

# Realtime and Embedded Specification for Java Version 2.0

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The Realtime Specification for Java (RTSJ) is under development within the Java Community Process (JCP) by the members of the JSR-282 Expert Group (EG). This group, was lead by TimeSys Inc. Corporation, but has been taken over by aicas GmbH.

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# Table of Contents

<b>Contents</b>	<b>i</b>
<b>List of Figures</b>	<b>xiv</b>
<b>List of Tables</b>	<b>xv</b>
<b>1 Introduction</b>	<b>1</b>
1.1 Guiding Principles . . . . .	2
1.1.1 Applicability Across Java Environments . . . . .	3
1.1.2 Backward Compatibility . . . . .	3
1.1.3 Write Once, Run Anywhere . . . . .	3
1.1.4 Current Practice vs. Advanced Features . . . . .	3
1.1.5 Predictable Execution . . . . .	3
1.1.6 No Syntactic Extension . . . . .	3
1.1.7 Allow Variation in Implementation Decisions . . . . .	3
1.1.8 Interoperability . . . . .	4
1.2 Areas of Enhancement . . . . .	4
1.2.1 Thread Scheduling and Dispatching . . . . .	4
1.2.2 Memory Management . . . . .	5
1.2.3 Synchronization and Resource Sharing . . . . .	5
1.2.4 Asynchronous Event Handling . . . . .	5
1.2.5 Task Interruption . . . . .	6
1.2.6 Raw Memory Access . . . . .	6
1.2.7 Physical Memory Access . . . . .	6
1.2.8 Modularization . . . . .	6
<b>2 Overview</b>	<b>7</b>
2.1 Threads and Scheduling . . . . .	7
2.2 Synchronization . . . . .	9
2.2.1 Priority Inversion . . . . .	9
2.2.2 Priority Inversion Avoidance . . . . .	10
2.2.3 Execution Eligibility . . . . .	11

## TABLE OF CONTENTS

---

2.2.4	Wait-Free Queues . . . . .	11
2.3	Asynchrony . . . . .	11
2.3.1	Asynchronous Events . . . . .	12
2.3.2	Asynchronous Transfer of Control . . . . .	13
2.3.2.1	Methodological Principles . . . . .	13
2.3.2.2	Expressibility Principles . . . . .	14
2.3.2.3	Semantic Principles . . . . .	14
2.3.2.4	Pragmatic Principles . . . . .	15
2.3.3	Asynchronous Realtime Thread Termination . . . . .	15
2.4	Clocks, Time, and Timers . . . . .	16
2.5	Memory Management . . . . .	16
2.5.1	Memory Areas . . . . .	16
2.5.2	Heap Memory . . . . .	17
2.5.3	Immortal Memory . . . . .	17
2.5.4	Scoped Memory . . . . .	17
2.5.5	Physical Memory Areas . . . . .	18
2.5.6	Budgeted Allocation . . . . .	19
2.6	Device Access and Raw Memory . . . . .	19
2.6.1	Raw Memory Access . . . . .	19
2.7	System Options . . . . .	20
2.8	Exceptions . . . . .	20
2.9	Summary . . . . .	20
<b>3</b>	<b>General Requirements</b>	<b>23</b>
3.1	Definitions . . . . .	23
3.2	Semantics . . . . .	24
3.2.1	Base Requirements . . . . .	24
3.2.2	Modules . . . . .	25
3.2.2.1	Core Module . . . . .	26
3.2.2.2	Alternative Memory Areas Module . . . . .	28
3.2.2.3	Control Module . . . . .	29
3.2.2.4	Device Module . . . . .	29
3.2.2.5	POSIX module . . . . .	30
3.2.3	Optional Features . . . . .	31
3.2.4	Deprecated Classes . . . . .	32
3.2.5	Implementation types Allowed . . . . .	32
3.2.5.1	Realtime Deployment Implementation . . . . .	33
3.2.5.2	Simulation Implementation . . . . .	34
3.3	Required Documentation . . . . .	35
3.4	Rationale . . . . .	37

<b>4</b>	<b>Realtime vs Conventional Java</b>	<b>39</b>
4.1	Definitions . . . . .	41
4.2	Semantics . . . . .	41
4.2.1	Scheduling . . . . .	41
4.2.1.1	Priority . . . . .	42
4.2.1.2	Thread Groups . . . . .	43
4.2.1.3	Current Thread . . . . .	45
4.2.2	InterruptedException . . . . .	45
4.2.3	Java Memory Model . . . . .	45
4.2.4	Memory Management . . . . .	46
4.2.4.1	Memory Areas . . . . .	46
4.2.4.2	Garbage Collection . . . . .	46
4.2.4.3	Realtime Garbage Collections . . . . .	47
4.3	Rationale . . . . .	48
<b>5</b>	<b>Realtime Threads</b>	<b>49</b>
5.1	Definitions . . . . .	50
5.2	Semantics . . . . .	50
5.2.1	Startup Considerations . . . . .	51
5.3	javax.realtime . . . . .	52
5.3.1	Enumerations . . . . .	52
5.3.1.1	PhasingPolicy . . . . .	52
5.3.2	Classes . . . . .	55
5.3.2.1	ConfigurationParameters . . . . .	55
5.3.2.2	RealtimeThread . . . . .	59
5.4	Rationale . . . . .	86
<b>6</b>	<b>Scheduling</b>	<b>89</b>
6.1	Definitions . . . . .	91
6.2	Semantics . . . . .	93
6.2.1	Schedulers . . . . .	93
6.2.1.1	Affinity . . . . .	94
6.2.1.2	Parameter Values . . . . .	94
6.2.1.3	Release Control . . . . .	96
6.2.1.4	Dispatching . . . . .	108
6.2.1.5	Cost Monitoring and Cost Enforcement . . . . .	110
6.2.2	Priority Schedulers . . . . .	112
6.2.2.1	Priorities . . . . .	113
6.2.2.2	First-In-First-Out-Scheduler . . . . .	113
6.2.2.3	The Round-Robin Scheduler . . . . .	114
6.2.2.4	Parameter Values . . . . .	115

## TABLE OF CONTENTS

---

6.2.3	Associating Schedulables with Schedulers . . . . .	116
6.2.4	Additional Schedulers . . . . .	117
6.2.5	Managing Groups of Schedulables . . . . .	117
6.2.5.1	Realtime Thread Groups . . . . .	117
6.2.5.2	Processing Groups . . . . .	118
6.3	javax.realtime . . . . .	121
6.3.1	Interfaces . . . . .	121
6.3.1.1	BoundSchedulable . . . . .	121
6.3.1.2	Schedulable . . . . .	121
6.3.2	Enumerations . . . . .	133
6.3.2.1	MinimumInterarrivalPolicy . . . . .	133
6.3.2.2	QueueOverflowPolicy . . . . .	136
6.3.3	Classes . . . . .	139
6.3.3.1	Affinity . . . . .	139
6.3.3.2	AperiodicParameters . . . . .	147
6.3.3.3	BackgroundParameters . . . . .	153
6.3.3.4	FirstInFirstOutParameters . . . . .	155
6.3.3.5	FirstInFirstOutScheduler . . . . .	156
6.3.3.6	PeriodicParameters . . . . .	160
6.3.3.7	PriorityParameters . . . . .	168
6.3.3.8	PriorityScheduler . . . . .	170
6.3.3.9	ProcessingGroup . . . . .	173
6.3.3.10	RealtimeThreadGroup . . . . .	186
6.3.3.11	ReleaseParameters . . . . .	192
6.3.3.12	RoundRobinParameters . . . . .	204
6.3.3.13	RoundRobinScheduler . . . . .	206
6.3.3.14	Scheduler . . . . .	210
6.3.3.15	SchedulingParameters . . . . .	214
6.3.3.16	SporadicParameters . . . . .	217
6.4	Rationale . . . . .	224
6.4.1	RealtimeThreadGroup and ProcessingGroup . . . . .	225
6.4.2	Multiprocessor Support . . . . .	226
6.4.3	Impact of Clock Granularity . . . . .	227
6.4.4	Deadline Miss Detection . . . . .	227
<b>7</b>	<b>Synchronization</b> . . . . .	<b>229</b>
7.1	Definitions . . . . .	229
7.2	Semantics . . . . .	230
7.2.1	Monitor Control . . . . .	230
7.2.2	Priority Schedulers . . . . .	231
7.2.3	Additional Schedulers . . . . .	234



7.3	javax.realttime . . . . .	235
7.3.1	Classes . . . . .	235
7.3.1.1	MonitorControl . . . . .	235
7.3.1.2	PriorityCeilingEmulation . . . . .	238
7.3.1.3	PriorityInheritance . . . . .	241
7.3.1.4	WaitFreeReadQueue . . . . .	242
7.3.1.5	WaitFreeWriteQueue . . . . .	249
7.4	Rationale . . . . .	256
<b>8</b>	<b>Asynchrony</b>	<b>257</b>
8.1	Definitions . . . . .	258
8.2	Semantics . . . . .	259
8.2.1	Asynchronous Events and their Handlers . . . . .	259
8.2.2	Active Events and Dispatching . . . . .	261
8.2.3	Termination . . . . .	263
8.3	javax.realttime . . . . .	265
8.3.1	Interfaces . . . . .	265
8.3.1.1	ActiveEvent . . . . .	265
8.3.1.2	Releasable . . . . .	268
8.3.1.3	Subsumable . . . . .	268
8.3.2	Classes . . . . .	269
8.3.2.1	ActiveEventDispatcher . . . . .	269
8.3.2.2	AsyncBaseEvent . . . . .	276
8.3.2.3	AsyncBaseEventHandler . . . . .	281
8.3.2.4	AsyncEvent . . . . .	297
8.3.2.5	AsyncEventHandler . . . . .	299
8.3.2.6	AsyncLongEvent . . . . .	306
8.3.2.7	AsyncLongEventHandler . . . . .	308
8.3.2.8	AsyncObjectEvent . . . . .	315
8.3.2.9	AsyncObjectEventHandler . . . . .	316
8.3.2.10	BlockableReleaseRunner . . . . .	323
8.3.2.11	BoundAsyncEventHandler . . . . .	326
8.3.2.12	BoundAsyncLongEventHandler . . . . .	330
8.3.2.13	BoundAsyncObjectEventHandler . . . . .	333
8.3.2.14	FixedPriorityReleaseRunner . . . . .	337
8.3.2.15	ReleaseRunner . . . . .	339
8.4	Rationale . . . . .	342
<b>9</b>	<b>Time</b>	<b>343</b>
9.1	Definitions . . . . .	343
9.2	Semantics . . . . .	344

## TABLE OF CONTENTS

---

9.3	javax.realtime . . . . .	347
9.3.1	Classes . . . . .	347
9.3.1.1	AbsoluteTime . . . . .	347
9.3.1.2	HighResolutionTime . . . . .	361
9.3.1.3	RelativeTime . . . . .	371
9.4	Rationale . . . . .	382
<b>10</b>	<b>Clocks and Timers</b>	<b>385</b>
10.1	Definitions . . . . .	386
10.2	Semantics . . . . .	387
10.2.1	Clock Model . . . . .	387
10.2.2	Clocks and Timables . . . . .	388
10.2.2.1	Timable . . . . .	389
10.2.2.2	Dispatching . . . . .	390
10.2.3	Modeling Timers . . . . .	392
10.2.3.1	Counter Model . . . . .	392
10.2.3.2	Comparator Model . . . . .	393
10.2.3.3	Triggering . . . . .	393
10.2.3.4	Behavior of Timers . . . . .	393
10.2.3.5	Phasing . . . . .	394
10.3	javax.realtime . . . . .	396
10.3.1	Interfaces . . . . .	396
10.3.1.1	AsyncTimable . . . . .	396
10.3.1.2	Chronograph . . . . .	397
10.3.1.3	Timable . . . . .	400
10.3.2	Classes . . . . .	401
10.3.2.1	Clock . . . . .	401
10.3.2.2	OneShotTimer . . . . .	408
10.3.2.3	PeriodicTimer . . . . .	410
10.3.2.4	TimeDispatcher . . . . .	419
10.3.2.5	Timer . . . . .	422
10.4	Rationale . . . . .	434
<b>11</b>	<b>Alternative Memory Areas</b>	<b>437</b>
11.1	Definitions . . . . .	439
11.2	Semantics . . . . .	441
11.2.1	Allocation Execution Time . . . . .	442
11.2.2	Allocation Context . . . . .	442
11.2.3	Backing Stores . . . . .	443
11.2.4	The Parent Scope . . . . .	443
11.2.5	Memory Areas and Schedulables . . . . .	444

11.2.6	Scoped Memory Reference Counting . . . . .	444
11.2.7	Immortal Memory . . . . .	446
11.2.8	Maintaining Referential Integrity . . . . .	446
11.2.9	Object Initialization . . . . .	447
11.2.10	Maintaining the Scope Stack . . . . .	447
11.2.11	The <code>enter</code> Method . . . . .	449
11.2.12	The <code>executeInArea</code> or <code>newInstance</code> Methods . . . . .	449
11.2.13	Constructor Methods for Schedulables . . . . .	449
11.2.14	The Single Parent Rule . . . . .	450
11.2.15	Scope Tree Maintenance . . . . .	450
11.2.15.1	Pushing a <code>MemoryArea</code> onto the Scope Stack . . . . .	451
11.2.15.2	Popping a <code>MemoryArea</code> off the Scope Stack . . . . .	451
11.2.15.3	Reservation Management . . . . .	452
11.2.16	Physical Memory . . . . .	452
11.2.17	Stacked Memory . . . . .	454
11.2.17.1	Avoiding Backing Store Fragmentation . . . . .	454
11.2.17.2	Enforcing Encapsulation . . . . .	455
11.2.17.3	Example . . . . .	455
11.2.18	Pinnable Memory . . . . .	457
11.2.19	Memory Groups . . . . .	457
11.2.20	Startup Considerations . . . . .	457
11.3	<code>javax.realtime</code> . . . . .	458
11.3.1	Enumerations . . . . .	458
11.3.1.1	<code>EnclosedType</code> . . . . .	458
11.3.2	Classes . . . . .	460
11.3.2.1	<code>HeapMemory</code> . . . . .	460
11.3.2.2	<code>ImmortalMemory</code> . . . . .	465
11.3.2.3	<code>MemoryArea</code> . . . . .	466
11.3.2.4	<code>MemoryParameters</code> . . . . .	481
11.3.2.5	<code>PerennialMemory</code> . . . . .	486
11.3.2.6	<code>SizeEstimator</code> . . . . .	486
11.4	<code>javax.realtime.memory</code> . . . . .	493
11.4.1	Interfaces . . . . .	493
11.4.1.1	<code>PhysicalMemoryCharacteristic</code> . . . . .	493
11.4.2	Enumerations . . . . .	493
11.4.2.1	<code>PhysicalMemorySelector.CachingBehavior</code> . . . . .	493
11.4.2.2	<code>PhysicalMemorySelector.PagingBehavior</code> . . . . .	495
11.4.3	Classes . . . . .	497
11.4.3.1	<code>LTMemory</code> . . . . .	497
11.4.3.2	<code>MemoryGroup</code> . . . . .	500

## TABLE OF CONTENTS

---

11.4.3.3	PhysicalMemoryFactory . . . . .	502
11.4.3.4	PhysicalMemoryRegion . . . . .	510
11.4.3.5	PhysicalMemorySelector . . . . .	511
11.4.3.6	PinnableMemory . . . . .	514
11.4.3.7	ScopedConfigurationParameters . . . . .	535
11.4.3.8	ScopedMemory . . . . .	537
11.4.3.9	ScopedMemoryParameters . . . . .	564
11.4.3.10	StackedMemory . . . . .	568
11.5	The Rationale . . . . .	585
11.5.1	Package Separation . . . . .	585
11.5.2	The Scoped Memory Model . . . . .	585
11.5.3	Reservation Management . . . . .	587
11.5.4	Backing Store Management . . . . .	587
11.5.5	The Physical Memory Model . . . . .	587
11.5.5.1	The Original Physical Memory Framework . . . . .	590
11.5.5.2	The RTSJ 2.0 Physical Memory Framework . . . . .	591
11.5.5.3	An example . . . . .	593
<b>12</b>	<b>Asynchronous Control Flow</b>	<b>595</b>
12.1	Definitions . . . . .	596
12.2	Semantics . . . . .	598
12.2.1	Asynchronous Transition Point . . . . .	598
12.2.2	Asynchronous Transfer of Control . . . . .	599
12.2.2.1	Extending Conventional Java Interrupts . . . . .	602
12.2.2.2	Nesting AsynchronouslyInterruptedExceptions . . . . .	602
12.2.3	Asynchronous Task Termination . . . . .	603
12.3	javax.realtime.control . . . . .	605
12.3.1	Interfaces . . . . .	605
12.3.1.1	Interruptible . . . . .	605
12.3.2	Classes . . . . .	606
12.3.2.1	AsynchronousControlGroup . . . . .	606
12.3.2.2	AsynchronouslyInterruptedException . . . . .	608
12.3.2.3	Timed . . . . .	616
12.4	Rationale . . . . .	619
12.4.1	Asynchronous Transfer of Control . . . . .	619
12.4.2	Asynchronous Task Termination . . . . .	620
<b>13</b>	<b>Devices and Triggering</b>	<b>621</b>
13.1	Definitions . . . . .	622
13.2	Semantics . . . . .	623
13.2.1	Raw Memory . . . . .	623

13.2.1.1	Raw Memory Region . . . . .	625
13.2.1.2	Raw Memory Factory . . . . .	626
13.2.1.3	Stride . . . . .	626
13.2.2	Direct Memory Access Support . . . . .	626
13.2.3	External Triggering . . . . .	627
13.2.3.1	Happenings . . . . .	627
13.2.4	Interrupt Service Routines . . . . .	629
13.2.4.1	Synchronization . . . . .	633
13.2.4.2	Required Documentation . . . . .	633
13.3	<code>javax.realtime.device</code> . . . . .	635
13.3.1	Interfaces . . . . .	635
13.3.1.1	<code>DirectMemoryByteBuffer</code> . . . . .	635
13.3.1.2	<code>RawByte</code> . . . . .	650
13.3.1.3	<code>RawByteReader</code> . . . . .	651
13.3.1.4	<code>RawByteWriter</code> . . . . .	654
13.3.1.5	<code>RawDouble</code> . . . . .	657
13.3.1.6	<code>RawDoubleReader</code> . . . . .	657
13.3.1.7	<code>RawDoubleWriter</code> . . . . .	661
13.3.1.8	<code>RawFloat</code> . . . . .	664
13.3.1.9	<code>RawFloatReader</code> . . . . .	664
13.3.1.10	<code>RawFloatWriter</code> . . . . .	667
13.3.1.11	<code>RawInt</code> . . . . .	670
13.3.1.12	<code>RawIntReader</code> . . . . .	671
13.3.1.13	<code>RawIntWriter</code> . . . . .	674
13.3.1.14	<code>RawLong</code> . . . . .	677
13.3.1.15	<code>RawLongReader</code> . . . . .	677
13.3.1.16	<code>RawLongWriter</code> . . . . .	680
13.3.1.17	<code>RawMemory</code> . . . . .	683
13.3.1.18	<code>RawMemoryRegionFactory</code> . . . . .	685
13.3.1.19	<code>RawShort</code> . . . . .	705
13.3.1.20	<code>RawShortReader</code> . . . . .	705
13.3.1.21	<code>RawShortWriter</code> . . . . .	708
13.3.2	Classes . . . . .	711
13.3.2.1	<code>DirectMemoryBufferFactory</code> . . . . .	711
13.3.2.2	<code>DirectMemoryRegion</code> . . . . .	715
13.3.2.3	<code>Happening</code> . . . . .	717
13.3.2.4	<code>HappeningDispatcher</code> . . . . .	727
13.3.2.5	<code>InterruptCeilingEmulation</code> . . . . .	730
13.3.2.6	<code>InterruptDescriptor</code> . . . . .	731
13.3.2.7	<code>InterruptInheritance</code> . . . . .	734

## TABLE OF CONTENTS

---

13.3.2.8	InterruptMasking	735
13.3.2.9	InterruptServiceRoutine	736
13.3.2.10	InterruptUnmaskable	740
13.3.2.11	RawMemoryFactory	741
13.3.2.12	RawMemoryRegion	765
13.4	Rationale	767
13.4.1	Typed Raw Memory	767
13.4.2	Direct memory access	769
13.4.3	Interrupt Handling	770
<b>14</b>	<b>Interprocess Signaling</b>	<b>773</b>
14.1	Definitions	773
14.2	Semantics	773
14.2.1	POSIX Signals	774
14.2.2	POSIX Realtime Signals	774
14.3	javax.realtime.posix	775
14.3.1	Classes	775
14.3.1.1	RealtimeSignal	775
14.3.1.2	RealtimeSignalDispatcher	781
14.3.1.3	Signal	785
14.3.1.4	SignalDispatcher	792
14.4	Rationale	796
<b>15</b>	<b>System and Options</b>	<b>797</b>
15.1	Semantics	797
15.1.1	RealtimeSystem	797
15.1.2	Realtime Security	798
15.1.3	GarbageCollection	801
15.1.4	Compliance Version	801
15.2	javax.realtime	803
15.2.1	Enumerations	803
15.2.1.1	RTSJModule	803
15.2.2	Classes	806
15.2.2.1	AffinityPermission	806
15.2.2.2	CoreMemoryPermission	808
15.2.2.3	GarbageCollector	812
15.2.2.4	RealtimePermission	813
15.2.2.5	RealtimeSystem	817
15.2.2.6	SchedulingPermission	825
15.2.2.7	TaskPermission	829
15.3	javax.realtime.device	833

15.3.1	Classes . . . . .	833
15.3.1.1	DirectMemoryPermission . . . . .	833
15.3.1.2	HappeningPermission . . . . .	836
15.3.1.3	RawMemoryPermission . . . . .	839
15.4	javax.realtime.memory . . . . .	843
15.4.1	Classes . . . . .	843
15.4.1.1	PhysicalMemoryPermission . . . . .	843
15.4.1.2	ScopedMemoryPermission . . . . .	846
15.5	javax.realtime.posix . . . . .	849
15.5.1	Classes . . . . .	849
15.5.1.1	POSIXPermission . . . . .	849
15.6	Rationale . . . . .	852
<b>16</b>	<b>Exceptions</b>	<b>853</b>
16.1	Semantics . . . . .	853
16.2	javax.realtime . . . . .	856
16.2.1	Interfaces . . . . .	856
16.2.1.1	StaticThrowable . . . . .	856
16.2.2	Classes . . . . .	861
16.2.2.1	AlignmentError . . . . .	861
16.2.2.2	ArrivalTimeQueueOverflowException . . . . .	862
16.2.2.3	CeilingViolationException . . . . .	864
16.2.2.4	ConstructorCheckedException . . . . .	866
16.2.2.5	DeregistrationException . . . . .	866
16.2.2.6	EventQueueOverflowException . . . . .	867
16.2.2.7	ForEachTerminationException . . . . .	868
16.2.2.8	IllegalAssignmentError . . . . .	869
16.2.2.9	IllegalRealtimeArgumentException . . . . .	870
16.2.2.10	IllegalRealtimeStateException . . . . .	876
16.2.2.11	IllegalTaskStateException . . . . .	881
16.2.2.12	InaccessibleAreaException . . . . .	887
16.2.2.13	LateStartException . . . . .	889
16.2.2.14	MITViolationException . . . . .	889
16.2.2.15	MemoryAccessError . . . . .	891
16.2.2.16	MemoryInUseException . . . . .	892
16.2.2.17	MemoryScopeException . . . . .	894
16.2.2.18	MemoryTypeConflictException . . . . .	895
16.2.2.19	OffsetOutOfBoundsException . . . . .	897
16.2.2.20	OutOfMemoryStaticError . . . . .	899
16.2.2.21	POSIXException . . . . .	904
16.2.2.22	POSIXInvalidSignalException . . . . .	905

## TABLE OF CONTENTS

---

16.2.2.23	POSIXInvalidTargetException	905
16.2.2.24	POSIXSignalPermissionException	906
16.2.2.25	ProcessorAffinityException	907
16.2.2.26	RangeOutOfBoundsException	908
16.2.2.27	RealtimeSecurityException	909
16.2.2.28	RegistrationException	914
16.2.2.29	ResourceLimitError	915
16.2.2.30	ScopedCycleException	917
16.2.2.31	SizeOutOfBoundsException	919
16.2.2.32	StaticCheckedException	921
16.2.2.33	StaticError	926
16.2.2.34	StaticRuntimeException	932
16.2.2.35	StaticThrowableStorage	937
16.2.2.36	ThrowBoundaryError	943
16.2.2.37	UninitializedStateException	945
16.2.2.38	UnsupportedPhysicalMemoryException	945
16.2.2.39	UnsupportedRawMemoryRegionException	947
16.2.2.40	UnsupportedRealtimeOperationException	948
16.3	Rationale	953
<b>A</b>	<b>Bibliography</b>	<b>955</b>
<b>B</b>	<b>Deprecated APIs</b>	<b>957</b>
B.1	Semantics	957
B.2	javax.realtime	958
B.2.1	Interfaces	958
B.2.1.1	Interruptible	958
B.2.1.2	PhysicalMemoryTypeFilter	959
B.2.1.3	<i>Schedulable</i>	966
B.2.2	Classes	981
B.2.2.1	<i>AbsoluteTime</i>	981
B.2.2.2	<i>AperiodicParameters</i>	985
B.2.2.3	<i>ArrivalTimeQueueOverflowException</i>	990
B.2.2.4	<i>AsyncEvent</i>	991
B.2.2.5	<i>AsyncEventHandler</i>	994
B.2.2.6	AsynchronouslyInterruptedException	1011
B.2.2.7	<i>BoundAsyncEventHandler</i>	1018
B.2.2.8	DuplicateFilterException	1020
B.2.2.9	<i>HighResolutionTime</i>	1021
B.2.2.10	<i>IllegalAssignmentError</i>	1024
B.2.2.11	ImmortalPhysicalMemory	1024



B.2.2.12	ImportanceParameters . . . . .	.1033
B.2.2.13	LTMemory . . . . .	.1036
B.2.2.14	LTPhysicalMemory . . . . .	.1042
B.2.2.15	<i>MemoryAccessError</i> . . . . .	.1052
B.2.2.16	<i>MemoryParameters</i> . . . . .	.1052
B.2.2.17	<i>MemoryScopeException</i> . . . . .	.1056
B.2.2.18	NoHeapRealtimeThread . . . . .	.1057
B.2.2.19	<i>OffsetOutOfBoundsException</i> . . . . .	.1061
B.2.2.20	POSIXSignalHandler . . . . .	.1062
B.2.2.21	<i>PeriodicParameters</i> . . . . .	.1068
B.2.2.22	PhysicalMemoryManager . . . . .	.1069
B.2.2.23	<i>PriorityParameters</i> . . . . .	.1079
B.2.2.24	<i>PriorityScheduler</i> . . . . .	.1080
B.2.2.25	ProcessingGroupParameters . . . . .	.1089
B.2.2.26	RawMemoryAccess . . . . .	.1099
B.2.2.27	RawMemoryFloatAccess . . . . .	.1123
B.2.2.28	RealtimeSecurity . . . . .	.1135
B.2.2.29	<i>RealtimeSystem</i> . . . . .	.1138
B.2.2.30	<i>RealtimeThread</i> . . . . .	.1139
B.2.2.31	<i>RelativeTime</i> . . . . .	.1160
B.2.2.32	<i>ReleaseParameters</i> . . . . .	.1165
B.2.2.33	<i>Scheduler</i> . . . . .	.1166
B.2.2.34	ScopedMemory . . . . .	.1172
B.2.2.35	<i>SporadicParameters</i> . . . . .	.1187
B.2.2.36	<i>ThrowBoundaryError</i> . . . . .	.1192
B.2.2.37	Timed . . . . .	.1192
B.2.2.38	UnknownHappeningException . . . . .	.1195
B.2.2.39	<i>UnsupportedPhysicalMemoryException</i> . . . . .	.1196
B.2.2.40	VTMemory . . . . .	.1197
B.2.2.41	VTPhysicalMemory . . . . .	.1203
B.3	Rationale . . . . .	.1213
<b>C</b>	<b>Indices</b>	<b>1215</b>
C.1	Class Index . . . . .	.1215
C.2	Class Index . . . . .	.1215
C.3	Method Index . . . . .	.1218
C.4	Method Index . . . . .	.1218

# List of Figures

6.1	Sequence Diagram of Some Example Realtime Thread Releases . . . .	104
6.2	A State Chart for a Realtime Thread without a Deadline Miss Handler	105
6.3	A State Chart for a Realtime Thread with a Deadline Miss Handler .	106
8.1	The Event Class Hierarchy . . . . .	260
8.2	Releasing an <code>AysncEventHandler</code> . . . . .	262
8.3	States of a Simple <code>AsyncBaseEvent</code> . . . . .	262
8.4	States of an <code>ActiveEvent</code> . . . . .	263
10.1	Sequence Diagram for Using a Timer . . . . .	390
10.2	Sequence Diagram for Realtime Sleep . . . . .	391
10.3	States of a Timer . . . . .	396
11.1	Manipulation of <code>StackedMemory</code> Areas . . . . .	456
12.1	Control Flow Change State Diagrams . . . . .	599
13.1	Raw Memory Interface . . . . .	624
13.2	Event Classes . . . . .	628
13.3	Happening State Transition Diagram . . . . .	629
13.4	Interrupt servicing . . . . .	630
13.5	Creating Raw Memory Accessors . . . . .	768
13.6	Flash memory device . . . . .	770

# List of Tables

3.1	RTSJ Options	31
5.1	PhasingPolicy Effect on First Release of a RealtimeThread with PeriodicParameters	53
6.3	AperiodicParameters Default Values	148
6.4	FirstInFirstOut Default PriorityParameter Values	157
6.5	PeriodicParameter Default Values	161
6.6	PriorityScheduler Default PriorityParameter Values	171
6.7	ProcessingGroup Default Values	175
6.8	ReleaseParameter Default Values	193
6.9	SporadicParameters Default Values	218
8.1	Event to Handler Matrix	258
9.1	Examples of Normalized Times	345
9.2	Semantics of Time Conversion	346
11.1	Memory Area Referencing Restrictions	447
13.1	Properties Array	743
B.1	ProcessingGroupParameter Default Values	1091
B.2	Properties Array	1101

*LIST OF TABLES*

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# Chapter 1

## Introduction

The goal of the *Real-Time Specification for Java* (RTSJ) is to support the use of Java technology in embedded and realtime systems. It provides a specification for refining the *Java Language Specification* and the *Java Virtual Machine Specification* and for providing an extended Application Programming Interface that facilitates the creation, verification, analysis, execution, and management of realtime Java programs such as control and sensor applications.

The Java Virtual Machine and the Java Language were conceived as a portable environment for desktop and server applications. The emphasis has been on throughput and responsiveness. These are characteristics obtainable with time-sharing systems. For this conventional Java environment, it is more important that each task makes progress, than that a particular task completes within a predefined time slot.

In a realtime system, the system tries to schedule the most critical task that is ready to run first. This task runs either until it is finished, or it needs to wait for some event or data, or a more critical task is released or a more critical task becomes schedulable after waiting for its event or data.

Realtime scheduling is commonly done with a priority preemptive scheduler, where tasks that have short deadlines are given higher priority than tasks that have longer deadlines. The programmer is responsible for encoding some notion of task importance to priorities. The goal is to see that all tasks finish within their deadlines. Scheduling analysis, such as Rate Monotonic Analysis, can be used to help achieve this goal.

Many realtime systems have nonrealtime components, so it is desirable to be able to combine realtime and nonrealtime tasks in a single system. Realtime tasks are then given preference over nonrealtime tasks. For Java, this means that realtime tasks must be scheduled before threads with conventional Java priorities (1–10). Being able to synchronize between tasks, both realtime and conventional Java threads, imposes additional requirements.

Providing realtime semantics and the additional programming interfaces required

is a core part of this specification. This led the original specification to provide special memory areas to avoid the use of garbage collection; however, the availability of various techniques for realtime garbage collection has changed the state of practice since RTSJ Version 1.0. Though still part of the specification, these special memory areas are no longer central to it. Realtime scheduling and priority inversion avoidance for synchronization are the core of providing realtime response. These are provided through refinements to the core Java semantics and with additional classes.

Realtime tasks can be modeled both with realtime threads and with event handlers. Realtime threads are much the same as conventional Java threads except for how they are scheduled. Event handlers encapsulate a bit of work that is done every time some event occurs. Events are referred to as asynchronous because they generally occur independent of program flow. Thus, a periodic timed event is considered to be an asynchronous event, but scheduled periodically. Event handling provides a less resource intensive means of writing control applications because the underlying thread mechanism can be shared between event handlers. Deadline analysis is also somewhat simpler because the end of the work to be done is well bounded. Event handling is ideal for periodic tasks and responding to external impulses. The specification provides both paradigms.

Though realtime is necessary for many control tasks, it is not sufficient. A significant part of the RTSJ API addresses communication with the outside world through devices and signals. This makes it possible to write control applications without resorting to JNI, thereby maintaining the integrity and safety that Java offers.

Since not all applications need all aspects of the specification, there are now modules to suite the major application scenarios. This should make it easier for conventional JVM providers to include basic specification facilities without negatively impacting their core application domains, but still be compatible with hard realtime implementations. The goal is to make the transition between conventional JVMs and realtime JVMs easier.

## 1.1 Guiding Principles

Providing a coherent semantics and a set of programming interfaces requires some guiding principles around which to organize the RTSJ. The following principles delimit the scope of the RTSJ and its compatibility requirements with conventional Java. They ensure that conventional Java code can be run with realtime Java code on a single Java virtual machine.

### **1.1.1 Applicability Across Java Environments**

The RTSJ shall not include specifications that restrict its use to a particular Java environment, such as a particular versions of the Java Development Kit, an Embedded Java Application Environment, or a Java Edition, beyond the natural development of the Java language.

### **1.1.2 Backward Compatibility**

The RTSJ shall not prevent existing, properly written, conventional Java programs from executing on implementations of the RTSJ.

### **1.1.3 Write Once, Run Anywhere**

The RTSJ should recognize the importance of “Write Once, Run Anywhere”, but it should also recognize the difficulty of achieving WORA for realtime programs and not attempt to increase or maintain binary portability at the expense of predictability. Hence, the goal should be “Write Once Carefully, Run Anywhere Conditionally”.

### **1.1.4 Current Practice vs. Advanced Features**

The RTSJ should address current realtime system practice as well as allow future implementations to include advanced features.

### **1.1.5 Predictable Execution**

The RTSJ shall hold predictable execution as first priority in all trade-offs; this may sometimes be at the expense of typical general-purpose computing performance measures.

### **1.1.6 No Syntactic Extension**

In order to facilitate the job of tool developers, and thus to increase the likelihood of timely implementations, the RTSJ shall not introduce new keywords or make other syntactic extensions to the Java language.

### **1.1.7 Allow Variation in Implementation Decisions**

Implementations of the RTSJ may vary in a number of implementation decisions, such as the use of efficient or inefficient algorithms, trade-offs between time and space efficiency, inclusion of scheduling algorithms not required in the minimum

implementation, and variation in code path length for the execution of byte codes. The RTSJ should not mandate algorithms or specific time constants for such, but require that the semantics of the implementation be met and where necessary put limits on execution time complexity. The RTSJ offers implementers the flexibility to create implementations suited to meet the requirements of their customers.

### 1.1.8 Interoperability

It should be possible to implement all aspects of the RTSJ on a conventional JVM with the exception that realtime response and pointer assignment rules would not necessarily be guaranteed. This should ease the transition between conventional and realtime programming and aid functional testing on a conventional JVM. The API should support modules for this as well.

## 1.2 Areas of Enhancement

Each guiding principle has had a direct effect on the development of the specification. These principles are reflected in the following aspects of the realtime refinements and additional classes in the specification. Their enumeration should aid the understanding of the rest of the specification.

### 1.2.1 Thread Scheduling and Dispatching

Portability dictates the specification of at least one standard realtime scheduler, but in light of the significant diversity in scheduling and dispatching models and the recognition that each model has wide applicability in the diverse realtime systems industry, the specification provides an underlying scheduling infrastructure that can be extended to use other algorithms for scheduling realtime Java threads and event handlers.

To accommodate current practice, the RTSJ shall require a base scheduler in all implementations. The required base scheduler will be familiar to realtime system programmers. It is a priority preemptive, first-in-first-out, scheduler. Since most realtime systems also support round-robin scheduling, a round-robin scheduler shall also be supplied. For compatibility with conventional Java implementations, both schedulers shall use priorities above the conventional Java priorities (1–10).

The specification is constructed to allow implementations to provide unanticipated scheduling algorithms. Implementations will enable the programmatic assignment of parameters appropriate for the underlying scheduling mechanism as well as provide any necessary methods for the creation, management and termination of realtime Java threads. In the current specification, any other thread, scheduling, and



dispatching mechanism may be bound to an implementation; however, there should be enough flexibility in the thread scheduling framework to enable future versions of the specification to build on this release.

## **1.2.2 Memory Management**

Automatic memory management is a particularly important feature of the Java programming environment. The specification enables, as far as possible, the job of memory management to be implemented automatically by the underlying system and not intrude on the programming task. Many automatic memory management algorithms, also known as garbage collection (GC), exist, and many of those apply to certain classes of realtime programming styles and systems. In an attempt to accommodate a diverse set of GC algorithms, the specification defines a memory allocation and reclamation paradigm that

- is independent of any particular GC algorithm,
- requires the VM to precisely characterize its GC algorithm's effect on the preemption of realtime Java tasks, and
- enables the allocation and reclamation of objects outside of any interference by any GC algorithm.

## **1.2.3 Synchronization and Resource Sharing**

Logic often requires exclusive access to resources, and realtime systems introduce an additional complexity: the need to minimize priority inversion and hence the excessive delay of more critical tasks. The least intrusive specification for enabling realtime safe synchronization is to require that implementations of the Java keyword `synchronized` use one or more algorithms that prevent priority inversion among realtime Java tasks that share the serialized resource. In addition, the specification provides other data passing mechanisms to minimize the need for synchronization.

## **1.2.4 Asynchronous Event Handling**

Realtime systems typically interact closely with the real world. With respect to the execution of logic, the real world is asynchronous; therefore, the specification includes efficient mechanisms for programming disciplines that would accommodate this inherent asynchrony. The RTSJ has a general mechanism for asynchronous event handling. This specification provides classes that represent things that can happen and logic that executes when those things happen. The execution of the logic is scheduled and dispatched by the RTSJ runtime.

### 1.2.5 Task Interruption

Sometimes, the real world changes so drastically (and asynchronously) that the current point of logic execution should be immediately, efficiently, and safely ended, and control should be transferred to another point of execution. The RTSJ provides a mechanism which extends Java's interrupt and exception handling mechanisms to enable applications to programmatically change the locus of control of another Java task. This mechanism may restrict this asynchronous transfer of control to logic specifically written with the assumption that its locus of control may asynchronously change. Due to the inherent susceptibility to deadlock, the `Thread.stop` method cannot be used for this.

### 1.2.6 Raw Memory Access

Accessing device memory is not in and of itself a realtime issue; however, many realtime systems require it for providing realtime control of a system. This requires an API providing programmers with byte-level access to physical device registers, whether in main memory or in some I/O space. This API must be as efficient as possible, since such access is often under tight time constraints.

### 1.2.7 Physical Memory Access

Some systems provide memory areas that differ in important aspects, such as time to read or write data and its persistence. Being able to take advantage of these areas can have an impact on performance. This specification enables their efficient use.

### 1.2.8 Modularization

Not all applications require all aspects of the specification. In fact, having a core set of the APIs presented is useful for conventional Java programming and aids overall interoperability. To this end, the specification provides a core set of APIs and a few optional modules as well as semantics for use in conventional JVMs that do not offer realtime guarantees. This should enable implementations to be optimized for particular use cases and enable conventional Java environments to be used to help develop code that can be more easily shared between realtime and conventional systems.

# Chapter 2

## Overview

The RTSJ comprises several areas of extended semantics. These areas are discussed in approximate order of their relevance to realtime programming. The semantics and mechanisms of each topic—threads and scheduling, synchronization, asynchrony, clocks and timers, memory management, device access and raw memory, system options, and exceptions—are all crucial to the acceptance of the RTSJ as a viable real-time development platform. Further details, exact requirements, class documentation, and rationale for these extensions are given in subsequent chapters.

### 2.1 Threads and Scheduling

One of the concerns of realtime programming is to ensure the timely and predictable execution of sequences of machine instructions. Various scheduling schemes name these sequences of instructions differently, for example, thread, task, module, or block. In Java, this computation is executed in the context of a thread. Since Java threads were designed for fair execution<sup>1</sup> rather than predictable execution, the RTSJ introduces the concept of a *schedulable*. These are the objects managed by the base scheduler: `RealtimeThread` and its subclasses and `AsyncBaseEventHandler` and its subclasses. `RealtimeThread` is a specialization of Java's `Thread`.

*Timely execution of schedulables* means that the programmer can determine, by analysis of the program, testing the program on particular implementations, or both, whether particular threads will always complete execution before a given timeliness constraint. This is the essence of realtime programming: the addition of temporal constraints to the correctness conditions for computation. For example, for a program to compute the sum of two numbers, it may no longer be acceptable to

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<sup>1</sup>Actually, neither the Java Virtual Machine Specification[6] nor the Java Language Specification[5] defines how Java threads should be scheduled, but most implementations, including the reference implementations, use some sort of fair scheduling.

compute only the correct arithmetic answer but the answer must be computed within a particular time interval. Typically, temporal constraints are deadlines expressed in either relative or absolute time.

The term *scheduling* (or *scheduling algorithm*) refers to the production of a sequence (or ordering) for the execution of a set of schedulables (a *schedule*). This schedule attempts to optimize a particular metric (a metric that measures how well the system is meeting the temporal constraints). A *feasibility analysis* determines if a schedule has an acceptable value for the metric. For example in hard realtime systems, the typical metric is “number of missed deadlines” and the only acceptable value for that metric is zero. So called soft realtime systems use other metrics, such as *mean tardiness*, and may accept various values for the metric in use.

Many systems, including most conventional Java implementations, use thread priority to guide the determination of a schedule. Priority is typically an integer associated with a thread; these integers convey to the system the order in which the threads should execute. The generalization of the concept of priority is *execution eligibility*. The term *dispatching* refers to that portion of the system which selects the thread with the highest execution eligibility from the pool of threads that are ready to run.

In current realtime system practice, the assignment of priorities is typically under programmer control as opposed to under system control. As a base scheduler for realtime tasks, the RTSJ provides preemptive priority-based first-in-first-out (FIFO) scheduler, which also leaves the assignment of priorities to programmer control. It also provides a priority-based round-robin (RR) scheduler. Most realtime operating systems (RTOS) are also based on priority preemptive scheduling and support both FIFO and RR scheduling.

The RTSJ defines a number of classes with names of the form `<string>Parameters` such as `ReleaseParameters`, which provide parameters for resource management. An instance of one of these parameter classes holds a particular resource-demand characteristic for one or more schedulables. For example, the `PriorityParameters` subclass of `SchedulingParameters` contains the execution eligibility metric of the base and round-robin schedulers, i.e., a priority. At some time (construction-time or later when the parameters are replaced using setter methods), instances of parameter classes are bound to a schedulable. The schedulable then assumes the characteristics of the values in the parameter object. For example, a `PriorityParameters` instance with its priority set to the value representing the highest priority available on a system is bound to a schedulable, then that schedulable will assume the characteristic that it will execute whenever it is ready in preference to all other schedulables (except, of course, those also with the same priority).

The RTSJ provides implementers with the flexibility to install arbitrary scheduling algorithms in an implementation of the specification. This is to support the widely

varying requirements of the realtime systems industry with respect to scheduling. Use of the Java platform may help produce code written once but able to be executed on many different computing platforms. The RTSJ contributes to this goal, but the rigors of realtime systems detract from it. The RTSJ's rigorous specification of the required priority scheduler is critical for portability of time-critical code, but the RTSJ permits and supports platform-specific schedulers which are not necessarily portable.

## 2.2 Synchronization

If the computation in each thread were independent of the computation in all other threads, scheduling alone would be enough to ensure timeliness; however, this is usually not the case. Threads often need to communicate with one another or share data. Resources must be shared as well. Two threads cannot read different data from the disk at the same time nor write data to a disk at the same time. They cannot send a message to another machine at the same time. They cannot update the same in-memory data at the same time. One thread may have to wait for another thread to get the data it needs. Just as in a normal system, synchronization is required. In a realtime system, this synchronization must not prevent other threads from completing their tasks on time.

### 2.2.1 Priority Inversion

The additional concern for synchronization in a realtime system, as opposed to a conventional system, is that blocking can cause the wrong thread to run first. A high priority thread can be blocked by a low priority thread that is vying for the same resource. A priority queue can be used to ensure that a highest priority thread goes first, when more than one thread is waiting to enter a synchronized block, but this is not always sufficient.

Consider a single processor system with three threads,  $t_1$ ,  $t_2$ , and  $t_3$ , where  $t_1$  has the highest priority and  $t_3$  has the lowest priority. It is possible that  $t_2$  can prevent  $t_1$  from running by preempting  $t_3$ . This is called priority inversion. It occurs when  $t_1$  is blocked by attempting to acquire a lock that is held by thread  $t_3$  and  $t_3$  is preempted by  $t_2$ . When  $t_2$  does run, it may prevent  $t_3$  from running indefinitely, thereby keeping  $t_1$  blocked past its deadline.

What is needed is a mechanism the ensure that, while  $t_1$  is waiting on a resource in use by  $t_3$ , thread  $t_3$  runs before all threads with a priority less than that of  $t_1$ .

### 2.2.2 Priority Inversion Avoidance

Two of the most common mechanisms for avoiding priority inversion are priority inheritance and priority ceiling emulation (a.k.a. highest locker protocol). Both of these boost the priority of a thread holding the lock in order to prevent a noncontending thread from transitively blocking a higher priority thread which is waiting for the same lock. The difference is how high the priority is raised and when. Both take effect when a thread is in a `synchronized` section of code.

The first mechanism is the default behavior for `synchronized` blocks and methods. It applies to all code running within the implementation, not just to `schedulables`. The priority inheritance protocol is a well-known algorithm in the realtime scheduling literature and it has the following effect. When thread  $t_1$  attempts to acquire a lock that is held by a lower-priority thread  $t_3$ , then  $t_3$ 's priority is raised to that of  $t_1$  as long as  $t_3$  holds the lock (and recursively if  $t_3$  is itself waiting to acquire a lock held by an even lower-priority thread).

The specification also provides a mechanism by which the programmer can override the default system-wide policy, or control the policy to be used for a particular monitor, provided that policy is supported by the implementation. The second mechanism, priority ceiling emulation protocol, can be set using this mechanism. It is also a well-known algorithm in the literature. The following three points provide a somewhat simplified description of its effect.

1. A monitor is given a "priority ceiling" when it is created; the programmer should choose at least the highest priority of any thread that could attempt to enter the monitor.
2. As soon as a thread enters synchronized code, its (active) priority is raised to the monitor's ceiling priority. If, through programming error, a thread has a higher base priority than the ceiling of the monitor it is attempting to enter, then an exception is thrown.
3. On leaving the monitor, the thread has its active priority reset. In simple cases it will set be to the thread's previous active priority, but under some circumstances (e.g. a dynamic change to the thread's base priority while it was in the monitor) a different value is possible.

In addition, threads and asynchronous event handlers waiting to acquire a resource must be released from highest to lowest priority (in priority order). This applies to processors as well as to synchronized blocks. If schedulables with the same priority are possible under the active scheduling policy, such schedulables are awakened in FIFO order. This is exemplified in the following scenarios.

1. Threads waiting to enter synchronized blocks are granted access to the synchronized block in priority order.
2. A blocked thread that becomes ready to run is given access to a processor in priority order.

3. A thread whose priority is explicitly set by itself or another thread is given access to a processor in priority order.
4. A thread that performs a yield will be given access to the processor after waiting for threads of the same priority to be given a processor.
5. Threads that are preempted in favor of a thread with higher priority may be given access to a processor at any time as determined by a particular implementation. The implementation is required to provide documentation stating exactly the algorithm used for granting such access.

In any case, there needs to be a fixed upper bound on the time required to enter a synchronized block for an unlocked monitor.

### 2.2.3 Execution Eligibility

Since an implementation of the RTSJ may provide schedulers other than priority-based schedulers, the notion of priority can be generalized to execution eligibility. Execution eligibility defines a partial ordering over all tasks for determining which task should run before which other tasks. Execution eligibility may be determined dynamically. For example, earliest deadline first (EDF) scheduling determines execution eligibility ordering by the order of the next deadlines for each of its tasks. The notion of priority, as described above, can be generalized to execution eligibility to integrate other schedulers into an RTSJ implementation.

### 2.2.4 Wait-Free Queues

While the RTSJ requires that the execution of schedulables which do not access the heap must not be delayed by garbage collection on behalf of lower-priority schedulables, an application can cause such a schedulable to wait for garbage collection by synchronizing using an object shared with a heap-using thread or schedulable. The RTSJ provides wait-free queue classes to provide protected, nonblocking, shared access to objects accessed by both regular Java threads and schedulables, which do not access the heap.

## 2.3 Asynchrony

Since a realtime system must be able to react to the outside world, the system needs to be able to change its execution flow asynchronously to the current execution. All external signals, whether interrupts, messages, or timed events, are asynchronous with respect to ongoing computation. This means that computation must be both startable and stoppable based on external stimuli.

### 2.3.1 Asynchronous Events

Asynchronous events provide a means of starting computation based on external stimuli. The asynchronous event facility is based on two classes: `AsyncBaseEvent` and `AsyncBaseEventHandler`. An `AsyncBaseEvent` object represents something that can happen, like a POSIX signal, a hardware interrupt, or a computed event like an airplane entering a specified region. When one of these events occurs, which is indicated by the `fire()` method being called, the associated instances of `AsyncBaseEventHandler` are scheduled and the `handleAsyncEvent()` methods are invoked, thus the required logic is performed. Also, methods on `AsyncBaseEvent` are provided to manage the set of instances of `AsyncBaseEventHandler` associated with the instance of `AsyncBaseEvent`.

An instance of an `AsyncBaseEventHandler` can be thought of as something similar to a thread. When an event fires, the associated handlers are scheduled and the `handleAsyncEvent()` methods are invoked. What distinguishes an `AsyncBaseEventHandler` from a simple `Runnable` is that an `AsyncBaseEventHandler` has associated instances of `ReleaseParameters`, `SchedulingParameters` and `MemoryParameters` that control the actual execution of the handler once the associated `AsyncBaseEvent` is fired. When an event is fired, the handlers are executed asynchronously, scheduled according to the associated `ReleaseParameters` and `SchedulingParameters` objects, in a manner that looks like the handler has just been assigned to its own thread. It is intended that the system can cope well with situations where there are large numbers of instances of `AsyncBaseEvent` and `AsyncBaseEventHandler` (tens of thousands), since the number of fired (in progress) handlers is expected to be much smaller.

There are specialized forms of `AsyncBaseEvent`: `AsyncEvent`, `AsyncLongEvent`, and `AsyncObjectEvent` for events that are stateless, carry a long payload, and carry an `Object` payload, respectively. They are matched by specialized forms of `AsyncBaseEventHandler`: `AsyncEventHandler`, `AsyncLongEventHandler`, and `AsyncObjectEventHandler`. Most external events are stateless, but sometimes it is helpful to be able to receive some information about the event or pass some data with the event. The `Long` and `Object` variants enable this and the `POSIXRealtimeSignal` takes advantage of it.

Another specialized form of an `AsyncEvent` is the `Timer` class, which represents an event whose occurrence is driven by time. There are two forms of `Timers`: the `OneShotTimer` and the `PeriodicTimer`. Instances of `OneShotTimer` fire once, at the specified time. Periodic timers fire initially at the specified time, and then periodically according to a specified interval.

Timers are driven by `Clock` objects. There is a special `Clock` object, `Clock.getRealtimeClock()`, that represents the realtime clock. The `Clock` class may be extended to represent other clocks, which the underlying system might make available



(such as an execution-time clock of some granularity).

### 2.3.2 Asynchronous Transfer of Control

Many event-driven computer systems that tightly interact with external physical systems (e.g., humans, machines, control processes, etc.) may require mode changes in their computational behavior as a result of significant changes in the actual real-world system. It simplifies the architecture of a system when a task can be programmatically terminated when an external physical system change causes its computation to be superfluous. Without this facility, a thread or set of threads have to be coded so that their computational behavior anticipates all of the possible transitions among possible states of the external system. When the external system makes a state transition, the changes in computation behavior can be managed by an oracle that terminates a set of threads required for the old state of the external system, and invokes a new set of threads appropriate for the new state of the external system. Since the possible state transitions of the external system are encoded only in the oracle and not in each thread, the overall system design is simpler.

There is a second requirement for a mechanism to terminate some computation, where a potentially unbounded computation needs to be done in a bounded period of time. In this case, if that computation can be executed with an algorithm that is iterative, and produces successively refined results, the system could abandon the computation early and still have usable results. The RTSJ supports aborting a computation by a signal from another thread or by the expiration of a timer with a feature termed Asynchronous Transfer of Control (ATC).

An example of the second case is processing compressed video for a human controller. The system knows that a new frame must be produced at a constant update frequency. The cost of each iteration is highly variable and the minimum required latency to terminate the computation and receive the last consistent result is much less than the mean cost and bound of an iteration. Therefore, using ATC for interrupting a computation to capture an intermediate result at the expiration of a known time bound is a convenient programming style. Of course, there are other kinds of programming tasks that may also benefit from ATC.

The RTSJ's approach to ATC uses asynchronous interruptions and exceptions, and is based on several guiding principles covering methodology, expressiveness, semantics, and pragmatic concerns.

#### 2.3.2.1 Methodological Principles

1. A method must explicitly indicate its susceptibility to ATC, i.e., it is asynchronously interruptible. Since legacy code or library methods might have been

- written assuming no ATC, by default ATC must be turned off (more precisely, must be deferred as long as control is in such code).
2. Even if a method allows ATC, some code sections must be executed to completion and thus ATC is deferred in such sections. These ATC-deferred sections are synchronized methods, static initializers, and synchronized statements.
  3. Code that responds to an ATC does not return to the point in the schedulable where the ATC was triggered; that is, an ATC is an unconditional transfer of control. Resumptive semantics, which returns control from the handler to the point of interruption, are not needed since they can be achieved through other mechanisms (in particular, an `AsyncEventHandler`).

### 2.3.2.2 Expressibility Principles

1. A mechanism is needed through which an ATC can be explicitly triggered in a target schedulable. This triggering may be direct (from a source thread or schedulable) or indirect (through an asynchronously interrupted exception).
2. It must be possible to trigger an ATC based on any asynchronous event including an external happening or an explicit event firing from another thread or schedulable. In particular, it must be possible to base an ATC on a timer going off.
3. Through ATC it must be possible to abort a realtime thread but in a manner that does not carry the dangers of the `Thread` class's `stop()` and `destroy()` methods.

### 2.3.2.3 Semantic Principles

1. When ATC is modeled by exception handling, there must be some way to ensure that an asynchronous exception is only caught by the intended handler and not, for example, by an all-purpose handler that happens to be on the propagation path.
2. Nested ATCs must work properly. For example, consider two, nested ATC-based timers and assume that the outer timer has a shorter time-out than the nested, inner timer. When the outer timer times out while control is in the nested code of the inner timer, then the nested code must be aborted (as soon as it is outside an ATC-deferred section), and control must then transfer to the appropriate `catch` clause for the outer timer. An implementation that either handles the outer time-out in the nested code, or that waits for the longer (nested) timer, is incorrect.

#### 2.3.2.4 Pragmatic Principles

1. There should be straightforward programming idioms for common cases such as timer handlers and realtime thread termination.
2. When code with a time-out completes before the timer's expiration, the timer needs to be automatically stopped and its resources returned to the system.

### 2.3.3 Asynchronous Realtime Thread Termination

A special case of stopping a particular computation is stopping a thread. Earlier versions of the Java language supplied mechanisms for achieving these effects: in particular the methods `stop()` and `destroy()` in class `Thread`. However, since `stop()` could leave shared objects in an inconsistent state, `stop()` has been deprecated. The use of `destroy()` can lead to deadlock, e.g., when a thread is destroyed while it is holding a lock, and although it was not deprecated until version 1.5 of the Java specification, its usage has long been discouraged. A goal of the RTSJ was to meet the requirements of asynchronous thread termination without introducing the dangers of the `stop()` or `destroy()` methods.

The RTSJ accommodates safe asynchronous realtime thread termination through a combination of the asynchronous event handling and the asynchronous transfer of control mechanisms. To create such a set of realtime threads consider the following steps:

1. make all of the application methods of the realtime thread asynchronously interruptible;
2. create an oracle<sup>2</sup> which monitors the external world by setting up an asynchronous event with a number of asynchronous event handlers, which is fired when an appropriate mode change;
3. have the handlers call `interrupt()` on each of the realtime threads affected by the change; then
4. after the handlers call `interrupt()`, have them create a new set of realtime threads appropriate to the current state of the external world.

The effect of the event is to cause each interruptible method to abort abnormally by transferring control to the appropriate catch clause. Ultimately the `run()` method of the realtime thread will complete normally.

This idiom provides a quick but orderly clean up and termination of the realtime thread.

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<sup>2</sup>Note, the oracle can comprise as many or as few asynchronous event handlers as appropriate.

## 2.4 Clocks, Time, and Timers

Realtime systems require a high resolution notion of time. Both very small units and very long periods of time must be uniformly representable, a range that is not even representable with a `long` value. Furthermore, a time can represent an absolute value, usually represented as some absolute fixed point in time plus an offset, or it can represent an interval of time. The time classes defined in Chapter 9 support a `long`s worth of seconds and another integer for nanoseconds.

## 2.5 Memory Management

The Java language is designed around automatic memory management, in particular garbage collection. Unfortunately, though garbage collection is a functional safety and security feature, conventional garbage collectors interrupt the normal flow of control in a program. Therefore, garbage-collected memory heaps had been considered an obstacle to realtime programming due to the potential for unpredictable latencies introduced by the garbage collector. Though conventional collectors still have these drawbacks, there are now realtime collectors that can be used for hard realtime application. Still, the RTSJ provides an alternative to garbage collection for systems which require it, either because they do not have a garbage collector or deterministic garbage collector, or require heap partitioning for some other reason. Extensions to the memory model, which support memory management in a manner that does not interfere with the ability of realtime code to provide deterministic behavior, are provided to support these alternatives. This goal is accomplished by providing memory areas for the allocation of objects outside of the garbage-collected heap for both short-lived and long-lived objects. In order to provide additional separation between the garbage collector and schedulables which do not require its services, a schedulable can be marked to indicate that it never accesses the heap.

### 2.5.1 Memory Areas

The RTSJ introduces the concept of a memory area. A memory area represents an area of memory that may be used for allocating objects. Some memory areas exist outside of the heap and place restrictions on what the system and garbage collector may do with objects allocated within. Objects in some memory areas are never garbage collected; however, the garbage collector must be capable of scanning these memory areas for references to any object within the heap to preserve the integrity of the heap.

There are four basic types of memory areas:

1. Heap memory represents an area of memory that is the heap. The RTSJ does not change the determinant of lifetime of objects on the heap. The lifetime is still determined by visibility.
2. Immortal memory represents an area of memory containing objects that may be referenced without exception or garbage collection delay by any schedulable, specifically including realtime threads and asynchronous event handlers configured to not have access to the heap.
3. Scoped memory provides a mechanism for managing objects that have a lifetime defined by their scope. It is akin to, but more general than, allocating objects on the thread stack.
4. Physical memory allows objects to be created within specific physical memory regions that have particular important characteristics, such as memory that has substantially faster access.

### 2.5.2 Heap Memory

Heap memory is the memory area used by Java by default. It is garbage collected and the access time to objects in this area are not guaranteed unless the implementation supports realtime garbage collection. The RTSJ, as with conventional Java, supports only one Heap in a system. Multiple heaps are only practical in one of two configurations: the heaps are completely independent of one another or there are subsidiary heaps from which a program may not store references in the main heap. In other words, the subsidiary heaps can reference the main heap but not vice versa. Currently, the RTSJ does not address these cases.

### 2.5.3 Immortal Memory

`ImmortalMemory` is a memory resource shared among all schedulable objects and threads in an application. Objects allocated in `ImmortalMemory` are always available to extraheap threads and asynchronous event handlers without the possibility of a delay for garbage collection.

### 2.5.4 Scoped Memory

The RTSJ introduces the concept of scoped memory. A memory scope is used to give bounds to the lifetime of any objects allocated within it. When a scope is entered, every use of `new` causes the memory to be allocated from the active memory scope. A scope may be entered explicitly, or it can be attached to a schedulable which will effectively enter the scope before it executes the object's `run()` method.

The contents of a scoped memory are discarded when no object in the scope can be accessed. This is done by a technique similar to reference counting the scope.

A conforming implementation might maintain a count of the number of external references to each memory area. The reference count for a `ScopedMemory` area would be increased by entering a new scope through the `enter()` method of `MemoryArea`, by the creation of a schedulable using the particular `ScopedMemory` area, or by the opening of an inner scope. The reference count for a `ScopedMemory` area would be decreased when returning from the `enter()` method, when the schedulable using the `ScopedMemory` terminates, or when an inner scope returns from its `enter()` method. When the count drops to zero, the finalize method for each object in the memory would be executed to completion. Reuse of the scope is blocked until finalization is complete.

Scopes may be nested. When a nested scope is entered, all subsequent allocations are taken from the memory associated with the new scope. When the nested scope is exited, the previous scope is restored and subsequent allocations are again taken from that scope.

Because of the lifetimes of scoped objects, it is necessary to limit the references to scoped objects, by means of a restricted set of assignment rules. A reference to a scoped object cannot be assigned to a variable from an outer scope, or to a field of an object in either the heap or the immortal area. A reference to a scoped object may only be assigned into the same scope or into an inner scope. The virtual machine must detect illegal assignment attempts and must throw an appropriate exception when they occur.

For cases where the usage of memory does not follow a stack discipline, in particular code that uses the producer-consumer pattern, a special variant of scoped memory is provided. This variant `PinnableMemory` has the same semantics as `LTMemory` except that a task can “pin” the memory, thereby keeping it open, even when no task is in the area. One task can fill the memory, put a reference in its portal, and then pass it on to another task to consume the data therein. Thus one does not have to have a dummy task to hold a pinned area open while it is passed from producer to consumer.

The flexibility provided in choice of scoped memory types enables the application to use a memory area that has characteristics that are appropriate to a particular syntactically defined region of the code.

### 2.5.5 Physical Memory Areas

In many cases, systems needing the predictable execution of the RTSJ will also need to access various kinds of memory at particular addresses for performance or other reasons. Consider a system in which very fast static RAM was programmatically available. A design that could optimize performance might wish to place various frequently used Java objects in the fast static RAM. The `PhysicalMemoryRegion` and `PhysicalMemoryFactory` classes provide the programmer this flexibility. The

programmer would construct a physical memory object on the memory addresses occupied by the fast RAM.

### **2.5.6 Budgeted Allocation**

The RTSJ also provides limited support for providing memory allocation budgets for schedulables using memory areas. Maximum memory area consumption and maximum allocation rates for individual schedulable objects may be specified when they are created.

## **2.6 Device Access and Raw Memory**

The RTSJ defines classes for programmers wishing to directly access physical memory from code written in the Java language. The `RawMemory<Size>` types, where `<Size>` is one of `Byte`, `Short`, `Long`, `Float`, or `Double`, define methods that enable the programmer to construct an object that represents a vector of consecutive positions in memory where the `Size` represents a primitive numerical data type, i.e., byte, short, int, long, float, and double respectively. Access to the physical memory is then accomplished through `get<Size>()` and `set<Size>()` methods of that object. No semantics other than the `set<Size>()` and `get<Size>()` methods are implied. On the other hand, the `PhysicalMemoryRegion` and `PhysicalMemoryFactory` classes enable programmers to construct an object that represents a range of physical memory addresses. When this object is used as a `MemoryArea` other objects can be constructed in the physical memory using the `new` keyword as appropriate. Factories can be used to create the desired type of both physical and raw memory.

### **2.6.1 Raw Memory Access**

An instance of `RawMemory` models a range of physical memory locations as a fixed sequence of elements of a given size. The elements correspond to Java primitive types. For objects that access more than a single physical address, elements can be accessed through offsets from the base, where the offset is measured in multiples of the element size, not necessarily the byte offset in memory.

The `RawMemory` interface enables a realtime program to implement device drivers, memory-mapped registers, I/O space mapped registers, flash memory, battery-backed RAM, and similar low-level hardware.

A raw memory area cannot contain references to Java objects. Such a capability would be unsafe (since it could be used to defeat Java's type checking) and error prone (since it is sensitive to the specific representational choices made by the Java compiler).

## 2.7 System Options

POSIX defines some convenient interfaces for interacting with the system. These interactions include catching keyboard interrupts, user-to-process signaling, and interprocess signaling. Many realtime operating systems support this POSIX signal interface. For this reason, the RTSJ provides a POSIX signal interface. Though many of the features POSIX signals provide are also available on most other operating systems, the specification does not require the POSIX signal interface to be emulated on these other platforms. Thus they are optional in the sense that they are only required on systems that directly support POSIX signals.

## 2.8 Exceptions

Aside from several new exceptions, the RTSJ provides a new interface for using exceptions without creating ephemeral objects and some new treatment of exceptions surrounding asynchronous transfer of control.

Using exceptions is resource intensive, since a new exception is allocated for each throw. This is particularly a problem for scoped memory, since scopes may need to be sized much larger than otherwise necessary to hold exceptions and their stack traces. Additionally, the information they contain cannot be propagated beyond the scope in which they are allocated. To better support scoped, immortal, and physical memory, a new class of throwable has been included: `StaticThrowable`. Exceptions and Errors which implement this interface are not thrown in the usual manner, but with a style that does not require memory to be allocated at all.

Asynchronous transfer of control can cause the exception that triggered it to be propagated even when it is caught but the underlying interrupt is not cleared. The system rethrows the exception once the catch is finished. This is necessary since the Java exception hierarchy is poorly designed: there is no common base class for checked exceptions, so application code often contains a catch for `Exception` when only checked exceptions need to be caught. Even the JVM specification wording is awkward on this point, where a checked exception is an exception that is not a subclass of `RuntimeException` and an error is a throwable that is not a subclass of `Exception`.

## 2.9 Summary

The RTSJ refines the semantics of threads, scheduling, synchronization, memory management, and exceptions and adds features to support realtime threads, realtime scheduling, configuring synchronization, handling asynchrony, representing time, clocks and timers, additional methods for memory management, device access and



raw memory, system options. These features and semantic refinements to the Java language and virtual machine have been outlined above, but the description does not constitute a definition for them. In other words, it is not normative. The normative chapters follow.



# Chapter 3

## General Requirements

The RTSJ is both an Application Programmer Interface (API) and a refinement of the semantics of the Java virtual machine. Both aspects are necessary to produce a programming environment conducive to programming realtime systems. Most realtime systems require features that go beyond simply being able to react within a defined time bounds, they must also respond to something and take action thereon. Therefore, the ability to interact with the external environment is a necessary part of a realtime specification.

There are many applications that can benefit from the API and semantic refinements of the Java runtime environment that have been described above. Not every application requires all parts, so some flexibility of implementation is necessary. Therefore the RTSJ is divided into a core package and three optional packages. Furthermore, it also provides for different usage modes to support both development and deployment.

Finally, the vast majority of realtime systems are also embedded systems. The constraints of such system must also be considered. The specification begins with the overall requirements of these concerns.

### 3.1 Definitions

**Code** — Program text written in the Java programming language.

**Java Language** — A programming language defined through the Java Community Process.

**Heap** — An area of memory for allocating data structures (objects) defined by the Java Language.

**Extraheap Memory** — An area of memory for allocating data structures (objects) other than the heap defined by the Java Language.

**Thread** — An instance of the `java.lang.Thread` class.

**Realtime Thread** — An instance of the `javax.realtime.RealtimeThread` class.

**Java Thread** — An instance of `java.lang.Thread` class, but does not extend the `javax.realtime.RealtimeThread` class.

**Heapless Realtime Thread** — An instance of the `javax.realtime.RealtimeThread` class that must not access the heap.

**Event Handler** — An instance of the `javax.realtime.AsyncBaseEventHandler` class.

**Schedulable** — Any object that is of type `Schedulable`, and is recognized as a dispatchable entity by the required schedulers. The required schedulers' set of schedulables comprises instances of `RealtimeThread` and `AsyncBaseEventHandler`. Other schedulers may support a different set of schedulables, but this specification only defines the behavior of the required schedulers so the term schedulable should be understood as “schedulable by the base scheduler.”

**Task** — Any object that represents computation, including schedulables and Java threads and instances of `Schedulable`.

**Garbage Collection** — A processes that reclaims memory on the heap that is no longer reachable by the application program. It may be accomplished through a dedicated set of threads or be distributed throughout the application.

## 3.2 Semantics

This specification is a contract between the specification implementer and the user who writes a program to run on an implementation. To be able to support both implementation and use, many chapters provide additional rationale to help both the implementer and the user understand the intention behind the normative text. The remainder of this specification, including this chapter, is normative, except for the introductory text in each chapter and the sections named Rationale.

### 3.2.1 Base Requirements

The base requirements of this specification are as follows.

1. Except as specifically required by this specification, any implementation shall fully conform to a Java platform configuration.
2. Any implementation of this specification shall implement all classes and methods in the base module of this specification.
3. Except as noted in this chapter, all classes and methods in an implemented module shall be implemented.
4. The `javax.realtime` package and its subpackages shall contain no public or protected classes or methods not included in this specification.

5. A realtime JVM implementation shall not be implemented in a way that permits unbounded priority inversion in any scheduling interaction it implements.
6. All methods defined under `javax.realtime` can safely be used concurrently by multiple threads unless otherwise documented.
7. Static final values, as found in `AperiodicParameters`, `SporadicParameters`, `RealtimeSystem`, and `PriorityScheduler`, shall be implemented such that their values cannot be resolved by a conformant Java compiler (Java source to byte code).

Many aspects of this specification set a minimum requirement, but permit latitude in its implementation. For instance, the required priority scheduler requires at least 28 consecutively numbered realtime priorities. It does not, however, specify the numeric values of the maximum and minimum realtime priorities. Implementations are encouraged to offer as many realtime priority levels immediately above the conventional Java priorities as they can support.

Except where otherwise specified, when this specification requires object creation, the object is created in the current allocation context.

### 3.2.2 Modules

The original RTSJ specification was conceived, with the exception of some optional features, as a monolith specification. This has inhibited the adoption of the RTSJ beyond the hard realtime community, because some of the features were considered to have an overly negative impact on overall JVM performance. Version 2.0 addresses this by breaking the specification into modules.

Modules provide a means of grouping related functionality together in a way that promotes maximal adoption for various implementation classes. A conventional JVM may simply implement the Core Module API, without providing any realtime guarantees at all, thereby providing programmers with the benefits of features such as asynchronous event programming as an alternative to conventional threading. A hard realtime implementation could implement all modules to provide the maximal flexibility and functionality to the realtime programmer. Both would benefit from easier migration of code to realtime systems.

Every RTSJ implementation shall provide the Core Module functionality, but all other modules are optional. The optional modules are the Device Module, the Alternative Memory Areas Module and the POSIX Module. In addition, there are a couple of optional features as well. This give the implementers some choice over which modules and features to include and which not.

### 3.2.2.1 Core Module

The Core Module adds the concepts of processor affinity, threads with realtime schedulnig, and asynchronous event handling. This includes the notion of executing code at a given time interval, providing a much more stable response than using `sleep` in a loop. These features should have no impact on the overall performance of a system that implements them, but enrich the programming modules available to the programmer. The classes and interfaces required in this module are all in package `javax.realtime` and are listed below.

- `AbsoluteTime` (Section 9.3.1.1)
- `ActiveEvent` (Section 8.3.1.1)
- `ActiveEventDispatcher` (Section 8.3.2.1)
- `Affinity` (Section 6.3.3.1)
- `AffinityPermission` (Section 15.2.2.1)
- `AperiodicParameters` (Section 6.3.3.2)
- `AsyncBaseEvent` (Section 8.3.2.2)
- `AsyncBaseEventHandler` (Section 8.3.2.3)
- `AsyncEvent` (Section 8.3.2.4)
- `AsyncEventHandler` (Section 8.3.2.5)
- `AsyncLongEvent` (Section 8.3.2.6)
- `AsyncLongEventHandler` (Section 8.3.2.7)
- `AsyncObjectEvent` (Section 8.3.2.8)
- `AsyncObjectEventHandler` (Section 8.3.2.9)
- `BackgroundParameters` (Section 6.3.3.3)
- `BlockableReleaseRunner` (Section 8.3.2.10)
- `BoundAsyncEventHandler` (Section 8.3.2.11)
- `BoundAsyncLongEventHandler` (Section 8.3.2.12)
- `BoundAsyncObjectEventHandler` (Section 8.3.2.13)
- `BoundSchedulable` (Section 6.3.1.1)
- `ConfigurationParameters` (Section 5.3.2.1)
- `CoreMemoryPermission` (Section 15.2.2.2)
- `EnclosedType` (Section 11.3.1.1)
- `FirstInFirstOutParameters` (Section 6.3.3.4)
- `FirstInFirstOutScheduler` (Section 6.3.3.5)
- `FixedPriorityReleaseRunner` (Section 8.3.2.14)
- `GarbageCollector` (Section 15.2.2.3)
- `HeapMemory` (Section 11.3.2.1)
- `HighResolutionTime` (Section 9.3.1.2)
- `ImmortalMemory` (Section 11.3.2.2)
- `MemoryArea` (Section 11.3.2.3)
- `MemoryParameters` (Section 11.3.2.4)

- [MinimumInterarrivalPolicy](#) (Section 6.3.2.1)
- [MonitorControl](#) (Section 7.3.1.1)
- [PerennialMemory](#) (Section 11.3.2.5)
- [PeriodicParameters](#) (Section 6.3.3.6)
- [PhasingPolicy](#) (Section 5.3.1.1)
- [PriorityCeilingEmulation](#) (Section 7.3.1.2)
- [PriorityInheritance](#) (Section 7.3.1.3)
- [PriorityParameters](#) (Section 6.3.3.7)
- [PriorityScheduler](#) (Section 6.3.3.8)
- [ProcessingGroup](#) (Section 6.3.3.9)
- [QueueOverflowPolicy](#) (Section 6.3.2.2)
- [RealtimePermission](#) (Section 15.2.2.4)
- [RealtimeSecurity](#) (Section B.2.2.28)
- [RealtimeSystem](#) (Section 15.2.2.5)
- [RealtimeThread](#) (Section 5.3.2.2)
- [RealtimeThreadGroup](#) (Section 6.3.3.10)
- [RelativeTime](#) (Section 9.3.1.3)
- [Releasable](#) (Section 8.3.1.2)
- [ReleaseParameters](#) (Section 6.3.3.11)
- [ReleaseRunner](#) (Section 8.3.2.15)
- [RoundRobinParameters](#) (Section 6.3.3.12)
- [RoundRobinScheduler](#) (Section 6.3.3.13)
- [RTSJModule](#) (Section 15.2.1.1)
- [Schedulable](#) (Section 6.3.1.2)
- [Scheduler](#) (Section 6.3.3.14)
- [SchedulingParameters](#) (Section 6.3.3.15)
- [SchedulingPermission](#) (Section 15.2.2.6)
- [SizeEstimator](#) (Section 11.3.2.6)
- [SporadicParameters](#) (Section 6.3.3.16)
- [Subsumable](#) (Section 8.3.1.3)
- [TaskPermission](#) (Section 15.2.2.7)
- [WaitFreeReadQueue](#) (Section 7.3.1.4)
- [WaitFreeWriteQueue](#) (Section 7.3.1.5)

All throwables defined in the RTSJ are also in the `javax.realtime` package:

- [AlignmentError](#) (Section 16.2.2.1)
- [ArrivalTimeQueueOverflowException](#) (Section 16.2.2.2)
- [CeilingViolationException](#) (Section 16.2.2.3)
- [ConstructorCheckedException](#) (Section 16.2.2.4)
- [DeregistrationException](#) (Section 16.2.2.5)
- [EventQueueOverflowException](#) (Section 16.2.2.6)

- `ForEachTerminationException` (Section 16.2.2.7)
- `IllegalAssignmentError` (Section 16.2.2.8)
- `IllegalRealtimeArgumentException` (Section 16.2.2.9)
- `IllegalRealtimeStateException` (Section 16.2.2.10)
- `IllegalTaskStateException` (Section 16.2.2.11)
- `InaccessibleAreaException` (Section 16.2.2.12)
- `LateStartException` (Section 16.2.2.13)
- `MemoryAccessError` (Section 16.2.2.15)
- `MemoryInUseException` (Section 16.2.2.16)
- `MemoryScopeException` (Section 16.2.2.17)
- `MemoryTypeConflictException` (Section 16.2.2.18)
- `MITViolationException` (Section 16.2.2.14)
- `OffsetOutOfBoundsException` (Section 16.2.2.19)
- `OutOfMemoryStaticError` (Section 16.2.2.20)
- `POSIXException` (Section 16.2.2.21)
- `POSIXInvalidSignalException` (Section 16.2.2.22)
- `POSIXInvalidTargetException` (Section 16.2.2.23)
- `POSIXSignalPermissionException` (Section 16.2.2.24)
- `ProcessorAffinityException` (Section 16.2.2.25)
- `RangeOutOfBoundsException` (Section 16.2.2.26)
- `RealtimeSecurityException` (Section 16.2.2.27)
- `RegistrationException` (Section 16.2.2.28)
- `ResourceLimitError` (Section 16.2.2.29)
- `ScopedCycleException` (Section 16.2.2.30)
- `SizeOutOfBoundsException` (Section 16.2.2.31)
- `StaticCheckedException` (Section 16.2.2.32)
- `StaticError` (Section 16.2.2.33)
- `StaticRuntimeException` (Section 16.2.2.34)
- `StaticThrowable` (Section 16.2.1.1)
- `StaticThrowableStorage` (Section 16.2.2.35)
- `ThrowBoundaryError` (Section 16.2.2.36)
- `UninitializedStateException` (Section 16.2.2.37)
- `UnsupportedPhysicalMemoryException` (Section 16.2.2.38)
- `UnsupportedRawMemoryRegionException` (Section 16.2.2.39)
- `UnsupportedRealtimeOperationException` (Section 16.2.2.40)

#### 3.2.2.2 Alternative Memory Areas Module

The Alternative Memory Areas Module provides an alternative to a single heap with garbage collection model for memory management. Most of the facilities are centered around providing an alternative to garbage collection, but facilities for providing



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what memory to use for Java objects is also addressed. The classes required in this module are all in package `javax.realtime.memory` and are listed below.

- `LTMemory` (Section 11.4.3.1)
- `MemoryGroup` (Section 11.4.3.2)
- `PhysicalMemoryCharacteristic` (Section 11.4.1.1)
- `PhysicalMemoryFactory` (Section 11.4.3.3)
- `PhysicalMemoryRegion` (Section 11.4.3.4)
- `PhysicalMemorySelector` (Section 11.4.3.5)
- `PinnableMemory` (Section 11.4.3.6)
- `ScopedConfigurationParameters` (Section 11.4.3.7)
- `ScopedMemory` (Section 11.4.3.8)
- `ScopedMemoryParameters` (Section 11.4.3.9)
- `StackedMemory` (Section 11.4.3.10)

### 3.2.2.3 Control Module

Conventional Java provided a single exception for asynchronous control flow change: the `ThreadDeath` error. This is thrown when `Thread.stop()` is called. Unfortunately, throwing `ThreadDeath` is not thread safe, so it has been deprecated. This module provides an alternative that is thread safe. It is optional because support for this module requires significant changes to the VM. The classes required are all in the package `javax.realtime.control` and are listed below.

- `AsynchronousControlGroup` (Section 12.3.2.1)
- `AsynchronouslyInterruptedException` (Section 12.3.2.2)
- `Interruptible` (Section 12.3.1.1)
- `Timed` (Section 12.3.2.3)

### 3.2.2.4 Device Module

The Device Module provides a low level interface for interacting with the real world. Though realtime control systems need this kind of interaction, other systems can benefit from it as well. Data collection, that is not time critical, is a good example. For instance, monitoring the temperature or humidity in a room could be done easily with off-the-self hardware using this module. The classes required in this module are all in the package `javax.realtime.device` and are listed below.

- `DirectMemoryBufferFactory` (Section 13.3.2.1)
- `DirectMemoryByteBuffer` (Section 13.3.1.1)
- `DirectMemoryRegion` (Section 13.3.2.2)
- `Happening` (Section 13.3.2.3)
- `HappeningDispatcher` (Section 13.3.2.4)
- `InterruptCeilingEmulation` (Section 13.3.2.5)

- `InterruptDescriptor` (Section 13.3.2.6)
- `InterruptInheritance` (Section 13.3.2.7)
- `InterruptMasking` (Section 13.3.2.8)
- `InterruptServiceRoutine` (Section 13.3.2.9)
- `InterruptUnmaskable` (Section 13.3.2.10)
- `RawByte` (Section 13.3.1.2)
- `RawByteReader` (Section 13.3.1.3)
- `RawByteWriter` (Section 13.3.1.4)
- `RawDouble` (Section 13.3.1.5)
- `RawDoubleReader` (Section 13.3.1.6)
- `RawDoubleWriter` (Section 13.3.1.7)
- `RawFloat` (Section 13.3.1.8)
- `RawFloatReader` (Section 13.3.1.9)
- `RawFloatWriter` (Section 13.3.1.10)
- `RawInt` (Section 13.3.1.11)
- `RawIntReader` (Section 13.3.1.12)
- `RawIntWriter` (Section 13.3.1.13)
- `RawLong` (Section 13.3.1.14)
- `RawLongReader` (Section 13.3.1.15)
- `RawLongWriter` (Section 13.3.1.16)
- `RawMemory` (Section 13.3.1.17)
- `RawMemoryFactory` (Section 13.3.2.11)
- `RawMemoryRegion` (Section 13.3.2.12)
- `RawMemoryRegionFactory` (Section 13.3.1.18)
- `RawShort` (Section 13.3.1.19)
- `RawShortReader` (Section 13.3.1.20)
- `RawShortWriter` (Section 13.3.1.21)

#### 3.2.2.5 POSIX module

The POSIX module provides access to functionality particular to POSIX systems. In particular, it addresses POSIX signals and POSIX realtime signals. This module is optional, but an implementation of this standard on a POSIX platform should provide it. Implementations on platforms that are not POSIX compliant may provide it. The classes in this module are in the package `javax.realtime.posix` and are listed below.

- `RealtimeSignal` (Section 14.3.1.1)
- `RealtimeSignalDispatcher` (Section 14.3.1.2)
- `Signal` (Section 14.3.1.3)
- `SignalDispatcher` (Section 14.3.1.4)

### 3.2.3 Optional Features

Even with modules, it is difficult to eliminate all optional features. These features are either not easy to implement on all platforms or have the potential to cause a significant performance overhead. Therefore, an application cannot depend on them to be present in every implementation. However, if an optional facility is implemented, the application may rely on it to behave as specified here. Those extensions are illustrated in Table 3.1.

Table 3.1: RTSJ Options

Hard cost enforcement	Provides an automatic means of controlling the processor usage of a task or group of tasks.
Processing group deadline less than period	Enables the application to specify a processing group deadline less than the processing group period
Allocation-rate enforcement on heap allocation	Enables the application to limit the rate at which a schedulable creates objects in the heap.
Interrupt service routine	Provides first level interrupt processing in Java.

The `ProcessingGroup` class only intervenes in scheduling on systems that support the hard cost enforcement option. The precision of intervention is limited by the precision of the clock being used to measure time times the number of CPUs involved in the enforcement. When cost enforcement is supported, the precision of enforcement is the drive precision of the clock being used. In any event, cost and deadline overrun handlers are fired with the resolution specified for hard cost enforcement.

In implementations where processing group deadline less than period is not supported, values passed to the constructor for `ProcessingGroup` and its `setDeadline` method are constrained to be equal to the period. If the option is supported, processing group deadlines less than the period shall be supported and function as specified.

In implementations where heap allocation rate enforcement is supported, it shall be implemented as specified. If heap allocation rate enforcement is not supported, the allocation rate attribute of `MemoryParameters` shall be checked for validity but otherwise ignored by the implementation.

First level interrupt handling can only be supported in certain contexts, such as in kernel space and in a device driver context in user space on systems that support this feature. Normally user space programs cannot handle interrupts directly. The class should be present in every system that implements the device module, but in implementations that do not support first level interrupt handling, the `InterruptServiceRoutine.register` should always throw an `UnsupportedOperationException`.

Extensions to this specification are allowed, but shall not require changes to the public interfaces defined in the `javax.realtime` package tree in particular and the `java` and `javax` package trees in general.

#### 3.2.4 Deprecated Classes

Classes and methods that have been deprecated as of this specification are not part of any module, but may be implemented by a full RTSJ implementation. The following classes are deprecated:

- `AsynchronouslyInterruptedException` (Section B.2.2.6)
- `DuplicateFilterException` (Section B.2.2.8)
- `ImmortalPhysicalMemory` (Section B.2.2.11)
- `ImportanceParameters` (Section B.2.2.12)
- `Interruptible` (Section B.2.1.1)
- `LTMemory` (Section B.2.2.13)
- `LTPhysicalMemory` (Section B.2.2.14)
- `NoHeapRealtimeThread` (Section B.2.2.18)
- `PhysicalMemoryManager` (Section B.2.2.22)
- `PhysicalMemoryTypeFilter` (Section B.2.1.2)
- `POSIXSignalHandler` (Section B.2.2.20)
- `ProcessingGroupParameters` (Section B.2.2.25)
- `RawMemoryAccess` (Section B.2.2.26)
- `RawMemoryFloatAccess` (Section B.2.2.27)
- `ScopedMemory` (Section B.2.2.34)
- `Timed` (Section B.2.2.37)
- `UnknownHappeningException` (Section B.2.2.38)
- `VTMemory` (Section B.2.2.40)
- `VTPhysicalMemory` (Section B.2.2.41)

They are documented fully in Chapter B.

#### 3.2.5 Implementation types Allowed

As described in Section 3.2.2, the RTSJ now has modules. Every implementation, except one supporting `Safety Critical Java`, must implement the `Core` module. Each module provided by an implementation must be provided in full. None of the classes of an unimplemented module should be present. Only an implementation of this specification exclusively used for supporting `Safety Critical Java` may subset classes and packages herein, but must implement the methods and classes defined in that specification.

### 3.2.5.1 Realtime Deployment Implementation

A realtime deployment implementation must support all semantics described herein necessary for deterministic programming. In addition to implementing the core module, a realtime deployment implementation must have a realtime garbage collector or implement the alternative memory areas module. All other modules are optional.

The minimum scheduling semantics that must be supported in all implementations of the RTSJ are fixed-priority preemptive scheduling with support for at least 28 unique priority levels<sup>1</sup>. Fixed priority means that the system does not change the priority of any `Schedulable` except, temporarily, for priority inversion avoidance. Priority change is under control of the application.

What the RTSJ precludes by this statement is scheduling algorithms for realtime priorities which change thread priorities according to policies for optimizing throughput. An implementation may not increase the priority of a thread that has been receiving few processor cycles because of higher priority threads (aging) or other so-called fair scheduling algorithms. Fair scheduling operations are also prohibited. These types of algorithms are reserved for conventional Java thread priorities. This does not prohibit an application from implementing other realtime schedulers, such as earliest deadline first, which use underlying OS priorities to support an application meeting its deadlines.

The 28 priority levels are required to be unique to preclude implementations from using fewer priority levels of underlying systems to implement the required 28 by simplistic algorithms (such as lumping four RTSJ priorities into seven buckets for an underlying system that only supports seven priority levels). It is sufficient for systems with fewer than 28 priority levels to use more sophisticated algorithms to implement the required 28 unique levels as long as `Schedulable` behave as though there were at least 28 unique levels. (e.g. if there were 28 `RealtimeThreads` ( $t_1, \dots, t_{28}$ ) with priorities ( $p_1, \dots, p_{28}$ ), respectively, where the value of  $p_1$  was the highest priority and the value of  $p_2$  the next highest priority, etc., then for all executions of threads  $t_1$  through  $t_{28}$  thread  $t_1$  would *always* execute in preference to threads  $t_2, \dots, t_{28}$  and thread  $t_2$  would *always* execute in preference to threads  $t_3, \dots, t_{28}$ , etc.)

The minimum synchronization semantics that must be supported in all deployment implementations of the RTSJ are detailed in the section on synchronization below and repeated here. All deployment implementations of the RTSJ must provide an implementation of the synchronized primitive with default behavior that ensures that there is no unbounded priority inversion. Furthermore, this must apply to code if it is run within the implementation as well as to schedulables. Both the priority inheritance and the priority ceiling emulation protocols must be implemented, but priority inheritance is the default.

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<sup>1</sup>This does not mean that each deployment must have all 28 priorities active

All instances of `Schedulable` waiting to acquire a resource must be queued in priority order. This applies to the processor as well as to synchronized blocks. When schedulables with the same exact priority are possible under the active scheduling policy, schedulables with the same priority are queued in FIFO order. Note that these requirements apply only to the required scheduling policy and hence use the specific term "priority". In particular,

1. schedulables waiting to enter synchronized blocks are granted access to the synchronized block in priority order;
2. a blocked schedulable that becomes ready to run is given access to the processor in priority order;
3. a schedulable whose execution eligibility is explicitly set by itself or another schedulable is given access to the processor in priority order;
4. a schedulable that performs a `yield()` will be given access to the processor after all other schedulables waiting at the same priority;
5. however, schedulables that are preempted in favor of a schedulable with higher priority may be given access to the processor at any time as determined by a particular implementation. The implementation is required to provide documentation stating exactly the algorithm used for granting such access.

Other realtime schedulers must provide and document similar algorithms to expedited schedulables with higher execution eligibility over those with lower execution eligibility.

The RTSJ does not require any particular garbage collection algorithm; however, every deployment implementation must either implement the alternate memory area module or have a realtime garbage collection. In the later case, the realtime limitations must be documented. All implementations of the RTSJ must support the class `GarbageCollector` and implement all of its methods.

Notwithstanding the above, a program that uses the RTSJ and is deployed as an executable, so that it does not provide general access to the virtual machine, but solely runs that program code, need only include the RTSJ methods and classes needed by the application.

#### 3.2.5.2 Simulation Implementation

An implementation that chooses not to provide realtime guarantees, is termed a simulation implementation. Such an implementation does not need to provide the realtime characteristic described above, but does need to at least provide all the APIs of the core module. A simulation implementation can be a production system, but not for realtime applications. This enables a conventional JVM to make the base APIs available to a wider audience without changing its performance characteristics.

The following semantics are optional for an RTSJ implementation designed and licensed exclusively as a development tool.

1. The priority scheduler need not support fixed-priority preemptive scheduling or the priority inversion avoidance algorithms. This does not excuse an implementation from fully supporting the relevant APIs. It only reduces the required behavior of the underlying scheduler to the level of the scheduler in the Java specification extended to at least 28 priorities.
2. No semantics constraining timing beyond the requirements of the Java specifications need be supported. Specifically, garbage collection may delay any thread without bound and any delay in delivering asynchronously interrupted exceptions (AIE) is permissible including never delivering the exception. Note, however, that if any AIE other than the generic AIE is delivered, it shall meet the AIE semantics, and all heap-memory-related semantics other than preemption remain fully in effect. Further, relaxed timing does not imply relaxed sequencing. For instance, semantics for scoped memory shall be fully implemented.
3. The RTSJ semantics that alter standard Java method behavior, such as the modified semantics for `Thread.setPriority` and `Thread.interrupt`, are not required for a development tool, but such deviations from the RTSJ shall be documented, and the implementation shall be able to generate a runtime warning each time one of these methods deviates from standard RTSJ behavior.

These relaxed requirements set a floor for RTSJ development system tool implementations. A development tool may choose to implement semantics that are not required.

### 3.3 Required Documentation

In order to properly engineer a realtime system, an understanding of the cost associated with any arbitrary code segment is required. This is especially important for operations that are performed by the runtime system, largely hidden from the programmer. An example of this is the maximum expected latency before the garbage collector can be interrupted.

The RTSJ does not require specific performance or latency numbers to be matched. Rather, to be conformant to this specification, an implementation must provide documentation regarding the expected behavior of particular mechanisms. The mechanisms requiring such documentation, and the specific data to be provided, will be detailed in the class and method definitions.

Each implementation of the RTSJ is required to provide documentation for several behaviors.

1. If schedulers other than the required first-in-first-out (FIFO) and round robin (RR) schedulers are available to applications, the behavior of these schedulers and their interaction with each other and the required schedulers as detailed

- in Chapter 6, Scheduling, shall be documented.
- (a) The documentation must define how its order of execution eligibility relates to that of the priority schedulers, where the order of execution eligibility of a priority scheduler is the priority order.
  - (b) The list of classes whose instances constitute schedulables for the scheduler, unless that list is the same as the list of schedulables for the required schedulers, shall be included.
  - (c) If there are restrictions on use of the scheduler from a context without heap access, such restrictions shall be documented as well.
2. A scheduler that cannot place a schedulable at the front of the queue for its active priority when it is preempted by a higher-priority schedulable must document such a deviation from the specification.
  3. An implementation is required to document the granularity at which the current CPU consumption is updated for cost monitoring and cost enforcement, when the later is implemented.
  4. The implementation shall fully document the behavior of any subclasses of `GarbageCollector`.
  5. An implementation that provides any `MonitorControl` subclasses not detailed in this specification shall document their effects, particularly with respect to priority inversion control and which (if any) schedulers fail to support the new policy.
  6. If on losing “boosted” priority due to a priority inversion avoidance algorithm, the schedulable is not placed at the front of its new queue, the implementation shall document the queuing behavior.
  7. For any available scheduler other than the required schedulers, an implementation shall document how, if at all, the semantics of synchronization differ from the rules defined for the default `PriorityInheritance` monitor control policy.
    - (a) It shall supply documentation for the behavior of the new scheduler with priority inheritance (and, if it is supported, priority ceiling emulation protocol) equivalent to the semantics for the base priority scheduler found in the Synchronization chapter.
    - (b) If there are restrictions on use of the scheduler from an extraheap context, the documentation shall detail the effect of these restrictions for each RTSJ API.
  8. The worst-case response interval from the firing of an `AsyncEvent`, due to a bound happening, to releasing an associated `AsyncEventHandler`, assuming no higher-priority schedulables are runnable, shall be documented for at least one reference architecture.
  9. The interval between firing an `AsynchronouslyInterruptedException` at an ATC-enabled thread and first delivery of that exception (assuming no higher-



priority schedulables are runnable) shall be documented for at least one reference architecture.

10. If cost enforcement is supported and the implementation assigns the cost of running finalizers for objects in scoped memory to any schedulable other than the one that caused the scope's reference count to drop to zero by leaving the scope, the rules for assigning the cost shall be documented.
11. If hard cost enforcement is supported and enforcement (blocked-by-cost-overflow) can be delayed beyond the enforcement time granularity, the maximum such delay shall be documented.
12. If the implementation of `RealtimeSecurity` is more restrictive than the required implementation, or has run-time configuration options, those features shall be documented.
13. For each supported clock, the documentation shall specify whether the resolution is settable, and if it is settable the documentation shall indicate the supported values.
14. If an implementation includes any clocks other than the required realtime clock, their documentation shall indicate in what contexts those clocks can be used. If they cannot be used in extraheap context, the documentation shall detail the consequences of passing the clock, or a time that uses the clock to a heapless schedulable.

## 3.4 Rationale

The embedded market, especially for safety critical applications, is quite sensitive to including code that is not needed by an application. Furthermore, different application domains have differing needs on API. Flexibility is needed to ensure that these diverse domains and requirements are met. Still, it is important to ensure that when a given function is needed, it is included as defined herein. It is also important that an open virtual machine deployment has a well-defined API set. This has required moving a few classes into a new package, so that the resulting modules will be consistent with the rules imposed by the JSR 376, the Java Platform Module System. The above modules and deployment rules provide both this flexibility and standardization.



# Chapter 4

## Realtime vs Conventional Java

Though compatibility with conventional Java (i.e., any Java runtime environments that implement the Java Virtual Machine Specification and the Java Language Specification but not the RTSJ) is the first concern of this specification, there are several cases where being able to meet realtime constraints requires a tightening of the semantics of the virtual machine and some subtle changes to the semantics of two key classes: `java.lang.Thread` and `java.lang.ThreadGroup`. These constraints and changes place additional requirements on scheduling, the memory model, and memory management. The specification additionally defines both an extension to thread for realtime scheduling and a new type of concurrent activity called an event handler; hence, the meaning of current thread has a different interpretation than in conventional Java. The term *task* is used when referring to any of these three types: conventional Java thread, realtime thread, and event handler.

Behaviors that may be different from conventional Java or may be surprising to developers of conventional Java applications under the RTSJ can be divided into three categories. The first category applies to conventional Java code that was not developed with the RTSJ in mind and does not use RTSJ features but runs under an RTSJ implementation. The second is conventional Java code that was not developed with the RTSJ in mind but is called by code developed for the RTSJ in an RTSJ implementation. The final category is Java code that was developed for the RTSJ and is being used in an RTSJ implementation.

The first category, conventional Java code running on an RTSJ implementation but not using any RTSJ features, may encounter the following behaviors that are not (necessarily) experienced under a conventional Java VM.

- Any object allocated in a static initializer that later becomes garbage may be unable to be collected by the VM. (See Section 11.2.7.)
- Some `Throwables`, in particular those implementing `StaticThrowable`, which includes `OutOfMemoryStaticError`, thrown by an RTSJ VM in preference to `OutOfMemoryError`, have stack trace and message information which is valid

only while the `Throwable` is in flight and in the thread which originally threw the `Throwable`. (See Section 16.1.)

The second category, conventional Java code that is running on an RTSJ implementation and in use by code that was developed for the RTSJ, may encounter the following differences in behavior.

- `IllegalAssignmentError` may be thrown in non RTSJ-aware classes when the Alternative Memory Management module (Chapter 11) is in use. (See Section 11.2.8.)
- Tasks in an RTSJ application might not be scheduled by a fair scheduler. The result is that there may be thread starvation unexpected by conventional Java applications. (See Section 6.2.1.)
- A call to `Thread.getPriority()` may return a priority higher than `Thread.MAX_PRIORITY`. (See Section 6.3.3.14.2.)
- Methods cannot rely on any thread local information when used in conjunction with asynchronous event handlers. This includes thread local data and calls to `Thread.currentThread()`. Hence, care must be taken when using thread identifiers to determine the identity of callers. (This is analogous to the use of `ThreadPool` in conventional Java.) (See Sections 8.2.1 and 8.3.2.5.)

The third and final category comprises behaviors exhibited by code designed for the RTSJ running on an RTSJ implementation that are departures from conventional Java semantics or may be otherwise surprising.

- Finally clauses in asynchronously interruptible methods are not executed during propagation of an `AsynchronouslyInterruptedException`. However, synchronized code is always ATC-deferred, and therefore monitor locks are released normally. (See Section 12.2.2.)
- Catch clauses that name `AsynchronouslyInterruptedException` (or its parent classes) will not automatically stop the propagation of AIEs. An `AsynchronouslyInterruptedException` must be explicitly cleared. (See Section 12.2.2.)
- Exceptions propagating into asynchronously interruptible regions of code will be lost if an `AsynchronouslyInterruptibleException` is pending. (See Section 12.2.2.)
- Subclasses of `AsynchronouslyInterruptibleException` indicated in the signature of a method do not indicate that the method is asynchronously interruptible. (See Section 12.2.2.)
- Catch clauses for `AsynchronouslyInterruptibleException` or its subclasses in asynchronously interruptible methods will not catch an AIE. (See Section 12.2.2.)
- A `Throwable` crossing a `MemoryArea` boundary might be transformed into a `ThrowBoundaryError`, and the original exception may be lost. (See Section 16.2.2.36 and the `enter` family of methods on `MemoryArea`.)

## 4.1 Definitions

**Conventional Java** — The language and runtime as defined by the “Java Language Specification[5]” and “Java Virtual Machine Specification[6],” without any realtime extensions.

**Realtime Java** — Conventional Java extended and refined according to this specification for programming realtime systems.

**Fair Scheduling** — A method of nonrealtime scheduling which tries to ensure that all tasks get a chance to run, thus preventing starvation. Tasks with a higher priority get a notionally larger share of execution time than lower priority tasks. Tasks running at the same priority get notionally equal shares of the processor.

**Happens-Before** — The “Java Language Specification[5]” specifies the *happens-before* relationship as “If one action happens-before another, then the first is visible to and ordered before the second.” See the specification for the implications of this relationship.

**Priority** — An indication of the relative scheduling eligibility of a task. A task with a higher priority is scheduled before a task with a lower priority. The priority assigned to a task is not necessarily the one used for scheduling, since priority avoidance and cost enforcement mechanisms may transiently override it. See Base Priority in Section 6.1 and Active Priority in Section 7.1.

**Task** — A conventional Java thread or an RTSJ `Schedulable`.

## 4.2 Semantics

The refinements and changes to the semantics of the Java runtime environment and classes shall not affect the functional correctness of Java code written for a conventional Java implementation when running on a Java runtime environment which implements this specification. There may be changes in the relative timing of threads, but these should not violate the conventional Java specifications. The use of some RTSJ features with code written for a conventional Java implementation may, however, cause unexpected behaviors. This is particularly true when using alternate memory areas, asynchronous transfer of control, and thread local memory in conjunction with unbound asynchronous event handlers.

### 4.2.1 Scheduling

How tasks are scheduled in a realtime system is quite different from what one expects in a conventional Java virtual machine. For compatibility, this means that there must be a domain where conventional Java threads are scheduled in a familiar way and another domain that supports realtime scheduling. This separation is done in

part via task priority.

Tasks running with the conventional ten priorities defined in Java should be scheduled as expected. Unfortunately, in order to ease the porting of Java to different environments, the scheduling of conventional Java threads is underspecified in [5]. This has been resolved in practice to avoid surprising the programmer by providing some sort of fair scheduling for these threads, i.e, scheduling that at least prevents task starvation, but may also try to balance CPU availability across threads. For tasks running in these priorities, an implementation of this specification shall provide some notion of fair scheduling between tasks with priority between one and ten inclusive.

Realtime threads and event handlers need a stronger notion of prioritization than conventional Java threads, so this specification requires the implementation of two priority-preemptive schedulers, one with run to completion (or next suspension point) and one with round-robin semantics. Priorities above the conventional ten priorities are used for these schedulers, and the interactions of the two schedulers are well-defined. Multithreaded code that runs with the priority-preemptive scheduler (or any other realtime scheduler) is more prone to deadlock or starvation than code run with fair scheduling. The changes to `Thread` and `ThreadGroup` are to support this realtime scheduling.

1. The semantics of set and get methods for priority in `Thread` differ for realtime threads.
2. The `ThreadGroup` class's behavior differs with respect to realtime threads.
3. The behavior of the `ThreadGroup`-related methods in `Thread` differ when they are applied to realtime threads.

Code running at realtime priorities can also starve tasks scheduled on the conventional Java scheduler, possibly indefinitely.

### 4.2.1.1 Priority

The methods `setPriority` and `getPriority` in `java.lang.Thread` are `final`. The realtime thread classes are consequently not able to override them and modify their behavior to suit the requirements of the RTSJ scheduler. To bring the `java.lang.Thread` class in line with its realtime subclasses, the semantics of the `getPriority` and `setPriority` methods must be modified.

#### 4.2.1.1.1 Setting Priority

The `setPriority` method has the following additional requirements.

1. Use of `Thread.setPriority()` shall not affect the correctness of the priority inversion avoidance algorithms controlled by `PriorityCeilingEmulation` and `PriorityInheritance`. Changes to the base priority of a realtime thread as

a result of invoking `Thread.setPriority()` are governed by semantics from Chapter 7 on *Synchronization*.

2. Conventional Java threads may not use `setPriority` to apply the expanded range of priorities defined by this specification.
3. When `setPriority` is called on a realtime thread, that thread's `SchedulingParameters` are set to `null` and the thread is scheduled as if it were a Java thread.

#### 4.2.1.1.2 Getting Priority

The `getPriority` method has the following additional requirements.

1. When called on a conventional Java thread, its assigned priority is returned even if it has a higher priority than what would be allowed by conventional Java. It may be higher only when set with an instance of `SchedulingParameters` through a scheduler.
2. When called on a realtime thread with `null` `SchedulingParameters`, a value in the conventional Java priority range is returned.
3. When called on a realtime thread (`t`) with `PriorityParameters`, `getPriority` behaves effectively as if it included the following code snippet:

```
1  ((PriorityParameters)t.getSchedulingParameters()).getPriority
    ();
```

4. When the scheduling parameters are of a type other than `PriorityParameters`, a `ClassCastException` is thrown.

All supported monitor control policies must apply to Java threads as well as to all schedulables.

#### 4.2.1.2 Thread Groups

Conventional Java provides thread groups as a means of managing groups of threads. Since the RTSJ provides additional classes for encapsulating control flow under the umbrella of `Schedulable`, it makes sense to have facilities for managing groups of these as well. The RTSJ provides an extension of `ThreadGroup` for this called `RealtimeThreadGroup`.

Every instance of `ThreadGroup` holds a reference to every member thread and every subgroup instance of `ThreadGroup`, as well as a reference to its parent group. This is problematic under the RTSJ, since realtime threads may be allocated in scoped memory. Rather than making complicated changes to the semantics of `ThreadGroup` (and, in particular, its `enumerate` methods), the RTSJ requires that no `ThreadGroup` or Java thread is allocated in scoped memory, and that no thread allocated in

`ScopedMemory` is referenced by a `ThreadGroup`. Instances of `RealtimeThreadGroup` are instead used for these purposes, and an alternative to `enumerate` is provided on `RealtimeThreadGroup` in the form of a visitor.

Realtime thread groups, i.e., instances of `RealtimeThreadGroup`, a subclass of `ThreadGroup`, are designed to be able to reference threads, schedulables, and other realtime thread groups, even when they are in scoped memory. These are only reachable using a visitor with a lambda expression. Consequently schedulables and realtime thread groups are not part of any thread group and will hold a realtime thread group reference as their parent thread group. This requires that the thread group of the main thread is also a schedulable group, so that schedulables and schedule groups can be created from the main thread.

In order for this to work in a transparent manner, the following rules must hold.

1. An instance of `ThreadGroup` that is not an instance of `RealtimeThreadGroup` cannot contain any instances of `Schedulable`.
2. In an RTSJ implementation, both the `ThreadGroup` at the root of the `ThreadGroup` hierarchy and the `ThreadGroup` to which the initial thread belongs must be instances of `RealtimeThreadGroup`.
3. Calls to `RealtimeThreadGroup.enumerate(Thread[])` and `RealtimeThreadGroup.enumerate(Thread[], boolean)` only return Java threads.
4. Calls to `RealtimeThreadGroup.enumerate(ThreadGroup[])` and `RealtimeThreadGroup.enumerate(ThreadGroup[], boolean)` only return threads groups and realtime thread groups allocated in heap and immortal memory.
5. A Java thread (not a realtime thread) that is created from a realtime thread or bound asynchronous event handler without an explicit thread group and that is not assigned a thread group by the security manager, inherits the realtime thread group of its creator, when that group is allocated in heap or immortal memory; otherwise an `IllegalAssignmentError` is thrown.
6. The thread group of a Java thread that is created from an unbound asynchronous event handler without an explicit thread group and that is not assigned a thread group by the security manager, is assigned to the realtime thread group of the handler's dispatcher, when that dispatcher's realtime thread group is allocated in heap or immortal memory; otherwise an `IllegalAssignmentError` is thrown.
7. A thread group cannot be created in scoped memory. The constructor shall throw an `IllegalAssignmentError`.
8. Setting a maximum priority on a realtime thread group, either explicitly or via its parent with a thread group specific method, has no influence on the schedulables in that group.
9. Except as specified previously, realtime threads and bound asynchronous event handlers have the same `ThreadGroup` membership rules as their parent `Thread`



class.

### 4.2.1.3 Current Thread

In Java, the currently executing thread can always be determined by calling the static method `Thread.currentThread()`. In the RTSJ, there are two types of schedulable entities: threads and asynchronous event handlers. The latter may be mapped dynamically by the realtime Java virtual machine onto the underlying thread model. The method `Thread.currentThread()`, when called from an unbound asynchronous event handler, will return the thread that is being used as the current execution engine for that event handler. The program should not rely on this being constant for the lifetime of the program. It can rely on it being constant for the current *release* of the handler (see 6.1 for the definition of a *release*). It is not recommended that the program perform any operations on this underlying thread as it may have an impact beyond that of the current event handler. This also means that thread local memory cannot be relied on when used with unbound event handlers, because data saved in one release may not be available in the next release.

## 4.2.2 InterruptedException

The specification extends the use of the `InterruptedException` to support asynchronous transfer of control.

The interruptible methods in the standard libraries (such as `Object.wait`, `Thread.sleep`, and `Thread.join`) have their contract expanded slightly such that they will respond to interruption not only when the interrupt method is invoked on the current thread, but also, for schedulables, when executing within a call to `AIE.doInterruptible` and that AIE is fired where AIE is an instance of the `AsynChronouslyInterruptedException`. See Chapter 8 on Asynchrony.

## 4.2.3 Java Memory Model

Some aspects of the Java Memory Model must be tightened for this specification, in particular with regards to interactions with native code or when using the Device Module. A conforming implementation must ensure that volatile loads and stores, raw memory operations (see 13.2.1), and `DirectMemoryBufferFactory` fence methods are ordered to be consistent with respect to native code or hardware devices that use platform-native memory coherency protocols to access raw memory or raw byte buffers shared with the virtual machine. In particular, all Java code that precedes a JNI call in the source *happens-before* the code executed during the JNI call, which *happens-before* all Java code that follows its return.

Though not specified for conventional Java, most implementations provide explicit fencing for JNI calls.

## 4.2.4 Memory Management

The specification provides for two means of managing memory: garbage collection and special memory areas. The latter are not collected by the garbage collector. Since memory allocated in Java is always in the heap, or at least appears to be, the initial allocation area is the heap. Furthermore, the allocation area can only be changed either by entering another memory area or by calling a method that explicitly causes allocation in another area. When the alternative memory areas module is not present, the conventional Java semantics for allocation prevails.

### 4.2.4.1 Memory Areas

Using a conventional class in a memory area other than a heap can result in unexpected behavior. This is particularly the case when a method of a class is called when the current allocation context is different from the allocation context in which the object was created; this can lead to exceptions. In general, memory areas other than the heap may become full much faster than expected, because objects that are no longer referenced will not be collected automatically.

A method that allocates an object or takes an object that was created in a different memory area and tries to assign it to a field of its associated object can fail. For example, creating a `List` on the heap and adding to it an object from a scoped memory area will most likely cause an exception. Although using other memory areas, such as scoped memory, is useful for helping to improve determinism, its use complicates the logic of application and library code.

On systems that support memory areas other than heap and do not support realtime garbage collection, some global resources must be put in immortal memory. System properties and their `String` values allocated during system initialization shall be allocated in immortal memory. For such a system, class objects should also be stored there. Though this avoids priority inversion with the garbage collector, it can cause higher memory use than expected.

### 4.2.4.2 Garbage Collection

Garbage collection is an important safety feature of the Java language and runtime environment. Unfortunately, the garbage collection process can interfere with a realtime program's ability to always meet its timing deadlines. This specification provides two main means of circumventing this problem: using a realtime garbage collector or using the memory area module as an alternative to garbage collection

for realtime code. Additionally, an implementation may ignore the problem for an environment meant as a development system or for systems that choose not to provide realtime guarantees. In any case, an implementation must document what realtime guarantees it gives and which methods it uses to do so.

#### **4.2.4.3 Realtime Garbage Collections**

Industrial realtime garbage collectors are available with varying approaches to providing realtime response. Though new collectors will undoubtedly be developed, all current ones use a variant of the mark-and-sweep algorithm. In all cases, the collectors are incremental: realtime response is obtained by limiting how much of a collection cycle is done each time the collector runs. Even on a multicore machine, the garbage collector must be incremental, because it must tolerate changes to the heap during garbage collection. Then CPU use is limited by tying the collector to one or more cores.

##### **4.2.4.3.1 Thread-Based Collectors**

A realtime thread-based collector is an incremental garbage collector that has its own thread of control and runs at intervals. In this case, the garbage collector needs to be scheduled to ensure that it runs often enough and long enough at each interval to recycle discarded objects fast enough to keep up with allocations. There should also be some maximum time after which the garbage collector can be interrupted.

##### **4.2.4.3.2 Allocation-Based Collectors**

A realtime allocation-based garbage collector does not have its own thread of control. Instead, some interval of garbage collection work is done at each allocation. This work is generally a function of the size of the object being allocated. This work becomes part of the execution time of the program. Again, there should be some maximum time after which the garbage collector can be interrupted.

##### **4.2.4.3.3 Alternatives to Garbage Collection**

This specification provides an alternative Memory Areas Module for managing memory without garbage collection. An implementation of this specification may provide realtime response by requiring applications to use that module instead of providing a realtime garbage collector. This means that all realtime threads would have to run above the priority of the garbage collector and all communication with conventional threads would have to use some nonblocking protocol.

#### 4.2.4.3.4 Developer Implementation

An implementation that simply provides all the API but no realtime guarantee is also permitted. This is useful as a development environment. Also, many of the APIs are useful event in a conventional Java implementation.

### 4.3 Rationale

The threading model of conventional Java was never meant for realtime programming. Refinements to the virtual machine and new APIs are necessary to support the additional requirements of applications, which have tasks that must complete in a fixed amount of time. However, to ensure that any conventional Java program can run on a virtual machine or runtime that implements this specification requires careful consideration of each refinement to the Java programming model. Therefore, conventional Java APIs and semantics have been extended, rather than replaced, to facilitate compatibility with conventional Java runtime implementations.

# Chapter 5

## Realtime Threads

Conventional Java provides a thread class for its tasking model. Tasks can be run simultaneously by creating multiple threads, but they do not provide realtime scheduling semantics. For this, the specification provides a realtime thread class. This class provides for the creation of

- realtime threads that have more precise scheduling semantics than `java.lang.Thread`, and
- realtime threads that have no dependency on the heap.

The `RealtimeThread` class extends `java.lang.Thread`. The `ReleaseParameters`, `SchedulingParameters`, and `MemoryParameters` objects that can be passed to the `RealtimeThread` constructor provide the temporal and processor configuration of the thread to be communicated to the *scheduler*. `ProcessingGroup`, a class derived from `ThreadGroup`, provides cost enforcement on groups of tasks. The `ConfigurationParameters` class defines, among other things, the size of Java's thread stack. The `PhasingPolicy` class defines the relationship between the threads start time and its first release time when the start time is in the past.

The RTSJ provides two types of objects that implement the `Schedulable` interface: *realtime threads* and *asynchronous event handlers*. This chapter defines the facilities that are available to realtime threads. In many cases, these functionalities are also available to asynchronous event handlers. In particular,

- the default scheduler must support the scheduling of both realtime threads and asynchronous event handlers;
- realtime threads and asynchronous event handlers are allowed to enter into memory areas and consequently they have associated scope stacks; and
- the flow of control of realtime threads and asynchronous event handlers are affected by the RTSJ asynchronous transfer of control facilities.

Where the semantics apply to both realtime threads and asynchronous event handlers, the term *schedulable* will be used.

## 5.1 Definitions

**Exception** — Both a mechanism of nonlocal transfer of control and a Java object which carried information about the cause of the control transfer.

**Scheduler** — A module that manages the execution of tasks, as well as detects deadline misses and monitoring costs.

## 5.2 Semantics

Instances of `RealtimeThread` have the same semantics as conventional Java threads except as noted below.

1. Garbage collection executing in the context of a Java thread must not in itself block execution of a schedulable with a higher execution eligibility that may not access the heap; however, application locks work as specified even when the lock causes synchronization between a heap-using thread and a schedulable that may not use the heap.
2. Each schedulable has an attribute which indicates whether an `AsynchronouslyInterruptedException` is pending. This attribute is set when a call to `RealtimeThread.interrupt()` is made on the associated realtime thread, when a call is made to the interrupt method in one of the family of asynchronous event handler classes, and when an asynchronously interrupted exception's `fire` method is invoked between the time the schedulable has entered that exception's `doInterruptible` method, and before it has return from `doInterruptible`. (See Chapter 8 on *Asynchrony*.)
3. A call to `Schedulable.interrupt()` generates the system's generic `AsynchronouslyInterruptedException`. (See Chapter 8 on *Asynchrony*.)
4. The `RealtimeThread.waitForNextRelease` method is for use by realtime threads that have periodic or aperiodic release parameters. In the absence of any deadline miss or cost overrun, or an interrupt, the method returns when the realtime thread's next period is due or the next release happens.
5. In the presence of a cost overrun or a deadline miss, the behavior of `waitForNextRelease` is governed by the thread's scheduler.
6. The first release time of a realtime thread is governed by the value of any `start` time in its associated `ReleaseParameter` object and the time at which the `RealtimeThread.start` method is called and the value of any `PhasingPolicy` parameter passed to it.
7. Instances of `RealtimeThread` may not be created with a thread group which is not an instance of `RealtimeThreadGroup`.
8. System-related termination activity (such as execution of finalizers for scoped objects in scoped memory areas that become unreferenced) triggered by termi-

nation of a realtime thread is not subject to cost enforcement or deadline miss detection.

9. The scheduling of a realtime thread is governed by its `SchedulingParameters` and its `Scheduler` unless set explicitly with method `setPriority(int)` in `java.lang.Thread`, which causes it to be treated as a conventional java thread until a new `SchedulingParameters` object is set.

### 5.2.1 Startup Considerations

For efficient system startup, it is sometimes necessary that the Java main thread and all internal system threads have a priority other than `Thread.NORM_PRIORITY`. The core module provides a property for this. When `javax.realtime.start.priority` is set, the initial and main Java threads start with the given priority; otherwise, the default of `Thread.NORM_PRIORITY` is used.

## 5.3 javax.realtime

### 5.3.1 Enumerations

#### 5.3.1.1 PhasingPolicy

---

```
public enum PhasingPolicy
```

##### *Inheritance*

```
java.lang.Object  
  java.lang.Enum<PhasingPolicy>  
    PhasingPolicy
```

##### *Description*

This class defines a set of constants that specify the supported policies for starting a periodic thread or periodic timer, when it is started later than the assigned absolute time. The following table specifies the effective start time, that is, the first release time of a periodic realtime thread. The effective start time of a periodic timer is similar; where the first firing is equivalent to the first release, and a call to the constructor is equivalent to a call to `RealtimeThread.start()`.

Available since RTSJ 2.0

#### 5.3.1.1.1 Enumeration Constants

---

##### **ADJUST\_IMMEDIATE**

```
public static final PhasingPolicy ADJUST_IMMEDIATE
```

##### *Description*

Indicates that a periodic thread started after the absolute time given for its start time should be released immediately with the next release one period later.

##### **ADJUST\_FORWARD**

```
public static final PhasingPolicy ADJUST_FORWARD
```



Table 5.1: PhasingPolicy Effect on First Release of a RealtimeThread with Periodic-Parameters

	ADJUST IMMEDIATE	ADJUST FORWARD	ADJUST BACKWARD	STRICT PHASING
RelativeTime	The time of start method invocation plus <code>start</code> time.	The time of start method invocation plus <code>start</code> time.	The time of start method invocation plus <code>start</code> time.	The time of start method invocation plus <code>start</code> time.
AbsoluteTime, earlier than call to <code>start</code>	Release immediately and set next release time to be at the time the start method was invoked plus <code>period</code> .	All releases before the time <code>start</code> is called are ignored. The first release is at the start time plus the smallest multiple of <code>period</code> whose time is after the time <code>start</code> was called.	The first release occurs immediately and the next release is at the start time plus the smallest multiple of <code>period</code> whose time is after the time <code>start</code> was called.	The <code>start</code> method throws an exception.
AbsoluteTime, later than call to <code>start</code>	First release is at time passed to <code>start</code> .	First release is at time passed to <code>start</code> .	First release is at time passed to <code>start</code> .	First release is at time passed to <code>start</code> .
Without Time	First release is at time of start method invocation	First release is at time of start method invocation	First release is at time of start method invocation	First release is at time of start method invocation

*Description*

Indicates that a periodic thread started after the absolute time given for its start time should be released at the next multiple of its period from its start time.

**ADJUST\_BACKWARD**

```
public static final PhasingPolicy ADJUST_BACKWARD
```

*Description*

Indicates that a periodic thread started after the absolute time given for its start time should be released immediately with the next release at the next multiple of its period from its start time.

**STRICT\_PHASING**

```
public static final PhasingPolicy STRICT_PHASING
```

*Description*

Indicates that a periodic thread started after the absolute time given for its start time should throw the `LateStartException` exception instead of being released.

**5.3.1.1.2 Methods**

---

**values***Signature*

```
public static javax.realtime.PhasingPolicy[]  
values()
```

*Description*

Gets all enumeration constants.

**valueOf(String)***Signature*

```
public static javax.realtime.PhasingPolicy  
valueOf(String name)
```

*Description*

Gets enumeration constants corresponding to `name`.

## 5.3.2 Classes

### 5.3.2.1 ConfigurationParameters

---

public class ConfigurationParameters

#### *Inheritance*

java.lang.Object  
ConfigurationParameters

#### *Interfaces*

Cloneable  
Serializable

#### *Description*

Configuration parameters provide a way to specify various implementation-dependent parameters such as the Java stack and native stack sizes, and to configure the statically allocated `ThrowBoundaryError` associated with a `Schedulable`.

Note that these parameters are immutable.

Available since RTSJ 2.0

#### 5.3.2.1.1 Constructors

---

### ConfigurationParameters(int, int, long)

#### *Signature*

```
public
ConfigurationParameters(int messageLength,
                        int stackTraceLength,
                        long[] sizes)
throws IllegalRealtimeStateException
```

#### *Description*

Creates a parameter object for initializing the state of a `Schedulable`. The parameters provide the data for this initialization. For `RealtimeThread` and

bound versions of `AsyncBaseEventHandler`, the stack and message buffers can be set exactly, but for the unbound event handlers, the system cannot give any guarantees to allow thread sharing.

### Parameters

- messageLength**—The size of the buffer, in units of `char`, for storing an exception message used by preallocated exceptions and errors thrown in the context of an instance of `Schedulable` which was created with `this` as its configuration parameters. The value 0 indicates that no message should be stored. The value of -1 uses the system default and is the default when an instance of this class is not provided.
- stackTraceLength**—The length of the stack trace buffer, in units of a number of `StackTraceElement` instances, reserved use by preallocated exceptions and errors thrown in the execution context of the `Schedulable` object created with these parameters. The amount of space this requires is implementation-specific. The value 0 indicates that no stack trace should be stored. The value of -1 uses the system default and is the default when an instance of this class is not provided.
- sizes**—An array of implementation-specific values dictating memory parameters for `Schedulable` objects created with these parameters, such as maximum Java and native stack sizes. The `sizes` array will not be stored in the constructed object. The default is system dependent, and indicated by setting this parameter to `null` or by not providing an instance of this class.

## ConfigurationParameters(long)

### Signature

```
public  
ConfigurationParameters(long[] sizes)
```

### Description

Same as `ConfigurationParameters(int,int,long[])` with arguments (0, 0, `sizes`).

### 5.3.2.1.2 Methods

---

## setDefault(ConfigurationParameters)

### Signature

```
public static void
setDefault(ConfigurationParameters config)
```

### Description

Get the parameters object to be used when none is provided for an instance of [Schedulable](#).

### Parameters

**config**—the new default parameter object.

## getDefault

### Signature

```
public static javax.realtime.ConfigurationParameters
getDefault()
```

### Description

Set the parameters object to be used when none is provided for an instance of [Schedulable](#).

### Returns

the default parameter object.

## setDefaultRunner(ReleaseRunner)

### Signature

```
public static void
setDefaultRunner(ReleaseRunner runner)
```

### Description

Sets the system default release runner.

### Parameters

**runner**—The runner to be used when none is set. When null, the default release runner is set to the original system default.

## getDefaultRunner

### Signature

```
public static javax.realtime.ReleaseRunner  
getDefaultRunner()
```

### Description

Gets the system default release runner.

### Returns

a general runner to be used when none is set.

## getMessageLength

### Signature

```
public int  
getMessageLength()
```

### Description

Gets the size of the buffer dedicated to storing the message of the last thrown throwable in the context of instances of `Schedulable` created with these parameters. The value 0 indicates that no message will be stored.

### Returns

reserved memory size in units of `char`.

## getStackTraceLength

### Signature

```
public int  
getStackTraceLength()
```

### Description

Gets the length of the stack trace buffer dedicated to `Schedulable` objects created with these parameters' preallocated exceptions, measured in number of `Stack-TraceElement` instances. The amount of space this requires is implementation-specific. The value 0 indicates that no stack trace will be stored.

### Returns

reserved memory size in implementation-dependent stack frames.

## getSizes

### Signature

```
public long[]
getSizes()
```

### Description

Gets the array of implementation-specific sizes associated with `Schedulable` objects created with these parameters. *This method may allocate memory.*

### Returns

a copy of the array of implementation-specific sizes.

## 5.3.2.2 RealtimeThread

---

```
public class RealtimeThread
```

### Inheritance

```
java.lang.Object
  java.lang.Thread
    RealtimeThread
```

### Interfaces

```
javax.realtime.BoundSchedulable
javax.realtime.AsyncTimable
```

### Description

Class `RealtimeThread` extends `Thread` and adds access to realtime services such as advanced scheduling, affinity management, asynchronous transfer of control, and access to scope memory.

As with `java.lang.Thread`, there are two ways to create a `RealtimeThread`.

- Create a new class that extends `RealtimeThread` and override the `run()` method with the logic for the thread.
- Create an instance of `RealtimeThread` using one of the constructors with a logic parameter. Pass a `Runnable` object whose `run()` method implements the logic of the thread.

## 5.3.2.2.1 Constructors

---

## RealtimeThread(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ConfigurationParameters, TimeDispatcher, RealtimeThreadGroup, Runnable)

### Signature

```
public
RealtimeThread(SchedulingParameters scheduling,
               ReleaseParameters release,
               MemoryParameters memory,
               MemoryArea area,
               ConfigurationParameters config,
               TimeDispatcher dispatcher,
               RealtimeThreadGroup group,
               Runnable logic)
```

### Description

Creates a realtime thread with the given characteristics and a specified `Runnable`. The realtime thread group of the new thread is inherited from its parent task unless `group` is set. The newly-created realtime thread is associated with the scheduler in effect during execution of the constructor.

Available since RTSJ 2.0

### Parameters

- `scheduling`—The `SchedulingParameters` associated with `this` (And possibly other instances of `Schedulable`). When `scheduling` is `null` and the creator is a schedulable, `SchedulingParameters` is a clone of the creator's value created in the same memory area as `this`. When `scheduling` is `null` and the creator is a Java thread, the contents and type of the new `SchedulingParameters` object is governed by the associated scheduler.
- `release`—The `ReleaseParameters` associated with `this` (and possibly other instances of `Schedulable`). When `release` is `null` the new `RealtimeThread` will use a clone of the default `ReleaseParameters` for the associated scheduler created in the memory area that contains the `RealtimeThread` object.
- `memory`—The `MemoryParameters` associated with `this` (and possibly other instances of `Schedulable`). When `memory` is `null`, the new `RealtimeThread` receives `null` value for its memory parameters, and the amount or rate of memory allocation for the new thread is unrestricted, and it may access the heap.



- area**—The initial memory area of this handler.
- config**—The `ConfigurationParameters` associated with `this` (and possibly other instances of `Schedulable`). When `config` is `null`, this `RealtimeThread` will reserve no space for preallocated exceptions and implementation-specific values will be set to their implementation-defined defaults.
- dispatcher**—The `TimeDispatcher` to use for realtime sleep and determining the period of a periodic thread.
- group**—The `RealtimeThreadGroup` of the newly created realtime thread or the parent's realtime thread group when `null`.
- logic**—The `Runnable` object whose `run()` method will serve as the logic for the new `RealtimeThread`. When `logic` is `null`, the `run()` method in the new object will serve as its logic.

#### Throws

- IllegalRealtimeArgumentException**—when the parameters are not compatible with the associated scheduler, the current thread group is not a `RealtimeThreadGroup` and `group` is `null`, or the affinity specified is not subsumed by the affinity of its closest threads `RealtimeThreadGroup` instance.
- IllegalAssignmentError**—when the new `RealtimeThread` instance cannot hold a reference to any of the values of `scheduling`, `release`, `memory`, or `group`, when those parameters cannot hold a reference to the new `RealtimeThread`, when the new `RealtimeThread` instance cannot hold a reference to the values of `area` or `logic`, when the initial memory area is not specified and the new `RealtimeThread` instance cannot hold a reference to the default initial memory area, and when the thread may not use the heap, as specified by its memory parameters, and any of the following is true:
- the initial memory area is not specified,
  - the initial memory is heap memory,
  - the initial memory area, `scheduling`, `release`, `memory`, or `group` is allocated in heap memory.
  - when this is in heap memory, or
  - `logic` is in heap memory.
- ScopedCycleException**—when `memory` is a scoped memory area that has already been entered from a memory area other than the current scope.

**RealtimeThread(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ConfigurationParameters, Runnable)**

*Signature*

```
public
RealtimeThread(SchedulingParameters scheduling,
               ReleaseParameters release,
               MemoryParameters memory,
               MemoryArea area,
               ConfigurationParameters config,
               Runnable logic)
```

*Description*

Creates a realtime thread with the given [SchedulingParameters](#), [ReleaseParameters](#), [MemoryParameters](#), [ConfigurationParameters](#), a specified [Runnable](#), and default values for all other parameters.

This constructor is equivalent to `RealtimeThread(scheduling, release, memory, area, config, null, null, logic)`.

Available since RTSJ 2.0

## RealtimeThread(SchedulingParameters, ReleaseParameters, ConfigurationParameters, Runnable)

*Signature*

```
public
RealtimeThread(SchedulingParameters scheduling,
               ReleaseParameters release,
               ConfigurationParameters config,
               Runnable logic)
```

*Description*

Creates a realtime thread with the given [SchedulingParameters](#), [ReleaseParameters](#), [MemoryArea](#) and a specified [Runnable](#) and default values for all other parameters.

This constructor is equivalent to `RealtimeThread(scheduling, release, null, null, config, null, null, logic)`.

Available since RTSJ 2.0

## RealtimeThread(SchedulingParameters, ReleaseParameters, ConfigurationParameters)

### Signature

```
public
RealtimeThread(SchedulingParameters scheduling,
               ReleaseParameters release,
               ConfigurationParameters config)
```

### Description

Creates a realtime thread with the given [SchedulingParameters](#), [ReleaseParameters](#) and [MemoryArea](#) and default values for all other parameters.

This constructor is equivalent to `RealtimeThread(scheduling, release, null, null, config, null, null, null)`.

Available since RTSJ 2.0

## RealtimeThread(SchedulingParameters, ReleaseParameters, Runnable)

### Signature

```
public
RealtimeThread(SchedulingParameters scheduling,
               ReleaseParameters release,
               Runnable logic)
```

### Description

Creates a realtime thread with the given [SchedulingParameters](#), [ReleaseParameters](#) and a specified [Runnable](#) and default values for all other parameters.

This constructor is equivalent to `RealtimeThread(scheduling, release, null, null, null, null, null, logic)`.

Available since RTSJ 2.0

## RealtimeThread(SchedulingParameters, ReleaseParameters)

*Signature*

```
public
RealtimeThread(SchedulingParameters scheduling,
               ReleaseParameters release)
```

*Description*

Creates a realtime thread with the given `SchedulingParameters` and `ReleaseParameters` and default values for all other parameters.

This constructor is equivalent to `RealtimeThread(scheduling, release, null, null, null, null, null, null)`.

## RealtimeThread(SchedulingParameters, TimeDispatcher)

*Signature*

```
public
RealtimeThread(SchedulingParameters scheduling,
               TimeDispatcher dispatcher)
```

*Description*

Creates a realtime thread with the given `SchedulingParameters` and `TimeDispatcher` and default values for all other parameters. This constructor is equivalent to `RealtimeThread(scheduling, null, null, null, null, dispatcher, null, null)`.

Available since RTSJ 2.0

## RealtimeThread(SchedulingParameters)

*Signature*

```
public
RealtimeThread(SchedulingParameters scheduling)
```

*Description*

Creates a realtime thread with the given `SchedulingParameters` and default values for all other parameters. This constructor is equivalent to `RealtimeThread(scheduling, null, null, null, null, null, null, null)`.

## RealtimeThread

### *Signature*

```
public
RealtimeThread()
```

### *Description*

Creates a realtime thread with default values for all parameters. This constructor is equivalent to `RealtimeThread(null, null, null, null, null, null, null, null)`.

### 5.3.2.2.2 Methods

---

## currentRealtimeThread

### *Signature*

```
public static javax.realtime.RealtimeThread
currentRealtimeThread()
throws ClassCastException
```

### *Description*

Gets a reference to the current instance of `RealtimeThread`.

Calling `currentRealtimeThread` is permissible when control is in an `AsyncEventHandler`. The method will return a reference to the `RealtimeThread` supporting that release of the async event handler.

### *Throws*

`ClassCastException`—when the current execution context is not an instance of `Schedulable`.

### *Returns*

a reference to the current instance of `RealtimeThread`.

## currentSchedulable

### Signature

```
public static javax.realtime.RealtimeThread
currentSchedulable()
throws ClassCastException
```

### Description

Gets a reference to the current instance of `Schedulable`. It behaves the same when the current thread is an instance of `java.lang.Thread`, but otherwise it produces an instance of `AsyncBaseEventHandler`.

### Throws

`ClassCastException`—when the current execution context is that of a conventional Java thread.

### Returns

a reference to the current instance of `Schedulable`.

## getCurrentReleaseTime

### Signature

```
public static javax.realtime.AbsoluteTime
getCurrentReleaseTime()
```

### Description

Equivalent to `getLastReleaseTime(null)`

Available since RTSJ 2.0

## getCurrentReleaseTime(AbsoluteTime)

### Signature

```
public static javax.realtime.AbsoluteTime
getCurrentReleaseTime(AbsoluteTime dest)
```

### Description

Gets the absolute time of this thread's last release, whether periodic or aperiodic. The clock in the returned absolute time shall be the realtime clock for aperiodic releases and the clock used for the periodic release for periodic releases.

*Returns*

the last release time in `dest`. When `dest` is `null`, create a new absolute time instance in the current memory area.

**Available since** RTSJ 2.0

## **getCurrentConsumption(RelativeTime)**

*Signature*

```
public static javax.realtime.RelativeTime  
getCurrentConsumption(RelativeTime dest)
```

*Description*

Determines the CPU consumption for this release.

*Throws*

**IllegalRealtimeStateException**—when the caller is not a **Schedulable**.

*Returns*

when `dest` is `null`, returns the CPU consumption in a **RelativeTime** instance created in the current execution context. When `dest` is not `null`, returns the CPU consumption in `dest`

**Available since** RTSJ 2.0

## **getCurrentConsumption**

*Signature*

```
public static javax.realtime.RelativeTime  
getCurrentConsumption()
```

*Description*

Equivalent to `getCurrentConsumption(null)`.

**Available since** RTSJ 2.0

## **getCurrentMemoryArea**

*Signature*

```
public static javax.realtime.MemoryArea
getCurrentMemoryArea()
```

#### *Description*

Gets a reference to the `MemoryArea` object representing the current allocation context. For a task that is not an instance of `Schedulable`, the result can only be heap or immortal memory.

#### *Returns*

a reference to the `MemoryArea` object representing the current allocation context.

## **sleep(HighResolutionTime)**

#### *Signature*

```
public static void
sleep(HighResolutionTime<?> time)
throws InterruptedException,
    ClassCastException,
    IllegalRealtimeArgumentException
```

#### *Description*

A sleep method that is controlled by a generalized clock. Since the time is expressed as a `HighResolutionTime`, this method is an accurate timer with nanosecond granularity. The actual resolution available for the clock and even the quantity it measures depends on `clock`. The time base is the given `Clock`. The sleep time may be relative or absolute. When relative, then the calling thread is blocked for the amount of time given by `time`, and measured by `clock`. When absolute, then the calling thread is blocked until the indicated value is reached by `clock`. When the given absolute time is less than or equal to the current value of `clock`, the call to sleep returns immediately.

Calling `sleep` is permissible when control is in an `AsyncEventHandler`. The method causes the handler to sleep.

This method must not throw `IllegalAssignmentError`. It must tolerate `time` instances that may not be stored in `this`.

#### *Parameters*

`time`—The amount of time to sleep or the point in time at which to awaken.

#### *Throws*

`InterruptedException`—when the thread is interrupted by `interrupt()` or `AsynchronouslyInterruptedException.fire()` during the time between calling this method and returning from it.



**ClassCastException**—when the current execution context is not an instance of **Schedulable**.

**IllegalRealtimeArgumentException**—when **time** is null, when **time** is a relative time less than zero, or when the **Chronograph** of **time** is not a **Clock**.

## suspend(HighResolutionTime)

### Signature

```
public static void
suspend(HighResolutionTime<?> time)
throws ClassCastException,
       IllegalRealtimeArgumentException
```

### Description

The same as **sleep(HighResolutionTime)** except that it is not interruptible.

### Parameters

**time**—An absolute or relative time until which to suspend.

### Throws

**ClassCastException**—when the current execution context is not an instance of **Schedulable**.

**IllegalRealtimeArgumentException**—when **time** is null, when **time** is a relative time less than zero, or when the **Chronograph** of **time** is not a **Clock**.

Available since RTSJ 2.0

## spin(HighResolutionTime)

### Signature

```
public static void
spin(HighResolutionTime<?> time)
throws InterruptedException,
       ClassCastException,
       IllegalRealtimeArgumentException
```

### Description

Similar to **sleep(HighResolutionTime)** except it performs a busy wait by polling on the **Chronograph** associated with **time** until **time** has been reached. Note that interaction with other tasks, scheduling considerations, and other effects

may reduce the frequency of polling for long delays, so an application cannot assume that the associated `Chronograph` will be polled as quickly as possible.

#### Parameters

`time`—An absolute or relative time at which to stop spinning.

#### Throws

`InterruptedException`—when the thread is interrupted by `interrupt()` or `AsynchronouslyInterruptedException.fire()` during the time between calling this method and returning from it.

`ClassCastException`—when the current execution context is not an instance of `Schedulable`.

`IllegalRealtimeArgumentException`—when `time` is null, or when `time` is a relative time less than zero.

Available since RTSJ 2.0

## spin(int)

#### Signature

```
public static void
spin(int nanos)
throws InterruptedException,
      ClassCastException,
      IllegalRealtimeArgumentException
```

#### Description

The same as calling `spin(HighResolutionTime)` with a relative time to the default realtime clock, zero milliseconds, and `nanos` nanoseconds, except no relative time object is necessary.

#### Parameters

`nanos`—A relative number of nanoseconds to wait.

#### Throws

`InterruptedException`—when the thread is interrupted by `interrupt()` or `AsynchronouslyInterruptedException.fire()` during the time between calling this method and returning from it.

`ClassCastException`—when the current execution context is not an instance of `Schedulable`.

`IllegalRealtimeArgumentException`—when `nanos` is less than zero.

Available since RTSJ 2.0

## waitForNextRelease

### Signature

```
public static boolean
waitForNextRelease()
throws IllegalRealtimeStateException,
        ClassCastException
```

### Description

Causes the current realtime thread to delay until the next release. (See [release\(\)](#).) Used by threads that have a reference to either periodic or aperiodic [ReleaseParameters](#). The first release starts when `this` thread is released as a consequence of the action of one of the [start\(\)](#) family of methods. Each time this method is called it will block until the next release unless the thread is in a deadline miss condition. In that case, the operation of `waitForNextRelease` is controlled by this thread's scheduler. (See [PriorityScheduler](#).)

### Throws

[IllegalRealtimeStateException](#)—when `this` does not have a reference to a [ReleaseParameters](#) type of either [PeriodicParameters](#) or [AperiodicParameters](#).

[ClassCastException](#)—when the current thread is not an instance of [RealtimeThread](#).

### Returns

either `false` when the thread is in a deadline miss condition or `true` otherwise. When a deadline miss condition occurs is defined by its thread's scheduler.

Available since RTSJ 2.0

## waitForNextReleaseInterruptible

### Signature

```
public static boolean
waitForNextReleaseInterruptible()
```

throws `InterruptedException`,  
`IllegalRealtimeStateException`,  
`ClassCastException`

#### *Description*

Same as `waitForNextRelease()` except it can throw an interrupted exception

#### *Throws*

`AsynchronouslyInterruptedException`—when the thread is interrupted by `interrupt()` or `AsynchronouslyInterruptedException.fire()` during the time between calling this method and returning from it and the `ReleaseParameters.isRousable()` on its release parameters returns `true`.

An interrupt during `waitForNextPeriodInterruptible()` is treated as a release for purposes of scheduling. This is likely to disrupt proper operation of the periodic thread. The timing behavior of the thread is unspecified until the state is reset by altering the thread's release parameters or the thread is no longer in a deadline miss state.

`IllegalRealtimeStateException`—when `this` does not have a reference to a `ReleaseParameters` type of either `PeriodicParameters` or `AperiodicParameters`.

`ClassCastException`—when the current thread is not an instance of `RealtimeThread`.

#### *Returns*

either `false` when the thread is in a deadline miss condition or `true` otherwise.

When a deadline miss condition occurs is defined by its thread's scheduler.

**Available since** RTSJ 2.0

## **getMemoryArea**

#### *Signature*

```
public javax.realtime.MemoryArea  
getMemoryArea()
```

#### *Description*

Obtains the initial memory area for this `RealtimeThread`. When not specified through the constructor, the default is a *reference* to the current allocation context when `this` was constructed.

#### *Returns*

a reference to the initial memory area for this thread.

**Available since** RTSJ 1.0.1

## getMemoryParameters

### *Signature*

```
public javax.realtime.MemoryParameters  
getMemoryParameters()
```

### *Description*

Gets a reference to the [MemoryParameters](#) object for this schedulable.

### *Returns*

a reference to the current [MemoryParameters](#) object.

## getRealtimeThreadGroup

### *Signature*

```
public javax.realtime.RealtimeThreadGroup  
getRealtimeThreadGroup()
```

### *Description*

Gets a reference to the [RealtimeThreadGroup](#) instance of this [Schedulable](#). For instance that are not also instances of [RealtimeThread](#), such as instance if [AsyncBaseEventHandler](#), the group returned is the group that contains the thread or threads that are used to execute said [Schedulable](#) instance. For each instance of [Schedulable](#), there can be only one directly associated instance of [Schedulable](#).

### *Returns*

a reference to the associated [RealtimeThreadGroup](#) object.

**Available since** RTSJ 2.0

## getConfigurationParameters

### *Signature*

```
public javax.realtime.ConfigurationParameters  
getConfigurationParameters()
```

*Description*

Gets a reference to the `ConfigurationParameters` object for this schedulable.

*Returns*

a reference to the associated `ConfigurationParameters` object.

**Available since** RTSJ 2.0

## **getReleaseParameters**

*Signature*

```
public javax.realtime.ReleaseParameters  
getReleaseParameters()
```

*Description*

Gets a reference to the `ReleaseParameters` object for this schedulable.

*Returns*

a reference to the current `ReleaseParameters` object.

## **getScheduler**

*Signature*

```
public javax.realtime.Scheduler  
getScheduler()
```

*Description*

Gets a reference to the `Scheduler` object for this schedulable.

*Returns*

a reference to the associated `Scheduler` object.

## **getSchedulingParameters**

*Signature*

```
public javax.realtime.SchedulingParameters  
getSchedulingParameters()
```

*Description*

Gets a reference to the `SchedulingParameters` object for this schedulable.

*Returns*

A reference to the current `SchedulingParameters` object.

## release

*Signature*

```
public void  
release()
```

*Description*

Generates a release for this `RealtimeThread`. The action of this release is governed by the scheduler. It may, for instance, act immediately, or be queued, delayed, or discarded. This method does not suspend itself and has a runtime complexity of  $O(1)$ .

*Throws*

`IllegalRealtimeStateException`—when `this` does not have a reference to a `ReleaseParameters` type of `AperiodicParameters`.

Available since RTSJ 2.0

## interrupt

*Signature*

```
public void  
interrupt()
```

*Description*

In a system where `RTSJModule.CONTROL` is implemented, it makes the generic `AsynchronouslyInterruptedException` pending for `this`, and sets the interrupted state to `true`. As with `Thread.interrupt()`, blocking operations that are interruptible are interrupted. When `this.isRousable()` is `true` a release

happens event if the first release has not yet happened. In any case, `AsynchronouslyInterruptedException` is thrown once a method is entered that implements `AsynchronouslyInterruptedException`.

Otherwise, it behaves as if `Thread.interrupt()` were called.

For instances of `AsyncBaseEventHandler`, it behaves as if `RealtimeThread.interrupt()` was called on the implementation thread underlying it.

#### Throws

`IllegalTaskStateException`—when `this` is not currently releasable, i.e., is disabled, not firable, its start method has not been called, or it has terminated.

Available since RTSJ 2.0

## isInterrupted

#### Signature

```
public boolean  
isInterrupted()
```

#### Description

Determines whether or not any `AsynchronouslyInterruptedException` is pending.

#### Returns

`true` when and only when the generic `AsynchronouslyInterruptedException` is pending.

Available since RTSJ 2.0

## deschedule

#### Signature

```
public void  
deschedule()
```

#### Description

Performs any *deschedule* actions specified by this thread's scheduler, either immediately when in `waitForNextRelease()` or the next time the thread enters `waitForNextRelease()`.

Available since RTSJ 2.0



## reschedule

### Signature

```
public void  
reschedule()  
throws IllegalTaskStateException
```

### Description

Gets the thread to the blocked-for-next-release state. This causes the next event to release the thread and `waitForNextRelease` to return. Deadline miss and cost enforcement are re-enabled.

The details of the interaction of this method with `deschedule`, `waitForNextRelease` and `release` are dictated by this thread's scheduler.

### Throws

`IllegalTaskStateException`—when the configured `Scheduler` and `SchedulingParameters` for this `RealtimeThread` are not compatible.

Available since RTSJ 2.0

## startPeriodic(PhasingPolicy)

### Signature

```
public void  
startPeriodic(PhasingPolicy phasingPolicy)  
throws LateStartException,  
        IllegalTaskStateException,  
        IllegalRealtimeArgumentException
```

### Description

Starts the thread with the specified phasing policy.

### Parameters

`phasingPolicy`—The phasing policy to be applied when the start time given in the realtime thread's associated `PeriodicParameters` is in the past.

### Throws

`javax.realtime.LateStartException`—when the actual start time is after the assigned start time and the phasing policy is `PhasingPolicy.STRICT_PHASING`.

`IllegalRealtimeArgumentException`—when the thread is not periodic, or when its start time is not absolute.

**IllegalTaskStateException**—when the configured Scheduler and SchedulingParameters for this RealtimeThread are not compatible.

Available since RTSJ 2.0

## start

### Signature

```
public void
start()
throws IllegalRealtimeStateException
```

### Description

Sets up the realtime thread's environment and starts it. The set up might include delaying it until the assigned start time and initializing the thread's memory area stack. (See [ScopedMemory](#).)

### Throws

**IllegalRealtimeStateException**—when the configured Scheduler and SchedulingParameters for this RealtimeThread are not compatible.

Available since RTSJ 2.0 adds new exception

## getEffectiveStartTime

### Signature

```
public javax.realtime.AbsoluteTime
getEffectiveStartTime()
```

### Description

Equivalent to `getEffectiveStartTime(null)`.

Available since RTSJ 2.0

## getEffectiveStartTime(AbsoluteTime)

### Signature

```
public javax.realtime.AbsoluteTime
getEffectiveStartTime(AbsoluteTime dest)
```

#### *Description*

Determines the effective start time of this realtime thread. This is not necessarily the same as the start time in the release parameters.

- When the release parameters' start time is relative, the effective start time is the time of the first release.
- When the release parameters' start time is an absolute time after `start()` is invoked, the effective start time is the same as the release parameters' start time.
- When the release parameters' start time is an absolute time before `start()` is invoked, the effective start time depends on the phasing policy.

The default is to set the effective start time equal to the time `start()` is invoked.

#### *Returns*

the effective start time in `dest`. When `dest` is `null`, returns the effective start time in an `AbsoluteTime` instance created in the current memory area.

**Available since** RTSJ 2.0

## **getMinConsumption(RelativeTime)**

#### *Signature*

```
public javax.realtime.RelativeTime
getMinConsumption(RelativeTime dest)
```

#### *Description*

Gets the minimum CPU consumption measured for any completed release of this schedulable.

#### *Throws*

`IllegalRealtimeStateException`—when the caller is not a `Schedulable`.

#### *Returns*

the minimum CPU consumption in `dest`. When `dest` is `null`, it returns the minimum CPU consumption in a `RelativeTime` instance created in the current memory area.

**Available since** RTSJ 2.0

## getMinConsumption

### Signature

```
public javax.realtime.RelativeTime  
getMinConsumption()
```

### Description

Equivalent to `getMinConsumption(null)`.

**Available since** RTSJ 2.0

## getMaxConsumption(RelativeTime)

### Signature

```
public javax.realtime.RelativeTime  
getMaxConsumption(RelativeTime dest)
```

### Description

Gets the maximum CPU consumption measured for any completed release of this schedulable.

### Throws

`IllegalRealtimeStateException`—when the caller is not a `Schedulable`.

### Returns

the maximum CPU consumption in `dest`. When `dest` is `null`, it returns the maximum CPU consumption in a `RelativeTime` instance created in the current memory area.

**Available since** RTSJ 2.0

## getMaxConsumption

### Signature

```
public javax.realtime.RelativeTime  
getMaxConsumption()
```

### Description

Equivalent to `getMaxConsumption(null)`.

**Available since** RTSJ 2.0

## getDispatcher

### *Signature*

```
public javax.realtime.TimeDispatcher  
getDispatcher()
```

### *Description*

Gets the dispatcher responsible for handling sleep requests issued by this thread

See Section [Timable.getDispatcher\(\)](#)

Available since RTSJ 2.0

## fire

### *Signature*

```
public final void  
fire()
```

### *Description*

Used by the [Clock](#) infrastructure to cause a call to [waitForNextRelease](#) to return.

See Section [AsyncTimable.fire\(\)](#)

Available since RTSJ 2.0

## mayUseHeap

### *Signature*

```
public boolean  
mayUseHeap()
```

### *Description*

Determines whether or not this `schedulable` may use the heap.

### *Returns*

`true` only when this `Schedulable` may allocate on the heap and may enter Heap-Memory.

Available since RTSJ 2.0

## awaken

### Signature

```
public final void  
awaken()
```

### Description

Used by the [Clock](#) infrastructure to cause a call to [sleep](#) to return.

See [Section Schedulable.awaken\(\)](#)

Available since RTSJ 2.0

## setMemoryParameters(MemoryParameters)

### Signature

```
public javax.realtime.RealtimeThread  
setMemoryParameters(MemoryParameters memory)
```

### Description

Sets the memory parameters associated with this instance of [Schedulable](#).

This change becomes effective at the next allocation; on multiprocessor systems, there may be some delay due to synchronization between processors.

### Parameters

**memory**—A [MemoryParameters](#) object which will become the memory parameters associated with **this** after the method call. When **null**, the default value is governed by the associated scheduler; a new object is created when the default value is not **null**. (See [PriorityScheduler](#).)

### Throws

[IllegalRealtimeArgumentException](#)—when **memory** is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and **memory** is located in heap memory.

[IllegalAssignmentError](#)—when the schedulable cannot hold a reference to **memory**, or when **memory** cannot hold a reference to this schedulable instance.

### Returns

`this`

Available since RTSJ 2.0 returns itself

## setReleaseParameters(ReleaseParameters)

### Signature

```
public javafx.runtime.RealtimeThread  
    setReleaseParameters(ReleaseParameters release)
```

### Description

Sets the release parameters associated with this instance of **Schedulable**.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. The different properties of the release parameters may take effect at different times. See the documentation for the scheduler for details.

### Parameters

**release**—A **ReleaseParameters** object which will become the release parameters associated with this after the method call, and take effect as determined by the associated scheduler. When `null`, the default value is governed by the associated scheduler; a new object is created when the default value is not `null`. (See **PriorityScheduler**.)

### Throws

**IllegalRealtimeArgumentException**—when **release** is not compatible with the associated scheduler. Also when this schedulable may not use the heap and **release** is located in heap memory.

**IllegalAssignmentError**—when **this** object cannot hold a reference to **release** or **release** cannot hold a reference to **this**.

**IllegalTaskStateException**—when the task is running and the new release parameters are not compatible with the current scheduler.

### Returns

`this`

Available since RTSJ 2.0 returns itself

## setScheduler(Scheduler)

### Signature

```
public javax.realtime.RealtimeThread
    setScheduler(Scheduler scheduler)
```

### Description

Sets the reference to the Scheduler object. The timing of the change must be agreed between the scheduler currently associated with this schedulable, and scheduler. If the Schedulable is running, its associated SchedulingParameters (if any) must be compatible with scheduler.

For an instance of RealtimeThread, the Schedulable is *running* when `RealtimeThread.start()` has been called on it and `RealtimeThread.join()` would block.

### Parameters

**scheduler**—A reference to the scheduler that will manage execution of this schedulable. Null is not a permissible value.

### Throws

**IllegalRealtimeArgumentException**—when scheduler is null, or the schedulable's existing parameter values are not compatible with scheduler. Also when this schedulable may not use the heap and scheduler is located in heap memory.

**IllegalAssignmentError**—when the schedulable cannot hold a reference to scheduler or the current Schedulable is running and its associated SchedulingParameters are incompatible with scheduler.

**RealtimeSecurityException**—when the caller is not permitted to set the scheduler for this schedulable.

**IllegalTaskStateException**—when scheduler has scheduling or release parameters that are not compatible with the new scheduler and this schedulable is running.

### Returns

`this`

**Available since** RTSJ 2.0 returns itself

## setScheduler(Scheduler, SchedulingParameters, ReleaseParameters, MemoryParameters)

### Signature

```
public javax.realtime.RealtimeThread
    setScheduler(Scheduler scheduler,
```



SchedulingParameters scheduling,  
ReleaseParameters release,  
MemoryParameters memoryParameters)

### *Description*

Sets the scheduler and associated parameter objects. The timing of the change must be agreed between the scheduler currently associated with this schedulable, and scheduler.

### *Parameters*

**scheduler**—A reference to the scheduler that will manage the execution of this schedulable. Null is not a permissible value.

**scheduling**—A reference to the [SchedulingParameters](#) which will be associated with **this**. When null, the default value is governed by **scheduler**; a new object is created when the default value is not null. (See [PriorityScheduler](#).)

**release**—A reference to the [ReleaseParameters](#) which will be associated with **this**. When null, the default value is governed by **scheduler**; a new object is created when the default value is not null. (See [PriorityScheduler](#).)

**memoryParameters**—A reference to the [MemoryParameters](#) which will be associated with **this**. When null, the default value is governed by **scheduler**; a new object is created when the default value is not null. (See [PriorityScheduler](#).)

### *Throws*

[IllegalRealtimeArgumentException](#)—when **scheduler** is null or the parameter values are not compatible with **scheduler**. Also thrown when this schedulable may not use the heap and **scheduler**, **scheduling** **release**, **memoryParameters**, or **group** is located in heap memory.

[IllegalAssignmentError](#)—when **this** object cannot hold references to all the parameter objects or the parameters cannot hold references to **this**.

[RealtimeSecurityException](#)—when the caller is not permitted to set the scheduler for this schedulable.

### *Returns*

**this**

Available since RTSJ 2.0

## **setSchedulingParameters(SchedulingParameters)**

### *Signature*

```
public javax.realtime.RealtimeThread
    setSchedulingParameters(SchedulingParameters scheduling)
```

### *Description*

Sets the scheduling parameters associated with this instance of `Schedulable`.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

### *Parameters*

`scheduling`—A reference to the `SchedulingParameters` object. When `null`, the default value is governed by the associated scheduler; a new object is created when the default value is not `null`. (See `PriorityScheduler`.)

### *Throws*

`IllegalRealtimeArgumentException`—when `scheduling` is not compatible with the associated scheduler. Also when this schedulable may not use the heap and `scheduling` is located in heap memory.

`IllegalAssignmentError`—when `this` object cannot hold a reference to `scheduling` or `scheduling` cannot hold a reference to `this`.

`IllegalTaskStateException`—when the task is active and the new scheduling parameters are not compatible with the current scheduler or the intersection of affinity in `scheduling` and the affinity of `this` object's realtime thread group does not correspond to a valid affinity.

### *Returns*

`this`

**Available since** RTSJ 2.0 returns itself

## 5.4 Rationale

Realtime programming requires a scheduling method radically different than what a conventional Java programmer would expect, but most other aspects of thread behavior are the same. Therefore, it is reasonable to model a realtime thread as an extension to a `java.lang.Thread`. The main additions needed are for scheduling control such as release control for asynchronous event handling. Here asynchronous includes periodic releases, since release is asynchronous with regards to the executing code.

The RTSJ platform's priority-preemptive dispatching model is very similar to the dispatching model found in the majority of commercial realtime operating systems. The `ReleaseParameters` and `MemoryParameters` provided to the `RealtimeThread` constructor provide a number of common realtime thread types, including periodic threads. However, conventional Java thread scheduling is supported. The realtime priorities are all above the conventional Java priorities to ensure the realtime threads take precedence over normal tasks.

The `MemoryParameters` class is provided with a may-use-heap option in order to enable time-critical schedulables to execute in preference to the garbage collector given appropriate assignment of execution eligibility when `false`. The memory access and assignment semantics of these heapless schedulables are designed to guarantee that the execution of such threads does not lead to an inconsistent heap state.



# Chapter 6

## Scheduling

Scheduling is a key differentiator between a conventional Java implementation and a realtime Java implementation. Whereas conventional Java implementations relies on some sort of fair scheduling, a realtime Java implementation must provide a realtime scheduler. In a realtime scheduler, ensuring that critical tasks finish on time is more important than overall throughput or fairness.

The scheduler required by this specification is fixed-priority preemptive with at least 28 unique priority levels. At least 28 must be supported by each implementation, but a deployment need not have all 28 active, when not needed by the application. It is represented by the class `FirstInFirstOutScheduler`, a subclass of `PriorityScheduler`, and is called the *base scheduler*. As the name implies, this scheduler does not time-slice threads at a given priority, but rather runs each to completion, so long as no higher priority thread becomes ready to run and no other processor is available for the higher priority thread. In that case, the current thread is preempted by the higher priority thread.

The schedulables required by this specification are denoted by the `Schedulable` interface and include the classes `RealtimeThread` and `AsyncBaseEventHandler` along with its subclasses. The base scheduler assigns processor resources according to the schedulables' release characteristics, execution eligibility, and processing group values. Subclasses of these schedulables are also schedulables and behave as these required classes.

The scheduler dispatches a schedulable, that is ready to run, on a CPU. Some systems, such as multicore systems, have more than one CPU to choose from. By default, a ready schedulable would be dispatched on the next available CPU; however, the specification provides an interface, `Affinity`, to control on which sets of CPUs a given schedulable may run.

An instance of the `SchedulingParameters` class contains values of execution eligibility, including affinity. A schedulable is considered to have the execution eligibility represented by the `SchedulingParameters` object currently bound to it. For

implementations providing only the base scheduler, the scheduling parameters object is an instance of `PriorityParameters` (a subclass of `SchedulingParameters`).

An instance of the `ReleaseParameters` class or its subclasses, `PeriodicParameters`, `AperiodicParameters`, and `SporadicParameters`, contains values that define a particular release characteristic. A schedulable is considered to have the release characteristics of a single associated instance of the `ReleaseParameters` class.

For a realtime thread, the scheduler defines the behavior of the realtime thread's `waitForNextRelease` methods. For all `Schedulables`, the scheduler monitors cost overrun and deadline miss conditions based on its release parameters. Release parameters also govern the treatment of the minimum interarrival time for sporadic schedulables.

The `ThreadGroup` class has special significance in an RTSJ implementation. As in conventional Java, the maximum priority of a thread is governed in part by its thread group, but the CPU affinity of a thread is also governed by its thread group along with the `Affinity` class. Furthermore, there are two important subclasses: `RealtimeThreadGroup` and `ProcessingGroup`. These classes provide additional means of managing tasks.

An instance of the `RealtimeThreadGroup` provides scheduling constraints for schedulables similar to how a `ThreadGroup` does for conventional Java threads. The scheduler and maximum `SchedulingParameters` can be set. A schedulable can only be created in an instance of `RealtimeThreadGroup` or its subclass. Therefore the root thread group and the thread group of the initial thread must both be realtime thread groups in an RTSJ implementation.

The `ProcessingGroup` class is a subclass of `RealtimeThreadGroup`. An instance of the `ProcessingGroup` class contains values that define a temporal scope for a processing group. When a schedulable has an associated instance of the `ProcessingGroup` class, it is said to execute within the temporal scope defined by that instance. A single instance of the `ProcessingGroup` class can be, and typically is, associated with many schedulables. In an implementation that supports cost enforcement, the combined processor demand of all of the schedulables associated with an instance of the `ProcessingGroup` class must not exceed the values in that instance (i.e., the defined temporal scope). The processor demand is determined by the `Scheduler`.

The scheduling classes provide the necessary support for realtime scheduling. These classes

- enable the definition of schedulables,
- manage the assignment of execution eligibility to schedulable objects,
- manage the execution of instances of the `AsyncBaseEventHandler` and `RealtimeThread` classes,
- assign release characteristics to schedulables,
- assign execution eligibility values to schedulables, and

- manage the execution of groups of schedulables that collectively exhibit additional release characteristics.

## 6.1 Definitions

**Task** — A unit of independent execution. In conventional Java, this is a thread. The `Schedulable` interface marks realtime tasks. The classes that implement `Schedulable` are subject to the scheduling behavior of realtime schedulers. Instances of these classes are referred to as *Schedulables* (SO) and provide four principle execution states: *executing*, *eligible-for-execution*, *blocked*, and *descheduled*.

1. *Executing* refers to the state where the schedulable is currently running on a processor.
2. *Blocked* refers to the state where the schedulable is not among those schedulables that could be selected to have their state changed to executing. The blocked state will have a reason associated with it, e.g., blocked-for-I/O-completion, blocked-for-release-event, or blocked-by-cost-overflow.
3. *Eligible-for-execution* refers to the state where the schedulable could be selected to have its state changed to executing.
4. *Descheduled* refers to the state where the schedulable is ineligible to be released.

Each type of schedulable defines its own *release events*, for example, the release events for a periodic schedulable are caused by the passage of time and occur at programmatically specified intervals.

**Release** — The changing of the state of a schedulable from blocked-for-release-event to eligible-for-execution. When the state of a schedulable is blocked-for-release-event and a release event occurs then the state of the schedulable is changed to eligible-for-execution. Otherwise, a state transition from blocked-for-release-event to eligible-for-execution is queued; this is known as a *pending release*. When the next transition of the schedulable into state blocked-for-release-event occurs, and there is a pending release, the state of the schedulable is immediately changed to eligible-for-execution.

**Completion** — The changing of the state of a schedulable from executing to blocked-for-release-event. Each completion corresponds to a release. A realtime thread is deemed to complete its most recent release when it terminates.

**Deadline** — A time before which a schedulable should complete. The  $i^{th}$  deadline is associated with the  $i^{th}$  release event and a *deadline miss* occurs when the  $i^{th}$  completion would occur after the  $i^{th}$  deadline.

**Deadline Monitoring** — The process by which the implementation responds to deadline misses. When a deadline miss occurs for a schedulable object, the

deadline miss handler, if any, for that schedulable is released. This behaves as if there were an asynchronous event associated with the schedulable, to which the miss handler was bound, and which was fired when the deadline miss occurred.

**Periodic, Sporadic, and Aperiodic** — Adjectives applied to schedulables which describe the temporal relationship between consecutive release events. Let  $R_i$  denote the time at which a schedulable has had the  $i^{\text{th}}$  release event occur. Ignoring the effect of release jitter:

1. a schedulable is periodic when there exists a value  $T > 0$  such that for all  $i$ ,  $R_{i+1} - R_i = T$ , where  $T$  is called the period;
2. a schedulable that is not periodic is said to be aperiodic; and
3. an aperiodic schedulable is said to be sporadic when there is a known value  $T > 0$  such that for all  $i$ ,  $R_{i+1} - R_i \geq T$ .  $T$  is then called the minimum interarrival time (MIT).

**Cost** — The maximum amount of CPU time that a schedulable is allowed between a release and its associated completion.

**Current CPU Consumption** — The amount of CPU time that the schedulable has consumed since its last release.

**Cost Overrun** — The time at which a schedulable's current CPU consumption becomes greater than, or equal to, its cost.

**Cost Monitoring** — The process by which the implementation tracks CPU consumption and responds to cost overruns. When a cost overrun occurs for a schedulable, its cost overrun handler, if any, is released. This behaves as if there were an asynchronous event associated with the schedulable, to which the overrun handler was bound, and which is fired when a cost overrun occurs.

**Cost Enforcement** — The process by which the implementation ensures that the CPU consumption of a schedulable is no more than the value of the cost parameter in its associated `ReleaseParameters`. (Cost enforcement is an optional facility in an implementation of the RTSJ.)

**Base Priority** — The priority assigned to a task, either in its associated `PriorityParameters` object or by `Thread.setPriority`; the base priority of a Java thread is the priority returned by its `getPriority` method.

**Enforced Priority** — A priority below the idle priority, which ensures the schedulable has no execution eligibility.

**Active Priority** — The execution eligibility criterion for the priority-based schedulers. It is the maximum of the *base* (or *enforced priority*) and any priority a task has acquired due to the action of priority inversion avoidance algorithms (see the *Synchronization Chapter*).

**Processing Group** — A collection of tasks whose combined execution has further execution time constraints which the scheduler uses to govern the group's



execution eligibility.

**Base Scheduler** — An instance of the `FirstInFirstOutScheduler` class as defined in this specification. This is the initial default scheduler.

**Round-Robin Scheduler** — An instance of the `RoundRobinScheduler` class as defined in this specification. It is specified to execute in tandem with the base scheduler in a predictable fashion.

**Processor** — A logical processing element that is capable of physically executing a single thread of control at any point in time. Hence, multicore platforms have multiple processors, platforms that support hyperthreading also have more than one processor. It is assumed that all processors are capable of executing the same instruction sets.

**Affinity** — A set of processors, where a valid affinity is a set on which the global scheduling of a schedulable can be supported.

**Idle Task** — A notional system or VM-provided task that consumes all CPU time not used by other tasks. It may be an actual process or thread, or it may be a power-saving mode that halts or slows the CPU, or it may be an artificial construction. For the purposes of this specification, it has a priority below that of all nonblocked tasks and above that of tasks blocked due to cost overrun. Details of its implementation are not specified here.

## 6.2 Semantics

Scheduling semantics determines when each task runs. Both *The Java Virtual Machine Specification*[6] and *The Java Language Specification*[5] are silent on the semantics for scheduling; only the semantics for synchronization is provided. Since scheduling is central to realtime programming, its detailed semantics, applicable across all available scheduler algorithms, is defined below, along with definitions of the required scheduling algorithms. Semantics that apply to particular classes, constructors, methods, and fields can be found in the class description and the constructor, method, and field detail sections.

### 6.2.1 Schedulers

There are four basic requirements for schedulers.

1. A scheduler may only change the execution eligibility of the schedulables which it manages and only in accordance with its scheduling algorithm.
2. Each scheduler provided for application code by an RTSJ implementation must have documentation describing its semantics including at least the following: the algorithm used to determine eligibility, what schedulables may be scheduled by it, the subclasses of `Scheduler` and `SchedulingParameters` used to control

- the scheduler, and any other classes needed by the scheduler.
3. Every implementation must provide a round-robin scheduler and a first in first out scheduler using priorities above the ten (1–10) conventional Java priorities as documented below.
  4. Tasks with a conventional Java priority (1–10) must be scheduled such that when two or more threads run at the same priority, one thread cannot block another indefinitely or violate the requirements dictated by `java.lang.Thread`.
  5. Tasks with a conventional Java priority must be scheduled using some sort of fair scheduler such that higher-priority Java tasks cannot starve lower-priority Java tasks indefinitely.

#### 6.2.1.1 Affinity

For systems that support more than a single processor, one often needs to control what may run on each processor. The `Affinity` class provides mean of expressing sets of these processors. Affinity has three uses: to inform a scheduler on what processors a task may run, to show what subsets of processors on a system a scheduler may use, and to limit what processors a set of tasks may use. To this end, valid affinities define a distinguished subset of all possible affinities. This set is used to show on what subsets of processors a task may run and only members of this set may be used in the `SchedulingParameters` given to a task. Others sets may also be used for limited general processor availability.

#### 6.2.1.2 Parameter Values

A scheduler uses the values contained in the different parameter objects associated with a schedulable to control the behavior of the schedulable. The scheduler determines what values are valid for the schedulables it manages, which defaults apply and how changes to parameter values are acted upon by the scheduler. Invalid parameter values result in exceptions, as documented in the relevant classes and methods.

1. The default values for all schedulers are as follows, unless otherwise stated.
  - (a) Scheduling parameters are copied from the creating schedulable when possible; when the creating schedulable does not have scheduling parameters, the default is an instance of the default parameters for the prevailing scheduler when the schedulable starts.
  - (b) The default for release parameters depend on the type of schedulable:
    - i. for instance of `RealtimeThread`, the default is an instance of `BackgroundParameters` with default values (see `AperiodicParameters`), and
    - ii. for instance of `AsyncBaseEventHandler` the default is an instance of aperiodic parameters with default values (see `AperiodicParameters`).

- 
2. Memory parameters default to `null` which signifies that memory allocation by the schedulable is not constrained by the scheduler.
  3. The default scheduling parameters are scheduler dependent.
  4. All numeric or `RelativeTime` attributes in parameter values must be greater than or equal to zero.
  5. Values of period must be greater than zero.
  6. Changes to scheduling, release, memory, and processing group parameters, either by methods on the schedulables bound to the parameters or by altering the parameter objects themselves, potentially modify the behavior of the scheduler with regard to those schedulables. When such changes in behavior take effect depends on the parameter in question, and the type of schedulable, as described below.
  7. When changes to a parameter type—scheduling, release, memory, and processing group—take effect depends on the parameter type.
    - (a) Changes to scheduling parameters take effect according to rules defined by the associated `Scheduler`.
    - (b) Changes to release parameters depend on the parameter being changed, the type of release parameter object, and the type of schedulable.
      - i. Changes to the deadline and the deadline miss handler take effect at each release event as follows: when the  $i_{th}$  release event occurred at a time  $t_i$ , then the  $i^{th}$  deadline is the time  $t_i + D_i$ , where  $D_i$  is the value of the deadline stored in the schedulable's release parameters object at the time  $t_i$ . When a deadline miss occurs then it is the deadline miss handler that was installed in the schedulable's release parameters at time  $t_i$  that is released.
      - ii. Changes to cost and the cost overrun handler take effect immediately.
      - iii. Changes to the period and start time values in `PeriodicParameters` objects are described in “Release of a Realtime Thread” below.
      - iv. Changes to the additional values in `ReleaseParameters` objects and `SporadicParameters` are described, respectively, in “General Release Control” and “Sporadic Release Control”, below.
      - v. Changes to the type of release parameters object generally take effect after completion, except as documented in the following sections.
    - (c) Changes to memory parameters take effect immediately.
    - (d) Changes to processing group parameters take effect as described in “Processing Groups” below.
    - (e) Changes to the scheduler responsible for a schedulable object take effect at completion.
    - (f) Changes to cost enforcement state, i.e., enabling or disabling cost enforcement on a processing group or release parameters object associated with

one or more schedulables, take effect at the next release of the associated `ProcessingGroup` or associated `Schedulable`, respectively.

### 6.2.1.3 Release Control

Schedulables are released in response to the occurrence of events, such as starting a realtime thread, calling the `release` method of a realtime thread, or firing the asynchronous event associated with an asynchronous event handler. The occurrence of these events, each of which is a potential release event, is termed an *arrival*, and the time that they occur is termed the *arrival time*. The only difference between a periodic and an aperiodic event is the regularity of the arrival times.

A scheduler behaves effectively as if it maintained a queue, called the arrival time queue, for each schedulable object. This queue maintains information related to each release event, including any parameters passed with the release mechanism, from its “arrival” time until the associated release completes, or another release event occurs, whichever is later. When an arrival is accepted into the arrival time queue, then it is a release event and the time of the release event is the arrival time. The initial size of this queue is an attribute of the schedulable’s aperiodic parameters, and is set when an aperiodic parameter object is first associated with the schedulable. Over time, the queue may become full and its behavior in this situation is determined by the queue overflow policy specified in the schedulable’s aperiodic parameters. The enumeration class `QueueOverflowPolicy` defines four overflow policies.

Policy	Action on Overflow
IGNORE	Silently ignore the arrival. The arrival is not accepted, no release event occurs, and, when the arrival was caused programmatically, such as by invoking <code>fire</code> on an asynchronous event, the caller is not informed that the arrival has been ignored.
EXCEPT	Throw an <code>ArrivalTimeQueueOverflowException</code> . The arrival is not accepted, and no release event occurs, but when the arrival was caused programmatically, the caller will have <code>ArrivalTimeQueueOverflowException</code> thrown.

REPLACE	The arrival replaces the latest release in the queue, when there is one, but no new release event occurs. When the completion associated with the last release event in the queue has not yet occurred, and the deadline has not been missed, the release event time for that release event is replaced with the arrival time of the new arrival and any associated parameters overwritten. This will alter the deadline for that release event. When the deadline has already been missed or the queue length is zero, the behavior of the REPLACE policy is equivalent to the IGNORE policy.
SAVE	Behave effectively as if the queue were expanded as necessary to accommodate the new arrival. This expansion is permanent. The arrival is accepted and a release event occurs.
DISABLE	No queuing takes place. All incoming events increment the pending fire or release count. I may only be used where there is no payload and the release parameters are not sporadic.

Changes to the queue overflow policy take effect immediately. When an arrival occurs, and the queue is full, the policy applied is the policy as defined at that time.

### 6.2.1.3.1 Sporadic Release Control

“Sporadic Release Control” is a special case of “Release Control,” where the arrival time or execution time may be additionally regulated. Sporadic parameters include a minimum interarrival time (MIT) which characterizes the expected frequency of releases. When an arrival is accepted, the implementation behaves as if it calculates the earliest time at which the next arrival could be accepted, by adding the current MIT to the arrival time of this accepted arrival. The scheduler guarantees that each sporadic schedulable it manages, is released at most once in any MIT.

Two mechanisms are specified for enforcing this rule: *arrival-time regulation* and *release-time regulation*. Arrival-time regulation controls the work-load by considering the time between arrivals. When a new arrival occurs earlier than the expected next arrival time then a MIT violation has occurred, and the scheduler acts to prevent a release from occurring that would break the “one release per MIT” guarantee. Release-time regulation controls when events are released. Under this policy all arrivals that can be queued under the current `QueueOverflowPolicy` are accepted, but the scheduler behaves effectively as if released schedulables were further constrained

by a scheduling policy that restricts releases to at most one release per MIT. As described in the following tables, three types of arrival-time regulation and one type of release-time regulation are supported.

<i>Arrival-Time Regulation</i>	
<b>Policy</b>	<b>Action on Violation</b>
IGNORE	Silently ignore the violating arrival. The arrival is not accepted, no release event occurs, and, when the arrival was caused programmatically (such as by invoking <code>fire</code> on an asynchronous event), the caller is not informed that the arrival has been ignored.
EXCEPT	Throw a <code>MITViolationException</code> . The arrival is not accepted, and no release event occurs, but when the arrival was caused programmatically, the caller will have <code>MITViolationException</code> thrown.
REPLACE	The arrival is not accepted and no release event occurs. When the completion associated with the last release event in the queue has not yet occurred, and the deadline has not been missed, then the release event time for that release event is replaced with the arrival time of the new arrival and any associated parameters overwritten. This will alter the deadline for that release event. When the completion associated with the last release event has occurred, or the deadline has already been missed, the behavior of the REPLACE policy is equivalent to the IGNORE policy.

<i>Release-Time Regulation</i>	
<b>Policy</b>	<b>Action on Violation</b>
SAVE	The arrival time is delayed until after the current MIT interval. This policy is only able to delay the effective release of a schedulable. The deadline of each release event is always set relative to its arrival time. This policy might not schedule the effective release of an asynchronous event handler until after its deadline has passed. In this case, the deadline miss handler is released at the deadline time even though the related asynchronous event has not yet reached its effective release. Once an arrival is queued, the SAVE policy makes no direct use of the next expected arrival time, but it maintains the value in case the MIT violation policy is changed from SAVE to one of the arrival-time regulation policies.

The *effective release time* of a release event  $i$  is the earliest time that the handler can be released in response to that release event. It is determined for each release event based on the MIT policy in force at the release event time.

1. For IGNORE, EXCEPT and REPLACE the effective release time is the release event time.
2. For SAVE the effective release time of release event  $i$  is the effective release time of release event  $i-1$  plus the current value of the MIT.

The scheduler will delay the release associated with the release event at the head of the arrival time queue until the current time is greater than or equal to the effective release time of that release event.

Changes to minimum interarrival time and the MIT violation policy take effect immediately, but only affect the next expected arrival time, and effective release time, for release events that occur after the change.

### 6.2.1.3.2 Releasing a Realtime Thread

The repeated release of a realtime thread is achieved by executing in a loop and invoking the `RealtimeThread.waitForNextRelease`<sup>1</sup> methods, or its interruptible equivalent `RealtimeThread.waitForNextReleaseInterruptible`) within that loop. For simplicity, unless otherwise stated, the semantics in this section apply to both forms of this method.

1. A realtime thread's release characteristics are determined by the following:
  - (a) the invocation of the realtime thread's `start` method and the value of its phasing policy parameter (if applicable);
  - (b) the action of the `RealtimeThread` methods `waitForNextRelease`, `schedule`, and `deschedule`;
  - (c) the occurrence of deadline misses and whether or not a miss handler is installed; and
  - (d) whether the passing of time generates periodic release events or calls to the `release` method generates aperiodic release events.
2. The *initial release event* depends on the type of release parameters given the realtime thread:
  - (a) for a realtime thread with periodic parameters, the *initial release event* occurs in response to the invocation of its `start` method in accordance with the start time specified in its release parameters and its assigned phasing policy—see `PeriodicParameters` and `PhasingPolicy`;
  - (b) For a realtime thread with aperiodic parameters, the *initial release event* occurs immediately in response to the invocation of its `start` method.

<sup>1</sup>The method `RealtimeThread.waitForNextPeriod` has been replaced by `RealtimeThread.waitForNextRelease` as of RTSJ 2.0. The same goes for its interruptible equivalent.

3. Changes to the start time in a realtime thread's `PeriodicParameters` object only have an effect on its initial release time. Consequently, when a `PeriodicParameters` object is bound to multiple realtime threads, a change in the start time may affect all, some or none, of those threads, depending on whether or not `start` has been invoked on them.
4. When subsequent release events occur also depends on the type of release parameters given to the realtime thread:
  - (a) for periodic realtime threads, each period (and hence each release) falls due, except as described below (in 6d), at regular intervals such that when the  $i^{\text{th}}$  release event occurred at a time  $t_i$ , the  $i + 1$  release event occurs at the time  $t_i + T_i$ , where  $T_i$  is the value of the period stored in the realtime thread's `PeriodicParameters` object at the time  $t_i$ ;
  - (b) for aperiodic realtime threads, a release occurs with each call of the release method, except as described below (in 6d); and
  - (c) for sporadic realtime threads, a release occurs with each call of the release method, except, as described below (in 6d), when additional regulation is required to enforce MIT as defined in *Sporadic Release Control* below.
5. Each release of an aperiodic realtime thread is an arrival.
  - (a) When the thread has release parameters of type `ReleaseParameters`, then the arrival may become a release event for the thread according to the semantics given in "General Release Control" below.
  - (b) When the thread has release parameters of type `SporadicParameters`, then the arrival may become a release event for the thread according to the semantics given in "Sporadic Release Control" below.
6. The implementation should behave effectively as if the following state variables were added to a realtime thread's state,  
boolean `deschedule`,  
integer `pendingReleases`,  
integer `missCount`, and  
boolean `lastReturn`;  
and manipulated by the actions as described below.
  - (a) Initially
    - `deschedule` = false,
    - `pendingReleases` = 0,
    - `missCount` = 0, and
    - `lastReturn` = true.
  - (b) The function of the `deschedule` method depends on the current state of the realtime thread.
    - i. When current state is a blocked state, either blocked-for-release-event or blocked-for-missed-release, it sets the value of `deschedule` to `true` and sets the thread's state to descheduled.



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- ii. When the current state is not a blocked state, it just sets the value of `deschedule` to `true`.
  - (c) The function of the `reschedule` method also depends on the current state of the realtime thread.
    - i. When the realtime thread is in the descheduled state, it sets the value of `deschedule` to `false`, sets the values of `pendingReleases` and `missCount` to zero, changes the thread's state to blocked-for-release-event, and tells the cost monitoring and enforcement system to reset for this thread.
    - ii. When the realtime thread is *not* in the Descheduled state, it just sets the value of `deschedule` to `false`.
  - (d) A realtime thread that is in the descheduled state will not receive any further release events until after it has been rescheduled by a call to `reschedule`; this means that no deadline misses can occur.
  - (e) What happens when a release event occurs depends on the current state.
    - i. When the state of the realtime thread is descheduled, do nothing.
    - ii. When the state is blocked-for-release-event, i.e., it is waiting in `waitForNextRelease`, increment the value of `pendingReleases`, inform cost monitoring and enforcement that the next release event has occurred, and notify the thread to make it eligible for execution;
    - iii. Otherwise, when the thread is in a release, increment the value of `pendingReleases`, and inform cost monitoring and enforcement that the next release event has occurred.
  - (f) On each deadline miss, one of two things happen:
    - i. when the realtime thread has a deadline miss handler, the value of `deschedule` is set to `true`, the handler is atomically released with its `fireCount` increased by the value of `missCount + 1`, and zero for `missCount`;
    - ii. otherwise, one is added to the `missCount` value.
  - (g) When the `waitForNextRelease` method is invoked by the current realtime thread there are three possible behaviors depending on the value of `missCount` and `lastReturn`.
    - i. When `missCount` is zero, any pending parameter changes are applied, cost monitoring and enforcement are informed of completion, and then the thread waits while `deschedule` is `true`, or `pendingReleases` is zero. Then the `lastReturn` value is set to `true`, `pendingReleases` is decremented, and `true` is returned.
    - ii. When `missCount` is greater than zero and the `lastReturn` value is `false`, completion occurs: the `missCount` value is decremented; then any pending parameter changes are applied, `pendingReleases` is

- decremented, cost monitoring and enforcement is informed that the realtime thread has completed, and `false` is returned;
- iii. Otherwise, when `missCount` is greater than zero and the `lastReturn` value is `true`, the `missCount` value is decremented and the `lastReturn` value is set to `false` and `false` is returned.
7. An invocation of the `RealtimeThread.waitForNextRelease` method with release parameters, where `ReleaseParameters.isRousable` returns `true`, behaves as described above with the following differences.
- (a) When the invocation commences with an instance of `AsynchronouslyInterruptedException` (AIE) is pending on the realtime thread, then the invocation immediately completes abruptly by throwing that pending instance as an `InterruptedException`. When this occurs, the most recent release has not completed. When the pending instance is the generic AIE instance, then the interrupt state of the realtime thread is cleared.
  - (b) What happens when an instance of AIE becomes pending on a realtime thread is dependent on the state of the thread.
    - i. When the thread is descheduled, the AIE remains pending until the realtime thread is no longer descheduled. The associated reschedule acts as a release event. Execution then continues as in 7c where the time value used as  $t_{int}$  is the time at which the schedulable was rescheduled.
    - ii. When it is blocked-for-release-event, then this acts as a release event. Execution then continues as in 7c, where the time value used as  $t_{int}$  is the time at which the AIE becomes pending.
  - (c)
    - i. The realtime thread is made eligible for execution.
    - ii. Upon execution, the invocation completes abruptly by throwing the pending AIE instance as an `InterruptedException`. When the pending instance is the generic AIE instance, the interrupt state of the realtime thread is cleared.
    - iii. The deadline associated with this release is the time  $t_{int} + D_{int}$ , where  $D_{int}$  is the value of the deadline stored in the realtime thread's release parameters object at the time  $t_{int}$ .
    - iv. The next release time for the realtime thread will be  $t_{int} + T_{int}$ , where  $T_{int}$  is the value of the period stored in the realtime thread's release parameters object at the time  $t_{int}$ .
    - v. Cost monitoring and enforcement is informed of the release event.
- When the thrown AIE instance is caught, the AIE becomes pending again (as per the usual semantics for AIE) until it is explicitly cleared.
8. Changes to release parameter types are treated as a pseudo RESTART of the realtime thread and

- 
- (a) any old pending releases are cleared,
  - (b) any old arrival queue is flushed,
  - (c) any outstanding call to deschedule is cleared, and
  - (d) any outstanding deadline misses are cleared.
9. The effect of the change on the thread falls into one of four main cases.
- (a) When the realtime thread is not waiting for the next release event and is not descheduled,
    - i. there is no effect until the end of current release, and
    - ii. when the change occurs, it is a pseudo restart of the thread, i.e., when the new parameters are aperiodic, the release is immediate and when the parameters are periodic, the periodic start time algorithm is used.
  - (b) When the realtime thread is not waiting for the next release event, but there is an outstanding deschedule,
    - i. there is an immediate “schedule” of the thread,
    - ii. there is no further effect until end of current release, and
    - iii. when change occurs, it is a pseudo restart of the thread, i.e., when the new parameters are aperiodic, the release is immediate, and when the new parameters are periodic, the periodic start time algorithm is used.
  - (c) When the realtime thread state is blocked-for-release-event, i.e., it is waiting in `waitForNextRelease`, and the release parameter type is changed,
    - i. from Periodic to Aperiodic, at the next periodic release event occurs, the thread becomes aperiodic with an immediate release, or
    - ii. from Aperiodic to Periodic, there is an immediate pseudo restart of the thread using the periodic start time algorithm.
  - (d) When the realtime thread state is descheduled and the of release parameters is changed,
    - i. the change is from Periodic to Aperiodic, there is an immediate “schedule” of the thread, and when the next periodic release event occurs, the thread becomes aperiodic with an immediate release, or
    - ii. the change is from Aperiodic to Periodic, there is an immediate “schedule” of the thread and there is an immediate pseudo restart of the thread using the periodic start time algorithm.

### 6.2.1.3.3 UML Diagrams for Realtime Thread Releases

The three UML diagrams in Figures 6.1, 6.2, and 6.3, are provided to illustrate the foregoing rules for releasing realtime threads. The first two figures are for a thread without a deadline miss handler. The first is a UML sequence diagram of some examples of Realtime Thread releases. The second is a UML state chart of the

Figure 6.1: Sequence Diagram of Some Example Realtime Thread Releases

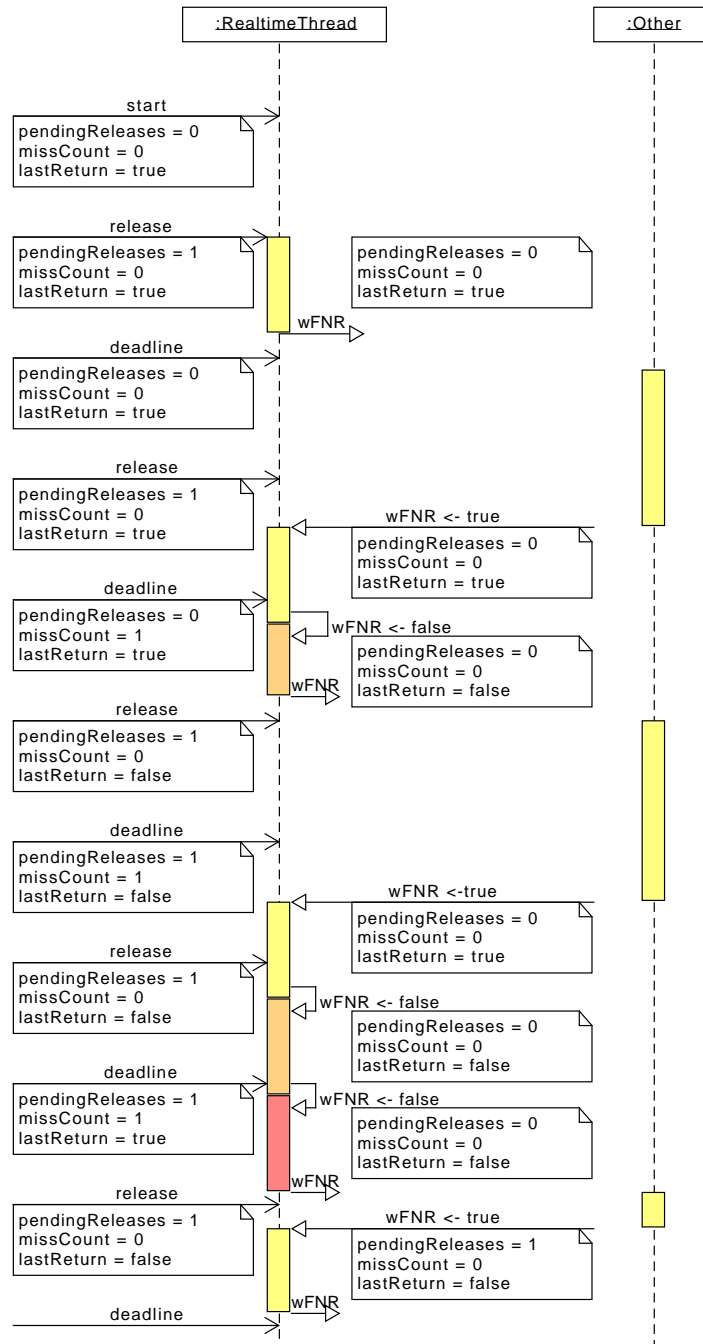


Figure 6.2: A State Chart for a Realtime Thread without a Deadline Miss Handler

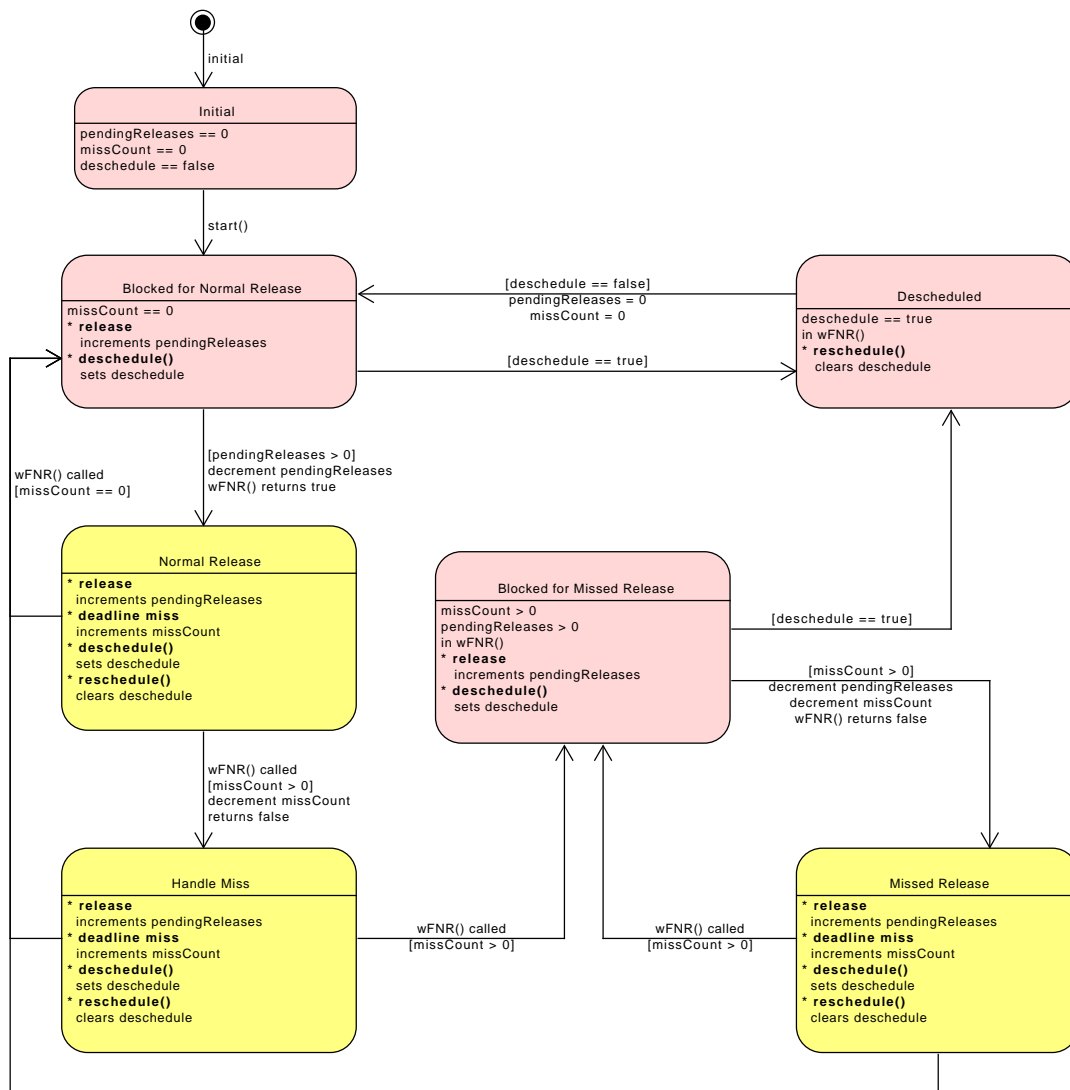
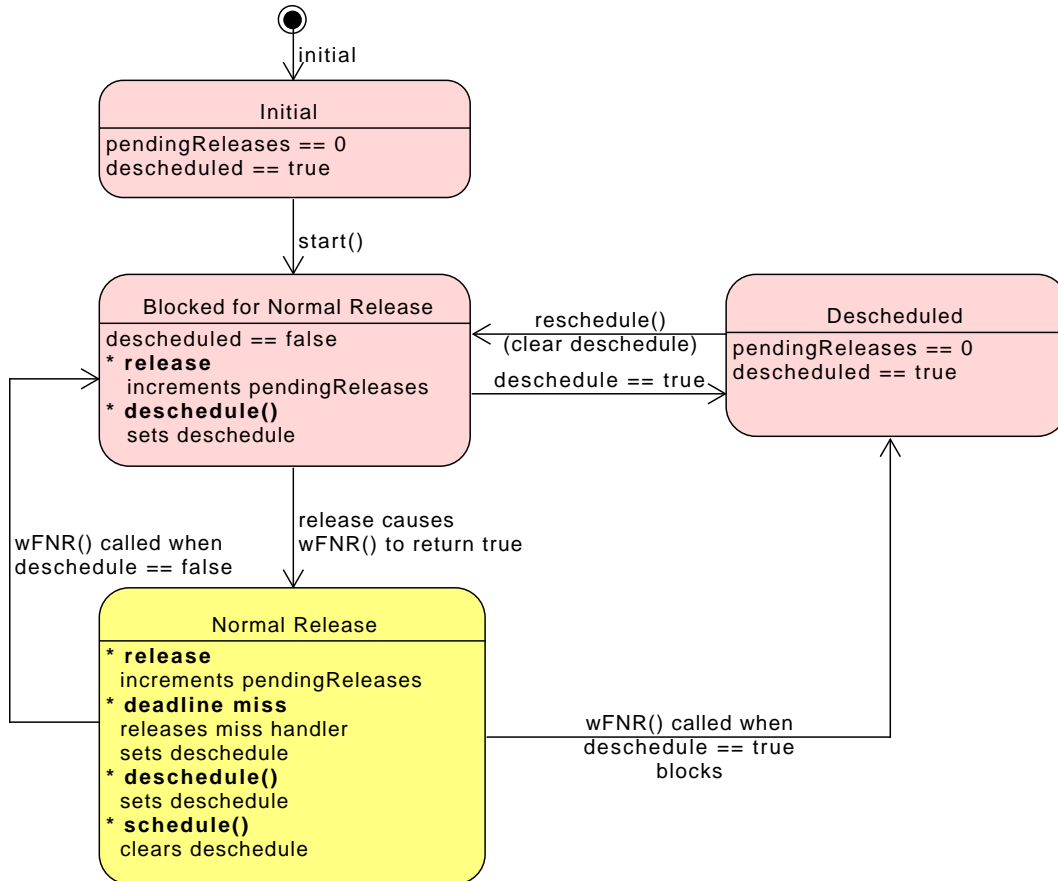


Figure 6.3: A State Chart for a Realtime Thread with a Deadline Miss Handler



release process for a realtime thread. The third is a UML state chart of the release process for a realtime thread with a deadline miss handler.

In Figure 6.1, a yellow background marks the execution of a normal release, an orange background marks the execution of a miss handler, and a red background marks the execution of a missed release. Both the miss handler and all missed releases are eligible to run as soon as the previous release is finished. A normal release, which encounters a deadline miss during its execution, is not complete until its miss handler completes.

In the other two figures, a yellow background marks releases and a pink background marks blocked states. There are three release states: normal release, miss handler, and missed release. They can only be left by a call to `waitForNextRelease` or its

equivalent. The miss handler state is part of a normal release that misses its deadline during the release. There are two blocked-for-release-event states: blocked for normal release and blocked for missed release. It is only in these states that descheduling can occur, because only completion occurs upon their entry. In addition, the blocked for missed release is a ephemeral state, since the deadline miss has already occurred before the state is entered, so state is left immediately. It is there to enable all actions that occur on completion.

#### 6.2.1.3.4 Releasing an Asynchronous Event Handlers

Asynchronous event handlers can be associated with one or more asynchronous events. When an asynchronous event is fired, all handlers associated with it are released, according to the semantics below.

1. Each firing of an associated asynchronous event is an arrival. Unless the handler has release parameters of type `SporadicParameters`, the arrival becomes a release event for the handler in strict accordance with the semantics given in “General Release Control” above. When the handler has release parameters of type `SporadicParameters`, the arrival becomes a release event for the handler in strict accordance with the semantics given in “Sporadic Release Control” above.
2. For each release event that occurs for a handler, an entry is made in the arrival-time queue and the handler’s `fireCount` is incremented by one.
3. Initially, a handler is considered to be blocked-for-release-event and its `fireCount` is zero.
4. Releases of a handler are serialized by having its `handleAsyncEvent` method invoked repeatedly while its `fireCount` is greater than zero:
  - (a) before invoking `handleAsyncEvent`, the `fireCount` is decremented and the front entry (when still present) removed from the arrival-time queue;
  - (b) each invocation of `handleAsyncEvent`, in this way, is a release;
  - (c) the return from `handleAsyncEvent` is the completion of a release; and
  - (d) processing of any exceptions thrown by `handleAsyncEvent` occurs prior to completion.
5. The deadline for a release is relative to the release event time and determined at the release event time according to the value of the deadline contained in the handler’s release parameters. This value does not change, except as described previously for handlers using a REPLACE policy for MIT violation or arrival-time queue overflow.
6. The application code can directly modify the `fireCount`.
  - (a) The `getAndDecrementPendingFireCount` method decreases the `fireCount` by one (when it is greater than zero), and returns the old value.

- This removes the front entry from the arrival-time queue but otherwise has no effect on the scheduling of the current schedulable, nor the handler itself. Any data parameter passed with the associated fire request is lost.
- (b) The `getAndClearPendingFireCount` method is functionally equivalent to invoking `getAndDecrementPendingFireCount` until it returns zero, and returning the original `fireCount` value. Any data parameters passed with the associated fire requests are lost.
  7. The scheduler may delay the invocation of `handleAsyncEvent` to ensure that the effective release time honors any restrictions imposed by the MIT violation policy, when applicable, of that release event.
  8. Cost monitoring and enforcement for an asynchronous event handler interacts with release events and completions as previously defined with the added requirement that at the completion of `handleAsyncEvent`, when the `fireCount` is now zero, the cost monitoring and enforcement system is told to reset for this handler.
  9. The value of `ReleaseParameters.isRousable` controls whether a call to `Schedulable.interrupt` causes a premature release or only affects a running schedulable.
    - (a) When `interrupt` is called on an instance of `Schedulable` and the schedulable is running, the interrupt is made pending and as soon as AI code is entered, an AIE is thrown.
    - (b) Depending on the value of the `isRousable` property, start will prematurely complete, i.e., start user code, or simply wait for the start time to occur.
    - (c) Depending on the value of the `isRousable` property, the next release of a firable handler, i.e., an enabled instance of `AsyncBaseEventHandler` which is attached to an instance of `AsyncBaseEvent`, will occur immediately or not, but in both cases an AIE will be pending until the next AI method.

#### 6.2.1.4 Dispatching

The execution scheduling semantics described in this section are defined in terms of a conceptual model that contains a set of queues of schedulables that are eligible for execution. There is, conceptually, one queue for each scheduler eligibility on each processor. No implementation structures are necessarily implied by the use of this conceptual model. It is assumed that no time elapses during operations described using this model, and therefore no simultaneous operations are possible.

The RTSJ dispatching model specifies its dispatching rules in terms of task priority for priority schedulers, but other schedulers should act similarly with respect to their own scheduler eligibility levels.

1. A `Schedulable` can become an executing schedulable only when it is eligible



- for execution and one of the processors in its associated affinity is available.
2. When two schedulables have different active priorities and request the same processor, the schedulable with the higher active priority will always execute in preference to the schedulable with the lower value when both are eligible for execution.
  3. Processors are allocated to schedulables based on each schedulable's active priority and their associated affinity.
  4. Schedulable dispatching is the process by which one ready schedulable is selected for execution on a processor. This selection is done at certain points during the execution of a schedulable called *schedulable dispatching points*.
  5. A schedulable reaches a *schedulable dispatching point* whenever it becomes blocked, when it terminates, or when a higher priority schedulable becomes ready for execution on its processor. That is, a schedulable that is executing will continue to execute until it either blocks, terminates or is preempted by a higher-priority schedulable.
  6. The dispatching policy is specified in terms of ready queues and schedulable states. The ready queues are purely conceptual; there is no requirement that such lists physically exist in an implementation. A ready queue is an ordered list of ready schedulable objects. The first position in a queue is called the head of the queue, and the last position is called the tail of the queue.
  7. A schedulable is ready when it is in a ready queue, or when it is running. Each processor has one ready queue for each priority value. At any instant, each ready queue of a processor contains exactly the set of schedulables of that priority that are ready for execution on that processor, but are not running on any processor; that is, those schedulables that are ready, are not running on any processor, and can be executed using that processor.
  8. Each processor has one running schedulable, which is the schedulable currently being executed by that processor. Whenever a schedulable running on a processor reaches a schedulable dispatching point, a new schedulable object is selected to run on that processor. The schedulable selected is the one at the head of the highest priority nonempty ready queue for that processor; this schedulable is then removed from all ready queues to which it belongs.
  9. In a multiprocessor system, a schedulable can be on the ready queues of more than one processor. At the extreme, when several processors share the same set of ready schedulables, the contents of their ready queues are identical, and so they can be viewed as sharing one ready queue, and can be implemented that way. Thus, the dispatching model covers multiprocessors where dispatching is implemented using a single ready queue, as well as those with separate dispatching domains.
  10. The dispatching mechanism must enable the preemption of the execution of

schedulables and Java threads with a bounded delay at a point not governed by the preempted object. The bound on this delay may be implementation-defined, and could be the time to the next point in execution that the heap is in a consistent state or some similar restriction. The implementation should document this bound.

11. A schedulable that is preempted by a higher priority schedulable is placed in the queue for its active priority, at a position determined by the implementation. The implementation must document the algorithm used for such placement. It is recommended that a preempted schedulable be placed at the front of the appropriate queue.
12. A realtime thread that performs a `yield()` is placed at the tail of the queue (dictated by its affinity) for its active priority level.
13. A blocked schedulable that becomes eligible for execution is added to the tail of the queues (dictated by its affinity) for that priority. This behavior also applies to the initial release of a schedulable.
14. A schedulable whose active priority is raised as a result of explicitly setting its base priority (through the `RealtimeThread setSchedulingParameters()` method, or `Thread's setPriority()` method) is added to the tail of the queues (dictated by its affinity) for its new priority level.
15. Queuing when priorities are adjusted by priority inversion avoidance algorithms is governed by semantics specified in the *Synchronization* chapter.

#### 6.2.1.5 Cost Monitoring and Cost Enforcement

The cost of a schedulable is defined by the value returned by invoking the `getCost` method of the schedulable's release parameters object. When a schedulable is initially released, its current CPU consumption is zero, and as the schedulable executes, the current CPU consumption increases. For cost monitoring, an implementation must conform to the following requirements.

1. If, at any time, due to either execution of the schedulable or a change in the schedulable's cost, the current CPU consumption becomes greater than or equal to the current cost of the schedulable, then a cost overrun is triggered.
2. The implementation is required to document the granularity at which the current CPU consumption is updated.
3. When a cost overrun is triggered, the cost overrun handler associated with the schedulable, if any, is released. No further action is taken.
4. The current CPU consumption is reset to zero when the schedulable is next released (i.e. it moves from the blocked-for-release-event state to the eligible-for-execution state).

When cost enforcement is supported, an implementation must conform to the following requirements.

- 
1. When a cost overrun is triggered, in addition to releasing any cost overrun handler, the following actions must be performed.
    - (a) When the most recent release of the schedulable is the  $i^{th}$  release, and the  $i + 1$  release event has not yet occurred, the following must hold.
      - i. When the state of the schedulable is either executing or eligible-for-execution, the schedulable is placed into the state blocked-by-cost-overrun. There may be a bounded delay between the time at which a cost overrun occurs and the time at which the schedulable becomes blocked-by-cost-overrun.
      - ii. Otherwise, the schedulable must have been blocked for a reason other than blocked-by-cost-overrun. In this case, the state change to blocked-by-cost-overrun is left pending; when the blocking condition for the schedulable is removed, then its state changes to blocked-by-cost-overrun. There may be a bounded delay between the time at which the blocking condition is removed and the time at which the schedulable becomes blocked-by-cost-overrun.
    - (b) When the most recent release of the schedulable is the  $i^{th}$  release, and the  $i + 1$  release event has occurred, the current CPU consumption is set to zero, the schedulable remains in its current state, and the cost monitoring system considers the most recent release to be the  $i + 1$  release.
  2. When the  $i^{th}$  release event occurs for a schedulable, the action taken depends on the state of the schedulable.
    - (a) When the schedulable is blocked-by-cost-overrun then the cost monitoring system considers the most recent release to be the  $i^{th}$  release, the current CPU consumption is set to zero and the schedulable is made eligible for execution;
    - (b) When the schedulable is blocked for a reason other than blocked-by-cost-overrun then
      - i. when there is a pending state change to blocked-by-cost-overrun then the pending state change is removed, the cost monitoring system considers the most recent release to be the  $i^{th}$  release, the current CPU consumption is set to zero, and the schedulable remains in its current blocked state;
      - ii. otherwise, no cost monitoring action occurs.
    - (c) When the schedulable is not blocked, no cost monitoring action occurs.
  3. When the  $i^{th}$  release of a schedulable completes, and the cost monitoring system considers the most recent release to be the  $i^{th}$  release, then the current CPU consumption is set to zero and the cost monitoring system considers the most recent release to be the  $i + 1$  release. Otherwise, no cost monitoring action occurs.

4. Changes to the cost parameter take effect immediately.
  - (a) When the new cost is less than or equal to the current CPU consumption, and the old cost was greater than the current CPU consumption, then a cost overrun is triggered.
  - (b) When the new cost is greater than the current CPU consumption,
    - i. in the case that the schedulable is blocked-by-cost-overrun, the schedulable is made eligible for execution;
    - ii. in the case that the schedulable is blocked for a reason other than blocked-by-cost-overrun and there is a pending state change to blocked-by-cost-overrun, the pending state change is removed;
    - iii. in all other cases, no cost monitoring action occurs.
5. When a schedulable changes state to blocked-by-cost-overrun, it must behave as if its base priority has been reduced to the enforced priority. In other words, unless its active priority has been modified by a priority inversion avoidance algorithm as defined in this specification, it should not be scheduled on any CPU. Upon moving out of this state, it will resume execution as if its base priority had been restored to its configured base priority.
6. The state of the cost monitoring system for a schedulable can be *reset* by the scheduler (see 6.2.1.3.2 in the **Release of a Realtime Thread** section, below). When the most recent release of the schedulable is considered to be the  $m^{th}$  release and the most recent release event for the schedulable was the  $n^{th}$  release event (where  $n > m$ ), a reset causes the cost monitoring system to consider the most recent release to be the  $n^{th}$  release, and to zero the current CPU consumption.

## 6.2.2 Priority Schedulers

This specification defines a class of scheduler that are priority preemptive. Their semantics assumes a uniprocessor or shared memory multiprocessor execution environment. Two subclasses are defined: the base scheduler and a round-robin scheduler.

The semantics for the base scheduler is priority preemptive with run to completion semantics, also known as first-in-first-out (FIFO) semantics: **FirstInFirstOutScheduler**. The base scheduler supports the execution of all schedulables. When a schedulable managed by the base scheduler is scheduled, it will run either until it blocks (as on a monitor or for some I/O operation), voluntarily relinquishes the CPU (as for sleep), or is preempted by a higher priority task.

The round-robin scheduler is a fixed-quantum, fixed-priority, priority-preemptive scheduler that interacts predictably with the base scheduler: **RoundRobinScheduler**. The time at which a quantum expires may be calculated either from the last task switch or on a heartbeat. It uses the **PriorityParameters** class for the configuration of schedulable priorities. It may not be present on all systems, but if it is present

then it will obey the semantics specified here. When a schedulable managed by the round-robin scheduler is scheduled, it will run no longer than until it blocks (as on a monitor or for some I/O operation), it voluntarily relinquishes the CPU (as for sleep), or it is preempted by a higher priority task, as with the base scheduler, but also yields when its quantum has expired.

The scheduler is not responsible for ensuring that a release, such as an event handler, will complete within the quantum. A release which would run longer than its quantum will be rescheduled at the end of that quantum, when another task with the same priority is ready to run, even if it has not completed. When this is not the desired behavior, the `FirstInFirstOutScheduler` should be used instead.

Both schedulers share the same base class: `PriorityScheduler`.

### 6.2.2.1 Priorities

Not only the presence or absence of a time quantum, but also the semantics for scheduling eligibility differ between the base (FIFO) and round-robin schedulers. Both schedulers use a numerical priority value to determine scheduling eligibility. A higher value means a higher scheduler eligibility and a lower one means a lower scheduler eligibility. Although the values themselves have the same relative meaning between the two schedulers, the details of their semantics vary.

### 6.2.2.2 First-In-First-Out-Scheduler

The base scheduler is a priority scheduler with the following requirements.

1. The base scheduler must be able to support at least 28 distinct values<sup>2</sup> (realtime priorities) that can be stored in an instance of `PriorityParameters` in addition to the values 1 through 10 required to support the priorities defined by `java.lang.Thread`.
2. The realtime priority values must be greater than 10, and they must include all integers from the base scheduler's `getMinPriority()` value to its `getMaxPriority()` value inclusive.
3. Higher priority values in an instance of `PriorityParameters` have a higher execution eligibility.
4. The 10 priorities defined for `java.lang.Thread` must effectively have lower execution eligibility than the realtime priorities.
5. When the round-robin scheduler is present, the base scheduler must support at least one priority value numerically greater than the maximum allowable round-robin priority.
6. For realtime scheduling, the base priority of each `Schedulable` under the control of the base scheduler must be from the range of realtime priorities. A

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<sup>2</sup>A system may be configured to have fewer, when few are required.

- `Schedulable` with a priority in the `java.lang.Thread` range will be scheduled as if it were an instance of `java.lang.Thread`.
7. Assignment of any of the realtime priority values to any `Schedulable` controlled by the base priority scheduler is legal. It is the responsibility of application logic to make rational priority assignments.
  8. The base scheduler does not use the `importance` value in the `ImportanceParameters` subclass of `PriorityParameters`.
  9. Calling the `java.lang.Thread.setPriority` on a thread can only be used to set the thread's priority to a conventional Java priority (1–10).
  10. For schedulables managed by the base scheduler, the implementation must not change the execution eligibility for any reason other than
    - (a) the implementation of a priority inversion avoidance algorithm requires it, or
    - (b) as a result of a program's request to change the priority parameters associated with one or more schedulables; e.g., by changing a value in a scheduling parameter object that is used by one or more schedulables, or by using `setSchedulingParameters()` to give a schedulable a different `SchedulingParameters` value.
  11. Use of `Thread.setPriority()`, or any of the methods defined for schedulables, or any of the methods defined for parameter objects must not affect the correctness of the priority inversion avoidance algorithms controlled by `PriorityCeilingEmulation` and `PriorityInheritance`—see Chapter 7.
  12. When schedulable *A*, managed by the base scheduler, creates Java thread *B*, then the initial base priority of *B* is the minimum of the priority value returned by the `getMaxPriority` method of *B*'s `java.lang.ThreadGroup` object and the priority of *A*.
  13. `PriorityScheduler.getNormPriority()` shall be set to
$$\frac{((\text{PriorityScheduler.getMaxPriority}() - \text{PriorityScheduler.getMinPriority}()) / 3) + \text{PriorityScheduler.getMinPriority}()}{1}$$
  14. Hardware priorities, where supported, have values above the base scheduler's priority range (see Section 13.2.4).

### 6.2.2.3 The Round-Robin Scheduler

Priorities in the round-robin scheduler are as in the base scheduler, and priority values are numerically equivalent between the two. Schedulables managed by the round-robin scheduler behave as if they are scheduled from the same FIFO queue as schedulables managed by the base scheduler of the same numeric priority, except

that they will consume no more than one quantum of execution time before being moved to the tail of the queue. Implementations are permitted to use a single, shared queue for this purpose.

If the round-robin scheduler is present, its priorities will have the same properties as the base scheduler, except for the following.

1. The round-robin scheduler must support at least one priority, and may support an arbitrarily large number of priorities.
2. All round-robin priorities must be greater than 10, and they must include all integers from the round-robin scheduler's `getMinPriority()` value to its `getMaxPriority()` value, inclusive.
3. The round-robin scheduler does not use the `importance` value in the `ImportanceParameters` subclass of `PriorityParameters`.
4. `RoundRobinScheduler.getNormPriority()` shall be set to

```

1 ((RoundRobinScheduler.getMaxPriority() -
2  RoundRobinScheduler.getMinPriority()) / 3) +
3  RoundRobinScheduler.getMinPriority()
```

The round-robin scheduler may provide priorities strictly lower than that of the base scheduler or a set of priorities partially or entirely overlapping with the priorities provided by the base scheduler.

#### 6.2.2.4 Parameter Values

The parameter values used by the priority schedulers shall have the following scheduler-specific properties.

1. The default scheduling parameter values for parameter objects created by a schedulable controlled by the priority schedulers are given by the following table (see `FirstInFirstOutScheduler`).

Attribute	Default Value
<i>Scheduling parameters</i> affinity	inherited from creating task
<i>Priority parameters</i> priority	norm priority

2. For a task changing its own `SchedulingParameters`, the change shall take effect immediately.
3. For a task Changing another task's `SchedulingParameters`, when the other task is in the running state, the change shall take effect as soon as practical and, when the other task is in any other execution state, the change will take effect immediately.

### 6.2.3 Associating Schedulables with Schedulers

The `Scheduler` associated with a `Schedulable` at the time it is started is derived from its scheduler setting and scheduler parameters, as well as the scheduler of the task, instance of `Thread` or `Schedulable`, that started it. The start time of a `RealtimeThread` is the time at which its `RealtimeThread.start()` method is invoked, and the start time of an event handler is the time at which it is attached to an event with `AsyncBaseEvent.addHandler()`.

For the following discussion, let `si` be the instance of `Schedulable` being started, `parent` be the task from which it is started, `ns` be some arbitrary scheduler, and `sg` be the `RealtimeThreadGroup` instance associated with `si`. The `Scheduler` for `si` is determined as follows and in the order stated.

1. When `Scheduler.setScheduler(ns)` has been used to explicitly configure a scheduler for `si`, that scheduler will be the scheduler associated with `si`.
2. When `parent` is an instance of `Schedulable` and the scheduler associated with `parent` is an instance of the class returned by `sg.getScheduler()`, then the scheduler associated with `si` will be the scheduler associated with `parent`.
3. When `parent` is not an instance of `Schedulable` (i.e., it is a Java `Thread`) but is currently scheduled with a realtime `Scheduler` and that scheduler is an instance of the class returned by `sg.getScheduler()`, then `si` will use the scheduler currently associated with `parent`.
4. When the default scheduler is an instance of the class returned by `sg.getScheduler()`, then `si` will use the default scheduler.
5. When none of these conditions hold, a scheduler cannot be determined for `si` and an `IllegalStateException` will be thrown.

A task that is eligible for execution must always have a compatible `Scheduler` and `SchedulingParameters`. This means that appropriate configuration objects must be passed in at construction time, and that all later changes must be compatible; if both the `Scheduler` and `SchedulingParameters` must be changed in such a way that neither is compatible with the current configuration, `setScheduler` may be called on the `Schedulable` with both a scheduler and compatible parameters passed at the same time.

In order to change a task's scheduler to one that is inconsistent with its `SchedulingParameter` or visa versa, it must be in the the descheduled state. This compatibility must be restored before the task becomes eligible for execution. For `RealtimeThread`, rescheduling will throw an `IllegalTaskStateException` when called on a `Schedulable` with scheduling parameters that are inconsistent with its scheduler. Likewise, since adding a handler to its first event makes it eligible to be fired and hence eligible to be executed, trying to add a handler with `SchedulingParameters` that do not match its scheduler to an event will also result in an `IllegalTaskStateException` being thrown.



## 6.2.4 Additional Schedulers

The RTSJ allows an implementation to support schedulers other than the `FirstIn-FirstOut` and `RoundRobin` schedulers. However, it does not define how these implementation-defined schedulers interact with the RTSJ schedulers. All the RTSJ requires is that, for each processor (core), it must be possible to determine the rules that govern which task will be executing on that processor at every instant in time. Furthermore, it requires (in the absence of any execution-eligibility avoidance technique) that this task be one of the most eligible tasks from each scheduler that is active on that processor. In all cases, the servicing of interrupts must be given higher execution eligibility than all schedulables.

## 6.2.5 Managing Groups of Schedulables

Conventional Java provides the class `ThreadGroup` to manage groups of threads. Only minimal functionality is provided: limiting priority, setting daemon status, and interrupting a group of threads at once. RTSJ extends this concept in two ways: limiting CPU affinity on an instance of `ThreadGroup` through the `Affinity` class and providing subclasses for managing `Schedulables`.

### 6.2.5.1 Realtime Thread Groups

The `RealtimeThreadGroup` subclass of `ThreadGroup` provides a means of constraining the possible scheduling parameters and scheduler of tasks. The `setMaxPriority` method on `ThreadGroup` only pertains to tasks scheduled in the conventional Java range (1–10), and not to tasks scheduled with a realtime scheduler. To ensure that this works and that conventional thread groups must not need to be scope aware, an implementation must enforce several restrictions:

1. only threads in a realtime thread group may use a realtime scheduler,
2. instances of `RealtimeThread` may only be created in a realtime thread group,
3. the root `ThreadGroup` instance must be an instance of `RealtimeThreadGroup`,
4. the `ThreadGroup` instance of the initial thread must be an instance of `RealtimeThreadGroup`,
5. an instance of `RealtimeThreadGroup` may not have a parent that is not an instance of `RealtimeThreadGroup`, and
6. all groups contained in a `RealtimeThreadGroup` allocated in a `ScopedMemory` must be instances of `RealtimeThreadGroup`.

Furthermore, the enumeration methods on a realtime thread group are not aware of scoped memory and the referential integrity restrictions discussed in Chapter 11, Alternative Memory Areas. The enumeration methods of `RealtimeThreadGroup` will not return references to any `Thread` that is also a `RealtimeThread` and to any

`ThreadGroup` that is also a `RealtimeThreadGroup`. This ensures that descendants allocated in a `ScopedMemory` will not need to be referenced from an enumeration object allocated in an incompatible allocation context. Since the enumeration object is allocated in the current allocation context, only conventional threads are guaranteed to be referencable. For processing `RealtimeThreadGroup` instances, a visitor should be used.

The maximum priority and scheduler restrictions on `RealtimeThreadGroup` and `ThreadGroup` apply only to the base priority of a task belonging to that group. Priority inversion avoidance algorithms (see Chapter 7, Synchronization) may cause a task to temporarily obtain a priority notionally higher than its maximum base priority as specified in its associated instance of `ThreadGroup`.

A maximum eligibility is provided for capping realtime priorities, but this can only be set once a scheduler type is set that limits the `SchedulingParameters` to a set of comparable types. Changing the maximum eligibility allowed to tasks in a `RealtimeThreadGroup` via the `RealtimeThreadGroup.setMaxEligibility(SchedulingParameters)` method takes effect immediately, and will do the following.

1. For any task `t` in the affected `RealtimeThreadGroup` that is associated with a `SchedulingParameters` not allowable under the new eligibility restriction, set the `SchedulingParameters` associated with `t` to the `SchedulingParameters` currently being set by `setMaxEligibility()`.
2. For any `RealtimeThreadGroup` child `sg` of the affected `RealtimeThreadGroup` that has a maximum eligibility not allowed under the new eligibility restriction, set the maximum eligibility of `sg` to the `SchedulingParameters` currently being set by `setMaxEligibility()`. Note that this will recursively effect the tasks and `RealtimeThreadGroup` children in `sg`.

### 6.2.5.2 Processing Groups

A processing group is defined by an instance of the `ProcessingGroup`, a subclass of `RealtimeThreadGroup`. Each schedulable that is bound to that object is called a *member* of that processing group. A processing group instance acts as a proxy for its members, but enforcement does have an effect on the execution of member threads. As a subclass of `ThreadGroup` and `RealtimeThreadGroup`, `ProcessingGroup` instances are members of the thread group hierarchy in the system. Since a `RealtimeThreadGroup` may have another `RealtimeThreadGroup` instance as its ancestor, a task might be in more than one realtime thread group, and hence can be in more than one processing group.

1. The deadline of a processing group is defined by the value returned by invoking the `getDeadline` method of the processing group object.
2. A deadline miss for the processing group is triggered when any member of the

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processing group consumes CPU time at a time greater than the deadline for the most recent release of the processing group.

3. When a processing group misses a deadline:
  - (a) when the processing group has a miss handler, it is released for execution,
  - (b) otherwise, the processing group has no miss handler, no action is taken.
4. The cost of a processing group is defined by the value returned by invoking the `getCost` method of the processing group object.
5. When a processing group is initially released, its current CPU consumption is zero and as the members of the processing group execute, the current CPU consumption increases. The current CPU consumption is set to zero in response to certain actions as described below.
6. Whenever, due to either execution of the members of the processing group or a change in the group's cost, the current CPU consumption becomes greater than or equal to the current cost of the processing group, then a cost overrun is triggered. The implementation is required to document the granularity at which the current CPU consumption is updated.
7. When a cost underrun handler has been set, it is released at the end of any cost period, where the minimal cost has not been consumed by the tasks in the group.
8. When the affinity of the group contains more than one processor, the granularity enforced may be as large as the base granularity times the number of processors in the group's affinity.
9. When a cost overrun is triggered, the cost overrun handler associated with the processing group, if any, is released.
10. When more than one processing group monitoring a given task or set of tasks reach their limits at the same time, *all* corresponding handlers are released in an unspecified order.
11. *Any* group entering enforcement between a given group and the root enforces that group.
12. When cost enforcement is supported, enabled, and triggered, the processing group enters the enforced state. For each member of the processing group:
  - (a) the schedulable is placed into the enforced state; and
  - (b) when a schedulable is in the enforced state, the base scheduler schedules that schedulable effectively as if it has a base priority lower than that of a notional idle task.
13. When the release event occurs for a processing group, the action taken depends on the state of the processing group.
  - (a) When the processing group is not in the enforced state, the current CPU consumption for the group is set to zero.
  - (b) Otherwise, the processing group is in the enforced state. It is removed

from the enforced state, the current CPU consumption of the group is set to zero, and each member of the group is removed from the enforced state.

14. Changes to the cost, minimum and maximum, take effect immediately.
  - (a) When the new cost is less than or equal to the current CPU consumption, and the old cost was greater than the current CPU consumption, a cost overrun is triggered.
  - (b) When the new cost is greater than the current CPU consumption there are two case:
    - i. when the processing group is enforced, then the processing group behaves as defined in semantic 13;
    - ii. otherwise, no cost monitoring and enforcement action occurs.
15. Changes to other parameters take place as follows:
  - (a) changes to **start** have no effect;
  - (b) changes to **period** take effect at each release, so the next period is set based on the current value of the processing group's period;
  - (c) changes to **deadline** take effect at each release, so the next deadline is set based on the current value of the processing group's deadline;
  - (d) changes to **OverrunHandler** take effect at each release, so the overrunHandler is set based on the current value of the processing group's overrunHandler;
  - (e) changes to **MissHandler** take effect at each release, so the missHandler is set based on the current value of the processing group's missHandler; and
  - (f) changes to **UnderrunHandler** take effect at each release, so the underrunHandler is set based on the current value of the processing group's underrunHandler.
16. Changes to the membership of the processing group take effect immediately.
17. The start time for the processing group may be relative or absolute.
  - (a) When the start time is absolute, the processing group behaves effectively as if the initial release time were the start time.
  - (b) When the start time is relative, the initial release time is computed relative to the time that the processing group is constructed.

Note that until a processing group starts (i.e., its start time has been reached) it will perform no cost monitoring or enforcement on the Schedulables that it contains. Once a processing group is started, it behaves effectively as if it runs continuously until the defining `ProcessingGroup` object is freed. The start time does not affect limits placed on the group that are inherited from `ThreadGroup` or `RealtimeThreadGroup`, such as affinity and scheduling parameters.

## 6.3 javax.realtime

### 6.3.1 Interfaces

#### 6.3.1.1 BoundSchedulable

---

public interface BoundSchedulable

*Interfaces*

[javax.realtime.Schedulable](#)

*Description*

A marker interface to provide a type safe reference to all schedulables that are bound to a single underlying thread. A [RealtimeThread](#) is by definition bound.

**Available since** RTSJ 2.0

#### 6.3.1.2 Schedulable

---

public interface Schedulable

*Interfaces*

[Runnable](#)

[javax.realtime.Timable](#)

*Description*

An interface for all types of task defined in this specification. All implementations of [Schedulable](#) can be scheduled by any [Scheduler](#) defined here. A scheduler uses the information available through this interface to create a suitable context in which to execute the code encapsulated by this object.

[Schedulable](#) also represents one of the two subclasses of [Timable](#) defined in this specification, together with [AsyncTimable](#). This type represents those objects that can be woken by a clock event, while [AsyncTimable](#) represents those that can be released. This functionality is folded into [Schedulable](#) because the set of types that can be woken by a clock event and the set of types that can be scheduled on a scheduler are the same, avoiding an extra layer of interface.

### 6.3.1.2.1 Methods

---

#### getMemoryParameters

*Signature*

```
public javax.realtime.MemoryParameters  
getMemoryParameters()
```

*Description*

Gets a reference to the [MemoryParameters](#) object for this schedulable.

*Returns*

a reference to the current [MemoryParameters](#) object.

#### setMemoryParameters(MemoryParameters)

*Signature*

```
public javax.realtime.Schedulable  
setMemoryParameters(MemoryParameters memory)
```

*Description*

Sets the memory parameters associated with this instance of [Schedulable](#).

This change becomes effective at the next allocation; on multiprocessor systems, there may be some delay due to synchronization between processors.

*Parameters*

**memory**—A [MemoryParameters](#) object which will become the memory parameters associated with `this` after the method call. When `null`, the default value is governed by the associated scheduler; a new object is created when the default value is not `null`. (See [PriorityScheduler](#).)

*Throws*

[IllegalRealtimeArgumentException](#)—when `memory` is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and `memory` is located in heap memory.

[IllegalAssignmentError](#)—when the schedulable cannot hold a reference to `memory`, or when `memory` cannot hold a reference to this schedulable instance.

*Returns*

`this`

Available since RTSJ 2.0 returns itself

## getReleaseParameters

### Signature

```
public javax.realtime.ReleaseParameters  
getReleaseParameters()
```

### Description

Gets a reference to the [ReleaseParameters](#) object for this schedulable.

### Returns

a reference to the current [ReleaseParameters](#) object.

## setReleaseParameters(ReleaseParameters)

### Signature

```
public javax.realtime.Schedulable  
setReleaseParameters(ReleaseParameters release)
```

### Description

Sets the release parameters associated with this instance of [Schedulable](#).

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. The different properties of the release parameters may take effect at different times. See the documentation for the scheduler for details.

### Parameters

**release**—A [ReleaseParameters](#) object which will become the release parameters associated with this after the method call, and take effect as determined by the associated scheduler. When `null`, the default value is governed by the associated scheduler; a new object is created when the default value is not `null`. (See [PriorityScheduler](#).)

### Throws

[IllegalRealtimeArgumentException](#)—when `release` is not compatible with the associated scheduler. Also when this schedulable may not use the heap and `release` is located in heap memory.

**IllegalAssignmentError**—when `this` object cannot hold a reference to `release` or `release` cannot hold a reference to `this`.

**IllegalTaskStateException**—when the task is running and the new release parameters are not compatible with the current scheduler.

*Returns*

`this`

**Available since** RTSJ 2.0 returns itself

## getScheduler

*Signature*

```
public javax.realtime.Scheduler  
getScheduler()
```

*Description*

Gets a reference to the **Scheduler** object for this schedulable.

*Returns*

a reference to the associated **Scheduler** object.

## setScheduler(Scheduler)

*Signature*

```
public javax.realtime.Schedulable  
setScheduler(Scheduler scheduler)  
throws RealtimeSecurityException,  
        IllegalTaskStateException
```

*Description*

Sets the reference to the Scheduler object. The timing of the change must be agreed between the scheduler currently associated with this schedulable, and `scheduler`. If the **Schedulable** is running, its associated **SchedulingParameters** (if any) must be compatible with `scheduler`.

*Parameters*

`scheduler`—A reference to the scheduler that will manage execution of this schedulable. `Null` is not a permissible value.

*Throws*



**IllegalRealtimeArgumentException**—when `scheduler` is `null`, or the schedulable's existing parameter values are not compatible with `scheduler`. Also when this schedulable may not use the heap and `scheduler` is located in heap memory.

**IllegalAssignmentError**—when the schedulable cannot hold a reference to `scheduler` or the current `Schedulable` is running and its associated `SchedulingParameters` are incompatible with `scheduler`.

**RealtimeSecurityException**—when the caller is not permitted to set the scheduler for this schedulable.

**IllegalTaskStateException**—when `scheduler` has scheduling or release parameters that are not compatible with the new scheduler and this schedulable is running.

*Returns*

`this`

Available since RTSJ 2.0 returns itself

## **setScheduler(Scheduler, SchedulingParameters, ReleaseParameters, MemoryParameters)**

*Signature*

```
public javax.realtime.Schedulable
setScheduler(Scheduler scheduler,
             SchedulingParameters scheduling,
             ReleaseParameters release,
             MemoryParameters memoryParameters)
```

*Description*

Sets the scheduler and associated parameter objects. The timing of the change must be agreed between the scheduler currently associated with this schedulable, and `scheduler`.

*Parameters*

`scheduler`—A reference to the scheduler that will manage the execution of this schedulable. `Null` is not a permissible value.

`scheduling`—A reference to the `SchedulingParameters` which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See `PriorityScheduler`.)

**release**—A reference to the `ReleaseParameters` which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See `PriorityScheduler`.)

**memoryParameters**—A reference to the `MemoryParameters` which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See `PriorityScheduler`.)

#### *Throws*

`IllegalRealtimeArgumentException`—when `scheduler` is `null` or the parameter values are not compatible with `scheduler`. Also thrown when this schedulable may not use the heap and `scheduler`, `scheduling release`, `memoryParameters`, or `group` is located in heap memory.

`IllegalAssignmentError`—when `this` object cannot hold references to all the parameter objects or the parameters cannot hold references to `this`.

`RealtimeSecurityException`—when the caller is not permitted to set the scheduler for this schedulable.

#### *Returns*

`this`

Available since RTSJ 2.0

## **getSchedulingParameters**

#### *Signature*

```
public javax.realtime.SchedulingParameters  
getSchedulingParameters()
```

#### *Description*

Gets a reference to the `SchedulingParameters` object for this schedulable.

#### *Returns*

A reference to the current `SchedulingParameters` object.

## **setSchedulingParameters(SchedulingParameters)**

#### *Signature*

```
public javax.realtime.Schedulable  
setSchedulingParameters(SchedulingParameters scheduling)
```

```
throws IllegalStateException,  
        IllegalAssignmentError,  
        IllegalRealtimeArgumentException
```

### *Description*

Sets the scheduling parameters associated with this instance of `Schedulable`.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

### *Parameters*

`scheduling`—A reference to the `SchedulingParameters` object. When `null`, the default value is governed by the associated scheduler; a new object is created when the default value is not `null`. (See `PriorityScheduler`.)

### *Throws*

`IllegalRealtimeArgumentException`—when `scheduling` is not compatible with the associated scheduler. Also when this schedulable may not use the heap and `scheduling` is located in heap memory.

`IllegalAssignmentError`—when `this` object cannot hold a reference to `scheduling` or `scheduling` cannot hold a reference to `this`.

`IllegalTaskStateException`—when the task is active and the new scheduling parameters are not compatible with the current scheduler or the intersection of affinity in `scheduling` and the affinity of `this` object's realtime thread group does not correspond to a valid affinity.

### *Returns*

`this`

Available since RTSJ 2.0 returns itself

## **getRealtimeThreadGroup**

### *Signature*

```
public javafx.runtime.RealtimeThreadGroup  
getRealtimeThreadGroup()
```

### *Description*

Gets a reference to the `RealtimeThreadGroup` instance of this `Schedulable`. For instance that are not also instances of `RealtimeThread`, such as instance

if `AsyncBaseEventHandler`, the group returned is the group that contains the thread or threads that are used to execute said `Schedulable` instance. For each instance of `Schedulable`, there can be only one directly associated instance of `Schedulable`.

*Returns*

a reference to the associated `RealtimeThreadGroup` object.

**Available since** RTSJ 2.0

## **getConfigurationParameters**

*Signature*

```
public javax.realtime.ConfigurationParameters  
getConfigurationParameters()
```

*Description*

Gets a reference to the `ConfigurationParameters` object for this schedulable.

*Returns*

a reference to the associated `ConfigurationParameters` object.

**Available since** RTSJ 2.0

## **getMinConsumption(RelativeTime)**

*Signature*

```
public javax.realtime.RelativeTime  
getMinConsumption(RelativeTime dest)
```

*Description*

Determines the minimum CPU consumption for this schedulable in any single release. When this method is called on the current schedulable, the CPU consumption of the current release is not considered. When `dest` is `null`, returns the minimum consumption in a `RelativeTime` instance from the current allocation context. When `dest` is not `null`, returns the minimum consumption in `dest`

*Parameters*

`dest`—When not `null`, the object in which to return the result.

*Returns*

the minimum time consumed in any release.

**Available since** RTSJ 2.0

## getMinConsumption

### *Signature*

```
public javax.realtime.RelativeTime  
getMinConsumption()
```

### *Description*

Equivalent to `getMinConsumption(null)`.

### *Returns*

the minimum time consumed in any release.

**Available since** RTSJ 2.0

## getMaxConsumption(RelativeTime)

### *Signature*

```
public javax.realtime.RelativeTime  
getMaxConsumption(RelativeTime dest)
```

### *Description*

Determines the maximum CPU consumption for this schedulable in any single release. When this method is called on the current schedulable, the CPU consumption of the current release is not considered. When `dest` is `null`, returns the maximum consumption in a `RelativeTime` instance from the current allocation context. When `dest` is not `null`, returns the maximum consumption in `dest`

### *Parameters*

`dest`—When not `null`, the object in which to return the result.

### *Returns*

the maximum time consumed in any release.

**Available since** RTSJ 2.0

## getMaxConsumption

### Signature

```
public javax.realtime.RelativeTime  
getMaxConsumption()
```

### Description

Equivalent to `getMaxConsumption(null)`.

### Returns

the maximum time consumed in any release.

**Available since** RTSJ 2.0

## setDaemon(boolean)

### Signature

```
public void  
setDaemon(boolean on)
```

### Description

Marks this schedulable as either a daemon or a user task. A realtime virtual machine exits when the only tasks running are all daemons. This method must be called before the task is attached to any event or started. Once attached or started, it cannot be changed.

### Parameters

`on`—When `true`, marks this event handler as a daemon handler.

### Throws

`IllegalThreadStateException`—when this schedulable is active.

`RealtimeSecurityException`—when the current schedulable cannot modify this event handler.

**Available since** RTSJ 2.0

## isDaemon

### Signature

```
public boolean  
isDaemon()
```

*Description*

Tests if this event handler is a daemon handler.

*Returns*

**true** when this event handler is a daemon handler; **false** otherwise.

**Available since** RTSJ 2.0

## mayUseHeap

*Signature*

```
public boolean  
mayUseHeap()
```

*Description*

Determines whether or not this **schedulable** may use the heap.

*Returns*

**true** only when this **Schedulable** may allocate on the heap and may enter the **Heap**.

**Available since** RTSJ 2.0

## interrupt

*Signature*

```
public void  
interrupt()  
throws IllegalStateException
```

*Description*

In a system where **RTSJModule.CONTROL** is implemented, it makes the generic **AsynchronouslyInterruptedException** pending for **this**, and sets the interrupted state to **true**. As with **Thread.interrupt()**, blocking operations that are interruptible are interrupted. When **this.isRousable()** is **true** a release

happens event if the first release has not yet happened. In any case, `AsynchronouslyInterruptedException` is thrown once a method is entered that implements `AsynchronouslyInterruptedException`.

Otherwise, it behaves as if `Thread.interrupt()` were called.

For instances of `AsyncBaseEventHandler`, it behaves as if `RealtimeThread.interrupt()` was called on the implementation thread underlying it.

#### *Throws*

`IllegalTaskStateException`—when `this` is not currently releasable, i.e., is disabled, not firable, its start method has not been called, or it has terminated.

**Available since** RTSJ 2.0

## **isInterrupted**

#### *Signature*

```
public boolean  
isInterrupted()
```

#### *Description*

Determines whether or not any `AsynchronouslyInterruptedException` is pending.

#### *Returns*

`true` when and only when the generic `AsynchronouslyInterruptedException` is pending.

**Available since** RTSJ 2.0

## **awaken**

#### *Signature*

```
public void  
awaken()  
throws IllegalRealtimeStateException
```

#### *Description*

Provides a means for a `Clock` to end a sleep.

#### *Throws*



`IllegalRealtimeStateException`—when called from user code.

Available since RTSJ 2.0

## 6.3.2 Enumerations

### 6.3.2.1 MinimumInterarrivalPolicy

---

```
public enum MinimumInterarrivalPolicy
```

*Inheritance*

```
java.lang.Object  
  java.lang.Enum<MinimumInterarrivalPolicy>  
    MinimumInterarrivalPolicy
```

*Description*

Defines the set of policies for handling interarrival time violations in `SporadicParameters`. Each policy governs every instance of `Schedulable` which has `SporadicParameters` with that minimum interarrival time policy.

Available since RTSJ 2.0

#### 6.3.2.1.1 Enumeration Constants

---

##### EXCEPT

```
public static final MinimumInterarrivalPolicy EXCEPT
```

*Description*

Represents the "EXCEPT" policy for minimum interarrival time. Under this policy, when an arrival time of a release occurs at a time less than the last release time plus its minimum interarrival time, the `fire()` method shall throw a preallocated instance of `MITViolationException`.

**IGNORE**

```
public static final MinimumInterarrivalPolicy IGNORE
```

*Description*

Represents the "IGNORE" policy for minimum interarrival time. Under this policy, when an arrival time of a release occurs at a time less than the last release time plus its minimum interarrival time, the new arrival time is ignored.

**REPLACE**

```
public static final MinimumInterarrivalPolicy REPLACE
```

*Description*

Represents the "REPLACE" policy for minimum interarrival time. Under this policy, when an arrival time of a release occurs at a time less than the last release time plus its minimum interarrival time, the information for this arrival replaces a previous arrival. For cases when the previous event has already been released or the event queue has a length of zero, the arrival is ignored as with the "IGNORE" policy.

**SAVE**

```
public static final MinimumInterarrivalPolicy SAVE
```

*Description*

Represents the "SAVE" policy for minimum interarrival time. Under this policy, when an arrival time of a release occurs at a time less than the last release time plus its minimum interarrival time, the new release is queued until the last release time plus its minimum interarrival time is reached.

**6.3.2.1.2 Methods**

---

**values***Signature*

```
public static javax.realtime.MinimumInterarrivalPolicy[]
values()
```

*Description*

Gets all enumeration constants.

**valueOf(String)***Signature*

```
public static javax.realtime.MinimumInterarrivalPolicy
valueOf(String name)
```

*Description*

Gets enumeration constants corresponding to name.

**value***Signature*

```
public java.lang.String
value()
```

*Description*

Determines the string corresponding to this value.

*Returns*

the corresponding string.

**value(String)***Signature*

```
public static javax.realtime.MinimumInterarrivalPolicy
value(String value)
```

*Description*

Converts a string into a policy type.

*Parameters*

**value**—is the string to convert.

*Returns*

the corresponding policy type.

### 6.3.2.2 QueueOverflowPolicy

---

```
public enum QueueOverflowPolicy
```

#### *Inheritance*

```
java.lang.Object
  java.lang.Enum<QueueOverflowPolicy>
    QueueOverflowPolicy
```

#### *Description*

Defines the set of policies for handling overflow on event queues used by `ReleaseParameters`. An event queue holds a number of event arrival times with any respective payload provided with the event. A reference to the event itself is only held when it happens to be the payload, e.g., for an `AsyncObjectEvent` associated with a `Timer`.

**Available since** RTSJ 2.0

#### 6.3.2.2.1 Enumeration Constants

---

##### **DISABLE**

```
public static final QueueOverflowPolicy DISABLE
```

#### *Description*

Represents the "DISABLE" policy which means, when an arrival occurs, no queuing takes place, thus no overflow can happen. This policy is for instances of `ActiveEvent` with no payload and instances of `RealtimeThread` with `PeriodicParameters`. In contrast to `IGNORE`, all incoming events increment the pending fire or release count, respectively. For this reason, it may not be used with an event handler that supports an event payload or any instance of `Schedulable` with `SporadicParameters`. This policy is also the default for `PeriodicParameters`. Instances of `RealtimeThread` with null release parameters have this policy implicitly, as they do not have an event queue either.

## EXCEPT

```
public static final QueueOverflowPolicy EXCEPT
```

### *Description*

Represents the "EXCEPT" policy which means, when an arrival occurs and its event time and payload should be queued but the queue already holds a number of event times and payloads equal to the initial queue length, the `fire()` method shall throw an `ArrivalTimeQueueOverflowException`. When fire is used within a `Timer`, the exception is ignored and the fire does nothing, i.e., it acts the same as "IGNORE".

## IGNORE

```
public static final QueueOverflowPolicy IGNORE
```

### *Description*

Represents the "IGNORE" policy which means, when an arrival occurs and its event time and payload should be queued, but the queue already holds a number of event times and payloads equal to the initial queue length, the arrival is ignored.

## REPLACE

```
public static final QueueOverflowPolicy REPLACE
```

### *Description*

Represents the "REPLACE" policy which means, when an arrival occurs and should be queued but the queue already holds a number of event times and payloads equal to the initial queue length, the information for this arrival replaces a previous arrival. When the queue length is zero, the behavior is the same as the "IGNORE" policy.

## SAVE

```
public static final QueueOverflowPolicy SAVE
```

### *Description*

Represents the "SAVE" policy which means, when an arrival occurs and should be queued but the queue is full, the queue is lengthened and the arrival time and payload are saved. This policy does not update the "initial queue length" as it

alters the actual queue length. Since the **SAVE** policy grows the arrival time queue as necessary, for the **SAVE** policy the initial queue length is only an optimization. It is also the default for **AperiodicParameters**.

#### 6.3.2.2.2 Methods

---

### values

#### *Signature*

```
public static javax.realtime.QueueOverflowPolicy[]
values()
```

#### *Description*

Gets all enumeration constants.

### valueOf(String)

#### *Signature*

```
public static javax.realtime.QueueOverflowPolicy
valueOf(String name)
```

#### *Description*

Gets enumeration constants corresponding to **name**.

### value

#### *Signature*

```
public java.lang.String
value()
```

#### *Description*

Determines the string corresponding to this value.

#### *Returns*

the corresponding string.

## value(String)

### Signature

```
public static javax.realtime.QueueOverflowPolicy  
value(String value)
```

### Description

Converts a string into a policy type.

### Parameters

**value**—is the string to convert.

### Returns

the corresponding policy type.

## 6.3.3 Classes

### 6.3.3.1 Affinity

---

```
public class Affinity
```

### Inheritance

```
java.lang.Object  
  Affinity
```

### Interfaces

```
Cloneable  
Serializable
```

### Description

This is the API for all processor-affinity-related aspects of the RTSJ. It includes a factory that generates `Affinity` objects. With it, the affinity of every task in a JVM can be controlled.

An affinity is a set of processors that can be associated with certain types of tasks. Each task can be associated with an affinity via its `SchedulingParameters`. Groups of these can be assigned an affinity through their `RealtimeThreadGroup`.

Each implementation supports an array of predefined affinities. They can be used either to reflect the scheduling arrangement of the underlying OS or they can be used by the system designer to impose defaults for groups of task. A program is only allowed to dynamically create new affinities with cardinality of one. This restriction reflects the concern that not all operating systems will support multiprocessor affinities.

The processor membership of an affinity is immutable. The tasks associations of an affinity are mutable. The processor affinity of a task can be changed by static methods in this class. The internal representation of a set of processors in an `Affinity` instance is not specified, but the representation that is used to communicate with this class is a `BitSet` where each bit corresponds to a logical processor ID. The relationship between logical and physical processors is beyond the scope of this specification, and may change.

The affinity factory only generates usable `Affinity` instances, i.e., affinities that (at least when they are created) can be used with `SchedulingParameters`, `FirstInFirstOutParameters`, and `RoundRobinParameters`. The factory cannot create an affinity with more than one processor member, but such affinities are supported. They may be internally created by the RTSJ runtime at startup time.

The set of affinities created at startup (the predefined set) is visible through the `getPredefinedAffinities(Affinity[])` method. The affinity factory may be used to create affinities with a single processor member at any time. This operation only supports processor members that are available to the JVM at the time of creation.

External changes to the set of processors available to the RTSJ runtime is likely to cause serious trouble ranging from violation of assumptions underlying schedulability analysis to freezing the entire RTSJ runtime, so when a system is capable of such manipulation it should not exercise it on RTSJ processes.

Tasks are subject to both their own processor affinity and that of their thread group. Their processor affinity is governed by the intersection of the thread group's affinity and the task's affinity. The intersection of a thread group's affinity with the schedulable's affinity must contain at least one entry. Trying to set a task's affinity outside its thread group always fails. Trying to set the affinity of a thread group that does not intersect with the thread group of its tasks will also fail.

Ordinarily, a task inherits its affinity from its creator unless the creator is an unbound instance of `AsyncBaseEventHandler`, since such an instance has no affinity. A task created by an unbound instance of `AsyncBaseEventHandler` inherits its affinity from the thread running the handler. An instance of `Schedulable` can be given a different affinity, so long as that affinity is subsumed by that of its closest enclosing `RealtimeThreadGroup`.

There is no public constructor for this class. All instances must be created by the factory method (`generate`).

**Available since** RTSJ 2.0

### **Open issue 6.3.1**

When an affinity is provided, must it also be a subset of its realtime thread



group's affinity?

**End of issue 6.3.1**

### 6.3.3.1.1 Methods

---

#### **getPredefinedAffinitiesCount**

*Signature*

```
public static final int  
getPredefinedAffinitiesCount()
```

*Description*

Determines the minimum array size required to store references to all the predefined processor affinities.

*Returns*

the minimum array size required to store references to all the predefined affinities.

#### **getPredefinedAffinities**

*Signature*

```
public static final javax.realtime.Affinity[]  
getPredefinedAffinities()
```

*Description*

Equivalent to invoking `getPredefinedAffinitySets(null)`.

*Returns*

an array of the predefined affinities.

#### **getPredefinedAffinities(Affinity)**

*Signature*

```
public static final javax.realtime.Affinity[]  
getPredefinedAffinities(Affinity[] dest)
```

*Description*

Determines what affinities are predefined by the Java runtime.

*Parameters*

`dest`—The destination array, or `null`.

*Throws*

`IllegalRealtimeArgumentException`—when `dest` is not large enough.

*Returns*

`dest` or a newly created array when `dest` is `null`, populated with references to the predefined affinities. When `dest` has excess entries, those entries are filled with `null`.

## **isSetAffinitySupported**

*Signature*

```
public static final boolean  
isSetAffinitySupported()
```

*Description*

Determines whether or not affinity control is supported.

*Returns*

`true` when more than one affinity set is available.

## **generate(BitSet)**

*Signature*

```
public static final javax.realtime.Affinity  
generate(BitSet set)
```

*Description*

Determines the `Affinity` corresponding to a `BitSet`, where each bit in `set` represents a CPU.

Platforms that support specific affinities will register those `Affinity` instances with `Affinity`. They appear in the arrays returned by `getPredefinedAffinities()` and `getPredefinedAffinities(Affinity[])`.

*Parameters*

`set`—The `BitSet` to convert into an `Affinity`.

*Throws*

`NullPointerException`—when `set` is `null`.

*Returns*

the resulting `Affinity`.

## getAvailableProcessors

### Signature

```
public static final java.util.BitSet  
getAvailableProcessors()
```

### Description

This method is equivalent to `getAvailableProcessors(BitSet)` with a null argument.

### Returns

the set of processors available to the program.

## getAvailableProcessors(BitSet)

### Signature

```
public static final java.util.BitSet  
getAvailableProcessors(BitSet dest)
```

### Description

In systems where the set of processors available to a process is dynamic (e.g., because of system management operations or because of fault tolerance capabilities), the set of available processors shall reflect the processors that are allocated to the RTSJ runtime and are currently available to execute tasks.

### Parameters

**dest**—When **dest** is non-null, use **dest** as the returned value. When it is null, create a new `BitSet`.

### Returns

a `BitSet` representing the set of processors currently valid for use in the `bitset` argument to `generate(BitSet)`.

## isAffinityChangeNotificationSupported

### Signature

```
public static final boolean  
isAffinityChangeNotificationSupported()
```

### Description

Determines whether or not the system can trigger an event for notifying the application when the set of available CPUs changes.

*Returns*

`true` when change notification is supported. (See `setProcessorAddedEvent(AsyncEvent)` and `setProcessorRemovedEvent(AsyncEvent)`.)

## **getProcessorAddedEvent**

*Signature*

```
public static javax.realtime.AsyncEvent  
getProcessorAddedEvent()
```

*Description*

Gets the event used for CPU addition notification.

*Returns*

the async event that will be fired when a processor is added to the set available to the JVM. Returns `null` when change notification is not supported, or when no async event has been designated.

## **setProcessorAddedEvent(AsyncEvent)**

*Signature*

```
public static void  
setProcessorAddedEvent(AsyncEvent event)  
throws UnsupportedOperationException,  
    IllegalRealtimeArgumentException
```

*Description*

Sets the `AsyncEvent` that will be fired when a processor is added to the set available to the JVM.

*Parameters*

`event`—The async event to fire in case an added processor is detected, or `null` to cause no async event to be called in case an added processor is detected.

*Throws*

`UnsupportedRealtimeOperationException`—when change notification is not supported.

`IllegalRealtimeArgumentException`—when `event` is not in immortal memory.

## getProcessorRemovedEvent

### Signature

```
public static javax.realtime.AsyncEvent  
getProcessorRemovedEvent()
```

### Description

Gets the event used for CPU removal notification.

### Returns

the async event that will be fired when a processor is removed from the set available to the JVM. Returns `null` when change notification is not supported, or when no async event has been designated.

## setProcessorRemovedEvent(AsyncEvent)

### Signature

```
public static void  
setProcessorRemovedEvent(AsyncEvent event)
```

### Description

Sets the [AsyncEvent](#) that will be fired when a processor is removed from the set available to the JVM.

### Parameters

**event**—Called when a processor is removed.

### Throws

[UnsupportedRealtimeOperationException](#)—when change notification is not supported.

[IllegalRealtimeArgumentException](#)—when **event** is not null or in immortal memory.

## getProcessors

### Signature

```
public final java.util.BitSet  
getProcessors()
```

### Description

Obtains a `BitSet` representing the processor affinity set for this `Affinity`.

*Returns*

a newly created `BitSet` representing this `Affinity`.

**getProcessors(`BitSet`)***Signature*

```
public final java.util.BitSet  
getProcessors(BitSet dest)
```

*Description*

Determines the set of CPUs representing the processor affinity of this `Affinity`.

*Parameters*

`dest`—Set `dest` to the `BitSet` value. When `dest` is `null`, create a new `BitSet` in the current allocation context.

*Returns*

a `BitSet` representing the processor affinity set of this `Affinity`.

**isProcessorInSet(`int`)***Signature*

```
public final boolean  
isProcessorInSet(int processorId)
```

*Description*

Asks whether a processor is included in this affinity set.

*Parameters*

`processorId`—A number identifying a single CPU in a multiprocessor system.

*Returns*

`true` when and only when `processorNumber` is represented in this affinity set.

**getProcessorCount***Signature*

```
public int  
getProcessorCount()
```

*Description*

Determines the number of CPUs in this affinity

*Returns*

the number of CPUs.

## isValid

*Signature*

```
public boolean  
isValid()
```

*Description*

Determine whether or not the affinity can be used for scheduling.

*Returns*

`true` when valid for scheduling and `false` otherwise.

### 6.3.3.2 AperiodicParameters

---

```
public class AperiodicParameters
```

*Inheritance*

```
java.lang.Object  
  ReleaseParameters  
    AperiodicParameters
```

*Description*

When a reference to an `AperiodicParameters` object is given as a parameter to a schedulable's constructor or passed as an argument to one of the schedulable's setter methods, the `AperiodicParameters` object becomes the release parameters object bound to that schedulable. Changes to the values in the `AperiodicParameters` object affect that schedulable. When bound to more than one schedulable, changes to the values in the `AperiodicParameters` object affect *all* of the associated objects. Note that this is a one-to-many relationship and *not* a many-to-many.

Only changes to an `AperiodicParameters` object caused by methods on that object cause the change to propagate to all schedulables using the object. For instance, calling `setCost` on an `AperiodicParameters` object will make the change, then notify the scheduler that the parameter object has changed. At that point the object is reconsidered for every schedulable that uses it. Invoking a

method on the `RelativeTime` object that is the cost for this object may change the cost but it does not pass the change to the scheduler at that time. That change must not change the behavior of the schedulables that use the parameter object until a setter method on the `AperiodicParameters` object is invoked, the parameter object is used in `setReleaseParameters()`, or it is used in a constructor for a schedulable.

The implementation must use modified copy semantics for each `HighResolutionTime` parameter value. The value of each time object should be treated as if it were copied at the time it is passed to the parameter object, but the object reference must also be retained. For instance, the value returned by `getCost()` must be the same object passed in by `setCost()`, but any changes made to the time value of the cost must not take effect in the associated `AperiodicParameters` instance unless they are passed to the parameter object again, e.g. with a new invocation of `setCost`.

Correct initiation of the deadline miss and cost overrun handlers requires that the underlying system know the arrival time of each aperiodic task. For an instance of `RealtimeThread` the arrival time is the time at which the `start()` is invoked. For other instances of `Schedulable`, the required behavior may force the implementation to act effectively as if it maintained a queue of arrival times.

When the release parameters for a `RealtimeThread` are set to an instance of this class or one of its subclasses, the thread does not start executing code until the `RealtimeThread.release()` method is called.

The following table gives the default values for the constructors parameters.

Table 6.3: AperiodicParameters Default Values

Attribute	Value
cost	<code>new RelativeTime(0,0)</code>
deadline	<code>new RelativeTime(Long.MAX_VALUE, 999999)</code>
overrunHandler	None
missHandler	None
rousable	false
Arrival time queue size	0
Queue overflow policy	SAVE

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.



### 6.3.3.2.1 Constructors

---

## AperiodicParameters(RelativeTime, RelativeTime, Async-EventHandler, AsyncEventHandler, boolean)

### Signature

```
public
AperiodicParameters(RelativeTime cost,
                    RelativeTime deadline,
                    AsyncEventHandler overrunHandler,
                    AsyncEventHandler missHandler,
                    boolean rousable)
```

### Description

Creates an AperiodicParameters object.

**Available since** RTSJ 2.0

### Parameters

**cost**—Processing time per invocation. On implementations which can measure the amount of time a schedulable object is executed, this value is the maximum amount of time a schedulable receives. On implementations which cannot measure execution time, it is not possible to determine when any particular object exceeds cost. When `null`, the default value is a new instance of `RelativeTime(0,0)`.

**deadline**—The latest permissible completion time measured from the release time of the associated invocation of the schedulable. When `null`, the default value is a new instance of `RelativeTime(Long.MAX_VALUE, 999999)`.

**overrunHandler**—This handler is invoked when an invocation of the schedulable exceeds cost. Not required for minimum implementation. When `null`, the default value is no overrun handler.

**missHandler**—This handler is invoked when the `run()` method of the schedulable object is still executing after the deadline has passed. When `null`, the default value is no miss handler.

**rousable**—determines whether or not an instance of `Schedulable` can be prematurely released by a thread interrupt.

### Throws

**IllegalRealtimeArgumentException**—when the time value of `cost` is less than zero, or the time value of `deadline` is less than or equal to zero.

**IllegalAssignmentError**—when `cost`, `deadline`, `overrunHandler` or `missHandler` cannot be stored in `this`.

## **AperiodicParameters(RelativeTime, RelativeTime, Async-EventHandler, AsyncEventHandler)**

### *Signature*

```
public
AperiodicParameters(RelativeTime cost,
                    RelativeTime deadline,
                    AsyncEventHandler overrunHandler,
                    AsyncEventHandler missHandler)
```

### *Description*

Equivalent to `AperiodicParameters(RelativeTime, RelativeTime, Async-EventHandler, AsyncEventHandler, boolean)` with the argument list (`cost`, `deadline`, `overrunHandler`, `missHandler`, `false`).

### *Parameters*

**cost**—Processing time per invocation. On implementations that support cost enforcement, this value is the maximum amount of time a schedulable receives. On implementations which do not support cost enforcement, it is not possible to determine when any particular object exceeds `cost`. When `null`, the default value is a new instance of `RelativeTime(0,0)`.

**deadline**—The latest permissible completion time measured from the release time of the associated invocation of the schedulable. When `null`, the default value is a new instance of `RelativeTime(Long.MAX_VALUE, 999999)`.

**overrunHandler**—This handler is invoked when an invocation of the schedulable exceeds `cost`. Not required for minimum implementation. When `null`, the default value is no overrun handler.

**missHandler**—This handler is invoked when the `run()` method of the schedulable object is still executing after the deadline has passed. When `null`, the default value is no miss handler.

### *Throws*

**IllegalRealtimeArgumentException**—when the time value of `cost` is less than zero, or the time value of `deadline` is less than or equal to zero.

**IllegalAssignmentError**—when cost, deadline, overrunHandler or missHandler cannot be stored in this.

## AperiodicParameters(RelativeTime, AsyncEventHandler, boolean)

### Signature

```
public
AperiodicParameters(RelativeTime deadline,
                    AsyncEventHandler missHandler,
                    boolean rousable)
```

### Description

Equivalent to `AperiodicParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)` with the argument list (null, deadline, null, missHandler, rousable).

Available since RTSJ 2.0

## AperiodicParameters(RelativeTime)

### Signature

```
public
AperiodicParameters(RelativeTime deadline)
```

### Description

Equivalent to `AperiodicParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)` with the argument list (null, deadline, null, null, false).

Available since RTSJ 2.0

## AperiodicParameters

### Signature

```
public
AperiodicParameters()
```

*Description*

Equivalent to `AperiodicParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)` with the argument list `(null, null, null, null, false)`.

Available since RTSJ 1.0.1

### 6.3.3.2.2 Methods

---

#### setDeadline(RelativeTime)

*Signature*

```
public javax.realtime.AperiodicParameters
setDeadline(RelativeTime deadline)
```

*Description*

Sets the deadline value.

When this parameter object is associated with any schedulable object, either by being passed through the schedulable's constructor or being set with a method such as `RealtimeThread.setReleaseParameters(ReleaseParameters)`, the deadline of those schedulables takes effect at completion.

*Parameters*

**deadline**—The latest permissible completion time measured from the release time of the associated invocation of the schedulable. When **deadline** is `null`, the deadline is set to a new instance of `RelativeTime(Long.MAX_VALUE, 999999)`.

*Throws*

**IllegalRealtimeArgumentException**—when the time value of **deadline** is less than or equal to zero, or when the new value of this deadline is incompatible with the scheduler for any associated schedulable.

**IllegalAssignmentError**—when **deadline** cannot be stored in **this**.

*Returns*

**this**

Available since RTSJ 2.0 returns itself

### 6.3.3.3 BackgroundParameters

---

public class BackgroundParameters

#### *Inheritance*

java.lang.Object  
  ReleaseParameters  
    BackgroundParameters

#### *Description*

Parameters for realtime threads that are only released once. A thread using this release parameters may not use `RealtimeThread.waitForNextRelease()` or have its `RealtimeThread.release()` methods called. Calling these methods results in an `IllegalThreadStateException`. Event handlers may not use this type of `ReleaseParameters`.

Available since RTSJ 2.0

#### 6.3.3.3.1 Constructors

---

### **BackgroundParameters(RelativeTime, RelativeTime, Async-EventHandler, AsyncEventHandler)**

#### *Signature*

```
public
BackgroundParameters(RelativeTime cost,
                    RelativeTime deadline,
                    AsyncEventHandler overrunHandler,
                    AsyncEventHandler missHandler)
```

#### *Description*

A constructor for both cost and deadline monitoring.

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.

#### *Parameters*

`cost`—The maximum cost for executing the run method

**deadline**—The deadline for the completion of the run method

**overrunHandler**—The handler to call on cost overrun.

**missHandler**—The handler to call on deadline miss.

*Throws*

**IllegalRealtimeArgumentException**—when the time value of cost is less than zero, or the time value of deadline is less than or equal to zero, or the chronograph associated with the **cost** or **deadline** parameters is not an instance of **Clock**.

**IllegalAssignmentError**—when cost, deadline, overrunHandler, or missHandler cannot be stored in this.

## **BackgroundParameters(RelativeTime, AsyncEventHandler)**

*Signature*

```
public
BackgroundParameters(RelativeTime deadline,
                    AsyncEventHandler missHandler)
```

*Description*

A constructor for deadline monitoring. Equivalent to BackgroundParameters(null, deadline, null, missHandler)

## **BackgroundParameters**

*Signature*

```
public
BackgroundParameters()
```

*Description*

A constructor for not having any restrictions on, or monitoring of, scheduling. Equivalent to BackgroundParameters(null, null, null, null, false)

### 6.3.3.4 FirstInFirstOutParameters

---

public class FirstInFirstOutParameters

*Inheritance*

```
java.lang.Object
  SchedulingParameters
    PriorityParameters
      FirstInFirstOutParameters
```

*Description*

Same as `PriorityParameters` except that it is only valid with the `FirstIn-FirstOutScheduler`.

Available since RTSJ 2.0

#### 6.3.3.4.1 Constructors

---

### FirstInFirstOutParameters(int, Affinity)

*Signature*

```
public
  FirstInFirstOutParameters(int priority,
                             Affinity affinity)
```

*Description*

Create scheduling parameters restricted to the FIFO scheduler.

*Parameters*

`priority`—The priority assigned to schedulables that use this parameter instance.  
`affinity`—The affinity assigned to schedulables that use this parameter instance.

#### 6.3.3.4.2 Methods

---

## isCompatible(Scheduler)

### Signature

```
public boolean  
isCompatible(Scheduler scheduler)
```

### Description

Determines whether **this** scheduling parameters can be used by tasks scheduled by **scheduler**.

### Parameters

**scheduler**—The scheduler to check against

### Returns

**true** when and only when **this** can be used with **scheduler** as the scheduler.

**Available since** RTSJ 2.0

## subsumes(SchedulingParameters)

### Signature

```
public boolean  
subsumes(SchedulingParameters other)
```

### Description

Determine whether this parameters is more eligible than another.

### Parameters

**other**—The other parameters object to be compared with.

### Returns

**true** when and only when this parameters is more eligible than the other parameters.

### 6.3.3.5 FirstInFirstOutScheduler

---

```
public class FirstInFirstOutScheduler
```

### Inheritance

```
java.lang.Object  
  Scheduler  
    PriorityScheduler
```



## FirstInFirstOutScheduler

### Description

A version of `PriorityScheduler` where once a thread is scheduled at a given priority, it runs until it is blocked or is preempted by a higher priority thread. When preempted, it remains the next thread ready for its priority. This is the default scheduler for realtime tasks. It represents the required (by the RTSJ) priority-based scheduler. The default instance is the base scheduler which does fixed priority, preemptive scheduling.

This scheduler, like all schedulers, governs the default values for scheduling-related parameters in its client schedulables. The defaults are as follows:

Table 6.4: FirstInFirstOut Default PriorityParameter Values

Attribute	Default Value
Priority	norm priority

The system contains one instance of the `FirstInFirstOutScheduler` which is the system's base scheduler and is returned by `FirstInFirstOutScheduler.instance()`. The instance returned by the `instance()` method is the *base scheduler* and is returned by `Scheduler.getDefaultScheduler()` unless the default scheduler is reset with `Scheduler.setDefaultScheduler(Scheduler)`.

Available since RTSJ 2.0

### 6.3.3.5.1 Methods

---

#### instance

##### Signature

```
public static javax.realtime.FirstInFirstOutScheduler
instance()
```

##### Description

Obtains a reference to the distinguished instance of `PriorityScheduler` which is the system's base scheduler.

##### Returns

a reference to the distinguished instance `PriorityScheduler`.

## **getMaxPriority**

### *Signature*

```
public int  
getMaxPriority()
```

### *Description*

Obtains the maximum priority available for a schedulable managed by this scheduler.

### *Returns*

the value of the maximum priority.

## **getMinPriority**

### *Signature*

```
public int  
getMinPriority()
```

### *Description*

Obtains the minimum priority available for a schedulable managed by this scheduler.

### *Returns*

the minimum priority used by this scheduler.

## **getNormPriority**

### *Signature*

```
public int  
getNormPriority()
```

### *Description*

Obtains the normal priority available for a schedulable managed by this scheduler.

### *Returns*

the value of the normal priority.

## getPolicyName

### Signature

```
public java.lang.String  
getPolicyName()
```

### Description

Obtains the policy name of `this`.

### Returns

the policy name (Fixed Priority First In First Out) as a string.

## reschedule(Thread, SchedulingParameters)

### Signature

```
public void  
reschedule(Thread thread,  
            SchedulingParameters eligibility)
```

### Description

Promotes a `java.lang.Thread` to realtime priority under this scheduler. The affected thread will be scheduled as if it were a `RealtimeThread` with the given eligibility. This does not make the affected thread a `RealtimeThread`, however, and it will not have access to facilities reserved for instances of `RealtimeThread`. Instances of `RealtimeThread` will be treated as if their scheduling parameters were set to `eligibility`.

### Parameters

`thread`—The thread to promote to realtime scheduling.

`eligibility`—A `SchedulingParameters` instance such as `PriorityParameters` for a `PriorityScheduler`.

### Throws

`IllegalRealtimeArgumentException`—when `eligibility` is not valid for the scheduler.

`IllegalRealtimeStateException`—when `eligibility` specifies parameters that are out of range for the scheduler or the threads state or the intersection of affinity in `scheduling` and the affinity of realtime thread group associated with `thread` is empty.

`UnsupportedRealtimeOperationException`—when `thread` a normal Java thread and the scheduler does not support promoting normal java threads.

Available since RTSJ 2.0

### 6.3.3.6 PeriodicParameters

---

public class PeriodicParameters

#### *Inheritance*

```
java.lang.Object
  ReleaseParameters
    PeriodicParameters
```

#### *Description*

This release parameter indicates that the schedulable is released on a regular basis. For an `AsyncEventHandler`, this means the handler is either released by a periodic timer or the associated event occurs periodically. For a `RealtimeThread`, this means the `RealtimeThread.waitForNextRelease` method will unblock the associated realtime thread at the start of each period.

When a reference to a `PeriodicParameters` object is given as a parameter to a schedulable's constructor or passed as an argument to one of the schedulable's setter methods, the `PeriodicParameters` object becomes the release parameters object bound to that schedulable. Changes to the values in the `PeriodicParameters` object affect that schedulable object. When bound to more than one schedulable then changes to the values in the `PeriodicParameters` object affect *all* of the associated objects. Note that this is a one-to-many relationship and *not* a many-to-many.

Only a change to a `PeriodicParameters` object caused by methods on that object cause the change to be propagate to all instances of `Schedulable` using that parameter object. For instance, calling `setCost` on a `PeriodicParameters` object will make the change, then notify the scheduler that the parameter object has changed. At that point the object is reconsidered for every SO that uses it. Invoking a method on a `RelativeTime` object that is the cost for this object changes the cost value but does not pass the change to the scheduler at that time. That change must not change the behavior of the SOs that use the parameter object until a setter method on the `PeriodicParameters` object is invoked, the parameter object is used in `setReleaseParameters()`, or it is used in a constructor for an SO.

Periodic parameters use `HighResolutionTime` values for period and start time. Since these times are expressed as a `HighResolutionTime` values, these values use accurate timers with nanosecond granularity. The actual resolution

available and even the quantity the timers measure depend on the clock associated with each time value.

The implementation must use modified copy semantics for each `HighResolutionTime` parameter value. The value of each time object should be treated as if it were copied at the time it is passed to the parameter object, but the object reference must also be retained. For instance, the value returned by `getCost()` must be the same object passed in by `setCost()`, but any changes made to the time value of the cost must not take effect in the associated `PeriodicParameters` instance unless they are passed to the parameter object again, e.g. with a new invocation of `setCost`.

The following table gives the default parameter values for the constructors.

Table 6.5: PeriodicParameter Default Values

Attribute	Default Value
start	new RelativeTime(0,0)
period	No default. A value must be supplied
cost	new RelativeTime(0,0)
deadline	new RelativeTime(period)
overrunHandler	None
missHandler	None
EventQueueOverflowPolicy	QueueOverflowPolicy.DISABLE

Periodic release parameters are strictly informational when they are applied to async event handlers. They must be used for any feasibility analysis, but release of the async event handler is not entirely controlled by the scheduler.

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.

#### 6.3.3.6.1 Constructors

---

**PeriodicParameters**(`HighResolutionTime`, `RelativeTime`, `RelativeTime`, `RelativeTime`, `AsyncEventHandler`, `AsyncEventHandler`, `boolean`)

*Signature*

```
public
PeriodicParameters(HighResolutionTime<?> start,
                   RelativeTime period,
                   RelativeTime cost,
                   RelativeTime deadline,
                   AsyncEventHandler overrunHandler,
                   AsyncEventHandler missHandler,
                   boolean rousable)
```

*Description*

Creates a `PeriodicParameters` object with attributes set to the specified values.

**Available since** RTSJ 2.0

*Parameters*

**start**—Time at which the first release begins (i.e. the realtime thread becomes eligible for execution.) When a `RelativeTime`, this time is relative to the first time the thread becomes activated (that is, when `start()` is called). When an `AbsoluteTime`, then the first release is the maximum of the start parameter and the time of the call to the associated `RealtimeThread.start()` method (modified according to any phasing policy). When null, the default value is a new instance of `RelativeTime(0,0)`.

**period**—The period is the interval between successive releases. There is no default value. When `period` is null an exception is thrown.

**cost**—Processing time per release. On implementations which can measure the amount of time a schedulable is executed, this value is the maximum amount of time a schedulable receives per release. When null, the default value is a new instance of `RelativeTime(0,0)`.

**deadline**—The latest permissible completion time measured from the release time of the associated invocation of the schedulable. When null, the default value is new instance of `RelativeTime(period)`.

**overrunHandler**—This handler is invoked when an invocation of the schedulable exceeds `cost` in the given release. Implementations may ignore this parameter. When null, the default value is no overrun handler.

**missHandler**—This handler is invoked when the `run()` method of the schedulable is still executing after the deadline has passed. When null, the default value is no deadline miss handler.

**rousable**—When `true`, an interrupt will cause an early release, otherwise not.

*Throws*

**IllegalRealtimeArgumentException**—when the `period` is null or its time value is not greater than zero, or when the time value of `cost` is less than zero, or when the time value of `deadline` is not greater than zero, or when the clock associated with the `cost` is not the realtime clock, or when the clocks associated with the `deadline` and `period` parameters are not the same.

**IllegalAssignmentError**—when `start` period, `cost`, `deadline`, `overrunHandler` or `missHandler` cannot be stored in this.

## **PeriodicParameters(HighResolutionTime, RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler)**

### *Signature*

```
public
PeriodicParameters(HighResolutionTime<?> start,
                   RelativeTime period,
                   RelativeTime cost,
                   RelativeTime deadline,
                   AsyncEventHandler overrunHandler,
                   AsyncEventHandler missHandler)
```

### *Description*

Equivalent to `PeriodicParameters(HighResolutionTime, RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)` with the argument list (`start`, `period`, `cost`, `deadline`, `overrunHandler`, `missHandler`, `false`);

## **PeriodicParameters(HighResolutionTime, RelativeTime, RelativeTime, AsyncEventHandler, boolean)**

### *Signature*

```
public
PeriodicParameters(HighResolutionTime<?> start,
                   RelativeTime period,
                   RelativeTime deadline,
                   AsyncEventHandler missHandler,
                   boolean rousable)
```

*Description*

Equivalent to `PeriodicParameters(HighResolutionTime, RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)` with the argument list (start, period, deadline, null, null, missHandler, rousable);

Available since RTSJ 2.0

## PeriodicParameters(HighResolutionTime, RelativeTime)

*Signature*

```
public
    PeriodicParameters(HighResolutionTime<?> start,
                      RelativeTime period)
```

*Description*

Equivalent to `PeriodicParameters(HighResolutionTime, RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)` with the argument list (start, period, null, null, null, null, false);

Available since RTSJ 1.0.1

## PeriodicParameters(RelativeTime)

*Signature*

```
public
    PeriodicParameters(RelativeTime period)
```

*Description*

Creates a `PeriodicParameters` object with the specified period and all other attributes set to their default values. This constructor has the same effect as invoking `PeriodicParameters(null, period, null, null, null, null, false)`

Available since RTSJ 1.0.1



### 6.3.3.6.2 Methods

---

#### **getPeriod**

*Signature*

```
public javax.realtime.RelativeTime  
getPeriod()
```

*Description*

Determines the current value of period.

*Returns*

the object last used to set the period containing the current value of period.

#### **getPeriod(RelativeTime)**

*Signature*

```
public javax.realtime.RelativeTime  
getPeriod(RelativeTime value)
```

*Description*

Determines the current value of period.

*Returns*

value or, when null, the last object used to set the period, set to the current value of period.

**Available since** RTSJ 2.0

#### **getStart**

*Signature*

```
public javax.realtime.HighResolutionTime<?>  
getStart()
```

*Description*

Determines the time used to start an instance of `Schedulable`, which is not necessarily the time at which it actually started.

*Returns*

the object last used to set the start containing the current value of start.

**setDeadline(RelativeTime)***Signature*

```
public javax.realtime.PeriodicParameters  
    setDeadline(RelativeTime deadline)
```

*Description*

Sets the deadline value.

When this parameter object is associated with any schedulable object (by being passed through the schedulable's constructor or set with a method such as `RealtimeThread.setReleaseParameters(ReleaseParameters)`) the deadline of those schedulables takes effect at the next release event.

*Parameters*

**deadline**—The latest permissible completion time measured from the release time of the associated invocation of the schedulable. When **deadline** is `null`, the deadline is set to a new instance of `RelativeTime` equal to `period`.

*Throws*

`IllegalRealtimeArgumentException`—when the time value of **deadline** is less than or equal to zero, or when the new value of this deadline is incompatible with the scheduler for any associated schedulable.

`IllegalAssignmentError`—when **deadline** cannot be stored in **this**.

*Returns*

**this**

**Available since** RTSJ 2.0 returns itself

**setPeriod(RelativeTime)***Signature*

```
public javax.realtime.PeriodicParameters  
    setPeriod(RelativeTime period)
```

*Description*

Sets the period.

*Parameters*

`period`—The value to which `period` is set.

*Throws*

**IllegalRealtimeArgumentException**—when the given `period` is `null` or its time value is not greater than zero. Also when `period` is incompatible with the scheduler for any associated schedulable or when an associated **AsyncBaseEventHandler** is associated with a **Timer** whose period does not match `period`.

**IllegalAssignmentError**—when `period` cannot be stored in `this`.

*Returns*

`this`

Available since RTSJ 2.0 returns itself

## **setStart(HighResolutionTime)**

*Signature*

```
public javax.realtime.PeriodicParameters
    setStart(HighResolutionTime<?> start)
```

*Description*

Sets the start time.

Changes to the start time in a realtime thread's `PeriodicParameters` object only have an effect on its initial release time.

Note that an instance of `PeriodicParameters` may be shared by several schedulables. A change to the start time may take effect on a subset of these schedulables. That leaves the start time returned by `getStart` unreliable as a way to determine the start time of a schedulable.

*Parameters*

`start`—The new start time. When `null`, the default value is a new instance of `RelativeTime(0,0)`.

*Throws*

**IllegalRealtimeArgumentException**—when the given start time is incompatible with the scheduler for any of the schedulable objects which are presently using this parameter object.

**IllegalAssignmentError**—when `start` cannot be stored in `this`.

*Returns*

`this`

Available since RTSJ 2.0 returns itself

### 6.3.3.7 PriorityParameters

---

public class PriorityParameters

*Inheritance*

java.lang.Object  
  SchedulingParameters  
    PriorityParameters

*Description*

Instances of this class should be assigned to schedulables that are managed by schedulers which use a single integer to determine execution order. The base scheduler required by this specification and represented by the class `PriorityScheduler` is such a scheduler.

#### 6.3.3.7.1 Constructors

---

### PriorityParameters(int, Affinity)

*Signature*

```
public
PriorityParameters(int priority,
                  Affinity affinity)
```

*Description*

Creates an instance of `PriorityParameters` with the given features.

**Available since** RTSJ 2.0

*Parameters*

**priority**—The priority assigned to schedulables that use this parameter instance.  
**affinity**—The affinity assigned to schedulables that use this parameter instance.

### PriorityParameters(int)

*Signature*

```
public
PriorityParameters(int priority)
```

*Description*

Creates an instance of `PriorityParameters` with the default affinity.

*Parameters*

`priority`—The priority assigned to schedulables that use this parameter instance.

### 6.3.3.7.2 Methods

---

#### **getPriority**

*Signature*

```
public int
getPriority()
```

*Description*

Gets the priority value.

*Returns*

the priority.

#### **isCompatible(Scheduler)**

*Signature*

```
public boolean
isCompatible(Scheduler scheduler)
```

*Description*

Determines whether `this` scheduling parameters can be used by tasks scheduled by `scheduler`.

*Parameters*

`scheduler`—The scheduler to check against

*Returns*

`true` when and only when `this` can be used with `scheduler` as the scheduler.

**Available since** RTSJ 2.0

## subsumes(SchedulingParameters)

### Signature

```
public boolean  
subsumes(SchedulingParameters other)
```

### Description

Determine whether this parameters is more eligible than another.

### Parameters

**other**—The other parameters object to be compared with.

### Returns

true when and only when this parameters is more eligible than the other parameters.

## toString

### Signature

```
public java.lang.String  
toString()
```

### Description

Converts the priority value to a string.

### Returns

a string representing the value of priority.

### 6.3.3.8 PriorityScheduler

---

```
public abstract class PriorityScheduler
```

### Inheritance

```
java.lang.Object  
Scheduler  
PriorityScheduler
```

### Description

Class which represents the required (by the RTSJ) priority-based schedulers. The default instance is the base scheduler which uses a fixed priority, first-in-first-out, preemptive scheduling algorithm.

Table 6.6: PriorityScheduler Default PriorityParameter Values

Attribute	Default Value
Priority	norm priority

This scheduler, like all schedulers, governs the default values for scheduling-related parameters in its client schedulables. The defaults are as follows:

Note that the system contains one instance of the `PriorityScheduler` which is the system's base scheduler and is returned by `FirstInFirstOutScheduler.instance()`. It may, however, contain instances of subclasses of `PriorityScheduler` created through this class' protected constructor. The instance returned by the `FirstInFirstOutScheduler.instance()` method, the *base scheduler*, is returned by `Scheduler.getDefaultScheduler()` unless the default scheduler is changed with `Scheduler.setDefaultScheduler(Scheduler)`.

### 6.3.3.8.1 Constructors

---

## PriorityScheduler

### Signature

```
protected
PriorityScheduler()
```

### Description

Constructs an instance of `PriorityScheduler`. Applications will likely not need any instance other than the default instance.

### 6.3.3.8.2 Methods

---

## getPolicyName

### Signature

```
public java.lang.String  
getPolicyName()
```

*Description*

Gets the policy name of **this**.

*Returns*

the policy name (Fixed Priority) as a string.

## **getMaxPriority**

*Signature*

```
public abstract int  
getMaxPriority()
```

*Description*

Gets the maximum priority available for a schedulable managed by this scheduler.

*Returns*

the value of the maximum priority.

## **getMinPriority**

*Signature*

```
public abstract int  
getMinPriority()
```

*Description*

Gets the minimum priority available for a schedulable managed by this scheduler.

*Returns*

the minimum priority used by this scheduler.

## **getNormPriority**

*Signature*

```
public abstract int  
getNormPriority()
```

*Description*



Gets the normal priority available for a schedulable managed by this scheduler.

*Returns*

the value of the normal priority.

### 6.3.3.9 ProcessingGroup

---

public class ProcessingGroup

*Inheritance*

```
java.lang.Object
  java.lang.ThreadGroup
    RealtimeThreadGroup
      ProcessingGroup
```

*Description*

A descendent class of **ThreadGroup** for handling tasks (instances of **Schedulable** and `java.lang.Thread`) as a group. As with **ThreadGroup** and **RealtimeThreadGroup**, instances of **ProcessingGroup** can be nested. A processing group can contain all group types, i.e., instance of all three classes. The cost of the group, including all tasks in its subgroups, can be both tracked and limited over a given period, by bounding the execution demands of those tasks.

A processing group has an associated affinity. The precision of cost monitoring is dependent on the number of processors in the thread group. In the worst case, it is the base precision times the number of processors in the processing group. The default affinity is that which was inherited from the parent **RealtimeThreadGroup**.

For all tasks with a reference to an instance of **ProcessingGroup** `p`, no more than `p.cost` will be allocated to the execution of these tasks on the processors associated with its processing group in each interval of time given by `p.period` after the time indicated by `p.start`. No execution of the tasks will be allowed on any processor other than these processors.

For each running task in a processing group, there must always be at least one processor in the intersection between a task object's affinity and its processing group's affinity regardless of the group's monitoring state.

Logically, a **ProcessingGroup** represents a virtual server. This server has a start time, a period, a cost (budget), and a deadline. The server can only logically execute when

- (a) it has not consumed more execution time in its current release than the cost (budget) parameter,

- (b) one of its associated tasks is executable and is the most eligible of the executable tasks.

When the server is logically executable, the associated tasks are executed.

When the cost has been consumed, any `overrunHandler` is released, and the server is not eligible for logical execution until the period is finished. At this point, its allocated cost (budget) is replenished. When the server is logically executable when its deadline expires, any associated `missHandler` is released. When the server is logically executable when its next release time occurs, any associated `underrunHandler` is released.

The deadline and cost parameters of all the associated schedulable objects have the same impact as they would if the objects were not bound to a processing group.

Processing group parameters use `HighResolutionTime` values for cost, deadline, period and start time. Since those times are expressed as a `HighResolutionTime`, the values use accurate timers with nanosecond granularity. The actual resolution available and even the quantity it measures depends on the clock associated with each time value.

When a reference to a `ProcessingGroup` object is given as a parameter to a schedulable's constructor or passed as an argument to one of the schedulable's setter methods, the `ProcessingGroup` object becomes the processing group parameter object bound to that schedulable object. Changes to the values in the `ProcessingGroup` object affect that schedulable object. When bound to more than one schedulable then changes to the values in the `ProcessingGroup` object affect *all* of the associated objects. Note that this is a one-to-many relationship and *not* a many-to-many.

The implementation must use copy semantics for each `HighResolutionTime` parameter value. The value of each time object should be copied at the time it is passed to the parameter object, and the object reference must not be retained. Only changes to a `ProcessingGroup` object caused by methods on that object are immediately visible to the scheduler. For instance, invoking `setPeriod()` on a `ProcessingGroup` object will make the change, then notify the scheduler that the parameter object has changed. At that point the scheduler's view of the processing group parameters object is updated. Invoking a method on the `RelativeTime` object that affects the period for this object may change the period but it does not pass the change to the scheduler at that time. That new value for period must not change the behavior of the SOs that use the parameter object until a setter method on the `ProcessingGroup` object is invoked or the object is used in a constructor for an SO.

The following table gives the default parameter values for the constructors.

**Caution:** This class is explicitly unsafe in multithreaded situations when it

Table 6.7: ProcessingGroup Default Values

Attribute	Default Value
start	new RelativeTime(0,0)
period	No default. A value must be supplied
cost	No default. A value must be supplied
deadline	new RelativeTime(period)
minimum	null, no minimum
overrunHandler	None
missHandler	None
underrunHandler	None

is being changed. No synchronization is done. It is assumed that users of this class who are mutating instances will be doing their own synchronization at a higher level.

**Caution:** The `cost` parameter time should be considered to be measured against the target platform.

Available since RTSJ 2.0

### 6.3.3.9.1 Constructors

---

**ProcessingGroup(RealtimeThreadGroup, String, HighResolutionTime, RelativeTime, RelativeTime, AsyncEventHandler, RelativeTime, AsyncEventHandler)**

*Signature*

```
public
ProcessingGroup(RealtimeThreadGroup parent,
                String name,
                HighResolutionTime<?> start,
                RelativeTime period,
                RelativeTime cost,
```

```

    AsyncEventHandler overrun,
    RelativeTime minimum,
    AsyncEventHandler underrun)

```

*Description*

Creates a `ProcessingGroup`

*Parameters*

- `parent`—The parent `RealtimeThreadGroup` of this `ProcessingGroup`.
- `name`—A string identifier for this group.
- `start`—The time when monitoring should begin.
- `period`—An amount of time for cost and overrun monitoring and for cost enforcement.
- `cost`—The maximum total execution time of all tasks in the group during a given `period`.
- `overrun`—It is called when the the total execution of all tasks in the group exceeds `cost` for a given `period`.
- `minimum`—The least amount of processing time that should be available for all the tasks in this group together.
- `underrun`—A handler to be called at the end of `period` when the total processing time of all tasks was less than `minimum` in the last `period`.

## **ProcessingGroup(RealtimeThreadGroup, String, HighResolutionTime, RelativeTime, RelativeTime, AsyncEventHandler)**

*Signature*

```

public
ProcessingGroup(RealtimeThreadGroup parent,
                String name,
                HighResolutionTime<?> start,
                RelativeTime period,
                RelativeTime cost,
                AsyncEventHandler overrun)

```

*Description*

Equivalent to `ProcessingGroup(RealtimeThreadGroup, String, HighResolutionTime, RelativeTime, RelativeTime, AsyncEventHandler,`

`RelativeTime`, `AsyncEventHandler`) with the argument list (parent, name, start, period, cost, overrun, null, null).

### ProcessingGroup(String, HighResolutionTime, RelativeTime, RelativeTime, AsyncEventHandler)

#### Signature

```
public
ProcessingGroup(String name,
                 HighResolutionTime<?> start,
                 RelativeTime period,
                 RelativeTime cost,
                 AsyncEventHandler overrun)
```

#### Description

Equivalent to `ProcessingGroup(RealtimeThreadGroup, String, HighResolutionTime, RelativeTime, RelativeTime, AsyncEventHandler, RelativeTime, AsyncEventHandler)` with the argument list (Scheduler.currentSchedulable().getRealtimeThreadGroup(), name, start, period, cost, overrun, null, null).

### 6.3.3.9.2 Methods

---

#### getEffectiveStart(AbsoluteTime)

##### Signature

```
public javax.realtime.AbsoluteTime
getEffectiveStart(AbsoluteTime dest)
```

##### Description

Obtains the actual time of the group's start as recorded by the system. When the start time is absolute, that is the effective start time; otherwise, the effective start is computed relative to the time that the processing group is constructed.

##### Parameters

`dest`—A time value to fill.

*Returns*

either, a new instance of `AbsoluteTime`, when `dest` is `null`, or `dest` otherwise. In either case, its value is the time at which this group actually started.

**getEffectiveStart***Signature*

```
public javax.realtime.AbsoluteTime  
getEffectiveStart()
```

*Description*

Obtains the actual time of the group's start as recorded by the system.  
Equivalent to `getEffectiveStart(AbsoluteTime)` where `dest` is set to `null`.

*Returns*

a reference to a new instance of `AbsoluteTime` that represents the time at which this group started.

**getPeriod(RelativeTime)***Signature*

```
public javax.realtime.RelativeTime  
getPeriod(RelativeTime dest)
```

*Description*

Gets the value of `period` in the provided `RelativeTime` object.

*Parameters*

`dest`—An instance of `RelativeTime` which will be set to the currently configured `period`. If `dest` is `null`, a new `RelativeTime` will be created in the current allocation context.

*Returns*

a reference to `dest`, or a newly created object if `dest` is `null`.

**getPeriod***Signature*

```
public javax.realtime.RelativeTime  
getPeriod()
```

*Description*

Gets the value of `period`.  
Equivalent to `getPeriod(null)`.

*Returns*

a reference to a newly allocated instance of `RelativeTime` that represents the value of `period`.

**setPeriod(RelativeTime)***Signature*

```
public javax.realtime.ProcessingGroup  
setPeriod(RelativeTime period)  
throws IllegalArgumentException,  
IllegalAssignmentError
```

*Description*

Sets the value of `period`.

*Parameters*

`period`—The new value for `period`. There is no default value. When `period` is `null` an exception is thrown.

*Throws*

`IllegalArgumentException`—when `period` is `null`, or its time value is not greater than zero. When the implementation does not support processing group deadline less than `period`, and `period` is not equal to the current value of the processing group's deadline, the deadline is set to a clone of `period` created in the same memory area as `period`.

*Returns*

`this`

**getMaximumCost(RelativeTime)***Signature*

```
public javax.realtime.RelativeTime  
getMaximumCost(RelativeTime dest)
```

*Description*

Gets the value of `cost` in the provided `RelativeTime` object.

*Parameters*

**dest**—An instance of `RelativeTime` which will be set to the currently configured `cost`. If `dest` is null, a new `RelativeTime` will be created in the current allocation context.

*Returns*

a reference to `dest`, or a newly created object if `dest` is null.

## **getMaximumCost**

*Signature*

```
public javax.realtime.RelativeTime  
getMaximumCost()
```

*Description*

Gets the value of `cost`.  
Equivalent to `getMaximumCost(null)`.

*Returns*

a reference to a newly allocated object containing the value of `cost`.

## **setMaximumCost(RelativeTime)**

*Signature*

```
public javax.realtime.ProcessingGroup  
setMaximumCost(RelativeTime cost)  
throws IllegalArgumentException,  
IllegalAssignmentError
```

*Description*

Sets the value of `cost`.

*Parameters*

**cost**—The new value for `cost`. When null, an exception is thrown.

*Throws*

`IllegalArgumentException`—when `cost` is null or its time value is less than zero.

*Returns*

`this`



## getMinimumCost(RelativeTime)

### Signature

```
public javax.realtime.RelativeTime  
getMinimumCost(RelativeTime dest)
```

### Description

Gets the value of `minimum` and returns it in the provided `RelativeTime` object.

### Parameters

`dest`—An instance of `RelativeTime` which will be set to the currently configured `minimum`. If `dest` is null, a new `RelativeTime` will be created in the current allocation context.

### Returns

a reference to `dest`, or a newly created object if `dest` is null.

## getMinimumCost

### Signature

```
public javax.realtime.RelativeTime  
getMinimumCost()
```

### Description

Gets the value of `minimum` and returns it in a newly allocated object.  
Equivalent to `getMinimumCost(null)`.

### Returns

a reference to the value of `minimum`.

## setMinimumCost(RelativeTime)

### Signature

```
public javax.realtime.ProcessingGroup  
setMinimumCost(RelativeTime cost)  
throws IllegalArgumentException,  
IllegalAssignmentError
```

### Description

Sets the value of `minimum`.

*Parameters*

**cost**—The new value for minimum. When null, an exception is thrown.

*Throws*

**IllegalRealtimeArgumentException**—when minimum is null or its time value is less than zero.

*Returns*

**this**

## **getCostUnderrunHandler**

*Signature*

```
public javax.realtime.AsyncEventHandler  
getCostUnderrunHandler()
```

*Description*

Gets the cost underrun handler.

*Returns*

a reference to an instance of **AsyncEventHandler** that is cost overrun handler of **this**.

## **setCostUnderrunHandler(AsyncEventHandler)**

*Signature*

```
public javax.realtime.ProcessingGroup  
setCostUnderrunHandler(AsyncEventHandler handler)  
throws IllegalAssignmentError
```

*Description*

Sets the cost underrun handler.

*Parameters*

**handler**—This handler is invoked when the **run()** method of the schedulables attempts to execute for more than **cost** time units in any period. When null, no handler is attached, and any previous handler is removed.

*Throws*

**IllegalAssignmentError**—when handler cannot be stored in **this**.

*Returns*

**this**

## getCostOverrunHandler

### Signature

```
public javax.realtime.AsyncEventHandler  
getCostOverrunHandler()
```

### Description

Gets the cost overrun handler.

### Returns

a reference to an instance of [AsyncEventHandler](#) that is cost overrun handler of `this`.

## setCostOverrunHandler(AsyncEventHandler)

### Signature

```
public javax.realtime.ProcessingGroup  
setCostOverrunHandler(AsyncEventHandler handler)  
throws IllegalArgumentException
```

### Description

Sets the cost overrun handler.

### Parameters

**handler**—This handler is invoked when the `run()` method of the schedulables attempts to execute for more than `cost` time units in any period. When `null`, no handler is attached, and any previous handler is removed.

### Throws

[IllegalAssignmentError](#)—when `handler` cannot be stored in `this`.

### Returns

`this`

## enforcingCost

### Signature

```
public boolean  
enforcingCost()
```

### Description

Determines whether or not cost is being enforced for releases.

*Returns*

`true` when enforcing code.

## **enforceCost**

*Signature*

```
public void
enforceCost()
throws UnsupportedOperationException
```

*Description*

Starts cost enforcement at next release, when supported. Subsequent invocations have no effect.

*Throws*

`UnsupportedRealtimeOperationException`—when cost enforcement is not supported.

## **getCurrentCost(RelativeTime)**

*Signature*

```
public javax.realtime.RelativeTime
getCurrentCost(RelativeTime dest)
```

*Description*

Gets the cost used in the current period so far.

*Parameters*

`dest`—The instance to use for returning the time. If `dest` is null, the result will be returned in a newly allocated object.

*Returns*

`dest` containing the cost of the current period

## **getLastCost(RelativeTime)**

*Signature*

```
public javax.realtime.RelativeTime  
getLastCost(RelativeTime dest)
```

*Description*

Gets the total cost used in the last period.

*Parameters*

**dest**—It is the instance to use for returning the time. If **dest** is null, the result will be returned in a newly allocated object.

*Returns*

**dest** containing the cost of the last period

## getGranularity

*Signature*

```
public long  
getGranularity()
```

*Description*

Determines the measurement granularity of cost monitoring and cost enforcement.

*Returns*

the granularity in nanoseconds.

See [Section setGranularity](#)

## setGranularity(long)

*Signature*

```
public javax.realtime.ProcessingGroup  
setGranularity(long nanos)  
throws IllegalArgumentException
```

*Description*

Sets the measurement granularity of cost monitoring and cost enforcement. The system provides a lower bound for this. When **nanos** is below this lower bound, granularity silently is set to the lower bound. In general, the lower bound is the precision of the realtime clock.

Note that the granularity applies to a single processor. When a processing group spans more than one processor, the precision of cost monitoring or enforcement

is this granularity times the number of active processors. This is because more than one task could be running at the same time and cost can be measured at most once per the elapse of this granularity.

*Parameters*

`nanos`—the new granularity in nanoseconds.

*Throws*

`IllegalRealtimeArgumentException`—when `nanos` is less than one.

*Returns*

`this`

### 6.3.3.10 RealtimeThreadGroup

---

```
public class RealtimeThreadGroup
```

*Inheritance*

```
java.lang.Object  
  java.lang.ThreadGroup  
    RealtimeThreadGroup
```

*Description*

An enhanced `ThreadGroup` in which a `RealtimeThread` instance may be started, as well as a convention `Thread`. Limits for what realtime scheduler and scheduling parameters can be enforced on all tasks in this group. A normal `ThreadGroup` may not contain an instance of `Schedulable`, but may contain other instances of `RealtimeThreadGroup` to form a hierarchy. Every thread is in some instance of `ThreadGroup` and every instance of `RealtimeThread` is in some instance of `RealtimeThreadGroup`.

Available since RTSJ 2.0

#### 6.3.3.10.1 Constructors

---

### RealtimeThreadGroup(RealtimeThreadGroup, String)

*Signature*

```
public
RealtimeThreadGroup(RealtimeThreadGroup parent,
                    String name)
```

#### *Description*

Creates a new realtime thread group with its scheduler type inherited from `parent`.

#### *Parameters*

`parent`—The parent group of the new group

`name`—The name of the new group

#### *Throws*

`IllegalRealtimeStateException`—when the parent `ThreadGroup` instance is not an instance of `RealtimeThreadGroup`.

`IllegalAssignmentError`—when the parent `ThreadGroup` instance is not assignable to this.

## RealtimeThreadGroup(String)

#### *Signature*

```
public
RealtimeThreadGroup(String name)
throws IllegalRealtimeStateException,
        IllegalAssignmentError
```

#### *Description*

Creates a new group with the current `ThreadGroup` instance as its parent and that parent's scheduler type for its scheduler type. That parent must be an instance of `RealtimeThreadGroup`. The primordial realtime thread group has `Scheduler.class` as its scheduler type.

#### *Parameters*

`name`—The name of the new group

#### *Throws*

`IllegalRealtimeStateException`—when the parent `ThreadGroup` instance is not an instance of `RealtimeThreadGroup`.

`IllegalAssignmentError`—when the parent `ThreadGroup` instance is not assignable to this.

### 6.3.3.10.2 Methods

---

#### **getScheduler**

*Signature*

```
public java.lang.Class<javax.realtime.Scheduler>  
getScheduler()
```

*Description*

Finds the type of scheduler tasks in this group may use. The scheduler of each thread must be an instance of the type returned. The default is `class<Scheduler>`, but it may be set to any subtype.

*Returns*

the scheduler type

#### **getMaxEligibility**

*Signature*

```
public javax.realtime.SchedulingParameters  
getMaxEligibility()
```

*Description*

Finds the upper bound on scheduling eligibility that tasks in this group may have. For example, when it is an instance of `PriorityParameters`, it gives the maximum base priority any task in this group.

*Returns*

the scheduling parameter instance denoting the upper bound on the scheduling eligibility of threads in this group, `null` when no such bound has been specified.

#### **setMaxEligibility(SchedulingParameters)**

*Signature*

```
public javax.realtime.RealtimeThreadGroup  
setMaxEligibility(SchedulingParameters parameters)  
throws IllegalRealtimeStateException
```



*Description*

Sets the upper bound on scheduling eligibility that tasks in this group may have. For example, when it is an instance of `PriorityParameters`, it sets the maximum base priority any task in this group may have. When a task in the group has a higher eligibility than specified in `parameters`, the task's eligibility is silently set to the max specified in `parameters`.

When the new eligibility is higher than that of any parent's eligibility, then eligibility is set to the minimum of those priorities. When a child of this `RealtimeThreadGroup` has a higher max eligibility than specified in `parameters`, its max eligibility is silently set to the max specified in `parameters` as if `setMaxEligibility` were invoked on it recursively.

When a task in this `RealtimeThreadGroup` or a child of this `RealtimeThreadGroup` has previously had its maximum eligibility reduced by a call to this method, setting a higher maximum eligibility via this method will not automatically reraise its eligibility.

*Parameters*

`parameters`—The `SchedulingParameter` instance denoting the new upper bound on the scheduling eligibility of threads in this group.

*Throws*

`IllegalRealtimeArgumentException`—when `parameters` are not consistent with the scheduler type. The scheduler specified must be specific enough that only mutually compatible `SchedulingParameters` could be set. For example, `Scheduler` is not sufficient to restrict the scheduling parameters to compatible types, but `PriorityScheduler` does since all `PriorityScheduler` instances require `PriorityParameters`.

`IllegalRealtimeStateException`—when `parameters` is a higher eligibility than the max eligibility enforced by a `SchedulingParameters` above this in the hierarchy.

*Returns*

`this`

**visitConventionalThreads(Consumer, boolean)***Signature*

```
public void  
visitConventionalThreads(java.util.function.Consumer<java.lang.Thread> visitor,  
                          boolean recurse)  
throws ForEachTerminationException
```

*Description*

Visit all `java.lang.Thread` instances that are not instances of `Schedulable` contained by this group and optionally all `ThreadGroup` instances contained within recursively.

*Parameters*

`visitor`—A consumer of each schedulable instance.  
`recurse`—A boolean to indicated that the visit should be recursive.

*Throws*

`ForEachTerminationException`—

## `visitConventionalThreads(Consumer)`

*Signature*

```
public void  
visitConventionalThreads(java.util.function.Consumer<java.lang.Thread> visitor)  
throws ForEachTerminationException
```

*Description*

The same as `visitConventionalThreads(Consumer, boolean)` with `recurse` set to `false`.

*Parameters*

`visitor`—A consumer of each conventional thread instance

*Throws*

`ForEachTerminationException`—when the visitor is prematurely ended.

## `visitSchedulables(Consumer, boolean)`

*Signature*

```
public void  
visitSchedulables(java.util.function.Consumer<Schedulable> visitor,  
                  boolean recurse)  
throws ForEachTerminationException
```

*Description*

Visit all `Schedulable` instances contained by this group and optionally all `ThreadGroup` instances contained within recursively.

*Parameters*

**visitor**—A consumer of each schedulable instance.

**recurse**—A boolean to indicated that the visit should be recursive.

*Throws*

**ForEachTerminationException**—

## visitSchedulables(Consumer)

*Signature*

```
public void  
visitSchedulables(java.util.function.Consumer<Schedulable> visitor)  
throws ForEachTerminationException
```

*Description*

The same as `visitSchedulables(Consumer, boolean)` with `recurse` set to `false`.

*Parameters*

**visitor**—A consumer of each schedulable instance

*Throws*

**ForEachTerminationException**—when the visitor is prematurely ended.

## visitChildren(Consumer)

*Signature*

```
public void  
visitChildren(java.util.function.Consumer<java.lang.ThreadGroup> visitor)  
throws ForEachTerminationException
```

*Description*

Performs some operation on all the children of the current group. The traversal of the children continues as long as `visitor` does not throw a **ForEachTerminationException**. Thus the traversal can be prematurely ended by `visitor` throwing this exception, e.g., when a particular element is found.

*Parameters*

**visitor**—The function to be called on each child thread group.

*Throws*

**ForEachTerminationException**—when the traversal ends prematurely.

## visitChildren(Consumer, boolean)

### Signature

```
public void  
visitChildren(java.util.function.Consumer<java.lang.ThreadGroup> visitor,  
              boolean recursive)
```

### Description

Performs some operation on all the children of the current group. The traversal of the children continues as long as `visitor` does not throw a `ForEachTerminationException`. Thus the traversal can be prematurely ended by `visitor` throwing this exception, e.g., when a particular element is found.

### Parameters

`visitor`—The function to be called on each child thread group.

`recursive`—A boolean to determine whether or not all subgroups are included, where `true` means yes and `false` means no.

### Throws

`ForEachTerminationException`—when the traversal ends prematurely.

### 6.3.3.11 ReleaseParameters

---

```
public abstract class ReleaseParameters
```

### Inheritance

```
java.lang.Object  
  ReleaseParameters
```

### Interfaces

```
Cloneable  
Serializable
```

### Description

The top-level class for release characteristics used by `Schedulable`. When a reference to a `ReleaseParameters` object is given as a parameter to a constructor of a schedulable, the `ReleaseParameters` object becomes bound to the object being created. Changes to the values in the `ReleaseParameters` object affect the constructed object. When given to more than one constructor, then changes to the values in the `ReleaseParameters` object affect *all* of the associated objects. Note that this is a one-to-many relationship and *not* a many-to-many.

Only changes to an `ReleaseParameters` object caused by methods on that object cause the change to propagate to all schedulables using the object. For instance, invoking `setDeadline` on a `ReleaseParameters` instance will make the change, and then notify the scheduler that the object has been changed. At that point the object is reconsidered for every SO that uses it. Invoking a method on the `RelativeTime` object that is the deadline for this object may change the time value but it does not pass the new time value to the scheduler at that time. Even though the changed time value is referenced by `ReleaseParameters` objects, it will not change the behavior of the SOs that use the parameter object until a setter method on the `ReleaseParameters` object is invoked, the parameter object is used in `setReleaseParameters()`, or the object is used in a constructor for a schedulable.

Release parameters use `HighResolutionTime` values for cost, and deadline. Since the times are expressed as `HighResolutionTime` values, these values use accurate timers with nanosecond granularity. The actual precision available and even the quantity the timers measure depend on the clock associated with each time value.

The implementation must use modified copy semantics for each `HighResolutionTime` parameter value. The value of each time object should be treated as when it were copied at the time it is passed to the parameter object, but the object reference must also be retained. For instance, the value returned by `getCost()` must be the same object passed in by `setCost()`, but any changes made to the time value of the cost must not take effect in the associated `ReleaseParameters` instance unless they are passed to the parameter object again, e.g. with a new invocation of `setCost`.

The following table gives the default parameter values for the constructors.

Table 6.8: ReleaseParameter Default Values

Attribute	Default Value
cost	new <code>RelativeTime(0,0)</code>
deadline	no default
overrunHandler	None
missHandler	None
rousable	false
initial event queue length	0

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.

### 6.3.3.11.1 Fields

---

#### DISABLE\_MONITORING

```
public static final RelativeTime DISABLE_MONITORING
```

#### *Description*

A special value for cost for turning off cost monitoring. This is just a notification to the VM that the application does not require cost monitoring for a give instance of `Schedulable`. What the VM does with it is system dependent; though, when a cost is so set, the application cannot rely on any cost tracking that involves said instance.

### 6.3.3.11.2 Constructors

---

#### **ReleaseParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler)**

#### *Signature*

```
protected
ReleaseParameters(RelativeTime cost,
                  RelativeTime deadline,
                  AsyncEventHandler overrunHandler,
                  AsyncEventHandler missHandler)
```

#### *Description*

Creates a new instance of `ReleaseParameters` with the given parameter values.

#### *Parameters*

**cost**—Processing time units per release. On implementations which can measure the amount of time an instance of `schedulable` is executed, when null, the default value is a new instance of `RelativeTime(0, 0)` meaning that no cost enforcement will take place. Setting it to `DISABLE_MONITORING` disables cost monitoring as well.

**deadline**—The latest permissible completion time measured from the release time of the associated invocation of the schedulable. There is no default for deadline in this class. The default must be determined by the subclasses.

**overrunHandler**—This handler is invoked when an invocation of the schedulable exceeds cost. In the minimum implementation overrunHandler is ignored. When null, no application event handler is executed on cost overrun.

**missHandler**—This handler is invoked when the run() method of the schedulable is still executing after the deadline has passed. When null, no application event handler is executed on the miss deadline condition.

#### Throws

**IllegalRealtimeArgumentException**—when the time value of cost is less than zero, or the time value of deadline is less than or equal to zero, or the chronograph associated with the **cost** or **deadline** parameters is not an instance of **Clock**.

**IllegalAssignmentError**—when cost, deadline, overrunHandler, or missHandler cannot be stored in this.

## ReleaseParameters

#### Signature

```
protected  
ReleaseParameters()
```

#### Description

Equivalent to **ReleaseParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler)** with the argument list (null, null, null, null).

### 6.3.3.11.3 Methods

---

## clone

#### Signature

```
public java.lang.Object  
clone()
```

*Description*

Obtains a clone of **this**. This method should behave effectively as when it constructed a new object with clones of the high-resolution time values of **this**.

- The new object is in the current allocation context.
- **clone** does not copy any associations from **this** and it does not implicitly bind the new object to a SO.
- The new object has clones of all high-resolution time values (deep copy).
- References to event handlers are copied (shallow copy.)

**Available since** RTSJ 1.0.1

## getCost

*Signature*

```
public javax.realtime.RelativeTime  
getCost()
```

*Description*

Determines the current value of cost. A value of `RelativeTime(0,0` meaning that no cost enforcement will take place; whereas a value of `DISABLE_MONITORING` means cost monitoring is disabled.

*Returns*

the object last used to set the cost containing the current value of cost.

## getCost(RelativeTime)

*Signature*

```
public javax.realtime.RelativeTime  
getCost(RelativeTime value)
```

*Description*

Determines the current value of cost, where `Relative(0,0)` means no cost enforcement in being done and `DISABLE_MONITORING` means cost monitoring is disabled as well.

*Parameters*

**value**—The parameter in which to return the cost.

*Returns*



value or, when null, the last object used to set the cost, set to the current value of cost.

**Available since** RTSJ 2.0

## **getCostOverrunHandler**

### *Signature*

```
public javax.realtime.AsyncEventHandler  
getCostOverrunHandler()
```

### *Description*

Gets a reference to the cost overrun handler.

### *Returns*

a reference to the associated cost overrun handler.

## **getDeadline**

### *Signature*

```
public javax.realtime.RelativeTime  
getDeadline()
```

### *Description*

Determines the current value of deadline.

### *Returns*

the object last used to set the deadline containing the current value of deadline.

## **getDeadline(RelativeTime)**

### *Signature*

```
public javax.realtime.RelativeTime  
getDeadline(RelativeTime value)
```

### *Description*

Determines the current value of deadline.

### *Parameters*

**value**—The parameter in which to return the deadline.

*Returns*

`value` or, when `null`, the last object used to set the deadline, set to the current value of deadline.

**Available since** RTSJ 2.0

## **getDeadlineMissHandler**

*Signature*

```
public javax.realtime.AsyncEventHandler  
getDeadlineMissHandler()
```

*Description*

Gets a reference to the deadline miss handler.

*Returns*

a reference to the deadline miss handler.

## **setCost(RelativeTime)**

*Signature*

```
public javax.realtime.ReleaseParameters  
setCost(RelativeTime cost)
```

*Description*

Sets the cost value.

When this parameter object is associated with any schedulable object (by being passed through the schedulable's constructor or set with a method such as `RealtimeThread.setReleaseParameters(ReleaseParameters)`) the cost of those schedulables takes effect immediately.

*Parameters*

`cost`—Processing time units per release. On implementations which can measure the amount of time a schedulable is executed, this value is the maximum amount of time a schedulable receives per release. On implementations which cannot measure execution time, it is not possible to determine when any particular object exceeds cost. When `null`, the default value is a new instance of `RelativeTime(0,0)`.

*Throws*

**IllegalRealtimeArgumentException**—when the time value of `cost` is less than zero, or the clock associated with the `cost` parameters is not the realtime clock.

**IllegalAssignmentError**—when `cost` cannot be stored in `this`.

*Returns*

`this`

**Available since** RTSJ 2.0 returns itself

## setCostOverrunHandler(AsyncEventHandler)

*Signature*

```
public javax.realtime.ReleaseParameters
    setCostOverrunHandler(AsyncEventHandler handler)
    throws IllegalAssignmentError
```

*Description*

Sets the cost overrun handler.

When this parameter object is associated with any schedulable object (by being passed through the schedulable's constructor or set with a method such as `RealtimeThread.setReleaseParameters(ReleaseParameters)`) the cost overrun handler of those schedulables is effective immediately.

*Parameters*

**handler**—This handler is invoked when an invocation of the schedulable attempts to exceed `cost` time units in a release. A null value of `handler` signifies that no cost overrun handler should be used.

*Throws*

**IllegalAssignmentError**—when `handler` cannot be stored in `this`.

*Returns*

`this`

**Available since** RTSJ 2.0 returns itself

## setDeadline(RelativeTime)

*Signature*

```
public javax.realtime.ReleaseParameters
    setDeadline(RelativeTime deadline)
```

*Description*

Sets the deadline value.

When this parameter object is associated with any schedulable object (by being passed through the schedulable's constructor or set with a method such as `RealtimeThread.setReleaseParameters(ReleaseParameters)`) the deadline of those schedulables take effect at completion.

*Parameters*

**deadline**—The latest permissible completion time measured from the release time of the associated invocation of the schedulable. The default value of the deadline must be controlled by the classes that extend `ReleaseParameters`.

*Throws*

`IllegalRealtimeArgumentException`—when **deadline** is `null`, the time value of **deadline** is less than or equal to zero, or when the new value of this deadline is incompatible with the scheduler for any associated schedulable.

`IllegalAssignmentError`—when **deadline** cannot be stored in **this**.

*Returns*

**this**

**Available since** RTSJ 2.0 returns itself

## setDeadlineMissHandler(AsyncEventHandler)

*Signature*

```
public javax.realtime.ReleaseParameters  
    setDeadlineMissHandler(AsyncEventHandler handler)
```

*Description*

Sets the deadline miss handler.

When this parameter object is associated with any schedulable object (by being passed through the schedulable's constructor or set with a method such as `RealtimeThread.setReleaseParameters(ReleaseParameters)`) the deadline miss handler of those schedulables take effect at completion.

*Parameters*

**handler**—This handler is invoked when any release of the schedulable fails to complete before the deadline passes. A `null` value of **handler** signifies that no deadline miss handler should be used.

*Throws*

`IllegalAssignmentError`—when **handler** cannot be stored in **this**.

*Returns*

`this`

**Available since** RTSJ 2.0 returns itself

## isRousable

*Signature*

```
public boolean  
isRousable()
```

*Description*

Determines whether or not a thread interrupt will cause instances of `Schedulable` associated with an instance of this class to be prematurely released, i.e., released before the very first release event happens. It has no effect for periodic realtime threads, since the first event of a timing is when `start` is called. The default value, i.e., before any call to `setRousable(boolean)`, is `false`.

Note that the rousable state has no effect on instances of `RealtimeThread` which have an instance of `BackgroundParameters` for `ReleaseParameters` or on ordinary event handlers, i.e., those which do not extend `ActiveEvent`. In the former case, there are no releases to interrupt and, in the case, the handler does not have a `ActiveEventDispatcher` to release it.

*Returns*

`true` when rousable and `false` when not.

**Available since** RTSJ 2.0

## setRousable(boolean)

*Signature*

```
public javax.realtime.ReleaseParameters  
setRousable(boolean value)
```

*Description*

Dictates whether or not a thread interrupt will cause instances of `Schedulable` associated with an instance of this class to be prematurely released, i.e., released before the very first release event happens.

*Parameters*

`value`—When rousable, `true` and `false` when not.

*Returns*

`this`

**Available since** RTSJ 2.0

## **enforcingCost**

*Signature*

```
public boolean
enforcingCost()
```

*Description*

Determines whether or not cost is being enforced for releases.

*Returns*

`true` when enforcing code.

**Available since** RTSJ 2.0

## **enforceCost(boolean)**

*Signature*

```
public void
enforceCost(boolean value)
throws UnsupportedOperationException
```

*Description*

Sets cost enforcement.

*Parameters*

`value`—`true` to enforce code, `false` to turn off enforcement.

*Throws*

`UnsupportedRealtimeOperationException`—when cost enforcement is not supported on this platform.

**Available since** RTSJ 2.0

## getEventQueueOverflowPolicy

### Signature

```
public javax.realtime.QueueOverflowPolicy  
getEventQueueOverflowPolicy()
```

### Description

Gets the behavior of the arrival time queue in the event of an overflow.

### Returns

the behavior of the arrival time queue.

Available since RTSJ 2.0

## setEventQueueOverflowPolicy(QueueOverflowPolicy)

### Signature

```
public javax.realtime.ReleaseParameters  
setEventQueueOverflowPolicy(QueueOverflowPolicy policy)
```

### Description

Sets the policy for the arrival time queue for when the insertion of a new element would make the queue size greater than the initial size given in **this**.

### Parameters

**policy**—A queue overflow policy to use for handlers associated with **this**.

### Returns

**this**

Available since RTSJ 2.0

## getInitialQueueLength

### Signature

```
public int  
getInitialQueueLength()
```

### Description

Gets the initial number of elements the event queue can hold. This returns the initial queue length currently associated with this parameter object. When the overflow policy is **SAVE** the initial queue length may not be related to the current queue lengths of schedulables associated with this parameter object.

*Returns*

the initial length of the queue.

**Available since** RTSJ 2.0 replaces the subclass method `AperiodicParameters.getInitialArrivalTimeQueueLength()`.

### **setInitialQueueLength(int)**

*Signature*

```
public javax.realtime.ReleaseParameters  
    setInitialQueueLength(int initial)
```

*Description*

Sets the initial number of elements the arrival time queue can hold without lengthening the queue. The initial length of an arrival queue is set when the schedulable using the queue is constructed, after that time changes in the initial queue length are ignored. The queue may have a length of zero, i.e., any event, along with its arrival time, received during a previous release is lost.

*Parameters*

`initial`—The initial length of the queue.

*Throws*

`IllegalRealtimeArgumentException`—when `initial` is less than zero.

*Returns*

`this`

**Available since** RTSJ 2.0 replaces the subclass method `AperiodicParameters.setInitialArrivalTimeQueueLength(int)`.

#### **6.3.3.12 RoundRobinParameters**

---

```
public class RoundRobinParameters
```

*Inheritance*



java.lang.Object  
  SchedulingParameters  
    PriorityParameters  
      RoundRobinParameters

*Description*

Same as [PriorityParameters](#) except that it is only valid with the [RoundRobinScheduler](#).

Available since RTSJ 2.0

### 6.3.3.12.1 Constructors

---

## RoundRobinParameters(int, Affinity)

*Signature*

```
public  
RoundRobinParameters(int priority,  
                      Affinity affinity)
```

*Description*

Create scheduling parameters restricted to the round robin scheduler.

*Parameters*

**priority**—The priority assigned to schedulables that use this parameter instance.  
**affinity**—The affinity assigned to schedulables that use this parameter instance.

### 6.3.3.12.2 Methods

---

## isCompatible(Scheduler)

*Signature*

```
public boolean  
isCompatible(Scheduler scheduler)
```

*Description*

Determines whether `this` scheduling parameters can be used by tasks scheduled by `scheduler`.

*Parameters*

`scheduler`—The scheduler to check against

*Returns*

`true` when and only when `this` can be used with `scheduler` as the scheduler.

**Available since** RTSJ 2.0

## **subsumes(SchedulingParameters)**

*Signature*

```
public boolean  
subsumes(SchedulingParameters other)
```

*Description*

Determine whether this parameters is more eligible than another.

*Parameters*

`other`—The other parameters object to be compared with.

*Returns*

`true` when and only when this parameters is more eligible than the other parameters.

### **6.3.3.13 RoundRobinScheduler**

---

```
public class RoundRobinScheduler
```

*Inheritance*

```
java.lang.Object  
  Scheduler  
    PriorityScheduler  
      RoundRobinScheduler
```

*Description*

Class which represents a priority-based round-robin scheduler.

The default instance of this scheduler (returned by `instance()`) represents the RTSJ-specified round-robin scheduler.

**Available since** RTSJ 2.0

### 6.3.3.13.1 Methods

---

#### instance

*Signature*

```
public static javax.realtime.RoundRobinScheduler  
instance()
```

*Description*

Gets a reference to the distinguished instance of `RoundRobinScheduler` which is the RTSJ-specified round-robin scheduler.

*Throws*

`UnsupportedRealtimeOperationException`—if this platform has no default round-robin scheduler.

*Returns*

a reference to the distinguished instance of `RoundRobinScheduler`

#### setQuantum(RelativeTime)

*Signature*

```
public javax.realtime.RoundRobinScheduler  
setQuantum(RelativeTime quantum)  
throws UnsupportedOperationException,  
IllegalRealtimeArgumentException
```

*Description*

Sets the quantum of this instance of `RoundRobinScheduler`. This takes effect at the end of the current quantum.

*Parameters*

`quantum`—The new quantum to use. Copy semantics are used for this argument, and future changes to `quantum` will not affect this scheduler unless it is again passed to `setQuantum()`.

*Throws*

`UnsupportedRealtimeOperationException`—if this scheduler's quantum is not configurable at runtime.

**IllegalRealtimeArgumentException**—if the provided quantum is null, less than zero, or not appropriate for this platform.

*Returns*

`this`

## **getQuantum**

*Signature*

```
public javax.realtime.RelativeTime  
getQuantum()
```

*Description*

Gets the quantum of this instance of RoundRobinScheduler.

*Returns*

a newly-allocated `RelativeTime` containing the currently-configured quantum of this scheduler.

## **getQuantum(RelativeTime)**

*Signature*

```
public javax.realtime.RelativeTime  
getQuantum(RelativeTime dest)
```

*Description*

Gets the quantum of this instance of RoundRobinScheduler.

*Parameters*

`dest`—A time object in which to hold the quantum. When `dest` is null, a new `RelativeTime` instance is allocated to hold the returned value.

*Returns*

the currently-configured quantum of this scheduler.

## **getMaxPriority**

*Signature*

```
public int  
getMaxPriority()
```

*Description*

Gets the maximum priority available for a schedulable managed by this scheduler.

*Returns*

the value of the maximum priority.

**getMinPriority***Signature*

```
public int  
getMinPriority()
```

*Description*

Gets the minimum priority available for a schedulable managed by this scheduler.

*Returns*

the minimum priority used by this scheduler.

**getNormPriority***Signature*

```
public int  
getNormPriority()
```

*Description*

Gets the normal priority available for a schedulable managed by this scheduler.

*Returns*

the value of the normal priority.

**getPolicyName***Signature*

```
public java.lang.String  
getPolicyName()
```

*Description*

Gets the policy name of **this**.

*Returns*

the policy name (Fixed Priority Round Robin) as a string.

## reschedule(Thread, SchedulingParameters)

### Signature

```
public void  
reschedule(Thread thread,  
            SchedulingParameters eligibility)
```

### Description

Promotes a `java.lang.Thread` to realtime priority under this scheduler. The affected thread will be scheduled as if it were a `RealtimeThread` with the given eligibility. This does not make the affected thread a `RealtimeThread`, however, and it will not have access to facilities reserved for instances of `RealtimeThread`. Instances of `RealtimeThread` will be treated as if their scheduling parameters were set to `eligibility`.

### Parameters

`thread`—The thread to promote to realtime scheduling.

`eligibility`—A `SchedulingParameters` instance such as `PriorityParameters` for a `PriorityScheduler`.

### Throws

`IllegalRealtimeArgumentException`—when `eligibility` is not valid for the scheduler.

`IllegalRealtimeStateException`—when `eligibility` specifies parameters that are out of range for the scheduler or the threads state or the intersection of affinity in scheduling and the affinity of realtime thread group associated with `thread` is empty.

`UnsupportedRealtimeOperationException`—when `thread` a normal Java thread and the scheduler does not support promoting normal java threads.

Available since RTSJ 2.0

### 6.3.3.14 Scheduler

---

```
public abstract class Scheduler
```

#### Inheritance

```
java.lang.Object  
  Scheduler
```

#### Description

An instance of `Scheduler` manages the execution of schedulables.

Subclasses of `Scheduler` are used for alternative scheduling policies and should define an `instance()` class method to return the default instance of the subclass. The name of the subclass should be descriptive of the policy, allowing applications to deduce the policy available for the scheduler obtained via `Scheduler.getDefaultScheduler`, e.g., `EDFScheduler`.

#### 6.3.3.14.1 Constructors

---

### Scheduler

#### *Signature*

```
protected  
Scheduler()
```

#### *Description*

Creates an instance of `Scheduler`.

#### 6.3.3.14.2 Methods

---

### getDefaultScheduler

#### *Signature*

```
public static javax.realtime.Scheduler  
getDefaultScheduler()
```

#### *Description*

Gets a reference to the default scheduler.

#### *Returns*

a reference to the default scheduler.

## setDefaultScheduler(Scheduler)

### Signature

```
public static void
setDefaultScheduler(Scheduler scheduler)
```

### Description

Sets the default scheduler. This is the scheduler given to instances of schedulables when they are constructed by a Java thread. The default scheduler is set to the required `PriorityScheduler` at startup.

### Parameters

**scheduler**—The `Scheduler` that becomes the default scheduler assigned to new schedulables created by Java threads. When null nothing happens.

### Throws

`RealtimeSecurityException`—when the caller is not permitted to set the default scheduler.

## inSchedulableExecutionContext

### Signature

```
public static boolean
inSchedulableExecutionContext()
```

### Description

Determines whether the current calling context is a `Schedulable: Realtime-Thread` or `AsyncBaseEventHandler`.

### Returns

`true` when yes and `false` otherwise.

**Available since** RTSJ 2.0

## currentSchedulable

### Signature

```
public static javax.realtime.Schedulable
currentSchedulable()
```

### Description



Gets the current execution context when called from a `Schedulable` execution context.

*Throws*

`ClassCastException`—when the caller is not a `Schedulable`

*Returns*

the current `Schedulable`.

**Available since** RTSJ 2.0

## **getPolicyName**

*Signature*

```
public abstract java.lang.String  
getPolicyName()
```

*Description*

Gets a string representing the policy of `this`. The string value need not be interned, but it must be created in a memory area that does not cause an illegal assignment error when stored in the current allocation context and does not cause a `MemoryAccessError` when accessed.

*Returns*

a `String` object which is the name of the scheduling policy used by `this`.

## **reschedule(Thread, SchedulingParameters)**

*Signature*

```
public abstract void  
reschedule(Thread thread,  
            SchedulingParameters eligibility)
```

*Description*

Promotes a `java.lang.Thread` to realtime priority under this scheduler. The affected thread will be scheduled as if it were a `RealtimeThread` with the given eligibility. This does not make the affected thread a `RealtimeThread`, however, and it will not have access to facilities reserved for instances of `RealtimeThread`. Instances of `RealtimeThread` will be treated as if their scheduling parameters were set to `eligibility`.

*Parameters*

**thread**—The thread to promote to realtime scheduling.

**eligibility**—A `SchedulingParameters` instance such as `PriorityParameters` for a `PriorityScheduler`.

*Throws*

`IllegalRealtimeArgumentException`—when **eligibility** is not valid for the scheduler.

`IllegalRealtimeStateException`—when **eligibility** specifies parameters that are out of range for the scheduler or the threads state or the intersection of affinity in **scheduling** and the affinity of realtime thread group associated with **thread** is empty.

`UnsupportedRealtimeOperationException`—when **thread** a normal Java thread and the scheduler does not support promoting normal java threads.

**Available since** RTSJ 2.0

### 6.3.3.15 SchedulingParameters

---

```
public class SchedulingParameters
```

*Inheritance*

```
java.lang.Object  
  SchedulingParameters
```

*Interfaces*

```
Cloneable  
Serializable  
javax.realtime.Subsumable
```

*Description*

Subclasses of `SchedulingParameters` (`PriorityParameters`, `ImportanceParameters`, and any others defined for particular schedulers) provide the parameters to be used by the `Scheduler`. Changes to the values in a parameters object affects the scheduling behavior of all the `Schedulable` objects to which it is bound.

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.

### 6.3.3.15.1 Constructors

---

## SchedulingParameters(Affinity)

*Signature*

```
protected  
SchedulingParameters(Affinity affinity)
```

*Description*

Creates a new instance of SchedulingParameters.

**Available since** RTSJ 2.0

*Parameters*

**affinity**—Sets the affinity for these parameters.

## SchedulingParameters

*Signature*

```
protected  
SchedulingParameters()
```

*Description*

Creates a new instance of SchedulingParameters. It is the same as SchedulingParameters(Affinity.default()).

**Available since** RTSJ 1.0.1

### 6.3.3.15.2 Methods

---

## clone

*Signature*

```
public java.lang.Object  
clone()
```

*Description*

Creates a clone of **this**. This method should behave effectively as if constructed with a clone of the affinity value used to **this**.

- The new object is in the current allocation context.
- **clone** does not copy any associations from **this** and it does not implicitly bind the new object to a SO.
- The new object has clones of its affinity value (deep copy).

**Available since** RTSJ 1.0.1

## **isCompatible(Scheduler)**

*Signature*

```
public boolean  
isCompatible(Scheduler scheduler)
```

*Description*

Determines whether **this** scheduling parameters can be used by tasks scheduled by **scheduler**.

*Parameters*

**scheduler**—The scheduler to check against

*Returns*

**true** when and only when **this** can be used with **scheduler** as the scheduler.

**Available since** RTSJ 2.0

## **subsumes(SchedulingParameters)**

*Signature*

```
public boolean  
subsumes(SchedulingParameters other)
```

*Description*

Determine whether this parameters is more eligible than another.

*Parameters*

**other**—The other parameters object to be compared with.

*Returns*

true when and only when this parameters is more eligible than the other parameters.

## getAffinity

*Signature*

```
public javax.realtime.Affinity  
getAffinity()
```

*Description*

Determine the affinity set instance associated of these parameters.

*Returns*

The associated affinity.

**Available since** RTSJ 2.0

### 6.3.3.16 SporadicParameters

---

```
public class SporadicParameters
```

*Inheritance*

```
java.lang.Object  
  ReleaseParameters  
    AperiodicParameters  
      SporadicParameters
```

*Description*

A notice to the scheduler that the associated schedulable will be released aperiodically but with a minimum time between releases.

When a reference to a **SporadicParameters** object is given as a parameter to a schedulable's constructor or passed as an argument to one of the schedulable's setter methods, the **SporadicParameters** object becomes the release parameters object bound to that schedulable. Changes to the values in the **SporadicParameters** object affect that schedulable object. When bound to more than one schedulable then changes to the values in the **SporadicParameters** object affect *all* of the associated objects. Note that this is a one-to-many relationship and *not* a many-to-many.

The implementation must use modified copy semantics for each `HighResolutionTime` parameter value. The value of each time object should be treated as when it were copied at the time it is passed to the parameter object, but the object reference must also be retained. Only changes to a `SporadicParameters` object caused by methods on that object cause the change to propagate to all schedulables using the parameter object. For instance, calling `setCost` on a `SporadicParameters` object will make the change, then notify the scheduler that the parameter object has changed. At that point the object is reconsidered for every SO that uses it. Invoking a method on the `RelativeTime` object that is the cost for this object may change the cost but it does not pass the change to the scheduler at that time. That change must not change the behavior of the SOs that use the parameter object until a setter method on the `SporadicParameters` object is invoked, the parameter object is used in `setReleaseParameters()`, or the object is used in a constructor for an SO.

The following table gives the default parameter values for the constructors.

Table 6.9: SporadicParameters Default Values

Attribute	Value
minInterarrival time	No default. A value must be supplied
cost	new RelativeTime(0,0)
deadline	new RelativeTime(mit)
overrunHandler	None
missHandler	None
rounable	false
MIT violation policy	SAVE
Arrival queue overflow policy	SAVE
Initial arrival queue length	0

This class enables the application to specify one of four arrival behaviors defined by `MinimumInterarrivalPolicy`. Each behavior indicates what to do when an arrival occurs that is closer in time to the previous arrival than the value given in this class as minimum interarrival time. They also specify what to do when, for any reason, the queue overflows, and what the initial size of the queue should be.

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.

### 6.3.3.16.1 Constructors

---

## SporadicParameters(RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)

### Signature

```
public
SporadicParameters(RelativeTime minInterarrival,
                   RelativeTime cost,
                   RelativeTime deadline,
                   AsyncEventHandler overrunHandler,
                   AsyncEventHandler missHandler,
                   boolean rousable)
```

### Description

Creates a `SporadicParameters` object.

Available since RTSJ 2.0

### Parameters

- minInterarrival**—The release times of the schedulable will occur no closer than this interval. This time object is treated as if it were copied. Changes to `minInterarrival` will not affect the `SporadicParameters` object. There is no default value. When `minInterarrival` is null an illegal argument exception is thrown.
- cost**—Processing time per release. On implementations which can measure the amount of time a schedulable is executed, this value is the maximum amount of time a schedulable receives per release. When null, the default value is a new instance of `RelativeTime(0,0)`.
- deadline**—The latest permissible completion time measured from the release time of the associated invocation of the schedulable. When null, the default value is a new instance of `minInterarrival: new RelativeTime(minInterarrival)`.
- overrunHandler**—This handler is invoked when an invocation of the schedulable exceeds `cost`. Not required for minimum implementation. When null no overrun handler will be used.
- missHandler**—This handler is invoked when the `run()` method of the schedulable is still executing after the deadline has passed. When null, no deadline miss

handler will be used.

**reusable**—Determines whether or not an instance of `Schedulable` can be prematurely released by a thread interrupt.

*Throws*

**`IllegalRealtimeArgumentException`**—when `minInterarrival` is null or its time value is not greater than zero, or the time value of `cost` is less than zero, or the time value of `deadline` is not greater than zero, or when the chronograph associated with `deadline` and `minInterarrival` parameters are not identical or not an instance of `Clock`.

**`IllegalAssignmentError`**—when `minInterarrival`, `cost`, `deadline`, `overrunHandler` or `missHandler` cannot be stored in this.

## **SporadicParameters(RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler)**

*Signature*

```
public
SporadicParameters(RelativeTime minInterarrival,
                   RelativeTime cost,
                   RelativeTime deadline,
                   AsyncEventHandler overrunHandler,
                   AsyncEventHandler missHandler)
```

*Description*

Equivalent to `SporadicParameters(RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)` with an argument list of (`minInterarrival`, `cost`, `deadline`, `overrunHandler`, `missHandler`, `false`).

## **SporadicParameters(RelativeTime, RelativeTime, AsyncEventHandler, boolean)**

*Signature*

```
public
SporadicParameters(RelativeTime minInterarrival,
                   RelativeTime deadline,
                   AsyncEventHandler missHandler,
```



boolean rousable)

*Description*

Equivalent to `SporadicParameters(RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)` with an argument list of (minInterarrival, null, deadline, null, missHandler, rousable).

Available since RTSJ 2.0

## SporadicParameters(RelativeTime)

*Signature*

```
public  
SporadicParameters(RelativeTime minInterarrival)
```

*Description*

Equivalent to `SporadicParameters(RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)` with an argument list of (minInterarrival, null, null, null, null, false).

Available since RTSJ 1.0.1

### 6.3.3.16.2 Methods

---

## getMinimumInterarrival

*Signature*

```
public javax.realtime.RelativeTime  
getMinimumInterarrival()
```

*Description*

Determines the current value of minimal interarrival.

*Returns*

the object last used to set the minimal interarrival containing the current value of minimal interarrival.

## getMinimumInterarrival(RelativeTime)

### Signature

```
public javax.realtime.RelativeTime  
getMinimumInterarrival(RelativeTime value)
```

### Description

Determines the current value of minimum interarrival.

### Returns

value or, when null, the last object used to set the minimal interarrival, set to the current value of minimal interarrival.

Available since RTSJ 2.0

## setMinimumInterarrival(RelativeTime)

### Signature

```
public javax.realtime.SporadicParameters  
setMinimumInterarrival(RelativeTime minimum)
```

### Description

Sets the minimum interarrival time.

### Parameters

**minimum**—The release times of the schedulable will occur no closer than this interval.

### Throws

**IllegalRealtimeArgumentException**—when minimum is null or its time value is not greater than zero.

**IllegalAssignmentError**—when minimum cannot be stored in this.

### Returns

this

Available since RTSJ 2.0 returns itself

## setMinimumInterarrivalPolicy(MinimumInterarrivalPolicy)

### Signature

```
public javax.realtime.SporadicParameters
    setMinimumInterarrivalPolicy(MinimumInterarrivalPolicy policy)
```

*Description*

Sets the policy for handling the arrival time queue when the new arrival time is closer to the previous arrival time than the minimum interarrival time given in **this**.

*Parameters*

**policy**—The current policy for MIT violations.

**Available since** RTSJ 2.0

## **getMinimumInterarrivalPolicy**

*Signature*

```
public javax.realtime.MinimumInterarrivalPolicy
    getMinimumInterarrivalPolicy()
```

*Description*

Gets the arrival time queue policy for handling minimal interarrival time underflow.

*Returns*

the minimum interarrival time violation behavior as a string.

**Available since** RTSJ 2.0

## **setEventQueueOverflowPolicy(QueueOverflowPolicy)**

*Signature*

```
public javax.realtime.SporadicParameters
    setEventQueueOverflowPolicy(QueueOverflowPolicy policy)
    throws IllegalArgumentException
```

*Description*

Sets the policy for the arrival time queue for when the insertion of a new element would make the queue size greater than the initial size given in **this**.

*Parameters*

**policy**—The new overflow policy to use.

*Throws*

`IllegalRealtimeArgumentException`—when `policy` is `QueueOverflowPolicy.DISABLE`.

*Returns*

`this`

## 6.4 Rationale

As specified, the required semantics of this section establish a scheduling policy that is very similar to the scheduling policies found on the vast majority of realtime operating systems and kernels in commercial use today. The semantics for the base scheduler accommodate existing practice, which is a stated goal of the effort.

There is an important division between priority schedulers that force periodic context switching between tasks at the same priority, and those that do not cause these context switches. By not specifying time slicing[1] behavior this specification calls for the latter type of priority scheduler as the base scheduler: `FirstInFirstOutScheduler`. The specification supplies a second scheduler, `RoundRobinScheduler`, for cases where time slicing behavior is desired. In POSIX terms, `SCHED_FIFO` meets the RTSJ requirements for the base scheduler, and `SCHED_RR` meets the requirements for the round-robin scheduler.

Although a system may not implement the first release (start) of a schedulable as unblocking that schedulable, under the base scheduler those semantics apply; i.e., the schedulable is added to the tail of the queue for its active priority.

Some research shows that, given a set of reasonable common assumptions, 32 distinct priority levels are a reasonable choice for close-to-optimal scheduling efficiency when using the rate-monotonic priority assignment algorithm on a single processor system (256 priority levels provide better efficiency). This specification requires at least 28 distinct priority levels as a compromise noting that implementations of this specification will exist on systems with logic executing outside of the Java Virtual Machine and may need priorities above, below, or both for system activities.

The default behavior for implementations that support cost monitoring and enforcement is that a schedulable receives no more than `cost` units of CPU time during each release. The programmer must explicitly change the cost attribute to override the scheduler. The RTSJ allows schedulables to self suspend during a release, in addition to that which might be necessary to acquire a lock. These self suspensions must be time bounded.

Any self suspension which is not time bounded may undermine the cost enforcement model specified in this document, as it may result in a schedulable suspending beyond its next release event. This can result in more time being allocated than any

associated schedulability analysis might assume. See Dos Santos and Wellings for a full discussion on the problem [4].

Cost enforcement may be deferred while the overrun schedulable holds locks that are out of application control, such as locks used to protect garbage collection. Applications should include the resulting jitter in any analysis that depends on cost enforcement.

### 6.4.1 `RealtimeThreadGroup` and `ProcessingGroup`

The `RealtimeThreadGroup` and `ProcessingGroup` classes were added in RTSJ 2.0 both to support the notion of a subsystem constrained by the greater system configuration and to generalize the existing notion of cost monitoring and enforcement for schedulables to groups of schedulables. In addition, they provide a way to enable Java threads to be elevated to realtime scheduling priorities in a controlled fashion.

A combination of security manager policy and the `RealtimeThreadGroup` hierarchy may be used to constrain the maximum priority directly configurable by an entire subsystem. To achieve this, a `RealtimeThreadGroup` with an appropriate maximum priority must be created, the security manager must be configured to disallow threads in that `RealtimeThreadGroup` from accessing their parent `RealtimeThreadGroup`, and all threads for the subsystem must be created in that `RealtimeThreadGroup`. This tactic may even be used recursively. Similar practice can be used with `ProcessingGroup` to constrain the maximum execution time allowable to a subsystem, or other properties configurable in a processing group.

As previously mentioned, a motivation for adding `RealtimeThreadGroup` as a subclass of `ThreadGroup` is to clarify the relationship between Java threads and realtime schedulers. In order to obtain realtime priorities, a Java thread must belong to a `RealtimeThreadGroup`. Its access to realtime scheduling is then restricted (with the exception of priority inversion avoidance protocols, which ignore such restrictions) by the configuration of its `RealtimeThreadGroup`. This enables Java threads to obtain realtime priorities in a controlled and predictable fashion. Likewise, realtime threads (but not necessarily other schedulables) may obtain nonrealtime conventional Java priorities by calling `Thread.setPriority()` on their `RealtimeThread` object. To start a realtime thread with a nonrealtime priority, this call must be made prior to the time at which the realtime thread is started.

A `ProcessingGroup` can also be used to apply cost monitoring and enforcement to a collection of standard Java threads. However, note that placing a Java thread directly in a `ProcessingGroup`, which is an instance of `RealtimeThreadGroup`, may allow it to obtain realtime priorities. This can be avoided by placing the Java threads in a Java `ThreadGroup` which is in turn the child of an appropriately-configured `ProcessingGroup` and applying security manager restrictions.

### 6.4.2 Multiprocessor Support

The support that the RTSJ provides for multiprocessor systems is primarily constrained by the support it can expect from the underlying operating system. Multiprocessor systems have two main variants: Single Instruction, Multiple Data (SIMD) systems and Multiple Instruction, Multiple Data (MIMD) systems. Putting the first class aside, since it does not fit in well with the overall Java programming model<sup>3</sup>, there is still a good deal of variation to consider. Though most commercially available systems are symmetric multiprocessors (SMP) systems, nonuniform memory access (NUMA) systems need consideration as well.

The notion of processor *affinity* is common across operating systems and has become the accepted way to specify the constraints on which processor a thread can execute. In some sense, processor affinities can be viewed as additional release or scheduling parameters. The range of processors on which global scheduling is possible is dictated by the operating system. For SMP architectures, global scheduling across all processors in the system is typically supported. However, an application and an operator can constrain threads and processes to execute only within a subset of the processors. As the number of processors increase, the scalability of global scheduling is called into question. Hence, for NUMA architectures, some partitioning of the processors is likely to be performed by the OS. On these systems, global scheduling across all processors will not be possible.

Many OSs give system operators command-level dynamic control over the set of processors allocated to a process. Consequently, the realtime JVM has no control over whether processors are dynamically added or removed from its OS process. Predictability is a prime concern of the RTSJ. Clearly, dynamic changes to the allocated processors will have a dramatic, and possibly catastrophic, effect on the ability of the program to meet timing requirements.

Being able to support a wide variety of multiprocessor systems has a direct impact on the support for multiprocessing.

1. Since affinity is a widely used concept for controlling multiprocessor systems, the specification adopts this notion.
2. In order to organize the API, affinity is modeled with its own class: `Affinity`.
3. An instance of `Affinity` is added to the `SchedulingParameters` class to avoid support for affinities to be distributed throughout the specification with a proliferation of new constructor methods.
4. The `RealtimeThreadGroup` has been added to provide affinity support for conventional Java threads without modifying the thread object's visible API and provide a partitioning mechanism for affinities.
5. Since the set of affinities possible is system dependent, the affinity class provides

---

<sup>3</sup>The lambda extension provides an intriguing paradigm for extending Java to supporting SIMD coprocessors.

an array of *predefined* affinities. They can be used either to reflect the scheduling arrangement of the underlying OS. A program is only allowed to dynamically create new affinities with cardinality of one.

6. To support external dynamic control over the set of processors allocated to a RTSJ program, the affinity class provides a means of notifying when the processor set changes.

### 6.4.3 Impact of Clock Granularity

All time-triggered computation can suffer from release jitter. This is defined to be the variation in the actual time the computation becomes available for execution from its scheduled release time. The amount of release jitter depends on two factors. The first is the granularity of the clock/timer used to trigger the release. For example, a periodic event handler that is due to be released at absolute time  $T$  will actually be released at time  $T + \delta$ .  $\delta$  is the difference between  $T$  and the first time the timer clock advances to  $T_0$ , where  $T_0 \geq T$ . The upper bound of  $\delta$  is the value returned from calling the `getResolution` method of the associated clock. It is for this reason that the implementation of release times for periodic activities must use absolute rather than relative time values, in order to avoid the drift accumulating.

The second contribution to release jitter is also related to the clock/timer. It is the duration of interval between  $T_0$  being signaled by the clock/timer and the time this event is noticed by the underlying operating system or platform (perhaps because interrupts have been disabled). A compliant implementation of SCJ should document the maximum value of  $\delta$  for the realtime clock.

### 6.4.4 Deadline Miss Detection

Although RTSJ supports deadline miss detection, it is important to understand the intrinsic limitations of the facility. The SCJ facility is supported using a time-triggered event. All time-triggered computation can suffer from release jitter. Hence, any deadline miss handler may not be released until sometime after the deadline has expired. The handlers actual execution will depend on its priority relative to other schedulables.

A related limitation is that a deadline can be missed but not detected. This can occur when the deadline has been set at a smaller granularity than the detecting timer. Consider an absolute deadline of  $D$ . Suppose that the next absolute time that the timer can recognize is  $D + \delta$ . When the associate thread finishes after  $D$  but before  $D + \delta$ , it will have missed its deadline, but this miss will have been undetected.

A third limitation is due to the inherent race condition that is present when checking for deadline misses. A deadline miss is defined to occur when a schedulable has not completed the computation associated with its release before its deadline.

This completion event is signaled in the application code by the return of the `handleAsyncEvent` method or a call to `waitForNextRelease` etc. When this occurs, the infrastructure reschedules/cancels the timing event that signals the miss of a deadline. This is clearly a race condition. The timer event could fire between the last statement the completion event and the rescheduling/canceling of the timer event. Hence a deadline miss could be signaled when arguably the application had performed all of its computation.



# Chapter 7

## Synchronization

One of the strengths of Java is its language support for multithreading. This requires synchronization. In a realtime system, there are additional requirements on this synchronization. Therefore this specification not only tightens the semantics of the synchronization declarations, but it also provides additional classes that specifically manage synchronization.

This specification strengthens the semantics of Java `synchronized` code by mandating monitor execution eligibility control, commonly referred to as priority inversion control. The `MonitorControl` class is defined as the superclass of all such execution eligibility control algorithms. Its subclasses `PriorityInheritance` and `PriorityCeilingEmulation` avoid unbounded priority inversions, which would be unacceptable in realtime systems.

The classes described below provide two main services.

1. They enable the setting of a priority inversion control policy either as the default or for specific objects.
2. They also provide wait-free communication between schedulables (especially instances of `Schedulable`, whose `mayUseHeap` is `false`) and regular Java threads.

These classes establish a framework for priority inversion management that applies to priority-oriented schedulers in general, and a specific set of requirements for the base priority scheduler. The wait-free queue classes provide safe, concurrent access to data shared between schedulables without heap access and schedulables subject to garbage collection delays.

### 7.1 Definitions

**Scheduling Eligibility Inversion** — When a more important task is blocked by a less important task. This is usually caused by synchronization, where a

more important task must wait for a less important task to release a required resource, which can in turn be blocked by a task of intermediate importance. The classical example is priority inversion in a system with a priority-based scheduler.

**Governed by** — An object `A` that has been assigned (either by default or via an explicit method call) to the `MonitorControlPolicy`  $\alpha$  is said to be *governed by*  $\alpha$ .

**Active Priority** — The priority of a task used for scheduling at any given time. It is the maximum of the task's current base priority and any priority boosting due to priority inversion avoidance mechanisms. The base priority can be temporarily reduced by cost enforcement.

## 7.2 Semantics

Synchronization semantics has two main aspects: monitor control and scheduling. The first determines which inversion avoidance is to use. The second determines how it is done. Since only priority-based schedulers are defined in the RTSJ, the semantics is only completely defined for priority-based schedulers.

### 7.2.1 Monitor Control

The specification provides for two monitor control policies with the following semantics.

1. The initial default monitor control policy shall be `PriorityInheritance`. The default policy can be altered by using the `setMonitorControl()` method.
2. Notwithstanding the preceding rule, an RTSJ implementation may allow the program to establish a different initial default monitor control policy at JVM startup. The program can query the initial default monitor control policy via the method `RealtimeSystem.getInitialMonitorControl`.
3. The `PriorityCeilingEmulation` monitor control policy is also required.
4. An implementation that provides any additional `MonitorControl` subclasses must document their effects, particularly with respect to priority inversion control.
5. An object's monitor control policy affects *each* task that attempts to lock the object; i.e., regular Java threads as well as schedulables.
6. When a task enters synchronized code, the target object's monitor control policy must be supported by the thread schedulable's scheduler; otherwise an `IllegalTaskStateException` is thrown. An implementation that defines a new `MonitorControl` subclass must document which schedulers, if any, do not support this policy.

7. Since priorities in the interrupt priority range must be implemented by masking hardware interrupts, a thread which enters a monitor with an interrupt priority as its ceiling will cause the corresponding hardware interrupts to be masked until the monitor is exited.

## 7.2.2 Priority Schedulers

The two schedulers provided by the RTSJ must both handle synchronization in the same way. All tasks governed by these schedulers are subject to the following semantics when they synchronize on objects governed by monitor control policies defined in this section.

1. Each task has a *base priority* and an *active priority*. A task that holds a lock on a PCE-governed object also has a *ceiling priority*.
2. The *base priority* for a task is limited by the maximum priority of its realtime thread groups' maximum scheduling parameters.
3. The *active priority* for a task is independent of its realtime thread groups.
4. The *base priority* for a task  $t$  is initially the priority that  $t$  has when it is created. The base priority is updated (immediately) as an effect of invoking any of the following methods:
  - (a) `pparam.setPriority(prio)`, where  $t$  is a schedulable with `pparams` as its `SchedulingParameters` and `pparams` is an instance of `PriorityParameters` or one of its subclasses, where the new base priority is `prio`;
  - (b) `t.setSchedulingParameters(pparams)`, where  $t$  is a schedulable and `pparams` is an instance of `PriorityParameters`, where the new base priority is `pparams.getPriority()`;
  - (c) `t.setPriority(prio)`, where  $t$  is a schedulable object the new base priority is `prio`, and when it is a Java thread the new base priority is the lesser of `prio` and the maximum priority for  $t$ 's thread group; and
  - (d) `sg.setMaxEligibility(pparams)`, where `sg` is in  $t$ 's `RealtimeThreadGroup` hierarchy and the priority of `pparams` is less than the current base priority of  $t$ , where the new base priority is the priority specified in `pparams` as a result of setting the task's scheduling parameters to `pparams`.
5. When the task  $t$  does not hold any locks, its active priority is the same as its base priority. In such a situation, modification of the priority of  $t$  through an invocation of any of the above priority-setting methods for  $t$  causes  $t$  to be placed at the tail of its relevant queue (ready, blocked on a particular object, etc.) at its new priority when the new priority is higher than the old priority, and at the beginning otherwise.
6. When task  $t$  holds one or more locks, then  $t$  has a set of *priority sources*. The *active priority* for  $t$  at any point in time is the maximum of the priorities

associated with all of these sources. The priority sources resulting from the monitor control policies defined in this section, and their associated priorities for a schedulable  $\tau$ , are as follows:

- (a) *Source*                                     $\tau$  itself  
*Associated Priority*    The base priority for  $\tau$   
*Note*    This may have been changed (either synchronously or asynchronously) while  $\tau$  has been holding its lock(s).
  - (b) *Source*                                    Each object locked by  $\tau$  and governed by a `PriorityCeilingEmulation` policy  
*Associated Priority*    The maximum value `ceil`, where `ceil` is the ceiling of a `PriorityCeilingEmulation` policy governing an object locked by  $\tau$ .  
*Note*    This value is also referred to as the *ceiling priority* for  $\tau$ .
  - (c) *Source*                                    Each task attempting to synchronize on an object locked by  $\tau$  and governed by a `PriorityInheritance` policy  
*Associated Priority*    The maximum active priority over all such threads and schedulables  
*Note*    This rule accounts for recursive priority inheritance.
  - (d) *Source*                                    Each task attempting to synchronize on an object locked by  $\tau$  and governed by a `PriorityCeilingEmulation` policy.  
*Associated Priority*    The maximum active priority over all such threads and schedulables  
*Note*    This rule, which in effect allows a `PriorityCeilingEmulation` lock to behave like a `PriorityInheritance` lock, helps avoid unbounded priority inversions that could otherwise occur in the presence of nested synchronizations involving a mix of `PriorityCeilingEmulation` and `PriorityInheritance` policies.
7. The addition of a priority source for  $\tau$  either leaves  $\tau$ 's active priority unchanged, or increases it. When  $\tau$ 's active priority is unchanged,  $\tau$ 's status in its relevant queue(s), e.g., blocked waiting for some object, is not affected. When  $\tau$ 's active priority is increased,  $\tau$  is placed at the tail of the relevant queue(s) at its new active priority level.
  8. The removal of a priority source for  $\tau$  either leaves  $\tau$ 's active priority unchanged, or decreases it. When  $\tau$ 's active priority is unchanged, then  $\tau$ 's status in its

relevant queue, e.g., blocked waiting for some object, is not affected. When  $\tau$ 's active priority is decreased and  $\tau$  is either ready or running, then  $\tau$  must be placed at the head of the ready queue at its new active priority level. When  $\tau$ 's active priority is decreased and  $\tau$  is blocked, then  $\tau$  is queued at the end of the queue for the new priority when it becomes unblocked.

The above rules have four main consequences.

1. A thread or schedulable  $\tau$ 's priority sources from 6b are added and removed synchronously; i.e., they are established based on  $\tau$ 's entering or leaving synchronized code. However, priority sources from 6a, 6c, and 6d may be added and removed asynchronously, as an effect of actions by other threads or schedulables.
2. A task holding only one lock, when it releases this lock, has its active priority set to its base priority.
3. A task's active priority is never less than its base priority.
4. When a task blocks at a call of `obj.wait()`, it releases the lock on `obj` and hence relinquishes the priority source(s) based on `obj`'s monitor control policy. The task will be queued at a new active priority that reflects the loss of these priority sources.

When modifying the active priority of a task, the active priority may exceed the priority range of the task's scheduler. For example, a thread scheduled on the standard Java scheduler may be assigned a priority greater than 10, or a thread scheduled on the round robin scheduler may be assigned a priority greater than the round robin maximum priority but within the default scheduler priority range. In both cases, the task will be rescheduled on the default scheduler until its active priority is once again within the range schedulable on its associated scheduler. A task scheduled on the round robin scheduler, however, need not be moved to the default scheduler while its active priority remains within the allowable range for the round robin scheduler. Any scheduler not defined in this standard must specify the behavior of tasks associated with it with respect to these priority-based monitor control policies.

Since base priorities may be shared (i.e., the same `PriorityParameters` object may be associated with multiple schedulables), a given base priority may be the active priority for some but not all of its associated schedulables. It is a consequence of other rules that, when a thread or schedulable  $\tau$  attempts to synchronize on an object `obj` governed by a `PriorityCeilingEmulation` policy with ceiling `ceil`, then  $\tau$ 's active priority may exceed `ceil` but  $\tau$ 's base priority must not. In contrast, once  $\tau$  has successfully synchronized on `obj`, then  $\tau$ 's base priority may also exceed `obj`'s monitor control policy's ceiling. Note that either or both of  $\tau$ 's base priority and `obj`'s monitor control policy may have been dynamically modified.

### 7.2.3 Additional Schedulers

Schedulers based on criteria other than priority, for example, deadline in a deadline first scheduler, must consider how synchronization is handled to avoid scheduling eligibility inversion. Such a scheduler must conform to the following semantics for tasks managed by that scheduler when they synchronize on objects with the monitor control policies defined above.

1. An implementation that defines a new `Scheduler` subclass must document which (if any) monitor control policies the new scheduler does not support.
2. An implementation must document how, if at all, the semantics of synchronization differ from the rules defined for the default `PriorityInheritance` instance and for the `PriorityCeilingEmulation` policy. It must supply documentation for the behavior of the new scheduler with priority inheritance and priority ceiling emulation protocol equivalent to the semantics for the default priority scheduler found in the previous section.
3. An implementation must also document the appropriate monitor control policy for use when objects are shared between tasks under the control of different schedulers.
4. The new `Scheduler` subclass must conform to the semantics for parameter values, release control, dispatching, and cost monitoring described in Section [6.2.1](#).

## 7.3 javax.realtime

### 7.3.1 Classes

#### 7.3.1.1 MonitorControl

---

```
public abstract class MonitorControl
```

*Inheritance*

```
java.lang.Object  
  MonitorControl
```

*Description*

Abstract superclass for all monitor control policies.

#### 7.3.1.1.1 Constructors

---

### MonitorControl

*Signature*

```
protected  
  MonitorControl()
```

*Description*

Invoked from subclass constructors.

#### 7.3.1.1.2 Methods

---

### getMonitorControl(Object)

*Signature*

```
public static javax.realtime.MonitorControl  
  getMonitorControl(Object obj)
```

*Description*

Gets the monitor control policy of the given instance of `Object`.

*Parameters*

`obj`—The object being queried.

*Throws*

`IllegalRealtimeArgumentException`—when `obj` is null.

*Returns*

the monitor control policy of the `obj` parameter.

## **getMonitorControl**

*Signature*

```
public static javax.realtime.MonitorControl  
getMonitorControl()
```

*Description*

Gets the current default monitor control policy.

*Returns*

the default monitor control policy object.

## **setMonitorControl(MonitorControl)**

*Signature*

```
public static javax.realtime.MonitorControl  
setMonitorControl(MonitorControl policy)  
throws IllegalRealtimeArgumentException,  
        UnsupportedOperationException,  
        IllegalRealtimeStateException
```

*Description*

Sets the *default monitor control policy*. This policy does not affect the monitor control policy of any already created object, it will, however, govern any object whose creation happens after the method completes, until either

1. a new “per-object” policy is set for that object, thereby altering the monitor control policy for a single object without changing the default policy, or
2. a new default policy is set.



Like the per-object method (see `setMonitorControl(Object, MonitorControl)`), the setting of the default monitor control policy occurs immediately, but may not be visible on all processors of a multicore system simultaneously.

#### Parameters

`policy`—The new monitor control policy. When `null`, the default `MonitorControl` policy is not changed.

#### Throws

`RealtimeSecurityException`—when the caller is not permitted to alter the default monitor control policy.

`IllegalRealtimeArgumentException`—when `policy` is not in immortal memory.

`UnsupportedRealtimeOperationException`—when `policy` is not a supported monitor control policy.

#### Returns

the default `MonitorControl` policy in effect on completion.

**Available since** RTSJ 1.0.1 The return type is changed from `void` to `MonitorControl`.

## setMonitorControl(Object, MonitorControl)

#### Signature

```
public static javax.realtime.MonitorControl
    setMonitorControl(Object obj,
                     MonitorControl policy)
```

#### Description

Immediately sets `policy` as the monitor control policy for `obj`.

Monitor control policy changes on a monitor that is actively contended may lead to queued or enqueueing tasks following either the old or new policy in an unpredictable fashion. Tasks enqueued after the monitor is released after a policy change will follow the new policy.

A thread or schedulable that is queued for the lock associated with `obj`, or is in `obj`'s wait set, is not rechecked (e.g., for a `CeilingViolationException`) under `policy`, either as part of the execution of `setMonitorControl` or when it is awakened to (re)acquire the lock.

The thread or schedulable invoking `setMonitorControl` must already hold the lock on `obj`.

#### Parameters

`obj`—The object that will be governed by the new policy.

`policy`—The new policy for the object. When `null` nothing will happen.

#### Throws

`IllegalRealtimeArgumentException`—when `obj` is `null` or `policy` is not in immortal memory.

`UnsupportedRealtimeOperationException`—when `policy` is not a supported monitor control policy.

`IllegalMonitorStateException`—when the caller does not hold a lock on `obj`.

#### Returns

the current `MonitorControl` policy for `obj`, which will be replaced.

**Available since** RTSJ 1.0.1 The return type has been changed from `void` to `MonitorControl`.

### 7.3.1.2 PriorityCeilingEmulation

---

```
public class PriorityCeilingEmulation
```

#### Inheritance

```
java.lang.Object
  MonitorControl
    PriorityCeilingEmulation
```

#### Description

Monitor control class specifying the use of the priority ceiling emulation protocol (also known as the "highest lockers" protocol). Each `PriorityCeilingEmulation` instance is immutable; it has an associated *ceiling*, initialized at construction and queryable but not updatable thereafter.

When a thread or schedulable synchronizes on a target object governed by a `PriorityCeilingEmulation` policy, then the target object becomes a priority source for the thread or schedulable object. When the object is unlocked, it ceases serving as a priority source for the thread or schedulable. The practical effect of this rule is that the thread or schedulable's active priority is boosted to the policy's ceiling when the object is locked, and is reset when the object is unlocked. The value that it is reset to may or may not be the same as the active priority it held when the object was locked; this depends on other factors (e.g. whether the thread or schedulable's base priority was changed in the interim).

The implementation must perform the following checks when a thread or schedulable `t` attempts to synchronize on a target object governed by a `PriorityCeilingEmulation` policy with ceiling `ceil`:

- `t`'s base priority does not exceed `ceil`
- `t`'s ceiling priority (when `t` is holding any other `PriorityCeilingEmulation` locks) does not exceed `ceil`.

Thus for any object `targetObj` that will be governed by priority ceiling emulation, the programmer needs to provide (via `MonitorControl.setMonitorControl(Object, MonitorControl)`) a `PriorityCeilingEmulation` policy whose ceiling is at least as high as the maximum of the following values:

- the highest base priority of any thread or schedulable that could synchronize on `targetObj`
- the maximum ceiling priority value that any task may have when it attempts to synchronize on `targetObj`.

More formally,

- when a thread or schedulable `t`, whose base priority is `p1`, attempts to synchronize on an object governed by a `PriorityCeilingEmulation` policy with ceiling `p2`, where  $p1 > p2$ , then a `CeilingViolationException` is thrown in `t`; likewise, a `CeilingViolationException` is thrown in `t` when `t` is holding a `PriorityCeilingEmulation` lock and has a ceiling priority exceeding `p2`.

The values of `p1` and `p2` are passed to the constructor for the exception and may be queried by an exception handler.

A consequence of the above rule is that a thread or schedulable may nest synchronizations on `PriorityCeilingEmulation`-governed objects as long as the ceiling for the inner lock is not less than the ceiling for the outer lock.

The possibility of nested synchronizations on objects governed by a mix of `PriorityInheritance` and `PriorityCeilingEmulation` policies requires one other piece of behavior in order to avoid unbounded priority inversions. When a thread or schedulable holds a `PriorityInheritance` lock, then any `PriorityCeilingEmulation` lock that it either holds or attempts to acquire will exhibit priority inheritance characteristics. This rule is captured above in the definition of priority sources (4.d).

When a thread or schedulable `t` attempts to synchronize on a `PriorityCeilingEmulation`-governed object with ceiling `ceil`, then `ceil` must be within the priority range allowed by `t`'s scheduler; otherwise, an `IllegalTaskStateException` is thrown. Note that this does not prevent a regular Java thread from synchronizing on an object governed by a `PriorityCeilingEmulation` policy with a ceiling higher than 10.

The priority ceiling for an object `obj` can be modified by invoking `MonitorControl.setMonitorControl(obj, newPCE)` where `newPCE`'s ceiling has the desired value.

See also [MonitorControl PriorityInheritance](#), and [CeilingViolationException](#).

### 7.3.1.2.1 Methods

---

#### **instance(int)**

##### *Signature*

```
public static javax.realtime.PriorityCeilingEmulation
instance(int ceiling)
```

##### *Description*

Creates a `PriorityCeilingEmulation` object with the specified ceiling. This object is in `ImmortalMemory`. All invocations with the same ceiling value return a reference to the same object.

##### *Parameters*

`ceiling`—Priority ceiling value.

##### *Throws*

[IllegalRealtimeArgumentException](#)—when `ceiling` is out of the range of permitted priority values (e.g., less than `PriorityScheduler.instance().getMinPriority()` or greater than `PriorityScheduler.instance().getMaxPriority()` for the base scheduler).

Available since RTSJ 1.0.1

#### **getCeiling**

##### *Signature*

```
public int
getCeiling()
```

##### *Description*

Gets the priority ceiling for this `PriorityCeilingEmulation` object.

*Returns*

the priority ceiling.

Available since RTSJ 1.0.1

## getMaxCeiling

*Signature*

```
public static javax.realtime.PriorityCeilingEmulation  
getMaxCeiling()
```

*Description*

Gets a `PriorityCeilingEmulation` object whose ceiling is `PriorityScheduler.instance().getMaxPriority()`. This method returns a reference to a `PriorityCeilingEmulation` object allocated in immortal memory. All invocations of this method return a reference to the same object.

*Returns*

a `PriorityCeilingEmulation` object whose ceiling is `PriorityScheduler.instance().getMaxPriority()`.

Available since RTSJ 1.0.1

### 7.3.1.3 PriorityInheritance

---

```
public class PriorityInheritance
```

*Inheritance*

```
java.lang.Object  
  MonitorControl  
    PriorityInheritance
```

*Description*

Singleton class specifying use of the priority inheritance protocol. When a thread or schedulable `t1` attempts to enter code that is synchronized on an object `obj` governed by this protocol, and `obj` is currently locked by a lower-priority thread or schedulable `t2`, then

1. When `t1`'s active priority does not exceed the maximum priority allowed by `t2`'s scheduler, then `t1` becomes a priority source for `t2`; `t1` ceases to

serve as a priority source for `t2` when either `t2` releases the lock on `obj`, or `t1` ceases attempting to synchronize on `obj` (e.g., when `t1` incurs an ATC).

2. Otherwise (i.e., `t1`'s active priority exceeds the maximum priority allowed by `t2`'s scheduler), an `IllegalTaskStateException` is thrown in `t1`.

Note on the second rule, throwing the exception in `t1`, rather than in `t2`, ensures that the exception is synchronous.

See also `MonitorControl` and `PriorityCeilingEmulation`

### 7.3.1.3.1 Methods

---

#### instance

##### Signature

```
public static javax.realtime.PriorityInheritance
instance()
```

##### Description

Obtains a reference to the singleton `PriorityInheritance`.

This is the default `MonitorControl` policy in effect at system startup.

The `PriorityInheritance` instance shall be allocated in `ImmortalMemory`.

### 7.3.1.4 WaitFreeReadQueue

---

```
public class WaitFreeReadQueue<T>
```

##### Inheritance

```
java.lang.Object
  WaitFreeReadQueue<T>
```

##### Description

A queue that can be non-blocking for consumers. The `WaitFreeReadQueue` class is intended for single-reader multiple-writer communication, although it may also be used (with care) for multiple readers. A *reader* is generally an instance of `Schedulable` which may not use the heap, and the *writers* are generally regular Java threads or heap-using instances of `Schedulable`. Communication is through a bounded buffer of Objects that is managed first-in-first-out. The principal methods for this class are `write` and `read`.

- The `write` method appends a new element onto the queue. It is synchronized, and blocks when the queue is full. It may be called by more than one writer, in which case, the different callers will write to different elements of the queue.
- The `read` method removes the oldest element from the queue. It is not synchronized and does not block; it will return `null` when the queue is empty. Multiple reader threads or schedulables are permitted, but when two or more intend to read from the same `WaitFreeWriteQueue` they will need to arrange explicit synchronization.

For convenience, and to avoid requiring a reader to poll until the queue is non-empty, this class also supports instances that can be accessed by a reader that blocks on queue empty. To obtain this behavior, the reader needs to invoke the `waitForData()` method on a queue that has been constructed with a `notify` parameter set to `true`.

`WaitFreeReadQueue` is one of the classes enabling instances of `Schedulable` that may not use the heap and conventional Java threads to synchronize on an object without the risk of that `Schedulable` instance incurring Garbage Collector latency due to priority inversion avoidance management.

*Incompatibility with V1.0:* Three exceptions previously thrown by the constructor have been deleted. These are

- `java.lang.IllegalAccessException`,
- `java.lang.ClassNotFoundException`, and
- `java.lang.InstantiationException`.

These exceptions were in error. Their deletion may cause compile-time errors in code using the previous constructor. The repair is to remove the exceptions from the catch clause around the constructor invocation.

#### 7.3.1.4.1 Constructors

---

**WaitFreeReadQueue(Runnable, Runnable, int, Memory-Area, boolean)**

*Signature*

```
public
WaitFreeReadQueue(Runnable writer,
                  Runnable reader,
                  int maximum,
```

```

        MemoryArea memory,
        boolean notify)
throws IllegalArgumentException,
    MemoryScopeException,
    InaccessibleAreaException

```

### Description

Constructs a queue containing up to `maximum` elements in `memory`. The queue has an unsynchronized and nonblocking `read()` method and a synchronized and blocking `write()` method.

The `writer` and `reader` parameters, when non-null, are checked to insure that they are compatible with the `MemoryArea` specified by `memory` (when non-null.) When `memory` is null and both `Runnable`s are non-null, the constructor will select the nearest common scoped parent memory area, or when there is no such scope it will use immortal memory. When all three parameters are null, the queue will be allocated in immortal memory.

`reader` and `writer` are not necessarily the only instances of `Schedule` that will access the queue; moreover, there is no check that they actually access the queue at all.

Note that the wait free queue's internal queue is allocated in `memory`, but the memory area of the wait free queue instance itself is determined by the current allocation context.

### Parameters

`writer`—An instance of `Runnable` or null.

`reader`—An instance of `Runnable` or null.

`maximum`—The maximum number of elements in the queue.

`memory`—The `MemoryArea` in which internal elements are allocated.

`notify`—A flag that establishes whether a reader is notified when the queue becomes non-empty.

### Throws

`IllegalArgumentException`—when an argument holds an invalid value.

The `writer` argument must be null, a reference to a `Thread`, or a reference to a schedulable (a `RealtimeThread`, or an `AsyncEventHandler`.) The `reader` argument must be null, a reference to a `Thread`, or a reference to a schedulable. The `maximum` argument must be greater than zero.

`InaccessibleAreaException`—when `memory` is a scoped memory that is not on the caller's scope stack.

`MemoryScopeException`—when either `reader` or `writer` is non-null and the `memory` argument is not compatible with `reader` and `writer` with respect to the



assignment and access rules for memory areas.

## **WaitFreeReadQueue(Runnable, Runnable, int, MemoryArea)**

### *Signature*

```
public
WaitFreeReadQueue(Runnable writer,
                  Runnable reader,
                  int maximum,
                  MemoryArea memory)
throws IllegalRealtimeArgumentException,
       MemoryScopeException,
       InaccessibleAreaException
```

### *Description*

Constructs a queue containing up to `maximum` elements in memory. The queue has an unsynchronized and nonblocking `read()` method and a synchronized and blocking `write()` method.

Equivalent to `WaitFreeReadQueue(writer, reader, maximum, memory, false)`

## **WaitFreeReadQueue(int, MemoryArea, boolean)**

### *Signature*

```
public
WaitFreeReadQueue(int maximum,
                  MemoryArea memory,
                  boolean notify)
throws IllegalRealtimeArgumentException,
       InaccessibleAreaException
```

### *Description*

Constructs a queue containing up to `maximum` elements in memory. The queue has an unsynchronized and nonblocking `read()` method and a synchronized and blocking `write()` method.

Equivalent to `WaitFreeReadQueue(null, null, maximum, memory, notify)`

Available since RTSJ 1.0.1

## WaitFreeReadQueue(int, boolean)

### Signature

```
public
WaitFreeReadQueue(int maximum,
                   boolean notify)
throws IllegalArgumentException
```

### Description

Constructs a queue containing up to `maximum` elements in immortal memory. The queue has an unsynchronized and nonblocking `read()` method and a synchronized and blocking `write()` method.

Equivalent to `WaitFreeReadQueue(null, null, maximum, null, notify)`

Available since RTSJ 1.0.1

### 7.3.1.4.2 Methods

---

## clear

### Signature

```
public void
clear()
```

### Description

Sets `this` to empty.

*Note*, this method needs to be used with care. Invoking `clear` concurrently with `read` or `write` can lead to unexpected results.

## isEmpty

### *Signature*

```
public boolean  
isEmpty()
```

### *Description*

Queries the queue to determine if **this** is empty.

*Note:* This method needs to be used with care since the state of the queue may change while the method is in progress or after it has returned.

### *Returns*

**true** when **this** is empty; **false** when **this** is not empty.

## isFull

### *Signature*

```
public boolean  
isFull()
```

### *Description*

Queries the system to determine if **this** is full.

*Note:* This method needs to be used with care since the state of the queue may change while the method is in progress or after it has returned.

### *Returns*

**true** when **this** is full; **false** when **this** is not full.

## read

### *Signature*

```
public T  
read()
```

### *Description*

Reads the least recently inserted element from the queue and returns it as the result, unless the queue is empty. When the queue is empty, **null** is returned.

### *Returns*

the instance of **T** read, or else **null** when **this** is empty.

## size

### Signature

```
public int  
size()
```

### Description

Queries the queue to determine the number of elements in **this**.

*Note:* This method needs to be used with care since the state of the queue may change while the method is in progress or after it has returned.

### Returns

the number of positions in **this** occupied by elements that have been written but not yet read.

## waitForData

### Signature

```
public void  
waitForData()  
throws UnsupportedOperationException,  
InterruptedException
```

### Description

When **this** is empty block until a writer inserts an element.

*Note:* When there is a single reader and no asynchronous invocation of `clear`, then it is safe to invoke `read` after `waitForData` and know that `read` will find the queue non-empty.

*Implementation note,* to avoid reader and writer synchronizing on the same object, the reader should not be notified directly by a writer. (This is the issue that the non-wait queue classes are intended to solve).

### Throws

`UnsupportedOperationException`—when **this** has not been constructed with `notify` set to `true`.

`InterruptedException`—when the thread is interrupted by `interrupt()` or `AsynchronouslyInterruptedException.fire()` during the time between calling this method and returning from it.

**Available since** RTSJ 1.0.1 `InterruptedException` was added to the throws clause.

## write(T)

### Signature

```
public synchronized void
write(T value)
throws MemoryScopeException,
        InterruptedException
```

### Description

A synchronized and blocking write. This call blocks on queue full and will wait until there is space in the queue.

### Parameters

**value**—The `java.lang.Object` that is placed in the queue.

### Throws

**InterruptedException**—when the thread is interrupted by `interrupt()` or `AsynchronouslyInterruptedException.fire()` during the time between calling this method and returning from it.

**MemoryScopeException**—when a memory access error or illegal assignment error would occur while storing `object` in the queue.

**Available since** RTSJ 1.0.1 The return type is changed to void since it *always* returned `true`, and `InterruptedException` was added to the throws clause.

### 7.3.1.5 WaitFreeWriteQueue

---

```
public class WaitFreeWriteQueue<T>
```

### Inheritance

```
java.lang.Object
  WaitFreeWriteQueue<T>
```

### Description

A queue that can be non-blocking for producers. The `WaitFreeWriteQueue` class is intended for single-writer multiple-reader communication, although it may also be used (with care) for multiple writers. A *writer* is generally an instance `Schedulable` which may not use the heap, and the *readers* are generally conventional Java threads or instances of `Schedulable` which use the heap. Communication is through a bounded buffer of `Objects` that is managed first-in-first-out. The principal methods for this class are `write` and `read`.

- The `write` method appends a new element onto the queue. It is not synchronized, and does not block when the queue is full (it returns `false` instead). Multiple writer threads or schedulables are permitted, but when two or more threads intend to write to the same `WaitFreeWriteQueue` they will need to arrange explicit synchronization.
- The `read` method removes the oldest element from the queue. It is synchronized, and will block when the queue is empty. It may be called by more than one reader, in which case the different callers will read different elements from the queue.

`WaitFreeWriteQueue` is one of the classes enabling schedulables which may not use the heap and regular Java threads to synchronize on an object without the risk of the schedulable incurring Garbage Collector latency due to priority inversion avoidance management.

*Incompatibility with V1.0:* Three exceptions previously thrown by the constructor have been deleted from the `throws` clause. These are

- `java.lang.IllegalAccessException`,
- `java.lang.ClassNotFoundException`, and
- `java.lang.InstantiationException`.

Including these exceptions on the `throws` clause was an error. Their deletion may cause compile-time errors in code using the previous constructor. The repair is to remove the exceptions from the `catch` clause around the constructor invocation.

### 7.3.1.5.1 Constructors

---

## `WaitFreeWriteQueue(Runnable, Runnable, int, MemoryArea)`

### *Signature*

```
public
WaitFreeWriteQueue(Runnable writer,
                   Runnable reader,
                   int maximum,
                   MemoryArea memory)
throws IllegalRealtimeArgumentException,
       MemoryScopeException,
       InaccessibleAreaException
```

*Description*

Constructs a queue in memory with an unsynchronized and nonblocking `write()` method and a synchronized and blocking `read()` method.

The `writer` and `reader` parameters, when non-null, are checked to insure that they are compatible with the `MemoryArea` specified by `memory` (when non-null.) When `memory` is null and both `Runnable`s are non-null, the constructor will select the nearest common scoped parent memory area, or when there is no such scope it will use immortal memory. When all three parameters are null, the queue will be allocated in immortal memory.

`reader` and `writer` are not necessarily the only threads or schedulables that will access the queues; moreover, there is no check that they actually access the queue at all.

*Note*, the wait free queue's internal queue is allocated in `memory`, but the memory area of the wait free queue instance itself is determined by the current allocation context.

*Parameters*

`writer`—An instance of `Schedulable` or null.

`reader`—An instance of `Schedulable` or null.

`maximum`—The maximum number of elements in the queue.

`memory`—The `MemoryArea` in which `this` and internal elements are allocated.

*Throws*

`IllegalRealtimeArgumentException`—when an argument holds an invalid value.

The `writer` argument must be null, a reference to a `Thread`, or a reference to a schedulable (a `RealtimeThread`, or an `AsyncEventHandler`.) The `reader` argument must be null, a reference to a `Thread`, or a reference to a schedulable. The `maximum` argument must be greater than zero.

`MemoryScopeException`—when either `reader` or `writer` is non-null and the `memory` argument is not compatible with `reader` and `writer` with respect to the assignment and access rules for memory areas.

`InaccessibleAreaException`—when `memory` is a scoped memory that is not on the caller's scope stack.

**WaitFreeWriteQueue(int, MemoryArea)***Signature*

```
public
```

```
WaitFreeWriteQueue(int maximum,  
                   MemoryArea memory)  
throws IllegalRealtimeArgumentException,  
       InaccessibleAreaException
```

*Description*

Constructs a queue containing up to `maximum` elements in `memory`. The queue has an unsynchronized and nonblocking `write()` method and a synchronized and blocking `read()` method.

Equivalent to `WaitFreeWriteQueue(null,null,maximum, memory)`

**Available since** RTSJ 1.0.1

## WaitFreeWriteQueue(int)

*Signature*

```
public  
WaitFreeWriteQueue(int maximum)  
throws IllegalRealtimeArgumentException
```

*Description*

Constructs a queue containing up to `maximum` elements in immortal memory. The queue has an unsynchronized and nonblocking `write()` method and a synchronized and blocking `read()` method.

Equivalent to `WaitFreeWriteQueue(null,null,mximum, null)`

**Available since** RTSJ 1.0.1

### 7.3.1.5.2 Methods

---

#### **clear**

*Signature*

```
public void  
clear()
```



*Description*

Sets **this** to empty.

**isEmpty***Signature*

```
public boolean  
isEmpty()
```

*Description*

Queries the system to determine if **this** is empty.

*Note*, this method needs to be used with care since the state of the queue may change while the method is in progress or after it has returned.

*Returns*

**true**, when **this** is empty; **false**, when **this** is not empty.

**isFull***Signature*

```
public boolean  
isFull()
```

*Description*

Queries the system to determine if **this** is full.

*Note*, this method needs to be used with care since the state of the queue may change while the method is in progress or after it has returned.

*Returns*

**true**, when **this** is full; **false**, when **this** is not full.

**read***Signature*

```
public synchronized T  
read()  
throws InterruptedException
```

*Description*

A synchronized and possibly blocking operation on the queue.

#### *Throws*

`InterruptedException`—when the thread is interrupted by `interrupt()` or `AsynchronouslyInterruptedException.fire()` during the time between calling this method and returning from it.

#### *Returns*

the `T` least recently written to the queue. When `this` is empty, the calling schedulable blocks until an element is inserted; when it is resumed, `read` removes and returns the element.

**Available since** RTSJ 1.0.1 **Throws** `InterruptedException`

## **size**

#### *Signature*

```
public int  
size()
```

#### *Description*

Queries the queue to determine the number of elements in `this`.

*Note*, this method needs to be used with care since the state of the queue may change while the method is in progress or after it has returned.

#### *Returns*

the number of positions in `this` occupied by elements that have been written but not yet read.

## **force(T)**

#### *Signature*

```
public boolean  
force(T value)  
throws MemoryScopeException,  
        IllegalRealtimeArgumentException
```

#### *Description*

Unconditionally inserts `value` into `this`, either in a vacant position or else overwriting the most recently inserted element. The `boolean` result reflects

whether, at the time that `force()` returns, the position at which `value` was inserted was vacant (`false`) or occupied (`true`).

#### *Parameters*

`value`—An instance of `T` to insert.

#### *Throws*

`MemoryScopeException`—when a memory access error or illegal assignment error would occur while storing `value` in the queue.

`IllegalRealtimeArgumentException`—when `value` is null.

#### *Returns*

`true` when `value` has overwritten an element that was occupied when the function returns; `false` otherwise (it has been inserted into a position that was vacant when the function returns)

## **write(T)**

#### *Signature*

```
public boolean  
write(T value)  
throws MemoryScopeException,  
        IllegalRealtimeArgumentException
```

#### *Description*

Inserts `value` into `this` when `this` is non-full and otherwise has no effect on `this`; the `boolean` result reflects whether `value` has been inserted. When the queue was empty and one or more threads or schedulables were waiting to read, then one will be awakened after the write. The choice of which to awaken depends on the involved scheduler(s).

#### *Parameters*

`value`—An instance of `T` to insert.

#### *Throws*

`MemoryScopeException`—when a memory access error or illegal assignment error would occur while storing `value` in the queue.

`IllegalRealtimeArgumentException`—when `value` is null.

#### *Returns*

`true` when the queue was non-full; `false` otherwise.

## 7.4 Rationale

Java's rules for `synchronized` code provide a means for mutual exclusion but do not prevent unbounded priority inversions and thus are insufficient for realtime applications. This specification strengthens the semantics for `synchronized` code by mandating priority inversion control, in particular by furnishing classes for priority inheritance and priority ceiling emulation. Priority inheritance is more widely implemented in realtime operating systems and thus is the initial default mechanism in this specification.

Priority ceiling emulation is also a useful protocol. It is necessary for blocking out interrupts in interrupt service routines and simplifies scheduling analysis for single core systems. Since it can easily be implemented in user space, it is required as well.

The interaction of priority-based monitor policies such as priority inheritance and priority ceiling emulation with alternative schedulers that may not themselves be priority-based is complicated and contains many corner cases that are dependent on the scheduling protocol being implemented. Therefore, this specification does not define these interactions, but requires that the alternative scheduler implementation document the specifics of its interaction with the base priority-based schedulers defined here.

Since the same object may be accessed from synchronized code by both a schedulable which may not use the heap and an arbitrary thread or schedulable which may, unwanted dependencies may result. To avoid this problem, this specification provides three wait-free queue classes as an alternative means for safe, concurrent data accesses without priority inversion.

# Chapter 8

## Asynchrony

One of the most important aspects of this specification is its support for reacting to asynchronous events. This specification provides a mechanism to bind the execution of program logic to the occurrence of internal and external events. This is provided by asynchronous event handling. Using this, an application can define some computation that is executed every time an event is “fired,” either from a clock or from some signal.

Asynchronous event handling is represented by the classes `AsyncBaseEvent` (AE) and `AsyncBaseEventHandler` (AEH), along with their subclasses. An AE is an object used to direct event occurrences to asynchronous event handlers. An event occurrence may be initiated by application logic, by mechanisms internal to the RTSJ implementation (see the handlers in `PeriodicParameters`), or by some external input such as a clock, a signal, or an interrupt.

An asynchronous event occurrence is initiated in program logic by the invocation of the `fire` method of an AE. The `fire` method dispatches all handlers associated with its event. This means that dispatching occurs in the execution context of the caller.

An asynchronous event that is initiated from an external source has additional requirements and hence additional API features. These features are captured by the `ActiveEvent` interface. Since external events do not have a full execution context of their own, this category of events must provide an alternate execution context. In order to give the programmer control over this execution context, the specification defines the abstract class `ActiveEventDispatcher` to provide execution context for dispatching.

By convention, subclasses provide a `trigger` method for initiating dispatching. Triggering simply informs this execution context to start dispatching. The `trigger` method is not defined in `ActiveEventDispatcher`, since some classes need a `trigger` method with an argument and others do not. The types of `ActiveEvent` supported are described in subsequent chapters.

Any variety of AEH may be associated with any variety of AE. The event actually delivered depends on the combination of the two. The table 8.1 illustrates this.

Table 8.1: Event to Handler Matrix

Types	AsyncEvent	AsyncLongEvent	AsyncObjectEvent
AsyncEventHandler	Nothing	Nothing	Nothing
AsyncLongEventHandler	Event Id	Payload	Event Id
AsyncObjectEventHandler	Event Object	Event Object	Payload

Memory assignment rules apply to the payload passed to `AsyncObjectEventHandler`.

An AEH is a schedulable embodying code that is released for execution in response to the occurrence of an associated event. Each AEH behaves as if it is executed by a `RealtimeThread` except that it is not permitted to use the `waitForNextRelease()` method. There is not necessarily a separate realtime thread for each AEH, but the server realtime thread (returned by `currentRealtimeThread()`) remains constant during each execution of the `handleAsyncEvent()` method. The implication of this is that calls to `Thread.currentThread()`, `RealtimeThread.currentRealtimeThread()`, and access to thread-local storage may have unpredictable results from release to release.

The default manner in which the implementation selects a realtime thread to release a given AEH at a given release is defined by `BlockableReleaseRunner`, but the user can override this default by defining a new subclass of its abstract superclass, `ReleaseRunner`. The interface `BoundSchedulable` is used to mark subclasses of `AsyncBaseEventHandler`, such as `BoundAsyncEventHandler`, which have a dedicated realtime server thread. Such a server thread is associated with one and only one bound AEH for the lifetime of that AEH.

## 8.1 Definitions

**Asynchronous Event (AE)** — An instance of one of the subclasses of the `javax.realtime.AsyncBaseEvent` class.

**Asynchronous Event Handler (AEH)** — An instance of one of the subclasses of the `AsyncBaseEventHandler` class.

**Bound Asynchronous Event Handler (Bound AEH)** — An instance of a subclasses of the `AsyncBaseEventHandler` class that also implements `BoundSchedulable`.

**Bounded Execution Time** — As a particular task or schedulable may not be scheduled on a CPU for an arbitrarily long period of time, bounds on the responsiveness of a given task or schedulable are defined in terms of execution

time during which that task is scheduled on a CPU and executing. Time during which a task is blocked, either voluntarily, pending acquisition of a resource, or due to a higher-priority task executing on the CPUs available to it, is not considered execution time.

**Firable Asynchronous Event Handler** — An instance of `AsyncBaseEventHandler` is *firable* whenever there is an agent that can release it. This includes cases when the `AsyncBaseEventHandler` is

1. a miss handler or overrun handler of a `RealtimeThread` instance that has been started but not yet terminated;
2. a handler associated with an `AsyncBaseEvent` that can be fired; or
3. a miss handler or overrun handler for an instance of `AsyncBaseEventHandler` that is firable.

**Lexical Scope** — The textual region within programming block, such as a constructor, method, or statement, excluding the code within any class declarations, and the code within any class instance creation expressions for anonymous classes, contained therein. The lexical scope of a construct does not include the bodies of any methods or constructors that this code invokes.

## 8.2 Semantics

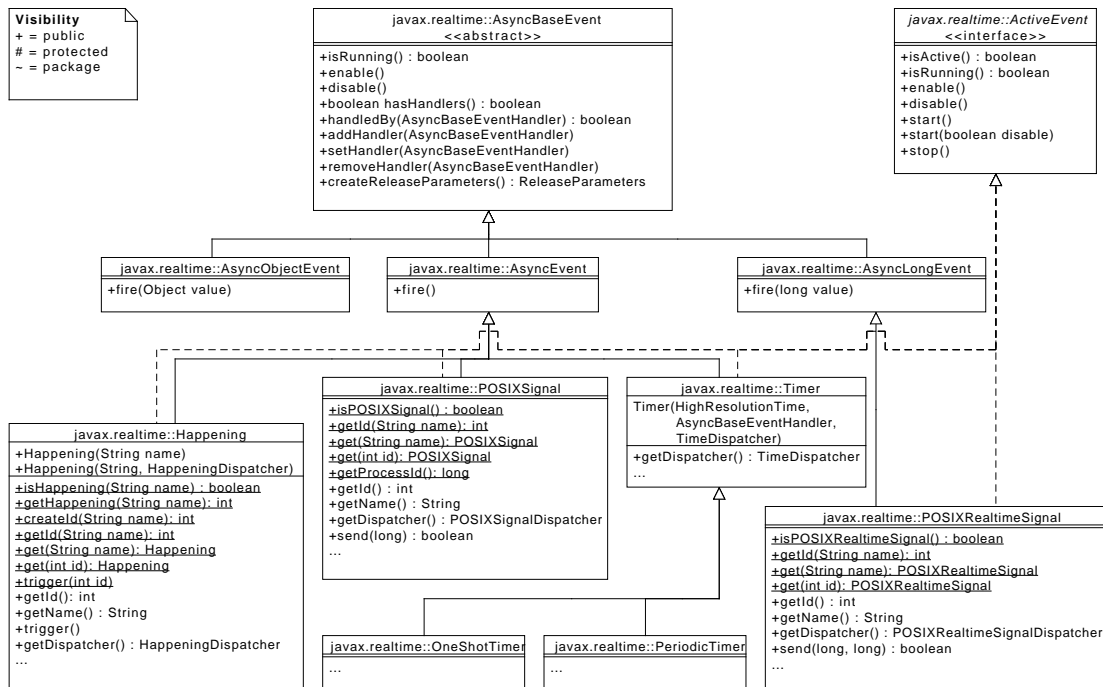
Basic event types are passive: they are not directly associated with a thread of control. They are intended to be fired programmatically. Handling external events, such as clocks (see Chapter 10) and happenings (see Chapter 13), requires an execution context. The `ActiveEvent` interface is provided to mark these and provide additional execution semantics. Figure 8.1 illustrates the event hierarchy.

### 8.2.1 Asynchronous Events and their Handlers

The following points give the basic semantics for asynchronous events and their handlers. Semantics that apply to particular classes, constructors, methods, and fields are provided in the class description and the constructor, method, and field specifications.

1. When an asynchronous event occurs, either by program logic or by the triggering of a happening, and the event is enabled, its attached handlers, i.e., all AEHs that have been added to the AE by the execution of `addHandler()`, are released for execution.
  - (a) Every occurrence of an event increments the `fireCount` in each attached handler.
  - (b) Handlers may elect to execute logic for each occurrence of the event or not.

Figure 8.1: The Event Class Hierarchy



2. When `interrupt` is called on an AEH whose rousable state is `true`, i.e., its release parameters `isRousable` method returns `true`, that AEH will be released independently of all other AEH attached to any common AE.
3. The release of attached handlers occurs in execution eligibility order, i.e, priority order, from highest to lowest, with the default `PriorityScheduler`, and at the active priority of the schedulable that invoked the `fire` method. The release of handlers resulting from a happening or a timer must begin within a bounded time (ignoring time consumed by unrelated activities in the system). This worst-case response interval must be documented for some reference architecture.
4. The release of attached handlers is an atomic operation with respect to adding and removing handlers.
5. The logical release of an attached handler may occur before the previous release has completed.
6. Releasing an AEH is accomplished through the handler's instance of `ReleaseRunner` as depicted in Figure 8.2.
7. Each handler has an application configurable, handler type dependent queue for holding events that have been released before a previous release has completed.
8. The overflow policy of a handler's queue is also application configurable.



9. A deadline may be associated with each logical release of an attached handler. The deadline is relative to the occurrence of the associated event.
10. AEs and AEHs may be created and used by any program logic within the constraints of the memory assignment rules.
11. More than one AEH may be added to an AE. However, adding an AEH to an AE has no effect if the AEH is already attached to the AE.
12. The same AEH may be added to more than one AE.
13. By default all AEHs are daemons: the daemon status is set by their constructors. An AEH can be set to have a non daemon status after it has been created and before it has been attached to an AE.
14. The object returned by `currentRealtimeThread()` while an AEH is running shall behave with respect to memory access and assignment rules as if it were allocated in the same memory area as the AEH.
15. System-related termination activity (such as execution of finalizers for scoped objects in scopes that become unreferenced) triggered when an AEH becomes unfirable is not subject to cost enforcement or deadline miss detection.
16. AEs and AEHs behave effectively as if changes to an AEH's fireability are contained in synchronized blocks, and the AEH holds that lock while it is in the process of becoming unfirable.

`AsyncBaseEvent` provides two basic states: enabled and disabled. In the enabled state, `fire` causes all associated handlers to be dispatched, whereas `fire` does nothing when the event is disabled. Figure 8.3 illustrates this state space.

## 8.2.2 Active Events and Dispatching

Active events refine the semantics of `AsyncBaseEventHandler` with the addition of execution semantics to support second level interrupt handling. The `fire` method of an event runs in the Java execution context of the caller. For events that represent external signals, whether a certain time is reached or something has occurred, there may not be a Java execution context for it, or at least that context is limited out of necessity, and often needs to have a very short duration of execution. Thus dispatching an unlimited number of handlers in that context is not acceptable. This dispatching requires an additional execution context for releasing handlers.

In order to be able to distinguish between events that are caused to be fired by an outside mechanism from those that are fired from another thread, the former extend the `ActiveEvent` interface. Each class implementing `ActiveEvent` must provide its own `trigger` method for initiating the handler release by releasing another execution context. Since the `trigger` methods may vary in the number of their arguments depending on the type of event, they are not provided by the `ActiveEvent` class. Each `trigger` method must act as if it calls the `fire` method on its event and then terminates. Hence, `trigger` has the same functional behavior as `fire`, but runs in a

Figure 8.2: Releasing an AsyncEventHandler

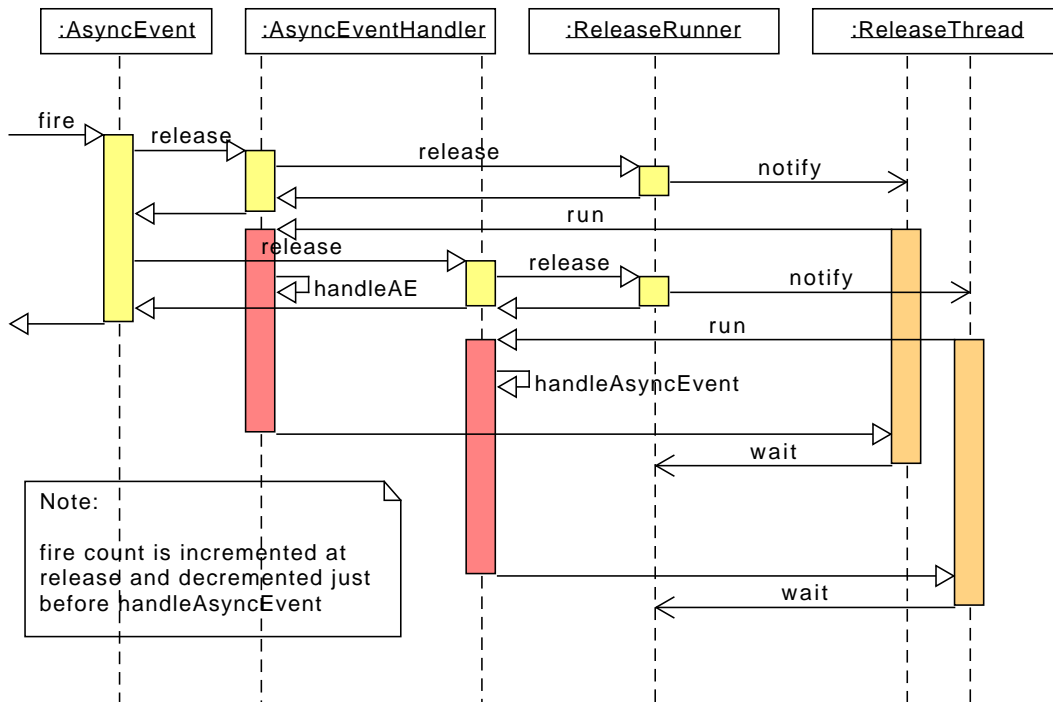
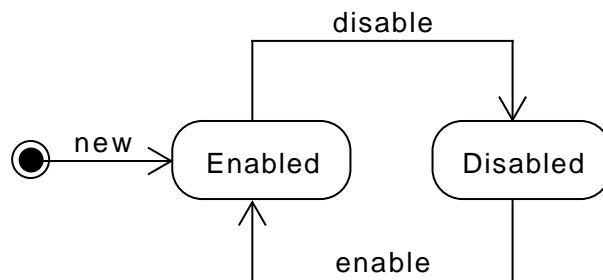


Figure 8.3: States of a Simple AsyncBaseEvent



separate execution context.

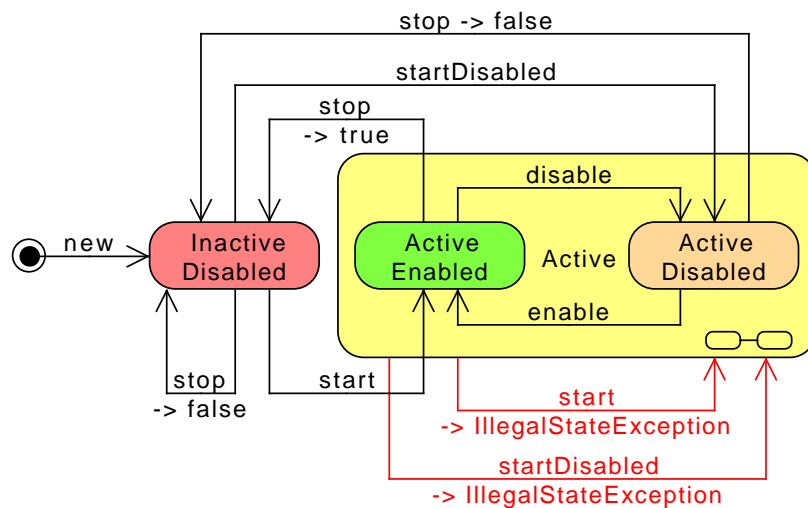
This extra execution context is exposed to the user as an `ActiveEventDispatcher`. There is an active event dispatcher for each kind of active event. The programmer does not need to write a dispatcher, but just creates the one of the corresponding

type. The programmer determines the priority and the affinity of a dispatcher, as well as the mapping between dispatchers and events.

Each event has a single dispatcher, but a dispatcher may serve many events. As with `fire`, the dispatcher releases handlers in reverse priority order, i.e., from highest to lowest. This enables the programmer to control the number of these execution contexts and still optimize how handlers are released.

The state space of an `ActiveEvent` is an extension of the state space for an `AsyncBaseEvent` depicted in Figure 8.3. `ActiveEvent` adds the notion of active and inactive on top of enabled and disabled, as depicted in Figure 8.4. Note that the enabled-disabled distinction only splits the active state. The inactive state is by definition disabled.

Figure 8.4: States of an `ActiveEvent`



### 8.2.3 Termination

An RTSJ program terminates when and only when

1. all nondaemon threads, either regular Java threads or realtime threads, are terminated;
2. the `fireCounts` of all nondaemon instances of `AsyncBaseEventHandler` are zero and all of their releases are completed; and

3. there are no nondaemon instances of `AsyncBaseEventHandler` attached to a firable instance of `ActiveEvent`.

Bound and unbound AEH are treated alike. As with conventional Java, daemon tasks, including service threads such as a dispatcher's thread or the threads used to run unbound AEH, do not hinder termination.

## 8.3 javax.realtime

### 8.3.1 Interfaces

#### 8.3.1.1 ActiveEvent

---

```
public interface ActiveEvent<T> extends Releasable<T, D>, D extends ActiveEventDispatcher<D, T>>
```

##### *Interfaces*

[javax.realtime.Releasable](#)

##### *Description*

This is the interface for defining the active event system. Classes implementing `ActiveEvent` are used to connect events that take place outside the Java virtual machine to RTSJ activities.

When an event takes place outside the Java virtual machine, some event-specific code within the Java virtual machine executes. That code notifies the `ActiveEvent` infrastructure of this event by calling a `trigger` method in the event.

An instance of this class holds a reference to its dispatcher. When `ActiveEvent.isActive` is `true`, the dispatcher must also hold a reference to the instance. For this reason, whenever an active event instance is active, it is also a execution context, so that this reference can be safely held during this time. Only the active event instance must be assignable to its dispatcher instance under the memory assignment rules, but not visa versa.

Available since RTSJ 2.0

#### 8.3.1.1.1 Methods

---

### **isActive**

##### *Signature*

```
public boolean  
  isActive()
```

##### *Description*

Determines the activation state of this event, i.e., it has been started but not yet stopped again.

*Returns*

`true` when active, `false` otherwise.

## **isRunning**

*Signature*

```
public boolean  
isRunning()
```

*Description*

Determines the running state of this event, i.e., it is both active and enabled.

*Returns*

`true` when active and enabled, `false` otherwise.

## **start**

*Signature*

```
public void  
start()  
throws IllegalStateException
```

*Description*

Starts this active event.

*Throws*

`IllegalRealtimeStateException`—when this event has already been started.

## **start(boolean)**

*Signature*

```
public void  
start(boolean disabled)  
throws IllegalStateException
```

*Description*

Starts this active event.

*Parameters*

`disabled`—True for starting in a disabled state.

*Throws*

`IllegalRealtimeStateException`—when this event has already been started.

**stop***Signature*

```
public boolean
stop()
throws IllegalRealtimeStateException
```

*Description*

Stops this active event.

*Throws*

`IllegalRealtimeStateException`—when this event is not running.

*Returns*

the previous enabled state.

**enable***Signature*

```
public void
enable()
```

*Description*

Changes the state of the event so that associated handlers are released on fire. Each subclass provides a fire method as a means of dispatching its handlers when requested. This method enables that request mechanism.

**disable***Signature*

```
public void
disable()
```

*Description*

Changes the state of the event so that associated handlers are skipped on fire. Each subclass provides a fire method as a means of dispatching its handlers when requested. This method disables that request mechanism.

### 8.3.1.2 Releasable

---

```
public interface Releasable<T> extends Releasable<T, D>, D extends ActiveEventDispatcher<D, T>>
```

#### *Description*

A base interface for everything that has a dispatcher.

**Available since** RTSJ 2.0

### 8.3.1.2.1 Methods

---

#### **getDispatcher**

#### *Signature*

```
public D extends javax.realtime.ActiveEventDispatcher<D, T>  
getDispatcher()
```

#### *Description*

Obtains the dispatcher for **this**.

#### *Returns*

that dispatcher.

### 8.3.1.3 Subsumable

---

```
public interface Subsumable<T>
```

#### *Description*



A partial ordering relationship. One object subsumes another if and only if the set represented by `other` is a subset of `this` object}. Objects which represent disjoint set or sets whose intersection is less than either of the objects sets are mutually not subsumable.

Available since RTSJ 2.0

### 8.3.1.3.1 Methods

---

#### **subsumes(T)**

*Signature*

```
public boolean  
subsumes(T other)
```

*Description*

Indicates that some set represented by `other` is subsumed by the set represented by `this` object.

*Parameters*

`other`—The object to be compared with.

*Returns*

true when and only when the set represented by `other` is subsumed by the set represented by `this` object.

## 8.3.2 Classes

### 8.3.2.1 ActiveEventDispatcher

---

```
public abstract class ActiveEventDispatcher<D extends ActiveEventDispatcher<D,  
T>, T extends Releasable<T, D>>
```

*Inheritance*

java.lang.Object

ActiveEventDispatcher<D extends ActiveEventDispatcher<D, T>, T extends  
Releasable<T, D>>

*Description*

Provides a means of dispatching a set of **ActiveEvents**. It acts as if it contains a daemon **RealtimeThread** to perform this task. The priority of this thread can be specified when a dispatcher object is created. The default dispatcher runs at the highest realtime priority on the base scheduler. Dispatchers do not maintain a queue of pending event.

Application code cannot extend this class.

**Available since** RTSJ 2.0

### 8.3.2.1.1 Constructors

---

#### **ActiveEventDispatcher(SchedulingParameters, RealtimeThreadGroup)**

##### *Signature*

```
protected
ActiveEventDispatcher(SchedulingParameters schedule,
                      RealtimeThreadGroup group)
throws IllegalRealtimeStateException
```

##### *Description*

Creates a new dispatcher.

##### *Parameters*

**schedule**—Provides scheduling information to the new object.

**group**—The **RealtimeThreadGroup** of the thread of this dispatcher.

##### *Throws*

**IllegalRealtimeStateException**—when the intersection of affinity in **schedule** and the affinity of **group** does not correspond to a valid affinity.

#### **ActiveEventDispatcher(SchedulingParameters)**

##### *Signature*

```
protected
ActiveEventDispatcher(SchedulingParameters schedule)
```

throws `IllegalRealtimeStateException`

*Description*

Creates a new dispatcher.

*Parameters*

`schedule`—Provides scheduling information to the new object.

*Throws*

`IllegalRealtimeStateException`—when the intersection of affinity in `schedule` and the affinity of the current thread group does not correspond to a valid affinity.

### 8.3.2.1.2 Methods

---

## **getScheduler**

*Signature*

```
public javax.realtime.Scheduler  
getScheduler()
```

*Description*

Gets a reference to the `Scheduler` object for this schedulable.

*Returns*

a reference to the associated `Scheduler` object.

## **setScheduler(Scheduler)**

*Signature*

```
public javax.realtime.ActiveEventDispatcher<D, T>  
setScheduler(Scheduler scheduler)  
throws RealtimeSecurityException,  
        IllegalTaskStateException
```

*Description*

Sets the reference to the `Scheduler` object. The timing of the change must be agreed between the scheduler currently associated with this schedulable, and

`scheduler`. If the `Schedulable` is running, its associated `SchedulingParameters` (if any) must be compatible with `scheduler`.

#### *Parameters*

`scheduler`—A reference to the scheduler that will manage execution of this schedulable. `Null` is not a permissible value.

#### *Throws*

`IllegalRealtimeArgumentException`—when `scheduler` is `null`, or the schedulable's existing parameter values are not compatible with `scheduler`. Also when this schedulable may not use the heap and `scheduler` is located in heap memory.

`IllegalAssignmentError`—when the schedulable cannot hold a reference to `scheduler` or the current `Schedulable` is running and its associated `SchedulingParameters` are incompatible with `scheduler`.

`RealtimeSecurityException`—when the caller is not permitted to set the scheduler for this schedulable.

`IllegalTaskStateException`—when `scheduler` has scheduling or release parameters that are not compatible with the new scheduler and this schedulable is running.

#### *Returns*

`this`

## **setScheduler(Scheduler, SchedulingParameters)**

#### *Signature*

```
public javax.realtime.ActiveEventDispatcher<D, T>
    setScheduler(Scheduler scheduler,
                SchedulingParameters scheduling)
```

#### *Description*

Sets the scheduler and associated parameter objects. The timing of the change must be agreed between the scheduler currently associated with this schedulable, and `scheduler`.

#### *Parameters*

`scheduler`—A reference to the scheduler that will manage the execution of this schedulable. `Null` is not a permissible value.

`scheduling`—A reference to the `SchedulingParameters` which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See `PriorityScheduler`.)

*Throws*

**IllegalRealtimeArgumentException**—when `scheduler` is `null` or the parameter values are not compatible with `scheduler`. Also thrown when this schedulable may not use the heap and `scheduler`, `scheduling release`, `memoryParameters`, or `group` is located in heap memory.

**IllegalAssignmentError**—when `this` object cannot hold references to all the parameter objects or the parameters cannot hold references to `this`.

**RealtimeSecurityException**—when the caller is not permitted to set the scheduler for this schedulable.

*Returns*

`this`

## getSchedulingParameters

*Signature*

```
public javax.realtime.SchedulingParameters  
getSchedulingParameters()
```

*Description*

Determines how the thread associated with this dispatcher is scheduled.

*Returns*

the scheduling parameters of the dispatcher thread.

## setSchedulingParameters(SchedulingParameters)

*Signature*

```
public javax.realtime.ActiveEventDispatcher<D, T>  
setSchedulingParameters(SchedulingParameters scheduling)  
throws IllegalTaskStateException,  
        IllegalAssignmentError,  
        IllegalRealtimeArgumentException
```

*Description*

Sets the scheduling parameters associated with this instance of **Schedulable**.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

*Parameters*

**scheduling**—A reference to the `SchedulingParameters` object. When `null`, the default value is governed by the associated scheduler; a new object is created when the default value is not `null`. (See `PriorityScheduler`.)

*Throws*

`IllegalRealtimeArgumentException`—when **scheduling** is not compatible with the associated scheduler. Also when this schedulable may not use the heap and **scheduling** is located in heap memory.

`IllegalAssignmentError`—when **this** object cannot hold a reference to **scheduling** or **scheduling** cannot hold a reference to **this**.

`IllegalTaskStateException`—when the task is active and the new scheduling parameters are not compatible with the current scheduler or the intersection of affinity in **scheduling** and the affinity of **this** object's realtime thread group is not an valid affinity.

*Returns*

**this**

## **getRealtimeThreadGroup**

*Signature*

```
public javax.realtime.RealtimeThreadGroup  
getRealtimeThreadGroup()
```

*Description*

Determines in which group the thread associated with this dispatcher is.

*Returns*

the realtime thread group of the dispatcher thread.

## **register(T)**

*Signature*

```
public abstract void  
register(T event)  
throws RegistrationException,  
        IllegalRealtimeStateException,  
        IllegalRealtimeArgumentException
```

*Description*

Registers an active event with this dispatcher.

*Parameters*

**event**—The event to register

*Throws*

**RegistrationException**—when **event** is already registered.

**IllegalRealtimeStateException**—when this object has been destroyed or its scheduling parameters are not compatible with the current scheduler.

**IllegalRealtimeArgumentException**—when **event** is not stopped.

## deregister(T)

*Signature*

```
public abstract void
deregister(T event)
throws DeregistrationException,
       IllegalRealtimeStateException,
       IllegalRealtimeArgumentException
```

*Description*

Deregisters an active event from this dispatcher.

*Parameters*

**event**—The event to deregister

*Throws*

**DeregistrationException**—when **event** is already registered.

**IllegalRealtimeStateException**—when this object has been destroyed.

**IllegalRealtimeArgumentException**—when **event** is not stopped.

## destroy

*Signature*

```
public abstract void
destroy()
throws IllegalRealtimeStateException
```

*Description*

Makes the dispatcher unusable.

*Throws*

**IllegalRealtimeStateException**—when called on a dispatcher that has one or more registered objects.

### 8.3.2.2 AsyncBaseEvent

---

public abstract class AsyncBaseEvent

#### *Inheritance*

java.lang.Object  
  **AsyncBaseEvent**

#### *Description*

This is the base class for all asynchronous events, where asynchronous is in regards to running code, not external time. This class unifies the original **AsyncEvent** with **AsyncLongEvent** and **AsyncObjectEvent**.

Note that when this class is collected, all its handlers are automatically removed as if **setHandler** was called with a **null** parameter.

**Available since** RTSJ 2.0

#### 8.3.2.2.1 Methods

---

### **isRunning**

#### *Signature*

```
public boolean  
isRunning()
```

#### *Description*

Determines the firing state (releasing or skipping) of this event, i.e., whether it is enabled or disabled.

#### *Returns*

**true** when releasing, **false** when skipping.

**Available since** RTSJ 2.0 Inherited by AsyncEvent



## handledBy(AsyncBaseEventHandler)

### Signature

```
public boolean  
  handledBy(AsyncBaseEventHandler handler)
```

### Description

Determines whether or not the handler given as the parameter is associated with **this**.

### Parameters

**handler**—The handler to be tested to determine if it is associated with **this**.

### Returns

true when the parameter is associated with **this**. False when **handler** is null or the parameters is not associated with **this**.

**Available since** RTSJ 2.0 Inherited by AsyncEvent

## enable

### Signature

```
public void  
  enable()
```

### Description

Changes the state of the event so that associated handlers are released on fire. Each subclass provides a fire method as means of dispatching its handlers when requested. This method enables that request mechanism.

**Available since** RTSJ 2.0 Inherited by AsyncEvent

## disable

### Signature

```
public void  
  disable()
```

### Description

Changes the state of the event so that associated handlers are skipped on fire. Each subclass provides a fire method as means of dispatching its handlers when requested. This method disables that request mechanism.

**Available since** RTSJ 2.0 Inherited by AsyncEvent

## addHandler(AsyncBaseEventHandler)

### Signature

```
public void  
addHandler(AsyncBaseEventHandler handler)
```

### Description

Adds a handler to the set of handlers associated with this event. An instance of `AsyncBaseEvent` may have more than one associated handler. However, adding a handler to an event has no effect when the handler is already attached to the event.

The execution of this method is atomic with respect to the execution of the `fire()` method.

Note that there is an implicit reference to the handler stored in `this`. The assignment must be valid under any applicable memory assignment rules.

### Parameters

**handler**—The new handler to add to the list of handlers already associated with this. When `handler` is already associated with the event, the call has no effect.

### Throws

**IllegalRealtimeArgumentException**—when `handler` is null or the handler has **PeriodicParameters**. Only the subclass **PeriodicTimer** is allowed to have handlers with **PeriodicParameters**.

**IllegalAssignmentError**—when this `AsyncBaseEvent` cannot hold a reference to `handler`.

**IllegalRealtimeStateException**—when the configured **Scheduler** and **SchedulingParameters** for `handler` are not compatible with one another.

**ScopedCycleException**—when `handler` has an explicit initial scoped memory area that has already been entered from a memory area other than the area where `handler` was allocated.

**Available since** RTSJ 2.0 Inherited by AsyncEvent

## setHandler(AsyncBaseEventHandler)

### Signature

```
public void  
setHandler(AsyncBaseEventHandler handler)
```

### Description

Associates a new handler with this event and removes all existing handlers. The execution of this method is atomic with respect to the execution of the `fire()` method.

### Parameters

**handler**—The instance of `AsyncBaseEventHandler` to be associated with `this`. When `handler` is `null` then no handler will be associated with `this`, i.e., it behaves effectively as if `setHandler(null)` invokes `removeHandler(AsyncBaseEventHandler)` for each associated handler.

### Throws

`IllegalRealtimeArgumentException`—when `handler` has `PeriodicParameters`. Only the subclass `PeriodicTimer` is allowed to have handlers with `PeriodicParameters`.

`IllegalAssignmentError`—when this `AsyncBaseEvent` cannot hold a reference to `handler`.

Available since RTSJ 2.0 Inherited by `AyncEvent`

## removeHandler(AsyncBaseEventHandler)

### Signature

```
public void  
removeHandler(AsyncBaseEventHandler handler)
```

### Description

Removes a handler from the set associated with this event. The execution of this method is atomic with respect to the execution of the `fire()` method.

A removed handler continues to execute until its `fireCount` becomes zero and it completes.

When `handler` has a scoped non-default initial memory area and execution of this method causes `handler` to become unfrable, this method shall not return until all related finalization has completed.

### Parameters

**handler**—The handler to be disassociated from **this**. When **null** nothing happens. When the **handler** is not already associated with **this** then nothing happens.  
**Available since** RTSJ 2.0 Inherited by AyncEvent

## hasHandlers

### *Signature*

```
public boolean  
hasHandlers()
```

### *Description*

Determines whether or not this event has any handlers.

### *Returns*

**true** when and only when at least one handler is associated with this event.

**Available since** RTSJ 2.0 Inherited by AyncEvent

## createReleaseParameters

### *Signature*

```
public javax.realtime.ReleaseParameters  
createReleaseParameters()
```

### *Description*

Creates a **ReleaseParameters** object appropriate to the release characteristics of this event. The default is the most pessimistic: **AperiodicParameters**. This is typically called by code that is setting up a handler for this event that will fill in the parts of the release parameters for which it has values, e.g., cost. The returned **ReleaseParameters** object is not bound to the event. Any changes in the event's release parameters are not reflected in previously returned objects.

When an event returns **PeriodicParameters**, there is no requirement for an implementation to check that the handler is released periodically.

### *Returns*

a new **ReleaseParameters** object.

### 8.3.2.3 AsyncBaseEventHandler

---

public abstract class AsyncBaseEventHandler

*Inheritance*

java.lang.Object  
    AsyncBaseEventHandler

*Interfaces*

javax.realtime.Schedulable

*Description*

This is the base class for all asynchronous event handlers, where asynchronous is in regards to running code, not external time. This class unifies the original [AsyncEventHandler](#) with [AsyncLongEventHandler](#) and [AsyncObjectEventHandler](#).

**Available since** RTSJ 2.0

#### 8.3.2.3.1 Methods

---

### getCurrentReleaseTime

*Signature*

```
public static javax.realtime.AbsoluteTime  
getCurrentReleaseTime()
```

*Description*

Gets the last release time of this timer.

*Throws*

[IllegalRealtimeStateException](#)—when this timer has not been released since it was last started.

*Returns*

a reference to a newly-created [AbsoluteTime](#) object representing this timer's last release time. When the timer has not been released since it was last started, throws an exception.

**Available since** RTSJ 2.0

## getCurrentReleaseTime(AbsoluteTime)

### Signature

```
public static javax.realtime.AbsoluteTime  
getCurrentReleaseTime(AbsoluteTime dest)
```

### Description

Gets the last release time of this timer in the object provided.

### Parameters

**dest**—An object used to return the results

### Returns

When **dest** is `null`, returns a reference to a newly-created `AbsoluteTime` object representing this timer's last release time. When **dest** is not `null`, sets **dest** to this timer's last release time. When the timer has not been released, returns `null`.

**Available since** RTSJ 2.0

## getCurrentConsumption(RelativeTime)

### Signature

```
public static javax.realtime.RelativeTime  
getCurrentConsumption(RelativeTime dest)  
throws IllegalRealtimeStateException
```

### Description

Determines the CPU consumption for this release. When **dest** is `null`, returns the CPU consumption in an otherwise unused `RelativeTime` instance in the current execution context. Otherwise, when **dest** is not `null`, returns the CPU consumption in **dest**

### Parameters

**dest**—When not `null`, the object in which to return the result.

### Throws

`IllegalRealtimeStateException`—when the caller is not a `Schedulable`.

### Returns

the time consumed in the current release.

**Available since** RTSJ 2.0 Inherited by `AyncEventHandler`

## getCurrentConsumption

### Signature

```
public static javax.realtime.RelativeTime  
getCurrentConsumption()
```

### Description

Equivalent to `getCurrentConsumption(null)`.

### Returns

the time consumed in the current release.

**Available since** RTSJ 2.0 Inherited by `AyncEventHandler`

## getPendingFireCount

### Signature

```
protected abstract int  
getPendingFireCount()
```

### Description

This is an accessor method for `fireCount`. The `fireCount` field nominally holds the number of times associated instances of `AsyncEvent` have occurred that have not had the method `handleAsyncEvent()` invoked. It is incremented and decremented by the implementation of the RTSJ. The application logic may manipulate the value in this field for application-specific reasons.

### Returns

the value held by `fireCount`.

## getAndClearPendingFireCount

### Signature

```
protected abstract int  
getAndClearPendingFireCount()
```

### Description

This is an accessor method for `fireCount`. This method atomically sets the value of `fireCount` to zero and returns the value from before it was set to zero. This

may be used by handlers for which the logic can accommodate multiple releases in a single execution.

The general form for using this is

```
public void handleAsyncEvent()
{
    int numberOfReleases = getAndClearPendingFireCount();
    <handle the events>
}
```

The effect of a call to `getAndClearPendingFireCount` on the scheduling of this AEH depends on the semantics of the scheduler controlling this AEH.

#### *Returns*

the value held by `fireCount` prior to setting the value to zero.

## **getAndDecrementPendingFireCount**

#### *Signature*

```
protected abstract int
getAndDecrementPendingFireCount()
```

#### *Description*

This is an accessor method for `fireCount`. This method atomically decrements, by one, the value of `fireCount` (when it is greater than zero) and returns the value from before the decrement. This method can be used in the `handleAsyncEvent()` method to handle multiple releases:

```
public void handleAsyncEvent()
{
    <setup>
    do
    {
        <handle the event>
    }
    while(getAndDecrementPendingFireCount() > 0);
}
```



This construction is necessary only in cases where a handler wishes to avoid the setup costs, since the framework guarantees that `handleAsyncEvent()` will be invoked whenever the `fireCount` is greater than zero. The effect of a call to `getAndDecrementPendingFireCount` on the scheduling of this AEH depends on the semantics of the scheduler controlling this AEH.

*Returns*

the value held by `fireCount` prior to decrementing it by one.

## **getMemoryArea**

*Signature*

```
public javax.realtime.MemoryArea  
getMemoryArea()
```

*Description*

This is an accessor method for the initial instance of `MemoryArea` associated with `this`.

*Returns*

the instance of `MemoryArea` which was passed as the `area` parameter when `this` was created (or the default value when `area` was allowed to default).

## **getMemoryParameters**

*Signature*

```
public javax.realtime.MemoryParameters  
getMemoryParameters()
```

*Description*

Gets a reference to the `MemoryParameters` object for this schedulable.

*Returns*

a reference to the current `MemoryParameters` object.

## **getReleaseParameters**

*Signature*

```
public javax.realtime.ReleaseParameters  
getReleaseParameters()
```

*Description*

Gets a reference to the [ReleaseParameters](#) object for this schedulable.

*Returns*

a reference to the current [ReleaseParameters](#) object.

## getScheduler

*Signature*

```
public javax.realtime.Scheduler  
getScheduler()
```

*Description*

Gets a reference to the [Scheduler](#) object for this schedulable.

*Returns*

a reference to the associated [Scheduler](#) object.

## getSchedulingParameters

*Signature*

```
public javax.realtime.SchedulingParameters  
getSchedulingParameters()
```

*Description*

Gets a reference to the [SchedulingParameters](#) object for this schedulable.

*Returns*

A reference to the current [SchedulingParameters](#) object.

## getRealtimeThreadGroup

*Signature*

```
public javax.realtime.RealtimeThreadGroup  
getRealtimeThreadGroup()
```

*Description*

Gets a reference to the `RealtimeThreadGroup` instance of this `Schedulable`. For instance that are not also instances of `RealtimeThread`, such as instance if `AsyncBaseEventHandler`, the group returned is the group that contains the thread or threads that are used to execute said `Schedulable` instance. For each instance of `Schedulable`, there can be only one directly associated instance of `Schedulable`.

*Returns*

a reference to the associated `RealtimeThreadGroup` object.

**Available since** RTSJ 2.0

## getConfigurationParameters

*Signature*

```
public javax.realtime.ConfigurationParameters  
getConfigurationParameters()
```

*Description*

Gets a reference to the `ConfigurationParameters` object for this schedulable.

*Returns*

the `ConfigurationParameters` instance of its `ReleaseRunner` instance, i.e., `getReleaseRunner().getConfigurationParameters()`

## setMemoryParameters(MemoryParameters)

*Signature*

```
public javax.realtime.AsyncBaseEventHandler  
setMemoryParameters(MemoryParameters memory)
```

*Description*

Sets the memory parameters associated with this instance of `Schedulable`.

This change becomes effective at the next allocation; on multiprocessor systems, there may be some delay due to synchronization between processors.

*Parameters*

**memory**—A `MemoryParameters` object which will become the memory parameters associated with `this` after the method call. When `null`, the default value is governed by the associated scheduler; a new object is created when the default value is not `null`. (See `PriorityScheduler`.)

*Throws*

**IllegalRealtimeArgumentException**—when `memory` is not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and `memory` is located in heap memory.

**IllegalAssignmentError**—when the schedulable cannot hold a reference to `memory`, or when `memory` cannot hold a reference to this schedulable instance.

*Returns*

`this`

Available since RTSJ 2.0 returns itself

## setReleaseParameters(ReleaseParameters)

*Signature*

```
public javax.realtime.AsyncBaseEventHandler  
setReleaseParameters(ReleaseParameters release)
```

*Description*

Sets the release parameters associated with this instance of **Schedulable**.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. The different properties of the release parameters may take effect at different times. See the documentation for the scheduler for details.

*Parameters*

`release`—A **ReleaseParameters** object which will become the release parameters associated with this after the method call, and take effect as determined by the associated scheduler. When `null`, the default value is governed by the associated scheduler; a new object is created when the default value is not `null`. (See **PriorityScheduler**.)

*Throws*

**IllegalRealtimeArgumentException**—when `release` is not compatible with the associated scheduler. Also when this schedulable may not use the heap and `release` is located in heap memory.

**IllegalAssignmentError**—when `this` object cannot hold a reference to `release` or `release` cannot hold a reference to `this`.

**IllegalTaskStateException**—when the task is running and the new release parameters are not compatible with the current scheduler.

*Returns*

`this`

**Available since** RTSJ 2.0 returns itself

## setScheduler(Scheduler)

*Signature*

```
public javax.realtime.AsyncBaseEventHandler  
    setScheduler(Scheduler scheduler)
```

*Description*

Sets the reference to the Scheduler object. The timing of the change must be agreed between the scheduler currently associated with this schedulable, and `scheduler`. If the `Schedulable` is running, its associated `SchedulingParameters` (if any) must be compatible with `scheduler`.

For an instance of `AsyncBaseEventHandler`, the `Schedulable` is *running* for the purpose of setting the scheduler when it is attached to an `AsyncEvent`, even when `AsyncBaseEvent.isRunning()` would return `false` for that event.

*Parameters*

`scheduler`—A reference to the scheduler that will manage execution of this schedulable. `Null` is not a permissible value.

*Throws*

`IllegalRealtimeArgumentException`—when `scheduler` is `null`, or the schedulable's existing parameter values are not compatible with `scheduler`. Also when this schedulable may not use the heap and `scheduler` is located in heap memory.

`IllegalAssignmentError`—when the schedulable cannot hold a reference to `scheduler` or the current `Schedulable` is running and its associated `SchedulingParameters` are incompatible with `scheduler`.

`RealtimeSecurityException`—when the caller is not permitted to set the scheduler for this schedulable.

`IllegalTaskStateException`—when `scheduler` has scheduling or release parameters that are not compatible with the new scheduler and this schedulable is running.

*Returns*

`this`

**Available since** RTSJ 2.0 returns itself

## setScheduler(Scheduler, SchedulingParameters, ReleaseParameters, MemoryParameters)

### Signature

```
public javax.realtime.AsyncBaseEventHandler
setScheduler(Scheduler scheduler,
             SchedulingParameters scheduling,
             ReleaseParameters release,
             MemoryParameters memoryParameters)
```

### Description

Sets the scheduler and associated parameter objects. The timing of the change must be agreed between the scheduler currently associated with this schedulable, and `scheduler`.

### Parameters

`scheduler`—A reference to the scheduler that will manage the execution of this schedulable. `Null` is not a permissible value.

`scheduling`—A reference to the [SchedulingParameters](#) which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See [PriorityScheduler](#).)

`release`—A reference to the [ReleaseParameters](#) which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See [PriorityScheduler](#).)

`memoryParameters`—A reference to the [MemoryParameters](#) which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See [PriorityScheduler](#).)

### Throws

[IllegalRealtimeArgumentException](#)—when `scheduler` is `null` or the parameter values are not compatible with `scheduler`. Also thrown when this schedulable may not use the heap and `scheduler`, `scheduling` `release`, `memoryParameters`, or `group` is located in heap memory.

[IllegalAssignmentError](#)—when `this` object cannot hold references to all the parameter objects or the parameters cannot hold references to `this`.

[RealtimeSecurityException](#)—when the caller is not permitted to set the scheduler for this schedulable.

### Returns

`this`

Available since RTSJ 2.0

## setSchedulingParameters(SchedulingParameters)

### Signature

```
public javax.realtime.AsyncBaseEventHandler  
    setSchedulingParameters(SchedulingParameters scheduling)
```

### Description

Sets the scheduling parameters associated with this instance of **Schedulable**.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

### Parameters

**scheduling**—A reference to the **SchedulingParameters** object. When **null**, the default value is governed by the associated scheduler; a new object is created when the default value is not **null**. (See **PriorityScheduler**.)

### Throws

**IllegalRealtimeArgumentException**—when **scheduling** is not compatible with the associated scheduler. Also when this schedulable may not use the heap and **scheduling** is located in heap memory.

**IllegalAssignmentError**—when **this** object cannot hold a reference to **scheduling** or **scheduling** cannot hold a reference to **this**.

**IllegalTaskStateException**—when the task is active and the new scheduling parameters are not compatible with the current scheduler or the intersection of affinity in **scheduling** and the affinity of **this** object's realtime thread group does not correspond to a valid affinity.

### Returns

**this**

**Available since** RTSJ 2.0 returns itself

## setDaemon(boolean)

### Signature

```
public final void  
    setDaemon(boolean on)
```

### Description

Marks this schedulable as either a daemon or a user task. A realtime virtual machine exits when the only tasks running are all daemons. This method must be called before the task is attached to any event or started. Once attached or started, it cannot be changed.

#### *Parameters*

`on`—When `true`, marks this event handler as a daemon handler.

#### *Throws*

`IllegalThreadStateException`—when this schedulable is active.

`RealtimeSecurityException`—when the current schedulable cannot modify this event handler.

**Available since** RTSJ 2.0

## **isDaemon**

#### *Signature*

```
public final boolean  
isDaemon()
```

#### *Description*

Tests if this event handler is a daemon handler.

#### *Returns*

`true` when this event handler is a daemon handler; `false` otherwise.

**Available since** RTSJ 2.0

## **getDispatcher**

#### *Signature*

```
public javax.realtime.TimeDispatcher  
getDispatcher()
```

#### *Description*

Gets the dispatcher associated with this Timable.

See Section [Timable.getDispatcher\(\)](#)



## getQueueLength

### Signature

```
public int  
getQueueLength()
```

### Description

Finds the current length of the event queue. The event queue holds the time and payload of all released events that are still outstanding. The queue may have a length of zero.

### Returns

the queue length.

**Available since** RTSJ 2.0 Inherited by AsyncEventHandler

## getMinConsumption(RelativeTime)

### Signature

```
public javax.realtime.RelativeTime  
getMinConsumption(RelativeTime dest)
```

### Description

Determines the minimum CPU consumption of all completed releases. When `dest` is `null`, returns the CPU consumption in an otherwise unused `RelativeTime` instance in the current execution context. Otherwise, when `dest` is not `null`, returns the CPU consumption in `dest`

### Parameters

`dest`—When not `null`, the object in which to return the result.

### Returns

the minimum time consumed in any release.

## getMinConsumption

### Signature

```
public javax.realtime.RelativeTime  
getMinConsumption()
```

### Description

Same as `getMinConsumption(RelativeTime)` with a null argument.

*Returns*

the minimum time consumed in any release.

## **getMaxConsumption(RelativeTime)**

*Signature*

```
public javax.realtime.RelativeTime  
getMaxConsumption(RelativeTime dest)
```

*Description*

Determines the maximum CPU consumption of all completed releases. When `dest` is `null`, returns the CPU consumption in an otherwise unused `RelativeTime` instance in the current execution context. Otherwise, when `dest` is not `null`, returns the CPU consumption in `dest`.

*Parameters*

`dest`—When not `null`, the object in which to return the result.

*Returns*

the maximum time consumed in any release.

## **getMaxConsumption**

*Signature*

```
public javax.realtime.RelativeTime  
getMaxConsumption()
```

*Description*

Same as `getMaxConsumption(RelativeTime)` with a null argument.

*Returns*

the maximum time consumed in any release.

## **mayUseHeap**

*Signature*

```
public boolean  
mayUseHeap()
```

*Description*

Determines whether or not this `schedulable` may use the heap.

*Returns*

`true` only when this `Schedulable` may allocate on the heap and may enter the Heap.

## isInterrupted

*Signature*

```
public boolean  
isInterrupted()
```

*Description*

Determines whether or not any `AsynchronouslyInterruptedException` is pending.

*Returns*

`true` when and only when the generic `AsynchronouslyInterruptedException` is pending.

**Available since** RTSJ 2.0

## interrupt

*Signature*

```
public void  
interrupt()
```

*Description*

In a system where `RTSJModule.CONTROL` is implemented, it makes the generic `AsynchronouslyInterruptedException` pending for `this`, and sets the interrupted state to `true`. As with `Thread.interrupt()`, blocking operations that are interruptible are interrupted. When `this.isRousable()` is `true` a release happens event if the first release has not yet happend. In any case, `AsynchronouslyInterruptedException` is thrown once a method is entered that implements `AsynchronouslyInterruptedException`.

Otherwise, it behaves as if `Thread.interrupt()` were called.

For instances of `AsyncBaseEventHandler`, it behaves as if `RealtimeThread.interrupt()` was called on the implementation thread underlying it.

*Throws*

`IllegalTaskStateException`—when `this` is not currently releasable, i.e., is disabled, not firable, its start method has not been called, or it has terminated.

**Available since** RTSJ 2.0

## **isRousable**

*Signature*

```
public boolean  
isRousable()
```

*Description*

Determines whether or not it is possible for an interruptible to prematurely release the handler.

*Returns*

`true` when it is possible, otherwise `false`.

**Available since** RTSJ 2.0 Inherited by `AyncEventHandler`

## **setRousable(boolean)**

*Signature*

```
public javax.realtime.AsyncBaseEventHandler  
setRousable(boolean value)
```

*Description*

Sets a state indicating whether or not a interrupt can prematurely release this handler.

*Parameters*

`value`—The new value of the wake by interrupt state.

*Returns*

`this`

**Available since** RTSJ 2.0 Inherited by `AyncEventHandler`

## awaken

### Signature

```
public final void  
awaken()
```

### Description

Use internally to indicate a sleep period has ended.

See [Section `Schedulable.awaken\(\)`](#)

## run

### Signature

```
public abstract void  
run()
```

### Description

This method is only to be used by the infrastructure, and should not be called by the application.

The `handleAsyncEvent()` family of methods provides the equivalent functionality to `Runnable.run()` for asynchronous event handlers, including execution of the `logic` argument passed to this object's constructor. Applications should override that method or provide a `logic` object for the default implementation to invoke.

### 8.3.2.4 AsyncEvent

---

```
public class AsyncEvent
```

### Inheritance

```
java.lang.Object  
  AsyncBaseEvent  
    AsyncEvent
```

### Description

An asynchronous event can have a set of handlers associated with it, and when the event occurs, the `fireCount` of each handler is incremented, and the handlers are released (see [AsyncEventHandler](#)).

Available since RTSJ 2.0 extends AsyncBaseEvent

#### 8.3.2.4.1 Constructors

---

## AsyncEvent

### *Signature*

```
public  
AsyncEvent()
```

### *Description*

Creates a new AsyncEvent object.

#### 8.3.2.4.2 Methods

---

## fire

### *Signature*

```
public void  
fire()
```

### *Description*

When enabled, release the asynchronous event handlers associated with this instance of AsyncEvent. When this object is disabled the method does nothing, i.e., it skips the release. When no handlers are attached, the release is ignored. This method does not suspend itself and has a runtime complexity of  $O(n)$ , where  $n$  is the number of attached handlers. For an instance of AsyncEvent that has more than one instance of AsyncEventHandler,

- when one of these handlers throws an exception, all instances of AsyncEventHandler not affected by the exception must be released normally before the exception is propagated, and

- when more than one of these handlers throws an exception, the propagation of `MITViolationException` has precedence over `ArrivalTimeQueueOverflowException`, which has precedence over all others.

The later case can only occur when more than one of the handlers has a release parameters instance of type `SporadicParameters`, since only them can `MITViolationException` and `ArrivalTimeQueueOverflowException` be thrown.

#### Throws

`MITViolationException`—under the base priority scheduler’s semantics when there is a handler associated with this event that has its MIT violated by the call to fire (and it has set the minimum interarrival time violation behavior to `MITViolationExcept`). Only the handlers which do not have their MITs violated are released in this situation.

`ArrivalTimeQueueOverflowException`—when the queue of release information, arrival time and payload, overflows. Only the handlers which do not cause this exception to be thrown are released in this situation. When fire is called from the infrastructure, such as for an `ActiveEvent`, this exception is ignored.

### 8.3.2.5 AsyncEventHandler

---

```
public class AsyncEventHandler
```

#### Inheritance

```
java.lang.Object
  AsyncBaseEventHandler
    AsyncEventHandler
```

#### Description

An asynchronous event handler encapsulates code that is released after an instance of `AsyncEvent` to which it is attached occurs.

It is guaranteed that multiple releases of an event handler will be serialized. It is also guaranteed that (unless the handler explicitly chooses otherwise) for each release of the handler, there will be one execution of the `AsyncEventHandler.handleAsyncEvent()` method. Control over the number of calls to `AsyncEventHandler.handleAsyncEvent()` is given by methods which manipulate a `fireCount`. These may be called by the application via sub-classing and overriding `AsyncEventHandler.handleAsyncEvent()`.

Instances of `AsyncEventHandler` with a release parameter of type `SporadicParameters` or `AperiodicParameters` have a list of release times which correspond to the occurrence times of instances of `AsyncEvent` to which they are

attached. The minimum interarrival time specified in `SporadicParameters` is enforced when a release time is added to the list. Unless the handler explicitly chooses otherwise, there will be one execution of the code in `AsyncEventHandler.handleAsyncEvent()` for each entry in the list.

The deadline and the time each release event causes the AEH to become eligible for execution are properties of the scheduler that controls the AEH. For the base scheduler, the deadline for each release event is relative to its fire time, and the release takes place at fire time but execution eligibility may be deferred when the queue's MIT violation policy is `SAVE`.

Handlers may do almost anything a realtime thread can do. They may run for a long or short time, and they may block. (Note, blocked handlers may hold system resources.) A handler may not use the `RealtimeThread.waitForNextRelease` method.

Normally, handlers are bound to an execution context dynamically when the instances of `AsyncEvents` to which they are bound occur. This can introduce a (small) time penalty. For critical handlers that cannot afford the expense, and where this penalty is a problem, `BoundAsyncEventHandlers` can be used.

The scheduler for an asynchronous event handler is inherited from the task that created it. When created from a task that is not an instance of `Schedulable`, the scheduler is the current default scheduler.

The semantics for memory areas that were defined for realtime threads apply in the same way to instances of `AsyncEventHandler`. They may inherit a scope stack when they are created, and the single parent rule applies to the use of memory scopes for instances of `AsyncEventHandler` just as it does in realtime threads.

**Available since** RTSJ 2.0 extends `AsyncBaseEventHandler`

### 8.3.2.5.1 Constructors

---

**AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Runnable)**

*Signature*

```
public
AsyncEventHandler(SchedulingParameters scheduling,
```



```
ReleaseParameters release,  
MemoryParameters memory,  
MemoryArea area,  
ReleaseRunner runner,  
Runnable logic)
```

### *Description*

Creates a handler with the given scheduling, release, memory, group, and configuration parameters to run the given logic.

**Available since** RTSJ 2.0

### *Parameters*

**scheduling**—Parameter for scheduling the new handler (and possibly other instances of `Schedulable`). When **scheduling** is `null` and the creator is an instance of `Schedulable`, `SchedulingParameters` is a clone of the creator's value created in the same memory area as `this`. When **scheduling** is `null` and the creator is a task that is not an instance of `Schedulable`, the contents and type of the new `SchedulingParameters` object are governed by the associated scheduler.

**release**—Parameter for scheduling the new handler (and possibly other instances of `Schedulable`). When **release** is `null` the new `AsyncEventHandler` will use a clone of the default `ReleaseParameters` for the associated scheduler created in the memory area that contains the `AsyncEventHandler` object.

**memory**—Parameter for scheduling the new handler (and possibly other instances of `Schedulable`). When **memory** is `null`, the new `AsyncEventHandler` receives `null` value for its memory parameters, and the amount or rate of memory allocation for the new handler is unrestricted.

**area**—The initial memory area of this handler.

**runner**—A pool of realtime threads to provide an execution context for this handler.

**logic**—The `Runnable` object whose `run()` method will serve as the logic for the new `AsyncEventHandler`. When **logic** is `null`, the `handleAsyncEvent()` method in the new object will serve as its logic.

## **AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, Runnable)**

### *Signature*

```
public
```

```
AsyncEventHandler(SchedulingParameters scheduling,  
                 ReleaseParameters release,  
                 MemoryParameters memory,  
                 MemoryArea area,  
                 Runnable logic)
```

*Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Runnable)` with arguments (scheduling, release, memory, area, null, logic).

Available since RTSJ 2.0

## **AsyncEventHandler(SchedulingParameters, ReleaseParameters, Runnable)**

*Signature*

```
public  
AsyncEventHandler(SchedulingParameters scheduling,  
                 ReleaseParameters release,  
                 Runnable logic)
```

*Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Runnable)` with arguments (scheduling, release, null, null, null, logic).

Available since RTSJ 2.0

## **AsyncEventHandler(SchedulingParameters, ReleaseParameters)**

*Signature*

```
public  
AsyncEventHandler(SchedulingParameters scheduling,
```

ReleaseParameters release)

*Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Runnable)` with arguments (scheduling, release, null, null, null, null)

Available since RTSJ 2.0

## AsyncEventHandler(Runnable)

*Signature*

```
public
    AsyncEventHandler(Runnable logic)
```

*Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Runnable)` with arguments (null, null, null, null, null, logic).

## AsyncEventHandler

*Signature*

```
public
    AsyncEventHandler()
```

*Description*

Creates an instance of `AsyncEventHandler` with default values for all parameters.

See Section `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Runnable)`

### 8.3.2.5.2 Methods

---

## handleAsyncEvent

### *Signature*

```
public void  
handleAsyncEvent()
```

### *Description*

This method holds the logic which is to be executed when any `AsyncEvent` with which this handler is associated is fired. This method will be invoked repeatedly while `fireCount` is greater than zero.

The default implementation of this method invokes the `run` method of any non-null `logic` instance passed to the constructor of this handler.

This AEH acts as a source of "reference" for its initial memory area while it is released.

All throwables from (or propagated through) `handleAsyncEvent` are caught, a stack trace is printed and execution continues as if `handleAsyncEvent` had returned normally.

## run

### *Signature*

```
public final void  
run()
```

### *Description*

This method is only to be used by the infrastructure, and should not be called by the application.

The `handleAsyncEvent()` family of methods provides the equivalent functionality to `Runnable.run()` for asynchronous event handlers, including execution of the `logic` argument passed to this object's constructor. Applications should override that method or provide a `logic` object for the default implementation to invoke.

## getPendingFireCount

### *Signature*

```
protected int  
getPendingFireCount()
```

*Description*

This is an accessor method for `fireCount`. The `fireCount` field nominally holds the number of times associated instances of `AsyncEvent` have occurred that have not had the method `handleAsyncEvent()` invoked. It is incremented and decremented by the implementation of the RTSJ. The application logic may manipulate the value in this field for application-specific reasons.

*Returns*

the value held by `fireCount`.

## **getAndDecrementPendingFireCount**

*Signature*

```
protected int  
getAndDecrementPendingFireCount()
```

*Description*

This is an accessor method for `fireCount`. This method atomically decrements, by one, the value of `fireCount` (when it is greater than zero) and returns the value from before the decrement. This method can be used in the `handleAsyncEvent()` method to handle multiple releases:

```
public void handleAsyncEvent()  
{  
    <setup>  
    do  
    {  
        <handle the event>  
    }  
    while(getAndDecrementPendingFireCount() > 0);  
}
```

This construction is necessary only in cases where a handler wishes to avoid the setup costs, since the framework guarantees that `handleAsyncEvent()` will be invoked whenever the `fireCount` is greater than zero. The effect of a call to `getAndDecrementPendingFireCount` on the scheduling of this AEH depends on the semantics of the scheduler controlling this AEH.

*Returns*

the value held by `fireCount` prior to decrementing it by one.

**getAndClearPendingFireCount***Signature*

```
protected int  
getAndClearPendingFireCount()
```

*Description*

This is an accessor method for `fireCount`. This method atomically sets the value of `fireCount` to zero and returns the value from before it was set to zero. This may be used by handlers for which the logic can accommodate multiple releases in a single execution.

The general form for using this is

```
public void handleAsyncEvent()  
{  
    int numberOfReleases = getAndClearPendingFireCount();  
    <handle the events>  
}
```

The effect of a call to `getAndClearPendingFireCount` on the scheduling of this AEH depends on the semantics of the scheduler controlling this AEH.

*Returns*

the value held by `fireCount` prior to setting the value to zero.

**8.3.2.6 AsyncLongEvent**

---

```
public class AsyncLongEvent
```

*Inheritance*

```
java.lang.Object  
  AsyncBaseEvent  
    AsyncLongEvent
```

*Description*

A new type of event that carries a long as a payload.

See [Section AsyncEvent](#)

Available since RTSJ 2.0

### 8.3.2.6.1 Constructors

---

## AsyncLongEvent

### Signature

```
public
AsyncLongEvent()
```

### Description

Creates a new AsyncLongEvent object.

### 8.3.2.6.2 Methods

---

## fire(long)

### Signature

```
public void
fire(long value)
throws MITViolationException,
       EventQueueOverflowException
```

### Description

When enabled, releases the handlers associated with this instance of AsyncLongEvent with the long passed by `fire(long)`. When no handlers are attached or this object is disabled the method does nothing, i.e., it skips the release. For an instance of AsyncEvent that has more than one instance of AsyncEventHandler,

- when one of these handlers throws an exception, all instances of AsyncEventHandler not affected by the exception must be released normally before the exception is propagated, and

- when more than one of these handlers throws an exception, the propagation of `MITViolationException` has precedence over `ArrivalTimeQueueOverflowException`, which has precedence over all others.

The later case can only occur when more than one of the handlers has a release parameters instance of type `SporadicParameters`, since only them can `MITViolationException` and `ArrivalTimeQueueOverflowException` be thrown.

#### *Parameters*

`value`—The payload passed to the event.

#### *Throws*

`MITViolationException`—under the base priority scheduler’s semantics, when there is a handler associated with this event that has its MIT violated by the call to fire (and it has set the minimum inter-arrival time violation behavior to `MITViolationExcept`). Only the handlers which do not have their MITs violated are released in this situation.

`EventQueueOverflowException`—when the queue of release information, arrival time and payload, overflows. Only the handlers which do not cause this exception to be thrown are released in this situation. When fire is called from the infrastructure, such as for an `ActiveEvent`, this exception is ignored.

### 8.3.2.7 AsyncLongEventHandler

---

```
public class AsyncLongEventHandler
```

#### *Inheritance*

```
java.lang.Object
  AsyncBaseEventHandler
    AsyncLongEventHandler
```

#### *Description*

A version of `AsyncBaseEventHandler` that carries a `long` value as payload.

**Available since** RTSJ 2.0

#### 8.3.2.7.1 Constructors

---



## AsyncLongEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, LongConsumer)

### Signature

```
public
AsyncLongEventHandler(SchedulingParameters scheduling,
                     ReleaseParameters release,
                     MemoryParameters memory,
                     MemoryArea area,
                     ReleaseRunner runner,
                     LongConsumer logic)
throws IllegalArgumentException
```

### Description

Creates an asynchronous event handler that receives a `Long` payload with each fire.

### Parameters

**scheduling**—Parameter for scheduling the new handler (and possibly other instances of `Schedulable`). When **scheduling** is `null` and the creator is an instance of `Schedulable`, `SchedulingParameters` is a clone of the creator's value created in the same memory area as `this`. When **scheduling** is `null` and the creator is a task that is not an instance of `Schedulable`, the contents and type of the new `SchedulingParameters` object are governed by the associated scheduler.

**release**—Parameter for scheduling the new handler (and possibly other instances of `Schedulable`). When **release** is `null` the new `AsyncEventHandler` will use a clone of the default `ReleaseParameters` for the associated scheduler created in the memory area that contains the `AsyncEventHandler` object.

**memory**—Parameter for scheduling the new handler (and possibly other instances of `Schedulable`). When **memory** is `null`, the new `AsyncEventHandler` receives `null` value for its memory parameters, and the amount or rate of memory allocation for the new handler is unrestricted.

**area**—The initial memory area of this handler.

**runner**—Logic to be executed by `handleAsyncEvent`

**logic**—The logic to run for each fire. When **logic** is `null`, the `handleAsyncEvent()` method in the new object will serve as its logic.

### Throws

`IllegalRealtimeArgumentException`—when the event queue overflow policy is `QueueOverflowPolicy.DISABLE`.

## **AsyncLongEventHandler(SchedulingParameters, ReleaseParameters, LongConsumer)**

### *Signature*

```
public
AsyncLongEventHandler(SchedulingParameters scheduling,
                    ReleaseParameters release,
                    LongConsumer logic)
throws IllegalRealtimeArgumentException
```

### *Description*

Calling this constructor is equivalent to calling `AsyncLongEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, LongConsumer)` with arguments (scheduling, release, null, null, null, logic).

## **AsyncLongEventHandler(SchedulingParameters, ReleaseParameters)**

### *Signature*

```
public
AsyncLongEventHandler(SchedulingParameters scheduling,
                    ReleaseParameters release)
throws IllegalRealtimeArgumentException
```

### *Description*

Calling this constructor is equivalent to calling `AsyncLongEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, LongConsumer)` with arguments (scheduling, release, null, null, null, null)

## AsyncLongEventHandler(LongConsumer)

### Signature

```
public
AsyncLongEventHandler(LongConsumer logic)
```

### Description

Calling this constructor is equivalent to calling `AsyncLongEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, LongConsumer)` with arguments (null, null, null, null, null, null, logic).

## AsyncLongEventHandler

### Signature

```
public
AsyncLongEventHandler()
```

### Description

Creates an instance of `AsyncLongEventHandler` (ALEH) with default values for all parameters.

See [Section AsyncLongEventHandler\(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, LongConsumer\)](#)

### 8.3.2.7.2 Methods

---

## handleAsyncEvent(long)

### Signature

```
public void
handleAsyncEvent(long payload)
```

### Description

This method holds the logic which is to be executed when any `AsyncEvent` with which this handler is associated is fired. This method will be invoked repeatedly while `fireCount` is greater than zero.

This ALEH is a source of reference for its initial memory area while this ALEH is released.

All throwables from (or propagated through) `handleAsyncEvent` are caught, a stack trace is printed and execution continues as if `handleAsyncEvent` had returned normally.

#### *Parameters*

`payload`—It is the long value associated with a fire.

## **peekPending**

#### *Signature*

```
public long  
peekPending()  
throws IllegalStateException
```

#### *Description*

Determines the next value queued for handling.

#### *Throws*

`IllegalRealtimeStateException`—when the fire count is zero.

#### *Returns*

the long value at the head of the queue of longs to be passed to `handleAsyncEvent(long)`.

## **run**

#### *Signature*

```
public final void  
run()
```

#### *Description*

This method is only to be used by the infrastructure, and should not be called by the application.

The `handleAsyncEvent()` family of methods provides the equivalent functionality to `Runnable.run()` for asynchronous event handlers, including execution of the `logic` argument passed to this object's constructor. Applications should

override that method or provide a `logic` object for the default implementation to invoke.

## getPendingFireCount

### *Signature*

```
protected int  
getPendingFireCount()
```

### *Description*

This is an accessor method for `fireCount`. The `fireCount` field nominally holds the number of times associated instances of `AsyncEvent` have occurred that have not had the method `handleAsyncEvent()` invoked. It is incremented and decremented by the implementation of the RTSJ. The application logic may manipulate the value in this field for application-specific reasons.

### *Returns*

the value held by `fireCount`.

## getAndDecrementPendingFireCount

### *Signature*

```
protected int  
getAndDecrementPendingFireCount()
```

### *Description*

This is an accessor method for `fireCount`. This method atomically decrements, by one, the value of `fireCount` (when it is greater than zero) and returns the value from before the decrement. This method can be used in the `handleAsyncEvent()` method to handle multiple releases:

```
public void handleAsyncEvent()  
{  
    <setup>  
    do  
    {  
        <handle the event>  
    }  
}
```

```
    while(getAndDecrementPendingFireCount() > 0);  
}
```

This construction is necessary only in cases where a handler wishes to avoid the setup costs, since the framework guarantees that `handleAsyncEvent()` will be invoked whenever the `fireCount` is greater than zero. The effect of a call to `getAndDecrementPendingFireCount` on the scheduling of this AEH depends on the semantics of the scheduler controlling this AEH.

#### *Returns*

the value held by `fireCount` prior to decrementing it by one.

## **getAndClearPendingFireCount**

#### *Signature*

```
protected int  
getAndClearPendingFireCount()
```

#### *Description*

This is an accessor method for `fireCount`. This method atomically sets the value of `fireCount` to zero and returns the value from before it was set to zero. This may be used by handlers for which the logic can accommodate multiple releases in a single execution.

The general form for using this is

```
public void handleAsyncEvent()  
{  
    int numberOfReleases = getAndClearPendingFireCount();  
    <handle the events>  
}
```

The effect of a call to `getAndClearPendingFireCount` on the scheduling of this AEH depends on the semantics of the scheduler controlling this AEH.

#### *Returns*

the value held by `fireCount` prior to setting the value to zero.

### 8.3.2.8 AsyncObjectEvent

---

```
public class AsyncObjectEvent<P>
```

*Inheritance*

```
java.lang.Object  
  AsyncBaseEvent  
    AsyncObjectEvent<P>
```

*Description*

A new type of event that carries an object as a payload.

See Section [AsyncEvent](#)

Available since RTSJ 2.0

#### 8.3.2.8.1 Constructors

---

### AsyncObjectEvent

*Signature*

```
public  
  AsyncObjectEvent()
```

*Description*

Creates a new `AsyncObjectEvent` instance.

#### 8.3.2.8.2 Methods

---

### fire(P)

*Signature*

```

public void
fire(P value)
throws MITViolationException,
       EventQueueOverflowException,
       IllegalAssignmentError

```

### Description

When enabled, fires this instance of `AsyncObjectEvent`. The asynchronous event handlers associated with this event will be released with the object passed by `fire`. When no handlers are attached or this object is disabled the method does nothing, i.e., it skips the release. For an instance of `AsyncEvent` that has more than one instance of `AsyncEventHandler`,

- when one of these handlers throws an exception, all instances of `AsyncEventHandler` not affected by the exception must be released normally before the exception is propagated, and
- when more than one of these handlers throws an exception, the propagation of `MITViolationException` has precedence over `ArrivalTimeQueueOverflowException`, which has precedence over all others.

The later case can only occur when more than one of the handlers has a release parameters instance of type `SporadicParameters`, since only them can `MITViolationException` and `ArrivalTimeQueueOverflowException` be thrown.

### Parameters

`value`—The payload passed to the event.

### Throws

`MITViolationException`—under the base priority scheduler’s semantics when there is a handler associated with this event that has its MIT violated by the call to `fire` (and it has set the minimum inter-arrival time violation behavior to `MITViolationExcept`). Only the handlers which do not have their MITs violated are released in this situation.

`ArrivalTimeQueueOverflowException`—when the queue of releases information, arrival time and payload, overflows. Only the handlers which do not cause this exception to be thrown are released in this situation. When `fire` is called from the infrastructure, such as for an `ActiveEvent`, this exception is ignored.

`IllegalAssignmentError`—when `P` is not assignable the event queue of one of the associated handlers.

### 8.3.2.9 AsyncObjectEventHandler

---



```
public class AsyncObjectEventHandler<P>
```

*Inheritance*

```
java.lang.Object  
  AsyncBaseEventHandler  
    AsyncObjectEventHandler<P>
```

*Description*

A version of `AsyncBaseEventHandler` that carries an `Object` value as payload.

**Available since** RTSJ 2.0

### 8.3.2.9.1 Constructors

---

## `AsyncObjectEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Consumer)`

*Signature*

```
public  
AsyncObjectEventHandler(SchedulingParameters scheduling,  
                       ReleaseParameters release,  
                       MemoryParameters memory,  
                       MemoryArea area,  
                       ReleaseRunner runner,  
                       java.util.function.Consumer<P> logic)  
throws IllegalArgumentException
```

*Description*

Creates an asynchronous event handler that receives a `Long` payload with each fire.

*Parameters*

`scheduling`—Parameter for scheduling the new handler (and possibly other instances of `Schedulable`). When `scheduling` is `null` and the creator is an instance of `Schedulable`, `SchedulingParameters` is a clone of the creator's value created in the same memory area as `this`. When `scheduling` is `null` and the creator is a task that is not an instance of `Schedulable`, the contents and

type of the new `SchedulingParameters` object are governed by the associated scheduler.

`release`—Parameter for scheduling the new handler (and possibly other instances of `Schedulable`). When `release` is `null` the new `AsyncEventHandler` will use a clone of the default `ReleaseParameters` for the associated scheduler created in the memory area that contains the `AsyncEventHandler` object.

`memory`—Parameter for scheduling the new handler (and possibly other instances of `Schedulable`). When `memory` is `null`, the new `AsyncEventHandler` receives `null` value for its memory parameters, and the amount or rate of memory allocation for the new handler is unrestricted.

`area`—The initial memory area of this handler.

`runner`—Logic to be executed by `handleAsyncEvent`

`logic`—The logic to run for each fire. When `logic` is `null`, the `handleAsyncEvent` method in the new object will serve as its logic.

*Throws*

`IllegalRealtimeArgumentException`—when the event queue overflow policy is `QueueOverflowPolicy.DISABLE`.

## **AsyncObjectEventHandler(SchedulingParameters, ReleaseParameters, Consumer)**

*Signature*

```
public
AsyncObjectEventHandler(SchedulingParameters scheduling,
                       ReleaseParameters release,
                       java.util.function.Consumer<P> logic)
throws IllegalArgumentException
```

*Description*

Calling this constructor is equivalent to calling `AsyncObjectEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Consumer)` with arguments `(scheduling, release, null, null, null, logic)`.

## **AsyncObjectEventHandler(SchedulingParameters, ReleaseParameters)**

*Signature*

```
public
AsyncObjectEventHandler(SchedulingParameters scheduling,
                       ReleaseParameters release)
throws IllegalRealtimeArgumentException
```

*Description*

Calling this constructor is equivalent to calling `AsyncObjectEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Consumer)` with arguments `(scheduling, release, null, null, null, null)`

## AsyncObjectEventHandler(Consumer)

*Signature*

```
public
AsyncObjectEventHandler(java.util.function.Consumer<P> logic)
```

*Description*

Calling this constructor is equivalent to calling `AsyncObjectEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Consumer)` with arguments `(null, null, null, null, null, logic)`.

*Parameters*

`logic`—It is the function to call on the object received.

## AsyncObjectEventHandler

*Signature*

```
public
AsyncObjectEventHandler()
```

*Description*

Creates an instance of `AsyncObjectEventHandler` (AOEH) with default values for all parameters.

See Section [AsyncObjectEventHandler\(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Consumer\)](#)

### 8.3.2.9.2 Methods

---

## handleAsyncEvent(P)

### *Signature*

```
public void  
handleAsyncEvent(P value)
```

### *Description*

This method holds the logic which is to be executed when any [AsyncEvent](#) with which this handler is associated is fired. This method will be invoked repeatedly while `fireCount` is greater than zero.

The default implementation of this method invokes the `run` method of any non-null `logic` instance passed to the constructor of this handler.

This AOEH is a source of reference for its initial memory area while this AOEH is released.

All throwables from (or propagated through) `handleAsyncEvent(P)` are caught, a stack trace is printed and execution continues as if `handleAsyncEvent(P)` had returned normally.

## peekPending

### *Signature*

```
public P  
peekPending()  
throws IllegalStateException
```

### *Description*

Determines the next value queued for handling.

### *Throws*

[IllegalRealtimeStateException](#)—when the fire count is zero.

### *Returns*



```
protected int  
getAndDecrementPendingFireCount()
```

### *Description*

This is an accessor method for `fireCount`. This method atomically decrements, by one, the value of `fireCount` (when it is greater than zero) and returns the value from before the decrement. This method can be used in the `handleAsyncEvent()` method to handle multiple releases:

```
public void handleAsyncEvent()  
{  
    <setup>  
    do  
    {  
        <handle the event>  
    }  
    while(getAndDecrementPendingFireCount() > 0);  
}
```

This construction is necessary only in cases where a handler wishes to avoid the setup costs, since the framework guarantees that `handleAsyncEvent()` will be invoked whenever the `fireCount` is greater than zero. The effect of a call to `getAndDecrementPendingFireCount` on the scheduling of this AEH depends on the semantics of the scheduler controlling this AEH.

### *Returns*

the value held by `fireCount` prior to decrementing it by one.

## **getAndClearPendingFireCount**

### *Signature*

```
protected int  
getAndClearPendingFireCount()
```

### *Description*

This is an accessor method for `fireCount`. This method atomically sets the value of `fireCount` to zero and returns the value from before it was set to zero. This

may be used by handlers for which the logic can accommodate multiple releases in a single execution.

The general form for using this is

```
public void handleAsyncEvent()
{
    int numberOfReleases = getAndClearPendingFireCount();
    <handle the events>
}
```

The effect of a call to `getAndClearPendingFireCount` on the scheduling of this AEH depends on the semantics of the scheduler controlling this AEH.

#### *Returns*

the value held by `fireCount` prior to setting the value to zero.

### 8.3.2.10 BlockableReleaseRunner

---

```
public class BlockableReleaseRunner
```

#### *Inheritance*

```
java.lang.Object
  ReleaseRunner
    BlockableReleaseRunner
```

#### *Description*

The default `ReleaseRunner` that can manage handlers that suspend themselves, e.g., by calling the `Object.wait()` method. It maintains a pool of threads to run releases. It guarantees that at least `min(no. handlers, no. available CPUs + fraction of no. handlers)` are available for running releases, where the default fraction is defined by the constant `DEFAULT_LOADING_FACTOR`. For systems with many `AsyncBaseEventHandler` instances, there can be significantly fewer threads to run releases of those handlers in the system.

**Available since** RTSJ 2.0

#### 8.3.2.10.1 Fields

---

**DEFAULT\_LOADING\_FACTOR**

```
public static final float DEFAULT_LOADING_FACTOR
```

*Description*

The value of loading used by the argumentless constructor.

**8.3.2.10.2 Constructors**

---

**BlockableReleaseRunner(ConfigurationParameters, RealtimeThreadGroup, float)***Signature*

```
public
BlockableReleaseRunner(ConfigurationParameters config,
                        RealtimeThreadGroup group,
                        float loading)
```

*Description*

Create a release runner which maintains a pool of threads to run releases of `AsyncBaseEventHandler` instances. The threads in the pool all run in a given `RealtimeThreadGroup` instance. The thread pool size is determined by the number of CPUs available to `group`, and the `loading`, such that at least  $\min(\text{no. attached handlers}, \text{no. available CPUs} + (\text{loading} * \text{no. attached handlers}))$  are available for running releases.

*Parameters*

`config`—the `ConfigurationParameters` object to use for all handler run from this pool, which means for each thread in the pool.

`group`—for the pool threads.

`loading`—a factor between 0.0 and 1.0 for deciding the number of threads in the pool.

**BlockableReleaseRunner(ConfigurationParameters)***Signature*



```
public
BlockableReleaseRunner(ConfigurationParameters config)
```

*Description*

Same as `BlockableReleaseRunner(ConfigurationParameters, Real-timeThreadGroup, float)` with arguments `{(null, null, 0.3f)}`.

### 8.3.2.10.3 Methods

---

#### **getConfigurationParameters**

*Signature*

```
public javax.realtime.ConfigurationParameters
getConfigurationParameters()
```

*Description*

Get the `ConfigurationParameters` object used for all threads provided by this release runner.

*Returns*

those parameters.

#### **release(AsyncBaseEventHandler)**

*Signature*

```
protected final void
release(AsyncBaseEventHandler handler)
```

*Description*

Finds a thread and has it call the `AsyncBaseEventHandler.run()` method. Care should be exercised when implementing this method, since it adds to both the latency and jitter of releasing events.

This method should only be called from the infrastructure.

*Parameters*

`handler`—The handler to be released.

## **attach(AsyncBaseEventHandler)**

### *Signature*

```
protected final void  
attach(AsyncBaseEventHandler handler)  
throws IllegalRealtimeStateException
```

### *Description*

Attach a handler from this runner, so it will be released. Adjusts the number of threads for running handlers accordingly.

### *Parameters*

`handler`—to be removed.

## **detach(AsyncBaseEventHandler)**

### *Signature*

```
protected final void  
detach(AsyncBaseEventHandler handler)  
throws IllegalRealtimeStateException
```

### *Description*

Detach a handler from this runner, so it will no longer be released. Adjusts the number of threads for running handlers accordingly.

### *Parameters*

`handler`—to be detached.

### **8.3.2.11 BoundAsyncEventHandler**

---

```
public class BoundAsyncEventHandler
```

### *Inheritance*

```
java.lang.Object  
  AsyncBaseEventHandler  
    AsyncEventHandler  
      BoundAsyncEventHandler
```

### *Interfaces*

```
javax.realtime.BoundSchedulable
```

### *Description*

A bound asynchronous event handler is an instance of `AsyncEventHandler` that is permanently bound to a dedicated realtime thread. Bound asynchronous event handlers are for use in situations where the added timeliness is worth the overhead of dedicating an individual realtime thread to the handler. Individual server realtime threads can only be dedicated to a single bound event handler.

### 8.3.2.11.1 Constructors

---

## **BoundAsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, RealtimeThreadGroup, ConfigurationParameters, Runnable)**

### *Signature*

```
public
BoundAsyncEventHandler(SchedulingParameters scheduling,
                      ReleaseParameters release,
                      MemoryParameters memory,
                      MemoryArea area,
                      RealtimeThreadGroup group,
                      ConfigurationParameters config,
                      Runnable logic)
```

### *Description*

Creates an instance of `BoundAsyncEventHandler` (BAEH) with the specified parameters. The newly-created handler inherits the affinity of its creator.

**Available since** RTSJ 2.0

### *Parameters*

**scheduling**—A `SchedulingParameters` object which will be associated with the constructed instance. When `null`, and the creator is not an instance of `Schedulable`, a `SchedulingParameters` object is created which has the default `SchedulingParameters` for the scheduler associated with the current thread. When `null`, and the creator is an instance of `Schedulable`, the `SchedulingParameters` are inherited from the current schedulable (a new `SchedulingParameters` object is cloned).

- release**—A `ReleaseParameters` object which will be associated with the constructed instance. When `null`, this will have default `ReleaseParameters` for the BAEH's scheduler.
- memory**—A `MemoryParameters` object which will be associated with the constructed instance. When `null`, this will have no `MemoryParameters` and the handler can access the heap.
- area**—The `MemoryArea` for this. When `null`, the memory area will be that of the current thread/schedulable.
- group**—A `RealtimeThreadGroup` object which will be associated with the constructed instance. When `null`, this will not be associated with any realtime thread group.
- config**—The `ConfigurationParameters` associated with this (and possibly other instances of `Schedulable`. When `config` is `null`, this `BoundAsyncEventHandler` will reserve no space for preallocated exceptions and implementation-specific values will be set to their implementation-defined defaults.
- logic**—The `Runnable` object whose `run()` method is executed by `AsyncEventHandler.handleAsyncEvent()`. When `null`, the default `handleAsyncEvent()` method invokes nothing.

*Throws*

- `IllegalRealtimeArgumentException`—when `config` is of type `javax.realtime.memory.ScopedConfigurationParameters` and `logic`, any parameter object, or this is in heap memory.
- `IllegalAssignmentError`—when the new `AsyncEventHandler` instance cannot hold a reference to any value assigned to one of the `scheduling`, `release`, `memory`, or `group` parameters, or when those parameters cannot hold a reference to the new `AsyncEventHandler`. Also when the new `AsyncEventHandler` instance cannot hold a reference to values assigned to `area` or `logic`.

## BoundAsyncEventHandler(SchedulingParameters, ReleaseParameters, Runnable)

*Signature*

```
public
BoundAsyncEventHandler(SchedulingParameters scheduling,
                      ReleaseParameters release,
                      Runnable logic)
```

*Description*

Creates an instance of `BoundAsyncEventHandler` with the specified parameters. The newly-created handler inherits the affinity of its creator.

Equivalent to `BoundAsyncEventHandler(scheduling, release, null, null, null, null, logic)`

**Available since** RTSJ 2.0

## **BoundAsyncEventHandler(SchedulingParameters, ReleaseParameters)**

### *Signature*

```
public
    BoundAsyncEventHandler(SchedulingParameters scheduling,
                          ReleaseParameters release)
```

### *Description*

Creates an instance of `BoundAsyncEventHandler` with the specified parameters. The newly-created handler inherits the affinity of its creator.

Equivalent to `BoundAsyncEventHandler(scheduling, release, null, null, null, null, null)`

**Available since** RTSJ 2.0

## **BoundAsyncEventHandler(Runnable)**

### *Signature*

```
public
    BoundAsyncEventHandler(Runnable logic)
```

### *Description*

Creates an instance of `BoundAsyncEventHandler` with the specified parameters. The newly-created handler inherits the affinity of its creator.

Equivalent to `BoundAsyncEventHandler(null, null, null, null, null, null, logic)`

**Available since** RTSJ 2.0

## BoundAsyncEventHandler

### *Signature*

```
public  
BoundAsyncEventHandler()
```

### *Description*

Creates an instance of `BoundAsyncEventHandler`. The newly-created handler inherits the affinity of its creator.

Equivalent to `BoundAsyncEventHandler(null, null, null, null, null, null, null)`

### 8.3.2.12 BoundAsyncLongEventHandler

---

```
public class BoundAsyncLongEventHandler
```

### *Inheritance*

```
java.lang.Object  
  AsyncBaseEventHandler  
    AsyncLongEventHandler  
      BoundAsyncLongEventHandler
```

### *Interfaces*

```
javax.realtime.BoundSchedulable
```

### *Description*

A bound asynchronous event handler is an instance of `AsyncLongEventHandler` that is permanently bound to a dedicated realtime thread. Bound asynchronous long event handlers are for use in situations where the added timeliness is worth the overhead of dedicating an individual realtime thread to the handler. Individual server realtime threads can only be dedicated to a single bound event handler.

**Available since** RTSJ 2.0

#### 8.3.2.12.1 Constructors

---

## BoundAsyncLongEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, RealtimeThreadGroup, ConfigurationParameters, LongConsumer)

### Signature

```
public
BoundAsyncLongEventHandler(SchedulingParameters scheduling,
                           ReleaseParameters release,
                           MemoryParameters memory,
                           MemoryArea area,
                           RealtimeThreadGroup group,
                           ConfigurationParameters config,
                           LongConsumer logic)
```

### Description

Creates an instance of `BoundAsyncLongEventHandler` which specifies all possible parameters. The newly-created handler inherits the affinity of its creator.

### Parameters

- `scheduling`—A `SchedulingParameters` object which will be associated with the constructed instance. When `null`, and the creator is not an instance of `Schedulable`, a `SchedulingParameters` object is created which has the default `SchedulingParameters` for the scheduler associated with the current thread. When `null`, and the creator is an instance of `Schedulable`, the `SchedulingParameters` are inherited from the current schedulable (a new `SchedulingParameters` object is cloned).
- `release`—A `ReleaseParameters` object which will be associated with the constructed instance. When `null`, this will have default `ReleaseParameters` for the BAEH's scheduler.
- `memory`—A `MemoryParameters` object which will be associated with the constructed instance. When `null`, this will have no `MemoryParameters` and the handler can access the heap.
- `area`—The `MemoryArea` for this. When `null`, the memory area will be that of the current thread/schedulable.
- `group`—A `RealtimeThreadGroup` object which will be associated with the constructed instance. When `null`, this will not be associated with any realtime thread group.
- `config`—The `ConfigurationParameters` associated with this, and possibly other

instances of `Schedulable`. When `config` is `null`, this `BoundAsyncEventHandler` will reserve no space for preallocated exceptions and implementation-specific values will be set to their implementation-defined defaults.

`logic`—The `LongConsumer` object whose `accept()` method is executed by `AsyncLongEventHandler.handleAsyncEvent(long)`. When `null`, the default `handleAsyncEvent(long)` method invokes nothing.

*Throws*

`IllegalRealtimeArgumentException`—when `config` is of type `javax.realtime.memory.ScopedConfigurationParameters` and `logic`, any parameter object, or `this` is in heap memory.

`IllegalAssignmentError`—when the new `AsyncEventHandler` instance cannot hold a reference to any value assigned to one of the `scheduling`, `release`, `memory`, or `group` parameters, or when those parameters cannot hold a reference to the new `AsyncEventHandler`. Also when the new `AsyncEventHandler` instance cannot hold a reference to values assigned to `area` or `logic`.

## **BoundAsyncLongEventHandler(SchedulingParameters, ReleaseParameters, LongConsumer)**

*Signature*

```
public
BoundAsyncLongEventHandler(SchedulingParameters scheduling,
                           ReleaseParameters release,
                           LongConsumer logic)
```

*Description*

Creates an instance of `BoundAsyncLongEventHandler`. This constructor is equivalent to `BoundAsyncLongEventHandler(scheduling, release, null, null, null, null, logic)`

## **BoundAsyncLongEventHandler(SchedulingParameters, ReleaseParameters)**

*Signature*

```
public
BoundAsyncLongEventHandler(SchedulingParameters scheduling,
                           ReleaseParameters release)
```



*Description*

Creates an instance of `BoundAsyncLongEventHandler`. Calling this constructor is equivalent to calling `BoundAsyncLongEventHandler(scheduling, release, null, null, null, null, null)`

## **BoundAsyncLongEventHandler(LongConsumer)**

*Signature*

```
public  
BoundAsyncLongEventHandler(LongConsumer logic)
```

*Description*

Creates an instance of `BoundAsyncLongEventHandler`. Calling this constructor is equivalent to calling `BoundAsyncLongEventHandler(null, null, null, null, null, null, logic)`

## **BoundAsyncLongEventHandler**

*Signature*

```
public  
BoundAsyncLongEventHandler()
```

*Description*

Creates an instance of `BoundAsyncLongEventHandler` using default values. Calling this constructor is equivalent to calling `BoundAsyncLongEventHandler(null, null, null, null, null, null, null)`

### **8.3.2.13 BoundAsyncObjectEventHandler**

---

```
public class BoundAsyncObjectEventHandler<P>
```

*Inheritance*

```
java.lang.Object  
  AsyncBaseEventHandler
```

`AsyncObjectEventHandler<P>`  
`BoundAsyncObjectEventHandler<P>`

*Interfaces*

`javax.realtime.BoundSchedulable`

*Description*

A bound asynchronous event handler is an instance of `AsyncObjectEventHandler` that is permanently bound to a dedicated realtime thread. Bound asynchronous object event handlers are for use in situations where the added timeliness is worth the overhead of dedicating an individual realtime thread to the handler. Individual server realtime threads can only be dedicated to a single bound event handler.

Available since RTSJ 2.0

**8.3.2.13.1 Constructors**


---

### **BoundAsyncObjectEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ProcessingGroup, ConfigurationParameters, Consumer)**

*Signature*

```
public
BoundAsyncObjectEventHandler(SchedulingParameters scheduling,
                             ReleaseParameters release,
                             MemoryParameters memory,
                             MemoryArea area,
                             ProcessingGroup group,
                             ConfigurationParameters config,
                             java.util.function.Consumer<P> logic)
```

*Description*

Creates an instance of `BoundAsyncObjectEventHandler` which specifies all possible parameters. The newly-created handler inherits the affinity of its creator.

*Parameters*

- scheduling**—A `SchedulingParameters` object which will be associated with the constructed instance. When `null`, and the creator is not an instance of `Schedulable`, a `SchedulingParameters` object is created which has the default `SchedulingParameters` for the scheduler associated with the current thread. When `null`, and the creator is an instance of `Schedulable`, the `SchedulingParameters` are inherited from the current schedulable (a new `SchedulingParameters` object is cloned).
- release**—A `ReleaseParameters` object which will be associated with the constructed instance. When `null`, this will have default `ReleaseParameters` for the BAEH's scheduler.
- memory**—A `MemoryParameters` object which will be associated with the constructed instance. When `null`, this will have no `MemoryParameters` and the handler can access the heap.
- area**—The `MemoryArea` for this. When `null`, the memory area will be that of the current thread/schedulable.
- group**—A `RealtimeThreadGroup` object which will be associated with the constructed instance. When `null`, this will not be associated with any realtime thread group.
- config**—The `ConfigurationParameters` associated with this, and possibly other instances of `Schedulable`. When `config` is `null`, this `BoundAsyncEventHandler` will reserve no space for preallocated exceptions and implementation-specific values will be set to their implementation-defined defaults.
- logic**—The `Consumer` object whose `accept()` method is executed by `AsyncObjectEventHandler.handleAsyncEvent`. When `null`, the default `handleAsyncEvent` method invokes nothing.

#### Throws

- IllegalRealtimeArgumentException**—when `config` is of type `javax.realtime.memory.ScopedConfigurationParameters` and `logic`, any parameter object, or `this` is in heap memory.
- IllegalAssignmentError**—when the new `AsyncEventHandler` instance cannot hold a reference to any value assigned to one of the `scheduling`, `release`, `memory`, or `group` parameters, or when those parameters cannot hold a reference to the new `AsyncEventHandler`. Also when the new `AsyncEventHandler` instance cannot hold a reference to values assigned to `area` or `logic`.

## BoundAsyncObjectEventHandler(SchedulingParameters, ReleaseParameters, Consumer)

*Signature*

```
public
BoundAsyncObjectEventHandler(SchedulingParameters scheduling,
                             ReleaseParameters release,
                             java.util.function.Consumer<P> logic)
```

*Description*

Creates an instance of `BoundAsyncObjectEventHandler`. This constructor is equivalent to `BoundAsyncObjectEventHandler(scheduling, release, null, null, null, null, logic)`

**BoundAsyncObjectEventHandler(SchedulingParameters, ReleaseParameters)***Signature*

```
public
BoundAsyncObjectEventHandler(SchedulingParameters scheduling,
                             ReleaseParameters release)
```

*Description*

Creates an instance of `BoundAsyncObjectEventHandler`. Calling this constructor is equivalent to calling `BoundAsyncObjectEventHandler(scheduling, release, null, null, null, null, null)`

**BoundAsyncObjectEventHandler(Consumer)***Signature*

```
public
BoundAsyncObjectEventHandler(java.util.function.Consumer<P> logic)
```

*Description*

Creates an instance of `BoundAsyncObjectEventHandler`. Calling this constructor is equivalent to calling `BoundAsyncObjectEventHandler(null, null, null, null, null, null, logic)`

## BoundAsyncObjectEventHandler

### Signature

```
public  
BoundAsyncObjectEventHandler()
```

### Description

Creates an instance of `BoundAsyncObjectEventHandler` using default values. This constructor is equivalent to `BoundAsyncObjectEventHandler(null, null, null, null, null, null, null)`

### 8.3.2.14 FixedPriorityReleaseRunner

---

```
public class FixedPriorityReleaseRunner
```

### Inheritance

```
java.lang.Object  
  ReleaseRunner  
    FixedPriorityReleaseRunner
```

### Description

A release runner that has only one thread per priority. It provides faster dispatching, but should not be used with handlers that can be blocked. All handlers must also have the same affinity.

Available since RTSJ 2.0

#### 8.3.2.14.1 Methods

---

## getConfigurationParameters

### Signature

```
public javax.realtime.ConfigurationParameters  
getConfigurationParameters()
```

### Description

Get the `ConfigurationParameters` object used for all threads provided by this release runner.

*Returns*

those parameters.

## **release(AsyncBaseEventHandler)**

*Signature*

```
protected final void  
release(AsyncBaseEventHandler handler)
```

*Description*

Finds a thread and has it call the `AsyncBaseEventHandler.run()` method. Care should be exercised when implementing this method, since it adds to both the latency and jitter of releasing events.

This method should only be called from the infrastructure.

*Parameters*

`handler`—The handler to be released.

## **attach(AsyncBaseEventHandler)**

*Signature*

```
protected final synchronized void  
attach(AsyncBaseEventHandler handler)
```

*Description*

Notifies this runner that the handler is now associated with it.

This method should only be called from the infrastructure.

*Parameters*

`handler`—The handler to be attached

*Throws*

`IllegalRealtimeStateException`—when `handler` is already attached.

## **detach(AsyncBaseEventHandler)**

*Signature*

```
protected final synchronized void  
detach(AsyncBaseEventHandler handler)
```

#### *Description*

Notifies this runner that the handler is no longer associated with it.  
This method should only be called from the infrastructure.

#### *Parameters*

**handler**—The handler to be removed

#### *Throws*

**IllegalRealtimeStateException**—when **handler** is not attached.

### 8.3.2.15 ReleaseRunner

---

```
public abstract class ReleaseRunner
```

#### *Inheritance*

```
java.lang.Object  
  ReleaseRunner
```

#### *Description*

Manages a pool of threads to execute asynchronous event handler releases. The implementer is responsible for maintaining the pool of threads and ensuring they all have at least the desired **ConfigurationParameters**, **RealtimeThreadGroup**, and **Affinity**.

The other parameters for instances of **Schedulable** can either be set for each release or be configurable for the pool. In the latter case, one should not be able to associate a handler with the runner that has an incompatible parameter set. These other parameters are **SchedulingParameters**, **ReleaseParameters**, and **MemoryParameters**, as well as the **MemoryArea** in which the release should take place.

The default release runner, **BlockableReleaseRunner**, sets these other parameters on the releasing thread at each release. Since there may be a performance penalty for doing this, an application can define its own release runners for commonly occurring cases of these parameters. It is then up to the application to ensure that handlers are matched to the correct release runner.

**Available since** RTSJ 2.0

---

### 8.3.2.15.1 Constructors

---

## ReleaseRunner(RealtimeThreadGroup)

*Signature*

```
protected  
ReleaseRunner(RealtimeThreadGroup group)
```

*Description*

Enables creating a subclass of this class.

### 8.3.2.15.2 Methods

---

## getRealtimeThreadGroup

*Signature*

```
protected javax.realtime.RealtimeThreadGroup  
getRealtimeThreadGroup()
```

*Description*

Determine the `RealtimeThreadGroup` instance used.

*Returns*

the `RealtimeThreadGroup` instance used by all threads used for running releases.

## getConfigurationParameters

*Signature*

```
public abstract javax.realtime.ConfigurationParameters  
getConfigurationParameters()
```

*Description*

Get the `ConfigurationParameters` object used for all threads provided by this release runner.



*Returns*

those parameters.

**release(AsyncBaseEventHandler)***Signature*

```
protected abstract void  
release(AsyncBaseEventHandler handler)
```

*Description*

Finds a thread and has it call the `AsyncBaseEventHandler.run()` method. Care should be exercised when implementing this method, since it adds to both the latency and jitter of releasing events.

This method should only be called from the infrastructure.

*Parameters*

**handler**—The handler to be released.

**attach(AsyncBaseEventHandler)***Signature*

```
protected abstract void  
attach(AsyncBaseEventHandler handler)  
throws IllegalArgumentException
```

*Description*

Notifies this runner that the handler is now associated with it.

This method should only be called from the infrastructure.

*Parameters*

**handler**—The handler to be attached

*Throws*

`IllegalArgumentException`—when **handler** is already attached.

**detach(AsyncBaseEventHandler)***Signature*

```
protected abstract void  
detach(AsyncBaseEventHandler handler)
```

throws `IllegalRealtimeStateException`

*Description*

Notifies this runner that the handler is no longer associated with it.  
This method should only be called from the infrastructure.

*Parameters*

`handler`—The handler to be removed

*Throws*

`IllegalRealtimeStateException`—when `handler` is not attached.

## 8.4 Rationale

The design of the asynchronous event handling facilities was intended to provide the necessary functionality while allowing efficient implementations and catering for a variety of realtime applications. In particular, in some realtime systems there may be a large number of potential events and event handlers (numbering in the thousands or perhaps even the tens of thousands), although at any given time only a small number will be used. Thus it would not be appropriate to dedicate a realtime thread to each event handler. The RTSJ addresses this issue by allowing the programmer to specify an event handler either as not bound to a specific realtime thread (the class `AsyncBaseEventHandler`) or alternatively as bound to a dedicated realtime thread (a instance of `BoundSchedulable`). The RTSJ does not define at what point an unbound event handler is bound to a realtime thread for its execution. Events are dataless: the fire method does not pass any data to the handler. This was intentional in the interest of simplicity and efficiency.

# Chapter 9

## Time

Realtime systems must be able to handle both very short time durations and very long ones. They also need to distinguish between relative time—a duration of time—and absolute time. Simply using a primitive integral value, such as `int` or `long`, does not provide the necessary range. Floating point primitive values, such as `float` and `double`, do not provide the necessary precision. Nor do they provide any type safety. This specification addresses this by requiring three time classes: `HighResolutionTime`, `AbsoluteTime`, and `RelativeTime`, where `HighResolutionTime` is the parent class of the other two.

Instances of `HighResolutionTime` may not be created, as the class exists to provide a common parent type for the other two classes. An instance of `AbsoluteTime` encapsulates an absolute time. An instance of `RelativeTime` encapsulates a point in time that is relative to some other absolute time value, which can be used to describe a time duration.

All methods returning a time object come in both allocating and nonallocating forms. The classes

- enable describing a point in time with up to nanosecond accuracy and precision (actual accuracy and precision is dependent on the precision of the underlying system),
- enable the distinction between absolute points in time, and times relative to some starting point or a time duration, and
- provide simple arithmetic operations for using them.

All time handling is based on these classes.

### 9.1 Definitions

**Time Object** — An instance of `AbsoluteTime` or `RelativeTime`. A *time object* is always associated with some `Chronograph`. By default, it is associated with

the realtime clock.

**Universal epoch** — The time at which the universal clock began ticking, defined by fiat as January 1, 1970 00:00:00 UTC.

**Epoch** — The date and time relative to which times on a **RTSJ Chronograph** *c* are determined. The epoch for a chronograph is defined in terms of the Universal epoch, and is represented as the time elapsed on the Universal clock since the Universal epoch at the time that *c* would have returned a time stamp of 0 ms and 0 ns.

**Time Value Representation** — A compound format composed of 64 bits of millisecond timing, and 32 bits of nanoseconds within a millisecond. The millisecond constituent uses the 64 bits of a Java `long` while the nanosecond constituent uses the 32 bits of a Java `int`.

**Normalized (Canonical) Time Value** — Unique values for the millisecond and nanosecond components of a point in time, including the case of 0 milliseconds or 0 nanoseconds, and a negative time value, according to the following four constraints:

1. when both millisecond and nanosecond components are nonzero, they have the same sign;
2. the algebraic time values of the time object is the algebraic sum of the two components;
3. the millisecond component represents the algebraic number of milliseconds in the time object, within a range of  $[-2^{63}, 2^{63} - 1]$ ; and
4. the nanosecond component represents the algebraic number of nanoseconds within a millisecond in the time object, that is  $[-10^6 + 1, 10^6 - 1]$ .

Instances of `HighResolutionTime` classes always hold a normalized form of a time value. Values that cannot be normalized are not valid; for example, (`MAX_LONG` milliseconds, `MAX_INT` nanoseconds) cannot be normalized and is an illegal value.

The following table has examples of normalized representations.

## 9.2 Semantics

The points below define the general semantics of the time classes. Semantics specific to particular classes, constructors, methods, and fields are in the class description and the constructor, method, and field detail sections.

1. All time objects must maintain nanosecond precision and report their values in terms of millisecond and nanosecond constituents.
2. Time objects can be constructed from other time objects, from millisecond/-nanosecond values, from a `java.util.Date`, or obtained as a result of invocations of methods on instances of the **Chronograph** interface.

Table 9.1: Examples of Normalized Times

time in ns	millis	nanos
2000000	2	0
1999999	1	999999
1000001	1	1
1	0	1
0	0	0
-1	0	-1
-999999	0	-999999
-1000000	-1	0
-1000001	-1	-1

3. Time objects maintain and report time values in normalized form, but the normalized form is not required for input parameter values. This enables computation to be performed individually with the constituent time parts, using the full *signed* range and restrictions of the underlying type.
  - (a) Normalization is accomplished upon method invocation by methods that accept a time object represented with individual component parts, and executed as if the following hold.
    - i. The nanosecond parameter value, which may be negative, is algebraically added to the scaled millisecond parameter value. The sign of the result provides the sign for any nonzero resulting component.
    - ii. The absolute of the result is then partitioned, giving the number of integral milliseconds for the millisecond component, while the remaining fractional part provides the number of nanoseconds for the nanosecond component.
    - iii. The resulting components are then represented, and reported when necessary, with the above computed sign.
  - (b) Normalization is also performed on the result of operations by methods that perform time object addition and subtraction. Operations are executed using the appropriate arithmetic precision. If the final result of an operation can be represented in normalized form, then the operation must not throw arithmetic exceptions while producing intermediate results.
  - (c) The results of time objects operations and the normalization of results of operations performed with `millis` and `nanos`, individually as Java `long` and Java `int` types respectively, are not always equivalent. This is due to the possibility of overflow for `nanos` values outside of the normalized nanosecond range, that is  $[-10^6 + 1, 10^6 - 1]$ , when performing operations as `int` types, while the same values could be handled with no overflow in time object operations.

- (d) When invoking setter methods that take as a parameter only one of the two time value components, the other component has implicitly the value of 0.
4. Although logically a negative time may represent time before the epoch or a negative time interval involved in time operations, an `Exception` may be thrown if a negative absolute time or a negative time interval is given as a parameter to methods. In general, the time values accepted by a method may be a subset of the full time values range, and depend on the method.
  5. A *time object* is always associated with a `Chronograph`. By default it is associated with the realtime clock. `Chronographs` are involved both in the setting as well as the usage of time objects, for example in comparisons.
  6. Methods are provided to facilitate the handling of time objects generically via the `HighResolutionTime` class. These methods enable converting, according to a `Chronograph`, between `AbsoluteTime` objects and `RelativeTime` objects. These methods also enable changing the `Chronograph` association of a time object. Note that the conversions depend on the time at which they are performed. The semantics of these operations are listed in the following table:

Table 9.2: Semantics of Time Conversion

Chronograph association & conversion this has <code>chronograph_a</code> & <code>ms,ns</code>	returned/updated object
<code>an_absolute.absolute(chronograph_a)</code>	<code>chronograph_a</code> <code>ms,ns</code>
<code>an_absolute.absolute(chronograph_b)</code>	<code>chronograph_b</code> <code>ms,ns</code>
<code>an_absolute.absolute(null)</code>	<code>realtime_clock</code> <code>ms,ns</code>
<code>an_absolute.relative(chronograph_a)</code>	<code>chronograph_a</code> <code>chronograph_a.getTime().subtract(ms,ns)</code>
<code>an_absolute.relative(chronograph_b)</code>	<code>chronograph_b</code> <code>chronograph_b.getTime().subtract(ms,ns)</code>
<code>an_absolute.relative(null)</code>	<code>realtime_clock</code> <code>realtime_clock.getTime().subtract(ms,ns)</code>
<code>a_relative.relative(chronograph_a)</code>	<code>chronograph_a</code> <code>ms,ns</code>
<code>a_relative.relative(chronograph_b)</code>	<code>chronograph_b</code> <code>ms,ns</code>
<code>a_relative.relative(null)</code>	<code>realtime_clock</code> <code>ms,ns</code>
<code>a_relative.absolute(chronograph_a)</code>	<code>chronograph_a</code> <code>chronograph_a.getTime().add(ms,ns)</code>
<code>a_relative.absolute(chronograph_b)</code>	<code>chronograph_b</code> <code>chronograph_b.getTime().add(ms,ns)</code>
<code>a_relative.absolute(null)</code>	<code>realtime_clock</code> <code>realtime_clock.getTime().add(ms,ns)</code>

7. Time objects must implement the `Comparable` interface.

## 9.3 javax.realtime

### 9.3.1 Classes

#### 9.3.1.1 AbsoluteTime

---

```
public class AbsoluteTime
```

##### *Inheritance*

```
java.lang.Object  
  HighResolutionTime<AbsoluteTime>  
    AbsoluteTime
```

##### *Description*

An object that represents a specific point in time given by milliseconds plus nanoseconds past some point in time fixed by its **Chronograph**. For the universal clock, the fixed point is the Epoch (January 1, 1970, 00:00:00 GMT). The correctness of the Epoch as a time base depends on the realtime clock synchronization with an external world time reference. This representation was designed to be compatible with the standard Java representation of an absolute time in the `java.util.Date` class.

A time object in normalized form represents negative time when both components are nonzero and negative, or one is nonzero and negative and the other is zero. For `add` and `subtract` negative values behave as they do in arithmetic.

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.

#### 9.3.1.1.1 Constructors

---

### AbsoluteTime(long, int, Chronograph)

##### *Signature*

```
public  
AbsoluteTime(long millis,  
              int nanos,  
              Chronograph chronograph)
```

throws `IllegalRealtimeArgumentException`

### *Description*

Constructs an `AbsoluteTime` object with time millisecond and nanosecond components past the epoch for `Chronograph`.

The value of the `AbsoluteTime` instance is based on the parameter `millis` plus the parameter `nanos`. The construction is subject to `millis` and `nanos` parameters normalization. When, after normalization, the time object is negative, the time represented by this is time before `this` chronograph's epoch. The chronograph association is made with the `Chronograph` parameter. When `Chronograph` is `null` the association is made with the default realtime clock.

Note that the start of a chronograph's epoch is an attribute of the chronograph. It is defined as the Epoch (00:00:00 GMT on Jan 1, 1970) for the calendar clock, but other classes of chronograph may define other epochs.

**Available since** RTSJ 2.0

### *Parameters*

`millis`—The desired value for the millisecond component of `this`. The actual value is the result of parameter normalization.

`nanos`—The desired value for the nanosecond component of `this`. The actual value is the result of parameter normalization.

`chronograph`—Provides the time reference for the newly constructed object. The realtime clock is used when this argument is `null`.

### *Throws*

`IllegalRealtimeArgumentException`—when there is an overflow in the millisecond component when normalizing.

## **AbsoluteTime(long, int)**

### *Signature*

```
public
AbsoluteTime(long millis,
              int nanos)
throws IllegalRealtimeArgumentException
```

### *Description*

Equivalent to `AbsoluteTime(long, int, Chronograph)` with the argument list (`millis`, `nanos`, `null`)



*Parameters*

**millis**—The desired value for the millisecond component of **this**. The actual value is the result of parameter normalization.

**nanos**—The desired value for the nanosecond component of **this**. The actual value is the result of parameter normalization.

*Throws*

**IllegalRealtimeArgumentException**—when there is an overflow in the millisecond component when normalizing.

## AbsoluteTime(Date, Chronograph)

*Signature*

```
public
AbsoluteTime(Date date,
              Chronograph chronograph)
throws IllegalRealtimeArgumentException
```

*Description*

Equivalent to **AbsoluteTime(long, int, Chronograph)** with the argument list (date.getTime(), 0, chronograph).

Warning: While the **date** is used to set the milliseconds component of the new **AbsoluteTime** object (with nanoseconds component set to 0), the new object represents the **date** only when the **Chronograph** parameter has an **epoch** equal to **Epoch**.

The time reference is given by the **Chronograph** parameter. When **Chronograph** is **null** the association is made with the default realtime clock.

Available since RTSJ 2.0

*Parameters*

**date**—The `java.util.Date` representation of the time past the **epoch**.

**chronograph**—Provides the time reference for the newly constructed object.

*Throws*

**IllegalRealtimeArgumentException**—when the **date** parameter is **null**.

## AbsoluteTime(Date)

*Signature*

```
public
AbsoluteTime(Date date)
throws IllegalArgumentException
```

*Description*

Equivalent to `AbsoluteTime(long, int, Chronograph)` with the argument list `(date.getTime(), 0, null)`.

*Parameters*

`date`—The `java.util.Date` representation of the time past the epoch.

*Throws*

`IllegalArgumentException`—when the `date` parameter is `null`.

## AbsoluteTime(AbsoluteTime)

*Signature*

```
public
AbsoluteTime(AbsoluteTime time)
throws IllegalArgumentException
```

*Description*

Equivalent to `AbsoluteTime(long, int, Chronograph)` with the argument list `(time.getMilliseconds(), time.getNanoseconds(), time.getChronograph())`.

*Parameters*

`time`—The `AbsoluteTime` object which is the source for the copy.

*Throws*

`IllegalArgumentException`—when the `time` parameter is `null`.

## AbsoluteTime(Chronograph)

*Signature*

```
public
AbsoluteTime(Chronograph chronograph)
```

*Description*

Equivalent to `AbsoluteTime(long, int, Chronograph)` with the argument list `(0, 0, chronograph)`.

**Available since** RTSJ 2.0

*Parameters*

`chronograph`—Provides the time reference for the newly constructed object.

## AbsoluteTime

*Signature*

```
public
AbsoluteTime()
```

*Description*

Equivalent to `AbsoluteTime(long, int, Chronograph)` with the argument list `(0, 0, null)`.

### 9.3.1.1.2 Methods

---

## absolute(Chronograph)

*Signature*

```
public javax.realtime.AbsoluteTime
absolute(Chronograph chronograph)
```

*Description*

Creates a copy of `this` modified when necessary to have the specified chronograph association. A new object is allocated for the result. This method is the implementation of the `abstract` method of the `HighResolutionTime` base class. No conversion into `AbsoluteTime` is needed in this case. The result is associated with the `Chronograph` passed as a parameter. When `Chronograph` is `null`, the association is made with the default realtime clock.

*Parameters*

`chronograph`—It is used only as the new time reference associated with the result, since no conversion is needed.

*Returns*

The copy of **this** in a newly allocated **AbsoluteTime** object, associated with the **Chronograph** parameter.

**Available since** RTSJ 2.0

**absolute(Chronograph, AbsoluteTime)***Signature*

```
public javax.realtime.AbsoluteTime  
    absolute(Chronograph chronograph,  
            AbsoluteTime dest)
```

*Description*

Copies **this** into **dest**, when necessary modified to have the specified chronograph association. A new object is allocated for the result. This method is the implementation of the **abstract** method of the **HighResolutionTime** base class. No conversion into **AbsoluteTime** is needed in this case. The result is associated with the **Chronograph** passed as a parameter. When **Chronograph** is **null**, the association is made with the default realtime clock.

*Parameters*

**chronograph**—It is used only as the new time reference associated with the result, since no conversion is needed.

**dest**—the instance to fill.

*Returns*

The copy of **this** in a newly allocated **AbsoluteTime** object, associated with the **Chronograph** parameter.

**Available since** RTSJ 2.0

**relative(Chronograph)***Signature*

```
public javax.realtime.RelativeTime  
    relative(Chronograph chronograph)
```

*Description*

Converts the time of `this` to a relative time, using the given instance of `Chronograph` to determine the current time. The calculation is the current time indicated by the given instance of `Chronograph` subtracted from the time given by `this`. When `Chronograph` is `null`, the default realtime clock is assumed. A destination object is allocated to return the result. The time reference of the result is given by the `Chronograph` passed as a parameter.

*Parameters*

`chronograph`—The instance of `Chronograph` used to convert the time of `this` into relative time, and the new chronograph association for the result.

*Throws*

`ArithmeticException`—when the result does not fit in the normalized format.

*Returns*

the `RelativeTime` conversion in a newly allocated object, associated with the `Chronograph` parameter.

**Available since** RTSJ 2.0

## **relative(Chronograph, RelativeTime)**

*Signature*

```
public javax.realtime.RelativeTime  
    relative(Chronograph chronograph,  
             RelativeTime dest)
```

*Description*

Converts the time of `this` to a relative time, using the given instance of `Chronograph` to determine the current time. The calculation is the current time indicated by the given instance of `Chronograph` subtracted from the time given by `this`. When `Chronograph` is `null`, the default realtime clock is assumed. When `dest` is not `null`, the result is placed in it and returned. Otherwise, a new object is allocated for the result. The time reference of the result is given by the `Chronograph` passed as a parameter.

*Parameters*

`chronograph`—The instance of `Chronograph` used to convert the time of `this` into relative time, and the new chronograph association for the result.

`dest`—When `dest` is not `null`, the result is placed in it and returned.

*Throws*

`ArithmeticException`—when the result does not fit in the normalized format.

*Returns*

the `RelativeTime` conversion in `dest` when `dest` is not `null`, otherwise the result is returned in a newly allocated object, associated with the `Chronograph` parameter.

**add(long, int)***Signature*

```
public javax.realtime.AbsoluteTime
add(long millis,
     int nanos)
throws ArithmeticException
```

*Description*

Creates a new object representing the result of adding `millis` and `nanos` to the values from `this` and normalizing the result. The result will have the same chronograph association as `this`.

*Parameters*

`millis`—The number of milliseconds to be added to `this`.

`nanos`—The number of nanoseconds to be added to `this`.

*Throws*

`ArithmeticException`—when the result does not fit in the normalized format.

*Returns*

a new `AbsoluteTime` object whose time is the normalization of `this` plus `millis` and `nanos`.

**add(long, int, AbsoluteTime)***Signature*

```
public javax.realtime.AbsoluteTime
add(long millis,
     int nanos,
     AbsoluteTime dest)
throws ArithmeticException
```

*Description*

Returns an object containing the value resulting from adding `millis` and `nanos` to the values from `this` and normalizing the result. When `dest` is not `null`, the

result is placed in it and returned. Otherwise, a new object is allocated for the result. The result will have the same chronograph association as **this**, and the chronograph association with **dest** is ignored.

#### Parameters

**millis**—The number of milliseconds to be added to **this**.

**nanos**—The number of nanoseconds to be added to **this**.

**dest**—When **dest** is not **null**, the result is placed in it and returned.

#### Throws

**ArithmeticException**—when the result does not fit in the normalized format.

#### Returns

the result of the normalization of **this** plus **millis** and **nanos** in **dest** when **dest** is not **null**, otherwise the result is returned in a newly allocated object.

## add(RelativeTime)

#### Signature

```
public javax.realtime.AbsoluteTime  
add(RelativeTime time)  
throws ArithmeticException,  
        IllegalRealtimeArgumentException
```

#### Description

Creates a new instance of **AbsoluteTime** representing the result of adding **time** to the value of **this** and normalizing the result. The **Chronograph** associated with **this** and the **Chronograph** associated with the **time** parameter must be the same, and such association is used for the result.

#### Parameters

**time**—The time to add to **this**.

#### Throws

**IllegalRealtimeArgumentException**—when the **Chronograph** associated with **this** and the **Chronograph** associated with the **time** parameter are different, or when the **time** parameter is **null**.

**ArithmeticException**—when the result does not fit in the normalized format.

#### Returns

a new **AbsoluteTime** object whose time is the normalization of **this** plus the parameter **time**.

## add(RelativeTime, AbsoluteTime)

### Signature

```
public javax.realtime.AbsoluteTime
add(RelativeTime time,
    AbsoluteTime dest)
throws ArithmeticException,
    IllegalRealtimeArgumentException
```

### Description

Returns an object containing the value resulting from adding `time` to the value of `this` and normalizing the result. When `dest` is not `null`, the result is placed in it and returned. Otherwise, a new object is allocated for the result. The `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter must be the same, and such association is used for the result. The `Chronograph` associated with the `dest` parameter is ignored.

### Parameters

`time`—The time to add to `this`.

`dest`—When `dest` is not `null`, the result is placed in it and returned.

### Throws

`IllegalRealtimeArgumentException`—when the `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter are different, or when the `time` parameter is `null`.

`ArithmeticException`—when the result does not fit in the normalized format.

### Returns

the result of the normalization of `this` plus the `RelativeTime` parameter `time` in `dest` when `dest` is not `null`, otherwise the result is returned in a newly allocated object.

## getDate

### Signature

```
public java.util.Date
getDate()
throws UnsupportedOperationException
```

### Description

Converts the time given by `this` to a `Date` format. Note that `Date` represents time as milliseconds so the nanoseconds of `this` will be lost.



*Throws*

`UnsupportedRealtimeOperationException`—when the `Chronograph` associated with `this` does not have the concept of date.

*Returns*

a newly allocated `Date` object with a value of the time past the Epoch represented by `this`.

**set(Date)***Signature*

```
public javax.realtime.AbsoluteTime
    set(Date date)
    throws IllegalArgumentException
```

*Description*

Changes the time represented by `this` to that given by the parameter. Note that `Date` represents time as milliseconds so the nanoseconds of `this` will be set to 0. The chronograph association is implicitly made with the default realtime clock.

*Parameters*

`date`—A reference to a `Date` which will become the time represented by `this` after the completion of this method.

*Throws*

`IllegalArgumentException`—when the parameter `date` is null.

*Returns*

`this`

Available since RTSJ 2.0 returns itself

**subtract(AbsoluteTime)***Signature*

```
public javax.realtime.RelativeTime
    subtract(AbsoluteTime time)
    throws IllegalArgumentException,
        ArithmeticException
```

*Description*

Creates a new instance of `RelativeTime` representing the result of subtracting `time` from the value of `this` and normalizing the result. The `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter must be the same, and such association is used for the result.

*Parameters*

`time`—The time to subtract from `this`.

*Throws*

`IllegalRealtimeArgumentException`—when the `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter are different, or when the `time` parameter is `null`.

`ArithmeticException`—when the result does not fit in the normalized format.

*Returns*

a new `RelativeTime` object whose time is the normalization of `this` minus the `AbsoluteTime` parameter `time`.

## **subtract(AbsoluteTime, RelativeTime)**

*Signature*

```
public javax.realtime.RelativeTime
    subtract(AbsoluteTime time,
            RelativeTime dest)
    throws IllegalRealtimeArgumentException,
           ArithmeticException
```

*Description*

Returns an object containing the value resulting from subtracting `time` from the value of `this` and normalizing the result. When `dest` is not `null`, the result is placed there and returned. Otherwise, a new object is allocated for the result. The `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter must be the same, and such association is used for the result. The `Chronograph` associated with the `dest` parameter is ignored.

*Parameters*

`time`—The time to subtract from `this`.

`dest`—When `dest` is not `null`, the result is placed in it and returned.

*Throws*

`IllegalRealtimeArgumentException`—when the `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter are different, or when the `time` parameter is `null`.

**ArithmeticException**—when the result does not fit in the normalized format.

*Returns*

the result of the normalization of **this** minus the **AbsoluteTime** parameter **time** in **dest** when **dest** is not null, otherwise the result is returned in a newly allocated object.

## **subtract(RelativeTime)**

*Signature*

```
public javax.realtime.AbsoluteTime  
    subtract(RelativeTime time)  
    throws IllegalRealtimeArgumentException,  
           ArithmeticException
```

*Description*

Creates a new instance of **AbsoluteTime** representing the result of subtracting **time** from the value of **this** and normalizing the result. The **Chronograph** associated with **this** and the **Chronograph** associated with the **time** parameter must be the same, and such association is used for the result.

*Parameters*

**time**—The time to subtract from **this**.

*Throws*

**IllegalRealtimeArgumentException**—when the **Chronograph** associated with **this** and the **Chronograph** associated with the **time** parameter are different, or when the **time** parameter is null.

**ArithmeticException**—when the result does not fit in the normalized format.

*Returns*

a new **AbsoluteTime** object whose time is the normalization of **this** minus the parameter **time**.

## **subtract(RelativeTime, AbsoluteTime)**

*Signature*

```
public javax.realtime.AbsoluteTime  
    subtract(RelativeTime time,  
           AbsoluteTime dest)
```

throws `IllegalRealtimeArgumentException`,  
`ArithmeticException`

### *Description*

Returns an object containing the value resulting from subtracting `time` from the value of `this` and normalizing the result. When `dest` is not `null`, the result is placed there and returned. Otherwise, a new object is allocated for the result. The `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter must be the same, and such association is used for the result. The `Chronograph` associated with the `dest` parameter is ignored.

### *Parameters*

`time`—The time to subtract from `this`.

`dest`—When `dest` is not `null`, the result is placed there and returned.

### *Throws*

`IllegalRealtimeArgumentException`—when the `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter are different, or when the `time` parameter is `null`.

`ArithmeticException`—when the result does not fit in the normalized format.

### *Returns*

the result of the normalization of `this` minus the `RelativeTime` parameter `time` in `dest` when `dest` is not `null`, otherwise the result is returned in a newly allocated object.

## **toString**

### *Signature*

```
public java.lang.String  
toString()
```

### *Description*

Creates a printable string of the time given by `this`.

The string shall be a decimal representation of the milliseconds and nanosecond values; formatted as follows "(2251 ms, 750000 ns)"

### *Returns*

a `String` object converted from the time given by `this`.

### 9.3.1.2 HighResolutionTime

---

```
public abstract class HighResolutionTime<T extends HighResolutionTime<T>>
```

#### *Inheritance*

```
java.lang.Object  
  HighResolutionTime<T extends HighResolutionTime<T>>
```

#### *Interfaces*

```
Comparable  
Cloneable
```

#### *Description*

Class `HighResolutionTime` is the base class for `AbsoluteTime` and `RelativeTime`. It can be used to express time with nanosecond resolution. This class is never used directly; it is abstract and has no public constructor. Instead, one of its subclasses `AbsoluteTime` or `RelativeTime` should be used. When an API is defined that has a `HighResolutionTime` as a parameter, it can take either an absolute or a relative time and will do something appropriate.

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.

#### 9.3.1.2.1 Methods

---

### `waitForObject(Object, HighResolutionTime)`

#### *Signature*

```
public static boolean  
waitForObject(Object target,  
              HighResolutionTime<?> time)  
throws InterruptedException,  
       IllegalMonitorStateException,  
       IllegalRealtimeArgumentException,  
       UnsupportedRealtimeOperationException
```

#### *Description*

Behaves like `target.wait()` but with the enhancement that it waits with a precision of `HighResolutionTime` and returns true when the associated notify

was received, `false` when timeout occurred. As for `target.wait()`, there is the possibility of spurious wakeup behavior.

The wait `time` may be relative or absolute, and it is controlled by the `clock` associated with it. When the wait `time` is relative, then the calling thread is blocked waiting on `target` for the amount of time given by `time`, and measured by the associated `clock`. When the wait `time` is absolute, then the calling thread is blocked waiting on `target` until the indicated `time` value is reached by the associated `clock`.

#### Parameters

`target`—The object for which to wait. The current thread must have a lock on the object.

`time`—The time for which to wait. When it is `RelativeTime(0,0)` then wait indefinitely. When it is `null` then wait indefinitely.

#### Throws

`InterruptedException`—when this schedulable is interrupted by `RealtimeThread.interrupt` or `AsynchronouslyInterruptedException.fire` while it is waiting.

`IllegalRealtimeArgumentException`—when `time` represents a relative time less than zero.

`IllegalMonitorStateException`—when `target` is not locked by the caller.

`UnsupportedRealtimeOperationException`—when the wait operation is not supported using the `clock` associated with `time`.

#### Returns

`true` when the notify was received before the timeout; `false` otherwise.

**Available since** RTSJ 2.0 updated to add a return value.

## equals(T)

#### Signature

```
public boolean
equals(T time)
```

#### Description

Proves if the argument `time` has the same type and values as `this`. Equality includes `Chronograph` association.

#### Parameters

`time`—Value to be compared with `this`.

*Returns*

`true` when the parameter `time` is of the same type and has the same values as `this`, as well as the same `Chronograph` association.

**Available since** RTSJ 2.0

## getClock

*Signature*

```
public final javax.realtime.Clock  
getClock()  
throws UnsupportedOperationException
```

*Description*

Gets the reference to the `clock` associated with `this`.

*Throws*

`UnsupportedRealtimeOperationException`—when the time is based on a `Chronograph` that is not a `Clock`.

*Returns*

a reference to the `clock` associated with `this`.

**Available since** RTSJ 1.0.1

## getChronograph

*Signature*

```
public final javax.realtime.Chronograph  
getChronograph()
```

*Description*

Gets a reference to the `Chronograph` associated with `this`.

*Returns*

a reference to the `Chronograph` associated with `this`.

**Available since** RTSJ 2.0

## getMilliseconds

### Signature

```
public final long  
getMilliseconds()
```

### Description

Gets the milliseconds component of **this**.

### Returns

the milliseconds component of the time represented by **this**.

## getNanoseconds

### Signature

```
public final int  
getNanoseconds()
```

### Description

Gets the nanoseconds component of **this**.

### Returns

the nanoseconds component of the time represented by **this**.

## set(T)

### Signature

```
public T extends javax.realtime.HighResolutionTime<T>  
set(T time)
```

### Description

Changes the value represented by **this** to that of the given **time**. The **Chronograph** associated with **this** is set to be the **Chronograph** associated with the **time** parameter.

### Parameters

**time**—The new value for **this**.

### Throws

**IllegalRealtimeArgumentException**—when the parameter **time** is null.



**ClassCastException**—when the type of **this** and the type of the parameter **time** are not the same.

*Returns*

**this**

**Available since** RTSJ 1.0.1 The description of the method in 1.0 was erroneous.

**Available since** RTSJ 2.0 returns itself

## set(Chronograph, long, int)

*Signature*

```
public T extends javafx.runtime.HighResolutionTime<T>
    set(Chronograph chronograph,
        long millis,
        int nanos)
    throws IllegalArgumentException
```

*Description*

Sets the all components of **this**. The setting is subject to parameter normalization. When after normalization the time is negative, the time represented by **this** is set to a negative value, but note, negative times are not supported everywhere. For instance, a negative relative time is an invalid value for a periodic thread's period.

*Parameters*

**chronograph**—The time reference for the other components of **this** set during the call.

**millis**—The desired value for the millisecond component of **this** at the completion of the call. The actual value is the result of parameter normalization.

**nanos**—The desired value for the nanosecond component of **this** at the completion of the call. The actual value is the result of parameter normalization.

*Throws*

**IllegalArgumentException**—when there is an overflow in the millisecond component while normalizing.

*Returns*

**this**

**Available since** RTSJ 2.0 returns itself

## set(long, int)

### Signature

```
public T extends javax.realtime.HighResolutionTime<T>
    set(long millis,
        int nanos)
    throws IllegalRealtimeArgumentException
```

### Description

Sets the millisecond and nanosecond components of **this**. The setting is subject to parameter normalization. When after normalization the time is negative then the time represented by **this** is set to a negative value, but note that negative times are not supported everywhere. For instance, a negative relative time is an invalid value for a periodic thread's period.

### Parameters

**millis**—The desired value for the millisecond component of **this** at the completion of the call. The actual value is the result of parameter normalization.

**nanos**—The desired value for the nanosecond component of **this** at the completion of the call. The actual value is the result of parameter normalization.

### Throws

[IllegalRealtimeArgumentException](#)—when there is an overflow in the millisecond component while normalizing.

### Returns

**this**

**Available since** RTSJ 2.0 returns itself

## set(long)

### Signature

```
public T extends javax.realtime.HighResolutionTime<T>
    set(long millis)
```

### Description

Sets the millisecond component of **this** to the given argument, and the nanosecond component of **this** to 0. This method is equivalent to `set(millis, 0)`.

### Parameters

`millis`—This value shall be the value of the millisecond component of `this` at the completion of the call.

*Returns*

`this`

**Available since** RTSJ 2.0 returns itself

## hashCode

*Signature*

```
public int  
hashCode()
```

*Description*

Returns a hash code for this object in accordance with the general contract of `Object.hashCode`. Time objects that are equal, as defined by `equals`, have the same hash code.

*Returns*

the hashcode value for this instance.

## clone

*Signature*

```
public java.lang.Object  
clone()
```

*Description*

Returns a clone of `this`. This method should behave effectively as when it constructed a new object with the visible values of `this`. The new object is created in the current allocation context.

**Available since** RTSJ 1.0.1

## compareTo(T)

*Signature*

```
public int  
compareTo(T time)
```

#### *Description*

Compares **this** `HighResolutionTime` with the specified `HighResolutionTime` `time`.

#### *Parameters*

`time`—To be compared with the time of **this**.

#### *Throws*

`ClassCastException`—when the `time` parameter is not of the same class as **this**.

`IllegalRealtimeArgumentException`—when the `time` parameter is not associated with the same chronograph as **this**, or when the `time` parameter is null.

#### *Returns*

a negative integer, zero, or a positive integer as this object is less than, equal to, or greater than `time`.

**Available since** RTSJ 2.0

## **equals(Object)**

#### *Signature*

```
public boolean  
equals(Object object)
```

#### *Description*

Determined whether or not the argument `object` has the same type and values as **this**.

Equality includes `Chronograph` association.

#### *Parameters*

`object`—Value to be compared with **this**.

#### *Returns*

`true` when the parameter `object` is of the same type and has the same values as **this**, as well as the same `Chronograph` association.

## **absolute(Chronograph, AbsoluteTime)**

#### *Signature*

```
public abstract javax.realtime.AbsoluteTime  
absolute(Chronograph chronograph,  
         AbsoluteTime dest)
```

#### *Description*

Converts the time of `this` to an absolute time, using the given instance of `Chronograph` to determine the current time when necessary. When `Chronograph` is `null` the default realtime clock is assumed. When `dest` is not `null`, the result is placed in it and returned. Otherwise, a new object is allocated for the result. The chronograph association of the result is the `Chronograph` passed as a parameter. See the subclass comments for more specific information.

#### *Parameters*

`chronograph`—The instance of `Chronograph` used to convert the time of `this` into absolute time, and the new chronograph association for the result.  
`dest`—When `dest` is not `null`, the result is placed in it and returned.

#### *Returns*

the `AbsoluteTime` conversion in `dest` when `dest` is not `null`, otherwise the result is returned in a newly allocated object. It is associated with the `Chronograph` parameter.

## **absolute(Chronograph)**

#### *Signature*

```
public abstract javax.realtime.AbsoluteTime  
absolute(Chronograph chronograph)
```

#### *Description*

Converts the time of `this` to an absolute time, using the given instance of `Chronograph` to determine the current time when necessary. When `Chronograph` is `null` the realtime clock is assumed.

A destination object is allocated to return the result. The chronograph association of the result is the `Chronograph` passed as a parameter. See the subclass comments for more specific information.

#### *Parameters*

`chronograph`—The instance of `Chronograph` used to convert the time of `this` into absolute time, and the new chronograph association for the result.

#### *Returns*

the `AbsoluteTime` conversion in a newly allocated object, associated with the `Chronograph` parameter.

## relative(Chronograph, RelativeTime)

### Signature

```
public abstract javax.realtime.RelativeTime  
relative(Chronograph chronograph,  
         RelativeTime dest)
```

### Description

Converts the time of `this` to a relative time, using the given instance of `Chronograph` to determine the current time when necessary. When `Chronograph` is `null` the realtime clock is assumed. When `dest` is not `null`, the result is placed there and returned. Otherwise, a new object is allocated for the result. The chronograph association of the result is the `Chronograph` passed as a parameter. See the subclass comments for more specific information.

### Parameters

`chronograph`—The instance of `Chronograph` used to convert the time of `this` into relative time, and the new chronograph association for the result.

`dest`—When `dest` is not `null`, the result is placed in it and returned.

### Returns

the `RelativeTime` conversion in `dest` when `dest` is not `null`, otherwise the result is returned in a newly allocated object.

Available since RTSJ 2.0

## relative(Chronograph)

### Signature

```
public abstract javax.realtime.RelativeTime  
relative(Chronograph chronograph)
```

### Description

Converts the time of `this` to a relative time, using the given instance of `Chronograph` to determine the current time when necessary. When `Chronograph` is `null` the realtime clock is assumed. A destination object is allocated to return the result. The chronograph association of the result is the `Chronograph` passed as a parameter. See the subclass comments for more specific information.

### Parameters

`chronograph`—The instance of `Chronograph` used to convert the time of `this` into relative time, and the new chronograph association for the result.

*Returns*

the `RelativeTime` conversion in a newly allocated object, associated with the `Chronograph` parameter.

Available since RTSJ 2.0

### 9.3.1.3 RelativeTime

---

public class `RelativeTime`

*Inheritance*

```
java.lang.Object
  HighResolutionTime<RelativeTime>
  RelativeTime
```

*Description*

An object that represents a time interval milliseconds/10<sup>3</sup> + nanoseconds/10<sup>9</sup> seconds long. It generally is used to represent a time relative to now.

The time interval is kept in normalized form. The range goes from [(-2<sup>63</sup>) milliseconds + (-10<sup>6</sup>+1) nanoseconds] to [(2<sup>63</sup>-1) milliseconds + (10<sup>6</sup>-1) nanoseconds].

A negative interval relative to now represents time in the past. For add and subtract, negative values behave as they do in arithmetic.

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.

#### 9.3.1.3.1 Constructors

---

## RelativeTime(long, int, Chronograph)

*Signature*

```
public
RelativeTime(long millis,
              int nanos,
              Chronograph chronograph)
```

throws `IllegalRealtimeArgumentException`

#### *Description*

Constructs a `RelativeTime` object representing an interval based on the parameter `millis` plus the parameter `nanos`. The construction is subject to `millis` and `nanos` parameter normalization. When there is an overflow in the millisecond component when normalizing then an `IllegalRealtimeArgumentException` will be thrown.

The chronograph association is made with the `chronograph` parameter. When `chronograph` is `null` the association is made with the default realtime clock.

**Available since** RTSJ 2.0

#### *Parameters*

`millis`—The desired value for the millisecond component of `this`. The actual value is the result of parameter normalization.

`nanos`—The desired value for the nanosecond component of `this`. The actual value is the result of parameter normalization.

`chronograph`—The time reference of the newly constructed object. Defaults to the realtime clock when `null`.

#### *Throws*

`IllegalRealtimeArgumentException`—when there is an overflow in the millisecond component when normalizing.

## **RelativeTime(long, int)**

#### *Signature*

```
public
RelativeTime(long millis,
              int nanos)
throws IllegalRealtimeArgumentException
```

#### *Description*

Equivalent to `RelativeTime(long, int, Chronograph)` with argument list (`millis`, `nanos`, `null`).

#### *Parameters*

`millis`—The desired value for the millisecond component of `this`. The actual value is the result of parameter normalization.



`nanos`—The desired value for the nanosecond component of `this`. The actual value is the result of parameter normalization.

*Throws*

`IllegalRealtimeArgumentException`—when there is an overflow in the millisecond component when normalizing.

## RelativeTime(RelativeTime)

*Signature*

```
public  
RelativeTime(RelativeTime time)
```

*Description*

Equivalent to `RelativeTime(long, int, Chronograph)` with argument list `(time.getMilliseconds(), time.getNanoseconds(), time.getChronograph())`.

*Parameters*

`time`—The `RelativeTime` object which is the source for the copy.

## RelativeTime(Chronograph)

*Signature*

```
public  
RelativeTime(Chronograph chronograph)
```

*Description*

Equivalent to `RelativeTime(long, int, Chronograph)` with argument list `(0, 0, chronograph)`.

**Available since** RTSJ 2.0

*Parameters*

`chronograph`—The time reference for the newly constructed object.

## RelativeTime

*Signature*

```
public  
RelativeTime()
```

*Description*

Equivalent to `RelativeTime(long, int, Chronograph)` with argument list (0, 0, null).

### 9.3.1.3.2 Methods

---

#### **absolute(Chronograph)**

*Signature*

```
public javax.realtime.AbsoluteTime  
absolute(Chronograph chronograph)
```

*Description*

Converts the time of `this` to an absolute time, using the given instance of `Chronograph` to determine the current time when necessary. When `Chronograph` is `null` the realtime clock is assumed.

A destination object is allocated to return the result. The chronograph association of the result is the `Chronograph` passed as a parameter. See the subclass comments for more specific information.

**Available since** RTSJ 2.0

See [Section HighResolutionTime.absolute\(Chronograph\)](#)

#### **absolute(Chronograph, AbsoluteTime)**

*Signature*

```
public javax.realtime.AbsoluteTime  
absolute(Chronograph chronograph,  
         AbsoluteTime dest)
```

*Description*

Converts the time of `this` to an absolute time, using the given instance of `Chronograph` to determine the current time when necessary. When `Chronograph` is `null` the default realtime clock is assumed. When `dest` is not `null`, the result is placed in it and returned. Otherwise, a new object is allocated for the result. The chronograph association of the result is the `Chronograph` passed as a parameter. See the subclass comments for more specific information.

Available since RTSJ 2.0

See Section [HighResolutionTime.absolute\(Chronograph, AbsoluteTime\)](#)

## **relative(Chronograph)**

### *Signature*

```
public javax.realtime.RelativeTime  
    relative(Chronograph chronograph)
```

### *Description*

Converts the time of `this` to a relative time, using the given instance of `Chronograph` to determine the current time when necessary. When `Chronograph` is `null` the realtime clock is assumed. A destination object is allocated to return the result. The chronograph association of the result is the `Chronograph` passed as a parameter. See the subclass comments for more specific information.

Available since RTSJ 2.0

See Section [HighResolutionTime.relative\(Chronograph\)](#)

## **relative(Chronograph, RelativeTime)**

### *Signature*

```
public javax.realtime.RelativeTime  
    relative(Chronograph chronograph,  
            RelativeTime dest)
```

### *Description*

Converts the time of `this` to a relative time, using the given instance of `Chronograph` to determine the current time when necessary. When `Chronograph` is `null` the realtime clock is assumed. When `dest` is not `null`, the result is placed

there and returned. Otherwise, a new object is allocated for the result. The chronograph association of the result is the **Chronograph** passed as a parameter. See the subclass comments for more specific information.

**Available since** RTSJ 2.0

See Section [HighResolutionTime.relative\(Chronograph, RelativeTime\)](#)

## **add(long, int)**

### *Signature*

```
public javax.realtime.RelativeTime
add(long millis,
     int nanos)
throws ArithmeticException
```

### *Description*

Creates a new object representing the result of adding `millis` and `nanos` to the values from `this` and normalizing the result. The result will have the same chronograph association as `this`. An `ArithmeticException` is when the result does not fit in the normalized format.

### *Parameters*

`millis`—The number of milliseconds to be added to `this`.

`nanos`—The number of nanoseconds to be added to `this`.

### *Throws*

`ArithmeticException`—when the result does not fit in the normalized format.

### *Returns*

a new `RelativeTime` object whose time is the normalization of `this` plus `millis` and `nanos`.

## **add(long, int, RelativeTime)**

### *Signature*

```
public javax.realtime.RelativeTime
add(long millis,
     int nanos,
     RelativeTime dest)
```

throws `ArithmeticException`

#### *Description*

Returns an object containing the value resulting from adding `millis` and `nanos` to the values from `this` and normalizing the result. When `dest` is not `null`, the result is placed there and returned. Otherwise, a new object is allocated for the result. The result will have the same chronograph association as `this`, and the chronograph association with `dest` is ignored.

#### *Parameters*

`millis`—The number of milliseconds to be added to `this`.

`nanos`—The number of nanoseconds to be added to `this`.

`dest`—When `dest` is not `null`, the result is placed there and returned.

#### *Throws*

`ArithmeticException`—when the result does not fit in the normalized format.

#### *Returns*

the result of the normalization of `this` plus `millis` and `nanos` in `dest` when `dest` is not `null`, otherwise the result is returned in a newly allocated object.

## **add(RelativeTime)**

#### *Signature*

```
public javax.realtime.RelativeTime
add(RelativeTime time)
throws IllegalRealtimeArgumentException,
       ArithmeticException
```

#### *Description*

Creates a new instance of `RelativeTime` representing the result of adding `time` to the value of `this` and normalizing the result.

The chronograph associated with `this` and the `clock` associated with the `time` parameter are expected to be the same, and such association is used for the result.

#### *Parameters*

`time`—The time to add to `this`.

#### *Throws*

`IllegalRealtimeArgumentException`—when the `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter are different, or when the `time` parameter is `null`.

**ArithmeticException**—when the result does not fit in the normalized format.

*Returns*

a new **RelativeTime** object whose time is the normalization of **this** plus the parameter **time**.

## **add(RelativeTime, RelativeTime)**

*Signature*

```
public javax.realtime.RelativeTime
add(RelativeTime time,
    RelativeTime dest)
throws IllegalRealtimeArgumentException,
    ArithmeticException
```

*Description*

Returns an object containing the value resulting from adding **time** to the value of **this** and normalizing the result. When **dest** is not **null**, the result is placed there and returned. Otherwise, a new object is allocated for the result.

The **Chronograph** associated with **this** and the **Chronograph** associated with the **time** parameter are expected to be the same, and such association is used for the result.

The **Chronograph** associated with the **dest** parameter is ignored.

*Parameters*

**time**—The time to add to **this**.

**dest**—When **dest** is not **null**, the result is placed there and returned.

*Throws*

**IllegalRealtimeArgumentException**—when the **Chronograph** associated with **this** and the **Chronograph** associated with the **time** parameter are different, or when the **time** parameter is **null**.

**ArithmeticException**—when the result does not fit in the normalized format.

*Returns*

the result of the normalization of **this** plus the **RelativeTime** parameter **time** in **dest** when **dest** is not **null**, otherwise the result is returned in a newly allocated object.

## **subtract(RelativeTime)**

*Signature*

```
public javax.realtime.RelativeTime
subtract(RelativeTime time)
throws IllegalRealtimeArgumentException,
        ArithmeticException
```

#### *Description*

Creates a new instance of `RelativeTime` representing the result of subtracting `time` from the value of `this` and normalizing the result.

The `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter are expected to be the same, and such association is used for the result.

#### *Parameters*

`time`—The time to subtract from `this`.

#### *Throws*

`IllegalRealtimeArgumentException`—when the `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter are different, or when the `time` parameter is null.

`ArithmeticException`—when the result does not fit in the normalized format.

#### *Returns*

a new `RelativeTime` object whose time is the normalization of `this` minus the parameter `time`.

## **subtract(RelativeTime, RelativeTime)**

#### *Signature*

```
public javax.realtime.RelativeTime
subtract(RelativeTime time,
        RelativeTime dest)
throws IllegalRealtimeArgumentException,
        ArithmeticException
```

#### *Description*

Returns an object containing the value resulting from subtracting the value of `time` from the value of `this` and normalizing the result. When `dest` is not null, the result is placed there and returned. Otherwise, a new object is allocated for the result.

The `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter are expected to be the same, and such association is used for the result.

The `Chronograph` associated with the `dest` parameter is ignored.

#### Parameters

`time`—The time to subtract from `this`.

`dest`—When `dest` is not `null`, the result is placed there and returned. Otherwise, a new object is allocated for the result.

#### Throws

`IllegalRealtimeArgumentException`—when the `Chronograph` associated with `this` and the `Chronograph` associated with the `time` parameter are different, or when the `time` parameter is `null`.

`ArithmeticException`—when the result does not fit in the normalized format.

#### Returns

the result of the normalization of `this` minus the `RelativeTime` parameter `time` in `dest` when `dest` is not `null`, otherwise the result is returned in a newly allocated object.

## `scale(int)`

#### Signature

```
public javax.realtime.RelativeTime  
scale(int factor)
```

#### Description

Changes the length of this relative time by multiplying it by `factor`.

#### Parameters

`factor`—Value by which to increase the time interval.

#### Returns

a new object with `value` of this scaled by `factor`.

**Available since** RTSJ 2.0

## `scale(int, RelativeTime)`

#### Signature

```
public javax.realtime.RelativeTime  
scale(int factor,  
      RelativeTime time)
```



*Description*

Sets `time` to the value of `this` time multiplied by `factor`.

*Parameters*

`factor`—Value by which to increase the time in `this`.

`time`—Where to store the result.

*Returns*

`time` with the value of `this` scaled by `factor`

**Available since** RTSJ 2.0

## **compareToZero**

*Signature*

```
public int  
compareToZero()
```

*Description*

Compares `this` to relative time zero returning the result of the comparison. Equivalent to `constantZero.compareTo(this)`

*Returns*

negative when `this` is less than zero, 0, when it is equal to zero and a positive when `this` is greater than zero.

**Available since** RTSJ 2.0

## **compareTo(RelativeTime)**

*Signature*

```
public int  
compareTo(RelativeTime time)
```

*Description*

Compares `this` `HighResolutionTime` with the specified `HighResolutionTime` `time`.

*Parameters*

`time`—To be compared with the time of `this`.

*Throws*

**ClassCastException**—when the `time` parameter is not of the same class as `this`.

**IllegalRealtimeArgumentException**—when the `time` parameter is not associated with the same chronograph as `this`, or when the `time` parameter is `null`.

*Returns*

a negative integer, zero, or a positive integer as this object is less than, equal to, or greater than `time`.

**Available since** RTSJ 2.0

## toString

*Signature*

```
public java.lang.String  
toString()
```

*Description*

Creates a printable string of the time given by `this`.

The string shall be a decimal representation of the milliseconds and nanosecond values; formatted as follows "(2251 ms, 750000 ns)"

*Returns*

a String object converted from the time given by `this`.

## 9.4 Rationale

Time is the essence of realtime systems, and a method of expressing absolute time with sub-millisecond precision is an absolute minimum requirement. Expressing time in terms of nanoseconds has precedent and allows the implementation to provide time-based services, such as timers, using whatever precision it is capable of while the application requirements are expressed to an arbitrary level of precision.

The standard Java `java.util.Date` class uses milliseconds as its basic unit in order to provide sufficient range for a wide variety of applications. Realtime programming generally requires finer resolution, and nanosecond resolution is fine enough for most purposes, but even a 64 bit realtime clock based in nanoseconds would have insufficient range in some situations, so a compound format composed of 64 bits of millisecond timing, and 32 bits of nanoseconds within a millisecond, was chosen.

The expression of millisecond and nanosecond constituents is consistent with other Java interfaces.

The expression of relative times allows for time-based metaphors such as deadline-based periodic scheduling where the cost of the task is expressed as a relative time and deadlines are usually represented as times relative to the beginning of the period.



# Chapter 10

## Clocks and Timers

In order to reason about time, the RTSJ needs not only to be able to express times and calculate with them, but it also needs to be able to determine the current time and allow actions to be performed when a given time is reached. For this purpose, the specification defines one interface and four classes: `Chronograph`, `Clock`, `Timer`, `PeriodicTimer`, and `OneShotTimer`.

A chronograph is used to measure time, whereas a clock is used to both measure time and react to its passage: a clock can get the current time and it can trigger timing events. At least one instance of the abstract `Clock` class, which implements `Chronograph`, is provided by the implementation, the system *realtime clock*, and this instance is made available as a singleton. The creation and use of other clocks and chronographs are discussed later (see Section 10.2.2).

The `Timer` classes provide the means of executing code at a particular point in time or repeatedly at a given interval. `Timer` is an abstract class and consequently only its subclasses can be instantiated. The `Timer` class provides the interface and underlying implementation for both one-shot and periodic timers. Instances of `OneShotTimer` and `PeriodicTimer` can be created and rescheduled specifying the initial firing time either as an `AbsoluteTime` or as a `RelativeTime`, to be considered from the application of the start command. The `PhasingPolicy` class defines the relationship between a `PeriodicTimer`'s start time and its first release time when the start time is in the past.

By attaching an `AsyncBaseEventHandler` to a `Timer`, the program can cause the release of the handler at a given time or after a given interval. An instance of `OneShotTimer` describes an event that is to be triggered at most once, unless restarted after expiration. It may be used as the source for time-outs and watchdog timing. An instance of `PeriodicTimer` fires on a periodic schedule. The period for a `PeriodicTimer` is always specified as a `RelativeTime`.

## 10.1 Definitions

**Timing Mechanism** — Something capable of representing and following the progress of time, by means of time values.

**Chronograph** — A passive timing mechanism, which can only provide the current time.

**Clock** — An active timing mechanism, which can both provide the current time and cause some action when a particular time is reached. All clocks are, by definition, chronographs, but not necessarily vice versa.

**Monotonically Increasing Timing Mechanism** — A timing mechanism whose time values never decrease. Monotonicity is a Boolean property, while time synchronization, uniformity, and accuracy are characteristics that depend on agreed tolerances. All monotonic clocks referenced in this specification are monotonically increasing timing mechanisms.

**Time Synchronization** — A relation between two timing mechanisms. Two chronographs are synchronized when the difference between their time values is less than some specified offset. Synchronization in general degrades with time, and may be lost, given a specified offset.

**Accuracy** — The agreement between a chronograph and the true value that it measures, e.g., absolute wall clock time.

**Resolution** — The minimal time value interval that can be represented by the clock model.

**Precision** — The smallest tick size that a particular chronograph will observe.

**Uniformity** — In this context, the measurement of the progress of time at a consistent rate, with a tolerance on the variability. Uniformity is affected by two other factors, *jitter* and *stability*.

**Jitter** — The distribution of the differences between when events are actually fired or noticed by the software and when they should have really occurred according to time in the real-world. Jitter might be caused by short-term and noncumulative small time variation due to noise sources, such as thermal noise.

**Stability** — The resistance to jitter, in this case temporal jitter. Lack of stability can account for large and often cumulative variations, due to such occurrences such as supply voltage and temperature change.

**Drift** — The rate of change of the cumulative variation between two timing mechanisms.

**Counting Time** — The time accumulated by a **Timer**, while *active*, when created or rescheduled using a **RelativeTime** to specify the initial firing or skipping time. *Counting Time* is zeroed at the beginning of an activation and when rescheduled, while *active*, before the initial firing or skipping of an activation.

## 10.2 Semantics

The semantics of chronographs, clocks and timers are not simply functional. Temporal attributes dominate their behavior; therefore, the interaction between classes is critical to the overall understanding of the API. The class descriptions as well as their constructor, method, and field documentation given later provide detailed semantics to support the overall behavior.

### 10.2.1 Clock Model

Clocks and chronographs are backed by a physical means of measuring time. In practice, each one is driven by an oscillator that has susceptible variation due to its environment. There is always some difference between the desired frequency and the actual frequency of the oscillator, which is a major reason of synchronization loss. The RTSJ Clock model must take this variability into account and therefore establishes several invariants and expectations that can be relied upon by RTSJ applications and in turn must be provided by RTSJ implementations.

1. The *resolution* of the RTSJ Clock model is 1 nanosecond. This is the smallest unit of time that can be represented by a chronograph or timer via `HighResolutionTime` and its subclasses.
2. The *accuracy* of RTSJ definable chronographs and clocks is outside the scope of this specification. Accuracy is heavily dependent on hardware capabilities and platform characteristics. RTSJ providers and system integrators should characterize accuracy where possible.
3. The *precision* of RTSJ definable clock and chronograph (and, by proxy, the precision of the timers associated with clocks) are defined in terms of nanoseconds per observable tick, and provided to the application programmer via the various precision setters on `Clock` and `Chronograph`.
4. The realtime clock shall be monotonically increasing, and other clocks and chronographs should be monotonically increasing as well. Where the universal clock needs to be resynchronized with the external environment, this should be at the expense of its uniformity rather than its monotonicity.
5. Time values returned by a chronograph should not be assumed to be comparable to the time values from another chronograph unless the user has platform-specific knowledge that the chronographs are compatible, except under specific circumstances described below.
6. The system or any other realtime clock is not necessarily synchronized with the external world, and the correctness of the epoch as a time base depends on such synchronization. It is as uniform and accurate as allowed by the underlying hardware.

If two `Chronograph` objects are both referenced to real time and return a value

from `getEpochOffset()`, then time values from those Chronographs can be compared by applying their respective corrections. As documented in the `getEpochOffset()` method, its return value represents the offset of the associated Chronograph from the universal clock Epoch. However, the results of any such comparison must be treated with caution as the accuracy of the two Chronograph objects may be different.

The RTSJ Clock model is designed for maximum utility and predictability on monotonically increasing timing mechanisms. Clocks that do not have this property may display certain inconsistencies in the event of reverse discontinuities. In particular, any the following may occur.

1. When a `OneShotTimer` is set on a nonmonotonic `Clock`, that clock experiences a reverse discontinuity, and that timer has already fired, but the reverse discontinuity would cause its expiry time to occur again, the timer will not fire again.
2. When a `PeriodicTimer` is set on a nonmonotonic `Clock`, that clock experiences a reverse discontinuity, and that timer has already fired for time  $T$  but the reverse discontinuity would cause time  $T$  to occur again, the handler for time  $T$  will not be released again for time  $T$ . This may mean that the elapsed wall clock time between two firings of the `PeriodicTimer` exceeds the period *without the release of an associated miss handler or other detection*, as the next firing will happen when the clock reaches  $T + P$ , where  $P$  is the period of the timer.
3. When a `Timer` is set on a nonmonotonic `Clock` and that clock experiences a reverse discontinuity while that timer is scheduled for release at time  $T$ , but the reverse discontinuity causes time  $T$  to be “pushed back” with respect to wall clock time, the `Timer` will not fire until time  $T$  is reached on the clock and the elapsed wall clock time to  $T$  will be of longer duration than it was when the timer was set.

Forward *or* reverse discontinuities on a `Clock` may cause races for `Timer` releases occurring very close to the time of the discontinuity. Therefore, the default realtime clock should increment as consistently as possible under the design constraints of the system.

### 10.2.2 Clocks and Timables

A `Clock` is the basic mechanism of measuring time and triggering events based on the passage of time. Both a `Timer` and a `RealtimeThread` with `PeriodicParameters` can request a signal from the clock when a given time is reached. That signal should come as close to the actual time requested as possible. A schedulable uses a clock to implement the realtime sleep methods. `HighResolutionTime` also defines `waitForObject` with a timeout with a clock. Each clock instance shall be capable of reporting the achievable resolution of timers based on that clock. Each



implementation shall have a default realtime clock that is used whenever no other clock is specified. An application can also define additional clocks, including a UTC.

### 10.2.2.1 Timable

A `Timer` uses a clock to measure time, which informs the timer's `TimeDispatcher` when the time has elapsed (relative time) or has been reached (absolute time). The `TimeDispatcher` causes the release of any `AsyncEventHandler` associated with the `Timer`. In the context of a `Timer`, *triggering* is the action performed by a `TimeDispatcher` that informs the `Timer` that it is time to *fire* or *skip*, where skip causes the normal action of fire not to be carried out.

A `Timer` is an `ActiveEvent`. This means that it has an associated dispatcher called `TimeDispatcher`. As with other active events, the application can either use the default dispatcher or create a new one with its own priority and affinity.

A `Timer` is *active* when it has been started and not stopped since last started and it has a time in the future at which it is expected to fire or skip, else it is *not active*.

In the context of a `Timer`, *enabling* causes the `Timer` to fire when it is triggered, while *disabling* causes the `Timer` to skip when it is triggered. Enabling and disabling act as a mask over firing.

The behavior of a `OneShotTimer` is that of a `Timer` that does not automatically reschedule its triggering after an initial triggering, regardless of whether it fires or skips, i.e., is *active* but *disabled* when triggered. It is specified using an initial firing time.

The behavior of a `PeriodicTimer` is that of a `Timer` that automatically reschedules after each triggering, regardless of whether the triggering results in a fire or a skip due to being disabled when triggered. It is specified using an initial firing time and an interval or period used for the self-rescheduling.

Both `OneShotTimer` and `PeriodicTimer` are given an initial firing time. A `PeriodicTimer` receives two clock references, within two `HighResolutionTimer` objects, which must be to the same clock. Thus the specification of the initial firing time and the interval or period must refer to the same clock.

A `RealtimeThread` with `PeriodicParameters` acts analogously to a `PeriodicTimer` with a single `AsyncEventHandler`. A `Clock` is to signal its `TimeDispatcher` to release the thread from its `waitForNextRelease` method. When a release happens before the thread reaches its call to `waitForNextRelease`, the thread simply continues, otherwise it waits for its release.

Both `Timer` and `RealtimeThread` have a `fire` method for this signaling. They both implement the `AsyncTimable` interface, a child interface of `Timable`. `Timable` is used for implementing application-defined clocks.

A `Clock` can also be used to provide pauses in execution of any `Schedulable` through a realtime `sleep` method, hence they are also classified as timables under

the `Timable` interface. A `Schedulable` has a `TimeDispatcher` to manage sleeping.

Since `RealtimeThread` supports both sleep, as a `Schedulable`, and release behavior, as a `AsyncTimable`, a single interface is insufficient. Instead, both `Schedulable` and `AsyncTimable` are children of `Timable`. Note that how the time out on `waitForObject` is handle is unspecified, since it is not visible to the application programmer.

### 10.2.2.2 Dispatching

At any given time, a `Timable`, `AsyncTimer` or `Schedulable`, has at most one clock associated with it, on which the measurement of time for blocking is based. Each clock maintains a list of times, called alarms, that are provided to it from timables. The clock is armed with the next alarm. When that time arrives, the clock signals the `TimeDispatcher` associated with the alarm to signal its timable that the time has arrived.

In the case of a timer, the dispatcher triggers the timer thereby indicating it should fire or skip. In the case of a schedulable, the dispatcher triggers the schedulable to wake up from its sleep. Figure 10.1 illustrates how a timer interacts with an application-defined clock and Figure 10.2 depicts the same for using realtime sleep in a schedulable.

Figure 10.1: Sequence Diagram for Using a Timer

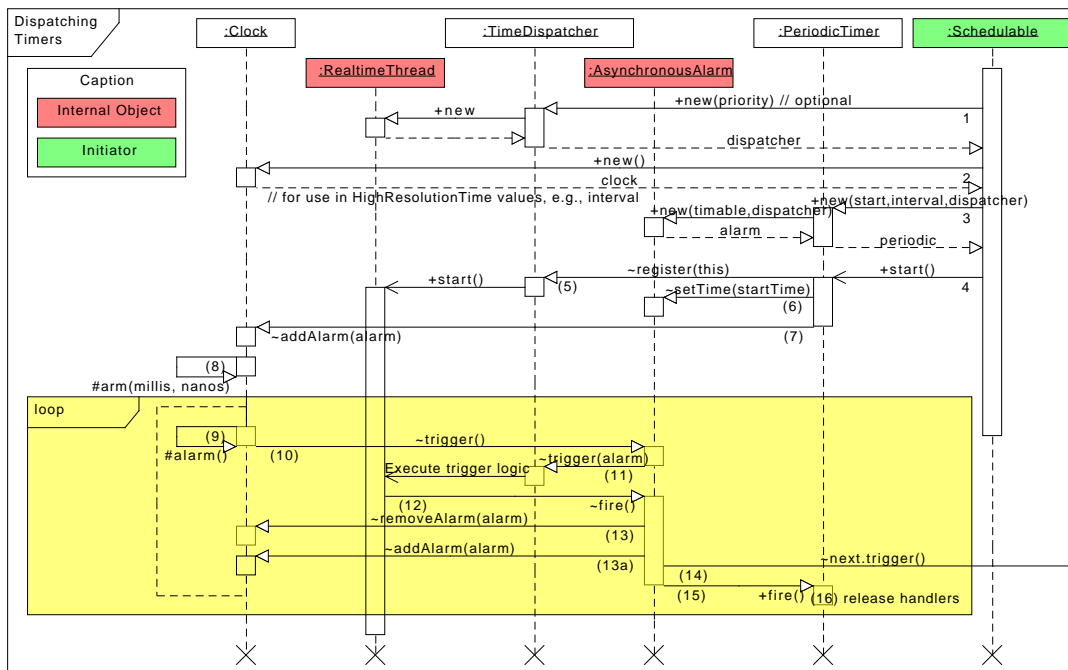
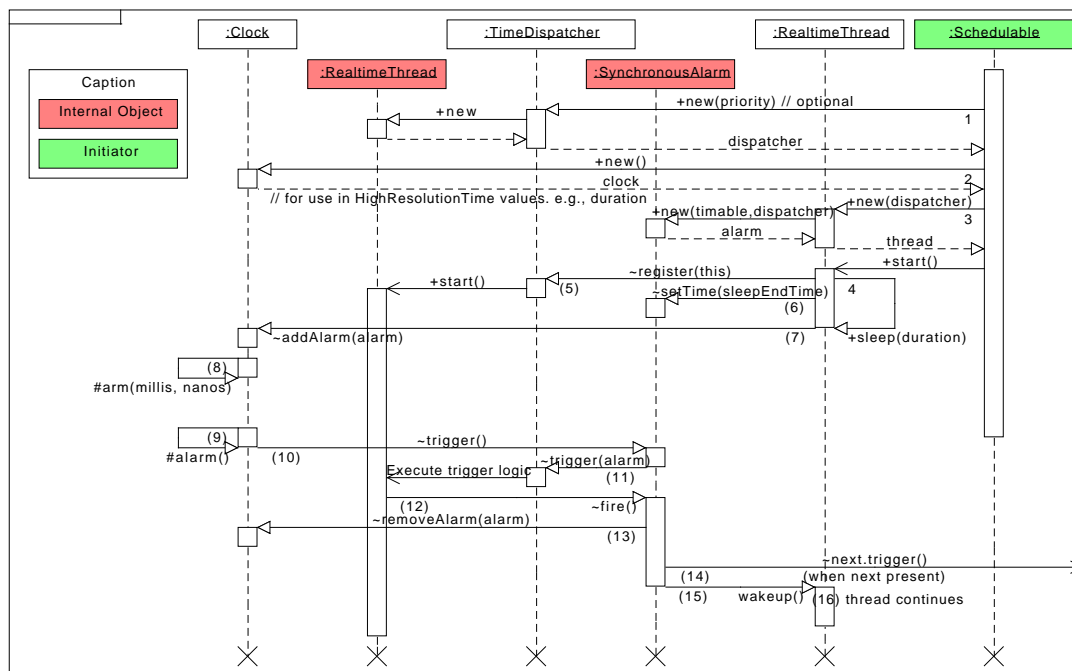


Figure 10.2: Sequence Diagram for Realtime Sleep



In each case, an external schedulable, depicted on the right, initializes the objects involved. A `TimeDispatcher` and a `Clock` are created. These are used when creating the `Timable` as illustrated with step one and two respectively in both diagrams. A developer can always use a pre-existing clock or dispatcher instead of creating new ones.

Each timable acts as if it had an internal object, depicted as an instance of `Alarm`, to manage the relationship between a timable and its dispatcher and clock. `Alarm` is shown simply to illustrate this relationship. It is created, as shown in step three in both diagrams, when the timable is created and it represents the next alarm that the timable should receive: either a fire for a time, or a wake up call for a realtime sleep on a schedulable.

At step four, the two sequences diverge. The application starts a timer with the start method, but a thread must call a realtime sleep method. In both cases, step four sets the timing in motion.

Steps (5) through (8) set up the time interval. When initiating the trigger for the first time, step (5) registers the timable with its dispatcher. Later starts or sleeps skip this step. Then the time is set in the alarm and the alarm is added to the clock.

When the new alarm is the next alarm to be triggered, the clock arranges to

signal that time as in step (8). When the alarm is added anywhere else in the clock queue, step (8) is delayed until the removal of an alarm causes the added alarm to reach the top of the queue.

When the alarm time is reached, step (9), the clock triggers the alarm by calling `trigger` on the alarm event, step (10). This in turn triggers the dispatcher, step (11). This is an asynchronous call that causes the dispatcher's thread to take over control from the clocks interrupt handler.

In step (12), the dispatcher thread removes the alarm from the clock queue, possibly causing a new alarm to become active. In the periodic thread case, the alarm is rescheduled by incrementing the time in the alarm by the interval and adding it back into the queue. In all other cases, no new alarm is set.

In step (13) any subsequent alarms that were scheduled are also kicked off. The Clock queue is a two dimensional queue that is organized by the time of the alarm and, within any given time, the priority order, highest to lowest, of the dispatchers associated with the alarms. The trigger in step (10) always goes to the alarm with the highest priority dispatcher.

Finally in step (14), the dispatcher fires the alarm which results its timable being fired or woken-up. In the case of a timer, this causes all its handlers to be released or, in the case of a schedulable, a sleep being woken up; this is marked as (15) in the diagrams.

`Clocks` and `TimeDispatchers` may be shared among as many timables as the needs of the application dictate. Different dispatchers can be used with a given clock and a dispatcher can service different clocks. The dispatcher should be chosen based on its priority and affinity, whereas a clock should be chosen based on the temporal reference, where the temporal reference may or may not be associated with clock time. For instance, one could use a clock to represent the rotation of a shaft.

### 10.2.3 Modeling Timers

A timer must be associated with a clock. That clock acts as if it provides an interrupt to each of its timers at the next instance of time at which the timer should do something. In other words, a clock fires its timer at a requested time. Timers can be modeled as counters, or as comparators.

#### 10.2.3.1 Counter Model

In the timer model, a timer can be viewed as if every clock interrupt increments a count up to the firing count, initially given by either an instance of `RelativeTime` or computed as the difference between an instance of `AbsoluteTime` and a semantically specified "now" (using the same clock).

1. **start** is understood as defining “now” and start counting, **stop** is understood as stop counting. **start** after **stop** may be understood as start counting again from where stopped, or start from scratch after resetting the count.
2. In both cases, a delay is introduced.
3. An **RTSJ Timer**, when using the counter model, resets the count when it is restarted after being stopped.
4. When a **Timer** is created or rescheduled using a **RelativeTime** to specify the initial alarm time, the **RTSJ** keeps the specified initial trigger time as a **RelativeTime** and behaves according to the counter model.

### 10.2.3.2 Comparator Model

In the comparator model, a timer can be viewed as if every clock interrupt forces a comparison between an absolute time and a firing time, initially given either as an instance of **AbsoluteTime** or computed as the sum of an instance of **RelativeTime** and a semantically specified “now” (using the same clock).

1. In this model, **start** is understood as start comparing, and possibly the first **start** is understood as defining “now”. **stop** is understood as stop comparing. **start** after **stop** may be understood as start comparing again.
2. In this case, no delay is introduced.
3. When a **Timer** is created or rescheduled using an **AbsoluteTime** to specify the initial triggering time, the **RTSJ** keeps the specified initial firing time as an **AbsoluteTime** and uses the comparator model.

### 10.2.3.3 Triggering

A clock signals to the associated timable that its alarm time has been reached by triggering the dispatcher associated with the timable. This trigger causes the dispatcher to fire the associated timer. When the timer is active, it releases its handlers and is said to be fired. When the timer is inactive, nothing happens and it is said to be skipped. A stopped timer is never triggered. For this it must be running.

### 10.2.3.4 Behavior of Timers

There are two kinds of timers defined: **OneShotTimer** and **PeriodicTimer**. As their names imply, the first is used to mark a single time interval and the second is to mark a regularly repeating time interval.

The **OneShotTimer** class shall ensure that each instance is fired at most once at the time specified unless restarted after expiration.

The **PeriodicTimer** class shall enable the period of a timer to be expressed in terms of a **RelativeTime**. The initial firing of a **PeriodicTimer** occurs in response

to the invocation of its `start` method, in accordance with the start time passed to its constructor. The `PhasingPolicy` class defines the relationship between the timer's start time and its first firing when the start time is in the past. This initial firing or skipping, may be rescheduled by a call to the `reschedule` method, in accordance with the time passed to that method.

Given an instance of `PeriodicTimer`, let  $S$  be the effective time, as an absolute time, at which the initial firing or skipping of a `PeriodicTimer` is scheduled to occur:

1. when the start, or reschedule, time was given as an absolute time,  $A$ , and that time is in the future when the timer is made active, then  $S$  equals  $A$ , otherwise
2. when the absolute time has passed when the timer is made active, then  $S$  depends on the phasing mode of that instance of `PeriodicTimer`.

The firings of a `PeriodicTimer` are scheduled to occur according to  $S + nT$ , for  $n = 0, 1, 2, \dots$  where  $S$  is as just specified, and  $T$  is the interval of the periodic timer.

For all timers, when the start or reschedule time is given as a relative time,  $R$ ,  $S$  equals the time at which the *counting time*, started when the timer was made *active*, equals  $R$ . The transition to *not-active* by this timer causes the *counting time* to reset, effectively preventing this kind of timer from firing immediately, unless given a time value of 0.

When in a *not-active* state a `Timer` retains the parameters given at construction time or the parameters it had at de-activation time. Those are the parameters that will be used upon invocation of `start` while in that state, unless the parameters are explicitly changed before that, using `reschedule` and `setInterval` as appropriate.

When a `Timer` object is allocated in a scoped memory area, then it will increment the reference count associated with that area. Such a reference count will only be decremented when the `Timer` object is destroyed. (See semantics in the *Memory* chapter for details.) A `Timer` object will not fire before its due time.

The states of a `Timer` are essentially the same as for an `ActiveEvent` as depicted in Figure 8.4. The main difference is that the time used for the next fire may be either an absolute time or a relative time. Figure 10.3 reflects this difference in a UML state diagram.

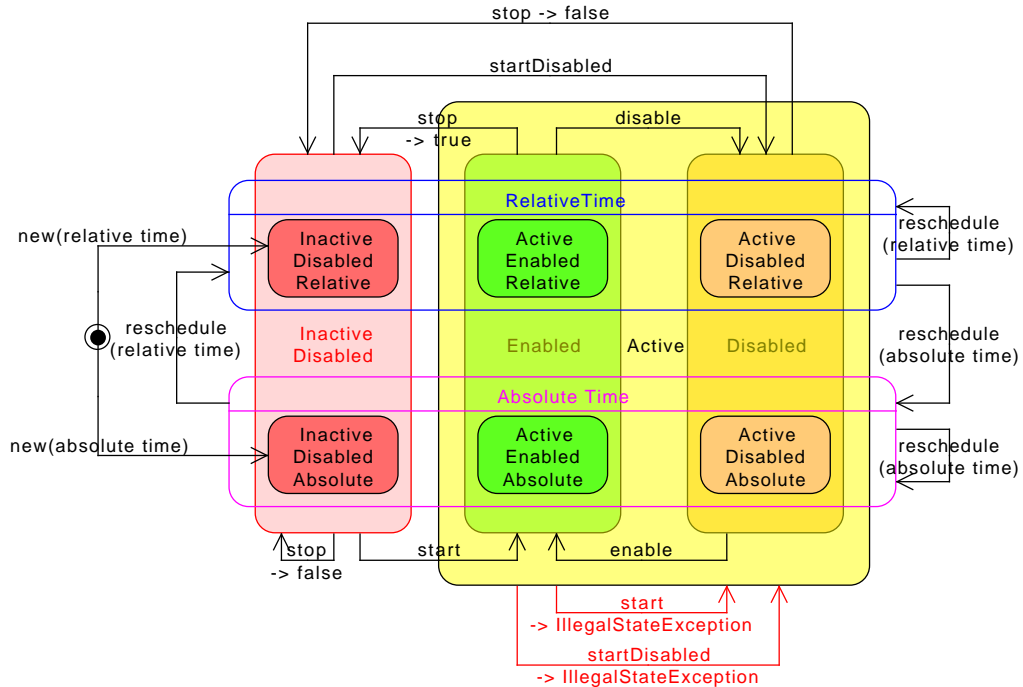
### 10.2.3.5 Phasing

Phasing comes into play only when a periodic timer (with period  $T$ ) starts after its initial time. This can happen when an absolute start time ( $A$ ) is specified and the start method is called after that time. It is used to determine the effective start time  $S$ :

1.  $S$  is the next multiple of  $A + nT$ , when phasing is `ADJUST_FORWARD`,
2.  $S$  is the most recent multiple of  $A + nT$ , when phasing is `ADJUST_BACKWARD`,
3.  $S$  is "now," when phasing is `ADJUST_TO_START`, and
4.  $S$  is undefined and an exception is thrown when phasing is `STRICT_PHASING`.

The default phasing is ADJUST\_TO\_START.

Figure 10.3: States of a Timer<sup>1</sup>



## 10.3 javax.realtime

### 10.3.1 Interfaces

#### 10.3.1.1 AsyncTimable

public interface AsyncTimable

*Interfaces*

`javax.realtime.Timable`

*Description*

<sup>1</sup>Note that the semantics of the fire transition differ among the subclasses of `Timer`.



A common type for `Timer` and `RealtimeThread` to indicate that they can be associated with a `Clock` and released by time events on that clock.

**Available since** RTSJ 2.0

#### 10.3.1.1.1 Methods

---

##### **fire**

*Signature*

```
public void  
fire()
```

*Description*

Called by the dispatcher associated with `this` to indicate that a time event has occurred.

#### 10.3.1.2 Chronograph

---

```
public interface Chronograph
```

*Description*

The interface for all devices that support the measurement of time with great accuracy.

**Available since** RTSJ 2.0

#### 10.3.1.2.1 Methods

---

## getEpochOffset

### Signature

```
public javax.realtime.RelativeTime  
getEpochOffset()  
throws UnsupportedOperationException,  
UninitializedStateException
```

### Description

Determines the difference between the epoch of this clock from the Epoch. For the UTC, the result is always a `RelativeTime` value equal to zero. For other clocks, it is a value representing the difference between zero on that clock and zero on the UTC measured on the UTC.

### Throws

`UnsupportedRealtimeOperationException`—when the chronograph does not have the concept of date.

`UninitializedStateException`—when UTC time is not yet available.

### Returns

a newly allocated `RelativeTime` object in the current execution context with the UTC as its chronograph and containing the time when this chronograph was zero.

## getTime

### Signature

```
public javax.realtime.AbsoluteTime  
getTime()
```

### Description

Determines the current time. This method returns an absolute time value representing the chronograph's notion of absolute time. For chronographs that do not measure calendar time, this absolute time may not represent a wall clock time.

### Returns

a newly allocated instance of `AbsoluteTime` in the current allocation context, representing the current time. The returned object has the chronograph from `this`.

## getTime(AbsoluteTime)

### Signature

```
public javax.realtime.AbsoluteTime  
getTime(AbsoluteTime dest)
```

### Description

Obtains the current time. The time represented by the given `AbsoluteTime` is changed at some time between the invocation of the method and the return of the method. This method will return an absolute time value that represents this chronograph's notion of the absolute time. For chronographs that do not measure calendar time, this absolute time may not represent a wall clock time.

### Parameters

**dest**—The instance of `AbsoluteTime` object which will be updated in place.

### Returns

the instance of `AbsoluteTime` passed as parameter, or a new object when **dest** is `null`. The returned object represents the current time and is associated with `this` chronograph.

## getQueryPrecision

### Signature

```
public javax.realtime.RelativeTime  
getQueryPrecision()
```

### Description

Obtains the precision with which time can be read, i.e., the nominal interval between ticks. It is the same as calling `getQueryPrecision(RelativeTime)` with `null` as an argument.

### Returns

a newly allocated time value holding the read precision.

## getQueryPrecision(RelativeTime)

### Signature

```
public javax.realtime.RelativeTime  
getQueryPrecision(RelativeTime dest)
```

*Description*

Obtains the precision with which time can be read, i.e., the nominal interval between ticks.

*Parameters*

**dest**—The time object in which to return the results.

*Returns*

the read precision in **dest**, when **dest** is not **null**, or in a newly created object otherwise.

### 10.3.1.3 Timable

---

public interface Timable

*Interfaces*

[javax.realtime.Releasable](#)

*Description*

A type for all classes that can use a **Clock** for timing, either for being woken, as from a sleep or timeout, or for being released at a given time on the clock.

**Available since** RTSJ 2.0

#### 10.3.1.3.1 Methods

---

### getDispatcher

*Signature*

```
public javax.realtime.TimeDispatcher  
getDispatcher()
```

*Description*

Gets the dispatcher associated with this Timable.

## 10.3.2 Classes

### 10.3.2.1 Clock

---

public abstract class Clock

#### *Inheritance*

java.lang.Object  
Clock

#### *Interfaces*

javax.realtime.Chronograph

#### *Description*

A clock marks the passing of time. It has a concept of now that can be queried through `Clock.getTime()`, and it can have events queued on it which will be fired when their appointed time is reached.

Note that while all `Clock` implementations use representations of time derived from `HighResolutionTime`, which expresses its time in milliseconds and nanoseconds, a particular `Clock` may track time that is not delimited in seconds or not related to wall clock time in any particular fashion (*e.g.*, revolutions or event detections). In this case, the `Clock`'s timebase should be mapped to milliseconds and nanoseconds in a manner that is computationally appropriate.

#### 10.3.2.1.1 Constructors

---

## Clock

#### *Signature*

```
public  
Clock()
```

#### *Description*

Constructor for the abstract class.

---

### 10.3.2.1.2 Methods

---

#### **getRealtimeClock**

*Signature*

```
public static javax.realtime.Clock  
getRealtimeClock()
```

*Description*

There is always at least one clock object available: the system realtime clock. This clock is monotonically increasing and does not need to start at the Epoch. On a POSIX system, it is equivalent to `CLOCK_MONOTONIC`. It is the default `Clock`.

*Returns*

the singleton instance of the default `Clock`

#### **setRealtimeClock(Clock)**

*Signature*

```
public static void  
setRealtimeClock(Clock clock)
```

*Description*

Sets the system default realtime clock.

*Parameters*

`clock`—To be used for the realtime clock. When `null`, the default realtime clock is set to the original system default.

#### **getUniversalClock**

*Signature*

```
public static javax.realtime.Clock  
getUniversalClock()  
throws UnsupportedOperationException,  
UninitializedStateException
```

*Description*

A means of obtaining the Universal Time, which has no summer or winter time. Local time can be obtained by adding the appropriate time zone offset. Such a time source is not available on all systems and may take a while to set up on some systems which support it. It is not guaranteed to be monotonic.

*Throws*

**UnsupportedRealtimeOperationException**—when the system does not support UTC.

**UninitializedStateException**—when UTC time is not yet available.

*Returns*

a Clock that tracks UTC, such as the POSIX `CLOCK_REALTIME`, when the timezone is set to UTC.

**Available since** RTSJ 2.0

## **setUniversalClock(Clock)**

*Signature*

```
public static void
setUniversalClock(Clock clock)
```

*Description*

Sets the system default universal clock.

*Parameters*

**clock**—To be used for the universal clock. When `null`, the default universal clock is set to the original system default.

**Available since** RTSJ 2.0

## **getEpochOffset**

*Signature*

```
public final javax.realtime.RelativeTime
getEpochOffset()
throws UnsupportedOperationException,
UninitializedStateException
```

*Description*

Determines the difference between the epoch of this clock from the Epoch. For the UTC, the result is always a `RelativeTime` value equal to zero. For other clocks, it is a value representing the difference between zero on that clock and zero on the UTC measured on the UTC.

*Throws*

`UnsupportedRealtimeOperationException`—when the chronograph does not have the concept of date.

`UninitializedStateException`—when UTC time is not yet available.

**Available since** RTSJ 1.0.1

## **getTime**

*Signature*

```
public final javax.realtime.AbsoluteTime  
getTime()
```

*Description*

Determines the current time. This method returns an absolute time value representing the chronograph's notion of absolute time. For chronographs that do not measure calendar time, this absolute time may not represent a wall clock time.

*Returns*

a newly allocated instance of `AbsoluteTime` in the current allocation context, representing the current time. The returned object has the chronograph from `this`.

## **getTime(AbsoluteTime)**

*Signature*

```
public abstract javax.realtime.AbsoluteTime  
getTime(AbsoluteTime dest)
```

*Description*

Obtains the current time. The time represented by the given `AbsoluteTime` is changed at some time between the invocation of the method and the return of the method. This method will return an absolute time value that represents this chronographs's notion of the absolute time. For chronographs that do not measure calendar time, this absolute time may not represent a wall clock time.



*Parameters*

**dest**—The instance of `AbsoluteTime` object which will be updated in place.

*Returns*

the instance of `AbsoluteTime` passed as parameter, or a new object when **dest** is `null`. The returned object represents the current time and is associated with **this** chronograph.

**Available since** RTSJ 1.0.1 The return value is updated from `void` to `AbsoluteTime`.

**Available since** RTSJ 2.0 When **dest** is `null`, a new object is allocated, when not chronograph is overwritten with **this**.

## getQueryPrecision

*Signature*

```
public abstract javax.realtime.RelativeTime  
getQueryPrecision()
```

*Description*

Obtains the precision with which time can be read, i.e., the nominal interval between ticks. It is the same as calling `getQueryPrecision(RelativeTime)` with `null` as an argument.

*Returns*

a newly allocated time value holding the read precision.

**Available since** RTSJ 2.0

## getQueryPrecision(RelativeTime)

*Signature*

```
public abstract javax.realtime.RelativeTime  
getQueryPrecision(RelativeTime dest)
```

*Description*

Obtains the precision with which time can be read, i.e., the nominal interval between ticks.

*Parameters*

**dest**—The time object in which to return the results.

*Returns*

the read precision in `dest`, when `dest` is not `null`, or in a newly created object otherwise.

**Available since** RTSJ 2.0

## **getDrivePrecision**

*Signature*

```
public abstract javax.realtime.RelativeTime  
getDrivePrecision()
```

*Description*

Gets the precision of the clock for driving events, the nominal interval between ticks that can trigger an event. It is the same as calling `getDrivePrecision(RelativeTime)` with `null` as its argument.

*Returns*

a value representing the drive precision.

**Available since** RTSJ 2.0

## **getDrivePrecision(RelativeTime)**

*Signature*

```
public abstract javax.realtime.RelativeTime  
getDrivePrecision(RelativeTime dest)
```

*Description*

Gets the precision of the clock for driving events, the nominal interval between ticks that can trigger an event. The result may be larger than that of `getQueryPrecision(RelativeTime)`.

*Parameters*

`dest`—To return the relative time value in `dest`. When `dest` is `null`, it allocates a new `RelativeTime` instance to hold the returned value.

*Returns*

`dest` set to values representing the drive precision.

**Available since** RTSJ 2.0

## triggerAlarm

### *Signature*

```
protected final void  
triggerAlarm()
```

### *Description*

Code in the abstract base `Clock` is called by a subclass to signal that the time of the next alarm has been reached. It will trigger a `TimeDispatcher`, which in turn will cause a `AsyncTimable.fire()` or `Schedulable.awaken()` to be called depending on the kind of `Timable` associated with the alarm.

This method should be implemented with a runtime complexity not exceeding  $O(1)$ . Implementations exceeding this bound shall explicitly document the complexity their implementation. **Available since** RTSJ 2.0

## setAlarm(long, int)

### *Signature*

```
protected abstract void  
setAlarm(long milliseconds,  
          int nanoseconds)
```

### *Description*

Implemented by subclasses to set the time for the next alarm. When there is an alarm outstanding when called, the subclass must override the old time. This should never be called from application or library code. It is intended to be called only from the `javax.realtime` package.

### *Parameters*

`milliseconds`—The millisecond part of an absolute time for the next alarm.

`nanoseconds`—The nanosecond part of an absolute time for the next alarm.

**Available since** RTSJ 2.0

## clearAlarm

### *Signature*

```
protected abstract void
clearAlarm()
```

*Description*

Implemented by subclasses to cancel the current outstanding alarm.

**Available since** RTSJ 2.0

**10.3.2.2 OneShotTimer**


---

```
public class OneShotTimer
```

*Inheritance*

```
java.lang.Object
  AsyncBaseEvent
    AsyncEvent
      Timer
        OneShotTimer
```

*Description*

A timed **AsyncEvent** that is driven by a **Clock**. It will fire once, when the clock time reaches the time-out time, unless restarted after expiration. When the timer is *disabled* at the expiration of the indicated time, the firing is lost (*skipped*). After expiration, the **OneShotTimer** becomes *not-active* and *disabled*. When the clock time has already passed the time-out time, it will fire immediately after it is started or after it is rescheduled while *active*.

Semantics details are described in the **Timer** pseudocode and compact graphic representation of state transitions.

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.

**10.3.2.2.1 Constructors****OneShotTimer(HighResolutionTime, TimeDispatcher)***Signature*

```
public
OneShotTimer(HighResolutionTime<?> time,
              TimeDispatcher dispatcher)
throws IllegalArgumentException,
       UnsupportedOperationException,
       IllegalAssignmentError
```

#### *Description*

Creates an instance of `OneShotTimer`, based on the given `clock`, that will execute its `fire` method according to the given time. The `Clock` association of the parameter `time` is ignored.

**Available since** RTSJ 2.0

#### *Parameters*

`time`—The time used to determine when to fire the event. A `time` value of `null` is equivalent to a `RelativeTime` of 0, and in this case the `Timer` fires immediately upon a call to `start()`.

`dispatcher`—The dispatcher used to interface between this timer and its associated clock. When `null`, the system default dispatcher is used.

#### *Throws*

`IllegalArgumentException`—when `time` is a `RelativeTime` instance less than zero.

`UnsupportedOperationException`—when the `Chronograph` associated with `time` is not a `Clock`.

`IllegalAssignmentError`—when this `OneShotTimer` cannot hold references to `time`, `handler`, or `clock`.

## **OneShotTimer(HighResolutionTime, AsyncEventHandler)**

#### *Signature*

```
public
OneShotTimer(HighResolutionTime<?> time,
              AsyncEventHandler handler)
```

#### *Description*

The equivalent of calling `OneShotTimer(HighResolutionTime, TimeDispatcher)` with arguments `time`, `null` followed by a call to `setHandler(handler)`.

*Parameters*

`time`—Time to release its handlers.

`handler`—Handler to be released.

**10.3.2.2.2 Methods**

---

**fire***Signature*

```
public void  
fire()
```

*Description*

This should not be called for application code, except for emulation. The fire method is reserved for the use of the system. When `this` is enabled, it releases all handlers and then calls `Timer.stop()`. When disabled, but active, it only calls `Timer.stop()`. Otherwise it does nothing.

**Available since** RTSJ 2.0 moved here from `Timer`, since `OneShotTimer` and `PeriodicTimer` have slightly different semantics.

**10.3.2.3 PeriodicTimer**

---

```
public class PeriodicTimer
```

*Inheritance*

```
java.lang.Object  
  AsyncBaseEvent  
    AsyncEvent  
      Timer  
        PeriodicTimer
```

*Description*

An `AsyncEvent` whose `fire` method is executed periodically according to the given parameters. The clock associated with the `Timer` start time must be identical to the the clock associated with the `Timer interval`

The first firing is at the beginning of the first interval.

When an interval greater than 0 is given, the timer will fire periodically. When an interval of 0 is given, the `PeriodicTimer` will only fire once, unless restarted after expiration, behaving like a `OneShotTimer`. In all cases, when the timer is *disabled* when the firing time is reached, that particular firing is lost (*skipped*). When *enabled* at a later time, it will fire at its next scheduled time.

When the clock time has already passed the beginning of the first period, the `PeriodicTimer` will first fire according to the `PhasingPolicy`.

Semantics details are described in the `Timer` pseudo-code and compact graphic representation of state transitions.

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.

### 10.3.2.3.1 Constructors

---

## `PeriodicTimer(HighResolutionTime, RelativeTime, Time-Dispatcher)`

### *Signature*

```
public
PeriodicTimer(HighResolutionTime<?> start,
               RelativeTime interval,
               TimeDispatcher dispatcher)
throws IllegalArgumentException,
       IllegalAssignmentError,
       UnsupportedOperationException
```

### *Description*

Creates a timer that executes its fire method periodically.

**Available since** RTSJ 2.0

### *Parameters*

**start**—The time that specifies when the first interval begins, based on the clock associated with it. The first firing of the timer is modified according to the `PhasingPolicy` when the timer is started. A **start** value of `null` is equivalent to a `RelativeTime` of 0.

**interval**—The period of the timer. Its usage is based on the clock specified by the **clock** parameter. When **interval** is zero or null, the period is ignored and the firing behavior of the **PeriodicTimer** is that of a **OneShotTimer**.

**dispatcher**—The dispatcher to use for triggering this event.

*Throws*

**IllegalRealtimeArgumentException**—when **start** or **interval** is a **RelativeTime** instance with a value less than zero; or the clocks associated with **start** and **interval** are not the identical.

**IllegalAssignmentError**—when this **PeriodicTimer** cannot hold references to **handler**, **clock** and **interval**.

**UnsupportedRealtimeOperationException**—when the **Chronograph** associated with **time** is not a **Clock**.

## **PeriodicTimer(HighResolutionTime, RelativeTime, Async-EventHandler)**

*Signature*

```
public
PeriodicTimer(HighResolutionTime<?> start,
              RelativeTime interval,
              AsyncEventHandler handler)
throws IllegalRealtimeArgumentException,
       IllegalAssignmentError
```

*Description*

Creates a timer that executes its **fire** method periodically. Equivalent to **PeriodicTimer(start, interval, handler, null)**.

### 10.3.2.3.2 Methods

---

## **addHandler(AsyncBaseEventHandler)**

*Signature*

```
public void
addHandler(AsyncBaseEventHandler handler)
```



throws `IllegalRealtimeArgumentException`,  
`IllegalAssignmentError`

#### *Description*

Add a handler to the set of handlers associated with this event. It overrides the method in `AsyncBaseEvent` to allow the use of handlers with `PeriodicParameters`, but these parameters must match the period of this timer, otherwise `IllegalRealtimeArgumentException` is thrown.

#### *Parameters*

`handler`—A new handler to add to the list of handlers already associated with `this`. When `handler` is already associated with the event, the call has no effect.

#### *Throws*

`IllegalRealtimeArgumentException`—when `handler` is `null` or the handler has `PeriodicParameters` with a period that does not match the period of `this`.  
`IllegalAssignmentError`—when this `AsyncEvent` cannot hold a reference to `handler`.

Available since RTSJ 2.0

## **setHandler(AsyncBaseEventHandler)**

#### *Signature*

```
public void  
setHandler(AsyncBaseEventHandler handler)  
throws IllegalRealtimeArgumentException,  
IllegalAssignmentError
```

#### *Description*

Associates a new handler with this event and removes all existing handlers. It overrides the method in `AsyncBaseEvent` to allow the use of handlers with `PeriodicParameters`, but these parameters must match the period of this timer, otherwise `IllegalRealtimeArgumentException` is thrown.

#### *Parameters*

`handler`—The instance of `AsyncBaseEventHandler` to be associated with `this`. When `handler` is `null`, no handler will be associated with `this`, i.e., behave effectively the effect is as when `setHandler(null)` invokes `removeHandler(AsyncBaseEventHandler)` for each associated handler.

*Throws*

`IllegalRealtimeArgumentException`—when handler has `PeriodicParameters` with a period that does not match the period of this.

`IllegalAssignmentError`—when this `AsyncEvent` cannot hold a reference to handler.

Available since RTSJ 2.0

**start(PhasingPolicy)***Signature*

```
public void
start(PhasingPolicy phasingPolicy)
throws LateStartException,
       IllegalRealtimeArgumentException
```

*Description*

Starts the timer with the specified `PhasingPolicy`.

*Parameters*

`phasingPolicy`—Determines what happens when the start is too late.

*Throws*

`LateStartException`—when this method is called after its absolute start time and the `phasingPolicy` is `PhasingPolicy.STRICT_PHASING`.

`IllegalRealtimeArgumentException`—when the start time of this timer is not an absolute time, or `phasingPolicy` is null.

Available since RTSJ 2.0

**start(boolean, PhasingPolicy)***Signature*

```
public void
start(boolean disabled,
       PhasingPolicy phasingPolicy)
throws LateStartException,
       IllegalRealtimeArgumentException
```

*Description*

Starts the timer with the specified `PhasingPolicy` and the specified disabled state.

#### Parameters

`disabled`—It determines the mode of start: `true` for enabled and `false` for disabled for consistency with `Timer.start(boolean)`.

`phasingPolicy`—It determines what happens when the start is too late.

#### Throws

`LateStartException`—when this method is called after its absolute start time and the `phasingPolicy` is `PhasingPolicy.STRICT_PHASING`.

`IllegalRealtimeArgumentException`—when the start time of this timer is not an absolute time, or `phasingPolicy` is `null`.

Available since RTSJ 2.0

## getClock

#### Signature

```
public javax.realtime.Clock  
getClock()  
throws IllegalRealtimeStateException
```

#### Description

Each instance can only be associated with a single clock, which this method can obtain.

#### Throws

`IllegalRealtimeStateException`—when `this` has been destroyed.

#### Returns

the instance of `Clock` that is associated with `this`.

Available since RTSJ 1.0.1

## createReleaseParameters

#### Signature

```
public javax.realtime.ReleaseParameters  
createReleaseParameters()
```

*Description*

Creates a release parameters object with new objects containing copies of the values corresponding to this timer. When the `PeriodicTimer` interval is greater than 0, creates a `PeriodicParameters` object with a start time and period that correspond to the next firing (or skipping) time, and interval, of this timer. When the interval is 0, creates an `AperiodicParameters` object, since in this case the timer behaves like a `OneShotTimer`.

When this timer is active, then the start time is the next firing (or skipping) time returned as an `AbsoluteTime`. Otherwise, the start time is the initial firing (or skipping) time, as set by the last call to `Timer.reschedule`, or when there was no such call, by the constructor of this timer.

*Throws*

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*.

*Returns*

a new release parameters object with new objects containing copies of the values corresponding to this timer. When the interval is greater than zero, returns a new instance of `PeriodicParameters`. When the interval is zero returns a new instance of `AperiodicParameters`.

**getFireTime***Signature*

```
public javax.realtime.AbsoluteTime
getFireTime()
throws ArithmeticException,
        IllegalRealtimeStateException
```

*Description*

Gets the time at which this `PeriodicTimer` is next expected to fire or to skip. When the `PeriodicTimer` is *disabled*, the returned time is that of the skipping or firing. When the `PeriodicTimer` is *not-active* it throws `IllegalRealtimeStateException`.

*Throws*

`ArithmeticException`—when the result does not fit in the normalized format.

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*, or when it is *not-active*.

*Returns*

the absolute time at which `this` is next expected to fire or to skip, in a newly allocated `AbsoluteTime` object. When the timer has been created or re-scheduled (see `Timer.reschedule(HighResolutionTime)`) using an instance of `RelativeTime` for its time parameter, then it will return the sum of the current time and the `RelativeTime` remaining time before the timer is expected to fire/skip. Within a periodic timer activation, the returned time is associated with the start clock before the first fire (or skip) time, and associated with the interval clock otherwise.

## getFireTime(AbsoluteTime)

### Signature

```
public javax.realtime.AbsoluteTime  
getFireTime(AbsoluteTime dest)
```

### Description

Gets the time at which this `PeriodicTimer` is next expected to fire or to skip. When the `PeriodicTimer` is *disabled*, the returned time is that of the skipping. When the `PeriodicTimer` is *not-active* it throws `IllegalRealtimeStateException`.

### Parameters

`dest`—The instance of `AbsoluteTime` which will be updated in place and returned. The clock association of the `dest` parameter is ignored. When `dest` is `null`, a new object is allocated for the result.

### Throws

`ArithmeticException`—when the result does not fit in the normalized format.  
`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*, or when it is *not-active*.

### Returns

the instance of `AbsoluteTime` passed as parameter, with time values representing the absolute time at which `this` is expected to fire or to skip. When the `dest` parameter is `null`, the result is returned in a newly allocated object. When the timer has been created or re-scheduled (see `Timer.reschedule(HighResolutionTime)`) using an instance of `RelativeTime` for its time parameter then it will return the sum of the current time and the `RelativeTime` remaining time before the timer is expected to fire/skip. Within a periodic timer activation, the returned time is associated with the start clock before the first fire (or skip) time, and associated with the interval clock otherwise.

Available since RTSJ 1.0.1

## getInterval

### Signature

```
public javax.realtime.RelativeTime  
getInterval()
```

### Description

Gets the interval of **this** Timer.

### Throws

`IllegalRealtimeStateException`—when this Timer has been *destroyed*.

### Returns

the `RelativeTime` instance assigned as this periodic timer's interval by the constructor or `setInterval(RelativeTime)`.

## setInterval(RelativeTime)

### Signature

```
public javax.realtime.PeriodicTimer  
setInterval(RelativeTime interval)
```

### Description

Resets the interval value of **this**.

### Parameters

**interval**—A `RelativeTime` object which is the interval used to reset this Timer.

A null **interval** is interpreted as `RelativeTime(0,0)`.

The **interval** does not affect the first firing (or skipping) of a timer's activation. At each firing (or skipping), the next fire (or skip) time of an *active* periodic timer is established based on the **interval** currently in use. Resetting the **interval** of an *active* periodic timer only affects future fire (or skip) times after the next.

### Throws

`IllegalRealtimeArgumentException`—when **interval** is a `RelativeTime` instance with a value less than zero, or the clock associated with **interval** is different to the clock associated with **this**.

**IllegalAssignmentError**—when this `PeriodicTimer` cannot hold a reference to `interval`.

**IllegalRealtimeStateException**—when this `Timer` has been *destroyed*.

*Returns*

`this`

## **fire**

*Signature*

```
public void  
fire()
```

*Description*

This should not be called for application code, except for emulation. The `fire` method is reserved for the use of the system. When `this` is enabled, it releases all handlers and then reschedules itself for the next period without changing state. When disabled, but active, it simply reschedules itself. Otherwise it does nothing.

**Available since** RTSJ 2.0 moved here from `Timer`, since `OneShotTimer` and `PeriodicTimer` have slightly different semantics.

### 10.3.2.4 TimeDispatcher

---

```
public class TimeDispatcher
```

*Inheritance*

```
java.lang.Object  
ActiveEventDispatcher<TimeDispatcher, Timable>  
TimeDispatcher
```

*Description*

A dispatcher for time events: `Timer` and `RealtimeThread.sleep`.

**Available since** RTSJ 2.0

#### 10.3.2.4.1 Constructors

---

## TimeDispatcher(SchedulingParameters, RealtimeThreadGroup)

### Signature

```
public
TimeDispatcher(SchedulingParameters schedule,
               RealtimeThreadGroup group)
throws IllegalRealtimeStateException
```

### Description

Creates a new dispatcher, whose dispatching thread runs with the given scheduling parameters.

### Parameters

**schedule**—It gives the parameters for scheduling this dispatcher

### Throws

**IllegalRealtimeStateException**—when the intersection of affinity in **schedule** and the affinity of **group** does not correspond to a valid affinity.

## TimeDispatcher(SchedulingParameters)

### Signature

```
public
TimeDispatcher(SchedulingParameters schedule)
throws IllegalRealtimeStateException
```

### Description

Creates a new dispatcher, whose dispatching thread runs with the given scheduling parameters.

### Parameters

**schedule**—It gives the parameters for scheduling this dispatcher

### Throws

**IllegalRealtimeStateException**—when the intersection of affinity in **schedule** and the affinity of the current rthread groupo does not correspond to a valid affinity.



---

### 10.3.2.4.2 Methods

---

#### setDefaultDispatcher(TimeDispatcher)

*Signature*

```
public static void
setDefaultDispatcher(TimeDispatcher dispatcher)
```

*Description*

Sets the system default time dispatcher.

*Parameters*

**dispatcher**—To be used when no dispatcher is provided. When `null`, the default time dispatcher is set to the original system default.

#### register(Timable)

*Signature*

```
public void
register(Timable target)
throws RegistrationException,
        IllegalRealtimeStateException,
        IllegalRealtimeArgumentException
```

*Description*

Registers a `Timable` with this dispatcher.

*Parameters*

**target**—To be registered

*Throws*

`RegistrationException`—when `target` is already registered.

`IllegalRealtimeStateException`—when this object has been destroyed.

`IllegalRealtimeArgumentException`—when `target` is not stopped.

#### deregister(Timable)

*Signature*

```

public void
deregister(Timable target)
throws DeregistrationException,
        IllegalRealtimeStateException,
        IllegalRealtimeArgumentException

```

*Description*

Deregisters a `Timable` from this dispatcher.

*Parameters*

`target`—to be deregistered

*Throws*

`DeregistrationException`—when `target` is not already registered.

`IllegalRealtimeStateException`—when this object has been destroyed.

`IllegalRealtimeArgumentException`—when `target` is not stopped.

**destroy***Signature*

```

public void
destroy()
throws IllegalRealtimeStateException

```

*Description*

Releases all resources thereby making the dispatcher unusable.

*Throws*

`IllegalRealtimeStateException`—when called on a dispatcher that has one or more registered `Timable` objects.

**10.3.2.5 Timer**


---

```

public abstract class Timer

```

*Inheritance*

```

java.lang.Object
  AsyncBaseEvent
    AsyncEvent
      Timer

```

*Interfaces*

[javafx.realtime.AsyncTimable](#)  
[javafx.realtime.ActiveEvent](#)

*Description*

A *timer* is a timed event that measures time according to a given [Clock](#). This class defines basic functionality available to all timers. Applications will generally use either [PeriodicTimer](#) to create an event that is fired repeatedly at regular intervals, or [OneShotTimer](#) for an event that just fires once at a specific time. A timer is always associated with at least one [Clock](#), which provides the basic facilities of something that ticks along following some time line (realtime, CPU-time, user-time, simulation-time, etc.). All timers are created *disabled* and do nothing until `start()` is called.

### 10.3.2.5.1 Constructors

---

## Timer(HighResolutionTime, TimeDispatcher)

*Signature*

```
protected  
Timer(HighResolutionTime<?> time,  
      TimeDispatcher dispatcher)  
throws IllegalArgumentException,  
      UnsupportedOperationException,  
      IllegalAssignmentError
```

*Description*

Creates a timer that fires according to the given `time` based on the [Clock](#) associated with `time` and is dispatched by the specified `dispatcher`.

**Available since** RTSJ 2.0

*Parameters*

`time`—The parameter used to determine when to fire the event. A `time` value of `null` is equivalent to a [RelativeTime](#) of 0, and in this case the `Timer` fires immediately upon a call to `start()`.

`dispatcher`—The object used to interface between this `timer` and its associated clock. When `null`, the system default dispatcher is used.

*Throws*

`IllegalRealtimeArgumentException`—when `time` is a negative `RelativeTime` value.

`UnsupportedRealtimeOperationException`—when `time` has a `Chronograph` is not a clock.

`IllegalAssignmentError`—when this `Timer` cannot hold references to handler and clock.

## `Timer(HighResolutionTime)`

*Signature*

```
protected  
Timer(HighResolutionTime<?> time)  
throws IllegalRealtimeArgumentException,  
        UnsupportedRealtimeOperationException,  
        IllegalAssignmentError
```

*Description*

Creates a timer that fires according to the given `time` based on the `Clock` associated with `time` and is dispatched by the system default dispatcher.

This is equivalent to `Timer(time, null)`.

**Available since** RTSJ 2.0

*Parameters*

`time`—The parameter used to determine when to fire the event. A `time` value of `null` is equivalent to a `RelativeTime` of 0, and in this case the `Timer` fires immediately upon a call to `start()`.

*Throws*

`IllegalRealtimeArgumentException`—when `time` is a negative `RelativeTime` value.

`UnsupportedRealtimeOperationException`—when `time` has a `Chronograph` is not a clock.

`IllegalAssignmentError`—when this `Timer` cannot hold references to handler and clock.

## `Timer(HighResolutionTime, Clock, AsyncEventHandler)`

*Signature*

```
protected
Timer(HighResolutionTime<?> time,
      Clock clock,
      AsyncEventHandler handler)
throws IllegalArgumentException,
      UnsupportedOperationException,
      IllegalAssignmentError
```

*Description*

Creates a timer that fires according to the given `time`, which must be based on the supplied `Clock` `clock` (if any), and is handled by the specified `AsyncEventHandler` `handler`. The system default dispatcher will be used.

This constructor is slated for deprecation in a future release, and a constructor that does not receive a `Clock` argument should be used in preference.

*Parameters*

`time`—The parameter used to determine when to fire the event. A `time` value of `null` is equivalent to a `RelativeTime` of 0, and in this case the `Timer` fires immediately upon a call to `start()`.

`clock`—The clock on which to base this timer. When `null`, the clock associated with `time` is used.

`handler`—The default `handler` to use for this event. When `null`, no `handler` is associated with the timer and nothing will happen when this event fires unless a `handler` is subsequently associated with the timer using the `addHandler()` or `setHandler()` method.

*Throws*

`IllegalArgumentException`—when `time` is a negative `RelativeTime` value or the supplied `clock` is not the `Clock` associated with `time`.

`UnsupportedOperationException`—when `time` has a `Chronograph` that is not an instance of `Clock`.

`IllegalAssignmentError`—when this `Timer` cannot hold references to `handler` and `clock`.

### 10.3.2.5.2 Methods

---

#### `getClock`

*Signature*

```
public javax.realtime.Clock  
getClock()  
throws IllegalRealtimeStateException
```

*Description*

Obtains the instance of `Clock` on which this `Timer` is based.

*Throws*

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*.

*Returns*

the instance of `Clock` associated with this `Timer`.

## **getStart**

*Signature*

```
public javax.realtime.HighResolutionTime<?>  
getStart()
```

*Description*

Gets the start time of this `Timer`. Note that the start time uses copy semantics, so changes made to the value returned by this method do not affect the start time of this `Timer`.

*Returns*

a reference to the time (or start) parameter used when constructing this `Timer`, ensuring the content has the original values.

**Available since** RTSJ 2.0

## **getEffectiveStartTime**

*Signature*

```
public javax.realtime.AbsoluteTime  
getEffectiveStartTime()  
throws IllegalRealtimeStateException,  
ArithmeticException
```

*Description*

Returns a newly-created time representing the time when the timer actually started, or when the timer has been rescheduled, the effective start time after the reschedule.

*Throws*

**IllegalRealtimeStateException**—when the timer is not active or has been destroyed.

**ArithmeticException**—when the result does not fit in the normalized format.

*Returns*

the time `this` actually started.

**Available since** RTSJ 2.0

## **getEffectiveStartTime(AbsoluteTime)**

*Signature*

```
public javax.realtime.AbsoluteTime
    getEffectiveStartTime(AbsoluteTime dest)
    throws IllegalRealtimeStateException,
           ArithmeticException
```

*Description*

Updates `dest` to represent the time when the timer actually started, or when the timer has been rescheduled, the effective start time after the reschedule. When `dest` is `null`, behaves as if `getEffectiveStartTime()` had been called.

*Parameters*

`dest`—An object used to store the time `this` actually started.

*Throws*

**IllegalRealtimeStateException**—when the timer is not active or has been destroyed.

**ArithmeticException**—when the result does not fit in the normalized format.

*Returns*

the time when the timer actually started, or when it has been rescheduled, the effective start time after the reschedule.

**Available since** RTSJ 2.0

## getFireTime

### Signature

```
public javax.realtime.AbsoluteTime
getFireTime()
throws IllegalRealtimeStateException,
        ArithmeticException
```

### Description

Gets the time at which this `Timer` is expected to fire. When the `Timer` is *disabled*, the returned time is that of the skipping or the firing. When the `Timer` is *not-active*, it throws `IllegalRealtimeStateException`.

### Throws

`ArithmeticException`—when the result does not fit in the normalized format.

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*, or when it is *not-active*.

### Returns

the absolute time at which `this` is expected to fire (release handlers or skip), in a newly allocated `AbsoluteTime` object. When the timer has been created or re-scheduled (see `Timer.reschedule`) using an instance of `RelativeTime` for its time parameter, then it will return the sum of the current time and the `RelativeTime` remaining time before the timer is expected to fire/skip. The clock association of the returned time is the clock on which `this` timer is based.

## getFireTime(AbsoluteTime)

### Signature

```
public javax.realtime.AbsoluteTime
getFireTime(AbsoluteTime dest)
throws IllegalRealtimeStateException,
        ArithmeticException
```

### Description

Gets the time at which this `Timer` is expected to fire. When the `Timer` is *disabled*, the returned time is that of the skipping or the firing. When the `Timer` is *not-active* it throws `IllegalRealtimeStateException`.

### Parameters



**dest**—The instance of `AbsoluteTime` which will be updated in place and returned. The clock association of the **dest** parameter is ignored. When **dest** is `null`, a new object is allocated for the result.

*Throws*

`ArithmeticException`—when the result does not fit in the normalized format.

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*, or when it is *not-active*.

*Returns*

the instance of `AbsoluteTime` passed as parameter, with time values representing the absolute time at which `this` is expected to fire (release its handlers or skip). When the **dest** parameter is `null`, the result is returned in a newly allocated object. When the timer has been created or rescheduled (see `Timer.reschedule`) using an instance of `RelativeTime` for its time parameter then it will return the sum of the current time and the `RelativeTime` remaining time before the timer is expected to fire. The clock association of the returned time is the clock on which `this` timer is based.

Available since RTSJ 1.0.1

## getDispatcher

*Signature*

```
public javax.realtime.TimeDispatcher  
getDispatcher()
```

*Description*

Gets the dispatcher associated with this `Timable`.

*Returns*

`null`

Available since RTSJ 2.0

## isActive

*Signature*

```
public boolean  
isActive()
```

*Description*

Determines the activation state of this happening, i.e., it has been started.

*Returns*

`true` when active, `false` otherwise.

**Available since** RTSJ 2.0

## **isRunning**

*Signature*

```
public boolean  
isRunning()  
throws IllegalRealtimeStateException
```

*Description*

Determines if `this` is *active* and is *enabled* such that when the given time occurs it will fire the event. Given the `Timer` current state it answers the question "*Is firing expected?*".

*Throws*

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*.

*Returns*

`true` when the timer is *active* and *enabled*; otherwise `false`, when the timer has either not been *started*, it has been *started* but it is *disabled*, or it has been *started* and is now *stopped*.

## **handledBy(AsyncEventHandler)**

*Signature*

```
public boolean  
handledBy(AsyncEventHandler handler)  
throws IllegalRealtimeStateException
```

*Description*

Replaced by `AsyncBaseEvent.handledBy(AsyncBaseEventHandler)`

*Parameters*

`handler`—An event handler to be added to the `Timer`

*Throws*

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*.

*Returns*

`true` when `handler` is associated with `this`, otherwise `false`.

Available since RTSJ 1.0.1

## createReleaseParameters

*Signature*

```
public javax.realtime.ReleaseParameters  
createReleaseParameters()  
throws IllegalRealtimeStateException
```

*Description*

Creates a `ReleaseParameters` object appropriate to the timing characteristics of this event. The default is the most pessimistic: `AperiodicParameters`. This is typically called by code that is setting up a `handler` for this event that will fill in the parts of the release parameters for which it has values, e.g. `cost`.

*Throws*

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*.

*Returns*

a newly created `ReleaseParameters` object.

## enable

*Signature*

```
public void  
enable()  
throws IllegalRealtimeStateException
```

*Description*

Re-enables this timer after it has been *disabled*. (See `Timer.disable()`.) When the `Timer` is already *enabled*, this method does nothing. When the `Timer` is *not-active*, this method does nothing.

*Throws*

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*.

## disable

### Signature

```
public void  
disable()  
throws IllegalStateException
```

### Description

Disables this timer, preventing it from firing. It may subsequently be re-enabled. When the timer is *disabled* when its fire time occurs, then it will not release its handlers. However, a *disabled* timer created using an instance of `RelativeTime` for its time parameter continues to count while it is *disabled*, and no changes take place in a *disabled* timer created using an instance of `AbsoluteTime`. In both cases the potential firing is simply masked, or skipped. When the timer is subsequently re-enabled before its fire time or(?) it is *enabled* when its fire time occurs, then it will fire. It is important to note that this method does not delay the time before a possible firing. For example, when the timer is set to fire at time 42 and the `disable()` is called at time 30 and `enable()` is called at time 40 the firing will occur at time 42 (not time 52). These semantics imply also that firings are not queued. Using the above example, when `enable` was called at time 43 no firing will occur, since at time 42 `this` was *disabled*. When the `Timer` is already *disabled*, whether it is *active* or *inactive*, this method does nothing.

### Throws

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*.

## start

### Signature

```
public void  
start()  
throws IllegalStateException
```

### Description

Starts this timer. A timer starts measuring time from when it is started; this method makes the timer *active* and *enabled*.

### Throws

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*, or when this timer is already *active*.

## start(boolean)

### Signature

```
public void
start(boolean disabled)
throws IllegalRealtimeStateException
```

### Description

Starts this timer. A timer starts measuring time from when it is started. When `disabled` is `true` starts the timer making it *active* in a *disabled* state. When `disabled` is `false` this method behaves like the `start()` method.

### Parameters

`disabled`—When `true`, the timer will be *active* but *disabled* after it is started. When `false` this method behaves like the `start()` method.

### Throws

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*, or when this timer is *active*.

Available since RTSJ 1.0.1

## stop

### Signature

```
public boolean
stop()
throws IllegalRealtimeStateException
```

### Description

Stops a timer when it is *active* and changes its state to *inactive* and *disabled*.

### Throws

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*.

### Returns

`true` when this was *enabled* and `false` otherwise.

## reschedule(HighResolutionTime)

### Signature

```
public void
reschedule(HighResolutionTime<?> time)
throws IllegalRealtimeStateException,
        IllegalRealtimeArgumentException
```

### Description

Changes the scheduled time for this event. This method can take either an `AbsoluteTime` or a `RelativeTime` for its argument, and the `Timer` will behave as if created using that type for its `time` parameter. The rescheduling will take place between the invocation and the return of the method.

Note that while the scheduled time is changed as described above, the rescheduling itself is applied only on the first firing (or on the first skipping when *disabled*) of a timer's activation. When `reschedule` is invoked after the current activation timer's firing, then the rescheduled `time` will be effective only upon the next `start` or `startDisabled` command (which may need to be preceded by a `stop` command).

When `reschedule` is invoked with a `RelativeTime` `time` on an *active* timer before its first firing/skipping, then the rescheduled firing/skipping `time` is relative to the time of invocation.

### Parameters

`time`—The time to reschedule for this event firing. When `time` is `null`, the previous time is still the time used for the `Timer` firing.

### Throws

`IllegalRealtimeArgumentException`—when `time` is a negative `RelativeTime` value.

`IllegalRealtimeStateException`—when this `Timer` has been *destroyed*.

## 10.4 Rationale

Clocks differ because of monotonicity, synchronization, jitter, stability, accuracy, precision, and resolution. There are many possible subclasses of clocks: realtime clocks, user time clocks, simulation time clocks, wall clocks.

The idea of using multiple clocks may at first seem strange, but it enables the developer to accommodate systems with different resources. For instance, most systems have an on board clock, which is provided as the default clock through the operation system. This clock is the natural clock to use for the RTSJ default clock, but this clock may not be stable or accurate enough for a given application. The clock API can be used to provide a second realtime clock that is based on an external clock source which can provide the needed accuracy and stability. For example, this

could be taken from an external board with a hardware oscillator, a timing circuit that can generate an interrupt, and a small battery. A more exotic example would be to associate a clock with an object that rotates, where one degree is a second, a minute, or an hour depending on the rotation speed and accuracy needed, so long as the clock can trigger something at some fraction of a turn. Without a triggering mechanism, it could still be a chronograph.

The importance of the use of one-shot timers for time-out behavior and the vagaries in the execution of code prior to starting the timer for short time-outs dictate that the triggering of the timer should be guaranteed. The problem is exacerbated for periodic timers, where the importance of the periodic triggering outweighs the precision of the start time. In such cases, it is also convenient to allow, for example, a relative time of zero to be used as the start time.

Clock resolution is a complicated topic, and clock implementations may have differing precision for different purposes. For example, a clock for interacting with humans need much less precision than for controlling the opening and closing of valves on an internal combustion engine. In this case, their relationship to wall clock time may vary as well.

The precision of time returned by a hardware clock device when queried may be greater than the precision at which that device can supply interrupts. (Consider, for example, a high precision off-chip realtime clock device connected via a shared serial bus.) A different device may provide pulse-per-second interrupts of very high precision, but be unable to interrupt on any other interval. The `RTSJ Clock` class provides two representation of precision: `getDrivePrecision()` and `getQueryPrecision` inherited from `Chronograph`. Clocks should behave as if their tick (`setAlarm()`) precision is the same as returned by `getResolution()`.





# Chapter 11

## Alternative Memory Areas

Conventional Java uses a single heap for storing all objects. The thread stacks hold only primitive objects and references to objects. This is fine for desktop and server systems, where there are no realtime, locality, or isolation requirements. Even for most realtime systems, a single heap is usually also sufficient when used in conjunction with a deterministic garbage collector. For all other situations, this specification defines classes directly related to memory and memory management. These classes provide a more generalized means of memory management than is available in a conventional Java VM.

In conventional Java, all of the memory needed for the allocation of an object is taken from a garbage-collected heap. The RTSJ generalizes the concept of a heap to that of a *memory area*. A memory area consists of two components: a Java object that manages the memory area and the *allocation area*, which is the actual region of memory from which objects are allocated. Every thread and schedulable has a *current allocation context*. This context is the memory area which manages the allocation area used when the thread or schedulable requests memory allocation using the Java `new` operator.

There are three types of memory area, distinguished by object lifetime semantics, defined by the RTSJ.

- Heap memory—the Java heap. Unreachable objects are collected by a garbage collector. Individual schedulables can specify their rate of allocation of objects on the heap.
- Immortal memory—an area defined by the JVM in which allocated objects might never be collected. Access to the memory area must be independent of garbage collection activity. Individual schedulables can specify the maximum amount of memory they need in immortal memory.
- Scoped memory—multiple areas that can be created by the application; objects are collected in scoped memory when there are no schedulables currently active in that area and it is not pinned. These allow objects with well-defined lifetimes

to be created and efficiently collected in an easily-identified group.

Given that objects can now be created in multiple memory areas, it is necessary to ensure that an object cannot reference another object that might be collected at an earlier time. For example, an object in immortal memory (that is never collected) must not be allowed to reference an object in scoped memory. This is because the scoped memory object will be collected when the scope is not pinned and there is no schedulable active in its associated allocation area, rendering the immortal object's reference to the scoped memory object invalid. For this reason, the RTSJ defines some memory assignment rules that are checked by the JVM on every object assignment. If the program violates the memory assignment rules, an exception is thrown.

## Physical Memory

In embedded systems it is often the case that multiple directly addressable memory types are available to the application. For example, SRAM, DRAM, and Flash memory may all fall within the processor address space. Moreover, as the JVM implementer may require the VM to be portable between systems within the same processor family, the VM itself may not have detailed knowledge of the underlying memory architecture. The RTSJ therefore provides a framework with which the embedded systems integrator can define memory characteristics and specify ranges of physical addresses that support those memory characteristics. These physical memory regions can be allocated as either immortal or scoped memory areas.

## Pinnable Memory

RTSJ 2.0 adds a new type of scoped memory called *pinnable memory*. This memory area is designed to support the producer consumer pattern. Here one set of tasks is responsible for producing some data to be consumed by another set of tasks. Usually, the second set cannot enter the area until the first is finished. However, with normal scopes, this would result in the data being lost. A developer must have a special thread, referred to as a wedge thread, to keep the scope alive. With pinnable memory, a wedge thread is no longer necessary. A pinnable scope can simply be pinned. The area is not collected until no threads are in the scope and the scope is unpinned.

## Stacked Memory

RTSJ 2.0 also adds a new type of scoped memory called *stacked memory*. Stacked memory enables systems to maintain predictable memory performance over a long period of time while still releasing memory at runtime. The older scoped memory interfaces left sufficient ambiguity in the specification that the user may not have been able to sufficiently characterize internal and external fragmentation upon creating or

destroying scoped memory areas. The `StackedMemory` class provides a safe interface for creating and releasing scopes with a set of rules under which the VM must guarantee fragmentation-free behavior with predictable memory overhead. These guarantees are provided by constraining the order in which an application may enter `StackedMemory` areas, as well as the manner in which they may be arranged on the scope stack. These constraints are enforced by the implementation.

## Memory Groups

Analogous to `ProcessingGroups`, memory groups provide a means of partitioning memory between groups. Each group may have its use of backing store limited. Currently, only backing store is considered, but future version of the specification may do more.

## Summary

In summary, the classes and interfaces defined in this chapter enable

1. the definition of regions of memory outside of the conventional Java heap;
2. the definition of regions of scoped memory, that is, memory regions with a limited lifetime;
3. the definition of regions of memory containing objects whose lifetime matches that of the application;
4. the definition of regions of memory mapped to specific physical addresses with specific virtual memory characteristics;
5. the specification of maximum memory area consumption and maximum allocation rates for individual schedulables;
6. the programmer to query information characterizing the behavior of the garbage collection algorithm, and to some limited ability, alter the behavior of that algorithm.

## 11.1 Definitions

**Allocation Context** — An abstraction representing memory from which a new object can be allocated. In conventional Java, this is the Java heap. The `MemoryArea` class is the base class representing all allocation contexts in the RTSJ, of which the heap (represented by `HeapMemory`) is just one type.

**Current Allocation Context** — The memory area which will be used when object allocation is requested in the currently active thread of control.

**Allocation Area** — The area of memory that is managed by a `MemoryArea` from which objects are allocated. The allocation area for an extraheap memory area

is logically and physically separate from the Java heap.

**Backing Store** — A range of memory addresses from which the allocation area of a `MemoryArea` is drawn. There are several backing stores: the global backing store for general scoped memory, the host backing store used for stacked memory, which is usually taken from the global backing store, the backing store used for physical memory areas, and the backing stores for the default heap and immortal memory areas<sup>1</sup>.

**Explicit Initial Memory Area** — A memory area given to a constructor of a `Schedulable` type, when it is created.

**Execution Context** — A memory area upon which execution is dependent. This includes areas in which a `Schedulable` or `ActiveEvent` is allocated. In order to prevent references from becoming invalid, the memory associated with an execution context may not be reclaimed. The following conditions cause a memory area to be an execution context:

1. it contains a `Thread` instance that has been started but have not terminated (including the `RealtimeThread` instances contained by `ActiveEventDispatcher` instances),
2. it contains an `ActiveEvent` instance that is active,
3. it contains a firable asynchronous event handler<sup>2</sup>,
4. it is on the scope stack inherited by one of the schedulable or event types listed above from the schedulable that created it, or
5. it is on the scope stack of an active schedulable beyond its inherited stack.

**Default Initial Memory Area** — The initial memory area for a schedulable is *default* when it is the memory area in which the schedulable was created.

**Inner Memory Area** — A memory area on a scope stack that is closer to the current allocation context of the stack's `Schedulable` than another memory area. It can also refers to a scoped memory with a greater nesting count in a scoped memory tree.

**Memory Assignment Rules** — The rules for when a reference to an object may be saved in another object. In general, an object created in a memory area may only be stored in the current memory area or a more deeply nested memory area (scoped memory). For these rules, instances of `HeapMemory` and `ImmortalMemory` are equivalent.

**Outer Memory Area** — A memory area on a scope stack that is further from the current allocation context of the stack's `Schedulable` than another memory area. It can also refers to a scoped memory with a greater nesting count in a scoped memory tree.

---

<sup>1</sup>The backing store for the default heap and immortal memory areas are identical to their allocation contexts

<sup>2</sup>Defined in Section 8.1

- 
- Portal** — A location for storing a reference to an object allocated in an instance of `ScopedMemory` settable on that instance. A portal can be used to pass information between instances of `Schedulable` executing in a given area.
- Perennial Memory** — all memory areas whose contents can be unexceptionally referenced. In other words, any memory area can store a reference to an object stored in one of these areas. This includes all concrete memory areas in the core package. Only memory areas of this type can be a root for a scope stack.
- Primordial Scope** — An imaginary scope used as the parent for an instance of `ScopedMemory` which is in use and has been entered directly from a perennial memory. It is used distinguish between instances of `ScopedMemory` area that has no parent because it is not active on any scope stack and one that has no parent because it is the first `ScopedMemory` area on a scope stack. Hence, there is no memory area that corresponds to the primordial scope.
- Root StackedMemory** — A `StackedMemory` that has a parent which is not of type `StackedMemory`.
- Scope Stack** — A sequence of the memory areas an instance of `Schedulable` has entered, in order of entry, where the first entered is the bottom of the stack and the last entered is the top. Not all memory areas on a scope stack are scoped memories.
- Scope Tree** — A set of scoped memories with the same root scoped memory. The transitive closure of the parents of any scope in the tree contains that root scoped memory.
- Realtime Task** — Any task except instances of `java.lang.Thread`. Instances of `Realtime`, `AsyncBaseEventHandler`, `InterruptServiceRoutine`, and `Dispatcher` are all realtime tasks.

## 11.2 Semantics

The classes `MemoryArea`, `HeapMemory`, and `ImmortalMemory` are part of the base module and the semantics below that apply to those modules must be fulfilled by all RTSJ implementations. The rest of the features described here belong to the Alternative Memory Areas Module introduced in Section 3.2.2.2 and are only required for implementations that include that module. The following lists define the general semantics of the classes of this section. Semantics of particular classes, constructors, methods, and fields are detailed further on, in the sections describing those classes, constructors, methods, and fields.

### 11.2.1 Allocation Execution Time

The following two requirements apply to allocation in any memory area, including the heap.

1. All nondeprecated `MemoryArea` classes are required to have allocation times linear in the size of the object being allocated. Ignoring performance variations due to hardware caches or similar optimizations and ignoring the execution time of any static initializers, the linear time attribute requires the execution time of `new` to be bounded by a polynomial,  $f(n)$ , where  $n$  is the size of the object and for all  $n > 0$ ,  $f(n) \leq Cn$  for some constant  $C$ .
2. The execution time of object constructors and time spent in class loading and static initialization are not governed by the bounds on object allocation in this specification, but setting default initial values for fields in the instance (as specified in *The Java Virtual Machine Specification*, Second Edition, section 2.5.1, “Each class variable, instance variable, and array component is initialized with a default value when it is created.”) is considered part of object allocation and included in the time bound.

### 11.2.2 Allocation Context

The following requirements apply to the allocation context represented by a memory area.

1. A memory area is represented by an instance of a subclass of the `MemoryArea` class. When a memory area,  $m$ , is entered by calling `m.enter` (or another method from the family of enter-like methods defined in `MemoryArea` or its subclasses),  $m$  becomes the *allocation context* of the current schedulable object. When control returns from the `enter` method, the allocation context is restored to the value it had immediately before `enter` was called.
2. When a memory area,  $m$ , is entered by calling  $m$ 's `executeInArea` method,  $m$  becomes the current allocation context of the current schedulable. When control returns from the `executeInArea` method, the allocation context is restored to the value it had before `executeInArea` was called.
3. The initial allocation context for a schedulable is the memory area that was designated the *initial memory area* when the schedulable was constructed. This initial allocation context becomes the current allocation context for that schedulable when the schedulable object first becomes eligible for execution. For instances of `AsyncBaseEventHandler`, the initial allocation context is the same on each release; for realtime threads, in releases subsequent to the first, the allocation context is the same as it was when the realtime thread became *blocked-for-release-event*.
4. All object allocation through the `new` keyword will use the current allocation

context, but note that allocation can be performed in a specific memory area using the `newInstance` and `newArray` methods on `MemoryArea`.

5. Instances of `schedulables` behave as if they stored their memory area context in a structure called the *scope stack*. This structure is manipulated by the instantiation of a schedulable, and the following methods from `MemoryArea` and its subclasses: all the `enter` and `joinAndEnter` methods, `executeInArea`, and both `newInstance` methods. See the semantics in Maintaining the Scope Stack for details.
6. The `executeInArea`, `newInstance`, and `newArray` methods, when invoked on an instance of `ScopedMemory` require that instance to be on the current schedulable's scope stack.
7. An instance of `ScopedMemory` is said to be *in use* when it has a positive reference count as defined by semantic 1 below.

### 11.2.3 Backing Stores

Every `MemoryArea` has a notional *backing store*, which is a range of memory addresses from which its allocation area, i.e., the memory range from which objects in it are allocated, is drawn. In the case of Physical Memory, these addresses may be explicitly managed by the programmer, while in other cases they are hidden by the virtual machine and RTSJ implementation. The RTSJ gives the programmer tools to manage the backing store as a limited system resource via the `ScopedMemory` class and its descendants and the `ScopedMemoryParameters` class.

Besides the backing stores for the memory areas provided by the core module, heap and immortal, whose backing stores are fixed or at least predefined at startup, two types of backing store may be available for allocating to newly created memory areas: global backing store and physical backing store. All memory area created via the physical memory factory use the physical memory backing store. All other instances of `ScopedMemory` other than of type `StackedMemory` and root instance of `StackedMemory` take their backing stores from the global backing store that represents system memory available for use as RTSJ memory area allocation areas.

Access to this finite global resource by individual instances of `Schedulable` is controlled by their associated `ScopedMemoryParameters`. Once a given `Schedulable`'s budget of global backing store has been allocated, further attempts to allocate from the global backing store will result in an exception.

### 11.2.4 The Parent Scope

The following requirements apply to a scope's parent.

1. Instances of `ScopedMemory` have special semantics, including a definition of *parent*. If a `ScopedMemory` object is neither in use nor the initial memory area

for a schedulable, it has no *parent* scope.

- (a) When a `ScopedMemory` object becomes in use, its parent is the nearest `ScopedMemory` object outside it on the current scope stack. If there is no outside `ScopedMemory` object in the current scope stack, the parent is the *primordial scope* which is not actually a memory area, but only a marker that constrains the parentage of `ScopedMemory` objects.
  - (b) At construction of a schedulable, if the initial memory area has no parent, the initial memory area is assigned the parent it will have when the schedulable is in execution. This rule determines the initial memory area's parent until the schedulable object is de-allocated or, in the case of a `RealtimeThread`, it completes execution.
2. Instances of `ScopedMemory` must satisfy the *single parent rule*, which requires that each scoped memory has a unique parent as defined in semantic 1.

### 11.2.5 Memory Areas and Schedules

The following requirements govern the relationship between memory and execution.

1. Pushing a scoped memory onto a scope stack is always subject to the single parent rule.
2. Each schedulable has a default initial memory area which is that object's initial allocation context. The default initial memory area is the current allocation context in effect during execution of the schedulable's constructor, but a schedulable may supply constructors with an explicit initial memory area that override the default.
3. A Java thread cannot have a scope stack; consequently it can only be created and execute within heap or immortal memory. The thread starts execution with its allocation context set to the memory area containing the `Thread` object. An attempt to create a Java thread in a scoped memory area throws `IllegalAssignmentError`.
4. A Java thread may use `executeInArea`, and the `newInstance` and `newArray` methods from the `ImmortalMemory` and `HeapMemory` classes. These methods enable it to execute with an immortal current allocation context, but semantic of item 3 above applies even during execution of these methods.

### 11.2.6 Scoped Memory Reference Counting

The following requirements apply to references to scoped memory.

1. Each instance of the class `ScopedMemory`, or its subclasses, must maintain a reference count which is greater than zero when and only when it is an *execution context* or more exactly, the reference count is the number of causes for a given memory area to be an execution context.



2. Each instance of the `PinnableMemory` class must support a pinned count. This count is incremented for each call of the `pin` method and decremented for each call of the `unpin` method. The count is always greater than or equal to zero (that is, calling the `unpin` method has no effect if the count equals zero).
3. When the reference count for an instance of the class `ScopedMemory` is ready to be decremented from one to zero and the pinned count (if present) is equal to zero, all unfinalized objects within that area are considered ready for finalization.
  - (a) When after the finalizers for all such unfinalized objects in the scoped memory area run to completion, the reference count for the memory area is still ready to be decremented to zero, and the pinned count is still equal to zero, any newly created unfinalized objects are considered ready for finalization and the process is repeated until no new objects are created or the scoped memory's reference count is no longer ready to be decremented from one to zero.
  - (b) When the scope contains no unfinalized objects and its reference count is ready to be decremented from one to zero and the pinned count is equal to zero, any asynchronous event in the scope is no longer treated as a source of fireability for asynchronous event handlers.
  - (c) When that action causes object creation in the scope, the finalization process resumes from the beginning;
  - (d) When the reference count is no longer ready to be decremented to zero, the finalization process terminates.
  - (e) Otherwise, the reference count is decremented to zero and the memory scope is emptied of all objects.
  - (f) The process of scope finalization starts when the scope's reference count is about to go to zero with a zero pin count and continues until the scope is emptied or the process is terminated because the reference count is no longer about to go to zero.
4. When the pinned count is ready to go to zero and the reference count is zero, all unfinalized objects within that area are considered ready for finalization, and the same semantics as 3 above applies.
5. The RTSJ implementation must behave effectively as if during the finalization process the schedulable executing the finalization of a scope holds a synchronized lock that must also be acquired
  - (a) to increase the reference count when entering the scope,
  - (b) to increase the reference count during startup for a thread with the finalizing scope as its explicit initial memory area, and
  - (c) to increase the reference count while making fireable an asynchronous event handler with the scope as its explicit initial memory area.

6. Although the steps in scope finalization are ordered, no order is specified for finalization of objects or for disarming fireability of asynchronous event handlers. The objects may be processed in any order or concurrently, but at no time may a scope's reference count be reduced to zero while it has one or more child scopes. This semantic is a special case of the finalization implementation specified in *The Java Language Specification*, second edition, section 12.6.1.
7. Finalization may start when all unfinalized objects in the scope are ready for finalization. Finalizers are executed with the current allocation context set to the finalizing scope and are executed by the schedulable in control of the scope when its reference count is ready to be decremented from one to zero. If finalizers are executed because a realtime thread terminates or an `AsyncEventHandler` becomes unfireable, that realtime thread or `AsyncEventHandler` is considered in control of the scope and must execute the finalizers.
8. From the time objects in a scope are deleted until the portal on the scope is successfully set to a reference value (not null) with `setPortal`, the value returned by `getPortal` on that scoped memory object must be `null`.

### 11.2.7 Immortal Memory

The following requirements apply to immortal memory.

1. Objects created in any immortal memory area are unexceptionally referencable from all Java threads, and all schedulables, and the allocation and use of objects in immortal memory is never subject to garbage collection delays.
2. An implementation may execute finalizers for immortal objects when it determines that the application has terminated. Finalizers will be executed by a thread or schedulable whose current allocation context is not scoped memory. Regardless of any call to `runFinalizersOnExit`, except as required to support the base Java platform, the system need not execute finalizers for immortal objects that remain unfinalized when the JVM begins termination.
3. Class objects, the associated static memory, and interned Strings behave effectively as if they were allocated in immortal memory with respect to memory reference and assignment rules, and preemption delays by schedulables which may not access the heap.
4. Static initializers are executed effectively as if the current thread performed `ImmortalMemory.instance().executeInArea(r)` where `r` is a `Runnable` that executes the `<clinit>` method of the class being initialized.

### 11.2.8 Maintaining Referential Integrity

The following rules apply to references to objects in scoped memory.

1. Memory assignment rules placed on reference assignments prevent the creation of dangling references, and thus maintain the referential integrity of the Java runtime. The restrictions are listed in the following table. Both `Immortal-`

Table 11.1: Memory Area Referencing Restrictions

Stored in Area	Reference to Object in Heap	Reference to Object in Immortal	Reference to Object in Scoped	null
<b>Perennial-Memory</b>	Permit	Permit	Forbid	Permit
<b>Scoped-Memory</b>	Permit	Permit	Permit from same or less deeply nested scope	Permit
<b>Local Variable</b>	Permit	Permit	Permit	Permit

`Memory` and `HeapMemory` are types of `PerennialMemory`. All subclasses of `ScopedMemory` and `PerennialMemory` are equivalent to their respective base class for the purposes of this table.

2. An implementation must ensure that the above checks are performed for each assignment statement before the statement is executed, either by runtime checks or by static analysis of the application logic. Checks for operations on local variables are not required because a potentially invalid reference would be captured by the other checks before it reached a local variable.

## 11.2.9 Object Initialization

The current allocation context in a constructor for an object is the memory area in which the object is allocated. For `new`, this is the current allocation context when `new` was called. For members of the `m.newInstance` family, the current allocation context is memory area `m`.

### 11.2.10 Maintaining the Scope Stack

This section describes maintenance of a data structure that is called the *scope stack*. Implementations are not required to use a stack or implement the algorithms given here. It is only required that an implementation behave with respect to the ordering and accessibility of memory scopes effectively as if it implemented these algorithms. The scope stack is implicitly visible through the memory assignment rules, and the stack is explicitly visible through the `visitRootScopes(Consumer<ScopedMemory>)` and `visitNestedScopes(Consumer<ScopedMemory>)` methods on `ScopedMemory`.

Four operations affect the scope stack: the `enter` methods defined in `MemoryArea` and its subclasses, instantiation of a new `Schedulable`, the `executeInArea` method in `MemoryArea`, and the new instance methods in `MemoryArea`.

1. The memory area at the top of a schedulable object's scope stack is the schedulable's current allocation context.
2. For an instance of `Schedulable`,  $n_t$ , created by task  $t$ , the scope stack of  $n_t$  is determined by both  $t$  and  $n_t$ :
  - (a) when  $n_t$  is created in a heap or immortal memory area,  $n_t$  is created with a scope stack containing only that heap or immortal memory area,
  - (b) when the memory area of  $t$  is a `ScopedMemory` instance,  $n_t$  acquires a copy of the scope stack associated with  $t$  at the time  $n_t$  is constructed, including all entries from up to and including the memory area containing  $n_t$ ; and
  - (c) when  $n_t$  has an explicit initial memory area,  $ima$ , then  $ima$  is pushed on  $n_t$ 's newly-created scope stack, e.g., a task executing with the scope stack  $A \rightarrow B \rightarrow C$  creates a new `Schedulable` instance  $s$  with initial memory area  $D$  which is not currently in use,  $s$  gets the scope stack  $A \rightarrow B \rightarrow C \rightarrow D$ .
3. When a memory area,  $ma$  is entered by calling a `ma.enter` method,  $ma$  is pushed onto the scope stack of the current schedulable and becomes its *allocation context*. When control returns from the `enter` method, the allocation context is popped from the scope stack
4. When a memory area,  $ma$ , is entered by calling  $ma$ 's `executeInArea` method or one of the `ma.newInstance` methods, the scope stack before the method call is preserved and replaced with a scope stack constructed as follows:
  - (a) when  $ma$  is a scoped memory area, the new scope stack is a copy of the schedulable's previous scope stack up to and including  $ma$ , and
  - (b) when  $ma$  is not a scoped memory area, the new scope stack includes only  $ma$ .

When control returns from the `executeInArea` method, the scope stack is restored to the value it had before `ma.executeInArea` or `ma.newInstance` was called.

For the purposes of these algorithms, stacks grow *up*. One should also note that the representative algorithms ignore important issues like freeing objects in scopes.

1. In every case, objects in a scoped memory area are eligible to be freed when the reference count for the area is zero after finalizers for that scope are run.
2. Informally, any objects in a scoped memory area *must* be freed and their finalizers run before the reference count for the memory area is incremented from zero to one.

### 11.2.11 The enter Method

For `ma.enter(logic)`:

```

1  push ma on the scope stack belonging to the current schedulable
2  -- which may throw ScopedCycleException
3  execute logic.run method
4  pop ma from the scope stack

```

### 11.2.12 The executeInArea or newInstance Methods

For `ma.executeInArea(logic)`, `ma.newInstance()`, or `ma.newArray()`:

```

1  when ma is an instance of PerennialMemory,
2    start a new scope stack containing only ma.
3    make the new scope stack the scope stack for the current
4    schedulable.
5  else if ma is in the scope stack for the current schedulable,
6    start a new scope stack containing ma and all
7    scopes below ma on the scope stack.
8    make the new scope stack the scope stack for the current
9    schedulable.
10 else
11   throw InaccessibleAreaException, execute logic.run,
12   or construct the object.
13   restore the previous scope stack for the current
14   schedulable.
15   discard the new scope stack.
16 end

```

### 11.2.13 Constructor Methods for Schedulables

For construction of a schedulable in memory area `cma` with initial memory area of `ima`:

```

1  if cma is an instance of PerennialMemory,
2    create a new scope stack containing cma.
3  else
4    start a new scope stack containing the entire
5    current scope stack.
6
7  if ima != cma
8    push ima on the new scope stack
9    -- which may throw ScopedCycleException.

```

The above pseudocode illustrates a straightforward implementation of this specification's semantics, but any implementation that behaves effectively like this one with respect to reference count values of zero and one is permissible. An implementation may be eager or lazy in maintenance of its reference count provided that it correctly implements the semantics for reference counts of zero and one.

### 11.2.14 The Single Parent Rule

Every push of a scoped memory type on a scope stack must obey the single parent rule. This enforces the invariant that every scoped memory area has no more than one parent.

The parent of a scoped memory area is identified by the following rules:

1. when the memory area is not currently on any scope stack, it has no parent;
2. when the memory area is the first scoped memory area on a scope stack, i.e., it was entered from an instance of a `PerennialMemory`, its parent is the *primordial scope*,
3. otherwise, the parent is the first scoped memory area outside it on the scope stack, i.e., the scope from which this scope was entered.

Only scoped memory areas are visible to the single parent rule.

The operational effect of the single parent rule is that when a scoped memory area has a parent, the only legal change to that value is to `null`, i.e., "no parent." Thus an ordering imposed by the first assignments of parents of a series of nested scoped memory areas is the only nesting order allowed until control leaves the scopes; then a new nesting order is possible. Thus, a schedulable attempting to enter a scope can only do so by entering in the established nesting order.

### 11.2.15 Scope Tree Maintenance

The single parent rule is enforced effectively as if there were a tree with the primordial scope at its root, and other nodes corresponding to every scoped memory area currently on any schedulable's or interrupt service routine's memory area stack.

Each scoped memory has a reference to its parent memory area, `ma.parent`. The parent reference may indicate a specific scoped memory area, no parent, or the primordial parent.

When a scoped memory area is the explicit initial memory area of a schedulable or an interrupt service routine that has not terminated, it is referred to as *reserved*. A reserved area with a reference and pin count of zero does not have any objects allocated in it, but it is in a scope stack as long as the schedulable or interrupt service routine is active. Since it is possible for more than one schedulable to have the same explicit initial memory area, the memory area must behave as if a reference count for reservation is also maintained.

### 11.2.15.1 Pushing a MemoryArea onto the Scope Stack

The following procedure could be used to maintain the scope tree and ensure that push operations on a schedulable's or ISR's memory area stack does not violate the single parent rule.

---

```

1 preconditions
2
3 ma.parent is set to the correct parent (either a scoped
4 memory area or the primordial scope) or to null (no parent).
5
6 t.scopeStack is the scope stack of the current schedulable or
  ISR
7
8 Action
9
10 if ma is scoped,
11     parent = findFirstScope(t.scopeStack).
12 if ma.parent == null
13     ma.parent = parent.
14 else if ma.parent != parent
15     throw ScopedCycleException.
16 else
17     t.scopeStack.push(ma).
```

---

`findFirstScope` is a convenience function that looks down the scope stack for the next entry that is a reference to an instance of `ScopedMemoryArea`.

---

```

1 findFirstScope(scopeStack)
2 {
3     for s = top of scope stack to bottom of scope stack
4     {
5         if s is an instance of ScopedMemory
6             return s.
7     }
8     return primordial scope.
9 }
```

---

### 11.2.15.2 Popping a MemoryArea off the Scope Stack

---

```

1 ma = t.scopeStack.pop.
2 if ma is scoped
3     if !(ma.in_use || (ma.reserve_count > 0))
4         ma.parent = null.
```

---

### 11.2.15.3 Reservation Management

Reservation management is separate from managing the scope stack for a schedulable or ISR. Reservations are maintained in order to constrain the code locations at which an exception may be thrown due to violations of the single parent rule with respect to explicit initial scoped memory areas (EISMAs). With the RTSJ reservation management semantics, such exceptions will always be thrown at the explicit invocation of configuration methods. When a realtime thread with an EISMA is created, an ASEH with an EISMA is added to an ASE, or an `InterruptServiceRoutine` is registered with an interrupt, the following happens atomically with respect to other tasks in the VM:

---

```
1 ma = t.eisma // explicit initial scoped memory area
2
3 if (ma.parent == null),
4   ma.parent = findFirstScope(t.scopeStack)
5   ma.reserve_count++. // should now be equal one
6 else if (ma == findFirstScope(t.scopeStack)),
7   ma.reserve_count++. // should now be greater than zero
8 else
9   throw ScopedCycleException.
```

---

When a realtime thread with an EISMA terminates, an ASEH is removed from an ASE, or an `InterruptServiceRoutine` is unregistered, the following happens atomically with respect to other tasks in the VM:

---

```
1 ma = t.eisma // explicit initial scoped memory area
2
3 ma.reserve_count--.
4 if ((ma.reserve_count == 0) &&
5     (ma.enter_count == 0) &&
6     (ma.pin_count == 0))
7   ma.parent = null.
```

---

### 11.2.16 Physical Memory

Physical memory provides a means of allocating Java objects in specific areas of a system's physical address space. This is accomplished by creating a memory area that resides in the desired address range. The memory area can be any of the memory areas defined by this specification other than heap. A physical memory area is not type distinct from a normal memory area; it is just created by a different means.

1. Physical immortal memory—an immortal memory area that can be created by the application such that the associated allocation areas have specified



physical and virtual memory characteristics. For example, the application could specify that the physical characteristics of the backing store should be Static RAM (SRAM) and that it should be mapped by the JVM into virtual memory that is never paged out to disk.

2. Physical scoped memory—a scoped memory area, that can be created by the application such that the associated backing store has specified physical and virtual memory characteristics.

This physical memory model is based on two constraints.

1. Java objects can only be allocated in a memory area when the physical allocation area supports the Java Memory Model (JMM) without the JVM having to perform any operation additional to those that it performs when accessing the main RAM for the host machine.
  - (a) No extra compiler or JVM interactions shall be required. Hence memory regions (such as EEPROM) that potentially require special hardware instructions to perform write operations cannot be used as the backing store for physical memory areas.
  - (b) Similarly, nonvolatile memory cannot be used, as object lifetimes in such an area may be longer than the lifetime of the VM.

Although memory having such characteristics incompatible with the JMM are prohibited from being used as backing stores for object allocation, they can contain objects of primitive Java types and be accessed via the RTSJ Raw Memory facilities (see Section 13.2.1).

2. Any API must delegate detailed knowledge of the memory architecture to the programmer/integrator of the specific embedded system to be implemented. The model assumes that the programmer is aware of the memory map, either through some native operating system interface<sup>3</sup> or from some property file read at program initialization time.

The RTSJ defines a *physical memory factory*, which maintains a mapping between physical memory characteristics and the associated physical addresses of memory that support those characteristics. The physical memory factory has no knowledge of the meaning of the physical characteristics. It only provides a look-up service and keeps track of which physical memory has been associated with a physical memory range by the application. The physical memory factory does, however, have detailed knowledge of the types of virtual memory it can support. It advertises this knowledge to the application. For example, it knows if the VM can lock memory pages into memory to ensure that they are never swapped out to disk. The application can then request that the physical memory manager create an association between physical

---

<sup>3</sup>For example, the *Advanced Configuration and Power Interface* (ACPI) specification is an open standard for device configuration and power management by the operating system. The ACPI defines platform-independent interfaces for hardware discovery, configuration, power management and monitoring. See <http://www.acpi.info/>

memory with certain characteristics and a virtual memory type (for example, SRAM that is permanently resident in memory).

### 11.2.17 Stacked Memory

A `StackedMemory` area represents both an *memory area* providing `ScopedMemory` semantics and an explicit *backing store* from which its allocation area is drawn. The backing store may be further subdivided into additional allocation areas and backing stores. Such divisions behave as if new allocation areas are allocated contiguously from the bottom of the container, while new backing stores are allocated contiguously from the top, with allocation areas and backing stores meeting when the outer backing store is completely occupied.

#### 11.2.17.1 Avoiding Backing Store Fragmentation

`StackedMemory` backing stores are explicitly created and sized, and have well-defined lifetimes similar to objects in a `ScopedMemory` area. A `StackedMemory` object can be created as either a *host*, which has its own backing store, or a *guest*, which draws its allocation area directly from its parent's backing store. When a `StackedMemory` object is created in an allocation context other than `StackedMemory`, it is necessarily a host and is called a *root StackedMemory*. In this case, its backing store is drawn from the global backing store or the physical backing store. A root `StackedMemory`'s backing store will be freed under the same conditions as other host `StackedMemory` backing stores, but applications *should not* assume that the implementation provides any guarantees with respect to fragmentation, should this occur. When a `StackedMemory` object is created in another `StackedMemory`'s allocation context, it may be created as either a host or guest, as illustrated in Figure 11.1. When it is created as a host, its backing store is drawn from its parent area's backing store, and its allocation area is created in the newly-divided backing store. When it is created as a guest, its allocation area is created in its parent's backing store.

Object lifetimes for objects allocated in `StackedMemory` allocation contexts are the same as those in `ScopedMemory` allocation contexts. When a `StackedMemory` object itself is finalized, its allocation area is returned to the backing store from which it was drawn, and in the case of host `StackedMemory` areas, the associated backing store is also returned to the parent's backing store. Additionally, the allocation area of a `StackedMemory` can be resized under certain conditions. These semantics allow the memory represented by a root `StackedMemory` backing store to be partitioned and re-partitioned as the application requires without danger of fragmentation and without requiring memory allocation external to the container to track the partitioning.

In order to preserve the fragmentation-free nature of this contract, certain rules are enforced by the infrastructure. Those rules are

1. a nonroot `StackedMemory` area can only be entered by a schedulable when its allocation context is the same as the allocation context in which that `StackedMemory` area's object was created;
2. a `StackedMemory` area may have at most one direct child in the scope stack that is a guest `StackedMemory` area;
3. a guest `StackedMemory` area may not have a direct child area that is a host `StackedMemory` area;
4. a host `StackedMemory` object cannot be created from another `StackedMemory` allocation context unless its backing store is allocated from that area's backing store; and
5. a `StackedMemory`'s allocation area cannot be resized if there are unfinalized guest `StackedMemory` allocation areas placed after it in the same backing store.

### 11.2.17.2 Enforcing Encapsulation

Access to backing store memory for creation of memory areas can also be controlled in a fine-grained fashion by creating a `Schedulable` with a `StackedMemory` as its explicit initial scoped memory area. Such a `Schedulable` may allocate `StackedMemory` instances only from the backing store of its initial allocation area and its children in the scope stack. This means that a `Schedulable` thus configured

1. may not construct a root `StackedMemory`, and
2. may only construct a `StackedMemory` if its explicit initial scoped memory area is on its current scope stack.

Used in conjunction with the limits provided by `ScopedMemoryParameters`, this allows a `Schedulable`'s access to global memory resources to be tightly constrained.

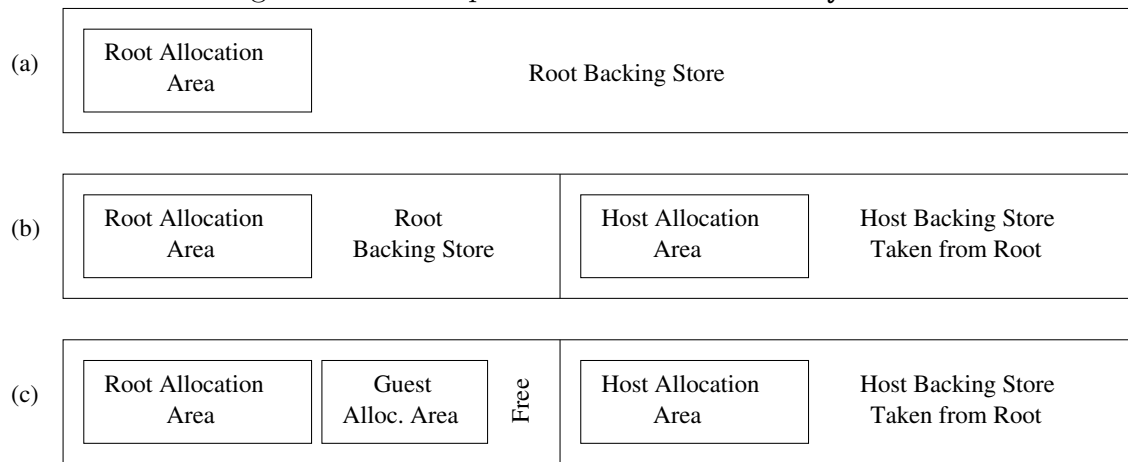
### 11.2.17.3 Example

Figure 11.1 graphically depicts the behavior of `StackedMemory` backing stores and allocation areas for a root `StackedMemory` as well as one host and one guest child `StackedMemory` under that root. A code fragment that could create the stack topology in Figure 11.1 is as follows. Assume that this fragment executes in an allocation context other than a `StackedMemory`, and that zero overhead is required for memory area creation. An implementation may require a constant amount of overhead, drawn from the backing store, for each `StackedMemory` area created in the store.

```

1 // Create a StackedMemory with a 10 kB backing store and
2 // 2 kB allocation area
3 rootArea = new StackedMemory(2048, 10240); // (a)
4 rootArea.enter(new Runnable()
5 {

```

Figure 11.1: Manipulation of `StackedMemory` Areas

```

6 public void run()
7 {
8     // Create a host area with a 6 kB backing store and
9     // 2 kB allocation area
10    hostArea = new StackedMemory(2048, 6144); // (b)
11    // Create a guest area with a 2 kB allocation area
12    guestArea = new StackedMemory(1536); // (c)
13 }
14 };
```

Commented points (a), (b), and (c) correspond to their respective subfigures in Figure 11.1. At point (a), a root `StackedMemory` has been created with its 10 kB backing store drawn from the global store. It contains a 2 kB allocation area, which is then entered. With that allocation area as the current allocation context, a new host `StackedMemory` is created at (b), reserving 6 kB of the root `StackedMemory`'s backing store for its own use and creating a second 2 kB allocation area within that reservation. A new guest `StackedMemory` is then created at (c) in the root area (without entering the host child), occupying 1.5 kB of the remaining free 2 kB of the backing store in the root area. At this point, the root area's backing store is almost entirely occupied, with one 2 kB allocation area, one 1.5 kB store, and a 6 kB host area backing store reservation, and 512 B of free backing store in between. The host `StackedMemory` created at (b) has 4 kB of its backing store remaining unoccupied in its reservation, which could be allocated to additional host or guest `StackedMemory` areas beneath it in the stack.

### 11.2.18 Pinnable Memory

As with `LTMemory`, `PinnableMemory` class is a subset of `ScopedMemory`. The only difference between `PinnableMemory` and `LTMemory` is that `PinnableMemory` supports the concept of pinning. Pinning adds some additional requirements to reference counting, as described in Section 11.2.6. To minimize the chance for race conditions, when and from what context a `PinnableMemory` can be pinned and unpinned is restricted. More details are given in the documentation for `PinnableMemory.pin` and `PinnableMemory.unpin`.

### 11.2.19 Memory Groups

The class `MemoryGroup` is a subclass of `RealtimeThreadGroup` for managing memory. It is similar to `ProcessingGroup` except it targets memory consumption instead of CPU consumption. Currently, only a limit on backing store can be set, but future version of the specification may support more general restrictions. Instance can be used to partition backing store between parts of an application. By nesting instances of `MemoryGroup` and `ProcessingGroup`, both memory and CPU can be controlled for arbitrary groups of threads.

### 11.2.20 Startup Considerations

Normally, a realtime Java program starts with a conventional Java thread. The Alternative Memory Module provide a means of changing this for better interaction with scoped memory. Both thread type and memory area can be set for startup.

By setting the property `javax.realtime.start.realtime` to `true`, the Java main thread and all internal system threads are created as realtime threads, instead of conventional Java threads. Though a conventional Java thread may have a realtime priority, it may not enter a scoped memory. This property removes the need to create an extra thread for entering scoped memory.

Furthermore, setting the property `javax.realtime.start.immortal` to `true` configures the system to not use a heap at all. Instead, the initial memory area is the instance of `ImmortalMemory`. An implementation that cannot run without a heap should not start up when this property is set; where possible, the process should return a documented nonzero error code.

The default value for each of these properties is `false`. Setting `javax.realtime.start.immortal` to `true` without setting `javax.realtime.start.realtime` as well is an error condition. Where possible, the process should return another documented nonzero error code for this error.

## 11.3 javax.realtime

### 11.3.1 Enumerations

#### 11.3.1.1 EnclosedType

---

```
public enum EnclosedType
```

##### *Inheritance*

```
java.lang.Object  
  java.lang.Enum<EnclosedType>  
    EnclosedType
```

##### *Description*

Represents type size classes for deciding how large a lambda is. This size is dependent on what variables the lambda expression contains in its closure, i.e., it encloses. It is used by the `reserveLambda` methods in `SizeEstimator`.

Available since RTSJ 2.0

##### 11.3.1.1.1 Enumeration Constants

---

###### **BOOLEAN**

```
public static final EnclosedType BOOLEAN
```

##### *Description*

Represents a Java boolean.

###### **BYTE**

```
public static final EnclosedType BYTE
```

##### *Description*

Represents a Java byte.

**CHAR**

```
public static final EnclosedType CHAR
```

*Description*

Represents a Java char.

**SHORT**

```
public static final EnclosedType SHORT
```

*Description*

Represents a Java short.

**INT**

```
public static final EnclosedType INT
```

*Description*

Represents a Java int.

**FLOAT**

```
public static final EnclosedType FLOAT
```

*Description*

Represents a Java float.

**LONG**

```
public static final EnclosedType LONG
```

*Description*

Represents a Java long.

**DOUBLE**

```
public static final EnclosedType DOUBLE
```

*Description*

Represents a Java double.

## REFERENCE

```
public static final EnclosedType REFERENCE
```

### *Description*

Represents a reference to any object.

### 11.3.1.1.2 Methods

---

#### values

##### *Signature*

```
public static javax.realtime.EnclosedType[]  
values()
```

##### *Description*

Gets all enumeration constants.

#### valueOf(String)

##### *Signature*

```
public static javax.realtime.EnclosedType  
valueOf(String name)
```

##### *Description*

Gets enumeration constants corresponding to name.

## 11.3.2 Classes

### 11.3.2.1 HeapMemory

---

```
public class HeapMemory
```

##### *Inheritance*

```
java.lang.Object  
MemoryArea
```



PerennialMemory  
HeapMemory

### *Description*

The `HeapMemory` class is a singleton object that allows logic with a non-heap allocation context to allocate objects in the Java heap.

#### 11.3.2.1.1 Methods

---

### **enter**

#### *Signature*

```
public void  
enter()
```

#### *Description*

Associates this memory area with the current schedulable for the duration of the execution of the `run()` method of the instance of `Runnable` given in the constructor. During this period of execution, this memory area becomes the default allocation context until another default allocation context is selected (using `enter`, or `executeInArea`) or the `enter` method exits.

#### *Throws*

`IllegalTaskStateException`—when the caller context is not an instance of `Schedulable`.

`IllegalRealtimeArgumentException`—when the caller is a schedulable and a null value for `logic` was supplied when the memory area was constructed.

`MemoryAccessError`—when caller is a schedulable which may not use the heap.

### **enter(Runnable)**

#### *Signature*

```
public void  
enter(Runnable logic)
```

#### *Description*

Associates this memory area with the current schedulable for the duration of the execution of the `run()` method of the given `Runnable`. During this period of execution, this memory area becomes the default allocation context until another default allocation context is selected (using `enter`, or `executeInArea`) or the `enter` method exits.

#### Parameters

`logic`—The `Runnable` object whose `run()` method should be invoked.

#### Throws

`MemoryAccessError`—when caller is a schedulable which may not use the heap.

`IllegalTaskStateException`—when the caller context is not an instance of `Schedulable`.

`IllegalRealtimeArgumentException`—when the caller is a schedulable and `logic` is null.

## instance

#### Signature

```
public static javax.realtime.HeapMemory
instance()
```

#### Description

Returns a reference to the singleton instance of `HeapMemory` representing the Java heap. The singleton instance of this class shall be allocated in the `ImmortalMemory` area.

#### Returns

the singleton `HeapMemory` object.

## executeInArea(Runnable)

#### Signature

```
public void
executeInArea(Runnable logic)
```

#### Description

Executes the `run` method from the `logic` parameter using `heap` as the current allocation context. For a schedulable, this saves the current scope stack and replaces it with one consisting only of the `HeapMemory` instance; restoring the original scope stack upon completion.

*Parameters*

`logic`—The runnable object whose `run()` method should be executed.

*Throws*

`IllegalRealtimeArgumentException`—when `logic` is null.

`MemoryAccessError`—when caller is a schedulable which may not use the heap.

**newArray(Class, int)***Signature*

```
public java.lang.Object  
newArray(java.lang.Class<?> type,  
         int number)
```

*Description*

Allocates an array of the given type in this memory area. This method may be concurrently used by multiple threads.

*Parameters*

`type`—The class of the elements of the new array. To create an array of a primitive type use a `type` such as `Integer.TYPE` (which would call for an array of the primitive `int` type.)

`number`—The number of elements in the new array.

*Throws*

`MemoryAccessError`—when caller is a schedulable which may not use the heap.

`IllegalRealtimeArgumentException`—when `number` is less than zero, `type` is null, or `type` is `java.lang.Void.TYPE`.

`OutOfMemoryStaticError`—when space in the memory area is exhausted.

*Returns*

a new array of class `type`, of `number` elements.

**newInstance(Class)***Signature*

```
public T  
newInstance(java.lang.Class<T> type)  
throws IllegalAccessException,  
       InstantiationException
```

*Description*

Allocates an object in this memory area. This method may be concurrently used by multiple threads.

#### Parameters

**type**—The class of which to create a new instance.

#### Throws

**MemoryAccessError**—when caller is a schedulable which may not use the heap.

**IllegalAccessException**—The class or initializer is inaccessible.

**IllegalRealtimeArgumentException**—when **type** is null.

**ExceptionInInitializerError**—when an unexpected exception has occurred in a static initializer.

**OutOfMemoryStaticError**—when space in the memory area is exhausted.

**InstantiationException**—when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, or it is an array.

#### Returns

a new instance of class **type**.

## **newInstance(Constructor, Object)**

#### Signature

```
public T
newInstance(java.lang.reflect.Constructor<T> c,
            java.lang.Object[] args)
throws IllegalAccessException,
       InstantiationException,
       InvocationTargetException
```

#### Description

Allocates an object in this memory area. This method may be concurrently used by multiple threads.

#### Parameters

**c**—The constructor for the new instance.

**args**—An array of arguments to pass to the constructor.

#### Throws

**MemoryAccessError**—when caller is a schedulable which may not use the heap.

**IllegalAccessException**—when the class or initializer is inaccessible under Java access control.

**InstantiationException**—when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, it is an array.

**OutOfMemoryStaticError**—when space in the memory area is exhausted.

**IllegalRealtimeArgumentException**—when `c` is null, or the `args` array does not contain the number of arguments required by `c`. A null value of `args` is treated like an array of length 0.

**InvocationTargetException**—when the underlying constructor throws an exception.

#### Returns

a new instance of the object constructed by `c`.

### 11.3.2.2 ImmortalMemory

---

```
public class ImmortalMemory
```

#### Inheritance

```
java.lang.Object
  MemoryArea
    PerennialMemory
      ImmortalMemory
```

#### Description

**ImmortalMemory** is a memory resource that is unexceptionally available to all schedulables and Java threads for use and allocation.

An immortal object may not contain references to any form of scoped memory, e.g., `javax.realtime.memory.LTMemory`, `javax.realtime.memory.StackedMemory`, or `javax.realtime.memory.PinnableMemory`.

Objects in immortal memory have the same states with respect to finalization as objects in the standard Java heap, but there is no assurance that immortal objects will be finalized even when the JVM is terminated.

Methods from **ImmortalMemory** should be overridden only by methods that use `super`.

#### 11.3.2.2.1 Methods

---

## instance

### Signature

```
public static javax.realtime.ImmortalMemory  
instance()
```

### Description

Returns a pointer to the singleton `ImmortalMemory` object.

### Returns

The singleton `ImmortalMemory` object.

## executeInArea(Runnable)

### Signature

```
public void  
executeInArea(Runnable logic)
```

### Description

Executes the run method from the `logic` parameter using this memory area as the current allocation context. For a schedulable, this saves the current scope stack and replaces it with one consisting only of the `ImmortalMemory` instance; restoring the original scope stack upon completion.

### Parameters

`logic`—The runnable object whose `run()` method should be executed.

### Throws

`IllegalRealtimeArgumentException`—when `logic` is null.

### 11.3.2.3 MemoryArea

---

```
public abstract class MemoryArea
```

### Inheritance

```
java.lang.Object  
MemoryArea
```

### Description

**MemoryArea** is the abstract base class of all classes dealing with the representations of allocatable memory areas, including the immortal memory area, physical memory and scoped memory areas. This is an abstract class, but no method in this class is abstract. An application should not subclass **MemoryArea** without complete knowledge of its implementation details.

### 11.3.2.3.1 Constructors

---

## MemoryArea(long, Runnable)

### Signature

```
protected
MemoryArea(long size,
            Runnable logic)
throws IllegalArgumentException,
      OutOfMemoryStaticError,
      IllegalAssignmentError
```

### Description

Creates an instance of **MemoryArea**.

### Parameters

**size**—The size of **MemoryArea** to allocate, in bytes.  
**logic**—A runnable, whose `run()` method will be called whenever `enter()` is called. When **logic** is `null`, this constructor is equivalent to `MemoryArea(long size)`.

### Throws

**IllegalArgumentException**—when the **size** parameter is less than zero.  
**OutOfMemoryStaticError**—when there is insufficient memory for the **MemoryArea** object or for its allocation area in its backing store.  
**IllegalAssignmentError**—when storing **logic** in **this** would violate the assignment rules.

## MemoryArea(SizeEstimator, Runnable)

### Signature

```
protected
MemoryArea(SizeEstimator size,
            Runnable logic)
throws IllegalArgumentException,
        OutOfMemoryStaticError,
        IllegalAssignmentError
```

#### *Description*

Equivalent to `MemoryArea(long, Runnable)` with the argument list (`size.getEstimate()`, `logic`).

#### *Parameters*

`size`—A `SizeEstimator` object which indicates the amount of memory required by this `MemoryArea`.

`logic`—A runnable, whose `run()` method will be called whenever `enter()` is called. When `logic` is `null`, this constructor is equivalent to `MemoryArea(SizeEstimator size)`.

#### *Throws*

`IllegalArgumentException`—when `size` is `null` or `size.getEstimate()` is negative.

`OutOfMemoryStaticError`—when there is insufficient memory for the `MemoryArea` object or for its allocation area in its backing store.

`IllegalAssignmentError`—when storing `logic` in this would violate the assignment rules.

## **MemoryArea(long)**

#### *Signature*

```
protected
MemoryArea(long size)
throws IllegalArgumentException,
        OutOfMemoryStaticError
```

#### *Description*

Equivalent to `MemoryArea(long, Runnable)` with the argument list (`size`, `null`).

#### *Parameters*

`size`—The size of `MemoryArea` to allocate, in bytes.



*Throws*

**IllegalRealtimeArgumentException**—when `size` is less than zero.

**OutOfMemoryStaticError**—when there is insufficient memory for the `MemoryArea` object or for its allocation area in its backing store.

## MemoryArea(SizeEstimator)

*Signature*

```
protected  
MemoryArea(SizeEstimator size)  
throws IllegalRealtimeArgumentException,  
        OutOfMemoryStaticError
```

*Description*

Equivalent to `MemoryArea(long, Runnable)` with the argument list (`size.getEstimate(), null`).

*Parameters*

`size`—A `SizeEstimator` object which indicates the amount of memory required by this `MemoryArea`.

*Throws*

**IllegalRealtimeArgumentException**—when the `size` parameter is null, or `size.getEstimate()` is negative.

**OutOfMemoryStaticError**—when there is insufficient memory for the `MemoryArea` object or for its allocation area in its backing store.

### 11.3.2.3.2 Methods

---

#### **enter**

*Signature*

```
public void  
enter()  
throws IllegalRealtimeArgumentException,  
        OutOfMemoryStaticError,  
        IllegalAssignmentError,
```

## MemoryAccessError

### Description

Associates this memory area with the current schedulable for the duration of the execution of the `run()` method of the instance of `Runnable` given in the constructor. During this period of execution, this memory area becomes the default allocation context until another default allocation context is selected (using `enter`, or `executeInArea`) or the `enter` method exits.

### Throws

`IllegalTaskStateException`—when the caller context is not an instance of `Schedulable`.

`IllegalRealtimeArgumentException`—when the caller is a schedulable and a `null` value for `logic` was supplied when the memory area was constructed.

`ThrowBoundaryError`—Thrown when the JVM needs to propagate an exception allocated in `this` scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `ThrowBoundaryError` instance is preallocated by the VM to avoid cascading creation of `ThrowBoundaryError`.

`MemoryAccessError`—when caller is a schedulable that may not use the heap and this memory area's `logic` value is allocated in heap memory.

## `enter(Runnable)`

### Signature

```
public void
enter(Runnable logic)
```

### Description

Associates this memory area with the current schedulable for the duration of the execution of the `run()` method of the given `Runnable`. During this period of execution, this memory area becomes the default allocation context until another default allocation context is selected (using `enter`, or `executeInArea`) or the `enter` method exits.

### Parameters

`logic`—The `Runnable` object whose `run()` method should be invoked.

### Throws

**IllegalTaskStateException**—when the caller context is not an instance of **Schedulable**.

**IllegalRealtimeArgumentException**—when the caller is a schedulable and `logic` is `null`.

**ThrowBoundaryError**—Thrown when the JVM needs to propagate an exception allocated in `this` scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an **IllegalAssignmentError**, so the JVM cannot be permitted to deliver the exception. The **ThrowBoundaryError** instance is preallocated by the VM to avoid cascading creation of **ThrowBoundaryError**.

## enter(Supplier)

### Signature

```
public T
enter(java.util.function.Supplier<T> logic)
```

### Description

Same as **enter(Runnable)** except that the executed method is called `get` and an object is returned. The `Supplier.get()` method must ensure that the returned object is allocated outside the area, when the area is not a **PerennialMemory**.

### Parameters

`logic`—The object whose `get` method will be executed.

### Throws

**IllegalAssignmentError**—when the return value allocated in area and area is not a **PerennialMemory**.

### Returns

a result from the computation.

**Available since** RTSJ 2.0

## enter(BooleanSupplier)

### Signature

```
public boolean
enter(BooleanSupplier logic)
```

### Description

Same as `enter(Runnable)` except that the executed method is called `get` and a `boolean` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **enter(IntSupplier)**

*Signature*

```
public int  
enter(IntSupplier logic)
```

*Description*

Same as `enter(Runnable)` except that the executed method is called `get` and an `int` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **enter(LongSupplier)**

*Signature*

```
public long  
enter(LongSupplier logic)
```

*Description*

Same as `enter(Runnable)` except that the executed method is called `get` and a `long` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **enter(DoubleSupplier)**

### *Signature*

```
public double  
enter(DoubleSupplier logic)
```

### *Description*

Same as `enter(Runnable)` except that the executed method is called `get` and a `double` is returned.

### *Parameters*

`logic`—The object whose `get` method will be executed.

### *Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **getMemoryArea(Object)**

### *Signature*

```
public static javax.realtime.MemoryArea  
getMemoryArea(Object object)
```

### *Description*

Gets the `MemoryArea` in which the given object is located.

### *Throws*

`IllegalRealtimeArgumentException`—when the value of `object` is `null`.

### *Returns*

the instance of `MemoryArea` from which `object` was allocated.

## **memoryConsumed**

### *Signature*

```
public long  
memoryConsumed()
```

*Description*

For memory areas where memory is freed under program control this returns an exact count, in bytes, of the memory currently used by the system for the allocated objects. For memory areas (such as heap) where the definition of "used" is imprecise, this returns the best value it can generate in constant time.

*Returns*

the amount of memory consumed in bytes.

## **memoryRemaining**

*Signature*

```
public long  
memoryRemaining()
```

*Description*

An approximation of the total amount of memory currently available for future allocated objects, measured in bytes.

*Returns*

the amount of remaining memory in bytes.

## **newArray(Class, int)**

*Signature*

```
public java.lang.Object  
newArray(java.lang.Class<?> type,  
         int number)  
throws IllegalArgumentException,  
       OutOfMemoryStaticError,  
       RealtimeSecurityException
```

*Description*

Allocates an array of the given type in this memory area. This method may be concurrently used by multiple threads.

*Parameters*

**type**—The class of the elements of the new array. To create an array of a primitive type use a **type** such as `Integer.TYPE` (which would call for an array of the primitive `int` type.)

**number**—The number of elements in the new array.

*Throws*

**IllegalRealtimeArgumentException**—when **number** is less than zero, **type** is null, or **type** is `java.lang.Void.TYPE`.

**OutOfMemoryStaticError**—when space in the memory area is exhausted.

**RealtimeSecurityException**—when the caller does not have permission to create a new instance.

*Returns*

a new array of class **type**, of **number** elements.

## **newArrayInArea(Object, Class, int)**

*Signature*

```
public java.lang.Object  
newArrayInArea(Object object,  
                java.lang.Class<?> type,  
                int size)
```

*Description*

A helper method to create an array of type **type** in the memory area containing **object**.

*Parameters*

**object**—is the reference for determining the area in which to allocate the array.

**type**—is the type of the array element for the returned array.

**size**—is the size of the array to return.

*Returns*

a new array of element **type** with **size** elements.

**Available since** RTSJ 2.0

## **newInstance(Class)**

*Signature*

```
public T
newInstance(java.lang.Class<T> type)
throws IllegalAccessException,
        IllegalRealtimeArgumentException,
        InstantiationException,
        OutOfMemoryStaticError,
        ExceptionInInitializerError,
        RealtimeSecurityException
```

### *Description*

Allocates an object in this memory area. This method may be concurrently used by multiple threads.

### *Parameters*

**type**—The class of which to create a new instance.

### *Throws*

**IllegalAccessException**—The class or initializer is inaccessible.

**IllegalRealtimeArgumentException**—when `type` is null.

**InstantiationException**—when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, or it is an array.

**ConstructorCheckedException**—a checked exception was thrown by the constructor.

**OutOfMemoryStaticError**—when space in the memory area is exhausted.

**ExceptionInInitializerError**—when an unexpected exception has occurred in a static initializer.

**RealtimeSecurityException**—when the caller does not have permission to create a new instance.

### *Returns*

a new instance of class `type`.

## **newInstance(Constructor, Object)**

### *Signature*

```
public T
newInstance(java.lang.reflect.Constructor<T> c,
            java.lang.Object[] args)
throws ExceptionInInitializerError,
        IllegalAccessException,
        IllegalRealtimeArgumentException,
```



InstantiationException,  
InvocationTargetException,  
OutOfMemoryStaticError,  
RealtimeSecurityException

### *Description*

Allocates an object in this memory area. This method may be concurrently used by multiple threads.

### *Parameters*

*c*—The constructor for the new instance.  
*args*—An array of arguments to pass to the constructor.

### *Throws*

**ExceptionInInitializerError**—when an unexpected exception has occurred in a static initializer  
**IllegalAccessException**—when the class or initializer is inaccessible under Java access control.  
**IllegalRealtimeArgumentException**—when *c* is null, or the *args* array does not contain the number of arguments required by *c*. A null value of *args* is treated like an array of length 0.  
**InstantiationException**—when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, it is an array.  
**InvocationTargetException**—when the underlying constructor throws an exception.  
**OutOfMemoryStaticError**—when space in the memory area is exhausted.  
**RealtimeSecurityException**—when the caller does not have permission to create a new instance.

### *Returns*

a new instance of the object constructed by *c*.

## **size**

### *Signature*

```
public long  
size()
```

### *Description*

Queries the size of the memory area. The returned value is the current size. Current size may be larger than initial size for those areas that are allowed to grow.

*Returns*

the size of the memory area in bytes.

## **executeInArea(Runnable)**

*Signature*

```
public void
executeInArea(Runnable logic)
throws IllegalArgumentException
```

*Description*

Executes the `run()` method from the `logic` parameter using this memory area as the current allocation context. The effect of `executeInArea` on the scope stack is specified in the subclasses of `MemoryArea`.

*Parameters*

`logic`—The runnable object whose `run()` method should be executed.

*Throws*

`IllegalArgumentException`—when `logic` is null.

## **executeInArea(Supplier)**

*Signature*

```
public T
executeInArea(java.util.function.Supplier<T> logic)
```

*Description*

Same as `executeInArea(Runnable)` except that the executed method is called `get` and an object is returned. For a memory area that is not a `PerennialMemory`, care must be taken that the returned value is assignable to an object allocated in the current area.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Throws*

`IllegalAssignmentError`—when the return value is not assignable to an object allocated in the current area.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **executeInArea(BooleanSupplier)**

*Signature*

```
public boolean  
executeInArea(BooleanSupplier logic)
```

*Description*

Same as `executeInArea(Runnable)` except that the executed method is called `get` and a `boolean` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **executeInArea(IntSupplier)**

*Signature*

```
public int  
executeInArea(IntSupplier logic)
```

*Description*

Same as `executeInArea(Runnable)` except that the executed method is called `get` and an `int` is returned.

*Parameters*

`logic`—the object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **executeInArea(LongSupplier)**

### *Signature*

```
public long  
executeInArea(LongSupplier logic)
```

### *Description*

Same as `executeInArea(Runnable)` except that the executed method is called `get` and a `long` is returned.

### *Parameters*

`logic`—The object whose `get` method will be executed.

### *Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **executeInArea(DoubleSupplier)**

### *Signature*

```
public double  
executeInArea(DoubleSupplier logic)
```

### *Description*

Same as `executeInArea(Runnable)` except that the executed method is called `get` and a `double` is returned.

### *Parameters*

`logic`—The object whose `get` method will be executed.

### *Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **mayHoldReferenceTo**

### *Signature*

```
public boolean  
mayHoldReferenceTo()
```

*Description*

Determines whether an object **A** allocated in the memory area represented by **this** can hold a reference to an object **B** allocated in the current memory area.

*Returns*

**true** when **B** can be assigned to a field of **A**, otherwise **false**.

**Available since RTSJ 2.0**

## **mayHoldReferenceTo(Object)**

*Signature*

```
public boolean  
mayHoldReferenceTo(Object value)
```

*Description*

Determines whether an object **A** allocated in the memory area represented by **this** can hold a reference to the object **value**.

*Parameters*

**value**—The object to test.

*Returns*

**true** when **value** can be assigned to a field of **A**, otherwise **false**.

**Available since RTSJ 2.0**

### **11.3.2.4 MemoryParameters**

---

```
public class MemoryParameters
```

*Inheritance*

```
java.lang.Object  
  MemoryParameters
```

*Interfaces*

```
Cloneable  
Serializable
```

*Description*

Memory parameters can be given on the constructor of any **Schedulable**. They provide limits on allocation. For garbage-collected objects, they provide the rate of allocation, and for Immortal, the overall amount of allocation.

The limits in a **MemoryParameters** instance are enforced when a schedulable creates a new object, e.g., uses the **new** operation. When a schedulable exceeds its allocation or allocation rate limit, the error is handled as if the allocation failed because of insufficient memory. The failed object allocation throws an **OutOfMemoryError**.

A **MemoryParameters** object may be bound to more than one schedulable, but that does not cause the memory budgets reflected by the parameter to be shared among the schedulables that are associated with the parameter object.

As of RTSJ 2.0, instances of **MemoryParameters** are immutable.

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.

#### 11.3.2.4.1 Fields

---

##### UNLIMITED

```
public static final long UNLIMITED
```

##### *Description*

Specifies no maximum limit.

**Available since** RTSJ 2.0

#### 11.3.2.4.2 Constructors

---

##### MemoryParameters(long, long, long)

##### *Signature*

```
public
MemoryParameters(long maxInitialArea,
                 long maxImmortal,
```

```
        long allocationRate)
    throws IllegalArgumentException
```

### *Description*

Creates a `MemoryParameters` object with the given values.

### *Parameters*

`maxInitialArea`—A limit on the amount of memory the schedulable may allocate in its initial scoped memory area. Units are in bytes. When zero, no allocation is allowed in the memory area. When the initial memory area is not a `ScopedMemory`, this parameter has no effect. To specify no limit, use `UNLIMITED`.

`maxImmortal`—A limit on the amount of memory the schedulable may allocate in the immortal area. Units are in bytes. When zero, no allocation is allowed in immortal. To specify no limit, use `UNLIMITED`.

`allocationRate`—A limit on the rate of allocation in the heap. Units are in bytes per second of wall clock time. When `allocationRate` is zero, no allocation is allowed in the heap. To specify no limit, use `UNLIMITED`. Measurement starts when the schedulable is first released for execution; not when it is constructed. Enforcement of the allocation rate is an implementation option. When the implementation does not enforce allocation rate limits, it treats all positive allocation rate limits as `UNLIMITED`.

### *Throws*

`IllegalArgumentException`—when any value less than zero is passed as the value of `maxInitialArea`, `maxImmortal`, or `allocationRate`.

## MemoryParameters(long, long)

### *Signature*

```
public
    MemoryParameters(long maxInitialArea,
                    long maxImmortal)
```

### *Description*

Creates a `MemoryParameters` object with the given values and `allocationRate` set to `UNLIMITED`. It has the same effect as `MemoryParameters(maxInitialArea, maxImmortal, UNLIMITED)`

## MemoryParameters(long)

### Signature

```
public  
MemoryParameters(long allocationRate)
```

### Description

Creates a `MemoryParameters` object with the given values and `allocationRate` set to `allocationRate`. It has the same effect as `MemoryParameters(UNLIMITED, UNLIMITED, allocationRate)`

Available since RTSJ 2.0

### 11.3.2.4.3 Methods

---

## clone

### Signature

```
public java.lang.Object  
clone()
```

### Description

Returns a clone of `this`. This method should behave effectively as if it constructed a new object with the visible values of `this`.

- The new object is in the current allocation context.
- `clone` does not copy any associations from `this` and it does not implicitly bind the new object to a SO.

Available since RTSJ 1.0.1

## getAllocationRate

### Signature

```
public long  
getAllocationRate()
```



*Description*

Determines the limit on the rate of allocation in the heap. Units are in bytes per second.

*Returns*

the allocation rate in bytes per second. When zero, no allocation is allowed in the heap. When the returned value is **UNLIMITED** then the allocation rate on the heap is uncontrolled. Enforcement of allocation rates between zero and **UNLIMITED** is implementation dependent.

## getMaxImmortal

*Signature*

```
public long  
getMaxImmortal()
```

*Description*

Gets the limit on the amount of memory the schedulable may allocate in the immortal area. Units are in bytes.

*Returns*

the limit on immortal memory allocation. When zero, no allocation is allowed in immortal memory. When the returned value is **UNLIMITED** then there is no limit for allocation in immortal memory.

## getMaxInitialArea

*Signature*

```
public long  
getMaxInitialArea()
```

*Description*

Gets the limit on the amount of memory the schedulable may allocate in its initial memory area, when initial is a scoped memory. Units are in bytes.

*Returns*

the allocation limit in the schedulable's initial memory area. When zero, no allocation is allowed in the initial memory area. When the returned value is **UNLIMITED** then there is no limit for allocation in the initial memory area.

**Available since** RTSJ 2.0

### 11.3.2.5 PerennialMemory

---

public abstract class PerennialMemory

*Inheritance*

java.lang.Object  
MemoryArea  
PerennialMemory

*Description*

A base class for all memory areas whose contents can be unexceptionally referenced. In other words, any memory area can store a reference to an object stored in one of these areas. This includes all concrete memory areas in the core package. Only memory areas of this type can be a root for a scoped memory.

### 11.3.2.6 SizeEstimator

---

public class SizeEstimator

*Inheritance*

java.lang.Object  
SizeEstimator

*Description*

This class maintains an estimate of the amount of memory required to store a set of objects.

**SizeEstimator** is a floor on the amount of memory that should be allocated. Many objects allocate other objects when they are constructed. **SizeEstimator** only estimates the memory requirement of the object itself, it does not include memory required for any objects allocated at construction time. When the instance itself is allocated in several parts (when for instance the object and its monitor are separate), the size estimate shall include the sum of the sizes of all the parts that are allocated from the same memory area as the instance. Alignment considerations, and possibly other order-dependent issues may cause the allocator to leave a small amount of unusable space, consequently the size estimate cannot be seen as more than a close estimate.

See Section [MemoryArea.MemoryArea\(SizeEstimator\)](#)

### 11.3.2.6.1 Constructors

---

## SizeEstimator

### *Signature*

```
public  
SizeEstimator()
```

### *Description*

Create an empty size estimator.

### 11.3.2.6.2 Methods

---

## reserve(Class, int)

### *Signature*

```
public void  
reserve(java.lang.Class<?> c,  
        int number)
```

### *Description*

Takes into account additional `number` instances of Class `c` when estimating the size of the [MemoryArea](#).

### *Parameters*

- `c`—The class to take into account.
- `number`—The number of instances of `c` to estimate.

### *Throws*

[IllegalRealtimeArgumentException](#)—when `c` is null or `number` is negative.

**Available since** RTSJ 2.0 throws [IllegalRealtimeArgumentException](#) also when `number` is less than zero.

**reserve(SizeEstimator, int)***Signature*

```
public void
reserve(SizeEstimator estimator,
        int number)
```

*Description*

Takes into account additional **number** of the estimations from instances of `SizeEstimator` **size** when estimating the size of the `MemoryArea`.

*Parameters*

**estimator**—The given instance of `SizeEstimator`.  
**number**—The number of times to reserve the size denoted by **estimator**.

*Throws*

`IllegalRealtimeArgumentException`—when **estimator** is null or **number** is less than zero.

**Available since** RTSJ 2.0 throws `IllegalRealtimeArgumentException` also when **number** is less than zero.

**reserve(SizeEstimator)***Signature*

```
public void
reserve(SizeEstimator size)
```

*Description*

Takes into account an additional estimation from the instance of `SizeEstimator` **size** when estimating the size of the `MemoryArea`.

*Parameters*

**size**—The given instance of `SizeEstimator`.

*Throws*

`IllegalRealtimeArgumentException`—when **size** is null.

**reserveArray(int)***Signature*

```
public void
reserveArray(int length)
```

*Description*

Takes into account an additional instance of an array of `length` reference values when estimating the size of the `MemoryArea`.

*Parameters*

`length`—The number of entries in the array.

*Throws*

`IllegalRealtimeArgumentException`—when `length` is negative.

Available since RTSJ 1.0.1

## reserveArray(int, Class)

*Signature*

```
public void
reserveArray(int length,
              java.lang.Class<?> type)
```

*Description*

Takes into account an additional instance of an array of `length` primitive values when estimating the size of the `MemoryArea`.

Class values for the primitive types are available from the corresponding class types; e.g., `Byte.TYPE`, `Integer.TYPE`, and `Short.TYPE`.

*Parameters*

`length`—The number of entries in the array.

`type`—The class representing a primitive type. The reservation will leave room for an array of `length` of the primitive type corresponding to `type`.

*Throws*

`IllegalRealtimeArgumentException`—when `length` is negative, or `type` does not represent a primitive type.

Available since RTSJ 1.0.1

**reserveLambda(EnclosedType, EnclosedType, EnclosedType)***Signature*

```
public void
reserveLambda(EnclosedType first,
              EnclosedType second,
              EnclosedType[] others)
```

*Description*

Determines the size of a lambda with more than two variables in its closure and add it to this size estimator.

*Parameters*

- first**—Type of first variable in closure.
- second**—Type of second variable in closure.
- others**—Types of additional variables in closure.

**Available since** RTSJ 2.0

**reserveLambda(EnclosedType, EnclosedType)***Signature*

```
public void
reserveLambda(EnclosedType first,
              EnclosedType second)
```

*Description*

Determines the size of a lambda with two variables in its closure and add it to this size estimator.

*Parameters*

- first**—Type of first variable in closure.
- second**—Type of second variable in closure.

**Available since** RTSJ 2.0

**reserveLambda(EnclosedType)***Signature*

```
public void  
reserveLambda(EnclosedType first)
```

*Description*

Determines the size of a lambda with one variable in its closure and add it to this size estimator.

*Parameters*

**first**—Type of first variable in closure.

**Available since** RTSJ 2.0

## reserveLambda

*Signature*

```
public void  
reserveLambda()
```

*Description*

Determines the size of a lambda with no closure and add it to this size estimator.

**Available since** RTSJ 2.0

## getEstimate

*Signature*

```
public long  
getEstimate()
```

*Description*

Gets an estimate of the number of bytes needed to store all the objects reserved.

*Returns*

the estimated size in bytes.

## clear

*Signature*

```
public void  
clear()
```

*Description*

Restores the estimate value to zero for reuse.

**Available since** rtsj 2.0



## 11.4 javax.realtime.memory

### 11.4.1 Interfaces

#### 11.4.1.1 PhysicalMemoryCharacteristic

---

```
public interface PhysicalMemoryCharacteristic
```

##### *Description*

A tagging interface used to identify physical memory characteristics. Applications can give names to regions of memory that are described by `PhysicalMemoryRegion`. The names are defined by creating instances of this interface. For example, `final static PhysicalMemoryCharacteristic STATIC_RAM = ...;`

Available since RTSJ 2.0

### 11.4.2 Enumerations

#### 11.4.2.1 PhysicalMemorySelector.CachingBehavior

---

```
public enum PhysicalMemorySelector.CachingBehavior
```

##### *Inheritance*

```
java.lang.Object  
  java.lang.Enum<PhysicalMemorySelector.CachingBehavior>  
    PhysicalMemorySelector.CachingBehavior
```

##### *Description*

Marker for standard caching behaviors. Not all need be supported. For example, a VM running in Kernel mode might only support `DISABLED`.

##### 11.4.2.1.1 Enumeration Constants

---

###### **DISABLED**

```
public static final PhysicalMemorySelector.CachingBehavior DISABLED
```

*Description*

Represents direct mapping, i.e., caching disabled or not present.

**WRITE\_THROUGH**

```
public static final PhysicalMemorySelector.CachingBehavior  
    WRITE_THROUGH
```

*Description*

Represents caching where writes are immediately written to cache and memory.

**WRITE\_BACK**

```
public static final PhysicalMemorySelector.CachingBehavior  
    WRITE_BACK
```

*Description*

Represents caching where writes are immediately written to cache, but the write to memory is delayed, such as until the cache line is flushed.

**11.4.2.1.2 Methods**

---

**values***Signature*

```
public static javax.realtime.memory.PhysicalMemorySelector.CachingBehavior []  
    values()
```

*Description*

Gets all enumeration constants.

## valueOf(String)

### Signature

```
public static javax.realtime.memory.PhysicalMemorySelector.CachingBehavior  
valueOf(String name)
```

### Description

Gets enumeration constants corresponding to name.

### 11.4.2.2 PhysicalMemorySelector.PagingBehavior

---

```
public enum PhysicalMemorySelector.PagingBehavior
```

### Inheritance

```
java.lang.Object  
  java.lang.Enum<PhysicalMemorySelector.PagingBehavior>  
    PhysicalMemorySelector.PagingBehavior
```

### Description

Marker for standard paging behaviors. Not all need be supported. For example, a VM running in Kernel mode might only support DIRECT.

#### 11.4.2.2.1 Enumeration Constants

---

### DIRECT

```
public static final PhysicalMemorySelector.PagingBehavior DIRECT
```

### Description

Represents when the page is always mapped with the same virtual address as its physical address.

**FIXED**

```
public static final PhysicalMemorySelector.PagingBehavior FIXED
```

*Description*

Represents when the page stays resident in memory, so the mapping does not change.

**SWAPPABLE**

```
public static final PhysicalMemorySelector.PagingBehavior SWAPPABLE
```

*Description*

Represents when the page may be swapped to disk; hence the mapping may change and encounter delay when accessed while swapped out.

**11.4.2.2.2 Methods**

---

**values***Signature*

```
public static javax.realtime.memory.PhysicalMemorySelector.PagingBehavior []  
values()
```

*Description*

Gets all enumeration constants.

**valueOf(String)***Signature*

```
public static javax.realtime.memory.PhysicalMemorySelector.PagingBehavior  
valueOf(String name)
```

*Description*

Gets enumeration constants corresponding to name.

### 11.4.3 Classes

#### 11.4.3.1 LTMemory

---

public class LTMemory

##### *Inheritance*

java.lang.Object  
  javax.realtime.MemoryArea  
    ScopedMemory  
      LTMemory

##### *Description*

LTMemory represents a memory area guaranteed by the system to have linear time allocation when memory consumption from the memory area is less than the memory area's *size*.

The memory area described by a LTMemory instance does not exist in the Java heap, and is not subject to garbage collection. Thus, it is safe to use a LTMemory object as the initial memory area for a javax.realtime.Schedulable instance which may not use the javax.realtime.HeapMemory or to enter the memory area using the ScopedMemory.enter method within such an instance.

Enough memory must be committed by the completion of the constructor to satisfy the memory requirement given in the constructor. Committed means that this memory must always be available for allocation. The memory allocation must behave, with respect to successful allocation, as if it were contiguous; i.e., a correct implementation must guarantee that any sequence of object allocations that could ever succeed without exceeding a specified initial memory size will always succeed without exceeding that initial memory size and succeed for any instance of LTMemory with that initial memory size.

Creation of an LTMemory shall fail with a javax.realtime.OutOfMemoryStaticError when the current javax.realtime.Schedulable has been configured with a ScopedMemoryParameters.getMaxGlobalBackingStore that would be exceeded by said creation.

Methods from LTMemory should be overridden only by methods that use super.

See Section [javax.realtime.MemoryArea](#)

See Section [ScopedMemory](#)

See Section [javax.realtime.Schedulable](#)

Available since RTSJ 2.0 moved to this package.

#### 11.4.3.1.1 Constructors

---

### LTMemory(long, Runnable)

#### *Signature*

```
public
    LTMemory(long size,
             Runnable logic)
```

#### *Description*

Create a scoped memory of the given size and with the give logic to run upon entry when no other logic is given.

Available since RTSJ 1.0.1

#### *Parameters*

**size**—The size in bytes of the memory to allocate for this area. This memory must be committed before the completion of the constructor.

**logic**—The `run()` of the given `Runnable` will be executed using `this` as its initial memory area. When `logic` is `null`, this constructor is equivalent to `LTMemory(long)`.

#### *Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when `size` is less than zero.

`javax.realtime.OutOfMemoryStaticError`—when there is insufficient memory for the `LTMemory` object or for its allocation area in its backing store, or when the current `Schedulable` would exceed its configured allowance of global backing store.

`javax.realtime.IllegalAssignmentError`—when storing `logic` in `this` would violate the assignment rules.

### LTMemory(SizeEstimator, Runnable)

*Signature*

```
public
LTMemory(SizeEstimator size,
         Runnable logic)
```

*Description*

Equivalent to `LTMemory(long, Runnable)` with argument list `(size.estimate(), runnable)`.

**Available since** RTSJ 1.0.1

*Parameters*

`size`—An instance of `javax.realtime.SizeEstimator` used to give an estimate of the initial size. This memory must be committed before the completion of the constructor.

`logic`—The `run()` of the given `Runnable` will be executed using `this` as its initial memory area. When `logic` is `null`, this constructor is equivalent to `LTMemory(SizeEstimator)`.

*Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when `size` is `null`.

`javax.realtime.OutOfMemoryStaticError`—when there is insufficient memory for the `LTMemory` object or for its allocation area in its backing store, or when the current `Schedulable` would exceed its configured allowance of global backing store.

`javax.realtime.IllegalAssignmentError`—when storing `logic` in `this` would violate the assignment rules.

## LTMemory(long)

*Signature*

```
public
LTMemory(long size)
```

*Description*

Equivalent to `LTMemory(long, Runnable)` with the argument list `((size, null))`.

**Available since** RTSJ 1.0.1

*Parameters*

**size**—The size in bytes of the memory to allocate for this area. This memory must be committed before the completion of the constructor.

*Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when **size** is less than zero.

`javax.realtime.OutOfMemoryStaticError`—when there is insufficient memory for the `LMemory` object or for its allocation area in its backing store, or when the current `Schedulable` would exceed its configured allowance of global backing store.

## **LMemory(SizeEstimator)**

*Signature*

```
public
LMemory(SizeEstimator size)
```

*Description*

Equivalent to `LMemory(long, Runnable)` with argument list `(size.estimate(), null)`.

**Available since** RTSJ 1.0.1

*Parameters*

**size**—An instance of `javax.realtime.SizeEstimator` used to give an estimate of the initial size. This memory must be committed before the completion of the constructor.

*Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when **size** is null.

`javax.realtime.OutOfMemoryStaticError`—when there is insufficient memory for the `LMemory` object, or when the current `Schedulable` would exceed its configured allowance of global backing store.

### **11.4.3.2 MemoryGroup**

---

```
public class MemoryGroup
```

*Inheritance*



```
java.lang.Object
  java.lang.ThreadGroup
    javax.realtime.RealtimeThreadGroup
      MemoryGroup
```

*Description*

A group that limits the amount of memory available to a task. This just provides a limit for the use of backingstore, but future implementations may also limit other allocations. A nested memory group may not have a limit that exceeds that of its parent.

**Available since** RTSJ 2.0

#### 11.4.3.2.1 Constructors

---

### MemoryGroup(RealtimeThreadGroup, String)

*Signature*

```
public
MemoryGroup(RealtimeThreadGroup parent,
             String name)
```

*Description*

Creates a new group under `parent` named `name`.

### MemoryGroup(String)

*Signature*

```
public
MemoryGroup(String name)
throws IllegalArgumentException,
       IllegalAssignmentError
```

*Description*

Creates a new group under the current realtime thread group named `name`. It is the same as `new MemoryGroup(null, name)`;

### 11.4.3.2.2 Methods

---

#### getMaxBackingStore

*Signature*

```
public long  
getMaxBackingStore()
```

*Description*

Determines how much backing store can be used by tasks in this group.

*Returns*

the total amount available.

#### setMaxBackingStore(long)

*Signature*

```
public javax.realtime.memory.MemoryGroup  
setMaxBackingStore(long value)
```

*Description*

Sets the max backing store of task in this group. When the limit is exceeded, subsequent creations of `LTMemory`, `PinnableMemory`, and roots `StackedMemory` will fail with an Error: `javax.realtime.OutOfMemoryStaticError`.

*Parameters*

`value`—The maximum backing store in bytes for tasks in this group

*Returns*

this object

### 11.4.3.3 PhysicalMemoryFactory

---

```
public class PhysicalMemoryFactory
```

*Inheritance*

```
java.lang.Object  
PhysicalMemoryFactory
```

*Description*

A physical memory representation of memory ranges, in the form of `PhysicalMemoryRegion` instances with physical memory characteristics in the form of `PhysicalMemoryCharacteristic` instances for creating memory areas in those ranges.

Each physical memory module can have one or more physical memory characteristic. A physical memory characteristic can apply to many physical memory modules. The range of physical addresses of modules shall not overlap. A memory that spans more than one physical memory module may not be created.

The `PhysicalMemoryFactory` determines the physical addresses from the modules and keeps a relation between instances of `PhysicalMemoryRegion` and Physical Memory Addresses. The range of physical addresses of modules shall not overlap. A created memory area may not span more than one physical memory module. To find a memory range that supports PMC A and PMC B, it uses set intersection  $\text{modules}(A) \cap \text{modules}(B)$

Available since RTSJ 2.0

#### 11.4.3.3.1 Constructors

---

## PhysicalMemoryFactory

*Signature*

```
public  
PhysicalMemoryFactory()
```

*Description*

Creates an empty factory, but when only one factory is required, uses `getDefault` instead.

#### 11.4.3.3.2 Methods

---

## getDefault

### Signature

```
public static javax.realtime.memory.PhysicalMemoryFactory  
getDefault()
```

### Description

Obtains the default physical memory factory.

### Returns

the default factory.

## associate(PhysicalMemoryCharacteristic, PhysicalMemoryRegion)

### Signature

```
public void  
associate(PhysicalMemoryCharacteristic name,  
          PhysicalMemoryRegion module)  
throws IllegalArgumentException,  
        RangeOutOfBoundsException
```

### Description

Associates a programmer-defined name with a physical address range.

### Parameters

**name**—The physical memory characteristic. e.g `STATIC_RAM`.

**module**—The object representing a range of contiguous physical addresses.

### Throws

`javax.realtime.IllegalArgumentException`—when either `name` or `module` is null.

`RangeOutOfBoundsException`—when `module` overlaps a previously associated `PhysicalMemoryRegion` instance or cannot be mapped as Java object storage.

## associate(PhysicalMemoryCharacteristic, PhysicalMemoryRegion)

### Signature

```
public void
associate(PhysicalMemoryCharacteristic[] names,
          PhysicalMemoryRegion module)
throws IllegalArgumentException,
       RangeOutOfBoundsException
```

*Description*

Associates an array of programmer-defined names with a physical address range.

*Parameters*

**names**—The array of physical memory characteristics. e.g { STATIC\_RAM }.

**module**—The object representing a range of contiguous physical addresses.

*Throws*

**javax.realtime.IllegalRealtimeArgumentException**—when either **names** or **module** is null.

**RangeOutOfBoundsException**—when **module** overlaps a previously associated **PhysicalMemoryRegion** instance or cannot be mapped as Java object storage.

## associate(PhysicalMemoryCharacteristic, PhysicalMemoryRegion)

*Signature*

```
public static void
associate(PhysicalMemoryCharacteristic name,
          PhysicalMemoryRegion[] modules)
throws IllegalArgumentException,
       RangeOutOfBoundsException
```

*Description*

Associates a programmer-defined name with an array of physical address ranges.

*Parameters*

**name**—is the physical memory characteristic. e.g STATIC\_RAM.

**modules**—is an array of objects each representing a range of contiguous physical addresses.

*Throws*

**javax.realtime.IllegalRealtimeArgumentException**—when either **name** or **modules** is null.

**RangeOutOfBoundsException**—when **module** overlaps a previously associated **PhysicalMemoryRegion** instance or cannot be mapped as Java object storage.

## **createImmortalMemory(PhysicalMemorySelector, long, Runnable)**

### *Signature*

```
public javax.realtime.ImmortalMemory
createImmortalMemory(PhysicalMemorySelector selector,
                    long size,
                    Runnable logic)
throws RealtimeSecurityException,
       SizeOutOfBoundsException,
       UnsupportedPhysicalMemoryException,
       MemoryTypeConflictException,
       IllegalRealtimeArgumentException
```

### *Description*

Instantiates a `javax.realtime.ImmortalMemory` object in a `PhysicalMemoryRegion`, where the memory type matches the `PhysicalMemoryCharacteristic` instances in `selector` and the virtual memory parameters of `selector` are applied.

### *Parameters*

`selector`—Used to choose the memory module and set the virtual mapping.  
`size`—The size of memory to be taken out of the selected module.  
`logic`—The logic to execute on entry (may be null).

### *Throws*

`RealtimeSecurityException`—when the application does not have permission to access physical memory or the given range of memory.  
`javax.realtime.SizeOutOfBoundsException`—when the implementation detects that `size` extends beyond a physically addressable memory module.  
`javax.realtime.UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryCharacteristic` has been registered with this `PhysicalMemoryFactory`.  
`MemoryTypeConflictException`—when the specified base does not point to memory that matches the requested type, or when `type` specifies incompatible memory attributes.  
`javax.realtime.IllegalRealtimeArgumentException`—when `size` is less than zero.

### *Returns*

the new memory area

**createLTMemory(PhysicalMemorySelector, long, Runnable)***Signature*

```
public javax.realtime.memory.PinnableMemory
createLTMemory(PhysicalMemorySelector selector,
               long size,
               Runnable logic)
throws RealtimeSecurityException,
       SizeOutOfBoundsException,
       UnsupportedPhysicalMemoryException,
       MemoryTypeConflictException,
       IllegalRealtimeArgumentException
```

*Description*

Instantiates a `LTMemory` object in a `PhysicalMemoryRegion`, matching the `PhysicalMemoryCharacteristic` in `selector` with virtual memory parameters of `selector` applied.

*Parameters*

`selector`—Used to choose the memory module and set the virtual mapping.  
`size`—The size of memory to be taken out of the selected module.  
`logic`—The logic to execute on entry (may be `null`).

*Throws*

`RealtimeSecurityException`—when the application does not have permission to access physical memory or the given range of memory.  
`javax.realtime.SizeOutOfBoundsException`—when the implementation detects that `size` extends beyond a physically addressable memory module.  
`javax.realtime.UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryCharacteristic` has been registered with this `PhysicalMemoryFactory`.  
`MemoryTypeConflictException`—when the specified base does not point to memory that matches the requested type, or when `type` specifies incompatible memory attributes.  
`javax.realtime.IllegalRealtimeArgumentException`—when `size` is less than zero.

*Returns*

the new memory area

## createPinnableMemory(PhysicalMemorySelector, long, Runnable)

### Signature

```
public javax.realtime.memory.PinnableMemory
createPinnableMemory(PhysicalMemorySelector selector,
                    long size,
                    Runnable logic)
throws RealtimeSecurityException,
       SizeOutOfBoundsException,
       UnsupportedPhysicalMemoryException,
       MemoryTypeConflictException,
       IllegalRealtimeArgumentException
```

### Description

Instantiates a `PinnableMemory` object in a `PhysicalMemoryRegion`, matching the `PhysicalMemoryCharacteristic` in `selector` with virtual memory parameters of `selector` applied.

### Parameters

`selector`—Used to choose the memory module and set the virtual mapping.  
`size`—The size of memory to be taken out of the selected module.  
`logic`—The logic to execute on entry (may be null).

### Throws

`RealtimeSecurityException`—when the application does not have permissions to access physical memory or the given range of memory.  
`javax.realtime.SizeOutOfBoundsException`—when the implementation detects that `size` extends beyond a physically addressable memory module.  
`javax.realtime.UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryCharacteristic` has been registered with this `PhysicalMemoryFactory`.  
`MemoryTypeConflictException`—when the specified base does not point to memory that matches the requested type, or when `type` specifies incompatible memory attributes.  
`javax.realtime.IllegalRealtimeArgumentException`—when `size` is less than zero.

### Returns

the new memory area



## createStackedMemory(PhysicalMemorySelector, long, long, Runnable)

### Signature

```
public javafx.runtime.memory.StackedMemory
createStackedMemory(PhysicalMemorySelector selector,
                    long scopeSize,
                    long backingSize,
                    Runnable logic)

throws RealtimeSecurityException,
        SizeOutOfBoundsException,
        UnsupportedPhysicalMemoryException,
        MemoryTypeConflictException,
        IllegalRealtimeArgumentException
```

### Description

Instantiates a `StackedMemory` object in a `PhysicalMemoryRegion`, matching the `PhysicalMemoryCharacteristic` in `selector` with virtual memory parameters of `selector` applied.

### Parameters

`selector`—Used to choose the memory module and set the virtual mapping.  
`scopeSize`—The size of the scope to be created.  
`backingSize`—The size of the backing store to take out of the selected module.  
`logic`—The logic to execute on entry (may be `null`).

### Throws

`RealtimeSecurityException`—when the application does not have permissions to access physical memory or the given range of memory.  
`javafx.runtime.SizeOutOfBoundsException`—when the implementation detects that `size` extends beyond a physically addressable memory module.  
`javafx.runtime.UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryCharacteristic` has been registered with this `PhysicalMemoryFactory`.  
`MemoryTypeConflictException`—when the specified base does not point to memory that matches the requested type, or when `type` specifies incompatible memory attributes.  
`javafx.runtime.IllegalRealtimeArgumentException`—when `scopeSize` or `backingSize` is less than zero.

### Returns

the new memory area

#### 11.4.3.4 PhysicalMemoryRegion

---

public class PhysicalMemoryRegion

*Inheritance*

java.lang.Object  
PhysicalMemoryRegion

*Description*

Enables an application to define a range of physical memory addresses.

**Available since** RTSJ 2.0

##### 11.4.3.4.1 Constructors

---

### PhysicalMemoryRegion(long, long)

*Signature*

```
public  
PhysicalMemoryRegion(long base,  
                      long length)
```

*Description*

Creates an instance representing a range of contiguous physical memory.

*Parameters*

**base**—A physical address.  
**length**—The size of contiguous memory from that base.

*Throws*

**javax.realtime.IllegalRealtimeArgumentException**—when length is less than or equal to zero, or when base is less than zero or when this module overlaps with another memory module.  
**javax.realtime.SizeOutOfBoundsExcpetion**—when base + length is greater than the physical address range of the processor.

#### 11.4.3.4.2 Methods

---

### getBase

*Signature*

```
public long  
getBase()
```

*Description*

Gets the base address of the contiguous memory represented by this.

*Returns*

the base address

### getLength

*Signature*

```
public long  
getLength()
```

*Description*

Gets the length of the contiguous memory represented by this.

*Returns*

the length

#### 11.4.3.5 PhysicalMemorySelector

---

```
public class PhysicalMemorySelector
```

*Inheritance*

```
java.lang.Object  
PhysicalMemorySelector
```

*Description*

Provides characteristics both for physical memory, used to select a memory range from a memory module, and for virtual memory to be used for setting the characteristics of the mapped pages.

Available since RTSJ 2.0

#### 11.4.3.5.1 Constructors

---

### PhysicalMemorySelector(PhysicalMemoryCharacteristic, PhysicalMemoryCharacteristic, CachingBehavior, PagingBehavior)

#### *Signature*

```
public  
PhysicalMemorySelector(PhysicalMemoryCharacteristic[] request,  
                       PhysicalMemoryCharacteristic[] reject,  
                       PhysicalMemorySelector.CachingBehavior caching,  
                       PhysicalMemorySelector.PagingBehavior paging)
```

#### *Description*

Creates a selector object for obtaining physical memory objects. The arguments are used to select the desired memory type.

#### *Parameters*

- `request`—characteristics that are required
- `reject`—characteristics that should apply to the object
- `caching`—the required caching behavior
- `paging`—the required paging behavior

#### 11.4.3.5.2 Methods

---

### getSupportedCachingBehavior

#### *Signature*

```
public static javax.realtime.memory.PhysicalMemorySelector.CachingBehavior[]  
getSupportedCachingBehavior()
```

#### *Description*

Gets the caching behaviors that are supported by this JVM

*Returns*

an array of the supported caching behaviors.

## **getSupportedPagingBehavior**

*Signature*

```
public static javax.realtime.memory.PhysicalMemorySelector.PagingBehavior[]  
getSupportedPagingBehavior()
```

*Description*

Gets the paging behaviors that are supported by this JVM

*Returns*

an array of the supported paging behaviors.

## **getRequestSet**

*Signature*

```
public javax.realtime.memory.PhysicalMemoryCharacteristic[]  
getRequestSet()
```

*Description*

A getter for the `PhysicalMemoryCharacteristic` list to be requested

*Returns*

the `PhysicalMemoryCharacteristic` list

## **getRejectSet**

*Signature*

```
public javax.realtime.memory.PhysicalMemoryCharacteristic[]  
getRejectSet()
```

*Description*

A getter for the `PhysicalMemoryCharacteristic` list to be excluded

*Returns*

the `PhysicalMemoryCharacteristic` list

## getCachingBehavior

### Signature

```
public javax.realtime.memory.PhysicalMemorySelector.CachingBehavior  
getCachingBehavior()
```

### Description

A getter for the `CachingBehavior` to be requested

### Returns

the `CachingBehavior`

## getPagingBehavior

### Signature

```
public javax.realtime.memory.PhysicalMemorySelector.PagingBehavior  
getPagingBehavior()
```

### Description

A getter for the `PagingBehavior` to be requested

### Returns

the `PagingBehavior`

### 11.4.3.6 PinnableMemory

---

```
public class PinnableMemory
```

### Inheritance

```
java.lang.Object  
  javax.realtime.MemoryArea  
    ScopedMemory  
      PinnableMemory
```

### Description

This class is for passing information between different threads as in the producer consumer pattern. One thread can enter an empty `PinnableMemory`, allocate some data structure, put a reference in the portal, pin the scope, exit it, and then pass it to another thread for further processing or consumption. Once the last thread is done, the memory can be unpinning, causing its contents to be freed.

Creation of a `PinnableMemory` shall fail with a `javafx.runtime.OutOfMemoryStaticError` when the current `javafx.runtime.Schedulable` has been configured with a `ScopedMemoryParameters.getMaxGlobalBackingStore` that would be exceeded by said creation.

Available since RTSJ 2.0

### 11.4.3.6.1 Constructors

---

## PinnableMemory(long)

### Signature

```
public
PinnableMemory(long size)
throws IllegalArgumentException,
    OutOfMemoryStaticError
```

### Description

Creates a scoped memory of fixed size that can be held open when no `javafx.runtime.Schedulable` has it on its scoped memory stack.

### Parameters

`size`—The number of bytes in the memory area.

### Throws

`javafx.runtime.IllegalRealtimeArgumentException`—when `size` is less than zero.

`javafx.runtime.OutOfMemoryStaticError`—when there is insufficient memory for the `PinnableMemory` object or for its allocation area in its backing store, or when the current `Schedulable` would exceed its configured allowance of global backing store.

## PinnableMemory(SizeEstimator)

### Signature

```
public
PinnableMemory(SizeEstimator size)
throws IllegalArgumentException,
    OutOfMemoryStaticError
```

#### *Description*

Equivalent to `PinnableMemory(long)` with `size.getEstimate()` as its argument.

#### *Parameters*

`size`—An estimator for determining the number of bytes in the memory area.

#### *Throws*

`javax.realtime.IllegalArgumentException`—when `size` is null.

`javax.realtime.OutOfMemoryStaticError`—when there is insufficient memory for the `PinnableMemory` object or for its allocation area in its backing store, or when the current `Schedulable` would exceed its configured allowance of global backing store.

### 11.4.3.6.2 Methods

---

#### **pin**

##### *Signature*

```
public void
pin()
throws IllegalRealtimeStateException
```

##### *Description*

Prevents the contents from being freed.

##### *Throws*

`IllegalRealtimeStateException`—when the current allocation context is not `this` allocation context.

#### **unpin**

##### *Signature*



```
public void
unpin()
throws IllegalRealtimeStateException
```

*Description*

Allows the contents to be freed the next time no `javax.realtime.Schedulable` is active within the scope.

*Throws*

`javax.realtime.IllegalRealtimeStateException`—when schedulable does not have this memory area as its current memory area.

## isPinned

*Signature*

```
public boolean
isPinned()
```

*Description*

Determines whether the scope may be cleared on last exit.

*Returns*

true when yes, otherwise false.

## getPinCount

*Signature*

```
public int
getPinCount()
```

*Description*

Finds out how many times the scope has been pinned, but not unpinned.

*Returns*

the number of outstanding pins.

## join

### Signature

```
public void  
join()  
throws InterruptedException
```

### Description

Waits until the reference count of this `ScopedMemory` goes down to zero. Returns immediately when the memory is unreferenced.

### Throws

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable`.

## join(HighResolutionTime)

### Signature

```
public void  
join(javax.realtime.HighResolutionTime<?> time)  
throws InterruptedException
```

### Description

Waits at most until the time designated by the `time` parameter for the reference count of this `ScopedMemory` to drop to zero. Returns immediately when the memory area is unreferenced.

Since the time is expressed as a `javax.realtime.HighResolutionTime`, this method is an accurate timer with nanosecond granularity. The actual resolution of the timer and even the quantity it measures depends on the clock associated with `time`. The delay time may be relative or absolute. When relative, then the delay is the amount of time given by `time`, and measured by its associated clock. When absolute, then the delay is until the indicated value is reached by the clock. When the given absolute time is less than or equal to the current value of the clock, the call to `join` returns immediately.

### Parameters

**time**—When this time is an absolute time, the wait is bounded by that point in time. When the time is a relative time (or a member of the `RationalTime` subclass of `RelativeTime`) the wait is bounded by a the specified interval from some time between the time `join` is called and the time it starts waiting for the reference count to reach zero.

*Throws*

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable`.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable and `time` is `null`.

`UnsupportedRealtimeOperationException`—when the wait operation is not supported using the clock associated with `time`.

## joinAndEnter

*Signature*

```
public void
joinAndEnter()
throws InterruptedException
```

*Description*

Same as `ScopedMemory.joinAndEnter()` except the memory must also not be pinned.

*Throws*

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

**ThrowBoundaryError**—when the JVM needs to propagate an exception allocated in `this` scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`javax.realtime.ScopedCycleException`—when this invocation would break the single parent rule.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable and no non-null `logic` value was supplied to the memory area's constructor.

**MemoryAccessError**—when caller is a non-heap schedulable and this memory area's `logic` value is allocated in heap memory.

## joinAndEnter(Runnable)

### Signature

```
public void
  joinAndEnter(Runnable logic)
  throws InterruptedException
```

### Description

Same as `ScopedMemory.joinAndEnter(Runnable)` except the memory must also not be pinned.

### Parameters

`logic`—The `Runnable` object which contains the code to execute.

### Throws

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

**IllegalTaskStateException**—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

**ThrowBoundaryError**—thrown when the JVM needs to propagate an exception allocated in `this` scope to (or through) the memory area of the caller.

Storing a reference to that exception would cause an `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`javax.realtime.ScopedCycleException`—when this invocation would break the single parent rule.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable and `logic` is `null`.

## **joinAndEnter(Supplier)**

### *Signature*

```
public T  
joinAndEnter(java.util.function.Supplier<T> logic)
```

### *Description*

Same as `ScopedMemory.joinAndEnter(Supplier)` except the memory must also not be pinned.

### *Parameters*

`logic`—The object whose get method will be executed.

### *Returns*

a result from the computation.

## **joinAndEnter(BooleanSupplier)**

### *Signature*

```
public boolean  
joinAndEnter(BooleanSupplier logic)
```

### *Description*

Same as `ScopedMemory.joinAndEnter(BooleanSupplier)` except the memory must also not be pinned.

### *Parameters*

`logic`—The object whose get method will be executed.

### *Returns*

a result from the computation.

## joinAndEnter(IntSupplier)

### Signature

```
public int  
joinAndEnter(IntSupplier logic)
```

### Description

Same as `ScopedMemory.joinAndEnter(IntSupplier)` except the memory must also not be pinned.

### Parameters

`logic`—The object whose get method will be executed.

### Returns

a result from the computation.

## joinAndEnter(LongSupplier)

### Signature

```
public long  
joinAndEnter(LongSupplier logic)
```

### Description

Same as `ScopedMemory.joinAndEnter(LongSupplier)` except the memory must also not be pinned.

### Parameters

`logic`—The object whose get method will be executed.

### Returns

a result from the computation.

## joinAndEnter(DoubleSupplier)

### Signature

```
public double  
joinAndEnter(DoubleSupplier logic)
```

### Description

Same as `ScopedMemory.joinAndEnter(DoubleSupplier)` except the memory must also not be pinned.

*Parameters*

`logic`—The object whose get method will be executed.

*Returns*

a result from the computation.

## joinAndEnter(HighResolutionTime)

*Signature*

```
public void  
joinAndEnter(javafx.runtime.HighResolutionTime<?> time)  
throws InterruptedException
```

*Description*

Same as `ScopedMemory.joinAndEnter(HighResolutionTime)` except the memory must also not be pinned.

*Parameters*

`time`—The time that bounds the wait.

*Throws*

`javafx.runtime.ThrowBoundaryError`—when the JVM needs to propagate an exception allocated in `this` scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `javafx.runtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javafx.runtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`java.lang.InterruptedException`—when this schedulable is interrupted by `javafx.runtime.Realtimethread.interrupt()` or `javafx.runtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`javafx.runtime.IllegalTaskStateException`—when the execution context is not an instance of `javafx.runtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

`javafx.runtime.ScopedCycleException`—when the execution context is a schedulable and this invocation would break the single parent rule.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable, and `time` is null or no non-null logic value was supplied to the memory area's constructor.

`javax.realtime.UnsupportedRealtimeOperationException`—when the wait operation is not supported using the clock associated with `time`.

`javax.realtime.MemoryAccessError`—when calling schedulable may not use the heap and this memory area's logic value is allocated in heap memory.

## `joinAndEnter(Runnable, HighResolutionTime)`

### Signature

```
public void
joinAndEnter(Runnable logic,
              javax.realtime.HighResolutionTime<?> time)
throws InterruptedException
```

### Description

Same as `ScopedMemory.joinAndEnter(Runnable, HighResolutionTime)` except the memory must also not be pinned.

### Parameters

`logic`—The `Runnable` object which contains the code to execute.

`time`—The time that bounds the wait.

### Throws

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

`ThrowBoundaryError`—when the JVM needs to propagate an exception allocated in this scope to (or through) the memory area of the caller. Storing a reference to that exception would cause a `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is preallocated and saves information about the exception it replaces.



`javafx.runtime.ScopedCycleException`—when the execution context is a schedulable and this invocation would break the single parent rule.

`javafx.runtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable and `time` or `logic` is `null`.

`javafx.runtime.UnsupportedRealtimeOperationException`—when the wait operation is not supported using the clock associated with `time`.

## **joinAndEnter(Supplier, HighResolutionTime)**

### *Signature*

```
public P
  joinAndEnter(java.util.function.Supplier<P> logic,
               javafx.runtime.HighResolutionTime<?> time)
```

### *Description*

Same as `ScopedMemory.joinAndEnter(Supplier, HighResolutionTime)` except the memory must also not be pinned.

### *Parameters*

`logic`—The object whose get method will be executed.

### *Returns*

a result from the computation.

## **joinAndEnter(BooleanSupplier, HighResolutionTime)**

### *Signature*

```
public boolean
  joinAndEnter(BooleanSupplier logic,
               javafx.runtime.HighResolutionTime<?> time)
```

### *Description*

Same as `ScopedMemory.joinAndEnter(BooleanSupplier, HighResolutionTime)` except the memory must also not be pinned.

### *Parameters*

`logic`—The object whose get method will be executed.

### *Returns*

a result from the computation.

## **joinAndEnter(IntSupplier, HighResolutionTime)**

### *Signature*

```
public int
  joinAndEnter(IntSupplier logic,
               javax.realtime.HighResolutionTime<?> time)
```

### *Description*

Same as `ScopedMemory.joinAndEnter(IntSupplier, HighResolutionTime)` except the memory must also not be pinned.

### *Parameters*

`logic`—The object whose get method will be executed.

### *Returns*

a result from the computation.

## **joinAndEnter(LongSupplier, HighResolutionTime)**

### *Signature*

```
public long
  joinAndEnter(LongSupplier logic,
               javax.realtime.HighResolutionTime<?> time)
```

### *Description*

Same as `ScopedMemory.joinAndEnter(LongSupplier, HighResolutionTime)` except the memory must also not be pinned.

### *Parameters*

`logic`—The object whose get method will be executed.

### *Returns*

a result from the computation.

## **joinAndEnter(DoubleSupplier, HighResolutionTime)**

### *Signature*

```
public double
  joinAndEnter(DoubleSupplier logic,
               javax.realtime.HighResolutionTime<?> time)
```

### *Description*

Same as `ScopedMemory.joinAndEnter(DoubleSupplier, HighResolutionTime)` except that the area must be pinned so the memory has not been cleared.

*Parameters*

`logic`—The object whose get method will be executed.

*Returns*

a result from the computation.

## joinPinned

*Signature*

```
public void
joinPinned()
throws InterruptedException
```

*Description*

Same as `ScopedMemory.join()` except that the area must be pinned so the memory has not been cleared.

*Throws*

`java.lang.InterruptedException`—when this schedulable is interrupted by `javafx.realtime.RealtimeThread.interrupt()` or `javafx.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

## joinPinned(HighResolutionTime)

*Signature*

```
public void
joinPinned(javafx.realtime.HighResolutionTime<?> limit)
throws InterruptedException
```

*Description*

Same as `ScopedMemory.join(HighResolutionTime)` except that the area must be pinned so the memory has not been cleared.

*Parameters*

`limit`—The maximum time to wait.

*Throws*

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

## joinAndEnterPinned

### Signature

```
public void
joinAndEnterPinned()
throws InterruptedException,
       IllegalTaskStateException,
       ThrowBoundaryError,
       ScopedCycleException,
       MemoryAccessError
```

### Description

Same as `ScopedMemory.joinAndEnter()` except that the area must be pinned so the memory has not been cleared.

### Throws

`ThrowBoundaryError`—Thrown when the JVM needs to propagate an exception allocated in this scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`ScopedCycleException`—when the caller is a schedulable and this invocation would break the single parent rule.

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateException`—when the caller is a Java thread, or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the SO that triggered finalization. This would include the scope containing the SO, and the scope (if any) containing the scope containing the SO.

**MemoryAccessError**—when calling `schedulable` may not use the heap and this memory area's logic value is allocated in heap memory.

## **joinAndEnterPinned(Runnable)**

### *Signature*

```
public void  
joinAndEnterPinned(Runnable logic)  
throws InterruptedException,  
    ScopedCycleException
```

### *Description*

Same as `ScopedMemory.joinAndEnter(Runnable)` except that the area must be pinned so the memory has not been cleared.

### *Parameters*

`logic`—The logic to execute upon entry.

### *Throws*

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`ScopedCycleException`—when the caller is a schedulable and this invocation would break the single parent rule.

## **joinAndEnterPinned(Supplier)**

### *Signature*

```
public T  
joinAndEnterPinned(java.util.function.Supplier<T> logic)
```

### *Description*

Same as `joinAndEnterPinned(Runnable)` except that the executed method is called `get` and an object is returned.

### *Parameters*

`logic`—The object whose `get` method will be executed.

### *Returns*

a result from the computation.

## **joinAndEnterPinned(BooleanSupplier)**

### *Signature*

```
public boolean  
joinAndEnterPinned(BooleanSupplier logic)
```

### *Description*

Same as `joinAndEnterPinned(Runnable)` except that the executed method is called `get` and a `boolean` is returned.

### *Parameters*

`logic`—The object whose `get` method will be executed.

### *Returns*

a result from the computation.

## **joinAndEnterPinned(IntSupplier)**

### *Signature*

```
public int  
joinAndEnterPinned(IntSupplier logic)
```

### *Description*

Same as `joinAndEnterPinned(Runnable)` except that the executed method is called `get` and an `int` is returned.

### *Parameters*

`logic`—The object whose `get` method will be executed.

### *Returns*

a result from the computation.

## **joinAndEnterPinned(LongSupplier)**

### *Signature*

```
public long  
joinAndEnterPinned(LongSupplier logic)
```

### *Description*

Same as `joinAndEnterPinned(Runnable)` except that the executed method is called `get` and a `long` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **joinAndEnterPinned(DoubleSupplier)**

*Signature*

```
public double  
joinAndEnterPinned(DoubleSupplier logic)
```

*Description*

Same as `joinAndEnterPinned(Runnable)` except that the executed method is called `get` and a `double` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

## **joinAndEnterPinned(HighResolutionTime)**

*Signature*

```
public void  
joinAndEnterPinned(javafx.realtime.HighResolutionTime<?> limit)  
throws InterruptedException,  
    IllegalTaskStateException,  
    IllegalRealtimeArgumentException,  
    UnsupportedRealtimeOperationException,  
    ThrowBoundaryError,  
    ScopedCycleException,  
    MemoryAccessError
```

*Description*

Same as `ScopedMemory.joinAndEnter(HighResolutionTime)` except that pinning is ignored so the memory may not have been cleared.

*Parameters*

`limit`—The maximum time to wait.

*Throws*

`ThrowBoundaryError`—Thrown when the JVM needs to propagate an exception allocated in this scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`ScopedCycleException`—when the caller is a schedulable and this invocation would break the single parent rule.

`java.lang.InterruptedExcepTion`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedExcepTion.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateExcepTion`—when the caller is a Java thread, or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the SO that triggered finalization. This would include the scope containing the SO, and the scope (if any) containing the scope containing the SO.

`javax.realtime.IllegalRealtimeArgumentExcepTion`—when the caller is a schedulable, and `time` is null or no non-null logic value was supplied to the memory area's constructor.

`MemoryAccessError`—when calling schedulable may not use the heap and this memory area's logic value is allocated in heap memory.

`javax.realtime.UnsupportedRealtimeOperationExcepTion`—when the wait operation is not supported using the clock associated with `time`.

## `joinAndEnterPinned(Runnable, HighResolutionTime)`

*Signature*

```
public void
joinAndEnterPinned(Runnable logic,
                   javax.realtime.HighResolutionTime<?> limit)
throws InterruptedException,
    ScopedCycleException
```

*Description*



Same as `ScopedMemory.joinAndEnter(Runnable, HighResolutionTime)` except that pinning is ignored so the memory may not have been cleared.

#### Parameters

`logic`—The logic to execute upon entry.

`limit`—The maximum time to wait.

#### Throws

`java.lang.InterruptedCancellationException`—when this schedulable is interrupted by `javax.realtime.RealttimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedCancellationException.fire()` while waiting for the reference count to go to zero.

`ScopedCycleException`—when the caller is a schedulable and this invocation would break the single parent rule.

## joinAndEnterPinned(Supplier, HighResolutionTime)

#### Signature

```
public P
  joinAndEnterPinned(java.util.function.Supplier<P> logic,
                    javax.realtime.HighResolutionTime<?> time)
```

#### Description

Same as `joinAndEnterPinned(Runnable, HighResolutionTime)` except that the executed method is called `get` and an object is returned.

#### Parameters

`logic`—The object whose `get` method will be executed.

#### Returns

a result from the computation.

## joinAndEnterPinned(BooleanSupplier, HighResolutionTime)

#### Signature

```
public boolean
  joinAndEnterPinned(BooleanSupplier logic,
                    javax.realtime.HighResolutionTime<?> time)
```

#### Description

Same as `joinAndEnterPinned(Runnable, HighResolutionTime)` except that the executed method is called `get` and a `boolean` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

## **joinAndEnterPinned(IntSupplier, HighResolutionTime)**

*Signature*

```
public int
joinAndEnterPinned(IntSupplier logic,
                    javax.realtime.HighResolutionTime<?> time)
```

*Description*

Same as `joinAndEnterPinned(Runnable, HighResolutionTime)` except that the executed method is called `get` and an `int` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

## **joinAndEnterPinned(LongSupplier, HighResolutionTime)**

*Signature*

```
public long
joinAndEnterPinned(LongSupplier logic,
                    javax.realtime.HighResolutionTime<?> time)
```

*Description*

Same as `joinAndEnterPinned(Runnable, HighResolutionTime)` except that the executed method is called `get` and a `long` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

## joinAndEnterPinned(DoubleSupplier, HighResolutionTime)

### Signature

```
public double  
joinAndEnterPinned(DoubleSupplier logic,  
                    javafx.realtime.HighResolutionTime<?> time)
```

### Description

Same as `joinAndEnterPinned(Runnable, HighResolutionTime)` except that the executed method is called `get` and a `double` is returned.

### Parameters

`logic`—The object whose `get` method will be executed.

### Returns

a result from the computation.

### 11.4.3.7 ScopedConfigurationParameters

---

```
public class ScopedConfigurationParameters
```

### Inheritance

```
java.lang.Object  
  javafx.realtime.ConfigurationParameters  
    ScopedConfigurationParameters
```

### Description

This is the same as `javafx.realtime.ConfigurationParameters` except an instance of `javafx.realtime.BoundSchedulable` that uses this parameters object may not access the heap and one that uses the super type may.

#### 11.4.3.7.1 Constructors

---

## ScopedConfigurationParameters(int, int, long)

### Signature

```
public
ScopedConfigurationParameters(int messageLength,
                              int stackTraceLength,
                              long[] sizes)
throws IllegalRealtimeStateException
```

*Description*

Similar to `javax.realtime.ConfigurationParameters.ConfigurationParameters(int, int, long[])`, except the receiver may not use the heap.

*Throws*

`IllegalRealtimeStateException`—when the current memory context is a heap memory.

#### 11.4.3.7.2 Methods

---

### **getDefaultRunner**

*Signature*

```
public static javax.realtime.ReleaseRunner
getDefaultRunner()
```

*Description*

Gets the system default release runner.

*Returns*

a general runner to be used when none is set.

### **setDefaultRunner(ReleaseRunner)**

*Signature*

```
public static void
setDefaultRunner(ReleaseRunner runner)
throws IllegalRealtimeArgumentException
```

*Description*

Sets the system default release runner.

*Parameters*

**runner**—The runner to be used when none is set. When `null`, the default release runner is set to the original system default.

*Throws*

**IllegalRealtimeArgumentException**—when `runner` is allocated in a heap memory or its `javax.realtime.ConfigurationParameters` are not `ScopedConfigurationParameters`.

### 11.4.3.8 ScopedMemory

---

```
public abstract class ScopedMemory
```

*Inheritance*

```
java.lang.Object  
  javax.realtime.MemoryArea  
    ScopedMemory
```

*Description*

`ScopedMemory` is the abstract base class of all classes dealing with representations of memory spaces which have a limited lifetime. In general, objects allocated in scoped memory are freed when, and only when, no schedulable has access to the objects in the scoped memory.

A `ScopedMemory` area is a connection to a particular region of memory and reflects the current status of that memory. The object does not necessarily contain direct references to the region of memory. That is implementation dependent.

When a `ScopedMemory` area is instantiated, the object itself is allocated from the current memory allocation context, but the memory space that object represents (its backing store) is allocated from memory that is not otherwise directly visible to Java code; e.g., it might be allocated with the C `malloc` function. This backing store behaves effectively as if it were allocated when the associated scoped memory object is constructed and freed at that scoped memory object's finalization.

The `ScopedMemory.enter` method of `ScopedMemory` is one mechanism used to make a memory area the current allocation context. The other mechanism for activating a memory area is making it the initial memory area for a realtime thread or async event handler. Entry into the scope is accomplished, for example, by calling the method:

```
public void enter(Runnable logic)
```

where `logic` is an instance of `Runnable` whose `run()` method represents the entry point of the code that will run in the new scope. Exit from the scope occurs between the time the `runnable.run()` method completes and the time control returns from the `enter` method. By default, allocations of objects within `runnable.run()` are taken from the backing store of the `ScopedMemory`.

`ScopedMemory` is an abstract class, but all specified methods include implementations. The responsibilities of `MemoryArea`, `ScopedMemory` and the classes that extend `ScopedMemory` are not specified. Application code should not extend `ScopedMemory` without detailed knowledge of its implementation. since RTSJ 2.0, moved from `javax.realtime`.

#### 11.4.3.8.1 Methods

---

### **globalBackingStoreSize**

#### *Signature*

```
public static long  
globalBackingStoreSize()
```

#### *Description*

Determines the total amount of memory in the global backing store.

#### *Returns*

the total amount of global backing store in bytes.

**Available since** RTSJ 2.0

### **globalBackingStoreRemaining**

#### *Signature*

```
public static long  
globalBackingStoreRemaining()
```

#### *Description*

Determines the amount of memory remaining for allocation to new scoped memories in the backing store of this scoped memory.

*Returns*

the amount of global backing store remaining in bytes.

**Available since** RTSJ 2.0

## globalBackingStoreConsumed

*Signature*

```
public static long  
globalBackingStoreConsumed()
```

*Description*

Determines the amount of memory consumed by existing scoped memories from the global backing store.

*Returns*

the amount of backing store available in bytes.

**Available since** RTSJ 2.0

## visitScopeRoots(Consumer)

*Signature*

```
public static void  
visitScopeRoots(java.util.function.Consumer<ScopedMemory> visitor)  
throws IllegalArgumentException,  
ForEachTerminationException
```

*Description*

A means of accessing all live scoped memories whose parent is a primordial memory area, even those to which no reference exists, such a `javax.realtime.memory.PinnableMemory` that is pinned or another `javax.realtime.memory.ScopedMemory` that contains a `Schedulable`. The set may be concurrently modified by other tasks, but the view seen by the visitor may not be updated to reflect those changes. The following is guaranteed even when the set is disturbed by other tasks:

- the visitor shall visit no member more than once,

- it shall visit only scopes that were a member of the set at some time during the enumeration of the set, and
- it shall visit all the scopes that are not deleted during the execution of the visitor.

The visitor's `accept` method is called on all live roots scopes, so long as the visitor does not throw `javafx.runtime.ForEachTerminationException`. When that is thrown, the visit terminates. A closure could be used to capture the last element visited.

When execution of the visitor's `accept` method is terminated abruptly by throwing an exception, then execution of `visitScopedChildren` also terminates abruptly by throwing the same exception.

#### *Parameters*

`visitor`—Determines the action to be performed on each of the children scopes.

#### *Throws*

`javafx.runtime.IllegalRealtimeArgumentException`—when visitor is null.

`ForEachTerminationException`—when the traversal ends prematurely.

`javafx.runtime.RealtimeSecurityException`—when the application does not have permissions to access visit root scopes.

**Available since** RTSJ 2.0

## **enter**

#### *Signature*

```
public void
enter()
throws ScopedCycleException,
        ThrowBoundaryError,
        IllegalTaskStateException,
        IllegalRealtimeArgumentException,
        MemoryAccessError
```

#### *Description*

Associates this memory area with the current schedulable for the duration of the execution of the `run()` method of the instance of `Runnable` given in the constructor. During this period of execution, this memory area becomes the default allocation context until another default allocation context is selected (using `enter`, or `executeInArea`) or the `enter` method exits.

#### *Throws*



**ScopedCycleException**—when this invocation would break the single parent rule.

**ThrowBoundaryError**—Thrown when the JVM needs to propagate an exception allocated in **this** scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an **javafx.runtime.IllegalAssignmentError**, so the JVM cannot be permitted to deliver the exception. The **javafx.runtime.ThrowBoundaryError** is allocated in the current allocation context and contains information about the exception it replaces.

**IllegalTaskStateException**—when the execution context is not an instance of **javafx.runtime.Schedulable** or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the execution context that triggered finalization. This would include the scope containing the execution context, and the scope (if any) containing the scope containing execution context.

**javafx.runtime.IllegalRealtimeArgumentException**—null

**MemoryAccessError**—when caller is a schedulable that may not use the heap and this memory area's logic value is allocated in heap memory.

## enter(Runnable)

### Signature

```
public void
enter(Runnable logic)
throws ScopedCycleException,
       ThrowBoundaryError,
       IllegalTaskStateException,
       IllegalRealtimeArgumentException
```

### Description

Associates this memory area with the current schedulable for the duration of the execution of the `run()` method of the given `Runnable`. During this period of execution, this memory area becomes the default allocation context until another default allocation context is selected (using `enter`, or `executeInArea`) or the `enter` method exits.

### Parameters

`logic`—The `Runnable` object whose `run()` method should be invoked.

### Throws

**ScopedCycleException**—when this invocation would break the single parent rule.

**ThrowBoundaryError**—when the JVM needs to propagate an exception allocated in `this` scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

**IllegalTaskStateException**—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing task.

`javax.realtime.IllegalRealtimeArgumentException`—null

## **enter(Supplier)**

### *Signature*

```
public T
enter(java.util.function.Supplier<T> logic)
throws ScopedCycleException,
       ThrowBoundaryError,
       IllegalTaskStateException,
       IllegalRealtimeArgumentException
```

### *Description*

Same as `enter(Runnable)` except that the executed method is called `get` and an object is returned.

### *Parameters*

`logic`—The object whose `get` method will be executed.

### *Returns*

a result from the computation.

## **enter(BooleanSupplier)**

### *Signature*

```
public boolean
enter(BooleanSupplier logic)
```

throws `ScopedCycleException`,  
`ThrowBoundaryError`,  
`IllegalTaskStateException`,  
`IllegalRealtimeArgumentException`

*Description*

Same as `enter(Runnable)` except that the executed method is called `get` and a `boolean` is returned.

*Parameters*

`logic`—the object whose `get` method will be executed.

*Returns*

a result from the computation.

## **enter(IntSupplier)**

*Signature*

```
public int  
enter(IntSupplier logic)  
throws ScopedCycleException,  
        ThrowBoundaryError,  
        IllegalTaskStateException,  
        IllegalRealtimeArgumentException
```

*Description*

Same as `enter(Runnable)` except that the executed method is called `get` and an `int` is returned.

*Parameters*

`logic`—the object whose `get` method will be executed.

*Returns*

a result from the computation.

## **enter(LongSupplier)**

*Signature*

```
public long  
enter(LongSupplier logic)
```

```
throws ScopedCycleException,  
        ThrowBoundaryError,  
        IllegalTaskStateException,  
        IllegalRealtimeArgumentException
```

*Description*

Same as `enter(Runnable)` except that the executed method is called `get` and a `long` is returned.

*Parameters*

`logic`—the object whose `get` method will be executed.

*Returns*

a result from the computation.

## **enter(DoubleSupplier)**

*Signature*

```
public double  
enter(DoubleSupplier logic)  
throws ScopedCycleException,  
        ThrowBoundaryError,  
        IllegalTaskStateException,  
        IllegalRealtimeArgumentException
```

*Description*

Same as `enter(Runnable)` except that the executed method is called `get` and a `double` is returned.

*Parameters*

`logic`—the object whose `get` method will be executed.

*Returns*

a result from the computation.

## **executeInArea(Runnable)**

*Signature*

```
public void  
executeInArea(Runnable logic)
```

throws `IllegalTaskStateException`,  
`IllegalRealtimeArgumentException`,  
`InaccessibleAreaException`

#### *Description*

Executes the `run` method from the `logic` parameter using this memory area as the current allocation context. This method behaves as if it moves the allocation context down the scope stack to the occurrence of `this`.

#### *Parameters*

`logic`—The runnable object whose `run()` method should be executed.

#### *Throws*

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable`.

`InaccessibleAreaException`—when the memory area is not in the schedulable's scope stack.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is an instance of `javax.realtime.Schedulable` schedulable and `logic` is null.

## **executeInArea(Supplier)**

#### *Signature*

```
public T  
executeInArea(java.util.function.Supplier<T> logic)  
throws IllegalTaskStateException,  
       IllegalRealtimeArgumentException,  
       InaccessibleAreaException
```

#### *Description*

Same as `executeInArea(Runnable)` except that the executed method is called `get` and an object is returned.

#### *Parameters*

`logic`—the object whose `get` method will be executed.

#### *Returns*

a result from the computation.

## **executeInArea(BooleanSupplier)**

### *Signature*

```
public boolean
executeInArea(BooleanSupplier logic)
throws IllegalStateException,
       IllegalRealtimeArgumentException,
       InaccessibleAreaException
```

### *Description*

Same as `executeInArea(Runnable)` except that the executed method is called `get` and a `boolean` is returned.

### *Parameters*

`logic`—the object whose `get` method will be executed.

### *Returns*

a result from the computation.

## **executeInArea(IntSupplier)**

### *Signature*

```
public int
executeInArea(IntSupplier logic)
throws IllegalStateException,
       IllegalRealtimeArgumentException,
       InaccessibleAreaException
```

### *Description*

Same as `executeInArea(Runnable)` except that the executed method is called `get` and an `int` is returned.

### *Parameters*

`logic`—the object whose `get` method will be executed.

### *Returns*

a result from the computation.

## **executeInArea(LongSupplier)**

### *Signature*

```
public long
executeInArea(LongSupplier logic)
throws IllegalStateException,
       IllegalRealtimeArgumentException,
       InaccessibleAreaException
```

*Description*

Same as `executeInArea(Runnable)` except that the executed method is called `get` and a `long` is returned.

*Parameters*

`logic`—the object whose `get` method will be executed.

*Returns*

a result from the computation.

## **executeInArea(DoubleSupplier)**

*Signature*

```
public double
executeInArea(DoubleSupplier logic)
throws IllegalStateException,
       IllegalRealtimeArgumentException,
       InaccessibleAreaException
```

*Description*

Same as `executeInArea(Runnable)` except that the executed method is called `get` and a `double` is returned.

*Parameters*

`logic`—the object whose `get` method will be executed.

*Returns*

a result from the computation.

## **getPortal**

*Signature*

```
public java.lang.Object
getPortal()
```

throws `IllegalAssignmentError`,  
`IllegalTaskStateException`

### *Description*

Returns a reference to the portal object in this instance of `ScopedMemory`.

Assignment rules are enforced on the value returned by `getPortal` as if the return value were first stored in an object allocated in the current allocation context, then moved to its final destination.

### *Throws*

`javafx.runtime.IllegalAssignmentError`—when a reference to the portal object cannot be stored in the caller’s allocation context; that is, when the object is allocated in a more deeply nested scoped memory than the current allocation context or not on the caller’s scope stack.

`IllegalTaskStateException`—when the execution context is not an instance of `javafx.runtime.Schedulable`.

### *Returns*

a reference to the portal object or `null` when there is no portal object. The portal value is always set to `null` when the contents of the memory are deleted.

## **getReferenceCount**

### *Signature*

```
public int  
getReferenceCount()
```

### *Description*

Returns the reference count of this `ScopedMemory`.

Note that a reference count of zero reliably means that the scope is not referenced, but other reference counts are subject to artifacts of lazy/eager maintenance by the implementation.

### *Returns*

the reference count of this `ScopedMemory`.

## **join**

### *Signature*



```
public void  
join()  
throws InterruptedException
```

#### *Description*

Waits until the reference count of this `ScopedMemory` goes down to zero. Returns immediately when the memory is unreferenced.

#### *Throws*

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable`.

## **join(HighResolutionTime)**

#### *Signature*

```
public void  
join(javax.realtime.HighResolutionTime<?> time)  
throws InterruptedException
```

#### *Description*

Waits at most until the time designated by the `time` parameter for the reference count of this `ScopedMemory` to drop to zero. Returns immediately when the memory area is unreferenced.

Since the time is expressed as a `javax.realtime.HighResolutionTime`, this method is an accurate timer with nanosecond granularity. The actual resolution of the timer and even the quantity it measures depends on the clock associated with `time`. The delay time may be relative or absolute. When relative, then the delay is the amount of time given by `time`, and measured by its associated clock. When absolute, then the delay is until the indicated value is reached by the clock. When the given absolute time is less than or equal to the current value of the clock, the call to `join` returns immediately.

#### *Parameters*

`time`—When this time is an absolute time, the wait is bounded by that point in time. When the time is a relative time (or a member of the `RationalTime` subclass of `RelativeTime`) the wait is bounded by a the specified interval from

some time between the time `join` is called and the time it starts waiting for the reference count to reach zero.

*Throws*

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable`.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable and `time` is null.

`UnsupportedRealtimeOperationException`—when the wait operation is not supported using the clock associated with `time`.

## joinAndEnter

*Signature*

```
public void
joinAndEnter()
throws InterruptedException
```

*Description*

In the error-free case, `joinAndEnter` combines `join();enter();` such that no `enter()` from another schedulable can intervene between the two method invocations. The resulting method will wait for the reference count on this `ScopedMemory` to reach zero, then enters the `ScopedMemory` and executes the `run` method from `logic` passed in the constructor. When no instance of `Runnable` was passed to the memory area's constructor, the method throws `IllegalRealtimeArgumentException` immediately.

When multiple threads are waiting in `joinAndEnter` family methods for a memory area, at most *one* of them will be released each time the reference count goes to zero.

Note that although `joinAndEnter` guarantees that the reference count is zero when the schedulable is released for entry, it does not guarantee that the reference count will remain one for any length of time. A subsequent `enter` could raise the reference count to two.

*Throws*

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.`

`control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

**IllegalTaskStateException**—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

**ThrowBoundaryError**—when the JVM needs to propagate an exception allocated in **this** scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`javax.realtime.ScopedCycleException`—when this invocation would break the single parent rule.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable and no non-null `logic` value was supplied to the memory area's constructor.

**MemoryAccessError**—when caller is a non-heap schedulable and this memory area's `logic` value is allocated in heap memory.

## joinAndEnter(HighResolutionTime)

### *Signature*

```
public void  
joinAndEnter(javax.realtime.HighResolutionTime<?> time)  
throws InterruptedException
```

### *Description*

In the error-free case, `joinAndEnter` combines `join();enter();` such that no `enter()` from another schedulable can intervene between the two method invocations. The resulting method will wait for the reference count on this `ScopedMemory` to reach zero, or for the current time to reach the designated time, then enter the `ScopedMemory` and execute the `run` method from `Runnable` object passed to the constructor. When no instance of `Runnable` was passed to the memory area's constructor, the method throws `IllegalRealtimeArgumentException` immediately.

When multiple threads are waiting in `joinAndEnter` family methods for a

memory area, at most *one* of them will be released each time the reference count goes to zero.

Since the time is expressed as a `javax.realtime.HighResolutionTime`, this method has an accurate timer with nanosecond granularity. The actual resolution of the timer and even the quantity it measures depends on the clock associated with `time`. The delay time may be relative or absolute. When relative, then the calling thread is blocked for at most the amount of time given by `time`, and measured by its associated clock. When absolute, then the time delay is until the indicated value is reached by the clock. When the given absolute time is less than or equal to the current value of the clock, the call to `joinAndEnter` behaves effectively like `enter`.

Note that expiration of `time` may cause control to enter the memory area before its reference count has gone to zero.

#### *Parameters*

`time`—The time that bounds the wait.

#### *Throws*

`javax.realtime.ThrowBoundaryError`—when the JVM needs to propagate an exception allocated in `this` scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`javax.realtime.IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

`javax.realtime.ScopedCycleException`—when the execution context is a schedulable and this invocation would break the single parent rule.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable, and `time` is null or no non-null `logic` value was supplied to the memory area's constructor.

`javax.realtime.UnsupportedRealtimeOperationException`—when the wait op-

eration is not supported using the clock associated with `time`.

`javax.realtime.MemoryAccessError`—when calling `schedulable` may not use the heap and this memory area's logic value is allocated in heap memory.

## **joinAndEnter(Runnable)**

### *Signature*

```
public void  
joinAndEnter(Runnable logic)  
throws InterruptedException
```

### *Description*

In the error-free case, `joinAndEnter` combines `join()`; and `enter()`; such that no `enter()` from another schedulable can intervene between the two method invocations. The resulting method will wait for the reference count on this `ScopedMemory` to reach zero, then enter the `ScopedMemory` and execute the `run` method from `logic`.

When `logic` is `null`, the method throws `IllegalRealtimeArgumentException` immediately.

When multiple threads are waiting in `joinAndEnter` family methods for a memory area, at most *one* of them will be released each time the reference count goes to zero.

Note that although `joinAndEnter` guarantees that the reference count is zero when the schedulable is released for entry, it does not guarantee that the reference count will remain one for any length of time. A subsequent `enter` could raise the reference count to two.

### *Parameters*

`logic`—The `Runnable` object which contains the code to execute.

### *Throws*

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

**ThrowBoundaryError**—thrown when the JVM needs to propagate an exception allocated in **this** scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`javax.realtime.ScopedCycleException`—when this invocation would break the single parent rule.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable and `logic` is null.

## **joinAndEnter(Supplier)**

### *Signature*

```
public T  
joinAndEnter(java.util.function.Supplier<T> logic)
```

### *Description*

Same as `joinAndEnter(Runnable)` except that the executed method is called `get` and an object is returned.

### *Parameters*

`logic`—The object whose `get` method will be executed.

### *Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **joinAndEnter(BooleanSupplier)**

### *Signature*

```
public boolean  
joinAndEnter(BooleanSupplier logic)
```

### *Description*

Same as `joinAndEnter(Runnable)` except that the executed method is called `get` and a `boolean` is returned.

### *Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **joinAndEnter(IntSupplier)**

*Signature*

```
public int  
joinAndEnter(IntSupplier logic)
```

*Description*

Same as `joinAndEnter(Runnable)` except that the executed method is called `get` and an `int` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **joinAndEnter(LongSupplier)**

*Signature*

```
public long  
joinAndEnter(LongSupplier logic)
```

*Description*

Same as `joinAndEnter(Runnable)` except that the executed method is called `get` and a `long` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## joinAndEnter(DoubleSupplier)

### Signature

```
public double
  joinAndEnter(DoubleSupplier logic)
```

### Description

Same as `joinAndEnter(Runnable)` except that the executed method is called `get` and a `double` is returned.

### Parameters

`logic`—The object whose `get` method will be executed.

### Returns

a result from the computation.

**Available since** RTSJ 2.0

## joinAndEnter(Runnable, HighResolutionTime)

### Signature

```
public void
  joinAndEnter(Runnable logic,
               javax.realtime.HighResolutionTime<?> time)
  throws InterruptedException
```

### Description

In the error-free case, `joinAndEnter` combines `join();enter();` such that no `enter()` from another schedulable can intervene between the two method invocations. The resulting method will wait for the reference count on this `ScopedMemory` to reach zero, or for the current time to reach the designated time, then enter the `ScopedMemory` and execute the `run` method from `logic`.

Since the time is expressed as a `javax.realtime.HighResolutionTime`, this method is an accurate timer with nanosecond granularity. The actual resolution of the timer and even the quantity it measures depends on the clock associated with `time`. The delay time may be relative or absolute. When relative, then the delay is the amount of time given by `time`, and measured by its associated clock. When absolute, then the delay is until the indicated value is reached by the clock. When the given absolute time is less than or equal to the current value of the clock, the call to `joinAndEnter` behaves effectively like `enter(Runnable)`.



The method throws `IllegalRealtimeArgumentException` immediately when `logic` is `null`.

When multiple threads are waiting in `joinAndEnter` family methods for a memory area, at most *one* of them will be released each time the reference count goes to zero.

Note that expiration of `time` may cause control to enter the memory area before its reference count has gone to zero.

#### Parameters

`logic`—The `Runnable` object which contains the code to execute.

`time`—The time that bounds the wait.

#### Throws

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

`ThrowBoundaryError`—when the JVM needs to propagate an exception allocated in `this` scope to (or through) the memory area of the caller. Storing a reference to that exception would cause a `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is preallocated and saves information about the exception it replaces.

`javax.realtime.ScopedCycleException`—when the execution context is a schedulable and this invocation would break the single parent rule.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable and `time` or `logic` is `null`.

`javax.realtime.UnsupportedRealtimeOperationException`—when the wait operation is not supported using the clock associated with `time`.

## `joinAndEnter(Supplier, HighResolutionTime)`

#### Signature

```
public P
```

```
joinAndEnter(java.util.function.Supplier<P> logic,  
              javax.realtime.HighResolutionTime<?> time)
```

*Description*

Same as `joinAndEnter(Runnable, HighResolutionTime)` except that the executed method is called `get` and an object is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **joinAndEnter(BooleanSupplier, HighResolutionTime)**

*Signature*

```
public boolean  
joinAndEnter(BooleanSupplier logic,  
              javax.realtime.HighResolutionTime<?> time)
```

*Description*

Same as `joinAndEnter(Runnable, HighResolutionTime)` except that the executed method is called `get` and a `boolean` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **joinAndEnter(IntSupplier, HighResolutionTime)**

*Signature*

```
public int  
joinAndEnter(IntSupplier logic,  
              javax.realtime.HighResolutionTime<?> time)
```

*Description*

Same as `joinAndEnter(Runnable, HighResolutionTime)` except that the executed method is called `get` and an `int` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **joinAndEnter(LongSupplier, HighResolutionTime)**

*Signature*

```
public long
joinAndEnter(LongSupplier logic,
              javax.realtime.HighResolutionTime<?> time)
```

*Description*

Same as `joinAndEnter(Runnable, HighResolutionTime)` except that the executed method is called `get` and a `long` is returned.

*Parameters*

`logic`—The object whose `get` method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **joinAndEnter(DoubleSupplier, HighResolutionTime)**

*Signature*

```
public double
joinAndEnter(DoubleSupplier logic,
              javax.realtime.HighResolutionTime<?> time)
```

*Description*

Same as `joinAndEnter(Runnable, HighResolutionTime)` except that the executed method is called `get` and a `double` is returned.

*Parameters*

`logic`—The object whose get method will be executed.

*Returns*

a result from the computation.

**Available since** RTSJ 2.0

## **visitNestedScopes(Consumer)**

*Signature*

```
public void
visitNestedScopes(java.util.function.Consumer<ScopedMemory> visitor)
throws IllegalArgumentException,
    ForEachTerminationException
```

*Description*

A means of accessing all live nested scoped memories parented in this scoped memory, even those to which no reference exists, such a `javax.realtime.memory.PinnableMemory` that is pinned or another `javax.realtime.memory.ScopedMemory` that contains a `Schedulable`. It has the same semantics as the method `visitScopeRoots(Consumer)`, except for the following:

- what scoped memories are visited,
- the memory area must be reachable from the current scope stack, and
- there is not security manager check.

*Parameters*

`visitor`—Determines the action to be performed on each of the children scopes.

*Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when `visitor` is `null`.

`ForEachTerminationException`—when the traversal ends prematurely.

**Available since** RTSJ 2.0

## **newArray(Class, int)**

*Signature*

```
public java.lang.Object
newArray(java.lang.Class<?> type,
        int number)
```

*Description*

Allocates an array of the given type in this memory area. This method may be concurrently used by multiple threads.

#### Parameters

**type**—The class of the elements of the new array. To create an array of a primitive type use a **type** such as `Integer.TYPE` (which would call for an array of the primitive `int` type.)

**number**—The number of elements in the new array.

#### Throws

`javax.realtime.IllegalRealtimeArgumentException`—null

`javax.realtime.OutOfMemoryStaticError`—null

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable`.

`InaccessibleAreaException`—when the memory area is not in the schedulable's scope stack.

#### Returns

a new array of class `type`, of `number` elements.

## **newInstance(Class)**

#### Signature

```
public T
newInstance(java.lang.Class<T> type)
throws IllegalAccessException,
       IllegalRealtimeArgumentException,
       ExceptionInInitializerError,
       OutOfMemoryStaticError,
       InstantiationException,
       IllegalTaskStateException,
       InaccessibleAreaException
```

#### Description

Allocates an object in this memory area. This method may be concurrently used by multiple threads.

#### Parameters

**type**—The class of which to create a new instance.

#### Throws

`IllegalAccessException`—The class or initializer is inaccessible.

`javax.realtime.IllegalRealtimeArgumentException`—null

`ExceptionInInitializerError`—when an unexpected exception has occurred in a static initializer.

`javax.realtime.OutOfMemoryStaticError`—null

`InstantiationException`—when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, or it is an array.

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable`.

`InaccessibleAreaException`—when the memory area is not in the schedulable's scope stack.

#### *Returns*

a new instance of class type.

## **newInstance(Constructor, Object)**

#### *Signature*

```
public T
newInstance(java.lang.reflect.Constructor<T> c,
            java.lang.Object[] args)
throws IllegalAccessException,
       InstantiationException,
       InvocationTargetException
```

#### *Description*

Allocates an object in this memory area. This method may be concurrently used by multiple threads.

#### *Parameters*

`c`—T The constructor for the new instance.

`args`—An array of arguments to pass to the constructor.

#### *Throws*

`IllegalAccessException`—when the class or initializer is inaccessible under Java access control.

`InstantiationException`—when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, it is an array.

`javax.realtime.OutOfMemoryStaticError`—null

`javax.realtime.IllegalRealtimeArgumentException`—null

**IllegalTaskStateException**—when the execution context is not an instance of `javax.realtime.Schedulable`.

**InvocationTargetException**—when the underlying constructor throws an exception.

**InaccessibleAreaException**—when the memory area is not in the schedulable's scope stack.

*Returns*

a new instance of the object constructed by `c`.

## setPortal(Object)

*Signature*

```
public void
setPortal(Object object)
throws IllegalTaskStateException,
        IllegalAssignmentError,
        InaccessibleAreaException
```

*Description*

Sets the *portal* object of the memory area represented by this instance of **ScopedMemory** to the given object. The object must have been allocated in this **ScopedMemory** instance.

*Parameters*

**object**—The object which will become the portal for this. When `null` the previous portal object remains the portal object for this or when there was no previous portal object then there is still no portal object for **this**.

*Throws*

**IllegalTaskStateException**—when the execution context is not an instance of `javax.realtime.Schedulable`.

**IllegalAssignmentError**—when the execution context is an instance of `javax.realtime.Schedulable`, and **object** is not allocated in this scoped memory instance and not `null`.

**InaccessibleAreaException**—when the execution context is a schedulable, **this** memory area is not in the caller's scope stack and **object** is not `null`.

## toString

*Signature*

```
public java.lang.String  
toString()
```

*Description*

Returns a user-friendly representation of this `ScopedMemory` of the form `<class-name>@<num>` where `<class-name>` is the name of the class, e.g. `javax.realtime.memory.ScopedMemory`, and `<num>` is a number that uniquely identifies this scoped memory area.

*Returns*

the string representation

### 11.4.3.9 ScopedMemoryParameters

---

```
public class ScopedMemoryParameters
```

*Inheritance*

```
java.lang.Object  
  javax.realtime.MemoryParameters  
    ScopedMemoryParameters
```

*Description*

Extends memory parameters to provide limits for scoped memory.

See Section [javax.realtime.MemoryParameters](#)

Available since RTSJ 2.0

#### 11.4.3.9.1 Constructors

---

```
ScopedMemoryParameters(long, long, long, long, long,  
long)
```

*Signature*



```
public
ScopedMemoryParameters(long maxInitialArea,
                        long maxImmortal,
                        long allocationRate,
                        long maxContainingArea,
                        long maxInitialBackingStore,
                        long maxGlobalBackingStore)
throws IllegalArgumentException
```

### *Description*

Creates a `ScopedMemoryParameters` instance with the given values that can allow access to any `ScopedMemory`

### *Parameters*

- maxInitialArea**—A limit on the amount of memory the schedulable may allocate in its initial scoped memory area. Units are in bytes. When zero, no allocation is allowed in the memory area. When the initial memory area is not a `ScopedMemory`, this parameter has no effect. To specify no limit, use `UNLIMITED`.
- maxImmortal**—A limit on the amount of memory the schedulable may allocate in the immortal area. Units are in bytes. When zero, no allocation allowed in immortal. To specify no limit, use `UNLIMITED`.
- allocationRate**—A limit on the rate of allocation in the heap. Units are in bytes per second of wall clock time. When **allocationRate** is zero, no allocation is allowed in the heap. To specify no limit, use `UNLIMITED`. Measurement starts when the schedulable is first released for execution; not when it is constructed. Enforcement of the allocation rate is an implementation option. When the implementation does not enforce allocation rate limits, it treats all positive allocation rate limits as `UNLIMITED`.
- maxContainingArea**—A limit on the amount of memory the schedulable may allocate in memory area where it was created. Units are in bytes. When zero, no allocation is allowed in the memory area. When the containing memory area is not a `ScopedMemory`, this parameter has no effect. To specify no limit, use `UNLIMITED`.
- maxInitialBackingStore**—A limit on the amount of backing store the schedulable may allocate from backing store of its initial memory area when that memory area is an instance of `StackedMemory`, in bytes. When zero, no allocation is allowed in that backing store. Backing store that is returned to the area backing store is subtracted from the limit. To specify no limit, use `UNLIMITED`.
- maxGlobalBackingStore**—A limit on the amount of backing store the schedulable

may allocate from the global backing store to scoped memory areas in bytes. When zero, no allocation is allowed in the memory area. To specify no limit, use UNLIMITED.

*Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when any value other less than zero is passed as the value of `maxInitialArea`, `maxImmortal`, `allocationRate`, `maxBackingStore`, or `maxContainingArea`.

## ScopedMemoryParameters(long, long, long, long)

*Signature*

```
public
ScopedMemoryParameters(long maxInitialArea,
                       long maxImmortal,
                       long maxContainingArea,
                       long maxInitialBackingStore)
throws IllegalArgumentException
```

*Description*

Same as `ScopedMemoryParameters(maxInitialArea, maxImmortal, 0, maxContainingArea, maxInitialBackingStore, 0)`. This constructor disallows root `StackedMemory`, `LTMemory`, and `Heap` allocation.

## ScopedMemoryParameters(long, long, long)

*Signature*

```
public
ScopedMemoryParameters(long maxInitialArea,
                       long maxImmortal,
                       long maxContainingArea)
throws IllegalArgumentException
```

*Description*

Same as `ScopedMemoryParameters(maxInitialArea, maxImmortal, MemoryParameters.UNLIMITED, maxGlobalBackingStore, 0, 0)`. This constructor disallows host `StackedMemory` and `LTMemory` allocation.

### 11.4.3.9.2 Methods

---

#### **getMaxGlobalBackingStore**

*Signature*

```
public long  
getMaxGlobalBackingStore()
```

*Description*

Determines the limit on backing store for this task from the global pool.

*Returns*

the limit on backing store.

#### **getMaxInitialBackingStore**

*Signature*

```
public long  
getMaxInitialBackingStore()
```

*Description*

Determines the limit on backing store for this task from its parent `StackedMemory`.

*Returns*

the limit on backing store.

#### **getMaxContainingArea**

*Signature*

```
public long  
getMaxContainingArea()
```

*Description*

Determines the limit on allocation in the area where the task was created.

*Returns*

the limit on allocation in the area where the task was created.

### 11.4.3.10 StackedMemory

---

public class StackedMemory

#### *Inheritance*

```
java.lang.Object
  javax.realtime.MemoryArea
    ScopedMemory
      StackedMemory
```

#### *Description*

**StackedMemory** implements a scoped memory allocation area and backing store management system. It is designed to allow for safe, fragmentation-free management of scoped allocation with certain strong guarantees provided by the virtual machine and runtime libraries.

Each **StackedMemory** instance represents a single object allocation area and additional memory associated with it in the form of a *backing store*. The backing store associated with a **StackedMemory** is a fixed-size memory area allocated at or before instantiation of the **StackedMemory**. The object allocation area is taken from the associated backing store, and the backing store may be further subdivided into additional **StackedMemory** allocation areas or backing stores by instantiating additional **StackedMemory** objects.

When a **StackedMemory** is created with a backing store, the backing store may be taken from a notional global backing store, in which case it is effectively immortal, or it may be taken from the enclosing **StackedMemory**'s backing store when the scope in which it is created is also a **StackedMemory**. In this case it is returned to its enclosing scope's backing store when the object is finalized. Implementations should return the space occupied by backing stores taken from the global backing store when their associated **StackedMemory** object is finalized.

These backing store semantics divide instances of **StackedMemory** into two categories:

- *host* — this denotes a **StackedMemory** with an object allocation area created in a new backing store, allocated either from the global store or from a parent **StackedMemory**'s backing store, and
- *guest* — this in turn indicates a **StackedMemory** with an object allocation area taken directly from a parent **StackedMemory**'s backing store without creating a sub-store.

In addition, there is one distinguished status for **StackedMemory** object: *root*. A root **StackedMemory** is a host **StackedMemory** created with a backing store drawn directly from the global backing store, created in an allocation context of some type other than **StackedMemory**.

Creation of a `StackedMemory` shall fail with a `javax.realtime.OutOfMemoryStaticError` when the current `javax.realtime.Schedulable` is configured with a limit on `ScopedMemoryParameters.maxGlobalBackingStore` and creation of the root `StackedMemory` would exceed that limit.

Creation of a `StackedMemory` is subject to additional restrictions when the current `Schedulable` is configured with an explicit initial memory area of type `StackedMemory`. In this case, the following rules apply.

- Construction of a root `StackedMemory` will fail and throw a `OutOfMemoryStaticError` *regardless* of the value of the `Schedulable`'s `ScopedMemoryParameters.maxGlobalBackingStore`.
- Construction of a `StackedMemory` from a current allocation context that is not the `Schedulable`'s explicit initial memory area or one of its descendants in the scope stack will fail and throw `OutOfMemoryStaticError`.
- A maximum of `ScopedMemoryParameters.maxInitialBackingStore` bytes may be allocated directly from the backing store of the `Schedulable`'s explicit initial memory area over the lifetime of the `Schedulable`. Any operation that would exceed this limit (whether by resizing the allocation area of the explicit initial memory area or a guest area in the same backing store, or by allocating a new `StackedMemory` with the explicit initial memory area as the current allocation context) will fail and throw a `OutOfMemoryStaticError`.

Allocations from a `StackedMemory` object allocation area are guaranteed to run in time linear in the size of the allocation. All memory for the backing store must be reserved at object construction time.

`StackedMemory` memory areas have two additional stacking constraints in addition to the single parent rule, designed to enable fragmentation-free manipulation:

- a `StackedMemory` that is created when another `StackedMemory` is the current allocation context can only be entered from the same allocation context in which it was created, and
- a guest `StackedMemory` cannot be created from a `StackedMemory` that currently has another child area that is also a guest `StackedMemory`, i.e., a `StackedMemory` can have at most one direct child that is a guest `StackedMemory`.

The `StackedMemory` constructor semantics also enforce the property that a `StackedMemory` cannot be created from another `StackedMemory` allocation context unless it is allocated from that context's backing store as either a host or guest area.

The backing store of a `StackedMemory` behaves as if any `StackedMemory` object allocation areas are at the "bottom" of the backing store, while the backing

stores for enclosed `StackedMemory` areas are taken from the “top” of the backing store.

There may be an implementation-specific memory overhead for creating a backing store of a given size. This means that creating a `StackedMemory` with a backing store of exactly the remaining available backing store of the current `StackedMemory` may fail with an `javax.realtime.OutOfMemoryStaticError`. This overhead must be bounded by a constant.

Available since RTSJ 2.0

### 11.4.3.10.1 Constructors

---

## `StackedMemory(long, long, Runnable)`

### *Signature*

```
public
StackedMemory(long scopeSize,
               long backingSize,
               Runnable logic)
```

### *Description*

Creates a host `StackedMemory` with an object allocation area and backing store of the specified sizes, bound to the specified `Runnable`. The backing store is allocated from the currently active memory area when it is also a `StackedMemory`, and the global backing store otherwise. The object allocation area is allocated from the backing store.

### *Parameters*

`scopeSize`—Size of the allocation area within the backing store.

`backingSize`—Size of the total backing store.

`logic`—`Runnable` to be entered using `this` as its current memory area when `enter()` is called.

### *Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when either `scopeSize` or `backingSize` is less than zero, or when `scopeSize` is too large to be allocated from a backing store of size `backingSize`.

`javafx.runtime.OutOfMemoryStaticError`—when there is insufficient memory available to reserve the requested backing store.

`javafx.runtime.IllegalTaskStateException`—when the current `Schedulable` has a `StackedMemory` as its explicit initial scoped memory area and that area is not on the scope stack.

## StackedMemory(SizeEstimator, SizeEstimator, Runnable)

### Signature

```
public
StackedMemory(SizeEstimator scopeSize,
               SizeEstimator backingSize,
               Runnable logic)
```

### Description

Equivalent to `StackedMemory(long, long, Runnable)` with argument list `(scopeSize.getEstimate(), backingSize.getEstimate(), runnable)`.

### Parameters

`scopeSize`—`SizeEstimator` indicating the size of the object allocation area within the backing store.

`backingSize`—`SizeEstimator` indicating the size of the total backing store.

`logic`—`Runnable` to be entered using `this` as its current memory area when `enter()` is called.

### Throws

`javafx.runtime.IllegalRealtimeArgumentException`—when either `scopeSize` or `backingSize` is null, or when `scopeSize.getEstimate()` is too large to be allocated from a backing store of size `backingSize.getEstimate()`.

`javafx.runtime.OutOfMemoryStaticError`—when there is insufficient memory available to reserve the requested backing store.

`javafx.runtime.IllegalTaskStateException`—when the current `Schedulable` has a `StackedMemory` as its explicit initial scoped memory area and that area is not on the scope stack.

## StackedMemory(long, long)

### Signature

```
public
StackedMemory(long scopeSize,
               long backingSize)
```

*Description*

Equivalent to `StackedMemory(long, long, Runnable)` with argument list `(scopeSize, backingSize, null)`.

*Parameters*

`scopeSize`—Size of the allocation area within the backing store.

`backingSize`—Size of the total backing store.

*Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when either `scopeSize` or `backingSize` is less than zero, or when `scopeSize` is too large to be allocated from a backing store of size `backingSize`.

`javax.realtime.OutOfMemoryStaticError`—when there is insufficient memory available to reserve the requested backing store.

`javax.realtime.IllegalTaskStateException`—when the current `Schedulable` has a `StackedMemory` as its explicit initial scoped memory area and that area is not on the scope stack.

## StackedMemory(SizeEstimator, SizeEstimator)

*Signature*

```
public
StackedMemory(SizeEstimator scopeSize,
               SizeEstimator backingSize)
```

*Description*

Equivalent to `StackedMemory(long, long, Runnable)` with argument list `(scopeSize.getEstimate(), backingSize.getEstimate(), null)`.

*Parameters*

`scopeSize`—`SizeEstimator` indicating the size of the object allocation area within the backing store.

`backingSize`—`SizeEstimator` indicating the size of the total backing store.

*Throws*



`javax.realtime.IllegalRealtimeArgumentException`—when either `scopeSize` or `backingSize` is null, or when `scopeSize.getEstimate()` is too large to be allocated from a backing store of size `backingSize.getEstimate()`.

`javax.realtime.OutOfMemoryStaticError`—when there is insufficient memory available to reserve the requested backing store.

`javax.realtime.IllegalTaskStateException`—when the current `Schedulable` has a `StackedMemory` as its explicit initial scoped memory area and that area is not on the scope stack.

## StackedMemory(long, Runnable)

### Signature

```
public
StackedMemory(long scopeSize,
               Runnable logic)
```

### Description

Create a guest `StackedMemory` with an object allocation area of the specified size, bound to the specified `Runnable`. The object allocation area is drawn from the same backing store as the parent scope's object allocation area. The parent scope must be a `StackedMemory`.

### Parameters

`scopeSize`—Size of the allocation area within the backing store.

`logic`—`Runnable` to be entered using `this` as its current memory area when `enter()` is called.

### Throws

`javax.realtime.IllegalRealtimeArgumentException`—when the parent memory area is not a `StackedMemory`.

`javax.realtime.MemoryInUseException`—when the parent `StackedMemory` already has a child that is also a guest `StackedMemory`.

`javax.realtime.IllegalRealtimeArgumentException`—when `scopeSize` is less than zero.

`javax.realtime.OutOfMemoryStaticError`—when there is insufficient memory available in the backing store of the parent `StackedMemory`'s object allocation area to reserve the requested object allocation area.

`javax.realtime.IllegalTaskStateException`—when the current `Schedulable` has a `StackedMemory` as its explicit initial scoped memory area and that area

is not on the scope stack.

## StackedMemory(SizeEstimator, Runnable)

### Signature

```
public
StackedMemory(SizeEstimator scopeSize,
               Runnable logic)
```

### Description

Equivalent to `StackedMemory(long, Runnable)` with argument list (`scopeSize.getEstimate()`, `runnable`).

### Parameters

`scopeSize`—`SizeEstimator` indicating the size of the object allocation area within the backing store.

`logic`—`Runnable` to be entered using `this` as its current memory area when `enter()` is called.

### Throws

`javax.realtime.IllegalRealtimeArgumentException`—when the parent memory area is not a `StackedMemory`.

`javax.realtime.MemoryInUseException`—when the parent `StackedMemory` already has a child that is also a guest `StackedMemory`.

`javax.realtime.IllegalRealtimeArgumentException`—when `scopeSize` is `null`.

`javax.realtime.OutOfMemoryStaticError`—when there is insufficient memory available in the backing store of the parent `StackedMemory`'s object allocation area to reserve the requested object allocation area.

`javax.realtime.IllegalTaskStateException`—when the current `Schedulable` has a `StackedMemory` as its explicit initial scoped memory area and that area is not on the scope stack.

## StackedMemory(long)

### Signature

```
public
StackedMemory(long scopeSize)
```

*Description*

Equivalent to `StackedMemory(long, Runnable)` with argument list `(scopeSize, null)`.

*Parameters*

`scopeSize`—Size of the allocation area within the backing store.

*Throws*

`javafx.runtime.IllegalRealtimeArgumentException`—when the parent memory area is not a `StackedMemory`.

`javafx.runtime.MemoryInUseException`—when the parent `StackedMemory` already has a child that is also a guest `StackedMemory`.

`javafx.runtime.IllegalRealtimeArgumentException`—when `scopeSize` is less than zero.

`javafx.runtime.OutOfMemoryStaticError`—when there is insufficient memory available in the backing store of the parent `StackedMemory`'s object allocation area to reserve the requested object allocation area.

`javafx.runtime.IllegalTaskStateException`—when the current `Schedulable` has a `StackedMemory` as its explicit initial scoped memory area and that area is not on the scope stack.

## StackedMemory(SizeEstimator)

*Signature*

```
public  
StackedMemory(SizeEstimator scopeSize)
```

*Description*

Equivalent to `StackedMemory(long, Runnable)` with argument list `(scopeSize, getEstimate(), null)`.

*Parameters*

`scopeSize`—`SizeEstimator` indicating the size of the object allocation area within the backing store.

*Throws*

`javafx.runtime.IllegalRealtimeArgumentException`—when the parent memory area is not a `StackedMemory`.

`javafx.runtime.MemoryInUseException`—when the parent `StackedMemory` already has a child that is also a guest `StackedMemory`.

`javax.realtime.IllegalRealtimeArgumentException`—when `scopeSize` is `null`.

`javax.realtime.OutOfMemoryStaticError`—when there is insufficient memory available in the backing store of the parent `StackedMemory`'s object allocation area to reserve the requested object allocation area.

`javax.realtime.IllegalTaskStateException`—when the current `Schedulable` has a `StackedMemory` as its explicit initial scoped memory area and that area is not on the scope stack.

#### 11.4.3.10.2 Methods

---

### **resize(long)**

#### *Signature*

```
public void  
resize(long scopeSize)
```

#### *Description*

Changes the size of the object allocation area for this scope. This method may be used to either grow or shrink the allocation area when there are no objects allocated in the scope and no `Schedulable` object has this area as its current allocation context. It may be used to grow the allocation area, or to shrink the allocation area no smaller than the size of its current usage, when the calling `Schedulable` object is the only object that has this area on its scope stack and there are no guest `StackedMemory` object allocation areas created after this area in the same backing store but not yet finalized.

#### *Parameters*

`scopeSize`—The new allocation area size for this scope.

#### *Throws*

`javax.realtime.RealtimeSecurityException`—when the caller is not permitted to perform the requested adjustment.

`javax.realtime.IllegalRealtimeArgumentException`—there are additional guest `StackedMemory` allocation areas after this one in the backing store.

`javax.realtime.OutOfMemoryStaticError`—when the remaining backing store is insufficient for the requested adjustment, or when the current `Schedulable` has a `StackedMemory` as its explicit initial scoped memory area and that area is not on the scope stack.

## getMaximumSize

### Signature

```
public long  
getMaximumSize()
```

### Description

Gets the maximum size this memory area can attain. The value returned by this function is the maximum size that can currently be passed to `resize(long)` without triggering an `OutOfMemoryStaticError`.

### Returns

the maximum size attainable.

## hostBackingStoreSize

### Signature

```
public long  
hostBackingStoreSize()
```

### Description

Determines the total amount of memory in the backing store of this stacked memory. For a guest stacked memory, this is always zero.

### Returns

the total amount of backing store in bytes.

## hostBackingStoreRemaining

### Signature

```
public long  
hostBackingStoreRemaining()
```

### Description

Determines the amount of memory remaining for allocation to new stacked memories in the backing store of this stacked memory. For a guest stacked memory, this is always zero.

### Returns

the amount of backing store remaining in bytes.

## hostBackingStoreConsumed

### Signature

```
public long  
hostBackingStoreConsumed()
```

### Description

Determines the amount of memory consumed by existing stacked memories from the backing store of this stacked memory. For a guest stacked memory, this is always zero.

### Returns

the amount of backing store consumed in bytes.

## enter

### Signature

```
public void  
enter()
```

### Description

Associates this memory area with the current `Schedulable` object for the duration of the `run()` method of the instance of `Runnable` given in this object's constructor. During this period of execution, this memory area becomes the default allocation context until another default allocation context is selected.

This method may only be called from the memory area in which this scope was created.

### Throws

`javax.realtime.IllegalRealtimeArgumentException`—when the currently active memory area is a `StackedMemory` and is not the area in which this scope was created, or the current memory area is not a `StackedMemory` and this `StackedMemory` is not a root area.

`ThrowBoundaryError`—Thrown when the JVM needs to propagate an exception allocated in this scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

**IllegalTaskStateException**—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the execution context that triggered finalization. This would include the scope containing the execution context, and the scope (if any) containing the scope containing execution context.

**MemoryAccessError**—when caller is a schedulable that may not use the heap and this memory area's logic value is allocated in heap memory.

See Section `ScopedMemory.enter()`

## **enter(Runnable)**

### *Signature*

```
public void  
enter(Runnable logic)
```

### *Description*

Associates this memory area with the current `Schedulable` object for the duration of the `run()` method of the given `Runnable`. During this period of execution, this memory area becomes the default allocation context until another default allocation context is selected.

This method may only be called from the memory area in which this scope was created.

### *Throws*

**javax.realtime.IllegalRealtimeArgumentException**—when the currently active memory area is a `StackedMemory` and is not the area in which this scope was created, or the current memory area is not a `StackedMemory` and this `StackedMemory` is not a root area.

**javax.realtime.ThrowBoundaryError**—null

**javax.realtime.IllegalTaskStateException**—null

**javax.realtime.MemoryAccessError**—null

See Section `ScopedMemory.enter(Runnable)`

## **joinAndEnter**

### *Signature*

```
public void  
joinAndEnter()
```

### Description

In the error-free case, `joinAndEnter` combines `join();enter();` such that no `enter()` from another schedulable can intervene between the two method invocations. The resulting method will wait for the reference count on this `ScopedMemory` to reach zero, then enters the `ScopedMemory` and executes the `run` method from logic passed in the constructor. When no instance of `Runnable` was passed to the memory area's constructor, the method throws `IllegalRealtimeArgumentException` immediately.

When multiple threads are waiting in `joinAndEnter` family methods for a memory area, at most *one* of them will be released each time the reference count goes to zero.

Note that although `joinAndEnter` guarantees that the reference count is zero when the schedulable is released for entry, it does not guarantee that the reference count will remain one for any length of time. A subsequent `enter` could raise the reference count to two.

### Throws

`java.lang.InterruptedExcepTion`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedExcepTion.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateExcepTion`—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

`ThrowBoundaryError`—when the JVM needs to propagate an exception allocated in this scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`javax.realtime.ScopedCycleExcepTion`—when this invocation would break the single parent rule.

`javax.realtime.IllegalRealtimeArgumentExcepTion`—when the execution context is a schedulable and no non-null logic value was supplied to the memory



area's constructor.

**MemoryAccessError**—when caller is a non-heap schedulable and this memory area's logic value is allocated in heap memory.

## joinAndEnter(HighResolutionTime)

### Signature

```
public void
joinAndEnter(javax.realtime.HighResolutionTime<?> time)
throws InterruptedException
```

### Description

In the error-free case, `joinAndEnter` combines `join();enter();` such that no `enter()` from another schedulable can intervene between the two method invocations. The resulting method will wait for the reference count on this `ScopedMemory` to reach zero, or for the current time to reach the designated time, then enter the `ScopedMemory` and execute the `run` method from `Runnable` object passed to the constructor. When no instance of `Runnable` was passed to the memory area's constructor, the method throws `IllegalRealtimeArgumentException` immediately.

When multiple threads are waiting in `joinAndEnter` family methods for a memory area, at most *one* of them will be released each time the reference count goes to zero.

Since the time is expressed as a `javax.realtime.HighResolutionTime`, this method has an accurate timer with nanosecond granularity. The actual resolution of the timer and even the quantity it measures depends on the clock associated with `time`. The delay time may be relative or absolute. When relative, then the calling thread is blocked for at most the amount of time given by `time`, and measured by its associated clock. When absolute, then the time delay is until the indicated value is reached by the clock. When the given absolute time is less than or equal to the current value of the clock, the call to `joinAndEnter` behaves effectively like `enter`.

Note that expiration of `time` may cause control to enter the memory area before its reference count has gone to zero.

### Parameters

`time`—The time that bounds the wait.

### Throws

`javax.realtime.ThrowBoundaryError`—when the JVM needs to propagate an exception allocated in `this` scope to (or through) the memory area of the

caller. Storing a reference to that exception would cause an `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`java.lang.InterruptedExecution`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedExecution.fire()` while waiting for the reference count to go to zero.

`javax.realtime.IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

`javax.realtime.ScopedCycleException`—when the execution context is a schedulable and this invocation would break the single parent rule.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable, and `time` is null or no non-null `logic` value was supplied to the memory area's constructor.

`javax.realtime.UnsupportedRealtimeOperationException`—when the wait operation is not supported using the clock associated with `time`.

`javax.realtime.MemoryAccessError`—when calling schedulable may not use the heap and this memory area's `logic` value is allocated in heap memory.

## **joinAndEnter(Runnable)**

### *Signature*

```
public void
  joinAndEnter(Runnable logic)
  throws InterruptedException
```

### *Description*

In the error-free case, `joinAndEnter` combines `join()`; and `enter()`; such that no `enter()` from another schedulable can intervene between the two method invocations. The resulting method will wait for the reference count on this `ScopedMemory` to reach zero, then enter the `ScopedMemory` and execute the `run` method from `logic`

When `logic` is `null`, the method throws `IllegalRealtimeArgumentException` immediately.

When multiple threads are waiting in `joinAndEnter` family methods for a memory area, at most *one* of them will be released each time the reference count goes to zero.

Note that although `joinAndEnter` guarantees that the reference count is zero when the schedulable is released for entry, it does not guarantee that the reference count will remain one for any length of time. A subsequent `enter` could raise the reference count to two.

#### Parameters

`logic`—The `Runnable` object which contains the code to execute.

#### Throws

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

`ThrowBoundaryError`—thrown when the JVM needs to propagate an exception allocated in this scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`javax.realtime.ScopedCycleException`—when this invocation would break the single parent rule.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable and `logic` is `null`.

## `joinAndEnter(Runnable, HighResolutionTime)`

#### Signature

```
public void
joinAndEnter(Runnable logic,
```

```

        javax.realtime.HighResolutionTime<?> time)
    throws InterruptedException

```

### Description

In the error-free case, `joinAndEnter` combines `join();enter();` such that no `enter()` from another schedulable can intervene between the two method invocations. The resulting method will wait for the reference count on this `ScopedMemory` to reach zero, or for the current time to reach the designated time, then enter the `ScopedMemory` and execute the `run` method from `logic`.

Since the time is expressed as a `javax.realtime.HighResolutionTime`, this method is an accurate timer with nanosecond granularity. The actual resolution of the timer and even the quantity it measures depends on the clock associated with `time`. The delay time may be relative or absolute. When relative, then the delay is the amount of time given by `time`, and measured by its associated clock. When absolute, then the delay is until the indicated value is reached by the clock. When the given absolute time is less than or equal to the current value of the clock, the call to `joinAndEnter` behaves effectively like `enter(Runnable)`.

The method throws `IllegalRealtimeArgumentException` immediately when `logic` is `null`.

When multiple threads are waiting in `joinAndEnter` family methods for a memory area, at most *one* of them will be released each time the reference count goes to zero.

Note that expiration of `time` may cause control to enter the memory area before its reference count has gone to zero.

### Parameters

`logic`—The `Runnable` object which contains the code to execute.

`time`—The time that bounds the wait.

### Throws

`java.lang.InterruptedException`—when this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()` or `javax.realtime.control.AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalTaskStateException`—when the execution context is not an instance of `javax.realtime.Schedulable` or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

`ThrowBoundaryError`—when the JVM needs to propagate an exception allocated in this scope to (or through) the memory area of the caller. Storing a reference to

that exception would cause a `javax.realtime.IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError` is preallocated and saves information about the exception it replaces.

`javax.realtime.ScopedCycleException`—when the execution context is a schedulable and this invocation would break the single parent rule.

`javax.realtime.IllegalRealtimeArgumentException`—when the execution context is a schedulable and `time` or `logic` is `null`.

`javax.realtime.UnsupportedRealtimeOperationException`—when the wait operation is not supported using the clock associated with `time`.

## 11.5 The Rationale

The memory area support has three main areas of change: package separation, extensions for safer off-heap memory management, and factory based, type compatible physical memory areas. Each of these changes was driven by its own set of requirements. Still they were designed to produce a coherent set of features for the new specification.

### 11.5.1 Package Separation

RTSJ 2.0 has been reorganized to support a core group of classes and three subgroups. To do this, some facilities that were in the main `javax.realtime` package have had to be moved to other packages. Though not strictly necessary to support Java 8, these changes make it possible to define Java 9 modules for each of these groups of classes. For alternate memory management, the corresponding classes have been moved to `javax.realtime.memory` and could be in a module with the same name. This separation has been used as a means of separating the attributes used to raw memory from physical memory as well, since raw memory is in the `javax.realtime.device` package.

### 11.5.2 The Scoped Memory Model

Languages that employ automatic reclamation of blocks of memory allocated in what is conventionally called the heap by program logic also typically use an algorithm called a garbage collector. Garbage collection algorithms and implementations vary in the amount of indeterminacy they add to the execution of program logic. Rather than require a garbage collector, and require it to meet realtime constraints that would necessarily be a compromise, this specification constructs alternative systems

for “safe” management of memory. The scoped and immortal memory areas allow program logic to allocate objects in a Java-like style, ignore the reclamation of those objects, and not incur the latency of the implemented garbage collection algorithm.

The term *scope stack* might mislead a reader to infer that it contains only scoped memory areas. This is incorrect. Although the scope stack may contain scoped memory references, it may also contain heap and immortal memory areas. Also, although the scope stack’s behavior is specified as a stack, an implementation is free to use any data structure that preserves the stack semantics.

This specification does not specifically address the lifetime of objects allocated in immortal memory areas. If they were reclaimed while they were still referenced, the referential integrity of the JVM would be compromised which is not permissible. Recovering immortal objects only at the termination of the application, or never recovering them under any circumstances is consistent with this specification.

When a scoped memory area is used by both heap and extraheap tasks, there could be cases where a finalizer executed in extraheap context could attempt to use a heap reference left by a heap-using task. The code in the finalizer would throw a memory access error. If that exception is not caught in the finalizer, it will be handled by the implementation so finalization will continue undisturbed, but the problem in finalizer that caused the illegal memory access could be hard to locate. So, catch clauses in finalizers for objects allocated in scoped memory are even more useful than they are for normal finalizers.

Support for explicit initial scoped memory areas (EISMAs) for schedulables has repercussions.

1. The EISMA’s parent is set when its realtime thread is constructed or its ASEH becomes firable, but its reference count is not incremented until the thread is started or the asynchronous event handler is released. This lets a scope with a zero reference count have a parent. This may cause unexpected scoped cycle exceptions. The most surprising are from the `joinAndEnter` family of methods.
2. Any action that makes an event handler not firable must block until all the resulting finalization completes.
3. Any action that makes an event handler firable must block until any ongoing finalization of its EISMA completes.

Since an EISMA is only entered upon release and exited at the completion of release, the handler of the release can generally run finalization. A thread collecting the event that triggers the handler will not have any effect on EISMA finalization. Only another execution context can prevent finalization by the handler at release end.

### 11.5.3 Reservation Management

The reservation management semantics in RTSJ 2.0 were created to maintain the maximum semantic compatibility with RTSJ 1.0, while providing the default EISMA behavior more commonly desired (that is, that every release is begun in an empty memory area). Since a memory area that is the EISMA of a task but is not otherwise in use is not on any scope stack, without reservation management it or one of the scopes in the scope stack below it could be erroneously placed at a location in the tree of memory areas different from that where it will be entered on the task's release. This would cause an exception to be thrown at release, due to a violation of the single parent rule. By reserving its location in the tree at the time that it is configured, this exception (which cannot be conveniently caught by any application context) is avoided.

### 11.5.4 Backing Store Management

Management of backing store memory for memory areas was overhauled substantially for RTSJ 2.0. In this edition, access to the global and physical backing stores is limited on a per-`Schedulable` basis, and the ability to use and reuse allocations from these backing stores in a fragmentation-free manner is provided by `StackedMemory`. The rules for access to the global and physical backing stores and the creation of `StackedMemory` objects for `Schedulables` with an explicit initial scoped memory area of type `StackedMemory` are strict, but necessary to achieve full control of backing store resources. In particular, it seems impractical to enforce that a `Schedulable` is incapable of examining the `MemoryAreas` that lie on its own scope stack, whether directly (e.g., via a visitor) or indirectly (e.g., by requesting the `MemoryArea` from which objects it can reach are allocated). Therefore, an implementation must enforce specific rules on *a*) the global and physical backing stores, and *b*) the `StackedMemory` hierarchy in which a *Schedulable* operates. These rules are designed to constrain the backing store allocations of a `Schedulable` regardless of the `MemoryAreas` with which it may come in contact.

### 11.5.5 The Physical Memory Model

Embedded systems may have many different types of directly addressable memory available to them. Each type has its own characteristics [2] that determine whether it is

1. volatile – whether it maintains its state when the power is turned off,
2. writable – whether it can be written at all, written once or written many times and whether writing is under program control,

3. synchronous or asynchronous – whether the memory is synchronized with the system bus,
4. erasable at the byte level – if the memory can be overwritten, whether this is done at the byte level or whether whole sectors of the memory need to be erased,
5. fast to access – both for reading and writing.

Examples include the following [2].

1. *Dynamic Random Access Memory* (DRAM) and *Static Random Access Memory* (SRAM) – these are volatile memory types that are usually writable at the byte level. There are no limits on the number of times the memory contents can be written. From the embedded systems designer’s view point, the main differences between the two are their access times and their cost per byte. SRAM has faster access times and is more expensive. Both DRAM and SRAM are examples of asynchronous memory, SDRAM and SSRAM are their synchronized counterparts. Another important difference is that DRAM requires periodic refresh operations, which may interfere with execution time determinism.
2. Read-Only Memory (for example, *Erasable Programmable Read-Only Memory* (EPROM)) – these are nonvolatile memory types that once initialized with data can not be overwritten by the program (without recourse to some external effect, usually ultraviolet light as in EPROM). They are fast to access and cost less per byte than DRAM.
3. Hybrid Memory (for example, *Electrically Erasable Programmable Read-Only Memory* (EEPROM), and Flash) – these have some properties of both random access and read-only memory.
  - (a) EEPROM – this is nonvolatile memory that is writable at the byte level. However, there are typically limits on how many time the same location can be overwritten. EEPROMs are expensive to manufacture, fast to read but slow to write.
  - (b) FLASH memory – this is nonvolatile memory that is writable at the sector level. Like EEPROM there are limits on how many times the same location can be overwritten and they are fast to read but slow to write. Flash memory is cheaper to manufacture than EEPROM.

Some embedded systems may have multiple types of random-access memory, and multiple ways of accessing memory. For instance, there may be a small amount of very fast RAM on the processor chip, memory that is on the same board as the processor, memory that may be added and removed from the system dynamically, memory that is accessed across a bus, access to memory that is mediated by a cache, access where the cache is partially disabled so all stores are “write through”, memory that is demand paged, and other types of memory and memory-access attributes only limited by physics and the imagination of electrical engineers. Some of these



memory types will have no impact on the programmer, others will.

Individual computers are often targeted at a particular application domain. This domain will often dictate the cost and performance requirements, and therefore, the memory type used. Some embedded systems are highly optimized and need to explore different options in memory to meet their performance requirements. Here are five example scenarios.

1. Ninety percent of performance-critical memory access is to a set of objects that could fit in a half the total memory.
2. The system enables the locking of a small amount of data in the cache, and a small number of pages in the translation look-aside buffer (TLB). A few very frequently accessed objects are to be locked in the cache and a larger number of objects that have jitter requirements can be TLB-locked to avoid TLB faults.
3. The boards accept added memory on daughter boards, but that memory is not accessible to DMA from the disk and network controllers and it cannot be used for video buffers. Better performance is obtained if one ensures that all data that might interact with disk, network, or video is not stored on the daughter board.
4. Improved video performance can be obtained by using an array as a video buffer. This will only be effective if a physically contiguous, unpagable, DMA-accessible block of RAM is used for the buffer and all stores forced to write through the cache. Of course, such an approach is dependent on the way the JVM lays out arrays in memory, and it breaks the JVM abstraction by depending on that layout.
5. The system has banks of SRAM and saves power by automatically putting them to “sleep” whenever they stay unused for 100ms or so. To exploit this, the objects used by each phase of this program can be collected in a separate bank of this special memory.

To be clear, few embedded systems are this aggressive in their hardware optimization. The majority of embedded systems have only ROM, RAM, and maybe flash memory. Configuration-controlled memory attributes (such as page locking, and TLB behavior) are more common.

As well as having different types of memory, many computers map input and output devices so that their registers can be accessed as if they were resident within the computer memory (see Section 13.2.1). Hence, some parts of the processor’s address space map to real memory and other parts map to device registers. Logically, even a device’s memory can be considered part of the memory hierarchy, even where the device’s interface is accessed through special assembly instructions. Multiprocessor systems add a further dimension to the problem of memory access. Memory may be local to a CPU, tightly shared between CPUs, or remotely accessible from the CPU (but with a delay).

Traditionally, Java programmers are not concerned with these low-level issues; they program at a higher level of abstraction and assume the JVM makes judicious use of the underlying resources provided by the execution platform<sup>4</sup>. Embedded systems programmers cannot afford this luxury. Consequently, any Java environment that wishes to facilitate the programming of embedded systems must enable the programmer to exercise more control over memory.

#### 11.5.5.1 The Original Physical Memory Framework

The RTSJ 1.0.x supported three ways to allocate objects that can be placed in particular types of memory.

1. `ImmortalPhysicalMemory` allocates immortal objects in memory with specified characteristics.
2. `LTPhysicalMemory` allocates scoped memory objects in a memory with specified characteristics using a linear time memory allocation algorithm.
3. `VTPhysicalMemory` allocates scoped memory objects in memory with specified characteristics using an algorithm that may be worse than linear time but could offer extra services (such as extensibility).

The only difference between the physical memory classes and the corresponding standard memory classes is that the ordinary memory classes give access to normal system RAM and the physical memory classes offer access to particular types of memory.

Originally, the RTSJ supported access to physical memory via a memory manager and one or more memory filters. The goal of the memory manager was to provide a single interface with which the programmer could interact to access memory with a particular characteristic. A memory filter provided access to a particular type of physical memory. Memory filters could be dynamically added and removed from the system, and there could only be a single filter for each memory type. The memory manager was unaware of the physical addresses of each type of memory. This was encapsulated by the filters. The filters also know the virtual memory characteristics that had been allocated to their memory type. For example, whether the memory is readable or writable.

In theory, any developer could create a new physical memory filter and register it with the Physical Memory Model (PMM). However, the programming of filters is difficult for the following reasons.

1. Physical memory type filters include a memory allocation function that must respond to allocation requests with whether a requested range of physical memory is free and, when it is not, the physical address of the next free physical memory of the requested type. This is complex because requests for

---

<sup>4</sup>This is reflected by the OS support provided. For example, most POSIX systems only offer programs a choice of demand paged or page-locked memory.

compound types of physical memory must find a free segment that satisfies all attributes of the compound type.

2. The Java runtime must continue to behave correctly under the Java memory model when using physical memory. This is not a problem when a memory type behaves like the system's normal RAM with respect to the properties addressed by the memory model, or is more restricted than normal RAM. For instance, write-through cache is more restricted than copy-back cache. When a new memory type does not obey the memory model using the same instruction sequences as normal RAM, the memory filter must cooperate with the interpreter, the JIT, and any ahead-of-time compilation to modify those instruction sequences when accessing the new type of memory. That task is difficult for someone who can easily modify the Java runtime and nearly impossible for anyone else.
3. The physical memory filters were passed as type `Object` to physical memory type constructors, so no type checking supported proper usage.

Hence, the utility of the physical memory filter framework at Version 1.0.2 is questionable, and hence is replaced in 2.0 with a simpler, factory-based framework.

#### 11.5.5.2 The RTSJ 2.0 Physical Memory Framework

The main problem with the 1.0.x framework is that it placed too great a burden on the JVM implementer. Even for embedded systems, the JVM implementer requires the VM to be portable between systems within the same processor family. Therefore, the JVM cannot have detailed knowledge of the underlying memory architecture. It is only concerned with the standard RAM provided to it by the host operating system.

The design of 2.0 model is based on two constraints.

1. Java objects can only be allocated in a memory area if the physical backing store supports the Java Memory Model without the JVM having to perform any operation in addition to those that it performs when accessing as the main RAM for the host machine. No extra compiler or JVM interactions shall be required. Hence memory types (such as EEPROM), which potentially require special hardware instructions to perform write operations, cannot be used as the backing store for physical memory areas. Similarly, nonvolatile memory could be used, but any objects stored therein may contain references to objects in volatile memory. Although these memory types are prohibited from being used as backing stores, they contain objects of primitive Java types and can be accessed via the RTSJ Raw Memory facilities (see Section 13.2.1).
2. Any API must delegate detailed knowledge of the memory architecture to the programmer of the specific embedded system to be implemented. There is less requirement for portability here, as embedded systems are usually optimized

for their host environment. The model assumes that the programmer is aware of the memory map, either through some native operating system interface<sup>5</sup> or from some property file read at program initialization time.

When accessing physical memory, there are two main considerations:

1. the characteristics of the required physical memory, and
2. how that memory is to be mapped into the virtual memory of the application.

The program must identify (and inform the RTSJ's physical memory manager of) the physical memory characteristics and the range of physical addresses those characteristics apply to. For example, that there is SRAM between physical address range 0x100000000 and 0xA0000000.

The physical memory manager supports options for mapping physical memory into the virtual memory of the application. Examples include whether the range is to be permanently resident in memory and whether data is written to the cache and the main memory simultaneously, i.e., a write through caching. By default, memory is subject to paging or swapping.

Given the required physical memory characteristics, the programmer creates a `PhysicalMemoryRegion` for accessing this memory and registers it with a `PhysicalMemoryFactory`. This factory can then be used with new constructors on the physical memory classes. For example,

---

```
1 PhysicalMemoryCharacteristic sram = new
   PhysicalMemoryCharacteristic();
2 PhysicalMemoryCharacteristic[] characteristics =
3   new PhysicalMemoryCharacteristic[]{ sram };
4 PhysicalMemorySelector selector =
5   new PhysicalMemorySelector(null, null, WRITE_THROUGH, FIXED);
6 MemoryArea memory = factory.createImmortalMemory(selectors,
   size, logic);
```

---

Use of this factory enables the programmer to specify the allocation of the backing store in a particular type of memory with particular memory characteristics. The selector is used to locate an area in physical memory with the required physical memory characteristics and to direct its mapping into the virtual address space.

Hence, once physical memory regions have been created and registered, physical memory areas can be created and objects can be allocated within those memory regions using the usual RTSJ mechanisms for changing the allocation context of the `new` operator.

---

<sup>5</sup>For example, the *Advanced Configuration and Power Interface* (ACPI) specification is an open standard for device configuration and power management by the operating system. The ACPI defines platform-independent interfaces for hardware discovery, configuration, power management and monitoring. See <http://www.acpi.info/>

### 11.5.5.3 An example

Consider an example of a system that has a SRAM physical memory module configured at a physical base address of `0x10000000` and of length `0x20000000`. Another module (base address of `0xA0000000` and of length `0x10000000`) also supports SRAM, but this module has been configured so that it saves power by sleeping when not in use. The following subsections illustrate how the embedded programmer informs the PMM about the structure during the program's initialization phase, and how the memory may be subsequently used after this. The example assumes that the PMM supports the virtual memory characteristics defined above.

#### 11.5.5.3.1 Program Initialization

For simplicity, the example requires that the address of the memory modules are known, rather than being read from a property file. The program needs to have a class that implements the `PhysicalMemoryCharacteristic`. In this simple example, this is empty.

---

```
1 public class SRAMType implements PhysicalMemoryCharacteristic {}
```

---

The initialization method must now create instances of the `PhysicalMemoryRegion` class to represent the physical memory modules needed.

---

```
1 PhysicalMemoryRegion staticRam =
2   new PhysicalMemoryRegion(0x10000000L, 0x100000000L);
3 PhysicalMemoryRegion staticSleepableRam =
4   new PhysicalMemoryRegion(0xA0000000L, 0x100000000L);
```

---

It then creates names for the characteristics that the program wants to associate with each memory module.

---

```
1 PhysicalMemoryCharacteristic STATIC_RAM = new MyMemoryType();
2 PhysicalMemoryCharacteristic AUTO_SLEEPABLE = new MyMemoryType();
```

---

It then informs the PMM of the appropriate associations:

---

```
1 PhysicalMemoryFactory factory = PhysicalMemoryFactory.getDefault
   ();
2 factory.associate(STATIC_RAM, staticRam);
3 factory.associate(STATIC_RAM, staticSleepableRam);
4 factory.associate(AUTO_SLEEPABLE, staticSleepableRam);
```

---

Once this is done, the program can create a selector with the required properties. In

this case, some SRAM must be auto sleepable.

```
1 PhysicalMemoryCharacteristic [] PMC =
2   new PhysicalMemoryCharacteristic[2];
3 PMC[0] = STATIC_RAM;
4 PMC[1] = AUTO_SLEEPABLE;
5
6 PhysicalMemorySelector selector =
7   new PhysicalMemorySelector(PMC, null, DISABLED, FIXED);
```

If the program had just asked for SRAM then either of the memory modules could satisfy the request.

The initialization is now complete, and the programmer can use the memory for storing objects, as shown below.

### 11.5.5.3.2 Using Physical Memory

Once the programmer has configured the JVM so that it is aware of the physical memory modules, and the programmer names for characteristics of those memory modules, using the physical memory is straight forward. Here is an example.

```
1  ImmortalMemory IM = factory.createImmortalMemory(selector, 0
2     x1000);
3  IM.enter(new Runnable()
4  {
5      public void run()
6      {
7          // The code executing here is running with its allocation
8          // context set to a physical immortal memory area that is
9          // mapped to RAM which is auto sleepable.
10         // Any objects created will be placed in that
11         // part of physical memory.
12     }
13 });
```

The physical memory factory keeps track of previously allocated memory and is able to determine whether memory is available with the appropriate characteristics. Of course, the physical memory factory has no knowledge of what these names mean; it is merely providing a look-up service.

# Chapter 12

## Asynchronous Control Flow

An important aspects of this specification is its support for asynchronous control flow. The Control Module provides that support through a mechanism that

- enable asynchronous transfer of control and
- facilitate the asynchronous termination of realtime threads.

Two related mechanisms are provided: a general transfer mechanism called Asynchronous Transfer of Control (ATC), which provides a means of stopping some calculation prematurely and a task abort mechanism to safely terminate any task called Asynchronous Task Termination (ATT).

The `interrupt()` method in `java.lang.Thread` provides rudimentary asynchronous communication by setting a pollable and resettable flag in the target thread, and by throwing a synchronous exception when the target thread is blocked at an invocation of `wait()`, `sleep()`, `join()`, or an operation that throws `InterruptedException`. This specification generalizes the notion of interrupt to all tasks, offering a more comprehensive asynchronous execution control facility without requiring polling. For `RealtimeThreads`, the effect of `Thread.interrupt()` must be extended by adding an overridden version in `RealtimeThread`.

This mechanism, called Asynchronous Transfer of Control (ATC), is based on throwing and propagating an exception that, though asynchronous, is deferred where necessary in order to avoid data structure corruption. The main elements of ATC are embodied in the class `AsynchronouslyInterruptedException`, its subclass `Timed`, the interface `Interruptible`, and in the semantics of the `interrupt` method in `Schedulable`.

A method indicates its eligibility for asynchronous interruption by including the checked exception `AsynchronouslyInterruptedException` in its `throws` clause. If a schedulable is asynchronously interrupted while executing such a method, then an AIE will be delivered as soon as the schedulable is outside of a section in which ATC is deferred. Several idioms are available for handling an AIE, giving the programmer the choice of using `catch` clauses and a low-level mechanism with specific control

over propagation, or a higher-level facility that enables specifying the interruptible code, the handler, and the result retrieval as separate methods.

Whereas ATC provides a general transfer mechanism for code declared to be interruptible, ATT is designed to safely terminate code that is not explicitly programmed for being interrupted asynchronously. Thus ATC is recoverable and ATT is not. Otherwise, the mechanisms are quite similar.

## 12.1 Definitions

**Termination Pending** — The attribute of a task which has been aborted before its begins the termination process.

**Control Transfer Pending** — The attribute of a task which has been interrupted and either has not reached an asynchronous transition point or is in an ATC deferred section.

**Asynchronous Interrupt** — A request for a transfer of control.

**Abort** — A request for a task to be terminated.

**Terminating** — The state of a task that is in the process of unwinding its execution stack following its being aborted.

**Transferring Control** — The state of a task that is in the process of unwinding its execution stack to the next point where the `AsynchronouslyInterruptException` is caught.

**Safe Point** — A point in the code, where the task is guaranteed not to mutate the heap.

**Self-Suspending Operation** — Any operation that causes the task to potentially self suspend. Self-suspend operations include

- an attempt to acquire a monitor lock,
- a call to `Object.wait()`,
- a call to `Thread.sleep()`,
- a call to `RealtimeThread.waitForNextRelease()`, and
- any IO operation

**Asynchronous Transition Point** — Any point in the execution of a task when that task must cease executing user code and begin any pending asynchronous control transfer.

**Transition Deferred Section** — A section of code during the execution of which a task may not transfer from a pending state to a Transferring or Terminating state, i.e., contains no Asynchronous Transition Points. Transition deferred section are the following:

- synchronized statements,
- static initializers, and
- the execution of finally clauses.



**Asynchronously Interrupted Exception (AIE)** — An instance of the `javax.realtime.AsynchronouslyInterruptedException` class (a subclass of `java.lang.InterruptedException`).

**Asynchronously Interruptible Method (AI-Method)** — A method or constructor that includes `AsynchronouslyInterruptedException` explicitly (that is, not a subclass of `AsynchronouslyInterruptedException`) in its throws clause.

**Asynchronous Transfer of Control (ATC)** — A nonlocal transfer of program control in a task initiated from outside that task.

**ATC Deferred Section** — A superset of transition deferred sections with the inclusion of all methods that do not declare `AsynchronouslyInterruptedException` in its throws clause. As specified in the introduction to Chapter 8 in *Java Language Specification*, a synchronized method is equivalent to a non-synchronized method with the body of the method contained in a synchronized statement. Thus, a synchronized AI method behaves like an AI method containing only an ATC-deferred statement.

**Interruptible Blocking Methods** — The RTSJ and standard Java methods that are explicitly interruptible by an `AsynchronouslyInterruptedException` (AIE). The interruptible blocking methods comprise

- `HighResolutionTime.waitForObject()`,
- `Object.wait()`,
- `Thread.sleep()`,
- `RealtimeThread.sleep()`,
- `Thread.join()`,
- `ScopedMemory.join()`,
- `ScopedMemory.joinAndEnter()`,
- `RealtimeThread.waitForNextReleaseInterruptible()`,
- `WaitFreeWriteQueue.read()`,
- `WaitFreeReadQueue.waitForData()`,
- `WaitFreeReadQueue.write()`,
- `WaitFreeDequeue.blockingRead()`,
- `WaitFreeDequeue.blockingWrite()`

and their overloaded forms. Furthermore, the method `waitForNextRelease` in `RealtimeThread` is interruptible when the thread's release parameters `isRousable` method returns `true`. Similarly instances of `AsyncBaseEventHandlers` are released early when their release parameters `isRousable` method returns `true`.

**Generation of an asynchronous control change request** — this is the event in the underlying system that makes the AIE available to the program.

**Delivery of the asynchronous control change request** — this is the action in

the target thread that begins unwinding the stack to reach point where, in the case of ATC, control continues or where, in the case of ATT, the stack is empty and control in that task ceases.

## 12.2 Semantics

Both asynchronous transfer of control (ATC) and asynchronous task termination (ATT) provide a means of ending computation asynchronously. Since the programmer must declare in which code ATC can be taken, the programmer can ensure that it is safe to asynchronously pass control to another section of code. ATT enables ending computation more generally, but always results in task termination.

### 12.2.1 Asynchronous Transition Point

Whether it be an ATT or an ATC request, there are two steps to engage asynchronous control flow: generating and delivering the change of control flow request. The first is done by the task requesting the change, either ATC or ATT, and the second by the task in which the change takes place. Activation should take place as soon as possible, but the program must be in a well-defined state when this change of control happens. For this, the runtime must define points, called asynchronous transition points, where this control change may take place.

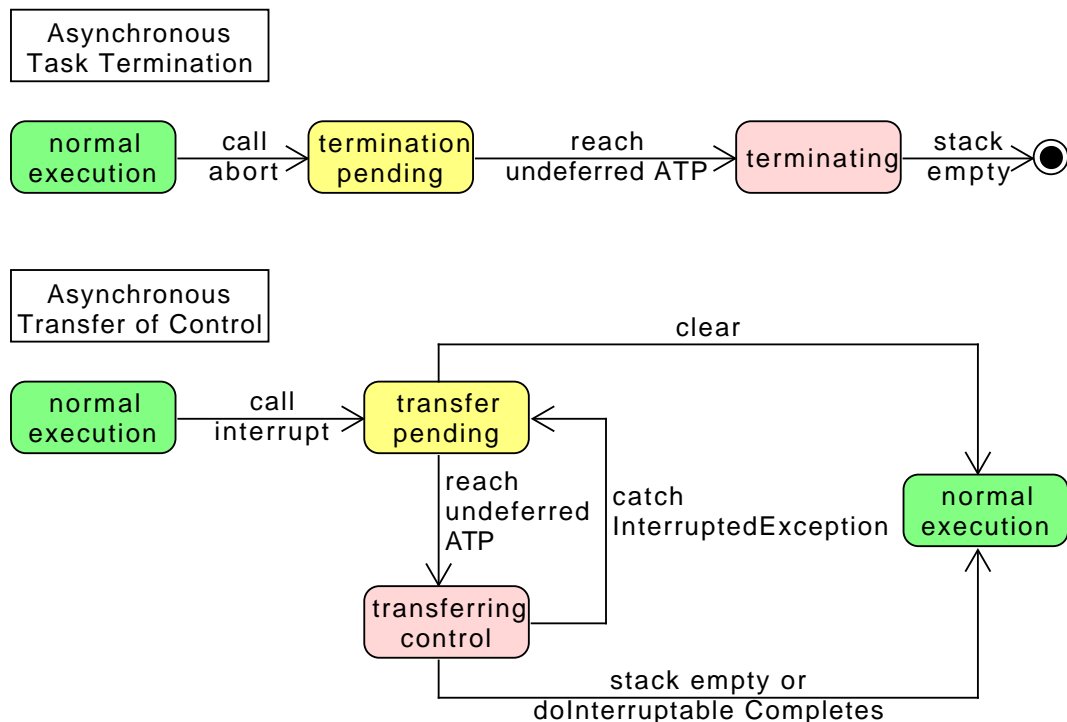
There are three requirements for asynchronous transition points.

1. An asynchronous transition point (ATP) should occur at each safe point and must be at regular intervals in the code.
2. There must be an ATP at least at the following points:
  - any self-suspending operation,
  - the release of a monitor lock,
  - any transition between a deferred and a nondeferred section (in either direction),
  - any call to `Thread.interrupt()`,
  - any call to `Thread.start()`, and
  - any call to `AsyncBaseEvent.attach()`
3. In general, all calls to methods (inlining excepted) should be asynchronous transition points.

Whether or not reaching an ATP results in delivery of a pending control change depends on whether or not the point is in a Deferred Section for the type of the pending control change.

As with throwing any instance of `Throwable`, delivering a pending control change request begins the unwinding of the stack. During this unwinding, all `finally`

Figure 12.1: Control Flow Change State Diagrams



clauses are executed. Where the unwinding ends depends on the type of the control change request.

### 12.2.2 Asynchronous Transfer of Control

An ATC is generated by calling either the `fire()` method on an AIE where a task is in its `doInterruptible` method or the `Schedulable.interrupt()` method on a task. Between the generation of an AIE and its delivery, the exception is held *pending*. The AIE returns to pending after delivery when caught. It must be **cleared** by program logic, explicitly by using the `AsynchronouslyInterruptedException.clear()` method or implicitly when `AsynchronouslyInterruptedException.doInterruptible` completes, to proceed to the normal execution state at the new control flow point. Figure 12.1 illustrates the state transitions for ATC.

The following points define the semantics of ATC. Semantics that apply to particular classes, constructors, methods, and fields will be found in their detail sections, respectively.

1. An AIE is generated for a given task when

- the `fire()` method is called on an AIE for which the task is executing within the `doInterruptible` method
- or the `Schedulable.interrupt()` method is called.

The latter is also effectively called when an AIE is generated by internal virtual machine mechanisms (such as an interrupted I/O operation) that are asynchronous to the execution of the program logic which is the target of the AIE.

2. An AIE becomes pending upon generation and remains pending until explicitly cleared or replaced by another AIE.
3. An AIE is delivered to a schedulable when it is executing in a method declared to throw AIE, except in an ATC-deferred section as defined below.
  - (a) The generation of an AIE through the `fire()` mechanism behaves as if it sets an asynchronously-interrupted status in the schedulable.
    - i. When the schedulable is blocked within an interruptible blocking method or invokes an interruptible blocking method when this asynchronously-interrupted status is set, the invocation immediately completes by throwing the pending AIE and clearing the asynchronously-interrupted status.
    - ii. When a pending AIE is explicitly cleared, the asynchronously-interrupted status is also cleared.
  - (b) Blocking methods which are declared to throw `java.lang.IOException` but are not declared to throw `java.io.InterruptedIOException`, e.g., blocking methods in `java.io.*`, must be prevented from blocking indefinitely when invoked from a method with `AsynchronouslyInterruptedIOException` in its `throws` clause. When an AIE is generated and the target schedulable's control is blocked inside one of these methods with an AI-method on the call stack, the implementation may either unblock the blocked call, raise `java.lang.InterruptedIOException` on behalf of the call, or allow the call to complete normally if the implementation determines that the call would unblock within a bounded period of time defined by the implementation.
  - (c) When an AI-method is attempting to acquire an object lock when an associated AIE is generated, the attempt to acquire the lock is abandoned.
  - (d) When control is in the lexical scope of an ATC-deferred section when an AIE (targeted at the executing schedulable) is generated, the AIE is not delivered until the first subsequent attempt to transfer control to code that is not ATC deferred. At that point, control is transferred to the `catch` or `finally` clause of the nearest dynamically-enclosing `try` statement that *i*) has a handler for the generated AIE (that is a handler naming the AIE's class or any of its superclasses, or a `finally` clause)

and *ii*) is in an ATC-deferred section. Intervening handlers and `finally` clauses that are not in ATC-deferred sections are not executed, but object locks are released.

See Section 11.3 of *The Java Language Specification* second edition for an explanation of the terms: *dynamically enclosing* and *handler*. The RTSJ uses those JLS definitions unaltered. Note that if synchronized code is abandoned as a result of this control transfer, the associated locks are released.

4. A pending ATC becomes active at the next asynchronous transition point not in an ATC deferred section.
5. Constructors are allowed to include `AsynchronouslyInterruptedException` in their `throws` clause and if they do will be asynchronously interruptible under the same conditions as AI methods.
6. Native methods that include `AsynchronouslyInterruptedException` in their `throws` clause have implementation-specific behavior.
7. An implementation must deliver the transfer of control in a schedulable that is subject to asynchronous interruption (in an AI-method but not in a synchronized block) within a bounded execution time of that schedulable. This worst-case response interval must be documented for some reference architecture.
8. Instances of the `Timed` class have a logically associated timer. When the timer fires, the schedulable executing the instance's `doInterruptible` method must have the AIE generated within a bounded execution time of the schedulable. This worst-case response interval must be documented for some reference architecture.
9. An AIE only has the semantics defined here when it originates with the `AsynchronouslyInterruptedException.fire()` method, the `Schedulable.interrupt()` method or from within the realtime VM. If an AIE is thrown from program logic using the Java throw statement, it uses the same semantics as throwing any other instance of a subclass of `Exception`, it is processed as a normal exception, and has no effect on the pending state of any AIE, and no effect on the firing of the AIE concerned.
10. The `Schedulable.interrupt()` method is a special case of ATC.
  - (a) it causes the target task to throw the generic AIE and has the behaviors defined for `Thread.interrupt()`. This is the only interaction between the ATC mechanism and the conventional `interrupt()` mechanism.
  - (b) An AEH that is waiting for a release and is rousable will release immediately as per Section 6.2.1.3.4 above with the generic AIE pending when it is interrupted.
  - (c) A `RealtimeThread` blocked in `waitForNextRelease` that is rousable will

immediately return as per Section 6.2.1.3.2 with the generic AIE pending when it is interrupted.

11. The virtual machine must throw `AsynchronouslyInterruptedException` for interrupted `java.nio` methods as if `RealtimeThread.interrupt()` were called on the interrupted thread.

### 12.2.2.1 Extending Conventional Java Interrupts

The RTSJ's approach to ATC is designed to follow the above principles. It is based on exceptions and is an extension of the current Java language rules for `java.lang.Thread.interrupt()`. In summary, ATC works as follows.

When `so` is an instance of a schedulable and the `interrupt()` method is called on the schedulable associated with that object, then the following holds.

1. When control is in an ATC-deferred section, then the AIE remains in a pending state. Execution continues normally until the first attempt to return to an AI method or invoke an AI method or exit a synchronized block within an AI method. Then ATC follows option 2 as appropriate.
2. When control is not in an ATC-deferred section, then control is transferred to the `catch` or `finally` clause of the nearest dynamically-enclosing `try` statement that is in an ATC-deferred section and has a handler for the generated AIE, i.e., is a handler naming the AIE's class or any of its superclasses, or a `finally` clause. Intervening handlers and `finally` clauses that are not in ATC-deferred sections are not executed, but objects locks are released. See section 11.3 of *The Java Language Specification* [5] for an explanation of the terms *dynamically enclosing* and *handlers*. The RTSJ uses those definitions unaltered.
3. When control is in an interruptible blocking method, the schedulable object is awakened and the generated AIE (which is a subclass of `InterruptedException`) is thrown with regular Java semantics (the AIE is still marked as pending). ATC then follows option 1 or 2 as appropriate.
4. When control is transferred from an ATC-deferred section to an AI method through the action of propagating an exception while an AIE is pending, when the transition to the AI-method occurs, the thrown exception is discarded and replaced by the pending AIE.

### 12.2.2.2 Nesting AsynchronouslyInterruptedExceptions

An AIE may be generated while another AIE is pending. Because AI code blocks are nested by method invocation (a stack-based nesting) there is a natural precedence among active instances of AIE. Let  $AIE_0$  be the AIE raised when the `Schedulable.interrupt()` method is invoked and  $AIE_i$  ( $i = 1, \dots, n$ , for  $n$  unique instances of AIE) be the AIE generated when `AIE.fire()` is invoked. In the following, the

phrase “a frame deeper on the stack than this frame” refers to a stack frame further from stack base. The phrase “a frame shallower on the stack than this frame” refers to a stack frame nearer to the stack base.

1. When the current AIE is an  $AIE_0$  and the new AIE is an  $AIE_x$  associated with any frame on the stack, the new AIE ( $AIE_x$ ) is discarded.
2. When the current AIE is an  $AIE_x$  and the new AIE is an  $AIE_0$ , the current AIE ( $AIE_x$ ) is replaced by the new AIE ( $AIE_0$ ).
3. When the current AIE is an  $AIE_x$  and the new AIE is an  $AIE_y$  from a frame deeper on the stack, the new AIE ( $AIE_y$ ) is discarded.
4. When the current AIE is an  $AIE_x$  and the new AIE is an  $AIE_y$  from a frame shallower on the stack, the current AIE ( $AIE_x$ ) is replaced by the new AIE ( $AIE_y$ ).
5. When the current AIE is an  $AIE_0$  and the new AIE is an  $AIE_0$ , or when the current AIE is an  $AIE_x$  and the new AIE is an  $AIE_x$ , the new AIE is discarded.

When `clear()` is called on a pending AIE or that AIE is superseded by another, the first AIE’s pending state is cleared. Clearing a nonpending AIE (with the `clear()` method) has no effect.

### 12.2.3 Asynchronous Task Termination

Asynchronous task termination provides a best effort termination facility for tasks. It ensures that each task unwinds its stack in a well-defined way, so that it has a chance to release all resources it has taken. As illustrated in Figure 12.1, ATT has simpler state transitions than ATC. As with ATC, a generated ATT is first pending, but once it is delivered, it cannot return to the pending state.

The following rules govern ATT.

1. Any task, with the required security permissions, can abort any instance of `AsynchronousControlGroup` to which it has a reference.
2. A call to method `AsynchronousControlGroup.abort()` shall immediately mark the group and all tasks it contains as termination pending.
3. A task marked with termination pending shall enter its abort phase at its next asynchronous transition point not in an ATT deferred section.
4. An asynchronous transition point for ATT is the same as for ATC except for what sections of code are deferred.
5. A task, on entering into its termination phase, shall behave as if an uncatchable `Error` has been thrown at the point in the code where the task moves from termination pending to terminating. When the task enters the Terminating state, any uncaught exception handler set for the task shall be executed.
6. A task in the terminating phase shall be prohibited from execution any self-suspending operations except `close` and acquiring a lock.

In order for the abort mechanism to work, the system must prevent the application from doing any of the following.

1. All **finally** and catch **Throwable** clauses must terminate.
2. No **finally** or catch **Throwable** clause may call `self.suspend()` except for calls to `close()` and `takeMonitor()`.

These rules cannot be enforced completely at runtime. Static analysis and signing the resultant code before loading is needed to ensure proper functioning of ATT.



## 12.3 javax.realtime.control

### 12.3.1 Interfaces

#### 12.3.1.1 Interruptible

---

public interface Interruptible

##### *Description*

**Interruptible** is an interface implemented by classes that will be used as arguments on the methods `doInterruptible()` of **AsynchronouslyInterruptedException** and its subclasses. `doInterruptible()` invokes the implementations of the methods in this interface.

#### 12.3.1.1.1 Methods

---

### **run(AsynchronouslyInterruptedException)**

##### *Signature*

```
public void  
run(AsynchronouslyInterruptedException exception)  
throws AsynchronouslyInterruptedException
```

##### *Description*

The main piece of code that is executed when an implementation is given to `doInterruptible()`. When a class is created that implements this interface, for example through an anonymous inner class, it must include the `throws` clause to make the method interruptible.

##### *Parameters*

**exception**—The AIE object whose `doInterruptible` method is calling the `run` method. Used to invoke methods on **AsynchronouslyInterruptedException** from within the `run()` method.

### **interruptAction(AsynchronouslyInterruptedException)**

##### *Signature*

```
public void
  interruptAction(AsynchronouslyInterruptedException exception)
```

*Description*

This method is called by the system when the `run()` method is interrupted. By using this, the program logic can determine when the `run()` method completed normally or had its control asynchronously transferred to its caller.

*Parameters*

`exception`—The currently pending AIE. Used to invoke methods on `AsynchronouslyInterruptedException` from within the `interruptAction()` method.

## 12.3.2 Classes

### 12.3.2.1 AsynchronousControlGroup

---

```
public class AsynchronousControlGroup
```

*Inheritance*

```
java.lang.Object
  java.lang.ThreadGroup
    javax.realtime.RealtimeThreadGroup
      AsynchronousControlGroup
```

*Description*

An enhanced `RealtimeThreadGroup` in which asynchronous task termination can be performed. It defines a set of tasks, both instances of `javax.realtime.Schedulable` and `java.lang.Thread`, that can be terminated together. By combining this with a class loader, one can build a virtual process within a Java runtime environment.

See Section [javax.realtime.ProcessingGroup](#)

See Section [javax.realtime.memory.MemoryGroup](#)

#### 12.3.2.1.1 Constructors

---

## AsynchronousControlGroup(RealtimeThreadGroup, String)

### Signature

```
public
    AsynchronousControlGroup(RealtimeThreadGroup parent,
                             String name)
```

### Description

Creates a new asynchronous control group with its scheduler type inherited from `parent`.

### Parameters

`parent`—The parent group of the new group

`name`—The name of the new group

### Throws

`IllegalRealtimeStateException`—when the parent `ThreadGroup` instance is not an instance of `RealtimeThreadGroup`.

`IllegalAssignmentError`—when the parent `ThreadGroup` instance is not assignable to this.

## AsynchronousControlGroup(String)

### Signature

```
public
    AsynchronousControlGroup(String name)
    throws IllegalRealtimeStateException,
           IllegalAssignmentError
```

### Description

Creates a new group with the current `ThreadGroup` instance as its parent and that parent's scheduler type for its scheduler type. That parent must be an instance of `RealtimeThreadGroup`. The primordial realtime thread group has `Scheduler.class` as its scheduler type.

### Parameters

`name`—The name of the new group

### Throws

**IllegalRealtimeStateException**—when the parent `ThreadGroup` instance is not an instance of `RealtimeThreadGroup`.

**IllegalAssignmentError**—when the parent `ThreadGroup` instance is not assignable to this.

### 12.3.2.1.2 Methods

---

#### abort

##### *Signature*

```
public void  
abort()
```

##### *Description*

Terminate all tasks running in this thread group.

### 12.3.2.2 AsynchronouslyInterruptedException

---

```
public class AsynchronouslyInterruptedException
```

##### *Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.InterruptedException  
        AsynchronouslyInterruptedException
```

##### *Description*

A special exception that is thrown in response to an attempt to asynchronously transfer the locus of control of a schedulable.

An instance of `javax.realtime.Schedulable` executing a method or constructor, which lists `AsynchronouslyInterruptedException` in its `throws` clause, can be asynchronously interrupted except when it is executing in the lexical scope of a synchronized statement within that method/constructor. As soon as the `Schedulable` object leaves the lexical scope of the method by calling another method/constructor it may be asynchronously interrupted when the

called method/constructor is asynchronously interruptible. (See this chapter's introduction section for the detailed semantics).

The asynchronous interrupt is generated for a `Schedulable`, `s`, when the `s.interrupt()` method is called or the `fire` method is called of an AIE for which `s` has a `doInterruptible` method call in progress.

When an asynchronous interrupt is generated when the target `Schedulable` is executing within an ATC-deferred section, the asynchronous interrupt becomes pending. A pending asynchronous interrupt is delivered when the target `Schedulable` next attempts to enter asynchronously interruptible code.

Asynchronous transfers of control (ATCs) are intended to allow long-running computations to be terminated without the overhead or latency of polling with `java.lang.Thread.interrupted()`.

When `javafx.realtime.Schedulable.interrupt`, or `AsynchronouslyInterruptedException.fire()` is called, the `AsynchronouslyInterruptedException` is compared against any currently pending `AsynchronouslyInterruptedException` on the `Schedulable`. When there is none, or when the depth of the `AsynchronouslyInterruptedException` is less than the currently pending `AsynchronouslyInterruptedException`; (i.e., it is targeted at a less deeply nested method call), the new `AsynchronouslyInterruptedException` becomes the currently pending `AsynchronouslyInterruptedException` and the previously pending `AsynchronouslyInterruptedException` is discarded. Otherwise, the new `AsynchronouslyInterruptedException` is discarded.

When an `AsynchronouslyInterruptedException` is caught, the catch clause may invoke the `clear()` method on the `AsynchronouslyInterruptedException` in which it is interested to see if the exception matches the pending `AsynchronouslyInterruptedException`. When so, the pending `AsynchronouslyInterruptedException` is cleared for the `Schedulable` and `clear` returns `true`. Otherwise, the current AIE remains pending and `clear` returns `false`.

`Schedulable.interrupt()` generates the generic `AsynchronouslyInterruptedException` which will always propagate outward through interruptible methods until the generic `AsynchronouslyInterruptedException` is identified and handled. The pending state of the generic AIE is per-instance of `Schedulable`.

Other sources (e.g., `AsynchronouslyInterruptedException.fire()` and `Timed`) will generate specific instances of `AsynchronouslyInterruptedException` which applications can identify and thus limit propagation.

### 12.3.2.2.1 Constructors

---

## AsynchronouslyInterruptedException

### Signature

```
public  
AsynchronouslyInterruptedException()
```

### Description

Creates an instance of `AsynchronouslyInterruptedException`.

## AsynchronouslyInterruptedException(String)

### Signature

```
public  
AsynchronouslyInterruptedException(String message)
```

### Description

Creates an instance of `AsynchronouslyInterruptedException`.

### Parameters

`message`—A message to identify this instance.

### 12.3.2.2.2 Methods

---

## getGeneric

### Signature

```
public static javax.realtime.control.AsynchronouslyInterruptedException  
getGeneric()  
throws IllegalStateException
```

### Description

Gets the singleton system generic `AsynchronouslyInterruptedException` that is generated when `javax.realtime.Schedulable.interrupt()` is invoked.

### Throws

**IllegalTaskStateException**—when the current thread context is not an instance of `javax.realtime.Schedulable`.

*Returns*

the generic `AsynchronouslyInterruptedException`.

## enable

*Signature*

```
public boolean  
enable()
```

*Description*

Enables the throwing of this exception. This method is valid only when the caller has a call to `doInterruptible` in progress. When invoked when no call to `doInterruptible` is in progress, `enable` returns `false` and does nothing.

*Returns*

`true`, when `this` was disabled before the method was called and the call was invoked whilst the associated `doInterruptible` was in progress, and `false` otherwise.

## disable

*Signature*

```
public synchronized boolean  
disable()
```

*Description*

Disables the throwing of this exception. When the `fire` method is called on `this` AIE whilst it is disabled, the fire is held pending and delivered as soon as the AIE is enabled and the interruptible code is within an AI-method. When an AIE is pending when the associated `disable` method is called, the AIE remains pending, and is delivered as soon as the AIE is enabled and the interruptible code is within an AI-method.

This method is valid only when the caller has a call to `doInterruptible` in progress. If invoked when no call to `doInterruptible` is in progress, `disable` returns `false` and does nothing.

*Returns*

`true`, when `this` was enabled before the method was called and the call was invoked with the associated `doInterruptible` in progress, and `false` otherwise.

## isEnabled

### Signature

```
public boolean  
isEnabled()
```

### Description

Queries the enabled status of this exception.

This method is valid only when the caller has a call to `doInterruptible` in progress. If invoked when no call to `doInterruptible` is in progress, `isEnabled` returns `false` and does nothing.

### Returns

`true`, when this is enabled and the method call was invoked in the context of the associated `doInterruptible`, and `false` otherwise.

## fire

### Signature

```
public boolean  
fire()
```

### Description

Generates this exception when its `doInterruptible` has been invoked and not completed. When `this` is the only outstanding AIE on the `schedulable` object that invoked this AIE's `doInterruptible(Interruptible)` method, this AIE becomes that `schedulable`'s current AIE. Otherwise, it only becomes the current AIE when it is at a less deep level of nesting compared with the current outstanding AIE.

Behaves as if `Thread.interrupt()` were called on the task currently operating within this exception's `doInterruptible`.

### Returns

`true`, when `this` is not disabled and it has an invocation of a `doInterruptible` in progress and there is no outstanding fire request, and `false` otherwise.

## doInterruptible(Interruptible)

### Signature



```
public boolean  
doInterruptible(Interruptible logic)
```

#### *Description*

Executes the `run()` method of the given `Interruptible`. This method may be on the stack in exactly one `javax.realtime.Schedulable` object. An attempt to invoke this method in a `schedulable` while it is on the stack of another or the same `schedulable` will cause an immediate return with a value of `false`.

The `run()` method of the given `Interruptible` is always entered with the exception in the enabled state, but that state can be modified with `enable()` and `disable()`, and the state can be observed with `isEnabled()`.

This AIE is cleared on return from `doInterruptible`.

#### *Parameters*

`logic`—An instance of an `Interruptible` whose `run()` method will be called.

#### *Throws*

`IllegalTaskStateException`—when called on the generic `AsynchronouslyInterruptedException`.

`IllegalRealtimeArgumentException`—when `logic` is null.

#### *Returns*

`true`, when the method call completed normally, and `false`, when another call to `doInterruptible` has not completed.

**Available since** RTSJ 2.0 no longer throws an exception when called from a Java thread.

## **clear**

#### *Signature*

```
public boolean  
clear()
```

#### *Description*

Atomically checks whether or not `this` is pending on the currently executing `schedulable`, and when so, makes it non-pending.

This method may be called at any time, and in particular need not be called in a `try` or `catch` block.

#### *Returns*

`true`, when `this` was pending, and `false`, when `this` was not pending.

**Available since** RTSJ 1.0.1

**Available since** RTSJ 2.0 no longer throws an exception when called from a task that is not an instance of `javax.realtime.Schedulable`.

## throwPending

*Signature*

```
public static void
  throwPending()
  throws AsynchronouslyInterruptedException
```

*Description*

Causes a pending `AsynchronouslyInterruptedException` to be thrown as a synchronous exception in an ATC-deferred region if one exists.

*Throws*

`AsynchronouslyInterruptedException`—if an AIE is pending.

**Available since** RTSJ 2.0

## fillInStackTrace

*Signature*

```
public java.lang.Throwable
  fillInStackTrace()
```

*Description*

Does nothing, since no stacktrace is kept.

*Returns*

`this` instance.

## setStackTrace(StackTraceElement)

*Signature*

```
public void
  setStackTrace(java.lang.StackTraceElement[] new_stackTrace)
```

throws `NullPointerException`

*Description*

Does nothing, since no stacktrace is kept.

## **getStackTrace**

*Signature*

```
public java.lang.StackTraceElement []  
getStackTrace()
```

*Description*

No stacktrace is kept, so none can be returned.

*Returns*

an empty array.

## **printStackTrace**

*Signature*

```
public void  
printStackTrace()
```

*Description*

No stacktrace is kept, so a message to that effect is printed.

## **printStackTrace(PrintStream)**

*Signature*

```
public void  
printStackTrace(PrintStream stream)
```

*Description*

No stacktrace is kept, so a message to that effect is printed.

*Parameters*

**stream**—A `PrintStream` for printing

## printStackTrace(PrintWriter)

### Signature

```
public void  
printStackTrace(PrintWriter writer)
```

### Description

No stacktrace is kept, so a message to that effect is printed.

### Parameters

**writer**—A `PrintWriter` for printing

### 12.3.2.3 Timed

---

```
public class Timed
```

### Inheritance

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.InterruptedException  
        AsynchronouslyInterruptedException  
          Timed
```

### Description

Creates a scope in a `javax.realtime.Schedulable` object which will be asynchronously interrupted at the expiration of a timer. This timer will begin measuring time at some point between the time `doInterruptible` is invoked and the time when the `run()` method of the `Interruptible` object is invoked. Each call of `doInterruptible` on an instance of `Timed` will restart the timer for the amount of time given in the constructor or the most recent invocation of `resetTime()`. The timer is cancelled when it has not expired before the `doInterruptible` method has finished.

All memory use of an instance of `Timed` occurs during construction or the first invocation of `doInterruptible`. Subsequent invocations of `doInterruptible` do not allocate memory.

When the timer fires, the resulting AIE will be generated for the schedulable within a bounded execution time of the targeted schedulable.

Typical usage: `new Timed(T).doInterruptible(interruptible);`

### 12.3.2.3.1 Constructors

---

## Timed(HighResolutionTime)

### Signature

```
public  
Timed(javax.realtime.HighResolutionTime<?> time)  
throws IllegalRealtimeArgumentException,  
        UnsupportedOperationException
```

### Description

Creates an instance of `Timed` with a timer set to `time`. When the `time` is in the past the `AsynchronouslyInterruptedException` mechanism is activated immediately after or when the `doInterruptible` method is called.

### Parameters

`time`—When `time` is a `javax.realtime.RelativeTime` value, it is the interval of time between the invocation of `doInterruptible` and the time when the schedulable is asynchronously interrupted. When `time` is an `javax.realtime.AbsoluteTime` value, the timer asynchronously interrupts at this time (assuming the timer has not been cancelled).

### Throws

`IllegalRealtimeArgumentException`—when `time` is null.

`UnsupportedRealtimeOperationException`—when `time` is not based on a `javax.realtime.Clock`.

### 12.3.2.3.2 Methods

---

## doInterruptible(Interruptible)

### Signature

```
public boolean  
doInterruptible(Interruptible logic)
```

### Description

Executes a timeout method by starting the timer and executing the `run()` method of the given `InterruptedException` object.

*Parameters*

`logic`—An instance of an `InterruptedException` whose `run()` method will be called.

*Throws*

`IllegalRealtimeArgumentException`—when `logic` is null.

`IllegalThreadStateException`—null

*Returns*

`true`, when the method call completed normally, and `false`, when another call to `doInterruptedException` has not completed.

## **resetTime(HighResolutionTime)**

*Signature*

```
public void  
resetTime(javax.realtime.HighResolutionTime<?> time)
```

*Description*

Sets the timeout for the next invocation of `doInterruptedException`.

*Parameters*

`time`—This can be an absolute time or a relative time. When null or not based on a `javax.realtime.Clock`, the timeout is not changed.

## **restart(HighResolutionTime)**

*Signature*

```
public void  
restart(javax.realtime.HighResolutionTime<?> time)
```

*Description*

Resets the timeout. When this `Timed` instance is executing, it adjusts the timeout to `time` and restarts the timer. When the instance is not executing, it adjusts the timeout for the next invocation.

*Parameters*

`time`—The new timeout.

*Throws*

`IllegalRealtimeArgumentException`—when `time` is null or a relative time less than zero.

`UnsupportedRealtimeOperationException`—when `time` is not based on a `javax.realtime.Clock`

Available since RTSJ 2.0

## 12.4 Rationale

The ability to interrupt a task asynchronously is necessary in many kinds of applications, but such a facility must be designed carefully in order to minimize the risks of problems such as data structure corruption and deadlock. There is, invariably, a tension between the desire to cause an ATC to be immediate, and the desire to ensure that certain sections of code are executed to completion.

### 12.4.1 Asynchronous Transfer of Control

One basic decision was provide ATC, but only allow it in methods that explicitly permits it. The default of no ATC is reasonable, since most code is not written expecting ATC and asynchronously aborting the execution of such a method could lead to unpredictable results. Since the natural way to model ATC is with an exception (`AsynchronouslyInterruptedException`), the way that a method indicates its susceptibility to ATC is by including `AsynchronouslyInterruptedException` in its `throws` clause. Causing this exception to be thrown in a schedule `s` as an effect of calling `s.interrupt()` was a natural extension of the semantics of `interrupt` as currently defined by `java.lang.Thread`.

One ATC-deferred section is `synchronized` code. This is a context that needs to be executed completely in order to ensure a program operates correctly. If `synchronized` code were aborted, a shared object could be left in an inconsistent state. Note that by making `synchronized` code ATC-deferred, this specification avoids the problems that caused `Thread.stop()` to be deprecated and that have made the use of `Thread.destroy()`, (now also deprecated in Java 1.5) prone to deadlock. If `synchronized` code calls an AI-method and an associated AIE is generated, then if no appropriate handler is present in the `synchronized` code, the AIE will propagate through the code.

Constructors and `finally` clauses are subject to interruption if the program indicates so. However, if a constructor is aborted, an object might be only partially initialized. If the execution of a `finally` clause in an AI-method is aborted, needed cleanup code might not be performed. Indeed, a `finally` clause in an aborted AI-method will not be executed at all if the abort occurs before its execution begins.

It is the programmer's responsibility to ensure that executing these constructs either does not induce unwanted ATC latency (if ATCs are not allowed) or does not produce undesirable results (if ATCs are allowed).

A potential problem with using the exception mechanism to model ATC is that a method with a "catch-all" handler (for example a `catch` clause identifying `Exception` or even `Throwable` as the exception class) can inadvertently intercept an exception intended for a caller. This problem is avoided by having special semantics for catching an AIE. Even though a catch clause may catch an AIE, the exception will be propagated unless the handler invokes the `happened` method from AIE. Thus, if a schedulable is asynchronously interrupted while in a try block that has a handler such as

```
catch (Throwable e) return;
```

the AIE will remain pending and will be thrown next time control enters or returns to an AI method.

This specification does not provide a special mechanism for terminating a realtime thread; ATC can be used to achieve this effect. This means that, by default, a realtime thread cannot be asynchronously terminated; to support asynchronous termination it needs to enter methods that are AI enabled at frequent intervals. Allowing termination as the default would have been questionable, bringing the same insecurities that are found in `Thread.stop()` and `Thread.destroy()`.

### 12.4.2 Asynchronous Task Termination

The trend towards microservices are just as applicable to realtime and embedded systems as to more conventional systems. It is often necessary to be able to terminate a single service in the system without affecting the rest of the system.

Though Java provides class loaders and thread groups to help insulate one service from another, there is no way of forcing a service to stop. ATC provides this, but it can only provide limited safety, therefore it has been designed to take an entire group of threads down at once. Using it together with a class loader can minimize some of the problems associated with `Thread.stop()`.

In order to help preserve the state of the rest of the system, two decisions were made:

- all finally clauses are executed and
- only an entire realtime thread group can be aborted.

This means that malicious code could still prevent termination with faulty finalization code. For instance, the code sequence `while(true);`, can prevent termination. Therefore, some static analysis and signing should be used for code that one might want to terminate.



# Chapter 13

## Devices and Triggering

Interacting with the external environment in a timely manner is an important requirement for realtime, embedded systems. From an embedded system's perspective, all interactions with the physical world are performed by input and output devices. Hence, the problem is one of controlling and monitoring of devices. This is an area insufficiently addressed by other Java standards. A conventional Java Virtual Machine is not designed to support device access and interrupt handling. Programs that need this functionality must resort to code written in another language and called via the Java Native Interface (JNI). This specification addresses the problem by providing APIs for interrupt handling and direct memory access without resorting to JNI.

In contrast to earlier versions of this specification, version 2.0 has extended the goals of the device interfaces to be type safe and user extensible, so that the user can define new devices without changing the underlying virtual machine.

There are at least four execution (runtime) environments for the RTSJ:

1. on a realtime operating system where the Java application runs in user mode;
2. on a realtime operating system where the Java application runs in a context with a user space device driver;
3. as a "kernel module" incorporated into a realtime kernel where both kernel and application run in supervisor mode; and
4. as part of an embedded device where the Java application runs stand-alone on a hardware machine.

This specification should be implementable for all of these.

In execution environment 1, interaction with the embedded environment is usually via operating system calls using Java's connection-oriented APIs. The Java program will typically have no direct access to the I/O devices. Although some limited access to physical memory may be provided, it is unlikely that interrupts can be directly handled. However, asynchronous interaction with the environment is still possible, for example, via POSIX signals.

In the other execution environments, 2, 3, and 4, a Java program may be able to directly access devices and handle interrupts.

A device can be anything from a simple set of registers wired to sensors and actuators to a full processor performing some fixed task. The interface to a device is usually through a set of device registers. Depending on the I/O architecture of the processor, the programmer can either access these registers via predetermined memory location (called *memory mapped I/O*) or via special assembler instructions (called *port-mapped I/O*).

A computer system with processing devices can be considered to be a collection of parallel threads. The device ‘thread’ can communicate and synchronize with the tasks executing inside the main processor either by having the main processor poll registers of the device or via a signal from the device. This signal is usually referred to as an interrupt. All high-level models of device programming must provide [3]

1. facilities for representing, addressing and manipulating device registers; and
2. a suitable representation of interrupts (if interrupts are to be handled).

Version 1.0 of the RTSJ went some way towards supporting this model through the notion of *happenings* and the *raw memory* access facilities. Unfortunately, happenings were under defined and the mechanisms for physical and raw memory were overly complex with no clear delineation of the separations of concerns between application developers and JVM implementors. Interrupt service routines were not considered at all.

Version 2.0 has significantly enhanced the support for happenings, and has provided a clearer separation between physical and raw memory. The interfaces for `Happening`, `Timer`, and `Signal`, as well as the new `RealtimeSignal`, are now unified under `ActiveEvent`. This means that `Happening`, `Signal`, and `RealtimeSignal`, like `Timer` are now subclasses of `AsyncBaseEvent`. As described in Chapter 8, `ActiveEvent` provides a common light-weight means of notifying that its event has occurred. Unlike `fire()`, where dispatching of the associated handlers is done in context of the caller, an `ActiveEvent` separates this notification that the event occurred, its triggering, from the dispatching by providing its own execution context for the dispatching. As with `Timer`, each class has its own `ActiveEventDispatcher`: `HappeningDispatcher`, `TimeDispatcher`, `SignalDispatcher`, and `RealtimeSignalDispatcher`. Finally, provisions for interrupt service routines have been made as well.

## 13.1 Definitions

**Direct Memory Access (DMA)** — A data transfer directly to memory without CPU intervention, as in DMA controller.

**DMA Controller** — A device that can move data in memory without using the

CPU.

**Happening** — An event that takes place outside the Java runtime environment. The triggers for happenings depend on the external environment, but happenings might include signals and interrupts.

**Interrupt Service Routine (ISR)** — A special task that is executed when an interrupt happens. This code runs with execution eligibility higher than normal execution eligibilities and can only be interrupted by another interrupt.

**Raw Memory** — A means of mapping memory locations, such as device registers, into Java objects for direct access from Java code without using JNI. The memory to map can be in an arbitrary address space.

**Raw Memory Region** — An address space for Raw Memory.

**Stride** — The distance between two memory locations. Adjacent memory locations have a stride of one. Stride is measured as units of the memory location size. For example, the stride between two bytes that are adjacent and two integers that are adjacent is both one, but the actual address offsets are one and four bytes respectively.

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## 13.2 Semantics

The classes in this Chapter are part of the Device Module introduced in Section 3.2.2.2 and are only required in implementations that include that module. There are several aspects of the API for supporting devices. Raw Memory provides the means of accessing the I/O register of a device. Direct Memory Access (DMA) support provide a means of transferring data using a DMA controller. Active events and dispatchers support releasing event handlers based on external events. Interrupt service routines and application-defined clocks are for linking external events to the internal active events.

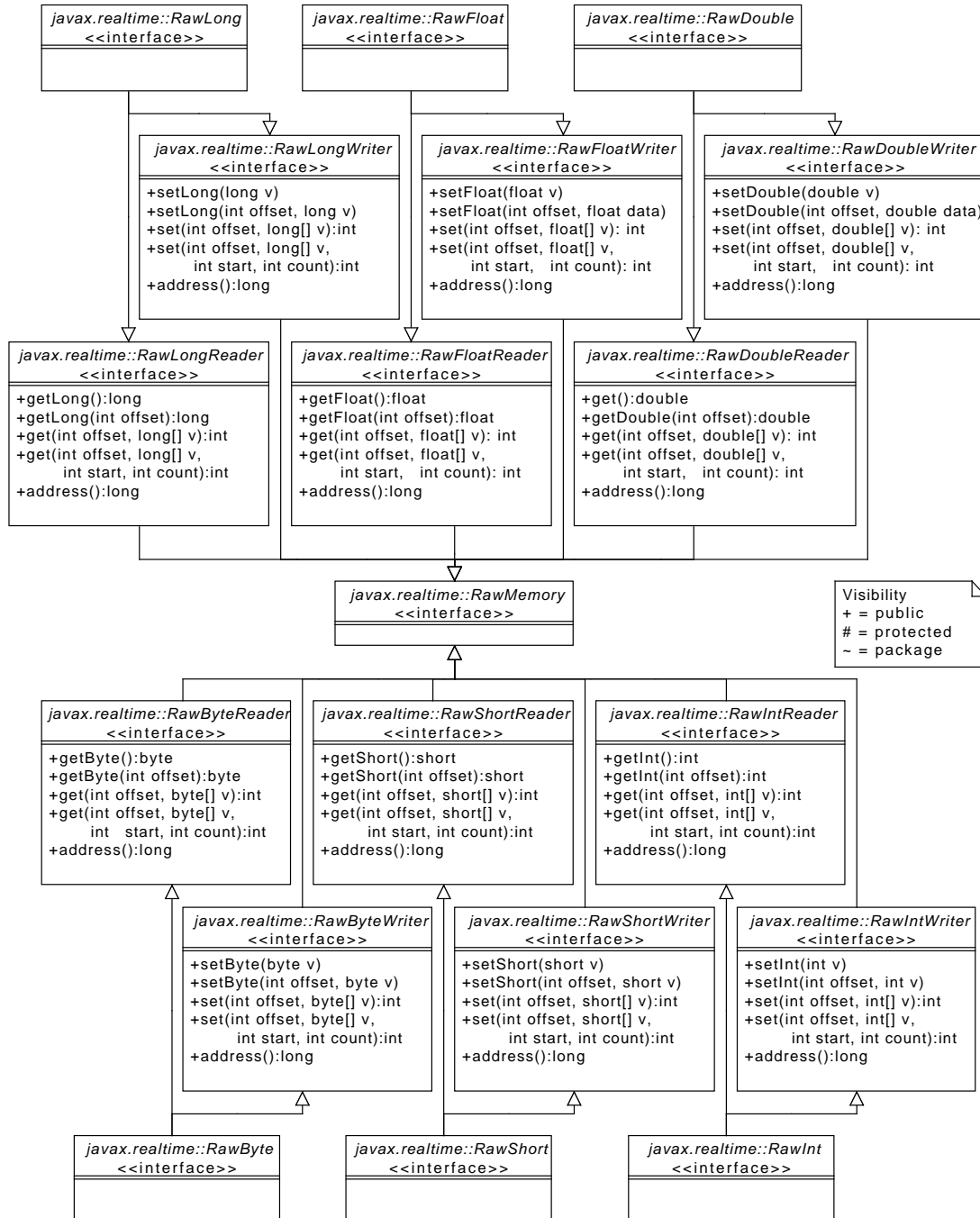
### 13.2.1 Raw Memory

Raw Memory provides means of accessing particular physical memory addresses as variables of Java's primitive data types, and thereby provides an application with direct access to physical memory, for example, for memory-mapped I/O.

Java objects or references therefore *cannot* be stored in raw memory. The following specifies the RTSJ's facilities for raw memory access.

1. Each area of memory supporting raw memory access is identified by a subclass of `RawMemoryRegion`.

Figure 13.1: Raw Memory Interface



- 
- (a) The raw memory region `RawMemoryFactory.MEMORY_MAPPED_REGION` facilitates access to memory locations that are outside the main memory used by the JVM. It is used to access input and output device registers when such registers are memory mapped.
  - (b) The raw memory region `RawMemoryFactory.IO_PORT_MAPPED_REGION` facilitates access to locations that are outside the main memory used by the JVM. It is used to access input and output device registers when such registers are port-based and can only be accessed by special hardware instructions.
  - (c) The application developer can define and register additional regions to support things like emulated access to devices or access to a bus over a bus controller.
2. Access to raw memory is controlled by implementation-defined objects, called *accessor objects*. These implement specification-defined interfaces (e.g., `RawByte`, `RawShort`, `RawInt`, etc.) and are created by implementation-defined factory objects. Each factory implements the `RawMemoryRegionFactory` interface, and is identified by its `RawMemoryRegion`.
  3. The `RawMemoryFactory` class defines the application programmer's interface to the raw memory facilities.
  4. The `RawMemoryRegionFactory` interface defines the interface that all factories must support for creating accessor objects.

### 13.2.1.1 Raw Memory Region

Raw memory is designed to support arbitrary I/O address spaces. The simplest of which is through the processor address space and is accessible via standard memory access instructions, such as `load` and `store`. This provides access to memory mapped I/O devices, but there are other address spaces as well. Each of these address spaces is referred to as a *Raw Memory Region*.

There are two raw memory regions that can be supported generically. Memory mapped I/O is one. The other is port mapped I/O. The most common instance is the I/O space provided by Intel x86 compatible processors through their `in` and `out` instructions. The memory mapped I/O raw memory region must be supported by all implementations, but the port mapped I/O raw memory region must only be supported on processors that have the necessary I/O instructions.

All other raw memory regions are optional and may be provided by a system integrator or an application developer. The API provides an interface, `RawMemoryRegionFactory`, that can be implemented to provide a means of creating accessor objects for that region. These additional regions can be anything from an I/O space provided by a memory mapped device, using memory mapped I/O to implement it, to a purely synthetic I/O space to emulate hardware that has not yet been built.

Each raw memory region is identified by its raw memory region object. These “types” are defined by instances of `RawMemoryRegion: RawMemoryFactory.MEMORY_MAPPED_REGION` for memory mapped devices and `RawMemoryFactory.IO_PORT_MAPPED_REGION` for port mapped devices for processors that have instructions for reading from and writing to an I/O bus directly. The instances are used to get accessors of a region instead of using a `RawMemoryRegionFactory` directly.

### 13.2.1.2 Raw Memory Factory

In order to support a variety of device address spaces efficiently, raw memory objects are created using the factory methods provided by `RawMemoryFactory`. This factory provides static methods to get accessors for a region via a region’s type. Regions created during runtime can be provided by registering their factory with the main raw memory factory, so the application code only needs to have a reference to the object identifying the required region. For instance, one could create an *I<sup>2</sup>C* raw memory region by implementing a factory for it using a memory mapped *I<sup>2</sup>C* controller.

### 13.2.1.3 Stride

Since the word size of devices do not always match the word size of the memory or I/O bus, the interface provides for the notion of stride. Stride defines the distance between elements in a raw memory area. Normally elements of a memory area are mapped sequentially, without any space between the elements. This is a stride of one. A stride of two, means that every other element in physical memory is mapped into the raw memory area.

For example, it is often easier to map a 16 bit device into a 32 bit system by mapping the 16 bit registers at 32 bit intervals. This enables 16 bit accesses to the device to be atomic on 32 bit addressed systems, even when the bus always does 32 bit transfers. One can create a `RawShort` area with a stride of two. Then the area can be accessed as if the registers were contiguous.

Since stride is designed to support mapping devices that have a smaller word size than the host machine, the implementation is allowed to assume that the padding between values is “do not care” data, and can be overwritten arbitrarily.

## 13.2.2 Direct Memory Access Support

Many embedded systems provide a means of moving data without direct involvement of the main processor. This is typically programmed with a special device called a DMA controller. DMA controllers are treated specially since they are central to bulk transfer in device drivers. The data to be transferred is not in device registers, but in normal RAM. Java already provides an API for managing this kind of memory

in `java.nio`. The DMA API defined here provides a seamless means of integrating those features into a device driver for DMA.

There are various architectures for DMA controllers, each requiring its own programming paradigm, so only common low level support is provided by this specification. Raw memory can be used to program the DMA controller, but there needs to be a means of representing bulk data. The `java.nio.ByteBuffer` provides just such a representation. The only difference is that the restrictions on the memory behind byte buffer objects are different than for other `java.nio` mechanisms.

These differences are covered with a special byte buffer factory: `DirectMemoryBufferFactory`. An instance of this factory can produce direct byte buffers within a given memory range. This range can be chosen by the programmer to be within the range of a given DMA controller. The factory also provides methods for getting the start address of a buffer's memory and checking if a buffer's memory is within a given range. These addresses should be compatible with DMA controllers in the system, though for controllers with a smaller address space than the processor, the DMA address may have fixed offset from the processor physical address. The `DirectMemoryBufferFactory` class also provides static methods for ensuring that Java-generated changes to DMA-mapped memory buffers are visible to native code, and vice versa.

### 13.2.3 External Triggering

It is not enough to be able to read from and write to devices; many applications need a means of being interrupted when an event happens. This specification provides a two-level interrupt mechanism. For predefined interfaces, such as POSIX signals, the first level handling is provided by the virtual machine and asynchronous events provide the second level event handling. For external events and additional clocks, where the programmer needs to be able to define new instances and provide for their triggering, additional classes are provided to manage both the first level and the second level handling. In all cases, the user can control the priority and affinity of the dispatching between the first level and second level handling.

#### 13.2.3.1 Happenings

Whereas in previous versions of this specification, happenings were represented as a `String`, as of 2.0 they have become an object in their own right. This makes it easier to properly type methods that use them and for the user to define new happening for an application without the need to change the JVM. Furthermore, indirection is minimized by making the new `Happening` class a subclass of `AsyncEvent`.

Since a `Happening` needs to be triggerable from an external event, such as an interrupt, the `Happening` class also implements `ActiveEvent` as depicted in

Figure 13.2: Event Classes

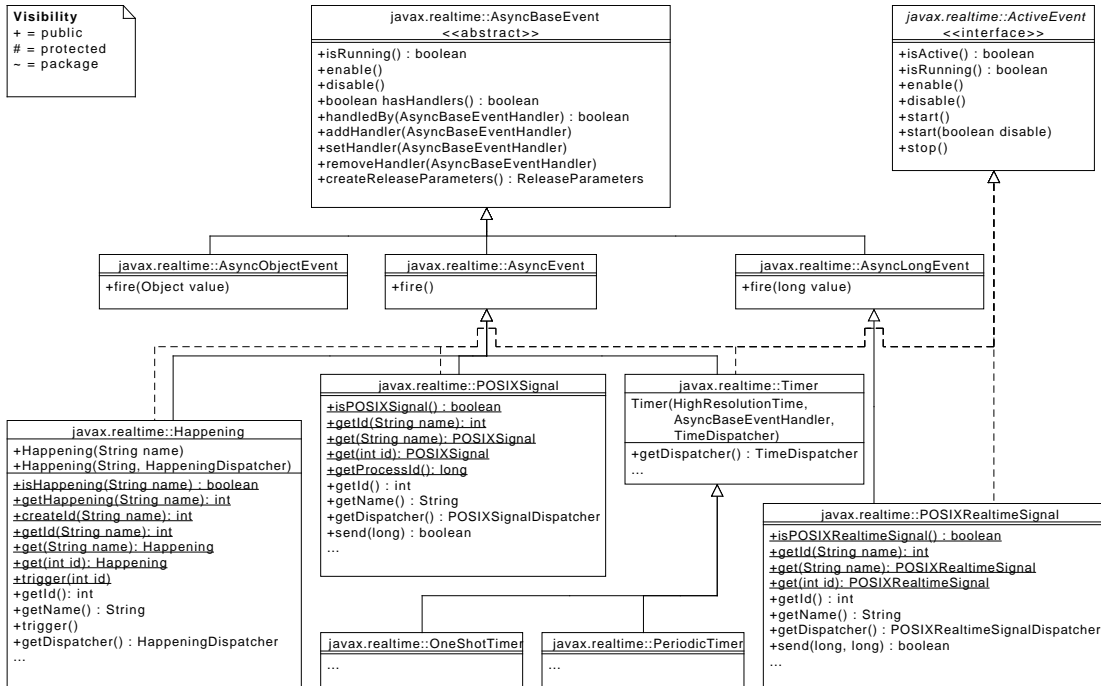


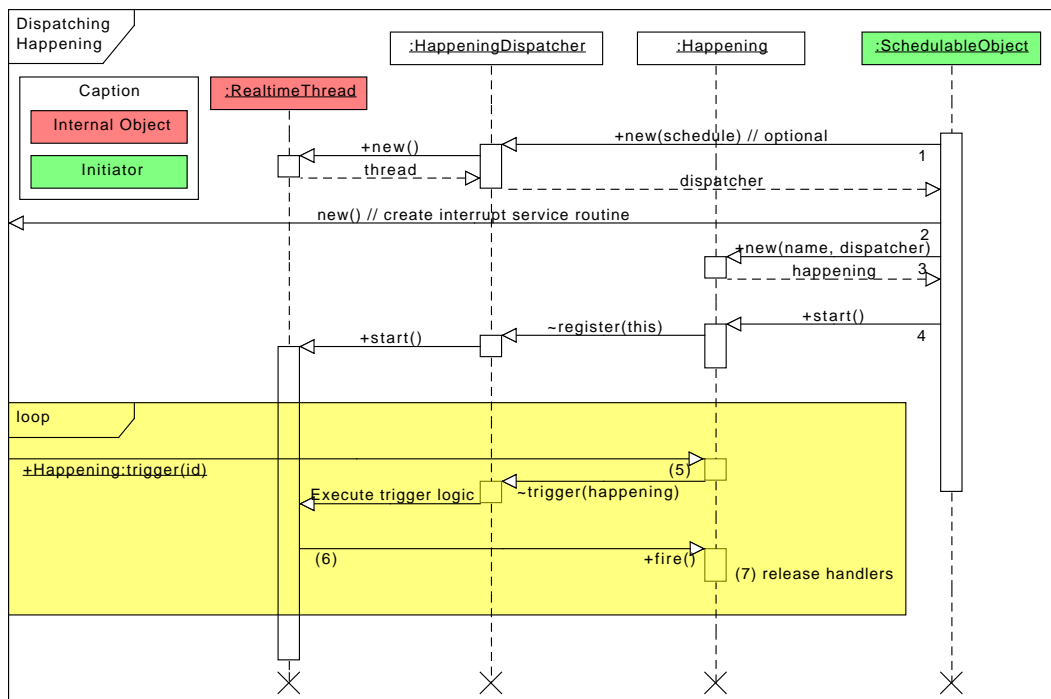
Figure 13.2. As with other active events, `Happening` has its own dispatcher class: `HappeningDispatcher`. There is a default happening dispatcher that is used when none is provided at creation time, otherwise, the programmer can provide one to change the priority and affinity of dispatching.

Normally, happenings are triggered either from an `InterruptServiceRoutine` or from JNI code. For the later, the interface provides a means of linking a happening by name. This enables native code to get a handle for triggering a happening without having a direct reference. The given name must follow the Java naming conventions. A happening name defined outside of this specification should not begin with `java` or `javax`.

Figure 13.3 illustrates the sequence of actions necessary for defining and using a `Happening`. When using an application-defined dispatcher, it must be created first (1). When using an `InterruptServiceRoutine` to trigger the happening, it may be created before (2) or after the happening is create. After creating the happening (3), the happening must be started to be registered with its dispatcher to be triggered from native code. Of course, the JVM must have direct access to an interrupt, either by being directly bound in the kernel or by some other means, such as a system call, for setting up user-space device drivers. Only after both an



Figure 13.3: Happening State Transition Diagram



`InterruptServiceRoutine` is registered and a `Happening` with the same name is started, can that happening be triggered (6–8).

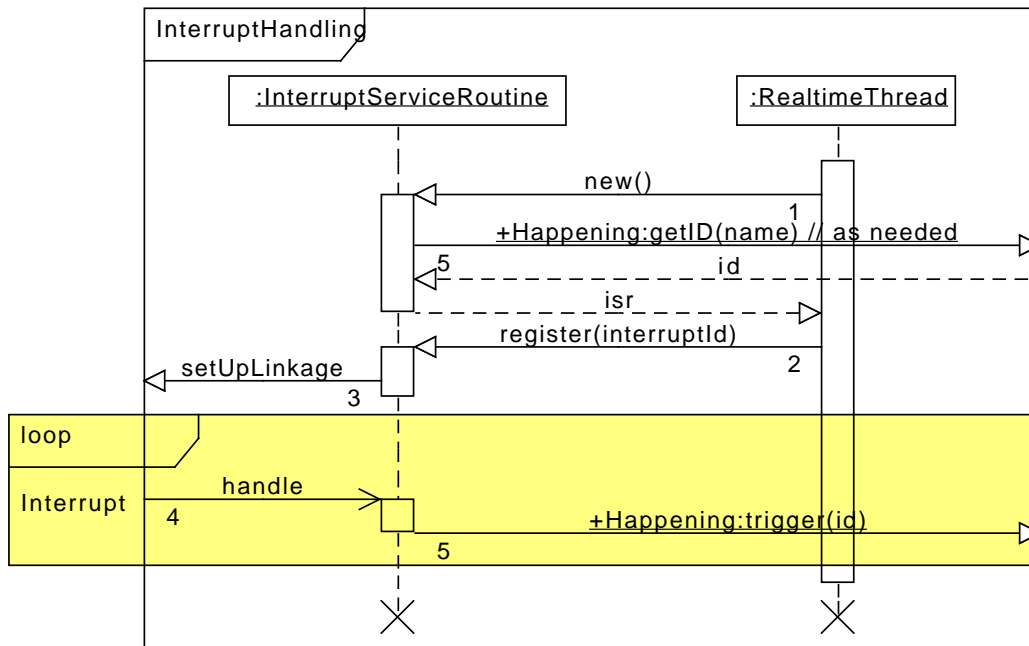
There are three main differences between this mechanism and the string-based API.

1. The `Happening` class is now a first-class entity, rather than being buried in the implementation and identified only by a `String` object.
2. They include the `Happening.trigger(int)` method that enables a happening to be explicitly triggered by Java code, and at the implementation's option, also include a native code function that permits native application code to trigger the happening.
3. Finally, `Happening` is a subclass of `AsyncEvent`, just as `Timer`, instead of being attached to an `AsyncEvent`.

### 13.2.4 Interrupt Service Routines

In Java-based systems, JNI is typically used to transfer control between an *interrupt service routine* (ISR) written in assembler or C and the program. RTSJ 2.0 supports

Figure 13.4: Interrupt servicing



the possibility of the ISR being written in Java code. This is clearly an area where it is difficult to maintain the portability goal of Java. Furthermore, not all RTSJ deployments can support `InterruptServiceRoutine`. A JVM that runs in user space does not generally have access to interrupts.

The JVM must either be standalone, running in a kernel module, or running in a special I/O partition on a partitioning OS where interrupts are passed through using some virtualization technique. Hence, JVM support for ISR is not required for RTSJ compliance.

Interrupt handling is necessarily machine dependent. However, the RTSJ provides an abstract model that can be implemented on top of all architectures. The following semantic model shall be supported by the RTSJ.

1. An *occurrence* of an interrupt consists of its *generation* and *delivery*.
2. Generation of the interrupt is the mechanism in the underlying hardware or system that makes the interrupt available to the Java program.
3. Delivery is the action that invokes an interrupt service routine (ISR) in response to the occurrence of the interrupt. This may be performed by the JVM or the application native code linked with the JVM, or directly by the hardware interrupt mechanism.

4. Between generation and delivery, the interrupt is *pending*.
5. Some or all interrupt occurrences may be inhibited. While an interrupt occurrence is inhibited, all occurrences of that interrupt shall be prevented from being delivered. Whether such occurrences remain pending or are lost is implementation defined, but it is expected that the implementation shall make a best effort to avoid losing pending interrupts.
6. Certain implementation-defined interrupts are *reserved*. Reserved interrupts are either interrupts for which application-defined ISRs are not supported, or those that already have ISRs by some other implementation-defined means. For example, a clock interrupt, which is used for internal time keeping by the JVM, is a reserved interrupt.
7. An application-defined ISR can be registered with one or more nonreserved interrupts. Registering an ISR for an interrupt shall implicitly deregister any already registered ISR for that interrupt. Any daisy-chaining of interrupt handlers shall be performed explicitly by the application interrupt handlers.
8. While an ISR is registered to an interrupt, the `handle` method shall be called *once* for each delivery of that interrupt. For locking out further interrupts during interrupt handling, the `handle`, the implementation must use the available interrupt masking facilities of the processor.
9. In order to safely share data between an interrupt service routine and other tasks, usually an `Happening`, a special monitor control policy is provided: `InterruptMasking`. When in use, it raises the eligibility of the entering task above all other task in the system and locks out the requisite interrupts. This synchronization is similar to priority ceiling emulation, as it always raises the eligibility of the entering task, but it also inhibits the interrupt for which it is configured, and potentially all less eligible interrupts.
10. The default allocation context of the `handle` method is the memory area passed during construction.
11. Any exception propagated from the `handle` method shall be caught by the JVM and ignored.
12. Code running in the context of an ISR may only attempt to acquire a lock that has a corresponding `InterruptMasking` as its monitor control policy. A `CeilingViolationException` is thrown, when an ISR attempts to acquire a lock with a different monitor control policy type.
13. An ISR object may be allocated in any memory area that does not move the handler. This includes immortal and scoped memory, but might not include heap memory on all systems.
14. As long as the ISR is registered, the memory area containing it is an execution context and thus may not be released.

The model assumes that

1. the processor has a (logical) interrupt controller that monitors a number of *interrupt lines*;
2. the interrupt controller may associate each interrupt line with a particular, but not necessarily unique, interrupt mask;
3. associated with the interrupt lines is a (logical) interrupt vector that contains the addresses of the ISRs;
4. the processor has instructions that enable interrupts from a particular line to be disabled or masked irrespective of the device attached or its type;
5. disabling interrupts from a specific line should disable the interrupts from lines having lower eligibility;
6. a device can be connected to an arbitrary interrupt line;
7. when an interrupt is signaled on an interrupt line by a device, the processor uses the identity of the interrupt line to index into the interrupt vector and jumps to the address of the ISR; the hardware automatically disables further interrupts (either of the same priority and lower or, possibly, all interrupts); and
8. on return from the ISR, interrupts are automatically re-enabled.

For interrupts, the RTSJ has an associated hardware priority that is more eligible than any task running on any scheduler. That priority can be used to set the eligibility of a task entering an object with a `InterruptMasking` monitor control policy. The RTSJ virtual machine may use this policy to disable the interrupts from the associated interrupt line and less eligible interrupts, as if the task was servicing the corresponding interrupt. On a multicore system, the situation is more complex, since there may be other cores available to handle other interrupts, even at lower eligibility, and some other locking mechanism may be necessary as well.

Though synchronization is not required in general, it is required to enforce visibility of changes made to any variables shared between some normal `Schedulable` and a `handle` method. For the `handle` method, this may be done automatically by the hardware interrupt handling mechanism or it may require added support from the realtime Java virtual machine. However, for clarity of the model, RTSJ recommends that the `handle` method should be defined as synchronized.

Support for interrupt handling is encapsulated in the `InterruptServiceRoutine` abstract class that has two main methods. The first is the final `register` method that will register an instance of the class with the system so that the appropriate interrupt vector can be initialized. The second is the abstract `handle` method that provides the code to be executed in response to the interrupt occurring. An individual realtime JVM may place restrictions on the code that can be written in this method. The process is illustrated in Figure 13.4, and is described below.

1. The ISR is instantiated by some application realtime thread for a given interrupt id.

2. The created ISR is registered with the JVM.
3. As part of the registration process, system dependent code sets up the underlying interrupt vectors linkage for calling the Java handler.
4. When the interrupt occurs, the handler is called.

In order to integrate further the interrupt handling with the Java application, the `handle` method may trigger a second level handler. The `InterruptServiceRoutine` mechanism is designed to work with `Happening`. In the simplest case, the `handle` method simply calls the `trigger` method on an instance of `Happening`. Though `handle` method could use `Object.notify` to wake a thread as an alternative, happenings are more flexible. In any case, using `Object.notifyAll` is not recommended and `Object.wait` should not be used at all.

#### 13.2.4.1 Synchronization

Sometimes it is necessary to share data between happenings or between happenings and their associated interrupt service routines. Synchronization is the paradigm used in Java, but sharing data with handlers required not just eligibility inversion avoidance, but also interrupt masking. Since normal monitor control policies do not suffice for this, the device module provides additional monitor control policies for this: the abstract base type `InterruptMasking` along with its subtypes `InterruptInheritance` and `InterruptCeilingEmulation`.

#### 13.2.4.2 Required Documentation

An implementation of the RTSJ that supports first-level interrupt handling will document the following items.

1. For each interrupt, its identifying integer value, the priority at which the interrupt occurs and whether it can be inhibited or not, and the effects of registering ISRs to noninhibitable interrupts (if this is permitted).
2. Which runtime stack the `handle` method uses when it executes.
3. Any implementation-specific or hardware-specific activity that happens before the `handle` method is invoked, e.g., reading device registers or acknowledging devices.
4. The state (inhibited/uninhibited) of the nonreserved interrupts when the program starts; if some interrupts are uninhibited, what the mechanism is that a program can use to protect itself before it can register the corresponding ISR.
5. The treatment of interrupt occurrences that are generated while the interrupt is inhibited, i.e., whether one or more occurrences are held for later delivery or all are lost.
6. Whether predefined or implementation-defined exceptions are raised as a result of the occurrence of any interrupt (for example, a hardware trap resulting

from a segmentation error), and the mapping between the interrupt and the predefined exceptions.

7. On a multiprocessor, the rules governing the delivery of an interrupt occurrence to a particular processor. For example, whether execution of the `handle` method may spin if the lock of the associated object is held by another processor.

## 13.3 javax.realtime.device

### 13.3.1 Interfaces

#### 13.3.1.1 DirectMemoryByteBuffer

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public interface DirectMemoryByteBuffer

##### *Description*

An interface that can be implemented by a subclass of ByteBuffer for supporting DMA.

Available since RTSJ 2.0

#### 13.3.1.1.1 Methods

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### isReadOnly

##### *Signature*

```
public boolean  
isReadOnly()
```

##### *Description*

Determines whether or not one can write to the buffer.

##### *Returns*

`true` when and only when the buffer is read only.

### duplicate

##### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
duplicate()
```

##### *Description*

Creates a new memory buffer pointing to the same underlying memory. The content of the new buffer will remain the same. Changes to this buffer's content will be visible in the new buffer and vice versa. Initially the two buffers' position, limit, and mark values will be the same, but independent of one another. Changes to one will not be reflected in the other.

*Returns*

the new memory buffer

**get***Signature*

```
public byte  
get()
```

*Description*

Obtains the byte at the current position and then increments the position.

*Returns*

the byte at the old position.

**get(int)***Signature*

```
public byte  
get(int index)  
throws IndexOutOfBoundsException
```

*Description*

Obtains the byte at `index`.

*Throws*

`IndexOutOfBoundsException`—when `index` is negative or not smaller than the buffer's limit.

*Returns*

the byte at `index`.



## getChar

### *Signature*

```
public char  
getChar()
```

### *Description*

Obtains the char at the current position and then increments the position.

### *Returns*

the char at the old position.

## getChar(int)

### *Signature*

```
public char  
getChar(int arg0)  
throws IndexOutOfBoundsException
```

### *Description*

Obtains the char at `index`.

### *Throws*

`IndexOutOfBoundsException`—when `index` is negative or not smaller than the buffer's limit.

### *Returns*

the char at `index`.

## getDouble

### *Signature*

```
public double  
getDouble()
```

### *Description*

Obtains the double at the current position and then increments the position.

### *Returns*

the double at the old position.

## **getDouble(int)**

### *Signature*

```
public double  
getDouble(int arg0)
```

### *Description*

Obtains the double at `index`.

### *Throws*

`IndexOutOfBoundsException`—when `index` is negative or not smaller than the buffer's limit.

### *Returns*

the double at `index`.

## **getFloat**

### *Signature*

```
public float  
getFloat()
```

### *Description*

Obtains the float at the current position and then increments the position.

### *Returns*

the float at the old position.

## **getFloat(int)**

### *Signature*

```
public float  
getFloat(int arg0)
```

### *Description*

Obtains the float at `index`.

### *Throws*

`IndexOutOfBoundsException`—when `index` is negative or not smaller than the buffer's limit.

### *Returns*

the float at `index`.

## getInt

### *Signature*

```
public int  
getInt()
```

### *Description*

Obtains the int at the current position and then increments the position.

### *Returns*

the int at the old position.

## getInt(int)

### *Signature*

```
public int  
getInt(int arg0)
```

### *Description*

Obtains the int at `index`.

### *Throws*

`IndexOutOfBoundsException`—when `index` is negative or not smaller than the buffer's limit.

### *Returns*

the int at `index`.

## getLong

### *Signature*

```
public long  
getLong()
```

### *Description*

Obtains the long at the current position and then increments the position.

### *Returns*

the long at the old position.

## **getLong(int)**

### *Signature*

```
public long  
getLong(int arg0)
```

### *Description*

Obtains the long at `index`.

### *Throws*

`IndexOutOfBoundsException`—when `index` is negative or not smaller than the buffer's limit.

### *Returns*

the long at `index`.

## **getShort**

### *Signature*

```
public short  
getShort()
```

### *Description*

Obtains the short at the current position and then increments the position.

### *Returns*

the short at the old position.

## **getShort(int)**

### *Signature*

```
public short  
getShort(int arg0)
```

### *Description*

Obtains the short at `index`.

### *Throws*

`IndexOutOfBoundsException`—when `index` is negative or not smaller than the buffer's limit.

### *Returns*

the short at `index`.

## put(byte)

### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
put(byte value)  
throws BufferOverflowException,  
        ReadOnlyBufferException
```

### *Description*

Sets the byte at the current position to `value` and then increments the position by one.

### *Throws*

`BufferOverflowException`—when the current position is not smaller than its limit.  
`ReadOnlyBufferException`—when this buffer is read only.

### *Returns*

`this`

## put(int, byte)

### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
put(int index,  
    byte value)  
throws BufferOverflowException,  
        ReadOnlyBufferException
```

### *Description*

Sets the byte at the `index` to `value`.

### *Throws*

`BufferOverflowException`—when `index` is negative or not smaller than the buffer's limit.  
`ReadOnlyBufferException`—when this buffer is read only.

## putChar(char)

### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
    putChar(char arg0)
```

*Description*

Sets the char at the current position to `value` and then increments the position by one.

*Throws*

`BufferOverflowException`—when the current position is not smaller than its limit.  
`ReadOnlyBufferException`—when this buffer is read only.

*Returns*

`this`

## **putChar(int, char)**

*Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
    putChar(int arg0,  
            char arg1)
```

*Description*

Sets the char at the `index` to `value`.

*Throws*

`BufferOverflowException`—when `index` is negative or not smaller than the buffer's limit.  
`ReadOnlyBufferException`—when this buffer is read only.

## **putDouble(double)**

*Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
    putDouble(double arg0)
```

*Description*

Sets the double at the current position to `value` and then increments the position by one.

*Throws*

`BufferOverflowException`—when the current position is not smaller than its limit.

`ReadOnlyBufferException`—when this buffer is read only.

*Returns*

`this`

## **putDouble(int, double)**

*Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
    putDouble(int arg0,  
              double arg1)
```

*Description*

Sets the double at the `index` to `value`.

*Throws*

`BufferOverflowException`—when `index` is negative or not smaller than the buffer's limit.

`ReadOnlyBufferException`—when this buffer is read only.

## **putFloat(float)**

*Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
    putFloat(float arg0)
```

*Description*

Sets the float at the current position to `value` and then increments the position by one.

*Throws*

`BufferOverflowException`—when the current position is not smaller than its limit.

`ReadOnlyBufferException`—when this buffer is read only.

*Returns*

`this`

## **putFloat(int, float)**

### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
putFloat(int arg0,  
         float arg1)
```

### *Description*

Sets the float at the `index` to `value`.

### *Throws*

`BufferOverflowException`—when `index` is negative or not smaller than the buffer's limit.

`ReadOnlyBufferException`—when this buffer is read only.

## **putInt(int)**

### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
putInt(int arg0)
```

### *Description*

Sets the int at the current position to `value` and then increments the position by one.

### *Throws*

`BufferOverflowException`—when the current position is not smaller than its limit.

`ReadOnlyBufferException`—when this buffer is read only.

### *Returns*

`this`

## **putInt(int, int)**

### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
putInt(int arg0,  
       int arg1)
```

### *Description*



Sets the int at the `index` to `value`.

*Throws*

`BufferOverflowException`—when `index` is negative or not smaller than the buffer's limit.

`ReadOnlyBufferException`—when this buffer is read only.

## **putLong(long)**

*Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
    putLong(long arg0)
```

*Description*

Sets the long at the current position to `value` and then increments the position by one.

*Throws*

`BufferOverflowException`—when the current position is not smaller than its limit.

`ReadOnlyBufferException`—when this buffer is read only.

*Returns*

`this`

## **putLong(int, long)**

*Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
    putLong(int arg0,  
            long arg1)
```

*Description*

Sets the long at the `index` to `value`.

*Throws*

`BufferOverflowException`—when `index` is negative or not smaller than the buffer's limit.

`ReadOnlyBufferException`—when this buffer is read only.

## **putShort(short)**

### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
putShort(short arg0)
```

### *Description*

Sets the short at the current position to `value` and then increments the position by one.

### *Throws*

`BufferOverflowException`—when the current position is not smaller than its limit.  
`ReadOnlyBufferException`—when this buffer is read only.

### *Returns*

`this`

## **putShort(int, short)**

### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
putShort(int arg0,  
         short arg1)
```

### *Description*

Sets the short at the `index` to `value`.

### *Throws*

`BufferOverflowException`—when `index` is negative or not smaller than the buffer's limit.  
`ReadOnlyBufferException`—when this buffer is read only.

## **slice**

### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
slice()
```

### *Description*

Creates a direct new byte buffer whose content is shared with a subsequence of this buffer's content. The content of the new buffer will start at the current value of this buffer's position. Changes to the content of the new buffer will be visible in this new buffer, and vice versa. The two buffers' position, limit, and mark values are independent or one another. The new buffer's position at start is zero, its capacity and its limit start at the number of bytes remaining in this buffer, and its mark is initially undefined.

## position

### *Signature*

```
public int  
position()
```

### *Description*

Determines the reference position of this buffer.

### *Returns*

the current position

## position(int)

### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
position(int position)  
throws IllegalArgumentException
```

### *Description*

Sets the reference position for this buffer. When the mark is defined and is larger than the new position, the mark becomes undefined.

### *Parameters*

**position**—The new current position, which must be a natural number no larger than the current limit.

### *Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when the preconditions on `position` do not hold.

### *Returns*

the buffer itself.

## limit

### *Signature*

```
public int  
limit()
```

### *Description*

Determines the buffers limit.

### *Returns*

the limit.

## limit(int)

### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
limit(int limit)  
throws IllegalArgumentException
```

### *Description*

Sets this buffer's limit. When the position is larger than the new limit, position is set to the new limit. When the mark is defined and is larger than the new limit, the mark becomes undefined.

### *Parameters*

**limit**—The new limit value which must be a natural number no larger than this buffer's capacity

### *Throws*

[javax.realtime.IllegalArgumentException](#)—when the preconditions on **limit** do not hold.

### *Returns*

the buffer itself

## mark

### *Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
mark()
```

### *Description*

Sets this buffer's mark to the current position.

*Returns*

the buffer itself.

## reset

*Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
reset()  
throws InvalidMarkException
```

*Description*

Resets this buffer's position to the previously marked position leaving the mark value unchanged.

*Throws*

`InvalidMarkException`—when the mark is undefined.

*Returns*

the buffer itself

## flip

*Signature*

```
public javax.realtime.device.DirectMemoryByteBuffer  
flip()  
throws IllegalRealtimeArgumentException
```

*Description*

Flips this buffer, i.e., the limit is set to the current `position`, then the `position` is set to zero, and the mark becomes undefined. After a sequence of channel-read or put operations, invoke this method to prepare for a sequence of channel-write or relative get operations. Here is an example.

```
buf.put(magic);    // Prepend header  
in.read(buf);     // Read data into rest of buffer  
buf.flip();       // Flip buffer  
out.write(buf);   // Write header + data to channel
```

This method is often used in conjunction with the `compact` method when transferring data from one place to another.

*Returns*

the buffer itself.

**remaining***Signature*

```
public int  
remaining()
```

*Description*

Determines number of elements remaining in the buffer.

*Returns*

the number of elements between the current `position` and the `limit`.

**hasRemaining***Signature*

```
public boolean  
hasRemaining()
```

*Description*

Determines whether or not there are any elements between the current `position` and the `limit`.

*Returns*

true when and only when there is at least one element between the current `position` and the `limit`.

**13.3.1.2 RawByte**

---

public interface RawByte

*Interfaces*

```
javax.realtime.device.RawByteReader  
javax.realtime.device.RawByteWriter
```

*Description*

A marker for an object that can be used to access a single byte. Read and write access to that byte is checked by the factory that creates the instance; therefore, no access checking is provided by this interface, only bounds checking.

**Available since** RTSJ 2.0

### 13.3.1.3 RawByteReader

---

public interface RawByteReader

*Interfaces*

[javafx.realtime.device.RawMemory](#)

*Description*

A marker for a byte accessor object encapsulating the protocol for reading bytes from raw memory. A byte accessor can always access at least one byte. Each byte is transferred in a single atomic operation. Groups of bytes may be transferred together; however, this is not required.

Objects of this type are created with the method [RawMemoryFactory.createRawByteReader](#) and [RawMemoryFactory.createRawByte](#). Each object references a range of elements in the [RawMemoryRegion](#) starting at the *base address* provided to the factory method. The size provided to the factory method determines the number of accessible elements.

Caching of the memory access is controlled by the factory that created this object. If the memory is not cached, this method guarantees serialized access. In other words, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.

**Available since** RTSJ 2.0

#### 13.3.1.3.1 Methods

---

## getBytes

*Signature*

```
public byte  
getByte()
```

*Description*

Gets the value at the first position referenced by this instance, i.e., the value at its start address. This operation must be atomic with respect to all other raw memory accesses to the address.

*Returns*

the value at the *base address*.

**getByte(int)***Signature*

```
public byte  
getByte(int offset)  
throws OffsetOutOfBoundsException
```

*Description*

Gets the value at the address: base address + offset \* stride \* element size in bytes. When an exception is thrown, no data is transferred.

*Parameters*

**offset**—of byte in the memory region starting from the address specified in the associated factory method.

*Throws*

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

*Returns*

the value at the address specified.

**get(int, byte)***Signature*

```
public int  
get(int offset,  
    byte[] values)  
throws OffsetOutOfBoundsException,  
        NullPointerException
```



*Description*

Fills **values** with elements from this instance, where the  $n^{\text{th}}$  element is at the address *base address* + (offset + n) \* stride \* element size in bytes. Only the bytes in the intersection of the start and end of **values** and the *base address* and the end of the memory region are transferred. When an exception is thrown, no data is transferred.

*Parameters*

**offset**—of the first byte in the memory region to transfer.

**values**—The array to receive the bytes.

*Throws*

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

**NullPointerException**—when **values** is null.

*Returns*

the number of elements actually transferred to **values**.

**get(int, byte, int, int)***Signature*

```
public int
get(int offset,
    byte[] values,
    int start,
    int count)
throws OffsetOutOfBoundsException,
    ArrayIndexOutOfBoundsException,
    NullPointerException
```

*Description*

Fills **values** from index **start** with elements from this instance, where the  $n^{\text{th}}$  element is at the address: base address + (offset+n) \* stride \* element size in bytes. The number of bytes transferred is the minimum of **count**, the *size* of the memory region minus **offset**, and length of **values** minus **start**. When an exception is thrown, no data is transferred.

*Parameters*

**offset**—of the first byte in the memory region to transfer.

**values**—The array to receive the bytes.

**start**—The first index in array to fill.

`count`—The maximum number of bytes to copy.

*Throws*

`OffsetOutOfBoundsException`—when `offset` is negative or either `offset` or `offset + count` is greater than or equal to the size of this raw memory area.

`ArrayIndexOutOfBoundsException`—when `start` is negative or either `start` or `start + count` is greater than or equal to the size of values.

`NullPointerException`—when `values` is null or `count` is negative.

*Returns*

the number of bytes actually transferred.

### 13.3.1.4 RawByteWriter

---

public interface RawByteWriter

*Interfaces*

`javax.realtime.device.RawMemory`

*Description*

A marker for a byte accessor object encapsulating the protocol for writing bytes to raw memory. A byte accessor can always access at least one byte. Each byte is transferred in a single atomic operation. Groups of bytes may be transferred together; however, this is not required.

Objects of this type are created with the method `RawMemoryFactory.createRawByteWriter` and `RawMemoryFactory.createRawByte`. Each object references a range of elements in the `RawMemoryRegion` starting at the *base address* provided to the factory method. The size provided to the factory method determines the number of elements accessible.

Caching of the memory access is controlled by the factory that created this object. If the memory is not cached, this method guarantees serialized access. In other words, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.

Available since RTSJ 2.0

#### 13.3.1.4.1 Methods

---

## setByte(byte)

### Signature

```
public void
setByte(byte value)
```

### Description

Sets the value at the first position referenced by this instance, i.e., the value at its start address. This operation must be atomic with respect to all other raw memory accesses to the address.

### Parameters

**value**—The new value for the element.

## setByte(int, byte)

### Signature

```
public void
setByte(int offset,
        byte value)
throws OffsetOutOfBoundsException
```

### Description

Sets the value of the  $n^{\text{th}}$  element referenced by this instance, where **n** is **offset** and the address is *base address + offset \* size of Byte*. This operation must be atomic with respect to all other raw memory accesses to the address. When an exception is thrown, no data is transferred.

### Parameters

**offset**—of byte in the memory region.

**value**—The new value for the element.

### Throws

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

## set(int, byte)

### Signature

```
public int
set(int offset,
    byte[] values)
throws OffsetOutOfBoundsException,
    NullPointerException
```

### Description

Copies from `values` to the memory region, from index `start` to elements where the  $n^{\text{th}}$  element is at the address: base address + (offset + n) \* stride \* element size in bytes. Only the bytes in the intersection of `values` and the end of the memory region are transferred. When an exception is thrown, no data is transferred.

### Parameters

`offset`—of first byte in the memory region to be set.

`values`—The source of the data to write.

### Throws

`OffsetOutOfBoundsException`—when `offset` is negative or greater than or equal to the number of elements in the raw memory region.

`NullPointerException`—when `values` is null.

### Returns

the number of elements actually transferred to `values`.

## set(int, byte, int, int)

### Signature

```
public int
set(int offset,
    byte[] values,
    int start,
    int count)
throws OffsetOutOfBoundsException,
    ArrayIndexOutOfBoundsException,
    NullPointerException
```

### Description

Copies `values` to the memory region, where `offset` is first byte in the memory region to write and `start` is the first index in `values` from which to read. The number of bytes transferred is the minimum of `count`, the *size* of the memory

region minus `offset`, and length of `values` minus `start`. When an exception is thrown, no data is transferred.

#### *Parameters*

`offset`—of the first byte in the memory region to set.

`values`—The array from which to retrieve the bytes.

`start`—The first index in array to copy.

`count`—The maximum number of bytes to copy.

#### *Throws*

`OffsetOutOfBoundsException`—when `offset` is negative or either `offset` or `offset + count` is greater than or equal to the size of this raw memory area.

`ArrayIndexOutOfBoundsException`—when `start` is negative or either `start` or `start + count` is greater than or equal to the size of `values`.

`NullPointerException`—when `values` is null.

#### *Returns*

the number of bytes actually transferred.

### 13.3.1.5 RawDouble

---

public interface RawDouble

#### *Interfaces*

[javax.realtime.device.RawDoubleReader](#)

[javax.realtime.device.RawDoubleWriter](#)

#### *Description*

A marker for an object that can be used to access a single double. Read and write access to that double is checked by the factory that creates the instance; therefore, no access checking is provided by this interface, only bounds checking.

**Available since** RTSJ 2.0

### 13.3.1.6 RawDoubleReader

---

public interface RawDoubleReader

#### *Interfaces*

## javax.realtime.device.RawMemory

### Description

A marker for a double accessor object encapsulating the protocol for reading doubles from raw memory. A double accessor can always access at least one double. Each double is transferred in a single atomic operation. Groups of doubles may be transferred together; however, this is not required.

Objects of this type are created with the method `RawMemoryFactory.createRawDoubleReader` and `RawMemoryFactory.createRawDouble`. Each object references a range of elements in the `RawMemoryRegion` starting at the *base address* provided to the factory method. The size provided to the factory method determines the number of accessible elements.

Caching of the memory access is controlled by the factory that created this object. If the memory is not cached, this method guarantees serialized access. In other words, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.

Available since RTSJ 2.0

### 13.3.1.6.1 Methods

---

## getDouble

### Signature

```
public double  
getDouble()
```

### Description

Gets the value at the first position referenced by this instance, i.e., the value at its start address. This operation must be atomic with respect to all other raw memory accesses to the address.

### Returns

the value at the *base address*.

## getDouble(int)

### Signature

```
public double  
getDouble(int offset)  
throws OffsetOutOfBoundsException
```

#### Description

Gets the value at the address:  $\text{base address} + \text{offset} * \text{stride} * \text{element size}$  in bytes. When an exception is thrown, no data is transferred.

#### Parameters

**offset**—of double in the memory region starting from the address specified in the associated factory method.

#### Throws

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

#### Returns

the value at the address specified.

## get(int, double)

#### Signature

```
public int  
get(int offset,  
    double[] values)  
throws OffsetOutOfBoundsException,  
    NullPointerException
```

#### Description

Fills **values** with elements from this instance, where the  $n^{\text{th}}$  element is at the address  $\text{base address} + (\text{offset} + n) * \text{stride} * \text{element size}$  in bytes. Only the doubles in the intersection of the start and end of **values** and the *base address* and the end of the memory region are transferred. When an exception is thrown, no data is transferred.

#### Parameters

**offset**—of the first double in the memory region to transfer.

**values**—The array to receive the doubles.

#### Throws

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

**NullPointerException**—when **values** is null.

*Returns*

the number of elements actually transferred to `values`.

**get(int, double, int, int)***Signature*

```
public int
get(int offset,
    double[] values,
    int start,
    int count)
throws OffsetOutOfBoundsException,
    ArrayIndexOutOfBoundsException,
    NullPointerException
```

*Description*

Fills `values` from index `start` with elements from this instance, where the  $n^{\text{th}}$  element is at the address: `base address + (offset+n) * stride * element size` in bytes. The number of bytes transferred is the minimum of `count`, the *size* of the memory region minus `offset`, and length of `values` minus `start`. When an exception is thrown, no data is transferred.

*Parameters*

`offset`—of the first double in the memory region to transfer.

`values`—The array to receive the doubles.

`start`—The first index in array to fill.

`count`—The maximum number of doubles to copy.

*Throws*

**OffsetOutOfBoundsException**—when `offset` is negative or either `offset` or `offset + count` is greater than or equal to the size of this raw memory area.

**ArrayIndexOutOfBoundsException**—when `start` is negative or either `start` or `start + count` is greater than or equal to the size of `values`.

**NullPointerException**—when `values` is null or `count` is negative.

*Returns*

the number of doubles actually transferred.



### 13.3.1.7 RawDoubleWriter

---

public interface RawDoubleWriter

*Interfaces*

[javafx.realtime.device.RawMemory](#)

*Description*

A marker for a double accessor object encapsulating the protocol for writing doubles to raw memory. A double accessor can always access at least one double. Each double is transferred in a single atomic operation. Groups of doubles may be transferred together; however, this is not required.

Objects of this type are created with the method [RawMemoryFactory.createRawDoubleWriter](#) and [RawMemoryFactory.createRawDouble](#). Each object references a range of elements in the [RawMemoryRegion](#) starting at the *base address* provided to the factory method. The size provided to the factory method determines the number of elements accessible.

Caching of the memory access is controlled by the factory that created this object. If the memory is not cached, this method guarantees serialized access. In other words, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.

Available since RTSJ 2.0

#### 13.3.1.7.1 Methods

---

### setDouble(double)

*Signature*

```
public void  
setDouble(double value)
```

*Description*

Sets the value at the first position referenced by this instance, i.e., the value at its start address. This operation must be atomic with respect to all other raw memory accesses to the address.

*Parameters*

**value**—The new value for the element.

## setDouble(int, double)

### Signature

```
public void
setDouble(int offset,
          double value)
throws OffsetOutOfBoundsException
```

### Description

Sets the value of the  $n^{\text{th}}$  element referenced by this instance, where **n** is **offset** and the address is *base address + offset \* size of Double*. This operation must be atomic with respect to all other raw memory accesses to the address. When an exception is thrown, no data is transferred.

### Parameters

**offset**—of double in the memory region.

**value**—The new value for the element.

### Throws

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

## set(int, double)

### Signature

```
public int
set(int offset,
    double[] values)
throws OffsetOutOfBoundsException,
    NullPointerException
```

### Description

Copies from **values** to the memory region, from index **start** to elements where the  $n^{\text{th}}$  element is at the address: *base address + (offset + n) \* stride \* element size in bytes*. Only the doubles in the intersection of **values** and the end of the memory region are transferred. When an exception is thrown, no data is transferred.

### Parameters

**offset**—of first double in the memory region to be set.

**values**—The source of the data to write.

*Throws*

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

**NullPointerException**—when **values** is null.

*Returns*

the number of elements actually transferred to **values**.

## **set(int, double, int, int)**

*Signature*

```
public int
set(int offset,
    double[] values,
    int start,
    int count)
throws OffsetOutOfBoundsException,
    ArrayIndexOutOfBoundsException,
    NullPointerException
```

*Description*

Copies **values** to the memory region, where **offset** is first double in the memory region to write and **start** is the first index in **values** from which to read. The number of bytes transferred is the minimum of **count**, the *size* of the memory region minus **offset**, and length of **values** minus **start**. When an exception is thrown, no data is transferred.

*Parameters*

**offset**—of the first double in the memory region to set.

**values**—The array from which to retrieve the doubles.

**start**—The first index in array to copy.

**count**—The maximum number of doubles to copy.

*Throws*

**OffsetOutOfBoundsException**—when **offset** is negative or either **offset** or **offset + count** is greater than or equal to the size of this raw memory area.

**ArrayIndexOutOfBoundsException**—when **start** is negative or either **start** or **start + count** is greater than or equal to the size of **values**.

**NullPointerException**—when **values** is null.

*Returns*

the number of doubles actually transferred.

### 13.3.1.8 RawFloat

---

public interface RawFloat

*Interfaces*

[javax.realtime.device.RawFloatReader](#)

[javax.realtime.device.RawFloatWriter](#)

*Description*

A marker for an object that can be used to access a single float. Read and write access to that float is checked by the factory that creates the instance; therefore, no access checking is provided by this interface, only bounds checking.

**Available since** RTSJ 2.0

### 13.3.1.9 RawFloatReader

---

public interface RawFloatReader

*Interfaces*

[javax.realtime.device.RawMemory](#)

*Description*

A marker for a float accessor object encapsulating the protocol for reading floats from raw memory. A float accessor can always access at least one float. Each float is transferred in a single atomic operation. Groups of floats may be transferred together; however, this is not required.

Objects of this type are created with the method [RawMemoryFactory.createRawFloatReader](#) and [RawMemoryFactory.createRawFloat](#). Each object references a range of elements in the [RawMemoryRegion](#) starting at the *base address* provided to the factory method. The size provided to the factory method determines the number of accessible elements.

Caching of the memory access is controlled by the factory that created this object. If the memory is not cached, this method guarantees serialized access. In other words, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.

Available since RTSJ 2.0

### 13.3.1.9.1 Methods

---

#### getFloat

*Signature*

```
public float  
getFloat()
```

*Description*

Gets the value at the first position referenced by this instance, i.e., the value at its start address. This operation must be atomic with respect to all other raw memory accesses to the address.

*Returns*

the value at the *base address*.

#### getFloat(int)

*Signature*

```
public float  
getFloat(int offset)  
throws OffsetOutOfBoundsException
```

*Description*

Gets the value at the address: base address + offset \* stride \* element size in bytes. When an exception is thrown, no data is transferred.

*Parameters*

**offset**—of float in the memory region starting from the address specified in the associated factory method.

*Throws*

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

*Returns*

the value at the address specified.

## get(int, float)

### Signature

```
public int
get(int offset,
    float[] values)
throws OffsetOutOfBoundsException,
    NullPointerException
```

### Description

Fills `values` with elements from this instance, where the  $n^{\text{th}}$  element is at the address  $\text{base address} + (\text{offset} + n) * \text{stride} * \text{element size}$  in bytes. Only the floats in the intersection of the start and end of `values` and the `base address` and the end of the memory region are transferred. When an exception is thrown, no data is transferred.

### Parameters

`offset`—of the first float in the memory region to transfer.

`values`—The array to receive the floats.

### Throws

`OffsetOutOfBoundsException`—when `offset` is negative or greater than or equal to the number of elements in the raw memory region.

`NullPointerException`—when `values` is null.

### Returns

the number of elements actually transferred to `values`.

## get(int, float, int, int)

### Signature

```
public int
get(int offset,
    float[] values,
    int start,
    int count)
throws OffsetOutOfBoundsException,
    ArrayIndexOutOfBoundsException,
    NullPointerException
```

### Description

Fills **values** from index **start** with elements from this instance, where the  $n^{\text{th}}$  element is at the address: base address + (offset+n) \* stride \* element size in bytes. The number of bytes transferred is the minimum of **count**, the *size* of the memory region minus **offset**, and length of **values** minus **start**. When an exception is thrown, no data is transferred.

#### Parameters

**offset**—of the first float in the memory region to transfer.

**values**—The array to receive the floats.

**start**—The first index in array to fill.

**count**—The maximum number of floats to copy.

#### Throws

**OffsetOutOfBoundsException**—when **offset** is negative or either **offset** or **offset + count** is greater than or equal to the size of this raw memory area.

**ArrayIndexOutOfBoundsException**—when **start** is negative or either **start** or **start + count** is greater than or equal to the size of **values**.

**NullPointerException**—when **values** is null or **count** is negative.

#### Returns

the number of floats actually transferred.

### 13.3.1.10 RawFloatWriter

---

public interface RawFloatWriter

#### Interfaces

[javax.realttime.device.RawMemory](#)

#### Description

A marker for a float accessor object encapsulating the protocol for writing floats to raw memory. A float accessor can always access at least one float. Each float is transferred in a single atomic operation. Groups of floats may be transferred together; however, this is not required.

Objects of this type are created with the method [RawMemoryFactory.createRawFloatWriter](#) and [RawMemoryFactory.createRawFloat](#). Each object references a range of elements in the [RawMemoryRegion](#) starting at the *base address* provided to the factory method. The size provided to the factory method determines the number of elements accessible.

Caching of the memory access is controlled by the factory that created this object. If the memory is not cached, this method guarantees serialized access. In

other words, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.

Available since RTSJ 2.0

### 13.3.1.10.1 Methods

---

#### **setFloat(float)**

*Signature*

```
public void
setFloat(float value)
```

*Description*

Sets the value at the first position referenced by this instance, i.e., the value at its start address. This operation must be atomic with respect to all other raw memory accesses to the address.

*Parameters*

**value**—The new value for the element.

#### **setFloat(int, float)**

*Signature*

```
public void
setFloat(int offset,
         float value)
throws OffsetOutOfBoundsException
```

*Description*

Sets the value of the  $n^{th}$  element referenced by this instance, where **n** is **offset** and the address is *base address* + **offset** \* *size of Float*. This operation must be atomic with respect to all other raw memory accesses to the address. When an exception is thrown, no data is transferred.

*Parameters*

**offset**—of float in the memory region.

**value**—The new value for the element.



*Throws*

**OffsetOutOfBoundsException**—when `offset` is negative or greater than or equal to the number of elements in the raw memory region.

**set(int, float)***Signature*

```
public int
set(int offset,
    float[] values)
throws OffsetOutOfBoundsException,
    NullPointerException
```

*Description*

Copies from `values` to the memory region, from index `start` to elements where the  $n^{\text{th}}$  element is at the address: base address + (offset + n) \* stride \* element size in bytes. Only the floats in the intersection of `values` and the end of the memory region are transferred. When an exception is thrown, no data is transferred.

*Parameters*

`offset`—of first float in the memory region to be set.

`values`—The source of the data to write.

*Throws*

**OffsetOutOfBoundsException**—when `offset` is negative or greater than or equal to the number of elements in the raw memory region.

**NullPointerException**—when `values` is null.

*Returns*

the number of elements actually transferred to `values`.

**set(int, float, int, int)***Signature*

```
public int
set(int offset,
    float[] values,
    int start,
    int count)
```

throws `OffsetOutOfBoundsException`,  
`ArrayIndexOutOfBoundsException`,  
`NullPointerException`

#### *Description*

Copies `values` to the memory region, where `offset` is first float in the memory region to write and `start` is the first index in `values` from which to read. The number of bytes transferred is the minimum of `count`, the *size* of the memory region minus `offset`, and length of `values` minus `start`. When an exception is thrown, no data is transferred.

#### *Parameters*

`offset`—of the first float in the memory region to set.

`values`—The array from which to retrieve the floats.

`start`—The first index in array to copy.

`count`—The maximum number of floats to copy.

#### *Throws*

`OffsetOutOfBoundsException`—when `offset` is negative or either `offset` or `offset + count` is greater than or equal to the size of this raw memory area.

`ArrayIndexOutOfBoundsException`—when `start` is negative or either `start` or `start + count` is greater than or equal to the size of `values`.

`NullPointerException`—when `values` is null.

#### *Returns*

the number of floats actually transferred.

### 13.3.1.11 RawInt

---

public interface RawInt

#### *Interfaces*

`javax.realtime.device.RawIntReader`

`javax.realtime.device.RawIntWriter`

#### *Description*

A marker for an object that can be used to access a single int. Read and write access to that int is checked by the factory that creates the instance; therefore, no access checking is provided by this interface, only bounds checking.

**Available since** RTSJ 2.0

### 13.3.1.12 RawIntReader

---

public interface RawIntReader

*Interfaces*

[javafx.realtime.device.RawMemory](#)

*Description*

A marker for a int accessor object encapsulating the protocol for reading ints from raw memory. A int accessor can always access at least one int. Each int is transferred in a single atomic operation. Groups of ints may be transferred together; however, this is not required.

Objects of this type are created with the method [RawMemoryFactory.createRawIntReader](#) and [RawMemoryFactory.createRawInt](#). Each object references a range of elements in the [RawMemoryRegion](#) starting at the *base address* provided to the factory method. The size provided to the factory method determines the number of accessible elements.

Caching of the memory access is controlled by the factory that created this object. If the memory is not cached, this method guarantees serialized access. In other words, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.

Available since RTSJ 2.0

#### 13.3.1.12.1 Methods

---

### getInt

*Signature*

```
public int  
getInt()
```

*Description*

Gets the value at the first position referenced by this instance, i.e., the value at its start address. This operation must be atomic with respect to all other raw memory accesses to the address.

*Returns*

the value at the *base address*.

## getInt(int)

### Signature

```
public int
  getInt(int offset)
  throws OffsetOutOfBoundsException
```

### Description

Gets the value at the address: *base address* + *offset* \* *stride* \* *element size* in bytes. When an exception is thrown, no data is transferred.

### Parameters

**offset**—of int in the memory region starting from the address specified in the associated factory method.

### Throws

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

### Returns

the value at the address specified.

## get(int, int)

### Signature

```
public int
  get(int offset,
      int[] values)
  throws OffsetOutOfBoundsException,
         NullPointerException
```

### Description

Fills **values** with elements from this instance, where the  $n^{th}$  element is at the address *base address* + (*offset* + *n*) \* *stride* \* *element size* in bytes. Only the ints in the intersection of the start and end of **values** and the *base address* and the end of the memory region are transferred. When an exception is thrown, no data is transferred.

### Parameters

**offset**—of the first int in the memory region to transfer.

**values**—The array to receive the ints.

*Throws*

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

**NullPointerException**—when **values** is null.

*Returns*

the number of elements actually transferred to **values**.

## **get(int, int, int, int)**

*Signature*

```
public int
get(int offset,
    int[] values,
    int start,
    int count)
throws OffsetOutOfBoundsException,
        ArrayIndexOutOfBoundsException,
        NullPointerException
```

*Description*

Fills **values** from index **start** with elements from this instance, where the  $n^{th}$  element is at the address: base address + (offset+n) \* stride \* element size in bytes. The number of bytes transferred is the minimum of **count**, the *size* of the memory region minus **offset**, and length of **values** minus **start**. When an exception is thrown, no data is transferred.

*Parameters*

**offset**—of the first int in the memory region to transfer.

**values**—The array to receive the ints.

**start**—The first index in array to fill.

**count**—The maximum number of ints to copy.

*Throws*

**OffsetOutOfBoundsException**—when **offset** is negative or either **offset** or **offset + count** is greater than or equal to the size of this raw memory area.

**ArrayIndexOutOfBoundsException**—when **start** is negative or either **start** or **start + count** is greater than or equal to the size of **values**.

**NullPointerException**—when **values** is null or **count** is negative.

*Returns*

the number of ints actually transferred.

### 13.3.1.13 RawIntWriter

---

public interface RawIntWriter

*Interfaces*

[javax.realtime.device.RawMemory](#)

*Description*

A marker for a int accessor object encapsulating the protocol for writing ints to raw memory. A int accessor can always access at least one int. Each int is transferred in a single atomic operation. Groups of ints may be transferred together; however, this is not required.

Objects of this type are created with the method [RawMemoryFactory.createRawIntWriter](#) and [RawMemoryFactory.createRawInt](#). Each object references a range of elements in the [RawMemoryRegion](#) starting at the *base address* provided to the factory method. The size provided to the factory method determines the number of elements accessible.

Caching of the memory access is controlled by the factory that created this object. If the memory is not cached, this method guarantees serialized access. In other words, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.

**Available since** RTSJ 2.0

#### 13.3.1.13.1 Methods

---

### setInt(int)

*Signature*

```
public void  
    setInt(int value)
```

*Description*

Sets the value at the first position referenced by this instance, i.e., the value at its start address. This operation must be atomic with respect to all other raw memory accesses to the address.

*Parameters*

**value**—The new value for the element.

## **setInt(int, int)**

*Signature*

```
public void
setInt(int offset,
       int value)
throws OffsetOutOfBoundsException
```

*Description*

Sets the value of the  $n^{\text{th}}$  element referenced by this instance, where **n** is **offset** and the address is *base address + offset \* size of Int*. This operation must be atomic with respect to all other raw memory accesses to the address. When an exception is thrown, no data is transferred.

*Parameters*

**offset**—of int in the memory region.

**value**—The new value for the element.

*Throws*

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

## **set(int, int)**

*Signature*

```
public int
set(int offset,
    int[] values)
throws OffsetOutOfBoundsException,
    NullPointerException
```

*Description*

Copies from **values** to the memory region, from index **start** to elements where the  $n^{\text{th}}$  element is at the address: *base address + (offset + n) \* stride \* element size*

in bytes. Only the ints in the intersection of `values` and the end of the memory region are transferred. When an exception is thrown, no data is transferred.

#### Parameters

`offset`—of first int in the memory region to be set.

`values`—The source of the data to write.

#### Throws

`OffsetOutOfBoundsException`—when `offset` is negative or greater than or equal to the number of elements in the raw memory region.

`NullPointerException`—when `values` is null.

#### Returns

the number of elements actually transferred to `values`.

### **set(int, int, int, int)**

#### Signature

```
public int
set(int offset,
    int[] values,
    int start,
    int count)
throws OffsetOutOfBoundsException,
        ArrayIndexOutOfBoundsException,
        NullPointerException
```

#### Description

Copies `values` to the memory region, where `offset` is first int in the memory region to write and `start` is the first index in `values` from which to read. The number of bytes transferred is the minimum of `count`, the *size* of the memory region minus `offset`, and length of `values` minus `start`. When an exception is thrown, no data is transferred.

#### Parameters

`offset`—of the first int in the memory region to set.

`values`—The array from which to retrieve the ints.

`start`—The first index in array to copy.

`count`—The maximum number of ints to copy.

#### Throws

`OffsetOutOfBoundsException`—when `offset` is negative or either `offset` or `offset + count` is greater than or equal to the size of this raw memory area.



`ArrayIndexOutOfBoundsException`—when `start` is negative or either `start` or `start + count` is greater than or equal to the size of values.

`NullPointerException`—when `values` is null.

*Returns*

the number of ints actually transferred.

### 13.3.1.14 RawLong

---

public interface RawLong

*Interfaces*

[javafx.realtime.device.RawLongReader](#)

[javafx.realtime.device.RawLongWriter](#)

*Description*

A marker for an object that can be used to access a single long. Read and write access to that long is checked by the factory that creates the instance; therefore, no access checking is provided by this interface, only bounds checking.

Available since RTSJ 2.0

### 13.3.1.15 RawLongReader

---

public interface RawLongReader

*Interfaces*

[javafx.realtime.device.RawMemory](#)

*Description*

A marker for a long accessor object encapsulating the protocol for reading longs from raw memory. A long accessor can always access at least one long. Each long is transferred in a single atomic operation. Groups of longs may be transferred together; however, this is not required.

Objects of this type are created with the method [RawMemoryFactory.createRawLongReader](#) and [RawMemoryFactory.createRawLong](#). Each object references a range of elements in the [RawMemoryRegion](#) starting at the *base address* provided to the factory method. The size provided to the factory method determines the number of accessible elements.

Caching of the memory access is controlled by the factory that created this object. If the memory is not cached, this method guarantees serialized access. In other words, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.

Available since RTSJ 2.0

### 13.3.1.15.1 Methods

---

#### **getLong**

##### *Signature*

```
public long  
getLong()
```

##### *Description*

Gets the value at the first position referenced by this instance, i.e., the value at its start address. This operation must be atomic with respect to all other raw memory accesses to the address.

##### *Returns*

the value at the *base address*.

#### **getLong(int)**

##### *Signature*

```
public long  
getLong(int offset)  
throws OffsetOutOfBoundsException
```

##### *Description*

Gets the value at the address: base address + offset \* stride \* element size in bytes. When an exception is thrown, no data is transferred.

##### *Parameters*

**offset**—of long in the memory region starting from the address specified in the associated factory method.

##### *Throws*

**OffsetOutOfBoundsException**—when `offset` is negative or greater than or equal to the number of elements in the raw memory region.

*Returns*

the value at the address specified.

## **get(int, long)**

*Signature*

```
public int
get(int offset,
    long[] values)
throws OffsetOutOfBoundsException,
        NullPointerException
```

*Description*

Fills `values` with elements from this instance, where the  $n^{th}$  element is at the address `base address + (offset + n) * stride * element size in bytes`. Only the longs in the intersection of the start and end of `values` and the `base address` and the end of the memory region are transferred. When an exception is thrown, no data is transferred.

*Parameters*

`offset`—of the first long in the memory region to transfer.

`values`—The array to receive the longs.

*Throws*

**OffsetOutOfBoundsException**—when `offset` is negative or greater than or equal to the number of elements in the raw memory region.

**NullPointerException**—when `values` is null.

*Returns*

the number of elements actually transferred to `values`.

## **get(int, long, int, int)**

*Signature*

```
public int
get(int offset,
    long[] values,
    int start,
    int count)
```

throws `OffsetOutOfBoundsException`,  
`ArrayIndexOutOfBoundsException`,  
`NullPointerException`

### Description

Fills `values` from index `start` with elements from this instance, where the  $n^{\text{th}}$  element is at the address: base address + (`offset`+ $n$ ) \* `stride` \* element size in bytes. The number of bytes transferred is the minimum of `count`, the *size* of the memory region minus `offset`, and length of `values` minus `start`. When an exception is thrown, no data is transferred.

### Parameters

`offset`—of the first long in the memory region to transfer.  
`values`—The array to receive the longs.  
`start`—The first index in array to fill.  
`count`—The maximum number of longs to copy.

### Throws

`OffsetOutOfBoundsException`—when `offset` is negative or either `offset` or `offset + count` is greater than or equal to the size of this raw memory area.  
`ArrayIndexOutOfBoundsException`—when `start` is negative or either `start` or `start + count` is greater than or equal to the size of `values`.  
`NullPointerException`—when `values` is null or `count` is negative.

### Returns

the number of longs actually transferred.

## 13.3.1.16 RawLongWriter

---

public interface RawLongWriter

### Interfaces

[javax.realtime.device.RawMemory](#)

### Description

A marker for a long accessor object encapsulating the protocol for writing longs to raw memory. A long accessor can always access at least one long. Each long is transferred in a single atomic operation. Groups of longs may be transferred together; however, this is not required.

Objects of this type are created with the method [RawMemoryFactory.createRawLongWriter](#) and [RawMemoryFactory.createRawLong](#). Each object

references a range of elements in the `RawMemoryRegion` starting at the *base address* provided to the factory method. The size provided to the factory method determines the number of elements accessible.

Caching of the memory access is controlled by the factory that created this object. If the memory is not cached, this method guarantees serialized access. In other words, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.

**Available since** RTSJ 2.0

### 13.3.1.16.1 Methods

---

#### **setLong(long)**

*Signature*

```
public void
    setLong(long value)
```

*Description*

Sets the value at the first position referenced by this instance, i.e., the value at its start address. This operation must be atomic with respect to all other raw memory accesses to the address.

*Parameters*

**value**—The new value for the element.

#### **setLong(int, long)**

*Signature*

```
public void
    setLong(int offset,
            long value)
    throws OffsetOutOfBoundsException
```

*Description*

Sets the value of the  $n^{th}$  element referenced by this instance, where **n** is **offset** and the address is *base address* + **offset** \* *size of Long*. This operation must be

atomic with respect to all other raw memory accesses to the address. When an exception is thrown, no data is transferred.

#### Parameters

**offset**—of long in the memory region.

**value**—The new value for the element.

#### Throws

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

## set(int, long)

#### Signature

```
public int
set(int offset,
    long[] values)
throws OffsetOutOfBoundsException,
    NullPointerException
```

#### Description

Copies from **values** to the memory region, from index **start** to elements where the  $n^{\text{th}}$  element is at the address: base address + (offset + n) \* stride \* element size in bytes. Only the longs in the intersection of **values** and the end of the memory region are transferred. When an exception is thrown, no data is transferred.

#### Parameters

**offset**—of first long in the memory region to be set.

**values**—The source of the data to write.

#### Throws

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

**NullPointerException**—when **values** is null.

#### Returns

the number of elements actually transferred to **values**.

## set(int, long, int, int)

#### Signature

```
public int
set(int offset,
    long[] values,
    int start,
    int count)
throws OffsetOutOfBoundsException,
    ArrayIndexOutOfBoundsException,
    NullPointerException
```

#### *Description*

Copies `values` to the memory region, where `offset` is first long in the memory region to write and `start` is the first index in `values` from which to read. The number of bytes transferred is the minimum of `count`, the *size* of the memory region minus `offset`, and length of `values` minus `start`. When an exception is thrown, no data is transferred.

#### *Parameters*

`offset`—of the first long in the memory region to set.  
`values`—The array from which to retrieve the longs.  
`start`—The first index in array to copy.  
`count`—The maximum number of longs to copy.

#### *Throws*

`OffsetOutOfBoundsException`—when `offset` is negative or either `offset` or `offset + count` is greater than or equal to the size of this raw memory area.  
`ArrayIndexOutOfBoundsException`—when `start` is negative or either `start` or `start + count` is greater than or equal to the size of `values`.  
`NullPointerException`—when `values` is null.

#### *Returns*

the number of longs actually transferred.

### 13.3.1.17 RawMemory

---

```
public interface RawMemory
```

#### *Description*

A marker for all raw memory accessor objects.

**Available since** RTSJ 2.0

---

### 13.3.1.17.1 Methods

---

#### **getAddress**

*Signature*

```
public long  
getAddress()
```

*Description*

Gets the base physical address of this object.

*Returns*

the first physical address this raw memory object can access.

#### **getSize**

*Signature*

```
public int  
getSize()
```

*Description*

Gets the number of bytes that this object spans.

*Returns*

the size of this raw memory.

#### **getStride**

*Signature*

```
public int  
getStride()
```

*Description*

Gets the distance between elements in multiples of element size.

*Returns*

the span between elements of this raw memory.



### 13.3.1.18 RawMemoryRegionFactory

---

public interface RawMemoryRegionFactory

#### *Description*

A means of giving an application the ability to provide support for a **RawMemoryRegion** that is not already provided by the standard. An instance of this interface can be registered with a **RawMemoryFactory** and provide the object that that factory should return for with a given **RawMemoryRegion**. It is responsible for checking all requests and throwing the proper exception when a request is invalid or the requester is not authorized to make the request.

Available since RTSJ 2.0

#### 13.3.1.18.1 Methods

---

### **getRegion**

#### *Signature*

```
public javax.realtime.device.RawMemoryRegion  
getRegion()
```

#### *Description*

Determines for what region this factory creates raw memory objects.

#### *Returns*

the region of this factory.

### **getName**

#### *Signature*

```
public java.lang.String  
getName()
```

#### *Description*

Determines the name of the region for which this factory creates raw memory objects.

*Returns*

the name of the region of this factory.

## createRawByte(long, int, int)

*Signature*

```
public javax.realtime.device.RawByte
createRawByte(long base,
               int count,
               int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

*Description*

Creates an instance of a class that implements `RawByte` and accesses memory of `getRegion` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawByte * count`. The object is allocated in the current memory area of the calling thread.

*Parameters*

`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

*Throws*

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is not greater than zero.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to memory that matches the type served by this factory.

*Returns*

an object that implements `RawByte` and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

## `createRawByteReader(long, int, int)`

*Signature*

```
public javafx.realtime.device.RawByteReader
createRawByteReader(long base,
                    int count,
                    int stride)
throws SecurityException,
    OffsetOutOfBoundsException,
    SizeOutOfBoundsException,
    UnsupportedRawMemoryRegionException,
    MemoryTypeConflictException
```

*Description*

Creates an instance of a class that implements `RawByteReader` and accesses memory of `getRegion` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawByteReader * count`. The object is allocated in the current memory area of the calling thread.

*Parameters*

**base**—The starting physical address accessible through the returned instance.  
**count**—The number of memory elements accessible through the returned instance.  
**stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

*Throws*

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is not greater than zero.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.

**MemoryTypeConflictException**—when `base` does not point to memory that matches the type served by this factory.

*Returns*

an object that implements **RawByteReader** and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

## **createRawByteWriter(long, int, int)**

*Signature*

```
public javax.realtime.device.RawByteWriter
createRawByteWriter(long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

*Description*

Creates an instance of a class that implements **RawByteWriter** and accesses memory of **getRegion** in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawByteWriter * count`. The object is allocated in the current memory area of the calling thread.

*Parameters*

**base**—The starting physical address accessible through the returned instance.  
**count**—The number of memory elements accessible through the returned instance.  
**stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

*Throws*

**IllegalArgumentException**—when `base` is negative, `count` is not greater than zero, or `stride` is not greater than zero.  
**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
**OffsetOutOfBoundsException**—when `base` is invalid.

**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.

**MemoryTypeConflictException**—when **base** does not point to memory that matches the type served by this factory.

*Returns*

an object that implements **RawByteWriter** and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

## **createRawShort(long, int, int)**

*Signature*

```
public javax.realtime.device.RawShort
createRawShort(long base,
               int count,
               int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

*Description*

Creates an instance of a class that implements **RawShort** and accesses memory of **getRegion** in the address range described by **base**, **stride**, and **count**. The actual extent of the memory addressed by the object is **stride \* size of RawShort \* count**. The object is allocated in the current memory area of the calling thread.

*Parameters*

**base**—The starting physical address accessible through the returned instance.

**count**—The number of memory elements accessible through the returned instance.

**stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

*Throws*

**IllegalArgumentException**—when **base** is negative, **count** is not greater than zero, or **stride** is not greater than zero.

**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.

**OffsetOutOfBoundsException**—when `base` is invalid.

**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.

**MemoryTypeConflictException**—when `base` does not point to memory that matches the type served by this factory.

#### Returns

an object that implements **RawShort** and supports access to the specified range in the memory region.

Available since RTSJ 2.0

## createRawShortReader(long, int, int)

#### Signature

```
public javax.realtime.device.RawShortReader
createRawShortReader(long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

#### Description

Creates an instance of a class that implements **RawShortReader** and accesses memory of **getRegion** in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawShortReader * count`. The object is allocated in the current memory area of the calling thread.

#### Parameters

**base**—The starting physical address accessible through the returned instance.

**count**—The number of memory elements accessible through the returned instance.

**stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

#### Throws

**IllegalArgumentException**—when `base` is negative, `count` is not greater than zero, or `stride` is not greater than zero.

**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.

**OffsetOutOfBoundsException**—when `base` is invalid.

**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.

**MemoryTypeConflictException**—when `base` does not point to memory that matches the type served by this factory.

#### Returns

an object that implements **RawShortReader** and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

## createRawShortWriter(long, int, int)

#### Signature

```
public javafx.realtime.device.RawShortWriter
createRawShortWriter(long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

#### Description

Creates an instance of a class that implements **RawShortWriter** and accesses memory of **getRegion** in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawShortWriter * count`. The object is allocated in the current memory area of the calling thread.

#### Parameters

**base**—The starting physical address accessible through the returned instance.

**count**—The number of memory elements accessible through the returned instance.

**stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

#### Throws

**IllegalArgumentException**—when **base** is negative, **count** is not greater than zero, or **stride** is not greater than zero.

**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.

**OffsetOutOfBoundsException**—when **base** is invalid.

**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.

**MemoryTypeConflictException**—when **base** does not point to memory that matches the type served by this factory.

#### Returns

an object that implements **RawShortWriter** and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

## createRawInt(long, int, int)

#### Signature

```
public javax.realtime.device.RawInt
createRawInt(long base,
             int count,
             int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

#### Description

Creates an instance of a class that implements **RawInt** and accesses memory of **getRegion** in the address range described by **base**, **stride**, and **count**. The actual extent of the memory addressed by the object is **stride \* size of RawInt \* count**. The object is allocated in the current memory area of the calling thread.

#### Parameters

**base**—The starting physical address accessible through the returned instance.

**count**—The number of memory elements accessible through the returned instance.

**stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.



*Throws*

**IllegalArgumentException**—when **base** is negative, **count** is not greater than zero, or **stride** is not greater than zero.

**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.

**OffsetOutOfBoundsException**—when **base** is invalid.

**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.

**MemoryTypeConflictException**—when **base** does not point to memory that matches the type served by this factory.

*Returns*

an object that implements **RawInt** and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

**createRawIntReader(long, int, int)***Signature*

```
public javafx.realtime.device.RawIntReader
createRawIntReader(long base,
                   int count,
                   int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

*Description*

Creates an instance of a class that implements **RawIntReader** and accesses memory of **getRegion** in the address range described by **base**, **stride**, and **count**. The actual extent of the memory addressed by the object is **stride \* size of RawIntReader \* count**. The object is allocated in the current memory area of the calling thread.

*Parameters*

**base**—The starting physical address accessible through the returned instance.

**count**—The number of memory elements accessible through the returned instance.

**stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

*Throws*

**IllegalArgumentException**—when **base** is negative, **count** is not greater than zero, or **stride** is not greater than zero.

**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.

**OffsetOutOfBoundsException**—when **base** is invalid.

**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.

**MemoryTypeConflictException**—when **base** does not point to memory that matches the type served by this factory.

*Returns*

an object that implements **RawIntReader** and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

## **createRawIntWriter(long, int, int)**

*Signature*

```
public javax.realtime.device.RawIntWriter
createRawIntWriter(long base,
                   int count,
                   int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

*Description*

Creates an instance of a class that implements **RawIntWriter** and accesses memory of **getRegion** in the address range described by **base**, **stride**, and **count**. The actual extent of the memory addressed by the object is **stride \* size of RawIntWriter \* count**. The object is allocated in the current memory area of the calling thread.

*Parameters*

**base**—The starting physical address accessible through the returned instance.  
**count**—The number of memory elements accessible through the returned instance.  
**stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

*Throws*

**IllegalArgumentException**—when **base** is negative, **count** is not greater than zero, or **stride** is not greater than zero.

**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.

**OffsetOutOfBoundsException**—when **base** is invalid.

**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.

**MemoryTypeConflictException**—when **base** does not point to memory that matches the type served by this factory.

*Returns*

an object that implements **RawIntWriter** and supports access to the specified range in the memory region.

Available since RTSJ 2.0

## createRawLong(long, int, int)

*Signature*

```
public javax.realtime.device.RawLong
createRawLong(long base,
               int count,
               int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

*Description*

Creates an instance of a class that implements **RawLong** and accesses memory of **getRegion** in the address range described by **base**, **stride**, and **count**. The actual extent of the memory addressed by the object is **stride \* size of RawLong \* count**. The object is allocated in the current memory area of the calling thread.

*Parameters*

- base**—The starting physical address accessible through the returned instance.
- count**—The number of memory elements accessible through the returned instance.
- stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

*Throws*

- IllegalArgumentException**—when **base** is negative, **count** is not greater than zero, or **stride** is not greater than zero.
- SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.
- OffsetOutOfBoundsException**—when **base** is invalid.
- SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.
- MemoryTypeConflictException**—when **base** does not point to memory that matches the type served by this factory.

*Returns*

- an object that implements **RawLong** and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

**createRawLongReader(long, int, int)***Signature*

```
public javax.realtime.device.RawLongReader
createRawLongReader(long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

*Description*

Creates an instance of a class that implements **RawLongReader** and accesses memory of **getRegion** in the address range described by **base**, **stride**, and **count**. The actual extent of the memory addressed by the object is **stride \* count**.

*size of RawLongReader \* count*. The object is allocated in the current memory area of the calling thread.

#### Parameters

- base**—The starting physical address accessible through the returned instance.  
**count**—The number of memory elements accessible through the returned instance.  
**stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

#### Throws

- IllegalArgumentException**—when **base** is negative, **count** is not greater than zero, or **stride** is not greater than zero.  
**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
**OffsetOutOfBoundsException**—when **base** is invalid.  
**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.  
**MemoryTypeConflictException**—when **base** does not point to memory that matches the type served by this factory.

#### Returns

an object that implements **RawLongReader** and supports access to the specified range in the memory region.

Available since RTSJ 2.0

## createRawLongWriter(long, int, int)

#### Signature

```
public javafx.realtime.device.RawLongWriter
createRawLongWriter(long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

#### Description

Creates an instance of a class that implements `RawLongWriter` and accesses memory of `getRegion` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawLongWriter * count`. The object is allocated in the current memory area of the calling thread.

#### Parameters

`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

#### Throws

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is not greater than zero.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to memory that matches the type served by this factory.

#### Returns

an object that implements `RawLongWriter` and supports access to the specified range in the memory region.

Available since RTSJ 2.0

## `createRawFloat(long, int, int)`

#### Signature

```
public javax.realtime.device.RawFloat
createRawFloat(long base,
               int count,
               int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

*Description*

Creates an instance of a class that implements `RawFloat` and accesses memory of `getRegion` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawFloat * count`. The object is allocated in the current memory area of the calling thread.

*Parameters*

`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

*Throws*

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is not greater than zero.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to memory that matches the type served by this factory.

*Returns*

an object that implements `RawFloat` and supports access to the specified range in the memory region.

Available since RTSJ 2.0

## `createRawFloatReader(long, int, int)`

*Signature*

```
public javax.realtime.device.RawFloatReader
createRawFloatReader(long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
```

## MemoryTypeConflictException

### Description

Creates an instance of a class that implements `RawFloatReader` and accesses memory of `getRegion` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawFloatReader * count`. The object is allocated in the current memory area of the calling thread.

### Parameters

- `base`—The starting physical address accessible through the returned instance.
- `count`—The number of memory elements accessible through the returned instance.
- `stride`—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

### Throws

- `IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is not greater than zero.
- `SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.
- `OffsetOutOfBoundsException`—when `base` is invalid.
- `SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.
- `MemoryTypeConflictException`—when `base` does not point to memory that matches the type served by this factory.

### Returns

- an object that implements `RawFloatReader` and supports access to the specified range in the memory region.

Available since RTSJ 2.0

## `createRawFloatWriter(long, int, int)`

### Signature

```
public javax.realtime.device.RawFloatWriter
createRawFloatWriter(long base,
                    int count,
                    int stride)
```



throws `SecurityException`,  
`OffsetOutOfBoundsException`,  
`SizeOutOfBoundsException`,  
`UnsupportedRawMemoryRegionException`,  
`MemoryTypeConflictException`

#### *Description*

Creates an instance of a class that implements `RawFloatWriter` and accesses memory of `getRegion` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawFloatWriter * count`. The object is allocated in the current memory area of the calling thread.

#### *Parameters*

`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

#### *Throws*

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is not greater than zero.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to memory that matches the type served by this factory.

#### *Returns*

an object that implements `RawFloatWriter` and supports access to the specified range in the memory region.

Available since RTSJ 2.0

## **createRawDouble(long, int, int)**

#### *Signature*

```
public javax.realtime.device.RawDouble  
createRawDouble(long base,
```

```
        int count,  
        int stride)  
throws SecurityException,  
        OffsetOutOfBoundsException,  
        SizeOutOfBoundsException,  
        UnsupportedRawMemoryRegionException,  
        MemoryTypeConflictException
```

### Description

Creates an instance of a class that implements `RawDouble` and accesses memory of `getRegion` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawDouble * count`. The object is allocated in the current memory area of the calling thread.

### Parameters

**base**—The starting physical address accessible through the returned instance.  
**count**—The number of memory elements accessible through the returned instance.  
**stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

### Throws

**IllegalArgumentException**—when `base` is negative, `count` is not greater than zero, or `stride` is not greater than zero.  
**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
**OffsetOutOfBoundsException**—when `base` is invalid.  
**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.  
**MemoryTypeConflictException**—when `base` does not point to memory that matches the type served by this factory.

### Returns

an object that implements `RawDouble` and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

**createRawDoubleReader(long, int, int)**

### Signature

```
public javafx.realtime.device.RawDoubleReader
createRawDoubleReader(long base,
                      int count,
                      int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

### Description

Creates an instance of a class that implements `RawDoubleReader` and accesses memory of `getRegion` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawDoubleReader * count`. The object is allocated in the current memory area of the calling thread.

### Parameters

**base**—The starting physical address accessible through the returned instance.  
**count**—The number of memory elements accessible through the returned instance.  
**stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

### Throws

**IllegalArgumentException**—when `base` is negative, `count` is not greater than zero, or `stride` is not greater than zero.  
**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
**OffsetOutOfBoundsException**—when `base` is invalid.  
**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.  
**MemoryTypeConflictException**—when `base` does not point to memory that matches the type served by this factory.

### Returns

an object that implements `RawDoubleReader` and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

## createRawDoubleWriter(long, int, int)

### Signature

```
public javax.realtime.device.RawDoubleWriter
createRawDoubleWriter(long base,
                      int count,
                      int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException
```

### Description

Creates an instance of a class that implements `RawDoubleWriter` and accesses memory of `getRegion` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawDoubleWriter * count`. The object is allocated in the current memory area of the calling thread.

### Parameters

**base**—The starting physical address accessible through the returned instance.  
**count**—The number of memory elements accessible through the returned instance.  
**stride**—The distance to the next element in multiple of element count, where a value of 1 means the elements are adjacent in memory.

### Throws

**IllegalArgumentException**—when `base` is negative, `count` is not greater than zero, or `stride` is not greater than zero.  
**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
**OffsetOutOfBoundsException**—when `base` is invalid.  
**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.  
**MemoryTypeConflictException**—when `base` does not point to memory that matches the type served by this factory.

### Returns

an object that implements `RawDoubleWriter` and supports access to the specified range in the memory region.

Available since RTSJ 2.0

### 13.3.1.19 RawShort

---

public interface RawShort

*Interfaces*

[javax.realtime.device.RawShortReader](#)

[javax.realtime.device.RawShortWriter](#)

*Description*

A marker for an object that can be used to access a single short. Read and write access to that short is checked by the factory that creates the instance; therefore, no access checking is provided by this interface, only bounds checking.

Available since RTSJ 2.0

### 13.3.1.20 RawShortReader

---

public interface RawShortReader

*Interfaces*

[javax.realtime.device.RawMemory](#)

*Description*

A marker for a short accessor object encapsulating the protocol for reading shorts from raw memory. A short accessor can always access at least one short. Each short is transferred in a single atomic operation. Groups of shorts may be transferred together; however, this is not required.

Objects of this type are created with the method [RawMemoryFactory.createRawShortReader](#) and [RawMemoryFactory.createRawShort](#). Each object references a range of elements in the [RawMemoryRegion](#) starting at the *base address* provided to the factory method. The size provided to the factory method determines the number of accessible elements.

Caching of the memory access is controlled by the factory that created this object. If the memory is not cached, this method guarantees serialized access. In other words, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.

Available since RTSJ 2.0

### 13.3.1.20.1 Methods

---

## getShort

### Signature

```
public short  
getShort()
```

### Description

Gets the value at the first position referenced by this instance, i.e., the value at its start address. This operation must be atomic with respect to all other raw memory accesses to the address.

### Returns

the value at the *base address*.

## getShort(int)

### Signature

```
public short  
getShort(int offset)  
throws OffsetOutOfBoundsException
```

### Description

Gets the value at the address: base address + offset \* stride \* element size in bytes. When an exception is thrown, no data is transferred.

### Parameters

**offset**—of short in the memory region starting from the address specified in the associated factory method.

### Throws

**OffsetOutOfBoundsException**—when **offset** is negative or greater than or equal to the number of elements in the raw memory region.

### Returns

the value at the address specified.

## get(int, short)

### Signature

```
public int
get(int offset,
    short[] values)
throws OffsetOutOfBoundsException,
    NullPointerException
```

### Description

Fills `values` with elements from this instance, where the  $n^{\text{th}}$  element is at the address `base address + (offset + n) * stride * element size` in bytes. Only the shorts in the intersection of the start and end of `values` and the `base address` and the end of the memory region are transferred. When an exception is thrown, no data is transferred.

### Parameters

`offset`—of the first short in the memory region to transfer.  
`values`—The array to receive the shorts.

### Throws

`OffsetOutOfBoundsException`—when `offset` is negative or greater than or equal to the number of elements in the raw memory region.  
`NullPointerException`—when `values` is null.

### Returns

the number of elements actually transferred to `values`.

## get(int, short, int, int)

### Signature

```
public int
get(int offset,
    short[] values,
    int start,
    int count)
throws OffsetOutOfBoundsException,
    ArrayIndexOutOfBoundsException,
    NullPointerException
```

### Description

Fills `values` from index `start` with elements from this instance, where the  $n^{\text{th}}$  element is at the address: `base address + (offset+n) * stride * element size` in bytes. The number of bytes transferred is the minimum of `count`, the *size* of the memory region minus `offset`, and length of `values` minus `start`. When an exception is thrown, no data is transferred.

#### Parameters

`offset`—of the first short in the memory region to transfer.

`values`—The array to receive the shorts.

`start`—The first index in array to fill.

`count`—The maximum number of shorts to copy.

#### Throws

`OffsetOutOfBoundsException`—when `offset` is negative or either `offset` or `offset + count` is greater than or equal to the size of this raw memory area.

`ArrayIndexOutOfBoundsException`—when `start` is negative or either `start` or `start + count` is greater than or equal to the size of `values`.

`NullPointerException`—when `values` is null or `count` is negative.

#### Returns

the number of shorts actually transferred.

### 13.3.1.21 RawShortWriter

---

public interface RawShortWriter

#### Interfaces

`javax.realtime.device.RawMemory`

#### Description

A marker for a short accessor object encapsulating the protocol for writing shorts to raw memory. A short accessor can always access at least one short. Each short is transferred in a single atomic operation. Groups of shorts may be transferred together; however, this is not required.

Objects of this type are created with the method `RawMemoryFactory.createRawShortWriter` and `RawMemoryFactory.createRawShort`. Each object references a range of elements in the `RawMemoryRegion` starting at the *base address* provided to the factory method. The size provided to the factory method determines the number of elements accessible.

Caching of the memory access is controlled by the factory that created this object. If the memory is not cached, this method guarantees serialized access. In



other words, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.

Available since RTSJ 2.0

### 13.3.1.21.1 Methods

---

#### **setShort(short)**

*Signature*

```
public void  
setShort(short value)
```

*Description*

Sets the value at the first position referenced by this instance, i.e., the value at its start address. This operation must be atomic with respect to all other raw memory accesses to the address.

*Parameters*

**value**—The new value for the element.

#### **setShort(int, short)**

*Signature*

```
public void  
setShort(int offset,  
         short value)  
throws OffsetOutOfBoundsException
```

*Description*

Sets the value of the  $n^{th}$  element referenced by this instance, where **n** is **offset** and the address is *base address* + **offset** \* *size of Short*. This operation must be atomic with respect to all other raw memory accesses to the address. When an exception is thrown, no data is transferred.

*Parameters*

**offset**—of short in the memory region.

**value**—The new value for the element.

*Throws*

**OffsetOutOfBoundsException**—when `offset` is negative or greater than or equal to the number of elements in the raw memory region.

**set(int, short)***Signature*

```
public int
set(int offset,
    short[] values)
throws OffsetOutOfBoundsException,
    NullPointerException
```

*Description*

Copies from `values` to the memory region, from index `start` to elements where the  $n^{\text{th}}$  element is at the address: `base address + (offset + n) * stride * element size in bytes`. Only the shorts in the intersection of `values` and the end of the memory region are transferred. When an exception is thrown, no data is transferred.

*Parameters*

`offset`—of first short in the memory region to be set.

`values`—The source of the data to write.

*Throws*

**OffsetOutOfBoundsException**—when `offset` is negative or greater than or equal to the number of elements in the raw memory region.

**NullPointerException**—when `values` is null.

*Returns*

the number of elements actually transferred to `values`.

**set(int, short, int, int)***Signature*

```
public int
set(int offset,
    short[] values,
    int start,
    int count)
```

throws `OffsetOutOfBoundsException`,  
`ArrayIndexOutOfBoundsException`,  
`NullPointerException`

#### *Description*

Copies `values` to the memory region, where `offset` is first short in the memory region to write and `start` is the first index in `values` from which to read. The number of bytes transferred is the minimum of `count`, the *size* of the memory region minus `offset`, and length of `values` minus `start`. When an exception is thrown, no data is transferred.

#### *Parameters*

`offset`—of the first short in the memory region to set.  
`values`—The array from which to retrieve the shorts.  
`start`—The first index in array to copy.  
`count`—The maximum number of shorts to copy.

#### *Throws*

`OffsetOutOfBoundsException`—when `offset` is negative or either `offset` or `offset + count` is greater than or equal to the size of this raw memory area.  
`ArrayIndexOutOfBoundsException`—when `start` is negative or either `start` or `start + count` is greater than or equal to the size of `values`.  
`NullPointerException`—when `values` is null.

#### *Returns*

the number of shorts actually transferred.

## 13.3.2 Classes

### 13.3.2.1 DirectMemoryBufferFactory

---

```
public class DirectMemoryBufferFactory
```

#### *Inheritance*

```
java.lang.Object  
  DirectMemoryBufferFactory
```

#### *Description*

A factory class for generating raw byte buffers. This enables the infrastructure to limit the address ranges from which a buffer may be taken. The address range managed by a `DirectMemoryBufferFactory` instance may overlap that of another `DirectMemoryBufferFactory` instance.

Available since RTSJ 2.0

### 13.3.2.1.1 Constructors

---

**DirectMemoryBufferFactory(DirectMemoryRegion, long, long)**

#### *Signature*

```
public
DirectMemoryBufferFactory(DirectMemoryRegion region,
                           long base,
                           long size)
throws MemoryInUseException,
       RangeOutOfBoundsException
```

#### *Description*

Creates a factory for allocating buffers in a particular address range. Whether the address is physical or virtual is system dependent.

#### *Parameters*

**region**—The area of memory a DMA controller can reference, from which this factory takes its memory.

**base**—The base address of a memory range in **region** for buffer allocation.

**size**—The number of bytes in the memory range.

#### *Throws*

**MemoryInUseException**—when the memory area provided is already in use by or reserved for a `javax.realtime.MemoryArea`, program code, or other system or VM structure.

**RangeOutOfBoundsException**—when the memory region overlaps with another or cannot be used for DMA.

### 13.3.2.1.2 Methods

---

## allocateByteBuffer(int)

### Signature

```
public javax.realtime.device.DirectMemoryByteBuffer  
allocateByteBuffer(int capacity)
```

### Description

Creates a direct byte buffer with the given capacity within the range of this factory.

### Parameters

`capacity`—The number of bytes in the buffer.

### Throws

`javax.realtime.OutOfMemoryStaticError`—when no memory is available.

### Returns

the new buffer.

## free(DirectMemoryByteBuffer)

### Signature

```
public void  
free(DirectMemoryByteBuffer buffer)
```

### Description

Frees the memory associated with the given `DirectMemoryByteBuffer` instance. The capacity and limit of the buffer are both set to zero, so data can no longer be transferred with the buffer. The buffer range can then be safely reallocated.

### Parameters

`buffer`—The `DirectMemoryByteBuffer` to free.

### Throws

`javax.realtime.IllegalRealtimeArgumentException`—when `buffer` was not allocated from this factory.

`javax.realtime.IllegalRealtimeStateException`—when `buffer` has already been freed.

### Open issue 13.3.1

Unless we get a better answer from the JDK team, we must have our own buffer class!

### End of issue 13.3.1

## **inRange(DirectMemoryByteBuffer)**

### *Signature*

```
public boolean  
inRange(DirectMemoryByteBuffer buffer)
```

### *Description*

Checks to see whether or not the buffer's data area is within the range of this factory.

### *Parameters*

**buffer**—The `DirectMemoryByteBuffer` to check.

### *Returns*

`true` when and only when the buffer's data area is within the range of this factory; otherwise `false`.

## **addressOf(DirectMemoryByteBuffer)**

### *Signature*

```
public long  
addressOf(DirectMemoryByteBuffer buffer)
```

### *Description*

Gives the location of this buffer's data in memory. The address shall be in the address space of the DMA controller.

### *Parameters*

**buffer**—The `DirectMemoryByteBuffer` of which to get the address.

### *Returns*

the start address of the data range of this buffer.

## **writeFence(DirectMemoryByteBuffer)**

### *Signature*

```
public static void  
writeFence(DirectMemoryByteBuffer buffer)
```

### *Description*

Ensures that all changes to the `DirectMemoryByteBuffer` by the current thread have been flushed in a manner that makes them visible to other threads (including native threads), and behaves as a volatile store with respect to the Java Memory Model synchronization order.

This method shall invoke a memory barrier operation that is understood by the VM, runtime, native compiler, and platform to provide visibility to all changes to the associated buffer made before its invocation.

*Parameters*

`buffer`—The byte buffer which will be flushed.

## **readFence(DirectMemoryByteBuffer)**

*Signature*

```
public static void  
readFence(DirectMemoryByteBuffer buffer)
```

*Description*

Ensures that any previous changes to the memory represented by the given `DirectMemoryByteBuffer` by other threads (including native threads) will be visible when it is next accessed by the current thread, and behaves as a volatile load with respect to the Java Memory Model synchronization order.

This method shall invoke a memory barrier operation that is understood by the VM, runtime, native compiler, and platform to provide visibility for any changes to the associated buffer previously flushed with a call to `writeFence(DirectMemoryByteBuffer)` or its native equivalent on the buffer's memory.

*Parameters*

`buffer`—The byte buffer which will be updated.

### **13.3.2.2 DirectMemoryRegion**

---

```
public class DirectMemoryRegion
```

*Inheritance*

```
java.lang.Object  
  DirectMemoryRegion
```

*Description*

Defines the reachable memory for a given DMA controller in terms of the physical address space of the system.

**Available since** RTSJ 2.0

### 13.3.2.2.1 Constructors

---

## DirectMemoryRegion(long, long)

### Signature

```
public
DirectMemoryRegion(long start,
                    long size)
throws IllegalArgumentException
```

### Description

Creates a DMA memory definition.

### Parameters

**start**—The DMA address space in the physical address space of the main processor.  
**size**—The number of bytes in the DMA address space.

### Throws

`javax.realtime.IllegalArgumentException`—when **start** is less than zero or **start** + **size** is larger than the physical memory of the system.

### 13.3.2.2.2 Methods

---

## regionAddressOf(long)

### Signature

```
public long
regionAddressOf(long address)
throws IllegalArgumentException
```



*Description*

Translates a physical address into a DMA region address.

*Parameters*

**address**—The address to translate.

*Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when the result is outside the DMA space.

*Returns*

the equivalent address in DMA space.

## **physicalAddressOf(long)**

*Signature*

```
public long  
physicalAddressOf(long address)  
throws IllegalRealtimeArgumentException
```

*Description*

Translates a DMA space address into a physical address.

*Parameters*

**address**—The address to translate.

*Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when the input is outside the DMA space.

*Returns*

the corresponding physical address.

### **13.3.2.3 Happening**

---

```
public class Happening
```

*Inheritance*

```
java.lang.Object  
  javax.realtime.AsyncBaseEvent  
    javax.realtime.AsyncEvent  
      Happening
```

*Interfaces*`javax.realtime.ActiveEvent`*Description*

This class provides second level handling for external events such as interrupts. A happening can be triggered by an `InterruptServiceRoutine` or from native code. Application-defined Happenings can be identified by an application-provided name or a system-provided `id`, both of which must be unique. A system Happening has a name provided by the system which is a string beginning with `@`.

Available since RTSJ 2.0

**13.3.2.3.1 Constructors**

---

**Happening(String, HappeningDispatcher)***Signature*

```
public
Happening(String name,
           HappeningDispatcher dispatcher)
throws IllegalArgumentException
```

*Description*

Creates a happening with the given name.

*Parameters*

`name`—A string to name the happening.  
`dispatcher`—To use when being triggered.

*Throws*

`javax.realtime.IllegalArgumentException`—when `name` is null or does not match the pattern full identifier naming convention, i.e., package plus `name`. An implementation may throw this exception for all names starting with `java.` and `javax.`

## Happening(String)

*Signature*

```
public
Happening(String name)
throws IllegalArgumentException
```

*Description*

Creates a happening with the given `name` and the default dispatcher.

*Parameters*

`name`—A string to name the happening.

*Throws*

`javax.realtime.IllegalArgumentException`—when `name` is null or does not match the pattern full type naming convention, i.e., package plus `name`. An implementation may throw this exception for all names starting with `java.` and `javax.`

### 13.3.2.3.2 Methods

---

## getHappening(String)

*Signature*

```
public static javax.realtime.device.Happening
getHappening(String name)
```

*Description*

Finds an active happening by its name.

*Parameters*

`name`—Identifies the happening to get.

*Throws*

`javax.realtime.IllegalArgumentException`—when `name` is null.

*Returns*

a reference to the happening with the given `name`, or `null`, if no happening with the given name is found.

## isHappening(String)

### Signature

```
public static boolean  
isHappening(String name)
```

### Description

Determines whether or not there is an active happening with name given as parameter.

### Parameters

**name**—A string that might name an active happening.

### Throws

`javax.realtime.IllegalRealtimeArgumentException`—when name is null.

### Returns

`true` only when there is a registered happening with the given name.

## createId(String)

### Signature

```
public static int  
createId(String name)  
throws IllegalRealtimeStateException
```

### Description

Sets up a mapping between a name and a system-dependent ID. This can be called either in the constructor of an instance of `InterruptServiceRoutine` or in native code that sets up an interrupt service routine to link it with a happening. Once created, it cannot be removed.

This must take no more than linear time in the number of ID ( $n$ ) registered, but should be  $O(\log_2(n))$ .

### Parameters

**name**—A string to name a happening.

### Throws

`javax.realtime.IllegalRealtimeStateException`—when name is already registered.

`javax.realtime.IllegalRealtimeArgumentException`—when name is null.

### Returns

an ID assigned by the system.

## getId(String)

### Signature

```
public static int  
getId(String name)
```

### Description

Obtains the ID of `name`, when one exists or -1, when `name` is not registered.

This must take no more than linear time in the number of ID (`n`) registered, but should be  $O(\log_2(n))$ .

### Parameters

`name`—A happening name string.

### Throws

`javax.realtime.IllegalRealtimeArgumentException`—when `name` is null.

### Returns

The ID, or -1 when no happening is found with that name.

## get(int)

### Signature

```
public static javax.realtime.device.Happening  
get(int id)
```

### Description

Gets the external event corresponding to a given `id`.

### Parameters

`id`—The identifier of a registered signal.

### Returns

the signal corresponding to `id`.

## get(String)

### Signature

```
public static javax.realtime.device.Happening  
get(String name)
```

### Description

Gets the external event corresponding to a given name.

*Parameters*

**name**—The name of a registered signal.

*Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when **name** is null.

*Returns*

the signal corresponding to **name**.

## **trigger(int)**

*Signature*

```
public static boolean  
trigger(int id)
```

*Description*

Causes the event dispatcher corresponding to **happeningId** to be scheduled for execution. The implementation should be simple enough so that it can be done in the context of an `InterruptServiceRoutine.handle` method.

`trigger()` and any native code analog to it interact with other `javax.realtime.ActiveEvent` code effectively as if `trigger()` signals a POSIX counting semaphore that the happening is waiting on.

The implementation is encouraged to create (and document) a native code analog to this method that can be used without a Java context.

This method must execute in constant time.

*Parameters*

**id**—Identifies which happening to trigger.

*Returns*

**true** when a happening with ID **happeningId** was found, **false** otherwise.

## **getId**

*Signature*

```
public final int  
getId()
```

*Description*

Gets the number of this happening.

*Returns*

the happening number or -1, when not registered.

**getName***Signature*

```
public java.lang.String  
getName()
```

*Description*

Gets the name of this happening.

*Returns*

the name of this happening.

**start***Signature*

```
public void  
start()  
throws IllegalArgumentException
```

*Description*

Starts this **happening**, i.e., changes its state to the active and enabled. Once a happening is started for the first time, when it is in a scoped memory it increments the scope count of that scope; otherwise, it becomes a member of the root set. An active and enabled happening dispatches its handlers when fired.

*Throws*

[javax.realtime.IllegalRealtimeStateException](#)—when this happening has already been started or its **name** is already in use by another happening that has been started.

See [Section stop\(\)](#)

**start(boolean)***Signature*

```
public void
start(boolean disabled)
throws IllegalRealtimeStateException
```

#### *Description*

Starts this happening, but leaves it in the disabled state. When fired before being enabled, it does not dispatch its handlers.

#### *Parameters*

`disabled`—true for starting in a disabled state.

#### *Throws*

`javax.realtime.IllegalRealtimeStateException`—when this happening has already been started.

See Section [stop\(\)](#)

## **stop**

#### *Signature*

```
public boolean
stop()
throws IllegalRealtimeStateException
```

#### *Description*

Stops this happening from responding to the `fire` and `trigger` methods.

#### *Throws*

`javax.realtime.IllegalRealtimeStateException`—when this happening is not active.

#### *Returns*

`true` when this is in the *enabled* state; `false` otherwise.

## **isActive**

#### *Signature*

```
public boolean
isActive()
```

#### *Description*



Determines the activation state of this happening, i.e., if it has been started.

*Returns*

`true` when active; `false` otherwise.

## **isRunning**

*Signature*

```
public boolean  
isRunning()
```

*Description*

Determines whether or not this `happening` is both active and enabled.

*Returns*

`true` when this `happening` is both active and enabled; `false` otherwise.

## **trigger**

*Signature*

```
public void  
trigger()
```

*Description*

Causes the event dispatcher associated with `this` to be scheduled for execution. The implementation should be simple enough so that it can be done in the context of an `InterruptServiceRoutine.handle` method.

This method must execute in constant time.

## **getDispatcher**

*Signature*

```
public javax.realtime.device.HappeningDispatcher  
getDispatcher()
```

*Description*

Obtains the dispatcher for `this`.

*Returns*

that dispatcher.

## **addHandler(AsyncBaseEventHandler)**

### *Signature*

```
public void  
addHandler(AsyncBaseEventHandler handler)
```

### *Description*

Adds a handler to the set of handlers associated with this event. An instance of `AsyncBaseEvent` may have more than one associated handler. However, adding a handler to an event has no effect when the handler is already attached to the event.

The execution of this method is atomic with respect to the execution of the `fire()` method.

Note that there is an implicit reference to the handler stored in `this`. The assignment must be valid under any applicable memory assignment rules.

## **setHandler(AsyncBaseEventHandler)**

### *Signature*

```
public void  
setHandler(AsyncBaseEventHandler handler)
```

### *Description*

Associates a new handler with this event and removes all existing handlers. The execution of this method is atomic with respect to the execution of the `fire()` method.

## **removeHandler(AsyncBaseEventHandler)**

### *Signature*

```
public void  
removeHandler(AsyncBaseEventHandler handler)
```

### *Description*

Removes a handler from the set associated with this event. The execution of this method is atomic with respect to the execution of the `fire()` method.

A removed handler continues to execute until its `fireCount` becomes zero and it completes.

When `handler` has a scoped non-default initial memory area and execution of this method causes `handler` to become unfirable, this method shall not return until all related finalization has completed.

### 13.3.2.4 HappeningDispatcher

---

public class HappeningDispatcher

*Inheritance*

java.lang.Object  
javafx.realtime.ActiveEventDispatcher<HappeningDispatcher, Happening>  
HappeningDispatcher

*Description*

This class provides a means of dispatching a set of **Happening**.

Available since RTSJ 2.0

#### 13.3.2.4.1 Constructors

---

### HappeningDispatcher(SchedulingParameters, RealtimeThreadGroup)

*Signature*

```
public  
HappeningDispatcher(SchedulingParameters schedule,  
                    RealtimeThreadGroup group)  
throws IllegalRealtimeStateException
```

*Description*

Creates a new dispatcher, whose dispatching thread runs with the given scheduling parameters.

*Parameters*

`schedule`—The parameters to use for scheduling this dispatcher.  
`group`—The realtime thread group to use for the dispatcher.

*Throws*

**IllegalRealtimeStateException**—when the intersection of affinity in `schedule` and the affinity of `group` does not correspond to a valid affinity.

## HappeningDispatcher(SchedulingParameters)

*Signature*

```
public  
HappeningDispatcher(SchedulingParameters schedule)  
throws IllegalRealtimeStateException
```

*Description*

Creates a new dispatcher, whose dispatching thread runs with the given scheduling parameters.

*Parameters*

`schedule`—The parameters to use for scheduling this dispatcher.

*Throws*

**IllegalRealtimeStateException**—when the intersection of affinity in `schedule` and the affinity of the current thread group does not correspond to a valid affinity.

### 13.3.2.4.2 Methods

---

## setDefaultDispatcher(HappeningDispatcher)

*Signature*

```
public static void  
setDefaultDispatcher(HappeningDispatcher dispatcher)
```

*Description*

Sets the system default happening dispatcher.

*Parameters*

`dispatcher`—The default to use when no dispatcher is provided. When `null`, the happening dispatcher is set to the original system default.

## register(Happening)

### Signature

```
public synchronized void
register(Happening happening)
throws RegistrationException,
        IllegalRealtimeStateException,
        IllegalRealtimeArgumentException
```

### Description

Registers a [Happening](#) with this dispatcher.

### Parameters

**happening**—The instance to be registered.

### Throws

[RegistrationException](#)—when **happening** is already registered.

[javafx.realtime.IllegalRealtimeStateException](#)—when this object has been destroyed.

[javafx.realtime.IllegalRealtimeArgumentException](#)—when **happening** is not stopped.

## deregister(Happening)

### Signature

```
public synchronized void
deregister(Happening happening)
throws DeregistrationException,
        IllegalRealtimeStateException,
        IllegalRealtimeArgumentException
```

### Description

Unregisters a [Happening](#) from this dispatcher.

### Parameters

**happening**—The instance to be unregistered.

### Throws

[DeregistrationException](#)—when **happening** is not already registered.

[javafx.realtime.IllegalRealtimeStateException](#)—when this object has been destroyed.

`javax.realtime.IllegalRealtimeArgumentException`—when happening is not stopped.

## destroy

### Signature

```
public void
destroy()
throws IllegalRealtimeStateException
```

### Description

Releases all reasources thereby making the dispatcher unusable.

### Throws

`javax.realtime.IllegalRealtimeStateException`—when called on a dispatcher that has one or more registered `Happening` objects.

### 13.3.2.5 InterruptCeilingEmulation

---

```
public class InterruptCeilingEmulation
```

### Inheritance

```
java.lang.Object
  javax.realtime.MonitorControl
    InterruptMasking
      InterruptCeilingEmulation
```

### Description

The default monitor control policy for all instances of `InterruptServiceRoutine`. It is for use synchronizing between second level interrupt handler while the corresponding interrupt line is blocked. The ceiling used depends on the state of the interrupt service routine used as synchronization object: when registered, it is the hardware priority associated with its interrupt line; otherwise, it is the highest software priority available for priority ceiling emulation. When set on anything but an interrupt handler associated with a maskable interrupt, an `javax.realtime.UnsupportedRealtimeOperationException` is thrown.

See Section `javax.realtime.PriorityCeilingEmulation`

### 13.3.2.5.1 Methods

---

#### instance

*Signature*

```
public static javax.realtime.device.InterruptCeilingEmulation
instance()
```

*Description*

Obtain the instance of this class for a given interrupt. The instance returned is not affected by garbage collection and is universally reachable. It is also effectively immutable.

*Returns*

The instance of this class for the use with an instance of [InterruptServiceRoutine](#) associate with a maskable interrupt.

### 13.3.2.6 InterruptDescriptor

---

```
public class InterruptDescriptor
```

*Inheritance*

```
java.lang.Object
  InterruptDescriptor
```

*Description*

A class to manage valid interrupts and provide names for them. It provides both lookup and enumeration via a visitor. Both the names and the values are implementation dependent.

#### 13.3.2.6.1 Methods

---

## create(long, String)

### Signature

```
public static javax.realtime.device.InterruptDescriptor  
create(long id,  
        String name)  
throws IllegalArgumentException,  
        IllegalRealtimeStateException
```

### Description

Create a new interrupt descriptor.

### Parameters

**id**—the numerical ID of the new descriptor.

**name**—of the descriptor

### Throws

**IllegalArgumentException**—when **name** is null.

**IllegalRealtimeStateException**—when a descriptor with **name** already exists.

### Returns

the corresponding interrupt descriptor object.

## get(String)

### Signature

```
public static javax.realtime.device.InterruptDescriptor  
get(String name)  
throws IllegalArgumentException
```

### Description

Get a memory interrupt descriptor by name.

### Parameters

**name**—of the descriptor

### Throws

**IllegalArgumentException**—when **name** is null.

### Returns

the interrupt descriptor object or null, when none with **name** exists.



## **isInterrupt(String)**

### *Signature*

```
public static boolean  
isInterrupt(String name)
```

### *Description*

Ask whether or not there is a memory interrupt descriptor of a given name.

### *Parameters*

**name**—for which to search

### *Returns*

**true** when there is one and **false** otherwise.

## **visitInterrupts(Consumer)**

### *Signature*

```
public static void  
visitInterrupts(java.util.function.Consumer<InterruptDescriptor> visitor)
```

### *Description*

Visit all valid interrupt identifiers. Each valid interrupt identifier corresponds to hardware interrupt line. Their values are system dependent.

### *Parameters*

**visitor**—the code to execute on each descriptor.

## **getName**

### *Signature*

```
public final java.lang.String  
getName()
```

### *Description*

Obtains the name of this interrupt descriptor.

### *Returns*

the interrupt descriptors name

## getID

### Signature

```
public final long  
getID()
```

### Description

Obtains the id of this interrupt descriptor.

### Returns

the interrupt descriptors name

## toString

### Signature

```
public final java.lang.String  
toString()
```

### Description

Gets a printable representation for a descriptor.

### Returns

the printable form of this memory interrupt descriptor.

### 13.3.2.7 InterruptInheritance

---

```
public class InterruptInheritance
```

### Inheritance

```
java.lang.Object  
  javax.realtime.MonitorControl  
    InterruptMasking  
      InterruptInheritance
```

### Description

An alternative monitor control policy for instances of `InterruptServiceRoutine`. It is for use synchronizing between and interrupt service routine and its second level interrupt handler while the corresponding interrupt line is blocked. Though masking only takes place when the interrupt service routine used as synchronization object is registered, eligibility inheritance is always applied. When set

on anything but an interrupt handler associated with a maskable interrupt, an `javax.realtime.UnsupportedRealtimeOperationException` is thrown.

### 13.3.2.7.1 Methods

---

#### instance

##### *Signature*

```
public static javax.realtime.device.InterruptInheritance  
instance()
```

##### *Description*

Obtain the instance of this class for a given interrupt. The instance returned is not affected by garbage collection and is universally reachable. It is also effectively immutable.

##### *Returns*

The instance of this class for the use with an instance of `InterruptServiceRoutine` associate with a maskable interrupt.

### 13.3.2.8 InterruptMasking

---

```
public abstract class InterruptMasking
```

##### *Inheritance*

```
java.lang.Object  
  javax.realtime.MonitorControl  
    InterruptMasking
```

##### *Description*

A monitor control policy for use with Interrupt Service Routines. Data shared between an interrupt service routine and a happening should use a subclass of this monitor control policy. Synchronizing on an object causes the corresponding interrupt of its `InterruptServiceRoutine` instance to be masked out when its routine is registered. When its routine is not registered, masking does not occur.

Monitor control policies of this type can only be set on interrupt service routines and interrupt service routines may only using this monitor control policy type.

### 13.3.2.9 InterruptServiceRoutine

---

public abstract class InterruptServiceRoutine

*Inheritance*

java.lang.Object  
  InterruptServiceRoutine

*Description*

A class for defining a first level interrupt handler. The implementation must override the `handle` method to provide the code to be run when an interrupt occurs. This class must always be present in the Device module, but may do nothing in a context that does not provide direct access to interrupts, e.g., in user space on an operating system that does not support user space device drivers. Furthermore, it may only have its monitor set to one of type `InterruptMasking`. The default is `InterruptInheritance` for instance associated with a maskable interrupt and `InterruptUnmaskable` for one associated with an unmaskable interrupt.

Available since RTSJ 2.0

#### 13.3.2.9.1 Constructors

---

### InterruptServiceRoutine(long, MemoryArea)

*Signature*

```
public
InterruptServiceRoutine(long Interrupt,
                        MemoryArea area)
throws NullPointerException,
    IllegalRealtimeArgumentException
```

*Description*

Creates an interrupt service routine for a particular interrupt line with a particular memory area. An interrupt line may only have one handler registered at any given time and an instance of this class may only be used for one interrupt. The default monitor control policy for an instance of this class is `InterruptInheritance`.

*Parameters*

**Interrupt**—A reference to the Interrupt associate with this handler.

**area**—The allocation context in which the **handle** method runs.

*Throws*

**NullPointerException**—when **area** is null.

**javax.realtime.IllegalRealtimeArgumentException**—when **area** is a memory area that cannot be accessed from an ISR.

### 13.3.2.9.2 Methods

---

#### **getHandler(long)**

*Signature*

```
public static javax.realtime.device.InterruptServiceRoutine  
getHandler(long interrupt)
```

*Description*

Gets the **InterruptServiceRoutine** that is handling a given interrupt.

*Parameters*

**interrupt**—A system-dependent identifier for the interrupt.

*Returns*

the **InterruptServiceRoutine** registered to the given interrupt. When nothing is registered, **null** is returned.

#### **getAffinity(long)**

*Signature*

```
public static javax.realtime.Affinity  
getAffinity(long interrupt)  
throws IllegalRealtimeArgumentException
```

*Description*

Generally, the program cannot determine the affinity of interrupt handling; however, it is necessary for determining schedulability. This method provides that information, where possible.

*Parameters*

`interrupt`—The identifier for the interrupt to test

*Throws*

`javax.realtime.IllegalRealtimeArgumentException`—when `interrupt` is not in the set of descriptors managed by the `InterruptDescriptor` class.

*Returns*

an affinity when the system can determine the affinity of `interrupt` or `null` when it cannot.

## **isRegistered**

*Signature*

```
public final boolean  
isRegistered()
```

*Description*

Obtains the registration state.

*Returns*

true when registered, otherwise false.

## **register**

*Signature*

```
public void  
register()  
throws RegistrationException,  
        ScopedCycleException
```

*Description*

Registers this interrupt service routine with the system so that it can be triggered. Its initial memory area, if any, will be placed in the scope stack and have its reservation count increased. Registering may change the affinity, when the currently set affinity is not compatible with the affinities available for the specific interrupt for which this routine is registered.

*Throws*

`RegistrationException`—when `this` is already registered, some other `InterruptServiceRoutine` is registered for `interrupt`, or the `handle` method is synchronized.

**ScopedCycleException**—when the initial memory area for this `InterruptServiceRoutine` is already present in the scope tree at a different location than the rules for reservation would imply.

## unregister

### *Signature*

```
public void
unregister()
throws DeregistrationException
```

### *Description*

Deregisters this interrupt service routine with the system so that it can no longer be triggered. Its initial memory area, if any, will have its reservation count decreased.

### *Throws*

**DeregistrationException**—when this interrupt service routine is not registered.

## handle

### *Signature*

```
protected abstract void
handle()
```

### *Description*

The code to execute for first level interrupt handling. A subclass defines this to give the required behavior. **RawMemory** classes may be used to access the associated device registers and a **Happening** may be triggered for second level interrupt handling.

The code used to implement this method should not block itself or induce a context switch, e.g., sleep or perform I/O. Only spin waits may be used. The effects of unbounded blocking and inducing a context switch here are undefined and could result in a deadlock. `Object.notify()` and `Object.notifyAll()` may be called, but **Happening.trigger** is preferred for ease of linking with the event handling system and `javax.realtime.RealtimeThread.release()` for releasing a realtime thread with `javax.realtime.AperiodicParameters`. In any case, `Object.wait()` should not be called.

Synchronizing with the code in a `handle()` method can only be done by synchronizing with the instance of `InterruptServiceRoutine` containing that

`handle()` method. The `handle()` method itself may not be synchronized, since this generates unnecessary extra code which could cause blocking. Instead, the platform interrupt masking is used to ensure mutual exclusion. The containing instance can only have a monitor control policy of type `InterruptMasking`.

When a memory area is provided, that memory is entered before this method is invoked and exited after it returns. When no memory area is provided, the method may not allocate. Any attempt to allocate will result in an `OutOfMemoryError`.

Any exceptions thrown by this method cause the method to abort and are silently caught and discarded by the infrastructure.

### 13.3.2.10 InterruptUnmaskable

---

```
public class InterruptUnmaskable
```

#### *Inheritance*

```
java.lang.Object  
  javax.realtime.MonitorControl  
    InterruptMasking  
      InterruptUnmaskable
```

#### *Description*

A control policy for instances of `InterruptServiceRoutine` associated with an unmaskable interrupt. Since such an interrupt cannot be masked, synchronization is not possible. Synchronization on an object with this monitor policy always fails with an `javax.realtime.CeilingViolationException`. When set on anything but an interrupt handler associated with an unmaskable interrupt, an `javax.realtime.UnsupportedRealtimeOperationException` is thrown.

#### 13.3.2.10.1 Methods

---

### **instance**

#### *Signature*

```
public static javax.realtime.device.InterruptUnmaskable  
instance()
```

#### *Description*



Obtain the instance of this class for a given interrupt. The instance returned is not affected by garbage collection and is universally reachable. It is also effectively immutable.

#### Returns

The instance of this class for the use with an instance of `InterruptServiceRoutine` associate with an unmaskable interrupt.

### 13.3.2.11 RawMemoryFactory

---

```
public class RawMemoryFactory
```

#### Inheritance

```
java.lang.Object  
  RawMemoryFactory
```

#### Description

This class is the hub of a system that constructs special purpose objects to access particular types and ranges of raw memory. This facility is supported by the `register(RawMemoryRegionFactory)` methods. An application developer can use this method to add support for additional memory regions.

Each *create method* returns an object of the corresponding type, e.g., the `createRawByte(RawMemoryRegion, long, int, int)` method returns a reference to an object that implements the `RawByte` interface and supports access to the requested type of memory and address range. Each *create method* is permitted to optimize error checking and access based on the requested memory type and address range.

The usage pattern for raw memory, assuming the necessary factory has been registered, is illustrated by this example.

```
// Get an accessor object that can access memory starting at  
// baseAddress, for size bytes.  
RawInt memory =  
    RawMemoryFactory.  
        createRawInt(RawMemoryFactory.MEMORY_MAPPED_REGION,  
                    address, count, stride, false);  
// Use the accessor to load from and store to raw memory.  
int loadedData = memory.getInt(someOffset);  
memory.setInt(otherOffset, intVal);
```

When an application needs to access a class of memory that is not already supported by a registered factory, the developer must implement and register a factory that implements the `RawMemoryRegionFactory` which can create objects to access memory in that region.

A raw memory region factory is identified by a `RawMemoryRegion` that is used by each *create method*, e.g., `createRawByte(RawMemoryRegion, long, int, int)`, to locate the appropriate factory. The name is provided to `register(RawMemoryRegionFactory)` through the factory's `RawMemoryRegionFactory.getName` method.

The `register(RawMemoryRegionFactory)` method is only used by the application code when it needs to add support for a new type of raw memory.

Whether a given `offset` addresses a high-order or low-order byte of an aligned `short` in memory is determined by the value of the `javax.realtime.RealtimeSystem.BYTE_ORDER` static byte variable in class `javax.realtime.RealtimeSystem`, by the start address of the object, and by the `offset` given the `stride` of the object. Regardless of the byte ordering, accessor methods continue to select bytes starting at `offset` from the base address and continuing toward greater addresses.

A raw memory region cannot contain references to Java objects. Such a capability would be unsafe (since it could be used to defeat Java's type checking) and error prone (since it is sensitive to the specific representational choices made by the Java compiler).

Atomic loads and stores on raw memory are defined in terms of physical memory. This memory may be accessible to threads outside the JVM and to non-programmed access (e.g., DMA). Consequently, atomic access must be supported by hardware. This specification is written with the assumption that all suitable hardware platforms support atomic loads from raw memory for aligned bytes, shorts, and ints. Atomic access beyond the specified minimum may be supported by the implementation.

Storing values into raw memory is more hardware dependent than loading values. Many processor architectures do not support atomic stores of variables except for aligned stores of the processor's word size. For instance, storing a byte into memory might require reading a 32-bit quantity into a processor register, updating the register to reflect the new byte value, then restoring the whole 32-bit quantity. Changes to other bytes in the 32-bit quantity that take place between the load and the store are lost.

Some processors have mechanisms that can be used to implement an atomic store of a byte, but those mechanisms are often slow and not universally supported.

This class need not support unaligned access to data; but if it does, it is not required from the implementation to make such access atomic. Accesses to data aligned on its natural boundary will be atomic if the processor implements atomic loads and stores of that data size.

Except where noted, accesses to raw memory are not atomic with respect to the memory or with respect to tasks. A raw memory region could be updated by another task, or even unmapped in the middle of an access method, or even *removed* mid method.

The characteristics of raw-memory access are necessarily platform dependent. This specification provides a minimum requirement for the RTSJ platform, but it also supports optional system properties that identify a platform's level of support for atomic raw put and get. The properties can be represented by a four-dimensional sparse array of access type, data type, alignment, and atomicity with boolean values indicating whether that combination of access attributes is atomic. The default value for array entries is false. The array is described in the following table.

Table 13.1: Properties Array

Attribute	Values	Comment
Access type	read, write	
Data type	byte, short, int, long, float, double	
Alignment	0	aligned
	1 to one less than data type size	the first byte of the data is the value of <i>alignment</i> bytes away from natural alignment.
Atomicity	processor	means access is atomic with respect to other tasks on processor.
	smp	means access is <i>processor</i> atomic, and atomic with respect to all processors in an SMP.
	memory	means that access is <i>smp</i> atomic, and atomic with respect to all access to the memory including DMA.

The true values in the table are represented by properties of the following form. `javafx.realtime.atomicaccess_<access>_<type>_<alignment>_atomicity=true` for example,

```
javax.realtime.atomicaccess_read_byte_0_memory=true
```

Table entries with a value of false may be explicitly represented, but since false is the default value, such properties are redundant.

All raw memory access is treated as volatile, and *serialized*. The infrastructure must be forced to read memory or write to memory on each call to a raw memory object's getter or setter method, and to complete the reads and writes in the order they appear in the program order.

**Available since** RTSJ 2.0

### 13.3.2.11.1 Fields

---

#### MEMORY\_MAPPED\_REGION

```
public static final RawMemoryRegion MEMORY_MAPPED_REGION
```

##### *Description*

This raw memory region is predefined for request access to memory mapped I/O devices.

#### IO\_PORT\_MAPPED\_REGION

```
public static final RawMemoryRegion IO_PORT_MAPPED_REGION
```

##### *Description*

This raw memory region is predefined for access to I/O device space implemented by processor instructions, such as the x86 in and out instructions.

### 13.3.2.11.2 Constructors

---

## RawMemoryFactory

### Signature

```
public  
RawMemoryFactory()
```

### Description

Creates an empty factory. For a factory with support for the platform defined regions, use `getDefaultFactory` instead.

### 13.3.2.11.3 Methods

---

## getDefaultFactory

### Signature

```
public static javafx.realtime.device.RawMemoryFactory  
getDefaultFactory()
```

### Description

Gets the factory with support for the platform defined regions.

### Returns

the platform-defined factory.

## register(RawMemoryRegionFactory)

### Signature

```
public void  
register(RawMemoryRegionFactory factory)  
throws RegistrationException
```

### Description

Adds support for a new memory region.

### Parameters

**factory**—The `RawMemoryRegionFactory` instance to use for creating `RawMemory` objects for the `RawMemoryRegion` instances it makes available.

*Throws*

**RegistrationException**—when the factory already is already registered.

**deregister(RawMemoryRegionFactory)***Signature*

```
public void
deregister(RawMemoryRegionFactory factory)
throws DeregistrationException
```

*Description*

Removes support for a new memory region.

*Parameters*

**factory**—The **RawMemoryRegionFactory** to be made unavailable.

*Throws*

**RegistrationException**—when the factory is not registered.

**createRawByte(RawMemoryRegion, long, int, int)***Signature*

```
public javax.realtime.device.RawByte
createRawByte(RawMemoryRegion region,
              long base,
              int count,
              int stride)
throws SecurityException,
OffsetOutOfBoundsException,
SizeOutOfBoundsException,
MemoryTypeConflictException,
UnsupportedRawMemoryRegionException
```

*Description*

Creates an instance of a class that implements **RawByte** and accesses memory of **region** in the address range described by **base**, **stride**, and **count**. The actual extent of the memory addressed by the object is **stride** \* *size of RawByte* \* **count**. The object is allocated in the current memory area of the calling thread.

*Parameters*

**region**—The address space from which the new instance should be taken.

**base**—The starting physical address accessible through the returned instance.  
**count**—The number of memory elements accessible through the returned instance.  
**stride**—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

#### Throws

**IllegalArgumentException**—when **base** is negative, **count** is not greater than zero, or **stride** is less than one.

**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.

**OffsetOutOfBoundsException**—when **base** is invalid.

**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.

**MemoryTypeConflictException**—when **base** does not point to a memory that matches the type served by this factory.

#### Returns

an object that implements **RawByte** and supports access to the specified range in the memory region.

## **createRawByteReader(RawMemoryRegion, long, int, int)**

#### Signature

```
public javax.realtime.device.RawByteReader
createRawByteReader(RawMemoryRegion region,
                    long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       MemoryTypeConflictException,
       UnsupportedRawMemoryRegionException
```

#### Description

Creates an instance of a class that implements **RawByteReader** and accesses memory of **region** in the address range described by **base**, **stride**, and **count**. The actual extent of the memory addressed by the object is **stride \* size of RawByteReader \* count**. The object is allocated in the current memory area of the calling thread.

*Parameters*

- region**—The address space from which the new instance should be taken.
- base**—The starting physical address accessible through the returned instance.
- count**—The number of memory elements accessible through the returned instance.
- stride**—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

*Throws*

- IllegalArgumentException**—when **base** is negative, **count** is not greater than zero, or **stride** is less than one.
- SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.
- OffsetOutOfBoundsException**—when **base** is invalid.
- SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.
- MemoryTypeConflictException**—when **base** does not point to a memory that matches the type served by this factory.

*Returns*

- an object that implements **RawByteReader** and supports access to the specified range in the memory region.

**createRawByteWriter(RawMemoryRegion, long, int, int)***Signature*

```
public javax.realtime.device.RawByteWriter
createRawByteWriter(RawMemoryRegion region,
                    long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       MemoryTypeConflictException,
       UnsupportedRawMemoryRegionException
```

*Description*

Creates an instance of a class that implements **RawByteWriter** and accesses memory of **region** in the address range described by **base**, **stride**, and **count**. The actual extent of the memory addressed by the object is **stride** \* *size of*



*RawByteWriter* \* count. The object is allocated in the current memory area of the calling thread.

#### Parameters

- region**—The address space from which the new instance should be taken.  
**base**—The starting physical address accessible through the returned instance.  
**count**—The number of memory elements accessible through the returned instance.  
**stride**—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

#### Throws

- IllegalArgumentException**—when **base** is negative, **count** is not greater than zero, or **stride** is less than one.  
**SecurityException**—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
**OffsetOutOfBoundsException**—when **base** is invalid.  
**SizeOutOfBoundsException**—when the memory addressed by the object would extend into an invalid range of memory.  
**MemoryTypeConflictException**—when **base** does not point to a memory that matches the type served by this factory.

#### Returns

an object that implements **RawByteWriter** and supports access to the specified range in the memory region.

## createRawShort(RawMemoryRegion, long, int, int)

#### Signature

```
public javafx.realtime.device.RawShort  
createRawShort(RawMemoryRegion region,  
               long base,  
               int count,  
               int stride)  
throws SecurityException,  
       OffsetOutOfBoundsException,  
       SizeOutOfBoundsException,  
       MemoryTypeConflictException,  
       UnsupportedRawMemoryRegionException
```

#### Description

Creates an instance of a class that implements `RawShort` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawShort * count`. The object is allocated in the current memory area of the calling thread.

#### Parameters

- `region`—The address space from which the new instance should be taken.
- `base`—The starting physical address accessible through the returned instance.
- `count`—The number of memory elements accessible through the returned instance.
- `stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

#### Throws

- `IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.
- `SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.
- `OffsetOutOfBoundsException`—when `base` is invalid.
- `SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.
- `MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

#### Returns

an object that implements `RawShort` and supports access to the specified range in the memory region.

### `createRawShortReader(RawMemoryRegion, long, int, int)`

#### Signature

```
public javax.realtime.device.RawShortReader
createRawShortReader(RawMemoryRegion region,
                    long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       MemoryTypeConflictException,
       UnsupportedRawMemoryRegionException
```

*Description*

Creates an instance of a class that implements `RawShortReader` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawShortReader * count`. The object is allocated in the current memory area of the calling thread.

*Parameters*

`region`—The address space from which the new instance should be taken.  
`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

*Throws*

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

*Returns*

an object that implements `RawShortReader` and supports access to the specified range in the memory region.

**createRawShortWriter(RawMemoryRegion, long, int, int)***Signature*

```
public javax.realtime.device.RawShortWriter
createRawShortWriter(RawMemoryRegion region,
                    long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       MemoryTypeConflictException,
```

### UnsupportedRawMemoryRegionException

#### Description

Creates an instance of a class that implements `RawShortWriter` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawShortWriter * count`. The object is allocated in the current memory area of the calling thread.

#### Parameters

`region`—The address space from which the new instance should be taken.  
`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

#### Throws

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

#### Returns

an object that implements `RawShortWriter` and supports access to the specified range in the memory region.

### `createRawInt(RawMemoryRegion, long, int, int)`

#### Signature

```
public javax.realtime.device.RawInt
createRawInt(RawMemoryRegion region,
             long base,
             int count,
             int stride)
```

throws `SecurityException`,  
`OffsetOutOfBoundsException`,  
`SizeOutOfBoundsException`,  
`MemoryTypeConflictException`,  
`UnsupportedRawMemoryRegionException`

#### *Description*

Creates an instance of a class that implements `RawInt` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawInt * count`. The object is allocated in the current memory area of the calling thread.

#### *Parameters*

`region`—The address space from which the new instance should be taken.  
`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

#### *Throws*

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

#### *Returns*

an object that implements `RawInt` and supports access to the specified range in the memory region.

### **createRawIntReader(RawMemoryRegion, long, int, int)**

#### *Signature*

```
public javax.realtime.device.RawIntReader  
createRawIntReader(RawMemoryRegion region,  
                   long base,  
                   int count,
```

```

        int stride)
throws SecurityException,
        OffsetOutOfBoundsException,
        SizeOutOfBoundsException,
        MemoryTypeConflictException,
        UnsupportedRawMemoryRegionException

```

*Description*

Creates an instance of a class that implements `RawIntReader` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawIntReader * count`. The object is allocated in the current memory area of the calling thread.

*Parameters*

`region`—The address space from which the new instance should be taken.  
`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

*Throws*

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

*Returns*

an object that implements `RawIntReader` and supports access to the specified range in the memory region.

**createRawIntWriter(RawMemoryRegion, long, int, int)***Signature*

```

public javax.realtime.device.RawIntWriter
createRawIntWriter(RawMemoryRegion region,

```

```
        long base,  
        int count,  
        int stride)  
throws SecurityException,  
        OffsetOutOfBoundsException,  
        SizeOutOfBoundsException,  
        MemoryTypeConflictException,  
        UnsupportedRawMemoryRegionException
```

### Description

Creates an instance of a class that implements `RawIntWriter` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawIntWriter * count`. The object is allocated in the current memory area of the calling thread.

### Parameters

**region**—The address space from which the new instance should be taken.  
**base**—The starting physical address accessible through the returned instance.  
**count**—The number of memory elements accessible through the returned instance.  
**stride**—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

### Throws

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

### Returns

an object that implements `RawIntWriter` and supports access to the specified range in the memory region.

**createRawLong(RawMemoryRegion, long, int, int)**

### Signature

```

public javax.realtime.device.RawLong
createRawLong(RawMemoryRegion region,
              long base,
              int count,
              int stride)
throws SecurityException,
        OffsetOutOfBoundsException,
        SizeOutOfBoundsException,
        MemoryTypeConflictException,
        UnsupportedRawMemoryRegionException

```

*Description*

Creates an instance of a class that implements `RawLong` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawLong * count`. The object is allocated in the current memory area of the calling thread.

*Parameters*

`region`—The address space from which the new instance should be taken.  
`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

*Throws*

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

*Returns*

an object that implements `RawLong` and supports access to the specified range in the memory region.

**createRawLongReader(RawMemoryRegion, long, int, int)**



*Signature*

```
public javafx.realtime.device.RawLongReader
createRawLongReader(RawMemoryRegion region,
                    long base,
                    int count,
                    int stride)

throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       MemoryTypeConflictException,
       UnsupportedRawMemoryRegionException
```

*Description*

Creates an instance of a class that implements `RawLongReader` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawLongReader * count`. The object is allocated in the current memory area of the calling thread.

*Parameters*

- `region`—The address space from which the new instance should be taken.
- `base`—The starting physical address accessible through the returned instance.
- `count`—The number of memory elements accessible through the returned instance.
- `stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

*Throws*

- `IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.
- `SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.
- `OffsetOutOfBoundsException`—when `base` is invalid.
- `SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.
- `MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

*Returns*

an object that implements `RawLongReader` and supports access to the specified range in the memory region.

## createRawLongWriter(RawMemoryRegion, long, int, int)

### Signature

```
public javax.realtime.device.RawLongWriter
createRawLongWriter(RawMemoryRegion region,
                    long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       MemoryTypeConflictException,
       UnsupportedRawMemoryRegionException
```

### Description

Creates an instance of a class that implements `RawLongWriter` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawLongWriter * count`. The object is allocated in the current memory area of the calling thread.

### Parameters

`region`—The address space from which the new instance should be taken.  
`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

### Throws

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

### Returns

an object that implements `RawLongWriter` and supports access to the specified range in the memory region.

## createRawFloat(RawMemoryRegion, long, int, int)

### Signature

```
public javafx.realtime.device.RawFloat
createRawFloat(RawMemoryRegion region,
               long base,
               int count,
               int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       MemoryTypeConflictException,
       UnsupportedRawMemoryRegionException
```

### Description

Creates an instance of a class that implements `RawFloat` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawFloat * count`. The object is allocated in the current memory area of the calling thread.

### Parameters

- `region`—The address space from which the new instance should be taken.
- `base`—The starting physical address accessible through the returned instance.
- `count`—The number of memory elements accessible through the returned instance.
- `stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

### Throws

- `IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.
- `SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.
- `OffsetOutOfBoundsException`—when `base` is invalid.
- `SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.
- `MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

### Returns

an object that implements `RawFloat` and supports access to the specified range in the memory region.

## createRawFloatReader(RawMemoryRegion, long, int, int)

### Signature

```
public javax.realtime.device.RawFloatReader
createRawFloatReader(RawMemoryRegion region,
                    long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       MemoryTypeConflictException,
       UnsupportedRawMemoryRegionException
```

### Description

Creates an instance of a class that implements `RawFloatReader` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawFloatReader * count`. The object is allocated in the current memory area of the calling thread.

### Parameters

- `region`—The address space from which the new instance should be taken.
- `base`—The starting physical address accessible through the returned instance.
- `count`—The number of memory elements accessible through the returned instance.
- `stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

### Throws

- `IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.
- `SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.
- `OffsetOutOfBoundsException`—when `base` is invalid.
- `SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.
- `MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

### Returns

- an object that implements `RawFloatReader` and supports access to the specified range in the memory region.

## createRawFloatWriter(RawMemoryRegion, long, int, int)

### Signature

```
public javax.realtime.device.RawFloatWriter
createRawFloatWriter(RawMemoryRegion region,
                    long base,
                    int count,
                    int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       MemoryTypeConflictException,
       UnsupportedRawMemoryRegionException
```

### Description

Creates an instance of a class that implements `RawFloatWriter` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawFloatWriter * count`. The object is allocated in the current memory area of the calling thread.

### Parameters

`region`—The address space from which the new instance should be taken.  
`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

### Throws

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

### Returns

an object that implements `RawFloatWriter` and supports access to the specified range in the memory region.

**createRawDouble(RawMemoryRegion, long, int, int)***Signature*

```
public javax.realtime.device.RawDouble
createRawDouble(RawMemoryRegion region,
                long base,
                int count,
                int stride)
throws SecurityException,
        OffsetOutOfBoundsException,
        SizeOutOfBoundsException,
        MemoryTypeConflictException,
        UnsupportedRawMemoryRegionException
```

*Description*

Creates an instance of a class that implements `RawDouble` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawDouble * count`. The object is allocated in the current memory area of the calling thread.

*Parameters*

`region`—The address space from which the new instance should be taken.  
`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

*Throws*

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

*Returns*

an object that implements `RawDouble` and supports access to the specified range in the memory region.

**createRawDoubleReader(RawMemoryRegion, long, int, int)***Signature*

```
public javafx.realtime.device.RawDoubleReader
createRawDoubleReader(RawMemoryRegion region,
                      long base,
                      int count,
                      int stride)

throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       MemoryTypeConflictException,
       UnsupportedRawMemoryRegionException
```

*Description*

Creates an instance of a class that implements `RawDoubleReader` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawDoubleReader * count`. The object is allocated in the current memory area of the calling thread.

*Parameters*

`region`—The address space from which the new instance should be taken.  
`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

*Throws*

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.  
`MemoryTypeConflictException`—when `base` does not point to a memory that matches the type served by this factory.

*Returns*

an object that implements `RawDoubleReader` and supports access to the specified range in the memory region.

## `createRawDoubleWriter(RawMemoryRegion, long, int, int)`

### Signature

```
public javax.realtime.device.RawDoubleWriter
createRawDoubleWriter(RawMemoryRegion region,
                      long base,
                      int count,
                      int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       MemoryTypeConflictException,
       UnsupportedRawMemoryRegionException
```

### Description

Creates an instance of a class that implements `RawDoubleWriter` and accesses memory of `region` in the address range described by `base`, `stride`, and `count`. The actual extent of the memory addressed by the object is `stride * size of RawDoubleWriter * count`. The object is allocated in the current memory area of the calling thread.

### Parameters

`region`—The address space from which the new instance should be taken.  
`base`—The starting physical address accessible through the returned instance.  
`count`—The number of memory elements accessible through the returned instance.  
`stride`—The distance to the next element as a multiple of element size, where 1 means the elements are adjacent in memory.

### Throws

`IllegalArgumentException`—when `base` is negative, `count` is not greater than zero, or `stride` is less than one.  
`SecurityException`—when the caller does not have permissions to access the given memory region or the specified range of addresses.  
`OffsetOutOfBoundsException`—when `base` is invalid.  
`SizeOutOfBoundsException`—when the memory addressed by the object would extend into an invalid range of memory.



**MemoryTypeConflictException**—when `base` does not point to a memory that matches the type served by this factory.

*Returns*

an object that implements **RawDoubleWriter** and supports access to the specified range in the memory region.

### 13.3.2.12 RawMemoryRegion

---

public class RawMemoryRegion

*Inheritance*

java.lang.Object  
**RawMemoryRegion**

*Description*

RawMemoryRegion is a class for typing raw memory regions. It is returned by the **RawMemoryRegionFactory.getRegion** methods of the raw memory region factory classes, and it is used with methods such as **RawMemoryFactory.createRawByte(RawMemoryRegion, long, int, int)** and **RawMemoryFactory.createRawDouble(RawMemoryRegion, long, int, int)** methods to identify the region from which the application wants to get an accessor instance.

Available since RTSJ 2.0

#### 13.3.2.12.1 Methods

---

### **get(String)**

*Signature*

```
public static javax.realtime.device.RawMemoryRegion  
get(String name)  
throws IllegalRealtimeArgumentException
```

*Description*

Get a memory region type by name.

*Parameters*

**name**—of the region

*Throws*

**IllegalRealtimeArgumentException**—when **name** is null.

*Returns*

the region type object or null, when none with **name** exists.

## **isRawMemoryRegion(String)**

*Signature*

```
public static boolean  
isRawMemoryRegion(String name)
```

*Description*

Ask whether or not there is a memory region type of a given name.

*Parameters*

**name**—for which to search

*Returns*

true when there is one and false otherwise.

## **getName**

*Signature*

```
public final java.lang.String  
getName()
```

*Description*

Obtains the name of this region type.

*Returns*

the region types name

## **toString**

*Signature*

```
public final java.lang.String  
toString()
```

*Description*

Gets a printable representation for a Region.

*Returns*

the name of this memory region type.

## 13.4 Rationale

As with alternative memory management, support for device access has been improved in several ways: typed access to device memory, and extensions for DMA, and a new first-level interrupt handling API, as well as package separation. Package separation was discussed in the rationale for alternative memory management. Each of the other changes was driven by its own set of requirements. Still they were designed to produce a coherent set of features for the new specification.

### 13.4.1 Typed Raw Memory

Raw memory in the RTSJ refers to any memory in which only objects of primitive types can be stored; *Java objects or their references cannot be stored in raw memory.* RTSJ Version 2.0 provides two categories:

1. memory that is used to access memory-mapped device registers, and
2. logical memory that can be used to access port-based device registers.

Each of these categories of memory is represented by an instance of `RawMemoryRegion`. In addition, the application can define other regions outside these two, either for accessing device registers in some other address space or for other purposes, such as emulating device access.

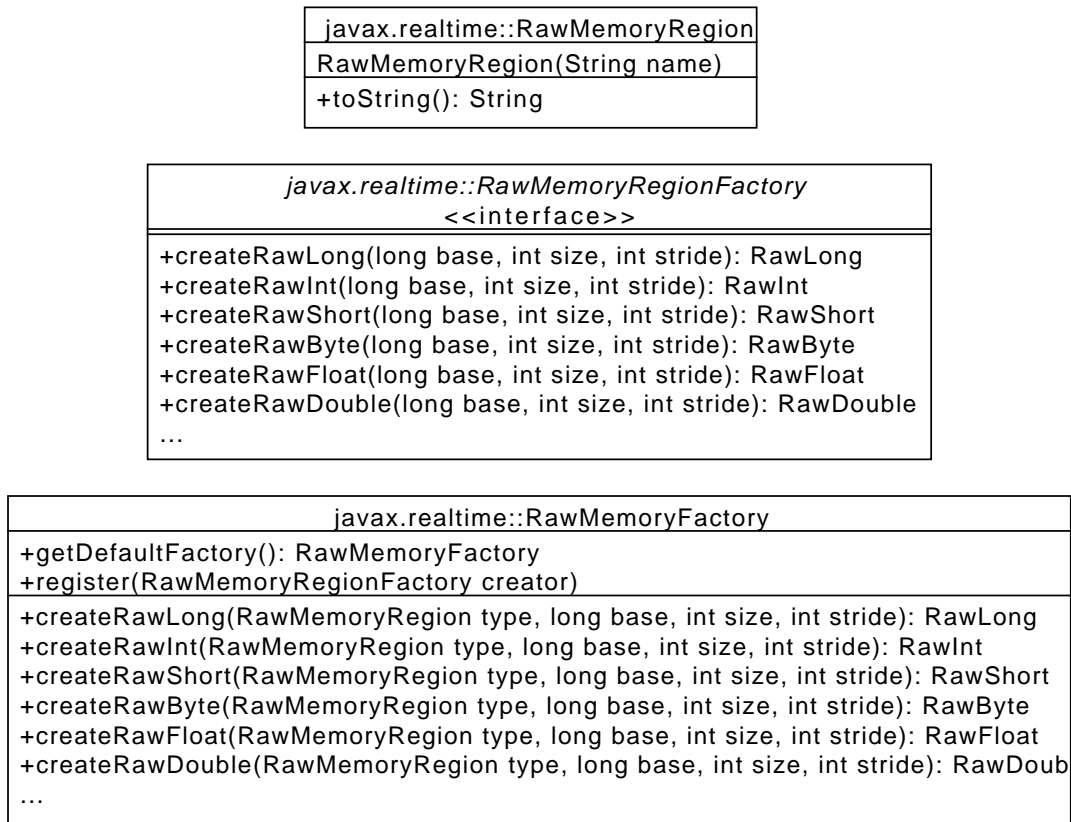
Java's primitive types are partitioned into two groups: integral (short, int, long, byte) and real (float, double) types, including arrays of each type. For integral types, individual interfaces are also defined to facilitate greater type security during access. Objects that support these interfaces are created by factory methods, which again have predefined interfaces. Such objects are called *accessor* objects as they encapsulate the access protocol to the raw memory.

Control over all these objects is managed by the `RawMemoryFactory` class that provides a set of static methods, as shown in Figure 13.5. There are two groups of methods:

1. those that enable a factory to be registered, and
2. those that request the creation of *accessor* object for a particular memory type at a particular address.

The latter consists of methods to create Java-primitive-type accessor objects, which will throw exceptions if the appropriate addresses are not on correct boundaries to

Figure 13.5: Creating Raw Memory Accessors



enable the underlying machine instructions to be used without causing hardware exceptions (e.g., `createRawByteReader`).

As with interrupt handling, some realtime JVMs may not be able to support all of the memory categories. However, the expectation is that for all supported categories, they will also provide and register the associated factories for object creation.

For the case of `IO_PORT_MAPPED` raw memory, the accessor objects will need to arrange to execute the appropriate machine instructions to access the device registers.

Consider the simple case where a device has two device registers: a control/status register that is a 32 bits integer, and a data register that is a 64 bits long. The registers have been memory mapped to locations: `0x20` and `0x24` respectively. Assuming the realtime JVM has registered a factory for the `IO_MEMORY_MAPPED_REGION` raw memory name, then the following code will create the objects that facilitate the memory access.

---

```
1 RawMemoryFactory factor = RawMemoryFactory.getDefault();
```

```

2 RawInt controlReg =
3   factory.createRawInt(RawMemoryFactory.IO_MEMORY_MAPPED_REGION,
4     0x20);
4 RawLong dataReg =
5   factory.createRawLong(RawMemoryFactory.IO_MEMORY_MAPPED_REGION,
6     0x24);

```

The above definitions reflect the structure of the actual registers. The JVM will check that the memory locations are on the correct boundaries and that they can be accessed without any hardware exceptions being generated. If they cannot, the create methods will throw an appropriate exceptions. If successfully created, all future access to the `controlReg` and `dataReg` will be exception free. The registers can be manipulated by calling the appropriate methods, as in the following example.

```

1 dataReg.setLong(1);
2   // where 1 is of type long and is data to be sent to the
3     device
3 controlReg.setInt(i);
4   // where i is of type int and is the command to the device

```

In the general case, programmers themselves may create their own memory categories and provide associated factories (that may use the implementation-defined factories). These factories are written in Java and are, therefore, constrained by what the language allows them to do. Typically, they will use the JVM-supplied raw memory types to facilitate access to a device's external memory.

The facilities provided by the RTSJ allow an application to support the notion of removable memory. When this memory is inserted or removed, an asynchronous event can be set up to fire, thereby alerting the application that the device has become active. Of course, any removable memory has to be treated with extreme caution. Hence, the RTSJ facilities allow it only to be accessed as a raw memory device.

### 13.4.2 Direct memory access

DMA requires access to memory outside of the heap. It is often crucial for performance in embedded systems; however, it does cause problems both from a realtime analysis perspective and from a JVM-implementation perspective. The latter is the primary concern here.

There are a few crucial points to note about DMA and the RTSJ.

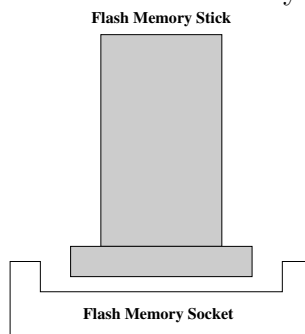
1. The RTSJ does not address issues of persistent objects, so the input and output of Java objects to devices (other than by using the Java serialization mechanism) is not supported.

2. The RTSJ requires that RTSJ programs can be compiled by regular Java compilers. Different bytecode compilers, and their supporting JVMs, use different representation for objects. Java arrays, even of primitive types, are objects, and the data they contain might not be stored in contiguous memory.
3. The package `java.nio.channels` provides a mechanism for I/O that was not specifically designed for DMA, but provides an applicable pattern for it.

For these reasons, without explicit knowledge of the compiler and JVM, allowing any DMA into any RTSJ memory area is a very dangerous action; therefore, the RTSJ provides some special support for DMA. Unfortunately, it would be difficult to find a general pattern to fit all DMA controllers; however, with raw memory and raw byte buffers, one could construct a higher level API that would cover most DMA controllers. Even so, there will always be odd cases that would still not fit the general pattern, especially for embedded systems. For this reason, only this low level API is provided.

The DMA interface is designed to minimize the points where actual physical addresses are provided. If nothing else, this reduces the number of places where security checks are needed. Actual physical addresses are only needed when a `DMARegion` is created. When a DMA buffer is needed, the application developer can draw it from one of the previously defined regions. When exact addresses are needed for each buffer, a `DMARegion` can be defined for each buffer. Otherwise, a large region can be defined for each controller and the system can manage allocation out of these regions.

Figure 13.6: Flash memory device



### 13.4.3 Interrupt Handling

Handling interrupts is a necessary part of many embedded systems. Interrupt handlers have traditionally been implemented in assembler code or C. With the growing popularity of high-level concurrent languages, there has been interest in

better integration between the interrupt handling code and the application. Ada, for example, allows a “protected” procedure to be called directly from an interrupt [3].

Regehr [7] defines the terms used for the core components of interrupts and their handlers as follows:

1. *Interrupt*—a hardware supported asynchronous transfer of control mechanism initiated by an event external to the processor. Control of the processor is transferred through an interrupt vector.
2. *Interrupt vector*—a dedicated (or configurable) location that specifies the location of an interrupt handler.
3. *Interrupt handler*—code that is reachable from the interrupt vector.
4. *An interrupt controller*—a peripheral device that manages interrupts for the processor.

He further identifies the following problems with programming interrupt-driven software on single processors:

1. Stack overflow—the difficulty determining how much call-chain stack is required to handle an interrupt. The problem is compounded if the stack is borrowed from the currently executing thread or process.
2. Interrupt overload—the problem of ensuring that noninterrupt-driven processing is not swamped by unexpected or misbehaving interrupts.
3. Real-time analysis—the need to have appropriate schedulability analysis models to bound the impact of interrupt handlers.

The problems above are accentuated in multiprocessor systems where interrupts can be handled globally. Fortunately, many multiprocessor systems allow interrupts to be bound to particular processors. For example, the ARM Cortex A9-MPCore supports the Arm Generic Interrupt Controller<sup>1</sup>. This enables a target list of CPUs to be specified for each hardware interrupt. Software generated interrupts can also be sent to the list or set up to be delivered to all but the requesting CPU or only the requesting CPU.

Regehr’s problems are all generic and can be solved irrespective of the language used to implement the handlers. In general they can be addressed by a combination of techniques.

1. Stack overflow—static analysis techniques can normally be used to determine the worst-case stack usage of all interrupt handlers. When stack is borrowed from the executing thread, this amount must be added to the worst-case stack usage of all threads.
2. Interrupt overload—this is typically managed by aperiodic server technology in combination with interrupt masking (see Section 13.6 of [3]).
3. Real-time analysis—again, this can be catered for in modern schedulability analysis techniques, such as response-time analysis (see Section 14.6 of [3]).

---

<sup>1</sup> See <http://infocenter.arm.com/help/index.jsp?topic=/com.arm.doc.ddi0375a/Cegbfjhf.html>

From a RTSJ perspective, the following distinctions are useful

1. The *first-level interrupt handlers* are the code that the platform executes in response to the hardware interrupts (or traps). A first-level interrupt is assumed to be executed at an execution eligibility (priority) and by a processor dictated by the underlying platform (which may be controllable at the platform level). On some RTSJ implementations it will not be possible to write Java code for these handlers. Implementations that do enable Java-level handlers may restrict the code that can be written. For example, the handler code should not suspend itself or throw unhandled exceptions. The RTSJ 2.0 optional `InterruptServiceRoutine` class supports first level interrupt handling.
2. The *external event handler* is the code that the JVM executes as a result of being notified that an external event (be it an operating system signal, an ISR or some other program) is targeted at the RTSJ application. The programmer should be able to specify the processor affinity and execution eligibility of this code. In RTSJ 2.0, all external events are represented by instances of the `Happening` interface. Every happening has an associated dispatcher which is responsible for the initial response to an occurrence of the event.
3. A happening dispatcher is able to find one or more associated RTSJ asynchronous events and fire them. This then releases the associated asynchronous event handlers.

An new monitor control policy was added to separate synchronization with an interrupt service routine from other types of synchronization. This is to ensure that the interrupt masking policy is independent of all task schedulers. Furthermore, other types of monitor control policies should not have any inherent knowledge of interrupt masking.



# Chapter 14

## Interprocess Signaling

On many operating systems, it is possible for one process to signal another. POSIX provides a well defined means of signaling other processes and receiving signals from them, therefore one would like to be able to use this facility when it or a similar mechanism is available. The POSIX module provides the means to do this. It provides a common idiom for binding signals to instances of `AsyncEventHandler`.

### 14.1 Definitions

**Signal** — A notification between two system processes, which may or may not contain a data packet.

**Realtime Signal** — A special type of signal that carries a bit of data with it.

### 14.2 Semantics

The POSIX interface provides two main facilities: sending signals and receiving signals. These are supported by a means of determining which signals are supported on an implementation. In addition, not only stateless signals, but also signals with data are also supported. All classes are in the `javax.realtime.posix` package.

Some signals have predefined uses. For example, `SIG_SEGV` is used to signal an application that the program has attempted to reference the content of an address that is not available in the current address space. There is even a signal that can never be caught because it terminates the process before anything else can happen.

Therefore, an implementation must document what signals an RTSJ runtime or virtual machine uses, whether or not the signal handler can be overridden, and what would happen when a program attaches a handler to that signal or sends that signal to another instance of the virtual machine. Whenever possible, an RTSJ program

should be able to handle any signal it receives. The only exception is `SIG_KILL`, which never reaches the program.

### 14.2.1 POSIX Signals

The `Signal` class represents POSIX signals and is required on platforms that provide POSIX signals. As with a `Happening`, it is a subclass of `AsyncEvent` and implements `ActiveEvent`. Unlike `Happening`, it cannot be instantiated by the user. Instead, an instance exists for each POSIX signal defined on the system. They can be retrieved either by name or number using the `Signal.get(int)` and `Signal.get(String)` methods.

### 14.2.2 POSIX Realtime Signals

The `RealtimeSignal` class represents POSIX realtime events. It also implements `ActiveEvent`, but as a subclass of `AsyncLongEvent`, so that it can pass the data sent with its signal. As with `Signal`, it cannot be instantiated by the user, rather an instance exists for each POSIX signal defined on the system, which can be retrieved either by name or number using the `RealtimeSignal.get(int)` and `RealtimeSignal.get(String)` methods.

## 14.3 javax.realtime.posix

### 14.3.1 Classes

#### 14.3.1.1 RealtimeSignal

---

public class RealtimeSignal

*Inheritance*

java.lang.Object  
  javax.realtime.AsyncBaseEvent  
    javax.realtime.AsyncLongEvent  
      RealtimeSignal

*Interfaces*

javax.realtime.ActiveEvent

*Description*

A `javax.realtime.ActiveEvent` subclass for defining a POSIX realtime signal.

Available since RTSJ 2.0

#### 14.3.1.1.1 Methods

---

### isPOSIXRealtimeSignal(String)

*Signature*

```
public static boolean  
isPOSIXRealtimeSignal(String name)
```

*Description*

Determines whether or not the given name represents a POSIX realtime signal.

*Parameters*

**name**—The name of the signal check.

*Returns*

`true` when a signal with the given name is registered.

## getId(String)

### Signature

```
public static int  
getId(String name)
```

### Description

Gets the ID of a supported POSIX realtime signal by its name.

### Parameters

**name**—The name of the signal whose ID should be determined.

### Returns

the ID of the signal named by **name**.

## get(String)

### Signature

```
public static javax.realtime.posix.RealtimeSignal  
get(String name)
```

### Description

Gets a POSIX realtime signal by its name.

### Parameters

**name**—The name of the signal to get.

### Returns

the realtime signal with name or `null` when none exists.

## get(int)

### Signature

```
public static javax.realtime.posix.RealtimeSignal  
get(int id)
```

### Description

Gets a POSIX realtime signal by its ID.

### Parameters

**id**—The identifier of a POSIX realtime signal.

### Returns

the realtime signal corresponding to ID or `-1` when none exists.

## getId

### *Signature*

```
public int  
getId()
```

### *Description*

Gets the name of this realtime signal.

### *Returns*

the ID of this signal.

## getName

### *Signature*

```
public final java.lang.String  
getName()
```

### *Description*

Gets the name of this signal.

### *Returns*

the name of this signal.

## getDispatcher

### *Signature*

```
public javax.realtime.posix.RealtimeSignalDispatcher  
getDispatcher()
```

### *Description*

Obtains the dispatcher for `this`.

### *Returns*

that dispatcher.

## **isActive**

### *Signature*

```
public boolean  
isActive()
```

### *Description*

Determines the activation state of this signal, i.e., whether or not it has been started.

### *Returns*

`true` when active; `false` otherwise.

## **isRunning**

### *Signature*

```
public boolean  
isRunning()
```

### *Description*

Determines the firing state (releasing or skipping) of this signal, i.e., whether or not is active and enabled.

### *Returns*

`true` when releasing, `false` when skipping.

## **start**

### *Signature*

```
public final synchronized void  
start()  
throws IllegalStateException
```

### *Description*

Starts this `RealtimeSignal`, i.e., changes to a running state. A running realtime signal is a source of activation when in a scoped memory and is a member of the root set when in the heap. A running realtime signal can be triggered.

### *Throws*

`javax.realtime.IllegalRealtimeStateException`—when this `RealtimeSignal` has already been started.

See Section `stop()`

## **start(boolean)**

### *Signature*

```
public final synchronized void
start(boolean disabled)
throws IllegalRealtimeStateException
```

### *Description*

Starts this `RealtimeSignal`, i.e., changes to a running state. A running realtime signal is a source of activation when in a scoped memory and is a member of the root set when in the heap. A running realtime signal can be triggered.

### *Parameters*

`disabled`—`true` for starting in a disabled state.

### *Throws*

`javax.realtime.IllegalRealtimeStateException`—when this `RealtimeSignal` has already been started.

See Section `stop()`

## **stop**

### *Signature*

```
public final boolean
stop()
throws IllegalRealtimeStateException
```

### *Description*

Stops this `RealtimeSignal`. A stopped realtime signal ceases to be a source of activation and no longer causes any AE attached to it to be a source of activation.

### *Throws*

`javax.realtime.IllegalRealtimeStateException`—when this `RealtimeSignal` is not running.

### *Returns*

`true` when `this` was *enabled*; `false` otherwise.

## **send(long, long)**

### *Signature*

```
public native boolean
send(long pid,
     long payload)
```

### *Description*

Sends this signal to another process.

### *Parameters*

`pid`—The identifier of the process to which to send the signal.

`payload`—The long value associated with a fire.

### *Returns*

`true` when signal can be sent; otherwise `false`.

## **addHandler(AsyncBaseEventHandler)**

### *Signature*

```
public void
addHandler(AsyncBaseEventHandler handler)
```

### *Description*

Adds a handler to the set of handlers associated with this event. An instance of `AsyncBaseEvent` may have more than one associated handler. However, adding a handler to an event has no effect when the handler is already attached to the event.

The execution of this method is atomic with respect to the execution of the `fire()` method.

Note that there is an implicit reference to the handler stored in `this`. The assignment must be valid under any applicable memory assignment rules.

## **setHandler(AsyncBaseEventHandler)**

### *Signature*



```
public void  
setHandler(AsyncBaseEventHandler handler)
```

*Description*

Associates a new handler with this event and removes all existing handlers. The execution of this method is atomic with respect to the execution of the `fire()` method.

## removeHandler(AsyncBaseEventHandler)

*Signature*

```
public void  
removeHandler(AsyncBaseEventHandler handler)
```

*Description*

Removes a handler from the set associated with this event. The execution of this method is atomic with respect to the execution of the `fire()` method.

A removed handler continues to execute until its `fireCount` becomes zero and it completes.

When `handler` has a scoped non-default initial memory area and execution of this method causes `handler` to become unfrable, this method shall not return until all related finalization has completed.

### 14.3.1.2 RealtimeSignalDispatcher

---

```
public class RealtimeSignalDispatcher
```

*Inheritance*

```
java.lang.Object  
  javax.realtime.ActiveEventDispatcher<RealtimeSignalDispatcher, RealtimeSignal>  
    RealtimeSignalDispatcher
```

*Description*

Provides a means of dispatching a set of `RealtimeSignals`. An application can provide its own dispatcher, providing the priority for the internal dispatching thread. This dispatching thread calls `process()` each time the signal is triggered.

**Available since** RTSJ 2.0

### 14.3.1.2.1 Constructors

---

#### RealtimeSignalDispatcher(SchedulingParameters, RealtimeThreadGroup)

##### Signature

```
public
RealtimeSignalDispatcher(SchedulingParameters schedule,
                          RealtimeThreadGroup group)
throws IllegalRealtimeStateException
```

##### Description

Creates a new dispatcher, whose dispatching thread runs with the given `SchedulingParameters`.

##### Parameters

`schedule`—Parameters for scheduling this dispatcher.  
`group`—Container for this dispatcher.

##### Throws

`IllegalRealtimeStateException`—when the intersection of affinity in `schedule` and the affinity of `group` does not correspond to a valid affinity.

#### RealtimeSignalDispatcher(SchedulingParameters)

##### Signature

```
public
RealtimeSignalDispatcher(SchedulingParameters schedule)
throws IllegalRealtimeStateException
```

##### Description

Creates a new dispatcher, whose dispatching thread runs with the given `SchedulingParameters`.

##### Parameters

`schedule`—Parameters for scheduling this dispatcher.

##### Throws

**IllegalRealtimeStateException**—when the intersection of affinity in `schedule` and the affinity of the current thread group does not correspond to a valid affinity.

#### 14.3.1.2.2 Methods

---

### **setDefaultDispatcher(RealtimeSignalDispatcher)**

#### *Signature*

```
public static void
setDefaultDispatcher(RealtimeSignalDispatcher dispatcher)
```

#### *Description*

Sets the system default realtime signal dispatcher.

#### *Parameters*

**dispatcher**—The instance to be used when no dispatcher is provided. When `null`, the realtime signal dispatcher is set to the original system default.

### **register(RealtimeSignal)**

#### *Signature*

```
public void
register(RealtimeSignal signal)
throws RegistrationException,
       IllegalRealtimeStateException,
       IllegalRealtimeArgumentException
```

#### *Description*

Registers `signal` with this dispatcher.

#### *Parameters*

**signal**—The signal object to register.

#### *Throws*

**RegistrationException**—when `signal` is already registered.

**javax.realtime.IllegalRealtimeStateException**—when this object has been destroyed.

`javax.realtime.IllegalRealtimeArgumentException`—when `signal` is not stopped.

## deregister(RealtimeSignal)

### Signature

```
public void
deregister(RealtimeSignal signal)
throws DeregistrationException,
        IllegalRealtimeStateException,
        IllegalRealtimeArgumentException
```

### Description

Deregisters the `signal` from this dispatcher.

### Parameters

`signal`—The signal object to deregister.

### Throws

`DeregistrationException`—when `signal` is not already registered.

`javax.realtime.IllegalRealtimeStateException`—when this object has been destroyed.

`javax.realtime.IllegalRealtimeArgumentException`—when `signal` is not stopped.

## destroy

### Signature

```
public void
destroy()
throws IllegalRealtimeStateException
```

### Description

Releases all resources thereby making the dispatcher unusable.

### Throws

`javax.realtime.IllegalRealtimeStateException`—when called on a dispatcher that has one or more registered `RealtimeSignal` objects.

### 14.3.1.3 Signal

---

public class Signal

*Inheritance*

java.lang.Object  
  javax.realtime.AsyncBaseEvent  
    javax.realtime.AsyncEvent  
      Signal

*Interfaces*

  javax.realtime.ActiveEvent

*Description*

A `javax.realtime.ActiveEvent` subclass for defining a POSIX signal.

Available since RTSJ 2.0

#### 14.3.1.3.1 Fields

---

##### MAX\_NUM\_SIGNALS

public static final int MAX\_NUM\_SIGNALS

*Description*

Obtains the maximum number a signals may have.

#### 14.3.1.3.2 Methods

---

##### isPOSIXSignal(String)

*Signature*

```
public static boolean  
isPOSIXSignal(String name)
```

*Description*

Determines if the given name represents a POSIX signal.

*Parameters*

**name**—The string passed as the name of the signal.

*Returns*

**true** when a signal with the given name is registered.

## **getId(String)**

*Signature*

```
public static int  
getId(String name)
```

*Description*

Gets the ID of a supported signal by its name.

*Parameters*

**name**—The name of the signal for which to search.

*Returns*

the ID of the signal named by **name** or -1 when no signal with the given name exists.

## **get(String)**

*Signature*

```
public static javax.realtime.posix.Signal  
get(String name)
```

*Description*

Gets a supported signal by its name.

*Parameters*

**name**—The name identifying the signal to get.

*Returns*

the signal associated with **name** or **null** when none exists.

## **get(int)**

*Signature*

```
public static javax.realtime.posix.Signal  
get(int id)
```

*Description*

Gets a supported signal by its ID.

*Parameters*

*id*—The identifier of a registered signal.

*Returns*

the signal corresponding to ID or `null` when none exists.

## **getProcessId**

*Signature*

```
public static long  
getProcessId()
```

*Description*

Obtains the OS Id of the JVM process. When running in kernel space, the result is VM dependent and must be documented. This number returned is only usable with `Signal.send(long)`.

*Returns*

the OS process ID.

## **getId**

*Signature*

```
public int  
getId()
```

*Description*

Gets the number of this signal.

*Returns*

the signal number.

## **getName**

### *Signature*

```
public java.lang.String  
getName()
```

### *Description*

Gets the name of this signal.

### *Returns*

the name of this signal.

## **getDispatcher**

### *Signature*

```
public javax.realtime.posix.SignalDispatcher  
getDispatcher()
```

### *Description*

Obtains the dispatcher for **this**.

### *Returns*

that dispatcher.

## **isActive**

### *Signature*

```
public boolean  
isActive()
```

### *Description*

Determines the activation state of this signal, i.e., whether or not it has been started.

### *Returns*

**true** when active; **false** otherwise.



## isRunning

### *Signature*

```
public boolean  
isRunning()
```

### *Description*

Determines the firing state, releasing or skipping, of this signal, i.e., whether or not it is active and enabled.

### *Returns*

`true` when releasing, `false` when skipping.

## start

### *Signature*

```
public void  
start()  
throws IllegalRealtimeStateException
```

### *Description*

Starts this `Signal`, i.e., changes to a running state. A running signal is a source of activation when in a scoped memory and is a member of the root set when in the heap. A running signal can be triggered.

### *Throws*

`javax.realtime.IllegalRealtimeStateException`—when this `Signal` has already been started.

See Section `stop()`

## start(boolean)

### *Signature*

```
public void  
start(boolean disabled)  
throws IllegalRealtimeStateException
```

### *Description*

Starts this `Signal`, i.e., changes to a running state. A running signal is a source of activation when in a scoped memory and is a member of the root set when in the heap. A running signal can be triggered.

*Parameters*

`disabled`—`true` for starting in a disabled state.

*Throws*

`java.x.realtime.IllegalRealtimeStateException`—when this `Signal` has already been started.

See Section `stop()`

## **stop**

*Signature*

```
public boolean
stop()
throws IllegalRealtimeStateException
```

*Description*

Stops this `Signal`. A stopped signal ceases to be a source of activation and no longer causes any AE attached to it to be a source of activation.

*Throws*

`java.x.realtime.IllegalRealtimeStateException`—when this `Signal` is not running.

*Returns*

`true` when this was *enabled* and `false` otherwise.

## **send(long)**

*Signature*

```
public void
send(long pid)
throws POSIXInvalidSignalException,
       POSIXSignalPermissionException,
       POSIXInvalidTargetException
```

*Description*

Sends this signal to another process or process group.

On POSIX systems running in user space, the following holds:

- when `pid` is positive, the signal is sent to `pid`;
- when `pid` equals 0, the signal is sent to every process in the process group of the current process;
- when `pid` equals -1, the signal is sent to every process for which the calling process has permission to send signals, except for possibly OS-defined system processes; otherwise
- when `pid` is less than -1, the signal is sent to every process in the process group `-pid`.

POSIX.1-2001 requires the underlying mechanism of `signal.send(-1)` to send `signal` to all processes for which the current process may signal, except possibly for some OS-defined system processes.

For an RTVM running in kernel space, the meaning of the `pid` is implementation dependent, though it should be as closed to the standard definition as possible.

#### *Parameters*

`pid`—ID of the process to which to send the signal.

#### *Throws*

`POSIXInvalidSignalException`—when the signal number is not valid.

`POSIXSignalPermissionException`—when the process does not have permission to send the target.

`POSIXInvalidTargetException`—when the target does not exist.

## **addHandler(AsyncBaseEventHandler)**

#### *Signature*

```
public void  
addHandler(AsyncBaseEventHandler handler)
```

#### *Description*

Adds a handler to the set of handlers associated with this event. An instance of `AsyncBaseEvent` may have more than one associated handler. However, adding a handler to an event has no effect when the handler is already attached to the event.

The execution of this method is atomic with respect to the execution of the `fire()` method.

Note that there is an implicit reference to the handler stored in `this`. The assignment must be valid under any applicable memory assignment rules.

## setHandler(AsyncBaseEventHandler)

### Signature

```
public void
setHandler(AsyncBaseEventHandler handler)
```

### Description

Associates a new handler with this event and removes all existing handlers. The execution of this method is atomic with respect to the execution of the `fire()` method.

## removeHandler(AsyncBaseEventHandler)

### Signature

```
public void
removeHandler(AsyncBaseEventHandler handler)
```

### Description

Removes a handler from the set associated with this event. The execution of this method is atomic with respect to the execution of the `fire()` method.

A removed handler continues to execute until its `fireCount` becomes zero and it completes.

When `handler` has a scoped non-default initial memory area and execution of this method causes `handler` to become unfirable, this method shall not return until all related finalization has completed.

### 14.3.1.4 SignalDispatcher

---

```
public class SignalDispatcher
```

### Inheritance

```
java.lang.Object
  javax.realtime.ActiveEventDispatcher<SignalDispatcher, Signal>
    SignalDispatcher
```

### Description

Provides a means of dispatching a set of **Signals**. An application can provide its own dispatcher, providing the priority for the internal dispatching thread. This dispatching thread calls `process()` each time the signal is triggered.

Available since RTSJ 2.0

#### 14.3.1.4.1 Constructors

---

### SignalDispatcher(SchedulingParameters, RealtimeThreadGroup)

#### Signature

```
public
SignalDispatcher(SchedulingParameters scheduling,
                 RealtimeThreadGroup group)
throws IllegalRealtimeStateException
```

#### Description

Creates a new dispatcher, whose dispatching thread runs with the given `SchedulingParameters`.

#### Parameters

`scheduling`—Parameters for scheduling this dispatcher.

`group`—Container for this dispatcher.

#### Throws

`IllegalRealtimeStateException`—when the intersection of affinity in `scheduling` and the affinity of `group` does not correspond to a valid affinity.

### SignalDispatcher(SchedulingParameters)

#### Signature

```
public
SignalDispatcher(SchedulingParameters scheduling)
throws IllegalRealtimeStateException
```

#### Description

Creates a new dispatcher, whose dispatching thread runs with the given `SchedulingParameters`.

*Parameters*

`scheduling`—For scheduling this dispatcher.

*Throws*

`IllegalRealtimeStateException`—when the intersection of affinity in `schedule` and the affinity of the current thread group does not correspond to a valid affinity.

#### 14.3.1.4.2 Methods

---

### `setDefaultDispatcher(SignalDispatcher)`

*Signature*

```
public static void
setDefaultDispatcher(SignalDispatcher dispatcher)
```

*Description*

Sets the system default signal dispatcher.

*Parameters*

`dispatcher`—An instance to be used when no dispatcher is provided. When `null`, the signal dispatcher is set to the original system default.

### `register(Signal)`

*Signature*

```
public synchronized void
register(Signal signal)
throws RegistrationException,
        IllegalRealtimeStateException,
        IllegalRealtimeArgumentException
```

*Description*

Registers a POSIX signal with this dispatcher.

*Parameters*

`signal`—The signal instance to register.

*Throws*

`RegistrationException`—when `Signal` is already registered.

`javax.realtime.IllegalRealtimeStateException`—when this object has been destroyed.

`javax.realtime.IllegalRealtimeArgumentException`—when `Signal` is not stopped.

## **deregister(Signal)**

### *Signature*

```
public synchronized void
deregister(Signal signal)
throws DeregistrationException,
        IllegalRealtimeStateException,
        IllegalRealtimeArgumentException
```

### *Description*

Deregisters the POSIX `Signal` from this dispatcher.

### *Parameters*

`signal`—The signal instance to deregister.

### *Throws*

`DeregistrationException`—when `Signal` is not already registered.

`javax.realtime.IllegalRealtimeStateException`—when this object has been destroyed.

`javax.realtime.IllegalRealtimeArgumentException`—when `Signal` is not stopped.

## **destroy**

### *Signature*

```
public void
destroy()
throws IllegalRealtimeStateException
```

### *Description*

Releases all resources thereby making the dispatcher unusable.

### *Throws*

`javax.realtime.IllegalRealtimeStateException`—when called on a dispatcher that has one or more registered `Signal` objects.

## 14.4 Rationale

POSIX is the most widely supported standard for operating systems, both conventional and realtime. Providing support for sending and receiving signals as encapsulated in the `Signal` and `RealtimeSignal` enables realtime java programs to interact, not just with the environment, but also other processes in a system. Even for systems that are not strictly POSIX compatible, one can implement this interface for encapsulating similar functionality in a common API.

The old interface was not consistent with the event and handler model used by `Timer` and other `AsyncEventHandler` types. Providing a new module for posix signal handling was used as a means of fixing this inconsistency. Thus the `javax.realtime.posix` contains new classes for interacting with signals using the event and handler model, as well as adding support for realtime signals.

The `Signal` and `RealtimeSignal` classes are singletons for each underlying signal. This provides minimum delay, but makes isolation more difficult. For OSGi and other modular platforms, this can be circumvented at a small additional cost. The application just needs to provide a handler for each isolation group that just dispatches to a secondary event for handlers in that group. This is the same mechanism that can be used to emulate the deprecated `AsyncEvent.bindTo(String)`.



# Chapter 15

## System and Options

Implementations of this specification run on many operating systems and this specification itself supports several variants, therefore a means of querying and handling this variation is required. For instance, though many realtime operating systems support the POSIX standard, many do not. There are even ones that vary in their degree of compliance. Also, the type of garbage collection provided may vary from one implementation to another. This specification offers the means and facilities to manage these differences by providing the following:

- a class that contains operations and semantics that affect the entire system;
- the security semantics required by the additional features in the entirety of this specification, which are additional to those required by implementations of the Java Language Specification; and
- a class that provides some basic information about the garbage collector.

### 15.1 Semantics

There are three classes with semantics that do not fall into other categories: `RealtimeSystem`, `RealtimeSecurity`, and `GarbageCollection`. Their overall semantics is detailed below. Thereafter, semantics applying to methods, constructors, and fields of these classes are provided.

#### 15.1.1 `RealtimeSystem`

`RealtimeSystem` is a required class, which provides basic information about the RTSJ extensions supported by the system. Via this class, a program can query the default monitor policy, the realtime security manager, and other realtime properties of the system. Starting from version 2.0, a program can also ask what modules are supported. The enumeration `RTSJModule` supports this capability.

## 15.1.2 Realtime Security

Security for the classes in `javax.realtime` and its subpackages is provided by a set of permission classes, all of which are subclasses of `RealtimePermission`. These classes control access to key realtime features. Particularly critical is access to memory outside the heap. Core RTSJ features also have security checks. These should enable an application to restrict the use of the RTSJ, particularly for dynamically loaded code. Of particular concern are classes that can create or control resources, such as creating threads, both explicitly and implicitly, controlling scheduling and affinity, creating persistent objects, and accessing resources outside RTSJ memory areas.

Detailed information is provided in the class documentation below, where the arguments types are described in the subsequent table.

- `AffinityPermission`

Method	Target	Action
<code>Affinity.setProcessorAddedEvent</code>	Group	monitor
<code>Affinity.setProcessorRemovedEvent</code>	Group	monitor

- `CoreMemoryPermission`

Method	Target	Action
<code>MemoryArea.executeInArea</code>	Area	enter
<code>MemoryArea.enter</code>	Area	enter
<code>MemoryArea.newArray</code>	—	allocate
<code>MemoryArea.newInstance</code>	—	allocate

- `SchedulingPermission`

Method	Target	Action
<code>Scheduler.reschedule</code>	Group	control
<code>ProcessingGroup.ProcessingGroup</code>	Group	control
<code>ProcessingGroup.enforceCost</code>	Group	control
<code>RealtimeThreadGroup.setMaxEligibility</code>	Group	tune
<code>ProcessingGroup.setPeriod</code>	Group	tune
<code>ProcessingGroup.setMaximumCost</code>	Group	tune
<code>ProcessingGroup.setMinimumCost</code>	Group	tune
<code>ProcessingGroup.setCostOverrunHandler</code>	Group	monitor
<code>ProcessingGroup.setCostUnderrunHandler</code>	Group	monitor
<code>Scheduler.setDefaultScheduler</code>	—	system
<code>ProcessingGroup.setGranularity</code>	—	system
<code>MonitorControl.setMonitorControl</code>	—	system

- TaskPermission

Method	Target	Action
<code>ActiveEvent.start</code>	Group	control
<code>ActiveEvent.stop</code>	Group	control
<code>AsyncBaseEvent.enable</code>	Group	control
<code>AsyncBaseEvent.disable</code>	Group	control
<code>Schedulable.setDaemon</code>	Group	control
<code>Clock.Clock</code>	—	create
<code>RealtimeThread.RealtimeThread</code>	—	create
<code>Timer.Timer</code>	—	create
<code>AsyncBaseEvent.addHandler</code>	Group	handle
<code>AsyncBaseEvent.setHandler</code>	Group	handle, override
<code>AsyncBaseEvent.removeHandler</code>	Group	override
<code>ActiveEventDispatcher.register</code>	—	system
<code>ActiveEventDispatcher.deregister</code>	—	system
<code>ActiveEventDispatcher.destroy</code>	—	system
<code>ConfigurationParameters.setDefaultRunner</code>	—	system
<code>Clock.setRealtimeClock</code>	—	system
<code>Clock.setUniversalClock</code>	—	system
<code>TimeDispatcher.setDefaultDispatcher</code>	—	system

- POSIXPermission

Method	Target	Action
<code>RealtimeSignal.addHandler</code>	Signals	handle
<code>RealtimeSignal.setHandler</code>	Signals	handle, override
<code>RealtimeSignal.removeHandler</code>	Signals	override
<code>RealtimeSignal.send</code>	Signals	send
<code>RealtimeSignal.start</code>	Signals	control
<code>RealtimeSignal.stop</code>	Signals	control
<code>RealtimeSignalDispatcher.setDefaultDispatcher</code>	—	system
<code>Signal.addHandler</code>	Signals	handle
<code>Signal.setHandler</code>	Signals	handle, override
<code>Signal.removeHandler</code>	Signals	override
<code>Signal.send</code>	Signals	send
<code>Signal.start</code>	Signals	control
<code>Signal.stop</code>	Signals	control
<code>SignalDispatcher.setDefaultDispatcher</code>	—	system

- **DirectMemoryPermission**

Method	Target	Action
<code>DirectMemoryBufferFactory.</code>	Addresses	define
<code>DirectMemoryBufferFactory</code>		
<code>DirectMemoryBufferFactory.allocateByteBuffer</code>	Store	map
<code>DirectMemoryBufferFactory.free</code>	Group	override

- **HappeningPermission**

Method	Target	Action
<code>Happening.createId</code>	—	create
<code>Happening.Happening</code>	—	create
<code>Happening.addHandler</code>	Group	handle
<code>Happening.setHandler</code>	Group	handle, override
<code>Happening.removeHandler</code>	Group	override
<code>HappeningDispatcher.setDefaultDispatcher</code>	—	system

- **RawMemoryPermission**

Method	Target	Action
<code>RawMemoryFactory.register</code>	Addresses	define
<code>RawMemoryFactory.deregister</code>	Addresses	define
<code>RawMemoryFactory.deregister</code>	Addresses	define
<code>RawMemoryFactory.createRawByte</code>	Store	map
<code>RawMemoryFactory.createRawByteReader</code>	Store	map
<code>RawMemoryFactory.createRawByteWriter</code>	Store	map
...		
<code>RawMemoryFactory.createRawDouble</code>	Store	map
<code>RawMemoryFactory.createRawDoubleReader</code>	Store	map
<code>RawMemoryFactory.createRawDoubleWriter</code>	Store	map

- **PhysicalMemoryPermission**

Method	Target	Action
<code>PhysicalMemoryFactory.associate</code>	Addresses	define
<code>PhysicalMemoryFactory.createImmortalMemory</code>	Store	map
<code>PhysicalMemoryFactory.createLTMemory</code>	Store	map
<code>PhysicalMemoryFactory.createPinnableMemory</code>	Store	map
<code>PhysicalMemoryFactory.createStackedMemory</code>	Store	map

- **ScopedMemoryPermission**

Method	Target	Action
<code>LTMemory.LTMemory</code>	Store	map
<code>PinnableMemory.PinnableMemory</code>	Store	map
<code>StackedMemory.StackedMemory</code>	Store	map
<code>ScopedMemory.joinAndEnter</code>	Area	enter

In order to make the system easier to understand, targets are kept as consistent as possible in accordance with the following table.

Target	Values	Example
Addresses	a set of address ranges or *	0x10000100-0x10000200, 0x10000400-0x10000500
Area	a memory area type or *	<b>StackedMemory</b>
Group	either <b>current</b> or *	<b>current</b>
Signals	a list of signal names or *	INT, STOP
Store	an amount of backing store or *	1024k
—	no specific target	

Similarly, each action is also used for similar functions in different permission classes in accordance with the following table.

Action	description
allocate	allows critical memory allocation
control	allows changing the mode of realtime tasks
create	allows creating critical realtime objects
define	allows defining a range of memory for later use
enter	allows entering a memory area
handle	allows event handling
map	allows mapping defined memory into the system
monitor	allows resource monitoring
override	allows overriding code from another part of the system
send	allows sending signals
system	allows a critical operation
tune	allows system tuning

### 15.1.3 GarbageCollection

It is extremely difficult to characterize garbage collectors in a uniform manner. The only information that can be provided by all collectors is the preemption latency. Each implementation may provide its own subclass of **GarbageCollector** to provide additional information, which may be queried via reflection.

### 15.1.4 Compliance Version

Determining the current version is supported by a system property. When an application calls the method, `System.getProperty("javax.realtime.version")`, the return value will be a string of the form, "x.y.z". Where 'x' is the major version

number and 'y' and 'z' are minor version numbers. These version numbers state to which version of the RTSJ the underlying implementation claims conformance. The first release of the RTSJ, dated 11/2001, was numbered 1.0.0. A release conforming to the version defined by this specification should return the string "2.0.0".

## 15.2 javax.realtime

### 15.2.1 Enumerations

#### 15.2.1.1 RTSJModule

---

public enum RTSJModule

##### *Inheritance*

```
java.lang.Object
  java.lang.Enum<RTSJModule>
    RTSJModule
```

##### *Description*

Modules an RTSJ implementation may provide.

**Available since** RTSJ 2.0

#### 15.2.1.1.1 Enumeration Constants

---

##### **CORE**

```
public static final RTSJModule CORE
```

##### *Description*

Indicates the presence of the core module.

##### **CONTROL**

```
public static final RTSJModule CONTROL
```

##### *Description*

Indicates the presence of the CONTROL module.

## DEVICE

```
public static final RTSJModule DEVICE
```

### *Description*

Indicates the presence of the device access module.

## MEMORY

```
public static final RTSJModule MEMORY
```

### *Description*

Indicates the presence of the alternative memory areas module.

## POSIX

```
public static final RTSJModule POSIX
```

### *Description*

Indicates the presence of the POSIX module.

## SCJ

```
public static final RTSJModule SCJ
```

### *Description*

Indicates the presence of the CONTROL module.

### 15.2.1.1.2 Methods

---

## values

### *Signature*

```
public static javax.realtime.RTSJModule[]  
values()
```

### *Description*

Gets all enumeration constants.



## valueOf(String)

### Signature

```
public static javax.realtime.RTSJModule  
valueOf(String name)
```

### Description

Gets enumeration constants corresponding to **name**.

## value

### Signature

```
public int  
value()
```

### Description

Determines the numeric value of an element of this enumeration. This value can be used in bit sets to determine the presence of the given element.

### Returns

a number with a single bit set representing this element.

## in(int)

### Signature

```
public boolean  
in(int value)
```

### Description

Given an int representing a set of enumeration elements via bit value, sees whether or not this element is contained within that set.

### Parameters

**value**—The set to test against.

### Returns

**true** when and only when **value** has the bit set that represents **this**.

## 15.2.2 Classes

### 15.2.2.1 AffinityPermission

---

```
public class AffinityPermission
```

#### *Inheritance*

```
java.lang.Object
  java.security.Permission
    RealtimePermission
      AffinityPermission
```

#### *Description*

The core module provides a permission for the security manager to administer CPU affinities. The following table describes the actions to check. Each permission can be limited to the current `ThreadGroup` by specifying the target `group` or it can apply to all, either with no target or through the target `*`.

Action Name	Description	Risks of grant
control	Changes the affinity of a task	CPU Assignment Risk
monitor	One could change the event used to monitor adding or removing a processor.	Lost Events Risk

The risk classes are defined in `RealtimePermission`.

Available since RTSJ 2.0

#### 15.2.2.1.1 Constructors

---

### AffinityPermission(String, String)

#### *Signature*

```
public
AffinityPermission(String target,
                    String actions)
```

#### *Description*

Creates a new `AffinityPermission` object for a given action, i.e., the symbolic name of an action. The `target` string specifies additional limitations on the action.

#### *Parameters*

`target`—Specifies the domain for the action, or `*` for no limit on the permission.  
`actions`—The names of the actions to allow, or `*` for all actions.

#### *Throws*

`NullPointerException`—when action is null.  
`IllegalRealtimeArgumentException`—when target or action is empty.

### 15.2.2.1.2 Methods

---

## **equals(Object)**

#### *Signature*

```
public boolean
equals(Object other)
```

#### *Description*

Compare two `Permission` objects for equality.

#### *Parameters*

`other`—is the object with which to compare.

#### *Returns*

`true` when yes and `false` otherwise.

## **getActions**

#### *Signature*

```
public java.lang.String
getActions()
```

*Description*

Obtain the actions as a String in canonical form.

*Returns*

the actions represented as a string.

**hashCode***Signature*

```
public int  
hashCode()
```

*Description*

Obtain the hash code value for this object.

*Returns*

the has code value.

**implies(Permission)***Signature*

```
public boolean  
implies(Permission permission)
```

*Description*

Checks if the given permission's actions are "implied by" this object's actions. This method is used by the AccessController to determine whether or not a requested permission is implied by another permission that is known to be valid in the current execution context.

*Parameters*

**permission**—is the permission to check.

*Returns*

**true** when yes and **false** otherwise.

**15.2.2.2 CoreMemoryPermission**

---

```
public class CoreMemoryPermission
```

*Inheritance*

```

java.lang.Object
  java.security.Permission
    RealtimePermission
      CoreMemoryPermission

```

*Description*

Memory permission are divided into those for the core module and those for the memory module. The following table describes the actions to check for the core module. The name of a primordial memory area type can be given.

Action Name	Description	Risks of grant
enter	Allows execution in a given area.	Memory Leak Risk
allocate	Allows the creation of an object in Immortal without entering it.	Can cause a Memory Leak Risk

The wildcard \*, or no target, allows access to primordial memory area. The risk classes are defined in [RealtimePermission](#).

Available since RTSJ 2.0

### 15.2.2.2.1 Constructors

---

## CoreMemoryPermission(String)

*Signature*

```

public
CoreMemoryPermission(String actions)

```

*Description*

Creates a new `CoreMemoryPermission` object for a given action, i.e., the symbolic name of an action.

*Parameters*

**actions**—The names of the actions to allow, or \* for all actions.

*Throws*

`NullPointerException`—when action is null.

`IllegalRealtimeArgumentException`—when action is empty.

## CoreMemoryPermission(String, String)

### Signature

```
public
CoreMemoryPermission(String target,
                     String actions)
```

### Description

Creates a new `CoreMemoryPermission` object for a given action, i.e., the symbolic name of an action.

### Parameters

`target`—The names of the memory area class for the action, or `*` for all memory areas.

`actions`—The names of the actions to allow, or `*` for all actions.

### Throws

`NullPointerException`—when action is null.

`IllegalRealtimeArgumentException`—when action is empty.

### 15.2.2.2.2 Methods

---

## equals(Object)

### Signature

```
public boolean
equals(Object other)
```

### Description

Compare two Permission objects for equality.

### Parameters

`other`—is the object with which to compare.

### Returns

`true` when yes and `false` otherwise.

## getActions

### Signature

```
public java.lang.String  
getActions()
```

### Description

Obtain the actions as a String in canonical form.

### Returns

the actions represented as a string.

## hashCode

### Signature

```
public int  
hashCode()
```

### Description

Obtain the hash code value for this object.

### Returns

the has code value.

## implies(Permission)

### Signature

```
public boolean  
implies(Permission permission)
```

### Description

Checks if the given permission's actions are "implied by" this object's actions. This method is used by the AccessController to determine whether or not a requested permission is implied by another permission that is known to be valid in the current execution context.

### Parameters

`permission`—is the permission to check.

### Returns

`true` when yes and `false` otherwise.

### 15.2.2.3 GarbageCollector

---

public abstract class GarbageCollector

#### *Inheritance*

java.lang.Object  
GarbageCollector

#### *Description*

The system shall provide dynamic and static information characterizing the temporal behavior and imposed overhead of any garbage collection algorithm provided by the implementation. This information shall be made available to applications via methods on subclasses of `GarbageCollector`. Implementations are allowed to provide any set of methods in subclasses as long as the temporal behavior and overhead are sufficiently categorized. The implementations are also required to fully document the subclasses.

A reference to the garbage collector responsible for heap memory is available from `RealtimeSystem.currentGC()`.

#### 15.2.2.3.1 Methods

---

### **getPreemptionLatency**

#### *Signature*

```
public abstract javax.realtime.RelativeTime  
getPreemptionLatency()
```

#### *Description*

Preemption latency is a measure of the maximum time a schedulable object may have to wait for the collector to reach a preemption-safe point.

Schedulables which may not use the heap preempt garbage collection immediately, but other schedulables must wait until the collector reaches a preemption-safe point. For many garbage collectors the only preemption-safe point is at the end of garbage collection, but an implementation of the garbage collector could permit a schedulable to preempt garbage collection before it completes. The `getPreemptionLatency` method gives such a garbage collector a way to report the worst-case interval between the release of a schedulable during garbage



collection, and the time the schedulable starts execution or gains full access to heap memory, whichever comes later.

### *Returns*

the worst-case preemption latency of the garbage collection algorithm represented by `this`. The returned object is allocated in the current allocation context. When there is no constant that bounds garbage collector preemption latency, this method shall return a relative time with `Long.MAX_VALUE` milliseconds. The number of nanoseconds in this special value is unspecified.

#### 15.2.2.4 RealtimePermission

---

```
public abstract class RealtimePermission
```

### *Inheritance*

```
java.lang.Object  
  java.security.Permission  
    RealtimePermission
```

### *Description*

All permission classes in the RTSJ inherit from this class. The following table lists common risk classes that correspond to granting specific permissions.

Risk Class	Description
CPU Assignment Risk	Interferes with critical tasks by assigning too many other tasks to the same CPU.
Encapsulation Risk	Could break out of encapsulation.
External Risk	Could adversely effect other processes on the system.
Interference Risk	Could interfere with the function of other parts of the system.
Load Risk	Could increase the load on the system.
Lost Events Risk	Another task could no longer receive the expected events.
Memory Leak Risk	Could cause memory to be lost to the system.
Scheduling Risk	Interferes with the timeliness of other parts of the system.
Device Range Risk	Could specify memory outside the desired Device range.
Device Map Risk	Could map too much or too little Device memory.
DMA Range Risk	Could specify memory outside the desired DMA range.
DMA Map Risk	Could map too much or too little DMA memory for DMA.
Physical Range Risk	Could specify memory outside the desired Physical range.
Physical Map Risk	Could take too much memory.

Available since RTSJ 2.0

#### 15.2.2.4.1 Constructors

---

### RealtimePermission(String)

*Signature*

```
protected  
RealtimePermission(String action)
```

*Description*

Creates a new `RealtimePermission` object for a given action, i.e., the symbolic name of an action. The `target` string specifies additional limitations on the action.

*Parameters*

`action`—The names of the actions to allow, or `*` for all actions.

*Throws*

`NullPointerException`—when `action` is null.

`IllegalRealtimeArgumentException`—when `action` is empty.

## RealtimePermission(String, String)

*Signature*

```
protected  
RealtimePermission(String target,  
                    String actions)
```

*Description*

Creates a new `RealtimePermission` object for a given action, i.e., the symbolic name of an action. The `target` string specifies additional limitations on the action.

*Parameters*

`target`—Specifies the domain for the action, or `*` for no limit on the permission.

`actions`—The names of the actions to allow, or `*` for all actions.

*Throws*

`NullPointerException`—when `action` is null.

`IllegalRealtimeArgumentException`—when `target` or `action` is empty.

### 15.2.2.4.2 Methods

---

## **equals(Object)**

### *Signature*

```
public abstract boolean  
equals(Object other)
```

### *Description*

Compare two Permission objects for equality.

### *Parameters*

**other**—is the object with which to compare.

### *Returns*

**true** when yes and **false** otherwise.

## **getActions**

### *Signature*

```
public abstract java.lang.String  
getActions()
```

### *Description*

Obtain the actions as a String in canonical form.

### *Returns*

the actions represented as a string.

## **hashCode**

### *Signature*

```
public abstract int  
hashCode()
```

### *Description*

Obtain the hash code value for this object.

### *Returns*

the has code value.

## implies(Permission)

### Signature

```
public abstract boolean  
implies(Permission permission)
```

### Description

Checks if the given permission's actions are "implied by" this object's actions. This method is used by the `AccessController` to determine whether or not a requested permission is implied by another permission that is known to be valid in the current execution context.

### Parameters

`permission`—is the permission to check.

### Returns

`true` when yes and `false` otherwise.

### 15.2.2.5 RealtimeSystem

---

```
public class RealtimeSystem
```

### Inheritance

```
java.lang.Object  
  RealtimeSystem
```

### Description

`RealtimeSystem` provides a means for tuning the behavior of the implementation by specifying parameters such as the maximum number of locks that can be in use concurrently, and the monitor control policy. In addition, `RealtimeSystem` provides a mechanism for obtaining access to the security manager, garbage collector, and scheduler, to query or set parameters.

#### 15.2.2.5.1 Fields

---

### BIG\_ENDIAN

```
public static final byte BIG_ENDIAN
```

*Description*

Value indicating that the highest order byte of a bit word is stored at the lowest byte address: the int 0x0A0B0C0D is stored in the byte sequence 0x0A, 0x0B, 0x0C, 0x0D. and the long 0x0102030405060708 is stored in the sequence 0x01, 0x02, 0x03, 0x04, 0x05, 0x06, 0x07, 0x08.

**LITTLE\_ENDIAN**

```
public static final byte LITTLE_ENDIAN
```

*Description*

Value indicating that the lowest order byte of a word is stored at the lowest byte address: the int 0x0A0B0C0D is stored in the byte sequence 0x0D, 0x0C, 0x0B, 0x0A and the long 0x0102030405060708 is stored in the sequence 0x08, 0x07, 0x06, 0x05, 0x04, 0x03, 0x02, 0x01.

**PDP\_ENDIAN**

```
public static final byte PDP_ENDIAN
```

*Description*

Value indicating a mixed endian mode used by among others the PDP-11: the int 0x0A0B0C0D is stored in the byte sequence 0x0B, 0x0A, 0x0D, 0x0C, and the long 0x0102030405060708 is stored in the sequence 0x03, 0x04, 0x01, 0x02, 0x07, 0x08, 0x05, 0x06.

**Available since** RTSJ 2.0

**CROSS\_ENDIAN**

```
public static final byte CROSS_ENDIAN
```

*Description*

Value indicating a mixed endian mode: the int 0x0A0B0C0D is stored in the byte sequence 0x0D, 0x0C, 0x0B, 0x0A, and the long 0x0102030405060708 is stored in the sequence 0x05, 0x06, 0x07, 0x08, 0x01, 0x02, 0x03, 0x04.

**Available since** RTSJ 2.0

**BYTE\_ORDER**

```
public static final byte BYTE_ORDER
```

*Description*

The byte ordering of the underlying hardware.

**Deprecated** RTSJ 2.0

**15.2.2.5.2 Methods**

---

**getByteOrder***Signature*

```
public static byte  
getByteOrder()
```

*Description*

Obtains the byte order of the byte order of the system.

*Returns*

one of the defined byte order constants.

**currentGC***Signature*

```
public static javax.realtime.GarbageCollector  
currentGC()
```

*Description*

Returns a reference to the currently active garbage collector for the heap.

*Returns*

a [GarbageCollector](#) object which is the current collector collecting objects on the conventional Java heap.

## **getConcurrentLocksUsed**

### *Signature*

```
public static int  
getConcurrentLocksUsed()
```

### *Description*

Gets the maximum number of locks that have been used concurrently. This value can be used for tuning the concurrent locks parameter, which is used as a hint by systems that use a monitor cache.

### *Returns*

an integer, whose value is the maximum number of locks that have been used concurrently. When the number of concurrent locks is not tracked by the implementation, returns -1. Note that when the number of concurrent locks is not tracked, the number of available concurrent locks is effectively unlimited.

## **getMaximumConcurrentLocks**

### *Signature*

```
public static int  
getMaximumConcurrentLocks()
```

### *Description*

Gets the maximum number of locks that can be used concurrently without incurring an execution time increase as set by the `setMaximumConcurrentLocks()` methods.

Note that any relationship between this method and `setMaximumConcurrentLocks` is implementation-specific. This method returns the actual maximum number of concurrent locks the platform can currently support, or `Integer.MAX_VALUE` when there is no maximum. The `setMaximumConcurrentLocks` method gives the implementation a hint as to the maximum number of concurrent locks it should expect.

### *Returns*

an integer, whose value is the maximum number of locks that can be in simultaneous use.



## setMaximumConcurrentLocks(int)

### Signature

```
public static void
setMaximumConcurrentLocks(int numLocks)
```

### Description

Sets the anticipated maximum number of locks that may be held or waited on concurrently. Provides a hint to systems that use a monitor cache as to how much space to dedicate to the cache.

### Parameters

**numLocks**—An integer, whose value becomes the number of locks that can be in simultaneous use without incurring an execution time increase. When **number** is less than or equal to zero nothing happens. When the system does not use this hint this method has no effect other than on the value returned by `getMaximumConcurrentLocks()`.

## setMaximumConcurrentLocks(int, boolean)

### Signature

```
public static void
setMaximumConcurrentLocks(int number,
                           boolean hard)
```

### Description

Sets the anticipated maximum number of locks that may be held or waited on concurrently. Provides a limit for the size of the monitor cache on systems that provide one when **hard** is true.

### Parameters

**number**—The maximum number of locks that can be in simultaneous use without incurring an execution time increase. When **number** is less than or equal to zero nothing happens. When the system does not use this hint this method has no effect other than on the value returned by `getMaximumConcurrentLocks()`.

**hard**—When true, **number** sets a limit. When a lock is attempted which would cause the number of locks to exceed **number** then a `ResourceLimitError` is thrown. When the system does not limit use of concurrent locks, this parameter is silently ignored.

## setSecurityManager(RealtimeSecurity)

### Signature

```
public static void
setSecurityManager(RealtimeSecurity manager)
```

### Description

Sets a new realtime security manager.

### Parameters

**manager**—A `RealtimeSecurity` object which will become the new security manager.

### Throws

`RealtimeSecurityException`—when security manager has already been set.

## getInitialMonitorControl

### Signature

```
public static javax.realtime.MonitorControl
getInitialMonitorControl()
```

### Description

Returns the monitor control object that represents the initial monitor control policy.

### Returns

the initial monitor control policy.

**Available since** RTSJ 1.0.1

## supports(RTSJModule)

### Signature

```
public static boolean
supports(RTSJModule module)
```

### Description

Determines whether or not a particular module is supported.

### Parameters

`module`—The identifier of the module to be checked for support.

*Returns*

`true` when `module` is supported; otherwise `false`.

**Available since** RTSJ 2.0

## modules

*Signature*

```
public static int  
modules()
```

*Description*

The set of modules supported.

*Returns*

an integer representing all the modules supported.

**Available since** RTSJ 2.0

## hasUniversalClock

*Signature*

```
public static boolean  
hasUniversalClock()
```

*Description*

Determines whether or not this system supports a universal time clock.

*Returns*

`true` when the system can provide a universal time clock.

## canEnforceCost

*Signature*

```
public static boolean  
canEnforceCost()
```

*Description*

Determines whether or not hard cost enforcement is supported.

*Returns*

`true` when cost enforcement is supported; otherwise `false`.

**Available since** RTSJ 2.0

## **canEnforceAllocationRate**

*Signature*

```
public static boolean  
canEnforceAllocationRate()
```

*Description*

Determines whether or not allocation rate enforcement is supported.

*Returns*

`true` when allocation rate enforcement is supported, otherwise `false`.

**Available since** RTSJ 2.0

## **setDefaultConfiguration(ConfigurationParameters)**

*Signature*

```
public static void  
setDefaultConfiguration(ConfigurationParameters parameters)
```

*Description*

Sets the default configuration used to by tasks that are not explicitly provided with one.

*Parameters*

`parameters`—contains the new default configuration.

**Available since** RTSJ 2.0

## **getDefaultConfiguration**

*Signature*

```
public static javax.realtime.ConfigurationParameters  
getDefaultConfiguration()
```

### *Description*

Determines the current configurations used by tasks that are not explicitly provided with one.

### *Returns*

the current configurations.

**Available since** RTSJ 2.0

## 15.2.2.6 SchedulingPermission

---

```
public class SchedulingPermission
```

### *Inheritance*

```
java.lang.Object  
  java.security.Permission  
    RealtimePermission  
      SchedulingPermission
```

### *Description*

Scheduling has its own security permission that covers APIs in [Scheduler](#), [RealtimeThreadGroup](#), and [ProcessingGroup](#). The following table describes the actions to check. Either the permission is limited to the current `ThreadGroup` by specifying the target `group` or it can apply to all, either with no target or the target `*`.

Action Name	Description	Risks of grant
system	Changes system wide behavior, such as how scheduling is done.	Scheduling Risk
control	Changes someone else's scheduling limits or raises your own limits.	Scheduling Risk
monitor	Adds overrun and underrun handlers to someone else's group.	Load Risk
tune	Changes task scheduling.	Scheduling Risk

The wildcard `*` is allowed for both signal and action. The risk classes are defined in [RealtimePermission](#).

Available since RTSJ 2.0

### 15.2.2.6.1 Constructors

---

## SchedulingPermission(String, String)

### Signature

```
public
    SchedulingPermission(String target,
                        String actions)
```

### Description

Creates a new `SchedulingPermission` object for a given action, i.e., the symbolic name of an action. The `target` string specifies additional limitations on the action.

### Parameters

- `target`—Specifies the domain for the action, or `*` for no limit on the permission.
- `actions`—The names of the actions to allow, or `*` for all actions.

*Throws*

`NullPointerException`—when `action` is `null`.

`IllegalRealtimeArgumentException`—when `target` or `action` is empty.

## SchedulingPermission(String)

*Signature*

```
public  
SchedulingPermission(String actions)
```

*Description*

Creates a new `SchedulingPermission` object for a given action, i.e., the symbolic name of an action.

*Parameters*

`actions`—The names of the actions to allow, or `*` for all actions.

*Throws*

`NullPointerException`—when `action` is `null`.

`IllegalRealtimeArgumentException`—when `action` is empty.

### 15.2.2.6.2 Methods

---

## `equals(Object)`

*Signature*

```
public boolean  
equals(Object other)
```

*Description*

Compare two `Permission` objects for equality.

*Parameters*

`other`—is the object with which to compare.

*Returns*

`true` when yes and `false` otherwise.

## getActions

### Signature

```
public java.lang.String  
getActions()
```

### Description

Obtain the actions as a String in canonical form.

### Returns

the actions represented as a string.

## hashCode

### Signature

```
public int  
hashCode()
```

### Description

Obtain the hash code value for this object.

### Returns

the has code value.

## implies(Permission)

### Signature

```
public boolean  
implies(Permission permission)
```

### Description

Checks if the given permission's actions are "implied by" this object's actions. This method is used by the AccessController to determine whether or not a requested permission is implied by another permission that is known to be valid in the current execution context.

### Parameters

**permission**—is the permission to check.

### Returns

**true** when yes and **false** otherwise.



### 15.2.2.7 TaskPermission

---

```
public class TaskPermission
```

#### *Inheritance*

```
java.lang.Object
  java.security.Permission
    RealtimePermission
      TaskPermission
```

#### *Description*

Task permissions are for controlling threads and handlers, as well as creating clocks. The following table describes the actions to check. For all but `create`, which takes no target, either the permission is limited to the current `ThreadGroup` by specifying the target `group`, or it can apply to all with no target or the target `*`.

Action Name	Description	Risks of grant
control	Enables controlling the activity of a task.	Scheduling Risk
create	Enables new thread, timers, and tasks to be created.	Scheduling Risk
handle	Adds handler to an asynchronous event.	Load Risk
override	Interference Risk.	
system	Changes system wide tasking behavior.	Load and Scheduling Risk

The risk classes are defined in `RealtimePermission`.

**Available since** RTSJ 2.0

#### 15.2.2.7.1 Constructors

---

## TaskPermission(String, String)

### Signature

```
public
TaskPermission(String target,
                String actions)
```

### Description

Creates a new `TaskPermission` object for a given action, i.e., the symbolic name of an action. The `target` string specifies additional limitations on the action.

### Parameters

`target`—Specifies the domain for the action, or `*` for no limit on the permission.  
`actions`—The names of the actions to allow, or `*` for all actions.

### Throws

`NullPointerException`—when `action` is null.  
`IllegalRealtimeArgumentException`—when `target` or `action` is empty.

## TaskPermission(String)

### Signature

```
public
TaskPermission(String actions)
```

### Description

Creates a new `TaskPermission` object for a given action, i.e., the symbolic name of an action.

### Parameters

`actions`—The names of the actions to allow, or `*` for all actions.

### Throws

`NullPointerException`—when `action` is null.  
`IllegalRealtimeArgumentException`—when `action` is empty.

### 15.2.2.7.2 Methods

---

## **equals(Object)**

### *Signature*

```
public boolean  
equals(Object other)
```

### *Description*

Compare two Permission objects for equality.

### *Parameters*

**other**—is the object with which to compare.

### *Returns*

**true** when yes and **false** otherwise.

## **getActions**

### *Signature*

```
public java.lang.String  
getActions()
```

### *Description*

Obtain the actions as a String in canonical form.

### *Returns*

the actions represented as a string.

## **hashCode**

### *Signature*

```
public int  
hashCode()
```

### *Description*

Obtain the hash code value for this object.

### *Returns*

the has code value.

**implies(Permission)***Signature*

```
public boolean  
implies(Permission permission)
```

*Description*

Checks if the given permission's actions are "implied by" this object's actions. This method is used by the AccessController to determine whether or not a requested permission is implied by another permission that is known to be valid in the current execution context.

*Parameters*

**permission**—is the permission to check.

*Returns*

**true** when yes and **false** otherwise.

## 15.3 javax.realtime.device

### 15.3.1 Classes

#### 15.3.1.1 DirectMemoryPermission

---

public class DirectMemoryPermission

##### *Inheritance*

```

java.lang.Object
  java.security.Permission
    javax.realtime.RealtimePermission
      DirectMemoryPermission
  
```

##### *Description*

The device management module provides a permission for the security manager to control access to DMA memory. The following table describes the actions to check. An address range can be given as the target or \* for any legal address range.

Action Name	Description	Risks of grant
define	Defines a DMA address range for use by raw memory.	DMA Range Risk
map	Maps a DMA address range for use by a DMA object.	DMA Mapping risk

The risk classes are defined in `javax.realtime.RealtimePermission`.

Available since RTSJ 2.0

#### 15.3.1.1.1 Constructors

---

### DirectMemoryPermission(String, String)

##### *Signature*

```
public
DirectMemoryPermission(String target,
                        String actions)
```

### *Description*

Creates a new `DirectMemoryPermission` object for a given action, i.e., the symbolic name of an action. The `target` string specifies additional limitations on the action.

### *Parameters*

`target`—Specifies the domain for the action, or `*` for no limit on the permission.  
`actions`—The names of the actions to allow, or `*` for all actions.

### *Throws*

`NullPointerException`—when `action` is null.  
`javax.realtime.IllegalRealtimeArgumentException`—when `target` or `action` is empty.

## 15.3.1.1.2 Methods

---

### **equals(Object)**

#### *Signature*

```
public boolean
equals(Object other)
```

#### *Description*

Compare two `Permission` objects for equality.

#### *Parameters*

`other`—is the object with which to compare.

#### *Returns*

`true` when yes and `false` otherwise.

### **getActions**

#### *Signature*

```
public java.lang.String  
getActions()
```

*Description*

Obtain the actions as a String in canonical form.

*Returns*

the actions represented as a string.

## hashCode

*Signature*

```
public int  
hashCode()
```

*Description*

Obtain the hash code value for this object.

*Returns*

the has code value.

## implies(Permission)

*Signature*

```
public boolean  
implies(Permission permission)
```

*Description*

Checks if the given permission's actions are "implied by" this object's actions. This method is used by the AccessController to determine whether or not a requested permission is implied by another permission that is known to be valid in the current execution context.

*Parameters*

**permission**—is the permission to check.

*Returns*

**true** when yes and **false** otherwise.

### 15.3.1.2 HappeningPermission

---

public class HappeningPermission

*Inheritance*

```
java.lang.Object
  java.security.Permission
    javax.realtime.RealtimePermission
      HappeningPermission
```

*Description*

The device management module provides a permission for the security manager to control happenings. The following table describes the actions to check. For all but `create`, which takes no arguments, either the permission is limited to the current `ThreadGroup` by specifying the target `group` or it can apply to all, either with no target or with the target `*`.

Action Name	Description	Risks of grant
create	Enables new thread, timers, and tasks to be created.	Scheduling Risk
handle	Allows adding a handler to a Happening.	Load Risk
override	Enables handlers to be removed.	Interference Risk
system	Changes system's wide happening behavior.	Scheduling and Load Risk

The risk classes are defined in `javax.realtime.RealtimePermission`.

Available since RTSJ 2.0

#### 15.3.1.2.1 Constructors

---

### HappeningPermission(String, String)

*Signature*



```
public
HappeningPermission(String target,
                    String actions)
```

*Description*

Creates a new `HappeningPermission` object for a given action, i.e., the symbolic name of an action. The `target` string specifies additional limitations on the action.

*Parameters*

`target`—Specifies the domain for the action, or `*` for no limit on the permission.  
`actions`—The names of the actions to allow, or `*` for all actions.

*Throws*

`NullPointerException`—when `action` is null.  
`javafx.runtime.IllegalRealtimeArgumentException`—when `target` or `action` is empty.

## HappeningPermission(String)

*Signature*

```
public
HappeningPermission(String actions)
```

*Description*

Creates a new `HappeningPermission` object for a given action, i.e., the symbolic name of an action.

*Parameters*

`actions`—The names of the actions to allow, or `*` for all actions.

*Throws*

`NullPointerException`—when `action` is null.  
`javafx.runtime.IllegalRealtimeArgumentException`—when `action` is empty.

### 15.3.1.2.2 Methods

---

## **equals(Object)**

### *Signature*

```
public boolean  
equals(Object other)
```

### *Description*

Compare two Permission objects for equality.

### *Parameters*

**other**—is the object with which to compare.

### *Returns*

**true** when yes and **false** otherwise.

## **getActions**

### *Signature*

```
public java.lang.String  
getActions()
```

### *Description*

Obtain the actions as a String in canonical form.

### *Returns*

the actions represented as a string.

## **hashCode**

### *Signature*

```
public int  
hashCode()
```

### *Description*

Obtain the hash code value for this object.

### *Returns*

the has code value.

**implies(Permission)***Signature*

```
public boolean
  implies(Permission permission)
```

*Description*

Checks if the given permission's actions are "implied by" this object's actions. This method is used by the AccessController to determine whether or not a requested permission is implied by another permission that is known to be valid in the current execution context.

*Parameters*

**permission**—is the permission to check.

*Returns*

**true** when yes and **false** otherwise.

**15.3.1.3 RawMemoryPermission**


---

```
public class RawMemoryPermission
```

*Inheritance*

```
java.lang.Object
  java.security.Permission
    javax.realtime.RealtimePermission
      RawMemoryPermission
```

*Description*

The device management module provides a permission for the security manager to manage raw memory. The following table describes the actions to check. An address range can be given as the **target** or **\*** for any.

Action Name	Description	Risks of grant
define	Defines a device address range for use by raw memory.	Device Range Risk
map	Maps a given amount of raw memory into a raw memory object.	Device Map Risk

The risk classes are defined in `javax.realtime.RealtimePermission`.

Available since RTSJ 2.0

### 15.3.1.3.1 Constructors

---

## RawMemoryPermission(String, String)

### Signature

```
public
RawMemoryPermission(String target,
                    String actions)
throws NullPointerException,
    IllegalRealtimeArgumentException
```

### Description

Creates a new `RawMemoryPermission` object for a given action, i.e., the symbolic name of an action. The `target` string specifies additional limitations on the action.

### Parameters

`target`—Specifies the domain for the action, or `*` for no limit on the permission.

`actions`—The names of the actions to allow, or `*` for all actions.

### Throws

`NullPointerException`—when `action` is null.

`javax.realtime.IllegalRealtimeArgumentException`—when `target` or `action` is empty.

## RawMemoryPermission(String)

### Signature

```
public
RawMemoryPermission(String actions)
```

throws `NullPointerException`,  
`IllegalRealtimeArgumentException`

#### *Description*

Creates a new `RawMemoryPermission` object for a given action, i.e., the symbolic name of an action.

#### *Parameters*

`actions`—The names of the actions to allow, or `*` for all actions.

#### *Throws*

`NullPointerException`—when `action` is null.

`javax.realtime.IllegalRealtimeArgumentException`—when `action` is empty.

### 15.3.1.3.2 Methods

---

#### **equals(Object)**

##### *Signature*

```
public boolean  
equals(Object other)
```

##### *Description*

Compare two `Permission` objects for equality.

##### *Parameters*

`other`—is the object with which to compare.

##### *Returns*

`true` when yes and `false` otherwise.

#### **getActions**

##### *Signature*

```
public java.lang.String  
getActions()
```

##### *Description*

Obtain the actions as a `String` in canonical form.

*Returns*

the actions represented as a string.

**hashCode***Signature*

```
public int  
hashCode()
```

*Description*

Obtain the hash code value for this object.

*Returns*

the has code value.

**implies(Permission)***Signature*

```
public boolean  
implies(Permission permission)
```

*Description*

Checks if the given permission's actions are "implied by" this object's actions. This method is used by the AccessController to determine whether or not a requested permission is implied by another permission that is known to be valid in the current execution context.

*Parameters*

`permission`—is the permission to check.

*Returns*

`true` when yes and `false` otherwise.

## 15.4 javax.realtime.memory

### 15.4.1 Classes

#### 15.4.1.1 PhysicalMemoryPermission

---

```
public class PhysicalMemoryPermission
```

##### *Inheritance*

```
java.lang.Object
  java.security.Permission
    javax.realtime.RealtimePermission
      PhysicalMemoryPermission
```

##### *Description*

The alternate memory management module provides two permissions for the security manager to use. The following table describes the actions for checking the use of physical memory. An address range can be given as the target or \* for any.

Action Name	Description	Risks of grant
define	Defines a physical address range for use by physical memory.	Physical Range Risk
map	Maps physical memory backing store for creating a memory area.	Physical Map Risk

The risk classes are defined in `javax.realtime.RealtimePermission`.

**Available since** RTSJ 2.0

#### 15.4.1.1.1 Constructors

---

### PhysicalMemoryPermission(String, String)

##### *Signature*

```
public  
PhysicalMemoryPermission(String target,  
                          String actions)
```

### *Description*

Creates a new `DirectMemoryPermission` object for a given action, i.e., the symbolic name of an action. The `target` string specifies additional limitations on the action.

### *Parameters*

`target`—Specifies the domain for the action, or `*` for no limit on the permission.

`actions`—The names of the actions to allow, or `*` for all actions.

### *Throws*

`NullPointerException`—when `action` is null.

`javax.realtime.IllegalRealtimeArgumentException`—when `target` or `action` is empty.

## 15.4.1.1.2 Methods

---

### **equals(Object)**

#### *Signature*

```
public boolean  
equals(Object other)
```

#### *Description*

Compare two `Permission` objects for equality.

#### *Parameters*

`other`—is the object with which to compare.

#### *Returns*

`true` when yes and `false` otherwise.

### **getActions**

#### *Signature*



```
public java.lang.String  
getActions()
```

#### *Description*

Obtain the actions as a String in canonical form.

#### *Returns*

the actions represented as a string.

## hashCode

#### *Signature*

```
public int  
hashCode()
```

#### *Description*

Obtain the hash code value for this object.

#### *Returns*

the has code value.

## implies(Permission)

#### *Signature*

```
public boolean  
implies(Permission permission)
```

#### *Description*

Checks if the given permission's actions are "implied by" this object's actions. This method is used by the AccessController to determine whether or not a requested permission is implied by another permission that is known to be valid in the current execution context.

#### *Parameters*

**permission**—is the permission to check.

#### *Returns*

**true** when yes and **false** otherwise.

### 15.4.1.2 ScopedMemoryPermission

---

public class ScopedMemoryPermission

*Inheritance*

```

java.lang.Object
  java.security.Permission
    javax.realtime.RealtimePermission
      ScopedMemoryPermission
  
```

*Description*

The alternate memory management module provides two permissions for the security manager to use. The following table describes the actions for checking the use of scoped memory. A signal name can be given as the target. The name of a scoped memory area type can be given for enter and a maximum amount of backing store can be used for global backing store.

Action Name	Description	Risks of grant
map	Uses a given amount of the global backing store.	Physical Map Risk
enter	Enters a scoped memory	Memory Risk
monitor	Visit root scoped memories	Encapsulation Risk

The wildcard \* or no target allows access to any scoped memory area or any amount of backing store. The risk classes are defined in `javax.realtime.RealtimePermission`.

Available since RTSJ 2.0

#### 15.4.1.2.1 Constructors

---

### ScopedMemoryPermission(String, String)

*Signature*

```
public
    ScopedMemoryPermission(String target,
                           String actions)
```

#### *Description*

Creates a new `DirectMemoryPermission` object for a given action, i.e., the symbolic name of an action. The `target` string specifies additional limitations on the action.

#### *Parameters*

`target`—Specifies the domain for the action, or `*` for no limit on the permission.  
`actions`—The names of the actions to allow, or `*` for all actions.

#### *Throws*

`NullPointerException`—when action is null.  
`javafx.runtime.IllegalRealtimeArgumentException`—when target or action is empty.

### 15.4.1.2.2 Methods

---

## **equals(Object)**

#### *Signature*

```
public boolean
    equals(Object other)
```

#### *Description*

Compare two `Permission` objects for equality.

#### *Parameters*

`other`—is the object with which to compare.

#### *Returns*

`true` when yes and `false` otherwise.

## **getActions**

#### *Signature*

```
public java.lang.String  
getActions()
```

*Description*

Obtain the actions as a String in canonical form.

*Returns*

the actions represented as a string.

**hashCode***Signature*

```
public int  
hashCode()
```

*Description*

Obtain the hash code value for this object.

*Returns*

the has code value.

**implies(Permission)***Signature*

```
public boolean  
implies(Permission permission)
```

*Description*

Checks if the given permission's actions are "implied by" this object's actions. This method is used by the AccessController to determine whether or not a requested permission is implied by another permission that is known to be valid in the current execution context.

*Parameters*

**permission**—is the permission to check.

*Returns*

**true** when yes and **false** otherwise.

## 15.5 javax.realtime.posix

### 15.5.1 Classes

#### 15.5.1.1 POSIXPermission

---

public class POSIXPermission

##### *Inheritance*

```

java.lang.Object
  java.security.Permission
    javax.realtime.RealtimePermission
      POSIXPermission
  
```

##### *Description*

The POSIX module provides one permission class for the security manager to use. This permission applies to both [Signal](#) and [RealtimeSignal](#). The following table describes the actions for checking the use of signals. A signal name or \* can be given as the target.

Action Name	Description	Risks of grant
handle	Adds a handle to the given signal.	Load Risk
override	Removes a handler that belongs to another realtime thread group.	Interference Risk
send	Sends a given signal.	External Risk
control	Starts or stops this signal.	Scheduling Risk
system	Changes system's wide signalling behavior.	Scheduling and Load Risk

The wildcard \* is allowed for both signal and action. The risk classes are defined in [javax.realtime.RealtimePermission](#).

**Available since** RTSJ 2.0

#### 15.5.1.1.1 Constructors

---

## POSIXPermission(String, String)

### Signature

```
public
    POSIXPermission(String target,
                    String actions)
```

### Description

Creates a new `POSIXPermission` object for a given action, i.e., the symbolic name of an action. The `target` string specifies for which POSIX signal the action applies.

### Parameters

`target`—Specifies the domain for the action, or `*` for no limit on the permission.  
`actions`—The names of the actions to allow, or `*` for all actions.

### Throws

`NullPointerException`—when action is null.  
`java.xml.realtime.IllegalRealtimeArgumentException`—when `target` or action is empty.

## POSIXPermission(String)

### Signature

```
public
    POSIXPermission(String actions)
```

### Description

Creates a new `POSIXPermission` object for a given action, i.e., the symbolic name of an action.

### Parameters

`actions`—The names of the actions to allow, or `*` for all actions.

### Throws

`NullPointerException`—when action is null.  
`java.xml.realtime.IllegalRealtimeArgumentException`—when action is empty.

### 15.5.1.1.2 Methods

---

#### **equals(Object)**

*Signature*

```
public boolean  
equals(Object other)
```

*Description*

Compare two Permission objects for equality.

*Parameters*

**other**—is the object with which to compare.

*Returns*

**true** when yes and **false** otherwise.

#### **getActions**

*Signature*

```
public java.lang.String  
getActions()
```

*Description*

Obtain the actions as a String in canonical form.

*Returns*

the actions represented as a string.

#### **hashCode**

*Signature*

```
public int  
hashCode()
```

*Description*

Obtain the hash code value for this object.

*Returns*

the has code value.

## **implies(Permission)**

### *Signature*

```
public boolean  
implies(Permission permission)
```

### *Description*

Checks if the given permission's actions are "implied by" this object's actions. This method is used by the `AccessController` to determine whether or not a requested permission is implied by another permission that is known to be valid in the current execution context.

### *Parameters*

`permission`—is the permission to check.

### *Returns*

`true` when yes and `false` otherwise.

## **15.6 Rationale**

This specification accommodates the variation in underlying systems in a number of ways. The `RealtimeSystem` class functions in similar capacity to `java.lang.System`. Similarly, the `RealtimeSecurity` class functions corresponds to `java.lang.SecurityManager`.

The concept of optionally required classes provides additional flexibility. Such classes provide a commonality that can be relied upon by program logic that intends to execute on implementations that support a given function, such as `Signal` and `RealtimeSignal` encapsulate common functionality for POSIX compliant systems.

Finally, the `GarbageCollector` class provides some basic information about the garbage collector, but this information is necessarily very limited. The specification does not require a deterministic garbage collector, and even with such a collector, the variation between collectors is quite large. For example, work-based collectors do not have garbage collector threads, so many of the parameters for thread-based collectors would not make sense for a work-based collector. Data that is easy to collect with one type of collector can be quite costly to collect with another. For this reason, collector information is provided via a factory method so that the return class can be extended to provide additional, implementation-defined information.



# Chapter 16

## Exceptions

As with other Java specifications, the RTSJ uses throwables, exceptions and errors, to signal conditions that are abnormal, incorrect, or disallowed. In cases where these exceptional and error conditions are thrown as a result of executing or emulating a Java bytecode or performing operations compatible with standard I/O or class instantiation, the conventional Java exceptions and errors are used. They are taken primarily from the `java.lang` package, but also a few from the `java.lang.reflect` and `java.io` packages as well. In cases where a conventional Java exception is defined that would fit the exceptional condition, a static subclass is used. In other cases, new static exceptions are defined in the `javax.realtime` package. These static exception classes provide

- additional exception classes required for other sections of this specification,
- the ability to throw exceptions without allocating memory, and
- the ability to asynchronously transfer the control of program logic (see `Asyn-chronouslyInterruptedException`).

The ability to throw exceptions without memory allocation is important for using scoped and immortal memory; otherwise, throwing an exception would require much larger scopes to ensure against memory exhaustion.

### 16.1 Semantics

In order to balance compatibility with conventional Java against effective memory management for realtime system, this specification uses four categories of throwables. The first category consists of those that can be thrown by an RTSJ method, but are the result of executing a byte code instruction:

- `java.lang.ArithmeticException`,
- `java.lang.ArrayIndexOutOfBoundsException`,
- `java.lang.ClassCastException`,

- `java.lang.IllegalAccessException`,
- `java.lang.IndexOutOfBoundsException`,
- `java.lang.NullPointerException`,
- `java.lang.StringIndexOutOfBoundsException`, and
- `java.lang.OutOfMemoryError`.

The second category is similar, but result from class loading or I/O:

- `java.lang.InstantiationException`,
- `java.lang.ExceptionInInitializerError`,
- `java.nio.BufferOverflowException`,
- `java.nio.InvalidMarkException`,
- `java.nio.ReadOnlyBufferException`, and
- `java.lang.reflect.InvocationTargetException`.

The third category is exceptions that have the same meaning as conventional Java exception but are thrown directly by an RTSJ method:

RTSJ Throwable	extends
<code>AsynchronouslyInterruptedException</code>	<code>InterruptedException</code>
<code>ConstructorCheckedException</code>	<code>InstantiationException</code>
<code>IllegalRealtimeArgumentException</code>	<code>IllegalArgumentException</code>
<code>IllegalRealtimeStateException</code>	<code>IllegalStateException</code>
<code>IllegalTaskStateException</code>	<code>IllegalThreadStateException</code>
<code>RealtimeSecurityException</code>	<code>IllegalArgumentException</code>
<code>UnsupportedRealtimeOperationException</code>	<code>UnsupportedOperationException</code>
<code>OutOfMemoryStaticError</code>	<code>OutOfMemoryError</code>

These classes all implement the interface `StaticThrowable`. The last category consists of exceptions that are defined only in the RTSJ. Each of these extend one of

- `StaticCheckedException`,
- `StaticRuntimeException`, or
- `StaticError`,

depending on what kind of exception it is. All three of these classes also implement `StaticThrowable`. Except for how information associated with a `Throwable` is stored and managed, the semantics of the classes that implement `StaticThrowable` are the same as for all other Java throwables. All classes in this section are required. Semantics that apply to particular classes, constructors, methods, and fields will be found in the class description and the constructor, method, and field detail sections.

All exceptions defined in this section implement `StaticThrowable` and thus are statically allocated. There is at most one instance of each of these exceptions and errors, managed by the runtime. The message and stack information they would normally carry is held in a thread-local data structure. This means this information is only valid within the context of the thread that threw the `StaticThrowable`, and there only until a new `StaticThrowable` is thrown.

The thread-local storage used by instances of `StaticThrowable` is controlled by the `ConfigurationParameters` associated with the active task when the exception is thrown. This may be the system default `ConfigurationParameters` (set on `RealtimeSystem`) in the case of Java threads or a `Schedulable` for which no `ConfigurationParameters` was provided, or it may be the `ConfigurationParameters` explicitly set for a `Schedulable`.

Though the `AsynchronouslyInterruptedException` and `Timed` classes are exceptions, they provide additional functionality for supporting Asynchronous Transfer of Control (ATC). This functionality is more closely related to asynchronous operation than to exception handling. For this reason and because they are not in the core module, they are not described in this chapter, but rather in Chapter 8 on asynchrony.

## 16.2 javax.realttime

### 16.2.1 Interfaces

#### 16.2.1.1 StaticThrowable

---

public interface StaticThrowable

##### *Description*

A marker interface to indicate that a `Throwable` is intended to be created once and reused. `Throwables` that implement this interface keep their state in a `ThreadLocal` data structure instead of the object itself. This means that data is only valid until the next `StaticThrowable` is thrown in the context of the current thread. Instances of `AsyncBaseEventHandler` always have some instance of `Thread` when executing. Having a marker interface makes it easier to provide checking tools to ensure the proper throw sequence for all `Throwables` thrown from application code.

`Throwables` which implement this interface should define a `get()` method that returns the singleton `Throwable` of that class. It should also fill the stack backtrace and clear the message and cause.

An application which throws a static exception should use the following paradigm:

```
throw LateStartException.get().initMessage("..").initCause(..);
```

The message must be initialized before the cause, because `initMessage` is defined on `StaticThrowable` but not `Throwable`. Setting the message and the cause are both optional.

Applications which define a static throwable by implementing `StaticThrowable` should extend one of predefined classes: `StaticError`, `StaticCheckedException`, or `StaticRuntimeException`. When this is not possible because one needs to extend an existing conventional Java exception, the new throwable must override its methods and redirect them to the local instance of `StaticThrowableStorage`. For example, the following code snippet reimplements `initMessage` using `StaticThrowableStorage`:

```
public Throwable initMessage(String message)
{
    StaticThrowableStorage.getCurrent().initMessage(message);
    return this;
}
```

Stack trace, message, and cause must be stored in and retrieved from this thread's local storage structure.

See [Section ConfigurationParameters](#)

Available since RTSJ 2.0

### 16.2.1.1.1 Methods

---

#### **initMessage(String)**

*Signature*

```
public java.lang.Throwable  
    initMessage(String message)
```

*Description*

Store the message of the calling exception in the instance of `StaticThrowableStorage` associated with this task. This is the only method not defined in `java.lang.Throwable`.

*Parameters*

`message`—Text to be saved describing the exception's cause.

*Returns*

`this` object.

Available since RTSJ 2.0 implemented by all static throwables

#### **getMessage**

*Signature*

```
public java.lang.String  
    getMessage()
```

*Description*

Gets the message describing the exception's cause from thread local memory.

*Returns*

the message when this was the last method thrown and message was set for it or `null`.

## **getLocalizedMessage**

### *Signature*

```
public java.lang.String  
getLocalizedMessage()
```

### *Description*

Subclasses may override this message to get an error message that is localized to the default locale.

By default it returns `getMessage()`.

### *Returns*

the value of `getMessage()`.

## **initCause(Throwable)**

### *Signature*

```
public java.lang.Throwable  
initCause(Throwable causingThrowable)
```

### *Description*

Store the cause of calling exception in the instance of `StaticThrowableStorage` associated with this task.

### *Parameters*

`causingThrowable`—The reason why this `Throwable` gets thrown.

### *Throws*

`IllegalRealtimeArgumentException`—when the cause is this `Throwable` itself.

### *Returns*

the reference to this `Throwable`.

## **getCause**

### *Signature*

```
public java.lang.Throwable  
getCause()
```

*Description*

Gets the cause from thread local memory of the calling exception or `null` when no cause was set. The cause is another exception that was caught before the current exception is to be thrown.

*Returns*

the cause when this was the last thrown exception and cause was set or `null`.

**fillInStackTrace***Signature*

```
public java.lang.Throwable  
fillInStackTrace()
```

*Description*

Calls into the virtual machine to capture the current stack trace in the instance of `StaticThrowableStorage` associated with this task.

*Returns*

a reference to this `Throwable`.

**setStackTrace(StackTraceElement)***Signature*

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)  
throws NullPointerException
```

*Description*

This method enables overriding the stack trace that was filled during construction of this object. It is intended to be used in a serialization context when the stack trace of a remote exception should be treated like a local.

*Parameters*

`new_stackTrace`—the stack trace to be used as replace.

*Throws*

`NullPointerException`—when `new_stackTrace` or any element of `new_stackTrace` is `null`.

## getStackTrace

### *Signature*

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

### *Description*

Gets the stack trace created by `fillInStackTrace` for this `Throwable` from the current thread local storage as an array of `StackTraceElements`.

The stack trace does not need to contain entries for all methods that are actually on the call stack, the virtual machine may decide to skip some stack trace entries. Even an empty array is a valid result of this function.

Repeated calls of this function without intervening calls to `fillInStackTrace` will return the same result.

When memory areas of the RTSJ are used (see [MemoryArea](#)), and this `Throwable` was allocated in a different memory area than the current allocation context, the resulting stack trace will be allocated in either the same memory area `this` was allocated in or the current memory area, depending on which is the least deeply nested, thereby creating objects that are assignment compatible with both areas.

### *Returns*

An array representing the stack trace when this was the last message thrown or `StaticThrowableStorage.EMPTY_TRACE`, but never `null`.

## printStackTrace

### *Signature*

```
public void  
printStackTrace()
```

### *Description*

Prints stack trace of this `Throwable` to `System.err`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.



## printStackTrace(PrintStream)

### Signature

```
public void  
printStackTrace(PrintStream stream)
```

### Description

Prints the stack trace of this `Throwable` to the given stream.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

### Parameters

**stream**—The stream to print to.

## printStackTrace(PrintWriter)

### Signature

```
public void  
printStackTrace(PrintWriter s)
```

### Description

Prints the stack trace of this `Throwable` to the given `PrintWriter`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

### Parameters

**s**—The `PrintWriter` to write to.

## 16.2.2 Classes

### 16.2.2.1 AlignmentError

---

```
public class AlignmentError
```

### Inheritance

```
java.lang.Object
```

```
java.lang.Throwable
  java.lang.Error
    StaticError
      AlignmentError
```

*Description*

The exception thrown on a request for a raw memory factory to return memory for a base address that is aligned such that the factory cannot guarantee that loads and stores based on that address will meet the factory's specifications. For instance, on many processors, odd addresses are unsuitable for anything but byte access.

**Available since** RTSJ 2.0

### 16.2.2.1.1 Methods

---

#### **get**

*Signature*

```
public static javax.realtime.AlignmentError
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

### 16.2.2.2 ArrivalTimeQueueOverflowException

---

```
public class ArrivalTimeQueueOverflowException
```

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
```

```
java.lang.Exception
  java.lang.RuntimeException
    StaticRuntimeException
      EventQueueOverflowException
        ArrivalTimeQueueOverflowException
```

*Description*

When an arrival time occurs and should be queued, but the queue already holds a number of times equal to the initial queue length, an instance of this class is thrown.

**Available since** RTSJ 1.0.1 this is unchecked

**Available since** RTSJ 2.0 extends `EventQueueOverflowException`

#### 16.2.2.2.1 Constructors

---

## ArrivalTimeQueueOverflowException

*Signature*

```
public
  ArrivalTimeQueueOverflowException()
```

*Description*

The default constructor for `ArrivalTimeQueueOverflowException`, but user code should use `get()` instead.

#### 16.2.2.2.2 Methods

---

### **get**

*Signature*

```
public static javax.realtime.ArrivalTimeQueueOverflowException
  get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this `Throwable`.

**Available since** RTSJ 2.0

### 16.2.2.3 CeilingViolationException

---

```
public class CeilingViolationException
```

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        java.lang.IllegalArgumentException
          java.lang.IllegalThreadStateException
            IllegalTaskStateException
              CeilingViolationException
```

*Interfaces*

```
javax.realtime.StaticThrowable
```

*Description*

This exception is thrown when a schedulable or `java.lang.Thread` attempts to lock an object governed by an instance of `PriorityCeilingEmulation` and the thread or SO's base priority exceeds the policy's ceiling.

**Available since** RTSJ 2.0 implements `StaticThrowable`

#### 16.2.2.3.1 Methods

---

**get**

*Signature*

```
public static javax.realtime.CeilingViolationException  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

## getCeiling

*Signature*

```
public int  
getCeiling()
```

*Description*

Gets the ceiling of the `PriorityCeilingEmulation` policy which was exceeded by the base priority of an SO or thread that attempted to synchronize on an object governed by the policy, which resulted in throwing of `this`.

*Returns*

the ceiling of the `PriorityCeilingEmulation` policy which caused this exception to be thrown.

## getCallerPriority

*Signature*

```
public int  
getCallerPriority()
```

*Description*

Gets the base priority of the SO or thread whose attempt to synchronize resulted in the throwing of `this`.

*Returns*

the synchronizing thread's base priority.

#### 16.2.2.4 ConstructorCheckedException

---

public class ConstructorCheckedException

*Inheritance*

java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.ReflectiveOperationException  
      java.lang.InstantiationException  
        **ConstructorCheckedException**

*Description*

To throw when **MemoryArea.newInstance** causes the constructor of the new instance to throw a checked exception.

Available since RTSJ 2.0

##### 16.2.2.4.1 Constructors

---

### ConstructorCheckedException(Throwable)

*Signature*

```
public  
  ConstructorCheckedException(Throwable cause)
```

*Description*

A constructor that can carry the original checked exception.

*Parameters*

**cause**—The original checked exception.

#### 16.2.2.5 DeregistrationException

---

public class DeregistrationException

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        StaticRuntimeException
        DeregistrationException
```

*Description*

An exception to throw when trying to deregister an **ActiveEvent** from an **ActiveEventDispatcher** to which it is not registered.

Available since RTSJ 2.0

#### 16.2.2.5.1 Methods

---

##### **get**

*Signature*

```
public static javax.realtime.DeregistrationException
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

#### 16.2.2.6 EventQueueOverflowException

---

```
public class EventQueueOverflowException
```

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        StaticRuntimeException
        EventQueueOverflowException
```

*Description*

When an arrival time occurs and should be queued, but the queue already holds a number of times equal to the initial queue length, an instance of this class is thrown.

**Available since** RTSJ 2.0 Generalizes [ArrivalTimeQueueOverflowException](#)

### 16.2.2.6.1 Methods

---

**get***Signature*

```
public static javax.realtime.EventQueueOverflowException  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

### 16.2.2.7 ForEachTerminationException

---

```
public class ForEachTerminationException
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        StaticRuntimeException  
          ForEachTerminationException
```

*Description*

An exception to throw when a visitor should terminate early. It is for use with the `forEach` method in collection classes. Since it is a `StaticThrowable`, it can be used without creating garbage.



---

### 16.2.2.7.1 Methods

---

#### **get**

*Signature*

```
public static javax.realtime.ForEachTerminationException  
get()
```

*Description*

Gets the static instance of this class and initializes its stack trace.

*Returns*

the static singleton of this class.

### 16.2.2.8 IllegalAssignmentError

---

```
public class IllegalAssignmentError
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Error  
      StaticError  
        IllegalAssignmentError
```

*Description*

The exception thrown on an attempt to make an illegal assignment. For example, this will be thrown on any attempt to assign a reference to an object in scoped memory, an area of memory identified to be an instance of `javax.realtime.memory.ScopedMemory`, to a field of an object in immortal memory.

**Available since** RTSJ 2.0 extends `StaticError`

#### 16.2.2.8.1 Constructors

---

## IllegalAssignmentError

### Signature

```
public  
IllegalAssignmentError()
```

### Description

A constructor for `IllegalAssignmentError`, but the application should use `get()` instead.

### 16.2.2.8.2 Methods

---

## get

### Signature

```
public static javax.realtime.IllegalAssignmentError  
get()
```

### Description

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

### Returns

the single instance of this throwable.

**Available since** RTSJ 2.0

### 16.2.2.9 IllegalRealtimeArgumentException

---

```
public class IllegalRealtimeArgumentException
```

### Inheritance

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException
```

java.lang.IllegalArgumentException  
IllegalRealtimeArgumentException

### Interfaces

javax.realtime.StaticThrowable

### Description

A version of `IllegalArgumentException` to be thrown by RTSJ methods that does not require allocation.

Available since RTSJ 2.0

## 16.2.2.9.1 Methods

---

### get

#### Signature

```
public static javax.realtime.IllegalRealtimeArgumentException  
get()
```

#### Description

Gets the preallocated version of this `Throwable`. Allocation is done in memory that acts like `ImmortalMemory`. The message and cause are cleared and the stack trace is filled out.

#### Returns

the preallocated exception.

### initMessage(String)

#### Signature

```
public java.lang.Throwable  
initMessage(String message)
```

#### Description

Store the message of the calling exception in the instance of `StaticThrowableStorage` associated with this task. This is the only method not defined in `java.lang.Throwable`.

*Parameters*

**message**—Text to be saved describing the exception's cause.

*Returns*

**this** object.

**Available since** RTSJ 2.0 implemented by all static throwables

## **getMessage**

*Signature*

```
public java.lang.String  
getMessage()
```

*Description*

Gets the message describing the exception's cause from thread local memory.

*Returns*

the message when this was the last method thrown and message was set for it or **null**.

## **getLocalizedMessage**

*Signature*

```
public java.lang.String  
getLocalizedMessage()
```

*Description*

Subclasses may override this message to get an error message that is localized to the default locale.

By default it returns `getMessage()`.

*Returns*

the value of `getMessage()`.

## **initCause(Throwable)**

*Signature*

```
public java.lang.Throwable  
initCause(Throwable causingThrowable)
```

*Description*

Store the cause of calling exception in the instance of `StaticThrowableStorage` associated with this task.

*Parameters*

`causingThrowable`—The reason why this `Throwable` gets thrown.

*Throws*

`IllegalRealtimeArgumentException`—when the cause is this `Throwable` itself.

*Returns*

the reference to this `Throwable`.

## **getCause**

*Signature*

```
public java.lang.Throwable  
    getCause()
```

*Description*

Gets the cause from thread local memory of the calling exception or `null` when no cause was set. The cause is another exception that was caught before the current exception is to be thrown.

*Returns*

the cause when this was the last thrown exception and cause was set or `null`.

## **fillInStackTrace**

*Signature*

```
public java.lang.Throwable  
    fillInStackTrace()
```

*Description*

Calls into the virtual machine to capture the current stack trace in the instance of `StaticThrowableStorage` associated with this task.

*Returns*

a reference to this `Throwable`.

## setStackTrace(StackTraceElement)

### *Signature*

```
public void  
setStackTrace(java.lang.StackTraceElement[] trace)  
throws NullPointerException
```

### *Description*

This method enables overriding the stack trace that was filled during construction of this object. It is intended to be used in a serialization context when the stack trace of a remote exception should be treated like a local.

### *Parameters*

`new_stackTrace`—the stack trace to be used as replace.

### *Throws*

`NullPointerException`—when `new_stackTrace` or any element of `new_stackTrace` is `null`.

## getStackTrace

### *Signature*

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

### *Description*

Gets the stack trace created by `fillInStackTrace` for this `Throwable` from the current thread local storage as an array of `StackTraceElements`.

The stack trace does not need to contain entries for all methods that are actually on the call stack, the virtual machine may decide to skip some stack trace entries. Even an empty array is a valid result of this function.

Repeated calls of this function without intervening calls to `fillInStackTrace` will return the same result.

When memory areas of the RTSJ are used (see [MemoryArea](#)), and this `Throwable` was allocated in a different memory area than the current allocation context, the resulting stack trace will be allocated in either the same memory area `this` was allocated in or the current memory area, depending on which is the least deeply nested, thereby creating objects that are assignment compatible with both areas.

### *Returns*

An array representing the stack trace when this was the last message thrown or `StaticThrowableStorage.EMPTY_TRACE`, but never `null`.

## **printStackTrace**

### *Signature*

```
public void  
printStackTrace()
```

### *Description*

Prints stack trace of this `Throwable` to `System.err`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

## **printStackTrace(PrintStream)**

### *Signature*

```
public void  
printStackTrace(PrintStream stream)
```

### *Description*

Prints the stack trace of this `Throwable` to the given stream.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

### *Parameters*

**stream**—The stream to print to.

## **printStackTrace(PrintWriter)**

### *Signature*

```
public void  
printStackTrace(PrintWriter writer)
```

### *Description*

Prints the stack trace of this `Throwable` to the given `PrintWriter`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

#### *Parameters*

`s`—The `PrintWriter` to write to.

### 16.2.2.10 `IllegalRealtimeStateException`

---

```
public class IllegalRealtimeStateException
```

#### *Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        java.lang.IllegalStateException
          IllegalRealtimeStateException
```

#### *Interfaces*

```
javax.realtime.StaticThrowable
```

#### *Description*

The exception thrown when a `Schedulable` instance attempts to access a memory which is illegal in the memories current state. For instance, some memory areas have limits from what other area they may be entered into.

**Available since** RTSJ 2.0

#### 16.2.2.10.1 `Methods`

---

### **get**

#### *Signature*

```
public static javax.realtime.IllegalRealtimeStateException
get()
```



*Description*

Gets the preallocated version of this `Throwable`. Allocation is done in memory that acts like `ImmutableMemory`. The message and cause are cleared and the stack trace is filled out.

*Returns*

the preallocated exception.

## **initMessage(String)**

*Signature*

```
public java.lang.Throwable  
    initMessage(String message)
```

*Description*

Store the message of the calling exception in the instance of `StaticThrowableStorage` associated with this task. This is the only method not defined in `java.lang.Throwable`.

*Parameters*

`message`—Text to be saved describing the exception's cause.

*Returns*

`this` object.

**Available since** RTSJ 2.0 implemented by all static throwables

## **getMessage**

*Signature*

```
public java.lang.String  
    getMessage()
```

*Description*

Gets the message describing the exception's cause from thread local memory.

*Returns*

the message when this was the last method thrown and message was set for it or `null`.

## getLocalizedMessage

### *Signature*

```
public java.lang.String  
getLocalizedMessage()
```

### *Description*

Subclasses may override this message to get an error message that is localized to the default locale.

By default it returns `getMessage()`.

### *Returns*

the value of `getMessage()`.

## initCause(Throwable)

### *Signature*

```
public java.lang.Throwable  
initCause(Throwable causingThrowable)
```

### *Description*

Store the cause of calling exception in the instance of `StaticThrowableStorage` associated with this task.

### *Parameters*

`causingThrowable`—The reason why this `Throwable` gets thrown.

### *Throws*

`IllegalRealtimeArgumentException`—when the cause is this `Throwable` itself.

### *Returns*

the reference to this `Throwable`.

## getCause

### *Signature*

```
public java.lang.Throwable  
getCause()
```

### *Description*

Gets the cause from thread local memory of the calling exception or `null` when no cause was set. The cause is another exception that was caught before the current exception is to be thrown.

*Returns*

the cause when this was the last thrown exception and cause was set or `null`.

## **fillInStackTrace**

*Signature*

```
public java.lang.Throwable  
fillInStackTrace()
```

*Description*

Calls into the virtual machine to capture the current stack trace in the instance of `StaticThrowableStorage` associated with this task.

*Returns*

a reference to this `Throwable`.

## **setStackTrace(StackTraceElement)**

*Signature*

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)  
throws NullPointerException
```

*Description*

This method enables overriding the stack trace that was filled during construction of this object. It is intended to be used in a serialization context when the stack trace of a remote exception should be treated like a local.

*Parameters*

`new_stackTrace`—the stack trace to be used as replace.

*Throws*

`NullPointerException`—when `new_stackTrace` or any element of `new_stackTrace` is `null`.

## getStackTrace

### *Signature*

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

### *Description*

Gets the stack trace created by `fillInStackTrace` for this `Throwable` from the current thread local storage as an array of `StackTraceElements`.

The stack trace does not need to contain entries for all methods that are actually on the call stack, the virtual machine may decide to skip some stack trace entries. Even an empty array is a valid result of this function.

Repeated calls of this function without intervening calls to `fillInStackTrace` will return the same result.

When memory areas of the RTSJ are used (see [MemoryArea](#)), and this `Throwable` was allocated in a different memory area than the current allocation context, the resulting stack trace will be allocated in either the same memory area `this` was allocated in or the current memory area, depending on which is the least deeply nested, thereby creating objects that are assignment compatible with both areas.

### *Returns*

An array representing the stack trace when this was the last message thrown or `StaticThrowableStorage.EMPTY_TRACE`, but never `null`.

## printStackTrace

### *Signature*

```
public void  
printStackTrace()
```

### *Description*

Prints stack trace of this `Throwable` to `System.err`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

## **printStackTrace(PrintStream)**

### *Signature*

```
public void  
printStackTrace(PrintStream stream)
```

### *Description*

Prints the stack trace of this `Throwable` to the given stream.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

### *Parameters*

**stream**—The stream to print to.

## **printStackTrace(PrintWriter)**

### *Signature*

```
public void  
printStackTrace(PrintWriter writer)
```

### *Description*

Prints the stack trace of this `Throwable` to the given `PrintWriter`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

### *Parameters*

**s**—The `PrintWriter` to write to.

### **16.2.2.11 IllegalTaskStateException**

---

```
public class IllegalTaskStateException
```

### *Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception
```

```
java.lang.RuntimeException
  java.lang.IllegalArgumentException
    java.lang.IllegalThreadStateException
      IllegalTaskStateException
```

*Interfaces*

```
javafx.realtime.StaticThrowable
```

*Description*

The exception thrown when a **Schedulable** instance attempts an operation which is illegal in its current state. For instance, changing parameters on such instances are only allowed when the scheduler is not active or the new parameters are consistent with the current scheduler.

**Available since** RTSJ 2.0

### 16.2.2.11.1 Methods

---

#### **get**

*Signature*

```
public static javafx.realtime.IllegalTaskStateException
  get()
```

*Description*

Gets the preallocated version of this **Throwable**. Allocation is done in memory that acts like **ImmortalMemory**. The message and cause are cleared and the stack trace is filled out.

*Returns*

the preallocated exception.

#### **initMessage(String)**

*Signature*

```
public java.lang.Throwable
  initMessage(String message)
```

*Description*

Store the message of the calling exception in the instance of `StaticThrowableStorage` associated with this task. This is the only method not defined in `java.lang.Throwable`.

*Parameters*

`message`—Text to be saved describing the exception's cause.

*Returns*

`this` object.

**Available since** RTSJ 2.0 implemented by all static throwables

## **getMessage**

*Signature*

```
public java.lang.String  
getMessage()
```

*Description*

Gets the message describing the exception's cause from thread local memory.

*Returns*

the message when this was the last method thrown and message was set for it or `null`.

## **getLocalizedMessage**

*Signature*

```
public java.lang.String  
getLocalizedMessage()
```

*Description*

Subclasses may override this message to get an error message that is localized to the default locale.

By default it returns `getMessage()`.

*Returns*

the value of `getMessage()`.

## **initCause(Throwable)**

### *Signature*

```
public java.lang.Throwable  
    initCause(Throwable causingThrowable)
```

### *Description*

Store the cause of calling exception in the instance of `StaticThrowableStorage` associated with this task.

### *Parameters*

`causingThrowable`—The reason why this `Throwable` gets thrown.

### *Throws*

`IllegalRealtimeArgumentException`—when the cause is this `Throwable` itself.

### *Returns*

the reference to this `Throwable`.

## **getCause**

### *Signature*

```
public java.lang.Throwable  
    getCause()
```

### *Description*

Gets the cause from thread local memory of the calling exception or `null` when no cause was set. The cause is another exception that was caught before the current exception is to be thrown.

### *Returns*

the cause when this was the last thrown exception and cause was set or `null`.

## **fillInStackTrace**

### *Signature*

```
public java.lang.Throwable  
    fillInStackTrace()
```

### *Description*

Calls into the virtual machine to capture the current stack trace in the instance of `StaticThrowableStorage` associated with this task.



*Returns*

a reference to this `Throwable`.

## setStackTrace(StackTraceElement)

*Signature*

```
public void
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)
throws NullPointerException
```

*Description*

This method enables overriding the stack trace that was filled during construction of this object. It is intended to be used in a serialization context when the stack trace of a remote exception should be treated like a local.

*Parameters*

`new_stackTrace`—the stack trace to be used as replace.

*Throws*

`NullPointerException`—when `new_stackTrace` or any element of `new_stackTrace` is `null`.

## getStackTrace

*Signature*

```
public java.lang.StackTraceElement[]
getStackTrace()
```

*Description*

Gets the stack trace created by `fillInStackTrace` for this `Throwable` from the current thread local storage as an array of `StackTraceElements`.

The stack trace does not need to contain entries for all methods that are actually on the call stack, the virtual machine may decide to skip some stack trace entries. Even an empty array is a valid result of this function.

Repeated calls of this function without intervening calls to `fillInStackTrace` will return the same result.

When memory areas of the RTSJ are used (see [MemoryArea](#)), and this `Throwable` was allocated in a different memory area than the current allocation context, the resulting stack trace will be allocated in either the same memory area `this` was allocated in or the current memory area, depending on which is the least

deeply nested, thereby creating objects that are assignment compatible with both areas.

#### Returns

An array representing the stack trace when this was the last message thrown or `StaticThrowableStorage.EMPTY_TRACE`, but never null.

## printStackTrace

#### Signature

```
public void  
printStackTrace()
```

#### Description

Prints stack trace of this `Throwable` to `System.err`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

## printStackTrace(PrintStream)

#### Signature

```
public void  
printStackTrace(PrintStream stream)
```

#### Description

Prints the stack trace of this `Throwable` to the given stream.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

#### Parameters

`stream`—The stream to print to.

## printStackTrace(PrintWriter)

#### Signature

```
public void  
printStackTrace(PrintWriter writer)
```

*Description*

Prints the stack trace of this `Throwable` to the given `PrintWriter`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

*Parameters*

`s`—The `PrintWriter` to write to.

### 16.2.2.12 InaccessibleAreaException

---

```
public class InaccessibleAreaException
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        StaticRuntimeException  
          InaccessibleAreaException
```

*Description*

The specified memory area is not on the current thread's scope stack.

**Available since** RTSJ 1.0.1 Becomes unchecked

**Available since** RTSJ 2.0 extends `StaticRuntimeException`

#### 16.2.2.12.1 Constructors

---

## InaccessibleAreaException

*Signature*

```
public  
InaccessibleAreaException()
```

*Description*

A constructor for `InaccessibleAreaException`, but application code should use `get()` instead.

## `InaccessibleAreaException(String)`

*Signature*

```
public  
InaccessibleAreaException(String description)
```

*Description*

A descriptive constructor for `InaccessibleAreaException`.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

*Parameters*

`description`—Description of the error.

### 16.2.2.12.2 Methods

---

## `get`

*Signature*

```
public static javax.realtime.InaccessibleAreaException  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

### 16.2.2.13 LateStartException

---

public class LateStartException

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      StaticCheckedException
        LateStartException
```

*Description*

Exception thrown when a periodic realtime thread or timer is started after its assigned, absolute, start time.

**Available since** RTSJ 2.0

#### 16.2.2.13.1 Methods

---

### get

*Signature*

```
public static javax.realtime.LateStartException
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

### 16.2.2.14 MITViolationException

---

public class MITViolationException

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        StaticRuntimeException
          MITViolationException
```

### *Description*

Thrown by the `AsyncEvent.fire()` on a minimum interarrival time violation. More specifically, it is thrown under the semantics of the base priority scheduler's sporadic parameters' `mitViolationExcept` policy when an attempt is made to introduce a release that would violate the MIT constraint.

**Available since** RTSJ 1.0.1 became unchecked

**Available since** RTSJ 2.0 extends `StaticRuntimeException`

### 16.2.2.14.1 Constructors

---

## MITViolationException

### *Signature*

```
public
MITViolationException()
```

### *Description*

A constructor for `MITViolationException`.

## MITViolationException(String)

### *Signature*

```
public
MITViolationException(String description)
```

### *Description*

A descriptive constructor for `MITViolationException`.

*Parameters*

**description**—Description of the error.

**16.2.2.14.2 Methods**

---

**get***Signature*

```
public static javax.realtime.MITViolationException  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

**16.2.2.15 MemoryAccessError**

---

```
public class MemoryAccessError
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Error  
      StaticError  
        MemoryAccessError
```

*Description*

This error is thrown on an attempt to refer to an object in an inaccessible **MemoryArea**. For example, when logic in a **RealtimeThread** or **AsyncBaseEventHandler** configured with a **javax.realtime.memory.ScopedConfigurationParameters** object, attempts to refer to an object in a **HeapMemory** area.

**Available since** RTSJ 2.0 extends **StaticError**

### 16.2.2.15.1 Constructors

---

## MemoryAccessError

*Signature*

```
public
MemoryAccessError()
```

*Description*

A constructor for `MemoryAccessError`, but application code should use `get()` instead.

### 16.2.2.15.2 Methods

---

## `get`

*Signature*

```
public static javax.realtime.MemoryAccessError
get()
```

*Description*

Obtains the singleton of this static `Throwable`. It is prepared for immediate throwing.

*Returns*

the single instance of this `Throwable`.

**Available since** RTSJ 2.0

### 16.2.2.16 MemoryInUseException

---

```
public class MemoryInUseException
```

*Inheritance*



```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        StaticRuntimeException
          MemoryInUseException
```

*Description*

There has been attempt to allocate a range of physical or virtual memory that is already in use.

**Available since** RTSJ 2.0 extends StaticRuntimeException

### 16.2.2.16.1 Constructors

---

## MemoryInUseException

*Signature*

```
public
  MemoryInUseException()
```

*Description*

A constructor for MemoryInUseException, but application code should use `get()` instead.

## MemoryInUseException(String)

*Signature*

```
public
  MemoryInUseException(String description)
```

*Description*

A descriptive constructor for MemoryInUseException.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

*Parameters*

description—Description of the error.

### 16.2.2.16.2 Methods

---

#### get

##### *Signature*

```
public static javax.realtime.MemoryInUseException  
get()
```

##### *Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

##### *Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

### 16.2.2.17 MemoryScopeException

---

```
public class MemoryScopeException
```

##### *Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        StaticRuntimeException  
          MemoryScopeException
```

##### *Description*

When construction of any of the wait-free queues is attempted with the ends of the queue in incompatible memory areas. Also thrown by wait-free queue methods when such an incompatibility is detected after the queue is constructed.

**Available since** RTSJ 2.0 extends StaticRuntimeException

### 16.2.2.17.1 Constructors

---

## MemoryScopeException

### *Signature*

```
public
MemoryScopeException()
```

### *Description*

A constructor for `MemoryScopeException`, but application code should use `get()` instead.

### 16.2.2.17.2 Methods

---

## **get**

### *Signature*

```
public static javax.realtime.MemoryScopeException
get()
```

### *Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

### *Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

### 16.2.2.18 MemoryTypeConflictException

---

```
public class MemoryTypeConflictException
```

### *Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        StaticRuntimeException
          MemoryTypeConflictException
```

### *Description*

This exception is thrown when the `PhysicalMemoryManager` is given conflicting specifications for memory. The conflict can be between types in an array of memory type specifiers, or between the specifiers and a specified base address.

**Available since** RTSJ 1.0.1 Changed to an unchecked exception.

**Available since** RTSJ 2.0 extends `StaticRuntimeException`

### 16.2.2.18.1 Constructors

---

## MemoryTypeConflictException

### *Signature*

```
public
  MemoryTypeConflictException()
```

### *Description*

A constructor for `MemoryTypeConflictException`, but application code should use `get()` instead.

## MemoryTypeConflictException(String)

### *Signature*

```
public
  MemoryTypeConflictException(String description)
```

### *Description*

A descriptive constructor for `MemoryTypeConflictException`.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

*Parameters*

`description`—A description of the exception.

### 16.2.2.18.2 Methods

---

#### **get**

*Signature*

```
public static javax.realtime.MemoryTypeConflictException  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

### 16.2.2.19 OffsetOutOfBoundsException

---

```
public class OffsetOutOfBoundsException
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        StaticRuntimeException  
          OffsetOutOfBoundsException
```

*Description*

When the constructor of an `ImmortalPhysicalMemory`, `LTPhysicalMemory`, `VTPhysicalMemory`, `RawMemoryAccess`, or `RawMemoryFloatAccess` is given an invalid address.

**Available since** RTSJ 1.0.1 became unchecked

**Available since** RTSJ 2.0 extends `StaticRuntimeException`

### 16.2.2.19.1 Constructors

---

## OffsetOutOfBoundsException

### *Signature*

```
public  
OffsetOutOfBoundsException()
```

### *Description*

A constructor for `OffsetOutOfBoundsException`, application code should use `get()` instead.

### 16.2.2.19.2 Methods

---

## **get**

### *Signature*

```
public static javax.realtime.OffsetOutOfBoundsException  
get()
```

### *Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

### *Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

### 16.2.2.20 OutOfMemoryStaticError

---

```
public class OutOfMemoryStaticError
```

#### *Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Error
      java.lang.VirtualMachineError
        java.lang.OutOfMemoryError
          OutOfMemoryStaticError
```

#### *Interfaces*

```
javax.realtime.StaticThrowable
```

#### *Description*

A version of `OutOfMemoryError` that does not require allocation. It should be thrown from all RTSJ memory subclasses except `HeapMemory`. It is up to the implementation as to whether `HeapMemory` throws this exception or its parent.

**Available since** RTSJ 2.0

### 16.2.2.20.1 Methods

---

#### **get**

#### *Signature*

```
public static javax.realtime.OutOfMemoryStaticError
get()
```

#### *Description*

Gets the preallocated version of this `Throwable`. Allocation is done in memory that acts like `ImmortalMemory`. The message and cause are cleared and the stack trace is filled out.

#### *Returns*

the preallocated exception.

## **initMessage(String)**

### *Signature*

```
public java.lang.Throwable  
initMessage(String message)
```

### *Description*

Store the message of the calling exception in the instance of `StaticThrowableStorage` associated with this task. This is the only method not defined in `java.lang.Throwable`.

### *Parameters*

`message`—Text to be saved describing the exception's cause.

### *Returns*

`this` object.

**Available since** RTSJ 2.0 implemented by all static throwables

## **getMessage**

### *Signature*

```
public java.lang.String  
getMessage()
```

### *Description*

Gets the message describing the exception's cause from thread local memory.

### *Returns*

the message when this was the last method thrown and message was set for it or `null`.

## **getLocalizedMessage**

### *Signature*

```
public java.lang.String  
getLocalizedMessage()
```

### *Description*



Subclasses may override this message to get an error message that is localized to the default locale.

By default it returns `getMessage()`.

*Returns*

the value of `getMessage()`.

## **initCause(Throwable)**

*Signature*

```
public java.lang.Throwable  
    initCause(Throwable cause)
```

*Description*

Store the cause of calling exception in the instance of `StaticThrowableStorage` associated with this task.

*Parameters*

`causingThrowable`—The reason why this `Throwable` gets thrown.

*Throws*

`IllegalRealtimeArgumentException`—when the cause is this `Throwable` itself.

*Returns*

the reference to this `Throwable`.

## **getCause**

*Signature*

```
public java.lang.Throwable  
    getCause()
```

*Description*

Gets the cause from thread local memory of the calling exception or `null` when no cause was set. The cause is another exception that was caught before the current exception is to be thrown.

*Returns*

the cause when this was the last thrown exception and cause was set or `null`.

## **fillInStackTrace**

### *Signature*

```
public java.lang.Throwable  
fillInStackTrace()
```

### *Description*

Calls into the virtual machine to capture the current stack trace in the instance of `StaticThrowableStorage` associated with this task.

### *Returns*

a reference to this `Throwable`.

## **setStackTrace(StackTraceElement)**

### *Signature*

```
public void  
setStackTrace(java.lang.StackTraceElement[] trace)  
throws NullPointerException
```

### *Description*

This method enables overriding the stack trace that was filled during construction of this object. It is intended to be used in a serialization context when the stack trace of a remote exception should be treated like a local.

### *Parameters*

`new_stackTrace`—the stack trace to be used as replace.

### *Throws*

`NullPointerException`—when `new_stackTrace` or any element of `new_stackTrace` is `null`.

## **getStackTrace**

### *Signature*

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

### *Description*

Gets the stack trace created by `fillInStackTrace` for this `Throwable` from the current thread local storage as an array of `StackTraceElements`.

The stack trace does not need to contain entries for all methods that are actually on the call stack, the virtual machine may decide to skip some stack trace entries. Even an empty array is a valid result of this function.

Repeated calls of this function without intervening calls to `fillInStackTrace` will return the same result.

When memory areas of the RTSJ are used (see [MemoryArea](#)), and this `Throwable` was allocated in a different memory area than the current allocation context, the resulting stack trace will be allocated in either the same memory area `this` was allocated in or the current memory area, depending on which is the least deeply nested, thereby creating objects that are assignment compatible with both areas.

#### *Returns*

An array representing the stack trace when this was the last message thrown or `StaticThrowableStorage.EMPTY_TRACE`, but never `null`.

## **printStackTrace**

#### *Signature*

```
public void  
printStackTrace()
```

#### *Description*

Prints stack trace of this `Throwable` to `System.err`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

## **printStackTrace(PrintStream)**

#### *Signature*

```
public void  
printStackTrace(PrintStream stream)
```

#### *Description*

Prints the stack trace of this `Throwable` to the given stream.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

*Parameters*

`stream`—The stream to print to.

## **printStackTrace(PrintWriter)**

*Signature*

```
public void  
printStackTrace(PrintWriter s)
```

*Description*

Prints the stack trace of this `Throwable` to the given `PrintWriter`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

*Parameters*

`s`—The `PrintWriter` to write to.

### **16.2.2.21 POSIXException**

---

```
public abstract class POSIXException
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      StaticCheckedException  
        POSIXException
```

*Description*

A base class for all POSIX exceptions.

**Available since** RTSJ 2.0

### 16.2.2.22 POSIXInvalidSignalException

---

public class POSIXInvalidSignalException

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      StaticCheckedException
        POSIXException
          POSIXInvalidSignalException
```

*Description*

An invalid POSIX signal number has been specified.

**Available since** RTSJ 2.0

#### 16.2.2.22.1 Methods

---

### get

*Signature*

```
public static javax.realtime.POSIXInvalidSignalException
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

### 16.2.2.23 POSIXInvalidTargetException

---

public class POSIXInvalidTargetException

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      StaticCheckedException
        POSIXException
          POSIXInvalidTargetException
```

*Description*

The target of the signal does not exist.

**Available since** RTSJ 2.0

### 16.2.2.23.1 Methods

---

#### **get**

*Signature*

```
public static javax.realtime.POSIXInvalidTargetException
    get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

### 16.2.2.24 POSIXSignalPermissionException

---

```
public class POSIXSignalPermissionException
```

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      StaticCheckedException
        POSIXException
          POSIXSignalPermissionException
```

*Description*

The process does not have permission to send the given signal to the given target.

**Available since** RTSJ 2.0

**16.2.2.24.1 Methods**

---

**get***Signature*

```
public static javax.realtime.POSIXSignalPermissionException  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**16.2.2.25 ProcessorAffinityException**

---

```
public class ProcessorAffinityException
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      StaticCheckedException  
        ProcessorAffinityException
```

*Description*

Exception used to report processor affinity-related errors.

**Available since** RTSJ 2.0

---

### 16.2.2.25.1 Methods

---

#### **get**

*Signature*

```
public static javax.realtime.ProcessorAffinityException  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

### 16.2.2.26 RangeOutOfBoundsException

---

```
public class RangeOutOfBoundsException
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      StaticCheckedException  
        RangeOutOfBoundsException
```

*Description*

Thrown when the memory region overlaps with another region in use or memory that may not be used.

**Available since** RTSJ 2.0

#### 16.2.2.26.1 Methods

---



**get***Signature*

```
public static javax.realtime.RangeOutOfBoundsException  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**16.2.2.27 RealtimeSecurityException**

---

```
public class RealtimeSecurityException
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        java.lang.IllegalArgumentException  
          RealtimeSecurityException
```

*Interfaces*

```
javax.realtime.StaticThrowable
```

*Description*

A version of `SecurityException` to be thrown by RTSJ methods that does not require allocation.

**Available since** RTSJ 2.0

**16.2.2.27.1 Methods**

---

## get

### *Signature*

```
public static javax.realtime.RealtimeSecurityException  
get()
```

### *Description*

Gets the preallocated version of this `Throwable`. Allocation is done in memory that acts like `ImmortalMemory`. The message and cause are cleared and the stack trace is filled out.

### *Returns*

the preallocated exception.

## initMessage(String)

### *Signature*

```
public java.lang.Throwable  
initMessage(String message)
```

### *Description*

Store the message of the calling exception in the instance of `StaticThrowableStorage` associated with this task. This is the only method not defined in `java.lang.Throwable`.

### *Parameters*

`message`—Text to be saved describing the exception's cause.

### *Returns*

`this` object.

**Available since** RTSJ 2.0 implemented by all static throwables

## getMessage

### *Signature*

```
public java.lang.String  
getMessage()
```

### *Description*

Gets the message describing the exception's cause from thread local memory.

*Returns*

the message when this was the last method thrown and message was set for it or null.

**getLocalizedMessage***Signature*

```
public java.lang.String  
getLocalizedMessage()
```

*Description*

Subclasses may override this message to get an error message that is localized to the default locale.

By default it returns `getMessage()`.

*Returns*

the value of `getMessage()`.

**initCause(Throwable)***Signature*

```
public java.lang.Throwable  
initCause(Throwable causingThrowable)
```

*Description*

Store the cause of calling exception in the instance of `StaticThrowableStorage` associated with this task.

*Parameters*

`causingThrowable`—The reason why this `Throwable` gets thrown.

*Throws*

`IllegalRealtimeArgumentException`—when the cause is this `Throwable` itself.

*Returns*

the reference to this `Throwable`.

**getCause***Signature*

```
public java.lang.Throwable  
    getCause()
```

*Description*

Gets the cause from thread local memory of the calling exception or `null` when no cause was set. The cause is another exception that was caught before the current exception is to be thrown.

*Returns*

the cause when this was the last thrown exception and cause was set or `null`.

## **fillInStackTrace**

*Signature*

```
public java.lang.Throwable  
    fillInStackTrace()
```

*Description*

Calls into the virtual machine to capture the current stack trace in the instance of `StaticThrowableStorage` associated with this task.

*Returns*

a reference to this `Throwable`.

## **setStackTrace(StackTraceElement)**

*Signature*

```
public void  
    setStackTrace(java.lang.StackTraceElement[] trace)  
    throws NullPointerException
```

*Description*

This method enables overriding the stack trace that was filled during construction of this object. It is intended to be used in a serialization context when the stack trace of a remote exception should be treated like a local.

*Parameters*

`new_stackTrace`—the stack trace to be used as replace.

*Throws*

`NullPointerException`—when `new_stackTrace` or any element of `new_stackTrace` is `null`.

## getStackTrace

### Signature

```
public java.lang.StackTraceElement []  
getStackTrace()
```

### Description

Gets the stack trace created by `fillInStackTrace` for this `Throwable` from the current thread local storage as an array of `StackTraceElements`.

The stack trace does not need to contain entries for all methods that are actually on the call stack, the virtual machine may decide to skip some stack trace entries. Even an empty array is a valid result of this function.

Repeated calls of this function without intervening calls to `fillInStackTrace` will return the same result.

When memory areas of the RTSJ are used (see [MemoryArea](#)), and this `Throwable` was allocated in a different memory area than the current allocation context, the resulting stack trace will be allocated in either the same memory area `this` was allocated in or the current memory area, depending on which is the least deeply nested, thereby creating objects that are assignment compatible with both areas.

### Returns

An array representing the stack trace when this was the last message thrown or `StaticThrowableStorage.EMPTY_TRACE`, but never `null`.

## printStackTrace

### Signature

```
public void  
printStackTrace()
```

### Description

Prints stack trace of this `Throwable` to `System.err`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

## printStackTrace(PrintStream)

### Signature

```
public void  
printStackTrace(PrintStream stream)
```

### Description

Prints the stack trace of this `Throwable` to the given stream.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

### Parameters

**stream**—The stream to print to.

## printStackTrace(PrintWriter)

### Signature

```
public void  
printStackTrace(PrintWriter writer)
```

### Description

Prints the stack trace of this `Throwable` to the given `PrintWriter`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

### Parameters

**s**—The `PrintWriter` to write to.

### 16.2.2.28 RegistrationException

---

```
public class RegistrationException
```

### Inheritance

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception
```

java.lang.RuntimeException  
  StaticRuntimeException  
    RegistrationException

*Description*

An exception to throw when trying to register an `ActiveEvent` with an `ActiveEventDispatcher` to which it is already registered.

Available since RTSJ 2.0

### 16.2.2.28.1 Methods

---

#### **get**

*Signature*

```
public static javax.realtime.RegistrationException  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

### 16.2.2.29 ResourceLimitError

---

```
public class ResourceLimitError
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Error  
      StaticError  
      ResourceLimitError
```

*Description*

This error is thrown when an attempt is made to exceed a system resource limit, such as the maximum number of locks.

Available since RTSJ 2.0 extends `StaticError`

### 16.2.2.29.1 Constructors

---

## ResourceLimitError

### *Signature*

```
public  
ResourceLimitError()
```

### *Description*

A constructor for `ResourceLimitError`, but application code should use `get()` instead.

## ResourceLimitError(String)

### *Signature*

```
public  
ResourceLimitError(String description)
```

### *Description*

A descriptive constructor for `ResourceLimitError`.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

### *Parameters*

`description`—The reason for throwing this error.

### 16.2.2.29.2 Methods

---



**get***Signature*

```
public static javax.realtime.ResourceLimitError  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

**16.2.2.30 ScopedCycleException**

---

```
public class ScopedCycleException
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        StaticRuntimeException  
          ScopedCycleException
```

*Description*

Thrown when a schedulable attempts to enter an instance of **javax.realtime.memory.ScopedMemory** where that operation would cause a violation of the single parent rule.

**Available since** RTSJ 2.0 extends `StaticRuntimeException`

**16.2.2.30.1 Constructors**

---

## ScopedCycleException

*Signature*

```
public  
ScopedCycleException()
```

*Description*

A constructor for `ScopedCycleException`, but application code should use `get()` instead.

## ScopedCycleException(String)

*Signature*

```
public  
ScopedCycleException(String description)
```

*Description*

A descriptive constructor for `ScopedCycleException`.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

*Parameters*

`description`—Description of the error.

### 16.2.2.30.2 Methods

---

#### **get**

*Signature*

```
public static javax.realtime.ScopedCycleException  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

### 16.2.2.31 SizeOutOfBoundsException

---

```
public class SizeOutOfBoundsException
```

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        StaticRuntimeException
          SizeOutOfBoundsException
```

*Description*

To throw when the constructor of an `ImmortalPhysicalMemory`, `LTPhysicalMemory`, or `VTPhysicalMemory` is given an invalid size or when a memory access generated by a raw memory accessor instance (See `javax.realtime.device.RawMemory`.) would cause access to an invalid address.

**Available since** RTSJ 1.0.1 became unchecked

**Available since** RTSJ 2.0 extends `StaticRuntimeException`

#### 16.2.2.31.1 Constructors

---

### SizeOutOfBoundsException

*Signature*

```
public
  SizeOutOfBoundsException()
```

*Description*

A constructor for `SizeOutOfBoundsException`, but application code should use `get()` instead.

## `SizeOutOfBoundsException(String)`

### *Signature*

```
public  
SizeOutOfBoundsException(String description)
```

### *Description*

A descriptive constructor for `SizeOutOfBoundsException`.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

### *Parameters*

`description`—The description of the exception.

## 16.2.2.31.2 **Methods**

---

### **get**

#### *Signature*

```
public static javax.realtime.SizeOutOfBoundsException  
get()
```

#### *Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

#### *Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

### 16.2.2.32 StaticCheckedException

---

public abstract class StaticCheckedException

#### *Inheritance*

java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      StaticCheckedException

#### *Interfaces*

javax.realtime.StaticThrowable

#### *Description*

A base class for all checked exceptions defined in the specification which do not extend a conventional Java exception.

Available since RTSJ 2.0

#### 16.2.2.32.1 Constructors

---

### StaticCheckedException

#### *Signature*

```
protected  
StaticCheckedException()
```

#### *Description*

Enable this class to be extended.

#### 16.2.2.32.2 Methods

---

## **initMessage(String)**

### *Signature*

```
public java.lang.Throwable  
initMessage(String message)
```

### *Description*

Store the message of the calling exception in the instance of `StaticThrowableStorage` associated with this task. This is the only method not defined in `java.lang.Throwable`.

### *Parameters*

**message**—Text to be saved describing the exception's cause.

### *Returns*

**this** object.

**Available since** RTSJ 2.0 implemented by all static throwables

## **getMessage**

### *Signature*

```
public java.lang.String  
getMessage()
```

### *Description*

Gets the message describing the exception's cause from thread local memory.

### *Returns*

the message when this was the last method thrown and message was set for it or `null`.

## **getLocalizedMessage**

### *Signature*

```
public java.lang.String  
getLocalizedMessage()
```

### *Description*

Subclasses may override this message to get an error message that is localized to the default locale.

By default it returns `getMessage()`.

*Returns*

the value of `getMessage()`.

## **initCause(Throwable)**

*Signature*

```
public java.lang.Throwable  
    initCause(Throwable causingThrowable)
```

*Description*

Store the cause of calling exception in the instance of `StaticThrowableStorage` associated with this task.

*Parameters*

`causingThrowable`—The reason why this `Throwable` gets thrown.

*Throws*

`IllegalRealtimeArgumentException`—when the cause is this `Throwable` itself.

*Returns*

the reference to this `Throwable`.

## **getCause**

*Signature*

```
public java.lang.Throwable  
    getCause()
```

*Description*

Gets the cause from thread local memory of the calling exception or `null` when no cause was set. The cause is another exception that was caught before the current exception is to be thrown.

*Returns*

the cause when this was the last thrown exception and cause was set or `null`.

## **fillInStackTrace**

### *Signature*

```
public java.lang.Throwable  
fillInStackTrace()
```

### *Description*

Calls into the virtual machine to capture the current stack trace in the instance of `StaticThrowableStorage` associated with this task.

### *Returns*

a reference to this `Throwable`.

## **setStackTrace(StackTraceElement)**

### *Signature*

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)  
throws NullPointerException
```

### *Description*

This method enables overriding the stack trace that was filled during construction of this object. It is intended to be used in a serialization context when the stack trace of a remote exception should be treated like a local.

### *Parameters*

`new_stackTrace`—the stack trace to be used as replace.

### *Throws*

`NullPointerException`—when `new_stackTrace` or any element of `new_stackTrace` is `null`.

## **getStackTrace**

### *Signature*

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

### *Description*



Gets the stack trace created by `fillInStackTrace` for this `Throwable` from the current thread local storage as an array of `StackTraceElements`.

The stack trace does not need to contain entries for all methods that are actually on the call stack, the virtual machine may decide to skip some stack trace entries. Even an empty array is a valid result of this function.

Repeated calls of this function without intervening calls to `fillInStackTrace` will return the same result.

When memory areas of the RTSJ are used (see [MemoryArea](#)), and this `Throwable` was allocated in a different memory area than the current allocation context, the resulting stack trace will be allocated in either the same memory area `this` was allocated in or the current memory area, depending on which is the least deeply nested, thereby creating objects that are assignment compatible with both areas.

#### *Returns*

An array representing the stack trace when this was the last message thrown or `StaticThrowableStorage.EMPTY_TRACE`, but never `null`.

## **printStackTrace**

#### *Signature*

```
public void  
printStackTrace()
```

#### *Description*

Prints stack trace of this `Throwable` to `System.err`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

## **printStackTrace(PrintStream)**

#### *Signature*

```
public void  
printStackTrace(PrintStream stream)
```

#### *Description*

Prints the stack trace of this `Throwable` to the given stream.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

*Parameters*

`stream`—The stream to print to.

## **printStackTrace(PrintWriter)**

*Signature*

```
public void  
printStackTrace(PrintWriter writer)
```

*Description*

Prints the stack trace of this `Throwable` to the given `PrintWriter`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

*Parameters*

`s`—The `PrintWriter` to write to.

### **16.2.2.33 StaticError**

---

```
public abstract class StaticError
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Error  
      StaticError
```

*Interfaces*

```
javax.realtime.StaticThrowable
```

*Description*

A base class for all errors defined in the specification which do not extend a conventional Java error.

Available since RTSJ 2.0

### 16.2.2.33.1 Constructors

---

## StaticError

### *Signature*

```
protected  
StaticError()
```

### *Description*

Enable this class to be extended.

### 16.2.2.33.2 Methods

---

## initMessage(String)

### *Signature*

```
public java.lang.Throwable  
initMessage(String message)
```

### *Description*

Store the message of the calling exception in the instance of `StaticThrowableStorage` associated with this task. This is the only method not defined in `java.lang.Throwable`.

### *Parameters*

`message`—Text to be saved describing the exception's cause.

### *Returns*

`this` object.

**Available since** RTSJ 2.0 implemented by all static throwables

## **getMessage**

### *Signature*

```
public java.lang.String  
getMessage()
```

### *Description*

Gets the message describing the exception's cause from thread local memory.

### *Returns*

the message when this was the last method thrown and message was set for it or null.

## **getLocalizedMessage**

### *Signature*

```
public java.lang.String  
getLocalizedMessage()
```

### *Description*

Subclasses may override this message to get an error message that is localized to the default locale.

By default it returns `getMessage()`.

### *Returns*

the value of `getMessage()`.

## **initCause(Throwable)**

### *Signature*

```
public java.lang.Throwable  
initCause(Throwable causingThrowable)
```

### *Description*

Store the cause of calling exception in the instance of `StaticThrowableStorage` associated with this task.

### *Parameters*

`causingThrowable`—The reason why this `Throwable` gets thrown.

### *Throws*

**IllegalRealtimeArgumentException**—when the cause is this Throwable itself.

*Returns*

the reference to this Throwable.

## getCause

*Signature*

```
public java.lang.Throwable  
getCause()
```

*Description*

Gets the cause from thread local memory of the calling exception or `null` when no cause was set. The cause is another exception that was caught before the current exception is to be thrown.

*Returns*

the cause when this was the last thrown exception and cause was set or `null`.

## fillInStackTrace

*Signature*

```
public java.lang.Throwable  
fillInStackTrace()
```

*Description*

Calls into the virtual machine to capture the current stack trace in the instance of `StaticThrowableStorage` associated with this task.

*Returns*

a reference to this Throwable.

## setStackTrace(StackTraceElement)

*Signature*

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)  
throws NullPointerException
```

*Description*

This method enables overriding the stack trace that was filled during construction of this object. It is intended to be used in a serialization context when the stack trace of a remote exception should be treated like a local.

#### *Parameters*

`new_stackTrace`—the stack trace to be used as replace.

#### *Throws*

`NullPointerException`—when `new_stackTrace` or any element of `new_stackTrace` is null.

## **getStackTrace**

#### *Signature*

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

#### *Description*

Gets the stack trace created by `fillInStackTrace` for this `Throwable` from the current thread local storage as an array of `StackTraceElements`.

The stack trace does not need to contain entries for all methods that are actually on the call stack, the virtual machine may decide to skip some stack trace entries. Even an empty array is a valid result of this function.

Repeated calls of this function without intervening calls to `fillInStackTrace` will return the same result.

When memory areas of the RTSJ are used (see [MemoryArea](#)), and this `Throwable` was allocated in a different memory area than the current allocation context, the resulting stack trace will be allocated in either the same memory area `this` was allocated in or the current memory area, depending on which is the least deeply nested, thereby creating objects that are assignment compatible with both areas.

#### *Returns*

An array representing the stack trace when this was the last message thrown or `StaticThrowableStorage.EMPTY_TRACE`, but never null.

## **printStackTrace**

#### *Signature*

```
public void  
printStackTrace()
```

*Description*

Prints stack trace of this `Throwable` to `System.err`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

**printStackTrace(PrintStream)***Signature*

```
public void  
printStackTrace(PrintStream stream)
```

*Description*

Prints the stack trace of this `Throwable` to the given stream.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

*Parameters*

**stream**—The stream to print to.

**printStackTrace(PrintWriter)***Signature*

```
public void  
printStackTrace(PrintWriter writer)
```

*Description*

Prints the stack trace of this `Throwable` to the given `PrintWriter`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

*Parameters*

**s**—The `PrintWriter` to write to.

### 16.2.2.34 StaticRuntimeException

---

public abstract class StaticRuntimeException

*Inheritance*

java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        StaticRuntimeException

*Interfaces*

javax.realtime.StaticThrowable

*Description*

A base class for all unchecked exceptions defined in the specification which do not extend a conventional Java exception.

**Available since** RTSJ 2.0

#### 16.2.2.34.1 Constructors

---

## StaticRuntimeException

*Signature*

protected  
  StaticRuntimeException()

*Description*

Enable this class to be extended.

#### 16.2.2.34.2 Methods

---



## initMessage(String)

### Signature

```
public java.lang.Throwable  
initMessage(String message)
```

### Description

Store the message of the calling exception in the instance of `StaticThrowableStorage` associated with this task. This is the only method not defined in `java.lang.Throwable`.

### Parameters

`message`—Text to be saved describing the exception's cause.

### Returns

`this` object.

**Available since** RTSJ 2.0 implemented by all static throwables

## getMessage

### Signature

```
public java.lang.String  
getMessage()
```

### Description

Gets the message describing the exception's cause from thread local memory.

### Returns

the message when this was the last method thrown and message was set for it or `null`.

## getLocalizedMessage

### Signature

```
public java.lang.String  
getLocalizedMessage()
```

### Description

Subclasses may override this message to get an error message that is localized to the default locale.

By default it returns `getMessage()`.

*Returns*

the value of `getMessage()`.

## **initCause(Throwable)**

*Signature*

```
public java.lang.Throwable  
    initCause(Throwable causingThrowable)
```

*Description*

Store the cause of calling exception in the instance of `StaticThrowableStorage` associated with this task.

*Parameters*

`causingThrowable`—The reason why this `Throwable` gets thrown.

*Throws*

`IllegalRealtimeArgumentException`—when the cause is this `Throwable` itself.

*Returns*

the reference to this `Throwable`.

## **getCause**

*Signature*

```
public java.lang.Throwable  
    getCause()
```

*Description*

Gets the cause from thread local memory of the calling exception or `null` when no cause was set. The cause is another exception that was caught before the current exception is to be thrown.

*Returns*

the cause when this was the last thrown exception and cause was set or `null`.

## fillInStackTrace

### Signature

```
public java.lang.Throwable  
fillInStackTrace()
```

### Description

Calls into the virtual machine to capture the current stack trace in the instance of `StaticThrowableStorage` associated with this task.

### Returns

a reference to this `Throwable`.

## setStackTrace(StackTraceElement)

### Signature

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)  
throws NullPointerException
```

### Description

This method enables overriding the stack trace that was filled during construction of this object. It is intended to be used in a serialization context when the stack trace of a remote exception should be treated like a local.

### Parameters

`new_stackTrace`—the stack trace to be used as replace.

### Throws

`NullPointerException`—when `new_stackTrace` or any element of `new_stackTrace` is null.

## getStackTrace

### Signature

```
public java.lang.StackTraceElement []  
getStackTrace()
```

### Description

Gets the stack trace created by `fillInStackTrace` for this `Throwable` from the current thread local storage as an array of `StackTraceElements`.

The stack trace does not need to contain entries for all methods that are actually on the call stack, the virtual machine may decide to skip some stack trace entries. Even an empty array is a valid result of this function.

Repeated calls of this function without intervening calls to `fillInStackTrace` will return the same result.

When memory areas of the RTSJ are used (see [MemoryArea](#)), and this `Throwable` was allocated in a different memory area than the current allocation context, the resulting stack trace will be allocated in either the same memory area `this` was allocated in or the current memory area, depending on which is the least deeply nested, thereby creating objects that are assignment compatible with both areas.

#### *Returns*

An array representing the stack trace when this was the last message thrown or `StaticThrowableStorage.EMPTY_TRACE`, but never `null`.

## **printStackTrace**

#### *Signature*

```
public void  
printStackTrace()
```

#### *Description*

Prints stack trace of this `Throwable` to `System.err`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

## **printStackTrace(PrintStream)**

#### *Signature*

```
public void  
printStackTrace(PrintStream stream)
```

#### *Description*

Prints the stack trace of this `Throwable` to the given stream.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

*Parameters*

`stream`—The stream to print to.

## **printStackTrace(PrintWriter)**

*Signature*

```
public void  
printStackTrace(PrintWriter writer)
```

*Description*

Prints the stack trace of this `Throwable` to the given `PrintWriter`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

*Parameters*

`s`—The `PrintWriter` to write to.

### **16.2.2.35 StaticThrowableStorage**

---

```
public class StaticThrowableStorage
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    StaticThrowableStorage
```

*Interfaces*

```
javax.realtime.StaticThrowable
```

*Description*

Provides the methods for managing the thread local memory used for storing the data needed by preallocated throwables, i.e., exceptions and errors which implement `StaticThrowable`. This call is visible so that an application can

extend an existing conventional Java throwable and still implement `StaticThrowable`; its methods can be implemented using the methods defined in this class. An application defined throwable that does not need to extend an existing conventional Java throwable should extend one of `StaticCheckedException`, `StaticRuntimeException`, or `StaticError` instead.

**Available since** RTSJ 2.0

### 16.2.2.35.1 Fields

---

#### `EMPTY_TRACE`

```
public static final java.lang.StackTraceElement[] EMPTY_TRACE
```

#### *Description*

A single copy of an empty stack trace.

### 16.2.2.35.2 Methods

---

#### `getCurrent`

#### *Signature*

```
public static javax.realtime.StaticThrowableStorage  
getCurrent()
```

#### *Description*

A means of obtaining the storage object for the current task.

#### *Returns*

the storage object for the current task.

## setLastThrowable(StaticThrowable)

### *Signature*

```
public javax.realtime.StaticThrowableStorage  
    setLastThrowable(StaticThrowable value)
```

### *Description*

Capture the exception to be thrown, so as to provide a context for the data stored in this object.

## getLastThrowable

### *Signature*

```
public javax.realtime.StaticThrowable  
    getLastThrowable()
```

### *Description*

Determine for what throwable the data is valid;

### *Returns*

the current context for the throwable data stored in this object.

## fillInStackTrace

### *Signature*

```
public java.lang.Throwable  
    fillInStackTrace()
```

### *Description*

Captures the current thread's stack trace and saves it in thread local storage. Only the part of the stack trace that fits in the preallocated buffer is stored. This method should be called by a preallocated exception to implement its method of the same name.

### *Returns*

`this`

## **getMessage**

### *Signature*

```
public java.lang.String  
getMessage()
```

### *Description*

Gets the message from thread local storage that was saved by the last preallocated exception thrown. This method should be called by a preallocated exception to implement its method of the same name.

### *Returns*

the message.

## **initMessage(String)**

### *Signature*

```
public java.lang.Throwable  
initMessage(String message)
```

### *Description*

Saves the message in thread local storage for later retrieval. Only the part of the message that fits in the preallocated buffer is stored. This method should be called by a preallocated exception to implement its method of the same name.

### *Parameters*

`message`—The description to save.

## **getCause**

### *Signature*

```
public java.lang.Throwable  
getCause()
```

### *Description*

Gets the cause from thread local storage that was saved by the last preallocated exception thrown. The actual exception of cause is not saved, but just a reference to its type. This returns a newly allocated exception without any valid content, i.e., no valid stack trace. This method should be called by a preallocated exception to implement its method of the same name.



*Returns*

the message

**initCause(Throwable)***Signature*

```
public java.lang.Throwable  
    initCause(Throwable causingThrowable)
```

*Description*

Saves the message in thread local storage for later retrieval. Only a reference to the exception class is stored. The rest of its information is lost. This method should be called by a preallocated exception to implement its method of the same name.

*Parameters*

**causingThrowable**—In the case of cascading throwables, the exception or error that was the original cause.

*Returns*

**this**

**getStackTrace***Signature*

```
public java.lang.StackTraceElement []  
    getStackTrace()
```

*Description*

Gets the stack trace from thread local storage that was saved by the last pre-allocated exception thrown. This method should be called by a preallocated exception to implement its method of the same name.

*Returns*

an array of the elements of the stack trace.

**getLocalizedMessage***Signature*

```
public java.lang.String  
getLocalizedMessage()
```

*Description*

Subclasses may override this message to get an error message that is localized to the default locale.

By default it returns `getMessage()`.

*Returns*

the value of `getMessage()`.

## **setStackTrace(StackTraceElement)**

*Signature*

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)
```

*Description*

This method enables overriding the stack trace that was filled during construction of this object. It is intended to be used in a serialization context when the stack trace of a remote exception should be treated like a local.

*Parameters*

`new_stackTrace`—the stack trace to be used as replace.

*Throws*

`NullPointerException`—when `new_stackTrace` or any element of `new_stackTrace` is `null`.

## **printStackTrace**

*Signature*

```
public void  
printStackTrace()
```

*Description*

Prints stack trace of this `Throwable` to `System.err`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

## **printStackTrace(PrintStream)**

### *Signature*

```
public void  
printStackTrace(PrintStream stream)
```

### *Description*

Prints the stack trace of this `Throwable` to the given stream.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

### *Parameters*

**stream**—The stream to print to.

## **printStackTrace(PrintWriter)**

### *Signature*

```
public void  
printStackTrace(PrintWriter writer)
```

### *Description*

Prints the stack trace of this `Throwable` to the given `PrintWriter`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

### *Parameters*

**s**—The `PrintWriter` to write to.

### **16.2.2.36 ThrowBoundaryError**

---

```
public class ThrowBoundaryError
```

### *Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Error
```

StaticError  
ThrowBoundaryError

*Description*

The error thrown by `MemoryArea.enter(Runnable logic)` when a Throwable allocated from memory that is not usable in the surrounding scope tries to propagate out of the scope of the `enter`.

**Available since** RTSJ 2.0 extends StaticError

### 16.2.2.36.1 Constructors

---

## ThrowBoundaryError

*Signature*

```
public  
ThrowBoundaryError()
```

*Description*

A constructor for `ThrowBoundaryError`, but application code should use `get()` instead.

### 16.2.2.36.2 Methods

---

## get

*Signature*

```
public static javax.realtime.ThrowBoundaryError  
get()
```

*Description*

Gets the preallocated instance of this exception.

*Returns*

the preallocated instance of this exception.

### 16.2.2.37 UninitializedStateException

---

public class UninitializedStateException

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        StaticRuntimeException
          UninitializedStateException
```

*Description*

Thrown when a resource is not yet initialized, such as a Clock which cannot be created yet because its data source is not yet available. This can happen when a Java process starts early in the system startup process.

Available since RTSJ 2.0

#### 16.2.2.37.1 Methods

---

##### **get**

*Signature*

```
public static javax.realtime.UninitializedStateException
get()
```

*Description*

Gets the static instance of this class and initializes its stack trace.

*Returns*

the static singleton of this class.

### 16.2.2.38 UnsupportedPhysicalMemoryException

---

public class UnsupportedPhysicalMemoryException

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        StaticRuntimeException
          UnsupportedPhysicalMemoryException
```

*Description*

Thrown when the underlying hardware does not support the type of physical memory requested.

See [Section PhysicalMemoryFactory](#)

**Available since** RTSJ 1.0.1 became unchecked

**Available since** RTSJ 2.0 extends StaticRuntimeException

### 16.2.2.38.1 Constructors

---

## UnsupportedPhysicalMemoryException

*Signature*

```
public
  UnsupportedPhysicalMemoryException()
```

*Description*

A constructor for `UnsupportedPhysicalMemoryException`, but application code should use `get()` instead.

### 16.2.2.38.2 Methods

---

## get

*Signature*

```
public static javax.realtime.UnsupportedPhysicalMemoryException  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

### 16.2.2.39 UnsupportedRawMemoryRegionException

---

```
public class UnsupportedRawMemoryRegionException
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        StaticRuntimeException  
          UnsupportedRawMemoryRegionException
```

*Description*

Indicates an invalid raw memory region.

**Available since** RTSJ 2.0

#### 16.2.2.39.1 Methods

---

##### **get**

*Signature*

```
public static javax.realtime.UnsupportedRawMemoryRegionException  
get()
```

*Description*

Obtains the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

#### 16.2.2.40 UnsupportedRealtimeOperationException

---

```
public class UnsupportedRealtimeOperationException
```

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        java.lang.UnsupportedOperationException
          UnsupportedRealtimeOperationException
```

*Interfaces*

```
javax.realtime.StaticThrowable
```

*Description*

A version of `UnsupportedOperationException` to be thrown by RTSJ methods that does not require allocation.

**Available since** RTSJ 2.0

##### 16.2.2.40.1 Methods

---

### **get**

*Signature*

```
public static javax.realtime.UnsupportedRealtimeOperationException
get()
```

*Description*

Gets the preallocated version of this `Throwable`. Allocation is done in memory that acts like `ImmortalMemory`. The message and cause are cleared and the stack trace is filled out.



*Returns*

the preallocated exception.

**initMessage(String)***Signature*

```
public java.lang.Throwable  
initMessage(String message)
```

*Description*

Store the message of the calling exception in the instance of `StaticThrowableStorage` associated with this task. This is the only method not defined in `java.lang.Throwable`.

*Parameters*

**message**—Text to be saved describing the exception's cause.

*Returns*

**this** object.

**Available since** RTSJ 2.0 implemented by all static throwables

**getMessage***Signature*

```
public java.lang.String  
getMessage()
```

*Description*

Gets the message describing the exception's cause from thread local memory.

*Returns*

the message when this was the last method thrown and message was set for it or `null`.

**getLocalizedMessage***Signature*

```
public java.lang.String  
getLocalizedMessage()
```

*Description*

Subclasses may override this message to get an error message that is localized to the default locale.

By default it returns `getMessage()`.

*Returns*

the value of `getMessage()`.

**initCause(Throwable)***Signature*

```
public java.lang.Throwable  
    initCause(Throwable causingThrowable)
```

*Description*

Store the cause of calling exception in the instance of `StaticThrowableStorage` associated with this task.

*Parameters*

`causingThrowable`—The reason why this `Throwable` gets thrown.

*Throws*

`IllegalRealtimeArgumentException`—when the cause is this `Throwable` itself.

*Returns*

the reference to this `Throwable`.

**getCause***Signature*

```
public java.lang.Throwable  
    getCause()
```

*Description*

Gets the cause from thread local memory of the calling exception or `null` when no cause was set. The cause is another exception that was caught before the current exception is to be thrown.

*Returns*

the cause when this was the last thrown exception and cause was set or `null`.

## fillInStackTrace

### *Signature*

```
public java.lang.Throwable  
fillInStackTrace()
```

### *Description*

Calls into the virtual machine to capture the current stack trace in the instance of `StaticThrowableStorage` associated with this task.

### *Returns*

a reference to this `Throwable`.

## setStackTrace(StackTraceElement)

### *Signature*

```
public void  
setStackTrace(java.lang.StackTraceElement[] trace)  
throws NullPointerException
```

### *Description*

This method enables overriding the stack trace that was filled during construction of this object. It is intended to be used in a serialization context when the stack trace of a remote exception should be treated like a local.

### *Parameters*

`new_stackTrace`—the stack trace to be used as replace.

### *Throws*

`NullPointerException`—when `new_stackTrace` or any element of `new_stackTrace` is null.

## getStackTrace

### *Signature*

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

### *Description*

Gets the stack trace created by `fillInStackTrace` for this `Throwable` from the current thread local storage as an array of `StackTraceElements`.

The stack trace does not need to contain entries for all methods that are actually on the call stack, the virtual machine may decide to skip some stack trace entries. Even an empty array is a valid result of this function.

Repeated calls of this function without intervening calls to `fillInStackTrace` will return the same result.

When memory areas of the RTSJ are used (see [MemoryArea](#)), and this `Throwable` was allocated in a different memory area than the current allocation context, the resulting stack trace will be allocated in either the same memory area `this` was allocated in or the current memory area, depending on which is the least deeply nested, thereby creating objects that are assignment compatible with both areas.

#### *Returns*

An array representing the stack trace when this was the last message thrown or `StaticThrowableStorage.EMPTY_TRACE`, but never `null`.

## **printStackTrace**

#### *Signature*

```
public void  
printStackTrace()
```

#### *Description*

Prints stack trace of this `Throwable` to `System.err`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

## **printStackTrace(PrintStream)**

#### *Signature*

```
public void  
printStackTrace(PrintStream stream)
```

#### *Description*

Prints the stack trace of this `Throwable` to the given stream.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

*Parameters*

`stream`—The stream to print to.

## `printStackTrace(PrintWriter)`

*Signature*

```
public void  
printStackTrace(PrintWriter writer)
```

*Description*

Prints the stack trace of this `Throwable` to the given `PrintWriter`.

The printed stack trace contains the result of `toString()` as the first line followed by one line for each stack trace element that contains the name of the method or constructor, optionally followed by the source file name and source file line number when available.

*Parameters*

`s`—The `PrintWriter` to write to.

## 16.3 Rationale

Given the new classes and semantics added to Java by this specification, the need for new exceptions is obvious; however, the need for static exceptions may be less clear. Exceptions, as defined in conventional Java, are heavy weight in that they cause a significant amount of memory to be allocated when created. Every throw requires the creation of an exception with a full backtrace. In scoped memory, this can dramatically increase the size of scopes necessary. Even with deterministic garbage collection, this is quite expensive in execution time. Ideally, one would not need to allocate so much memory and even be able to limit the amount of stack trace captured.

The concept of static exceptions was added to the specification to ameliorate this conflict. Conventional Java classes retain the “allocate on throw” paradigm, but exceptions thrown directly from classes in this specification use either their own exception or a subclass of an existing exception that implements the `StaticThrowable` interface, indicating that their exception information is stored in a

preallocated thread local structure. This structure's size can be controlled via the `ConfigurationParameters` (Section 5.3.2.1) class. The stacktrace is captured from the deepest nesting up until there is no room left to store its elements.

This minimizes allocation and limits the amount of copying at throw time while maintaining a high degree of compatibility with conventional Java exception semantics. The difference being in how static exceptions are thrown and in what context their information is valid. Since the main use of the backtrace is for debugging, it seems reasonable to limit the validity of the information to the thread in which it was created.

There is one part of the specification that require special exception support: asynchronous transfer of control (ATC). This requires the addition of an asynchronous exceptions: `AsynchronouslyInterruptedException`. Almost all conventional Java exceptions are thrown synchronously. The notable exception is the `ThreadDeath` error, which is thrown when `Thread.stop()` is called. The problem with `ThreadDeath` is cleaning up resources. `AsynchronouslyInterruptedException` addresses this by extending `InterruptedException`, so as to be able to break out of I/O exceptions and clean up resources. In addition, ATC only applies to well-defined code blocks giving further control over cleanup.

# Appendix A

## Bibliography

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# Appendix B

## Deprecated APIs

Since modules are new in RTSJ 2.0 and this version introduces new ways of handling happening, POSIX signals, and raw memory access, there is no need to include the old API in the RTSJ subsets. Therefore the old classes, including those that have copies in new subpackages, are deprecated and appear only here. Other deprecated methods, constructors, and fields, including those for feasibility analysis, are also here. The feasibility methods are the only ones without replacement, as they were insufficient for admission control, so were of little utility. Only full implementation of the RTSJ should implement them.

### B.1 Semantics

Implementations of the deprecated interfaces, classes, constructors, methods, and field given below are optional. In some cases, classes have been moved to a new package. In this case, the class appears here in its old place and in the documentation above in its new place. The deprecated elements are only needed for backward compatibility. They should not be included in implementations that do not include all modules.

## B.2 javax.realtime

### B.2.1 Interfaces

#### B.2.1.1 Interruptible

---

public interface Interruptible

*Interfaces*

`javax.realtime.control.Interruptible`

*Description*

`Interruptible` is an interface implemented by classes that will be used as arguments on the methods `doInterruptible()` of `AsynchronouslyInterruptedException` and its subclasses. `doInterruptible()` invokes the implementations of the methods in this interface.

**Deprecated** in RTSJ 2.0; moved to package `javax.realtime.control`

#### B.2.1.1.1 Methods

---

### `run(AsynchronouslyInterruptedException)`

*Signature*

```
public void
run(AsynchronouslyInterruptedException exception)
throws AsynchronouslyInterruptedException
```

*Description*

The main piece of code that is executed when an implementation is given to `doInterruptible()`. When a class is created that implements this interface, for example through an anonymous inner class, it must include the `throws` clause to make the method interruptible.

*Parameters*

`exception`—The AIE object whose `doInterruptible` method is calling the `run` method. Used to invoke methods on `AsynchronouslyInterruptedException` from within the `run()` method.

## interruptAction(AsynchronouslyInterruptedException)

### Signature

```
public void  
    interruptAction(AsynchronouslyInterruptedException exception)
```

### Description

This method is called by the system when the `run()` method is interrupted. By using this, the program logic can determine when the `run()` method completed normally or had its control asynchronously transferred to its caller.

### Parameters

**exception**—The currently pending AIE. Used to invoke methods on [AsynchronouslyInterruptedException](#) from within the `interruptAction()` method.

### B.2.1.2 PhysicalMemoryTypeFilter

---

```
public interface PhysicalMemoryTypeFilter
```

### Description

Implementation or device providers may include classes that implement `PhysicalMemoryTypeFilter` which allow additional characteristics of memory in devices to be specified. Implementations of `PhysicalMemoryTypeFilter` are intended to be used by the [PhysicalMemoryManager](#), not directly from application code.

Deprecated as of RTSJ 2.0

#### B.2.1.2.1 Methods

---

### contains(long, long)

### Signature

```
public boolean  
    contains(long base,  
             long size)
```

*Description*

Queries the system about whether the specified range of memory contains any of this type.

*Parameters*

**base**—The physical address of the beginning of the memory region.

**size**—The size of the memory region.

*Throws*

**IllegalArgumentException**—when **base** or **size** is negative.

**OffsetOutOfBoundsException**—when **base** is less than zero.

**SizeOutOfBoundsException**—when **base** plus **size** would be greater than the physical addressing range of the processor.

*Returns*

**true**, when the specified range contains ANY of this type of memory.

See Section [PhysicalMemoryManager.isRemovable](#)

**find(long, long)***Signature*

```
public long  
find(long base,  
      long size)
```

*Description*

Search for physical memory of the right type.

*Parameters*

**base**—The physical address at which to start searching.

**size**—The amount of memory to be found.

*Throws*

**OffsetOutOfBoundsException**—when **base** is less than zero.

**SizeOutOfBoundsException**—when **base** plus **size** would be greater than the physical addressing range of the processor.

**IllegalArgumentException**—when **base** or **size** is negative.

*Returns*

the address where memory was found or -1 when it was not found.

## getVMAttributes

### Signature

```
public int  
getVMAttributes()
```

### Description

Gets the virtual memory attributes of `this`. The value of this field is as defined for the POSIX `mmap` function's `prot` parameter for the platform. The meaning of the bits is platform-dependent. POSIX defines constants for `PROT_READ`, `PROT_WRITE`, `PROT_EXEC`, and `PROT_NONE`.

### Returns

the virtual memory attributes as an integer.

## getVMFlags

### Signature

```
public int  
getVMFlags()
```

### Description

Gets the virtual memory flags of `this`. The value of this field is as defined for the POSIX `mmap` function's `flags` parameter for the platform. The meaning of the bits is platform-dependent. POSIX defines constants for `MAP_SHARED`, `MAP_PRIVATE`, and `MAP_FIXED`.

### Returns

the virtual memory flags as an integer.

## initialize(long, long, long)

### Signature

```
public void  
initialize(long base,  
           long vBase,  
           long size)
```

### Description

When configuration is required for memory to fit the attribute of this object, do the configuration here.

#### *Parameters*

**base**—The address of the beginning of the physical memory region.

**vBase**—The address of the beginning of the virtual memory region.

**size**—The size of the memory region.

#### *Throws*

**IllegalArgumentException**—when **base** or **size** is negative.

**OffsetOutOfBoundsException**—when **base** is less than zero.

**SizeOutOfBoundsException**—when **base** plus **size** would be greater than the physical addressing range of the processor, or **vBase** plus **size** would exceed the virtual addressing range of the processor.

## **isPresent(long, long)**

#### *Signature*

```
public boolean  
isPresent(long base,  
          long size)
```

#### *Description*

Queries the system about the existence of the specified range of physical memory.

#### *Parameters*

**base**—The address of the beginning of the memory region.

**size**—The size of the memory region.

#### *Throws*

**IllegalArgumentException**—when the **base** and **size** do not fall into this type of memory.

**OffsetOutOfBoundsException**—when **base** is less than zero.

**SizeOutOfBoundsException**—when **base** plus **size** would be greater than the physical addressing range of the processor.

#### *Returns*

**true**, when all of the memory is present. **False**, when any of the memory has been removed.

See Section [PhysicalMemoryManager.isRemoved](#)

## isRemovable

### Signature

```
public boolean  
isRemovable()
```

### Description

Queries the system about the removability of this memory.

### Returns

`true`, when this type of memory is removable.

## onInsertion(long, long, AsyncEvent)

### Signature

```
public void  
onInsertion(long base,  
            long size,  
            AsyncEvent ae)
```

### Description

Register the specified `AsyncEvent` to fire when any memory of this type in the range is added to the system.

### Parameters

`base`—The starting address in physical memory.

`size`—The size of the memory area.

`ae`—The async event to fire.

### Throws

`IllegalArgumentException`—when `ae` is `null`, or when the specified range contains no removable memory of this type. `IllegalArgumentException` may also be thrown when `size` is less than zero.

`OffsetOutOfBoundsException`—when `base` is less than zero.

`SizeOutOfBoundsException`—when `base` plus `size` would be greater than the physical addressing range of the processor.

Available since RTSJ 1.0.1

## onRemoval(long, long, AsyncEvent)

### Signature

```
public void
onRemoval(long base,
           long size,
           AsyncEvent ae)
```

### Description

Registers the specified AE to fire when any memory in the range is removed from the system.

### Parameters

**base**—The starting address in physical memory.

**size**—The size of the memory area.

**ae**—The async event to register.

### Throws

**IllegalArgumentException**—when the specified range contains no removable memory of this type, when **ae** is null, or when **size** is less than zero.

**OffsetOutOfBoundsException**—when **base** is less than zero.

**SizeOutOfBoundsException**—when **base** plus **size** would be greater than the physical addressing range of the processor.

Available since RTSJ 1.0.1

## unregisterInsertionEvent(long, long, AsyncEvent)

### Signature

```
public boolean
unregisterInsertionEvent(long base,
                          long size,
                          AsyncEvent ae)
```

### Description

Unregisters the specified insertion event. The event is only unregistered when all three arguments match the arguments used to register the event, except that **ae** of null matches all values of **ae** and will unregister every **ae** that matches the address range.

Note that this method has no effect on handlers registered directly as async event handlers.



*Parameters*

**base**—The starting address in physical memory associated with **ae**.

**size**—The size of the memory area associated with **ae**.

**ae**—The event to unregister.

*Throws*

**IllegalArgumentException**—when **size** is less than 0.

**OffsetOutOfBoundsException**—when **base** is less than zero.

**SizeOutOfBoundsException**—when **base** plus **size** would be greater than the physical addressing range of the processor.

*Returns*

**true**, when at least one event matched the pattern, **false** when no such event was found.

Available since RTSJ 1.0.1

## unregisterRemovalEvent(long, long, AsyncEvent)

*Signature*

```
public boolean
unregisterRemovalEvent(long base,
                       long size,
                       AsyncEvent ae)
```

*Description*

Unregisters the specified removal event. The async event is only unregistered when all three arguments match the arguments used to register the event, except that **ae** of **null** matches all values of **ae** and will unregister every **ae** that matches the address range. Note that this method has no effect on handlers registered directly as async event handlers.

*Parameters*

**base**—The starting address in physical memory associated with **ae**.

**size**—The size of the memory area associated with **ae**.

**ae**—The async event to unregister.

*Throws*

**IllegalArgumentException**—when **size** is less than 0.

**OffsetOutOfBoundsException**—when **base** is less than zero.

**SizeOutOfBoundsException**—when **base** plus **size** would be greater than the physical addressing range of the processor.

*Returns*

`true`, when at least one event matched the pattern, `false` when no such event was found.

Available since RTSJ 1.0.1

**vFind(long, long)***Signature*

```
public long
vFind(long base,
      long size)
```

*Description*

Searches for virtual memory of the right type. This is important for systems where attributes are associated with particular ranges of virtual memory.

*Parameters*

`base`—The address at which to start searching.

`size`—The amount of memory to be found.

*Throws*

`OffsetOutOfBoundsException`—when `base` is less than zero.

`SizeOutOfBoundsException`—when `base` plus `size` would be greater than the physical addressing range of the processor.

`IllegalArgumentException`—when `base` or `size` is negative. `IllegalArgumentException` may also be when `base` is an invalid virtual address.

*Returns*

the address where memory was found or -1 when it was not found.

**B.2.1.3 *Schedulable***

---

public interface `Schedulable`

The following elements of `Schedulable` are deprecated. The required elements are documented in Section 6.3.1.2 above.

**B.2.1.3.1 *Methods***

---

## setScheduler(Scheduler, SchedulingParameters, ReleaseParameters, MemoryParameters, ProcessingGroupParameters)

### Signature

```
public void
setScheduler(Scheduler scheduler,
             SchedulingParameters scheduling,
             ReleaseParameters release,
             MemoryParameters memoryParameters,
             ProcessingGroupParameters group)
```

### Description

Sets the scheduler and associated parameter objects. The timing of the change must be agreed between the scheduler currently associated with this schedulable, and scheduler.

### Parameters

**scheduler**—A reference to the scheduler that will manage the execution of this schedulable. Null is not a permissible value.

**scheduling**—A reference to the [SchedulingParameters](#) which will be associated with this. When null, the default value is governed by **scheduler**; a new object is created when the default value is not null. See [PriorityScheduler](#).

**release**—A reference to the [ReleaseParameters](#) which will be associated with this. When null, the default value is governed by **scheduler**; a new object is created when the default value is not null. (See [PriorityScheduler](#).)

**memoryParameters**—A reference to the [MemoryParameters](#) which will be associated with this. When null, the default value is governed by **scheduler**; a new object is created when the default value is not null. (See [PriorityScheduler](#).)

**group**—A reference to the [ProcessingGroupParameters](#) which will be associated with this. When null, the default value is governed by **scheduler**; a new object is created when the default value is not null. (See [PriorityScheduler](#).)

### Throws

[IllegalRealtimeArgumentException](#)—when **scheduler** is null or the parameter values are not compatible with **scheduler**. Also thrown when this schedulable may not use the heap and **scheduler**, **scheduling**, **release**, **memoryParameters**, or **group** is located in heap memory.

[IllegalAssignmentError](#)—when **this** object cannot hold references to all the parameter objects or the parameters cannot hold references to **this**.

`IllegalThreadStateException`—when scheduler prohibits the changing of the scheduler or a parameter at this time due to the state of the schedulable.

`RealtimeSecurityException`—when the caller is not permitted to set the scheduler for this schedulable.

**Deprecated** since RTSJ 2.0

## `getProcessingGroupParameters`

### *Signature*

```
public javax.realtime.ProcessingGroupParameters  
getProcessingGroupParameters()
```

### *Description*

Gets a reference to the `ProcessingGroupParameters` object for this schedulable.

### *Returns*

A reference to the current `ProcessingGroupParameters` object.

**Deprecated** since RTSJ 2.0

## `setProcessingGroupParameters(ProcessingGroupParameters)`

### *Signature*

```
public void  
setProcessingGroupParameters(ProcessingGroupParameters group)
```

### *Description*

Sets the `ProcessingGroupParameters` of this.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

### *Parameters*

`group`—A `ProcessingGroupParameters` object which will take effect as determined by the associated scheduler. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See `PriorityScheduler`.)

*Throws*

**IllegalRealtimeArgumentException**—when `group` is not compatible with the scheduler for this schedulable object. Also when this schedulable may not use the heap and `group` is located in heap memory.

**IllegalAssignmentError**—when `this` object cannot hold a reference to `group` or `group` cannot hold a reference to `this`.

**IllegalThreadStateException**—when the schedulable's scheduler prohibits the changing of the processing group parameter at this time due to the state of the schedulable object.

**Deprecated** since RTSJ 2.0; see **ProcessingGroup**

## setProcessingGroupParametersIfFeasible (ProcessingGroupParameters)

*Signature*

```
public boolean  
    setProcessingGroupParametersIfFeasible(ProcessingGroupParameters group)
```

*Description*

This method first performs a feasibility analysis using the proposed parameter object as replacement for the current parameter of `this`. When the resulting system is feasible, this method replaces the current parameter of `this` with the proposed one.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

*Parameters*

**group**—The processing group parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See **PriorityScheduler**.)

*Throws*

**IllegalRealtimeArgumentException**—when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the specified parameter object is located in heap memory.

**IllegalAssignmentError**—when `this` cannot hold a reference to the specified parameter object, or the parameter object cannot hold a reference to `this`.

**IllegalThreadStateException**—when the schedulable’s scheduler prohibits the changing of the processing group parameter at this time due to the state of the schedulable object.

#### *Returns*

`true`, when the resulting system is feasible and the changes are made. `false`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## **addIfFeasible**

#### *Signature*

```
public boolean  
addIfFeasible()
```

#### *Description*

This method first performs a feasibility analysis with `this` added to the system. When the resulting system is feasible, informs the scheduler and cooperating facilities that this instance of **Schedulable** should be considered in feasibility analysis until further notified. When the analysis shows that the system including `this` would not be feasible, this method does not admit `this` to the feasibility set.

When the object is already included in the feasibility set, does nothing.

#### *Returns*

`true` when inclusion of `this` in the feasibility set yields a feasible system, and `false` otherwise. When `true` is returned then `this` is known to be in the feasibility set. When `false` is returned, `this` was not added to the feasibility set, but it may already have been present.

**Available since** RTSJ 1.0.1 Promoted to the Schedulable interface

**Deprecated** as of RTSJ 2.0, because the framework for feasibility analysis is inadequate.

## **addToFeasibility**

#### *Signature*

```
public boolean  
addToFeasibility()
```

*Description*

Informs the scheduler and cooperating facilities that this instance of `Schedulable` should be considered in feasibility analysis until further notified.

When the object is already included in the feasibility set, does nothing.

*Returns*

`true`, when the resulting system is feasible. `False`, when not.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate.

## removeFromFeasibility

*Signature*

```
public boolean  
removeFromFeasibility()
```

*Description*

Informs the scheduler and cooperating facilities that this instance of `Schedulable` should *not* be considered in feasibility analysis until it is further notified.

*Returns*

`true` when the removal was successful. `false` when the schedulable cannot be removed from the scheduler's feasibility set; e.g., the schedulable is not part of the scheduler's feasibility set.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## setIfFeasible(ReleaseParameters, MemoryParameters)

*Signature*

```
public boolean  
setIfFeasible(ReleaseParameters release,  
              MemoryParameters memory)  
throws IllegalRealtimeArgumentException,  
        IllegalAssignmentError,  
        IllegalThreadStateException
```

*Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `this`. When the resulting system is feasible, this method replaces the current parameters of `this` with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

*Parameters*

**release**—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**memory**—The memory parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

*Throws*

[IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

[IllegalAssignmentError](#)—when `this` cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to `this`.

[IllegalThreadStateException](#)—when the schedulable's scheduler prohibits this parameter change at this time due to the state of the schedulable.

*Returns*

`true`, when the resulting system is feasible and the changes are made. `false`, when the resulting system is not feasible and no changes are made.

**Available since** RTSJ 1.0.1 Promoted to the `Schedulable` interface.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

**setIfFeasible(ReleaseParameters, MemoryParameters, ProcessingGroupParameters)**



*Signature*

```
public boolean
setIfFeasible(ReleaseParameters release,
              MemoryParameters memory,
              ProcessingGroupParameters group)
throws IllegalRealtimeArgumentException,
       IllegalAssignmentError,
       IllegalThreadStateException
```

*Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of **this**. When the resulting system is feasible, this method replaces the current parameters of **this** with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

*Parameters*

**release**—The release parameters to use. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

**memory**—The memory parameters to use. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

**group**—The processing group parameters to use. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

*Throws*

[IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

[IllegalAssignmentError](#)—when **this** cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to **this**.

`IllegalThreadStateException`—when the schedulable’s scheduler prohibits this parameter change at this time due to the state of the schedulable.

#### *Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Available since** RTSJ 1.0.1 Promoted to the `Schedulable` interface.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## **setIfFeasible(ReleaseParameters, ProcessingGroupParameters)**

#### *Signature*

```
public boolean
setIfFeasible(ReleaseParameters release,
              ProcessingGroupParameters group)
throws IllegalRealtimeArgumentException,
       IllegalAssignmentError,
       IllegalThreadStateException
```

#### *Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `this`. When the resulting system is feasible, this method replaces the current parameters of `this` with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

#### *Parameters*

`release`—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**group**—The processing group parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

*Throws*

[IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

[IllegalAssignmentError](#)—when `this` cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to `this`.

[IllegalThreadStateException](#)—when the schedulable’s scheduler prohibits this parameter change at this time due to the state of the schedulable.

*Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Available since** RTSJ 1.0.1 Promoted to the `Schedulable` interface.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## **setIfFeasible(SchedulingParameters, ReleaseParameters, MemoryParameters)**

*Signature*

```
public boolean
setIfFeasible(SchedulingParameters scheduling,
              ReleaseParameters release,
              MemoryParameters memory)
throws IllegalRealtimeArgumentException,
       IllegalAssignmentError,
       IllegalThreadStateException
```

*Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `this`. When the resulting system is feasible, this method replaces the current parameters of `this` with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it

may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

#### *Parameters*

**scheduling**—The scheduling parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See `PriorityScheduler`.)

**release**—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See `PriorityScheduler`.)

**memory**—The memory parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See `PriorityScheduler`.)

#### *Throws*

`IllegalRealtimeArgumentException`—when the parameter values are not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

`IllegalAssignmentError`—when `this` cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to `this`.

`IllegalThreadStateException`—when the schedulable’s scheduler prohibits this parameter change at this time due to the state of the schedulable.

#### *Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Available since** RTSJ 1.0.1

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

**setIfFeasible(SchedulingParameters, ReleaseParameters, MemoryParameters, ProcessingGroupParameters)**

#### *Signature*

```
public boolean
setIfFeasible(SchedulingParameters scheduling,
```

```
ReleaseParameters release,  
MemoryParameters memory,  
ProcessingGroupParameters group)
```

### *Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `this`. When the resulting system is feasible, this method replaces the current parameters of `this` with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### *Parameters*

**scheduling**—The scheduling parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**release**—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**memory**—The memory parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**group**—The processing group parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

### *Throws*

[IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

[IllegalAssignmentError](#)—when `this` cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to `this`.

[IllegalThreadStateException](#)—when the schedulable's scheduler prohibits this parameter change at this time due to the state of the schedulable.

### *Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Available since** RTSJ 1.0.1

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## **setMemoryParametersIfFeasible(MemoryParameters)**

### *Signature*

```
public boolean  
setMemoryParametersIfFeasible(MemoryParameters memory)
```

### *Description*

This method first performs a feasibility analysis using the proposed parameter object as replacement for the current parameter of `this`. When the resulting system is feasible, this method replaces the current parameter of `this` with the proposed one.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### *Parameters*

**memory**—The memory parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

### *Throws*

[IllegalRealtimeArgumentException](#)—when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the specified parameter object is located in heap memory.

[IllegalAssignmentError](#)—when `this` cannot hold a reference to the specified parameter object, or the parameter object cannot hold a reference to `this`.

[IllegalThreadStateException](#)—when the schedulable's scheduler prohibits the changing of the memory parameter at this time due to the state of the schedulable.

### *Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## setReleaseParametersIfFeasible(ReleaseParameters)

### Signature

```
public boolean  
setReleaseParametersIfFeasible(ReleaseParameters release)
```

### Description

This method first performs a feasibility analysis using the proposed parameter object as replacement for the current parameter of `this`. When the resulting system is feasible, this method replaces the current parameter of `this` with the proposed one.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### Parameters

**release**—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

### Throws

**IllegalRealtimeArgumentException**—when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the specified parameter object is located in heap memory.

**IllegalAssignmentError**—when `this` cannot hold a reference to the specified parameter object, or the parameter object cannot hold a reference to `this`.

**IllegalThreadStateException**—when the schedulable's scheduler prohibits the changing of the release parameter at this time due to the state of the schedulable.

### Returns

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate.

## setSchedulingParametersIfFeasible(SchedulingParameters)

### Signature

```
public boolean
  setSchedulingParametersIfFeasible(SchedulingParameters scheduling)
```

### Description

This method first performs a feasibility analysis using the proposed parameter object as replacement for the current parameter of **this**. When the resulting system is feasible, this method replaces the current parameter of **this** with the proposed one.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### Parameters

**scheduling**—The scheduling parameters to use. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

### Throws

[IllegalRealtimeArgumentException](#)—when the parameter value is not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and the specified parameter object is located in heap memory.

[IllegalAssignmentError](#)—when **this** cannot hold a reference to the specified parameter object, or the parameter object cannot hold a reference to **this**.

[IllegalThreadStateException](#)—when the schedulable’s scheduler prohibits the changing of the scheduling parameter at this time due to the state of the schedulable object.

### Returns

**true**, when the resulting system is feasible and the changes are made. **False**, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate



## B.2.2 Classes

### B.2.2.1 *AbsoluteTime*

---

public class AbsoluteTime

The following elements of AbsoluteTime are deprecated. The required elements are documented in Section 9.3.1.1 above.

#### B.2.2.1.1 Constructors

---

### AbsoluteTime(long, int, Clock)

#### *Signature*

```
public
AbsoluteTime(long millis,
              int nanos,
              Clock clock)
throws IllegalArgumentException
```

#### *Description*

Superceded by and equivalent to [AbsoluteTime\(long, int, Chronograph\)](#)

**Available since** RTSJ 1.0.1

**Deprecated** since version 2.0

#### *Parameters*

**millis**—The desired value for the millisecond component of **this**. The actual value is the result of parameter normalization.

**nanos**—The desired value for the nanosecond component of **this**. The actual value is the result of parameter normalization.

**clock**—The clock providing the association for the newly constructed object.

#### *Throws*

[IllegalRealtimeArgumentException](#)—when there is an overflow in the millisecond component when normalizing.

## AbsoluteTime(AbsoluteTime, Clock)

### Signature

```
public
AbsoluteTime(AbsoluteTime time,
              Clock clock)
throws IllegalArgumentException
```

### Description

Equivalent to `AbsoluteTime(long, int, Chronograph)` with the arguments `time.getMilliseconds()`, `time.getNanoseconds()`, `clock()`.

**Available since** RTSJ 1.0.1

**Deprecated** since version 2.0

### Parameters

- `time`—The `AbsoluteTime` object which is the source for the copy.
- `clock`—The clock providing the association for the newly constructed object.

### Throws

`IllegalArgumentException`—when the `time` parameter is null.

## AbsoluteTime(Date, Clock)

### Signature

```
public
AbsoluteTime(Date date,
              Clock clock)
throws IllegalArgumentException
```

### Description

Superceded by and equivalent to `AbsoluteTime(Date, Chronograph)`

**Available since** RTSJ 1.0.1

**Deprecated** since version 2.0

### Parameters

`date`—The `java.util.Date` representation of the time past the Epoch.

`clock`—The clock providing the association for the newly constructed object.

*Throws*

`IllegalRealtimeArgumentException`—when the `date` parameter is null.

## AbsoluteTime(Clock)

*Signature*

```
public
AbsoluteTime(Clock clock)
```

*Description*

Superceded by and equivalent to `AbsoluteTime(Chronograph)`

**Available since** RTSJ 1.0.1

**Deprecated** since version 2.0

*Parameters*

`clock`—The clock providing the association for the newly constructed object.

### B.2.2.1.2 Methods

---

## absolute(Clock)

*Signature*

```
public javax.realtime.AbsoluteTime
absolute(Clock clock)
```

*Description*

Superceded by and equivalent to `absolute(Chronograph)`.

*Parameters*

`clock`—The `clock` parameter is used only as the new clock association with the result, since no conversion is needed.

*Returns*

the copy of `this` in a newly allocated `AbsoluteTime` object, associated with the `clock` parameter.

**Deprecated** since version 2.0

## **absolute(Clock, AbsoluteTime)**

### *Signature*

```
public javax.realtime.AbsoluteTime  
absolute(Clock clock,  
         AbsoluteTime dest)
```

### *Description*

Superceded by and equivalent to `absolute(Chronograph, AbsoluteTime)`.

### *Parameters*

`clock`—The `clock` parameter is used only as the new clock association with the result, since no conversion is needed.

`dest`—When `dest` is not `null`, the result is placed in it and returned.

### *Returns*

the copy of `this` in `dest` when `dest` is not `null`, otherwise the result is returned in a newly allocated object. It is associated with the `clock` parameter.

**Deprecated** since version 2.0

## **relative(Clock)**

### *Signature*

```
public javax.realtime.RelativeTime  
relative(Clock clock)  
throws ArithmeticException
```

### *Description*

Superceded by and equivalent to `relative(Chronograph)`.

### *Parameters*

`clock`—The instance of `Clock` used to convert the time of `this` into relative time, and the new clock association for the result.

### *Throws*

`ArithmeticException`—when the result does not fit in the normalized format.

*Returns*

the `RelativeTime` conversion in a newly allocated object, associated with the `clock` parameter.

**Deprecated** since version 2.0

**relative(Clock, RelativeTime)***Signature*

```
public javax.realtime.RelativeTime
    relative(Clock clock,
             RelativeTime dest)
    throws ArithmeticException
```

*Description*

Superceded by and equivalent to `relative(Chronograph, RelativeTime)`.

*Parameters*

`clock`—The instance of `Clock` used to convert the time of `this` into relative time, and the new clock association for the result.

`dest`—When `dest` is not `null`, the result is placed in it and returned.

*Throws*

`ArithmeticException`—when the result does not fit in the normalized format.

*Returns*

the `RelativeTime` conversion in `dest` when `dest` is not `null`, otherwise the result is returned in a newly allocated object. It is associated with the `clock` parameter.

**Deprecated** since version 2.0

**B.2.2.2 *AperiodicParameters***

---

public class AperiodicParameters

The following elements of `AperiodicParameters` are deprecated. The required elements are documented in Section 6.3.3.2 above.

**B.2.2.2.1 Fields**

---

**arrivalTimeQueueOverflowExcept**

```
public static final java.lang.String arrivalTimeQueueOverflowExcept
```

*Description*

Represents the “EXCEPT” policy for dealing with arrival time queue overflow. Under this policy, when an arrival occurs and its time should be queued but the queue already holds a number of times equal to the initial queue length defined by **this** then the `fire()` method shall throw a `ArrivalTimeQueueOverflowException`. Any other associated semantics are governed by the schedulers for the schedulables using these aperiodic parameters. When the arrival is a result of a happening to which the instance of `AsyncEventHandler` is bound then the arrival time is ignored.

**Available since** RTSJ 1.0.1 Moved here from `SporadicParameters`.

**Deprecated** since RTSJ 2.0

**arrivalTimeQueueOverflowIgnore**

```
public static final java.lang.String arrivalTimeQueueOverflowIgnore
```

*Description*

Represents the “IGNORE” policy for dealing with arrival time queue overflow. Under this policy, when an arrival occurs and its time should be queued, but the queue already holds a number of times equal to the initial queue length defined by **this** then the arrival is ignored. Any other associated semantics are governed by the schedulers for the schedulables using these aperiodic parameters.

**Available since** RTSJ 1.0.1 Moved here from `SporadicParameters`.

**Deprecated** since RTSJ 2.0

**arrivalTimeQueueOverflowReplace**

```
public static final java.lang.String arrivalTimeQueueOverflowReplace
```

*Description*

Represents the “REPLACE” policy for dealing with arrival time queue overflow. Under this policy, when an arrival occurs and should be queued but the queue

already holds a number of times equal to the initial queue length defined by **this** then the information for this arrival replaces a previous arrival. Any other associated semantics are governed by the schedulers for the schedulables using these aperiodic parameters.

**Available since** RTSJ 1.0.1 Moved here from `SporadicParameters`.

**Deprecated** since RTSJ 2.0

### **arrivalTimeQueueOverflowSave**

```
public static final java.lang.String arrivalTimeQueueOverflowSave
```

#### *Description*

Represents the “SAVE” policy for dealing with arrival time queue overflow. Under this policy, when an arrival occurs and should be queued but the queue is full, then the queue is lengthened and the arrival time is saved. Any other associated semantics are governed by the schedulers for the schedulables using these aperiodic parameters.

This policy does not update the “initial queue length;” it alters the actual queue length. Since the **SAVE** policy grows the arrival time queue as necessary for the **SAVE** policy, the initial queue length is only an optimization.

**Available since** RTSJ 1.0.1 Moved here from `SporadicParameters`.

**Deprecated** since RTSJ 2.0

### **B.2.2.2.2 Methods**

---

#### **getInitialArrivalTimeQueueLength**

##### *Signature*

```
public int  
getInitialArrivalTimeQueueLength()
```

##### *Description*

Gets the initial number of elements the arrival time queue can hold. This returns the initial queue length currently associated with this parameter object. When the overflow policy is **SAVE** the initial queue length may not be related to the current queue lengths of schedulables associated with this parameter object.

*Returns*

The initial length of the queue.

**Available since** RTSJ 1.0.1 Moved here from `SporadicParameters`.

**Deprecated** since RTSJ 2.0 replaced by `ReleaseParameters.getInitialQueueLength()`.

## **setInitialArrivalTimeQueueLength(int)**

*Signature*

```
public void  
setInitialArrivalTimeQueueLength(int initial)
```

*Description*

Sets the initial number of elements the arrival time queue can hold without lengthening the queue. The initial length of an arrival queue is set when the schedulable using the queue is constructed, after that time changes in the initial queue length are ignored.

*Parameters*

**initial**—The initial length of the queue.

*Throws*

`IllegalRealtimeArgumentException`—when **initial** is less than zero.

**Available since** RTSJ 1.0.1 Moved here from `SporadicParameters`.

**Deprecated** since RTSJ 2.0 replaced by `ReleaseParameters.setInitialQueueLength(int initial)`.

## **getArrivalTimeQueueOverflowBehavior**

*Signature*

```
public java.lang.String  
getArrivalTimeQueueOverflowBehavior()
```



*Description*

Gets the behavior of the arrival time queue in the event of an overflow.

*Returns*

The behavior of the arrival time queue as a string.

**Available since** RTSJ 1.0.1 Moved from `SporadicParameters`

**Deprecated** since RTSJ 2.0 and replaced by `ReleaseParameters.getEventQueueOverflowPolicy`

## **setArrivalTimeQueueOverflowBehavior(String)**

*Signature*

```
public void
setArrivalTimeQueueOverflowBehavior(String behavior)
```

*Description*

Sets the behavior of the arrival time queue for the case where the insertion of a new element makes the queue size greater than the initial size given when `this` object was constructed.

Values of `behavior` are compared using reference equality (`==`) not value equality (`equals()`).

*Parameters*

`behavior`—A string representing the behavior.

*Throws*

`IllegalRealtimeArgumentException`—when `behavior` is not one of the final queue overflow behavior values defined in this class.

**Available since** RTSJ 1.0.1 Moved here from `SporadicParameters`.

**Deprecated** Since RTSJ 2.0

## **setIfFeasible(RelativeTime, RelativeTime)**

*Signature*

```
public boolean
setIfFeasible(RelativeTime cost,
              RelativeTime deadline)
```

*Description*

This method first performs a feasibility analysis using the new cost and deadline as replacements for the matching attributes of this. When the resulting system is feasible, the method replaces the current scheduling characteristics of `this` with the new scheduling characteristics.

*Parameters*

`cost`—The proposed cost used to determine when any particular object exceeds `cost`. When `null`, the default value is a new instance of `RelativeTime(0,0)`.  
`deadline`—The proposed deadline. When `null`, the default value is a new instance of `RelativeTime(Long.MAX_VALUE, 999999)`.

*Throws*

`IllegalRealtimeArgumentException`—when the time value of `cost` is less than zero, or the time value of `deadline` is less than or equal to zero, or the values are incompatible with the scheduler for any of the schedulables which are presently using this parameter object.

`IllegalAssignmentError`—when `cost` or `deadline` cannot be stored in `this`.

*Returns*

`false`. Aperiodic parameters never yield a feasible system. (Subclasses of `AperiodicParameters`, such as `SporadicParameters`, need not return `false`.)

**Deprecated** as of RTSJ 2.0

### B.2.2.3 *ArrivalTimeQueueOverflowException*

---

```
public class ArrivalTimeQueueOverflowException
```

The following elements of `ArrivalTimeQueueOverflowException` are deprecated. The required elements are documented in Section 16.2.2.2 above.

#### B.2.2.3.1 Constructors

---

### ArrivalTimeQueueOverflowException(String)

*Signature*

```
public
ArrivalTimeQueueOverflowException(String description)
```

*Description*

A descriptive constructor for `ArrivalTimeQueueOverflowException`.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

*Parameters*

`description`—A description of the exception.

### B.2.2.4 *AsyncEvent*

---

```
public class AsyncEvent
```

The following elements of `AsyncEvent` are deprecated. The required elements are documented in Section 8.3.2.4 above.

#### B.2.2.4.1 Methods

---

### **handledBy(AsyncEventHandler)**

*Signature*

```
public boolean
handledBy(AsyncEventHandler handler)
```

*Description*

Replaced by `AsyncBaseEvent.handledBy(AsyncBaseEventHandler)`

*Parameters*

`handler`—For querying its association with `this`.

*Returns*

`true` when and only when `handler` is associated with this event.

**Deprecated** since RTSJ 2.0

## **addHandler(AsyncEventHandler)**

### *Signature*

```
public void  
addHandler(AsyncEventHandler handler)
```

### *Description*

Replaced by `AsyncBaseEvent.addHandler(AsyncBaseEventHandler)`

### *Parameters*

`handler`—For adding to this.

**Deprecated** since RTSJ 2.0

## **setHandler(AsyncEventHandler)**

### *Signature*

```
public void  
setHandler(AsyncEventHandler handler)
```

### *Description*

Replaced by `AsyncBaseEvent.setHandler(AsyncBaseEventHandler)`

### *Parameters*

`handler`—For becoming the sole handler for this.

**Deprecated** since RTSJ 2.0

## **removeHandler(AsyncEventHandler)**

### *Signature*

```
public void  
removeHandler(AsyncEventHandler handler)
```

### *Description*

Replaced by `AsyncBaseEvent.removeHandler(AsyncBaseEventHandler)`

### *Parameters*

`handler`—For removal.

**Deprecated** since RTSJ 2.0

## bindTo(String)

### Signature

```
public void  
bindTo(String happening)
```

### Description

Binds this to an external event, a *happening*. The meaningful values of **happening** are implementation dependent. This instance of **AsyncEvent** is considered to have occurred whenever the happening is triggered. More than one happening can be bound to the same **AsyncEvent**. However, binding a happening to an event has no effect when the happening is already bound to the event.

When an event, which is declared in a scoped memory area, is bound to an external happening, the reference count of that scoped memory area is incremented (as if there is an external realtime thread accessing the area). The reference count is decremented when the event is unbound from the happening.

### Parameters

**happening**—An implementation-dependent value that binds this instance of **AsyncEvent** to a happening.

### Throws

**UnknownHappeningException**—when the String value is not supported by the implementation.

**IllegalRealtimeArgumentException**—when **happening** is null.

**Deprecated** since RTSJ 2.0

## unbindTo(String)

### Signature

```
public void  
unbindTo(String happening)
```

### Description

Removes a binding to an external event, a *happening*. The meaningful values of **happening** are implementation dependent. When the associated event is declared in a scoped memory area, the reference count for the memory area is decremented.

### Parameters

**happening**—An implementation-dependent value representing some external event to which this instance of **AsyncEvent** is bound.

*Throws*

**UnknownHappeningException**—when this instance of `AsyncEvent` is not bound to the given `happening` or the given `happening` is not supported by the implementation.

**IllegalRealtimeArgumentException**—when `happening` is null.

**Deprecated** since RTSJ 2.0

### B.2.2.5 *AsyncEventHandler*

---

```
public class AsyncEventHandler
```

The following elements of `AsyncEventHandler` are deprecated. The required elements are documented in Section 8.3.2.5 above.

#### B.2.2.5.1 Constructors

---

**AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ProcessingGroupParameters, boolean, Runnable)**

*Signature*

```
public
AsyncEventHandler(SchedulingParameters scheduling,
                 ReleaseParameters release,
                 MemoryParameters memory,
                 MemoryArea area,
                 ProcessingGroupParameters group,
                 boolean nonheap,
                 Runnable logic)
```

*Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Runnable)` with arguments `(scheduling, release, memory.clone(!nonheap), null, logic)`.

Deprecated in version 2.0.

## **AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ProcessingGroupParameters, Runnable)**

### *Signature*

```
public
AsyncEventHandler(SchedulingParameters scheduling,
                  ReleaseParameters release,
                  MemoryParameters memory,
                  MemoryArea area,
                  ProcessingGroupParameters group,
                  Runnable logic)
```

### *Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Runnable)` with arguments (scheduling, release, memory, area, group, null, logic).

Deprecated in version 2.0.

## **AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ProcessingGroupParameters, boolean)**

### *Signature*

```
public
AsyncEventHandler(SchedulingParameters scheduling,
                  ReleaseParameters release,
                  MemoryParameters memory,
                  MemoryArea area,
                  ProcessingGroupParameters group,
                  boolean nonheap)
```

### *Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Runnable)` with arguments (scheduling, release, memory, area, null, null).

**Deprecated** in version 2.0.

## AsyncEventHandler(boolean, Runnable)

### *Signature*

```
public
  AsyncEventHandler(boolean nonheap,
                   Runnable logic)
```

### *Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Runnable)` with arguments (null, null, new `MemoryParameters(0)`, null, null, logic).

**Deprecated** in version 2.0.

## AsyncEventHandler(boolean)

### *Signature*

```
public
  AsyncEventHandler(boolean nonheap)
```

### *Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ReleaseRunner, Runnable)` with arguments (null, null, new `MemoryParameters(!nonheap)`, null, null, null).

**Deprecated** in version 2.0.



---

### B.2.2.5.2 Methods

---

## getAndIncrementPendingFireCount

### Signature

```
protected int  
getAndIncrementPendingFireCount()
```

### Description

This is an accessor method for `fireCount`. This method atomically increments, by one, the value of `fireCount` and returns the value from before the increment.

Calling this method is effectively the same as firing an event that is associated with this handler. When called from outside the handler's control flow, call it is effectively the same as firing an event that is associated with this handler, *except that it does not constitute a release event*.

### Throws

**MITViolationException**—when this AEH is controlled by sporadic scheduling parameters under the base scheduler, the parameters specify the `mitViolationExcept` policy, and this method would introduce a release that would violate the specified minimum interarrival time.

**ArrivalTimeQueueOverflowException**—when this AEH is controlled by aperiodic scheduling parameters under the base scheduler, the release parameters specify the `arrivalTimeQueueOverflowExcept` policy, and this method would cause the arrival time queue to overflow.

### Returns

the value held by `fireCount` prior to incrementing it by one.

**Deprecated** as of RTSJ 2.0 Use `ae.fire()`

## setScheduler(Scheduler, SchedulingParameters, ReleaseParameters, MemoryParameters, ProcessingGroupParameters)

### Signature

```
public void  
setScheduler(Scheduler scheduler,  
             SchedulingParameters scheduling,
```

```
ReleaseParameters release,  
MemoryParameters memoryParameters,  
ProcessingGroupParameters group)
```

### *Description*

Sets the scheduler and associated parameter objects. The timing of the change must be agreed between the scheduler currently associated with this schedulable, and `scheduler`.

### *Parameters*

`scheduler`—A reference to the scheduler that will manage the execution of this schedulable. `Null` is not a permissible value.

`scheduling`—A reference to the `SchedulingParameters` which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. See `PriorityScheduler`.

`release`—A reference to the `ReleaseParameters` which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See `PriorityScheduler`.)

`memoryParameters`—A reference to the `MemoryParameters` which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See `PriorityScheduler`.)

`group`—A reference to the `ProcessingGroupParameters` which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See `PriorityScheduler`.)

### *Throws*

`IllegalRealtimeArgumentException`—when `scheduler` is `null` or the parameter values are not compatible with `scheduler`. Also thrown when this schedulable may not use the heap and `scheduler`, `scheduling`, `release`, `memoryParameters`, or `group` is located in heap memory.

`IllegalAssignmentError`—when `this` object cannot hold references to all the parameter objects or the parameters cannot hold references to `this`.

`RealtimeSecurityException`—when the caller is not permitted to set the scheduler for this schedulable.

**Deprecated** since RTSJ 2.0

## **getProcessingGroupParameters**

### *Signature*

```
public javafx.realtime.ProcessingGroupParameters  
getProcessingGroupParameters()
```

*Description*

Gets a reference to the `ProcessingGroupParameters` object for this schedulable.

*Returns*

A reference to the current `ProcessingGroupParameters` object.

**Deprecated** since RTSJ 2.0

## setProcessingGroupParameters(ProcessingGroupParameters)

*Signature*

```
public void  
setProcessingGroupParameters(ProcessingGroupParameters group)
```

*Description*

Sets the `ProcessingGroupParameters` of `this`.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

*Parameters*

**group**—A `ProcessingGroupParameters` object which will take effect as determined by the associated scheduler. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See `PriorityScheduler`.)

*Throws*

`IllegalRealtimeArgumentException`—when `group` is not compatible with the scheduler for this schedulable object. Also when this schedulable may not use the heap and `group` is located in heap memory.

`IllegalAssignmentError`—when `this` object cannot hold a reference to `group` or `group` cannot hold a reference to `this`.

`IllegalThreadStateException`—when the schedulable's scheduler prohibits the changing of the processing group parameter at this time due to the state of the schedulable object.

**Deprecated** since RTSJ 2.0

## addToFeasibility

### *Signature*

```
public boolean  
addToFeasibility()
```

### *Description*

Informs the scheduler and cooperating facilities that this instance of `Schedulable` should be considered in feasibility analysis until further notified.

When the object is already included in the feasibility set, does nothing.

### *Returns*

`true`, when the resulting system is feasible. `False`, when not.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## addIfFeasible

### *Signature*

```
public boolean  
addIfFeasible()
```

### *Description*

This method first performs a feasibility analysis with `this` added to the system. When the resulting system is feasible, informs the scheduler and cooperating facilities that this instance of `Schedulable` should be considered in feasibility analysis until further notified. When the analysis shows that the system including `this` would not be feasible, this method does not admit `this` to the feasibility set.

When the object is already included in the feasibility set, does nothing.

### *Returns*

`true` when inclusion of `this` in the feasibility set yields a feasible system, and `false` otherwise. When `true` is returned then `this` is known to be in the feasibility set. When `false` is returned, `this` was not added to the feasibility set, but it may already have been present.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## removeFromFeasibility

### Signature

```
public boolean  
removeFromFeasibility()
```

### Description

Informs the scheduler and cooperating facilities that this instance of `Schedulable` should *not* be considered in feasibility analysis until it is further notified.

### Returns

`true` when the removal was successful. `false` when the schedulable cannot be removed from the scheduler's feasibility set; e.g., the schedulable is not part of the scheduler's feasibility set.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## setIfFeasible(ReleaseParameters, MemoryParameters)

### Signature

```
public boolean  
setIfFeasible(ReleaseParameters release,  
              MemoryParameters memory)
```

### Description

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `this`. When the resulting system is feasible, this method replaces the current parameters of `this` with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### Parameters

**release**—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See `PriorityScheduler`.)

**memory**—The memory parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

*Throws*

[IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

[IllegalAssignmentError](#)—when `this` cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to `this`.

[IllegalThreadStateException](#)—when the schedulable’s scheduler prohibits this parameter change at this time due to the state of the schedulable.

*Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## **setIfFeasible(SchedulingParameters, ReleaseParameters, MemoryParameters)**

*Signature*

```
public boolean
setIfFeasible(SchedulingParameters scheduling,
              ReleaseParameters release,
              MemoryParameters memory)
```

*Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `this`. When the resulting system is feasible, this method replaces the current parameters of `this` with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

*Parameters*

**scheduling**—The scheduling parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**release**—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**memory**—The memory parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

*Throws*

[IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

[IllegalAssignmentError](#)—when `this` cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to `this`.

[IllegalThreadStateException](#)—when the schedulable’s scheduler prohibits this parameter change at this time due to the state of the schedulable.

*Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

**setIfFeasible(ReleaseParameters, MemoryParameters, ProcessingGroupParameters)***Signature*

```
public boolean
setIfFeasible(ReleaseParameters release,
              MemoryParameters memory,
              ProcessingGroupParameters group)
```

*Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `this`. When the resulting system is feasible, this method replaces the current parameters of `this` with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

#### *Parameters*

- release**—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)
- memory**—The memory parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)
- group**—The processing group parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

#### *Throws*

- [IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.
- [IllegalAssignmentError](#)—when `this` cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to `this`.
- [IllegalThreadStateException](#)—when the schedulable’s scheduler prohibits this parameter change at this time due to the state of the schedulable.

#### *Returns*

- `true`, when the resulting system is feasible and the changes are made. `false`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

**setIfFeasible(SchedulingParameters, ReleaseParameters, MemoryParameters, ProcessingGroupParameters)**

#### *Signature*

```
public boolean  
setIfFeasible(SchedulingParameters scheduling,
```



```
ReleaseParameters release,  
MemoryParameters memory,  
ProcessingGroupParameters group)
```

### Description

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of **this**. When the resulting system is feasible, this method replaces the current parameters of **this** with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### Parameters

**scheduling**—The scheduling parameters to use. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

**release**—The release parameters to use. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

**memory**—The memory parameters to use. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

**group**—The processing group parameters to use. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

### Throws

[IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

[IllegalAssignmentError](#)—when **this** cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to **this**.

[IllegalThreadStateException](#)—when the schedulable's scheduler prohibits this parameter change at this time due to the state of the schedulable.

### Returns

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## **setReleaseParametersIfFeasible(ReleaseParameters)**

### *Signature*

```
public boolean  
setReleaseParametersIfFeasible(ReleaseParameters release)
```

### *Description*

This method first performs a feasibility analysis using the proposed parameter object as replacement for the current parameter of `this`. When the resulting system is feasible, this method replaces the current parameter of `this` with the proposed one.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### *Parameters*

`release`—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

### *Throws*

[IllegalRealtimeArgumentException](#)—when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the specified parameter object is located in heap memory.

[IllegalAssignmentError](#)—when `this` cannot hold a reference to the specified parameter object, or the parameter object cannot hold a reference to `this`.

[IllegalThreadStateException](#)—when the schedulable's scheduler prohibits the changing of the release parameter at this time due to the state of the schedulable.

### *Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## setProcessingGroupParametersIfFeasible (ProcessingGroupParameters)

### Signature

```
public boolean  
setProcessingGroupParametersIfFeasible(ProcessingGroupParameters group)
```

### Description

This method first performs a feasibility analysis using the proposed parameter object as replacement for the current parameter of **this**. When the resulting system is feasible, this method replaces the current parameter of **this** with the proposed one.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### Parameters

**group**—The processing group parameters to use. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

### Throws

[IllegalRealtimeArgumentException](#)—when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the specified parameter object is located in heap memory.

[IllegalAssignmentError](#)—when **this** cannot hold a reference to the specified parameter object, or the parameter object cannot hold a reference to **this**.

[IllegalThreadStateException](#)—when the schedulable's scheduler prohibits the changing of the processing group parameter at this time due to the state of the schedulable object.

### Returns

**true**, when the resulting system is feasible and the changes are made. **False**, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate.

## setIfFeasible(ReleaseParameters, ProcessingGroupParameters)

### Signature

```
public boolean
setIfFeasible(ReleaseParameters release,
              ProcessingGroupParameters group)
```

### Description

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `this`. When the resulting system is feasible, this method replaces the current parameters of `this` with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### Parameters

**release**—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**group**—The processing group parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

### Throws

[IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

[IllegalAssignmentError](#)—when `this` cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to `this`.

[IllegalThreadStateException](#)—when the schedulable's scheduler prohibits this parameter change at this time due to the state of the schedulable.

*Returns*

**true**, when the resulting system is feasible and the changes are made. **False**, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## setMemoryParametersIfFeasible(MemoryParameters)

*Signature*

```
public boolean  
setMemoryParametersIfFeasible(MemoryParameters memory)
```

*Description*

This method first performs a feasibility analysis using the proposed parameter object as replacement for the current parameter of **this**. When the resulting system is feasible, this method replaces the current parameter of **this** with the proposed one.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

*Parameters*

**memory**—The memory parameters to use. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

*Throws*

**IllegalRealtimeArgumentException**—when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the specified parameter object is located in heap memory.

**IllegalAssignmentError**—when **this** cannot hold a reference to the specified parameter object, or the parameter object cannot hold a reference to **this**.

**IllegalThreadStateException**—when the schedulable's scheduler prohibits the changing of the memory parameter at this time due to the state of the schedulable.

*Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## **setSchedulingParametersIfFeasible(SchedulingParameters)**

### *Signature*

```
public boolean  
    setSchedulingParametersIfFeasible(SchedulingParameters scheduling)
```

### *Description*

This method first performs a feasibility analysis using the proposed parameter object as replacement for the current parameter of `this`. When the resulting system is feasible, this method replaces the current parameter of `this` with the proposed one.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### *Parameters*

`scheduling`—The scheduling parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

### *Throws*

[IllegalRealtimeArgumentException](#)—when the parameter value is not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and the specified parameter object is located in heap memory.

[IllegalAssignmentError](#)—when `this` cannot hold a reference to the specified parameter object, or the parameter object cannot hold a reference to `this`.

[IllegalThreadStateException](#)—when the schedulable’s scheduler prohibits the changing of the scheduling parameter at this time due to the state of the schedulable object.

### *Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

### B.2.2.6 AsynchronouslyInterruptedException

---

```
public class AsynchronouslyInterruptedException
```

#### *Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.InterruptedException
        AsynchronouslyInterruptedException
```

#### *Description*

A special exception that is thrown in response to an attempt to asynchronously transfer the locus of control of a schedulable.

A **Schedulable** that is executing a method or constructor, which is declared with an **AsynchronouslyInterruptedException** in its `throws` clause, can be asynchronously interrupted except when it is executing in the lexical scope of a synchronized statement within that method/constructor. As soon as the **Schedulable** object leaves the lexical scope of the method by calling another method/constructor it may be asynchronously interrupted when the called method/constructor is asynchronously interruptible. (See this chapter's introduction section for the detailed semantics).

The asynchronous interrupt is generated for a **Schedulable**, `s`, when the `s.interrupt()` method is called or the `fire` method is called of an AIE for which `s` has a `doInterruptible` method call in progress.

When an asynchronous interrupt is generated when the target **Schedulable** is executing within an ATC-deferred section, the asynchronous interrupt becomes pending. A pending asynchronous interrupt is delivered when the target **Schedulable** next attempts to enter asynchronously interruptible code.

Asynchronous transfers of control (ATCs) are intended to allow long-running computations to be terminated without the overhead or latency of polling with `java.lang.Thread.interrupted()`.

When `Schedulable.interrupt`, or `AsynchronouslyInterruptedException.fire()` is called, the `AsynchronouslyInterruptedException` is compared against any currently pending `AsynchronouslyInterruptedException` on the **Schedulable**. When there is none, or when the depth of the `AsynchronouslyInterruptedException` is less than the currently pending `AsynchronouslyInterruptedException`; (i.e., it is targeted at a less deeply

nested method call), the new `AsynchronouslyInterruptedException` becomes the currently pending `AsynchronouslyInterruptedException` and the previously pending `AsynchronouslyInterruptedException` is discarded. Otherwise, the new `AsynchronouslyInterruptedException` is discarded.

When an `AsynchronouslyInterruptedException` is caught, the catch clause may invoke the `clear()` method on the `AsynchronouslyInterruptedException` in which it is interested to see if the exception matches the pending `AsynchronouslyInterruptedException`. When so, the pending `AsynchronouslyInterruptedException` is cleared for the `Schedulable` and `clear` returns `true`. Otherwise, the current AIE remains pending and `clear` returns `false`.

`Schedulable.interrupt()` generates the generic `AsynchronouslyInterruptedException` which will always propagate outward through interruptible methods until the generic `AsynchronouslyInterruptedException` is identified and handled. The pending state of the generic AIE is per-instance of `Schedulable`.

Other sources (e.g., `AsynchronouslyInterruptedException.fire()` and `Timed`) will generate specific instances of `AsynchronouslyInterruptedException` which applications can identify and thus limit propagation.

**Deprecated** in RTSJ 2.0; moved to package `javax.realtime.control`

#### B.2.2.6.1 Constructors

---

## AsynchronouslyInterruptedException

### *Signature*

```
public
    AsynchronouslyInterruptedException()
```

### *Description*

Creates an instance of `AsynchronouslyInterruptedException`.

## AsynchronouslyInterruptedException(String)

### *Signature*



```
public
    AsynchronouslyInterruptedException(String message)
```

*Description*

Creates an instance of `AsynchronouslyInterruptedException`.

*Parameters*

`message`—A message to identify this instance.

### B.2.2.6.2 Methods

---

#### **getGeneric**

*Signature*

```
public static javax.realtime.AsynchronouslyInterruptedException
    getGeneric()
    throws IllegalArgumentException
```

*Description*

Gets the singleton system generic `AsynchronouslyInterruptedException` that is generated when `Schedulable.interrupt()` is invoked.

*Throws*

`IllegalArgumentException`—when the current thread context is not an instance of `Schedulable`.

*Returns*

the generic `AsynchronouslyInterruptedException`.

#### **enable**

*Signature*

```
public boolean
    enable()
```

*Description*

Enables the throwing of this exception. This method is valid only when the caller has a call to `doInterruptible` in progress. When invoked when no call to `doInterruptible` is in progress, `enable` returns `false` and does nothing.

*Returns*

`true`, when `this` was disabled before the method was called and the call was invoked whilst the associated `doInterruptible` was in progress, and `false` otherwise.

**disable***Signature*

```
public synchronized boolean  
disable()
```

*Description*

Disables the throwing of this exception. When the `fire` method is called on `this` AIE whilst it is disabled, the fire is held pending and delivered as soon as the AIE is enabled and the interruptible code is within an AI-method. When an AIE is pending when the associated `disable` method is called, the AIE remains pending, and is delivered as soon as the AIE is enabled and the interruptible code is within an AI-method.

This method is valid only when the caller has a call to `doInterruptible` in progress. If invoked when no call to `doInterruptible` is in progress, `disable` returns `false` and does nothing.

*Returns*

`true`, when `this` was enabled before the method was called and the call was invoked with the associated `doInterruptible` in progress, and `false` otherwise.

**isEnabled***Signature*

```
public boolean  
isEnabled()
```

*Description*

Queries the enabled status of this exception.

This method is valid only when the caller has a call to `doInterruptible` in progress. If invoked when no call to `doInterruptible` is in progress, `isEnabled` returns `false` and does nothing.

*Returns*

`true`, when `this` is enabled and the method call was invoked in the context of the associated `doInterruptible`, and `false` otherwise.

## fire

### Signature

```
public boolean  
fire()
```

### Description

Generates this exception when its `doInterruptible` has been invoked and not completed. When `this` is the only outstanding AIE on the `schedulable` object that invoked this AIE's `doInterruptible(Interruptible)` method, this AIE becomes that `schedulable`'s current AIE. Otherwise, it only becomes the current AIE when it is at a less deep level of nesting compared with the current outstanding AIE.

Behaves as if `Thread.interrupt()` were called on the task currently operating within this exception's `doInterruptible`.

### Returns

`true`, when `this` is not disabled and it has an invocation of a `doInterruptible` in progress and there is no outstanding fire request, and `false` otherwise.

## doInterruptible(Interruptible)

### Signature

```
public boolean  
doInterruptible(Interruptible logic)
```

### Description

Executes the `run()` method of the given `Interruptible`. This method may be on the stack in exactly one `Schedulable` object. An attempt to invoke this method in a `schedulable` while it is on the stack of another or the same `schedulable` will cause an immediate return with a value of `false`.

The `run()` method of the given `Interruptible` is always entered with the exception in the enabled state, but that state can be modified with `enable()` and `disable()`, and the state can be observed with `isEnabled()`.

This AIE is cleared on return from `doInterruptible`.

### Parameters

`logic`—An instance of an `Interruptible` whose `run()` method will be called.

### Throws

`IllegalTaskStateException`—when called on the generic `AsynchronouslyInterruptedException`.

`IllegalRealtimeArgumentException`—when `logic` is `null`.

*Returns*

`true`, when the method call completed normally, and `false`, when another call to `doInterruptible` has not completed.

**Available since** RTSJ 2.0 no longer throws an exception when called from a Java thread.

## clear

*Signature*

```
public boolean  
clear()
```

*Description*

Atomically checks whether or not `this` is pending on the currently executing `schedulable`, and when so, makes it non-pending.

This method may be called at any time, and in particular need not be called in a `try` or `catch` block.

*Returns*

`true`, when `this` was pending, and `false`, when `this` was not pending.

**Available since** RTSJ 1.0.1

**Available since** RTSJ 2.0 no longer throws an exception when called from a task that is not an instance of `Schedulable`.

## throwPending

*Signature*

```
public static void  
throwPending()  
throws AsynchronouslyInterruptedException
```

*Description*

Causes a pending `AsynchronouslyInterruptedException` to be thrown as a synchronous exception in an AI-deferred region if one exists.

*Throws*

**AsynchronouslyInterruptedException**—if an AIE is pending.

Available since RTSJ 2.0

## fillInStackTrace

### Signature

```
public java.lang.Throwable  
fillInStackTrace()
```

### Description

Does nothing, since no stacktrace is kept.

### Returns

this instance.

## setStackTrace(StackTraceElement)

### Signature

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)  
throws NullPointerException
```

### Description

Does nothing, since no stacktrace is kept.

## getStackTrace

### Signature

```
public java.lang.StackTraceElement []  
getStackTrace()
```

### Description

No stacktrace is kept, so none can be returned.

### Returns

an empty array.

## **printStackTrace**

*Signature*

```
public void  
printStackTrace()
```

*Description*

No stacktrace is kept, so a message to that effect is printed.

## **printStackTrace(PrintStream)**

*Signature*

```
public void  
printStackTrace(PrintStream stream)
```

*Description*

No stacktrace is kept, so a message to that effect is printed.

*Parameters*

**stream**—A `PrintStream` for printing

## **printStackTrace(PrintWriter)**

*Signature*

```
public void  
printStackTrace(PrintWriter writer)
```

*Description*

No stacktrace is kept, so a message to that effect is printed.

*Parameters*

**writer**—A `PrintWriter` for printing

### **B.2.2.7 BoundAsyncEventHandler**

---

```
public class BoundAsyncEventHandler
```

The following elements of `BoundAsyncEventHandler` are deprecated. The required elements are documented in Section [8.3.2.11](#) above.

---

**B.2.2.7.1 Constructors**

---

**BoundAsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ProcessingGroupParameters, boolean, Runnable)***Signature*

```
public
BoundAsyncEventHandler(SchedulingParameters scheduling,
                      ReleaseParameters release,
                      MemoryParameters memory,
                      MemoryArea area,
                      ProcessingGroupParameters group,
                      boolean nonheap,
                      Runnable logic)
```

*Description*

Creates an instance of `BoundAsyncEventHandler` with the specified parameters. The newly-created handler inherits the affinity of its creator.

**Deprecated** since RTSJ 2.0

*Parameters*

- `scheduling`—A `SchedulingParameters` object which will be associated with the constructed instance. When `null`, and the creator is not an instance of `Schedulable`, a `SchedulingParameters` object is created which has the default `SchedulingParameters` for the scheduler associated with the current thread. When `null`, and the creator is an instance of `Schedulable`, the `SchedulingParameters` are inherited from the current schedulable (a new `SchedulingParameters` object is cloned).
- `release`—A `ReleaseParameters` object which will be associated with the constructed instance. When `null`, this will have default `ReleaseParameters` for the BAEH's scheduler.
- `memory`—A `MemoryParameters` object which will be associated with the constructed instance. When `null`, this will have no `MemoryParameters`.
- `area`—The `MemoryArea` for this. When `null`, the memory area will be that of the current thread/schedulable.

**group**—A `ProcessingGroupParameters` object which will be associated with the constructed instance. When `null`, this will not be associated with any processing group.

**logic**—The `Runnable` object whose `run()` method is executed by `AsyncEventHandler.handleAsyncEvent()`. When `null`, the default `handleAsyncEvent()` method invokes nothing.

**nonheap**—When `true`, the code executed by this handler may not reference or store objects in `HeapMemory`; otherwise, that code may do so. When `true` and the current handler tries to reference or store objects in `HeapMemory` or enter the `HeapMemory` an `IllegalRealtimeArgumentException` is thrown.

*Throws*

`IllegalRealtimeArgumentException`—when `nonheap` is `false` and `logic`, any parameter object, or `this` is in heap memory. Also when `nonheap` is `true` and `area` is heap memory.

`IllegalAssignmentError`—when the new `AsyncEventHandler` instance cannot hold a reference to non-null values of `scheduling release memory` and `group`, or when those parameters cannot hold a reference to the new `AsyncEventHandler`. Also when the new `AsyncEventHandler` instance cannot hold a reference to non-null values of `area` and `logic`.

### B.2.2.8 DuplicateFilterException

---

```
public class DuplicateFilterException
```

*Inheritance*

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      DuplicateFilterException
```

*Description*

`PhysicalMemoryManager` can only accommodate one filter object for each type of memory. It throws this exception when an attempt is made to register more than one filter for a type of memory.

**Deprecated** since RTSJ 2.0

#### B.2.2.8.1 Constructors

---



## DuplicateFilterException(String)

### *Signature*

```
public  
DuplicateFilterException(String description)
```

### *Description*

A descriptive constructor for DuplicateFilterException.

### *Parameters*

description—Description of the error.

## DuplicateFilterException

### *Signature*

```
public  
DuplicateFilterException()
```

### *Description*

A constructor for DuplicateFilterException.

### **B.2.2.9 HighResolutionTime**

---

```
public abstract class HighResolutionTime<T extends HighResolutionTime<T>>
```

The following elements of HighResolutionTime are deprecated. The required elements are documented in Section [9.3.1.2](#) above.

#### **B.2.2.9.1 Methods**

---

### absolute(Clock, AbsoluteTime)

### *Signature*

```
public abstract javax.realtime.AbsoluteTime
absolute(Clock clock,
         AbsoluteTime dest)
```

*Description*

Equivalent to and superseded by `absolute(Chronograph, AbsoluteTime)`. When `dest` is not `null`, the result is placed in it and returned. Otherwise, a new object is allocated for the result. The clock association of the result is the `clock` passed as a parameter. See the subclass comments for more specific information.

*Parameters*

`clock`—The instance of `Clock` used to convert the time of `this` into absolute time, and the new clock association for the result.

`dest`—when `dest` is not `null`, the result is placed in it and returned.

*Returns*

The `AbsoluteTime` conversion in `dest` when `dest` is not `null`, otherwise the result is returned in a newly allocated object. It is associated with the `clock` parameter.

**Deprecated** since version 2.0

## **absolute(Clock)**

*Signature*

```
public abstract javax.realtime.AbsoluteTime
absolute(Clock clock)
```

*Description*

Equivalent to and superseded by `absolute(Chronograph)`.

*Parameters*

`clock`—The instance of `Clock` used to convert the time of `this` into absolute time, and the new clock association for the result.

*Returns*

the `AbsoluteTime` conversion in a newly allocated object, associated with the `clock` parameter.

**Deprecated** since version 2.0

## relative(Clock, RelativeTime)

### Signature

```
public abstract javax.realtime.RelativeTime  
relative(Clock clock,  
         RelativeTime dest)
```

### Description

Equivalent to and superseded by [relative\(Chronograph, RelativeTime\)](#)

### Parameters

**clock**—The instance of [Clock](#) used to convert the time of **this** into relative time, and the new clock association for the result.

**dest**—When **dest** is not **null**, the result is placed in it and returned.

### Returns

the [RelativeTime](#) conversion in **dest** when **dest** is not **null**, otherwise the result is returned in a newly allocated object.

**Deprecated** since version 2.0

## relative(Clock)

### Signature

```
public abstract javax.realtime.RelativeTime  
relative(Clock clock)
```

### Description

Equivalent to and superseded by [relative\(Chronograph\)](#)

### Parameters

**clock**—The instance of [Clock](#) used to convert the time of **this** into relative time, and the new clock association for the result.

### Returns

the [RelativeTime](#) conversion in a newly allocated object, associated with the **clock** parameter.

**Deprecated** since version 2.0

### B.2.2.10 *IllegalAssignmentError*

---

public class IllegalAssignmentError

The following elements of `IllegalAssignmentError` are deprecated. The required elements are documented in Section [16.2.2.8](#) above.

#### B.2.2.10.1 Constructors

---

### `IllegalAssignmentError(String)`

#### *Signature*

```
public
IllegalAssignmentError(String description)
```

#### *Description*

A descriptive constructor for `IllegalAssignmentError`.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

#### *Parameters*

`description`—The reason for throwing the error.

### B.2.2.11 `ImmortalPhysicalMemory`

---

public class ImmortalPhysicalMemory

#### *Inheritance*

```
java.lang.Object
  MemoryArea
    PerennialMemory
      ImmortalPhysicalMemory
```

#### *Description*

An instance of `ImmortalPhysicalMemory` allows objects to be allocated from a range of physical memory with particular attributes, determined by their memory

type. This memory area has the same restrictive set of assignment rules as `ImmortalMemory` memory areas, and may be used in any execution context where `ImmortalMemory` is appropriate.

No provision is made for sharing object in `ImmortalPhysicalMemory` with entities outside the JVM that creates them, and, while the memory backing an instance of `ImmortalPhysicalMemory` could be shared by multiple JVMs, the class does not support such sharing.

Methods from `ImmortalPhysicalMemory` should be overridden only by methods that use `super`.

**Available since** RTSJ 2.0 extends `PerennialMemory` instead of `MemoryArea` directly.

**Deprecated** since RTSJ 2.0

### B.2.2.11.1 Constructors

---

## ImmortalPhysicalMemory(Object, long, long, Runnable)

### Signature

```
public
    ImmortalPhysicalMemory(Object type,
                           long base,
                           long size,
                           Runnable logic)
```

### Description

Creates an instance with the given parameters.

### Parameters

**type**—An instance of `Object` or an array of objects representing the type of memory required (e.g., *dma*, *shared*) - used to define the base address and control the mapping. When the required memory has more than one attribute **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**base**—The physical memory address of the area.

`size`—The size of the area in bytes.

`logic`—The `run()` method of this object will be called whenever `MemoryArea.enter()` is called. When `logic` is `null`, `logic` must be supplied when the memory area is entered.

#### *Throws*

`RealtimeSecurityException`—when the application doesn't have permissions to access physical memory or the given type of memory.

`OffsetOutOfBoundsException`—when the `base` address is invalid.

`SizeOutOfBoundsException`—when `size` extends into an invalid range of memory.

`UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

`MemoryTypeConflictException`—when the specified `base` does not point to memory that matches the requested type, or when `type` specifies incompatible memory attributes.

`IllegalArgumentException`—when `size` is negative. `IllegalArgumentException` may also be when `base` plus `size` would be greater than the maximum physical address supported by the processor.

`MemoryInUseException`—when the specified memory is already in use.

`OutOfMemoryStaticError`—when there is insufficient memory for the `ImmortalPhysicalMemory` object or for its allocation area in its backing store.

`IllegalAssignmentError`—when storing `logic` in `this` would violate the assignment rules.

## **ImmortalPhysicalMemory(Object, long, SizeEstimator, Runnable)**

#### *Signature*

```
public
  ImmortalPhysicalMemory(Object type,
                          long base,
                          SizeEstimator size,
                          Runnable logic)
```

#### *Description*

Creates an instance with the given parameters.

#### *Parameters*

**type**—An instance of `Object` or an array of objects representing the type of memory required (e.g., *dma*, *shared*) - used to define the base address and control the mapping. When the required memory has more than one attribute **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**base**—The physical memory address of the area.

**size**—A size estimator for this memory area.

**logic**—The `run()` method of this object will be called whenever `MemoryArea.enter()` is called. When **logic** is `null`, **logic** must be supplied when the memory area is entered.

#### Throws

`RealtimeSecurityException`—when the application doesn't have permissions to access physical memory or the given type of memory.

`OffsetOutOfBoundsException`—when the **base** address is invalid.

`SizeOutOfBoundsException`—when the size estimate from **size** extends into an invalid range of memory.

`UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

`MemoryTypeConflictException`—when the specified **base** does not point to memory that matches the requested type, or when **type** specifies incompatible memory attributes.

`IllegalArgumentException`—when **size** is `null`, or `size.getEstimate()` is negative. `IllegalArgumentException` may also be when **base** plus the size indicated by **size** would be greater than the maximum physical address supported by the processor.

`MemoryInUseException`—when the specified memory is already in use.

`OutOfMemoryStaticError`—when there is insufficient memory for the `ImmortalPhysicalMemory` object or for the backing memory.

`IllegalAssignmentError`—when storing **logic** in **this** would violate the assignment rules.

## ImmortalPhysicalMemory(Object, long, Runnable)

#### Signature

```
public
```

```
ImmortalPhysicalMemory(Object type,  
                        long size,  
                        Runnable logic)
```

### Description

Creates an instance with the given parameters.

### Parameters

**type**—An instance of `Object` or an array of objects representing the type of memory required (e.g., `dma`, `shared`) - used to define the base address and control the mapping. When the required memory has more than one attribute **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**size**—The size of the area in bytes.

**logic**—The `run()` method of this object will be called whenever `MemoryArea.enter()` is called. When **logic** is `null`, **logic** must be supplied when the memory area is entered.

### Throws

`RealtimeSecurityException`—when the application doesn't have permissions to access physical memory or the given type of memory.

`SizeOutOfBoundsException`—when **size** extends into an invalid range of memory.

`UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

`IllegalArgumentException`—when **size** is negative.

`MemoryTypeConflictException`—when the specified base does not point to memory that matches the requested type, or when **type** specifies incompatible memory attributes.

`OutOfMemoryStaticError`—when there is insufficient memory for the `ImmortalPhysicalMemory` object or for its allocation area in its backing store.

`IllegalAssignmentError`—when storing **logic** in this would violate the assignment rules.

```
ImmortalPhysicalMemory(Object, SizeEstimator, Runnable)
```

### Signature



```
public
  ImmortalPhysicalMemory(Object type,
                        SizeEstimator size,
                        Runnable logic)
```

### Description

Creates an instance with the given parameters.

### Parameters

**type**—An instance of `Object` or an array of objects representing the type of memory required (e.g., *dma*, *shared*) - used to define the base address and control the mapping. When the required memory has more than one attribute **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**size**—A size estimator for this area.

**logic**—The `run()` method of this object will be called whenever `MemoryArea.enter()` is called. When **logic** is `null`, **logic** must be supplied when the memory area is entered.

### Throws

`RealtimeSecurityException`—when the application doesn't have permissions to access physical memory or the given type of memory.

`SizeOutOfBoundsException`—when the **size** extends into an invalid range of memory.

`UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

`IllegalArgumentException`—when **size** is `null`, or `size.getEstimate()` is negative.

`MemoryTypeConflictException`—when **type** specifies incompatible memory attributes.

`OutOfMemoryStaticError`—when there is insufficient memory for the `ImmortalPhysicalMemory` object or for its allocation area in its backing store.

`IllegalAssignmentError`—when storing **logic** in **this** would violate the assignment rules.

## ImmortalPhysicalMemory(Object, long, long)

*Signature*

```
public
ImmortalPhysicalMemory(Object type,
                        long base,
                        long size)
```

*Description*

Creates an instance with the given parameters.

*Parameters*

**type**—An instance of `Object` or an array of objects representing the type of memory required (e.g., *dma*, *shared*) - used to define the base address and control the mapping. When the required memory has more than one attribute **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**base**—The physical memory address of the area.

**size**—The size of the area in bytes.

*Throws*

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given range of memory.

**OffsetOutOfBoundsException**—when the **base** address is invalid.

**SizeOutOfBoundsException**—when the **size** extends into an invalid range of memory.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching **PhysicalMemoryTypeFilter** has been registered with the **PhysicalMemoryManager**.

**MemoryTypeConflictException**—when the specified base does not point to memory that matches the requested type, or when **type** specifies incompatible memory attributes.

**IllegalArgumentException**—when **size** is less than zero. **IllegalArgumentException** may also be when **base** plus **size** would be greater than the maximum physical address supported by the processor.

**MemoryInUseException**—when the specified memory is already in use.

**OutOfMemoryStaticError**—when there is insufficient memory for the **ImmortalPhysicalMemory** object or for its allocation area in its backing store.

**ImmortalPhysicalMemory(Object, long, SizeEstimator)**

*Signature*

```
public
  ImmortalPhysicalMemory(Object type,
                          long base,
                          SizeEstimator size)
```

*Description*

Creates an instance with the given parameters.

*Parameters*

**type**—An instance of `Object` or an array of objects representing the type of memory required (e.g., *dma*, *shared*) - used to define the base address and control the mapping. When the required memory has more than one attribute **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**base**—The physical memory address of the area.

**size**—A size estimator for this memory area.

*Throws*

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given type of memory.

**OffsetOutOfBoundsException**—when the **base** address is invalid.

**SizeOutOfBoundsException**—when the size estimate from **size** extends into an invalid range of memory.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

**MemoryTypeConflictException**—when the specified base does not point to memory that matches the requested type, or when **type** specifies incompatible memory attributes.

**IllegalArgumentException**—when **size** is `null`, or `size.getEstimate()` is negative. **IllegalArgumentException** may also be when **base** plus the size indicated by **size** would be greater than the maximum physical address supported by the processor.

**MemoryInUseException**—when the specified memory is already in use.

**OutOfMemoryStaticError**—when there is insufficient memory for the `ImmortalPhysicalMemory` object or for its allocation area in its backing store.

## ImmortalPhysicalMemory(Object, long)

### Signature

```
public
    ImmortalPhysicalMemory(Object type,
                           long size)
```

### Description

Creates an instance with the given parameters.

### Parameters

**type**—An instance of `Object` representing the type of memory required (e.g., *dma*, *shared*) - used to define the base address and control the mapping. When the required memory has more than one attribute **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**size**—The size of the area in bytes.

### Throws

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given type of memory.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching **PhysicalMemoryTypeFilter** has been registered with the **PhysicalMemoryManager**.

**MemoryTypeConflictException**—when **type** specifies incompatible memory attributes.

**IllegalArgumentException**—when **size** is less than zero.

**OutOfMemoryStaticError**—when there is insufficient memory for the **ImmortalPhysicalMemory** object or for its allocation area in its backing store.

**SizeOutOfBoundsException**—when the **size** extends into an invalid range of memory.

## ImmortalPhysicalMemory(Object, SizeEstimator)

### Signature

```
public
    ImmortalPhysicalMemory(Object type,
```

SizeEstimator size)

### Description

Creates an instance with the given parameters.

### Parameters

**type**—An instance of `Object` or an array of objects representing the type of memory required (e.g., *dma*, *shared*) - used to define the base address and control the mapping. When the required memory has more than one attribute **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**size**—A size estimator for this area.

### Throws

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given type of memory.

**SizeOutOfBoundsException**—when the size estimate from **size** extends into an invalid range of memory.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching **PhysicalMemoryTypeFilter** has been registered with the **PhysicalMemoryManager**.

**MemoryTypeConflictException**—when **type** specifies incompatible memory attributes.

**IllegalArgumentException**—when **size** is `null`, or `size.getEstimate()` is negative.

**OutOfMemoryStaticError**—when there is insufficient memory for the **ImmortalPhysicalMemory** object or for its allocation area in its backing store.

## B.2.2.12 ImportanceParameters

---

```
public class ImportanceParameters
```

### Inheritance

```
java.lang.Object
  SchedulingParameters
    PriorityParameters
      ImportanceParameters
```

### Description

Importance is an additional scheduling metric that may be used by some priority-based scheduling algorithms during overload conditions to differentiate execution order among threads of the same priority.

In some realtime systems an external physical process determines the period of many threads. When rate-monotonic priority assignment is used to assign priorities, many of the threads in the system may have the same priority because their periods are the same. However, it is conceivable that some threads may be more important than others and in an overload situation importance can help the scheduler decide which threads to execute first. The base scheduling algorithm represented by `PriorityScheduler` must not consider importance.

**Deprecated** since RTSJ 2.0

#### B.2.2.12.1 Constructors

---

### ImportanceParameters(int, int)

#### *Signature*

```
public
    ImportanceParameters(int priority,
                        int importance)
```

#### *Description*

Creates an instance of `ImportanceParameters`.

#### *Parameters*

**priority**—The priority value assigned to schedulables that use this parameter instance. This value is used in place of the value passed to `Thread.setPriority`.

**importance**—The importance value assigned to schedulable objects that use this parameter instance.

#### B.2.2.12.2 Methods

---

## getImportance

### Signature

```
public int  
getImportance()
```

### Description

Gets the importance value.

### Returns

the value of importance for the associated instances of [Schedulable](#).

## setImportance(int)

### Signature

```
public javax.realtime.ImportanceParameters  
setImportance(int importance)
```

### Description

Sets the importance value. When this parameter object is associated with any schedulable, either by being passed through the schedulable's constructor or set with a method such as [RealtimeThread.setSchedulingParameters\(SchedulingParameters\)](#), the importance of those schedulables is altered at a moment controlled by the schedulers for the respective schedulables.

### Parameters

**importance**—The value to which importance is set.

### Throws

[IllegalRealtimeArgumentException](#)—when the given importance value is incompatible with the scheduler for any of the schedulables which are presently using this parameter object.

### Returns

**this**

**Available since** RTSJ 2.0 returns itself

## toString

### Signature

```
public java.lang.String  
toString()
```

### Description

Prints the value of the priority and importance values of the associated instance of [Schedulable](#)

## B.2.2.13 LTMemory

---

```
public class LTMemory
```

### Inheritance

```
java.lang.Object  
  MemoryArea  
    ScopedMemory  
      LTMemory
```

### Description

Equivalent to and superseded by [javax.realtime.memory.LTMemory](#).

**Deprecated** since RTSJ 2.0; moved to package `javax.realtime.memory`.

## B.2.2.13.1 Constructors

---

### LTMemory(long, long, Runnable)

### Signature

```
public  
LTMemory(long initial,  
          long maximum,  
          Runnable logic)
```

### Description



Creates an LTMemory of the given size.

#### Parameters

**initial**—The size in bytes of the memory to allocate for this area. This memory must be committed before the completion of the constructor.

**maximum**—The size in bytes of the memory to allocate for this area.

**logic**—The `run()` of the given `Runnable` will be executed using `this` as its initial memory area. When `logic` is `null`, this constructor is equivalent to `LTMemory(long initial, long maximum)`.

#### Throws

`IllegalArgumentException`—when `initial` is greater than `maximum`, or when `initial` or `maximum` is less than zero.

`OutOfMemoryStaticError`—when there is insufficient memory for the LTMemory object or for its allocation area in its backing store.

`IllegalAssignmentError`—when storing `logic` in `this` would violate the assignment rules.

## LTMemory(SizeEstimator, SizeEstimator, Runnable)

#### Signature

```
public
LTMemory(SizeEstimator initial,
         SizeEstimator maximum,
         Runnable logic)
```

#### Description

Equivalent to `LTMemory(long, long, Runnable)` with the argument list `(initial.getEstimate(), maximum.getEstimate(), logic)`.

#### Parameters

**initial**—An instance of `SizeEstimator` used to give an estimate of the initial size. This memory must be committed before the completion of the constructor.

**maximum**—An instance of `SizeEstimator` used to give an estimate for the maximum bytes to allocate for this area.

**logic**—The `run()` of the given `Runnable` will be executed using `this` as its initial memory area. When `logic` is `null`, this constructor is equivalent to `LTMemory(SizeEstimator initial, SizeEstimator maximum)`.

#### Throws

**IllegalArgumentException**—when `initial` is null, `maximum` is null, `initial.getEstimate()` is greater than `maximum.getEstimate()`, or when `initial.getEstimate()` is less than zero.

**OutOfMemoryStaticError**—when there is insufficient memory for the `LTMemory` object or for its allocation area in its backing store.

**IllegalAssignmentError**—when storing logic in this would violate the assignment rules.

## LTMemory(long, long)

### Signature

```
public
LTMemory(long initial,
         long maximum)
```

### Description

Equivalent to `LTMemory(long, long, Runnable)` with the argument list (`initial`, `maximum`, `null`).

### Parameters

`initial`—The size in bytes of the memory to allocate for this area. This memory must be committed before the completion of the constructor.

`maximum`—The size in bytes of the memory to allocate for this area.

### Throws

**IllegalArgumentException**—when `initial` is greater than `maximum`, or when `initial` or `maximum` is less than zero.

**OutOfMemoryStaticError**—when there is insufficient memory for the `LTMemory` object or for its allocation area in its backing store.

## LTMemory(SizeEstimator, SizeEstimator)

### Signature

```
public
LTMemory(SizeEstimator initial,
         SizeEstimator maximum)
```

### Description

Equivalent to `LTMemory(long, long, Runnable)` with the argument list `(initial.getEstimate(), maximum.getEstimate(), null)`.

#### Parameters

- initial**—An instance of `SizeEstimator` used to give an estimate of the initial size. This memory must be committed before the completion of the constructor.
- maximum**—An instance of `SizeEstimator` used to give an estimate for the maximum bytes to allocate for this area.

#### Throws

- `IllegalArgumentException`—when `initial` is null, `maximum` is null, `initial.getEstimate()` is greater than `maximum.getEstimate()`, or when `initial.getEstimate()` is less than zero.
- `OutOfMemoryStaticError`—when there is insufficient memory for the `LTMemory` object or for its allocation area in its backing store.

## LTMemory(long, Runnable)

#### Signature

```
public
    LTMemory(long size,
             Runnable logic)
```

#### Description

Equivalent to `LTMemory(long, long, Runnable)` with the argument list `(size, size, logic)`.

Available since RTSJ 1.0.1

#### Parameters

- size**—The size in bytes of the memory to allocate for this area. This memory must be committed before the completion of the constructor.
- logic**—The `run()` of the given `Runnable` will be executed using `this` as its initial memory area. When `logic` is null, this constructor is equivalent to `LTMemory(long size)`.

#### Throws

- `IllegalArgumentException`—when `size` is less than zero.
- `OutOfMemoryStaticError`—when there is insufficient memory for the `LTMemory` object or for its allocation area in its backing store.

**IllegalAssignmentError**—when storing logic in this would violate the assignment rules.

## LTMemory(SizeEstimator, Runnable)

### *Signature*

```
public
LTMemory(SizeEstimator size,
         Runnable logic)
```

### *Description*

Equivalent to `LTMemory(long, long, Runnable)` with the argument list (`size.getEstimate()`, `size.getEstimate()`, `logic`).

**Available since** RTSJ 1.0.1

### *Parameters*

**size**—An instance of `SizeEstimator` used to give an estimate of the initial size. This memory must be committed before the completion of the constructor.

**logic**—The `run()` of the given `Runnable` will be executed using `this` as its initial memory area. When `logic` is null, this constructor is equivalent to `LTMemory(SizeEstimator size)`.

### *Throws*

**IllegalArgumentException**—when `size` is null, or `size.getEstimate()` is less than zero.

**OutOfMemoryStaticError**—when there is insufficient memory for the `LTMemory` object or for its allocation area in its backing store.

**IllegalAssignmentError**—when storing logic in this would violate the assignment rules.

## LTMemory(long)

### *Signature*

```
public
LTMemory(long size)
```

### *Description*

Equivalent to `LTMemory(long, long, Runnable)` with the argument list (`size`, `size`, `null`).

**Available since** RTSJ 1.0.1

*Parameters*

`size`—The size in bytes of the memory to allocate for this area. This memory must be committed before the completion of the constructor.

*Throws*

`IllegalArgumentException`—when `size` is less than zero.

`OutOfMemoryStaticError`—when there is insufficient memory for the `LTMemory` object or for its allocation area in its backing store.

## LTMemory(SizeEstimator)

*Signature*

```
public
LTMemory(SizeEstimator size)
```

*Description*

Equivalent to `LTMemory(long, long, Runnable)` with the argument list (`size.getEstimate()`, `size.getEstimate()`, `null`).

**Available since** RTSJ 1.0.1

*Parameters*

`size`—An instance of `SizeEstimator` used to give an estimate of the initial size. This memory must be committed before the completion of the constructor.

*Throws*

`IllegalArgumentException`—when `size` is `null`, or `size.getEstimate()` is less than zero.

`OutOfMemoryStaticError`—when there is insufficient memory for the `LTMemory` object or for its allocation area in its backing store.

### B.2.2.13.2 Methods

---

## toString

### Signature

```
public java.lang.String  
toString()
```

### Description

Creates a string representation of this object. The string is of the form

```
{@code (LMemory) ScopedMemory#<num>}
```

where <num> uniquely identifies the LMemory area.

### Returns

a string representing the value of `this`.

## B.2.2.14 LTPhysicalMemory

---

```
public class LTPhysicalMemory
```

### Inheritance

```
java.lang.Object  
  MemoryArea  
    ScopedMemory  
      LTPhysicalMemory
```

### Description

An instance of `LTPhysicalMemory` allows objects to be allocated from a range of physical memory with particular attributes, determined by their memory type. This memory area has the same semantics as `ScopedMemory` memory areas, and the same performance restrictions as `LMemory`.

No provision is made for sharing object in `LTPhysicalMemory` with entities outside the JVM that creates them, and, while the memory backing an instance of `LTPhysicalMemory` could be shared by multiple JVMs, the class does not support such sharing.

Methods from `LTPhysicalMemory` should be overridden only by methods that use `super`.

**Deprecated** since RTSJ 2.0

### B.2.2.14.1 Constructors

---

## LTPhysicalMemory(Object, long, long, Runnable)

### Signature

```
public
LTPhysicalMemory(Object type,
                  long base,
                  long size,
                  Runnable logic)
```

### Description

Creates an instance of `LTPhysicalMemory` with the given parameters.

See [Section PhysicalMemoryManager](#)

### Parameters

**type**—An instance of `Object` representing the type of memory required, e.g., `dma`, `shared`, used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**base**—The physical memory address of the area.

**size**—The size of the area in bytes.

**logic**—The `run()` method of this object will be called whenever `MemoryArea.enter()` is called. When **logic** is `null`, **logic** must be supplied when the memory area is entered.

### Throws

`SizeOutOfBoundsException`—when the implementation detects that **base** plus **size** extends beyond physically addressable memory.

`RealtimeSecurityException`—when the application doesn't have permissions to access physical memory or the given type of memory.

`IllegalArgumentException`—when **size** is less than zero.

`OffsetOutOfBoundsException`—when the address is invalid.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching **PhysicalMemoryTypeFilter** has been registered with the **PhysicalMemoryManager**.

**MemoryTypeConflictException**—when the specified base does not point to memory that matches the requested type, or when **type** specifies incompatible memory attributes.

**MemoryInUseException**—when the specified memory is already in use.

**IllegalAssignmentError**—when storing logic in **this** would violate the assignment rules.

## LTPhysicalMemory(Object, long, SizeEstimator, Runnable)

### Signature

```
public
LTPhysicalMemory(Object type,
                  long base,
                  SizeEstimator size,
                  Runnable logic)
```

### Description

Equivalent to **LTPhysicalMemory(Object, long, long, Runnable)** with the argument list (**type**, **base**, **size.getEstimate()**, **logic**).

See Section **PhysicalMemoryManager**

### Parameters

**type**—An instance of **Object** representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is **null** or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (**==**), not by value (**equals**).

**base**—The physical memory address of the area.

**size**—A size estimator for this memory area.

**logic**—The **run()** method of this object will be called whenever **MemoryArea.enter()** is called. When **logic** is **null**, **logic** must be supplied when the memory area is entered.



*Throws*

- RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given type of memory.
- SizeOutOfBoundsException**—when the implementation detects that `base` plus the size estimate extends beyond physically addressable memory.
- OffsetOutOfBoundsException**—when the address is invalid.
- UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching **PhysicalMemoryTypeFilter** has been registered with the **PhysicalMemoryManager**.
- MemoryTypeConflictException**—when the specified base does not point to memory that matches the requested type, or when `type` specifies incompatible memory attributes.
- MemoryInUseException**—when the specified memory is already in use.
- IllegalArgumentException**—when `size` is null, or `size.getEstimate()` is negative.
- IllegalAssignmentError**—when storing logic in `this` would violate the assignment rules.

**LTPhysicalMemory(Object, long, long)***Signature*

```
public
LTPhysicalMemory(Object type,
                  long base,
                  long size)
```

*Description*

Equivalent to **LTPhysicalMemory(Object, long, long, Runnable)** with the the argument list (`type`, `base`, `size`, `null`).

See Section [PhysicalMemoryManager](#)

*Parameters*

- type**—An instance of **Object** representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is null or a reference to an array with no entries, any type of

memory is acceptable. Note that `type` values are compared by reference (`==`), not by value (`equals`).

`base`—The physical memory address of the area.

`size`—The size of the area in bytes.

#### Throws

`RealtimeSecurityException`—when the application doesn't have permissions to access physical memory or the given type of memory.

`SizeOutOfBoundsException`—when the size is less than zero, or the implementation detects that `base` plus `size` extends beyond physically addressable memory.

`OffsetOutOfBoundsException`—when the address is invalid.

`UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

`MemoryTypeConflictException`—when the specified base does not point to memory that matches the requested type, or when `type` specifies incompatible memory attributes.

`IllegalArgumentException`—when `size` is less than zero.

`MemoryInUseException`—when the specified memory is already in use.

## LTPhysicalMemory(Object, long, SizeEstimator)

#### Signature

```
public
LTPhysicalMemory(Object type,
                  long base,
                  SizeEstimator size)
```

#### Description

Equivalent to `LTPhysicalMemory(Object, long, long, Runnable)` with the argument list (`type`, `base`, `size.getEstimate()`, `null`).

See Section [PhysicalMemoryManager](#)

#### Parameters

`type`—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the required memory has more than one attribute, `type` may be an array of objects. When `type` is `null` or a reference to an array with no entries, any type of

memory is acceptable. Note that `type` values are compared by reference (`==`), not by value (`equals`).

`base`—The physical memory address of the area.

`size`—A size estimator for this memory area.

#### Throws

[RealtimeSecurityException](#)—when the application doesn't have permissions to access physical memory or the given type of memory.

[SizeOutOfBoundsException](#)—when the implementation detects that `base` plus the size estimate extends beyond physically addressable memory.

[OffsetOutOfBoundsException](#)—when the address is invalid.

[UnsupportedPhysicalMemoryException](#)—when the underlying hardware does not support the given type, or when no matching [PhysicalMemoryTypeFilter](#) has been registered with the [PhysicalMemoryManager](#).

[MemoryTypeConflictException](#)—when the specified base does not point to memory that matches the requested type, or when `type` specifies incompatible memory attributes.

[MemoryInUseException](#)—when the specified memory is already in use.

[IllegalArgumentException](#)—when `size` is null, or `size.getEstimate()` is negative.

## LTPhysicalMemory(Object, long, Runnable)

#### Signature

```
public
LTPhysicalMemory(Object type,
                  long size,
                  Runnable logic)
```

#### Description

Equivalent to [LTPhysicalMemory\(Object, long, long, Runnable\)](#) with the argument list (`type`, `next`, `size`, `logic`), where `next` is the beginning of the next best fit in the physical memory range.

See [Section PhysicalMemoryManager](#)

#### Parameters

`type`—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the

required memory has more than one attribute, `type` may be an array of objects. When `type` is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that `type` values are compared by reference (`==`), not by value (`equals`).

`size`—The size of the area in bytes.

`logic`—The `run()` method of this object will be called whenever `MemoryArea.enter()` is called. When `logic` is `null`, `logic` must be supplied when the memory area is entered.

#### *Throws*

`RealtimeSecurityException`—when the application doesn't have permissions to access physical memory or the given type of memory.

`IllegalArgumentException`—when `size` is less than zero.

`SizeOutOfBoundsException`—when the implementation detects that `size` extends beyond physically addressable memory.

`UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

`MemoryTypeConflictException`—when the specified base does not point to memory that matches the requested type, or when `type` specifies incompatible memory attributes.

`IllegalAssignmentError`—when storing `logic` in `this` would violate the assignment rules.

## LTPhysicalMemory(Object, SizeEstimator, Runnable)

#### *Signature*

```
public
LTPhysicalMemory(Object type,
                  SizeEstimator size,
                  Runnable logic)
```

#### *Description*

Equivalent to `LTPhysicalMemory(Object, long, long, Runnable)` with the argument list (`type`, `next`, `size.getEstimate()`, `logic`), where `next` is the beginning of the next best fit in the physical memory range.

See Section [PhysicalMemoryManager](#)

*Parameters*

**type**—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**size**—A size estimator for this area.

**logic**—The `run()` method of this object will be called whenever `MemoryArea.enter()` is called. When **logic** is `null`, **logic** must be supplied when the memory area is entered.

*Throws*

`RealtimeSecurityException`—when the application doesn't have permissions to access physical memory or the given type of memory.

`SizeOutOfBoundsException`—when the implementation detects that **base** plus the size estimate extends beyond physically addressable memory.

`UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

`MemoryTypeConflictException`—when the specified base does not point to memory that matches the request type, or when **type** specifies attributes with a conflict.

`IllegalArgumentException`—when **size** is `null`, or `size.getEstimate()` is negative.

`IllegalAssignmentError`—when storing **logic** in this violates the assignment rules.

## LTPhysicalMemory(Object, long)

*Signature*

```
public
LTPhysicalMemory(Object type,
                  long size)
```

*Description*

Equivalent to `LTPhysicalMemory(Object, long, long, Runnable)` with the argument list (**type**, **next**, **size**, `null`), where **next** is the beginning of the next best fit in the physical memory range.

See Section [PhysicalMemoryManager](#)

#### Parameters

**type**—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**size**—The size of the area in bytes.

#### Throws

[RealtimeSecurityException](#)—when the application doesn't have permissions to access physical memory or the given type of memory.

`IllegalArgumentException`—when **size** is less than zero.

[SizeOutOfBoundsException](#)—when the implementation detects **size** extends beyond physically addressable memory.

[UnsupportedPhysicalMemoryException](#)—when the underlying hardware does not support the given type, or when no matching [PhysicalMemoryTypeFilter](#) has been registered with the [PhysicalMemoryManager](#).

[MemoryTypeConflictException](#)—when **type** specifies incompatible memory attributes.

## LTPhysicalMemory(Object, SizeEstimator)

#### Signature

```
public
LTPhysicalMemory(Object type,
                  SizeEstimator size)
```

#### Description

Equivalent to [LTPhysicalMemory\(Object, long, long, Runnable\)](#) with the argument list (**type**, **next**, **size.getEstimate()**, `null`), where **next** is the beginning of the next best fit in the physical memory range.

See Section [PhysicalMemoryManager](#)

#### Parameters

**type**—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the

required memory has more than one attribute, `type` may be an array of objects. When `type` is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that `type` values are compared by reference (`==`), not by value (`equals`).

`size`—A size estimator for this area.

*Throws*

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given type of memory.

**SizeOutOfBoundsException**—when the implementation detects that `size` extends beyond physically addressable memory.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching **PhysicalMemoryTypeFilter** has been registered with the **PhysicalMemoryManager**.

**MemoryTypeConflictException**—when `type` specifies incompatible memory attributes.

**IllegalArgumentException**—when `size` is `null`, or `size.getEstimate()` is negative.

## B.2.2.14.2 Methods

---

### **toString**

*Signature*

```
public java.lang.String  
toString()
```

*Description*

Creates a string describing this object. The string is of the form

```
(LTPhysicalMemory) Scoped memory # num
```

where `num` is a number that uniquely identifies this **LTPhysicalMemory** memory area representing the value of `this`.

*Returns*

A string representing the value of `this`.

**B.2.2.15** *MemoryAccessError*

---

public class MemoryAccessError

The following elements of MemoryAccessError are deprecated. The required elements are documented in Section [16.2.2.15](#) above.

**B.2.2.15.1** Constructors

---

**MemoryAccessError(String)***Signature*

```
public
MemoryAccessError(String description)
```

*Description*

A descriptive constructor for MemoryAccessError.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

*Parameters*

`description`—The reason for throwing this error.

**B.2.2.16** *MemoryParameters*

---

public class MemoryParameters

The following elements of MemoryParameters are deprecated. The required elements are documented in Section [11.3.2.4](#) above.

**B.2.2.16.1** Fields

---



**NO\_MAX**

```
public static final long NO_MAX
```

*Description*

Specifies no maximum limit.

**Deprecated** since RTSJ 2.0.

**B.2.2.16.2 Methods**

---

**getMaxMemoryArea***Signature*

```
public long  
getMaxMemoryArea()
```

*Description*

Gets the limit on the amount of memory the schedulable may allocate in its initial memory area. Units are in bytes.

*Returns*

the allocation limit in the schedulable's initial memory area. When zero, no allocation is allowed in the initial memory area. When the returned value is **NO\_MAX** then there is no limit for allocation in the initial memory area.

**Deprecated** since RTSJ 2.0, replace by getMaxInitialArea.

**setAllocationRate(long)***Signature*

```
public void  
setAllocationRate(long allocationRate)
```

*Description*

Sets the limit on the rate of allocation in the heap.

Changes to this parameter take place at the next object allocation for each associated schedulable, on an individual basis. Schedules which are in current

violation of the newly configured value will simply receive an `OutOfMemoryStaticError` on violating allocations. Because this `MemoryParameters` may be associated with more than one schedulable, on a multiprocessor system there may be some implementation-defined delay before executing schedulables detect the parameter changes.

#### *Parameters*

`allocationRate`—Units are in bytes per second of wall-clock time. When `allocationRate` is zero, no allocation is allowed in the heap. To specify no limit, use `NO_MAX`. Measurement starts when the schedulable starts; not when it is constructed. Enforcement of the allocation rate is an implementation option. When the implementation does not enforce allocation rate limits, it treats all non-zero allocation rate limits as `NO_MAX`.

#### *Throws*

`IllegalRealtimeArgumentException`—when any value other than positive, zero, or `NO_MAX` is passed as the value of `allocationRate`.

**Deprecated** RTSJ 2.0

## **setAllocationRateIfFeasible(long)**

#### *Signature*

```
public boolean  
setAllocationRateIfFeasible(long allocationRate)
```

#### *Description*

Sets the limit on the rate of allocation in the heap. When this `MemoryParameters` object is currently associated with one or more schedulables that have been passed admission control, this change in allocation rate will be submitted to admission control. The scheduler (in conjunction with the garbage collector) will either admit all the effected threads with the new allocation rate, or leave the allocation rate unchanged and cause `setAllocationRateIfFeasible` to return `false`.

Changes to this parameter take place at the next object allocation for each associated schedulable, on an individual basis. Schedulables which are in current violation of the newly configured value will simply receive an `OutOfMemoryStaticError` on violating allocations. Because this `MemoryParameters` may be associated with more than one schedulable, on a multiprocessor system there may be some implementation-defined delay before executing schedulables detect the parameter changes.

#### *Parameters*

`allocationRate`—Units in bytes per second of wall-clock time. When `allocationRate` is zero, no allocation is allowed in the heap. To specify no limit, use `NO_MAX`. Enforcement of the allocation rate is an implementation option. When the implementation does not enforce allocation rate limits, it treats all non-zero allocation rate limits as `NO_MAX`.

*Throws*

`IllegalRealtimeArgumentException`—when any value other than positive, zero, or `NO_MAX` is passed as the value of `allocationRate`.

*Returns*

`true` when the request was fulfilled.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate.

## setMaxImmortalIfFeasible(long)

*Signature*

```
public boolean  
setMaxImmortalIfFeasible(long maximum)
```

*Description*

Sets the limit on the amount of memory the schedulable may allocate in the immortal area.

Changes to this parameter take place at the next object allocation for each associated schedulable, on an individual basis. Schedulables which are in current violation of the newly configured value will simply receive an `OutOfMemoryStaticError` on violating allocations. Because this `MemoryParameters` may be associated with more than one schedulable, on a multiprocessor system there may be some implementation-defined delay before executing schedulables detect the parameter changes.

*Parameters*

`maximum`—Units in bytes. When zero, no allocation allowed in immortal. To specify no limit, use `NO_MAX`.

*Throws*

`IllegalRealtimeArgumentException`—when any value other than positive, zero, or `NO_MAX` is passed as the value of `maximum`.

*Returns*

`true` when the value is set, `false` when any of the schedulables have already allocated more than the given value. In this case the call has no effect.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## setMaxMemoryAreaIfFeasible(long)

### Signature

```
public boolean  
setMaxMemoryAreaIfFeasible(long maximum)
```

### Description

Sets the limit on the amount of memory the schedulable may allocate in its initial memory area.

Changes to this parameter take place at the next object allocation for each associated schedulable, on an individual basis. Scheduling which are in current violation of the newly configured value will simply receive an `OutOfMemoryStaticError` on violating allocations. Because this `MemoryParameters` may be associated with more than one schedulable, on a multiprocessor system there may be some implementation-defined delay before executing schedulables detect the parameter changes.

### Parameters

`maximum`—Units in bytes. When zero, no allocation allowed in the initial memory area. To specify no limit, use `UNLIMITED`.

### Throws

`IllegalRealtimeArgumentException`—when any value other than positive, zero, or `NO_MAX` is passed as the value of `maximum`.

### Returns

`true` when the value is set, `false` when any of the schedulables have already allocated more than the given value. In this case the call has no effect.

**Deprecated** as of RTSJ 2.0, since the framework for feasibility analysis is inadequate.

## B.2.2.17 *MemoryScopeException*

---

```
public class MemoryScopeException
```

The following elements of `MemoryScopeException` are deprecated. The required elements are documented in Section 16.2.2.17 above.

### B.2.2.17.1 Constructors

---

## MemoryScopeException(String)

*Signature*

```
public  
MemoryScopeException(String description)
```

*Description*

A descriptive constructor for `MemoryScopeException`.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

*Parameters*

`description`—The reason for throwing this exception.

### B.2.2.18 NoHeapRealtimeThread

---

```
public class NoHeapRealtimeThread
```

*Inheritance*

```
java.lang.Object  
  java.lang.Thread  
    RealtimeThread  
      NoHeapRealtimeThread
```

*Description*

A `NoHeapRealtimeThread` is a specialized form of `RealtimeThread`. Because an instance of `NoHeapRealtimeThread` may immediately preempt any implemented garbage collector, logic contained in its `run()` is never allowed to allocate or reference any object allocated in the heap. At the byte-code level, it is illegal for a reference to an object allocated in heap to appear on a this realtime thread's operand stack.

Thus, it is always safe for a `NoHeapRealtimeThread` to interrupt the garbage collector at any time, without waiting for the end of the garbage collection cycle or a defined preemption point. Due to these restrictions, a `NoHeapRealtimeThread` object must be placed in a memory area such that thread logic may unexceptionally access instance variables and such that Java methods on `Thread`, e.g., `enumerate`

and join, complete normally, except where execution would cause access violations. The constructors of `NoHeapRealtimeThread` require a reference to `ScopedMemory` or `ImmortalMemory`.

When the thread is started, all execution occurs in the scope of the given memory area. Thus, all memory allocation performed with the *new* operator is taken from this given area.

**Deprecated** since RTSJ 2.0

### B.2.2.18.1 Constructors

---

## **NoHeapRealtimeThread(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ProcessingGroupParameters, Runnable)**

### *Signature*

```
public
NoHeapRealtimeThread(SchedulingParameters scheduling,
                    ReleaseParameters release,
                    MemoryParameters memory,
                    MemoryArea area,
                    ProcessingGroupParameters group,
                    Runnable logic)
```

### *Description*

Creates a realtime thread with the given characteristics and a Runnable. The thread group of the new thread is (effectively) null. The newly-created realtime thread which may not use the heap is associated with the scheduler in effect during execution of the constructor.

### *Parameters*

**scheduling**—the `SchedulingParameters` associated with this (and possibly other instances of `Schedulable`). When `scheduling` is `null`, the default is a copy of the creator's scheduling parameters created in the same memory area as the new `NoHeapRealtimeThread`.

**release**—the `ReleaseParameters` associated with this (and possibly other instances of `Schedulable`). When `release` is `null`, the default is a copy of the creator's

ReleaseParameters created in the same memory area as the new NoHeapRealtimeThread.

**memory**—the MemoryParameters associated with this (and possibly other instances of Schedulable). When memory is null, the new NoHeapRealtimeThread will have a null value for its MemoryParameters, and the amount or rate of memory allocation is unrestricted.

**area**—the MemoryArea associated with this. When area is null, an IllegalArgumentException is thrown.

**group**—the ProcessingGroupParameters associated with this (and possibly other instances of Schedulable). When null, the new NoHeapRealtimeThread will not be associated with any processing group.

**logic**—the Runnable object whose run() method will serve as the logic for the new NoHeapRealtimeThread. When logic is null, the run() method in the new object will serve as its logic.

#### Throws

**IllegalArgumentException**—when the parameters are not compatible with the associated scheduler, when area is null, when area is heap memory, when area, scheduling release, memory or group is allocated in heap memory. when **this** is in heap memory, or when logic is in heap memory.

**IllegalAssignmentError**—when the new NoHeapRealtimeThread instance cannot hold references to non-null values of the scheduling release, memory and group, or when those parameters cannot hold a reference to the new NoHeapRealtimeThread.

## NoHeapRealtimeThread(SchedulingParameters, ReleaseParameters, MemoryArea)

#### Signature

```
public
    NoHeapRealtimeThread(SchedulingParameters scheduling,
                        ReleaseParameters release,
                        MemoryArea area)
```

#### Description

Creates a realtime thread which may not use the heap with the given **SchedulingParameters**, **ReleaseParameters** and **MemoryArea**, and default values for all other parameters. This constructor is equivalent to `NoHeapRealtimeThread(scheduling, release, null, area, null, null, null)`.

## NoHeapRealtimeThread(SchedulingParameters, MemoryArea)

### Signature

```
public  
NoHeapRealtimeThread(SchedulingParameters scheduling,  
MemoryArea area)
```

### Description

Creates a realtime thread with the given [SchedulingParameters](#) and [MemoryArea](#) and default values for all other parameters.

This constructor is equivalent to `NoHeapRealtimeThread(scheduling, null, null, area, null, null, null)`.

### B.2.2.18.2 Methods

---

#### start

### Signature

```
public void  
start()
```

### Description

Sets up the realtime thread's environment and starts it. The set up might include delaying it until the assigned start time and initializing the thread's memory area stack. (See [ScopedMemory](#).)

### Throws

[IllegalRealtimeStateException](#)—when the configured [Scheduler](#) and [SchedulingParameters](#) for this [RealtimeThread](#) are not compatible.

**Available since** RTSJ 2.0 adds new exception

#### startPeriodic(PhasingPolicy)

### Signature



```
public void
startPeriodic(PhasingPolicy phasingPolicy)
throws LateStartException
```

*Description*

Starts the thread with the specified phasing policy.

**Available since** RTSJ 2.0

### **B.2.2.19** *OffsetOutOfBoundsException*

---

public class OffsetOutOfBoundsException

The following elements of OffsetOutOfBoundsException are deprecated. The required elements are documented in Section [16.2.2.19](#) above.

#### **B.2.2.19.1** Constructors

---

### **OffsetOutOfBoundsException(String)**

*Signature*

```
public
OffsetOutOfBoundsException(String description)
```

*Description*

A descriptive constructor for OffsetOutOfBoundsException.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

*Parameters*

**description**—The reason for throwing the exception.

### B.2.2.20 POSIXSignalHandler

---

```
public class POSIXSignalHandler
```

#### *Inheritance*

```
java.lang.Object  
  POSIXSignalHandler
```

#### *Description*

This class enables the use of an AsyncEventHandler to react on the occurrence of POSIX signals.

On systems that support POSIX signals fully, the 13 signals required by POSIX will be supported. Any further signals defined in this class may be supported by the system. On systems that do not support POSIX signals, even the 13 standard signals may never be fired.

**Deprecated** since RTSJ 2.0

#### B.2.2.20.1 Fields

---

##### **SIGHUP**

```
public static final int SIGHUP
```

#### *Description*

Hangup (POSIX).

##### **SIGINT**

```
public static final int SIGINT
```

#### *Description*

interrupt (ANSI)

**SIGQUIT**

```
public static final int SIGQUIT
```

*Description*

quit (POSIX)

**SIGILL**

```
public static final int SIGILL
```

*Description*

illegal instruction (ANSI)

**SIGTRAP**

```
public static final int SIGTRAP
```

*Description*

trace trap (POSIX), optional signal.

**SIGABRT**

```
public static final int SIGABRT
```

*Description*

Abort (ANSI).

**SIGBUS**

```
public static final int SIGBUS
```

*Description*

BUS error (4.2 BSD), optional signal.

**SIGFPE**

```
public static final int SIGFPE
```

*Description*

floating point exception

## **SIGKILL**

```
public static final int SIGKILL
```

### *Description*

Kill, unblockable (POSIX).

## **SIGUSR1**

```
public static final int SIGUSR1
```

### *Description*

User-defined signal 1 (POSIX).

## **SIGSEGV**

```
public static final int SIGSEGV
```

### *Description*

Segmentation violation (ANSI).

## **SIGUSR2**

```
public static final int SIGUSR2
```

### *Description*

User-defined signal 2 (POSIX).

## **SIGPIPE**

```
public static final int SIGPIPE
```

### *Description*

Broken pipe (POSIX).

## **SIGALRM**

```
public static final int SIGALRM
```

### *Description*

Alarm clock (POSIX).

**SIGTERM**

```
public static final int SIGTERM
```

*Description*

Termination (ANSI).

**SIGCHLD**

```
public static final int SIGCHLD
```

*Description*

Child status has changed (POSIX).

**SIGCONT**

```
public static final int SIGCONT
```

*Description*

Continue (POSIX), optional signal.

**SIGSTOP**

```
public static final int SIGSTOP
```

*Description*

Stop, unblockable (POSIX), optional signal.

**SIGTSTP**

```
public static final int SIGTSTP
```

*Description*

Keyboard stop (POSIX), optional signal.

**SIGTTIN**

```
public static final int SIGTTIN
```

*Description*

Background read from tty (POSIX), optional signal.

**SIGTTOU**

```
public static final int SIGTTOU
```

*Description*

Background write to tty (POSIX), optional signal.

**SIGSYS**

```
public static final int SIGSYS
```

*Description*

Bad system call, optional signal.

**SIGIOT**

```
public static final int SIGIOT
```

*Description*

IOT instruction (4.2 BSD), optional signal.

**SIGCLD**

```
public static final int SIGCLD
```

*Description*

Same as SIGCHLD (System V), optional signal.

**SIGEMT**

```
public static final int SIGEMT
```

*Description*

EMT instruction, optional signal.

**B.2.2.20.2 Methods**

---

## **addHandler(int, AsyncEventHandler)**

### *Signature*

```
public static void
addHandler(int signal,
           AsyncEventHandler handler)
```

### *Description*

Adds the handler provided to the set of handlers that will be released on the provided signal.

### *Parameters*

**signal**—The POSIX signal as defined in the constants SIG\*.

**handler**—The handler to be released on the given signal.

### *Throws*

**IllegalArgumentException**—when signal is not defined by any of the constants in this class or handler is null.

## **removeHandler(int, AsyncEventHandler)**

### *Signature*

```
public static void
removeHandler(int signal,
             AsyncEventHandler handler)
```

### *Description*

Removes a handler that was added for a given signal.

### *Parameters*

**signal**—The POSIX signal as defined in the constants SIG\*.

**handler**—The handler to be removed from the given signal. When this handler is null or has not been added to the signal, nothing will happen.

### *Throws*

**IllegalArgumentException**—when signal is not defined by any of the constants in this class.

## **setHandler(int, AsyncEventHandler)**

### *Signature*

```
public static void
setHandler(int signal,
           AsyncEventHandler handler)
```

*Description*

Sets the set of handlers that will be released on the provided signal to the set with the provided handler being the single element.

*Parameters*

**signal**—The POSIX signal as defined in the constants SIG\*.  
**handler**—The handler to be released on the given signal, null to remove all handlers for the given signal.

*Throws*

**IllegalArgumentException**—when signal is not defined by any of the constants in this class.

**B.2.2.21** *PeriodicParameters*


---

```
public class PeriodicParameters
```

The following elements of PeriodicParameters are deprecated. The required elements are documented in Section 6.3.3.6 above.

**B.2.2.21.1** *Methods***setIfFeasible(RelativeTime, RelativeTime, RelativeTime)***Signature*

```
public boolean
setIfFeasible(RelativeTime period,
              RelativeTime cost,
              RelativeTime deadline)
```

*Description*

This method first performs a feasibility analysis using the new period, cost and deadline attributes as replacements for the matching attributes of **this**. When the resulting system is feasible the method replaces the current attributes of



**this**. When **this** parameter object is associated with any schedulable, either by being passed through the schedulable's constructor or set with a method such as `RealtimeThread.setReleaseParameters(ReleaseParameters)`, the parameters of those schedulables are altered as specified by each schedulable's respective scheduler.

#### Parameters

**period**—The proposed period. There is no default value. When **period** is **null** an exception is thrown.

**cost**—The proposed cost. When **null**, the default value is a new instance of `RelativeTime(0,0)`.

**deadline**—The proposed deadline. When **null**, the default value is new instance of `RelativeTime(period)`.

#### Throws

`IllegalRealtimeArgumentException`—when the **period** is **null** or its time value is not greater than zero, or when the time value of **cost** is less than zero, or when the time value of **deadline** is not greater than zero. Also when the values are incompatible with the scheduler for any of the schedulables which are presently using this parameter object.

`IllegalAssignmentError`—when **period**, **cost**, or **deadline** cannot be stored in **this**.

#### Returns

**true**, when the resulting system is feasible and the changes are made. **False**, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0; the framework for feasibility analysis is inadequate

### B.2.2.22 PhysicalMemoryManager

---

```
public class PhysicalMemoryManager
```

#### Inheritance

```
java.lang.Object  
  PhysicalMemoryManager
```

#### Description

The `PhysicalMemoryManager` is not ordinarily used by applications, except that the implementation may require the application to use the `registerFilter` method to make the physical memory manager aware of the memory types on

their platform. The `PhysicalMemoryManager` class is primarily intended for use by the various physical memory accessor objects (`VTPhysicalMemory`, `LTPhysicalMemory`, and `ImmortalPhysicalMemory`) to create objects of the types requested by the application. The physical memory manager is responsible for finding areas of physical memory with the appropriate characteristics and access rights, and moderating any required combination of physical and virtual memory characteristics.

The Physical Memory Manager assumes that the physical address space is linear but not necessarily contiguous. That is, addresses range from 0 .. `MAX_LONG`, but there may be gaps in the memory space. Some intervals in the range may be filled with removable memory as well.

The physical memory is partitioned into chunks (pages, segments, etc.). Each chunk of memory has a base address and a length.

Each chunk of memory has certain properties. Some of these properties may require actions to be performed by the Physical Memory Manager when the memory is accessed. For example, access to `IO_PAGE` may require the use of special instructions to even reach the devices, or it may require special code sequences to ensure proper handling of processor write queues and caches.

Filters tell the Physical Memory Manager about the properties of the memory that are available on the machine by registering with the Physical Memory Manager.

When the program requests a physical memory area with particular properties, the constructor communicates with the Physical Memory Manager through a private interface. The Physical Memory Manager asks the filter whether or not the address specified has the required properties and whether it is free, or asks for a chunk of memory with the requested size.

The Physical Memory Manager then maps the physical memory chunk into virtual memory and locks the virtual memory to the memory chunk, on systems that support virtual memory.

Examples of characteristics that might be specified are DMA memory, hardware byte swapping, and non-cached access to memory. Standard "names" for some memory characteristics are included in this class: `DMA`, `SHARED`, `ALIGNED`, `BYTESWAP`, and `IO_PAGE`. Support for these characteristics is optional, but when they are supported they must use these names. Additional characteristics may be supported, but only names defined in this specification may be visible in the `PhysicalMemoryManager` API.

The base implementation will provide a `PhysicalMemoryManager`.

Original Equipment Manufacturers (OEMs) or other interested parties may provide `PhysicalMemoryTypeFilter` classes that allow additional characteristics of memory devices to be specified.

Deprecated as of RTSJ 2.0

### B.2.2.22.1 Fields

---

#### ALIGNED

```
public static final java.lang.Object ALIGNED
```

##### *Description*

When aligned memory is supported by the implementation, specify **ALIGNED** to identify aligned memory. This type of memory ignores low-order bits in load and store accesses to force accesses to fall on natural boundaries for the access type even when the processor uses a poorly aligned address.

See [Section javax.realtime.device.RawMemory](#)

#### BYTESWAP

```
public static final java.lang.Object BYTESWAP
```

##### *Description*

When automatic byte swapping is supported by the implementation, specify **BYTESWAP** when byte swapping should be used. Byte-swapping memory re-orders the bytes in accesses for 16 bits or more such that little-endian data in memory is accessed as big-endian, and vice-versa. Such memory would typically be available in swapped mode in one physical address range and in un-swapped mode in another address range.

See [Section javax.realtime.device.RawMemory](#)

#### DMA

```
public static final java.lang.Object DMA
```

##### *Description*

When DMA (Direct Memory Access) memory is supported by the implementation, specify `DMA` to identify DMA memory. This memory is visible to devices that use DMA. In some systems, only a portion of the physical address space is available to DMA devices. On such systems, memory that will be used for DMA must be allocated from the range of addresses that DMA can reach.

See [Section `javax.realtime.device.RawMemory`](#)

## **IO\_PAGE**

```
public static final java.lang.Object IO_PAGE
```

### *Description*

When access to the system I/O space is supported by the implementation, specify `IO_PAGE` when I/O space should be used. Addresses tagged with the name `IO_PAGE` are used for memory mapped I/O devices. Such addresses are almost certainly not suitable for physical memory, but only for raw memory access.

**Available since** RTSJ 1.0.1

## **SHARED**

```
public static final java.lang.Object SHARED
```

### *Description*

When shared memory is supported by the implementation, specify `SHARED` to identify shared memory. In a NUMA (Non-Uniform Memory Access) architecture, processors may make some part of their local memory available to other processors. This memory would be tagged with `SHARED`, as would memory that is shared and non-local.

A fully built-out NUMA system might well need sub-classifications of `SHARED` to reflect different paths to memory. Note that, as with other physical memory names, a single byte of memory may be visible at several physical addresses with different access properties at each address. For instance, a byte of shared memory accesses at address  $x$  might be shared with high-performance access, but without the support of coherent caches. The same byte accessed at address  $y$  might be shared with coherent cache support, but substantially longer access times.

**B.2.2.22.2 Methods**

---

**isRemovable(long, long)***Signature*

```
public static boolean
isRemovable(long base,
             long size)
```

*Description*

Queries the system about the removability of the specified range of memory.

*Parameters*

**base**—The starting address in physical memory.

**size**—The size of the memory area.

*Throws*

**IllegalArgumentException**—when **size** is less than zero.

**SizeOutOfBoundsException**—when **base** plus **size** would be greater than the physical addressing range of the processor.

**OffsetOutOfBoundsException**—when **base** is less than zero.

*Returns*

**true**, when any part of the specified range can be removed.

**isRemoved(long, long)***Signature*

```
public static boolean
isRemoved(long base,
          long size)
```

*Description*

Queries the system about the removed state of the specified range of memory. This method is used for devices that lie in the memory address space and can be removed while the system is running. (Such as PC cards).

*Parameters*

**base**—The starting address in physical memory.

**size**—The size of the memory area.

*Throws*

**IllegalArgumentException**—when **size** is less than zero.

**OffsetOutOfBoundsException**—when **base** is less than zero.

**SizeOutOfBoundsException**—when **base** plus **size** would be greater than the physical addressing range of the processor.

*Returns*

**true**, when any part of the specified range is currently not usable.

## **onInsertion(long, long, AsyncEvent)**

*Signature*

```
public static void
onInsertion(long base,
            long size,
            AsyncEvent ae)
```

*Description*

Registers the specified **AsyncEvent** to fire when any memory in the range is added to the system. When the specified range of physical memory contains multiple different types of removable memory, the AE will be registered with each of them.

*Parameters*

**base**—The starting address in physical memory.

**size**—The size of the memory area.

**ae**—The async event to fire.

*Throws*

**IllegalArgumentException**—when **ae** is null, or when the specified range contains no removable memory, or when **size** is less than zero.

**OffsetOutOfBoundsException**—when **base** is less than zero.

**SizeOutOfBoundsException**—when **base** plus **size** would be greater than the physical addressing range of the processor.

**Available since** RTSJ 1.0.1

## **onInsertion(long, long, AsyncEventHandler)**

*Signature*

```
public static void
onInsertion(long base,
            long size,
            AsyncEventHandler aeh)
```

#### *Description*

Registers the specified `AsyncEventHandler` to run when any memory in the range is added to the system. When the specified range of physical memory contains multiple different types of removable memory, the AEH will be registered with each of them. When the size or the base is less than 0, unregisters all "onInsertion" references to the handler.

Note that this method only removes handlers that were registered with the same method. It has no effect on handlers that were registered using an associated async event.

#### *Parameters*

**base**—The starting address in physical memory.

**size**—The size of the memory area.

**aeh**—The handler to register.

#### *Throws*

`IllegalArgumentException`—when **aeh** is null, or when the specified range contains no removable memory, or when **aeh** is null and **size** and **base** are both greater than or equal to zero.

`SizeOutOfBoundsException`—when **base** plus **size** would be greater than the physical addressing range of the processor.

## **onRemoval(long, long, AsyncEvent)**

#### *Signature*

```
public static void
onRemoval(long base,
          long size,
          AsyncEvent ae)
```

#### *Description*

Registers the specified AE to fire when any memory in the range is removed from the system. When the specified range of physical memory contains multiple different types of removable memory, the AE will be registered with each of them.

#### *Parameters*

**base**—The starting address in physical memory.

**size**—The size of the memory area.

**ae**—The async event to register.

*Throws*

**IllegalArgumentException**—when the specified range contains no removable memory, when **ae** is null, or when **size** is less than zero.

**OffsetOutOfBoundsException**—when **base** is less than zero.

**SizeOutOfBoundsException**—when **base** plus **size** would be greater than the physical addressing range of the processor.

## onRemoval(long, long, AsyncEventHandler)

*Signature*

```
public static void
onRemoval(long base,
          long size,
          AsyncEventHandler aeh)
```

*Description*

Registers the specified AEH to run when any memory in the range is removed from the system. When the specified range of physical memory contains multiple different types of removable memory, the AEH will be registered with each of them. When **size** or **base** is less than 0, unregisters all "onRemoval" references to the handler parameter.

Note that this method only removes handlers that were registered with the same method. It has no effect on handlers that were registered using an associated async event.

*Parameters*

**base**—The starting address in physical memory.

**size**—The size of the memory area.

**aeh**—The handler to register.

*Throws*

**IllegalArgumentException**—when the specified range contains no removable memory, or when **aeh** is null and **size** and **base** are both greater than or equal to zero.

**SizeOutOfBoundsException**—when **base** plus **size** would be greater than the physical addressing range of the processor.



## registerFilter(Object, PhysicalMemoryTypeFilter)

### Signature

```
public static final void
registerFilter(Object name,
               PhysicalMemoryTypeFilter filter)
throws DuplicateFilterException
```

### Description

Registers a memory type filter with the physical memory manager.

Values of **name** are compared using reference equality (==) not value equality (equals()).

### Parameters

**name**—The type of memory handled by this filter.

**filter**—The filter object.

### Throws

**DuplicateFilterException**—when a filter for this type of memory already exists.

**ResourceLimitError**—when the system is configured for a bounded number of filters. This filter exceeds the bound.

**IllegalArgumentException**—when the name parameter is an array of objects, when the name and filter are not both in immortal memory, or when either **name** or **filter** is null.

**RealtimeSecurityException**—when this operation is not permitted.

## removeFilter(Object)

### Signature

```
public static final void
removeFilter(Object name)
```

### Description

Removes the identified filter from the set of registered filters. When the filter is not registered, silently does nothing.

Values of **name** are compared using reference equality (==) not value equality (equals()).

### Parameters

**name**—The identifying object for this memory attribute.

### Throws

`IllegalArgumentException`—when `name` is `null`.

`RealtimeSecurityException`—when this operation is not permitted.

## `unregisterInsertionEvent(long, long, AsyncEvent)`

### *Signature*

```
public static boolean
unregisterInsertionEvent(long base,
                        long size,
                        AsyncEvent ae)
```

### *Description*

Unregisters the specified insertion event. The event is only unregistered when all three arguments match the arguments used to register the event, except that `ae` of `null` matches all values of `ae` and will unregister every `ae` that matches the address range.

Note that this method has no effect on handlers registered directly as async event handlers.

### *Parameters*

`base`—The starting address in physical memory associated with `ae`.

`size`—The size of the memory area associated with `ae`.

`ae`—The event to unregister.

### *Throws*

`IllegalArgumentException`—when `size` is less than 0.

`OffsetOutOfBoundsException`—when `base` is less than zero.

`SizeOutOfBoundsException`—when `base` plus `size` would be greater than the physical addressing range of the processor.

### *Returns*

`true`, when at least one event matched the pattern, `false`, when no such event was found.

**Available since** RTSJ 1.0.1

## `unregisterRemovalEvent(long, long, AsyncEvent)`

### *Signature*

```
public static boolean
unregisterRemovalEvent(long base,
                       long size,
                       AsyncEvent ae)
```

#### *Description*

Unregisters the specified removal event. The async event is only unregistered when all three arguments match the arguments used to register the event, except that `ae` of `null` matches all values of `ae` and will unregister every `ae` that matches the address range.

Note that this method has no effect on handlers registered directly as async event handlers.

#### *Parameters*

`base`—The starting address in physical memory associated with `ae`.

`size`—The size of the memory area associated with `ae`.

`ae`—The async event to unregister.

#### *Throws*

`IllegalArgumentException`—when `size` is less than 0.

`OffsetOutOfBoundsException`—when `base` is less than zero.

`SizeOutOfBoundsException`—when `base` plus `size` would be greater than the physical addressing range of the processor.

#### *Returns*

`true`, when at least one event matched the pattern, `false`, when no such event was found.

Available since RTSJ 1.0.1

### **B.2.2.23** *PriorityParameters*

---

public class PriorityParameters

The following elements of `PriorityParameters` are deprecated. The required elements are documented in Section 6.3.3.7 above.

#### **B.2.2.23.1** **Methods**

---

## setPriority(int)

### Signature

```
public javax.realtime.PriorityParameters  
    setPriority(int priority)
```

### Description

Sets the priority value. When this parameter object is associated with any schedulable (by being passed through the schedulable's constructor or set with a method such as `RealtimeThread.setSchedulingParameters(SchedulingParameters)`) the base priority of those schedulables is altered as specified by each schedulable's scheduler.

### Parameters

`priority`—The value to which priority is set.

### Throws

`IllegalRealtimeArgumentException`—when the given priority value is incompatible with the scheduler for any of the schedulables which are presently using this parameter object.

### Returns

`this`

**Deprecated** since RTSJ 2.0

## B.2.2.24 *PriorityScheduler*

---

public abstract class PriorityScheduler

The following elements of `PriorityScheduler` are deprecated. The required elements are documented in Section 6.3.3.8 above.

### B.2.2.24.1 Methods

---

## getMaxPriority(Thread)

### Signature

```
public static int
getMaxPriority(Thread thread)
```

*Description*

Gets the maximum priority for the given thread. When the given thread is a realtime thread that is scheduled by an instance of `PriorityScheduler`, then the maximum priority for that scheduler is returned. When the given thread is not an instance of `Schedulable`, the maximum priority of its thread group is returned. Otherwise an exception is thrown.

*Parameters*

**thread**—An instance of `Thread`. When `null`, the maximum priority of this scheduler is returned.

*Throws*

`IllegalRealtimeArgumentException`—when `thread` is a realtime thread that is not scheduled by an instance of `PriorityScheduler`.

*Returns*

the maximum priority for `thread`

**Deprecated** since RTSJ 2.0

## getMinPriority(Thread)

*Signature*

```
public static int
getMinPriority(Thread thread)
```

*Description*

Gets the minimum priority for the given thread. When the given thread is a realtime thread that is scheduled by an instance of `PriorityScheduler`, then the minimum priority for that scheduler is returned. When the given thread is not an instance of `Schedulable`, `Thread.MIN_PRIORITY` is returned. Otherwise an exception is thrown.

*Parameters*

**thread**—An instance of `Thread`. When `null`, the minimum priority of this scheduler is returned.

*Throws*

`IllegalRealtimeArgumentException`—when `thread` is a realtime thread that is not scheduled by an instance of `PriorityScheduler`.

*Returns*

the minimum priority for `thread`

**Deprecated** since RTSJ 2.0

## **getNormPriority(Thread)**

*Signature*

```
public static int  
getNormPriority(Thread thread)
```

*Description*

Gets the "norm" priority for the given thread. When the given thread is a realtime thread that is scheduled by an instance of `PriorityScheduler`, then the norm priority for that scheduler is returned. When the given thread is not an instance of `Schedulable`, `Thread.NORM_PRIORITY` is returned. Otherwise an exception is thrown.

*Parameters*

`thread`—An instance of `Thread`. When `null`, the norm priority for this scheduler is returned.

*Throws*

`IllegalRealtimeArgumentException`—when `thread` is a realtime thread that is not scheduled by an instance of `PriorityScheduler`.

*Returns*

The norm priority for `thread`

**Deprecated** since RTSJ 2.0

## **instance**

*Signature*

```
public static javax.realtime.PriorityScheduler  
instance()
```

*Description*

Obtains a reference to the distinguished instance of `PriorityScheduler`, which is the system's base scheduler.

*Returns*

A reference to the distinguished instance `PriorityScheduler`.

**Deprecated** since RTSJ 2.0

## isFeasible

### Signature

```
public boolean  
isFeasible()
```

### Description

Queries this `Scheduler` about the feasibility of the set of schedulables currently in the feasibility set.

#### Implementation Notes

The default feasibility test for the `PriorityScheduler` considers a set of schedulables with bounded resource requirements, to always be feasible. This covers all schedulable objects with release parameters of types `PeriodicParameters` and `SporadicParameters`.

When any schedulable within the feasibility set has release parameters of the exact type `AperiodicParameters` (not a subclass thereof), then the feasibility set is not feasible, as aperiodic release characteristics require unbounded resources. In that case, this method will return `false` and all methods in the `setIfFeasible` family of methods will also return `false`. Consequently, any call to a `setIfFeasible` method that passes a schedulable which has release parameters of type `AperiodicParameters`, or passes proposed release parameters of type `AperiodicParameters`, will return `false`. The only time a `setIfFeasible` method can return `true`, when there exists in the feasibility set a schedulable with release parameters of type `AperiodicParameters`, is when the method will change those release parameters to not be `AperiodicParameters`.

Implementations may provide a feasibility test other than the default test just described. In which case the details of that test should be documented here in place of this description of the default implementation.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## setIfFeasible(Schedulable, ReleaseParameters, MemoryParameters)

### Signature

```
public boolean
setIfFeasible(Schedulable schedulable,
              ReleaseParameters release,
              MemoryParameters memory)
```

*Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `Schedulable`. When the resulting system is feasible, this method replaces the current parameters of `Schedulable` with the proposed ones. This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

*Parameters*

- `schedulable`—The schedulable for which the changes are proposed.
- `release`—The proposed release parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)
- `memory`—The proposed memory parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

*Throws*

- [IllegalRealtimeArgumentException](#)—when `Schedulable` is `null`, or `Schedulable` is not associated with `this` scheduler, or the proposed parameters are not compatible with `this` scheduler.
- [IllegalAssignmentError](#)—when `Schedulable` cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to `Schedulable`.
- [IllegalThreadStateException](#)—when the new release parameters change `Schedulable` from periodic scheduling to some other protocol and `Schedulable` is currently waiting for the next release in [RealtimeThread.waitForNextPeriod\(\)](#) or [RealtimeThread.waitForNextPeriodInterruptible\(\)](#).

*Returns*

- `true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate



## setIfFeasible(Schedulable, ReleaseParameters, MemoryParameters, ProcessingGroupParameters)

### Signature

```
public boolean
setIfFeasible(Schedulable schedulable,
              ReleaseParameters release,
              MemoryParameters memory,
              ProcessingGroupParameters group)
```

### Description

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of **Schedulable**. When the resulting system is feasible, this method replaces the current parameters of **Schedulable** with the proposed ones.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### Parameters

**schedulable**—The schedulable for which the changes are proposed.

**release**—The proposed release parameters. When **null**, the default value of this scheduler is used (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

**memory**—The proposed memory parameters. When **null**, the default value of this scheduler is used (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

**group**—The proposed processing group parameters. When **null**, the default value of this scheduler is used (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

### Throws

[IllegalRealtimeArgumentException](#)—when **Schedulable** is **null**, or **Schedulable** is not associated with **this** scheduler, or the proposed parameters are not compatible with **this** scheduler.

[IllegalAssignmentError](#)—when **Schedulable** cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to **Schedulable**.

[IllegalThreadStateException](#)—when the new release parameters change **Schedulable** from periodic scheduling to some other protocol and **Schedulable** is currently waiting for the next release in [RealtimeThread.waitForNextPeriod\(\)](#)

or `RealtimeThread.waitForNextPeriodInterruptible()`.

*Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

**setIfFeasible(Schedulable, SchedulingParameters, ReleaseParameters, MemoryParameters, ProcessingGroupParameters)**

*Signature*

```
public boolean
setIfFeasible(Schedulable schedulable,
              SchedulingParameters scheduling,
              ReleaseParameters release,
              MemoryParameters memory,
              ProcessingGroupParameters group)
```

*Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `Schedulable`. When the resulting system is feasible, this method replaces the current parameters of `Schedulable` with the proposed ones.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

*Parameters*

`schedulable`—The schedulable for which the changes are proposed.

`scheduling`—The proposed scheduling parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See `PriorityScheduler`.)

`release`—The proposed release parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See `PriorityScheduler`.)

`memory`—The proposed memory parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See `PriorityScheduler`.)

**group**—The proposed processing group parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See `PriorityScheduler`.)

*Throws*

`IllegalRealtimeArgumentException`—when `Schedulable` is `null`, or `Schedulable` is not associated with `this` scheduler, or the proposed parameters are not compatible with `this` scheduler.

`IllegalAssignmentError`—when `Schedulable` cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to `Schedulable`.

`IllegalThreadStateException`—when the new release parameters change `Schedulable` from periodic scheduling to some other protocol and `Schedulable` is currently waiting for the next release in `RealtimeThread.waitForNextPeriod()` or `RealtimeThread.waitForNextPeriodInterruptible()`.

*Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## addToFeasibility(Schedulable)

*Signature*

```
protected boolean  
addToFeasibility(Schedulable schedulable)
```

*Description*

Informs this scheduler and cooperating facilities that the resource demands of the given instance of `Schedulable` will be considered in the feasibility analysis of the associated `Scheduler` until further notice. Whether the resulting system is feasible or not, the addition is completed. When the object is already included in the feasibility set, does nothing.

*Parameters*

**schedulable**—A reference to the given instance of `Schedulable`

*Throws*

`IllegalRealtimeArgumentException`—when `schedulable` is `null`, or when `schedulable` is not associated with `this`; that is `schedulable.getScheduler() != this`.

*Returns*

`true`, when the system is feasible after the addition, otherwise `False`.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## **removeFromFeasibility(Schedulable)**

*Signature*

```
protected boolean  
removeFromFeasibility(Schedulable schedulable)
```

*Description*

Informs this scheduler and cooperating facilities that the resource demands of the given instance of `Schedulable` should no longer be considered in the feasibility analysis of the associated `Scheduler`. Whether the resulting system is feasible or not, the removal is completed.

*Parameters*

`schedulable`—A reference to the given instance of `Schedulable`

*Throws*

`IllegalRealtimeArgumentException`—when `schedulable` is null.

*Returns*

`true`, when the removal was successful. `False`, when the schedulable cannot be removed from the scheduler's feasibility set; e.g., the schedulable is not part of the scheduler's feasibility set.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## **fireSchedulable(Schedulable)**

*Signature*

```
public void  
fireSchedulable(Schedulable schedulable)
```

*Description*

Triggers the execution of a schedulable (like an `AsyncEventHandler`).

*Parameters*

`schedulable`—The schedulable to make active. When null, nothing happens.

*Throws*

**UnsupportedRealtimeOperationException**—Thrown in all cases by instance of **PriorityScheduler**.

Deprecated RTSJ 2.0

### B.2.2.25 ProcessingGroupParameters

---

public class ProcessingGroupParameters

#### *Inheritance*

java.lang.Object  
    ProcessingGroupParameters

#### *Interfaces*

Cloneable  
Serializable

#### *Description*

This is associated with one or more schedulables for which the system guarantees that the associated objects will not be given more time per period than indicated by **cost** (budget). The motivation for this class is to allow the execution demands of one or more aperiodic schedulables to be bound. However, periodic or sporadic schedulables can also be associated with a processing group.

Processing groups have an associated affinity set that must contain only a single processor. The default affinity set is given by **Affinity.getGroupDefaultAffinity()**.

For all schedulables with a reference to an instance of **ProcessingGroupParameters** **p** no more than **p.cost** will be allocated to the execution of these schedulables on the processor associated with its processing group in each interval of time given by **p.period** after the time indicated by **p.start**. No execution of the schedulables will be allowed on any processor other than this processor. When there is no intersection between the a schedulable object's affinity set and its processing group's affinity set, then the schedulable execution is constrained by the default processing group's affinity set.

Logically a virtual server is associated with each instance of **ProcessingGroupParameters**. This server has a start time, a period, a cost (budget) and a deadline. The server can only logically execute when (a) it has not consumed more execution time in its current release than the cost parameter, and (b) one of its associated schedulables is executable and is the most eligible of the executable schedulables. When the server is logically executable, the associated schedulable

is executed. When the cost has been consumed, any `overrunHandler` is released, and the server is not eligible for logical execution until its next period is due. At this point, its allocated cost is replenished. When the server is logically executing when its deadline expires, any associated `missHandler` is released. The deadline and cost parameters of all the associated schedulable objects have the same impact as they would if the objects were not bound to a processing group.

Processing group parameters use `HighResolutionTime` values for cost, deadline, period and start time. Since those times are expressed as a `HighResolutionTime`, the values use accurate timers with nanosecond granularity. The actual resolution available and even the quantity it measures depends on the clock associated with each time value.

When a reference to a `ProcessingGroupParameters` object is given as a parameter to a schedulable's constructor or passed as an argument to one of the schedulable's setter methods, the `ProcessingGroupParameters` object becomes the processing group parameters object bound to that schedulable object. Changes to the values in the `ProcessingGroupParameters` object affect that schedulable object. When bound to more than one schedulable then changes to the values in the `ProcessingGroupParameters` object affect *all* of the associated objects. Note that this is a one-to-many relationship and *not* a many-to-many.

The implementation must use modified copy semantics for each `HighResolutionTime` parameter value. The value of each time object should be treated as if it were copied at the time it is passed to the parameter object, but the object reference must also be retained.

Only changes to a `ProcessingGroupParameters` object caused by methods on that object are immediately visible to the scheduler. For instance, invoking `setPeriod()` on a `ProcessingGroupParameters` object will make the change, then notify the scheduler that the parameter object has changed. At that point the scheduler's view of the processing group parameters object is updated. Invoking a method on the `RelativeTime` object that is the period for this object may change the period but it does not pass the change to the scheduler at that time. That new value for period must not change the behavior of the SOs that use the parameter object until a setter method on the `ProcessingGroupParameters` object is invoked, or the parameter object is used in `setProcessingGroupParameters()` or a constructor for an SO.

The implementation may use copy semantics for each `HighResolutionTime` parameter value. For instance the value returned by `getCost()` must be equal to the value passed in by `setCost`, but it need not be the same object.

The following table gives the default parameter values for the constructors.

**Caution:** This class is explicitly unsafe in multithreaded situations when it is being changed. No synchronization is done. It is assumed that users of this

Table B.1: ProcessingGroupParameter Default Values

Attribute	Default Value
start	new RelativeTime(0,0)
period	No default. A value must be supplied
cost	No default. A value must be supplied
deadline	new RelativeTime(period)
overrunHandler	None
missHandler	None

class who are mutating instances will be doing their own synchronization at a higher level.

**Caution:** The `cost` parameter time should be considered to be measured against the target platform.

Deprecated as of RTSJ 2.0; replaced by [ProcessingGroup](#).

#### B.2.2.25.1 Constructors

---

**ProcessingGroupParameters(HighResolutionTime, RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler)**

*Signature*

```
public
ProcessingGroupParameters(HighResolutionTime<?> start,
                          RelativeTime period,
                          RelativeTime cost,
                          RelativeTime deadline,
                          AsyncEventHandler overrunHandler,
                          AsyncEventHandler missHandler)
throws IllegalArgumentException,
       IllegalAssignmentError
```

*Description*

Creates a `ProcessingGroupParameters` object.

*Parameters*

**start**—Time at which the first period begins. When a `RelativeTime`, this time is relative to the creation of `this`. When an `AbsoluteTime`, then the first release of the logical server is at the start time (or immediately when the absolute time is in the past). When `null`, the default value is a new instance of `RelativeTime(0,0)`.

**period**—The period is the interval between successive replenishment of the logical server's associated cost budget. There is no default value. When `period` is `null` an exception is thrown.

**cost**—Processing time per period. The budget CPU time that the logical server can consume each period. When `null`, an exception is thrown.

**deadline**—The latest permissible completion time measured from the start of the current period. Changing the deadline might not take effect after the expiration of the current deadline. Specifying a deadline less than the period constrains execution of all the members of the group to the beginning of each period. When `null`, the default value is new instance of `RelativeTime(period)`.

**overrunHandler**—This handler is invoked when any schedulable object member of this processing group attempts to use processor time beyond the group's budget. When `null`, no application async event handler is fired on the overrun condition.

**missHandler**—This handler is invoked when the logical server is still executing after the deadline has passed. When `null`, no application async event handler is fired on the deadline miss condition.

*Throws*

`IllegalArgumentException`—when the `period` is `null` or its time value is not greater than zero, when `cost` is `null`, or when the time value of `cost` is less than zero, when `start` is an instance of `RelativeTime` and its value is negative, or when the time value of `deadline` is not greater than zero and less than or equal to the `period`. When the implementation does not support processing group deadline less than period, `deadline` less than `period` will cause `IllegalArgumentException` to be thrown.

`IllegalAssignmentError`—when `start`, `period`, `cost`, `deadline`, `overrunHandler` or `missHandler` cannot be stored in `this`.

**B.2.2.25.2 Methods**

---



## clone

### *Signature*

```
public java.lang.Object  
clone()  
throws CloneNotSupportedException
```

### *Description*

Creates a clone of **this**. This method should behave effectively as if it constructed a new object with clones of the high-resolution time values of **this**.

- The new object is in the current allocation context.
- **clone** does not copy any associations from **this** and it does not implicitly bind the new object to a SO.
- The new object has clones of all high-resolution time values (deep copy).
- References to event handlers are copied (shallow copy).

### *Throws*

**CloneNotSupportedException**—never

### *Returns*

the clone of **this**

**Available since** RTSJ 1.0.1

## getCost

### *Signature*

```
public javax.realtime.RelativeTime  
getCost()
```

### *Description*

Gets the value of **cost**.

### *Returns*

a reference to the value of **cost**.

## getCostOverrunHandler

### *Signature*

```
public javax.realtime.AsyncEventHandler  
getCostOverrunHandler()
```

### *Description*

Gets the cost overrun handler.

### *Returns*

a reference to an instance of [AsyncEventHandler](#) that is cost overrun handler of `this`.

## getDeadline

### *Signature*

```
public javax.realtime.RelativeTime  
getDeadline()
```

### *Description*

Gets the value of deadline.

### *Returns*

a reference to an instance of [RelativeTime](#) that is the deadline of `this`.

## getDeadlineMissHandler

### *Signature*

```
public javax.realtime.AsyncEventHandler  
getDeadlineMissHandler()
```

### *Description*

Gets the deadline miss handler.

### *Returns*

a reference to an instance of [AsyncEventHandler](#) that is deadline miss handler of `this`.

## getPeriod

### Signature

```
public javax.realtime.RelativeTime  
getPeriod()
```

### Description

Gets the value of `period`.

### Returns

a reference to an instance of `RelativeTime` that represents the value of `period`.

## getStart

### Signature

```
public javax.realtime.HighResolutionTime<?>  
getStart()
```

### Description

Gets the value of `start`. This is the value that was specified in the constructor or by `setStart()`, not the actual absolute time the corresponding to the start of the processing group.

### Returns

a reference to an instance of `HighResolutionTime` that represents the value of `start`.

## setCost(RelativeTime)

### Signature

```
public void  
setCost(RelativeTime cost)  
throws IllegalArgumentException,  
IllegalAssignmentError
```

### Description

Sets the value of `cost`.

### Parameters

`cost`—The new value for `cost`. When `null`, an exception is thrown.

*Throws*

`IllegalArgumentException`—when `cost` is `null` or its time value is less than zero.

`IllegalAssignmentError`—when `cost` cannot be stored in `this`.

**setCostOverrunHandler(AsyncEventHandler)***Signature*

```
public void
setCostOverrunHandler(AsyncEventHandler handler)
throws IllegalAssignmentError
```

*Description*

Sets the cost overrun handler.

*Parameters*

`handler`—This handler is invoked when the `run()` method of and of the the schedulables attempt to execute for more than `cost` time units in any period. When `null`, no handler is attached, and any previous handler is removed.

*Throws*

`IllegalAssignmentError`—when `handler` cannot be stored in `this`.

**setDeadline(RelativeTime)***Signature*

```
public void
setDeadline(RelativeTime deadline)
throws IllegalArgumentException,
IllegalAssignmentError
```

*Description*

Sets the value of `deadline`.

*Parameters*

`deadline`—The new value for `deadline`. When `null`, the default value is new instance of `RelativeTime(period)`.

*Throws*

`IllegalArgumentException`—when `deadline` has a value less than zero or greater than the period. Unless the implementation supports deadline less than period in processing groups, `IllegalArgumentException` is also when `deadline` is less than the period.

**IllegalAssignmentError**—when deadline cannot be stored in **this**.

## setDeadlineMissHandler(AsyncEventHandler)

### Signature

```
public void
setDeadlineMissHandler(AsyncEventHandler handler)
throws IllegalAssignmentError
```

### Description

Sets the deadline miss handler.

### Parameters

**handler**—This handler is invoked when the `run()` method of any of the schedulables still expect to execute after the deadline has passed. When `null`, no handler is attached, and any previous handler is removed.

### Throws

**IllegalAssignmentError**—when handler cannot be stored in **this**.

## setIfFeasible(RelativeTime, RelativeTime, RelativeTime)

### Signature

```
public boolean
setIfFeasible(RelativeTime period,
              RelativeTime cost,
              RelativeTime deadline)
throws IllegalArgumentException,
IllegalAssignmentError
```

### Description

This method first performs a feasibility analysis using the period, cost and deadline attributes as replacements for the matching attributes **this**. When the resulting system is feasible the method replaces the current attributes of **this** with the new attributes.

### Parameters

**period**—The proposed period. There is no default value. When **period** is `null` an exception is thrown.

**cost**—The proposed cost. When `null`, an exception is thrown.

**deadline**—The proposed deadline. When `null`, the default value is new instance of `RelativeTime(period)`.

*Throws*

`IllegalArgumentException`—when the `period` is `null` or its time value is not greater than zero, or when the time value of `cost` is less than zero, or when the time value of `deadline` is not greater than zero.

`IllegalAssignmentError`—when `period`, `cost`, or `deadline` cannot be stored in `this`.

*Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

## **setPeriod(RelativeTime)**

*Signature*

```
public void
  setPeriod(RelativeTime period)
  throws IllegalArgumentException,
         IllegalAssignmentError
```

*Description*

Sets the value of `period`.

*Parameters*

**period**—The new value for `period`. There is no default value. When `period` is `null` an exception is thrown.

*Throws*

`IllegalArgumentException`—when `period` is `null`, or its time value is not greater than zero. When the implementation does not support processing group deadline less than `period`, and `period` is not equal to the current value of the processing group's deadline, the deadline is set to a clone of `period` created in the same memory area as `period`.

`IllegalAssignmentError`—when `period` cannot be stored in `this`.

## **setStart(HighResolutionTime)**

*Signature*

```
public void
  setStart(HighResolutionTime<?> start)
```

throws `IllegalArgumentException`,  
`IllegalAssignmentError`

#### *Description*

Sets the value of `start`. When the processing group is already started this method alters the value of this object's start time property, but has no other effect.

#### *Parameters*

`start`—The new value for `start`. When null, the default value is a new instance of `RelativeTime(0,0)`.

#### *Throws*

`IllegalAssignmentError`—when `start` cannot be stored in `this`.

`IllegalArgumentException`—when `start` is a relative time value and less than zero.

### B.2.2.26 RawMemoryAccess

---

```
public class RawMemoryAccess
```

#### *Inheritance*

```
java.lang.Object  
  RawMemoryAccess
```

#### *Description*

An instance of `RawMemoryAccess` models a range of physical memory as a fixed sequence of bytes. A complement of accessor methods enable the contents of the physical area to be accessed through offsets from the base, interpreted as byte, short, int, or long data values or as arrays of these types.

Whether an offset addresses the high-order or low-order byte is normally based on the value of the `RealtimeSystem.BYTE_ORDER` static byte variable in class `RealtimeSystem`. When the type of memory used for this `RawMemoryAccess` region implements non-standard byte ordering, accessor methods in this class continue to select bytes starting at `offset` from the base address and continuing toward greater addresses. The memory type may control the mapping of these bytes into the primitive data type. The memory type could even select bytes that are not contiguous. In each case the documentation for the `PhysicalMemory-TypeFilter` must document any mapping other than the "normal" one specified above.

The `RawMemoryAccess` class allows a realtime program to implement device drivers, memory-mapped I/O, flash memory, battery-backed RAM, and similar low-level software.

A raw memory area cannot contain references to Java objects. Such a capability would be unsafe (since it could be used to defeat Java's type checking) and error-prone (since it is sensitive to the specific representational choices made by the Java compiler).

Many of the constructors and methods in this class throw `OffsetOutOfBoundsException`. This exception means that the value given in the offset parameter is either negative or outside the memory area.

Many of the constructors and methods in this class throw `SizeOutOfBoundsException`. This exception means that the value given in the size parameter is either negative, larger than an allowable range, or would cause an accessor method to access an address outside of the memory area.

Unlike other integral parameters in this chapter, negative values are valid for `byte`, `short`, `int`, and `long` values that are copied in and out of memory by the `set` and `get` methods of this class.

All offset values used in this class are measured in bytes.

Atomic loads and stores on raw memory are defined in terms of physical memory. This memory may be accessible to threads outside the JVM and to non-programmed access (e.g., DMA), consequently atomic access must be supported by hardware. This specification is written with the assumption that all suitable hardware platforms support atomic loads for aligned bytes, shorts, and ints. Atomic access beyond the specified minimum may be supported by the implementation.

Storing values into raw memory is more hardware-dependent than loading values. Many processor architectures do not support atomic stores of variables except for aligned stores of the processor's word size. For instance, storing a byte into memory might require reading a 32-bit quantity into a processor register, updating the register to reflect the new byte value, then re-storing the whole 32-bit quantity. Changes to other bytes in the 32-bit quantity that take place between the load and the store will be lost.

Some processors have mechanisms that can be used to implement an atomic store of a byte, but those mechanisms are often slow and not universally supported.

This class supports unaligned access to data, but it does not require the implementation to make such access atomic. Accesses to data aligned on its natural boundary will be atomic when the processor implements atomic loads and stores of that data size.

Except where noted, accesses to raw memory are not atomic with respect to the memory or with respect to schedulables. A raw memory area could be



updated by another schedulable, or even unmapped in the middle of a method.

The characteristics of raw-memory access are necessarily platform dependent. This specification provides a minimum requirement for the RTSJ platform, but it also supports optional system properties that identify a platform's level of support for atomic raw put and get. The properties represent a four-dimensional sparse array with boolean values indicating whether that combination of access attributes is atomic. The default value for array entries is false. The dimension are

Table B.2: Properties Array

Attribute	Values	Comment
Access type	read, write	
Data type	byte, short, int, long, float, double	
Alignment	0	aligned
	1 to one less than data type size	the first byte of the data is <i>alignment</i> bytes away from natural alignment.
Atomicity	processor	means access is atomic with respect to other tasks on processor.
	smp	means access is <i>processor</i> atomic, and atomic with respect to all processors in an SMP.
	memory	means that access is <i>smp</i> atomic, and atomic with respect to all access to the memory including DMA.

The true values in the table are represented by properties of the following form. `java.x.realtime.atomicaccess_<access>_<type>_<alignment>_atomicity=true` for example:

```
java.x.realtime.atomicaccess_read_byte_0_memory=true
```

Table entries with a value of false may be explicitly represented, but since false is the default value, such properties are redundant.

All raw memory access is treated as volatile, and *serialized*. The run-time must be forced to re-read memory or write to memory on each call to a raw memory `get<type>` or `put<type>` method, where `type` is defined in the table

above, and to complete the reads and writes in the order they appear in the program order.

**Deprecated** as of RTSJ 2.0. Use `javax.realtime.device.RawMemoryFactory` to create the appropriate `javax.realtime.device.RawMemory` object.

### B.2.2.26.1 Constructors

---

## RawMemoryAccess(Object, long, long)

### Signature

```
public
RawMemoryAccess(Object type,
                 long base,
                 long size)
```

### Description

Constructs an instance of `RawMemoryAccess` with the given parameters, and sets the object to the mapped state. When the platform supports virtual memory, maps the raw memory into virtual memory.

The run time environment is allowed to choose the virtual address where the raw memory area corresponding to this object will be mapped. The attributes of the mapping operation are controlled by the `VMFlags` and `VMAttributes` of the `PhysicalMemoryTypeFilter` objects that matched this object's `type` parameter. (See `PhysicalMemoryTypeFilter.getVMAttributes` and `PhysicalMemoryTypeFilter.getVMFlags`.)

### Parameters

**type**—An instance of `Object` representing the type of memory required (e.g., *dma*, *shared*) - used to define the base address and control the mapping. When the required memory has more than one attribute, `type` may be an array of objects. When `type` is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that `type` values are compared by reference (`==`), not by value (`equals`).

**base**—The physical memory address of the region.

**size**—The size of the area in bytes.

### Throws

**RealtimeSecurityException**—when application doesn't have permissions to access physical memory, the specified range of addresses, or the given type of memory.

**OffsetOutOfBoundsException**—when the address is invalid.

**SizeOutOfBoundsException**—when the size is negative or extends into an invalid range of memory.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching **PhysicalMemoryTypeFilter** has been registered with the **PhysicalMemoryManager**.

**MemoryTypeConflictException**—when the specified base does not point to memory that matches the request type, or when **type** specifies incompatible memory attributes.

**OutOfMemoryError**—when the requested type of memory exists, but there is not enough of it free to satisfy the request.

## RawMemoryAccess(Object, long)

### Signature

```
public
RawMemoryAccess(Object type,
                 long size)
```

### Description

Constructs an instance of **RawMemoryAccess** with the given parameters, and sets the object to the mapped state. When the platform supports virtual memory, maps the raw memory into virtual memory.

The run time environment is allowed to choose the virtual address where the raw memory area corresponding to this object will be mapped. The attributes of the mapping operation are controlled by the **VMFlags** and **VMAttributes** of the **PhysicalMemoryTypeFilter** objects that matched this object's **type** parameter. (See **PhysicalMemoryTypeFilter.getVMAttributes** and **PhysicalMemoryTypeFilter.getVMFlags**.)

### Parameters

**type**—An instance of **Object** representing the type of memory required (e.g., *dma*, *shared*) - used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is **null** or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (**==**), not by value (**equals**).

**size**—The size of the area in bytes.

*Throws*

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory, the specified range of addresses, or the given type of memory.

**SizeOutOfBoundsException**—when the size is negative or extends into an invalid range of memory.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching **PhysicalMemoryTypeFilter** has been registered with the **PhysicalMemoryManager**.

**MemoryTypeConflictException**—when the specified base does not point to memory that matches the request type, or when **type** specifies incompatible memory attributes.

**OutOfMemoryError**—when the requested type of memory exists, but there is not enough of it free to satisfy the request.

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given range of memory.

### B.2.2.26.2 Methods

---

## **getBytes(long)**

*Signature*

```
public byte  
getBytes(long offset)
```

*Description*

Gets the **byte** at the given offset in the memory area associated with this object. The byte is always loaded from memory in a single atomic operation.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

*Parameters*

**offset**—The offset in bytes from the beginning of the raw memory from which to load the byte.

*Throws*

**SizeOutOfBoundsException**—when the object is not mapped, or when the byte falls in an invalid address range.

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

*Returns*

the byte from raw memory.

See Section [RawMemoryAccess.map\(long,long\)](#)

## getBytes(long, byte, int, int)

*Signature*

```
public void
  getBytes(long offset,
           byte[] bytes,
           int low,
           int number)
```

*Description*

Gets **number** bytes starting at the given offset in the memory area associated with this object and assigns them to the byte array passed starting at position **low**. Each byte is loaded from memory in a single atomic operation. Groups of bytes may be loaded together, but this is unspecified.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

*Parameters*

**offset**—The offset in bytes from the beginning of the raw memory from which to start loading.

**bytes**—The array into which the loaded items are placed.

**low**—The offset which is the starting point in the given array for the loaded items to be placed.

**number**—The number of items to load.

*Throws*

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when a byte falls in an invalid address range. This is checked at every entry in the array to allow for the possibility that the memory area could be unmapped or remapped. The `byte` array could, therefore, be partially updated when the raw memory is unmapped or remapped mid-method.

**ArrayIndexOutOfBoundsException**—when `low` is less than 0 or greater than `bytes.length - 1`, or when `low + number` is greater than or equal to `bytes.length`.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

See Section [RawMemoryAccess.map\(long,long\)](#)

## **getInt(long)**

*Signature*

```
public int  
getInt(long offset)
```

*Description*

Gets the `int` at the given offset in the memory area associated with this object. When the integer is aligned on a "natural" boundary it is always loaded from memory in a single atomic operation. When it is not on a natural boundary it may not be loaded atomically, and the number and order of the load operations is unspecified.

Caching of the memory access is controlled by the memory `type` requested when the `RawMemoryAccess` instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

*Parameters*

**offset**—The offset in bytes from the beginning of the raw memory area from which to load the integer.

*Throws*

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when the integer falls in an invalid address range.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

*Returns*

the integer from raw memory.

See Section [RawMemoryAccess.map\(long,long\)](#)

**getInts(long, int, int, int)***Signature*

```
public void
getInts(long offset,
        int[] ints,
        int low,
        int number)
```

*Description*

Gets **number** integers starting at the given offset in the memory area associated with this object and assign them to the **int** array passed starting at position **low**.

When the integers are aligned on natural boundaries each integer is loaded from memory in a single atomic operation. Groups of integers may be loaded together, but this is unspecified. When the integers are not aligned on natural boundaries they may not be loaded atomically and the number and order of load operations is unspecified.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

*Parameters*

**offset**—The offset in bytes from the beginning of the raw memory area at which to start loading.

**ints**—The array into which the integers read from the raw memory are placed.

**low**—The offset which is the starting point in the given array for the loaded items to be placed.

**number**—The number of integers to load.

*Throws*

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when an integer falls in an invalid address range. This is checked at every entry in the array to allow for the possibility that the memory area could be unmapped or remapped. The **int** array could, therefore, be partially updated when the raw memory is unmapped or remapped mid-method.

**ArrayIndexOutOfBoundsException**—when **low** is less than 0 or greater than `bytes.length - 1`, or when `low + number` is greater than or equal to `bytes.length`.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

See [Section RawMemoryAccess.map\(long,long\)](#)

## **getLong(long)**

*Signature*

```
public long  
getLong(long offset)
```

*Description*

Gets the **long** at the given offset in the memory area associated with this object.

The load is not required to be atomic even it is located on a natural boundary.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

*Parameters*

**offset**—The offset in bytes from the beginning of the raw memory area from which to load the long.



*Throws*

**OffsetOutOfBoundsException**—when the offset is invalid.

**SizeOutOfBoundsException**—when the object is not mapped, or when the long falls in an invalid address range.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

*Returns*

the long from raw memory.

**getLongs(long, long, int, int)***Signature*

```
public void
getLongs(long offset,
         long[] longs,
         int low,
         int number)
```

*Description*

Gets **number** longs starting at the given offset in the memory area associated with this object and assign them to the **longs** array passed starting at position **low**.

The loads are not required to be atomic even when they are located on natural boundaries.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

*Parameters*

**offset**—The offset in bytes from the beginning of the raw memory area at which to start loading.

**longs**—The array into which the loaded items are placed.

**low**—The offset which is the starting point in the given array for the loaded items to be placed.

**number**—The number of longs to load.

*Throws*

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException**

somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when a long falls in an invalid address range. This is checked at every entry in the array to allow for the possibility that the memory area could be unmapped or remapped. The `long` array could, therefore, be partially updated when the raw memory is unmapped or remapped mid-method.

**ArrayIndexOutOfBoundsException**—when `low` is less than 0 or greater than `bytes.length - 1`, or when `low + number` is greater than or equal to `bytes.length`.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

See Section [RawMemoryAccess.map\(long,long\)](#)

## **getMappedAddress**

### *Signature*

```
public long  
getMappedAddress()
```

### *Description*

Gets the virtual memory location at which the memory region is mapped.

### *Throws*

**IllegalStateException**—when the raw memory object is not in the mapped state.

### *Returns*

the virtual address to which `this` is mapped, for reference purposes. When virtual memory is not supported, this is the same as the physical base address.

## **getShort(long)**

### *Signature*

```
public short  
getShort(long offset)
```

### *Description*

Gets the **short** at the given offset in the memory area associated with this object. When the short is aligned on a natural boundary it is always loaded from memory in a single atomic operation. When it is not on a natural boundary it may not be loaded atomically, and the number and order of the load operations is unspecified.

Caching of the memory access is controlled by the memory **type** requested when the `RawMemoryAccess` instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

#### Parameters

**offset**—The offset in bytes from the beginning of the raw memory area from which to load the short.

#### Throws

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when the short falls in an invalid address range.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

#### Returns

the short loaded from raw memory.

See Section [RawMemoryAccess.map\(long,long\)](#)

## getShorts(long, short, int, int)

#### Signature

```
public void
getShorts(long offset,
          short[] shorts,
          int low,
          int number)
```

#### Description

Gets **number** shorts starting at the given offset in the memory area associated with this object and assign them to the **short** array passed starting at position **low**.

When the shorts are located on natural boundaries each short is loaded from memory in a single atomic operation. Groups of shorts may be loaded together, but this is unspecified.

When the shorts are not located on natural boundaries the load may not be atomic, and the number and order of load operations is unspecified.

Caching of the memory access is controlled by the memory `type` requested when the `RawMemoryAccess` instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

#### *Parameters*

`offset`—The offset in bytes from the beginning of the raw memory area from which to start loading.

`shorts`—The array into which the loaded items are placed.

`low`—The offset which is the starting point in the given array for the loaded shorts to be placed.

`number`—The number of shorts to load.

#### *Throws*

`OffsetOutOfBoundsException`—when the offset is negative or greater than the size of the raw memory area. The role of the `SizeOutOfBoundsException` somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

`SizeOutOfBoundsException`—when the object is not mapped, or when a short falls in an invalid address range. This is checked at every entry in the array to allow for the possibility that the memory area could be unmapped or remapped. The `short` array could, therefore, be partially updated when the raw memory is unmapped or remapped mid-method.

`ArrayIndexOutOfBoundsException`—when `low` is less than 0 or greater than `bytes.length - 1`, or when `low + number` is greater than or equal to `bytes.length`.

`RealtimeSecurityException`—when this access is not permitted by the security manager.

See Section `RawMemoryAccess.map(long,long)`

## **map**

#### *Signature*

```
public long  
map()
```

### *Description*

Maps the physical memory range into virtual memory. No-op when the system doesn't support virtual memory.

The run time environment is allowed to choose the virtual address where the raw memory area corresponding to this object will be mapped. The attributes of the mapping operation are controlled by the `VMFlags` and `VMAttributes` of the `PhysicalMemoryTypeFilter` objects that matched this object's `type` parameter. (See `PhysicalMemoryTypeFilter.getVMAttributes` and `PhysicalMemoryTypeFilter.getVMFlags`.)

When the object is already mapped into virtual memory, this method does not change anything.

### *Throws*

`OutOfMemoryError`—when there is insufficient free virtual address space to map the object.

### *Returns*

the starting point of the virtual memory range.

## **map(long)**

### *Signature*

```
public long  
map(long base)
```

### *Description*

Maps the physical memory range into virtual memory at the specified location. No-op when the system doesn't support virtual memory.

The attributes of the mapping operation are controlled by the `VMFlags` and `VMAttributes` of the `PhysicalMemoryTypeFilter` objects that matched this object's `type` parameter. (See `PhysicalMemoryTypeFilter.getVMAttributes` and `PhysicalMemoryTypeFilter.getVMFlags`.)

When the object is already mapped into virtual memory at a different address, this method remaps it to `base`.

When a remap is requested while another schedulable is accessing the raw memory, the map will block until one load or store completes. It can interrupt an array operation between entries.

*Parameters*

**base**—The location to map at the virtual memory space.

*Throws*

**OutOfMemoryError**—when there is insufficient free virtual memory at the specified address.

**IllegalArgumentException**—when **base** is not a legal value for a virtual address, or the memory-mapping hardware cannot place the physical memory at the designated address.

*Returns*

the starting point of the virtual memory.

**map(long, long)***Signature*

```
public long  
map(long base,  
     long size)
```

*Description*

Maps the physical memory range into virtual memory. No-op when the system doesn't support virtual memory.

The attributes of the mapping operation are controlled by the `VMFlags` and `VMAttributes` of the `PhysicalMemoryTypeFilter` objects that matched this object's `type` parameter. (See `PhysicalMemoryTypeFilter.getVMAttributes` and `PhysicalMemoryTypeFilter.getVMFlags`.)

When the object is already mapped into virtual memory at a different address, this method remaps it to `base`.

When a remap is requested while another schedulable is accessing the raw memory, the map will block until one load or store completes. It can interrupt an array operation between entries.

*Parameters*

**base**—The location to map at the virtual memory space.

**size**—The size of the block to map in. When the size of the raw memory area is greater than `size`, the object is unchanged but accesses beyond the mapped region will throw `SizeOutOfBoundsException`. When the size of the raw memory area is smaller than the mapped region, access to the raw memory will behave as if the mapped region matched the raw memory area, but additional virtual address space will be consumed after the end of the raw memory area.

*Throws*

**IllegalArgumentException**—when `size` is not greater than zero, `base` is not a legal value for a virtual address, or the memory-mapping hardware cannot place the physical memory at the designated address.

*Returns*

the starting point of the virtual memory.

## setByte(long, byte)

*Signature*

```
public void
  setByte(long offset,
          byte value)
```

*Description*

Sets the `byte` at the given offset in the memory area associated with this object.

This memory access may involve a load and a store, and it may have unspecified effects on surrounding bytes in the presence of concurrent access.

Caching of the memory access is controlled by the memory `type` requested when the `RawMemoryAccess` instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

*Parameters*

`offset`—The offset in bytes from the beginning of the raw memory area to which to write the byte.

`value`—The byte to write.

*Throws*

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when the byte falls in an invalid address range.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

See Section [RawMemoryAccess.map\(long,long\)](#)

## setBytes(long, byte, int, int)

### Signature

```
public void
setBytes(long offset,
         byte[] bytes,
         int low,
         int number)
```

### Description

Sets **number** bytes starting at the given offset in the memory area associated with this object from the **byte** array passed starting at position **low**.

This memory access may involve multiple load and a store operations, and it may have unspecified effects on surrounding bytes (even bytes in the range being stored) in the presence of concurrent access.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

### Parameters

**offset**—The offset in bytes from the beginning of the raw memory area to which to start writing.

**bytes**—The array from which the items are obtained.

**low**—The offset which is the starting point in the given array for the items to be obtained.

**number**—The number of items to write.

### Throws

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when a byte falls in an invalid address range. This is checked at every entry in the array to allow for the possibility that the memory area could be unmapped or remapped. The store of the array into memory could, therefore, be only partially complete when the raw memory is unmapped or remapped mid-method.

**ArrayIndexOutOfBoundsException**—when **low** is less than 0 or greater than **bytes.length - 1**, or when **low + number** is greater than or equal to **bytes**.



length.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

See Section [RawMemoryAccess.map\(long,long\)](#)

## setInt(long, int)

### Signature

```
public void
setInt(long offset,
       int value)
```

### Description

Sets the `int` at the given offset in the memory area associated with this object. On most processor architectures an aligned integer can be stored in an atomic operation, but this is not required.

This memory access may involve multiple load and a store operations, and it may have unspecified effects on surrounding bytes (even bytes in the range being stored) in the presence of concurrent access.

Caching of the memory access is controlled by the memory `type` requested when the `RawMemoryAccess` instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

### Parameters

`offset`—The offset in bytes from the beginning of the raw memory area at which to write the integer.

`value`—The integer to write.

### Throws

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when the integer falls in an invalid address range.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

See [Section RawMemoryAccess.map\(long,long\)](#)

## setInts(long, int, int, int)

### Signature

```
public void
  setInts(long offset,
          int[] ints,
          int low,
          int number)
```

### Description

Sets **number** ints starting at the given offset in the memory area associated with this object from the **int** array passed starting at position **low**. On most processor architectures each aligned integer can be stored in an atomic operation, but this is not required.

This memory access may involve multiple load and a store operations, and it may have unspecified effects on surrounding bytes (even bytes in the range being stored) in the presence of concurrent access.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

### Parameters

**offset**—The offset in bytes from the beginning of the raw memory area at which to start writing.

**ints**—The array from which the items are obtained.

**low**—The offset which is the starting point in the given array for the items to be obtained.

**number**—The number of items to write.

### Throws

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when an integer falls in an invalid address range. This is checked at every entry in the array to

allow for the possibility that the memory area could be unmapped or remapped. The store of the array into memory could, therefore, be only partially complete when the raw memory is unmapped or remapped mid-method.

**ArrayIndexOutOfBoundsException**—when `low` is less than 0 or greater than `bytes.length - 1`, or when `low + number` is greater than or equal to `bytes.length`.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

See Section [RawMemoryAccess.map\(long,long\)](#)

## setLong(long, long)

### Signature

```
public void
    setLong(long offset,
            long value)
```

### Description

Sets the `long` at the given offset in the memory area associated with this object. Even when it is aligned, the `long` value may not be updated atomically. It is unspecified how many load and store operations will be used or in what order.

This memory access may involve multiple load and a store operations, and it may have unspecified effects on surrounding bytes (even bytes in the range being stored) in the presence of concurrent access.

Caching of the memory access is controlled by the memory `type` requested when the `RawMemoryAccess` instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

### Parameters

**offset**—The offset in bytes from the beginning of the raw memory area at which to write the `long`.

**value**—The `long` to write.

### Throws

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when the long falls in an invalid address range.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

See Section [RawMemoryAccess.map\(long,long\)](#)

## setLongs(long, long, int, int)

### Signature

```
public void
setLongs(long offset,
         long[] longs,
         int low,
         int number)
```

### Description

Sets **number** longs starting at the given offset in the memory area associated with this object from the **long** array passed starting at position **low**. Even when they are aligned, the long values may not be updated atomically. It is unspecified how many load and store operations will be used or in what order.

This memory access may involve multiple load and a store operations, and it may have unspecified effects on surrounding bytes (even bytes in the range being stored) in the presence of concurrent access.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

### Parameters

**offset**—The offset in bytes from the beginning of the raw memory area at which to start writing.

**longs**—The array from which the items are obtained.

**low**—The offset which is the starting point in the given array for the items to be obtained.

**number**—The number of items to write.

### Throws

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException**

somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when a long falls in an invalid address range. This is checked at every entry in the array to allow for the possibility that the memory area could be unmapped or remapped. The store of the array into memory could, therefore, be only partially complete when the raw memory is unmapped or remapped mid-method.

**ArrayIndexOutOfBoundsException**—when `low` is less than 0 or greater than `bytes.length - 1`, or when `low + number` is greater than or equal to `bytes.length`.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

See Section [RawMemoryAccess.map\(long,long\)](#)

## setShort(long, short)

### Signature

```
public void
    setShort(long offset,
             short value)
```

### Description

Sets the `short` at the given offset in the memory area associated with this object.

This memory access may involve a load and a store, and it may have unspecified effects on surrounding shorts in the presence of concurrent access.

Caching of the memory access is controlled by the memory `type` requested when the `RawMemoryAccess` instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

### Parameters

**offset**—The offset in bytes from the beginning of the raw memory area at which to write the short.

**value**—The short to write.

### Throws

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException**

somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when the short falls in an invalid address range.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

See Section [RawMemoryAccess.map\(long,long\)](#)

## setShorts(long, short, int, int)

### Signature

```
public void
setShorts(long offset,
          short[] shorts,
          int low,
          int number)
```

### Description

Sets **number** shorts starting at the given offset in the memory area associated with this object from the **short** array passed starting at position **low**.

Each write of a short value may involve a load and a store, and it may have unspecified effects on surrounding shorts in the presence of concurrent access - even on other shorts in the array.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

### Parameters

**offset**—The offset in bytes from the beginning of the raw memory area at which to start writing.

**shorts**—The array from which the items are obtained.

**low**—The offset which is the starting point in the given array for the items to be obtained.

**number**—The number of items to write.

### Throws

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException**

somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

**SizeOutOfBoundsException**—when the object is not mapped, or when a short falls in an invalid address range. This is checked at every entry in the array to allow for the possibility that the memory area could be unmapped or remapped. The store of the array into memory could, therefore, be only partially complete when the raw memory is unmapped or remapped mid-method.

**ArrayIndexOutOfBoundsException**—when `low` is less than 0 or greater than `bytes.length - 1`, or when `low + number` is greater than or equal to `bytes.length`.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

See Section [RawMemoryAccess.map\(long,long\)](#)

## unmap

### Signature

```
public void
unmap()
```

### Description

Unmaps the physical memory range from virtual memory. This changes the raw memory from the mapped state to the unmapped state. When the platform supports virtual memory, this operation frees the virtual addresses used for the raw memory region.

When the object is already in the unmapped state, this method has no effect.

While a raw memory object is unmapped all attempts to set or get values in the raw memory will throw **SizeOutOfBoundsException**.

An unmapped raw memory object can be returned to mapped state with any of the object's `map` methods.

When an `unmap` is requested while another schedulable is accessing the raw memory, the `unmap` will throw an **IllegalStateException**. The `unmap` method can interrupt an array operation between entries.

### B.2.2.27 RawMemoryFloatAccess

---

```
public class RawMemoryFloatAccess
```

*Inheritance*

```
java.lang.Object
  RawMemoryAccess
    RawMemoryFloatAccess
```

*Description*

This class holds the accessor methods for accessing a raw memory area by float and double types. Implementations are required to implement this class when and only when the underlying Java Virtual Machine supports floating point data types.

See [RawMemoryAccess](#) for commentary on changes in the preferred use of this class following RTSJ 2.0.

By default, the byte addressed by `offset` is the byte at the lowest address of the floating point processor's floating point representation. When the type of memory used for this `RawMemoryFloatAccess` region implements a non-standard floating point format, accessor methods in this class continue to select bytes starting at `offset` from the base address and continuing toward greater addresses. The memory type may control the mapping of these bytes into the primitive data type. The memory type could even select bytes that are not contiguous. In each case the documentation for the `PhysicalMemoryTypeFilter` must document any mapping other than the "normal" one specified above.

All offset values used in this class are measured in bytes.

Atomic loads and stores on raw memory are defined in terms of physical memory. This memory may be accessible to threads outside the JVM and to non-programmed access, e.g., DMA, consequently atomic access must be supported by hardware. This specification is written with the assumption that all suitable hardware platforms support atomic loads for aligned floats. Atomic access beyond the specified minimum may be supported by the implementation.

Storing values into raw memory is more hardware-dependent than loading values. Many processor architectures do not support atomic stores of variables except for aligned stores of the processor's word size.

This class supports unaligned access to data, but it does not require the implementation to make such access atomic. Accesses to data aligned on its natural boundary will be atomic when the processor implements atomic loads and stores of that data size.

Except where noted, accesses to raw memory are not atomic with respect to the memory or with respect to threads. A raw memory area could be updated by another thread, or even unmapped in the middle of a method.

The characteristics of raw-memory access are necessarily platform dependent. This specification provides a minimum requirement for the RTSJ platform, but it also supports optional system properties that identify a platform's level of support



for atomic raw put and get. (See [RawMemoryAccess](#).) The properties represent a four-dimensional sparse array with boolean values, indicating whether that combination of access attributes is atomic. The default value for array entries is false.

Many of the constructors and methods in this class throw [OffsetOutOfBoundsException](#). This exception means that the value given in the offset parameter is either negative or outside the memory area.

Many of the constructors and methods in this class throw [SizeOutOfBoundsException](#). This exception means that the value given in the size parameter is either negative, larger than an allowable range, or would cause an accessor method to access an address outside of the memory area.

**Deprecated** as of RTSJ 2.0. Use [javax.realtime.device.RawMemory](#).

### B.2.2.27.1 Constructors

---

## RawMemoryFloatAccess(Object, long, long)

### Signature

```
public
RawMemoryFloatAccess(Object type,
                      long base,
                      long size)
```

### Description

Constructs an instance of `RawMemoryFloatAccess` with the given parameters, and sets the object to the mapped state. When the platform supports virtual memory, maps the raw memory into virtual memory.

The run time environment is allowed to choose the virtual address where the raw memory area corresponding to this object will be mapped. The attributes of the mapping operation are controlled by the `vMFlags` and `vMAttributes` of the `PhysicalMemoryTypeFilter` objects that matched this object's `type` parameter. (See [PhysicalMemoryTypeFilter.getVMAttributes](#) and [PhysicalMemoryTypeFilter.getVMFlags](#).)

### Parameters

**type**—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*, for defining the base address and controlling the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**base**—The physical memory address of the region.

**size**—The size of the area in bytes.

*Throws*

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory, the specified range of addresses, or the given type of memory.

**OffsetOutOfBoundsException**—when the address is invalid.

**SizeOutOfBoundsException**—when the size is negative or extends into an invalid range of memory.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching **PhysicalMemoryTypeFilter** has been registered with the **PhysicalMemoryManager**.

**MemoryTypeConflictException**—when the specified base does not point to memory that matches the request type, or when **type** specifies incompatible memory attributes.

**OutOfMemoryError**—when the requested type of memory exists, but there is not enough of it free to satisfy the request.

## RawMemoryFloatAccess(Object, long)

*Signature*

```
public
RawMemoryFloatAccess(Object type,
                      long size)
```

*Description*

Constructs an instance of `RawMemoryFloatAccess` with the given parameters, and sets the object to the mapped state. When the platform supports virtual memory, maps the raw memory into virtual memory.

The run time environment is allowed to choose the virtual address where the raw memory area corresponding to this object will be mapped. The attributes of the mapping operation are controlled by the `vmFlags` and `vmAt-`

tributes of the `PhysicalMemoryTypeFilter` objects that matched this object's `type` parameter. (See `PhysicalMemoryTypeFilter.getVMAttributes` and `PhysicalMemoryTypeFilter.getVMFlags`.)

#### Parameters

`type`—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*), for defining the base address and controlling the mapping. When the required memory has more than one attribute, `type` may be an array of objects. When `type` is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that `type` values are compared by reference (`==`), not by value (`equals`).

`size`—The size of the area in bytes.

#### Throws

`RealtimeSecurityException`—when the application doesn't have permissions to access physical memory, the specified range of addresses, or the given type of memory.

`SizeOutOfBoundsException`—when the size is negative or extends into an invalid range of memory.

`UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

`MemoryTypeConflictException`—when the specified base does not point to memory that matches the request type, or when `type` specifies incompatible memory attributes.

`OutOfMemoryError`—when the requested type of memory exists, but there is not enough of it free to satisfy the request.

### B.2.2.27.2 Methods

---

#### `getDouble(long)`

##### Signature

```
public double  
getDouble(long offset)
```

##### Description

Gets the `double` at the given offset in the memory area associated with this object.

The load is not required to be atomic even it is located on a natural boundary.

Caching of the memory access is controlled by the memory **type** requested when the `RawMemoryAccess` instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

#### *Parameters*

**offset**—The offset in bytes from the beginning of the raw memory area from which to load the double.

#### *Throws*

`OffsetOutOfBoundsException`—when the offset is invalid.

`SizeOutOfBoundsException`—when the object is not mapped, or when the double falls in an invalid address range.

`RealtimeSecurityException`—when this access is not permitted by the security manager.

#### *Returns*

the double from raw memory.

## **getDoubles(long, double, int, int)**

#### *Signature*

```
public void
getDoubles(long offset,
           double[] doubles,
           int low,
           int number)
```

#### *Description*

Gets **number** doubles starting at the given offset in the memory area associated with this object and assigns them to the **double** array passed starting at position **low**.

The loads are not required to be atomic even when they are located on natural boundaries.

Caching of the memory access is controlled by the memory **type** requested when the `RawMemoryAccess` instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

*Parameters*

- offset**—The offset in bytes from the beginning of the raw memory area at which to start loading.
- doubles**—The array into which the loaded items are placed.
- low**—The offset which is the starting point in the given array for the loaded items to be placed.
- number**—The number of doubles to load.

*Throws*

- OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area. (See **RawMemoryAccess.map(long, long)** ).
- SizeOutOfBoundsException**—when the object is not mapped, or when a double falls in an invalid address range. This is checked at every entry in the array to allow for the possibility that the memory area could be unmapped or remapped. The **double** array could, therefore, be partially updated when the raw memory is unmapped or remapped mid-method.
- ArrayIndexOutOfBoundsException**—when **low** is less than 0 or greater than **bytes.length - 1**, or when **low + number** is greater than or equal to **bytes.length**.
- RealtimeSecurityException**—when this access is not permitted by the security manager.

**getFloat(long)***Signature*

```
public float  
getFloat(long offset)
```

*Description*

Gets the **float** at the given offset in the memory area associated with this object. When the float is aligned on a "natural" boundary it is always loaded from memory in a single atomic operation. When it is not on a natural boundary it may not be loaded atomically, and the number and order of the load operations is unspecified.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

*Parameters*

**offset**—The offset in bytes from the beginning of the raw memory area from which to load the float.

*Throws*

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area. (See **RawMemoryAccess.map(long, long)** ).

**SizeOutOfBoundsException**—when the object is not mapped, or when the float falls in an invalid address range.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

*Returns*

the float from raw memory.

**getFloats(long, float, int, int)***Signature*

```
public void
getFloats(long offset,
          float[] floats,
          int low,
          int number)
```

*Description*

Gets **number** floats starting at the given offset in the memory area associated with this object and assign them to the **floats** array passed starting at position **low**.

When the floats are aligned on natural boundaries each float is loaded from memory in a single atomic operation. Groups of floats may be loaded together, but this is unspecified.

When the floats are not aligned on natural boundaries they may not be loaded atomically and the number and order of load operations is unspecified.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

*Parameters*

**offset**—The offset in bytes from the beginning of the raw memory area at which to start loading.

**floats**—The array into which the floats loaded from the raw memory are placed.

**low**—The offset which is the starting point in the given array for the loaded items to be placed.

**number**—The number of floats to load.

#### *Throws*

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area. (See **RawMemoryAccess.map(long, long)** ).

**SizeOutOfBoundsException**—when the object is not mapped, or when a float falls in an invalid address range. This is checked at every entry in the array to allow for the possibility that the memory area could be unmapped or remapped. The float array could, therefore, be partially updated when the raw memory is unmapped or remapped mid-method.

**ArrayIndexOutOfBoundsException**—when **low** is less than 0 or greater than **bytes.length - 1**, or when **low + number** is greater than or equal to **bytes.length**.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

## **setDouble(long, double)**

#### *Signature*

```
public void
setDouble(long offset,
          double value)
```

#### *Description*

Sets the **double** at the given offset in the memory area associated with this object. Even when it is aligned, the double value may not be updated atomically. It is unspecified how many load and store operations will be used or in what order.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

#### *Parameters*

**offset**—The offset in bytes from the beginning of the raw memory area at which to write the double.

**value**—The double to write.

*Throws*

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area. (See **RawMemoryAccess.map(long, long)** ).

**SizeOutOfBoundsException**—when the object is not mapped, or when the double falls in an invalid address range.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

## **setDoubles(long, double, int, int)**

*Signature*

```
public void
setDoubles(long offset,
           double[] doubles,
           int low,
           int number)
```

*Description*

Sets **number** doubles starting at the given offset in the memory area associated with this object from the **doubles** array passed starting at position **low**. Even when they are aligned, the double values may not be updated atomically. It is unspecified how many load and store operations will be used or in what order.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

*Parameters*

**offset**—The offset in bytes from the beginning of the raw memory area at which to start writing.

**doubles**—The array from which the items are obtained.

**low**—The offset which is the starting point in the given array for the items to be obtained.



**number**—The number of items to write.

*Throws*

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area. (See **RawMemoryAccess.map(long, long)** ).

**SizeOutOfBoundsException**—when the object is not mapped, or when a double falls in an invalid address range. This is checked at every entry in the array to allow for the possibility that the memory area could be unmapped or remapped. The **doubles** array could, therefore, be partially updated when the raw memory is unmapped or remapped mid-method.

**ArrayIndexOutOfBoundsException**—when **low** is less than 0 or greater than **bytes.length - 1**, or when **low + number** is greater than or equal to **bytes.length**.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

## setFloat(long, float)

*Signature*

```
public void
    setFloat(long offset,
             float value)
```

*Description*

Sets the **float** at the given offset in the memory area associated with this object. On most processor architectures an aligned float can be stored in an atomic operation, but this is not required.

Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

*Parameters*

**offset**—The offset in bytes from the beginning of the raw memory area at which to write the float.

**value**—The float to write.

*Throws*

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area. (See **RawMemoryAccess.map(long, long)** ).

**SizeOutOfBoundsException**—when the object is not mapped, or when the float falls in an invalid address range.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

## setFloats(long, float, int, int)

### Signature

```
public void
setFloats(long offset,
          float[] floats,
          int low,
          int number)
```

### Description

Sets **number** floats starting at the given offset in the memory area associated with this object from the **float** array passed starting at position **low**. On most processor architectures each aligned float can be stored in an atomic operation, but this is not required. Caching of the memory access is controlled by the memory **type** requested when the **RawMemoryAccess** instance was created. When the memory is not cached, this method guarantees serialized access (that is, the memory access at the memory occurs in the same order as in the program. Multiple writes to the same location may not be coalesced.)

### Parameters

**offset**—The offset in bytes from the beginning of the raw memory area at which to start writing.

**floats**—The array from which the items are obtained.

**low**—The offset which is the starting point in the given array for the items to be obtained.

**number**—The number of floats to write.

### Throws

**OffsetOutOfBoundsException**—when the offset is negative or greater than the size of the raw memory area. The role of the **SizeOutOfBoundsException** somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area. (See **RawMemoryAccess.map(long, long)** ).

**SizeOutOfBoundsException**—when the object is not mapped, or when a float falls in an invalid address range. This is checked at every entry in the array to allow for the possibility that the memory area could be unmapped or remapped. The store of the array into memory could, therefore, be only partially complete when the raw memory is unmapped or remapped mid-method.

**ArrayIndexOutOfBoundsException**—when `low` is less than 0 or greater than `bytes.length - 1`, or when `low + number` is greater than or equal to `bytes.length`.

**RealtimeSecurityException**—when this access is not permitted by the security manager.

### B.2.2.28 RealtimeSecurity

---

public class RealtimeSecurity

#### *Inheritance*

java.lang.Object  
RealtimeSecurity

#### *Description*

Security policy object for realtime specific issues. Primarily used to control access to physical memory.

Security requirements are generally application-specific. Every implementation shall have a default **RealtimeSecurity** instance, and a way to install a replacement at run-time, **RealtimeSystem.setSecurityManager**. The default security is minimal. All security managers should prevent access to JVM internal data and the Java heap; additional protection is implementation-specific and must be documented.

**Deprecated** since RTSJ 2.0

#### B.2.2.28.1 Constructors

---

## RealtimeSecurity

#### *Signature*

```
public  
RealtimeSecurity()
```

*Description*

Create an `RealtimeSecurity` object.

**B.2.2.28.2 Methods**

---

**checkAccessPhysical***Signature*

```
public void  
checkAccessPhysical()  
throws RealtimeSecurityException
```

*Description*

Check whether the application is allowed to access physical memory.

*Throws*

`RealtimeSecurityException`—The application doesn't have permission to access physical memory.

**checkAccessPhysicalRange(long, long)***Signature*

```
public void  
checkAccessPhysicalRange(long base,  
                           long size)  
throws RealtimeSecurityException
```

*Description*

Checks whether the application is allowed to access physical memory within the specified range.

*Parameters*

**base**—The beginning of the address range.  
**size**—The size of the address range.

*Throws*

**RealtimeSecurityException**—The application doesn't have permission to access the memory in the given range.

## checkSetFilter

*Signature*

```
public void  
checkSetFilter()  
throws RealtimeSecurityException
```

*Description*

Checks whether the application is allowed to register **PhysicalMemoryTypeFilter** objects with the **PhysicalMemoryManager**.

*Throws*

**RealtimeSecurityException**—The application doesn't have permission to register filter objects.

## checkSetMonitorControl(MonitorControl)

*Signature*

```
public void  
checkSetMonitorControl(MonitorControl policy)  
throws RealtimeSecurityException
```

*Description*

Checks whether the application is allowed to set the default monitor control policy.

*Parameters*

**policy**—The new policy

*Throws*

**RealtimeSecurityException**—when the application doesn't have permission to change the default monitor control policy to **policy**.

**Available since** RTSJ 1.0.1

## checkAEHSetDaemon

### Signature

```
public void  
checkAEHSetDaemon()  
throws RealtimeSecurityException
```

### Description

Checks whether the application is allowed to set the daemon status of an AEH.

### Throws

[RealtimeSecurityException](#)—when the application is not permitted to alter the daemon status.

Available since RTSJ 1.0.1

## checkSetScheduler

### Signature

```
public void  
checkSetScheduler()  
throws RealtimeSecurityException
```

### Description

Checks whether the application is allowed to set the scheduler.

### Throws

[RealtimeSecurityException](#)—The application doesn't have permission to set the scheduler.

### B.2.2.29 *RealtimeSystem*

---

public class RealtimeSystem

The following elements of RealtimeSystem are deprecated. The required elements are documented in Section [15.2.2.5](#) above.

#### B.2.2.29.1 Methods

---

## getSecurityManager

### Signature

```
public static javax.realtime.RealtimeSecurity  
getSecurityManager()
```

### Description

Gets a reference to the security manager used to control access to realtime system features such as access to physical memory.

### Returns

a [RealtimeSecurity](#) object representing the default realtime security manager.

**Deprecated** since RTSJ 2.0

### B.2.2.30 *RealtimeThread*

---

```
public class RealtimeThread
```

The following elements of `RealtimeThread` are deprecated. The required elements are documented in Section [5.3.2.2](#) above.

#### B.2.2.30.1 Constructors

---

### **RealtimeThread(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ProcessingGroupParameters, Runnable)**

### Signature

```
public  
RealtimeThread(SchedulingParameters scheduling,  
                ReleaseParameters release,  
                MemoryParameters memory,  
                MemoryArea area,  
                ProcessingGroupParameters group,  
                Runnable logic)
```

*Description*

Creates a realtime thread with the given characteristics and a Runnable. This is equivalent to `RealtimeThread(scheduling, release, memory, area, null, group, null, null, logic)`.

**Deprecated** since RTSJ 2.0

**B.2.2.30.2 Methods**

---

**getInitialMemoryAreaIndex***Signature*

```
public static int
getInitialMemoryAreaIndex()
throws IllegalRealtimeStateException,
        ClassCastException
```

*Description*

Gets the position of the initial memory area for the current **Schedulable** in the memory area stack. Memory area stacks may include inherited stacks from parent threads. The initial memory area of a **RealtimeThread** or an **AsyncBaseEventHandler** is the memory area specified in its constructor. The index of the initial memory area in the initial memory area stack is a fixed property of a **Schedulable**.

*Throws*

**IllegalRealtimeStateException**—when the memory area stack of the current **Schedulable** has changed from its initial configuration and the memory area at the originally specified initial memory area index is not the initial memory area, thus the index is invalid.

This can only happen when the application uses the alternate memory module and the initial memory area is a scoped memory area. The following is an example of an event handler that will throw this exception when its initial memory area is a scoped memory area.

```
public void handleAsyncEvent()
{
```



```
MemoryArea current = RealtimeThread.getCurrentMemoryArea();
if (current instanceof ScopedMemory)
{
    MemoryArea parent =
        ((ScopedMemory) current).getParent();
    parent.executeInArea(() ->
    {
        ScopedMemory scope = new LTMemory(1000);
        scope.enter(() ->
        {
            System.out.println("Initial Memory Area Index = " +
                RealtimeThread.getInitialMemoryAreaIndex());
        });
    });
}
}
```

**ClassCastException**—when the current execution context is not an instance of **Schedulable**. An exception will be thrown on line 12, where the first opening bracket is line one, of the handler above.

*Returns*

the index into the initial memory area stack of the initial memory area of the current **Schedulable**.

**Deprecated** as of RTSJ 2.0.

## getMemoryAreaStackDepth

*Signature*

```
public static int
getMemoryAreaStackDepth()
throws ClassCastException
```

*Description*

Gets the size of the memory area stack of **MemoryArea** instances to which the current schedulable has access. For a realtime thread started with immortal or heap as its explicit initial memory area, the initial size is one. The current

memory area (`getCurrentMemoryArea()`) is found at memory area stack index of `getMemoryAreaStackDepth() - 1`.

*Throws*

`ClassCastException`—when the current execution context is not an instance of `Schedulable`.

*Returns*

the size of the stack of `MemoryArea` instances.

**Deprecated** as of RTSJ 2.0

## `getOuterMemoryArea(int)`

*Signature*

```
public static javax.realtime.MemoryArea
getOuterMemoryArea(int index)
throws ClassCastException,
        MemoryAccessError
```

*Description*

Gets the instance of `MemoryArea` in the memory area stack at the index given. When the given index does not exist in the memory area stack, then `null` is returned. For a thread started with `immortal` or `heap` as its explicit initial memory area, the index of that area is zero. The current memory area (`getCurrentMemoryArea()`) is found at memory area stack index `getMemoryAreaStackDepth() - 1`, so `getCurrentMemoryArea() == getOuterMemoryArea(getMemoryAreaStackDepth() - 1)`.

Note that accessing the stack should have a maximum complexity of  $O(n)$ , where  $n$  is the stack depth. This means the memory stack need not be backed by an array.

*Parameters*

`index`—The offset into the memory area stack.

*Throws*

`ClassCastException`—when the current execution context is not an instance of `Schedulable`.

`MemoryAccessError`—when the memory area is allocated in heap memory and the caller is a schedulable that may not use the heap.

*Returns*

the instance of `MemoryArea` at index or null when the given index does not correspond to a position in the stack.

## `sleep(Clock, HighResolutionTime)`

### *Signature*

```
public static void
sleep(Clock clock,
      HighResolutionTime<?> time)
throws InterruptedException,
      ClassCastException,
      UnsupportedOperationException,
      IllegalRealtimeArgumentException
```

### *Description*

A sleep method that is controlled by a generalized clock. Since the time is expressed as a `HighResolutionTime`, this method is an accurate timer with nanosecond granularity. The actual resolution available for the clock and even the quantity it measures depends on `clock` associated with `time`. The time base is the given `Clock` associated with `time`. The sleep time may be relative or absolute. When relative, then the calling thread is blocked for the amount of time given by `time`, and measured by `clock`. When absolute, then the calling thread is blocked until the indicated value is reached by `clock`. When the given absolute time is less than or equal to the current value of `clock`, the call to sleep returns immediately.

Calling `sleep` is permissible when control is in an `AsyncEventHandler`. The method causes the handler to sleep.

This method must not throw `IllegalAssignmentError`. It must tolerate `time` instances that may not be stored in `this`.

### *Parameters*

`clock`—The instance of `Clock` used as the base. When `clock` is null the realtime clock (see `Clock.getRealtimeClock`) is used. When `time` uses a time-base other than `clock`, `time` is reassociated with `clock` for purposes of this method.

`time`—The amount of time to sleep or the point in time at which to awaken.

### *Throws*

`InterruptedException`—when the thread is interrupted by `interrupt()` or `AsynchronouslyInterruptedException.fire()` during the time between calling this method and returning from it.

`ClassCastException`—when the current execution context is not an instance of `Schedulable`.

`UnsupportedRealtimeOperationException`—when the sleep operation is not supported by `clock`.

`IllegalRealtimeArgumentException`—when `time` is `null`, or when `time` is a relative time less than zero.

**Deprecated** in RTSJ 2.0

## `waitForNextPeriod`

### *Signature*

```
public static boolean
waitForNextPeriod()
throws ClassCastException,
        IllegalThreadStateException
```

### *Description*

Causes the current realtime thread to delay until the beginning of the next period. Used by threads that have a reference to a `ReleaseParameters` type of `PeriodicParameters` to block until the start of each period. The first period starts when `this` thread is first released. Each time it is called this method will block until the start of the next period unless the thread is in a deadline miss condition. In that case the operation of `waitForNextPeriod()` is controlled by this thread's scheduler. (See `PriorityScheduler`.)

### *Throws*

`IllegalThreadStateException`—when `this` does not have a reference to a `ReleaseParameters` type of `PeriodicParameters`.

`ClassCastException`—when the current thread is not an instance of `RealtimeThread`.

### *Returns*

either `false` when the thread is in a deadline miss condition or `true` otherwise. When a deadline miss condition occurs is defined by its thread's scheduler.

**Available since** RTSJ 1.0.1 Changed from an instance method to a static method.

**Deprecated** RTSJ 2.0 Replaced by `waitForNextRelease()`

## waitForNextPeriodInterruptible

### Signature

```
public static boolean
waitForNextPeriodInterruptible()
throws InterruptedException,
    ClassCastException,
    IllegalThreadStateException
```

### Description

The `waitForNextPeriodInterruptible()` method is a duplicate of `waitForNextPeriod()` except that `waitForNextPeriodInterruptible()` is able to throw `InterruptedException`.

Used by threads that have a reference to a `ReleaseParameters` type of `PeriodicParameters` to block until the start of each period. The first period starts when `this` thread is first released. Each time it is called, this method will block until the start of the next period unless the thread is in a deadline miss condition. In that case the operation of `waitForNextPeriodInterruptible()` is controlled by this thread's scheduler. (See `PriorityScheduler`)

### Throws

`InterruptedException`—when the thread is interrupted by `interrupt()` or `AsynchronouslyInterruptedException.fire()` during the time between calling this method and returning from it.

An interrupt during `waitForNextPeriodInterruptible()` is treated as a release for purposes of scheduling. This is likely to disrupt proper operation of the periodic thread. The periodic behavior of the thread is unspecified until the state is reset by altering the thread's periodic parameters.

`ClassCastException`—when the current thread is not an instance of `RealtimeThread`.

`IllegalThreadStateException`—when `this` does not have a reference to a `ReleaseParameters` type of `PeriodicParameters`.

### Returns

either `false`, when the thread is in a deadline miss condition, or `true`, otherwise.

The time at which a deadline miss condition occurs is defined by its thread's scheduler.

Available since RTSJ 1.0.1

Deprecated RTSJ 2.0 Replaced by `waitForNextReleaseInterruptible`

## addIfFeasible

### *Signature*

```
public boolean  
addIfFeasible()
```

### *Description*

This method first performs a feasibility analysis with **this** added to the system. When the resulting system is feasible, informs the scheduler and cooperating facilities that this instance of **Schedulable** should be considered in feasibility analysis until further notified. When the analysis shows that the system including **this** would not be feasible, this method does not admit **this** to the feasibility set.

When the object is already included in the feasibility set, does nothing.

### *Returns*

**true** when inclusion of **this** in the feasibility set yields a feasible system, and **false** otherwise. When **true** is returned then **this** is known to be in the feasibility set. When **false** is returned, **this** was not added to the feasibility set, but it may already have been present.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## addToFeasibility

### *Signature*

```
public boolean  
addToFeasibility()
```

### *Description*

Informs the scheduler and cooperating facilities that this instance of **Schedulable** should be considered in feasibility analysis until further notified.

When the object is already included in the feasibility set, does nothing.

### *Returns*

**true**, when the resulting system is feasible. **False**, when not.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## deschedulePeriodic

### Signature

```
public void  
deschedulePeriodic()
```

### Description

When the `ReleaseParameters` object associated with this `RealtimeThread` is an instance of `PeriodicParameters`, performs any `deschedulePeriodic` actions specified by this thread's scheduler. When the type of the associated instance of `ReleaseParameters` is not `PeriodicParameters` nothing happens.

**Deprecated** since RTSJ 2.0

## getProcessingGroupParameters

### Signature

```
public javax.realtime.ProcessingGroupParameters  
getProcessingGroupParameters()
```

### Description

Gets a reference to the `ProcessingGroupParameters` object for this schedulable.

### Returns

A reference to the current `ProcessingGroupParameters` object.

**Deprecated** since RTSJ 2.0

## removeFromFeasibility

### Signature

```
public boolean  
removeFromFeasibility()
```

### Description

Informs the scheduler and cooperating facilities that this instance of `Schedulable` should *not* be considered in feasibility analysis until it is further notified.

### Returns

`true` when the removal was successful. `false` when the schedulable cannot be removed from the scheduler's feasibility set; e.g., the schedulable is not part of the scheduler's feasibility set.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## schedulePeriodic

### *Signature*

```
public void  
schedulePeriodic()
```

### *Description*

Begins unblocking `RealtimeThread.waitForNextPeriod()` for a periodic thread. When deadline miss detection is disabled, enables it. Typically used when a periodic schedulable is in a deadline miss condition. The details of the interaction of this method with `deschedulePeriodic()` and `waitForNextPeriod()` are dictated by this thread's scheduler.

When this `RealtimeThread` does not have a type of `PeriodicParameters` as its `ReleaseParameters` nothing happens.

**Deprecated** since RTSJ 2.0

## setIfFeasible(ReleaseParameters, MemoryParameters)

### *Signature*

```
public boolean  
setIfFeasible(ReleaseParameters release,  
MemoryParameters memory)
```

### *Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `this`. When the resulting system is feasible, this method replaces the current parameters of `this` with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.



This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

#### Parameters

**release**—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**memory**—The memory parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

#### Throws

[IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

[IllegalAssignmentError](#)—when `this` cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to `this`.

[IllegalThreadStateException](#)—when the schedulable’s scheduler prohibits this parameter change at this time due to the state of the schedulable.

#### Returns

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## setIfFeasible(ReleaseParameters, MemoryParameters, ProcessingGroupParameters)

#### Signature

```
public boolean
setIfFeasible(ReleaseParameters release,
              MemoryParameters memory,
              ProcessingGroupParameters group)
```

#### Description

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `this`. When the resulting system is feasible, this method replaces the current parameters of `this` with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

#### *Parameters*

- release**—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)
- memory**—The memory parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)
- group**—The processing group parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

#### *Throws*

- [IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.
- [IllegalAssignmentError](#)—when `this` cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to `this`.
- [IllegalThreadStateException](#)—when the schedulable’s scheduler prohibits this parameter change at this time due to the state of the schedulable.

#### *Returns*

- `true`, when the resulting system is feasible and the changes are made. `false`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

**setIfFeasible(ReleaseParameters, ProcessingGroupParameters)**

#### *Signature*

```
public boolean  
setIfFeasible(ReleaseParameters release,
```

## ProcessingGroupParameters group)

*Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of **this**. When the resulting system is feasible, this method replaces the current parameters of **this** with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

*Parameters*

**release**—The release parameters to use. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

**group**—The processing group parameters to use. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See [PriorityScheduler](#).)

*Throws*

[IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

[IllegalAssignmentError](#)—when **this** cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to **this**.

[IllegalThreadStateException](#)—when the schedulable's scheduler prohibits this parameter change at this time due to the state of the schedulable.

*Returns*

**true**, when the resulting system is feasible and the changes are made. **False**, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

**setIfFeasible(SchedulingParameters, ReleaseParameters, MemoryParameters)**

*Signature*

```
public boolean
setIfFeasible(SchedulingParameters scheduling,
              ReleaseParameters release,
              MemoryParameters memory)
```

*Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `this`. When the resulting system is feasible, this method replaces the current parameters of `this` with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

*Parameters*

`scheduling`—The scheduling parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

`release`—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

`memory`—The memory parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

*Throws*

[IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

[IllegalAssignmentError](#)—when `this` cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to `this`.

[IllegalThreadStateException](#)—when the schedulable's scheduler prohibits this parameter change at this time due to the state of the schedulable.

*Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## **setIfFeasible(SchedulingParameters, ReleaseParameters, MemoryParameters, ProcessingGroupParameters)**

### *Signature*

```
public boolean
setIfFeasible(SchedulingParameters scheduling,
              ReleaseParameters release,
              MemoryParameters memory,
              ProcessingGroupParameters group)
```

### *Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `this`. When the resulting system is feasible, this method replaces the current parameters of `this` with the proposed ones.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### *Parameters*

**scheduling**—The scheduling parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**release**—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**memory**—The memory parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**group**—The processing group parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default

value is not null). (See [PriorityScheduler](#).)

#### Throws

[IllegalRealtimeArgumentException](#)—when the parameter values are not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and any of the specified parameter objects are located in heap memory.

[IllegalAssignmentError](#)—when `this` cannot hold references to the specified parameter objects, or the parameter objects cannot hold a reference to `this`.

[IllegalThreadStateException](#)—when the schedulable’s scheduler prohibits this parameter change at this time due to the state of the schedulable.

#### Returns

`true`, when the resulting system is feasible and the changes are made. `false`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## setMemoryParametersIfFeasible(MemoryParameters)

#### Signature

```
public boolean
setMemoryParametersIfFeasible(MemoryParameters memory)
```

#### Description

This method first performs a feasibility analysis using the proposed parameter object as replacement for the current parameter of `this`. When the resulting system is feasible, this method replaces the current parameter of `this` with the proposed one.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

#### Parameters

`memory`—The memory parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

#### Throws

**IllegalRealtimeArgumentException**—when the parameter value is not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and the specified parameter object is located in heap memory.

**IllegalAssignmentError**—when **this** cannot hold a reference to the specified parameter object, or the parameter object cannot hold a reference to **this**.

**IllegalThreadStateException**—when the schedulable’s scheduler prohibits the changing of the memory parameter at this time due to the state of the schedulable.

#### Returns

**true**, when the resulting system is feasible and the changes are made. **False**, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## setProcessingGroupParameters(ProcessingGroupParameters)

#### Signature

```
public void
setProcessingGroupParameters(ProcessingGroupParameters group)
```

#### Description

Sets the **ProcessingGroupParameters** of **this**.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

#### Parameters

**group**—A **ProcessingGroupParameters** object which will take effect as determined by the associated scheduler. When **null**, the default value is governed by the associated scheduler (a new object is created when the default value is not **null**). (See **PriorityScheduler**.)

#### Throws

**IllegalRealtimeArgumentException**—when **group** is not compatible with the scheduler for this schedulable object. Also when this schedulable may not use the heap and **group** is located in heap memory.

**IllegalAssignmentError**—when **this** object cannot hold a reference to **group** or **group** cannot hold a reference to **this**.

`IllegalThreadStateException`—when the schedulable’s scheduler prohibits the changing of the processing group parameter at this time due to the state of the schedulable object.

## Deprecated

### **setProcessingGroupParametersIfFeasible (ProcessingGroupParameters)**

#### *Signature*

```
public boolean  
setProcessingGroupParametersIfFeasible(ProcessingGroupParameters group)
```

#### *Description*

This method first performs a feasibility analysis using the proposed parameter object as replacement for the current parameter of `this`. When the resulting system is feasible, this method replaces the current parameter of `this` with the proposed one.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

#### *Parameters*

`group`—The processing group parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See `PriorityScheduler`.)

#### *Throws*

`IllegalRealtimeArgumentException`—when the parameter value is not compatible with the schedulable’s scheduler. Also when this schedulable may not use the heap and the specified parameter object is located in heap memory.

`IllegalAssignmentError`—when `this` cannot hold a reference to the specified parameter object, or the parameter object cannot hold a reference to `this`.

`IllegalThreadStateException`—when the schedulable’s scheduler prohibits the changing of the processing group parameter at this time due to the state of the schedulable object.

#### *Returns*



`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## setReleaseParametersIfFeasible(ReleaseParameters)

### Signature

```
public boolean  
setReleaseParametersIfFeasible(ReleaseParameters release)
```

### Description

This method first performs a feasibility analysis using the proposed parameter object as replacement for the current parameter of `this`. When the resulting system is feasible, this method replaces the current parameter of `this` with the proposed one.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### Parameters

**release**—The release parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

### Throws

**IllegalRealtimeArgumentException**—when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the specified parameter object is located in heap memory.

**IllegalAssignmentError**—when `this` cannot hold a reference to the specified parameter object, or the parameter object cannot hold a reference to `this`.

**IllegalThreadStateException**—when the schedulable's scheduler prohibits the changing of the release parameter at this time due to the state of the schedulable.

### Returns

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## **setScheduler(Scheduler, SchedulingParameters, ReleaseParameters, MemoryParameters, ProcessingGroupParameters)**

### *Signature*

```
public void
setScheduler(Scheduler scheduler,
             SchedulingParameters scheduling,
             ReleaseParameters release,
             MemoryParameters memoryParameters,
             ProcessingGroupParameters group)
```

### *Description*

Sets the scheduler and associated parameter objects. The timing of the change must be agreed between the scheduler currently associated with this schedulable, and `scheduler`.

### *Parameters*

`scheduler`—A reference to the scheduler that will manage the execution of this schedulable. `Null` is not a permissible value.

`scheduling`—A reference to the [SchedulingParameters](#) which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. See [PriorityScheduler](#).

`release`—A reference to the [ReleaseParameters](#) which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See [PriorityScheduler](#).)

`memoryParameters`—A reference to the [MemoryParameters](#) which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See [PriorityScheduler](#).)

`group`—A reference to the [ProcessingGroupParameters](#) which will be associated with `this`. When `null`, the default value is governed by `scheduler`; a new object is created when the default value is not `null`. (See [PriorityScheduler](#).)

### *Throws*

[IllegalRealtimeArgumentException](#)—when `scheduler` is `null` or the parameter values are not compatible with `scheduler`. Also thrown when this schedulable may not use the heap and `scheduler`, `scheduling`, `release`, `memoryParameters`, or `group` is located in heap memory.

**IllegalAssignmentError**—when `this` object cannot hold references to all the parameter objects or the parameters cannot hold references to `this`.

**IllegalThreadStateException**—when `scheduler` prohibits the changing of the scheduler or a parameter at this time due to the state of the schedulable.

**RealtimeSecurityException**—when the caller is not permitted to set the scheduler for this schedulable.

Deprecated since RTSJ 2.0

## setSchedulingParametersIfFeasible(SchedulingParameters)

### Signature

```
public boolean  
setSchedulingParametersIfFeasible(SchedulingParameters scheduling)
```

### Description

This method first performs a feasibility analysis using the proposed parameter object as replacement for the current parameter of `this`. When the resulting system is feasible, this method replaces the current parameter of `this` with the proposed one.

This change becomes effective under conditions determined by the scheduler controlling the schedulable. For instance, the change may be immediate or it may be delayed until the next release of the schedulable. See the documentation for the scheduler for details.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### Parameters

`scheduling`—The scheduling parameters to use. When `null`, the default value is governed by the associated scheduler (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

### Throws

**IllegalRealtimeArgumentException**—when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the specified parameter object is located in heap memory.

**IllegalAssignmentError**—when `this` cannot hold a reference to the specified parameter object, or the parameter object cannot hold a reference to `this`.

`IllegalThreadStateException`—when the schedulable’s scheduler prohibits the changing of the scheduling parameter at this time due to the state of the schedulable object.

*Returns*

`true`, when the resulting system is feasible and the changes are made. `False`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

### B.2.2.31 *RelativeTime*

---

public class `RelativeTime`

The following elements of `RelativeTime` are deprecated. The required elements are documented in Section 9.3.1.3 above.

#### B.2.2.31.1 Constructors

---

### `RelativeTime(long, int, Clock)`

*Signature*

```
public
RelativeTime(long millis,
              int nanos,
              Clock clock)
throws IllegalRealtimeArgumentException
```

*Description*

Constructs a `RelativeTime` object representing an interval based on the parameter `millis` plus the parameter `nanos`. The construction is subject to `millis` and `nanos` parameter normalization. When there is an overflow in the millisecond component when normalizing then an `IllegalRealtimeArgumentException` will be thrown.

The clock association is made with the `clock` parameter. When `clock` is `null` the association is made with the default realtime clock.

**Available since** RTSJ 1.0.1

**Deprecated** since version 2.0

*Parameters*

**millis**—The desired value for the millisecond component of **this**. The actual value is the result of parameter normalization.

**nanos**—The desired value for the nanosecond component of **this**. The actual value is the result of parameter normalization.

**clock**—The clock providing the association for the newly constructed object.

*Throws*

**IllegalRealtimeArgumentException**—when there is an overflow in the millisecond component when normalizing.

## RelativeTime(RelativeTime, Clock)

*Signature*

```
public
RelativeTime(RelativeTime time,
             Clock clock)
throws IllegalRealtimeArgumentException
```

*Description*

Makes a new **RelativeTime** object from the given **RelativeTime** object.

The clock association is made with the **clock** parameter. When **clock** is **null** the association is made with the default realtime clock.

**Available since** RTSJ 1.0.1

**Deprecated** since version 2.0

*Parameters*

**time**—The **RelativeTime** object which is the source for the copy.

**clock**—The clock providing the association for the newly constructed object.

*Throws*

**IllegalRealtimeArgumentException**—when the **time** parameter is **null**.

## RelativeTime(Clock)

### *Signature*

```
public  
RelativeTime(Clock clock)
```

### *Description*

Equivalent to `new RelativeTime(0,0,clock)`.

The clock association is made with the `clock` parameter. When `clock` is `null` the association is made with the default realtime clock.

**Available since** RTSJ 1.0.1

**Deprecated** since version 2.0

### *Parameters*

`clock`—The clock providing the association for the newly constructed object.

### B.2.2.31.2 Methods

---

## absolute(Clock)

### *Signature*

```
public javax.realtime.AbsoluteTime  
absolute(Clock clock)  
throws ArithmeticException
```

### *Description*

Converts the time of `this` to an absolute time, using the given instance of `Clock` to determine the current time. The calculation is the current time indicated by the given instance of `Clock` plus the interval given by `this`. When `clock` is `null` the realtime clock is assumed. A destination object is allocated for the result. The clock association of the result is with the `clock` passed as a parameter.

### *Parameters*

`clock`—The instance of `Clock` used to convert the time of `this` into absolute time, and the new clock association for the result.

### *Throws*

`ArithmeticException`—when the result does not fit in the normalized format.

*Returns*

The `AbsoluteTime` conversion in a newly allocated object, associated with the `clock` parameter.

**Deprecated** since version 2.0

## `absolute(Clock, AbsoluteTime)`

*Signature*

```
public javax.realtime.AbsoluteTime  
absolute(Clock clock,  
         AbsoluteTime dest)  
throws ArithmeticException
```

*Description*

Converts the time of `this` to an absolute time, using the given instance of `Clock` to determine the current time. The calculation is the current time indicated by the given instance of `Clock` plus the interval given by `this`. When `clock` is `null` the default realtime clock is assumed. When `dest` is `null`, a destination object is allocated for the result. The clock association of the result is with the `clock` passed as a parameter.

*Parameters*

`clock`—The instance of `Clock` used to convert the time of `this` into absolute time, and the new clock association for the result.

`dest`—When `dest` is not `null`, the result is placed there and returned.

*Throws*

`ArithmeticException`—when the result does not fit in the normalized format.

*Returns*

the `AbsoluteTime` conversion in `dest` when `dest` is not `null`, otherwise the result is returned in a newly allocated object. The result is associated with the `clock` parameter.

**Deprecated** since version 2.0

## `relative(Clock)`

*Signature*

```
public javax.realtime.RelativeTime  
relative(Clock clock)
```

*Description*

Returns a copy of **this**. A new object is allocated for the result. This method is the implementation of the **abstract** method of the **HighResolutionTime** base class. No conversion into **RelativeTime** is needed in this case. The clock association of the result is with the **clock** passed as a parameter. When **clock** is **null** the association is made with the realtime clock.

*Parameters*

**clock**—The **clock** parameter is used only as the new clock association with the result, since no conversion is needed.

*Returns*

the copy of **this** in a newly allocated **RelativeTime** object, associated with the **clock** parameter.

**Deprecated** since version 2.0

## **relative(Clock, RelativeTime)**

*Signature*

```
public javax.realtime.RelativeTime  
relative(Clock clock,  
         RelativeTime dest)
```

*Description*

Returns a copy of **this**. When **dest** is not **null**, the result is placed there and returned. Otherwise, a new object is allocated for the result. This method is the implementation of the **abstract** method of the **HighResolutionTime** base class. No conversion into **RelativeTime** is needed in this case. The clock association of the result is with the **clock** passed as a parameter. When **clock** is **null** the association is made with the realtime clock.

*Parameters*

**clock**—The **clock** parameter is used only as the new clock association with the result, since no conversion is needed.

**dest**—When **dest** is not **null**, the result is placed there and returned.

*Returns*

the copy of **this** in **dest** when **dest** is not **null**, otherwise the result is returned in a newly allocated object. It is associated with the **clock** parameter.



**Deprecated** since version 2.0

### B.2.2.32 *ReleaseParameters*

---

public abstract class ReleaseParameters

The following elements of ReleaseParameters are deprecated. The required elements are documented in Section 6.3.3.11 above.

#### B.2.2.32.1 Methods

---

### setIfFeasible(RelativeTime, RelativeTime)

#### *Signature*

```
public boolean
    setIfFeasible(RelativeTime cost,
                 RelativeTime deadline)
```

#### *Description*

This method first performs a feasibility analysis using the new cost, and deadline as replacements for the matching attributes of all schedulables associated with this release parameters object. When the resulting system is feasible, the method replaces the current scheduling characteristics of **this** release parameters object with the new scheduling characteristics. The change in the release characteristics, including the timing of the change, of any associated schedulables will take place under the control of their schedulers.

#### *Parameters*

**cost**—The proposed cost. Equivalent to `RelativeTime(0,0)` when `null`. (A new instance of `RelativeTime` is created in the memory area containing this `ReleaseParameters` instance). When `null`, the default value is a new instance of `RelativeTime(0,0)`.

**deadline**—The proposed deadline. There is no default for `deadline` in this class. The default must be determined by the subclasses.

#### *Throws*

**IllegalRealtimeArgumentException**—when the time value of `cost` is less than zero, or the time value of `deadline` is less than or equal to zero.

**IllegalAssignmentError**—when `cost` or `deadline` cannot be stored in `this`.

*Returns*

`true`, when the resulting system is feasible and the changes are made, and `false`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0

### B.2.2.33 Scheduler

---

public abstract class Scheduler

The following elements of Scheduler are deprecated. The required elements are documented in Section 6.3.3.14 above.

#### B.2.2.33.1 Methods

---

### addToFeasibility(Schedulable)

*Signature*

```
protected abstract boolean  
addToFeasibility(Schedulable schedulable)
```

*Description*

Informs this scheduler and cooperating facilities that the resource demands of the given instance of **Schedulable** will be considered in the feasibility analysis of the associated **Scheduler** until further notice. Whether the resulting system is feasible or not, the addition is completed. When the object is already included in the feasibility set, does nothing.

*Parameters*

`schedulable`—A reference to the given instance of **Schedulable**

*Throws*

**IllegalRealtimeArgumentException**—when `schedulable` is `null`, or when `schedulable` is not associated with `this`; that is `schedulable.getScheduler() != this`.

*Returns*

**true**, when the system is feasible after the addition, and **false**, when not.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

**isFeasible***Signature*

```
public abstract boolean
isFeasible()
```

*Description*

Queries the system about the feasibility of the system currently being considered. The definitions of &quot;feasible&quot; and &quot;system&quot; are the responsibility of the feasibility algorithm of the actual **Scheduler** subclass.

*Returns*

**true**, when the system is feasible; **false**, when not.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

**setIfFeasible(Schedulable, ReleaseParameters, MemoryParameters)***Signature*

```
public abstract boolean
setIfFeasible(Schedulable schedulable,
              ReleaseParameters release,
              MemoryParameters memory)
```

*Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of **Schedulable**. When the resulting system is feasible, this method replaces the current parameters of **Schedulable** with the proposed ones. This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

*Parameters*

**schedulable**—The schedulable for which the changes are proposed.

**release**—The proposed release parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

**memory**—The proposed memory parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

#### *Throws*

[IllegalRealtimeArgumentException](#)—when `Schedulable` is `null`, or `Schedulable` is not associated with `this` scheduler, or the proposed parameters are not compatible with `this` scheduler.

[IllegalAssignmentError](#)—when `Schedulable` cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to `Schedulable`.

[IllegalThreadStateException](#)—when the new `ReleaseParameters` changes `Schedulable` from periodic scheduling to some other protocol and `Schedulable` is currently waiting for the next release in [RealtimeThread.waitForNextPeriod\(\)](#) or [RealtimeThread.waitForNextPeriodInterruptible\(\)](#).

#### *Returns*

`true`, when the resulting system is feasible and the changes are made; `false`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## **setIfFeasible(Schedulable, ReleaseParameters, MemoryParameters, ProcessingGroupParameters)**

#### *Signature*

```
public abstract boolean
setIfFeasible(Schedulable schedulable,
              ReleaseParameters release,
              MemoryParameters memory,
              ProcessingGroupParameters group)
```

#### *Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `Schedulable`. When the resulting system is feasible, this method replaces the current parameters of `Schedulable` with the proposed ones.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

#### Parameters

- schedulable**—The schedulable for which the changes are proposed.
- release**—The proposed release parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)
- memory**—The proposed memory parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)
- group**—The proposed processing group parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

#### Throws

- [IllegalRealtimeArgumentException](#)—when `Schedulable` is `null`, or `Schedulable` is not associated with this scheduler, or the proposed parameters are not compatible with this scheduler.
- [IllegalAssignmentError](#)—when `Schedulable` cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to `Schedulable`.
- [IllegalThreadStateException](#)—when the new release parameters change `Schedulable` from periodic scheduling to some other protocol and `Schedulable` is currently waiting for the next release in [RealtimeThread.waitForNextPeriod\(\)](#) or [RealtimeThread.waitForNextPeriodInterruptible\(\)](#).

#### Returns

- `true`, when the resulting system is feasible and the changes are made; `false`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

**setIfFeasible(Schedulable, SchedulingParameters, ReleaseParameters, MemoryParameters, ProcessingGroupParameters)**

#### Signature

```
public abstract boolean  
setIfFeasible(Schedulable schedulable,
```

SchedulingParameters scheduling,  
ReleaseParameters release,  
MemoryParameters memory,  
ProcessingGroupParameters group)

### *Description*

This method first performs a feasibility analysis using the proposed parameter objects as replacements for the current parameters of `Schedulable`. When the resulting system is feasible, this method replaces the current parameters of `Schedulable` with the proposed ones.

This method does not require that the schedulable be in the feasibility set before it is called. When it is not initially a member of the feasibility set it will be added when the resulting system is feasible.

### *Parameters*

`schedulable`—The schedulable for which the changes are proposed.

`scheduling`—The proposed scheduling parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

`release`—The proposed release parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

`memory`—The proposed memory parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

`group`—The proposed processing group parameters. When `null`, the default value of this scheduler is used (a new object is created when the default value is not `null`). (See [PriorityScheduler](#).)

### *Throws*

[IllegalRealtimeArgumentException](#)—when `Schedulable` is `null`, or `Schedulable` is not associated with `this` scheduler, or the proposed parameters are not compatible with `this` scheduler.

[IllegalAssignmentError](#)—when `Schedulable` cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to `Schedulable`.

[IllegalThreadStateException](#)—when the new release parameters change `Schedulable` from periodic scheduling to some other protocol and `Schedulable` is currently waiting for the next release in [RealtimeThread.waitForNextPeriod\(\)](#) or [RealtimeThread.waitForNextPeriodInterruptible\(\)](#).

### *Returns*

**true**, when the resulting system is feasible and the changes are made; **false**, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## removeFromFeasibility(Schedulable)

### Signature

```
protected abstract boolean  
removeFromFeasibility(Schedulable schedulable)
```

### Description

Informs this scheduler and cooperating facilities that the resource demands of the given instance of **Schedulable** should no longer be considered in the feasibility analysis of the associated **Scheduler**. Whether the resulting system is feasible or not, the removal is completed.

### Parameters

**schedulable**—A reference to the given instance of **Schedulable**

### Throws

**IllegalRealtimeArgumentException**—when **schedulable** is **null**.

### Returns

**true**, when the removal was successful, and **false**, when the schedulable cannot be removed from the scheduler's feasibility set; e.g., the schedulable is not part of the scheduler's feasibility set.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## fireSchedulable(Schedulable)

### Signature

```
public abstract void  
fireSchedulable(Schedulable schedulable)
```

### Description

Triggers the execution of a schedulable (like an **AsyncEventHandler**).

### Parameters

**schedulable**—The schedulable to make active. When **null**, nothing happens.

### Throws

`UnsupportedRealtimeOperationException`—when the scheduler cannot release schedulable for execution.

Deprecated RTSJ 2.0

### B.2.2.34 ScopedMemory

---

public abstract class ScopedMemory

#### *Inheritance*

java.lang.Object  
MemoryArea  
ScopedMemory

#### *Description*

Equivalent to and superseded by `javax.realtime.memory.ScopedMemory`.

Deprecated in RTSJ 2.0; moved to package `javax.realtime.memory`

#### B.2.2.34.1 Constructors

---

### ScopedMemory(long, Runnable)

#### *Signature*

```
public  
    ScopedMemory(long size,  
                  Runnable logic)
```

#### *Description*

Creates a new `ScopedMemory` area with the given parameters.

#### *Parameters*

`size`—The size of the new `ScopedMemory` area in bytes.  
`logic`—The `Runnable` to execute when this `ScopedMemory` is entered. When `logic` is `null`, this constructor is equivalent to constructing the memory area without a logic value.



*Throws*

`IllegalArgumentException`—when `size` is less than zero.

`IllegalAssignmentError`—when storing logic in `this` would violate the assignment rules.

`OutOfMemoryStaticError`—when there is insufficient memory for the `ScopedMemory` object or for its allocation area in its backing store.

## ScopedMemory(SizeEstimator, Runnable)

*Signature*

```
public
    ScopedMemory(SizeEstimator size,
                 Runnable logic)
```

*Description*

Equivalent to `ScopedMemory(long, Runnable)` with the argument list (`size.getEstimate()`, `logic`).

*Parameters*

`size`—The size of the new `ScopedMemory` area estimated by an instance of `SizeEstimator`.

`logic`—The logic which will use the memory represented by `this` as its initial memory area. When `logic` is `null`, this constructor is equivalent to constructing the memory area without a logic value.

*Throws*

`IllegalArgumentException`—when `size` is `null`, or `size.getEstimate()` is negative.

`OutOfMemoryStaticError`—when there is insufficient memory for the `ScopedMemory` object or for its allocation area in its backing store.

`IllegalAssignmentError`—when storing logic in `this` would violate the assignment rules.

## ScopedMemory(long)

*Signature*

```
public
    ScopedMemory(long size)
```

*Description*

Equivalent to `ScopedMemory(long, Runnable)` with the argument list `(size, null)`.

*Parameters*

`size`—of the new `ScopedMemory` area in bytes.

*Throws*

`IllegalArgumentException`—when `size` is less than zero.

`OutOfMemoryStaticError`—when there is insufficient memory for the `ScopedMemory` object or for its allocation area in its backing store.

## ScopedMemory(SizeEstimator)

*Signature*

```
public  
ScopedMemory(SizeEstimator size)
```

*Description*

Equivalent to `ScopedMemory(long, Runnable)` with the argument list `(size.estimate(), null)`.

*Parameters*

`size`—The size of the new `ScopedMemory` area estimated by an instance of `SizeEstimator`.

*Throws*

`IllegalArgumentException`—when `size` is null, or `size.estimate()` is negative.

`OutOfMemoryStaticError`—when there is insufficient memory for the `ScopedMemory` object or for its allocation area in its backing store.

### B.2.2.34.2 Methods

---

#### enter

*Signature*

```
public void
enter()
```

*Description*

Associates this memory area with the current schedulable for the duration of the execution of the `run()` method of the instance of `Runnable` given in the constructor. During this period of execution, this memory area becomes the default allocation context until another default allocation context is selected (using `enter`, or `executeInArea`) or the `enter` method exits.

*Throws*

`ScopedCycleException`—when this invocation would break the single parent rule.

`ThrowBoundaryError`—when the JVM needs to propagate an exception allocated in this scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`IllegalThreadStateException`—when the caller is a Java thread, or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the SO that triggered finalization. This would include the scope containing the SO, and the scope (if any) containing the scope containing the SO.

`IllegalArgumentException`—null

`MemoryAccessError`—when caller is a schedulable that may not use the heap and this memory area's logic value is allocated in heap memory.

## **enter(Runnable)**

*Signature*

```
public void
enter(Runnable logic)
```

*Description*

Associates this memory area with the current schedulable for the duration of the execution of the `run()` method of the given `Runnable`. During this period of execution, this memory area becomes the default allocation context until another default allocation context is selected (using `enter`, or `executeInArea`) or the `enter` method exits.

*Parameters*

`logic`—The Runnable object whose `run()` method should be invoked.

*Throws*

`ScopedCycleException`—when this invocation would break the single parent rule.

`ThrowBoundaryError`—when the JVM needs to propagate an exception allocated in `this` scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`IllegalThreadStateException`—when the caller is a Java thread, or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the SO that triggered finalization. This would include the scope containing the SO, and the scope (if any) containing the scope containing the SO.

`IllegalArgumentException`—null

## **executeInArea(Runnable)**

*Signature*

```
public void  
executeInArea(Runnable logic)
```

*Description*

Executes the run method from the `logic` parameter using this memory area as the current allocation context. This method behaves as if it moves the allocation context down the scope stack to the occurrence of `this`.

*Parameters*

`logic`—The runnable object whose `run()` method should be executed.

*Throws*

`IllegalThreadStateException`—when the caller context is not an instance of `Schedulable`.

`InaccessibleAreaException`—when the memory area is not in the schedulable's scope stack.

`IllegalArgumentException`—when the caller is a schedulable and `logic` is null.

## **getMaximumSize**

*Signature*

```
public long  
getMaximumSize()
```

*Description*

Gets the maximum size this memory area can attain. If this is a fixed size memory area, the returned value will be equal to the initial size.

*Returns*

the maximum size attainable.

## getPortal

*Signature*

```
public java.lang.Object  
getPortal()
```

*Description*

Obtains a reference to the portal object in this instance of `ScopedMemory`.

Assignment rules are enforced on the value returned by `getPortal` as if the return value were first stored in an object allocated in the current allocation context, then moved to its final destination.

*Throws*

**IllegalAssignmentError**—when a reference to the portal object cannot be stored in the caller's allocation context; that is, when `this` is "inner" relative to the current allocation context or not on the caller's scope stack.

**IllegalThreadStateException**—when the caller context is not an instance of **Schedulable**.

*Returns*

a reference to the portal object or `null` when there is no portal object. The portal value is always set to `null` when the contents of the memory are deleted.

## getReferenceCount

*Signature*

```
public int  
getReferenceCount()
```

*Description*

Returns the reference count of this `ScopedMemory`.

Note that a reference count of 0 reliably means that the scope is not referenced, but other reference counts are subject to artifacts of lazy/eager maintenance by the implementation.

*Returns*

the reference count of this `ScopedMemory`.

**join***Signature*

```
public void  
join()  
throws InterruptedException
```

*Description*

Waits until the reference count of this `ScopedMemory` goes down to zero. Returns immediately when the memory is unreferenced.

*Throws*

`InterruptedException`—When this schedulable is interrupted by `RealtimeThread.interrupt()` or `AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalThreadStateException`—when the caller context is not an instance of `Schedulable`.

**join(HighResolutionTime)***Signature*

```
public void  
join(HighResolutionTime<?> time)  
throws InterruptedException
```

*Description*

Waits at most until the time designated by the `time` parameter for the reference count of this `ScopedMemory` to drop to zero. Returns immediately when the memory area is unreferenced.

Since the time is expressed as a `HighResolutionTime`, this method is an accurate timer with nanosecond granularity. The actual resolution of the timer

and even the quantity it measures depends on the clock associated with `time`. The delay time may be relative or absolute. When relative, then the delay is the amount of time given by `time`, and measured by its associated clock. When absolute, then the delay is until the indicated value is reached by the clock. When the given absolute time is less than or equal to the current value of the clock, the call to `join` returns immediately.

#### Parameters

`time`—When this time is an absolute time, the wait is bounded by that point in time. When the time is a relative time, the wait is bounded by a the specified interval from some time between the time `join` is called and the time it starts waiting for the reference count to reach zero.

#### Throws

`InterruptedException`—When this schedulable is interrupted by `RealtimeThread.interrupt()` or `AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalThreadStateException`—when the caller context is not an instance of `Schedulable`.

`IllegalArgumentException`—when the caller is a schedulable and `time` is `null`.

`UnsupportedOperationException`—when the wait operation is not supported using the clock associated with `time`.

## joinAndEnter

#### Signature

```
public void
joinAndEnter()
throws InterruptedException
```

#### Description

In the error-free case, `joinAndEnter` combines `join();enter();` such that no `enter()` from another schedulable can intervene between the two method invocations. The resulting method will wait for the reference count on this `ScopedMemory` to reach zero, then enter the `ScopedMemory` and execute the `run` method from logic passed in the constructor. When no instance of `Runnable` was passed to the memory area's constructor, the method throws `IllegalArgumentException` immediately.

When multiple threads are waiting in `joinAndEnter` family methods for a memory area, at most *one* of them will be released each time the reference count goes to zero.

Note that although `joinAndEnter` guarantees that the reference count is zero when the schedulable is released for entry, it does not guarantee that the reference count will remain one for any length of time. A subsequent `enter` could raise the reference count to two.

### *Throws*

`InterruptedException`—When this schedulable is interrupted by `RealtimeThread.interrupt()` or `AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalThreadStateException`—when the caller is a Java thread, or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the SO that triggered finalization. This would include the scope containing the SO, and the scope (if any) containing the scope containing the SO.

`ThrowBoundaryError`—when the JVM needs to propagate an exception allocated in this scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`ScopedCycleException`—when this invocation would break the single parent rule.

`IllegalArgumentException`—when the caller is a schedulable and no non-null logic value was supplied to the memory area's constructor.

`MemoryAccessError`—when caller is a non-heap schedulable and this memory area's logic value is allocated in heap memory.

## `joinAndEnter(HighResolutionTime)`

### *Signature*

```
public void
joinAndEnter(HighResolutionTime<?> time)
throws InterruptedException
```

### *Description*

In the error-free case, `joinAndEnter` combines `join();enter();` such that no `enter()` from another schedulable can intervene between the two method invocations. The resulting method will wait for the reference count on this `ScopedMemory` to reach zero, or for the current time to reach the designated time, then enter the `ScopedMemory` and execute the `run` method from `Runnable` object passed to the



constructor. When no instance of `Runnable` was passed to the memory area's constructor, the method throws `IllegalArgumentException` immediately. \*

When multiple threads are waiting in `joinAndEnter` family methods for a memory area, at most *one* of them will be released each time the reference count goes to zero.

Since the time is expressed as a `HighResolutionTime`, this method has an accurate timer with nanosecond granularity. The actual resolution of the timer and even the quantity it measures depends on the clock associated with `time`. The delay time may be relative or absolute. When relative, then the calling thread is blocked for at most the amount of time given by `time`, and measured by its associated clock. When absolute, then the time delay is until the indicated value is reached by the clock. When the given absolute time is less than or equal to the current value of the clock, the call to `joinAndEnter` behaves effectively like `enter`.

Note that expiration of `time` may cause control to enter the memory area before its reference count has gone to zero.

#### Parameters

`time`—The time that bounds the wait.

#### Throws

`ThrowBoundaryError`—when the JVM needs to propagate an exception allocated in `this` scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

`InterruptedException`—When this schedulable is interrupted by `RealtimeThread.interrupt()` or `AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalThreadStateException`—when the caller context is not an instance of `Schedulable`, or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the instance that triggered finalization. This would include the scope containing the instance, and the scope (if any) containing the scope containing the instance.

`ScopedCycleException`—when the caller is a schedulable and this invocation would break the single parent rule.

`IllegalArgumentException`—when the caller is a schedulable, and `time` is `null` or `null` was supplied as `logic` value to the memory area's constructor.

`UnsupportedOperationException`—when the wait operation is not supported using the clock associated with `time`.

**MemoryAccessError**—when the calling schedulable may not use the heap and this memory area’s logic value is allocated in heap memory.

## joinAndEnter(Runnable)

### Signature

```
public void
joinAndEnter(Runnable logic)
throws InterruptedException
```

### Description

In the error-free case, `joinAndEnter` combines `join();enter();` such that no `enter()` from another schedulable can intervene between the two method invocations. The resulting method will wait for the reference count on this `ScopedMemory` to reach zero, then enter the `ScopedMemory` and execute the `run` method from `logic`

When `logic` is null, throw `IllegalArgumentException` immediately.

When multiple threads are waiting in `joinAndEnter` family methods for a memory area, at most *one* of them will be released each time the reference count goes to zero.

Note that although `joinAndEnter` guarantees that the reference count is zero when the schedulable is released for entry, it does not guarantee that the reference count will remain one for any length of time. A subsequent `enter` could raise the reference count to two.

### Parameters

`logic`—The `Runnable` object which contains the code to execute.

### Throws

`InterruptedException`—When this schedulable is interrupted by `RealtimeThread.interrupt()` or `AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

`IllegalThreadStateException`—when the caller is a Java thread, or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the SO that triggered finalization. This would include the scope containing the SO, and the scope (if any) containing the scope containing the SO.

**ThrowBoundaryError**—when the JVM needs to propagate an exception allocated in `this` scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `ThrowBoundaryError` is allocated

in the current allocation context and contains information about the exception it replaces.

**ScopedCycleException**—when this invocation would break the single parent rule.

**IllegalArgumentException**—when the caller is a schedulable and `logic` is `null`.

## **joinAndEnter(Runnable, HighResolutionTime)**

### *Signature*

```
public void
joinAndEnter(Runnable logic,
              HighResolutionTime<?> time)
throws InterruptedException
```

### *Description*

In the error-free case, `joinAndEnter` combines `join();enter();` such that no `enter()` from another schedulable can intervene between the two method invocations. The resulting method will wait for the reference count on this `ScopedMemory` to reach zero, or for the current time to reach the designated time, then enter the `ScopedMemory` and execute the `run` method from `logic`.

Since the time is expressed as a `HighResolutionTime`, this method is an accurate timer with nanosecond granularity. The actual resolution of the timer and even the quantity it measures depends on the clock associated with `time`. The delay time may be relative or absolute. When relative, then the delay is the amount of time given by `time`, and measured by its associated clock. When absolute, then the delay is until the indicated value is reached by the clock. When the given absolute time is less than or equal to the current value of the clock, the call to `joinAndEnter` behaves effectively like `enter(Runnable)`.

Throws `IllegalArgumentException` immediately when `logic` is `null`.

When multiple threads are waiting in `joinAndEnter` family methods for a memory area, at most *one* of them will be released each time the reference count goes to zero.

Note that expiration of `time` may cause control to enter the memory area before its reference count has gone to zero.

### *Parameters*

`logic`—The `Runnable` object which contains the code to execute.

`time`—The time that bounds the wait.

### *Throws*

**InterruptedException**—When this schedulable is interrupted by `RealtimeThread.interrupt()` or `AsynchronouslyInterruptedException.fire()` while waiting for the reference count to go to zero.

**IllegalThreadStateException**—when the execution context is not an instance of `Schedulable`, or when this method is invoked during finalization of objects in scoped memory and entering this scoped memory area would force deletion of the task that triggered finalization. This would include the scope containing the task, and the scope (if any) containing the scope containing the task.

**ThrowBoundaryError**—when the JVM needs to propagate an exception allocated in this scope to (or through) the memory area of the caller. Storing a reference to that exception would cause an `IllegalAssignmentError`, so the JVM cannot be permitted to deliver the exception. The `ThrowBoundaryError` is allocated in the current allocation context and contains information about the exception it replaces.

**ScopedCycleException**—when the caller is a schedulable and this invocation would break the single parent rule.

**IllegalArgumentException**—when the caller is a schedulable and `time` or `logic` is `null`.

**UnsupportedOperationException**—when the wait operation is not supported using the clock associated with `time`.

## **newArray(Class, int)**

### *Signature*

```
public java.lang.Object  
newArray(java.lang.Class<?> type,  
         int number)
```

### *Description*

Allocates an array of the given type in this memory area. This method may be concurrently used by multiple threads.

### *Parameters*

**type**—The class of the elements of the new array. To create an array of a primitive type use a `type` such as `Integer.TYPE` (which would call for an array of the primitive `int` type.)

**number**—The number of elements in the new array.

### *Throws*

`IllegalArgumentException`—`null`

**OutOfMemoryStaticError**—when space in the memory area is exhausted.

**IllegalThreadStateException**—when the caller context is not an instance of **Schedulable**.

**InaccessibleAreaException**—when the memory area is not in the schedulable's scope stack.

*Returns*

a new array of class type, of number elements.

## **newInstance(Class)**

*Signature*

```
public T  
newInstance(java.lang.Class<T> type)  
throws IllegalAccessException,  
        InstantiationException
```

*Description*

Allocates an object in this memory area. This method may be concurrently used by multiple threads.

*Parameters*

**type**—The class of which to create a new instance.

*Throws*

**IllegalAccessException**—The class or initializer is inaccessible.

**IllegalArgumentException**—null

**ExceptionInInitializerError**—when an unexpected exception has occurred in a static initializer.

**OutOfMemoryStaticError**—when space in the memory area is exhausted.

**InstantiationException**—when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, or it is an array.

**IllegalThreadStateException**—when the caller context is not an instance of **Schedulable**.

**InaccessibleAreaException**—when the memory area is not in the schedulable's scope stack.

*Returns*

a new instance of class **type**.

## **newInstance(Constructor, Object)**

### *Signature*

```
public T
newInstance(java.lang.reflect.Constructor<T> c,
            java.lang.Object[] args)
throws IllegalAccessException,
       InstantiationException,
       InvocationTargetException
```

### *Description*

Allocates an object in this memory area. This method may be concurrently used by multiple threads.

### *Parameters*

**c**—T The constructor for the new instance.

**args**—An array of arguments to pass to the constructor.

### *Throws*

**IllegalAccessException**—when the class or initializer is inaccessible under Java access control.

**InstantiationException**—when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, it is an array.

**OutOfMemoryStaticError**—when space in the memory area is exhausted.

**IllegalArgumentException**—null

**IllegalThreadStateException**—when the caller context is not an instance of **Schedulable**.

**InvocationTargetException**—when the underlying constructor throws an exception.

**InaccessibleAreaException**—when the memory area is not in the schedulable's scope stack.

### *Returns*

a new instance of the object constructed by **c**.

## **setPortal(Object)**

### *Signature*

```
public void
setPortal(Object object)
```

*Description*

Sets the *portal* object of the memory area represented by this instance of **ScopedMemory** to the given object. The object must have been allocated in this **ScopedMemory** instance.

*Parameters*

**object**—The object which will become the portal for this. When **null** the previous portal object remains the portal object for this or when there was no previous portal object then there is still no portal object for **this**.

*Throws*

**IllegalThreadStateException**—when the caller context is not an instance of **Schedulable**.

**IllegalAssignmentError**—when the caller is a schedulable, and **object** is not allocated in this scoped memory instance and not **null**.

**InaccessibleAreaException**—when the caller is a schedulable, **this** memory area is not in the caller's scope stack and **object** is not **null**.

**toString***Signature*

```
public java.lang.String  
toString()
```

*Description*

Returns a user-friendly representation of this **ScopedMemory** of the form **ScopedMemory#<num>** where **<num>** is a number that uniquely identifies this scoped memory area.

*Returns*

The string representation

**B.2.2.35 SporadicParameters**

---

```
public class SporadicParameters
```

The following elements of **SporadicParameters** are deprecated. The required elements are documented in Section [6.3.3.16](#) above.

### B.2.2.35.1 Fields

---

#### **mitViolationExcept**

```
public static final java.lang.String mitViolationExcept
```

##### *Description*

Represents the “EXCEPT” policy for dealing with minimum interarrival time violations. Under this policy, when an arrival time for any instance of `Schedulable` which has `this` as its instance of `ReleaseParameters` occurs at a time less than the minimum interarrival time defined here then the `fire()` method shall throw `MITViolationException`. Any other associated semantics are governed by the schedulers for the schedulables using these sporadic parameters. When the arrival time is a result of a happening to which the instance of `AsyncEventHandler` is bound then the arrival time is ignored.

**Deprecated** since RTSJ 2.0

#### **mitViolationIgnore**

```
public static final java.lang.String mitViolationIgnore
```

##### *Description*

Represents the “IGNORE” policy for dealing with minimum interarrival time violations. Under this policy, when an arrival time for any instance of `Schedulable` which has `this` as its instance of `ReleaseParameters` occurs at a time less than the minimum interarrival time defined here then the new arrival time is ignored. Any other associated semantics are governed by the schedulers for the schedulables using these sporadic parameters.

**Deprecated** since RTSJ 2.0

#### **mitViolationSave**

```
public static final java.lang.String mitViolationSave
```

##### *Description*



Represents the “SAVE” policy for dealing with minimum interarrival time violations. Under this policy the arrival time for any instance of `Schedulable` which has `this` as its instance of `ReleaseParameters` is not compared to the specified minimum interarrival time. Any other associated semantics are governed by the schedulers for the schedulable objects using these sporadic parameters.

**Deprecated** since RTSJ 2.0

### **mitViolationReplace**

```
public static final java.lang.String mitViolationReplace
```

#### *Description*

Represents the “REPLACE” policy for dealing with minimum interarrival time violations. Under this policy when an arrival time for any instance of `Schedulable` which has `this` as its instance of `ReleaseParameters` occurs at a time less than the minimum interarrival time defined here then the information for this arrival replaces a previous arrival. Any other associated semantics are governed by the schedulers for the schedulables using these sporadic parameters.

**Deprecated** since RTSJ 2.0

## **B.2.2.35.2 Methods**

---

### **setMitViolationBehavior(String)**

#### *Signature*

```
public void  
setMitViolationBehavior(String behavior)
```

#### *Description*

Sets the behavior of the arrival time queue for the case where the new arrival time is closer to the previous arrival time than the minimum interarrival time given in this.

Values of `behavior` are compared using reference equality (`==`) not value equality (`equals()`).

#### *Parameters*

`behavior`—A string representing the behavior.

*Throws*

`IllegalRealtimeArgumentException`—when `behavior` is not one of the final MIT violation behavior values defined in this class.

**Deprecated** since RTSJ 2.0 and replaced by `setMinimumInterarrivalPolicy`.

## `getMitViolationBehavior`

*Signature*

```
public java.lang.String  
getMitViolationBehavior()
```

*Description*

Gets the arrival time queue behavior in the event of a minimum interarrival time violation.

*Returns*

the minimum interarrival time violation behavior as a string.

**Deprecated** since RTSJ 2.0 and replaced by `getMinimumInterarrivalPolicy`.

## `setIfFeasible(RelativeTime, RelativeTime)`

*Signature*

```
public boolean  
setIfFeasible(RelativeTime cost,  
              RelativeTime deadline)
```

*Description*

This method first performs a feasibility analysis using the new cost, and deadline as replacements for the matching attributes of this. When the resulting system is feasible, the method replaces the current scheduling characteristics, of `this` with the new scheduling characteristics.

*Parameters*

`cost`—The proposed cost used to determine when any particular object exceeds cost. When `null`, the default value is a new instance of `RelativeTime(0,0)`.

`deadline`—The proposed deadline. When `null`, the default value is a new instance of `RelativeTime(mit)`.

*Throws*

**IllegalRealtimeArgumentException**—when the time value of `cost` is less than zero, or the time value of `deadline` is less than or equal to zero, or the values are incompatible with the scheduler for any of the schedulables which are presently using this parameter object.

**IllegalAssignmentError**—when `cost` or `deadline` cannot be stored in `this`.

*Returns*

`true`, when the resulting system is feasible and the changes are made; `false`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## setIfFeasible(RelativeTime, RelativeTime, RelativeTime)

*Signature*

```
public boolean
setIfFeasible(RelativeTime interarrival,
              RelativeTime cost,
              RelativeTime deadline)
```

*Description*

This method first performs a feasibility analysis using the new interarrival, cost and deadline attributes as replacements for the matching attributes of this. When the resulting system is feasible the method replaces the current attributes with the new ones.

Changes to a `SporadicParameters` instance effect subsequent arrivals.

*Parameters*

`interarrival`—The proposed interarrival time. There is no default value. When `minInterarrival` is `null` an illegal argument exception is thrown.

`cost`—The proposed cost. When `null`, the default value is a new instance of `RelativeTime(0,0)`.

`deadline`—The proposed deadline. When `null`, the default value is a new instance of `RelativeTime(mit)`.

*Throws*

**IllegalRealtimeArgumentException**—when `minInterarrival` is `null` or its time value is not greater than zero, or the time value of `cost` is less than zero, or the time value of `deadline` is not greater than zero.

**IllegalAssignmentError**—when `interarrival`, `cost` or `deadline` cannot be stored in `this`.

*Returns*

`true`, when the resulting system is feasible and the changes are made; `false`, when the resulting system is not feasible and no changes are made.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

**B.2.2.36** *ThrowBoundaryError*

---

public class ThrowBoundaryError

The following elements of `ThrowBoundaryError` are deprecated. The required elements are documented in Section [16.2.2.36](#) above.

**B.2.2.36.1** Constructors

---

**ThrowBoundaryError(String)***Signature*

```
public
    ThrowBoundaryError(String description)
```

*Description*

A descriptive constructor for `ThrowBoundaryError`.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

*Parameters*

`description`—The reason for throwing this error.

**B.2.2.37** **Timed**

---

public class Timed

*Inheritance*

java.lang.Object

```
java.lang.Throwable
  java.lang.Exception
    java.lang.InterruptedException
      AsynchronouslyInterruptedException
        Timed
```

### *Description*

Creates a scope in a **Schedulable** object which will be asynchronously interrupted at the expiration of a timer. This timer will begin measuring time at some point between the time **doInterruptible** is invoked and the time when the **run()** method of the **Interruptible** object is invoked. Each call of **doInterruptible** on an instance of **Timed** will restart the timer for the amount of time given in the constructor or the most recent invocation of **resetTime()**. The timer is cancelled when it has not expired before the **doInterruptible** method has finished.

All memory use of an instance of **Timed** occurs during construction or the first invocation of **doInterruptible**. Subsequent invocations of **doInterruptible** do not allocate memory.

When the timer fires, the resulting AIE will be generated for the schedulable within a bounded execution time of the targeted schedulable.

Typical usage: `new Timed(T).doInterruptible(interruptible);`

**Deprecated** in RTSJ 2.0; moved to package `javafx.realtime.control`

## B.2.2.37.1 Constructors

---

### **Timed(HighResolutionTime)**

#### *Signature*

```
public
  Timed(HighResolutionTime<?> time)
  throws IllegalRealtimeArgumentException,
         UnsupportedOperationException
```

#### *Description*

Creates an instance of **Timed** with a timer set to **time**. When the **time** is in the past the **AsynchronouslyInterruptedException** mechanism is activated immediately after or when the **doInterruptible** method is called.

*Parameters*

**time**—When **time** is a `RelativeTime` value, it is the interval of time between the invocation of `doInterruptible` and the time when the schedulable is asynchronously interrupted. When **time** is an `AbsoluteTime` value, the timer asynchronously interrupts at this time (assuming the timer has not been cancelled).

*Throws*

`IllegalRealtimeArgumentException`—when **time** is null.

`UnsupportedRealtimeOperationException`—when **time** is not based on a `Clock`.

**B.2.2.37.2 Methods**

---

**doInterruptible(Interruptible)***Signature*

```
public boolean  
doInterruptible(Interruptible logic)
```

*Description*

Executes a timeout method by starting the timer and executing the `run()` method of the given `Interruptible` object.

*Parameters*

**logic**—An instance of an `Interruptible` whose `run()` method will be called.

*Throws*

`IllegalRealtimeArgumentException`—when **logic** is null.

`IllegalThreadStateException`—null

*Returns*

`true`, when the method call completed normally, and `false`, when another call to `doInterruptible` has not completed.

**resetTime(HighResolutionTime)***Signature*

```
public void  
resetTime(HighResolutionTime<?> time)
```

*Description*

Sets the timeout for the next invocation of `doInterruptible`.

*Parameters*

`time`—This can be an absolute time or a relative time. When `null` or not based on a `Clock`, the timeout is not changed.

**restart(HighResolutionTime)***Signature*

```
public void  
restart(HighResolutionTime<?> time)
```

*Description*

Resets the timeout. When this `Timed` instance is executing, it adjusts the timeout to `time` and restarts the timer. When the instance is not executing, it adjusts the timeout for the next invocation.

*Parameters*

`time`—The new timeout.

*Throws*

`IllegalRealtimeArgumentException`—when `time` is `null` or a relative time less than zero.

`UnsupportedRealtimeOperationException`—when `time` is not based on a `Clock`

Available since RTSJ 2.0

**B.2.2.38 UnknownHappeningException**

---

```
public class UnknownHappeningException
```

*Inheritance*

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        UnknownHappeningException
```

*Description*

This exception is used to indicate a situation where an instance of `AsyncEvent` attempts to bind to a happening that does not exist.

**Deprecated** since RTSJ 2.0

### B.2.2.38.1 Constructors

---

## UnknownHappeningException

### *Signature*

```
public
    UnknownHappeningException()
```

### *Description*

A constructor for `UnknownHappeningException`.

## UnknownHappeningException(String)

### *Signature*

```
public
    UnknownHappeningException(String description)
```

### *Description*

A descriptive constructor for `UnknownHappeningException`.

### *Parameters*

`description`—The reason for throwing the exception.

### B.2.2.39 *UnsupportedPhysicalMemoryException*

---

```
public class UnsupportedPhysicalMemoryException
```

The following elements of `UnsupportedPhysicalMemoryException` are deprecated. The required elements are documented in Section [16.2.2.38](#) above.



### B.2.2.39.1 Constructors

---

## UnsupportedPhysicalMemoryException(String)

*Signature*

```
public
    UnsupportedPhysicalMemoryException(String description)
```

*Description*

A descriptive constructor for `UnsupportedPhysicalMemoryException`.

**Deprecated** since RTSJ 2.0; application code should use `get()` instead.

*Parameters*

`description`—The reason for throwing the exception.

### B.2.2.40 VTMemory

---

```
public class VTMemory
```

*Inheritance*

```
java.lang.Object
    MemoryArea
        ScopedMemory
            VTMemory
```

*Description*

`VTMemory` is similar to `LTMemory` except that the execution time of an allocation from a `VTMemory` area need not complete in linear time.

Methods from `VTMemory` should be overridden only by methods that use `super`.

**Deprecated** as of RTSJ 2.0

### B.2.2.40.1 Constructors

---

## VTMemory(long, long, Runnable)

### Signature

```
public
VTMemory(long initial,
          long maximum,
          Runnable logic)
```

### Description

Creates a VTMemory with the given parameters.

### Parameters

**initial**—The size in bytes of the memory to initially allocate for this area.  
**maximum**—The maximum size in bytes to which this memory area's size may grow.  
**logic**—An instance of **Runnable** whose **run()** method will use **this** as its initial memory area. When **logic** is **null**, this constructor is equivalent to `VTMemory(long initial, long maximum)`.

### Throws

**IllegalArgumentException**—when **initial** is greater than **maximum**, or when **initial** or **maximum** is less than zero.  
**OutOfMemoryStaticError**—when there is insufficient memory for the VTMemory object or for its allocation area in its backing store.  
**IllegalAssignmentError**—when storing **logic** in **this** would violate the assignment rules.

## VTMemory(SizeEstimator, SizeEstimator, Runnable)

### Signature

```
public
VTMemory(SizeEstimator initial,
          SizeEstimator maximum,
          Runnable logic)
```

### Description

Equivalent to `VTMemory(long, long, Runnable)` with the argument list `(initial.getEstimate(), maximum.getEstimate(), logic)`.

### Parameters

**initial**—The size in bytes of the memory to initially allocate for this area estimated by an instance of `SizeEstimator`.

**maximum**—The maximum size in bytes to which this memory area's size may grow estimated by an instance of `SizeEstimator`.

**logic**—An instance of `Runnable` whose `run()` method will use **this** as its initial memory area. When **logic** is null, this constructor is equivalent to `VTMemory(SizeEstimator initial, SizeEstimator maximum)`.

#### Throws

`IllegalArgumentException`—when **initial** is null, **maximum** is null, **initial**.`getEstimate()` is greater than **maximum**.`getEstimate()`, or when **initial**.`getEstimate()` is less than zero.

`OutOfMemoryStaticError`—when there is insufficient memory for the `VTMemory` object or for its allocation area in its backing store.

`IllegalAssignmentError`—when storing **logic** in **this** would violate the assignment rules.

## VTMemory(long, long)

#### Signature

```
public
VTMemory(long initial,
          long maximum)
```

#### Description

Equivalent to `VTMemory(long, long, Runnable)` with the argument list (**initial**, **maximum**, null).

#### Parameters

**initial**—The size in bytes of the memory to initially allocate for this area.

**maximum**—The maximum size in bytes to which this memory area's size may grow.

#### Throws

`IllegalArgumentException`—when **initial** is greater than **maximum** or when **initial** or **maximum** is less than zero.

`OutOfMemoryStaticError`—when there is insufficient memory for the `VTMemory` object or for its allocation area in its backing store.

## VTMemory(SizeEstimator, SizeEstimator)

### Signature

```
public
VTMemory(SizeEstimator initial,
          SizeEstimator maximum)
```

### Description

Equivalent to `VTMemory(long, long, Runnable)` with the argument list `(initial.getEstimate(), maximum.getEstimate(), null)`.

### Parameters

`initial`—The size in bytes of the memory to initially allocate for this area estimated by an instance of `SizeEstimator`.

`maximum`—The maximum size in bytes to which this memory area's size may grow estimated by an instance of `SizeEstimator`.

### Throws

`IllegalArgumentException`—when `initial` is null, `maximum` is null, `initial.getEstimate()` is greater than `maximum.getEstimate()`, or when `initial.getEstimate()` is less than zero.

`OutOfMemoryStaticError`—when there is insufficient memory for the `VTMemory` object or for its allocation area in its backing store.

## VTMemory(long, Runnable)

### Signature

```
public
VTMemory(long size,
          Runnable logic)
```

### Description

Equivalent to `VTMemory(long, long, Runnable)` with the argument list `(size, size, logic)`.

Available since RTSJ 1.0.1

### Parameters

**size**—The size in bytes of the memory to allocate for this area. This memory must be committed before the completion of the constructor.

**logic**—The `run()` of the given `Runnable` will be executed using `this` as its initial memory area. When `logic` is null, this constructor is equivalent to `VTMemory(long size)`.

*Throws*

`IllegalArgumentException`—when `size` is less than zero.

`OutOfMemoryStaticError`—when there is insufficient memory for the `VTMemory` object or for its allocation area in its backing store.

`IllegalAssignmentError`—when storing `logic` in `this` would violate the assignment rules.

## VTMemory(SizeEstimator, Runnable)

*Signature*

```
public
    VTMemory(SizeEstimator size,
             Runnable logic)
```

*Description*

Equivalent to `VTMemory(long, long, Runnable)` with the argument list (`size.getEstimate()`, `size.getEstimate()`, `logic`).

Available since RTSJ 1.0.1

*Parameters*

**size**—An instance of `SizeEstimator` used to give an estimate of the initial size. This memory must be committed before the completion of the constructor.

**logic**—The `run()` of the given `Runnable` will be executed using `this` as its initial memory area. When `logic` is null, this constructor is equivalent to `VTMemory(SizeEstimator size)`.

*Throws*

`IllegalArgumentException`—when `size` is null, or `size.getEstimate()` is less than zero.

`OutOfMemoryStaticError`—when there is insufficient memory for the `VTMemory` object or for its allocation area in its backing store.

`IllegalAssignmentError`—when storing `logic` in `this` would violate the assignment rules.

## VTMemory(long)

### Signature

```
public  
VTMemory(long size)
```

### Description

Equivalent to `VTMemory(long, long, Runnable)` with the argument list (`size`, `size`, `null`).

**Available since** RTSJ 1.0.1

### Parameters

`size`—The size in bytes of the memory to allocate for this area. This memory must be committed before the completion of the constructor.

### Throws

`IllegalArgumentException`—when `size` is less than zero.

`OutOfMemoryStaticError`—when there is insufficient memory for the `VTMemory` object or for its allocation area in its backing store.

## VTMemory(SizeEstimator)

### Signature

```
public  
VTMemory(SizeEstimator size)
```

### Description

Equivalent to `VTMemory(long, long, Runnable)` with the argument list (`size.getEstimate()`, `size.getEstimate()`, `null`).

**Available since** RTSJ 1.0.1

### Parameters

`size`—An instance of `SizeEstimator` used to give an estimate of the initial size. This memory must be committed before the completion of the constructor.

### Throws

`IllegalArgumentException`—when `size` is `null`, or `size.getEstimate()` is less than zero.

**OutOfMemoryStaticError**—when there is insufficient memory for the `VMemory` object or for its allocation area in its backing store.

#### B.2.2.40.2 Methods

---

### toString

#### Signature

```
public java.lang.String  
toString()
```

#### Description

Creates a string representing this object. The string is of the form

```
{@code (VMemory) ScopedMemory#<num>}
```

where `<num>` uniquely identifies the `VMemory` area.

#### Returns

a string representing the value of `this`.

#### B.2.2.41 VTPhysicalMemory

---

```
public class VTPhysicalMemory
```

#### Inheritance

```
java.lang.Object  
MemoryArea  
ScopedMemory  
VTPhysicalMemory
```

#### Description

An instance of `VTPhysicalMemory` allows objects to be allocated from a range of physical memory with particular attributes, determined by their memory type. This memory area has the same semantics as `ScopedMemory` memory areas, and the same performance restrictions as `VMemory`.

No provision is made for sharing object in `VTPhysicalMemory` with entities outside the JVM that creates them, and, while the memory backing an instance of `VTPhysicalMemory` could be shared by multiple JVMs, the class does not support such sharing.

Methods from `VTPhysicalMemory` should be overridden only by methods that use `super`.

See Section [MemoryArea](#)

See Section [ScopedMemory](#)

See Section [VTMemory](#)

See Section [LTMemory](#)

See Section [LTPhysicalMemory](#)

See Section [ImmortalPhysicalMemory](#)

See Section [RealtimeThread](#)

See Section [NoHeapRealtimeThread](#)

**Deprecated** since RTSJ 2.0

#### B.2.2.41.1 Constructors

---

### VTPhysicalMemory(Object, long, long, Runnable)

#### *Signature*

```
public
VTPhysicalMemory(Object type,
                  long base,
                  long size,
                  Runnable logic)
```

#### *Description*



Creates an instance of `VTPhysicalMemory` with the given parameters.

See [Section PhysicalMemoryManager](#)

#### Parameters

**type**—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**base**—The physical memory address of the area.

**size**—The size of the area in bytes.

**logic**—The `run()` method of this object will be called whenever `MemoryArea.enter()` is called. When **logic** is `null`, **logic** must be supplied when the memory area is entered.

#### Throws

`SizeOutOfBoundsException`—when the implementation detects that **size** extends beyond physically addressable memory.

`RealtimeSecurityException`—when the application does not have permissions to access physical memory or the given range of memory.

`OffsetOutOfBoundsException`—when the **base** address is invalid.

`UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

`MemoryTypeConflictException`—when the specified base does not point to memory that matches the requested type, or when **type** specifies incompatible memory attributes.

`MemoryInUseException`—when the specified memory is already in use.

`IllegalAssignmentError`—when storing **logic** in **this** would violate the assignment rules.

**VTPhysicalMemory(Object, long, SizeEstimator, Runnable)**

#### Signature

```
public
VTPhysicalMemory(Object type,
```

```
    long base,  
    SizeEstimator size,  
    Runnable logic)
```

### Description

Equivalent to `VTPhysicalMemory(Object, long, long, Runnable)` with the argument list `(type, base, size.getEstimate(), logic)`.

See Section [PhysicalMemoryManager](#)

### Parameters

**type**—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**base**—The physical memory address of the area.

**size**—A size estimator for this memory area.

**logic**—The `run()` method of this object will be called whenever `MemoryArea.enter()` is called. When **logic** is `null`, **logic** must be supplied when the memory area is entered.

### Throws

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given range of memory.

**SizeOutOfBoundsException**—when the implementation detects that the size estimate from **size** extends beyond physically addressable memory.

**OffsetOutOfBoundsException**—when the **base** address is invalid.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

**MemoryTypeConflictException**—when the specified base does not point to memory that matches the requested type, or when **type** specifies incompatible memory attributes.

**MemoryInUseException**—when the specified memory is already in use.

**IllegalArgumentException**—when **size** is `null`.

**IllegalAssignmentError**—when storing **logic** in **this** would violate the assignment rules.

## VTPhysicalMemory(Object, long, long)

### Signature

```
public
VTPhysicalMemory(Object type,
                  long base,
                  long size)
```

### Description

Equivalent to `VTPhysicalMemory(Object, long, long, Runnable)` with the argument list `(type, base, size, null)`.

See Section [PhysicalMemoryManager](#)

### Parameters

**type**—An instance of `Object` representing the type of memory required, e.g., `dma`, `shared`, used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**base**—The physical memory address of the area.

**size**—The size of the area in bytes.

### Throws

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given range of memory.

**SizeOutOfBoundsException**—when the implementation detects that **size** extends beyond physically addressable memory.

**OffsetOutOfBoundsException**—when the **base** address is invalid.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

**MemoryTypeConflictException**—when the specified base does not point to memory that matches the requested type, or when **type** specifies incompatible memory attributes.

**MemoryInUseException**—when the specified memory is already in use.

## VTPhysicalMemory(Object, long, SizeEstimator)

### Signature

```
public
VTPhysicalMemory(Object type,
                  long base,
                  SizeEstimator size)
```

### Description

Equivalent to `VTPhysicalMemory(Object, long, long, Runnable)` with the argument list `(type, base, size.getEstimate(), null)`.

See Section [PhysicalMemoryManager](#)

### Parameters

**type**—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**base**—The physical memory address of the area.

**size**—A size estimator for this memory area.

### Throws

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given range of memory.

**SizeOutOfBoundsException**—when the implementation detects that the size estimate from **size** extends beyond physically addressable memory.

**OffsetOutOfBoundsException**—when the **base** address is invalid.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

**MemoryTypeConflictException**—when the specified base does not point to memory that matches the requested type, or when **type** specifies incompatible memory attributes.

**MemoryInUseException**—when the specified memory is already in use.

**IllegalArgumentException**—when **size** is `null`.

## VTPhysicalMemory(Object, long, Runnable)

### Signature

```
public
VTPhysicalMemory(Object type,
                  long size,
                  Runnable logic)
```

### Description

Equivalent to `VTPhysicalMemory(Object, long, long, Runnable)` with the argument list (`type`, `next`, `size`, `logic`), where `next` is the beginning of the next best fit in the physical memory range.

See Section [PhysicalMemoryManager](#)

### Parameters

- `type`—An instance of `Object` representing the type of memory required (e.g., `dma`, `shared`), used to define the base address and control the mapping. When the required memory has more than one attribute, `type` may be an array of objects. When `type` is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that `type` values are compared by reference (`==`), not by value (`equals`).
- `size`—The size of the area in bytes.
- `logic`—The `run()` method of this object will be called whenever `MemoryArea.enter()` is called. When `logic` is `null`, `logic` must be supplied when the memory area is entered.

### Throws

- `RealtimeSecurityException`—when the application does not have permissions to access physical memory or the given range of memory.
- `SizeOutOfBoundsException`—when the implementation detects that `size` extends beyond physically addressable memory.
- `UnsupportedPhysicalMemoryException`—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.
- `MemoryTypeConflictException`—when the specified base does not point to memory that matches the requested type, or when `type` specifies incompatible memory attributes.
- `IllegalAssignmentError`—when storing `logic` in `this` would violate the assignment rules.

## VTPhysicalMemory(Object, SizeEstimator, Runnable)

### Signature

```
public
VTPhysicalMemory(Object type,
                  SizeEstimator size,
                  Runnable logic)
```

### Description

Equivalent to `VTPhysicalMemory(Object, long, long, Runnable)` with the argument list `(type, next, size.getEstimate(), logic)`. where `next` is the beginning of the next best fit in the physical memory range.

See [Section PhysicalMemoryManager](#)

### Parameters

**type**—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**size**—A size estimator for this area.

**logic**—The `run()` method of this object will be called whenever `MemoryArea.enter()` is called. When **logic** is `null`, **logic** must be supplied when the memory area is entered.

### Throws

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given range of memory.

**SizeOutOfBoundsException**—when the implementation detects that the size estimate from **size** extends beyond physically addressable memory.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

**MemoryTypeConflictException**—when the specified base does not point to memory that matches the requested type, or when **type** specifies incompatible memory attributes.

**IllegalArgumentException**—when **size** is `null`.

**IllegalAssignmentError**—when storing logic in this would violate the assignment rules.

## VTPhysicalMemory(Object, long)

### Signature

```
public
    VTPhysicalMemory(Object type,
                     long size)
```

### Description

Equivalent to `VTPhysicalMemory(Object, long, long, Runnable)` with the argument list (`type`, `next`, `size`, `null`), where `next` is the beginning of the next best fit in the physical memory range.

See Section [PhysicalMemoryManager](#)

### Parameters

**type**—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**size**—The size of the area in bytes.

### Throws

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given range of memory.

**SizeOutOfBoundsException**—when the implementation detects that **size** extends beyond physically addressable memory.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching `PhysicalMemoryTypeFilter` has been registered with the `PhysicalMemoryManager`.

**MemoryTypeConflictException**—when the specified base does not point to memory that matches the requested type, or when **type** specifies incompatible memory attributes.

**IllegalArgumentException**—when **size** is less than zero.

## VTPhysicalMemory(Object, SizeEstimator)

### Signature

```
public
VTPhysicalMemory(Object type,
                  SizeEstimator size)
```

### Description

Equivalent to `VTPhysicalMemory(Object, long, long, Runnable)` with the argument list `(type, next, size.getEstimate(), null)`, where `next` is the beginning of the next best fit in the physical memory range.

See Section [PhysicalMemoryManager](#)

### Parameters

**type**—An instance of `Object` representing the type of memory required, e.g., *dma*, *shared*, used to define the base address and control the mapping. When the required memory has more than one attribute, **type** may be an array of objects. When **type** is `null` or a reference to an array with no entries, any type of memory is acceptable. Note that **type** values are compared by reference (`==`), not by value (`equals`).

**size**—A size estimator for this area.

### Throws

**RealtimeSecurityException**—when the application doesn't have permissions to access physical memory or the given range of memory.

**SizeOutOfBoundsException**—when the implementation detects that the size estimate from **size** extends beyond physically addressable memory.

**UnsupportedPhysicalMemoryException**—when the underlying hardware does not support the given type, or when no matching **PhysicalMemoryTypeFilter** has been registered with the **PhysicalMemoryManager**.

**MemoryTypeConflictException**—when the specified base does not point to memory that matches the requested type, or when **type** specifies incompatible memory attributes.

**IllegalArgumentException**—when **size** is `null`.

### B.2.2.41.2 Methods

---



## toString

### *Signature*

```
public java.lang.String  
toString()
```

### *Description*

Creates a string representing this object. The string is of the form

```
(VTPhysicalMemory) Scoped memory # num
```

where `num` is a number that uniquely identifies this `VTPhysicalMemory` memory area.

### *Returns*

a string representing the value of `this`.

## B.3 Rationale

These are interface and classes that have been shown to be less than ideal. Except for feasibility analysis, they have been replaced by elements that better fulfill the requirements. Compatibility can be provided by implementations that use existing facilities, so there is no reason to continue requiring their inclusion in new implementations.



# Appendix C

## Indices

### C.1 Class Index

### C.2 Class Index

AbsoluteTime, 347, 981  
ActiveEvent, 265  
ActiveEventDispatcher, 269  
Affinity, 139  
AffinityPermission, 806  
AlignmentError, 861  
AperiodicParameters, 147, 985  
ArrivalTimeQueueOverflowException, 862, 990  
AsyncBaseEvent, 276  
AsyncBaseEventHandler, 281  
AsyncEvent, 297, 991  
AsyncEventHandler, 299, 994  
AsynchronousControlGroup, 606  
AsynchronouslyInterruptedException, 608, 1011  
AsyncLongEvent, 306  
AsyncLongEventHandler, 308  
AsyncObjectEvent, 315  
AsyncObjectEventHandler, 316  
AsyncTimable, 396  
  
BackgroundParameters, 153  
BlockableReleaseRunner, 323  
  
BoundAsyncEventHandler, 326, 1018  
BoundAsyncLongEventHandler, 330  
BoundAsyncObjectEventHandler, 333  
BoundSchedulable, 121  
  
CeilingViolationException, 864  
Chronograph, 397  
Clock, 401  
ConfigurationParameters, 55  
ConstructorCheckedException, 866  
CoreMemoryPermission, 808  
  
DeregistrationException, 866  
DirectMemoryBufferFactory, 711  
DirectMemoryByteBuffer, 635  
DirectMemoryPermission, 833  
DirectMemoryRegion, 715  
DuplicateFilterException, 1020  
  
EnclosedType, 458  
EventQueueOverflowException, 867  
  
FirstInFirstOutParameters, 155  
FirstInFirstOutScheduler, 156  
FixedPriorityReleaseRunner, 337

ForEachTerminationException, 868

GarbageCollector, 812

Happening, 717

HappeningDispatcher, 727

HappeningPermission, 836

HeapMemory, 460

HighResolutionTime, 361, 1021

IllegalAssignmentError, 869, 1024

IllegalRealtimeArgumentException, 870

IllegalRealtimeStateException, 876

IllegalTaskStateException, 881

ImmortalMemory, 465

ImmortalPhysicalMemory, 1024

ImportanceParameters, 1033

InaccessibleAreaException, 887

InterruptCeilingEmulation, 730

InterruptDescriptor, 731

Interruptible, 605, 958

InterruptInheritance, 734

InterruptMasking, 735

InterruptServiceRoutine, 736

InterruptUnmaskable, 740

LateStartException, 889

LTMemory, 497, 1036

LTPPhysicalMemory, 1042

MemoryAccessError, 891, 1052

MemoryArea, 466

MemoryGroup, 500

MemoryInUseException, 892

MemoryParameters, 481, 1052

MemoryScopeException, 894, 1056

MemoryTypeConflictException, 895

MinimumInterarrivalPolicy, 133

MITViolationException, 889

MonitorControl, 235

NoHeapRealtimeThread, 1057

OffsetOutOfBoundsException, 897, 1061

OneShotTimer, 408

OutOfMemoryStaticError, 899

PerennialMemory, 486

PeriodicParameters, 160, 1068

PeriodicTimer, 410

PhasingPolicy, 52

PhysicalMemoryCharacteristic, 493

PhysicalMemoryFactory, 502

PhysicalMemoryManager, 1069

PhysicalMemoryPermission, 843

PhysicalMemoryRegion, 510

PhysicalMemorySelector, 511

PhysicalMemorySelector.CachingBehavior,  
493

PhysicalMemorySelector.PagingBehavior,  
495

PhysicalMemoryTypeFilter, 959

PinnableMemory, 514

POSIXException, 904

POSIXInvalidSignalException, 905

POSIXInvalidTargetException, 905

POSIXPermission, 849

POSIXSignalHandler, 1062

POSIXSignalPermissionException, 906

PriorityCeilingEmulation, 238

PriorityInheritance, 241

PriorityParameters, 168, 1079

PriorityScheduler, 170, 1080

ProcessingGroup, 173

ProcessingGroupParameters, 1089

ProcessorAffinityException, 907

QueueOverflowPolicy, 136

RangeOutOfBoundsException, 908

RawByte, 650

RawByteReader, 651

RawByteWriter, 654

RawDouble, 657

RawDoubleReader, 657

RawDoubleWriter, 661

RawFloat, 664

RawFloatReader, 664

RawFloatWriter, 667

RawInt, 670  
 RawIntReader, 671  
 RawIntWriter, 674  
 RawLong, 677  
 RawLongReader, 677  
 RawLongWriter, 680  
 RawMemory, 683  
 RawMemoryAccess, 1099  
 RawMemoryFactory, 741  
 RawMemoryFloatAccess, 1123  
 RawMemoryPermission, 839  
 RawMemoryRegion, 765  
 RawMemoryRegionFactory, 685  
 RawShort, 705  
 RawShortReader, 705  
 RawShortWriter, 708  
 RealtimePermission, 813  
 RealtimeSecurity, 1135  
 RealtimeSecurityException, 909  
 RealtimeSignal, 775  
 RealtimeSignalDispatcher, 781  
 RealtimeSystem, 817, 1138  
 RealtimeThread, 59, 1139  
 RealtimeThreadGroup, 186  
 RegistrationException, 914  
 RelativeTime, 371, 1160  
 Releasable, 268  
 ReleaseParameters, 192, 1165  
 ReleaseRunner, 339  
 ResourceLimitError, 915  
 RoundRobinParameters, 204  
 RoundRobinScheduler, 206  
 RTSJModule, 803  
  
 Schedulable, 121, 966  
 Scheduler, 210, 1166  
 SchedulingParameters, 214  
 SchedulingPermission, 825  
  
 ScopedConfigurationParameters, 535  
 ScopedCycleException, 917  
 ScopedMemory, 537, 1172  
 ScopedMemoryParameters, 564  
 ScopedMemoryPermission, 846  
 Signal, 785  
 SignalDispatcher, 792  
 SizeEstimator, 486  
 SizeOutOfBoundsException, 919  
 SporadicParameters, 217, 1187  
 StackedMemory, 568  
 StaticCheckedException, 921  
 StaticError, 926  
 StaticRuntimeException, 932  
 StaticThrowable, 856  
 StaticThrowableStorage, 937  
 Subsumable, 268  
  
 TaskPermission, 829  
 ThrowBoundaryError, 943, 1192  
 Timable, 400  
 Timed, 616, 1192  
 TimeDispatcher, 419  
 Timer, 422  
  
 UninitializedStateException, 945  
 UnknownHappeningException, 1195  
 UnsupportedPhysicalMemoryException,  
     945, 1196  
 UnsupportedRawMemoryRegionException,  
     947  
 UnsupportedRealtimeOperationException,  
     948  
  
 VTMemory, 1197  
 VTPhysicalMemory, 1203  
  
 WaitFreeReadQueue, 242  
 WaitFreeWriteQueue, 249

## C.3 Method Index

## C.4 Method Index

abort, 608  
absolute, 351, 352, 368, 369, 374, 983,  
984, 1021, 1022, 1162, 1163  
add, 354–356, 376–378  
addHandler, 278, 412, 726, 780, 791, 992,  
1067  
addIfFeasible, 970, 1000, 1146  
addressOf, 714  
addToFeasibility, 970, 1000, 1087, 1146,  
1166  
allocateByteBuffer, 713  
associate, 504, 505  
attach, 326, 338, 341  
awaken, 82, 132, 297  
  
bindTo, 993  
  
canEnforceAllocationRate, 824  
canEnforceCost, 823  
checkAccessPhysical, 1136  
checkAccessPhysicalRange, 1136  
checkAEHSetDaemon, 1138  
checkSetFilter, 1137  
checkSetMonitorControl, 1137  
checkSetScheduler, 1138  
clear, 246, 252, 491, 613, 1016  
clearAlarm, 407  
clone, 195, 215, 367, 484, 1093  
compareTo, 367, 381  
compareToZero, 381  
contains, 959  
create, 732  
createId, 720  
createImmortalMemory, 506  
createLTMemory, 507  
createPinnableMemory, 508  
createRawByte, 686, 746  
createRawByteReader, 687, 747  
createRawByteWriter, 688, 748  
  
createRawDouble, 701, 762  
createRawDoubleReader, 702, 763  
createRawDoubleWriter, 703, 764  
createRawFloat, 698, 759  
createRawFloatReader, 699, 760  
createRawFloatWriter, 700, 761  
createRawInt, 692, 752  
createRawIntReader, 693, 753  
createRawIntWriter, 694, 754  
createRawLong, 695, 755  
createRawLongReader, 696, 756  
createRawLongWriter, 697, 758  
createRawShort, 689, 749  
createRawShortReader, 690, 750  
createRawShortWriter, 691, 751  
createReleaseParameters, 280, 415, 431  
createStackedMemory, 509  
currentGC, 819  
currentRealtimeThread, 65  
currentSchedulable, 66, 212  
  
deregister, 275, 421, 729, 746, 784, 795  
deschedule, 76  
deschedulePeriodic, 1147  
destroy, 275, 422, 730, 784, 795  
detach, 326, 338, 341  
disable, 267, 277, 432, 611, 1014  
doInterruptible, 612, 617, 1015, 1194  
duplicate, 635  
  
enable, 267, 277, 431, 611, 1013  
enforceCost, 184, 202  
enforcingCost, 183, 202  
enter, 461, 469–473, 540–544, 578, 579,  
1174, 1175  
equals, 362, 368, 807, 810, 816, 827, 831,  
834, 838, 841, 844, 847, 851  
executeInArea, 462, 466, 478–480,  
544–547, 1176

- 
- fillInStackTrace, 614, 859, 873, 879, 884, 902, 912, 924, 929, 935, 939, 951, 1017
  - find, 960
  - fire, 81, 298, 307, 315, 397, 410, 419, 612, 1015
  - fireSchedulable, 1088, 1171
  - flip, 649
  - force, 254
  - free, 713
  
  - generate, 142
  - get, 636, 652, 653, 659, 660, 666, 672, 673, 679, 707, 721, 732, 765, 776, 786, 862–864, 867–871, 876, 882, 888, 889, 891, 892, 894, 895, 897–899, 905–910, 915, 917, 918, 920, 944–948
  - getActions, 807, 811, 816, 828, 831, 834, 838, 841, 844, 847, 851
  - getAddress, 684
  - getAffinity, 217, 737
  - getAllocationRate, 484
  - getAndClearPendingFireCount, 283, 306, 314, 322
  - getAndDecrementPendingFireCount, 284, 305, 313, 321
  - getAndIncrementPendingFireCount, 997
  - getArrivalTimeQueueOverflowBehavior, 988
  - getAvailableProcessors, 143
  - getBase, 511
  - getByte, 651, 652, 1104
  - getByteOrder, 819
  - getBytes, 1105
  - getCachingBehavior, 514
  - getCallerPriority, 865
  - getCause, 858, 873, 878, 884, 901, 911, 923, 929, 934, 940, 950
  - getCeiling, 240, 865
  - getChar, 637
  - getChronograph, 363
  - getClock, 363, 415, 425
  - getConcurrentLocksUsed, 820
  - getConfigurationParameters, 73, 128, 287, 325, 337, 340
  - getCost, 196, 1093
  - getCostOverrunHandler, 183, 197, 1094
  - getCostUnderrunHandler, 182
  - getCurrent, 938
  - getCurrentConsumption, 67, 282, 283
  - getCurrentCost, 184
  - getCurrentMemoryArea, 67
  - getCurrentReleaseTime, 66, 281, 282
  - getDate, 356
  - getDeadline, 197, 1094
  - getDeadlineMissHandler, 198, 1094
  - getDefault, 57, 504
  - getDefaultConfiguration, 824
  - getDefaultFactory, 745
  - getDefaultRunner, 58, 536
  - getDefaultScheduler, 211
  - getDispatcher, 81, 268, 292, 400, 429, 725, 777, 788
  - getDouble, 637, 638, 658, 1127
  - getDoubles, 1128
  - getDrivePrecision, 406
  - getEffectiveStart, 177, 178
  - getEffectiveStartTime, 78, 426, 427
  - getEpochOffset, 398, 403
  - getEstimate, 491
  - getEventQueueOverflowPolicy, 203
  - getFireTime, 416, 417, 428
  - getFloat, 638, 665, 1129
  - getFloats, 1130
  - getGeneric, 610, 1013
  - getGranularity, 185
  - getHandler, 737
  - getHappening, 719
  - getID, 734
  - getId, 721, 722, 776, 777, 786, 787
  - getImportance, 1035
  - getInitialArrivalTimeQueueLength, 987
  - getInitialMemoryAreaIndex, 1140
  - getInitialMonitorControl, 822
  - getInitialQueueLength, 203
  - getInt, 639, 671, 672, 1106

getInterval, 418  
getInts, 1107  
getLastCost, 184  
getLastThrowable, 939  
getLength, 511  
getLocalizedMessage, 858, 872, 878, 883,  
    900, 911, 922, 928, 933, 941, 949  
getLong, 639, 640, 678, 1108  
getLongs, 1109  
getMappedAddress, 1110  
getMaxBackingStore, 502  
getMaxCeiling, 241  
getMaxConsumption, 80, 129, 130, 294  
getMaxContainingArea, 567  
getMaxEligibility, 188  
getMaxGlobalBackingStore, 567  
getMaxImmortal, 485  
getMaximumConcurrentLocks, 820  
getMaximumCost, 179, 180  
getMaximumSize, 577, 1176  
getMaxInitialArea, 485  
getMaxInitialBackingStore, 567  
getMaxMemoryArea, 1053  
getMaxPriority, 158, 172, 208, 1080  
getMemoryArea, 72, 285, 473  
getMemoryAreaStackDepth, 1141  
getMemoryParameters, 73, 122, 285  
getMessage, 857, 872, 877, 883, 900, 910,  
    922, 928, 933, 940, 949  
getMessageLength, 58  
getMilliseconds, 364  
getMinConsumption, 79, 80, 128, 129,  
    293  
getMinimumCost, 181  
getMinimumInterarrival, 221, 222  
getMinimumInterarrivalPolicy, 223  
getMinPriority, 158, 172, 209, 1081  
getMitViolationBehavior, 1190  
getMonitorControl, 235, 236  
getName, 685, 723, 733, 766, 777, 788  
getNanoseconds, 364  
getNormPriority, 158, 172, 209, 1082  
getOuterMemoryArea, 1142  
getPagingBehavior, 514  
getPendingFireCount, 283, 304, 313, 321  
getPeriod, 165, 178, 1095  
getPinCount, 517  
getPolicyName, 159, 171, 209, 213  
getPortal, 547, 1177  
getPredefinedAffinities, 141  
getPredefinedAffinitiesCount, 141  
getPreemptionLatency, 812  
getPriority, 169  
getProcessId, 787  
getProcessingGroupParameters, 968, 998,  
    1147  
getProcessorAddedEvent, 144  
getProcessorCount, 146  
getProcessorRemovedEvent, 145  
getProcessors, 145, 146  
getQuantum, 208  
getQueryPrecision, 399, 405  
getQueueLength, 293  
getRealtimeClock, 402  
getRealtimeThreadGroup, 73, 127, 274,  
    286, 340  
getReferenceCount, 548, 1177  
getRegion, 685  
getRejectSet, 513  
getReleaseParameters, 74, 123, 285  
getRequestSet, 513  
getScheduler, 74, 124, 188, 271, 286  
getSchedulingParameters, 74, 126, 273,  
    286  
getSecurityManager, 1139  
getShort, 640, 706, 1110  
getShorts, 1111  
getSize, 684  
getSizes, 59  
getStackTrace, 615, 860, 874, 880, 885,  
    902, 913, 924, 930, 935, 941, 951,  
    1017  
getStackTraceLength, 58  
getStart, 165, 426, 1095  
getStride, 684  
getSupportedCachingBehavior, 512



- getSupportedPagingBehavior, 513
- getTime, 398, 399, 404
- getUniversalClock, 402
- getVMAttributes, 961
- getVMFlags, 961
- globalBackingStoreConsumed, 539
- globalBackingStoreRemaining, 538
- globalBackingStoreSize, 538
  
- handle, 739
- handleAsyncEvent, 304, 311, 320
- handledBy, 277, 430, 991
- hasHandlers, 280
- hashCode, 367, 808, 811, 816, 828, 831, 835, 838, 842, 845, 848, 851
- hasRemaining, 650
- hasUniversalClock, 823
- hostBackingStoreConsumed, 578
- hostBackingStoreRemaining, 577
- hostBackingStoreSize, 577
  
- implies, 808, 811, 817, 828, 832, 835, 839, 842, 845, 848, 852
- in, 805
- initCause, 858, 872, 878, 884, 901, 911, 923, 928, 934, 941, 950
- initialize, 961
- initMessage, 857, 871, 877, 882, 900, 910, 922, 927, 933, 940, 949
- inRange, 714
- inSchedulableExecutionContext, 212
- instance, 157, 207, 240, 242, 462, 466, 731, 735, 740, 1082
- interrupt, 75, 131, 295
- interruptAction, 605, 959
- isActive, 265, 429, 724, 778, 788
- isAffinityChangeNotificationSupported, 143
- isCompatible, 156, 169, 205, 216
- isDaemon, 130, 292
- isEmpty, 247, 253
- isEnabled, 612, 1014
- isFeasible, 1083, 1167
- isFull, 247, 253
- isHappening, 720
- isInterrupt, 733
- isInterrupted, 76, 132, 295
- isPinned, 517
- isPOSIXRealtimeSignal, 775
- isPOSIXSignal, 785
- isPresent, 962
- isProcessorInSet, 146
- isRawMemoryRegion, 766
- isReadOnly, 635
- isRegistered, 738
- isRemovable, 963, 1073
- isRemoved, 1073
- isRousable, 201, 296
- isRunning, 266, 276, 430, 725, 778, 789
- isSetAffinitySupported, 142
- isValid, 147
  
- join, 518, 548, 549, 1178
- joinAndEnter, 519–526, 550, 551, 553–559, 579, 581–583, 1179, 1180, 1182, 1183
- joinAndEnterPinned, 528–535
- joinPinned, 527
  
- limit, 648
  
- map, 1112–1114
- mark, 648
- mayHoldReferenceTo, 480, 481
- mayUseHeap, 81, 131, 294
- memoryConsumed, 473
- memoryRemaining, 474
- modules, 823
  
- newArray, 463, 474, 560, 1184
- newArrayInArea, 475
- newInstance, 463, 464, 475, 476, 561, 562, 1185, 1186
  
- onInsertion, 963, 1074
- onRemoval, 964, 1075, 1076
  
- peekPending, 312, 320
- physicalAddressOf, 717

pin, 516  
position, 647  
printStackTrace, 615, 616, 860, 861, 875,  
880, 881, 886, 903, 904, 913, 914,  
925, 926, 930, 931, 936, 937, 942,  
943, 952, 953, 1018  
put, 641  
putChar, 641, 642  
putDouble, 642, 643  
putFloat, 643, 644  
putInt, 644  
putLong, 645  
putShort, 646  
  
read, 247, 253  
readFence, 715  
regionAddressOf, 716  
register, 274, 421, 729, 738, 745, 783, 794  
registerFilter, 1077  
relative, 352, 353, 370, 375, 984, 985,  
1023, 1163, 1164  
release, 75, 325, 338, 341  
remaining, 650  
removeFilter, 1077  
removeFromFeasibility, 971, 1001, 1088,  
1147, 1171  
removeHandler, 279, 726, 781, 792, 992,  
1067  
reschedule, 77, 159, 210, 213, 433  
reserve, 487, 488  
reserveArray, 488, 489  
reserveLambda, 490, 491  
reset, 649  
resetTime, 618, 1194  
resize, 576  
restart, 618, 1195  
run, 297, 304, 312, 321, 605, 958  
  
scale, 380  
schedulePeriodic, 1148  
send, 780, 790  
set, 357, 364–366, 655, 656, 662, 663, 669,  
675, 676, 682, 710  
setAlarm, 407  
setAllocationRate, 1053  
setAllocationRateIfFeasible, 1054  
setArrivalTimeQueueOverflowBehavior,  
989  
setByte, 655, 1115  
setBytes, 1116  
setCost, 198, 1095  
setCostOverrunHandler, 183, 199, 1096  
setCostUnderrunHandler, 182  
setDaemon, 130, 291  
setDeadline, 152, 166, 199, 1096  
setDeadlineMissHandler, 200, 1097  
setDefault, 57  
setDefaultConfiguration, 824  
setDefaultDispatcher, 421, 728, 783, 794  
setDefaultRunner, 57, 536  
setDefaultScheduler, 212  
setDouble, 661, 662, 1131  
setDoubles, 1132  
setEventQueueOverflowPolicy, 203, 223  
setFloat, 668, 1133  
setFloats, 1134  
setGranularity, 185  
setHandler, 279, 413, 726, 780, 792, 992,  
1067  
setIfFeasible, 971, 972, 974–976, 989,  
1001–1004, 1008, 1068, 1083,  
1085, 1086, 1097, 1148–1151,  
1153, 1165, 1167–1169, 1190,  
1191  
setImportance, 1035  
setInitialArrivalTimeQueueLength, 988  
setInitialQueueLength, 204  
setInt, 674, 675, 1117  
setInterval, 418  
setInts, 1118  
setLastThrowable, 939  
setLong, 681, 1119  
setLongs, 1120  
setMaxBackingStore, 502  
setMaxEligibility, 188  
setMaxImmortalIfFeasible, 1055  
setMaximumConcurrentLocks, 821

- 
- setMaximumCost, 180
  - setMaxMemoryAreaIfFeasible, 1056
  - setMemoryParameters, 82, 122, 287
  - setMemoryParametersIfFeasible, 978, 1009, 1154
  - setMinimumCost, 181
  - setMinimumInterarrival, 222
  - setMinimumInterarrivalPolicy, 222
  - setMitViolationBehavior, 1189
  - setMonitorControl, 236, 237
  - setPeriod, 166, 179, 1098
  - setPortal, 563, 1186
  - setPriority, 1080
  - setProcessingGroupParameters, 968, 999, 1155
  - setProcessingGroupParametersIfFeasible, 969, 1007, 1156
  - setProcessorAddedEvent, 144
  - setProcessorRemovedEvent, 145
  - setQuantum, 207
  - setRealtimeClock, 402
  - setReleaseParameters, 83, 123, 288
  - setReleaseParametersIfFeasible, 979, 1006, 1157
  - setRousable, 201, 296
  - setScheduler, 83, 84, 124, 125, 271, 272, 289, 290, 967, 997, 1158
  - setSchedulingParameters, 85, 126, 273, 291
  - setSchedulingParametersIfFeasible, 980, 1010, 1159
  - setSecurityManager, 822
  - setShort, 709, 1121
  - setShorts, 1122
  - setStackTrace, 614, 859, 874, 879, 885, 902, 912, 924, 929, 935, 942, 951, 1017
  - setStart, 167, 1098
  - setUniversalClock, 403
  - size, 248, 254, 477
  - sleep, 68, 1143
  - slice, 646
  - spin, 69, 70
  - start, 78, 266, 414, 432, 433, 723, 778, 779, 789, 1060
  - startPeriodic, 77, 1060
  - stop, 267, 433, 724, 779, 790
  - subsumes, 156, 170, 206, 216, 269
  - subtract, 357–359, 378, 379
  - supports, 822
  - suspend, 69
  - throwPending, 614, 1016
  - toString, 170, 360, 382, 563, 734, 766, 1036, 1042, 1051, 1187, 1203, 1213
  - trigger, 722, 725
  - triggerAlarm, 407
  - unbindTo, 993
  - unmap, 1123
  - unpin, 516
  - unregister, 739
  - unregisterInsertionEvent, 964, 1078
  - unregisterRemovalEvent, 965, 1078
  - value, 135, 138, 139, 805
  - valueOf, 54, 135, 138, 460, 495, 496, 805
  - values, 54, 134, 138, 460, 494, 496, 804
  - vFind, 966
  - visitChildren, 191, 192
  - visitConventionalThreads, 189, 190
  - visitInterrupts, 733
  - visitNestedScopes, 560
  - visitSchedulables, 190, 191
  - visitScopeRoots, 539
  - waitForData, 248
  - waitForNextPeriod, 1144
  - waitForNextPeriodInterruptible, 1145
  - waitForNextRelease, 71
  - waitForNextReleaseInterruptible, 71
  - waitForObject, 361
  - write, 249, 255
  - writeFence, 714

