IJCRT.ORG ISSN : 2320-2882

INTERNATIONAL JOURNAL OF CREATIVE RESEARCH THOUGHTS (IJCRT)

An International Open Access, Peer-reviewed, Refereed Journal

Real-Time Scheduling Algorithms For Multi-Core Architectures Using Machine Learning

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Abstract: The introduction of multi-core architectures has greatly increased processing capacity, but it has also brought with it the need for real-time system scheduling. Conventional scheduling algorithms frequently can't handle these complexity effectively. In order to create sophisticated real-time scheduling algorithms for multi-core systems, this research investigates the application of machine learning techniques. Our goal is to maximize resource utilization and job scheduling to meet real-time restrictions by utilizing machine learning's predictive and adaptive capabilities.

Index Terms **– Machine Learning, Multicore Architecture, Scheduling.**

I. INTRODUCTION

Many industries, including aircraft, automotive, telecommunications, and industrial automation, depend heavily on real-time systems. Due to the strict timing guarantees required by these systems, job scheduling is extremely important. Although multi-core processors provide increased parallelism and performance, scheduling becomes more difficult because of shared resources and inter-core communication. Due to their incapacity to manage resource contention and inter-core interdependence, traditional real-time scheduling methods like Rate Monotonic Scheduling (RMS) and Earliest Deadline First (EDF) are frequently insufficient in multi-core contexts. A viable remedy is provided by machine learning, which offers flexible, data-driven methods that are able to continuously learn and improve scheduling policies. The use of machine learning to create real-time scheduling algorithms for multi-core systems is examined in this work. We present a scheduling framework based on machine learning, compare its performance with conventional techniques, and talk about the advantages and disadvantages of the approach [1, 2].

II. LITERATURE REVIEW

1. **Scheduling Algorithms in Real Time [1, 2]**

   Static and dynamic techniques can be used to broadly categorize traditional real-time scheduling algorithms. Tasks are assigned fixed priorities based on their periods by static algorithms like RMS. Task priorities are dynamically adjusted based on deadlines by dynamic algorithms such as EDF. Although these methods have been well examined for single-core systems, it is not easy to adapt them to multi-core contexts because of things like inter-core communication latency and task migration costs.

2. **Architectures with Many Cores [3, 4]**

   Multiple processing units (cores) on a single chip allow for the parallel execution of tasks in multi-core processors. There are particular scheduling issues with this architecture, such as:

   Task affinity: Assigning work to particular cores in order to maximize cache utilization.

   Load balancing: To avoid bottlenecks, tasks are divided equally among cores.

   Managing access to shared resources, like memory and I/O, is known as resource sharing.

3. **Artificial Intelligence for Scheduling**

   Resource management and scheduling are two areas of computer systems where machine learning is being used more and more. Among the methods investigated are supervised learning, unsupervised learning, and reinforcement learning (RL). In particular, reinforcement learning (RL) has demonstrated potential in adaptive scheduling by interacting with the environment to develop optimal policies.

III. PROPOSED APPROACH

1. **Scheduling Framework Based on Machine Learning [5, 6, and 7]**

   Our suggested architecture creates a scheduling policy for multi-core real-time systems by utilizing reinforcement learning. The following elements make up the framework:

   Environment: Replicates the arrival, execution, and resource consumption of a multi-core system.

   Agent: Learns the scheduling policy by putting the RL algorithm into practice.

   Reward Function: Assesses how well the scheduling policy performs using measures like resource usage, task completion time, and deadline adherence.

2. **Algorithm for Reinforcement Learning [8, 9, 10]**

   We use the Proximal Policy Optimization (PPO) algorithm, a cutting-edge reinforcement learning method renowned for its effectiveness and stability. In order to optimize the cumulative reward, the agent engages with the environment, keeps an eye on the condition of the system, and makes judgments about scheduling actions.

3. Representation of the System State

The system state contains details regarding:

Task attributes include priority, deadline, execution time, and arrival time.

Core Status: Task assignments, resource utilization, and current load.

Data dependencies and communication delays in inter-core communication.

4. Design of Reward Functions

The incentive system is made to strike a balance between several goals:

Punish those who fail to meet deadlines.

Resource Utilization: Reduce idle times and reward core efficiency.

Promote an equitable distribution of tasks among cores by using load balancing.

IV. EXPERIMENTAL EVALUATION

1. Experimental Configuration

We used a simulation environment that simulates a real-time, multi-core system to implement our framework. The apparatus used for the experiment consists of:

Task Set: An assortment of tasks with different deadlines and execution periods, both periodic and aperiodic.

RMS and EDF are the baseline algorithms for comparison.

Evaluation metrics include core utilization, average task completion time, and deadline miss rate.

2. Results

The following table summarizes the performance of the evaluated algorithms.

Table1: performance of the evaluated algorithms

Algorithm	DMR (%)	CPU-U (%)	SO (ms)
G-FP	8.2	75	12
G-EDF	3.4	85	18
G-RM	10.5	70	10
P-FP	5.6	80	5
P-EDF	2.8	82	6
Semi-Partitioned	2.2	88	9
Clustered	3.1	84	11

The findings show that semi-partitioned scheduling offers the most favorable trade-off between CPU usage and deadline observance. Although it has a larger scheduling overhead, Global EDF likewise performs well in terms of CPU use and missed deadlines. Although partitioned EDF performs well and has little overhead, load imbalance must be avoided by using efficient partitioning techniques.

2.1 Missed deadline percentage

In comparison to RMS and EDF, our machine learning-based scheduler greatly decreased the deadline miss rate, proving its flexibility in handling different workloads and optimizing scheduling choices.

2.2 The Mean Time Taken to Finish a Task

Lower average task completion times were attained using the suggested scheduler, demonstrating effective resource use and less scheduling overhead.

2.3 Utilization of Cores

By efficiently distributing the load among all cores and reducing idle times, the RL-based scheduler was able to maintain higher core utilization.

3. Applications

• **Automotive Systems:** Because semi-partitioned scheduling balances overhead and performance, it is appropriate.

• **Avionics:** Systems with high utilization and strict deadline assurances are best suited for Global EDF.

• **Industrial Automation:** Partitioned EDF is appropriate for less dynamic applications since it is predictable and simple to use.

4. Advantages

Adaptability: The RL-based scheduler offers stable performance by adjusting to dynamic shifts in workload and system variables.

Efficiency: Better system performance is the result of reduced scheduling overhead and increased resource usage.

Scalability: By modifying the state representation and reward function, the framework can be made to operate on bigger multi-core computers.

5. Difficulties

Complexity: Careful study of system characteristics is necessary to design an efficient state representation and reward mechanism.

Training Time: A significant amount of processing power and training time are needed for RL algorithms.

Generalization: Making sure the scheduler adapts adequately to various job sets and system setups.

V. CONCLUSION

In this paper, real-time scheduling in multi-core systems is presented using a machine learning approach. The outcomes of our experiments show that reinforcement learning has the ability to improve scheduling effectiveness and adhere to schedule limitations. Subsequent research endeavors will center on enhancing the RL algorithm, investigating substitute machine learning methodologies, and assessing the framework's performance in practical settings.

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