



**Politecnico
di Torino**

Group 20

Academic Year 2023/2024

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COMPUTER ARCHITECTURE &
OPERATING SYSTEMS

HacklOSSim Project



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FreeRTOS - Introduction

- ❑ Real-Time Operating System for microcontrollers
- ❑ Robustness, scalability
- ❑ Includes a kernel and a set of libraries
- ❑ Minimal ROM, RAM and processing overhead



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Tasks

- ❑ Real-time applications in FreeRTOS consist of independent tasks
- ❑ The Real-Time Scheduler decides which task runs based on priority
- ❑ Lower is the value, lower is the priority
- ❑ Tasks have no knowledge of the scheduler activity
 - > Correct Context Switch is only under the responsibility of scheduler
- ❑ Time-Sliced Round-Robin Scheduling may be used for tasks with identical priorities
- ❑ We created two simple demos for both schedulers.

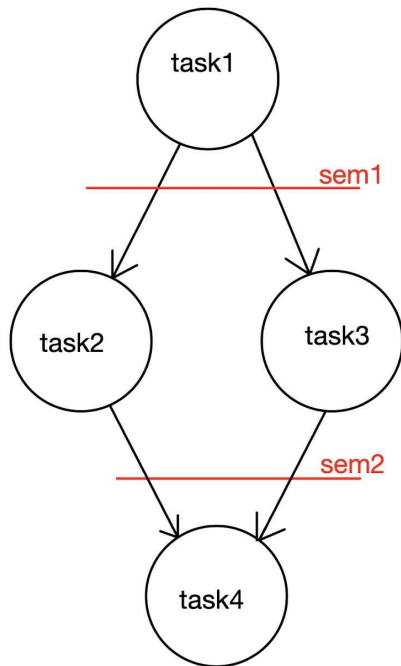


Semaphores

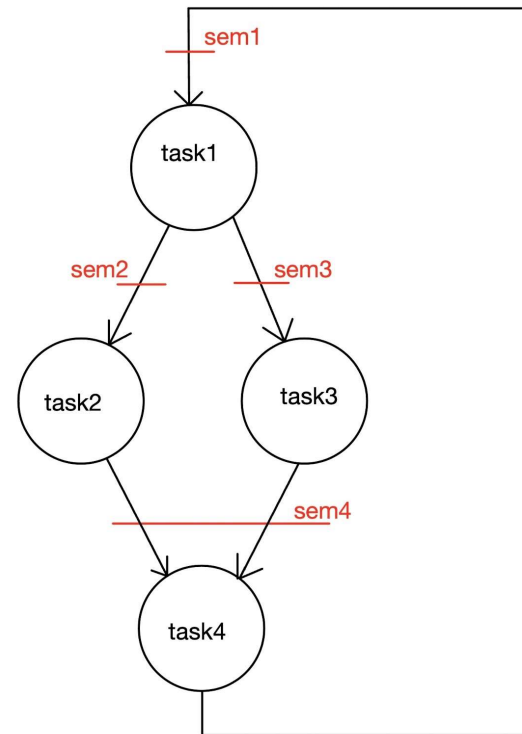
- ❑ Binary Semaphores - synchronization tasks.
 - Mutexes – simple mutual exclusion tasks.
 - Only difference: priority inheritance mechanism.
- ❑ Counting Semaphores are like queues with lengths greater than one.
- ❑ They are used for:
 - Event counting.
 - Resource management.



Semaphores Examples



Basic tasks
"semaphoresAcyclic.c"

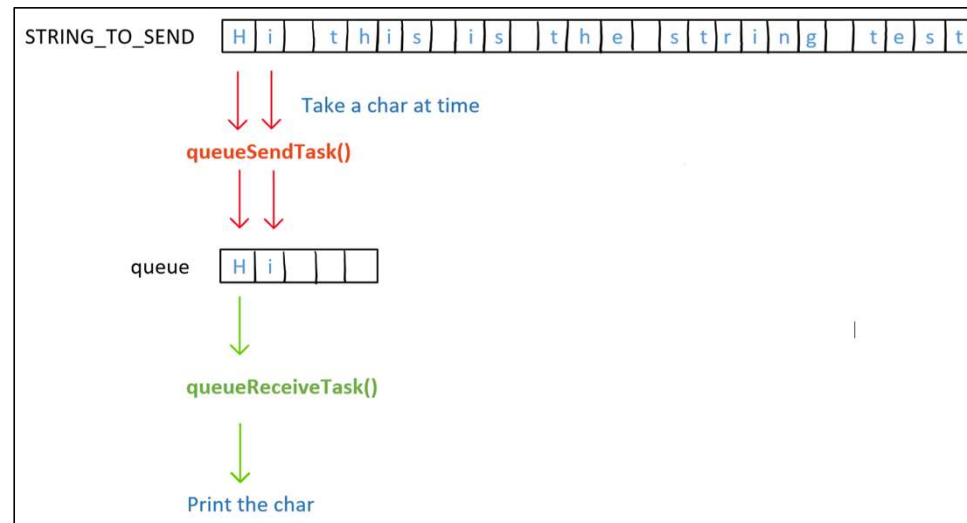


Extended tasks
"semaphoresCyclic.c"



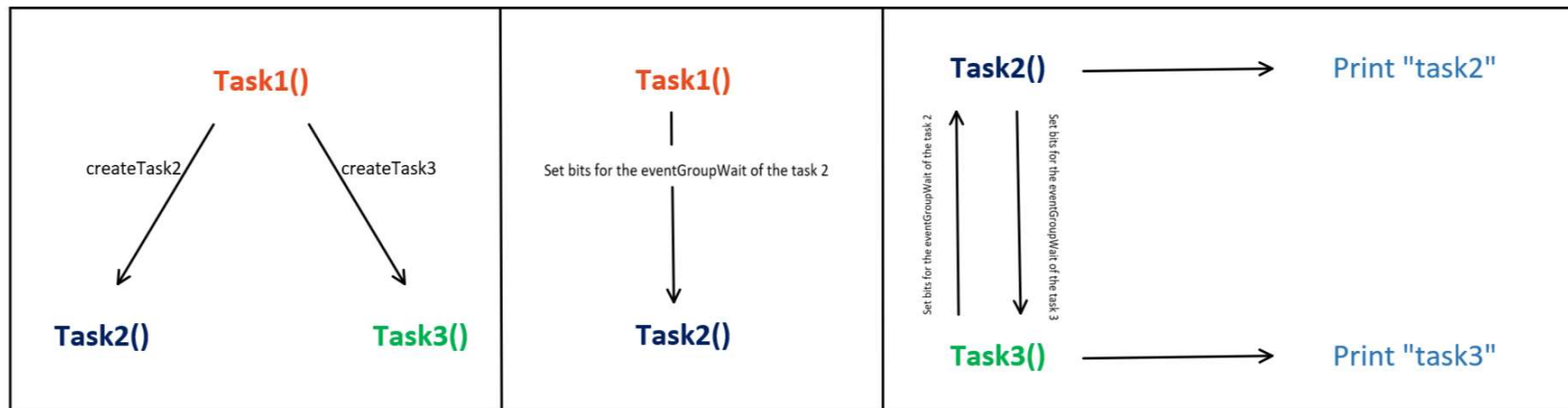
Queues

- ❑ Queues are essential for task communication in a multitasking system.
- ❑ They serve as channels through which tasks exchange messages, facilitating coordination and data sharing.
- ❑ Queues operate on a FIFO basis, where the data sent earlier is received first.
- ❑ Queues can block tasks when they are full or empty, ensuring efficient resource utilization.



EventGroup

- ❑ EventBits are individual bits used to represent different event states, such as message reception or task readiness.
- ❑ Event groups are collections of these event bits grouped together for easier management and task synchronization.
- ❑ Used for synchronization between tasks and managing multiple event states.



Earliest Deadline First with Background Scheduling



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Earliest Deadline First Scheduling

- ☐ Dynamic priority scheduler
- ☐ Preemptive
- ☐ At each instant, the task with earliest deadline will receive highest priority
- ☐ handles periodic tasks

Background Scheduling

- ☐ Handles aperiodic tasks
- ☐ Aperiodic tasks are scheduled in background, when no periodic instance is ready



How to implement?

- ☐ Task Control Block modification
- ☐ New task create function
- ☐ New ready list
- ☐ Deadline & Priority updates
- ☐ Preemption management
- ☐ Context Switching management
- ☐ IDLE task management
- ☐ Aperiodic Task Management



Task Control Block modification

- ❑ A variable to store the deadline is added to the TCB.

`TickType_t xTaskDeadline`

New task create function

- ❑ A new task creation function, **xTaskCreateEDF**, has been introduced to accommodate the deadline parameter

```
xTaskCreateEDF( TaskFunction_t pxTaskCode,...,  
               TickType_t deadline1)
```

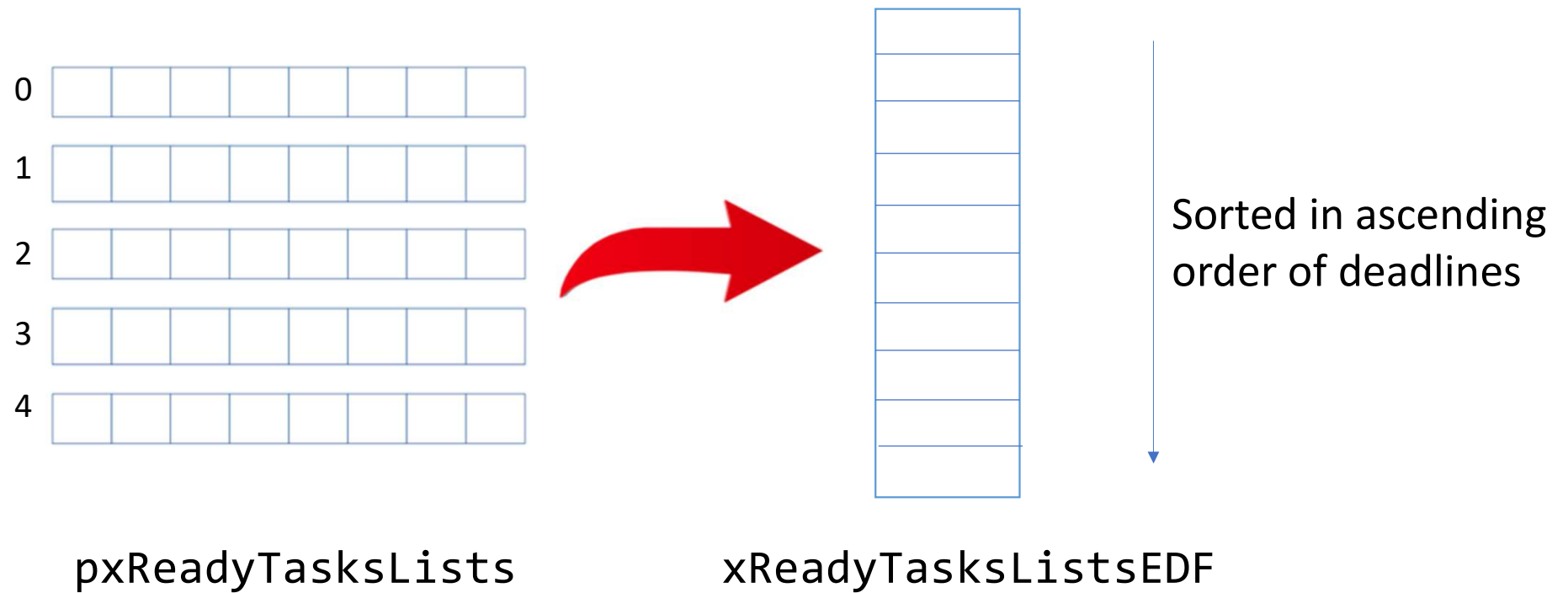
- ❑ Inside it, the value passed to the function is added to the TCB.

```
pxNewTCB->xTaskDeadline = deadline1;
```

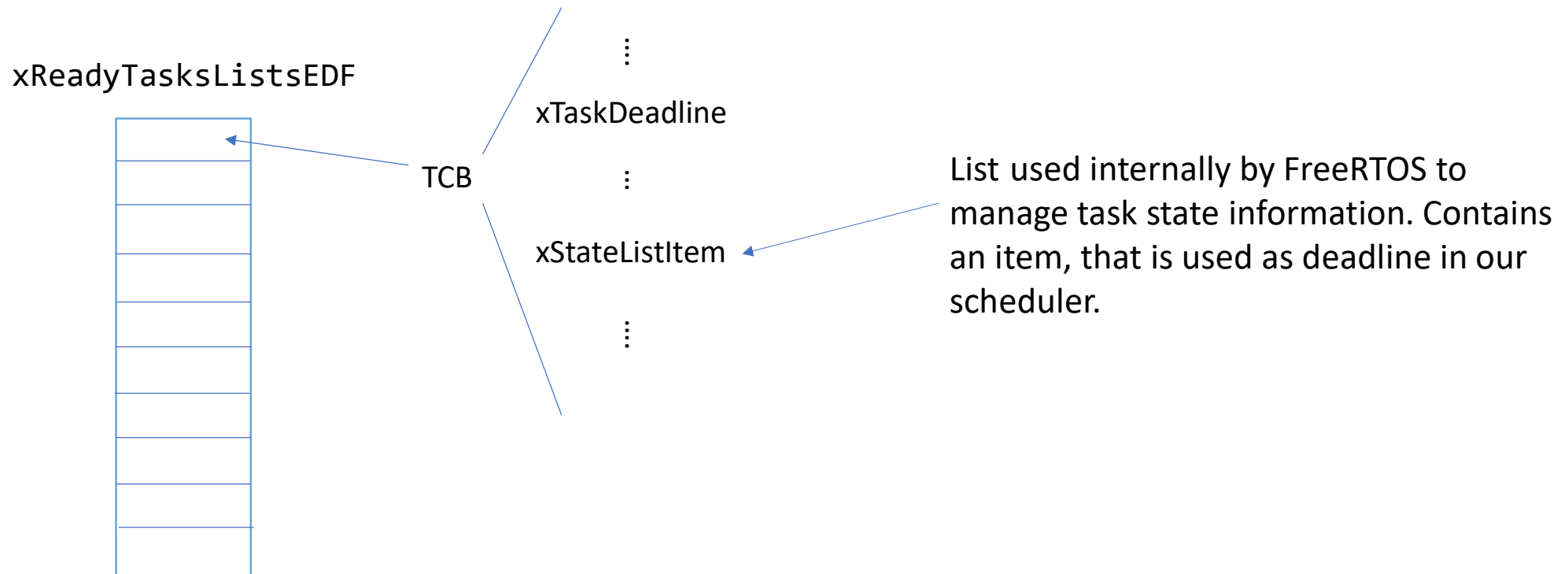


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New Ready List



How to use the EDF ready list



Deadline & Priority updates

- ❑ The prvAddTaskToReadyList function is modified to update task deadlines before the insertion into the ready list.
- ❑ The deadline is recalculated as the sum of the previous deadline and the declared deadline value in the TCB.

```
( pxTCB )->xStateListItem.xItemValue += ( pxTCB )->xTaskDeadline;
```



Preemption management

- ❑ Within the `xTaskIncrementTick` function, a new preemption policy is introduced.
- ❑ When a task scheduled for insertion into the ready list has an earlier deadline than the currently running task, preemptive action is taken.
- ❑ To reduce context switching overhead, if both tasks share the same deadline, preemptive action is not executed.

Context Switching management

- ❑ The task to be executed is positioned at the head of this list.
- ❑ The function `listGET_OWNER_OF_HEAD_ENTRY` is used to obtain the task in the head of the list.



IDLE task management

- ❑ IDLE task is initialized with vTaskCreateEDF
- ❑ It simulates lowest priority by assigning farthest deadline, e.g., 10000.

xReadyTasksListsEDF

Task 1 -- 30
Task 2 -- 80
IDLE -- 10000



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Aperiodic task management

xReadyTasksListsEDF

- ❑ Instead of creating a new ready list, we utilize the xReadyTasksListsEDF.
- ❑ Aperiodic tasks are positioned just below the IDLE task's deadline.
- ❑ We've devised a dedicated vTaskCreateEDFAperiodic.
- ❑ Their deadlines are determined based on their arrival order.

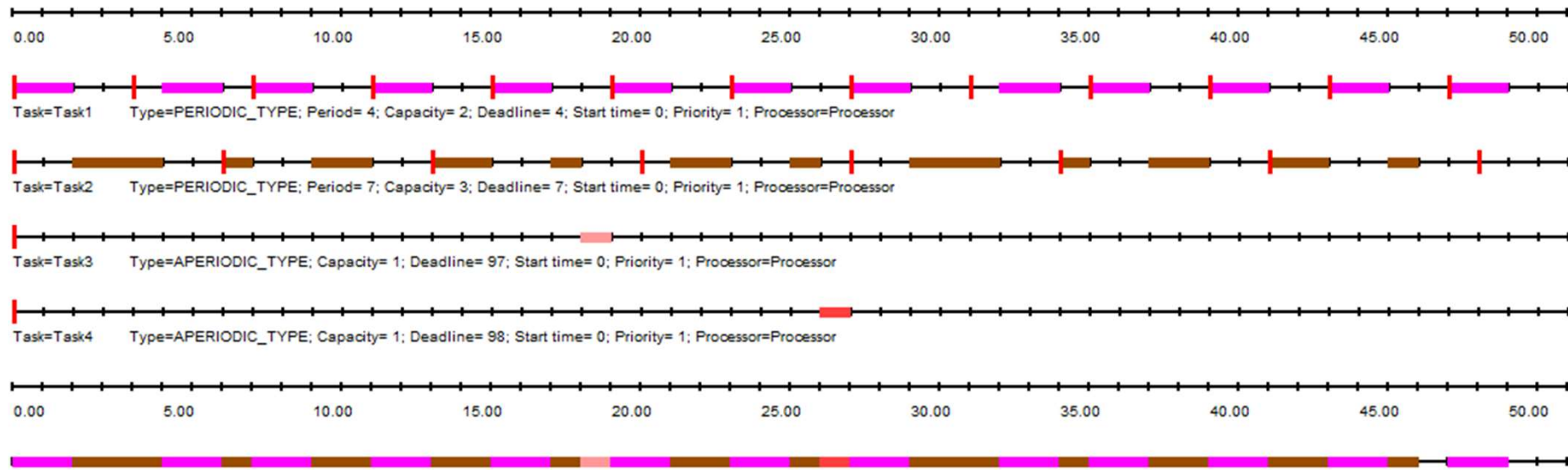
Task 1 -- 30
Task 2 -- 80
IDLE -- 10000

Aperiodic tasks

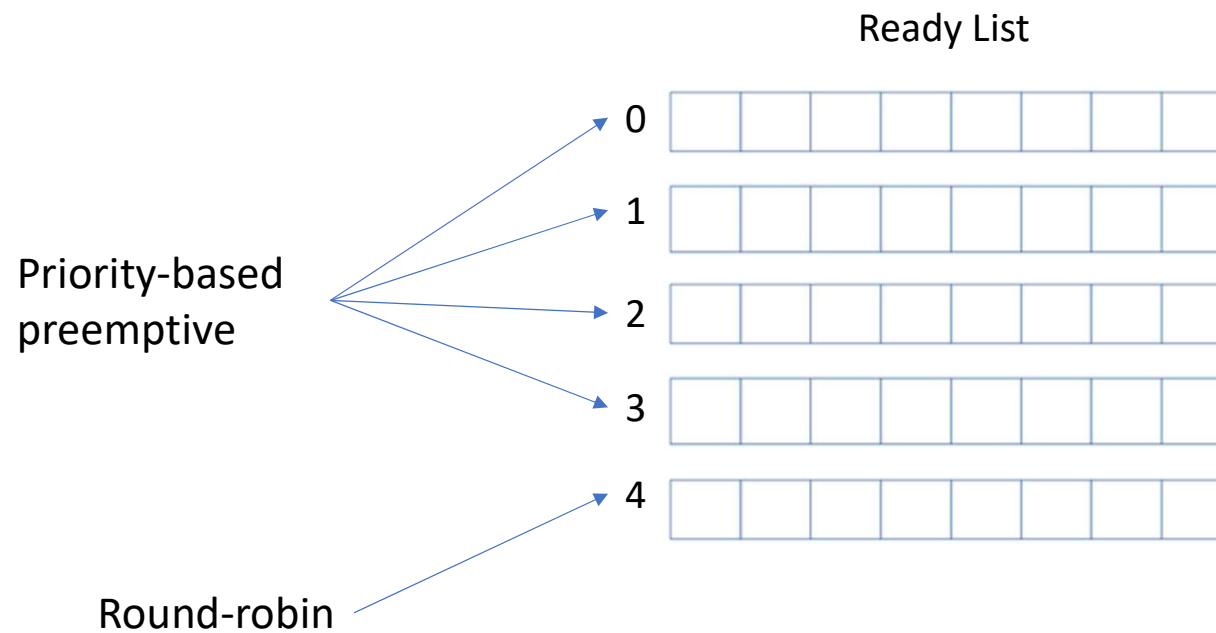


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Demo



MultiLevel Queue Scheduler



How to implement?

- ☐ Task Control Block modification
- ☐ xTaskPrioritySet
- ☐ Priority upgrade
- ☐ Highest Priority List Round Robin



Task control block modification

- ❑ Addition of uxOldPriority Variable.

- ❑ Inclusion of cc Variable:

 - Reserved for internal purpose.

```
int cc  
UBaseType_t uxOldPriority
```

Those values are then setted in the vTaskCreate function.



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xTaskPrioritySet

- ❑ A smaller version version of the **vTaskPrioritySet** is added to properly modify the priority of a task.

Priority upgrade

- ❑ When system's ticks reach a multiple of the “update rate”, a priority boost is applied.
- ❑ This boost affects all tasks in the ready list except the one currently running.
- ❑ To modify the priority, the ``xTaskPrioritySet`` is used.



Highest priority list Round-Robin

- ❑ The `xTaskIncrementTick` function contains the code for our Round-Robin scheduling.
- ❑ Activated if there are at least two tasks present in the highest priority list.
- ❑ This mechanism ensures fair execution among tasks sharing the same highest priority level.

```
UBaseType_t c = (configMAX_PRIORITIES - 1U);  
if( listCURRENT_LIST_LENGTH( &(amp; pxReadyTasksLists[ c ] ) ) > 1 )  
{  
    xSwitchRequired = pdTRUE;  
}
```



Demo

```
QEMU [Paused]
Machine View
serial0 console
Task switched in: Tmr Suc, Tick Count: 0
Task switched out: Tmr Suc, Tick Count: 0
Task switched in: TSK1, Tick Count: 0
  TSK2 2 3
  TSK2 3 6
  TSK2 4 9
Task switched out: TSK1, Tick Count: 9
Task switched in: TSK2, Tick Count: 9
  TSK1 4 12
Task switched out: TSK2, Tick Count: 13
Task switched in: TSK1, Tick Count: 13
Task switched out: TSK1, Tick Count: 14
Task switched in: TSK2, Tick Count: 14
Task switched out: TSK2, Tick Count: 15
Task switched in: TSK1, Tick Count: 15
Task switched out: TSK1, Tick Count: 16
Task switched in: TSK2, Tick Count: 16
Task switched out: TSK2, Tick Count: 16
Task switched in: TSK1, Tick Count: 16
```



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