

# CSC9006: Real-Time Systems

## Lecture 2: Real-Time Operating Systems

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# Background

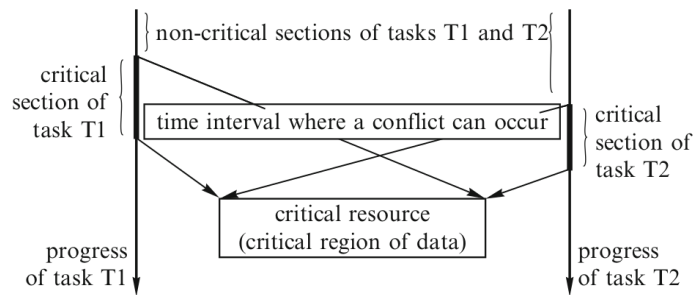
- The concept of *image*
  - Predictability vs. Responsiveness
  - Task: an execution of a (sequential) program
  - Middleware
- 
- A *design* or an *implementation*?

# Task Model

- Simple task (S-task)
- Time-triggered vs. Event-triggered
- Task scheduling
  - Static scheduling (off-line scheduling)
  - Dynamic scheduling (on-line scheduling)

# Inter-Task Interactions

- A quick review:
  - Data integrity, Critical section, and Race condition



**Fig. 9.3** Critical task sections and critical data regions

# Static Schedule and Access Control

- Coordinated static schedules
- Access control
  - Semaphore
  - Mutex
  - Spinlock

# Non-Blocking Write Protocol

- The single writer is never blocked
- Readers may need to retry
- Atomic access to the CCF (concurrent control field) is guaranteed by hardware

```
initialization: CCF := 0;

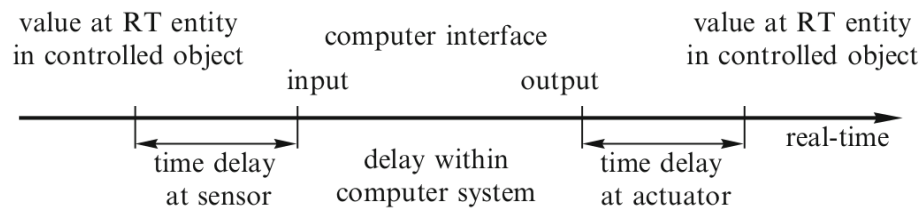
writer:
start: CCF_old := CCF;
      CCF := CCF_old + 1;
      <write to data structure>
      CCF := CCF_old + 2;

reader:
start: CCF_begin := CCF;
      if CCF_begin = odd
      then goto start;
      <read data structure>
      CCF_end := CCF;
      if CCF_end ≠ CCF_begin
      then goto start;
```

**Fig. 9.4** The non-blocking write (NBW) protocol

# Process Input/Output

- Analog I/O vs. Digital I/O
- Interrupts



**Fig. 9.5** Time delay of a complete I/O transaction

# Considerations for fault-tolerant I/O

- Fault model
- Triple modular redundant (TMR)
- Agreement protocols
  - syntactic vs. semantic



# Error Detection

- Time-domain error detection vs. value domain error detection
  - Monitoring task execution times and interrupts
  - Double execution of tasks
  - Watchdogs

# POSIX, POSIX.4, and Pthreads

- POSIX: Portable Operating System Interface
- POSIX.4: Real-Time Extension for Portable Operating Systems
- Pthreads: POSIX threads

(In-class live demo)