

1. Record Nr.	UNISA996215325503316
Titolo	Real-time systems scheduling 2 : focuses // edited by Maryline Chetto
Pubbl/distr/stampa	London, England ; ; Hoboken, New Jersey : , : ISTE : , : Wile, , 2014 ©2014
ISBN	1-119-04296-8 1-119-04297-6 1-119-04299-2
Descrizione fisica	1 online resource (284 p.)
Collana	Networks and Telecommunication Series
Disciplina	004.33
Soggetti	Real-time data processing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Cover page; Half-Title page; Title page; Copyright page; Contents; Preface; List of Figures; List of Tables; 1: Scheduling in Energy Autonomous Objects; 1.1. Introduction; 1.2. Modeling and terminology; 1.2.1. System model; 1.2.1.1. Job model; 1.2.1.2. Energy production model; 1.2.1.3. Energy storage model; 1.2.2. Types of starvation; 1.2.3. Terminology; 1.3. Weaknesses of classical schedulers; 1.3.1. Scheduling by EDF; 1.3.2. ASAP strategy; 1.3.3. ALAP strategy; 1.4. Fundamental properties; 1.5. Concepts related to energy; 1.5.1. Processor demand; 1.5.2. Energy demand; 1.6. ED-H scheduling 1.6.1. Informal description 1.6.2. Rules of ED-H; 1.6.3. Optimality analysis; 1.6.4. Clairvoyance analysis; 1.6.5. Schedulability test; 1.7. Conclusion; 1.8. Bibliography; 2: Probabilistic Scheduling; 2.1. Introduction; 2.2. Notations and definitions; 2.3. Modeling a probabilistic real-time system; 2.4. Imposed properties; 2.5. Worst-case probabilistic models; 2.5.1. Real-time systems with probabilistic arrivals; 2.5.2. Comparison of the two models; 2.6. Probabilistic real-time scheduling; 2.7. Probabilistic schedulability analysis; 2.8. Classification of the main existing results 2.9. Bibliography 3: Control and Scheduling Joint Design; 3.1. Control objectives and models; 3.1.1. Closed loop control; 3.1.2. Control and temporal parameters; 3.2. Scheduling of control loops; 3.2.1.

Robustness and relaxation of hard real-time constraints; 3.3. Continuous approach: regulated scheduling; 3.3.1. Architecture, sensors and actuators; 3.3.2. Sensors; 3.3.3. Actuators; 3.3.4. Control laws; 3.4. Discrete approach: scheduling under the (m,k)-firm constraint; 3.4.1. (m,k)-firm model; 3.4.2. Scheduling under the (m,k)-firm constraint; 3.4.3. Regulated (m,k)-firm scheduling
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3.6. Conclusion; 3.7. Bibliography; 4: Synchronous Approach and Scheduling; 4.1. Introduction; 4.2. Classification; 4.2.1. Synchronous languages; 4.2.2. Related languages; 4.3. Synchronous languages; 4.3.1. SIGNAL; 4.3.2. LUSTRE; 4.3.3. ESTEREL; 4.4. Scheduling with synchronous languages; 4.5. Synchronous languages extended to perform scheduling; 4.5.1. LUSTRE; 4.5.2. PRELUDE; 4.5.3. SYNDX; 4.5.4. TAXYS; 4.5.5. PSIC, Embedded Code and Network Code; 4.6. Conclusion; 4.7. Bibliography
5: Inductive Approaches for Packet Scheduling in Communication Networks
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6: Scheduling in Networks

Sommario/riassunto

"This book is a comprehensive text for the design of safety critical, hard real-time embedded systems. It offers a splendid example for the balanced, integrated treatment of systems and software engineering, helping readers tackle the hardest problems of advanced real-time system design, such as determinism, compositionality, timing and fault management. This book is an essential reading for advanced undergraduates and graduate students in a wide range of disciplines impacted by embedded computing and software. Its conceptual clarity, the style of explanations and the examples make the abstr
