

# Realtime and Embedded Specification for Java

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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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# 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 of 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 determine this.

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, adds additional requirements.

Providing realtime semantics and the additional programming interfaces required

is a core part of this specification. So much so that the original specification provided special memory areas to avoid the use of garbage collection. 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 base Java semantics and 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 set of programming interfaces requires some guiding principles around which to organize the RTSJ. These principles delimit the scope of the RTSJ and its compatibility requirements with conventional Java.

### 1.1.1 Applicability to Particular 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. There are eight aspects of these refinements and additions 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 scheduling 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 serial 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` implement 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 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 of 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 realtime 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 format <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 scheduler, 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 to 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 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. If 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 policy, 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 in only 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 signalling from another thread, or the passage of time, 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 iteration cost and bound. 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.

## 2.3.3 Principles

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.

### 2.3.3.1 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`).

### 2.3.3.2 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.

### 2.3.3.3 Semantic Principles

1. If 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. If 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.



#### 2.3.3.4 Pragmatic Principles

1. There should be straightforward idioms for common cases such as timer handlers and realtime thread termination.
2. If 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.

### 2.3.4 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 (if 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 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 (if coded to be so) but orderly clean up and termination of the realtime thread. Note that 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 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 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, 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.AbstractAsyncEventHandler` 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 `AbstractAsyncEventHandler`. 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 thread or schedulable, including Java threads.
- 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 `javafx.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 the implementation 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 like functionality together in a way that promotes maximal adoption for various implementation classes. A conventional JVM may simply implement the Base 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 Base 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 implementation some choice over which modules and features to include and which not.

#### 3.2.2.1 Base Module

The Base Module adds the concepts of processor affinity, threads with realtime scheduling, 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 `javafx.realtime` and are listed below.

- `AbsoluteTime` (Section 9.3.1.1)
- `ActiveEvent` (Section 8.3.1.1)
- `ActiveEventDispatcher` (Section 8.3.3.1)
- `Affinity` (Section 6.3.3.1)
- `AperiodicParameters` (Section 6.3.3.2)
- `AsyncBaseEvent` (Section 8.3.3.2)
- `AsyncBaseEventHandler` (Section 8.3.3.3)
- `AsyncEvent` (Section 8.3.3.4)
- `AsyncEventHandler` (Section 8.3.3.5)
- `AsyncLongEvent` (Section 8.3.3.6)
- `AsyncLongEventHandler` (Section 8.3.3.7)
- `AsyncObjectEvent` (Section 8.3.3.8)
- `AsyncTimable` (Section 10.3.1.1)
- `AsyncObjectEventHandler` (Section 8.3.3.9)
- `BoundAsyncBaseEventHandler` (Section 8.3.1.2)
- `BoundAsyncEventHandler` (Section 8.3.3.10)
- `BoundAsyncLongEventHandler` (Section 8.3.3.11)
- `BoundAsyncObjectEventHandler` (Section 8.3.3.12)
- `Clock` (Section 10.3.2.1)
- `Chronograph` (Section 10.3.1.2)
- `ConfigurationParameters` (Section 5.3.2.1)
- `FirstInFirstOutScheduler` (Section 6.3.3.3)
- `GarbageCollector` (Section 14.2.2.1)
- `HeapMemory` (Section 11.3.2.1)
- `HighResolutionTime` (Section 9.3.1.2)
- `ImmortalMemory` (Section 11.3.2.2)
- `ImportanceParameters` (Section 6.3.3.4)
- `Interruptible` (Section 8.3.1.3)
- `MemoryArea` (Section 11.3.2.3)
- `MemoryAreaVisitor` (Section 11.3.1.1)
- `MemoryParameters` (Section 11.3.2.4)<sup>1</sup>
- `MonitorControl` (Section 7.3.1.1)
- `OneShotTimer` (Section 10.3.2.2)
- `PeriodicParameters` (Section 6.3.3.6)
- `PeriodicTimer` (Section 10.3.2.3)
- `PhasingPolicy` (Section 5.3.1.1)

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<sup>1</sup>The `mayUseHeap` flag is present, but can only be set if the Memory Module is supported.

- [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)
- [RealtimeExecutionContext](#) (Section 6.3.1.2)
- [RealtimeSecurity](#) (Section 14.2.2.2)
- [RealtimeSystem](#) (Section 14.2.2.3)
- [RealtimeThread](#) (Section 5.3.2.2)
- [RelativeTime](#) (Section 9.3.1.3)
- [Releasable](#) (Section 8.3.1.4)
- [ReleaseParameters](#) (Section 6.3.3.10)
- [RoundRobinScheduler](#) (Section 6.3.3.11)
- [RTSJModule](#) (Section 14.2.1.1)
- [Schedulable](#) (Section 6.3.1.3)
- [Scheduler](#) (Section 6.3.3.12)
- [SchedulingParameters](#) (Section 6.3.3.14)
- [SizeEstimator](#) (Section 11.3.2.5)
- [SporadicParameters](#) (Section 6.3.3.15)
- [Timable](#) (Section 10.3.1.3)
- [Timed](#) (Section 8.3.2.2)
- [TimeDispatcher](#) (Section 10.3.2.4)
- [Timer](#) (Section 10.3.2.6)
- [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 15.2.3.1)
- [ArrivalTimeQueueOverflowException](#) (Section 15.2.2.1)
- [CeilingViolationException](#) (Section 15.2.2.2)
- [DeregistrationException](#) (Section 15.2.2.3)
- [IllegalAssignmentError](#) (Section 15.2.3.2)
- [InaccessibleAreaException](#) (Section 15.2.2.4)
- [LateStartException](#) (Section 15.2.2.5)
- [MemoryAccessError](#) (Section 15.2.3.3)
- [MemoryInUseException](#) (Section 15.2.2.7)
- [MemoryScopeException](#) (Section 15.2.2.8)
- [MemoryTypeConflictException](#) (Section 15.2.2.9)
- [MITViolationException](#) (Section 15.2.2.6)
- [OffsetOutOfBoundsException](#) (Section 15.2.2.10)

- [POSIXException](#) (Section 15.2.2.11)
- [POSIXInvalidSignalException](#) (Section 15.2.2.12)
- [POSIXInvalidTargetException](#) (Section 15.2.2.13)
- [POSIXSignalPermissionException](#) (Section 15.2.2.14)
- [ProcessorAffinityException](#) (Section 15.2.2.15)
- [RangeOutOfBoundsException](#) (Section 15.2.2.16)
- [RegistrationException](#) (Section 15.2.2.17)
- [ResourceLimitError](#) (Section 15.2.3.4)
- [ScopedCycleException](#) (Section 15.2.2.18)
- [StaticCheckedException](#) (Section 15.2.2.20)
- [StaticError](#) (Section 15.2.3.5)
- [StaticOutOfMemoryError](#) (Section 15.2.3.6)
- [StaticRuntimeException](#) (Section 15.2.2.21)
- [StaticThrowable](#) (Section 15.2.1.1)
- [StaticThrowableStorage](#) (Section 15.2.3.7)
- [SizeOutOfBoundsException](#) (Section 15.2.2.19)
- [ThrowBoundaryError](#) (Section 15.2.3.8)
- [UnsupportedPhysicalMemoryException](#) (Section 15.2.2.22)
- [UnsupportedRawMemoryRegionException](#) (Section 15.2.2.23)

#### 3.2.2.2 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-shelf hardware using this module. The classes required in this module are all in the package `javax.realtime.device` and are listed below.

- [Happening](#) (Section 12.3.2.3)
- [HappeningDispatcher](#) (Section 12.3.2.4)
- [InterruptServiceRoutine](#) (Section 12.3.2.5)
- [DMABufferFactory](#) (Section 12.3.2.1)
- [RawMemory](#) (Section 12.3.1.16)
- [RawMemoryFactory](#) (Section 12.3.2.6)
- [RawMemoryRegion](#) (Section 12.3.2.7)
- [RawMemoryRegionFactory](#) (Section 12.3.1.17)
- [RawByte](#) (Section 12.3.1.1)
- [RawByteReader](#) (Section 12.3.1.2)
- [RawByteWriter](#) (Section 12.3.1.3)
- [RawDouble](#) (Section 12.3.1.4)
- [RawDoubleReader](#) (Section 12.3.1.5)

- [RawDoubleWriter](#) (Section 12.3.1.6)
- [RawFloat](#) (Section 12.3.1.7)
- [RawFloatReader](#) (Section 12.3.1.8)
- [RawFloatWriter](#) (Section 12.3.1.9)
- [RawInt](#) (Section 12.3.1.10)
- [RawIntReader](#) (Section 12.3.1.11)
- [RawIntWriter](#) (Section 12.3.1.12)
- [RawLong](#) (Section 12.3.1.13)
- [RawLongReader](#) (Section 12.3.1.14)
- [RawLongWriter](#) (Section 12.3.1.15)
- [RawShort](#) (Section 12.3.1.18)
- [RawShortReader](#) (Section 12.3.1.19)
- [RawShortWriter](#) (Section 12.3.1.20)

### 3.2.2.3 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 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)
- [PhysicalMemoryCharacteristic](#) (Section 11.4.1.1)
- [PhysicalMemoryFactory](#) (Section 11.4.3.2)
- [PhysicalMemoryRegion](#) (Section 11.4.3.3)
- [PhysicalMemorySelector](#) (Section 11.4.3.4)
- [PinnableMemory](#) (Section 11.4.3.5)
- [ScopedMemory](#) (Section 11.4.3.6)
- [StackedMemory](#) (Section 11.4.3.7)

### 3.2.3 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 it 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 13.3.1.1)
- [RealtimeSignalDispatcher](#) (Section 13.3.1.2)
- [Signal](#) (Section 13.3.1.3)

- [SignalDispatcher](#) (Section 13.3.1.4)

### 3.2.4 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.

### 3.2.5 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:

- `DuplicateFilterException` (Section A.2.2.3)
- `ImmortalPhysicalMemory` (Section A.2.3.10)
- `LTMemory` (Section A.2.3.11)
- `LTPhysicalMemory` (Section A.2.3.12)
- `NoHeapRealtimeThread` (Section A.2.3.14)
- `PhysicalMemoryManager` (Section A.2.3.19)
- `PhysicalMemoryTypeFilter` (Section A.2.1.1)
- `ProcessingGroupParameters` (Section A.2.3.22)
- `POSIXSignalHandler` (Section A.2.3.16)
- `RationalTime` (Section A.2.3.23)
- `RawMemoryAccess` (Section A.2.3.24)
- `RawMemoryFloatAccess` (Section A.2.3.25)
- `ScopedMemory` (Section A.2.3.31)
- `UnknownHappeningException` (Section A.2.2.6)
- `VTMemory` (Section A.2.3.35)
- `VTPhysicalMemory` (Section A.2.3.36)
- `WaitFreeDequeue` (Section A.2.3.37)

They are documented fully in Chapter A.

### 3.2.6 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 for Safety Critical Java, may subset classes and packages herein, but must implement the methods and classes defined in that specification.

### 3.2.6.1 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 and at least 28 unique priority levels. 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 unique 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.

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.

### 3.2.6.2 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 implemen-

tation 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 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 nonheap context, 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 a extraheap context, the documentation shall detail the effect of these restrictions for each RTSJ API.
  8. The worst-case response interval between firing an `AsyncEvent` because of 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 Jigsaw project for modules in Java. 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. Finally, the specification 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. In fact, the term task is used when referring to any of these three types: conventional Java thread, realtime thread, and event handler.

### 4.1 Definitions

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

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

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

## 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, be surprising. 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. 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 block 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. 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 priority is returned even if it has a higher priority than what would be allowed by conventional Java.
2. When called on a realtime thread with null `SchedulingParameters` a value in the conventional Java priority range is returned.
3. When used on a realtime thread 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

**Please review for jjh:** Rewritten thread group rule for Java threads.

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 `SchedulingGroup`.

An extension is necessary since all thread group instances hold references to all their member threads, and subgroups, and a reference to their parent group. The essential problem is the results of the `enumerate` methods, which can contain references to threads that may no longer exist. Since heap and immortal memory can not hold references to scoped memory, it follows that a thread group can never be allocated in scoped memory. It also follows that no thread allocated in scoped memory may be referenced from any thread group.

Scheduling groups, i.e., instances of `SchedulingGroup`, are designed to be able to reference threads, schedulables, and other schedulable groups, even when they are in scoped memory. These are only reachable over a visitor with a lambda. Consequently schedulables and scheduling groups are not part of any thread group and will hold a scheduling group reference for as their 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 `SchedulingGroup` cannot hold any instances of `Schedulable`.
2. In an RTSJ implementation, both the base and the initial thread group are instances of `SchedulingGroup`.
3. Call the `SchedulingGroup.enumerate(Thread[])` and `SchedulingGroup.enumerate(Thread[], boolean)` only return java threads.
4. Call the `SchedulingGroup.enumerate(ThreadGroup[])` and `SchedulingGroup.enumerate(ThreadGroup[], boolean)` only return threads groups and scheduling groups allocated in heap and immortal memory.
5. A Java thread (not a realtime thread) create, without an explicit thread group and not assigned a thread group by the security manager, from a realtime thread or bound asynchronous event handler inherits the scheduling group of its creator, when the scheduling group of its creator is allocated in heap or immortal memory; otherwise an `IllegalAssignmentError` is thrown.
6. The thread group of a Java thread created, without an explicit thread group and not assigned by the security manager, from an unbound asynchronous event handler is assigned to the scheduling group of the handler's dispatcher, when the dispatcher's scheduling 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 scheduling group, either explicitly 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 the parent `Thread` class.

### End review request

#### 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 in 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. 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 12.2.1), and DMABufferFactory fence methods are all ordered in a way that is consistent with respect to native code or hardware devices using platform-native memory coherence protocols to access raw memory or raw byte buffers shared with the virtual machine. In particular, all code in a JNI call happens after the Java code that proceeds it and happens before all Java code that follows it. 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 in a different area than the object was created, which 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 from a scoped memory will most likely cause an exception. Although using other memory areas such as scoped memory is useful for helping to improving 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 implementation 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 method 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 even 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, that does. 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 threads. The `ConfigurationParameters` class defines, amongst other things, the size of Java thread stack; it also indicates whether the `RealtimeThread` is allowed to allocate or even reference objects from the Java heap (and can thus safely execute in preference to the garbage collector). 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 which 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 facilities 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 detecting 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 realtime thread 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 realtime thread that may not use the heap.
2. Each realtime thread 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, and when an asynchronously interrupted exception's `fire` method is invoked between the time the realtime thread has entered that exception's `doInterruptible` method, and before it has return from `doInterruptible`. (See Chapter 8 on *Asynchrony*.)
3. A call to `RealtimeThread.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 `SchedulingGroup`.

8. System-related termination activity (such as execution of finalizers for scoped objects in scoped memory areas that become unreferenced) triggered by termination 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 `Scheduler` unless set explicitly with `java.lang.Thread.setPriority(int)`, which causes it to be treated as a conventional java thread until a new `SchedulingParameters` object is set.

## 5.3 javax.realtime

### 5.3.1 Enumerations

#### 5.3.1.1 PhasingPolicy

---

##### Inheritance

```
java.lang.Object
  java.lang.Enum
    javax.realtime.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.

Available since RTSJ 2.0

#### 5.3.1.1.1 Enumeration Constants

---

##### ADJUST\_IMMEDIATE

```
public static final 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 ADJUST_FORWARD
```

##### 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.

Table 5.1: Effect of PhasingPolicy on the First Release of a RealtimeThread with PeriodicParameters

	ADJUST IMMEDIATE	ADJUST FORWARD	ADJUST BACKWARD	STRICT PHASING
Relative Time	The time of start method invocation plus start time.	The time of start method invocation plus start time.	The time of start method invocation plus start time.	The time of start method invocation plus start time.
Absolute Time, earlier than call to start	Release immediately and set next release time to be at the time the start method was invoked plus period.	All releases before the time start is called are ignored. The first release is at the start time plus the smallest multiple of period whose time is after the time start was called.	The first release occurs immediately and the next release is at the start time plus the smallest multiple of period whose time is after the time start was called.	The start method throws an exception.
Absolute Time, later than call to start	First release is at time passed to start.	First release is at time passed to start.	First release is at time passed to start.	First release is at time passed to start.
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

**ADJUST\_BACKWARD**

```
public static final ADJUST_BACKWARD
```

*Description*

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

**STRICT\_PHASING**

```
public static final STRICT_PHASING
```

*Description*

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

**5.3.1.1.2 Methods**

---

**values***Signature*

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

*Description***valueOf(String)***Signature*

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

*Description*

## 5.3.2 Classes

### 5.3.2.1 ConfigurationParameters

---

#### Inheritance

java.lang.Object  
    javafx.runtime.ConfigurationParameters

#### 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](#)<sup>1</sup> associated with a [Schedulable](#)<sup>2</sup>.

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 IllegalStateException
```

#### Description

Creates a parameter object for initializing the state of a [Schedulable](#)<sup>3</sup>. The parameters provide the data for this initialization. For [RealtimeThread](#)<sup>4</sup> and bound versions of [AsyncBaseEventHandler](#)<sup>5</sup>, the stack and message buffers can

---

<sup>1</sup>Section [15.2.3.8](#)

<sup>2</sup>Section [6.3.1.3](#)

<sup>3</sup>Section [6.3.1.3](#)

<sup>4</sup>Section [5.3.2.2](#)

<sup>5</sup>Section [8.3.3.3](#)

be set exactly, but for the unbound event handlers, the system cannot give any guarantees to allow thread sharing.

#### Parameters

**messageLength** Memory space in bytes dedicated to the message associated with [Schedulable](#)<sup>6</sup> objects created with these parameters' preallocated exceptions, plus references to the method names/identifiers in the stack trace. 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** Length of the stack trace buffer dedicated to [Schedulable](#)<sup>7</sup> objects created with these parameters' preallocated exceptions, in frames. 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 when set to null or an instance of this class is not provided.

## ConfigurationParameters(long)

#### Signature

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

#### Description

Same as [ConfigurationParameters\(int,int,long\[\]\)](#)<sup>8</sup> with arguments -1, -1, sizes.

### 5.3.2.1.2 Methods

---

## getMessageLength

#### Signature

---

<sup>6</sup>Section [6.3.1.3](#)
<sup>7</sup>Section [6.3.1.3](#)<sup>8</sup>Section [5.3.2.1.1](#)

```
public int  
getMessageLength()
```

*Description*

Gets the memory space in bytes dedicated to the message associated with [Schedulable](#)<sup>9</sup> objects created with these parameters' preallocated exceptions, plus references to the method names/identifiers in the stack trace. The value 0 indicates that no message will be stored.

*Returns*

Reserved memory size in bytes.

## getStackTraceLength

*Signature*

```
public int  
getStackTraceLength()
```

*Description*

Gets the length of the stack trace buffer dedicated to [Schedulable](#)<sup>10</sup> objects created with these parameters' preallocated exceptions, in frames. 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](#)<sup>11</sup> objects created with these parameters. *This method may allocate memory.*

---

<sup>9</sup>Section [6.3.1.3](#)

<sup>10</sup>Section [6.3.1.3](#)

<sup>11</sup>Section [6.3.1.3](#)

*Returns*

Array of implementation-specific sizes.

**5.3.2.2 RealtimeThread**

---

**Inheritance**

java.lang.Object  
  java.lang.Thread  
    javax.realtime.RealtimeThread

*Interfaces*

javax.realtime.BoundSchedulable  
javax.realtime.AsyncTimable

*Description*

Class RealtimeThread extends Thread and adds access to realtime services such as asynchronous transfer of control, nonheap memory, and advanced scheduler services.

As with java.lang.Thread, there are two ways to create a usable 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, SchedulingGroup, Runnable)**

*Signature*

```
public  
RealtimeThread(SchedulingParameters scheduling,  
               ReleaseParameters release,  
               MemoryParameters memory,
```



MemoryArea area,  
ConfigurationParameters config,  
TimeDispatcher dispatcher,  
SchedulingGroup group,  
Runnable logic)

### *Description*

Create a realtime thread with the given characteristics and a specified Runnable. The scheduling group of the new thread is inherited from its creator 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](#)<sup>12</sup> associated with this (And possibly other instances of [Schedulable](#)<sup>13</sup>). When scheduling is null and the creator is a schedulable, [SchedulingParameters](#)<sup>14</sup> 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](#)<sup>15</sup> associated with this (and possibly other instances of [Schedulable](#)<sup>16</sup>). 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](#)<sup>17</sup> associated with this (and possibly other instances of [Schedulable](#)<sup>18</sup>). 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](#)<sup>19</sup> associated with this (and possibly other

---

<sup>12</sup>Section [6.3.3.14](#)

<sup>13</sup>Section [6.3.1.3](#)

<sup>14</sup>Section [6.3.3.14](#)

<sup>15</sup>Section [6.3.3.10](#)

<sup>16</sup>Section [6.3.1.3](#)

<sup>17</sup>Section [11.3.2.4](#)

<sup>18</sup>Section [6.3.1.3](#)

<sup>19</sup>Section [5.3.2.1](#)

instances of [Schedulable](#)<sup>20</sup>). 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](#)<sup>21</sup> to use for realtime sleep and determining the period of a periodic thread.

`group` The `SchedulingGroup` of the newly created realtime thread or the parent's scheduling 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*

`IllegalArgumentException` when the parameters are not compatible with the associated scheduler or the current thread group is not a `SchedulingGroup` and group is null.

[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.

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

#### *Signature*

```
public
RealtimeThread(SchedulingParameters scheduling,
```

---

<sup>20</sup>Section [6.3.1.3](#)

<sup>21</sup>Section [10.3.2.4](#)

```
ReleaseParameters release,  
MemoryParameters memory,  
MemoryArea area,  
ConfigurationParameters config,  
Runnable logic)
```

#### *Description*

Create a realtime thread with the given [SchedulingParameters<sup>22</sup>](#), [ReleaseParameters<sup>23</sup>](#), [MemoryParameters<sup>24</sup>](#), [ConfigurationParameters<sup>25</sup>](#), 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*

Create a realtime thread with the given [SchedulingParameters<sup>26</sup>](#), [ReleaseParameters<sup>27</sup>](#), [MemoryArea<sup>28</sup>](#) and a specified Runnable and default values for all other parameters.

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

---

<sup>22</sup>Section [6.3.3.14](#)

<sup>23</sup>Section [6.3.3.10](#)

<sup>24</sup>Section [11.3.2.4](#)

<sup>25</sup>Section [5.3.2.1](#)

<sup>26</sup>Section [6.3.3.14](#)

<sup>27</sup>Section [6.3.3.10](#)

<sup>28</sup>Section [11.3.2.3](#)

Available since RTSJ 2.0

## RealtimeThread(SchedulingParameters, ReleaseParameters, ConfigurationParameters)

### Signature

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

### Description

Create a realtime thread with the given [SchedulingParameters](#)<sup>29</sup>, [ReleaseParameters](#)<sup>30</sup> and [MemoryArea](#)<sup>31</sup> 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

Create a realtime thread with the given [SchedulingParameters](#)<sup>32</sup>, [ReleaseParameters](#)<sup>33</sup> and a specified Runnable and default values for all other parameters.

---

<sup>29</sup>Section [6.3.3.14](#)

<sup>30</sup>Section [6.3.3.10](#)

<sup>31</sup>Section [11.3.2.3](#)

<sup>32</sup>Section [6.3.3.14](#)

<sup>33</sup>Section [6.3.3.10](#)

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

Create a realtime thread with the given [SchedulingParameters](#)<sup>34</sup> and [ReleaseParameters](#)<sup>35</sup> and default values for all other parameters.

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

## RealtimeThread(SchedulingParameters, TimeDispatcher)

### Signature

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

### Description

Create a realtime thread with the given [SchedulingParameters](#)<sup>36</sup> and [TimeDispatcher](#)<sup>37</sup> 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

---

<sup>34</sup>Section [6.3.3.14](#)

<sup>35</sup>Section [6.3.3.10](#)

<sup>36</sup>Section [6.3.3.14](#)

<sup>37</sup>Section [10.3.2.4](#)

## RealtimeThread(SchedulingParameters)

### Signature

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

### Description

Create a realtime thread with the given [SchedulingParameters](#)<sup>38</sup> 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

Create 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

---

<sup>38</sup>Section [6.3.3.14](#)

Gets a reference to the current instance of RealtimeThread.

It is permissible to call `currentRealtimeThread` when control is in an [AsyncEventHandler](#)<sup>39</sup>. 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 that of a Java thread.

*Returns*

A reference to the current instance of RealtimeThread.

## getCurrentMemoryArea

*Signature*

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

*Description*

Return a reference to the [MemoryArea](#)<sup>40</sup> object representing the current allocation context.

When this method is invoked from a Java thread it will return that thread's current memory area (heap or immortal memory).

*Returns*

A reference to the [MemoryArea](#)<sup>41</sup> object representing the current allocation context.

## getInitialMemoryAreaIndex

*Signature*

```
public static int  
getInitialMemoryAreaIndex()  
throws IllegalStateException,  
ClassCastException
```

*Description*

---

<sup>39</sup>Section [8.3.3.5](#)

<sup>40</sup>Section [11.3.2.3](#)

<sup>41</sup>Section [11.3.2.3](#)

Gets the position of the initial memory area for the current [Schedulable](#)<sup>42</sup> in the memory area stack. Memory area stacks may include inherited stacks from parent threads. The initial memory area of a [RealtimeThread](#)<sup>43</sup> or an [AsyncBaseEventHandler](#)<sup>44</sup> 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](#).

When the current memory area stack of the current realtime thread is not the original stack and the memory area at the initial memory area index is not the initial memory area, then `IllegalStateException` is thrown.

#### *Throws*

`IllegalThreadStateException` when the memory area stack of the current `RealtimeThread` has changed from its initial configuration and the memory area at the originally specified initial memory area index is not the initial memory area.

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

#### *Returns*

The index into the initial memory area stack of the initial memory area of the current `RealtimeThread`.

## **getMemoryAreaStackDepth**

#### *Signature*

```
public static int  
getMemoryAreaStackDepth()  
throws ClassCastException
```

#### *Description*

Gets the size of the stack of [MemoryArea](#)<sup>45</sup> instances to which the current schedulable has access.

*Note*, the current memory area ([getCurrentMemoryArea\(\)](#)<sup>46</sup>) is found at memory area stack index of `getMemoryAreaStackDepth() - 1`.

#### *Throws*

---

<sup>42</sup>Section [6.3.1.3](#)

<sup>43</sup>Section [5.3.2.2](#)

<sup>44</sup>Section [8.3.3.3](#)

<sup>45</sup>Section [11.3.2.3](#)

<sup>46</sup>Section [5.3.2.2.2](#)



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

*Returns*

The size of the stack of [MemoryArea](#)<sup>47</sup> instances.

## getOuterMemoryArea(int)

*Signature*

```
public static javafx.runtime.MemoryArea  
getOuterMemoryArea(int index)  
throws ClassCastException,  
        MemoryAccessError
```

*Description*

Gets the instance of [MemoryArea](#)<sup>48</sup> in the memory area stack at the index given. When the given index does not exist in the memory area scope stack then null is returned.

*Note*, the current memory area ([getCurrentMemoryArea\(\)](#)<sup>49</sup>) is found at memory area stack index [getMemoryAreaStackDepth\(\)](#) - 1, so [getCurrentMemoryArea\(\)](#) == [getOutMemoryArea\(getMemoryAreaStackDepth\(\) - 1\)](#).

*Parameters*

index The offset into the memory area stack.

*Throws*

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

[MemoryAccessError](#) when the memory area is allocate in heap memory and the caller is a schedulable that may not use the heap.

*Returns*

The instance of [MemoryArea](#)<sup>50</sup> at index or null when the given value does not correspond to a position in the stack.

## sleep(HighResolutionTime)

*Signature*

---

<sup>47</sup>Section [11.3.2.3](#)

<sup>48</sup>Section [11.3.2.3](#)

<sup>49</sup>Section [5.3.2.2.2](#)

<sup>50</sup>Section [11.3.2.3](#)

```

public static void
sleep(javax.realtime.HighResolutionTime<?> time)
throws InterruptedException,
    ClassCastException,
    IllegalArgumentException

```

### Description

A sleep method that is controlled by a generalized clock. Since the time is expressed as a [HighResolutionTime](#)<sup>51</sup>, 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](#)<sup>52</sup>. 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.

It is permissible to call sleep when control is in an [AsyncEventHandler](#)<sup>53</sup>. The method cause 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\(\)](#)<sup>54</sup> or [AsynchronouslyInterruptedEx](#)  
[fire\(\)](#)<sup>55</sup> during the time between calling this method and returning from it.

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

`IllegalArgumentException` when time is null, when time is a relative time less than zero, or when the [Chronograph](#)<sup>56</sup> of time is not a [Clock](#)<sup>57</sup>.

## suspend(HighResolutionTime)

### Signature

---

<sup>51</sup>Section [9.3.1.2](#)

<sup>52</sup>Section [10.3.2.1](#)

<sup>53</sup>Section [8.3.3.5](#)

<sup>54</sup>Section [5.3.2.2.2](#)

<sup>55</sup>Section [8.3.2.1.2](#)

<sup>56</sup>Section [10.3.1.2](#)

<sup>57</sup>Section [10.3.2.1](#)

```
public static void  
suspend(javafx.runtime.HighResolutionTime<?> time)  
throws ClassCastException,  
        IllegalArgumentException
```

*Description*

The same as `sleep(HighResolutionTime)`<sup>58</sup> 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 that of a Java thread.

IllegalArgumentException when time is null, when time is a relative time less than zero, or when the `Chronograph`<sup>59</sup> of time is not a `Clock`<sup>60</sup>.

**Available since** RTSJ 2.0

## spin(HighResolutionTime)

*Signature*

```
public static void  
spin(javafx.runtime.HighResolutionTime<?> time)  
throws InterruptedException,  
        ClassCastException,  
        IllegalArgumentException
```

*Description*

Similar to `sleep(HighResolutionTime)`<sup>61</sup> except it performs a busy wait by polling on the `Chronograph`<sup>62</sup> 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*

---

<sup>58</sup>Section 5.3.2.2.2

<sup>59</sup>Section 10.3.1.2

<sup>60</sup>Section 10.3.2.1

<sup>61</sup>Section 5.3.2.2.2

<sup>62</sup>Section 10.3.1.2

time an absolute or relative time at which to stop spinning.

#### Throws

InterruptedException when the thread is interrupted by `interrupt()`<sup>63</sup> or `AsynchronouslyInterruptedEx`  
`fire()`<sup>64</sup> during the time between calling this method and returning from it.

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

IllegalArgumentException 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,
    IllegalArgumentException
```

#### Description

The same as calling `spin(HighResolutionTime)`<sup>65</sup> 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()`<sup>66</sup> or `AsynchronouslyInterruptedEx`  
`fire()`<sup>67</sup> during the time between calling this method and returning from it.

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

IllegalArgumentException when nanos is less than zero.

**Available since** RTSJ 2.0

---

<sup>63</sup>Section 5.3.2.2.2

<sup>64</sup>Section 8.3.2.1.2

<sup>65</sup>Section 5.3.2.2.2

<sup>66</sup>Section 5.3.2.2.2

<sup>67</sup>Section 8.3.2.1.2

## waitForNextRelease

### Signature

```
public static boolean  
waitForNextRelease()  
throws AsynchronouslyInterruptedException,  
        IllegalStateException,  
        ClassCastException
```

### Description

Causes the current realtime thread to delay until the next release. (See [release\(\)](#)<sup>68</sup>.) Used by threads that have a reference to either periodic or aperiodic [ReleaseParameters](#)<sup>69</sup>. The first release starts when this thread is released as a consequence of the action of one of the [start\(\)](#)<sup>70</sup> 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](#)<sup>71</sup>.)

### Throws

[AsynchronouslyInterruptedException](#) when the thread is interrupted by [interrupt\(\)](#)<sup>72</sup> or [AsynchronouslyInterruptedException.fire\(\)](#)<sup>73</sup> during the time between calling this method and returning from it and the [ReleaseParameters.isRousable\(\)](#)<sup>74</sup> 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.

[IllegalStateException](#) when this does not have a reference to a [ReleaseParameters](#)<sup>75</sup> type of either [PeriodicParameters](#)<sup>76</sup> or [AperiodicParameters](#)<sup>77</sup>.

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

---

<sup>68</sup>Section 5.3.2.2.2

<sup>69</sup>Section 6.3.3.10

<sup>70</sup>Section 5.3.2.2.2

<sup>71</sup>Section 6.3.3.8

<sup>72</sup>Section 5.3.2.2.2

<sup>73</sup>Section 8.3.2.1.2

<sup>74</sup>Section 6.3.3.10.2

<sup>75</sup>Section 6.3.3.10

<sup>76</sup>Section 6.3.3.6

<sup>77</sup>Section 6.3.3.2

*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

**release***Signature*

```
public void  
release()
```

*Description*

Generate 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.

*Throws*

IllegalStateException when this does not have a reference to a [ReleaseParameters](#)<sup>78</sup> type of [AperiodicParameters](#)<sup>79</sup>.

**Available since** RTSJ 2.0

**deschedule***Signature*

```
public void  
deschedule()
```

*Description*

When the [ReleaseParameters](#)<sup>80</sup> object associated with this RealtimeThread is an instance of [AperiodicParameters](#)<sup>81</sup>, perform any *deschedule* actions specified by this thread's scheduler. When the type of the associated instance of [ReleaseParameters](#)<sup>82</sup> is not [AperiodicParameters](#)<sup>83</sup> nothing happens.

---

<sup>78</sup>Section 6.3.3.10

<sup>79</sup>Section 6.3.3.2

<sup>80</sup>Section 6.3.3.10

<sup>81</sup>Section 6.3.3.2

<sup>82</sup>Section 6.3.3.10

<sup>83</sup>Section 6.3.3.2

**Available since** RTSJ 2.0

## getMemoryArea

### *Signature*

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

### *Description*

Return 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 javafx.realtime.MemoryParameters  
getMemoryParameters()
```

### *Description*

Gets a reference to the [MemoryParameters](#)<sup>84</sup> object for this schedulable.

### *Returns*

A reference to the current [MemoryParameters](#)<sup>85</sup> object.

## getSchedulingGroup

### *Signature*

```
public javafx.realtime.SchedulingGroup  
getSchedulingGroup()
```

---

<sup>84</sup>Section [11.3.2.4](#)

<sup>85</sup>Section [11.3.2.4](#)

*Description*

Gets a reference to the [SchedulingGroup](#)<sup>86</sup> instance of this schedulable.

*Returns*

A reference to the current [SchedulingGroup](#)<sup>87</sup> object.

**Available since** since RTSJ 2.0

## getConfigurationParameters

*Signature*

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

*Description*

Gets a reference to the [ConfigurationParameters](#)<sup>88</sup> object for this schedulable.

*Returns*

A reference to the associated [ConfigurationParameters](#)<sup>89</sup> object.

**Available since** RTSJ 2.0

## getReleaseParameters

*Signature*

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

*Description*

Gets a reference to the [ReleaseParameters](#)<sup>90</sup> object for this schedulable.

*Returns*

A reference to the current [ReleaseParameters](#)<sup>91</sup> object.

---

<sup>86</sup>Section [6.3.3.13](#)

<sup>87</sup>Section [6.3.3.13](#)

<sup>88</sup>Section [5.3.2.1](#)

<sup>89</sup>Section [5.3.2.1](#)

<sup>90</sup>Section [6.3.3.10](#)

<sup>91</sup>Section [6.3.3.10](#)



## getScheduler

### *Signature*

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

### *Description*

Gets a reference to the [Scheduler](#)<sup>92</sup> object for this schedulable.

### *Returns*

A reference to the associated [Scheduler](#)<sup>93</sup> object.

## getSchedulingParameters

### *Signature*

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

### *Description*

Gets a reference to the [SchedulingParameters](#)<sup>94</sup> object for this schedulable.

### *Returns*

A reference to the current [SchedulingParameters](#)<sup>95</sup> object.

## interrupt

### *Signature*

```
public void  
interrupt()
```

### *Description*

Extends the function of Thread.interrupt(), generates the generic [AsynchronouslyInterruptedException](#)<sup>96</sup> and targets it at this, and sets the interrupted state to pending. The semantics of Thread.interrupt() are also preserved.

---

<sup>92</sup>Section [6.3.3.12](#)

<sup>93</sup>Section [6.3.3.12](#)

<sup>94</sup>Section [6.3.3.14](#)

<sup>95</sup>Section [6.3.3.14](#)

<sup>96</sup>Section [8.3.2.1](#)

## reschedule

### Signature

```
public void
reschedule()
throws InterruptedException
```

### Description

Begin unblocking `RealtimeThread.waitForNextRelease`<sup>97</sup> for an periodic thread. When deadline miss detection is disabled, enable it. Typically used when an aperiodic schedulable is in a deadline miss condition.

The details of the interaction of this method with `deschedule`<sup>98</sup>, `waitForNextRelease`<sup>99</sup> and `release`<sup>100</sup> are dictated by this thread's scheduler. When this `RealtimeThread` does not have a type of `AperiodicParameters`<sup>101</sup> as its `ReleaseParameters`<sup>102</sup> nothing happens.

### Throws

`IllegalStateException` 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
```

### Description

Start 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`<sup>103</sup> is in the past.

---

<sup>97</sup>Section 5.3.2.2.2

<sup>98</sup>Section 5.3.2.2.2

<sup>99</sup>Section 5.3.2.2.2

<sup>100</sup>Section 5.3.2.2.2

<sup>101</sup>Section 6.3.3.2

<sup>102</sup>Section 6.3.3.10

<sup>103</sup>Section 6.3.3.6

*Throws*

[javafx.realtime.LateStartException](#) when the actual start time is after the assigned start time and the phasing policy is [PhasingPolicy.STRICT\\_PHASING](#)<sup>104</sup>.

[IllegalArgumentException](#) when the thread is not periodic, or when its start time is not absolute.

[IllegalThreadStateException](#) when the configured Scheduler and SchedulingParameters for this RealtimeThread are not compatible.

**Available since** RTSJ 2.0

**start***Signature*

```
public void  
start()
```

*Description*

Set up the realtime thread's environment and start it. The set up might include delaying it until the assigned start time and initializing the thread's scope stack. (See [ScopedMemory](#)<sup>105</sup>.)

*Throws*

[IllegalStateException](#) when the configured Scheduler and SchedulingParameters for this RealtimeThread are not compatible.

**Available since** RTSJ 2.0 adds new exception

**getLastReleaseTime***Signature*

```
public javafx.realtime.AbsoluteTime  
getLastReleaseTime()
```

*Description*

Equivalent to `getLastReleaseTime(null)`

**Available since** RTSJ 2.0

---

<sup>104</sup>Section [5.3.1.1.1](#)

<sup>105</sup>Section [A.2.3.31](#)

## **getLastReleaseTime(AbsoluteTime)**

### *Signature*

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

### *Description*

Return 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

## **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*

Determine 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, return the effective start time in an [AbsoluteTime](#)<sup>106</sup> instance created in the current memory area.

Available since RTSJ 2.0

## getCurrentConsumption(RelativeTime)

#### Signature

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

#### Description

Determine the CPU consumption for this release.

#### Throws

IllegalStateException when the caller is not a [RealtimeThread](#)<sup>107</sup>.

#### Returns

When dest is null, return the CPU consumption in a [RelativeTime](#)<sup>108</sup> instance created in the current execution context. When dest is not null, return the CPU consumption in dest

Available since RTSJ 2.0

## getCurrentConsumption

#### Signature

---

<sup>106</sup>Section [9.3.1.1](#)

<sup>107</sup>Section [5.3.2.2](#)

<sup>108</sup>Section [9.3.1.3](#)

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

*Description*

Equivalent to `getCurrentConsumption(null)`.

**Available since** RTSJ 2.0

## **getMinConsumption(RelativeTime)**

*Signature*

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

*Description*

Get the minimum CPU consumption measured for any completed release of this thread.

*Returns*

the minimum CPU consumption in `dest`. When `dest` is null return the minimum CPU consumption in a [RelativeTime](#)<sup>109</sup> 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

---

<sup>109</sup>Section [9.3.1.3](#)

## getMaxConsumption(RelativeTime)

### *Signature*

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

### *Description*

Get the maximum CPU consumption measured for any completed release of this thread.

### *Returns*

the maximum CPU consumption in dest. When dest is null return the maximum CPU consumption in a [RelativeTime](#)<sup>110</sup> 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*

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

---

<sup>110</sup>Section [9.3.1.3](#)

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

**Available since** RTSJ 2.0

## **fire**

### *Signature*

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

### *Description*

Used by the [Clock<sup>111</sup>](#) infrastructure to cause a call to [waitForNextRelease<sup>112</sup>](#) to return.

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

**Available since** RTSJ 2.0

## **mayUseHeap**

### *Signature*

```
public boolean  
mayUseHeap()
```

### *Description*

Determine whether or not this schedulable may use the heap.

### *Returns*

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

**Available since** RTSJ 2.0

---

<sup>111</sup>Section [10.3.2.1](#)

<sup>112</sup>Section [5.3.2.2.2](#)



## awaken

### Signature

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

### Description

Used by the [Clock](#)<sup>113</sup> infrastructure to cause a call to [sleep](#)<sup>114</sup> to return.

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

Available since RTSJ 2.0

## setMemoryParameters(MemoryParameters)

### Signature

```
public void  
setMemoryParameters(MemoryParameters memory)
```

### Description

Sets the memory 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 object. See the documentation for the scheduler for details.

### Parameters

memory memory A [MemoryParameters](#)<sup>115</sup> 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](#)<sup>116</sup>.)

### Throws

[IllegalArgumentException](#) [IllegalArgumentException](#) 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.

---

<sup>113</sup>Section [10.3.2.1](#)

<sup>114</sup>Section [5.3.2.2.2](#)

<sup>115</sup>Section [11.3.2.4](#)

<sup>116</sup>Section [6.3.3.8](#)

**IllegalAssignmentError** IllegalAssignmentError when the schedulable cannot hold a reference to memory, or when memory cannot hold a reference to this schedulable instance.

**IllegalStateException** IllegalStateException when the schedulable's scheduler prohibits this parameter change at this time due to the state of the schedulable.

## setReleaseParameters(ReleaseParameters)

### Signature

```
public void  
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**<sup>117</sup> 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**<sup>118</sup>.)

### Throws

**IllegalArgumentException** Thrown 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.

**IllegalThreadStateException** when the schedulable's scheduler prohibits the changing of the release parameter at this time due to the state of the schedulable.

## setScheduler(Scheduler)

---

<sup>117</sup>Section 6.3.3.10

<sup>118</sup>Section 6.3.3.8

*Signature*

```
public void
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\(\)](#)<sup>119</sup> has been called on it and RealtimeThread.join() would block.

*Parameters*

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

*Throws*

IllegalArgumentException IllegalArgumentException Thrown 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](#) IllegalAssignmentError when the schedulable cannot hold a reference to scheduler or the current Schedulable is running and its associated SchedulingParameters are incompatible with scheduler.

SecurityException SecurityException when the caller is not permitted to set the scheduler for this schedulable.

IllegalThreadStateException IllegalThreadStateException when scheduler refuses to accept this schedulable at this time due to the state of the schedulable.

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

*Signature*

```
public void
setScheduler(Scheduler scheduler,
             SchedulingParameters scheduling,
             ReleaseParameters release,
             MemoryParameters memoryParameters)
```

---

<sup>119</sup>Section [5.3.2.2.2](#)

*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](#)<sup>120</sup> 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](#)<sup>121</sup>.)

`release` A reference to the [ReleaseParameters](#)<sup>122</sup> 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](#)<sup>123</sup>.)

`memoryParameters` A reference to the [MemoryParameters](#)<sup>124</sup> 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](#)<sup>125</sup>.)

*Throws*

`IllegalArgumentException` Thrown 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.

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

**setSchedulingParameters(SchedulingParameters)***Signature*

```
public void
setSchedulingParameters(SchedulingParameters scheduling)
```

---

<sup>120</sup>Section [6.3.3.14](#)

<sup>121</sup>Section [6.3.3.8](#)

<sup>122</sup>Section [6.3.3.10](#)

<sup>123</sup>Section [6.3.3.8](#)

<sup>124</sup>Section [11.3.2.4](#)

<sup>125</sup>Section [6.3.3.8](#)

*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`<sup>126</sup> 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`<sup>127</sup>.)

*Throws*

`IllegalArgumentException` Thrown 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.

`IllegalThreadStateException` when the schedulable's scheduler prohibits the changing of the scheduling parameter at this time due to the state of the schedulable object.

## 5.4 Rationale

The RTSJ platform's priority-preemptive dispatching model is very similar to the dispatching model found in the majority of commercial realtime operating systems. However, the dispatching semantics were purposefully relaxed in order to allow execution on a wide variety of operating systems. Thus, it is appropriate to specify realtime threads by extending `java.lang.Thread`.

The `ReleaseParameters` and `MemoryParameters` provided to the `RealtimeThread` constructor allow for a number of common realtime thread types, including periodic threads.

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.

---

<sup>126</sup>Section 6.3.3.14

<sup>127</sup>Section 6.3.3.8



# 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. 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, affinity, 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. 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` and `waitForNextReleaseInterruptible` 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: `SchedulingGroup` and `ProcessingGroup`. These classes provide additional means of managing tasks.

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

The `ProcessingGroup` class is a subclass of `SchedulingGroup`. 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 three execution states: *executing*, *blocked*, and *eligible-for-execution*.

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.

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. (Some actions implicitly clear any pending releases.)

**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  $i^{th}$  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 given in a schedulable's associated `PriorityParameters` object; 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* in the enforced state, the maximum of the *enforced priority* and any priority a task has acquired due to the action of priority inversion avoidance algorithms (see the *Synchronization Chapter*); otherwise, the maximum of a task's base priority and any priority it has acquired due to the action of priority inversion avoidance algorithms.

**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 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 which task runs when. Both *The Java Virtual Machine Specification*[6] and *The Java Language Specification*[5] are silent on the semantics for scheduling; only for semantics for synchronization is provided. Since scheduling is central to realtime programming, here is a detail semantic applicable across the classes 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) should be scheduled such that when two or more threads run at the same priority, one thread cannot block another indefinitely and not violate the requirements dictated by `java.lang.Thread`.

The scheduler can be changed independently of the `SchedulingParameters` and vice versa only when the `Schedulable` in question is descheduled. Rescheduling will throw an `IllegalStateException` when called on a `Schedulable` scheduling parameters that are inconsistent with its scheduler. Trying to add a handler with `SchedulingParameters` that do not match its scheduler to an event will also result in an `IllegalStateException` being thrown.

## 6.2.2 The Base Scheduler

The semantics for the base scheduler assume a uniprocessor or shared memory multiprocessor execution environment. Scheduling is priority preemptive with run to completion, also known as first-in-first-out (FIFO) semantics. The base scheduler supports the execution of all schedulables.

### 6.2.2.1 Priorities

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

1. The base scheduler must support at least 28 distinct values (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 `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.

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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()`, 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 a 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
 

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$$\begin{aligned} &1 \text{ ((PriorityScheduler.getMaxPriority() -} \\ &2 \text{ PriorityScheduler.getMinPriority()) / 3) +} \\ &3 \text{ PriorityScheduler.getMinPriority()} \end{aligned}$$


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  14. Hardware priorities, where supported, have values above the base scheduler's priority range (see Section 12.2.4).

### 6.2.2.2 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 priority 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 for the default priority scheduler.

1. A Schedulable can become a running schedulable only when it is ready and

- one of the processors in its requested 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. A schedulable can be on the ready queues of more than one processor.
  9. 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.
  10. 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.

11. 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.
12. 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.
13. A realtime thread that performs a `yield()` is placed at the tail of the queue (dictated by its affinity) for its active priority level.
14. 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.
15. A schedulable whose active priority is raised as a result of explicitly setting its base priority (through the `PriorityParameters setPriority()` method, 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.
16. Queuing when priorities are adjusted by priority inversion avoidance algorithms is governed by semantics specified in the *Synchronization* chapter.

### 6.2.2.3 Parameter Values

The 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 the base scheduler are as follows.
  - (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 priority parameters value.
  - (b) Release parameters default to an instance of the default aperiodic parameters (see `AperiodicParameters`).
  - (c) Memory parameters default to null which signifies that memory allocation by the schedulable is not constrained by the scheduler.
  - (d) The default scheduling parameter values for parameter objects created by

a schedulable controlled by the base scheduler are given by the following table (see `FirstInFirstOutScheduler`).

Attribute	Default Value
<i>Priority parameters</i> priority	norm priority
<i>Importance parameters</i> importance	No default. A value must be supplied.

2. All numeric or `RelativeTime` attributes in parameter values must be greater than or equal to zero.
3. Values of period must be greater than zero.
4. Deadline values in `ReleaseParameters` objects must be less than or equal to their period values (where applicable), but the deadline may be greater than the minimum interarrival time in a `SporadicParameters` object.
5. Changes to scheduling, release, memory, and processing group parameters (by methods on the schedulables bound to the parameters or by altering the parameter objects themselves) have the following effects.
  - (a) They 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.
6. 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 immediately except when constrained by priority inversion avoidance algorithms.
  - (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 realtime Threads” below.
    - iv. Changes to the additional values in `AperiodicParameters` objects and `SporadicParameters` are described, respectively, in “Aperiodic 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.

#### 6.2.2.4 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-overflow. In this case, the state change to blocked-by-cost-overflow is left pending; when the blocking condition for the schedulable is removed, then its state changes to blocked-by-cost-overflow. 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-overflow.

- (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 now 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-overflow 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-overflow then
    - i. when there is a pending state change to blocked-by-cost-overflow 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 overflow 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-overflow, the schedulable is made eligible for execution;
    - ii. in the case that the schedulable is blocked for a reason other than blocked-by-cost-overflow and there is a pending state change to blocked-by-cost-overflow, 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-overflow, it must behave as if its base priority has been reduced to a priority below that of the idle task. 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 6.2.2.5 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.

### 6.2.2.5 Release of 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.

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<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  $i^{th}$  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 AperiodicParameters, then the arrival may become a release event for the thread according to the semantics given in "Aperiodic 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.
  - (c) When the thread has release parameters of a type other than SporadicParameters then the arrival is a release event, and the arrival-time is the release event time.
6. The implementation should behave effectively as if the following state variables were added to a realtime thread's state,  
boolean   descheduled,  
integer   pendingReleases,  
integer   missCount, and  
boolean   lastReturn;  
and manipulated by the actions as described below.
  - (a) Initially
    - descheduled       = false,
    - pendingReleases   = 0,
    - missCount         = 0, and
    - lastReturn        = true.
  - (b) When the realtime thread's deschedule method is invoked: set the value of descheduled to true. When descheduled is true, the realtime thread is

said to be *descheduled*.

- (c) When the realtime thread's schedule method is invoked: set the value of *descheduled* to false; then when the thread is blocked-for-release-event, set the value of *pendingReleases* and *missCount* to zero, and tell the cost monitoring and enforcement system to reset for this thread.
- (d) A realtime thread that has been descheduled and is blocked-for-release-event will not receive any further release events until after it has been rescheduled by a call to *schedule*; this means that no deadline misses can occur until the thread has been rescheduled.
- (e) When each release event occurs
  - i. when the state of the realtime thread is blocked-for-release-event (that is, it is waiting in *waitForNextRelease*) and the thread is descheduled then do nothing,
  - ii. when the state is blocked-for-release-event and the thread is scheduled, 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, there are two cases:
  - i. when the realtime thread has a deadline miss handler, set the value of *descheduled* to true, atomically release the handler with its *fireCount* increased by the value of *missCount* + 1, and zero *missCount*;
  - ii. otherwise, add one 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, apply any pending parameter changes, inform cost monitoring and enforcement of completion, and then wait while *descheduled* is true, or *pendingReleases* is zero. Then set the *lastReturn* value to true, decrement *pendingReleases*, and return true.
  - ii. When *missCount* is greater than zero and the *lastReturn* value is false, completion occurs: decrement the *missCount* value; then apply any pending parameter changes, decrement *pendingReleases*, inform cost monitoring and enforcement the realtime thread has completed and return false;
  - iii. Otherwise, when *missCount* is greater than zero and the *lastReturn* value is true, decrement the *missCount* value and set the *lastReturn*

value to false and return false.

7. An invocation of the `waitForNextRelease` method with release parameters where `ReleaseParameters.isRousable` return 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) When an instance of AIE becomes pending on the realtime thread while it is blocked-for-release-event, and the realtime thread is descheduled, then 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 7d where the time value used as  $t_{int}$  is the time at which the schedulable was rescheduled.
  - (c) When an instance of AIE becomes pending on the realtime thread while it is blocked-for-release-event and it is not descheduled, then this acts as a release event. Execution then continues as in 7d, where the time value used as  $t_{int}$  is the time at which the AIE becomes pending.
  - (d)
    - 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 then 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
  - (d) any outstanding deadline misses are cleared

The effect on the thread falls into one of four main cases.

- (a) When the realtime thread is not waiting for 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 next release event, but there is an outstanding descheduled,
  - 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 new parameters are aperiodic, the release is immediate, and when new parameters are periodic, the periodic start time algorithm is used.
- (c) When the realtime thread is waiting for next release event, is not descheduled, 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 is waiting for the next release event and the type of release parameters is changed, but there is an outstanding descheduled,
  - 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.

**6.2.2.5.1 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 example Realtime Thread releases. The second is a UML state chart of the 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 finish. A normal release,

Figure 6.1: Sequence Diagram of Some Example Realtime Thread Releases

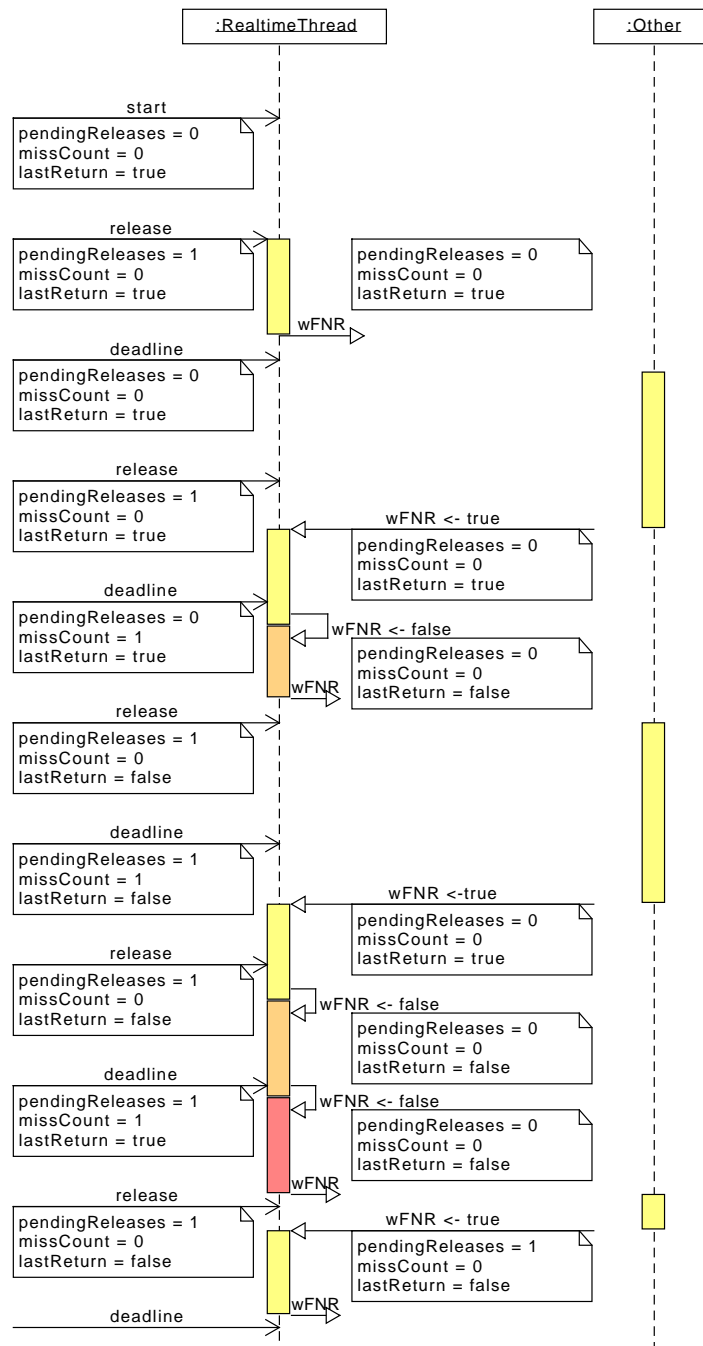




Figure 6.2: A State Chart for a Realtime Thread without a Deadline Miss Handler

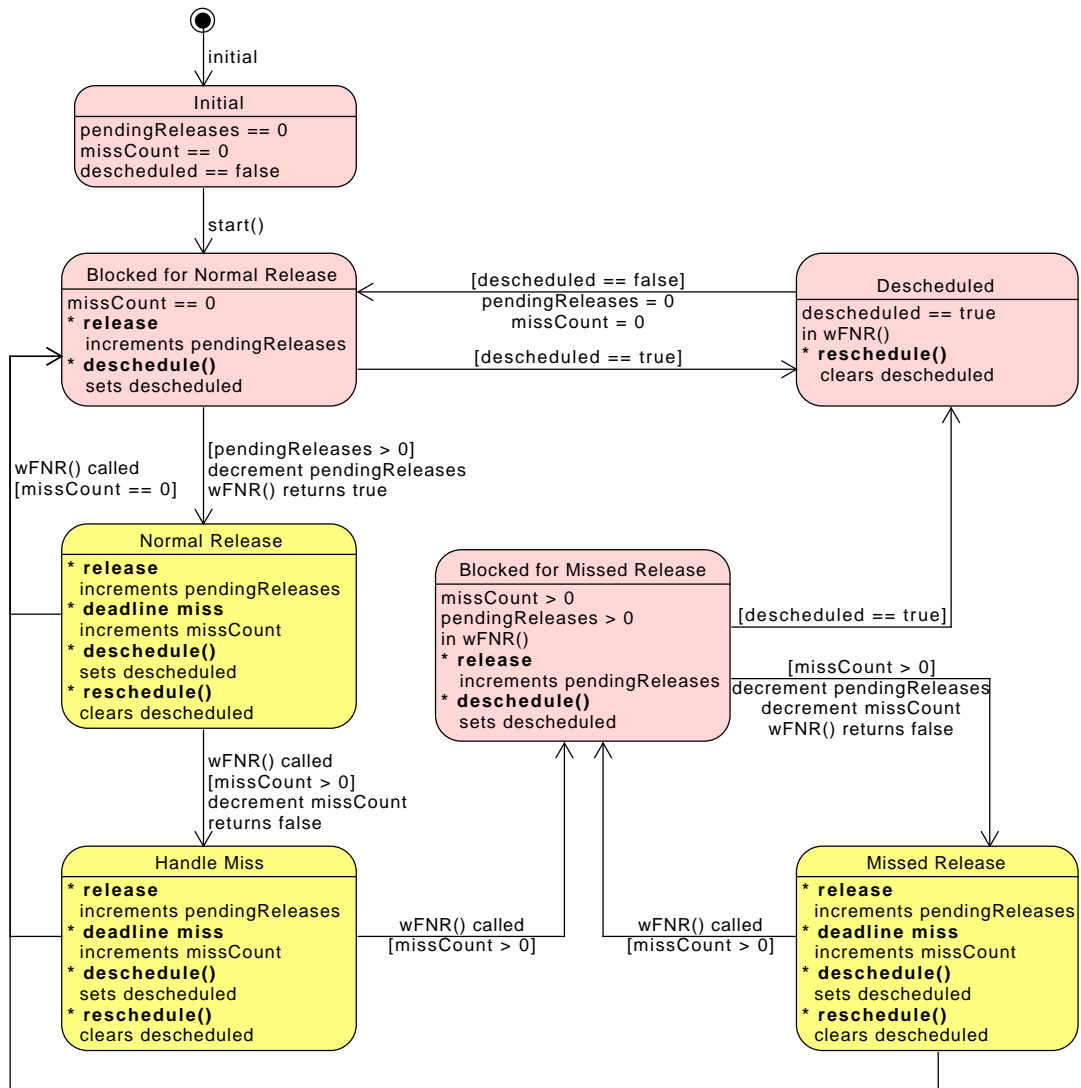
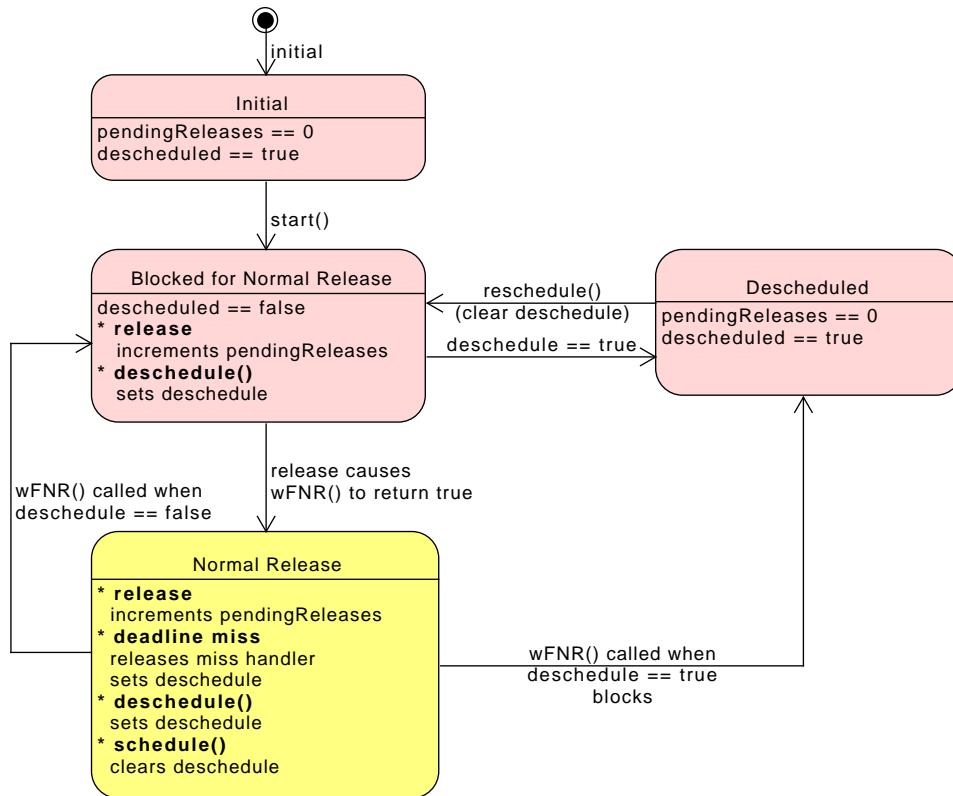


Figure 6.3: A State Chart for a Realtime Thread with a Deadline Miss Handler



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.

### 6.2.2.6 Aperiodic Release Control

Aperiodic schedulables are released in response to events occurring, such as the starting of a realtime thread, the calling of the release method of a realtime thread, or the firing of an associated asynchronous event for 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 base scheduler behaves effectively as if it maintained a queue, called the arrival time queue, for each aperiodic 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. There are four overflow policies defined:

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 fire 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 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, 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.

SAVE	Behave effectively as if the queue were expanded as necessary to accommodate the new arrival. The arrival is accepted and a release event occurs.
------	---

Under the SAVE policy the queue can grow and shrink over time.

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.

#### 6.2.2.7 Sporadic Release Control

Sporadic parameters include a minimum interarrival time, MIT, that characterizes the expected frequency of releases. When an arrival is accepted 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. It implements two mechanisms for enforcing this rule.

1. *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. Three arrival-time MIT-violation policies are supported.

Policy	Action on Violation
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 fire on an asynchronous event), the caller is not informed that the arrival has been ignored.
EXCEPT	Throw a MITViolationException. The arrival is not accepted, and no release event occurs, but when the arrival was caused programmatically, the caller will have MITViolationException 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.
---------	---

2. *Execution-time regulation* occurs when the MIT violation policy SAVE is in effect. Under this policy all arrivals are accepted, but the scheduler behaves effectively as if released schedulable objects were further constrained by a scheduling policy that restricts execution to at most one release per MIT. 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 may not schedule the effective release of an async 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 async event has not yet reached its effective release.

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.

### 6.2.2.8 Release Control for 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. If the handler has release parameters of type `AperiodicParameters`, then the arrival may become a release event for the handler, according to the semantics given in “Aperiodic Release Control” above. When the handler has release parameters of type `SporadicParameters`, the arrival may become a release event for the handler, according to the semantics given in “Sporadic Release Control” above. When the handler has release parameters of a type other than `SporadicParameters`, the arrival is a release event, and the arrival-time is the release event time.
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 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, then 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` caused a premature release or only affects a running schedulable.
    - (a) When `interrupt` is called on a `Schedulable` and the `Schedulable` is running, the interrupt is marked as pending and as soon as AI code is entered, an AIE is thrown.
    - (b) When `interrupt` is called on a `Schedulable` that is waiting for a release or its start time, the interrupt is marked as pending.
    - (c) Depending on the value of the new `ReleaseParameters` property, start will prematurely complete, i.e., start user code, or simply wait for the start time to occur.
    - (d) Depending on the value of the new `ReleaseParameters` property, the next release of a handler will occur immediately or not, but in both cases an AIE will be pending until the next AI method.

### 6.2.3 The Round-Robin Scheduler

The round-robin scheduler specified by the RTSJ is a fixed-quantum, fixed-priority priority-preemptive scheduler that interacts predictably with the base scheduler. The time at which a quantum expires may be calculated either from 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 either until it blocks (as on a monitor or for some I/O operation), voluntarily relinquishes the CPU (as for sleep), is priority preempted, or 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.

### 6.2.3.1 Priorities

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

---

$$\begin{aligned} &1 \text{ ((RoundRobinScheduler.getMaxPriority() -} \\ &2 \text{ RoundRobinScheduler.getMinPriority()) / 3) +} \\ &3 \text{ RoundRobinScheduler.getMinPriority()} \end{aligned}$$

---

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

### 6.2.4 Associating Schedulables with Schedulers

The [Scheduler](#) associated with a [Schedulable](#) at the time it is started is derived from its configuration and the configuration of the task (an 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 `SchedulingGroup` instance associated with *si*. The Scheduler for *si* is determined as follows.

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.

Schedulables must always have a compatible Scheduler and SchedulingParameters any time these are explicitly configured. 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.

## 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 through the `Affinity` class and providing subclasses for managing Schedulables.

### 6.2.5.1 Scheduling Groups

The `SchedulingGroup` subclass of `ThreadGroup` provides a means of constraining the possible scheduling parameters, affinity, 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 tasks in a scheduling group may use a realtime scheduler,
2. instances of `Schedulable` may only be created in a scheduling group,
3. the root `ThreadGroup` instance must be an instance of `SchedulingGroup`,
4. the `ThreadGroup` instance of the initial thread must be an instance of `SchedulingGroup`,

5. an instance of `SchedulingGroup` may not have a parent that is not an instance of `SchedulingGroup`, and
6. all children of a `SchedulingGroup` allocated in a `ScopedMemory` must be instances of `SchedulingGroup`.

Furthermore, the enumeration methods on a scheduling group are aware of scoped memory and the referential integrity restrictions discussed in Chapter 11, Alternative Memory Areas. The enumeration methods of `SchedulingGroup` will not return references to any descendants allocated in a `ScopedMemory` to which references may not be made from the current allocation context. That is, if a newly allocated object in the current allocation context could not safely hold a reference to a descendant of the `ScopedMemory`, that descendant will not be included in the array returned by `enumerate()`. For processing such `SchedulingGroups`, a visitor must be used.

The maximum priority and scheduler restrictions on `SchedulingGroup` 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`.

Changing the maximum eligibility allowed to tasks in a `SchedulingGroup` (via the `SchedulingGroup.setMaxEligibility(SchedulingParameters)` method) takes effect immediately, and will do the following.

1. For any task `t` in the affected `SchedulingGroup` 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 `SchedulingGroup` child `sg` of the affected `SchedulingGroup` 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 `SchedulingGroup` children in `sg`.

#### 6.2.5.2 Processing Groups

A processing group is defined by an instance of the `ProcessingGroup` subclass of `SchedulingGroup` and each schedulable that is bound to that parameter 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.

##### 6.2.5.2.1 Semantics for Processing Groups

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 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. If, at any time, 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 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.
8. When a cost overrun is triggered, the cost overrun handler associated with the processing group, if any, is released.
9. 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.
10. *Any* group entering enforcement between a given group and the root enforces that group.
11. 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.
12. 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.

13. 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 12;
    - ii. otherwise, no cost monitoring and enforcement action occurs.
14. Changes to other parameters take place as follows:
  - (a) **start** can only be changed before the parameters group is started, i.e., before the start time or before the parameter object is associated with any schedulable and changes take effect immediately;
  - (b) **period** can be change at each release, so the next period is set based on the current value of the processing group's period;
  - (c) **deadline** can change at each release, so the next deadline is set based on the current value of the processing group's deadline;
  - (d) **OverrunHandler** can change at each release, so the overrunHandler is set based on the current value of the processing group's overrunHandler; and
  - (e) **MissHandler** can change at each release, so the missHandler is set based on the current value of the processing group's missHandler.
  - (f) **UnderrunHandler** can change at each release, so the underrunHandler is set based on the current value of the processing group's underrunHandler.
15. Changes to the membership of the processing group take effect immediately.
16. 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 (if the relative start time is passed to the constructor) or the `setStart()` method is called, as appropriate.

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.

## 6.3 javax.realtime

### 6.3.1 Interfaces

#### 6.3.1.1 BoundSchedulable

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##### *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](#)<sup>2</sup> is by definition bound.

#### 6.3.1.2 RealtimeExecutionContext

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##### *Description*

All RTSJ objects that encapsulate execution. This type includes [Schedulable](#) and [javax.realtime.device.InterruptServiceRoutine](#). It is used by [Affinity](#) to remove the need to have a reference into the [javax.realtime.device](#) package.

#### 6.3.1.3 Schedulable

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##### *Interfaces*

[Runnable](#)

[javax.realtime.Timable](#)

[javax.realtime.RealtimeExecutionContext](#)

##### *Description*

Handlers and other objects can be dispatched by a [Scheduler](#)<sup>3</sup> when they provide a `run()` method and the methods defined below. The [Scheduler](#)<sup>4</sup> uses this information to create a suitable context to execute the `run()` method.

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<sup>2</sup>Section [5.3.2.2](#)

<sup>3</sup>Section [6.3.3.12](#)

<sup>4</sup>Section [6.3.3.12](#)

### 6.3.1.3.1 Methods

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#### getMemoryParameters

*Signature*

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

*Description*

Gets a reference to the [MemoryParameters](#)<sup>5</sup> object for this schedulable.

*Returns*

A reference to the current [MemoryParameters](#)<sup>6</sup> object.

#### setMemoryParameters(MemoryParameters)

*Signature*

```
public void  
setMemoryParameters(MemoryParameters memory)
```

*Description*

Sets the memory 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 object. See the documentation for the scheduler for details.

*Parameters*

memory A [MemoryParameters](#)<sup>7</sup> 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](#)<sup>8</sup>.)

*Throws*

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<sup>5</sup>Section [11.3.2.4](#)

<sup>6</sup>Section [11.3.2.4](#)

<sup>7</sup>Section [11.3.2.4](#)

<sup>8</sup>Section [6.3.3.8](#)

`IllegalArgumentException` 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.

`IllegalStateException` when the schedulable's scheduler prohibits this parameter change at this time due to the state of the schedulable.

## getReleaseParameters

### Signature

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

### Description

Gets a reference to the `ReleaseParameters`<sup>9</sup> object for this schedulable.

### Returns

A reference to the current `ReleaseParameters`<sup>10</sup> object.

## setReleaseParameters(ReleaseParameters)

### Signature

```
public void  
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

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<sup>9</sup>Section 6.3.3.10

<sup>10</sup>Section 6.3.3.10

release A [ReleaseParameters](#)<sup>11</sup> 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](#)<sup>12</sup>.)

#### *Throws*

[IllegalArgumentException](#) Thrown 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.

[IllegalThreadStateException](#) when the schedulable's scheduler prohibits the changing of the release parameter at this time due to the state of the schedulable.

## **getScheduler**

#### *Signature*

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

#### *Description*

Gets a reference to the [Scheduler](#)<sup>13</sup> object for this schedulable.

#### *Returns*

A reference to the associated [Scheduler](#)<sup>14</sup> object.

## **setScheduler(Scheduler)**

#### *Signature*

```
public void  
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

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<sup>11</sup>Section [6.3.3.10](#)

<sup>12</sup>Section [6.3.3.8](#)

<sup>13</sup>Section [6.3.3.12](#)

<sup>14</sup>Section [6.3.3.12](#)



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*

`IllegalArgumentException` Thrown 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.

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

`IllegalThreadStateException` when scheduler refuses to accept this schedulable at this time due to the state of the schedulable.

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

#### *Signature*

```
public void  
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`<sup>15</sup> which will be associated with this. When null, the default value is governed by scheduler (a new object

---

<sup>15</sup>Section 6.3.3.14

is created when the default value is not null). (See [PriorityScheduler<sup>16</sup>](#).)

release A reference to the [ReleaseParameters<sup>17</sup>](#) 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<sup>18</sup>](#).)

memoryParameters A reference to the [MemoryParameters<sup>19</sup>](#) 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<sup>20</sup>](#).)

#### Throws

`IllegalArgumentException` Thrown 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.

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

## getSchedulingParameters

#### Signature

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

#### Description

Gets a reference to the [SchedulingParameters<sup>21</sup>](#) object for this schedulable.

#### Returns

A reference to the current [SchedulingParameters<sup>22</sup>](#) object.

---

<sup>16</sup>Section [6.3.3.8](#)

<sup>17</sup>Section [6.3.3.10](#)

<sup>18</sup>Section [6.3.3.8](#)

<sup>19</sup>Section [11.3.2.4](#)

<sup>20</sup>Section [6.3.3.8](#)

<sup>21</sup>Section [6.3.3.14](#)

<sup>22</sup>Section [6.3.3.14](#)

## setSchedulingParameters(SchedulingParameters)

### Signature

```
public void  
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<sup>23</sup>](#) 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<sup>24</sup>](#).)

### Throws

`IllegalArgumentException` Thrown 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.

`IllegalThreadStateException` when the schedulable's scheduler prohibits the changing of the scheduling parameter at this time due to the state of the schedulable object.

## getSchedulingGroup

### Signature

```
public javafx.realtime.SchedulingGroup  
getSchedulingGroup()
```

### Description

Gets a reference to the [SchedulingGroup<sup>25</sup>](#) instance of this schedulable.

### Returns

---

<sup>23</sup>Section [6.3.3.14](#)

<sup>24</sup>Section [6.3.3.8](#)

<sup>25</sup>Section [6.3.3.13](#)

A reference to the current [SchedulingGroup](#)<sup>26</sup> object.

**Available since** since RTSJ 2.0

## getConfigurationParameters

### Signature

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

### Description

Gets a reference to the [ConfigurationParameters](#)<sup>27</sup> object for this schedulable.

### Returns

A reference to the associated [ConfigurationParameters](#)<sup>28</sup> object.

**Available since** RTSJ 2.0

## getMinConsumption(RelativeTime)

### Signature

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

### Description

Determine 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, return the minimum consumption in a [RelativeTime](#)<sup>29</sup> instance from the current allocation context. When dest is not null, return the minimum consumption in dest

### Parameters

dest when not null is the object in which to return the result.

### Returns

the minimum time consumed in any release.

**Available since** RTSJ 2.0

---

<sup>26</sup>Section [6.3.3.13](#)

<sup>27</sup>Section [5.3.2.1](#)

<sup>28</sup>Section [5.3.2.1](#)

<sup>29</sup>Section [9.3.1.3](#)

## 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*

Determine 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, return the maximum consumption in a [RelativeTime](#)<sup>30</sup> instance from the current allocation context. When dest is not null, return the maximum consumption in dest

*Parameters*

dest when not null is the object in which to return the result.

*Returns*

the maximum time consumed in any release.

**Available since** RTSJ 2.0

## getMaxConsumption

*Signature*

---

<sup>30</sup>Section [9.3.1.3](#)

```
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 daemon. 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.

SecurityException 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*

Determine 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()
```

*Description*

Generates the generic [AsynchronouslyInterruptedException](#)<sup>31</sup> and targets it at this, and sets the interrupted state to pending. As with Thread.interrupt(), blocking operations that are interruptible are interrupted.

**Available since** RTSJ 2.0

## **awaken**

*Signature*

---

<sup>31</sup>Section [8.3.2.1](#)

```
public void
awaken()
throws IllegalStateException
```

*Description*

Provides a means for a [Clock](#)<sup>32</sup> to end a sleep.

*Throws*

IllegalStateException when called from user code.

**Available since** RTSJ 2.0

## 6.3.2 Enumerations

### 6.3.2.1 MinimumInterarrivalPolicy

---

#### Inheritance

```
java.lang.Object
  java.lang.Enum
    javax.realtime.MinimumInterarrivalPolicy
```

*Description*

Defines the set of policies for handling interarrival time violations in [SporadicParameters](#)<sup>33</sup>. Each policy governs every instance of [Schedulable](#)<sup>34</sup> which has [SporadicParameters](#)<sup>35</sup> with that minimum interarrival time policy.

**Available since** RTSJ 2.0

#### 6.3.2.1.1 Enumeration Constants

---

#### EXCEPT

```
public static final EXCEPT
```

---

<sup>32</sup>Section [10.3.2.1](#)

<sup>33</sup>Section [6.3.3.15](#)

<sup>34</sup>Section [6.3.1.3](#)

<sup>35</sup>Section [6.3.3.15](#)



*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`<sup>36</sup>.

**IGNORE**

```
public static final 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 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.

**SAVE**

```
public static final 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 time is not compared to the specified minimum interarrival time, effectively ignoring that minimum interarrival time.

**6.3.2.1.2 Methods**

---

---

<sup>36</sup>Section 15.2.2.6

**values***Signature*

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

*Description***valueOf(String)***Signature*

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

*Description***value***Signature*

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

*Description*

Determine the string corresponding to this value.

*Returns*

the corresponding string.

**value(String)***Signature*

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

*Description*

Convert a string into a policy type.

*Parameters*

value is the string to convert.

*Returns*

the corresponding policy type.

### 6.3.2.2 QueueOverflowPolicy

---

**Inheritance**

java.lang.Object  
java.lang.Enum  
javafx.runtime.QueueOverflowPolicy

*Description*

Defines the set of policies for handling overflow on arrival time queues used by [SporadicParameters](#)<sup>37</sup> and [SporadicParameters](#)<sup>38</sup>,

Available since RTSJ 2.0

#### 6.3.2.2.1 Enumeration Constants

---

**EXCEPT**

public static final EXCEPT

*Description*

Represents the “EXCEPT” policy which means, 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, the fire() method shall throw a [ArrivalTimeQueueOverflowException](#)<sup>39</sup>.

---

<sup>37</sup>Section 6.3.3.15

<sup>38</sup>Section 6.3.3.15

<sup>39</sup>Section 15.2.2.1

**IGNORE**

public static final IGNORE

*Description*

Represents the “IGNORE” policy which means, 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, the arrival is ignored.

**REPLACE**

public static final REPLACE

*Description*

Represents the “REPLACE” policy which means, when an arrival occurs and should be queued but the queue already holds a number of times equal to the initial queue length, the information for this arrival replaces a previous arrival.

**SAVE**

public static final 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 is 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.

**6.3.2.2.2 Methods**

---

**values***Signature*

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

*Description*

**valueOf(String)***Signature*

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

*Description***value***Signature*

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

*Description*

Determine the string corresponding to this value.

*Returns*

the corresponding string.

**value(String)***Signature*

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

*Description*

Convert 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

---

##### Inheritance

```
java.lang.Object
  javax.realtime.Affinity
```

##### Description

This is the API for all processor-affinity-related aspects of the RTSJ. It includes a factory that generates Affinity objects, and methods that control the CPU affinity used by `java.lang.ThreadGroup` to control the affinity of all its tasks. With it, the affinity of every task in the JVM can be controlled.

An affinity is a set of processors that can be associated with certain types of tasks. Each `java.lang.Thread` and `RealtimeExecutionContext`<sup>40</sup> can be associated with an affinity. Groups of these can be assigned an affinity through their `java.lang.ThreadGroup`.

Each implementation supports an array of predefined affinity sets. 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 affinity sets with cardinality of one. This restriction reflects the concern that not all operating systems will support multiprocessor affinity sets.

The processor membership of an affinity set is immutable. The tasks associations of an affinity set 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 set factory only generates usable Affinity instances; i.e., affinity sets that (at least when they are created) can be used with `set(Affinity, RealtimeExecutionContext)`<sup>41</sup>, `set(Affinity, Thread)`<sup>42</sup>, and `set(Affinity, ThreadGroup)`<sup>43</sup>. The factory cannot create an affinity set with more than one processor member, but such affinity sets are supported. They may be internally created by the RTSJ runtime at startup time.

---

<sup>40</sup>Section 6.3.1.2

<sup>41</sup>Section 6.3.3.1.1

<sup>42</sup>Section 6.3.3.1.1

<sup>43</sup>Section 6.3.3.1.1

The set of affinity sets created at startup (the predefined set) is visible through the `getPredefinedAffinities(Affinity[])`<sup>44</sup> method. The affinity set factory may be used to create affinity sets 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 schedulable's affinity. The intersection of a thread group's affinity set with the schedulable's affinity set must contain at least one entry. Trying to set a task's affinity outside its thread group always fails. Trying to setting the affinity of a thread group that does not intersect with the thread group of its tasks will also fail.

Ordinarily, an execution context inherits its creator's affinity set, but

- Java threads do not inherit affinity from `Schedulable`<sup>45</sup>,
- instance of `AsyncBaseEventHandler`<sup>46</sup> that are not bound are not affected, and
- a `Schedulable` does not inherit affinity from Java threads.

When a task does not inherit its creator's affinity set, its initial affinity set is set to all processors and is thus only limited by its thread group.

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

Available since RTSJ 2.0

#### 6.3.3.1.1 Methods

---

### `getPredefinedAffinitiesCount`

#### *Signature*

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

---

<sup>44</sup>Section 6.3.3.1.1

<sup>45</sup>Section 6.3.1.3

<sup>46</sup>Section 8.3.3.3

*Description*

Determine the minimum array size required to store references to all the predefined processor affinity sets.

*Returns*

The minimum array size required to store references to all the predefined affinity sets.

**getPredefinedAffinities***Signature*

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

*Description*

Equivalent to invoking `getPredefinedAffinitySets(null)`.

*Returns*

an array of the predefined affinity sets.

**getPredefinedAffinities(Affinity)***Signature*

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

*Description*

Determine what affinity sets are predefined by the Java runtime.

*Parameters*

`dest` The destination array, or null.

*Throws*

`IllegalArgumentException` when `dest` is not large enough.

*Returns*

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



## isSetAffinitySupported

### Signature

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

### Description

Determine whether or not affinity control is supported.

### Returns

true when the `set(Affinity, Thread)`<sup>47</sup> family of methods is supported.

## generate(BitSet)

### Signature

```
public static final javafx.runtime.Affinity  
generate(BitSet set)
```

### Description

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

Platforms that support specific affinity sets will register those Affinity instances with `Affinity`<sup>48</sup>. They appear in the arrays returned by `getPredefinedAffinities()`<sup>49</sup> and `getPredefinedAffinities(Affinity[])`<sup>50</sup>.

### Parameters

set is the BitSet to convert into an Affinity.

### Throws

`NullPointerException` when set is null.

`IllegalArgumentException` when set does not refer to a valid set of processors, where “valid” is defined as the bitset from a predefined affinity set, or a bitset of cardinality one containing a processor from the set returned by `getAvailableProcessors()`. The definition of “valid set of processors” is system dependent; however, every set consisting of one valid processor makes up a valid bit set, and every bit set correspond to a predefined affinity set is valid.

### Returns

---

<sup>47</sup>Section 6.3.3.1.1

<sup>48</sup>Section 6.3.3.1

<sup>49</sup>Section 6.3.3.1.1

<sup>50</sup>Section 6.3.3.1.1

The resulting Affinity.

## **getAvailableProcessors**

### *Signature*

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

### *Description*

This method is equivalent to `getAvailableProcessors(BitSet)`<sup>51</sup> 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)`<sup>52</sup>.

---

<sup>51</sup>Section 6.3.3.1.1

<sup>52</sup>Section 6.3.3.1.1

## **get(RealtimeExecutionContext)**

### *Signature*

```
public static final javafx.runtime.Affinity  
get(RealtimeExecutionContext task)
```

### *Description*

Determine the affinity set instance associated with task.

### *Parameters*

task is the execution context to query.

### *Returns*

The associated affinity.

## **set(Affinity, RealtimeExecutionContext)**

### *Signature*

```
public static final void  
set(Affinity set,  
    RealtimeExecutionContext task)  
throws ProcessorAffinityException
```

### *Description*

Set the processor affinity of a task.

### *Parameters*

set is the processor affinity

task is the execution context whose affinity will be set.

### *Throws*

IllegalArgumentException when the intersection of set the affinity of any Thread-Group instance containing task is empty.

**ProcessorAffinityException** is thrown when the runtime fails to set the affinity for platform-specific reasons.

NullPointerException when set or task is null.

## **get(Thread)**

### *Signature*

```
public static final javax.realtime.Affinity  
get(Thread thread)
```

*Description*

Determine the affinity set instance associated with thread.

*Parameters*

thread a Java thread, or one of its subclasses (including [RealtimeThread](#)<sup>53</sup>).

*Returns*

The associated affinity set.

## **set(Affinity, Thread)**

*Signature*

```
public static final void  
set(Affinity set,  
    Thread thread)  
throws ProcessorAffinityException
```

*Description*

Set the processor affinity of a Java thread or [RealtimeThread](#)<sup>54</sup> to set.

*Parameters*

set The processor affinity set  
thread The thread or realtime thread.

*Throws*

[IllegalArgumentException](#) when the intersection of set and the affinity of any [ThreadGroup](#) instance containing thread is empty.

[ProcessorAffinityException](#) when the runtime fails to set the affinity for platform-specific reasons.

[NullPointerException](#) when set or thread is null.

## **get(ThreadGroup)**

*Signature*

```
public static final javax.realtime.Affinity  
get(ThreadGroup group)
```

---

<sup>53</sup>Section [5.3.2.2](#)

<sup>54</sup>Section [5.3.2.2](#)

*Description*

Determine the affinity set instance associated with group.

*Parameters*

group An instance of java.lang.ThreadGroup

*Returns*

The associated affinity set.

**set(Affinity, ThreadGroup)***Signature*

```
public static final void  
set(Affinity set,  
    ThreadGroup group)  
throws ProcessorAffinityException
```

*Description*

Set the processor affinity of group to set.

*Parameters*

set The processor affinity set

group The processing group parameters instance.

*Throws*

IllegalArgumentException when the intersection of set and the affinity of any task in group is empty, or when the disjunction of set and the affinity of any ThreadGroup containing group is non-empty.

ProcessorAffinityException when the runtime fails to set the affinity for platform-specific reasons or group contains more than one processor.

NullPointerException when set or group is null.

**getProcessors***Signature*

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

*Description*

Return 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*

Determine 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*

Ask 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.

## **applyTo(BoundAsyncEventHandler)**

### *Signature*

```
public final void  
applyTo(BoundAsyncEventHandler aeh)  
throws ProcessorAffinityException
```

### *Description*

Set the processor affinity of a bound AEH to this.

### *Parameters*

aeh The bound async event handler

*Throws*

IllegalArgumentException when intersection of this with the affinity of any group containing aeh is empty.

[ProcessorAffinityException](#) Thrown when the runtime fails to set the affinity for platform-specific reasons.

NullPointerException when aeh is null.

## applyTo(Thread)

*Signature*

```
public final void  
applyTo(Thread thread)  
throws ProcessorAffinityException
```

*Description*

Set the processor affinity of a Java thread or [RealtimeThread](#)<sup>55</sup> to this.

*Parameters*

thread The thread or realtime thread.

*Throws*

IllegalArgumentException when intersection of this with the affinity of any group containing thread is empty.

[ProcessorAffinityException](#) when the runtime fails to set the affinity for platform-specific reasons.

NullPointerException when thread is null.

## applyTo(ThreadGroup)

*Signature*

```
public final void  
applyTo(ThreadGroup group)  
throws ProcessorAffinityException
```

*Description*

Set the processor affinity of group to this.

*Parameters*

---

<sup>55</sup>Section [5.3.2.2](#)

group The processing group parameters instance.

*Throws*

`IllegalArgumentException` when the intersection of this and the affinity of any task in group is empty, or when the disjunction of this and the affinity of any `ThreadGroup` containing group is non-empty.

`ProcessorAffinityException` when the runtime fails to set the affinity for platform-specific reasons or group contains more than one processor.

`NullPointerException` when group is null.

## **applyTo(ActiveEventDispatcher)**

*Signature*

```
public final void
applyTo(javax.realtime.ActiveEventDispatcher<?, ?> dispatcher)
throws ProcessorAffinityException
```

*Description*

Set the processor affinity of dispatcher to this.

*Parameters*

dispatcher is the dispatcher instance.

*Throws*

`IllegalArgumentException` when intersection of this with the affinity of any group containing dispatcher is empty.

`ProcessorAffinityException` when the runtime fails to set the affinity for platform-specific reasons.

`NullPointerException` when dispatcher is null.

### **6.3.3.2 AperiodicParameters**

---

**Inheritance**

```
java.lang.Object
  javax.realtime.ReleaseParameters
    javax.realtime.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 that 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 schedulable's that use the parameter object until a setter method on the AperiodicParameters object is invoked, or the parameter object is used in `setReleaseParameters()` or a constructor for a schedulable.

The implementation must use modified copy semantics for each `HighResolutionTime`<sup>56</sup> 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`<sup>57</sup> the arrival time is the time at which the `start()` is invoked. For other instances of `Schedulable`<sup>58</sup>, the required behaviors may require the implementation to behave 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()`<sup>59</sup> method is called.

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

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<sup>56</sup>Section 9.3.1.2

<sup>57</sup>Section 5.3.2.2

<sup>58</sup>Section 6.3.1.3

<sup>59</sup>Section 5.3.2.2.2

Table 6.3: AperiodicParameters Default Values

Attribute	Value
cost	new RelativeTime(0,0)
deadline	new RelativeTime(Long.MAX_VALUE, 999999)
overflowHandler	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 Fields

---

#### 6.3.3.2.2 Constructors

---

**AperiodicParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)**

##### *Signature*

```
public
AperiodicParameters(RelativeTime cost,
                    RelativeTime deadline,
                    AsyncEventHandler overflowHandler,
                    AsyncEventHandler missHandler,
                    boolean rousable)
```

##### *Description*

Create 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)`.

**overflowHandler** This handler is invoked when an invocation of the schedulable exceeds cost. Not required for minimum implementation. When null, the default value is no overflow 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.

**releasable** determines whether or not an instance of `Schedulable` can be prematurely released by a thread interrupt.

*Throws*

`IllegalArgumentException` 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, overflowHandler or missHandler cannot be stored in this.

## AperiodicParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler)

*Signature*

```
public
AperiodicParameters(RelativeTime cost,
                    RelativeTime deadline,
                    AsyncEventHandler overflowHandler,
                    AsyncEventHandler missHandler)
```

*Description*

Equivalent to `AperiodicParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)`<sup>60</sup> with the argument list (cost, deadline,

---

<sup>60</sup>Section 6.3.3.2.2

overrunHandler, missHandler, false).

### 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.

### Throws

`IllegalArgumentException` 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)`<sup>61</sup> with the argument list (null, deadline,

---

<sup>61</sup>Section 6.3.3.2.2

null, missHandler, rousable). AperiodicParameters(null, deadline, null, missHandler, rousable)

**Available since** RTSJ 2.0

#### *Parameters*

deadline is the time after start of a release by which the release action should be completed.

missHandler is a handler to call when the deadline is missed.

rounable determines whether or not an interrupt with cause an early release.

## AperiodicParameters(RelativeTime)

#### *Signature*

```
public  
AperiodicParameters(RelativeTime deadline)
```

#### *Description*

Equivalent to [AperiodicParameters\(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean\)](#)<sup>62</sup> with the argument list (null, deadline, null, null, false).

**Available since** RTSJ 2.0

#### *Parameters*

deadline is the time after start of a release by which the release action should be completed.

## AperiodicParameters

#### *Signature*

```
public  
AperiodicParameters()
```

#### *Description*

---

<sup>62</sup>Section [6.3.3.2.2](#)

Equivalent to `AperiodicParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)`<sup>63</sup> with the argument list (null, null, null, null, false).

**Available since** RTSJ 1.0.1

#### 6.3.3.2.3 Methods

---

### **getArrivalTimeQueueOverflowPolicy**

#### *Signature*

```
public javax.realtime.QueueOverflowPolicy  
getArrivalTimeQueueOverflowPolicy()
```

#### *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 2.0

### **setArrivalTimeQueueOverflowPolicy(QueueOverflowPolicy)**

#### *Signature*

```
public void  
setArrivalTimeQueueOverflowPolicy(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` is a queue overflow policy to use for handlers associated with this.

**Available since** RTSJ 2.0.

---

<sup>63</sup>Section 6.3.3.2.2

## 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

IllegalArgumentException when initial is less than zero.

**Available since** RTSJ 1.0.1 Moved here from SporadicParameters.

## 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.

## setDeadline(RelativeTime)

### Signature

```
public void
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)`<sup>64</sup>) the deadline of those schedulables is altered as specified by each schedulable's respective scheduler.

*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*

`IllegalArgumentException` 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` `IllegalAssignmentError` when `deadline` cannot be stored in this.

**6.3.3.3 FirstInFirstOutScheduler****Inheritance**

```
java.lang.Object
  javax.realtime.Scheduler
    javax.realtime.PriorityScheduler
      javax.realtime.FirstInFirstOutScheduler
```

*Description*

A version of `PriorityScheduler`<sup>65</sup> 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.

---

<sup>64</sup>Section 5.3.2.2.2

<sup>65</sup>Section 6.3.3.8



Table 6.4: FirstInFirstOut 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:

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\(\)](#)<sup>66</sup> method is the *base scheduler* and is returned by [Scheduler.getDefaultScheduler\(\)](#)<sup>67</sup> unless the default scheduler is reset with [Scheduler.setDefaultScheduler\(Scheduler\)](#)<sup>68</sup>.

Available since RTSJ 2.0

#### 6.3.3.3.1 Methods

---

### instance

#### Signature

```
public static javafx.runtime.FirstInFirstOutScheduler
instance()
```

#### Description

Obtain 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

---

<sup>66</sup>Section [6.3.3.3.1](#)

<sup>67</sup>Section [6.3.3.12.2](#)

<sup>68</sup>Section [6.3.3.12.2](#)

```
public int  
getMaxPriority()
```

*Description*

Obtain the maximum priority available for a schedulable managed by this scheduler.

*Returns*

The value of the maximum priority.

**getMinPriority***Signature*

```
public int  
getMinPriority()
```

*Description*

Obtain 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*

Obtain 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*

Obtain the policy name of this.

*Returns*

The policy name (Fixed Priority First In First Out) as a string.

## reschedule(Thread, int)

*Signature*

```
public void  
reschedule(Thread thread,  
            int priority)
```

*Description*

Promotes a `java.lang.Thread` to realtime priority under this scheduler. The affected thread will be scheduled as if it were a `RealtimeThread`<sup>69</sup> of the given priority. This does not make the affected thread a `RealtimeThread`, however, and it will not have access to facilities reserved for instances of `RealtimeThread`.

*Parameters*

`thread` The thread to promote to realtime scheduling.

`priority` An integer priority equivalent to a priority set via `PriorityParameters`<sup>70</sup> on a `RealtimeThread`.

*Throws*

`IllegalArgumentException` when priority is not between `getMinPriority()`<sup>71</sup> and `getMaxPriority()`<sup>72</sup>, inclusive.

### 6.3.3.4 ImportanceParameters

---

**Inheritance**

`java.lang.Object`

---

<sup>69</sup>Section 5.3.2.2

<sup>70</sup>Section 6.3.3.7

<sup>71</sup>Section 6.3.3.3.1

<sup>72</sup>Section 6.3.3.3.1

```
javax.realtime.SchedulingParameters
  javax.realtime.PriorityParameters
    javax.realtime.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](#)<sup>73</sup> must not consider importance.

#### 6.3.3.4.1 Constructors

---

### ImportanceParameters(int, int)

*Signature*

```
public
  ImportanceParameters(int priority,
                      int importance)
```

*Description*

Create 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.

#### 6.3.3.4.2 Methods

---

---

<sup>73</sup>Section [6.3.3.8](#)

## getImportance

*Signature*

```
public int  
getImportance()
```

*Description*

Gets the importance value.

*Returns*

The value of importance for the associated instances of [Schedulable](#)<sup>74</sup>.

## setImportance(int)

*Signature*

```
public void  
setImportance(int importance)
```

*Description*

Set the importance 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\(SchedulingParameters\)](#)<sup>75</sup>) 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*

[IllegalArgumentException](#) when the given importance value is incompatible with the scheduler for any of the schedulables which are presently using this parameter object.

## toString

*Signature*

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

---

<sup>74</sup>Section [6.3.1.3](#)

<sup>75</sup>Section [5.3.2.2.2](#)

*Description*

Print the value of the priority and importance values of the associated instance of [Schedulable](#)<sup>76</sup>

**6.3.3.5 OneShotParameters**

---

**Inheritance**

```
java.lang.Object
  javax.realtime.ReleaseParameters
    javax.realtime.OneShotParameters
```

*Description*

Parameters for realtime threads that are only released once. A thread using this release parameters may not use [RealtimeThread.waitForNextRelease\(\)](#)<sup>77</sup> or have its [RealtimeThread.release\(\)](#)<sup>78</sup> methods called. Calling these methods results in an `IllegalThreadStateException`.

**6.3.3.5.1 Constructors**

---

**OneShotParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)***Signature*

```
public
OneShotParameters(RelativeTime cost,
                  RelativeTime deadline,
                  AsyncEventHandler overrunHandler,
                  AsyncEventHandler missHandler,
                  boolean rousable)
```

*Description*

A constructor for both cost and deadline monitoring that can be rousable.

---

<sup>76</sup>Section [6.3.1.3](#)

<sup>77</sup>Section [5.3.2.2.2](#)

<sup>78</sup>Section [5.3.2.2.2](#)

**Available since** RTSJ 2.0

#### *Parameters*

cost is the maximum cost for the initial release  
deadline is the deadline for the initial release  
overrunHandler is the handler to call on cost overrun.  
missHandler is the handler to call on deadline miss.  
rounable determines whether or not an instance of Schedulable can be prematurely released by a thread interrupt.

#### *Throws*

IllegalArgumentException 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](#)<sup>79</sup>.  
IllegalAssignmentError when cost, deadline, overrunHandler, or missHandler cannot be stored in this.

## **OneShotParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler)**

#### *Signature*

```
public  
OneShotParameters(RelativeTime cost,  
                  RelativeTime deadline,  
                  AsyncEventHandler overrunHandler,  
                  AsyncEventHandler missHandler)
```

#### *Description*

A constructor for both cost and deadline monitoring that is not rousable.

#### *Parameters*

cost is the maximum cost for the initial release  
deadline is the deadline for the initial release  
overrunHandler is the handler to call on cost overrun.  
missHandler is the handler to call on deadline miss.

#### *Throws*

---

<sup>79</sup>Section [10.3.2.1](#)

`IllegalArgumentException` 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`<sup>80</sup>.

`IllegalAssignmentError` when cost, deadline, `overrunHandler`, or `missHandler` cannot be stored in this.

## OneShotParameters(RelativeTime, AsyncEventHandler, boolean)

### Signature

```
public
OneShotParameters(RelativeTime deadline,
                  AsyncEventHandler missHandler,
                  boolean rousable)
```

### Description

A constructor for deadline monitoring.

**Available since** RTSJ 2.0

### Parameters

`deadline` is the deadline for the initial release

`missHandler` is the handler to call on deadline miss.

`rousable` determines whether or not an instance of `Schedulable` can be prematurely released by a thread interrupt.

### Throws

`IllegalArgumentException` when the time value of deadline is less than or equal to zero or the chronograph associated with the deadline parameters is not an instance of `Clock`<sup>81</sup>.

`IllegalAssignmentError` when deadline or `missHandler` cannot be stored in this.

## OneShotParameters

### Signature

---

<sup>80</sup>Section 10.3.2.1

<sup>81</sup>Section 10.3.2.1



```
public  
OneShotParameters()
```

#### *Description*

A constructor for not having any restrictions on or monitoring of scheduling.

### 6.3.3.6 PeriodicParameters

---

#### **Inheritance**

```
java.lang.Object  
  javafx.runtime.ReleaseParameters  
    javafx.runtime.PeriodicParameters
```

#### *Description*

This release parameter indicates that the schedulable is released on a regular basis. For an [AsyncEventHandler](#)<sup>82</sup>, this means that the handler is either released by a periodic timer, or the associated event occurs periodically. For a [RealtimeThread](#)<sup>83</sup>, this means that the [RealtimeThread.waitForNextRelease](#)<sup>84</sup> 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 changes to a PeriodicParameters object caused by methods on that object cause the change to propagate to all schedulable objects using the object. For instance, calling `setCost` on an PeriodicParameters object will make the change, then notify that 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

---

<sup>82</sup>Section [8.3.3.5](#)

<sup>83</sup>Section [5.3.2.2](#)

<sup>84</sup>Section [5.3.2.2.2](#)

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

method on the PeriodicParameters object is invoked, or the parameter object is used in setReleaseParameters() or a constructor for an SO.

Periodic parameters use [HighResolutionTime](#)<sup>85</sup> values for period and start time. Since these times are expressed as a [HighResolutionTime](#)<sup>86</sup> 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](#)<sup>87</sup> 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.

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

---

<sup>85</sup>Section [9.3.1.2](#)

<sup>86</sup>Section [9.3.1.2](#)

<sup>87</sup>Section [9.3.1.2](#)

## PeriodicParameters(RelativeTime)

### Signature

```
public  
PeriodicParameters(RelativeTime period)
```

### Description

Create 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

## PeriodicParameters(HighResolutionTime, RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)

### Signature

```
public  
PeriodicParameters(javafx.runtime.HighResolutionTime<?> start,  
                    RelativeTime period,  
                    RelativeTime cost,  
                    RelativeTime deadline,  
                    AsyncEventHandler overrunHandler,  
                    AsyncEventHandler missHandler,  
                    boolean rousable)
```

### Description

Create 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 unblocks of the `RealtimeThread.waitForNextRelease`<sup>88</sup> method. 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)`.

`overflowHandler` 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 overflow 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.

`rousalable` when true, and interrupt will cause an early release, otherwise not.

#### 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, or when the clock associated with the cost is not the realtime clock, or when the clock associated with the start, deadline and period parameters are not the same.

`IllegalAssignmentError` when start period, cost, deadline, overflowHandler or missHandler cannot be stored in this.

### PeriodicParameters(HighResolutionTime, RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler)

#### Signature

```
public
PeriodicParameters(javax.realtime.HighResolutionTime<?> start,
                    RelativeTime period,
```

---

<sup>88</sup>Section 5.3.2.2.2

RelativeTime cost,  
 RelativeTime deadline,  
 AsyncEventHandler overrunHandler,  
 AsyncEventHandler missHandler)

#### *Description*

Equivalent to `PeriodicParameters(HighResolutionTime, RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)`<sup>89</sup> with the argument list (start, period, cost, deadline, overrunHandler, missHandler, false);

### **PeriodicParameters(HighResolutionTime, RelativeTime, RelativeTime, AsyncEventHandler, boolean)**

#### *Signature*

```
public
PeriodicParameters(javafx.runtime.HighResolutionTime<?> start,
                    RelativeTime period,
                    RelativeTime deadline,
                    AsyncEventHandler missHandler,
                    boolean rousable)
```

#### *Description*

Equivalent to `PeriodicParameters(HighResolutionTime, RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)`<sup>90</sup> with the argument list (start, period, deadline, null, null, missHandler, rousable);

**Available since RTSJ 2.0**

### **PeriodicParameters(HighResolutionTime, RelativeTime)**

#### *Signature*

```
public
PeriodicParameters(javafx.runtime.HighResolutionTime<?> start,
```

---

<sup>89</sup>Section 6.3.3.6.1

<sup>90</sup>Section 6.3.3.6.1

RelativeTime period)

*Description*

Equivalent to `PeriodicParameters(HighResolutionTime, RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)`<sup>91</sup> with the argument list (start, 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*

Determine 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*

Determine 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.

---

<sup>91</sup>Section 6.3.3.6.1

## getStart

### Signature

```
public javafx.runtime.HighResolutionTime<?>  
getStart()
```

### Description

Determine 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 void  
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)`<sup>92</sup>) the deadline of those schedulables is altered as specified by each schedulable's respective scheduler.

### 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

`IllegalArgumentException` 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` `IllegalAssignmentError` when deadline cannot be stored in this.

---

<sup>92</sup>Section 5.3.2.2.2

## setPeriod(RelativeTime)

### Signature

```
public void  
setPeriod(RelativeTime period)
```

### Description

Sets the period.

### Parameters

period The value to which period is set.

### Throws

`IllegalArgumentException` 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](#)<sup>93</sup> is associated with a [Timer](#)<sup>94</sup> whose period does not match period.

[IllegalAssignmentError](#) when period cannot be stored in this.

## setStart(HighResolutionTime)

### Signature

```
public void  
setStart(javax.realtime.HighResolutionTime<?> start)
```

### Description

Sets the start time.

The effect of changing the start time for any schedulables associated with this parameter object is determined by the scheduler associated with each schedulable.

*Note:* 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

---

<sup>93</sup>Section [8.3.3.3](#)

<sup>94</sup>Section [10.3.2.6](#)



IllegalArgumentException 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.

### 6.3.3.7 PriorityParameters

---

#### Inheritance

java.lang.Object  
    javax.realtime.SchedulingParameters  
        javax.realtime.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](#)<sup>95</sup> is such a scheduler.

#### 6.3.3.7.1 Constructors

---

### PriorityParameters(int)

#### Signature

```
public  
PriorityParameters(int priority)
```

#### Description

Create an instance of [PriorityParameters](#)<sup>96</sup> with the given priority.

#### Parameters

priority The priority assigned to schedulables that use this parameter instance.

---

<sup>95</sup>Section [6.3.3.8](#)

<sup>96</sup>Section [6.3.3.7](#)

### 6.3.3.7.2 Methods

---

#### **isCompatible(Class)**

*Signature*

```
public boolean  
isCompatible(java.lang.Class<javax.realtime.Scheduler> type)
```

*Description*

Determine whether this scheduling parameters can be used by tasks scheduled by instances of type.

*Parameters*

type of scheduler to check against

*Returns*

true when and only when this can be used with type as the scheduler.

**Available since** RTSJ 2.0

#### **getPriority**

*Signature*

```
public int  
getPriority()
```

*Description*

Gets the priority value.

*Returns*

The priority.

#### **setPriority(int)**

*Signature*

```
public void  
setPriority(int priority)
```

*Description*

Set 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)`<sup>97</sup>) 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*

`IllegalArgumentException` when the given priority value is incompatible with the scheduler for any of the schedulables which are presently using this parameter object.

## **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**

---

#### **Inheritance**

```
java.lang.Object  
  javax.realtime.Scheduler  
    javax.realtime.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.

This scheduler, like all schedulers, governs the default values for scheduling-related parameters in its client schedulables. The defaults are as follows:

---

<sup>97</sup>Section 5.3.2.2.2

Table 6.6: PriorityScheduler Default PriorityParameter Values

Attribute	Default Value
Priority	norm priority

Note that the system contains one instance of the PriorityScheduler which is the system's base scheduler and is returned by `FirstInFirstOutScheduler.instance()`<sup>98</sup>. 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()`<sup>99</sup> unless the default scheduler is changed with `Scheduler.setDefaultScheduler(Scheduler)`<sup>100</sup>.

#### 6.3.3.8.1 Fields

---

#### 6.3.3.8.2 Constructors

---

## PriorityScheduler

### Signature

protected  
PriorityScheduler()

### Description

Construct an instance of PriorityScheduler. Applications will likely not need any instance other than the default instance.

#### 6.3.3.8.3 Methods

---



---

<sup>98</sup>Section 6.3.3.3.1

<sup>99</sup>Section 6.3.3.12.2

<sup>100</sup>Section 6.3.3.12.2

## **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.

## reschedule(Thread, int)

### Signature

```
public abstract void  
reschedule(Thread thread,  
            int priority)
```

### Description

Promotes a `java.lang.Thread` to realtime priority under this scheduler. The affected thread will be scheduled as if it were a [RealtimeThread](#)<sup>101</sup> of the given priority. This does not make the affected thread a `RealtimeThread`, however, and it will not have access to facilities reserved for instances of `RealtimeThread`.

### Parameters

`thread` The thread to promote to realtime scheduling.  
`priority` An integer priority equivalent to a priority set via [PriorityParameters](#)<sup>102</sup> on a `RealtimeThread`.

### Throws

`IllegalArgumentException` when `priority` is not between [getMinPriority\(\)](#)<sup>103</sup> and [getMaxPriority\(\)](#)<sup>104</sup>, inclusive.

**Available since** RTSJ 2.0

---

<sup>101</sup>Section [5.3.2.2](#)

<sup>102</sup>Section [6.3.3.7](#)

<sup>103</sup>Section [6.3.3.8.3](#)

<sup>104</sup>Section [6.3.3.8.3](#)

### 6.3.3.9 ProcessingGroup

---

#### Inheritance

```
java.lang.Object
  java.lang.ThreadGroup
    javax.realtime.SchedulingGroup
      javax.realtime.ProcessingGroup
```

#### Description

A descendant class of ThreadGroup for handling tasks, instances of [Schedulable](#)<sup>105</sup> and java.lang.Thread, as a single group. The cost of the group can be both traced and limited over a given period. The motivation for this class is to enable the execution demands of a group of tasks to be bound.

A processing group has an associated affinity. The precision of cost monitoring is dependent on the number of processes in the thread group. In the worst case, it is the base precision times the number of processes in the processing group. The default affinity is that which was inherited from the parent SchedulingGroup.

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 schedulables 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 schedulables will be allowed on any processor other than these processors. There must be at least one processor in the intersection between a schedulable object's affinity and its processing group's affinity.

Logically 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 schedulables is executable and is the most eligible of the executable schedulables. When the server is logically executable, the associated schedulables 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 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](#)<sup>106</sup> values for cost, dead-

---

<sup>105</sup>Section [6.3.1.3](#)

<sup>106</sup>Section [9.3.1.2](#)

line, period and start time. Since those times are expressed as a [HighResolutionTime](#)<sup>107</sup>, 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 parameters 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](#)<sup>108</sup> 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 that 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 ProcessingGroup object is invoked or 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 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

---



---

<sup>107</sup>Section [9.3.1.2](#)

<sup>108</sup>Section [9.3.1.2](#)



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
overflowHandler	None
missHandler	None
underrunHandler	None
rousable	false

## ProcessingGroup(SchedulingGroup, String, HighResolutionTime, RelativeTime, RelativeTime, AsyncEventHandler, RelativeTime, AsyncEventHandler)

### Signature

```
public
ProcessingGroup(SchedulingGroup parent,
                String name,
                javafx.realtime.HighResolutionTime<?> start,
                RelativeTime period,
                RelativeTime cost,
                AsyncEventHandler overrun,
                RelativeTime minimum,
                AsyncEventHandler underrun)
```

### Description

Create a ProcessingGroup

### Parameters

parent is the parent [SchedulingGroup](#)<sup>109</sup> of this ProcessingGroup.  
name is a string identifier for this group.  
start is when monitoring should begin.

<sup>109</sup>Section [6.3.3.13](#)

period is an amount of time for cost and overrun monitoring and for cost enforcement.

cost is the maximum total execution time of all tasks in the group during a given period.

overrun is called when the the total execution of all tasks in the group exceeds cost for a given period.

minimum is the least amount of processing time for all the tasks in this group together.

underrun is called at the end of period when the total processing time of all tasks was less than minimum in the last period.

## **ProcessingGroup(SchedulingGroup, String, HighResolutionTime, RelativeTime, RelativeTime, AsyncEventHandler)**

### *Signature*

```
public
ProcessingGroup(SchedulingGroup parent,
                String name,
                javax.realtime.HighResolutionTime<?> start,
                RelativeTime period,
                RelativeTime cost,
                AsyncEventHandler overrun)
```

### *Description*

Equivalent to `ProcessingGroup(SchedulingGroup, String, HighResolutionTime, RelativeTime, RelativeTime, AsyncEventHandler, RelativeTime, AsyncEventHandler)`<sup>110</sup> with the argument list (parent, name, start, period, cost, overrun, null, null).

### *Parameters*

name a name for the group  
start when it is to start  
period the period for cost refresh  
cost the maximum CPU use for a period.  
overrun a handler to call when cost is overrun.

---

<sup>110</sup>Section 6.3.3.9.1

## ProcessingGroup(String, HighResolutionTime, RelativeTime, RelativeTime, AsyncEventHandler)

### Signature

```
public
ProcessingGroup(String name,
                 javax.realtime.HighResolutionTime<?> start,
                 RelativeTime period,
                 RelativeTime cost,
                 AsyncEventHandler overrun)
```

### Description

Equivalent to `ProcessingGroup(SchedulingGroup, String, HighResolutionTime, RelativeTime, RelativeTime, AsyncEventHandler, RelativeTime, AsyncEventHandler)`<sup>111</sup> with the argument list (Scheduler.currentSchedulable().getSchedulingGroup(), name, start, period, cost, overrun, null, null).

### Parameters

name a name for the group  
start when it is to start  
period the period for cost refresh  
cost the maximum CPU use for a period.  
overrun a handler to call when cost is overrun.

### 6.3.3.9.2 Methods

---

## getStart

### Signature

```
public javax.realtime.HighResolutionTime<?>
getStart()
```

### Description

---

<sup>111</sup>Section 6.3.3.9.1

Obtain the value used to determine start. This is not necessarily the absolute time corresponding to the actual start of the processing group. Use `getEffectiveStart`<sup>112</sup> for obtaining the actual start time.

*Returns*

the value that was specified in the constructor or by the last call to `setStart()`, with its original values.

**setStart(HighResolutionTime)***Signature*

```
public void  
setStart(javax.realtime.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*

`IllegalArgumentException` when start is a relative time value and less than zero.

**getEffectiveStart(AbsoluteTime)***Signature*

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

*Description*

Obtain the actual time of the group started.  
Equivalent to `getEffectiveStart(null)`.

*Parameters*

dest is a time value to fill.

---

<sup>112</sup>Section 6.3.3.9.2

*Returns*

either dest, when dest is not null, or a reference a new instance of `AbsoluteTime` otherwise, that represents the time at which this group actually started.

**getEffectiveStart***Signature*

```
public javafx.realtime.AbsoluteTime  
getEffectiveStart()
```

*Description*

Obtain the actual time of the group started.  
Equivalent to `getEffectiveStart(null)`.

*Returns*

A reference a new instance of `AbsoluteTime` that represents the time at which this group started.

**getPeriod(RelativeTime)***Signature*

```
public javafx.realtime.RelativeTime  
getPeriod(RelativeTime dest)
```

*Description*

Gets the value of period and returns it in the provided `RelativeTime113` 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*

---

<sup>113</sup>Section 9.3.1.3

```
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`<sup>114</sup> that represents the value of period.

## **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.

## **getMaxCost(RelativeTime)**

*Signature*

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

---

<sup>114</sup>Section 9.3.1.3

*Description*

Gets the value of cost. and returns it in the provided [RelativeTime](#)<sup>115</sup> 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.

## getMaxCost

*Signature*

```
public javafx.runtime.RelativeTime  
getMaxCost()
```

*Description*

Gets the value of cost.  
Equivalent to getMaxCost(null).

*Returns*

a reference to a newly allocated object containing the value of cost.

## setMaxCost(RelativeTime)

*Signature*

```
public void  
setMaxCost(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.

---

<sup>115</sup>Section [9.3.1.3](#)

## **getMinimumCost(RelativeTime)**

### *Signature*

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

### *Description*

Gets the value of minimum. and returns it in the provided [RelativeTime](#)<sup>116</sup> 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 void  
setMinimumCost(RelativeTime cost)  
throws IllegalArgumentException,  
IllegalAssignmentError
```

---

<sup>116</sup>Section [9.3.1.3](#)



*Description*

Sets the value of minimum.

*Parameters*

cost The new value for minimum. When null, an exception is thrown.

*Throws*

IllegalArgumentException when minimum is null or its time value is less than zero.

## getCostUnderrunHandler

*Signature*

```
public javafx.runtime.AsyncEventHandler  
getCostUnderrunHandler()
```

*Description*

Gets the cost underrun handler.

*Returns*

A reference to an instance of [AsyncEventHandler](#)<sup>117</sup> that is cost overrun handler of this.

## setCostUnderrunHandler(AsyncEventHandler)

*Signature*

```
public void  
setCostUnderrunHandler(AsyncEventHandler handler)  
throws IllegalArgumentException
```

*Description*

Sets the cost underrun 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.

---

<sup>117</sup>Section [8.3.3.5](#)

## getCostOverrunHandler

### Signature

```
public javax.realtime.AsyncEventHandler  
getCostOverrunHandler()
```

### Description

Gets the cost overrun handler.

### Returns

A reference to an instance of [AsyncEventHandler](#)<sup>118</sup> that is cost overrun handler of this.

## setCostOverrunHandler(AsyncEventHandler)

### Signature

```
public void  
setCostOverrunHandler(AsyncEventHandler handler)  
throws IllegalArgumentException
```

### 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.

## enforcingCost

### Signature

```
public boolean  
enforcingCost()
```

### Description

Determine whether or not cost is being enforced for releases.

---

<sup>118</sup>Section [8.3.3.5](#)

*Returns*

true when enforcing code.

**enforceCost(boolean)***Signature*

```
public void  
enforceCost(boolean value)  
throws UnsupportedOperationException
```

*Description*

Set cost enforcement.

*Parameters*

value true when enforcing code.

*Throws*

UnsupportedOperationException

**getCurrentCost(RelativeTime)***Signature*

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

*Description*

Get the cost used in the current period so far.

*Parameters*

dest 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 current period

**getLastCost(RelativeTime)***Signature*

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

*Description*

Get the total cost used in the last period.

*Parameters*

dest 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*

Determine the granularity of cost monitoring and cost enforcement.

*Returns*

the granularity in nanoseconds.

## **setGranularity(long)**

*Signature*

```
public void  
setGranularity(long nanos)  
throws IllegalArgumentException
```

*Description*

Set the granularity of cost monitoring and cost enforcement. The system provides a lower bounds for this. When set below the lower bound, granularity is set to this lower bound. In general, this is the precision of the realtime clock.

*Parameters*

nanos the new granularity in nanoseconds.

*Throws*

IllegalArgumentException when nanos is less than one.

### 6.3.3.10 ReleaseParameters

---

#### Inheritance

java.lang.Object  
javafx.realtime.ReleaseParameters

#### Interfaces

Cloneable  
Serializable

#### Description

The top-level class for release characteristics of schedulable objects. 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 that 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, or the parameter object is used in setReleaseParameters() or a constructor for a schedulable.

Release parameters use [HighResolutionTime](#)<sup>119</sup> values for cost, and deadline. Since the times are expressed as a [HighResolutionTime](#)<sup>120</sup> 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](#)<sup>121</sup> 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()

---

<sup>119</sup>Section [9.3.1.2](#)

<sup>120</sup>Section [9.3.1.2](#)

<sup>121</sup>Section [9.3.1.2](#)

Table 6.8: ReleaseParameter Default Values

Attribute	Default Value
cost	new RelativeTime(0,0)
deadline	no default
overflowHandler	None
missHandler	None
rousable	false

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.

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level.

#### 6.3.3.10.1 Constructors

---

### **ReleaseParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)**

#### *Signature*

```
protected
ReleaseParameters(RelativeTime cost,
                  RelativeTime deadline,
                  AsyncEventHandler overflowHandler,
                  AsyncEventHandler missHandler,
                  boolean rousable)
```

#### *Description*

Create a new instance of `ReleaseParameters` with the given parameter values.

**Available since** RTSJ 2.0

*Parameters*

cost - Processing time units per release. On implementations which can measure the amount of time a schedulable object is executed, 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. 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.

rounable determines whether or not an instance of `Schedulable` can be prematurely released by a thread interrupt.

*Throws*

`IllegalArgumentException` 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`<sup>122</sup>.

`IllegalAssignmentError` when cost, deadline, overrunHandler, or missHandler cannot be stored in this.

## **ReleaseParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler)**

*Signature*

```
protected
ReleaseParameters(RelativeTime cost,
                  RelativeTime deadline,
                  AsyncEventHandler overrunHandler,
                  AsyncEventHandler missHandler)
```

*Description*

Equivalent to `ReleaseParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)`<sup>123</sup> with the argument list (cost, deadline, overrunHandler, missHandler, false).

---

<sup>122</sup>Section 10.3.2.1

<sup>123</sup>Section 6.3.3.10.1

*Parameters*

**cost** Processing time units per release. On implementations which can measure the amount of time a schedulable object is executed, 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. There is no default for deadline in this class. The default must be determined by the subclasses.

**overflowHandler** This handler is invoked when an invocation of the schedulable exceeds cost. In the minimum implementation overflowHandler 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*

`IllegalArgumentException` 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`<sup>124</sup>.

`IllegalAssignmentError` when cost, deadline, overflowHandler, or missHandler cannot be stored in this.

## ReleaseParameters(RelativeTime, AsyncEventHandler, boolean)

*Signature*

```
protected
ReleaseParameters(RelativeTime deadline,
                  AsyncEventHandler missHandler,
                  boolean rousable)
```

*Description*

Equivalent to `ReleaseParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)`<sup>125</sup> with the argument list (cost, deadline, overflowHandler, missHandler, false).

**Available since** RTSJ 2.0

*Parameters*


---

<sup>124</sup>Section 10.3.2.1

<sup>125</sup>Section 6.3.3.10.1



**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.

**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.

**rounable** determines whether or not an instance of `Schedulable` can be prematurely released by a thread interrupt.

#### *Throws*

`IllegalArgumentException` when the time value of deadline is less than or equal to zero or the chronograph associated with the deadline parameters is not an instance of `Clock`<sup>126</sup>.

`IllegalAssignmentError` when deadline or missHandler cannot be stored in this.

## ReleaseParameters

#### *Signature*

```
protected
ReleaseParameters()
```

#### *Description*

Equivalent to `ReleaseParameters(RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)`<sup>127</sup> with the argument list (cost, deadline, overrunHandler, missHandler, false).

### 6.3.3.10.2 Methods

---

#### **clone**

#### *Signature*

```
public java.lang.Object
clone()
```

---

<sup>126</sup>Section 10.3.2.1

<sup>127</sup>Section 6.3.3.10.1

*Description*

Return 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*

Determine the current value of cost.

*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*

Determine the current value of cost.

*Returns*

value or, when null, the last object used to set the cost, set to the current value of cost.

## **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*

Determine 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*

Determine the current value of deadline.

### *Returns*

value or, when null, the last object used to set the deadline, set to the current value of deadline.

## 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 void  
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\(ReleaseParameters\)](#)<sup>128</sup>) the cost of those schedulables is altered as specified by each schedulable's respective scheduler.

### 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

[IllegalArgumentException](#) 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.

---

<sup>128</sup>Section [5.3.2.2.2](#)

## setCostOverrunHandler(AsyncEventHandler)

### Signature

```
public void  
setCostOverrunHandler(AsyncEventHandler handler)
```

### 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\(ReleaseParameters\)](#)<sup>129</sup>) the cost overrun handler of those schedulables is altered as specified by each schedulable's respective scheduler.

### 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.

## setDeadline(RelativeTime)

### Signature

```
public void  
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\(ReleaseParameters\)](#)<sup>130</sup>) the deadline of those schedulables is altered as specified by each schedulable's respective scheduler.

### 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.

---

<sup>129</sup>Section [5.3.2.2.2](#)

<sup>130</sup>Section [5.3.2.2.2](#)

*Throws*

`IllegalArgumentException` 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.

**setDeadlineMissHandler(AsyncEventHandler)***Signature*

```
public void  
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)`<sup>131</sup>) the deadline miss handler of those schedulables is altered as specified by each schedulable's respective scheduler.

*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.

**isRousable***Signature*

```
public boolean  
isRousable()
```

*Description*

Determine whether or not a thread interrupt will cause instances of `Schedulable` associated with an instance of this class will be prematurely released.

*Returns*

---

<sup>131</sup>Section 5.3.2.2.2

true when rousable and false when not.

**Available since** RTSJ 2.0

## **setRousable(boolean)**

### *Signature*

```
public void  
setRousable(boolean value)
```

### *Description*

Dictate whether or not a thread interrupt will cause instances of Schedulable associated with an instance of this class will be prematurely released.

### *Parameters*

value is true when rousable and false when not.

**Available since** RTSJ 2.0

## **enforcingCost**

### *Signature*

```
public boolean  
enforcingCost()
```

### *Description*

Determine 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*

Set cost enforcement.

*Parameters*

value true when enforcing code.

*Throws*

UnsupportedOperationException

**Available since** RTSJ 2.0

### 6.3.3.11 RoundRobinScheduler

---

**Inheritance**

java.lang.Object  
    javafx.realtime.Scheduler  
        javafx.realtime.PriorityScheduler  
            javafx.realtime.RoundRobinScheduler

*Description*

Class which represents a priority-based round-robin scheduler.

The default instance of this scheduler (returned by [instance\(\)](#)<sup>132</sup>) represents the RTSJ-specified round-robin scheduler.

**Available since** RTSJ 2.0

#### 6.3.3.11.1 Methods

---

**instance***Signature*

```
public static javafx.realtime.RoundRobinScheduler  
instance()
```

*Description*

Return a reference to the distinguished instance of RoundRobinScheduler which is the RTSJ-specified round-robin scheduler.

---

<sup>132</sup>Section [6.3.3.11.1](#)



*Throws*

UnsupportedOperationException if this platform has no default round-robin scheduler.

*Returns*

A reference to the distinguished instance of RoundRobinScheduler

**setQuantum(RelativeTime)***Signature*

```
public void  
setQuantum(RelativeTime quantum)  
throws UnsupportedOperationException,  
        IllegalArgumentException
```

*Description*

Set 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*

UnsupportedOperationException if this scheduler's quantum is not configurable at runtime.

IllegalArgumentException if the provided quantum is null, less than zero, or not appropriate for this platform.

**getQuantum***Signature*

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

*Description*

Get 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*

Get the quantum of this instance of RoundRobinScheduler.

### *Parameters*

dest return the quantum in dest . When dest is null, allocate a new [Relative-Time](#)<sup>133</sup> instance 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.

---

<sup>133</sup>Section [9.3.1.3](#)

## 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, int)

*Signature*

```
public void  
reschedule(Thread thread,  
            int priority)
```

*Description*

Promotes a `java.lang.Thread` to realtime priority under this scheduler. The affected thread will be scheduled as if it were a `RealtimeThread`<sup>134</sup> of the given priority. This does not make the affected thread a `RealtimeThread`, so it will not have access to facilities reserved for instances of `RealtimeThread`.

The method `Thread.setPriority(int)` can be used to reschedule back to the conventional Java priority levels.

---

<sup>134</sup>Section 5.3.2.2

*Parameters*

thread The thread to promote to realtime scheduling.

priority An integer priority equivalent to a priority set via [PriorityParameters](#)<sup>135</sup> on a RealtimeThread.

*Throws*

IllegalArgumentException when thread is null or priority is not between [getMinPriority\(\)](#)<sup>136</sup> and [getMaxPriority\(\)](#)<sup>137</sup>, inclusive.

**6.3.3.12 Scheduler****Inheritance**

java.lang.Object  
[javax.realtime.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](#)<sup>138</sup> (e.g., EDFScheduler).

**6.3.3.12.1 Constructors****Scheduler***Signature*

protected  
 Scheduler()

*Description*

Create an instance of Scheduler.

---

<sup>135</sup>Section [6.3.3.7](#)

<sup>136</sup>Section [6.3.3.11.1](#)

<sup>137</sup>Section [6.3.3.11.1](#)

<sup>138</sup>Section [6.3.3.12.2](#)

### 6.3.3.12.2 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](#)<sup>139</sup> at startup.

*Parameters*

**scheduler** The Scheduler that becomes the default scheduler assigned to new schedulables created by Java threads. When null nothing happens.

*Throws*

SecurityException when the caller is not permitted to set the default scheduler.

## inSchedulableExecutionContext

*Signature*

```
public static boolean  
inSchedulableExecutionContext()
```

---

<sup>139</sup>Section [6.3.3.8](#)

*Description*

Determine whether the current calling context is a [Schedulable](#)<sup>140</sup>: [RealtimeThread](#)<sup>141</sup> or [AsyncBaseEventHandler](#)<sup>142</sup>.

*Returns*

true when yes and false otherwise.

**Available since** RTSJ 2.0

## currentSchedulable

*Signature*

```
public static javax.realtime.Schedulable  
currentSchedulable()
```

*Description*

Get the current execution context when called from a [Schedulable](#)<sup>143</sup> execution context.

*Throws*

ClassCastException when the caller is not a [Schedulable](#)<sup>144</sup>

*Returns*

the current [Schedulable](#)<sup>145</sup>.

**Available since** RTSJ 2.0

## getPolicyName

*Signature*

```
public abstract java.lang.String  
getPolicyName()
```

*Description*

---

<sup>140</sup>Section [6.3.1.3](#)

<sup>141</sup>Section [5.3.2.2](#)

<sup>142</sup>Section [8.3.3.3](#)

<sup>143</sup>Section [6.3.1.3](#)

<sup>144</sup>Section [6.3.1.3](#)

<sup>145</sup>Section [6.3.1.3](#)

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](#)<sup>146</sup> when accessed.

*Returns*

A String object which is the name of the scheduling policy used by this.

### 6.3.3.13 SchedulingGroup

---

**Inheritance**

java.lang.Object  
  java.lang.ThreadGroup  
    [javafx.runtime.SchedulingGroup](#)

*Description*

An enhanced ThreadGroup in which a [Schedulable](#)<sup>147</sup> may be started. Limits for what realtime scheduler and scheduling parameters can be enforced on all tasks in this group. A normal ThreadGroup may not contain instance of [Schedulable](#)<sup>148</sup>.

Available since RTSJ 2.0

#### 6.3.3.13.1 Constructors

---

### SchedulingGroup(SchedulingGroup, String)

*Signature*

```
public  
SchedulingGroup(SchedulingGroup parent,  
                String name)
```

*Description*

Create a new scheduling group.

---

<sup>146</sup>Section [15.2.3.3](#)

<sup>147</sup>Section [6.3.1.3](#)

<sup>148</sup>Section [6.3.1.3](#)

*Parameters*

parent  
name is the name of the new group

*Throws*

IllegalStateException when the parent ThreadGroup instance is not an instance of SchedulingGroup.  
**IllegalAssignmentError** when the parent ThreadGroup instance is not assignable to this.

## SchedulingGroup(String)

*Signature*

```
public  
SchedulingGroup(String name)  
throws IllegalStateException,  
       IllegalAssignmentError
```

*Description*

Create a new group with the current ThreadGroup instance as its parent, so long as it is an instance of SchedulingGroup.

*Parameters*

name is the name of the new group

*Throws*

IllegalStateException when the parent ThreadGroup instance is not an instance of SchedulingGroup.  
**IllegalAssignmentError** when the parent ThreadGroup instance is not assignable to this.

### 6.3.3.13.2 Methods

---

## getMaxEligibility

*Signature*

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



*Description*

Find 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 if no such bound has been specified.

**Open issue 6.3.1**

Should this walk the tree upward to see if there's a max eligibility somewhere farther up the tree?

**End of issue 6.3.1****setMaxEligibility(SchedulingParameters)***Signature*

```
public void  
setMaxEligibility(SchedulingParameters parameters)  
throws IllegalStateException
```

*Description*

Set 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. If a task in the group has a higher eligibility than specified in parameters, the task's eligibility is set to the max specified in parameters. If a child of this `SchedulingGroup` has a higher max eligibility than specified in parameters, its max eligibility will be set to the max specified in parameters.

*Parameters*

parameters the scheduling parameter instance denoting the new upper bound on the scheduling eligibility of threads in this group.

*Throws*

`IllegalStateException` when parameters are not consistent with the scheduler type.

`IllegalArgumentException` when parameters is a higher eligibility than the max eligibility enforced by a `SchedulingParameters` above this in the hierarchy.

## getScheduler

### Signature

```
public java.lang.Class<javax.realtime.Scheduler>  
getScheduler()
```

### Description

Find 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

## setScheduler(Class)

### Signature

```
public void  
setScheduler(java.lang.Class<javax.realtime.Scheduler> type)
```

### Description

Limit the schedulers that may be used for tasks in this group.

### Parameters

type is the type of scheduler of which the schedulers of all tasks must be instances.

### Throws

`IllegalStateException` when a thread in the group has a scheduler that is not an instance of type or [getMaxEligibility](#)<sup>149</sup> returns parameters that are inconsistent with the scheduler type.

### 6.3.3.14 SchedulingParameters

---

#### Inheritance

```
java.lang.Object  
  javax.realtime.SchedulingParameters
```

#### Interfaces

---

<sup>149</sup>Section [6.3.3.13.2](#)

Cloneable  
Serializable

#### *Description*

Subclasses of SchedulingParameters ([PriorityParameters<sup>150</sup>](#), [ImportanceParameters<sup>151</sup>](#), and any others defined for particular schedulers) provide the parameters to be used by the [Scheduler<sup>152</sup>](#). Changes to the values in a parameters object affects the scheduling behavior of all the [Schedulable<sup>153</sup>](#) 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.

#### 6.3.3.14.1 Constructors

---

## SchedulingParameters

#### *Signature*

protected  
SchedulingParameters()

#### *Description*

Create a new instance of SchedulingParameters.

**Available since** RTSJ 1.0.1

#### 6.3.3.14.2 Methods

---

## clone

#### *Signature*

---

<sup>150</sup>Section [6.3.3.7](#)

<sup>151</sup>Section [6.3.3.4](#)

<sup>152</sup>Section [6.3.3.12](#)

<sup>153</sup>Section [6.3.1.3](#)

```
public java.lang.Object
clone()
```

*Description*

Return 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.)

**Available since** RTSJ 1.0.1

**isCompatible(Class)***Signature*

```
public boolean
isCompatible(java.lang.Class<javax.realtime.Scheduler> type)
```

*Description*

Determine whether this scheduling parameters can be used by tasks scheduled by instances of type.

*Parameters*

type of scheduler to check against

*Returns*

true when and only when this can be used with type as the scheduler.

**Available since** RTSJ 2.0

**6.3.3.15 SporadicParameters**

---

**Inheritance**

```
java.lang.Object
  javax.realtime.ReleaseParameters
    javax.realtime.AperiodicParameters
      javax.realtime.SporadicParameters
```

*Description*

A notice to the scheduler that the associated schedulable's run method 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`<sup>154</sup> 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 that 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, or the parameter object is used in `setReleaseParameters()` or a constructor for an SO.

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

This class enables the application to specify one of four possible behaviors that indicate 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, what to do when, for any reason, the queue overflows, and the initial size of the queue.

**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 Fields

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<sup>154</sup>Section 9.3.1.2

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
rousable	false
MIT violation policy	SAVE
Arrival queue overflow policy	SAVE
Initial arrival queue length	0

### 6.3.3.15.2 Constructors

---

**SporadicParameters(RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)**

*Signature*

```
public
SporadicParameters(RelativeTime minInterarrival,
                   RelativeTime cost,
                   RelativeTime deadline,
                   AsyncEventHandler overrunHandler,
                   AsyncEventHandler missHandler,
                   boolean rousable)
```

*Description*

Create 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 effect 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 `RelativeTime(mit)`.

`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.

`roustable` determines whether or not an instance of `Schedulable` can be prematurely released by a thread interrupt.

#### Throws

`IllegalArgumentException` 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`<sup>155</sup>.

`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,
```

---

<sup>155</sup>Section 10.3.2.1

AsyncEventHandler missHandler)

### Description

Equivalent to `SporadicParameters(RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)`<sup>156</sup> with an argument list of (minInterarrival, cost, deadline, overrunHandler, missHandler, false).

### 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 effect 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 RelativeTime(mit).

**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.

### Throws

**IllegalArgumentException** 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 minInterarrival, deadline, and minInterarrival parameters are not identical or not an instance of `Clock`<sup>157</sup>.

**IllegalAssignmentError** when minInterarrival, cost, deadline, overrunHandler or missHandler cannot be stored in this.

## SporadicParameters(RelativeTime, RelativeTime, AsyncEventHandler, boolean)

---

<sup>156</sup>Section 6.3.3.15.2

<sup>157</sup>Section 10.3.2.1



*Signature*

```
public  
SporadicParameters(RelativeTime minInterarrival,  
                    RelativeTime deadline,  
                    AsyncEventHandler missHandler,  
                    boolean rousable)
```

*Description*

Equivalent to `SporadicParameters(RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)`<sup>158</sup> with an argument list of (minInterarrival, null, deadline, null, missHandler, rousable).

**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 effect the SporadicParameters object. There is no default value. When minInterarrival is null an illegal argument exception is thrown.

**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(mit).

**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.

**rounable** determines whether or not an instance of Schedulable can be prematurely released by a thread interrupt.

*Throws*

**IllegalArgumentException** when minInterarrival is null or its time value is not greater than zero, or the time value of deadline is not greater than zero, or when the chronograph associated with minInterarrival, and deadline parameters are not identical or not an instance of **Clock**<sup>159</sup>.

**IllegalAssignmentError** when minInterarrival, deadline, or missHandler cannot be stored in this.

---

<sup>158</sup>Section 6.3.3.15.2

<sup>159</sup>Section 10.3.2.1

## SporadicParameters(RelativeTime)

### Signature

```
public
SporadicParameters(RelativeTime minInterarrival)
```

### Description

Equivalent to `SporadicParameters(RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler, boolean)`<sup>160</sup> with an argument list of (minInterarrival, null, null, null, null, false).

**Available since** RTSJ 1.0.1

### 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 effect the SporadicParameters object. There is no default value. When minInterarrival is null an illegal argument exception is thrown.

### Throws

`IllegalArgumentException` when minInterarrival is null or its time value is not greater than zero or when the chronograph associated with minInterarrival is not an instance of `Clock`<sup>161</sup>.

`IllegalAssignmentError` when minInterarrival cannot be stored in this.

### 6.3.3.15.3 Methods

---

## getMinimalInterarrival

### Signature

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

### Description

---

<sup>160</sup>Section 6.3.3.15.2

<sup>161</sup>Section 10.3.2.1

Determine 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*

Determine 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 void  
setMinimumInterarrival(RelativeTime minimum)
```

*Description*

Set the minimum interarrival time.

*Parameters*

minimum The release times of the schedulable will occur no closer than this interval.

*Throws*

IllegalArgumentException when minimum is null or its time value is not greater than zero.

IllegalAssignmentError when minimum cannot be stored in this.

## **setMinimumInterarrivalPolicy(MinimumInterarrivalPolicy)**

### *Signature*

```
public void  
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 is 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

## **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<sup>[1]</sup> behavior this specification

calls for the latter type of priority scheduler. In POSIX terms, `SCHED_FIFO` meets the RTSJ requirements for the base scheduler, but `SCHED_RR` does not meet those requirements.

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 SchedulingGroup and ProcessingGroup

The `SchedulingGroup` and `ProcessingGroup` classes were added in RTSJ 2.0 to both support the notion of a subsystem constrained by the greater system configuration and 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 `SchedulingGroup` hierarchy may be used to constrain the maximum priority directly configurable by an entire subsystem. To achieve this, a `SchedulingGroup` with an appropriate maximum priority must be created, the security manager must be configured to disallow threads in that `SchedulingGroup` from accessing their parent `SchedulingGroup`, and

all threads for the subsystem must be created in that `SchedulingGroup`. 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 `SchedulingGroup` 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 `SchedulingGroup`. 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 `SchedulingGroup`. 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 `SchedulingGroup`, 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. The following have had the most impact on the level of support that has been specified.

1. 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. However, to add them to the parameter classes requires the support to be distributed throughout the specification with a proliferation of new constructor methods. To avoid this, support is grouped together within the `Affinity` class. The class also provides the addition of processor affinity support to Java threads without modifying the thread object's visible API.
2. The range of processors on which global scheduling is possible is dictated by the operating system. For SMP architectures, global scheduling across all the 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. Hence, global scheduling across all processors will not be possible in these systems. For these reasons, the RTSJ supports an array of *predefined* affinities. These are implementation-defined. 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, say, Java threads, extraheap realtime schedulables etc. 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.

3. Many OSs give system operators command-level dynamic control over the set of processors allocated to a processes. 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. Hence, the RTSJ assumes that the processor set allocated to the RTSJ process does not change during its execution. A system that is capable of such manipulations should not exercise it on RTSJ processes.
4. The reason the expert group decided not to add affinities to scheduling parameters is that ASEH do not have a single server thread, hence forcing a particular affinity would complicate the implementation.

### 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 signalled 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 signalled 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 instances of realtime thread without heap access and schedulable objects 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 in 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 current based of the base priority and any priority boosting due to priority inversion avoidance mechanisms. The base priority can be temporarily reduced by cost monitoring.

**Open issue 7.1.1 (elb)**

Pull in some relevant definitions from the JMM.

**End of issue 7.1.1**

## 7.2 Semantics

Synchronization semantics has two main aspects: the 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* entity that attempts to lock the object; i.e., regular Java threads as well as schedulables.
6. When a task, thread or schedulable, enters synchronized code, the target object's monitor control policy must be supported by the thread or schedulable's scheduler; otherwise an IllegalThreadStateException is thrown. An implemen-

tation that defines a new MonitorControl subclass must document which (if any) schedulers do not support this policy.

## 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 thread or schedulable has a *base priority* and an *active priority*. A thread or schedulable 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 scheduling groups' maximum scheduling parameters.
3. The *active priority* for a task is independent of its scheduling 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)`, when *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)`, when *sg* is in *t*'s `SchedulingGroup` 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  $t$ , are as follows:

- (a) *Source*  $t$  itself  
*Associated Priority* The base priority for  $t$   
*Note* This may have been changed (either synchronously or asynchronously) while  $t$  has been holding its lock(s).
  - (b) *Source* Each object locked by  $t$  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  $t$ .  
*Note* This value is also referred to as the *ceiling priority* for  $t$ .
  - (c) *Source* Each task attempting to synchronize on an object locked by  $t$  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  $t$  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  $t$  either leaves  $t$ 's active priority unchanged, or increases it. When  $t$ 's active priority is unchanged,  $t$ 's status in its relevant queue(s), e.g., blocked waiting for some object, is not affected. When  $t$ 's active priority is increased,  $t$  is placed at the tail of the relevant queue(s) at its new active priority level.
8. The removal of a priority source for  $t$  either leaves  $t$ 's active priority unchanged, or decreases it. When  $t$ 's active priority is unchanged, then  $t$ 's status in its relevant queue, e.g., blocked waiting for some object, is not affected. When  $t$ 's active priority is decreased and  $t$  is either ready or running, then  $t$  must be placed at the head of the ready queue at its new active priority level, When  $t$ 's active priority is decreased and  $t$  is blocked, then  $t$  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  $t$ 's priority sources from 6b are added and removed synchronously; i.e., they are established based on  $t$ '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  $t$  attempts to synchronize on an object `obj` governed by a `PriorityCeilingEmulation` policy with ceiling `ceil`, then  $t$ 's active priority may exceed `ceil` but  $t$ 's base priority must not. In contrast, once  $t$  has successfully synchronized on `obj`, then  $t$ 's base priority may also exceed `obj`'s monitor control policy's ceiling. Note that either or both of  $t$ '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.

## 7.3 javax.realtime

### 7.3.1 Classes

#### 7.3.1.1 MonitorControl

---

##### Inheritance

java.lang.Object  
javax.realtime.MonitorControl

##### Description

Abstract superclass for all monitor control policy objects.

#### 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*

`IllegalArgumentException` 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)
```

*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 subsequently constructed, 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\(Object, MonitorControl\)](#)<sup>1</sup>, the setting of the default monitor control policy occurs immediately.

*Parameters*

---

<sup>1</sup>Section [7.3.1.1.2](#)



policy The new monitor control policy. When null nothing happens.

*Throws*

SecurityException when the caller is not permitted to alter the default monitor control policy.

IllegalArgumentException when policy is not in immortal memory.

UnsupportedOperationException when policy is not a supported monitor control policy.

*Returns*

The default MonitorControl policy that was replaced.

**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.

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*

IllegalArgumentException Thrown when obj is null or policy is not in immortal memory.

UnsupportedOperationException 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 is changed from void to MonitorControl.

### 7.3.1.2 PriorityCeilingEmulation

---

#### Inheritance

```
java.lang.Object
  javax.realtime.MonitorControl
    javax.realtime.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)`<sup>2</sup>) 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 thread or schedulable object could have when it attempts to synchronize on *targetObj*.

More formally,

---

<sup>2</sup>Section 7.3.1.1.2

- 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 IllegalStateException 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](#)<sup>3</sup>, [PriorityInheritance](#)<sup>4</sup>, and [C CeilingViolationException](#)<sup>5</sup>.

#### 7.3.1.2.1 Methods

---

### instance(int)

#### Signature

```
public static javafx.realtime.PriorityCeilingEmulation  
instance(int ceiling)
```

---

<sup>3</sup>Section [7.3.1.1](#)

<sup>4</sup>Section [7.3.1.3](#)

<sup>5</sup>Section [15.2.2.2](#)

*Description*

Return 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*

IllegalArgumentException when ceiling is outside 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

---

#### Inheritance

java.lang.Object  
  javax.realtime.MonitorControl  
    javax.realtime.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 `IllegalThreadStateException` is thrown in t1.

Note on the 2nd rule, throwing the exception in t1, rather than in t2, ensures that the exception is synchronous.

See also [MonitorControl](#)<sup>6</sup> and [PriorityCeilingEmulation](#)<sup>7</sup>

#### 7.3.1.3.1 Methods

---

#### instance

*Signature*

---

<sup>6</sup>Section [7.3.1.1](#)

<sup>7</sup>Section [7.3.1.2](#)

```
public static javax.realtime.PriorityInheritance  
instance()
```

### *Description*

Return 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

---

### **Inheritance**

```
java.lang.Object  
  javax.realtime.WaitFreeReadQueue
```

### *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 a instance of Schedulable with 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, MemoryArea, 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 Runnables 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*, 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](#)<sup>8</sup> 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)
```

---

<sup>8</sup>Section [11.3.2.3](#)



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.

Equivalent to `WaitFreeReadQueue(writer, reader, maximum, memory, false)`

## **WaitFreeReadQueue(int, MemoryArea, boolean)**

*Signature*

```
public
WaitFreeReadQueue(int maximum,
                   MemoryArea memory,
                   boolean notify)
throws IllegalArgumentException,
    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](#)<sup>9</sup> 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.

---

<sup>9</sup>Section [8.3.2.1.2](#)

*Throws*

InterruptedException when the thread is interrupted by `interrupt()` or `AsynchronouslyInterruptedFire()`<sup>10</sup> 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

---

**Inheritance**

java.lang.Object  
 javafx.realtime.WaitFreeWriteQueue

*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

---

<sup>10</sup>Section 8.3.2.1.2

- 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 IllegalArgumentException,
    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 Runnables 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 is 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`<sup>11</sup> in which this and internal elements are allocated.

#### 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.

`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 IllegalArgumentException,
    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

---

<sup>11</sup>Section 11.3.2.3

## WaitFreeWriteQueue(int)

### *Signature*

```
public  
WaitFreeWriteQueue(int maximum)  
throws IllegalArgumentException
```

### *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 [AsynchronouslyInterruptedFire\(\)](#)<sup>12</sup> 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

---

<sup>12</sup>Section [8.3.2.1.2](#)

**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,  
        IllegalArgumentException
```

*Description*

Unconditionally insert 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.

`IllegalArgumentException` 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,  
        IllegalArgumentException
```

### *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.

`IllegalArgumentException` 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.

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 the support for asynchronous control flow. Mechanisms are provided for both starting a task asynchronously and interrupting the execution of a thread or other task. This specifications provides mechanisms that

- bind the execution of program logic to the occurrence of internal and external events;
- enable asynchronous transfer of control; and
- facilitate the asynchronous termination of realtime threads.

The first of 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. The second is Asynchronous Transfer of Control (ATC), which provides a means of stopping some calculation prematurely. ATC may also be used to terminate a realtime thread safely.

### 8.0.1 Events and Event Handling

Asynchronous event handling is captured by the classes `AsyncBaseEvent` (AE), `AsyncBaseEventHandler` (AEH) and `AbstractBoundAsyncEventHandler`, 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.

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 interface `BoundAsyncBaseEventHandler` 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.

### 8.0.2 Asynchronous Transfer of Control

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 new 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.

## 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 one of the subclasses of the `BoundAsyncBaseEventHandler` class.

**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 synchronized statement, a static initializer or any method or constructor without `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.

**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 `AsyncBaseEvent`.

Handler.

**Interruptible Blocking Methods** — The RTSJ and standard Java methods that are explicitly interruptible by an AIE. The interruptible blocking methods comprise

- `HighResolutionTime.waitForObject()`,
- `Object.wait()`,
- `Thread.sleep()`,
- `RealtimeThread.sleep()`,
- `Thread.join()`,
- `ScopedMemory.join()`,
- `ScopedMemory.joinAndEnter()`,
- `RealtimeThread.waitForNextRelease()`,
- `WaitFreeWriteQueue.read()`,
- `WaitFreeReadQueue.waitForData()`,
- `WaitFreeReadQueue.write()`,
- `WaitFreeDequeue.blockingRead()`,
- `WaitFreeDequeue.blockingWrite()`

and their overloaded forms.

**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 12), requires an execution context. The `ActiveEvent` interface is provided to mark these and provide additional execution semantics. Figure 8.1 illustrates the event hierarchy.

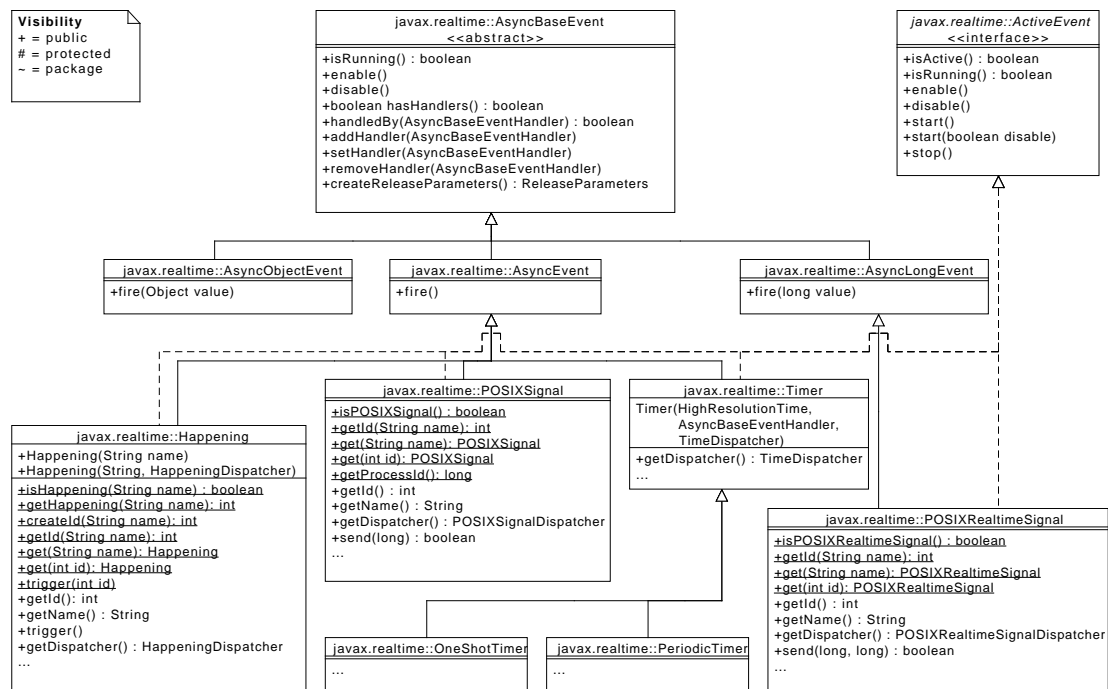
### 8.2.1 Asynchronous Events and their Handlers

This following twelve 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 (by either program logic or by the triggering of a happening) and the event is enabled, its attached handlers (that is, AEHs



Figure 8.1: The Event Class Hierarchy



that have been added to the AE by the execution of `addHandler()`) are released for execution. Every occurrence of an event increments the `fireCount` in each attached handler. Handlers may elect to execute logic for each occurrence of the event or not.

2. The release of attached handlers occurs in execution eligibility order (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.
3. The release of attached handlers is an atomic operation with respect to adding and removing handlers.
4. The logical release of an attached handler may occur before the previous release has completed.
5. A deadline may be associated with each logical release of an attached handler. The deadline is relative to the occurrence of the associated event.
6. AEs and AEHs may be created and used by any program logic within the constraints of the memory assignment rules.
7. 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.

8. The same AEH may be added to more than one AE.
9. By default all AEHs are considered to be daemons (the daemon status being 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.
10. 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.
11. 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.
12. 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.

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 bound AEHs or nondaemon AEHs are zero and all releases are completed, and
3. there are no nondaemon Bound AEHs or AEHs attached to timers or async events associated with happenings.

Though dispatchers have a thread, this thread is a daemon thread and does not itself hinder termination.

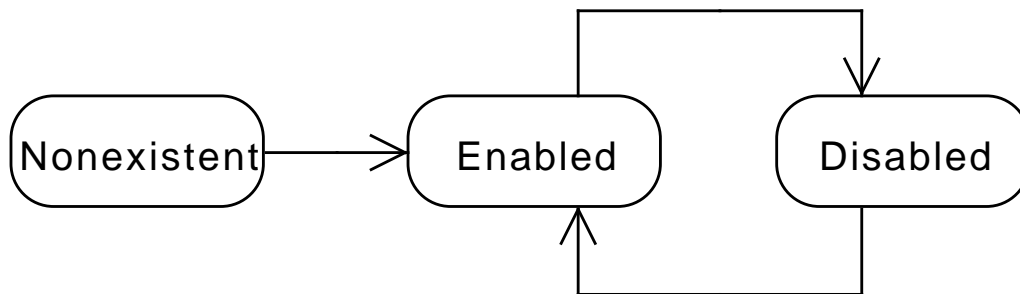
`AsyncBaseEvent` provides two basic states: enabled and disabled. In the enabled state, fire causes all associated handlers to be dispatched, whereas fire does nothing when the event is disabled. Figure 8.2 illustrates this state space.

### 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, or at least that context is of necessity limited and often needs to have a very short duration; dispatching an unlimited number of handlers is not acceptable. They require 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

Figure 8.2: States of a Simple AsyncBaseEvent



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 this other 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 does determine the priority and the affinity of a dispatcher, as well as determine 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.

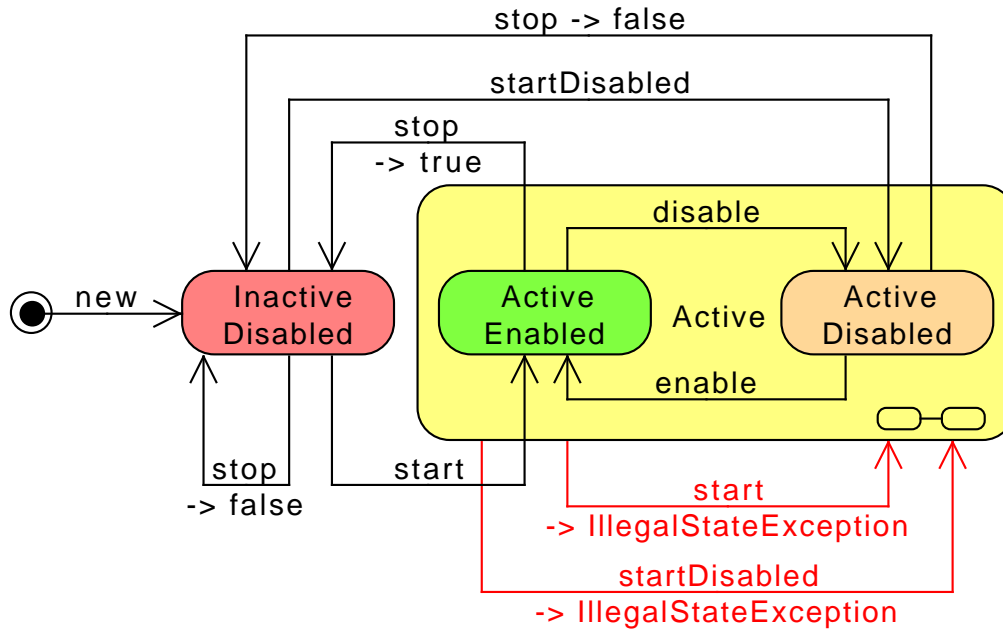
The state space of an `ActiveEvent` is an extension of the state space for an `AsyncBaseEvent` depicted in Figure 8.2. `ActiveEvent` adds the notion of active and inactive on top of enabled and disabled, as depicted in Figure 8.3. Note that the enabled-disabled distinction only splits the active state. The inactive state is by definition disabled.

### 8.2.3 Asynchronous Transfer of Control

Asynchronously interrupting a schedulable consists of the following activities.

1. **Generation** of an asynchronous interrupt exception — this is the event in the

Figure 8.3: States of an ActiveEvent



underlying system that makes the AIE available to the program.

2. **Delivery** of the asynchronous interrupt exception to the target schedulable—this is the action that invokes the search for and execution of an appropriate handler.

Between the generation of an AIE and its delivery, the exception is held *pending*. The AIE remains pending (even after delivery) until it is **cleared** by the program logic using `clear()` or `doInterruptible()`.

The following eight 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 schedulable when the `fire()` method is called on an AIE for which the schedulable object 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. An AIE

becomes pending upon generation and remains pending until explicitly cleared or replaced by another AIE.

2. The `Schedulable.interrupt()` method causes the target task to throw a generic AIE and has the behaviors defined for `Thread.interrupt()`. This is the only interaction between the ATC mechanism and the conventional `interrupt()` mechanism.
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 set 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 then the asynchronously-interrupted status is also cleared.
  - (b) Methods which block through mechanisms other than the interruptible blocking methods, (for example, blocking methods in `java.io.*`) must be prevented from blocking indefinitely when invoked from a method with `AsynchronouslyInterruptedException` in its throws clause. When an AIE is generated and the target schedulable's control is blocked inside one of these methods invoked from an AI-method, the implementation may either unblock the blocked call, raise an `InterruptedException` 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. 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.
5. Native methods that include `AsynchronouslyInterruptedException` in their throws clause have implementation-specific behavior.
6. 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.
7. 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.
8. 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 affect on the pending state of any AIE, and no affect on the firing of the AIE concerned.

### 8.2.3.1 Summary of ATC Operation

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 a try statement that 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 which is in an ATC-deferred section. 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* second edition [] 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.

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 ( $AIE_y$ ) 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.

## 8.3 javax.realtime

### 8.3.1 Interfaces

#### 8.3.1.1 ActiveEvent

---

##### *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.

#### 8.3.1.1.1 Methods

---

##### **isActive**

##### *Signature*

```
public boolean  
isActive()
```

##### *Description*

Determine 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*

Determine 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*

Start this active event.

*Throws*

IllegalStateException when this event has already been started.

**start(boolean)***Signature*

```
public void  
start(boolean disabled)  
throws IllegalStateException
```

*Description*

Start this active event.

*Parameters*

disabled true for starting in a disabled state.

*Throws*

IllegalStateException when this event has already been started.

**stop***Signature*

```
public boolean  
stop()
```

throws `IllegalStateException`

*Description*

Stop this active event.

*Throws*

`IllegalStateException` when this event is not running.

*Returns*

the previous enabled state.

## **enable**

*Signature*

```
public void  
enable()
```

*Description*

Change the state of the event so that associated handlers are release on fire. Each subclass provides a means of dispatching its handlers when requested. This method enables that request mechanism.

## **disable**

*Signature*

```
public void  
disable()
```

*Description*

Change 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.

### **8.3.1.2 BoundAsyncBaseEventHandler**

---

*Interfaces*

`javax.realtime.BoundSchedulable`

*Description*

An marker interface for all schedulables that are bound to a single thread of control. It is required to enable references to all bound handlers.

### 8.3.1.3 Interruptible

---

*Description*

Interruptible is an interface implemented by classes that will be used as arguments on the methods `doInterruptible()` of [AsynchronouslyInterruptedException](#)<sup>1</sup> and its subclasses. `doInterruptible()` invokes the implementations of the methods in this interface.

#### 8.3.1.3.1 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](#)<sup>2</sup> from within the `run()` method.

---

<sup>1</sup>Section [8.3.2.1](#)

<sup>2</sup>Section [8.3.2.1](#)

## **interruptAction(AsynchronouslyInterruptedException)**

### *Signature*

```
public void  
interruptAction(AsynchronouslyInterruptedException exception)
```

### *Description*

This method is called by the system when the run() method is interrupted. 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](#)<sup>3</sup> from within the interruptAction() method.

#### **8.3.1.4 Releasable**

---

### *Description*

A base interface for everything that has a dispatcher.

#### **8.3.1.4.1 Methods**

---

## **getDispatcher**

### *Signature*

```
public D extends javax.realtime.ActiveEventDispatcher<D, T>  
getDispatcher()
```

### *Description*

Obtain the dispatcher for this.

### *Returns*

that dispatcher.

---

<sup>3</sup>Section [8.3.2.1](#)

## 8.3.2 Exceptions

### 8.3.2.1 AsynchronouslyInterruptedException

---

#### Inheritance

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.InterruptedException
        javax.realtime.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](#)<sup>4</sup> 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](#)<sup>5</sup> 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](#)<sup>6</sup>, 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

---

<sup>4</sup>Section [8.3.2.1](#)

<sup>5</sup>Section [8.3.2.1.2](#)

<sup>6</sup>Section [6.3.1.3.1](#)

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-schedulable object.

Other sources (e.g., `AsynchronouslyInterruptedException.fire()` and [Timed<sup>7</sup>](#)) will generate specific instances of `AsynchronouslyInterruptedException` which applications can identify and thus limit propagation.

#### 8.3.2.1.1 Constructors

---

## AsynchronouslyInterruptedException

### *Signature*

```
public  
AsynchronouslyInterruptedException()
```

### *Description*

Create an instance of `AsynchronouslyInterruptedException`.

#### 8.3.2.1.2 Methods

---

---

<sup>7</sup>Section [8.3.2.2](#)

## getGeneric

### Signature

```
public static javax.realtime.AsynchronouslyInterruptedException  
getGeneric()
```

### Description

Gets the singleton system generic `AsynchronouslyInterruptedException` that is generated when `Schedulable.interrupt()`<sup>8</sup> is invoked.

### Throws

`IllegalThreadStateException` when the current thread is a Java thread.

### Returns

The generic `AsynchronouslyInterruptedException`.

## enable

### Signature

```
public boolean  
enable()
```

### Description

Enable 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()` is in progress, and false otherwise.

## disable

### Signature

```
public synchronized boolean  
disable()
```

### Description

---

<sup>8</sup>Section 6.3.1.3.1

Disable the throwing of this exception. When the `fire`<sup>9</sup> 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*

Query 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, `enable` 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*

---

<sup>9</sup>Section 8.3.2.1.2



Generate 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)`<sup>10</sup> 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.

#### 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`<sup>11</sup>. This method may be on the stack in exactly one `Schedulable`<sup>12</sup> 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 given `Interruptible` is always entered with the exception in the enabled state, but that state can be modified with `enable()`<sup>13</sup> and `disable()`<sup>14</sup> and the state can be observed with `isEnabled()`<sup>15</sup>.

This AIE is cleared on return from `doInterruptible()`.

#### Parameters

logic An instance of an `Interruptible`<sup>16</sup> whose `run()` method will be called.

#### Throws

`IllegalThreadStateException` when called on the generic `AsynchronouslyInterruptedException`.

`IllegalArgumentException` when logic is null.

#### Returns

---

<sup>10</sup>Section 8.3.2.1.2

<sup>11</sup>Section 8.3.1.3

<sup>12</sup>Section 6.3.1.3

<sup>13</sup>Section 8.3.2.1.2

<sup>14</sup>Section 8.3.2.1.2

<sup>15</sup>Section 8.3.2.1.2

<sup>16</sup>Section 8.3.1.3

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 `IllegalThreadStateException` when called from a Java thread.

## clear

### Signature

```
public boolean
clear()
```

### Description

Atomically see if this is pending on the currently executing schedulable, and when so, make it non-pending.

### 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 `IllegalThreadStateException` when called from a Java thread.

## 8.3.2.2 Timed

---

### Inheritance

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.InterruptedException
        javax.realtime.AsynchronouslyInterruptedException
          javax.realtime.Timed
```

### Description

Create a scope in a [Schedulable](#)<sup>17</sup> 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 the `run()` method of

---

<sup>17</sup>Section [6.3.1.3](#)

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);`

### 8.3.2.2.1 Constructors

---

## Timed(HighResolutionTime)

### Signature

```
public  
Timed(javafx.realtime.HighResolutionTime<?> time)  
throws IllegalArgumentException,  
    UnsupportedOperationException
```

### Description

Create an instance of `Timed` with a timer set to `time`. When the time is in the past the [AsynchronouslyInterruptedException](#)<sup>18</sup> mechanism is activated immediately after or when the `doInterruptible()` method is called.

### Parameters

`time` When `time` is a [RelativeTime](#)<sup>19</sup> value, it is the interval of time between the invocation of `doInterruptible()` and when the schedulable is asynchronously interrupted. When `time` is an [AbsoluteTime](#)<sup>20</sup> value, the timer asynchronously interrupts at this time (assuming the timer has not been cancelled).

### Throws

`IllegalArgumentException` when `time` is null.

---

<sup>18</sup>Section [8.3.2.1](#)

<sup>19</sup>Section [9.3.1.3](#)

<sup>20</sup>Section [9.3.1.1](#)

UnsupportedOperationException when time is not based on a [Clock](#)<sup>21</sup>.

#### 8.3.2.2.2 Methods

---

### doInterruptible(Interruptible)

#### Signature

```
public boolean  
doInterruptible(Interruptible logic)
```

#### Description

Execute a time-out method. Starts the timer and executes the `run()` method of the given [Interruptible](#)<sup>22</sup> object.

#### Parameters

logic logic An instance of an [Interruptible](#)<sup>23</sup> whose `run()` method will be called.

#### Throws

IllegalArgumentException IllegalArgumentException when logic is null.

IllegalThreadStateException IllegalThreadStateException when called on the generic AsynchronouslyInterruptedException.

#### Returns

true, when the method call completed normally, and false, when another call to `doInterruptible` has not completed.

### resetTime(HighResolutionTime)

#### Signature

```
public void  
resetTime(javax.realtime.HighResolutionTime<?> time)
```

#### Description

To set the time-out for the next invocation of `doInterruptible()`.

#### Parameters

---

<sup>21</sup>Section [10.3.2.1](#)

<sup>22</sup>Section [8.3.1.3](#)

<sup>23</sup>Section [8.3.1.3](#)

time This can be an absolute time or a relative time. When null or not based on a [Clock](#)<sup>24</sup>, the time-out is not changed.

## restart(HighResolutionTime)

### Signature

```
public void  
restart(javafx.runtime.HighResolutionTime<?> time)
```

### Description

Reset the timeout. When this [Timed](#)<sup>25</sup> instance is executing, adjust the timeout to time and restart the timer. When the instance is not executing, adjust the timeout for the next invocation.

### Parameters

time The new timeout.

### Throws

IllegalArgumentException when time is null or a relative time less than zero.

UnsupportedOperationException when time is not based on a [Clock](#)<sup>26</sup>

Available since RTSJ 2.0

## 8.3.3 Classes

### 8.3.3.1 ActiveEventDispatcher

---

#### Inheritance

```
java.lang.Object  
  javafx.runtime.ActiveEventDispatcher
```

#### Interfaces

```
  javafx.runtime.RealtimeExecutionContext
```

#### Description

Provides a means of dispatching a set of [ActiveEvent](#)<sup>27</sup>s. It acts as if it contains a RealtimeThread to perform this task. The priority of this thread can be specified

---

<sup>24</sup>Section [10.3.2.1](#)

<sup>25</sup>Section [8.3.2.2](#)

<sup>26</sup>Section [10.3.2.1](#)

<sup>27</sup>Section [8.3.1.1](#)

when a dispatcher object is created. The default dispatcher runs at the highest realtime priority on the base scheduler.

Application code cannot extend this class.

#### 8.3.3.1.1 Constructors

---

### **ActiveEventDispatcher(SchedulingParameters, SchedulingGroup)**

#### *Signature*

```
protected  
ActiveEventDispatcher(SchedulingParameters schedule,  
                      SchedulingGroup group)
```

#### *Description*

Create a new dispatcher.

#### *Parameters*

schedule provide scheduling information to the new object.  
group the SchedulingGroup of the thread of this dispatcher.

### **ActiveEventDispatcher(SchedulingParameters)**

#### *Signature*

```
protected  
ActiveEventDispatcher(SchedulingParameters schedule)
```

#### *Description*

Create a new dispatcher.

#### *Parameters*

schedule provide scheduling information to the new object.

#### 8.3.3.1.2 Methods

---

## getSchedulingParameters

*Signature*

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

*Description*

Determine how the thread associated with this dispatcher is scheduled.

*Returns*

the scheduling parameters of the dispatcher thread.

## getSchedulingGroup

*Signature*

```
public javax.realtime.SchedulingGroup  
getSchedulingGroup()
```

*Description*

Determine in which group the thread associated with this dispatcher is.

*Returns*

the scheduling group of the dispatcher thread.

## register(T)

*Signature*

```
public abstract void  
register(T event)  
throws RegistrationException,  
        IllegalStateException,  
        IllegalArgumentException
```

*Description*

Register an active event with this dispatcher.

*Parameters*

event to register

*Throws*

[RegistrationException](#) when event is already registered.

IllegalStateException when this object has been destroyed.

IllegalArgumentException when event is not stopped.

## **unregister(T)**

### *Signature*

```
public abstract void  
unregister(T event)  
throws DeregistrationException,  
        IllegalStateException,  
        IllegalArgumentException
```

### *Description*

Deregister an active event from this dispatcher.

### *Parameters*

event to deregister

### *Throws*

[DeregistrationException](#) when event is already registered.

IllegalStateException when this object has been destroyed.

IllegalArgumentException when event is not stopped.

## **destroy**

### *Signature*

```
public abstract void  
destroy()  
throws IllegalStateException
```

### *Description*

Makes the dispatcher unusable.

### *Throws*

IllegalStateException when called on a dispatcher that has one or more registered objects.



### 8.3.3.2 AsyncBaseEvent

---

#### Inheritance

java.lang.Object  
javafx.runtime.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](#)<sup>28</sup> with [AsyncLongEvent](#)<sup>29</sup> and [AsyncObjectEvent](#)<sup>30</sup>.

Available since RTSJ 2.0

#### 8.3.3.2.1 Methods

---

#### isRunning

##### Signature

```
public boolean  
isRunning()
```

##### Description

Determine the firing state (releasing or skipping) of this event, i.e., whether it is enabled or disabled.

##### Returns

true when releasing, false when skipping.

#### handledBy(AsyncBaseEventHandler)

##### Signature

```
public boolean  
handledBy(AsyncBaseEventHandler handler)
```

---

<sup>28</sup>Section [8.3.3.4](#)

<sup>29</sup>Section [8.3.3.6](#)

<sup>30</sup>Section [8.3.3.8](#)

*Description*

Test to see if 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.

**enable***Signature*

```
public void  
enable()
```

*Description*

Change the state of the event so that associated handlers are release on fire. Each subclass provides a means of dispatching its handlers when requested. This method enables that request mechanism.

**disable***Signature*

```
public void  
disable()
```

*Description*

Change 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.

**addHandler(AsyncBaseEventHandler)***Signature*

```
public void  
addHandler(AsyncBaseEventHandler handler)
```

*Description*

Add 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, 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

`IllegalArgumentException` when handler is null or the handler has `PeriodicParameters`<sup>31</sup>. Only the subclass `PeriodicTimer`<sup>32</sup> is allowed to have handlers with `PeriodicParameters`<sup>33</sup>.

`IllegalAssignmentError` when this AsyncBaseEvent cannot hold a reference to handler.

`IllegalStateException` if the configured Scheduler and SchedulingParameters for handler are not compatible with one another.

## setHandler(AsyncBaseEventHandler)

#### Signature

```
public void  
setHandler(AsyncBaseEventHandler handler)
```

#### Description

Associate a new handler with this event and remove 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`<sup>34</sup> to be associated with this. When handler is null then no handler will be associated with this, i.e., behave ef-

---

<sup>31</sup>Section 6.3.3.6

<sup>32</sup>Section 10.3.2.3

<sup>33</sup>Section 6.3.3.6

<sup>34</sup>Section 8.3.3.3

fectively as if `setHandler(null)` invokes `removeHandler(AsyncBaseEventHandler)`<sup>35</sup> for each associated handler.

*Throws*

`IllegalArgumentException` when handler has `PeriodicParameters`<sup>36</sup>. Only the subclass `PeriodicTimer`<sup>37</sup> is allowed to have handlers with `PeriodicParameters`<sup>38</sup>.

`IllegalAssignmentError` when this `AsyncBaseEvent` cannot hold a reference to handler.

## **removeHandler(AsyncBaseEventHandler)**

*Signature*

```
public void  
removeHandler(AsyncBaseEventHandler handler)
```

*Description*

Remove 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.

*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.

## **hasHandlers**

*Signature*

```
public boolean  
hasHandlers()
```

*Description*

Determine whether or not this event has any handlers

---

<sup>35</sup>Section 8.3.3.2.1

<sup>36</sup>Section 6.3.3.6

<sup>37</sup>Section 10.3.2.3

<sup>38</sup>Section 6.3.3.6

*Returns*

true when and only when at least one handler is associated with this event.

## createReleaseParameters

*Signature*

```
public javafx.runtime.ReleaseParameters  
createReleaseParameters()
```

*Description*

Create a [ReleaseParameters](#)<sup>39</sup> object appropriate to the release characteristics of this event. The default is the most pessimistic: [AperiodicParameters](#)<sup>40</sup>. 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](#)<sup>41</sup> 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](#)<sup>42</sup>, there is no requirement for an implementation to check that the handler is released periodically.

*Returns*

A new [ReleaseParameters](#)<sup>43</sup> object.

### 8.3.3.3 AsyncBaseEventHandler

---

#### Inheritance

```
java.lang.Object  
  javafx.runtime.AsyncBaseEventHandler
```

*Interfaces*

```
  javafx.runtime.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](#)<sup>44</sup> with [AsyncLongEventHandler](#)<sup>45</sup> and [AsyncObjectEvent-](#)

---

<sup>39</sup>Section 6.3.3.10

<sup>40</sup>Section 6.3.3.2

<sup>41</sup>Section 6.3.3.10

<sup>42</sup>Section 6.3.3.6

<sup>43</sup>Section 6.3.3.10

<sup>44</sup>Section 8.3.3.5

<sup>45</sup>Section 8.3.3.7

[Handler](#)<sup>46</sup>.

Available since RTSJ 2.0

#### 8.3.3.3.1 Methods

---

### getCurrentConsumption(RelativeTime)

#### Signature

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

#### Description

Determine the CPU consumption for this release. When `dest` is null, return the CPU consumption in an otherwise unused [RelativeTime](#)<sup>47</sup> instance in the current execution context. Otherwise, when `dest` is not null, return the CPU consumption in `dest`

#### Parameters

`dest` when not null is the object in which to return the result.

#### Throws

`IllegalStateException` when the caller is not a [RealtimeThread](#)<sup>48</sup>.

#### Returns

the time consumed in the current release.

### getCurrentConsumption

#### Signature

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

#### Description

Equivalent to `getCurrentConsumption(null)`.

---

<sup>46</sup>Section [8.3.3.9](#)

<sup>47</sup>Section [9.3.1.3](#)

<sup>48</sup>Section [5.3.2.2](#)

*Returns*

the time consumed in the current release.

**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](#)<sup>49</sup> 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 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.

---

<sup>49</sup>Section [8.3.3.4](#)

*Returns*

The value held by `fireCount` prior to setting the value to zero.

**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 the case 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](#)<sup>50</sup> associated with this.

To determine the current status of the memory area stack associated with this, use the static methods defined in the [RealtimeThread](#)<sup>51</sup> class. That is [RealtimeThread.getCurrentMemoryArea](#)<sup>52</sup>, [RealtimeThread.getInitialMemoryAreaIndex](#)<sup>53</sup>, [RealtimeThread.getMemoryAreaStackDepth](#)<sup>54</sup>.

*Returns*

The instance of [MemoryArea](#)<sup>55</sup> which was passed as the area parameter when this was created (or the default value when area was allowed to default).

## getMemoryParameters

*Signature*

```
public javafx.runtime.MemoryParameters  
getMemoryParameters()
```

*Description*

Gets a reference to the [MemoryParameters](#)<sup>56</sup> object for this schedulable.

*Returns*

A reference to the current [MemoryParameters](#)<sup>57</sup> object.

## getReleaseParameters

*Signature*

```
public javafx.runtime.ReleaseParameters  
getReleaseParameters()
```

*Description*

Gets a reference to the [ReleaseParameters](#)<sup>58</sup> object for this schedulable.

---

<sup>50</sup>Section [11.3.2.3](#)

<sup>51</sup>Section [5.3.2.2](#)

<sup>52</sup>Section [5.3.2.2.2](#)

<sup>53</sup>Section [5.3.2.2.2](#)

<sup>54</sup>Section [5.3.2.2.2](#)

<sup>55</sup>Section [11.3.2.3](#)

<sup>56</sup>Section [11.3.2.4](#)

<sup>57</sup>Section [11.3.2.4](#)

<sup>58</sup>Section [6.3.3.10](#)

*Returns*

A reference to the current [ReleaseParameters](#)<sup>59</sup> object.

**getScheduler***Signature*

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

*Description*

Gets a reference to the [Scheduler](#)<sup>60</sup> object for this schedulable.

*Returns*

A reference to the associated [Scheduler](#)<sup>61</sup> object.

**getSchedulingParameters***Signature*

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

*Description*

Gets a reference to the [SchedulingParameters](#)<sup>62</sup> object for this schedulable.

*Returns*

A reference to the current [SchedulingParameters](#)<sup>63</sup> object.

**getSchedulingGroup***Signature*

```
public javax.realtime.SchedulingGroup  
getSchedulingGroup()
```

*Description*

---

<sup>59</sup>Section [6.3.3.10](#)

<sup>60</sup>Section [6.3.3.12](#)

<sup>61</sup>Section [6.3.3.12](#)

<sup>62</sup>Section [6.3.3.14](#)

<sup>63</sup>Section [6.3.3.14](#)

Gets a reference to the [SchedulingGroup](#)<sup>64</sup> instance of this schedulable.

*Returns*

A reference to the current [SchedulingGroup](#)<sup>65</sup> object.

**Available since** since RTSJ 2.0

## getConfigurationParameters

*Signature*

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

*Description*

Gets a reference to the [ConfigurationParameters](#)<sup>66</sup> object for this schedulable.

*Returns*

A reference to the associated [ConfigurationParameters](#)<sup>67</sup> object.

**Available since** RTSJ 2.0

## setMemoryParameters(MemoryParameters)

*Signature*

```
public void  
setMemoryParameters(MemoryParameters memory)
```

*Description*

Sets the memory 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 object. See the documentation for the scheduler for details.

*Parameters*

---

<sup>64</sup>Section [6.3.3.13](#)

<sup>65</sup>Section [6.3.3.13](#)

<sup>66</sup>Section [5.3.2.1](#)

<sup>67</sup>Section [5.3.2.1](#)

memory A [MemoryParameters](#)<sup>68</sup> 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](#)<sup>69</sup>.)

#### *Throws*

[IllegalArgumentException](#) 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.

[IllegalStateException](#) when the schedulable's scheduler prohibits this parameter change at this time due to the state of the schedulable.

## **setReleaseParameters(ReleaseParameters)**

#### *Signature*

```
public void
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](#)<sup>70</sup> 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](#)<sup>71</sup>.)

#### *Throws*

---

<sup>68</sup>Section [11.3.2.4](#)

<sup>69</sup>Section [6.3.3.8](#)

<sup>70</sup>Section [6.3.3.10](#)

<sup>71</sup>Section [6.3.3.8](#)

`IllegalArgumentException` Thrown 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.

`IllegalThreadStateException` when the schedulable's scheduler prohibits the changing of the release parameter at this time due to the state of the schedulable.

## setScheduler(Scheduler)

### Signature

```
public void  
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 if it is attached to an AsyncEvent (even if `AsyncBaseEvent.isRunning()`<sup>72</sup> would return false for that event).

### Parameters

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

### Throws

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

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

`IllegalThreadStateException` `IllegalThreadStateException` when scheduler refuses to accept this schedulable at this time due to the state of the schedulable.

---

<sup>72</sup>Section 8.3.3.2.1

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

### Signature

```
public void  
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](#)<sup>73</sup> 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](#)<sup>74</sup>.)

**release** A reference to the [ReleaseParameters](#)<sup>75</sup> 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](#)<sup>76</sup>.)

**memoryParameters** A reference to the [MemoryParameters](#)<sup>77</sup> 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](#)<sup>78</sup>.)

### Throws

**IllegalArgumentException** Thrown 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.

---

<sup>73</sup>Section [6.3.3.14](#)

<sup>74</sup>Section [6.3.3.8](#)

<sup>75</sup>Section [6.3.3.10](#)

<sup>76</sup>Section [6.3.3.8](#)

<sup>77</sup>Section [11.3.2.4](#)

<sup>78</sup>Section [6.3.3.8](#)

IllegalThreadStateException when scheduler prohibits the changing of the scheduler or a parameter at this time due to the state of the schedulable.

SecurityException when the caller is not permitted to set the scheduler for this schedulable.

## setSchedulingParameters(SchedulingParameters)

### Signature

```
public void  
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](#)<sup>79</sup> 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](#)<sup>80</sup>.)

### Throws

IllegalArgumentException Thrown 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.

IllegalThreadStateException when the schedulable's scheduler prohibits the changing of the scheduling parameter at this time due to the state of the schedulable object.

## setDaemon(boolean)

### Signature

---

<sup>79</sup>Section [6.3.3.14](#)

<sup>80</sup>Section [6.3.3.8](#)

```
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 daemon. 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.

SecurityException 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*

Get the dispatcher associated with this Timable.



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

## **getMinConsumption(RelativeTime)**

### *Signature*

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

### *Description*

Determine the minimum CPU consumption of all completed releases. When dest is null, return the CPU consumption in an otherwise unused [RelativeTime](#)<sup>81</sup> instance in the current execution context. Otherwise, when dest is not null, return the CPU consumption in dest

### *Parameters*

dest when not null is 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\(RelativeTime\)](#)<sup>82</sup> with a null argument.

### *Returns*

the minimum time consumed in any release.

## **getMaxConsumption(RelativeTime)**

### *Signature*

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

---

<sup>81</sup>Section [9.3.1.3](#)

<sup>82</sup>Section [8.3.3.3.1](#)

*Description*

Determine the maximum CPU consumption of all completed releases. When `dest` is null, return the CPU consumption in an otherwise unused [RelativeTime](#)<sup>83</sup> instance in the current execution context. Otherwise, when `dest` is not null, return the CPU consumption in `dest`

*Parameters*

`dest` when not null is 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\(RelativeTime\)](#)<sup>84</sup> with a null argument.

*Returns*

the maximum time consumed in any release.

## **mayUseHeap**

*Signature*

```
public boolean  
mayUseHeap()
```

*Description*

Determine 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.

---

<sup>83</sup>Section [9.3.1.3](#)

<sup>84</sup>Section [8.3.3.3.1](#)

## interrupt

### *Signature*

```
public void  
interrupt()
```

### *Description*

Generates the generic [AsynchronouslyInterruptedException](#)<sup>85</sup> and targets it at this, and sets the interrupted state to pending. As with Thread.interrupt(), blocking operations that are interruptible are interrupted.

## isRousable

### *Signature*

```
public boolean  
isRousable()
```

### *Description*

Determine if it is possible for an interruptible to prematurely release the handler.

### *Returns*

true when it is possible, otherwise it is not.

## setRousable(boolean)

### *Signature*

```
public void  
setRousable(boolean value)
```

### *Description*

Set the state for whether a interrupt can prematurely release this handler or not.

### *Parameters*

value is the new value of the wake by interrupt state.

---

<sup>85</sup>Section [8.3.2.1](#)

## awaken

### *Signature*

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

### *Description*

Indicate that a sleep has ended.

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

## run

### *Signature*

```
public 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.

### 8.3.3.4 AsyncEvent

---

#### Inheritance

```
java.lang.Object  
  javax.realtime.AsyncBaseEvent  
    javax.realtime.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<sup>86</sup>](#)).

---

<sup>86</sup>Section [8.3.3.5](#)

---

#### 8.3.3.4.1 Constructors

---

### AsyncEvent

*Signature*

```
public  
AsyncEvent()
```

*Description*

Create a new AsyncEvent object.

---

#### 8.3.3.4.2 Methods

---

### fire

*Signature*

```
public void  
fire()
```

*Description*

When enabled, release the asynchronous events associated with this instance of AsyncEvent. When no handlers are attached or this object is disabled the method does nothing, i.e., it skips the release.

- When the instance of AsyncEvent has more than one instance of AsyncEventHandler with release parameters object of type AperiodicParameters attached and the execution of AsyncEvent.fire() introduces the requirement to throw at least one type of exception, then all instances of AsyncEventHandler not affected by the exception are handled normally
- When the instance of AsyncEvent has more than one instance of AsyncEventHandler with release parameters object of type SporadicParameters attached and the execution of AsyncEvent.fire() introduces the simultaneous requirement to throw more than one type of exception or error then [MITVi-](#)

`ViolationException`<sup>87</sup> has precedence over `ArrivalTimeQueueOverflowException`<sup>88</sup>.

#### Throws

`MITViolationException` Thrown 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 arrival time information overflows. Only the handlers which do not cause this exception to be thrown are released in this situation.

### 8.3.3.5 AsyncEventHandler

---

#### Inheritance

```
java.lang.Object
  javax.realtime.AsyncBaseEventHandler
    javax.realtime.AsyncEventHandler
```

#### Description

An asynchronous event handler encapsulates code that is released after an instance of `AsyncEvent`<sup>89</sup> 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()`<sup>90</sup> method. Control over the number of calls to `AsyncEventHandler.handleAsyncEvent()`<sup>91</sup> is given by methods which manipulate a `fireCount`. These may be called by the application via sub-classing and overriding `AsyncEventHandler.handleAsyncEvent()`<sup>92</sup>.

Instances of `AsyncEventHandler` with a release parameter of type `SporadicParameters`<sup>93</sup> or `AperiodicParameters`<sup>94</sup> have a list of release times which corre-

---

<sup>87</sup>Section 15.2.2.6

<sup>88</sup>Section 15.2.2.1

<sup>89</sup>Section 8.3.3.4

<sup>90</sup>Section 8.3.3.5.2

<sup>91</sup>Section 8.3.3.5.2

<sup>92</sup>Section 8.3.3.5.2

<sup>93</sup>Section 6.3.3.15

<sup>94</sup>Section 6.3.3.2

spond to the occurrence times of instances of [AsyncEvent](#)<sup>95</sup> to which they are attached. The minimum interarrival time specified in [SporadicParameters](#)<sup>96</sup> 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\(\)](#)<sup>97</sup> 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](#)<sup>98</sup> method.

Normally, handlers are bound to an execution context dynamically when the instances of [AsyncEvent](#)<sup>99</sup>s 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, [BoundAsyncEventHandler](#)<sup>100</sup>s can be used.

The scheduler for an asynchronous event handler is inherited from the task that created it. When it was created from a Java thread, 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.

#### 8.3.3.5.1 Constructors

---

### AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Runnable)

---

<sup>95</sup>Section [8.3.3.4](#)

<sup>96</sup>Section [6.3.3.15](#)

<sup>97</sup>Section [8.3.3.5.2](#)

<sup>98</sup>Section [5.3.2.2.2](#)

<sup>99</sup>Section [8.3.3.4](#)

<sup>100</sup>Section [8.3.3.10](#)

*Signature*

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

*Description*

Create a handler with the given scheduling, release, memory, group, and configuration parameters to run the given logic.

**Available since** RTSJ 2.0

*Parameters*

scheduling parameters for scheduling the new handler (and possibly other instances of [Schedulable](#)<sup>101</sup>). When scheduling is null and the creator is an instance of [Schedulable](#)<sup>102</sup>, [SchedulingParameters](#)<sup>103</sup> 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 parameters for scheduling the new handler (and possibly other instances of [Schedulable](#)<sup>104</sup>). When release is null the new AsyncEventHandler will use a clone of the default [ReleaseParameters](#)<sup>105</sup> for the associated scheduler created in the memory area that contains the AsyncEventHandler object.

memory parameters for scheduling the new handler (and possibly other instances of [Schedulable](#)<sup>106</sup>). 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.

---

<sup>101</sup>Section [6.3.1.3](#)

<sup>102</sup>Section [6.3.1.3](#)

<sup>103</sup>Section [6.3.3.14](#)

<sup>104</sup>Section [6.3.1.3](#)

<sup>105</sup>Section [6.3.3.10](#)

<sup>106</sup>Section [6.3.1.3](#)



group A [SchedulingGroup](#)<sup>107</sup> object which will be associated with the constructed instance. When null, this will not be associated with any scheduling group.

config parameters for reserving space for preallocated exceptions and change implementation specific per [Schedulable](#)<sup>108</sup> memory reservations, such as Java stack size, for the new handler (and possibly other instances of [Schedulable](#)<sup>109</sup>. When initial is null, this AsyncEventHandler will reserve no space for pre-allocated exceptions and implementation-specific values will be set to their implementation-defined defaults.

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, Runnable)

### Signature

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

### Description

Calling this constructor is equivalent to calling [AsyncEventHandler\(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Runnable\)](#)<sup>110</sup> with arguments (scheduling, release, null, null, null, null, logic).

Available since RTSJ 2.0

## AsyncEventHandler(SchedulingParameters, ReleaseParameters)

---

<sup>107</sup>Section [6.3.3.13](#)

<sup>108</sup>Section [6.3.1.3](#)

<sup>109</sup>Section [6.3.1.3](#)

<sup>110</sup>Section [8.3.3.5.1](#)

*Signature*

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

*Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Runnable)`<sup>111</sup> with arguments (scheduling, release, null, 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, SchedulingGroup, ConfigurationParameters, Runnable)`<sup>112</sup> with arguments (null, null, null, null, null, null, logic).

## AsyncEventHandler

*Signature*

```
public  
AsyncEventHandler()
```

*Description*

Create an instance of `AsyncEventHandler` with default values for all parameters.

---

<sup>111</sup>Section 8.3.3.5.1

<sup>112</sup>Section 8.3.3.5.1

See Section [AsyncEventHandler\(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Runnable\)](#)

### 8.3.3.5.2 Methods

---

## handleAsyncEvent

### Signature

```
public void  
handleAsyncEvent()
```

### Description

This method holds the logic which is to be executed when any [AsyncEvent](#)<sup>113</sup> 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.

## initialMemoryPinnable

### Signature

```
public boolean  
initialMemoryPinnable()
```

### Description

Test to see if the default memory area is a pinned scoped memory area.

### Returns

true is the default memory area is a pinned scoped memory area.

**Available since** RTSJ 2.0

---

<sup>113</sup>Section [8.3.3.4](#)

**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.

**8.3.3.6 AsyncLongEvent**

---

**Inheritance**

```
java.lang.Object  
  javax.realtime.AsyncBaseEvent  
    javax.realtime.AsyncLongEvent
```

*Description*

A new type of event that carries a long as a payload.

See Section [AsyncEvent](#)

Available since RTSJ 2.0

**8.3.3.6.1 Constructors**

---

**AsyncLongEvent***Signature*

```
public  
AsyncLongEvent()
```

*Description*

Create a new AsyncLongEvent object.

### 8.3.3.6.2 Methods

---

#### fire(long)

*Signature*

```
public void  
fire(long value)  
throws MITViolationException,  
ArrivalTimeQueueOverflowException
```

*Description*

When enabled, release the handlers associated with this instance of AsyncLongEvent with the long passed by `fire(long)`<sup>114</sup>. When no handlers are attached or this object is disabled the method does nothing, i.e., it skips the release.

- When the instance of AsyncLongEvent is associated with more than one instance of AsyncLongEventHandler<sup>115</sup> with release parameters object of type AperiodicParameters<sup>116</sup> and the execution of `fire(long)`<sup>117</sup> introduces the requirement to throw at least one type of exception, then all instances of AsyncLongEventHandler<sup>118</sup> not affected by the exception are handled normally.
- When this instance of AsyncLongEvent is associated with more than one instance of AsyncLongEventHandler<sup>119</sup> with release parameters object of type SporadicParameters<sup>120</sup> and the execution of `fire(long)`<sup>121</sup> introduces the simultaneous requirement to throw more than one type of exception

---

<sup>114</sup>Section 8.3.3.6.2

<sup>115</sup>Section 8.3.3.7

<sup>116</sup>Section 6.3.3.2

<sup>117</sup>Section 8.3.3.6.2

<sup>118</sup>Section 8.3.3.7

<sup>119</sup>Section 8.3.3.7

<sup>120</sup>Section 6.3.3.15

<sup>121</sup>Section 8.3.3.6.2

or error, then `MITViolationException`<sup>122</sup> has precedence over `ArrivalTimeQueueOverflowException`<sup>123</sup>.

#### Parameters

value is the payload passed to the event.

#### Throws

`MITViolationException` Thrown 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 arrival time information overflows. Only the handlers which do not cause this exception to be thrown are released in this situation.

### 8.3.3.7 AsyncLongEventHandler

---

#### Inheritance

```
java.lang.Object
  javax.realtime.AsyncBaseEventHandler
    javax.realtime.AsyncLongEventHandler
```

#### Description

A version of `AsyncBaseEventHandler`<sup>124</sup> that carries a long value as payload.

Available since RTSJ 2.0

#### 8.3.3.7.1 Constructors

---

**AsyncLongEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, LongConsumer)**

---

<sup>122</sup>Section 15.2.2.6

<sup>123</sup>Section 15.2.2.1

<sup>124</sup>Section 8.3.3.3

*Signature*

```
public
AsyncLongEventHandler(SchedulingParameters scheduling,
                      ReleaseParameters release,
                      MemoryParameters memory,
                      MemoryArea area,
                      SchedulingGroup group,
                      ConfigurationParameters config,
                      LongConsumer logic)
```

*Description*

Create an asynchronous event handler that receives a Long payload with each fire.

*Parameters*

scheduling parameters for scheduling the new handler (and possibly other instances of [Schedulable](#)<sup>125</sup>). When scheduling is null and the creator is an instance of [Schedulable](#)<sup>126</sup>, [SchedulingParameters](#)<sup>127</sup> 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 parameters for scheduling the new handler (and possibly other instances of [Schedulable](#)<sup>128</sup>). When release is null the new AsyncEventHandler will use a clone of the default [ReleaseParameters](#)<sup>129</sup> for the associated scheduler created in the memory area that contains the AsyncEventHandler object.

memory parameters for scheduling the new handler (and possibly other instances of [Schedulable](#)<sup>130</sup>). 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.

group parameters for providing CPU cost management on a set of [Schedulable](#)<sup>131</sup>s. When null, this will not be associated with any processing group.

config parameters for reserving space for preallocated exceptions and change

---

<sup>125</sup>Section [6.3.1.3](#)

<sup>126</sup>Section [6.3.1.3](#)

<sup>127</sup>Section [6.3.3.14](#)

<sup>128</sup>Section [6.3.1.3](#)

<sup>129</sup>Section [6.3.3.10](#)

<sup>130</sup>Section [6.3.1.3](#)

<sup>131</sup>Section [6.3.1.3](#)

implementation specific per [Schedulable<sup>132</sup>](#) memory reservations, such as Java stack size, for the new handler (and possibly other instances of [Schedulable<sup>133</sup>](#). When initial is null, this AsyncEventHandler will reserve no space for pre-allocated exceptions and implementation-specific values will be set to their implementation-defined defaults.

logic is the logic to run for each fire. When logic is null, the handleAsyncEvent() method in the new object will serve as its logic.

## **AsyncLongEventHandler(SchedulingParameters, ReleaseParameters, LongConsumer)**

### *Signature*

```
public
AsyncLongEventHandler(SchedulingParameters scheduling,
                      ReleaseParameters release,
                      LongConsumer logic)
```

### *Description*

Calling this constructor is equivalent to calling [AsyncLongEventHandler\(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, LongConsumer\)<sup>134</sup>](#) with arguments (scheduling, release, null, null, null, logic).

## **AsyncLongEventHandler(SchedulingParameters, ReleaseParameters)**

### *Signature*

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

### *Description*

Calling this constructor is equivalent to calling [AsyncLongEventHandler\(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, Con-](#)

---

<sup>132</sup>Section [6.3.1.3](#)
<sup>133</sup>Section [6.3.1.3](#)<sup>134</sup>Section [8.3.3.7.1](#)



figurationParameters, LongConsumer)<sup>135</sup> with arguments (scheduling, release, null, null, null, null, null)

## AsyncLongEventHandler(LongConsumer)

### Signature

```
public  
AsyncLongEventHandler(LongConsumer logic)
```

### Description

Calling this constructor is equivalent to calling `AsyncLongEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, LongConsumer)`<sup>136</sup> with arguments (null, null, null, null, null, null, null, logic).

## AsyncLongEventHandler

### Signature

```
public  
AsyncLongEventHandler()
```

### Description

Create an instance of `AsyncLongEventHandler` with default values for all parameters.

See [Section AsyncLongEventHandler\(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, LongConsumer\)](#)

### 8.3.3.7.2 Methods

---

---

<sup>135</sup>Section 8.3.3.7.1

<sup>136</sup>Section 8.3.3.7.1

## handleAsyncEvent(long)

### Signature

```
public void  
handleAsyncEvent(long payload)
```

### Description

This method holds the logic which is to be executed when any [AsyncEvent](#)<sup>137</sup> 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 is the long value associated with a fire.

## peekPending

### Signature

```
public long  
peekPending()  
throws IllegalStateException
```

### Description

Determine the next value queued for handling.

### Throws

IllegalStateException when the fire count is zero.

### Returns

The long value at the head of the queue of longs to be passed to [handleAsyncEvent\(long\)](#)<sup>138</sup>.

## run

### Signature

---

<sup>137</sup>Section [8.3.3.4](#)  
<sup>138</sup>Section [8.3.3.7.2](#)

```
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.

### 8.3.3.8 AsyncObjectEvent

---

**Inheritance**

```
java.lang.Object  
  javafx.runtime.AsyncBaseEvent  
    javafx.runtime.AsyncObjectEvent
```

*Description*

A new type of event that carries an object as a payload.

See [Section AsyncEvent](#)

Available since RTSJ 2.0

#### 8.3.3.8.1 Constructors

---

## AsyncObjectEvent

*Signature*

```
public  
AsyncObjectEvent()
```

*Description*

Create a new `AsyncObjectEvent` instance.

### 8.3.3.8.2 Methods

---

## fire(P)

### *Signature*

```
public void
fire(P value)
throws MITViolationException,
        ArrivalTimeQueueOverflowException
```

### *Description*

When enabled, fire this instance of AsyncObjectEvent. The asynchronous event handlers associated with this event will be released with the object passed by [fire](#)<sup>139</sup>. When no handlers are attached or this object is disabled the method does nothing, i.e., it skips the release.

- When the instance of AsyncObjectEvent is associated with more than one instance of [AsyncObjectEventHandler](#)<sup>140</sup> with release parameters object of type [AperiodicParameters](#)<sup>141</sup> and the execution of [fire](#)<sup>142</sup> introduces the requirement to throw at least one type of exception, then all instances of [AsyncObjectEventHandler](#)<sup>143</sup> not affected by the exception are handled normally.
- When this instance of AsyncObjectEvent is associated with more than one instance of [AsyncObjectEventHandler](#)<sup>144</sup> with release parameters object of type [SporadicParameters](#)<sup>145</sup> and the execution of [fire](#)<sup>146</sup> introduces the simultaneous requirement to throw more than one type of exception or error, then [MITViolationException](#)<sup>147</sup> has precedence over [ArrivalTimeQueueOverflowException](#)<sup>148</sup>.

### *Parameters*

value is the payload passed to the event.

---

<sup>139</sup>Section [8.3.3.8.2](#)

<sup>140</sup>Section [8.3.3.9](#)

<sup>141</sup>Section [6.3.3.2](#)

<sup>142</sup>Section [8.3.3.8.2](#)

<sup>143</sup>Section [8.3.3.9](#)

<sup>144</sup>Section [8.3.3.9](#)

<sup>145</sup>Section [6.3.3.15](#)

<sup>146</sup>Section [8.3.3.8.2](#)

<sup>147</sup>Section [15.2.2.6](#)

<sup>148</sup>Section [15.2.2.1](#)

*Throws*

**MITViolationException** Thrown 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 arrival time information overflows. Only the handlers which do not cause this exception to be thrown are released in this situation.

**8.3.3.9 AsyncObjectEventHandler****Inheritance**

```
java.lang.Object
  javafx.runtime.AsyncBaseEventHandler
    javafx.runtime.AsyncObjectEventHandler
```

*Description*

A version of **AsyncBaseEventHandler**<sup>149</sup> that carries an Object value as payload.

**Available since** RTSJ 2.0

**8.3.3.9.1 Constructors**

**AsyncObjectEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Consumer)**

*Signature*

```
public
AsyncObjectEventHandler(SchedulingParameters scheduling,
                       ReleaseParameters release,
                       MemoryParameters memory,
                       MemoryArea area,
```

---

<sup>149</sup>Section 8.3.3.3

SchedulingGroup group,  
 ConfigurationParameters config,  
 java.util.function.Consumer<P> logic)

### *Description*

Create an asynchronous event handler that receives a Long payload with each fire.

### *Parameters*

scheduling parameters for scheduling the new handler (and possibly other instances of [Schedulable](#)<sup>150</sup>). When scheduling is null and the creator is an instance of [Schedulable](#)<sup>151</sup>, [SchedulingParameters](#)<sup>152</sup> 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 parameters for scheduling the new handler (and possibly other instances of [Schedulable](#)<sup>153</sup>). When release is null the new AsyncEventHandler will use a clone of the default [ReleaseParameters](#)<sup>154</sup> for the associated scheduler created in the memory area that contains the AsyncEventHandler object.

memory parameters for scheduling the new handler (and possibly other instances of [Schedulable](#)<sup>155</sup>). 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.

group parameters for providing CPU cost management on a set of [Schedulable](#)<sup>156</sup>s. When null, this will not be associated with any processing group.

config parameters for reserving space for preallocated exceptions and change implementation specific per [Schedulable](#)<sup>157</sup> memory reservations, such as Java stack size, for the new handler (and possibly other instances of [Schedulable](#)<sup>158</sup>. When initial is null, this AsyncEventHandler will reserve no space for pre-allocated exceptions and implementation-specific values will be set to their implementation-defined defaults.

---

<sup>150</sup>Section [6.3.1.3](#)

<sup>151</sup>Section [6.3.1.3](#)

<sup>152</sup>Section [6.3.3.14](#)

<sup>153</sup>Section [6.3.1.3](#)

<sup>154</sup>Section [6.3.3.10](#)

<sup>155</sup>Section [6.3.1.3](#)

<sup>156</sup>Section [6.3.1.3](#)

<sup>157</sup>Section [6.3.1.3](#)

<sup>158</sup>Section [6.3.1.3](#)

logic is the logic to run for each fire. When logic is null, the handleAsyncEvent method in the new object will serve as its logic.

## AsyncObjectEventHandler(SchedulingParameters, ReleaseParameters, Consumer)

### Signature

```
public
AsyncObjectEventHandler(SchedulingParameters scheduling,
                        ReleaseParameters release,
                        java.util.function.Consumer<P> logic)
```

### Description

Calling this constructor is equivalent to calling [AsyncObjectEventHandler\(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Consumer\)](#)<sup>159</sup> with arguments (scheduling, release, null, null, null, null, logic).

## AsyncObjectEventHandler(SchedulingParameters, ReleaseParameters)

### Signature

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

### Description

Calling this constructor is equivalent to calling [AsyncObjectEventHandler\(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Consumer\)](#)<sup>160</sup> with arguments (scheduling, release, null, null, null, null, null).

---

<sup>159</sup>Section 8.3.3.9.1

<sup>160</sup>Section 8.3.3.9.1

## AsyncObjectEventHandler(Consumer)

### *Signature*

```
public
AsyncObjectEventHandler(java.util.function.Consumer<P> logic)
```

### *Description*

Calling this constructor is equivalent to calling [AsyncObjectEventHandler\(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Consumer\)](#)<sup>161</sup> with arguments (null, null, null, null, null, null, null, logic).

### *Parameters*

logic is the function to call on the object received.

## AsyncObjectEventHandler

### *Signature*

```
public
AsyncObjectEventHandler()
```

### *Description*

Create an instance of AsyncObjectEventHandler with default values for all parameters.

See [Section AsyncObjectEventHandler\(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Consumer\)](#)

### 8.3.3.9.2 Methods

---

## handleAsyncEvent(P)

### *Signature*

---

<sup>161</sup>Section [8.3.3.9.1](#)



```
public void  
handleAsyncEvent(P value)
```

*Description*

This method holds the logic which is to be executed when any [AsyncEvent](#)<sup>162</sup> 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*

Determine the next value queued for handling.

*Throws*

IllegalStateException when the fire count is zero.

*Returns*

The object reference at the head of the queue of object references to be passed to [handleAsyncEvent](#)<sup>163</sup>.

## run

*Signature*

```
public final void  
run()
```

---

<sup>162</sup>Section [8.3.3.4](#)

<sup>163</sup>Section [8.3.3.9.2](#)

*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.

**8.3.3.10 BoundAsyncEventHandler**

---

**Inheritance**

```
java.lang.Object
  javax.realtime.AsyncBaseEventHandler
    javax.realtime.AsyncEventHandler
      javax.realtime.BoundAsyncEventHandler
```

*Interfaces*

```
javax.realtime.BoundAsyncBaseEventHandler
```

*Description*

A bound asynchronous event handler is an instance of `AsyncEventHandler`<sup>164</sup> 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.

**8.3.3.10.1 Constructors**

---

**BoundAsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Runnable)**

*Signature*


---

<sup>164</sup>Section 8.3.3.5

```

public
BoundAsyncEventHandler(SchedulingParameters scheduling,
                      ReleaseParameters release,
                      MemoryParameters memory,
                      MemoryArea area,
                      SchedulingGroup group,
                      ConfigurationParameters config,
                      Runnable logic)

```

### *Description*

Create an instance of BoundAsyncEventHandler with the specified parameters. The newly-created handler inherits the affinity of its creator.

### *Parameters*

scheduling A [SchedulingParameters](#)<sup>165</sup> object which will be associated with the constructed instance. When null, and the creator is a Java thread, a SchedulingParameters object is created which has the default SchedulingParameters for the scheduler associated with the current thread. When null, and the creator is a schedulable object, the SchedulingParameters are inherited from the current schedulable (a new SchedulingParameters object is cloned).

release A [ReleaseParameters](#)<sup>166</sup> object which will be associated with the constructed instance. When null, this will have default ReleaseParameters for the BAEH's scheduler.

memory A [MemoryParameters](#)<sup>167</sup> 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](#)<sup>168</sup> for this. When null, the memory area will be that of the current thread/schedulable.

group A [SchedulingGroup](#)<sup>169</sup> object which will be associated with the constructed instance. When null, this will not be associated with any scheduling group.

config The [ConfigurationParameters](#)<sup>170</sup> associated with this (and possibly other instances of [Schedulable](#)<sup>171</sup>. When config is null, this BoundAsyncEventHandler

---

<sup>165</sup>Section [6.3.3.14](#)

<sup>166</sup>Section [6.3.3.10](#)

<sup>167</sup>Section [11.3.2.4](#)

<sup>168</sup>Section [11.3.2.3](#)

<sup>169</sup>Section [6.3.3.13](#)

<sup>170</sup>Section [5.3.2.1](#)

<sup>171</sup>Section [6.3.1.3](#)

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\(\)](#)<sup>172</sup>. When null, the default handleAsyncEvent() method invokes nothing.

#### *Throws*

`IllegalArgumentException` when mayUseHeap in memory is true and logic, any parameter object, or this is in heap memory. Also when noheap 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.

## **BoundAsyncEventHandler(SchedulingParameters, ReleaseParameters, Runnable)**

### *Signature*

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

### *Description*

Create 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, config, logic)

## **BoundAsyncEventHandler(SchedulingParameters, ReleaseParameters)**

### *Signature*

---

<sup>172</sup>Section [8.3.3.5.2](#)

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

*Description*

Create 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)

## BoundAsyncEventHandler(Runnable)

*Signature*

```
public  
BoundAsyncEventHandler(Runnable logic)
```

*Description*

Create 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)

## BoundAsyncEventHandler

*Signature*

```
public  
BoundAsyncEventHandler()
```

*Description*

Create an instance of BoundAsyncEventHandler. The newly-created handler inherits the affinity of its creator.

Equivalent to BoundAsyncEventHandler(null, null, null, null, null, null, null)

### 8.3.3.11 BoundAsyncLongEventHandler

---

#### Inheritance

```

java.lang.Object
  javax.realtime.AsyncBaseEventHandler
    javax.realtime.AsyncLongEventHandler
      javax.realtime.BoundAsyncLongEventHandler

```

*Interfaces*

```

  javax.realtime.BoundAsyncBaseEventHandler

```

*Description*

A bound asynchronous event handler is an instance of [AsyncLongEventHandler](#)<sup>173</sup> 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

### 8.3.3.11.1 Constructors

---

## BoundAsyncLongEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, LongConsumer)

*Signature*

```

public
BoundAsyncLongEventHandler(SchedulingParameters scheduling,
                           ReleaseParameters release,
                           MemoryParameters memory,
                           MemoryArea area,
                           SchedulingGroup group,
                           ConfigurationParameters config,
                           LongConsumer logic)

```

*Description*

Create an instance of `BoundAsyncLongEventHandler` which specifies all possible parameters. The newly-created handler inherits the affinity of its creator.

*Parameters*


---

<sup>173</sup>Section [8.3.3.7](#)

scheduling A [SchedulingParameters](#)<sup>174</sup> object which will be associated with the constructed instance. When null, and the creator is a Java thread, a SchedulingParameters object is created which has the default SchedulingParameters for the scheduler associated with the current thread. When null, and the creator is a schedulable object, the SchedulingParameters are inherited from the current schedulable (a new SchedulingParameters object is cloned).

release A [ReleaseParameters](#)<sup>175</sup> object which will be associated with the constructed instance. When null, this will have default ReleaseParameters for the BAEH's scheduler.

memory A [MemoryParameters](#)<sup>176</sup> 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](#)<sup>177</sup> for this. When null, the memory area will be that of the current thread/schedulable.

group A [SchedulingGroup](#)<sup>178</sup> object which will be associated with the constructed instance. When null, this will not be associated with any scheduling group.

config The [ConfigurationParameters](#)<sup>179</sup> associated with this (and possibly other instances of [Schedulable](#)<sup>180</sup>. 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\(long\)](#)<sup>181</sup>. When null, the default handleAsyncEvent(long) method invokes nothing.

#### Throws

[IllegalArgumentException](#) when mayUseHeap in memory is true and logic, any parameter object, or this is in heap memory. Also when noheap 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

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<sup>174</sup>Section [6.3.3.14](#)

<sup>175</sup>Section [6.3.3.10](#)

<sup>176</sup>Section [11.3.2.4](#)

<sup>177</sup>Section [11.3.2.3](#)

<sup>178</sup>Section [6.3.3.13](#)

<sup>179</sup>Section [5.3.2.1](#)

<sup>180</sup>Section [6.3.1.3](#)

<sup>181</sup>Section [8.3.3.7.2](#)

non-null values of `area` and `logic`.

## **BoundAsyncLongEventHandler(SchedulingParameters, ReleaseParameters, LongConsumer)**

### *Signature*

```
public  
BoundAsyncLongEventHandler(SchedulingParameters scheduling,  
                           ReleaseParameters release,  
                           LongConsumer logic)
```

### *Description*

## **BoundAsyncLongEventHandler(SchedulingParameters, ReleaseParameters)**

### *Signature*

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

### *Description*

## **BoundAsyncLongEventHandler(LongConsumer)**

### *Signature*

```
public  
BoundAsyncLongEventHandler(LongConsumer logic)
```

### *Description*



## BoundAsyncLongEventHandler

### Signature

```
public  
BoundAsyncLongEventHandler()
```

### Description

Create an instance of `BoundAsyncLongEventHandler` using default values. This constructor is equivalent to `BoundAsyncLongEventHandler(null, null, null, null, null, false, null)`

### 8.3.3.12 BoundAsyncObjectEventHandler

---

#### Inheritance

```
java.lang.Object  
  javax.realtime.AsyncBaseEventHandler  
    javax.realtime.AsyncObjectEventHandler  
      javax.realtime.BoundAsyncObjectEventHandler
```

#### Interfaces

```
javax.realtime.BoundAsyncBaseEventHandler
```

#### Description

A bound asynchronous event handler is an instance of `AsyncObjectEventHandler`<sup>182</sup> 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

#### 8.3.3.12.1 Constructors

---

---

<sup>182</sup>Section 8.3.3.9

## 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

Create an instance of BoundAsyncObjectEventHandler which specifies all possible parameters. The newly-created handler inherits the affinity of its creator.

### Parameters

scheduling A [SchedulingParameters](#)<sup>183</sup> object which will be associated with the constructed instance. When null, and the creator is a Java thread, a SchedulingParameters object is created which has the default SchedulingParameters for the scheduler associated with the current thread. When null, and the creator is a schedulable object, the SchedulingParameters are inherited from the current schedulable (a new SchedulingParameters object is cloned).

release A [ReleaseParameters](#)<sup>184</sup> object which will be associated with the constructed instance. When null, this will have default ReleaseParameters for the BAEH's scheduler.

memory A [MemoryParameters](#)<sup>185</sup> 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](#)<sup>186</sup> for this. When null, the memory area will be that of the current thread/schedulable.

group A [SchedulingGroup](#)<sup>187</sup> object which will be associated with the constructed instance. When null, this will not be associated with any scheduling

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<sup>183</sup>Section [6.3.3.14](#)

<sup>184</sup>Section [6.3.3.10](#)

<sup>185</sup>Section [11.3.2.4](#)

<sup>186</sup>Section [11.3.2.3](#)

<sup>187</sup>Section [6.3.3.13](#)

group.

config The [ConfigurationParameters](#)<sup>188</sup> associated with this (and possibly other instances of [Schedulable](#)<sup>189</sup>. 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](#)<sup>190</sup>. When null, the default handleAsyncEvent method invokes nothing.

#### Throws

[IllegalArgumentException](#) when mayUseHeap in memory is true and logic, any parameter object, or this is in heap memory. Also when noheap 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.

## BoundAsyncObjectEventHandler(SchedulingParameters, ReleaseParameters, Consumer)

#### Signature

```
public
BoundAsyncObjectEventHandler(SchedulingParameters scheduling,
                             ReleaseParameters release,
                             java.util.function.Consumer<P> logic)
```

#### Description

## BoundAsyncObjectEventHandler(SchedulingParameters, ReleaseParameters)

#### Signature

---

<sup>188</sup>Section [5.3.2.1](#)

<sup>189</sup>Section [6.3.1.3](#)

<sup>190</sup>Section [8.3.3.9.2](#)

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

*Description*

## **BoundAsyncObjectEventHandler(Consumer)**

*Signature*

```
public  
BoundAsyncObjectEventHandler(java.util.function.Consumer<P> logic)
```

*Description*

## **BoundAsyncObjectEventHandler**

*Signature*

```
public  
BoundAsyncObjectEventHandler()
```

*Description*

Create an instance of `BoundAsyncObjectEventHandler` using default values. This constructor is equivalent to `BoundAsyncObjectEventHandler(null, null, null, null, null, null)`

## **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 (the interface `BoundAsyncBaseEventHandler`). The RTSJ does not define at what point a nonbound 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.

The ability to trigger an ATC in a schedulable is necessary in many kinds of realtime applications but 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.

One basic decision was to allow ATC in a method only if the method explicitly permits this. The default of no ATC is reasonable, since legacy code might be written expecting no 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().

# 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. Neither provides 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.

**Realtime Epoch** — The time at which the realtime clock began ticking, defined by fiat as January 1, 1970 00:00:00 UTC.

**Epoch** — The date and time relative to which times on an RTSJ Chronograph, *c* are determined. The epoch for a chronograph is defined in terms of the *Realtime Epoch*, and is represented as the time elapsed on the realtime clock since the realtime Epoch at the time that *c* would have returned a timestamp 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.

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



## 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.
3. Time objects maintain and report time values in normalized form, but the normalized form is not required for input parameter values. This allows computations individually with time constituent 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:

Chronograph association & conversion this <b>has</b> chronograph <i>a</i> & ms,ns	returned/updated object
an_absolute.absolute(chronograph_a)	chronograph_a
an_absolute.absolute(chronograph_b)	ms,ns chronograph_b
an_absolute.absolute(null)	ms,ns realtime_clock
an_absolute.relative(chronograph_a)	chronograph_a
an_absolute.relative(chronograph_b)	chronograph_a.getTime().subtract(ms,ns) chronograph_b
an_absolute.relative(null)	chronograph_b.getTime().subtract(ms,ns) realtime_clock
a_relative.relative(chronograph_a)	realtime_clock.getTime().subtract(ms,ns) chronograph_a
a_relative.relative(chronograph_b)	ms,ns chronograph_b
a_relative.relative(null)	ms,ns realtime_clock
a_relative.absolute(chronograph_a)	ms,ns chronograph_a
a_relative.absolute(clock_b)	chronograph_a.getTime().add(ms,ns) chronograph_b
a_relative.absolute(null)	chronograph_b.getTime().add(ms,ns) realtime_clock
	realtime_clock.getTime().add(ms,ns)

7. Time objects must implement the Comparable interface.

## 9.3 javax.realtime

### 9.3.1 Classes

#### 9.3.1.1 AbsoluteTime

---

##### Inheritance

```
java.lang.Object
  javax.realtime.HighResolutionTime
    javax.realtime.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 default realtime 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 IllegalArgumentException
```

##### Description

Construct 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, 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 default realtime 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` The chronograph providing the association for the newly constructed object. The realtime clock is used when this argument is null.

#### *Throws*

`IllegalArgumentException` when there is an overflow in the millisecond component when normalizing.

## **AbsoluteTime(long, int)**

#### *Signature*

```
public  
AbsoluteTime(long millis,  
              int nanos)  
throws IllegalArgumentException
```

#### *Description*

Equivalent to `AbsoluteTime(long, int, Chronograph)`<sup>1</sup> with the argument list (long, int, null)

#### *Parameters*

---

<sup>1</sup>Section [9.3.1.1.1](#)

millis is the desired value for the millisecond component of this. The actual value is the result of parameter normalization.

nanos is the desired value for the nanosecond component of this. The actual value is the result of parameter normalization.

*Throws*

IllegalArgumentException when there is an overflow in the millisecond component when normalizing.

## AbsoluteTime(Date, Chronograph)

*Signature*

```
public  
AbsoluteTime(Date date,  
              Chronograph chronograph)  
throws IllegalArgumentException
```

*Description*

Equivalent to [AbsoluteTime\(long, int, Chronograph\)](#)<sup>2</sup> 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 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*

date The java.util.Date representation of the time past the Epoch.

chronograph The chronograph providing the association for the newly constructed object.

*Throws*

IllegalArgumentException when the date parameter is null.

---

<sup>2</sup>Section [9.3.1.1.1](#)

## AbsoluteTime(Date)

### Signature

```
public  
AbsoluteTime(Date date)  
throws IllegalArgumentException
```

### Description

Equivalent to `AbsoluteTime(long, int, Chronograph)`<sup>3</sup> 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)`<sup>4</sup> 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

---

<sup>3</sup>Section 9.3.1.1.1

<sup>4</sup>Section 9.3.1.1.1

```
public  
AbsoluteTime(Chronograph chronograph)
```

*Description*

Equivalent to `AbsoluteTime(long, int, Chronograph)`<sup>5</sup> with the argument list (0, 0, chronograph).

**Available since** RTSJ 2.0

*Parameters*

chronograph The chronograph providing the association for the newly constructed object.

## AbsoluteTime

*Signature*

```
public  
AbsoluteTime()
```

*Description*

Equivalent to `AbsoluteTime(long, int, Chronograph)`<sup>6</sup> with the argument list (0, 0, null).

### 9.3.1.1.2 Methods

---

## absolute(Chronograph)

*Signature*

```
public javafx.runtime.AbsoluteTime  
absolute(Chronograph chronograph)
```

*Description*

---

<sup>5</sup>Section 9.3.1.1.1

<sup>6</sup>Section 9.3.1.1.1

Return 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` The `Chronograph` parameter is used only as the new chronograph association with the result, since no conversion is needed.

*Returns*

The copy of this in a newly allocated `AbsoluteTime` object, associated with the `Chronograph` parameter.

## **absolute(Chronograph, AbsoluteTime)**

*Signature*

```
public javax.realtime.AbsoluteTime  
absolute(Chronograph chronograph,  
         AbsoluteTime dest)
```

*Description*

Convert the time of this to an absolute time, using the given instance of `Chronograph`<sup>7</sup> to determine the current time when necessary. When `Chronograph` is null the realtime chronograph 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`<sup>8</sup> 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 there and returned. Otherwise, a new object is allocated for the result.

*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.

---

<sup>7</sup>Section 10.3.1.2

<sup>8</sup>Section 10.3.1.2



## relative(Chronograph)

### Signature

```
public javax.realtime.RelativeTime  
relative(Chronograph chronograph)
```

### Description

Convert the time of this to a relative time, using the given instance of [Chronograph](#)<sup>9</sup> to determine the current time. The calculation is the current time indicated by the given instance of [Chronograph](#)<sup>10</sup> 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 chronograph association of the result is with the Chronograph passed as a parameter.

### Parameters

chronograph The instance of [Chronograph](#)<sup>11</sup> 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

Convert the time of this to a relative time, using the given instance of [Chronograph](#)<sup>12</sup> to determine the current time. The calculation is the current time indicated by the given instance of [Chronograph](#)<sup>13</sup> subtracted from the time given

---

<sup>9</sup>Section [10.3.1.2](#)

<sup>10</sup>Section [10.3.1.2](#)

<sup>11</sup>Section [10.3.1.2](#)

<sup>12</sup>Section [10.3.1.2](#)

<sup>13</sup>Section [10.3.1.2](#)

by this. When Chronograph is null the default 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 with the Chronograph passed as a parameter.

*Parameters*

chronograph The instance of [Chronograph](#)<sup>14</sup> 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 there and returned. Otherwise, a new object is allocated for the result.

*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 Chronograph parameter.

## **add(long, int)**

*Signature*

```
public javax.realtime.AbsoluteTime  
add(long millis,  
    int nanos)  
throws ArithmeticException
```

*Description*

Create 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.

---

<sup>14</sup>Section [10.3.1.2](#)

## **add(long, int, AbsoluteTime)**

### *Signature*

```
public javax.realtime.AbsoluteTime  
add(long millis,  
    int nanos,  
    AbsoluteTime dest)  
throws ArithmeticException
```

### *Description*

Return 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. Otherwise, a new object is allocated for the result.

### *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,  
    IllegalArgumentException
```

### *Description*

Create 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*

IllegalArgumentException 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,  
        IllegalArgumentException
```

*Description*

Return 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 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 there and returned. Otherwise, a new object is allocated for the result.

*Throws*

IllegalArgumentException 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*

Convert 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*

UnsupportedOperationException 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 void  
set(Date date)  
throws IllegalArgumentException
```

### *Description*

Change 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.

**subtract(AbsoluteTime)***Signature*

```
public javax.realtime.RelativeTime  
subtract(AbsoluteTime time)  
throws IllegalArgumentException,  
        ArithmeticException
```

*Description*

Create 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*

`IllegalArgumentException` 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 IllegalArgumentException,  
        ArithmeticException
```

*Description*

Return 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. Otherwise, a new object is allocated for the result.

#### *Throws*

IllegalArgumentException 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 IllegalArgumentException,  
       ArithmeticException
```

#### *Description*

Create 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*

IllegalArgumentException 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 IllegalArgumentException,  
         ArithmeticException
```

### *Description*

Return 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. Otherwise, a new object is allocated for the result.

### *Throws*

`IllegalArgumentException` 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*

Create 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*

String object converted from the time given by this.

### 9.3.1.2 HighResolutionTime

---

**Inheritance**

java.lang.Object  
    javafx.runtime.HighResolutionTime

*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](#)<sup>15</sup> or [RelativeTime](#)<sup>16</sup> 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*

---

<sup>15</sup>Section [9.3.1.1](#)

<sup>16</sup>Section [9.3.1.3](#)

```
public static boolean
waitForObject(Object target,
               javax.realtime.HighResolutionTime<?> time)
throws InterruptedException,
       IllegalMonitorStateException,
       IllegalArgumentException,
       UnsupportedOperationException
```

### *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 on 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`<sup>17</sup> or `AsynchronouslyInterruptedException.fire`<sup>18</sup> while it is waiting.

`IllegalArgumentException` when time represents a relative time less than zero.

`IllegalMonitorStateException` when target is not locked by the caller.

`UnsupportedOperationException` 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.

---

<sup>17</sup>Section 5.3.2.2.2

<sup>18</sup>Section 8.3.2.1.2

## **equals(T)**

### *Signature*

```
public boolean  
equals(T time)
```

### *Description*

Returns true when the argument time has the same type and values as this.  
Equality includes Chronograph association.

### *Parameters*

time Value compared to this.

### *Returns*

true when the parameter time is of the same type and has the same values as this.

## **getClock**

### *Signature*

```
public final javafx.realtime.Clock  
getClock()  
throws UnsupportedOperationException
```

### *Description*

Returns a reference to the clock associated with this.

### *Throws*

UnsupportedOperationException when the time is based on a [Chronograph](#)<sup>19</sup> that is not a [Clock](#)<sup>20</sup>.

### *Returns*

A reference to the clock associated with this.

**Available since** RTSJ 1.0.1

---

<sup>19</sup>Section [10.3.1.2](#)

<sup>20</sup>Section [10.3.2.1](#)

## getChronograph

### *Signature*

```
public final javax.realtime.Chronograph  
getChronograph()
```

### *Description*

Get a reference to the [Chronograph](#)<sup>21</sup> associated with this.

### *Returns*

A reference to the [Chronograph](#)<sup>22</sup> associated with this.

**Available since** RTSJ 2.0

## getMilliseconds

### *Signature*

```
public final long  
getMilliseconds()
```

### *Description*

Get the milliseconds component of this.

### *Returns*

The milliseconds component of the time represented by this.

## getNanoseconds

### *Signature*

```
public final int  
getNanoseconds()
```

### *Description*

Get the nanoseconds component of this.

### *Returns*

The nanoseconds component of the time represented by this.

---

<sup>21</sup>Section [10.3.1.2](#)

<sup>22</sup>Section [10.3.1.2](#)

**set(T)***Signature*

```
public void  
set(T time)
```

*Description*

Change 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*

IllegalArgumentException when the parameter time is null.

ClassCastException when the type of this and the type of the parameter time are not the same.

**Available since** RTSJ 1.0.1 The description of the method in 1.0 was erroneous.

**set(long)***Signature*

```
public void  
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.

**set(long, int)***Signature*

```
public void  
set(long millis,  
    int nanos)
```

throws `IllegalArgumentException`

#### *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*

`IllegalArgumentException` when there is an overflow in the millisecond component while normalizing.

## 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 `equals`<sup>23</sup> equal have the same hash code.

#### *Returns*

The hashcode value for this instance.

## clone

#### *Signature*

```
public java.lang.Object  
clone()
```

#### *Description*

---

<sup>23</sup>Section 9.3.1.2.1

Return 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 Compares with the time of this.

### *Throws*

ClassCastException when the time parameter is not of the same class as this.

IllegalArgumentException 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.

## **equals(Object)**

### *Signature*

```
public boolean  
equals(Object object)
```

### *Description*

Returns true when the argument object has the same type and values as this.

Equality includes Chronograph association.

### *Parameters*

object Value compared to this.

### *Returns*

true when the parameter object is of the same type and has the same values as this.

## **absolute(Chronograph, AbsoluteTime)**

### *Signature*

```
public abstract javax.realtime.AbsoluteTime  
absolute(Chronograph chronograph,  
         AbsoluteTime dest)
```

### *Description*

Convert the time of this to an absolute time, using the given instance of [Chronograph](#)<sup>24</sup> to determine the current time when necessary. When Chronograph is null the realtime chronograph 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](#)<sup>25</sup> 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 there and returned. Otherwise, a new object is allocated for the result.

### *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*

Convert the time of this to an absolute time, using the given instance of [Chronograph](#)<sup>26</sup> to determine the current time when necessary. When Chronograph is null the realtime clock is assumed.

---

<sup>24</sup>Section [10.3.1.2](#)

<sup>25</sup>Section [10.3.1.2](#)

<sup>26</sup>Section [10.3.1.2](#)



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 is the instance of [Chronograph](#)<sup>27</sup> 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 javafx.runtime.RelativeTime  
relative(Chronograph chronograph,  
         RelativeTime dest)
```

#### *Description*

Convert the time of this to a relative time, using the given instance of [Chronograph](#)<sup>28</sup> to determine the current time when necessary. When Chronograph is null the realtime chronograph 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](#)<sup>29</sup> 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 there and returned. Otherwise, a new object is allocated for the result.

#### *Returns*

The [RelativeTime](#)<sup>30</sup> conversion in dest when dest is not null, otherwise the result is returned in a newly allocated object.

---

<sup>27</sup>Section [10.3.1.2](#)

<sup>28</sup>Section [10.3.1.2](#)

<sup>29</sup>Section [10.3.1.2](#)

<sup>30</sup>Section [9.3.1.3](#)

## relative(Chronograph)

### Signature

```
public abstract javax.realtime.RelativeTime
relative(Chronograph chronograph)
```

### Description

Convert the time of this to a relative time, using the given instance of [Chronograph](#)<sup>31</sup> to determine the current time when necessary. When Chronograph is null the realtime chronograph 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](#)<sup>32</sup> 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.

### 9.3.1.3 RelativeTime

---

#### Inheritance

```
java.lang.Object
  javax.realtime.HighResolutionTime
    javax.realtime.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.

---

<sup>31</sup>Section [10.3.1.2](#)

<sup>32</sup>Section [10.3.1.2](#)

### 9.3.1.3.1 Constructors

---

## RelativeTime(long, int, Chronograph)

### Signature

```
public  
RelativeTime(long millis,  
              int nanos,  
              Chronograph chronograph)  
throws IllegalArgumentException
```

### Description

Construct a RelativeTime object representing an interval based on the parameter millis plus the parameter nanos. The construction is subject to millis and nanos parameters normalization. When there is an overflow in the millisecond component when normalizing then an IllegalArgumentException 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 chronograph providing the association for the newly constructed object. Defaults to the realtime clock when null.

### Throws

IllegalArgumentException when there is an overflow in the millisecond component when normalizing.

## RelativeTime(long, int)

### Signature

```
public
RelativeTime(long millis,
              int nanos)
throws IllegalArgumentException
```

*Description*

Equivalent to `RelativeTime(long, int, Chronograph)`<sup>33</sup> 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*

IllegalArgumentException 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)`<sup>34</sup> with argument list (time.getMilliseconds(), time.getNanoseconds(), time.getChronograph()).

*Parameters*

time The RelativeTime object which is the source for the copy.

**RelativeTime(Chronograph)***Signature*


---

<sup>33</sup>Section 9.3.1.3.1

<sup>34</sup>Section 9.3.1.3.1

```
public  
RelativeTime(Chronograph chronograph)
```

*Description*

Equivalent to `RelativeTime(long, int, Chronograph)`<sup>35</sup> with argument list (0, 0, chronograph).

**Available since** RTSJ 2.0

*Parameters*

chronograph The chronograph providing the association for the newly constructed object.

## RelativeTime

*Signature*

```
public  
RelativeTime()
```

*Description*

Equivalent to `RelativeTime(long, int, Chronograph)`<sup>36</sup> with argument list (0, 0, null).

### 9.3.1.3.2 Methods

---

## absolute(Chronograph)

*Signature*

```
public javax.realtime.AbsoluteTime  
absolute(Chronograph chronograph)
```

*Description*

---

<sup>35</sup>Section 9.3.1.3.1

<sup>36</sup>Section 9.3.1.3.1

Convert the time of this to an absolute time, using the given instance of [Chronograph](#)<sup>37</sup> 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*

Convert the time of this to an absolute time, using the given instance of [Chronograph](#)<sup>38</sup> to determine the current time when necessary. When Chronograph is null the realtime chronograph 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.absolute\(Chronograph, AbsoluteTime\)](#)

## **relative(Chronograph)**

### *Signature*

```
public javax.realtime.RelativeTime  
relative(Chronograph chronograph)
```

### *Description*

---

<sup>37</sup>Section [10.3.1.2](#)

<sup>38</sup>Section [10.3.1.2](#)

Convert the time of this to a relative time, using the given instance of [Chronograph](#)<sup>39</sup> to determine the current time when necessary. When Chronograph is null the realtime chronograph 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

Convert the time of this to a relative time, using the given instance of [Chronograph](#)<sup>40</sup> to determine the current time when necessary. When Chronograph is null the realtime chronograph 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
```

---

<sup>39</sup>Section [10.3.1.2](#)

<sup>40</sup>Section [10.3.1.2](#)

*Description*

Create 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*

Return 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. Otherwise, a new object is allocated for the result.

*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 IllegalArgumentException,  
    ArithmeticException
```

### *Description*

Create 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*

IllegalArgumentException 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 IllegalArgumentException,  
    ArithmeticException
```

### *Description*

Return 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. Otherwise, a new object is allocated for the result.

#### *Throws*

IllegalArgumentException 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 IllegalArgumentException,  
        ArithmeticException
```

#### *Description*

Create 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*

IllegalArgumentException 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 parameter time.

## subtract(RelativeTime, RelativeTime)

#### Signature

```
public javafx.runtime.RelativeTime  
subtract(RelativeTime time,  
         RelativeTime dest)  
throws IllegalArgumentException,  
         ArithmeticException
```

#### Description

Return 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

IllegalArgumentException when the 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*

Change the length of this relative time by multiplying it by factor.

*Parameters*

factor 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*

Set time to the value of this time by multiplied by factor.

*Parameters*

factor by which to increase the time interval.

time in which to store the results.

*Returns*

time with the value of this scaled by factor

**Available since** RTSJ 2.0

**compareToZero***Signature*

```
public int  
compareToZero()
```

*Description*

Compare 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 Compares with the time of this.

*Throws*

`ClassCastException` when the time parameter is not of the same class as this.  
`IllegalArgumentException` 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.

## **toString**

*Signature*

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

*Description*

Create 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*

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 visa versa.

**Monotonic Timing Mechanism** — A timing mechanism whose time values always progress in one direction.

**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.

**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.
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 realtime 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.

### 10.2.2 Clocks and Timables

A Clock is the basic mechanism of measuring time and triggering events based on the passage of time. A Timer can request a signal from the clock when a given time is reached. That signal should come as closed to the actual time requested as possible. A schedulable also uses a clock to implement the realtime sleep methods. Each clock instance shall be capable of reporting the achievable resolution of timers based on that clock. Each implementation shall have a default clock that is used whenever no other clock is specified. An application can also defined additional clocks.

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 that is 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 *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* cause 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 (when *disabled* and *active* 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.

A Clock can also be used to regulate pauses in execution of any Schedulable through a realtime sleep method, hence timers and schedulables are classified as timables under the [Timable](#) interface.

Both OneShotTimer and PeriodTimer 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.

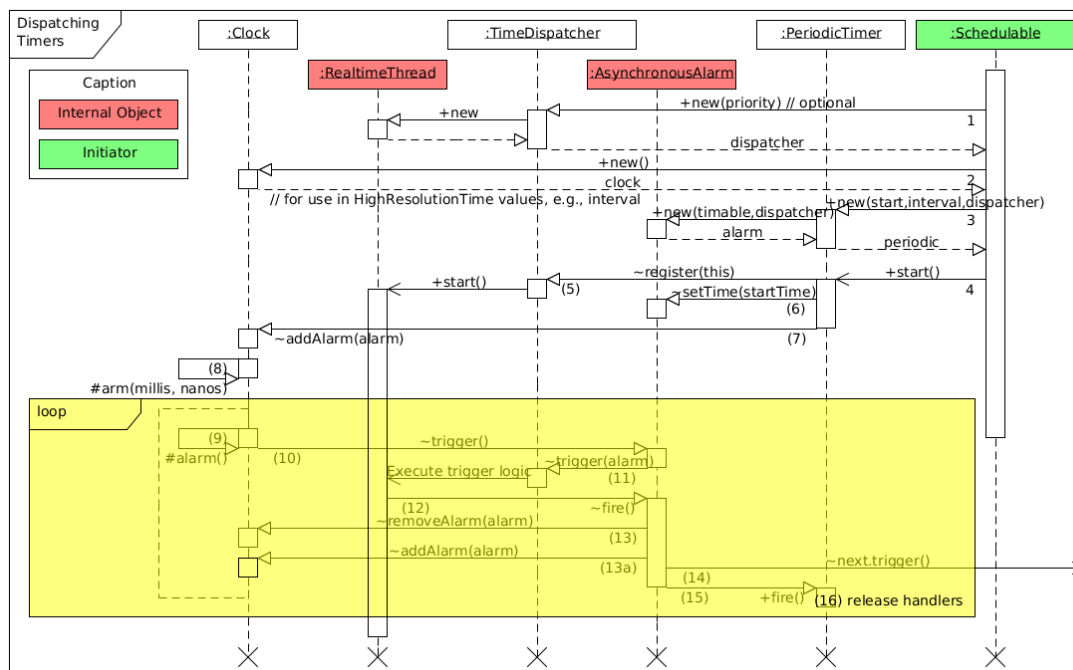
A Timer is an ActiveEvent. This means that is has an associated dispatcher called TimeDispatcher. As with other active events, the application can either use

the default dispatcher or create a new one with its own priority and affinity. A schedulable can also have a TimeDispatcher to manage sleeping.

At any given time, a timable, Timer 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.

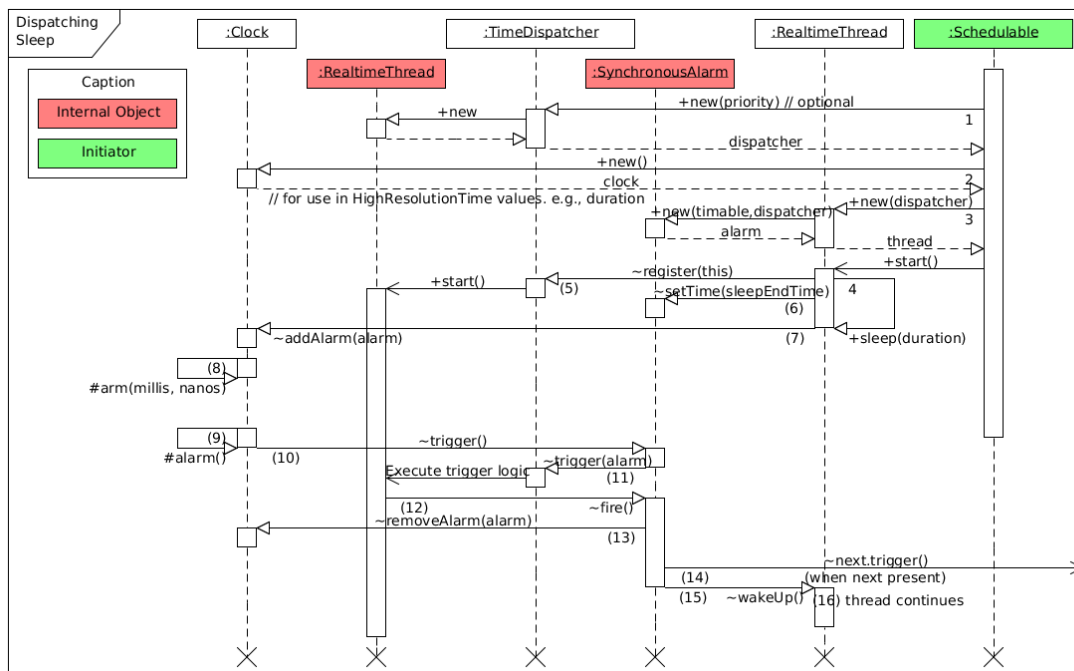
In the case of a timer, the dispatcher triggers the timer thereby indicating it should fire or skip. In the case of a schedulable, the dispatcher triggers the schedulable to wake up from its sleep. Figure 10.1 illustrates how a timer interacts with a application-defined clock and Figure 10.2 depicts the same for using realtime sleep in a schedulable.

Figure 10.1: Sequence Diagram for Using a Timer



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.

Figure 10.2: Sequence Diagram for Realtime Sleep



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, step three in both diagrams, when the timable is created and it represents the next alarm that the timable should receive: 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 start 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. For 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 many as 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 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.

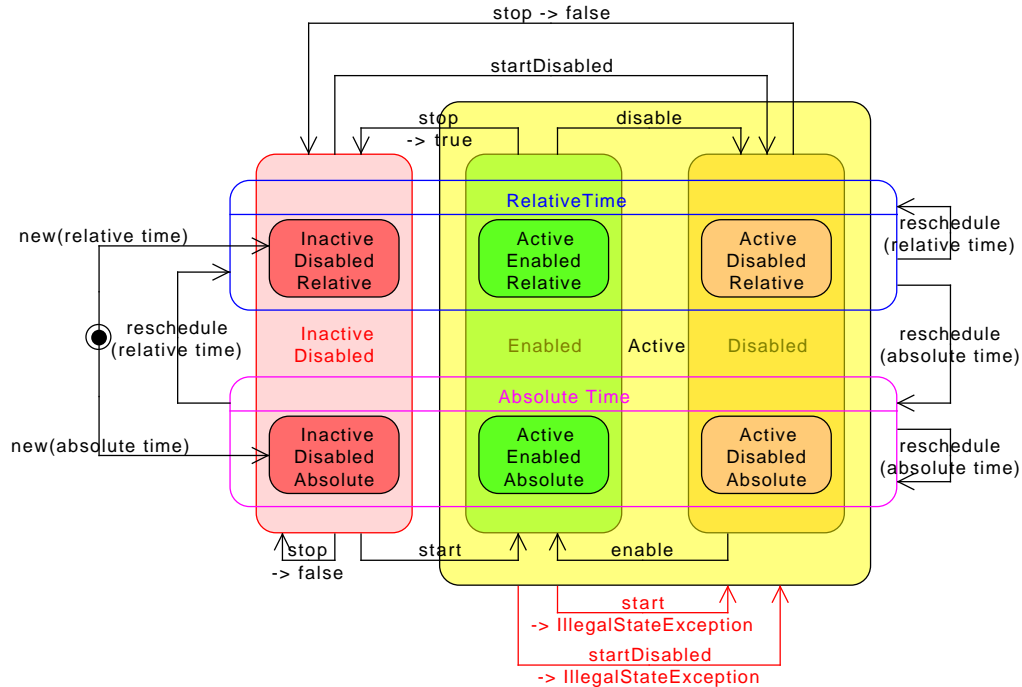
The states of a Timer are essentially the same as for an `ActiveEvent` as depicted in Figure 8.3. The main difference is that the time used for the next fire may be either an absolute time or a relative time. Figure 10.3 reflects this difference in a UML state diagram.

### 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

#### Interfaces

`javax.realtime.Timable`

#### Description

A common type for `Timer`<sup>2</sup> and `RealtimeThread`<sup>3</sup> to indicate that they can be

<sup>1</sup>Note that the semantics of the fire transition differ among the subclasses of `Timer`.

<sup>2</sup>Section 10.3.2.6

<sup>3</sup>Section 5.3.2.2



associated with a [Clock](#)<sup>4</sup> and be suspended waiting for time events based 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

---

###### *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

---

---

<sup>4</sup>Section [10.3.2.1](#)

## getEpochOffset

### Signature

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

### Description

Determines the time on the realtime clock when this chronograph was zero.

### Throws

UnsupportedOperationException when the chronograph does not have the concept of date.

### Returns

A newly allocated [RelativeTime](#)<sup>5</sup> object in the current execution context with the realtime clock as its chronograph and containing 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](#)<sup>6</sup> in the current allocation context, representing the current time. The returned object has this its chronograph.

## getTime(AbsoluteTime)

### Signature

---

<sup>5</sup>Section [9.3.1.3](#)

<sup>6</sup>Section [9.3.1.1](#)

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

*Description*

Obtain the current time. The time represented by the given [AbsoluteTime](#)<sup>7</sup> 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](#)<sup>8</sup> object which will be updated in place.

*Returns*

The instance of [AbsoluteTime](#)<sup>9</sup> 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*

Obtain the precision with which time can be read, i.e., the nominal interval between ticks. It is the same as calling [getQueryPrecision\(RelativeTime\)](#)<sup>10</sup> 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)
```

---

<sup>7</sup>Section [9.3.1.1](#)

<sup>8</sup>Section [9.3.1.1](#)

<sup>9</sup>Section [9.3.1.1](#)

<sup>10</sup>Section [10.3.1.2.1](#)

*Description*

Obtain the precision with which time can be read, i.e., the nominal interval between ticks.

*Parameters*

dest is a 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

---

*Interfaces*

[javax.realtime.Releasable](#)

*Description*

A type for all classes that can use a [Clock](#)<sup>11</sup> for timing, either for sleeping or for being released at a given time.

#### 10.3.1.3.1 Methods

---

### getDispatcher

*Signature*

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

*Description*

Get the dispatcher associated with this Timable.

**Available since** RTSJ 2.0

---

<sup>11</sup>Section [10.3.2.1](#)

## 10.3.2 Classes

### 10.3.2.1 Clock

---

#### Inheritance

java.lang.Object  
    javafx.realtime.Clock

#### Interfaces

    javafx.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 is the default Clock.

### *Returns*

The singleton instance of the default Clock

## **getEpochOffset**

### *Signature*

```
public final javax.realtime.RelativeTime  
getEpochOffset()  
throws UnsupportedOperationException
```

### *Description*

Determines the time on the realtime clock when this chronograph was zero.

### *Throws*

UnsupportedOperationException UnsupportedOperationException when the chronograph does not have the concept of date.

**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](#)<sup>12</sup> in the current allocation context, representing the current time. The returned object has this its chronograph.

**getTime(AbsoluteTime)***Signature*

```
public abstract javax.realtime.AbsoluteTime  
getTime(AbsoluteTime dest)
```

*Description*

Obtain the current time. The time represented by the given [AbsoluteTime](#)<sup>13</sup> 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 dest The instance of [AbsoluteTime](#)<sup>14</sup> object which will be updated in place.

*Returns*

The instance of [AbsoluteTime](#)<sup>15</sup> 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()
```

---

<sup>12</sup>Section [9.3.1.1](#)

<sup>13</sup>Section [9.3.1.1](#)

<sup>14</sup>Section [9.3.1.1](#)

<sup>15</sup>Section [9.3.1.1](#)

*Description*

Obtain the precision with which time can be read, i.e., the nominal interval between ticks. It is the same as calling `getQueryPrecision(RelativeTime)`<sup>16</sup> 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*

Obtain the precision with which time can be read, i.e., the nominal interval between ticks.

*Parameters*

dest dest is a 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)`<sup>17</sup> with null as its argument.

---

<sup>16</sup>Section 10.3.2.1.2

<sup>17</sup>Section 10.3.2.1.2



*Returns*

a value representing the drive precision.

**Available since** RTSJ 2.0

## **getDrivePrecision(RelativeTime)**

*Signature*

```
public abstract javafx.runtime.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\(RelativeTime\)](#)<sup>18</sup>.

*Parameters*

dest return the relative time value in dest. When dest is null, it allocates a new [RelativeTime](#)<sup>19</sup> 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](#)<sup>20</sup>, which in turn will cause a fire on an associated [AsyncTimable](#)<sup>21</sup>

---

<sup>18</sup>Section [10.3.2.1.2](#)

<sup>19</sup>Section [9.3.1.3](#)

<sup>20</sup>Section [10.3.2.4](#)

<sup>21</sup>Section [10.3.1.1](#)

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 of the next alarm.  
nanoseconds of 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**

---

#### **Inheritance**

```

java.lang.Object
  javax.realtime.AsyncBaseEvent
    javax.realtime.AsyncEvent
      javax.realtime.Timer
        javax.realtime.OneShotTimer

```

*Description*

A timed [AsyncEvent](#)<sup>22</sup> that is driven by a [Clock](#)<sup>23</sup>. 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](#)<sup>24</sup> 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, AsyncEventHandler, Time-Dispatcher)**
*Signature*

```

public
OneShotTimer(javax.realtime.HighResolutionTime<?> time,
              AsyncEventHandler handler,
              TimeDispatcher dispatcher)
throws IllegalArgumentException,
       UnsupportedOperationException,
       IllegalAssignmentError

```

*Description*


---

<sup>22</sup>Section [8.3.3.4](#)

<sup>23</sup>Section [10.3.2.1](#)

<sup>24</sup>Section [10.3.2.6](#)

Create an instance of `OneShotTimer`<sup>25</sup>, based on the `Clock`<sup>26</sup> associated with the time parameter, that will execute its `fire` method according to the given time.

**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()`.

`handler` The `AsyncEventHandler`<sup>27</sup> that will be released when `fire` is invoked. When null, no handler is associated with this Timer and nothing will happen when this event fires unless a handler is subsequently associated with the timer using the `addHandler()` or `setHandler()` method.

`dispatcher` The `TimeDispatcher`<sup>28</sup> to use for triggering this event.

#### Throws

`IllegalArgumentException` when `time` is a `RelativeTime` instance less than zero.

`UnsupportedOperationException` when the `Chronograph`<sup>29</sup> associated with `time` is not a `Clock`<sup>30</sup>.

`IllegalAssignmentError` when this `OneShotTimer` cannot hold a reference to handler.

## OneShotTimer(HighResolutionTime, AsyncEventHandler)

#### Signature

```
public
OneShotTimer(javax.realtime.HighResolutionTime<?> time,
              AsyncEventHandler handler)
```

#### Description

The equivalent of calling `OneShotTimer(HighResolutionTime, AsyncEventHandler, TimeDispatcher)`<sup>31</sup> with arguments `time`, `handler`, null.

#### Parameters

---

<sup>25</sup>Section 10.3.2.2

<sup>26</sup>Section 10.3.2.1

<sup>27</sup>Section 8.3.3.5

<sup>28</sup>Section 10.3.2.4

<sup>29</sup>Section 10.3.1.2

<sup>30</sup>Section 10.3.2.1

<sup>31</sup>Section 10.3.2.2.1

time is the time to release its handlers.

handler is the hanndler to release.

#### 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()`<sup>32</sup>. When distabled, 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

---

#### Inheritance

```
java.lang.Object  
  javax.realtime.AsyncBaseEvent  
    javax.realtime.AsyncEvent  
      javax.realtime.Timer  
        javax.realtime.PeriodicTimer
```

#### *Description*

An `AsyncEvent`<sup>33</sup> 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.

---

<sup>32</sup>Section 10.3.2.6.2

<sup>33</sup>Section 8.3.3.4

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](#)<sup>34</sup>.

Semantics details are described in the [Timer](#)<sup>35</sup> 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, AsyncEventHandler, TimeDispatcher)

### Signature

```
public
PeriodicTimer(javax.realtime.HighResolutionTime<?> start,
               RelativeTime interval,
               AsyncEventHandler handler,
               TimeDispatcher dispatcher)
throws IllegalArgumentException,
       IllegalAssignmentError,
       UnsupportedOperationException
```

### Description

Create a timer that executes its fire method periodically.

**Available since** RTSJ 2.0

### Parameters

---

<sup>34</sup>Section [5.3.1.1](#)

<sup>35</sup>Section [10.3.2.6](#)

**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 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**<sup>36</sup>.

**handler** The **AsyncEventHandler**<sup>37</sup> that will be released when fire is invoked. When null, no handler is associated with this Timer and nothing will happen when this event fires unless a handler is subsequently associated with the timer using the **addHandler()** or **setHandler()** method.

**dispatcher** is the dispatcher to use for triggering this event.

#### Throws

**IllegalArgumentException** 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.

**UnsupportedOperationException** when the **Chronograph**<sup>38</sup> associated with time is not a **Clock**<sup>39</sup>.

## PeriodicTimer(HighResolutionTime, RelativeTime, AsyncEventHandler)

#### Signature

```
public
PeriodicTimer(javax.realtime.HighResolutionTime<?> start,
               RelativeTime interval,
               AsyncEventHandler handler)
throws IllegalArgumentException,
       IllegalAssignmentError
```

#### Description

---

<sup>36</sup>Section 10.3.2.2

<sup>37</sup>Section 8.3.3.5

<sup>38</sup>Section 10.3.1.2

<sup>39</sup>Section 10.3.2.1

Create 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 IllegalArgumentException,  
        IllegalAssignmentError
```

#### *Description*

Add a handler to the set of handlers associated with this event. It overrides the method in [AsyncBaseEvent](#)<sup>40</sup> to allow the use of handlers with [PeriodicParameters](#)<sup>41</sup>, but these parameters must match the period of this timer, otherwise `IllegalArgumentException` 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*

`IllegalArgumentException` when handler is null or the handler has [PeriodicParameters](#)<sup>42</sup> 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*

---

<sup>40</sup>Section [8.3.3.2](#)

<sup>41</sup>Section [6.3.3.6](#)

<sup>42</sup>Section [6.3.3.6](#)



```
public void  
setHandler(AsyncBaseEventHandler handler)  
throws IllegalArgumentException,  
        IllegalAssignmentError
```

*Description*

Associate a new handler with this event and remove all existing handlers. It overrides the method in [AsyncBaseEventHandler](#)<sup>43</sup> to allow the use of handlers with [PeriodicParameters](#)<sup>44</sup>, but these parameters must match the period of this timer, otherwise `IllegalArgumentException` is thrown.

*Parameters*

handler The instance of [AsyncBaseEventHandler](#)<sup>45</sup> to be associated with this. When handler is null, no handler will be associated with this, i.e., behave effectively as when `setHandler(null)` invokes `removeHandler(AsyncBaseEventHandler)` for each associated handler.

*Throws*

`IllegalArgumentException` when handler has [PeriodicParameters](#)<sup>46</sup> 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,  
        IllegalArgumentException
```

*Description*

Start the timer with the specified [PhasingPolicy](#)<sup>47</sup>.

*Parameters*

---

<sup>43</sup>Section [8.3.3.2](#)

<sup>44</sup>Section [6.3.3.6](#)

<sup>45</sup>Section [8.3.3.3](#)

<sup>46</sup>Section [6.3.3.6](#)

<sup>47</sup>Section [5.3.1.1](#)

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](#)<sup>48</sup>.

[IllegalArgumentException](#) 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,  
      IllegalArgumentException
```

*Description*

Start the timer with the specified [PhasingPolicy](#)<sup>49</sup> and the specified disabled state.

*Parameters*

disabled determine the mode of start: true for enabled and false for disabled for consistency with [Timer.start\(boolean\)](#)<sup>50</sup>.

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](#)<sup>51</sup>.

[IllegalArgumentException](#) when the start time of this timer is not an absolute time, or phasingPolicy is null.

**Available since** RTSJ 2.0

---

<sup>48</sup>Section [5.3.1.1.1](#)

<sup>49</sup>Section [5.3.1.1](#)

<sup>50</sup>Section [10.3.2.6.2](#)

<sup>51</sup>Section [5.3.1.1.1](#)

## getClock

### Signature

```
public javax.realtime.Clock  
getClock()  
throws IllegalStateException
```

### Description

Each instance can only be associated with a single clock, which this method can obtain.

### Throws

IllegalStateException when this has been destroyed.

### Returns

the instance of [Clock](#)<sup>52</sup> that is associated with this.

**Available since** RTSJ 1.0.1

## createReleaseParameters

### Signature

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

### Description

Create a release parameters object with new objects containing copies of the values corresponding to this timer. When the PeriodicTimer interval is greater than 0, create a [PeriodicParameters](#)<sup>53</sup> 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, create an [AperiodicParameters](#)<sup>54</sup> object, since in this case the timer behaves like a [OneShotTimer](#)<sup>55</sup>.

When this timer is active, then the start time is the next firing (or skipping) time returned as an [AbsoluteTime](#)<sup>56</sup>. Otherwise, the start time is the initial firing (or skipping) time, as set by the last call to [Timer.reschedule](#)<sup>57</sup>, or when there was no such call, by the constructor of this timer.

---

<sup>52</sup>Section [10.3.2.1](#)

<sup>53</sup>Section [6.3.3.6](#)

<sup>54</sup>Section [6.3.3.2](#)

<sup>55</sup>Section [10.3.2.2](#)

<sup>56</sup>Section [9.3.1.1](#)

<sup>57</sup>Section [10.3.2.6.2](#)

*Throws*

IllegalStateException 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, return a new instance of [PeriodicParameters](#)<sup>58</sup>. When the interval is zero return a new instance of [AperiodicParameters](#)<sup>59</sup>.

## getFireTime

*Signature*

```
public javax.realtime.AbsoluteTime  
getFireTime()  
throws ArithmeticException,  
        IllegalStateException
```

*Description*

Get 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 of the firing. When the PeriodicTimer is *not-active* it throws IllegalStateException.

*Throws*

ArithmeticException when the result does not fit in the normalized format.  
IllegalStateException 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](#)<sup>60</sup> object. When the timer has been created or re-scheduled (see [Timer.reschedule\(HighResolutionTime\)](#)<sup>61</sup>) 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.

---

<sup>58</sup>Section [6.3.3.6](#)

<sup>59</sup>Section [6.3.3.2](#)

<sup>60</sup>Section [9.3.1.1](#)

<sup>61</sup>Section [10.3.2.6.2](#)

## getFireTime(AbsoluteTime)

### Signature

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

### Description

Get 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 of the firing. When the PeriodicTimer is *not-active* it throws IllegalStateException.

### Parameters

dest The instance of [AbsoluteTime](#)<sup>62</sup> 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.

IllegalStateException when this Timer has been *destroyed*, or when it is *not-active*.

### Returns

The instance of [AbsoluteTime](#)<sup>63</sup> 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\(HighResolutionTime\)](#)<sup>64</sup>) 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

---

<sup>62</sup>Section [9.3.1.1](#)

<sup>63</sup>Section [9.3.1.1](#)

<sup>64</sup>Section [10.3.2.6.2](#)

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

*Description*

Gets the interval of this Timer.

*Throws*

IllegalStateException when this Timer has been *destroyed*.

*Returns*

The RelativeTime instance assigned as this periodic timer's interval by the constructor or `setInterval(RelativeTime)`<sup>65</sup>.

## setInterval(RelativeTime)

*Signature*

```
public void  
setInterval(RelativeTime interval)
```

*Description*

Reset the interval value of this.

*Parameters*

interval A `RelativeTime`<sup>66</sup> 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 effects future fire (or skip) times after the next.

*Throws*

IllegalArgumentException 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.

IllegalStateException when this Timer has been *destroyed*.

---

<sup>65</sup>Section 10.3.2.3.2

<sup>66</sup>Section 9.3.1.3

## 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 distabled, but active, it simply rescheduled 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

---

### Inheritance

```
java.lang.Object  
  javax.realtime.ActiveEventDispatcher  
    javax.realtime.TimeDispatcher
```

### Description

A dispatcher for time events: [Timer](#)<sup>67</sup> and [RealtimeThread.sleep](#)<sup>68</sup>.

**Available since** RTSJ 2.0

### 10.3.2.4.1 Constructors

---

## TimeDispatcher(SchedulingParameters, SchedulingGroup)

### Signature

---

<sup>67</sup>Section [10.3.2.6](#)

<sup>68</sup>Section [5.3.2.2.2](#)

```
public  
TimeDispatcher(SchedulingParameters schedule,  
               SchedulingGroup group)
```

*Description*

Create a new dispatcher, whose dispatching thread runs with the given scheduling parameters.

*Parameters*

schedule give the parameters for scheduling this dispatcher

**TimeDispatcher(SchedulingParameters)***Signature*

```
public  
TimeDispatcher(SchedulingParameters schedule)
```

*Description*

Create a new dispatcher, whose dispatching thread runs with the given scheduling parameters.

*Parameters*

schedule give the parameters for scheduling this dispatcher

**10.3.2.4.2 Methods**

---

**register(Timable)***Signature*

```
public void  
register(Timable target)  
throws RegistrationException,  
        IllegalStateException,  
        IllegalArgumentException
```

*Description*



Register a [AsyncTimable](#)<sup>69</sup> with this dispatcher.

*Parameters*

target to register

*Throws*

[RegistrationException](#) when target is already registered.

[IllegalStateException](#) when this object has been destroyed.

[IllegalArgumentException](#) when target is not stopped.

## unregister(Timable)

*Signature*

```
public void  
unregister(Timable target)  
throws DeregistrationException,  
       IllegalStateException,  
       IllegalArgumentException
```

*Description*

Deregister a [AsyncTimable](#)<sup>70</sup> from this dispatcher.

*Parameters*

target to deregister

*Throws*

[DeregistrationException](#) when target is not already registered.

[IllegalStateException](#) when this object has been destroyed.

[IllegalArgumentException](#) when target is not stopped.

## destroy

*Signature*

```
public void  
destroy()  
throws IllegalStateException
```

*Description*

Release all resources thereby making the dispatcher unusable.

---

<sup>69</sup>Section [10.3.1.1](#)

<sup>70</sup>Section [10.3.1.1](#)

*Throws*

IllegalStateException when called on a dispatcher that has one or more registered [AsyncTimable](#)<sup>71</sup> objects.

### 10.3.2.5 TimeDispatcher.Runner

---

**Inheritance**

java.lang.Object  
  java.lang.Thread  
    [javafx.runtime.RealtimeThread](#)  
      [javafx.runtime.TimeDispatcher.Runner](#)

*Description*

#### 10.3.2.5.1 Methods

---

**run***Signature*

public void  
  run()

*Description*

### 10.3.2.6 Timer

---

**Inheritance**

java.lang.Object  
  [javafx.runtime.AsyncBaseEvent](#)  
    [javafx.runtime.AsyncEvent](#)  
      [javafx.runtime.Timer](#)

*Interfaces*

---

<sup>71</sup>Section [10.3.1.1](#)

[javafx.runtime.AsyncTimable](#)  
[javafx.runtime.ActiveEvent](#)

#### Description

A *timer* is a timed event that measures time according to a given [Clock](#)<sup>72</sup>. This class defines basic functionality available to all timers. Applications will generally use either [PeriodicTimer](#)<sup>73</sup> to create an event that is fired repeatedly at regular intervals, or [OneShotTimer](#)<sup>74</sup> for an event that just fires once at a specific time. A timer is always associated with at least one [Clock](#)<sup>75</sup>, 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.

#### 10.3.2.6.1 Constructors

---

### Timer(HighResolutionTime, AsyncEventHandler, TimeDispatcher)

#### Signature

```
protected  
Timer(javafx.runtime.HighResolutionTime<?> time,  
      AsyncEventHandler handler,  
      TimeDispatcher dispatcher)  
throws IllegalArgumentException,  
      UnsupportedOperationException,  
      IllegalAssignmentError
```

#### Description

Create a timer that fires according to the given time, based on the [Clock](#)<sup>76</sup> clock and is handled by the specified [AsyncEventHandler](#)<sup>77</sup> handler.

---

<sup>72</sup>Section [10.3.2.1](#)

<sup>73</sup>Section [10.3.2.3](#)

<sup>74</sup>Section [10.3.2.2](#)

<sup>75</sup>Section [10.3.2.1](#)

<sup>76</sup>Section [10.3.2.1](#)

<sup>77</sup>Section [8.3.3.5](#)

**Available since** version 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()`.

**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.

**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 negative `RelativeTime` value.

`UnsupportedOperationException` when time has a [Chronograph](#)<sup>78</sup> is not a clock.

[IllegalAssignmentError](#) when this `Timer` cannot hold references to handler and clock.

### 10.3.2.6.2 Methods

---

#### **getClock**

##### Signature

```
public javax.realtime.Clock  
getClock()  
throws IllegalStateException
```

##### Description

Return the instance of [Clock](#)<sup>79</sup> on which this timer is based.

##### Throws

`IllegalStateException` when this `Timer` has been *destroyed*.

##### Returns

---

<sup>78</sup>Section [10.3.1.2](#)

<sup>79</sup>Section [10.3.2.1](#)

The instance of [Clock](#)<sup>80</sup> associated with this Timer.

## getStart

### Signature

```
public javafx.realtime.HighResolutionTime<?>  
getStart()
```

### Description

Get 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 effect 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. Since RTSJ 2.0

## getEffectiveStartTime

### Signature

```
public javafx.realtime.AbsoluteTime  
getEffectiveStartTime()  
throws IllegalStateException,  
ArithmeticException
```

### Description

Return a newly-created time representing the time the timer actually started, or when the timer has been rescheduled, the effective start time after the reschedule.

### Throws

IllegalStateException 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

---

<sup>80</sup>Section [10.3.2.1](#)

## **getEffectiveStartTime(AbsoluteTime)**

### *Signature*

```
public javax.realtime.AbsoluteTime  
getEffectiveStartTime(AbsoluteTime dest)  
throws IllegalStateException,  
    ArithmeticException
```

### *Description*

Update `dest` to represent the time the timer actually started, or when the timer has been rescheduled, the effective start time after the reschedule. When `dest` is null, behave as if `getEffectiveStartTime()`<sup>81</sup> had been called.

### *Parameters*

`dest` a place to store the time this actually started.

### *Throws*

`IllegalStateException` when the timer is not active or has been destroyed.

`ArithmeticException` when the result does not fit in the normalized format.

### *Returns*

The time the timer actually started, or when it has been rescheduled, the effective start time after the reschedule.

**Available since** RTSJ 2.0

## **getLastReleaseTime**

### *Signature*

```
public final javax.realtime.AbsoluteTime  
getLastReleaseTime()
```

### *Description*

Get the last release time of this timer.

### *Throws*

`IllegalStateException` when this timer has not been released since it was last started.

### *Returns*

---

<sup>81</sup>Section 10.3.2.6.2

a reference to a newly-created [AbsoluteTime](#)<sup>82</sup> object representing this timer's last release time. When the timer has not been released since it was last started, throw an exception.

**Available since** RTSJ 2.0

## getLastReleaseTime(AbsoluteTime)

### Signature

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

### Description

### Returns

When dest is null, return a reference to a newly-created [AbsoluteTime](#)<sup>83</sup> object representing this timer's last release time. When dest is non-null, set dest to this timer's last release time. When the timer has not been released, return null. Since RTSJ 2.0

## getFireTime

### Signature

```
public javax.realtime.AbsoluteTime  
getFireTime()  
throws IllegalStateException,  
ArithmeticException
```

### Description

Get the time at which this Timer is expected to fire. When the Timer is *disabled*, the returned time is that of the skipping of the firing. When the Timer is *not-active* it throws `IllegalStateException`.

### Throws

`ArithmeticException` when the result does not fit in the normalized format.  
`IllegalStateException` when this Timer has been *destroyed*, or when it is *not-active*.

---

<sup>82</sup>Section [9.3.1.1](#)

<sup>83</sup>Section [9.3.1.1](#)

*Returns*

The absolute time at which this is expected to fire (release handlers or skip), in a newly allocated `AbsoluteTime`<sup>84</sup> object. When the timer has been created or re-scheduled (see `Timer.reschedule`<sup>85</sup>) 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 IllegalStateException,  
       ArithmeticException
```

*Description*

Get the time at which this `Timer` is expected to fire. When the `Timer` is *disabled*, the returned time is that of the skipping of the firing. When the `Timer` is *not-active* it throws `IllegalStateException`.

*Parameters*

`dest` The instance of `AbsoluteTime`<sup>86</sup> 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.  
`IllegalStateException` when this `Timer` has been *destroyed*, or when it is *not-active*.

*Returns*

The instance of `AbsoluteTime`<sup>87</sup> 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`<sup>88</sup>) using an instance of `RelativeTime` for its time parameter then it

---

<sup>84</sup>Section 9.3.1.1

<sup>85</sup>Section 10.3.2.6.2

<sup>86</sup>Section 9.3.1.1

<sup>87</sup>Section 9.3.1.1

<sup>88</sup>Section 10.3.2.6.2



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*

Get the dispatcher associated with this `Timable`.

**Available since** RTSJ 2.0

## **isActive**

### *Signature*

```
public boolean  
isActive()
```

### *Description*

Determine the activation state of this happening, i.e., it has been started.

### *Returns*

true when active, false otherwise.

## **isRunning**

### *Signature*

```
public boolean  
isRunning()  
throws IllegalStateException
```

### *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 answer the question "*Is firing expected?*".

*Throws*

IllegalStateException 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 IllegalStateException
```

*Description*

Replaced by [AsyncBaseEvent.handledBy\(AsyncBaseEventHandler\)](#)<sup>89</sup>

*Parameters*

handler to add to the Timer

*Throws*

IllegalStateException 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 IllegalStateException
```

*Description*

---

<sup>89</sup>Section [8.3.3.2.1](#)

Create a [ReleaseParameters](#)<sup>90</sup> object appropriate to the timing characteristics of this event. The default is the most pessimistic: [AperiodicParameters](#)<sup>91</sup>. 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

IllegalStateException when this Timer has been *destroyed*.

#### Returns

A newly created [ReleaseParameters](#)<sup>92</sup> object.

## addHandler(AsyncEventHandler)

#### Signature

```
public void  
addHandler(AsyncEventHandler handler)  
throws IllegalStateException,  
        IllegalAssignmentError
```

#### Description

Add a handler to release upon fire.

#### Parameters

handler to add to the Timer

#### Throws

IllegalStateException when this Timer has been *destroyed*.

[IllegalAssignmentError](#) null

**Available since** RTSJ 1.0.1

## setHandler(AsyncEventHandler)

#### Signature

```
public void  
setHandler(AsyncEventHandler handler)  
throws IllegalStateException,  
        IllegalAssignmentError
```

---

<sup>90</sup>Section [6.3.3.10](#)

<sup>91</sup>Section [6.3.3.2](#)

<sup>92</sup>Section [6.3.3.10](#)

*Description*

Set a handler and remove all others.

*Parameters*

handler to add to the Timer

*Throws*

IllegalStateException when this Timer has been *destroyed*.

`IllegalAssignmentError` null

**Available since** RTSJ 1.0.1

## **removeHandler(AsyncEventHandler)**

*Signature*

```
public void  
removeHandler(AsyncEventHandler handler)  
throws IllegalStateException
```

*Description*

Remove the given handler.

*Parameters*

handler to add to the Timer

*Throws*

IllegalStateException when this Timer has been *destroyed*.

**Available since** RTSJ 1.0.1

## **enable**

*Signature*

```
public void  
enable()  
throws IllegalStateException
```

*Description*

Re-enable this timer after it has been *disabled*. (See `Timer.disable()`<sup>93</sup>.) When the Timer is already *enabled*, this method does nothing. When the Timer is *not-active*, this method does nothing.

---

<sup>93</sup>Section 10.3.2.6.2

*Throws*

IllegalStateException when this Timer has been *destroyed*.

**disable***Signature*

```
public void  
disable()  
throws IllegalStateException
```

*Description*

Disable 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 and 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*

IllegalStateException when this Timer has been *destroyed*.

**start***Signature*

```
public void  
start()  
throws IllegalStateException
```

*Description*

Start this timer. A timer starts measuring time from when it is started; this method makes the timer *active* and *enabled*.

*Throws*

IllegalStateException when this Timer has been *destroyed*, or when this timer is already *active*.

**start(boolean)***Signature*

```
public void  
start(boolean disabled)  
throws IllegalStateException
```

*Description*

Start this timer. A timer starts measuring time from when it is started. When disabled is true start 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*

IllegalStateException when this Timer has been *destroyed*, or when this timer is *active*.

**Available since** RTSJ 1.0.1

**stop***Signature*

```
public boolean  
stop()  
throws IllegalStateException
```

*Description*

Stops a timer when it is *active* and changes its state to *inactive* and *disabled*.

*Throws*

IllegalStateException when this Timer has been *destroyed*.

*Returns*

true when this was *enabled* and false otherwise.

## **reschedule(HighResolutionTime)**

### *Signature*

```
public void  
reschedule(javax.realtime.HighResolutionTime<?> time)  
throws IllegalStateException,  
       IllegalArgumentException
```

### *Description*

Change 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*

`IllegalArgumentException` when time is a negative `RelativeTime` value.

`IllegalStateException` 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 unusual, but it enables the accommodation of difference kinds of clocks and as a possible resource allocation strategy. Consider a realtime system where the natural events of the system have different tolerances for jitter. Assume the system functions properly if event *A* is triggered within plus or minus 100 seconds of the actual time it should occur but event *B* must be triggered within 100 microseconds of its actual time. Further

assume, without loss of generality, that events *A* and *B* are periodic. An application could then create two instances of `PeriodicTimer` based on two clocks. The timer for event *B* should be based on a `Clock` which checks its queue at least every 100 microseconds but the timer for event *A* could be based on a `Clock` that checked its queue only every 100 seconds. This use of two clocks reduces the queue size of the accurate clock and thus queue management overhead is reduced.

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. For most realtime systems, a single heap with a deterministic garbage collector is usually also sufficient. For 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 is managing the allocation area that will be used when the thread/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 assignment rules, an exception is thrown.

### 11.0.1 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.

### 11.0.2 Stacked Memory

RTSJ 2.0, 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.

### 11.0.3 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 a 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.

**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. A memory area containing one of the following is such a context:

1. Thread instances that have been started but have not terminated (including the `RealtimeThread` instances contained by `ActiveEventDispatcher` instances),
2. `AsyncBaseEvent` instances that have at least one associated `AsyncBaseEventHandler`,
3. `ActiveEvent` instances that are active,
4. firable asynchronous event handlers<sup>1</sup>, and

---

<sup>1</sup>Defined in Section 8.1

5. active threads of control which have the memory area entered on their 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.

**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.

**Scope Stack** — A sequence of the memory areas the 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.

## 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 3.2.2.3 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 the class description and the constructor, method, and field detail sections further on.

### 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. The linear time attribute requires that, ignoring performance variations due to hardware caches or similar optimizations and ignoring execution time of any static initializers, the execution time of new must 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.

3. 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.
4. 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.
5. 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*.
6. 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`.
7. 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 schedulables, 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.
8. The scope stack is accessible through a set of static methods on `RealtimeThread`. These methods allow outer allocation contexts to be accessed by their index number. Memory areas on a scope stack may be referred to as *inner* or *outer* relative to other entries in that scope stack. An “outer scope” is further from the current allocation context on the current scope stack and has a lower index.
9. The `executeInArea`, `newInstance` and `newArray` methods, when invoked on an instance of `ScopedMemory` require that instance to be an outer allocation context on the current schedulable object's current scope stack.
10. An instance of `ScopedMemory` is said to be *in use* if it has a positive reference count as defined by semantic 17 below.

### 11.2.3 The Parent Scope

The following requirements apply to a scope's parent.

11. 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.
12. Instances of `ScopedMemory` must satisfy the *single parent rule*, which requires that each scoped memory has a unique parent as defined in semantic 11.

### 11.2.4 Memory Areas and Scheduling

The following requirements govern the relationship between memory and execution.

13. Pushing a scoped memory onto a scope stack is always subject to the single parent rule.
14. Each schedulable has an 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 schedulables may supply constructors that override the default.
15. 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`.
16. A Java thread may use `executeInArea`, and the `newInstance` and `newArray` methods from the `ImmortalMemory` and `HeapMemory` classes. These methods allow it to execute with an immortal current allocation context, but semantic 15 applies even during execution of these methods.

### 11.2.5 Scoped Memory Reference Counting

The following requirements apply to references to scoped memory.

**Please review for jjh:** Make finalization steps clearer.

17. Each instance of the class `ScopedMemory`, or its subclasses, must maintain a reference count which is greater than zero if and only if either
  - (a) the scoped memory area is the current allocation context or an outer allocation context for one or more *execution contexts*, or
  - (b) the scoped memory area contains one or more *firable* `AsyncEventHandlers` that were created with the `pinInitialMemoryArea` flag set to true.
18. 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).
19. 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.
20. 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 19 above applies.
21. 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 firable an asynchronous event handler with the scope as its explicit initial memory area.
22. 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.
23. 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 unfirable, that realtime thread or `AsyncEventHandler` is considered in control of the scope and must execute the finalizers.
24. 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.

**End review request**

### 11.2.6 Immortal Memory

The following requirements apply to immortal memory.

- 17. 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.
- 18. 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.
- 19. Class objects, the associated static memory, and interned Strings behave effectively as if they were allocated in immortal memory with respect to reference rules, assignment rules, and preemption delays by schedulables which may not access the heap.



20. Static initializers are executed effectively as if the current thread performed `ImmutableMemory.instance().executeInArea(r)` where `r` is a `Runnable` that executes the `<clinit>` method of the class being initialized.

### 11.2.7 Maintaining Referential Integrity

The following rules apply to references to objects in scoped memory.

21. 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.

Stored in Area	Reference to Object in Heap	Reference to Object in Immortal	Reference to Object in Scoped	null
<b>Heap</b>	Permit	Permit	Forbid	Permit
<b>Immortal</b>	Permit	Permit	Forbid	Permit
<b>Scoped</b>	Permit	Permit	Permit from same or less deeply nested scope	Permit
<b>Local Variable</b>	Permit	Permit	Permit	Permit

For this table, `ImmutableMemory` and `ImmutablePhysicalMemory` are equivalent, and all sub-classes of `ScopedMemory` are equivalent.

22. 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.

### 11.2.8 Object Initialization

The following requirements apply to object initialization.

23. 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*.

### 11.2.9 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 assignment rules, and the stack is explicitly visible through the static method `getOuterMemoryArea(int)` on `RealtimeThread`.

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 allocation 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  $A \rightarrow B \rightarrow C \rightarrow D$ .

Note that in the last case, when the initial memory area is a scope already in a scoped stack created by adding the initial memory area to the current stack of the handler at the time the release happens, a `ScopedCycleException` will be thrown at release time and the code in the handler will not be executed for that release.

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 object 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,  $m$ , is entered by calling  $m$ 's `executeInArea` method or one of the `m.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.

### 11.2.10 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

```

---

### 11.2.11 The executeInArea or newInstance Methods

For `ma.executeInArea(logic)`, `ma.newInstance()`, or `ma.newArray()`:

---

```

1  when ma is an instance of heap immortal or ImmortalPhysicalMemory,
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 schedulable.
14     discard the new scope stack.
15 end

```

---

### 11.2.12 Constructor Methods for Schedulables

For construction of a schedulable in memory area `cma` with initial memory area of `ima`:

```

1  if cma is heap, immortal or ImmortalPhysicalMemory,
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.

### 11.2.13 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., was entered from *ImmortalMemory* or *Heap*, 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.

Except for the primordial scope, which represents heap, immortal and immortal physical memory, 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 “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.

### 11.2.14 Scope Tree Maintenance

The single parent rule is enforced effectively as if there were a tree with the primordial scope (representing heap, immortal, and immortal physical memory) at its root, and other nodes corresponding to every scoped memory area that is currently on any schedulable’s scope 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 realtime thread that has not terminated, it is referred to as *pinned*.

#### 11.2.14.1 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 scope stack do not violate the single parent rule.

---

```

1 precondition:
2   ma.parent is set to the correct parent (either a scoped
3   memory area or the primordial scope) or to noParent.
4
5   t.scopeStack is the scope stack of the current schedulable
6
7
8   if ma is scoped,
9     parent = findFirstScope(t.scopeStack)
10  if ma.parent == noParent
11    ma.parent = parent.
12  else if ma.parent != parent
13    throw ScopedCycleException.
14  else
15    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   if s is an instance of scopedMemory
5   return s return primordial scope
6 }
```

---

#### 11.2.14.2 Popping a MemoryArea off the Scope Stack

---

```

1 ma = t.scopeStack.pop.
2 if ma is scoped
3   if !(ma.in_use || ma.pinned)
4     ma.parent = noParent
```

---

### 11.2.15 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 their 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 their 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 12.2.1).

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>2</sup> or from some property file read at program initialization time.

---

<sup>2</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/>

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 memory with certain characteristics and a virtual memory type (for example, SRAM that is permanently resident in memory).

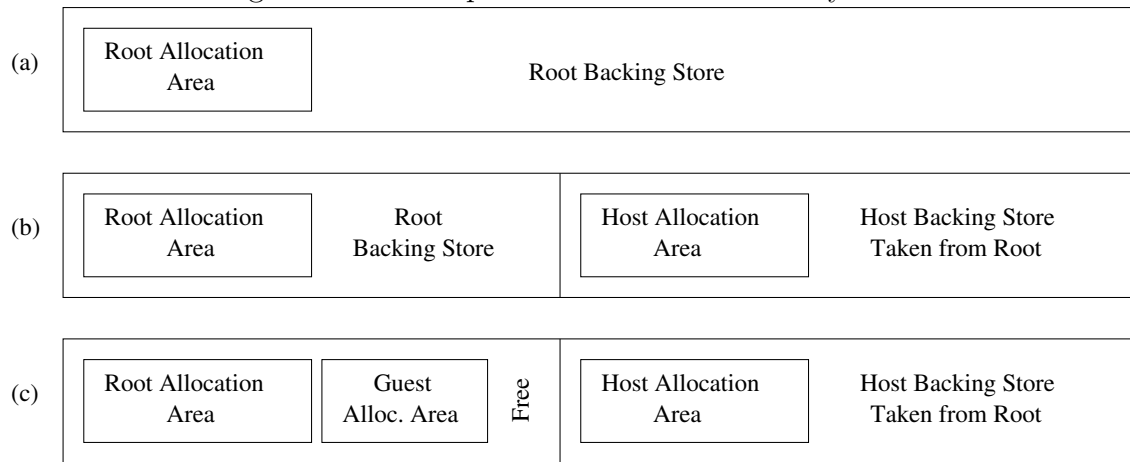
### 11.2.16 Stacked Memory

A StackedMemory area represents both an *allocation area* providing ScopedMemory semantics and an explicit *backing store* from which the 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.

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 a notional global 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 if this occurs. 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

Figure 11.1: Manipulation of StackedMemory Areas



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.

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. (Implementations 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 {
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 notional 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.

## 11.3 javax.realtime

### 11.3.1 Interfaces

#### 11.3.1.1 MemoryAreaVisitor

---

##### *Description*

This interface is used to visit memory areas. For example, the method `MemoryArea.visitNestedMemory`<sup>3</sup> uses this visitor to process all memory areas nested the area upon which it is called.

##### 11.3.1.1.1 Methods

---

#### `visit(MemoryArea)`

##### *Signature*

```
public R  
visit(MemoryArea memory)
```

##### *Description*

Visit the members of a collection of memory areas. It provides a means of accessing all live scopes contained in a memory area, even those to which no reference exists, such as a `javax.realtime.memory.PinnableMemory`<sup>4</sup> that is pinned or another `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.

##### *Parameters*

`memory` The memory area being visited.

##### *Returns*

Any object declared by the application or null. When `visit` returns an object, no more memory areas are visited and the `MemoryArea.visitNestedMemory`<sup>5</sup> method returns the object returned by `visit(MemoryArea)`<sup>6</sup>.

---

<sup>3</sup>Section 11.3.2.3.2

<sup>4</sup>Section 11.4.3.5

<sup>5</sup>Section 11.3.2.3.2

<sup>6</sup>Section 11.3.1.1.1

## 11.3.2 Classes

### 11.3.2.1 HeapMemory

---

#### Inheritance

java.lang.Object  
  javax.realtime.MemoryArea  
    javax.realtime.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

Associate 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](#)<sup>7</sup>) or the enter method exits.

#### Throws

IllegalThreadStateException when the caller is a Java thread.

IllegalArgumentException IllegalArgumentException 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.

---

<sup>7</sup>Section [11.3.2.1.1](#)

## enter(Runnable)

### Signature

```
public void  
enter(Runnable logic)
```

### Description

Associate 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`<sup>8</sup>) 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.  
`IllegalThreadStateException` `IllegalThreadStateException` when the caller is a Java thread.

`IllegalArgumentException` `IllegalArgumentException` 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`<sup>9</sup> representing the Java heap. The singleton instance of this class shall be allocated in the `ImmortalMemory`<sup>10</sup> area.

### Returns

The singleton `HeapMemory`<sup>11</sup> object.

---

<sup>8</sup>Section 11.3.2.1.1

<sup>9</sup>Section 11.3.2.1

<sup>10</sup>Section 11.3.2.2

<sup>11</sup>Section 11.3.2.1

## **executeInArea(Runnable)**

### *Signature*

```
public void  
executeInArea(Runnable logic)
```

### *Description*

Execute 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*

IllegalArgumentException 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*

Allocate an array of the given type in this memory area. This method may be concurrently used by multiple threads.

### *Parameters*

type 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 number The number of elements in the new array.

### *Throws*

MemoryAccessError when caller is a schedulable which may not use the heap.

IllegalArgumentException IllegalArgumentException when number is less than zero, type is null, or type is java.lang.Void.TYPE.

OutOfMemoryError OutOfMemoryError when space in the memory area is exhausted.

*Returns*

A new array of class type, of number elements.

**newInstance(Class)***Signature*

```
public java.lang.Object  
newInstance(java.lang.Class type)  
throws IllegalAccessException,  
        InstantiationException
```

*Description*

Allocate an object in this memory area. This method may be concurrently used by multiple threads.

*Parameters*

type type The class of which to create a new instance.

*Throws*

**MemoryAccessError** when caller is a schedulable which may not use the heap.  
**IllegalAccessException** **IllegalAccessException** The class or initializer is inaccessible.

**IllegalArgumentException** **IllegalArgumentException** when type is null.

**ExceptionInInitializerError** **ExceptionInInitializerError** when an unexpected exception has occurred in a static initializer

**OutOfMemoryError** **OutOfMemoryError** when space in the memory area is exhausted.

**InstantiationException** **InstantiationException** when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, it is an array, or an exception was thrown by the constructor.

*Returns*

A new instance of class type.

**newInstance(Constructor, Object)***Signature*

```
public java.lang.Object  
newInstance(java.lang.reflect.Constructor c,  
        java.lang.Object[] args)
```

throws `IllegalAccessException`,  
`InstantiationException`,  
`InvocationTargetException`

#### *Description*

Allocate an object in this memory area. This method may be concurrently used by multiple threads.

#### *Parameters*

`c` `Tc` The constructor for the new instance.

`args` `args` An array of arguments to pass to the constructor.

#### *Throws*

`MemoryAccessError` when caller is a schedulable which may not use the heap.  
`IllegalAccessException` `IllegalAccessException` when the class or initializer is inaccessible under Java access control.

`InstantiationException` `InstantiationException` when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, it is an array.

`OutOfMemoryError` `OutOfMemoryError` when space in the memory area is exhausted.

`IllegalArgumentException` `IllegalArgumentException` 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` `InvocationTargetException` when the underlying constructor throws an exception.

#### *Returns*

A new instance of the object constructed by `c`.

## **visitNestedMemory(MemoryAreaVisitor)**

#### *Signature*

```
public R  
visitNestedMemory(javax.realtime.MemoryAreaVisitor<R> visitor)
```

#### *Description*

Visit each scoped memory area who's parent is the primordial scope and was created in heap memory.

#### *Parameters*

visitor invoke the `MemoryAreaVisitor.visit(MemoryArea)`<sup>12</sup> method for each member of the set of scoped memory areas that was created in heap memory and has the primordial scope as its parent.

*Throws*

`IllegalArgumentException` `IllegalArgumentException` when visitor is null.

*Returns*

null when all elements where visited and some object of type R when the visit is forced to terminate at the end of visiting that element.

### 11.3.2.2 ImmortalMemory

---

#### Inheritance

```
java.lang.Object
  javax.realtime.MemoryArea
    javax.realtime.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`<sup>13</sup>, `javax.realtime.memory.StackedMemory`<sup>14</sup>, or `javax.realtime.memory.PinnableMemory`<sup>15</sup>.

Objects in immortal 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

---

---

<sup>12</sup>Section 11.3.1.1.1

<sup>13</sup>Section 11.4.3.1

<sup>14</sup>Section 11.4.3.7

<sup>15</sup>Section 11.4.3.5



## instance

### *Signature*

```
public static javax.realtime.ImmortalMemory  
instance()
```

### *Description*

Returns a pointer to the singleton [ImmortalMemory<sup>16</sup>](#) object.

### *Returns*

The singleton [ImmortalMemory<sup>17</sup>](#) object.

## executeInArea(Runnable)

### *Signature*

```
public void  
executeInArea(Runnable logic)
```

### *Description*

Execute 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*

IllegalArgumentException when logic is null.

## visitNestedMemory(MemoryAreaVisitor)

### *Signature*

```
public R  
visitNestedMemory(javax.realtime.MemoryAreaVisitor<R> visitor)
```

### *Description*

Visit each scoped memory area who's parent is the primordial scope and was created in this memory area.

---

<sup>16</sup>Section [11.3.2.2](#)

<sup>17</sup>Section [11.3.2.2](#)

*Parameters*

visitor invoke the `MemoryAreaVisitor.visit(MemoryArea)`<sup>18</sup> method for each member of the set of scoped memory areas that was created in this immortal memory area and has the primordial scope as its parent.

*Throws*

`IllegalArgumentException` `IllegalArgumentException` when visitor is null.

*Returns*

null when all elements where visited and some object of type R when the visit is forced to terminate at the end of visiting that element.

### 11.3.2.3 MemoryArea

---

**Inheritance**

java.lang.Object  
    javax.realtime.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)
```

---

<sup>18</sup>Section 11.3.1.1.1

throws `IllegalArgumentException`,  
`OutOfMemoryError`,  
`IllegalAssignmentError`

#### *Description*

Create an instance of `MemoryArea`.

#### *Parameters*

size The size of `MemoryArea` to allocate, in bytes.

logic The `run()` method of this object will be called whenever `enter()`<sup>19</sup> is called. When logic is null, this constructor is equivalent to `MemoryArea(long size)`.

#### *Throws*

`IllegalArgumentException` when the size parameter is less than zero.

`OutOfMemoryError` when there is insufficient memory for the `MemoryArea` object or for the backing memory.

`IllegalAssignmentError` when storing logic in this would violate the assignment rules.

## **MemoryArea(SizeEstimator, Runnable)**

#### *Signature*

protected  
`MemoryArea(SizeEstimator size,`  
                    `Runnable logic)`  
throws `IllegalArgumentException`,  
          `OutOfMemoryError`,  
          `IllegalAssignmentError`

#### *Description*

Equivalent to `MemoryArea(long, Runnable)`<sup>20</sup> with the argument list (`size.getEstimate()`, `logic`).

#### *Parameters*

size A `SizeEstimator` object which indicates the amount of memory required by this `MemoryArea`.

---

<sup>19</sup>Section 11.3.2.3.2

<sup>20</sup>Section 11.3.2.3.1

logic The `run()` method of this object will be called whenever `enter()`<sup>21</sup> 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.

`OutOfMemoryError` when there is insufficient memory for the `MemoryArea` object or for the backing memory.

`IllegalAssignmentError` when storing logic in this would violate the assignment rules.

## MemoryArea(long)

*Signature*

protected  
`MemoryArea(long size)`  
throws `IllegalArgumentException`,  
`OutOfMemoryError`

*Description*

Equivalent to `MemoryArea(long, Runnable)`<sup>22</sup> with the argument list (size, null).

*Parameters*

size The size of `MemoryArea` to allocate, in bytes.

*Throws*

`IllegalArgumentException` when size is less than zero.

`OutOfMemoryError` when there is insufficient memory for the `MemoryArea` object or for the backing memory.

## MemoryArea(SizeEstimator)

*Signature*

protected  
`MemoryArea(SizeEstimator size)`

---

<sup>21</sup>Section 11.3.2.3.2

<sup>22</sup>Section 11.3.2.3.1

throws `IllegalArgumentException`,  
`OutOfMemoryError`

#### *Description*

Equivalent to `MemoryArea(long, Runnable)`<sup>23</sup> with the argument list (`size.getEstimate()`, `null`).

#### *Parameters*

size A `SizeEstimator`<sup>24</sup> object which indicates the amount of memory required by this `MemoryArea`.

#### *Throws*

`IllegalArgumentException` when the size parameter is null, or `size.getEstimate()` is negative.

`OutOfMemoryError` when there is insufficient memory for the `MemoryArea` object or for the backing memory.

### 11.3.2.3.2 Methods

---

#### **enter**

#### *Signature*

```
public void  
enter()  
throws IllegalArgumentException,  
    OutOfMemoryError,  
    IllegalAssignmentError,  
    MemoryAccessError
```

#### *Description*

Associate 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`<sup>25</sup>) or the `enter` method exits.

---

<sup>23</sup>Section 11.3.2.3.1

<sup>24</sup>Section 11.3.2.5

<sup>25</sup>Section 11.3.2.3.2

*Throws*

`IllegalThreadStateException` when the caller is a Java thread.

`IllegalArgumentException` 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`<sup>26</sup>, so the JVM cannot be permitted to deliver the exception. The `ThrowBoundaryError`<sup>27</sup> instance is preallocated by the VM to avoid cascading creation of `ThrowBoundaryError`<sup>28</sup>.

`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*

Associate 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`<sup>29</sup>) or the `enter` method exits.

*Parameters*

logic The `Runnable` object whose `run()` method should be invoked.

*Throws*

`IllegalThreadStateException` when the caller is a Java thread.

`IllegalArgumentException` 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`<sup>30</sup>, so

---

<sup>26</sup>Section 15.2.3.2

<sup>27</sup>Section 15.2.3.8

<sup>28</sup>Section 15.2.3.8

<sup>29</sup>Section 11.3.2.3.2

<sup>30</sup>Section 15.2.3.2

the JVM cannot be permitted to deliver the exception. The `ThrowBoundaryError`<sup>31</sup> 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)`<sup>32</sup> 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)
```

### *Description*

Same as `enter(Runnable)`<sup>33</sup> 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.

---

<sup>31</sup>Section 15.2.3.8

<sup>32</sup>Section 11.3.2.3.2

<sup>33</sup>Section 11.3.2.3.2

**enter(IntSupplier)***Signature*

```
public int  
enter(IntSupplier logic)
```

*Description*

Same as `enter(Runnable)`<sup>34</sup> except that the executed method is called `get` and an `int` is returned.

*Parameters*

`logic` the object who's `get` method will be executed.

*Returns*

a result from the computation.

**enter(LongSupplier)***Signature*

```
public long  
enter(LongSupplier logic)
```

*Description*

Same as `enter(Runnable)`<sup>35</sup> except that the executed method is called `get` and a `long` is returned.

*Parameters*

`logic` the object who's `get` method will be executed.

*Returns*

a result from the computation.

**enter(DoubleSupplier)***Signature*

```
public double  
enter(DoubleSupplier logic)
```

*Description*

---

<sup>34</sup>Section 11.3.2.3.2

<sup>35</sup>Section 11.3.2.3.2



Same as `enter(Runnable)`<sup>36</sup> except that the executed method is called `get` and a `double` is returned.

*Parameters*

logic the object who's `get` method will be executed.

*Returns*

a result from the computation.

## **getMemoryArea(Object)**

*Signature*

```
public static javax.realtime.MemoryArea  
getMemoryArea(Object object)
```

*Description*

Gets the `MemoryArea` in which the given object is located.

*Throws*

`IllegalArgumentException` 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.

---

<sup>36</sup>Section [11.3.2.3.2](#)

## **memoryRemaining**

### *Signature*

```
public long  
memoryRemaining()
```

### *Description*

An approximation to 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,  
         OutOfMemoryError,  
         SecurityException
```

### *Description*

Allocate 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 when number is less than zero, type is null, or type is java.lang.Void.TYPE.

OutOfMemoryError when space in the memory area is exhausted.

SecurityException when the caller does not have permission to create a new instance.

### *Returns*

A new array of class type, of number elements.

## **newInstance(Class)**

### *Signature*

```
public T  
newInstance(java.lang.Class<T> type)  
throws IllegalAccessException,  
       IllegalArgumentException,  
       InstantiationException,  
       OutOfMemoryError,  
       ExceptionInInitializerError,  
       SecurityException
```

### *Description*

Allocate 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 when type is null.

InstantiationException when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, it is an array, or an exception was thrown by the constructor.

OutOfMemoryError when space in the memory area is exhausted.

ExceptionInInitializerError when an unexpected exception has occurred in a static initializer

SecurityException 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`,  
    `IllegalArgumentException`,  
    `InstantiationException`,  
    `InvocationTargetException`,  
    `OutOfMemoryError`,  
    `SecurityException`

#### *Description*

Allocate 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.

`IllegalArgumentException` 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.

`OutOfMemoryError` when space in the memory area is exhausted.

`SecurityException` 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*

Query 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*

Execute 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)`<sup>37</sup> except that the executed method is called get and an object is returned.

*Parameters*

logic the object who's get method will be executed.

*Returns*

a result from the computation.

---

<sup>37</sup>Section 11.3.2.3.2

## **executeInArea(BooleanSupplier)**

### *Signature*

```
public boolean  
executeInArea(BooleanSupplier logic)
```

### *Description*

Same as `executeInArea(Runnable)`<sup>38</sup> except that the executed method is called `get` and a boolean is returned.

### *Parameters*

`logic` the object who's `get` method will be executed.

### *Returns*

a result from the computation.

## **executeInArea(IntSupplier)**

### *Signature*

```
public int  
executeInArea(IntSupplier logic)
```

### *Description*

Same as `executeInArea(Runnable)`<sup>39</sup> except that the executed method is called `get` and an int is returned.

### *Parameters*

`logic` the object who's `get` method will be executed.

### *Returns*

a result from the computation.

## **executeInArea(LongSupplier)**

### *Signature*

```
public long  
executeInArea(LongSupplier logic)
```

### *Description*

---

<sup>38</sup>Section 11.3.2.3.2

<sup>39</sup>Section 11.3.2.3.2

Same as `executeInArea(Runnable)`<sup>40</sup> except that the executed method is called `get` and a `long` is returned.

*Parameters*

logic the object who's `get` method will be executed.

*Returns*

a result from the computation.

## **executeInArea(DoubleSupplier)**

*Signature*

```
public double  
executeInArea(DoubleSupplier logic)
```

*Description*

Same as `executeInArea(Runnable)`<sup>41</sup> except that the executed method is called `get` and a `double` is returned.

*Parameters*

logic the object who's `get` method will be executed.

*Returns*

a result from the computation.

## **visitNestedMemory(MemoryAreaVisitor)**

*Signature*

```
public R  
visitNestedMemory(javax.realtime.MemoryAreaVisitor<R> visitor)  
throws IllegalArgumentException
```

*Description*

A means of accessing all live nested memory areas contained in this memory area, even those to which no reference exists, such a `javax.realtime.memory.PinnableMemory`<sup>42</sup> 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 guarantees even when the set is disturbed by other tasks:

---

<sup>40</sup>Section 11.3.2.3.2

<sup>41</sup>Section 11.3.2.3.2

<sup>42</sup>Section 11.4.3.5

- 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.

Perform an action on all children scopes of this memory area, so long as the `MemoryAreaVisitor.visit(MemoryArea)`<sup>43</sup> method returns null. When that method returns an object, the visit is terminated and that object is returned by this method,

When execution of the visitor's visit method 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*

`IllegalArgumentException` when visitor is null.

#### *Returns*

null when all elements where visited and some object of type R when the visit is forced to terminate at the end of visiting that element.

## **mayHoldReferenceTo**

#### *Signature*

```
public boolean
mayHoldReferenceTo()
```

#### *Description*

Determine 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.

## **mayHoldReferenceTo(Object)**

#### *Signature*

---

<sup>43</sup>Section 11.3.1.1.1



```
public boolean  
mayHoldReferenceTo(Object value)
```

*Description*

Determine whether an object A allocated in the memory area represented by this can hold a reference to the object value.

*Parameters*

value is the object to test.

*Returns*

true when value can be assigned to a field of A, otherwise false.

### 11.3.2.4 MemoryParameters

---

**Inheritance**

```
java.lang.Object  
    javax.realtime.MemoryParameters
```

*Interfaces*

```
Cloneable  
Serializable
```

*Description*

Memory parameters can be given on the constructor of [RealtimeThread](#)<sup>44</sup> and [AsyncEventHandler](#)<sup>45</sup>. These can be used both for the purposes of admission control by the scheduler and for the purposes of pacing the garbage collector (if any) to satisfy all of the schedulable memory allocation rates.

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 object allocation throws an OutOfMemoryError.

When a reference to a MemoryParameters object is given as a parameter to a constructor, the MemoryParameters object becomes bound to the object being created. Changes to the values in the MemoryParameters object affect the constructed object. When given to more than one constructor, then changes to the values in the MemoryParameters object affect *all* of the associated objects. Note that this is a one-to-many relationship and *not* a many-to-many.

---

<sup>44</sup>Section [5.3.2.2](#)

<sup>45</sup>Section [8.3.3.5](#)

A MemoryParameters object may be shared, 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.

**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

---

##### NO\_MAX

```
public static final NO_MAX
```

##### *Description*

Specifies no maximum limit.

#### 11.3.2.4.2 Constructors

---

### MemoryParameters(long, long, boolean)

##### *Signature*

```
public  
MemoryParameters(long maxMemoryArea,  
                  long maxImmortal,  
                  boolean mayUseHeap)
```

##### *Description*

Create a MemoryParameters object with the given values.

**Available since** RTSJ 2.0

##### *Parameters*

**maxMemoryArea** A limit on the amount of memory the schedulable may allocate in its initial memory area. Units are in bytes. When zero, no allocation allowed in the memory area. To specify no limit, use NO\_MAX.

**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 `NO_MAX`.

**mayUseHeap** indicates whether or not the schedulable may use the heap. The default is true when an instance of this class is not provided.

*Throws*

`IllegalArgumentException` when any value other than positive, zero, or `NO_MAX` is passed as the value of `maxMemoryArea` or `maxImmortal`.

## MemoryParameters(long, long, long)

*Signature*

```
public
MemoryParameters(long maxMemoryArea,
                  long maxImmortal,
                  long allocationRate)
```

*Description*

Create a `MemoryParameters` object with the given values and `mayUseHeap`<sup>46</sup> returns true.

*Parameters*

**maxMemoryArea** A limit on the amount of memory the schedulable may allocate in its initial memory area. Units are in bytes. When zero, no allocation allowed in the memory area. To specify no limit, use `NO_MAX`.

**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 `NO_MAX`.

**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 `NO_MAX`. 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 non-zero allocation rate limits as `NO_MAX`.

*Throws*

`IllegalArgumentException` when any value other than positive, zero, or `NO_MAX` is passed as the value of `maxMemoryArea` or `maxImmortal`, or `allocationRate`.

---

<sup>46</sup>Section [11.3.2.4.3](#)

## MemoryParameters(long, long)

### *Signature*

```
public  
MemoryParameters(long maxMemoryArea,  
                  long maxImmortal)
```

### *Description*

Create a MemoryParameters object with the given values and `mayUseHeap`<sup>47</sup> returns false.

### *Parameters*

`maxMemoryArea` A limit on the amount of memory the schedulable may allocate in its initial memory area. Units are in bytes. When zero, no allocation allowed in the memory area. To specify no limit, use `NO_MAX`.

`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 `NO_MAX`.

### *Throws*

`IllegalArgumentException` when any value other than positive, zero, or `NO_MAX` is passed as the value of `maxMemoryArea` or `maxImmortal`.

## MemoryParameters(boolean)

### *Signature*

```
public  
MemoryParameters(boolean mayUseHeap)
```

### *Description*

Create a MemoryParameters object with the given values.

**Available since** RTSJ 2.0

### *Parameters*

`mayUseHeap` indicates whether or not the schedulable may use the heap. The default is true when an instance of this class is not provided.

---

<sup>47</sup>Section [11.3.2.4.3](#)

### 11.3.2.4.3 Methods

---

## clone

*Signature*

```
public java.lang.Object  
clone()
```

*Description*

Return 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*

Gets 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 `NO_MAX`<sup>48</sup> then the allocation rate on the heap is uncontrolled.

## getMaxImmortal

*Signature*

---

<sup>48</sup>Section 11.3.2.4.1

```
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 `NO_MAX`<sup>49</sup> then there is no limit for allocation in immortal memory.

## **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`<sup>50</sup> then there is no limit for allocation in the initial memory area.

## **mayUseHeap**

*Signature*

```
public boolean  
mayUseHeap()
```

*Description*

Determine whether or not this parameter object specifies that the heap may be used.

*Returns*

true when heap may be used and false otherwise.

---

<sup>49</sup>Section 11.3.2.4.1

<sup>50</sup>Section 11.3.2.4.1

## setAllocationRate(long)

### Signature

```
public void  
setAllocationRate(long allocationRate)
```

### Description

Sets the limit on the rate of allocation in the heap.

### 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

IllegalArgumentException when any value other than positive, zero, or NO\_MAX is passed as the value of allocationRate.

### 11.3.2.5 SizeEstimator

---

#### Inheritance

```
java.lang.Object  
    javax.realtime.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\(SizeEstimator\)](#)

See Section [LTMemory.LTMemory\(SizeEstimator\)](#)

#### 11.3.2.5.1 Constructors

---

### SizeEstimator

#### *Signature*

```
public  
SizeEstimator()
```

#### *Description*

#### 11.3.2.5.2 Methods

---

### reserve(Class, int)

#### *Signature*

```
public void  
reserve(java.lang.Class<?> c,  
        int number)
```

#### *Description*

Take into account additional number instances of Class c when estimating the size of the [MemoryArea](#)<sup>51</sup>.

#### *Parameters*

- c The class to take into account.
- number The number of instances of c to estimate.

#### *Throws*

---

<sup>51</sup>Section [11.3.2.3](#)



IllegalArgumentException when c is null.

## **reserve(SizeEstimator, int)**

### *Signature*

```
public void  
reserve(SizeEstimator estimator,  
        int number)
```

### *Description*

Take into account additional number instances of SizeEstimator size when estimating the size of the [MemoryArea](#)<sup>52</sup>.

### *Parameters*

estimator The given instance of [SizeEstimator](#)<sup>53</sup>.  
number The number of times to reserve the size denoted by estimator.

### *Throws*

IllegalArgumentException when estimator is null.

## **reserve(SizeEstimator)**

### *Signature*

```
public void  
reserve(SizeEstimator size)
```

### *Description*

Take into account an additional instance of SizeEstimator size when estimating the size of the [MemoryArea](#)<sup>54</sup>.

### *Parameters*

size The given instance of SizeEstimator.

### *Throws*

IllegalArgumentException when size is null.

---

<sup>52</sup>Section [11.3.2.3](#)

<sup>53</sup>Section [11.3.2.5](#)

<sup>54</sup>Section [11.3.2.3](#)

**reserveArray(int)***Signature*

```
public void  
reserveArray(int length)
```

*Description*

Take into account an additional instance of an array of length reference values when estimating the size of the [MemoryArea](#)<sup>55</sup>.

*Parameters*

length The number of entries in the array.

*Throws*

IllegalArgumentException when length is negative.

**Available since** RTSJ 1.0.1

**reserveArray(int, Class)***Signature*

```
public void  
reserveArray(int length,  
              java.lang.Class type)
```

*Description*

Take into account an additional instance of an array of length primitive values when estimating the size of the [MemoryArea](#)<sup>56</sup>.

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*

IllegalArgumentException when length is negative, or type does not represent a primitive type.

**Available since** RTSJ 1.0.1

---

<sup>55</sup>Section [11.3.2.3](#)

<sup>56</sup>Section [11.3.2.3](#)

**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.

## 11.4 javax.realtime.memory

### 11.4.1 Interfaces

#### 11.4.1.1 PhysicalMemoryCharacteristic

---

##### *Description*

A tagging interface used to identify physical memory characteristics. Applications can give names to regions of memory that are described by [PhysicalMemoryRegion](#)<sup>57</sup>. 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

---

##### **Inheritance**

java.lang.Object  
java.lang.Enum  
[javax.realtime.memory.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 DISABLED

##### *Description*

---

<sup>57</sup>Section [11.4.3.3](#)

**WRITE\_THROUGH**

```
public static final WRITE_THROUGH
```

*Description*

**WRITE\_BACK**

```
public static final WRITE_BACK
```

*Description*

**11.4.2.1.2 Methods**

---

**values**

*Signature*

```
public static javax.realtime.memory.PhysicalMemorySelector.CachingBehavior[]  
values()
```

*Description*

**valueOf(String)**

*Signature*

```
public static javax.realtime.memory.PhysicalMemorySelector.CachingBehavior  
valueOf(String name)
```

*Description*

#### 11.4.2.2 PhysicalMemorySelector.PagingBehavior

---

##### Inheritance

java.lang.Object

java.lang.Enum

[javax.realtime.memory.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 DIRECT

##### Description

###### FIXED

public static final FIXED

##### Description

###### SWAPPABLE

public static final SWAPPABLE

##### Description

##### 11.4.2.2.2 Methods

---

## values

### Signature

```
public static javafx.runtime.memory.PhysicalMemorySelector.PagingBehavior[]  
values()
```

### Description

## valueOf(String)

### Signature

```
public static javafx.runtime.memory.PhysicalMemorySelector.PagingBehavior  
valueOf(String name)
```

### Description

## 11.4.3 Classes

### 11.4.3.1 LTMemory

---

#### Inheritance

```
java.lang.Object  
  javafx.runtime.MemoryArea  
    javafx.runtime.memory.ScopedMemory  
      javafx.runtime.memory.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 *initial* size. Execution time for allocation is allowed to vary when memory consumption is between the initial size and the maximum size for the area. Furthermore, the underlying system is not required to guarantee that memory between initial and maximum will always be available.

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 [javafx.runtime.Schedulable](#)<sup>58</sup>

---

<sup>58</sup>Section 6.3.1.3

instance which may not use the [javax.realtime.HeapMemory](#)<sup>59</sup> or to enter the memory area using the [ScopedMemory.enter](#)<sup>60</sup> method within such an instance.

Enough memory must be committed by the completion of the constructor to satisfy the initial memory requirement. (Committed means that this memory must always be available for allocation). The initial 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.

Note, to ensure that all requested memory is available set initial and maximum to the same value.

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*

---

<sup>59</sup>Section [11.3.2.1](#)

<sup>60</sup>Section [11.4.3.6.1](#)



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)`<sup>61</sup>.

#### *Throws*

`IllegalArgumentException` when size is less than zero.

`javafx.runtime.StaticOutOfMemoryError` when there is insufficient memory for the LTMemory object or for the backing memory.

`javafx.runtime.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)`<sup>62</sup> with argument list (size.getEstimate(), runnable).

**Available since** RTSJ 1.0.1

#### *Parameters*

size An instance of `javafx.runtime.SizeEstimator`<sup>63</sup> used to give an estimate of the initial size. This memory must be committed before the completion of the constructor.

---

<sup>61</sup>Section 11.4.3.1.1

<sup>62</sup>Section 11.4.3.1.1

<sup>63</sup>Section 11.3.2.5

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)`<sup>64</sup>.

*Throws*

`IllegalArgumentException` when size is null.

`javax.realtime.StaticOutOfMemoryError` when there is insufficient memory for the LTMemory object or for the backing memory.

`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)`<sup>65</sup> 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*

`IllegalArgumentException` when size is less than zero.

`javax.realtime.StaticOutOfMemoryError` when there is insufficient memory for the LTMemory object or for the backing memory.

## LTMemory(SizeEstimator)

*Signature*

```
public  
LTMemory(SizeEstimator size)
```

---

<sup>64</sup>Section 11.4.3.1.1

<sup>65</sup>Section 11.4.3.1.1

*Description*

Equivalent to `LTMemory(long, Runnable)`<sup>66</sup> with argument list `(size.getEstimate(), null)`.

**Available since** RTSJ 1.0.1

*Parameters*

**size** An instance of `javafx.runtime.SizeEstimator`<sup>67</sup> 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.

`javafx.runtime.StaticOutOfMemoryError` when there is insufficient memory for the LTMemory object or for the backing memory.

### 11.4.3.1.2 Methods

---

## toString

*Signature*

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

*Description*

Create a string representation of this object. The string is of the form `(LTMemory) Scoped memory # num` where num uniquely identifies the LTMemory area.

*Returns*

A string representing the value of this.

### 11.4.3.2 PhysicalMemoryFactory

---

## Inheritance

---

<sup>66</sup>Section 11.4.3.1.1

<sup>67</sup>Section 11.3.2.5

```
java.lang.Object
  javax.realtime.memory.PhysicalMemoryFactory
```

*Description*

Both associate memory ranges, in the form of [PhysicalMemoryRegion](#)<sup>68</sup> instances with physical memory characteristics in the form of [PhysicalMemoryCharacteristic](#)<sup>69</sup> instances, and create memory areas in those modules.

Each physical memory module can have more than one 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 create.

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 are may not span more than one physical memory module. To find a memory range that supports PMC A and PMC B uses set intersection modules(A) \$ cap\$ modules(B)

**Available since** RTSJ 2.0

#### 11.4.3.2.1 Constructors

---

## PhysicalMemoryFactory

*Signature*

```
public
PhysicalMemoryFactory()
```

*Description*

Create an empty factory, but when only one factor is required, use [getDefault](#)<sup>70</sup> instead.

---

<sup>68</sup>Section [11.4.3.3](#)

<sup>69</sup>Section [11.4.1.1](#)

<sup>70</sup>Section [11.4.3.2.2](#)

### 11.4.3.2.2 Methods

---

#### **getDefault**

*Signature*

```
public static javax.realtime.memory.PhysicalMemoryFactory  
getDefault()
```

*Description*

#### **associate(PhysicalMemoryCharacteristic, PhysicalMemoryRegion)**

*Signature*

```
public void  
associate(PhysicalMemoryCharacteristic name,  
          PhysicalMemoryRegion module)  
throws IllegalArgumentException,  
        IllegalStateException
```

*Description*

Associates a programmer-defined name with a physical address range.

*Parameters*

name is the physical memory characteristic. e.g STATIC\_RAM.  
module is the object representing a range of contiguous physical addresses

*Throws*

IllegalArgumentException when either name or module is null  
IllegalStateException when module overlaps a previously associated PhysicalMemoryRegion instance.

#### **associate(PhysicalMemoryCharacteristic, PhysicalMemoryRegion)**

*Signature*

```
public void  
associate(javax.realtime.memory.PhysicalMemoryCharacteristic[] names,  
          PhysicalMemoryRegion module)  
throws IllegalArgumentException,  
        IllegalStateException
```

*Description*

Associates an array of programmer-defined names with a physical address range.

*Parameters*

names is the array of physical memory characteristics. e.g { STATIC\_RAM }.  
module is the object representing a range of contiguous physical addresses

*Throws*

IllegalArgumentException when either names or module is null  
IllegalStateException when module overlaps a previously associated PhysicalMemoryRegion instance.

## **associate(PhysicalMemoryCharacteristic, PhysicalMemoryRegion)**

*Signature*

```
public static void  
associate(PhysicalMemoryCharacteristic name,  
          javax.realtime.memory.PhysicalMemoryRegion[] modules)  
throws IllegalArgumentException,  
        IllegalStateException
```

*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*

IllegalArgumentException when either name or modules is null  
IllegalStateException when module overlaps a previously associated PhysicalMemoryRegion instance.

## createImmortalMemory(PhysicalMemorySelector, long, Runnable)

### Signature

```
public javax.realtime.ImmortalMemory  
createImmortalMemory(PhysicalMemorySelector selector,  
                      long size,  
                      Runnable logic)  
throws SecurityException,  
       SizeOutOfBoundsException,  
       UnsupportedPhysicalMemoryException,  
       MemoryTypeConflictException,  
       IllegalArgumentException
```

### Description

Instantiate a [javax.realtime.ImmortalMemory](#)<sup>71</sup> object in a [PhysicalMemoryRegion](#)<sup>72</sup> matching the [PhysicalMemoryCharacteristic](#)<sup>73</sup> in selector and then with virtual memory parameters of selector applied.

### Parameters

selector to use to choose the memory module and set the virtual mapping  
size is the size of memory to be taken out of the selected module  
logic the logic to execute on entry (may be null)

### Throws

[SecurityException](#) 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](#)<sup>74</sup> 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.

[IllegalArgumentException](#) when size is less than zero.

### Returns

---

<sup>71</sup>Section [11.3.2.2](#)

<sup>72</sup>Section [11.4.3.3](#)

<sup>73</sup>Section [11.4.1.1](#)

<sup>74</sup>Section [11.4.1.1](#)

the new memory area

## **createLTMemory(PhysicalMemorySelector, long, Runnable)**

### *Signature*

```
public javax.realtime.memory.PinnableMemory  
createLTMemory(PhysicalMemorySelector selector,  
                long size,  
                Runnable logic)  
throws SecurityException,  
        SizeOutOfBoundsException,  
        UnsupportedPhysicalMemoryException,  
        MemoryTypeConflictException,  
        IllegalArgumentException
```

### *Description*

Instantiate a [LTMemory](#)<sup>75</sup> object in a [PhysicalMemoryRegion](#)<sup>76</sup> matching the [PhysicalMemoryCharacteristic](#)<sup>77</sup> in selector and then with virtual memory parameters of selector applied.

### *Parameters*

selector to use to choose the memory module and set the virtual mapping  
size is the size of memory to be taken out of the selected module  
logic the logic to execute on entry (may be null)

### *Throws*

[SecurityException](#) 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](#)<sup>78</sup> 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.

---

<sup>75</sup>Section [11.4.3.1](#)

<sup>76</sup>Section [11.4.3.3](#)

<sup>77</sup>Section [11.4.1.1](#)

<sup>78</sup>Section [11.4.1.1](#)



IllegalArgumentException 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 SecurityException,  
        SizeOutOfBoundsException,  
        UnsupportedPhysicalMemoryException,  
        MemoryTypeConflictException,  
        IllegalArgumentException
```

*Description*

Instantiate a [PinnableMemory](#)<sup>79</sup> object in a [PhysicalMemoryRegion](#)<sup>80</sup> matching the [PhysicalMemoryCharacteristic](#)<sup>81</sup> in selector and then with virtual memory parameters of selector applied.

*Parameters*

selector to use to choose the memory module and set the virtual mapping  
size is the size of memory to be taken out of the selected module  
logic the logic to execute on entry (may be null)

*Throws*

SecurityException 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](#)<sup>82</sup> has been registered with this PhysicalMemoryFactory.

---

<sup>79</sup>Section [11.4.3.5](#)

<sup>80</sup>Section [11.4.3.3](#)

<sup>81</sup>Section [11.4.1.1](#)

<sup>82</sup>Section [11.4.1.1](#)

**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.

#### *Returns*

the new memory area

### **createStackedMemory(PhysicalMemorySelector, long, long, Runnable)**

#### *Signature*

```
public javax.realtime.memory.StackedMemory  
createStackedMemory(PhysicalMemorySelector selector,  
                    long scopeSize,  
                    long backingSize,  
                    Runnable logic)  
  
throws SecurityException,  
        SizeOutOfBoundsException,  
        UnsupportedPhysicalMemoryException,  
        MemoryTypeConflictException,  
        IllegalArgumentException
```

#### *Description*

Instantiate a **StackedMemory**<sup>83</sup> object in a **PhysicalMemoryRegion**<sup>84</sup> matching the **PhysicalMemoryCharacteristic**<sup>85</sup> in selector and then with virtual memory parameters of selector applied.

#### *Parameters*

selector to use to choose the memory module and set the virtual mapping

scopeSize is the size of the scope to be created

backingSize is the size of the backing store to take out of the selected module

logic the logic to execute on entry (may be null)

#### *Throws*

**SecurityException** when the application does not have permissions to access physical memory or the given range of memory.

---

<sup>83</sup>Section 11.4.3.7

<sup>84</sup>Section 11.4.3.3

<sup>85</sup>Section 11.4.1.1

`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`<sup>86</sup> 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.

`IllegalArgumentException` when `scopeSize` or `backingSize` is less than zero.

#### *Returns*

the new memory area

### 11.4.3.3 PhysicalMemoryRegion

---

#### **Inheritance**

`java.lang.Object`

`javafx.runtime.memory.PhysicalMemoryRegion`

#### *Description*

Enable an application to define a range of physical memory addresses.

**Available since** RTSJ 2.0

#### 11.4.3.3.1 Constructors

---

### **PhysicalMemoryRegion(long, long)**

#### *Signature*

```
public  
PhysicalMemoryRegion(long base,  
                      long length)
```

#### *Description*

---

<sup>86</sup>Section 11.4.1.1

Creates an instance representing a range of contiguous physical memory.

*Parameters*

base is a physical address

length is size of contiguous memory from that base

*Throws*

`IllegalArgumentException` when length is less than or equal to 0, or when base is less than 0 or when this module overlaps with another memory module.

`javax.realtime.SizeOutOfBoundsException` when base + length is greater than the physical address range of the processor

#### 11.4.3.3.2 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

#### 11.4.3.4 PhysicalMemorySelector

---

##### Inheritance

java.lang.Object  
    javafx.runtime.memory.PhysicalMemorySelector

##### Description

Provides both 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

##### 11.4.3.4.1 Constructors

---

### PhysicalMemorySelector(PhysicalMemoryCharacteristic, PhysicalMemoryCharacteristic, CachingBehavior, PagingBehavior)

##### Signature

```
public  
PhysicalMemorySelector(javafx.runtime.memory.PhysicalMemoryCharacteristic[] request,  
                        javafx.runtime.memory.PhysicalMemoryCharacteristic[] reject,  
                        PhysicalMemorySelector.CachingBehavior caching,  
                        PhysicalMemorySelector.PagingBehavior paging)
```

##### Description

##### 11.4.3.4.2 Methods

---

## **getSupportedCachingBehavior**

### *Signature*

```
public static javax.realtime.memory.PhysicalMemorySelector.CachingBehavior[]  
getSupportedCachingBehavior()
```

### *Description*

Get 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*

Get 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

## **getPagingPagingBehavior**

### *Signature*

```
public javax.realtime.memory.PhysicalMemorySelector.PagingBehavior  
getPagingPagingBehavior()
```

### *Description*

A getter for the PagingBehavior to be requested

### *Returns*

the PagingBehavior

### 11.4.3.5 PinnableMemory

---

#### Inheritance

```
java.lang.Object
  javax.realtime.MemoryArea
    javax.realtime.memory.ScopedMemory
      javax.realtime.memory.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 unpinned, causing its contents to be freed.

Available since RTSJ 2.0

#### 11.4.3.5.1 Constructors

---

### PinnableMemory(long)

#### Signature

```
public
PinnableMemory(long size)
```

#### Description

Create a scoped memory of fixed size that can be held open when no `javax.realtime.Schedulable`<sup>87</sup> has it on its scoped memory stack.

#### Parameters

size is the number of bytes in the memory area.

#### Throws

`IllegalArgumentException` when size is less than zero.

`javax.realtime.StaticOutOfMemoryError` when there is insufficient memory for the PinnableMemory object or for its backing memory.

---

<sup>87</sup>Section 6.3.1.3



## PinnableMemory(SizeEstimator)

### Signature

```
public  
PinnableMemory(SizeEstimator size)
```

### Description

Equivalent to `PinnableMemory(long)`<sup>88</sup> with `size.getEstimate()` as its argument.

### Parameters

`size` is an estimator for determining the number of bytes in the memory area.

### Throws

`IllegalArgumentException` when `size` is null.

`javax.realtime.StaticOutOfMemoryError` when there is insufficient memory for the `PinnableMemory` object or for its backing memory.

### 11.4.3.5.2 Methods

---

## pin

### Signature

```
public void  
pin()
```

### Description

Prevent the contents from being freed.

## unpin

### Signature

```
public void  
unpin()
```

### Description

Allow the contents to be freed the next time no `javax.realtime.Schedulable`<sup>89</sup> or

---

<sup>88</sup>Section 11.4.3.5.1

<sup>89</sup>Section 6.3.1.3

`javax.realtime.AsyncBaseEvent`<sup>90</sup> is active withing the scope.

## **isPinned**

### *Signature*

```
public boolean  
isPinned()
```

### *Description*

Determine whether the scope may be cleared on last exit.

### *Returns*

true when yes, otherwise false.

## **getPinCount**

### *Signature*

```
public int  
getPinCount()
```

### *Description*

Find out how many times the scope has been pinned, but not unpinned.

### *Returns*

the number of outstanding pins.

## **joinPinned**

### *Signature*

```
public void  
joinPinned()  
throws InterruptedException
```

### *Description*

Wait until the scope has been cleared and then pin it.

---

<sup>90</sup>Section 8.3.3.2

## **joinPinned(HighResolutionTime)**

### *Signature*

```
public void  
joinPinned(javafx.realtime.HighResolutionTime<T> limit)  
throws InterruptedException
```

### *Description*

Wait until the scope has been cleared and then pin it, within a specified time frame.

### *Parameters*

limit is the maximum time to wait

## **joinPinnedAndEnter(Runnable)**

### *Signature*

```
public void  
joinPinnedAndEnter(Runnable logic)  
throws InterruptedException,  
    ScopedCycleException
```

### *Description*

Wait until the scope has been cleared and then pin it and enter it.

### *Parameters*

logic is the logic to execute upon entry

## **joinPinnedAndEnter(Runnable, HighResolutionTime)**

### *Signature*

```
public void  
joinPinnedAndEnter(Runnable logic,  
                    javafx.realtime.HighResolutionTime<T> limit)  
throws InterruptedException,  
    ScopedCycleException
```

### *Description*

Wait until the scope has been cleared and then pin it and enter it, within a specified time frame.

*Parameters*

logic is the logic to execute upon entry  
limit is the maximum time to wait.

**joinPinnedAndEnter***Signature*

```
public void  
joinPinnedAndEnter()  
throws InterruptedException,  
    IllegalStateException,  
    ThrowBoundaryError,  
    ScopedCycleException,  
    MemoryAccessError
```

*Description*

Wait until the scope has been cleared and then pin it and enter it.

**joinPinnedAndEnter(HighResolutionTime)***Signature*

```
public void  
joinPinnedAndEnter(javax.realtime.HighResolutionTime<T> limit)  
throws InterruptedException,  
    IllegalStateException,  
    IllegalArgumentException,  
    UnsupportedOperationException,  
    ThrowBoundaryError,  
    ScopedCycleException,  
    MemoryAccessError
```

*Description*

Wait until the scope has been cleared and then pin it and enter it, within a specified time frame.

*Parameters*

limit is the maximum time to wait.

### 11.4.3.6 ScopedMemory

---

#### Inheritance

```
java.lang.Object
  javax.realtime.MemoryArea
    javax.realtime.memory.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 object 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 (it's 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`<sup>91</sup> 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

---

<sup>91</sup>Section 11.4.3.6.1

ScopedMemory without detailed knowledge of its implementation. since RTSJ 2.0, moved from `javax.realtime`.

#### 11.4.3.6.1 Methods

---

##### **enter**

###### *Signature*

```
public void  
enter()
```

###### *Description*

Associate 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`<sup>92</sup>) or the `enter` method exits.

###### *Throws*

`javax.realtime.ScopedCycleException` when this invocation would break the single parent rule.

`javax.realtime.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`<sup>93</sup>, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError`<sup>94</sup> 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.

---

<sup>92</sup>Section 11.4.3.6.1

<sup>93</sup>Section 15.2.3.2

<sup>94</sup>Section 15.2.3.8

`IllegalArgumentException` `IllegalArgumentException` when the caller is a schedulable and a null value for logic was supplied when the memory area was constructed.

`MemoryAccessError` `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*

Associate 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`<sup>95</sup>) or the `enter` method exits.

### *Parameters*

logic logic The `Runnable` object whose `run()` method should be invoked.

### *Throws*

`javax.realtime.ScopedCycleException` when this invocation would break the single parent rule.

`javax.realtime.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`<sup>96</sup>, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError`<sup>97</sup> 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.

---

<sup>95</sup>Section 11.4.3.6.1

<sup>96</sup>Section 15.2.3.2

<sup>97</sup>Section 15.2.3.8

IllegalArgumentExceptio IllegalArgumentExceptio when the caller is a schedulable and logic is null.

## **enter(Supplier)**

### *Signature*

```
public T  
enter(java.util.function.Supplier<T> logic)
```

### *Description*

Same as [enter\(Runnable\)](#)<sup>98</sup> except that the executed method is called get and an object is returned.

### *Parameters*

logic the object who's get method will be executed.

### *Returns*

a result from the computation.

## **enter(BooleanSupplier)**

### *Signature*

```
public boolean  
enter(BooleanSupplier logic)
```

### *Description*

Same as [enter\(Runnable\)](#)<sup>99</sup> except that the executed method is called get and a boolean is returned.

### *Parameters*

logic the object who's get method will be executed.

### *Returns*

a result from the computation.

## **enter(IntSupplier)**

### *Signature*

---

<sup>98</sup>Section [11.4.3.6.1](#)

<sup>99</sup>Section [11.4.3.6.1](#)



```
public int  
enter(IntSupplier logic)
```

*Description*

Same as `enter(Runnable)`<sup>100</sup> except that the executed method is called `get` and an `int` is returned.

*Parameters*

`logic` the object who's `get` method will be executed.

*Returns*

a result from the computation.

## **enter(LongSupplier)**

*Signature*

```
public long  
enter(LongSupplier logic)
```

*Description*

Same as `enter(Runnable)`<sup>101</sup> except that the executed method is called `get` and a `long` is returned.

*Parameters*

`logic` the object who's `get` method will be executed.

*Returns*

a result from the computation.

## **enter(DoubleSupplier)**

*Signature*

```
public double  
enter(DoubleSupplier logic)
```

*Description*

Same as `enter(Runnable)`<sup>102</sup> except that the executed method is called `get` and a `double` is returned.

---

<sup>100</sup>Section 11.4.3.6.1

<sup>101</sup>Section 11.4.3.6.1

<sup>102</sup>Section 11.4.3.6.1

*Parameters*

logic the object who's get method will be executed.

*Returns*

a result from the computation.

**executeInArea(Runnable)***Signature*

```
public void  
executeInArea(Runnable logic)
```

*Description*

Execute 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 is a Java thread.

[InaccessibleAreaException](#) when the memory area is not in the schedulable's scope stack.

IllegalArgumentException when the caller is a schedulable and logic is null.

**executeInArea(Supplier)***Signature*

```
public T  
executeInArea(java.util.function.Supplier<T> logic)
```

*Description*

Same as [executeInArea\(Runnable\)](#)<sup>103</sup> except that the executed method is called get and an object is returned.

*Parameters*

logic the object who's get method will be executed.

*Returns*

a result from the computation.

---

<sup>103</sup>Section [11.4.3.6.1](#)

## executeInArea(BooleanSupplier)

### Signature

```
public boolean  
executeInArea(BooleanSupplier logic)
```

### Description

Same as `executeInArea(Runnable)`<sup>104</sup> except that the executed method is called `get` and a boolean is returned.

### Parameters

`logic` the object who's `get` method will be executed.

### Returns

a result from the computation.

## executeInArea(IntSupplier)

### Signature

```
public int  
executeInArea(IntSupplier logic)
```

### Description

Same as `executeInArea(Runnable)`<sup>105</sup> except that the executed method is called `get` and an int is returned.

### Parameters

`logic` the object who's `get` method will be executed.

### Returns

a result from the computation.

## executeInArea(LongSupplier)

### Signature

```
public long  
executeInArea(LongSupplier logic)
```

### Description

---

<sup>104</sup>Section 11.4.3.6.1

<sup>105</sup>Section 11.4.3.6.1

Same as `executeInArea(Runnable)`<sup>106</sup> except that the executed method is called `get` and a `long` is returned.

*Parameters*

logic the object who's `get` method will be executed.

*Returns*

a result from the computation.

## **executeInArea(DoubleSupplier)**

*Signature*

```
public double  
executeInArea(DoubleSupplier logic)
```

*Description*

Same as `executeInArea(Runnable)`<sup>107</sup> except that the executed method is called `get` and a `double` is returned.

*Parameters*

logic the object who's `get` method will be executed.

*Returns*

a result from the computation.

## **getPortal**

*Signature*

```
public java.lang.Object  
getPortal()
```

*Description*

Return 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*

`javax.realtime.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.

---

<sup>106</sup>Section 11.4.3.6.1

<sup>107</sup>Section 11.4.3.6.1

IllegalThreadStateException when the caller is a Java thread.

#### *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**, 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*

Wait until the reference count of this ScopedMemory goes down to zero. Return immediately when the memory is unreferenced.

#### *Throws*

InterruptedException When this schedulable is interrupted by [javax.realtime.RealtimeThread.interrupt\(\)](#)<sup>108</sup> or [javax.realtime.AsynchronouslyInterruptedException.fire\(\)](#)<sup>109</sup> while waiting for the reference count to go to zero.

IllegalThreadStateException when the caller is a Java thread.

---

<sup>108</sup>Section [5.3.2.2.2](#)

<sup>109</sup>Section [8.3.2.1.2](#)

## join(HighResolutionTime)

### *Signature*

```
public void
join(javax.realtime.HighResolutionTime<?> time)
throws InterruptedException
```

### *Description*

Wait at most until the time designated by the time parameter for the reference count of this ScopedMemory to drop to zero. Return immediately when the memory area is unreferenced.

Since the time is expressed as a [javax.realtime.HighResolutionTime<sup>110</sup>](#), 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*

InterruptedException When this schedulable is interrupted by [javax.realtime.RealtimeThread.interrupt\(\)<sup>111</sup>](#) or [javax.realtime.AsynchronouslyInterruptedException.fire\(\)<sup>112</sup>](#) while waiting for the reference count to go to zero.

IllegalThreadStateException when the caller is a Java thread.

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

---

<sup>110</sup>Section [9.3.1.2](#)

<sup>111</sup>Section [5.3.2.2.2](#)

<sup>112</sup>Section [8.3.2.1.2](#)

*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 `javax.realtime.RealtimeThread.interrupt()`<sup>113</sup> or `javax.realtime.AsynchronouslyInterruptedException.fire()`<sup>114</sup> 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.

`javax.realtime.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`<sup>115</sup>, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError`<sup>116</sup> is allocated in the current allocation context and contains information about the exception it replaces.

---

<sup>113</sup>Section 5.3.2.2.2

<sup>114</sup>Section 8.3.2.1.2

<sup>115</sup>Section 15.2.3.2

<sup>116</sup>Section 15.2.3.8

`javax.realtime.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(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 `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 `javax.realtime.HighResolutionTime`<sup>117</sup>, 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`<sup>118</sup>.

Note that expiration of time may cause control to enter the memory area before its reference count has gone to zero.

### *Parameters*

---

<sup>117</sup>Section 9.3.1.2

<sup>118</sup>Section 11.4.3.6.1



time The time that bounds the wait.

#### Throws

[javafx.runtime.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](#)<sup>119</sup>, so the JVM cannot be permitted to deliver the exception. The [javafx.runtime.ThrowBoundaryError](#)<sup>120</sup> is allocated in the current allocation context and contains information about the exception it replaces.

[InterruptedException](#) When this schedulable is interrupted by [javafx.runtime.RealtimeThread.interrupt\(\)](#)<sup>121</sup> or [javafx.runtime.AsynchronouslyInterruptedException.fire\(\)](#)<sup>122</sup> 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.

[javafx.runtime.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 no non-null logic value was supplied to the memory area's constructor.

[UnsupportedOperationException](#) when the wait operation is not supported using the clock associated with time.

[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

---

<sup>119</sup>Section [15.2.3.2](#)

<sup>120</sup>Section [15.2.3.8](#)

<sup>121</sup>Section [5.3.2.2.2](#)

<sup>122</sup>Section [8.3.2.1.2](#)

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 `javafx.realtime.RealtimeThread.interrupt()`<sup>123</sup> or `javafx.realtime.AsynchronouslyInterruptedException.fire()`<sup>124</sup> 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.

`javafx.realtime.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.realtime.IllegalAssignmentError`<sup>125</sup>, so the JVM cannot be permitted to deliver the exception. The `javafx.realtime.ThrowBoundaryError`<sup>126</sup> is allocated in the current allocation context and contains information about the exception it replaces.

`javafx.realtime.ScopedCycleException` when this invocation would break the single parent rule.

`IllegalArgumentException` when the caller is a schedulable and `logic` is null.

---

<sup>123</sup>Section 5.3.2.2.2

<sup>124</sup>Section 8.3.2.1.2

<sup>125</sup>Section 15.2.3.2

<sup>126</sup>Section 15.2.3.8

## joinAndEnter(Supplier)

### Signature

```
public T  
joinAndEnter(java.util.function.Supplier<T> logic)
```

### Description

Same as `joinAndEnter(Runnable)`<sup>127</sup> 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.

## joinAndEnter(BooleanSupplier)

### Signature

```
public boolean  
joinAndEnter(BooleanSupplier logic)
```

### Description

Same as `joinAndEnter(Runnable)`<sup>128</sup> 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.

## joinAndEnter(IntSupplier)

### Signature

```
public int  
joinAndEnter(IntSupplier logic)
```

### Description

---

<sup>127</sup>Section 11.4.3.6.1

<sup>128</sup>Section 11.4.3.6.1

Same as `joinAndEnter(Runnable)`<sup>129</sup> except that the executed method is called `get` and an `int` is returned.

*Parameters*

logic the object who's `get` method will be executed.

*Returns*

a result from the computation.

## **joinAndEnter(LongSupplier)**

*Signature*

```
public long  
joinAndEnter(LongSupplier logic)
```

*Description*

Same as `joinAndEnter(Runnable)`<sup>130</sup> except that the executed method is called `get` and a `long` is returned.

*Parameters*

logic the object who's `get` method will be executed.

*Returns*

a result from the computation.

## **joinAndEnter(DoubleSupplier)**

*Signature*

```
public double  
joinAndEnter(DoubleSupplier logic)
```

*Description*

Same as `joinAndEnter(Runnable)`<sup>131</sup> except that the executed method is called `get` and a `double` is returned.

*Parameters*

logic the object who's `get` method will be executed.

*Returns*

a result from the computation.

---

<sup>129</sup>Section 11.4.3.6.1

<sup>130</sup>Section 11.4.3.6.1

<sup>131</sup>Section 11.4.3.6.1

## joinAndEnter(Runnable, HighResolutionTime)

### Signature

```
public void  
joinAndEnter(Runnable logic,  
              javafx.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 `javafx.realtime.HighResolutionTime`<sup>132</sup>, 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)`<sup>133</sup>.

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 `javafx.realtime.RealtimeThread.interrupt()`<sup>134</sup> or `javafx.realtime.AsynchronouslyInterruptedException.fire()`<sup>135</sup> while waiting for the reference count to go to zero.

---

<sup>132</sup>Section 9.3.1.2

<sup>133</sup>Section 11.4.3.6.1

<sup>134</sup>Section 5.3.2.2.2

<sup>135</sup>Section 8.3.2.1.2

`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.

`javafx.runtime.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 a `javafx.runtime.IllegalAssignmentError`<sup>136</sup>, so the JVM cannot be permitted to deliver the exception. The `javafx.runtime.ThrowBoundaryError`<sup>137</sup> is preallocated and saves information about the exception it replaces.

`javafx.runtime.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.

## **joinAndEnter(Supplier, HighResolutionTime)**

### *Signature*

```
public P
joinAndEnter(java.util.function.Supplier<P> logic,
              javafx.runtime.HighResolutionTime<?> time)
```

### *Description*

Same as `joinAndEnter(Runnable, HighResolutionTime)`<sup>138</sup> 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.

## **joinAndEnter(BooleanSupplier, HighResolutionTime)**

---

<sup>136</sup>Section 15.2.3.2

<sup>137</sup>Section 15.2.3.8

<sup>138</sup>Section 11.4.3.6.1

*Signature*

```
public boolean  
joinAndEnter(BooleanSupplier logic,  
              javax.realtime.HighResolutionTime<?> time)
```

*Description*

Same as `joinAndEnter(Runnable, HighResolutionTime)`<sup>139</sup> 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.

## **joinAndEnter(IntSupplier, HighResolutionTime)**

*Signature*

```
public int  
joinAndEnter(IntSupplier logic,  
              javax.realtime.HighResolutionTime<?> time)
```

*Description*

Same as `joinAndEnter(Runnable, HighResolutionTime)`<sup>140</sup> 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.

## **joinAndEnter(LongSupplier, HighResolutionTime)**

*Signature*

```
public long  
joinAndEnter(LongSupplier logic,  
              javax.realtime.HighResolutionTime<?> time)
```

*Description*

---

<sup>139</sup>Section 11.4.3.6.1

<sup>140</sup>Section 11.4.3.6.1

Same as `joinAndEnter(Runnable, HighResolutionTime)`<sup>141</sup> except that the executed method is called `get` and a `long` is returned.

*Parameters*

logic the object who's `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 `joinAndEnter(Runnable, HighResolutionTime)`<sup>142</sup> except that the executed method is called `get` and a `double` is returned.

*Parameters*

logic the object who's `get` method will be executed.

*Returns*

a result from the computation.

## **getParent**

*Signature*

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

*Description*

Return a reference to this scopes parent scope (e.g., its parent in the single-parent-rule tree).

*Returns*

a reference to the next outer scoped memory region on the caller's scope stack.  
– When there is no outer scoped memory and the primordial parent is heap memory, return a reference to this.

---

<sup>141</sup>Section 11.4.3.6.1

<sup>142</sup>Section 11.4.3.6.1



- When there is no outer scoped memory and the primordial parent is immortal, or when this is unreferenced and unpinned, return null

*Problem. The single-parent tree is RTT-independent except for the primordial scope. The type of the primordial scope is RTT-dependent. What should we do about that? When called from a RTT that has entered this, the above rules make some sense, but what if the caller has not even entered the scope, should we throw an exception? Or just return null? I think the right solution is to return this whatever the type of the primordial scope. The app can then know that null means the scope is not pinned and not referenced, and this means the parent is either heap or immortal. At that point, the app can learn what it wants to know by just finding what memory area contains the scope object.*

Available since RTSJ 2.0

## visitNestedMemory(MemoryAreaVisitor)

*Signature*

```
public R
visitNestedMemory(javafx.runtime.MemoryAreaVisitor<R> visitor)
```

*Description*

A means of accessing all live nested memory areas contained in this memory area, even those to which no reference exists, such as [javafx.runtime.memory.PinnableMemory](#)<sup>143</sup> that is pinned or another [javafx.runtime.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.

Perform an action on all children scopes of this memory area, so long as the [MemoryAreaVisitor.visit\(MemoryArea\)](#)<sup>144</sup> method returns null. When that method returns an object, the visit is terminated and that object is returned by this method,

---

<sup>143</sup>Section [11.4.3.5](#)

<sup>144</sup>Section [11.3.1.1.1](#)

When execution of the visitor's visit method terminated abruptly by throwing an exception, then execution of visitScopedChildren also terminates abruptly by throwing the same exception.

*Throws*

IllegalArgumentException when visitor is null.

**newArray(Class, int)***Signature*

```
public java.lang.Object  
newArray(java.lang.Class<?> type,  
         int number)
```

*Description*

Allocate an array of the given type in this memory area. This method may be concurrently used by multiple threads.

*Parameters*

type 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 number The number of elements in the new array.

*Throws*

IllegalArgumentException IllegalArgumentException when number is less than zero, type is null, or type is java.lang.Void.TYPE.

[javax.realtime.StaticOutOfMemoryError](#) null

IllegalThreadStateException when the caller is a Java thread.

[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*

Allocate an object in this memory area. This method may be concurrently used by multiple threads.

#### *Parameters*

type type The class of which to create a new instance.

#### *Throws*

`IllegalAccessException` `IllegalAccessException` The class or initializer is inaccessible.

`IllegalArgumentException` `IllegalArgumentException` when type is null.

`ExceptionInInitializerError` `ExceptionInInitializerError` when an unexpected exception has occurred in a static initializer

`javax.realtime.StaticOutOfMemoryError` null

`InstantiationException` `InstantiationException` when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, it is an array, or an exception was thrown by the constructor.

`IllegalThreadStateException` when the caller is a Java thread.

`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*

Allocate an object in this memory area. This method may be concurrently used by multiple threads.

*Parameters*

`c` `T c` The constructor for the new instance.  
`args` `args` An array of arguments to pass to the constructor.

*Throws*

`IllegalAccessException` `IllegalAccessException` when the class or initializer is inaccessible under Java access control.

`InstantiationException` `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.StaticOutOfMemoryError` `null`

`IllegalArgumentException` `IllegalArgumentException` 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.

`IllegalThreadStateException` when the caller is a Java thread.

`InvocationTargetException` `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 is a Java Thread.

`javafx.runtime.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

## 11.4.3.7 StackedMemory

---

### Inheritance

```
java.lang.Object  
  javafx.runtime.MemoryArea  
    javafx.runtime.memory.ScopedMemory  
      javafx.runtime.memory.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 which case it is returned to its enclosing scope's backing store when the object is finalized. Implementations are not required to 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` objects, *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`.

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.StaticOutOfMemoryError`. This overhead must be bounded by a constant.

**Available since RTSJ 2.0**

#### 11.4.3.7.1 Constructors

---

### StackedMemory(long, long, Runnable)

#### *Signature*

```
public  
StackedMemory(long scopeSize,  
               long backingSize,  
               Runnable logic)
```

#### *Description*

Create 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

backingSize Size of the total backing store

logic Runnable to be entered using this as its current memory area when `enter()`<sup>145</sup> is called.

#### *Throws*

`IllegalArgumentException` 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.

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<sup>145</sup>Section 11.4.3.7.2

`javafx.runtime.StaticOutOfMemoryError` when there is insufficient memory available to reserve the requested backing store.

## StackedMemory(SizeEstimator, SizeEstimator, Runnable)

### Signature

```
public  
StackedMemory(SizeEstimator scopeSize,  
               SizeEstimator backingSize,  
               Runnable logic)
```

### Description

Equivalent to `StackedMemory(long, long, Runnable)`<sup>146</sup> with argument list (scopeSize.getEstimate(), backingSize.getEstimate(), runnable).

### Parameters

scopeSize SizeEstimator indicating the size of the object allocation area  
backingSize SizeEstimator indicating the size of the total backing store  
logic Runnable to be entered using this as its current memory area when `enter()`<sup>147</sup> is called.

### Throws

IllegalArgumentException 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.StaticOutOfMemoryError` when there is insufficient memory available to reserve the requested backing store.

## StackedMemory(long, long)

### Signature

```
public  
StackedMemory(long scopeSize,  
               long backingSize)
```

### Description

---

<sup>146</sup>Section 11.4.3.7.1

<sup>147</sup>Section 11.4.3.7.2



Equivalent to `StackedMemory(long, long, Runnable)`<sup>148</sup> with argument list (scopeSize, backingSize, null).

#### Parameters

scopeSize Size of the allocation area

backingSize Size of the total backing store

#### Throws

`IllegalArgumentException` 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.StaticOutOfMemoryError` when there is insufficient memory available to reserve the requested backing store.

## StackedMemory(SizeEstimator, SizeEstimator)

#### Signature

```
public  
StackedMemory(SizeEstimator scopeSize,  
               SizeEstimator backingSize)
```

#### Description

Equivalent to `StackedMemory(long, long, Runnable)`<sup>149</sup> with argument list (scopeSize.getEstimate(), backingSize.getEstimate(), null).

#### Parameters

scopeSize SizeEstimator indicating the size of the object allocation area

backingSize SizeEstimator indicating the size of the total backing store

#### Throws

`IllegalArgumentException` 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.StaticOutOfMemoryError` when there is insufficient memory available to reserve the requested backing store.

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<sup>148</sup>Section 11.4.3.7.1

<sup>149</sup>Section 11.4.3.7.1

## 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

`logic` `Runnable` to be entered using this as its current memory area when `enter()`<sup>150</sup> is called.

### Throws

`IllegalStateException` when the parent memory area is not a `StackedMemory`, or when the parent `StackedMemory` already has a child that is also a guest `StackedMemory`.

`IllegalArgumentException` when `scopeSize` is less than zero.

`javax.realtime.StaticOutOfMemoryError` 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.

## StackedMemory(SizeEstimator, Runnable)

### Signature

```
public  
StackedMemory(SizeEstimator scopeSize,  
               Runnable logic)
```

### Description

Equivalent to `StackedMemory(long, Runnable)`<sup>151</sup> with argument list (`scopeSize.getEstimate()`, `runnable`).

---

<sup>150</sup>Section 11.4.3.7.2

<sup>151</sup>Section 11.4.3.7.1

*Parameters*

scopeSize SizeEstimator indicating the size of the object allocation area  
logic Runnable to be entered using this as its current memory area when `enter()`<sup>152</sup> is called.

*Throws*

IllegalStateException when the parent memory area is not a StackedMemory, or when the parent StackedMemory already has a child that is also a guest StackedMemory.

IllegalArgumentException when scopeSize is null.

`javafx.runtime.StaticOutOfMemoryError` 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.

## StackedMemory(long)

*Signature*

```
public  
StackedMemory(long scopeSize)
```

*Description*

Equivalent to `StackedMemory(long, Runnable)`<sup>153</sup> with argument list (scopeSize, null).

*Parameters*

scopeSize Size of the allocation area

*Throws*

IllegalStateException when the parent memory area is not a StackedMemory, or when the parent StackedMemory already has a child that is also a guest StackedMemory.

IllegalArgumentException when scopeSize is less than zero.

`javafx.runtime.StaticOutOfMemoryError` 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.

---

<sup>152</sup>Section 11.4.3.7.2

<sup>153</sup>Section 11.4.3.7.1

## StackedMemory(SizeEstimator)

### Signature

```
public  
StackedMemory(SizeEstimator scopeSize)
```

### Description

Equivalent to `StackedMemory(long, Runnable)`<sup>154</sup> with argument list (scopeSize, getEstimate(), null).

### Parameters

scopeSize SizeEstimator indicating the size of the object allocation area

### Throws

IllegalStateException when the parent memory area is not a StackedMemory, or when the parent StackedMemory already has a child that is also a guest StackedMemory.

IllegalArgumentException when scopeSize is null.

`javax.realtime.StaticOutOfMemoryError` 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.

### 11.4.3.7.2 Methods

---

## resize(long)

### Signature

```
public void  
resize(long scopeSize)
```

### Description

Change 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 shrink the allocation area down to the size of its current usage when the calling Schedulable object is the only object that

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<sup>154</sup>Section 11.4.3.7.1

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*

IllegalStateException when the caller is not permitted to perform the requested adjustment or there are additional guest StackedMemory allocation areas after this one in the backing store.

javax.realtime.StaticOutOfMemoryError when the remaining backing store is insufficient for the requested adjustment.

## **getMaximumSize**

#### *Signature*

```
public long  
getMaximumSize()
```

#### *Description*

Get 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)`<sup>155</sup> without triggering an OutOfMemoryException.

#### *Returns*

The maximum size attainable.

## **enter**

#### *Signature*

```
public void  
enter()
```

#### *Description*

Associate 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.

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<sup>155</sup>Section 11.4.3.7.2

This method may only be called from the memory area in which this scope was created.

*Throws*

`IllegalStateException` 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` null

`IllegalThreadStateException` `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.

`MemoryAccessError` `MemoryAccessError` `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*

Associate 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*

`IllegalStateException` 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` null

IllegalThreadStateException 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.

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 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 [javax.realtime.RealtimeThread.interrupt\(\)](#)<sup>156</sup> or [javax.realtime.AsynchronouslyInterruptedException.fire\(\)](#)<sup>157</sup> 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

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<sup>156</sup>Section [5.3.2.2.2](#)

<sup>157</sup>Section [8.3.2.1.2](#)

finalization. This would include the scope containing the SO, and the scope (if any) containing the scope containing the SO.

`javax.realtime.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`<sup>158</sup>, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError`<sup>159</sup> 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.

`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(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 `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 `javax.realtime.HighResolutionTime`<sup>160</sup>, this method has an accurate timer with nanosecond granularity. The actual resolution

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<sup>158</sup>Section 15.2.3.2

<sup>159</sup>Section 15.2.3.8

<sup>160</sup>Section 9.3.1.2



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`<sup>161</sup>.

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` 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`<sup>162</sup>, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError`<sup>163</sup> is allocated in the current allocation context and contains information about the exception it replaces.

`InterruptedException` When this schedulable is interrupted by `javax.realtime.RealtimeThread.interrupt()`<sup>164</sup> or `javax.realtime.AsynchronouslyInterruptedException.fire()`<sup>165</sup> 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.

`javax.realtime.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 no non-null logic value was supplied to the memory area's constructor.

`UnsupportedOperationException` when the wait operation is not supported using the clock associated with time.

`MemoryAccessError` when calling schedulable may not use the heap and this

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<sup>161</sup>Section 11.4.3.7.2

<sup>162</sup>Section 15.2.3.2

<sup>163</sup>Section 15.2.3.8

<sup>164</sup>Section 5.3.2.2.2

<sup>165</sup>Section 8.3.2.1.2

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 `javafx.realtime.RealtimeThread.interrupt()`<sup>166</sup> or `javafx.realtime.AsynchronouslyInterruptedException.fire()`<sup>167</sup> 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.

`javafx.realtime.ThrowBoundaryError` Thrown when the JVM needs to propagate an exception allocated in this scope to (or through) the memory area

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<sup>166</sup>Section 5.3.2.2.2

<sup>167</sup>Section 8.3.2.1.2

of the caller. Storing a reference to that exception would cause an [javax.realtime.IllegalAssignmentError](#)<sup>168</sup>, so the JVM cannot be permitted to deliver the exception. The [javax.realtime.ThrowBoundaryError](#)<sup>169</sup> 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.

[IllegalArgumentException](#) when the caller 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](#)<sup>170</sup>, 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)`<sup>171</sup>.

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.

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<sup>168</sup>Section [15.2.3.2](#)

<sup>169</sup>Section [15.2.3.8](#)

<sup>170</sup>Section [9.3.1.2](#)

<sup>171</sup>Section [11.4.3.7.2](#)

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 `javax.realtime.RealtimeThread.interrupt()`<sup>172</sup> or `javax.realtime.AsynchronouslyInterruptedException.fire()`<sup>173</sup> 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.

`javax.realtime.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 a `javax.realtime.IllegalAssignmentError`<sup>174</sup>, so the JVM cannot be permitted to deliver the exception. The `javax.realtime.ThrowBoundaryError`<sup>175</sup> is preallocated and saves information about the exception it replaces.

`javax.realtime.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.

## 11.5 The Rationale

### 11.5.1 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

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<sup>172</sup>Section 5.3.2.2.2

<sup>173</sup>Section 8.3.2.1.2

<sup>174</sup>Section 15.2.3.2

<sup>175</sup>Section 15.2.3.8

in the amount of nondeterminacy 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.

#### **Open issue 11.5.1 (jjh)**

Since handlers do not hold their scopes open between releases, I opine that we can remove the second bullet and remove the bit about indirect disassociation in the thirds. Is this true?

#### **End of issue 11.5.1**

1. The EISMA’s parent is set when the schedulable instance is constructed, but its reference count is not incremented until the realtime thread is started or the async 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. Finalization of a scoped memory (when its reference count goes to zero) can cause finalization of EISMAs of handlers whose events are in the finalizing scope. This can cause finalization of one scope to trigger finalization of numerous other scopes including scopes that are descendants of the scope whose finalization

started the process.

3. Any action that makes an event handler not firable (directly disassociating it from all events, or indirectly disassociating it by finalizing the scopes containing those events) must block until all the resulting finalization completes.
4. Any action that makes an event handler firable must block until any ongoing finalization of its EISMA completes.

### 11.5.2 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 costs per byte. SRAM has faster access times and is more expensive. Both DRAM and SRAM are example 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 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 lookaside 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 100 ms or so. To exploit this, the objects used by each phase of our 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 12.2.1). 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>176</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.

#### 11.5.2.1 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 can interact in order to access memory

---

<sup>176</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.



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 PMM. However, the programming of filters is difficult for the following reasons.

1. Physical memory type filters included a memory allocation function that must respond to allocation requests with whether a requested range of physical memory is free and when it was not, the physical address of the next free physical memory of the requested type. This is complex because requests for 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.

#### **11.5.2.2 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. It, therefore, 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 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 can be used any objects store 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 be accessed via the RTSJ Raw Memory facilities (see Section 12.2.1).

2. Any API must delegates 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>177</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 characteristic 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);
```

---

<sup>177</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/>

---

```
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.

### 11.5.2.3 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.

#### 11.5.2.3.1 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 module memory modules to represent

---

```
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 now create a selector with the required properties. In this case, it is for some SRAM that 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.

### 11.5.2.3.2 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, 0x1000);
2  IM.enter(new Runnable()
3  {
4      public void run()
5      {
6          // The code executing here is running with its allocation
7          // context set to a physical immortal memory area that is
8          // mapped to RAM which is auto sleepable.
9          // Any objects created will be placed in that
10         // part of physical memory.
11     }
12 });
```

---

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

## Devices and Triggering

Interacting with the external environment in a timely manner is an important requirement for realtime, embedded systems. From an embedded systems' 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.

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 execution environments 2, 3, and 4, the 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 implementers.

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](#).

## 12.1 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 bit of code that is executed when an interrupt happens. This code runs above the normal priorities 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.

## 12.2 Semantics

The classes in this Chapter are part of the Device Module introduced in Section 3.2.2.3 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 provides 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.

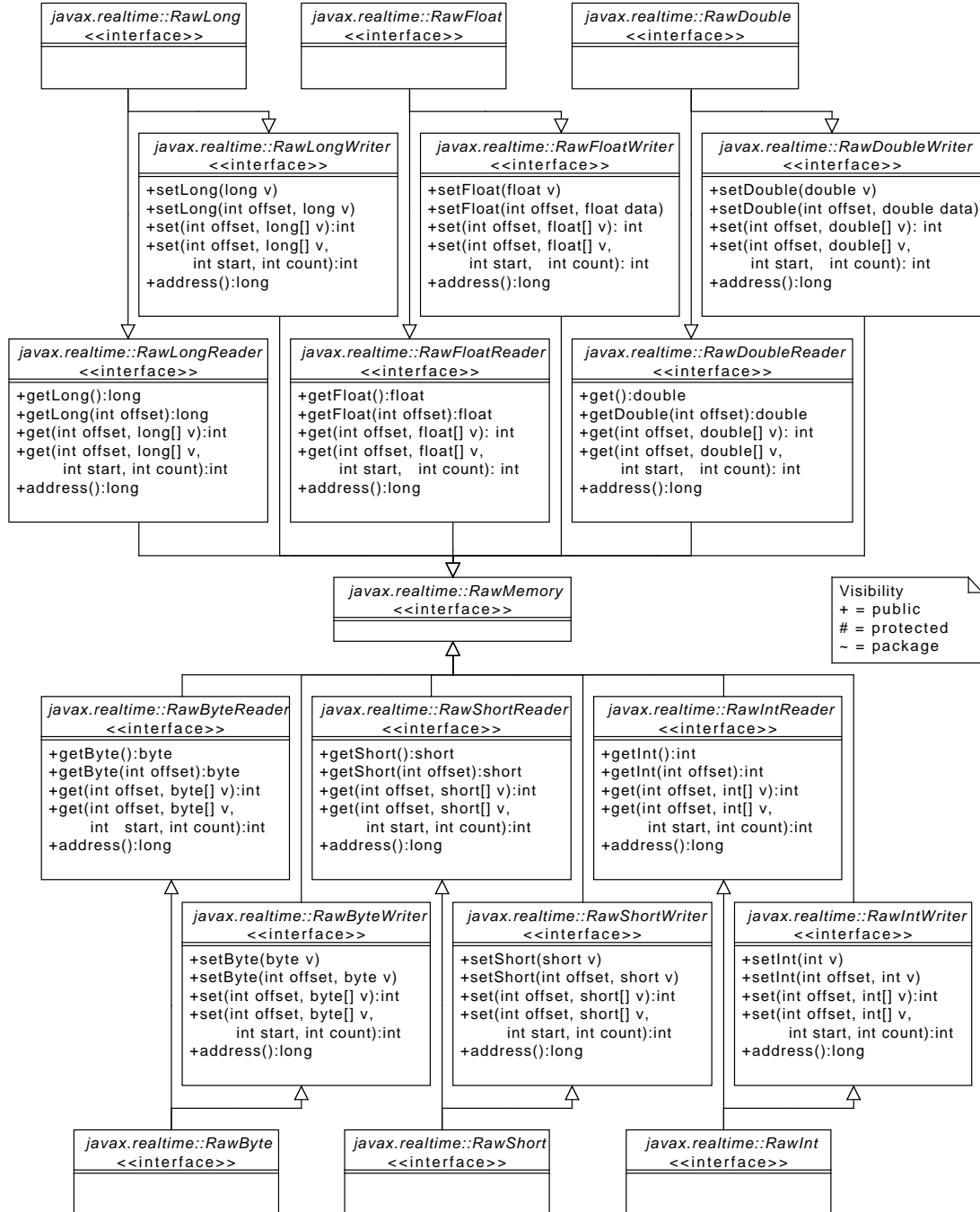
### 12.2.1 Raw Memory

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.

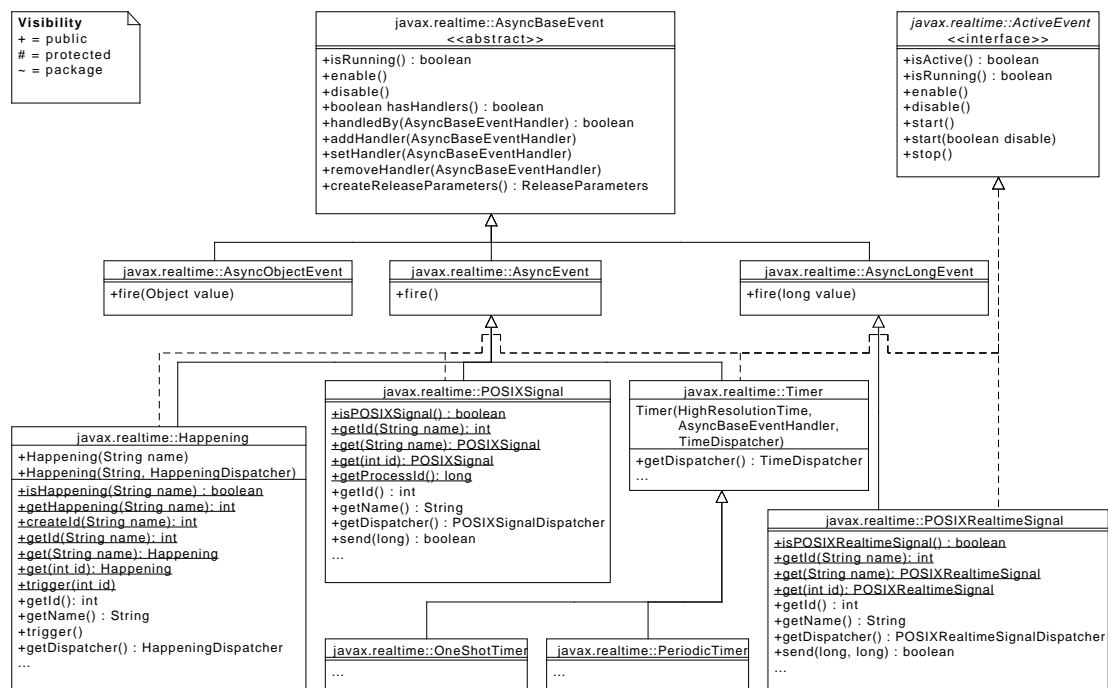
1. Each area of memory supporting raw memory access is identified by a subclass of `RawMemoryRegion`.
  - (a) The raw memory region `RawMemoryFactory.MEMORY_MAPPED_REGION` facilitates access to memory locations that are outside the main memory used by the JVM. It is used to access input and output device 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

Figure 12.1: Raw Memory Interface



- 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 applications programmers interface to the raw memory facilities.
  4. The RawMemoryRegionFactory interface defines the interface that all factories must support for creating accessor objects.

Figure 12.2: Event Classes



### 12.2.1.1 Raw Memory Region

Raw memory is designed to support arbitrary I/O address spaces. The simplest is through the processor address space and is accessible via standard memory access instructions, such as load and store. This provide access to memory mapped I/O devices, but there are others 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 support it.

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 emulated 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 and writing an I/O bus directly. The instances are used to get accessors of a region instead of using a `RawMemoryRegionFactory` directly.

### 12.2.1.2 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  $I^2C$  raw memory region by implementing a factory for it using a memory mapped  $I^2C$  controller.

### 12.2.1.3 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.

### 12.2.2 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 is a bit different than for other `java.nio` mechanisms.

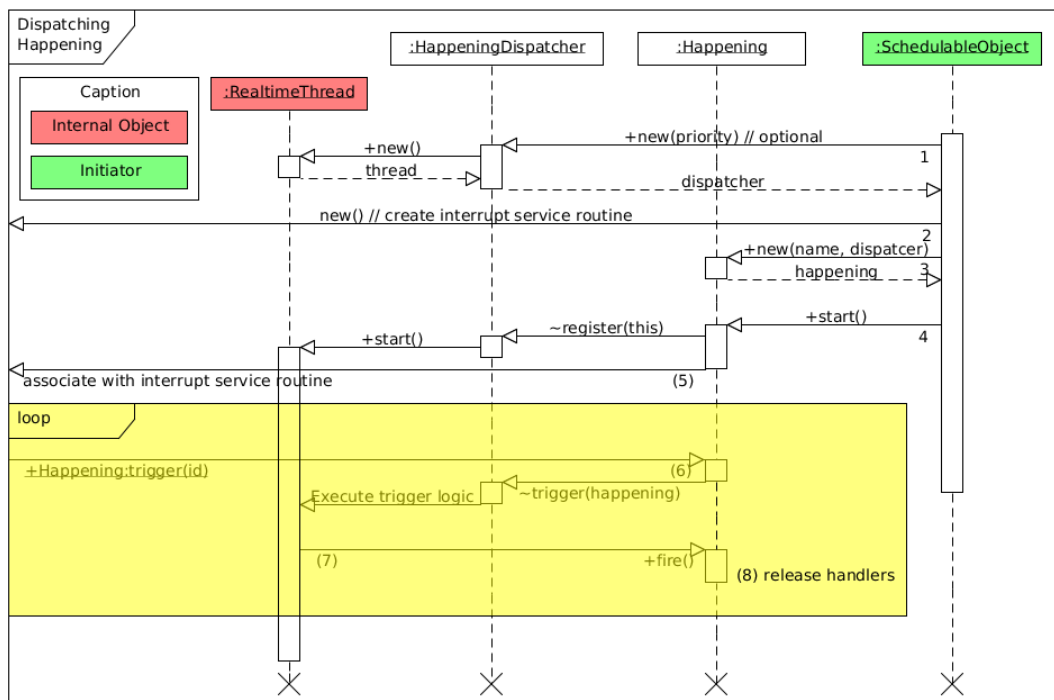
These differences are covered with a special byte buffer factory: `DMAByteBufferFactory`. An instance of this factory can produce direct byte buffers within a given memory range. This range can be chosen by the programmer to be within the range of a given DMA controller. The factory also provides methods 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 `DMAByteBufferFactory` class also provides static methods for ensuring that Java-generated changes to DMA-mapped memory buffers are visible to native code, and vice-versa.

### 12.2.3 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 handler 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, as well as 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.

Figure 12.3: Happening State Transition Diagram



### 12.2.3.1 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 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 have 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 12.3 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 it 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 `InterruptServiceRoutine` is registered and a `Happening` with the same name is started, can that happening be triggered (6–8).

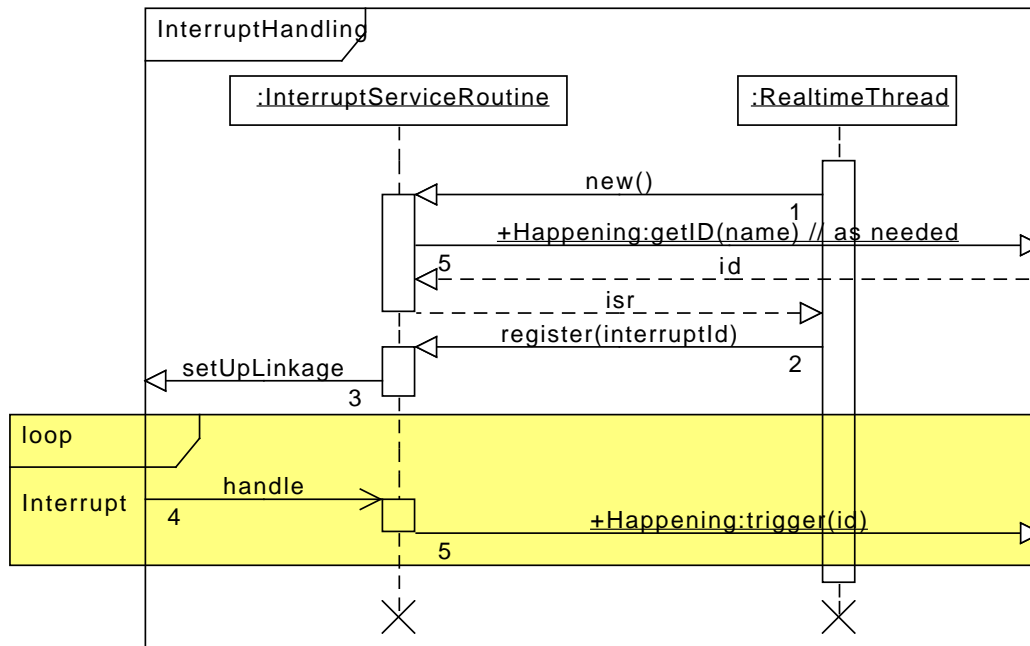
There are three main differences between this mechanism and the string based API.

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, a native code function that permits native application code to trigger the happening.
3. Finally, `Happening` is a subclass of `AsyncEvent` just as with `Timer` instead of having a happening attached to an `AsyncEvent`.

### 12.2.4 Interrupt Service Routines

In Java-based systems, JNI is typically used to transfer control between the assembler/C *interrupt service routine* (ISR) and the program. 2.0 of the RTSJ supports the possibility of the ISR containing 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.

Figure 12.4: Interrupt servicing



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 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 imple-



mentation 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 method must be synchronized with a priority high enough to lock out the requisite interrupts. This synchronized uses priority ceiling emulation to inhibit the corresponding interrupt (and all lower priority interrupts). The default allocation context of the handle method is the memory area passed during construction.  
Any exception propagated from the handle method shall be caught by the JVM and ignored.
9. Code running in the context of an ISR may only attempt to acquire a lock that has priority ceiling emulation as its monitor control policy. The behavior is undefined, when an ISR attempt to acquire a lock that has a monitor control policy other than priority ceiling emulation.

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 interrupt priority;
3. associated with the interrupt lines is a (logical) interrupt vector that contains the addresses of the ISRs;
4. the processor has instructions that allow interrupts from a particular line to be disabled/masked irrespective of whether (or the type of) device attached;
5. disabling interrupts from a specific line may disables the interrupts from lines of lower priority;
6. a device can be connected to an arbitrary interrupt line;
7. when an interrupt is signalled 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);

8. on return from the ISR, interrupts are automatically re-enabled.

For each of the interrupt, the RTSJ has an associated hardware priority that can be used to set the ceiling of an ISR object. The RTSJ virtual machine may use this to disable the interrupts from the associated interrupt line and lower priority interrupts, when it is executing a synchronized method of the interrupt-handling object. On a multicore system, the situation is more complex, since there may be other cores available to handle other interrupts, even at lower priorities, 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 real-time JVM may place restrictions of the code that can be written in this method. The process is illustrated in Figure 12.4, and is described below.

1. The ISR is created by some application real-time thread.
2. The created ISR is registered with the JVM, the interrupt id is passed as a parameter.
3. As part of the registration process, some internal interface is used to set up the code that will set the underlying interrupt vectors to some C/assembly code that will provide the necessary linkage to allow the callback to 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 happening or fire an event.

Typically 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 non-inhabitable 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.

## 12.3 javax.realtime.device

### 12.3.1 Interfaces

#### 12.3.1.1 RawByte

---

##### *Interfaces*

[javax.realtime.device.RawByteReader](#)

[javax.realtime.device.RawByteWriter](#)

##### *Description*

A marker for an object that can be used to access to 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

#### 12.3.1.2 RawByteReader

---

##### *Interfaces*

[javax.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](#)<sup>1</sup> and [RawMemoryFactory.createRawByte](#)<sup>2</sup>. Each object references a range of elements in the [RawMemoryRegion](#)<sup>3</sup> starting at the *base address* provided to the factory method. The size provided to the factor 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.

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<sup>1</sup>Section [12.3.2.6.3](#)

<sup>2</sup>Section [12.3.2.6.3](#)

<sup>3</sup>Section [12.3.2.7](#)

Available since RTSJ 2.0

### 12.3.1.2.1 Methods

---

## getBytes

### Signature

```
public byte  
getBytes()
```

### Description

Get 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* provided to the factory method that created this object.

## getBytes(int)

### Signature

```
public byte  
getBytes(int offset)  
throws OffsetOutOfBoundsException
```

### Description

Get the value of the  $n^{th}$  element referenced by this instance, where  $n$  is offset and the address is *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*

Fill the values starting at the address referenced by this instance plus the offset scaled by the element size in bytes and the object's stride. 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 transfere  
values the array to received 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 copied to values

**get(int, byte, int, int)***Signature*

```
public int  
get(int offset,  
    byte[] values,  
    int start,  
    int count)
```

throws `OffsetOutOfBoundsException`,  
`ArrayIndexOutOfBoundsException`,  
`NullPointerException`

#### *Description*

Fill values with data from the memory region, where offset is first byte in the memory region and start is the first index in values. The number of bytes transfered 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 transfered.

#### *Parameters*

offset of the first byte in the memory region to transfere  
values the array to received 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 transfered.

### 12.3.1.3 RawByteWriter

---

#### *Interfaces*

`javafx.realtime.device.RawMemory`

#### *Description*

A marker for a byte accessor object encapsulating the protocol for writing bytes from raw memory. A byte accessor can always access at least one byte. Each byte is transfered in a single atomic operation. Groups of bytes may be transfered together; however, this is not required.

Objects of this type are created with the method `RawMemoryFactory.createRawByteWriter`<sup>4</sup> and `RawMemoryFactory.createRawByte`<sup>5</sup>. Each object references a range of ele-

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<sup>4</sup>Section 12.3.2.6.3

<sup>5</sup>Section 12.3.2.6.3

ments in the [RawMemoryRegion](#)<sup>6</sup> starting at the *base address* provided to the factory method. The size provided to the factor 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

#### 12.3.1.3.1 Methods

---

### setByte(byte)

#### *Signature*

```
public void  
setByte(byte value)
```

#### *Description*

Set 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. When an exception is thrown, no data is transferred.

#### *Parameters*

value is the new value for the element.

### setByte(int, byte)

#### *Signature*

```
public void  
setByte(int offset,  
        byte value)  
throws OffsetOutOfBoundsException
```

#### *Description*

---

<sup>6</sup>Section [12.3.2.7](#)



Set the value of the  $n^{th}$  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 is 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

Copy values to the raw memory starting at the address referenced by this instance plus the offset scaled by the element size in bytes and the objects stride. 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 byte in the memory region.

values is 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 copied to values

**set(int, byte, int, int)***Signature*

```
public int
set(int offset,
    byte[] values,
    int start,
    int count)
throws OffsetOutOfBoundsException,
        ArrayIndexOutOfBoundsException,
        NullPointerException
```

*Description*

Copy 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 transfered 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 transfered.

*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 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.

*Returns*

the number of bytes actually transfered.

**12.3.1.4 RawDouble**

---

*Interfaces*

[javax.realtime.device.RawDoubleReader](#)  
[javax.realtime.device.RawDoubleWriter](#)

*Description*

A marker for an object that can be used to access to 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**

### 12.3.1.5 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 transfered in a single atomic operation. Groups of doubles may be transfered together; however, this is not required.

Objects of this type are created with the method [RawMemoryFactory.createRawDoubleReader](#)<sup>7</sup> and [RawMemoryFactory.createRawDouble](#)<sup>8</sup>. Each object references a range of elements in the [RawMemoryRegion](#)<sup>9</sup> starting at the *base address* provided to the factory method. The size provided to the factor 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**

#### 12.3.1.5.1 Methods

---

---

<sup>7</sup>Section [12.3.2.6.3](#)

<sup>8</sup>Section [12.3.2.6.3](#)

<sup>9</sup>Section [12.3.2.7](#)

## getDouble

### Signature

```
public double  
getDouble()
```

### Description

Get 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* provided to the factory method that created this object.

## getDouble(int)

### Signature

```
public double  
getDouble(int offset)  
throws OffsetOutOfBoundsException
```

### Description

Get the value of the  $n^{th}$  element referenced by this instance, where  $n$  is offset and the address is *base address* + (offset \* stride \* *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*

Fill the values starting at the address referenced by this instance plus the offset scaled by the element size in bytes and the object's stride. 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 transfere  
values the array to received 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 copied to values

### **get(int, double, int, int)**

#### *Signature*

```
public int  
get(int offset,  
    double[] values,  
    int start,  
    int count)  
throws OffsetOutOfBoundsException,  
        ArrayIndexOutOfBoundsException,  
        NullPointerException
```

#### *Description*

Fill values with data from the memory region, where offset is first double in the memory region and start is the first index in values. 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 transfere  
values the array to received 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.

### 12.3.1.6 RawDoubleWriter

---

#### Interfaces

[javax.realtime.device.RawMemory](#)

#### Description

A marker for a double accessor object encapsulating the protocol for writing 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.createRawDoubleWriter](#)<sup>10</sup> and [RawMemoryFactory.createRawDouble](#)<sup>11</sup>. Each object references a range of elements in the [RawMemoryRegion](#)<sup>12</sup> starting at the *base address* provided to the factory method. The size provided to the factor 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.

---

<sup>10</sup>Section [12.3.2.6.3](#)

<sup>11</sup>Section [12.3.2.6.3](#)

<sup>12</sup>Section [12.3.2.7](#)

Available since RTSJ 2.0

#### 12.3.1.6.1 Methods

---

### setDouble(double)

#### *Signature*

```
public void  
setDouble(double value)
```

#### *Description*

Set 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. When an exception is thrown, no data is transferred.

#### *Parameters*

value is the new value for the element.

### setDouble(int, double)

#### *Signature*

```
public void  
setDouble(int offset,  
          double value)  
throws OffsetOutOfBoundsException
```

#### *Description*

Set the value of the  $n^{th}$  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 is 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*

Copy values to the raw memory starting at the address referenced by this instance plus the offset scaled by the element size in bytes and the objects stride. 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 double in the memory region.  
values is 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 copied to values

## **set(int, double, int, int)**

### *Signature*

```
public int  
set(int offset,  
    double[] values,  
    int start,  
    int count)  
throws OffsetOutOfBoundsException,  
        ArrayIndexOutOfBoundsException,  
        NullPointerException
```



*Description*

Copy 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 transfered 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 transfered.

*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 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.

*Returns*

the number of doubles actually transfered.

### 12.3.1.7 RawFloat

---

*Interfaces*

[javafx.realtime.device.RawFloatReader](#)  
[javafx.realtime.device.RawFloatWriter](#)

*Description*

A marker for an object that can be used to access to 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

### 12.3.1.8 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`<sup>13</sup> and `RawMemoryFactory.createRawFloat`<sup>14</sup>. Each object references a range of elements in the `RawMemoryRegion`<sup>15</sup> starting at the *base address* provided to the factory method. The size provided to the factor 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

#### 12.3.1.8.1 Methods

---

### **getFloat**

#### *Signature*

```
public float  
getFloat()
```

#### *Description*

Get 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* provided to the factory method that created this object.

---

<sup>13</sup>Section 12.3.2.6.3

<sup>14</sup>Section 12.3.2.6.3

<sup>15</sup>Section 12.3.2.7

## getFloat(int)

### Signature

```
public float  
getFloat(int offset)  
throws OffsetOutOfBoundsException
```

### Description

Get the value of the  $n^{th}$  element referenced by this instance, where  $n$  is offset and the address is *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

Fill the values starting at the address referenced by this instance plus the offset scaled by the element size in bytes and the object's stride. 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 transfere  
values the array to received 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 copied to values

**get(int, float, int, int)***Signature*

```
public int  
get(int offset,  
    float[] values,  
    int start,  
    int count)  
throws OffsetOutOfBoundsException,  
        ArrayIndexOutOfBoundsException,  
        NullPointerException
```

*Description*

Fill values with data from the memory region, where offset is first float in the memory region and start is the first index in values. The number of bytes transfered 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 transfered.

*Parameters*

offset of the first float in the memory region to transfere

values the array to received 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 transfered.

### 12.3.1.9 RawFloatWriter

---

#### Interfaces

[javafx.realtime.device.RawMemory](#)

#### Description

A marker for a float accessor object encapsulating the protocol for writing 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.createRawFloatWriter](#)<sup>16</sup> and [RawMemoryFactory.createRawFloat](#)<sup>17</sup>. Each object references a range of elements in the [RawMemoryRegion](#)<sup>18</sup> starting at the *base address* provided to the factory method. The size provided to the factor 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

#### 12.3.1.9.1 Methods

---

### setFloat(float)

#### Signature

```
public void  
setFloat(float value)
```

#### Description

Set 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

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<sup>16</sup>Section [12.3.2.6.3](#)

<sup>17</sup>Section [12.3.2.6.3](#)

<sup>18</sup>Section [12.3.2.7](#)

raw memory accesses to the address. When an exception is thrown, no data is transferred.

*Parameters*

value is the new value for the element.

## **setFloat(int, float)**

*Signature*

```
public void  
setFloat(int offset,  
         float value)  
throws OffsetOutOfBoundsException
```

*Description*

Set 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 is 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*

Copy values to the raw memory starting at the address referenced by this instance plus the offset scaled by the element size in bytes and the objects stride. 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 float in the memory region.

values is 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 copied to values

**set(int, float, int, int)***Signature*

```
public int  
set(int offset,  
    float[] values,  
    int start,  
    int count)  
throws OffsetOutOfBoundsException,  
       ArrayIndexOutOfBoundsException,  
       NullPointerException
```

*Description*

Copy 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 transfered 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 transfered.

*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 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.

*Returns*

the number of floats actually transfered.

### 12.3.1.10 RawInt

---

*Interfaces*

[javax.realtime.device.RawIntReader](#)

[javax.realtime.device.RawIntWriter](#)

*Description*

A marker for an object that can be used to access to 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

### 12.3.1.11 RawIntReader

---

*Interfaces*

[javax.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 transfered in a single atomic operation. Groups of ints may be transfered together; however, this is not required.

Objects of this type are created with the method [RawMemoryFactory.createRawIntReader](#)<sup>19</sup> and [RawMemoryFactory.createRawInt](#)<sup>20</sup>. Each object references a range of elements in the [RawMemoryRegion](#)<sup>21</sup> starting at the *base address* provided to the factory method. The size provided to the factor 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

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<sup>19</sup>Section [12.3.2.6.3](#)

<sup>20</sup>Section [12.3.2.6.3](#)

<sup>21</sup>Section [12.3.2.7](#)



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

#### 12.3.1.11.1 Methods

---

### getInt

#### Signature

```
public int  
getInt()
```

#### Description

Get 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* provided to the factory method that created this object.

### getInt(int)

#### Signature

```
public int  
getInt(int offset)  
throws OffsetOutOfBoundsException
```

#### Description

Get the value of the  $n^{th}$  element referenced by this instance, where  $n$  is offset and the address is *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*

Fill the values starting at the address referenced by this instance plus the offset scaled by the element size in bytes and the object's stride. 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 transfere  
values the array to received 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 copied to values

## **get(int, int, int, int)**

*Signature*

```
public int  
get(int offset,  
    int[] values,  
    int start,  
    int count)
```

throws `OffsetOutOfBoundsException`,  
`ArrayIndexOutOfBoundsException`,  
`NullPointerException`

#### *Description*

Fill values with data from the memory region, where offset is first int in the memory region and start is the first index in values. The number of bytes transfered 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 transfered.

#### *Parameters*

offset of the first int in the memory region to transfere  
values the array to received 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 transfered.

### 12.3.1.12 RawIntWriter

---

#### *Interfaces*

`javafx.realtime.device.RawMemory`

#### *Description*

A marker for a int accessor object encapsulating the protocol for writing ints from raw memory. A int accessor can always access at least one int. Each int is transfered in a single atomic operation. Groups of ints may be transfered together; however, this is not required.

Objects of this type are created with the method `RawMemoryFactory.createRawIntWriter`<sup>22</sup> and `RawMemoryFactory.createRawInt`<sup>23</sup>. Each object references a range of ele-

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<sup>22</sup>Section 12.3.2.6.3

<sup>23</sup>Section 12.3.2.6.3

ments in the [RawMemoryRegion](#)<sup>24</sup> starting at the *base address* provided to the factory method. The size provided to the factor 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

#### 12.3.1.12.1 Methods

---

##### **setInt(int)**

###### *Signature*

```
public void  
setInt(int value)
```

###### *Description*

Set 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. When an exception is thrown, no data is transferred.

###### *Parameters*

value is the new value for the element.

##### **setInt(int, int)**

###### *Signature*

```
public void  
setInt(int offset,  
       int value)  
throws OffsetOutOfBoundsException
```

###### *Description*

---

<sup>24</sup>Section [12.3.2.7](#)

Set the value of the  $n^{th}$  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 is 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

Copy values to the raw memory starting at the address referenced by this instance plus the offset scaled by the element size in bytes and the objects stride. 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 int in the memory region.

values is 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 copied to values

**set(int, int, int, int)***Signature*

```
public int  
set(int offset,  
    int[] values,  
    int start,  
    int count)  
throws OffsetOutOfBoundsException,  
        ArrayIndexOutOfBoundsException,  
        NullPointerException
```

*Description*

Copy 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 transfered 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 transfered.

*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 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.

*Returns*

the number of ints actually transfered.

**12.3.1.13 RawLong**

---

*Interfaces*

[javax.realtime.device.RawLongReader](#)  
[javax.realtime.device.RawLongWriter](#)

*Description*

A marker for an object that can be used to access to 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

### 12.3.1.14 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 transfered in a single atomic operation. Groups of longs may be transfered together; however, this is not required.

Objects of this type are created with the method [RawMemoryFactory.createRawLongReader](#)<sup>25</sup> and [RawMemoryFactory.createRawLong](#)<sup>26</sup>. Each object references a range of elements in the [RawMemoryRegion](#)<sup>27</sup> starting at the *base address* provided to the factory method. The size provided to the factor 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

#### 12.3.1.14.1 Methods

---

---

<sup>25</sup>Section [12.3.2.6.3](#)

<sup>26</sup>Section [12.3.2.6.3](#)

<sup>27</sup>Section [12.3.2.7](#)

## getLong

### Signature

```
public long  
getLong()
```

### Description

Get 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* provided to the factory method that created this object.

## getLong(int)

### Signature

```
public long  
getLong(int offset)  
throws OffsetOutOfBoundsException
```

### Description

Get the value of the  $n^{th}$  element referenced by this instance, where  $n$  is offset and the address is *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*

Fill the values starting at the address referenced by this instance plus the offset scaled by the element size in bytes and the object's stride. 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 transfere  
values the array to received 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 copied to values

## **get(int, long, int, int)**

#### *Signature*

```
public int  
get(int offset,  
    long[] values,  
    int start,  
    int count)  
throws OffsetOutOfBoundsException,  
        ArrayIndexOutOfBoundsException,  
        NullPointerException
```

#### *Description*

Fill values with data from the memory region, where offset is first long in the memory region and start is the first index in values. 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 transfe  
 values the array to received 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.

### 12.3.1.15 RawLongWriter

---

#### Interfaces

[javax.realtime.device.RawMemory](#)

#### Description

A marker for a long accessor object encapsulating the protocol for writing 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.createRawLongWriter](#)<sup>28</sup> and [RawMemoryFactory.createRawLong](#)<sup>29</sup>. Each object references a range of elements in the [RawMemoryRegion](#)<sup>30</sup> starting at the *base address* provided to the factory method. The size provided to the factor 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.

---

<sup>28</sup>Section [12.3.2.6.3](#)

<sup>29</sup>Section [12.3.2.6.3](#)

<sup>30</sup>Section [12.3.2.7](#)

Available since RTSJ 2.0

#### 12.3.1.15.1 Methods

---

### setLong(long)

#### *Signature*

```
public void  
setLong(long value)
```

#### *Description*

Set 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. When an exception is thrown, no data is transferred.

#### *Parameters*

value is the new value for the element.

### setLong(int, long)

#### *Signature*

```
public void  
setLong(int offset,  
        long value)  
throws OffsetOutOfBoundsException
```

#### *Description*

Set 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 is 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*

Copy values to the raw memory starting at the address referenced by this instance plus the offset scaled by the element size in bytes and the objects stride. 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 long in the memory region.  
values is 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 copied to values

## **set(int, long, int, int)**

### *Signature*

```
public int  
set(int offset,  
    long[] values,  
    int start,  
    int count)  
throws OffsetOutOfBoundsException,  
        ArrayIndexOutOfBoundsException,  
        NullPointerException
```

*Description*

Copy 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 transfered 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 transfered.

*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 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.

*Returns*

the number of longs actually transfered.

### 12.3.1.16 RawMemory

---

*Description*

A marker for all raw memory accessor objects.

**Available since** RTSJ 2.0

#### 12.3.1.16.1 Methods

---

### getAddress

*Signature*

```
public long  
getAddress()
```

*Description*

Get the base physical address of this object.

*Returns*

the first physical address this raw memory object can access.

**getSize***Signature*

```
public int  
getSize()
```

*Description*

Get the number of bytes that this object spans.

*Returns*

the size of this raw memory

**getStride***Signature*

```
public int  
getStride()
```

*Description*

Get the distance between elements in multiples of element size.

*Returns*

the span between elements of this raw memory

**12.3.1.17 RawMemoryRegionFactory**

---

*Description*

A class to give an application the ability to provide support for a [RawMemoryRegion](#)<sup>31</sup> that is not already provided by the standard. An instance of this call can be registered with a [RawMemoryFactory](#)<sup>32</sup> and provides the object that that factory should return for 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

#### 12.3.1.17.1 Methods

---

### getRegion

#### *Signature*

```
public javafx.realtime.device.RawMemoryRegion  
getRegion()
```

#### *Description*

Determine for what region this factory creates raw memory objects.

#### *Returns*

the region of this factory.

### getName

#### *Signature*

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

#### *Description*

Determine the name of the region for which this factory creates raw memory objects.

#### *Returns*

the name of the region of this factory.

---

<sup>31</sup>Section [12.3.2.7](#)

<sup>32</sup>Section [12.3.2.6](#)

## createRawByte(long, int, int)

### Signature

```
public javax.realtime.device.RawByte  
createRawByte(long base,  
               int count,  
               int stride)  
throws SecurityException,  
       OffsetOutOfBoundsException,  
       SizeOutOfBoundsException,  
       UnsupportedRawMemoryRegionException,  
       MemoryTypeConflictException
```

### Description

Create an instance of a class that implements [RawByte](#)<sup>33</sup> and accesses memory of [getRegion](#)<sup>34</sup> 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](#)<sup>35</sup> and supports access to the specified range in the memory region.

---

<sup>33</sup>Section [12.3.1.1](#)

<sup>34</sup>Section [12.3.1.17.1](#)

<sup>35</sup>Section [12.3.1.1](#)



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

Create an instance of a class that implements [RawByteReader](#)<sup>36</sup> and accesses memory of [getRegion](#)<sup>37</sup> in the address range described by base, stride, and count. The actual extent of the memory addressed by the object is  $\text{stride} * \text{size of RawByteReader} * \text{count}$ . 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.

---

<sup>36</sup>Section [12.3.1.2](#)

<sup>37</sup>Section [12.3.1.17.1](#)

*Returns*

an object that implements [RawByteReader](#)<sup>38</sup> 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*

Create an instance of a class that implements [RawByteWriter](#)<sup>39</sup> and accesses memory of [getRegion](#)<sup>40</sup> 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.

---

<sup>38</sup>Section [12.3.1.2](#)

<sup>39</sup>Section [12.3.1.3](#)

<sup>40</sup>Section [12.3.1.17.1](#)

[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](#)<sup>41</sup> and supports access to the specified range in the memory region.

Available since RTSJ 2.0

## createRawShort(long, int, int)

#### Signature

```
public javafx.realtime.device.RawShort  
createRawShort(long base,  
                int count,  
                int stride)  
throws SecurityException,  
        OffsetOutOfBoundsException,  
        SizeOutOfBoundsException,  
        UnsupportedRawMemoryRegionException,  
        MemoryTypeConflictException
```

#### Description

Create an instance of a class that implements [RawShort](#)<sup>42</sup> and accesses memory of [getRegion](#)<sup>43</sup> in the address range described by base, stride, and count. The actual extent of the memory addressed by the object is  $\text{stride} * \text{size of RawShort} * \text{count}$ . 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

---

<sup>41</sup>Section [12.3.1.3](#)

<sup>42</sup>Section [12.3.1.18](#)

<sup>43</sup>Section [12.3.1.17.1](#)

`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`<sup>44</sup> 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

Create an instance of a class that implements `RawShortReader`<sup>45</sup> and accesses memory of `getRegion`<sup>46</sup> 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

---

<sup>44</sup>Section 12.3.1.18

<sup>45</sup>Section 12.3.1.19

<sup>46</sup>Section 12.3.1.17.1

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`<sup>47</sup> 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

Create an instance of a class that implements `RawShortWriter`<sup>48</sup> and accesses memory of `getRegion`<sup>49</sup> in the address range described by base, stride, and count.

---

<sup>47</sup>Section 12.3.1.19

<sup>48</sup>Section 12.3.1.20

<sup>49</sup>Section 12.3.1.17.1

The actual extent of the memory addressed by the object is  $\text{stride} * \text{size of RawShortWriter} * \text{count}$ . 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**<sup>50</sup> 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
```

---

<sup>50</sup>Section 12.3.1.20

*Description*

Create an instance of a class that implements [RawInt](#)<sup>51</sup> and accesses memory of [getRegion](#)<sup>52</sup> 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](#)<sup>53</sup> 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)
```

---

<sup>51</sup>Section [12.3.1.10](#)

<sup>52</sup>Section [12.3.1.17.1](#)

<sup>53</sup>Section [12.3.1.10](#)

throws `SecurityException`,  
`OffsetOutOfBoundsException`,  
`SizeOutOfBoundsException`,  
`UnsupportedRawMemoryRegionException`,  
`MemoryTypeConflictException`

### Description

Create an instance of a class that implements `RawIntReader`<sup>54</sup> and accesses memory of `getRegion`<sup>55</sup> 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`<sup>56</sup> and supports access to the specified range in the memory region.

Available since RTSJ 2.0

## createRawIntWriter(long, int, int)

---

<sup>54</sup>Section 12.3.1.11

<sup>55</sup>Section 12.3.1.17.1

<sup>56</sup>Section 12.3.1.11



*Signature*

```
public javafx.realtime.device.RawIntWriter  
createRawIntWriter(long base,  
                    int count,  
                    int stride)  
throws SecurityException,  
        OffsetOutOfBoundsException,  
        SizeOutOfBoundsException,  
        UnsupportedRawMemoryRegionException,  
        MemoryTypeConflictException
```

*Description*

Create an instance of a class that implements [RawIntWriter](#)<sup>57</sup> and accesses memory of [getRegion](#)<sup>58</sup> in the address range described by base, stride, and count. The actual extent of the memory addressed by the object is  $\text{stride} * \text{size of RawIntWriter} * \text{count}$ . 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](#)<sup>59</sup> and supports access to the specified range in the memory region.

---

<sup>57</sup>Section [12.3.1.12](#)

<sup>58</sup>Section [12.3.1.17.1](#)

<sup>59</sup>Section [12.3.1.12](#)

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

Create an instance of a class that implements [RawLong](#)<sup>60</sup> and accesses memory of [getRegion](#)<sup>61</sup> in the address range described by base, stride, and count. The actual extent of the memory addressed by the object is  $\text{stride} * \text{size of RawLong} * \text{count}$ . 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.

---

<sup>60</sup>Section [12.3.1.13](#)

<sup>61</sup>Section [12.3.1.17.1](#)

*Returns*

an object that implements [RawLong](#)<sup>62</sup> 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*

Create an instance of a class that implements [RawLongReader](#)<sup>63</sup> and accesses memory of [getRegion](#)<sup>64</sup> in the address range described by base, stride, and count. The actual extent of the memory addressed by the object is  $\text{stride} * \text{size of RawLongReader} * \text{count}$ . 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.

---

<sup>62</sup>Section [12.3.1.13](#)

<sup>63</sup>Section [12.3.1.14](#)

<sup>64</sup>Section [12.3.1.17.1](#)

`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`<sup>65</sup> and supports access to the specified range in the memory region.

Available since RTSJ 2.0

## createRawLongWriter(long, int, int)

#### Signature

```
public javax.realtime.device.RawLongWriter
createRawLongWriter(long base,
                    int count,
                    int stride)
throws SecurityException,
    OffsetOutOfBoundsException,
    SizeOutOfBoundsException,
    UnsupportedRawMemoryRegionException,
    MemoryTypeConflictException
```

#### Description

Create an instance of a class that implements `RawLongWriter`<sup>66</sup> and accesses memory of `getRegion`<sup>67</sup> 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.

---

<sup>65</sup>Section 12.3.1.14

<sup>66</sup>Section 12.3.1.15

<sup>67</sup>Section 12.3.1.17.1

*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`<sup>68</sup> and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

## **createRawFloat(long, int, int)**

*Signature*

```
public javafx.realtime.device.RawFloat  
createRawFloat(long base,  
                int count,  
                int stride)  
throws SecurityException,  
        OffsetOutOfBoundsException,  
        SizeOutOfBoundsException,  
        UnsupportedRawMemoryRegionException,  
        MemoryTypeConflictException
```

*Description*

Create an instance of a class that implements `RawFloat`<sup>69</sup> and accesses memory of `getRegion`<sup>70</sup> 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*

---

<sup>68</sup>Section 12.3.1.15

<sup>69</sup>Section 12.3.1.7

<sup>70</sup>Section 12.3.1.17.1

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`<sup>71</sup> 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*

Create an instance of a class that implements `RawFloatReader`<sup>72</sup> and accesses memory of `getRegion`<sup>73</sup> in the address range described by base, stride, and count.

---

<sup>71</sup>Section 12.3.1.7

<sup>72</sup>Section 12.3.1.8

<sup>73</sup>Section 12.3.1.17.1

The actual extent of the memory addressed by the object is  $\text{stride} * \text{size of RawFloatReader} * \text{count}$ . 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**<sup>74</sup> and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

## createRawFloatWriter(long, int, int)

#### Signature

```
public javafx.realtime.device.RawFloatWriter  
createRawFloatWriter(long base,  
                      int count,  
                      int stride)  
throws SecurityException,  
       OffsetOutOfBoundsException,  
       SizeOutOfBoundsException,  
       UnsupportedRawMemoryRegionException,  
       MemoryTypeConflictException
```

---

<sup>74</sup>Section 12.3.1.8

*Description*

Create an instance of a class that implements `RawFloatWriter`<sup>75</sup> and accesses memory of `getRegion`<sup>76</sup> 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`<sup>77</sup> 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)
```

---

<sup>75</sup>Section 12.3.1.9

<sup>76</sup>Section 12.3.1.17.1

<sup>77</sup>Section 12.3.1.9



throws `SecurityException`,  
`OffsetOutOfBoundsException`,  
`SizeOutOfBoundsException`,  
`UnsupportedRawMemoryRegionException`,  
`MemoryTypeConflictException`

### Description

Create an instance of a class that implements `RawDouble`<sup>78</sup> and accesses memory of `getRegion`<sup>79</sup> 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`<sup>80</sup> and supports access to the specified range in the memory region.

Available since RTSJ 2.0

## createRawDoubleReader(long, int, int)

### Signature

---

<sup>78</sup>Section 12.3.1.4

<sup>79</sup>Section 12.3.1.17.1

<sup>80</sup>Section 12.3.1.4

```

public javax.realtime.device.RawDoubleReader
createRawDoubleReader(long base,
                      int count,
                      int stride)
throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       UnsupportedRawMemoryRegionException,
       MemoryTypeConflictException

```

### Description

Create an instance of a class that implements [RawDoubleReader](#)<sup>81</sup> and accesses memory of [getRegion](#)<sup>82</sup> 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](#)<sup>83</sup> and supports access to the specified range in the memory region.

---

<sup>81</sup>Section [12.3.1.5](#)

<sup>82</sup>Section [12.3.1.17.1](#)

<sup>83</sup>Section [12.3.1.5](#)

Available since RTSJ 2.0

## createRawDoubleWriter(long, int, int)

### Signature

```
public javafx.realtime.device.RawDoubleWriter  
createRawDoubleWriter(long base,  
                        int count,  
                        int stride)  
  
throws SecurityException,  
        OffsetOutOfBoundsException,  
        SizeOutOfBoundsException,  
        UnsupportedRawMemoryRegionException,  
        MemoryTypeConflictException
```

### Description

Create an instance of a class that implements [RawDoubleWriter](#)<sup>84</sup> and accesses memory of [getRegion](#)<sup>85</sup> in the address range described by base, stride, and count. The actual extent of the memory addressed by the object is  $\text{stride} * \text{size of RawDoubleWriter} * \text{count}$ . 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.

---

<sup>84</sup>Section [12.3.1.6](#)

<sup>85</sup>Section [12.3.1.17.1](#)

*Returns*

an object that implements [RawDoubleWriter](#)<sup>86</sup> and supports access to the specified range in the memory region.

**Available since** RTSJ 2.0

### 12.3.1.18 RawShort

---

*Interfaces*

[javax.realtime.device.RawShortReader](#)

[javax.realtime.device.RawShortWriter](#)

*Description*

A marker for an object that can be used to access to 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

### 12.3.1.19 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](#)<sup>87</sup> and [RawMemoryFactory.createRawShort](#)<sup>88</sup>. Each object references a range of elements in the [RawMemoryRegion](#)<sup>89</sup> starting at the *base address* provided to the factory method. The size provided to the factor method determines the number of elements accessible.

---

<sup>86</sup>Section [12.3.1.6](#)

<sup>87</sup>Section [12.3.2.6.3](#)

<sup>88</sup>Section [12.3.2.6.3](#)

<sup>89</sup>Section [12.3.2.7](#)

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

#### 12.3.1.19.1 Methods

---

### getShort

#### *Signature*

```
public short  
getShort()
```

#### *Description*

Get 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* provided to the factory method that created this object.

### getShort(int)

#### *Signature*

```
public short  
getShort(int offset)  
throws OffsetOutOfBoundsException
```

#### *Description*

Get the value of the  $n^{th}$  element referenced by this instance, where  $n$  is offset and the address is *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*

Fill the values starting at the address referenced by this instance plus the offset scaled by the element size in bytes and the object's stride. 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 transfere  
values the array to received 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 copied to values

## **get(int, short, int, int)**

*Signature*

```
public int  
get(int offset,  
    short[] values,  
    int start,  
    int count)  
throws OffsetOutOfBoundsException,  
        ArrayIndexOutOfBoundsException,  
        NullPointerException
```

#### *Description*

Fill values with data from the memory region, where offset is first short in the memory region and start is the first index in values. The number of bytes transfered 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 transfered.

#### *Parameters*

offset of the first short in the memory region to transfere  
values the array to received 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 transfered.

### 12.3.1.20 RawShortWriter

---

#### *Interfaces*

[javafx.realtime.device.RawMemory](#)

#### *Description*

A marker for a short accessor object encapsulating the protocol for writing 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.createRawShortWriter](#)<sup>90</sup> and [RawMemoryFactory.createRawShort](#)<sup>91</sup>. Each object references a range of elements in the [RawMemoryRegion](#)<sup>92</sup> starting at the *base address* provided to the factory method. The size provided to the factor 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

### 12.3.1.20.1 Methods

---

#### setShort(short)

##### *Signature*

```
public void
setShort(short value)
```

##### *Description*

Set 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. When an exception is thrown, no data is transferred.

##### *Parameters*

value is the new value for the element.

#### setShort(int, short)

##### *Signature*

---

<sup>90</sup>Section [12.3.2.6.3](#)

<sup>91</sup>Section [12.3.2.6.3](#)

<sup>92</sup>Section [12.3.2.7](#)



```
public void  
setShort(int offset,  
         short value)  
throws OffsetOutOfBoundsException
```

#### Description

Set 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 transfered.

#### Parameters

offset of short in the memory region.  
value is 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

Copy values to the raw memory starting at the address referenced by this instance plus the offset scaled by the element size in bytes and the objects stride. Only the shorts in the intersection of values and the end of the memory region are transfered. When an exception is thrown, no data is transfered.

#### Parameters

offset of short in the memory region.  
values is 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 copied to values

**set(int, short, int, int)***Signature*

```
public int
set(int offset,
    short[] values,
    int start,
    int count)
throws OffsetOutOfBoundsException,
        ArrayIndexOutOfBoundsException,
        NullPointerException
```

*Description*

Copy 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 transfered 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 transfered.

*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 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.

*Returns*

the number of shorts actually transfered.

## 12.3.2 Classes

### 12.3.2.1 DMABufferFactory

---

#### Inheritance

java.lang.Object  
    javafx.realtime.device.DMABufferFactory

#### 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.

#### 12.3.2.1.1 Constructors

---

### DMABufferFactory(DMARegion, long, long)

#### Signature

```
public  
DMABufferFactory(DMARegion region,  
                 long base,  
                 long size)  
throws MemoryInUseException
```

#### Description

Create a factory for allocating buffers in a particular address range. Whether the address is physical or virtual is system dependent.

#### Parameters

region is the area of memory a DMA controller can reference, from which this factory takes its memory.

base is the base address of a memory range in region for buffer allocation

size is the number of bytes in the memory range

#### Throws

[MemoryInUseException](#) when the memory area provide is already in use by or reserved for a [javafx.realtime.MemoryArea](#)<sup>93</sup>, program code, or other sytem or VM structure.

---

<sup>93</sup>Section [11.3.2.3](#)

### 12.3.2.1.2 Methods

---

#### **allocateDirectByteBuffer(int)**

*Signature*

```
public java.nio.ByteBuffer  
allocateDirectByteBuffer(int capacity)
```

*Description*

Create 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.StaticOutOfMemoryError](#) when no memory is available

*Returns*

the new buffer.

#### **defineDirectByteBuffer(long, int)**

*Signature*

```
public java.nio.ByteBuffer  
defineDirectByteBuffer(long start,  
                        int capacity)  
throws RangeOutOfBoundsException
```

*Description*

Given a range of memory within the allocation area defined by this factory, create a direct byte buffer to represent that memory range.

*Parameters*

start is the beginning of the memory range

capacity is number of bytes in the range

*Throws*

[RangeOutOfBoundsException](#) when start or start + capacity extends outside of the allocation area of this factory.

[javax.realtime.StaticOutOfMemoryError](#) when no memory is available

*Returns*

the new buffer object

**Open issue 12.3.1**

Why is one define and the other allocate? Why do we need a start address at all?

**End of issue 12.3.1****inRange(ByteBuffer)***Signature*

```
public boolean  
inRange(ByteBuffer buffer)
```

*Description*

Check to see if the buffer's data area is within the range of this factory.

*Parameters*

buffer to check

*Returns*

true when and only when buffer's data area is within the range of this factory;  
otherwise false

**addressOf(ByteBuffer)***Signature*

```
public long  
addressOf(ByteBuffer buffer)
```

*Description*

Give the location of this buffers data in memory. The address shall be in the address space of the DMA controller.

*Parameters*

buffer of which to get the address

*Returns*

the start address of the data range of this buffer

## **writeFence(ByteBuffer)**

### *Signature*

```
public static void  
writeFence(ByteBuffer buffer)
```

### *Description*

Ensures that all changes to the DirectByteBuffer buffer 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(ByteBuffer)**

### *Signature*

```
public static void  
readFence(ByteBuffer buffer)
```

### *Description*

Ensures that any previous changes to the memory represented by the given DirectByteBuffer 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(ByteBuffer)`<sup>94</sup> or its native equivalent on the buffer's memory.

### *Parameters*

buffer the byte buffer which will be updated

---

<sup>94</sup>Section 12.3.1

### 12.3.2.2 DMARegion

---

#### Inheritance

java.lang.Object  
javafx.runtime.device.DMARegion

#### Description

Define the reachable memory for a given DMA controller in terms of the physical address space of the system.

#### 12.3.2.2.1 Constructors

---

### DMARegion(long, long)

#### Signature

```
public  
DMARegion(long start,  
           long size)  
throws IllegalArgumentException
```

#### Description

Create a DMA memory definition.

#### Parameters

start address of the DMA address space in the physical address address space of the main processor.

size is the number of bytes in the DMA address space

#### Throws

IllegalArgumentException when start is less than zero or start + size is larger than the physical memory of the system.

#### 12.3.2.2.2 Methods

---

**regionAddressOf(long)***Signature*

public long  
regionAddressOf(long address)  
throws IllegalArgumentException

*Description*

Translate a physical address into a DMA region address.

*Parameters*

address to translate

*Throws*

IllegalArgumentException when the results is outside the DMA space.

*Returns*

the equivalent address in DMA space.

**physicalAddressOf(long)***Signature*

public long  
physicalAddressOf(long address)  
throws IllegalArgumentException

*Description*

Translate a DMA space address into a physical address.

*Parameters*

address to translate

*Throws*

IllegalArgumentException when the input is outside the DMA space.

*Returns*

the corresponding physical address

**12.3.2.3 Happening**

---

**Inheritance**

java.lang.Object



javafx.realtime.AsyncBaseEvent  
javafx.realtime.AsyncEvent  
javafx.realtime.device.Happening

*Interfaces*

javafx.realtime.ActiveEvent

*Description*

This class provides second level handling for external events such as interrupts. A happening can be triggered by an [InterruptServiceRoutine](#)<sup>95</sup> 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 provide by the system which is a string beginning with @.

Available since RTSJ 2.0

### 12.3.2.3.1 Constructors

---

## Happening(String, HappeningDispatcher)

*Signature*

```
public  
Happening(String name,  
            HappeningDispatcher dispatcher)  
throws IllegalArgumentException
```

*Description*

Create a Happening with the given name.

*Parameters*

name of the happening.  
dispatcher to use when being triggered.

*Throws*

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 javafx.

---

<sup>95</sup>Section [12.3.2.5](#)

## Happening(String)

### *Signature*

```
public  
Happening(String name)  
throws IllegalArgumentException
```

### *Description*

Create a Happening with the given name and the default dispatcher.

### *Parameters*

name of the happening.

### *Throws*

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.

## 12.3.2.3.2 Methods

---

## getHappening(String)

### *Signature*

```
public static javax.realtime.device.Happening  
getHappening(String name)
```

### *Description*

Find an active happening by its name.

### *Parameters*

name of the happening to get.

### *Throws*

IllegalArgumentException when name is null.

### *Returns*

a reference to the happening with name name, or null if no happening is found.

## isHappening(String)

### *Signature*

```
public static boolean  
isHappening(String name)
```

### *Description*

Is there an active happening with name name?

### *Parameters*

name A string that might name an active happening.

### *Throws*

IllegalArgumentException when name is null.

### *Returns*

True only when there is a registered happening with the name name.

## createId(String)

### *Signature*

```
public static int  
createId(String name)  
throws IllegalStateException
```

### *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](#)<sup>96</sup> 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(log2(n)).

### *Parameters*

name is a happening name string.

### *Throws*

IllegalStateException when name is already registered.

IllegalArgumentException when name is null.

### *Returns*

an ID assigned by the system

---

<sup>96</sup>Section [12.3.2.5](#)

**getId(String)***Signature*

```
public static int  
getId(String name)
```

*Description*

Return 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 is a happening name string.

*Throws*

IllegalArgumentException 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*

Get the external event corresponding to a given id.

*Parameters*

id of a registered signal

*Returns*

the signal corresponding to id.

**get(String)***Signature*

```
public static javax.realtime.device.Happening  
get(String name)
```

*Description*

Get the external event corresponding to a given name.

*Parameters*

name of a registered signal

*Throws*

IllegalArgumentException 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](#)<sup>97</sup> method.

trigger() and any native code analog to it interact with other [javafx.realtime.ActiveEvent](#)<sup>98</sup> 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 if a happening with id happeningId was found, false otherwise.

## getId

*Signature*

```
public final int  
getId()
```

---

<sup>97</sup>Section [12.3.2.5.2](#)

<sup>98</sup>Section [8.3.1.1](#)

*Description*

Get the number of this happening.

*Returns*

the happening number or -1, when not registered.

**getName***Signature*

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

*Description*

Get the name of this happening.

*Returns*

the name of this happening.

**start***Signature*

```
public void  
start()  
throws IllegalStateException
```

*Description*

Start this Happening, i.e., change to the active and enabled state. 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*

IllegalStateException 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 IllegalStateException
```

### *Description*

Start this Happening, but leave 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*

IllegalStateException when this Happening has already been started.

See [Section stop\(\)](#)

## **stop**

### *Signature*

```
public boolean  
stop()  
throws IllegalStateException
```

### *Description*

Stop this happening from responding to the fire and trigger methods.

### *Throws*

IllegalStateException when this Happening is not active.

### *Returns*

true when this is in the *enabled* state false otherwise.

## **isActive**

### *Signature*

```
public boolean  
isActive()
```

### *Description*

Determine the activation state of this happening, i.e., it has been started.

*Returns*

true when active, false otherwise.

## **isRunning**

*Signature*

```
public boolean  
isRunning()
```

*Description*

Determine 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](#)<sup>99</sup> method.

This method must execute in constant time.

## **getDispatcher**

*Signature*

```
public javax.realtime.device.HappeningDispatcher  
getDispatcher()
```

*Description*

Obtain the dispatcher for this.

---

<sup>99</sup>Section [12.3.2.5.2](#)



*Returns*

that dispatcher.

### 12.3.2.4 HappeningDispatcher

---

**Inheritance**

java.lang.Object

javafx.runtime.ActiveEventDispatcher

javafx.runtime.device.HappeningDispatcher

*Description*

This class provides a means of dispatching a set of [Happening](#)<sup>100</sup>.

#### 12.3.2.4.1 Constructors

---

## HappeningDispatcher(SchedulingParameters, SchedulingGroup)

*Signature*

```
public  
HappeningDispatcher(SchedulingParameters schedule,  
                    SchedulingGroup group)
```

*Description*

Create a new dispatcher, whose dispatching thread runs with the given scheduling parameters.

*Parameters*

schedule give the parameters for scheduling this dispatcher

## HappeningDispatcher(SchedulingParameters)

*Signature*

---

<sup>100</sup>Section [12.3.2.3](#)

```
public  
HappeningDispatcher(SchedulingParameters schedule)
```

*Description*

Create a new dispatcher, whose dispatching thread runs with the given scheduling parameters.

*Parameters*

schedule give the parameters for scheduling this dispatcher

### 12.3.2.4.2 Methods

---

#### **register(Happening)**

*Signature*

```
public synchronized void  
register(Happening happening)  
throws RegistrationException,  
        IllegalStateException,  
        IllegalArgumentException
```

*Description*

Register a **Happening**<sup>101</sup> with this dispatcher.

*Parameters*

happening to register

*Throws*

**RegistrationException** when happening is already registered.  
**IllegalStateException** when this object has been destroyed.  
**IllegalArgumentException** when happening is not stopped.

#### **unregister(Happening)**

*Signature*

```
public synchronized void  
unregister(Happening happening)
```

---

<sup>101</sup>Section [12.3.2.3](#)

throws `DeregistrationException`,  
`IllegalStateException`,  
`IllegalArgumentException`

*Description*

Unregister a [Happening](#)<sup>102</sup> from this dispatcher.

*Parameters*

happening to unregister

*Throws*

[DeregistrationException](#) when happening is not already registered.  
`IllegalStateException` when this object has been destroyed.  
`IllegalArgumentException` when happening is not stopped.

## destroy

*Signature*

public void  
destroy()  
throws `IllegalStateException`

*Description*

Release all reasources thereby making the dispatcher unusable.

*Throws*

`IllegalStateException` when called on a dispatcher that has one or more registered [Happening](#)<sup>103</sup> objects.

### 12.3.2.5 InterruptServiceRoutine

---

**Inheritance**

java.lang.Object  
[javafx.realtime.device.InterruptServiceRoutine](#)

*Interfaces*

[javafx.realtime.RealtimeExecutionContext](#)

*Description*

---

<sup>102</sup>Section [12.3.2.3](#)

<sup>103</sup>Section [12.3.2.3](#)

A class for defining a first level interrupt handler. The implementation must override the `handle`<sup>104</sup> 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.

#### 12.3.2.5.1 Constructors

---

### InterruptServiceRoutine(MemoryArea)

#### *Signature*

```
public
InterruptServiceRoutine(MemoryArea area)
throws NullPointerException,
    IllegalArgumentException
```

#### *Description*

Create an interrupt service routine with a particular memory area.

#### *Parameters*

area the allocation context in which the `handle`<sup>105</sup> method runs.

#### *Throws*

NullPointerException when initial\_area is null.

IllegalArgumentException when id is not a valid interrupt id.

#### 12.3.2.5.2 Methods

---

### validInterruptIds

#### *Signature*

---

<sup>104</sup>Section 12.3.2.5.2

<sup>105</sup>Section 12.3.2.5.2

```
public static int[]  
validInterruptIds()
```

*Description*

Determine which interrupt identifiers are valid.

*Returns*

an ordered array of integers representing the valid interrupts in the system. On a machine that does not support any interrupts, a zero length array is returned.

## **getHandler(int)**

*Signature*

```
public static javax.realtime.device.InterruptServiceRoutine  
getHandler(int interrupt)
```

*Description*

Find the InterruptServiceRoutine that is handling a given interrupt.

*Parameters*

interrupt for which to find the InterruptServiceRoutine

*Returns*

the InterruptServiceRoutine registered to the given interrupt. Null is returned when nothing is registered for that interrupt.

## **getMaximumInterruptPriority**

*Signature*

```
public static int  
getMaximumInterruptPriority()
```

*Description*

Retrieve the maximum interrupt priority. It must be greater than or equal to the result of [getMinimumInterruptPriority](#)<sup>106</sup>.

*Returns*

the maximum interrupt priority.

---

<sup>106</sup>Section [12.3.2.5.2](#)

## getMinimumInterruptPriority

### Signature

```
public static int  
getMinimumInterruptPriority()
```

### Description

Retrieve the minimum interrupt priority. It must be higher than all other priorities provided by the system.

### Returns

the minimum interrupt priority.

## getInterruptPriority(int)

### Signature

```
public static int  
getInterruptPriority(int interruptId)  
throws IllegalArgumentException
```

### Description

Get the interrupt priority of a given interrupt.

### Throws

IllegalArgumentException when there is no interrupt corresponding to interruptId

### Returns

the priority at which the [handle](#)<sup>107</sup> method is invoked. The returned value is always greater than [java.xml.realtime.PriorityScheduler.getMaxPriority\(\)](#)<sup>108</sup>.

## isRegistered

### Signature

```
public final boolean  
isRegistered()
```

### Description

---

<sup>107</sup>Section [12.3.2.5.2](#)

<sup>108</sup>Section [6.3.3.8.3](#)

A predicate for the registration state.

*Returns*

true when registered, otherwise false.

## **register(int)**

*Signature*

```
public void  
register(int interrupt)  
throws RegistrationException
```

*Description*

Register this interrupt service routine with the system so that it can be triggered.

*Parameters*

interrupt a system dependent identifier for the interrupt.

*Throws*

[RegistrationException](#) when this is already registered or some other [InterruptServiceRoutine](#)<sup>109</sup> is registered for interrupt.

## **unregister**

*Signature*

```
public void  
unregister()  
throws DeregistrationException
```

*Description*

Deregister this interrupt service routine with the system so that it can no longer be triggered.

*Throws*

[DeregistrationException](#) when this interrupt service routine is not registered.

---

<sup>109</sup>Section [12.3.2.5](#)

## 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](#)<sup>110</sup> classes may be used to access the associated device registers and a [Happening](#)<sup>111</sup> may be triggered for second level interrupt handling.

The code used to implement this method should not block itself for an unbound amount of time or induce a context switch, e.g., sleeping. The effects of unbound blocking and inducing a context switch here are undefined and could result in deadlocking the machine. `Object.notify()` and `Object.notifyAll()` may be called, but `Object.wait()` should not be called.

Unless the overridden method is synchronized, the infrastructure shall provide no synchronization for the execution of this method. When the [javax.realtime.MemoryArea](#)<sup>112</sup> provided at creation is a [javax.realtime.memory.ScopedMemory](#)<sup>113</sup>, its count is incremented on entry to this method and decremented on exit.

### 12.3.2.6 RawMemoryFactory

---

#### Inheritance

```
java.lang.Object
  javax.realtime.device.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\(RawMemoryRegionFactory\)](#)<sup>114</sup> 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\(RawMemoryRegion, long, int, int\)](#)<sup>115</sup> method returns a reference

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<sup>110</sup>Section [12.3.1.16](#)

<sup>111</sup>Section [12.3.2.3](#)

<sup>112</sup>Section [11.3.2.3](#)

<sup>113</sup>Section [11.4.3.6](#)

<sup>114</sup>Section [12.3.2.6.3](#)

<sup>115</sup>Section [12.3.2.6.3](#)



to an object that implements the `RawByte`<sup>116</sup> 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 define a memory region by implementing a factory which can create objects to access memory in that region. Thus, the application must implement a factory that implements the `RawMemoryRegionFactory`<sup>117</sup> interface.

A raw memory region factory is identified by a `RawMemoryRegion`<sup>118</sup> that is used by each create method, e.g., `createRawByte(RawMemoryRegion, long, int, int)`<sup>119</sup>, to locate the appropriate factory. The name is not passed to `register(RawMemoryRegionFactory)`<sup>120</sup> as a separate argument, rather the name is provided to `register(RawMemoryRegionFactory)`<sup>121</sup> through the factory's `RawMemoryRegionFactory.getName`<sup>122</sup> method.

The `register(RawMemoryRegionFactory)`<sup>123</sup> method is only used when by application code when it needs to add support for a new type of raw memory.

Whether a give offset addresses a high-order or low-order byte of an aligned short in memory is determined by the value of the `javafx.realtime.RealtimeSystem.BYTE_ORDER`<sup>124</sup> static byte variable in class `javafx.realtime.RealtimeSystem`<sup>125</sup>,

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<sup>116</sup>Section 12.3.1.1

<sup>117</sup>Section 12.3.1.17

<sup>118</sup>Section 12.3.2.7

<sup>119</sup>Section 12.3.2.6.3

<sup>120</sup>Section 12.3.2.6.3

<sup>121</sup>Section 12.3.2.6.3

<sup>122</sup>Section 12.3.1.17.1

<sup>123</sup>Section 12.3.2.6.3

<sup>124</sup>Section 14.2.2.3.1

<sup>125</sup>Section 14.2.2.3

the start address of the object, the offset given the stride of the object. Regardless of the byte ordering, accessor methods for `by` continue to select bytes starting at offset from the base address and continuing toward greater addresses.

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

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 require 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 schedulable objects. A raw memory region could be updated by another schedulable object, 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 represent 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

Table 12.1: 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 <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.

default value for array entries is false. The dimensions are

The true values in the table are represented by properties of the following form.  
 javafx.runtime.atomicaccess\_<access>\_<type>\_<alignment>\_atomicity=true  
 for example,

javafx.runtime.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 runtime 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

#### 12.3.2.6.1 Fields

---

### MEMORY\_MAPPED\_REGION

```
public static final MEMORY_MAPPED_REGION
```

*Description*

This raw memory name is predefined for use to request access to memory mapped I/O devices.

**IO\_PORT\_MAPPED\_REGION**

```
public static final IO_PORT_MAPPED_REGION
```

*Description*

This raw memory name is predefined for use to request access to I/O device space implemented by processor instructions, such as the x86 in and out instructions.

**12.3.2.6.2 Constructors**

---

**RawMemoryFactory***Signature*

```
public  
RawMemoryFactory()
```

*Description*

Create an empty factory. For a factory with support for the platform defined [RawMemoryRegion](#)<sup>126</sup>s, use [getDefaultFactory](#)<sup>127</sup> instead.

**12.3.2.6.3 Methods**

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<sup>126</sup>Section [12.3.2.7](#)

<sup>127</sup>Section [12.3.2.6.3](#)

## getDefaultFactory

### Signature

```
public static javax.realtime.device.RawMemoryFactory  
getDefaultFactory()
```

### Description

Get 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

Add support for a new memory region

### Parameters

factory is the [RawMemoryRegionFactory](#)<sup>128</sup> to use for creating [RawMemory](#)<sup>129</sup> objects for the the [RawMemoryRegion](#)<sup>130</sup> it makes available.

### Throws

[RegistrationException](#) when the RawMemoryRegion of factory already has a factory registered.

## deregister(RawMemoryRegionFactory)

### Signature

```
public void  
deregister(RawMemoryRegionFactory factory)  
throws DeregistrationException
```

### Description

---

<sup>128</sup>Section [12.3.1.17](#)

<sup>129</sup>Section [12.3.1.16](#)

<sup>130</sup>Section [12.3.2.7](#)

Remove support for a new memory region

#### Parameters

factory is the [RawMemoryRegionFactory](#)<sup>131</sup> to make 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

Create an instance of a class that implements [RawByte](#)<sup>132</sup> 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  $\text{stride} * \text{size of RawByte} * \text{count}$ . The object is allocated in the current memory area of the calling thread.

#### Parameters

region indicated 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.

---

<sup>131</sup>Section [12.3.1.17](#)

<sup>132</sup>Section [12.3.1.1](#)

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](#)<sup>133</sup> and supports access to the specified range in the memory region.

### createRawByteReader(RawMemoryRegion, long, int, int)

#### Signature

```
public javafx.realtime.device.RawByteReader  
createRawByteReader(RawMemoryRegion region,  
                    long base,  
                    int count,  
                    int stride)
```

throws SecurityException,  
OffsetOutOfBoundsException,  
SizeOutOfBoundsException,  
MemoryTypeConflictException,  
UnsupportedRawMemoryRegionException

#### Description

Create an instance of a class that implements [RawByteReader](#)<sup>134</sup> 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 indicated 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.

---

<sup>133</sup>Section [12.3.1.1](#)

<sup>134</sup>Section [12.3.1.2](#)

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 memory that matches the type served by this factory.

#### Returns

an object that implements `RawByteReader`<sup>135</sup> 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

Create an instance of a class that implements `RawByteWriter`<sup>136</sup> 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.

---

<sup>135</sup>Section 12.3.1.2

<sup>136</sup>Section 12.3.1.3



*Parameters*

region indicated 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 memory that matches the type served by this factory.

*Returns*

an object that implements `RawByteWriter`<sup>137</sup> 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*

---

<sup>137</sup>Section 12.3.1.3

Create an instance of a class that implements [RawShort](#)<sup>138</sup> 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  $\text{stride} * \text{size of RawShort} * \text{count}$ . The object is allocated in the current memory area of the calling thread.

#### Parameters

region indicated 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 memory that matches the type served by this factory.

#### Returns

an object that implements [RawShort](#)<sup>139</sup> 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,
```

---

<sup>138</sup>Section [12.3.1.18](#)

<sup>139</sup>Section [12.3.1.18](#)

MemoryTypeConflictException,  
UnsupportedRawMemoryRegionException

### Description

Create an instance of a class that implements [RawShortReader](#)<sup>140</sup> 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  $\text{stride} * \text{size of RawShortReader} * \text{count}$ . The object is allocated in the current memory area of the calling thread.

### Parameters

region indicated 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 memory that matches the type served by this factory.

### Returns

an object that implements [RawShortReader](#)<sup>141</sup> and supports access to the specified range in the memory region.

**createRawShortWriter(RawMemoryRegion, long, int, int)**

### Signature

```
public javafx.realtime.device.RawShortWriter  
createRawShortWriter(RawMemoryRegion region,
```

---

<sup>140</sup>Section [12.3.1.19](#)

<sup>141</sup>Section [12.3.1.19](#)

```

        long base,
        int count,
        int stride)
throws SecurityException,
        OffsetOutOfBoundsException,
        SizeOutOfBoundsException,
        MemoryTypeConflictException,
        UnsupportedRawMemoryRegionException

```

### Description

Create an instance of a class that implements [RawShortWriter](#)<sup>142</sup> 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 indicated 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

[IllegalArgumentOutOfRangeException](#) 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.

[SizeOutOfRangeException](#) 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](#)<sup>143</sup> and supports access to the specified range in the memory region.

---

<sup>142</sup>Section [12.3.1.20](#)

<sup>143</sup>Section [12.3.1.20](#)

## createRawInt(RawMemoryRegion, long, int, int)

### Signature

```
public javafx.realtime.device.RawInt  
createRawInt(RawMemoryRegion region,  
             long base,  
             int count,  
             int stride)  
throws SecurityException,  
       OffsetOutOfBoundsException,  
       SizeOutOfBoundsException,  
       MemoryTypeConflictException,  
       UnsupportedRawMemoryRegionException
```

### Description

Create an instance of a class that implements [RawInt](#)<sup>144</sup> 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  $\text{stride} * \text{size of RawInt} * \text{count}$ . The object is allocated in the current memory area of the calling thread.

### Parameters

region indicated 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 memory that matches the type served by this factory.

### Returns

---

<sup>144</sup>Section [12.3.1.10](#)

an object that implements [RawInt](#)<sup>145</sup> 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

Create an instance of a class that implements [RawIntReader](#)<sup>146</sup> 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 indicated 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.

---

<sup>145</sup>Section [12.3.1.10](#)

<sup>146</sup>Section [12.3.1.11](#)

[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](#)<sup>147</sup> and supports access to the specified range in the memory region.

### createRawIntWriter(RawMemoryRegion, long, int, int)

#### Signature

```
public javafx.realtime.device.RawIntWriter  
createRawIntWriter(RawMemoryRegion region,  
                   long base,  
                   int count,  
                   int stride)  
throws SecurityException,  
       OffsetOutOfBoundsException,  
       SizeOutOfBoundsException,  
       MemoryTypeConflictException,  
       UnsupportedRawMemoryRegionException
```

#### Description

Create an instance of a class that implements [RawIntWriter](#)<sup>148</sup> 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  $\text{stride} * \text{size of RawIntWriter} * \text{count}$ . The object is allocated in the current memory area of the calling thread.

#### Parameters

region indicated 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

---

<sup>147</sup>Section [12.3.1.11](#)

<sup>148</sup>Section [12.3.1.12](#)

`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 memory that matches the type served by this factory.

#### Returns

an object that implements `RawIntWriter`<sup>149</sup> 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

Create an instance of a class that implements `RawLong`<sup>150</sup> 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 indicated the address space from which the new instance should be taken.

base The starting physical address accessible through the returned instance.

---

<sup>149</sup>Section 12.3.1.12

<sup>150</sup>Section 12.3.1.13



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 memory that matches the type served by this factory.

#### Returns

an object that implements `RawLong`<sup>151</sup> and supports access to the specified range in the memory region.

## **createRawLongReader(RawMemoryRegion, long, int, int)**

#### Signature

```
public javax.realtime.device.RawLongReader  
createRawLongReader(RawMemoryRegion region,  
                    long base,  
                    int count,  
                    int stride)  
throws SecurityException,  
       OffsetOutOfBoundsException,  
       SizeOutOfBoundsException,  
       MemoryTypeConflictException,  
       UnsupportedRawMemoryRegionException
```

#### Description

Create an instance of a class that implements `RawLongReader`<sup>152</sup> 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.

---

<sup>151</sup>Section 12.3.1.13

<sup>152</sup>Section 12.3.1.14

*Parameters*

region indicated 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 memory that matches the type served by this factory.

*Returns*

an object that implements `RawLongReader`<sup>153</sup> 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*


---

<sup>153</sup>Section 12.3.1.14

Create an instance of a class that implements [RawLongWriter](#)<sup>154</sup> 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  $\text{stride} * \text{size of RawLongWriter} * \text{count}$ . The object is allocated in the current memory area of the calling thread.

#### Parameters

region indicated 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 memory that matches the type served by this factory.

#### Returns

an object that implements [RawLongWriter](#)<sup>155</sup> 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)
```

---

<sup>154</sup>Section [12.3.1.15](#)

<sup>155</sup>Section [12.3.1.15](#)

throws `SecurityException`,  
`OffsetOutOfBoundsException`,  
`SizeOutOfBoundsException`,  
`MemoryTypeConflictException`,  
`UnsupportedRawMemoryRegionException`

### Description

Create an instance of a class that implements `RawFloat`<sup>156</sup> 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  $\text{stride} * \text{size of RawFloat} * \text{count}$ . The object is allocated in the current memory area of the calling thread.

### Parameters

region indicated 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 memory that matches the type served by this factory.

### Returns

an object that implements `RawFloat`<sup>157</sup> and supports access to the specified range in the memory region.

**createRawFloatReader(RawMemoryRegion, long, int, int)**

### Signature

---

<sup>156</sup>Section 12.3.1.7

<sup>157</sup>Section 12.3.1.7

```
public javafx.realtime.device.RawFloatReader
createRawFloatReader(RawMemoryRegion region,
                    long base,
                    int count,
                    int stride)

throws SecurityException,
        OffsetOutOfBoundsException,
        SizeOutOfBoundsException,
        MemoryTypeConflictException,
        UnsupportedRawMemoryRegionException
```

### Description

Create an instance of a class that implements [RawFloatReader](#)<sup>158</sup> 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  $\text{stride} * \text{size of RawFloatReader} * \text{count}$ . The object is allocated in the current memory area of the calling thread.

### Parameters

region indicated 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 memory that matches the type served by this factory.

### Returns

---

<sup>158</sup>Section [12.3.1.8](#)

an object that implements [RawFloatReader](#)<sup>159</sup> 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

Create an instance of a class that implements [RawFloatWriter](#)<sup>160</sup> 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 indicated 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.

---

<sup>159</sup>Section [12.3.1.8](#)

<sup>160</sup>Section [12.3.1.9](#)

[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](#)<sup>161</sup> and supports access to the specified range in the memory region.

## createRawDouble(RawMemoryRegion, long, int, int)

#### Signature

```
public javafx.runtime.device.RawDouble  
createRawDouble(RawMemoryRegion region,  
                long base,  
                int count,  
                int stride)  
throws SecurityException,  
        OffsetOutOfBoundsException,  
        SizeOutOfBoundsException,  
        MemoryTypeConflictException,  
        UnsupportedRawMemoryRegionException
```

#### Description

Create an instance of a class that implements [RawDouble](#)<sup>162</sup> 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  $\text{stride} * \text{size of RawDouble} * \text{count}$ . The object is allocated in the current memory area of the calling thread.

#### Parameters

region indicated 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

---

<sup>161</sup>Section [12.3.1.9](#)

<sup>162</sup>Section [12.3.1.4](#)

`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 memory that matches the type served by this factory.

#### Returns

an object that implements `RawDouble`<sup>163</sup> and supports access to the specified range in the memory region.

### **createRawDoubleReader(RawMemoryRegion, long, int, int)**

#### Signature

```
public javax.realtime.device.RawDoubleReader
createRawDoubleReader(RawMemoryRegion region,
                      long base,
                      int count,
                      int stride)

throws SecurityException,
       OffsetOutOfBoundsException,
       SizeOutOfBoundsException,
       MemoryTypeConflictException,
       UnsupportedRawMemoryRegionException
```

#### Description

Create an instance of a class that implements `RawDoubleReader`<sup>164</sup> 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

---

<sup>163</sup>Section 12.3.1.4

<sup>164</sup>Section 12.3.1.5



region indicated 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 memory that matches the type served by this factory.

#### Returns

an object that implements `RawDoubleReader`<sup>165</sup> and supports access to the specified range in the memory region.

## **createRawDoubleWriter(RawMemoryRegion, long, int, int)**

#### Signature

```
public javafx.realtime.device.RawDoubleWriter  
createRawDoubleWriter(RawMemoryRegion region,  
                      long base,  
                      int count,  
                      int stride)  
  
throws SecurityException,  
       OffsetOutOfBoundsException,  
       SizeOutOfBoundsException,  
       MemoryTypeConflictException,  
       UnsupportedRawMemoryRegionException
```

#### Description

---

<sup>165</sup>Section 12.3.1.5

Create an instance of a class that implements [RawDoubleWriter<sup>166</sup>](#) 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  $\text{stride} * \text{size of RawDoubleWriter} * \text{count}$ . The object is allocated in the current memory area of the calling thread.

#### Parameters

region indicated 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 memory that matches the type served by this factory.

#### Returns

an object that implements [RawDoubleWriter<sup>167</sup>](#) and supports access to the specified range in the memory region.

### 12.3.2.7 RawMemoryRegion

---

#### Inheritance

java.lang.Object  
[javax.realtime.device.RawMemoryRegion](#)

#### Description

---

<sup>166</sup>Section [12.3.1.6](#)

<sup>167</sup>Section [12.3.1.6](#)

RawMemoryRegion is a class for typing raw memory regions. It is returned by the `RawMemoryRegionFactory.getRegion`<sup>168</sup> methods of the raw memory region factory classes, and it is used with methods such as `RawMemoryFactory.createRawByte(RawMemoryRegion, long, int, int)`<sup>169</sup> and `RawMemoryFactory.createRawDouble(RawMemoryRegion, long, int, int)`<sup>170</sup> methods to identify the region from which the application wants to get an accessor instance.

Available since RTSJ 2.0

### 12.3.2.7.1 Methods

---

#### getRegion(String)

*Signature*

```
public static javafx.realtime.device.RawMemoryRegion  
getRegion(String name)
```

*Description*

Get a region type when it already exists or creates a new one.

*Parameters*

name of the region

*Returns*

the region type object.

#### 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*

---

<sup>168</sup>Section [12.3.1.17.1](#)

<sup>169</sup>Section [12.3.2.6.3](#)

<sup>170</sup>Section [12.3.2.6.3](#)

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.

## **12.4 Rationale**

### **12.4.1 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.*

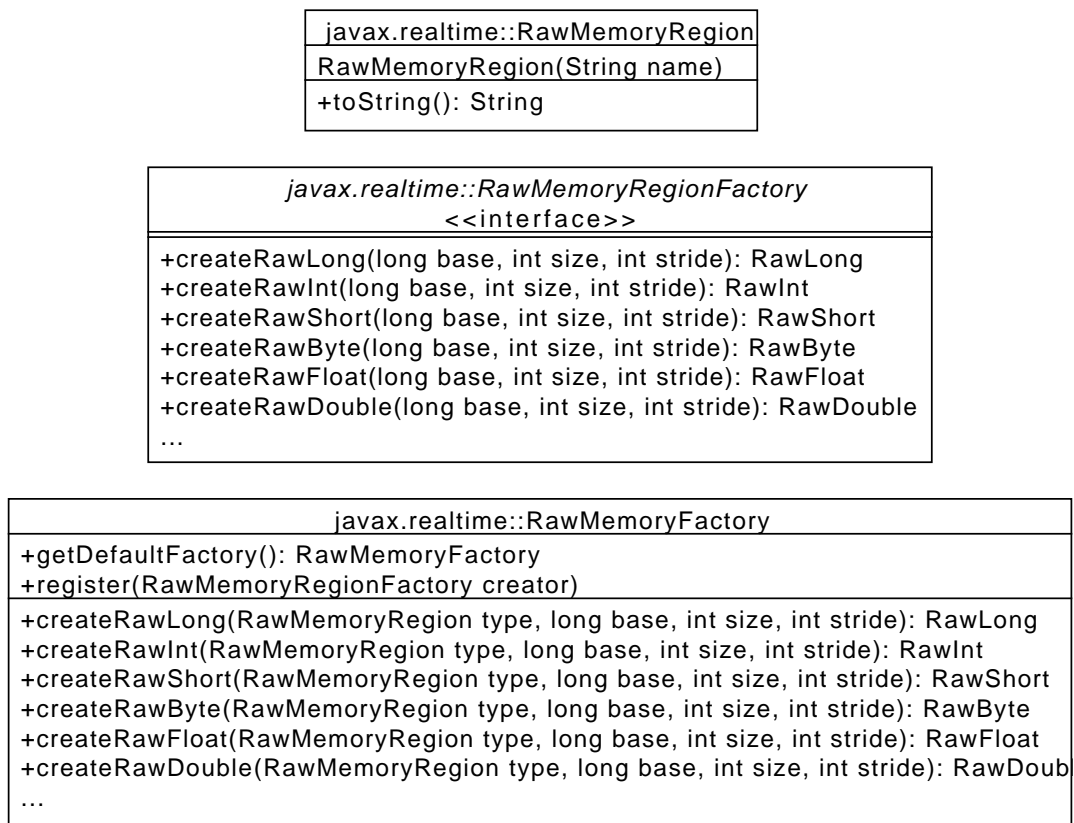
RTSJ Version 2.0 provides two categories:

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 devices 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 encapsulates the access protocol to the raw memory.

Figure 12.5: Creating Raw Memory Accessors



Control over all these objects is managed by the `RawMemoryFactory` class that provides a set of static methods, as shown in Figure 12.5. There are two groups of methods, those that

1. enable a factory to be registered, and
2. 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 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 a 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   factor.createRawInt(RawMemoryFactory.IO_MEMORY_MAPPED_REGION, 0x20);
4 RawLong dataReg =
5   factor.createRawLong(RawMemoryFactory.IO_MEMORY_MAPPED_REGION, 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(l);
2   // where l is of type long and is data to be sent to the 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. An example of this will be given in Section 12.4.3.

#### 12.4.1.1 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 JVM) 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.

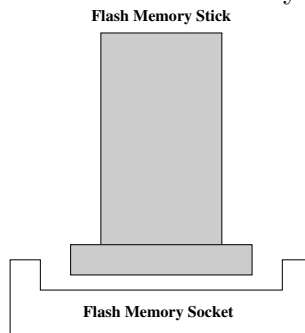
For these reasons, without explicit knowledge of the compiler and JVM, allowing any DMA into any RTSJ memory area is a very dangerous action; therefore, the RTSJ provides some special support for DMA. Unfortunately, it would be difficult to find a general pattern to fit all DMA controllers. With raw memory and raw byte buffers, one could construct a higher level API that would cover most DMA controllers, but 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.

#### 12.4.2 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.

Figure 12.6: Flash memory device



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>171</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 usually be used to determine

---

<sup>171</sup> See <http://infocenter.arm.com/help/index.jsp?topic=/com.arm.doc.ddi0375a/Cegbfjhf.html>



the worst-case stack usage of all interrupt handlers. If stack is borrowed from the executing thread then 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]).

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.

### 12.4.3 An Illustrative Example

Consider an embedded system that has a simple flash memory device that supports a single type of removable flash memory stick, as illustrated in Figure 12.6.

When the memory stick is inserted or removed, an interrupt is generated. This interrupt is known to the realtime JVM. The interrupt is also generated when operations requested on the device are completed. For simplicity, it is assumed that the application has associated this interrupt to an happening called `FlashHappening` with a default happening dispatcher.

The example illustrates how

1. a programmer can use the RTSJ facilities to write a device handler,
2. a factory class can be constructed and how the accessor objects police the access,

Table 12.2: Device registers

Register	Location	Bit Positions	Values
Command	0x20	0	0 = Disable device, 1 = Enable device
		4	0 = Disable interrupts, 1 = Enable interrupts
		5-8	1 = Read byte, 2 = Write byte 3 = Read short, 4 = Write short 5 = Read int, 6 = Write int 7 = Read long, 8 = Write long
		9	0 = DMA Read, 1 = DMA
		31-63	Offset into flash memory
Data	0x28	0-63	Simple data or memory address if DMA
Length	0x30	0-31	Length of data transfer
Status	0x38	0	1 = Device enabled
		3	1 = Interrupts enabled
		4	1 = Device in error
		5	1 = Transfer complete
		6	1 = Memory stick present 0 = Memory stick absent
		7	1 = Memory stick inserted
		8	0 = Memory stick removed

3. removable memory can be handled.

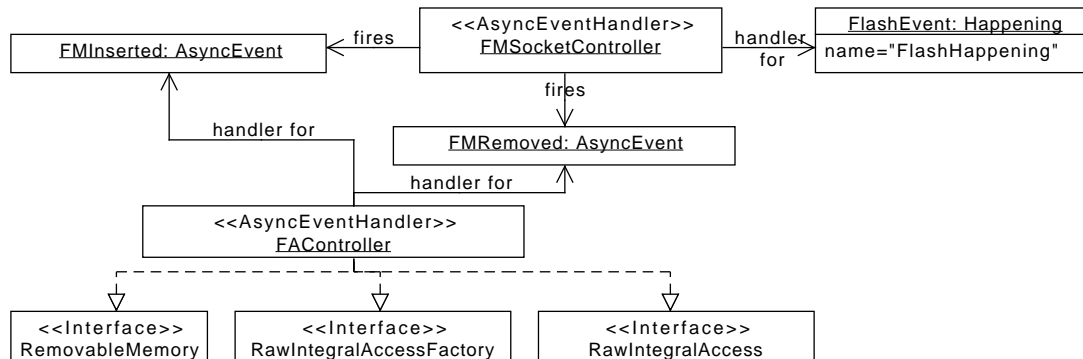
The flash memory device is accessed via several associated registers, which are shown in Table 12.2. These have all been memory mapped to the indicated locations.

#### 12.4.3.1 Software architecture

There are many ways in which the software architecture for the example could be constructed. Here, for simplicity of representation, an architecture is chosen with a minimal number of classes. It is illustrated in Figure 12.7. There are three key components.

1. FlashHappening—This is the happening that has been associated with the flash device’s interrupt. The RTSJ will provide a default dispatcher, which will release any associated handler when the interrupt occurs and the happening is triggered.
2. FMSocketController—This is the object that encapsulates the access to the flash memory device. In essence, it is the device driver; it is also the handler for the FlashHappening and is responsibly for firing the FMInserted and FM-Removed asynchronous events.
3. FAController—This is the object that controls access to the flash memory, it

Figure 12.7: Flash memory classes



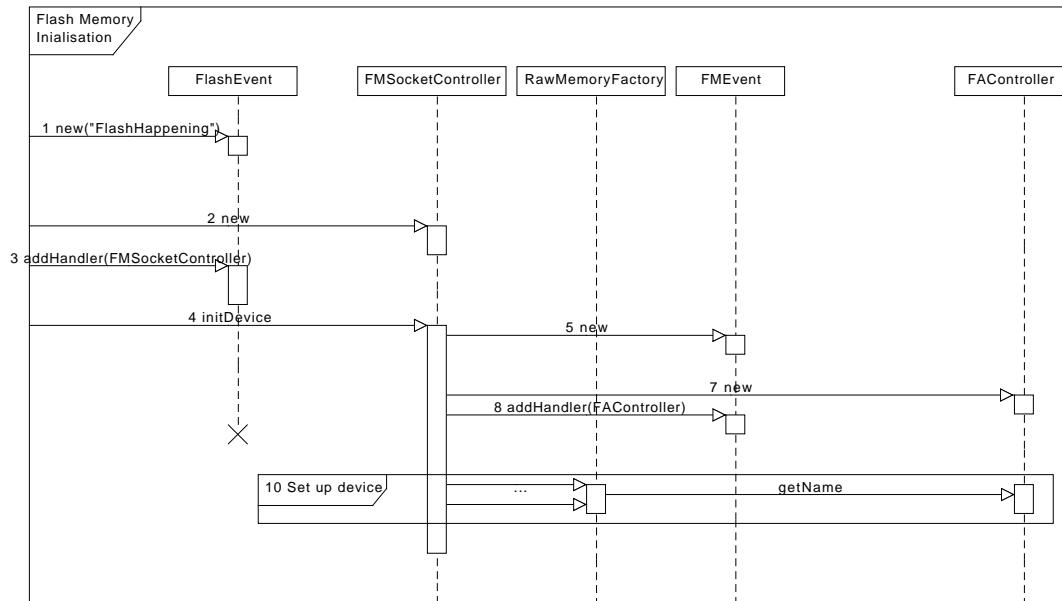
- (a) acts as the factory for the creating objects that will facilitate access to the flash memory itself (using the mechanisms provided by the FMSocket-Controller),
- (b) is the asynchronous event handler that responds to the firing of the FMInserted and FMRemoved asynchronous events, and
- (c) also acts as the accessor object for the memory.

### 12.4.3.2 Device initialization

Figure 12.8 shows the sequence of operations that the program must perform to initialize the flash memory device. The main steps are as follows.

- 1 The happening (FlashEvent) associated with the flash happening must be created.
- 2-3 The (FMSocketController) object is created and added as a handler for FlashEvent.
- 4 An initialization method is called (initDevice) to perform all the operations necessary to configure the infrastructure and initialize the hardware device.
- 5-6 Two new asynchronous events are created to represent insertion and removal of the flash memory stick.
- 7-9 The FAController class is created. It is added as the handler for the two events created in steps 5 and 6.
- 10 Setting up the device and registering the factory is shown in detail in Figure 12.9. It involves registering the FAController object via the static methods in the RawMemoryFactory class and creating and using the JVM-supplied factory to access the memory-mapped I/O registers.

Figure 12.8: Sequence diagram showing initialization operations



### 12.4.3.3 Responding to external happenings

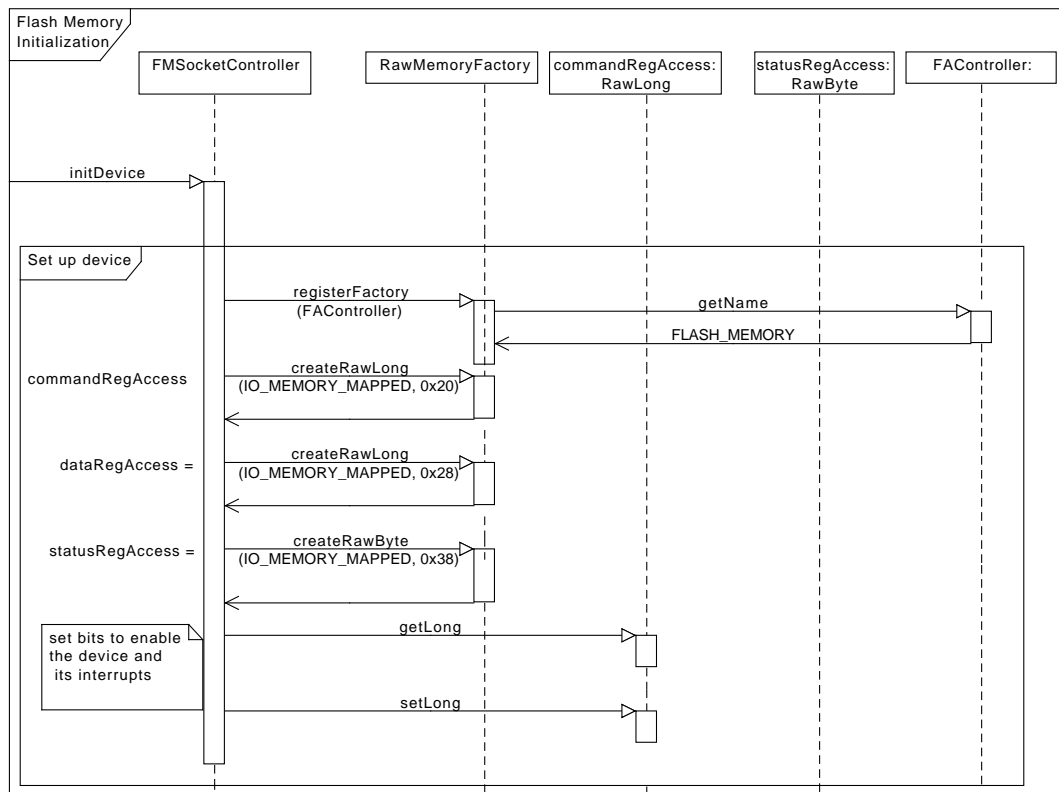
In the example, interrupts are handled by the JVM, which turns them into an external happening. The application code that indirectly responds to the happening is provided in the `handleAsyncEvent` method in the `FMSocketController` object. Figure 12.10 illustrates the approach. In this example, the actions in response to the *memory stick inserted* and *memory stick removed* flash events is simply shown as the execution of the `FMInserted` and `FMRemoved` handlers. These will inform the application. The memory accessor classes themselves will ensure that the stick is present when performing the required application accesses.

#### 12.4.3.4 Access to the flash controller's device registers

Figure 12.11 shows the sequence of events that the application follows. First it must register a handler with the FMInserted asynchronous event. Here, the application itself is an asynchronous event handler. When this is released, the memory has been inserted.

In this simple example, the application simply reads a byte from an offset within the memory stick. It, therefore, creates an accessor to access the data. When this has been returned (it is the `FAController` itself), the application can now call the `getBytes` method (called *FA* `getBytes`, in the following, for clarity). This method must implement the sequence of raw memory access on the device's registers to perform the operation. In Figure 12.11, they are as follows.

Figure 12.9: Sequence diagrams showing operations to initialize the hardware device



1. *FA* `getByte` calls the `getByte` method of the status register's accessor object. This can check to make sure that the flash memory is present (bit 6, as shown in Table 12.2). If it is not, an exception can be thrown.
2. Assuming the memory is present, it then sets the control register with the offset required (bits 31–63, as shown in Table 12.2) and sets the read byte request bit (bits 5–8, as shown in Table 12.2).
3. The *FA* `getByte` method must then wait for indication that the requested operation has been completed by the device. This is detected by the `handleAsyncEvent` method of the `FMController`, which performs the necessary notify.
4. Once notified of completion, the *FA* `getByte` method, again reads the status register to make sure there were no errors on the device (bit 4 in Table 12.2) and that the memory is still present.
5. The *FA* `getLong` then reads the data register to get the requested data, which it returns.

Figure 12.10: The FMSocketController.handleAsync method

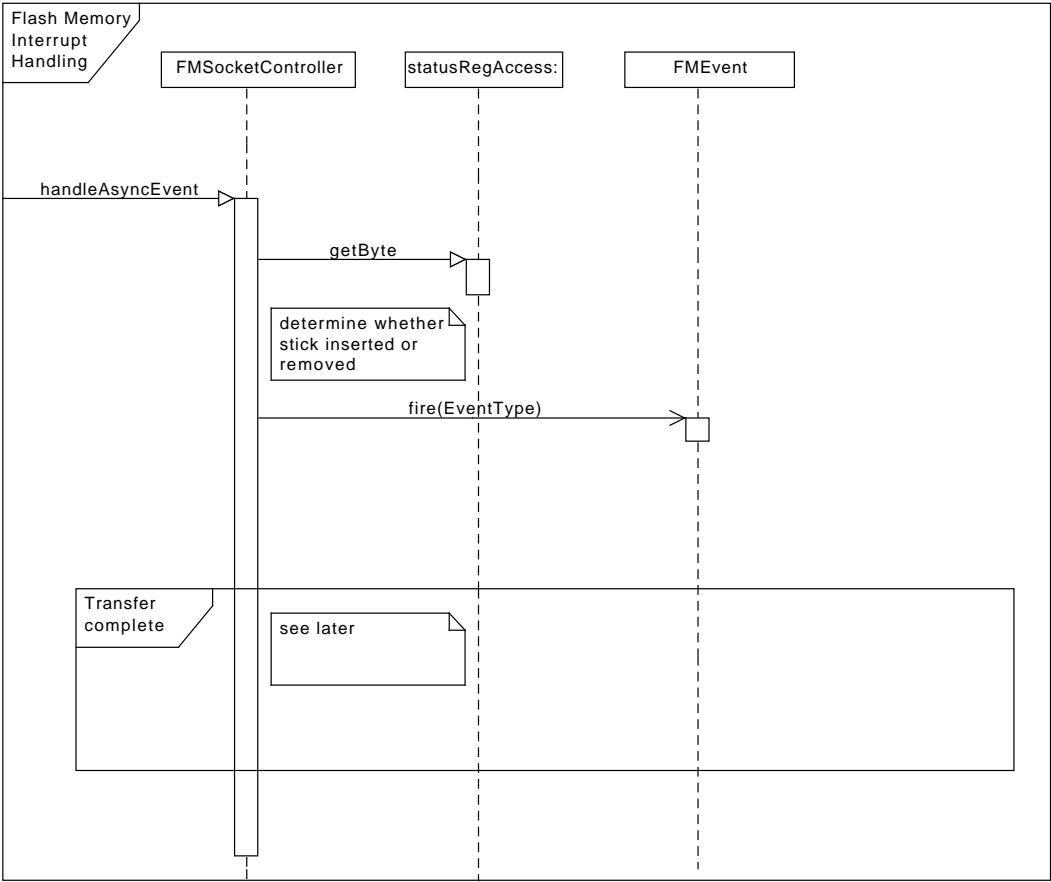
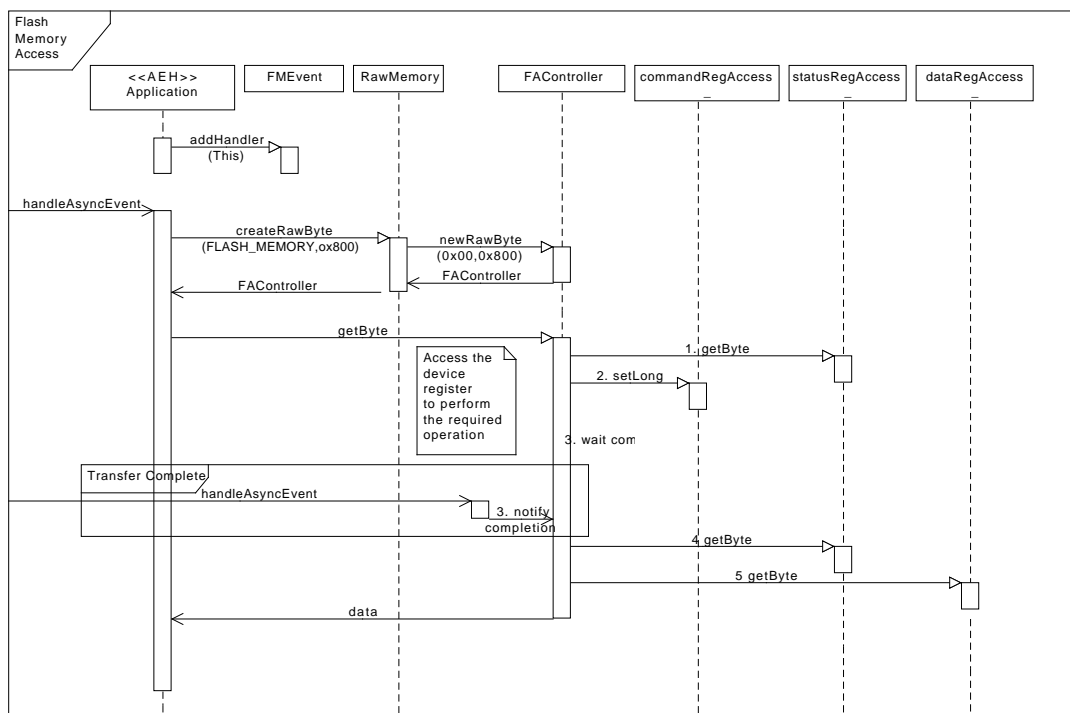


Figure 12.11: Application usage







# Chapter 13

## Interprocess Signalling

On many operating systems, it is possible for one process to signal another. POSIX provides a well defined means of signalling 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`.

### 13.1 Definitions

**Signal** — A notification between two system process, which may or may not contain a data packet.

**Realtime Signal** — A special type of signal that carries a bit of data with it.

### 13.2 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.

#### 13.2.1 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.

### 13.2.2 POSIX Realtime Signals

The `RealtimeSignal` class represents POSIX realtime events. It also implements `ActiveEvent`, but is 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.

## 13.3 javax.realtime.posix

### 13.3.1 Classes

#### 13.3.1.1 RealtimeSignal

---

##### Inheritance

java.lang.Object  
  javax.realtime.AsyncBaseEvent  
    javax.realtime.AsyncLongEvent  
      javax.realtime.posix.RealtimeSignal

##### Interfaces

  javax.realtime.ActiveEvent

##### Description

A [javax.realtime.ActiveEvent<sup>1</sup>](#) subclass for defining a POSIX realtime signal.

Available since RTSJ 2.0

#### 13.3.1.1.1 Methods

---

##### isPOSIXRealtimeSignal(String)

###### Signature

```
public static boolean  
isPOSIXRealtimeSignal(String name)
```

###### Description

Determine if a signal with a given name is registered.

###### Parameters

name of the signal

###### Returns

true when a signal with the given name is registered

---

<sup>1</sup>Section [8.3.1.1](#)

**getId(String)***Signature*

```
public static int  
getId(String name)
```

*Description*

Get the ID of a registered signal.

*Parameters*

name of the signal for which to search

*Returns*

the ID of the signal named by name

**get(String)***Signature*

```
public static javax.realtime.posix.RealtimeSignal  
get(String name)
```

*Description*

Get the registered realtime signal with the given name.

*Parameters*

name of the signal to get.

*Returns*

the registered signal with name or null.

**get(int)***Signature*

```
public static javax.realtime.posix.RealtimeSignal  
get(int id)
```

*Description*

Get the realtime signal corresponding to a given id.

*Parameters*

id of a registered signal

*Returns*

the signal corresponding to id.

## **getId**

### *Signature*

```
public int  
getId()
```

### *Description*

Get the name of this realtime signal.

### *Returns*

the ID of this signal.

## **getName**

### *Signature*

```
public final java.lang.String  
getName()
```

### *Description*

Get the name of this signal.

### *Returns*

the name of this signal.

## **getDispatcher**

### *Signature*

```
public javax.realtime.posix.RealtimeSignalDispatcher  
getDispatcher()
```

### *Description*

Obtain the dispatcher for this.

### *Returns*

that dispatcher.

**isActive***Signature*

```
public boolean  
isActive()
```

*Description*

Determine the activation state of this signal, i.e., it has been started.

*Returns*

true when active, false otherwise.

**isRunning***Signature*

```
public boolean  
isRunning()
```

*Description*

Determine the firing state (releasing or skipping) of this signal, i.e., it is active and enabled.

*Returns*

true when releasing, false when skipping.

**start***Signature*

```
public final synchronized void  
start()  
throws IllegalStateException
```

*Description*

Start this RealtimeSignal, i.e., change 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*

IllegalStateException when this RealtimeSignal has already been started.

See [Section stop\(\)](#)

## **start(boolean)**

### *Signature*

```
public final synchronized void  
start(boolean disabled)  
throws IllegalStateException
```

### *Description*

Start this RealtimeSignal, i.e., change 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*

IllegalStateException when this RealtimeSignal has already been started.

See [Section stop\(\)](#)

## **stop**

### *Signature*

```
public final boolean  
stop()  
throws IllegalStateException
```

### *Description*

Stop this RealtimeSignal. A stopped realtime signal ceases to be a source of activation and no longer cause any AE attached to it to be a source of activation.

### *Throws*

IllegalStateException when this RealtimeSignal is not running.

### *Returns*

true when this was *enabled* and false otherwise.

## **send(long, long)**

### *Signature*

```
public native boolean
send(long pid,
     long payload)
```

*Description*

Send this signal to another process

*Parameters*

pid of the process to which to send the signal

*Returns*

true when signal can be sent, otherwise false.

**13.3.1.2 RealtimeSignalDispatcher****Inheritance**

```
java.lang.Object
  javax.realtime.ActiveEventDispatcher
    javax.realtime.posix.RealtimeSignalDispatcher
```

*Description*

Provides a means of dispatching a set of [RealtimeSignal<sup>2</sup>](#)s. 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

**13.3.1.2.1 Constructors****RealtimeSignalDispatcher(SchedulingParameters, Scheduling-Group)***Signature*


---

<sup>2</sup>Section [13.3.1.1](#)



```
public  
RealtimeSignalDispatcher(SchedulingParameters schedule,  
                          SchedulingGroup group)
```

*Description*

Create a new dispatcher, whose dispatching thread runs with the given scheduling parameters.

*Parameters*

schedule give the parameters for scheduling this dispatcher

## **RealtimeSignalDispatcher(SchedulingParameters)**

*Signature*

```
public  
RealtimeSignalDispatcher(SchedulingParameters schedule)
```

*Description*

Create a new dispatcher, whose dispatching thread runs with the given scheduling parameters.

*Parameters*

schedule give the parameters for scheduling this dispatcher

### **13.3.1.2.2 Methods**

---

## **register(RealtimeSignal)**

*Signature*

```
public void  
register(RealtimeSignal signal)  
throws RegistrationException,  
        IllegalStateException,  
        IllegalArgumentException
```

*Description*

Register signal with this dispatcher.

*Parameters*

signal to register

*Throws*

[RegistrationException](#) when signal is already registered.

[IllegalStateException](#) when this object has been destroyed.

[IllegalArgumentException](#) when signal is not stopped.

## **unregister(RealtimeSignal)**

*Signature*

public void

unregister(RealtimeSignal signal)

throws [DeregistrationException](#),  
[IllegalStateException](#),  
[IllegalArgumentException](#)

*Description*

Deregister the signal form this dispatcher.

*Parameters*

signal to unregister

*Throws*

[DeregistrationException](#) when signal is not already registered.

[IllegalStateException](#) when this object has been destroyed.

[IllegalArgumentException](#) when signal is not stopped.

## **destroy**

*Signature*

public void

destroy()

throws [IllegalStateException](#)

*Description*

Release all reasources thereby making the dispatcher unusable.

*Throws*

IllegalStateException when called on a dispatcher that has one or more registered [RealtimeSignal](#)<sup>3</sup> objects.

### 13.3.1.3 Signal

---

#### Inheritance

java.lang.Object  
  javax.realtime.AsyncBaseEvent  
    javax.realtime.AsyncEvent  
      javax.realtime.posix.Signal

#### Interfaces

  javax.realtime.ActiveEvent

#### Description

A [javax.realtime.ActiveEvent](#)<sup>4</sup> subclass for defining a POSIX signal.

Available since RTSJ 2.0

#### 13.3.1.3.1 Fields

---

##### MAX\_NUM\_SIGNALS

public static final MAX\_NUM\_SIGNALS

#### Description

this number of signals can be processed.

#### 13.3.1.3.2 Methods

---

---

<sup>3</sup>Section [13.3.1.1](#)

<sup>4</sup>Section [8.3.1.1](#)

## **isPOSIXSignal(String)**

### *Signature*

```
public static boolean  
isPOSIXSignal(String name)
```

### *Description*

Determine if a signal with a given name is registered.

### *Parameters*

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*

Get the ID of a registered signal.

### *Parameters*

name of the signal for which to search

### *Returns*

the ID of the signal named by name

## **get(String)**

### *Signature*

```
public static javax.realtime.posix.Signal  
get(String name)
```

### *Description*

Get the registered signal with the given name.

### *Parameters*

name of the signal to get.

### *Returns*

the registered signal with name or null.

## **get(int)**

*Signature*

```
public static javax.realtime.posix.Signal  
get(int id)
```

*Description*

Get the signal corresponding to a given id.

*Parameters*

id of a registered signal

*Returns*

the signal corresponding to id or null.

## **getProcessId**

*Signature*

```
public static long  
getProcessId()
```

*Description*

Obtain 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)`<sup>5</sup>.

*Returns*

the OS process id.

## **getId**

*Signature*

```
public int  
getId()
```

*Description*

Get the number of this signal.

*Returns*

the signal number

---

<sup>5</sup>Section [13.3.1.3.2](#)

**getName***Signature*

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

*Description*

Get the name of this signal.

*Returns*

the name of this signal.

**getDispatcher***Signature*

```
public javax.realtime.posix.SignalDispatcher  
getDispatcher()
```

*Description*

Obtain the dispatcher for this.

*Returns*

that dispatcher.

**isActive***Signature*

```
public boolean  
isActive()
```

*Description*

Determine the activation state of this signal, i.e., it has been started.

*Returns*

true when active, false otherwise.

## isRunning

### *Signature*

```
public boolean  
isRunning()
```

### *Description*

Determine the firing state (releasing or skipping) of this signal, i.e., it is active and enabled.

### *Returns*

true when releasing, false when skipping.

## start

### *Signature*

```
public void  
start()  
throws IllegalStateException
```

### *Description*

Start this Signal, i.e., change 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*

IllegalStateException when this Signal has already been started.

See [Section stop\(\)](#)

## start(boolean)

### *Signature*

```
public void  
start(boolean disabled)  
throws IllegalStateException
```

### *Description*

Start this Signal, i.e., change 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*

IllegalStateException when this Signal has already been started.

See [Section stop\(\)](#)

## stop

*Signature*

```
public boolean  
stop()  
throws IllegalStateException
```

*Description*

Stop this Signal. A stopped signal ceases to be a source of activation and no longer cause any AE attached to it to be a source of activation.

*Throws*

IllegalStateException 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*

Send 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.

### 13.3.1.4 SignalDispatcher

---

#### **Inheritance**

java.lang.Object  
    javax.realtime.ActiveEventDispatcher  
        javax.realtime.posix.SignalDispatcher

#### *Description*

Provides a means of dispatching a set of `Signal`<sup>6</sup>s. 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.

#### 13.3.1.4.1 Constructors

---

---

<sup>6</sup>Section 13.3.1.3

**SignalDispatcher(SchedulingParameters, SchedulingGroup)***Signature*

```
public  
SignalDispatcher(SchedulingParameters scheduling,  
                 SchedulingGroup group)
```

*Description*

Create a new dispatcher, whose dispatching thread runs with the given scheduling parameters.

*Parameters*

scheduling give the parameters for scheduling this dispatcher

**SignalDispatcher(SchedulingParameters)***Signature*

```
public  
SignalDispatcher(SchedulingParameters scheduling)
```

*Description*

Create a new dispatcher, whose dispatching thread runs with the given scheduling parameters.

*Parameters*

scheduling give the parameters for scheduling this dispatcher

**13.3.1.4.2 Methods**

---

**register(Signal)***Signature*

```
public synchronized void  
register(Signal signal)
```

throws `RegistrationException`,  
`IllegalStateException`,  
`IllegalArgumentException`

#### *Description*

Register a POSIX signal with this dispatcher.

#### *Parameters*

signal to register

#### *Throws*

`RegistrationException` when signal is already registered.  
`IllegalStateException` when this object has been destroyed.  
`IllegalArgumentException` when signal is not stopped.

## **unregister(Signal)**

#### *Signature*

```
public synchronized void  
unregister(Signal signal)  
throws DeregistrationException,  
       IllegalStateException,  
       IllegalArgumentException
```

#### *Description*

Deregister a POSIX Signal form this dispatcher. (This is a really naive implementation.)

#### *Parameters*

signal to deregister

#### *Throws*

`DeregistrationException` when signal not is already registered.  
`IllegalStateException` when this object has been destroyed.  
`IllegalArgumentException` when signal is not stopped.

## **destroy**

#### *Signature*

```
public void  
destroy()
```

throws `IllegalStateException`

*Description*

Release all resources thereby making the dispatcher unusable.

*Throws*

`IllegalStateException` when called on a dispatcher that has one or more registered [Signal](#)<sup>7</sup> objects.

## 13.4 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.

---

<sup>7</sup>Section [13.3.1.3](#)

# Chapter 14

## 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. Even the ones that do vary in their degree of compliance. Also, the type of garbage collection provided may also vary from on implementation to another. The specification defines classes to help manage these differences 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.

### 14.1 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.

#### 14.1.1 `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.

### 14.1.2 RealtimeSecurity

The `RealtimeSecurity` class controls access to key realtime features. Particularly critical is access to memory outside the heap. Core RTSJ features also have security checks. This should enable an application to restrict the use of the RTSJ, particularly for dynamically loaded code. Detailed information is provided in the class documentation below.

#### Open issue 14.1.1 (jjh)

Look at security closely. Try to make this a Java Security Manager if possible. Here is an initial list of methods that should have security checks.

#### End of issue 14.1.1

- Core Module
  - `RealtimeThread.RealtimeThread`
  - `ActiveEvent.enable`
  - `ActiveEvent.disable`
- POSIX Module
  - `RealtimeSignal.get`
  - `RealtimeSignal.getId`
  - `RealtimeSignal.send`
  - `RealtimeSignal.getDispatcher`
  - `RealtimeSignal.start`
  - `RealtimeSignal.stop`
  - `Signal.get`
  - `Signal.getId`
  - `Signal.send`
  - `Signal.getDispatcher`
  - `Signal.start`
  - `Signal.stop`
- Alternate Memory Module
  - `PhysicalMemoryFactory.associate`
  - `PhysicalMemoryFactory.createImmortalMemory`
  - `PhysicalMemoryFactory.createLTMemory`
  - `PhysicalMemoryFactory.createPinnableMemory`
  - `PhysicalMemoryFactory.createStackedMemory`
  - `LTMemory.LTMemory`
  - `PinnableMemory.PinnableMemory`
  - `StackedMemory.StackedMemory`
- Device Module
  - `DMABufferFactory.DMABufferFactory`
  - `Happening.createId`
  - `Happening.getHappening`

- `Happening.get`
- `Happening.createId`
- `Happening.Happening`
- `RawMemoryFactory.register`
- `RawMemoryFactory.deregister`
- `RawMemoryFactory.RawMemoryFactory`
- `RawMemoryFactory.createRawByte`
- `RawMemoryFactory.createRawByteReader`
- `RawMemoryFactory.createRawByteWriter`
- `...`
- `RawMemoryFactory.createRawDouble`
- `RawMemoryFactory.createRawDoubleReader`
- `RawMemoryFactory.createRawDoubleWriter`

### 14.1.3 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.

### 14.1.4 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".

## 14.2 javax.realtime

### 14.2.1 Enumerations

#### 14.2.1.1 RTSJModule

---

##### Inheritance

java.lang.Object  
java.lang.Enum  
javax.realtime.RTSJModule

##### Description

Modules an RTSJ implementation may provide.

#### 14.2.1.1.1 Enumeration Constants

---

##### CORE

public static final CORE

##### Description

Indicates the presence of the core module.

##### DEVICE

public static final DEVICE

##### Description

Indicates the presence of the device access module.

##### MEMORY

public static final MEMORY

##### Description

Indicates the presence of the alternative memory areas module.



**POSIX**

public static final POSIX

*Description*

Indicates the presence of the POSIX module.

**SCJ**

public static final SCJ

*Description*

Indicates the presence of the Safety-Critical Java module.

**14.2.1.1.2 Methods**

---

**values***Signature*

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

*Description***valueOf(String)***Signature*

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

*Description*

## value

### *Signature*

```
public int  
value()
```

### *Description*

Determine 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, see 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.

## 14.2.2 Classes

### 14.2.2.1 GarbageCollector

---

### **Inheritance**

```
java.lang.Object  
  javax.realtime.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 system. 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()`<sup>1</sup>.

#### 14.2.2.1.1 Methods

---

### **getPreemptionLatency**

#### *Signature*

```
public abstract javafx.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 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.

---

<sup>1</sup>Section [14.2.2.3.2](#)

### 14.2.2.2 RealtimeSecurity

---

#### Inheritance

java.lang.Object  
  javafx.runtime.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<sup>2</sup>](#). 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.

#### 14.2.2.2.1 Constructors

---

### RealtimeSecurity

#### Signature

public  
RealtimeSecurity()

#### Description

Create an RealtimeSecurity object.

#### 14.2.2.2.2 Methods

---

---

<sup>2</sup>Section [14.2.2.3.2](#)

## **checkAccessPhysical**

### *Signature*

```
public void  
checkAccessPhysical()  
throws SecurityException
```

### *Description*

Check whether the application is allowed to access physical memory.

### *Throws*

SecurityException The application doesn't have permission to access physical memory.

## **checkAccessPhysicalRange(long, long)**

### *Signature*

```
public void  
checkAccessPhysicalRange(long base,  
                           long size)  
throws SecurityException
```

### *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*

SecurityException The application doesn't have permission to access the memory in the given range.

## **checkSetFilter**

### *Signature*

```
public void  
checkSetFilter()  
throws SecurityException
```

*Description*

Checks whether the application is allowed to register [PhysicalMemoryTypeFilter](#)<sup>3</sup> objects with the [PhysicalMemoryManager](#)<sup>4</sup>.

*Throws*

SecurityException The application doesn't have permission to register filter objects.

**checkSetMonitorControl(MonitorControl)***Signature*

```
public void  
checkSetMonitorControl(MonitorControl policy)  
throws SecurityException
```

*Description*

Checks whether the application is allowed to set the default monitor control policy.

*Parameters*

policy The new policy

*Throws*

SecurityException 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 SecurityException
```

*Description*

Checks whether the application is allowed to set the daemon status of an AEH.

*Throws*

---

<sup>3</sup>Section [A.2.1.1](#)

<sup>4</sup>Section [A.2.3.19](#)

SecurityException when the application is not permitted to alter the daemon status.

**Available since** RTSJ 1.0.1

## checkSetScheduler

### *Signature*

```
public void  
checkSetScheduler()  
throws SecurityException
```

### *Description*

Checks whether the application is allowed to set the scheduler.

### *Throws*

SecurityException The application doesn't have permission to set the scheduler.

## checkCreateRealtimeThread

### *Signature*

```
public void  
checkCreateRealtimeThread()  
throws SecurityException
```

### *Description*

Check if an application may create a realtime thread.

### *Throws*

SecurityException when not allowed

**Available since** RTSJ 2.0

## checkCreateTimer

### *Signature*

```
public void  
checkCreateTimer()
```

throws `SecurityException`

*Description*

Check if an application may create a `Timer`.

*Throws*

`SecurityException` when not allowed.

**Available since** RTSJ 2.0

## **checkPOSIXSendSignal(Signal, long)**

*Signature*

```
public void  
checkPOSIXSendSignal(Signal signal,  
                     long pid)  
throws SecurityException
```

*Description*

Check if the given signal can be sent to the given process id.

*Parameters*

signal is the signal being sent  
pid is the id to which the signal is being set.

*Throws*

`SecurityException` when the operation is not allowed.

**Available since** RTSJ 2.0

### **14.2.2.3 RealtimeSystem**

---

**Inheritance**

```
java.lang.Object  
  javax.realtime.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.

#### 14.2.2.3.1 Fields

---

##### **BIG\_ENDIAN**

```
public static final 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 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 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.

**BYTE\_ORDER**

public static final BYTE\_ORDER

*Description*

The byte ordering of the underlying hardware.

**14.2.2.3.2 Methods**

---

**currentGC***Signature*

public static javax.realtime.GarbageCollector  
currentGC()

*Description*

Return a reference to the currently active garbage collector for the heap.

*Returns*

A [GarbageCollector](#)<sup>5</sup> 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, return -1. Note that when the number of concurrent locks is not tracked, the number of available concurrent locks is effectively unlimited.

---

<sup>5</sup>Section [14.2.2.1](#)

## 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 give 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.

## 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](#)<sup>6</sup> object representing the default realtime security manager.

## setMaximumConcurrentLocks(int)

### Signature

---

<sup>6</sup>Section [14.2.2.2](#)

```
public static void  
setMaximumConcurrentLocks(int numLocks)
```

*Description*

Sets the anticipated maximum number of locks that may be held or waited on concurrently. Provide 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\(\)](#)<sup>7</sup>.

**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. Provide 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\(\)](#)<sup>8</sup>.  
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](#)<sup>9</sup> is thrown. When the system does not limit use of concurrent locks, this parameter is silently ignored.

---

<sup>7</sup>Section [14.2.2.3.2](#)

<sup>8</sup>Section [14.2.2.3.2](#)

<sup>9</sup>Section [15.2.3.4](#)

## setSecurityManager(RealtimeSecurity)

### Signature

```
public static void  
setSecurityManager(RealtimeSecurity manager)
```

### Description

Sets a new realtime security manager.

### Parameters

manager A [RealtimeSecurity](#)<sup>10</sup> object which will become the new security manager.

### Throws

SecurityException 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

Determine if a particular module is supported.

---

<sup>10</sup>Section [14.2.2.2](#)

*Parameters*

module of interest.

*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

**canEnforceCost***Signature*

```
public static boolean  
canEnforceCost()
```

*Description*

Determine 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*

Determine 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*

Set 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*

Determine the current configurations used by tasks that are not explicitly provided with one.

*Returns*

the current configurations.

**Available since** RTSJ 2.0

## 14.3 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 similarly 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 supports 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 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 even have garbage collector threads, so many of the parameters for thread-based collectors do not make any 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 available over a factory so the return classed can be extended to provide additional, implementation defined information.

### **Open issue 14.3.1 (elb)**

Discuss briefly why the characterization of garbage collectors for RTSJ is hard.

### **End of issue 14.3.1**



# Chapter 15

## Exceptions

As with other Java specifications, the RTSJ uses exceptions and errors to signal conditions that are abnormal, incorrect, or disallowed. In cases where these exceptional and error conditions are substantially the same as those defined in conventional Java, those 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 other cases, new exceptions are defined in the `javax.realtime` package. These 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 `AsynChronouslyInterruptedException`).

The ability to throw exceptions without memory allocation is important for using scoped and immortal memory; otherwise, throwing an exception would use too much memory to be useful.

### 15.1 Semantics

Except for how information associated with a `Throwable` is stored and managed, the semantics of the subclasses of `Error`, `Exception`, and `RuntimeException` 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, as opposed to those that are standard exceptions used without change by the specification, are statically allocated. There is at most one instance of each of these exceptions and errors. All information they would normally carry is held in a thread local data structure. This means this information, such as message and stack data, is only valid within the thread that

throw the `StaticThrowable` and only until a new `StaticThrowable` is thrown.

Though the `AsynchronouslyInterruptedException` class defines an exception, it provides additional functionality for supporting ATC. This functionality is more closely related to asynchronous operation than to exception handling. For this reason, it is not included in this chapter, but rather in Chapter 8 on asynchrony.

**Open issue 15.1.1 (elb)**

Clarify that the stack storage and message storage for instances of `Thread` throwing a statically allocated exception is implementation-defined, but must be bounded by a constant. James, is this still what we want?

**End of issue 15.1.1**

## 15.2 javafx.runtime

### 15.2.1 Interfaces

#### 15.2.1.1 StaticThrowable

---

##### *Description*

A marker interface to indicate that a Throwable is intended to be created once and reused. Throwables that implement this interface kept their state in a RealtimeThread local 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 [AsyncBaseEventHandler](#)<sup>1</sup> always have some instance of RealtimeThread 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 initialize the stack backtrace. The message and cause should be cleared.

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 static throwables should extend one of [StaticError](#)<sup>2</sup>, [StaticCheckedException](#)<sup>3</sup>, or [StaticRuntimeException](#)<sup>4</sup>

[See Section ConfigurationParameters](#)

Available since RTSJ 2.0

##### 15.2.1.1.1 Methods

---

---

<sup>1</sup>Section [8.3.3.3](#)

<sup>2</sup>Section [15.2.3.5](#)

<sup>3</sup>Section [15.2.2.20](#)

<sup>4</sup>Section [15.2.2.21](#)

## **initMessage(String)**

### *Signature*

```
public java.lang.Throwable  
initMessage(String message)
```

### *Description*

Set the message in SO local storage. This is the only method not defined in `java.lang.Throwable`.

### *Parameters*

message is the text to save.

## **getMessage**

### *Signature*

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

### *Description*

get the message describing the problem from SO local memory.

### *Returns*

the message given to the constructor or null when no message was set.

## **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*

Initializes the cause to the given Throwable in SO local memory.

### *Parameters*

causingThrowable the reason why this Throwable gets thrown.

### *Throws*

IllegalArgumentException when the cause is this Throwable itself.

### *Returns*

the reference to this Throwable.

## **getCause**

### *Signature*

```
public java.lang.Throwable  
getCause()
```

### *Description*

getCause returns the cause of this exception or null when no cause was set. The cause is another exception that was caught before this exception was created.

### *Returns*

The cause or null.

## **fillInStackTrace**

### *Signature*

```
public java.lang.Throwable  
fillInStackTrace()
```

### *Description*

Calls into the virtual machine to capture the current stack trace in SO local memory.

### *Returns*

a reference to this Throwable.

## setStackTrace(StackTraceElement)

### Signature

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)  
throws NullPointerException
```

### Description

This method allows 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 replace be used.

### Throws

`NullPointerException` when `new_stackTrace` or any element of `new_stackTrace` is null.

## getStackTrace

### Signature

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

### Description

Get the stack trace created by `fillInStackTrace` for this `Throwable` 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<sup>5</sup>](#)), 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.

---

<sup>5</sup>Section [11.3.2.3](#)

*Returns*

array representing the stack trace, never null.

**printStackTrace***Signature*

```
public void  
printStackTrace()
```

*Description*

Print 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*

Print 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*

Print 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.

## 15.2.2 Exceptions

### 15.2.2.1 ArrivalTimeQueueOverflowException

---

**Inheritance**

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        javax.realtime.StaticRuntimeException
          javax.realtime.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 `StaticRuntimeException`

#### 15.2.2.1.1 Constructors

---

## ArrivalTimeQueueOverflowException

*Signature*

```
public
ArrivalTimeQueueOverflowException()
```



*Description*

The default constructor for `ArrivalTimeQueueOverflowException`, but user code should use `get()`<sup>6</sup> instead.

**15.2.2.1.2 Methods**

---

**get***Signature*

```
public static javax.realtime.ArrivalTimeQueueOverflowException  
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

**15.2.2.2 CeilingViolationException**

---

**Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        java.lang.IllegalArgumentException  
          java.lang.IllegalThreadStateException  
            javax.realtime.CeilingViolationException
```

*Interfaces*

```
javax.realtime.StaticThrowable
```

*Description*

---

<sup>6</sup>Section 15.2.2.1.2

This exception is thrown when a schedulable or `java.lang.Thread` attempts to lock an object governed by an instance of [PriorityCeilingEmulation](#)<sup>7</sup> and the thread or SO's base priority exceeds the policy's ceiling.

**Available since** RTSJ 2.0 implements `StaticThrowable`

#### 15.2.2.2.1 Methods

---

##### **get**

###### *Signature*

```
public static javax.realtime.CeilingViolationException  
get()
```

###### *Description*

Obtain 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.

---

<sup>7</sup>Section [7.3.1.2](#)

## 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.

## initMessage(String)

### *Signature*

```
public java.lang.Throwable  
initMessage(String message)
```

### *Description*

Set the message in SO local storage. This is the only method not defined in java.lang.Throwable.

### *Parameters*

message is the text to save.

## getMessage

### *Signature*

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

### *Description*

get the message describing the problem from SO local memory.

### *Returns*

the message given to the constructor or null when no message was set.

## **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*

Initializes the cause to the given Throwable is SO local memory.

### *Parameters*

`causingThrowable` the reason why this Throwable gets Thrown.

### *Throws*

`IllegalArgumentException` when the cause is this Throwable itself.

### *Returns*

the reference to this Throwable.

## **getCause**

### *Signature*

```
public java.lang.Throwable  
getCause()
```

### *Description*

`getCause` returns the cause of this exception or null when no cause was set. The cause is another exception that was caught before this exception was created.

*Returns*

The cause or null.

**fillInStackTrace***Signature*

```
public java.lang.Throwable  
fillInStackTrace()
```

*Description*

Calls into the virtual machine to capture the current stack trace in SO local memory.

*Returns*

a reference to this Throwable.

**setStackTrace(StackTraceElement)***Signature*

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)  
throws NullPointerException
```

*Description*

This method allows 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 replace be used.

*Throws*

NullPointerException when new\_stackTrace or any element of new\_stackTrace is null.

**getStackTrace***Signature*

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

*Description*

Get the stack trace created by `fillInStackTrace` for this `Throwable` 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<sup>8</sup>](#)), 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*

array representing the stack trace, never null.

**printStackTrace***Signature*

```
public void  
printStackTrace()
```

*Description*

Print 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*

---

<sup>8</sup>Section [11.3.2.3](#)

Print 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*

Print 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.

### **15.2.2.3 DeregistrationException**

---

#### **Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        javafx.runtime.StaticRuntimeException  
          javafx.runtime.DeregistrationException
```

#### *Description*

An exception to throw when trying to deregister an [ActiveEvent](#)<sup>9</sup> from an [ActiveEventDispatcher](#)<sup>10</sup> to which it is not registered.

---

<sup>9</sup>Section [8.3.1.1](#)

<sup>10</sup>Section [8.3.3.1](#)

**Available since** RTSJ 2.0

#### 15.2.2.3.1 Methods

---

##### **get**

###### *Signature*

```
public static javax.realtime.DeregistrationException  
get()
```

###### *Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

###### *Returns*

the single instance of this throwable.

#### 15.2.2.4 InaccessibleAreaException

---

##### **Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        javax.realtime.StaticRuntimeException  
          javax.realtime.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

#### 15.2.2.4.1 Constructors

---



## InaccessibleAreaException

### *Signature*

```
public  
InaccessibleAreaException()
```

### *Description*

A constructor for InaccessibleAreaException, but application code should use `get()`<sup>11</sup> instead.

## InaccessibleAreaException(String)

### *Signature*

```
public  
InaccessibleAreaException(String description)
```

### *Description*

A descriptive constructor for InaccessibleAreaException.

**Deprecated** since RTSJ 2.0; application code should use `get()`<sup>12</sup> instead.

### *Parameters*

description Description of the error.

### 15.2.2.4.2 Methods

---

## get

### *Signature*

```
public static javax.realtime.InaccessibleAreaException  
get()
```

### *Description*

---

<sup>11</sup>Section 15.2.2.4.2

<sup>12</sup>Section 15.2.2.4.2

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

### 15.2.2.5 LateStartException

---

**Inheritance**

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      javax.realtime.StaticCheckedException
        javax.realtime.LateStartException
```

*Description*

Exception thrown when a periodic realtime thread or timer is started after its assigned, absolute, start time.

**Available since** RTSJ 2.0

**Available since** RTSJ 2.0 extends StaticRuntimeException

#### 15.2.2.5.1 Methods

---

**get***Signature*

```
public static javax.realtime.LateStartException
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

### 15.2.2.6 MITViolationException

---

#### Inheritance

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        javax.realtime.StaticRuntimeException
          javax.realtime.MITViolationException
```

#### Description

Thrown by the [AsyncEvent.fire\(\)](#)<sup>13</sup> 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

#### 15.2.2.6.1 Constructors

---

### MITViolationException

#### Signature

```
public
MITViolationException()
```

#### Description

A constructor for MITViolationException.

### MITViolationException(String)

#### Signature

---

<sup>13</sup>Section [8.3.3.4.2](#)

```
public  
MITViolationException(String description)
```

*Description*

A descriptive constructor for MITViolationException.

*Parameters*

description Description of the error.

**15.2.2.6.2 Methods**

---

**get***Signature*

```
public static javax.realtime.MITViolationException  
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

**15.2.2.7 MemoryInUseException**

---

**Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        javax.realtime.StaticRuntimeException  
          javax.realtime.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

#### 15.2.2.7.1 Constructors

---

### MemoryInUseException

#### *Signature*

```
public  
MemoryInUseException()
```

#### *Description*

A constructor for MemoryInUseException, but application code should use [get\(\)](#)<sup>14</sup> instead.

### MemoryInUseException(String)

#### *Signature*

```
public  
MemoryInUseException(String description)
```

#### *Description*

A descriptive constructor for MemoryInUseException.

**Deprecated** since RTSJ 2.0; application code should use [get\(\)](#)<sup>15</sup> instead.

#### *Parameters*

description Description of the error.

#### 15.2.2.7.2 Methods

---

---

<sup>14</sup>Section [15.2.2.7.2](#)

<sup>15</sup>Section [15.2.2.7.2](#)

**get***Signature*

```
public static javax.realtime.MemoryInUseException  
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

**15.2.2.8 MemoryScopeException**

---

**Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        javax.realtime.StaticRuntimeException  
          javax.realtime.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

**15.2.2.8.1 Constructors**

---

**MemoryScopeException***Signature*

```
public  
MemoryScopeException()
```

*Description*

A constructor for MemoryScopeException, but application code should use `get()`<sup>16</sup> instead.

### 15.2.2.8.2 Methods

---

#### **get**

*Signature*

```
public static javax.realtime.MemoryScopeException  
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

### 15.2.2.9 MemoryTypeConflictException

---

#### **Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        javax.realtime.StaticRuntimeException  
          javax.realtime.MemoryTypeConflictException
```

*Description*

---

<sup>16</sup>Section 15.2.2.8.2

This exception is thrown when the [PhysicalMemoryManager](#)<sup>17</sup> 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

#### 15.2.2.9.1 Constructors

---

### MemoryTypeConflictException

#### *Signature*

```
public  
MemoryTypeConflictException()
```

#### *Description*

A constructor for MemoryTypeConflictException, but application code should use [get\(\)](#)<sup>18</sup> instead.

### MemoryTypeConflictException(String)

#### *Signature*

```
public  
MemoryTypeConflictException(String description)
```

#### *Description*

A descriptive constructor for MemoryTypeConflictException.

**Deprecated** since RTSJ 2.0; application code should use [get\(\)](#)<sup>19</sup> instead.

#### *Parameters*

description A description of the exception.

---

<sup>17</sup>Section [A.2.3.19](#)

<sup>18</sup>Section [15.2.2.9.2](#)

<sup>19</sup>Section [15.2.2.9.2](#)



### 15.2.2.9.2 Methods

---

#### get

*Signature*

```
public static javax.realtime.MemoryTypeConflictException  
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

### 15.2.2.10 OffsetOutOfBoundsException

---

#### Inheritance

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        javax.realtime.StaticRuntimeException  
          javax.realtime.OffsetOutOfBoundsException
```

*Description*

when the constructor of an [ImmortalPhysicalMemory](#)<sup>20</sup>, [LTPhysicalMemory](#)<sup>21</sup>, [VTPhysicalMemory](#)<sup>22</sup>, [RawMemoryAccess](#)<sup>23</sup>, or [RawMemoryFloatAccess](#)<sup>24</sup> is given an invalid address.

**Available since** RTSJ 1.0.1 became unchecked

---

<sup>20</sup>Section [A.2.3.10](#)

<sup>21</sup>Section [A.2.3.12](#)

<sup>22</sup>Section [A.2.3.36](#)

<sup>23</sup>Section [A.2.3.24](#)

<sup>24</sup>Section [A.2.3.25](#)

**Available since** RTSJ 2.0 extends StaticRuntimeException

#### 15.2.2.10.1 Constructors

---

### OffsetOutOfBoundsException

#### *Signature*

```
public  
OffsetOutOfBoundsException()
```

#### *Description*

A constructor for OffsetOutOfBoundsException, application code should use `get()`<sup>25</sup> instead.

#### 15.2.2.10.2 Methods

---

### get

#### *Signature*

```
public static javax.realtime.OffsetOutOfBoundsException  
get()
```

#### *Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

#### *Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

---

<sup>25</sup>Section [15.2.2.10.2](#)

### 15.2.2.11 POSIXException

---

#### Inheritance

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      javax.realtime.StaticCheckedException
        javax.realtime.POSIXException
```

#### Description

A base class for all POSIX exceptions.

Available since RTSJ 2.0

### 15.2.2.12 POSIXInvalidSignalException

---

#### Inheritance

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      javax.realtime.StaticCheckedException
        javax.realtime.POSIXException
          javax.realtime.POSIXInvalidSignalException
```

#### Description

An invalid POSIX signal number has been specified.

Available since RTSJ 2.0

#### 15.2.2.12.1 Methods

---

##### get

#### Signature

```
public static javax.realtime.POSIXInvalidSignalException
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**15.2.2.13 POSIXInvalidTargetException**

---

**Inheritance**

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      javax.realtime.StaticCheckedException
        javax.realtime.POSIXException
          javax.realtime.POSIXInvalidTargetException
```

*Description*

The target of the signal does not exist.

**Available since** RTSJ 2.0

**15.2.2.13.1 Methods**

---

**get***Signature*

```
public static javax.realtime.POSIXInvalidTargetException
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

#### 15.2.2.14 POSIXSignalPermissionException

---

##### Inheritance

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      javax.realtime.StaticCheckedException
        javax.realtime.POSIXException
          javax.realtime.POSIXSignalPermissionException
```

##### Description

The process does not have permission to send the given signal to the given target.

Available since RTSJ 2.0

##### 15.2.2.14.1 Methods

---

##### get

##### Signature

```
public static javax.realtime.POSIXSignalPermissionException
get()
```

##### Description

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

##### Returns

the single instance of this throwable.

#### 15.2.2.15 ProcessorAffinityException

---

##### Inheritance

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      javax.realtime.StaticCheckedException
```

`javax.realtime.ProcessorAffinityException`

*Description*

Exception used to report processor affinity-related errors.

**Available since** RTSJ 2.0

#### 15.2.2.15.1 Methods

---

##### **get**

*Signature*

```
public static javax.realtime.ProcessorAffinityException  
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

#### 15.2.2.16 RangeOutOfBoundsException

---

##### **Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      javax.realtime.StaticCheckedException  
        javax.realtime.RangeOutOfBoundsException
```

*Description*

**Available since** RTSJ 2.0

### 15.2.2.16.1 Methods

---

#### **get**

*Signature*

```
public static javax.realtime.RangeOutOfBoundsException  
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

### 15.2.2.17 RegistrationException

---

#### **Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        javax.realtime.StaticRuntimeException  
          javax.realtime.RegistrationException
```

*Description*

An exception to throw when trying to register an [ActiveEvent](#)<sup>26</sup> with an [ActiveEventDispatcher](#)<sup>27</sup> to which it is already registered.

**Available since** RTSJ 2.0

### 15.2.2.17.1 Methods

---

---

<sup>26</sup>Section [8.3.1.1](#)

<sup>27</sup>Section [8.3.3.1](#)

**get***Signature*

```
public static javax.realtime.RegistrationException
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**15.2.2.18 ScopedCycleException****Inheritance**

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        javax.realtime.StaticRuntimeException
          javax.realtime.ScopedCycleException
```

*Description*

Thrown when a schedulable attempts to enter an instance of [ScopedMemory](#)<sup>28</sup> where that operation would cause a violation of the single parent rule.

**Available since** RTSJ 2.0 extends StaticRuntimeException

**15.2.2.18.1 Constructors****ScopedCycleException***Signature*


---

<sup>28</sup>Section [A.2.3.31](#)



```
public  
ScopedCycleException()
```

*Description*

A constructor for ScopedCycleException, but application code should use `get()`<sup>29</sup> instead.

## ScopedCycleException(String)

*Signature*

```
public  
ScopedCycleException(String description)
```

*Description*

A descriptive constructor for ScopedCycleException.

**Deprecated** since RTSJ 2.0; application code should use `get()`<sup>30</sup> instead.

*Parameters*

description Description of the error.

### 15.2.2.18.2 Methods

---

## get

*Signature*

```
public static javax.realtime.ScopedCycleException  
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

---

<sup>29</sup>Section 15.2.2.18.2

<sup>30</sup>Section 15.2.2.18.2

the single instance of this throwable.

**Available since** RTSJ 2.0

### 15.2.2.19 SizeOutOfBoundsException

---

#### Inheritance

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        javax.realtime.StaticRuntimeException
          javax.realtime.SizeOutOfBoundsException
```

#### Description

To throw when the constructor of an [ImmutablePhysicalMemory](#)<sup>31</sup>, [LTPPhysicalMemory](#)<sup>32</sup>, or [VTPPhysicalMemory](#)<sup>33</sup> is given an invalid size or when a memory access generated by a raw memory accessor instance (See [javax.realtime.device.RawMemory](#)<sup>34</sup>.) would cause access to an invalid address.

**Available since** RTSJ 1.0.1 became unchecked

**Available since** RTSJ 2.0 extends `StaticRuntimeException`

#### 15.2.2.19.1 Constructors

---

### SizeOutOfBoundsException

#### Signature

```
public
  SizeOutOfBoundsException()
```

---

<sup>31</sup>Section [A.2.3.10](#)

<sup>32</sup>Section [A.2.3.12](#)

<sup>33</sup>Section [A.2.3.36](#)

<sup>34</sup>Section [12.3.1.16](#)

*Description*

A constructor for `SizeOutOfBoundsException`, but application code should use `get()`<sup>35</sup> instead.

**SizeOutOfBoundsException(String)***Signature*

```
public  
SizeOutOfBoundsException(String description)
```

*Description*

A descriptive constructor for `SizeOutOfBoundsException`.

**Deprecated** since RTSJ 2.0; application code should use `get()`<sup>36</sup> instead.

*Parameters*

description The description of the exception.

**15.2.2.19.2 Methods**

---

**get***Signature*

```
public static javax.realtime.SizeOutOfBoundsException  
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

---

<sup>35</sup>Section [15.2.2.19.2](#)

<sup>36</sup>Section [15.2.2.19.2](#)

### 15.2.2.20 StaticCheckedException

---

#### Inheritance

java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      javax.realtime.StaticCheckedException

#### Interfaces

  javax.realtime.StaticThrowable

#### Description

A base class for all checked exceptions defined in the specification and do not extend a conventional Java exception.

**Available since** RTSJ 2.0

#### 15.2.2.20.1 Constructors

---

### StaticCheckedException

#### Signature

protected  
  StaticCheckedException()

#### Description

#### 15.2.2.20.2 Methods

---

### initMessage(String)

#### Signature

```
public java.lang.Throwable  
initMessage(String message)
```

*Description*

Set the message in SO local storage. This is the only method not defined in java.lang.Throwable.

*Parameters*

message is the text to save.

**getMessage***Signature*

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

*Description*

get the message describing the problem from SO local memory.

*Returns*

the message given to the constructor or null when no message was set.

**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*

Initializes the cause to the given Throwable in SO local memory.

### *Parameters*

causingThrowable the reason why this Throwable gets Thrown.

### *Throws*

IllegalArgumentException when the cause is this Throwable itself.

### *Returns*

the reference to this Throwable.

## **getCause**

### *Signature*

```
public java.lang.Throwable  
getCause()
```

### *Description*

getCause returns the cause of this exception or null when no cause was set. The cause is another exception that was caught before this exception was created.

### *Returns*

The cause or null.

## **fillInStackTrace**

### *Signature*

```
public java.lang.Throwable  
fillInStackTrace()
```

### *Description*

Calls into the virtual machine to capture the current stack trace in SO local memory.

### *Returns*

a reference to this Throwable.

## setStackTrace(StackTraceElement)

### Signature

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)  
throws NullPointerException
```

### Description

This method allows 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 replace be used.

### Throws

`NullPointerException` when `new_stackTrace` or any element of `new_stackTrace` is null.

## getStackTrace

### Signature

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

### Description

Get the stack trace created by `fillInStackTrace` for this `Throwable` 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<sup>37</sup>](#)), 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.

---

<sup>37</sup>Section [11.3.2.3](#)

*Returns*

array representing the stack trace, never null.

**printStackTrace***Signature*

```
public void  
printStackTrace()
```

*Description*

Print 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*

Print 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*



Print 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.

### 15.2.2.21 StaticRuntimeException

---

**Inheritance**

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        javafx.runtime.StaticRuntimeException
```

*Interfaces*

```
javafx.runtime.StaticThrowable
```

*Description*

A base class for all unchecked exceptions defined in the specification and do not extend a conventional Java exception.

**Available since** RTSJ 2.0

#### 15.2.2.21.1 Constructors

---

## StaticRuntimeException

*Signature*

```
protected
StaticRuntimeException()
```

*Description*

**15.2.2.21.2 Methods**

---

**initMessage(String)***Signature*

```
public java.lang.Throwable  
initMessage(String message)
```

*Description*

Set the message in SO local storage. This is the only method not defined in `java.lang.Throwable`.

*Parameters*

message is the text to save.

**getMessage***Signature*

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

*Description*

get the message describing the problem from SO local memory.

*Returns*

the message given to the constructor or null when no message was set.

**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*

Initializes the cause to the given Throwable is SO local memory.

### *Parameters*

`causingThrowable` the reason why this Throwable gets Thrown.

### *Throws*

`IllegalArgumentException` when the cause is this Throwable itself.

### *Returns*

the reference to this Throwable.

## **getCause**

### *Signature*

```
public java.lang.Throwable  
getCause()
```

### *Description*

`getCause` returns the cause of this exception or null when no cause was set. The cause is another exception that was caught before this exception was created.

### *Returns*

The cause or null.

## **fillInStackTrace**

### *Signature*

```
public java.lang.Throwable  
fillInStackTrace()
```

### *Description*

Calls into the virtual machine to capture the current stack trace in SO local memory.

*Returns*

a reference to this Throwable.

**setStackTrace(StackTraceElement)***Signature*

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)  
throws NullPointerException
```

*Description*

This method allows 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 replace be used.

*Throws*

NullPointerException when `new_stackTrace` or any element of `new_stackTrace` is null.

**getStackTrace***Signature*

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

*Description*

Get the stack trace created by `fillInStackTrace` for this Throwable 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<sup>38</sup>](#)), 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*

array representing the stack trace, never null.

## **printStackTrace**

*Signature*

```
public void  
printStackTrace()
```

*Description*

Print 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*

Print 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.

---

<sup>38</sup>Section [11.3.2.3](#)

## printStackTrace(PrintWriter)

### Signature

```
public void  
printStackTrace(PrintWriter writer)
```

### Description

Print 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.

## 15.2.2.22 UnsupportedPhysicalMemoryException

---

### Inheritance

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException  
        javax.realtime.StaticRuntimeException  
          javax.realtime.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

## 15.2.2.22.1 Constructors

---

## UnsupportedPhysicalMemoryException

### Signature

```
public  
UnsupportedPhysicalMemoryException()
```

### Description

A constructor for `UnsupportedPhysicalMemoryException`, but application code should use `get()`<sup>39</sup> instead.

### 15.2.2.22.2 Methods

---

#### **get**

### Signature

```
public static javax.realtime.UnsupportedPhysicalMemoryException  
get()
```

### Description

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

### Returns

the single instance of this throwable.

**Available since** RTSJ 2.0

### 15.2.2.23 UnsupportedRawMemoryRegionException

---

#### **Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      java.lang.RuntimeException
```

---

<sup>39</sup>Section [15.2.2.22.2](#)

`javafx.runtime.StaticRuntimeException`  
`javafx.runtime.UnsupportedRawMemoryRegionException`

*Description*

Indicates an invalid raw memory region.

**Available since** RTSJ 2.0

### 15.2.2.23.1 Methods

---

#### **get**

*Signature*

```
public static javafx.runtime.UnsupportedRawMemoryRegionException  
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

## 15.2.3 Classes

### 15.2.3.1 AlignmentError

---

**Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Error  
      javafx.runtime.StaticError  
        javafx.runtime.AlignmentError
```

*Description*

The exception thrown on an 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 extends StaticError

#### 15.2.3.1.1 Methods

---

##### **get**

###### *Signature*

```
public static javax.realtime.AlignmentError  
get()
```

###### *Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

###### *Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

#### 15.2.3.2 IllegalAssignmentError

---

##### **Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Error  
      javax.realtime.StaticError  
        javax.realtime.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 by an instance of [ScopedMemory](#)<sup>40</sup>) to a field of an object in immortal memory.

---

<sup>40</sup>Section [A.2.3.31](#)

**Available since** RTSJ 2.0 extends StaticError

#### 15.2.3.2.1 Constructors

---

### IllegalAssignmentError

#### *Signature*

```
public  
IllegalAssignmentError()
```

#### *Description*

A constructor for IllegalAssignmentError, but the application should use `get()`<sup>41</sup> instead.

#### 15.2.3.2.2 Methods

---

### **get**

#### *Signature*

```
public static javax.realtime.IllegalAssignmentError  
get()
```

#### *Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

#### *Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

---

<sup>41</sup>Section [15.2.3.2.2](#)

### 15.2.3.3 MemoryAccessError

---

#### Inheritance

```
java.lang.Object
  java.lang.Throwable
    java.lang.Error
      javax.realtime.StaticError
        javax.realtime.MemoryAccessError
```

#### Description

This error is thrown on an attempt to refer to an object in an inaccessible [MemoryArea](#)<sup>42</sup>. For example this will be when logic in a [NoHeapRealtimeThread](#)<sup>43</sup> attempts to refer to an object in the traditional Java heap.

**Available since** RTSJ 2.0 extends StaticError

#### 15.2.3.3.1 Constructors

---

### MemoryAccessError

#### Signature

```
public
MemoryAccessError()
```

#### Description

A constructor for MemoryAccessError, but application code should use [get\(\)](#)<sup>44</sup> instead.

#### 15.2.3.3.2 Methods

---

---

<sup>42</sup>Section [11.3.2.3](#)

<sup>43</sup>Section [A.2.3.14](#)

<sup>44</sup>Section [15.2.3.3.2](#)

**get***Signature*

```
public static javax.realtime.MemoryAccessError  
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

the single instance of this throwable.

**Available since** RTSJ 2.0

**15.2.3.4 ResourceLimitError**

---

**Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Error  
      javax.realtime.StaticError  
        javax.realtime.ResourceLimitError
```

*Description*

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

**15.2.3.4.1 Constructors**

---

**ResourceLimitError***Signature*

```
public  
ResourceLimitError()
```

*Description*

A constructor for ResourceLimitError, but application code should use `get()`<sup>45</sup> instead.

## ResourceLimitError(String)

*Signature*

```
public  
ResourceLimitError(String description)
```

*Description*

A descriptive constructor for ResourceLimitError.

**Deprecated** since RTSJ 2.0; application code should use `get()`<sup>46</sup> instead.

*Parameters*

description The description of the exception.

### 15.2.3.4.2 Methods

---

## get

*Signature*

```
public static javax.realtime.ResourceLimitError  
get()
```

*Description*

Obtain the singleton of this static throwable. It is prepared for immediate throwing.

*Returns*

---

<sup>45</sup>Section 15.2.3.4.2

<sup>46</sup>Section 15.2.3.4.2

the single instance of this throwable.

**Available since** RTSJ 2.0

### 15.2.3.5 StaticError

---

#### Inheritance

java.lang.Object  
  java.lang.Throwable  
    java.lang.Error  
      javax.realtime.StaticError

#### Interfaces

  javax.realtime.StaticThrowable

#### Description

A base class for all errors defined in the specification and do not extend a conventional Java error.

**Available since** RTSJ 2.0

#### 15.2.3.5.1 Constructors

---

### StaticError

#### Signature

protected  
StaticError()

#### Description

#### 15.2.3.5.2 Methods

---

## **initMessage(String)**

### *Signature*

```
public java.lang.Throwable  
initMessage(String message)
```

### *Description*

Set the message in SO local storage. This is the only method not defined in `java.lang.Throwable`.

### *Parameters*

message is the text to save.

## **getMessage**

### *Signature*

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

### *Description*

get the message describing the problem from SO local memory.

### *Returns*

the message given to the constructor or null when no message was set.

## **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*

Initializes the cause to the given Throwable in SO local memory.

### *Parameters*

causingThrowable the reason why this Throwable gets Thrown.

### *Throws*

IllegalArgumentException when the cause is this Throwable itself.

### *Returns*

the reference to this Throwable.

## **getCause**

### *Signature*

```
public java.lang.Throwable  
getCause()
```

### *Description*

getCause returns the cause of this exception or null when no cause was set. The cause is another exception that was caught before this exception was created.

### *Returns*

The cause or null.

## **fillInStackTrace**

### *Signature*

```
public java.lang.Throwable  
fillInStackTrace()
```

### *Description*

Calls into the virtual machine to capture the current stack trace in SO local memory.

### *Returns*

a reference to this Throwable.



## setStackTrace(StackTraceElement)

### Signature

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)  
throws NullPointerException
```

### Description

This method allows 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 replace be used.

### Throws

`NullPointerException` when `new_stackTrace` or any element of `new_stackTrace` is null.

## getStackTrace

### Signature

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

### Description

Get the stack trace created by `fillInStackTrace` for this `Throwable` 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<sup>47</sup>](#)), 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.

---

<sup>47</sup>Section [11.3.2.3](#)

*Returns*

array representing the stack trace, never null.

**printStackTrace***Signature*

```
public void  
printStackTrace()
```

*Description*

Print 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*

Print 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*

Print 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.

### 15.2.3.6 StaticOutOfMemoryError

---

**Inheritance**

```
java.lang.Object
  java.lang.Throwable
    java.lang.Error
      java.lang.VirtualMachineError
        java.lang.OutOfMemoryError
          javax.realtime.StaticOutOfMemoryError
```

*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](#)<sup>48</sup>. It is up to the implementation as to whether HeapMemory throws this exception or its parent.

**Available since** RTSJ 2.0

#### 15.2.3.6.1 Methods

---

**get**

*Signature*

```
public static javax.realtime.StaticOutOfMemoryError
get()
```

*Description*

---

<sup>48</sup>Section [11.3.2.1](#)

Get the preallocated version of this Throwable. Allocation is done in memory that acts like [ImmortalMemory](#)<sup>49</sup>. 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*

Set the message in SO local storage. This is the only method not defined in java.lang.Throwable.

*Parameters*

message is the text to save.

**getMessage***Signature*

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

*Description*

get the message describing the problem from SO local memory.

*Returns*

the message given to the constructor or null when no message was set.

**getLocalizedMessage***Signature*

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

*Description*

---

<sup>49</sup>Section [11.3.2.2](#)

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*

Initializes the cause to the given Throwable is SO local memory.

*Parameters*

`causingThrowable` the reason why this Throwable gets Thrown.

*Throws*

`IllegalArgumentException` when the cause is this Throwable itself.

*Returns*

the reference to this Throwable.

## **getCause**

*Signature*

```
public java.lang.Throwable  
getCause()
```

*Description*

`getCause` returns the cause of this exception or null when no cause was set. The cause is another exception that was caught before this exception was created.

*Returns*

The cause or null.

## **fillInStackTrace**

### *Signature*

```
public java.lang.Throwable  
fillInStackTrace()
```

### *Description*

Calls into the virtual machine to capture the current stack trace in SO local memory.

### *Returns*

a reference to this Throwable.

## **setStackTrace(StackTraceElement)**

### *Signature*

```
public void  
setStackTrace(java.lang.StackTraceElement[] new_stackTrace)  
throws NullPointerException
```

### *Description*

This method allows 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 replace be used.

### *Throws*

NullPointerException when new\_stackTrace or any element of new\_stackTrace is null.

## **getStackTrace**

### *Signature*

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

### *Description*

Get the stack trace created by `fillInStackTrace` for this `Throwable` 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<sup>50</sup>](#)), 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*

array representing the stack trace, never null.

## **printStackTrace**

#### *Signature*

```
public void  
printStackTrace()
```

#### *Description*

Print 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*

---

<sup>50</sup>Section [11.3.2.3](#)

Print 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*

Print 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.

### **15.2.3.7 StaticThrowableStorage**

---

#### **Inheritance**

```
java.lang.Object  
  java.lang.Throwable  
    javax.realtime.StaticThrowableStorage
```

*Interfaces*

```
javax.realtime.StaticThrowable
```

*Description*

Provide 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**<sup>51</sup>. This call is visible so that an application can extend an existing conventional Java throwable and still implement StaticThrowable; its

---

<sup>51</sup>Section 15.2.1.1



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 on of [StaticCheckedException](#)<sup>52</sup>, [StaticRuntimeException](#)<sup>53</sup>, or [StaticError](#)<sup>54</sup> instead.

**Available since** RTSJ 2.0

### 15.2.3.7.1 Methods

---

## getCurrent

### Signature

```
public static javafx.runtime.StaticThrowableStorage  
getCurrent()
```

### Description

A means of obtaining the storage object for the current task.

### Returns

the storage object for the current task.

## fillInStackTrace

### Signature

```
public java.lang.Throwable  
fillInStackTrace()
```

### Description

Capture the current thread's stack trace and save 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

---

<sup>52</sup>Section [15.2.2.20](#)

<sup>53</sup>Section [15.2.2.21](#)

<sup>54</sup>Section [15.2.3.5](#)

## **getMessage**

### *Signature*

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

### *Description*

Get 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*

Save 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 message to save.

## **getCause**

### *Signature*

```
public java.lang.Throwable  
getCause()
```

### *Description*

Get the cause from thread local storage that was saved by the last preallocated exception thrown. The actual exception that of the 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*

Save 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

*Returns*

this

**getStackTrace***Signature*

```
public java.lang.StackTraceElement[]  
getStackTrace()
```

*Description*

Get 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 allows 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 replace be used.

*Throws*

`NullPointerException` when `new_stackTrace` or any element of `new_stackTrace` is null.

**printStackTrace***Signature*

```
public void  
printStackTrace()
```

*Description*

Print 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

Print 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

Print 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.

### 15.2.3.8 ThrowBoundaryError

---

#### Inheritance

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Error  
      javax.realtime.StaticError  
        javax.realtime.ThrowBoundaryError
```

*Description*

The error thrown by `MemoryArea.enter(Runnable logic)`<sup>55</sup> 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

### 15.2.3.8.1 Constructors

---

## ThrowBoundaryError

*Signature*

```
public  
ThrowBoundaryError()
```

*Description*

A constructor for ThrowBoundaryError, but application code should use `get()`<sup>56</sup> instead.

### 15.2.3.8.2 Methods

---

## get

*Signature*

```
public static javax.realtime.ThrowBoundaryError  
get()
```

*Description*

Get the preallocated instance of this exception.

*Returns*

the preallocated instance of this exception.

---

<sup>55</sup>Section 11.3.2.3.2

<sup>56</sup>Section 15.2.3.8.2

**initMessage(String)***Signature*

```
public java.lang.Throwable  
initMessage(String message)
```

*Description*

Set the message in SO local storage. This is the only method not defined in `java.lang.Throwable`.

*Parameters*

message is the text to save.

## 15.3 Rationale

The need for additional exceptions given the new semantics added by the other sections of this specification is obvious. That the specification attaches new, nonconventional, exception semantics to `AsynchronouslyInterruptedException` is, perhaps, not so obvious. However, after careful thought, and given our self-imposed directive that only well-defined code blocks would be subject to having their control asynchronously transferred, the chosen mechanism is logical.





# Open Issues

## Editorial Issues

- The `\classref` tag should suppress multiple footnotes on the same {page,section,whatever}.
- We should consider numbered paragraphs.
- Make sure all other constructors are defined in terms of the complete constructor.  
(Mostly done –jjh)
- Make the code environment use a monospaced font.

## List of Semantic Issues

Issue 6.3.1 . . . . .	207
Issue 7.1.1 (elb) . . . . .	224
Issue 11.5.1 (jjh) . . . . .	539
Issue 12.3.1 . . . . .	627
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## List of Review Requests

Rewritten thread group rule for Java threads. (jjh) . . . . .	40
Make finalization steps clearer. (jjh) . . . . .	428



# Appendix A

## Deprecated APIs

Since modules are new in 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 are deprecated and appear only here. Other deprecated methods, constructors, and fields are also here. Only full implementation of the RTSJ should implement them.

### A.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.

## A.2 javax.realtime

### A.2.1 Interfaces

#### A.2.1.1 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](#)<sup>1</sup>, not directly from application code.

**Deprecated** as of RTSJ 2.0

##### A.2.1.1.1 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.

---

<sup>1</sup>Section [A.2.3.19](#)

*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](#)<sup>2</sup> 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

## onInsertion(long, long, AsyncEventHandler)

### Signature

```
public void  
onInsertion(long base,  
            long size,  
            AsyncEventHandler aeh)
```

### Description

Register the specified [AsyncEventHandler](#)<sup>3</sup> to run when any memory of this type, and in the range is added to the system. When the size or the base is less than 0, unregister all "onInsertion" references to the handler.

---

<sup>2</sup>Section [8.3.3.4](#)

<sup>3</sup>Section [8.3.3.5](#)



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.

**Deprecated** as of RTSJ 1.0.1 Replace with `onInsertion(long, long, AsyncEvent)`

## **onRemoval(long, long, AsyncEvent)**

#### *Signature*

```
public void  
onRemoval(long base,  
           long size,  
           AsyncEvent ae)
```

#### *Description*

Register 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

## onRemoval(long, long, AsyncEventHandler)

### Signature

```
public void  
onRemoval(long base,  
           long size,  
           AsyncEventHandler aeh)
```

### Description

Register the specified AEH to run when any memory in the range is removed from the system. When size or base is less than 0, unregister 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 known to this filter, 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.

**Deprecated** as of RTSJ 1.0.1

## unregisterInsertionEvent(long, long, AsyncEvent)

### Signature

```
public boolean  
unregisterInsertionEvent(long base,  
                         long size,  
                         AsyncEvent ae)
```

*Description*

Unregister 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*

Unregister 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

Search 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.

### A.2.1.2 *Schedulable*

---

The following elements of `Schedulable` are deprecated. The required elements are documented in Section 6.3.1.3 above.

#### A.2.1.2.1 *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](#)<sup>4</sup> 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](#)<sup>5</sup>.)

`release` A reference to the [ReleaseParameters](#)<sup>6</sup> 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](#)<sup>7</sup>.)

---

<sup>4</sup>Section 6.3.3.14

<sup>5</sup>Section 6.3.3.8

<sup>6</sup>Section 6.3.3.10

<sup>7</sup>Section 6.3.3.8

memoryParameters A reference to the [MemoryParameters](#)<sup>8</sup> 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](#)<sup>9</sup>.)  
 group A reference to the [ProcessingGroupParameters](#)<sup>10</sup> which will be associated with this. When null, the default value is governed by scheduler (a new object is created). (See [PriorityScheduler](#)<sup>11</sup>.)

#### Throws

`IllegalArgumentException` Thrown 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.

`SecurityException` 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](#)<sup>12</sup> object for this schedulable.

#### Returns

A reference to the current [ProcessingGroupParameters](#)<sup>13</sup> object.

**Deprecated** since RTSJ 2.0

---

<sup>8</sup>Section [11.3.2.4](#)

<sup>9</sup>Section [6.3.3.8](#)

<sup>10</sup>Section [A.2.3.22](#)

<sup>11</sup>Section [6.3.3.8](#)

<sup>12</sup>Section [A.2.3.22](#)

<sup>13</sup>Section [A.2.3.22](#)

## setProcessingGroupParameters(ProcessingGroupParameters)

### Signature

```
public void  
setProcessingGroupParameters(ProcessingGroupParameters group)
```

### Description

Sets the [ProcessingGroupParameters](#)<sup>14</sup> 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](#)<sup>15</sup> 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](#)<sup>16</sup>.)

### Throws

[IllegalArgumentException](#) Thrown 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](#)<sup>17</sup>

## setProcessingGroupParametersIfFeasible(ProcessingGroupParameters)

### Signature

---

<sup>14</sup>Section [A.2.3.22](#)

<sup>15</sup>Section [A.2.3.22](#)

<sup>16</sup>Section [6.3.3.8](#)

<sup>17</sup>Section [6.3.3.9](#)

```
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 proposed processing group parameters. 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](#)<sup>18</sup>.)

*Throws*

`IllegalArgumentException` Thrown when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the proposed parameter object is located in heap memory.

`IllegalAssignmentError` when this cannot hold a reference to the proposed 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*


---

<sup>18</sup>Section [6.3.3.8](#)



```
public boolean  
addIfFeasible()
```

*Description*

This method first performs a feasibility analysis with this added to the system. When the resulting system is feasible, inform the scheduler and cooperating facilities that this instance of [Schedulable](#)<sup>19</sup> should be considered in feasibility analysis until further notified. When the analysis showed 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, do 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*

Inform the scheduler and cooperating facilities that this instance of [Schedulable](#)<sup>20</sup> should be considered in feasibility analysis until further notified.

When the object is already included in the feasibility set, do 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

---

<sup>19</sup>Section [6.3.1.3](#)

<sup>20</sup>Section [6.3.1.3](#)

## removeFromFeasibility

### Signature

```
public boolean  
removeFromFeasibility()
```

### Description

Inform the scheduler and cooperating facilities that this instance of [Schedulable](#)<sup>21</sup> 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 IllegalArgumentException,  
      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.

---

<sup>21</sup>Section [6.3.1.3](#)

*Parameters*

**release** The proposed release parameters. 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<sup>22</sup>](#).)

**memory** The proposed memory parameters. 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<sup>23</sup>](#).)

*Throws*

**IllegalArgumentException** Thrown 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 proposed parameter objects are located in heap memory.

**IllegalAssignmentError** when this cannot hold references to the proposed 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 IllegalArgumentException,  
      IllegalAssignmentError,  
      IllegalThreadStateException
```

*Description*

---

<sup>22</sup>Section [6.3.3.8](#)

<sup>23</sup>Section [6.3.3.8](#)

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 proposed release parameters. 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<sup>24</sup>](#).)

`memory` The proposed memory parameters. 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<sup>25</sup>](#).)

`group` The proposed processing group parameters. 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<sup>26</sup>](#).)

### Throws

`IllegalArgumentException` Thrown 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 proposed parameter objects are located in heap memory.

`IllegalAssignmentError` when this cannot hold references to the proposed 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.

---

<sup>24</sup>Section [6.3.3.8](#)

<sup>25</sup>Section [6.3.3.8](#)

<sup>26</sup>Section [6.3.3.8](#)

**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 IllegalArgumentException,  
      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 proposed release parameters. 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<sup>27</sup>](#).)

**group** The proposed processing group parameters. 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<sup>28</sup>](#).)

### Throws

**IllegalArgumentException** Thrown 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 proposed parameter objects are located in heap memory.

---

<sup>27</sup>Section [6.3.3.8](#)

<sup>28</sup>Section [6.3.3.8](#)

**IllegalAssignmentError** when this cannot hold references to the proposed 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 IllegalArgumentException,  
      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 proposed scheduling parameters. 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](#)<sup>29</sup>.)

release The proposed release parameters. 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](#)<sup>30</sup>.)

memory The proposed memory parameters. 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](#)<sup>31</sup>.)

#### Throws

`IllegalArgumentException` Thrown 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 proposed parameter objects are located in heap memory.

`IllegalAssignmentError` when this cannot hold references to the proposed 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)
```

---

<sup>29</sup>Section [6.3.3.8](#)

<sup>30</sup>Section [6.3.3.8](#)

<sup>31</sup>Section [6.3.3.8](#)

### 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 proposed scheduling parameters. 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<sup>32</sup>](#).)

`release` The proposed release parameters. 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<sup>33</sup>](#).)

`memory` The proposed memory parameters. 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<sup>34</sup>](#).)

`group` The proposed processing group parameters. 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<sup>35</sup>](#).)

### Throws

`IllegalArgumentException` Thrown 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 proposed parameter objects are located in heap memory.

`IllegalAssignmentError` when this cannot hold references to the proposed 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

---

<sup>32</sup>Section [6.3.3.8](#)

<sup>33</sup>Section [6.3.3.8](#)

<sup>34</sup>Section [6.3.3.8](#)

<sup>35</sup>Section [6.3.3.8](#)



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 proposed memory parameters. 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](#)<sup>36</sup>.)

### Throws

**IllegalArgumentException** Thrown when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the proposed parameter object is located in heap memory.

**IllegalAssignmentError** when this cannot hold a reference to the proposed 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.

---

<sup>36</sup>Section [6.3.3.8](#)

*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 proposed release parameters. 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](#)<sup>37</sup>.)

*Throws*

`IllegalArgumentException` Thrown when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the proposed parameter object is located in heap memory.

`IllegalAssignmentError` when this cannot hold a reference to the proposed 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*

---

<sup>37</sup>Section [6.3.3.8](#)

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 proposed scheduling parameters. 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](#)<sup>38</sup>.)

### Throws

**IllegalArgumentException** Thrown when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the proposed parameter object is located in heap memory.

**IllegalAssignmentError** when this cannot hold a reference to the proposed 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

---

<sup>38</sup>Section 6.3.3.8

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

## A.2.2 Exceptions

### A.2.2.1 *ArrivalTimeQueueOverflowException*

---

The following elements of `ArrivalTimeQueueOverflowException` are deprecated. The required elements are documented in Section 15.2.2.1 above.

#### A.2.2.1.1 Constructors

---

### `ArrivalTimeQueueOverflowException(String)`

#### *Signature*

```
public
ArrivalTimeQueueOverflowException(String description)
```

#### *Description*

A descriptive constructor for `ArrivalTimeQueueOverflowException`.

**Deprecated** since RTSJ 2.0; application code should use `get()`<sup>39</sup> instead.

#### *Parameters*

description A description of the exception.

### A.2.2.2 *AsynchronouslyInterruptedException*

---

The following elements of `AsynchronouslyInterruptedException` are deprecated. The required elements are documented in Section 8.3.2.1 above.

---

<sup>39</sup>Section 15.2.2.1.2

### A.2.2.2.1 Methods

---

## happened(boolean)

### Signature

```
public boolean  
happened(boolean propagate)
```

### Description

Used with an instance of this exception to see if the current exception is this exception. When an `AsynchronouslyInterruptedException` is caught, the catch clause may invoke the `happened()` method on the `AsynchronouslyInterruptedException` in which it is interested to see if it matches the pending `AsynchronouslyInterruptedException`. When so, the pending `AsynchronouslyInterruptedException` is cleared for the schedulable and `happened` returns true. Otherwise, the behavior of `happened` depends on its propagation parameter. When propagation parameter is true, the `AsynchronouslyInterruptedException` will continue to propagate outward; i.e., it will be re-thrown by a mechanism that bypassed the normal requirement that the checked exception be identified in the method's signature. When propagation parameter is false, `happened` will return false and the `AsynchronouslyInterruptedException` remains pending.

### Parameters

- propagate Control the behavior when this is not the current exception:
- When true and this exception is the current one, set the state of this to non pending and return true.
  - When true and this exception is not the current one, propagate the exception; i.e., rethrow it.
  - When false and this exception is the current one, the state of this is set to nonpending (i.e., it will stop propagating) and return true.
  - When false and this exception is not the current one, return false.

### Throws

`IllegalThreadStateException` when called from a Java thread.

### Returns

true, when this is the current exception, and false, when this is not the current exception.

**Deprecated** as of RTSJ 1.0.1. This method seriously violates standard Java exception semantics, and while it is a convenience it is not required. The `happened`

method can be replaced with the clear method and application logic.

## propagate

### Signature

```
public static void  
propagate()
```

### Description

Cause the pending exception to continue up the stack. The current AIE remains pending and control is transferred immediately to the next suitable catch or finally clause under the normal rules for AIE propagation.

When there is no current AIE, the method does nothing and simply returns.

This method is normally used in a catch clause that is handling an AIE, but that is not required. The method may be invoked at any time (from a schedulable).

### Throws

IllegalThreadStateException when called from a Java thread.

**Deprecated** as of RTSJ 1.0.1. This method seriously violates standard Java exception semantics, and while it is a convenience it is not required. It should be replaced with throw of an instance of `AsynchronouslyInterruptedException`.

### A.2.2.3 DuplicateFilterException

---

#### Inheritance

```
java.lang.Object  
  java.lang.Throwable  
    java.lang.Exception  
      javax.realtime.DuplicateFilterException
```

#### Description

`PhysicalMemoryManager`<sup>40</sup> 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

---

<sup>40</sup>Section [A.2.3.19](#)

---

**A.2.2.3.1 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.

**A.2.2.4 *MemoryScopeException***

---

The following elements of MemoryScopeException are deprecated. The required elements are documented in Section [15.2.2.8](#) above.

**A.2.2.4.1 Constructors**

---

## MemoryScopeException(String)

### Signature

```
public  
MemoryScopeException(String description)
```

### Description

A descriptive constructor for MemoryScopeException.

**Deprecated** since RTSJ 2.0; application code should use `get()`<sup>41</sup> instead.

### Parameters

description A description of the exception.

### A.2.2.5 OffsetOutOfBoundsException

---

The following elements of OffsetOutOfBoundsException are deprecated. The required elements are documented in Section 15.2.2.10 above.

#### A.2.2.5.1 Constructors

---

## OffsetOutOfBoundsException(String)

### Signature

```
public  
OffsetOutOfBoundsException(String description)
```

### Description

A descriptive constructor for OffsetOutOfBoundsException.

**Deprecated** since RTSJ 2.0; pplication code should use `get()`<sup>42</sup> instead.

### Parameters

---

<sup>41</sup>Section 15.2.2.8.2

<sup>42</sup>Section 15.2.2.10.2



description A description of the exception.

### A.2.2.6 UnknownHappeningException

---

#### Inheritance

```
java.lang.Object
  java.lang.Throwable
    java.lang.Exception
      java.lang.RuntimeException
        javafx.runtime.UnknownHappeningException
```

#### Description

This exception is used to indicate a situation where an instance of [AsyncEvent](#)<sup>43</sup> attempts to bind to a happening that does not exist.

**Deprecated** since RTSJ 2.0

#### A.2.2.6.1 Constructors

---

### UnknownHappeningException

#### Signature

```
public
UnknownHappeningException()
```

#### Description

A constructor for UnknownHappeningException.

### UnknownHappeningException(String)

#### Signature

```
public
UnknownHappeningException(String description)
```

---

<sup>43</sup>Section [8.3.3.4](#)

*Description*

A descriptive constructor for UnknownHappeningException.

*Parameters*

description Description of the error.

**A.2.2.7    *UnsupportedPhysicalMemoryException***


---

The following elements of UnsupportedPhysicalMemoryException are deprecated. The required elements are documented in Section [15.2.2.22](#) above.

**A.2.2.7.1   Constructors****UnsupportedPhysicalMemoryException(String)***Signature*

```
public
UnsupportedPhysicalMemoryException(String description)
```

*Description*

A descriptive constructor for UnsupportedPhysicalMemoryException.

**Deprecated** since RTSJ 2.0; application code should use [get\(\)](#)<sup>44</sup> instead.

*Parameters*

description The description of the exception.

**A.2.3    Classes****A.2.3.1    *AbsoluteTime***


---

The following elements of AbsoluteTime are deprecated. The required elements are documented in Section [9.3.1.1](#) above.

---

<sup>44</sup>Section [15.2.2.22.2](#)

### A.2.3.1.1 Constructors

---

## AbsoluteTime(long, int, Clock)

*Signature*

```
public  
AbsoluteTime(long millis,  
              int nanos,  
              Clock clock)  
throws IllegalArgumentException
```

*Description*

Superceded by and equivalent to [AbsoluteTime\(long, int, Chronograph\)](#)<sup>45</sup>

**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*

IllegalArgumentException when there is an overflow in the millisecond component when normalizing.

## AbsoluteTime(AbsoluteTime, Clock)

*Signature*

```
public  
AbsoluteTime(AbsoluteTime time,  
              Clock clock)
```

---

<sup>45</sup>Section [9.3.1.1.1](#)

throws `IllegalArgumentException`

#### *Description*

Equivalent to `AbsoluteTime(long, int, Chronograph)`<sup>46</sup> with the arguments `time.getMilliseconds()`, `time.getNanoseconds()`, `clock()`.

**Available since** RTSJ 1.0.1

**Deprecated** since version 2.0

#### *Parameters*

`time` is the `AbsoluteTime` object which is the source for the copy.

`clock` is 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)`<sup>47</sup>

**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*

`IllegalArgumentException` when the `date` parameter is null.

---

<sup>46</sup>Section 9.3.1.1.1

<sup>47</sup>Section 9.3.1.1.1

## AbsoluteTime(Clock)

### Signature

```
public  
AbsoluteTime(Clock clock)
```

### Description

Superceeded by and equivalent to [AbsoluteTime\(Chronograph\)](#)<sup>48</sup>

**Available since** RTSJ 1.0.1

**Deprecated** since version 2.0

### Parameters

clock The clock providing the association for the newly constructed object.

### A.2.3.1.2 Methods

---

## absolute(Clock)

### Signature

```
public javax.realtime.AbsoluteTime  
absolute(Clock clock)
```

### Description

Superceeded by and equivalent to [absolute\(Chronograph\)](#)<sup>49</sup>.

### 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

---

<sup>48</sup>Section [9.3.1.1.1](#)

<sup>49</sup>Section [9.3.1.1.2](#)

## **absolute(Clock, AbsoluteTime)**

### *Signature*

```
public javax.realtime.AbsoluteTime  
absolute(Clock clock,  
         AbsoluteTime dest)
```

### *Description*

Superceded by and equivalent to [absolute\(Chronograph, AbsoluteTime\)](#)<sup>50</sup>.

### *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. Otherwise, a new object is allocated for the result.

### *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\(Chronograph\)](#)<sup>51</sup>.

### *Parameters*

clock The instance of [Clock](#)<sup>52</sup> 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*

---

<sup>50</sup>Section [9.3.1.1.2](#)

<sup>51</sup>Section [9.3.1.1.2](#)

<sup>52</sup>Section [10.3.2.1](#)

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\(Chronograph, RelativeTime\)](#)<sup>53</sup>.

### Parameters

clock The instance of [Clock](#)<sup>54</sup> 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 there and returned. Otherwise, a new object is allocated for the result.

### 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

### A.2.3.2 AperiodicParameters

---

The following elements of AperiodicParameters are deprecated. The required elements are documented in [Section 6.3.3.2](#) above.

---

<sup>53</sup>Section [9.3.1.1.2](#)

<sup>54</sup>Section [10.3.2.1](#)

### A.2.3.2.1 Fields

---

#### **arrivalTimeQueueOverflowExcept**

public static final 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](#)<sup>55</sup>. 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](#)<sup>56</sup> 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 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

---

<sup>55</sup>Section [15.2.2.1](#)

<sup>56</sup>Section [8.3.3.5](#)



**arrivalTimeQueueOverflowReplace**

public static final 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 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” 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.

**Available since** RTSJ 1.0.1 Moved here from SporadicParameters.

**Deprecated** since RTSJ 2.0

**A.2.3.2.2 Methods**

---

**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 [getArrivalTimeQueueOverflowPolicy](#)<sup>57</sup>

## setArrivalTimeQueueOverflowBehavior(String)

*Signature*

```
public void  
setArrivalTimeQueueOverflowBehavior(String behavior)
```

*Description*

Sets the behavior of the arrival time queue in the case where the insertion of a new element would make the queue size greater than the initial size given in this.

Values of behavior are compared using reference equality (==) not value equality (equals()).

*Parameters*

behavior A string representing the behavior.

*Throws*

IllegalArgumentException 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*

---

<sup>57</sup>Section [6.3.3.2.3](#)

```

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. 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

IllegalArgumentException 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](#)<sup>58</sup>, need not return false.)

**Deprecated** as of RTSJ 2.0

## A.2.3.3 AsyncEvent

---

The following elements of AsyncEvent are deprecated. The required elements are documented in Section [8.3.3.4](#) above.

### A.2.3.3.1 Methods

---



---

<sup>58</sup>Section [6.3.3.15](#)

## handledBy(AsyncEventHandler)

### Signature

```
public boolean  
handledBy(AsyncEventHandler handler)
```

### Description

Replaced by [AsyncBaseEvent.handledBy\(AsyncBaseEventHandler\)](#)<sup>59</sup>

### Parameters

handler to query 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\(AsyncBaseEventHandler\)](#)<sup>60</sup>

### Parameters

handler to add to this.

**Deprecated** since RTSJ 2.0

## setHandler(AsyncEventHandler)

### Signature

```
public void  
setHandler(AsyncEventHandler handler)
```

### Description

---

<sup>59</sup>Section [8.3.3.2.1](#)

<sup>60</sup>Section [8.3.3.2.1](#)

Replaced by [AsyncBaseEvent.setHandler\(AsyncBaseEventHandler\)](#)<sup>61</sup>

*Parameters*

handler to be the sole handler for this.

**Deprecated** since RTSJ 2.0

## removeHandler(AsyncEventHandler)

*Signature*

```
public void  
removeHandler(AsyncEventHandler handler)
```

*Description*

Replaced by [AsyncBaseEvent.removeHandler\(AsyncBaseEventHandler\)](#)<sup>62</sup>

*Parameters*

handler to be removed.

**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*

---

<sup>61</sup>Section [8.3.3.2.1](#)

<sup>62</sup>Section [8.3.3.2.1](#)

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.

`IllegalArgumentException` 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.

`IllegalArgumentException` when happening is null.

**Deprecated** since RTSJ 2.0

### A.2.3.4 AsyncEventHandler

---

The following elements of AsyncEventHandler are deprecated. The required elements are documented in Section 8.3.3.5 above.

#### A.2.3.4.1 Constructors

---

### **AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, boolean, Runnable)**

*Signature*

```
public
AsyncEventHandler(SchedulingParameters scheduling,
                  ReleaseParameters release,
                  MemoryParameters memory,
                  MemoryArea area,
                  SchedulingGroup group,
                  boolean nonheap,
                  Runnable logic)
```

*Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Runnable)`<sup>63</sup> with arguments (scheduling, release, memory.clone(!nonheap), group, 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,
```

---

<sup>63</sup>Section 8.3.3.5.1

ProcessingGroupParameters group,  
Runnable logic)

#### *Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Runnable)`<sup>64</sup> 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, SchedulingGroup, ConfigurationParameters, Runnable)`<sup>65</sup> with arguments (scheduling, release, memory, area, group.getProcessingGroup(), null, null).

**Deprecated** in version 2.0.

### **AsyncEventHandler(boolean, Runnable)**

#### *Signature*

---

<sup>64</sup>Section 8.3.3.5.1
<sup>65</sup>Section 8.3.3.5.1



```
public  
AsyncEventHandler(boolean nonheap,  
                  Runnable logic)
```

*Description*

Calling this constructor is equivalent to calling `AsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, SchedulingGroup, ConfigurationParameters, Runnable)`<sup>66</sup> with arguments (null, null, new MemoryParameters(!nonheap), null, 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, SchedulingGroup, ConfigurationParameters, Runnable)`<sup>67</sup> with arguments (null, null, new MemoryParameters(!nonheap), null, null, null, null).

**Deprecated** in version 2.0.

### A.2.3.4.2 Methods

---

## getAndIncrementPendingFireCount

*Signature*

```
protected int  
getAndIncrementPendingFireCount()
```

---

<sup>66</sup>Section 8.3.3.5.1

<sup>67</sup>Section 8.3.3.5.1

*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.

The effect of a call to `getAndIncrementPendingFireCount` on the arrival-time queue and the scheduling of this AEH depends on the semantics of the scheduler controlling this AEH.

*Throws*

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

scheduling scheduling A reference to the [SchedulingParameters](#)<sup>68</sup> 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](#)<sup>69</sup>.)

release release A reference to the [ReleaseParameters](#)<sup>70</sup> 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](#)<sup>71</sup>.)

memoryParameters memoryParameters A reference to the [MemoryParameters](#)<sup>72</sup> 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](#)<sup>73</sup>.)

group group A reference to the [ProcessingGroupParameters](#)<sup>74</sup> which will be associated with this. When null, the default value is governed by scheduler (a new object is created). (See [PriorityScheduler](#)<sup>75</sup>.)

#### Throws

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

[IllegalThreadStateException](#) [IllegalThreadStateException](#) when scheduler prohibits the changing of the scheduler or a parameter at this time due to the state of the schedulable.

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

**Deprecated** since RTSJ 2.0

---

<sup>68</sup>Section [6.3.3.14](#)

<sup>69</sup>Section [6.3.3.8](#)

<sup>70</sup>Section [6.3.3.10](#)

<sup>71</sup>Section [6.3.3.8](#)

<sup>72</sup>Section [11.3.2.4](#)

<sup>73</sup>Section [6.3.3.8](#)

<sup>74</sup>Section [A.2.3.22](#)

<sup>75</sup>Section [6.3.3.8](#)

## getProcessingGroupParameters

### Signature

```
public javax.realtime.ProcessingGroupParameters  
getProcessingGroupParameters()
```

### Description

Gets a reference to the [ProcessingGroupParameters](#)<sup>76</sup> object for this schedulable.

### Returns

A reference to the current [ProcessingGroupParameters](#)<sup>77</sup> object.

**Deprecated** since RTSJ 2.0

## setProcessingGroupParameters(ProcessingGroupParameters)

### Signature

```
public void  
setProcessingGroupParameters(ProcessingGroupParameters group)
```

### Description

Sets the [ProcessingGroupParameters](#)<sup>78</sup> 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 group A [ProcessingGroupParameters](#)<sup>79</sup> 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](#)<sup>80</sup>.)

### Throws

---

<sup>76</sup>Section [A.2.3.22](#)

<sup>77</sup>Section [A.2.3.22](#)

<sup>78</sup>Section [A.2.3.22](#)

<sup>79</sup>Section [A.2.3.22](#)

<sup>80</sup>Section [6.3.3.8](#)

IllegalArgumentException IllegalArgumentException Thrown 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 IllegalAssignmentError when this object cannot hold a reference to group or group cannot hold a reference to this.

IllegalThreadStateException 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

Inform the scheduler and cooperating facilities that this instance of [Schedulable](#)<sup>81</sup> should be considered in feasibility analysis until further notified.

When the object is already included in the feasibility set, do 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, inform the scheduler and cooperating facilities that this instance of [Schedulable](#)<sup>82</sup> should be considered in feasibility

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<sup>81</sup>Section [6.3.1.3](#)

<sup>82</sup>Section [6.3.1.3](#)

analysis until further notified. When the analysis showed 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, do 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*

Inform the scheduler and cooperating facilities that this instance of [Schedulable](#)<sup>83</sup> 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*

---

<sup>83</sup>Section [6.3.1.3](#)

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 release The proposed release parameters. 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](#)<sup>84</sup>.)

memory memory The proposed memory parameters. 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](#)<sup>85</sup>.)

#### Throws

IllegalArgumentException IllegalArgumentException Thrown 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 proposed parameter objects are located in heap memory.

[IllegalAssignmentError](#) IllegalAssignmentError when this cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to this.

IllegalThreadStateException 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)

---

<sup>84</sup>Section [6.3.3.8](#)

<sup>85</sup>Section [6.3.3.8](#)

*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 scheduling The proposed scheduling parameters. 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](#)<sup>86</sup>.)

release release The proposed release parameters. 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](#)<sup>87</sup>.)

memory memory The proposed memory parameters. 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](#)<sup>88</sup>.)

*Throws*

[IllegalArgumentException](#) [IllegalArgumentException](#) Thrown 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 proposed parameter objects are located in heap memory.

[IllegalAssignmentError](#) [IllegalAssignmentError](#) when this cannot hold references to the proposed parameter objects, or the parameter objects cannot hold

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<sup>86</sup>Section [6.3.3.8](#)

<sup>87</sup>Section [6.3.3.8](#)

<sup>88</sup>Section [6.3.3.8](#)



a reference to this.

**IllegalThreadStateException** 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** release The proposed release parameters. 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](#)<sup>89</sup>.)

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<sup>89</sup>Section 6.3.3.8

memory memory The proposed memory parameters. 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](#)<sup>90</sup>.)

group group The proposed processing group parameters. 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](#)<sup>91</sup>.)

#### Throws

`IllegalArgumentException` `IllegalArgumentException` Thrown 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 proposed parameter objects are located in heap memory.

[IllegalAssignmentError](#) `IllegalAssignmentError` when this cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to this.

`IllegalThreadStateException` `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

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<sup>90</sup>Section [6.3.3.8](#)

<sup>91</sup>Section [6.3.3.8](#)

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 scheduling The proposed scheduling parameters. 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](#)<sup>92</sup>.)

release release The proposed release parameters. 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](#)<sup>93</sup>.)

memory memory The proposed memory parameters. 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](#)<sup>94</sup>.)

group group The proposed processing group parameters. 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](#)<sup>95</sup>.)

### Throws

**IllegalArgumentException** **IllegalArgumentException** Thrown 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 proposed parameter objects are located in heap memory.

**IllegalAssignmentError** **IllegalAssignmentError** when this cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to this.

**IllegalThreadStateException** **IllegalThreadStateException** when the schedulable's scheduler prohibits this parameter change at this time due to the state of the schedulable.

### Returns

---

<sup>92</sup>Section [6.3.3.8](#)

<sup>93</sup>Section [6.3.3.8](#)

<sup>94</sup>Section [6.3.3.8](#)

<sup>95</sup>Section [6.3.3.8](#)

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 release The proposed release parameters. 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](#)<sup>96</sup>.)

### Throws

**IllegalArgumentException** **IllegalArgumentException** Thrown when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the proposed parameter object is located in heap memory.

**IllegalAssignmentError** **IllegalAssignmentError** when this cannot hold a reference to the proposed parameter object, or the parameter object cannot hold a reference to this.

**IllegalThreadStateException** **IllegalThreadStateException** when the schedulable's scheduler prohibits the changing of the release parameter at this time due to the state of the schedulable.

---

<sup>96</sup>Section [6.3.3.8](#)

*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 anlaysis 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 group The proposed processing group parameters. 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](#)<sup>97</sup>.)

*Throws*

**IllegalArgumentException** **IllegalArgumentException** Thrown when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the proposed parameter object is located in heap memory.

**IllegalAssignmentError** **IllegalAssignmentError** when this cannot hold a reference to the proposed parameter object, or the parameter object cannot hold a reference to this.

---

<sup>97</sup>Section [6.3.3.8](#)

`IllegalThreadStateException` `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` `release` The proposed release parameters. 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](#)<sup>98</sup>.)

`group` `group` The proposed processing group parameters. 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](#)<sup>99</sup>.)

---

<sup>98</sup>Section 6.3.3.8

<sup>99</sup>Section 6.3.3.8

*Throws*

`IllegalArgumentException` `IllegalArgumentException` Thrown 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 proposed parameter objects are located in heap memory.

`IllegalAssignmentError` `IllegalAssignmentError` when this cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to this.

`IllegalThreadStateException` `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 final 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` `memory` The proposed memory parameters. 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](#)<sup>100</sup>.)

#### Throws

**IllegalArgumentException** **IllegalArgumentException** Thrown when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the proposed parameter object is located in heap memory.

**IllegalAssignmentError** **IllegalAssignmentError** when this cannot hold a reference to the proposed parameter object, or the parameter object cannot hold a reference to this.

**IllegalThreadStateException** **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

---

<sup>100</sup>Section [6.3.3.8](#)



scheduling scheduling The proposed scheduling parameters. 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](#)<sup>101</sup>.)

#### Throws

`IllegalArgumentException` `IllegalArgumentException` Thrown when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the proposed parameter object is located in heap memory.

`IllegalAssignmentError` `IllegalAssignmentError` when this cannot hold a reference to the proposed parameter object, or the parameter object cannot hold a reference to this.

`IllegalThreadStateException` `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

### A.2.3.5 *BoundAsyncEventHandler*

---

The following elements of `BoundAsyncEventHandler` are deprecated. The required elements are documented in [Section 8.3.3.10](#) above.

#### A.2.3.5.1 Constructors

---

**BoundAsyncEventHandler(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ProcessingGroupParameters, boolean, Runnable)**

#### Signature

---

<sup>101</sup>Section [6.3.3.8](#)

```

public
BoundAsyncEventHandler(SchedulingParameters scheduling,
                      ReleaseParameters release,
                      MemoryParameters memory,
                      MemoryArea area,
                      ProcessingGroupParameters group,
                      boolean nonheap,
                      Runnable logic)

```

### Description

Create 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](#)<sup>102</sup> object which will be associated with the constructed instance. When null, and the creator is a Java thread, a SchedulingParameters object is created which has the default SchedulingParameters for the scheduler associated with the current thread. When null, and the creator is a schedulable object, the SchedulingParameters are inherited from the current schedulable (a new SchedulingParameters object is cloned).

release A [ReleaseParameters](#)<sup>103</sup> object which will be associated with the constructed instance. When null, this will have default ReleaseParameters for the BAEH's scheduler.

memory A [MemoryParameters](#)<sup>104</sup> object which will be associated with the constructed instance. When null, this will have no MemoryParameters.

area The [MemoryArea](#)<sup>105</sup> for this. When null, the memory area will be that of the current thread/schedulable.

group A [ProcessingGroupParameters](#)<sup>106</sup> 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\(\)](#)<sup>107</sup>. When null, the default handleAsyncEvent() method invokes nothing.

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<sup>102</sup>Section [6.3.3.14](#)

<sup>103</sup>Section [6.3.3.10](#)

<sup>104</sup>Section [11.3.2.4](#)

<sup>105</sup>Section [11.3.2.3](#)

<sup>106</sup>Section [A.2.3.22](#)

<sup>107</sup>Section [8.3.3.5.2](#)

nonheap when true, the code executed by this handler may not reference or store objects in [HeapMemory](#)<sup>108</sup>; otherwise, that code may do so. When true and the current handler tries to reference or store objects in HeapMemory or enter the HeapMemory a `IllegalArgumentException` is thrown.

#### *Throws*

`IllegalArgumentException` when nonheap is true and logic, any parameter object, or this is in heap memory. Also when noheap 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.

### A.2.3.6 *Clock*

---

The following elements of `Clock` are deprecated. The required elements are documented in [Section 10.3.2.1](#) above.

#### A.2.3.6.1 *Methods*

---

### **setResolution(RelativeTime)**

#### *Signature*

```
public abstract void  
setResolution(RelativeTime resolution)
```

#### *Description*

Set the resolution of this. For some hardware clocks setting resolution is impossible and when this method is called on those clocks, then an `UnsupportedOperationException` is thrown.

#### *Parameters*

---

<sup>108</sup>Section [11.3.2.1](#)

resolution The new resolution of this, when the requested value is supported by this clock. When resolution is smaller than the minimum resolution supported by this clock then it throws `IllegalArgumentException`. When the requested resolution is not available and it is larger than the minimum resolution, then the clock will be set to the closest resolution that the clock supports, via truncation. The value of the resolution parameter is not altered. The clock association of the resolution parameter is ignored.

*Throws*

`IllegalArgumentException` when resolution is null, or when the requested resolution is smaller than the minimum resolution supported by this clock.

`UnsupportedOperationException` when the clock does not support setting its resolution.

**Deprecated** since RTSJ 2.0

## getResolution

*Signature*

```
public final javax.realtime.RelativeTime  
getResolution()
```

*Description*

Gets the resolution of the clock, the nominal interval between ticks.

*Returns*

A newly allocated [RelativeTime](#)<sup>109</sup> object representing the resolution of this. The returned object is associated with this clock.

**Deprecated** since RTSJ 2.0

[See Section `getDrivePrecision`](#)

[See Section `getQueryPrecision`](#)

### A.2.3.7 *GarbageCollector*

---

---

<sup>109</sup>Section [9.3.1.3](#)

The following elements of GarbageCollector are deprecated. The required elements are documented in Section [14.2.2.1](#) above.

#### A.2.3.7.1 Constructors

---

### GarbageCollector

#### Signature

```
public  
GarbageCollector()
```

#### Description

Create an instance of this.

**Deprecated** as of RTSJ 1.0.1 This class and any subclasses should be singletons.

#### A.2.3.8 HighResolutionTime

---

The following elements of HighResolutionTime are deprecated. The required elements are documented in Section [9.3.1.2](#) above.

#### A.2.3.8.1 Methods

---

### absolute(Clock, AbsoluteTime)

#### Signature

```
public abstract javafx.runtime.AbsoluteTime  
absolute(Clock clock,  
         AbsoluteTime dest)
```

#### Description

Equivalent to and superseded by [absolute\(Chronograph, AbsoluteTime\)](#)<sup>110</sup>. When

---

<sup>110</sup>Section [9.3.1.2.1](#)

dest is not null, the result is placed there 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](#)<sup>111</sup> 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 it and returned. Otherwise, a new object is allocated for the result.

#### 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\(Chronograph\)](#)<sup>112</sup>.

#### Parameters

clock is the instance of [Clock](#)<sup>113</sup> 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

---

<sup>111</sup>Section [10.3.2.1](#)

<sup>112</sup>Section [9.3.1.2.1](#)

<sup>113</sup>Section [10.3.2.1](#)

```
public abstract javax.realtime.RelativeTime  
relative(Clock clock,  
         RelativeTime dest)
```

*Description*

Equivalent to and superseded by [relative\(Chronograph, RelativeTime\)](#)<sup>114</sup>

*Parameters*

clock The instance of [Clock](#)<sup>115</sup> 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 there and returned. Otherwise, a new object is allocated for the result.

*Returns*

The [RelativeTime](#)<sup>116</sup> 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\(Chronograph\)](#)<sup>117</sup>

*Parameters*

clock The instance of [Clock](#)<sup>118</sup> 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

---

<sup>114</sup>Section [9.3.1.2.1](#)

<sup>115</sup>Section [10.3.2.1](#)

<sup>116</sup>Section [9.3.1.3](#)

<sup>117</sup>Section [9.3.1.2.1](#)

<sup>118</sup>Section [10.3.2.1](#)

### A.2.3.9 *IllegalAssignmentError*

---

The following elements of `IllegalAssignmentError` are deprecated. The required elements are documented in Section [15.2.3.2](#) above.

#### A.2.3.9.1 Constructors

---

### `IllegalAssignmentError(String)`

#### *Signature*

```
public  
IllegalAssignmentError(String description)
```

#### *Description*

A descriptive constructor for `IllegalAssignmentError`.

**Deprecated** since RTSJ 2.0; application code should use `get()`<sup>119</sup> instead.

#### *Parameters*

description Description of the error.

### A.2.3.10 `ImmortalPhysicalMemory`

---

#### **Inheritance**

```
java.lang.Object  
  javax.realtime.MemoryArea  
    javax.realtime.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

---

<sup>119</sup>Section [15.2.3.2.2](#)



**ImmortalMemory**<sup>120</sup> 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.

**Deprecated** since RTSJ 2.0

### A.2.3.10.1 Constructors

---

## ImmortalPhysicalMemory(Object, long, long, Runnable)

### Signature

```
public
ImmortalPhysicalMemory(Object type,
                        long base,
                        long size,
                        Runnable logic)
```

### Description

Create 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.

---

<sup>120</sup>Section 11.3.2.2

logic The `run()` method of this object will be called whenever `MemoryArea.enter()`<sup>121</sup> is called. When logic is null, logic must be supplied when the memory area is entered.

#### Throws

`SecurityException` 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`<sup>122</sup> has been registered with the `PhysicalMemoryManager`<sup>123</sup>.

`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.

`OutOfMemoryError` 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, SizeEstimator, Runnable)

#### Signature

```
public
ImmortalPhysicalMemory(Object type,
                        long base,
                        SizeEstimator size,
                        Runnable logic)
```

#### Description

---

<sup>121</sup>Section 11.3.2.3.2

<sup>122</sup>Section A.2.1.1

<sup>123</sup>Section A.2.3.19

Create 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()`<sup>124</sup> is called. When logic is null, logic must be supplied when the memory area is entered.

#### Throws

`SecurityException` 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`<sup>125</sup> has been registered with the `PhysicalMemoryManager`<sup>126</sup>.

`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.

`OutOfMemoryError` 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.

---

<sup>124</sup>Section 11.3.2.3.2

<sup>125</sup>Section A.2.1.1

<sup>126</sup>Section A.2.3.19

## ImmortalPhysicalMemory(Object, long, Runnable)

### Signature

```
public  
ImmortalPhysicalMemory(Object type,  
                        long size,  
                        Runnable logic)
```

### Description

Create 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()`<sup>127</sup> is called. When logic is null, logic must be supplied when the memory area is entered.

### Throws

`SecurityException` 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`<sup>128</sup> has been registered with the `PhysicalMemoryManager`<sup>129</sup>.

`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.

`OutOfMemoryError` when there is insufficient memory for the `ImmortalPhysicalMemory` object or for the backing memory.

---

<sup>127</sup>Section 11.3.2.3.2

<sup>128</sup>Section A.2.1.1

<sup>129</sup>Section A.2.3.19

`IllegalAssignmentError` when storing logic in this would violate the assignment rules.

## ImmutablePhysicalMemory(Object, SizeEstimator, Runnable)

### Signature

```
public
ImmutablePhysicalMemory(Object type,
                        SizeEstimator size,
                        Runnable logic)
```

### Description

Create 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()`<sup>130</sup> is called. When logic is null, logic must be supplied when the memory area is entered.

### Throws

`SecurityException` 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`<sup>131</sup> has been registered with the `PhysicalMemoryManager`<sup>132</sup>.

`IllegalArgumentException` when size is null, or `size.getEstimate()` is negative.

---

<sup>130</sup>Section 11.3.2.3.2

<sup>131</sup>Section A.2.1.1

<sup>132</sup>Section A.2.3.19

**MemoryTypeConflictException** when type specifies incompatible memory attributes.

**OutOfMemoryError** 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, long)

### Signature

```
public
ImmortalPhysicalMemory(Object type,
                        long base,
                        long size)
```

### Description

Create 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

**SecurityException** 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**<sup>133</sup> has been registered with the **PhysicalMemoryManager**<sup>134</sup>.

---

<sup>133</sup>Section A.2.1.1

<sup>134</sup>Section A.2.3.19

**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.

**OutOfMemoryError** when there is insufficient memory for the **ImmortalPhysicalMemory** object or for the backing memory.

## **ImmortalPhysicalMemory(Object, long, SizeEstimator)**

### *Signature*

```
public  
ImmortalPhysicalMemory(Object type,  
                        long base,  
                        SizeEstimator size)
```

### *Description*

Create 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*

**SecurityException** 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`<sup>135</sup> has been registered with the `PhysicalMemoryManager`<sup>136</sup>.

`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.

`OutOfMemoryError` when there is insufficient memory for the `ImmortalPhysicalMemory` object or for the backing memory.

## ImmortalPhysicalMemory(Object, long)

### Signature

```
public
ImmortalPhysicalMemory(Object type,
                        long size)
```

### Description

Create 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

`SecurityException` 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`<sup>137</sup>

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<sup>135</sup>Section A.2.1.1

<sup>136</sup>Section A.2.3.19

<sup>137</sup>Section A.2.1.1



has been registered with the [PhysicalMemoryManager](#)<sup>138</sup>.

[MemoryTypeConflictException](#) when type specifies incompatible memory attributes.

[IllegalArgumentException](#) when size is less than zero.

[OutOfMemoryError](#) when there is insufficient memory for the [ImmortalPhysicalMemory](#) object or for the backing memory.

[SizeOutOfBoundsException](#) when the size extends into an invalid range of memory.

## ImmortalPhysicalMemory(Object, SizeEstimator)

### Signature

```
public  
ImmortalPhysicalMemory(Object type,  
                        SizeEstimator size)
```

### Description

Create 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

[SecurityException](#) 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](#)<sup>139</sup> has been registered with the [PhysicalMemoryManager](#)<sup>140</sup>.

---

<sup>138</sup>Section [A.2.3.19](#)

<sup>139</sup>Section [A.2.1.1](#)

<sup>140</sup>Section [A.2.3.19](#)

`MemoryTypeConflictException` when type specifies incompatible memory attributes.

`IllegalArgumentException` when size is null, or `size.getEstimate()` is negative.

`OutOfMemoryError` when there is insufficient memory for the `ImmutablePhysicalMemory` object or for the backing memory.

### A.2.3.11 LTMemory

---

#### Inheritance

```

java.lang.Object
  javax.realtime.MemoryArea
    javax.realtime.ScopedMemory
      javax.realtime.LTMemory

```

#### Description

Equivalent to and superseded by `javax.realtime.memory.LTMemory`<sup>141</sup>.

**Deprecated** since RTSJ 2.0; moved to package `javax.realtime.memory`.

#### A.2.3.11.1 Constructors

---

### LTMemory(long, long, Runnable)

#### Signature

```

public
LTMemory(long initial,
         long maximum,
         Runnable logic)

```

#### Description

Create 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.

---

<sup>141</sup>Section 11.4.3.1

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)`<sup>142</sup>.

#### Throws

`IllegalArgumentException` when initial is greater than maximum, or when initial or maximum is less than zero.

`OutOfMemoryError` when there is insufficient memory for the LTMemory object or for the backing memory.

`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)`<sup>143</sup> with the argument list (initial.getEstimate(), maximum.getEstimate(), logic).

#### Parameters

initial An instance of `SizeEstimator`<sup>144</sup> 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`<sup>145</sup> 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)`<sup>146</sup>.

#### Throws

---

<sup>142</sup>Section A.2.3.11.1

<sup>143</sup>Section A.2.3.11.1

<sup>144</sup>Section 11.3.2.5

<sup>145</sup>Section 11.3.2.5

<sup>146</sup>Section A.2.3.11.1

`IllegalArgumentException` when `initial` is null, `maximum` is null, `initial.getEstimate()` is greater than `maximum.getEstimate()`, or when `initial.getEstimate()` is less than zero.

`OutOfMemoryError` when there is insufficient memory for the `LTMemory` object or for the backing memory.

`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)`<sup>147</sup> 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.

`OutOfMemoryError` when there is insufficient memory for the `LTMemory` object or for the backing memory.

## **LTMemory(SizeEstimator, SizeEstimator)**

### *Signature*

```
public
LTMemory(SizeEstimator initial,
         SizeEstimator maximum)
```

---

<sup>147</sup>Section [A.2.3.11.1](#)

*Description*

Equivalent to `LTMemory(long, long, Runnable)`<sup>148</sup> with the argument list (initial.getEstimate(), maximum.getEstimate(), null).

*Parameters*

**initial** An instance of `SizeEstimator`<sup>149</sup> 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`<sup>150</sup> 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.

`OutOfMemoryError` when there is insufficient memory for the LTMemory object or for the backing memory.

## LTMemory(long, Runnable)

*Signature*

```
public  
LTMemory(long size,  
          Runnable logic)
```

*Description*

Equivalent to `LTMemory(long, long, Runnable)`<sup>151</sup> 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)`<sup>152</sup>.

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<sup>148</sup>Section [A.2.3.11.1](#)

<sup>149</sup>Section [11.3.2.5](#)

<sup>150</sup>Section [11.3.2.5](#)

<sup>151</sup>Section [A.2.3.11.1](#)

<sup>152</sup>Section [A.2.3.11.1](#)

*Throws*

`IllegalArgumentException` when size is less than zero.

`OutOfMemoryError` when there is insufficient memory for the `LTMemory` object or for the backing memory.

`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)`<sup>153</sup> with the argument list (size, size.getEstimate(), size.getEstimate(), logic).

**Available since** RTSJ 1.0.1

*Parameters*

size An instance of `SizeEstimator`<sup>154</sup> 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 initial)`<sup>155</sup>.

*Throws*

`IllegalArgumentException` when size is null, or size.getEstimate() is less than zero.

`OutOfMemoryError` when there is insufficient memory for the `LTMemory` object or for the backing memory.

`IllegalAssignmentError` when storing logic in this would violate the assignment rules.

---

<sup>153</sup>Section [A.2.3.11.1](#)

<sup>154</sup>Section [11.3.2.5](#)

<sup>155</sup>Section [A.2.3.11.1](#)

## LTMemory(long)

### Signature

```
public  
LTMemory(long size)
```

### Description

Equivalent to [LTMemory\(long, long, Runnable\)](#)<sup>156</sup> 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.

OutOfMemoryError when there is insufficient memory for the LTMemory object or for the backing memory.

## LTMemory(SizeEstimator)

### Signature

```
public  
LTMemory(SizeEstimator size)
```

### Description

Equivalent to [LTMemory\(long, long, Runnable\)](#)<sup>157</sup> with the argument list (size. getEstimate(), size.getEstimate(), null).

**Available since** RTSJ 1.0.1

### Parameters

size An instance of [SizeEstimator](#)<sup>158</sup> used to give an estimate of the initial size. This memory must be committed before the completion of the constructor.

---

<sup>156</sup>Section [A.2.3.11.1](#)

<sup>157</sup>Section [A.2.3.11.1](#)

<sup>158</sup>Section [11.3.2.5](#)

*Throws*

IllegalArgumentException when size is null, or size.getEstimate() is less than zero.

OutOfMemoryError when there is insufficient memory for the LTMemory object or for the backing memory.

**A.2.3.11.2 Methods**

---

**toString***Signature*

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

*Description*

Create a string representation of this object. The string is of the form

(LTMemory) Scoped memory # num

where num uniquely identifies the LTMemory area.

*Returns*

A string representing the value of this.

**A.2.3.12 LTPhysicalMemory**

---

**Inheritance**

```
java.lang.Object  
  javax.realtime.MemoryArea  
    javax.realtime.ScopedMemory  
      javax.realtime.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](#)<sup>159</sup> memory areas, and the same performance restrictions as [LTMemory](#)<sup>160</sup>.

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

#### A.2.3.12.1 Constructors

---

### LTPhysicalMemory(Object, long, long, Runnable)

#### Signature

```
public
LTPhysicalMemory(Object type,
                  long base,
                  long size,
                  Runnable logic)
```

#### Description

Create 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).

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<sup>159</sup>Section [A.2.3.31](#)

<sup>160</sup>Section [A.2.3.11](#)

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\(\)](#)<sup>161</sup> 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.

[SecurityException](#) 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](#)<sup>162</sup> has been registered with the [PhysicalMemoryManager](#)<sup>163</sup>.

[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\(Object, long, long, Runnable\)](#)<sup>164</sup> with the ar-

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<sup>161</sup>Section [11.3.2.3.2](#)

<sup>162</sup>Section [A.2.1.1](#)

<sup>163</sup>Section [A.2.3.19](#)

<sup>164</sup>Section [A.2.3.12.1](#)

gument 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\(\)](#)<sup>165</sup> is called. When logic is null, logic must be supplied when the memory area is entered.

#### Throws

SecurityException 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](#)<sup>166</sup> has been registered with the [PhysicalMemoryManager](#)<sup>167</sup>.

[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)

---

<sup>165</sup>Section [11.3.2.3.2](#)

<sup>166</sup>Section [A.2.1.1](#)

<sup>167</sup>Section [A.2.3.19](#)

*Signature*

```
public
LTPhysicalMemory(Object type,
                  long base,
                  long size)
```

*Description*

Equivalent to `LTPhysicalMemory(Object, long, long, Runnable)`<sup>168</sup> 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*

`SecurityException` 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`<sup>169</sup> has been registered with the `PhysicalMemoryManager`<sup>170</sup>.

`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.

---

<sup>168</sup>Section [A.2.3.12.1](#)

<sup>169</sup>Section [A.2.1.1](#)

<sup>170</sup>Section [A.2.3.19](#)

## LTPhysicalMemory(Object, long, SizeEstimator)

### Signature

```
public  
LTPhysicalMemory(Object type,  
                  long base,  
                  SizeEstimator size)
```

### Description

Equivalent to `LTPhysicalMemory(Object, long, long, Runnable)`<sup>171</sup> 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

`SecurityException` 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`<sup>172</sup> has been registered with the `PhysicalMemoryManager`<sup>173</sup>.

`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.

---

<sup>171</sup>Section [A.2.3.12.1](#)

<sup>172</sup>Section [A.2.1.1](#)

<sup>173</sup>Section [A.2.3.19](#)

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\(Object, long, long, Runnable\)](#)<sup>174</sup> with the argument list (type, 0, size, 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).

size The size of the area in bytes.

logic The run() method of this object will be called whenever [MemoryArea.enter\(\)](#)<sup>175</sup> is called. When logic is null, logic must be supplied when the memory area is entered.

### Throws

SecurityException 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](#)<sup>176</sup>

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<sup>174</sup>Section [A.2.3.12.1](#)

<sup>175</sup>Section [11.3.2.3.2](#)

<sup>176</sup>Section [A.2.1.1](#)

has been registered with the [PhysicalMemoryManager](#)<sup>177</sup>.

[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\(Object, long, long, Runnable\)](#)<sup>178</sup> with the argument list (type, 0, 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).

size A size estimator for this area.

logic The run() method of this object will be called whenever [MemoryArea.enter\(\)](#)<sup>179</sup> is called. When logic is null, logic must be supplied when the memory area is entered.

### Throws

SecurityException when the application doesn't have permissions to access physical memory or the given type of memory.

---

<sup>177</sup>Section [A.2.3.19](#)

<sup>178</sup>Section [A.2.3.12.1](#)

<sup>179</sup>Section [11.3.2.3.2](#)

[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](#)<sup>180</sup> has been registered with the [PhysicalMemoryManager](#)<sup>181</sup>.

[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 would violate the assignment rules.

## LTPhysicalMemory(Object, long)

### Signature

```
public
LTPhysicalMemory(Object type,
                  long size)
```

### Description

Equivalent to [LTPhysicalMemory\(Object, long, long, Runnable\)](#)<sup>182</sup> with the argument list (type, 0, 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).

size The size of the area in bytes.

### Throws

[SecurityException](#) when the application doesn't have permissions to access physical memory or the given type of memory.

---

<sup>180</sup>Section [A.2.1.1](#)

<sup>181</sup>Section [A.2.3.19](#)

<sup>182</sup>Section [A.2.3.12.1](#)



`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`<sup>183</sup> has been registered with the `PhysicalMemoryManager`<sup>184</sup>.

`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)`<sup>185</sup> with the argument list (type, 0, 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).

size A size estimator for this area.

### Throws

`SecurityException` 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.

---

<sup>183</sup>Section [A.2.1.1](#)

<sup>184</sup>Section [A.2.3.19](#)

<sup>185</sup>Section [A.2.3.12.1](#)

**UnsupportedPhysicalMemoryException** when the underlying hardware does not support the given type, or when no matching **PhysicalMemoryTypeFilter**<sup>186</sup> has been registered with the **PhysicalMemoryManager**<sup>187</sup>.

**MemoryTypeConflictException** when type specifies incompatible memory attributes.

**IllegalArgumentException** when size is null, or size.getEstimate() is negative.

#### A.2.3.12.2 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.

#### A.2.3.13 MemoryAccessError

---

The following elements of MemoryAccessError are deprecated. The required elements are documented in Section 15.2.3.3 above.

##### A.2.3.13.1 Constructors

---



---

<sup>186</sup>Section A.2.1.1

<sup>187</sup>Section A.2.3.19

## MemoryAccessError(String)

### Signature

```
public  
MemoryAccessError(String description)
```

### Description

A descriptive constructor for MemoryAccessError.

**Deprecated** since RTSJ 2.0; application code should use `get()`<sup>188</sup> instead.

### Parameters

description Description of the error.

### A.2.3.14 NoHeapRealtimeThread

---

#### Inheritance

```
java.lang.Object  
  java.lang.Thread  
    javax.realtime.RealtimeThread  
      javax.realtime.NoHeapRealtimeThread
```

#### Description

A NoHeapRealtimeThread is a specialized form of `RealtimeThread`<sup>189</sup>. 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

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<sup>188</sup>Section 15.2.3.3.2

<sup>189</sup>Section 5.3.2.2

access violations. The constructors of NoHeapRealtimeThread require a reference to [ScopedMemory](#)<sup>190</sup> or [ImmortalMemory](#)<sup>191</sup>.

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

#### A.2.3.14.1 Constructors

---

### NoHeapRealtimeThread(SchedulingParameters, ReleaseParameters, MemoryParameters, MemoryArea, ProcessingGroupParameters, Runnable)

#### *Signature*

```
public
NoHeapRealtimeThread(SchedulingParameters scheduling,
                     ReleaseParameters release,
                     MemoryParameters memory,
                     MemoryArea area,
                     ProcessingGroupParameters group,
                     Runnable logic)
```

#### *Description*

Create 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.

---

<sup>190</sup>Section [A.2.3.31](#)

<sup>191</sup>Section [11.3.2.2](#)

release the ReleaseParameters associated with this (and possibly other instances of Schedulable). When release is null the it defaults to the a copy of the creator's release parameters 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 memory parameters, 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*

Create a realtime thread which may not use the heap with the given **Schedu-**

[lingParameters](#)<sup>192</sup>, [ReleaseParameters](#)<sup>193</sup> and [MemoryArea](#)<sup>194</sup>, 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

Create a realtime thread with the given [SchedulingParameters](#)<sup>195</sup> and [MemoryArea](#)<sup>196</sup> and default values for all other parameters.

This constructor is equivalent to `NoHeapRealtimeThread(scheduling, null, null, area, null, null, null)`.

## A.2.3.14.2 Methods

---

### start

#### Signature

```
public void
start()
```

#### Description

Set up the realtime thread's environment and start it. The set up might include delaying it until the assigned start time and initializing the thread's scope stack. (See [ScopedMemory](#)<sup>197</sup>.)

---

<sup>192</sup>Section [6.3.3.14](#)

<sup>193</sup>Section [6.3.3.10](#)

<sup>194</sup>Section [11.3.2.3](#)

<sup>195</sup>Section [6.3.3.14](#)

<sup>196</sup>Section [11.3.2.3](#)

<sup>197</sup>Section [A.2.3.31](#)

*Throws*

IllegalStateException 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*

Start the thread with the specified phasing policy.

**Available since** RTSJ 2.0

**A.2.3.15 OneShotTimer**

---

The following elements of OneShotTimer are deprecated. The required elements are documented in Section [10.3.2.2](#) above.

**A.2.3.15.1 Constructors**

---

**OneShotTimer(HighResolutionTime, Clock, AsyncEventHandler)***Signature*

```
public  
OneShotTimer(javax.realtime.HighResolutionTime<?> time,  
              Clock clock,  
              AsyncEventHandler handler)
```

throws `IllegalArgumentException`,  
`UnsupportedOperationException`,  
`IllegalAssignmentError`

### Description

Create an instance of `OneShotTimer`<sup>198</sup>, based on the given clock, that will execute its `fire` method according to the given time. The `Clock`<sup>199</sup> association of the parameter time is ignored.

**Deprecated** 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()`.

`clock` The clock on which to base this timer, overriding the clock associated with the parameter time. When null, the system Realtime clock is used. The clock associated with the parameter time is always ignored.

`handler` The `AsyncEventHandler`<sup>200</sup> that will be released when `fire` is invoked. When null, no handler is associated with this 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 `RelativeTime` instance less than zero.

`UnsupportedOperationException` when the `Chronograph`<sup>201</sup> associated with time is not a `Clock`<sup>202</sup>.

`IllegalAssignmentError` when this `OneShotTimer` cannot hold references to time, handler, or clock.

## A.2.3.16 POSIXSignalHandler

---

### Inheritance

`java.lang.Object`

---

<sup>198</sup>Section 10.3.2.2

<sup>199</sup>Section 10.3.2.1

<sup>200</sup>Section 8.3.3.5

<sup>201</sup>Section 10.3.1.2

<sup>202</sup>Section 10.3.2.1



## `javax.realtime.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

### **A.2.3.16.1 Fields**

---

#### **SIGHUP**

public static final SIGHUP

#### *Description*

Hangup (POSIX).

#### **SIGINT**

public static final SIGINT

#### *Description*

interrupt (ANSI)

#### **SIGQUIT**

public static final SIGQUIT

#### *Description*

quit (POSIX)

**SIGILL**

public static final SIGILL

*Description*

illegal instruction (ANSI)

**SIGTRAP**

public static final SIGTRAP

*Description*

trace trap (POSIX), optional signal.

**SIGABRT**

public static final SIGABRT

*Description*

Abort (ANSI).

**SIGBUS**

public static final SIGBUS

*Description*

BUS error (4.2 BSD), optional signal.

**SIGFPE**

public static final SIGFPE

*Description*

floating point exception

**SIGKILL**

public static final SIGKILL

*Description*

Kill, unblockable (POSIX).

**SIGUSR1**

public static final SIGUSR1

*Description*

User-defined signal 1 (POSIX).

**SIGSEGV**

public static final SIGSEGV

*Description*

Segmentation violation (ANSI).

**SIGUSR2**

public static final SIGUSR2

*Description*

User-defined signal 2 (POSIX).

**SIGPIPE**

public static final SIGPIPE

*Description*

Broken pipe (POSIX).

**SIGALRM**

public static final SIGALRM

*Description*

Alarm clock (POSIX).

**SIGTERM**

public static final SIGTERM

*Description*

Termination (ANSI).

**SIGCHLD**

public static final SIGCHLD

*Description*

Child status has changed (POSIX).

**SIGCONT**

public static final SIGCONT

*Description*

Continue (POSIX), optional signal.

**SIGSTOP**

public static final SIGSTOP

*Description*

Stop, unblockable (POSIX), optional signal.

**SIGTSTP**

public static final SIGTSTP

*Description*

Keyboard stop (POSIX), optional signal.

**SIGTTIN**

public static final SIGTTIN

*Description*

Background read from tty (POSIX), optional signal.

**SIGTTOU**

public static final SIGTTOU

*Description*

Background write to tty (POSIX), optional signal.

**SIGURG**

public static final SIGURG

*Description*

Urgent condition on socket (4.2 BSD).

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

**SIGXCPU**

public static final SIGXCPU

*Description*

CPU limit exceeded (4.2 BSD).

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

**SIGXFSZ**

public static final SIGXFSZ

*Description*

File size limit exceeded (4.2 BSD).

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

**SIGVTALRM**

public static final SIGVTALRM

*Description*

Virtual alarm clock (4.2 BSD).

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

**SIGPROF**

public static final SIGPROF

*Description*

Profiling alarm clock (4.2 BSD).

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

**SIGWINCH**

public static final SIGWINCH

*Description*

Window size change (4.3 BSD, Sun).

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

**SIGIO**

public static final SIGIO

*Description*

I/O now possible (4.2 BSD).

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

**SIGPWR**

public static final SIGPWR

*Description*

Power failure restart (System V).

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

## **SIGSYS**

public static final SIGSYS

### *Description*

Bad system call, optional signal.

## **SIGIOT**

public static final SIGIOT

### *Description*

IOT instruction (4.2 BSD), optional signal.

## **SIGPOLL**

public static final SIGPOLL

### *Description*

Pollable event occurred (System V).

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

## **SIGCLD**

public static final SIGCLD

### *Description*

Same as SIGCHLD (System V), optional signal.

## **SIGEMT**

public static final SIGEMT

### *Description*

EMT instruction, optional signal.

**SIGLOST**

public static final SIGLOST

*Description*

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

**SIGCANCEL**

public static final SIGCANCEL

*Description*

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

**SIGFREEZE**

public static final SIGFREEZE

*Description*

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

**SIGLWP**

public static final SIGLWP

*Description*

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard



**SIGTHAW**

```
public static final SIGTHAW
```

*Description*

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

**SIGWAITING**

```
public static final SIGWAITING
```

*Description*

**Deprecated** as of RTSJ 1.0.1 not part of POSIX 9945-1-1996 standard

**A.2.3.16.2 Methods**

---

**addHandler(int, AsyncEventHandler)**

*Signature*

```
public static void  
addHandler(int signal,  
            AsyncEventHandler handler)
```

*Description*

addHandler 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 iff 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*

removeHandler 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 iff 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*

setHandler 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 iff signal is not defined by any of the constants in this class.

### A.2.3.17 PeriodicParameters

---

The following elements of PeriodicParameters are deprecated. The required elements are documented in Section 6.3.3.6 above.

#### A.2.3.17.1 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 (by being passed through the schedulable's constructor or set with a method such as [RealtimeThread.setReleaseParameters\(ReleaseParameters\)](#)<sup>203</sup>) 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

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

---

<sup>203</sup>Section 5.3.2.2.2

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

### A.2.3.18 *PeriodicTimer*

---

The following elements of `PeriodicTimer` are deprecated. The required elements are documented in Section 10.3.2.3 above.

#### A.2.3.18.1 Constructors

---

### **PeriodicTimer(HighResolutionTime, RelativeTime, Clock, Async-EventHandler)**

#### Signature

```
public
PeriodicTimer(javax.realtime.HighResolutionTime<?> start,
               RelativeTime interval,
               Clock clock,
               AsyncEventHandler handler)
throws IllegalArgumentException,
       UnsupportedOperationException,
       IllegalAssignmentError
```

#### Description

Create a timer that executes its fire method periodically.

**Deprecated** 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 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](#)<sup>204</sup>.

**clock** The clock to be used to time the start and interval. When null, the system Realtime clock is used. The [Clock](#)<sup>205</sup> association of the parameters start and interval is always ignored.

**handler** The [AsyncEventHandler](#)<sup>206</sup> that will be released when fire is invoked. When null, no handler is associated with this 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 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.

**UnsupportedOperationException** when the [Chronograph](#)<sup>207</sup> associated with time is not a [Clock](#)<sup>208</sup>.

### A.2.3.19 PhysicalMemoryManager

---

#### Inheritance

```
java.lang.Object
  javax.realtime.PhysicalMemoryManager
```

#### Description

---

<sup>204</sup>Section [10.3.2.2](#)

<sup>205</sup>Section [10.3.2.1](#)

<sup>206</sup>Section [8.3.3.5](#)

<sup>207</sup>Section [10.3.1.2](#)

<sup>208</sup>Section [10.3.2.1](#)

The PhysicalMemoryManager is not ordinarily used by applications, except that the implementation may require the application to use the `registerFilter`<sup>209</sup> 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`<sup>210</sup>, `LTPhysicalMemory`<sup>211</sup>, and `ImmortalPhysicalMemory`<sup>212</sup>) 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 holes in the memory space. Some of these holes may be filled with removable memory.

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 if 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 (on systems that support virtual memory). and locks the virtual memory to the memory chunk.

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

---

<sup>209</sup>Section [A.2.3.19.2](#)

<sup>210</sup>Section [A.2.3.36](#)

<sup>211</sup>Section [A.2.3.12](#)

<sup>212</sup>Section [A.2.3.10](#)

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 or other interested parties may provide [PhysicalMemoryTypeFilter](#)<sup>213</sup> classes that allow additional characteristics of memory devices to be specified.

**Deprecated** as of RTSJ 2.0

#### A.2.3.19.1 Fields

---

##### ALIGNED

public static final 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 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](#)

---

<sup>213</sup>Section [A.2.1.1](#)

## DMA

public static final 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 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 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.

#### A.2.3.19.2 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*

Register the specified [AsyncEvent](#)<sup>214</sup> 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

---

<sup>214</sup>Section [8.3.3.4](#)

## onInsertion(long, long, AsyncEventHandler)

### Signature

```
public static void  
onInsertion(long base,  
            long size,  
            AsyncEventHandler aeh)
```

### Description

Register the specified [AsyncEventHandler](#)<sup>215</sup> 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, unregister 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

---

<sup>215</sup>Section [8.3.3.5](#)

Register 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*

Register 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, unregister 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

Register 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.

SecurityException when this operation is not permitted.

## removeFilter(Object)

### Signature

```
public static final void  
removeFilter(Object name)
```

### Description

Remove the identified filter from the set of registered filters. When the filter is not registered, silently do 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.

SecurityException when this operation is not permitted.

## **unregisterInsertionEvent(long, long, AsyncEvent)**

#### *Signature*

```
public static boolean  
unregisterInsertionEvent(long base,  
                          long size,  
                          AsyncEvent ae)
```

#### *Description*

Unregister 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

Unregister 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

### A.2.3.20 PriorityCeilingEmulation

---

The following elements of PriorityCeilingEmulation are deprecated. The required elements are documented in Section 7.3.1.2 above.

### A.2.3.20.1 Methods

---

#### getDefaultCeiling

*Signature*

```
public int  
getDefaultCeiling()
```

*Description*

Gets the priority ceiling for this PriorityCeilingEmulation object.

*Returns*

The priority ceiling.

**Deprecated** as of RTSJ 1.0.1. The method name is misleading. Replaced with `getCeiling()`

### A.2.3.21 *PriorityScheduler*

---

The following elements of `PriorityScheduler` are deprecated. The required elements are documented in Section [6.3.3.8](#) above.

#### A.2.3.21.1 Fields

---

##### MAX\_PRIORITY

```
public static final MAX_PRIORITY
```

*Description*

The maximum priority value used by the implementation.

**Deprecated** as of RTSJ 1.0.1 Use the `getMaxPriority`<sup>216</sup> method instead.

---

<sup>216</sup>Section [6.3.3.8.3](#)



**MIN\_PRIORITY**

```
public static final MIN_PRIORITY
```

*Description*

The minimum priority value used by the implementation.

**Deprecated** as of RTSJ 1.0.1 Use the [getMinPriority<sup>217</sup>](#) method instead.

**A.2.3.21.2 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 a Java thread then 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*

IllegalArgumentException 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

---

<sup>217</sup>Section [6.3.3.8.3](#)

## 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 a Java thread then 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

IllegalArgumentException 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 a Java thread then 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*

IllegalArgumentException when thread is a realtime thread that is not scheduled by an instance3 of PriorityScheduler.

*Returns*

The norm priority for thread

**Deprecated** since RTSJ 2.0

## instance

*Signature*

```
public static javax.realtime.PriorityScheduler  
instance()
```

*Description*

Return 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](#)<sup>218</sup> and [SporadicParameters](#)<sup>219</sup>.

---

<sup>218</sup>Section [6.3.3.6](#)

<sup>219</sup>Section [6.3.3.15](#)

When any schedulable within the feasibility set has release parameters of the exact type [AperiodicParameters](#)<sup>220</sup> (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](#)<sup>221</sup>, or passes proposed release parameters of type [AperiodicParameters](#)<sup>222</sup>, 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](#)<sup>223</sup>, is when the method will change those release parameters to not be [AperiodicParameters](#)<sup>224</sup>.

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

---

<sup>220</sup>Section [6.3.3.2](#)

<sup>221</sup>Section [6.3.3.2](#)

<sup>222</sup>Section [6.3.3.2](#)

<sup>223</sup>Section [6.3.3.2](#)

<sup>224</sup>Section [6.3.3.2](#)

**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](#)<sup>225</sup>.)

**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](#)<sup>226</sup>.)

#### Throws

**IllegalArgumentException** 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`<sup>227</sup> or `RealtimeThread.waitForNextPeriodInterruptible`<sup>228</sup>.

#### 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

---

<sup>225</sup>Section [6.3.3.8](#)

<sup>226</sup>Section [6.3.3.8](#)

<sup>227</sup>Section ??

<sup>228</sup>Section ??

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](#)<sup>229</sup>.)

`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](#)<sup>230</sup>.)

`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](#)<sup>231</sup>.)

#### Throws

`IllegalArgumentException` 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`<sup>232</sup> or `RealtimeThread.waitForNextPeriodInterruptible`<sup>233</sup>.

#### 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

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<sup>229</sup>Section [6.3.3.8](#)

<sup>230</sup>Section [6.3.3.8](#)

<sup>231</sup>Section [6.3.3.8](#)

<sup>232</sup>Section ??

<sup>233</sup>Section ??

## 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<sup>234</sup>](#).)

`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<sup>235</sup>](#).)

`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<sup>236</sup>](#).)

`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<sup>237</sup>](#).)

### Throws

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<sup>234</sup>Section 6.3.3.8

<sup>235</sup>Section 6.3.3.8

<sup>236</sup>Section 6.3.3.8

<sup>237</sup>Section 6.3.3.8

`IllegalArgumentException` 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`<sup>238</sup> or `RealtimeThread.waitForNextPeriodInterruptible`<sup>239</sup>.

#### 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

Inform this scheduler and cooperating facilities that the resource demands of the given instance of `Schedulable`<sup>240</sup> will be considered in the feasibility analysis of the associated `Scheduler`<sup>241</sup> 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, do nothing.

#### Parameters

schedulable A reference to the given instance of `Schedulable`<sup>242</sup>

#### Throws

`IllegalArgumentException` when `schedulable` is null, or when `schedulable` is not associated with this; that is `schedulable.getScheduler() != this`.

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<sup>238</sup>Section ??

<sup>239</sup>Section ??

<sup>240</sup>Section 6.3.1.3

<sup>241</sup>Section 6.3.3.12

<sup>242</sup>Section 6.3.1.3



*Returns*

True, when the system is feasible after the addition. False, when not.

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

**removeFromFeasibility(Schedulable)***Signature*

protected boolean  
removeFromFeasibility(Schedulable schedulable)

*Description*

Inform this scheduler and cooperating facilities that the resource demands of the given instance of [Schedulable](#)<sup>243</sup> should no longer be considered in the feasibility analysis of the associated [Scheduler](#)<sup>244</sup>. Whether the resulting system is feasible or not, the removal is completed.

*Parameters*

schedulable A reference to the given instance of [Schedulable](#)<sup>245</sup>

*Throws*

IllegalArgumentException 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*

---

<sup>243</sup>Section [6.3.1.3](#)

<sup>244</sup>Section [6.3.3.12](#)

<sup>245</sup>Section [6.3.1.3](#)

Trigger the execution of a schedulable (like an [AsyncEventHandler](#)<sup>246</sup>).

#### *Parameters*

schedulable schedulable The schedulable to make active. When null, nothing happens.

#### *Throws*

UnsupportedOperationException Thrown in all cases by the PriorityScheduler

**Deprecated** RTSJ 2.0

### A.2.3.22 ProcessingGroupParameters

---

#### **Inheritance**

java.lang.Object  
[javax.realtime.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. 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 objects 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 (budget) parameter, (b) one of its

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<sup>246</sup>Section [8.3.3.5](#)

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 (budget) 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](#)<sup>247</sup> values for cost, deadline, period and start time. Since those times are expressed as a [HighResolutionTime](#)<sup>248</sup>, 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](#)<sup>249</sup> 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 that 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

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<sup>247</sup>Section [9.3.1.2](#)

<sup>248</sup>Section [9.3.1.2](#)

<sup>249</sup>Section [9.3.1.2](#)

Table A.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

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 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](#)<sup>250</sup>.

#### A.2.3.22.1 Constructors

---

**ProcessingGroupParameters(HighResolutionTime, RelativeTime, RelativeTime, RelativeTime, AsyncEventHandler, AsyncEventHandler)**

*Signature*

```
public
ProcessingGroupParameters(javax.realtime.HighResolutionTime<?> start,
                           RelativeTime period,
                           RelativeTime cost,
```

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<sup>250</sup>Section [6.3.3.9](#)

RelativeTime deadline,  
AsyncEventHandler overrunHandler,  
AsyncEventHandler missHandler)  
throws IllegalArgumentException,  
IllegalAssignmentError

### *Description*

Create 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.

#### A.2.3.22.2 Methods

---

### clone

#### Signature

```
public java.lang.Object  
clone()  
throws CloneNotSupportedException
```

#### Description

Create 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.)

#### 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](#)<sup>251</sup> 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](#)<sup>252</sup> that is the deadline of this.

## getDeadlineMissHandler

### *Signature*

```
public javax.realtime.AsyncEventHandler  
getDeadlineMissHandler()
```

### *Description*

Gets the deadline miss handler.

### *Returns*

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<sup>251</sup>Section [8.3.3.5](#)

<sup>252</sup>Section [9.3.1.3](#)

A reference to an instance of [AsyncEventHandler](#)<sup>253</sup> 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](#)<sup>254</sup> 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](#)<sup>255</sup> that represents the value of start.

## setCost(RelativeTime)

### Signature

```
public void  
setCost(RelativeTime cost)
```

---

<sup>253</sup>Section [8.3.3.5](#)

<sup>254</sup>Section [9.3.1.3](#)

<sup>255</sup>Section [9.3.1.2](#)



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(javax.realtime.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.

## A.2.3.23 RationalTime

---

### Inheritance

```
java.lang.Object  
  javax.realtime.HighResolutionTime  
    javax.realtime.RelativeTime  
      javax.realtime.RationalTime
```

### Description

An object that represents a time interval  $\text{milliseconds}/10^3 + \text{nanoseconds}/10^9$  seconds long that is divided into subintervals by some frequency. This is generally used in periodic events, threads, and feasibility analysis to specify periods where there is a basic period that must be adhered to strictly (the interval), but within that interval the periodic events are supposed to happen frequency times, as uniformly spaced as possible, but clock and scheduling jitter is moderately acceptable.

**Caution:** This class is explicitly unsafe for multithreading when being changed. Code that mutates instances of this class should synchronize at a higher level. **Deprecated** as of RTSJ 1.0.1

#### A.2.3.23.1 Constructors

---

### RationalTime(int, long, int)

#### Signature

```
public  
RationalTime(int frequency,  
              long millis,  
              int nanos)
```

#### Description

Construct an instance of RationalTime. All arguments must be greater than or equal to zero.

#### Parameters

frequency The frequency value.  
millis The milliseconds value.  
nanos The nanoseconds value.

#### Throws

IllegalArgumentException When any of the argument values are less than zero, or when frequency is equal to zero.

### RationalTime(int, RelativeTime)

#### Signature

```
public  
RationalTime(int frequency,  
              RelativeTime interval)
```

#### Description

Construct an instance of RationalTime from the given [RelativeTime](#)<sup>256</sup>.

*Parameters*

frequency The frequency value.

interval The given instance of [RelativeTime](#)<sup>257</sup>.

*Throws*

IllegalArgumentException When either of the argument values are less than zero, or when frequency is equal to zero.

## RationalTime(int)

*Signature*

```
public  
RationalTime(int frequency)
```

*Description*

Construct an instance of RationalTime. Equivalent to new RationalTime(1000, 0, frequency)&#151essentially a cycles-per-second value.

*Throws*

IllegalArgumentException when frequency is less than or equal to zero.

### A.2.3.23.2 Methods

---

## absolute(Clock, AbsoluteTime)

*Signature*

```
public javax.realtime.AbsoluteTime  
absolute(Clock clock,  
         AbsoluteTime destination)
```

*Description*

Convert time of this to an absolute time.

*Parameters*

---

<sup>256</sup>Section [9.3.1.3](#)

<sup>257</sup>Section [9.3.1.3](#)

clock The reference clock. When null, `Clock.getRealTimeClock()` is used.

destination A reference to the destination instance.

## **addInterarrivalTo(AbsoluteTime)**

### *Signature*

```
public void  
addInterarrivalTo(AbsoluteTime destination)
```

### *Description*

Add the time of this to an [AbsoluteTime](#)<sup>258</sup> It is almost the same `dest.add(this, dest)` except that it accounts for (i.e. divides by) the frequency.

### *Parameters*

destination A reference to the destination instance.

## **getFrequency**

### *Signature*

```
public int  
getFrequency()
```

### *Description*

Gets the value of frequency.

### *Returns*

The value of frequency as an integer.

## **getInterarrivalTime**

### *Signature*

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

### *Description*

Gets the interarrival time. This time is  $(\text{milliseconds}/10^3 + \text{nanoseconds}/10^9)/\text{frequency}$  rounded down to the nearest expressible value of the fields and their types of [RelativeTime](#)<sup>259</sup>.

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<sup>258</sup>Section [9.3.1.1](#)

<sup>259</sup>Section [9.3.1.3](#)

## **getInterarrivalTime(RelativeTime)**

### *Signature*

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

### *Description*

Gets the interarrival time. This time is  $(\text{milliseconds}/10^3 + \text{nanoseconds}/10^9)/\text{frequency}$  rounded down to the nearest expressible value of the fields and their types of [RelativeTime](#)<sup>260</sup>.

### *Parameters*

dest Result is stored in dest and returned, when null, a new object is returned.

## **set(long, int)**

### *Signature*

```
public void  
set(long millis,  
    int nanos)
```

### *Description*

Sets the indicated fields to the given values.

### *Parameters*

millis The new value for the millisecond field.  
nanos The new value for the nanosecond field.

## **setFrequency(int)**

### *Signature*

```
public void  
setFrequency(int frequency)
```

### *Description*

Sets the value of the frequency field.

### *Parameters*

frequency The new value for the frequency.

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<sup>260</sup>Section [9.3.1.3](#)



*Throws*

IllegalArgumentException when frequency is less than or equal to zero.

**toString***Signature*

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

*Description*

Create a printable string of the time given by this.

The string shall be a decimal representation of the frequency, milliseconds and nanosecond values; formatted as follows "(100, 2251 ms, 750000 ns)"

*Returns*

String object converted from the time given by this.

**A.2.3.24 RawMemoryAccess**

---

**Inheritance**

```
java.lang.Object  
  javax.realtime.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`<sup>261</sup> static byte variable in class `RealtimeSystem`<sup>262</sup>. 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

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<sup>261</sup>Section 14.2.2.3.1

<sup>262</sup>Section 14.2.2.3

bytes that are not contiguous. In each case the documentation for the [PhysicalMemoryTypeFilter](#)<sup>263</sup> 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](#)<sup>264</sup>. 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](#)<sup>265</sup>. 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.

---

<sup>263</sup>Section [A.2.1.1](#)

<sup>264</sup>Section [15.2.2.10](#)

<sup>265</sup>Section [15.2.2.19](#)

Table A.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.

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 dimensions are

The true values in the table are represented by properties of the following form. `javax.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 run-time must be forced to re-read memory or write to memory on each call to a raw memory `getxxx` or `putxxx` method, 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`<sup>266</sup> to create the appropriate `javax.realtime.device.RawMemory`<sup>267</sup> object.

#### A.2.3.24.1 Constructors

---

### RawMemoryAccess(Object, long, long)

#### Signature

```
public
RawMemoryAccess(Object type,
                  long base,
                  long size)
```

#### Description

Construct an instance of `RawMemoryAccess` with the given parameters, and set the object to the mapped state. When the platform supports virtual memory, map 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`<sup>268</sup> and `PhysicalMemoryTypeFilter.getVMFlags`<sup>269</sup>).

#### 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

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<sup>266</sup>Section 12.3.2.6
<sup>267</sup>Section 12.3.1.16<sup>268</sup>Section A.2.1.1.1<sup>269</sup>Section A.2.1.1.1

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

SecurityException 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<sup>270</sup> has been registered with the PhysicalMemoryManager<sup>271</sup>.

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

Construct an instance of RawMemoryAccess with the given parameters, and set the object to the mapped state. When the platform supports virtual memory, map 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.

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<sup>270</sup>Section A.2.1.1

<sup>271</sup>Section A.2.3.19

(See [PhysicalMemoryTypeFilter.getVMAttributes](#)<sup>272</sup> and [PhysicalMemoryTypeFilter.getVMFlags](#)<sup>273</sup>).

#### 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

`SecurityException` 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](#)<sup>274</sup> has been registered with the [PhysicalMemoryManager](#)<sup>275</sup>.

`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.

`SecurityException` when the application doesn't have permissions to access physical memory or the given range of memory.

### A.2.3.24.2 Methods

---

## getBytes(long)

#### Signature

---

<sup>272</sup>Section [A.2.1.1.1](#)

<sup>273</sup>Section [A.2.1.1.1](#)

<sup>274</sup>Section [A.2.1.1](#)

<sup>275</sup>Section [A.2.3.19](#)

```
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](#)<sup>276</sup> somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

[SecurityException](#) 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*

---

<sup>276</sup>Section [15.2.2.19](#)

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](#)<sup>277</sup> 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. This is checked at every entry in the array to allow for the possibility that the memory area could be unmapped or remapped. The bytes 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.

[SecurityException](#) when this access is not permitted by the security manager.

See [Section RawMemoryAccess.map\(long,long\)](#)

## getInt(long)

#### Signature

```
public int  
getInt(long offset)
```

---

<sup>277</sup>Section [15.2.2.19](#)



*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](#)<sup>278</sup> 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.

[SecurityException](#) 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)
```

---

<sup>278</sup>Section [15.2.2.19](#)

*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 loaded.

*Throws*

[OffsetOutOfBoundsException](#) when the offset is negative or greater than the size of the raw memory area. The role of the [SizeOutOfBoundsException](#)<sup>279</sup> 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 integers fall 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 ints 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.

[SecurityException](#) when this access is not permitted by the security manager.

See [Section RawMemoryAccess.map\(long,long\)](#)

---

<sup>279</sup>Section [15.2.2.19](#)

## 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 double falls in an invalid address range.

[SecurityException](#) 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 long 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](#)<sup>280</sup> 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 longs 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.

[SecurityException](#) when this access is not permitted by the security manager.

See [Section RawMemoryAccess.map\(long,long\)](#)

## **getMappedAddress**

#### *Signature*

```
public long  
getMappedAddress()
```

#### *Description*

---

<sup>280</sup>Section [15.2.2.19](#)

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). Same as the base address when virtual memory is not supported.

## 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](#)<sup>281</sup> 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.

SecurityException when this access is not permitted by the security manager.

*Returns*

The short loaded from raw memory.

---

<sup>281</sup>Section [15.2.2.19](#)

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](#)<sup>282</sup> somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area.

---

<sup>282</sup>Section [15.2.2.19](#)

[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 shorts 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.

[SecurityException](#) 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](#)<sup>283</sup> and [PhysicalMemoryTypeFilter.getVMFlags](#)<sup>284</sup>).

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.

---

<sup>283</sup>Section [A.2.1.1.1](#)

<sup>284</sup>Section [A.2.1.1.1](#)

## 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](#)<sup>285</sup> and [PhysicalMemoryTypeFilter.getVMFlags](#)<sup>286</sup>).

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)
```

---

<sup>285</sup>Section [A.2.1.1.1](#)

<sup>286</sup>Section [A.2.1.1.1](#)



*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](#)<sup>287</sup> and [PhysicalMemoryTypeFilter.getVMFlags](#)<sup>288</sup>).

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](#)<sup>289</sup>. 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*

---

<sup>287</sup>Section [A.2.1.1.1](#)

<sup>288</sup>Section [A.2.1.1.1](#)

<sup>289</sup>Section [15.2.2.19](#)

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`<sup>290</sup> 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.

`SecurityException` 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.

---

<sup>290</sup>Section [15.2.2.19](#)

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](#)<sup>291</sup> 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 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.

[SecurityException](#) 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

---

<sup>291</sup>Section [15.2.2.19](#)

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](#)<sup>292</sup> 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.

[SecurityException](#) 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

---

<sup>292</sup>Section [15.2.2.19](#)

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](#)<sup>293</sup> 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 int 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.

[SecurityException](#) when this access is not permitted by the security manager.

See [Section RawMemoryAccess.map\(long,long\)](#)

## setLong(long, long)

---

<sup>293</sup>Section [15.2.2.19](#)

*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](#)<sup>294</sup> 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.

[SecurityException](#) 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,
```

---

<sup>294</sup>Section [15.2.2.19](#)

```
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**<sup>295</sup> 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 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.

**SecurityException** when this access is not permitted by the security manager.

---

<sup>295</sup>Section 15.2.2.19

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](#)<sup>296</sup> 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.

[SecurityException](#) when this access is not permitted by the security manager.

See [Section RawMemoryAccess.map\(long,long\)](#)

## setShorts(long, short, int, int)

### Signature

---

<sup>296</sup>Section [15.2.2.19](#)



```
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**<sup>297</sup> 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 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.

**SecurityException** when this access is not permitted by the security manager.

---

<sup>297</sup>Section 15.2.2.19

See [Section RawMemoryAccess.map\(long,long\)](#)

## unmap

### Signature

```
public void  
unmap()
```

### Description

Unmap 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](#)<sup>298</sup>.

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.

### A.2.3.25 RawMemoryFloatAccess

---

#### Inheritance

```
java.lang.Object  
  javax.realtime.RawMemoryAccess  
    javax.realtime.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](#)<sup>299</sup> for commentary on changes in the preferred use of this class following RTSJ 2.0.

---

<sup>298</sup>Section [15.2.2.19](#)

<sup>299</sup>Section [A.2.3.24](#)

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`<sup>300</sup> 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 a optional system properties that identify a platform's level of support for atomic raw put and get. (See `RawMemoryAccess`<sup>301</sup>.) The properties represent a four-dimensional sparse array with boolean values 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`<sup>302</sup>. 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`

---

<sup>300</sup>Section [A.2.1.1](#)

<sup>301</sup>Section [A.2.3.24](#)

<sup>302</sup>Section [15.2.2.10](#)

[sException](#)<sup>303</sup>. 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](#)<sup>304</sup>.

### A.2.3.25.1 Constructors

---

## RawMemoryFloatAccess(Object, long, long)

### Signature

```
public
RawMemoryFloatAccess(Object type,
                      long base,
                      long size)
```

### Description

Construct an instance of `RawMemoryFloatAccess` with the given parameters, and set the object to the mapped state. When the platform supports virtual memory, map 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](#)<sup>305</sup> and [PhysicalMemoryTypeFilter.getVMFlags](#)<sup>306</sup>).

### 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

---

<sup>303</sup>Section [15.2.2.19](#)

<sup>304</sup>Section [12.3.1.16](#)

<sup>305</sup>Section [A.2.1.1.1](#)

<sup>306</sup>Section [A.2.1.1.1](#)

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

SecurityException 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<sup>307</sup> has been registered with the PhysicalMemoryManager<sup>308</sup>.

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

## RawMemoryFloatAccess(Object, long)

#### Signature

```
public  
RawMemoryFloatAccess(Object type,  
                      long size)
```

#### Description

Construct an instance of RawMemoryFloatAccess with the given parameters, and set the object to the mapped state. When the platform supports virtual memory, map 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<sup>309</sup> and PhysicalMemoryTypeFilter.

---

<sup>307</sup>Section A.2.1.1

<sup>308</sup>Section A.2.3.19

<sup>309</sup>Section A.2.1.1.1

`getVMFlags`<sup>310</sup>.

#### 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

`SecurityException` 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`<sup>311</sup> has been registered with the `PhysicalMemoryManager`<sup>312</sup>.

`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.

### A.2.3.25.2 Methods

---

## `getDouble(long)`

#### Signature

```
public double
getDouble(long offset)
```

#### Description

---

<sup>310</sup>Section [A.2.1.1.1](#)

<sup>311</sup>Section [A.2.1.1](#)

<sup>312</sup>Section [A.2.3.19](#)

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 long.

#### *Throws*

[OffsetOutOfBoundsException](#) when the offset is invalid.

[SizeOutOfBoundsException](#) when the object is not mapped, or when the double falls in an invalid address range.

[SecurityException](#) 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 assign 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\(long,long\)](#)<sup>313</sup>).

[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.

[SecurityException](#) 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.)

---

<sup>313</sup>Section [A.2.3.24.2](#)



*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\(long,long\)](#)<sup>314</sup>).

[SizeOutOfBoundsException](#) when the object is not mapped, or when the float falls in an invalid address range.

[SecurityException](#) 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 int 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*

---

<sup>314</sup>Section [A.2.3.24.2](#)

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 loaded.

#### 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\(long,long\)](#)<sup>315</sup>).

[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 floats 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.

[SecurityException](#) 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

---

<sup>315</sup>Section [A.2.3.24.2](#)

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\(long,long\)](#)<sup>316</sup>).

[SizeOutOfBoundsException](#) when the object is not mapped, or when the double falls in an invalid address range.

[SecurityException](#) 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 double 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.

---

<sup>316</sup>Section [A.2.3.24.2](#)

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\(long,long\)](#)<sup>317</sup>).

[SizeOutOfBoundsException](#) when the object is not mapped, or when the 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 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.

[SecurityException](#) 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 integer.

value The float to write.

#### Throws

---

<sup>317</sup>Section [A.2.3.24.2](#)

[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\(long,long\)](#)<sup>318</sup>).

[SizeOutOfBoundsException](#) when the object is not mapped, or when the float falls in an invalid address range.

[SecurityException](#) 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](#)

---

<sup>318</sup>Section [A.2.3.24.2](#)

somewhat overlaps this exception since it is when the offset is within the object but outside the mapped area. (See [RawMemoryAccess.map\(long, long\)](#)<sup>319</sup>).

[SizeOutOfBoundsException](#) when the object is not mapped, or when the 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.

[SecurityException](#) when this access is not permitted by the security manager.

### A.2.3.26 *RealtimeSystem*

---

The following elements of *RealtimeSystem* are deprecated. The required elements are documented in [Section 14.2.2.3](#) above.

#### A.2.3.26.1 Fields

---

### A.2.3.27 *RealtimeThread*

---

The following elements of *RealtimeThread* are deprecated. The required elements are documented in [Section 5.3.2.2](#) above.

#### A.2.3.27.1 Constructors

---

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

*Signature*

---

<sup>319</sup>Section [A.2.3.24.2](#)

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

#### *Description*

Create 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

### A.2.3.27.2 Methods

---

## **sleep(Clock, HighResolutionTime)**

#### *Signature*

```
public static void
sleep(Clock clock,
      javax.runtime.HighResolutionTime<?> time)
throws InterruptedException,
      ClassCastException,
      UnsupportedOperationException,
      IllegalArgumentException
```

#### *Description*

A sleep method that is controlled by a generalized clock. Since the time is expressed as a [HighResolutionTime](#)<sup>320</sup>, 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](#)<sup>321</sup> associated with time. The sleep time may be relative or absolute. When relative, then the calling thread is blocked for the amount of

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<sup>320</sup>Section [9.3.1.2](#)

<sup>321</sup>Section [10.3.2.1](#)

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.

It is permissible to call sleep when control is in an [AsyncEventHandler](#)<sup>322</sup>. The method cause 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](#)<sup>323</sup> used as the base. When clock is null the realtime clock (see [Clock.getRealtimeClock](#)<sup>324</sup>) 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\(\)](#)<sup>325</sup> or [AsynchronouslyInterruptedE](#)  
[fire\(\)](#)<sup>326</sup> during the time between calling this method and returning from it.

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

`UnsupportedOperationException` when the sleep operation is not supported by clock.

`IllegalArgumentException` 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

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<sup>322</sup>Section [8.3.3.5](#)

<sup>323</sup>Section [10.3.2.1](#)

<sup>324</sup>Section [10.3.2.1.2](#)

<sup>325</sup>Section [5.3.2.2.2](#)

<sup>326</sup>Section [8.3.2.1.2](#)



Causes the current realtime thread to delay until the beginning of the next period. Used by threads that have a reference to a [ReleaseParameters](#)<sup>327</sup> type of [PeriodicParameters](#)<sup>328</sup> 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](#)<sup>329</sup>.)

#### Throws

`IllegalThreadStateException` when this does not have a reference to a [ReleaseParameters](#)<sup>330</sup> type of [PeriodicParameters](#)<sup>331</sup>.

`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\(\)](#)<sup>332</sup>

## waitForNextPeriodInterruptible

#### Signature

```
public static boolean
waitForNextPeriodInterruptible()
throws InterruptedException,
    ClassCastException,
    IllegalThreadStateException
```

#### Description

The `waitForNextPeriodInterruptible()` method is a duplicate of `waitForNextPeriod()`<sup>333</sup> except that `waitForNextPeriodInterruptible` is able to throw `InterruptedException`.

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<sup>327</sup>Section 6.3.3.10

<sup>328</sup>Section 6.3.3.6

<sup>329</sup>Section 6.3.3.8

<sup>330</sup>Section 6.3.3.10

<sup>331</sup>Section 6.3.3.6

<sup>332</sup>Section 5.3.2.2.2

<sup>333</sup>Section ??

Used by threads that have a reference to a [ReleaseParameters](#)<sup>334</sup> type of [PeriodicParameters](#)<sup>335</sup> 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](#)<sup>336</sup>)

#### Throws

`InterruptedException` when the thread is interrupted by `interrupt()`<sup>337</sup> or `AsynchronouslyInterruptedE`  
`fire()`<sup>338</sup> 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](#)<sup>339</sup> type of [PeriodicParameters](#)<sup>340</sup>.

#### 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

**Deprecated** RTSJ 2.0 Replaced by [waitForNextRelease](#)<sup>341</sup>

## addIfFeasible

#### Signature

```
public boolean
addIfFeasible()
```

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<sup>334</sup>Section [6.3.3.10](#)

<sup>335</sup>Section [6.3.3.6](#)

<sup>336</sup>Section [6.3.3.8](#)

<sup>337</sup>Section [5.3.2.2.2](#)

<sup>338</sup>Section [8.3.2.1.2](#)

<sup>339</sup>Section [6.3.3.10](#)

<sup>340</sup>Section [6.3.3.6](#)

<sup>341</sup>Section [5.3.2.2.2](#)

*Description*

This method first performs a feasibility analysis with this added to the system. When the resulting system is feasible, inform the scheduler and cooperating facilities that this instance of [Schedulable](#)<sup>342</sup> should be considered in feasibility analysis until further notified. When the analysis showed 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, do 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*

Inform the scheduler and cooperating facilities that this instance of [Schedulable](#)<sup>343</sup> should be considered in feasibility analysis until further notified.

When the object is already included in the feasibility set, do 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()
```

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<sup>342</sup>Section [6.3.1.3](#)

<sup>343</sup>Section [6.3.1.3](#)

*Description*

When the [ReleaseParameters](#)<sup>344</sup> object associated with this RealtimeThread is an instance of [PeriodicParameters](#)<sup>345</sup>, perform any *deschedulePeriodic* actions specified by this thread's scheduler. When the type of the associated instance of [ReleaseParameters](#)<sup>346</sup> is not [PeriodicParameters](#)<sup>347</sup> nothing happens.

**Deprecated** since RTSJ 2.0

## getProcessingGroupParameters

*Signature*

```
public javax.realtime.ProcessingGroupParameters
getProcessingGroupParameters()
```

*Description*

Gets a reference to the [ProcessingGroupParameters](#)<sup>348</sup> object for this schedulable.

*Returns*

A reference to the current [ProcessingGroupParameters](#)<sup>349</sup> object.

**Deprecated** since RTSJ 2.0

## removeFromFeasibility

*Signature*

```
public boolean
removeFromFeasibility()
```

*Description*

Inform the scheduler and cooperating facilities that this instance of [Schedulable](#)<sup>350</sup> should *not* be considered in feasibility analysis until it is further notified.

*Returns*


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<sup>344</sup>Section [6.3.3.10](#)

<sup>345</sup>Section [6.3.3.6](#)

<sup>346</sup>Section [6.3.3.10](#)

<sup>347</sup>Section [6.3.3.6](#)

<sup>348</sup>Section [A.2.3.22](#)

<sup>349</sup>Section [A.2.3.22](#)

<sup>350</sup>Section [6.3.1.3](#)

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

Begin unblocking `RealtimeThread.waitForNextPeriod`<sup>351</sup> for a periodic thread. When deadline miss detection is disabled, enable it. Typically used when a periodic schedulable is in a deadline miss condition. The details of the interaction of this method with `deschedulePeriodic`<sup>352</sup> and `waitForNextPeriod`<sup>353</sup> are dictated by this thread's scheduler.

When this `RealtimeThread` does not have a type of `PeriodicParameters`<sup>354</sup> as its `ReleaseParameters`<sup>355</sup> 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

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<sup>351</sup>Section ??

<sup>352</sup>Section ??

<sup>353</sup>Section ??

<sup>354</sup>Section 6.3.3.6

<sup>355</sup>Section 6.3.3.10

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** *release* The proposed release parameters. 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](#)<sup>356</sup>.)

**memory** *memory* The proposed memory parameters. 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](#)<sup>357</sup>.)

#### Throws

**IllegalArgumentException** *IllegalArgumentException* Thrown 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 proposed parameter objects are located in heap memory.

**IllegalAssignmentError** *IllegalAssignmentError* when this cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to this.

**IllegalThreadStateException** *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

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<sup>356</sup>Section 6.3.3.8

<sup>357</sup>Section 6.3.3.8

```

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 release The proposed release parameters. 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](#)<sup>358</sup>.)

memory memory The proposed memory parameters. 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](#)<sup>359</sup>.)

group group The proposed processing group parameters. 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](#)<sup>360</sup>.)

### Throws

[IllegalArgumentException](#) [IllegalArgumentException](#) Thrown 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 proposed parameter objects are located in heap memory.

[IllegalAssignmentError](#) [IllegalAssignmentError](#) when this cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to this.

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<sup>358</sup>Section [6.3.3.8](#)

<sup>359</sup>Section [6.3.3.8](#)

<sup>360</sup>Section [6.3.3.8](#)

`IllegalThreadStateException` `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` `release` The proposed release parameters. 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](#)<sup>361</sup>.)

`group` `group` The proposed processing group parameters. 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](#)<sup>362</sup>.)

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<sup>361</sup>Section [6.3.3.8](#)

<sup>362</sup>Section [6.3.3.8](#)



*Throws*

`IllegalArgumentException` `IllegalArgumentException` Thrown 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 proposed parameter objects are located in heap memory.

`IllegalAssignmentError` `IllegalAssignmentError` when this cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to this.

`IllegalThreadStateException` `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 scheduling The proposed scheduling parameters. 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](#)<sup>363</sup>.)

release release The proposed release parameters. 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](#)<sup>364</sup>.)

memory memory The proposed memory parameters. 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](#)<sup>365</sup>.)

#### Throws

`IllegalArgumentException` `IllegalArgumentException` Thrown 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 proposed parameter objects are located in heap memory.

`IllegalAssignmentError` `IllegalAssignmentError` when this cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to this.

`IllegalThreadStateException` `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)
```

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<sup>363</sup>Section [6.3.3.8](#)

<sup>364</sup>Section [6.3.3.8](#)

<sup>365</sup>Section [6.3.3.8](#)

*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 scheduling The proposed scheduling parameters. 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](#)<sup>366</sup>.)

release release The proposed release parameters. 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](#)<sup>367</sup>.)

memory memory The proposed memory parameters. 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](#)<sup>368</sup>.)

group group The proposed processing group parameters. 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](#)<sup>369</sup>.)

*Throws*

`IllegalArgumentException` `IllegalArgumentException` Thrown 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 proposed parameter objects are located in heap memory.

`IllegalAssignmentError` `IllegalAssignmentError` when this cannot hold references to the proposed parameter objects, or the parameter objects cannot hold a reference to this.

`IllegalThreadStateException` `IllegalThreadStateException` when the schedulable's scheduler prohibits this parameter change at this time due to the state

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<sup>366</sup>Section [6.3.3.8](#)

<sup>367</sup>Section [6.3.3.8](#)

<sup>368</sup>Section [6.3.3.8](#)

<sup>369</sup>Section [6.3.3.8](#)

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** memory The proposed memory parameters. 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](#)<sup>370</sup>.)

#### Throws

**IllegalArgumentException** IllegalArgumentException Thrown when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the proposed parameter object is located in heap memory.

**IllegalAssignmentError** IllegalAssignmentError when this cannot hold a reference to the proposed parameter object, or the parameter object cannot hold a reference to this.

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<sup>370</sup>Section 6.3.3.8

**IllegalThreadStateException** **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](#)<sup>371</sup> 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 group A [ProcessingGroupParameters](#)<sup>372</sup> 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](#)<sup>373</sup>.)

#### Throws

**IllegalArgumentException** **IllegalArgumentException** Thrown 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** **IllegalAssignmentError** when this object cannot hold a reference to group or group cannot hold a reference to this.

**IllegalThreadStateException** **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.

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<sup>371</sup>Section [A.2.3.22](#)

<sup>372</sup>Section [A.2.3.22](#)

<sup>373</sup>Section [6.3.3.8](#)

## 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 group The proposed processing group parameters. 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](#)<sup>374</sup>.)

#### Throws

`IllegalArgumentException` `IllegalArgumentException` Thrown when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the proposed parameter object is located in heap memory.

`IllegalAssignmentError` `IllegalAssignmentError` when this cannot hold a reference to the proposed parameter object, or the parameter object cannot hold a reference to this.

`IllegalThreadStateException` `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

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<sup>374</sup>Section 6.3.3.8

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 release The proposed release parameters. 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](#)<sup>375</sup>.)

### Throws

**IllegalArgumentException** **IllegalArgumentException** Thrown when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the proposed parameter object is located in heap memory.

**IllegalAssignmentError** **IllegalAssignmentError** when this cannot hold a reference to the proposed parameter object, or the parameter object cannot hold a reference to this.

**IllegalThreadStateException** **IllegalThreadStateException** when the schedulable's scheduler prohibits the changing of the release parameter at this time due to the state of the schedulable.

---

<sup>375</sup>Section [6.3.3.8](#)

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

**scheduling** scheduling A reference to the [SchedulingParameters](#)<sup>376</sup> 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](#)<sup>377</sup>.)

**release** release A reference to the [ReleaseParameters](#)<sup>378</sup> 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](#)<sup>379</sup>.)

**memoryParameters** memoryParameters A reference to the [MemoryParameters](#)<sup>380</sup> which will be associated with this. When null, the default value is

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<sup>376</sup>Section [6.3.3.14](#)

<sup>377</sup>Section [6.3.3.8](#)

<sup>378</sup>Section [6.3.3.10](#)

<sup>379</sup>Section [6.3.3.8](#)

<sup>380</sup>Section [11.3.2.4](#)



governed by scheduler (a new object is created when the default value is not null). (See [PriorityScheduler](#)<sup>381</sup>.)

group group A reference to the [ProcessingGroupParameters](#)<sup>382</sup> which will be associated with this. When null, the default value is governed by scheduler (a new object is created). (See [PriorityScheduler](#)<sup>383</sup>.)

#### Throws

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

[IllegalThreadStateException](#) [IllegalThreadStateException](#) when scheduler prohibits the changing of the scheduler or a parameter at this time due to the state of the schedulable.

[SecurityException](#) [SecurityException](#) 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.

---

<sup>381</sup>Section [6.3.3.8](#)

<sup>382</sup>Section [A.2.3.22](#)

<sup>383</sup>Section [6.3.3.8](#)

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 scheduling The proposed scheduling parameters. 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](#)<sup>384</sup>.)

#### Throws

`IllegalArgumentException` `IllegalArgumentException` Thrown when the parameter value is not compatible with the schedulable's scheduler. Also when this schedulable may not use the heap and the proposed parameter object is located in heap memory.

`IllegalAssignmentError` `IllegalAssignmentError` when this cannot hold a reference to the proposed parameter object, or the parameter object cannot hold a reference to this.

`IllegalThreadStateException` `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

### A.2.3.28 *RelativeTime*

---

The following elements of `RelativeTime` are deprecated. The required elements are documented in [Section 9.3.1.3](#) above.

#### A.2.3.28.1 Constructors

---

### `RelativeTime(long, int, Clock)`

---

<sup>384</sup>Section [6.3.3.8](#)

*Signature*

```
public  
RelativeTime(long millis,  
              int nanos,  
              Clock clock)  
throws IllegalArgumentException
```

*Description*

Construct a RelativeTime object representing an interval based on the parameter millis plus the parameter nanos. The construction is subject to millis and nanos parameters normalization. When there is an overflow in the millisecond component when normalizing then an IllegalArgumentException 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*

IllegalArgumentException when there is an overflow in the millisecond component when normalizing.

## RelativeTime(RelativeTime, Clock)

*Signature*

```
public  
RelativeTime(RelativeTime time,  
              Clock clock)  
throws IllegalArgumentException
```

*Description*

Make 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 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*

`IllegalArgumentException` 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.

### **A.2.3.28.2 Methods**

---

## **absolute(Clock)**

#### *Signature*

```
public javax.realtime.AbsoluteTime  
absolute(Clock clock)  
throws ArithmeticException
```

*Description*

Convert the time of this to an absolute time, using the given instance of [Clock](#)<sup>385</sup> to determine the current time. The calculation is the current time indicated by the given instance of [Clock](#)<sup>386</sup> 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](#)<sup>387</sup> 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*

Convert the time of this to an absolute time, using the given instance of [Clock](#)<sup>388</sup> 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

---

<sup>385</sup>Section [10.3.2.1](#)

<sup>386</sup>Section [10.3.2.1](#)

<sup>387</sup>Section [10.3.2.1](#)

<sup>388</sup>Section [10.3.2.1](#)

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](#)<sup>389</sup> 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. Otherwise, a new object is allocated for the result.

*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*

Return 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

---

<sup>389</sup>Section [10.3.2.1](#)

## relative(Clock, RelativeTime)

### Signature

```
public javax.realtime.RelativeTime  
relative(Clock clock,  
         RelativeTime dest)
```

### Description

Return 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. Otherwise, a new object is allocated for the result.

### 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

## addInterarrivalTo(AbsoluteTime)

### Signature

```
public void  
addInterarrivalTo(AbsoluteTime timeAndDestination)
```

### Description

Add the interval of this to the given instance of [AbsoluteTime](#)<sup>390</sup>.

### Parameters

timeAndDestination A reference to the given instance of [AbsoluteTime](#)<sup>391</sup> and the result.

---

<sup>390</sup>Section [9.3.1.1](#)

<sup>391</sup>Section [9.3.1.1](#)

**Deprecated** as of RTSJ 1.0.1

## getInterarrivalTime

### Signature

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

### Description

Gets the interval defined by this. For an instance of [RationalTime](#)<sup>392</sup> it is the interval divided by the frequency.

### Returns

A reference to a new instance of [RelativeTime](#)<sup>393</sup> with the same interval as this.

**Deprecated** as of RTSJ 1.0.1

## getInterarrivalTime(RelativeTime)

### Signature

```
public javax.realtime.RelativeTime  
getInterarrivalTime(RelativeTime destination)
```

### Description

Gets the interval defined by this. For an instance of [RationalTime](#)<sup>394</sup> it is the interval divided by the frequency.

### Parameters

destination A reference to the new object holding the result.

### Returns

A reference to an object holding the result.

**Deprecated** as of RTSJ 1.0.1

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<sup>392</sup>Section [A.2.3.23](#)

<sup>393</sup>Section [9.3.1.3](#)

<sup>394</sup>Section [A.2.3.23](#)



### A.2.3.29 ReleaseParameters

---

The following elements of ReleaseParameters are deprecated. The required elements are documented in Section 6.3.3.10 above.

#### A.2.3.29.1 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](#)<sup>395</sup> 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

IllegalArgumentException 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

---

<sup>395</sup>Section 9.3.1.3

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

### A.2.3.30 *Scheduler*

---

The following elements of Scheduler are deprecated. The required elements are documented in Section 6.3.3.12 above.

#### A.2.3.30.1 **Methods**

---

### **addToFeasibility(Schedulable)**

#### *Signature*

protected abstract boolean  
addToFeasibility(Schedulable schedulable)

#### *Description*

Inform this scheduler and cooperating facilities that the resource demands of the given instance of [Schedulable](#)<sup>396</sup> will be considered in the feasibility analysis of the associated [Scheduler](#)<sup>397</sup> 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, do nothing.

#### *Parameters*

schedulable A reference to the given instance of [Schedulable](#)<sup>398</sup>

#### *Throws*

IllegalArgumentException 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. False, when not.

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<sup>396</sup>Section 6.3.1.3

<sup>397</sup>Section 6.3.3.12

<sup>398</sup>Section 6.3.1.3

**Deprecated** as of RTSJ 2.0 The framework for feasibility analysis is inadequate

## fireSchedulable(Schedulable)

### Signature

```
public abstract void  
fireSchedulable(Schedulable schedulable)
```

### Description

Trigger the execution of a schedulable (like an [AsyncEventHandler](#)<sup>399</sup>).

### Parameters

schedulable The schedulable to make active. When null, nothing happens.

### Throws

UnsupportedOperationException when the scheduler cannot release schedulable for execution.

**Deprecated** RTSJ 2.0

## isFeasible

### Signature

```
public abstract boolean  
isFeasible()
```

### Description

Queries the system about the feasibility of the system currently being considered. The definitions of “feasible” and “system” 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

---

<sup>399</sup>Section [8.3.3.5](#)

**removeFromFeasibility(Schedulable)***Signature*

```
protected abstract boolean
removeFromFeasibility(Schedulable schedulable)
```

*Description*

Inform this scheduler and cooperating facilities that the resource demands of the given instance of [Schedulable](#)<sup>400</sup> should no longer be considered in the feasibility analysis of the associated [Scheduler](#)<sup>401</sup>. Whether the resulting system is feasible or not, the removal is completed.

*Parameters*

schedulable A reference to the given instance of [Schedulable](#)<sup>402</sup>

*Throws*

IllegalArgumentException 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

**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

---

<sup>400</sup>Section [6.3.1.3](#)

<sup>401</sup>Section [6.3.3.12](#)

<sup>402</sup>Section [6.3.1.3](#)

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](#)<sup>403</sup>.)

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](#)<sup>404</sup>.)

#### Throws

[IllegalArgumentException](#) 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](#)<sup>405</sup> or [RealtimeThread.waitForNextPeriodInterruptible](#)<sup>406</sup>.

#### 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,
```

---

<sup>403</sup>Section [6.3.3.8](#)

<sup>404</sup>Section [6.3.3.8](#)

<sup>405</sup>Section ??

<sup>406</sup>Section ??

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](#)<sup>407</sup>.)

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](#)<sup>408</sup>.)

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](#)<sup>409</sup>.)

### Throws

`IllegalArgumentException` 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`<sup>410</sup> or `RealtimeThread.waitForNextPeriodInterruptible`<sup>411</sup>.

---

<sup>407</sup>Section [6.3.3.8](#)

<sup>408</sup>Section [6.3.3.8](#)

<sup>409</sup>Section [6.3.3.8](#)

<sup>410</sup>Section ??

<sup>411</sup>Section ??

*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](#)<sup>412</sup>.)

*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](#)<sup>413</sup>.)

*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

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<sup>412</sup>Section [6.3.3.8](#)

<sup>413</sup>Section [6.3.3.8](#)

null). (See [PriorityScheduler](#)<sup>414</sup>.)

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](#)<sup>415</sup>.)

#### Throws

`IllegalArgumentException` 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`<sup>416</sup> or `RealtimeThread.waitForNextPeriodInterruptible`<sup>417</sup>.

#### 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

### A.2.3.31 ScopedMemory

---

#### Inheritance

```
java.lang.Object
  javax.realtime.MemoryArea
    javax.realtime.ScopedMemory
```

#### Description

Equivalent to and superseded by [javax.realtime.memory.ScopedMemory](#)<sup>418</sup>.

**Deprecated** in RTSJ 2.0; moved to package `javax.realtime.memory`

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<sup>414</sup>Section [6.3.3.8](#)

<sup>415</sup>Section [6.3.3.8](#)

<sup>416</sup>Section ??

<sup>417</sup>Section ??

<sup>418</sup>Section [11.4.3.6](#)



---

### A.2.3.31.1 Constructors

---

## ScopedMemory(long, Runnable)

### Signature

```
public  
    ScopedMemory(long size,  
                  Runnable logic)
```

### Description

Create a new ScopedMemory area with the given parameters.

**Deprecated** since RTSJ 2.0 no longer visible

### 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.

OutOfMemoryError when there is insufficient memory for the ScopedMemory object or for the backing memory.

## ScopedMemory(SizeEstimator, Runnable)

### Signature

```
public  
    ScopedMemory(SizeEstimator size,  
                  Runnable logic)
```

### Description

Equivalent to [ScopedMemory\(long, Runnable\)](#)<sup>419</sup> with the argument list (size.

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<sup>419</sup>Section [A.2.3.31.1](#)

getEstimate(), logic).

**Deprecated** since RTSJ 2.0

*Parameters*

size The size of the new ScopedMemory area estimated by an instance of [SizeEstimator](#)<sup>420</sup>.

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.

OutOfMemoryError when there is insufficient memory for the ScopedMemory object or for the backing memory.

[IllegalAssignmentError](#) when storing logic in this would violate the assignment rules.

## ScopedMemory(long)

*Signature*

```
public  
ScopedMemory(long size)
```

*Description*

Equivalent to [ScopedMemory\(long, Runnable\)](#)<sup>421</sup> with the argument list (size, null).

**Deprecated** since RTSJ 2.0 no longer visible.

*Parameters*

size of the new ScopedMemory area in bytes.

*Throws*

IllegalArgumentException when size is less than zero.

OutOfMemoryError when there is insufficient memory for the ScopedMemory object or for the backing memory.

---

<sup>420</sup>Section [11.3.2.5](#)

<sup>421</sup>Section [A.2.3.31.1](#)

## ScopedMemory(SizeEstimator)

### Signature

```
public  
ScopedMemory(SizeEstimator size)
```

### Description

Equivalent to `ScopedMemory(long, Runnable)`<sup>422</sup> with the argument list (size, getEstimate(), null).

**Deprecated** since RTSJ 2.0.

### Parameters

size The size of the new ScopedMemory area estimated by an instance of `SizeEstimator`<sup>423</sup>.

### Throws

`IllegalArgumentException` when size is null, or size.getEstimate() is negative.  
`OutOfMemoryError` when there is insufficient memory for the ScopedMemory object or for the backing memory.

### A.2.3.31.2 Methods

---

## enter

### Signature

```
public void  
enter()
```

### Description

Associate 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`<sup>424</sup>) or the enter method exits.

---

<sup>422</sup>Section [A.2.3.31.1](#)

<sup>423</sup>Section [11.3.2.5](#)

<sup>424</sup>Section [A.2.3.31.2](#)

*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 **IllegalAssignmentError**<sup>425</sup>, so the JVM cannot be permitted to deliver the exception. The **ThrowBoundaryError**<sup>426</sup> 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** **IllegalArgumentException** when the caller is a schedulable and a null value for logic was supplied when the memory area was constructed.

**MemoryAccessError** **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*

Associate 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**<sup>427</sup>) or the `enter` method exits.

*Parameters*

logic logic The `Runnable` object whose `run()` method should be invoked.

*Throws*


---

<sup>425</sup>Section 15.2.3.2

<sup>426</sup>Section 15.2.3.8

<sup>427</sup>Section A.2.3.31.2

**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 **IllegalAssignmentError**<sup>428</sup>, so the JVM cannot be permitted to deliver the exception. The **ThrowBoundaryError**<sup>429</sup> 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** **IllegalArgumentException** when the caller is a schedulable and logic is null.

## executeInArea(Runnable)

### Signature

```
public void  
executeInArea(Runnable logic)
```

### Description

Execute 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 is a Java thread.

**InaccessibleAreaException** when the memory area is not in the schedulable's scope stack.

**IllegalArgumentException** when the caller is a schedulable and logic is null.

## getPortal

### Signature

---

<sup>428</sup>Section 15.2.3.2

<sup>429</sup>Section 15.2.3.8

```
public java.lang.Object  
getPortal()
```

*Description*

Return 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 is a Java thread.

*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**, 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*

Wait until the reference count of this ScopedMemory goes down to zero. Return immediately when the memory is unreferenced.

#### *Throws*

InterruptedException When this schedulable is interrupted by [RealtimeThread.interrupt\(\)](#)<sup>430</sup> or [AsynchronouslyInterruptedException.fire\(\)](#)<sup>431</sup> while waiting for the reference count to go to zero.

IllegalThreadStateException when the caller is a Java thread.

## **join(HighResolutionTime)**

#### *Signature*

```
public void  
join(javax.realtime.HighResolutionTime<?> time)  
throws InterruptedException
```

#### *Description*

Wait at most until the time designated by the time parameter for the reference count of this ScopedMemory to drop to zero. Return immediately when the memory area is unreferenced.

Since the time is expressed as a [HighResolutionTime](#)<sup>432</sup>, 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.

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<sup>430</sup>Section [5.3.2.2.2](#)

<sup>431</sup>Section [8.3.2.1.2](#)

<sup>432</sup>Section [9.3.1.2](#)

*Throws*

InterruptedException When this schedulable is interrupted by [RealtimeThread.interrupt\(\)](#)<sup>433</sup> or [AsynchronouslyInterruptedException.fire\(\)](#)<sup>434</sup> while waiting for the reference count to go to zero.

IllegalThreadStateException when the caller is a Java thread.

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\(\)](#)<sup>435</sup> or [AsynchronouslyInterruptedException.fire\(\)](#)<sup>436</sup> while waiting for the reference count to go to zero.

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<sup>433</sup>Section [5.3.2.2.2](#)

<sup>434</sup>Section [8.3.2.1.2](#)

<sup>435</sup>Section [5.3.2.2.2](#)

<sup>436</sup>Section [8.3.2.1.2](#)



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** 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**<sup>437</sup>, so the JVM cannot be permitted to deliver the exception. The **ThrowBoundaryError**<sup>438</sup> 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(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 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**<sup>439</sup>, this method has an

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<sup>437</sup>Section 15.2.3.2

<sup>438</sup>Section 15.2.3.8

<sup>439</sup>Section 9.3.1.2

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`<sup>440</sup>.

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** 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**<sup>441</sup>, so the JVM cannot be permitted to deliver the exception. The **ThrowBoundaryError**<sup>442</sup> is allocated in the current allocation context and contains information about the exception it replaces.

**InterruptedException** When this schedulable is interrupted by **RealtimeThread.interrupt()**<sup>443</sup> or **AsynchronouslyInterruptedException.fire()**<sup>444</sup> 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.

**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

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<sup>440</sup>Section A.2.3.31.2

<sup>441</sup>Section 15.2.3.2

<sup>442</sup>Section 15.2.3.8

<sup>443</sup>Section 5.3.2.2.2

<sup>444</sup>Section 8.3.2.1.2

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()`<sup>445</sup> or `AsynchronouslyInterruptedException.fire()`<sup>446</sup> 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` 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`<sup>447</sup>, so the

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<sup>445</sup>Section 5.3.2.2.2

<sup>446</sup>Section 8.3.2.1.2

<sup>447</sup>Section 15.2.3.2

JVM cannot be permitted to deliver the exception. The [ThrowBoundaryError](#)<sup>448</sup> 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,
              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 [HighResolutionTime](#)<sup>449</sup>, 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\(Runnable\)](#)<sup>450</sup>.

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.

---

<sup>448</sup>Section [15.2.3.8](#)

<sup>449</sup>Section [9.3.1.2](#)

<sup>450</sup>Section [A.2.3.31.2](#)

time The time that bounds the wait.

#### Throws

`InterruptedException` When this schedulable is interrupted by `RealtimeThread.interrupt()`<sup>451</sup> or `AsynchronouslyInterruptedException.fire()`<sup>452</sup> 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` 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`<sup>453</sup>, so the JVM cannot be permitted to deliver the exception. The `ThrowBoundaryError`<sup>454</sup> 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

Allocate an array of the given type in this memory area. This method may be concurrently used by multiple threads.

#### Parameters

---

<sup>451</sup>Section 5.3.2.2.2

<sup>452</sup>Section 8.3.2.1.2

<sup>453</sup>Section 15.2.3.2

<sup>454</sup>Section 15.2.3.8

type 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 number The number of elements in the new array.

#### *Throws*

IllegalArgumentException IllegalArgumentException when number is less than zero, type is null, or type is java.lang.Void.TYPE.

OutOfMemoryError OutOfMemoryError when space in the memory area is exhausted.

IllegalThreadStateException when the caller is a Java thread.

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*

Allocate an object in this memory area. This method may be concurrently used by multiple threads.

#### *Parameters*

type type The class of which to create a new instance.

#### *Throws*

IllegalAccessException IllegalAccessException The class or initializer is inaccessible.

IllegalArgumentException IllegalArgumentException when type is null.

ExceptionInInitializerError ExceptionInInitializerError when an unexpected exception has occurred in a static initializer

OutOfMemoryError OutOfMemoryError when space in the memory area is exhausted.

InstantiationException InstantiationException when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, it is an array, or an exception was thrown by the constructor.

IllegalThreadStateException when the caller is a Java thread.

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

Allocate an object in this memory area. This method may be concurrently used by multiple threads.

#### Parameters

c Tc The constructor for the new instance.

args args An array of arguments to pass to the constructor.

#### Throws

IllegalAccessException IllegalAccessException when the class or initializer is inaccessible under Java access control.

InstantiationException InstantiationException when the specified class object could not be instantiated. Possible causes are it is an interface, it is abstract, it is an array.

OutOfMemoryError OutOfMemoryError when space in the memory area is exhausted.

IllegalArgumentException IllegalArgumentException 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.

IllegalThreadStateException when the caller is a Java thread.

`InvocationTargetException` `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 is a Java Thread.

`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

**A.2.3.32 SporadicParameters**

---

The following elements of SporadicParameters are deprecated. The required elements are documented in Section 6.3.3.15 above.

**A.2.3.32.1 Fields**

---

**mitViolationExcept**

public static final 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](#)<sup>455</sup> which has this as its instance of [ReleaseParameters](#)<sup>456</sup> occurs at a time less than the minimum interarrival time defined here then the fire() method shall throw [MITViolationException](#)<sup>457</sup>. 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](#)<sup>458</sup> is bound then the arrival time is ignored.

**Deprecated** since RTSJ 2.0

**mitViolationIgnore**

public static final mitViolationIgnore

*Description*

---

<sup>455</sup>Section 6.3.1.3

<sup>456</sup>Section 6.3.3.10

<sup>457</sup>Section 15.2.2.6

<sup>458</sup>Section 8.3.3.5

Represents the “IGNORE” policy for dealing with minimum interarrival time violations. Under this policy, when an arrival time for any instance of [Schedulable](#)<sup>459</sup> which has this as its instance of [ReleaseParameters](#)<sup>460</sup> 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 mitViolationSave
```

#### *Description*

Represents the “SAVE” policy for dealing with minimum interarrival time violations. Under this policy the arrival time for any instance of [Schedulable](#)<sup>461</sup> which has this as its instance of [ReleaseParameters](#)<sup>462</sup> 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 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](#)<sup>463</sup> which has this as its instance of [ReleaseParameters](#)<sup>464</sup> 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

---

<sup>459</sup>Section [6.3.1.3](#)

<sup>460</sup>Section [6.3.3.10](#)

<sup>461</sup>Section [6.3.1.3](#)

<sup>462</sup>Section [6.3.3.10](#)

<sup>463</sup>Section [6.3.1.3](#)

<sup>464</sup>Section [6.3.3.10](#)

### A.2.3.32.2 Methods

---

#### setMitViolationBehavior(MinimumInterarrivalPolicy)

*Signature*

```
public void  
setMitViolationBehavior(MinimumInterarrivalPolicy behavior)
```

*Description*

Sets the behavior of the arrival time queue in 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*

IllegalArgumentException 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](#)<sup>465</sup>.

#### 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](#)<sup>466</sup>.

---

<sup>465</sup>Section [6.3.3.15.3](#)

<sup>466</sup>Section [6.3.3.15.3](#)

**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 cost The proposed cost. 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*

IllegalArgumentException IllegalArgumentException 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** 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 anlaysis 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

`IllegalArgumentException` 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

### A.2.3.33 *ThrowBoundaryError*

---

The following elements of `ThrowBoundaryError` are deprecated. The required elements are documented in Section 15.2.3.8 above.

#### A.2.3.33.1 Constructors

---

### ThrowBoundaryError(String)

#### Signature

```
public
  ThrowBoundaryError(String description)
```

*Description*

A descriptive constructor for `ThrowBoundaryError`.

**Deprecated** since RTSJ 2.0; application code should use `get()`<sup>467</sup> instead.

*Parameters*

description Description of the error.

**A.2.3.34** *Timer*


---

The following elements of `Timer` are deprecated. The required elements are documented in Section 10.3.2.6 above.

**A.2.3.34.1** Constructors**Timer(HighResolutionTime, Clock, AsyncEventHandler)***Signature*

```
protected
  Timer(javax.realtime.HighResolutionTime<?> time,
        Clock clock,
        AsyncEventHandler handler)
throws IllegalArgumentException,
       UnsupportedOperationException,
       IllegalAssignmentError
```

*Description*

Create a timer that fires according to the given time, based on the `Clock`<sup>468</sup> clock and is handled by the specified `AsyncEventHandler`<sup>469</sup> handler.

---

<sup>467</sup>Section 15.2.3.8.2

<sup>468</sup>Section 10.3.2.1

<sup>469</sup>Section 8.3.3.5

**Deprecated** since version 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()`.

**clock** The clock on which to base this timer, overriding the clock associated with the parameter `time`. When null, the system `Realtime` clock is used. The clock associated with the parameter `time` is always ignored.

**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.

`UnsupportedOperationException` when `time` has a [Chronograph](#)<sup>470</sup> is not a clock.

[IllegalAssignmentError](#) when this `Timer` cannot hold references to handler and clock.

### A.2.3.34.2 Methods

---

## destroy

#### Signature

```
public void  
destroy()  
throws IllegalStateException
```

#### Description

Stop this from counting or comparing when *active*, remove from it all the associated handlers if any, and release as many of its resources as possible back to the system. Every method invoked on a `Timer` that has been *destroyed* will throw `IllegalStateException`.

#### Throws

---

<sup>470</sup>Section [10.3.1.2](#)

IllegalStateException when this Timer has been *destroyed*.

**Deprecated** since RTSJ 2.0

## bindTo(String)

### *Signature*

```
public void
bindTo(String happening)
throws UnsupportedOperationException
```

### *Description*

Should not be called.

### *Parameters*

happening to which to bind

### *Throws*

UnsupportedOperationException when bindTo is called on a Timer.

**Available since** RTSJ 1.0.1

**Deprecated** RTSJ 2.0

## A.2.3.35 VTMemory

---

### **Inheritance**

```
java.lang.Object
  javax.realtime.MemoryArea
    javax.realtime.ScopedMemory
      javax.realtime.VTMemory
```

### *Description*

VTMemory is similar to [LTMemory](#)<sup>471</sup> 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

---

<sup>471</sup>Section [A.2.3.11](#)



---

**A.2.3.35.1 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 this memory area to which the 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\(long initial, long maximum\)](#)<sup>472</sup>.

*Throws*

IllegalArgumentException when initial is greater than maximum, or when initial or maximum is less than zero.

OutOfMemoryError when there is insufficient memory for the VTMemory object or for the backing memory.

[IllegalAssignmentError](#) when storing logic in this would violate the assignment rules.

**VTMemory(SizeEstimator, SizeEstimator, Runnable)***Signature*

```
public
VTMemory(SizeEstimator initial,
          SizeEstimator maximum,
```

---

<sup>472</sup>Section [A.2.3.35.1](#)

Runnable logic)

### Description

Equivalent to `VTMemory(long, long, Runnable)`<sup>473</sup> with the argument list (initial, getEstimate(), maximum.getEstimate(), logic).

### Parameters

initial The size in bytes of the memory to initially allocate for this area.

maximum The maximum size in bytes this memory area to which the size may grow estimated by an instance of `SizeEstimator`<sup>474</sup>.

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)`<sup>475</sup>.

### Throws

`IllegalArgumentException` when initial is null, maximum is null, initial.getEstimate() is greater than maximum.getEstimate(), or when initial.getEstimate() is less than zero.

`OutOfMemoryError` when there is insufficient memory for the `VTMemory` object or for the backing memory.

`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)`<sup>476</sup> with the argument list (initial, maximum, null).

### Parameters

initial The size in bytes of the memory to initially allocate for this area.

---

<sup>473</sup>Section [A.2.3.35.1](#)

<sup>474</sup>Section [11.3.2.5](#)

<sup>475</sup>Section [A.2.3.35.1](#)

<sup>476</sup>Section [A.2.3.35.1](#)

maximum The maximum size in bytes this memory area to which the size may grow.

*Throws*

IllegalArgumentException when initial is greater than maximum or when initial or maximum is less than zero.

OutOfMemoryError when there is insufficient memory for the VTMemory object or for the backing memory.

## VTMemory(SizeEstimator, SizeEstimator)

*Signature*

```
public  
VTMemory(SizeEstimator initial,  
          SizeEstimator maximum)
```

*Description*

Equivalent to `VTMemory(long, long, Runnable)`<sup>477</sup> with the argument list (initial.getEstimate(), maximum.getEstimate(), null).

*Parameters*

initial The size in bytes of the memory to initially allocate for this area.

maximum The maximum size in bytes this memory area to which the size may grow estimated by an instance of `SizeEstimator`<sup>478</sup>.

*Throws*

IllegalArgumentException when initial is null, maximum is null, initial.getEstimate() is greater than maximum.getEstimate(), or when initial.getEstimate() is less than zero.

OutOfMemoryError when there is insufficient memory for the VTMemory object or for the backing memory.

## VTMemory(long, Runnable)

*Signature*

---

<sup>477</sup>Section [A.2.3.35.1](#)

<sup>478</sup>Section [11.3.2.5](#)

```
public
VTMemory(long size,
          Runnable logic)
```

*Description*

Equivalent to `VTMemory(long, long, Runnable)`<sup>479</sup> 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)`<sup>480</sup>.

*Throws*

`IllegalArgumentException` when size is less than zero.

`OutOfMemoryError` when there is insufficient memory for the `VTMemory` object or for the backing memory.

`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)`<sup>481</sup> with the argument list (size. `getEstimate()`, size. `getEstimate()`, logic).

**Available since** RTSJ 1.0.1

---

<sup>479</sup>Section [A.2.3.35.1](#)

<sup>480</sup>Section [A.2.3.35.1](#)

<sup>481</sup>Section [A.2.3.35.1](#)

*Parameters*

size An instance of [SizeEstimator](#)<sup>482</sup> 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\(SizeEstimator initial\)](#)<sup>483</sup>.

*Throws*

IllegalArgumentException when size is null, or size.getEstimate() is less than zero.

OutOfMemoryError when there is insufficient memory for the VTMemory object or for the backing memory.

[IllegalAssignmentError](#) when storing logic in this would violate the assignment rules.

## VTMemory(long)

*Signature*

```
public  
VTMemory(long size)
```

*Description*

Equivalent to [VTMemory\(long, long, Runnable\)](#)<sup>484</sup> 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.

OutOfMemoryError when there is insufficient memory for the VTMemory object or for the backing memory.

---

<sup>482</sup>Section [11.3.2.5](#)

<sup>483</sup>Section [A.2.3.35.1](#)

<sup>484</sup>Section [A.2.3.35.1](#)

## VTMemory(SizeEstimator)

### Signature

```
public  
VTMemory(SizeEstimator size)
```

### Description

Equivalent to `VTMemory(long, long, Runnable)`<sup>485</sup> with the argument list (size, size.getEstimate(), size.getEstimate(), null).

**Available since** RTSJ 1.0.1

### Parameters

size An instance of `SizeEstimator`<sup>486</sup> 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.

`OutOfMemoryError` when there is insufficient memory for the VTMemory object or for the backing memory.

## A.2.3.35.2 Methods

---

## toString

### Signature

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

### Description

Create a string representing this object. The string is of the form (VTMemory) Scoped memory # num where num uniquely identifies the VTMemory area.

### Returns

---

<sup>485</sup>Section [A.2.3.35.1](#)

<sup>486</sup>Section [11.3.2.5](#)

A string representing the value of this.

### A.2.3.36 VTPhysicalMemory

---

#### Inheritance

java.lang.Object  
  javax.realtime.MemoryArea  
    javax.realtime.ScopedMemory  
      javax.realtime.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](#)<sup>487</sup> memory areas, and the same performance restrictions as VTMemory.

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](#)

---

<sup>487</sup>Section [A.2.3.31](#)

**Deprecated** since RTSJ 2.0

### A.2.3.36.1 Constructors

---

## VTPhysicalMemory(Object, long, long, Runnable)

### Signature

```
public
VTPhysicalMemory(Object type,
                  long base,
                  long size,
                  Runnable logic)
```

### Description

Create 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\(\)](#)<sup>488</sup> 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.

[SecurityException](#) when the application does not have permissions to access physical memory or the given range of memory.

---

<sup>488</sup>Section [11.3.2.3.2](#)



[OffsetOutOfBoundsException](#) when the base address is invalid.

[UnsupportedPhysicalMemoryException](#) when the underlying hardware does not support the given type, or when no matching [PhysicalMemoryTypeFilter](#)<sup>489</sup> has been registered with the [PhysicalMemoryManager](#)<sup>490</sup>.

[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\(Object, long, long, Runnable\)](#)<sup>491</sup> 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.

---

<sup>489</sup>Section [A.2.1.1](#)

<sup>490</sup>Section [A.2.3.19](#)

<sup>491</sup>Section [A.2.3.36.1](#)

size A size estimator for this memory area.

logic The run() method of this object will be called whenever [MemoryArea.enter\(\)](#)<sup>492</sup> is called. When logic is null, logic must be supplied when the memory area is entered.

#### Throws

[SecurityException](#) 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](#)<sup>493</sup> has been registered with the [PhysicalMemoryManager](#)<sup>494</sup>.

[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\(Object, long, long, Runnable\)](#)<sup>495</sup> with the argument list (type, base, size, null).

---

<sup>492</sup>Section [11.3.2.3.2](#)

<sup>493</sup>Section [A.2.1.1](#)

<sup>494</sup>Section [A.2.3.19](#)

<sup>495</sup>Section [A.2.3.36.1](#)

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

**SecurityException** 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**<sup>496</sup> has been registered with the **PhysicalMemoryManager**<sup>497</sup>.

**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)**<sup>498</sup> with the

---

<sup>496</sup>Section [A.2.1.1](#)

<sup>497</sup>Section [A.2.3.19](#)

<sup>498</sup>Section [A.2.3.36.1](#)

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

[SecurityException](#) 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](#)<sup>499</sup> has been registered with the [PhysicalMemoryManager](#)<sup>500</sup>.

[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)
```

---

<sup>499</sup>Section [A.2.1.1](#)

<sup>500</sup>Section [A.2.3.19](#)

*Description*

Equivalent to `VTPhysicalMemory(Object, long, long, Runnable)`<sup>501</sup> with the argument list (type, 0, size, 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).

size The size of the area in bytes.

logic The `run()` method of this object will be called whenever `MemoryArea.enter()`<sup>502</sup> is called. When logic is null, logic must be supplied when the memory area is entered.

*Throws*

`SecurityException` 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`<sup>503</sup> has been registered with the `PhysicalMemoryManager`<sup>504</sup>.

`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*

---

<sup>501</sup>Section [A.2.3.36.1](#)

<sup>502</sup>Section [11.3.2.3.2](#)

<sup>503</sup>Section [A.2.1.1](#)

<sup>504</sup>Section [A.2.3.19](#)

```
public
VTPhysicalMemory(Object type,
                  SizeEstimator size,
                  Runnable logic)
```

*Description*

Equivalent to `VTPhysicalMemory(Object, long, long, Runnable)`<sup>505</sup> with the argument list (type, 0, 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).

size A size estimator for this area.

logic The run() method of this object will be called whenever `MemoryArea.enter()`<sup>506</sup> is called. When logic is null, logic must be supplied when the memory area is entered.

*Throws*

`SecurityException` 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`<sup>507</sup> has been registered with the `PhysicalMemoryManager`<sup>508</sup>.

`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.

---

<sup>505</sup>Section [A.2.3.36.1](#)

<sup>506</sup>Section [11.3.2.3.2](#)

<sup>507</sup>Section [A.2.1.1](#)

<sup>508</sup>Section [A.2.3.19](#)

## VTPhysicalMemory(Object, long)

### Signature

```
public  
VTPhysicalMemory(Object type,  
                  long size)
```

### Description

Equivalent to `VTPhysicalMemory(Object, long, long, Runnable)`<sup>509</sup> with the argument list (type, 0, 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).

size The size of the area in bytes.

### Throws

`SecurityException` 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`<sup>510</sup> has been registered with the `PhysicalMemoryManager`<sup>511</sup>.

`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.

---

<sup>509</sup>Section [A.2.3.36.1](#)

<sup>510</sup>Section [A.2.1.1](#)

<sup>511</sup>Section [A.2.3.19](#)

## VTPhysicalMemory(Object, SizeEstimator)

### Signature

```
public  
VTPhysicalMemory(Object type,  
                  SizeEstimator size)
```

### Description

Equivalent to `VTPhysicalMemory(Object, long, long, Runnable)`<sup>512</sup> with the argument list (type, 0, 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).

size A size estimator for this area.

### Throws

`SecurityException` 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`<sup>513</sup> has been registered with the `PhysicalMemoryManager`<sup>514</sup>.

`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.

---

<sup>512</sup>Section [A.2.3.36.1](#)

<sup>513</sup>Section [A.2.1.1](#)

<sup>514</sup>Section [A.2.3.19](#)



### A.2.3.36.2 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.

### A.2.3.37 WaitFreeDeque

---

### Inheritance

```
java.lang.Object  
  javafx.realtime.WaitFreeDeque
```

### Description

A WaitFreeDeque encapsulates a WaitFreeWriteQueue and a WaitFreeReadQueue. Each method on a WaitFreeDeque corresponds to an equivalent operation on the underlying WaitFreeWriteQueue or WaitFreeReadQueue.

*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.

WaitFreeDequeue is one of the classes allowing NoHeapRealtimeThreads and regular Java threads to synchronize on an object without the risk of a NoHeap-RealtimeThread incurring Garbage Collector latency due to priority inversion avoidance management.

**Deprecated** as of RTSJ 1.0.1

#### A.2.3.37.1 Constructors

---

### WaitFreeDequeue(Runnable, Runnable, int, MemoryArea)

#### Signature

```
public
WaitFreeDequeue(Runnable writer,
                 Runnable reader,
                 int maximum,
                 MemoryArea memory)
```

#### Description

Constructs a queue, in memory, with an underlying [WaitFreeWriteQueue<sup>515</sup>](#) and [WaitFreeReadQueue<sup>516</sup>](#), each of size maximum.

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 Runnables 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 queue; moreover, there is no check that they actually access the queue at all.

*Note* that the wait free queues' internal queues are allocated in memory, but the memory area of the wait free dequeue instance itself is determined by the current allocation context.

#### Parameters

---

<sup>515</sup>Section [7.3.1.5](#)

<sup>516</sup>Section [7.3.1.4](#)

writer An instance of Runnable or null.

reader An instance of Runnable or null.

maximum Then maximum number of elements in the both the [WaitFreeReadQueue](#)<sup>517</sup> and the [WaitFreeWriteQueue](#)<sup>518</sup>.

memory The [MemoryArea](#)<sup>519</sup> in which internal elements are allocated.

#### Throws

[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.

[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 object. The maximum argument must be greater than zero.

[InaccessibleAreaException](#) when memory is a scoped memory that is not on the caller's scope stack.

### A.2.3.37.2 Methods

---

## nonBlockingRead

#### Signature

```
public java.lang.Object
nonBlockingRead()
```

#### Description

An unsynchronized call of the `read()` method of the underlying [WaitFreeReadQueue](#)<sup>520</sup>.

#### Returns

A `java.lang.Object` object read from this. When there are no elements in this then null is returned.

---

<sup>517</sup>Section [7.3.1.4](#)

<sup>518</sup>Section [7.3.1.5](#)

<sup>519</sup>Section [11.3.2.3](#)

<sup>520</sup>Section [7.3.1.4](#)

## blockingWrite(Object)

### Signature

```
public void  
blockingWrite(Object object)  
throws InterruptedException
```

### Description

A synchronized call of the `write()` method of the underlying [WaitFreeRead-Queue](#)<sup>521</sup>. This call blocks on queue full and waits until there is space in this.

### Parameters

object The `java.lang.Object` to place in this.

### Throws

[MemoryScopeException](#) when a memory access error or illegal assignment error would occur while storing object in the queue.

`InterruptedException` when the thread is interrupted by `interrupt()` or [AsynchronouslyInterruptedException](#)<sup>522</sup> during the time between calling this method and returning from it.

**Available since** RTSJ 1.0.1 Return type changed from `boolean` to `void` because this method *always* returned `true`, and added `InterruptedException`.

## nonBlockingWrite(Object)

### Signature

```
public boolean  
nonBlockingWrite(Object object)
```

### Description

An unsynchronized call of the `write()` method of the underlying [WaitFreeWrite-Queue](#)<sup>523</sup>. This call does not block on queue full.

### Parameters

object The `Object` to attempt to place in this.

### Throws

[MemoryScopeException](#) when a memory access error or illegal assignment error would occur while storing object in the queue.

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<sup>521</sup>Section [7.3.1.4](#)

<sup>522</sup>Section [8.3.2.1.2](#)

<sup>523</sup>Section [7.3.1.5](#)

*Returns*

true when object was inserted (i.e., the queue was not full), false otherwise.

## blockingRead

*Signature*

```
public java.lang.Object  
blockingRead()  
throws InterruptedException
```

*Description*

A synchronized call of the `read()` method of the underlying [WaitFreeWriteQueue](#)<sup>524</sup>. This call blocks on queue empty and will wait until there is an element in the queue to return.

*Throws*

`InterruptedException` when the thread is interrupted by `interrupt()` or [AsynchronouslyInterrupted](#)`fire()`<sup>525</sup> during the time between calling this method and returning from it.

*Returns*

The `java.lang.Object` read.

**Available since** RTSJ 1.0.1 Added throws `InterruptedException`.

## force(Object)

*Signature*

```
public boolean  
force(Object object)
```

*Description*

When this's underlying [WaitFreeWriteQueue](#)<sup>526</sup> is full, then overwrite with object the most recently inserted element. Otherwise this call is equivalent to `nonBlockingWrite()`.

*Parameters*

object The object to be written.

---

<sup>524</sup>Section [7.3.1.5](#)

<sup>525</sup>Section [8.3.2.1.2](#)

<sup>526</sup>Section [7.3.1.5](#)

*Throws*

`MemoryScopeException` when a memory access error or illegal assignment error would occur while storing object in the queue.

*Returns*

true when an element was overwritten; false when there as an empty element into which the write occurred.

## A.3 Rationale

These are interface and classes that have been shown to be less the ideal. They have been replaced by elements that better fulfill the requirements. Compatibility can be provided by implemenations that use existing facilities so there is not reason to continue requiring their inclusion new implementations.

# Appendix B

## Bibliography

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