# Real-Time Operating System (Day 1 Lab)


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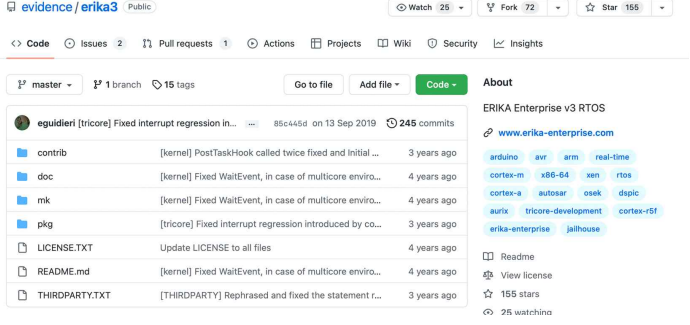
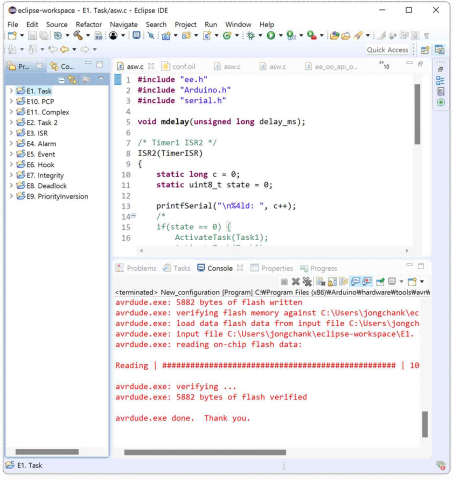
# Erika Enterprise

- 이탈리아 EVIDENCE에서 개발된 오픈소스 OSEK/VDX RTOS
- 듀얼 라이센스 정책 (오픈소스 라이센스 + 상용 라이센스)
- RTOS 연구 및 교육에 널리 사용
- GitHub 리포

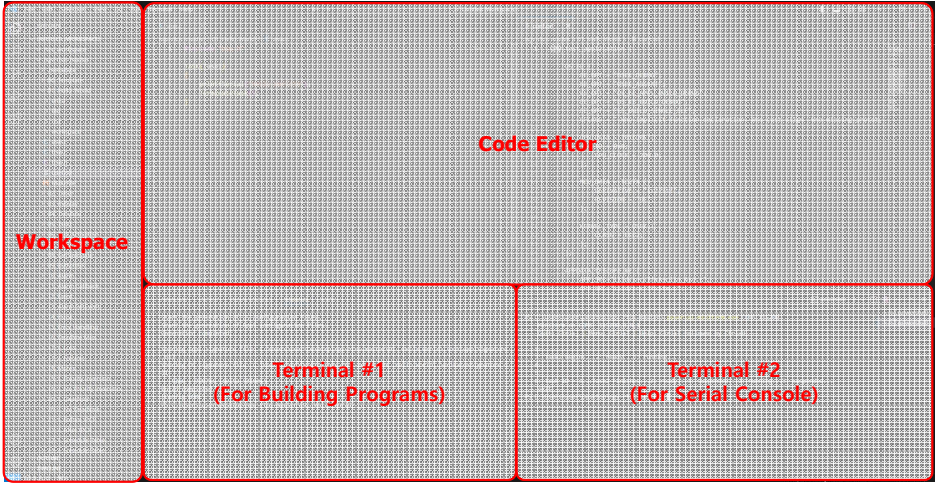


# Eclipse 기반 IDE (old)

- 프로젝트 생성
- OIL 파일, C/C++ 파일 편집
- 프로젝트 빌드
- 실행파일 다운로드
- ...

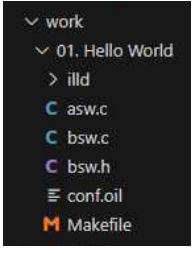


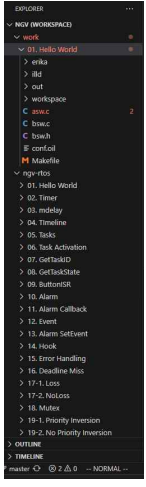
# Visual Studio Code 기반 개발환경 (new)



# Workspace

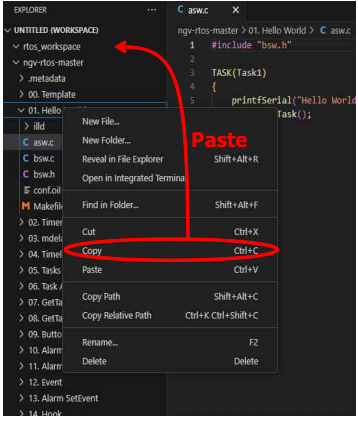
- Directory Structure
  - `rtos_workspace`: working directory
  - `ngv-rtos-master`: example source files
- Example Projects Directory Structure
  - `illd/`: Infineon Low Level Driver
  - `asw.c`: Application SW code
  - `bsw.c`: Basic SW code
  - `bsw.h`: Basic SW header
  - `conf.oil`: OIL configuration file
  - `Makefile`: Top-level Makefile



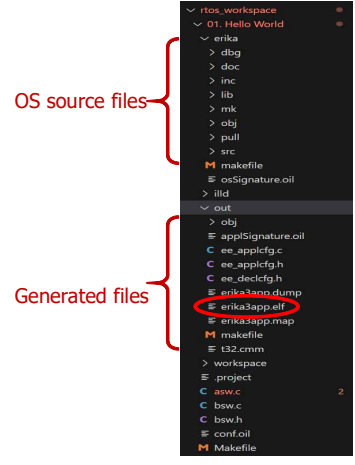
# Workflow

- Basic Workflow
  1) Copy a project (e.g., 01. Hello World) from to working directory
  2) Edit source files (.C or .H) and OIL files
  3) Build
- Build Process (in Terminal #1)
  1) `cd 01. Hello World\`
  2) `make config`
     - Generate OS kernel files from conf.oil
  3) `make`
     - Generate an executable file



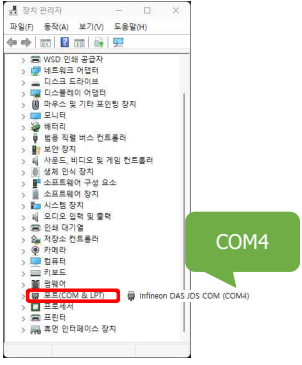
# Generated Files

- erika/
  - OS source files
- out/
  - Generated files from the OIL file
  - Object files
  - Executable (ELF) file (`erika3app.elf`)



# Serial Console

- 장치관리자에서 COM 포트 확인 (e.g., COM4)
- pyserial-miniterm 이용하여 시리얼 콘솔 시작 (Terminal #2)




COM4

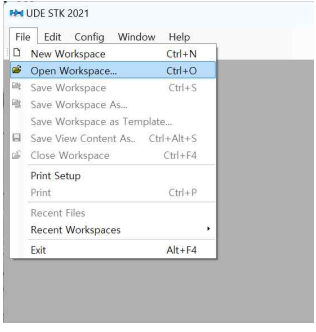
COM 포트

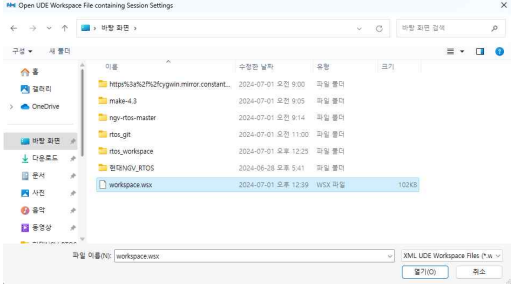
Baudrate

```
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 ---
```

# Program Flashing by UDE #1

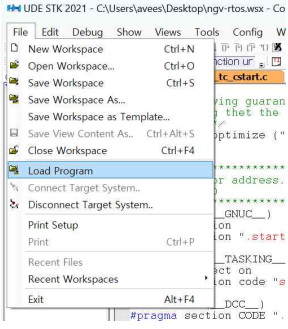
- File → Open Workspace
- 바탕화면의 workspace.wsx 열기

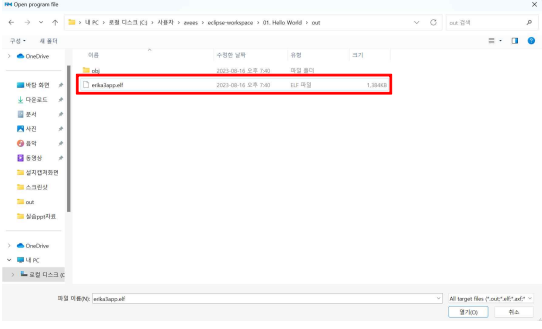


# Program Flashing by UDE #2

- File → [illegible]
- 프로젝트 폴더의 out/erika3app.elf 열기



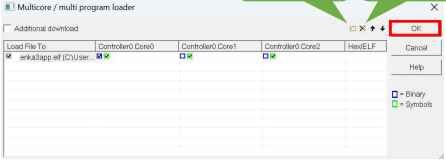



# Program Flashing by UDE #3

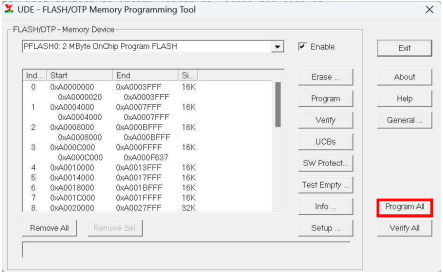
새 파일 열기

기존 파일 해제

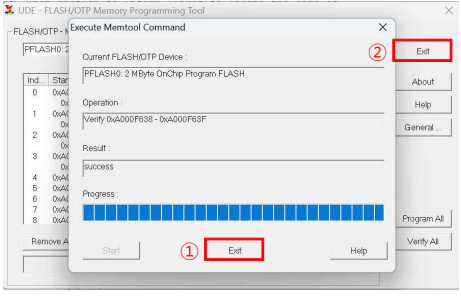
- Step1




- Step2

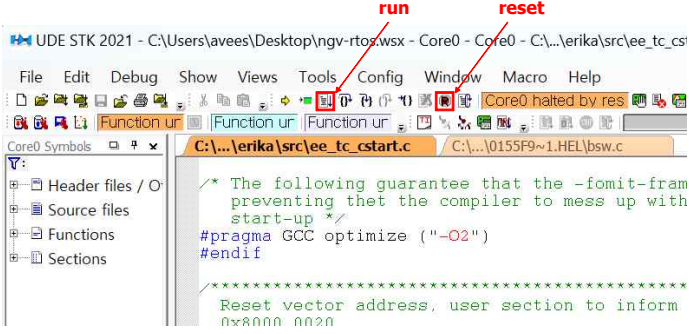



- Step3



# Program Flashing by UDE #4

- 프로그램 실행 (run)
- 기존 프로그램 실행중일 경우 reset 후 실행



# 01. Hello World

Make config는 OIL 변경시에만

```
$ make config
$ make
```

- 00. Template 복사
- asw.c에 TASK 추가
- OIL 파일에 TASK 추가
- printfSerial() 함수 사용 (시리얼 콘솔 출력)

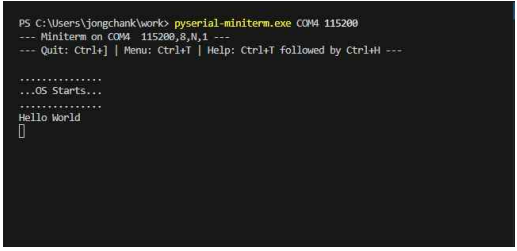
```c
#include "bsw.h"


TASK(Task1)
{
    printfSerial("Hello World\n");

    TerminateTask();
}
```

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

자동 시작

# 01. Hello World

- OS 시작 후
- Hello World 출력



# 02. Timer

- C 파일에 ISR2로 TimerISR 추가
- OIL 파일에 TimerISR 추가
  - Category 2

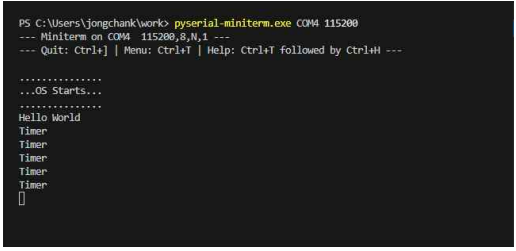
1초 뒤
interrupt 등록

```
ISR2(TimerISR)
{
    osEE_tc_stm_set_sr0_next_match(1000000U);
    printfSerial("Timer\n");
}
```

```
ISR TimerISR {
    CATEGORY = 2;
    SOURCE = "STM0SR0";
    PRIORITY = 2;
};
```

# 02. Timer

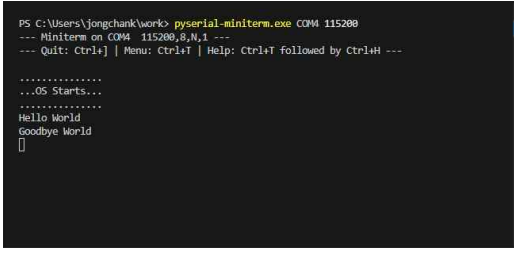
- Hello World 출력후 Timer 반복



# 03. mdelay

- mdelay 함수 이용 3초 실행시간

```
TASK(Task1)
{
    printfSerial("Hello World\n");

    mdelay(3000);

    printfSerial("Goodbye World\n");
    TerminateTask();
}
```



# 04. Timeline

• TimerISR 이용 초단위 Timeline 출력

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

# 05. Tasks

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

    TerminateTask();
}

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

    TerminateTask();
}
```

- 우선순위 2의 Task2 추가

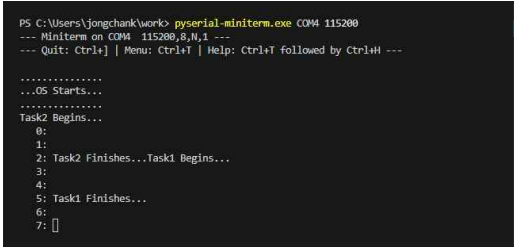
클수록 높은 우선순위

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

# 05. Tasks

- Task2가 먼저 시작
- Task2 종료 후 Task1 시작

- 우선순위를 바꾼다면?



# 06. Task Activation

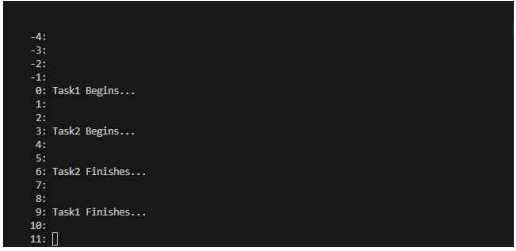
```
ISR2(TimerISR)
{
    static long c = -4;
    osEE_tc_stm_set_sr0_next_match(1000000U);
    if (c == 0)
        ActivateTask(Task1);
    printfSerial("\n%4ld: ", c++);
}

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;
    …
};
```

# 06. Task Activation

- Timeline -4부터 카운트다운
- Task2의 Task1 선점 확인
- ActivateTask 위치 바꾸면?
- 우선순위가 바뀌면?
- ChainTask 활용
- Task3까지 만들어서 연쇄 실행



# 07. GetTaskID

```
TASK(Task1)
{
    TaskType id;
    printfSerial("Task1 Begins...");
    mdelay(3000);
    ActivateTask(Task2);
    mdelay(3000);
    GetTaskID(&id);
    printfSerial("Task ID = %d...", id);
    printfSerial("Task1 Finishes...");
    TerminateTask();
}
```

```
TASK(Task2)
{
    TaskType id;
    printfSerial("Task2 Begins...");
    mdelay(3000);
    GetTaskID(&id);
    printfSerial("Task ID = %d...", id);
    printfSerial("Task2 Finishes...");
    TerminateTask();
}
```

# 07. GetTaskID

- 자연수 Task ID 확인
- Unique ID일 뿐 정의된 의미 없음

# 08. GetTaskState

```
TASK(TaskM)
{
    printState(Task1);
    printState(Task2);

    TerminateTask();
}
```

```
TASK TaskM {
    PRIORITY = 3;
    STACK = SHARED;
    SCHEDULE = FULL;
    AUTOSTART = FALSE;
    ACTIVATION = 1;
};
```

```
void printState(TaskType id) {
    TaskStateType state;

    if (GetTaskState(id, &state) == E_OK) {
        switch (state) {
            case SUSPENDED:
                printfSerial("%d: suspended...", id);
                break;
            case READY:
                printfSerial("%d: ready...", id);
                break;
            case WAITING:
                printfSerial("%d: waiting...", id);
                break;
            case RUNNING:
                printfSerial("%d: running...", id);
                break;
            }
    }
}
```

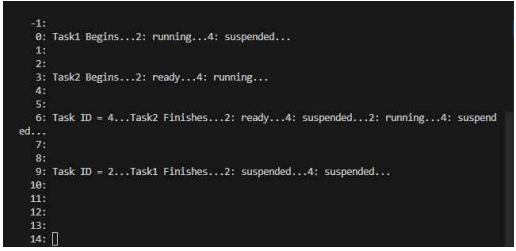
# 08. GetTaskState

```
TASK(Task1)
{
    TaskType id;
    printfSerial("Task1 Begins...");
    printState(Task1);
    printState(Task2);
    mdelay(3000);
    ActivateTask(Task2);
    printState(Task1);
    printState(Task2);
    mdelay(3000);
    GetTaskID(&id);
    printfSerial("Task ID = %d...", id);
    printfSerial("Task1 Finishes...");
    ChainTask(TaskM);
}
```

```
TASK(Task2)
{
    TaskType id;
    printfSerial("Task2 Begins...");
    printState(Task1);
    printState(Task2);
    mdelay(3000);
    GetTaskID(&id);
    printfSerial("Task ID = %d...", id);
    printfSerial("Task2 Finishes...");
    ChainTask(TaskM);
}
```

# 08. GetTaskState

- Task 상태 변화 관찰
- 우선순위, Activation 패턴 변화의 영향은?



# Questions