



# Real-Time Operating Systems

ROS01

Minor Embedded Systems

**Week 4**

**Pre-emptive Scheduling**

# Planning ROS01

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- Week 1: Introduction – Blinking leds
- Week 2: Super loop construct with an ISR
- Week 3: Cooperative Scheduling
- **Week 4: Pre-emptive Scheduling**
- Week 5: Using TI-RTOS
- Week 6: Schedulability Analyses, Priority Assignment
- Week 7: Response Time Analyses
- Week 8: Finalizing Final Assignment

# Overview

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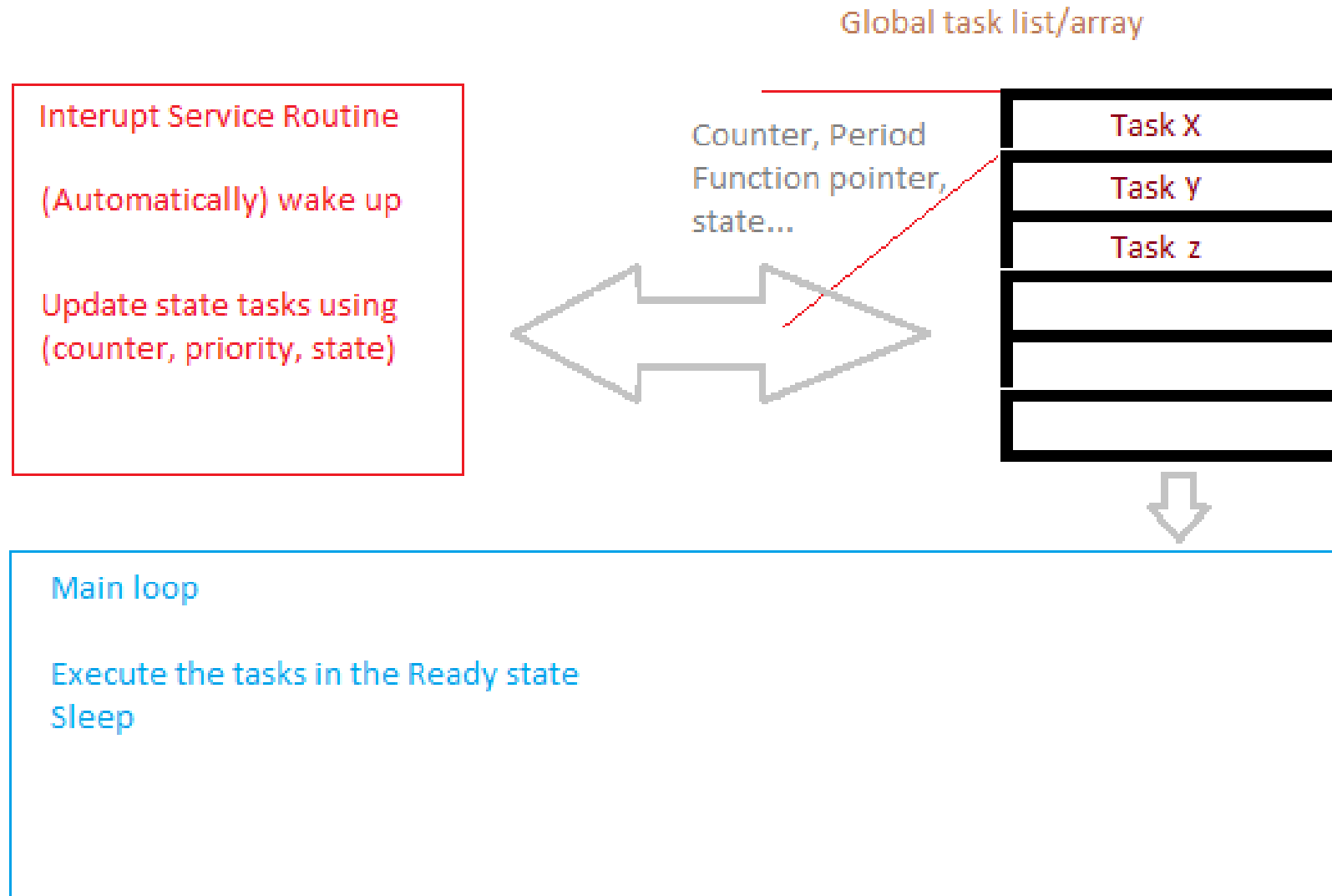
- Scheduling
  - Problem
  - Goal
  - Possible solution

# Scheduling

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- Problem
  - Multiple processes require CPU time
    - Some processes need it asap
    - Some processes just need to happen at some point in time
  - Multiple processes require bandwidth
    - USB, Serial, SPI ....
    - Prioritization?
- Goal
  - Create a framework that'll ease (CPU) time management
  - Easy to add new processes and to share resources

# Review Cooperative Scheduler



# Demo

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- Demonstration of pre-emptive project

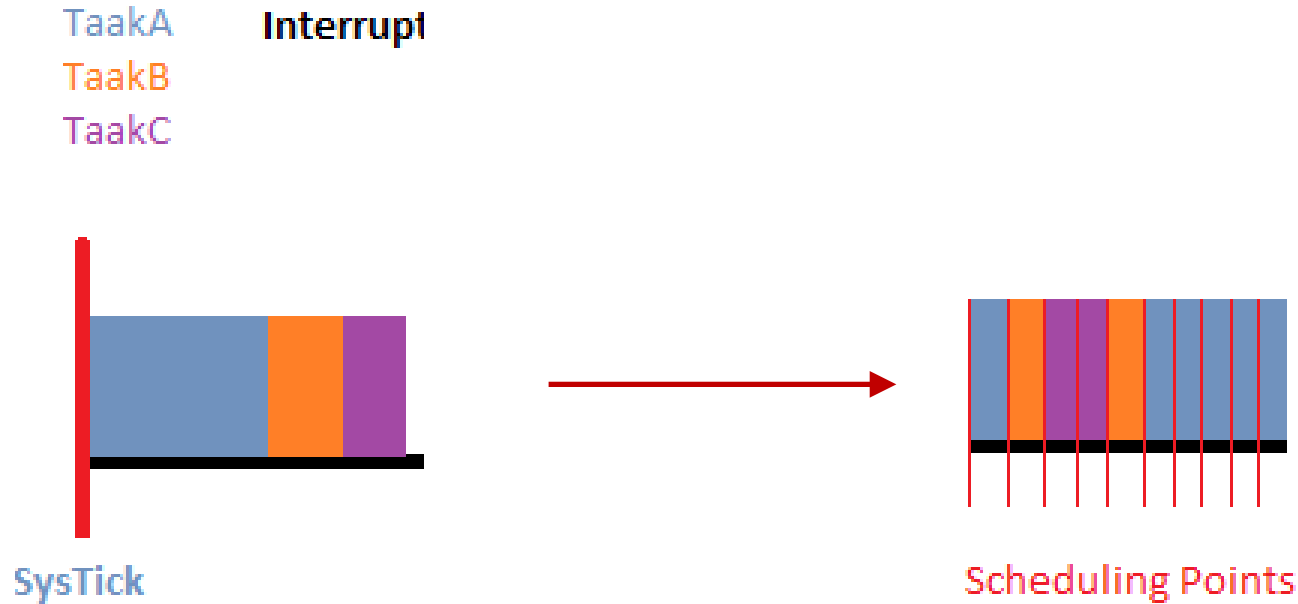
# Cooperative versus Pre-emptive scheduling

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- Cooperative
  - Tasks run sequentially
  - High priority tasks have to wait till last task finishes
  - Easy to set up
  - Low overhead scheduler
- Pre-emptive (Multi-tasking)
  - Important tasks always finish first
  - Danger of starvation and using hardware concurrently
  - More overhead on resources(RAM) and CPU time

# Pre-emption

- Interrupting a task to execute a different task



- Scheduler decides next task
- Context switch switches the tasks
  - How does it work?



# Switching context

```

while (1)
{
    //declare variables
    int a,b,c,d,e,f,g;

    //perform length calculation
    a=b*(c+d/e*f*g);

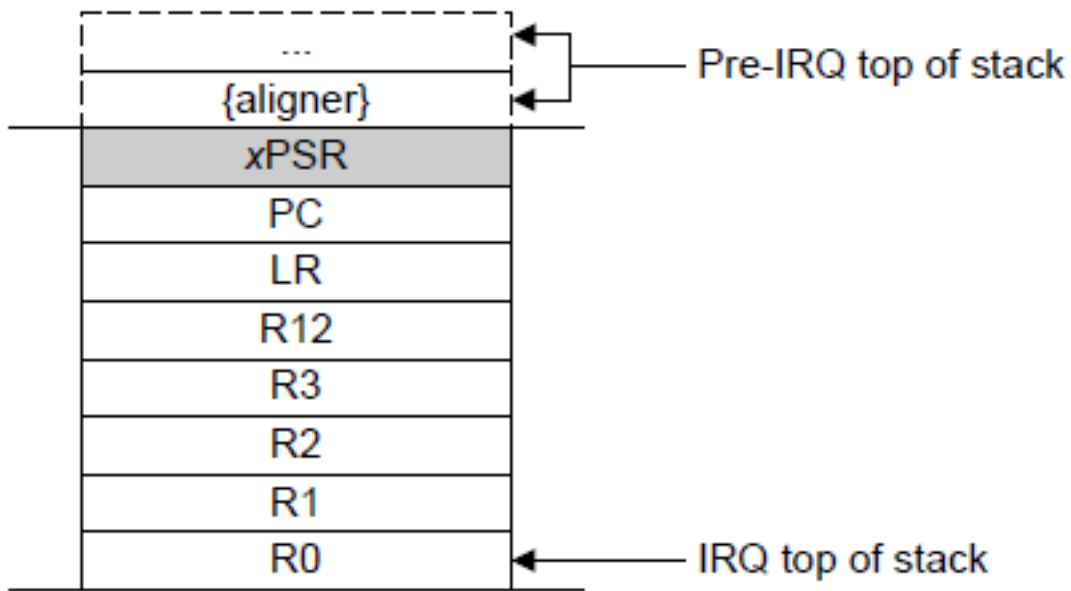
    //add to output queue
    addToQueue(a);
}
    
```

1. Enter exception (PendSV)
2. Save context (CPU registers) to stack
3. Switch stack to new task
4. Load context from stack to CPU
5. Leave exception using new stack

```

1 void task()
2 {
3     float samples[256];
4     float output[256];
5
6     while (1)
7     {
8         ... performFFT(samples);
9     }
10 }
    
```

Name	Value	Description
Core Registers		
PC	0x00000936	Program Counter [Core]
SP	0x20000640	General Purpose Register 13 [Core]
LR	0x00000733	General Purpose Register 14 [Core]
xPSR	0x21000000	Stores the status of interrupt enable bits
R0	0x00008000	General Purpose Register 0 [Core]
R1	0xE000E100	General Purpose Register 1 [Core]
R2	0x200002FC	General Purpose Register 2 [Core]
R3	0x00000000	General Purpose Register 3 [Core]
R4	0x00000002	General Purpose Register 4 [Core]
R5	0x00000000	General Purpose Register 5 [Core]
R6	0x00000000	General Purpose Register 6 [Core]
R7	0x20000648	General Purpose Register 7 [Core]
R8	0x00000000	General Purpose Register 8 [Core]
R9	0x00000000	General Purpose Register 9 [Core]
R10	0xA4420001	General Purpose Register 10 [Core]
R11	0x400FD108	General Purpose Register 11 [Core]
R12	0x400FD000	General Purpose Register 12 [Core]
R13	0x20000640	General Purpose Register 13 [Core]
R14	0x00000733	General Purpose Register 14 [Core]



Debugger interface showing tabs for Variables, Expressions, Registers, and Breakpoints.

Registers	Value	Description
C	0x00000BC6	Program Counter [Core]
P	0x20000204	General Purpose Register 13 - Stack Pointer [Core]
R	0x00000BD7	General Purpose Register 14 - Link Register [Core]
PSR	0x61000000	Stores the status of interrupt enable bits
0	0x00000000	General Purpose Register 0 [Core]
1	0xFFFFFFFF	General Purpose Register 1 [Core]
2	0x00000002	General Purpose Register 2 [Core]
3	0x00000003	General Purpose Register 3 [Core]
4	0x00000002	General Purpose Register 4 [Core]
5	0x00000000	General Purpose Register 5 [Core]
6	0x00000000	General Purpose Register 6 [Core]
7	0x20000648	General Purpose Register 7 [Core]
8	0x00000000	General Purpose Register 8 [Core]
9	0x00000000	General Purpose Register 9 [Core]
10	0xA4420001	General Purpose Register 10 [Core]
11	0x400FD108	General Purpose Register 11 [Core]
12	0x0000000C	General Purpose Register 12 [Core]
13	0x20000204	General Purpose Register 13 [Core]
14	0x00000BD7	General Purpose Register 14 [Core]

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# Pre-emptive scheduling

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- Priority based
  - Scheduler decides and update states of tasks
  - When high priority task comes alive, it interrupts lower priority tasks
  - When all tasks are suspended, the idle task can run
- Round robin
  - Every task gets equal CPU time
  - When all tasks are suspended, the idle task can run
- Demo
  - Instructor demonstrates algorithms

# Problems with pre-emptive scheduling

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- Starvation
  - Low priority tasks don't get cpu time
    - Possible solution: Aging
- Sharing resources
  - Tasks can't use hardware 'simultaneously'
  - Waiting for hardware to come available can cause deadlock or priority inversion
    - Next week

# Assignment week 4/5

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- Done with assignment 1-3?
  - Acquire VersdOS
    - [https://bitbucket.org/HR\\_ELEKTRO/ros01\\_ccs\\_projecten](https://bitbucket.org/HR_ELEKTRO/ros01_ccs_projecten)
    - Import the project into the workspace
    - Possibly select the right compiler version under project settings
- Assignment 4
  - Modify scheduler from round-robin to priority based
  - Modify and optimize code as well as possible
  - Write report chapter about choices and modifications
    - Sunday week 6 23:59- Modulewijzer

# Next Week

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- TI-RTOS
  - What is it
  - Problems and challenges with
  - Threads and IPC (Inter Process Synchronization)
  - POSIX API overview

Read assignment 5 before next week's lesson!