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Trading Between Intra- and Inter-Task Cache Interference to Improve Schedulability

Syed Aftab Rashid, Geoffrey Nelissen, Eduardo Tovar



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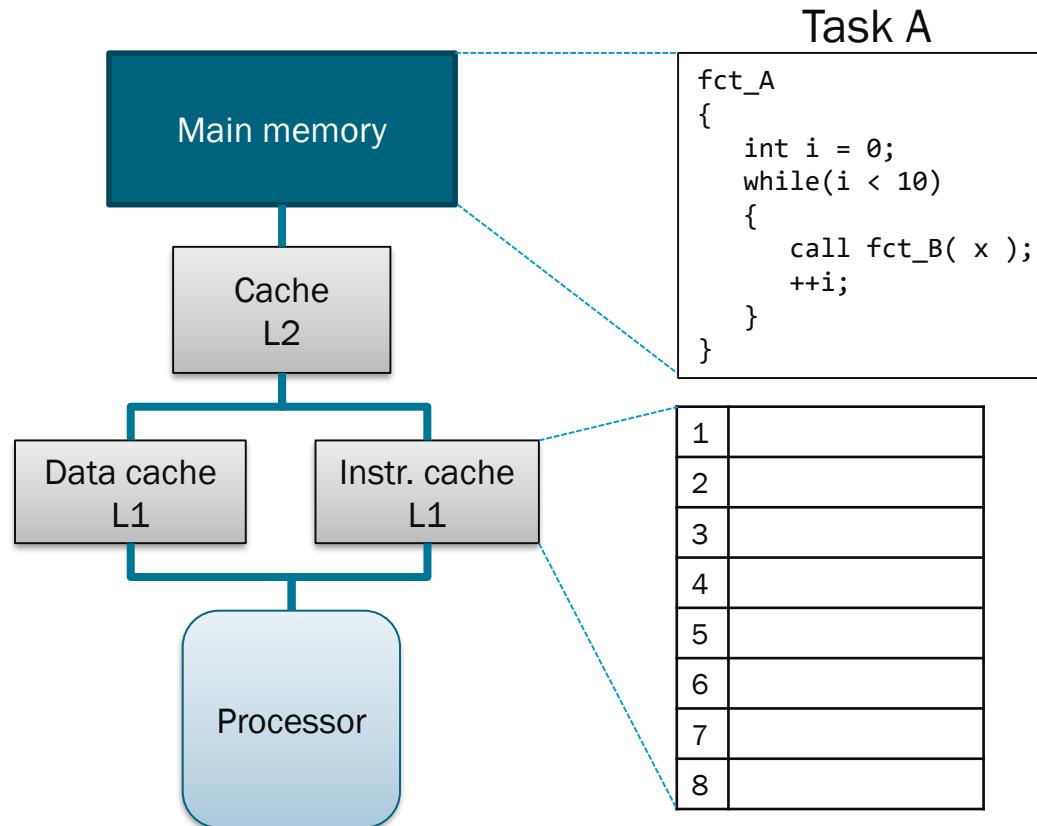


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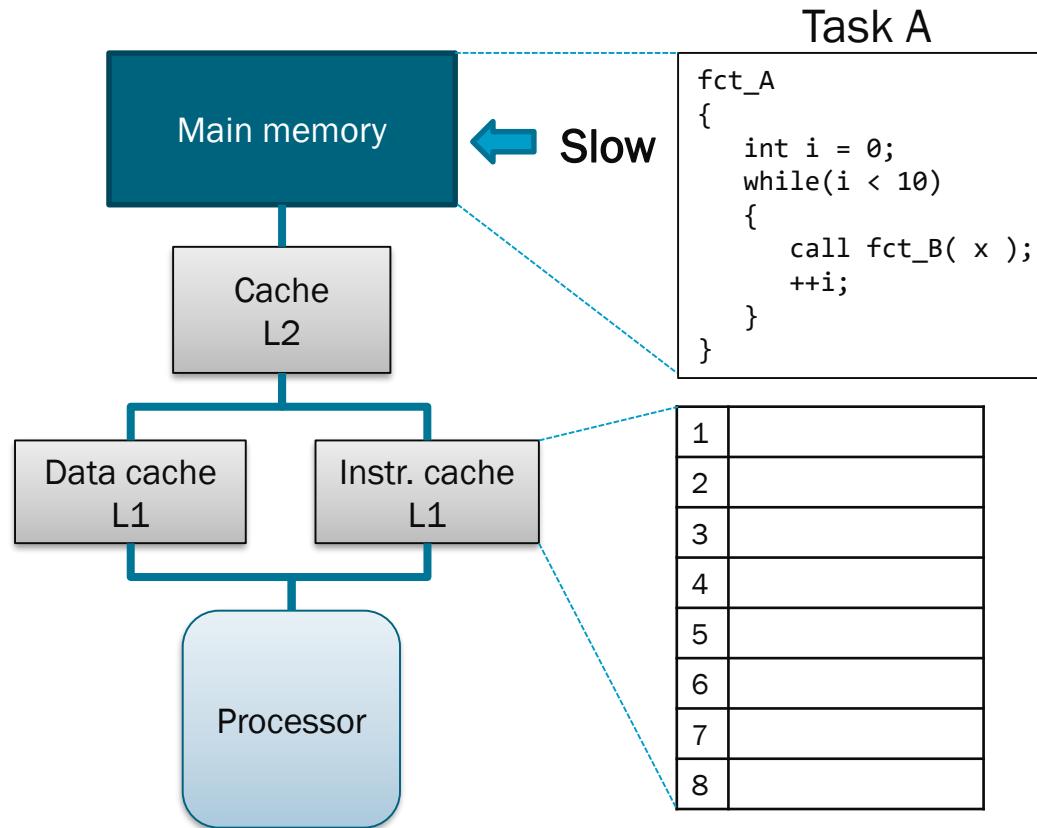


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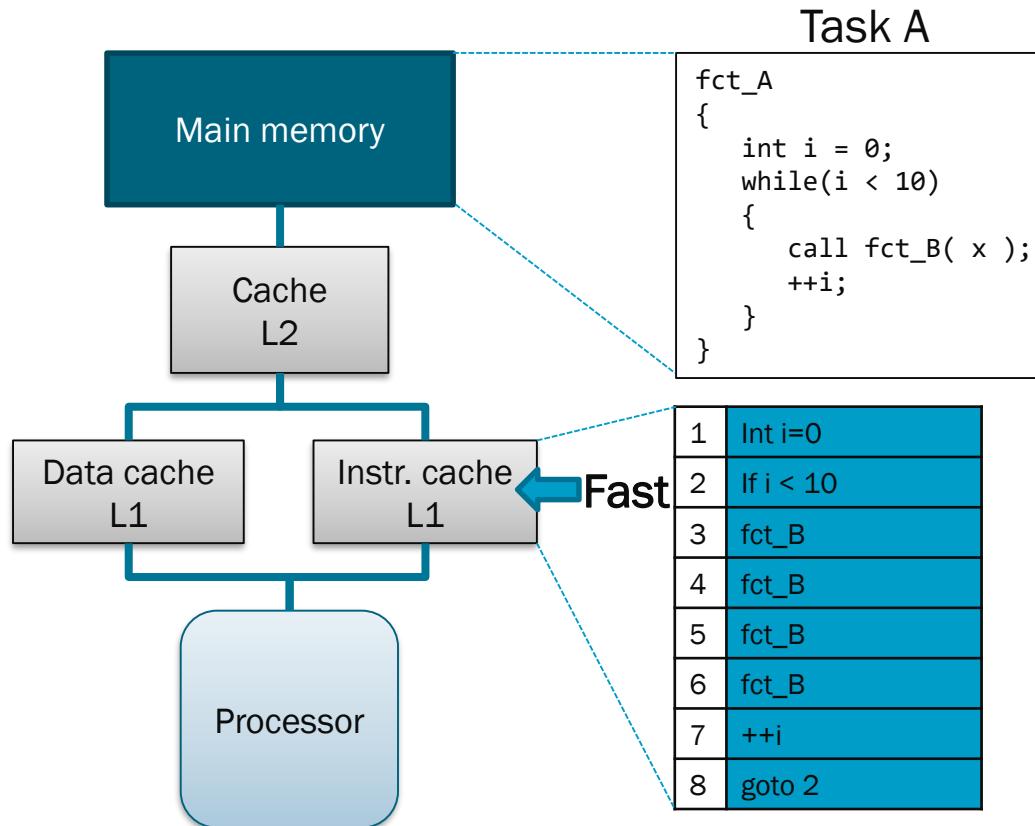
Caches Reduces Average Memory Access Time



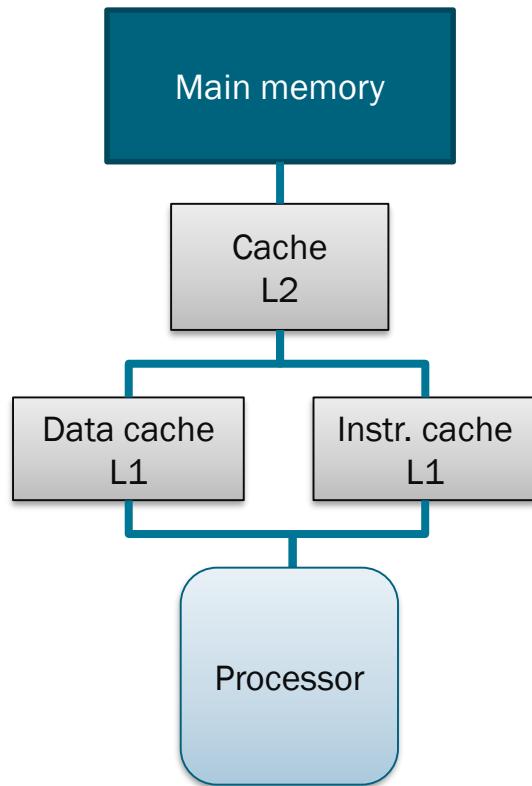
Caches Reduces Average Memory Access Time



Caches Reduces Average Memory Access Time



Caches Reduces Average Memory Access Time



The utilisation of caches reduces the **worst-case execution time (WCET)** of a task **in isolation**

Cache Memories Cause Time Variability due to Cache Interference



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Cache Memories Cause Time Variability due to Cache Interference

- Intra-Task Cache Interference
- Inter-Task Cache Interference



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What is Intra-task Cache Interference?

- Intra-task Cache Interference

Task A

```
fct_A
{
    int i = 0;
    while(i < 10)
    {
        call fct_B( x );
        ++i;
    }
}

fct_C
{
    int j = 0;
    while(j < 10)
    {
        call fct_D( y );
        ++j;
    }
}
```

Cache

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	



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        ++i;
    }
}

fct_C
{
    int j = 0;
    while(j < 10)
    {
        call fct_D( y );
        ++j;
    }
}
```

Cache

1	Int i=0
2	If i < 10
3	fct_B
4	fct_B
5	fct_B
6	fct_B
7	++i
8	goto 2
9	
10	
11	
12	
13	
14	
15	
16	



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    }
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fct_C
{
    int j = 0;
    while(j < 10)
    {
        call fct_D( y );
        ++j;
    }
}
```

Cache

1	Int i=0
2	If i < 10
3	fct_B
4	fct_B
5	fct_B
6	fct_B
7	++i
8	goto 2
9	Int j=0
10	If j < 10
11	fct_D
12	fct_D
13	fct_D
14	fct_D
15	++j
16	goto 10



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What is Intra-task Cache Interference?

- Intra-task Cache Interference

Task A

```
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{
    int i = 0;
    while(i < 10)
    {
        call fct_B( x );
        ++i;
    }
}

fct_C
{
    int j = 0;
    while(j < 10)
    {
        call fct_D( y );
        ++j;
    }
}
```

Cache

1	Int i=0
2	If i < 10
3	fct_B
4	fct_B
5	fct_B
6	fct_B
7	++i
8	goto 2
9	Int j=0
10	If j < 10
11	fct_D
12	fct_D



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What is Intra-task Cache Interference?

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Task A

```
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{
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    while(i < 10)
    {
        call fct_B( x );
        ++i;
    }
}

fct_C
{
    int j = 0;
    while(j < 10)
    {
        call fct_D( y );
        ++j;
    }
}
```

Cache

1	Int i=0 / fct_D
2	If i < 10 / fct_D
3	fct_B / ++j
4	fct_B / goto 10
5	fct_B
6	fct_B
7	++i
8	goto 2
9	Int j=0
10	If j < 10
11	fct_D
12	fct_D



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What is Intra-task Cache Interference?

- Intra-task Cache Interference

Task A	Cache
fct_A	1 Int i=0 / fct_D
{	2 If i < 10 / fct_D
int i = 0;	3 fct_B / ++j
while(i < 10)	4 fct_B / goto 10
{	5 fct_B
call fct_B(x);	6 fct_B
++i;	7 ++i
}	8 goto 2
}	9 Int j=0
fct_C	10 If j < 10
{	11 fct_D
int j = 0;	12 fct_D
while(j < 10)	
{	
call fct_D(y);	
++j;	
}	

Intra-task cache interference occurs if the **memory footprint** of a task is **larger than the allocated cache space** or when two memory **entries** of that task are **mapped to the same space** in cache.

Increase in intra-task cache interference may also result in increasing the WCET of tasks.



What is Inter-task Cache Interference?

- Inter-task Cache Interference



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What is Inter-task Cache Interference?

- Inter-task Cache Interference
 - Cache Related Preemption Delays (CRPD)
 - Cache Persistence Reload Overhead (CPRO)



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Inter-task Cache Interference due to CRPDs

- Inter-task Cache Interference
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Inter-task Cache Interference due to CRPDs

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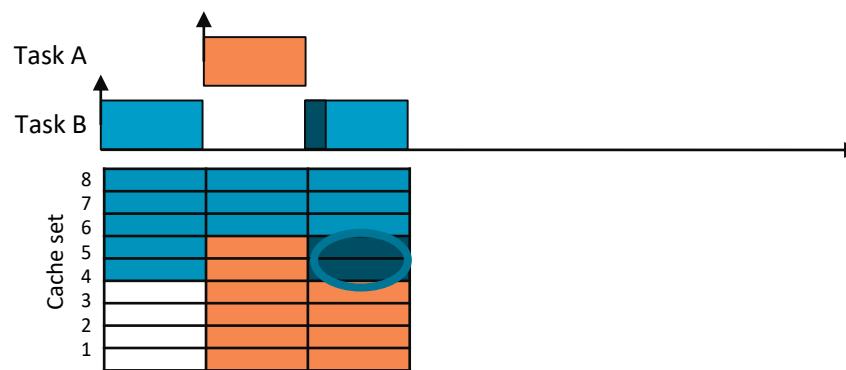
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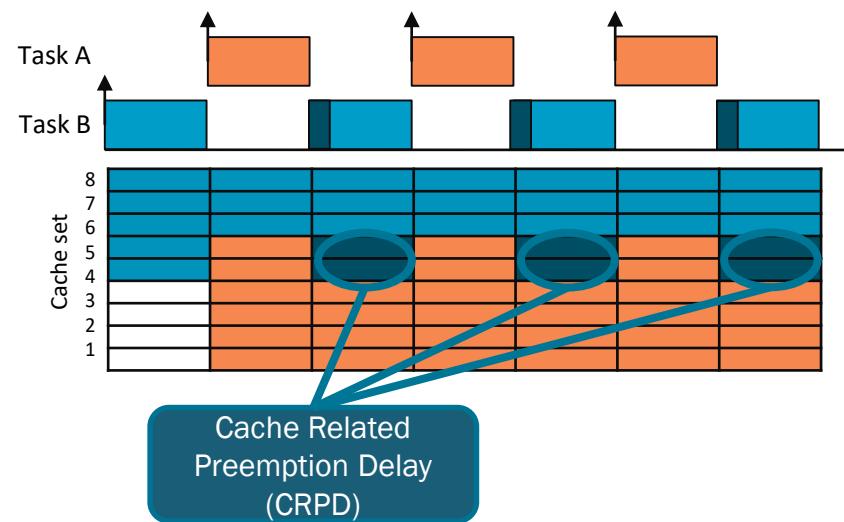
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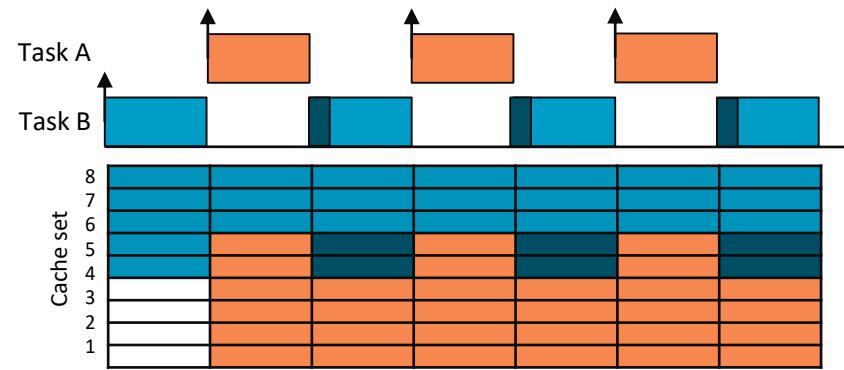
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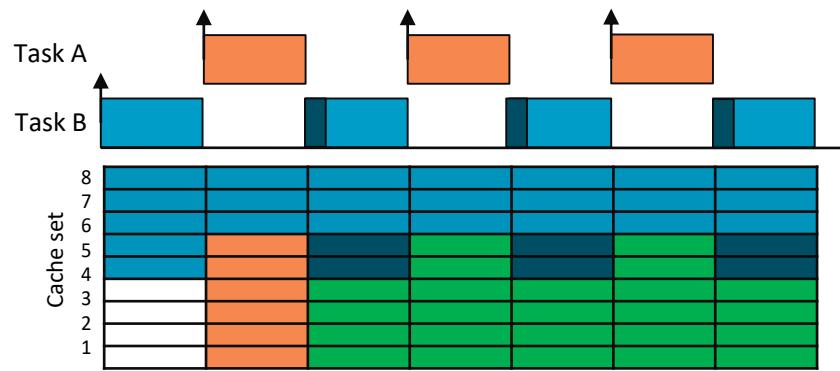
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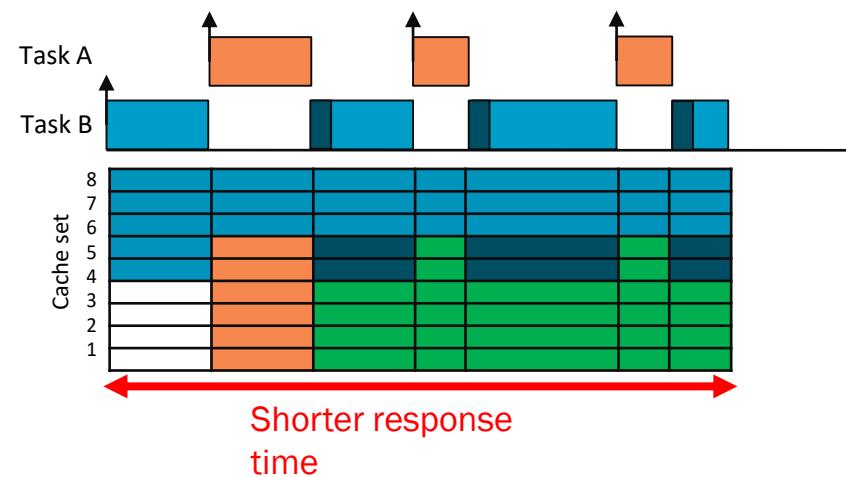
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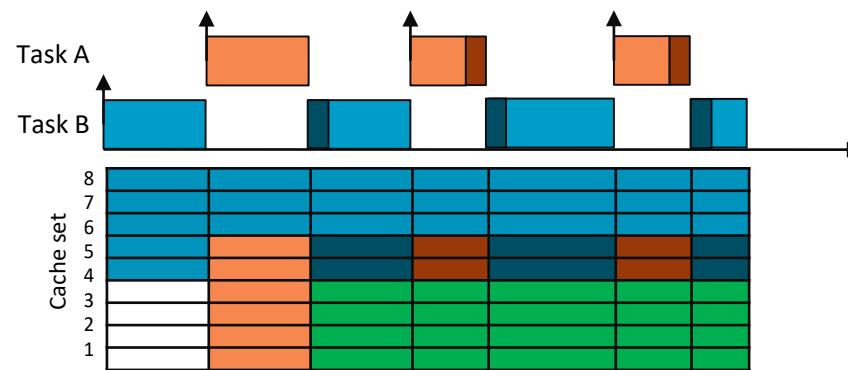
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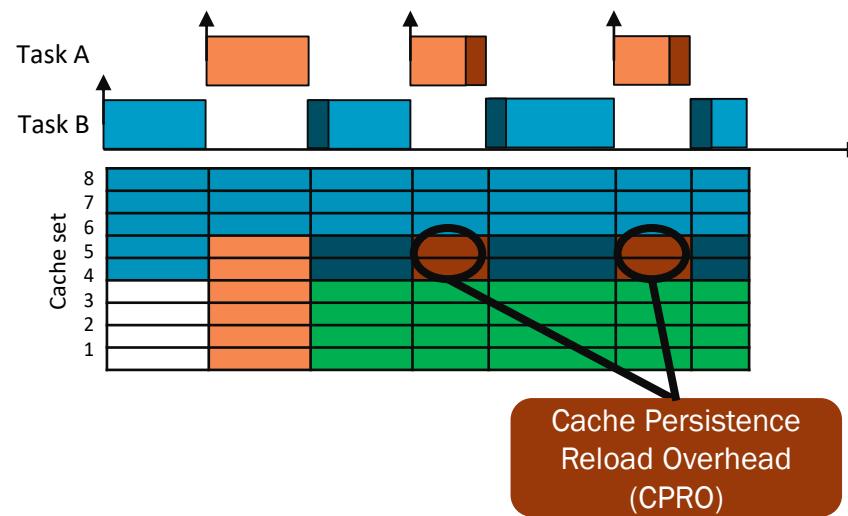
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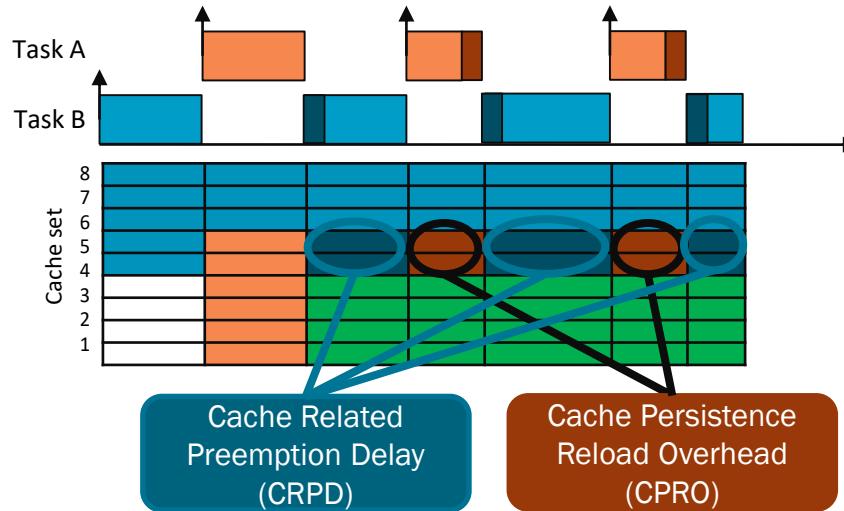
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Cache Memories Cause Time Variability due to Intra- and inter-task cache interference

- Inter-task Cache Interference
 - Cache Related Preemption Delay (CRPD)
 - Cache Persistence Reload Overhead (CPRO)



Both CRPD and CPRO may result in increasing the WCET/WCRT of tasks.

Intra- and Inter-Task Cache Interference depends on the Cache Allocation of Tasks

- Example: Task set $T=\{\tau_1, \tau_2, \tau_3\}$ and a cache of total size CS.



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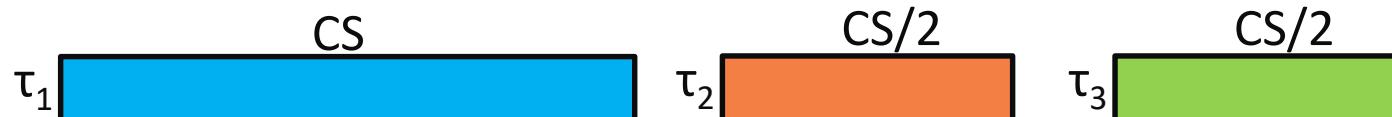


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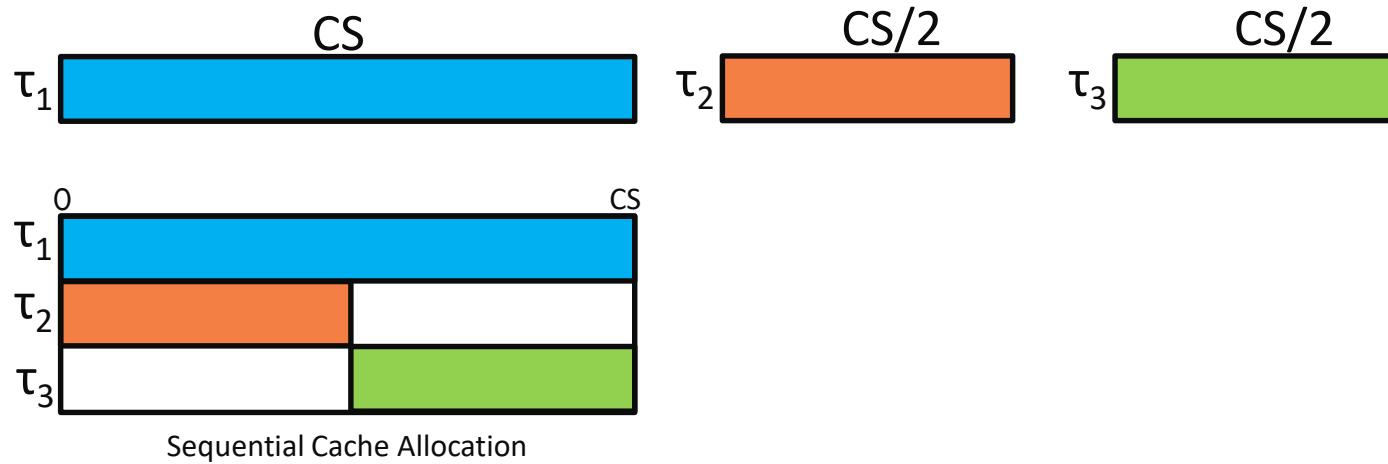
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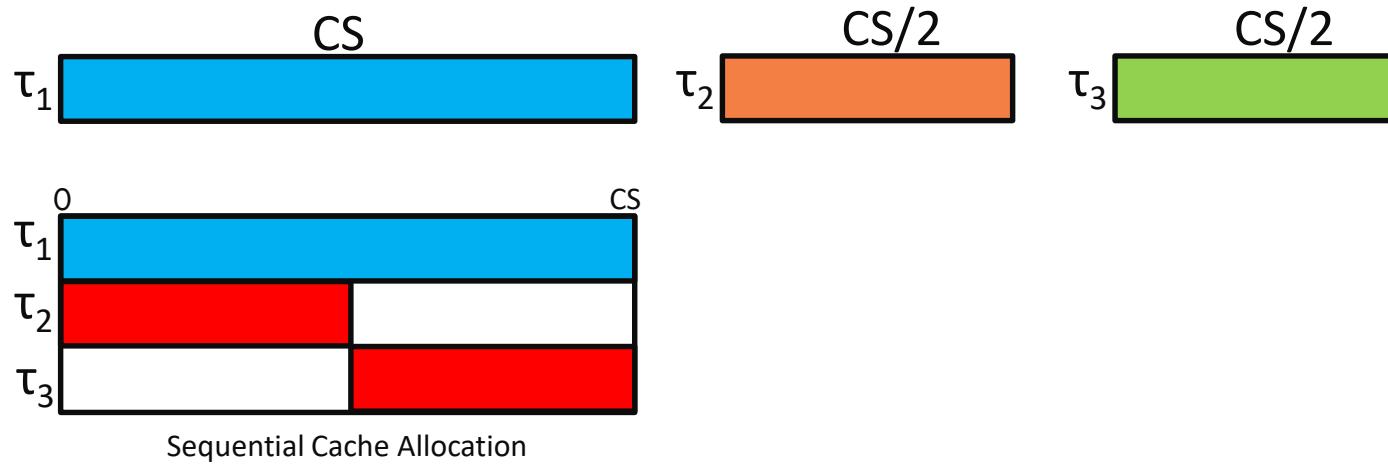
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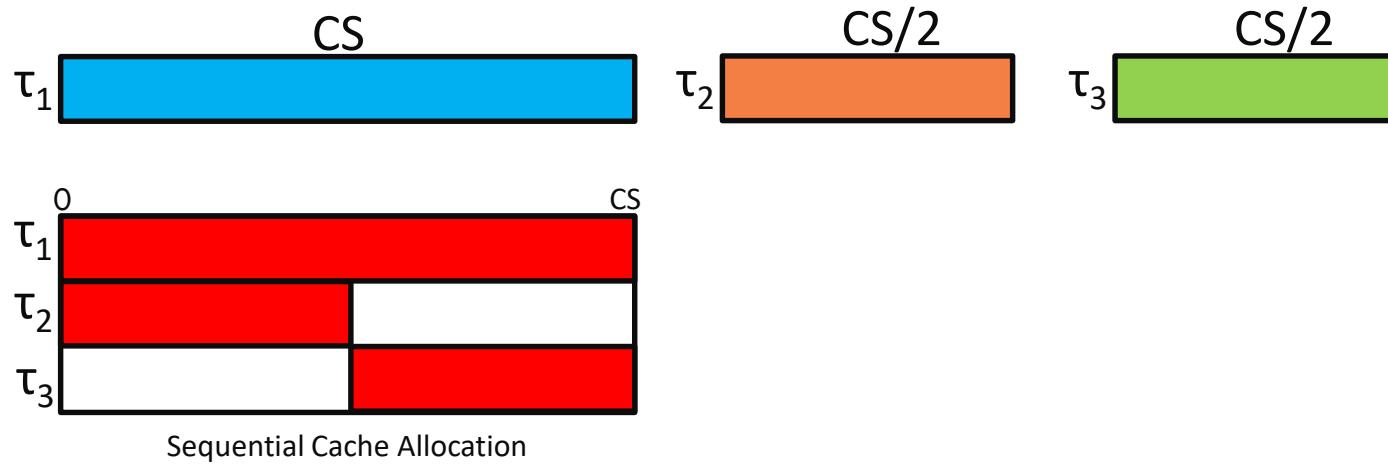
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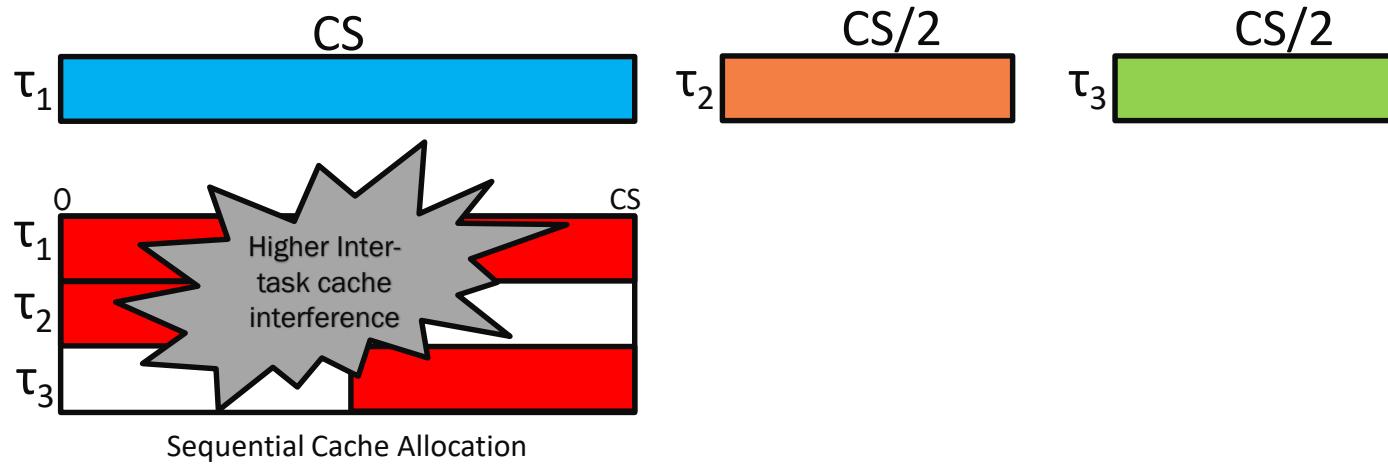
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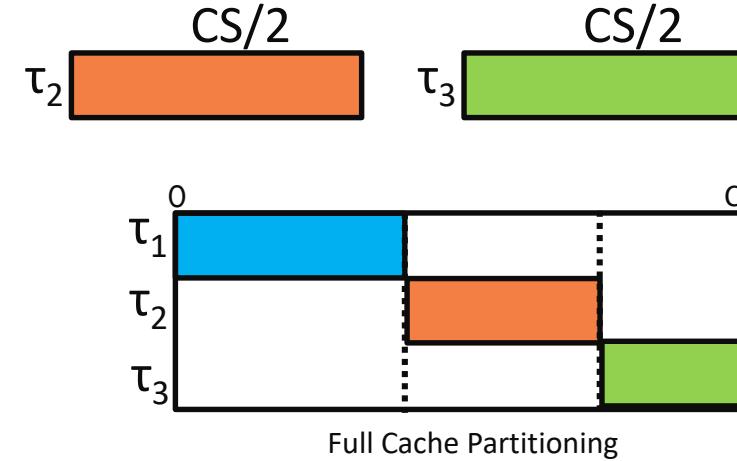
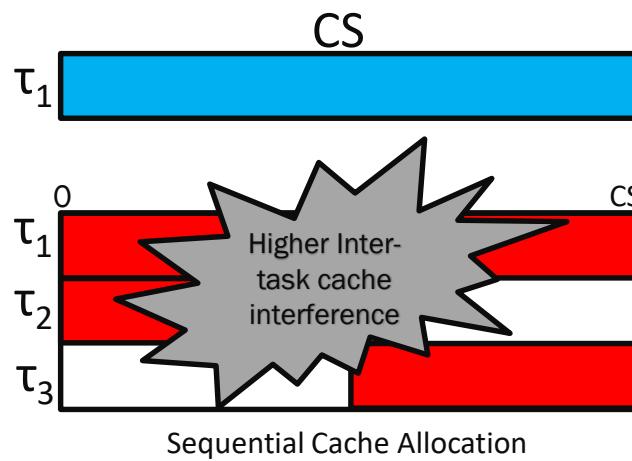
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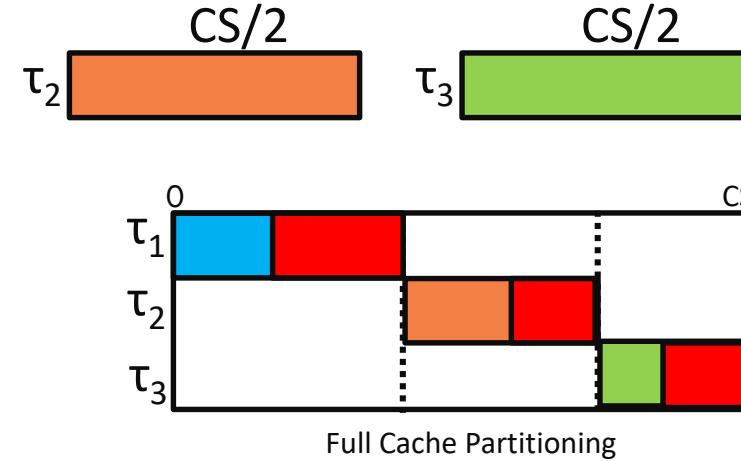
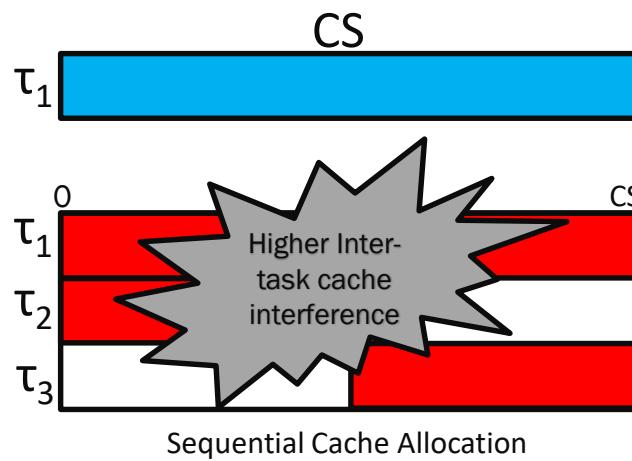
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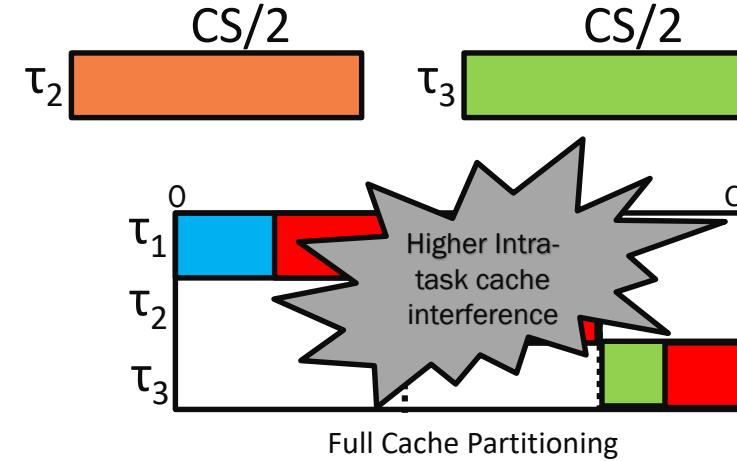
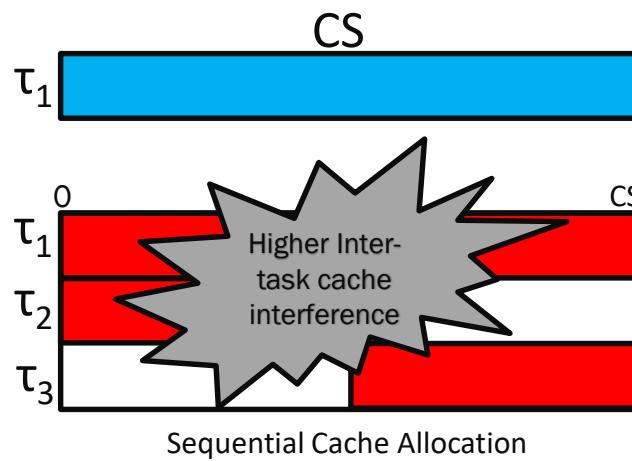
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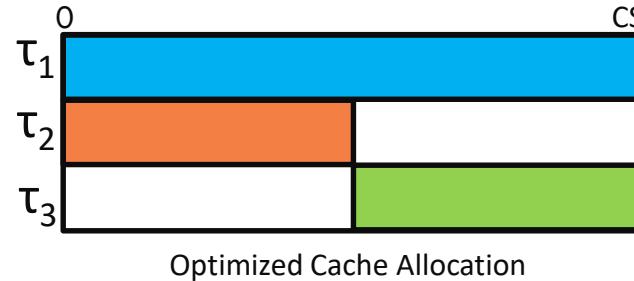
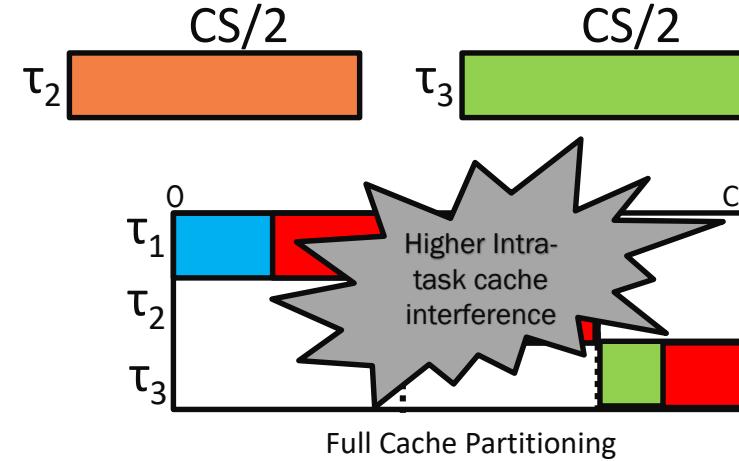
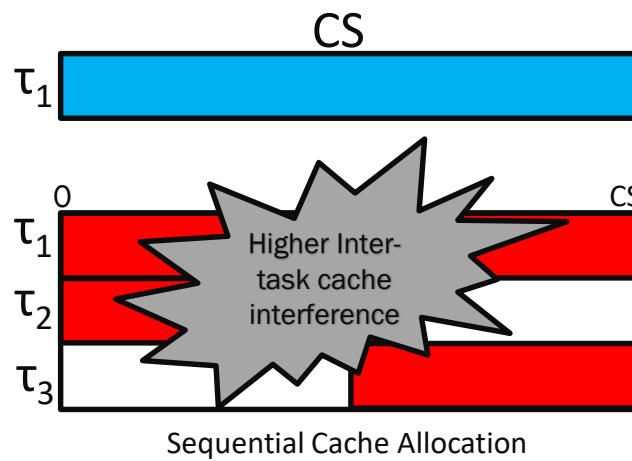
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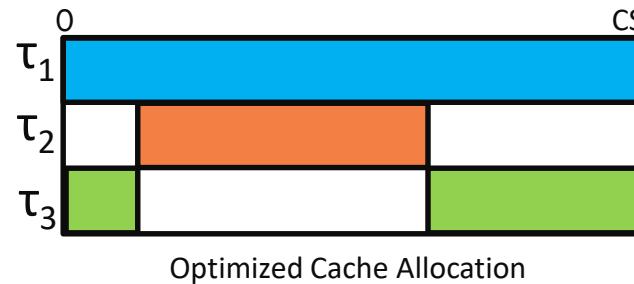
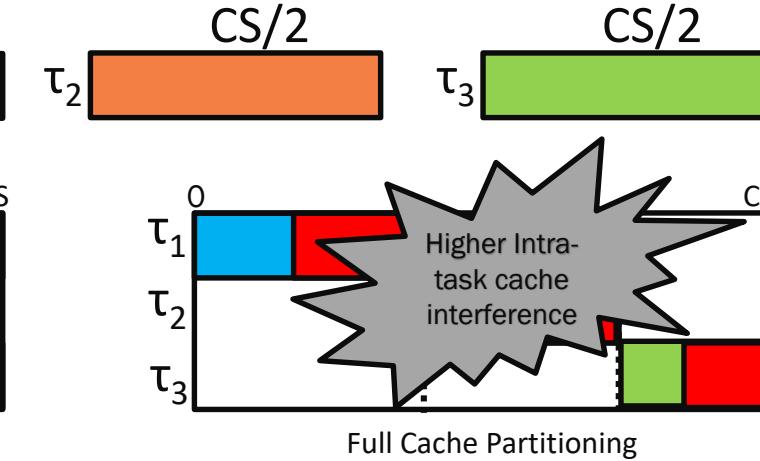
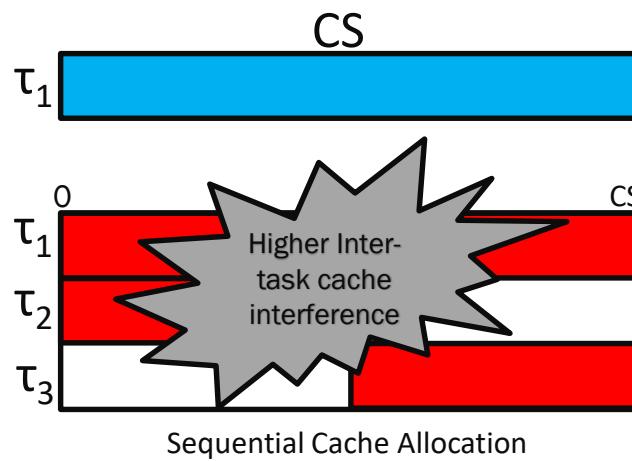
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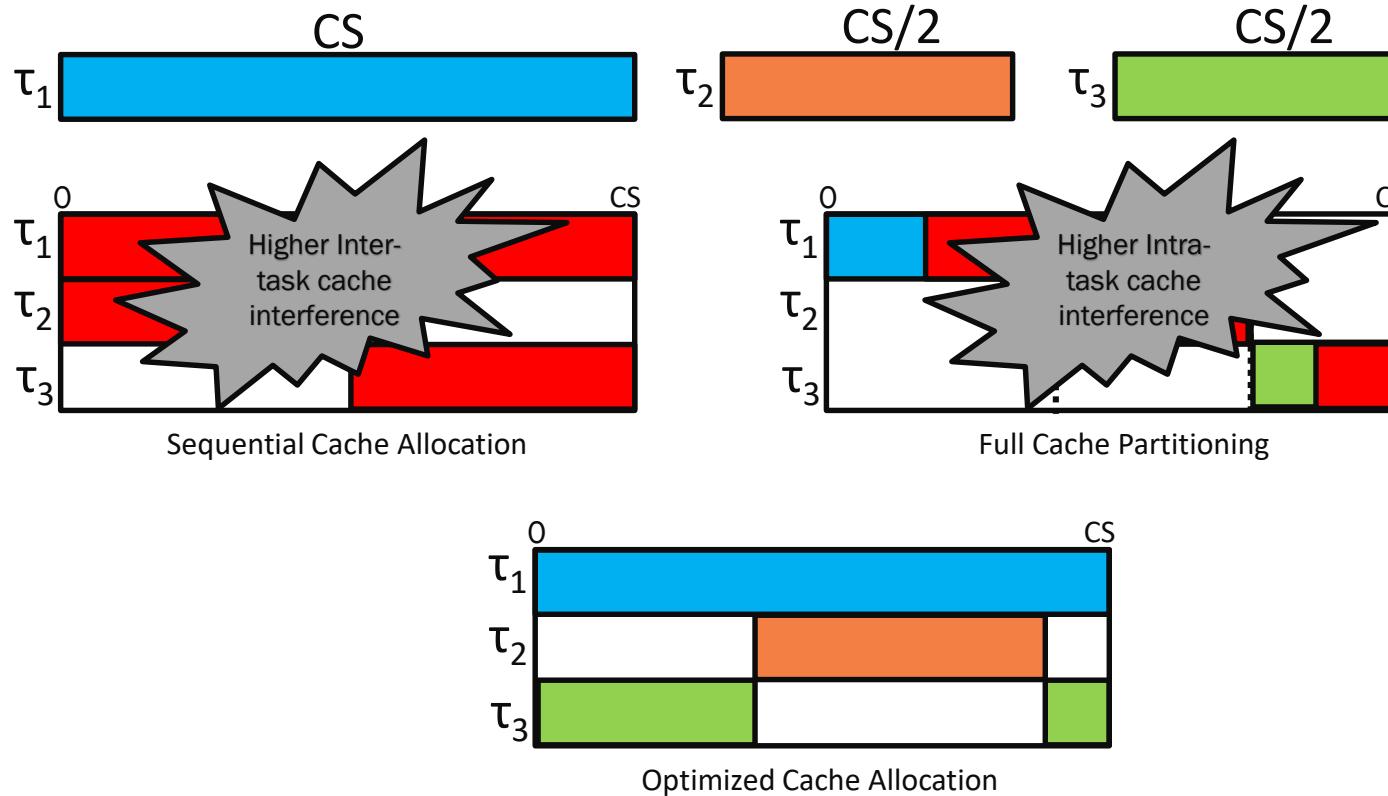
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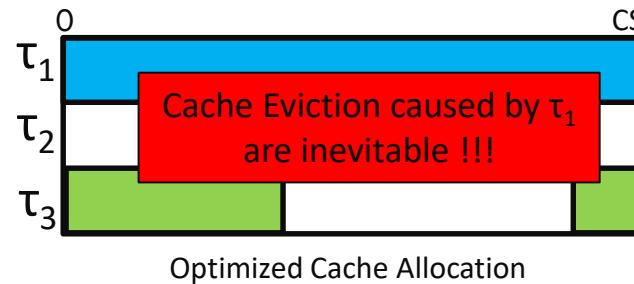
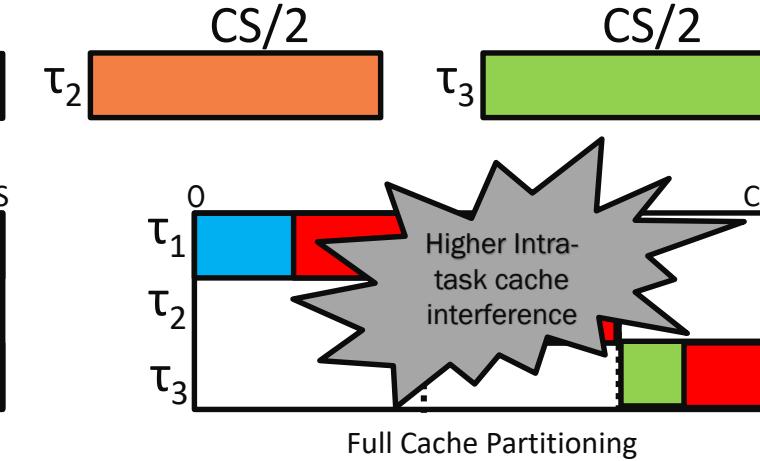
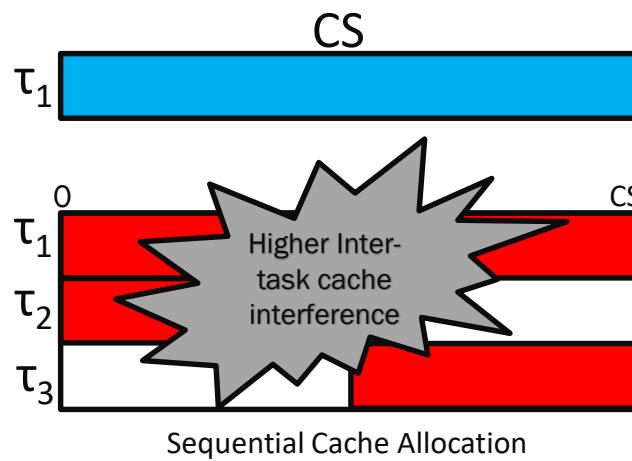
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Trading between Intra- and Inter-task cache interference may improve schedulability



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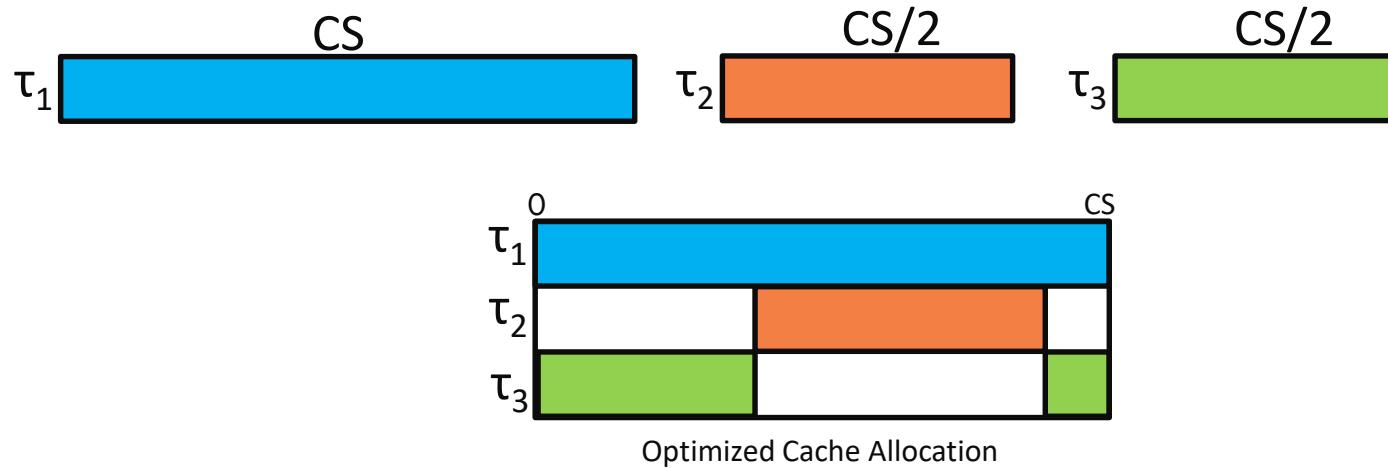


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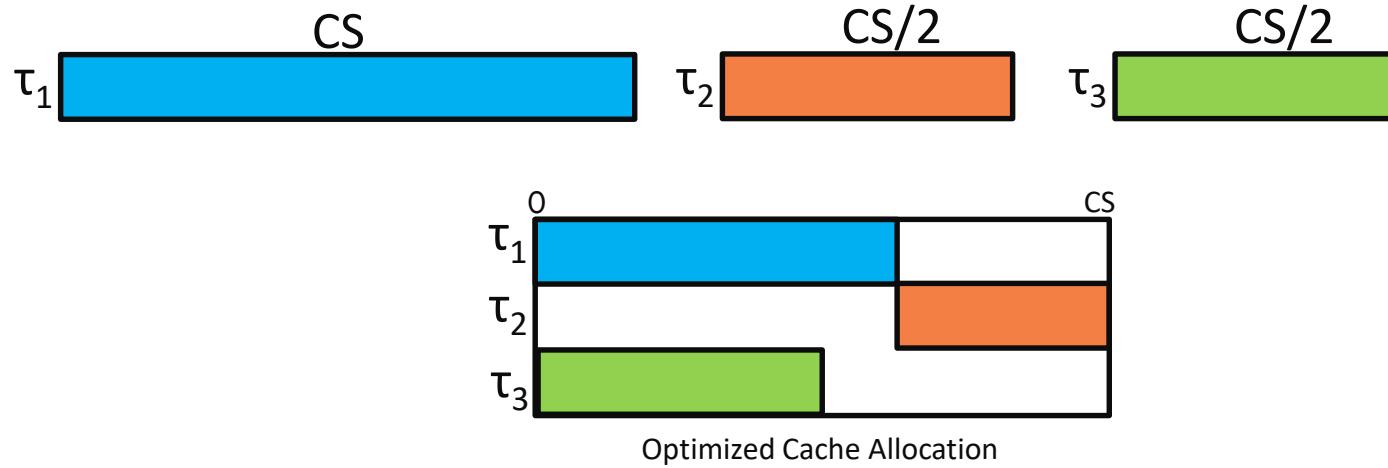
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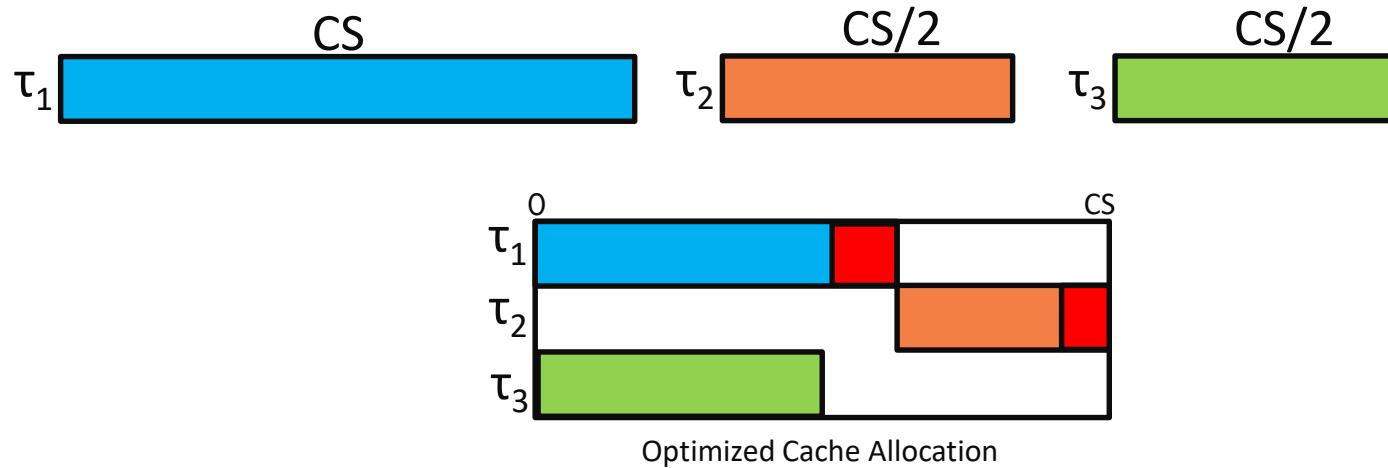
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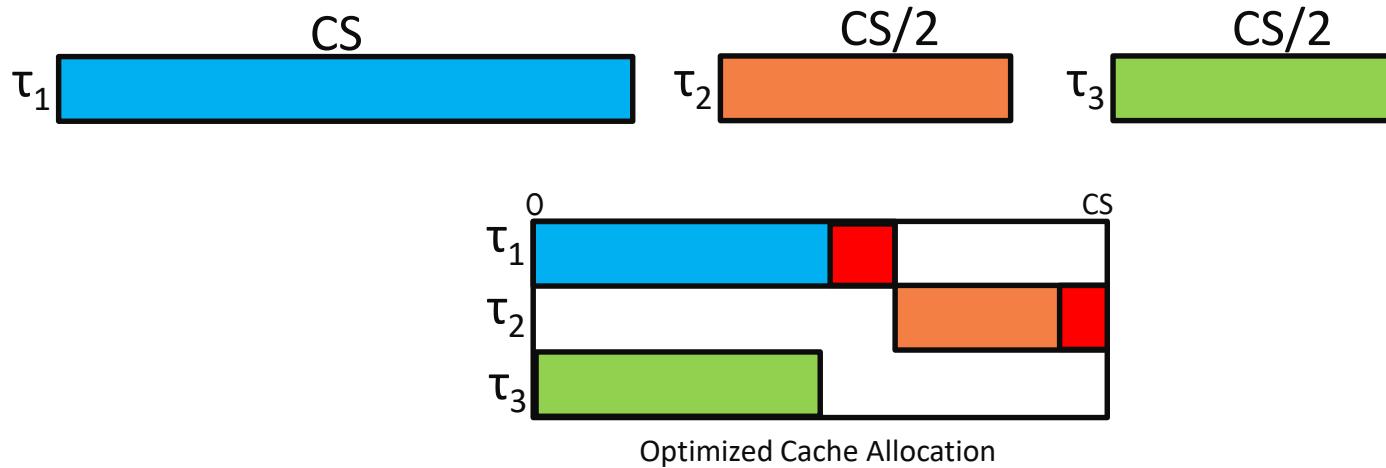
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Trading between Intra- and Inter-task cache interference may improve schedulability

- Example: Task set $T=\{\tau_1, \tau_2, \tau_3\}$ and a cache of total size CS.



Task set schedulability may improve if the reduction in the inter-task cache interference between τ_1 and τ_2 dominate the increase in the intra-task cache interference of τ_1 and τ_2

Contributions

1. Cache Coloring approach to optimize task layout in memory
2. Bounding intra- and inter-task cache interference when using cache coloring
3. Cache Interference-Aware WCRT Analysis
4. Simulated Annealing Algorithm to optimize cache color assignment of tasks



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What is Cache Coloring?



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Cache Coloring to Optimize Task layout in Memory

- OS-level software technique to control the mapping of tasks in cache.



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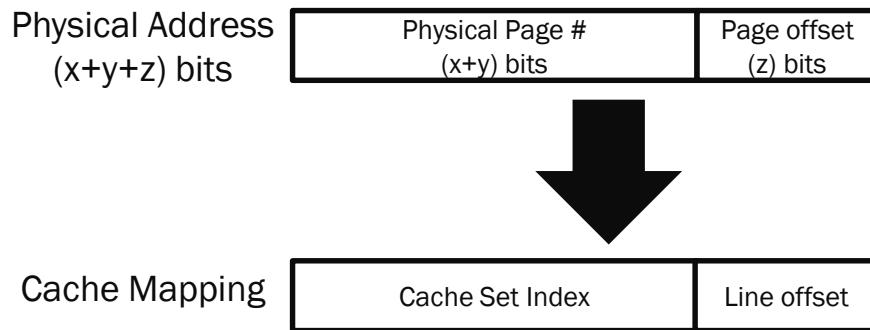


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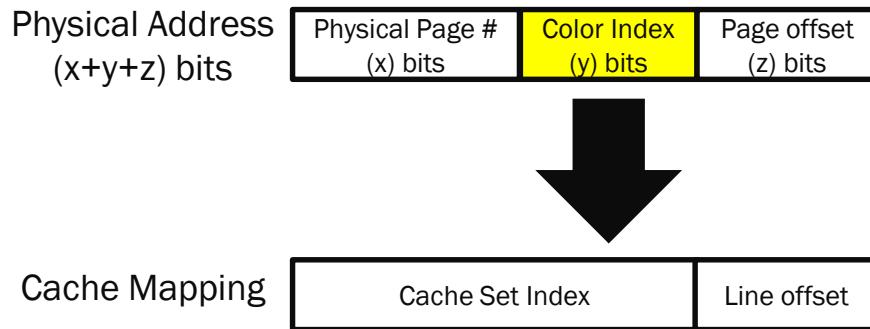
Cache Coloring to Optimize Task layout in Memory

- OS-level software technique to control the **mapping** of tasks in cache.
- Lies in the **mapping** between **physical address** and **cache entries**



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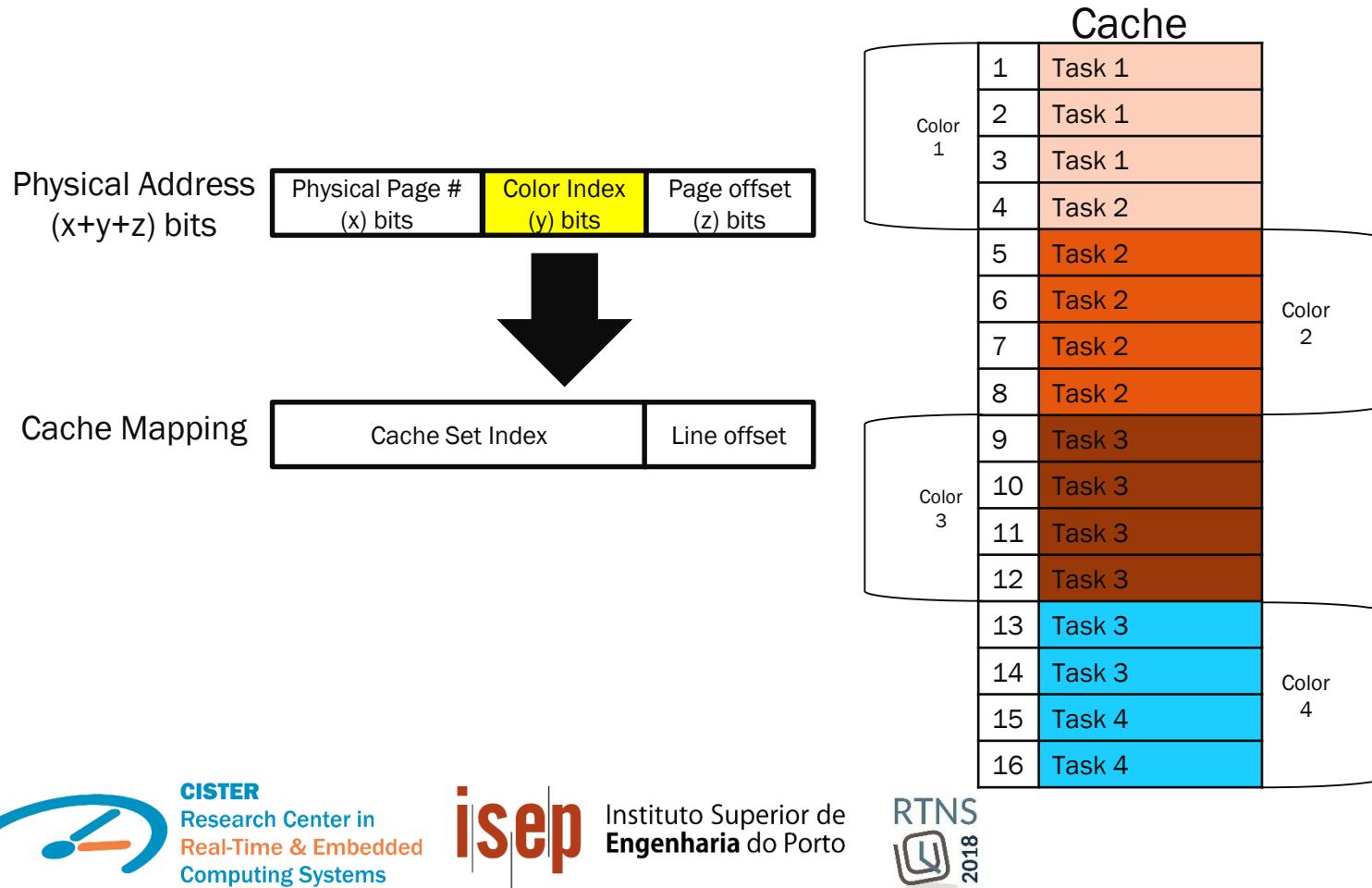


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Cache Coloring to Optimize Task layout in Memory

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Bounding Intra- and Inter-task Cache Interference



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Bounding Intra-task Cache Interference

- Intra-task cache interference depends on the cache space or the number of cache colors assigned to a task.



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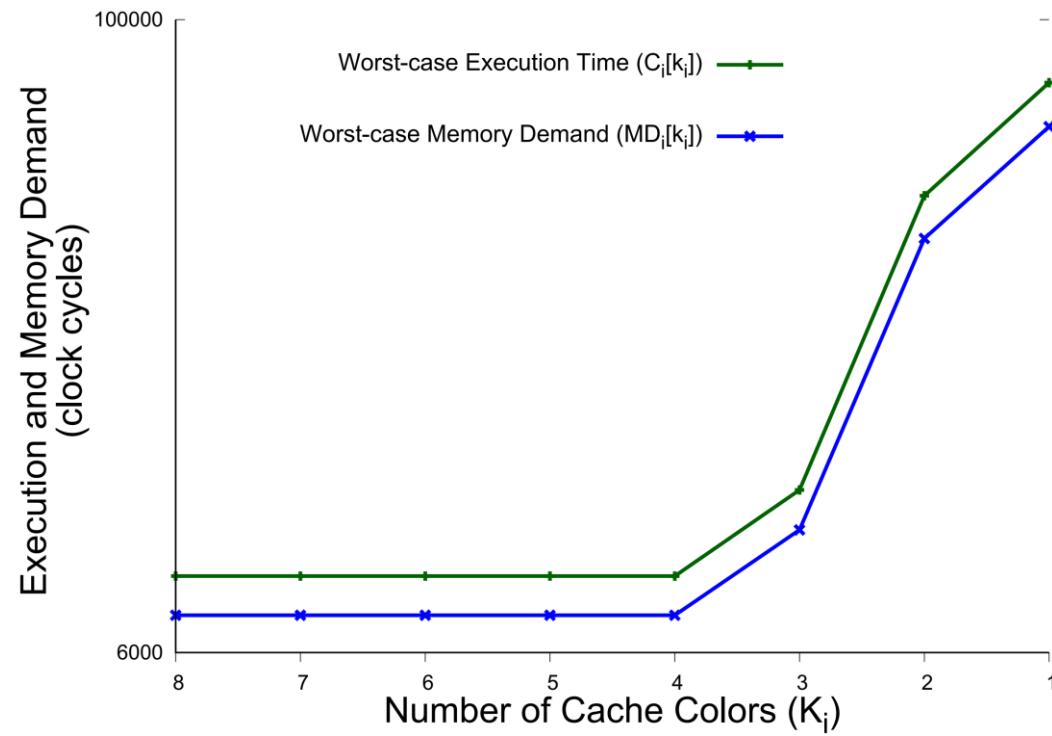
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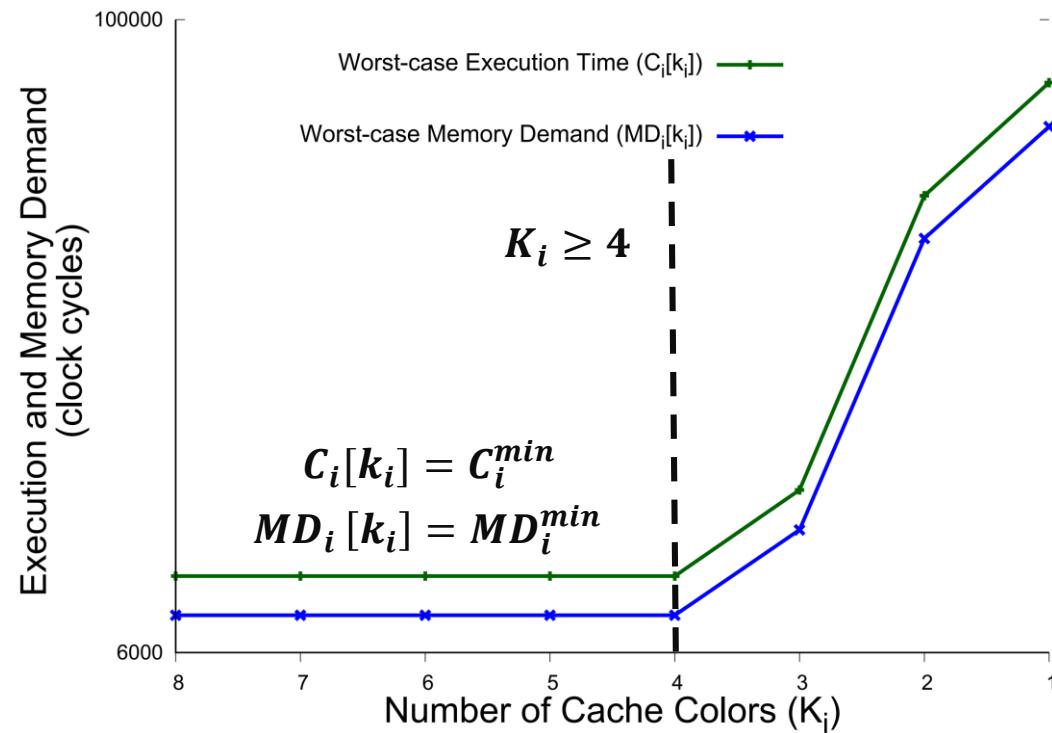
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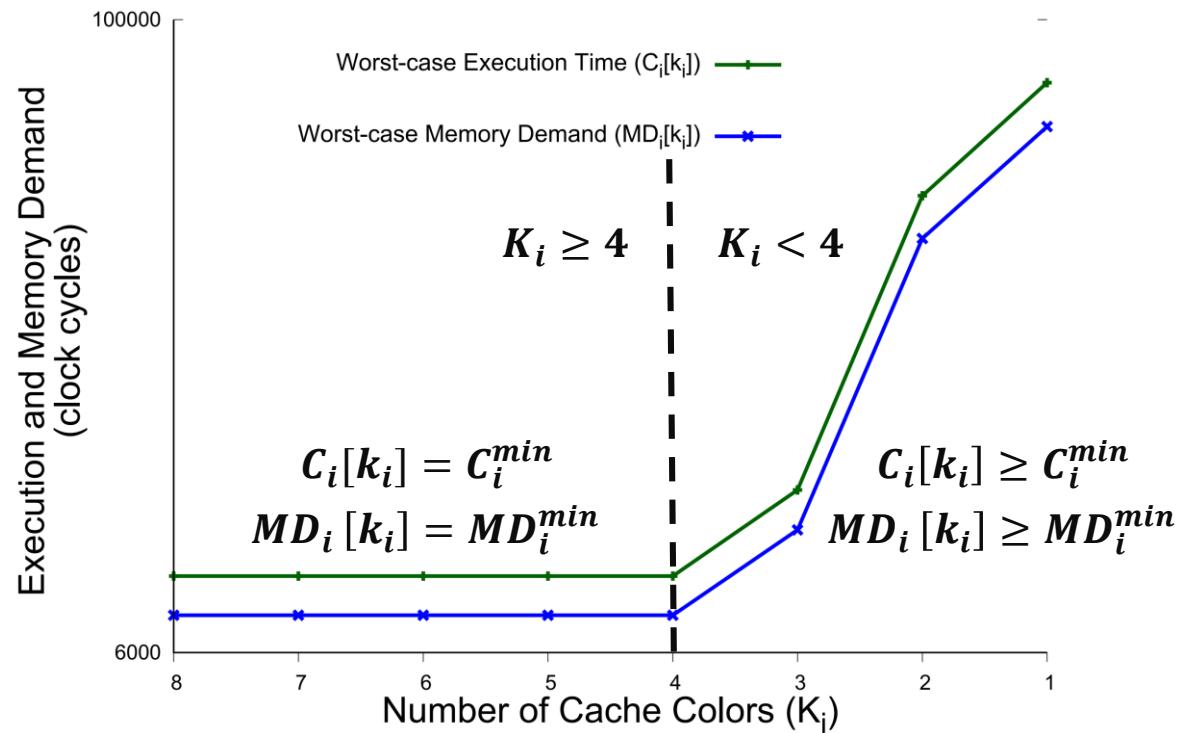
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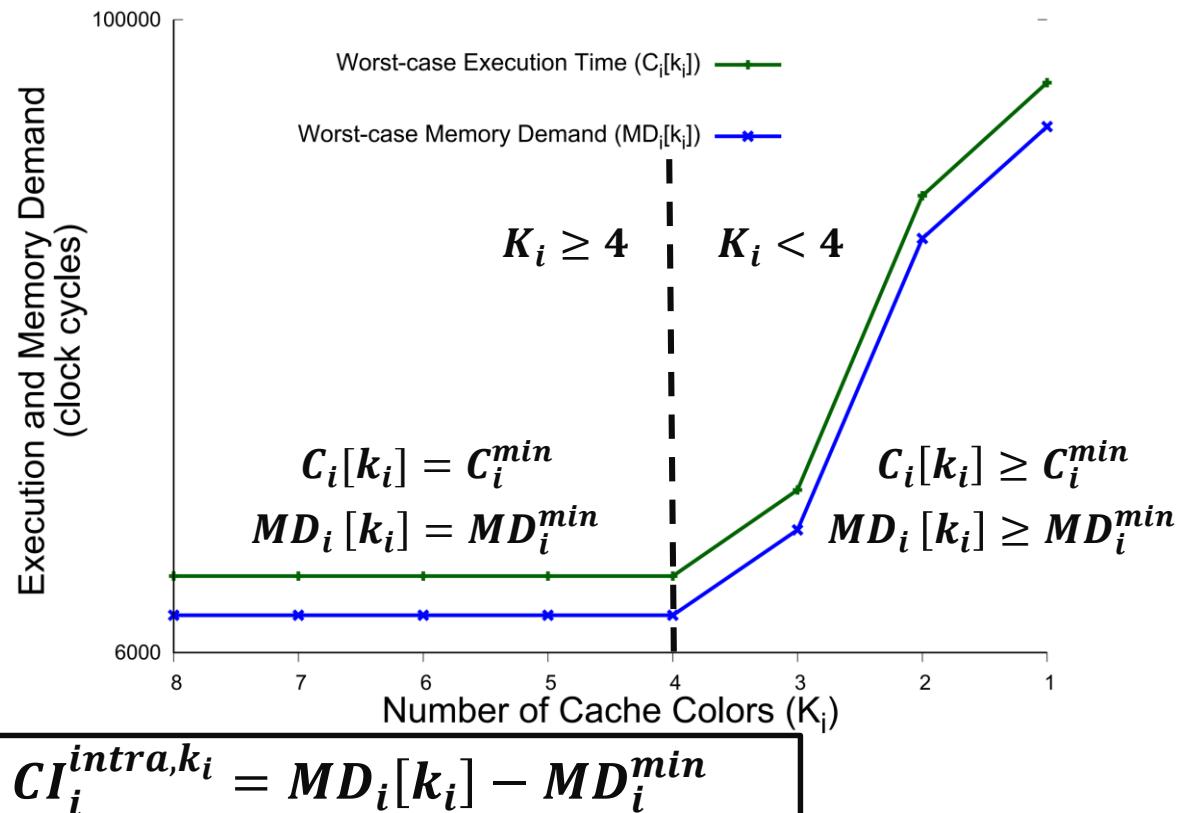
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Bounding Inter-task Cache Interference



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Bounding Inter-task Cache Interference

- Inter-task Cache Interference due to CRPDs
- Inter-task Cache Interference due to CPROs



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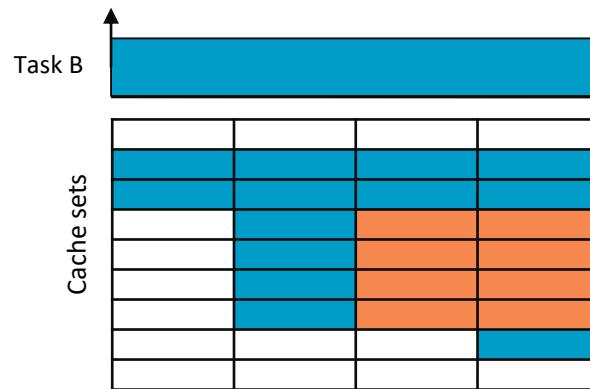


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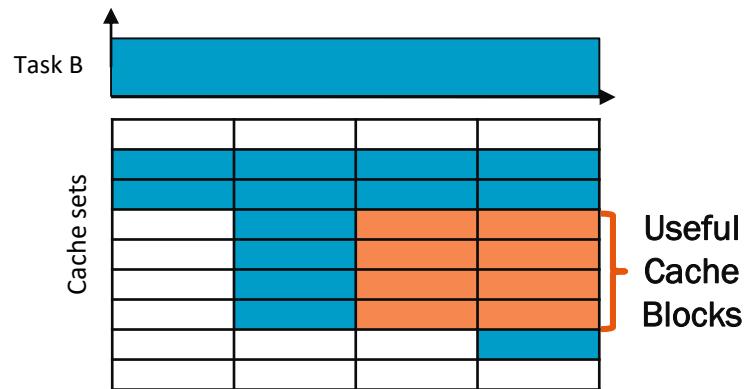
How are CRPDs Calculated? What are Useful Cache Blocks (UCBs)?

```
fct_A
{
    some code;
    int i = 0;
    while(i < 2)
    {
        call fct_B( x );
        ++i;
    }
    some code;
}
```



How are CRPDs Calculated? What are Useful Cache Blocks (UCBs)?

```
fct_A
{
    some code;
    int i = 0;
    while(i < 2)
    {
        call fct_B( x );
        ++i;
    }
    some code;
}
```

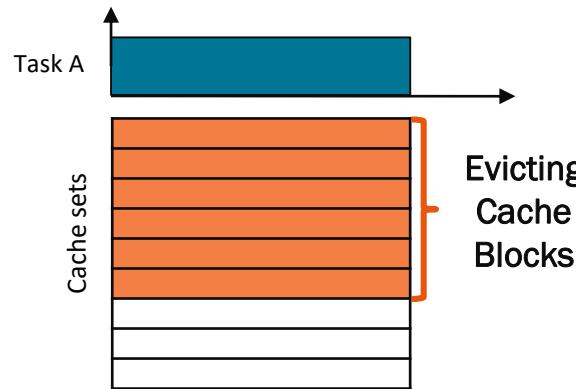


- Useful Cache Blocks (UCB) = cache blocks that are **used more than once** during the execution of a task without eviction

How are CRPDs Calculated?

What are Evicting Cache Blocks (ECBs)?

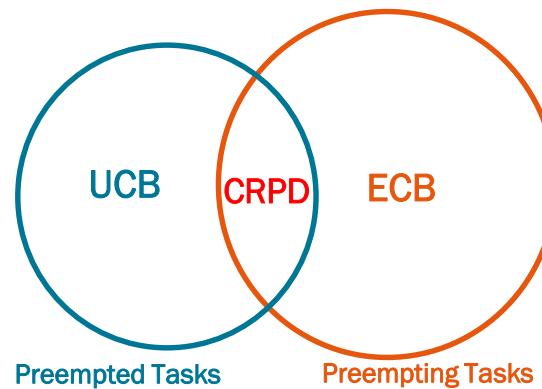
```
fct_C
{
    some code;
    .
    .
    .
    more code;
}
```



- All cache blocks used by a task during its execution are called **Evicting Cache Blocks (ECB)**

How are CRPDs Calculated? Use Both Preempting and Preempted Task

- Number of **UCBs** of the preempted task upper bound the CRPD it can suffer
- Number of **ECBs** of the preempting task upper bound the CRPD it can cause

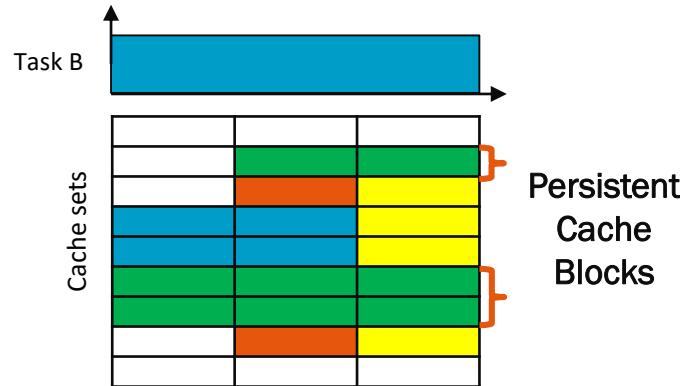


CRPD = **intersection** between the **UCBs** of the **preempted task** and the **ECBs** of the **preempting tasks**

How are CPROs Calculated?

What are Persistent Cache Blocks (PCBs)?

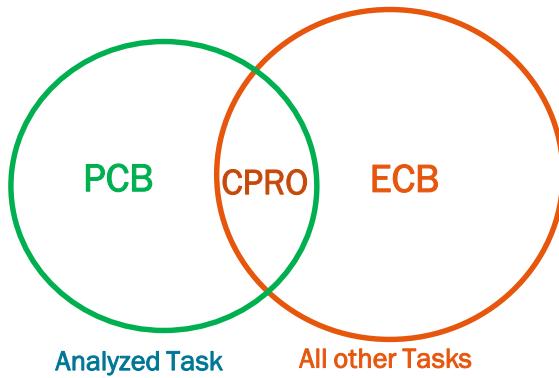
```
fct_C
{
    some code;
    .
    .
    .
    more code;
}
```



Cache blocks that are **once** loaded in the cache and will **never** be evicted/invalidated by the task itself when it executes **in isolation** are called **Persistent Cache Blocks (PCBs)**

How are CPROs Calculated?

- Number of **PCBs** of a task upper bounds the **CPRO** it can **suffer**.
- Number of **ECBs** of a task upper bounds the cache **evictions** it can **cause**
- The intersection upper-bounds the **CPRO**



CPRO= **intersection** between the **PCBs** of the **task under analysis** and the **ECBs** of all the other **tasks**

Problem with SOA CRPD/C PRO Calculation under Cache Coloring

- Several tasks **sharing** a cache color, actual set of ECBs/UCBs/PCBs of tasks may **not** be known.



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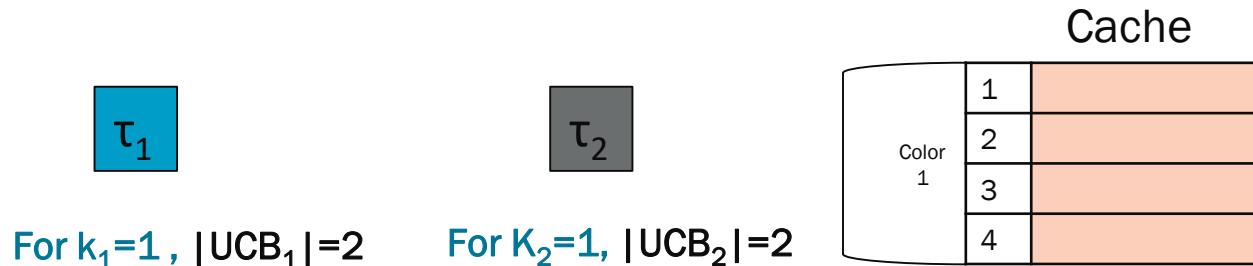


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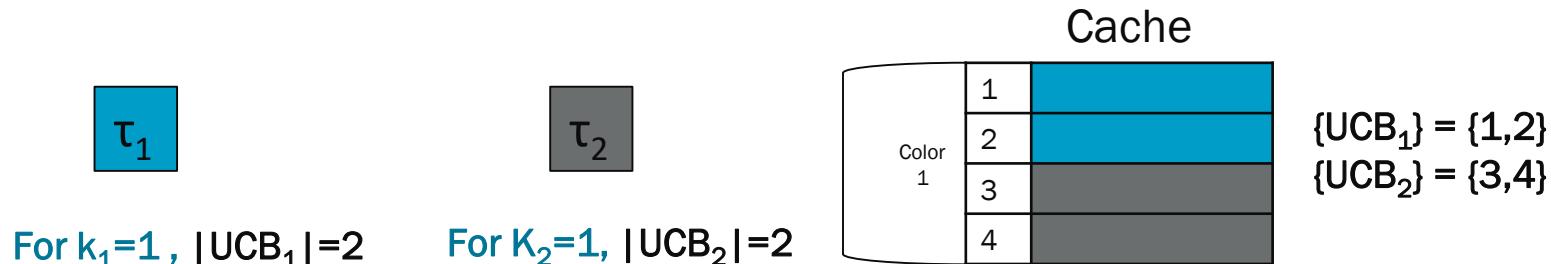
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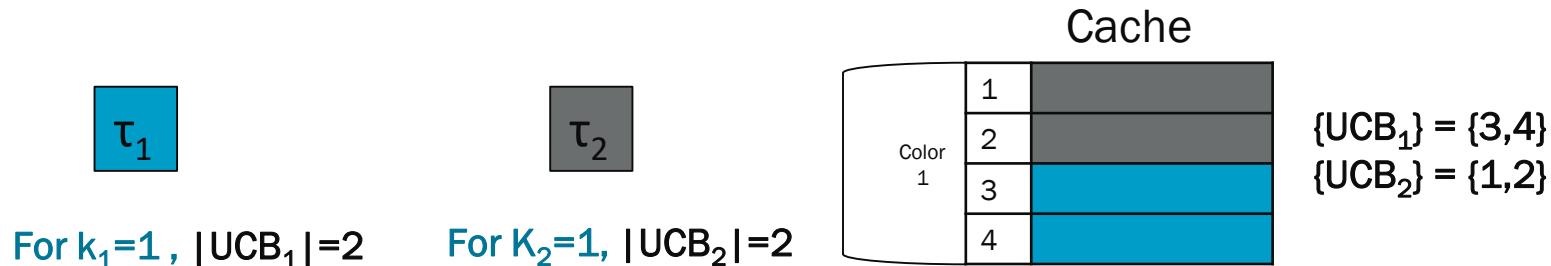
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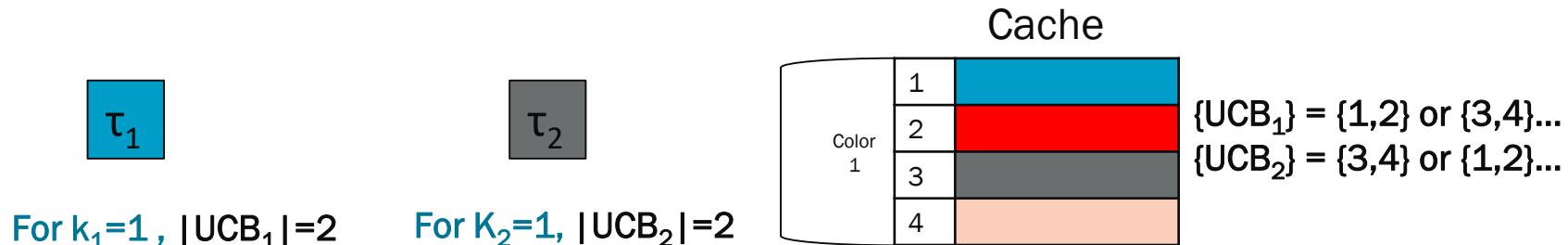
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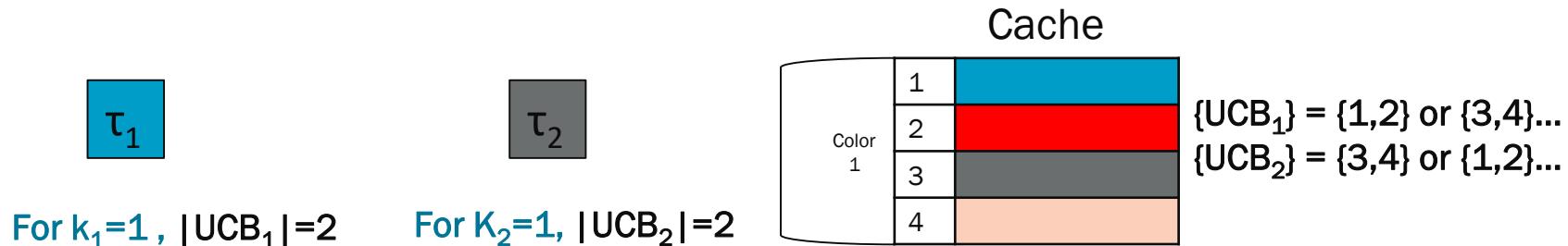
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Problem with SOA CRPD/C PRO Calculation under Cache Coloring

- Several tasks **sharing** a cache color, actual set of ECBs/UCBs/PCBs of tasks may **not** be known.



Different set of ECBs/UCBs/PCBs of tasks may lead to different pessimistic/optimistic value of CRPD/C PRO

Bounding Inter-task Cache Interference due to CRPDs

- Task τ_j may only **evict** cache content of τ_i if they use the **same** cache colors
- The **number** of UCBs/PCBs for a given **cache color assignment** are **known**.



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Bounding Inter-task Cache Interference due to CRPDs

- Task τ_j may only **evict** cache content of τ_i if they use the **same** cache colors
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	τ_i
1	Blue
2	Orange
3	Grey
4	Peach

	τ_j
3	Dark Grey
4	Peach
5	Cyan
6	Light Grey



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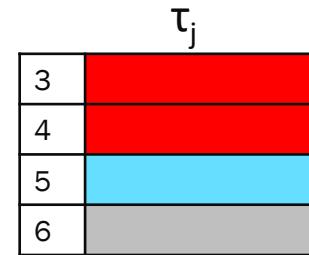
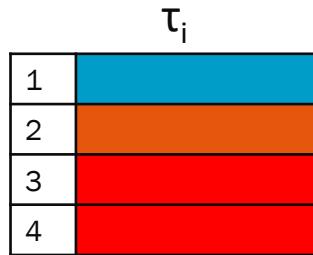


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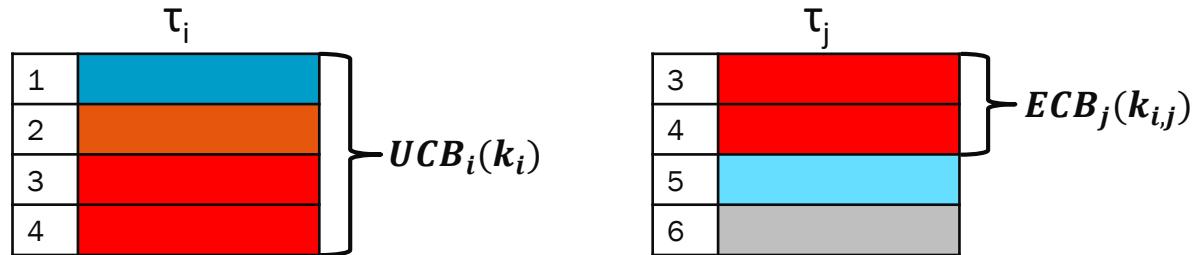


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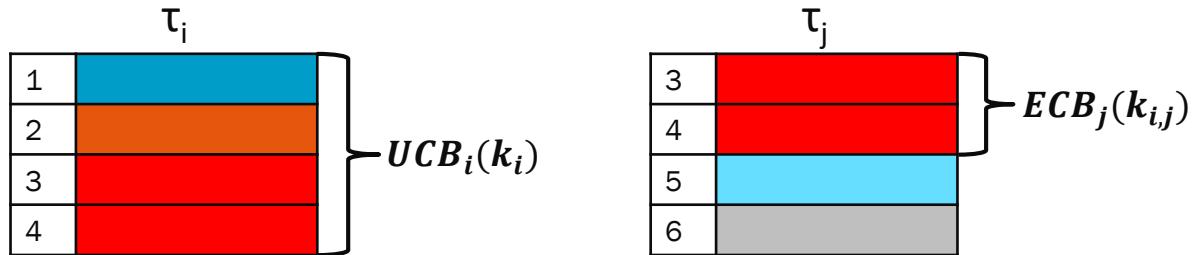
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Bounding Inter-task Cache Interference due to CRPDs

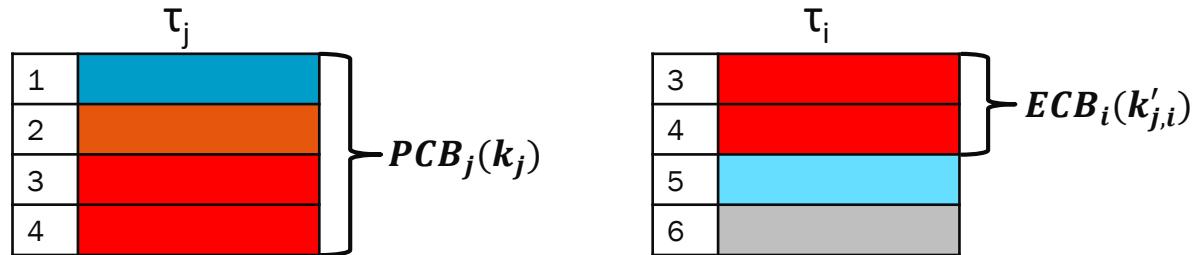
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$$CI_{i,j}^{inter,\gamma} = \min\{UCB_i(k_i), ECB_j(k_{i,j})\}$$

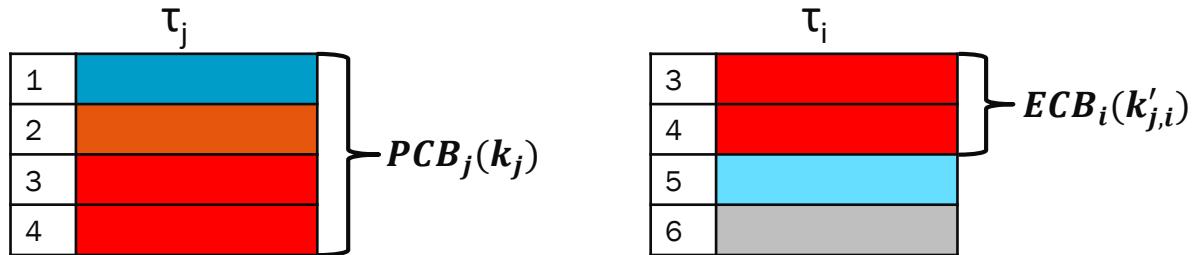
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Bounding Inter-task Cache Interference due to CPROs

- Task τ_j may only **evict** cache content of τ_i if they use the **same** cache colors
- The **number** of UCBs/PCBs for a given **cache color assignment** are **known**.



$$CI_{i,j}^{inter,\rho} = \min\{PCB_j(k_j), ECB_i(k'_{j,i})\}$$

Cache Interference-Aware WCRT Analysis



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Cache Interference-Aware WCRT Analysis

Worst-case execution time of task τ_i in isolation assuming the cache space allocated to τ_i is equal to its size in main memory

$$R_i = \overbrace{C_i^{\min}}^{\text{Worst-case execution time of task } \tau_i \text{ in isolation}} + \underbrace{CI_i^{intra, k_i}}_{\text{Intra-task cache interference suffered by task } \tau_i} + \sum_{\forall j \in \text{hp}(i)} \left(\min \left\{ \left\lceil \frac{R_i}{T_j} \right\rceil \left(C_j^{\min} + CI_j^{intra, k_j} \right) ; \left\lceil \frac{R_i}{T_j} \right\rceil PD_j \right. \right.$$

Intra-task cache interference suffered by the higher priority task τ_j

$$\left. \left. + \hat{MD}_j(R_i) + CI_{j, i}^{inter, \rho}(R_i) \right\} + CI_{i, j}^{inter, \gamma}(R_i) \right)$$

Total Inter-task cache interference due to CPRO during the response time of task τ_i

Total Inter-task cache interference due to CRPD during the response time of task τ_i



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Simulated Annealing to Optimize Cache Color Assignment of Tasks



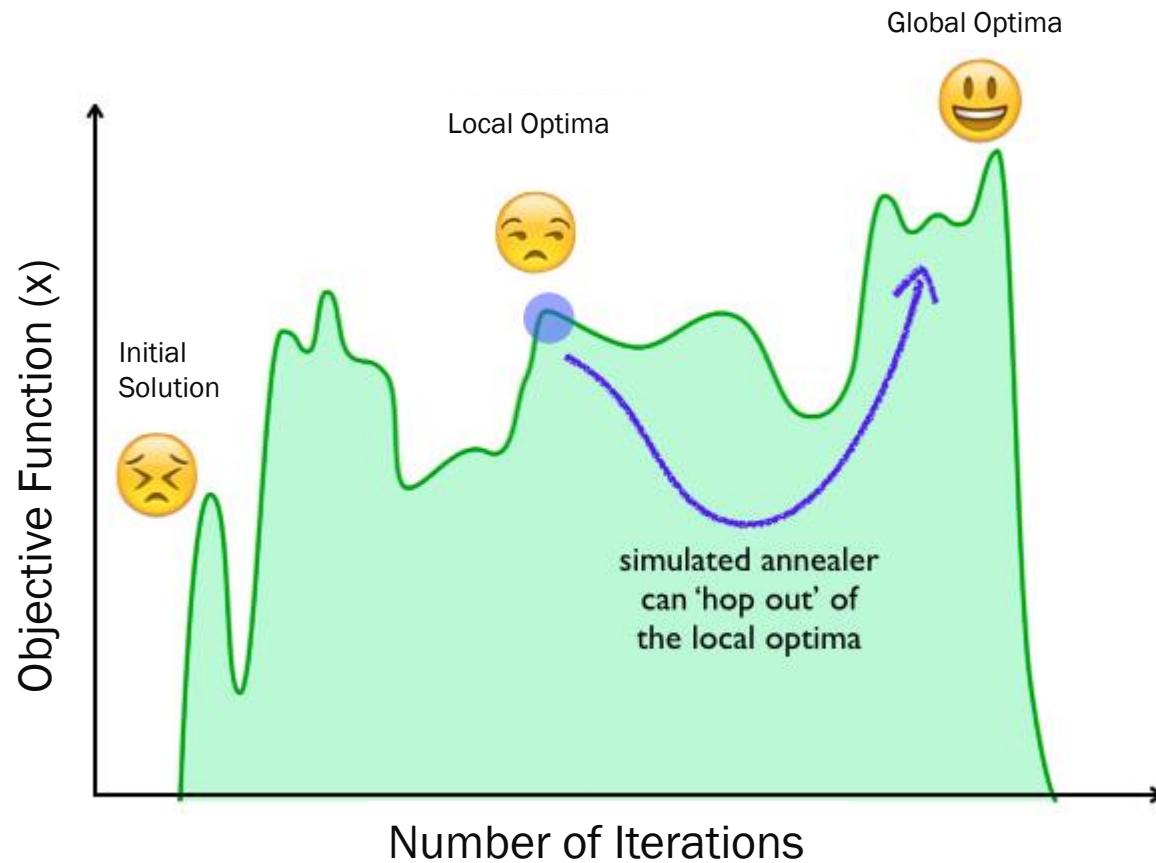
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Simulated Annealing to Optimize Cache Color Assignment of Tasks



Simulated Annealing to Optimize Cache Color Assignment of Tasks

- Algorithm

```
Generate(Ts);
Seq_CacheColorAssignment (Ts);
IF (IsScheduleable(Ts))
    Return true;
Else
    Call_Simulated_Annealing (Ts);
    IF (IsScheduleable(Ts))
        Return True;
    Else
        Return False;

Call_Simulated_Annealing (Ts)
{
    While(current_temp>required_temp)
    {
        Select_Random(re_allocate(),re_size());
        Check_newcolorassignment();
        current_temp--;
    }
}
```



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Simulated Annealing to Optimize Cache Color Assignment of Tasks

- Algorithm

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Generate(Ts);  
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IF (IsScheduleable(Ts))  
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Call_Simulated_Annealing (Ts);  
IF (IsScheduleable(Ts))  
Return True;  
Else  
Return False;
```

Call_Simulated_Annealing (Ts)

```
{  
While(current_temp>required_temp)  
{  
Select_Random(re_allocate(),re_size());  
Check_newcolorassignment();  
current_temp-;  
}}  
}
```



Simulated Annealing to Optimize Cache Color Assignment of Tasks

- Algorithm

```
Generate(Ts);
Seq_CacheColorAssignment (Ts);
IF (Is_schedulable(Ts))
    Return true;
Else
    Call_Simulated_Annealing (Ts);
    IF (Is_schedulable(Ts))
        Return True;
    Else
        Return False;

Call_Simulated_Annealing (Ts)
{
    While(current_temp>required_temp)
    {
        Select_Random(re_allocate(),re_size());
        Check_newcolorassignment();
        current_temp--;
    }
}
```

1. *Re_allocate ()*
2. *Re_size()*



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Simulated Annealing to Optimize Cache Color Assignment of Tasks

- Algorithm

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Else
Return False;
```

```
Call_Simulated_Annealing (Ts)
```

```
{
While(current_temp>required_temp)
{
Select_Random(re_allocate(),re_size());
Check_newcolorassignment();
current_temp--;
}}
```

Cache

1	Task 1, Task 4
2	Task 1, Task 4
3	Task 2
4	Task 2
5	Task 2
6	Task 2
7	Task 2, Task 3
8	Task 3

Simulated Annealing to Optimize Cache Color Assignment of Tasks

- Algorithm

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Generate(Ts);
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IF (IsSchedulable(Ts))
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Else
Call_Simulated_Annealing (Ts);
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Return True;
Else
Return False;
```

```
Call_Simulated_Annealing (Ts)
```

```
{
While(current_temp>required_temp)
{
Select_Random(re_allocate(),re_size());
Check_newcolorassignment();
current_temp--;
}}
```

Cache

1	Task 1, Task 4
2	Task 1, Task 4
3	Task 2
4	Task 2
5	Task 2
6	Task 2
7	Task 2, Task 3
8	Task 3

re_allocate(1,2)
→

Cache

1	Task 2, Task 4
2	Task 2, Task 4
3	Task 2
4	Task 2
5	Task 2
6	Task 1
7	Task 1, Task 3
8	Task 3

Simulated Annealing to Optimize Cache Color Assignment of Tasks

- Algorithm

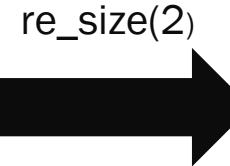
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Else
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Return True;
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```

```
Call_Simulated_Annealing (Ts)
```

```
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While(current_temp>required_temp)
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```

Cache

1	Task 1, Task 4
2	Task 1, Task 4
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Cache

1	Task 1, Task 4
2	Task 1, Task 4
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Simulated Annealing to Optimize Cache Color Assignment of Tasks

- Algorithm

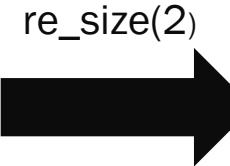
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```

```
Call_Simulated_Annealing (Ts)
{
While(current_temp>required_temp)
{
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current_temp--;
}}
```



Cache

1	Task 1, Task 4
2	Task 1, Task 4
3	Task 2
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Cache

1	Task 1, Task 4
2	Task 1, Task 4
3	Task 2
4	Task 2
5	Task 2
6	Task 2
7	Task 3
8	Task 3

Experimental Evaluation: Driving task parameters and Taskset generation

- **Heptane** static WCET analysis tool was used to derive task parameters
<https://team.inria.fr/alf/software/heptane/>
- Experiments were performed using **Mälardalen** benchmark suite.
- A **case study** experiment and **empirical** evaluation using large number of task sets.
- **Comparison** between the **proposed** and **SOA** approaches was performed by varying different parameters.



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Experimental Evaluation: Case Study

Experiment

Name	$C_i[k_i]$	PD_i	$MD_i[k_i]$	k_i	T_i
minmax	2522	122	2400	2	14315
lcdnum	3440	984	2740	2	73143
cnt	10090	7191	3818	2	85816
ns	30149	28149	6172	2	169744
statemate	43344	10586	35257	18	636613
insertsort	7574	5974	2343	1	734873
nsichneu	316409	22009	294400	32	1889824
qurt	26141	9241	17713	5	2899034
fft	157880	123681	45816	9	6550339
bsort100	712289	710289	90893	2	267271122



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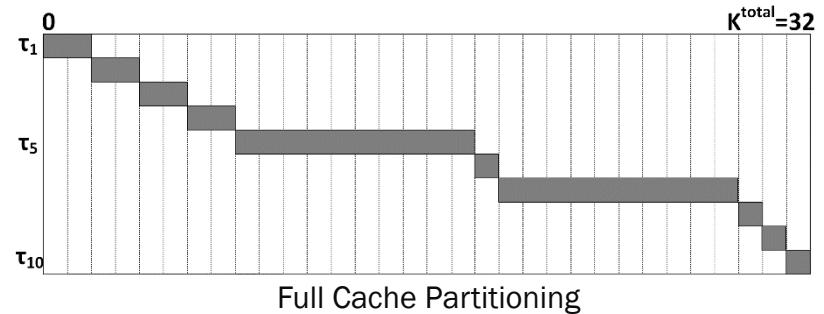
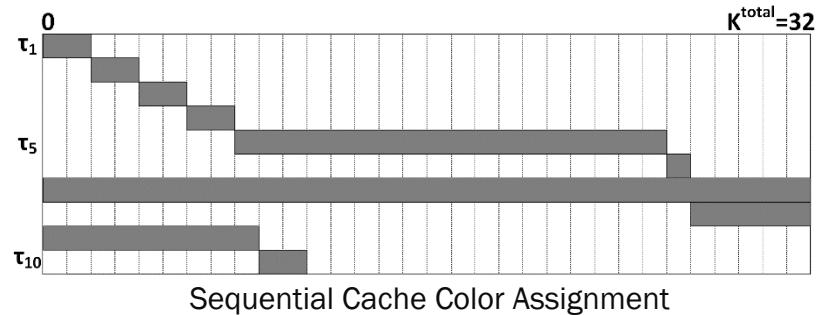
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Experimental Evaluation: Case Study

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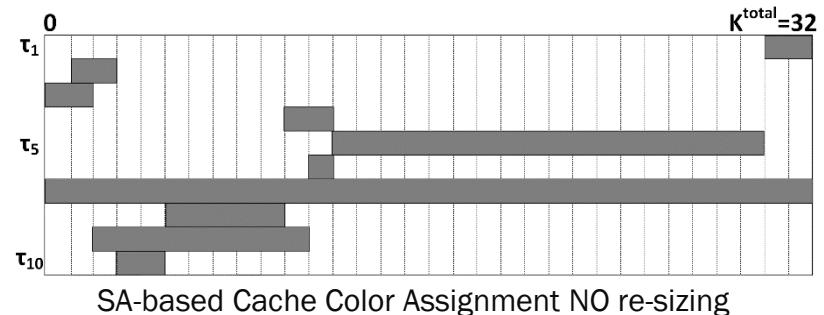
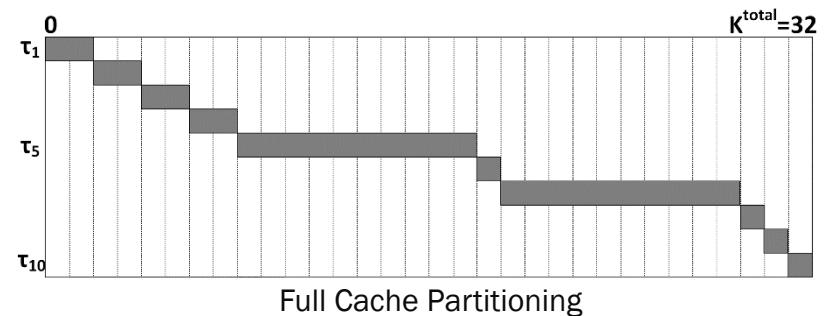
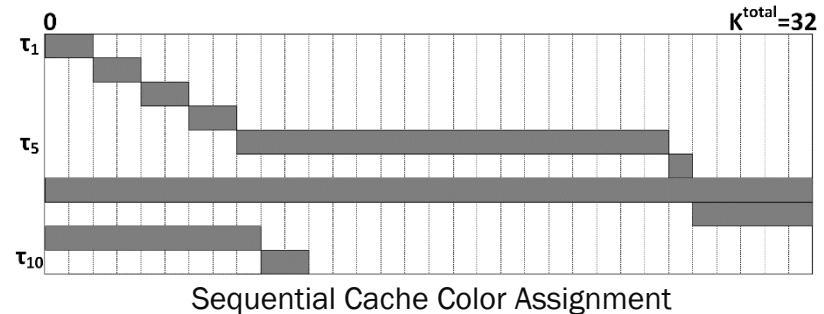
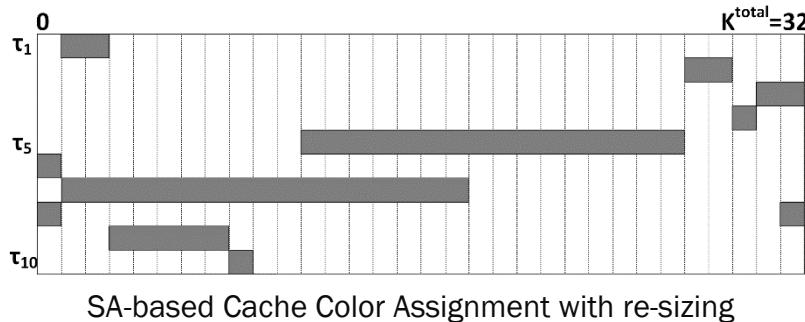
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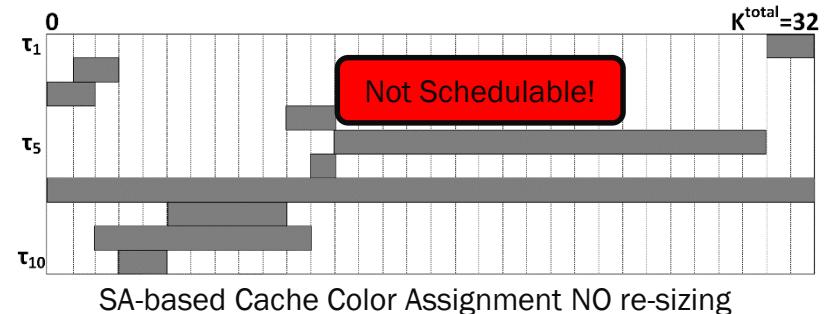
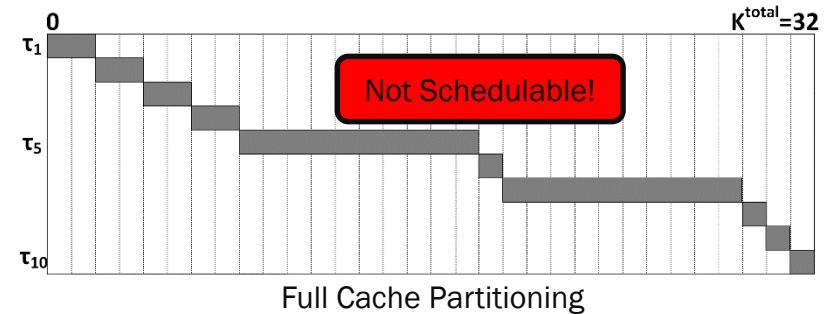
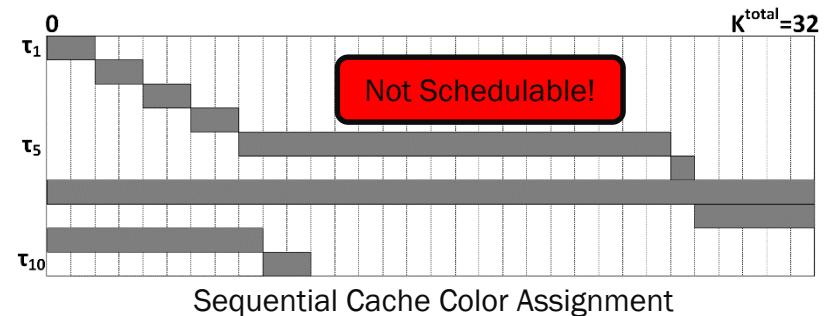
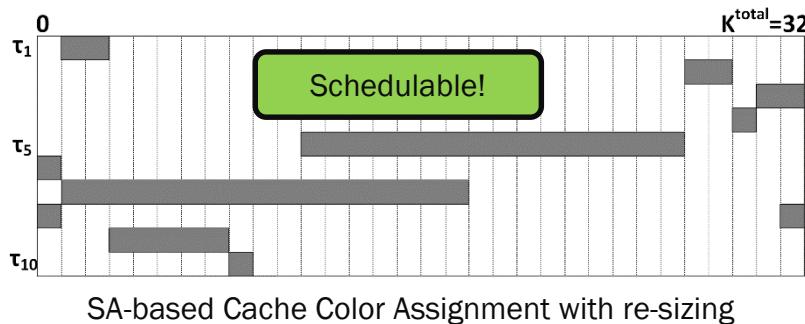
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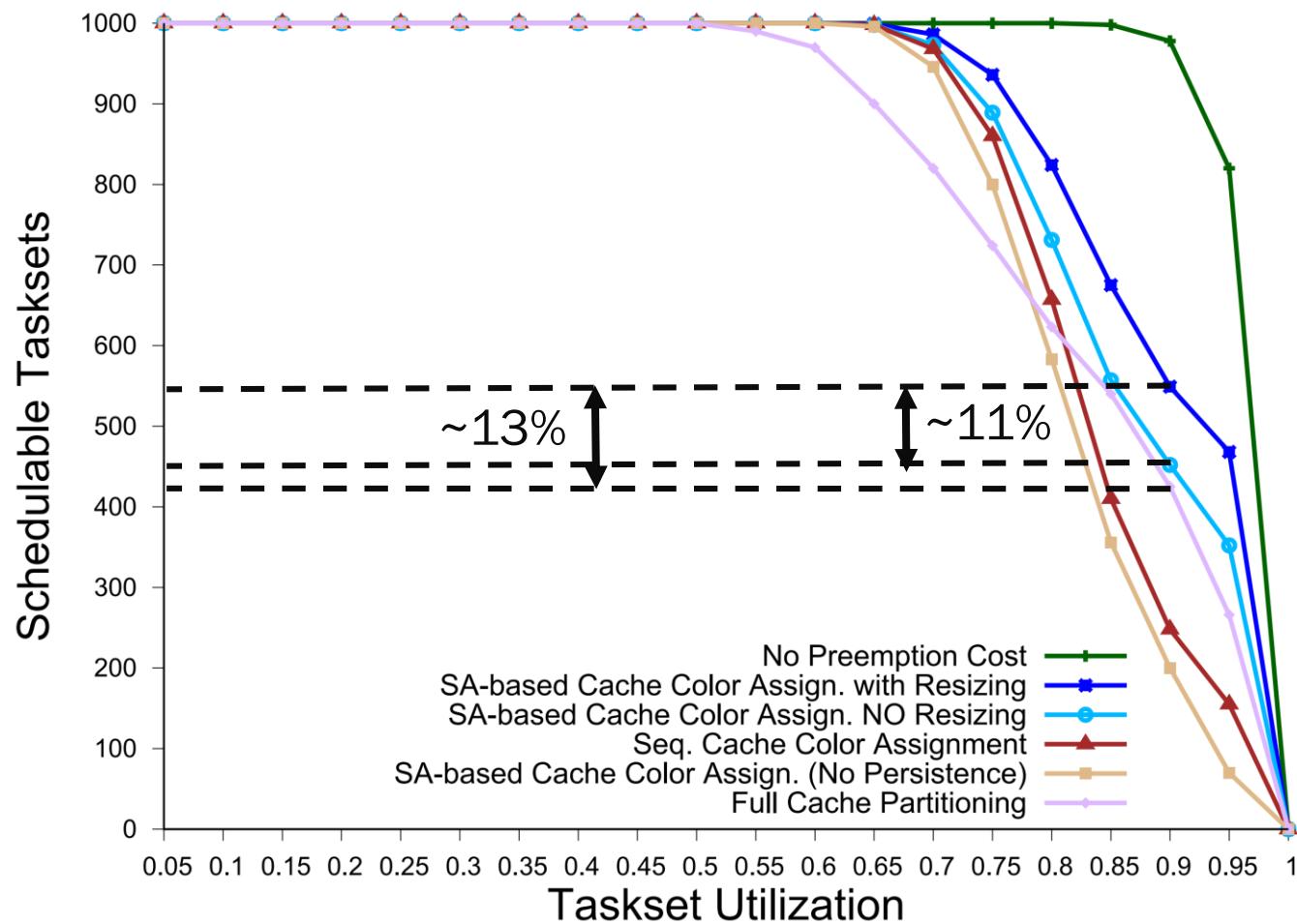
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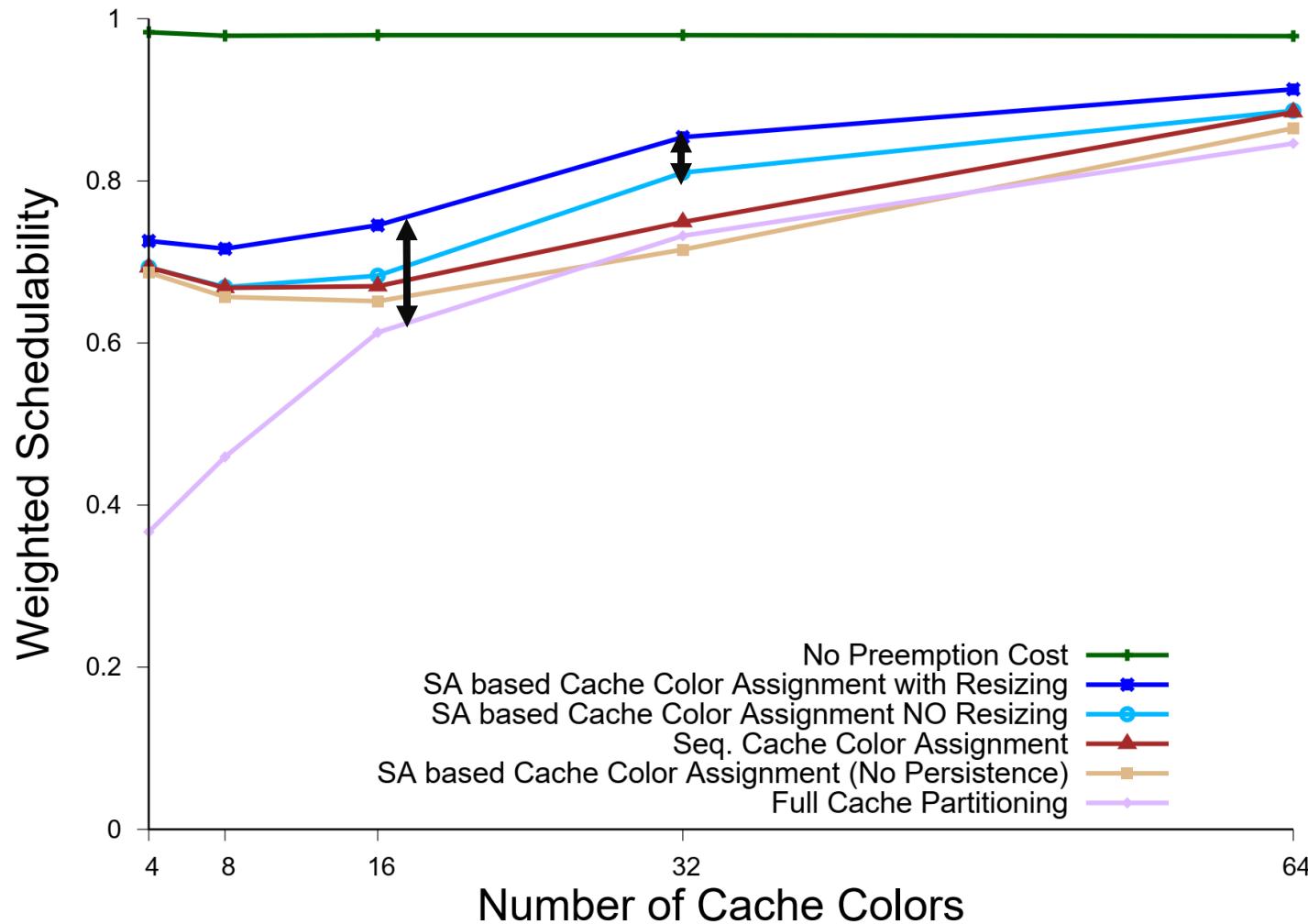
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fft	157880	123681	45816	9	6550339
bsort100	712289	710289	90893	2	267271122



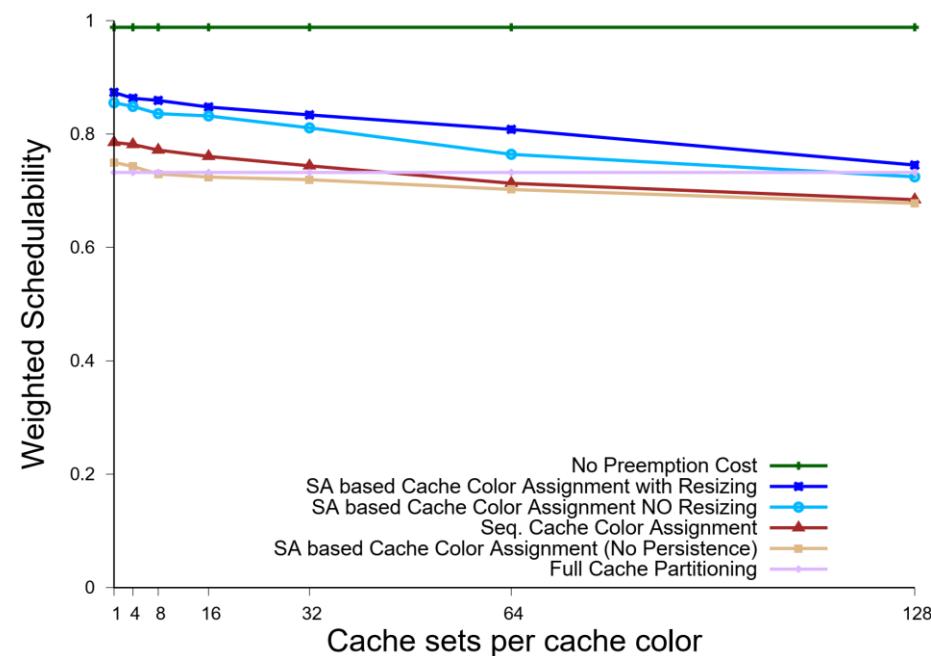
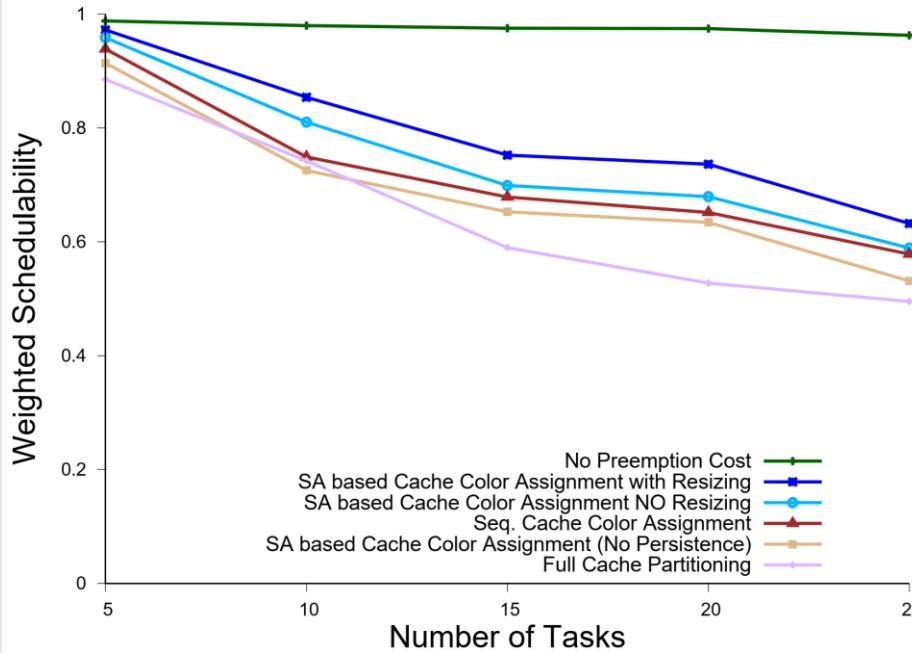
Experimental Evaluation: Varying Core Utilization



Experimental Evaluation: Varying Number of Cache Colors (or Cache size)



Experimental Evaluation: Varying Number of Tasks, Cache set per Cache Color



Conclusion and Future Work

Conclusion

- Intra- and inter-task cache interference is interrelated and balancing their contribution to tasks WCRT may result in improving task set schedulability.
- Cache coloring approach to optimize task layout.
- Bounded the intra- and inter-task cache interference under cache coloring.
- Simulated Annealing approach to optimize cache color assignment of tasks.
- Experimental evaluation showing the effectiveness our approach

Future Work

- Presented work assumed a **direct** mapped cache, in future we plan to extend it to N-way **set associative** caches.
- We also aim to extent this analysis to **shared** cache in **multicore** platforms.



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Thank You... 😊



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