Real Time Operating systems (RTOS) concepts

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RTOS Scheduler.

- Scheduler the core Component of any RTOS kernel,
- Its a set of algorithms that determines which task executes when.
- It's keeping track on the status of each task, and decides which to run.
- In Most RTOSs the developers is the one who sets the priority of each task, regarding to this priority the scheduler will decide which task will run.
- The scheduler assumes that you knew what you where doing while setting tasks priority.
- A bad design for tasks priority, may leads to a high priority task hogs the processor for long time, this is called CPU starvation.

RTOS Scheduler.

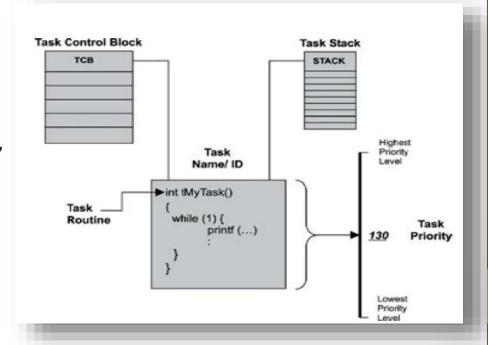
- It's keeping track on the status of each task, and decides which to run.
- Scheduler has no control on tasks on the blocked status.
- If tasks are blocked the scheduler waits an event to unblock this tasks, like an external interrupt from pushing a button.
- If no events happened, surely it's a bad design from your side.

What if two tasks have the same priority are ready?

- Some RTOSs make it illegal to set two tasks with the same priority, and here the kernel limits the number of tasks in an application to the number of priority levels.
- Others will time slice between the two tasks(Round robin).
- Some will run one task until it blocks, then run the other task.

Task object data

- Each task has an associated:
 - a name,
 - a unique ID,
 - a priority,
 - a task control block (TCB),
 - a stack,
 - and a task routine,



Hello World application using RTOS.

```
void hello world1 task(void* p)
  while(1) {
    puts("Hello World1!");
    vTaskDelay(1000);
                                                                           Two Tasks
void hello_world2_task(void* p)
  while(1) {
    puts("Hello World2!");
    vTaskDelay(1000);
int main()
  xTaskCreate(hello world1 task, (signed char*)"task name", STACK BYTES(2048), 0, 1, 0);
  xTaskCreate(hello world2 task, (signed char*)"task name", STACK BYTES(2048), 0, 1, 0);
  vTaskStartScheduler();
  return 0;
```

References and Read more:

- Real-Time Concepts for Embedded Systems book by Qing Li and Carolyn.
 - http://www.e-reading.club/book.php?book=102147
- An Embedded Software Primer by David E. Simon.
 - http://www.amazon.com/Embedded-Software-Primer-David-Simon/dp/020161569X
- Linux Kernel Embedded Systems Building Blocks 2e by Jean J. Labrosse.
 - http://www.amazon.com/Embedded-Systems-Building-Blocks-Ready/dp/0879306041
- FreeRTOS website.
 - http://www.freertos.org