

Real-Time Operating System

Chapter 8

Embedded System Design

UCS614

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Real-time Tasks

- Performance is judged on the basis of time
- Result of computation is 'correct' only if correct output with in the specified time constraint.
- If fail to meet time constraint
 - System failure
 - Reduced 'quality of service'



Real-time Tasks

Example

- Process control
- Air traffic control
- Telecommunications
- Weapon guidance system
- Life support systems
- Anti-lock breaking systems



Real-time Systems and Embedded Systems

Are Real-time Systems and Embedded Systems
are same?

- No



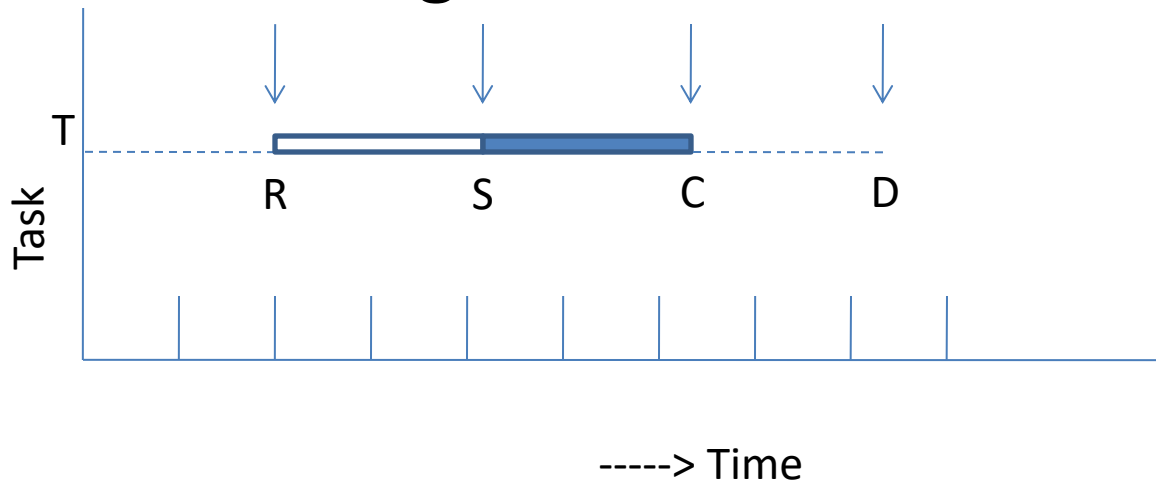
Definitions

- **Release Time:** Time instant at which a task is ready for execution
- **Scheduling Time:** Instant of time at which a task gets its chance to execute
- **Completion Time:** Instant of time at which a task completes execution
- **Deadline:** Instant of time by which a task should be completed
- **Run time:** Time taken without interruption to complete the task, after the task is released



Definitions

- **Tardiness:** Amount of time by which a task misses its deadline
- **Laxity:** Deadline – remaining completion time
maximum amount of time task can wait
with out missing its deadline



Types of Real-time Tasks

Based on Timing Constraint

- Hard
- Soft
- Firm

Let n tasks

$T_1, T_2, \dots T_n.$

Completion Time

$C_1, C_2, \dots C_n$

Deadline

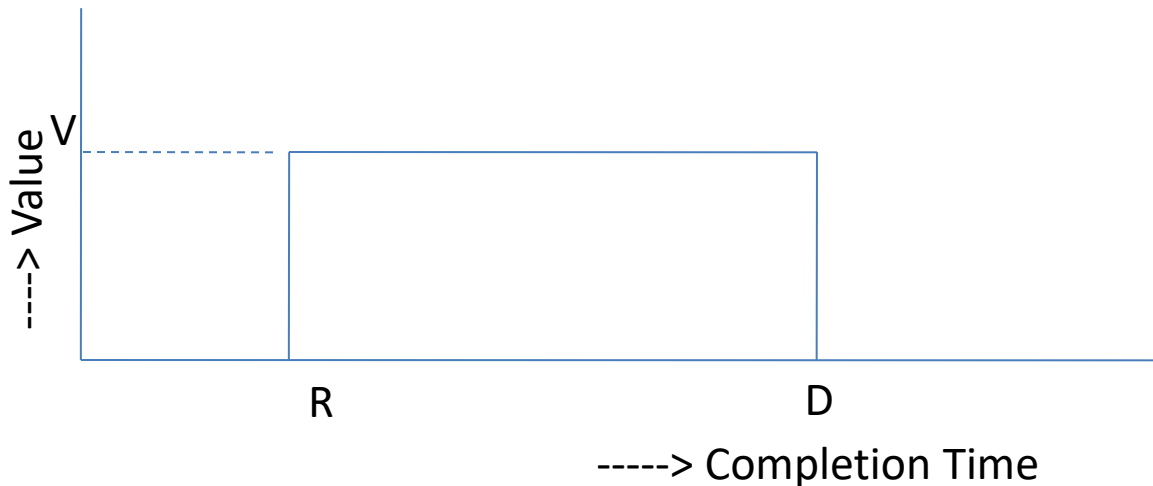
$D_1, D_2, \dots D_n$



Types of Real-time Tasks

- Hard Real-time Tasks

Tasks T_i is hard real-time task if $C_i \leq D_i$

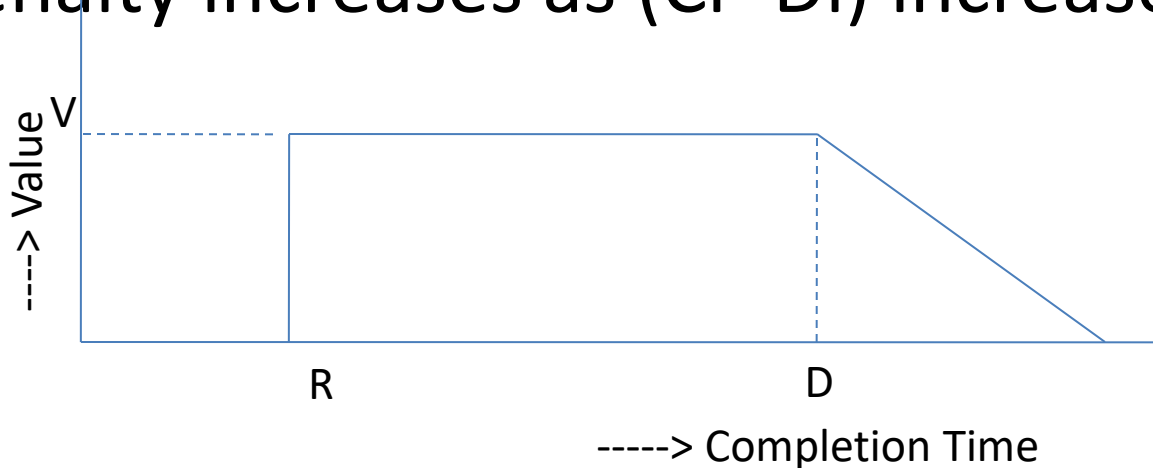


Types of Real-time Tasks

- Soft Real-time Tasks

Task T_i is soft real-time task, if $C_i \leq D_i$ penalty is associated

Penalty increases as $(C_i - D_i)$ increases



Types of Real-time Tasks

- Firm Real-time Tasks

Value reduces to zero if deadline is not met.

Output of such task is discarded.

Dropping of task is allowed, once in a while.



Real-Time Systems

- System must contain at least one task of the types
 - Hard
 - Soft
 - Firm



Types of Real-time Tasks

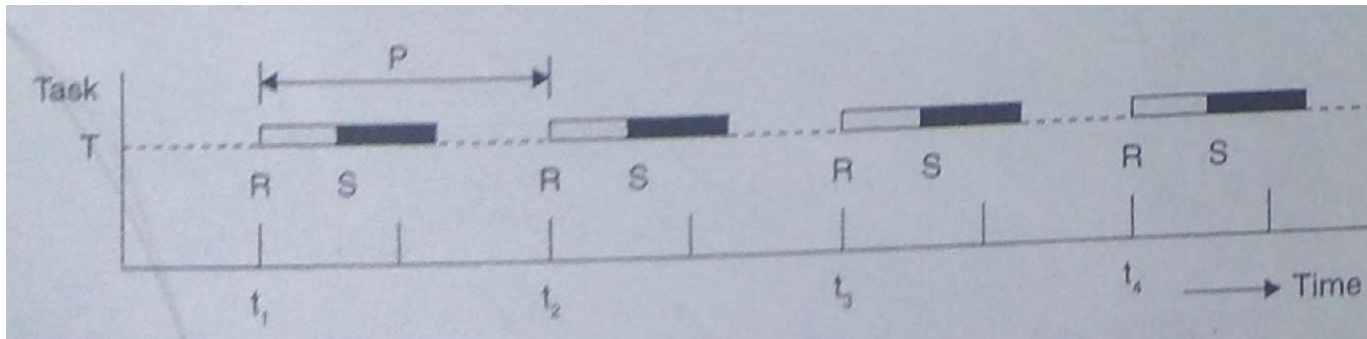
Based on Occurrence of task

- Periodic
- Aperiodic
- Sporadic



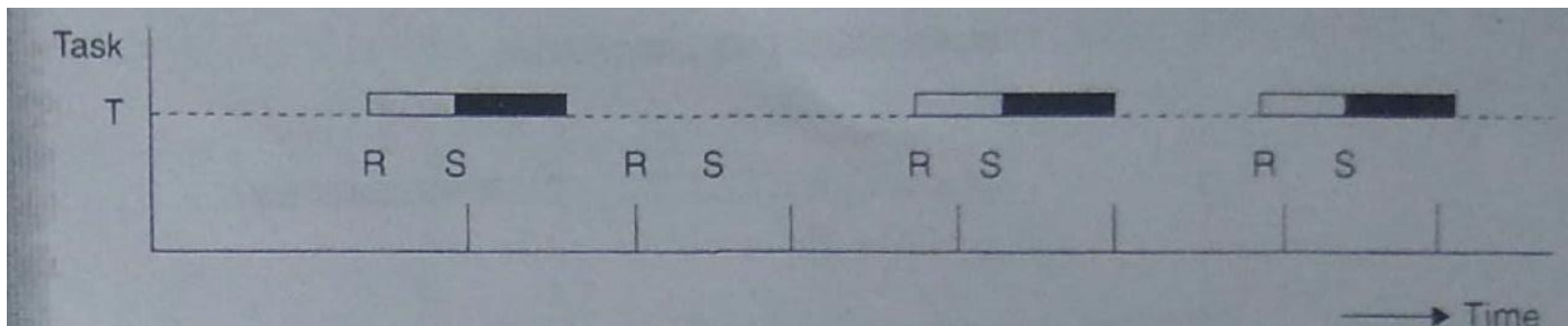
Types of Real-time Tasks

- Periodic
 - Real time tasks arrive(activated) at regular (fixed) intervals.
 - Execute once per time interval



Types of Real-time Tasks

- Aperiodic
 - Real time tasks arrive(activated) at irregular intervals.
 - Inter-arrival period between two such tasks can be zero
 - Generally have soft deadlines



Types of Real-time Tasks

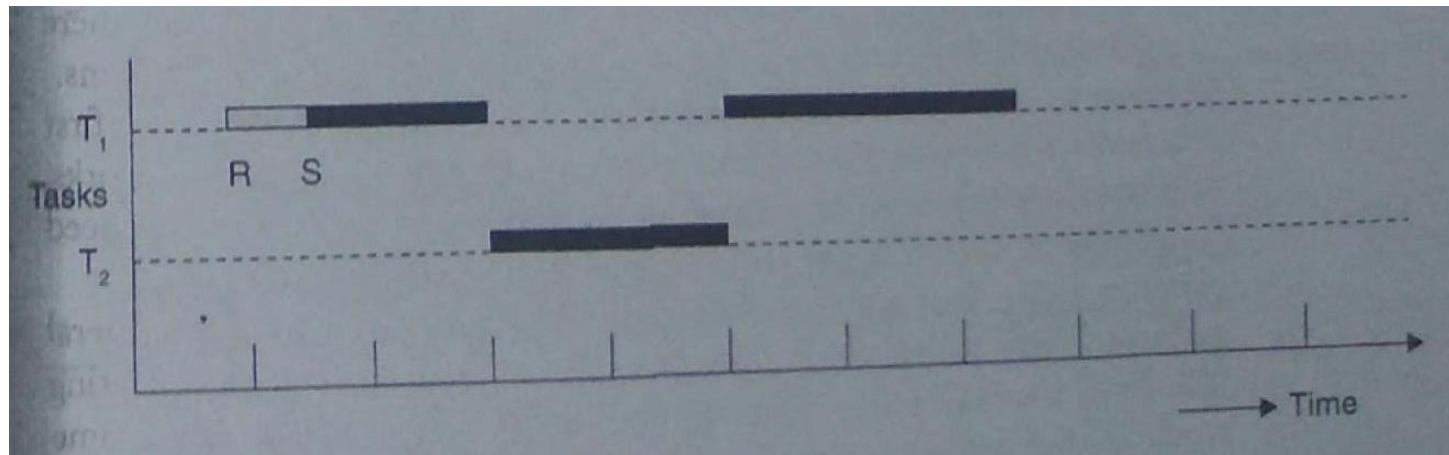
- Sporadic
 - Aperiodic task with minimum inter-arrival time
 - Hard deadline



Types of Real-time Tasks

Based on allowing interruption of running task

- Preemptible
 - Task can be preempted, if another task of higher priority becomes ready.

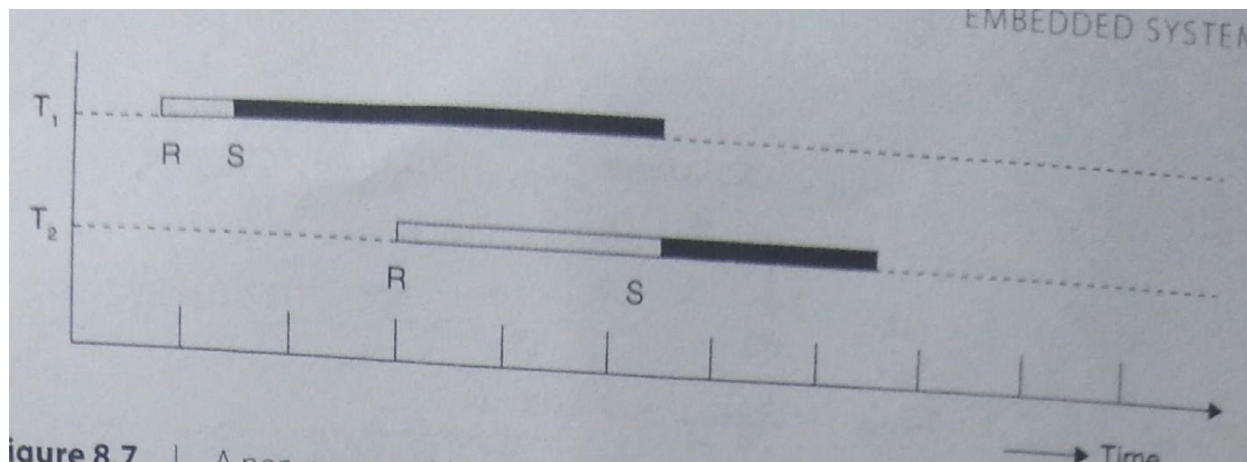


Types of Real-time Tasks

Based on allowing interruption of running task

- Non-Preemptible

- Should continue execution without interruption, once started.



Real-time Operating System

- Do embedded systems need an operating system?
 - Simple embedded applications like printer, scanners, sensor based home security systems need only hardware and firmware
 - Generally follow super loop based approach
 - Whole code is written as one loop which executes continuously



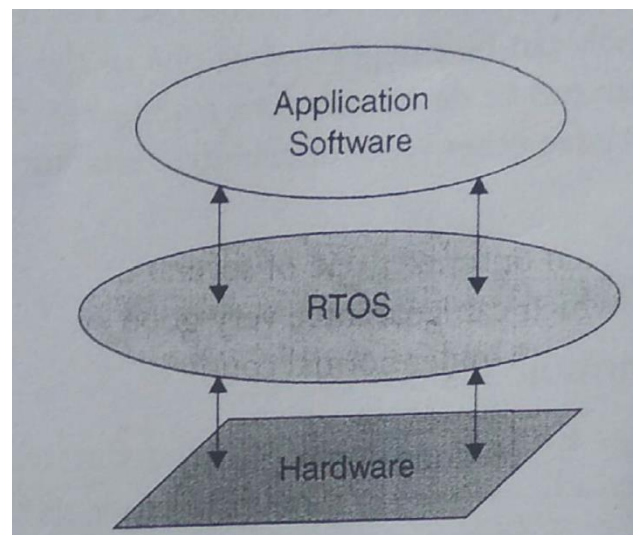
Real-time Operating System

- Do embedded systems need an operating system?
 - Complex systems need manager
 - But all embedded systems need not require real - time operating systems.
 - Require RTOS where time constraint is a factor



Real-time Operating System

- What does RTOS do?
 - Provides abstraction layer b/w embedded hardware and application software
 - Ensures that multiple tasks that comes in, are managed and done 'on time'



Real-time Operating System

- Kernel services of RTOS

