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# Semaphore in RTEMS

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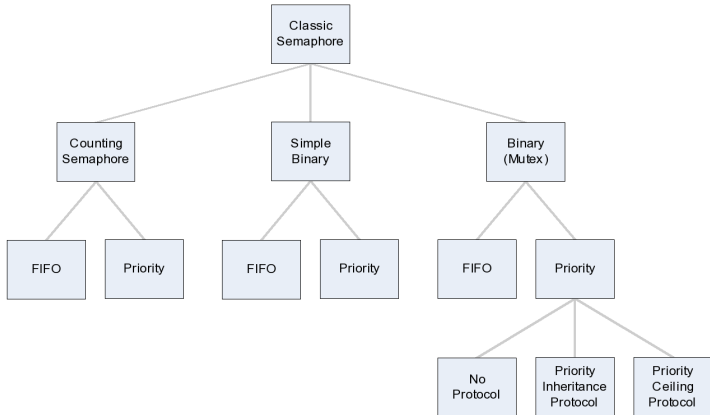
# Outline

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- Introduction of Semaphore in RTEMS
- Priority Inversion
- Priority Inheritance Protocols
- Exercises

# Semaphore in RTEMS

- Semaphore Attribute Set (Possible combinations)



- Source from [https://docs.rtems.org/doc-current/share/rtems/html/c\\_user/Semaphore-Manager-Building-a-Semaphore-Attribute-Set.html](https://docs.rtems.org/doc-current/share/rtems/html/c_user/Semaphore-Manager-Building-a-Semaphore-Attribute-Set.html)

# Features of RTEMS

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- `rtems_semaphore_create(name, count, attribute_set, priority_ceiling, rtems_id *id)`
- Some attributes:
  - `RTEMS_FIFO` - tasks wait by FIFO (default)
  - `RTEMS_PRIORITY` - tasks wait by priority
  - `RTEMS_COUNTING_SEMAPHORE` - no restriction on values (default)
  - `RTEMS_BINARY_SEMAPHORE` - restrict values to 0 and 1
  - `RTEMS_NO_INHERIT_PRIORITY` - do not use priority inheritance (default)
  - `RTEMS_NO_PRIORITY_CEILING` - do not use priority ceiling (default)
  - `RTEMS_LOCAL` - local semaphore (default)
  - ...
- For example: `RTEMS_BINARY_SEMAPHORE | RTEMS_FIFO | RTEMS_NO_INHERIT_PRIORITY | RTEMS_NO_PRIORITY_CEILING | RTEMS_LOCAL`
- Count should be larger than 1 for the normal usage of binary/counting semaphore.

# Dig into the source code cpukit/

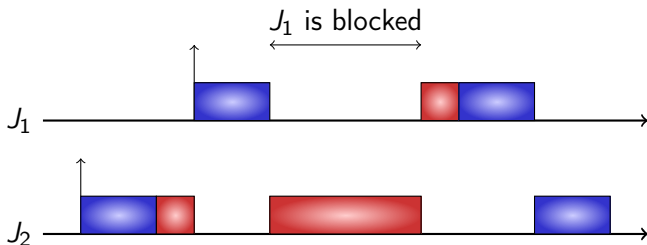
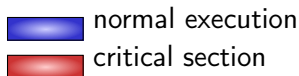
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- In fact Binary Semaphore in RTEMS is implemented by the structure of Mutex. (Binary Semaphore != Mutex)
- RTEMS interface:
  - `rtems_semaphore_obtain()` is implemented into `rtems/src/semobtain.c`
  - `rtems_semaphore_release()` is implemented into `rtems/src/semrelease.c`
- Core functions:
  - `_CORE_mutex_Seize_interrupt_blocking()` in `score/src/coremutexseize.c`
  - `_Thread_Raise_priority()` in `score/src/threadchangepriority.c`
  - inline functions in `score/include/rtems/score/`.

# Priority Inversion

A higher priority job is *blocked* by a lower-priority job.

- Unavoidable when there are critical sections



# Priority Inheritance Protocol (PIP)

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When a lower-priority job  $J_j$  blocks a higher-priority job, the priority of job  $J_j$  is *promoted* to the priority level of highest-priority job that job  $J_j$  blocks.

For example, if the priority order is  $J_1 > J_2 > J_3 > J_4 > J_5$ ,

- When job  $J_4$  blocks jobs  $J_2$  and  $J_3$ , the priority of  $J_4$  is promoted to the priority level of  $J_2$ .
- When job  $J_5$  blocks jobs  $J_1$  and  $J_3$ , the priority of  $J_5$  is promoted to the priority level of  $J_1$ .

## Exercises (10 points)

- 1 Please build the source code and execute ONE\_SEMAPHORE example. Draw the diagram. (2 points)
- 2 Remove the marked thread\_raise\_priority() in coremutexseize.c to recover PIP behaviours. Then, draw the diagrams to check the system behaviours. (3 points)
- 3 Revise PIP to promote the priority of resource holder to the highest priority. What is the drawback? Please explain by the diagram of ONE\_SEMAPHORE example. (5 points)  
Hint: coremutexseize.c, taskcreate.c, grep -r "XXX" \*

Tasks	Period	Critical Section	Arrive Time
$\tau_1$	8	0	4
$\tau_2$	16	1	2
$\tau_3$	40	0	5
$\tau_4$	50	10	0