Partitioned scheduling of implicit-deadline sporadic task systems under multiple resource constraints

Additional Graphs

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The following graphs were generated to compare the schedulability of -

- Algorithm Partition vs. Algorithm LPR\textsc{partition}
- Algorithm Partition with no-reordering of tasks vs. reordering of tasks as per the heuristic presented in the paper.

**Figure 1:** Partition vs. LPR\textsc{partition} for $m=2$ processors and Uniform light/medium tasks
Figure 2: Partition vs. LPRpartition for $m=4$ processors and Uniform light/medium tasks

Figure 3: Partition vs. LPRpartition for $m=6$ processors and Uniform light/medium tasks
Figure 4: Partition vs. LPRpartition for m=8 processors and Uniform light/medium tasks

Figure 5: No-reordering vs. Heuristic for m=2 processors and Uniform light/medium/heavy tasks
Figure 6: No-reordering vs. Heuristic for m=2 processors and Bimodal light/medium/heavy tasks
Figure 7: No-reordering vs. Heuristic for m=2 processors and Exp. light/medium/heavy tasks
Figure 8: No-reordering vs. Heuristic for m=4 processors and Uniform light/medium/heavy tasks
Figure 9: No-reordering vs. Heuristic for \( m=4 \) processors and Bimodal light/medium/heavy tasks
Figure 10: No-reordering vs. Heuristic for m=4 processors and Exp. light/medium/heavy tasks
Figure 11: No-reordering vs. Heuristic for m=6 processors and Uniform light/medium/heavy tasks
Figure 12: No-reordering vs. Heuristic for m=6 processors and Bimodal light/medium/heavy tasks
Figure 13: No-reordering vs. Heuristic for m=6 processors and Exp. light/medium/heavy tasks
Figure 14: No-reordering vs. Heuristic for m=8 processors and Uniform light/medium/heavy tasks
Figure 15: No-reordering vs. Heuristic for m=8 processors and Bimodal light/medium/heavy tasks
Figure 16: No-reordering vs. Heuristic for $m=8$ processors and Exp. light/medium/heavy tasks