EE458 - Embedded Systems
Introduction to uC/OS

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Introduction to uC/OS
Background

- The source code to uC/OS was published in Embedded Systems Programming magazine in 1992 by Jean Labrosse. The version of uC/OS supplied with the Netburner is based on the original version. uC/OS evolved into uC/OS-II which is maintained by Micrium Inc.

- uC/OS is very efficient and has a small footprint. It runs nicely on ________ or small memory systems.
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uC/OS Tasks

- uC/OS task priorities can range from 1 (highest) to ________ (lowest). Each task MUST have a different priority.

- UserMain starts at priority 10 but by convention should change its priority to MAIN_PRIO (50). User tasks should be assigned priorities relative to MAIN_PRIO (for example MAIN_PRIO+1). User tasks should use priorities in the range 46 to 62 (MAIN_PRIO-4 to MAIN_PRIO+12).
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uC/OS Tasks

- There are several system tasks that run when networking is used. You must not use a priority assigned to one of these system tasks (refer to constants.h for the list).

- You (the programmer) must allocate stack space for each task that you create. This is usually done by defining a _________:

  DWORD
  task_stacks[NTASKS][STKSIZE]
  __attribute__((aligned(4)));

The `OSTaskCreate()` function is used to create (and automatically start) new tasks:

```
BYTE OSTaskCreate(taskcode, taskdata, stack_top_ptr, stack_bot_ptr, priority);
```

- **taskcode** is a function pointer to the task function. **taskdata** is a 32-bit data type that is passed as an ____________ to the task. **stack_top_ptr** and **stack_bot_ptr** are the addresses of the top and bottom of the stack. **priority** is the task priority.
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void TaskCode(void *pd) {
   ...
}

#define STKSZE USER_TASK_STK_SIZE
DWORD
    TaskStacks[2][STKSIZE] __attribute__((aligned(4)));

void UserMain(void *pd) {
    status = OSTaskCreate(TaskCode, NULL,
                           &TaskStacks[0][STKSIZE], &TaskStacks[0][0],
                           MAIN_PRIO+1);
    if(status != OS_NO_ERR) {
        ...
    }
}
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uC/OS Tasks

- **OSSimpleTaskCreate()** is a function that takes only the task name and priority as arguments. There is no return value that can be checked for errors. It auto creates a stack of size USER_TASK_STK_SIZE:

  ```c
  OSSimpleTaskCreate(TaskCode, MAIN_PRIO+1);
  ```

- A task can delete itself with **OSTaskDelete()**. A task can change its own priority with **OSChangePrio(newprio)**.
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uC/OS Tasks

• Use **OSTimeDly(ticks)** to delay for a number of ticks. The macro TICKS_PER_SECOND is used in seconds to ticks conversions:

```c
// Sleep for 5 seconds
OSTimeDly(5 * TICKS_PER_SECOND);
```

• **OSLock() and OSUnlock()** can be used to protect _________________ by disabling and enabling task switching.
You must allocate and ________ a semaphore data structure for each semaphore:

// Create the semaphore data structure
// This must be visible to all tasks using the sem.
// and so is usually defined outside any function.
OS_SEM sync_sem;

// In UserMain, initialize the semaphore.
// Here it is initialized to zero.
e = OSSemInit(&sync_sem, 0);
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uC/OS Semaphores

- Use **OSSemPost()** to release (increment) the semaphore:
  
  \[ e = \text{OSSemPost}(&\text{sync}\_\text{sem}); \]

- Use **OSSemPend()** to acquire (decrement) the semaphore. This will block if the semaphore is zero. A time-out value (in ticks) is the second argument. A 0 time-out value implies that we will wait __________:
  
  \[ e = \text{OSSemPend}(&\text{sync}\_\text{sem}, 0); \]
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uC/OS Mailboxes

• A mailbox can be used to pass a single _______ data item between tasks. (The item could be a pointer to an area of memory.) Similar to semaphores, you must allocate and initialize a mailbox data structure for each mailbox:

OS_MBOX mboxes[NUMBOX];

// In UserMain (or other initialization) code
e = OSMboxInit(&mboxes[0], 0);
e = OSMboxInit(&mboxes[1], 0);
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uC/OS Mailboxes

- Use **OSMboxPost()** to place a message in the mailbox (does not block if full – check return status). Only one item may be in the mailbox at a time:

  ```c
  e = OSMboxPost(&mboxes[0], (void *)value);
  ```

- **OSMboxPend()** returns the item:

  ```c
  // A return argument is used for ___________
  value = (int)OSMboxPend(
           &mboxes[0], timeout, &e);
  ```