

Execution Architecture Soft Real Time design

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Abstract

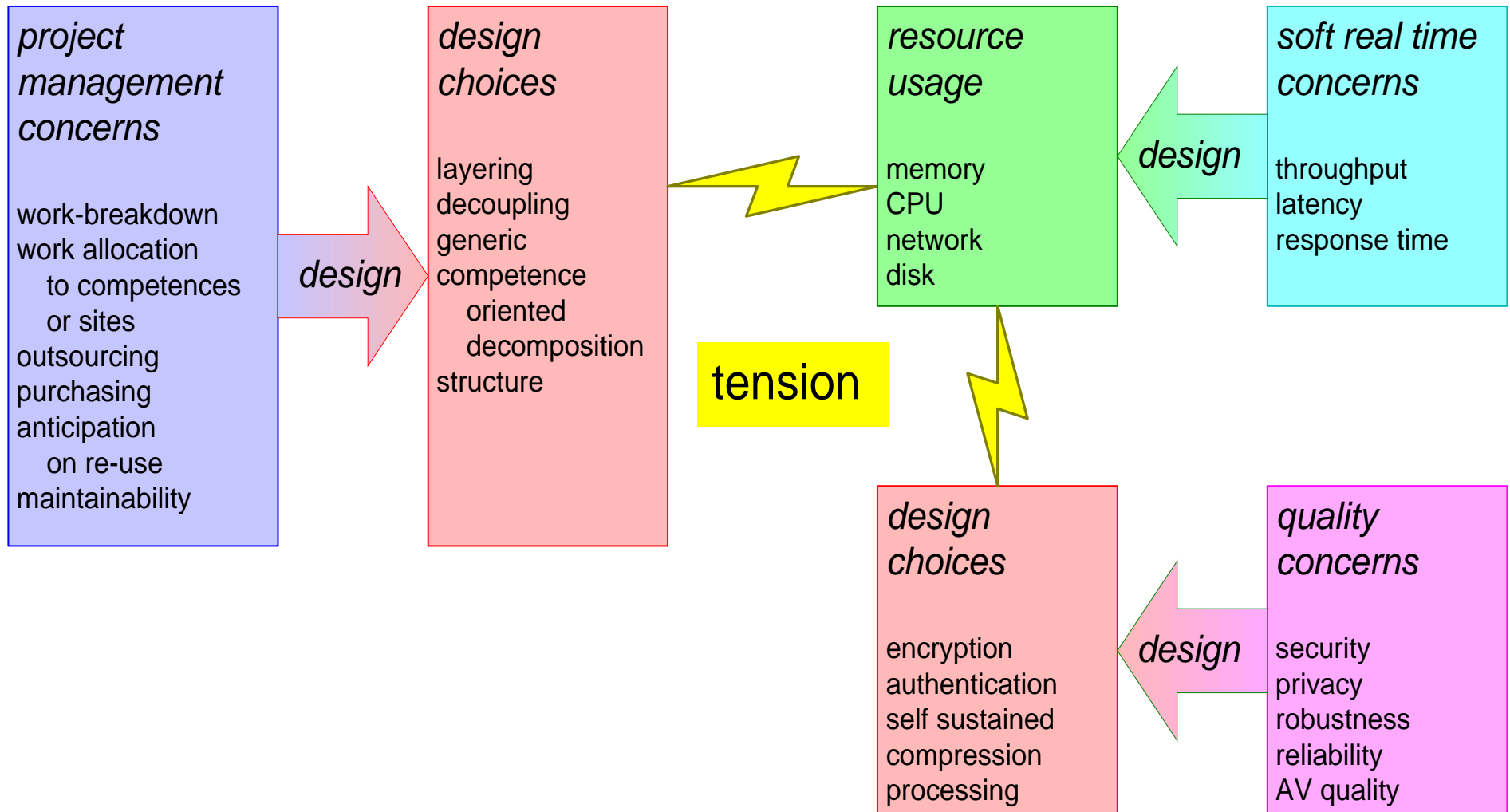
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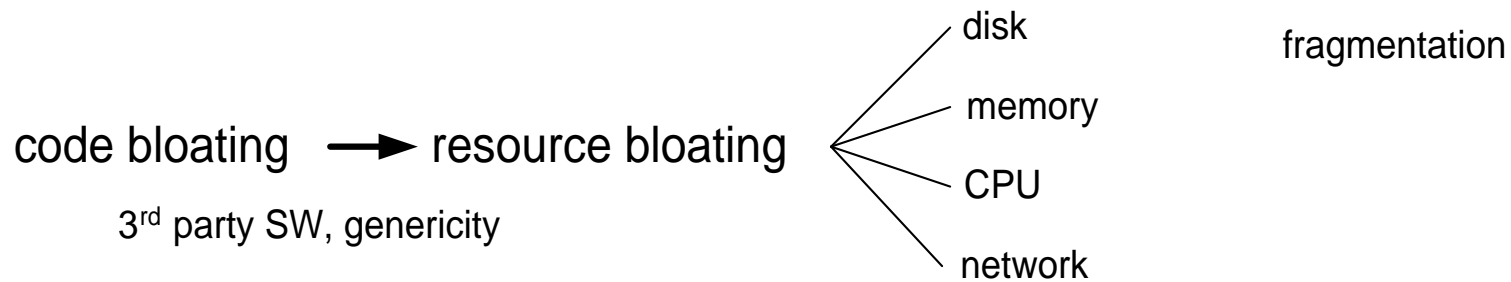
February 10, 2011
status: planned
version: 0.2

logo
TBD

Tension between different types of concerns



Root causes of soft real time problems



abundant layering or decomposition

too fine granularity eg bitwise I/O

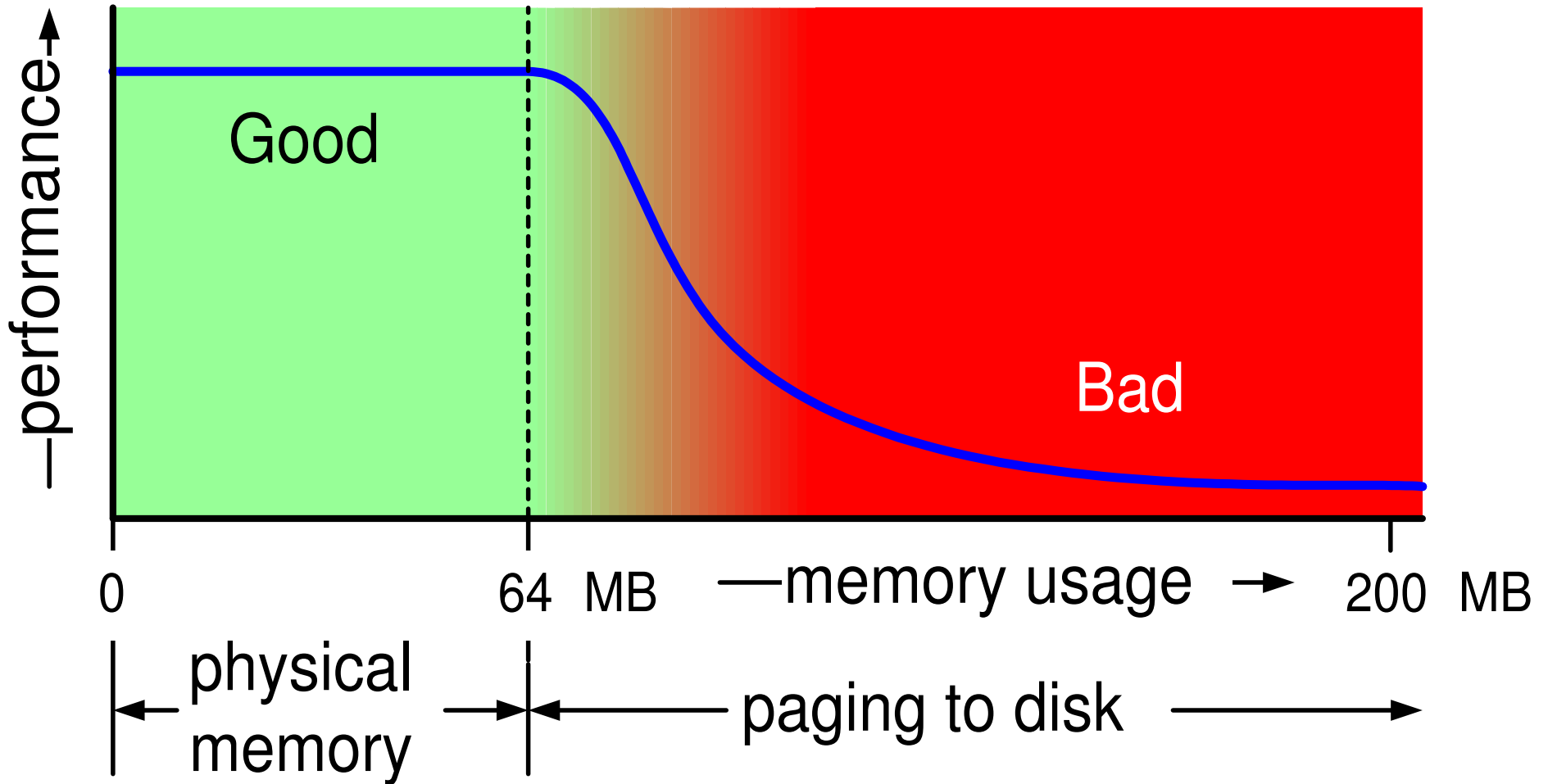
sequentialization

counterproductive optimization eg prefetching

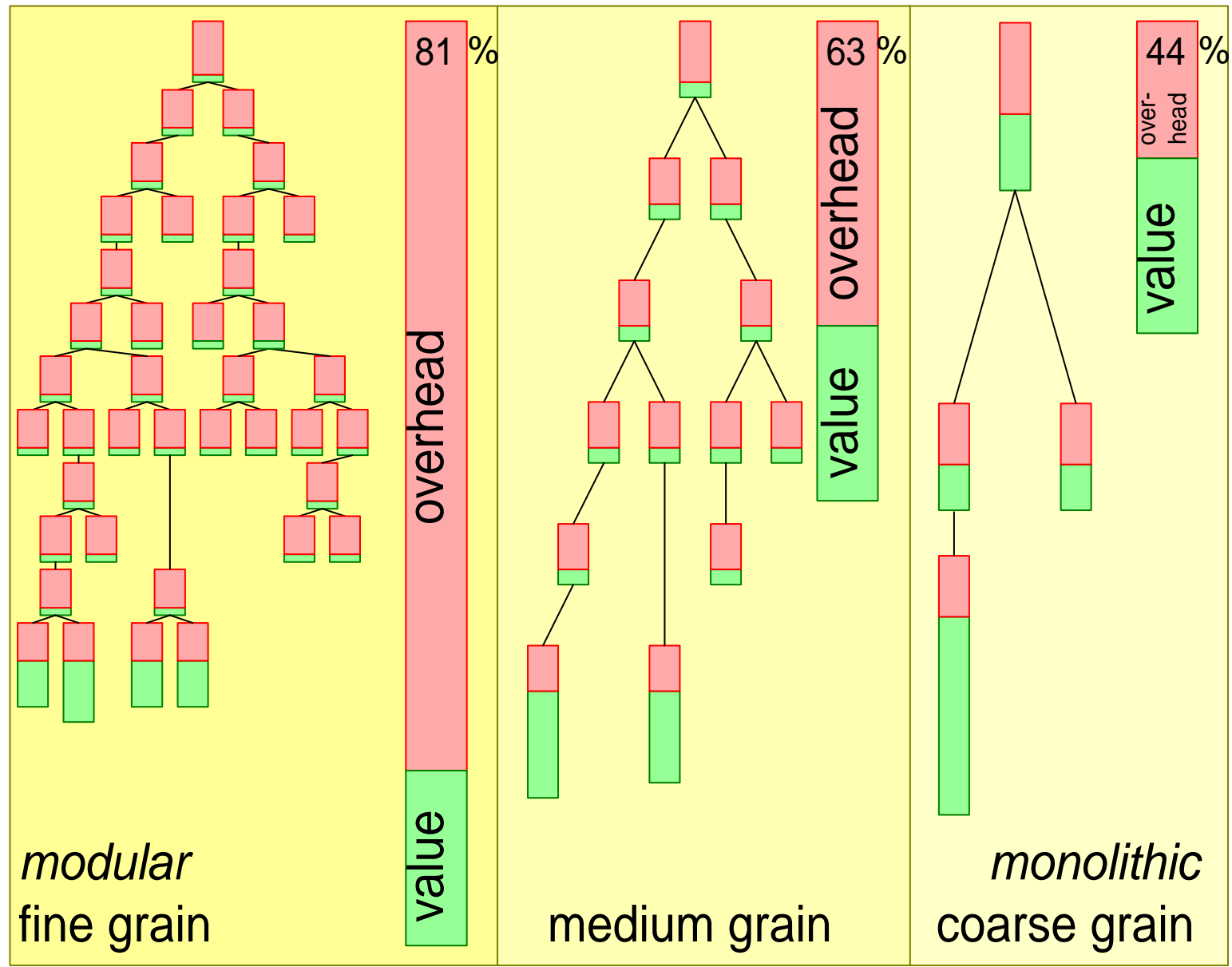
background activities virus scanners, firewalls, polling activities (Windows critical update)

scaleability of algorithm e.g. searching brute force works upto ca 10000 entries

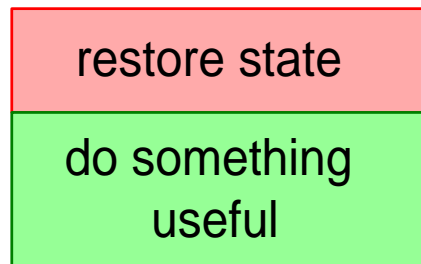
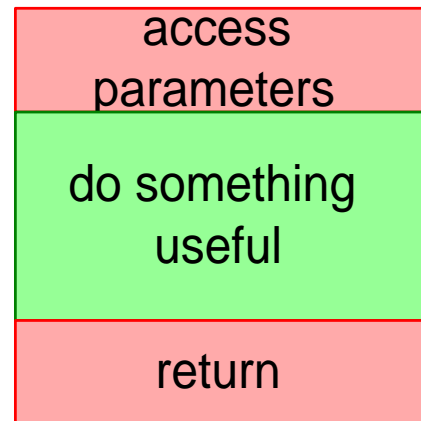
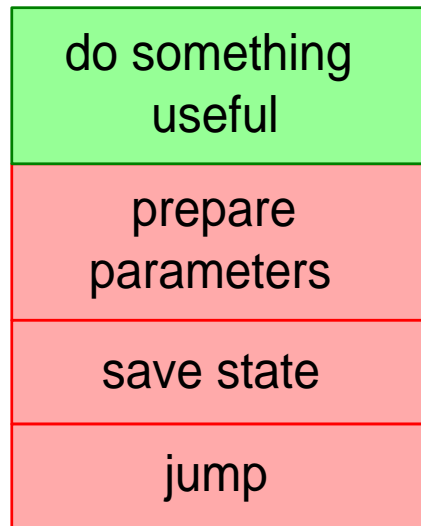
Performance as function of memory use



Overhead penalty of modularity



Function call overhead



Load and depth dependent
(hidden) side effects

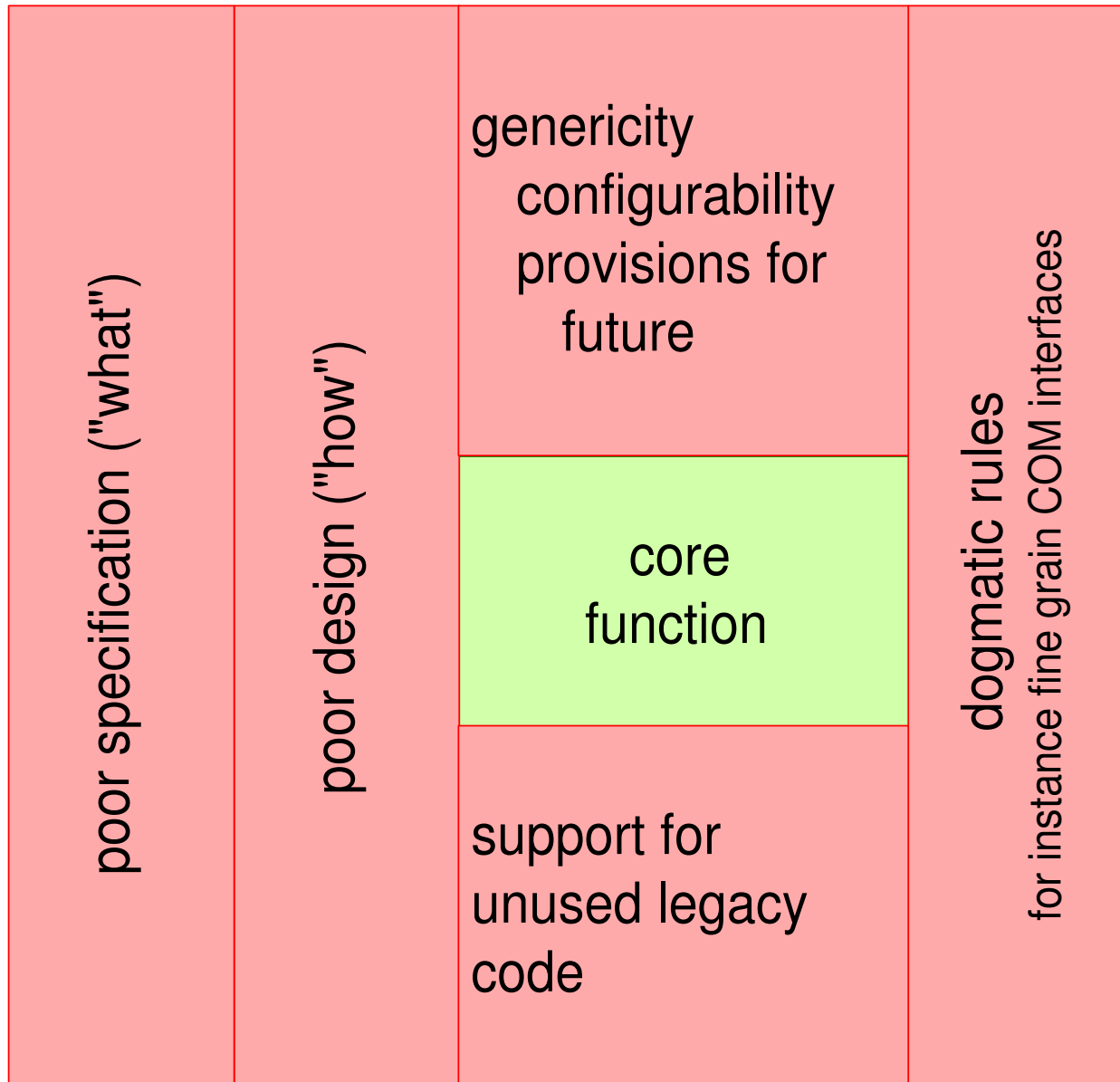
pipeline flush
I-cache disturbance
D-cache disturbance

legenda

overhead

value

Bloating explained

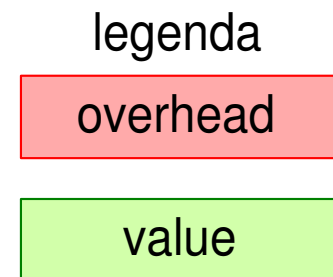
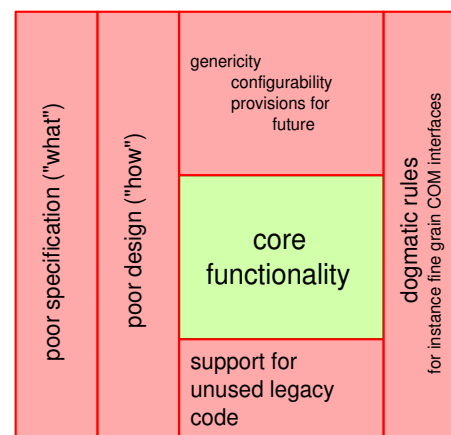
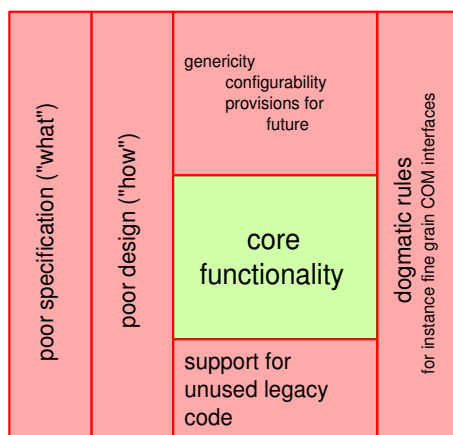
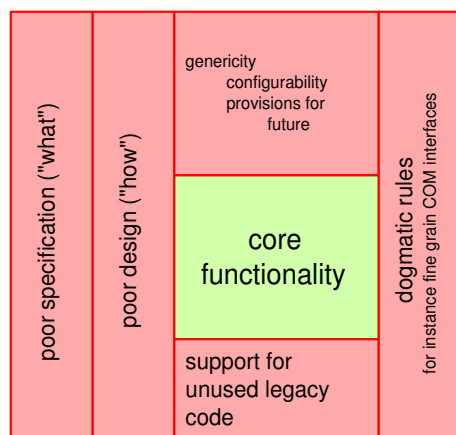
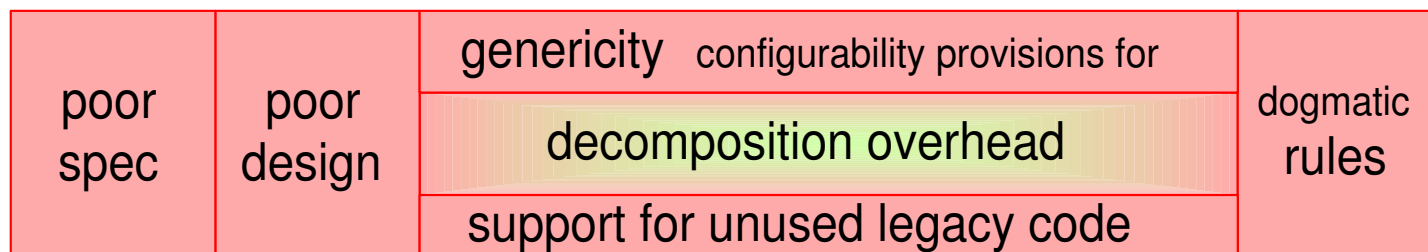
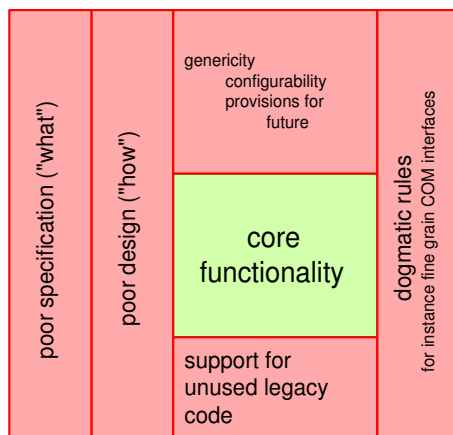


legenda

overhead

value

Bloating causes more bloating



causes even more bloating...

Bloating causes performance and resource problems.
 Solution: special measures: memory pools, shortcuts, ...

