

Synchronizace pomoci semaforu

Systémové funkce :

```
#include <rtl.h>
```

```
void os_sem_init ( OS_ID semaphore, U16 token_count );  
OS_RESULT os_sem_wait ( OS_ID semaphore, U16 timeout );  
OS_RESULT os_sem_send ( OS_ID semaphore );
```

Příklad :

Task1 a task2 zapisují současně bloky dat do společné část paměti

Hlavní části programu

```
OS_TID tsk1, tsk2;
```

```
OS_SEM semaphore1;
```

```
u8 buffer_1k[0x3FF] ;           // spolecna promenna
```

```
__task void task1 (void) {
```

```
    u16 j=0xff, l=0;
```

```
    while (1) {
```

```
        os_sem_wait (semaphore1, 1);
```

```
        for (l=128;l>0; --l ){  
            buffer_1k[j]= 0xff;  
            j=(j+1)%0x3FF ;}
```

```
        os_sem_send (semaphore1);
```

```
    }}
```

```
__task void task2 (void) {
```

```
    u16 k=0, m=0;
```

```
    while (1) {
```

```
        os_sem_wait (semaphore1, 0xFFFF);
```

```
        for (m=128;m>0; --m ){  
            buffer_1k[k]= 0x11;  
            k=(k+1)%0x3FF ;}
```

```
        os_sem_send (semaphore1);
```

```
    }}
```

Kritická sekce

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Pomocné části programu

```
#include <RTL.h>
#include "STM32F4xx.h"

__task void init (void) {
    os_sem_init (semaphore1,1 );
    tsk1 = os_tsk_create (task1, 0);
    tsk2 = os_tsk_create (task2, 0);
    os_tsk_delete_self ();
}

int main (void) {
    os_sys_init(init);           /* Initialize RTX and start init */
}
```

```

13         buffer_1k[j]= 0xff;
14         j=(j+1)%0x3FF ;}
15         os_sem_send (semaphore1);
16     }}
17     task void task2 (void) {
18         u16 k=0, m=0;
19         while (1) {
20             os_sem_wait (semaphore1, 0xFFFF);
21             for (m=128;m>0; --m ){
22                 buffer_1k[k]= 0x11;

```

Memory 1

Address:

Zápis dat do společné paměti

[illegible]

C:\slides_all\OPS4\prog\RTX_Blinky\Blinky.uvproj - µVision4

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blinky_OS_pr4.c RTX_Conf_CM.c startup_stm32f4xx.s

```
11 os_sem_wait (semaphore1, 1);
12 for (l=128;l>0; --l ) {
13     buffer_1k[j]= 0xff;
14     j=(j+1)%0x3FF ;}
15 os_sem_send (semaphore1);
16 }}
17 task void task2 (void) {
18     u16 k=0, m=0;
19     while (1) {
20         os_sem_wait (semaphore1, 0xFFFF);
```

Call Stack + Locals

Name	Location/Value	Type
task1 : 2	0x080006A4	Task
task1	0x080006C8	void f()
j	0x0351	auto - unsigned short
l	0x000E	auto - unsigned short
task2 : 3	0x080006E0	Task
task2	0x080006FA	void f()
k	0x0380	auto - unsigned short
m	0x0061	auto - unsigned short
os_idle_demo...	0x08000610	Task

RTX Tasks and System

Konfigurace RTX OS

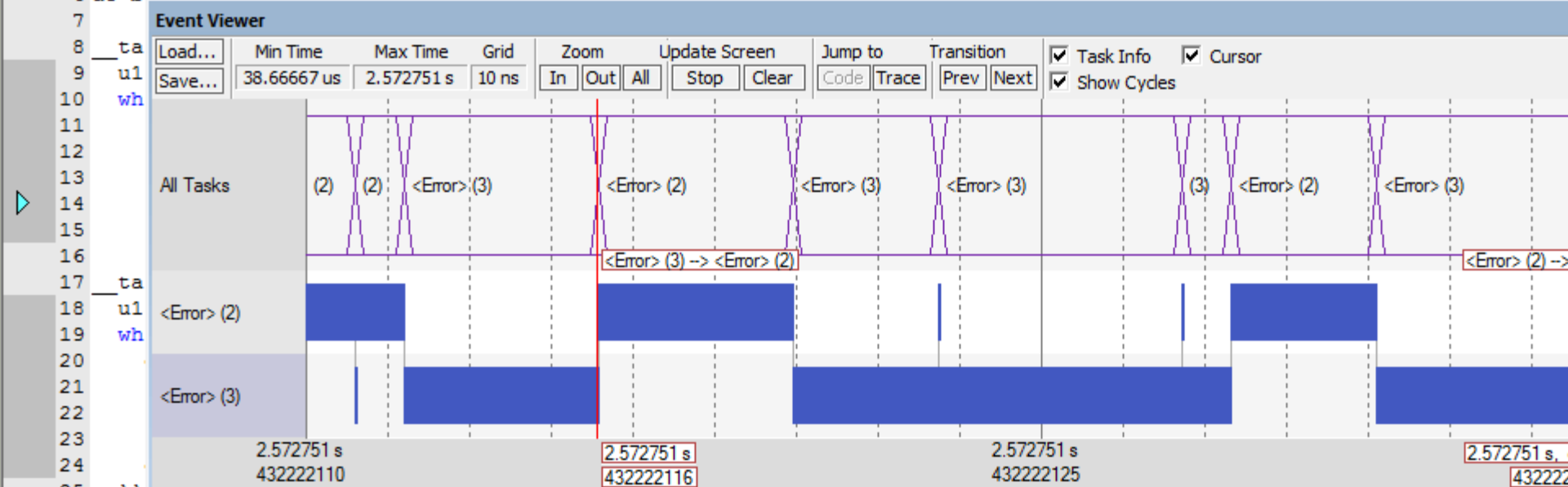
Property	Value
System	
Item	Value
Timer Number:	0
Tick Timer:	0.100 mSec
Round Robin Timeout:	0.100 mSec
Stack Size:	200
Tasks with User-provided Stack:	0
Stack Overflow Check:	Yes
Task Usage:	Available: 3, Used: 2
User Timers:	Available: 0, Used: 0

ID	Name	Priority	State	Delay	Event Value
255	os_idle_demon	0	Ready		
3	task2	1	Ready		
2	task1	1	Running		



blinky_OS_pr4.c RTX_Conf_CM.c startup_stm32f4xx.s

```
5 OS_SEM semaphore1;
6 u8 buffer_1k[0x3FF1]; // spolecna promenna
```



```
25 }}
26 task void init (void) {
27     os_sem_init (semaphore1, 1);
28     tsk1 = os_tsk_create (task1, 0);
29     tsk2 = os_tsk_create (task2, 0);
30     os_tsk_delete_self ();
31 }
32 int main (void) {
33     os_sys_init (init); /* Initialize RTX and start init */
34 }
35
```

+ Locals

	Location/Value	Type
tsk1:2	0x080006A4	Task