Chapter 19: Real-Time Systems
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- System Characteristics
- Features of Real-Time Systems
- Implementing Real-Time Operating Systems
- Real-Time CPU Scheduling
- An Example: VxWorks 5.x
Objectives

- To explain the timing requirements of real-time systems
- To distinguish between hard and soft real-time systems
- To discuss the defining characteristics of real-time systems
- To describe scheduling algorithms for hard real-time systems
Overview of Real-Time Systems

- A real-time system requires that results be produced within a specified deadline period.

- An embedded system is a computing device that is part of a larger system (i.e., automobile, airliner).

- A safety-critical system is a real-time system with catastrophic results in case of failure.

- A hard real-time system guarantees that real-time tasks be completed within their required deadlines.

- A soft real-time system provides priority of real-time tasks over non-real-time tasks.
System Characteristics

- Single purpose
- Small size
- Inexpensively mass-produced
- Specific timing requirements
Many real-time systems are designed using system-on-a-chip (SOC) strategy

SOC allows the CPU, memory, memory-management unit, and attached peripheral ports (i.e., USB) to be contained in a single integrated circuit
Bus-Oriented System
Features of Real-Time Kernels

- Most real-time systems do not provide the features found in a standard desktop system

- Reasons include
  - Real-time systems are typically single-purpose
  - Real-time systems often do not require interfacing with a user
  - Features found in a desktop PC require more substantial hardware that what is typically available in a real-time system
Virtual Memory in Real-Time Systems

- Address translation may occur via:

1. **Real-addressing mode** where programs generate actual addresses
2. **Relocation** register mode
3. Implementing full **virtual memory**
Address Translation

CPU \( L \)

relocation register \( R \) \( P = L + R \)

page table TLB

physical memory

process A

process B

kernel
Implementing Real-Time Systems

In general, real-time operating systems must provide:

1. Preemptive, priority-based scheduling
2. Preemptive kernels
3. Latency must be minimized
Event latency is the amount of time from when an event occurs to when it is serviced.

Event E first occurs

t₀

Event latency

Real-time system responds to E

t₁

Time
Interrupt latency is the period of time from when an interrupt arrives at the CPU to when it is serviced.
Dispatch Latency

- **Dispatch latency** is the amount of time required for the scheduler to stop one process and start another.
Real-Time CPU Scheduling

- Periodic processes require the CPU at specified intervals (periods)
- \( p \) is the duration of the period
- \( d \) is the deadline by when the process must be serviced
- \( t \) is the processing time
Scheduling of tasks when $P_2$ has a higher priority than $P_1$
Rate Montonic Scheduling

- A priority is assigned based on the inverse of its period
- Shorter periods = higher priority;
- Longer periods = lower priority
- \( P_1 \) is assigned a higher priority than \( P_2 \).
Missed Deadlines with Rate Monotonic Scheduling

Deadlines

P₁  P₂  P₁  P₂
0  10  20  30  40  50  60  70  80  90  100  110  120  130  140  150  160
Earliest Deadline First Scheduling

- Priorities are assigned according to deadlines:
  - the earlier the deadline, the higher the priority;
  - the later the deadline, the lower the priority
Proportional Share Scheduling

- $T$ shares are allocated among all processes in the system
- An application receives $N$ shares where $N < T$
- This ensures each application will receive $N / T$ of the total processor time
Pthread Scheduling

- The Pthread API provides functions for managing real-time threads

- Pthreads defines two scheduling classes for real-time threads:
  1. SCHED_FIFO - threads are scheduled using a FCFS strategy with a FIFO queue. There is no time-slicing for threads of equal priority
  2. SCHED_RR - similar to SCHED_FIFO except time-slicing occurs for threads of equal priority
VxWorks 5.0

- embedded real-time application
  - POSIX library
  - Java library
  - file systems
  - TCP/IP
  - virtual memory
  - VxVMI
  - graphics library
  - Wind microkernel

- hardware level
  (Pentium, Power PC, MIPS, customized, etc.)
The Wind microkernel provides support for the following:

1. Processes and threads

2. Preemptive and non-preemptive round-robin scheduling

3. Manages interrupts (with bounded interrupt and dispatch latency times)

4. Shared memory and message passing interprocess communication facilities
End of Chapter 19