



Real-Time Operating System (Day 2 Lab)

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(Review) 05-1. Tasks

```
TASK(Task1)
{
    printfSerial("Task1 Begins...");
    mdelay(3000);
    printfSerial("Task1 Finishes...");

    TerminateTask();
}
```

```
TASK(Task2)
{
    printfSerial("Task2 Begins...");
    mdelay(3000);
    printfSerial("Task2 Finishes...");

    TerminateTask();
}
```

```
TASK Task1 {
    PRIORITY = 1;
    STACK = SHARED;
    SCHEDULE = FULL;
    AUTOSTART = TRUE;
    ACTIVATION = 1;
};
```

```
TASK Task2 {
    PRIORITY = 2;
    STACK = SHARED;
    SCHEDULE = FULL;
    AUTOSTART = TRUE;
    ACTIVATION = 1;
};
```

클수록 높은
우선순위

(Review) 05-1. Tasks

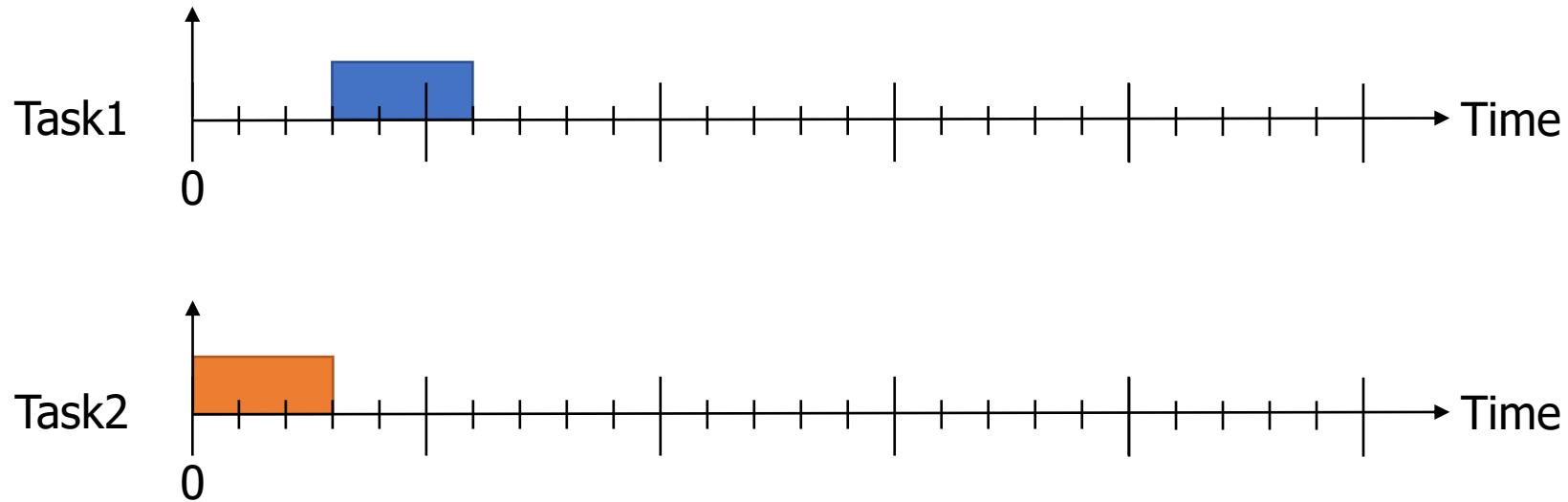
- Task2가 먼저 시작
- Task2 종료 후 Task1 시작

```
PS C:\Users\jongchank\work> pyserial-miniterm.exe COM4 115200
--- Miniterm on COM4 115200,8,N,1 ---
--- Quit: Ctrl+] | Menu: Ctrl+T | Help: Ctrl+T followed by Ctrl+H ---

.....
...OS Starts...
.....
Task2 Begins...
0:
1:
2: Task2 Finishes...Task1 Begins...
3:
4:
5: Task1 Finishes...
6:
7: []
```

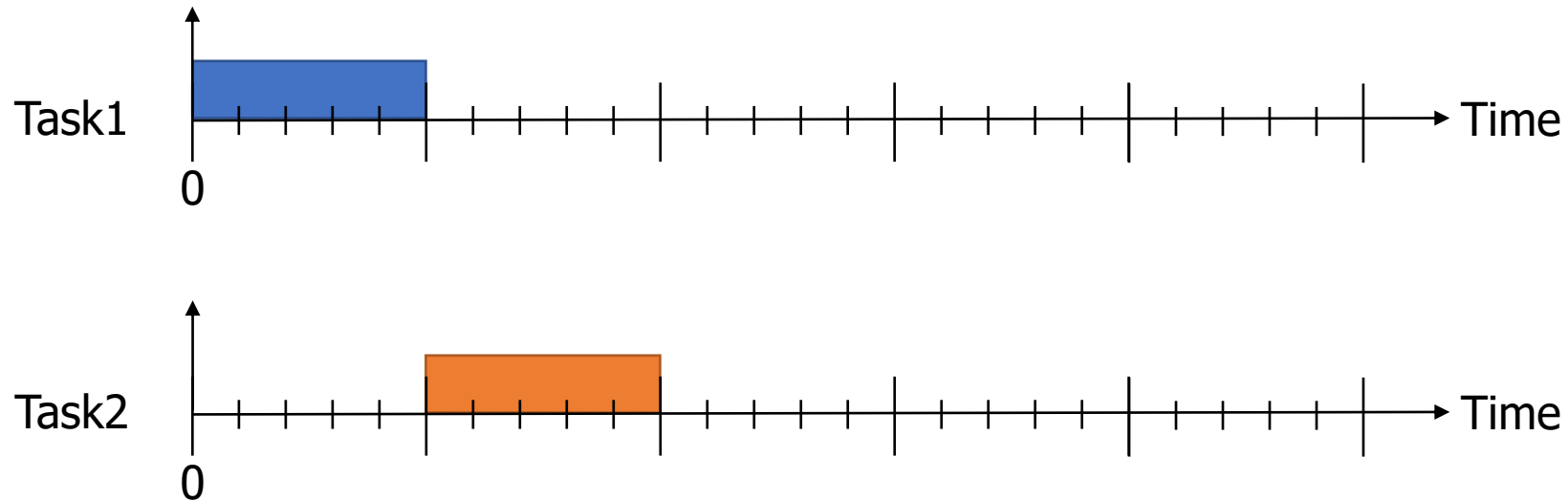
(Review) 05-1. Tasks

- 실행 결과
 - Task1: 낮은 우선순위, 실행 시간 3초
 - Task2: 높은 우선순위, 실행 시간 3초



(Review) 05-2. Tasks

- [예제] 아래 조건의 Task들을 구현해보기
 - Task1: 높은 우선순위, 실행 시간 5초
 - Task2: 낮은 우선순위, 실행 시간 5초



(Review) 06-1. Task Activation

```
ISR2(TimerISR)
{
    static long c = -4;
    osEE_tc_stm_set_sr0_next_match(1000000U);
    if (c == 0)
        ActivateTask(Task1);
    printfSerial("\n%4ld: ", c++);
}
```

```
TASK(Task1)
{
    printfSerial("Task1 Begins...");
    mdelay(3000);
    ActivateTask(Task2);
    mdelay(3000);
    printfSerial("Task1 Finishes...");
    TerminateTask();
}
```

```
TASK(Task2)
{
    printfSerial("Task2 Begins...");
    mdelay(3000);
    printfSerial("Task2 Finishes...");
    TerminateTask();
}
```

```
TASK Task1 {
    ...
    AUTOSTART = FALSE;
    ...
};
```

```
TASK Task2 {
    ...
    AUTOSTART = FALSE;
    ...
};
```

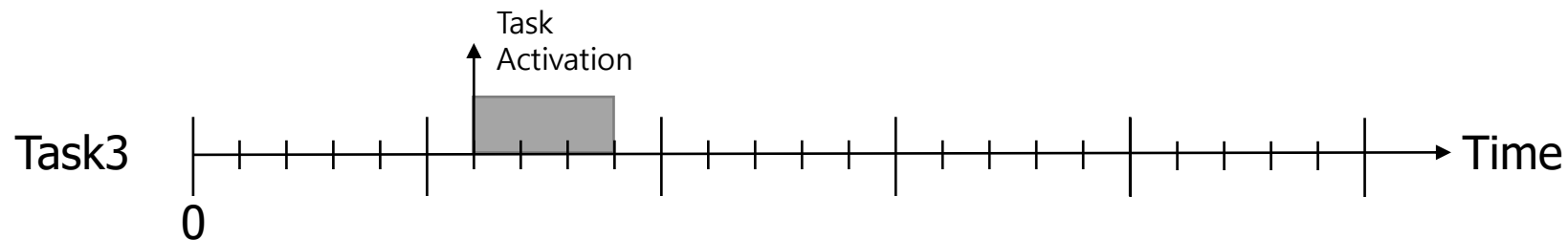
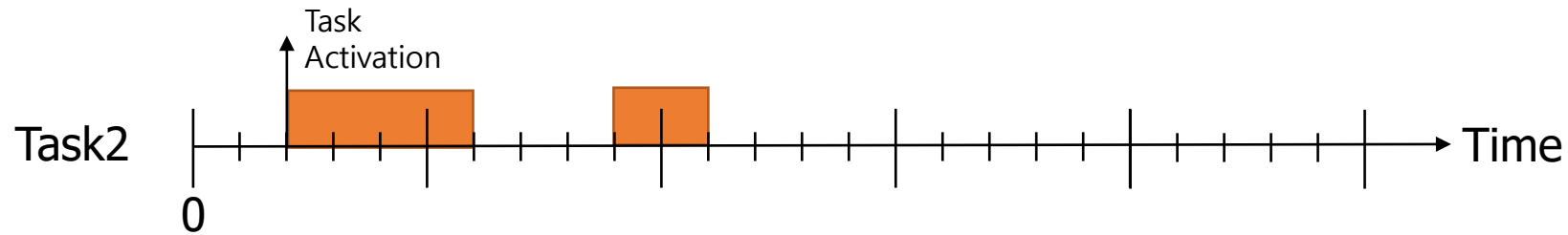
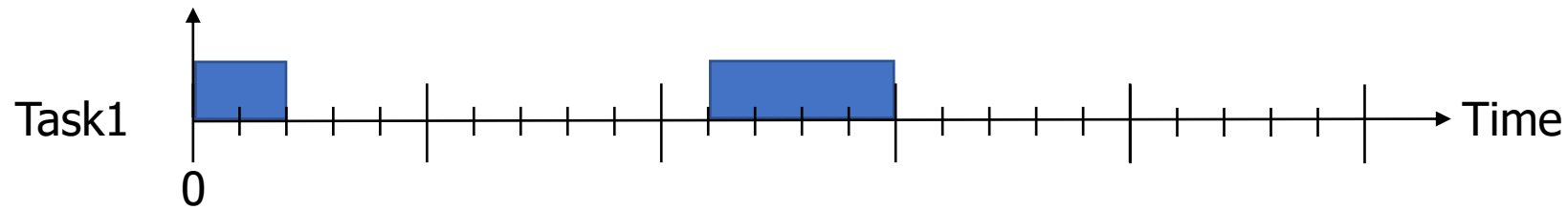
(Review) 06-1. Task Activation

- Timeline -4부터 카운트다운
- Task2의 Task1 선점 확인

```
-4:
-3:
-2:
-1:
 0: Task1 Begins...
 1:
 2:
 3: Task2 Begins...
 4:
 5:
 6: Task2 Finishes...
 7:
 8:
 9: Task1 Finishes...
10:
11: □
```

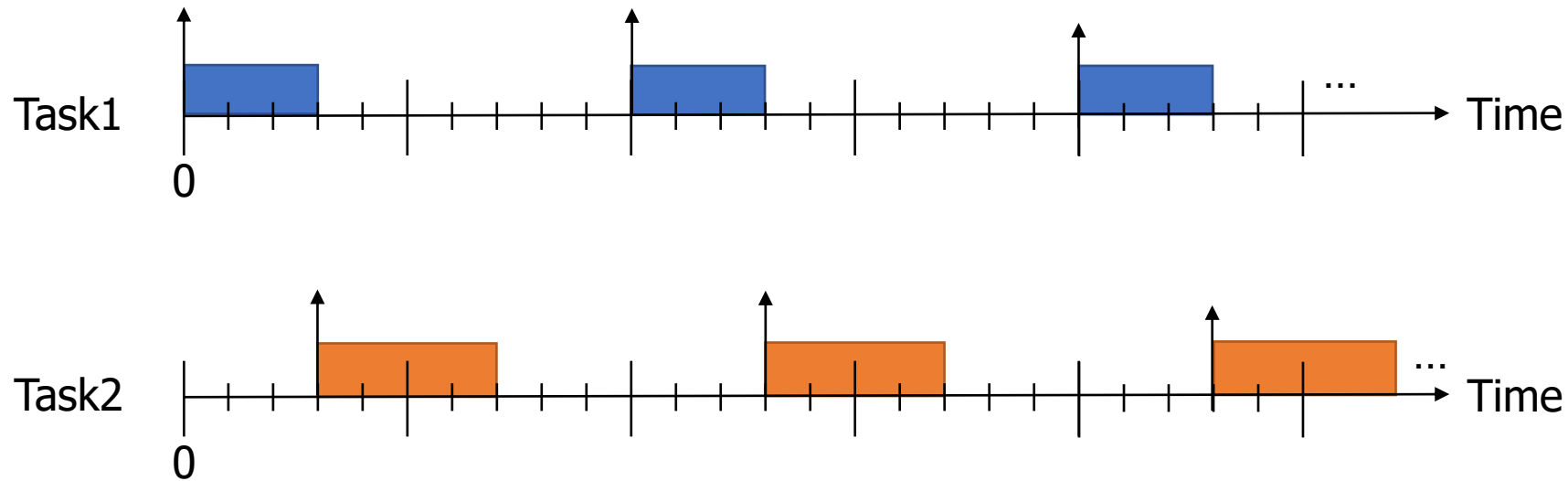
(Review) 06-2. Task Activation

- [예제] ActivateTask 시점 변경 및 Task3까지 만들어서 연쇄 실행
- 아래 그림의 Task 구현해보기



(Review) 06-3. Periodic Tasks

- [예제] 아래 조건의 Task들을 구현해보기
 - Task1: 높은 우선순위, 실행 시간 3초
 - Task2: 낮은 우선순위, 실행 시간 4초
 - AUTOSTART = False로 수정하고 동일하게 구현
 - 타이머 인터럽트를 활용하여 10초마다 주기적으로 실행



09. ButtonISR

- ButtonISR 추가 (Button 입력에 반응하여 Task Activate)

```
ISR2(ButtonISR)
{
    unsigned int a0;
    DisableAllInterrupts();
    osEE_tc_delay(5000);
    a0 = readADCValue(3);
    if (a0 < 500) { /* TOP */
        printfSerial("<BUTTON:T>");
        ActivateTask(Task1);
    } else if (a0 < 1200) { /* DOWN */
        printfSerial("<BUTTON:D>");
        ActivateTask(Task2);
    } else if (a0 < 1600) { /* LEFT */
        printfSerial("<BUTTON:L>");
    } else if (a0 < 2200) { /* RIGHT */
        printfSerial("<BUTTON:R>");
    } else {
        printfSerial("<BUTTON:?>");
    }
    osEE_tc_delay(3000);
    EnableAllInterrupts();
}
```

```
ISR ButtonISR {
    CATEGORY = 2;
    SOURCE = "SCUERU0";
    PRIORITY = 10;
};
```

09. ButtonISR

- Task1, Task2 원상복귀

```
TASK(Task1)
{
    printfSerial("Task1 Begins...");
    mdelay(3000);
    printfSerial("Task1 Finishes...");
    TerminateTask();
}
```

```
TASK(Task2)
{
    printfSerial("Task2 Begins...");
    mdelay(3000);
    printfSerial("Task2 Finishes...");
    TerminateTask();
}
```

09. ButtonISR

```
.....  
...OS Starts...  
.....
```

```
-4:  
-3:  
-2: <BUTTON:T>Task1 Begins...
```

Top 버튼 신호에 따라
Task1 실행

```
-1:  
0:  
1: Task1 Finishes...
```

```
2:  
3:  
4: <BUTTON:D>Task2 Begins...
```

Down 버튼 신호에 따라
Task2 실행

```
5:  
6:  
7: Task2 Finishes...
```

```
8:  
9:  
10:  
11: <BUTTON:L><BUTTON:L>
```

```
12:  
13:  
14: <BUTTON:R>
```

```
15:  
16:
```

09. ButtonISR

- ButtonISR에서 30초 mdelay 실행하면?

```
.....  
...OS Starts...  
.....
```

```
-4:  
-3:  
-2:  
-1:  
0: Task1 Begins...  
1:  
2:  
3: Task1 Finishes...  
4:  
5:  
6: <BUTTON:??>  
7: <BUTTON:??>  
8:  
9:  
10:
```

`mdelay(30000);`

ISR2는 OS와 상호작용, ISR 안에서
오래 걸리는 동작을 하면 Task도 멈추고 버튼도 멈춘다.
시스템 전체가 정지 상태에 빠진다.

09. ButtonISR

- 중복 Activation 하려면?
 - ACTIVATION = 1 → 2로 수정 필요

- ACTIVATION = 1

```
.....
...OS Starts...
.....

-4:
-3:
-2:
-1:
0: Task1 Begins...
1:
2:
3: Task1 Finishes...
4:
5: <BUTTON:T>Task1 Begins...
6:
7: <BUTTON:T>
8: Task1 Finishes...
9:
10:
11:
12:
13:
14:
15:
```

버튼 2회 클릭

Task 1번만 실행

- ACTIVATION = 2

```
.....
...OS Starts...
.....

-4:
-3:
-2:
-1:
0: Task1 Begins...
1:
2:
3: Task1 Finishes...
4:
5: <BUTTON:T>Task1 Begins...
6:
7: <BUTTON:T>
8: Task1 Finishes...Task1 Begins...
9:
10:
11: Task1 Finishes...
12:
13:
14:
15:
```

버튼 2회 클릭

Task 2번 실행!!

10-1. Alarm

- OIL에 COUNTER와 ALARM 추가

```
COUNTER mycounter {  
    MINCYCLE = 1;  
    MAXALLOWEDVALUE = 127;  
    TICKSPERBASE = 1;  
};
```

```
ALARM alarm1 {  
    COUNTER = mycounter;  
    ACTION = ACTIVATETASK {  
        TASK = Task1;  
    };  
    AUTOSTART = TRUE {  
        ALARMTIME = 5;  
        CYCLETIME = 10;  
    };  
};
```

```
ALARM alarm2 {  
    COUNTER = mycounter;  
    ACTION = ACTIVATETASK {  
        TASK = Task2;  
    };  
    AUTOSTART = TRUE {  
        ALARMTIME = 5;  
        CYCLETIME = 20;  
    };  
};
```

10-1. Alarm

- TimerISR에서
 - ActivateTask(Task1) 삭제
 - mycounter 증가

```
ISR2(TimerISR)
{
    static long c = -4;
    osEE_tc_stm_set_sr0_next_match(1000000U);
if (c == 0)
    ActivateTask(Task1);
    IncrementCounter(mycounter);
    printfSerial("\n%4ld: ", c++);
}
```


10-1. Alarm

- Alarm1: Task1 실행
 - OS 시작 후 5ms 뒤 첫 실행, 이후 10ms 주기
- Alarm2: Task2 실행
 - OS 시작 후 5ms 뒤 첫 실행, 이후 20ms 주기

우선순위에 따라,
Task2 먼저 실행 후
Task1 실행

```
.....  
...OS Starts...  
.....  
  
-4:  
-3:  
-2:  
-1:  
0: Task2 Begins...  
1:  
2:  
3: Task2 Finishes...Task1 Begins...  
4:  
5:  
6: Task1 Finishes...  
7:  
8:  
9:  
10: Task1 Begins...  
11:  
12:  
13: Task1 Finishes...  
14:  
15:  
16:  
17:  
18:  
19:  
20: Task2 Begins...  
21:  
22:  
23: Task2 Finishes...Task1 Begins...  
24:  
25:  
26: Task1 Finishes...  
27:  
28:  
29:
```

11. Alarm Callback

- 콜백 함수 등록

```
ALARMCALLBACK(MyCallback)
{
    printfSerial("<MyCallback>");
}
```

```
ALARM alarm3 {
    COUNTER = mycounter;
    ACTION = ALARMCALLBACK {
        ALARMCALLBACKNAME = "MyCallback";
    };
    AUTOSTART = TRUE {
        ALARMTIME = 5;
        CYCLETIME = 15;
    };
};
```

12. Event

```
ISR2(ButtonISR)
{
    unsigned int a0;
    DisableAllInterrupts();
    osEE_tc_delay(5000);
    a0 = readADCValue(3);
    if (a0 < 500) {
        printfSerial("<BUTTON:T>");
        SetEvent(Task2, Event1);
    } else if (a0 < 1200) {
        printfSerial("<BUTTON:D>");
        SetEvent(Task2, Event2);
    } else if (a0 < 1600) {
        printfSerial("<BUTTON:L>");
    } else if (a0 < 2200) {
        printfSerial("<BUTTON:R>");
    } else {
        printfSerial("<BUTTON:?>");
    }
    osEE_tc_delay(3000);
    EnableAllInterrupts();
}
```

```
CPU_DATA = TRICORE {
    ID = 0x0;
    CPU_CLOCK = 200.0
    MULTI_STACK = TRUE;
};
...
EVENT Event1 { MASK = AUTO; };
EVENT Event2 { MASK = AUTO; };
...
TASK Task2 {
    PRIORITY = 2;
    STACK = PRIVATE {
        SIZE = 1024;
    };
    SCHEDULE = FULL;
...
    EVENT = Event1;
    EVENT = Event2;
...
}
```

12. Event

```
TASK(Task2)
{
    EventMaskType mask;
    printfSerial("Task2 Begins...");
    printfSerial("Task2 Waits...");
    WaitEvent(Event1 | Event2);
    printfSerial("Task2 Wakes Up...");
    GetEvent(Task2, &mask);
    if (mask & Event1) {
        printfSerial("[Event1]");
        ClearEvent(Event1);
    }
    if (mask & Event2) {
        printfSerial("[Event2]");
        ClearEvent(Event2);
    }
    printfSerial("Task2 Finishes...");
    TerminateTask();
}
```

12. Event

- OS 시작 시 알람 콜백과 Task2가 먼저 실행 → Task2는 이벤트 대기 상태로 진입
- 버튼 입력으로 Event1이 발생하면 Task2가 깨어나 이벤트를 처리하고 종료됨

```
.....  
...OS Starts...  
.....  
  
-4:  
-3:  
-2:  
-1: <MyCallback>  
0: Task2 Begins...Task2 Waits...Task1 Begins...  
1:  
2:  
3: Task1 Finishes...  
4:  
5:  
6:  
7:  
8:  
9:  
10: Task1 Begins...<BUTTON:T>Task2 Wakes Up...[Event1]Task2 Finishes...  
11:  
12:  
13: Task1 Finishes...
```

우선순위에 따라,
Task2 먼저 실행 후
Task1 실행

12. Event

- 우선순위 반대의 경우 스케줄링

```
.....  
...OS Starts...  
.....  
  
-4:  
-3:  
-2:  
-1: <MyCallback>  
0: Task1 Begins...  
1:  
2:  
3: Task1 Finishes...Task2 Begins...Task2 Waits...  
4:  
5:  
6:  
7:  
8:  
9:  
10: Task1 Begins...<BUTTON:T>  
11:  
12:  
13: Task1 Finishes...Task2 Wakes Up...[Event1]Task2 Finishes...  
14: <MyCallback>  
15:  
16:
```

우선순위에 따라,
Task1 먼저 실행 후
Task2 실행

13. Alarm SetEvent

- Alarm을 이용한 주기적인 SetEvent Action

```
ALARM alarm3 {  
    COUNTER = mycounter;  
    ACTION = SETEVENT {  
        TASK = Task2;  
        EVENT = Event1;  
    };  
    AUTOSTART = TRUE {  
        ALARMTIME = 7;  
        CYCLETIME = 20;  
    };  
};
```

13. Alarm SetEvent

- Alarm을 이용한 주기적인 SetEvent Action

```
.....  
...OS Starts...  
.....  
  
-4:  
-3:  
-2:  
-1:  
0: Task2 Begins...Task2 Waits...Task1 Begins...  
1:  
2: Task2 Wakes Up...[Event1]Task2 Finishes...  
3: Task1 Finishes...  
4:  
5:  
6:  
7:  
8:  
9:  
10: Task1 Begins...  
11:  
12:  
13: Task1 Finishes...  
14:  
15:  
16:  
17:  
18:  
19:  
20: Task2 Begins...Task2 Waits...Task1 Begins...  
21:  
22: Task2 Wakes Up...[Event1]Task2 Finishes...  
23: Task1 Finishes...  
24:
```

Alarm에 의해 주기적으로 Event
가 발생하여 Task2 깨어남

14. Hook

- OIL Hook 사용 설정

```
KERNEL_TYPE = OSEK {  
    CLASS = ECC2; // Default  
};
```

```
STARTUPHOOK = TRUE;  
SHUTDOWNHOOK = TRUE;  
PRETASKHOOK = TRUE;  
POSTTASKHOOK = TRUE;  
};
```

14. Hook

- Task2 원상복귀

```
TASK(Task2)
{
    printfSerial("Task2 Begins...");
    mdelay(3000);
    printfSerial("Task2 Finishes...");
    TerminateTask();
}
```

- ButtonISR에 ShutdownOS 추가

```
ISR2(ButtonISR)
{
    ...
    if (a0 < 500) {
        printfSerial("<BUTTON:T>");
        SetEvent(Task2, Event1);
    } else if (a0 < 1200) {
        printfSerial("<BUTTON:D>");
        SetEvent(Task2, Event2);
    } else if (a0 < 1600) {
        printfSerial("<BUTTON:L>");
    } else if (a0 < 2200) {
        printfSerial("<BUTTON:R>");
        ShutdownOS(1);
    }
    ...
}
```

14. Hook

- StartupHook
- ShutdownHook

```
void StartupHook(void)
{
    printfSerial("[StartupHook]");
}

void ShutdownHook(StatusType Error)
{
    printfSerial("[ShutdownHook]");
}
```

14. Hook

- PreTaskHook
- PostTaskHook

```
void PreTaskHook(void)
{
    TaskType id;
    GetTaskID(&id);
    printfSerial("[PreTaskHook(%d)]", id);
    printState(Task1);
    printState(Task2);
}

void PostTaskHook(void)
{
    TaskType id;
    GetTaskID(&id);
    printfSerial("[PostTaskHook(%d)]", id);
    printState(Task1);
    printState(Task2);
}
```

14. Hook

```
.....
...OS Starts...
.....
[StartupHook]
-4:
-3:
-2:
-1:
0: [PreTaskHook (4)]3: ready...4: running...Task2 Begins...
1:
2:
3: Task2 Finishes...[PostTaskHook(4)]3: ready...4: running...[PreTaskHook (3)]3: running...4: suspended...Task1 Begins...
4:
5:
6: Task1 Finishes...[PostTaskHook(3)]3: running...4: suspended...[PostTaskHook(3)]3: running...4: suspended...
7:
8:
9:
10: Task1 Begins...
11:
12:
13: Task1 Finishes...[PostTaskHook(3)]3: running...4: suspended...[PostTaskHook(3)]3: running...4: suspended...
14:
15:
16:
17:
18:
19:
```

15. Error Handling

- OIL 파일 설정

오류가 발생한 Service ID와
Parameter 정보 접근

```
...  
    KERNEL_TYPE = OSEK {  
        CLASS = ECC2; // Default  
    };  
    STARTUPHOOK = FALSE;  
    SHUTDOWNHOOK = FALSE;  
    PRETASKHOOK = FALSE;  
    POSTTASKHOOK = FALSE;  
    ERRORHOOK = TRUE;  
    USEGETSERVICEID = TRUE;  
    USEPARAMETERACCESS = TRUE;  
};  
...
```

15. Error Handling

```
ISR2(TimerISR)
{
    static long c = -4;
    osEE_tc_stm_set_sr0_next_match(1000000U);
    TaskStateType s;
    if (c == 5) {
        GetTaskState(30, &s);
    }
    IncrementCounter(mycounter);
    printfSerial("\n%4ld: ", c++);
}

void ErrorHook(StatusType error)
{
    printfSerial("[ErrorHook: error = %d, service = %d, TaskID = %d]",
        error,
        OSErrorGetServiceId(),
        OSError_GetTaskState_TaskID());
}
```

고의 에러
잘못된 ID = 30

Parameter 정보 접근 매크로
(ee_oo_api_osek.h)

15. Error Handling

```
E_OK,                /* ((StatusType)0) */
E_OS_ACCESS,         /* ((StatusType)1) */
E_OS_CALLEVEL,       /* ((StatusType)2) */
E_OS_ID,             /* ((StatusType)3) */
E_OS_LIMIT,          /* ((StatusType)4) */
E_OS_NOFUNC,         /* ((StatusType)5) */
E_OS_RESOURCE,       /* ((StatusType)6) */
E_OS_STATE,          /* ((StatusType)7) */
E_OS_VALUE,          /* ((StatusType)8) */
E_OS_SERVICEID,      /* ((StatusType)9) */
E_OS_ILLEGAL_ADDRESS, /* ((StatusType)10) */
...
```

ee_api_types.h

```
OSServiceId_ActivateTask      = (0),
OSServiceId_TerminateTask     = (2),
OSServiceId_ChainTask         = (4),
OSServiceId_Schedule          = (6),
OSServiceId_GetTaskID         = (8),
OSServiceId_GetTaskState      = (10)
,
OSServiceId_DisableAllInterrupts = (12)
,
OSServiceId_EnableAllInterrupts  = (14)
,
OSServiceId_SuspendAllInterrupts = (16)
,
OSServiceId_ResumeAllInterrupts  = (18)
,
OSServiceId_SuspendOSInterrupts  = (20)
,
OSServiceId_ResumeOSInterrupts   = (22)
...
```


15. Error Handling

```
/**
 * \brief This macro returns the TaskID parameter passed to ActivateTask().
 * \ingroup primitives-hook
 */
#define OSErrror_ActivateTask_TaskID()\
    ((TaskType)osEE_get_api_param1().num_param)

/**
 * \brief This macro returns the TaskID parameter passed to ChainTask().
 * \ingroup primitives-hook
 */
#define OSErrror_ChainTask_TaskID()\
    ((TaskType)osEE_get_api_param1().num_param)

/**
 * \brief This macro returns the TaskID parameter passed to GetTaskID().
 * \ingroup primitives-hook
 */
#define OSErrror_GetTaskID_TaskID()\
    ((TaskRefType)osEE_get_api_param1().p_param)
```

ee_oo_api_osek.h

15. Error Handling

```
.....  
...OS Starts...  
.....  
  
-4:  
-3:  
-2:  
-1:  
0: Task2 Begins...  
1:  
2:  
3: Task2 Finishes...Task1 Begins...  
4: [ErrorHook: error = 3, service = 10, TaskID = 30]  
5:  
6: Task1 Finishes...  
7:  
8:  
9:  
10: Task1 Begins...  
11:  
12:  
13: Task1 Finishes...  
14:  
15:  
16:  
17:  
18: <BUTTON:R> → Shutdown
```

고의 에러
잘못된 ID = 30

16. Deadline Miss

```
ISR2(TimerISR)
{
    static long c = -4;
    osEE_tc_stm_set_sr0_next_match(1000000U
);
    IncrementCounter(mycounter);
    printfSerial("\n%4ld: ", c++);
}

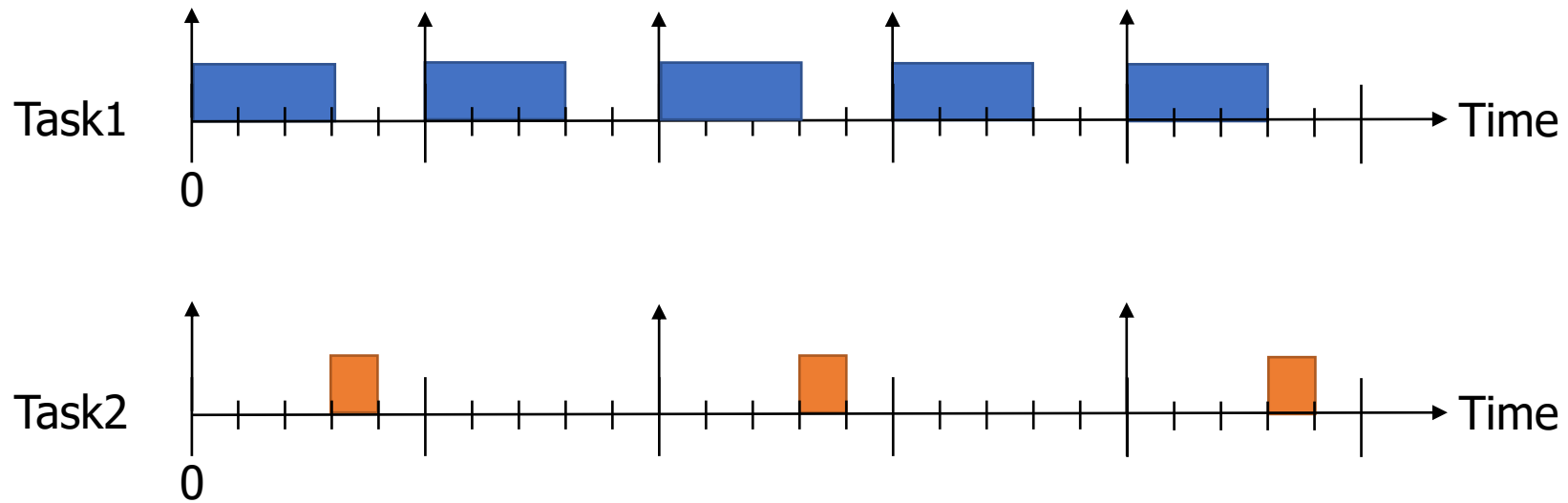
TASK(Task1)
{
    TaskType id;
    printfSerial("Task1 Begins...");
    mdelay(7000);
    printfSerial("Task1 Finishes...");
    TerminateTask();
}
```

```
.....
...OS Starts...
.....

-4:
-3:
-2:
-1:
0: Task2 Begins...
1:
2:
3: Task2 Finishes...Task1 Begins...
4:
5:
6:
7:
8: Kernel Internal Error
9: [ErrorHook: error = 4, service = 82 TaskID = -1]
10: Task1 Finishes...
11: 이 경우 Task1의 Deadline Miss
12: : Activation 수 초과
13:
```

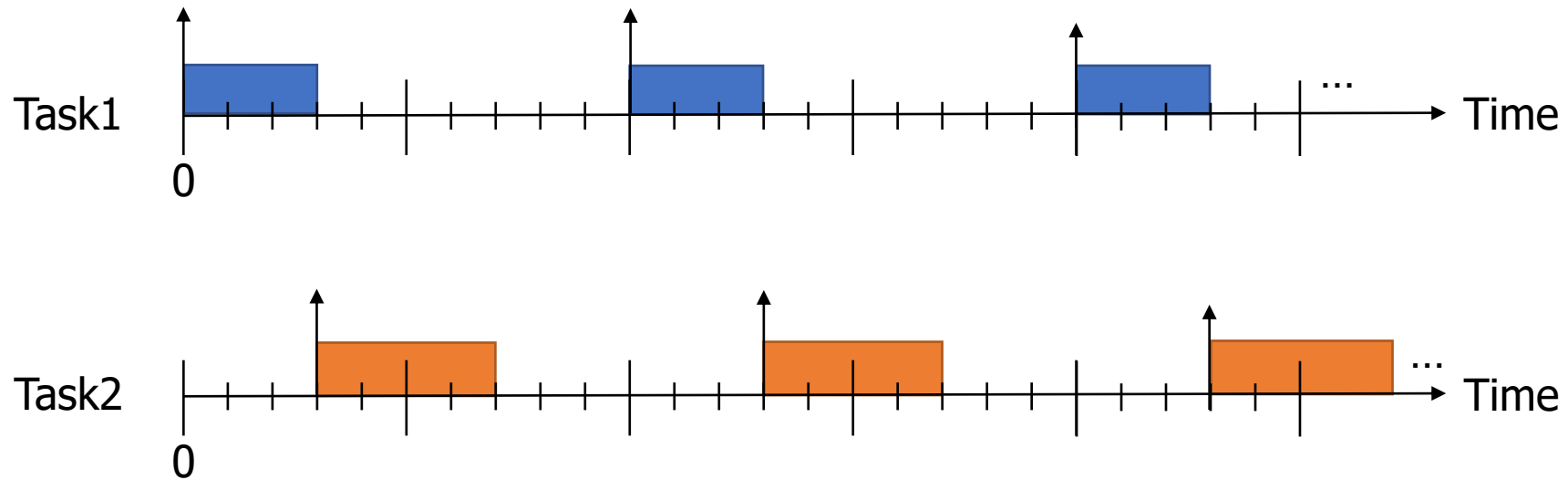
10-2. Alarm

- [예제] 알람을 활용하여 아래 Timing diagram 구현하기



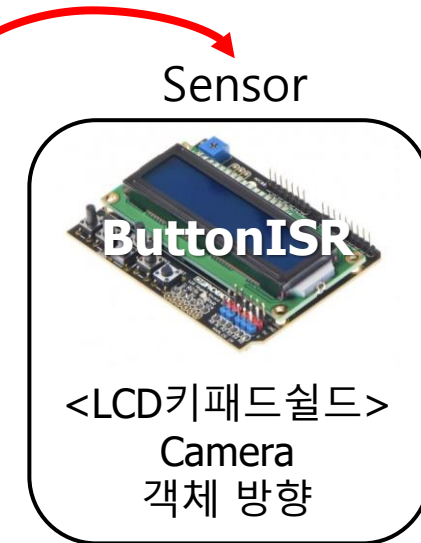
10-3. Alarm

- [예제] 06-3. Periodic Tasks
 - Task1: 높은 우선순위, 실행 시간 3초
 - Task2: 낮은 우선순위, 실행 시간 4초
 - **알람**을 활용하여 10초마다 주기적으로 실행



Team Project

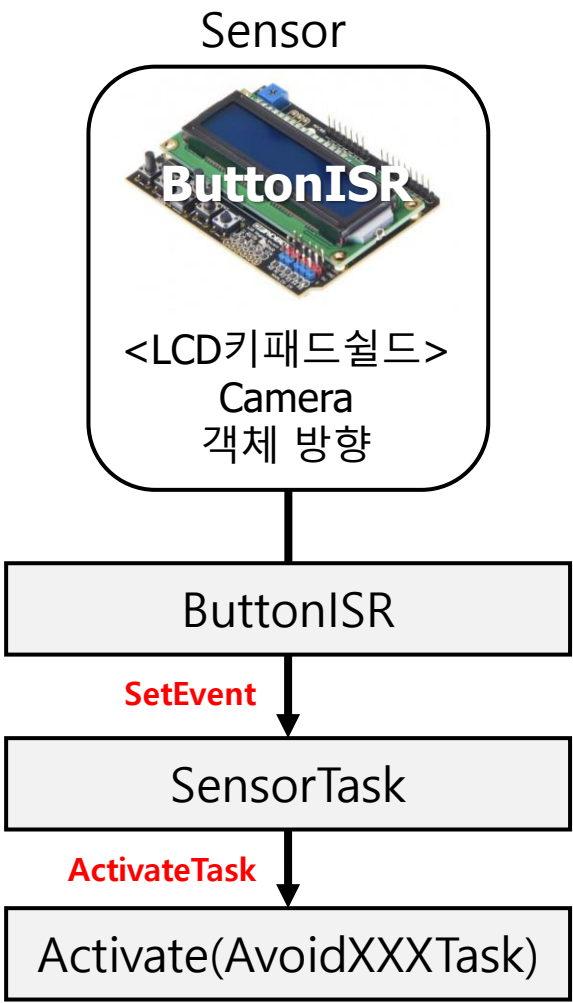
- RTOS 기반 자율주행 장애물 감지 및 회피 시스템
 - ButtonISR로 전방 객체의 위치를 파악한 후 적절한 Task를 실행
 - ✓ RTOS에서 ISR, Task, Event 구조 이해
 - ✓ 자율주행 시스템처럼 Event 기반 판단 및 회피 전략 구성



Team Project

- 시스템 시나리오
 - 1. 자율주행 차량이 주행 중
 - 2. 전방 / 좌측 / 우측에 장애물이 감지
 - 3. 감지 Event에 따라 적절한 Task 실행

Task 이름	우선순위	기능 설명
SensorTask	3	방향 판단, AvoidTask 결정
AvoidFrontTask	4	전방 회피
AvoidLeftTask	2	좌측 회피
AvoidRightTask	2	우측 회피



Questions

