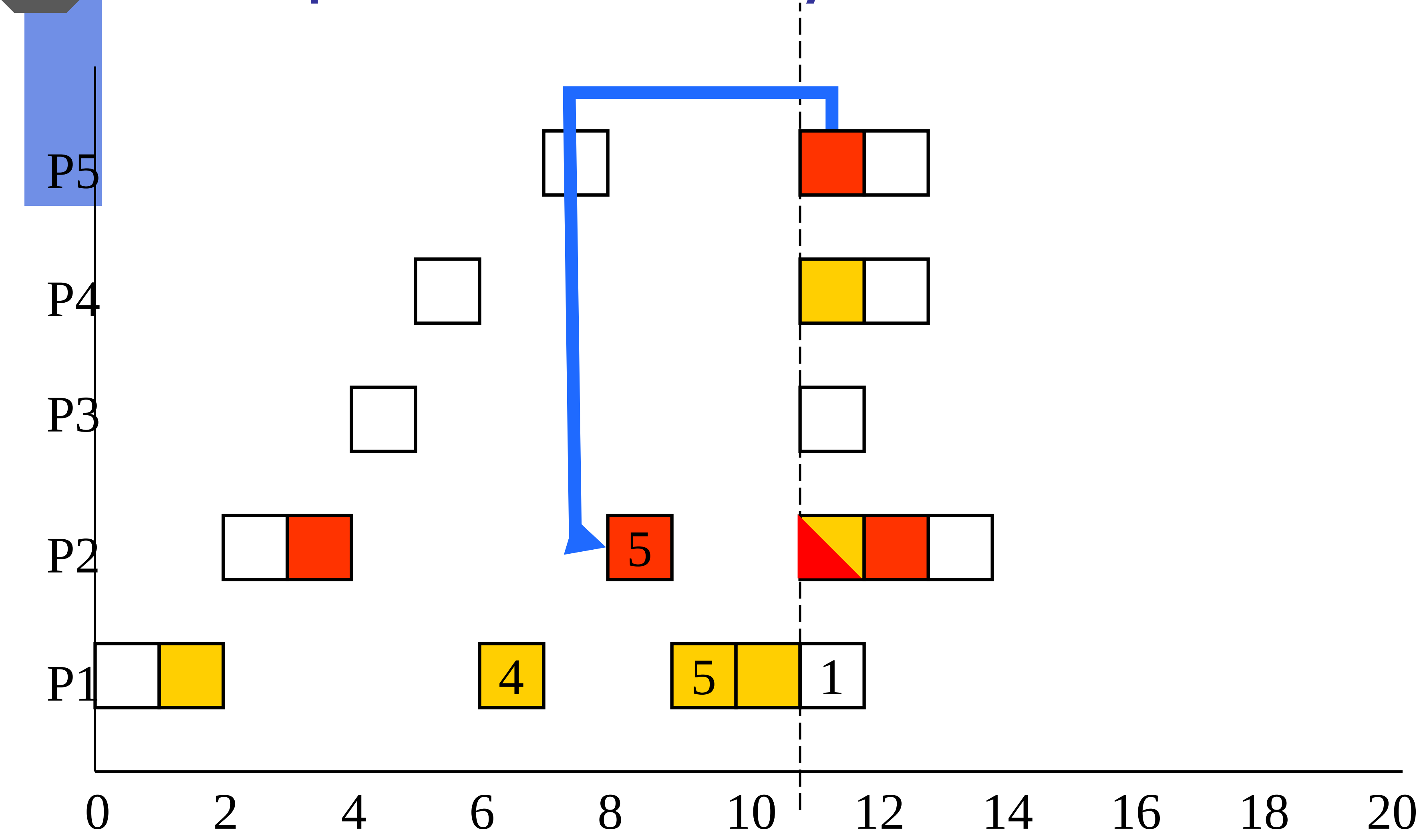
Example with Priority Inheritance



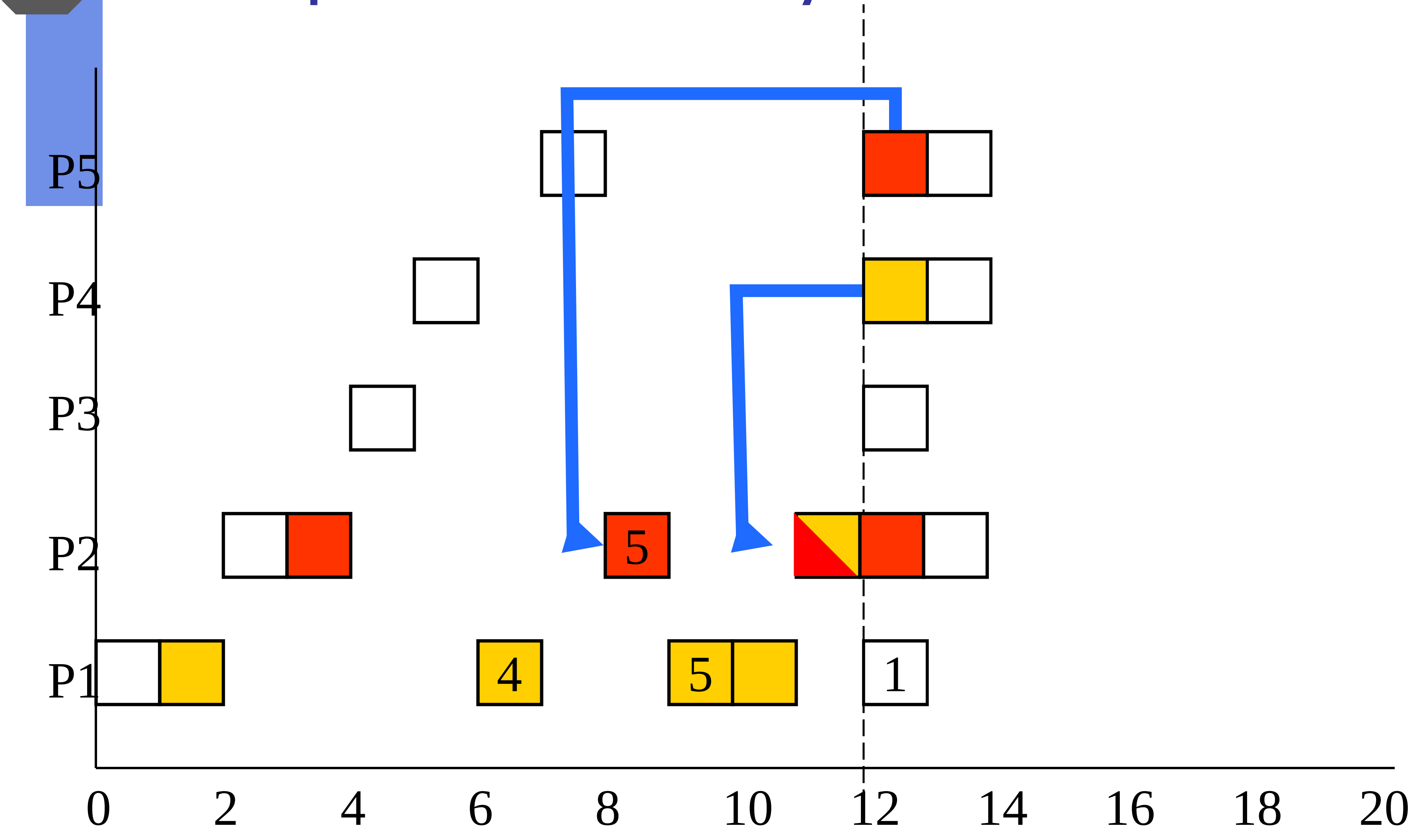
Example with Priority Inheritance



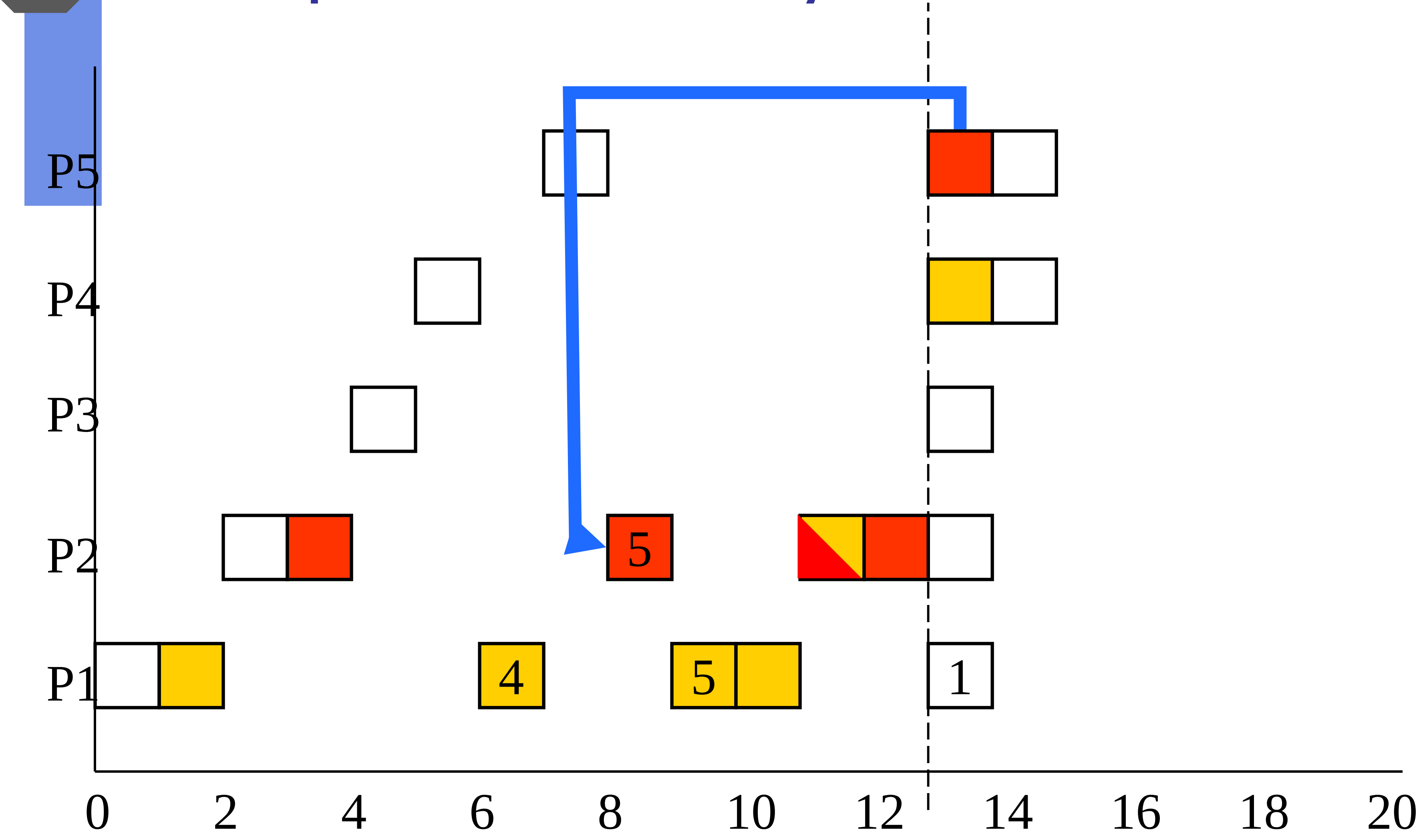
Example with Priority Inheritance



Example with Priority Inheritance



Example with Priority Inheritance



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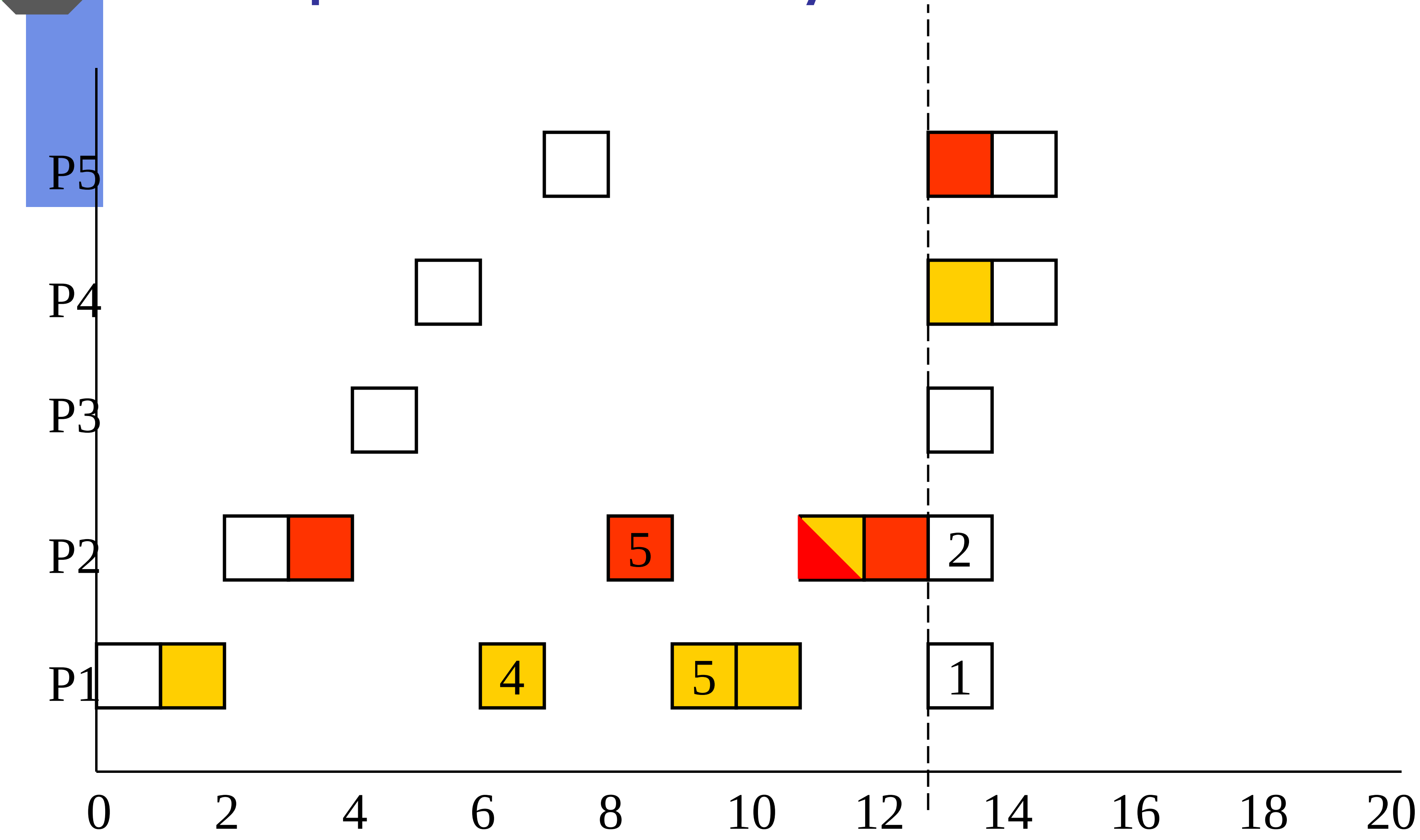

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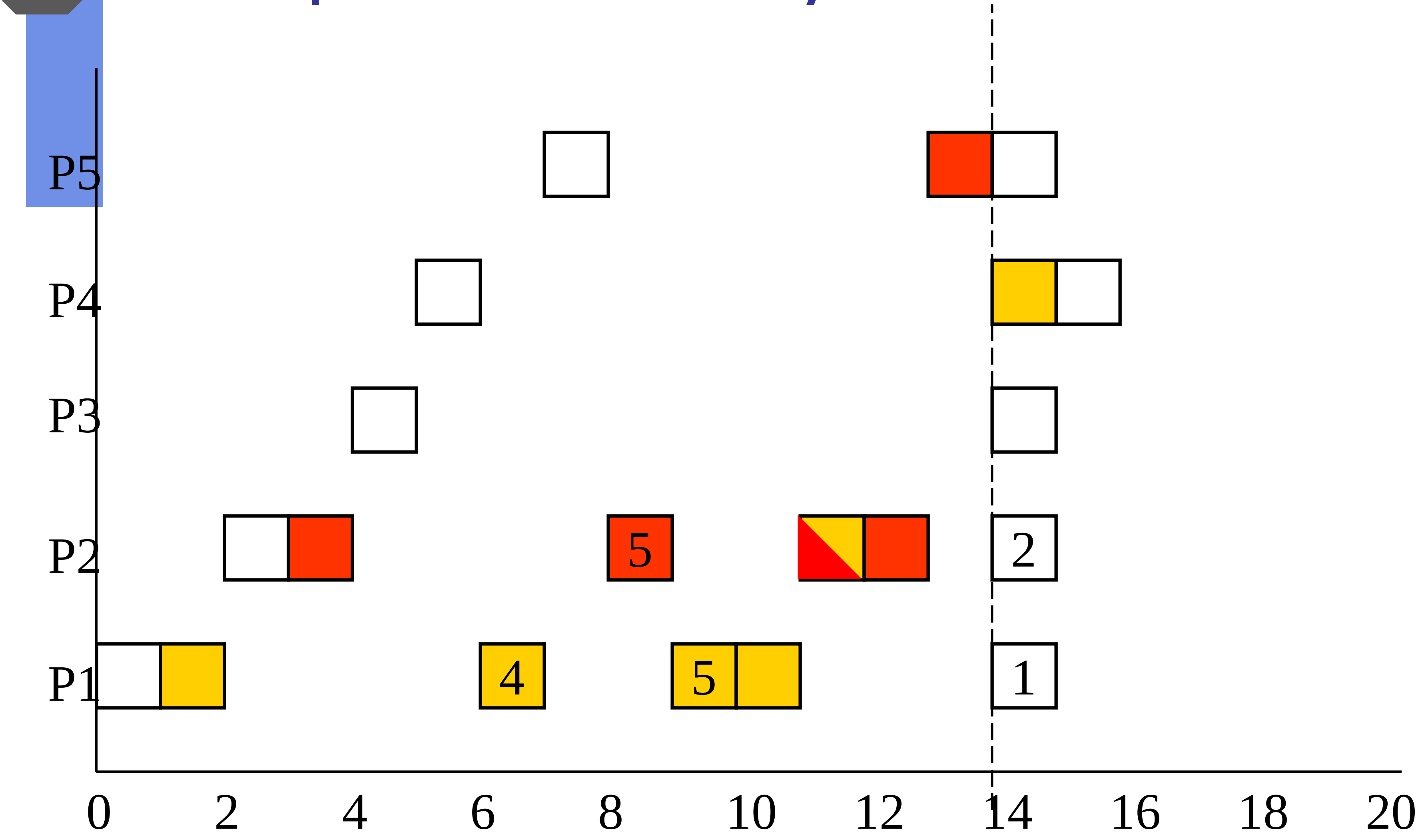

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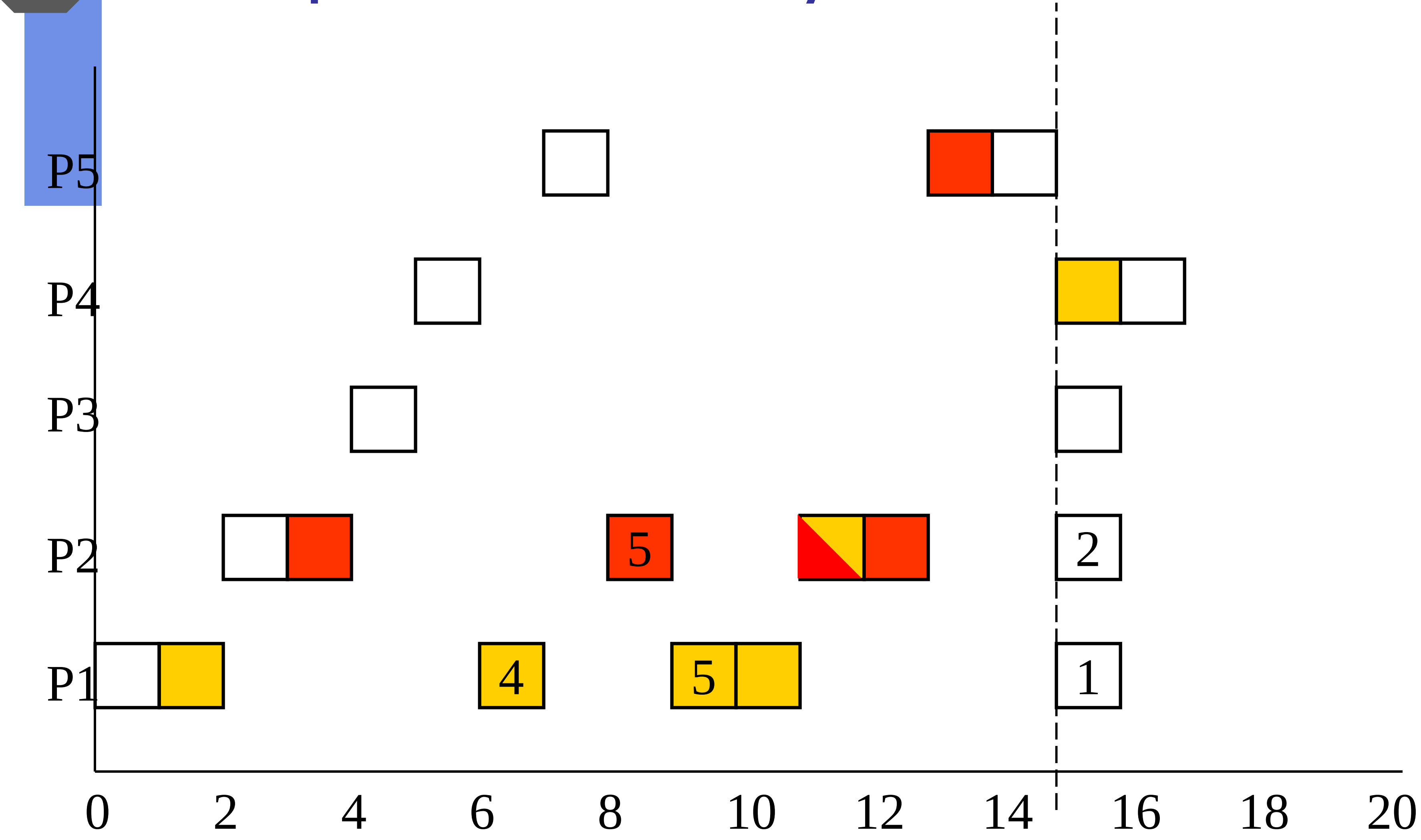
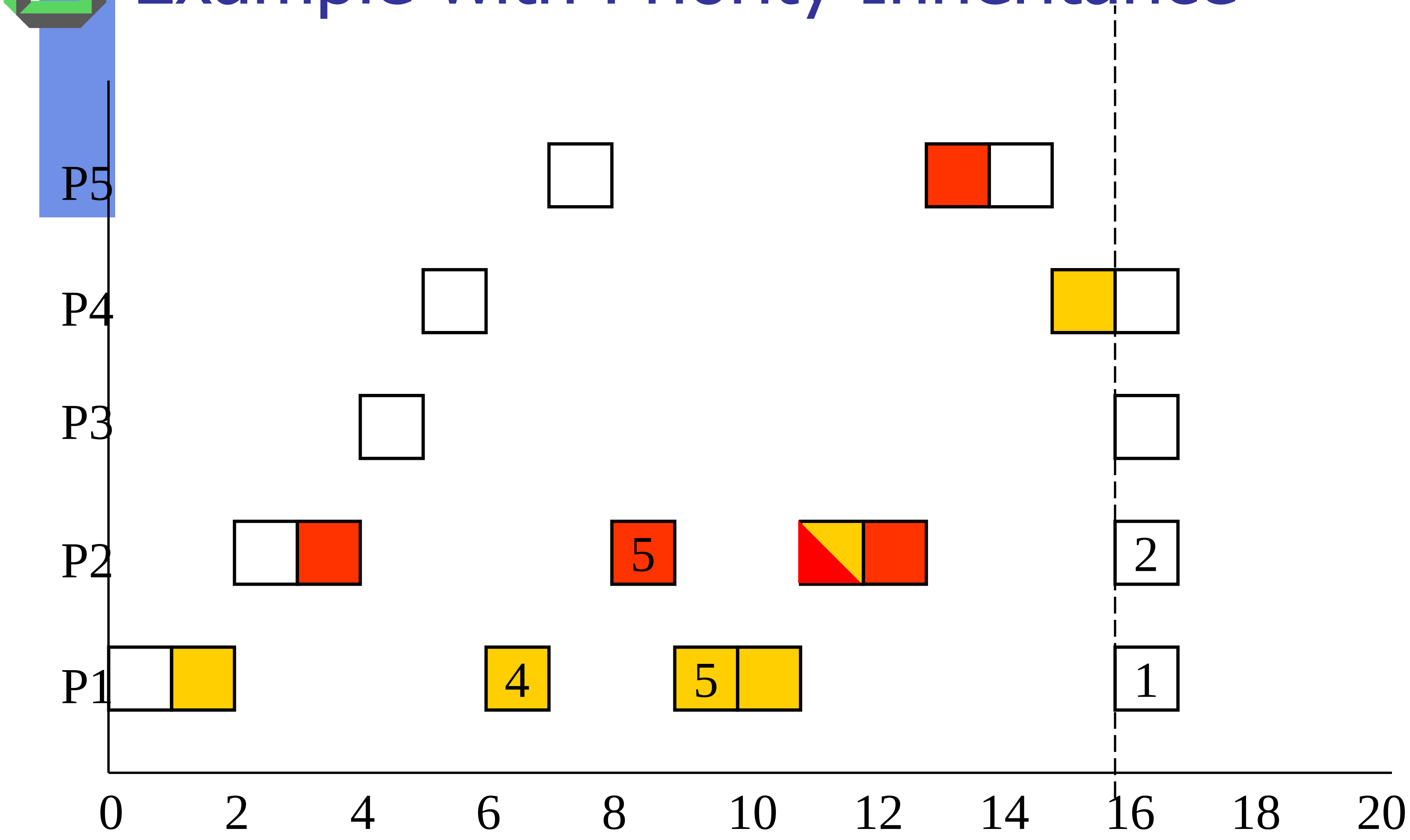


Example with Priority Inheritance



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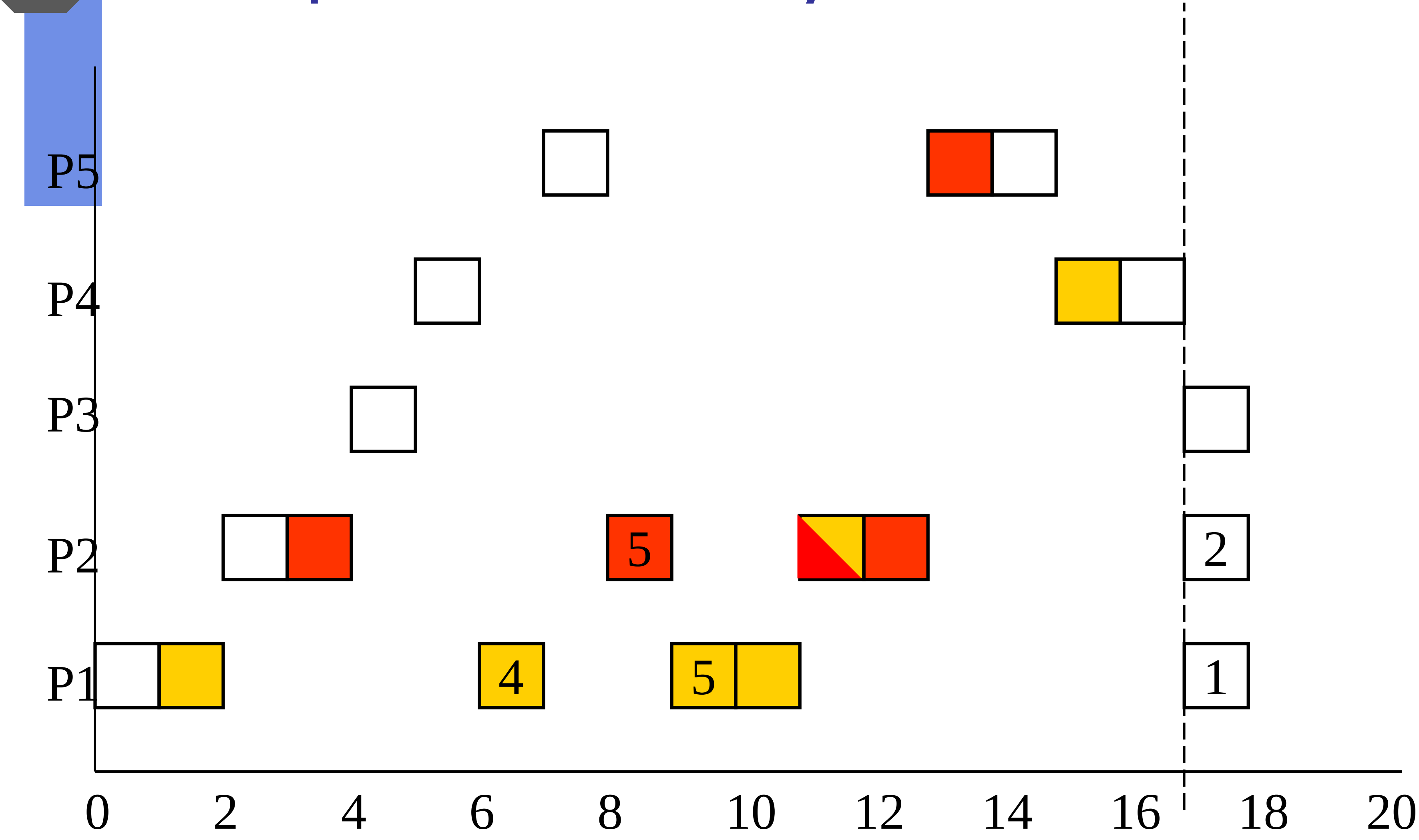

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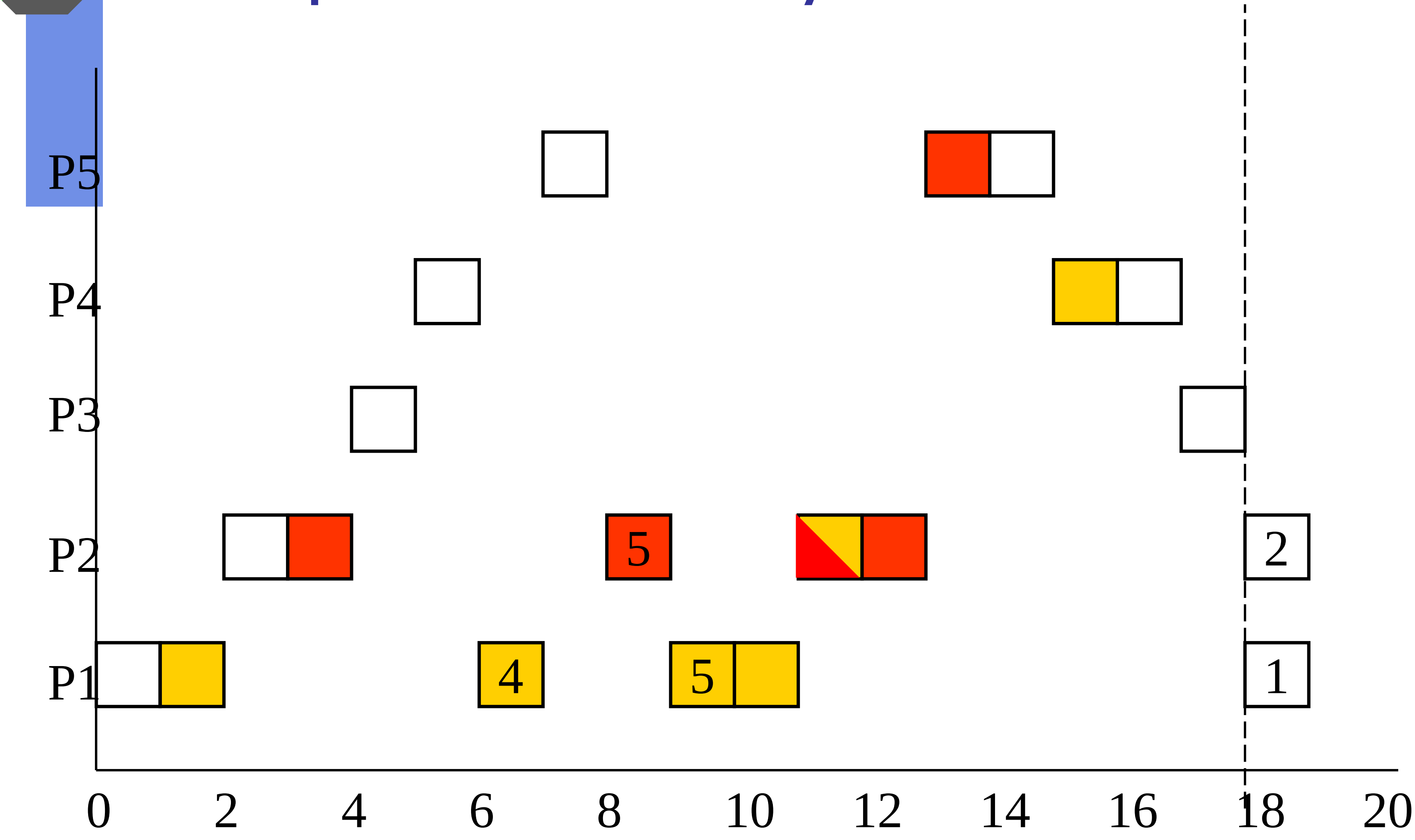
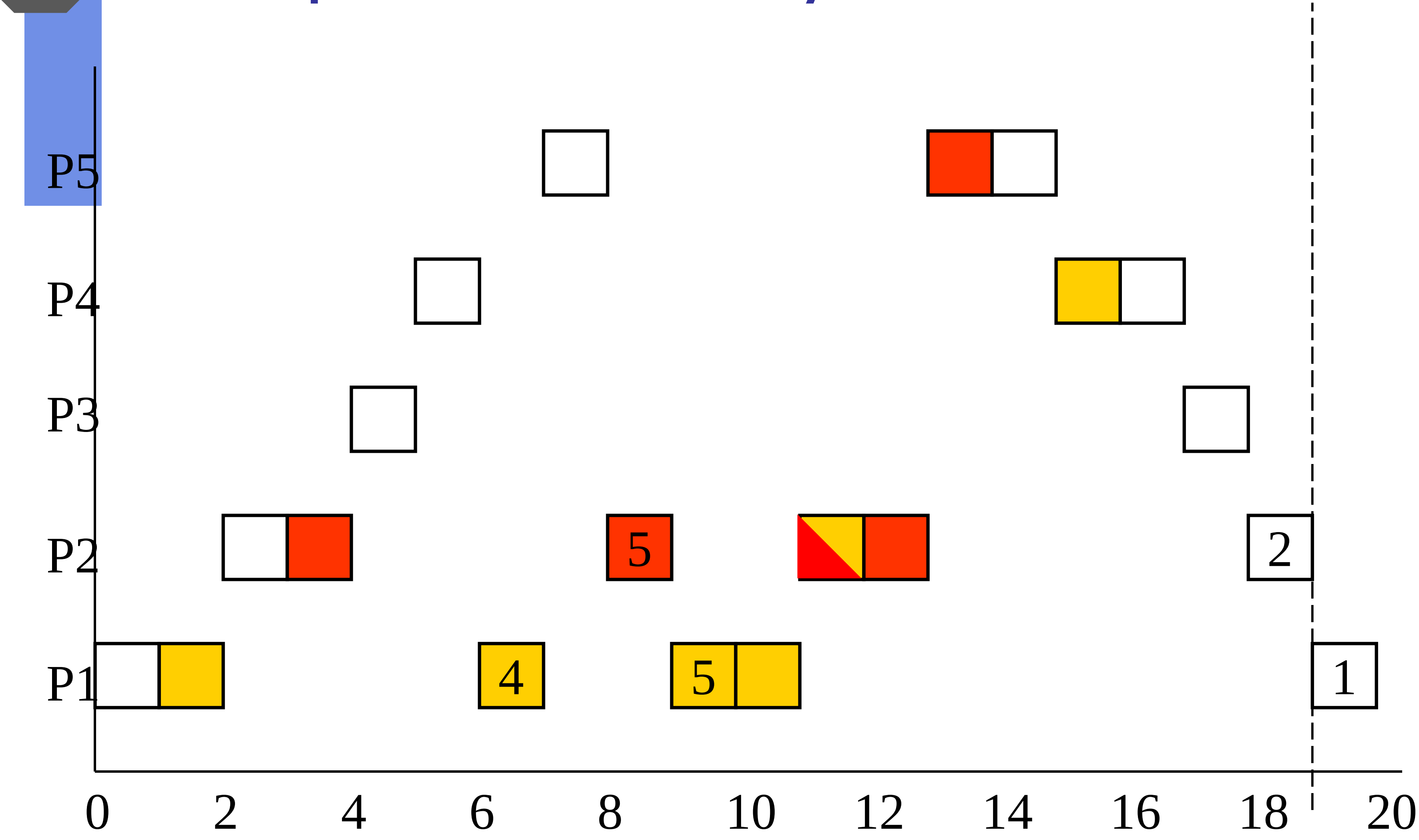
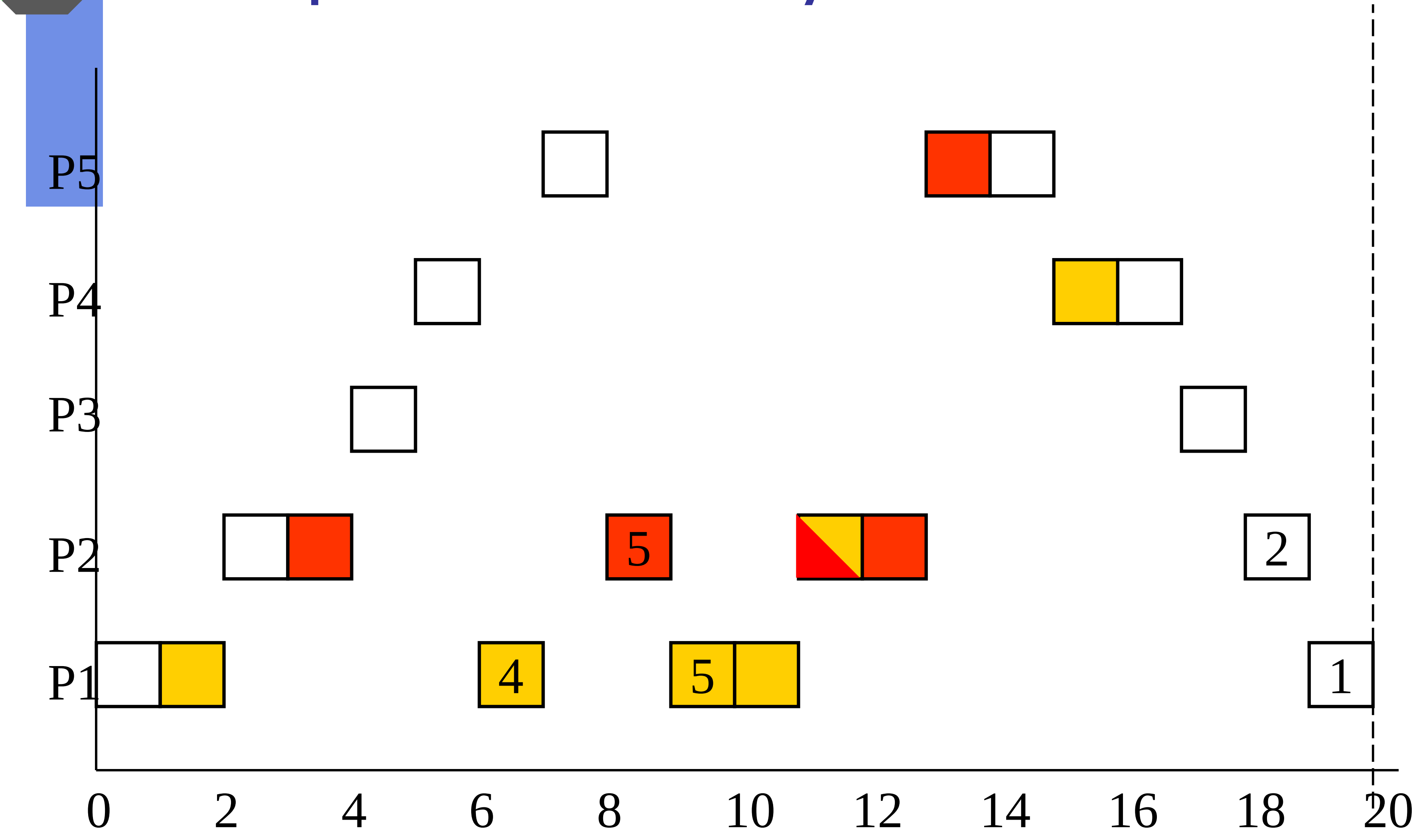


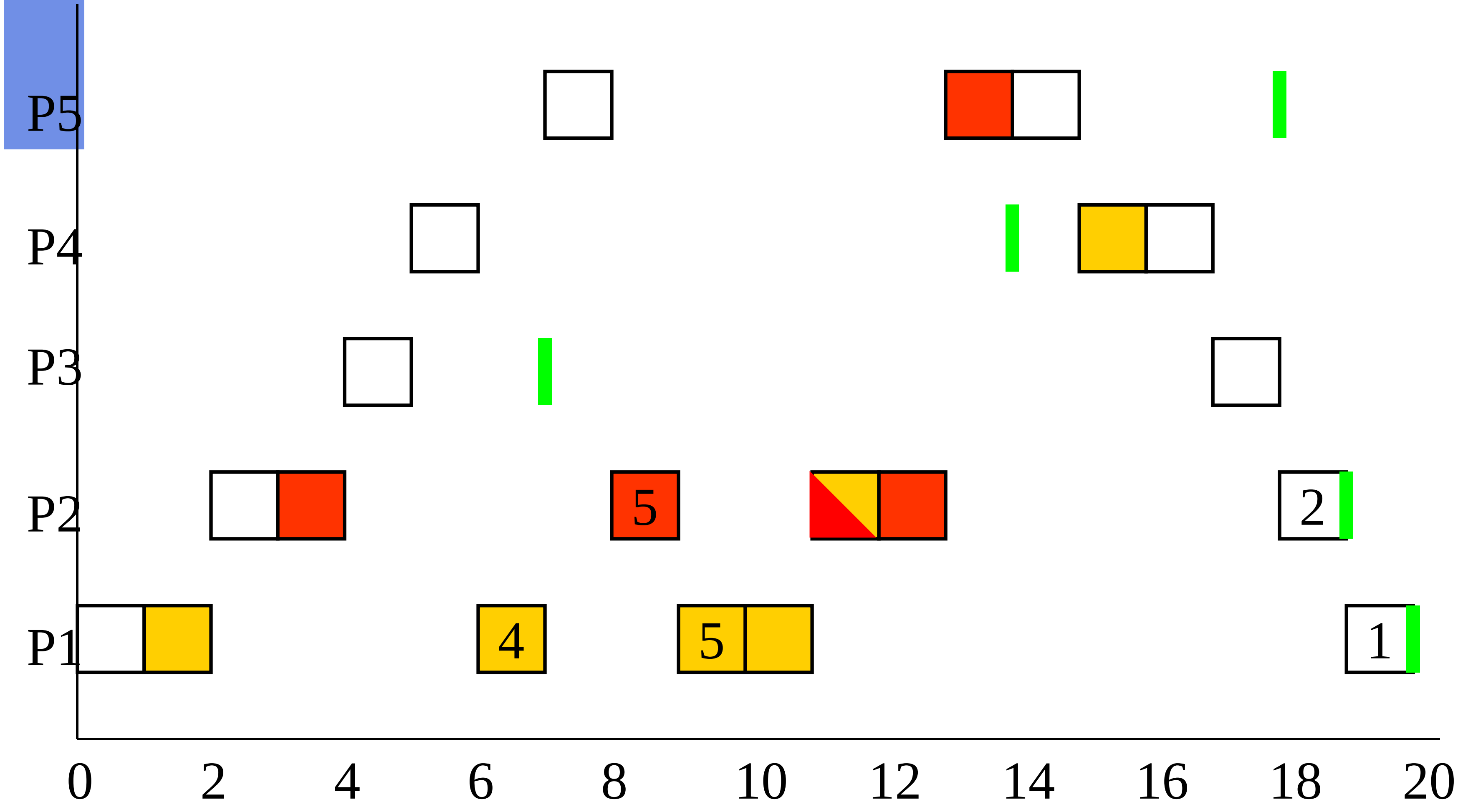
Example with Priority Inheritance



Example with Priority Inheritance



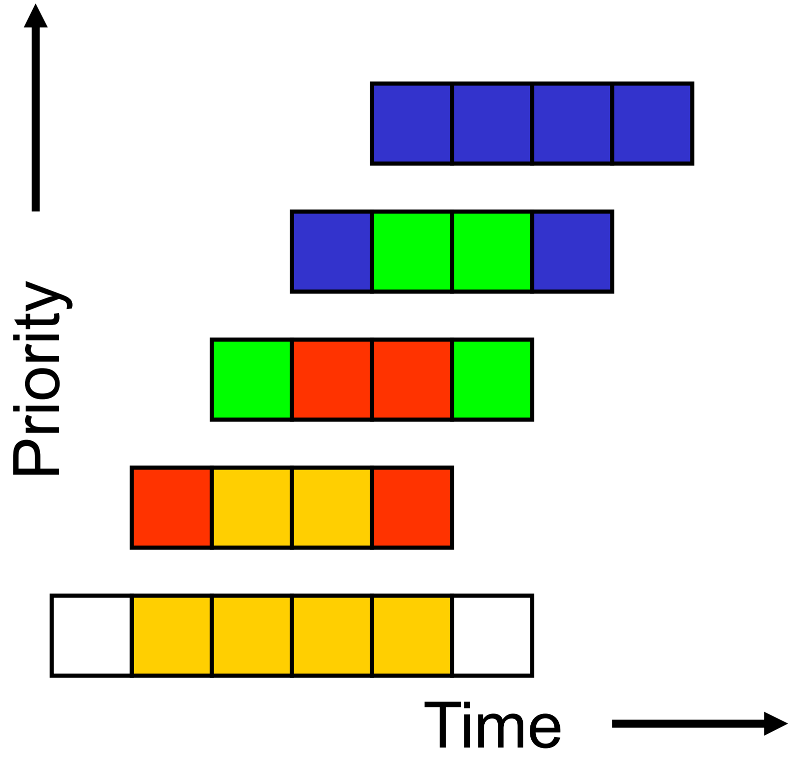
Comparison with SPD Rule



Analysis: Priority Inheritance

- Pros
  - Prevents uncontrolled priority inversion.
  - Needs no knowledge of resource requirements.
- Cons
  - Does not prevent deadlock.
  - Does not minimise blocking times.
    - With chained blocking, worst-case blocking time is min(n,m) critical sections
      - n = number of lower priority processes that can block P
      - m = number of resources that can be used to block P
  - Some overhead in a **release** or **acquire** operation

Chained Blocking



- 4 lower priority processes
- 4 potentially conflicting resources
- Worst-case blocking time = 16 units[1]

[1] Assume lower priority process allocates its first resource just before higher priority process runs

Priority Ceiling Protocol

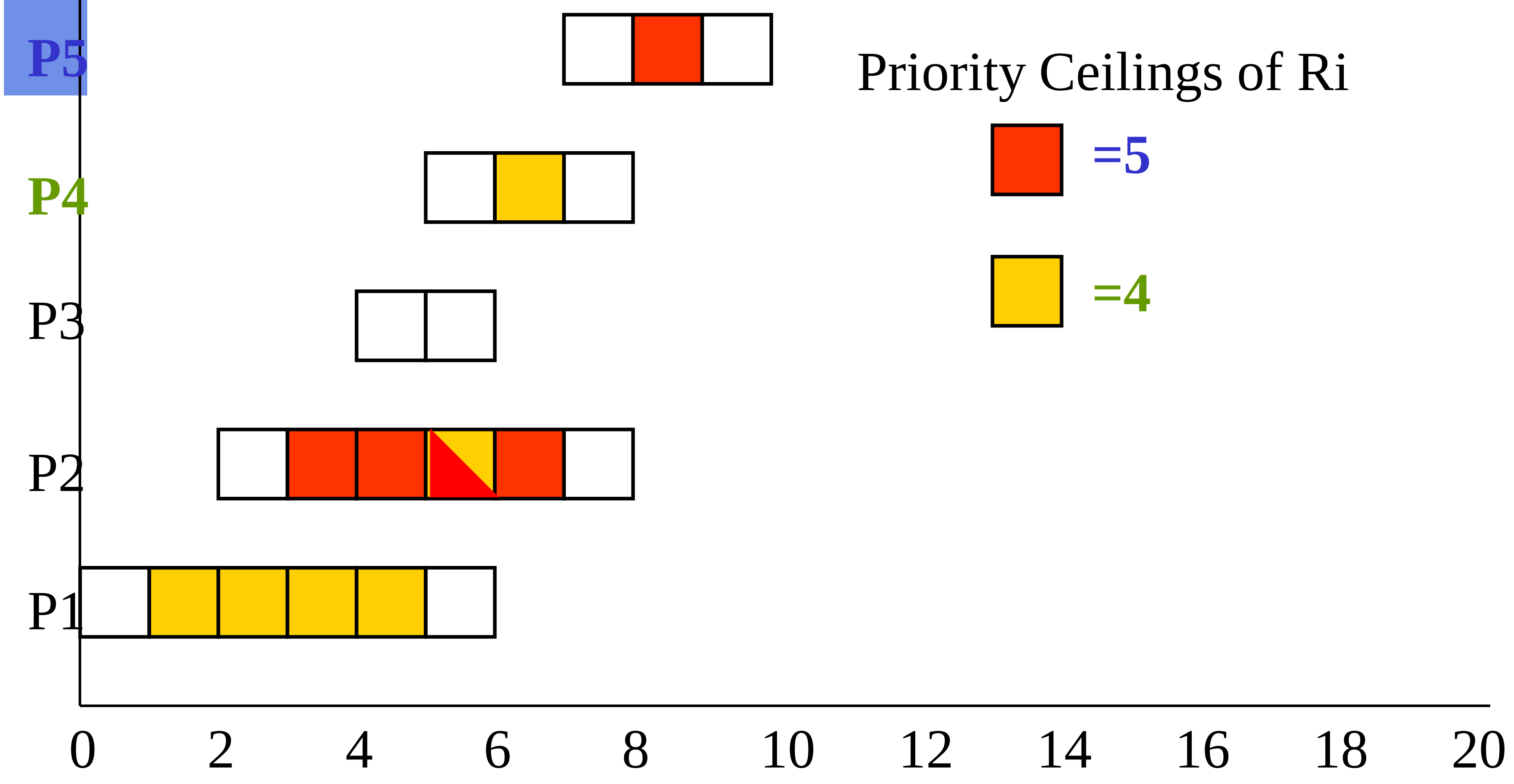
- Avoids deadlock by defining an order of resource acquisition
- Prevents transitive (chained) blocking
  - Worst-case blocking time = single critical section

Description how to implement PCP, see:
http://www.awprofessional.com/articles/article.asp?p=30188&seqNum=5&rl=1

Priority Ceilings

- Resources required by all processes are known a priori
  - Similar approach as with deadlock avoidance
- Priority ceiling of resource R_i is equal to the highest priority of all processes that use R_i
- Priority ceiling of system is highest priority ceiling of all resources currently in use

Priority Ceilings of Our Example



Priority Ceilings of Ri

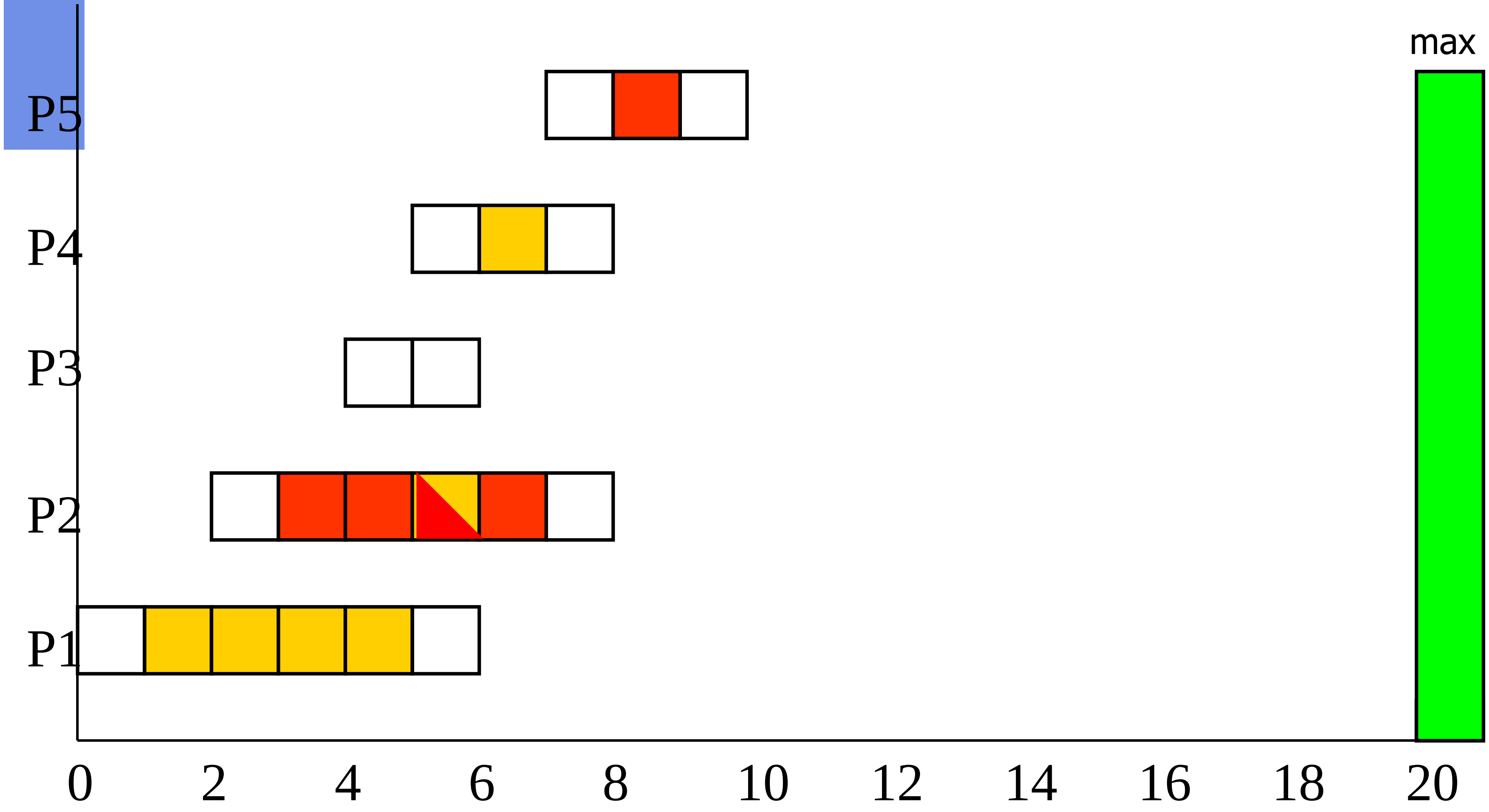
🟥 =5

🟨 =4

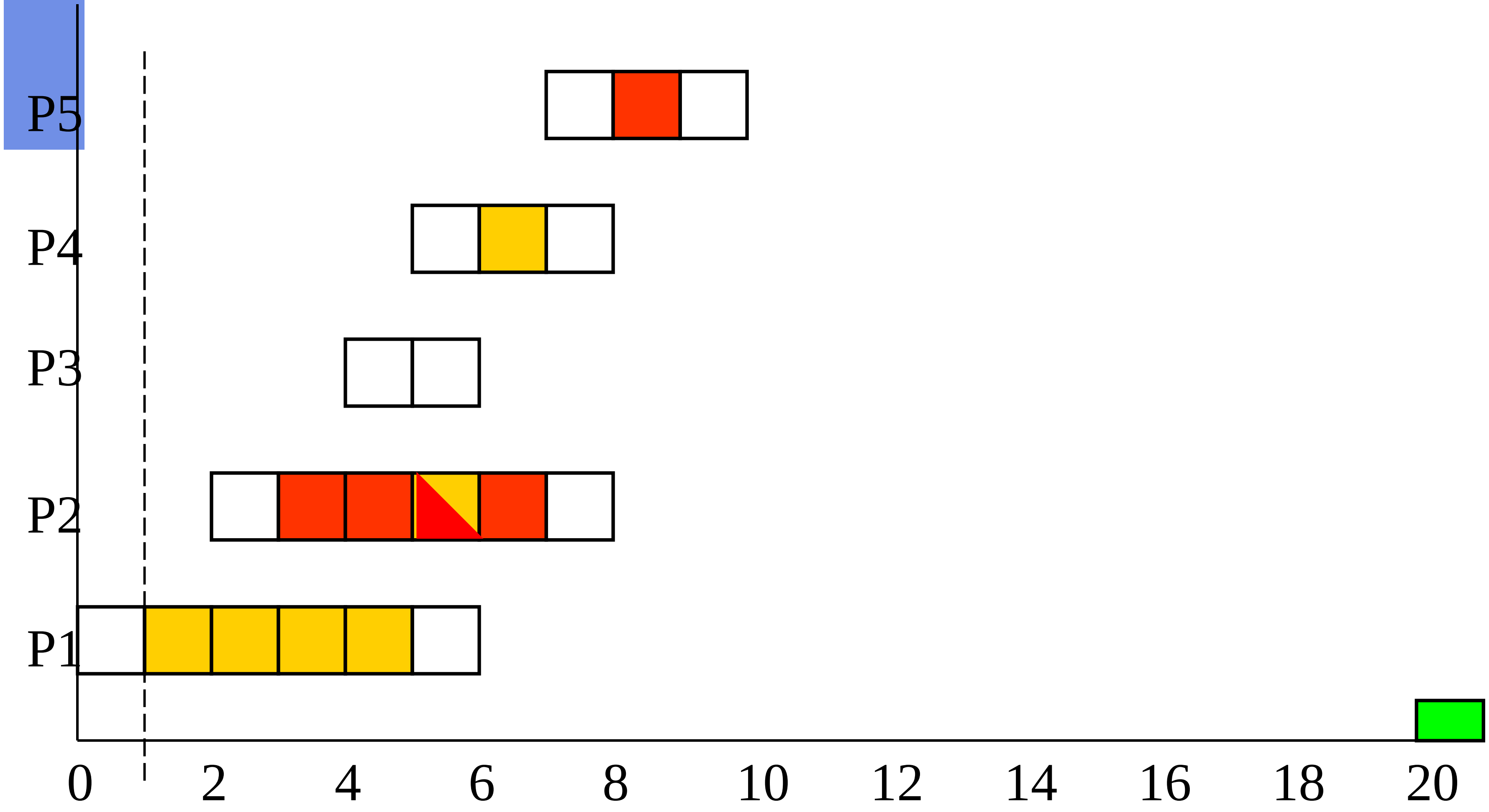
Priority Ceiling Protocol Rules

- Priority inheritance applies as before.
- When a process (P) requests a resource (R) either:
  - If R is *allocated* ⇒ P *blocks (+ priority inheritance)*
  - If R is free,
    - If P's *current priority* > *system's priority ceiling* ⇒ R is allocated to process P
    - If P's current priority ≤ system's priority ceiling ⇒ P *blocks* – except if:
      - P already holds a resource whose priority ceiling is equal to the systems priority ceiling

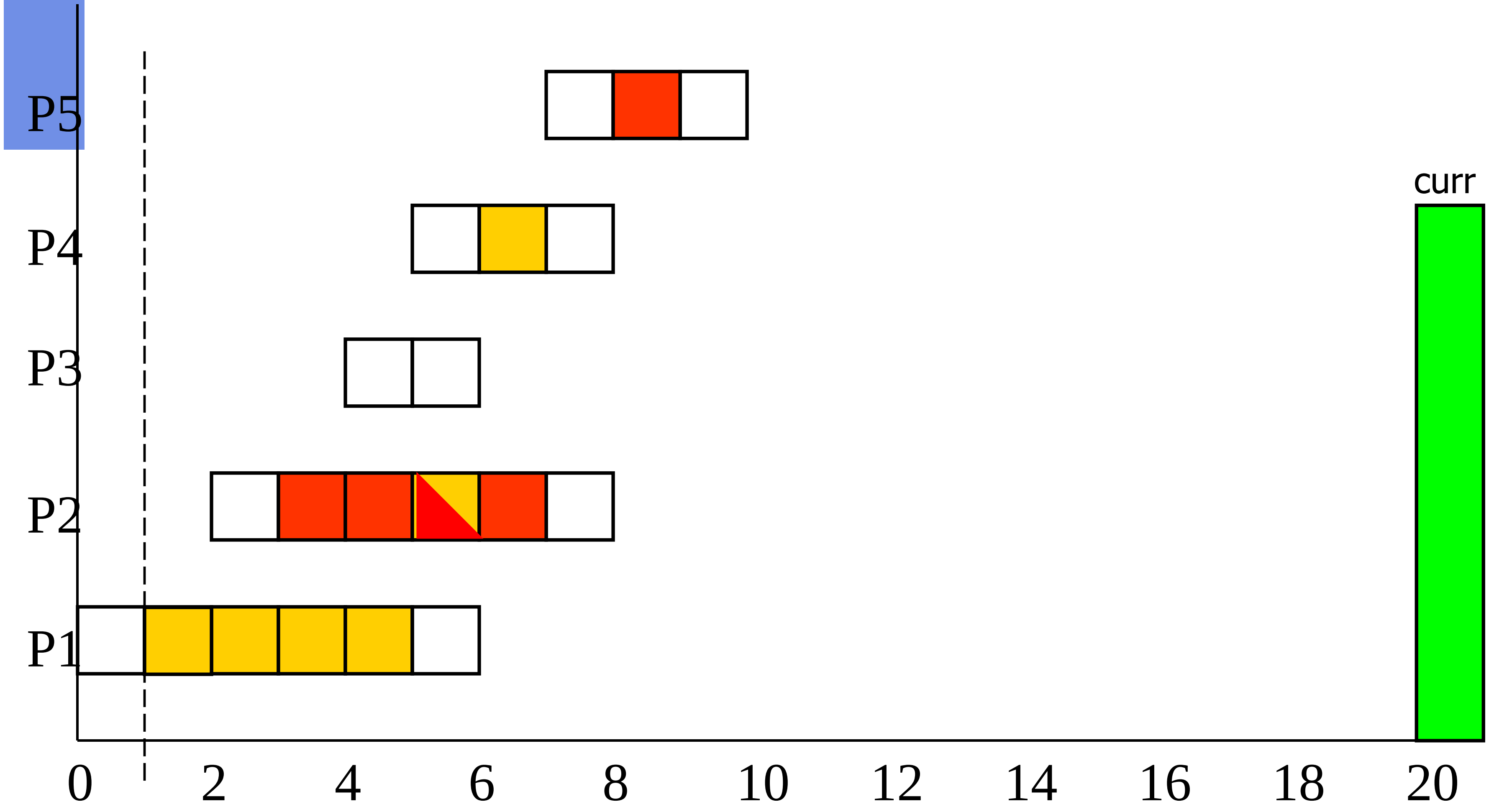
Example



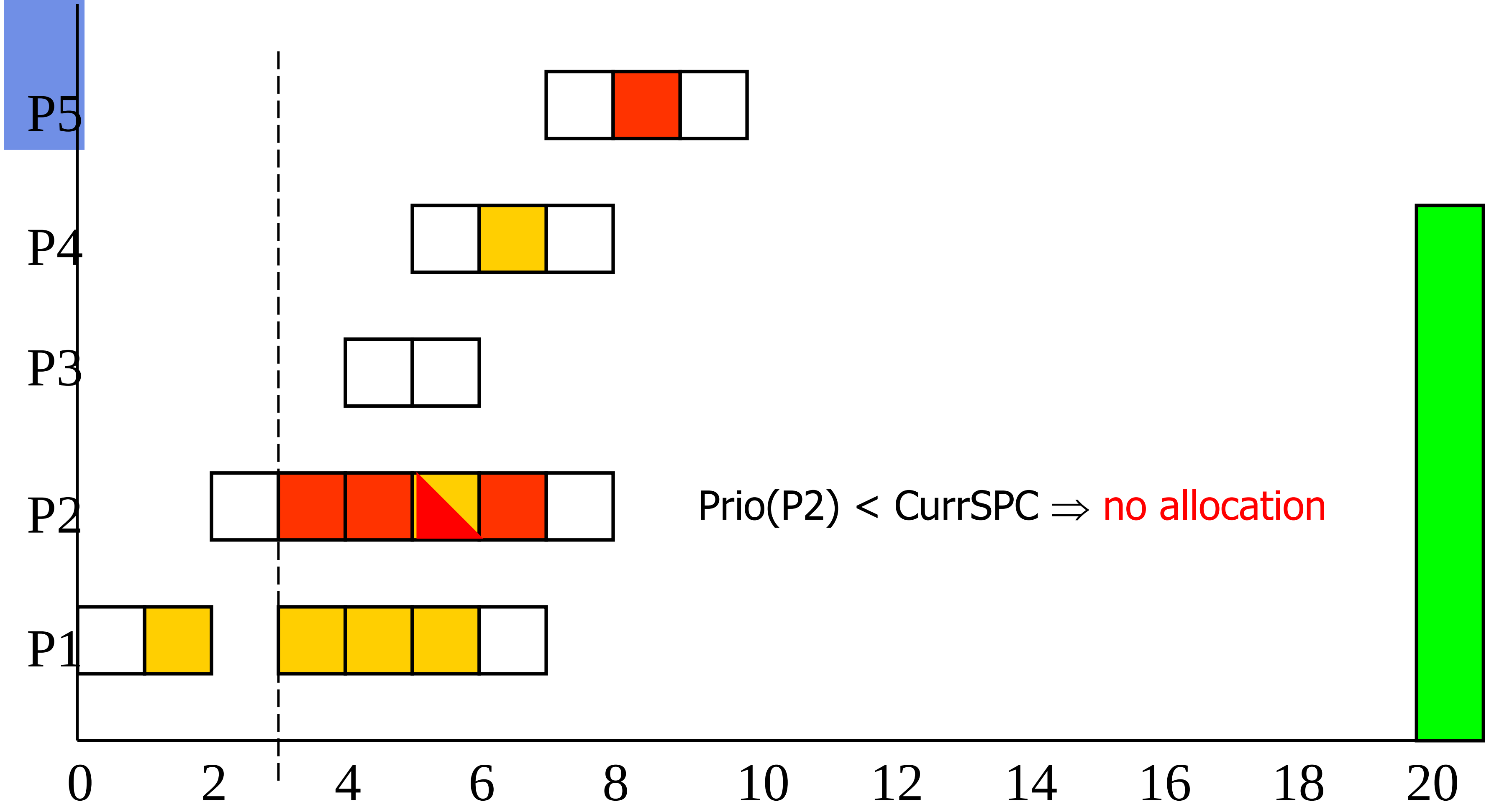
Example



Example

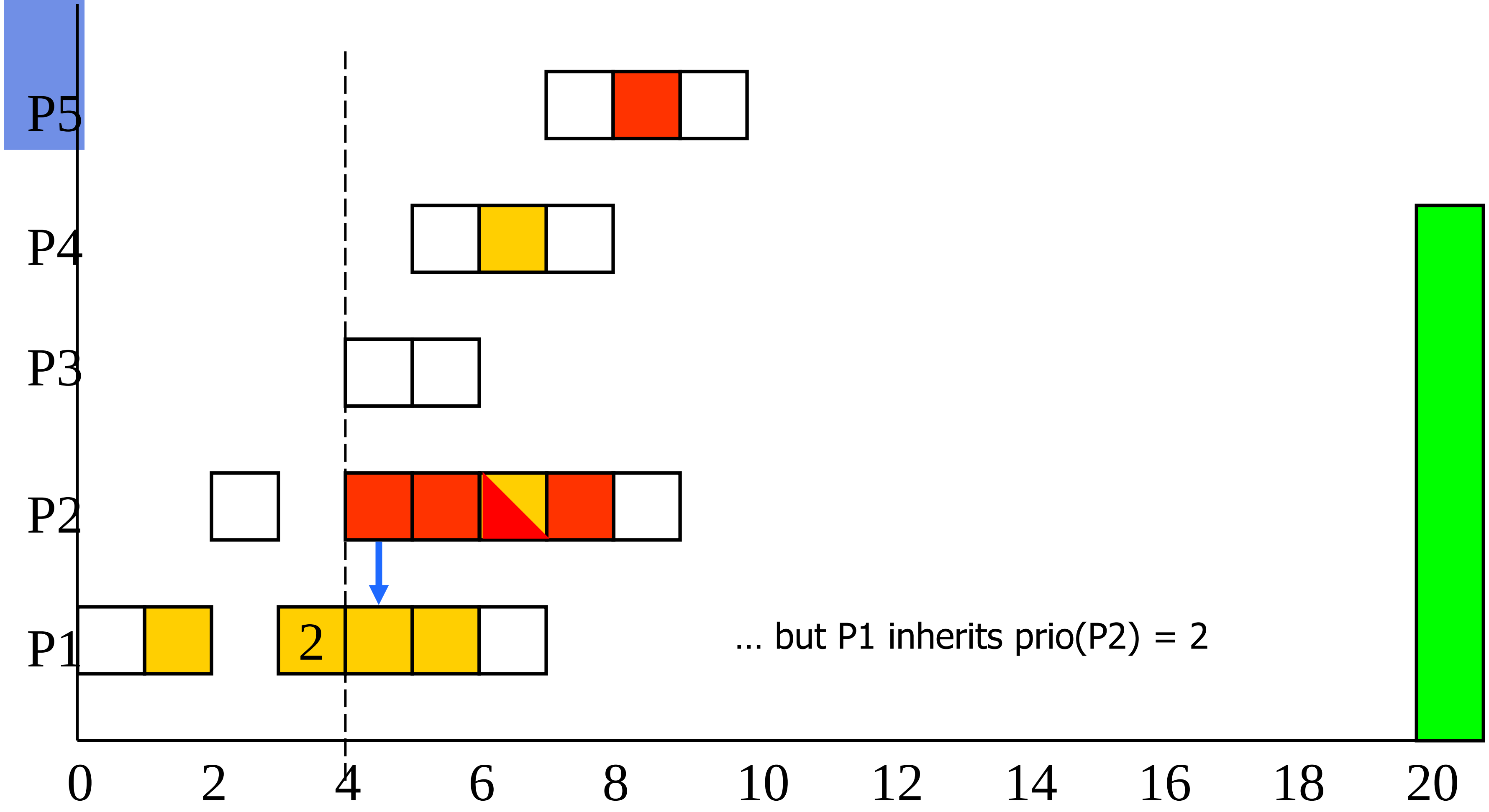


Example



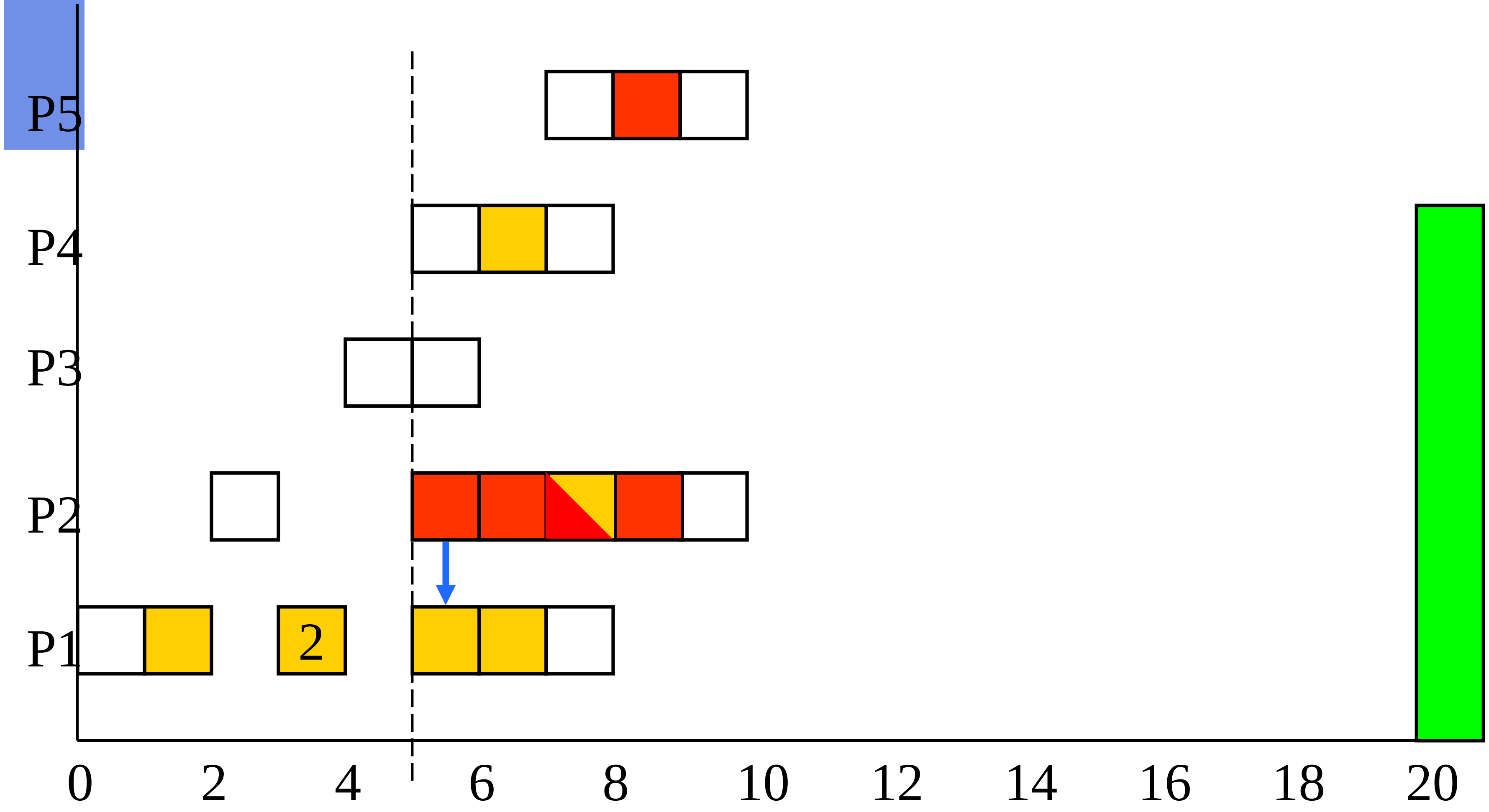
Prio(P2) < CurrSPC ⇒ no allocation

Example

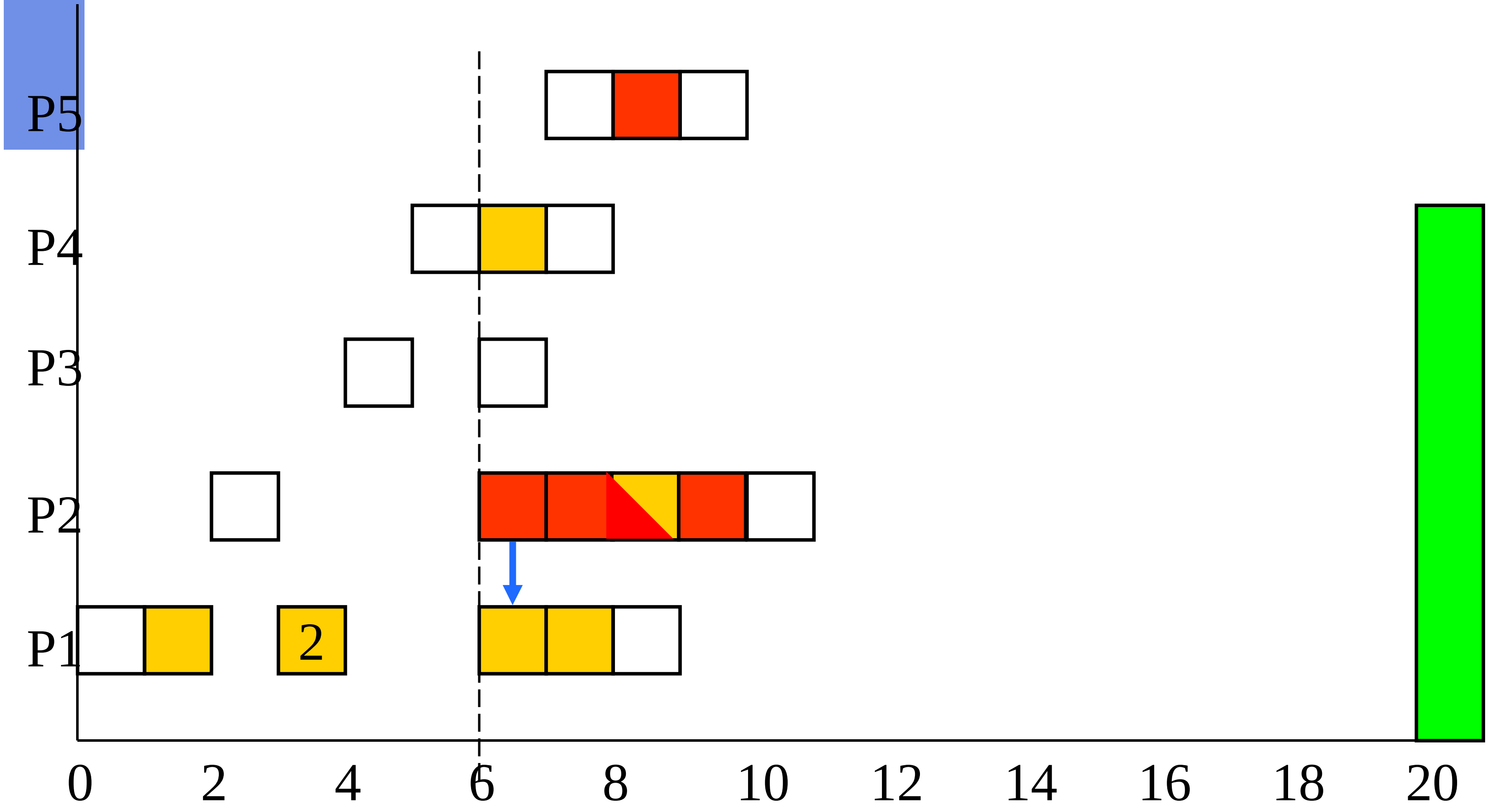


… but P1 inherits prio(P2) = 2

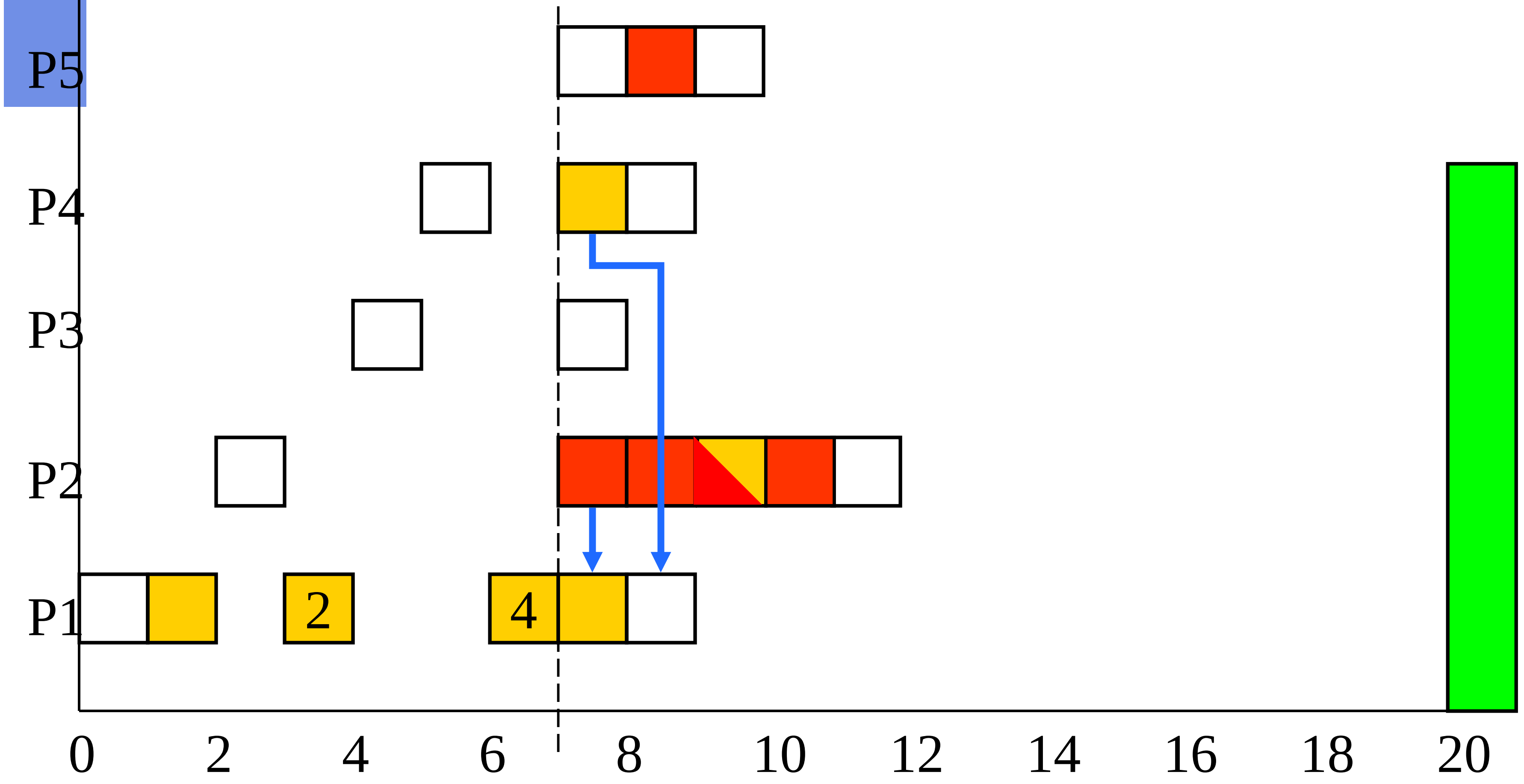
Example



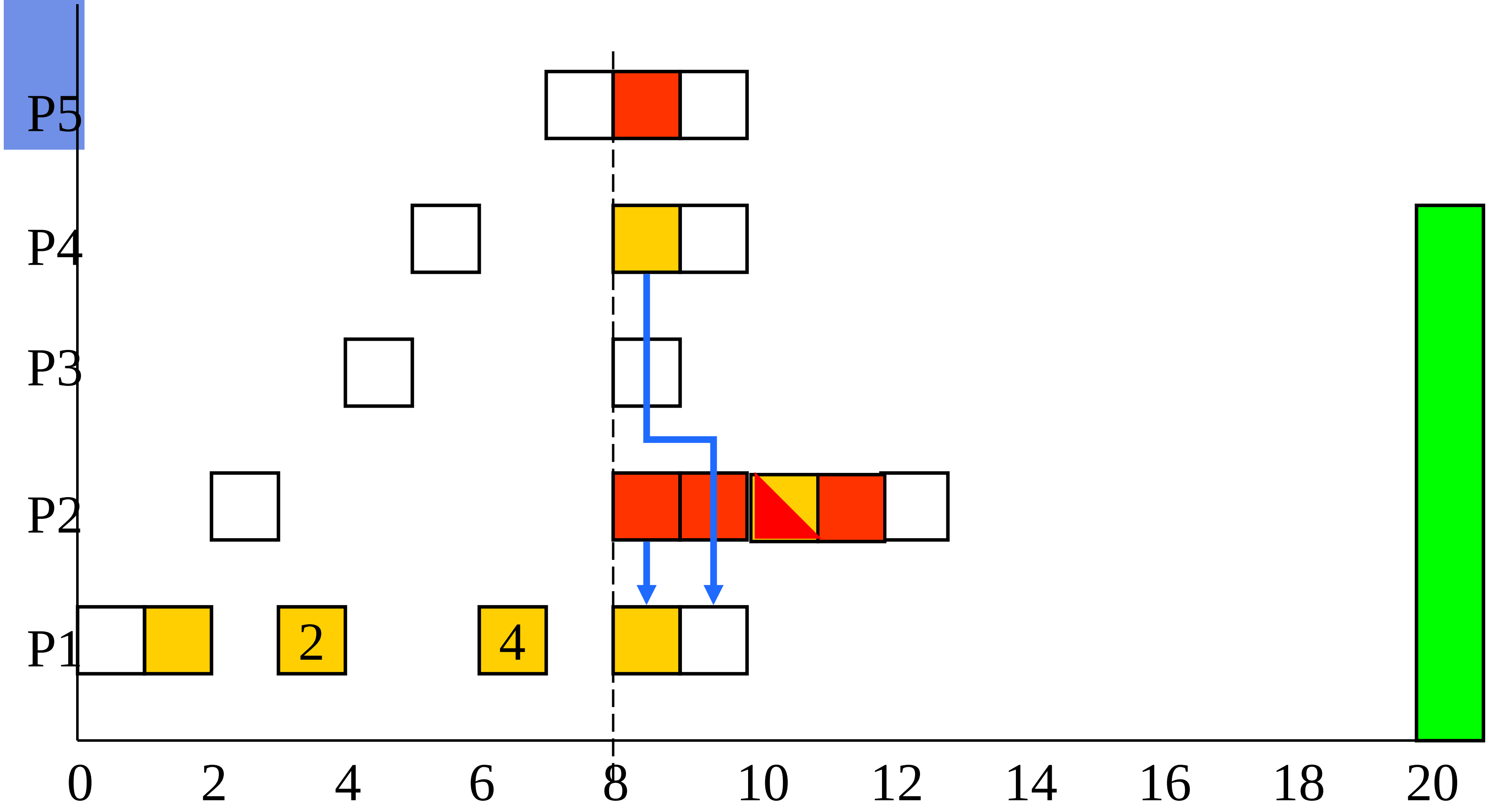
Example



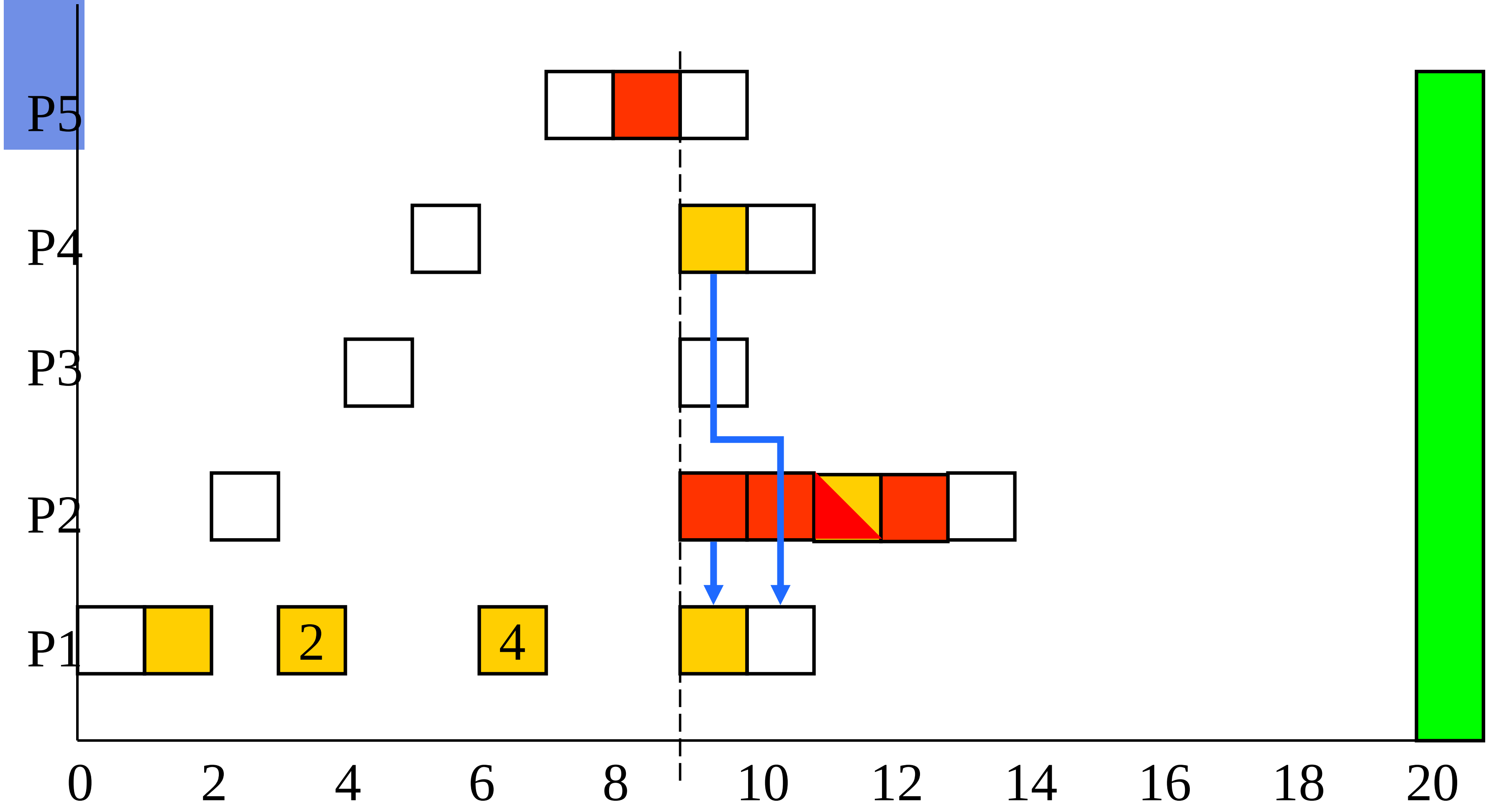
Example



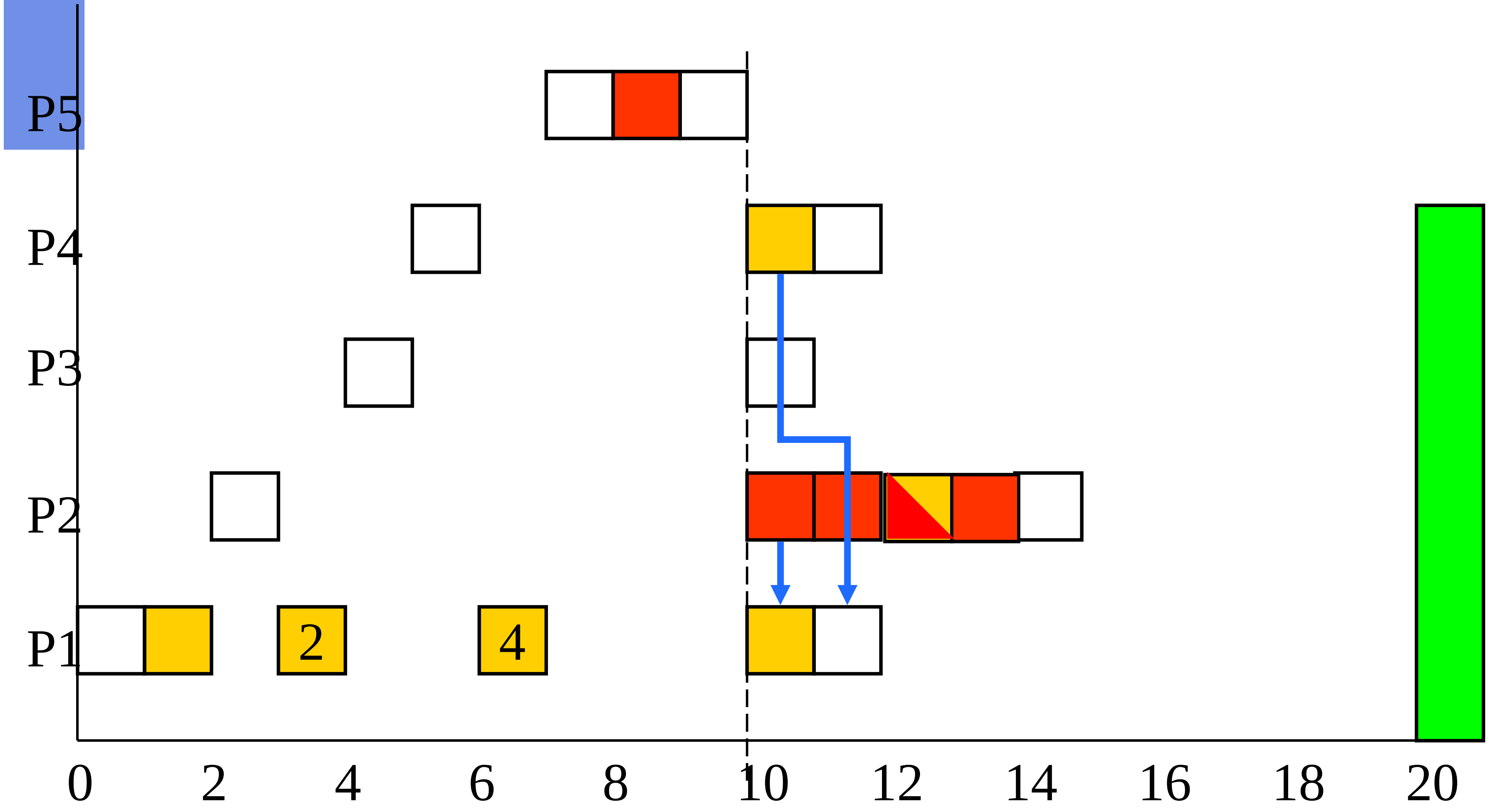
Example



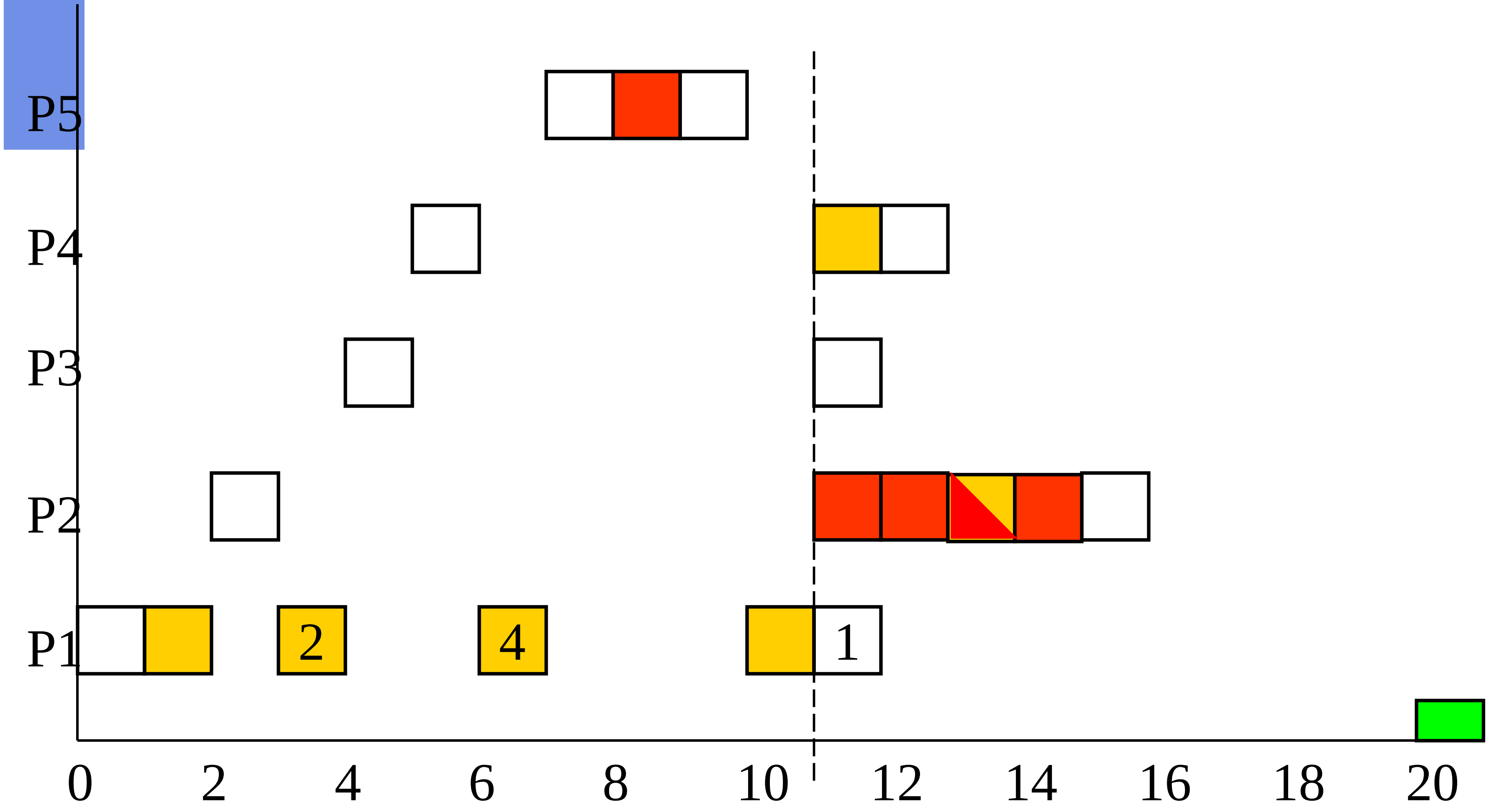
Example



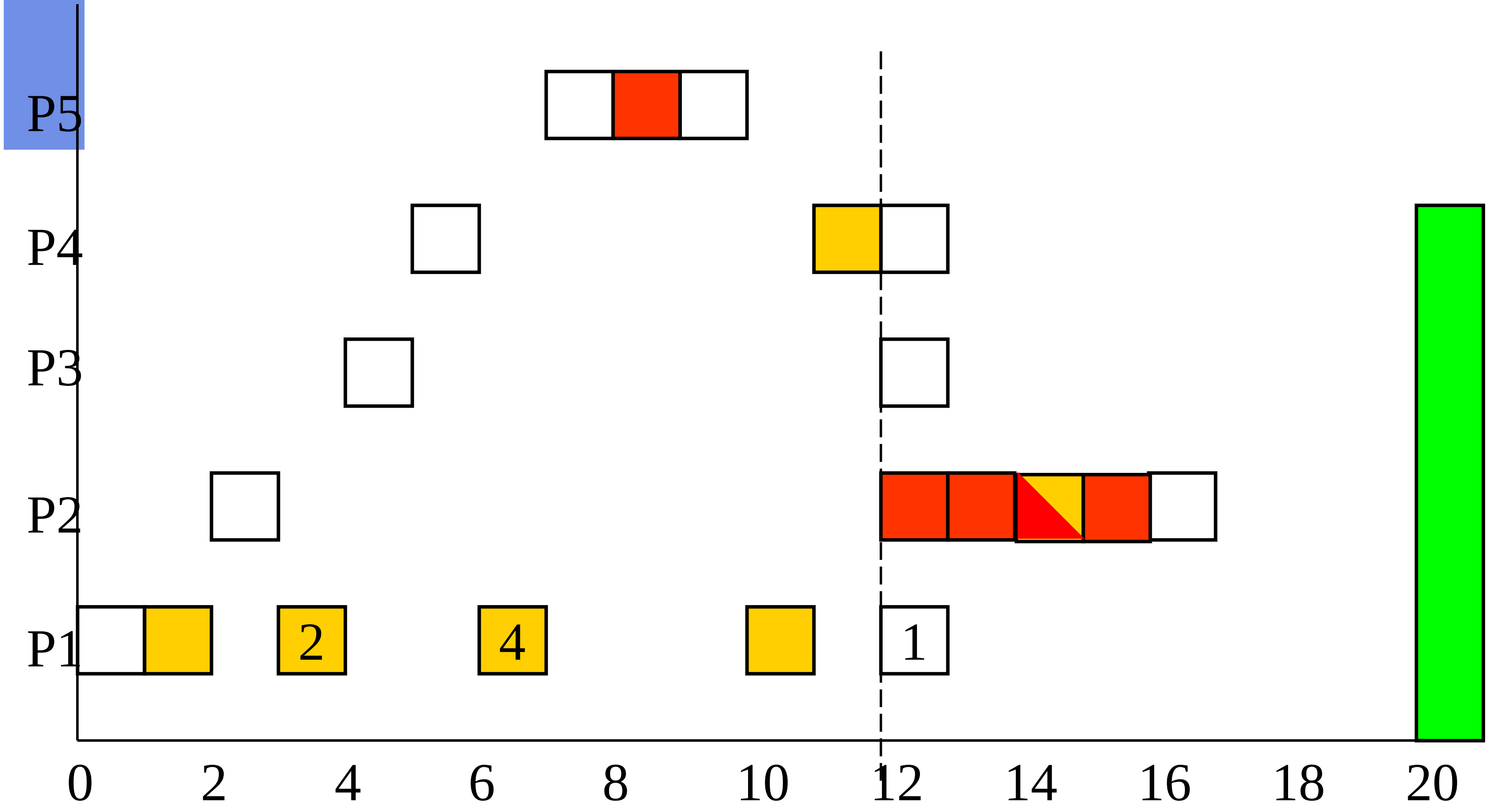
Example



Example



Example



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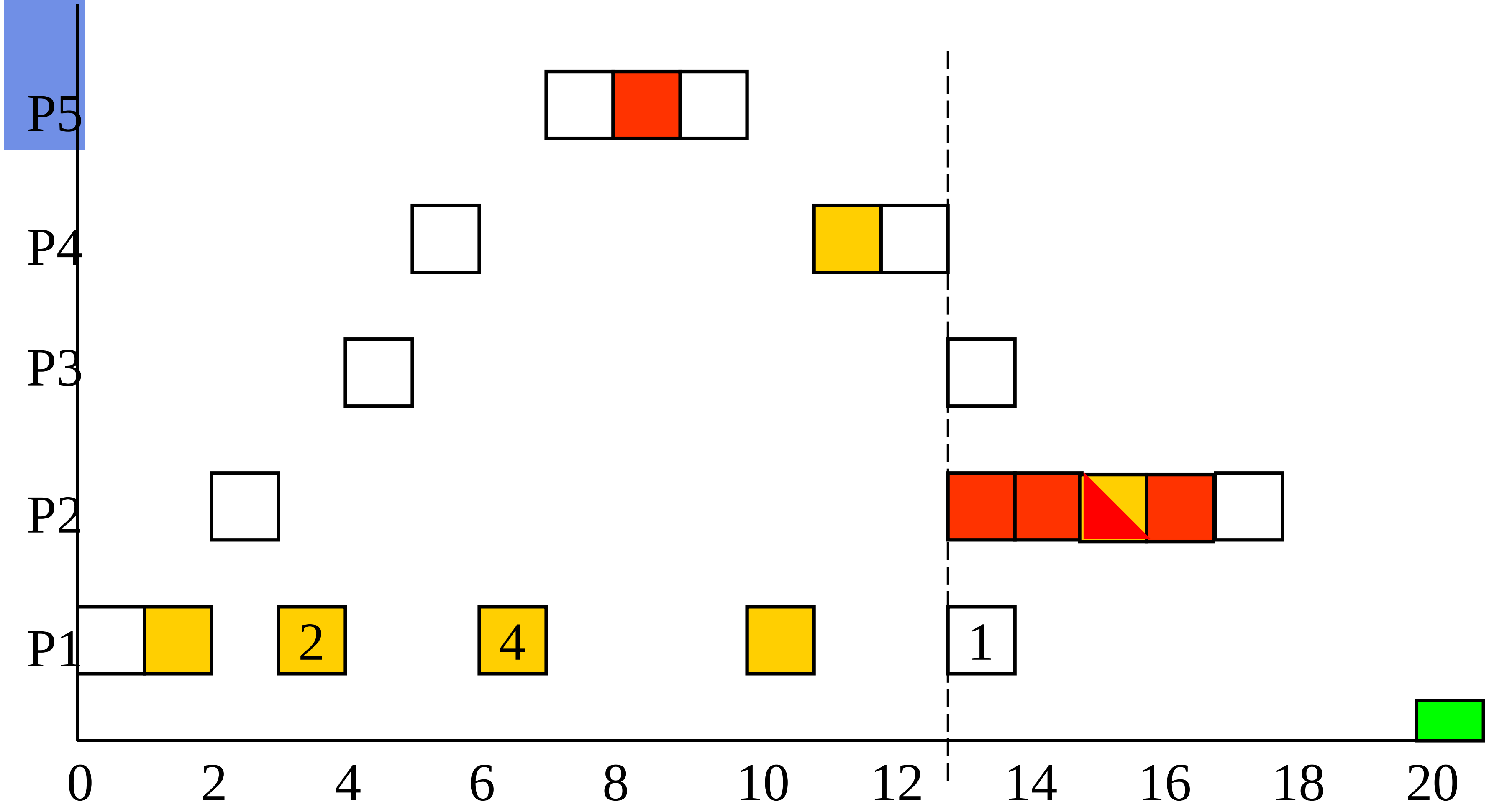
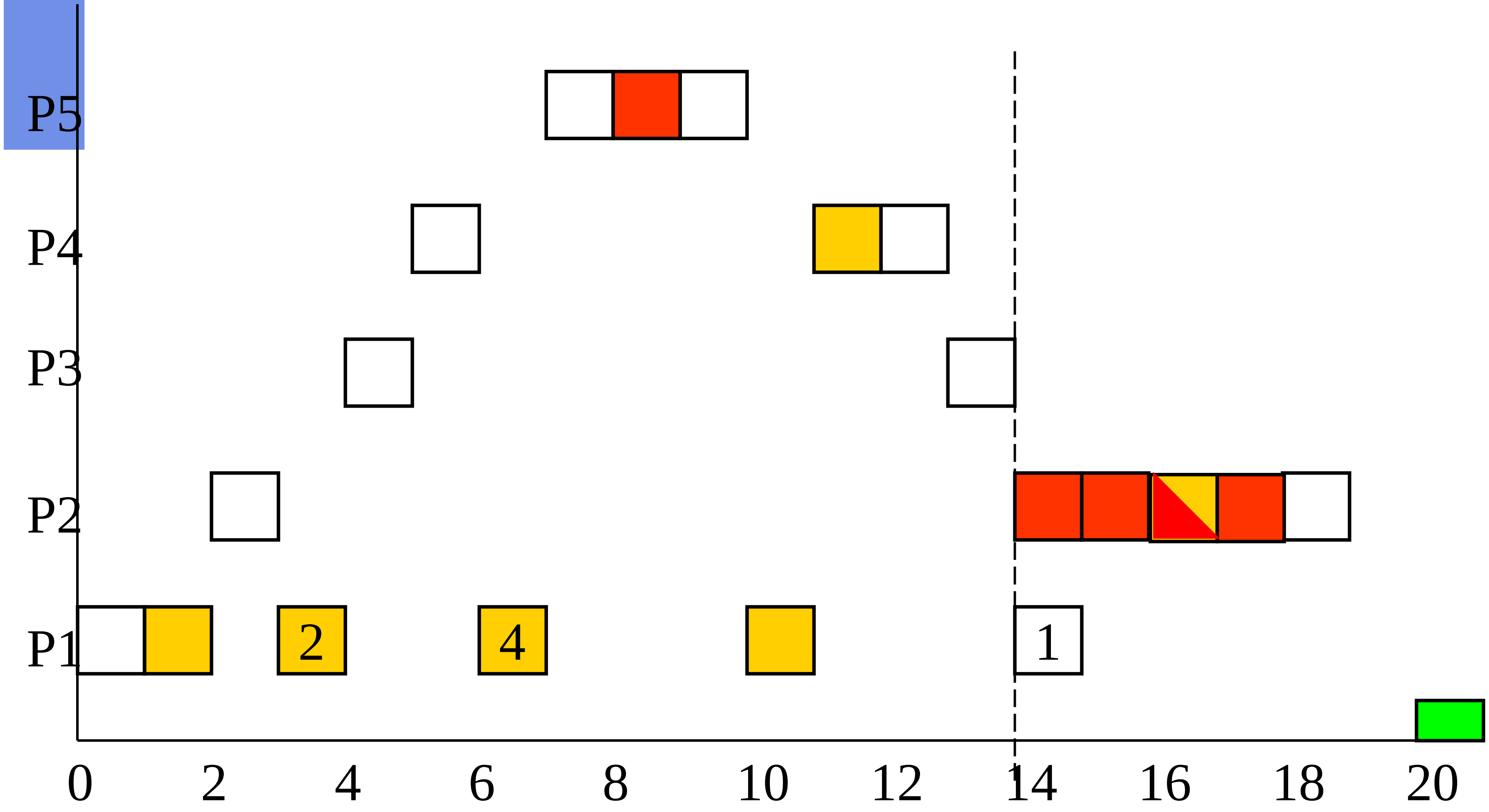
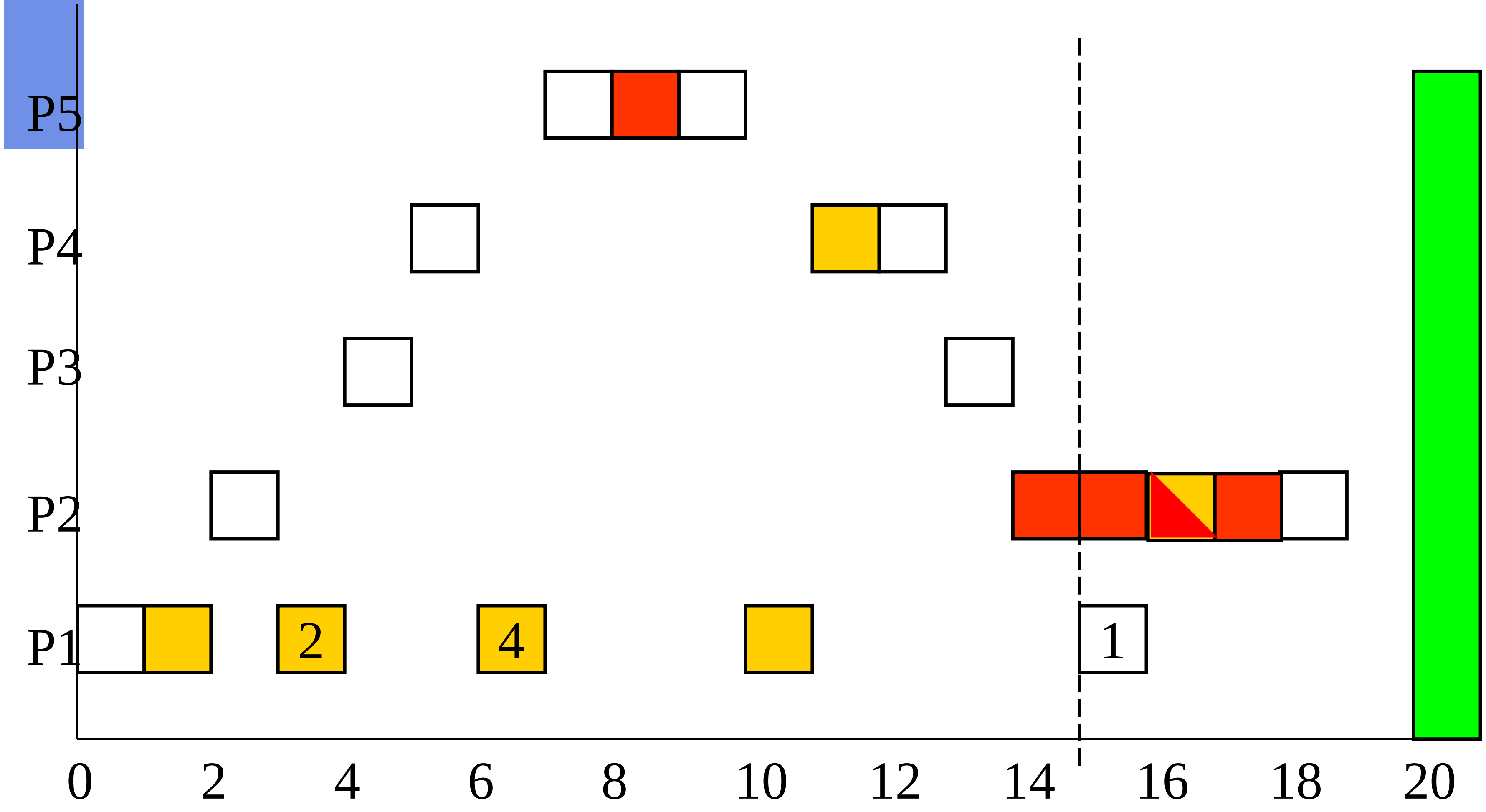


Example



Example



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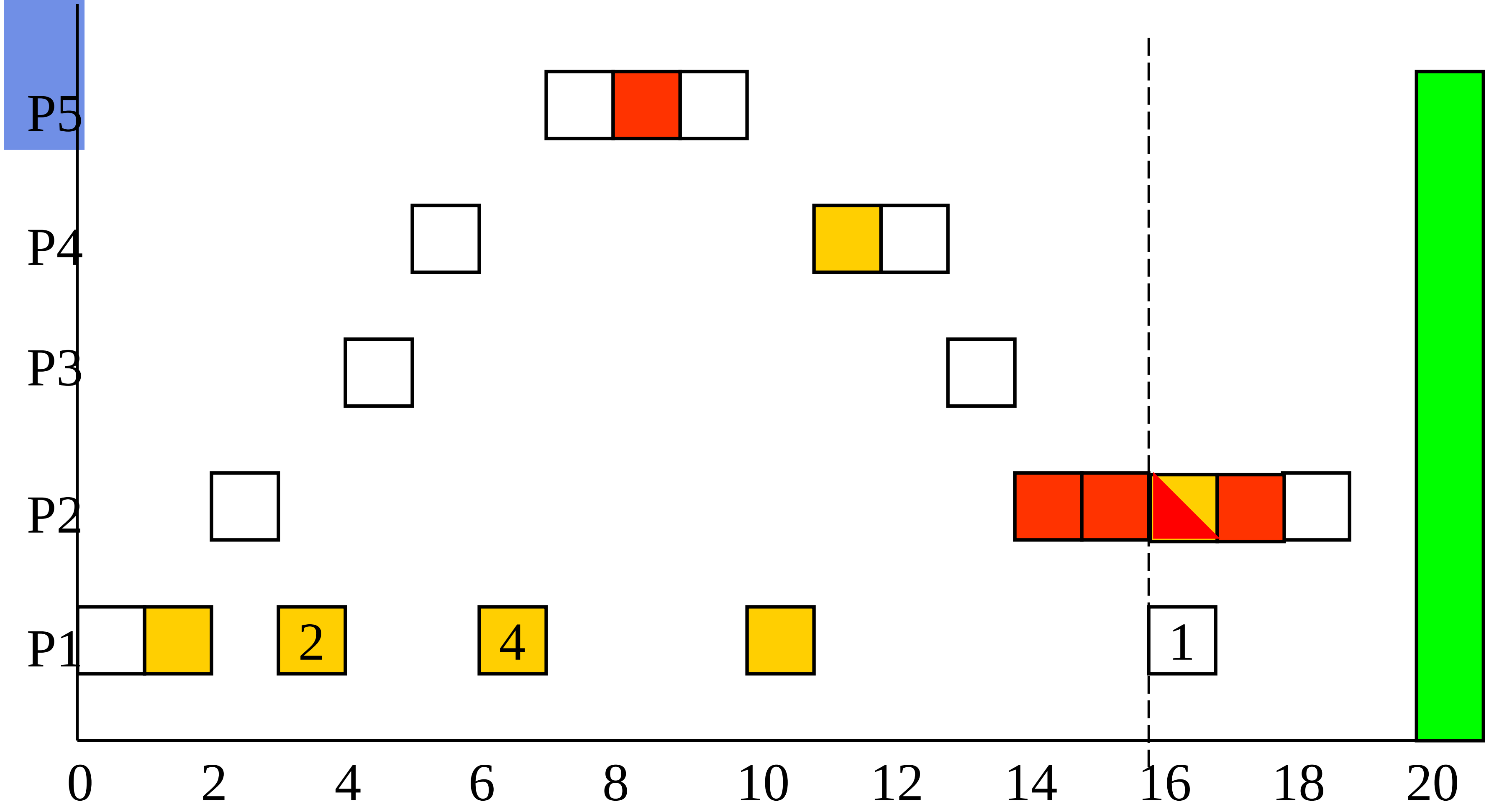

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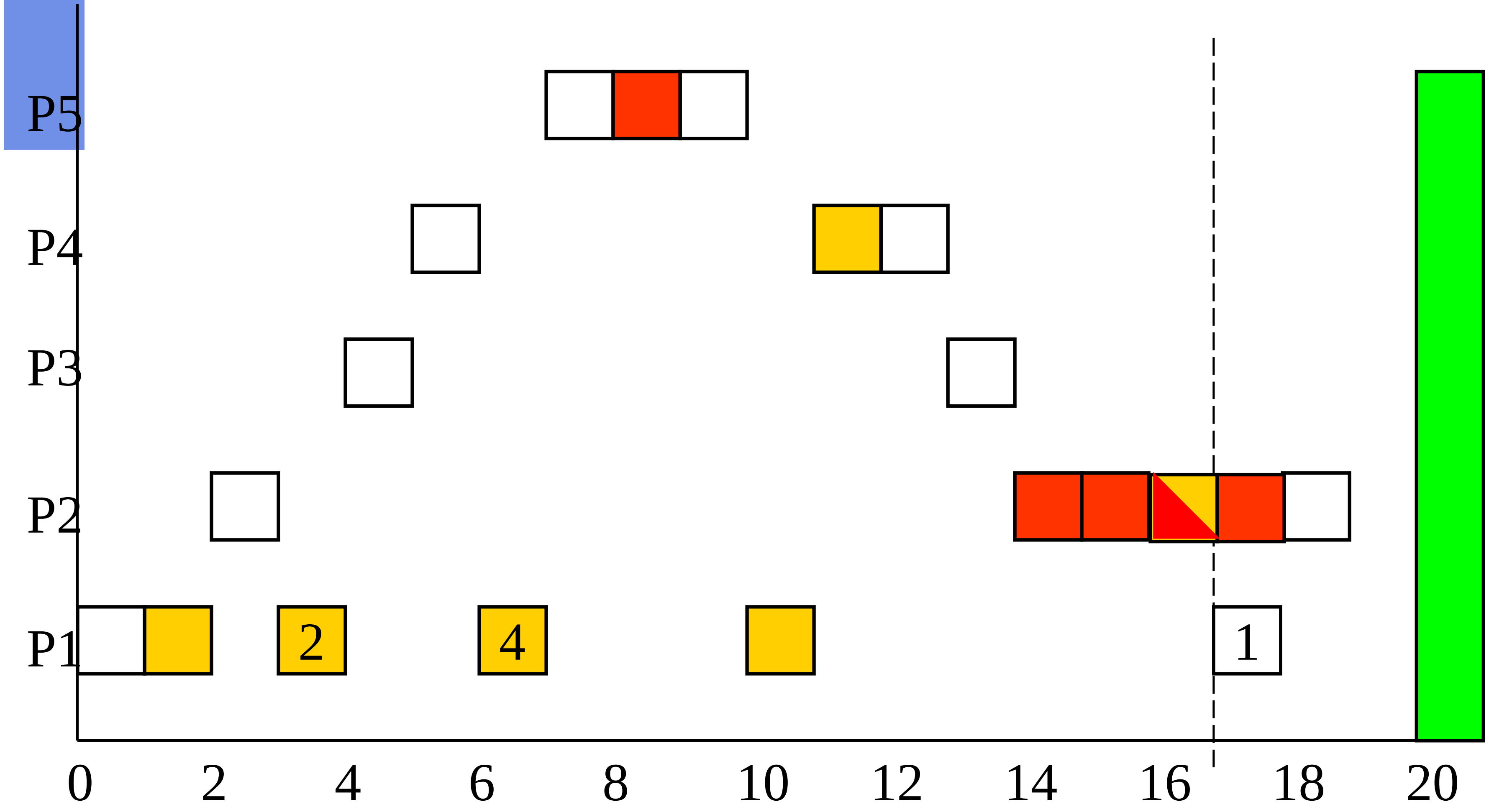

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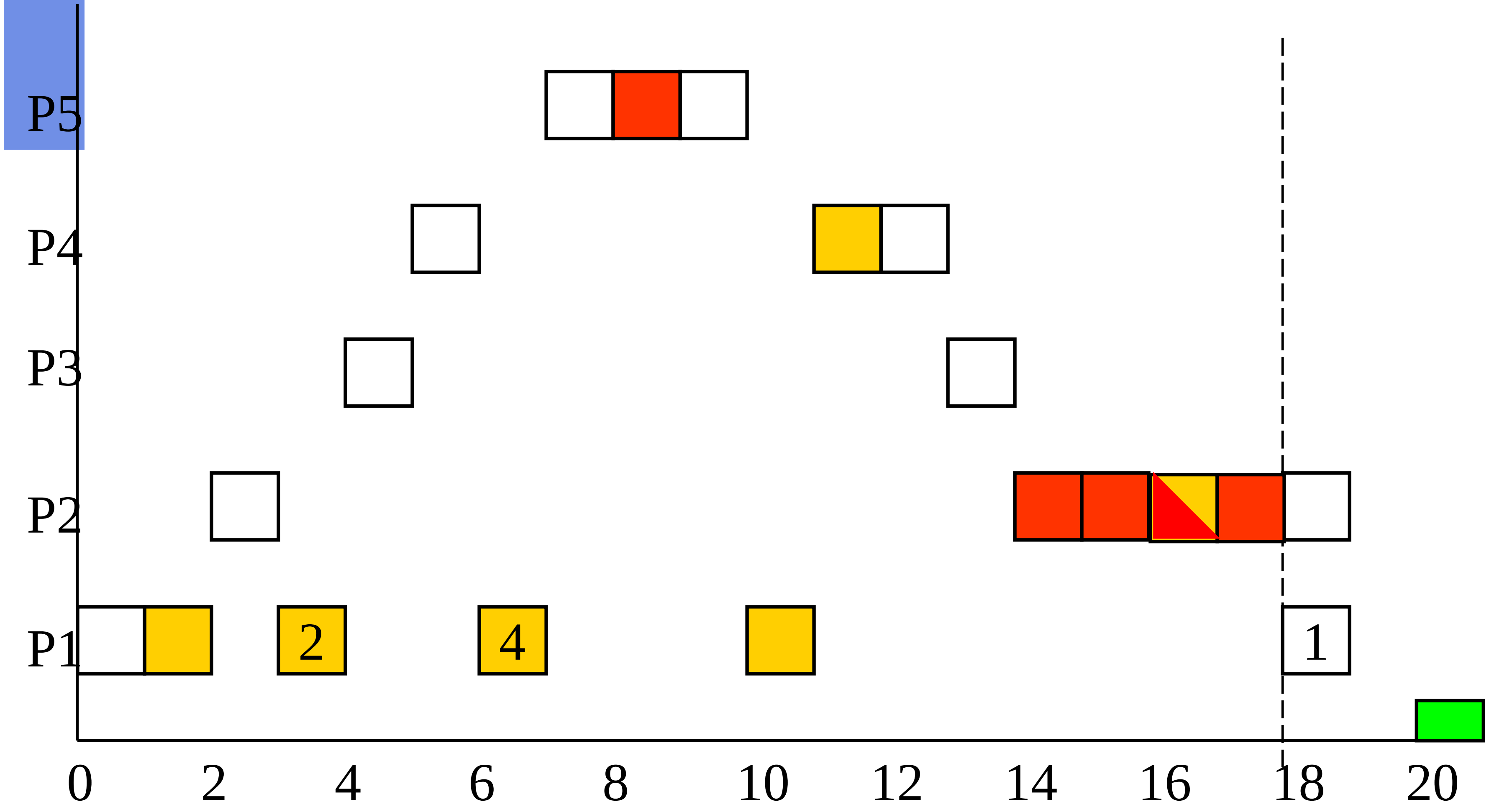

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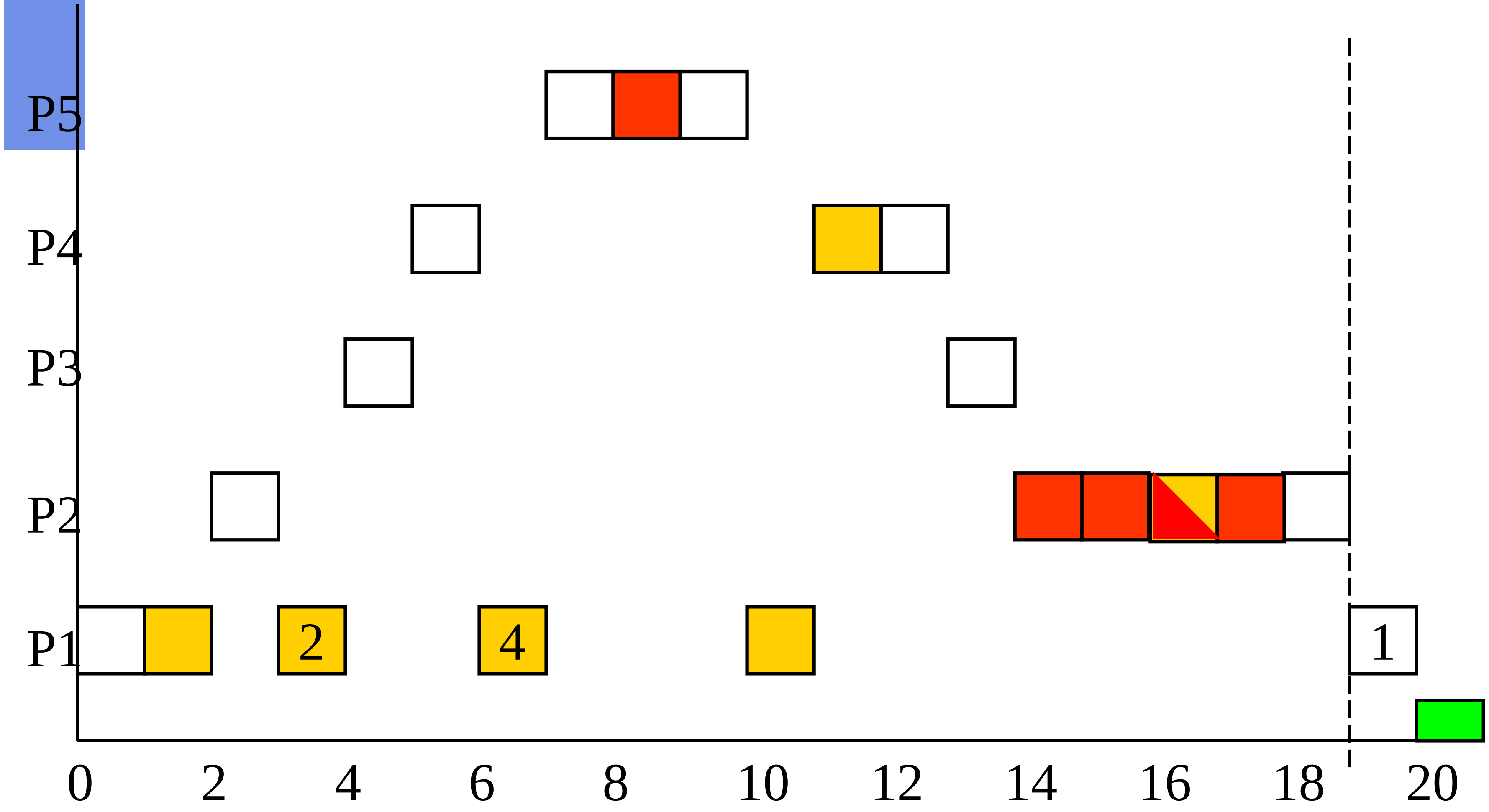
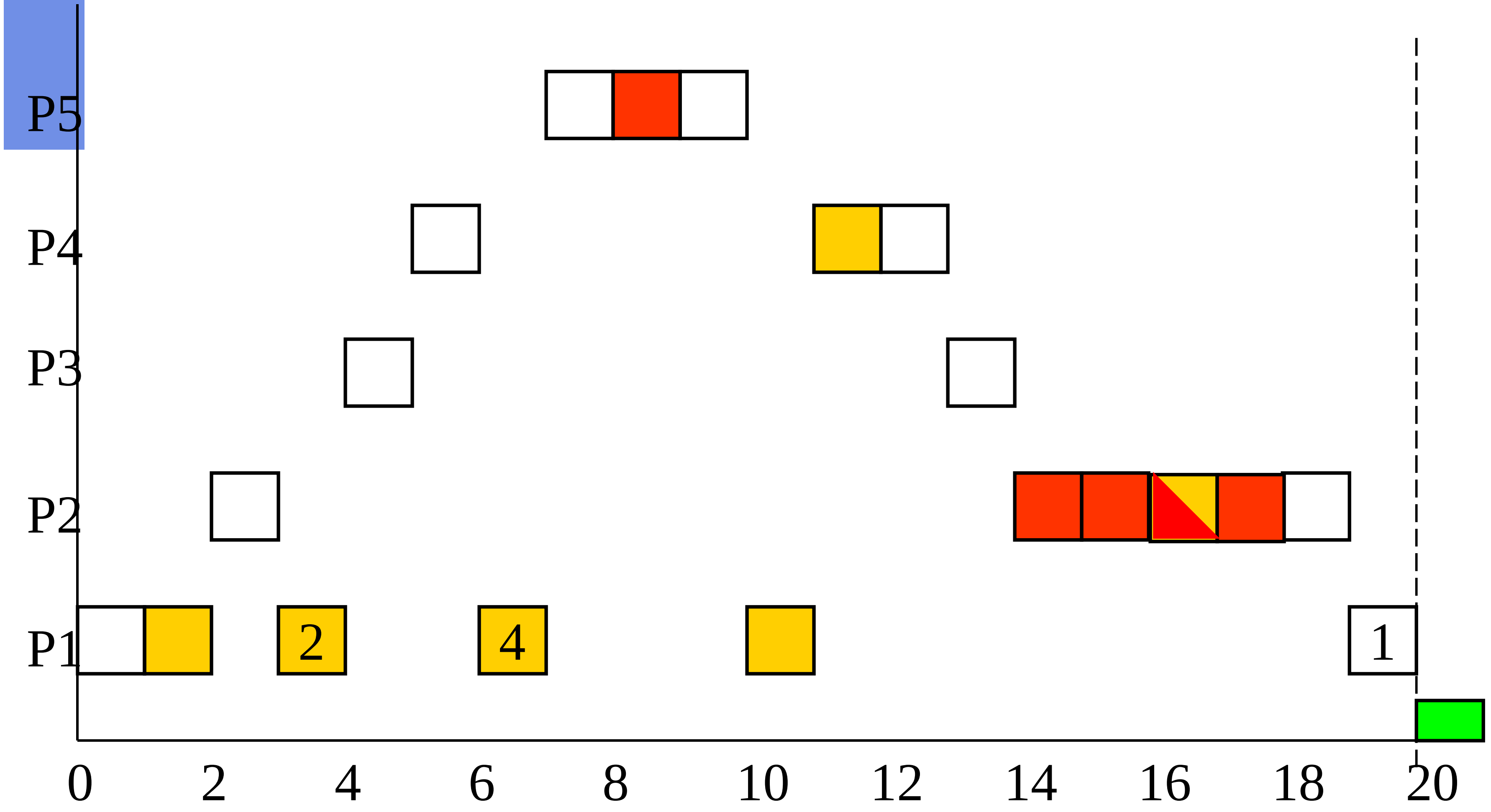
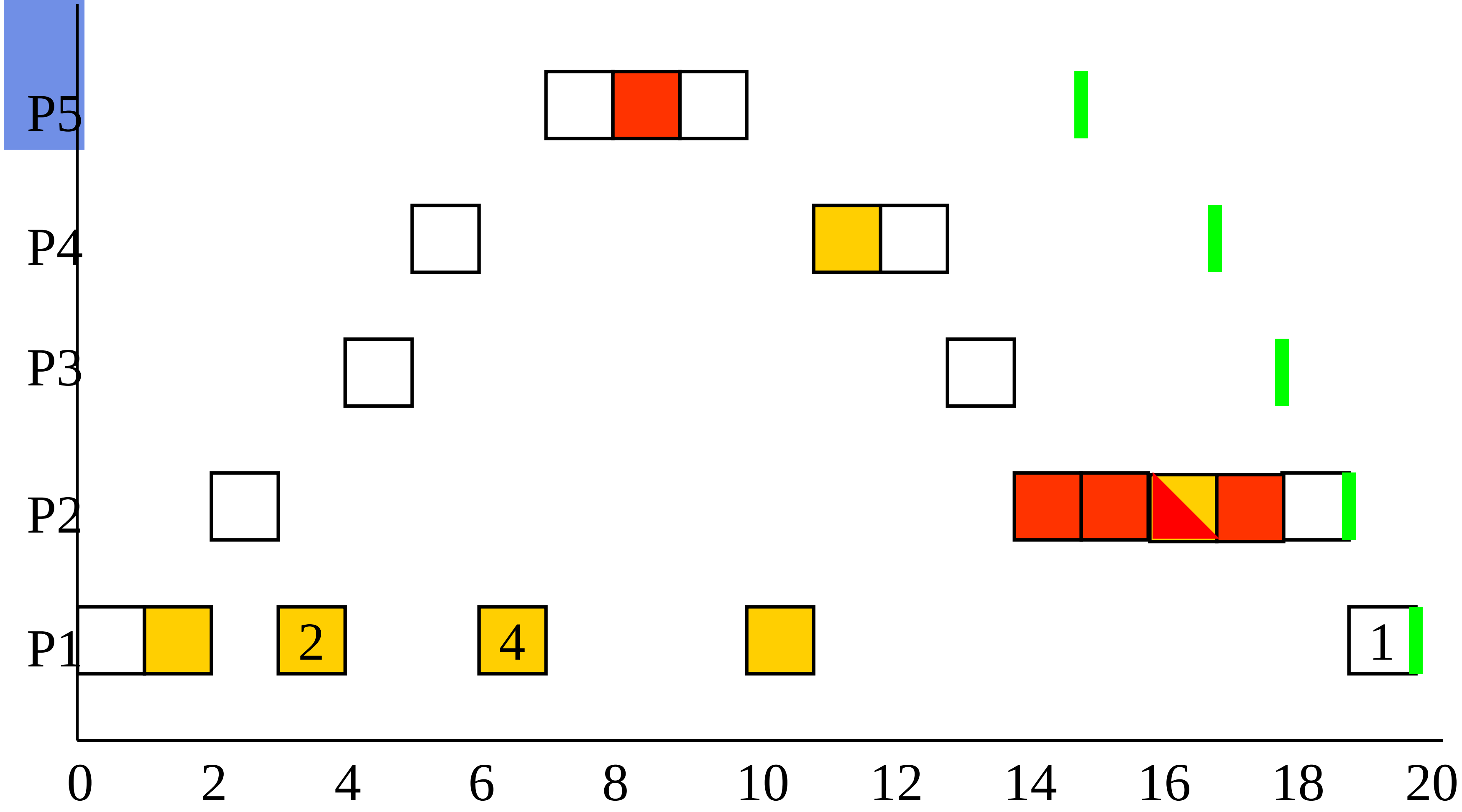


Example



Comparison to Previous Example



Analysis: Priority Ceiling Protocol

- Pros
  - Avoids deadlocks
  - If a process doesn't self suspend, a process is *blocked at most once* during execution
  - Processes cannot be transitively blocked
    - ⇒minimizes blocking time to the longest lower-priority conflicting critical section (+ context switches)
    - Processes only receive their first resource when all required resources are not held by lower priority processes
- Cons
  - *A priori knowledge* of resource needs is required

Stack-Based Priority Ceiling Protocol

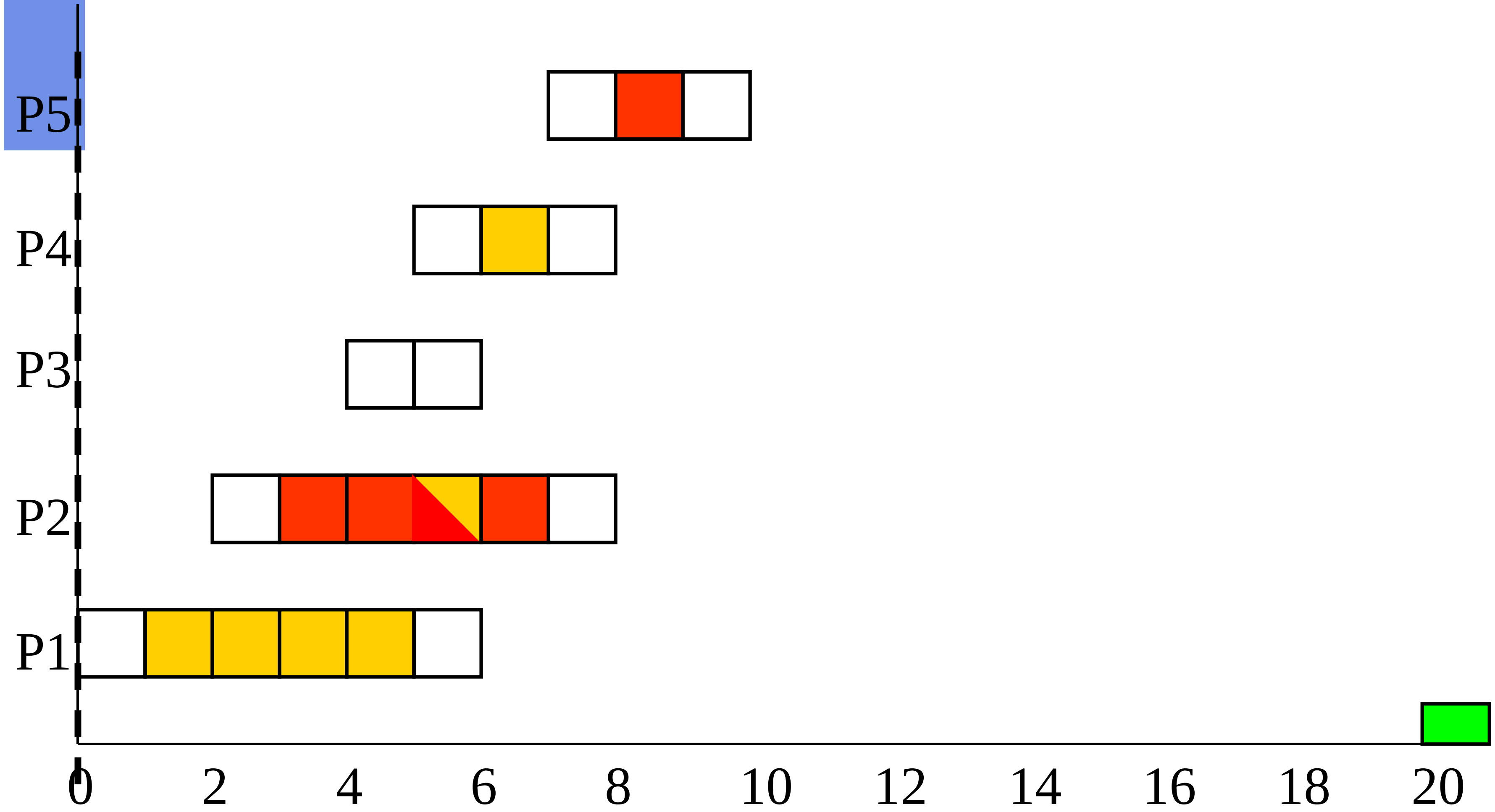
- The motivation is to share a single stack for all processes
  - Saves stack space.

- Restriction: processes cannot self-suspend.

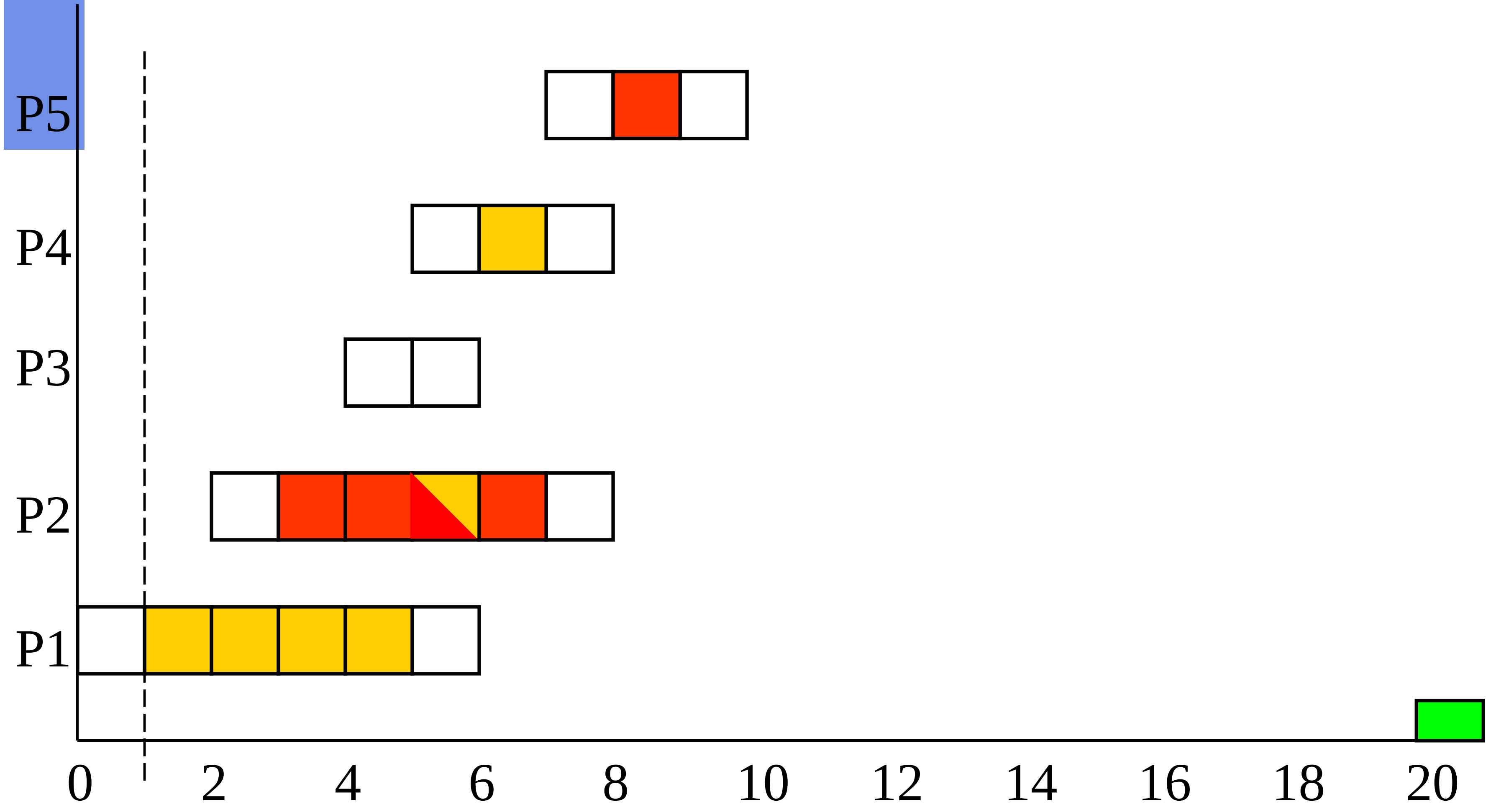
Rules

- Scheduling:
  - After a process is released, it is blocked from starting until its assigned priority is higher than the current system priority ceiling.
  - Unblocked processes are preemptively priority scheduled according to their assigned priority.
- Resource allocation:
  - Whenever a process requests a resource it receives the resource.

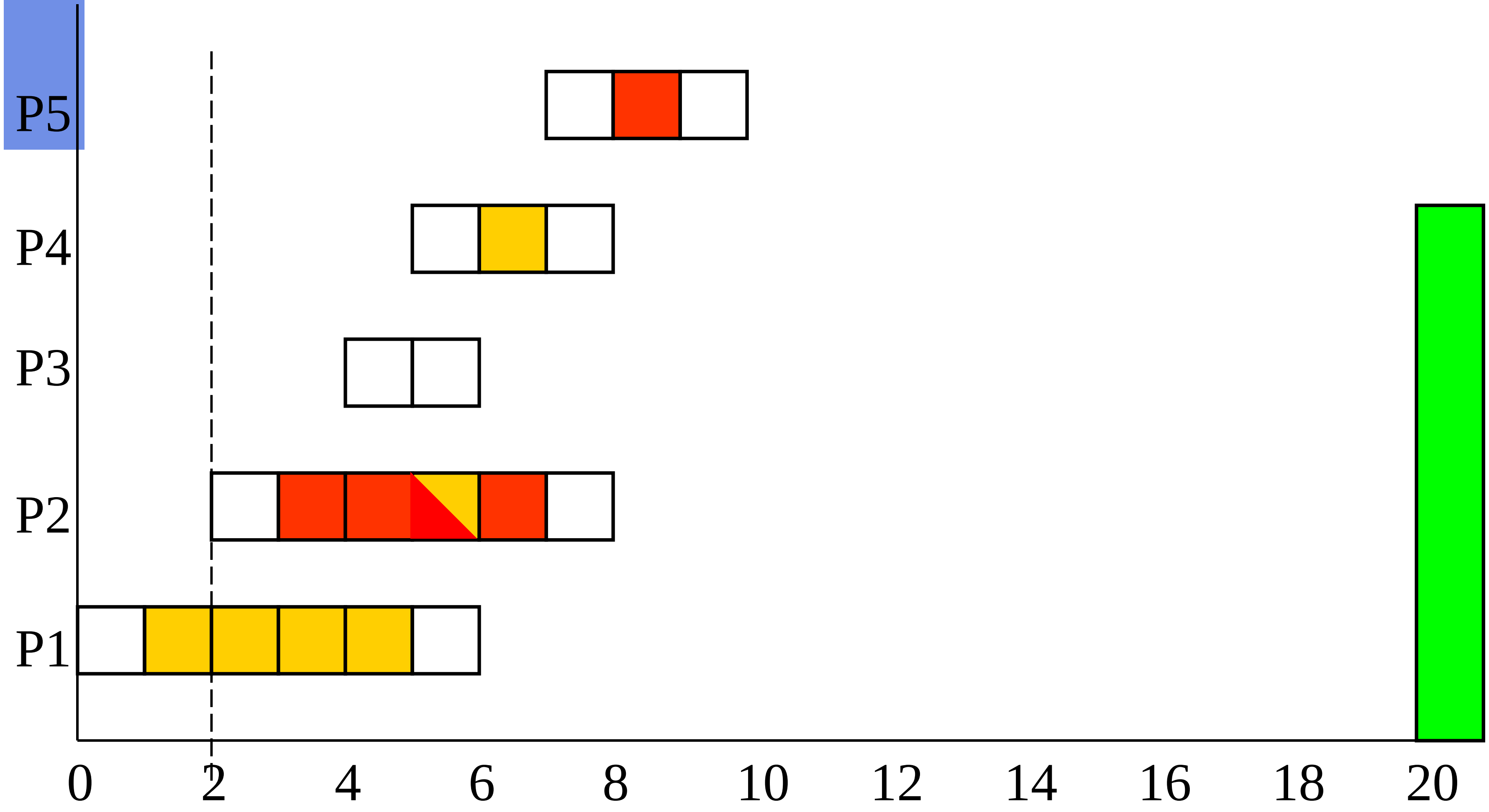
Example



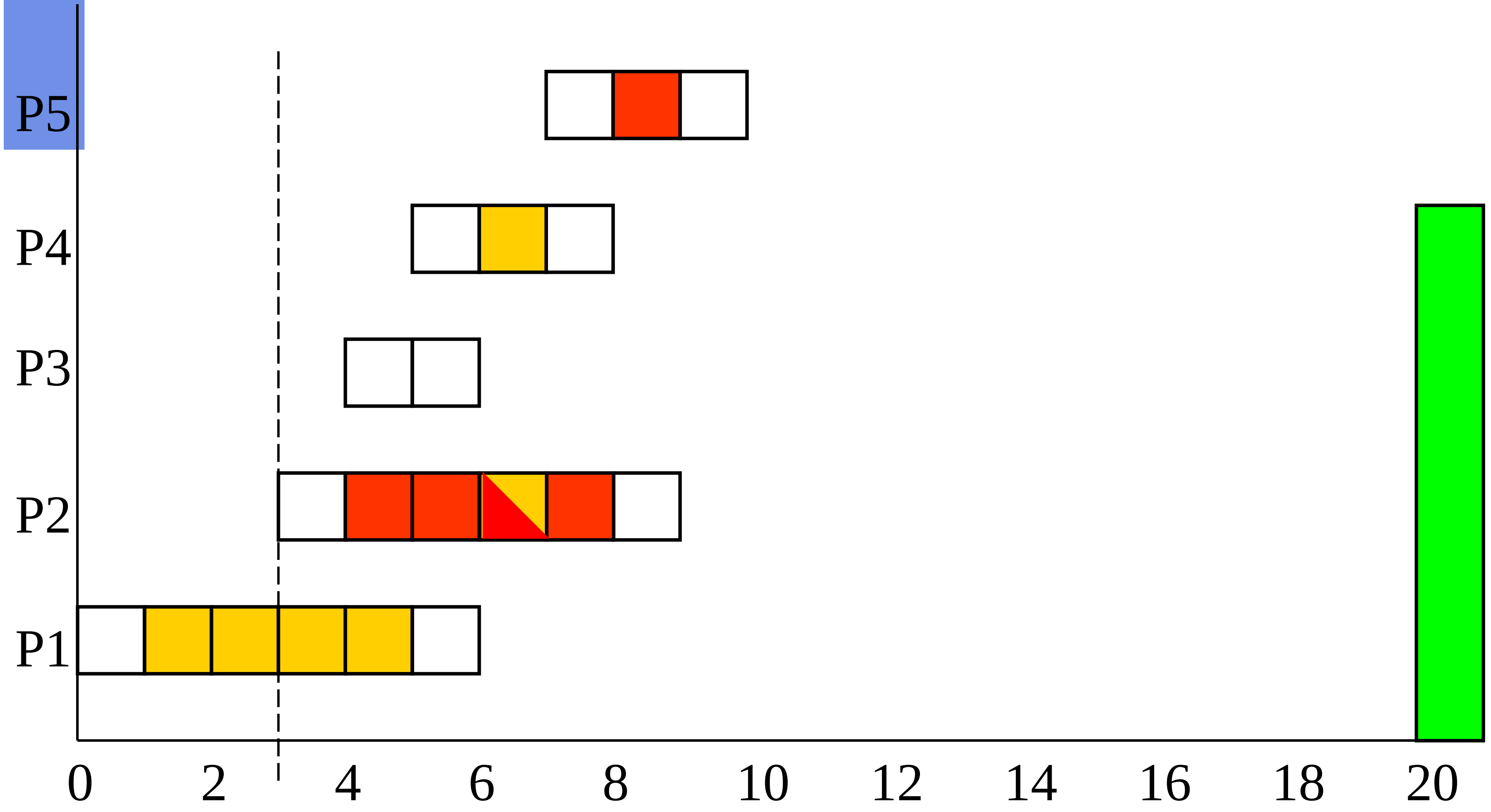
Example



Example



Example



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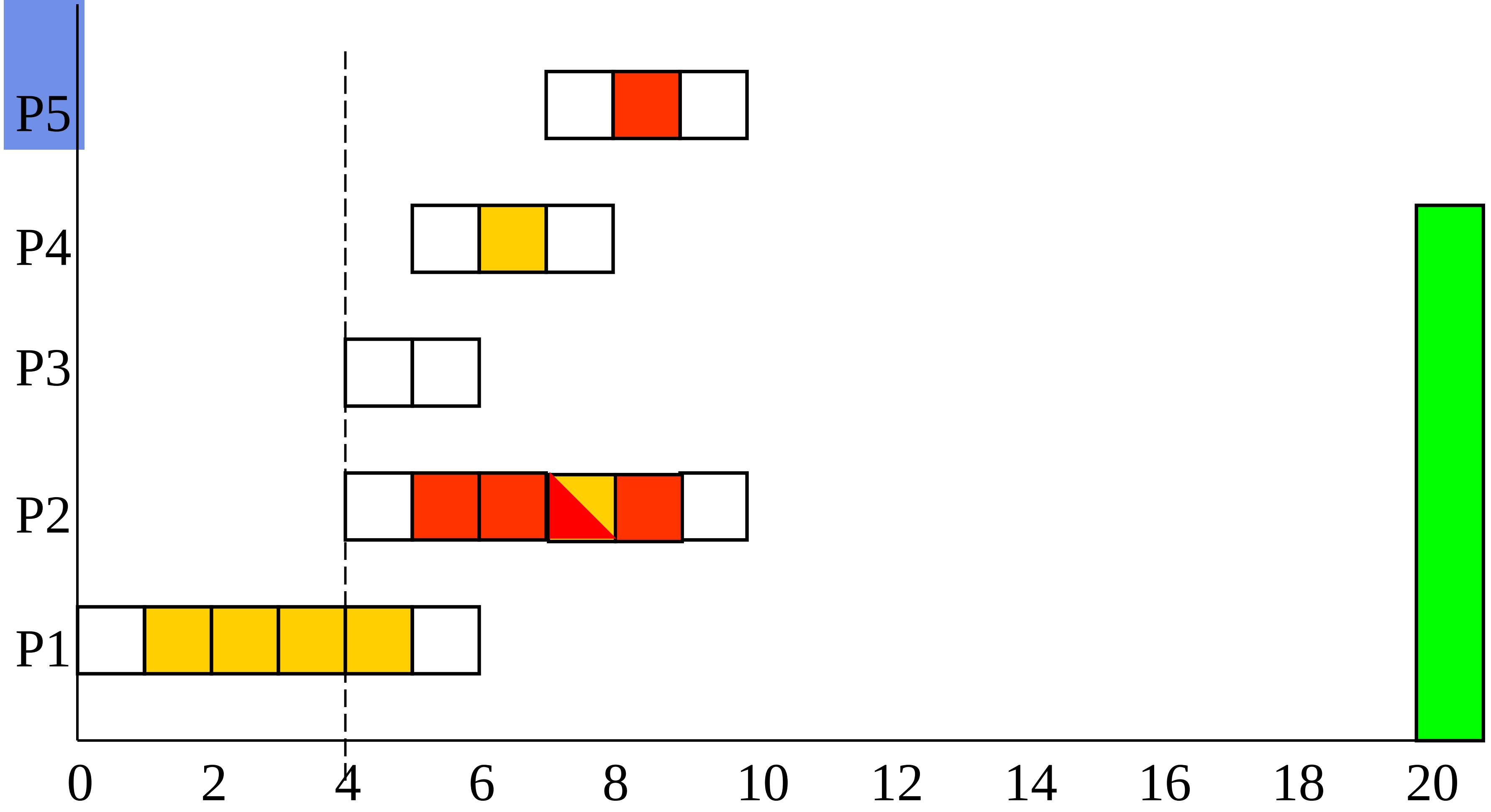

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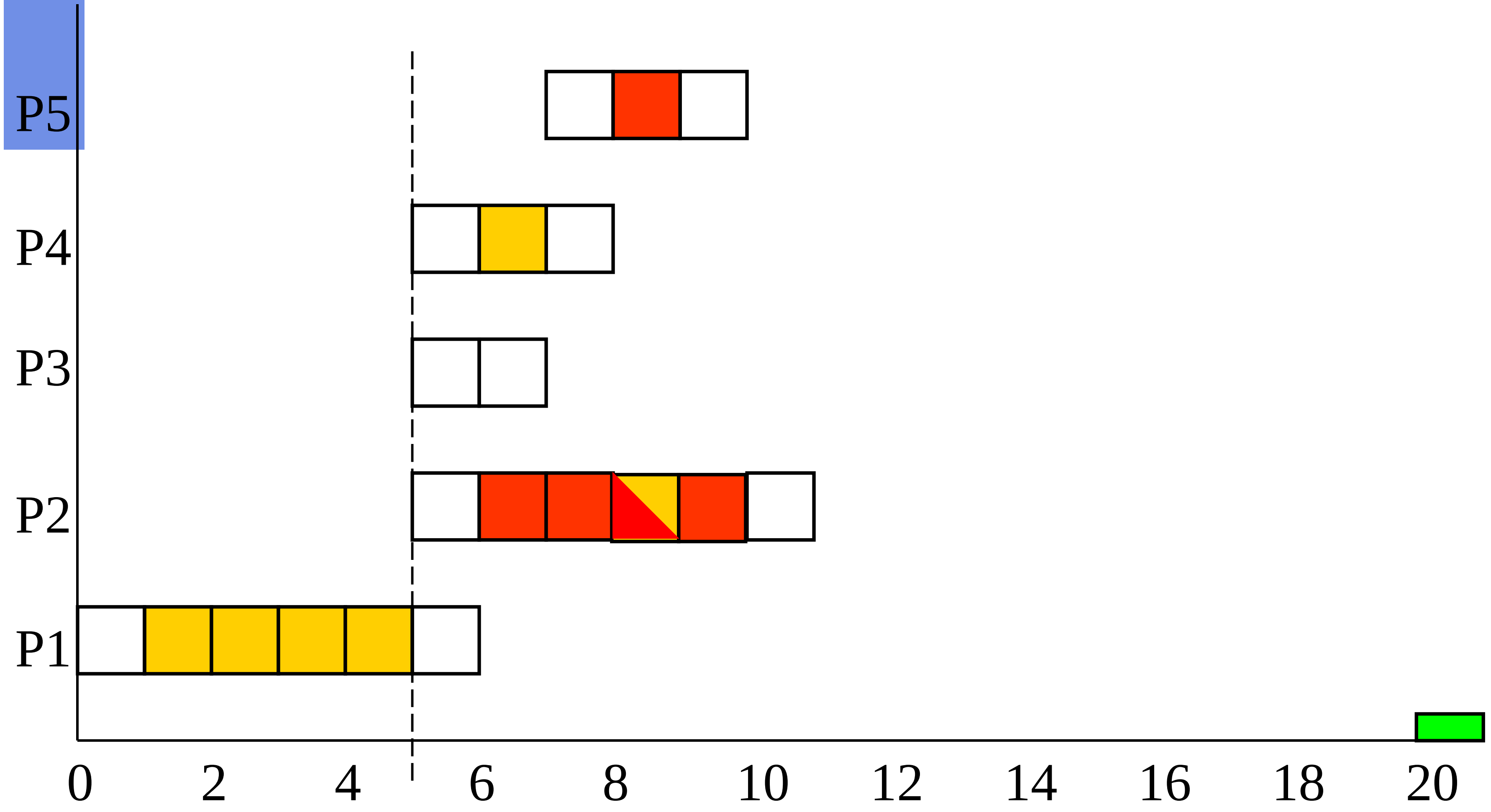

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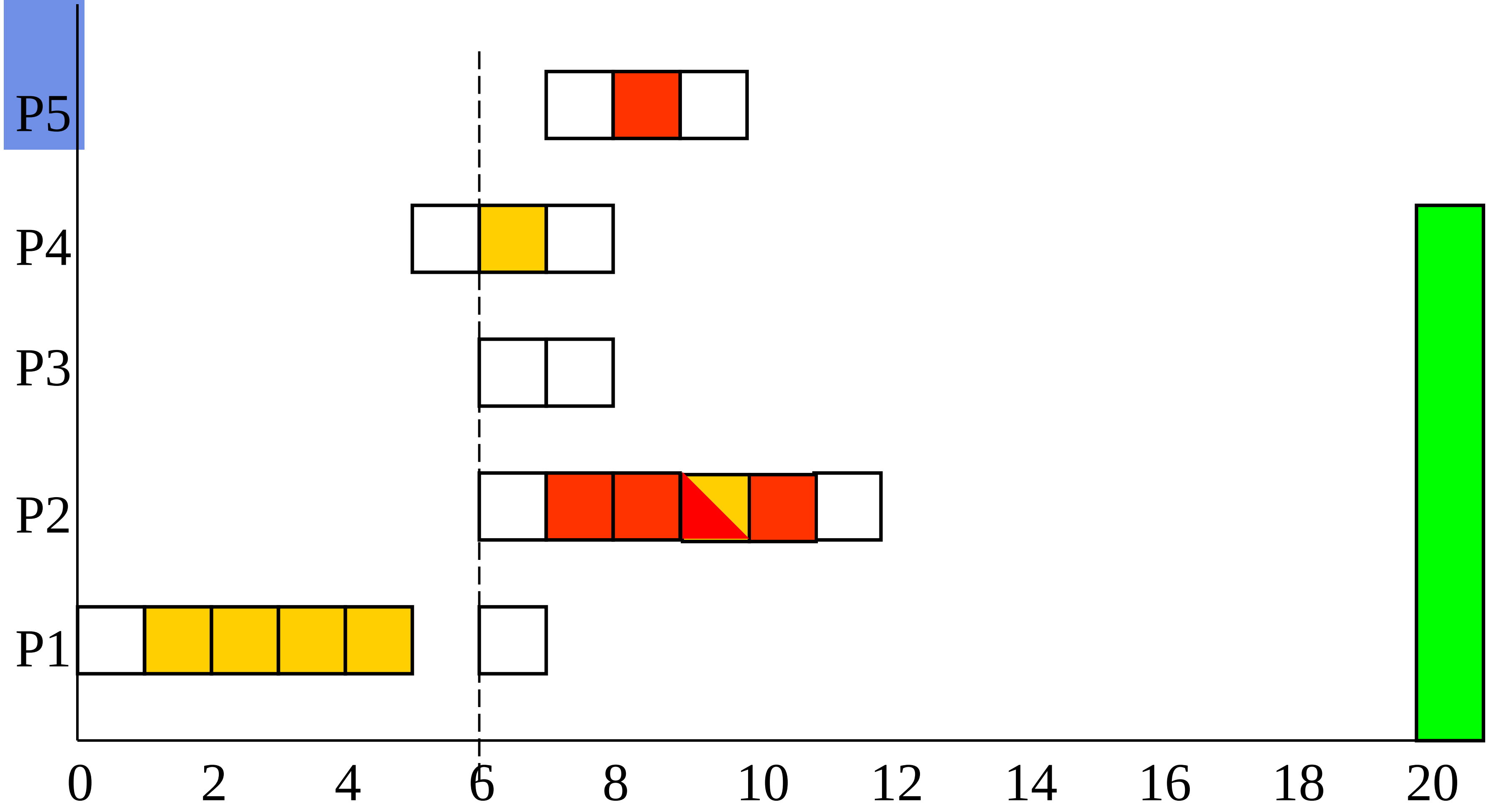
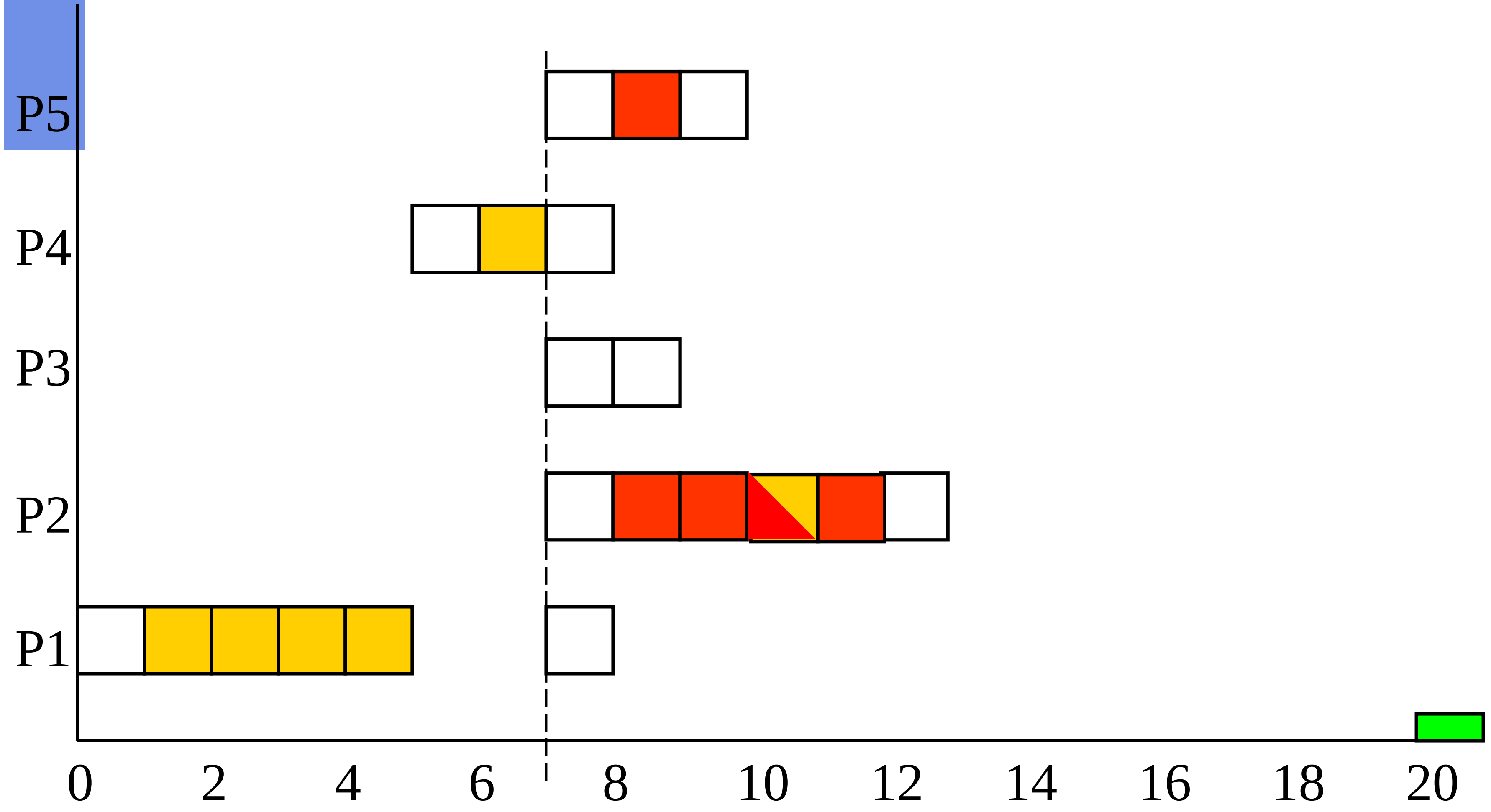
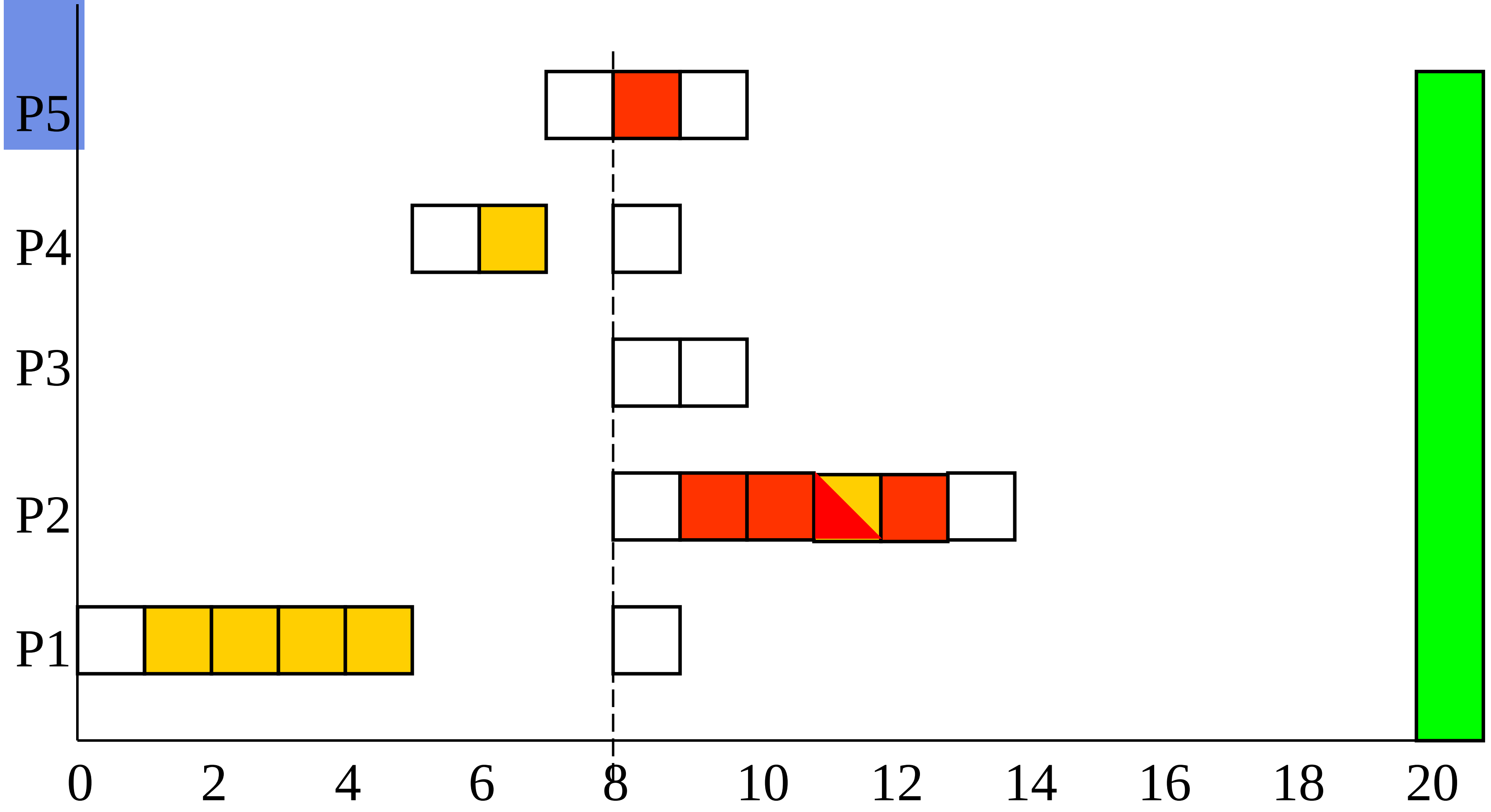


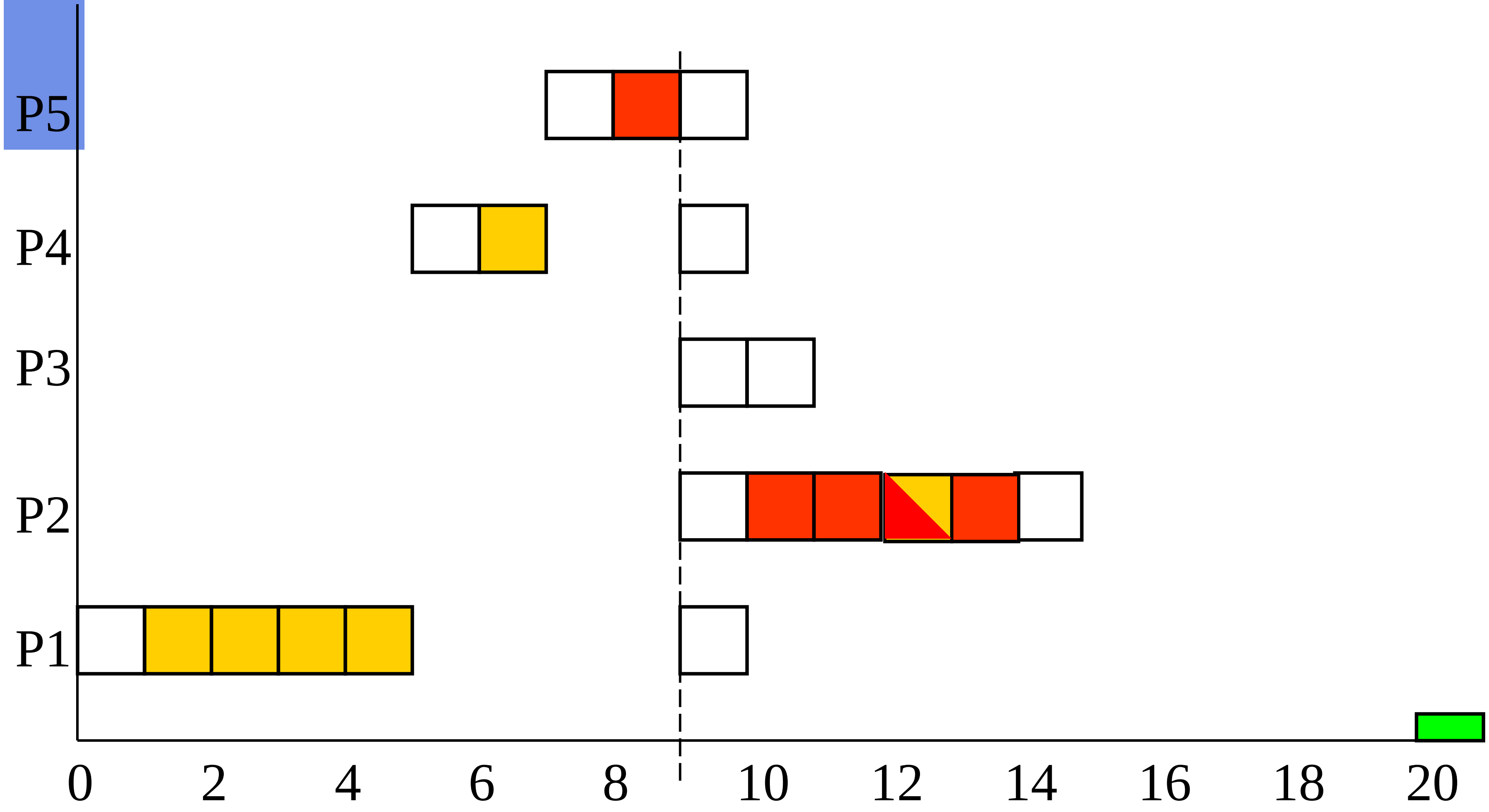
Example



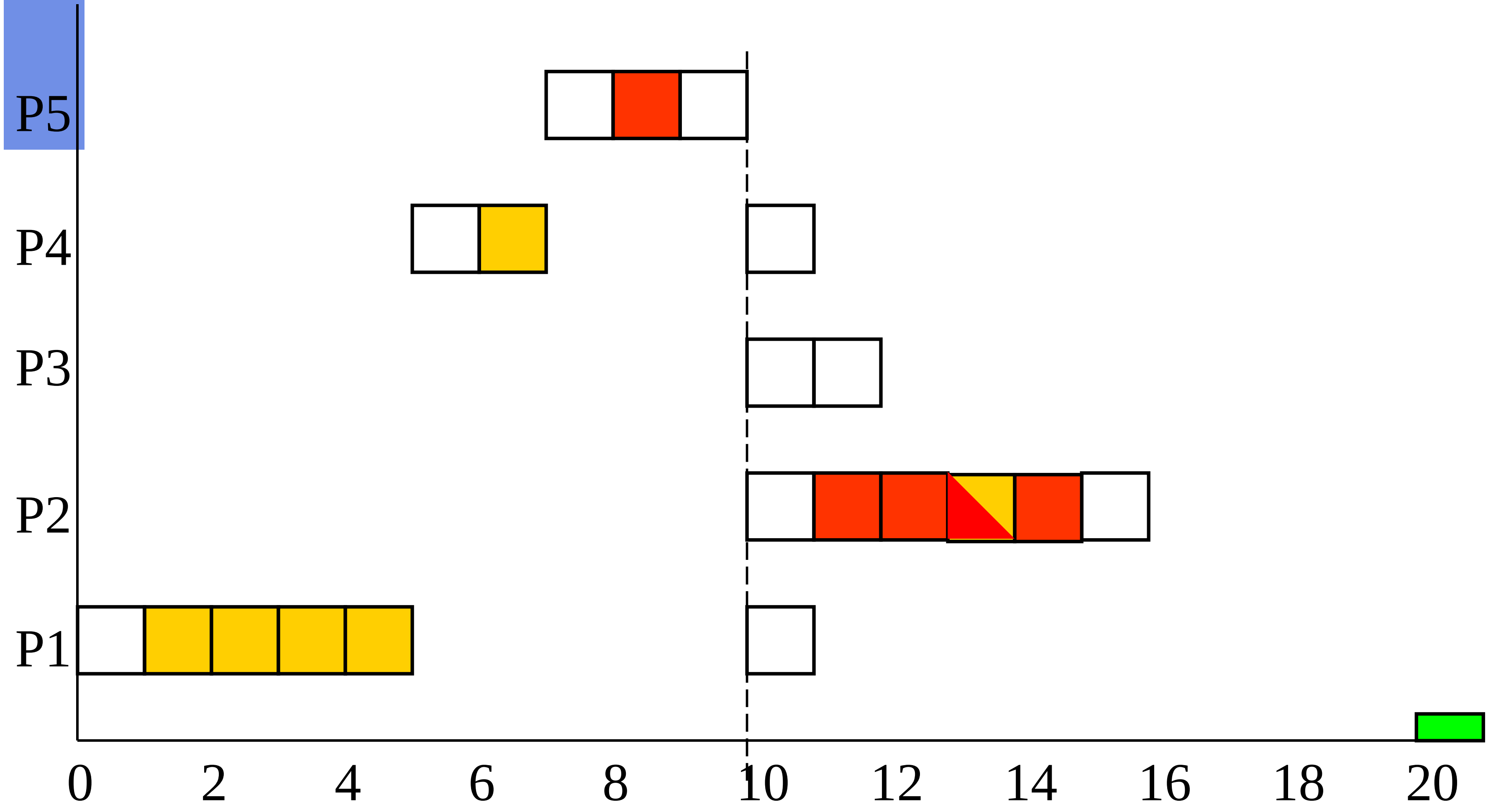
Example



Example



Example



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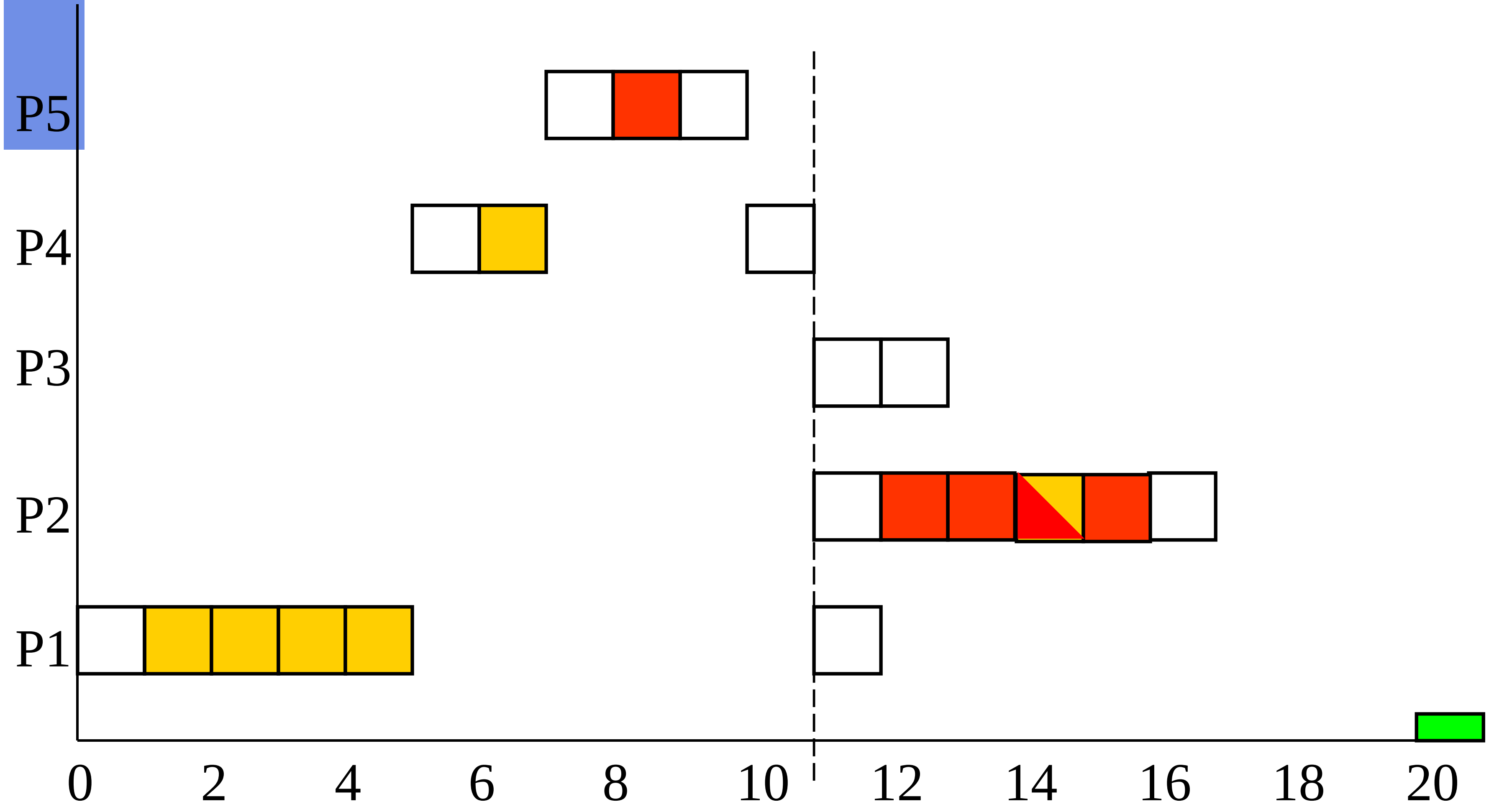
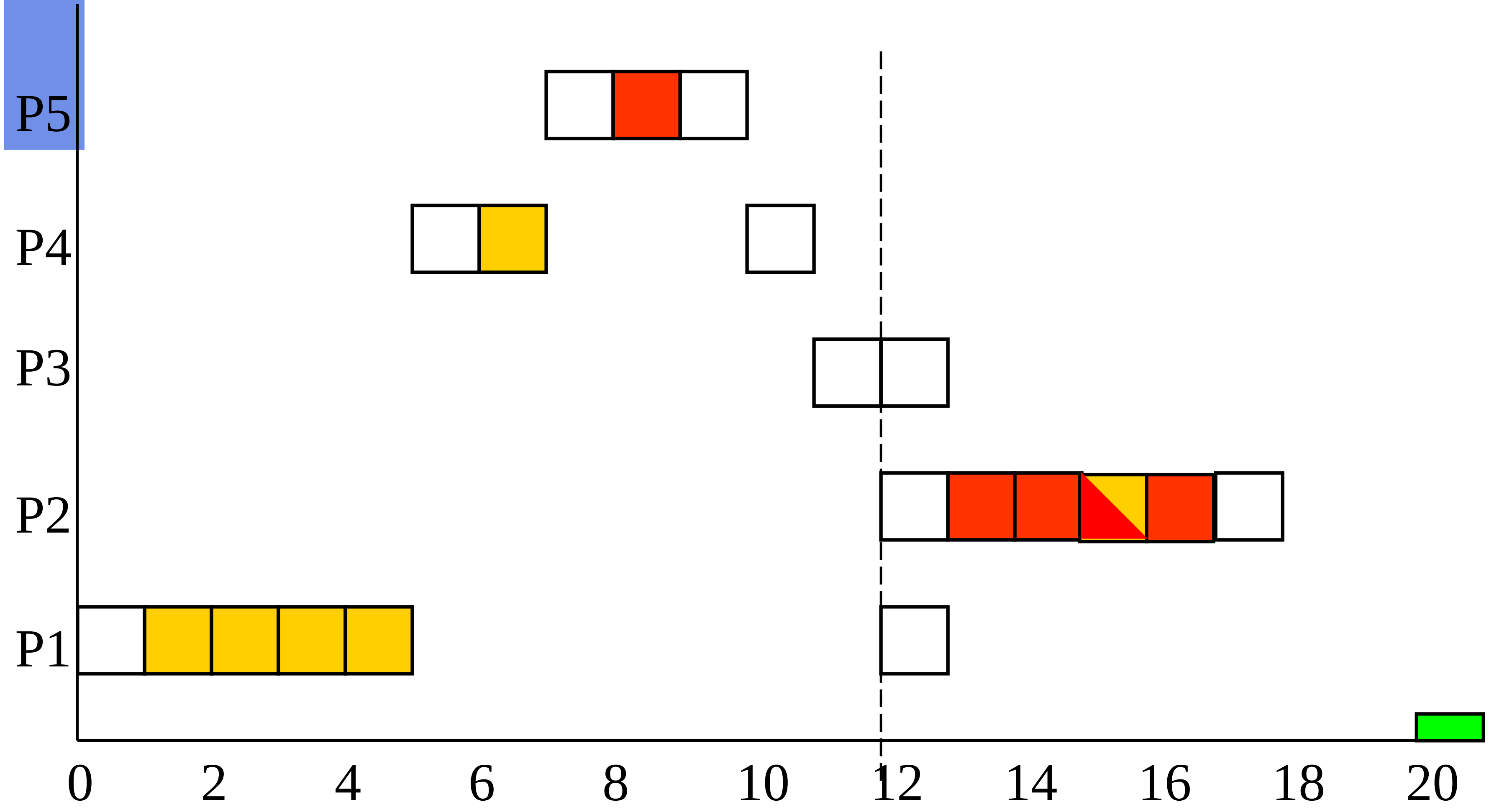
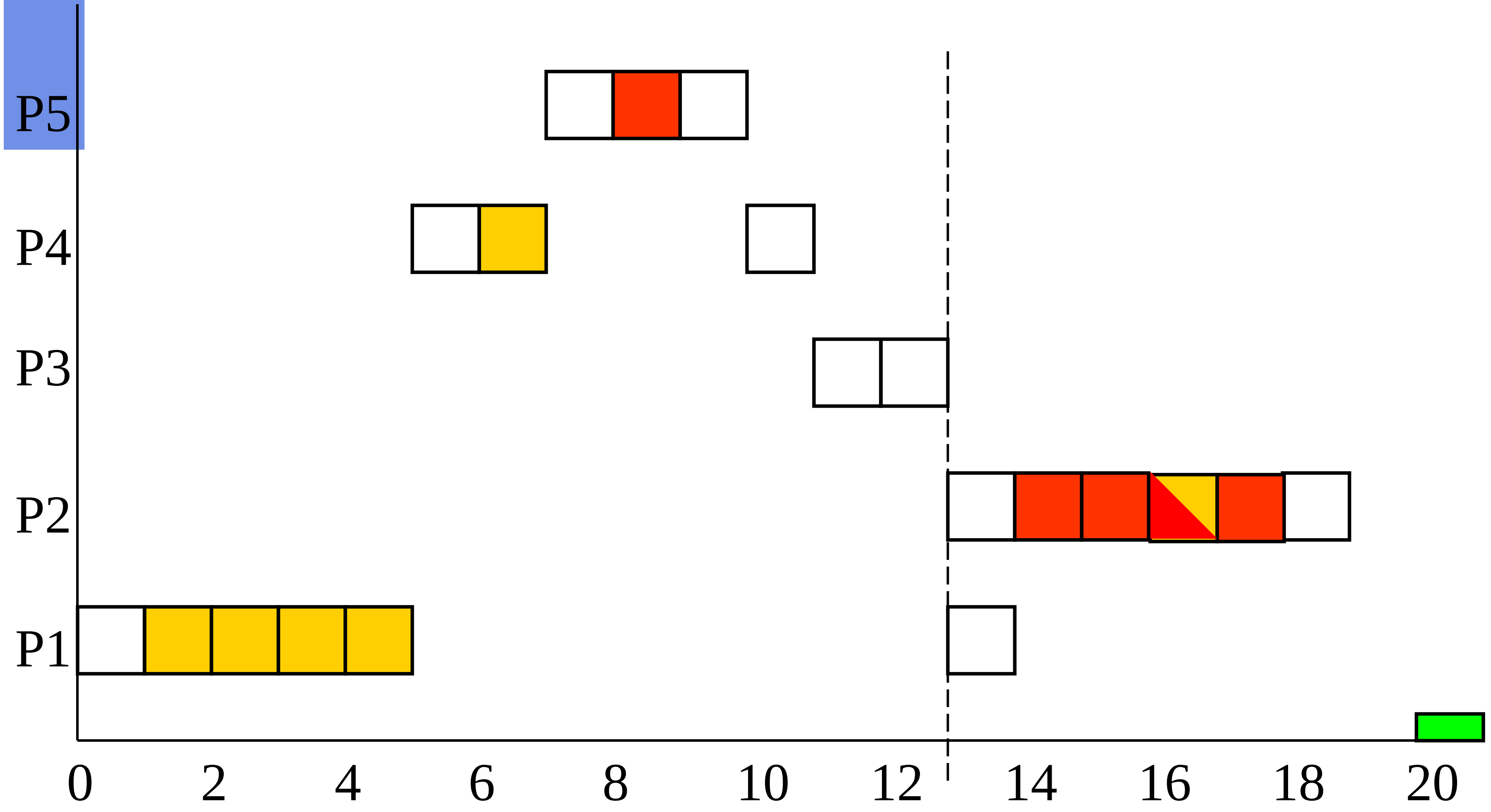


Example



Example



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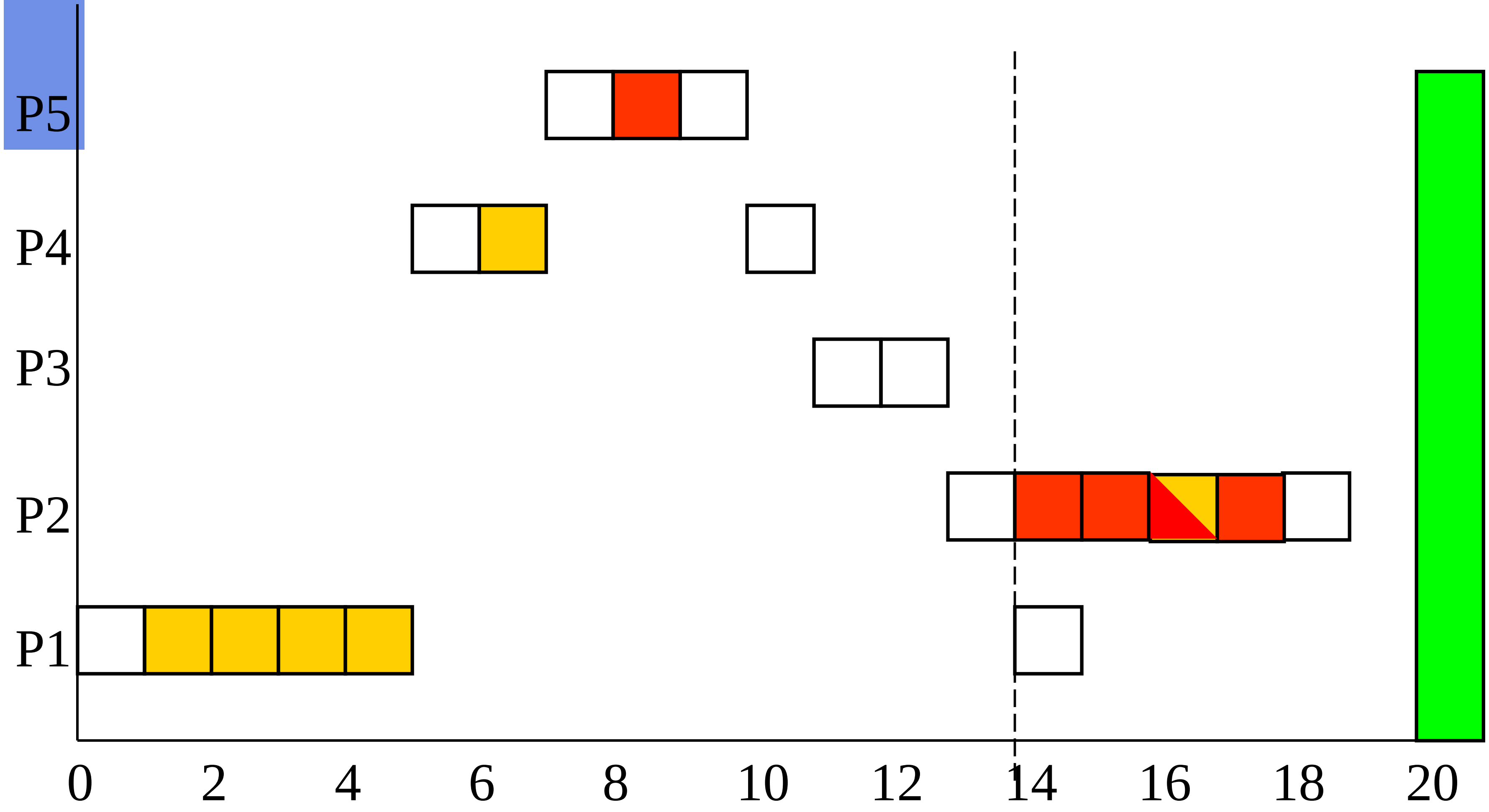

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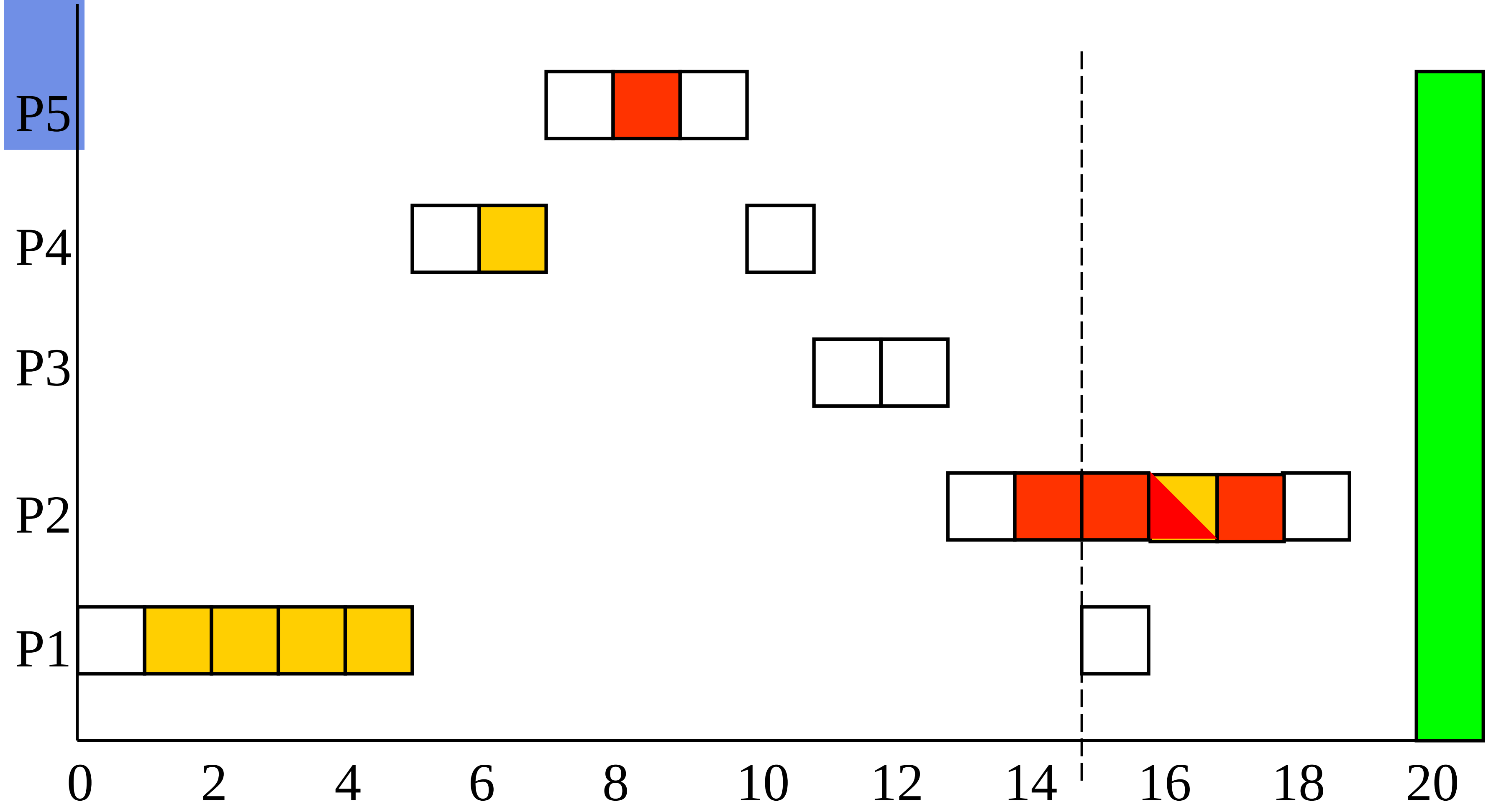

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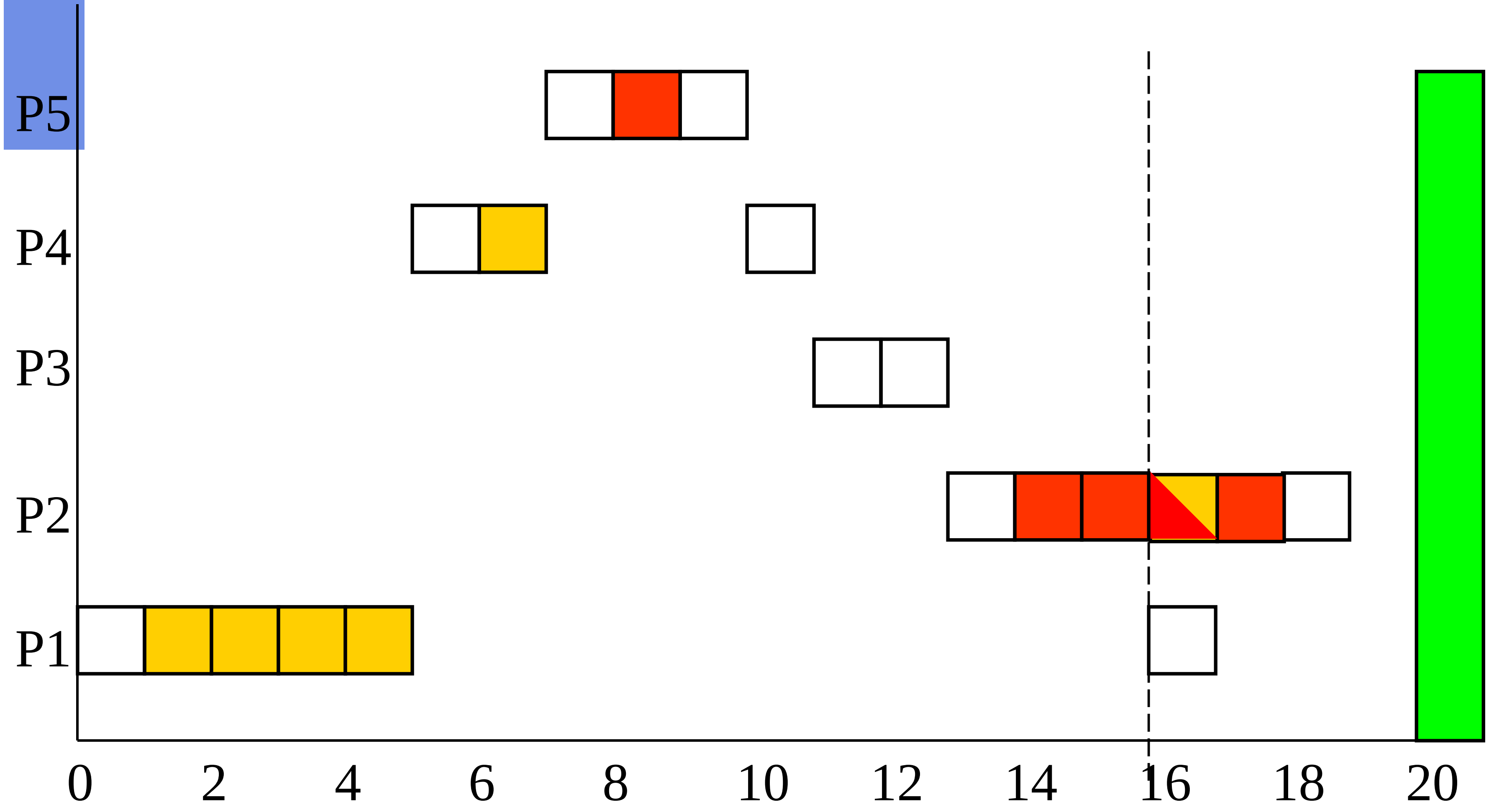

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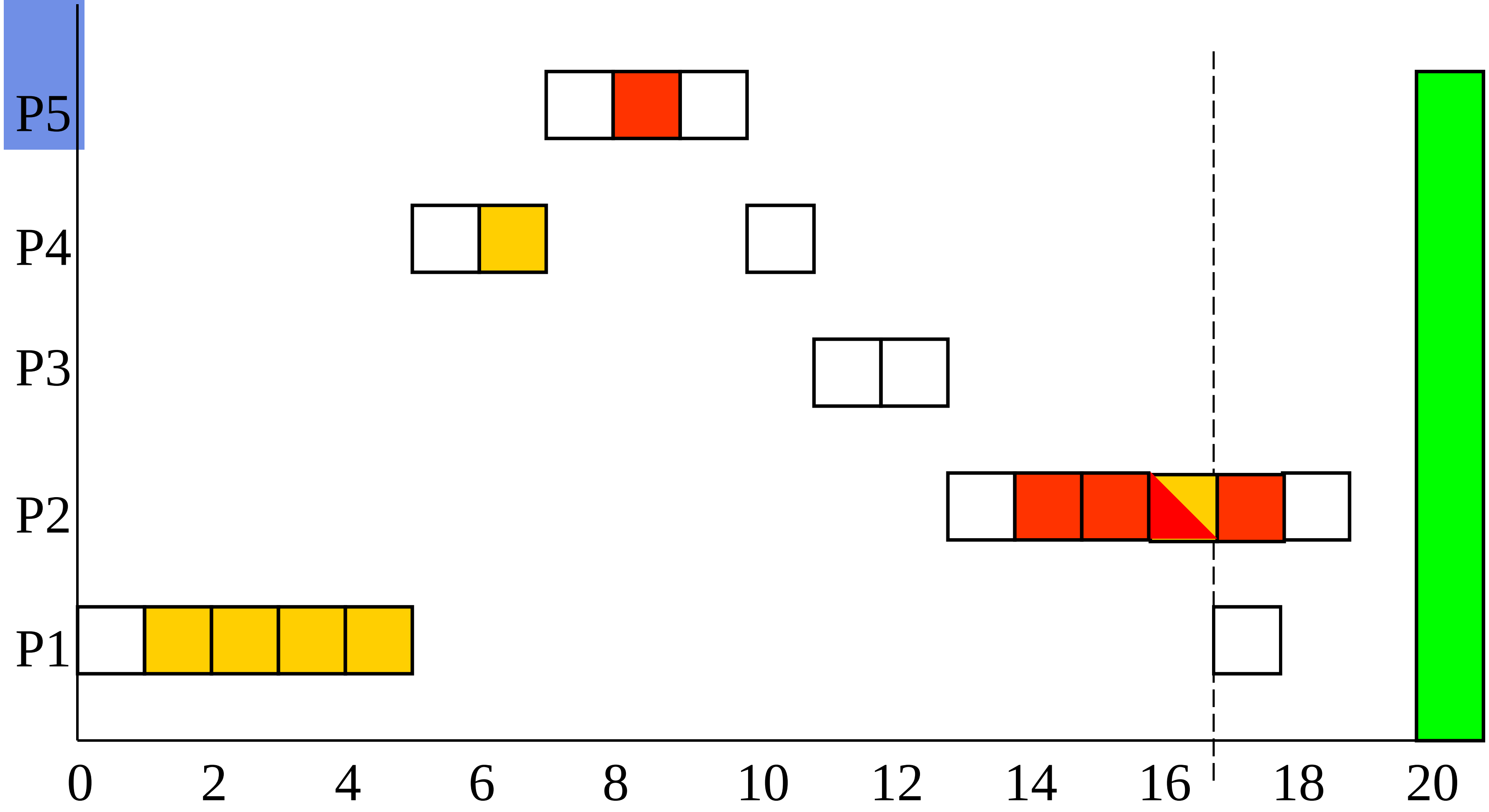

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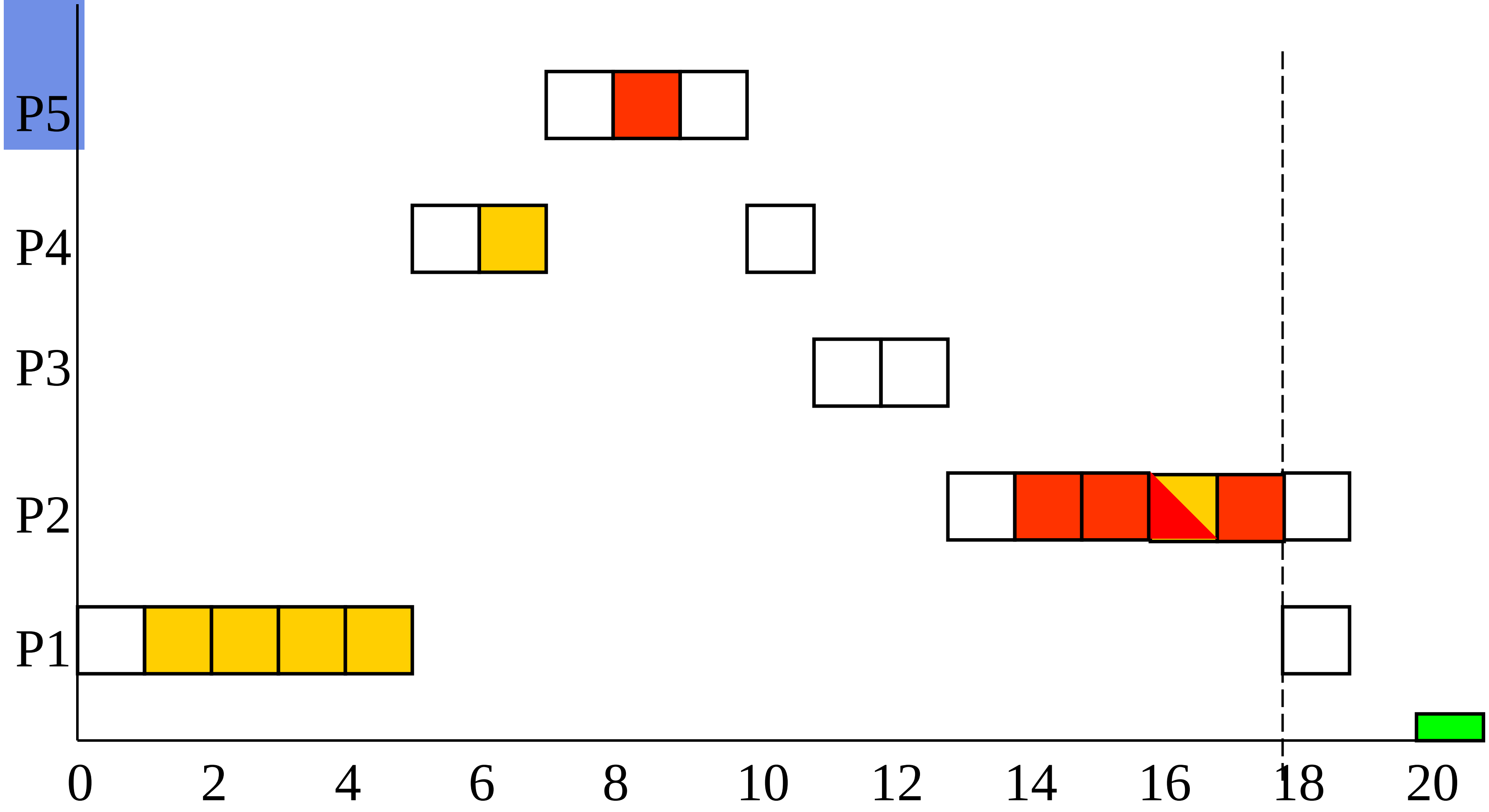

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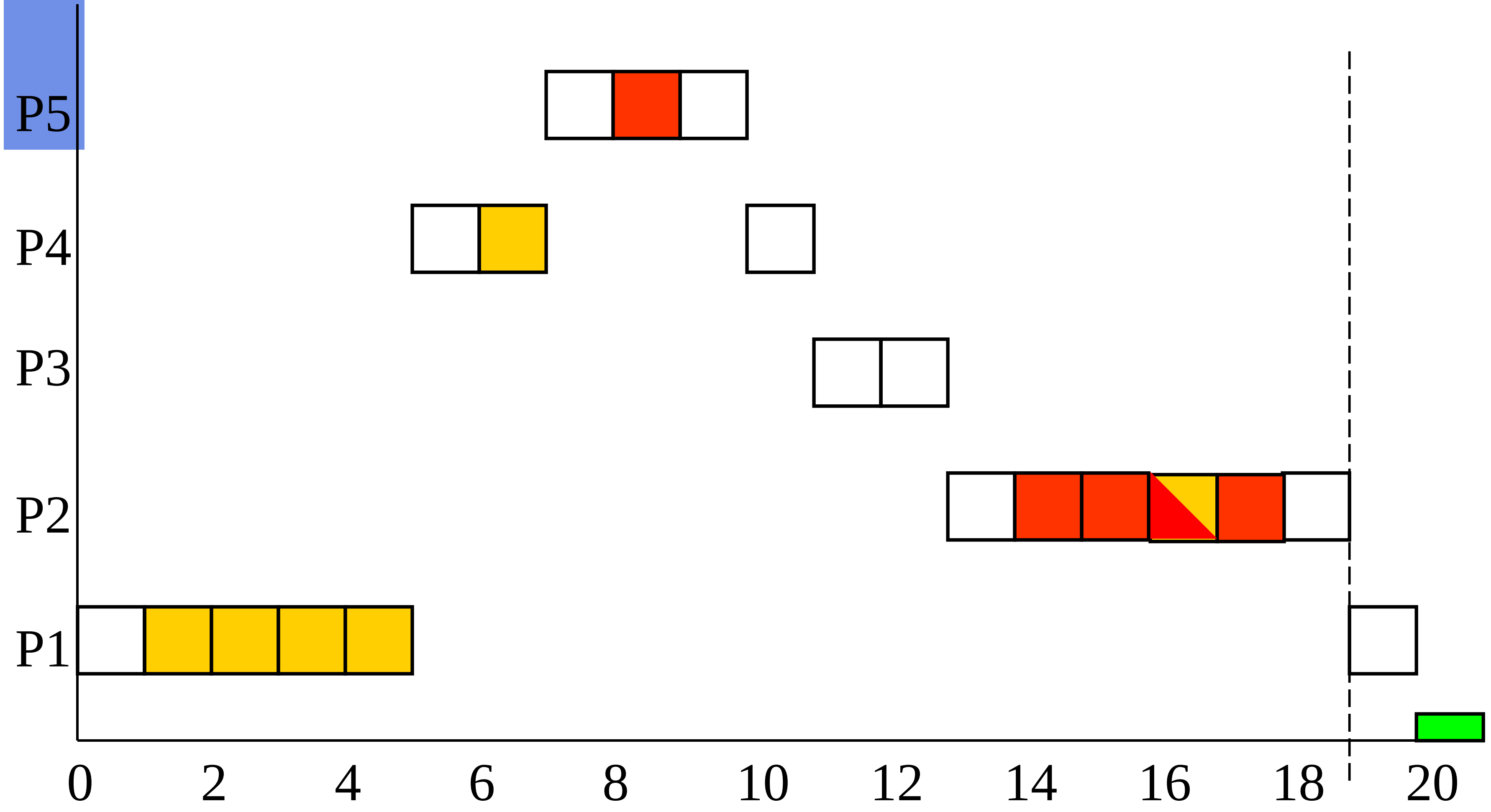

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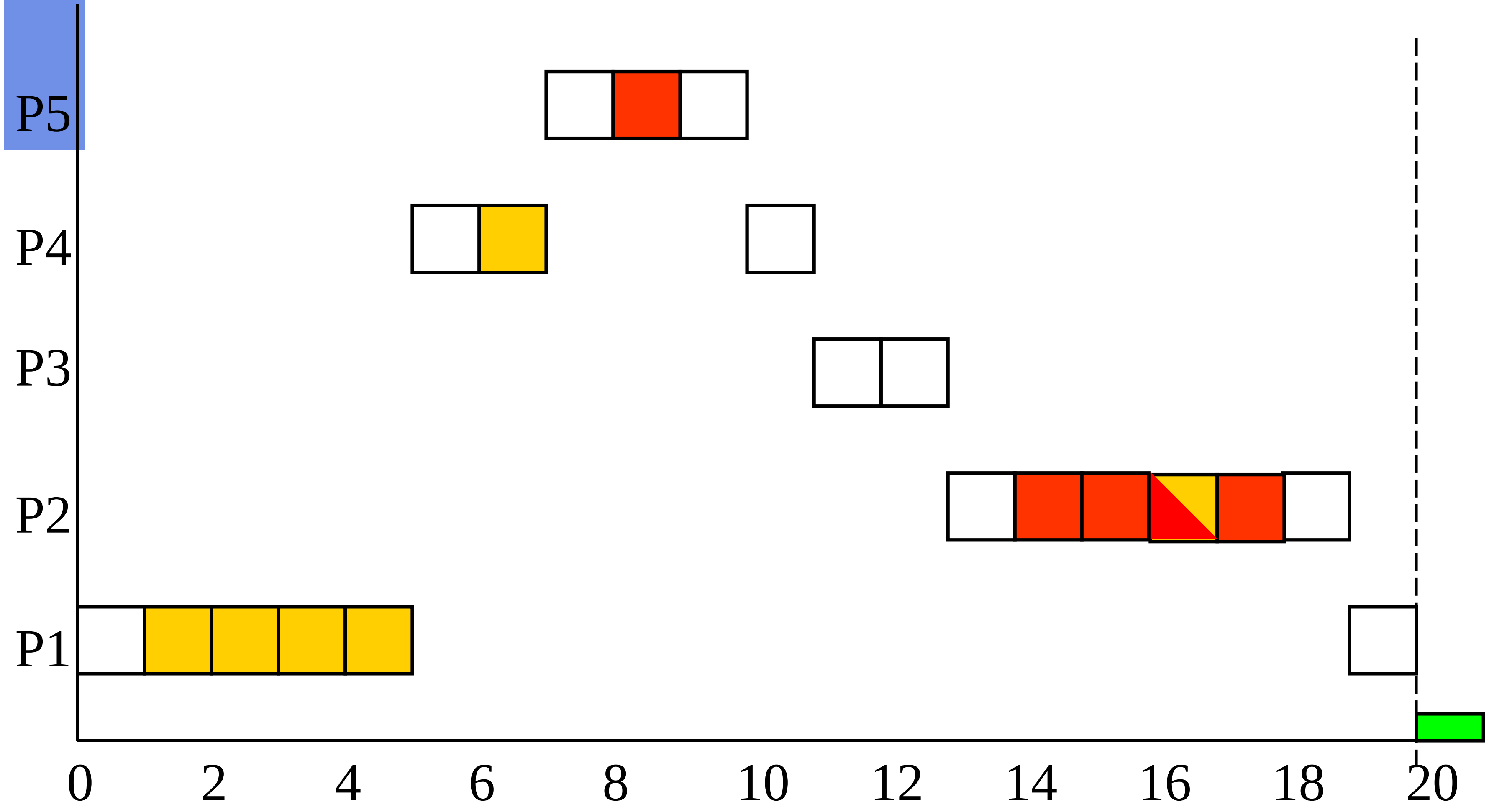
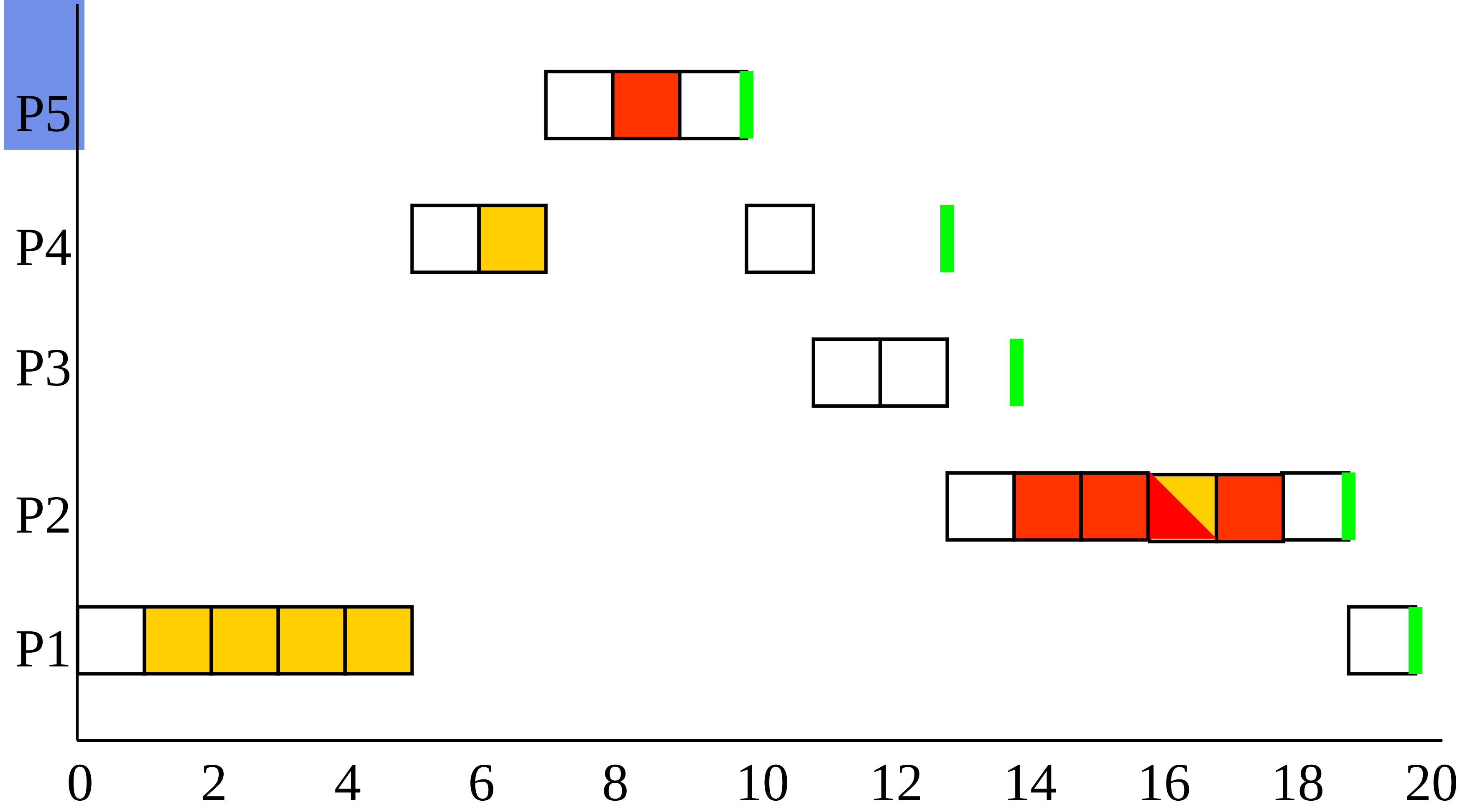


Comparison with Priority Ceiling Protocol



Analysis: Stack-Based Priority Ceiling

- Pros
  - Simple to implement.
  - Slightly better worst-case when compared to normal PCP – two less context switches.
  - No priority inheritance needed.
- Cons
  - Threads cannot self suspend.

Summary

- 4 protocols controlling resource access in priority driven preemptive systems
  - NPCS
  - PI
  - PCP
  - SPCP

Summary

- NPCS and PI do not require a priori knowledge of resource requirements
- PI neither prevents deadlocks nor avoids deadlocks
- All protocols -except PI- ensure that processes are blocked *at most once**