“Mathematizing” the latency

Daniel Bristot de Oliveira
Principal Software Engineer
Latency is opaque

- It is not clear to everyone how it is composed
- Yeah, very experienced kernel dev knows...
- This turns hard the application of any probabilistic WCET
- But we know it is composed of many code paths
- Somehow independent
How can we improve this?

- Break the latency into independent variables
- Measure them
- Trying to get the worst case behavior of each variable
- Somehow sum them
- Finding the possible worst case latency
- That could happen (but not necessarily happened)
Thank you!

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