REAL TIME OPERATING SYSTEMS

III Semester: COMMON FOR ALL BRANCHES								
Course Code	Category	Hours / Week			Credits	Maximum Marks		
BESC30	Elective	L	T	P	C	CIA	SEE	Total
		3	-	-	3	30	70	100
Contact Classes: 45	Tutorial Classes: Nil	Practical Classes: Nil				Total Classes:45		

I. COURSE OVERVIEW:

This course is to introduce students with the basic concepts and approaches in the design and analysis of real-time operating systems. It covers design considerations of real time operating systems, task scheduling, threads, multitasking, task communication and synchronization. Applications of the course include real time operating systems in image processing, fault tolerant applications and control systems.

II. COURSE OBJECTIVES:

The students will try to learn:

I. The concepts of operating systems and principles of real time operating system, implementation aspects of real time concepts in embedded systems.

II. The design of real time operating system by using the concepts of Timers, I/O subsystem and Memory management units.

III. Software development process and tools like Vxworks and muCOS for real timeoperating system applications.

III. COURSE OUTCOMES:

After successful completion of the course, students should be able to:

CO1	**Recall** real time operating system to provide resource managementand synchronization for communication systems.	Understand
CO2	**Compare** soft real-time operating system and hard real-timeoperating systems for the priority based task scheduling.	Analyze
CO 3	**Outline** the components of real time operating systems for the designof reliable embedded system.	Understand
CO 4	**Analyze** finite state machine for the task scheduling and execution inkernel models.	Analyze
CO 5	**Develop** a semaphore token for the execution of one or more threadsin mutual exclusion.	Create
CO 6	**Interpret** message queue in asynchronous communications protocolfor send and receive messages simultaneously.	Understand

IV. SYLLABUS:

MODULE – I: REAL TIME OPERATING SYSTEM PRINCIPLES (10)

History of operating systems, defining RTOS, classification of real-time systems, The scheduler, objects, services and key characteristics of RTOS, Tasks: Defining a task, task states and scheduling, typical task operations, typical task structure.

MODULE – II: REAL TIME KERNEL OBJECTS (09)

Semaphores: Defining semaphores, typical semaphore operations, typical semaphore use; Message Queues: Defining message queues, message queue states, message queue content, message queue storage, typical message queue operations; Typical message queue use other kernel objects: Pipes, event registers, signals, condition variables.

MODULE – III: RTOS DESIGN CONSIDERATIONS (08)

Timer and Timer Services: Real-time clocks and system clocks, programmable interval timers, timer interrupt service routines, model for implementing the soft-timer handling facility, timing wheels.

I/O sub system: Basic I/O concepts, the I/O sub system; Memory management: Dynamic memory allocation, fixed-size memory management, blocking vs. Non-blocking memory functions, hardware memory management units.

MODULE – IV: TASKS COMMUNICATION AND SYNCHRONIZATION (08)

Synchronization and Communication: Synchronization, communication, resource synchronization methods, common practical design patterns; common design problems: Resource classification, deadlocks, priority inversion.

MODULE – V: RTOS APPLICATION DOMAINS (10)

Comparison and study of RTOS: Vxworks and COS, Case studies: RTOS for image processing, embedded RTOS for voice over IP, RTOS for fault tolerant applications, RTOS for control systems.

V. TEXT BOOKS:

1. Andrew Troelsen,"Pro C and the .NET 4 Platform, Springer (India) Private Limited, New Delhi, India, 5th Edition, 2010.
2. David Chappell, "Understanding .NET – A Tutorial and Analysis", Addison Wesley, 2nd Edition, 2002.
3. S. Thamarai Selvi, R. Murugesan, A Textbook on C, Pearson Education, 1st Edition, 2003.

VI. REFERENCE BOOKS:

1. Raymond J.A.Bhur, Donald L.Bailey, "An Introduction to Real Time Systems", PHI, 1st Edition, 1999.
2. Wayne Wolf, "Computers as Components: Principles of Embedded Computing System Design", Kindle Publishers, 2nd Edition, 2005.
3. Tanenbaum, "Modern Operating Systems", Pearson Edition, 3rd Edition, 2007.

VII. WEB REFERENCES:

1. https://www.jntumaterials.co.in
2. http://www.inf.ed.ac.uk/teaching/courses/es/PDFs/RTOS.pdf
3. https://nptel.ac.in/courses/106108101/pdf/Lecture_Notes/Mod%208_LN.pdf
4. http://wwww.iare.ac.in

VIII. E-TEXT BOOKS:

1. http://www.bookzz.org/
2. http://www.jntubook.com
3. http://www.4shared.com/web/preview/pdf/BhrrT3m0
4. http://www.archive.org