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P-SOCRATES: a Parallel Software Framework for Time-Critical Many-Core Systems

Luis Miguel Pinho, Eduardo Quiñones, Marko Bertogna, Andrea Marongiu, Jorge Pereira Carlos, Claudio Scordino, Michele Ramponi



Abstract—The advent of next-generation many-core embedded platforms has the chance of intercepting a converging need for *predictable high-performance* coming from both the High-Performance Computing (HPC) and Embedded Computing (EC) domains. On one side, new kinds of HPC applications are being required by markets needing huge amounts of information to be processed within a bounded amount of time. On the other side, EC systems are increasingly concerned with providing higher performance in real-time, challenging the performance capabilities of current architectures. This converging demand, however, raises the problem about how to guarantee timing requirements in presence of parallel execution.

This paper presents the approach of project P-SOCRATES for the design of an integrated framework for the execution of workload-intensive applications with real-time requirements on top of next-generation commercial-off-the-shelf (COTS) platforms based on many-core accelerated architectures. The time-criticality and parallelisation challenges are addressed by merging techniques coming from both HPC and EC domains, identifying the main sources of indeterminism and proposing efficient mapping and scheduling algorithms, along with the associated timing and schedulability analysis, to guarantee the real-time and performance requirements of the applications.

1 INTRODUCTION

High-performance computing (HPC) and embedded computing (EC) systems have been traditionally running in opposite directions. On one side, HPC systems are typically designed to make the common case as fast as possible, without concerning themselves for the timing behaviour (in terms of execution time) of the *not-so-often cases*. As a result, the techniques developed for HPC are based on complex hardware and software structures that make any reliable timing bound almost impossible to derive. On the other side, real-time embedded systems are typically designed to provide energy-efficient

and predictable solutions, without heavy performance requirements. Instead of *fast* response times, they aim at having *deterministically bounded response times*, in order to guarantee that deadlines are met. For this reason, these systems are typically based on simple hardware architectures, using fixed-function hardware accelerators that are strongly coupled with the application domain.

In the last years, multi-core processors hit both computing markets [34]. The huge computational necessities to satisfy the performance requirements of HPC systems and the related exponential increments of power requirements (typically referred to as the *power-wall*) exceeded the technological limits of classic single-core architectures. For these reasons, the main hardware manufacturers are offering an increasing number of computing platforms integrating multiple cores within a chip, contributing to an unprecedented phenomenon sometimes referred to as *the multi-core revolution*. Multi-core processors provide a better energy efficiency and performance-per-cost ratio, while improving application performance by exploiting thread level parallelism (TLP). Applications are split into multiple tasks that run in parallel on different cores, extending to multi-core system level an important challenge already faced by HPC designers at multi-processor system level: *parallelisation*.

In the embedded systems domain, the necessity to develop more flexible and powerful systems (e.g., from fixed function phones to smart phones and tablets) have pushed the embedded market in the same direction. That is, multi-cores are increasingly considered as the solution to cope with performance and cost requirements [14], as they allow scheduling multiple application services on the same processor, hence maximising the hardware utilisation while reducing cost, size, weight and power requirements. However, real-time embedded applications with time-critical requirements are still executed on simple architectures that are able to guarantee a predictable execution pattern while avoiding the appearance of timing anomalies [23]. This makes real-time embedded platforms still relying on either single-core or simple multi-core CPUs, integrated with fixed-function hardware accelerators into the same chip: the so-called System-on-Chip (SoC).

The needs for energy-efficiency (in the HPC domain)

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and for flexibility (in the embedded computing domain), coming along with Moore’s law greedy demand for performance and the advancements in the semiconductor technology, have progressively paved the way for the introduction of many-core systems, i.e., multi-core chips containing a high number of cores (tens to hundreds) in both domains. Examples of many-core architectures include the Tiler Tile CPUs [36] (shipping versions feature 64 cores) in the embedded domain and the Intel MIC [17] and Intel Xeon Phi [18] (features 60 cores) in the HPC domain. Many-core computing fabrics are being integrated together with general-purpose multi-core processors to provide a heterogeneous architectural harness that eases the integration of previously hard-wired accelerators into more flexible software solutions. In recent years, the HPC computing domain has seen the emergence of accelerated heterogeneous architectures, most notably multi-core processors integrated with General Purpose Graphic Processing Units (GPGPU), because GPGPUs are a flexible and programmable accelerator for data parallel computations [33], [38]. Similarly, in the real-time embedded domain, STMicroelectronics P2012/STHORM [8] processor, which includes a dual-core ARM-A9 CPU coupled with a many-core processor (the STHORM fabric); and the Kalray MPPA (Multi-Purpose Processor Array) [20], which includes four quad-core CPUs coupled with a many-core processor. In both cases, the many-core fabric acts as a processing accelerator.

The introduction of many-core systems has set up an interesting trend wherein both the HPC and the real-time embedded domain converge towards similar objectives and requirements. New types of applications are challenging the performance capabilities of hardware platforms, by crossing the boundaries between the HPC and the embedded computing domains. The demand for increased computational performance is even more challenging when large amounts of data need to be processed, from multiple data sources, with *guaranteed processing response times*. This is the case of real-time complex event processing (CEP) systems [22], a new area for HPC in which the data coming from multiple event streams is correlated in order to extract and provide meaningful information within a bounded amount of time. Examples include cyber-physical systems (CPS), ranging from automotive and aircrafts to smart grids and traffic management, and banking/financial computing systems, where large amounts of real-time information needs to be processed for detecting time-dependent patterns, automatically triggering operations in a very specific and tight time-frame [35].

The underlying commonality of the real-time systems described above is that they are time-critical (whether business-critical or mission-critical) and with high-performance requirements. In other words, for such systems, the correctness of the result is dependent on both performance and timing requirements, and the failure to meet those is critical to the functioning of the sys-

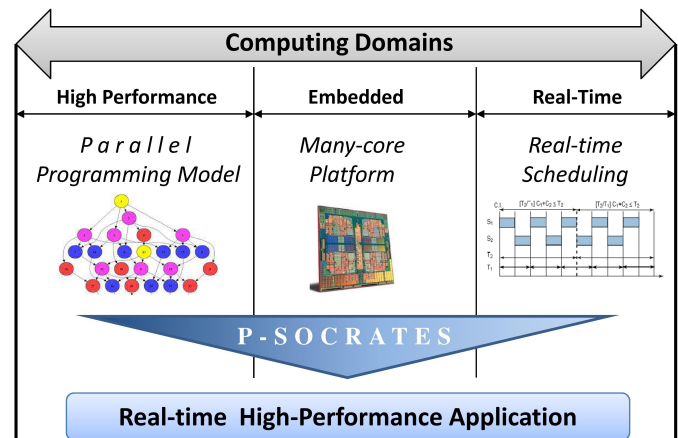


Fig. 1. P-SOCRATES approach integrating HPC parallel programming models, high-end embedded many-core platforms and real-time systems technology.

tem. In this context, it is essential to guarantee the timing predictability of the performed computations, meaning that arguments and analysis are needed to be able to make arguments of correctness — e.g., performing the required computations within well-specified bounds.

In this current trend, challenges that were previously specific to each computing domain, start to be common to both domains (including energy-efficiency, parallelisation, compilation, software programming) and are magnified by the ubiquity of many-cores and heterogeneity across the whole computing spectrum. In that context, cross-fertilisation of expertise from both computing domains is mandatory. Although some research in the embedded computing domain has started investigating the use of parallel execution models (by using customised hardware designs and manually tuning applications by using specialised software parallel patterns [30]), a real cross-fertilisation of expertise between HPC and embedded computing domains is still missing. FP7 project P-SOCRATES [1] aims at bringing together the required expertise from the HPC and EC domains to jointly address the challenge of providing timing criticality guarantees to systems with huge performance requirements. As a result, P-SOCRATES will enable the adoption of next-generation many-core embedded platforms in both the HPC and the embedded computing domains. Figure 1 summarizes the ambitious target of the project.

The paper is structured as follows. The next section presents the main problems towards achieving time-predictable systems integrating techniques from high-performance and embedded computing domains. Then, section 3 presents the vision and challenges of the proposed real-time programming model, which builds upon HPC programming models, augmented with dependencies and timing information. Section 4 then provides a brief summary of related work, whilst Section 5 summarizes the paper.

2 THE PREDICTABILITY CHALLENGE

We foresee that the next step towards the integration of high-performance and embedded computing domains will be the use of many-core embedded processors. Such processors will provide the required performance level, while still being energy-efficient and time predictable. An example towards this integration is provided by Mont-Blanc and Mont-Blanc2 FP7 projects [25], which are developing a new hybrid supercomputer based on energy-efficient embedded ARM CPUs coupled with high-performance NVIDIA GPU many-core processors. However, there is still one fundamental requirement that has not yet been considered: *time predictability as a mean to address the time criticality challenge when computation is parallelised to increase the performance.*

As mentioned in the previous section, industries with both high-performance and real-time requirements are eager to benefit from the immense computing capabilities offered by new many-core embedded designs. However, these industries are also highly unprepared for shifting their earlier system designs to cope with this new technology, mainly because such a shift requires adapting the applications, operating systems, and programming models in order to exploit the capabilities of many-core embedded computing systems. Real-time methods to determine the timing behaviour of an embedded system are not prepared to be directly applied to the HPC domain and many-core platforms, leading to a number of significant challenges. Although customised processor designs could better fit real-time requirements [30], the design of specialised processors for each real-time system domain is unaffordable.

On one side, different parallel programming models and multiprocessor operating systems have been proposed and are increasingly being adopted in today's HPC computing systems. In recent years, the emergence of accelerated heterogeneous architectures such as GPGPUs, have introduced parallel programming models such as OpenCL [29], the currently dominant open standard for parallel programming of heterogeneous systems, or CUDA [27], the dominant proprietary framework of NVIDIA. Unfortunately, they are not easily applicable to systems with real-time requirements, since, by nature, many-core architectures are designed to integrate as many functionalities as possible into a single chip. Hence, they inherently share as many resources as possible amongst the cores, which heavily impacts the ability to provide timing guarantees.

On the other side, the embedded computing domain world has always seen plenty of application specific accelerators with custom architectures, manually tuning applications to achieve predictable performance. Such types of solutions have a limited flexibility, complicating the development of embedded systems. However, COTS components based on many-core architectures are likely to dominate the embedded computing market in the near future. As a result, migrating real-time applications

to many-core execution models with predictable performance requires a complete redesign of current software architectures.

The main problem in applying classic real-time techniques to many-core systems is related to the difficulties in deriving reliable and tight upper bounds on the worst-case execution time (WCET) and response time (WCRT) of real-time tasks. The WCET represents the maximum time needed to execute a real-time task when it runs in isolation, e.g., without any interference from other tasks or devices. Instead, the WCRT also accounts for the worst-case interference that the task may suffer from other executing tasks. Although different timing and schedulability analysis techniques are available in the real-time literature to derive tight WCET and WCRT bounds in single-core systems, such techniques cannot be easily extended to many-core systems.

In schedulability analyses, the objective is to check analytically, at design or run time, whether all the timing requirements of the system will be met. In its simplest form, a schedulability test is just a mathematical condition such that, if the condition is satisfied, then the system is deemed schedulable, i.e., all the deadlines will always be met at run-time. Unfortunately, most of the analyses that can be found in the real-time scheduling literature assume that the system activities are functionally independent. As a consequence, the same studies also assume some of the parameters to be constant, exact and known at design time. For example, most of the schedulability tests that have been proposed so far assume that the worst-case execution time of an activity is known at design time and invariant. However, when deployed on the same hardware architecture, activities that are co-scheduled on different cores share some low-level hardware resources, such as caches, communication buses and main memory. These shared resources inherently introduce functional dependencies between the activities as concurrent accesses to the same resource are not allowed; the timing behaviour of activities sharing the same resource is thus affected. Therefore, the existing techniques cannot be applied, but need to be augmented by further analyses to factor-in all the sources of contention due to shared resources. Preliminary results toward this direction have already been presented (e.g. [24], [12]).

P-SOCRATES will identify the sources of interference that can affect the timing behaviour of the system activities. These sources of interference include higher priority workload, contention on the buses and interconnection networks, concurrent accesses to cache memory, main memory bottleneck, etc. The potential impact on the timing behaviour of the activities will be identified by thoroughly investigating the targeted many-core platforms and the activity dependency graphs. Then, new methods will be defined to upper-bound (and provide probabilistic profiles of) the run-time interferences between the activities and between these and the hardware architecture.

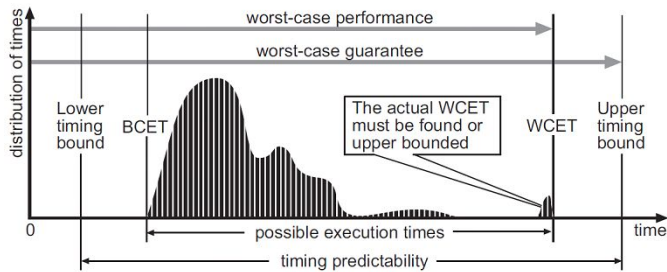


Fig. 2. Typical distribution of execution times of a real-time task.

Figure 2 shows a typical distribution of the execution times of a real-time task on a single core system [3]. The range of possible execution times is typically large, with a tail in the distribution that may be rather far from the average-case behaviour. Moreover, it is often very difficult to exactly compute the WCET, so that a typical solution is to use upper timing bounds on the worst-case performance to provide real-time guarantees. The large variability in the execution times, along with the uncertainties in determining the WCET, cause a significant waste of computing resources. As real-time systems are dimensioned to avoid pathological cases, a considerable amount of computing resources is used to correctly deal with worst-case situations that are very unlikely to happen. In many-core systems, this problem is magnified by the additional interferences due to the simultaneous execution of multiple tasks, contending for different memory and communication resources. Therefore, smarter scheduling algorithms have to be devised in order to efficiently exploit the available computing units while guaranteeing the timing requirements.

Project P-SOCRATES intends to develop innovative scheduling algorithms that take a holistic view of the system, identifying the main scheduling bottlenecks of the considered hardware architectures. Smart scheduling solutions will be devised, considering not only cores, but also other kind of resources, such as memories, communication and synchronisation mechanisms, to limit the variability of the task execution times when running on many-core systems. The proposed scheduling solutions will lend themselves to a tight schedulability analysis for extracting worst-case upper bounds that are sufficiently close to the exact response times of each task.

3 P-SOCRATES APPROACH

P-SOCRATES will develop a complete and coherent software system stack, able to bridge the gap between application design and hardware many-core platform. The project will investigate on a new programming framework to combine real-time embedded mapping and scheduling techniques with high-performance parallel programming models and associated tools, able to express parallelisation of applications. The programming model will be extended to support real-time properties

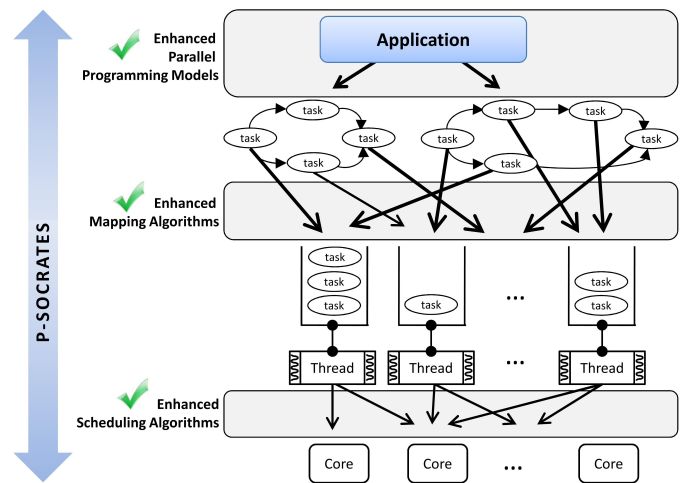


Fig. 3. P-SOCRATES approach integrating HPC parallel programming models, high-end embedded many-core platforms and real-time systems technology.

and timing information. The software stack (shown in Figure 3) will extract a task dependency graph from the application, statically mapping these tasks to the threads of the operating system, which will be then dynamically scheduled on the many-core platform.

Enhanced parallel programming models will be investigated, incorporating new annotations and compiler techniques to automatically generate an extended task dependency graph containing not only the data dependencies among tasks, but also relevant information to derive the impact on execution time due to sharing resources when tasks communicate. This information will be then used by the mapping and scheduling algorithms to properly select the most suitable resource allocation strategies. The mapping algorithm will be enhanced to statically build the required run-time configuration, efficiently assigning tasks-to-threads in order to guarantee timing requirements without performance degradation. The underlying scheduling algorithm, implemented within the operating system, will then dynamically interpret the task-to-thread mapping into an efficient thread-to-core allocation, selecting which thread to execute on each core, and arbitrating the access to other shared resources.

The proposed techniques will be implemented on open-source real-time operating systems ported on the selected many-core platform. A timing and schedulability analysis (including a schedulability analysis integrated with an interference analysis) and a module that the mapping will use to check response time of the allocation, will guarantee that the real-time requirements of the application are met using the selected mapping and scheduling algorithms. Finally, a general method to express the COTS many-core processor design characteristics will be derived to drive the allocation of tasks-to-threads and threads-to-cores, along with the associated timing and schedulability analysis.

```

void compute (int *A, int *B, int N) {
    for(int i=0; i<N; i++) {
#pragma omp task in(A[i-1]) inout(A[i]) out(B[i])
        foo(&A[i-1],&A[i],&B[i]);

#pragma omp task in(B[i-1]) inout(B[i])
        bar(&B[i-1],&B[i]);
    }
}

```

Fig. 4. OpenMP 4.0 code sample showing the data-flow dependencies among tasks.

3.1 Real-time Parallel Programming Model

The use of parallel programming models is fundamental to exploit the performance out of parallel architectures and provide good programmability (and so productivity) of high-performance systems. Among the different models, OpenMP [2] has become one of the most used parallel programming models due to its simplicity and scalability in shared memory systems such as current many-core processors. OpenMP defines *task* annotations to represent independent units of work that can run concurrently. Recently, OpenMP has been extended with new directives, *in*, *out* and *inout*, that allow introducing asynchronous parallelism by defining dependencies among task.

Figure 4 shows a source code example using the dependency annotations. Each instance of task *foo* depends on data generated in previous loop iterations — i.e., *inout(A[i-1])*. Similarly, the task *bar* depends on *foo* outcome — i.e., *out(B[i])*.

This extension increases the freedom of task scheduling: tasks are scheduled for execution as soon as all depend tasks finished and there are available processor resources.

OmpSs [13] is a parallel programming framework compatible with OpenMP 4.0 whose effectiveness has been widely demonstrated in the HPC domain [11]. In OmpSs, the data-dependencies annotations are interpreted by a compiler, Mercurium, that emits calls to the runtime system Nanos++. Nanos++ is a parallel run-time system that dynamically generates the *task dependency graph* (TDG) at run-time. Each time a new task is created its *in* and *out* dependencies are matched against those of existing tasks. If a dependency, either read-after-write, write-after-write or write-after-read, is found, the task becomes a successor of the corresponding tasks. Tasks are scheduled for execution as soon as all their predecessor in the graph have finished and there are available processor resources. Figure 5 shows the complete system stack of OmpSs.

Current parallel frameworks base scheduling decisions on information available at run-time — i.e., the task dependency graph and processor resources availability (see Figure 5) — which makes it difficult to provide real-time guarantees. The reason is that the way tasks use shared processor resources determines the interferences

that different tasks will suffer when accessing them, affecting the overall execution time of the application. A different usage of processor resources will result in a different execution.

In order to provide real-time guarantees without suffering any performance degradation, it is required to statically identify at design time which run-time configuration is needed, so the usage of shared processor resources is fixed and time guarantees can be provided. Therefore, it is of paramount importance to recover, at design time, relevant information to fix the usage of processor resources and so provide timing guarantees.

This challenge will be addressed by *extending parallelism annotations*, which are extracted by the compiler, to identify portions of the application (tasks) that can run in parallel as well as *relevant information to derive the impact on execution time due to sharing resources when tasks communicate*. To do so, new compiler techniques must be developed to generate an *extended task dependency graph* (eTDG), containing relevant information required by the mapping and scheduling tool and the timing analysis method to allocate tasks to the different processor resources, guaranteeing that the real-time constraints of the application are accomplished. In other words, in order to provide timing guarantees, there is a necessity to fix the usage of shared processor resources.

Figure 6 shows the envisioned real-time parallel programming framework in which relevant information for task scheduling and timing analysis is recovered at compile- and design-time to fix the usage of processor resources.

3.2 Research Challenges

The envisioned approach presents multiple research challenges at compile-time and at design-time. This section summarizes the most important ones.

At compile-time, if all information is recovered, one could potentially provide tight execution bounds. Unfortunately, not all information can be recovered at compile time as there is information only available at run-time. This is the case, for instance, of data dependencies based on pointers, variable values or loop boundaries. In Figure 4, if the number of iterations (N) is not known, we cannot determine how many task instances of *foo* and *bar* will be executed and so the eTDG cannot be generated. Similarly, in Figure 7, if i and j values are not known at compile-time, it is not possible to determine if a data-dependency among tasks *produce* and *consume* exists.

In case the data-dependency cannot be solved or loop boundaries are not known at compile-time, it is required to consider *conservative approaches* in order to guarantee the functional correctness of the program. Thus, if there is an unknown data-dependency, the construction of the eTDG must consider that this data-dependency exists. Similarly, if a loop boundary is unknown, it is required to determine an upper bound of the maximum number of loop iterations [4]. Needless to say that following a conservative approach will affect the average performance

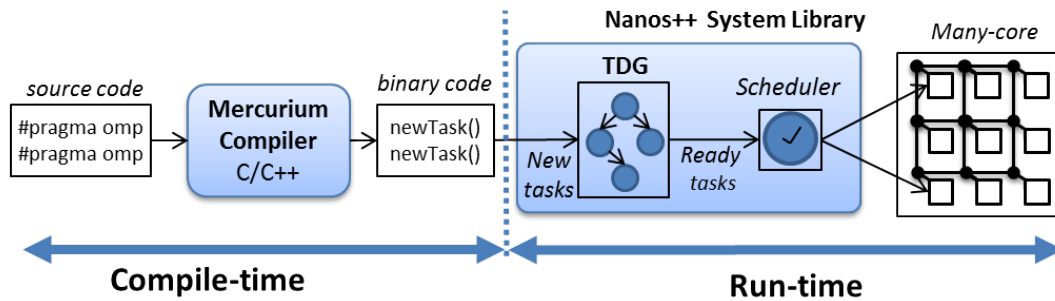


Fig. 5. OmpSs parallel programming framework.

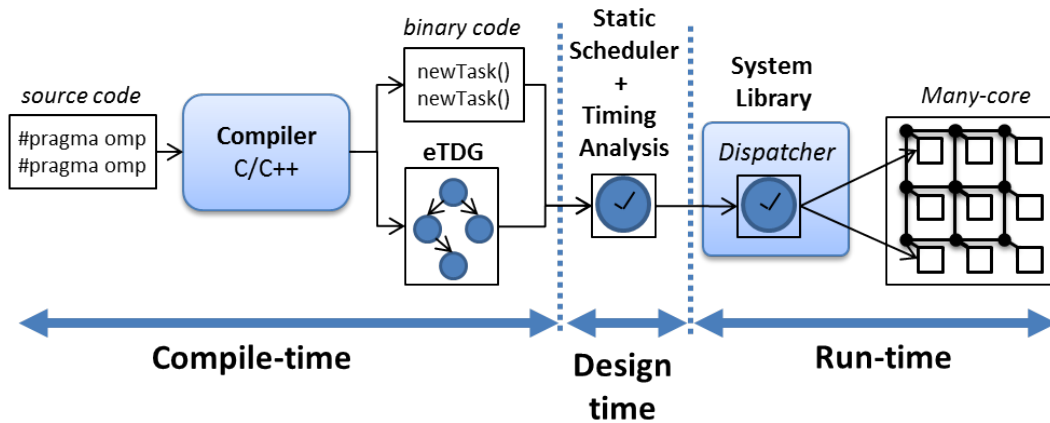


Fig. 6. Envisioned real-time parallel programming framework to provide timing guarantees.

```

void compute (int *A, int i, int j) {
#pragma omp task inout(A[i])
    produce(&A[i]);

#pragma omp task inout(A[j])
    consume(&A[j]);
}

```

Fig. 7. The value of i and j must be known to determine the dependency among tasks *producer* and *consumer*.

of the application. That is, false data-dependencies in the eTDG will force tasks to be executed sequentially. Similarly, assuming loop boundaries with higher number of iterations will make the eTDG to contain a higher number of task instances than the ones actually created, over-dimensioning the system due to tasks that are never executed.

Figure 8 shows the expected trends in the average and guaranteed performance when following conservative approaches. X-axis represents different levels of data recovered at compile-time, so the usage of processor resources can be fixed. As more information is extracted at compile-time, a more precise eTDG can be built and so higher guaranteed performance can be provided

(light blue curve). However, due to the conservative approaches, the eTDG can differ from the TDG created at run-time, so that the average performance can be degraded (dark blue curve). Although counter-intuitive, it may happen that, in order to increase the guaranteed performance, a core is kept idle even when there is some pending workload to execute.

At *design-time*, it is necessary to provide the system with appropriate means to map the task dependency graphs to the underlying operating system threads (mapping), and dynamically schedule these threads to achieve both predictability and high-performance (scheduling). Although previous works [19], [15] have shown that run-time characterisation and management of locality has more potential than static locality analysis, dynamic information usage is a stopper to provide the timing guarantees for parallel applications on a many-core. Therefore, further research about how to allocate tasks to processor resources is needed, accounting for the impact of such allocation on other tasks due to interference when accessing shared resources. To that end, the programming model needs to be extended so that the responsibility for managing locality is shared among the programmer and the mapping tool. This will allow providing timing guarantees to application customers while also providing maximum performance. Data anno-

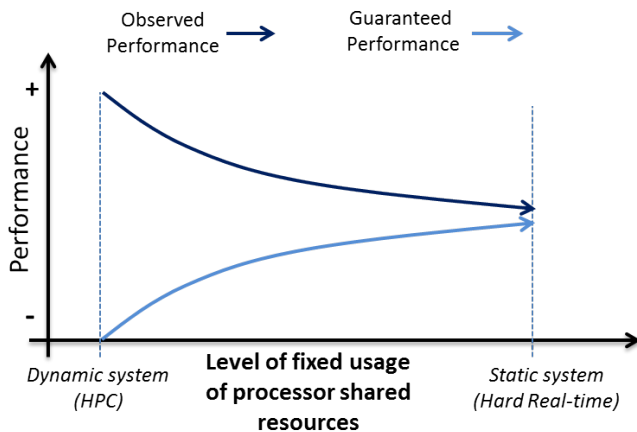


Fig. 8. Extracting information at compile-time increases guaranteed performance at the price of reducing the average performance due to conservative decisions.

tations with in/out clauses provide a reasonable balance between the programmer and the system in managing locality [13], but further research is needed to minimise the interferences when accessing shared resources.

Moreover, these challenges need to be tackled in a holistic, integrated perspective. Our proposal is to construct the eTDG graph in synergy with the mapping and scheduling algorithms, with feedback from the timing and schedulability analysis. The strategy cannot be to search for all possible combinations in the whole design space. A guided process needs to be introduced, which is able to reason on the best mapping for a particular result.

4 RELATED WORK

In what concerns programming models, the HPC world has seen a plethora of proposals for data or task parallelism (e.g. [5], [37], [16]). Furthermore, approaches such as [19] or [2], [13] also allow expressing dependencies among tasks, being the run-time system responsible of the dependencies to be satisfied before spawning dependent tasks. Task-based models can be dynamically managed by mapping the tasks to threads in a thread pool, e.g., using the popular Work-Stealing algorithm [9]. Yet, sources of non-determinism at run-time cause timing divergences among threads. Dynamic schedulers try to compensate by detecting them at run-time [10], [28] and either (i) “re-moulding” into more threads on-the-fly; (ii) boosting relative priorities, or (iii) adapting the mapping and number of allocated processing units. Since performance is the major goal, mapping strategies are mostly dynamic in nature, and, although being able to provide better average behaviour, they may allow for unpredictable unbounded delays.

General purpose computation on graphics processing units (GPGPUs) has also received a lot of attention, as it delivers high performance computing at rather

low cost. GPUs are many-core computing fabrics that, integrated together with general-purpose processors, result in flexible and programmable accelerator for data parallel computations, programmed in frameworks such as OpenCL [29] or CUDA (Compute Unified Device Architecture) [27]. This approach also does not allow for supporting time-predictability and moreover is specific to SIMD operations.

In the real-time community, scheduling techniques have been the subject of extensive research. Traditional techniques have been extended for the multiprocessor case and more recently for parallel execution (e.g. [21], [32], [6], [26]). After the majority of the works considering 1-to-1 mappings, where each parallel execution is mapped to a thread, new models are appearing with more complex mapping approaches. Different mappings of parallel tasks to threads can be done, mostly statically [32], [6] but also dynamically [26], in order to increase system utilisation whilst maintaining predictability. These strategies need however to be extended for exploiting the dependency graphs from compiler generated parallel task graphs.

Static approaches for timing analysis typically infer timing properties from mathematical models and logical abstractions (e.g., [4]), while measurement-based techniques exploit the results of extensive simulations to derive worst-case estimations. Hybrid techniques combine features from both static and measurement-based approaches while avoiding (as much as possible) their respective pitfalls (e.g. [31]). In what concerns schedulability analysis, different tests have been proposed for various kinds of workload and platform models, and for different scheduling algorithms. In its simplest form, a schedulability test is just a mathematical condition such that, if the condition is satisfied, then the system is deemed schedulable, i.e., all the deadlines will always be met at run-time. Unfortunately, there are still many open problems and NP-hard issues in the schedulability analysis of multi-core systems [7]. Furthermore, timing and schedulability analysis cannot be taken in isolation from the mapping approach, since the mapping of tasks to particular cores clearly impacts the timing analysis.

5 CONCLUSIONS

There is currently an increasing interest in the convergence of High-Performance and Embedded Computing domains. Not only new high-performance applications are being required by markets needing huge amounts of information to be processed within a bounded amount of time, but also embedded systems are increasingly concerned with providing higher performance in real-time, challenging the performance capabilities of current architectures. Meeting this dual challenge can only be provided by next-generation many-core embedded platforms, guaranteeing that real-time high-performance applications can be executed on efficient and powerful heterogeneous architectures integrating general-purpose processors with many-core computing fabrics.

This paper proposed a novel approach to address time-criticality and parallelisation by an integrated framework for executing workload-intensive applications with real-time requirements on top of next-generation COTS platforms based on many-core accelerated architectures. The framework, that will be developed within the P-SOCRATES FP7 project [1], addresses the problem from both the HPC and real-time computing domains, integrating the extraction of task dependency graphs with timing information from the applications code, with real-time mapping and scheduling algorithms, along with the associated timing and schedulability analysis.

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