

A Hot-Patching Protocol for Repairing Time-Triggered Network Schedules

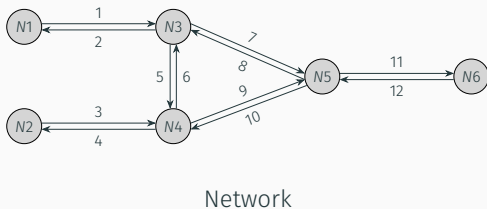
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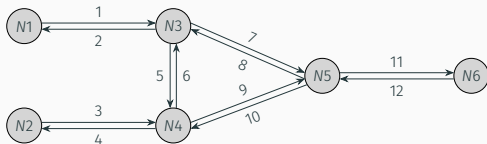
Time-Triggered Paradigm

- Offline Schedule
- Nodes follow the schedule
- Shared notion of time

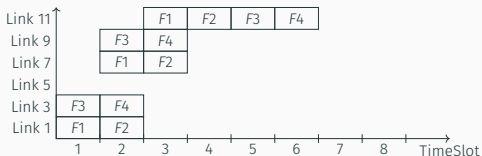


Time-Triggered Paradigm Example

- Frame 1 and 2:
 - From $N1$ to $N6$
 - Path: {1-7-11}
 - Period: 8
- Frame 3 and 4:
 - From $N2$ to $N6$
 - Path: {3-9-11}
 - Period: 8



Network



Time-Triggered Schedule

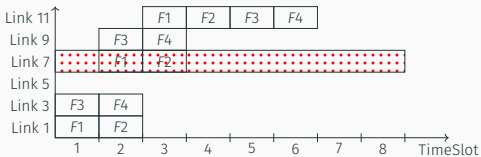
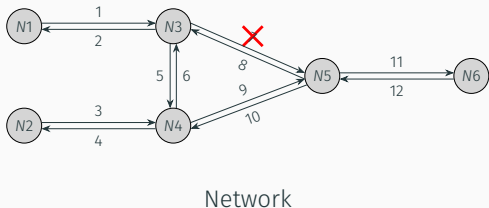
Time-Triggered Communication Disadvantages

- **Not flexible:**
 - If something changes during run-time, we must change the whole schedule
 - Vulnerable to failures

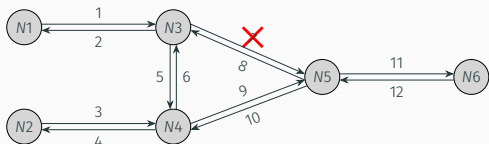
We want to **enhance the reliability** with small cost increase
repairing the schedule during **run-time**

Hot-Patching Protocol

- **React** to Link failures
- **Patch** a small part of the schedule
- **As fast as possible**
- Limit the number of lost frames



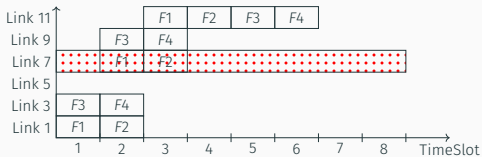
Hot-Patching Protocol



Network

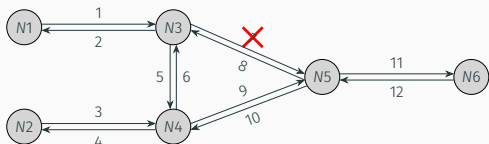
4 Steps:

- Notification
- Membership
- Solving
- Update



Time-Triggered Schedule

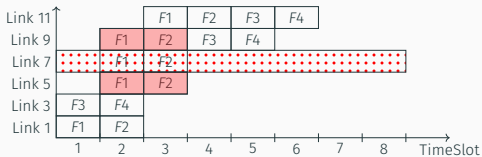
Hot-Patching Protocol



Network

4 Steps:

- Notification
- Membership
- Solving
- Update



Time-Triggered Schedule

How do we create schedules that are **easy to repair**?

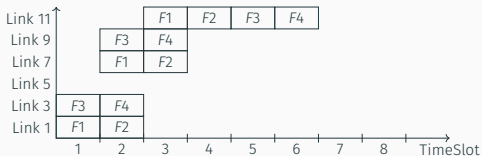
Schedule Reparability

- Choose a high reparability initial schedule
- Low cost to transform to other valid schedules

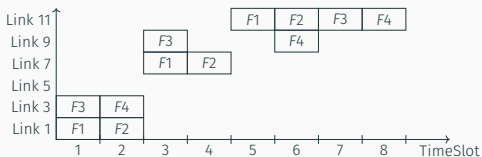


Schedule Reparability

- Maximize frame distances:
 1. Between the same frame
 2. Between frames in links

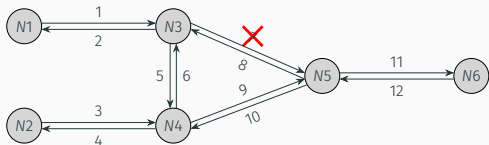


Minimize Make-span



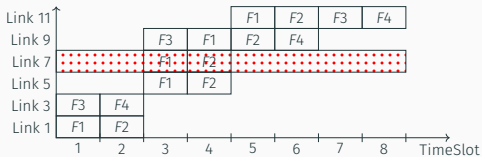
Maximize frame distances

Hot-Patching Protocol



Network

- Minimize the cost transformation
- Allows for fast patching



Time-Triggered Schedule

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