

Embedded Operating System Implementing Earliest Deadline First (EDF) with

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OUTLINE

- 1. Introduction to EDF**
- 2. Algorithm architecture**
- 3. Implementation**

1 - Introduction to EDF

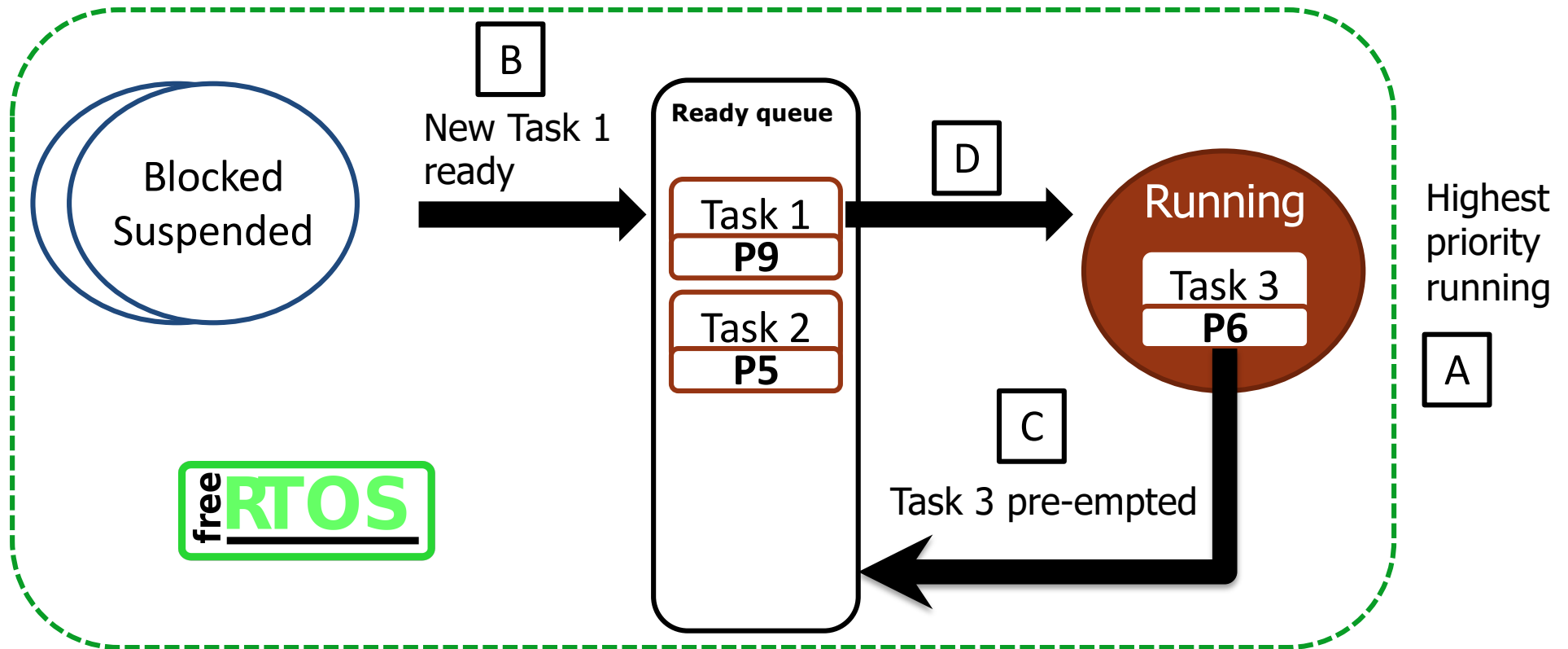
Definition

- Earliest deadline first (EDF) or least time to go is a **dynamic priority scheduling** algorithm used in real-time operating systems.

Scheduling Policy

- ❖ Whenever a scheduling event occurs (task finishes, new task released, etc.) the process **closest to its deadline** is the **next** to be scheduled for execution.

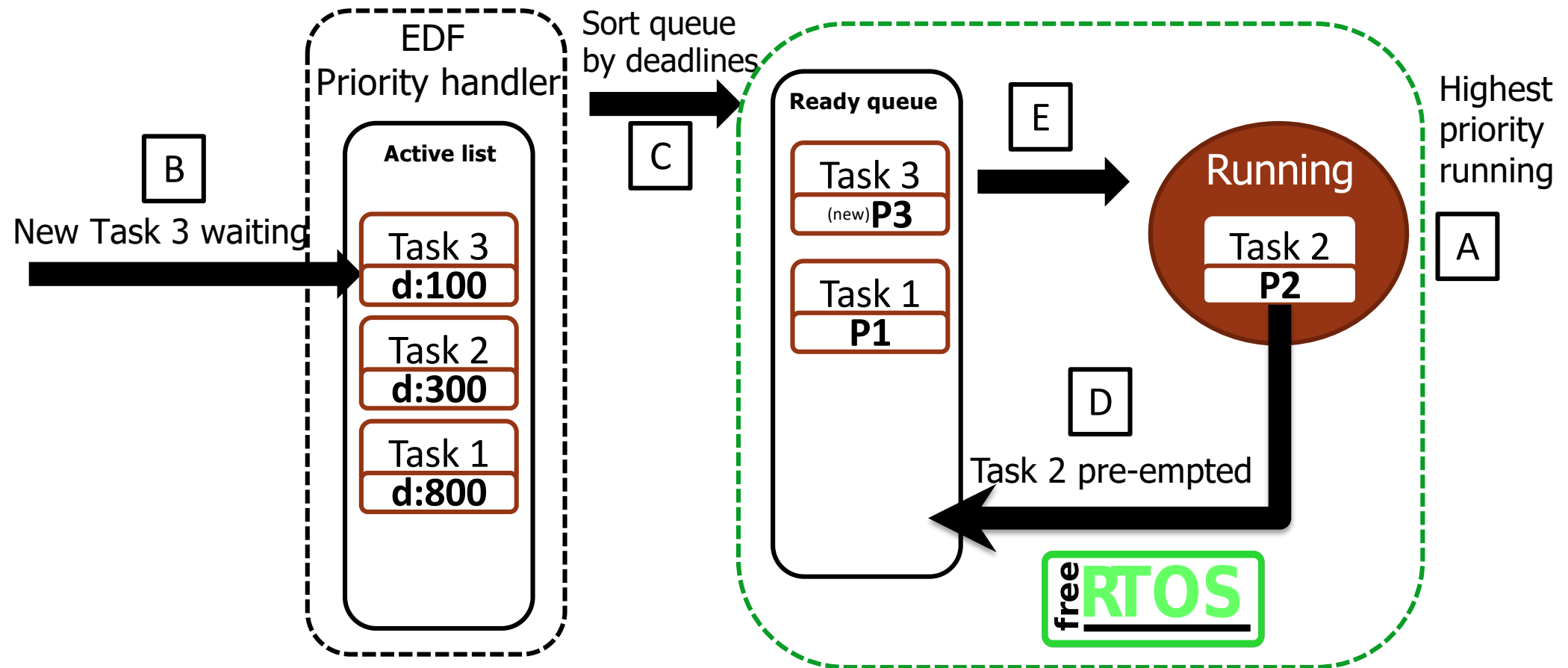
FreeRTOS scheduling policy



1 - Introduction to EDF

Can we modify the FreeRTOS scheduling policy?

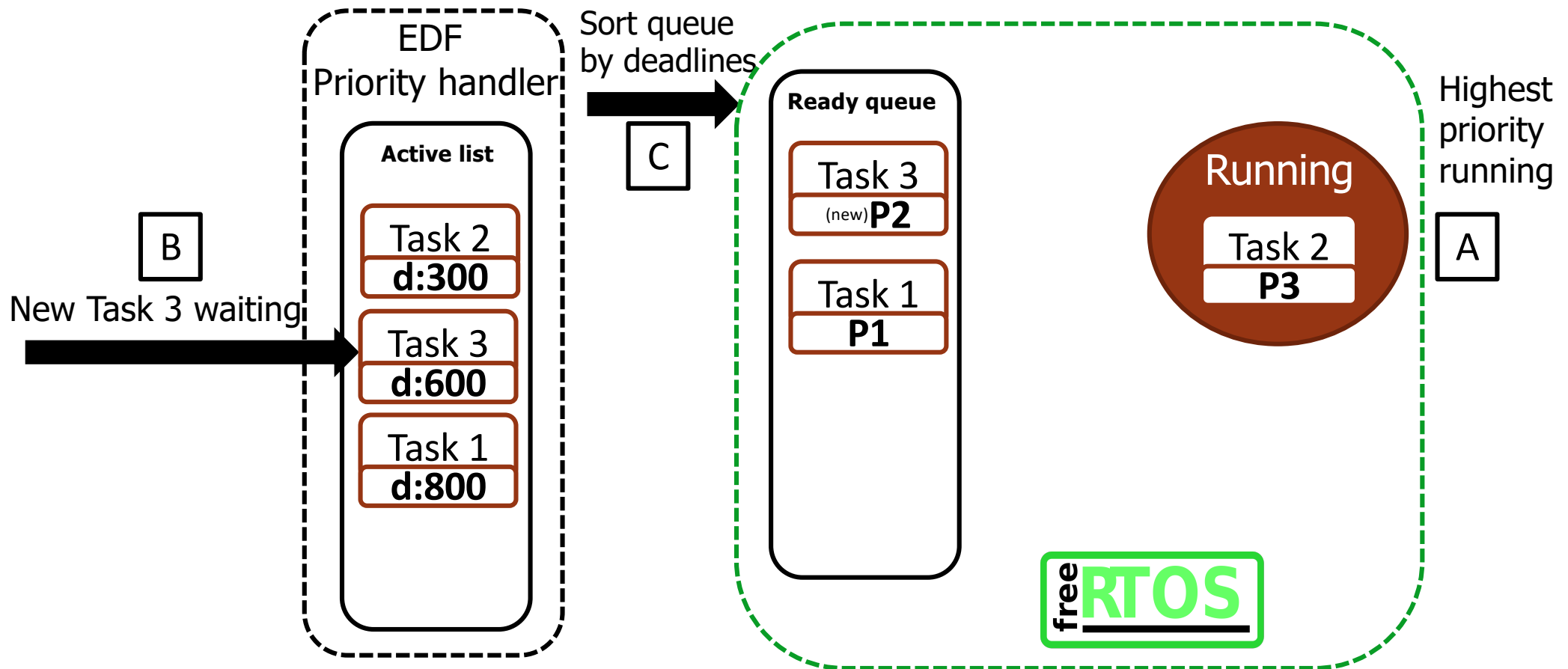
1) New Task with closest deadline



1 - Introduction to EDF

Can we modify the FreeRTOS scheduling policy?

2) New Task without closest deadline



2 - Algorithm architecture

WARNING

The following algorithm is by no means the most efficient way of implementing EDF in FreeRTOS. However, it will exploit all FreeRTOS features described in the previous lecture.

EOS - LECTURE 2

High-level algorithm overview

EDF_Wrapper.c

i-th periodic task generator

- Every period_i:
1. EDF_Task_Create()
 - 1.1 Wait for notification
 2. Delay until currTime + period_i

i-th periodic task

1. Simulate execution for exec_i time
2. EDF_Task_Delete()
 - 2.1 Wait for notification
 - 2.2 vTaskDelete() on myself

xTaskCreate()

send delete-message

send create-message

EDF_PriorityHandler.c

create/delete queue

receive message

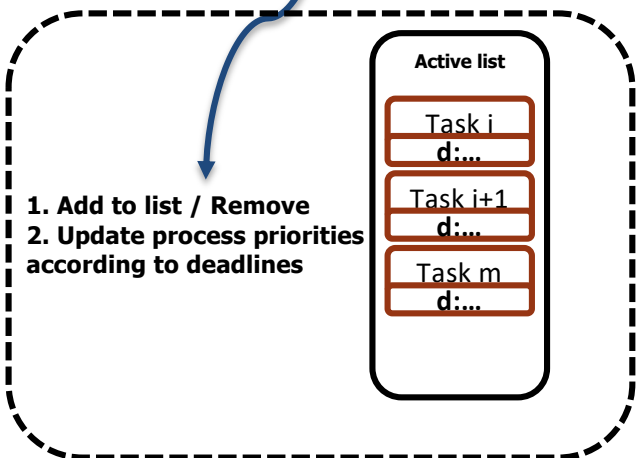
Priority handler

1. EDF_TaskList_Deadline_Insert() / EDF_TaskList_Remove()
2. Notify the sending process

main.c

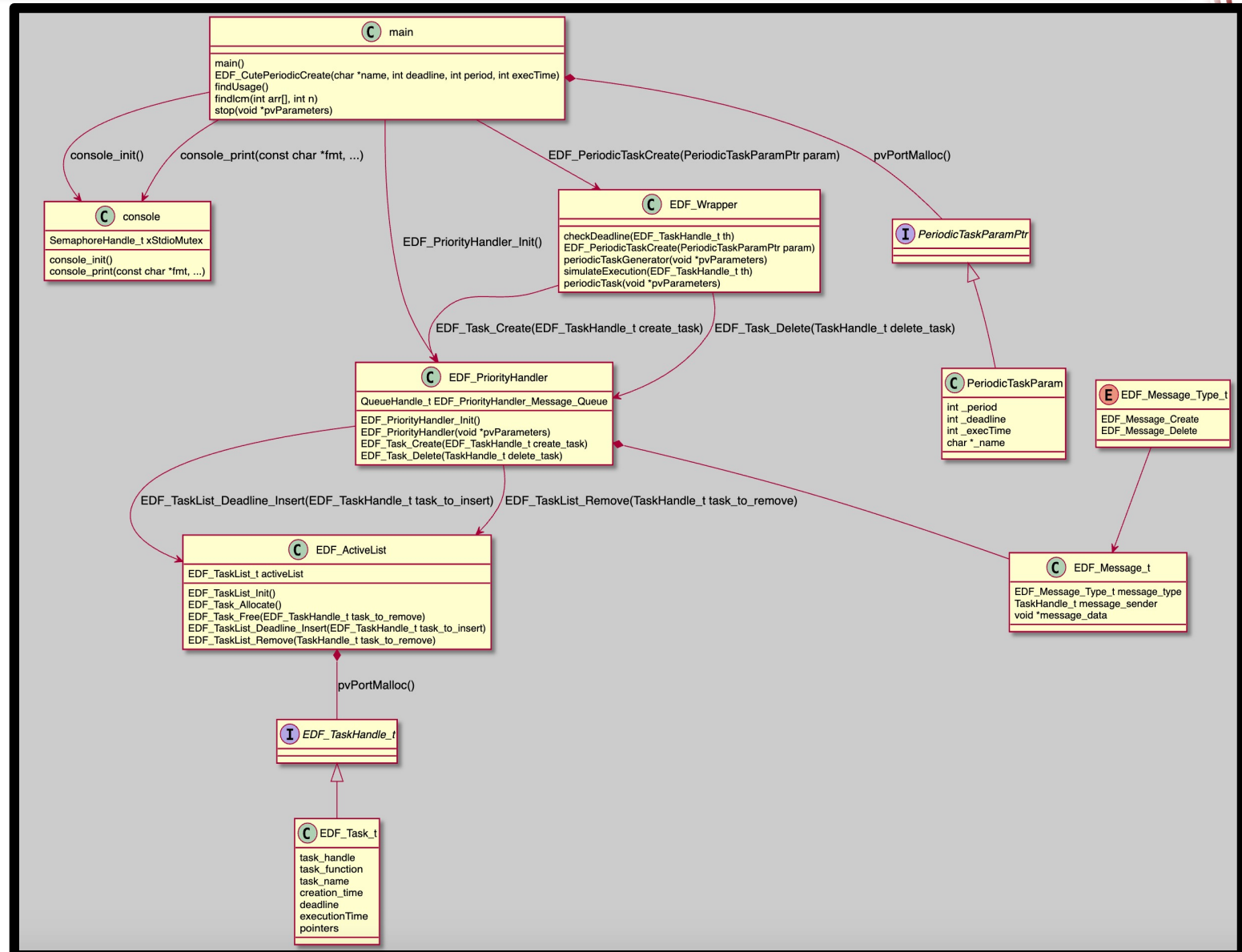
main

1. EDF_PeriodicTaskCreate(deadline_i, period_i, exec_i)
EDF_PeriodicTaskCreate(deadline_j, period_j, exec_j)
...
2. vTaskStartScheduler()



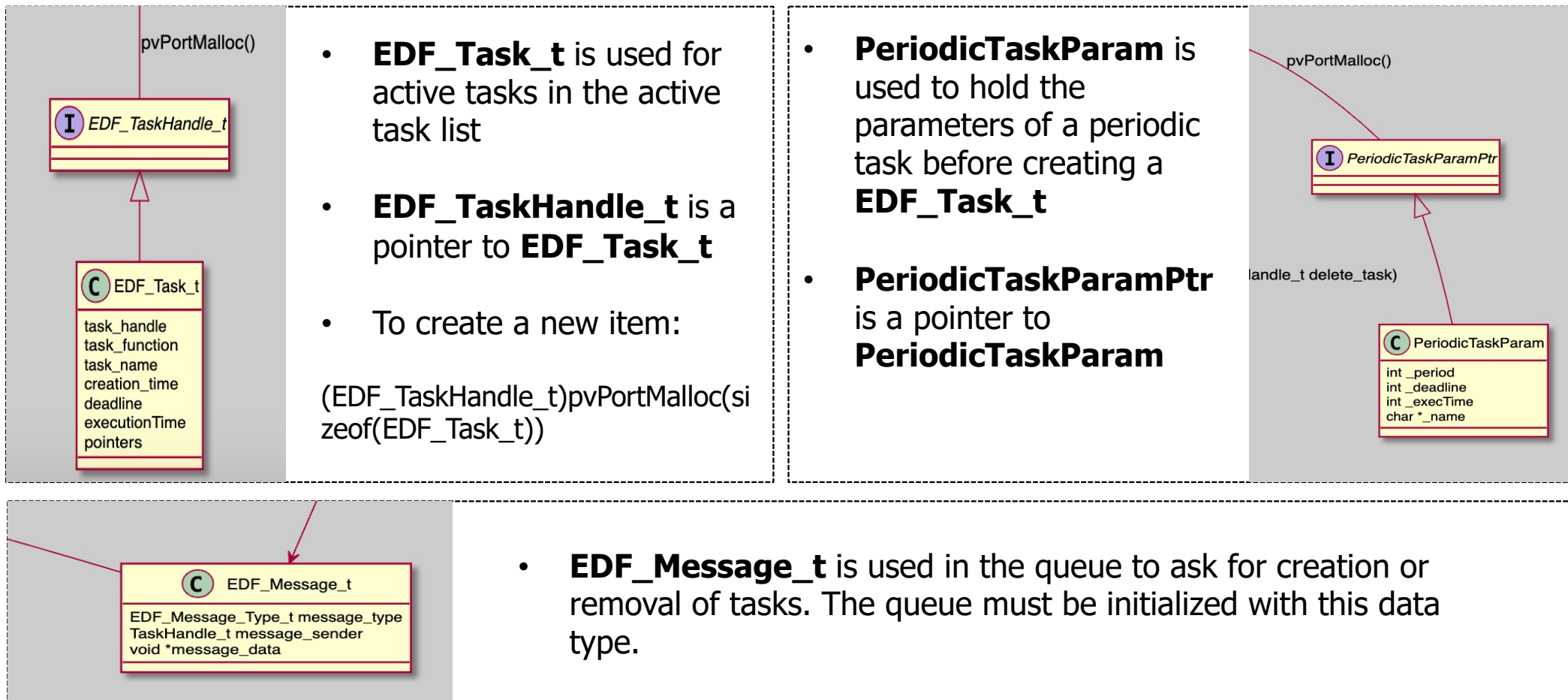
EDF_ActiveList.c

UML Diagram



2 - Algorithm architecture

Understanding the data structures



3 - Implementation



Getting started

1. `cd FreeRTOSv202104.00/FreeRTOS/Demo/`
2. `git clone https://gitlab.com/SamueleGerminiani/posix_eos2_start.git`
3. `cd posix_eos2_start`



1. Understanding the data structures

Task

- Find the definition of the data structures listed in slide 12 and add the missing fields

You will need the following:

- Files: EDF_ActiveList.h, EDF_PriorityHandler.h
- Your eyes



2. Initialise the priority handler

Task

- Create the queue and the priority handler task. Follow the steps in function **EDF_PriorityHandler_Init.**

You will need the following:

- Files: EDF_PriorityHandler.c
- xQueueCreate()
- xTaskCreate()



3. Allocate and Free an active task

Task

- Complete functions **EDF_Task_Allocate** and **EDF_Task_Free** to allocate and free the memory of an active task.

You will need the following:

- Files: EDF_ActiveList.c
- pvPortMalloc()
- vPortFree()

N.B remember to cast to void* before freeing memory with vPortFree()



4. Implement the priority handler task function

Task

- Complete task function **EDF_PriorityHandler** to receive messages from the queue and to carry out the respective requests.

You will need the following:

- Files: EDF_PriorityHandler.c
- xQueueReceive()
- xTaskNotifyGive()
- EDF_TaskList_Deadline_Insert()
- EDF_TaskList_Remove()



5. Send creation requests

Task

- Complete function **EDF_Task_Create** to send create-messages to the queue and to create periodic tasks.

You will need the following:

- Files: EDF_PriorityHandler.c
- vTaskSuspend()
- vTaskResume()
- xTaskCreate()
- xQueueSend()
- ulTaskNotifyTake(pdTRUE, portMAX_DELAY);



6. Send deletion requests

Task

- Complete function **EDF_Task_Delete** to send delete-messages to the queue and to delete the periodic tasks.

You will need the following:

- Files: EDF_PriorityHandler.c
- vTaskDelete()
- xQueueSend()
- ulTaskNotifyTake(pdTRUE, portMAX_DELAY);



7. Insert a new active task in the active list

Task

- Implement function **EDF_TaskList_Deadline_Insert** to insert a new active task in the list

You will need the following:

- Files: EDF_ActiveList.c
- LIST_EMPTY(...);
- LIST_INSERT_HEAD(..., ..., pointers);
- LIST_INSERT_BEFORE(..., ..., pointers);
- LIST_INSERT_AFTER(..., ..., pointers);
- LIST_NEXT(..., pointers);
- LIST_END(...);
- vTaskPrioritySet()
- **your brain**

At <https://man.openbsd.org/queue.3> you can find the documentation for the **LIST** APIs.



8. Delete an active task from the active list

Task

- Implement function **EDF_TaskList_Remove** to remove an active task from the list

You will need the following:

- Files: EDF_ActiveList.c
- LIST_REMOVE(...,pointers)
- EDF_Task_Free()
- LIST_NEXT(...,pointers);

At <https://man.openbsd.org/queue.3> you can find the documentation for the **LIST** APIs.



9. Implement the periodic task function

Task

- Implement task function **periodicTask**.
An instance of this function will be created by the **periodic task generator** after each period.

You will need the following:

- Files: EDF_Wrapper.c
- console_print()
- xTaskGetTickCount()
- uxTaskPriorityGet()
- EDF_Task_Delete()



10. Implement the periodic task generator

Task

- Implement task function **periodicTaskGenerator**. It will create an instance of **periodicTask** after each period.

You will need the following:

- Files: EDF_Wrapper.c
- EDF_Task_Allocate()
- xTaskGetTickCount()
- EDF_Task_Create()
- vTaskDelayUntil()



11. Implement the periodic task generator API

Task

- Implement task function **EDF_PeriodicTaskCreate**. It will create an instance of **periodicTaskGenerator** with the give parameters.

You will need the following:

- Files: EDF_Wrapper.c
- xTaskCreate()



12. Complete main.c

Task

- Complete the main file. Follow the steps in the main function.

n.b. To complete this task, you will need to understand the "static" functions implemented in main.c

You will need the following:

- Files: main.c
- EDF_PriorityHandler_Init()
- findlcm()
- findUsage()
- console_print()
- xTaskCreate()