

Nick Lethaby
OS Product Manager
Texas Instruments Incorporated

Why Use a Real-Time Operating System in MCU Applications

Introduction

Are you adding more features to each new generation of your microcontroller application? And are internet connectivity and touchscreen UIs becoming mandatory? If so then it's time to switch to a real-time operating system (RTOS). Taking advantage of an off-the-shelf RTOS environment frees you up from focusing too much on low-level peripheral control software and allows you more resources for differentiation.

Traditionally, MCU developers implement software applications around sequential processing loops and state machines. While adequate when the MCU is performing a rather limited number of functions, a different approach is required as MCUs integrate more memory and peripherals. A growing number of MCU applications are now based on a Real-Time Operating Systems (RTOS). The key driver of RTOS adoption is application complexity. An RTOS will often be used when there are more interrupt sources, more functions, and more standard communications interfaces that need to be supported. If the application is <64KB in size, an RTOS is not necessary. Conversely if, the applications is 1 MB, an RTOS will likely be used.

Internal debates within development teams considering use of an RTOS for the first time are passionate. Many MCU developers are accustomed to having intimate control over 100% of the code base and highly optimizing every byte of code and data. It can be challenging to give up this level of control and rely on code from a third-party. While it is unlikely that third-party software will completely match the efficiency of a highly customized run-time, using an RTOS counterbalances this by increasing development team productivity through greater code reuse.

This debate is analogous to “C vs. assembly language”. An experienced assembly language programmer will typically generate faster and smaller code than a C compiler. However, using C is almost universally considered a superior approach because the amount of effort to develop an application is much less than when using assembly language. While it is quite possible to do a custom RTOS implementation, it is questionable whether such an approach is optimal. The availability of no-cost off-the-shelf RTOS solutions such as TI-RTOS and FreeRTOS™ remove any barriers associated with product cost. Furthermore, the cost of commercial RTOS products such as µC/OS III®, ThreadX®, SMX®, and Nucleus® is typically much lower than having in-house engineers develop and maintain a custom RTOS implementation.

The below are five productivity advantages and top reasons to consider using an RTOS:

- 1. Preemptive multitasking design paradigm:** For more complex real-time applications, especially those with a code base that is progressively enhanced in each release, the preemptive multitasking design paradigm is superior. This design paradigm makes response-times to each real-time event relatively independent of each other. As a result, new functions can be added without disrupting existing hard real-time ones. In contrast, in a sequential processing loop where each event is checked by polling, the addition of a new event will affect the response times for all events. Although real-time response for critical events can be maintained by use of background/foreground loops or other mechanisms to more frequently poll critical events, more complex real-time applications designed in this way often become very difficult to maintain and modify. Unlike a custom run-time, RTOSs are typically designed to support a wide range of application scenarios and do not need to be modified to support a new application.

2. **Pre-tested and pre-integrated communications stacks and drivers:** An RTOS will typically offer communications stacks such as TCP/IP and USB along with drivers for these and other peripherals. Having such software available working “out of box”, eliminates the need for developers to implement it from scratch or spend time integrating third-party software into their run-time environment. In addition most MCU developers are not expert in communications stacks. An RTOS that provides these allows a developer to focus on their area of application expertise and not spend time on undifferentiated system capabilities such as internet connectivity.
3. **Application portability:** By providing a standardized set of stack and driver APIs that abstracts the specifics of the underlying hardware, an RTOS makes applications much more portable. There is much less risk that application software will get interleaved with code performing low-level accesses to peripheral control registers specific to a device. Highly portable code increases ease-of-software reuse.
4. **System-level debug and analysis tools:** As an application becomes more complex, it becomes more likely that it can behave in unanticipated ways. Excessive memory usage or leaks, delayed response to real-time events, or greater than expected CPU loads are all problems that can occur. Problems of this nature are often difficult to diagnose since they require a high-level understanding of system behavior and resource usage. Most RTOSs have associated system-level debugging tools that enable application behavior and resource usage to be examined. For example, TI-RTOS has associated tools that enable developers to look at stack usage and compare it against how much stack was assigned to a task. This makes it straightforward to detect stack overflows or to optimize task stack sizes to free up RAM for other parts of the application. For a custom run-time, a development team will need to create and maintain custom tools.
5. **More efficient use of CPU resources:** Simple loop-based run-times typically do a lot of polling to check if interrupts have occurred. As a result a great deal of processor time is occupied doing nothing. Because multitasking RTOS-based applications are interrupt-driven, it is possible to largely eliminate polling from the application. This frees up processor resources for useful work and enables power-saving modes to be invoked during idle periods.

If you are finding that each generation of your MCU application is adding more and more features and that internet connectivity and touchscreen UIs are becoming mandatory, it may be time to consider switching to an RTOS. Taking advantage of an off-the-shelf software environment like TI RTOS frees you up from focusing too much on low-level peripheral control SW and allows more resources for differentiating your application.

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