Kernel Masters

FREE RTOS Lab Experiments

Embedded C & RTOS

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FREE RTOS Lab Experiments

1. Semaphore

Semaphore Introduction

In multitasking operating system, a semaphore is a variable used to control the access to a common resource by multiple processes. The value of semaphore represents the number of available resources. Semaphores are equipped with two operations: **P** and **V**.

Operation V increments the semaphore, while operation P decrements it. When operation P is executed but the semaphore value is zero, the task executing it will be blocked and wait until the semaphore value is bigger than zero.

Imaging that there is a parking lot with ten parking spaces, which means this parking lot can contain ten vehicles. We regard the parking lot as a semaphore with the value 10 and vehicles as the tasks. A vehicle come into the parking lot means a operation P, while a vehicle go out from the parking lot means a operation V. At the beginning, the parking lot is empty. Vehicles come into the parking lot, do operation P and occupy the parking spaces. When the parking lot is full, the value of semaphore is zero. If there is a vehicle wants to come into the parking lot and do the operation P, it has to wait outside until there is a vehicle goes out from the parking lot and does operation V.

Semaphores which allow an arbitrary resource count are called counting semaphores, while semaphores which are restricted to the values 0 and 1 (or locked/unlocked, unavailable/available) are called binary semaphores and are used to implement mutex locks.

Lab Experiment 1

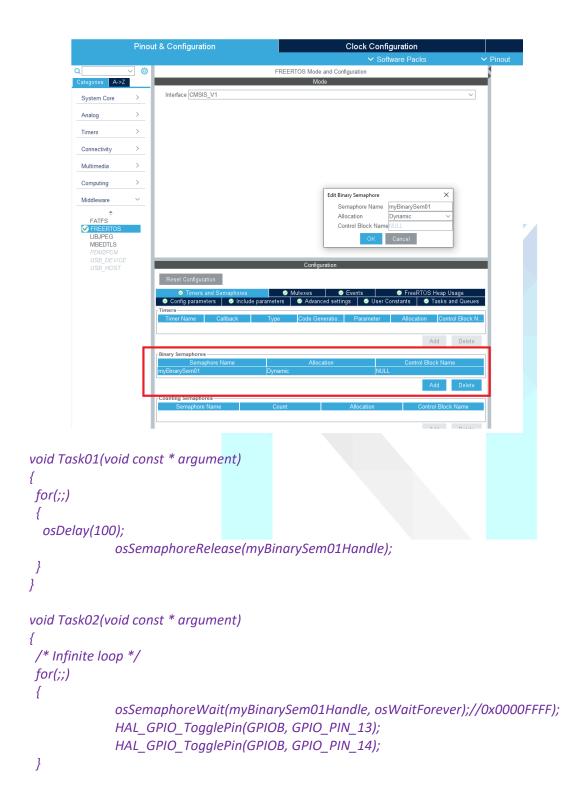
Write a Program to create two tasks to synchronization using binary semaphore. Task1 release a semaphore to Task2 every 100 msec delay. Task2 keep on waiting for semaphore, once semaphore is received then toggle RED & GREEN LED and again waiting for semaphore.

Name of the Binary Semaphore is "myBinarySem01"



Binary Semaphore Configuration on STM32CubeIDE

Go to the Timers and Semaphores tab and add binary semaphores named myBinarySem01.





Lab Experiment 2

Write a producer consumer problem synchronization using two binary semaphores.

- a. Create producer & consumer tasks and also create "myBinaryEmpty" & "myBinaryFull" binary semaphores.
- b. Producer task release a "myBinaryEmpty "semaphore once fill the buffer. And wait for "myBinaryFull" semaphore.
- c. Consumer task release a "myBinaryFull" semaphore once fill the buffer. And wait for "myBinaryEmpty" semaphore.

```
void Producer(void const * argument)
/* Infinite loop */
       int in=0,counter=0;
for(;;)
       osSemaphoreWait(myBinaryFullHandle, osWaitForever);
       while(1) {
       buffer[in] = ch;
       in = (in + 1)\%5;
      if(in==0)
          in=0;
          ch='A':
         HAL_UART_Transmit(&huart1, (uint8_t *)"Producer: ", 10,1000);
         HAL_UART_Transmit(&huart1, (uint8_t *)buffer, 5,1000);
          break;
          ch++;
       osSemaphoreRelease(myBinaryEmptyHandle);
void Consumer(void const * argument)
int out=0;
for(;;)
  osSemaphoreWait(myBinaryEmptyHandle, osWaitForever);
   while(1)
   {
     data[out] = buffer[out];
     out = (out + 1) \% 5;
```



```
if(out == 0)
{
            out=5;
            HAL_UART_Transmit(&huart1, (uint8_t *)"Consumer: ", 10,1000);
            HAL_UART_Transmit(&huart1, (uint8_t *)data, 5,1000);
            break;
    }// if
} //while
      osSemaphoreRelease(myBinaryFullHandle);
} // for
}
```

Reference Links:

- FreeRTOS API Reference: https://www.freertos.org/a00106.html

