



THREAD-SAFE QUEUE API FOR EMBEDDED SYSTEMS

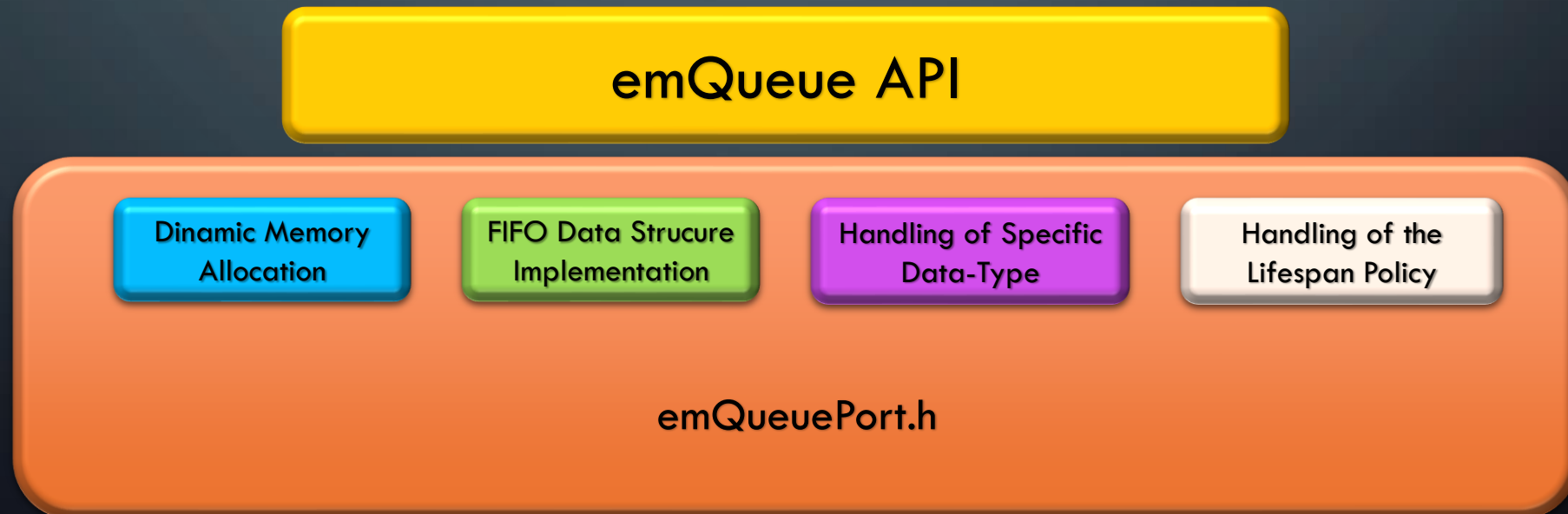
IMPLEMENTATION OF MULTIPLE QUEUES WITH LIFESPAN POLICY

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EMQUEUE API

DIRECTORY ORGANISATION

- `emQueue.c` → functions implementation
- `emQueue.h` → functions declaration
- `emQueuePort.h` → declaration of necessary porting functions



EMQUEUE API

PORTING FUNCTIONS IMPLEMENTATION

emQueue API

Dinamic Memory
Allocation

FIFO Data Strucure
Implementation

Handling of Specific
Data-Type

Handling of the
Lifespan Policy

emQueuePort.h

Dinamic Memory
Allocation

emAlloc.h

stdlib.h

FIFO Data Strucure
Implementation

emCircularBuffer.h

Handling of Specific
Data-Type

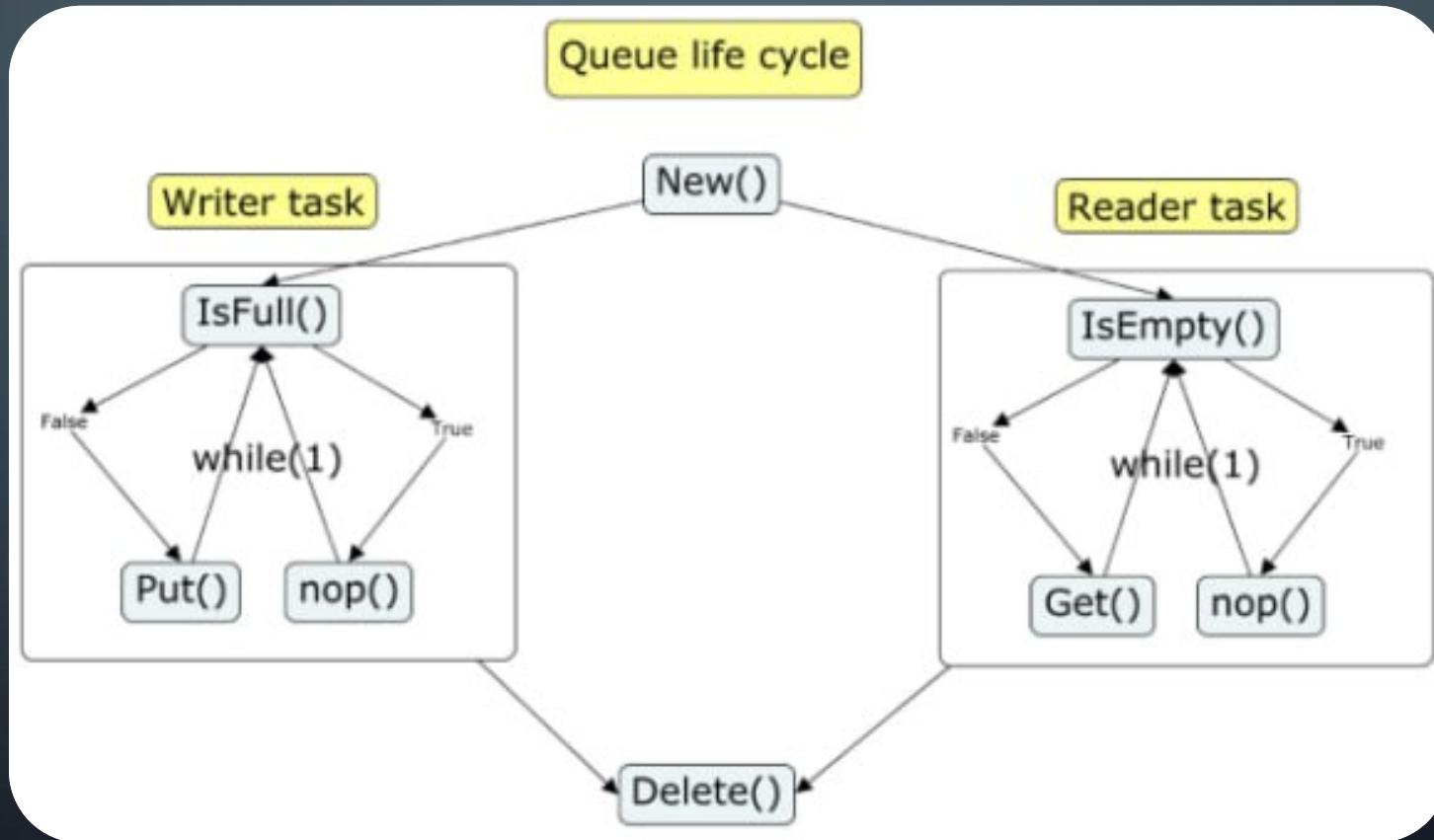
ElemType.h

Handling of the
Lifespan Policy

EmManager.h

EMQUEUE API

emQueue life cycle



EMQUEUE API

Thread-safe implementation

emQueue API

Dynamic Memory
Allocation

FIFO Data Structure
Implementation

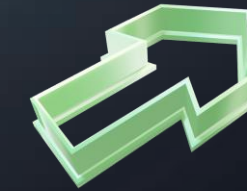
Handling of Specific
Data-Type

Handling of the
Lifespan Policy

emQueuePort.h

Operating System

Lock/Unlock mechanism



In porting headers it is possible to configure the library to use lock/unlock mechanisms such as semaphores and mutexes

EMQUEUE API

MULTIPLE QUEUES WITH LIFESPAN POLICY

What are multiple queues

- They are data structures, defined by an array, with a predefined size, each with a specific priority

Why multiple queues

- Any item with a shorter lifespan will be associated with the higher priority queue

How are implemented

- A pointer to an array of references to the various priority queues is defined (`void**dataStruct`)

EMQUEUE API

MULTIPLE QUEUES WITH LIFESPAN POLICY

What is the lifespan policy and how it works ?



- The **lifespan policy** establishes how long an item remains valid
- The value of the lifespan establishes the priority queue to refer to
- The *“lifespan variable”* is contained in a data structure called dataLifespan
- The *“priority”* is based on the relationship between the lifespan value contained in the structure and the *“step variable”*, given by the maximum value of the lifespan divided by the maximum number of queues with priority

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MULTIPLE QUEUES WITH LIFESPAN POLICY

AGING FUNCTION

Guarantees an item to move to a higher priority queue

The shift is based on the remaining ***time slack***, which is the difference between the lifespan and the clock time

DELETE FUNCTION

Guarantees the deletion of an item from the multiple queues

The index in the queue is incremented, the head index and the tail index are updated, and eventually the data is overwritten

EMQUEUE API

MULTIPLE QUEUES WITH LIFESPAN POLICY

What about the elements for which the lifespan policy is not considered ?

FIFO queue management

- The last queue of the set of multiple queues whose number is defined beforehand, is managed in FIFO mode: the value of the policy variable is considered.
- If it is set to 1, the the lifespan will be calculeted, multiple queues will be managed according to the priority obtained and the *aging* and *delete* functions will be used
- If it is set to 0, there is no lifespan policy, so all elements will have access to the last queue in FIFO mode