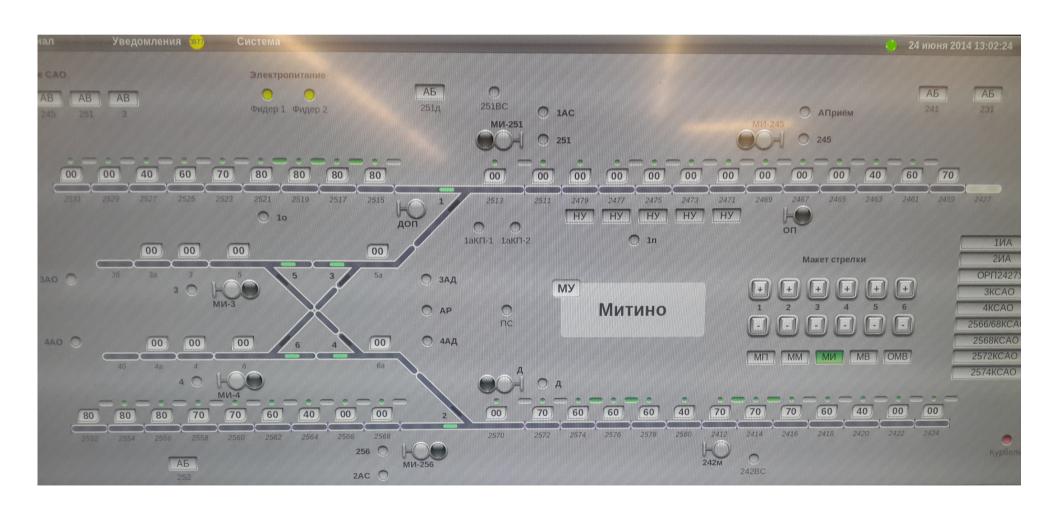
# Experimental PREEMPT\_RT Linux Usage in Railway Interlocking System

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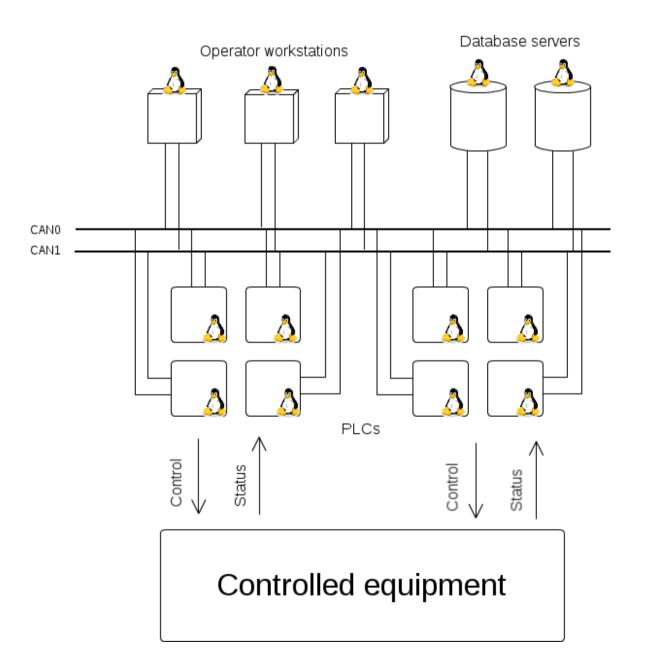
#### Station Scheme



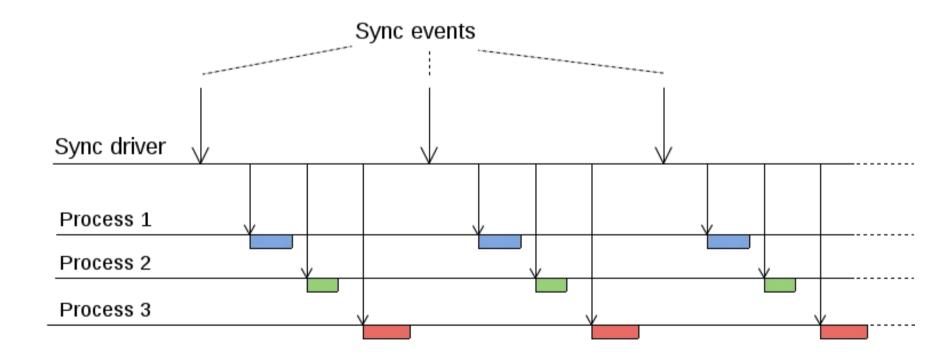
### Interlocking System

- Obtains trains positions
- Controls switches
- Controls signals
- Generates control command to trains
- Performs service tasks

### System Structure



## Processes Syncronization



### Main Cycle Of Sync Driver

```
static int main cycle(void* data)
 s32 dev:
DECLARE WAITQUEUE(wait, current);
add wait_queue(&myevent waitqueue, &wait);
while( !kthread should stop() ) {
    set current state(TASK INTERRUPTIBLE);
    schedule():
    // ...
    // Unblock chardevs read()
    for ( dev = 0; dev < MAX CHARDEVS; dev++ ) {
        usleep range(timeout us sync read[dev],
                      timeout us sync read[dev] + TIMEOUT US LIMIT);
        device descriptor[dev]->data to userspace available = 1;
        wake up interruptible (&device descriptor [dev]->ing);
}
// ...
return 0;
```

### **Underlying System**

#### Requirements

- Precision of unblocking moments
- Kernelspace and userspace threads priorities
- Deterministic execution time for processes under given priorities

#### Existing Problems

- Network packets processing determinism
- Safe timing isolation of applications in mixed criticality systems