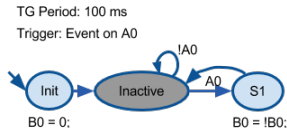# CS122A:
Intermediate Embedded and Real Time Operating Systems

Jeffrey McDaniel

University of California, Riverside
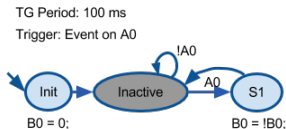
Triggered SynchSMs
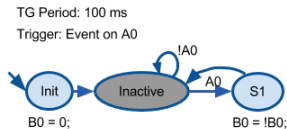
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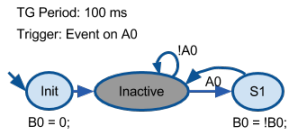- Microcontrollers frequently come with special hardware to detect change on the input and call a *inputChangeISR*

Triggered SynchSMs

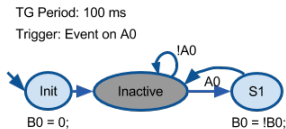- Adding an *inactive* allows us to create **triggered SM**

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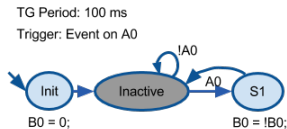- *Inactive* states do not tick

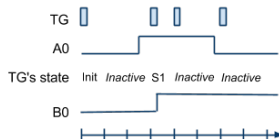# Triggered SynchSMs

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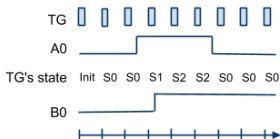- They become active when a triggering event occurs

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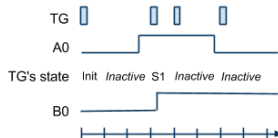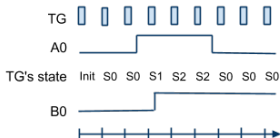- These tasks are **aperiodic**
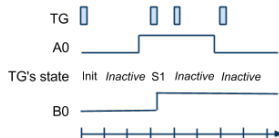
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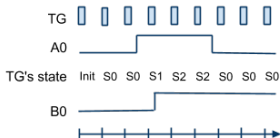
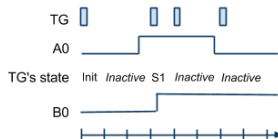# Triggered SynchSMs

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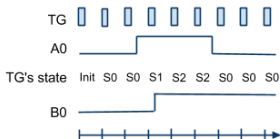# Triggered SynchSMs

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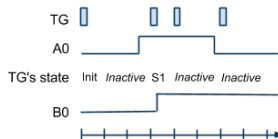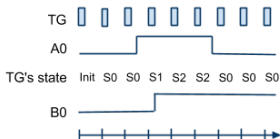
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- **Note:** This method does reduce polling or increase sampling rate, but may lead to more intuitive synch SM's and/or better utilization